

Simulation and analysis of the predator-prey dynamics of dinoflagellates

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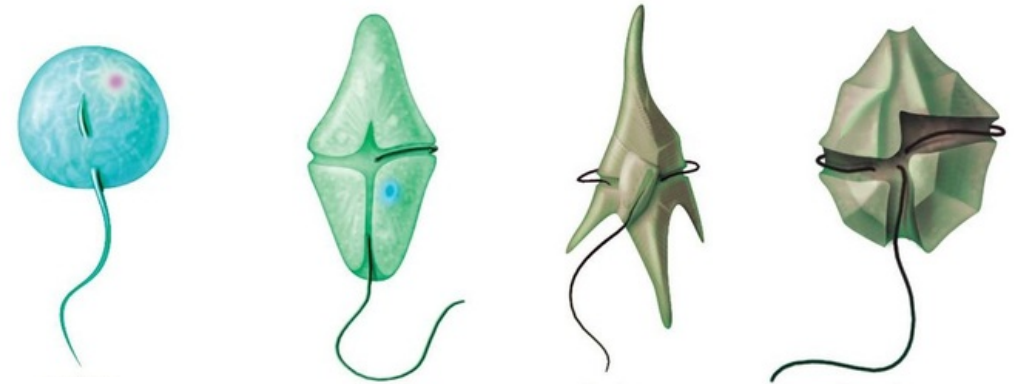


Outline

- Introduction to dinoflagellates
- Modeling predator-prey dynamics
 - Calculating encounter rates (based on chemical kinetics)
 - Accounting for inefficient predation
- Simulations (varying levels of complexity)
- Comparison to experimental studies (Sheng 2007, 2010)

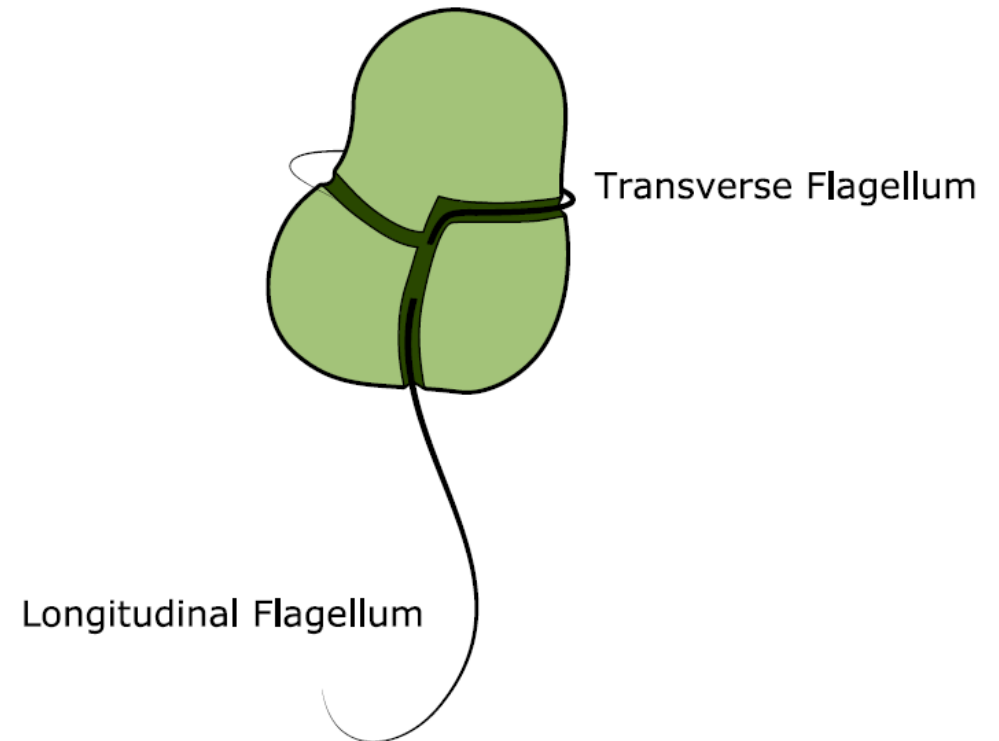
What are dinoflagellates?

