



Chapter 5

Evolution of Biodiversity

Earth is home to a tremendous diversity of species

- Ecosystem diversity- the variety of ecosystems within a given region.
- Species diversity- the variety of species in a given ecosystem.
- Genetic diversity- the variety of genes within a given species.



(a) Ecosystem diversity



(b) Species diversity



(c) Genetic diversity

Figure 5.2

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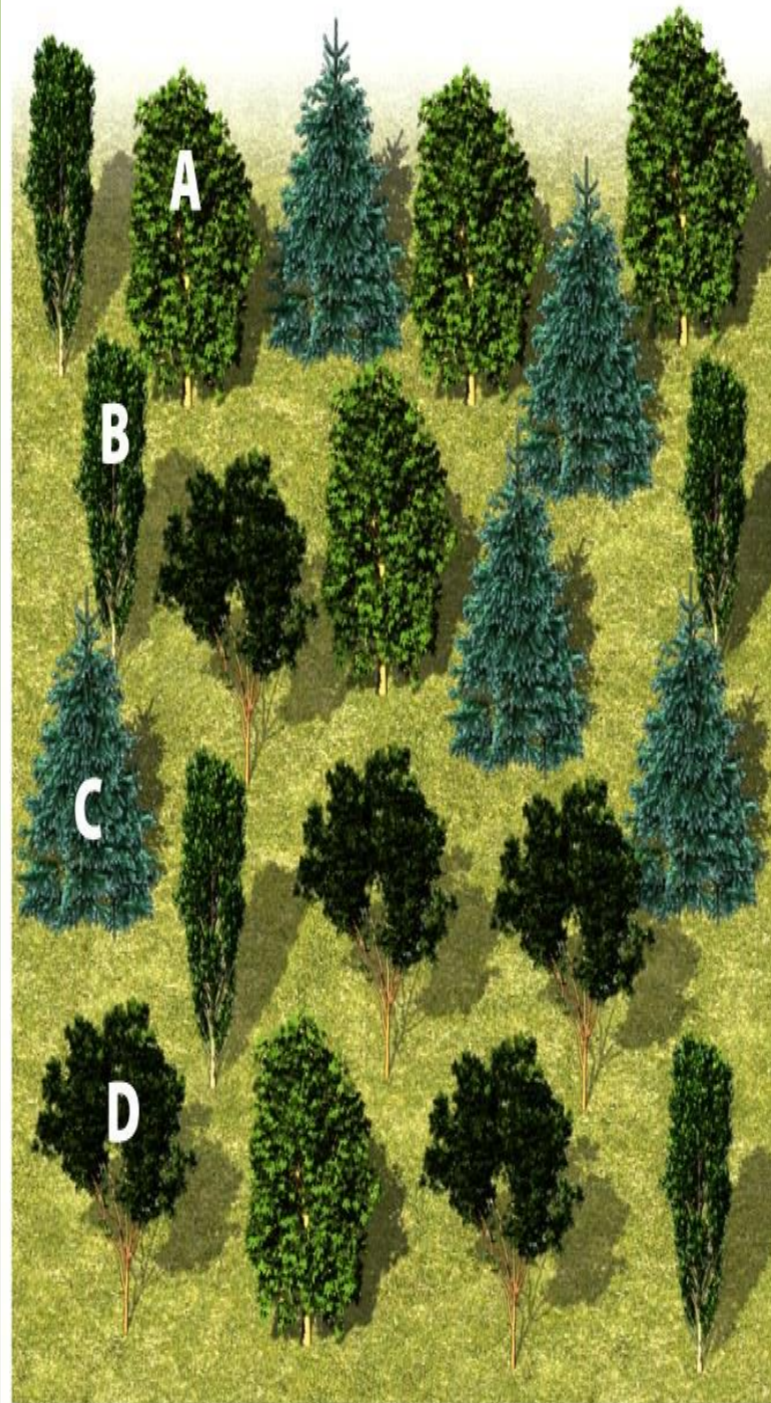
· **Species** – a group of organisms that is distinct from other such groups in terms of **size, shape, behavior, or biochemical properties**, and that **can interbreed with other individuals in the same species to have viable offspring.**

(Natural selection – survival of the fittest)

· Sometimes individuals from different species can mate, but will not produce offspring that will survive.

· The number of species in any given place is the most common **measure of biodiversity.**

- Species richness—the **number of species** in a given area.
- Species evenness—the measure of whether a **particular ecosystem** is numerically dominated by one species or are all represented by **similar numbers of individuals**.



