

Does the diversity of an ecosystem increase with dormancy?



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Outline

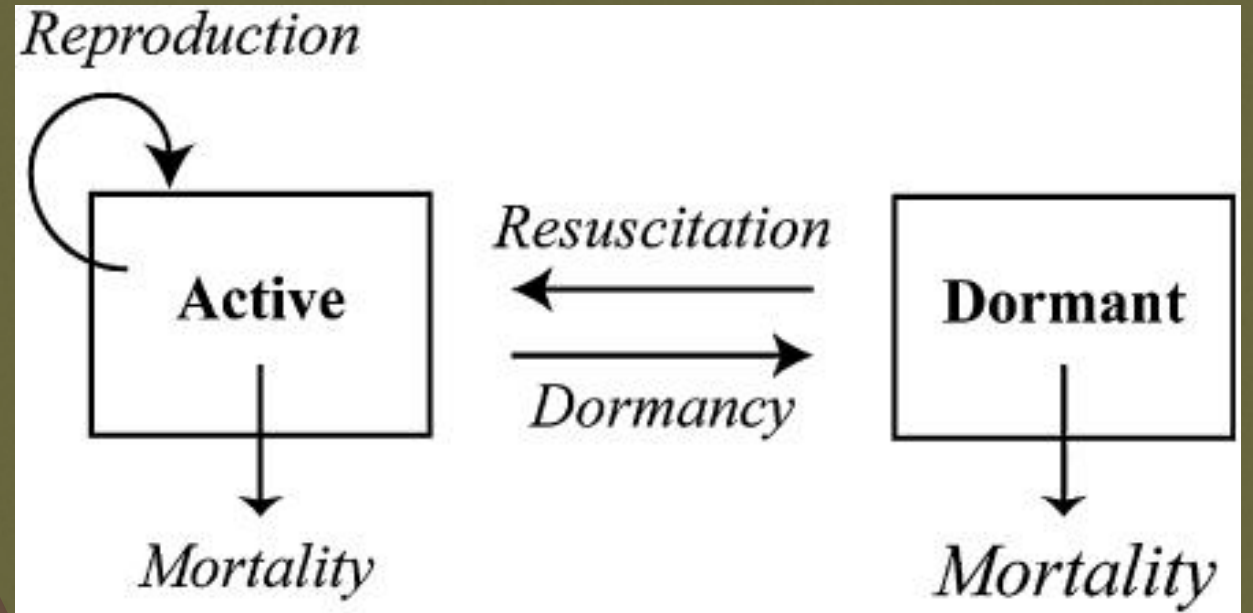
Introduction: What is dormancy?

1. Introducing a multi-species model of dormancy
2. Dormancy and heterogeneity
3. Dormancy and self-regulation

Conclusion

What is dormancy?

