



ARTICLE

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Assembly of complex plant-fungus networks

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Species in ecological communities build complex webs of interaction. Although revealing the architecture of these networks is fundamental to understanding ecological and evolutionary dynamics in nature, it has been difficult to characterize the structure of most species-rich ecological systems. By overcoming this limitation through next-generation sequencing technology, we herein uncover the network architecture of below-ground plant-fungus symbioses, which are ubiquitous to terrestrial ecosystems. The examined symbiotic network of a temperate forest in Japan includes 33 plant species and 387 functionally and phylogenetically diverse fungal taxa, and the overall network architecture differs fundamentally from that of other ecological networks. In contrast to results for other ecological networks

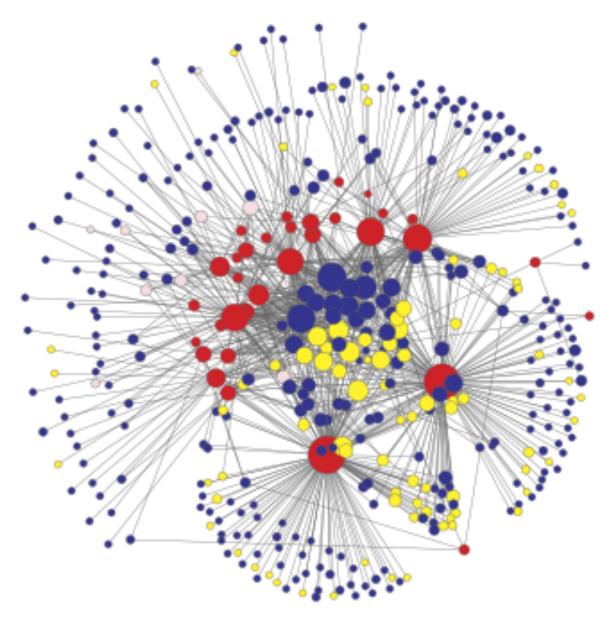
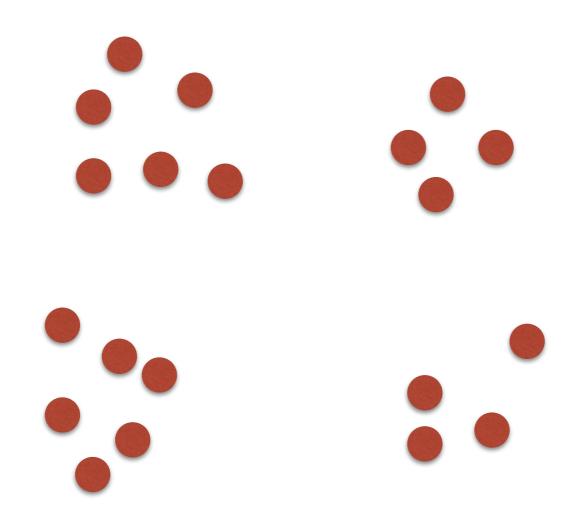
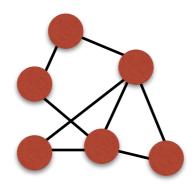


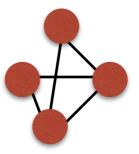
Figure 1 | Architecture of the below-ground plant-fungus network in a temperate forest in Japan. In the bipartite network, plant species (red) interact with ectomycorrhizal (yellow) and arbuscular mycorrhizal (pink) fungal OTUs as well as OTUs with unknown ecological functions (blue). The size of nodes represents the relative abundance of plant species or fungal OTUs in the data set¹².

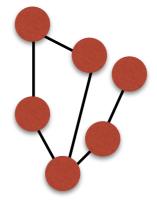
Individuals (nodes)

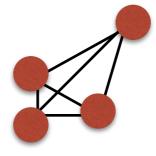


Relationships (links)