Community 1
A: 25% B: 25% C: 25% D: 25%



Community 2
A: 70% B: 10% C: 10% D: 10%

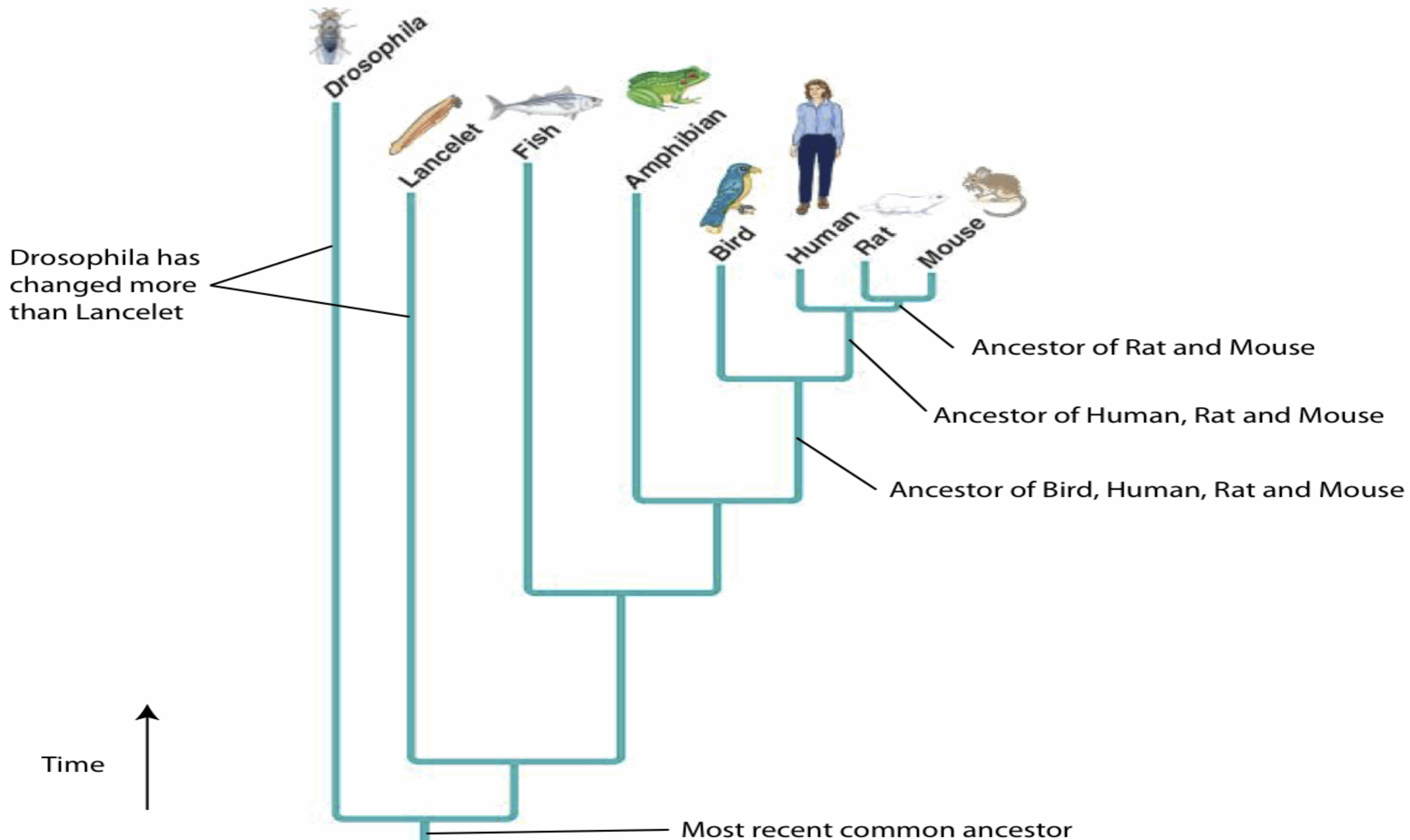
Knowing species richness & evenness, gives scientist a **baseline** of how much an ecosystem has changed over time due to *typically* human disturbances.

Evolution is the mechanism underlying biodiversity

- **Evolution**- a change in the genetic composition of a population over time.
- **Microevolution**- evolution below the species level.
 - Ex. Different varieties of apples or potatoes
- **Macroevolution**- Evolution which gives rise to new species or new genera, family, class or phyla.
- **Speciation** - evolution of new species

Phylogenies – branching patterns of evolutionary relationships (phylogenetic tree)

Scientists base phylogenies on morphology (structure), behavior, and genetic similarity



Creating Genetic Diversity

- **Genes**- physical **locations on chromosomes** within each cell of an organism.
- **Genotype**- the **complete set of genes** in an individual (blueprint)
- **Phenotype**- the actual set of **traits expressed** in an individual.

Two processes that create genetic diversity...

1. Mutation- a random change in the genetic code (if not lethal, can add the genetic variation to population).

- Random or environmental (lifestyle) factors

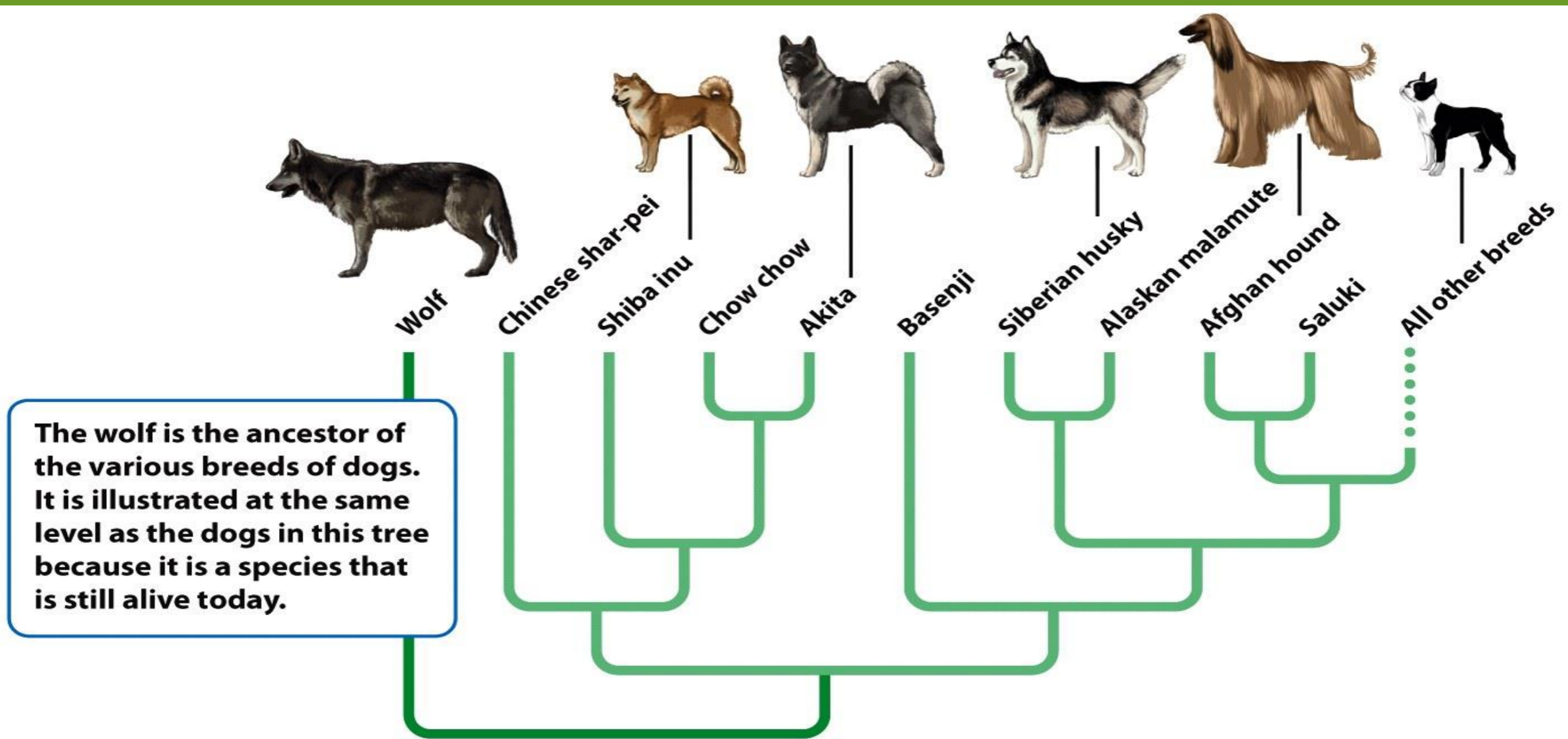
- Good vs. Bad... in the wild, individuals have a poor chance in survival (ex. stand out more due to predators)

