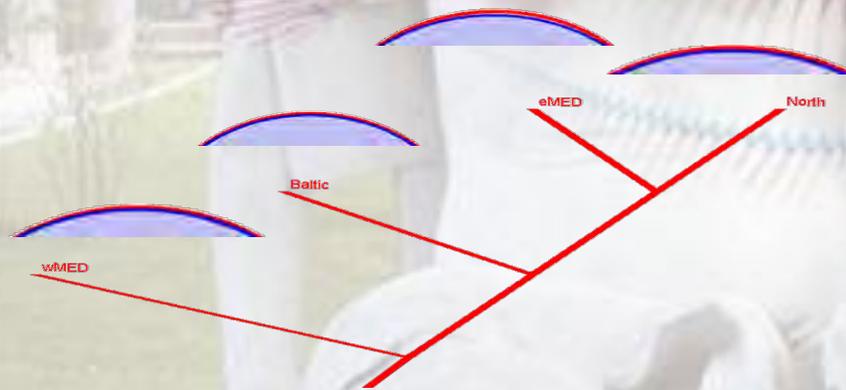


LABORATORIO DE ANATOMÍA ANIMAL

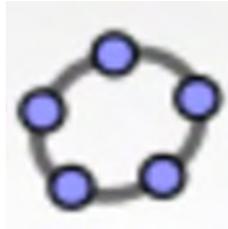
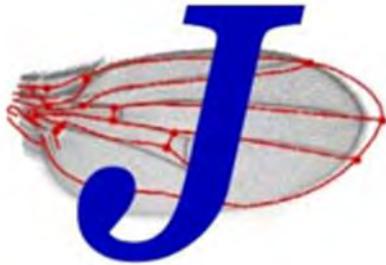
# INGENIERIA INVERSA APLICADA A LA ANATOMÍA ANIMAL

M O O C

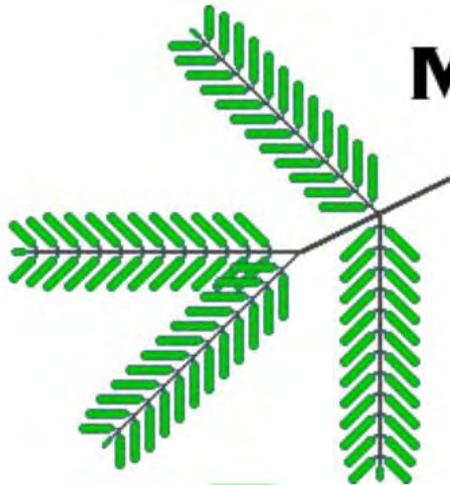


## 9.-Filogenia





<http://mesquiteproject.org/mesquite/mesquite.html>



## MESQUITE

A modular system for  
evolutionary analysis

*W.P. Maddison* University of British Columbia

*D.R. Maddison* Oregon State University



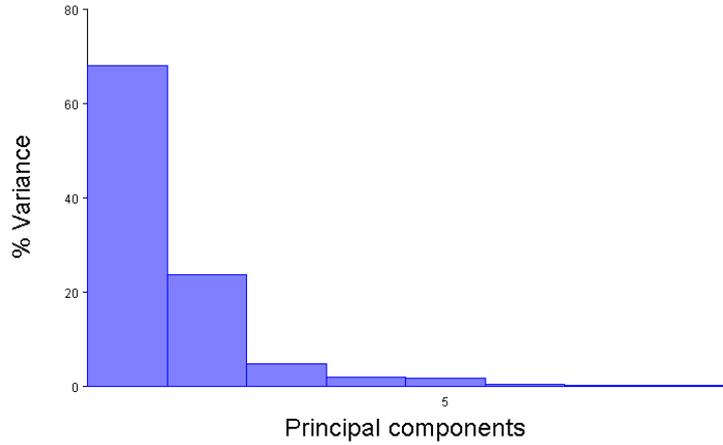
MorphoJ 1.02d

File Preliminaries Variation Covariation Comparison Genetics Help

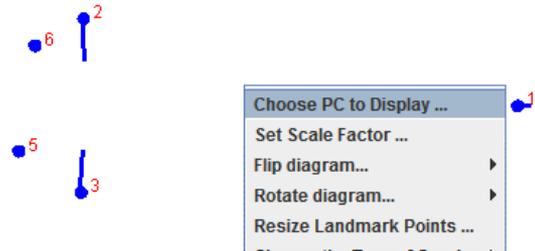
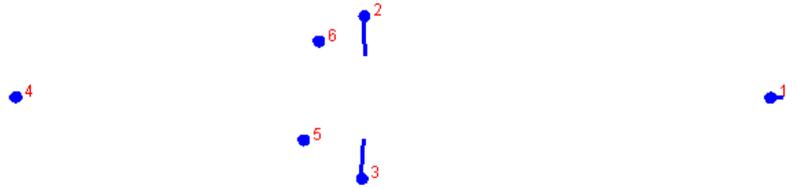
Project Tree Results Graphics Reports

