1	Supplemental Information for "How patch size and
2	refuge availability change interaction strength and
3	population dynamics: a combined individual- and
4	population-based modeling experiment"
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# <sup>15</sup> 1 ODD protocol for *in silico* feeding experiment

### 16 1.1 Overview

<sup>17</sup> We modeled allometric predator-prey feeding interactions using an individual-based ap<sup>18</sup> proach. The model description followed the ODD (Overview, Design concepts, Details)
<sup>19</sup> protocol (Grimm et al., 2006, 2010). The model was implemented in C++ using Code::Blocks
<sup>20</sup> as development environment.

#### <sup>21</sup> 1.2 Purpose

The purpose of the model is to estimate the dependencies of functional-response parameters on patch size and habitat complexity (represented by refuge availability) in a system with one predator and several prey items. As a preparation, we first investigated the maximum feeding rate without any explicit space properties, as we assumed that the maximum feeding rate is driven by physiological (mechanical) parameters such as chewing and digesting and does not scale with patch size or habitat complexity. Secondly, we assessed functional responses of predators to different prey densities in patches of different sizes and refuge availability.

### <sup>29</sup> 1.3 Entities, state variables and scales

One predator and several prey individuals make up the agents of the model. The common state variables of predator and prey are individual identity, spatial coordinates (in cm), body mass (in mg), and body-mass dependent velocity. The predator is characterized by further state variables related to hunting and digestion. The parameter 'gut-fill' captures how many milligrams of food are currently in the gut of the predator, 'still-handling' captures how many time steps are still needed for handling prey, and 'prey-eaten' counts the number of prey items consumed by the predator.

The environment consists of a two-dimensional square area where its size and habitat complexity can be modified. To manipulate habitat complexity in the form of refuge availability for the prey, each cell in this area is characterized by the boolean state variable 'prey hiding'. This variable is set to 1 if prey individuals staying in this cell cannot be found by a predator, and to 0 otherwise. The predator and prey can move continuously in the area via random walk. Predator and prey are both able to enter all the cells, but the predator is not able to find prey in refuge cells. We implemented non-periodic wall-like boundary conditions
(Attard, 2006) to simulate a finite-sized patch.

In terms of scales, one grid cell is always  $1 \text{ cm} \times 1 \text{ cm}$  and the spatial extent of the patch is modified from  $20 \text{ cm} \times 20 \text{ cm}$  to  $1000 \text{ cm} \times 1000 \text{ cm}$  to account for different patch sizes. One time step represents one second and the simulations are ran for 3600 time steps corresponding to one hour.

### <sup>49</sup> 1.4 Process overview and scheduling

The first process that is applied in this discrete-time model is prev movement (random walk 50 with randomly chosen direction and allometric distance, i.e. the velocity of an individual 51 scales with its body mass). The following processes are the predator's decisions and actions 52 (Fig. 1 in the main text). First, the predator digests and afterwards if it has caught prev 53 previously and is still handling it, the predator does the process of handling. Subsequently, 54 if the predator is not handling prey anymore and its gut is full ('gut-fill' >= 60%), it rests, 55 i.e. it does not take any actions in this time step. If the predator is not handling prev and 56 is hungry ('gut-fill' < 60%), the predator moves according to the same rules as prev. After 57 reaching the new position, the predator investigates if it encounters a prey in the current 58 cell. If there is a prev individual in the same cell and this cell is not marked as refuge, the 59 prey will be attacked. If the attack is successful, another prey item is placed randomly into 60 the grid to keep prey density constant. The predator starts to handle the prey in the next 61 time step. 62

#### 63 1.5 Design concepts

Basic principles - This model mimics classical functional response experiments in the lab-64 oratory, but the model allows to explore much larger patch sizes than in a real laboratory 65 arena. Moreover, the model can more easily be used to determine maximum feeding rates 66 than laboratory experiments, because the amount of prey can be held constantly until max-67 imum feeding rates are reached. *Emergence* - Functional responses are the main emerging 68 pattern from the model, arising from the predator's efficiency at catching prev in patches of 69 different sizes and habitat complexity (refuge availability). Sensing - Predator and prey are 70 able to detect each other when they meet in the same cell which is not marked as refuge. 71 Both predator and prey are able to detect patch edges and stop nearby when they reach an 72 patch edge. Next time when this individual needs to move, it just moves according to the 73 same rules as before. *Interaction* - The predator interact with prev by feeding on the prev 74 when they meet on the same cell and the prey is not hidden. When the prey is in a refuge 75 cell, the predator can enter that cell, but does not interact with the prey. Stochasticity -76 Random numbers are used in initialization of most variables, including coordinates of agents, 77 the refuge availability of cells and the state variable 'gut-fill' of the predator. Stochasticity 78 is also involved in the moving direction of agents when random walk applies. Bernoulli-79 distributed random numbers are drawn to determine the handling time for a prey item as 80 time is a discrete variable in this model. Observation - In each in silico experiment, the 81 number of prey items eaten by the predator is recorded at each time step. At the end of 82 each simulation run, patch size, refuge availability (percentage of refuge cells), initial prey 83 number, and 'prey-eaten' are recorded. 84