2. Recombination - chromosomes are duplicated during meiosis and piece of the chromosomes breaks off and attaches to another chromosome producing new combinations of the genes (no new genes) produce new traits.

- allow new gene combinations to come together, providing new immune defenses or resistances.

Evolution occurs by artificial and natural selection and random processes

- **Evolution by artificial selection-** when humans determine which individuals breed (we choose our mates – selective breeding).
 - **Use of chemical agents** such as herbicide...as we cover large areas of land with this chemical to kill the weeds, the chances of one weed possessing a mutation resisting that application...weed resistant...trait passed on. (same idea with use of antibiotics & antibacterial cleaners caused **artificial selection of harmful drug-resistant bacteria**)



The wolf is the ancestor of the various breeds of dogs. It is illustrated at the same level as the dogs in this tree because it is a species that is still alive today.

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Artificial Selection of Dog Breeding

- **Evolution by natural selection**- the **environment determines** which individuals are most likely to survive and reproduce.
- Traits or certain combination of traits an individual possess will determine the survival in the environment (*survival of the fittest* – be able to pass on your genetic code...offspring)
- **Fitness** – ability to survive and reproduce
- **Adaptions** – traits that improve an individual's fitness.

Darwin's theory of evolution by natural selection

- Individuals produce an excess of offspring.
- Not all offspring can survive.
- Individuals differ in their traits.
- Differences in traits can be passed on from parents to offspring.
- Differences in traits are associated with differences in the ability to survive and reproduce.

Only those offspring having the **fittest** genotype will pass on their **genes** to the next generation.

