

Fixation: The Fingerprint of Evolutionary Processes

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Starting from the classical Moran and Wright-Fisher processes we will show how a class of discrete processes can be completely determined by prescribing their fixation probability, and also that will be interesting processes for which such determination does not hold. We will also show that for large populations, and fixation given by a smooth function, the corresponding processes will be in the weak-selection regime. Finally, we will show how fixation in large population of d-player games can produce very complex fixation patterns.