

1 Алгоритм симуляции генотипов

1. Get p_a from $U(0.05, 0.5)$ (uniform distribution)
2. Set $p_b = 1 - p_a$
3. Set D_{ab}
4. Find $p_{ab} = D_{ab} - p_a p_b$
5. Get w from $B(2, p)$ (Binomial distribution with probability p)
6. Standardize genotype: $z := (w - 2p) \sqrt{2p(1-p)}$
7. Repeat 1 – 3 for 10000 people (10000 times)