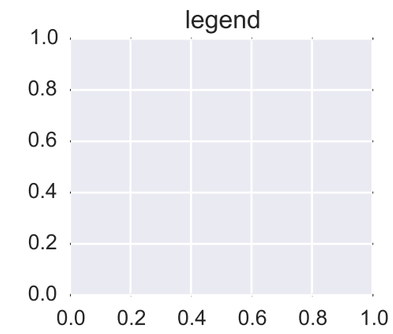
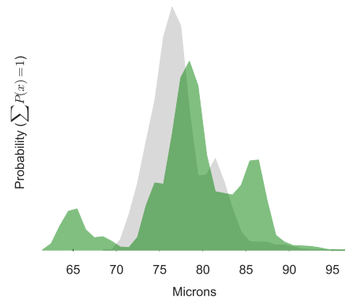
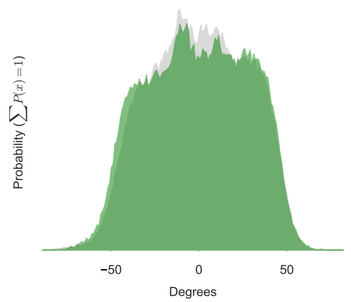
Table of Contents.



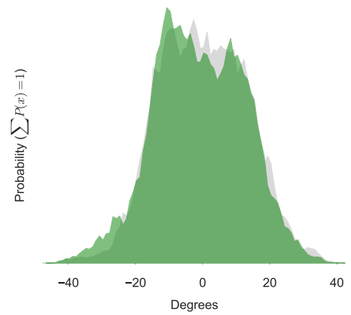
MIDBODY WIDTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 78.95 +/- 5.37 <<< [77.38 +/- 2.55] \u00A4 (p=0.1124, q=0.5571)



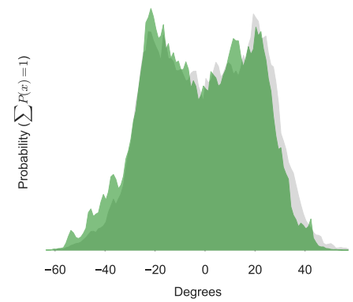
HEAD BEND MEAN (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.69 +/- 2.00 <<< [0.43 +/- 0.99] \u00A4 (p=0.4057, q=0.6980)



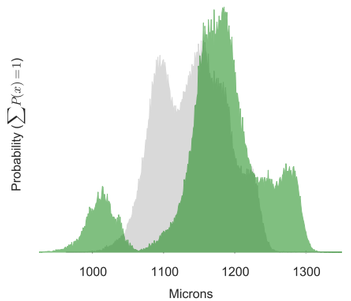
MIDBODY BEND MEAN (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.80 +/- 0.94 <<< [0.34 +/- 0.66] \u00A4 (p=0.0082, q=0.3863)



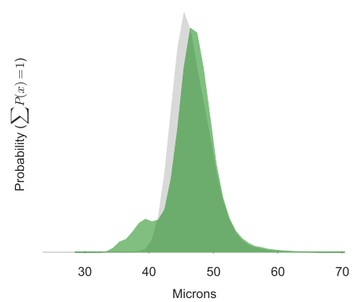
TAIL BEND MEAN (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -2.90 +/- 4.14 <<< [1.09 +/- 1.87] \u00A4 (p=0.0126, q=0.4383)



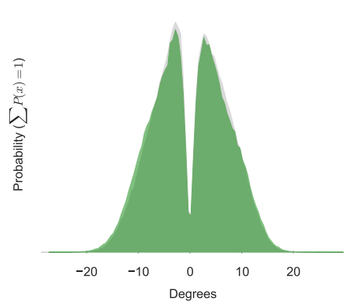
LENGTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 1167.45 +/- 66.31 <<< [1142.70 +/- 42.01] \u00A4 (p=0.1988, q=0.5571)



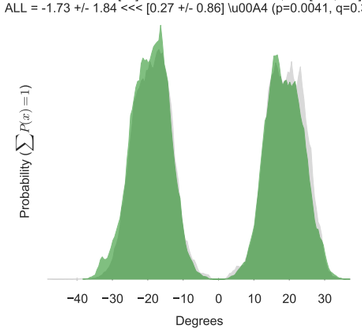
HEAD WIDTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 46.81 +/- 2.84 <<< [46.75 +/- 1.62] \u00A4 (p=0.2899, q=0.6046)



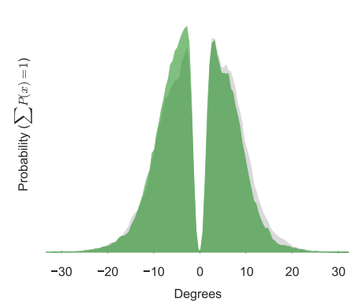
HEAD BEND S.D. (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.02 +/- 0.39 <<< [0.24 +/- 0.16] \u00A4 (p=0.1988, q=0.5571)



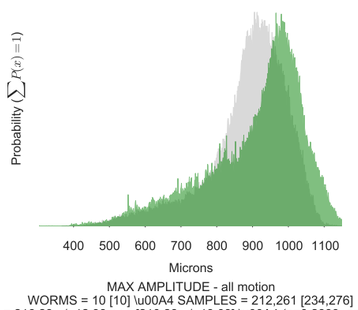
MIDBODY BEND S.D. (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -1.73 +/- 1.84 <<< [0.27 +/- 0.86] \u00A4 (p=0.0041, q=0.3033)



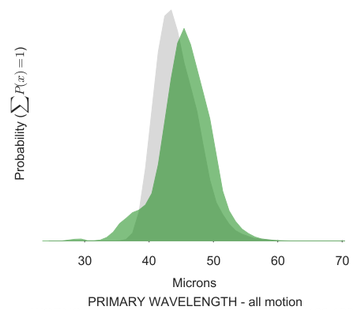
TAIL BEND S.D. (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.89 +/- 1.43 <<< [0.31 +/- 0.52] \u00A4 (p=0.0082, q=0.3863)



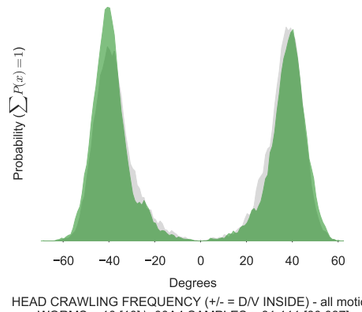
TRACK LENGTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 902.90 +/- 76.56 <<< [889.66 +/- 40.01] \u00A4 (p=0.2265, q=0.5874)



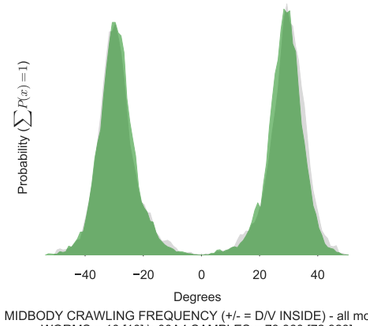
TAIL WIDTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 45.63 +/- 2.74 <<< [44.50 +/- 1.73] \u00A4 (p=0.1124, q=0.5571)



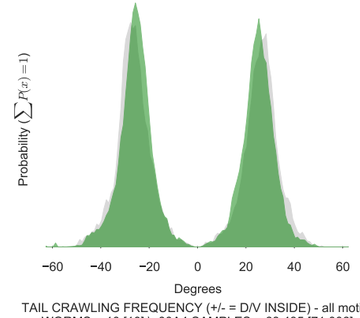
HEAD CRAWLING AMPLITUDE (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 81,111 [80,087]
ALL = -2.12 +/- 3.79 <<< [0.41 +/- 3.12] \u00A4 (p=0.1988, q=0.5571)



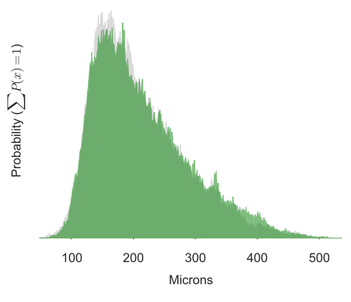
MIDBODY CRAWLING AMPLITUDE (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 73,360 [72,923]
ALL = 1.34 +/- 4.90 <<< [1.14 +/- 2.03] \u00A4 (p=0.2568, q=0.5951)



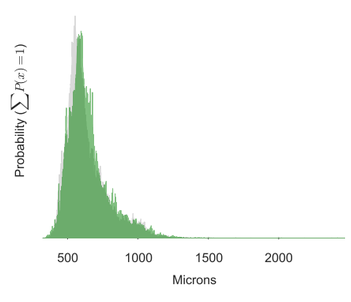
TAIL CRAWLING AMPLITUDE (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 68,435 [71,006]
ALL = -1.41 +/- 2.31 <<< [-0.48 +/- 1.36] \u00A4 (p=0.3258, q=0.6409)



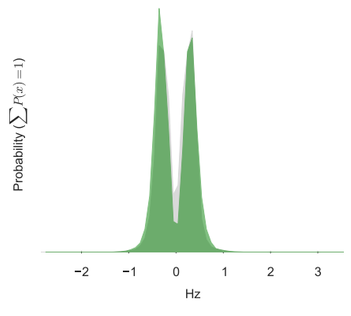
MAX AMPLITUDE - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 216.28 +/- 12.98 <<< [210.28 +/- 13.03] \u00A4 (p=0.2899, q=0.6046)



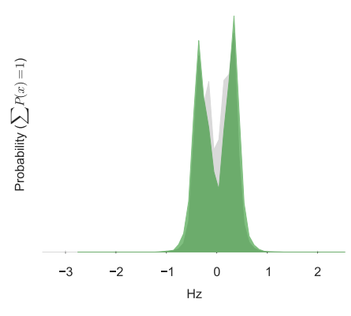
PRIMARY WAVELENGTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 159,021 [182,198]
ALL = 639.75 +/- 37.94 <<< [628.02 +/- 34.12] \u00A4 (p=0.6501, q=0.7181)



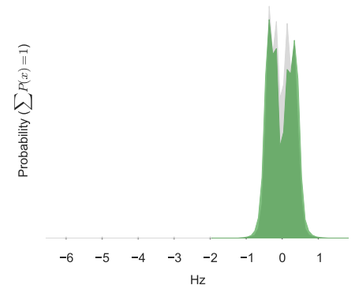
HEAD CRAWLING FREQUENCY (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 81,111 [80,087]
ALL = -0.01 +/- 0.03 <<< [0.01 +/- 0.02] \u00A4 (p=0.4497, q=0.7181)



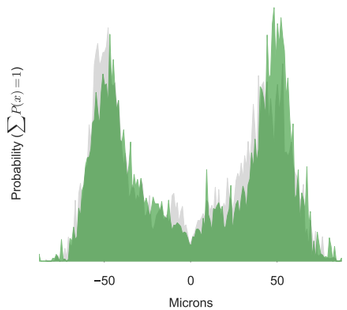
MIDBODY CRAWLING FREQUENCY (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 73,360 [72,923]
ALL = 0.02 +/- 0.06 <<< [0.01 +/- 0.02] \u00A4 (p=0.5967, q=0.7181)



