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**1The making of winners (and losers): how early dominance
2interactions determine adult social structure in a clonal fish**

3

4Running head: Winners and losers in clonal fish

5

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7

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ABSTRACT

16

17 Across a wide range of animal taxa, winners of previous fights are more likely
18 to keep winning future contests, just as losers are more likely to keep losing.
19 At present, such winner and loser effects are considered to be fairly
20 transient. However, repeated experiences with winning and/or losing might
21 increase the persistence of these effects generating long-lasting
22 consequences for social structure. To test this, we exposed genetically
23 identical individuals of a clonal fish, the Amazon molly (*Poecilia formosa*), to
24 repeated winning and/or losing dominance interactions during the first two
25 months of their life. We subsequently investigated whether these
26 experiences affected the fish's ability to achieve dominance in a hierarchy
27 five months later after sexual maturity, a major life-history transition.
28 Individuals that had only winning interactions early in life consistently ranked
29 at the top of the hierarchy. Interestingly, individuals with only losing
30 experience tended to achieve the middle dominance rank, whereas
31 individuals with both winning and losing experiences generally ended up at
32 the bottom of the hierarchy. In addition to demonstrating that early social
33 interactions can have dramatic and long-lasting consequences for adult social
34 behaviour and social structure, our work also shows that higher cumulative
35 winning experience early in life can counter-intuitively give rise to lower
36 social rank later in life.

37

38 Keywords: aggression, dominant, subordinate, dominance hierarchy,
39 development, winner effect

40

INTRODUCTION

41

42 In many animal species, dominance hierarchies are a key factor regulating
43 individual access to resources and thus fitness. Several factors contribute to
44 an individual's ability to achieve a higher dominance rank within a hierarchy,
45 including intrinsic factors such as body size or age [1, 2]. One particularly
46 important extrinsic factor is an individual's previous experience with fighting
47 [reviewed in 3] where winners of previous contests tend to have an increased
48 chance of winning future encounters just as losers are more likely to keep
49 losing [3, 4]. While winner and loser effects are well documented across taxa,
50 they are considered to be fairly transient, generally dissipating after a few
51 hours to a few days [e.g. 5, 6], though one study demonstrated that effects
52 persisted for up to one month in adult animals [7]. However, up to now, most
53 research has investigated the impact of just one contest on later aggression
54 [reviewed in 3, e.g. 8, 9], with just a few studies investigating the impact of
55 two or three previous contests [7, 10, 11]. In sharp contrast, in many social
56 species, individuals are continuously interacting with each other, especially
57 during early life. This means most animals are likely to experience a larger
58 number of contests over a longer period. At present, it is thus unclear
59 whether these multiple and repeated contest experiences have long-lasting
60 effects on social structure.

61 To address this question, we tested whether and how repeated dominance
62 interactions early in life impact adult hierarchy formation. Early life

63experiences are known to interact with genetic background [e.g. 12], and
64both intrinsic and external factors can influence hierarchy formation [13]. We
65therefore used gynogenetic clonal Amazon mollies (*Poecilia formosa*). This
66parthenogenic Poeciliid species provides a unique opportunity to generate
67genetically identical 'replicate individuals' controlling for any intrinsic genetic
68differences and allowing us to pinpoint the effects of early social experience
69on later adult behaviour. These mollies are found in large shoals in the wild
70[14] and are known to exhibit considerable female-female aggression making
71repeated dominance interactions likely in this species [15]. Our experimental
72design manipulated an individual's success at early dominance interactions
73by placing it in either a (i) winning, (ii) losing or an (iii) alternating winning
74and losing role for the first two months of life (prior to sexual maturity). We
75then examined hierarchy formation twenty weeks later in triads (after sexual
76maturity). If cumulative previous winning experience determines later
77success at achieving dominance, then we predicted that individuals that had
78repeatedly (and only) won as juveniles would rank highest in the hierarchy,
79followed by individuals that experienced half as many wins (and losses), and
80individuals that had repeatedly (and only) lost would rank lowest in the
81hierarchy.