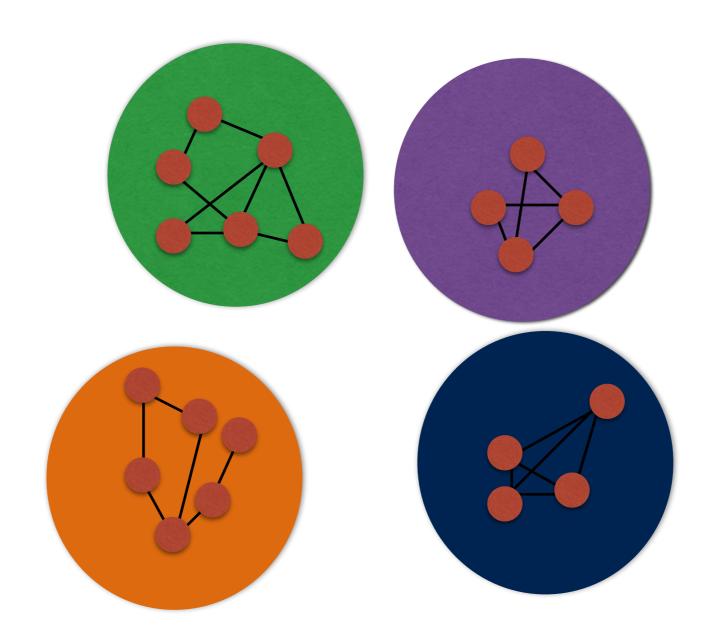




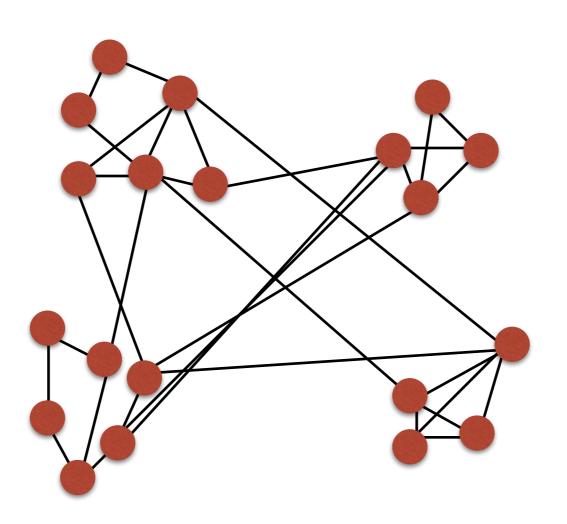


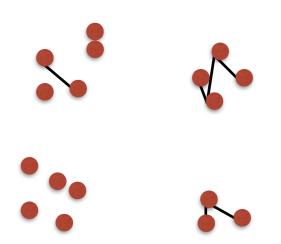


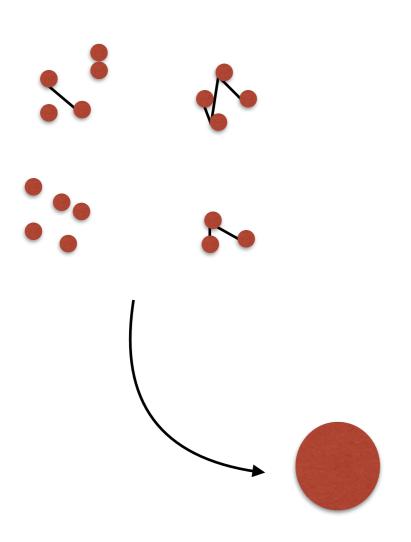
Network Clusters

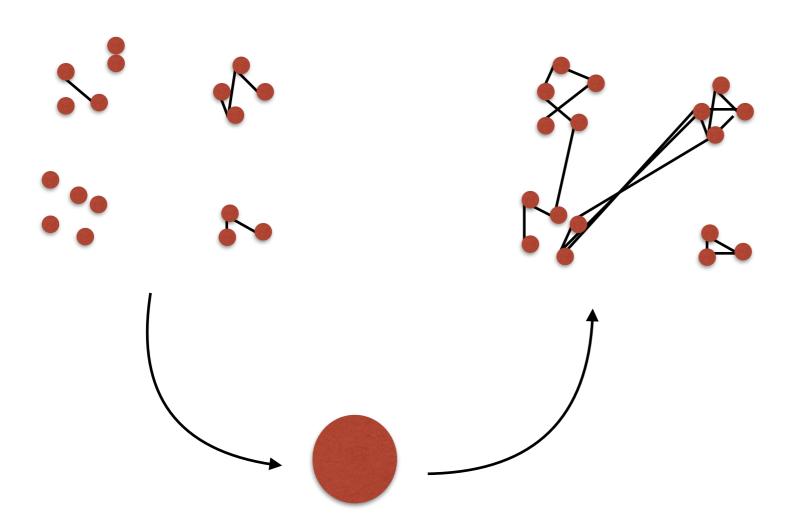


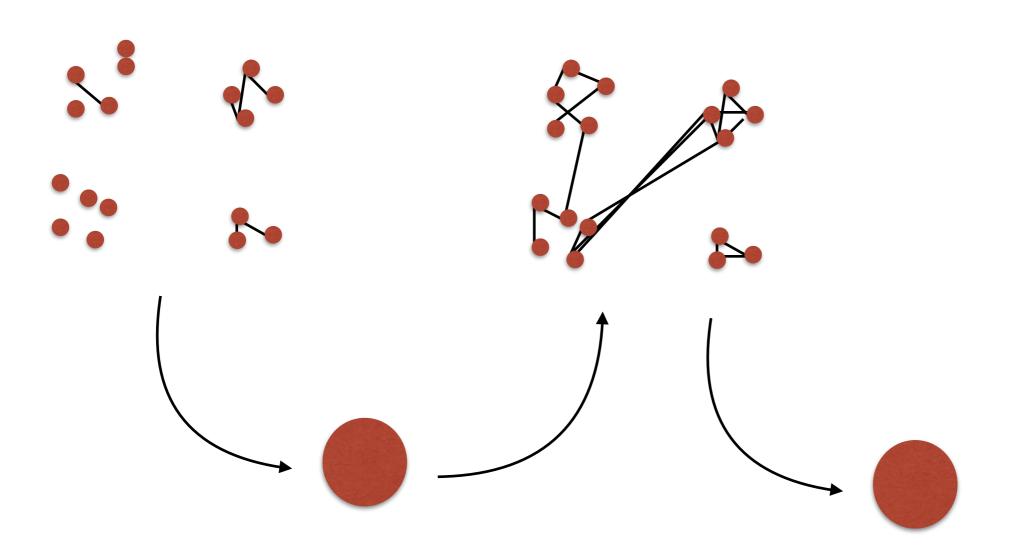
Connected Network

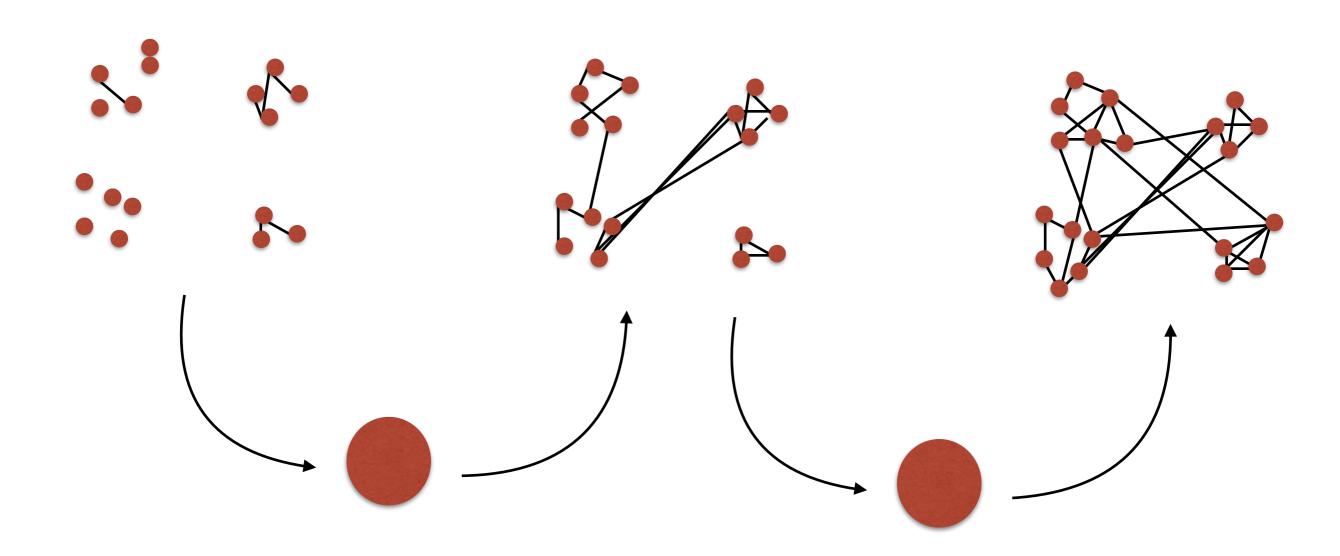






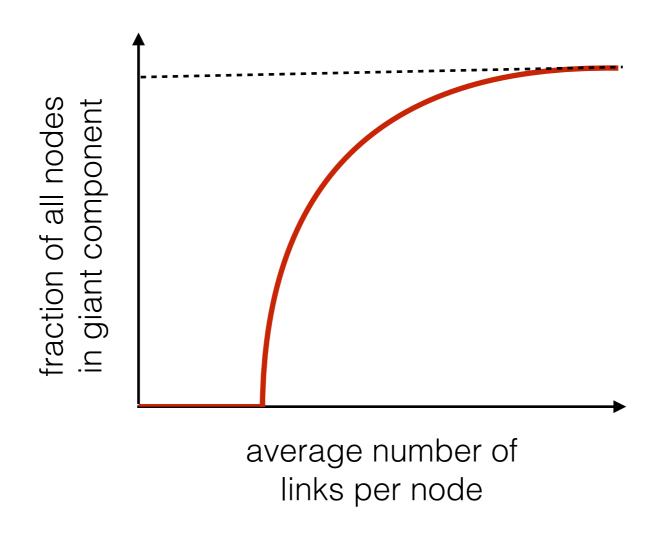




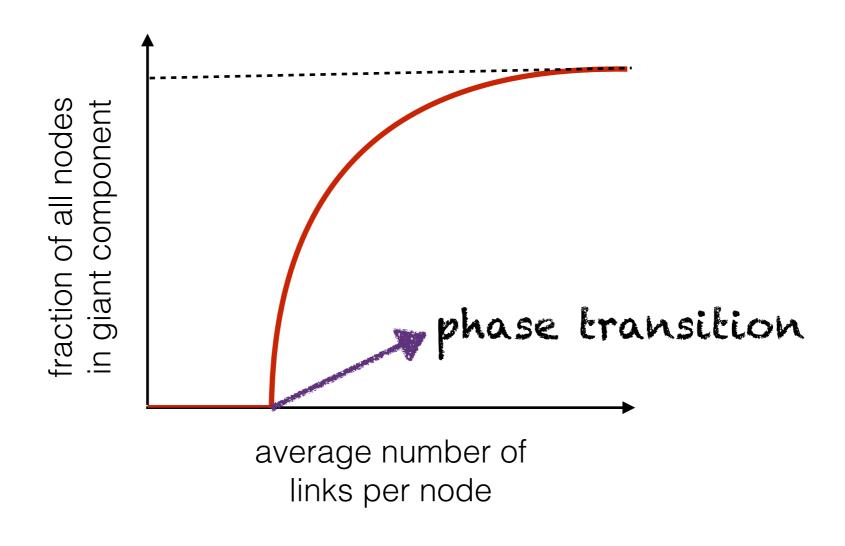