### 85 1.6 Initialization

Random values are used to initialize the spatial coordinates of all agents and choose refuge cells. All other initial parameters are listed in Table S1.

Table S1: Agents' state variables and parameters			
sort	variables	unit	note
	gut-fill	rate	randomly initialized
state variable	still-handling	S	initially set to zero
	individual identify	number	
	prey-eaten	number	initially set to zero
	velocity	${\rm cms^{-1}}$	
	rate of successful attack	rate	
calculated parameter	full gut	mg	allometrically calculated
	digestion rate	rate	
	handling time	S	

Most species traits regulating the processes described above are calculated by allometric rules. These include velocities of predator and prey,  $V \,[\,\mathrm{cm\,s^{-1}}\,]$ , Eq. (S1a), (Peters, 1983), and the predator-specific traits: gut size,  $G \,[\,\mathrm{mg}\,]$ , Eq. (S1b), (Ibarrola et al., 2012); digestion rate,  $D \,[\,\mathrm{mg\,s^{-1}}\,]$ , Eq. (S1c), (Ibarrola et al., 2012); handling time,  $T_h \,[\,\mathrm{s}\,]$ , Eq. (S1d), (modified from Rall et al., 2012); and rate of successful attack,  $S_a$  unitless, Eq. (S1e), (Wahlström et al., 2000; data from Gergs and Ratte, 2009, and Gergs, 2011):

$$V = v_0 M^{a_v} \tag{S1a}$$

$$G = g_0 M^{a_g} \tag{S1b}$$

$$D = d_0 M^{a_d} \tag{S1c}$$

$$T_h = h_0 \, M_p^{a_{h,p}} \, M_n^{a_{h,n}} \tag{S1d}$$

$$S_a = a_0 \left(\frac{R}{R_{opt}} e^{1 - \frac{R}{R_{opt}}}\right)^{\lambda}$$
(S1e)

where  $v_0$ ,  $g_0$  and  $d_0$  are constants,  $a_v$ ,  $a_g$ , and  $a_d$  are the allometric exponents, and M is 86 the body mass of the corresponding individual. Subscripts p and n of M indicate predator 87 and prey, respectively. As only few relevant studies were found on digestion mechanisms, 88 we used generalized Rickers function (Persson et al., 1998; Persson and Brönmark, 2002b,a; 89 Wahlström et al., 2000; Brose et al., 2008; Rall et al., 2011) to describe the scaling of attack 90 success  $(S_a)$  depending on body size. This function consists of the maximum attack success 91  $a_0$ , predator-prey body-mass ratio, R and its optimum  $R_{opt}$  and a shaping parameter,  $\lambda$ . 92 Predator and prey also possess some state variables to assist their decision making and 93 activities, i.e. 'position' for all individuals; 'gut fullness' and 'still handling' for the predator; 94 'prey identity' for prey. 95

#### 96 1.7 Submodels

<sup>97</sup> 1. Prey move. This process is the first one for each time step. Prey individuals do <sup>98</sup> random walks consecutively according to their identity number. A random direction is gen-<sup>99</sup> erated (a double precision floating number from 0 to  $2\pi$ ) and position changes vertically and horizontally are calculated according to prey velocity. Before updating the actual coordinates, wall boundary conditions are considered, checking if values of the coordinates would be beyond the boundaries. If so, the value is set close to the coordinate value of that edge but with a distance to the edge of  $10^{-6}$  cm.

<sup>104</sup> 2. Digest. The state variable 'gut-fill' of the predator is subtracted by 'digestion rate' <sup>105</sup> in this process. It is executed each time step even when the gut is already empty. If the <sup>106</sup> value of gut fill drops below zero, it is set to zero.

3. Handle prey. This process is executed under the condition that the state variable
'still-handling' has a positive value. The value of 'still-handling' is reduced by one in this
process.

