

On how evolution enables transitions between ecological interactions: a unified population dynamics model



POLITÉCNICA

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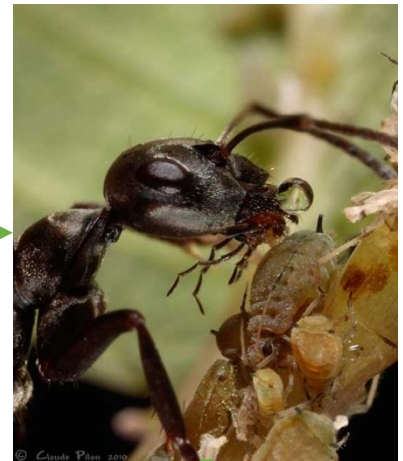


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Problem structure

Population dynamics [1]

$$\dot{X}_i = f_i(X_i \dots X_n)$$



Adaptive dynamics [2]

$$\dot{S}_i = g_i(S_i \dots S_m)$$

1. Ecological relationships



Commensalism

Commensalism

b_{12}

b_{21}

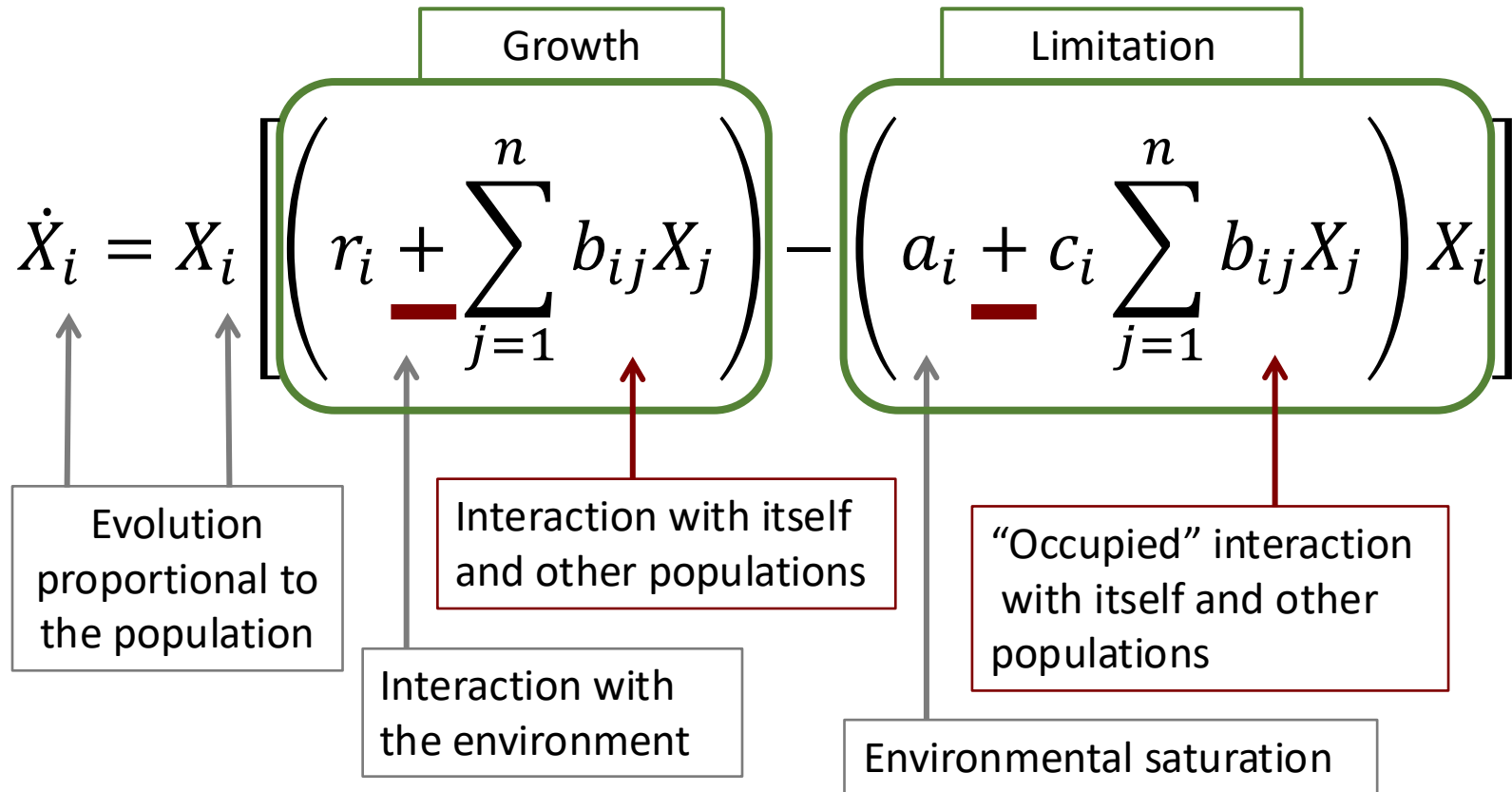
1. Ecological relationships



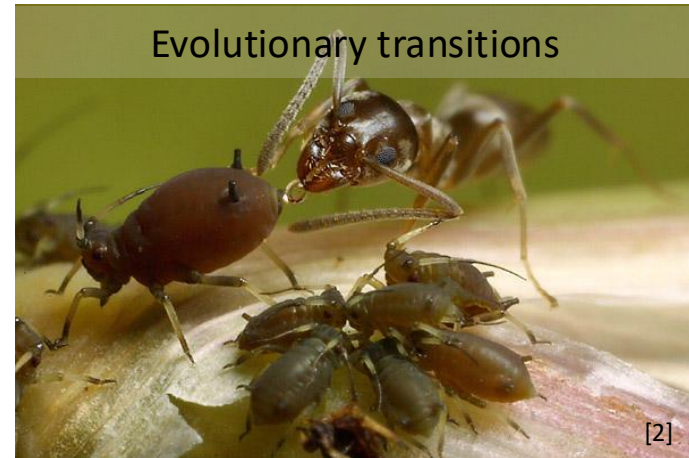
r_1

r_2

1. Generalized model



1. Ecological transitions



2. Evolution and natural selection



Allopatric speciation



Sympatric speciation

Population:

$$\dot{X}_i[s, t] = X_i[s, t]f_i[s, t]$$

Parameter related to a physiological trait: s_i

Population + mutant:

