Modeling A Primate Technological Niche: Supplementary Tables and Figures

Table 1: Runs where no tool use events occurred. Note that the majority of runs that did not faciliate tool use are runs with only $100~{\rm Trees}$

Number of Sources	Number of Trees	Trees Die	Number of Runs
10	100	0	11
10	100	1	14

Table 2: A summary of the number of Pounding Tool uses by raw material quality $\,$

Max Distance to Source	Max N Uses	Mean N Uses	min N uses	Material Quality	Number of Trees	Number of Sources
11.70470	412	22.35648	1	0	10	100
8.54400	250	22.85039	1	25	10	100
10.81665	171	26.27872	1	50	10	100
8.00000	172	18.75368	1	75	10	100
15.65247	531	21.99876	1	0	100	100
13.60147	379	19.93934	1	25	100	100
15.81138	247	22.05582	1	50	100	100
12.80624	171	17.06763	1	75	100	100
15.297059	543	18.39440	1	0	500	100
13.60147	392	17.14202	1	25	500	100
13.89244	251	15.73572	1	50	500	100
15.26433	177	15.29275	1	75	500	100
19.20937	585	31.41484	1	0	10	500
20.51828	323	33.45985	1	25	10	500
17.20465	272	23.87386	1	50	10	500
18.11077	184	25.15970	1	75	10	500
30.08321	653	30.15344	1	0	100	500
25.94224	357	26.05296	1	25	100	500
23.76972	299	24.66192	1	50	100	500
17.02938	219	22.61916	1	75	100	500
27.01851	766	23.96524	1	0	500	500
26.17250	394	22.34021	1	25	500	500
24.18677	326	20.18316	1	50	500	500
24.41311	251	18.39001	1	75	500	500
30.01666	729	46.39870	1	0	10	1000
25.05992	374	38.46537	1	25	10	1000
23.34523	250	33.47645	1	50	10	1000
27.29468	199	25.61091	1	75	10	1000
37.94733	775	45.44604	1	0	100	1000
30.88689	430	36.09471	1	25	100	1000

Number of Sources	Number of Trees	Material Quality	min N uses	Mean N Uses	Max N Uses	Max Distance to Source
1000	100	50	1	30.44730	315	30.000000
1000	100	75	1	26.91404	225	29.000000
1000	500	0	1	31.02060	843	34.176015
1000	500	25	1	26.84863	454	32.310989
1000	500	50	1	23.62872	289	27.166155
1000	500	75	1	21.82335	216	27.586228
2000	10	0	1	79.22782	770	52.392748
2000	10	25	1	55.00552	501	44.011362
2000	10	50	1	43.50328	295	38.013156
2000	10	75	1	36.11156	186	35.846897
2000	100	0	1	67.89652	802	51.400389
2000	100	25	1	50.82848	495	49.040799
2000	100	50	1	40.48315	342	36.878178
2000	100	75	1	34.36357	227	36.715120
2000	500	0	1	41.97819	833	51.078371
2000	500	25	1	33.46640	484	40.024992
2000	500	50	1	28.84229	309	37.215588
2000	500	75	1	25.52693	258	35.777088

Table 3: Runs where the repeated transport of Pounding Tools did not result in an increase in the number of tool-use opportunities

Number of Sources	Number of Trees	Trees Die	Number of Runs
10	100	0	28
10	100	1	18
10	500	0	11
10	500	1	2
10	1000	0	1
100	100	0	19
100	100	1	6
500	100	0	6
500	100	1	1

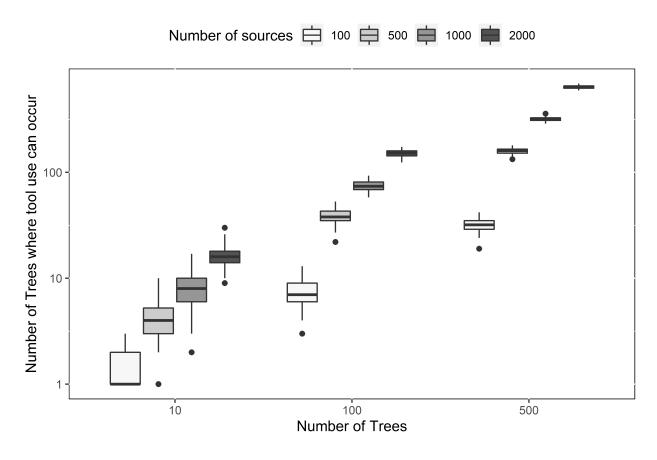


Figure 1: The relationship between the number of places where it is possible for a tool-use event to occur and the number of trees and sources at the beginning of each model run. Increasing both the number of Trees and Sources included in the model has a positive effect on the number of places where tool-use can occur. Note that the Y axis is in $\log 10$ scale