4. Move. The predator does a random walk. If the predator is satisfied, meaning 'gutfill' exceeds 0.6, this process is skipped.

5. Encounter and attack? Here, the coordinate of the predator is checked only when it is about to hunt ('gut-fill' < 0.6). If the predator is currently in a refuge cell, the hunting process is forfeited. If it is not forfeited, the following actions are executed. 1) Check potential prey, checking if there exists one prey item that is in the same cell as the predator. Checking order follows the prey's identity numbers. As soon as one prey fulfills the condition, the checking is finished. 2) If there is a potential prey item, a random number (ranging from 0 to 1) is generated and compared to 'rate of successful attack' to decide if this prey flees.

6. Attack success? If the attacked prey does not flee (attack success), values of 'gut-fill' and 'still-handling' will be increased by the amounts calculated from the prey mass and 'preyeaten' will be increased by one. As time is discrete in our model, a Bernoulli-distributed random number is drawn to make sure that the value of 'still-handling' is an integer and on average still satisfying the calculated handling time. If the prey flees (attack unsuccessful), 124 this time step ends.

7. Replace caught prey. If attack succeeds, the killed prey item (i.e. its identity number)
would be randomly given a new set of spatial coordinates, but body mass never changes.

8. Output data. Data are recorded immediately after each of 3600 time steps. The
number of prey eaten and relevant input values are recorded, i.e. body masses of agents,
patch size, percentage of refuge cells and initial number of prey items.

### <sup>130</sup> 2 Allometric handling time

We used data from Rall et al. (2012) to parameterize the equation for handling time  $(T_h)$ , 131 Eq. (2d)). We only selected the data for predation (parasitism excluded) and for short 132 experimental duration (< 10 minutes) to make the analysis. We fitted 67 data points to 133 a linear mixed-effects model ('lme' in the package 'nlme' in R, Pinheiro et al. (2016); R 134 Core Team (2016)). To correct for differences between studies, study identity was used as a 135 random factor, and all the variables (explanatory variables, body masses of predator and prev 136 species and dependent variable handling time) were ln-transformed. The statistics showed 137 that the handling time increased with increasing prev mass and decreased with increasing 138 prev mass and decreases with increasing predator mass (Fig. S1, Table S2). 139

Table S2:	: Statistics for handling time <sup>a</sup>		
	Estimate	S.E.	p-value
intercept ln.pred $^{b}$	3.624 -0.330	$0.839 \\ 0.059$	0.0001 <0.0001
ln. prey $^{c}$	0.173	0.051	0.0013

<sup>&</sup>lt;sup>*a*</sup>handling time is ln-transformed

<sup>&</sup>lt;sup>b</sup>ln-transformed predator body mass

<sup>&</sup>lt;sup>c</sup>ln-transformed prey body mass



Figure S1: Statistical results for handling time  $(T_h)$  show that handling time decreases with increasing predator body mass and increases with increasing prey body mass. Data are ln-transformed before fitting. The partial residual of handling time is used as y-axis.

### <sup>140</sup> **3** Preliminary model selection

We listed the statistical results of 'preliminary tests' (section "Functional response fitting") 141 in the main text) on the types of scaling that functional-response parameters had with patch 142 size or refuge availability, Tab. S3. For the simulations on predator-prey body-mass ratio 143 of 100 and 200, the selected best model (according to the BIC) includes (1) half saturation 144 density scaling with power law to patch size and exponentially to refuge availability; (2) Hill 145 exponent scaling with power law to both patch size and refuge availability. For the simulation 146 on body-mass ratio of 50, (1) the model is selected for the same scaling relationships of half 147 saturation density as for body-mass ratio of 100 and 200; thus, (2) Hill exponent scales 148

<sup>149</sup> exponentially with both patch size and refuge availability.

model cooling rules $ab$	BIC			
model scaling rules	100	200	50 <sup>c</sup>	
eeee	45061.65	5710.646	3930.403	
eepe $^{d}$	45083.81	5709.091	3933.047	
peee	45026.84	5709.33	$3928.032^{e}$	
eeep	45057.89	5706.494	3930.711	
epee	45219.88	5741.362	3940.024	
pepe	45025.2	5707.415	3930.593	
eepp	45091.41	5705.066	3932.338	
eppe	45218.91	5754.17	3944.321	
peep	45025.39	5706.341	3928.081	
ppee	45228.25	5735.171	3938.638	
epep	45231.84	5734.309	3940.953	
$\operatorname{pepp}$	$\underline{45023.57}$	5703.671	3930.069	
pppe	45185.07	5733.498	3941.549	
$\operatorname{eppp}$	45223.9	5731.754	3944.204	
ppep	45236.62	5737.974	3944.041	
pppp	45189.86	5729.644	3941.185	