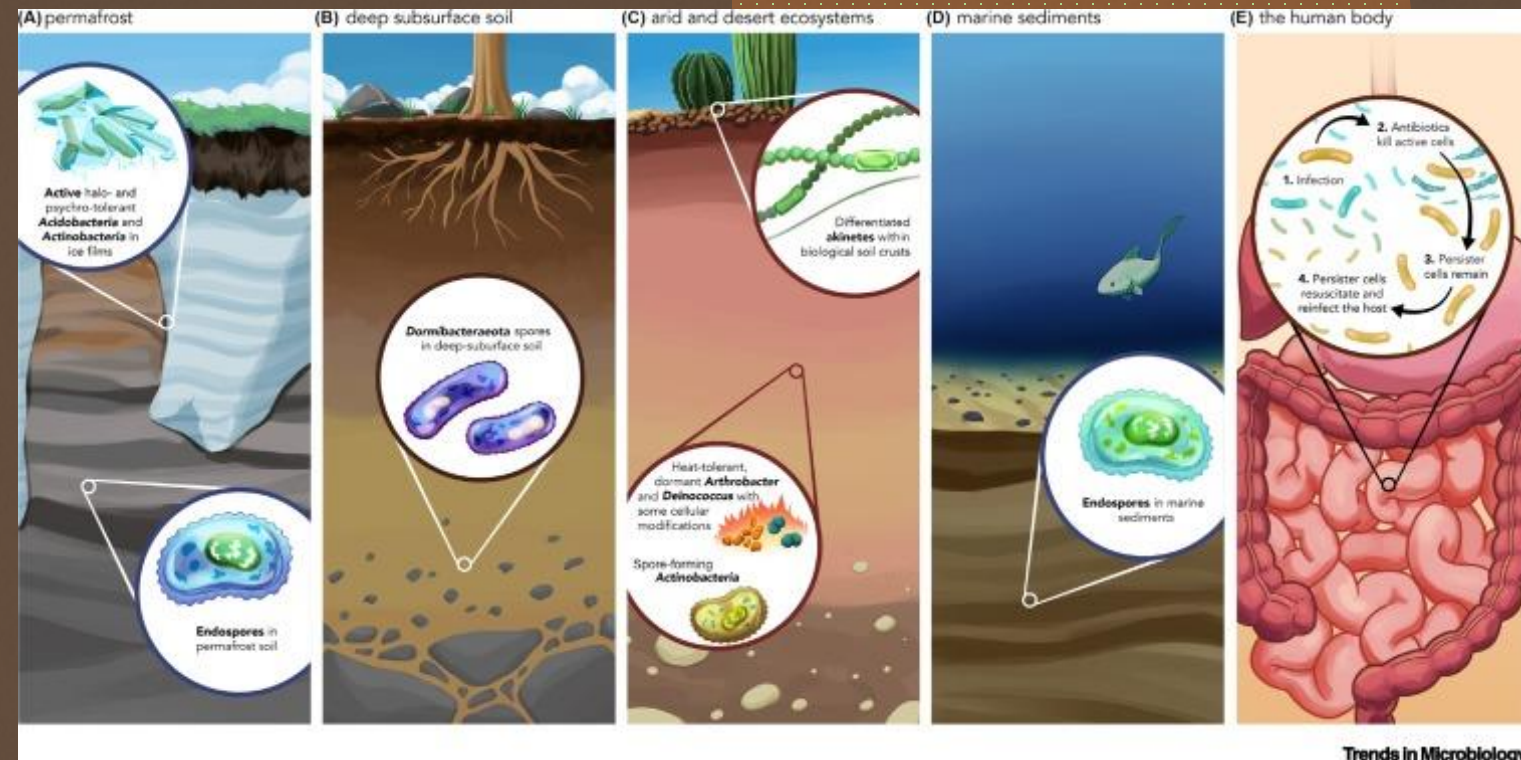
- State of low metabolic activity
- Exists in both plants and microbes
- Conflictual definition
 - Little or no growth while dormant
 - Reduced mortality
 - Stronger resistance to stress



Life cycle of a microbial cell that can go dormant
(Jones and Lennon, *Proc Natl Acad Sci USA*, 2010)

Where does dormancy occur?

- For plants: most plant seeds can enter dormancy
 - For microbes: extreme environments
- Notably in the soil and the gut



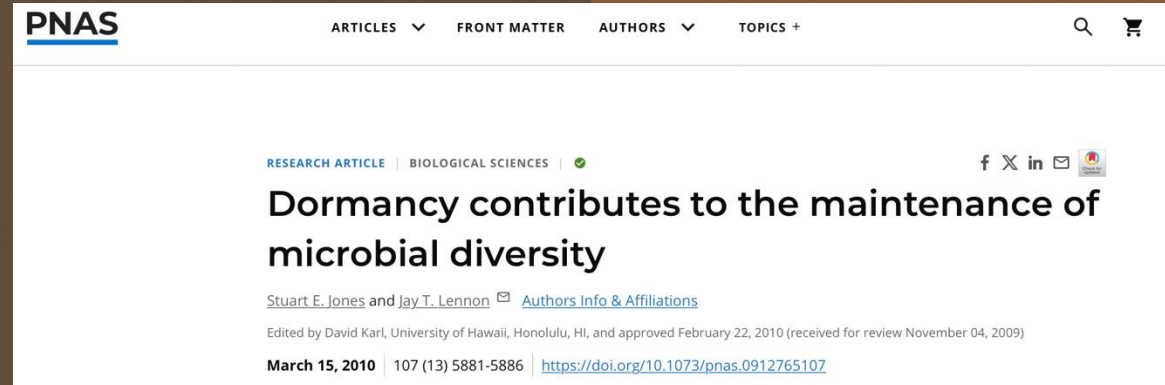
Trends in Microbiology

Environments with many dormant microbes
(McDonald, *Trends in Microbiology*, 2024)

Dormancy and diversity

Consensus that dormancy
“increases” or “maintains”
diversity

→ What do theoretical
models say?



