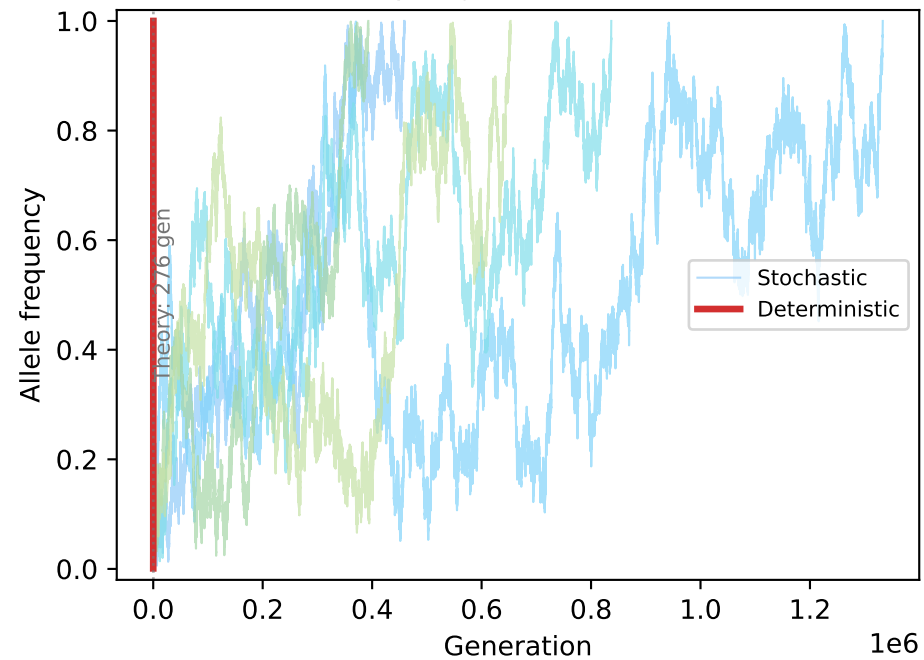
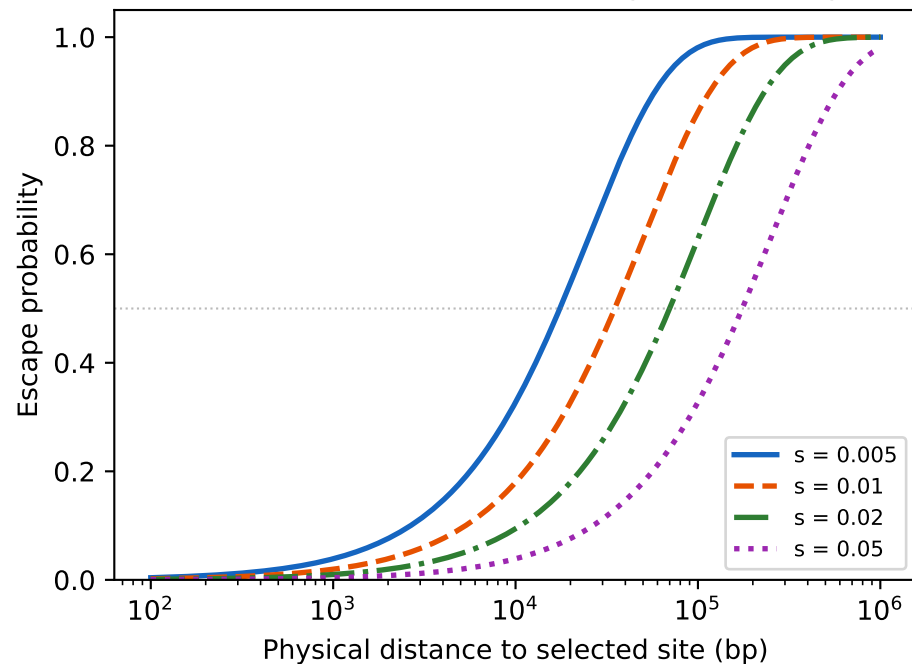


discoal: Coalescent Simulation with Selection

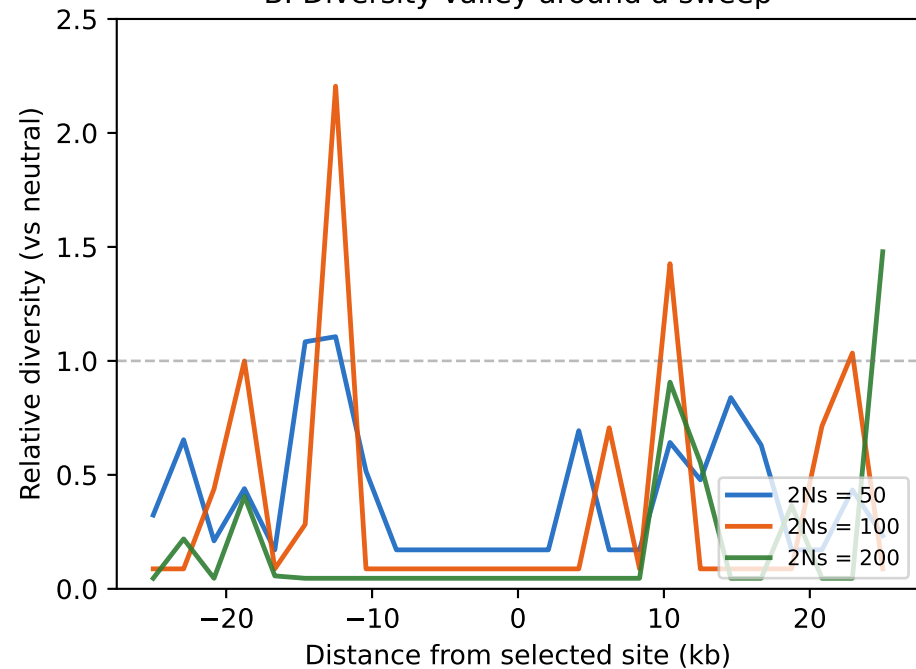
A. Sweep trajectories ($2N_s = 50$)



D. Recombination rescue (escape from sweep)



B. Diversity valley around a sweep



C. Genealogical distortion by sweep type

