



Front dynamics and evolution associated with spatial spread in heterogeneous environments

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Range expansions - a process occurring on all scales



Migration out of Africa

What is humans' evolutionary history?

[Wikipedia]

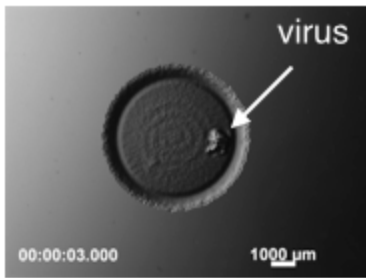
Invasive alien species

What is effect on ecosystems?
How to control invasions?



1970 1980

[Wikipedia]



Part of life at microbial scale

How do expansions shape microbial world?

large distances,
long times

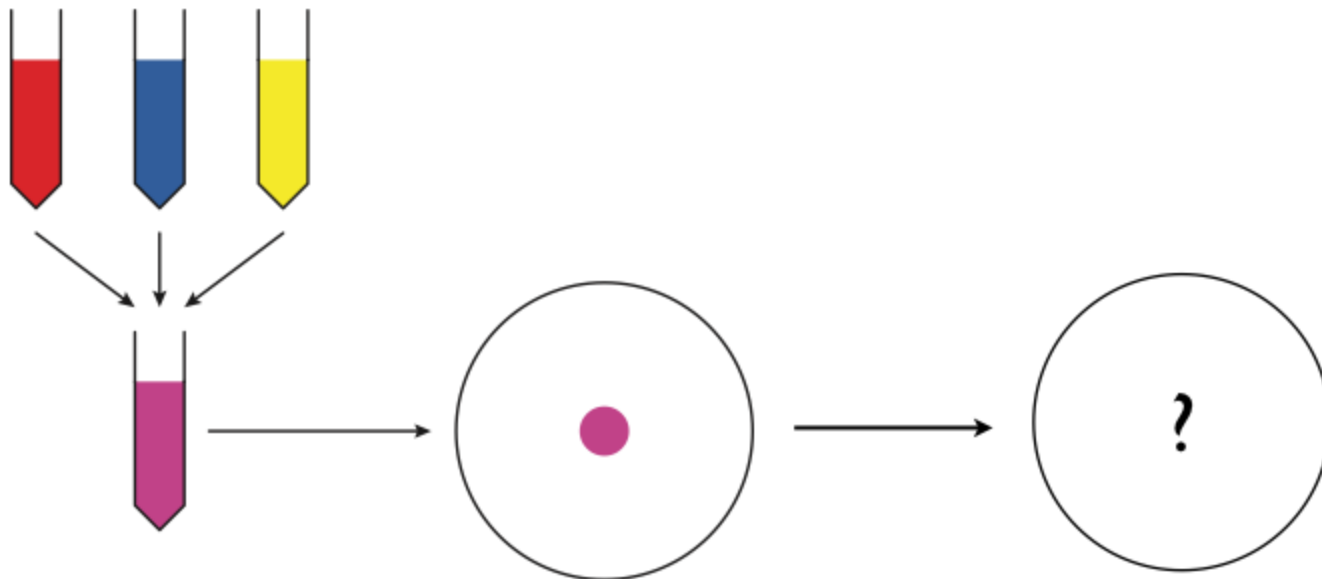


small distances,
short times

Example: Population expansion in two dimensions

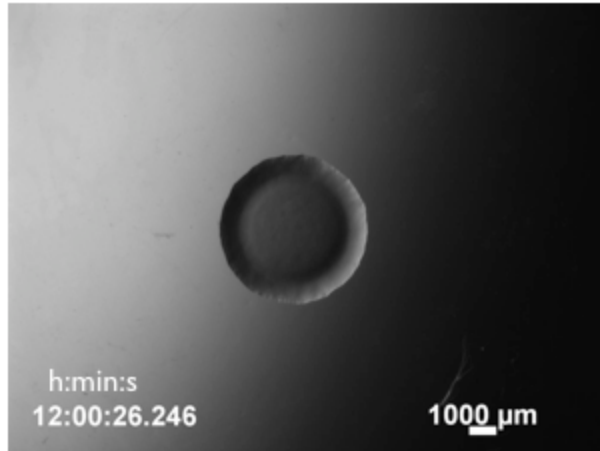
Hallatschek et al., 2007: uniform expansion (invasion of agar plate) with standing neutral diversity

fluorescent proteins as
neutral markers for genotypes



Example: Population expansion in two dimensions

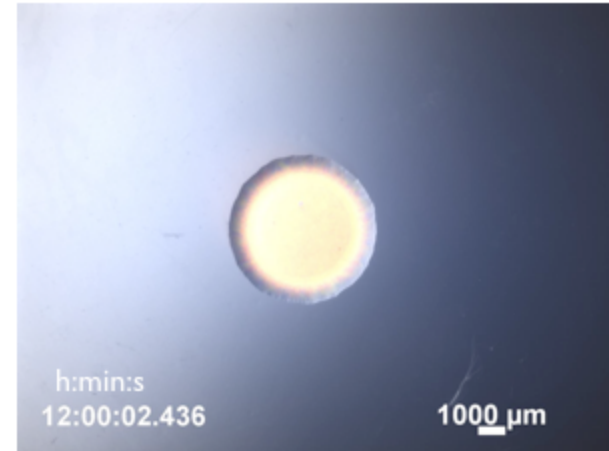
population dynamics



spatial distribution
of population

time evolution of population density

population genetics

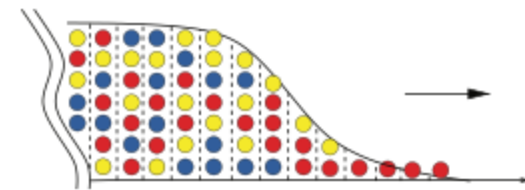


genetic composition /
genetic diversity

time evolution of allele frequencies



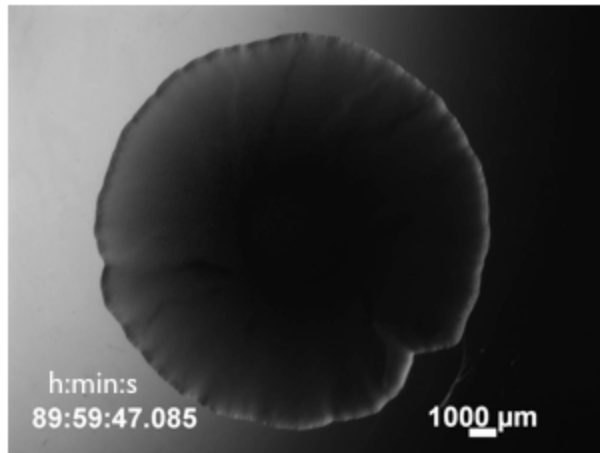
surface → demixing



[adapted from Hallatschek & Nelson, 2008]

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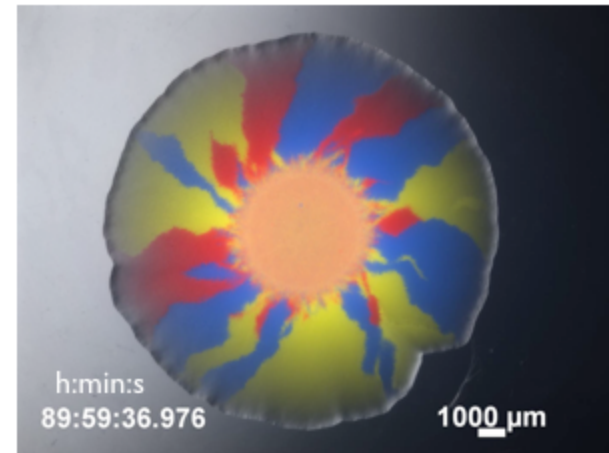
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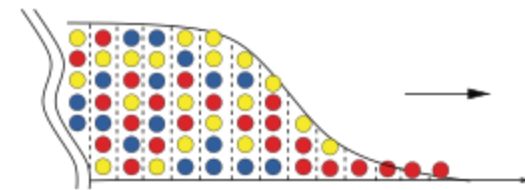
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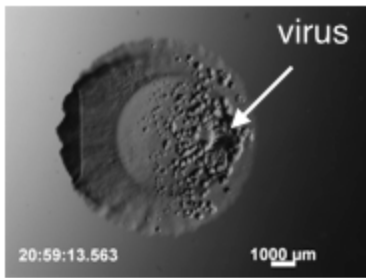
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1970 1980

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virus

20:59:13.563 1000 μ m

Part of life at microbial scale

How do expansions shape microbial world?

large distances,
long times



small distances,
short times

How does the environment (and the expansion process) shape the ecological and evolutionary dynamics?

Approach: Studying highly simplified scenarios quantitatively

How does the environment shape ecological and evolutionary processes?

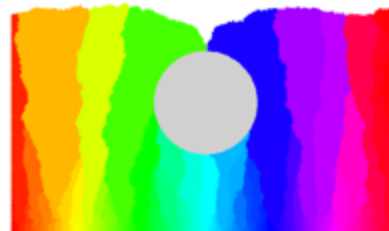
E.g., what happens if a population front encounters a single region that cannot be invaded?



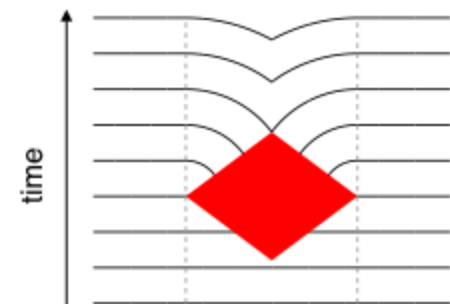
experiments



simulations

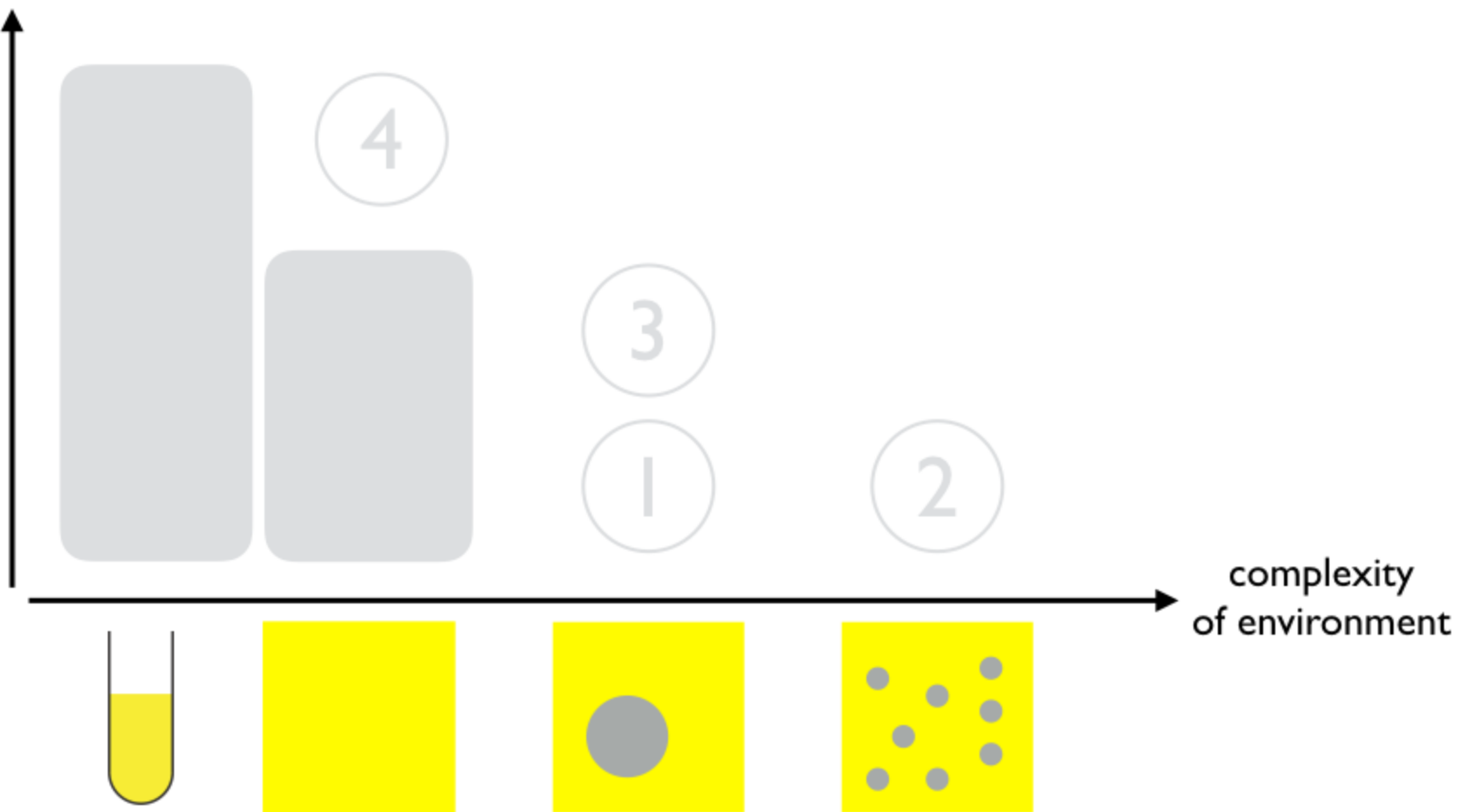


'pen and paper'
mathematics & physics



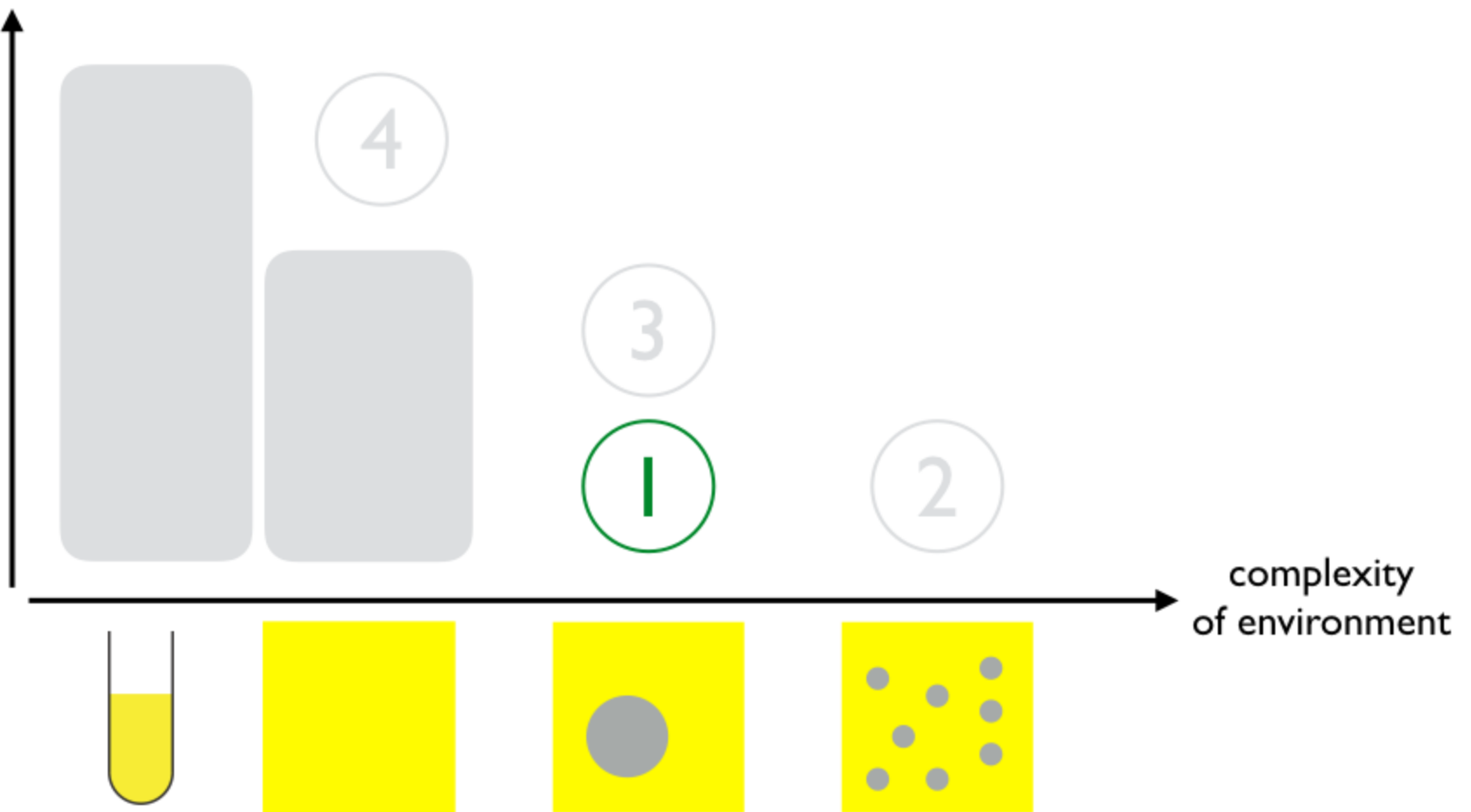
Front dynamics and evolution associated with spatial spread in heterogeneous environments

complexity of evolutionary processes



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complexity of evolutionary processes

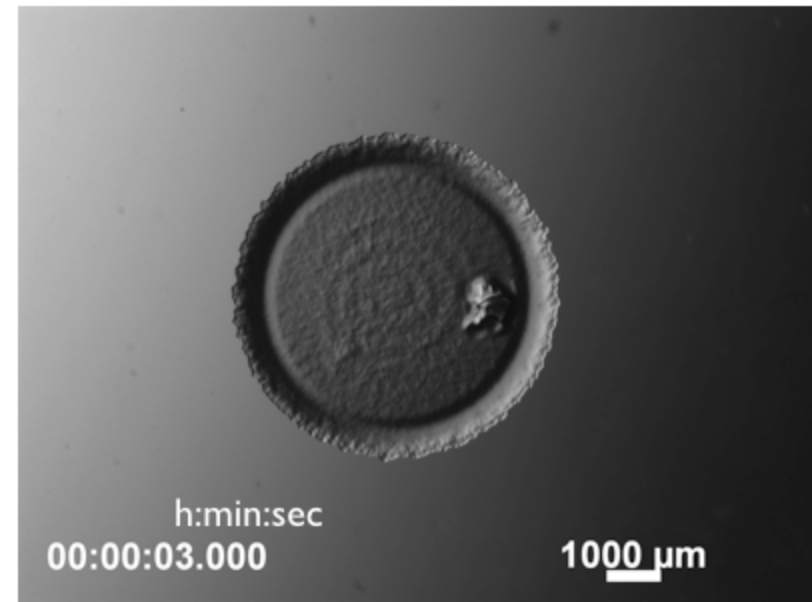
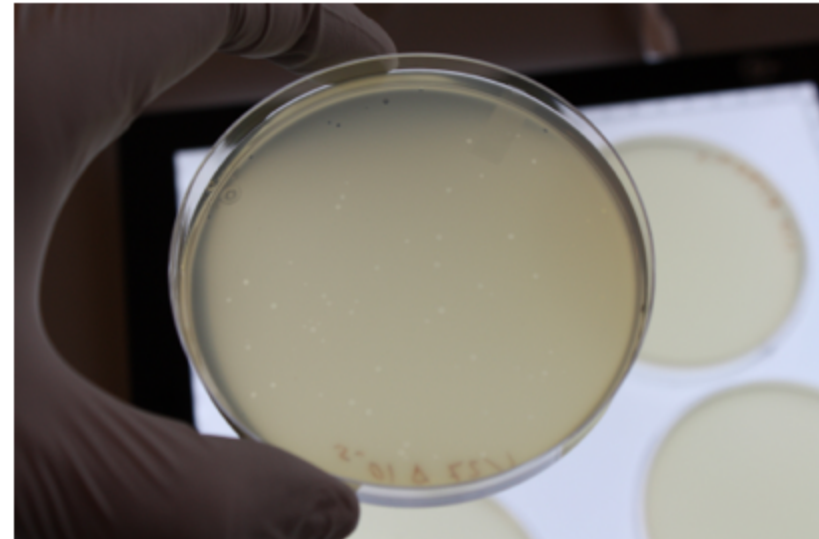