Many microorganisms can persist in a reversible state of reduced metabolic activity called dormancy. Dormancy allows microbes to survive unfavorable conditions, disperse and migrate widely, **broaden community diversity**, extend lifespan, and preserve genetic information for future generations. 22 oct. 2024



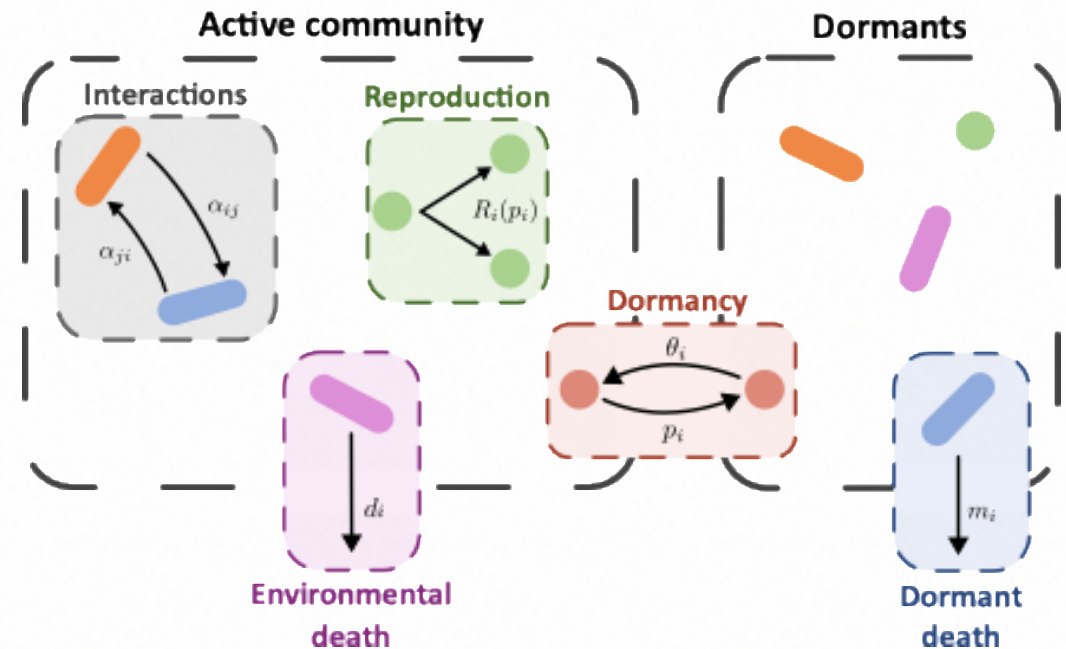
ASM Journals

<https://journals.asm.org> › Journal › msystems

Microbial Dormancy - ASM Journals

1. Introducing a multi-species model of dormancy

- Very large number of species
- Interactions between active species
- Reproduction of active species
- Transitions from active to dormant states



Framework of the Generalized Lotka-Volterra (GLV) model (no dormancy)

For each species i

$$\frac{dN_i}{dt} = N_i(G_i - N_i - \sum_{j \neq i}^S A_{i,j} N_j)$$

- “Giant” Lotka-Volterra with S species ($S \gg 1$)
- Gaussian distribution of the independent growth rates G_i of species i (mean G and variance V)
- Competition interactions A_{ij} between species i and j are assumed to be random and independent, with:

$$\langle A_{ij} \rangle = \frac{\mu}{S} \text{ and } \text{Var}(A_{ij}) = \frac{\sigma^2}{S}$$

→ **System characterized by 4 parameters: G , V , μ and σ**

Equilibrium properties

- **Diversity ϕ of species:** proportion of surviving species at equilibrium

- Abundance of species at equilibrium

→ Diversity is a function of $\frac{G}{\sqrt{V}}$, μ and σ :

$$\phi\left(\frac{G}{\sqrt{V}}, \mu, \sigma\right)$$

→ Diversity increases with $\frac{G}{\sqrt{V}}$, decreases with the strength of competitive interactions μ and σ

$$N_i^* = \max \left(0, G_i - \sum_{j \neq i} A_{ij} N_j \right)$$

$$\sum_{j \neq i} A_{ij} N_j \sim \mathcal{N} \left(\mu \langle N \rangle, \sigma \sqrt{\langle N^2 \rangle} \right)$$

$$\phi = \int_0^{+\infty} \frac{e^{-\frac{(t-G+\mu\langle N \rangle)^2}{2(V+\sigma^2\langle N^2 \rangle)}}}{\sqrt{2\pi(V+\sigma^2\langle N^2 \rangle)}} dt$$

$$\langle N \rangle = \int_0^{+\infty} \frac{t e^{-\frac{(t-G+\mu\langle N \rangle)^2}{2(V+\sigma^2\langle N^2 \rangle)}}}{\sqrt{2\pi(V+\sigma^2\langle N^2 \rangle)}} dt$$

$$\langle N^2 \rangle = \int_0^{+\infty} \frac{t^2 e^{-\frac{(t-G+\mu\langle N \rangle)^2}{2(V+\sigma^2\langle N^2 \rangle)}}}{\sqrt{2\pi(V+\sigma^2\langle N^2 \rangle)}} dt$$