PCA: CovMatrix, New dorsal, Procrustes coordinates

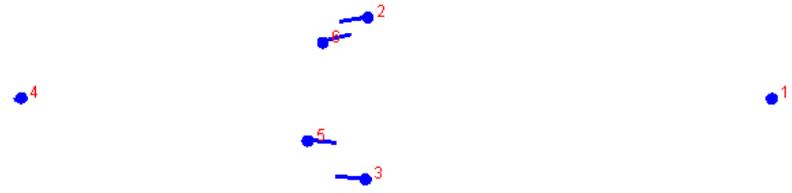
PC shape changes Eigenvalues PC scores



PC1



PC2

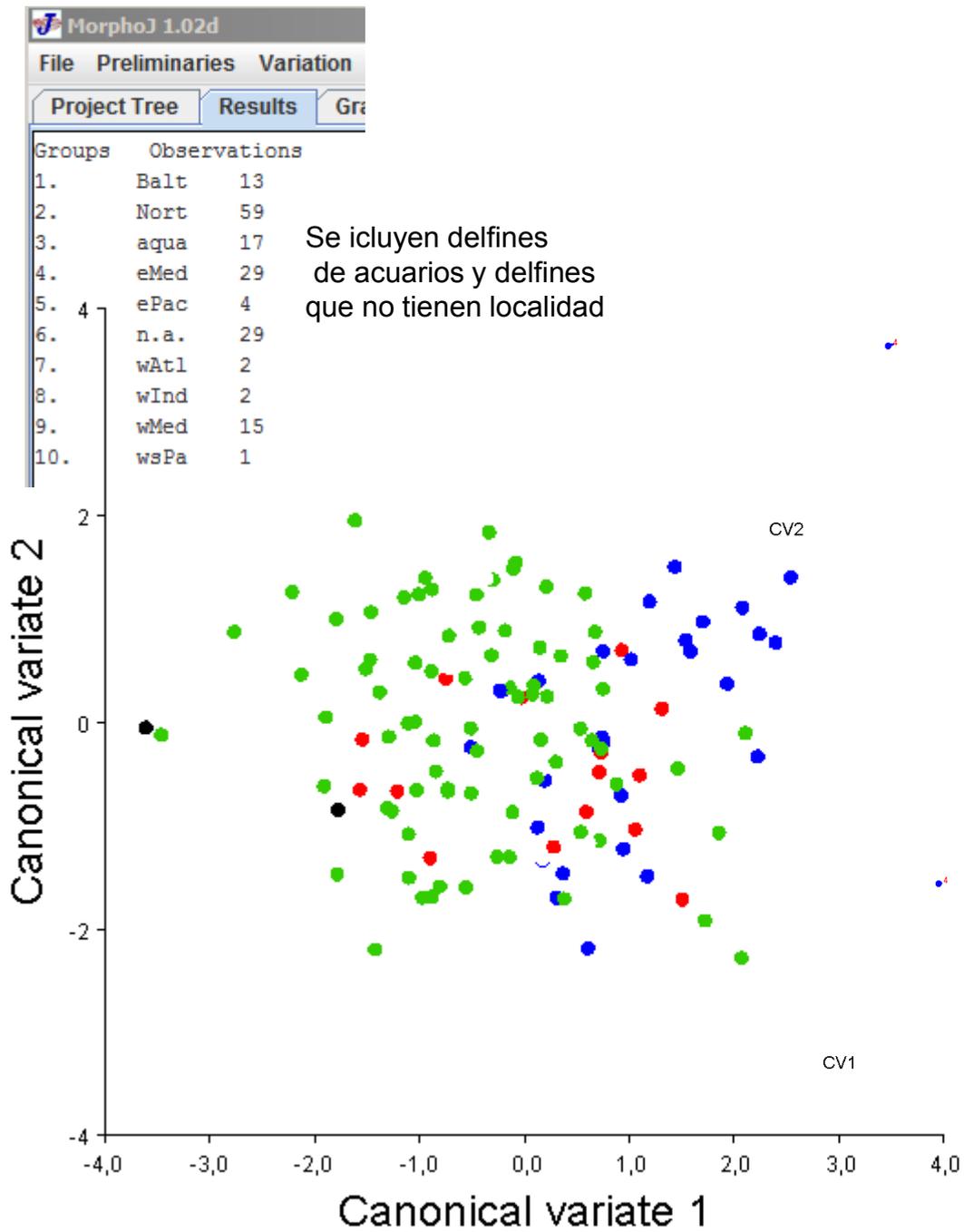


Choose the PC to Display

Please choose a PC

PC2

Aceptar Cancelar



4

6 2

1

5

3

Adult -- Juveniles

4

6 2

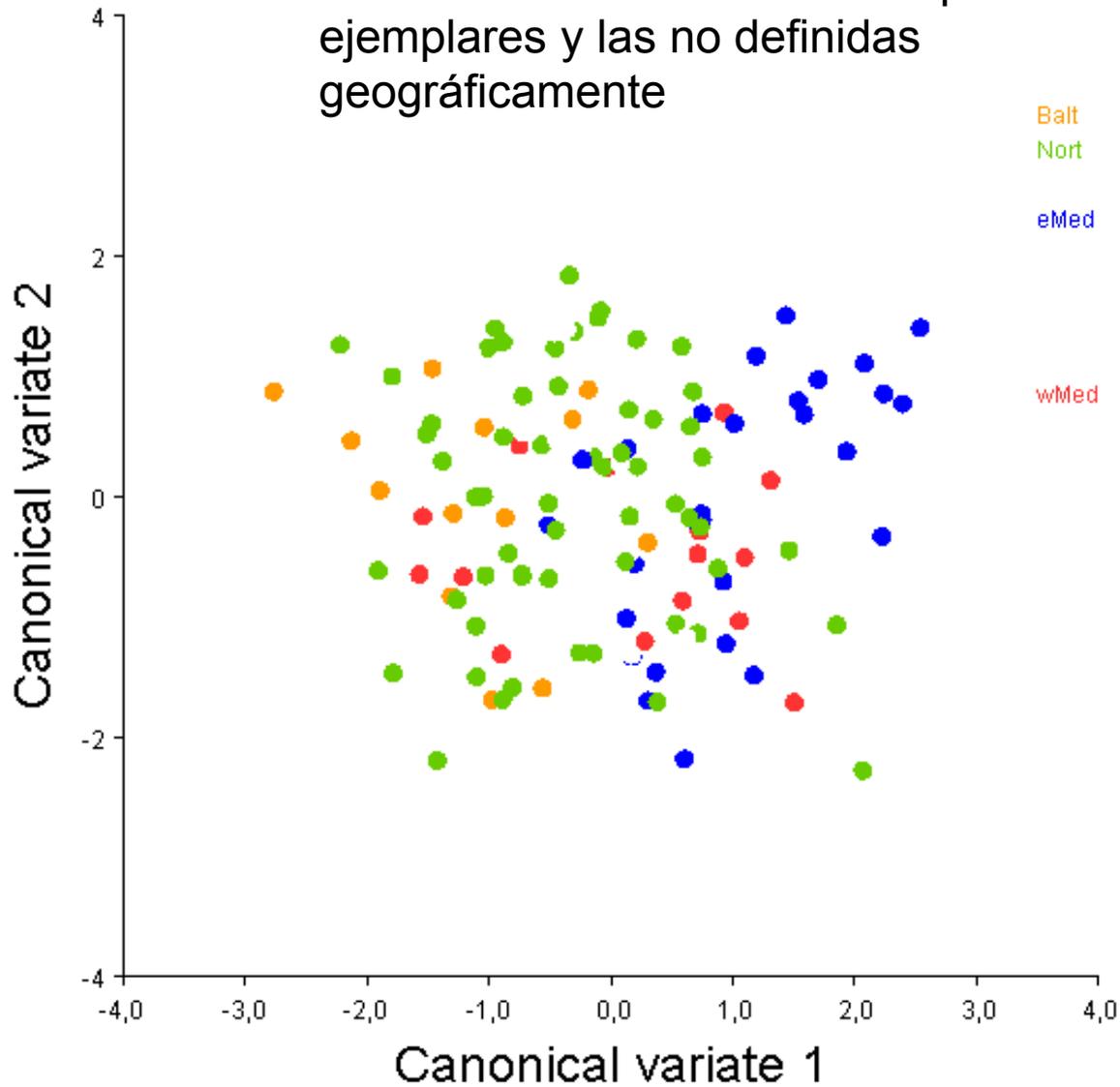
1

5

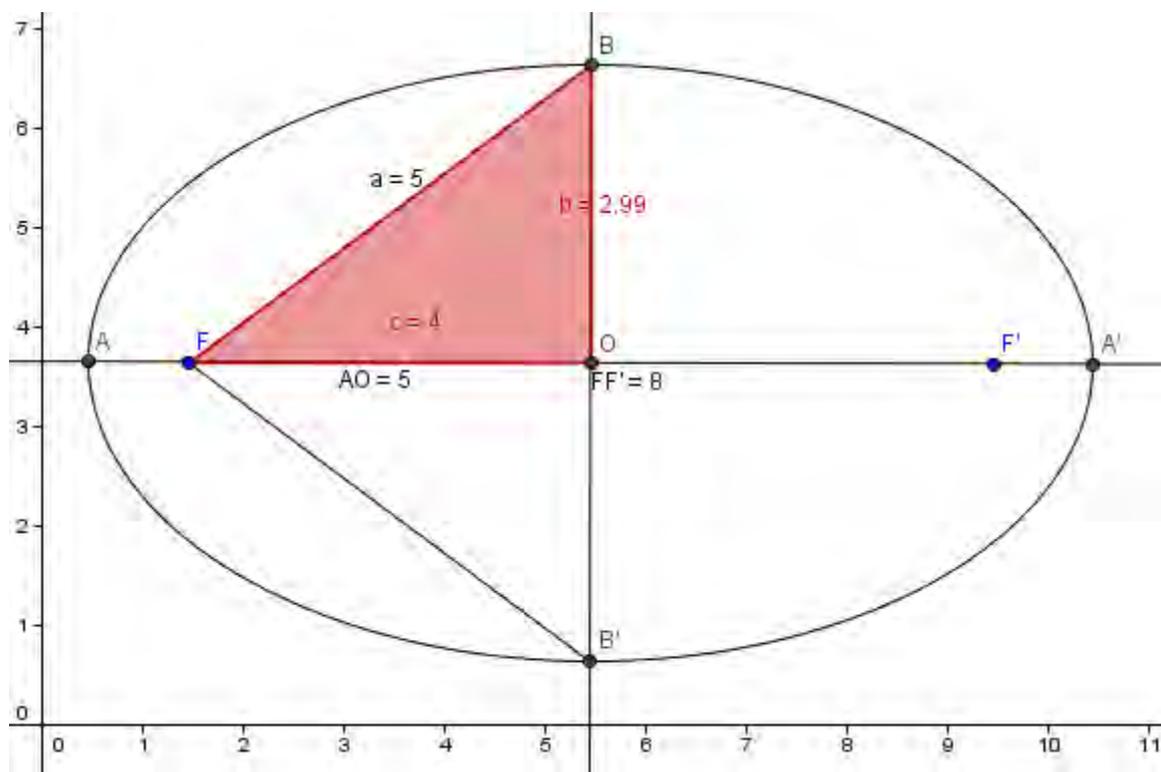
3

F -- M

Quitamos las localidades con pocos  
ejemplares y las no definidas  
geográficamente

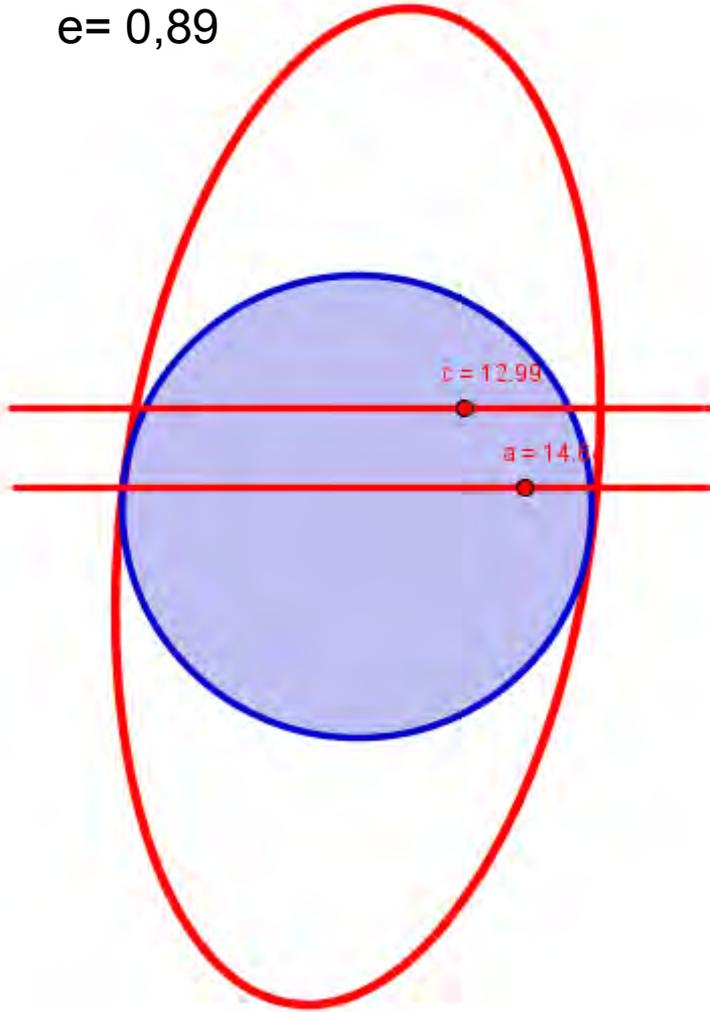


Al ser  $BB' < BF+B'F = 2a=AA'$  a las magnitudes  $BB'$  y  $AA'$  se les conoce como **eje menor** y **eje mayor** respectivamente de la curva. En el triángulo  $OBF$  se verifica que  $a^2 = b^2 + c^2$ , relación entre los semiejes y distancia focal.  $c/a = e$  se denomina **excentricidad de la curva** y al ser  $c < a$  es siempre  $< 1$ . Cuanto mayor es la excentricidad más achatada es la elipse, acercándose los focos a los vértices. Si  $e$  es igual a 0 la elipse se convierte en un círculo en el que los focos se confunden con el centro.