(People) make their own history, but...they do not make it under circumstances chosen by themselves.

Random Network



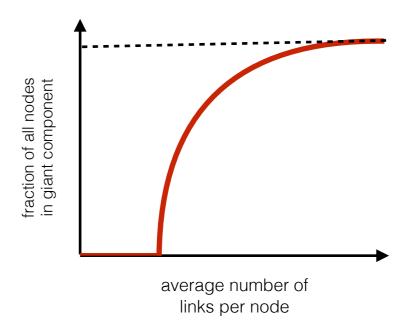
Random Network



Limits to the Random Network Approach?

Limits to the Random Network Approach

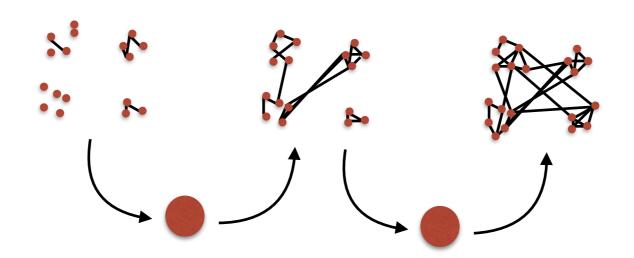
Are your connections random?



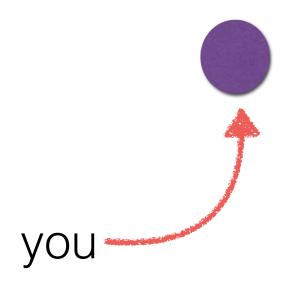
The Delicate Balance of Social Networks

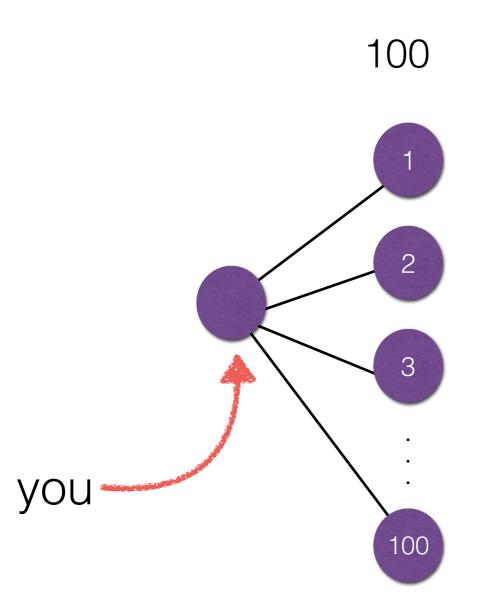
Structure: the surrounding constraints in which we operate