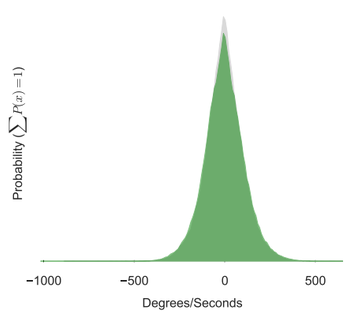
TAIL CRAWLING FREQUENCY (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 68,435 [71,006]
ALL = -0.07 +/- 0.19 <<< [-0.01 +/- 0.01] \u00A4 (p=0.5967, q=0.7181)



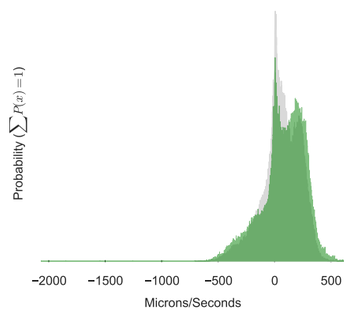
FORAGING AMPLITUDE (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 219,853 [242,624]
ALL = 3.58 +/- 4.93 <<< [-0.30 +/- 3.12] \u00A4 (p=0.0821, q=0.5518)



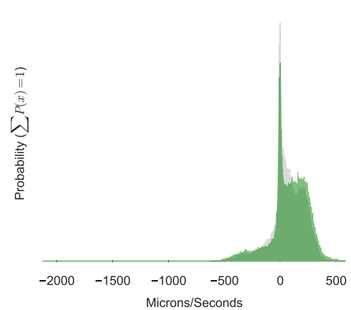
FORAGING SPEED (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 219,853 [242,624]
ALL = -0.78 +/- 1.66 <<< [0.16 +/- 0.53] \u00A4 (p=0.1736, q=0.5571)



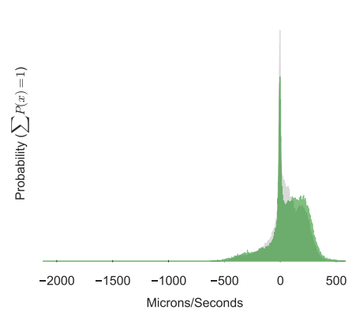
HEAD SPEED (+/- = FORWARD/BACKWARD) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = 72.01 +/- 71.75 <<< [67.68 +/- 45.09] \u00A4 (p=0.8206, q=0.7181)



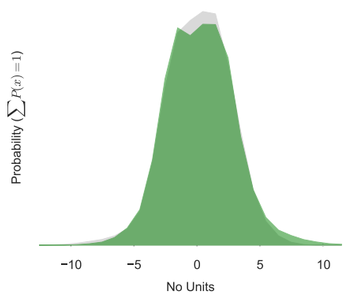
MIDBODY SPEED (+/- = FORWARD/BACKWARD) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = 78.07 +/- 67.08 <<< [71.88 +/- 44.64] \u00A4 (p=0.8798, q=0.7181)



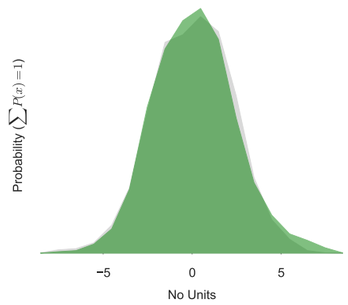
TAIL SPEED (+/- = FORWARD/BACKWARD) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = 68.82 +/- 62.35 <<< [63.05 +/- 41.08] \u00A4 (p=1.0000, q=0.7181)



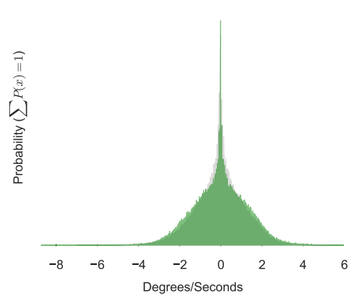
EIGEN PROJECTION 1 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.53 +/- 0.80 <<< [0.19 +/- 0.31] \u00A4 (p=0.3643, q=0.6619)



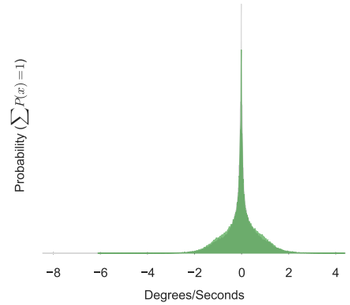
EIGEN PROJECTION 2 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.03 +/- 0.52 <<< [0.10 +/- 0.19] \u00A4 (p=0.4497, q=0.7181)



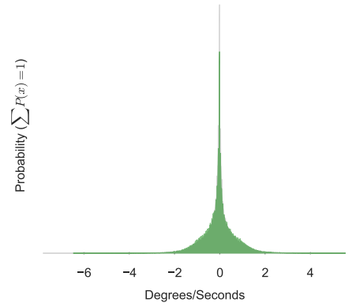
HEAD MOTION DIRECTION (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = -0.03 +/- 0.05 <<< [-0.02 +/- 0.02] \u00A4 (p=0.6501, q=0.7181)



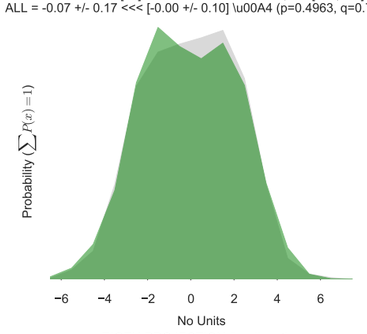
MIDBODY MOTION DIRECTION (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = -0.01 +/- 0.01 <<< [0.00 +/- 0.01] \u00A4 (p=0.4057, q=0.6980)



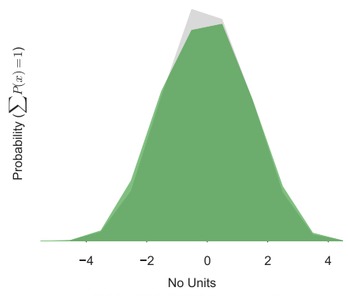
TAIL MOTION DIRECTION (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = -0.02 +/- 0.04 <<< [-0.02 +/- 0.02] \u00A4 (p=0.7055, q=0.7181)



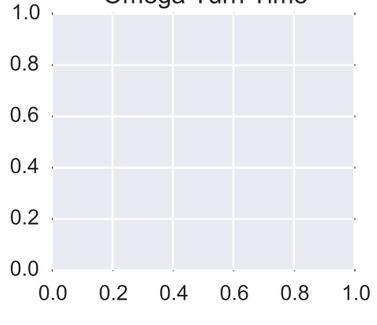
EIGEN PROJECTION 3 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.07 +/- 0.17 <<< [-0.00 +/- 0.10] \u00A4 (p=0.4963, q=0.7181)



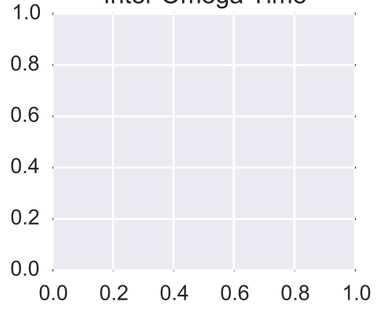
EIGEN PROJECTION 4 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.04 +/- 0.16 <<< [-0.04 +/- 0.11] \u00A4 (p=0.7055, q=0.7181)



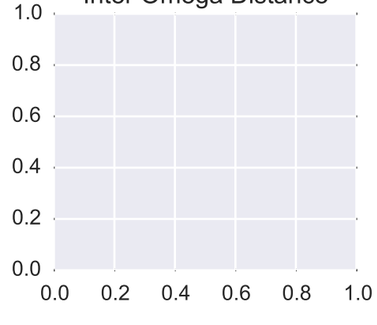
Omega Turn Time



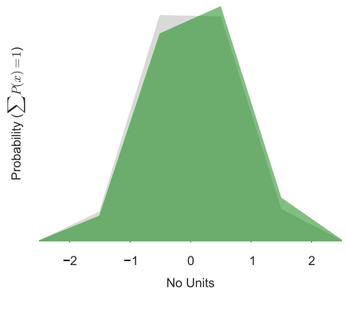
Inter Omega Time



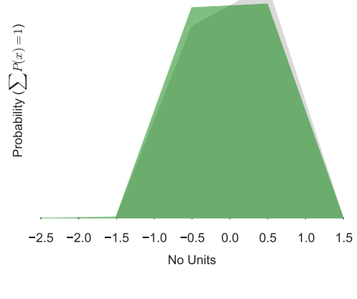
Inter Omega Distance



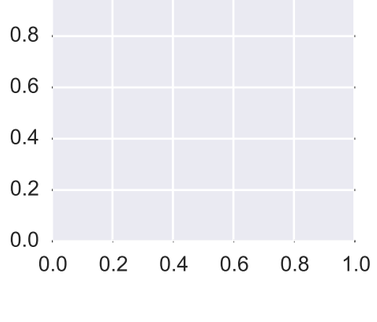
EIGEN PROJECTION 5 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.08 +/- 0.10 <<< [0.01 +/- 0.06] \u00A4 (p=0.0696, q=0.5518)



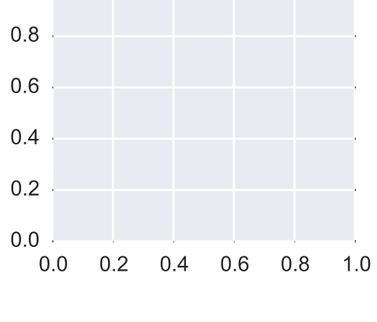
EIGEN PROJECTION 6 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.02 +/- 0.10 <<< [0.03 +/- 0.05] \u00A4 (p=0.3643, q=0.6619)



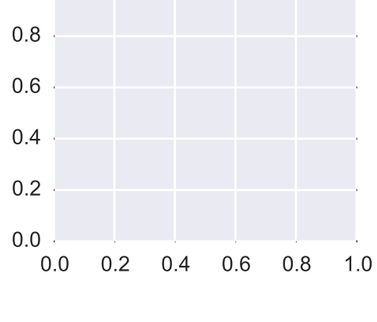
Upsilon Turn Time



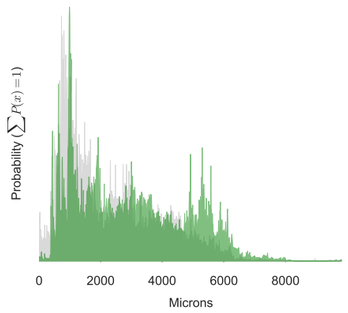
Inter Upsilon Time



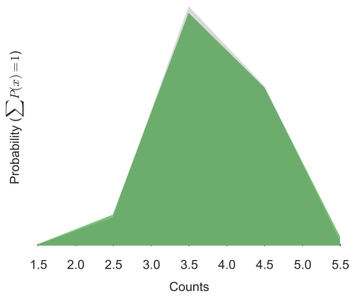
Inter Upsilon Distance



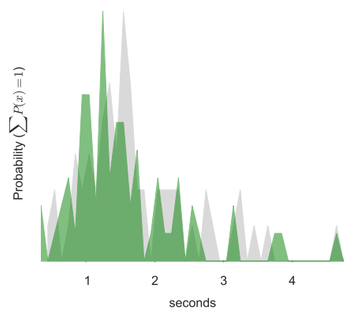
PATH RANGE - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 2711.21 +/- 1566.56 <<< [2368.47 +/- 967.38] \u00A4 (p=0.5967, q=0.7181)