ex. Prey vs. Predator

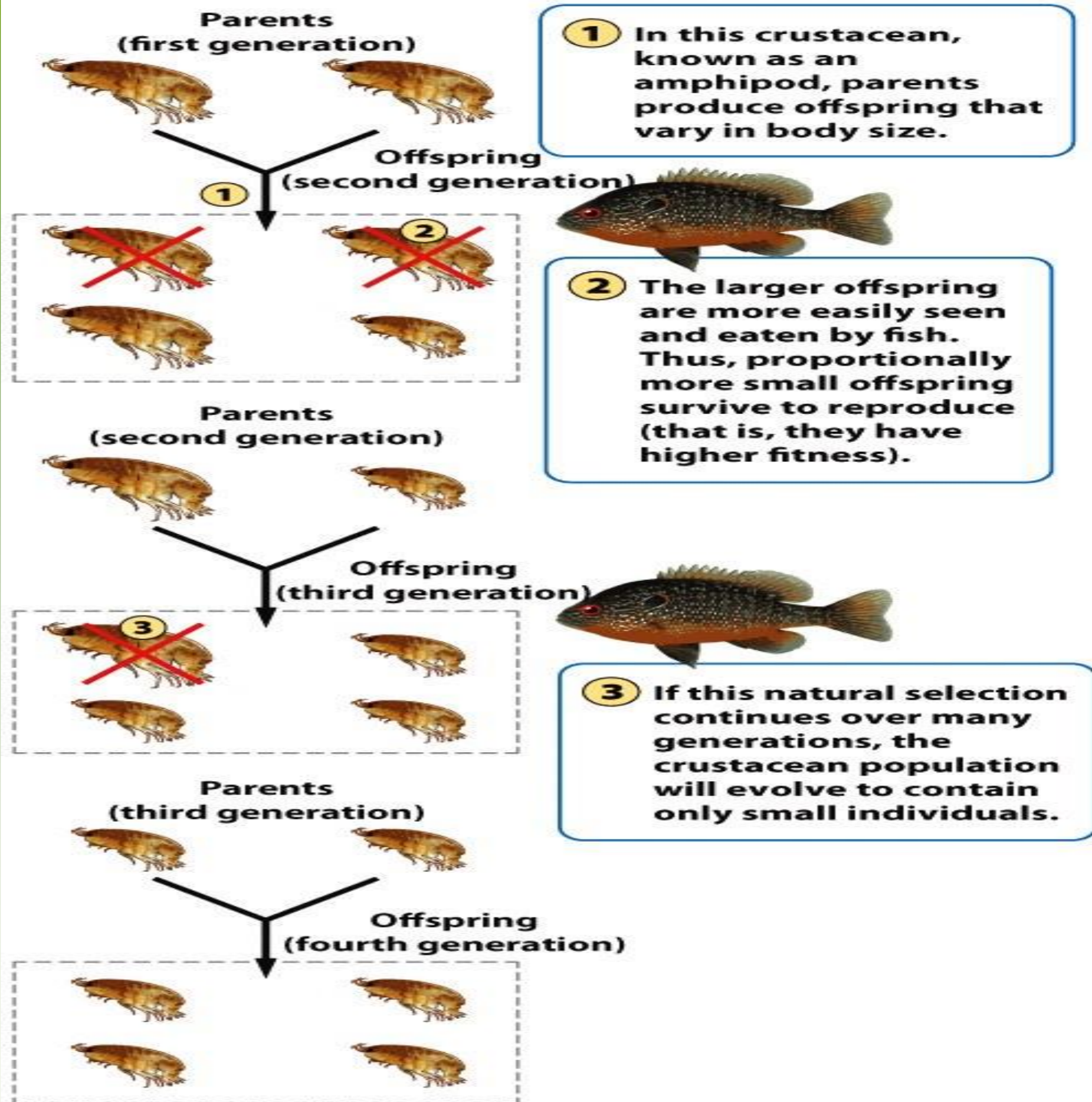


Figure 5.10

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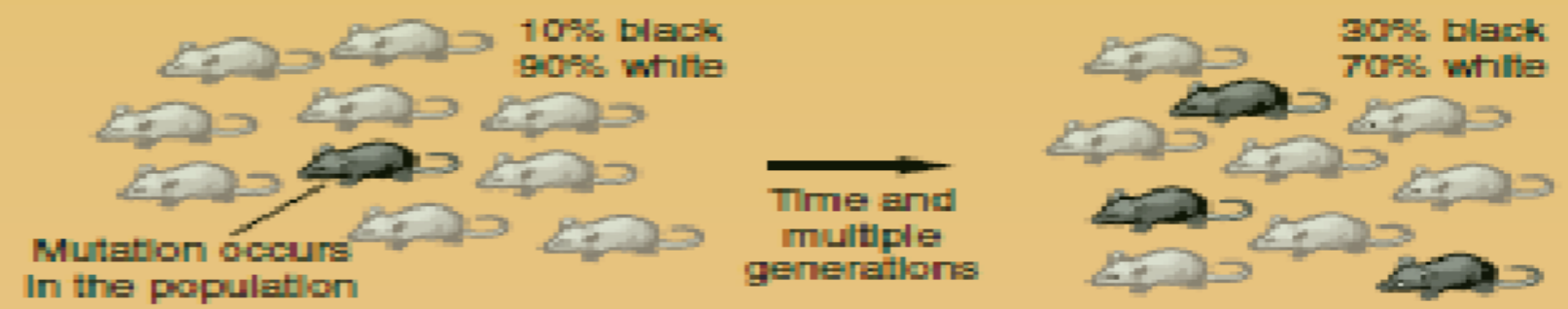
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Evolution by **Random Processes**

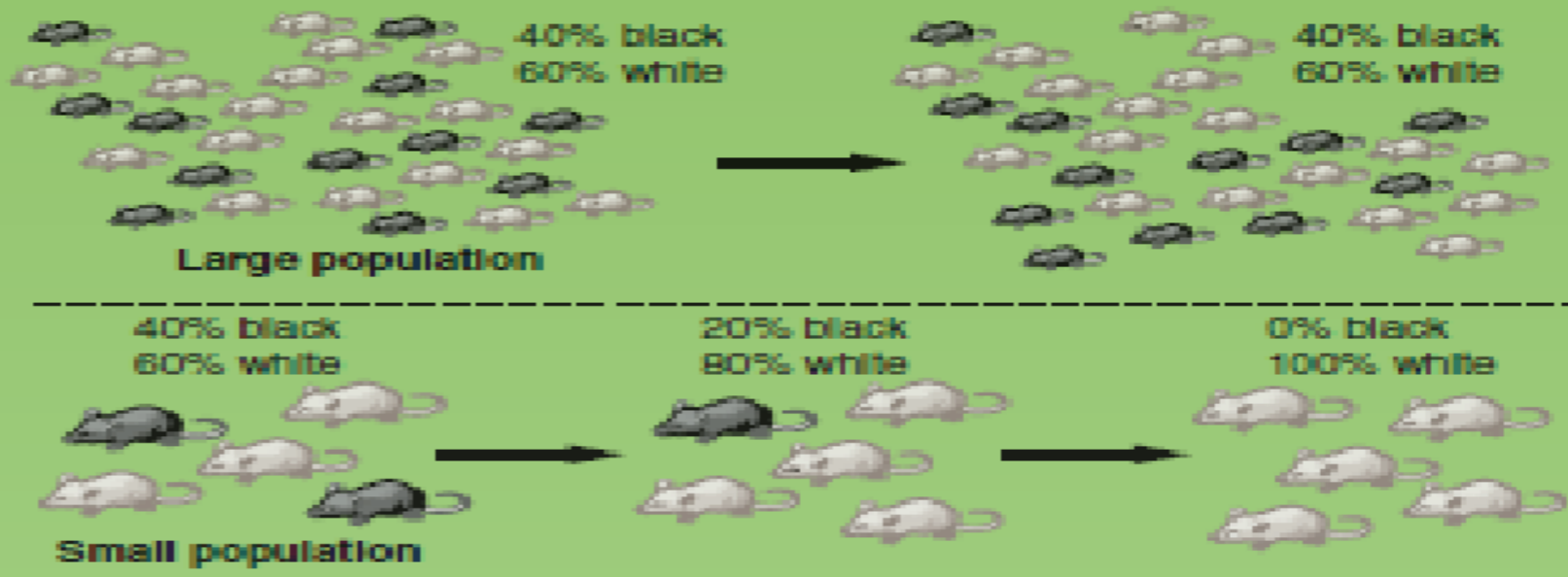
- **Mutations**
- **Genetic drift**- **change in the genetic composition** of a population over time as a **result of random mating**.
- **Bottleneck effect**- a **reduction in the genetic diversity** of a population caused by a **reduction in its size**.
Habitat loss, natural disaster, hunting, or changes in the environment ...resulting low genetic diversity cause it to decline to extinction.
- **Founder effect**- a change in a population descended from a small number of colonizing individuals (**new location to colonize**).

Theory of Island Biogeography states that a larger island will have a greater number of species than a smaller island.