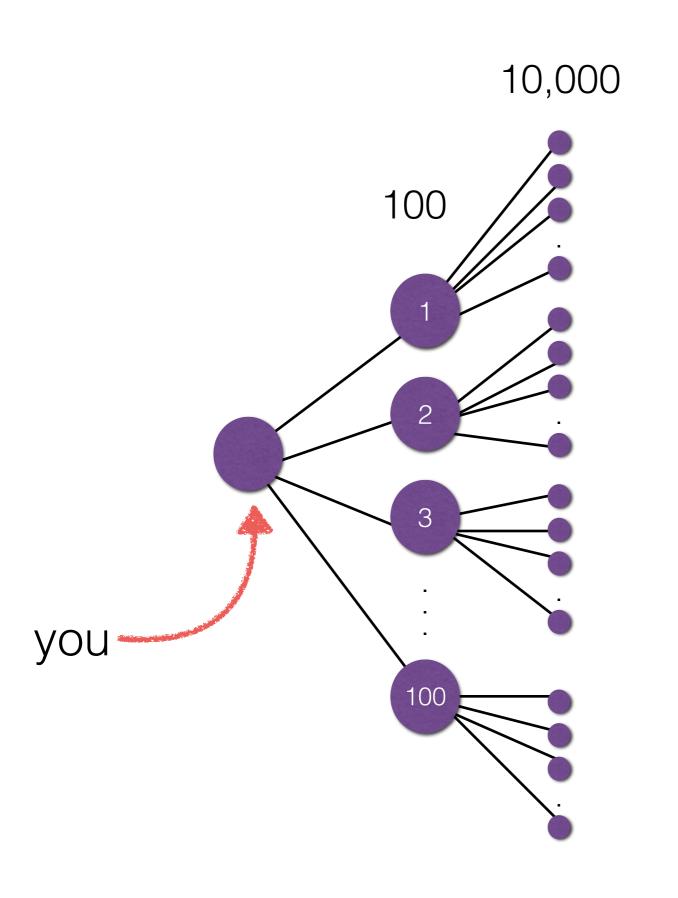
Agency: indvidual preferences

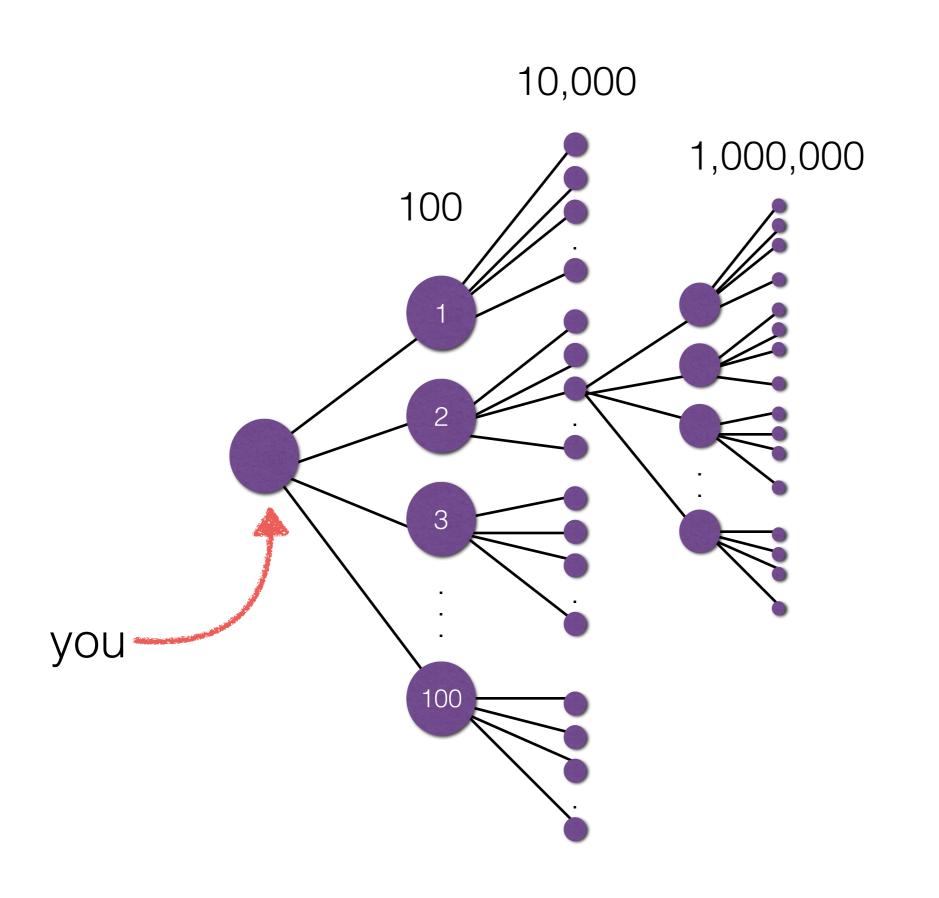


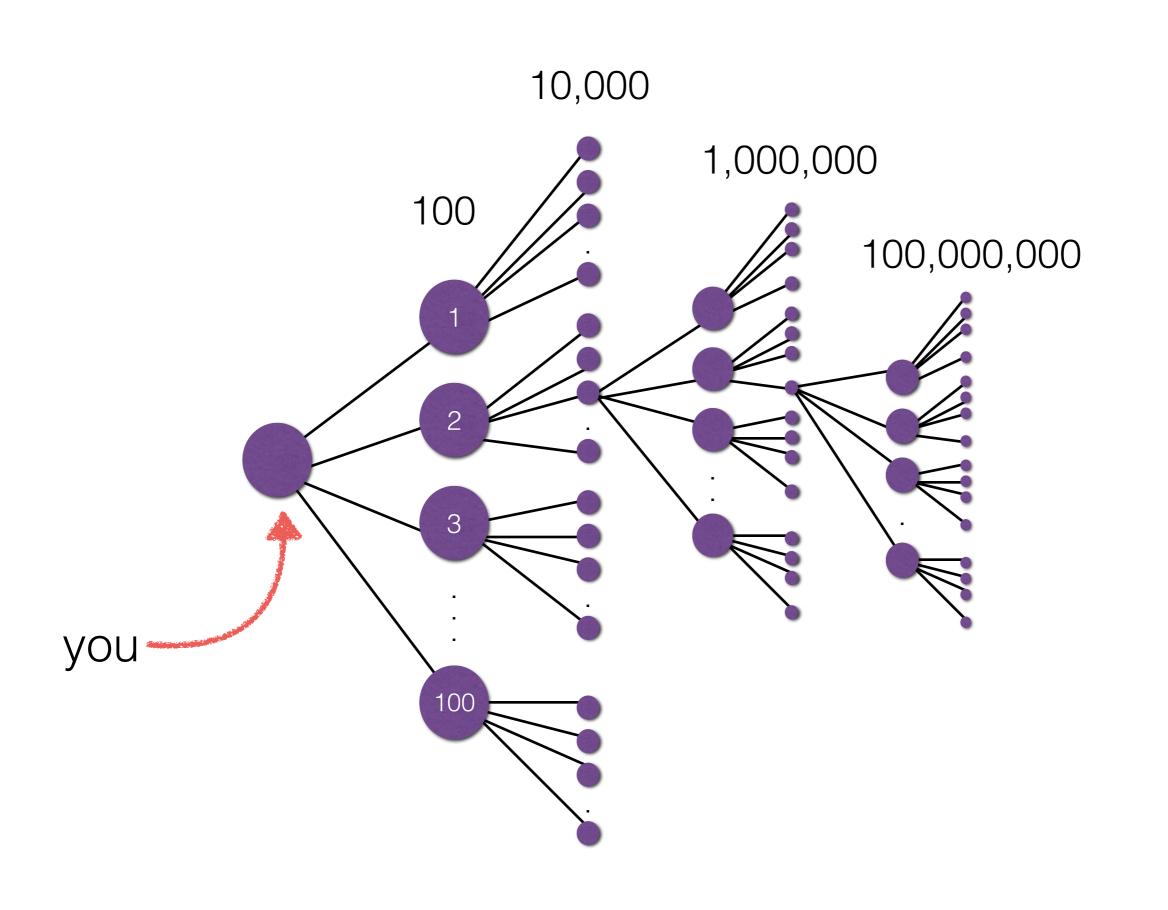
Its a small world

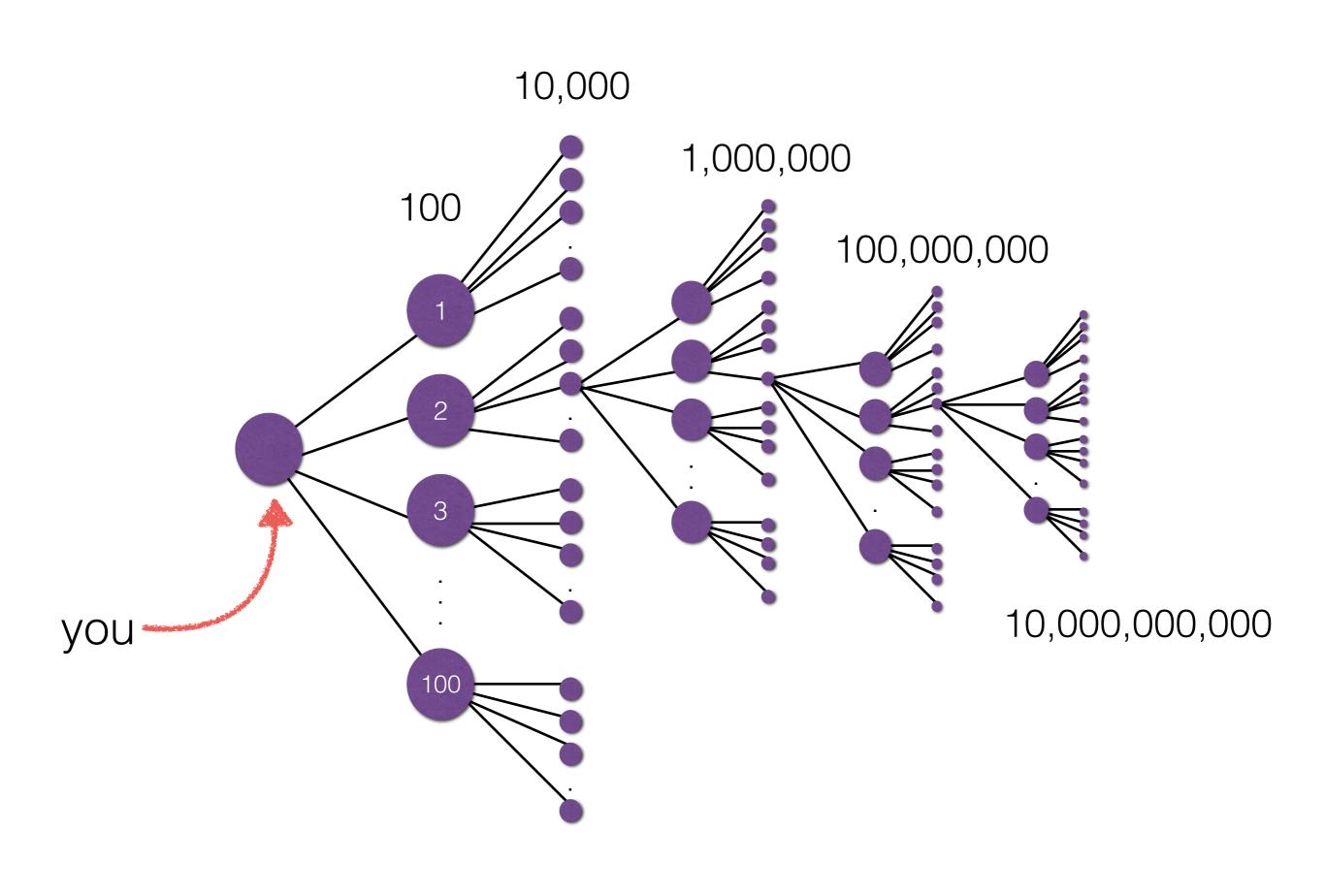








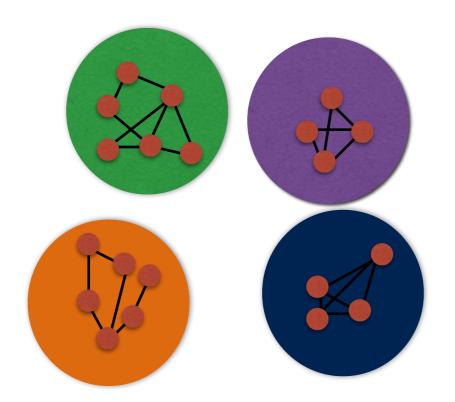


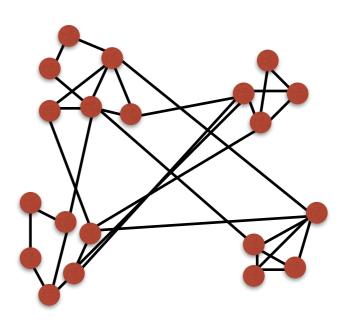


Small World Networks

- 1. Consist of many, small overlapping groups
- 2. Dynamic
- 3. Not all relationships (links) are have an equal probability of occurring
- 4. Actors connect based on individual preference