Phage on E. coli lawn - bench-scale model system

1 phage + 1 bacterium



'burst size' * phage

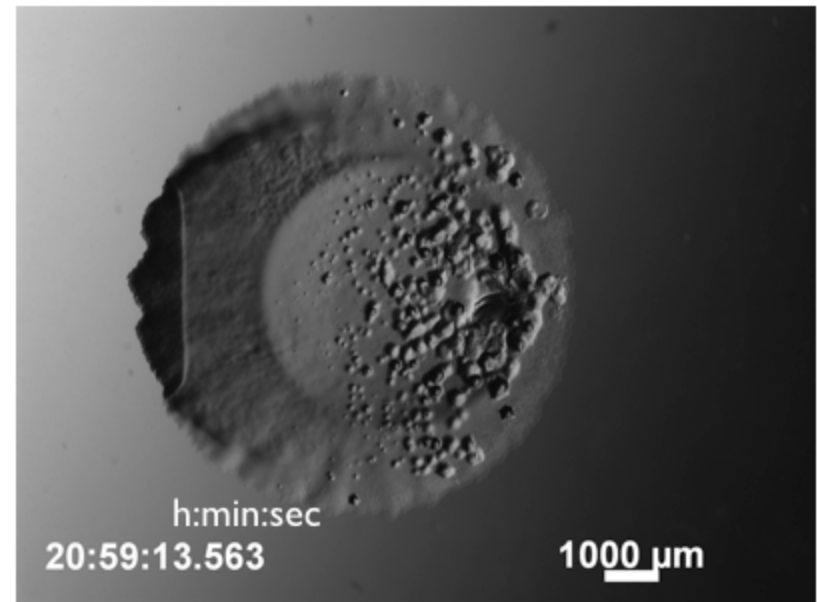
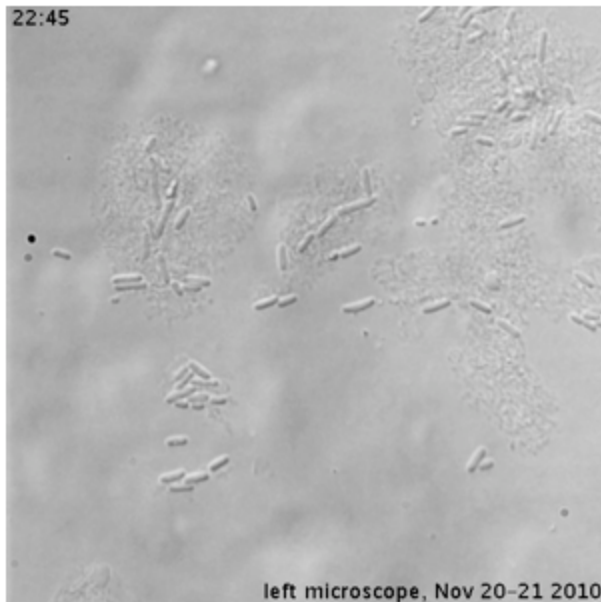
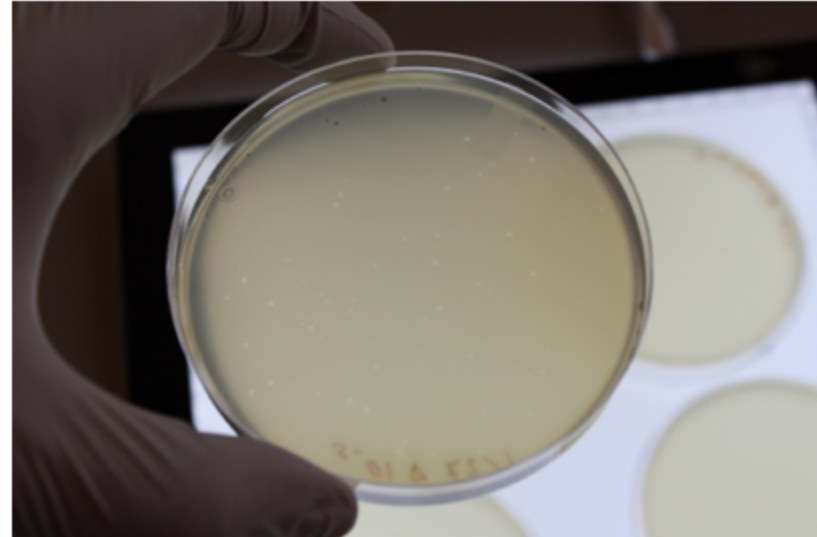


Phage on E. coli lawn - bench-scale model system

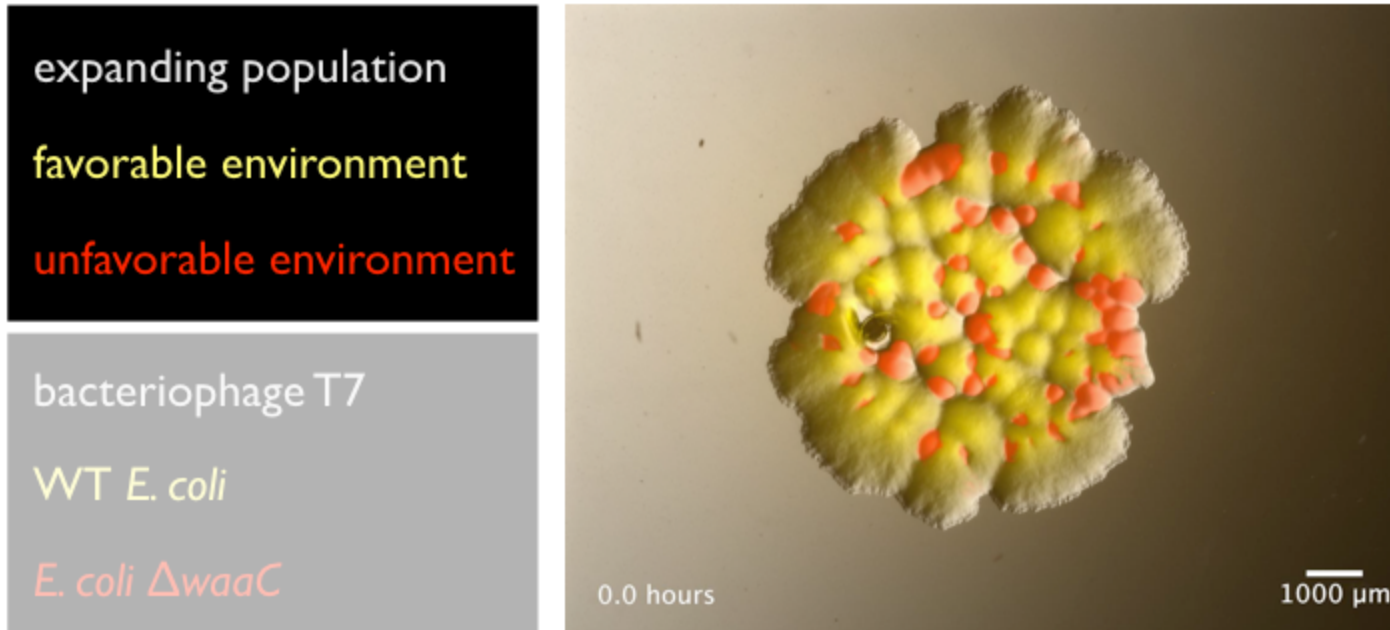
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Population spread in complex environments



- What is **shape** of perturbed front?
- Effect of **two-dimensionality**?
- What **characterises front shape**?
- What is **effect on front speed**?



Population spread in complex environments

expanding population

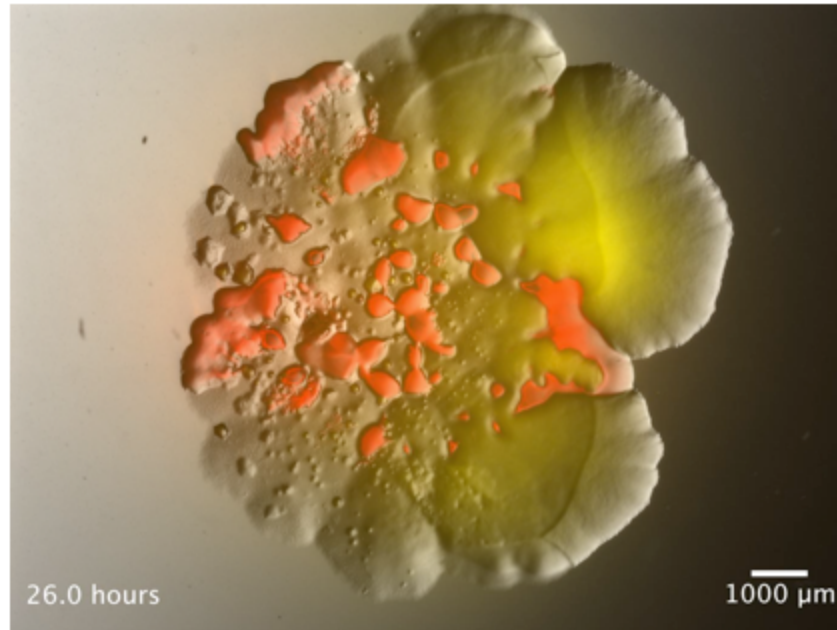
favorable environment

unfavorable environment

bacteriophage T7

WT *E. coli*

E. coli $\Delta waaC$



- What is **shape** of perturbed front?
- Effect of **two-dimensionality**?
- What **characterises front shape**?
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Inkjet printer technique to create artificial environments

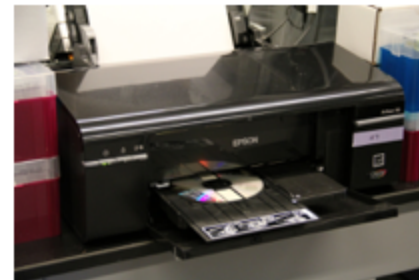


designed environment



(re)fillable cartridges
with *E. coli*

black cartridge: resistant bacteria
yellow cartridge: susceptible bacteria
other cartridges: Millipore water



consumer inkjet printer with agar pad on CD tray

based on Cohen et al., PLoS ONE, 2009
with significant modifications

Inkjet printer technique to create artificial environments

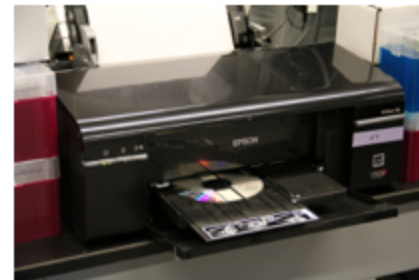


designed environment



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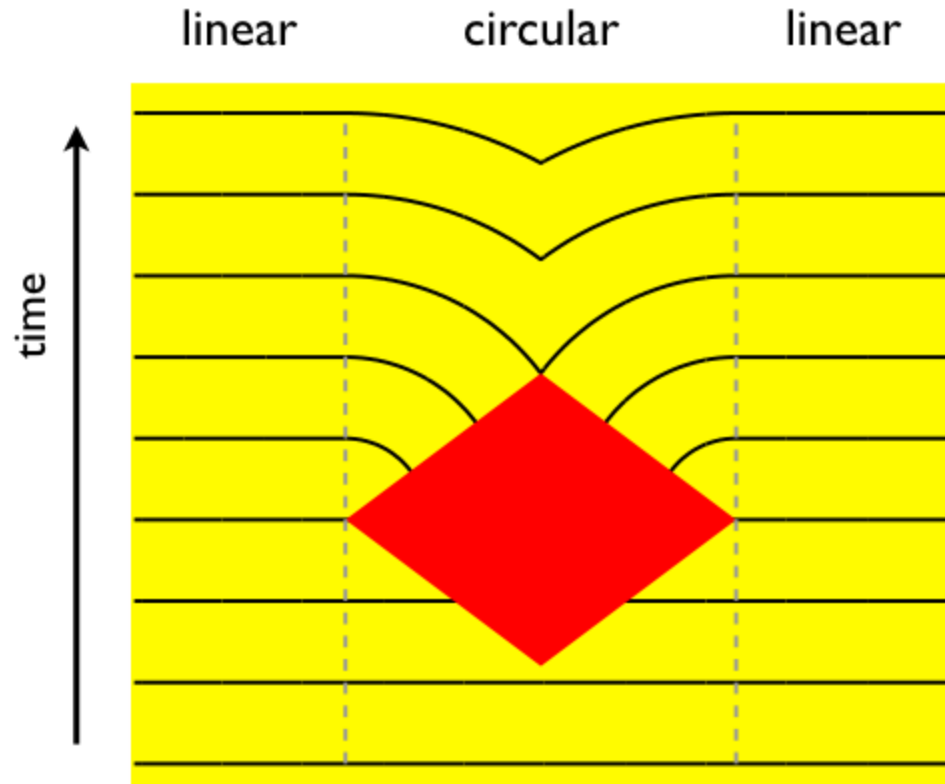
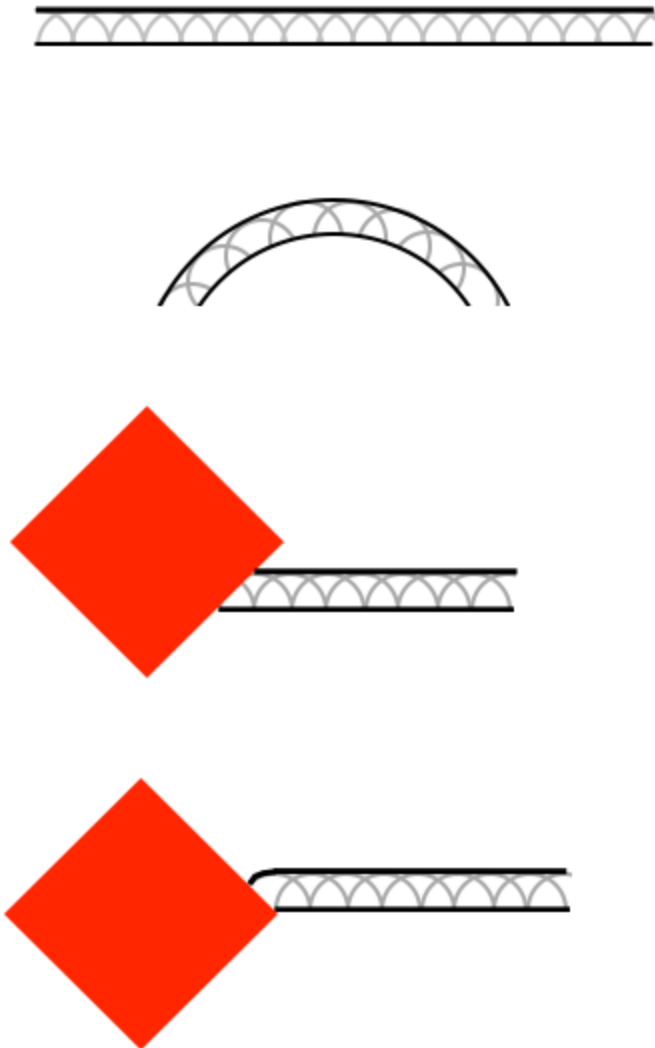
consumer inkjet printer with agar pad on CD tray



based on Cohen et al., PLoS ONE, 2009
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Constant speed model - inspired by Huygens' principle

propagation in normal direction

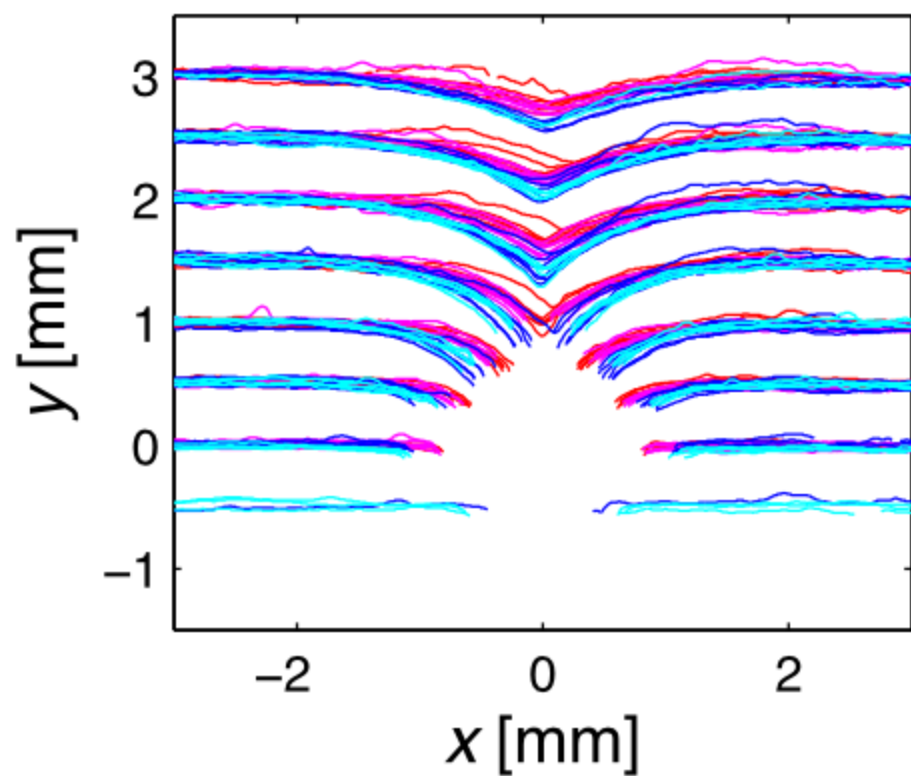


rhombus is convenient example,
but approach generalizable!

