

Description of the “infinite population” version of the discrete model of the “Cultural evolution is rare” paper of Boyd Richerson (1996).

Model parameters:

$W_0$  = base fitness

$\delta$  = probability of individual learner (IL) learning skill

$C_\ell$  = fitness cost of any individual attempting to learn skill individually

$C_s$  = fitness costs of social learner (SL) learning skill (no penalty for attempt)

$K$  = fitness penalty for being a social learner

$D$  = fitness bonus for knowing skill

$n$  = number of previous generation individuals observed by SL

$\gamma$  = per generation probability of environment change

Simulation parameters:

$G$  = number of generations

Derived quantities:

$p$  = probability of a previous generation SL being skilled

$q$  = probability of a previous generation individual being skilled

$1 - (1 - q)^n$  = probability of SL learning skill assuming no environment change

$W_\ell = W_0 + \delta D - C_\ell$  = expected fitness of IL

$W_s = \gamma(W_0 + \delta D - C_\ell) + (1 - \gamma)(W_0 + \pi(D - C_s) + (1 - \pi)(\delta D - C_\ell))$  = expected fitness of SL

Infinite population model assuming no environment change:

Keep track of:

$s_t$  = frequency of social learners in generation  $t$

$q_t$  = frequency of skilled individuals in generation  $t$

Note: Frequency means relative frequency (out of a total of 1.0). Thus,  $1 - s_t$  = frequency of individual learners.

Top-level algorithm:

BOYDRICHERSONINFPop( $G, s_1$ )

for  $t$  from 1 to  $G$ :

    learning: produces freq of skilled individual learners and skilled social learners

    proportional selection: produces  $s_{t+1}$

Outcomes of learning and their fitnesses:

Outcome	Probability	Fitness
IL unskilled	$(1 - s_t)(1 - \delta)$	$W_0 - C_\ell$
IL skilled	$(1 - s_t)\delta$	$W_0 + D - C_\ell$
SL social learned skilled	$s_t p_t$	$W_0 + D - C_s - K$
SL indiv learned skilled	$s_t(1 - p_t)\delta$	$W_0 + D - C_\ell - K$
SL unskilled	$s_t(1 - p_t)(1 - \delta)$	$W_0 - C_\ell - K$

where  $p_t = 1 - (1 - q_{t-1})^n$  = probability of an SL individual learning skill in generation  $t$

We can calculate  $q_t$  by:

$$q_t = (1 - s_t)\delta + s_t(p_t + (1 - p_t)\delta) = \delta + s_t p_t (1 - \delta)$$

= probability of an individual being skilled in generation  $t$

BOYDRICHERSONINFPOP( $G, s_1$ )

$q_0 \leftarrow 0$

for  $t$  from 1 to  $G$ :

$p_t \leftarrow 1 - (1 - q_{t-1})^n$

$q_t \leftarrow \delta + s_t p_t (1 - \delta)$

$indiv \leftarrow (1 - s_t)(1 - \delta)(W_0 - C_\ell) + (1 - s_t)\delta(W_0 + D - C_\ell)$

$social \leftarrow s_t p_t (W_0 + D - C_s - K) + s_t (1 - p_t)\delta(W_0 + D - C_\ell - K) + s_t (1 - p_t)(1 - \delta)(W_0 - C_\ell - K)$

$total \leftarrow indiv + social$

$s_{t+1} = social/total$