Appendix: Supplementary material for

"Habitat fragmentation and species diversity in

- **competitive communities"**
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A Prior work on metacommunity models

 We focus on species dynamics at the landscape level in fragmented environments, that is, metacom- munity dynamics. While a metapopulation is a collection of populations (of a single species) that reside in discrete patches connected by dispersal, the metacommunity concept is its multispecies analogue [\(Hanski,](#page-56-0) [1999\)](#page-56-0): patches are inhabited by several (possibly interacting) species and the metacommunity dynamics are governed by various coexistence processes [\(Leibold et al.,](#page-56-1) [2004\)](#page-56-1). 83 Typically, theoretical studies on metacommunities have generalised patch-based metapopulation models into multispecies models with discrete patches in both spatially-implicit [\(Tilman et al.,](#page-56-2) [1994,](#page-56-2) [Loreau et al.,](#page-56-3) [2003,](#page-56-3) [Mouquet and Loreau,](#page-56-4) [2003,](#page-56-4) [Allouche and Kadmon,](#page-56-5) [2009,](#page-56-5) [Wang and Loreau,](#page-56-6) [2016\)](#page-56-6) and spatially-explicit models [\(Solé et al.,](#page-56-7) [2004,](#page-56-7) [Rybicki and Hanski,](#page-56-8) [2013,](#page-56-8) [Matias et al.,](#page-56-9) [2014,](#page-56-9) [Thompson et al.,](#page-56-10) [2014,](#page-56-10) [Fournier et al.,](#page-57-0) [2016,](#page-57-0) [Thompson et al.,](#page-57-1) [2017\)](#page-57-1). The interspecies interactions are typically competitive (e.g. competition on space or a shared limiting resource) [\(Tilman et al.,](#page-56-2) [1994,](#page-56-2) [Loreau et al.,](#page-56-3) [2003,](#page-56-3) [Mouquet and Loreau,](#page-56-4) [2003,](#page-56-4) [Solé et al.,](#page-56-7) [2004,](#page-56-7) [Wang and Loreau,](#page-56-6) [2016,](#page-56-6) [Matias et al.,](#page-56-9) [2014,](#page-56-9) [Thompson et al.,](#page-56-10) [2014,](#page-56-10) [Fournier et al.,](#page-57-0) [2016,](#page-57-0) [Thompson et al.,](#page-57-1) [2017\)](#page-57-1), but also [m](#page-57-4)utualistic (e.g. plant-pollinator systems) [\(Klausmeier,](#page-57-2) [2001,](#page-57-2) [Prakash and de Roos,](#page-57-3) [2004,](#page-57-3) [Fortuna](#page-57-4) [and Bascompte,](#page-57-4) [2006\)](#page-57-4) and trophic interactions [\(Pillai et al.,](#page-57-5) [2010\)](#page-57-5) have been considered.

 A relatively large proportion of the theoretical work on metacommunities has focused on un- derstanding how e.g. coexistence mechanisms and dispersal maintain species diversity and stabil- ity [\(Lehman and Tilman,](#page-57-6) [2000,](#page-57-6) [Loreau et al.,](#page-56-3) [2003,](#page-56-3) [Mouquet and Loreau,](#page-56-4) [2003,](#page-56-4) [Gravel et al.,](#page-57-7) [2006,](#page-57-7) [Logue et al.,](#page-57-8) [2011,](#page-57-8) [Haegeman and Loreau,](#page-57-9) [2014,](#page-57-9) [Wang and Loreau,](#page-56-6) [2016,](#page-56-6) [Gravel et al.,](#page-57-10) [2016\)](#page-57-10). While 97 less common, models have also been used to investigate how landscape structure, habitat loss and fragmentation influence species richness in metacommunities [\(Tilman et al.,](#page-58-0) [1997,](#page-58-0) [Solé et al.,](#page-56-7) [2004,](#page-56-7) [Prakash and de Roos,](#page-57-3) [2004,](#page-57-3) [Rybicki and Hanski,](#page-56-8) [2013,](#page-56-8) [Matias et al.,](#page-56-9) [2014,](#page-56-9) [Thompson et al.,](#page-56-10) [2014,](#page-56-10) [2017,](#page-57-1) [Xu et al.,](#page-58-1) [2018\)](#page-58-1).

 As usual, these models make various assumptions for the sake of tractability: some completely 102 ignore species interactions and rely on species-sorting mechanisms [\(Rybicki and Hanski,](#page-56-8) [2013\)](#page-56-8), limit to only pairs of interacting species [\(Klausmeier,](#page-57-2) [2001\)](#page-57-2), ignore spatial heterogeneity, assume [p](#page-56-8)atch-based metapopulation dynamics [\(Tilman et al.,](#page-58-0) [1997,](#page-58-0) [Prakash and de Roos,](#page-57-3) [2004,](#page-57-3) [Rybicki](#page-56-8) [and Hanski,](#page-56-8) [2013,](#page-56-8) [Matias et al.,](#page-56-9) [2014\)](#page-56-9) or lack demographic and/or environmental stochasticity by employing deterministic, continuous-valued dynamics [\(Thompson et al.,](#page-56-10) [2014\)](#page-56-10).

