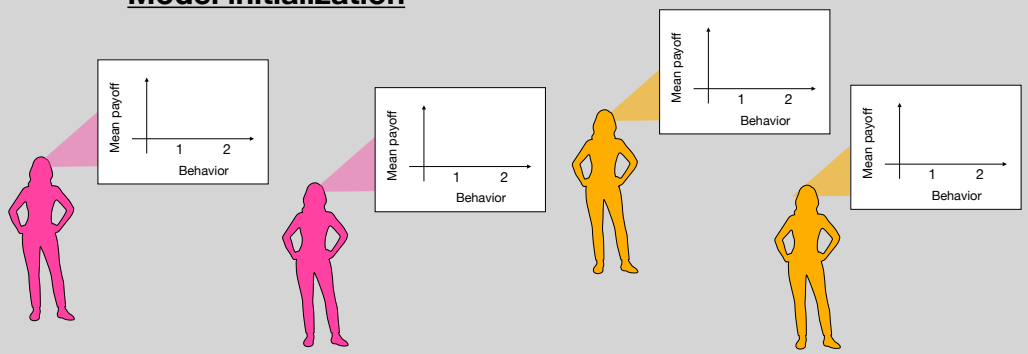


Model initialization

$N = 4$ agents

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



M behaviors performed by each agent every generation

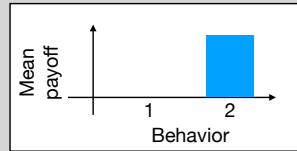
Legend



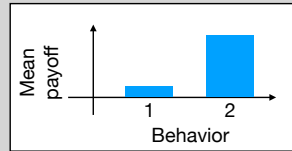
Paid off 1



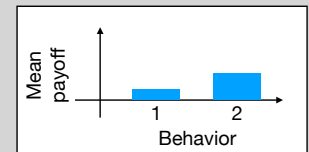
Did not pay off



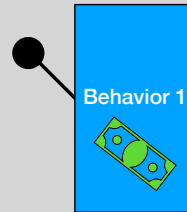
$t = 0$



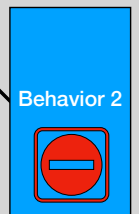
$t = 1$



$t = M$



...

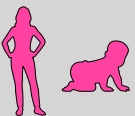


New child agents begin a new generation

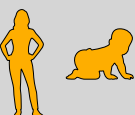
Generations end after M time steps, followed by reproduction and learning

Intergenerational transmission: social learning inheritance and oblique learning

Legend



Social learner



Individual learner



Net payoffs (scaled by amount)