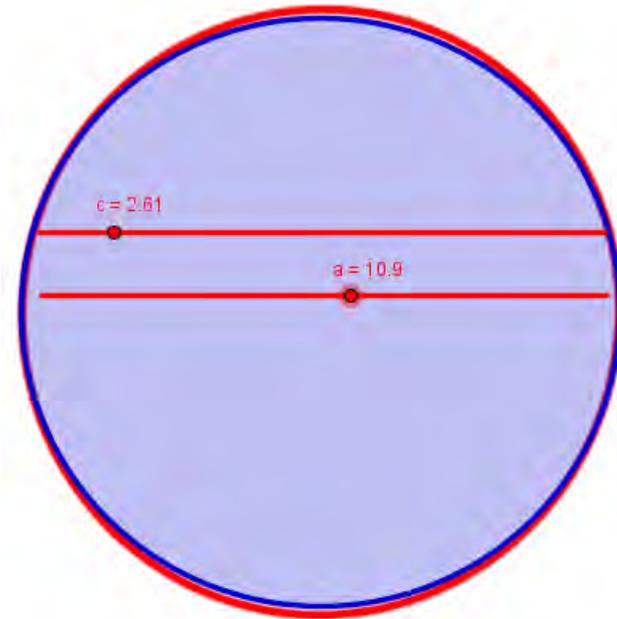


# Representación de excentricidades

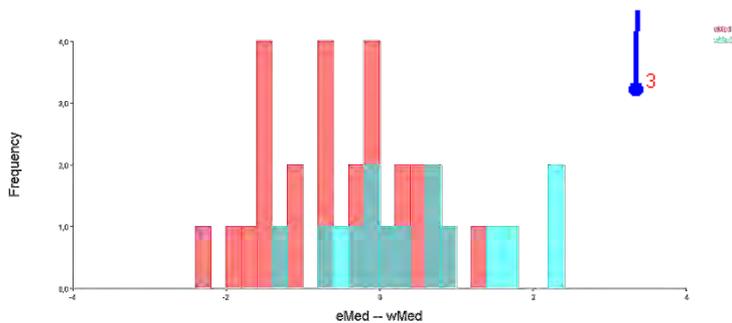
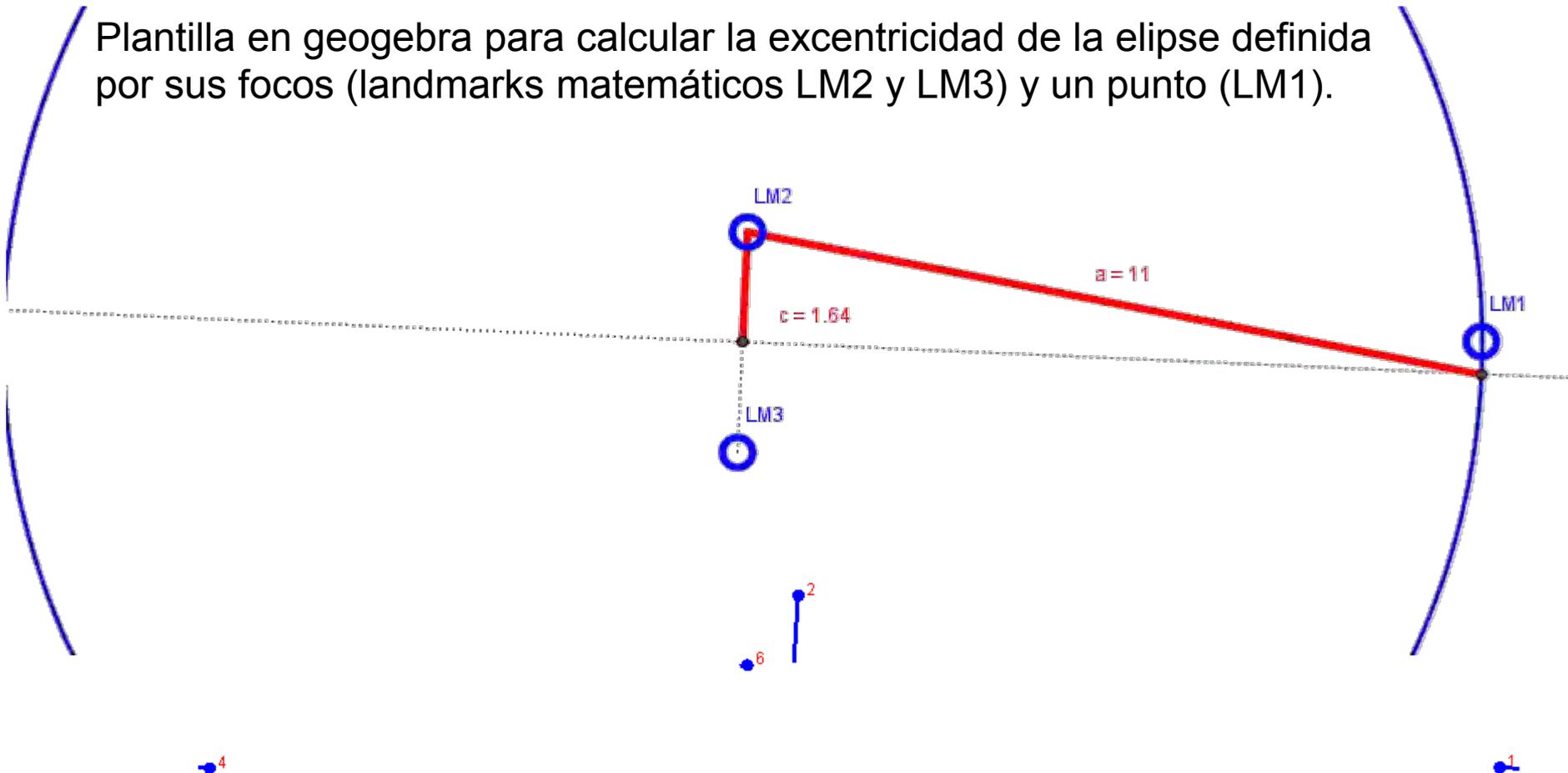
$e = 0,89$