Adding dormancy to the GLV model

Regular GLV: reproduction of active individuals and interactions

Dormant individuals who awaken

Active individuals who go to sleep

$$\frac{dN_i^a}{dt} = N_i^a \left(G_i(p) - N_i^a - \sum_{j \neq i}^S A_{ij} N_j \right) + \theta_i N_i^d - f_i(\vec{N}^a) N_i^a$$

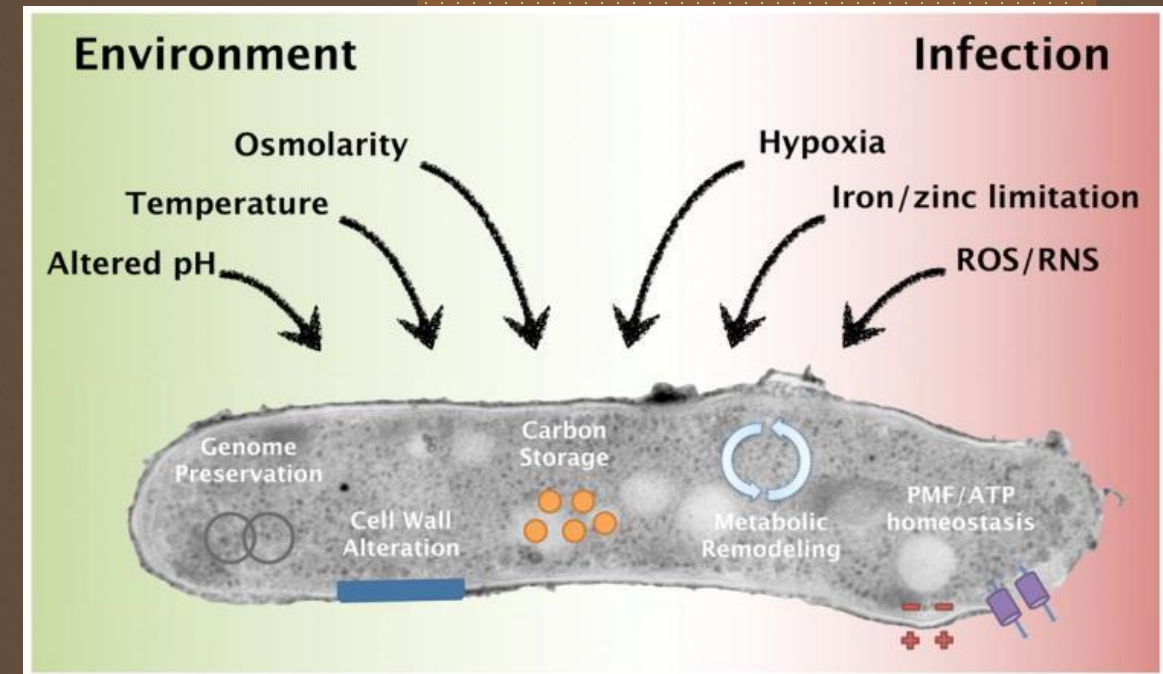
$$\frac{dN_i^d}{dt} = \tilde{f}_i(\vec{N}^a) N_i^a - (\theta_i + d_i) N_i^d$$

Death of dormant individuals

Many different types of dormancy

→ Dormancy can be triggered by many different factors

- Completely random dormancy (bet-hedging): common in plants, but also observed in micro-organisms
- Dormancy linked to abiotic factors (temperature, acidity, etc.)
- Dormancy linked to nutrient availability and/or competition
- Dormancy linked to the presence of antibiotics



Factors that can trigger dormancy and cell responses in microbes (Rittershaus, *Cell Host Microbe*, 2013)

Modeling several types of dormancy

- Focus on 2 types :

1. Bet-hedging/random dormancy in plants
2. Dormancy triggered by the strength of intra-specific competition

→ Expressing the diversity of species as a function of G (and R), V , μ , σ and p

$$\begin{aligned}\frac{dN_i^a}{dt} &= N_i^a (G_i + (1-p)R_i - N_i^a - \sum_{j \neq i}^S A_{i,j} N_j^a) + \theta_i N_i^d \\ \frac{dN_i^d}{dt} &= p R_i N_i^a - (\theta_i + d_i) N_i^d\end{aligned}$$