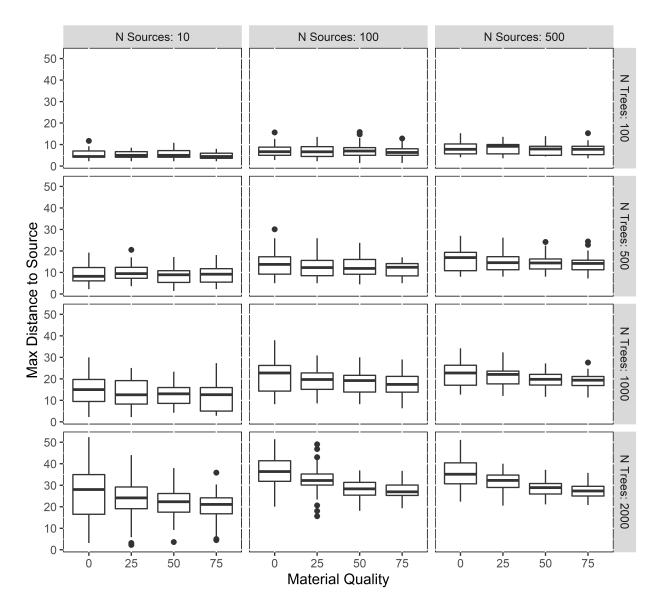


Figure 2: Both plots showing the maximum distance *Pounding Tools* were moved according to their material quality. When the number of Trees is low, material quality has little influence on the maximum distance a *Pounding Tools* travel, this is due to the fact that there is little opportunity for tools to move substantial distances from their sources. However, as the number of *Trees* increases, so does the distance *Pounding Tools* can move from their *Source*. In cases where the number of *Trees* is great, the maximum distance tools can move is influenced by its raw material quality. Note that a raw material quality of 0 reflects 25% chance of breaking whereas a raw material quality of 75 represents a 100% change of breaking.

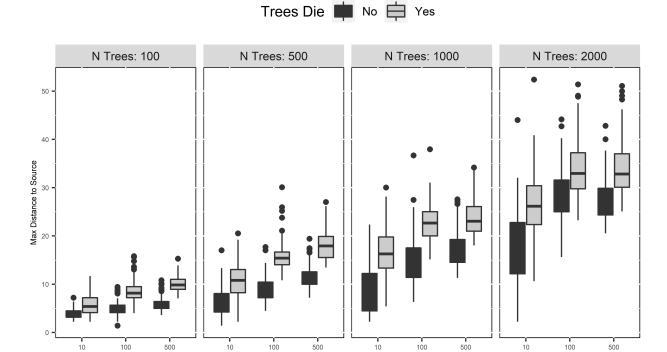


Figure 3: The effect tree death and growth on the maximum distance tools can move from the source. When holding the number of *Trees* and *Sources* constant *Pounding Tools* the maximum distance a pounding tool can move is greater when *Trees* are able to change their location due to death and regrowth. Black: Static Trees, Grey: Dynamic Trees.

Number of Sources

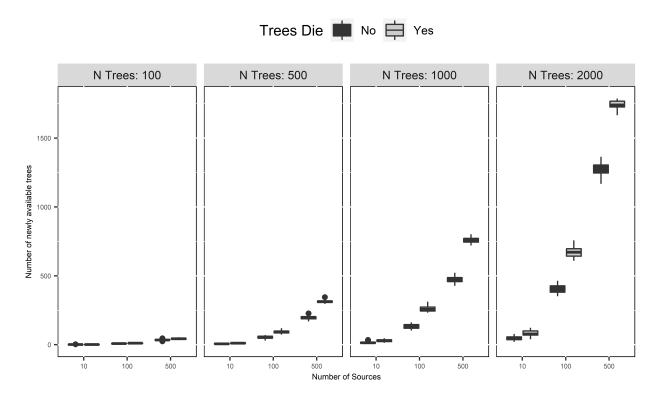


Figure 4: The effect tree life cycles on the number of trees that become accessible due to the transport of tools. Black: Static Trees, Grey: Dynamic Trees.