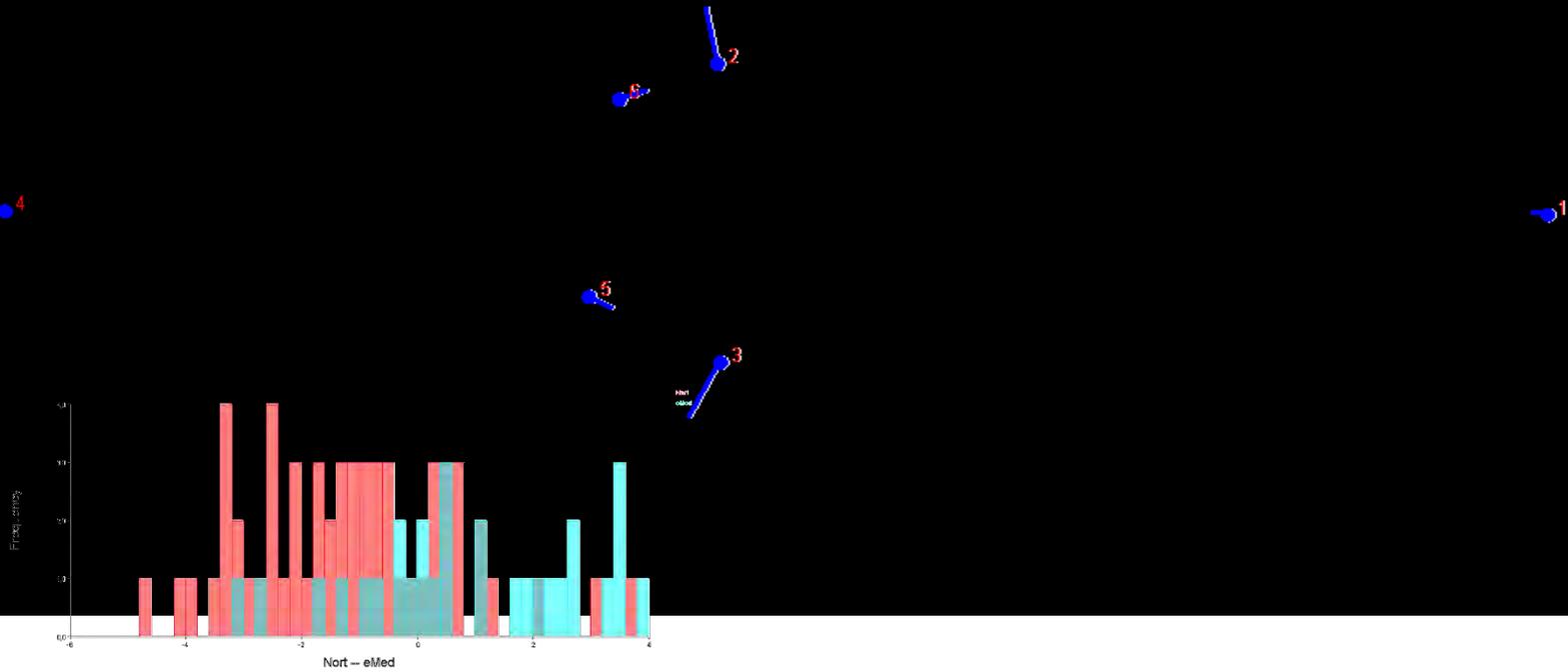
$e = 0,24$



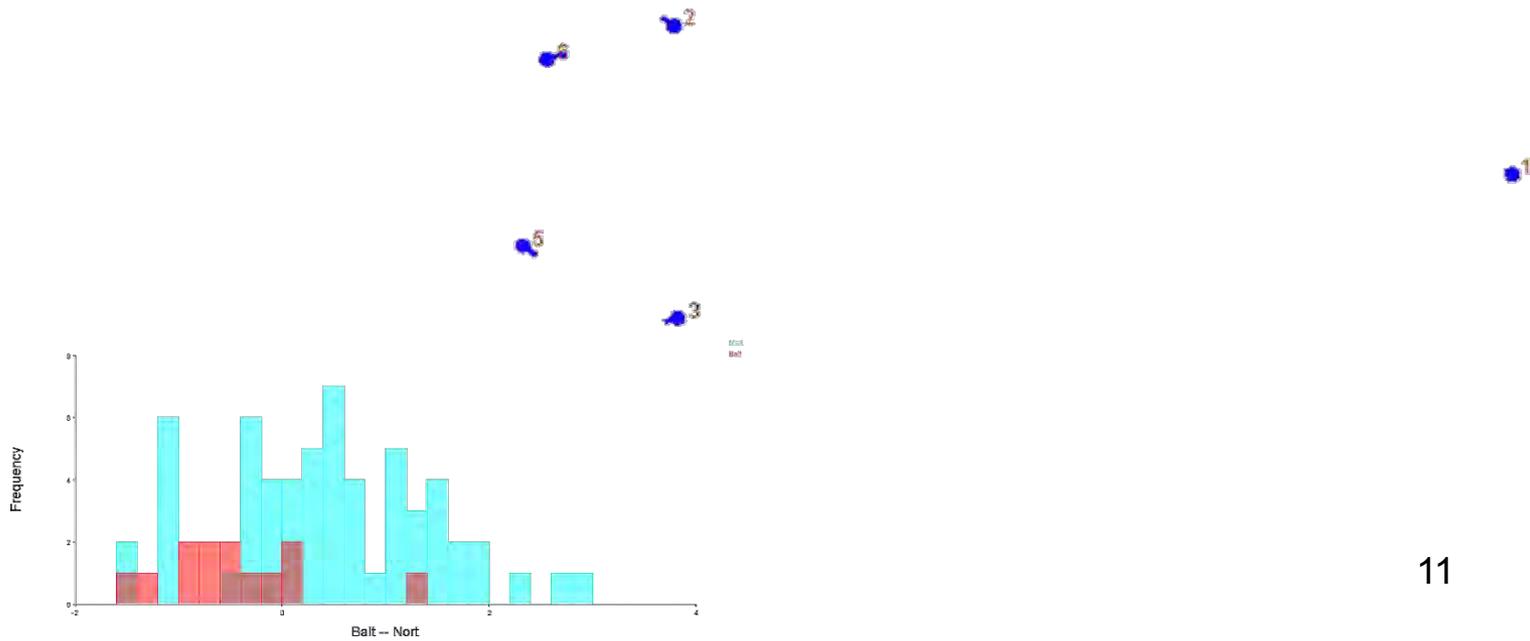
Plantilla en geogebra para calcular la excentricidad de la elipse definida por sus focos (landmarks matemáticos LM2 y LM3) y un punto (LM1).

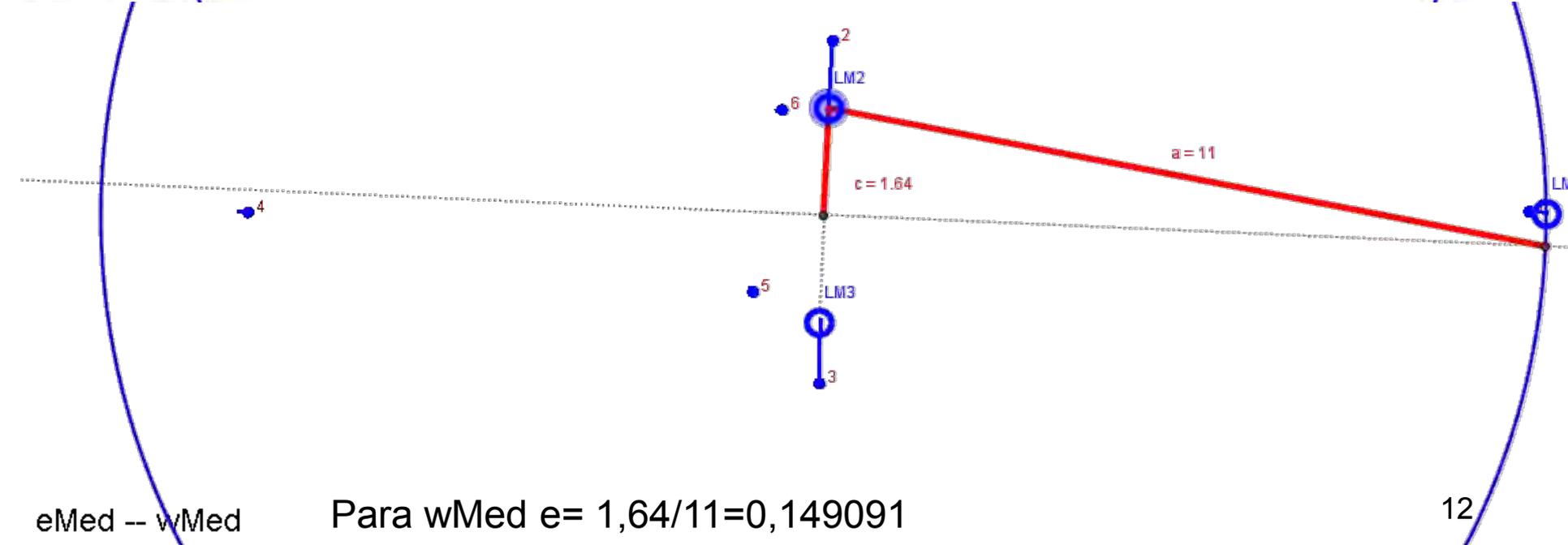
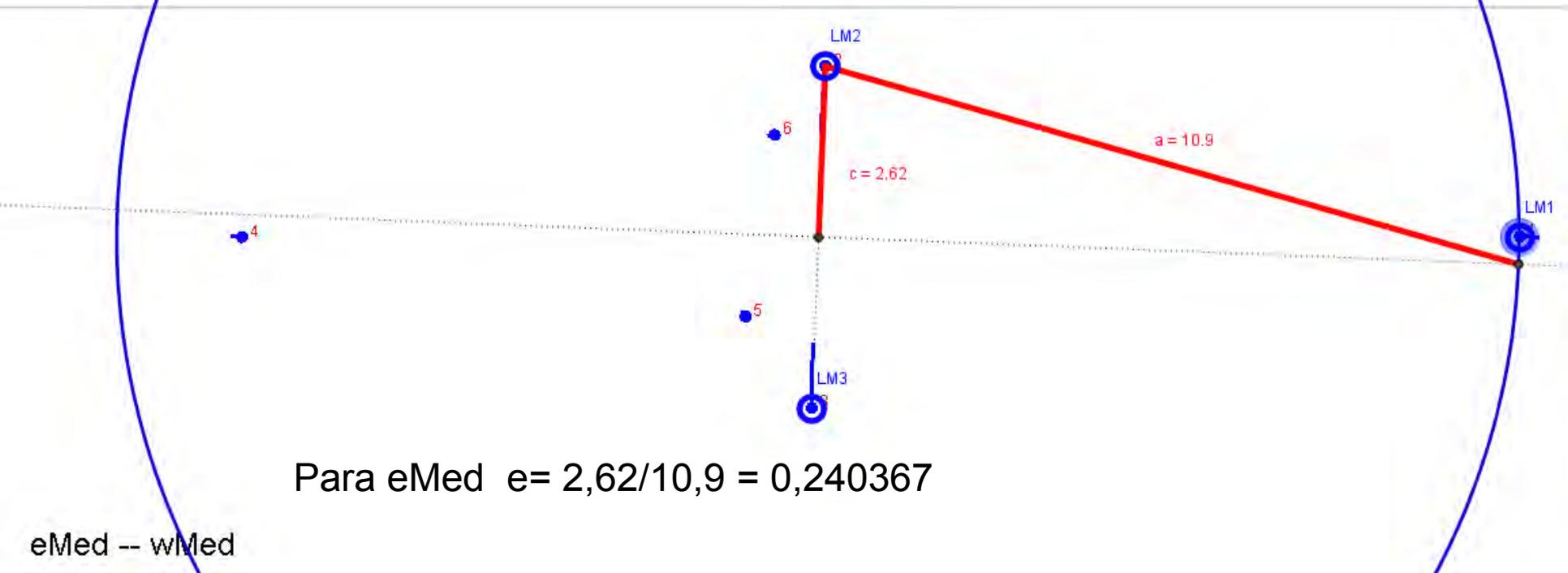


