# SLiM: An Evolutionary Simulation Framework

CompBio Skills Seminar 4/25/24

# Introduction

Advantages:

- Flexibility
- Performance
- Interactive GUI

#### https://messerlab.org/slim/



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#### Messer Lab – SLiM

#### **About SLiM**

SLiM is an evolutionary simulation framework that combines a powerful engine for population genetic simulations with the capability of modeling arbitrarily complex evolutionary scenarios. Simulations are configured via the integrated Eidos scripting language that allows interactive control over practically every aspect of the simulated evolutionary scenarios. The underlying individual-based simulation engine is highly optimized to enable modeling of entire chromosomes in large populations. We also provide a graphical user interface on macOS, Linux, and Windows, for easy simulation set-up, interactive runtime control, and dynamical visualization of simulation output.

A 4–5 day SLiM Workshop is <u>now available online</u>. The SLiM Workshop is also offered in person from time to time; see the SLiM Workshops subsection below for more information.

#### Downloads (version 4.2.1)

macOS Installer





Source Code







#### SLiM Manual Eidos Manual

Ref Sheets



# Installing on Windows machines



- Requires MSYS2 Software Distribution and Building Platform for Windows (<u>https://www.msys2.org/</u>)
- Click on 'MSYS2 MSYS' in the Start menu
- Type 'pacman -S mingw-w64-x86\_64-slim-simulator' in the opened command prompt
- $\rightarrow$  This should install SLiM and the SLiMgui

The WF model's tick cycle

0. Execution of first() events

1. Execution of early() events

2. Generation of offspring:

2.1. Choose source subpop

2.2. Choose parent 1

2.3. Choose parent 2 (mateChoice() callbacks)

2.4. Generate the offspring (including mutation() and recombination() callbacks)

2.5. Suppress/modify child
(modifyChild() callbacks)

3. Removal of fixed mutations

4. Offspring become parents

5. Execution of late() events

3. Fitness recalculation using mutationEffect() and fitnessEffect() callbacks

7. Tick/cycle count increment

The nonWF model's tick cycle

0. Execution of first() events

1. Generation of offspring:

1.1. Call reproduction() callbacks for individuals

1.2. The callback(s) make calls requesting offspring

1.3. Generate the offspring (including mutation() and recombination() callbacks)

1.4. Suppress/modify child
(modifyChild() callbacks)

2. Execution of early() events

3. Fitness recalculation using mutationEffect() and fitnessEffect() callbacks

4. Selection (incl. survival())

5. Removal of fixed mutations

6. Execution of late() events

7. Tick/cycle count increment, individual age increments





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- In general, non-WF models are more <u>individual-based</u>, more <u>explicit</u> (more control), more biologically <u>realistic</u> but more <u>complex</u>
- These models vary in the following ways:
  - Age structure/overlapping generations
  - Offspring generation
  - Population regulation
  - Fitness
  - Migration
  - Subpopulation splits

Individuals and genomes:

• Individuals are diploid by default, thus each have two Genomes







### Mutations and substitutions:

- Each instance of mutation (different colors) are references to the same Mutation object
- Each Mutation instance stores a base position, selection coefficient *s*, and a dominance coefficient *h*



#### Mutations and substitutions:

 When fixed in a population, a mutation is removed and stored as a *substitution* object (default behavior)







Genomic elements, genomic element types, mutation types, and the chromosome:

• The Chromosome contains genomic elements (GenomicElement), which each have a genomic element type (GenomicElementType)

Chromosome: a mosaic of genomic elements







### Subpopulations and migration:

- Mating occurs within Subpopulations; ie. they are reproductively isolated from other subpopulations
- This allows you to model gene flow, eg. the 'stepping-stone' river system model below





### Subpopulations and migration:

• Using spatial layers, you can also model spatial competition or spatial mate choice preference



Recombination and gene conversion:

• "Crossover breakpoints" model: crossover only, no gene conversion



• "Double-stranded break (DSB)" model: gene conversion

# **Fitness**



### WF models

- *Relative* fitness- population size is set by the model
- fitness = probability an individual will reproduce in next generation

### non-WF models

- *Absolute* fitness- fitness composition in populations actively influences their size
- fitness = probability that an individual will survive to reproduction (in next generation)

heterozygous

Both calculate fitness per individual like this:  $(1+s)^*(1+hs)^*(1+hs)^*...$ 

homozygous