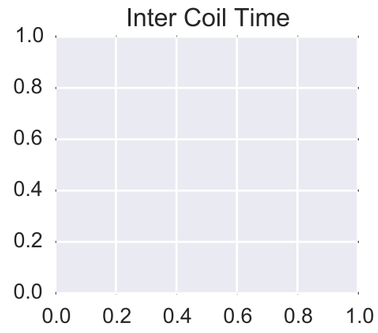


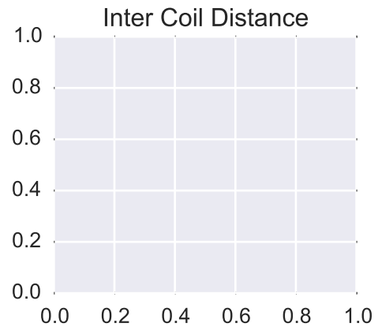
BEND COUNT - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 3.32 +/- 0.11 <<< [3.33 +/- 0.13] \u00A4 (p=0.7624, q=0.7181)



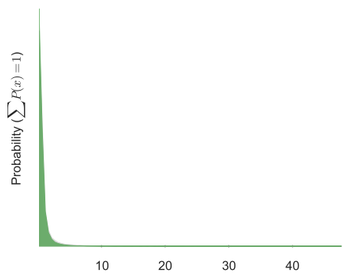
COIL TIME - all event
WORMS = 10 [10] \u00A4 SAMPLES = 77 [60]
ALL = 2.38 +/- 1.81 <<< [1.95 +/- 0.69] \u00A4 (p=0.9397, q=0.7181)

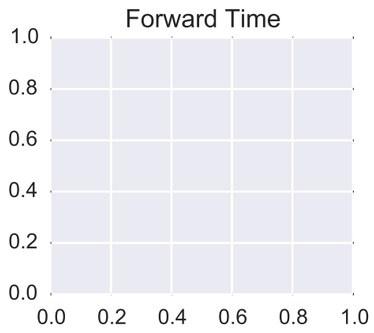


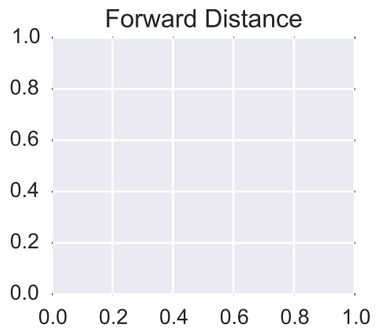


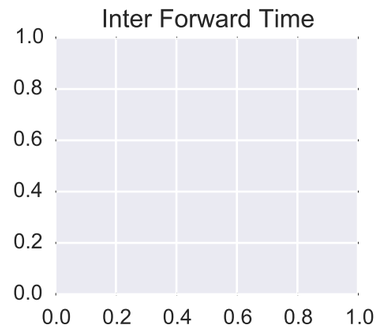


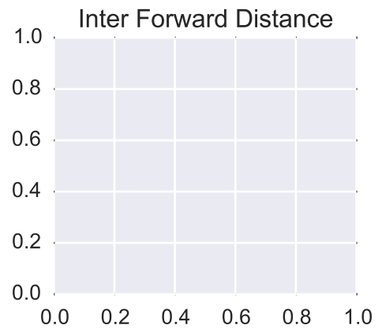
HEAD DWELLING - all simple
WORMS = 10 [10] \u00A4 SAMPLES = 54,647 [51,070]
ALL = 0.97 +/- 0.69 <<< [1.09 +/- 0.56] \u00A4 (p=0.4057, q=0.6980)



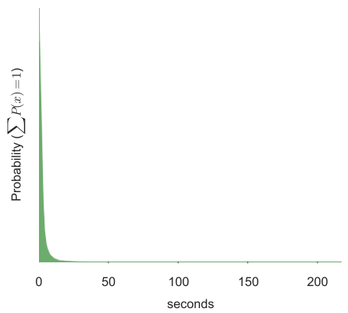




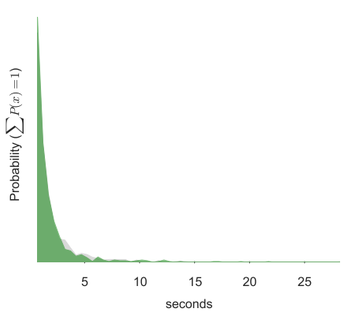




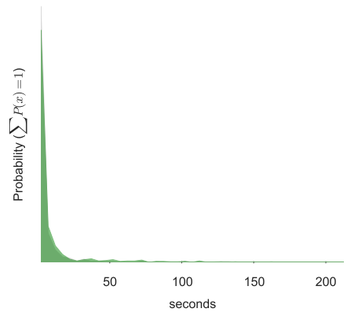
MIDBODY DWELLING - all simple
WORMS = 10 [10] \u00A4 SAMPLES = 51,522 [46,009]
ALL = 4.72 +/- 4.29 <<< [5.27 +/- 3.38] \u00A4 (p=0.4057, q=0.6980)



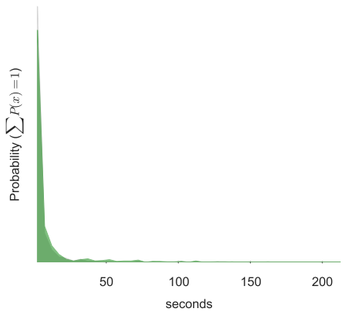
PAUSED TIME - all event
WORMS = 10 [10] \u00A4 SAMPLES = 749 [1,029]
ALL = 1.47 +/- 0.63 <<< [1.76 +/- 0.41] \u00A4 (p=0.1124, q=0.5571)



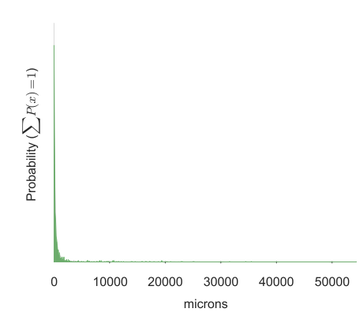
INTER PAUSED TIME - all event
WORMS = 10 [10] \u00A4 SAMPLES = 739 [1,019]
ALL = 21.72 +/- 28.96 <<< [9.28 +/- 7.97] \u00A4 (p=0.5967, q=0.7181)



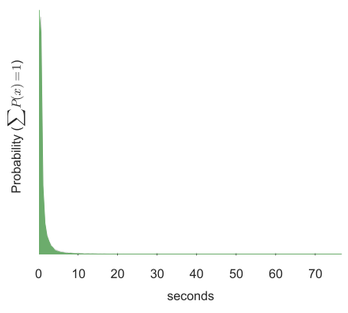
INTER PAUSED TIME - all event
WORMS = 10 [10] \u00A4 SAMPLES = 739 [1,019]
ALL = 21.72 +/- 28.96 <<< [9.28 +/- 7.97] \u00A4 (p=0.5967, q=0.7181)

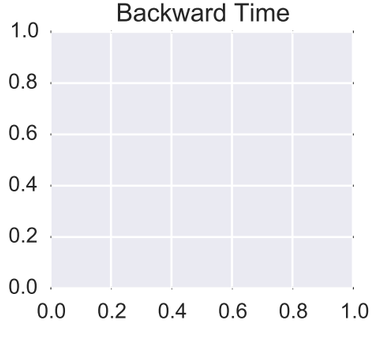


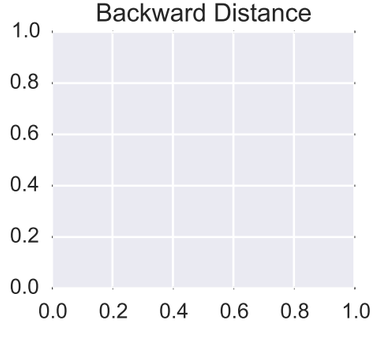
INTER PAUSED DISTANCE - all event
WORMS = 10 [10] \u00A4 SAMPLES = 739 [1,019]
ALL = 4438.48 +/- 6552.88 <<< [1570.65 +/- 1808.77] \u00A4 (p=0.5967, q=0.7181)

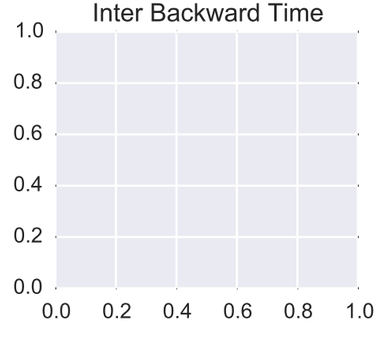


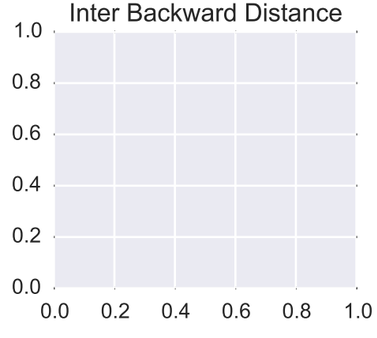
TAIL DWELLING - all simple
WORMS = 10 [10] \u00A4 SAMPLES = 32,736 [30,551]
ALL = 2.11 +/- 2.00 <<< [2.14 +/- 1.51] \u00A4 (p=0.6501, q=0.7181)