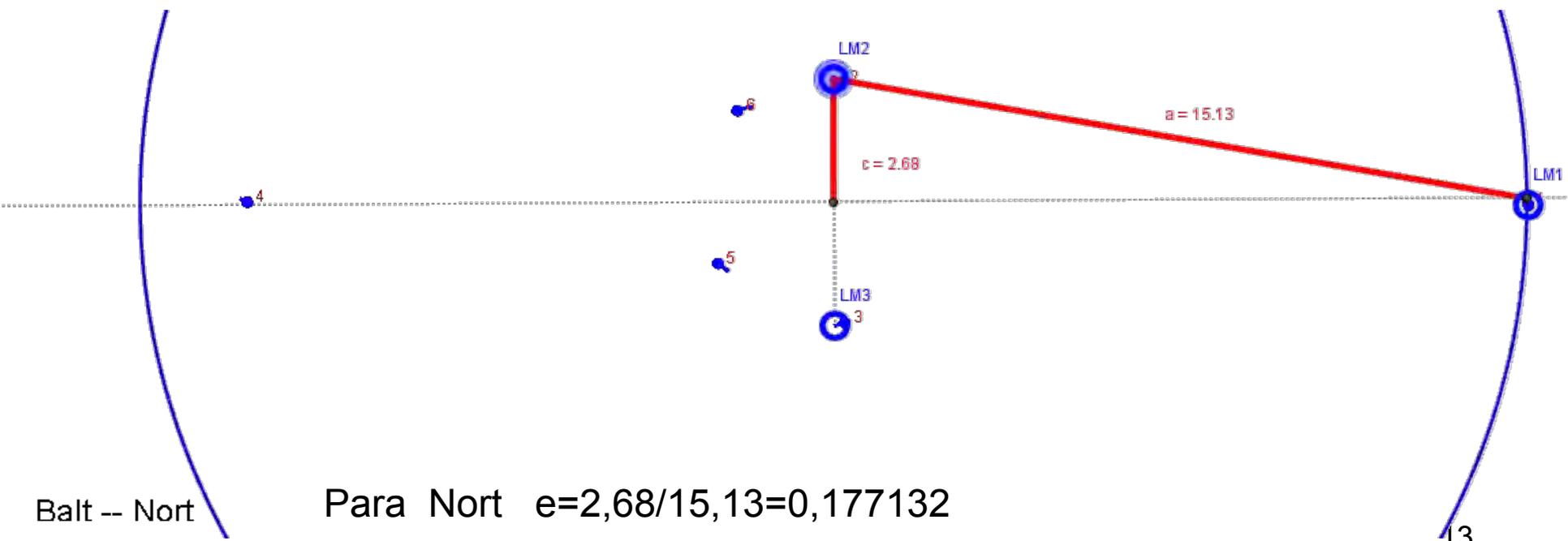
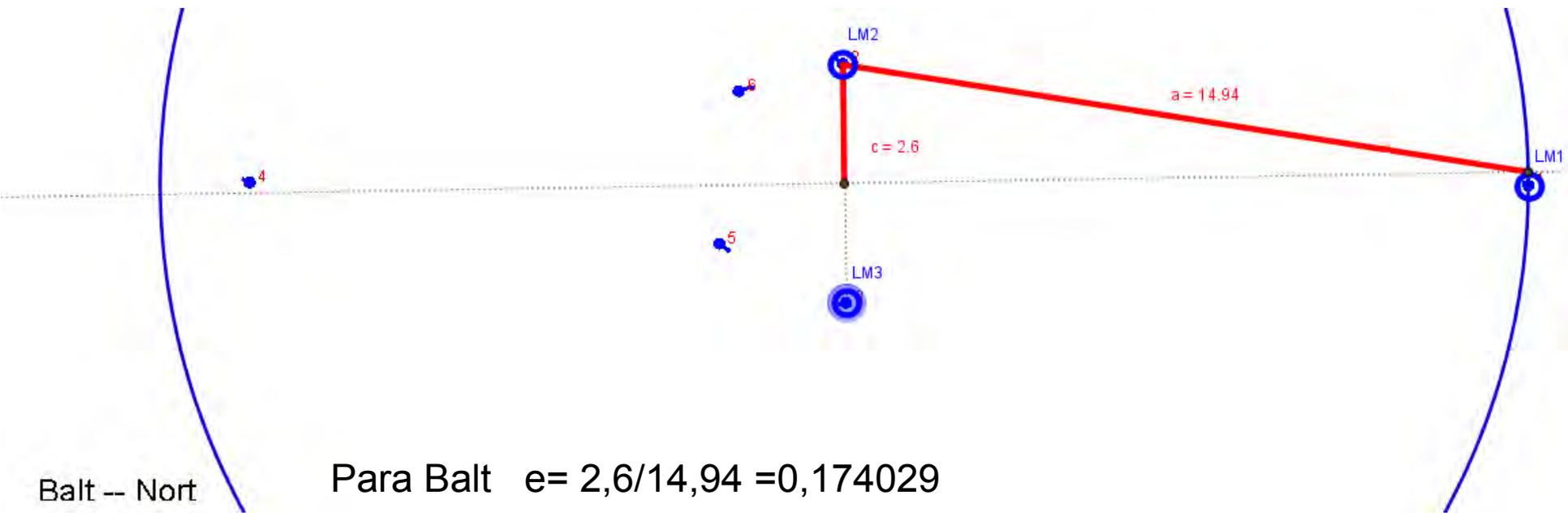
eMed -- wMed



Balt - Nort







eMed e= 0,240367

wMed e= 0149091

Balt e= 0,174029

Nort e= 0177132

X 100 y quitando decimales queda

24

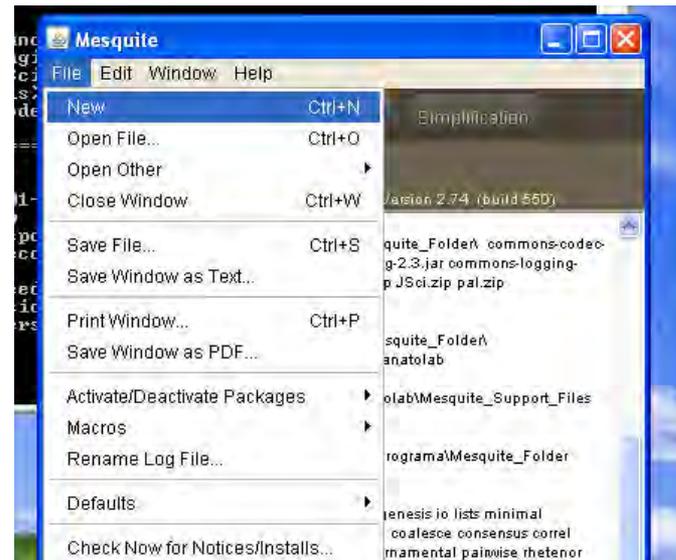
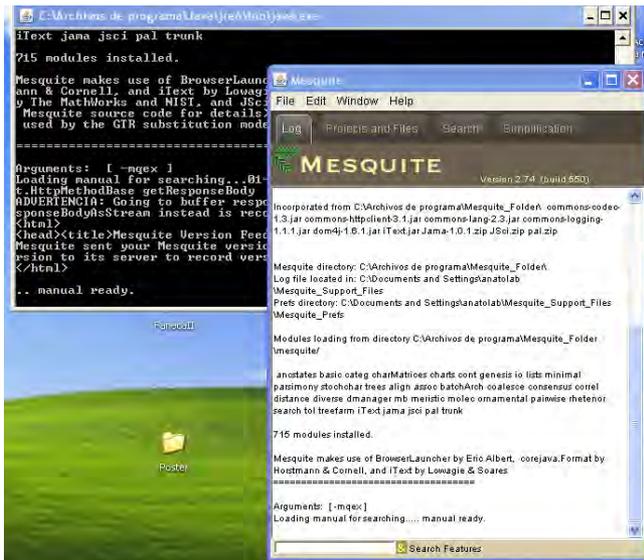
15