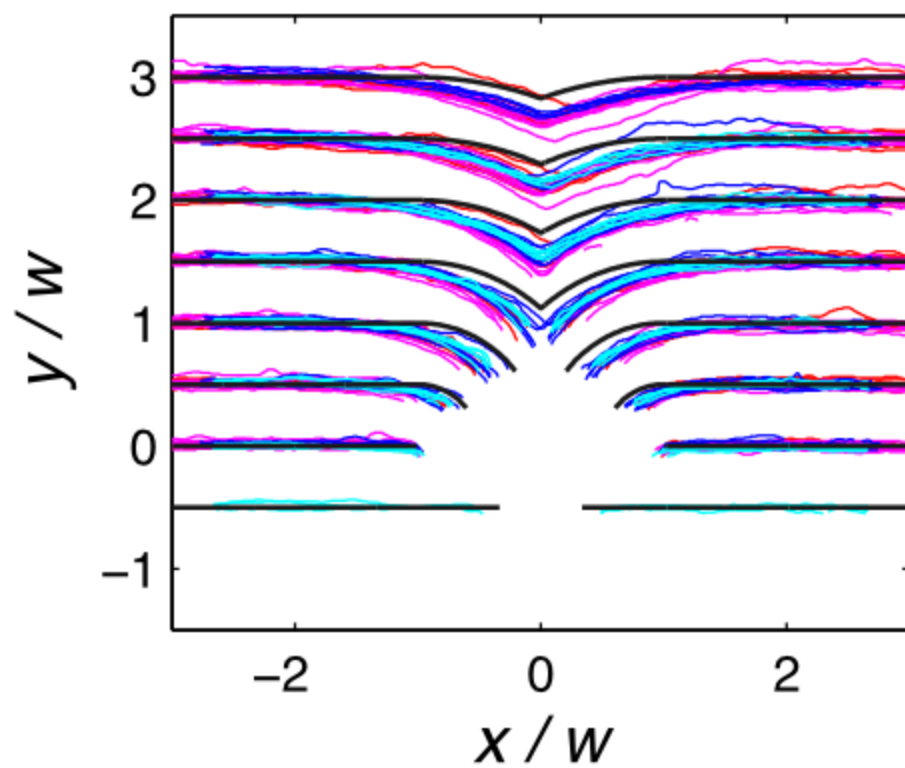
Testing predictions of constant speed model

four different shapes:    
 $2w$

unscaled data



scaled data & model



Toward a more microscopic model

- ▶ one strategy: life cycle of bacteriophage T7 + diffusion of phage



- 3 reaction rates, 1 burst size
- 1 diffusion coefficient
- 1 initial bacterial density

along the lines of
[Yin and McCaskill, 1992]

- ▶ simplified model: logistic growth of phage population + diffusion of phage

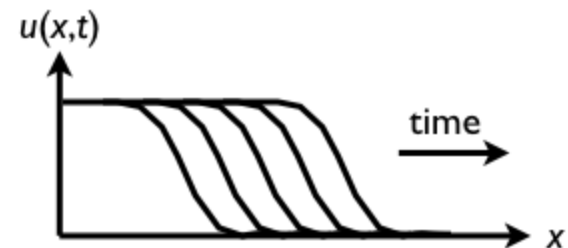


FKPP equation for (dimensionless) population density $u(x,t)$
(Fisher-Kolmogorov-Petrovsky-Piscunov)

$$\frac{\partial u}{\partial t} = D \frac{\partial^2 u}{\partial x^2} + ku(1-u)$$

diffusion logistic growth

$$v = 2\sqrt{Dk} \quad \xi = \sqrt{\frac{D}{k}}$$



Reaction-diffusion description

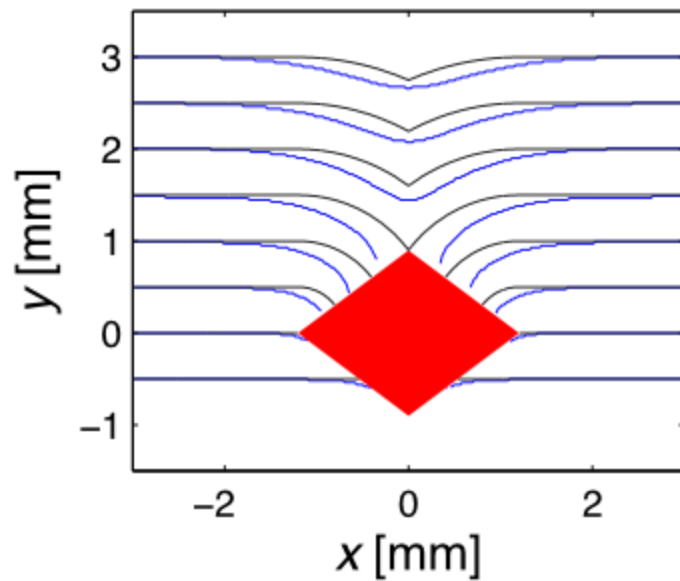
FKPP equation for population density $u(x,t)$

use $v = 2\sqrt{Dk}$ to set k outside obstacle

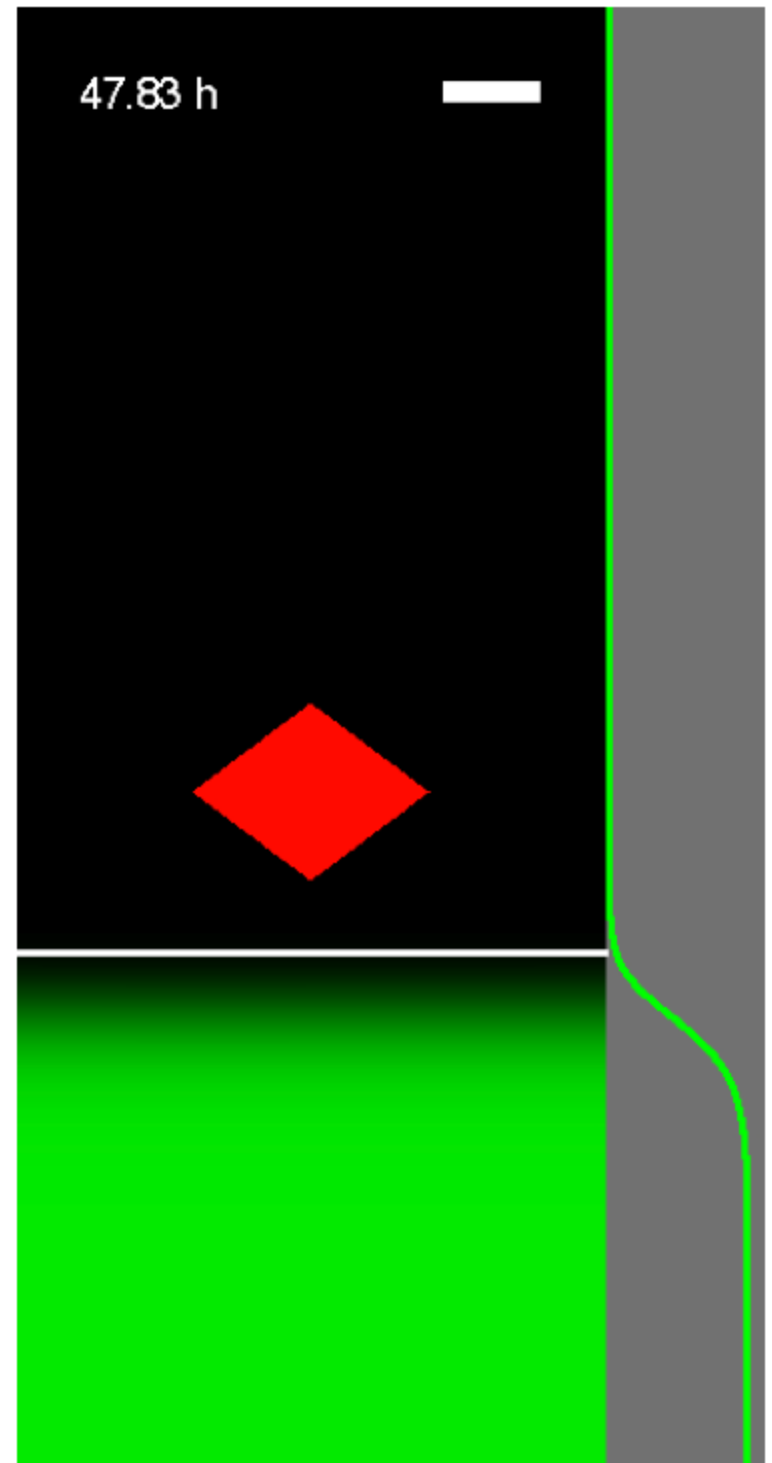
$k = 0$ inside obstacle

→ numerics without parameter fitting

semi-quantitative agreement with experiments



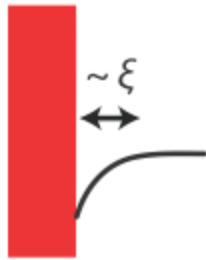
reaction-diffusion model
constant speed model



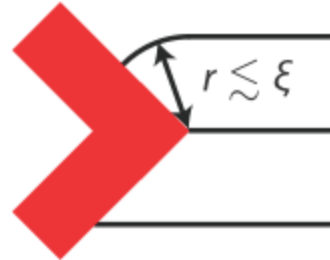
Reaction-diffusion description

two reasons for lag:

$$\xi = \sqrt{\frac{D}{k}}$$



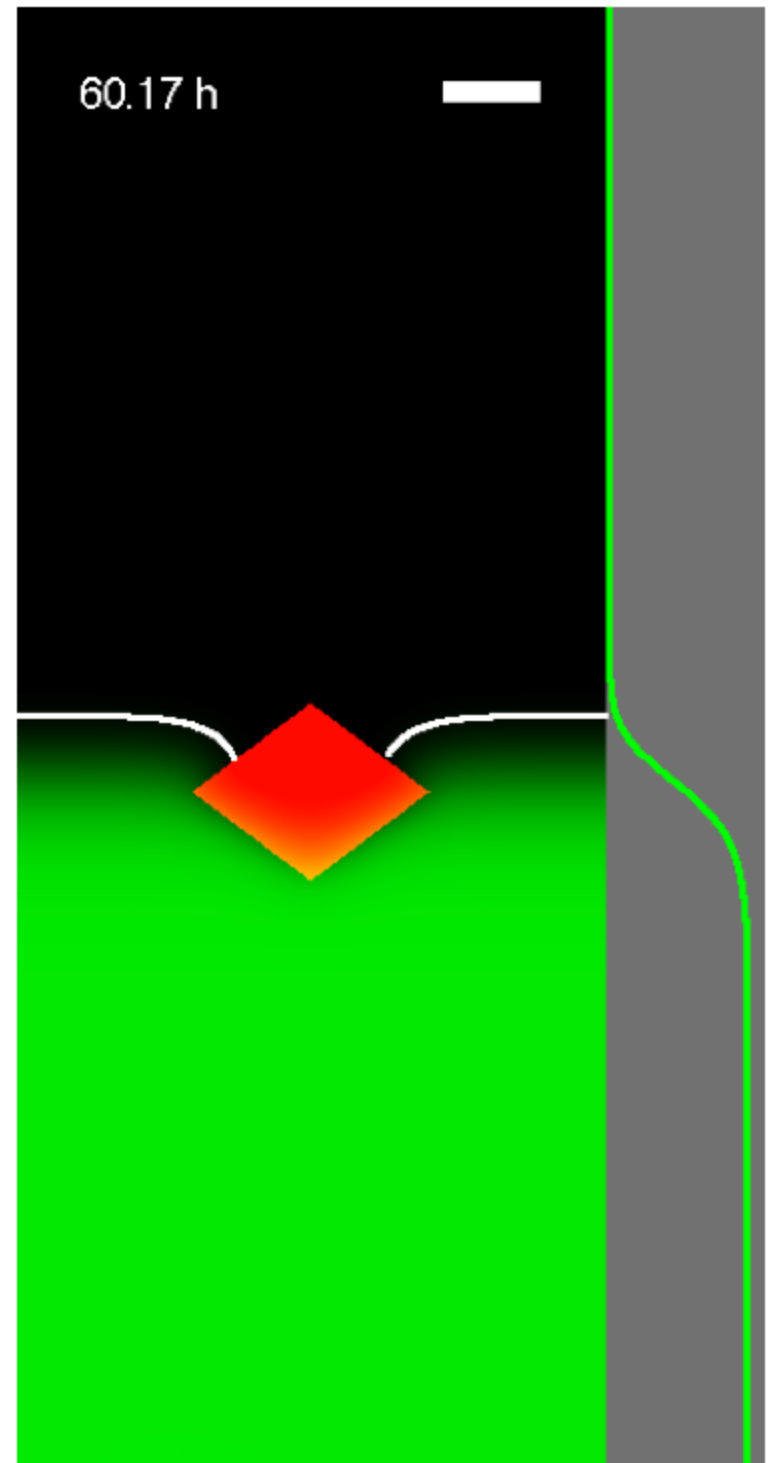
boundary layer



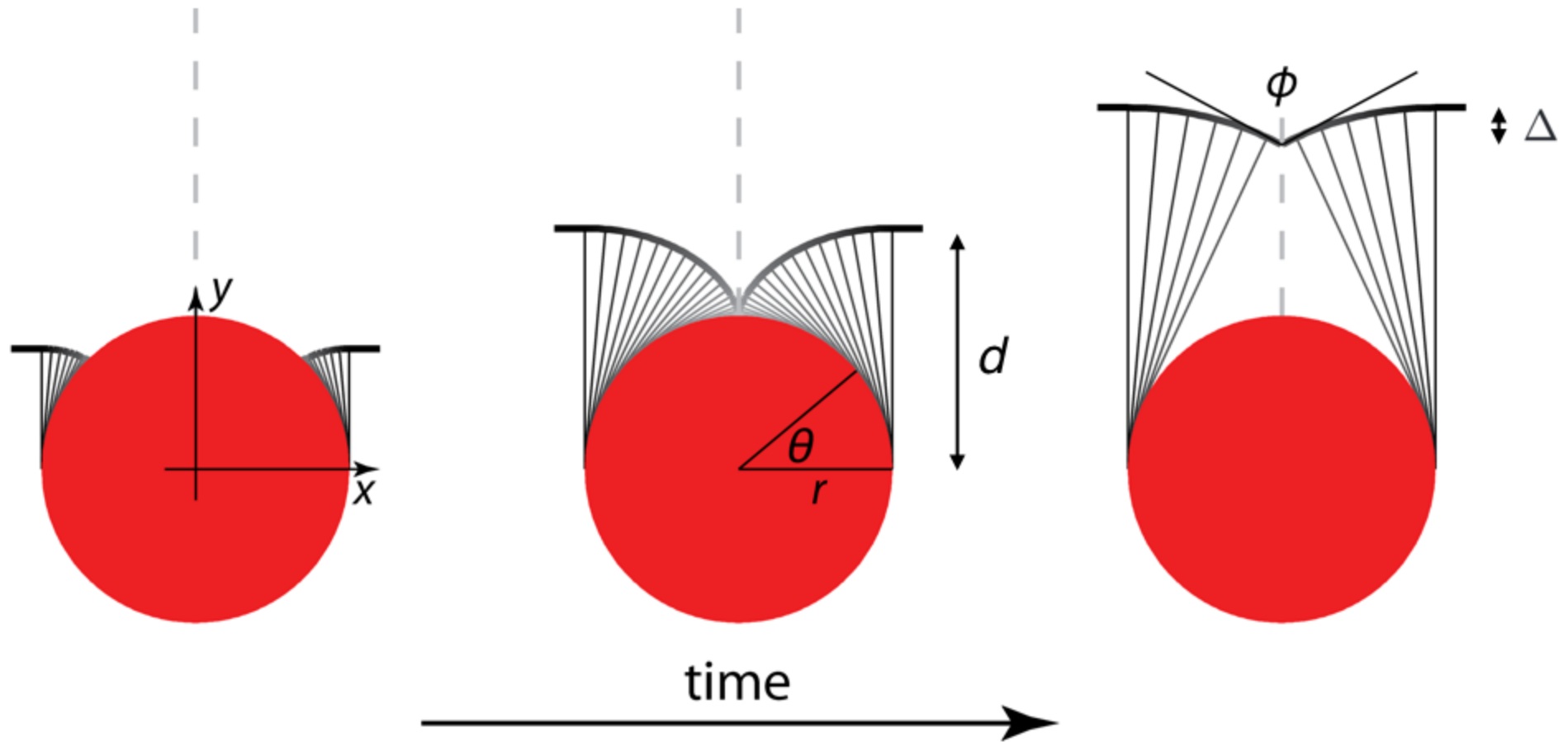
large front curvature

relative importance should become small
for large obstacles

constant speed model
good for large enough
rhombus-shaped obstacles



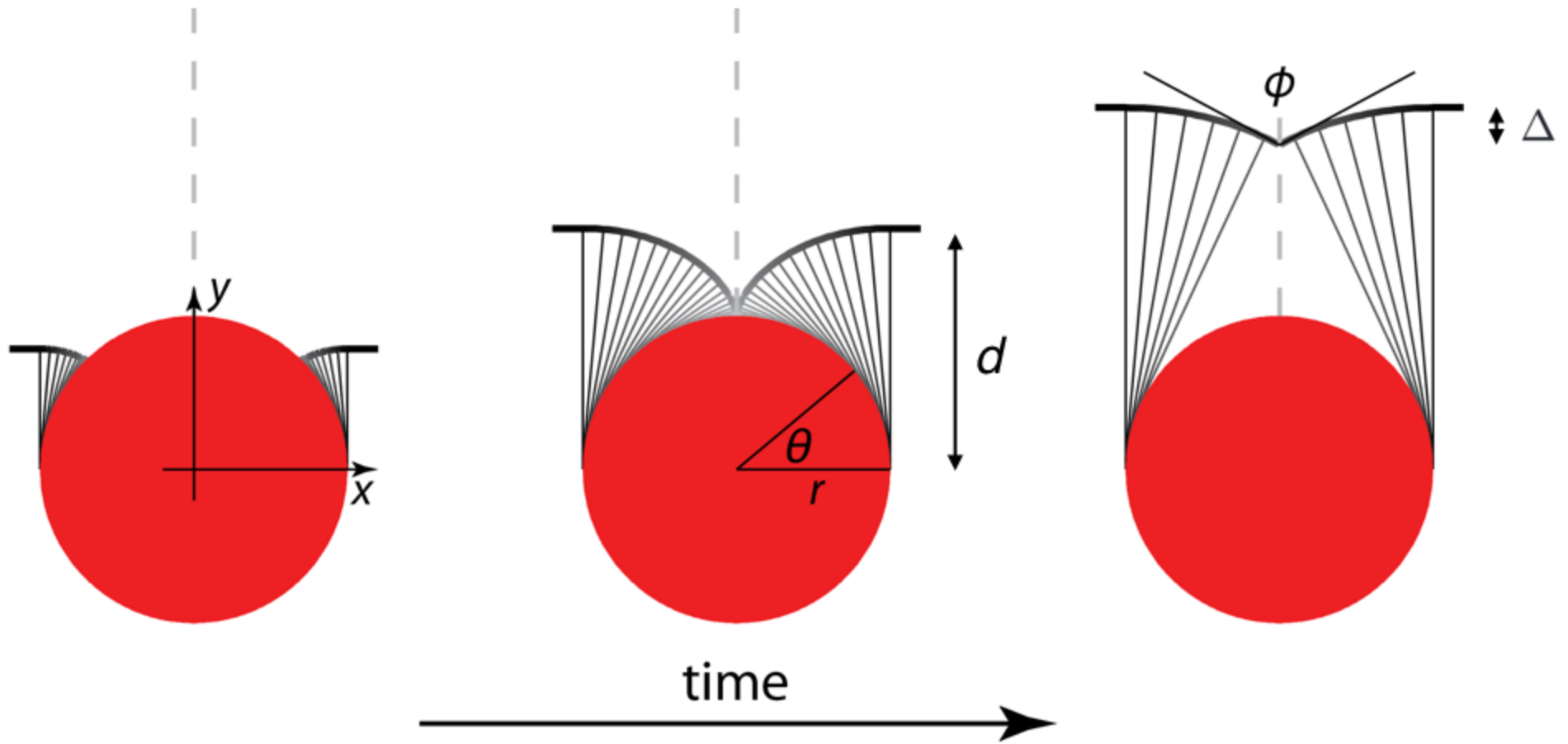
Beyond rhombus-shaped obstacles



$$x(\theta) = r \cos \theta - (d - \theta r) \sin \theta$$

$$y(\theta) = r \sin \theta + (d - \theta r) \cos \theta$$

Beyond rhombus-shaped obstacles

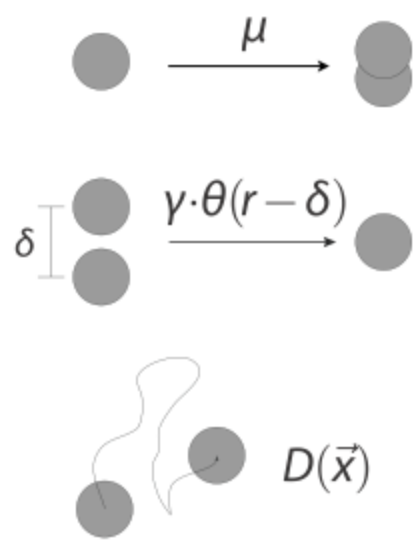


width/radius, not shape,
of obstacle matters

$$\phi \approx \pi - \frac{2r}{d}$$
$$\Delta \approx \frac{r^2}{2d}$$

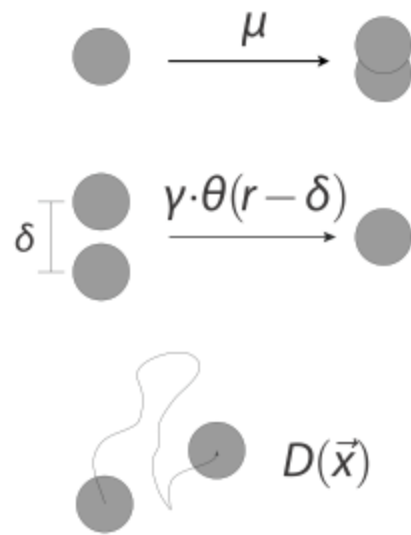
Particle-based simulation

birth
death
diffusion

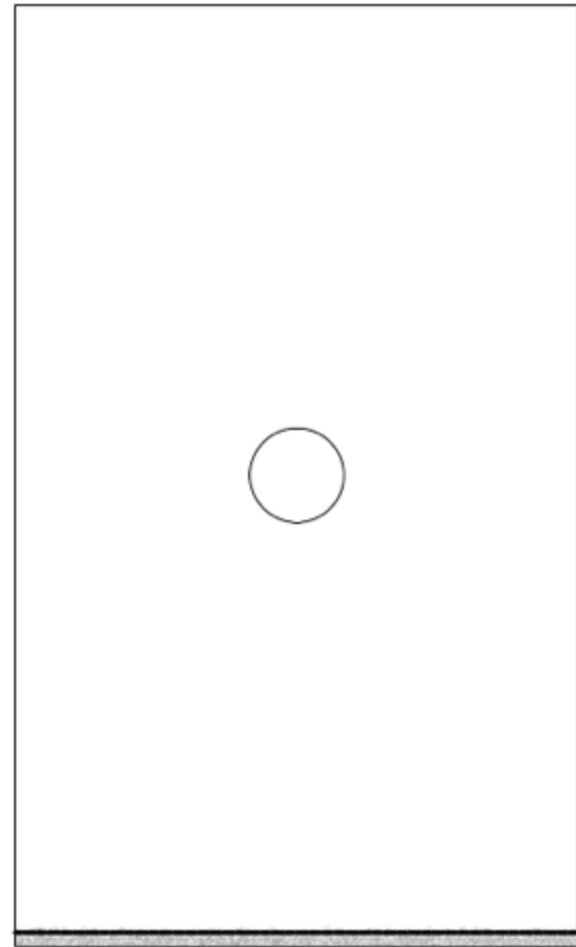


Particle-based simulation

diffusion death birth

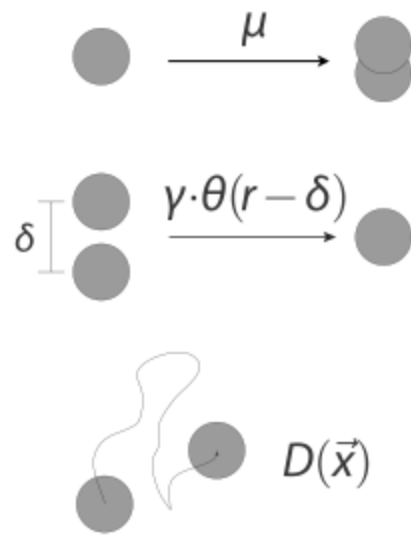


*Region that does not support
(invading) population,
a.k.a. obstacle*

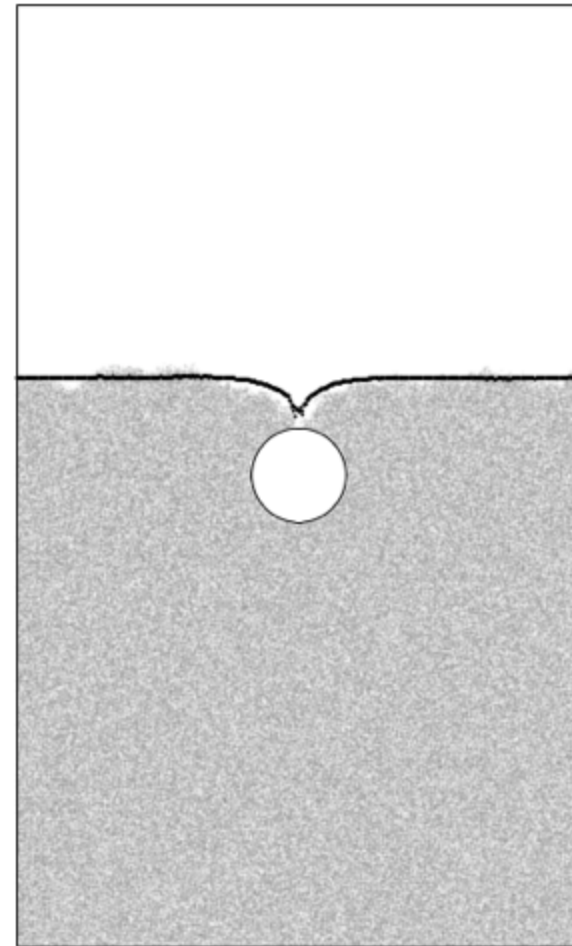


Particle-based simulation

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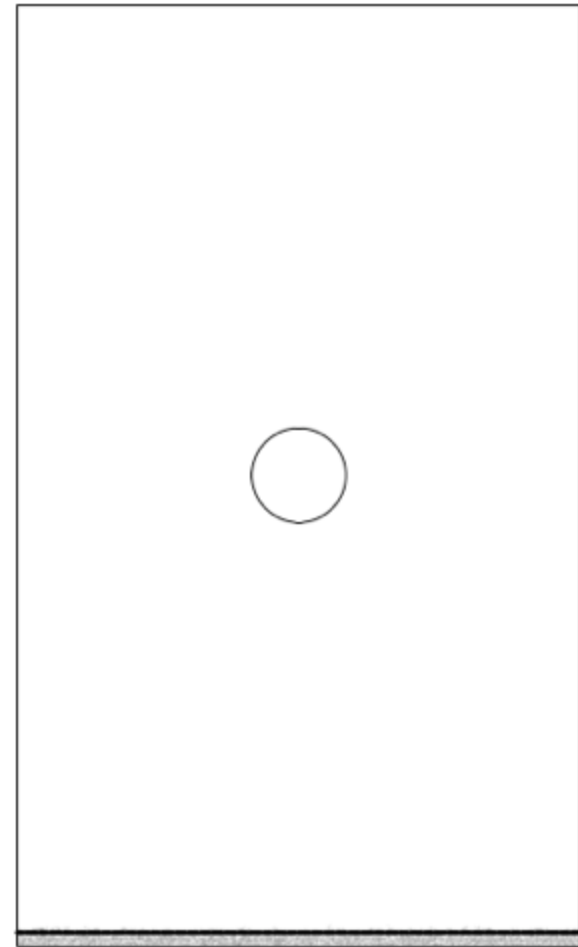


Particle-based simulation compared to geometrical optics prediction

*Region that does not support
(invading) population,
a.k.a. obstacle*

- average front
- constant speed
- ⋯ far-distance solution

‘scattering’ from the corners
can guide intuition for obstacles
with complex shape

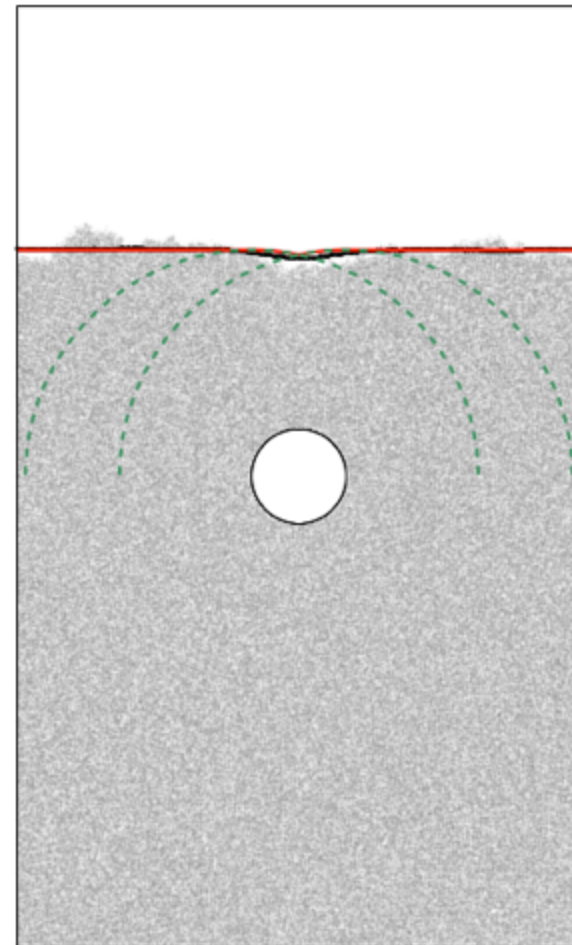


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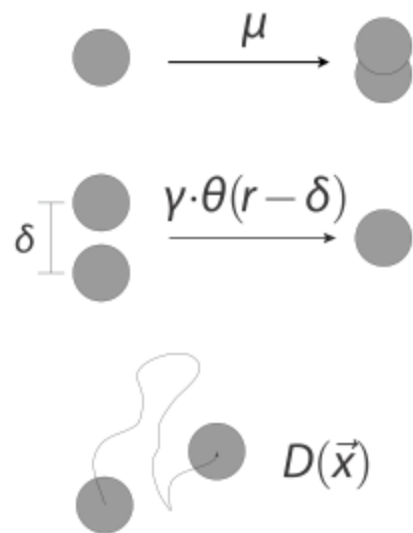
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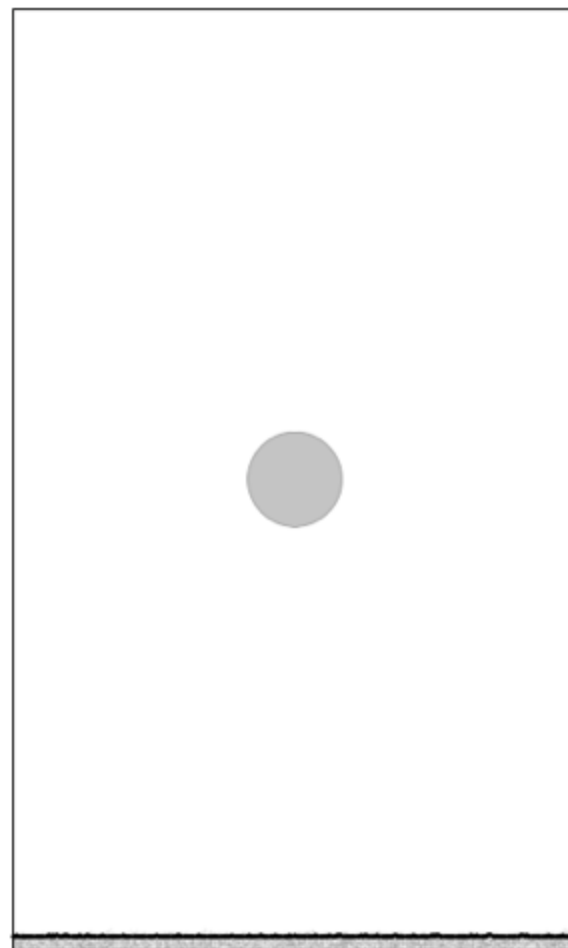


Complement of obstacles - hotspots

diffusion
death
birth

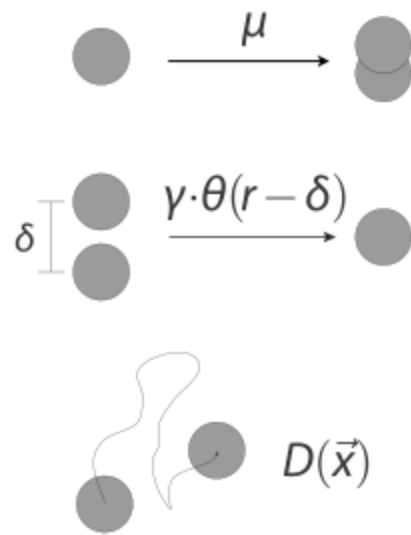


*Region within which
population expands faster,
a.k.a. hotspot*

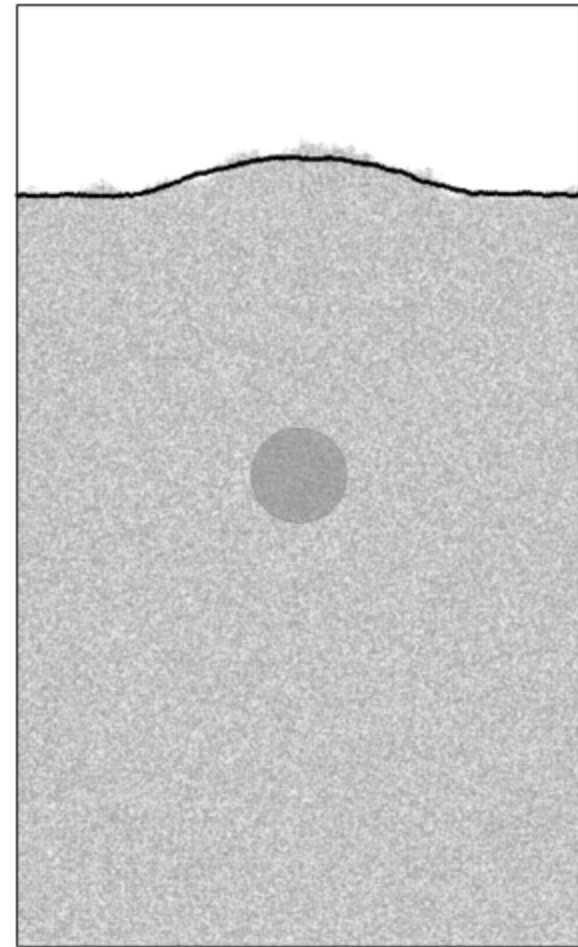


Complement of obstacles - hotspots

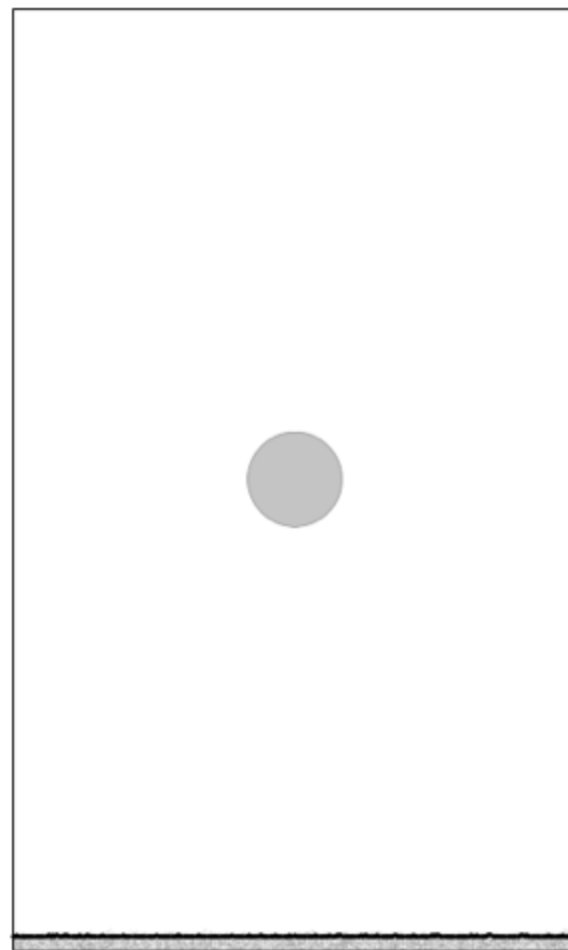
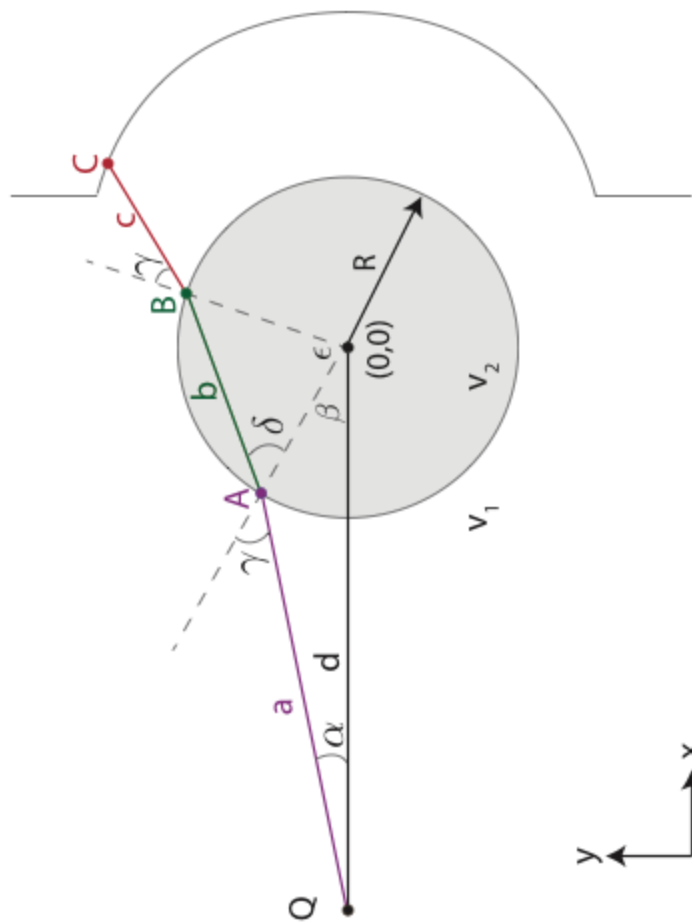
diffusion death birth