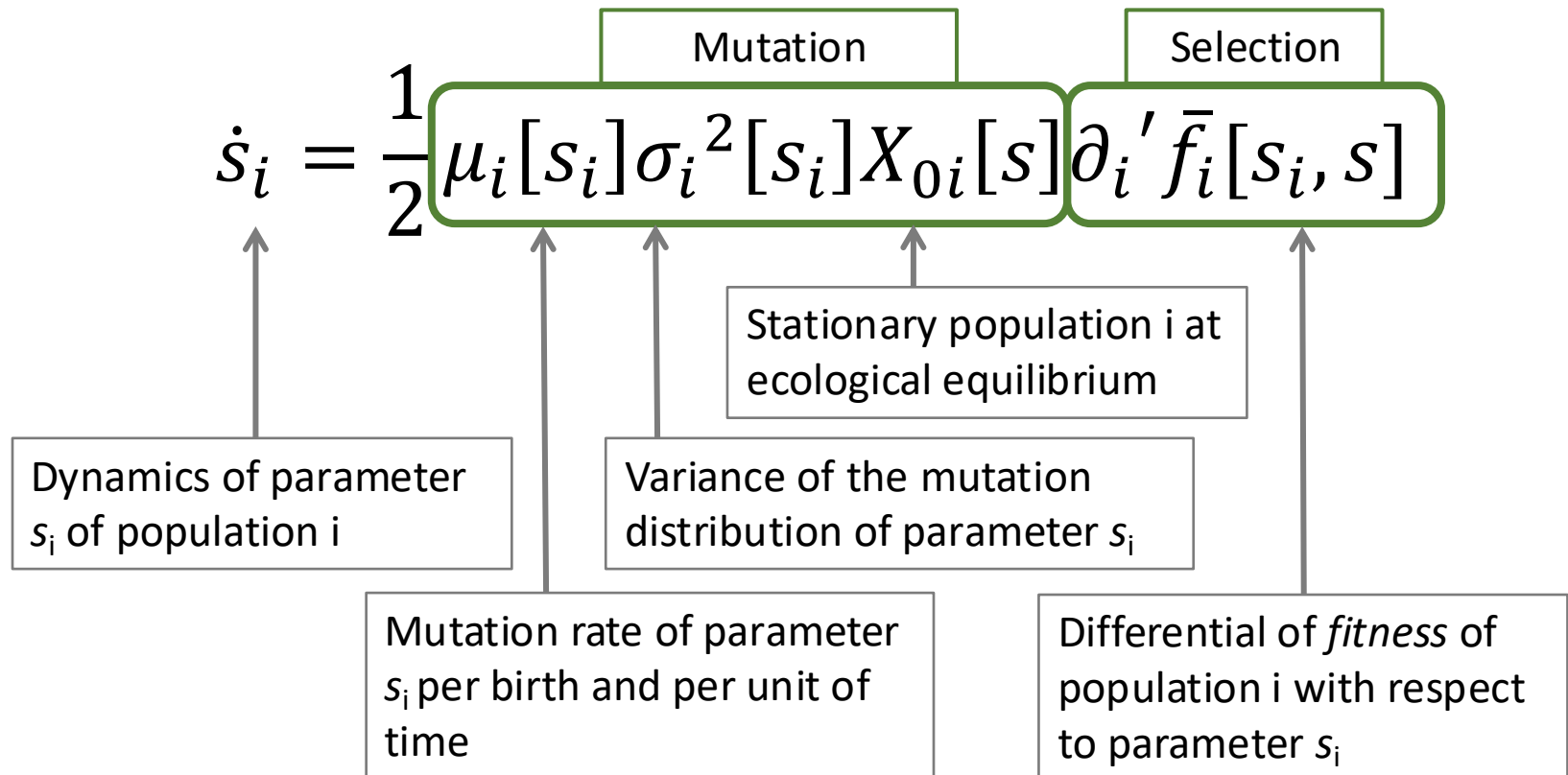
$$\dot{X}_i[s, t] = X_i[s, t]f_i[s, t]$$

$$\dot{X}_j[s', t] = X_j[s', t]f_j[s', t]$$

Parameter that changes as its physiology mutates: s'_j

2. Adaptive dynamics

- Master equation of adaptive dynamics:



2. Evolutionary model

- *Trade-off* between the interspecific interaction b and the interaction with the environment r

Transición →	r disminuye →			$r = 0$	r disminuye →
	b aumenta →	$b = 0$	b aumenta →		
Antagonismo $r \gg 0, b < 0$		Comensalismo $r > 0, b \sim 0$		Mutualismo facultativo $r > 0, b > 0$	Mutualismo obligatorio $r < 0, b \gg 0$

$$\dot{X}_i = X_i \left[\underbrace{\left(r_i + \sum_{j=1}^n b_{ij} X_j \right)}_{\substack{\text{red arrow down} \\ \text{green arrow up}}} - \underbrace{\left(a_i + c_i \sum_{j=1}^n b_{ij} X_j \right)}_{\substack{\text{green arrow up}}} X_i \right]$$