- Second largest group of phytoplankton in marine environments
- Can be autotrophic, heterotrophic, or mixotrophic
- Exhibit complex swimming dynamics (helical motion patterns)
- Predatory dinoflagellates have been observed to utilize toxins to enhance predation
- These toxins contribute to harmful algal blooms (HAB)



Dinoflagellate Locomotion

- Swimming is driven by two flagella, which results in a unique helical swimming motion
- The toxins released by predatory dinoflagellates have been observed to effectively immobilize or slow down their prey
- Predatory dinoflagellates have been observed to significantly alter their swimming behavior in the presence of prey



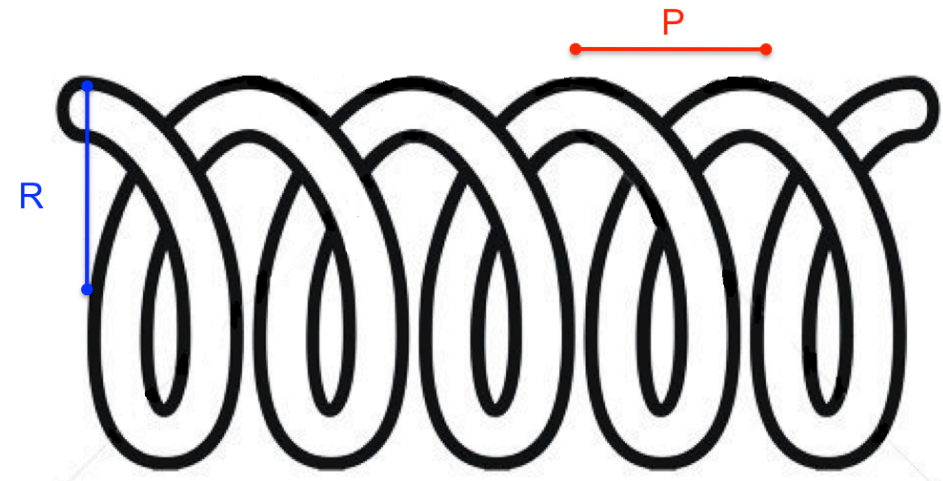
Helical Swimming Dynamics

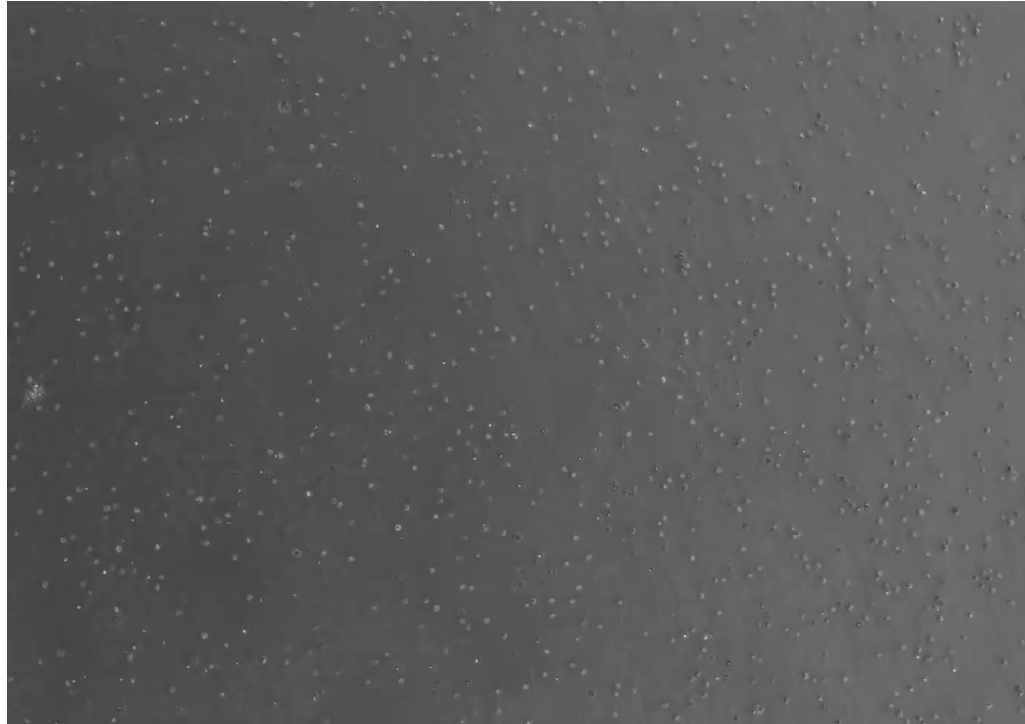
- Helical motion can be parametrically described

