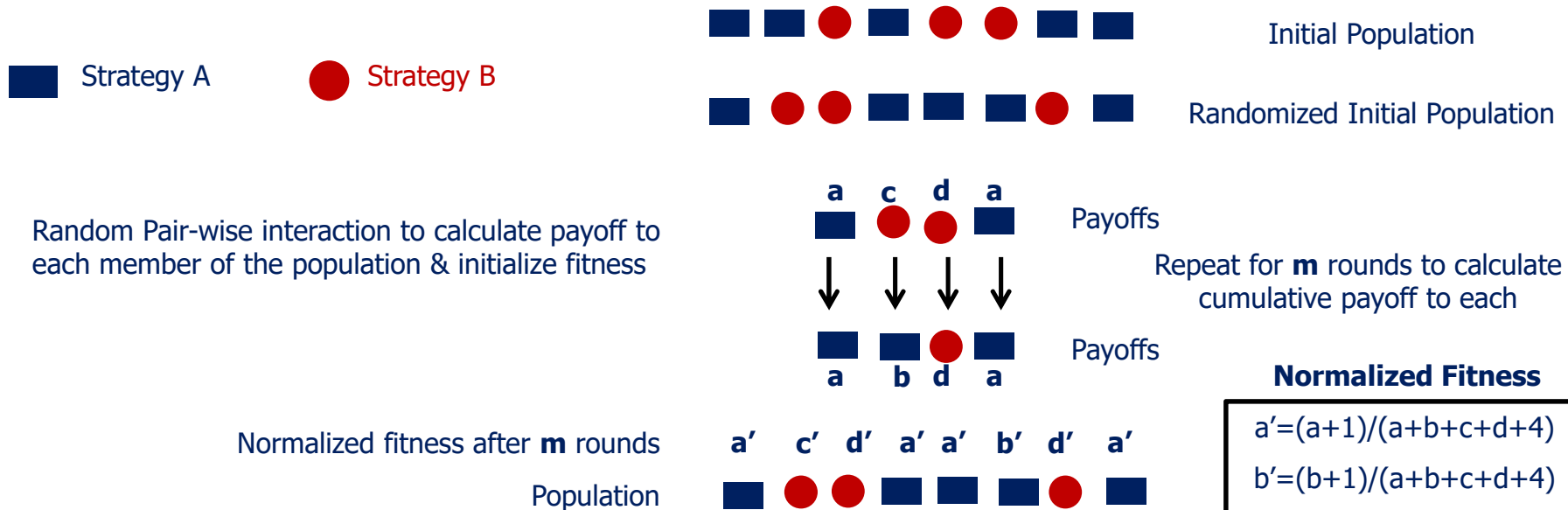


# Stochastic Simulation of Evolutionary Games : Selection (via Moran Process) without Mutation

Steps to be carried out every generation



**Normalized Fitness**

$$a' = (a+1)/(a+b+c+d+4)$$

$$b' = (b+1)/(a+b+c+d+4)$$

$$c' = (c+1)/(a+b+c+d+4)$$

$$d' = (d+1)/(a+b+c+d+4)$$

**Note:** Basal fitness is same for all members and set to 1