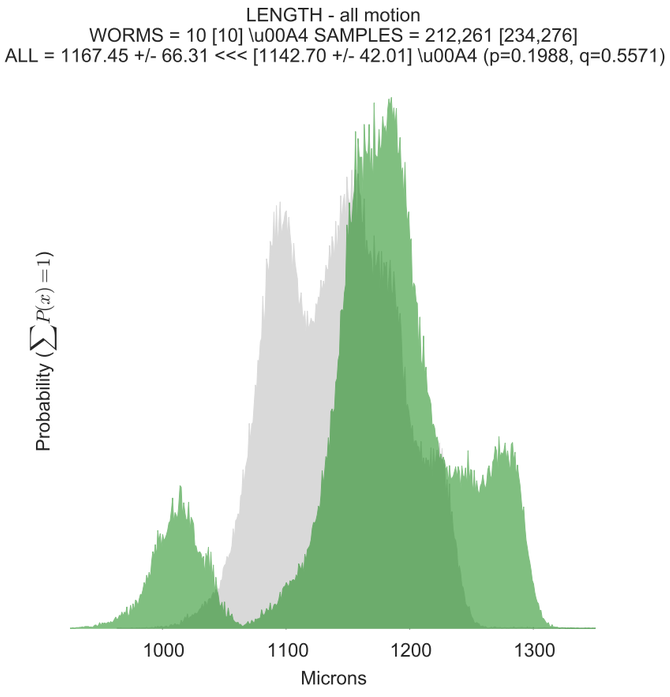


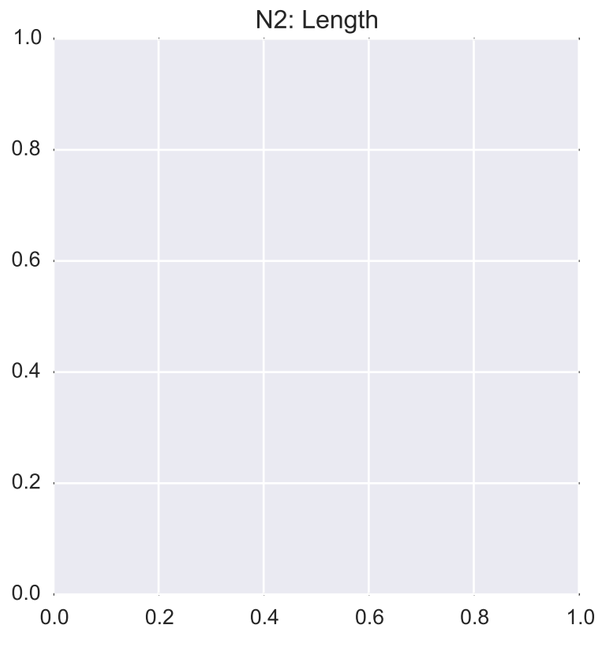


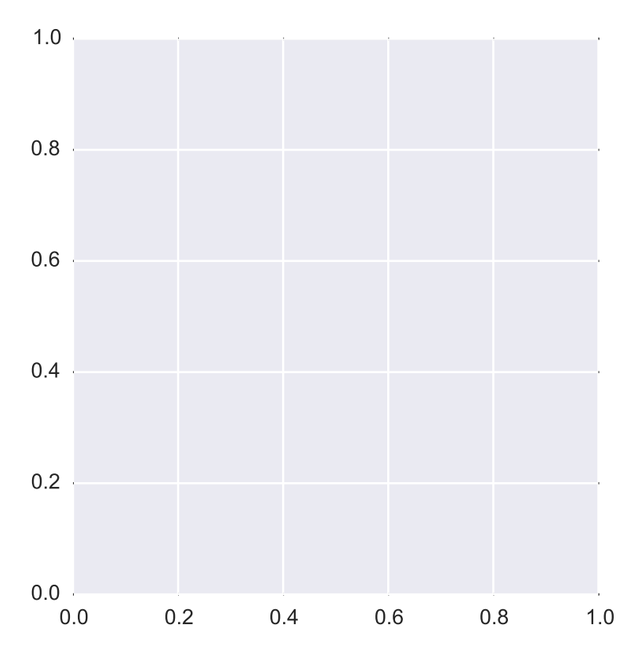


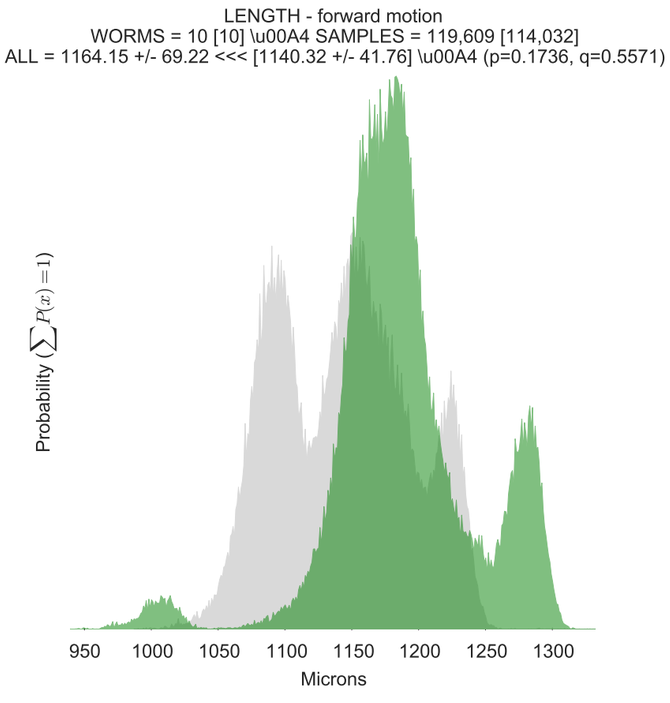


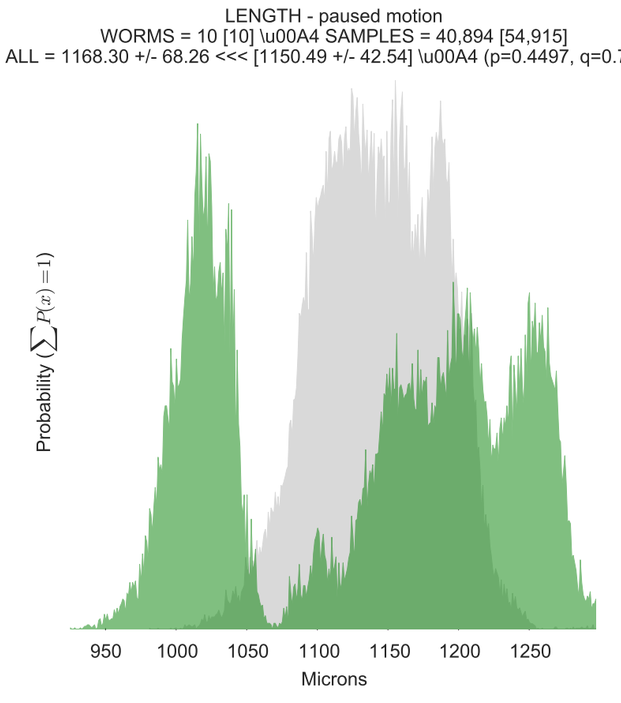


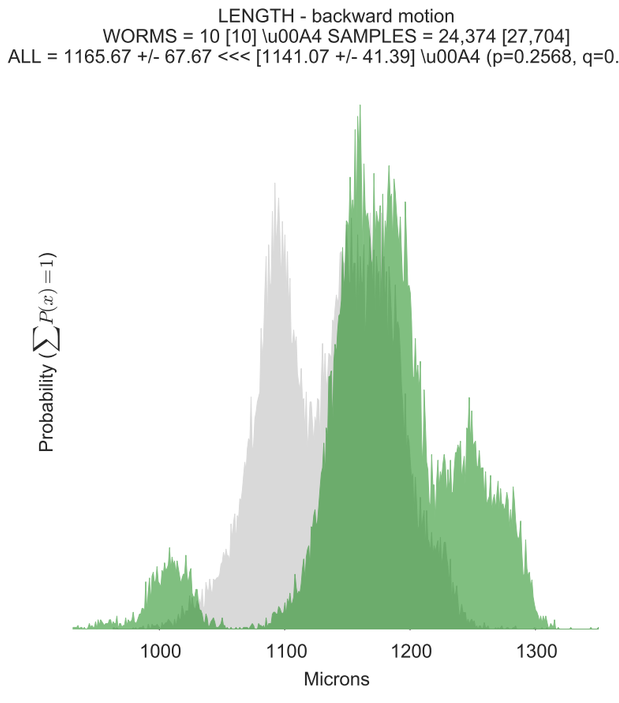

LENGTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 1167.45 +/- 66.31 <<< [1142.70 +/- 42.01] \u00A4 (p=0.1988, q=0.5571)
Probability ($\sum P(x) = 1$)
1000
1100
1200
1300
Microns

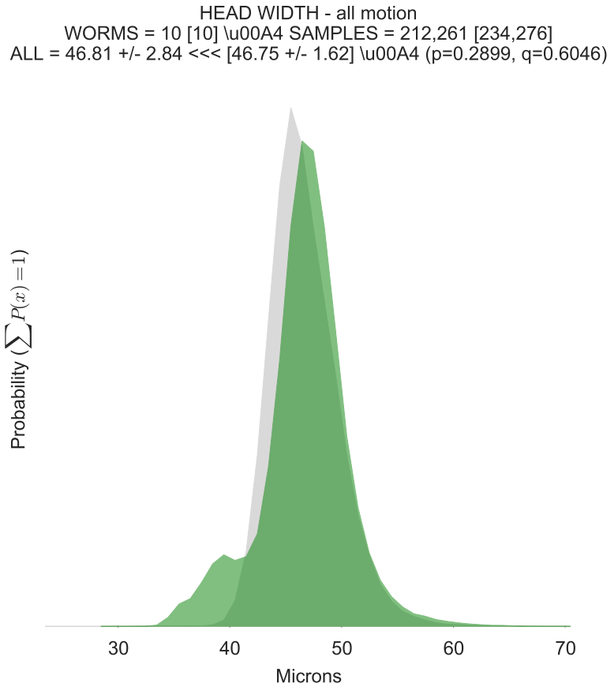

N2: Length
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

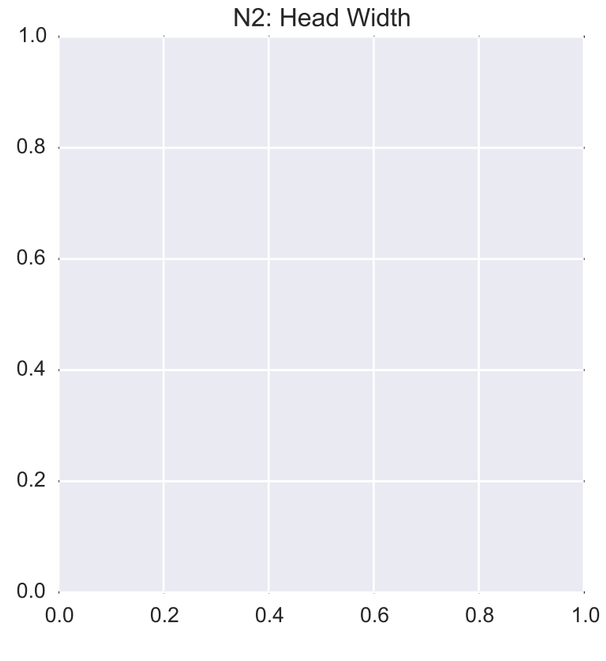

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

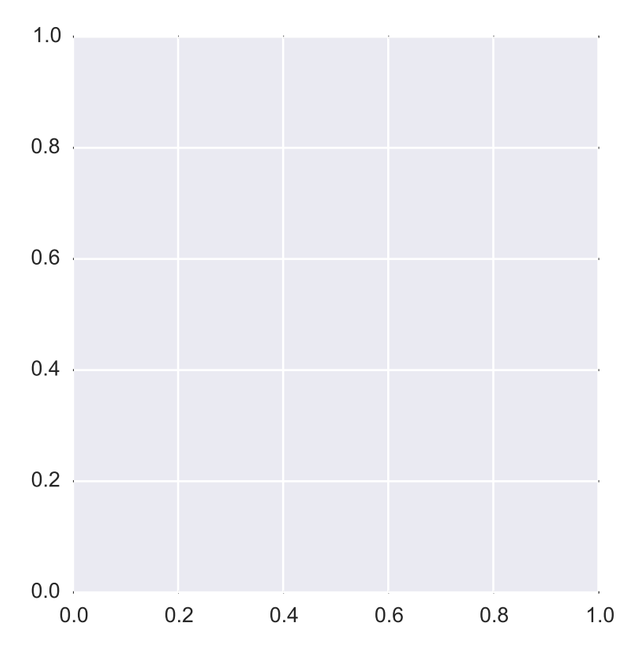

LENGTH - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 1164.15 +/- 69.22 <<< [1140.32 +/- 41.76] \u00A4 (p=0.1736, q=0.5571)
Probability ($\sum P(x) = 1$)
950
1000
1050
1100
1150
1200
1250
1300
Microns

