

### Convergent Evolution

Multiple examples of convergent evolution. Here, multiple lineages have converged on a similar predator morphology.

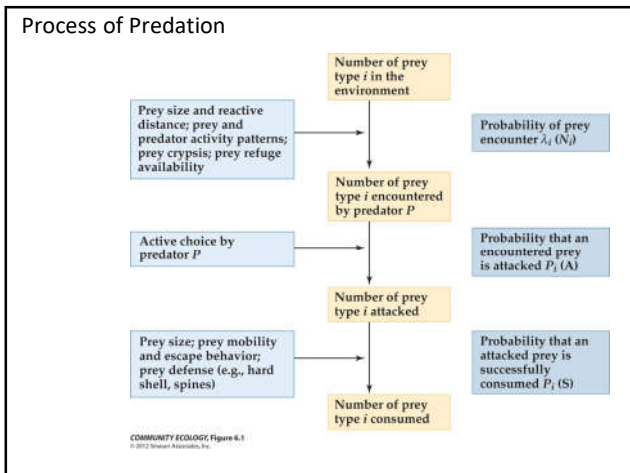
Morphological adaptations for **cursorial** vs. **lurking** (ambush) predators.

The two differ markedly in the cost of capturing a single prey item and their ability to choose prey...Why different strategies?

Ultimately, fish should be optimized to maximize fitness (reproductive output) in their niche.

### Energetics of Predation

- Predator benefit = calories in meal – search cost – handling cost
- Predator strategies – maximize benefit by minimizing search or handling
- Prey strategies – minimize calories in meal, maximize search, maximize cost
  - Crypsis
  - Escape
  - Avoidance
  - Prey quality
- **Evolutionary arms race (Red Queen hypothesis)** – why don't they “end” ?



### How do you quantify predatory preference for prey?

Proportion of prey X in predator gut

Proportion of prey X in environment

$$E = \frac{(r_i - p_i)}{(r_i + p_i)}$$

Selectivity index (E)  
 $r_i$  = % of diet is prey type  $i$   
 $p_i$  = % of available prey is type  $i$

## How do you quantify predatory preference for prey?

- Chesson's index (a)

$$a_i = \frac{d_i/N_i}{\sum_{j=1}^K (d_j/N_j)}$$

- Where

- K – number of types of prey
- d – number of prey in the diet ( $d_i$ =in diet,  $d_j$ =in environment)
- N – number of prey available (in diet or in environment)

## Generalist vs. Specialist Predator

- Advantages/disadvantages of broad or specific diet

## Optimal Foraging Theory

- Predict foraging strategy based on:
  - Handling time ( $T_h$ )
  - Search time ( $T_s$ )
  - Energy in prey item
- Predators should forage to maximize energy gains (E)

$$\frac{E}{T_s + T_h}$$

- For any given prey, E/T is the net energy gain:

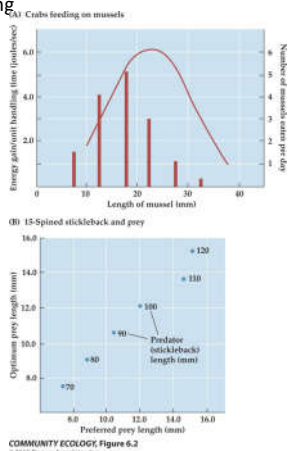
$$E_n/T = \frac{E}{T_s + T_h}$$

## Assumptions and Predictions of OFT

- Perfect Knowledge of environment, including distribution of  $i$  prey items
  - energy content
  - handling and search time
- Fitness optimized by maximizing energy intake.
- Predictions (for prey type  $i$ ):
  - Specialist -> Generalist gradient
    - Specialist: maximize  $E_i$  even though  $s_i$  and  $h_i$  high
    - Generalist: minimize  $T_s$  and  $T_h$ , take whatever E available
  - Predators with long handling times ( $T_h > T_s$ ) should be specialists
  - Predators in unproductive habitats (large  $T_s$ ) should be generalists
  - Predators should ignore unprofitable prey, regardless of abundance

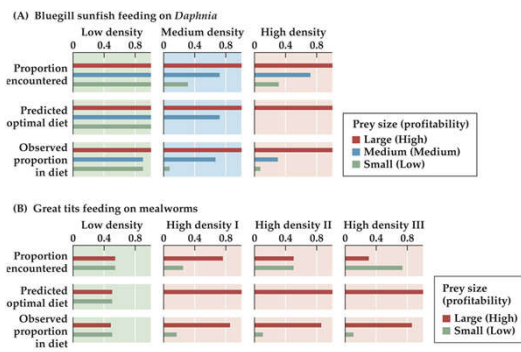
Prey quality, abundance and switching

- Optimal foraging model works well. Lots of data indicating this is how predators behave.
- Some other predictions:
  - **Zero rule** – in any specific set of conditions prey are either ignored or pursued 100% of the time ( $P_i = 0$  or  $1.0$ ). This is the basis of **switching behavior**.



Empirical Evidence for OFT from Experiments

- No selectivity at low density, focus on higher profit prey as density increased.



Giving Up Density (GUD)

- **Giving Up Density (GUD)** – density of prey at which a predator will abandon a prey type or area.
  - Prey are depleted – cost/benefit of pursuing prey no longer beneficial
  - Competing predator more efficient – cost/benefit of prey no longer beneficial
  - Predator response – switch or find new patch

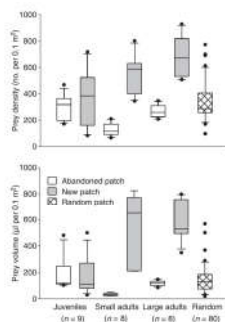


Fig. 2 Box and whisker plots of prey density and volume of abandoned, newly occupied, and randomly located patches in Shape Fork. Horizontal lines within boxes are median values. Box edges are 25th and 75th percentiles. Whisker caps identify the 5th and 95th percentiles, and black circles represent outliers. The median of the abandoned patches can be interpreted as fish giving-up densities (GUDs) for each sculpin size class.

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Giving-up densities and ideal pre-emptive patch use in a predatory benthic stream fish

TODD PERRY AND GARY B. GROSBOMAN  
Hornell School of Forestry and Natural Resources, University of Georgia, Athens, GA, U.S.A.