82

83

METHODS

84Animal care and maintenance

85Stock populations of *P. formosa* (Amazon molly, obtained from Manfred
86Schartl, (University of Würzburg) are maintained in large (100 l) stock

87aquariums. The all-female Amazon molly originates from a single natural
88hybridization event between the sailfin molly *Poecilia latipinna* and the
89Atlantic molly *Poecilia mexicana* [16]. It reproduces gynogenetically and
90females require sperm from one of the parental species to stimulate egg
91production [17]. Therefore, several (2-4) males of *P. mexicana* were kept with
92each stock population aquarium. Stock populations experience ambient light
93conditions similar to the local light cycle (~14:10 L:D). Fish were fed ab
94libitum three times daily on standard flake fish food. We performed weekly
95water changes to replace ~10% of the total water volume of each tank. To
96generate the experimental individuals, we isolated gravid females from a
97single isogenic line (strain 269/223) in separate 35 l tanks containing a gravel
98bottom and plastic plant. This strain has been bred in captivity since 2002
99and intermittent genetic samplings confirm that all individuals are clones (M.
100Schartl, personal communication). We checked females daily for evidence of
101offspring and removed the female immediately after giving birth. Offspring
102remained in these tanks for two weeks after birth, as newly born offspring
103were too fragile to be handled (netted). After two weeks, offspring were
104randomly assigned to one of our three early social experience treatments
105(see more details below; figure 1). We used a split-brood design to control for
106any potential maternal effects such that individuals from a single brood were
107placed into two different early social experience treatments. Additionally, we
108only used broods of similar size (10-15 offspring) to reduce the potential for
109differences in maternal provisioning. Finally, we note that all mothers were
110from a single isogenic line; therefore all experimental animals in all three

111 treatments were genetically identical to each other. In total, six different
112 mothers contributed to the experimental individuals.

113

114 *Early social experience treatments: generating winning & losing experiences*
115 *in dyads*

116 Figure 1 provides a summary of our experimental design. Newly born
117 offspring were assigned to one of three early social experience treatments
118 approximately two weeks after birth: Winning, Losing or Variable treatment.
119 Every week, for eight weeks, two individuals from different treatments were
120 paired together to experience a dominance interaction. After one week in this
121 pair, each individual was then paired with a new partner (see below for
122 details). This new pairing each week continued for a total of 8 weeks.

123 Dominance in *P. formosa* (as in many other species) is tightly linked to
124 body size with larger individuals generally achieving dominance (see works
125 on *P. mexicana* [18]). This fact was used to generate individuals with three
126 different types of social experiences (i.e. for each individual and each pair,
127 we tightly controlled whether it was paired with a larger or a smaller
128 individual). Specifically, individuals in the winning treatment were paired with
129 other experimental individuals in such a way that they were always larger
130 than their partner; individuals in the losing treatment were paired such that
131 they were always smaller than their partner; and individuals in the variable
132 treatment were paired with a larger individual one week and then with a
133 smaller individual the next week and so on, for the duration of the treatment.
134 So for example, winning individuals would be paired with smaller losing

135 individuals, or smaller variable individuals; losing individuals would be paired
136 with larger winning or larger variable individuals; and variable individuals
137 would be paired with larger winning (or variable) individuals one week, and
138 then smaller losing (or variable) individuals the next week. Thus at the end of
139 the early social experience treatment period (8 weeks, figure 1) all
140 individuals had experienced eight dominance interactions. We chose 8 total
141 pairings to ensure that all individuals, but especially the variable individuals,
142 had sufficient and repeated experiences in both the larger and smaller roles.

143 All individuals entered their treatments at the same chronological age
144 (12-21 days) and assignment of experimental individuals to the treatments
145 was staggered over the course of two weeks to allow for proper size
146 differences among individuals in the larger or smaller role. Individuals from
147 all three treatments were paired with each other in a semi-random round
148 robin design constrained by the need to maintain a body size difference of at
149 least 20% between partners (to ensure that the larger of the two partners
150 achieved dominance; [2, 19]). Pairing with the same partner did occur over
151 the course of the experiment, but we ensured that at least 3 weeks elapsed
152 between any previous pairing of the same individuals (which only happened
153 in 9 out of 120 pairings). Each week, our experimental individuals were
154 placed into a new experimental tank [to remove any prior residence effects,
155 e.g. 19, 20] where they stayed for the entirety of the week.

156 In total 12 fish were assigned to each treatment (total $n = 36$). During
157 the early social experience treatment period (8 weeks i.e., 8 pairings, figure
158 1), all fish were kept in pairs in 3 l tanks outfitted with a piece of green PVC-

159tube which provided a refuge. All experimental tanks were on the same flow-
160through water system (water replacement ~10% per day) with ambient light
161conditions similar to the local conditions (~14:10 light:dark). Each pair was
162fed with standard flake fish food several times daily.