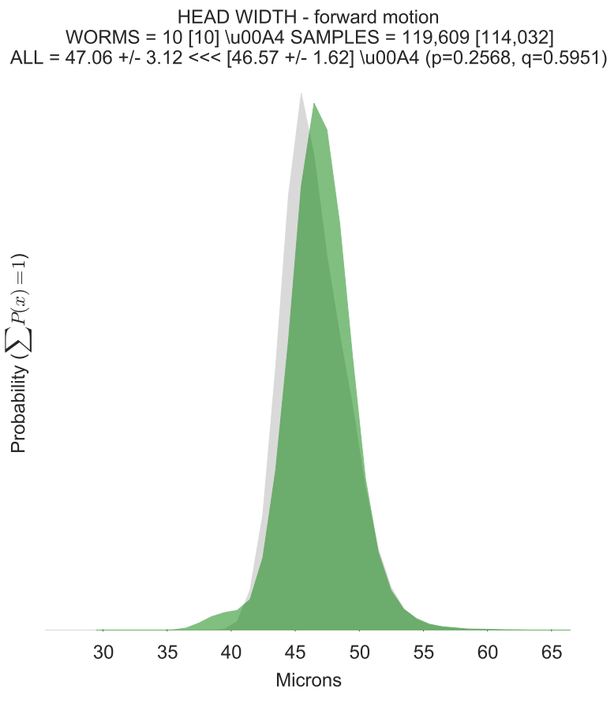

LENGTH - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 1168.30 +/- 68.26 <<< [1150.49 +/- 42.54] \u00A4 (p=0.4497, q=0.7181)
Probability ($\sum P(x) = 1$)
950
1000
1050
1100
1150
1200
1250
Microns

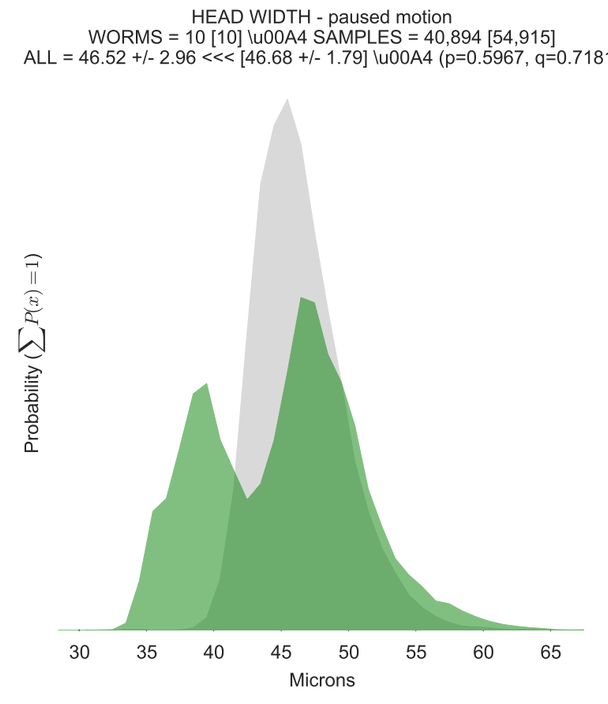

LENGTH - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 1165.67 +/- 67.67 <<< [1141.07 +/- 41.39] \u00A4 (p=0.2568, q=0.5951)
Probability ($\sum P(x) = 1$)
1000
1100
1200
1300
Microns

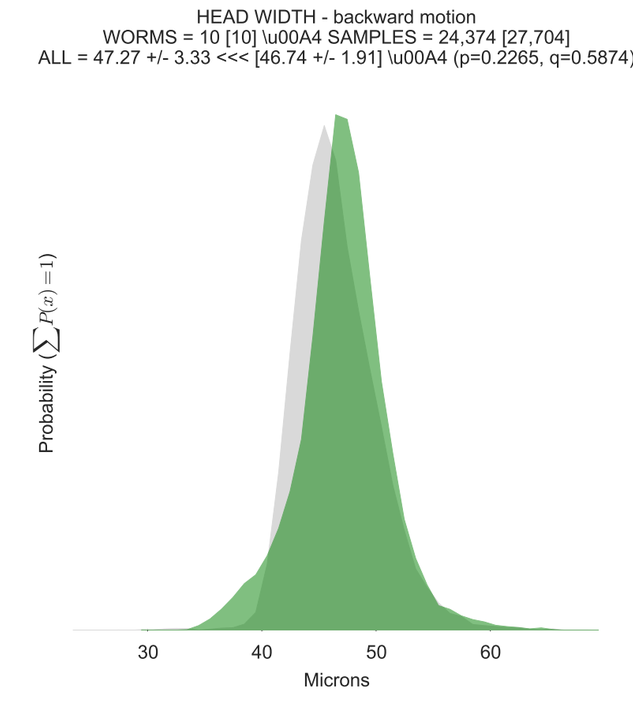

HEAD WIDTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 46.81 +/- 2.84 <<< [46.75 +/- 1.62] \u00A4 (p=0.2899, q=0.6046)
Probability ($\sum P(x) = 1$)
30
40
50
60
70
Microns

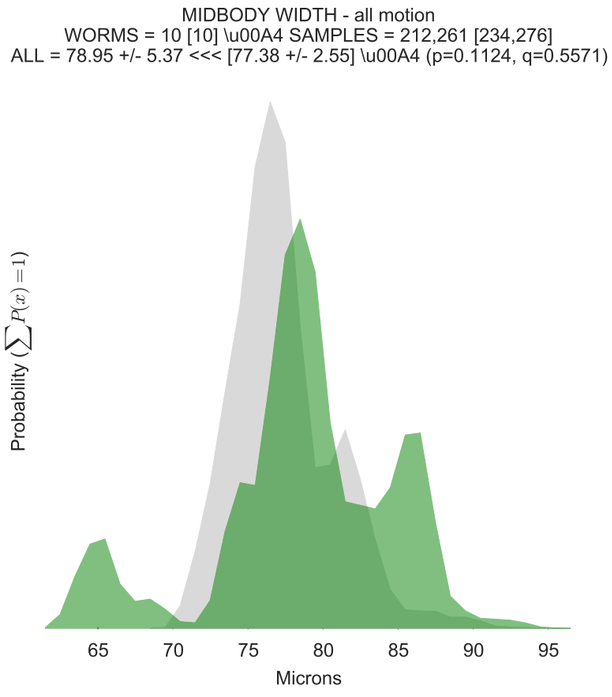

N2: Head Width
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

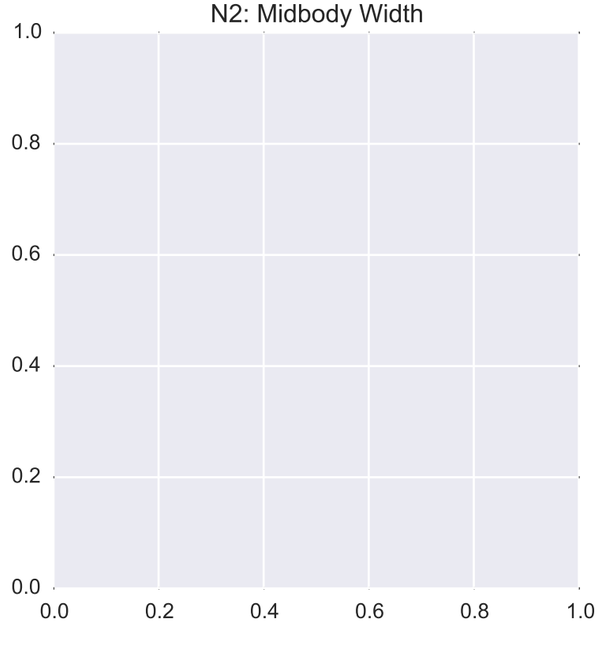

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

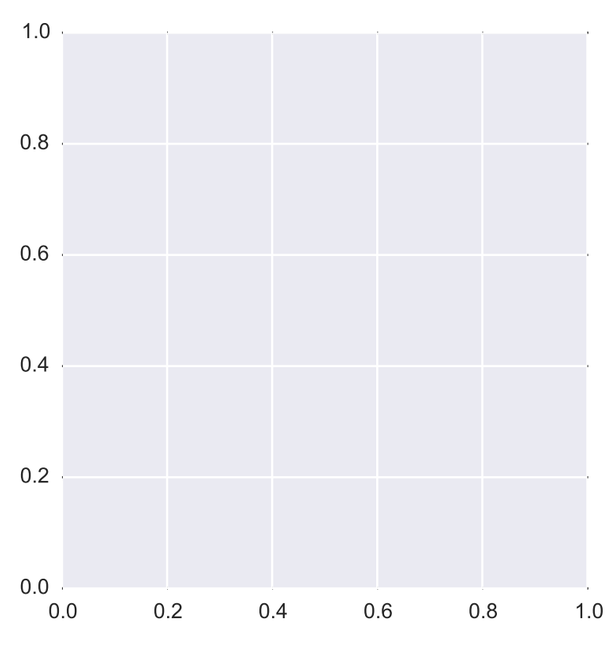

HEAD WIDTH - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 47.06 +/- 3.12 <<< [46.57 +/- 1.62] \u00A4 (p=0.2568, q=0.5951)
Probability ($\sum P(x) = 1$)
30
35
40
45
50
55
60
65
Microns

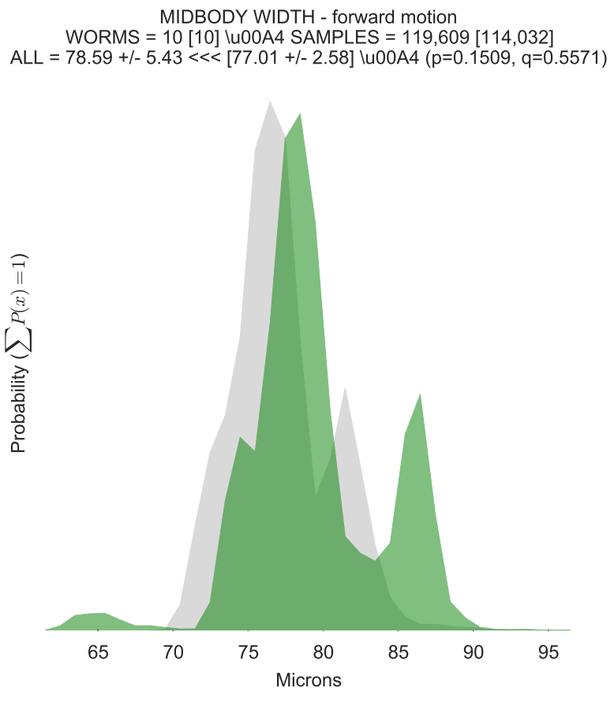

HEAD WIDTH - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 46.52 +/- 2.96 <<< [46.68 +/- 1.79] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
30
35
40
45
50
55
60
65
Microns

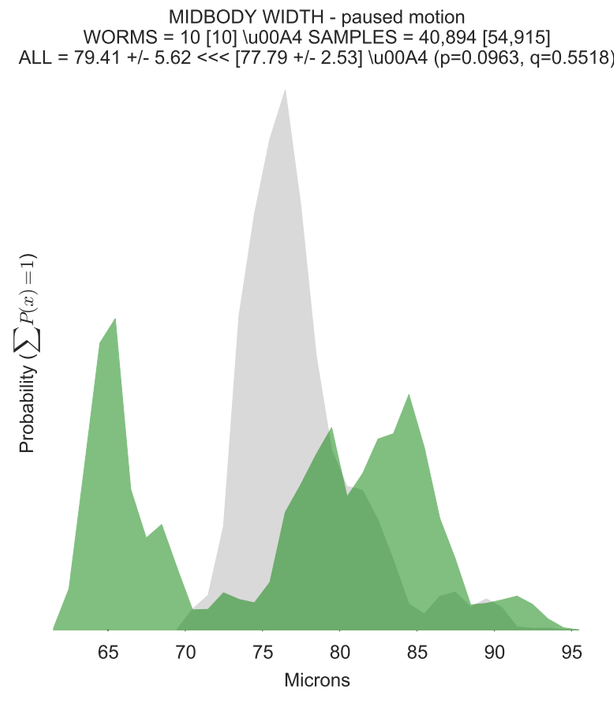

HEAD WIDTH - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 47.27 +/- 3.33 <<< [46.74 +/- 1.91] \u00A4 (p=0.2265, q=0.5874)
Probability ($\sum P(x) = 1$)
30
40
50
60
Microns