¹⁰⁷ **B Description of the simulation model**

¹⁰⁸ **B.1 Details of the spatially-explicit community model**

 We first define the model dynamics in a pristine landscape without habitat loss. After this, we discuss ways how to include habitat loss and fragmentation into our model. For brevity, we describe the model in the context of a single species consuming a single resource type, but the model is 112 straightforward to generalise to multiple species and resource types.

¹¹³ **B.1.1 Model structure**

¹¹⁴ Formally, our model is a spatiotemporal point process, or in the mathematical terminology, a Markov ¹¹⁵ evolution in the space of locally finite configurations (see e.g. [Ovaskainen et al.,](#page-58-2) [2014\)](#page-58-2). The state of a ¹¹⁶ model at any given time is given by the spatial location of each individual of each type. The dynamics ¹¹⁷ of the model can be described by listing all events that can take place and the rates at which these ¹¹⁸ events occur. These rates can depend on the current spatial configuration of all individuals (e.g. ¹¹⁹ individuals can only consume resources that are within their proximity). The proximity-dependence $_{120}$ is described via kernels, that is, functions that tell at which rate two particles at locations $x = (x_1, x_2)$ 121 and $y = (y_1, y_2)$ react depending on their Euclidean distance dist(*x*, *y*). A kernel $K(x, y) = r \cdot f(x, y)$ 122 is defined in terms of a total rate parameter r and a density function f , which describes how the 123 total rate r is distributed accross the space.

124 We use two types of kernels. A *tophat* kernel *K* with length scale ℓ and total rate *r* is defined as

$$
K(x, y) = \begin{cases} \frac{r}{2\pi\ell^2} & \text{if } \text{dist}(x, y) \le \ell, \\ 0 & \text{otherwise.} \end{cases}
$$

125 A *Gaussian* kernel *K* with length scale ℓ and total rate *r* is given by

$$
K(x, y) = A(r) \cdot \exp\left(-\frac{\text{dist}(x, y)^2}{2\ell^2}\right),
$$

126 where $A(r) = r/(2\pi l^2)$ is a normalisation constant such that *K* integrates to the value *r*. In the 127 following, we write $\ell(K)$ and $r(K)$ to denote the length scale and total rate of kernel *K* of either type.

¹²⁸ **B.1.2 Resource patch dynamics**

¹²⁹ To obtain spatiotemporal variation in resource production rate, we assume that the resource patches ¹³⁰ follow birth-death dynamics independent of the species. The resource patch birth-death dynamics ¹³¹ are described by the following processes

$$
\emptyset \xrightarrow{\beta} P
$$
 new resource patches appear at per unit area rate β ,
 $P \xrightarrow{\gamma} \emptyset$ resource patches disappear at per capita rate γ ,

132 where \emptyset denotes "no particle" (i.e. birth of resource patches does not depend on any entity and the death of a patch simply removes the patch but not the resource units it has produced). We assume that the resource patches are circular (but may overlap) and that a resource patch located at *x* produces abiotic resource units to its surroundings according to the tophat resource generation kernel *G*. Resource units that are left unconsumed by the species decay and disappear with constant 137 rate κ . Thus, we have the following processes:

$$
\frac{P}{x} \xrightarrow{G(x,y)} P + R
$$
\na patch centered at *x* generates a resource to *y* at per unit area rate *G(x, y)*,

\n
$$
R \xrightarrow{\kappa} \emptyset
$$
\nunused resources decay at per capita rate κ ,

¹³⁸ where in the first reaction, the location of a new particle is randomly sampled according to the 139 density function *f* of the kernel $G(x, y) = r \cdot f(x, y)$. Note that we can control the spatiotemporal 140 properties of the landscape's habitat quality by varying the per unit area density $\rho = \beta/\gamma$ of habitat 141 patches, the patch turnover rate γ , the resource production rate $r = r(G)$, and the radius $\ell(G)$ of the ¹⁴² patches. First panel of [Fig. S1](#page-17-0) depicts an example snapshot of the resulting habitat structure.