163 After pairing, we immediately observed each pair to determine which
164individual achieved dominance. We counted the number of bites, chases and
165tail beats each individual performed for five minutes. An individual was
166assigned as dominant if by the end of the observation period they were the
167individual performing, but not receiving, any aggressive interactions (i.e.
168bites, chases, tail beats). Pairs were then observed again on the next two
169days. In all pairings, there was a clear dominant individual within the first five
170minute observation, and in all pairings except one, the dominant individual
171was the larger individual. (Supplemental figure 1 shows the average
172aggression exhibited by individuals in the larger and smaller roles toward
173their partners over the course of the experiment). In no pairing did this
174dominance relationship appear to reverse on the second or third day.
175Therefore, at the end of the early social experience treatment period we feel
176confident that individuals in the winning treatment only experienced the
177winning (dominant) social position; individuals in the losing treatment only
178experienced the losing (subordinate) social position, and individuals in the
179variable treatment experienced the same number of winning positions (total
180of 4 pairings) and losing positions (4 pairings).

181

182*Individual isolation after early social experience*

183After 8 weeks in the early social experience treatments, each individual was
184isolated into a separate 3 l tank maintained on the same flow-through
185system. Each tank was equipped with a green PVC-tube for refuge and
186individuals were in visual contact with each other. Individuals were isolated
187for 20 weeks to allow all individuals to reach sexual maturity. Females of the
188Atlantic molly, which is one of the proposed parental species of the Amazon
189molly [16], reach sexual maturity after ca. 200 days (=27 Weeks) post
190partum [21] and it is thus likely that Amazon mollies reach maturity within a
191similar timeframe. After 18 weeks in isolation, each fish was marked with a
192permanent subcutaneous UV elastomer tag (Northwest Marine Technologies,
193Inc., Shaw Island, USA) which was necessary for individual identification as
194we could no longer use body size differences among individuals. For marking,
195the fish were first anesthetized in 1ml L⁻¹ 9:1 clove oil:ethanol solution in
196water. Fish were then given a unique combination of 4 colours at up to 3
197locations on their dorsal side. Fish recovered in a dark, well-aerated tank until
198they resumed normal swimming activity (see [22] for a similar protocol in
199*P.mexicana*). Fish were then placed back in their individual tanks. Total
200handling time was quick (<45 seconds) and all individuals recovered normal
201swimming activity within several minutes with no apparent long-term
202detrimental effects.

203

204*Dominance hierarchy formation in triads as adults*

205 After 20 weeks in isolation, one individual from each treatment
206(winning, losing, variable) were simultaneously placed into a larger 35 l tank

207equipped with a gravel bottom and plastic plant for refuge. While body size
208differences among all individuals were small (range: 44.7-50.5mm),
209groupings were made in such a way to minimize body size differences within
210a triad (<3mm among individuals within triad). The triads were maintained
211together for one week (7 days) after which we observed the aggressive
212interactions among the fish for 5 minutes. We recorded the number of bites
213each individual made towards each other individual. These measures allowed
214us to compute an 'average dominance index' (ADI) score for each fish [23].
215Briefly, ADI scores represent the average proportion with which an individual
216performs aggressive behaviours towards each of its group mates. ADI scores
217fall between 0-1 with individuals that performed, but did not receive any
218aggressive interactions receiving a higher score thus indicating a higher
219dominance rank [23]. Previous work has shown that in a comparison of five
220different ranking methods on simulated hierarchy data, ADI scores were best
221at re-creating the true hierarchy [23], which is why we chose this method
222here.

223 Over the course of the entire 28 week experiment, 6 fish died (2 from
224each treatment) so in total 30 individuals ($n = 10$ per treatment) completed
225the entire experiment resulting in a 10 dominance triads.

226

227*Statistical analyses*

228We used the ADI rankings to assign each individual to its dominance rank
229within its triad. Individuals with the highest ADI (generally 1 which meant
230they only performed aggression and received no aggression) were assigned

231the top dominance rank, and those with the lowest ADI (generally 0 which
232meant they did not perform any aggression and only received aggression)
233were given the lowest rank; individuals with the middle ADI score were then
234assigned as the middle rank. In two triads, two individuals both had ADI
235scores of 0 and so we assigned them both to the lowest rank.