$$H(t) = R \left[\cos(\omega t) \hat{i} + \sin(\omega t) \hat{j} \right] + \left(\frac{p\omega t}{2\pi} \right) \hat{k}$$

- The velocity can then be described as a function of the helical motion parameters

$$\mathbf{v} = \omega \sqrt{R^2 + \left(\frac{p}{2\pi} \right)^2}$$



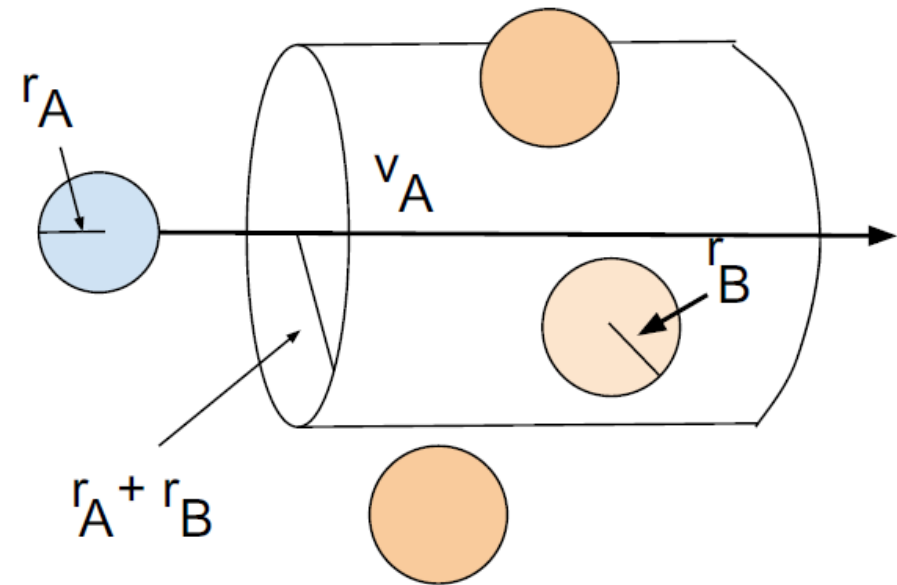


Modeling predator-prey interactions

- Basic predator-prey relationship

$$\frac{d\rho_B}{dt} = -k\rho_A\rho_B$$

- ρ_A : predator density
- ρ_B : prey density
- k : encounter rate
- Interactions can be modeled using analogies from chemical kinetics