¹⁴³ **B.1.3 Species dynamics**

¹⁴⁴ The species follow birth-death dynamics and individuals have two states. Newborn individuals start ¹⁴⁵ out in the *resource-deprived* state, and upon consuming a resource unit, they become *resource-satiated*; ¹⁴⁶ for brevity, we refer to individuals in these states as deprived (D) and satiated (S), respectively. The

¹⁴⁷ satiated individuals produce new individuals into their surroundings:

$$
D + R \xrightarrow{U(x,y)} S
$$
 a deprived individual at *x* consumes a resource at *y* at rate *U(x, y)*

$$
S \xrightarrow{x} \xrightarrow{x} S + D
$$
 a satisfied individual produces progeny to *y* at per unit area rate *B(x, y)*,

 where *U* is a tophat resource utilisation kernel, *B* is a Gaussian birth kernel, and the satiated 149 individuals give birth to new individuals at total per capita rate of $r(B)$ and the locations of the new deprived individuals are sampled according to the density function of *B*. Eventually, satiated individuals become resource-deprived, and if they do not consume resources, they die:

S
$$
\xrightarrow{\eta}
$$
 D
B $\xrightarrow{\mu}$ B
0 $\xrightarrow{\mu}$ A
0 $\xrightarrow{\mu}$ A
0 $\xrightarrow{\mu}$ A

¹⁵² In addition to birth by resource-satiated individuals, we assume that there is a small background rate ¹⁵³ of influx immigration into the focal landscape:

> ; *α* −→ D new resource-deprived individuals arrive at per unit area rate of *α*.

¹⁵⁴ **B.1.4 Comparison to a deterministic, non-spatial model**

 As a brief digression, let us check that the above resource-consumer model makes sense by considering the deterministic dynamics in a non-spatial setting, which is easy to analyse (see [Appendix B.2\)](#page-10-1). There exists a unique positive equilibrium of satiated individuals if all rates are positive. In case $\alpha = 0$, that is, when there is no immigration of individuals outside the focal landscape, the species goes extinct if the total resource production rate is not sufficiently high. More precisely, there exists an extinction threshold of

$$
\frac{G\beta}{\kappa\gamma} > \frac{\eta\mu}{BU},
$$

 where *G*, *B*,*U* correspond to the total rates (i.e. integrals) of the respective kernels. Thus, the meanfield approximation exhibits the expected dynamics of resource-consumer models: without immigration, the resource equilibrium level determines whether the consumer can persist in the system. Now let us return to the stochastic, spatially-explicit and individual-based model with heterogeneous habitat structure.

¹⁶⁶ **B.1.5 Dispersal**

¹⁶⁷ We consider two modes of dispersal for the species:

¹⁶⁸ • *passive* (one-shot) dispersal, where an individual does not move during its life time,

¹⁶⁹ • *active* dispersal, where resource-deprived individuals move to find suitable habitat.

¹⁷⁰ For passive dispersal, individuals only move when they are born according to the birth kernel *B* ¹⁷¹ centered around their progenitor. In active dispersal, we include an additional movement process for ¹⁷² resourced-deprived individuals:

$$
\lim_{x \to 0} \frac{M(x,y)}{y}
$$
 resource-deprived individuals jump from x to y at per unit area rate $M(x, y)$.

¹⁷³ The idea is that in the active mode of dispersal, resource-deprived individuals can make additional ¹⁷⁴ movements to move from a location lacking resources to a new location with resources. Once an 175 individual finds resources and consumes them, it becomes resource-satiated and stops moving.

176 We control the length of dispersal with the scale parameter δ and the mode of dispersal with 177 an integer parameter $k > 0$. We set length scales of the Gaussian birth and movement kernels to ¹⁷⁸ $\ell(B) = \ell(M) = \delta/\sqrt{k}$ and set the movement rate to $r(M) = (k-1)\mu$. Passive dispersal corresponds 179 to case $k = 1$, as no movement after birth occurs. In active dispersal, we have $k > 1$. Thus, species ¹⁸⁰ with passive dispersal are sessile, whereas species with active dispersal are not.

 Note that regardless of the value *k*, the new location of an actively dispersing resource-deprived individual during its lifetime has the same mean and variance as a passive disperser *assuming the individual does not become satiated at any point in its lifetime*. If an individual remains resource- deprived its entire lifetime, then the number of dispersal steps *s* is a random variable with an 185 expectation of $r(M)/\mu$ (see [Appendix B.3\)](#page-12-0). Hence, as an individual always make a single movement α step at birth, the total displacement is a random variable $x = (x_1, x_2)$ that satisfies

$$
x_i|s = \sum_{j=0}^s x_{ij},
$$

 187 *where i* ∈ {1, 2} and x_{ij} ∼ $\mathcal{N}(0, \delta^2/k)$ are independent Gaussian variables. It follows that x_i has the 188 same mean 0 and variance δ^2 in both the active and passive dispersal modes (see [Appendix B.3\)](#page-12-0).

B.1.6 Habitat fragmentation

 Above we have described the model in a pristine landscape with no habitat loss or fragmentation; while the habitat quality (resource production rate) can have patchy structure, the spatiotemporal dynamics of the resource patches guarantee that every location of the landscape has statistically the same properties over time.

