
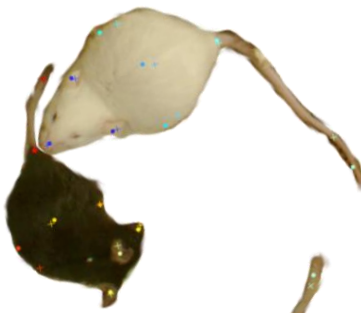
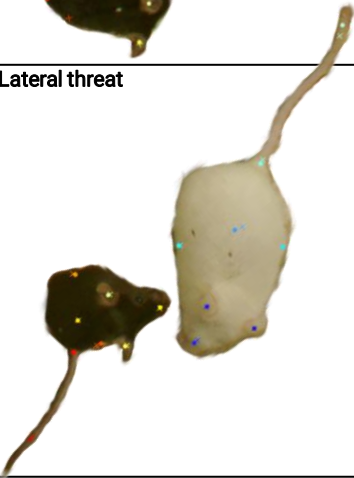




Table 1. Mouse behavioral operational classifiers: resident

Classifier	Description	Start Frame	Duration of behavior	End Frame
Attack	 <p>Clear physical antagonistic interaction initiated by the Resident mouse. Brief pauses can occur if the Resident mouse remains oriented toward the Intruder.</p>	First frame when the Resident mouse makes physical antagonistic contact with the Intruder. Typically this is characterized by outstretched Resident forepaw(s) contacting the Intruder, while the Resident has an open mouth to initiate a bite. Can also be characterized by the first frame of a slap or quick bite without the forepaws being outstretched.	Short breaks may be present in attack behavior, if Resident is still oriented toward Intruder. Attacks can include tussling, biting, boxing, and corralling as part of the attack bout.	First frame when Resident mouse orients away from Intruder. Typically this is a slight turning of the head to look in a different direction, followed by a relaxation of the body and moving away from the Intruder.
Anogenital sniffing	 <p>Resident mouse is sniffing the anogenital region of the Intruder. Resident must be sniffing at base of tail, not further up on back or on legs.</p>	First frame when the Resident mouse is clearly sniffing anogenital region of Intruder, rather than side, back, or leg.	Uninterrupted sniffing of anogenital region.	First frame when Resident mouse moves head away from anogenital region, either to move away from Intruder or to sniff non-anogenital region.
Lateral threat	 <p>Resident mouse is in proximity (typically less than one body length away from the Intruder) to face of Intruder with back arched and side displayed toward Intruder. Ears are often pinned with shoulder and side of face nearest to Intruder mouse tilted slightly toward ceiling.</p>	First frame when Resident mouse orients side to Intruder and tilts front of body toward Intruder.	Resident will often circle Intruder or move front half side to side in front of Intruder, feigning attacks prior to actual attack.	First frame when lateral threat posture is dropped. Animal will shift head away to look at other target or will begin an attack. If animal does not attack, the back posture will relax.
Pursuit	 <p>Resident mouse is following in the Intruders path as the Intruder moves away from the Resident.</p>	First frame when the Resident is moving toward Intruder as Intruder moves away. Typically this is characterized by the Intruder running away after an attack ends and the Resident follows directly after, or when the Intruder walks past the Resident and the Resident markedly changes directions to pursue the Intruder in the Intruders path.	The Intruder is specifically moving away from the Resident. The Intruder is not sniffing the arena, foraging, etc. Intruder typically moves in a straight line until it reaches the edge of the area, at which point it will turn to face and watch the Resident. Resident is moving along the same path as the Intruder without sniffing or foraging in the arena.	First frame when either mouse stops moving, or the Resident deviates from path of the Intruder.
Tail rattle	 <p>Resident's tail is curved at two or more points (typically in an "S" shape) and showing rapid back and forth movement.</p>	Defined as rapid back and forth movement of tail. In Resident mice this manifests as curling of tail into "S" shape, where next frames show inversion of shape and rapid whipping back and forth of the tail.	The tail continues to move rapidly back and forth and can occasionally straighten if tail is moving fast enough. Tail side to side movement is continuous.	First frame when the curled side to side movement of the tail stops. The tail typically relaxes and straightens out.