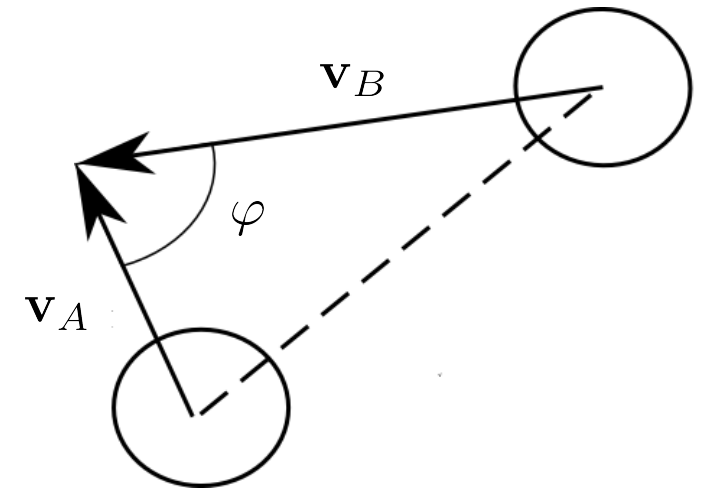
Modeling predator-prey interactions

$$\mathbf{v}_{\text{rel}} = \mathbf{v}_A - \mathbf{v}_B$$

$$\alpha = |\mathbf{v}_A|/|\mathbf{v}_B|$$

$$|\mathbf{v}_{\text{rel}}|^2 = |\mathbf{v}_A|^2 + |\mathbf{v}_B|^2 - 2|\mathbf{v}_A||\mathbf{v}_B| \cos \varphi$$

$$\begin{aligned} \langle |\mathbf{v}_{\text{rel}}| \rangle &\equiv \left[\frac{\int_0^{2\pi} \int_0^\pi |\mathbf{v}_A||\mathbf{v}_B| (\alpha + \alpha^{-1} - 2 \cos \varphi) \sin \varphi d\varphi d\theta}{\int_0^{2\pi} \int_0^\pi \sin \varphi d\varphi d\theta} \right]^{1/2} \\ &= \left[\frac{1}{2} \int_0^\pi |\mathbf{v}_A||\mathbf{v}_B| (\alpha + \alpha^{-1} - 2 \cos \varphi) \sin \varphi d\varphi \right]^{1/2} \\ &= (|\mathbf{v}_A|^2 + |\mathbf{v}_B|^2)^{1/2}. \end{aligned}$$



Modeling predator-prey interactions

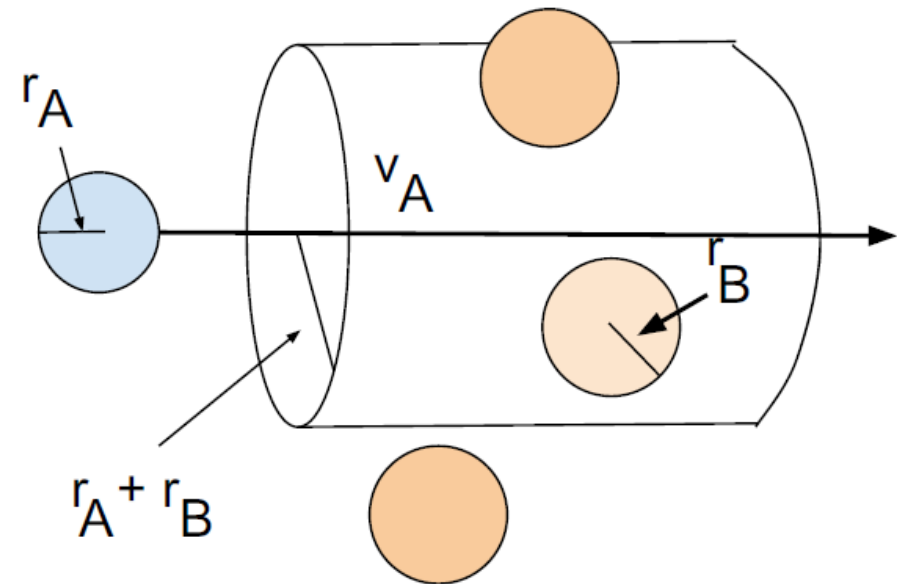
- Assume perfectly efficient predation (for now)