236 Because of the categorical nature of the response variable (dominance
237rankings) and the categorical nature of the predictor (early social
238experience), we used Fisher's exact test to test for an association between
239early social experience and dominance rank. We used a contingency table
240with 3 levels for each of the factors (3 early social experience treatments x 3
241dominance ranks). If early social experience had no influence on later
242dominance rank then the highest, middle and lowest dominance ranks should
243be equally distributed among the treatments.

244 Finally, because even small differences in body size might benefit an
245individual within a triad, we also ranked each individual with the triad as
246'smallest', 'largest', and 'middle' (regardless of their early social experience
247treatment). We then used a Fisher's exact test to test whether dominance
248ranks were unequally distributed across body sizes.

249

250

RESULTS

251

252We generated three groups of individuals that had either only experienced
253winning dominance interactions, losing dominance interactions, or a
254combination of both winning and losing for the first two months of their lives.

255 We found that this early social experience dramatically affected the
256 individual's behaviour and thus their ability to achieve dominance in a triad
257 20 weeks later (table 1, figures 2 & 3). In particular, individuals in the winning
258 treatment exhibited high levels of aggression towards both variable and
259 losing individuals (figure 2). Losing individuals exhibited moderate aggression
260 towards variable individuals and were only rarely aggressive towards winning
261 individuals (figure 2). Individuals in the variable treatment exhibited low
262 levels of aggression towards both the winning and losing individuals (figure
263 2). These patterns of aggression resulted in winning individuals being over-
264 represented in the top dominance rank whereas individuals from the variable
265 treatment were over-represented in the bottom dominance rank (table 1,
266 Fisher's exact test: $p < 0.001$). Individuals that experienced the losing
267 treatment generally acquired the middle dominance rank. In total, 8 out of 10
268 triads exhibited this pattern of the winning individual achieving the top
269 dominance rank and the variable individual being the bottom dominance
270 rank (figure 3). Importantly, the aggression directed towards the winning
271 individual by the variable individual only occurred in the two remaining triads
272 where the variable individual was able to achieve the top dominance rank
273 (groups I & J, figure 3). None of these differences in dominance rank appear
274 to be driven by body size differences within each triad (table 2; Fisher's exact
275 test: $p = 0.261$).

276

277

DISCUSSION

278

279 By pairing clonal Amazon mollies of differing sizes, we were able to
280 manipulate an individual's success during dominance interactions early in life
281 while controlling for variation in individual genetic background. We found that
282 this experience with winning, losing or both roles had a significant impact on
283 that individual's behaviour and its ability to achieve dominance in a triad five
284 months later after sexual maturity, a major life-history transition.

285 Our results demonstrate that winner and loser effects can persist much
286 longer than previously thought especially if they are reinforced. While the
287 majority of literature suggests that winner-loser effects may only persist for a
288 few hours, or days [3], one study did find evidence that these effects could
289 last for up to 30 days [7]. However, this last study was also conducted in
290 adult animals, making the persistence of winner-loser effects beyond sexual
291 maturity found here even more consequential. Most previous work however
292 has investigated the effect of a single winning or losing event making it
293 unclear whether their effects would be stronger if these experiences were
294 repeated. The clonal mollies used here experienced persistent and repeated
295 bouts of dominance interactions with different partners for the first two
296 months of their lives. Given that these are highly social animals, constant
297 interactions with conspecifics during early life are likely, and as shown in our
298 results, can have long-lasting consequences on later behaviour and social
299 structure.

300 As predicted, individuals that only experienced winning dominance
301 interactions early in life were more likely to achieve the top dominance rank

302in adulthood. Even though genetically identical to the other experimental
303individuals, as a result of the repeated dominance interactions in early life,
304these winning individuals accumulated more (successful) fighting experience
305than the other two treatments, likely increasing their own assessment of their
306fighting ability [3]. However, contrary to our initial prediction, individuals with
307half as much cumulative winning experience (i.e. those in the variable
308treatment) did not achieve the middle rank, but were rather consistently
309found at the bottom of the hierarchy. To our knowledge, only one other study
310has investigated how previous winning or losing experience influenced
311hierarchy formation in triads but, in sharp contrast to our study, the
312experimental individuals were only given one previous contest [8]. In that
313study, similar to our results, the authors found that previous winners
314emerged with a top dominance rank, but losers achieved the bottom rank
315and so-called 'neutral' individuals were in the middle. Importantly, these
316neutral individuals had no previous fighting experience at all. There are a
317number of studies demonstrating that just previous experience with fighting,
318regardless of the outcome, can improve an individual's later chance at
319success [24-26]. This was part of the motivation for generating individuals
320with variable winning and losing experiences; these individuals provide a
321control for the total amount of fighting experience that the winning and
322losing individuals experienced.