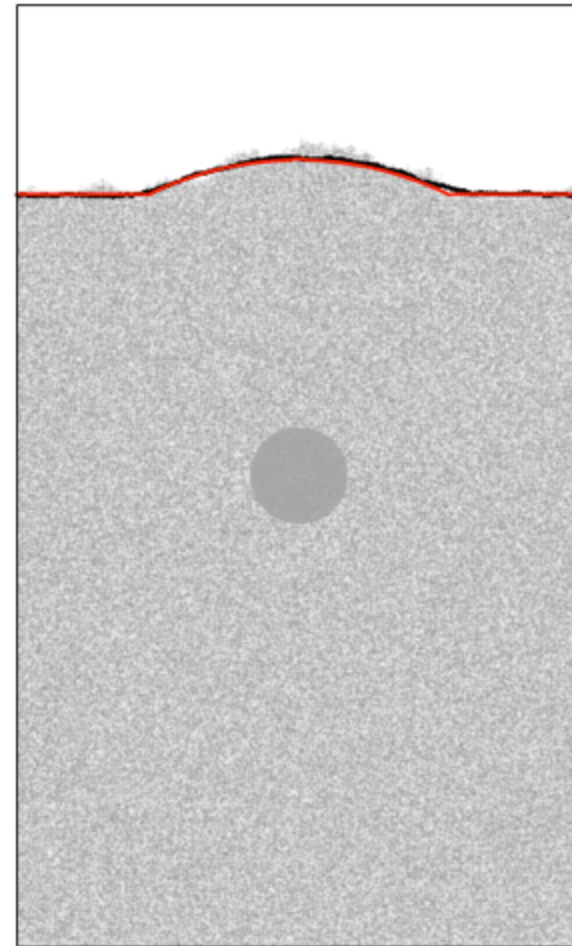
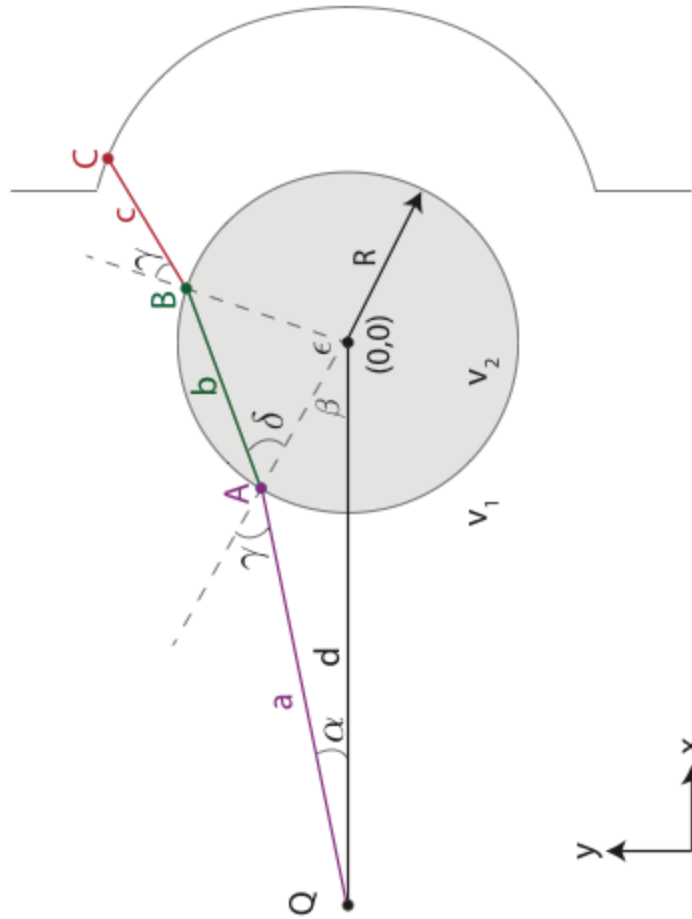
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Complement of obstacles - hotspots - and geometrical optics



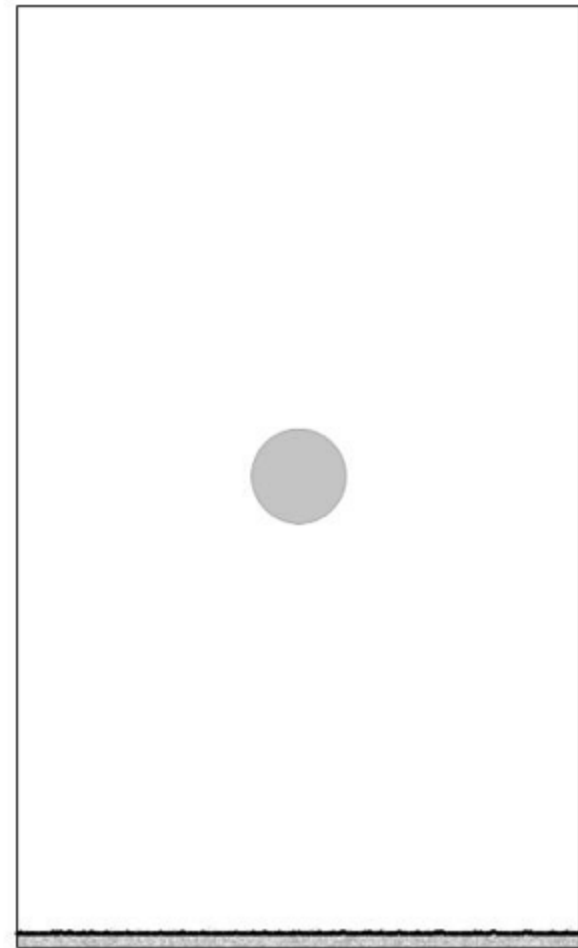
Complement of obstacles - hotspots - and geometrical optics



Complement of obstacles - hotspots - and geometrical optics

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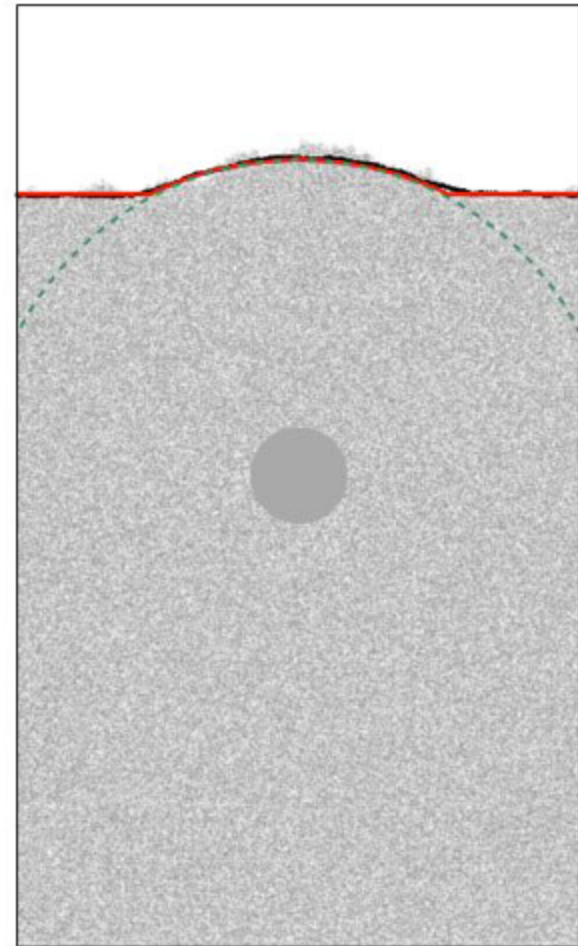
finite-sized perturbation,
expands behind hotspot,
constant 'speed-up'



Complement of obstacles - hotspots - and geometrical optics

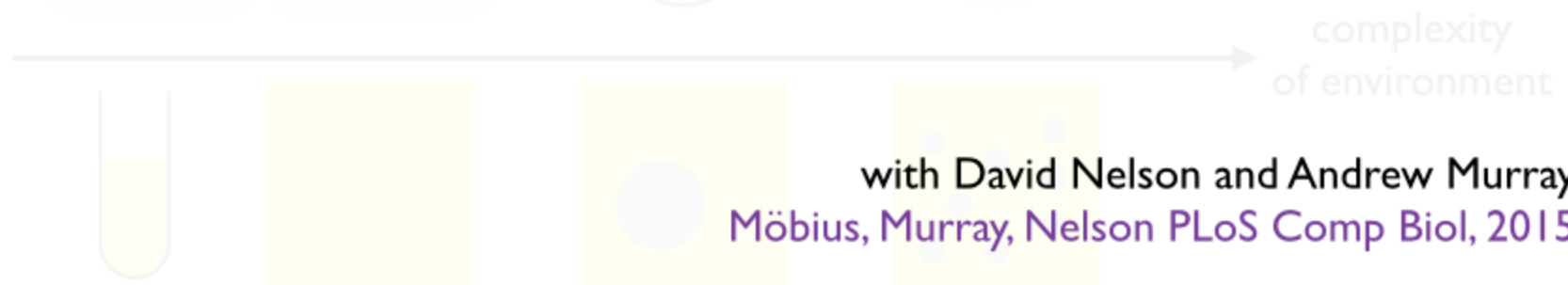
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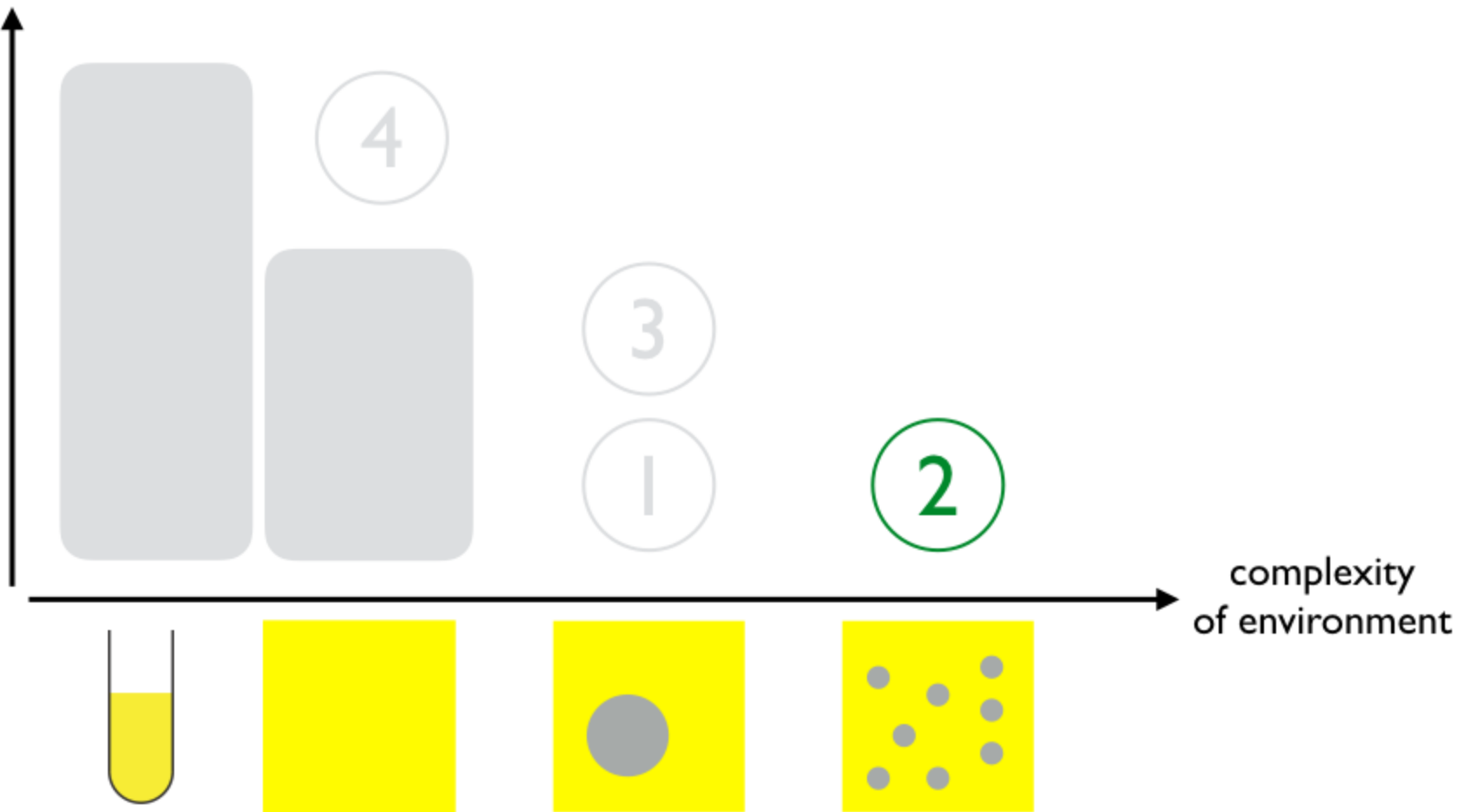
- think forest fires, not lava flows for population waves!
- Huygens' principle good prediction on large scales
- obstacles:
 - transient perturbation of front, limited to width of obstacle
 - universal front shape far away, determined by width, 'scattering from sides of obstacle'
- (circular) hotspots:
 - permanent perturbation of front, expanding outwards
 - radial wave originating from hotspot describes front far away



with Kim Alards, Francesca Tesser, David Nelson, Roberto Benzi, Federico Toschi

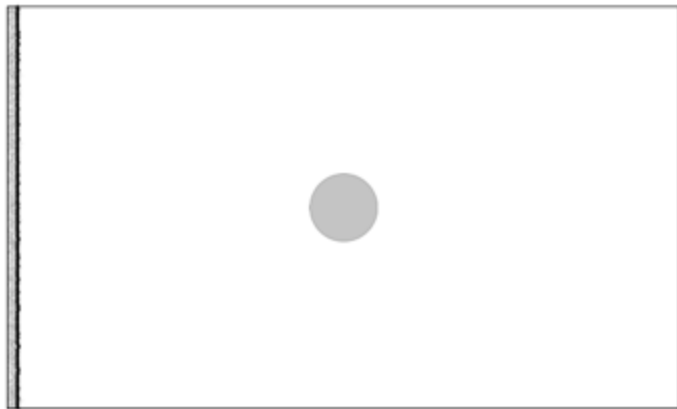
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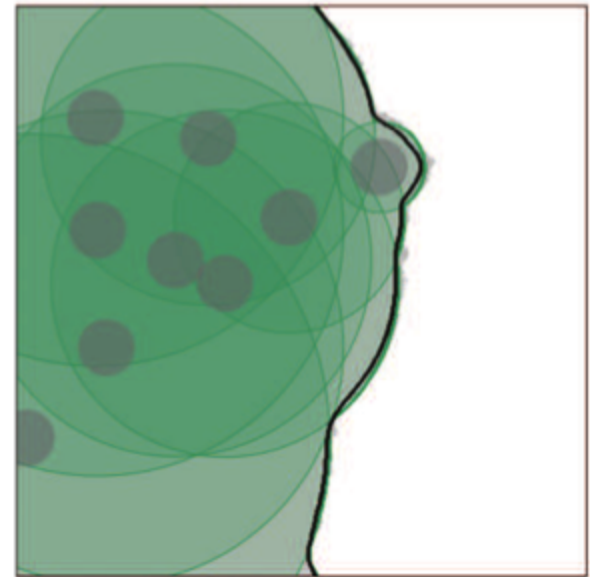


Many hotspots - scattering description

front far away described by **instantaneous scattering / acceleration event**



event-based numerics



applicable to dilute
(and very dense) systems

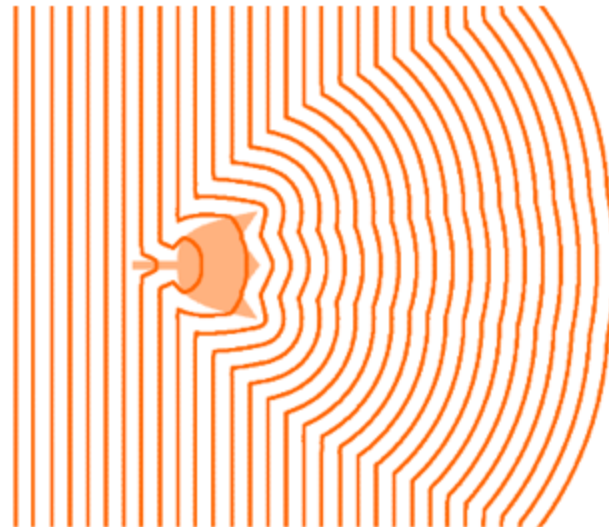
Least-time solution - obtained using Fast Marching Method

local speed
arrival time

$v(\vec{x}) \rightarrow T(\vec{x}) \rightarrow$ fronts as iso-arrival-time lines

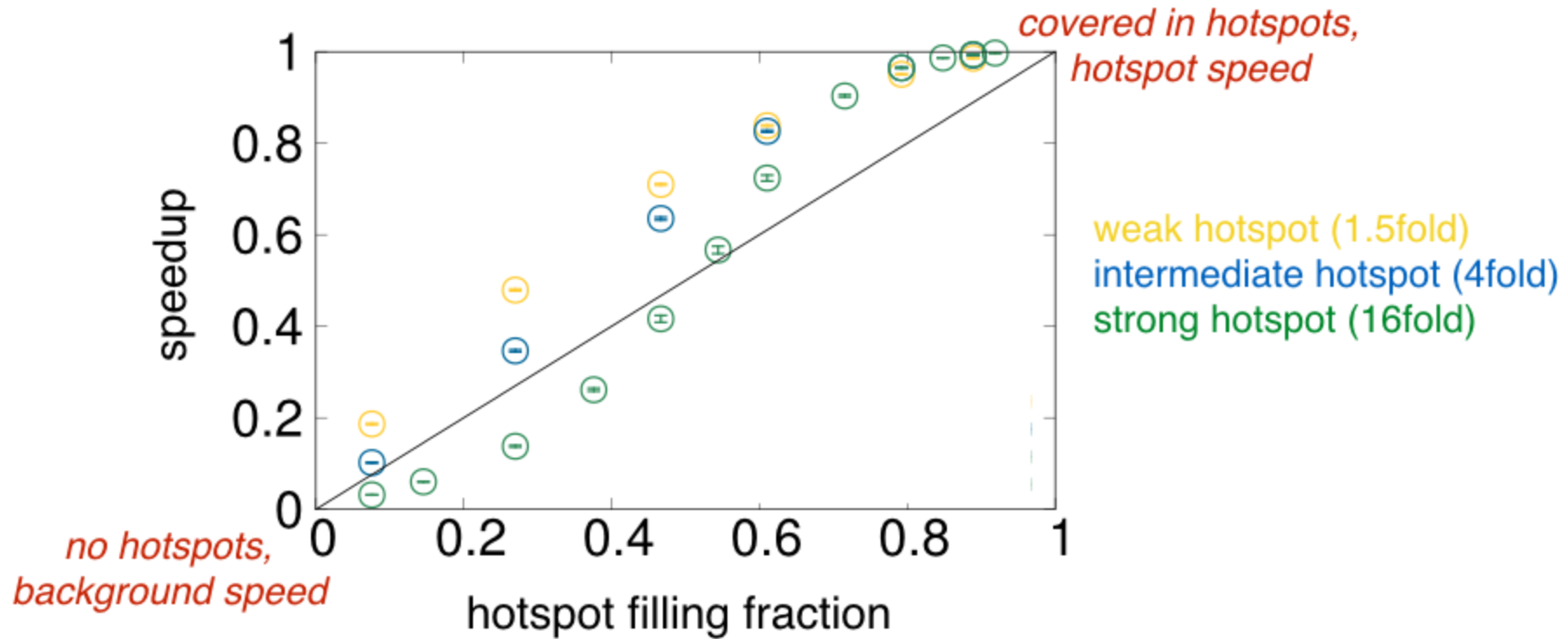
$$|\nabla T(\vec{x})| = \frac{1}{v(\vec{x})}$$

numerically solving **Eikonal equation** using **Fast Marching Method**
(related to Dijkstra's algorithm for finding shortest path on graph)

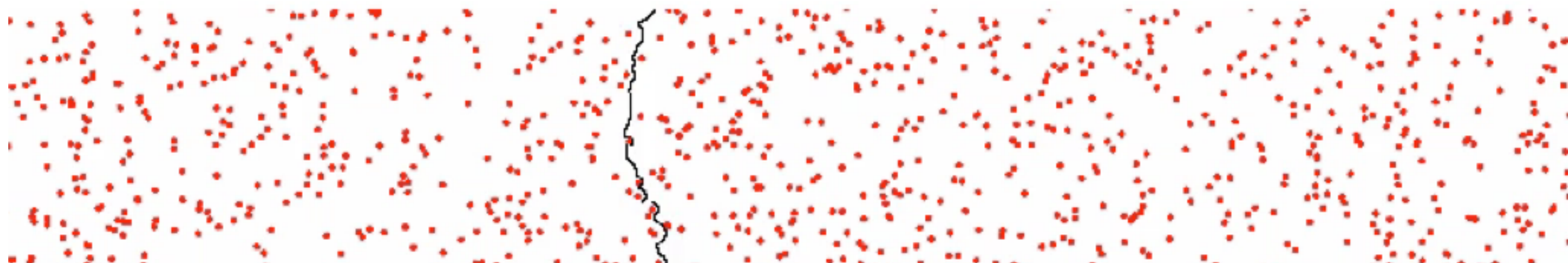


'first application'