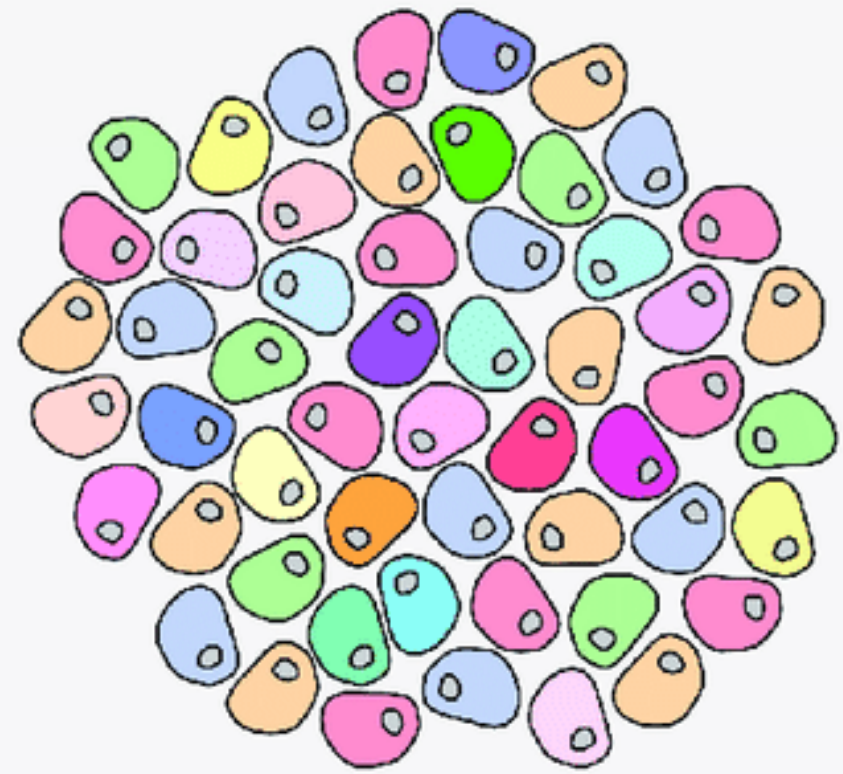
Bet-hedging dormancy in plants

$$\begin{aligned}\frac{dN_i^a}{dt} &= N_i^a (G_i - N_i^a - \sum_{j \neq i}^S A_{i,j} N_j^a) + \theta_i N_i^d - p (N_i^a)^2 \\ \frac{dN_i^d}{dt} &= p (N_i^a)^2 - (\theta_i + d_i) N_i^d\end{aligned}$$

Dormancy triggered by intra-specific competition

2. Dormancy and heterogeneity

- Heterogeneous and homogeneous communities are defined as follows:
 - “Homogeneous” population: all individuals have similar growth rates G_i and R_i (similar strategies, $V \ll 1$)
 - “Heterogeneous” population: individuals have very different growth rates G_i and R_i (different strategies, large V)

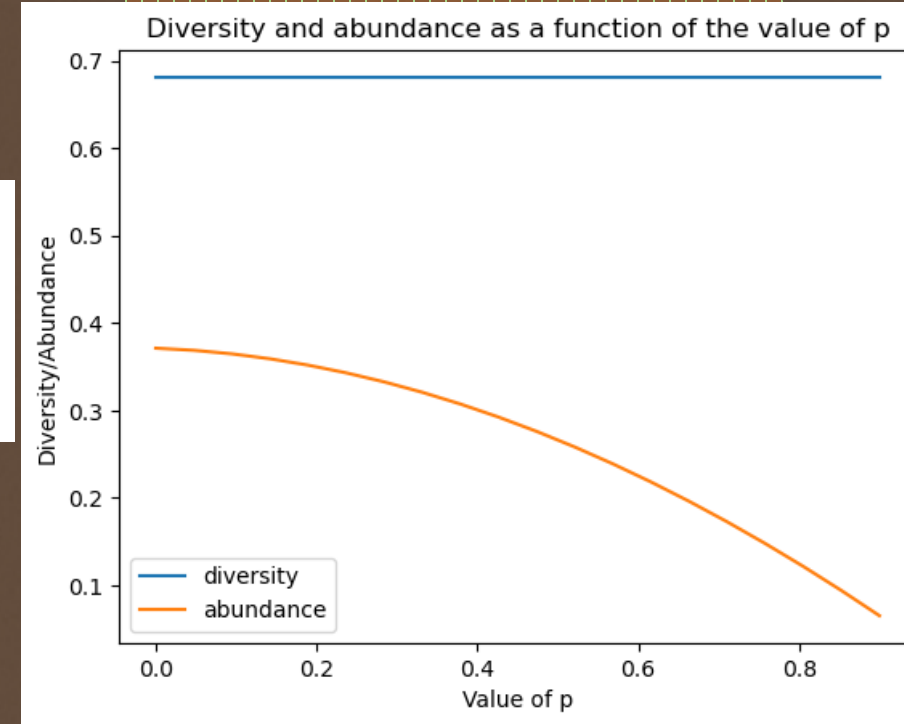


In a “homogeneous” community (1)