194 We conduct our simulations in a finite focal landscape of size $V \times V$, which is assumed to be part of a larger landscape that has statistically similar structure evewhere. To avoid boundary effects, we $\;$ assume it to be a two-dimensional torus $\mathscr{L}\subseteq \mathbb{R}^2.$ In order to model habitat loss and fragmentation, we assume that the focal landscape L is partitioned into *N* disjoint (non-overlapping) circular *habitat fragments*, where the habitat fragment *i* is centered at location *xⁱ* and consists of all points within 199 radius r_i . The *matrix* M then consists of the points that are not part of any habitat fragment. We emphasise that the notions of *habitat fragment* and *resource patch* (an entity that produces abiotic resource units into its surroundings) refer to distinct concepts in our model.

 We generate *fragmented* landscapes where the patch sizes follow a log-normal distribution so that 203 there are patches of various sizes. Given the total habitat cover $0 < C < 1$ and number of fragments *n* ≥ 0, we sample the relative area of each fragment A_i ∼ exp $\mathcal{N}(\mu, \sigma^2)$ with parameters $\mu = 1/2$ $_2$ os $\;$ and $\sigma = 1$ for every fragment $i \in \{1, \ldots, N\}$ and normalise the areas so that $\sum A_i = C \cdot V^2.$

 The fragments are placed onto the landscape in a decreasing order in area and both coordinates of the fragment *i* are sampled uniformly at random from the interval [0, *V*], where *V* is the parameter controlling the size of the focal landscape. The coordinates of fragment *i* are resampled until there 209 is no overlap with any fragment $j < i$ to ensure that all fragments are disjoint. [Fig. S1](#page-17-0) illustrates 210 examples of fragmented landscapes for different values of *C* and *N*. For the special case $C = 1$, we assume that the entire landscape is covered by a single fragment.

B.1.7 Large-scale environmental variation in habitat types

 In the main text, we consider a variant of the model with large-scale environmental variation in habitat types. Here, the species are divided into four groups, each of which is specialised to a certain type of a resource. The resource distributions follow different environmental gradients, but the overall resource production rate is the same for each resource type throughout the landscape (in a non-fragmented setting). Thus, while the species rely on different resource types, the species are equivalent in the sense of having the same expected fitness: all species have the same parameters

Process	Name	Value / Rate (r)	Length scale (ℓ)
Patch birth rate (per unit area)	ß	0.01	
Patch turnover/death rate (per capita)		0.1	
Resource decay rate (per capita)	к	0.1	
Resource production kernel (tophat)	G	4	2
Resource utilisation kernel (tophat)	U		0.5
Resource deprivation rate (per capita)	η	0.1	
Mortality rate (per capita)	μ		
Background immigration rate (per unit area)	α	0.001	
Dispersal scale parameter	δ	1, 3, 10	
Mode of dispersal parameter	k	4	
Birth kernel (Gaussian)	B		δ/\sqrt{k}
Movement kernel (Gaussian)	М	$(k-1)\mu$	

Table S1: Parameters of the community model and their default values

²¹⁹ [\(Table S1\)](#page-9-0) and the landscape produces all types of resource at the same rate. Later below, we also ²²⁰ consider a *completely neutral* model [\(Hubbell,](#page-58-3) [2001\)](#page-58-3), where all species are identical and consume ²²¹ exactly the same resource type.

²²² **Generating large-scale environmental variation.** We assumed that there were four distinct re-²²³ source patch types each producing a distinct resouce type. Each species *i* was then specialised to ²²⁴ consume only resources of type *i* mod 4 + 1. To produce environmental gradients for the habitat z₂₅ types, the location of a new resource patch of type $j \in \{1,2,3,4\}$ was sampled according to the $_{226}$ density function $g_j(x, y)$ on $[0, 1]^2$, where

$$
g_1(x, y) = 1 + \sin(2\pi x)
$$

\n
$$
g_2(x, y) = 1 + \sin(2\pi x + \pi)
$$

\n
$$
g_3(x, y) = 1 + \sin(2\pi y)
$$

\n
$$
g_4(x, y) = 1 + \sin(2\pi y + \pi).
$$

227 The sampled coordinates were then scaled to the domain size of $V \times V$ of the focal landscape. In this setting, the landscapes are heterogeneous also in terms of habitat *types* in addition to habitat quality. We conducted the experiments described in the main text also for the nine scenarios under (1) specialist communities in landscapes with large-scale environmental gradients in habitat types and (2) completely neutral communities with no variation in habitat types.

²³² **B.1.8 Simulation of the individual-based model**

 [T](#page-58-4)o simulate the individual-based model, we use the Gibson–Bruck next reaction method [\(Gibson](#page-58-4) [and Bruck,](#page-58-4) [2000\)](#page-58-4), a Gillespie-style simulation algorithm [\(Gillespie,](#page-58-5) [1976\)](#page-58-5). The algorithm produces exact stochastic trajectories of the stochastic individual-based model. The algorithm is adapted to the spatial setting similarly as done by [Cornell et al.](#page-58-6) [\(2019\)](#page-58-6). The source code for the simulation software used in this work is available online [\(Rybicki et al.,](#page-58-7) [2019\)](#page-58-7).