17

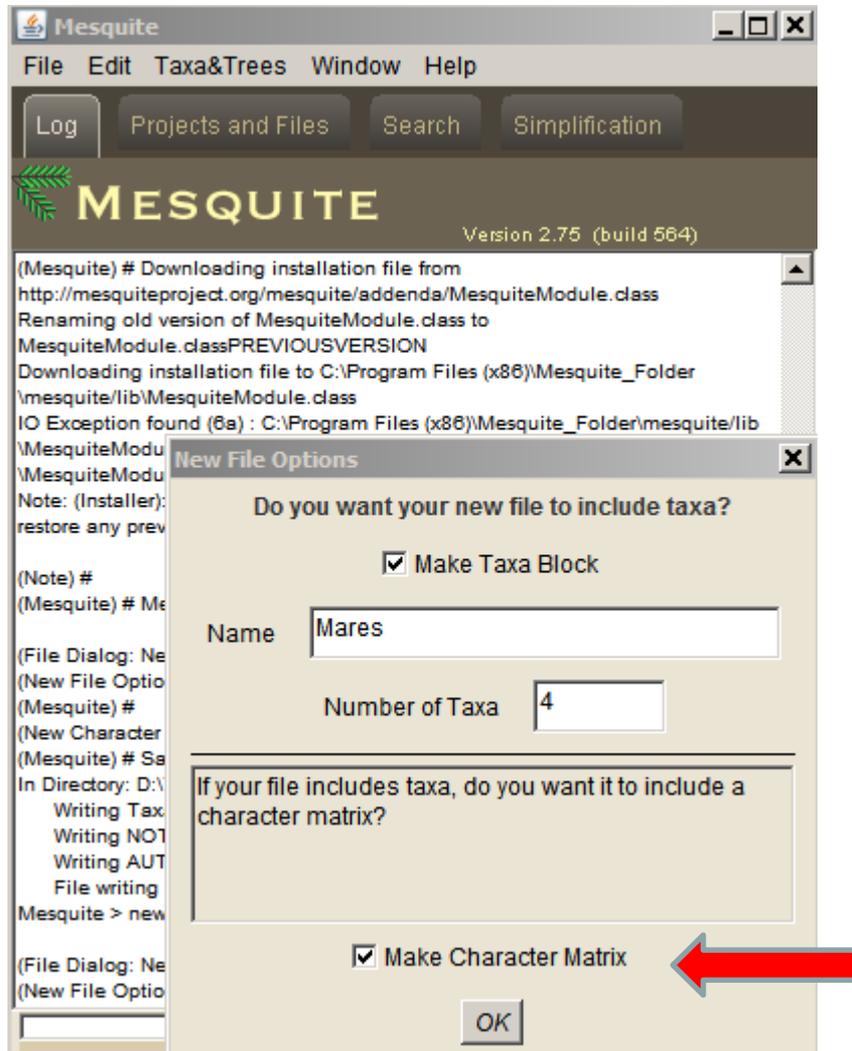
18

Abrimos el soft mesquite:

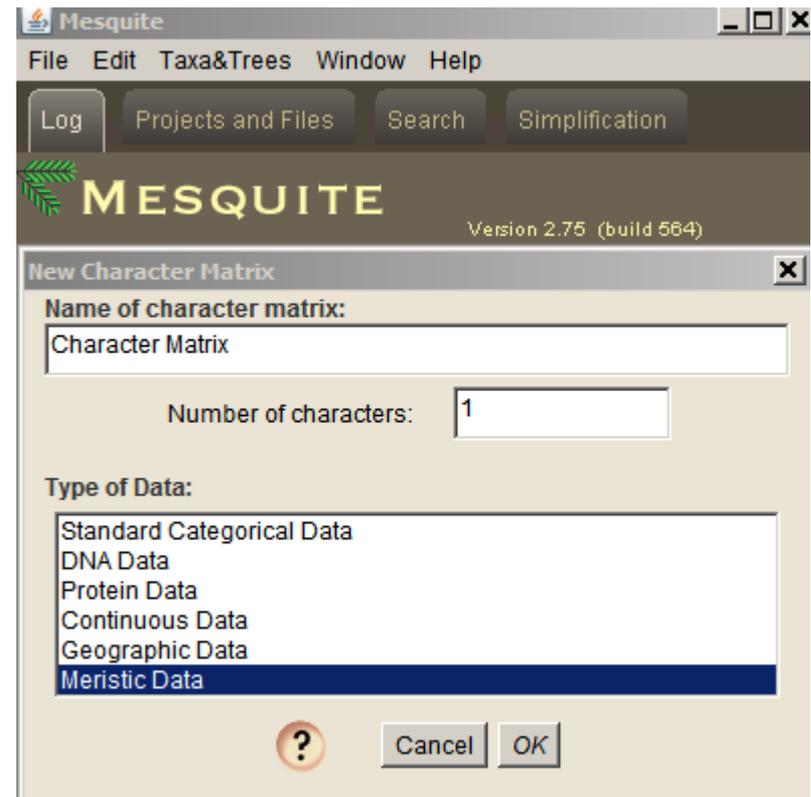
Y creamos un nuevo fichero:

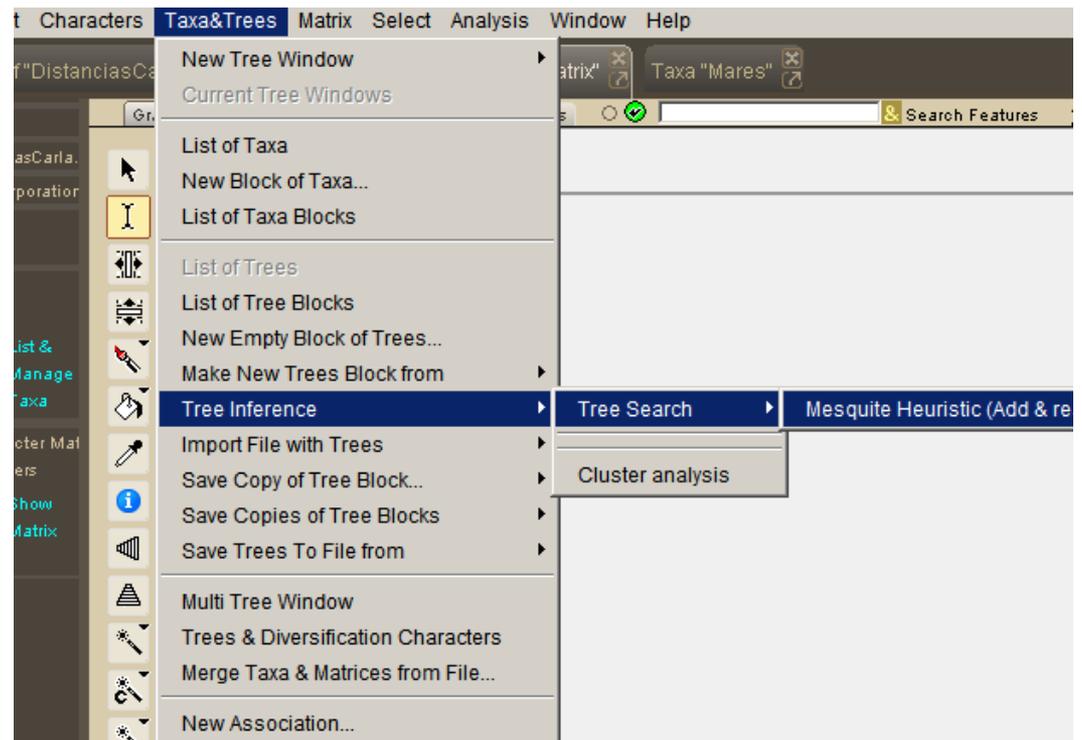
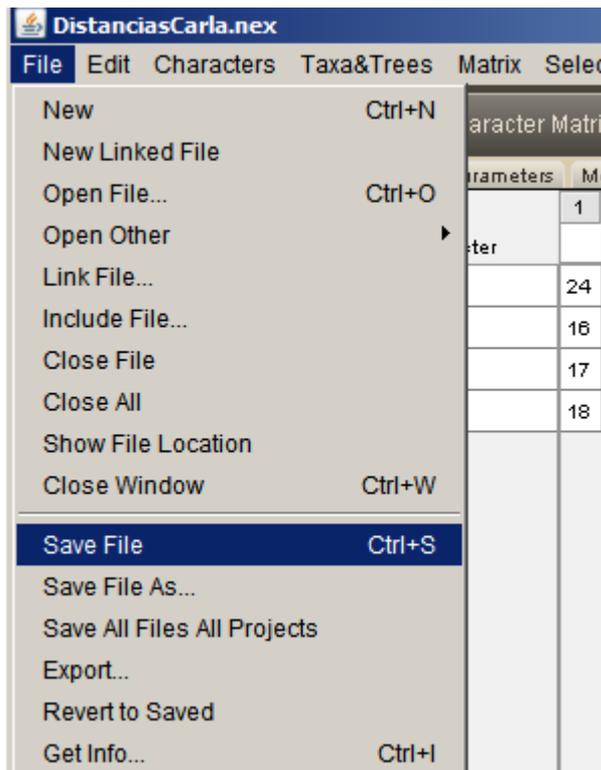
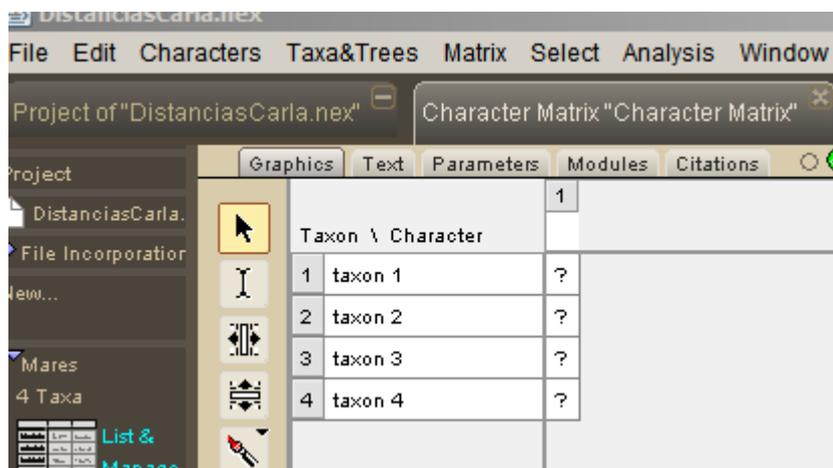


