

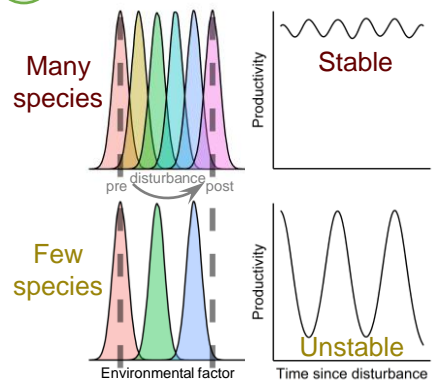
# Confirming the insurance effect of rare species in ecological communities using an agent-based model



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## 1 Insurance Hypothesis



- Biodiversity → insurance effect
- Insurance effect hypothesis [1]: in a moment or location only a few species are in their ecological optimum, while other (rare) species are in their zones of intolerance
- Rare species may turn valuable when conditions change and other species move away from their optimum (Fig. 1)
- Buffer for disturbances, ensures ecosystem stability [2]
- Although widely implied, limited experimental works [3]

Fig. 1. When environmental conditions fluctuate and become unsuitable for dominant species, other species may take over resource retention and ensure stability

## 3 Results & Discussion

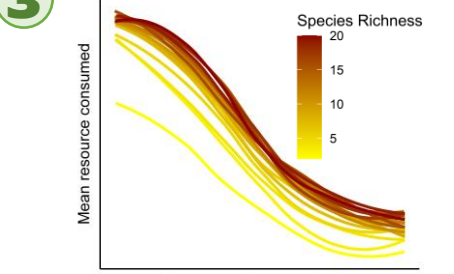
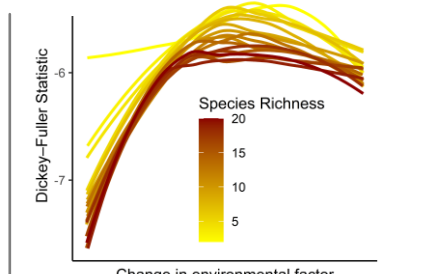



Fig. 4. Mean resource consumption throughout a simulation is higher in species-rich communities

Fig. 5. Dickey-Fuller statistic is lower for stationary processes, i.e., resource consumption by a community is a stationary time series when there are more species and less environmental variability

- Insurance effect of species richness explained by niche complementarity [7]
- Rare species become abundant when environmental conditions shift
- Rare species are important for maintaining ecosystem stability under unstable circumstances (Fig. 4, 5)
- Validation required – experiments with biological systems (e.g., bacteria)

## 2 Model Flowchart

- The agent-based model is written in R [4] implementing tidyverse [5]
- The **world** has resource starting at a set level ( $R_0 = 10,000$ )
- Constant increase each time step ( $R_i = R_{i-1} + 100$ )
- All **individuals** have: species ( $s_j$ ), body mass ( $m_j$ ), age ( $a_j$ ), and species-specific resource consumption coefficient ( $c_s$ ) as a function of current level of environmental factor  $\varepsilon$ ,  $c_{i,s} = f(\varepsilon_i) \forall s$
- Critical  $m_{crit} = 5$ ,  $a_{crit} = 10$ , and carrying capacity  $R_{crit} = 20,000$  are constant among species and throughout the simulation
- 500 time steps per simulation; 10,000 simulation runs

**Initialize world** with simulation length  $I$ , initial resource level  $R_0$  and carrying capacity  $R_{crit}$ , initial and final environmental factor levels  $(\varepsilon_0, \varepsilon_I) \rightarrow \varepsilon_i = \varepsilon_0 + i(\varepsilon_I - \varepsilon_0)/I$ , and species richness  $S$

**Individuals reproduce or die**

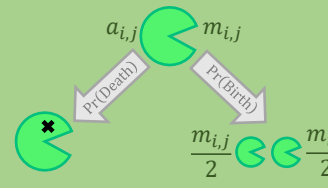


Fig. 3. Logistic function where  $m_{i,j} = m_{crit} \rightarrow \text{Pr(Birth)} = 0.5$ ;  $a_{i,j} = a_{crit} \rightarrow \text{Pr(Death)} = 0.5$

**Update species' resource consumption rate  $c_{s,i} = f(\varepsilon_i)$  to match the current  $\varepsilon_i$**

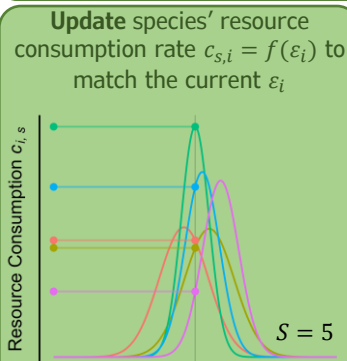
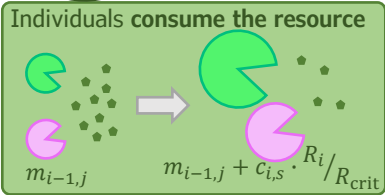



Fig. 2.  $c_{i,s} = f(\varepsilon_i)$  is modelled as normal distribution with random  $\mu$  and  $\sigma^2$  for each  $s$  [6]

**Individuals consume the resource**



available online 

**time step i**

**References:** [1] Yachi & Loreau (1999) *PNAS* 96: 1463–1468; [2] Loreau et al. (2003) *PNAS* 100: 12765–12770; [3] Balvanera et al. (2006) *Ecol Lett* 9: 1146–1156; [4] R Core Team (2023); [5] Wickham et al. (2019) *J Open Source Softw* 4: 1686; [6] McGill & Collins (2003) *Evol Ecol Research* 5: 469–492; [7] Cardinale et al. (2007) *Nature* 104: 18123–18128.

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