Table S3: Full model selection on scaling rules of functional-response parameters

<sup>a</sup>scaling of  $N_0$  to A,  $N_0$  to R, h to A and h to R, subsequently

 $^bN_0$  half saturation density, h Hill exponent, A patch size, R refuge availability  $^c{\rm predator-prey}$  body-mass ratio

 $^{d}e/p$ : exponential/power law scaling

<sup>e</sup>lowest BIC value

# <sup>150</sup> 4 In silico feeding experiments on other body-mass

# 151 ratios

<sup>152</sup> We additionally did functional response simulations for predator mass of 200 mg and 50 mg

<sup>153</sup> (prey mass of 1 mg). However, we reduced the numbers of patch sizes and refuge availabilities.

The simulated patch sizes for both predator masses are  $0.04 \text{ m}^2$ ,  $0.64 \text{ m}^2$ ,  $2.56 \text{ m}^2$ ,  $16 \text{ m}^2$ ,  $49 \text{ m}^2$ 

and  $64 \text{ m}^2$ ; and the simulated refuge availabilities are 5% to 65%, in steps of 15%. All the

<sup>156</sup> following statistics follow the descriptions in the paper.

predator mass	parameter $^{a}$	estimate	s.e.	p-value
200	$egin{array}{l} f_{max} \ b_{N_0} \ ln(C_{N_0}) \ ln(C_h) \end{array}$	$10.56 \\ 1.504 \\ 5.338 \\ 0.25$	$0.04 \\ 0.159 \\ 0.067 \\ 0.028$	$ \begin{array}{l} < 2 \times 10^{-16} \\ < 2 \times 10^{-16} \\ < 2 \times 10^{-16} \\ < 2 \times 10^{-16} \end{array} $
50	$\begin{array}{c} f_{max} \\ b_{N_0} \\ ln(C_{N_0}) \\ ln(C_h) \end{array}$	$\begin{array}{c} 4.12 \\ 1.423 \\ 4.503 \\ 0.26 \end{array}$	$0.07 \\ 0.257 \\ 0.110 \\ 0.047$	$ \begin{array}{l} < 2 \times 10^{-16} \\ 3 \times 10^{-8} \\ < 2 \times 10^{-16} \\ 3 \times 10^{-8} \end{array} $

Table S4: Statistical results of functional-response parameters simulated on other body-mass ratios

<sup>*a*</sup>refer to Eq. (5) in the main text

ht



Figure S2: Effect of habitat complexity (expressed as refuge availability) on half saturation density. Panel A and B show the results for body-mass ratio of 200 and 50, respectively (right-bottom corner).

The maximum feeding rate,  $f_{max}$ , were 4.12 and 10.56 individuals for predator mass of 50 mg and 200 mg (Tab. S4). The final models for predator mass of 50 mg and 200 mg based on the BIC selection showed the same dependencies, including an exponential scaling of half saturation density with refuge availability but no scaling with patch size (refer to Eq. (5a)).



Figure S3: Results of *in silico* functional response experiments (black dots) and their corresponding fits (red lines). The panels are arranged by increasing refuge availability and increasing body-mass ratios of predator-prey. The upper row (panels A to E) are for body-mass ratio of 200 and lower (panels F to J) for 50. Each row starts with data of 5% refuge availability (A, uppermost left) to 65% (O, lowermost right). All prey densities are ln-transformed. The grey vertical lines denote the half saturation densities.

Consistent with the result for predator mass of 100 mg in the main text, they did not include 161 any scaling of Hill exponent for both predator masses (refer to Eq. (5b)). The half saturation 162 densities increased with increasing refuge availability,  $b_{N_0} = 1.504$  for predator mass of 200 163 mg and  $b_{N_0} = 1.423$  for predator mass of 50 mg, see Fig. S2 and Tab. S4. The ln-transformed 164 intercepts of the half saturation density were 5.338 and 4.503 for predator mass of 200 mg 165 and 50 mg, respectively (Tab. S4). The estimated Hill exponents across all patch sizes and 166 refuge availabilities were 1.284 for predator mass of 200 mg and 1.300 for predator mass of 167 50 mg (Tab. S4). The fitted functional response curves are of the same shape but feedings 168 are realized at higher densities with increasing refuge availabilities (Fig. S3). 169

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