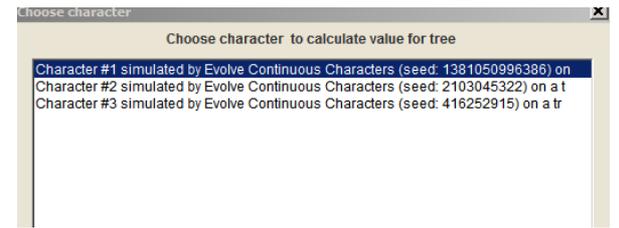
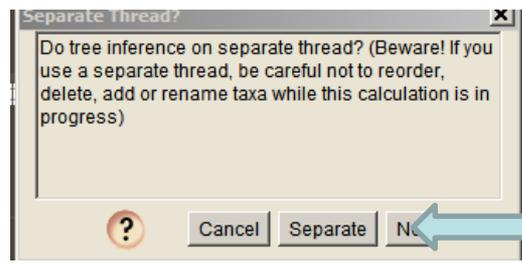
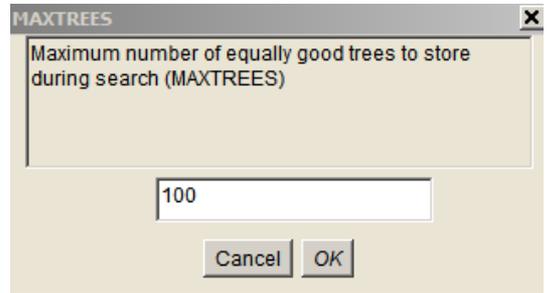
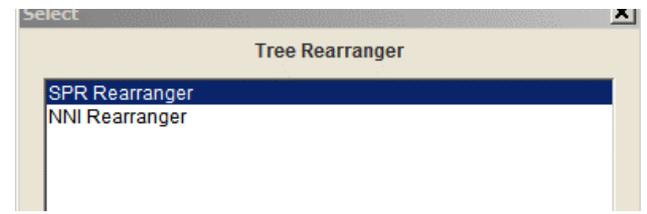
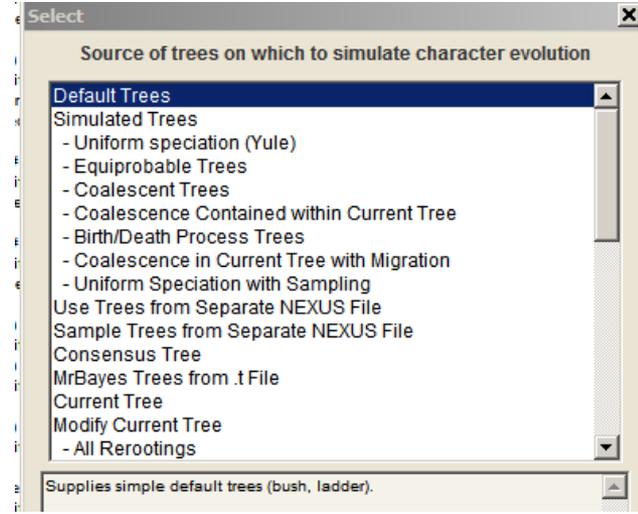
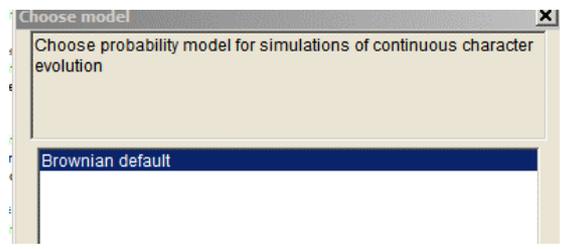
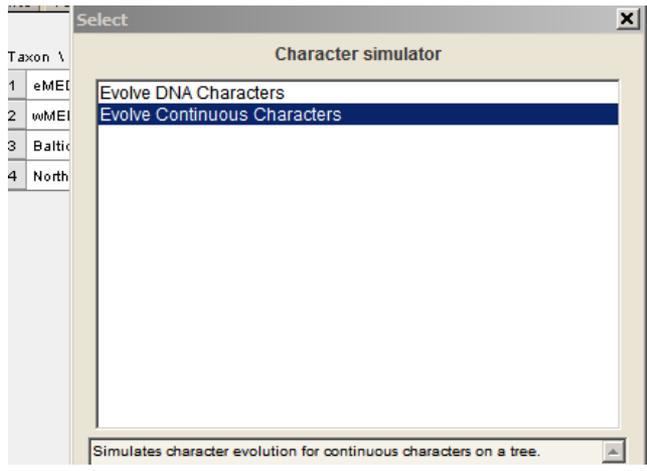
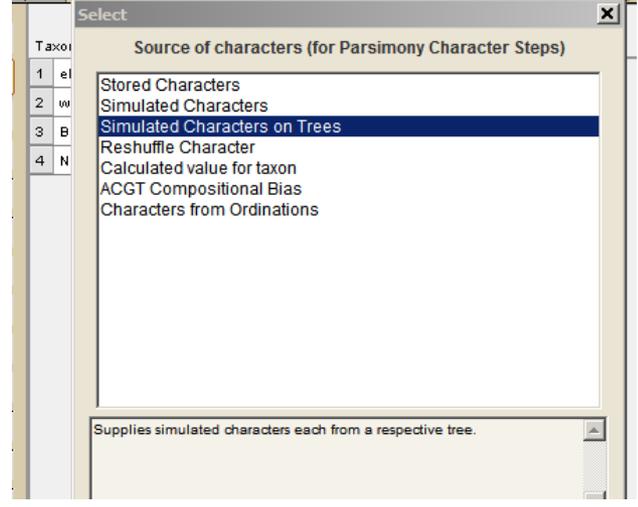
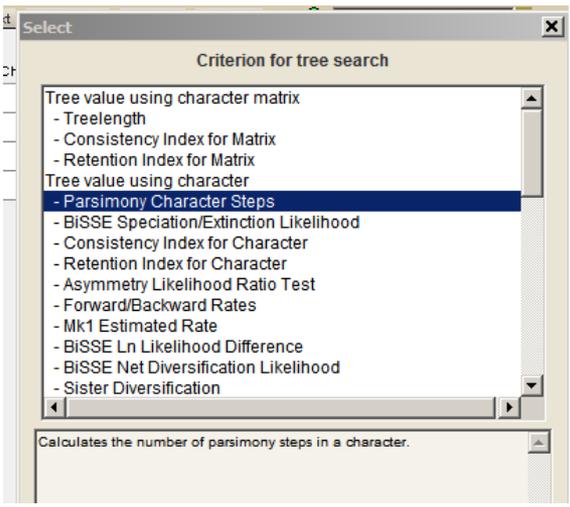
Nos pregunta el número de grupos que tenemos, en nuestro caso es 4

