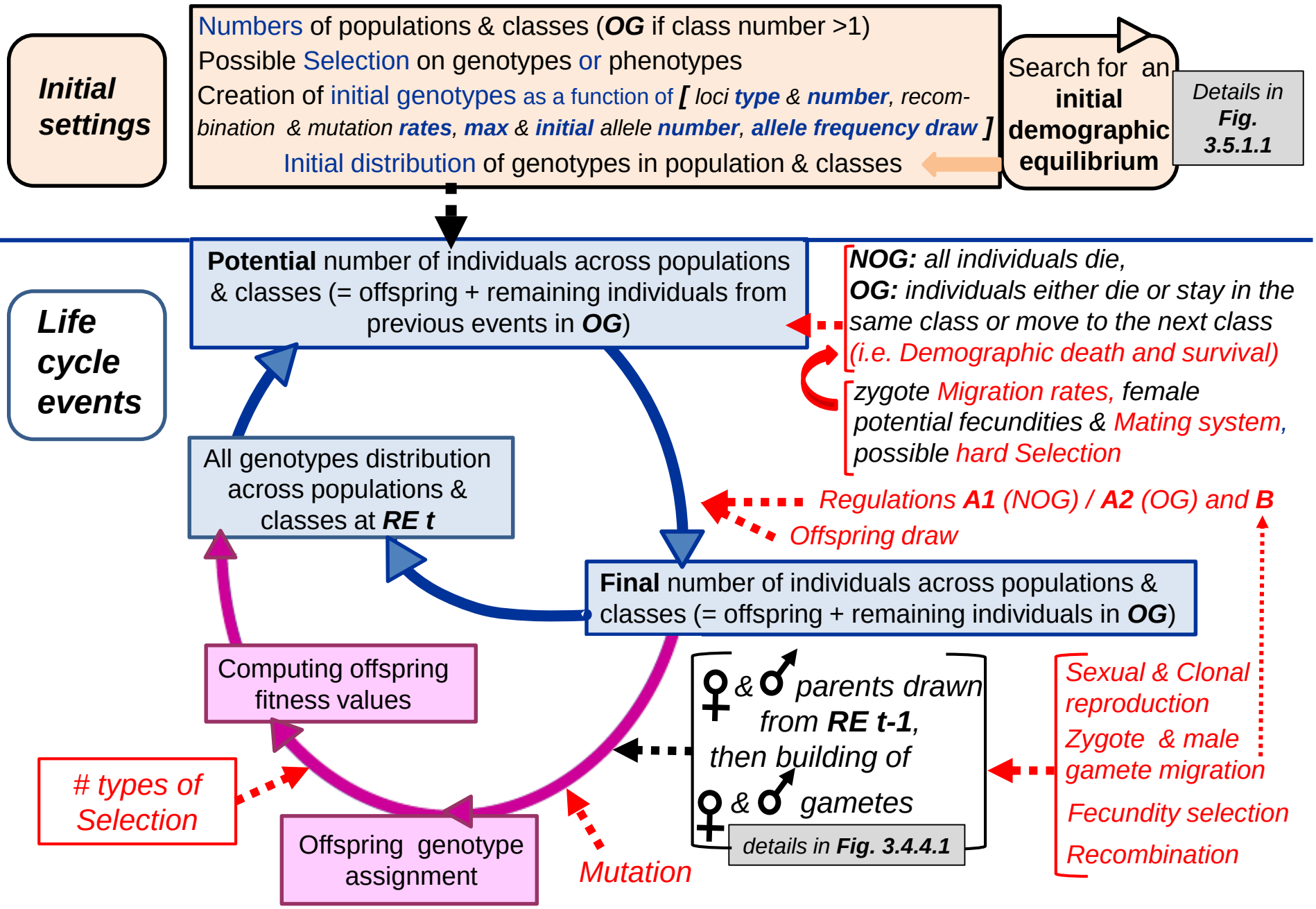
Initial settings
Numbers of populations & classes (OG if class number >1)
Possible Selection on genotypes or phenotypes
Creation of initial genotypes as a function of [loci type & number, recombination & mutation rates, max & initial allele number, allele frequency draw]
Initial distribution of genotypes in population & classes
Search for an initial demographic equilibrium
Details in Fig. 3.5.1.1
Life cycle events
Potential number of individuals across populations & classes (= offspring + remaining individuals from previous events in OG)
NOG: all individuals die,
OG: individuals either die or stay in the same class or move to the next class (i.e. Demographic death and survival)
zygote Migration rates, female potential fecundities & Mating system, possible hard Selection
All genotypes distribution across populations & classes at RE t
Regulations A1 (NOG) / A2 (OG) and B
Offspring draw
Final number of individuals across populations & classes (= offspring + remaining individuals in OG)
Computing offspring fitness values
♀ & ♂ parents drawn from RE t-1, then building of ♀ & ♂ gametes
details in Fig. 3.4.4.1
Sexual & Clonal reproduction
Zygote & male gamete migration
Fecundity selection
Recombination
types of Selection
Offspring genotype assignment
Mutation