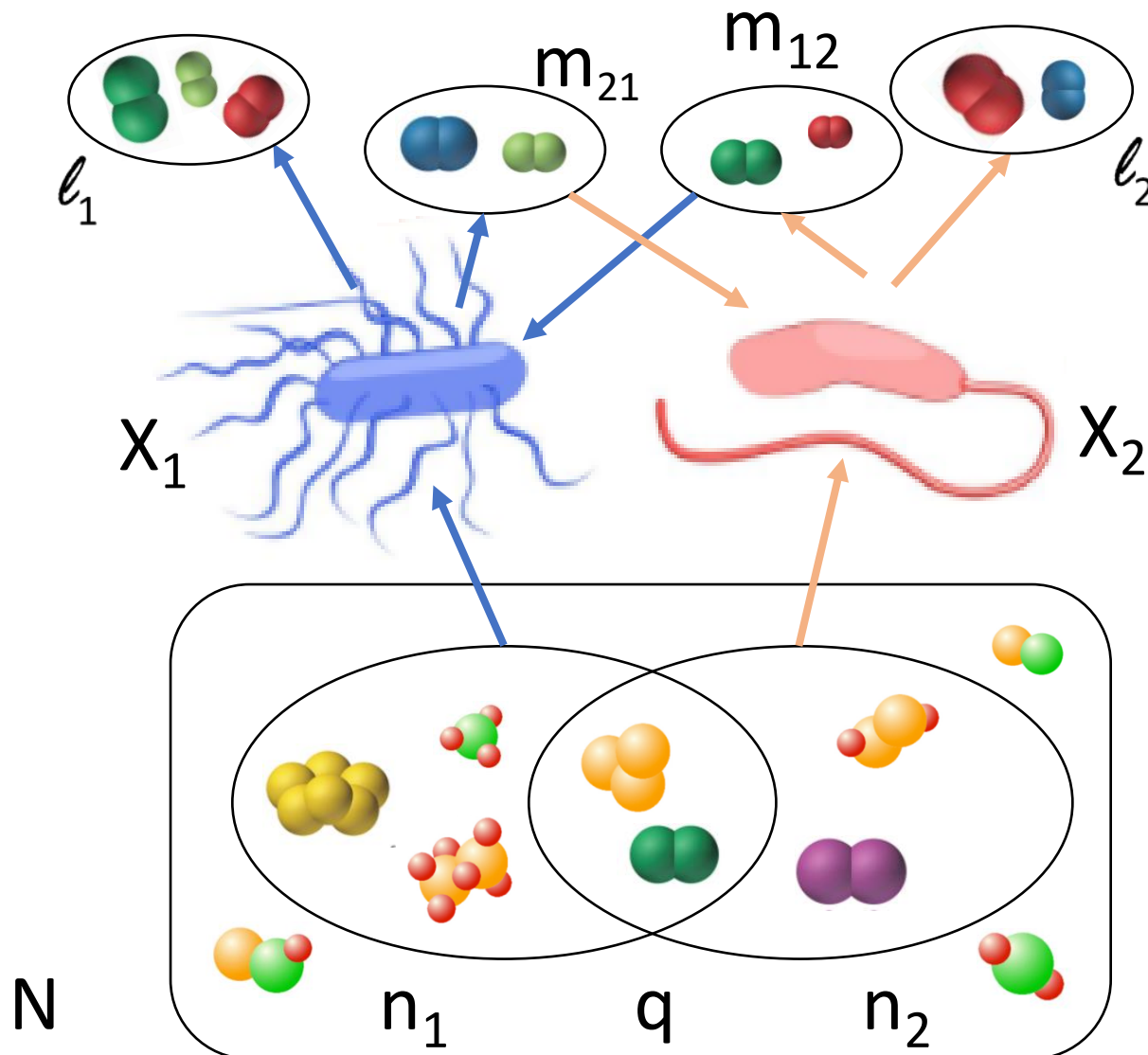
2. Evolutionary model

- *Trade-off* between the interspecific interaction b and the interaction with the environment r

Antagonismo $r \gg 0, b < 0$		Comensalismo $r > 0, b \sim 0$		Mutualismo facultativo $r > 0, b > 0$		Mutualismo obligatorio $r < 0, b \gg 0$	
Transición ←	← b disminuye		$b = 0$	← b disminuye			
	← r aumenta				$r = 0$	← r aumenta	

$$\dot{X}_i = X_i \left[\left(\underset{\substack{\uparrow \\ \text{green}}}{r_i} + \sum_{j=1}^n \underset{\substack{\downarrow \\ \text{red}}}{b_{ij} X_j} \right) - \left(a_i + c_i \sum_{j=1}^n \underset{\substack{\downarrow \\ \text{red}}}{b_{ij} X_j} \right) X_i \right]$$

2. Microbial model



We introduce three additional parameters:

α or production rate of m_{ij}

β or production rate of ℓ_i

γ or efficiency rate ($0 < \alpha < \gamma$)

2. Microbial model

- We write the interspecific interaction b and the interaction with the environment r as a function of the evolutionary parameters:

$$r_i = \frac{r_{0i}\epsilon}{1 - \alpha^2} \left[(1 - (\alpha + \beta) - \alpha^2) \underline{n_i} - \alpha(\alpha + \beta) \underline{n_j} \right]$$

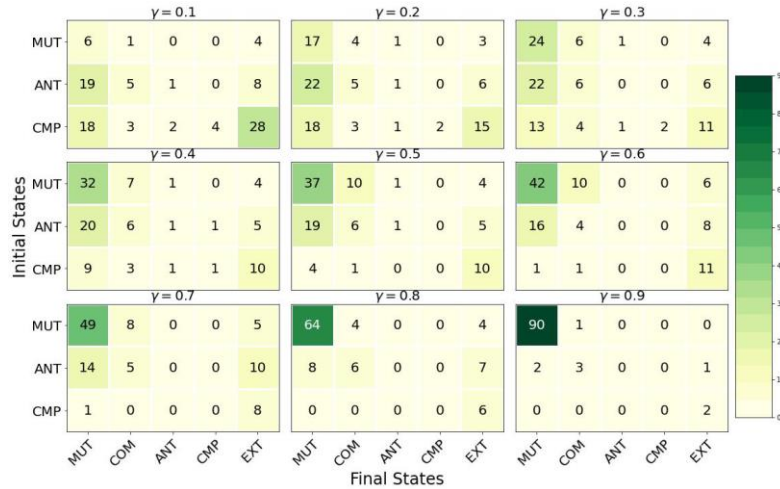
$$b_{ij} = \frac{b_{0i}\epsilon}{1 - \alpha^2} \left[\alpha^2 \underline{n_i} + \alpha \underline{n_j} - (1 - \alpha^2) \underline{q} \right]$$

- And we use the master equation to determine how these parameters evolve over time:

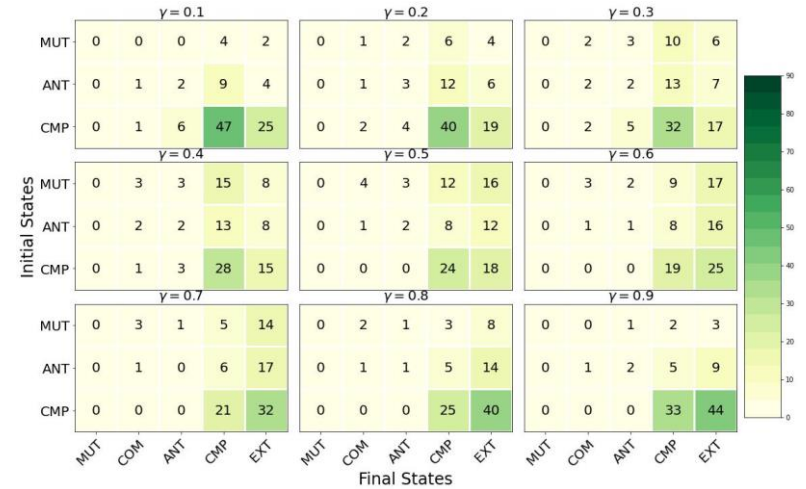
$$\underline{\dot{s}_i} = \frac{1}{2} \mu_i[s_i] \sigma_i^2[s_i] X_{0i}[s] \partial_i' \bar{f}_i[s_i, s]$$