$$\eta(|\mathbf{v}_{\text{rel}}|) = 1$$

$$k = \pi(r_A + r_B)^2 \langle |\mathbf{v}_{\text{rel}}| \rangle$$

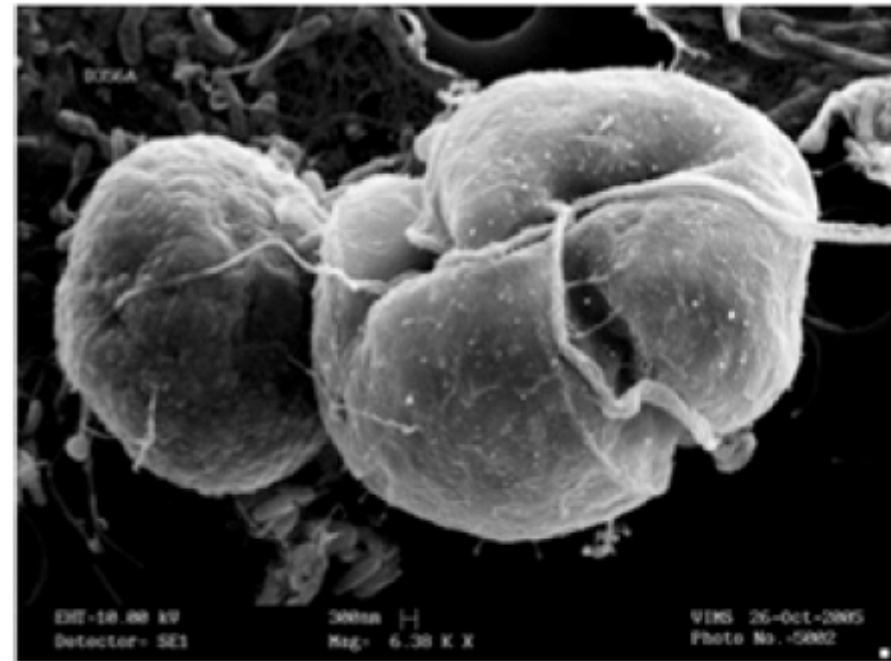
$$k = \pi(r_A + r_B)^2 \sqrt{|\mathbf{v}_A|^2 + |\mathbf{v}_B|^2}$$

- We now have a simple model for predator-prey interactions that is a function of experimentally measurable parameters (r, \mathbf{v})



Accounting for inefficient predation

- Not all predator-prey encounters result in successful predation
- The prey is often able to escape encounters by fighting off the predator and swimming away
- It is hypothesized that toxins are released by some predatory dinoflagellates to slow down or completely immobilize their prey to increase predation efficiencies



Modeling inefficiencies with a sharp cutoff based on relative velocity

- Define predation efficiency as a function of relative velocity (simple model: sharp cutoff)

$$\eta(|\mathbf{v}_{\text{rel}}|) = \begin{cases} 1, & |\mathbf{v}_{\text{rel}}| < S_h, \\ 0, & \text{otherwise} \end{cases}$$

- Conceptually, what does this model attempt to account for?
 - If both the predator and prey are moving at high velocities when they bump into each other, they will likely bounce off of each other
 - If the predator is moving at a high velocity, their hydrodynamic profile might alert prey of their approach
 - If the prey has a low velocity and impaired motility due to toxins released by the predator, they will be easier to catch

Modeling inefficiencies with a sharp cutoff based on relative velocity

- Define $\langle |\mathbf{v}_{\text{pred}}| \rangle$ as $\langle |\mathbf{v}_{\text{rel}}| \rangle$ when predation occurs

$$\langle |\mathbf{v}_{\text{pred}}| \rangle \equiv \left[\frac{1}{2} \int_0^\pi |\mathbf{v}_A| |\mathbf{v}_B| (\alpha + \alpha^{-1} - 2 \cos \varphi) \eta(|\mathbf{v}_A| |\mathbf{v}_B| (\alpha + \alpha^{-1} - 2 \cos \varphi)) \sin \varphi d\varphi \right]^{1/2}$$

$$\frac{\langle |\mathbf{v}_{\text{pred}}| \rangle}{\sqrt{|\mathbf{v}_A| |\mathbf{v}_B|}} \equiv \left[\frac{1}{2} \int_0^\pi (\alpha + \alpha^{-1} - 2 \cos \varphi) \eta(|\mathbf{v}_A| |\mathbf{v}_B| (\alpha + \alpha^{-1} - 2 \cos \varphi)) \sin \varphi d\varphi \right]^{1/2}$$

- We can determine the maximum angle at which predation occurs

$$\varphi_0 = \arccos w \qquad w = \frac{1}{2} (\alpha + \alpha^{-1} - \beta) \qquad \beta = S_h^2 / (|\mathbf{v}_A| |\mathbf{v}_B|)$$