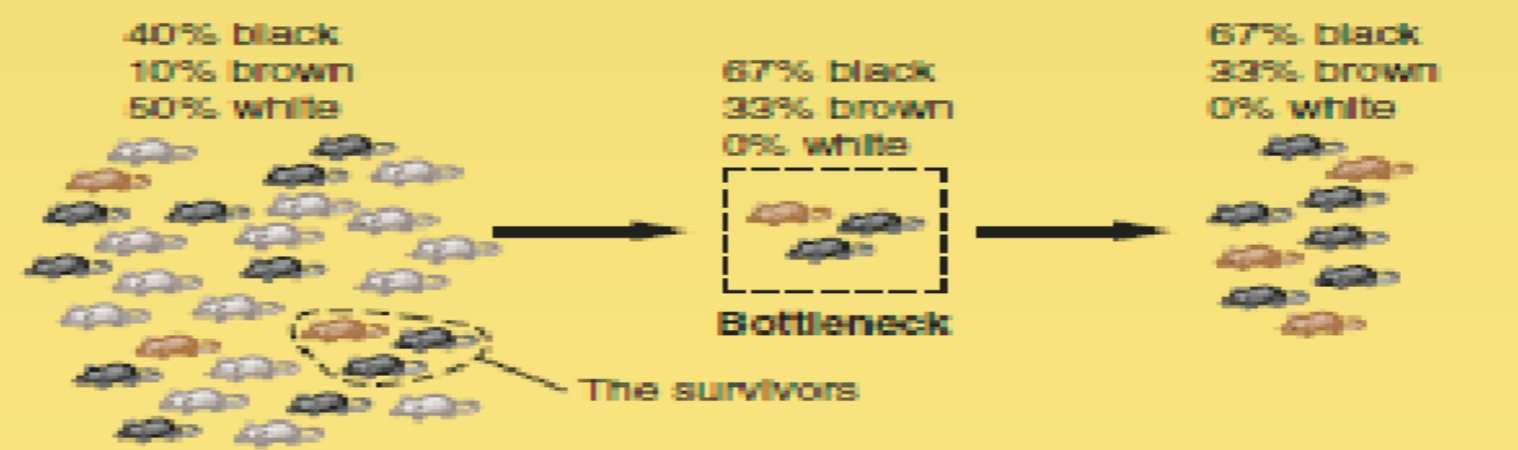
(a) Mutation
A mutation can arise in a population and, if it is not lost, may increase in frequency over time.



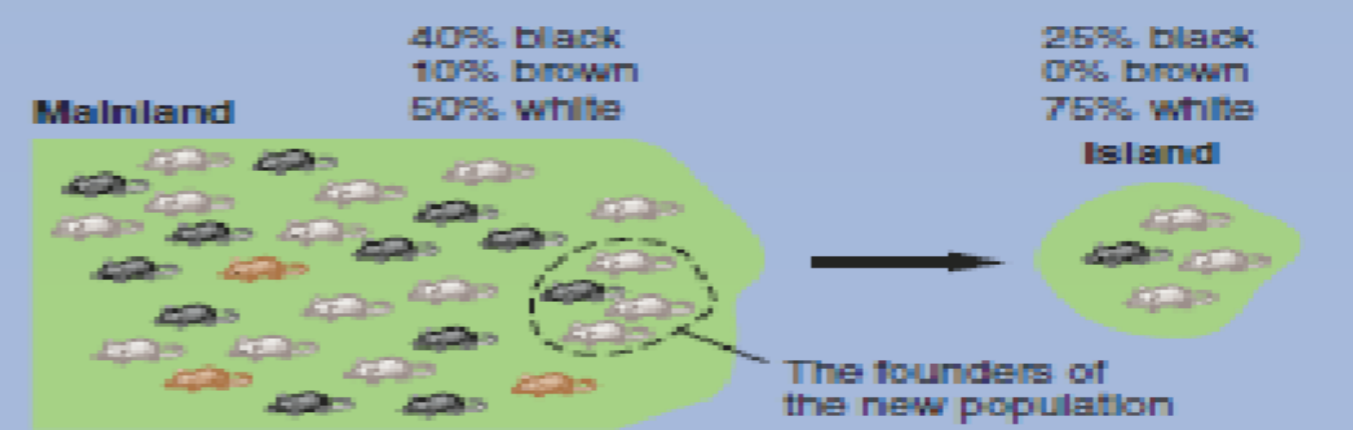
(b) Genetic drift
In a large population, the genetic composition tends to remain the same over time. In a small population, however, some genotypes can be lost by chance and the genetic composition can change over time.



(c) Bottleneck effect
If a population experiences a drastic decrease in size (goes through a "bottleneck"), some genotypes will be lost, and the genetic composition of the survivors will differ from the composition of the original group.



(d) Founder effect
If a few individuals from a mainland population colonize an island, the genotypes on the island will represent only a subset of the genotypes present in the mainland population. As with the bottleneck effect, some genotypes will not be present in the new population.



Speciation and extinction determine biodiversity

- Allopatric speciation- when **new species** are created by geographic or reproductive isolation.

