



## Rare mutations in evolutionary dynamics

Anna Lisa Amadori<sup>a</sup>, Antonella Calzolari<sup>b</sup>, Roberto Natalini<sup>c,\*</sup>,  
Barbara Torti<sup>b</sup>

<sup>a</sup> *Dipartimento di Scienze Applicate, Università di Napoli “Parthenope”, Italy*

<sup>b</sup> *Dipartimento di Matematica, Università di Roma “Tor Vergata”, Italy*

<sup>c</sup> *Istituto per le Applicazioni del Calcolo “M. Picone”, Consiglio Nazionale delle Ricerche, Italy*

Received 27 January 2013; revised 16 July 2015

Available online 30 July 2015

---

### Abstract

In this paper we study the effect of rare mutations, driven by a marked point process, on the evolutionary behavior of a population. We derive a Kolmogorov equation describing the expected values of the different frequencies and prove some rigorous analytical results about their behavior. Finally, in a simple case of two different quasispecies, we are able to prove that the rarity of mutations increases the survival opportunity of the low fitness species.

© 2015 Elsevier Inc. All rights reserved.

MSC: 92D25; 35R09; 60G55

Keywords: Coevolutionary dynamics; Mutations; Marked point processes; Partial integro-differential equations

---

### 1. Introduction

Evolutionary dynamics describes biological systems in terms of three general principles: replication, selection and mutation. Each biological type – a genome or a phenotype as well as a species – is described by its reproduction rate, or fitness. In force of selection, a population evolves and changes its fitness landscape. Genetic changes can help in reaching some local optimum, or open a path to a new fitness peak, but sometimes they may drift population away from a

---

\* Corresponding author.

E-mail address: [roberto.natalini@cnr.it](mailto:roberto.natalini@cnr.it) (R. Natalini).

peak, especially if the mutation rate is high. See [13] for an extensive account of the state of the art concerning evolutionary dynamics.

A mixed population of constant size constituted by a fixed number of different types is characterized by the vector collecting the relative abundance of each type:  $x = (x_0, x_1, \dots, x_D)$ . By virtue of evolution, this vector draws a path in the simplex

$$S = \left\{ x = (x_0, x_1, \dots, x_D) \in \mathbb{R}^{D+1} : \sum_{k=0}^D x_k = 1, x_k \geq 0 \text{ as } k = 0, 1, \dots, D \right\}.$$

The mechanism of replication/selection is well described by an ordinary differential equation, where the relative fitness measures the balance between death and birth of individuals. Denoting by  $f_k$  the absolute fitness of any  $k$ -type, by  $f = (f_0, f_1, \dots, f_D)$  the fitness vector, and by  $\bar{f} = x \cdot f$  the mean fitness of the population, this equation reads

$$\frac{dx_k}{dt} = (f_k - \bar{f}) x_k, \quad \text{as } k = 0, 1, \dots, D. \quad (1.1)$$

Several shapes have been proposed for the absolute fitness. When one is modelling phenotypes, the choice of a constant fitness seems fair, but, starting with the seminal work by Maynard Smith and Price [12], an important amount of research deals with ideas arising from mathematical game theory, see [9] and references therein. In that framework, the individual fitness is taken as a linear function of the population  $x$ , i.e.  $f(x) = Ax$ , where  $A$  is the payoff matrix that rules the interplay between different strategies. In this case, equation (1.1) is the celebrated replicator equation introduced by Taylor and Jonker [15].

Concerning mutations, it has to be mentioned the quasispecies equation introduced by Eigen and Schuster [8], where constant fitness were considered. This choice modifies equation (1.1) into

$$\frac{dx_k}{dt} = \sum_{i=0}^D f_i q_{ik} x_i - \bar{f} x_k, \quad \text{as } k = 0, 1, \dots, D. \quad (1.2)$$

Here the coefficient  $q_{ik}$  expresses the proportion of offspring of  $k$ -type from a progenitor  $i$ , which shows up at any procreation. It is clear that  $q_{ik} = \delta_{ik}$  gives back the equation (1.1). When the fitness vector is given by the relation  $f(x) = Ax$ , as suggested by evolutionary game theory, then equation (1.2) is the well-known replicator–mutator equation, also known as selection–mutation equation, studied in [14].

As a matter of fact, mutations introduce a random ingredient into evolution, that is not enough emphasized in (1.2). Traulsen, Claussen and Hauert [16] pointed out that equation (1.2) can be recovered by assuming that the population follows a generalized Moran process and taking the limit for large population size. Champagnat, Ferrière and Méléard [6] and Jourdain, Méléard and Woyczynski [10] showed that various macroscopic diffusion models can be derived by the same individual stochastic process, by performing different types of rescaling. We also mention [7], where a macroscopic dynamics is deduced by an individual based stochastic description of the mutation process.

Here, we prefer to take a more macroscopic viewpoint, which however takes strongly into account the different regime of mutation processes. We start by modelling the stochastic dynamics

Download English Version:

<https://daneshyari.com/en/article/6417113>

Download Persian Version:

<https://daneshyari.com/article/6417113>

[Daneshyari.com](https://daneshyari.com)