Modeling inefficiencies with a sharp cutoff based on relative velocity

- The domain for partially efficient predation:

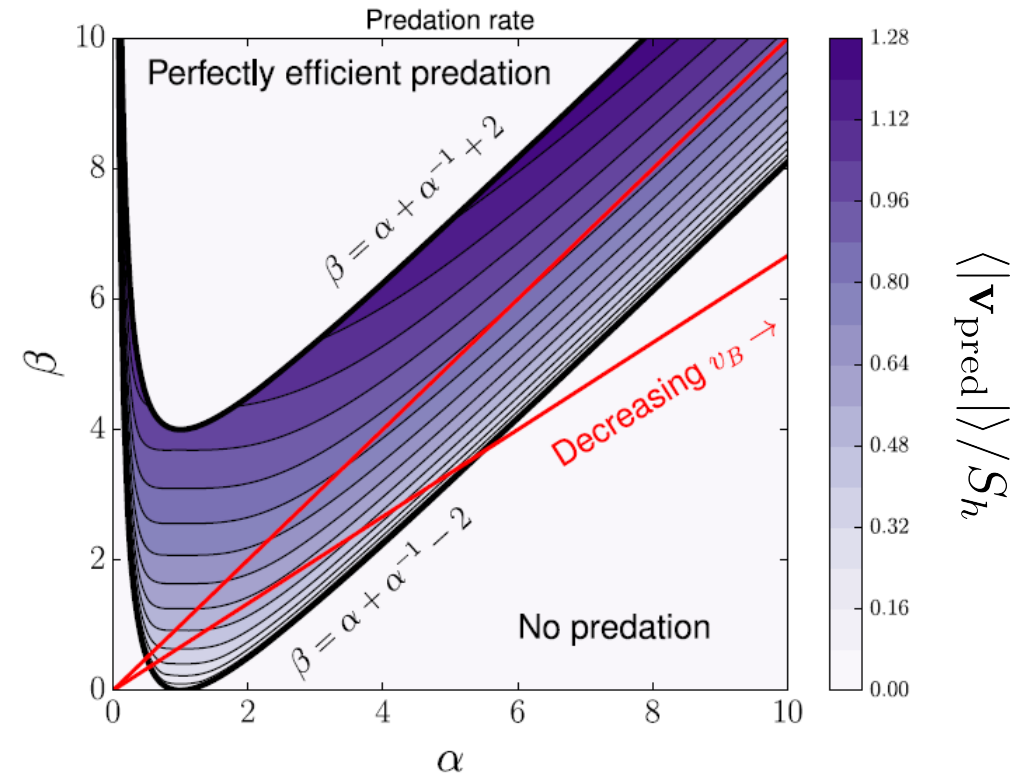
$$\langle |\mathbf{v}_{\text{pred}}| \rangle^2 = \frac{S_h^2}{8} \frac{1}{\beta} \left[\beta^2 - (2 - (\alpha + \alpha^{-1}))^2 \right]$$

$$\alpha + \alpha^{-1} - 2 \leq \beta \leq \alpha + \alpha^{-1} + 2$$

- The domain for perfectly efficient predation:

$$\beta > \alpha + \alpha^{-1} + 2$$

$$\langle |\mathbf{v}_{\text{pred}}| \rangle^2 = \frac{S_h^2}{\beta} (\alpha + \alpha^{-1})$$



Modeling inefficiencies with a “filter” based on predator-prey velocities individually

- The prior model for predation inefficiency is simple and illustrates important concepts analytically
- However, a more phenomenologically accurate model would account for the predator-prey velocities individually and would vary continuously instead of having a sharp cutoff
- A 2-D “filter” model is proposed