Clusters vs Connected





Connection Preference

a (alpha) = preference for connection

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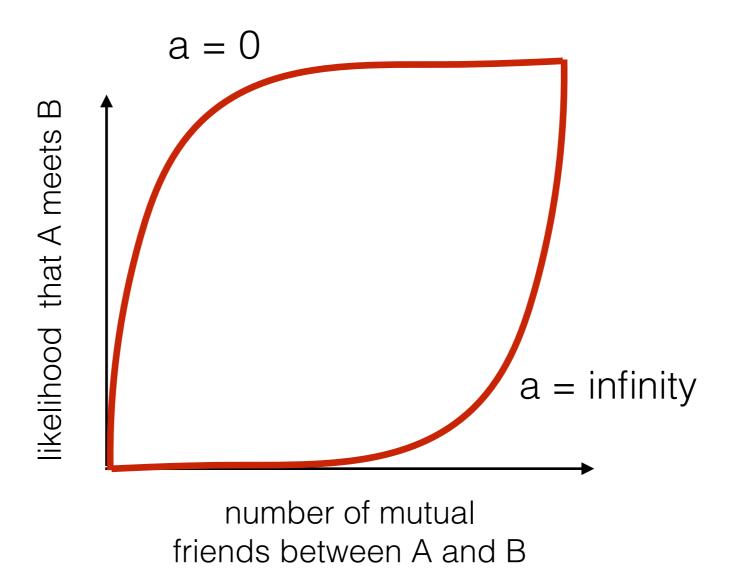
low a = preference to connect to friends of your friends

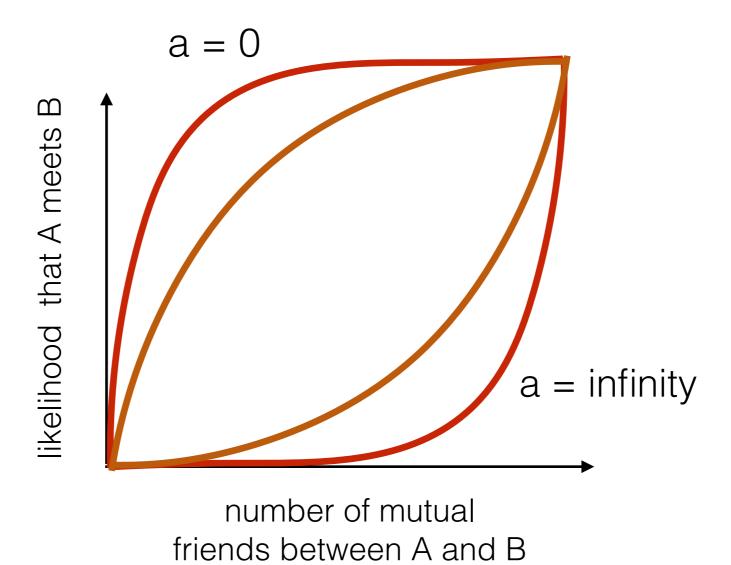
Connection Preference

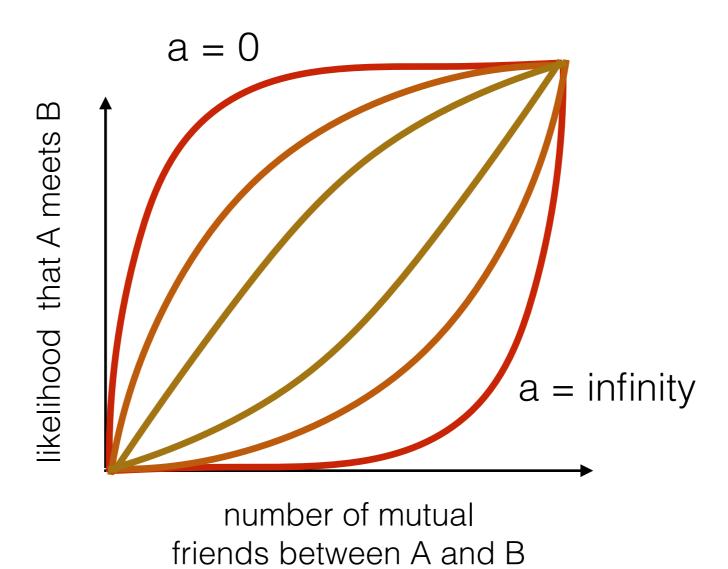
a (alpha) = preference for connection

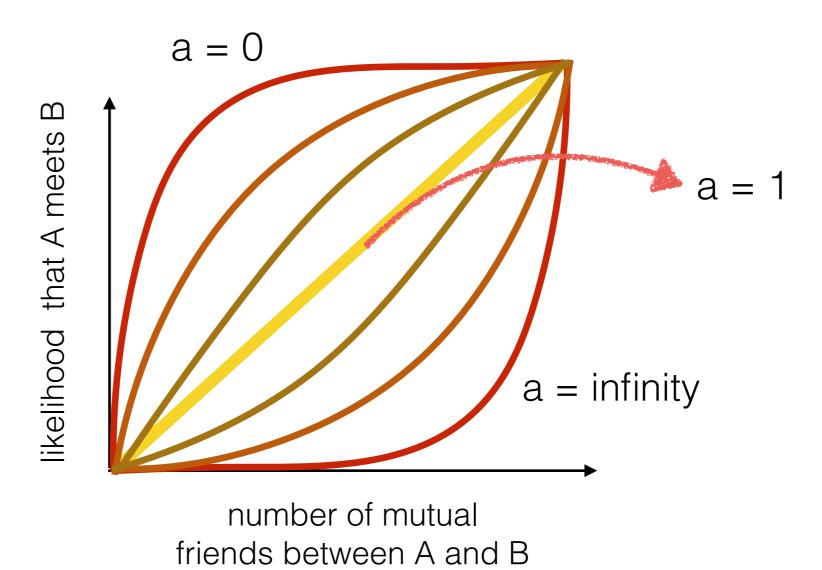
low a = preference to connect to friends of your friends