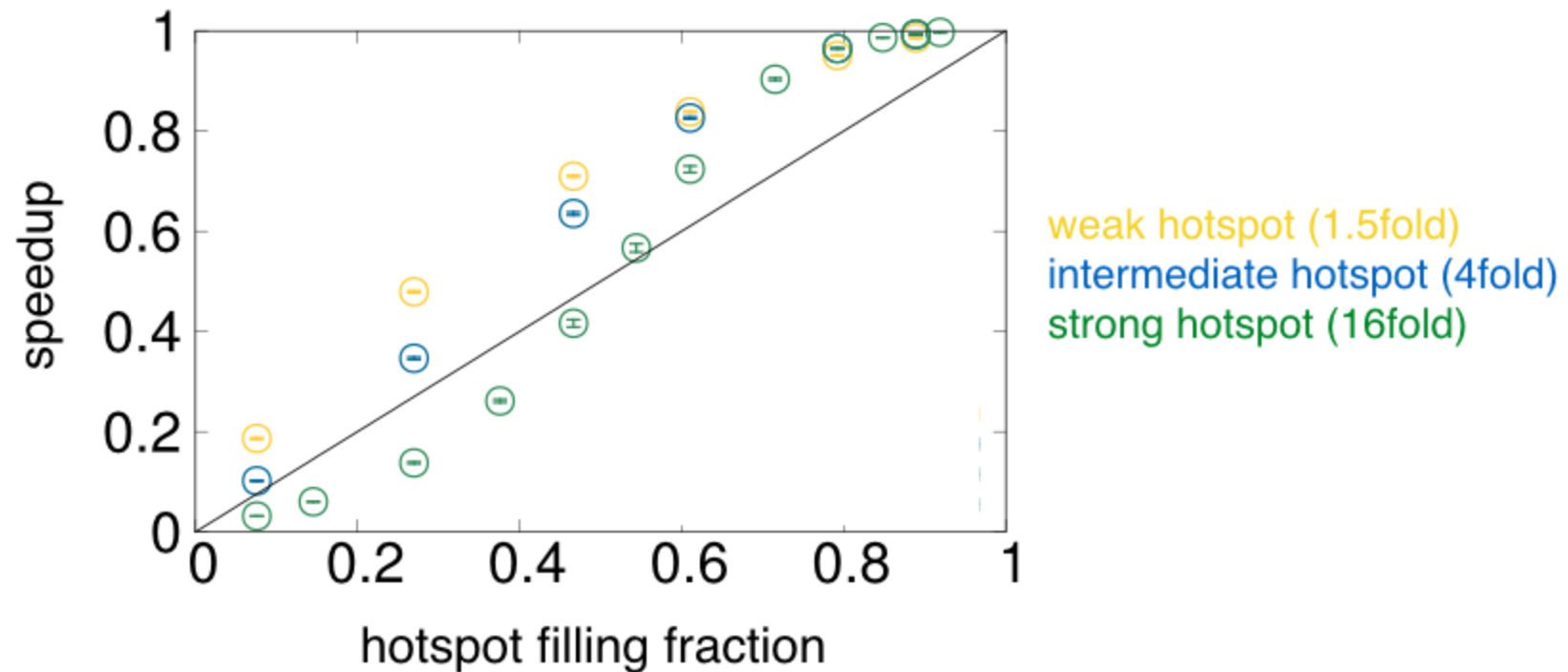
Effective front speed in presence of many hotspots



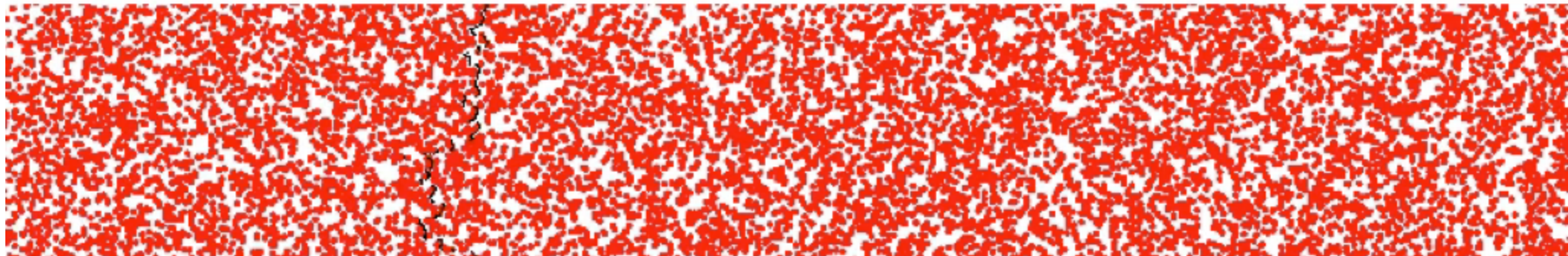
- always faster than 1D analogue
- low density \rightarrow local 'protrusions' lead to speed-up



Effective front speed in presence of many hotspots



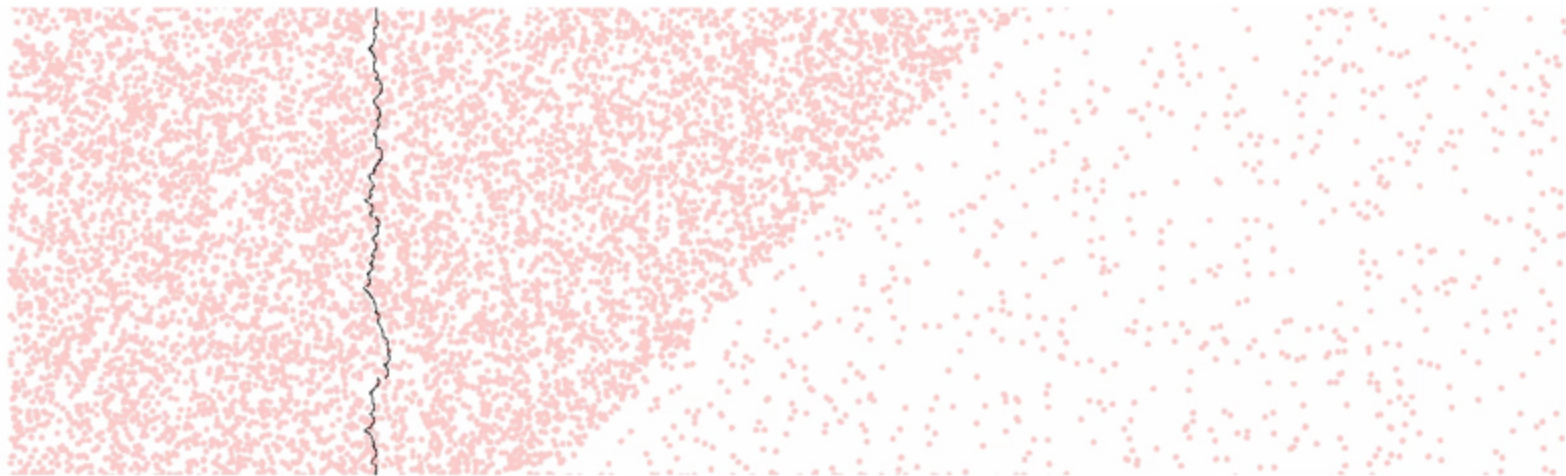
- always faster than 1D analogue
- large density \rightarrow front follows shortest path through maze



Coarsening - a meta-environment?

high density of hotspots

low density of hotspots



Coarsening - a meta-environment?

high density of hotspots

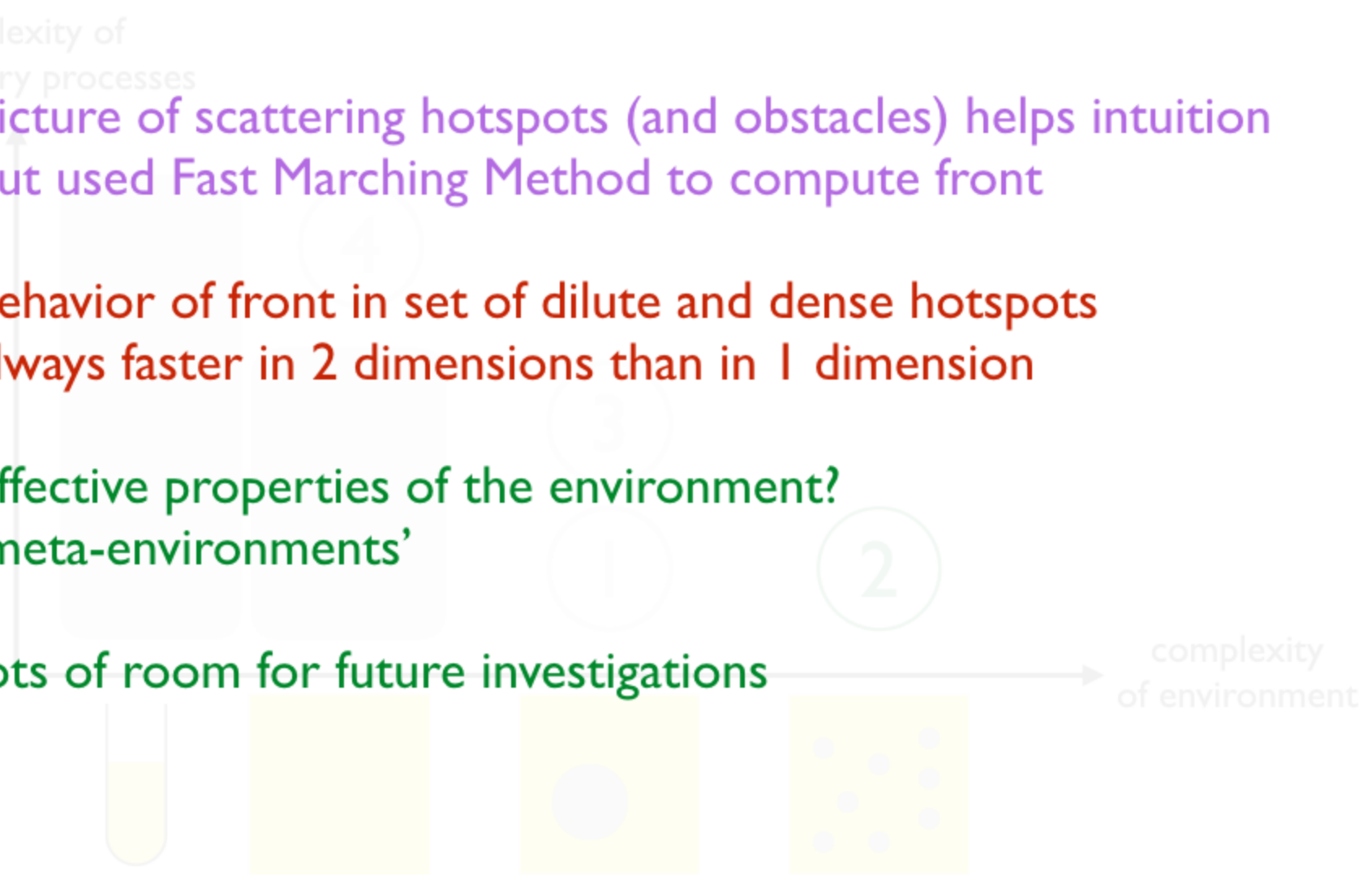
low density of hotspots



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complexity of evolutionary processes

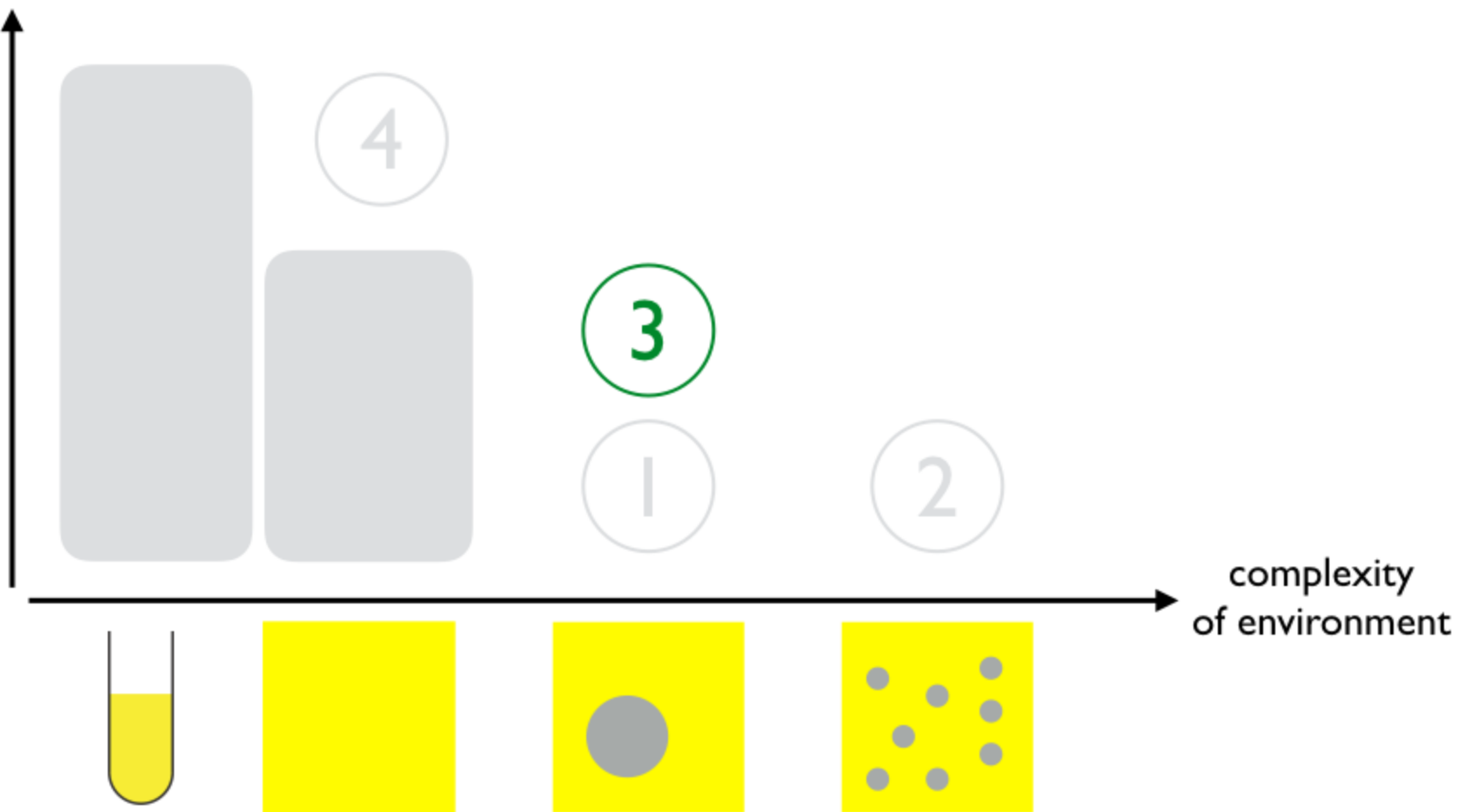
- picture of scattering hotspots (and obstacles) helps intuition
- but used Fast Marching Method to compute front
- behavior of front in set of dilute and dense hotspots
- always faster in 2 dimensions than in 1 dimension
- Effective properties of the environment? 'meta-environments'
- lots of room for future investigations



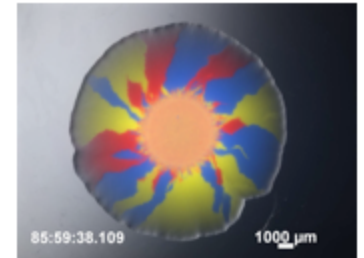
with Kim Alards, Francesca Tesser, David Nelson, Roberto Benzi, Federico Toschi

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Neutral genetic diversity and one obstacle

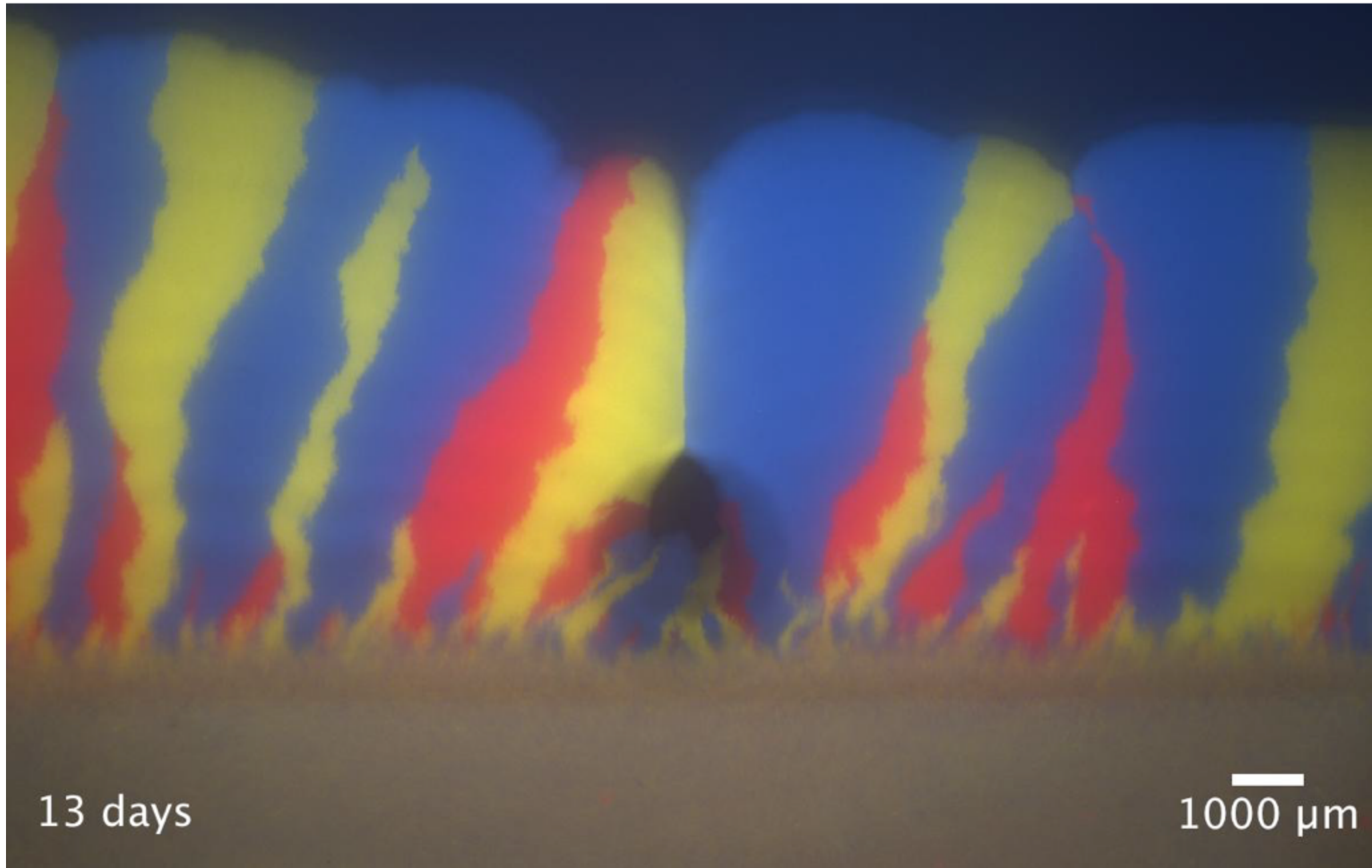


prediction: genetic structure shaped by
obstacle and front shape, complementary to
'spatial bottlenecks'