²³⁸ **B.2 Meanfield approximation of species dynamics**

²³⁹ Let us examine the single-species dynamics in a non-spatial setting. If we assume that the system is 240 well-mixed and let the length scale $\ell \rightarrow \infty$ for each kernel, then the deterministic meanfield model ²⁴¹ can be written as

$$
\frac{dP}{dt} = \beta - \gamma P
$$

\n
$$
\frac{dR}{dt} = GP - \kappa R - UDR
$$

\n
$$
\frac{dS}{dt} = UDR - \eta S
$$

\n
$$
\frac{dD}{dt} = \alpha + (\eta + B)S - \mu D - UDR,
$$

242 where the capital letter *X* denotes the integral $r(X)$ of the kernel *X*, α is non-negative and all other ²⁴³ parameters are positive. The two non-trivial equilibria are

$$
\hat{P} = \frac{\beta}{\gamma}
$$
\n
$$
\hat{R} = [a + b(c + d) - \xi] \cdot \frac{1}{2BU\kappa\gamma}
$$
\n
$$
\hat{S} = [a - b(c + d) + \xi] \cdot \frac{1}{2BU\eta\gamma}
$$
\n
$$
\hat{D} = [a + b(d - c) + \xi] \cdot \frac{1}{2U\eta\mu\gamma}
$$

²⁴⁴ where we abbreviate

$$
a = \beta BUG
$$

\n
$$
b = \gamma \eta
$$

\n
$$
c = \kappa \mu
$$

\n
$$
d = \alpha U
$$

\n
$$
\xi = \pm \sqrt{(a + b(c + d))^{2} - 4abc}.
$$

245 Since we have $a, b, c > 0$ and $d \ge 0$, this yields that ξ is real, as

$$
(a+b(c+d))^{2}-4abc = (a-bc)^{2}+bd(2a+(b(2c+d))) > 0.
$$

246 Therefore, a unique positive equilibrium $\hat{S} > 0$ of satiated individuals exists when

$$
a - b(c + d) \pm \sqrt{(a + b(c + d))^{2} - 4abc} > 0.
$$

²⁴⁷ If the third term has a negative sign, the condition cannot be satisfied. However, if the third term has 248 a positive sign, then the condition is always satisfied if all parameters $a, b, c, d > 0$ are positive. In 249 the case that $\alpha = 0$, that is, there is no immigration of individuals from outside the focal landscape, 250 we have $d = 0$ and a positive equilibrium exists only if $a > bc$ holds. Rewriting this condition gives

$$
\frac{G\beta}{\kappa\gamma} > \frac{\eta\mu}{BU},
$$

 where the left-hand side corresponds to the resource density of the habitat in the absence of the species. Thus, without outside immigration, the species cannot persist if the total amount and/or quality of habitat is not sufficiently high. In other words, we obtain an extinction threshold for the deterministic, non-spatial single-species model in the absence of outside immigration.

²⁵⁵ **Comparison between the spatially-explicit stochastic model and the meanfield model.** As the 256 size parameter of the domain $V \rightarrow \infty$ goes to infinity, the stochastic model approaches the meanfield 257 model in the limit of large-scale interactions (length scales $\ell \to \infty$). This is illustrated by [Fig. S2.](#page-18-0)

²⁵⁸ **B.3 Displacement of resource-deprived individuals**

Expected number of jumps. A resource-deprived individual will die at rate μ and jumps at rate $260 \t r = r(M)$. Let *s* be the number of jumps a resource-deprived individual makes in its lifetime assuming ²⁶¹ it never becomes satiated (excluding the initial jump at birth). The number of jumps during an ²⁶² interval of length *T* is a random variable *X*|*T* ∼ Poisson(*λ*) with *λ* = *r T*. The length of the interval ²⁶³ *T* is an exponentially distributed random variable *T* ∼ Exp(*µ*). Thus,

$$
\Pr[s = k] = \int_{t=0}^{\infty} \Pr[s = k | T = t] \cdot f(t; \mu) dt
$$

$$
= \int_{t=0}^{\infty} e^{-rt} \frac{(rt)^k}{k!} \cdot f(t; \mu) dt
$$

$$
= \int_{t=0}^{\infty} e^{-rt} \frac{(rt)^k}{k!} \cdot \mu e^{-\mu t} dt
$$

$$
= \frac{\mu r^k}{(\mu + r)^{k+1}},
$$

264 where $f(t; \mu)$ is the probability density function of the exponential distribution. The expected number ²⁶⁵ E[*s*] of jumps is

$$
E[s] = \sum_{k=0}^{\infty} k \cdot Pr[s = k] = \sum_{k=0}^{\infty} \frac{k \mu r^k}{(\mu + r)^{k+1}} = r/\mu.
$$

