**READ ME for the 1Simulations folder.**

1ML\_eps: policy gradient algorithm to learn epsilon in the ε-α-λ model in stable, volatile and adversarial environment.

1ML\_lambda: policy gradient algorithm to learn lambda in the ε-α-λ model in stable, volatile and adversarial environment.

1ML\_lr: policy gradient algorithm to learn alpha in the ε-α-λ model in stable, volatile and adversarial environment.

2Constant\_eps: reward and second-order entropy of the ε-α-λ model in stable, volatile and adversarial environment, for different values of epsilon.

2Constant\_lambda: reward and second-order entropy of the ε-α-λ model in stable, volatile and adversarial environment, for different values of lambda.

2Constant\_lr: reward and second-order entropy of the ε-α-λ model in stable, volatile and adversarial environment, for different values of alpha.

2Constant-heatmaps: contains scrips from the grid search study

3ML\_adversarials\_eps: policy gradient to learn epsilon in the ε-α-λ model in 5 different adversarial environments- the human/pigeon environments with 2, 4 and 8 choice-options, the rat environments with 5 choice options and the Hide-and-Seek environment with 8 choice options.

3ML\_adversarials\_lambda: policy gradient to learn lambda in the ε-α-λ model in 5 different adversarial environments- the human/pigeon environments with 2, 4 and 8 choice-options, the rat environments with 5 choice options and the Hide-and-Seek environment with 8 choice options.

3ML\_adversarials\_lr: policy gradient to learn alpha in the ε-α-λ model in 5 different adversarial environments- the human/pigeon environments with 2, 4 and 8 choice-options, the rat environments with 5 choice options and the Hide-and-Seek environment with 8 choice options.