323 Counter our initial predictions, the variable individuals consistently
324ended up at the bottom of the hierarchy in most triads. Interestingly

325however, when the variable individual was not at the bottom, it instead
326switched positions with the winning individual and achieved the top rank.
327Across all 10 triads we saw this pattern: the winning and variable individuals
328occupied the top and bottom ranks, but never the middle rank. Previous
329research on dominance establishment in groups of three naïve individuals
330found that two individuals generally fought first and whichever individual won
331this encounter achieved the top rank, and whichever individual lost this initial
332encounter was subsequently unable to achieve dominance over the third
333individual and thus fell to the bottom of the hierarchy [27]. And while our
334experiment was unable to capture the series of fights that likely occurred
335during the establishment of the hierarchies as we only observed the triads
336after one week when the hierarchy was presumably well established, a
337similar pattern of interactions as above would be one potential explanation
338for our results. Winner/loser effects are thought to arise mainly by increasing
339(or decreasing) an individual's assessment of their own fighting ability
340[reviewed in 3, e.g., 9]. Based on the fact that the winning and variable
341individuals were the only individuals to have any experience with winning, we
342speculate that they may have been the first two fish to engage in a fight
343when the triads were first formed. While, the winning individuals were still
344able to achieve dominance most of the time, probably based on their higher
345accumulated winning experience, occasionally the variable ones were able to
346achieve the top rank instead. We suspect then that whichever individual did
347not achieve the top rank then fell to the very bottom of the hierarchy, and
348this would demonstrate a potentially high cost to seeking dominance, if this

349 were the case. Future experiments that more closely follow the behavioural
350 interactions immediately after triad formation are needed to elucidate the
351 process of how hierarchies are established among the individuals with
352 differing previous winning experiences.

353 By simultaneously controlling for differences in genetic background
354 and maternal provisioning (i.e. by using a split-brood design) our experiment
355 was able to demonstrate that differing social experiences early in life are
356 sufficient to have long-lasting consequences on adult behavior. Alterations to
357 epigenetic patterns or hormonal pathways are likely mechanisms through
358 which these long-term changes to behaviour might occur [28]. Changes in
359 androgen levels, specifically testosterone (11-ketotestosterone in fish) have
360 been implicated as causing winner effects: higher circulating testosterone is
361 associated with previous winning and increased fighting behaviour in
362 California mice [11] and specifically blocking 11-KT eliminates any evidence
363 of a winner effect in cichlid fish [29]. Similarly, it is known from green
364 swordtails (*X. hellerii*), another member of the family Poeciliidae, that males
365 increase testosterone levels after winning a contest [30]. These transient
366 changes in circulating hormone levels therefore caused related transient
367 changes in behaviour. Another possible mechanism that may be involved in
368 these long-term carryover effects are alterations to epigenetic patterns [e.g.
369 28]. Clonal animals, such as the mollies used here, provide excellent model
370 systems in which to investigate these questions given that they remove the

371complicating factor of differing genetic backgrounds among experimental
372individuals.

373 Using genetically identical individuals, we demonstrated that repeated
374experience with winning and/or losing early in life can impact an individual's
375behaviour and its dominance interactions later in life. The ability to achieve a
376high dominance rank is of paramount importance in many species as this will
377determine access to resources, mates and therefore impact individual
378fitness. Importantly, we further found that higher cumulative winning
379experience early in life does not necessarily lead to higher social ranks later
380in life. Differential social experiences with dominance interactions early in life
381may therefore have long-lasting and unexpected consequences for
382behavioural trajectories and the emerging social structure.

383

384

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391

392

ETHICS STATEMENT

393All animals were handled in accordance with state and national laws.
394Experimental procedures were approved by the Landesamt für Umwelt,
395Gesundheit und Verbraucherschutz of Berlin Germany (project number: G-
3960124/14).

397

398 **COMPETING INTERESTS**

399We have no competing interests.

400

401 **AUTHOR CONTRIBUTIONS**

402All authors designed the experiment, KLL and DB collected the data, KLL
403analysed the data, KLL wrote the manuscript and all authors contributed
404substantially to revisions.