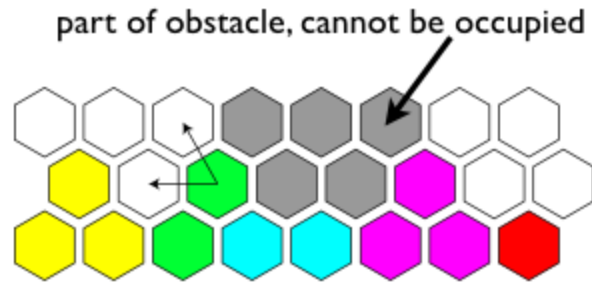
Neutral genetic diversity and one obstacle



Neutral genetic diversity and one obstacle



Neutral genetic diversity and one obstacle

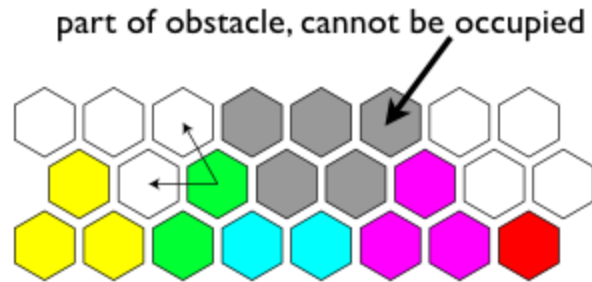


stochastic simulation of propagating front with large number of genotypes using variant of Eden model [Korolev et al., RMP, 2010]

‘geometry-enhanced genetic drift’



Neutral genetic diversity and one obstacle

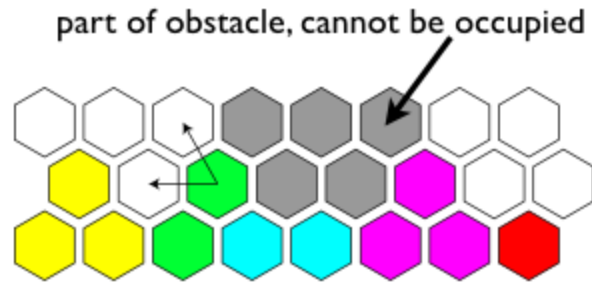


stochastic simulation of propagating front with large number of genotypes using variant of Eden model [Korolev et al., RMP, 2010]

‘geometry-enhanced genetic drift’

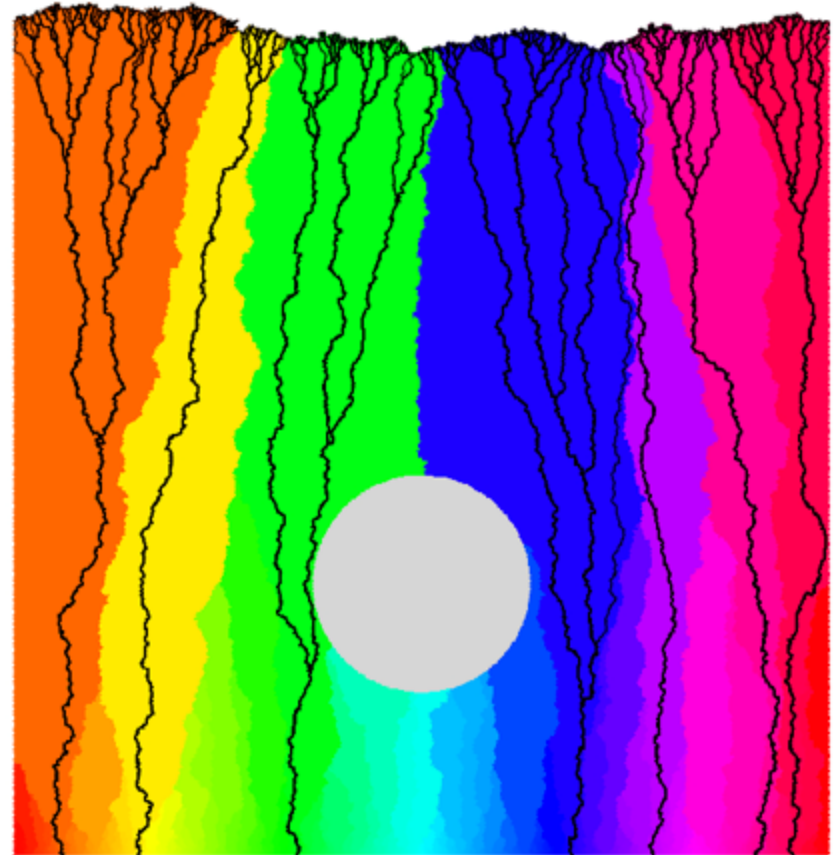


Neutral genetic diversity and one obstacle

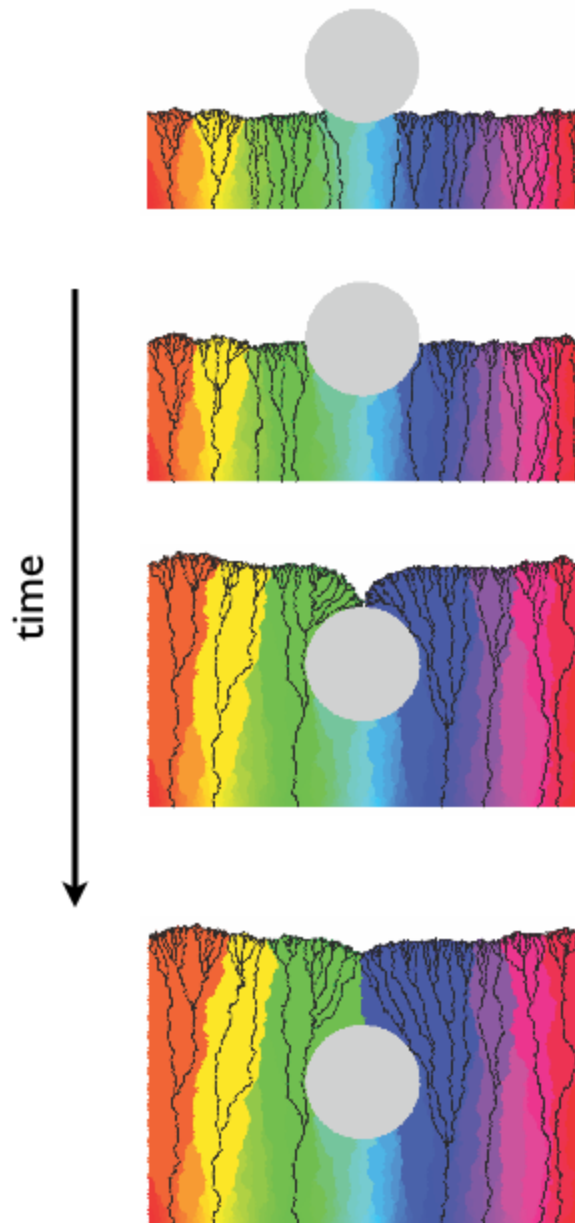


stochastic simulation of propagating front with large number of genotypes using variant of Eden model [Korolev et al., RMP, 2010]

‘geometry-enhanced genetic drift’



Neutral genetic diversity and one obstacle



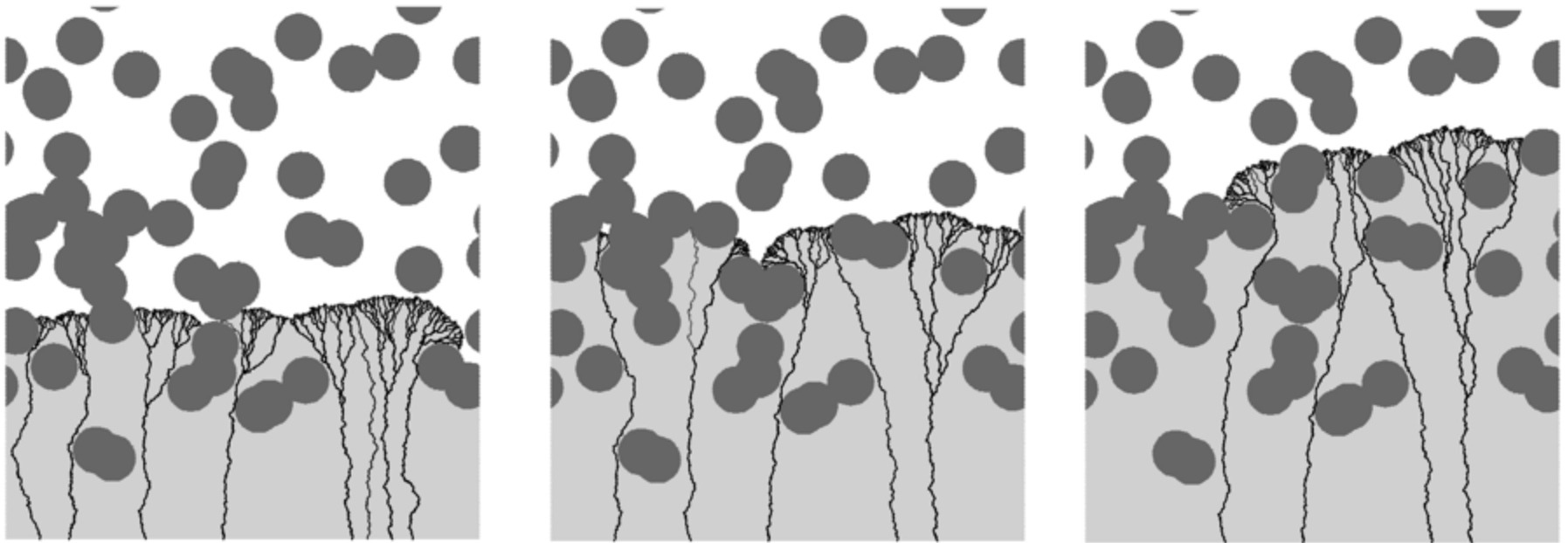
description in terms of sector boundaries
random walkers along front



description in terms of lineages
paths of least time with fluctuations

Lineages in the presence of many obstacles

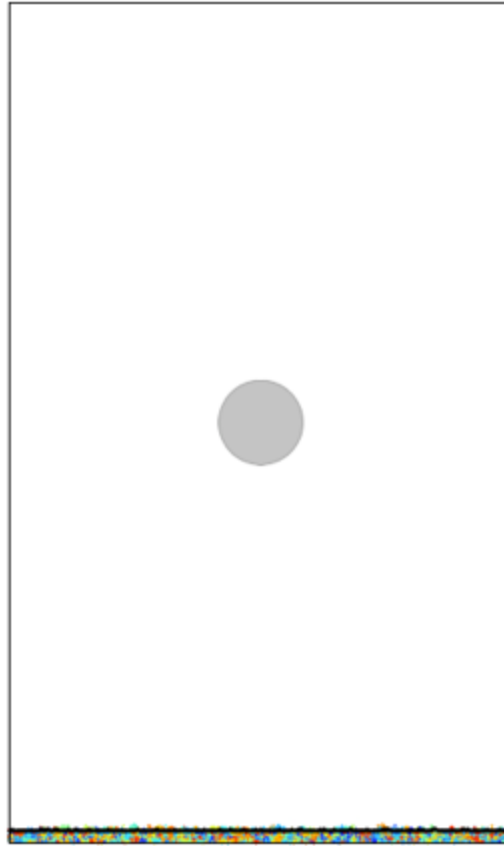
can be understood as paths of least time + fluctuations?



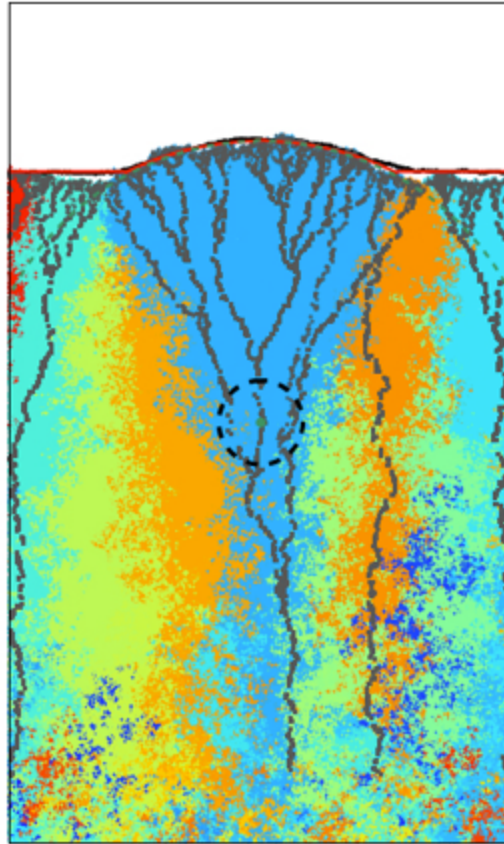
time



'Geometry-enhanced genetic drift' for a single hotspot

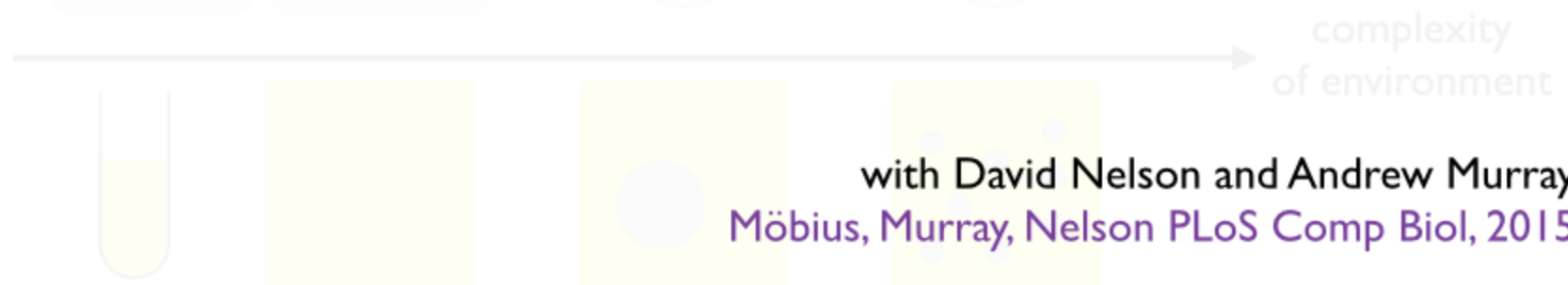


'Geometry-enhanced genetic drift' for a single hotspot



Front dynamics and evolution associated with spatial spread in heterogeneous environments

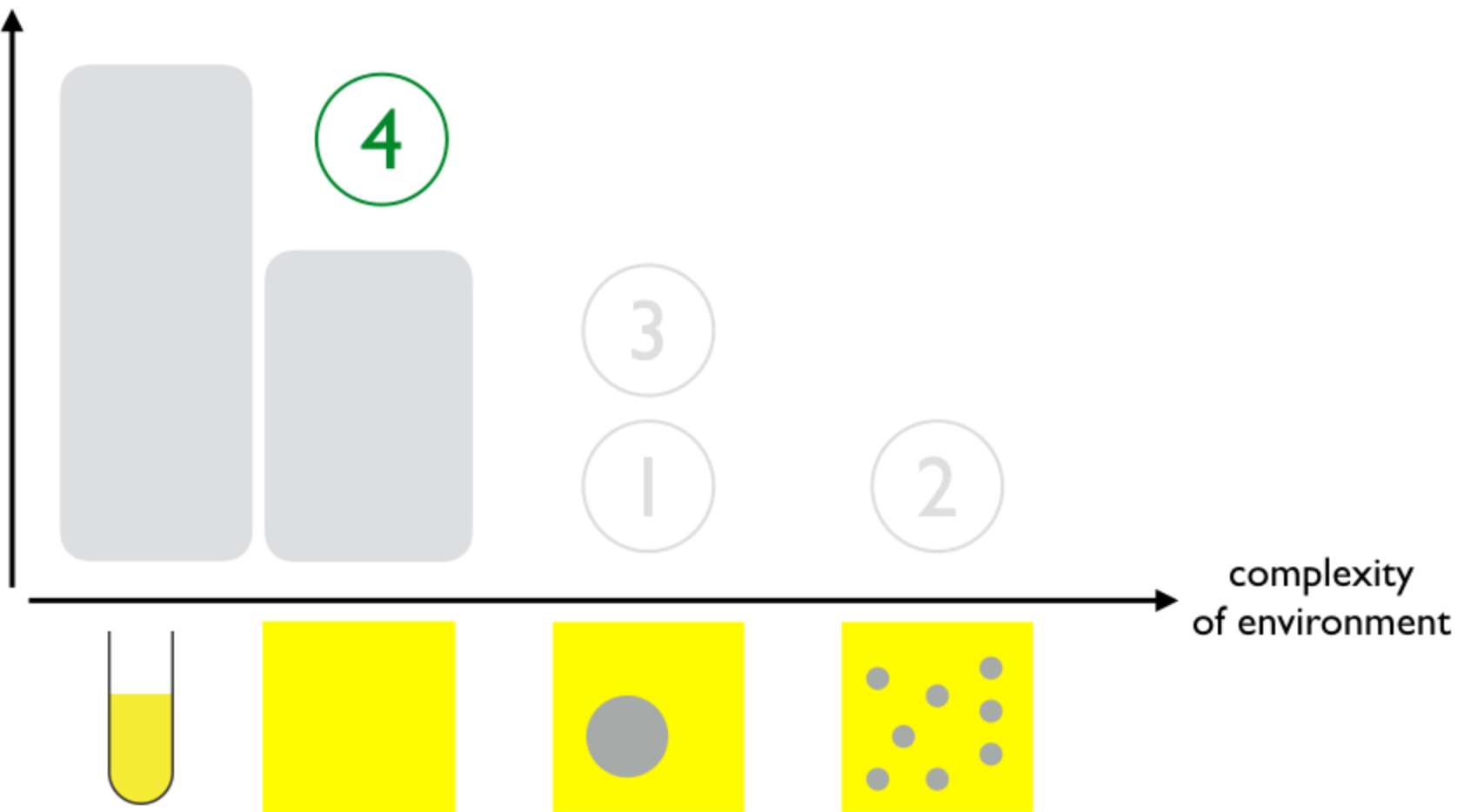
- front shape helps determine effect on neutral diversity
- ‘geometry-enhanced genetic drift’, an additional layer of ‘survival of the luckiest’
- obstacles similar to, yet different from, spatial bottlenecks
- hotspots result in different effect of ‘geometry-enhanced genetic drift’
- What are the consequences for non-neutral evolution?
- How to apply to complex heterogeneous environments?