²⁶⁶ **Total displacement.** The total displacement in coordinate *i* is a random variable

$$
\sum_{j=0}^s x_{ij},
$$

where *xi j* ∼ N (0,*δ* 2 */k*) are independent Gaussian random variables (recall that *xi*⁰ ²⁶⁷ is the initial 268 displacement at birth). Since the expectation of x_{ij} is zero, the total displacement satisfies

$$
\mathrm{E}\left[\sum_{j=0}^{s} x_{ij}\right] = (1 + \mathrm{E}[s]) \cdot 0 = 0 \quad \text{and} \quad \mathrm{Var}\left[\sum_{j=1}^{s} x_{ij}\right] = (1 + \mathrm{E}[s]) \cdot \delta^2 / k = \delta^2,
$$

269 as $E[s] = r(M)/\mu = (k-1)\mu/\mu = k-1$.

C Sensitivity of the simulation model and additional experiments

 In this section, we provide additional experiments that show the model is robust to small changes to the assumptions and parameter values used. For example, we investigate the case of a completely neutral model (without environmental gradients in resource types), varying the number of species, and changing the size of the focal landscape. All variants provide qualitatively similar results. We start by showing that the simulations times are sufficient to reach a stationary state.

C.1 Convergence to the stationary state

 All the simulation experiments were conducted with a simulation time $T = 400$ time units. [Fig. S3](#page-19-0) shows that on average the density of resource-satiated individuals quickly converges towards the stationary state well before 400 time units.

C.2 A neutral model with no variation in resource types

 We considered a completely neutral variant of the model, where all the species compete on the same limiting resource. The patterns produced are similar to the ones produced by the non-neutral model with large-scale environmental variation in resource types. In the neutral setting, the all habitat areas produce the same type of resource. This yields that the effect of habitat loss on species richness is not as pronounced. For example, [Fig. S6](#page-22-0) does not show the downward slope of the unimodal curve in the second and third columns.

C.3 Sensitivity to the number of species

 We repeated the main experiments underlying with 32 and 64 species (in contrast to the 128 species used in the main text). Irrespective of the number of species, the analyses yield qualitatively similar results (i.e. at high amount of total habitat fragmentation has positive effect, but at smaller amount of total habitat high levels of fragmentation tend have a negative effect on species richness):

²⁹² • Results for a species pool of size $S = 64$:

- **–** environmental gradient: [Fig. S12,](#page-28-0) [Fig. S13](#page-29-0) and [Fig. S14,](#page-30-0) [Fig. S15,](#page-31-0) [Fig. S16.](#page-32-0)
- 295 Results for a species pool of size $S = 32$:
- **–** neutral community: [Fig. S17,](#page-33-0) [Fig. S18](#page-34-0) and [Fig. S19,](#page-35-0)

²⁹⁸ **C.4 Sensitivity to the size of the landscape**

299 The main experiments have been conducted in a landscape of size 100×100 . We repeated the 300 experiments in smaller landscapes of size 25×25 . Figures [S27,](#page-43-0) [S28,](#page-44-0) and [S29](#page-45-0) show that in these ³⁰¹ smaller landscapes the SLOSS and SFAR analyses provide qualitatively same results, but the threshold ³⁰² at which fragmentation effects appear is higher (as there is less absolute amount of habitat available).

³⁰³ **C.5 Testing the sample area effect with larger sampling sites**

³⁰⁴ We repeated the analysis of the sample area effect using larger sampling sites (i.e. we increased the ³⁰⁵ radius *τ* of sampling sites from 1 to 2). The results of the sample area effect analysis with a larger 306 sampling radius $\tau = 2$ are given in [Table S2](#page-14-2) and [Fig. S33.](#page-49-0)

	δ	β_L (M_{L+F})	β_F (M_{L+F})	β_L (M _L)	β_F (M_F)	AIC M_{L+F}	AIC M_L	AIC M_F	AIC M_{null}
H	1	0.31	0.01	0.34	0.09	Ω	0.73	206.61	631.67
H	3	0.35	0.03	0.41	0.16	Ω	21.96	567.51	2686.65
H.	10	0.39	0.04	0.44	0.23	Ω	41.67	1376.99	5317.45
P.	1	0.3	0.02	0.35	0.09	θ	5.51	185.89	654.47
P	3	0.34	0.05	0.44	0.16	Ω	56.92	477.59	2607.98
P	10	0.39	0.03	0.43	0.22	Ω	23.07	1601.34	5256.4
A	1	0.26	0.02	0.32	0.1	Ω	11.71	230.15	1024.24
A	3	0.28	0.01	0.29	0.13	Ω	0.39	583.72	2255.06
A	10	0.31	-0.01	0.3	0.15	Ω	3.2	1719.37	3863.53

Table S2: Results for the HAH test in landscapes with sampling site radius $\tau = 2$