high a = to someone other than a friend of your friends





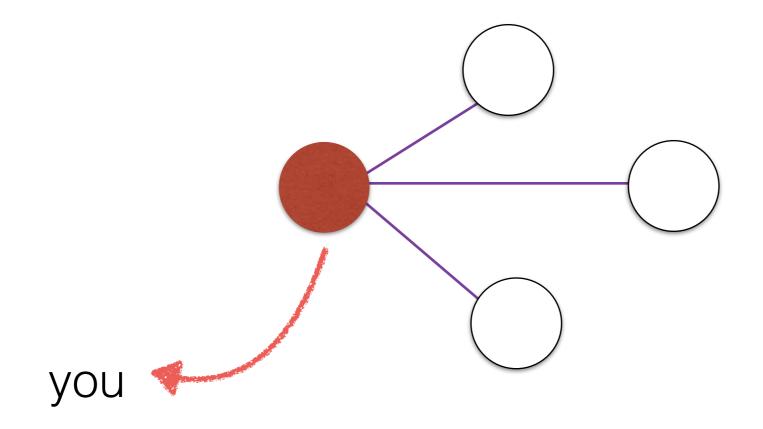


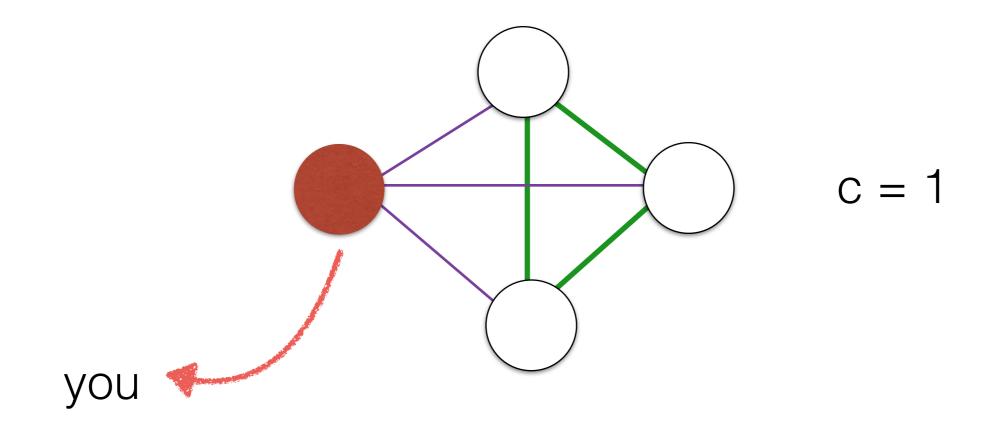


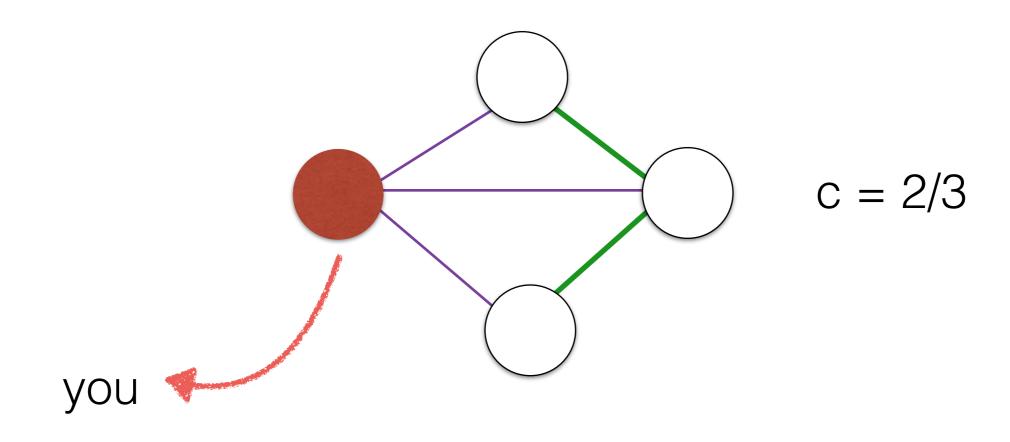
Path Length

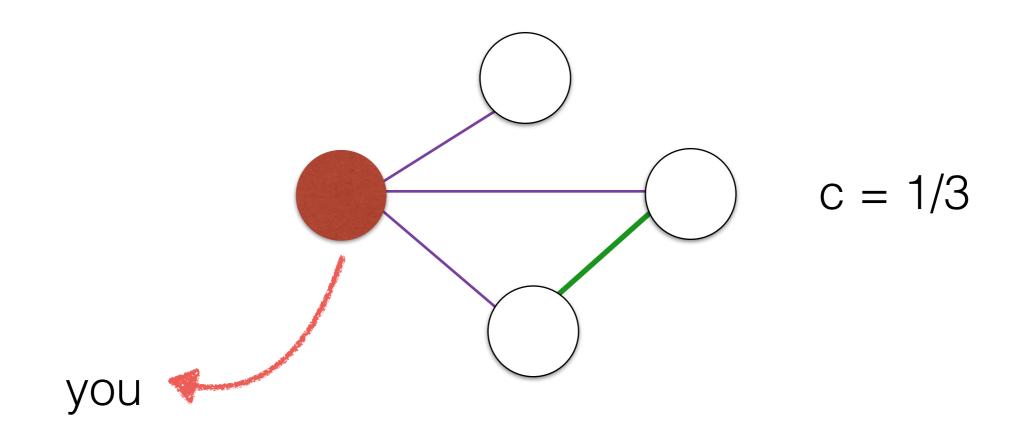
average number of steps along the shortest paths for <u>all</u> possible pairs of network nodes

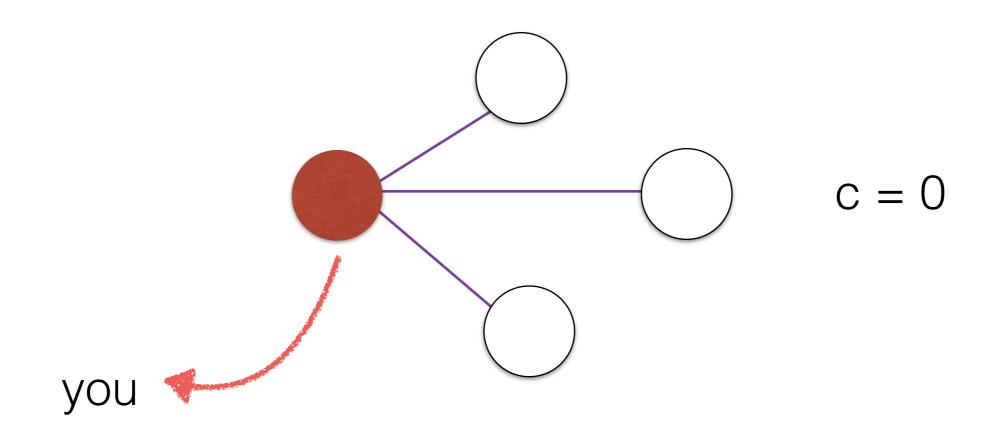
a measure of the degree to which a single node cluster together (are your friends friends?)