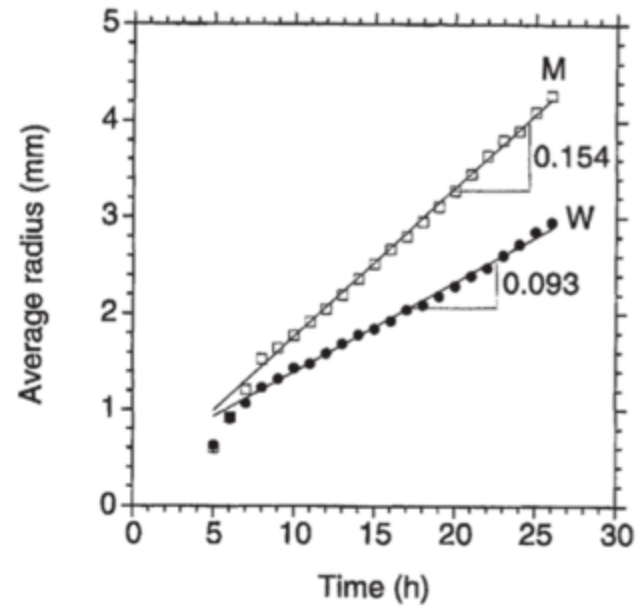
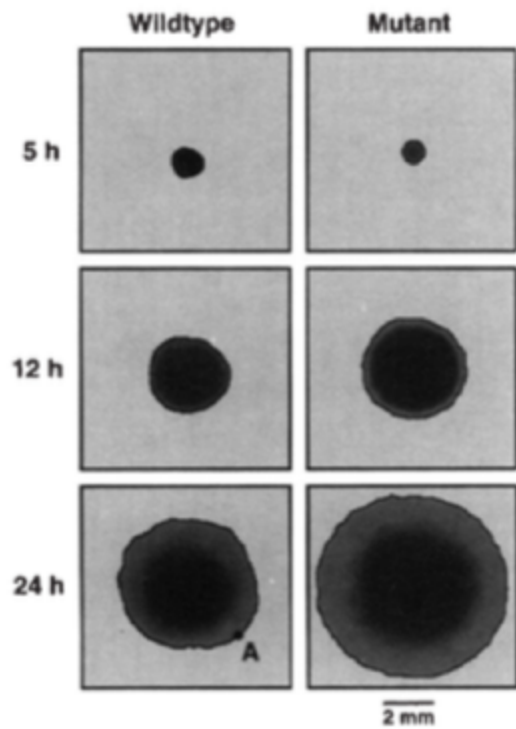
with Kim Alards, Francesca Tesser, David Nelson, Roberto Benzi, Federico Toschi

Front dynamics and evolution associated with spatial spread in heterogeneous environments

complexity of evolutionary processes

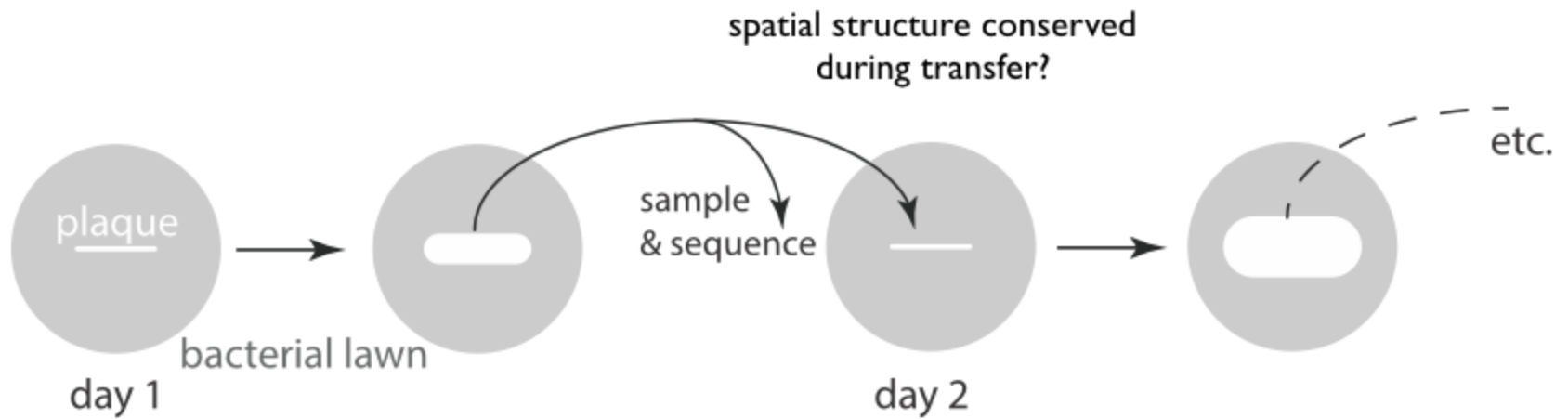


Evolution during a phage range expansion

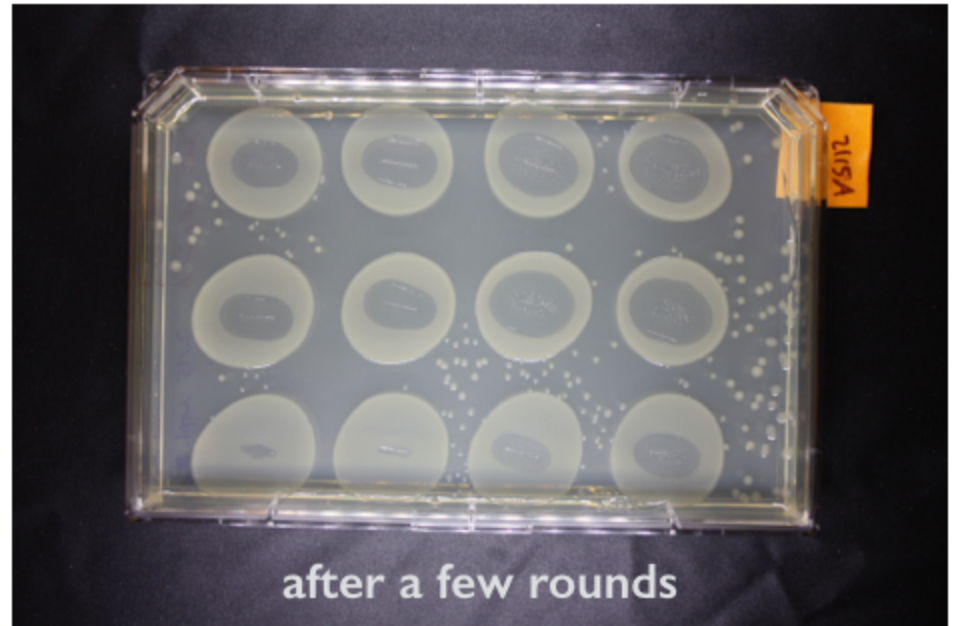
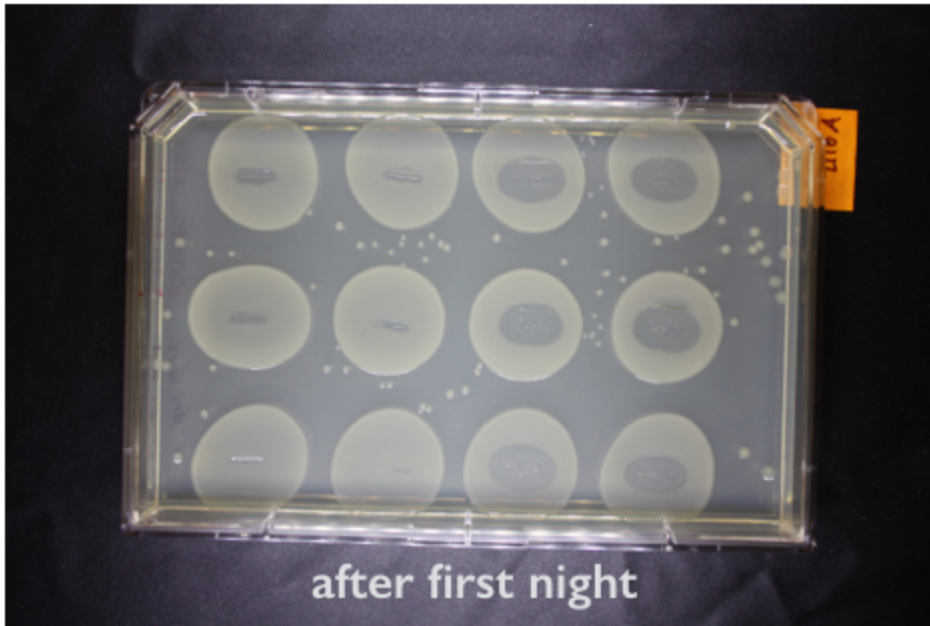
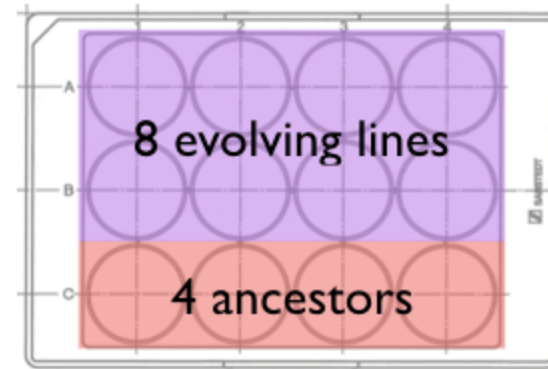
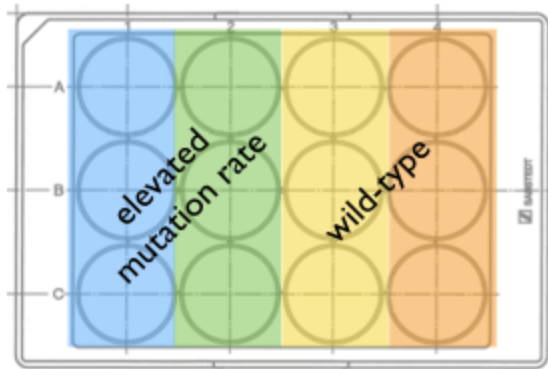


[Lee & Yin, 1996]

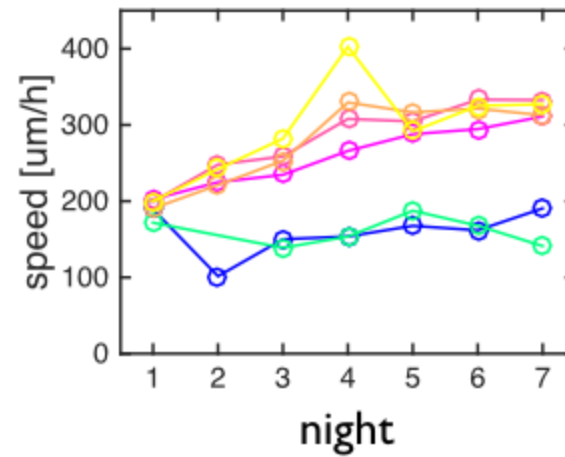
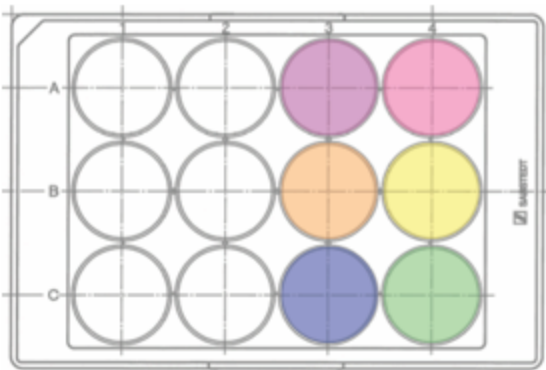
Our evolution experiment



Our evolution experiment



Our evolution experiment



WT evolving strains

WT ancestors

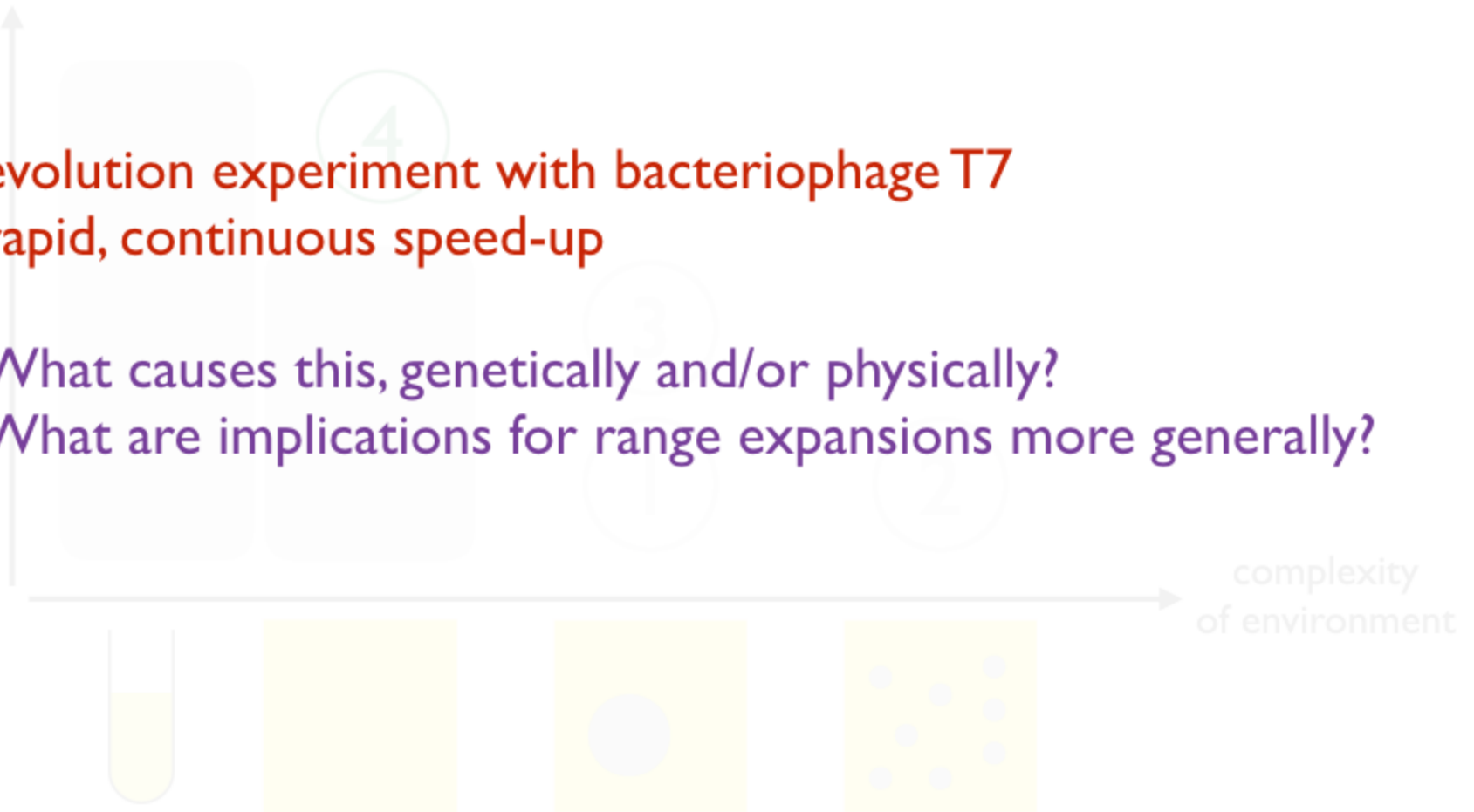
preliminary analysis!

Front dynamics and evolution associated with spatial spread in heterogeneous environments

complexity of evolutionary processes



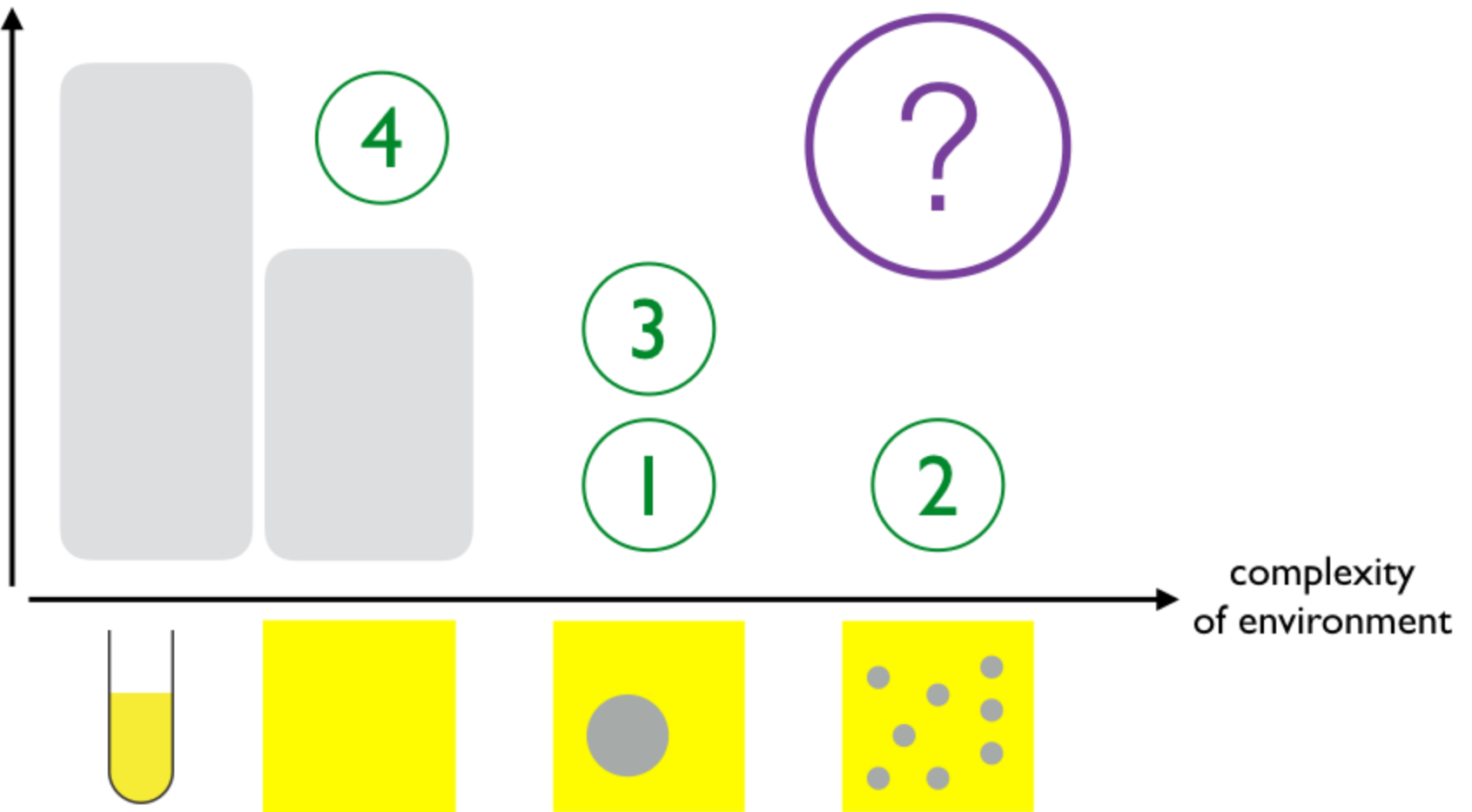
- evolution experiment with bacteriophage T7
- rapid, continuous speed-up
- What causes this, genetically and/or physically?
- What are implications for range expansions more generally?



work in progress with Diana Fusco and Oskar Hallatschek

Front dynamics and evolution associated with spatial spread in heterogeneous environments

complexity of evolutionary processes



complexity of environment

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Oskar Hallatschek

Hallatschek Lab members



[qb3.berkeley.edu]

Technische Universiteit Eindhoven (Spring - Winter 2016)

Federico Toschi

Francesca Tesser & Kim Alards



Others

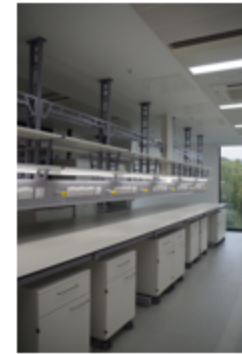
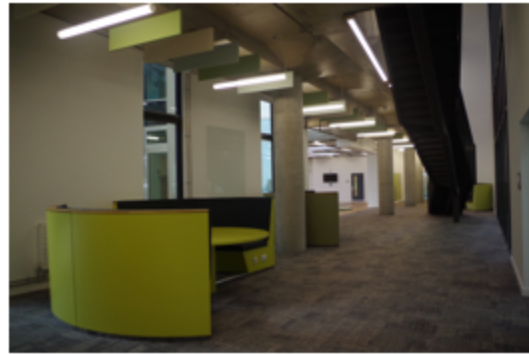
John Chuang, Daniel Cohen, Christoph Riedl, Jonas Cremer



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Living Systems Institute, University of Exeter



England, Devon