	δ	β_L (M_{L+F})	β_F (M_{L+F})	β_L (M _L)	β_F (M_F)	AIC M_{L+F}	AIC M_L	AIC M_F	AIC M_{null}
H	1	0.22	0.03	0.28	0.1	Ω	11.11	99.28	550.35
H	3	0.21	0	0.22	0.12	1.82	Ω	194.09	1072.13
H.	10	0.2	0	0.2	0.13	2	Ω	306.7	1239.33
P	1	0.27	0.02	0.31	0.1	Ω	2.47	152.7	623.36
P	3	0.23	Ω	0.23	0.11	1.99	Ω	189.4	911.92
P	10	0.18	0.03	0.21	0.14	Ω	8.82	197.53	1297.67
A	1	0.2	0.02	0.23	0.1	Ω	2.61	108.59	627.28
A	3	0.14	0.02	0.17	0.09	Ω	3.17	87.91	673.77
A	10	0.11	0.02	0.13	0.09	Ω	3.78	141.05	638.52

Table S3: Results for the HAH test in neutral communities of 128 species, sampling site radius $\tau = 1$

Table S4: Results for the HAH test in neutral communities of 128 species, sampling site radius *τ* = 2

³⁰⁷ **C.6 An alternative parameterisation of the individual-based model**

³⁰⁸ We also considered a parameterisation, where the species were more sensitive to resource availability, ³⁰⁹ but in contrast had increased birth rates. Specifically, we changed the parameterisation as follows:

³¹⁰ • resource units disappear faster when left unconsumed (*κ* was increased from 0.1 to 0.2),

³¹¹ • resource-satiated individuals become resource deprived faster (*η* increased from 0.2 to 0.5),

³¹² • resource-satiated individuals produce more propagules (birth rate *B* increased from 1 to 2).

 Here, we used a species pool of $S = 64$ species. We repeated the SFAR and SLOSS analyses for this parameterisation of the model with and without large-scale environmental gradients. We observed that the species communities became more sensitive to loss of habitat but also to fragmentation. The experiments are summarised in the following figures:

³¹⁷ • SLOSS analysis *without* environmental gradient [Fig. S34,](#page-50-0)

³¹⁸ • SLOSS analysis *with* environmental gradient [Fig. S37,](#page-53-0)

³¹⁹ • SFAR analysis *without* environmental gradient [Fig. S35](#page-51-0) and [Fig. S36,](#page-52-0)

³²⁰ • SFAR analysis *with* environmental gradient [Fig. S38](#page-54-0) and [Fig. S39.](#page-55-0)

 The SLOSS analyses show negative responses to fragmentation, particularly in the case with envi- ronmental gradients in habitat types [\(Fig. S34](#page-50-0) and [Fig. S37\)](#page-53-0). We see that in both cases, the species become more sensitive to habitat loss, as the SFAR curves have steeper slopes [\(Fig. S35](#page-51-0) and [Fig. S38\)](#page-54-0). Moreover, we see that species richness responds to fragmentation per se in a non-monotone way, but it is predominantly much less positive than in the prior parameterisation ([\(Fig. S36](#page-52-0) and [Fig. S39\)](#page-55-0). We note that increasing fragmentation had little to no effect when the total amount of habitat was high (32% habitat cover), but in the alternative parameterisation with an environmental gradient

- also these high levels of total habitat showed a non-monotone response to fragmentation (top lines
- in [Fig. S39\)](#page-55-0).

Figure S1: Examples of fragmented landscapes with varying levels of fragmentation and habitat cover. The landscape is a torus (i.e. periodic boundaries) of size 100×100 . Green cirles are resource patches, which may overlap to create higher resource production rates at some areas (darker green). The filled gray circles represent habitat fragments within which resource patches follow stochastic birth-death dynamics, and within these circles, the gray area represents habitat (currently) without resource patches. The white areas represent the matrix, that is, area which has zero resource production rate, as resource units cannot establish in the matrix. The habitat fragments do not overlap.

Figure S2: Comparison between the spatial stochastic model with a single species and the meanfield model. Here, to exaggarate the difference between the spatial and meanfield models, we have used a parameterization which differs from the parameterisation given in [Table S1](#page-9-0) as follows: the patch birth and turnover rates are $\beta = 0.05$ and $\gamma = 0.025$, resource production rate is 2 (rate of *G*), resource deprivation rate is $\eta = 2$, and birth rate is 1.5 (rate of B). The spatial domain of the simulation is 15 \times 15. The grey line is the equilibrium solution \hat{S} for the density of resource-satiated individuals, the coloured lines are example trajectories of the per unit area densities of resource satiated individuals in the stochastic model, and the black line gives the average density over 200 replicate trajectories. The column "limit" considers simulations with length scales of all the kernels at *V/*2, whereas "local" has the length scales as before. The top row considers a scenario with completely intact landscape, whereas the bottom row considers a scenario with a landscape that has been fragmented to 256 habitat fragments that cover 16% of the simulation area.