- “Homogeneous” population: all individuals have similar growth rates G_i (similar strategies, $V \ll 1$)

$$\begin{aligned}\frac{dN_i^a}{dt} &= N_i^a (G + (1-p)R - N_i^a - \sum_{j \neq i}^S A_{i,j} N_j^a) + \theta N_i^d \\ \frac{dN_i^d}{dt} &= p R N_i^a - (\theta + d) N_i^d\end{aligned}$$

- If different species all have the same value of p , then dormancy has **no effect** on diversity in both models

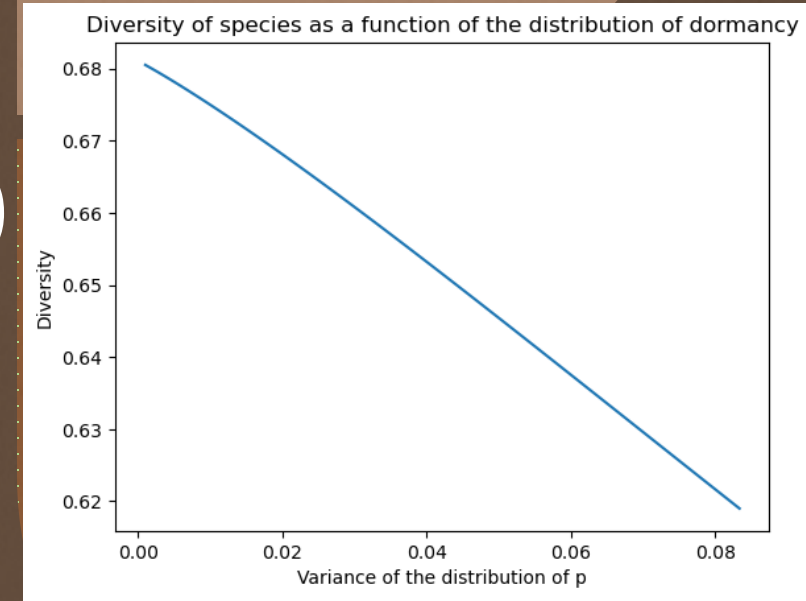


In a “homogeneous” community (2)

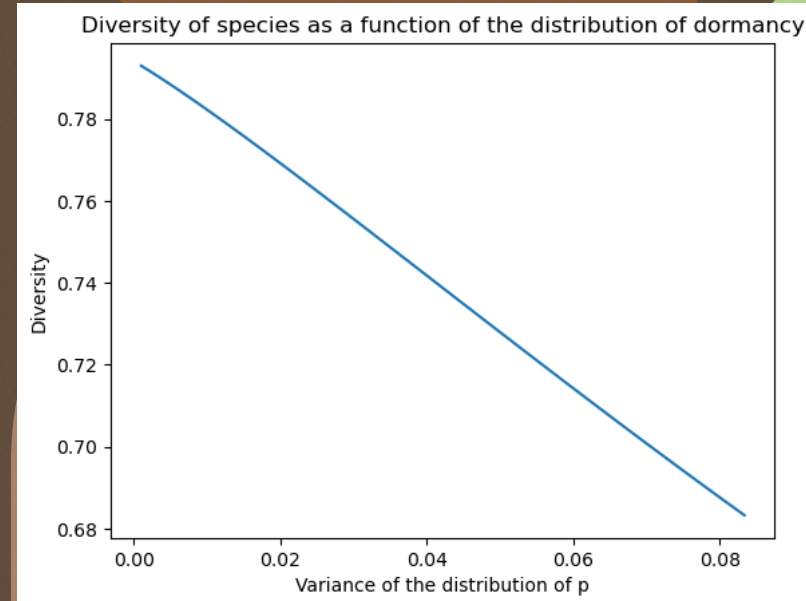
- With varying values of p ($\text{Var}(p_i) > 0$)

$$\begin{aligned}\frac{dN_i^a}{dt} &= N_i^a(G + (1 - p_i)R - N_i^a - \sum_{j \neq i}^S A_{i,j} N_j^a) + \theta N_i^d \\ \frac{dN_i^d}{dt} &= p_i R N_i^a - (\theta + d) N_i^d\end{aligned}$$

- If different species can have different values of p , then dormancy will **always make diversity decrease** in a homogeneous community