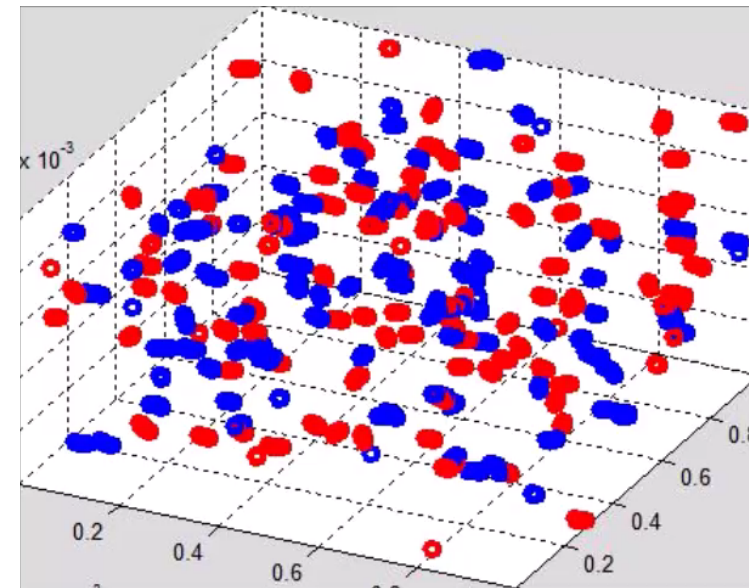
$$\eta(\mathbf{v}_A, \mathbf{v}_B) = \frac{1}{\sqrt{1 + \left(\frac{\mathbf{v}_A}{\lambda_A}\right)^{2\xi_A} + \left(\frac{\mathbf{v}_B}{\lambda_B}\right)^{2\xi_B}}}$$

Simulations

- Basic predator-prey interactions (assume perfectly efficient predation)
- Simple predation efficiency model (sharp cutoff based on relative velocity)
- Comparisons to experimental studies (using 2-D “filter” model)

Simulation Mechanics

- Contained in a cubic volume
- Periodic boundary conditions were implemented to eliminate boundary effects
- Predator-prey densities and time durations had to be sufficiently large so as to remove simulation artifacts
- Intelligent collision detection algorithms were implemented to avoid using brute force calculations
- Size and movement parameters were based on experimental studies (Sheng 2007, 2010)



Basic predator-prey interactions

- Assume perfectly efficient predation
- Dinoflagellate parameters were base on experimental data (Sheng 2007, 2010)
- Purpose: Verify simulation mechanics for predicting predator-prey interactions
- Results: Low error (<10%) for all cases

<i>K. veneficum</i> Strain	v_A ($\mu\text{m}/\text{sec}$)	Theoretical k (m^3/sec)	Simulated k (m^3/sec)	% Error
MD5	81.3	2.39×10^{-14}	2.25×10^{-14}	5.9
1974	102.3	2.69×10^{-14}	2.54×10^{-14}	5.6
BM1	111.2	2.83×10^{-14}	2.62×10^{-14}	7.4
2064	80.9	2.38×10^{-14}	2.18×10^{-14}	8.4

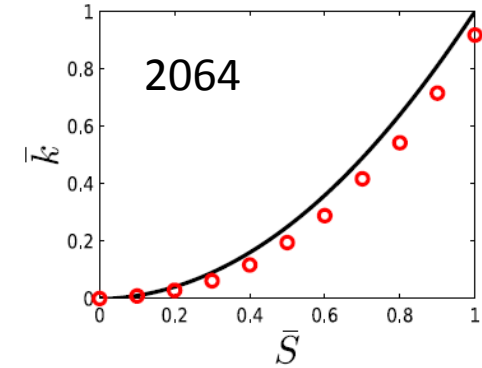
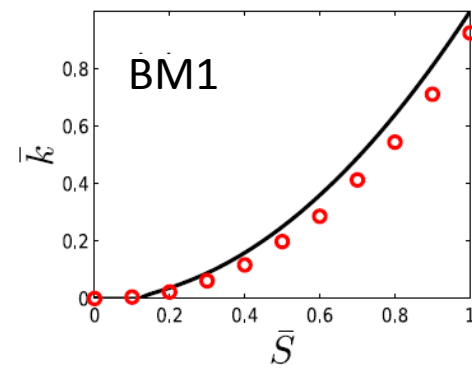
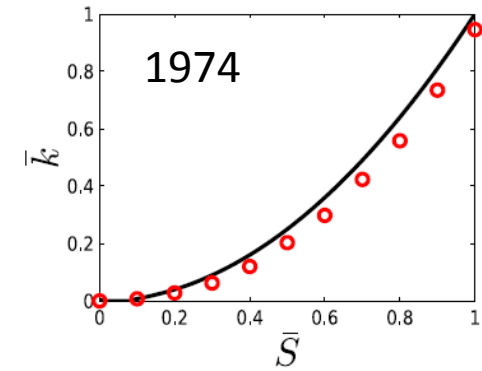
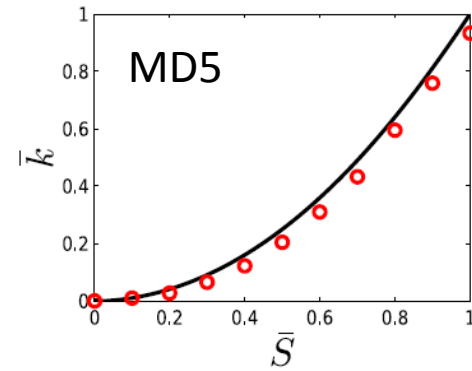
Simple predation efficiency model