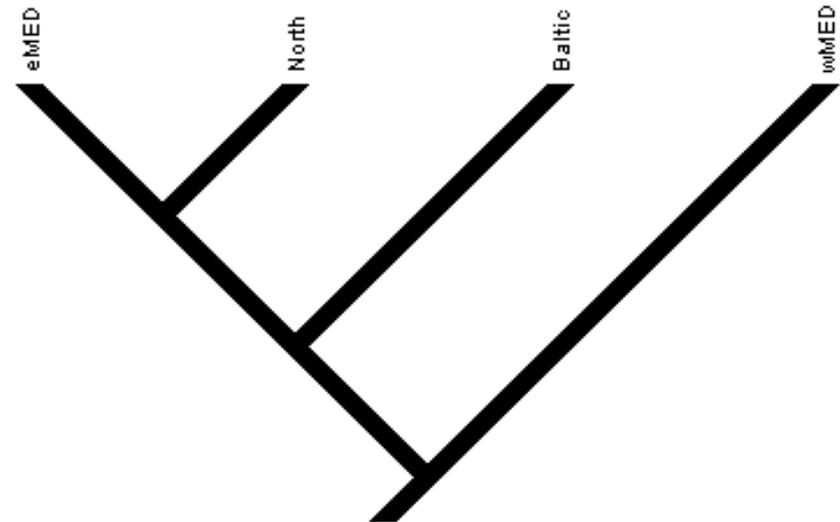
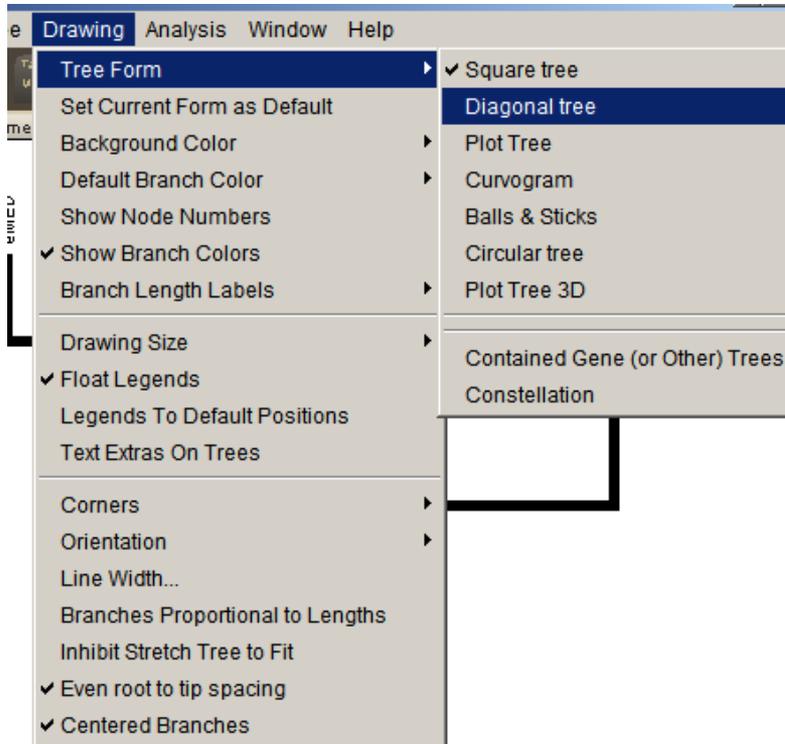
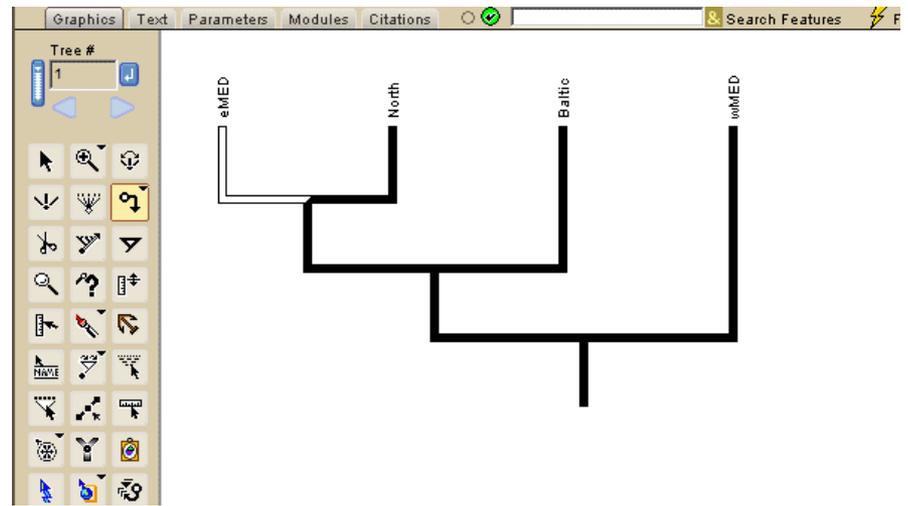
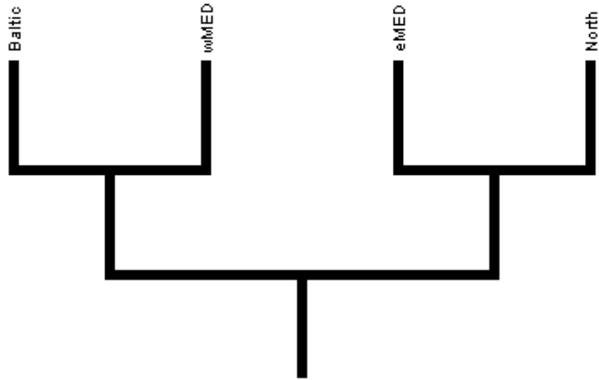


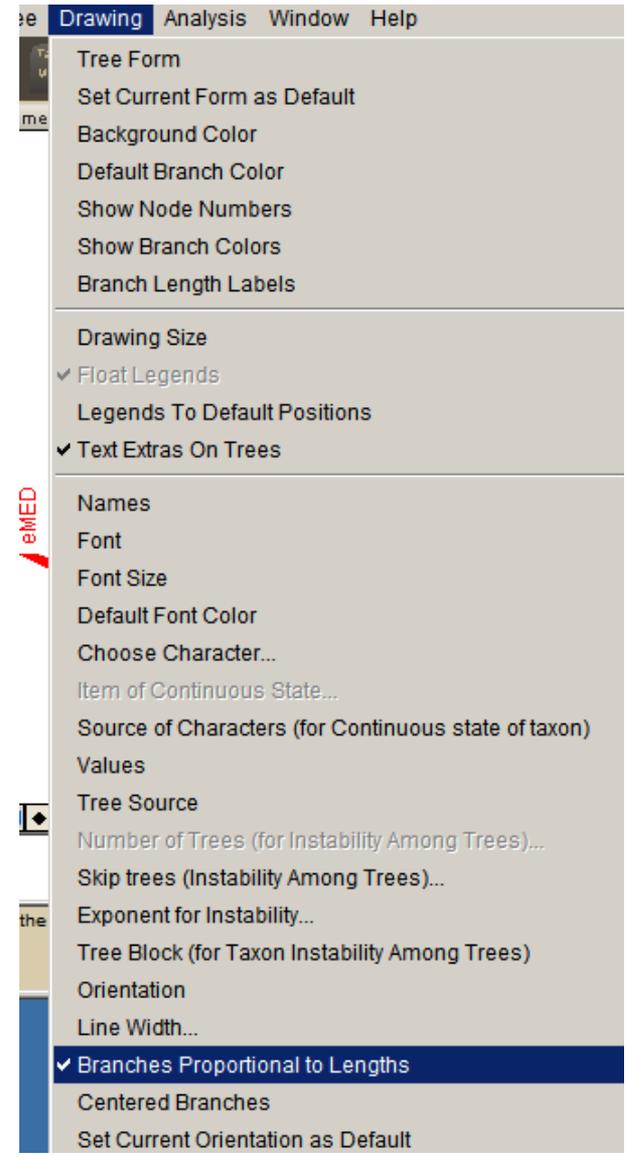
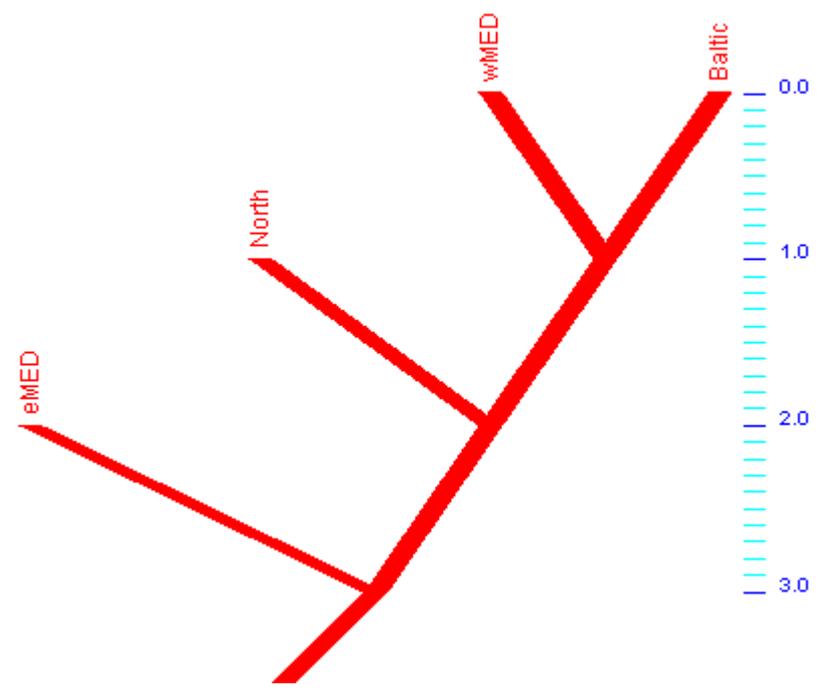
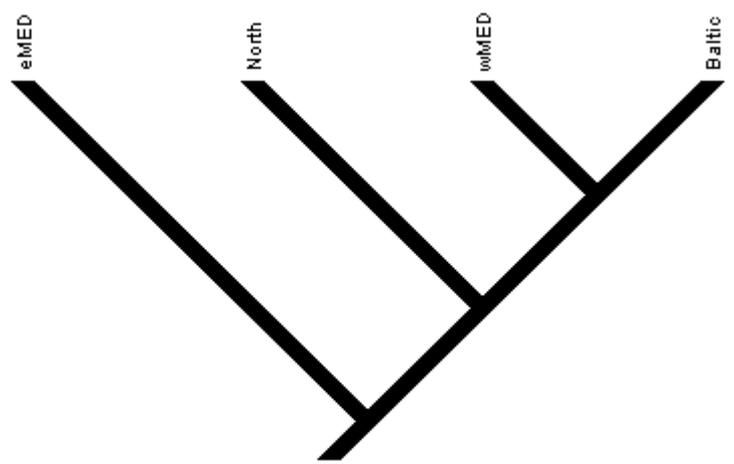
Y el número de columnas de la matriz así como el tipo de matriz











eMed  $e = 0,240367$   
 wMed  $e = 0,149091$   
 Balt  $e = 0,174029$   
 Nort  $e = 0,177132$

$e = 0,24$  

$e = 0$  