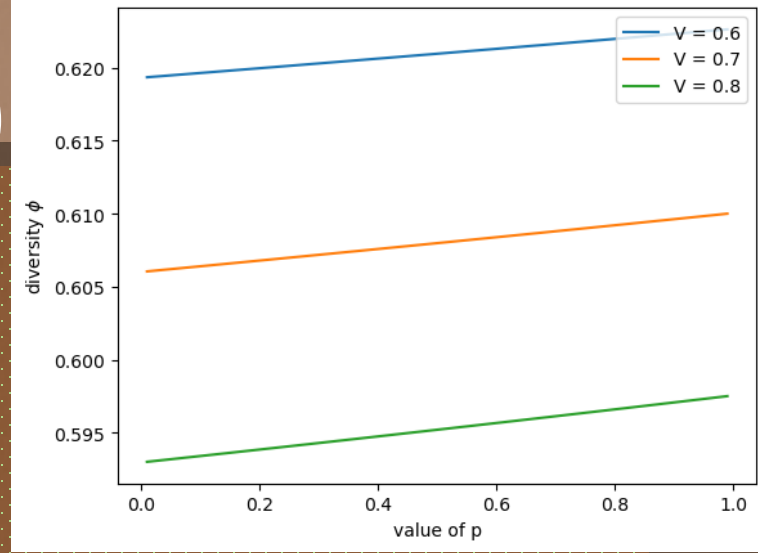
$\sigma = 1$



$\sigma = 0.8$

In a “heterogeneous” community (1)

Same value of p for all species



- Very little happens in “homogeneous” communities: what about “heterogeneous” ones?

Diversity will increase with dormancy if:

There exists $p_0 \in]0, 1[$ such that:

$$\frac{G + (1 - \frac{dp_0}{\theta + d})R}{\sqrt{\text{Var}(G_i) + (1 - \frac{dp_0}{\theta + d})^2 \text{Var}(R_i)}} > \frac{G + R}{\sqrt{\text{Var}(G_i) + \text{Var}(R_i)}}$$

→ Depending on the values of G , R , $\text{Var}(R_i)$ and $\text{Var}(G_i)$ as well as on the values of θ and d , diversity **can** increase with dormancy

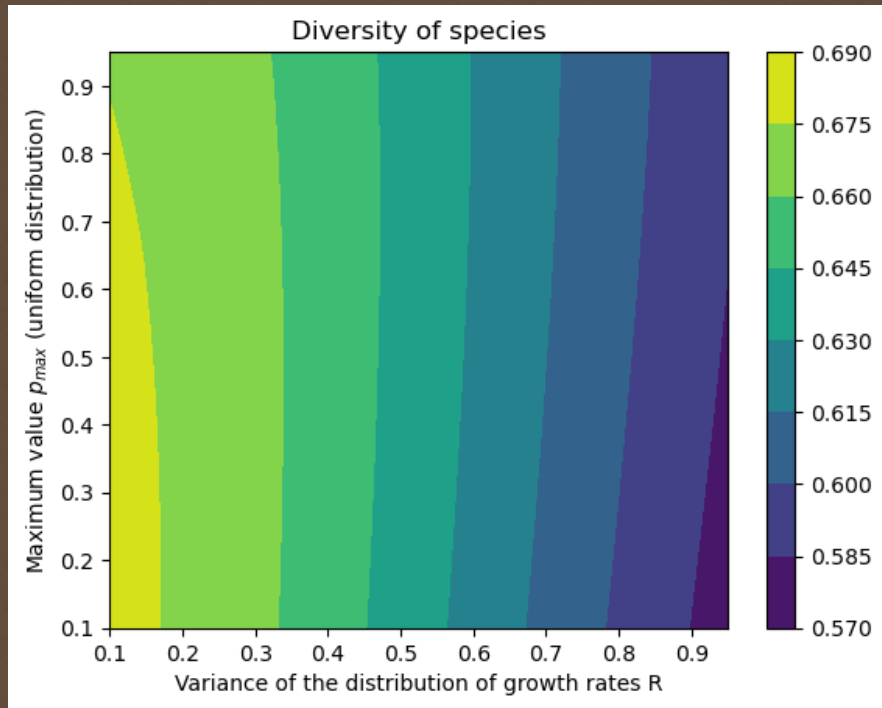
$$\begin{aligned} \frac{dN_i^a}{dt} &= N_i^a (G_i + (1 - p)R_i - N_i^a - \sum_{j \neq i}^S A_{i,j} N_j^a) + \theta_i N_i^d \\ \frac{dN_i^d}{dt} &= pR_i N_i^a - (\theta_i + d_i) N_i^d \end{aligned}$$