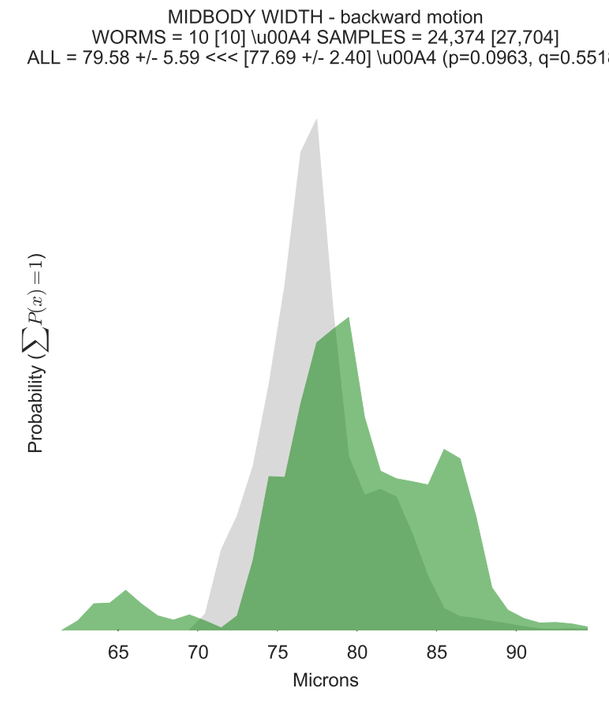

MIDBODY WIDTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 78.95 +/- 5.37 <<< [77.38 +/- 2.55] \u00A4 (p=0.1124, q=0.5571)
Probability ($\sum P(x) = 1$)
65
70
75
80
85
90
95
Microns

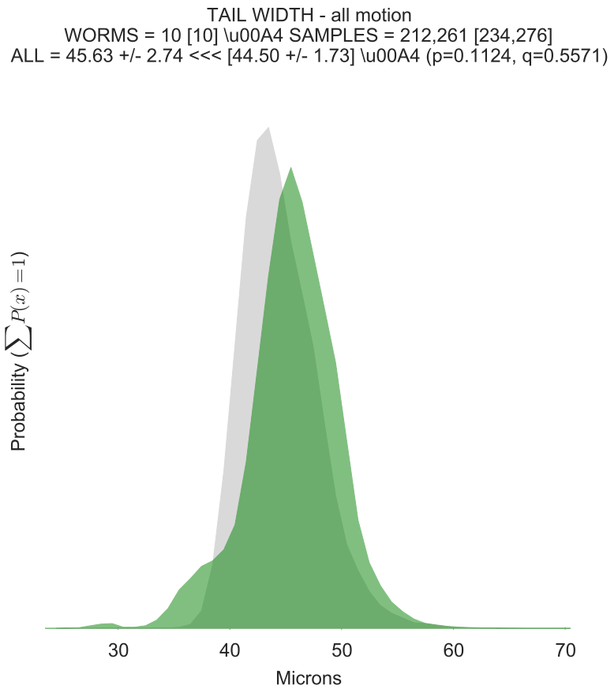

N2: Midbody Width
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

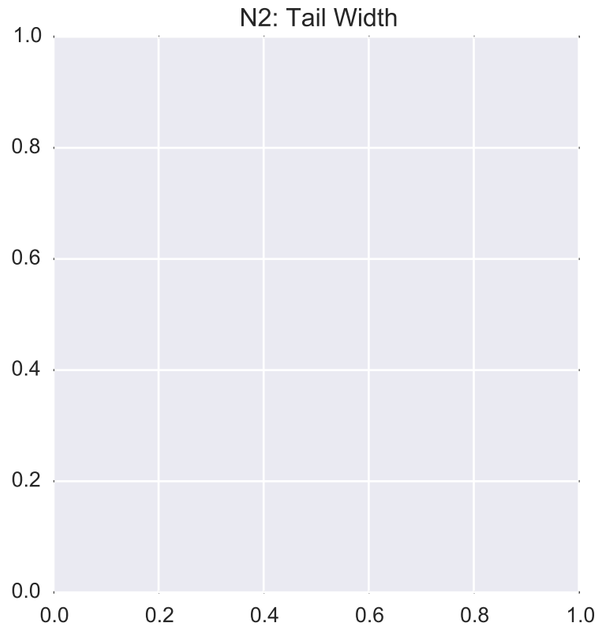

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

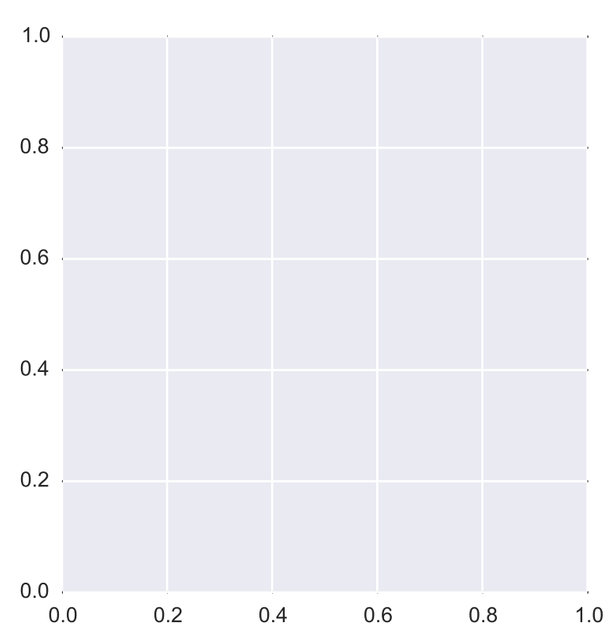

MIDBODY WIDTH - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 78.59 +/- 5.43 <<< [77.01 +/- 2.58] \u00A4 (p=0.1509, q=0.5571)
Probability ($\sum P(x) = 1$)
65
70
75
80
85
90
95
Microns

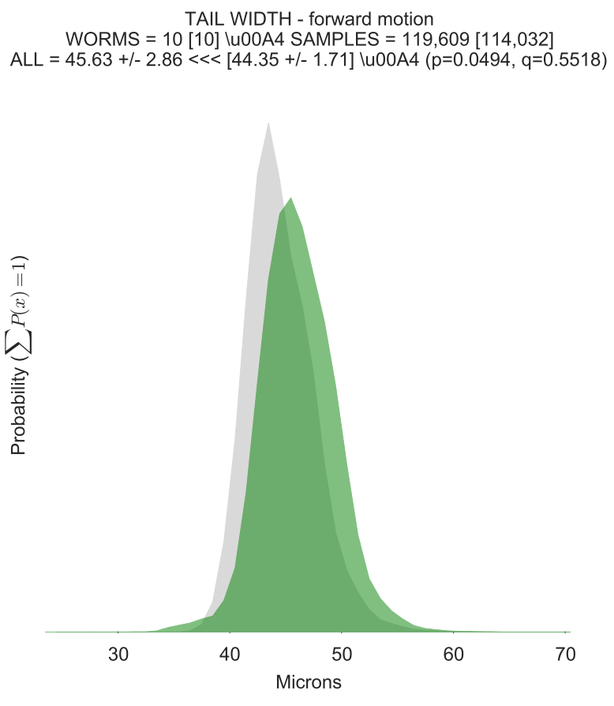

MIDBODY WIDTH - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 79.41 +/- 5.62 <<< [77.79 +/- 2.53] \u00A4 (p=0.0963, q=0.5518)
Probability ($\sum P(x) = 1$)
65
70
75
80
85
90
95
Microns

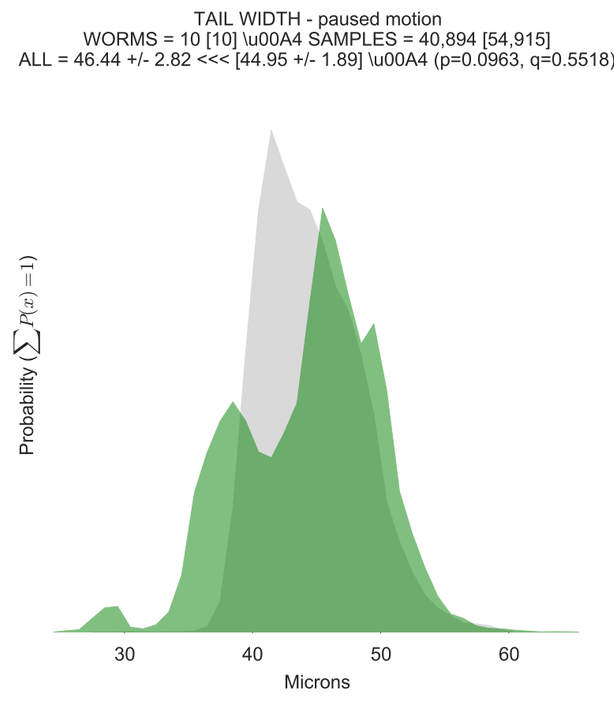

MIDBODY WIDTH - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 79.58 +/- 5.59 <<< [77.69 +/- 2.40] \u00A4 (p=0.0963, q=0.5518)
Probability ($\sum P(x) = 1$)
65
70
75
80
85
90
Microns

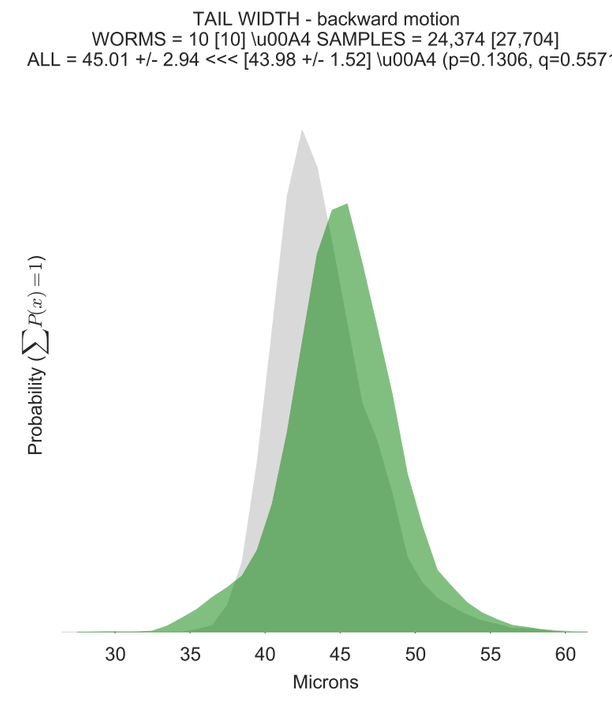

TAIL WIDTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 45.63 +/- 2.74 <<< [44.50 +/- 1.73] \u00A4 (p=0.1124, q=0.5571)
Probability ($\sum P(x) = 1$)
30
40
50
60
70
Microns