3. Ecological transitions

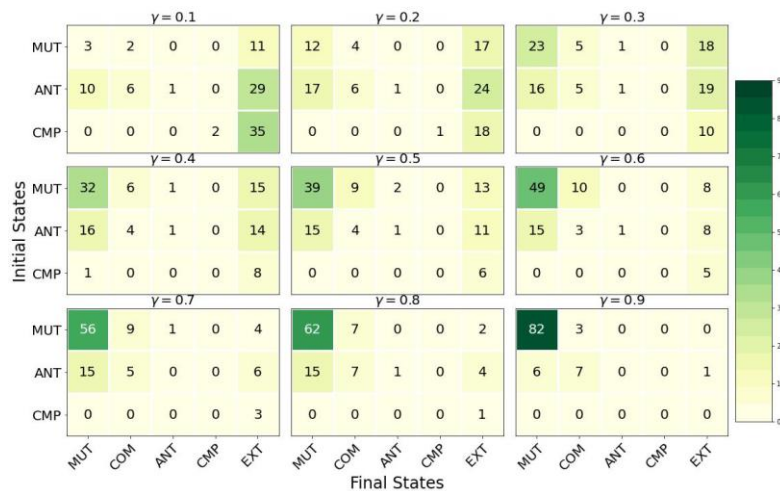
$r_0=1, b_0=0.01$



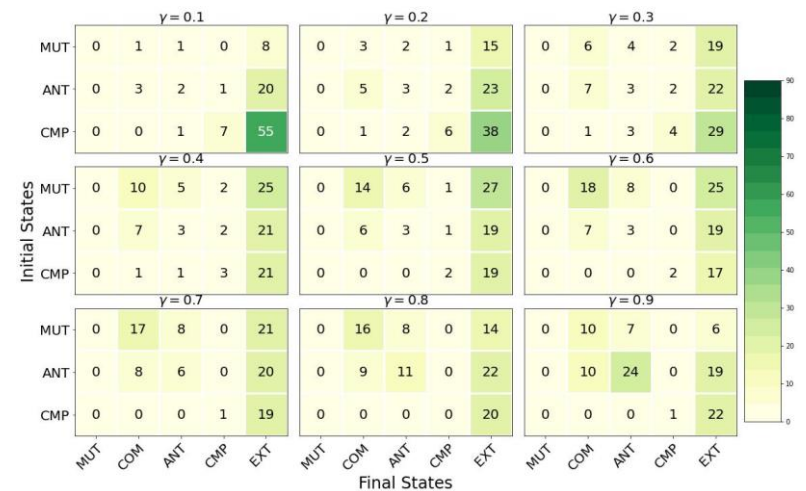
$r_0=1, b_0=0.001$



$r_0=0.1, b_0=0.01$



$r_0=0.1, b_0=0.001$



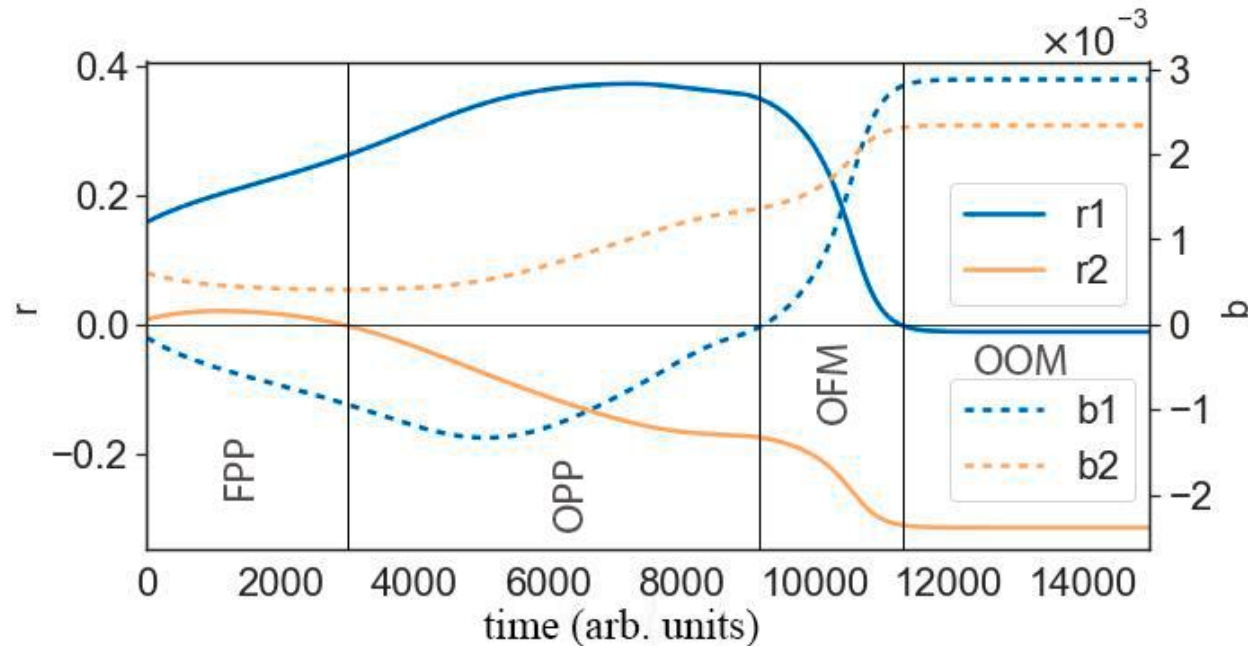
3. Ecological transitions

Simulation: a preyed-upon population becomes a facultative mutualistic partner of its predator, and later an obligate one.

Ecological case: ants and aphids (among others).



[1]