Figure S3: The average density of resource-satiated individuals over 100 replicate landscapes. The rows denote different values of the dispersal parameter *δ* and each columns considers a different dispersal/matrix scenario. In each panel, the thick lines give the average density of resource-satiated individuals across all simulation replicates as a function of time. The thin lines give the average density of resource-satiated individuals in a single replicate landscape. The figure shows the results for experiments where the focal landscapes have size 100×100 and which have been fragmented into 256 parts.

Figure S4: SLOSS analysis on a neutral community with 128 species.

Figure S5: SFAR analysis on a neutral community with 128 species.

Figure S6: Species richness as a function of habitat fragmentation in a community with 128 species.

Figure S7: SLOSS analysis of the neutral community of 64 species in a 100 \times 100 landscape.

Figure S8: SFAR analysis on the neutral community of 64 species in a 100×100 landscape.

Figure S9: Species richness as a function of habitat fragmentation in a neutral community of 64 species in a 100×100 landscape.

Figure S10: Inferring the appropriate scale of local landscape and testing the sample area effect on a neutral community of size 32. The radius of the sample site is $\tau = 1$.

Figure S11: Inferring the appropriate scale of local landscape and testing the sample area effect on a neutral community of size 32. The radius of the sample site is $\tau = 2$.

Figure S12: SLOSS analysis on the community of 64 species in a 100×100 landscape with an environmental gradient.

Figure S13: SFAR analysis on the community of 64 species in a 100×100 landscape with an environmental gradient.

Figure S14: Species richness as a function of habitat fragmentation in a community of 64 species in a 100×100 landscape with an environmental gradient.

Figure S15: Inferring the appropriate scale of local landscape and testing the sample area effect on a community of size 64 with an environmental gradient. The radius of the sample site is $\tau = 1$.

Figure S16: Inferring the appropriate scale of local landscape and testing the sample area effect on a neutral community of size 32. The radius of the sample site is $\tau = 2$.

Figure S17: SLOSS analysis of the neutral community of size 32 species in a 100 × 100 landscape.

Figure S18: SFAR analysis on the neutral community of size 32 species in a 100 \times 100 landscape.

Figure S19: Species richness as a function of habitat fragmentation in a neutral community of 32 species.

Figure S20: Inferring the appropriate scale of local landscape and testing the sample area effect on a neutral community of size 32. The radius of the sample site is $\tau = 1$.

Figure S21: Inferring the appropriate scale of local landscape and testing the sample area effect on a neutral community of size 32. The radius of the sample site is $\tau = 2$.

Figure S22: SLOSS analysis of a community of size 32 species in a 100×100 landscape with an environmental gradient.

Figure S23: SFAR analysis on the community of size 32 species in a 100 × 100 landscape with an environmental gradient.

Figure S24: Species richness as a function of habitat fragmentation in a community of 32 species with an environmental gradient.

Figure S25: Inferring the appropriate scale of local landscape and testing the sample area effect on a neutral community of size 32. The radius of the sample site is $\tau = 1$.

Figure S26: Inferring the appropriate scale of local landscape and testing the sample area effect on a community of size 32. The radius of the sample site is $\tau = 2$.

Figure S27: SLOSS analysis of a neutral community of *S* = 64 species in a 25 × 25 landscape.

Figure S28: SFAR analysis of of a neutral community of *S* = 64 species in a 25 × 25 landscape.

Figure S29: Species richness as a function of habitat fragmentation in a neutral community of *S* = 64 species in a 25×25 landscape.

Figure S30: SLOSS analysis of a neutral community of *S* = 64 species in a 25 × 25 landscape.

Figure S31: SFAR analysis of of a neutral community of *S* = 64 species in a 25 × 25 landscape.

Figure S32: Species richness as a function of habitat fragmentation in a neutral community of *S* = 64 species in a 25×25 landscape.

Figure S33: Inferring the appropriate scale of local landscape and testing the sample area effect. This corresponds to the experiment given in the main text, but the radius of the sample site is $\tau = 2$.

Figure S34: Summary of the SLOSS analysis under the alternative parameterisation [\(Appendix C.6\)](#page-15-0).

Figure S35: Summary of the SFAR analysis under the alternative parameterisation [\(Appendix C.6\)](#page-15-0).

Figure S36: Species richness as a function of habitat fragmentation under the alternative parameterisation [\(Appendix C.6\)](#page-15-0).

Figure S37: Summary of the SLOSS analysis under the alternative parameterisation [\(Appendix C.6\)](#page-15-0) in landscapes with environmental gradients (see Fig. 2b in the main text for figure explanation).

Figure S38: The SFAR analysis under the alternative parameterisation [\(Appendix C.6\)](#page-15-0) in landscapes with environmental gradients (see Fig. 3 in the main text for figure explanation).

Figure S39: Species richness as a function of habitat fragmentation under the alternative parameterisation [\(Appendix C.6\)](#page-15-0) in landscapes with environmental gradients (see Fig 4 in the main text for figure explanation).

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