How do traits evolve over time given factors that affect populations?

Felsenstein Paper

Models discussed: genetic drift (random), Brownian motion (also random and incorporates drift as part of model), Ornstein-Uhlenbeck model (rubber banding a

und an optimum)

Hassen Paper

-pure genetic drift suggests evolution occurs at the same rate, but that is not true in nature

-not knowing the average value is problematic using random methods