Prevalence of mutualism in a simple model of microbial coevolution

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Phys. Rev. E **106**, 054401 – Published 1 November, 2022

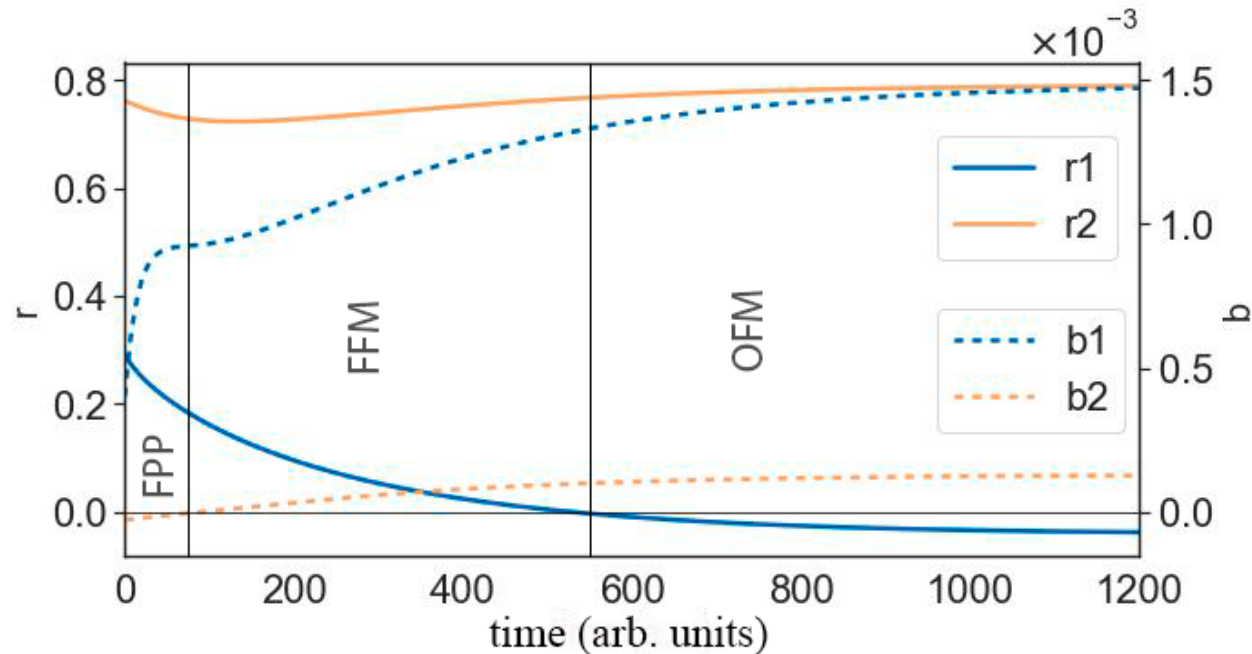
DOI: <https://doi.org/10.1103/PhysRevE.106.054401>



3. Ecological transitions

Simulation: mutualistic populations, where one starts being preyed upon and later becomes a facultative mutualist, while the other becomes obligate.