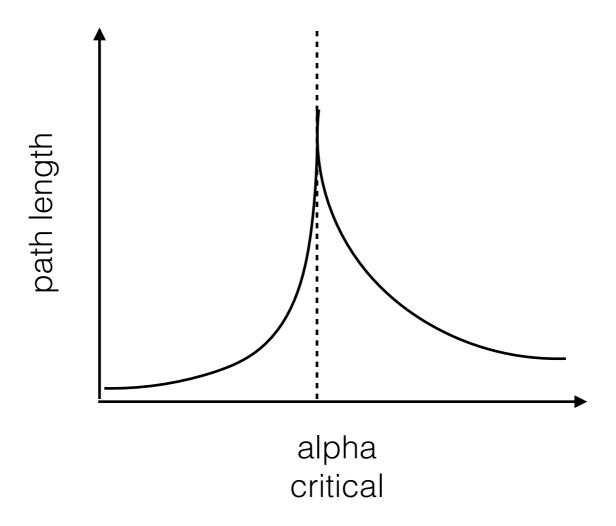


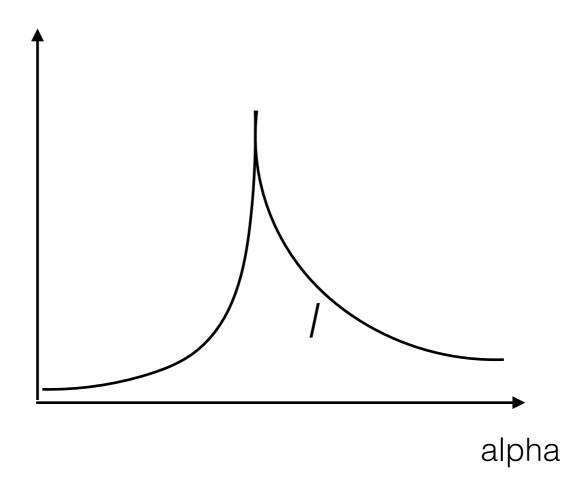


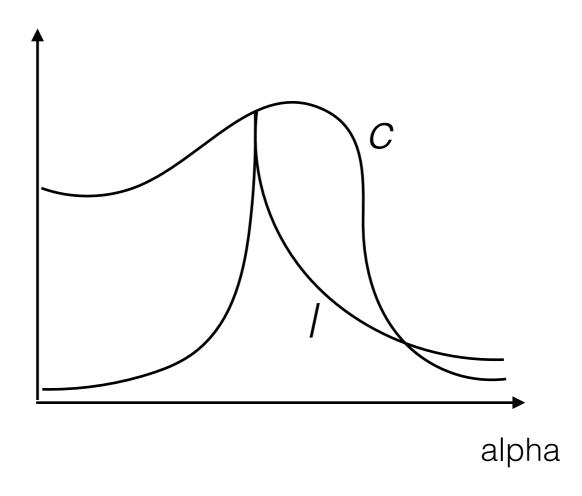


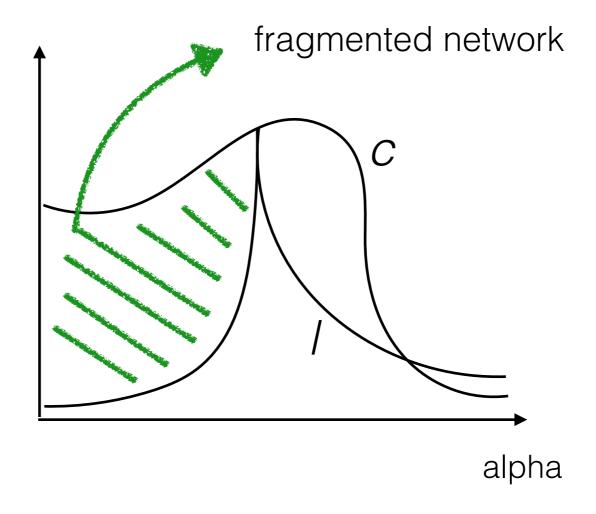


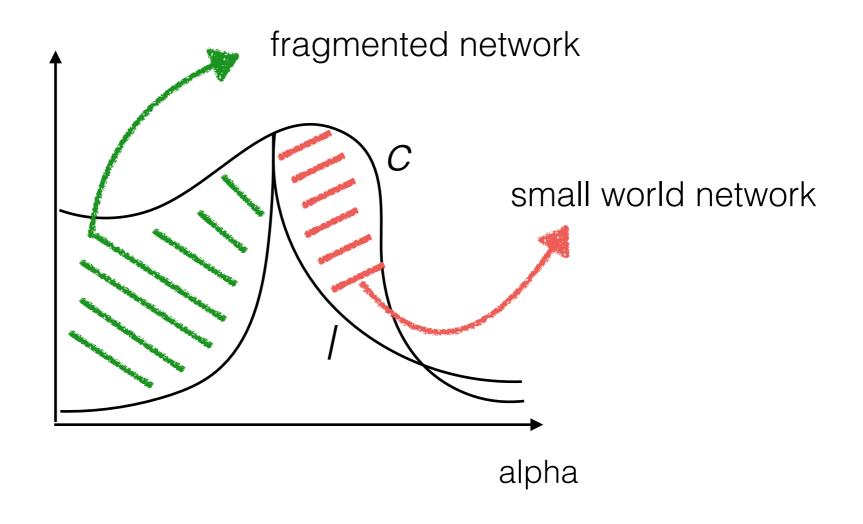












The Take Away

- 1. Networks can either be clustered or connected; they cannot be both.
- 2. The critical value of alpha represents a *phase* transition from a clustered to a connected (small world) network.
- 3. Once a network passes through the phase transition, it becomes amenable (or susceptible) to the spread of some entity throughout the network.

Team Assembly Model