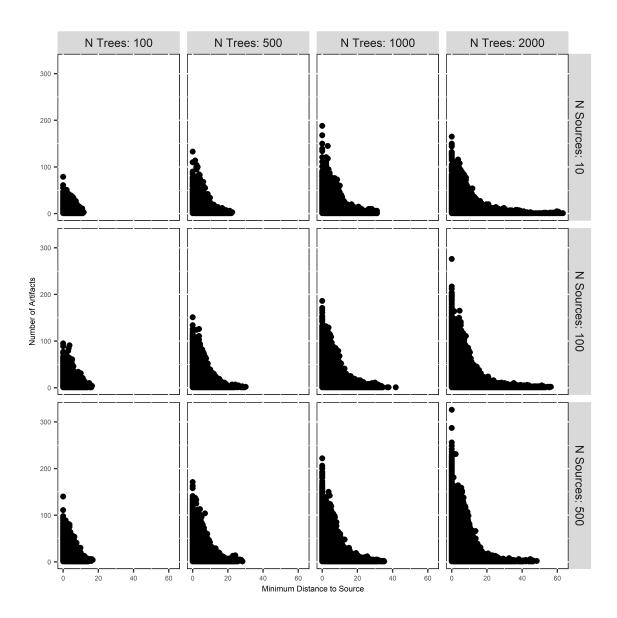


Figure 5: The relationship between the number of artifacts found in a grid cell and its distance to the nearest source. The number of Trees attenuates the scale of the distance-decay relationship

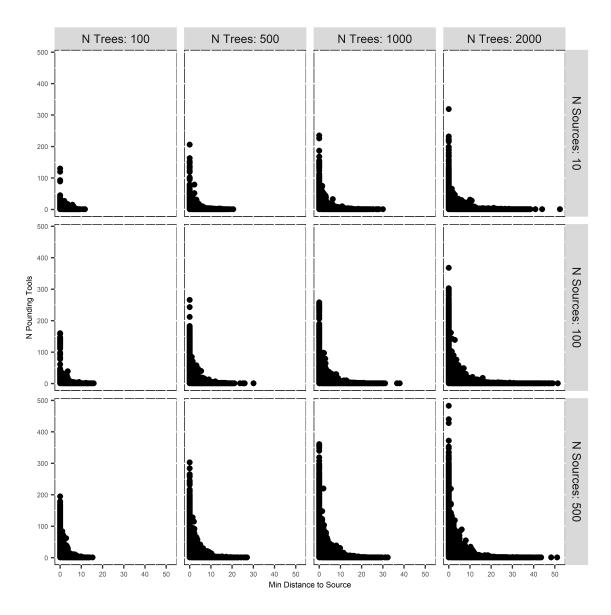


Figure 6: The relationship between the number of Pounding Tools found in a grid cell and its distance to the nearest source. The number of *Trees* attenuates the scale and strength of this relationship

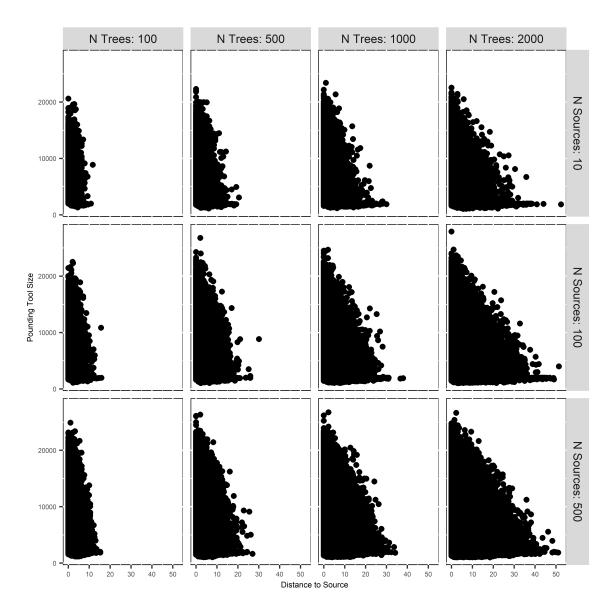


Figure 7: The relationship between the size of Pounding Tools and the distance to their sources. Note how the number of Trees attenuates the scale and strength of this relationship

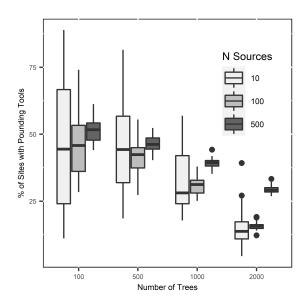


Figure 8: The effect of the environment on the representation of Pounding tools in the simulated material record in runs where Tree locations are static. Increasing the number of sources increases the percentage of assemblages that contain Pounding Tools. In comparison with figure 4 (c) in the main text, individual assemblages contain greater proportions of Pounding Tools