Ecological case: *Attini* ants and fungi.



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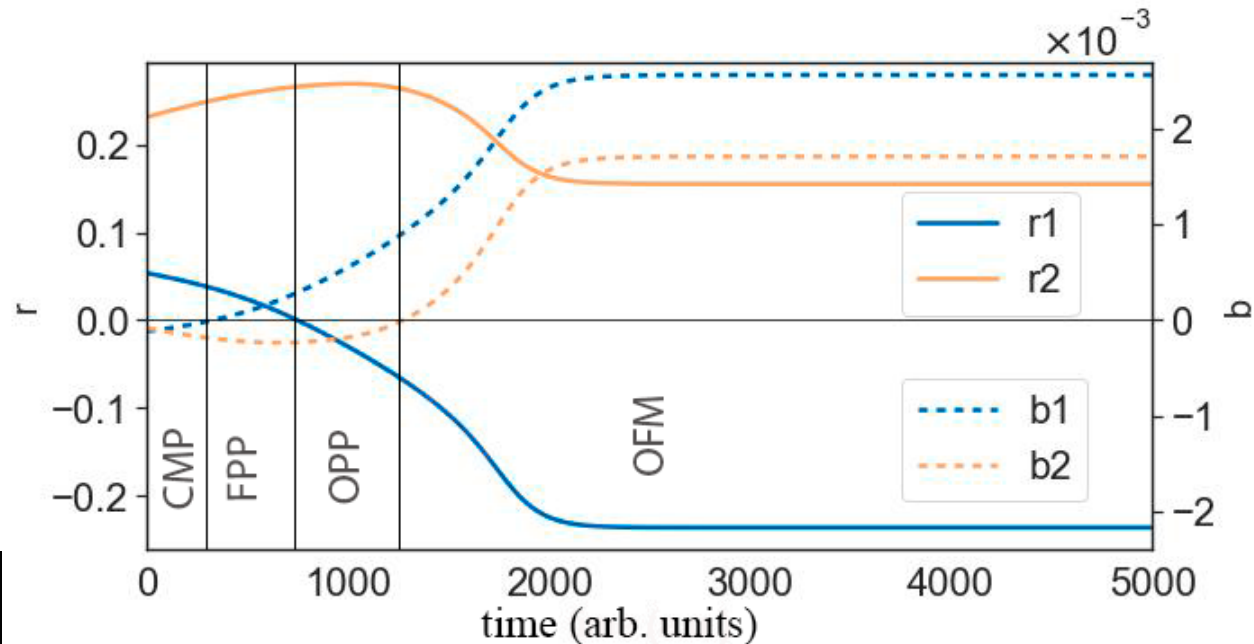
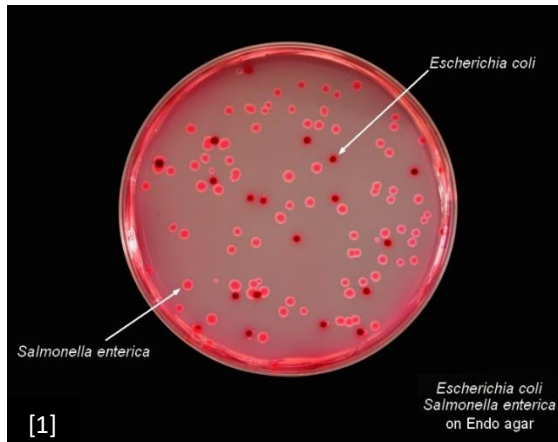
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3. Ecological transitions

Simulation: competing populations that eventually become mutualistic, until each depends obligately on the other.

Ecological case: *Escherichia coli* and *Salmonella enterica*.



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Conclusions

- Transitions between ecological interactions can be simulated using a general population dynamics model, through an evolutionary mechanism of adaptive dynamics.
- Using a «toy model» makes it possible to replicate ecological transitions found in nature, including those with more than one transition.
- Transitions arise through a coevolutionary process, in which the population subject to predation is usually the one that undergoes the greatest changes in its dynamics.