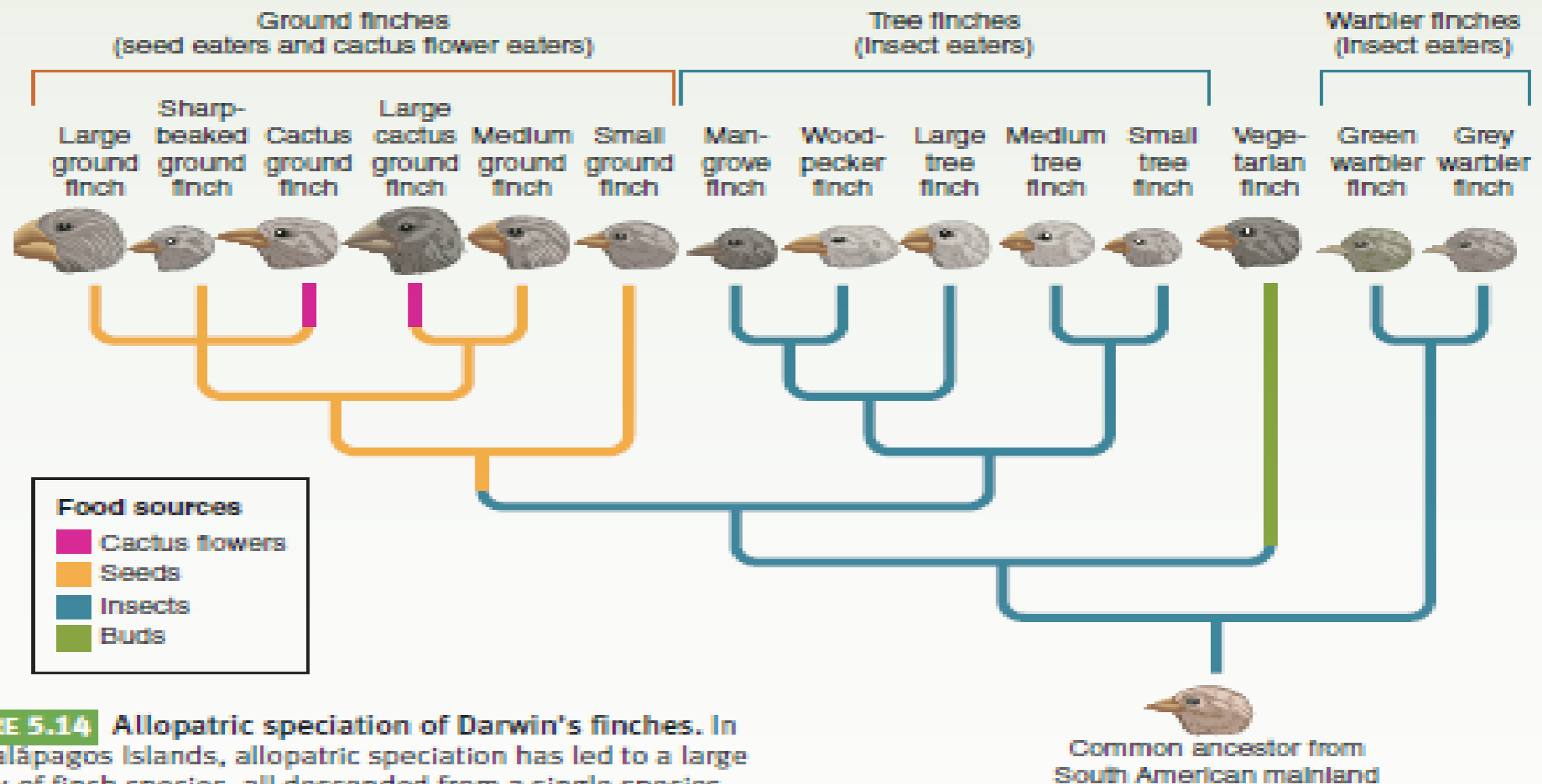
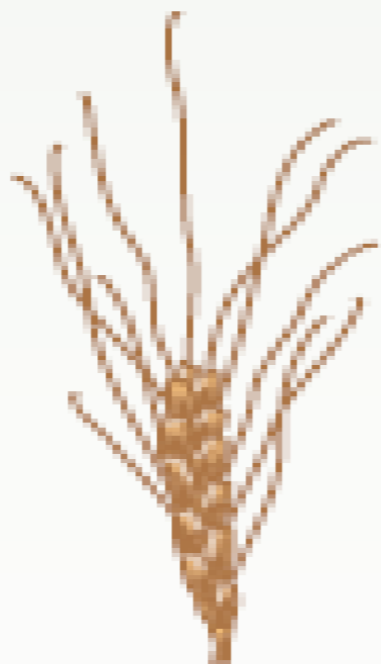


FIGURE 5.14 Allopatric speciation of Darwin's finches. In the Galápagos Islands, allopatric speciation has led to a large variety of finch species, all descended from a single species that colonized the islands from the South American mainland.

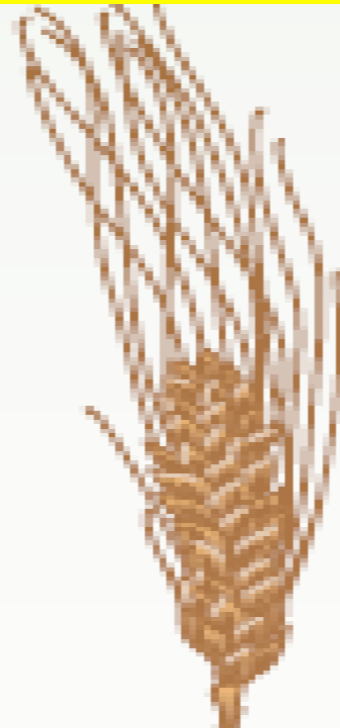
- **Sympatric speciation**- the evolution of **one species into two species** in the absence of geographic isolation, usually through the *process of polyploidy*, an *increase in the number of sets of chromosomes*.