N2: Tail Width
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

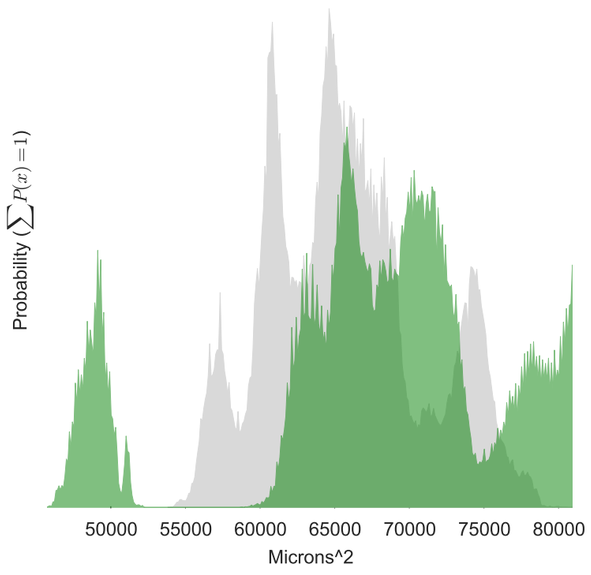

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

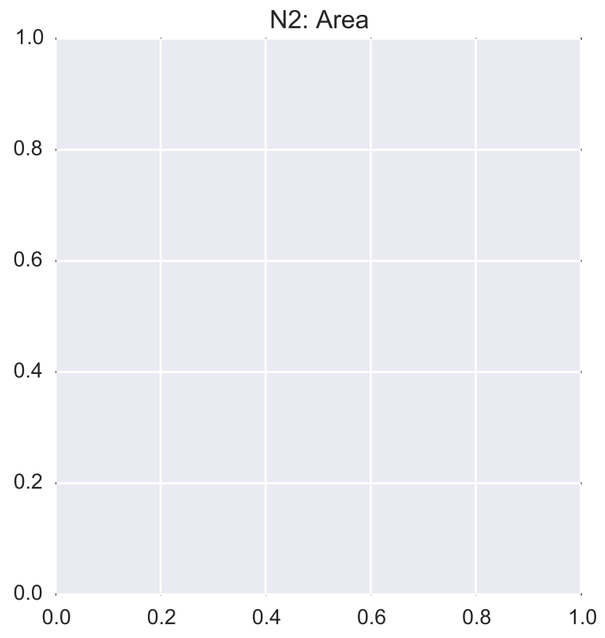

TAIL WIDTH - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 45.63 +/- 2.86 <<< [44.35 +/- 1.71] \u00A4 (p=0.0494, q=0.5518)
Probability ($\sum P(x) = 1$)
30
40
50
60
70
Microns

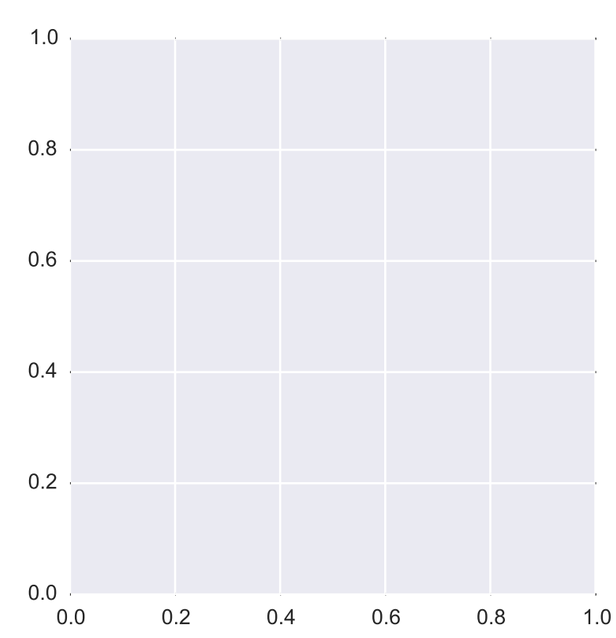

TAIL WIDTH - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 46.44 +/- 2.82 <<< [44.95 +/- 1.89] \u00A4 (p=0.0963, q=0.5518)
Probability ($\sum P(x) = 1$)
30
40
50
60
Microns


TAIL WIDTH - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 45.01 +/- 2.94 <<< [43.98 +/- 1.52] \u00A4 (p=0.1306, q=0.5571)
Probability ($\sum P(x) = 1$)
30
35
40
45
50
55
60
Microns

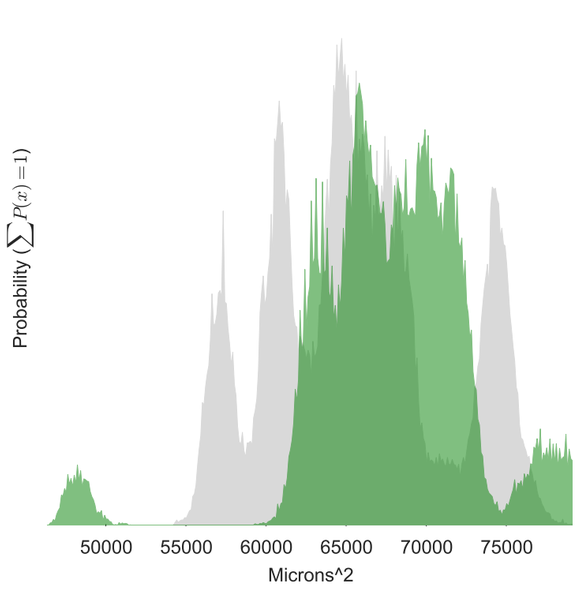
AREA - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 68493.77 +/- 8322.91 <<< [65815.82 +/- 4696.36] \u00A4 (p=0.1736, q=0.5571)



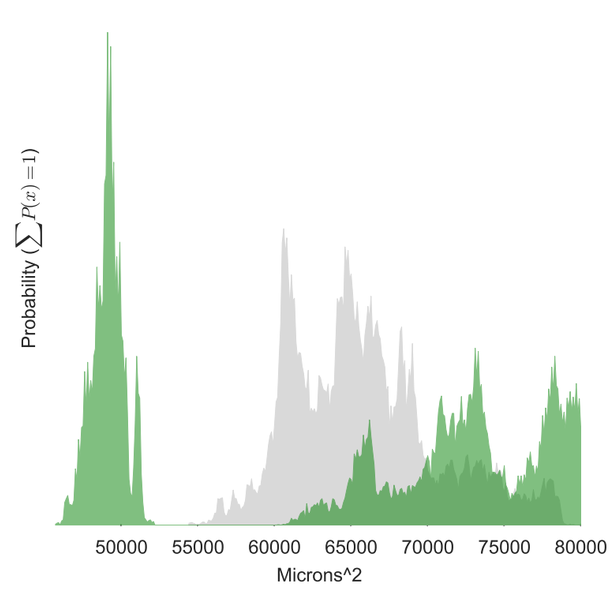




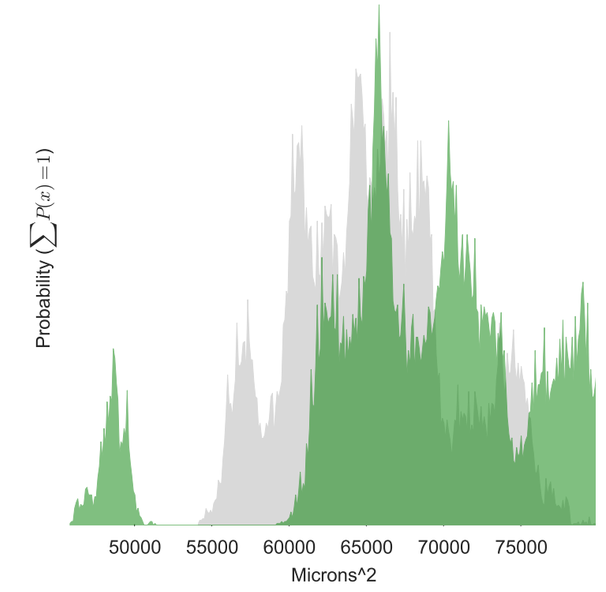
AREA - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 68125.16 +/- 8405.67 <<< [65340.03 +/- 4737.85] \u00A4 (p=0.1988, q=0.5571)



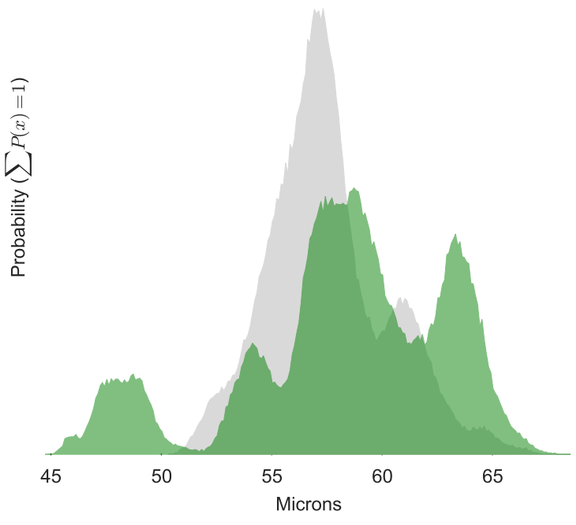
AREA - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 68976.48 +/- 8360.73 <<< [66633.18 +/- 4503.67] \u00A4 (p=0.2265, q=0.5874)

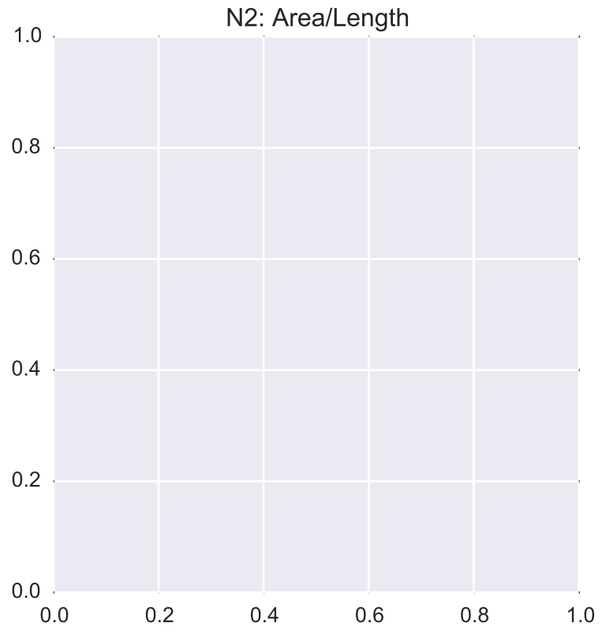


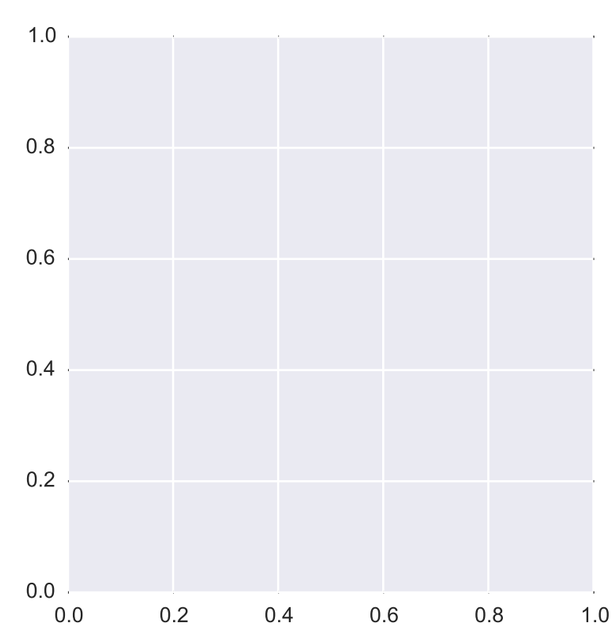
AREA - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 68705.46 +/- 8431.21 <<< [65821.88 +/- 4561.56] \u00A4 (p=0.1988, q=0.5571)



