

M behaviors performed by each agent every generation

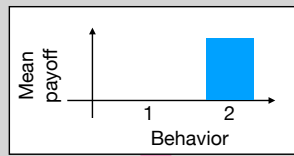
Legend



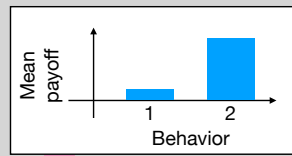
Paid off 1



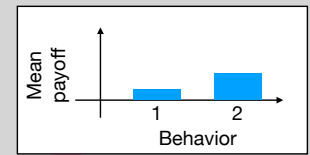
Did not pay off



$t = 0$



$t = 1$



$t = M$



...

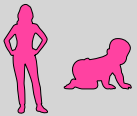


New child agents begin a new generation

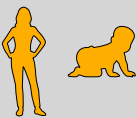
Generations end after M time steps, followed by reproduction and learning

Intergenerational transmission: social learning inheritance and oblique learning

Legend



Social learner



Individual learner



Net payoffs (scaled by amount)