Ancestor- 2 set of chromosomes



(a) Einkorn wheat

4 sets chromosomes



(b) Durum wheat

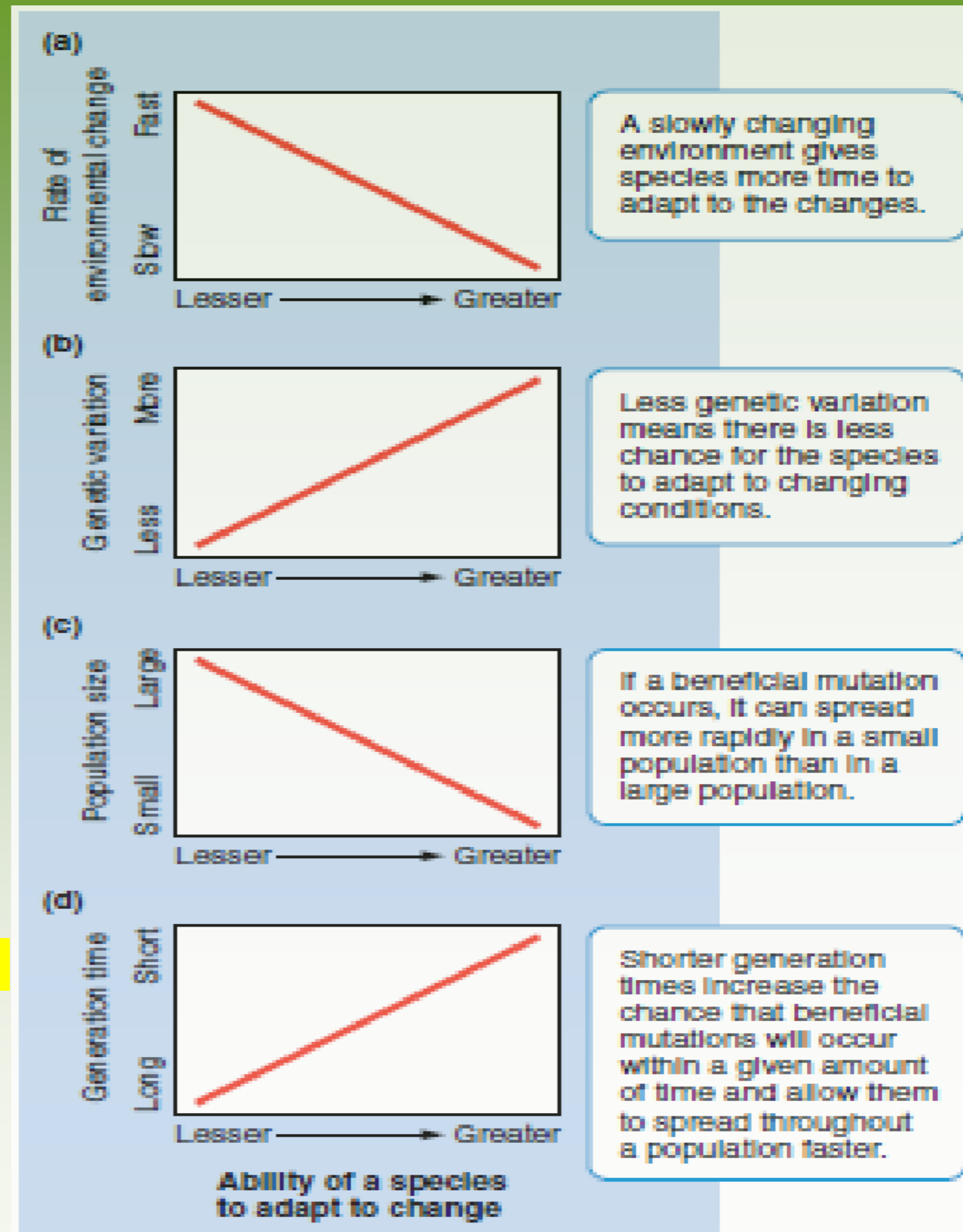
6 sets chromosomes



(c) Common wheat

The pace of evolution

- The rate of the environmental change is slow (more time to adapt = acclimate).
- The population has high genetic variation (wide variety of phenotypes) allows more rapid evolution by natural selection (less genetic variation means less chance for species to adapt to changing conditions).
- The population is relatively small (if a mutation is beneficial, it will be a selective trait, mating w/mutation, spread in the small population faster) =genetic drift.
- The generation time is short.(shorter generation time increases the chance that mutation spread throughout the population in a shorter time) = more mutations to take place w/a shorter generation time.



• **Genetic engineering** – scientist can use techniques to copy genes from a species with some desirable traits, such as rapid growth or disease resistance.

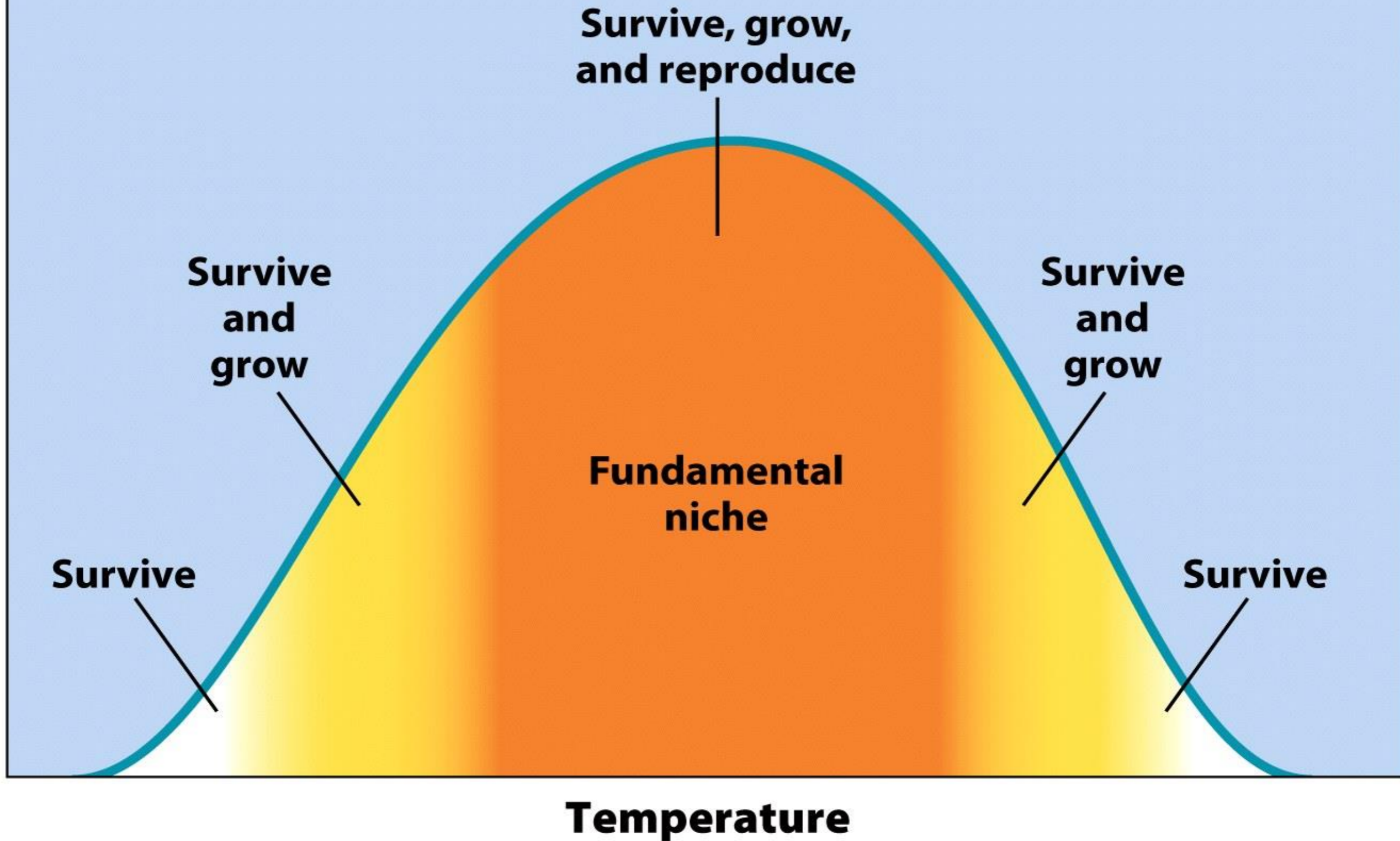
• **Genetically Modified Organisms (GMO's)**– species of plants, animals, or microbes that have had desirable traits inserted into their genotype.