In a “heterogeneous” community (2)

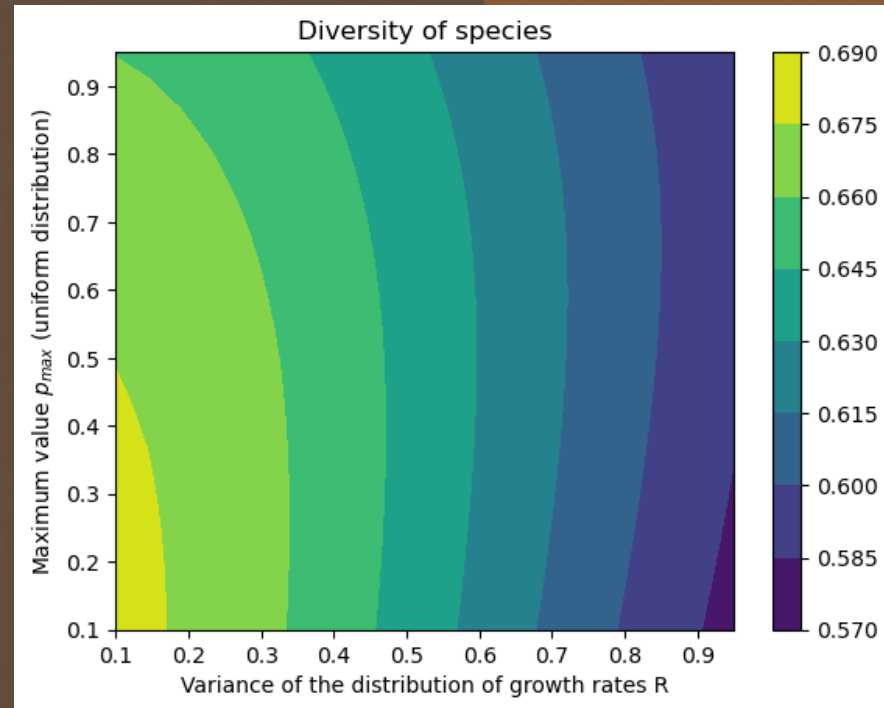
Different values of p

→ Increase of diversity: condition between the variance of the production of seeds, the variance of intrinsic growth and the variance of dormancy rates

→ High influence of d and θ



$d = 0.01, \theta = 0.01,$
 $\text{Var}(G_i) = 0$



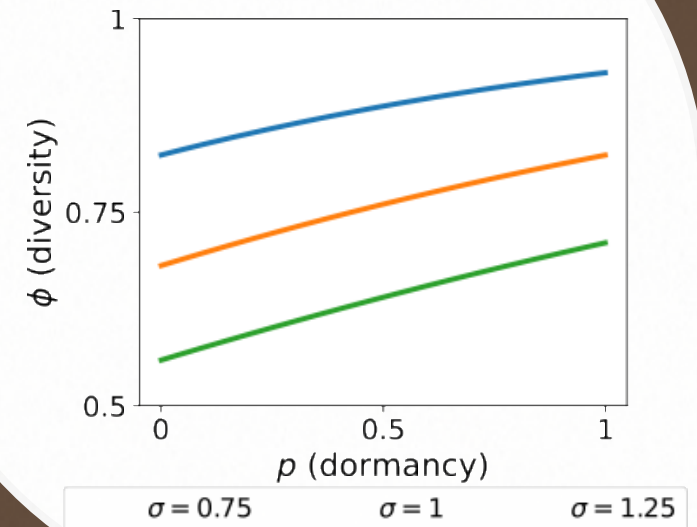
$d = 0.1, \theta = 0.01,$
 $\text{Var}(G_i) = 0$

3. Dormancy and auto-regulation

- One case where dormancy **always** makes diversity increase: dormancy triggered by intra-specific competition

$$\begin{aligned}\frac{dN_i^a}{dt} &= N_i^a(G_i - N_i^a - \sum_{j \neq i}^S A_{i,j} N_j^a) + \theta_i N_i^d - p(N_i^a)^2 \\ \frac{dN_i^d}{dt} &= p(N_i^a)^2 - (\theta_i + d_i) N_i^d\end{aligned}$$

- Much stronger increase than in the previous example



Conclusion

- Theoretical link between dormancy and diversity is not always clear
- In our model, diversity increases with dormancy when dormancy has a “homogeneizing” effect (and vice versa diversity will decrease if dormancy has a disruptive effect)
- The type of dormancy modelled plays a huge role
- Limitations/Perspectives: only random awakening (no quorum-sensing), no environmental variation

Thanks a lot for your attention!