- Assume a sharp cutoff based on relative velocity
- Compare normalized predation rate to normalized cutoff velocity

$$\bar{k} = \frac{[(1-w)(\alpha + \alpha^{-1} + \beta - 2)|\mathbf{v}_A||\mathbf{v}_B|]^{1/2}}{2\sqrt{|\mathbf{v}_A|^2 + |\mathbf{v}_B|^2}}$$

$$\bar{S} = S_h / (|\mathbf{v}_A + \mathbf{v}_B|)$$

- Results: Good agreement between simulations and theoretical curves



Comparisons to experimental studies (Sheng 2007, 2010)

- Sheng quantified the movement patterns of dinoflagellates and observed that predatory dinoflagellates alter their swimming behavior in the presence of prey (2007)
- A follow-up study by Sheng investigated how some predatory dinoflagellates exploit toxins to immobilize their prey to improve predation (2010)
- We attempted to fit our model to these experimental results to demonstrate how a mathematical model can reveal the positive impact that toxins have on dinoflagellate predation
- Simulations were conducted using dinoflagellate parameters provided by Sheng (2007, 2010) and the predation efficiency model which considered predator and prey velocities individually (2-D “filter” concept)
- The predation efficiency parameters were fit using a genetic algorithm

Comparisons to experimental studies (Sheng 2007, 2010)

- We were able to match the predation rates observed by Sheng (2010)
- Using the predation efficiency parameters calculated during the model fitting process, we then simulated a hypothetical scenario to see how predation rates for these dinoflagellates would be effected in the absence of toxins (control)
- Encounter rates (k) increased in the hypothetical scenario without toxins, but reduced predation efficiencies resulted in lower overall simulated predation rates (γ is the time-averaged predation rate)

<i>K. veneficum</i> Strain	Experimental γ (1/hr)	Simulated γ (1/hr)	Simulated k (m^3/sec)
1974 (toxic)	0.39 ± 0.13	0.39	2.87×10^{-14}
1974 (control)		0.31	2.98×10^{-14}
BM1 (toxic)	0.36 ± 0.06	0.36	2.16×10^{-14}
BM1 (control)		0.21	3.35×10^{-14}
2064 (toxic)	0.30 ± 0.11	0.30	1.65×10^{-14}
2064 (control)		0.27	2.73×10^{-14}

Conclusions

- Mathematical models and simulations demonstrate that toxins can improve dinoflagellate predation by reducing encounter speeds, which increases predation efficiency
- The decline in predator-prey encounters is offset by the increased predation efficiency, resulting in improved overall predation rates
- If you are curious about our work or would like to see all of the details related to the model derivations and simulations, please see our article: **Simulation and analysis of a model dinoflagellate predator-prey system, The European Physical Journal Special Topics, Vol. 224, No. 17, pp. 3257-3270, DOI: 10.1140/epjst/e2015-50101-x.**

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