• These inserts become part of the species' "blueprint" which is capable of passing to their offspring's.

Evolution shapes ecological niches and determines species distributions

- **Range of tolerance-** all species have an **optimal environment** in which it performs well. The **limit to the abiotic conditions they can tolerate** is known as the range of tolerance.
 - **Potential abiotic limitations:** Extreme temps, humidity, salinity, and pH.
 - **Potential biotic limitations:** presence of competitors, predators, diseases.
- **Fundamental niche-** the **ideal conditions** for a species.

Performance



All species have an ideal/optimal range of biotic and abiotic conditions = **Niche** (*specialized job role or function in an ecosystem*)

Niches

- **Realized niche-** the **range of abiotic and biotic conditions under which a species lives.** This determines the species distribution, or areas of the world where it lives.
- **Niche generalist-** species that live under a **wide range of conditions.**
- **Niche specialist-** species that **live only in specific habitats.**



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Meadow Spittlebug – niche generalist that have a broad diet and wide habitat preference.

Leaf Beetle– niche specialists that have a narrow diet and highly specific habitat preference.



Figure 5.19b
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The Fossil Record

- **Fossils**- remains of organisms that have been preserved in rock. Much of what we know about evolution comes from the fossil record.



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The Five Global Mass Extinctions

Mass extinction-
when **large numbers**
of species went
extinct over a
relatively short period
of time.

Ex. Cretaceous period
(65 million years ago),
roughly half of the
Earth's species,
including dinosaurs,
went extinct.

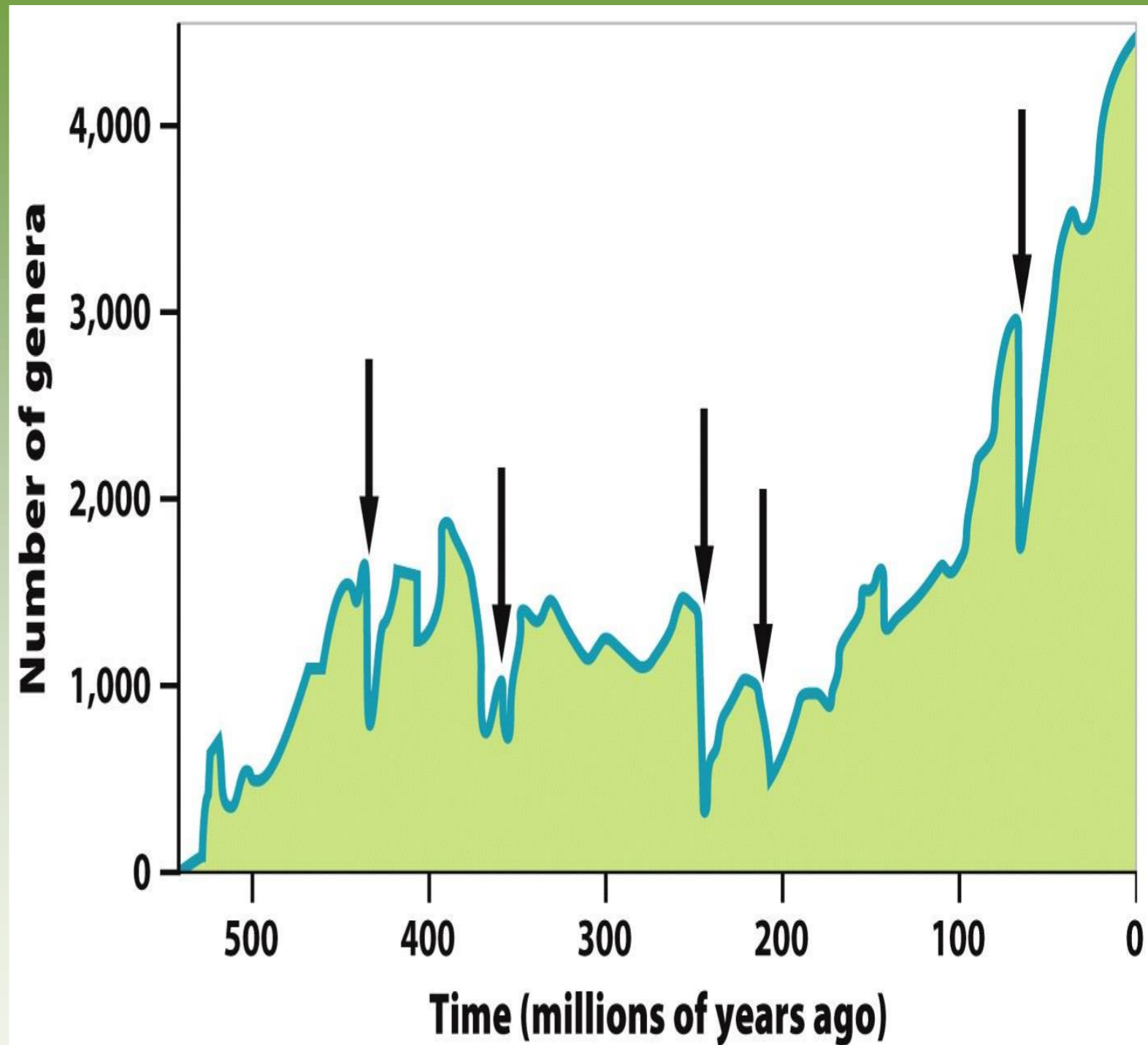


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The Sixth Mass Extinction

- Scientists feel that we are in our sixth mass extinction, occurring in the last two decades.
- Estimates of extinction rates vary widely, from 2 % to 25% of species going extinct by 2020.
- In contrast to previous **mass extinctions**, scientists agree that this one is **caused by humans**.
- Wide-ranging causes include **habitat destruction, overharvesting, intro to invasive species, climate change and emerging disease.**
- Recovery of biodiversity from last mass extinction took about 10 million years.