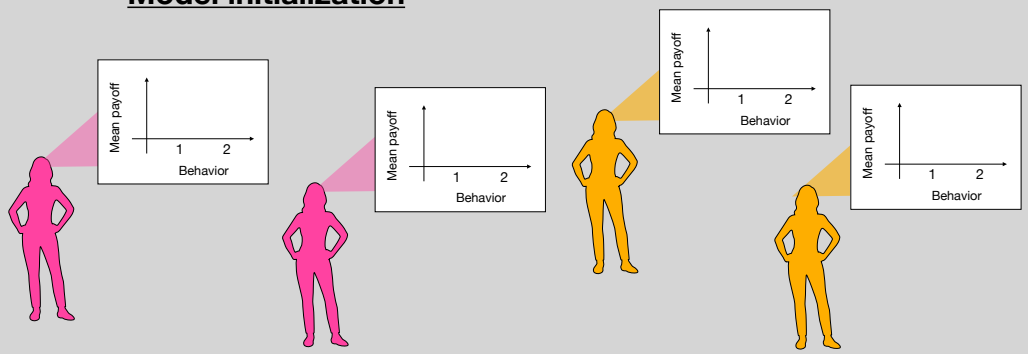


## Model initialization

$N = 4$  agents in this example;

$N = 100$  in Analysis results.

- No payoffs
- No knowledge of world
- Randomly social learner or not



## $M$ behaviors performed by each agent every generation

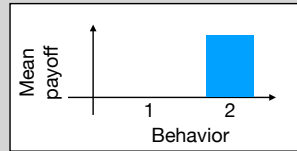
### Legend



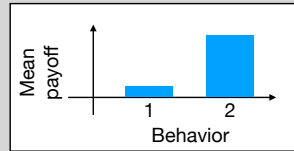
Paid off 1



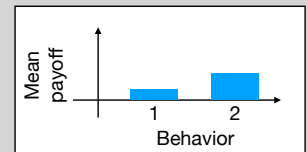
Did not pay off



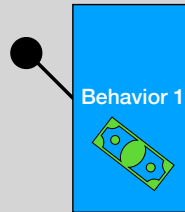
$t = 0$



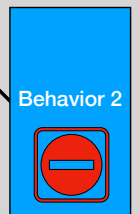
$t = 1$



$t = M$



...

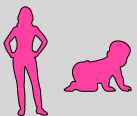


New child agents begin a new generation

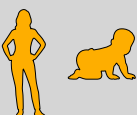
Generations end after  $M$  time steps, followed by reproduction and learning

## Intergenerational transmission: social learning inheritance and oblique learning

### Legend



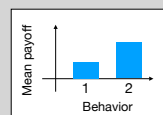
Social learner



Individual learner



Net payoffs (scaled by amount)



### Oblique learning of behavior payoffs

### Parental inheritance of social learner trait

Individual learner's payoff profile is a blank slate at birth