405

406 **DATA ACCESSABILITY**

407The datasets supporting this article are deposited on Dryad
408(doi:10.5061/dryad.qj8t3).

409

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505the male swordtail (*Xiphophorus helleri*). *Zeitschrift für Tierpsychologie* **65**,
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509

510**Table 1.** Individuals from different early social experience treatments
511differed systematically in their ability to achieve dominance during adulthood
512(Fisher's exact test $p < 0.001$). Individuals with winning early social
513experience were over-represented in the highest dominance rank, individuals
514with losing social experience were over-represented in the middle dominance
515rank, and individuals with variable social experience were over-represented
516in the lower dominance rank.

Early social experience treatment	Dominance rank in triad		
	Highest	Middle	Lowest
Winning	8	0	2
Losing	0	8	2
Variable	2	0	8

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519 **Table 2.** Individuals that were the largest or smallest within their triads were
 520 not more or less likely to achieve a particular dominance rank, difference in
 521 adult dominance rank thus do not appear to be driven by body size
 522 differences within each triad (Fisher's exact test $p = 0.261$).

Body size in triad	Dominance rank in triad		
	Highest	Middle	Lowest
Largest	4	3	3
Middle	2	6	2
Smallest	4	1	5

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FIGURE CAPTIONS

527

528 **Figure 1.** Schematic of experimental design. Fish were placed into either of
529 three early social experience treatments two weeks after birth (“Winning”,
530 “Losing”, “Variable”). In this treatment, every week, for eight weeks, two
531 individuals from different treatments were paired together to experience a
532 dominance interaction. After one week in this pair, each individual was then
533 paired with a new partner. In order to create different early social
534 experiences, we tightly controlled whether individuals were paired with a
535 larger or a smaller individual. In particular, individuals in the winning
536 treatment were always the larger of the pair (black fish), individuals in the
537 losing treatment were always smaller (white fish), and individuals in the
538 variable treatment were larger one week and smaller the next week (gray
539 fish). All fish were then isolated for a total of 20 weeks. Following isolation,
540 we placed one individual from each treatment together in a triad and allowed
541 them one week to establish a dominance hierarchy (n = 10 triads).

542

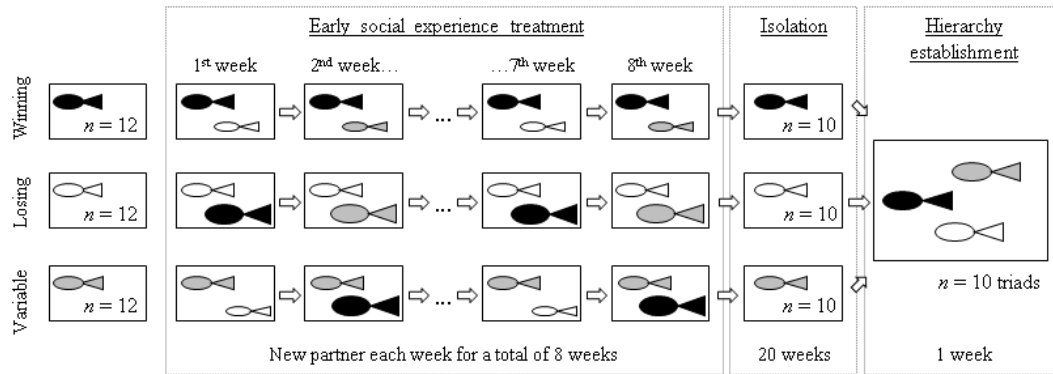
543 **Figure 2.** Average number of bites between individuals of each treatment
544 group in the 10 dominance triads. Arrows point to the individual that is
545 receiving the aggression and the size of the arrow is proportional to the
546 number of bites.

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548

549 **Figure 3.** Average dominance index (ADI) of each individual within each
550 dominance triad. In eight out of ten triads, individuals that had only winning
551 interactions early in life achieved the top dominance rank. Interestingly
552 individuals with half as much cumulative winning experience (i.e. those in the
553 variable treatment) tended to be found at the bottom of the hierarchy,
554 whereas individuals with only losing experience tended to achieve the middle
555 dominance rank. In the remaining two triads, variable individuals were able
556 to achieve the top dominance rank.

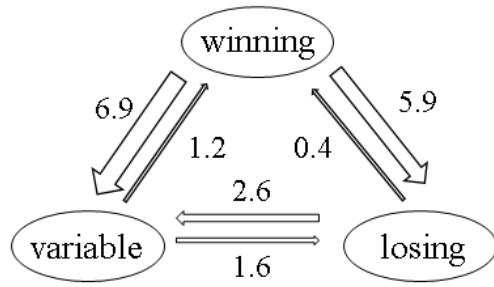
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559Figure 1.

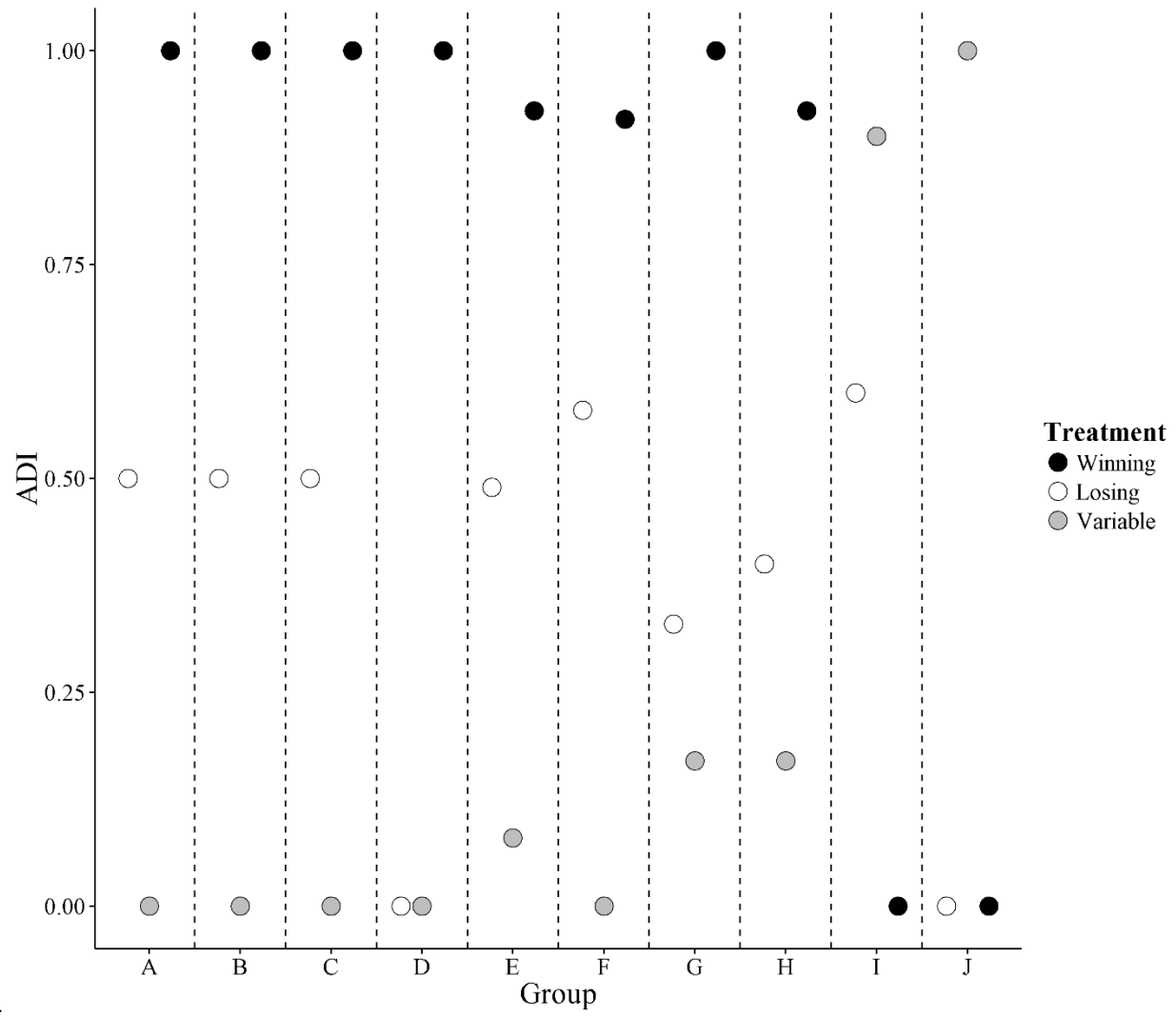
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562 Figure 2.

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565Figure 3.