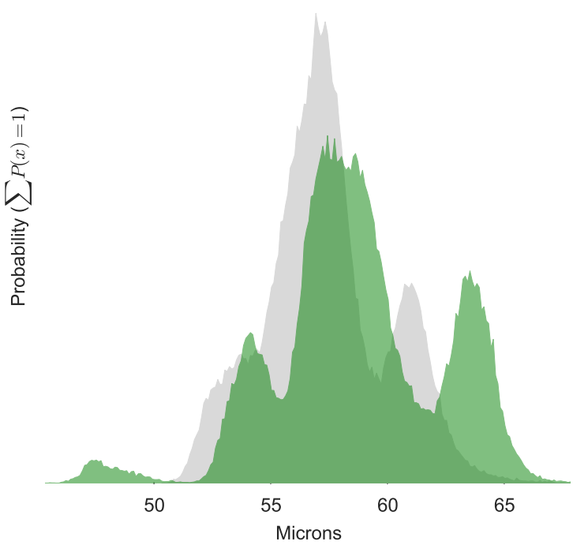
AREA/LENGTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 58.48 +/- 4.30 <<< [57.54 +/- 2.11] \u00A4 (p=0.1736, q=0.5571)



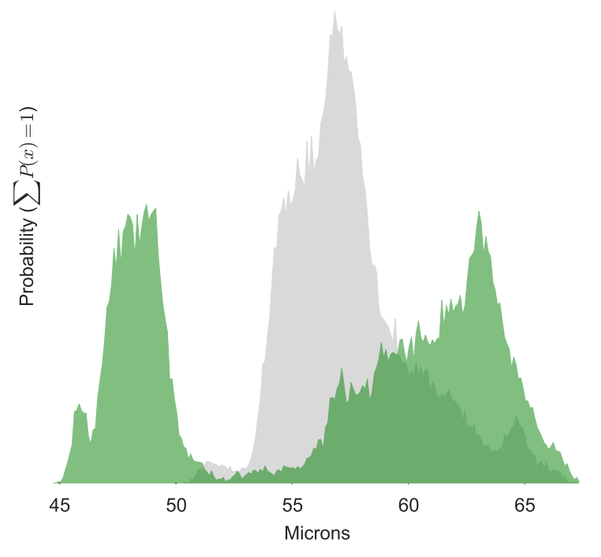




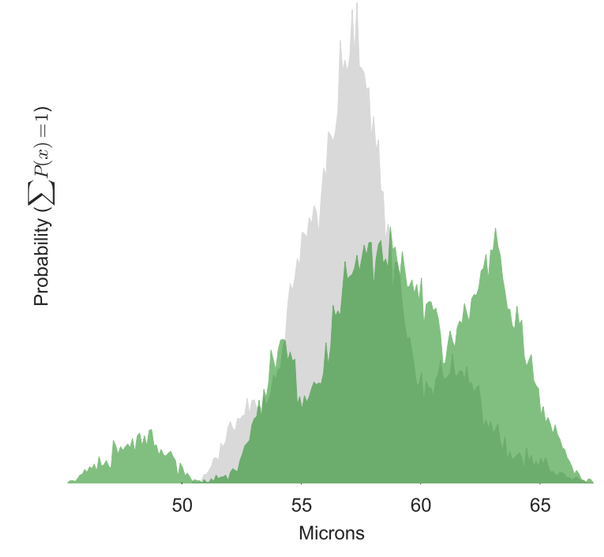
AREA/LENGTH - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 58.32 +/- 4.33 <<< [57.24 +/- 2.14] \u00A4 (p=0.1509, q=0.5571)

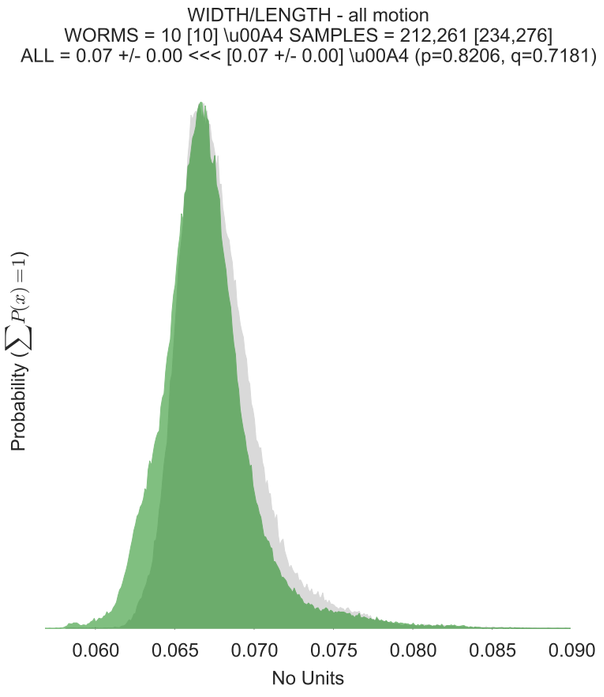


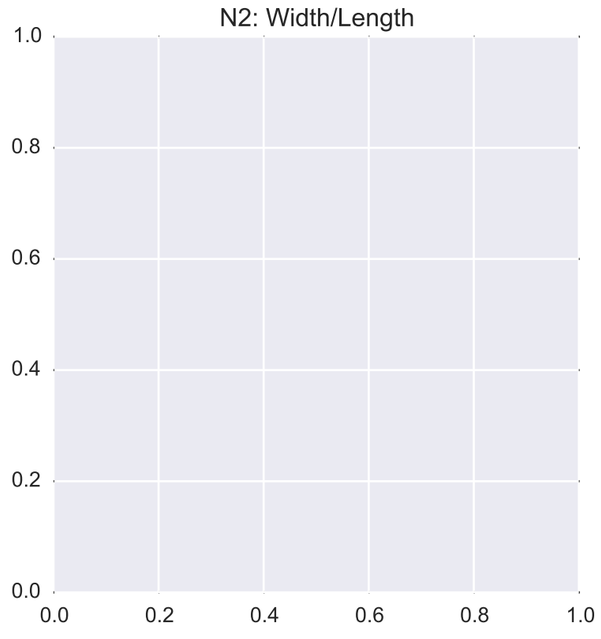
AREA/LENGTH - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 58.85 +/- 4.41 <<< [57.87 +/- 2.01] \u00A4 (p=0.1306, q=0.5571)

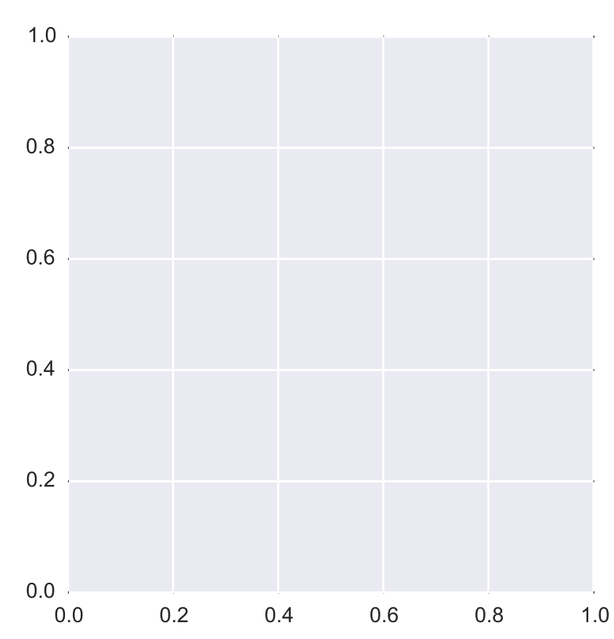


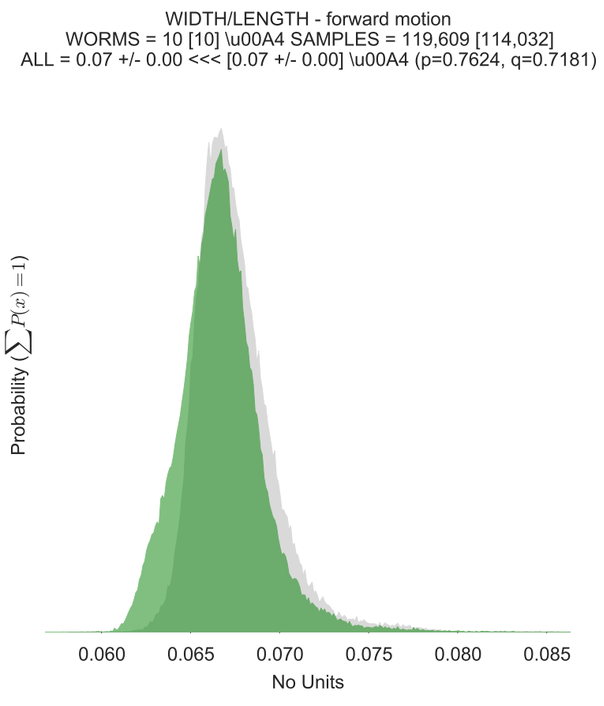
AREA/LENGTH - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 58.75 +/- 4.48 <<< [57.63 +/- 2.04] \u00A4 (p=0.1509, q=0.5571)

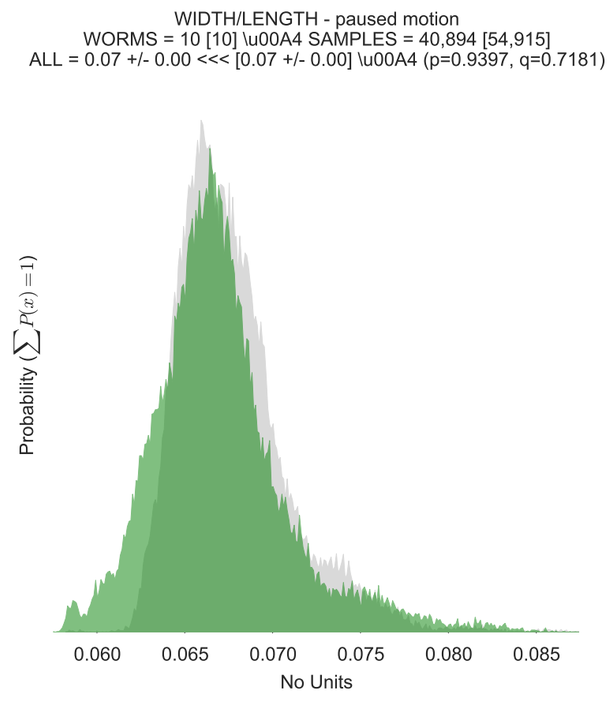


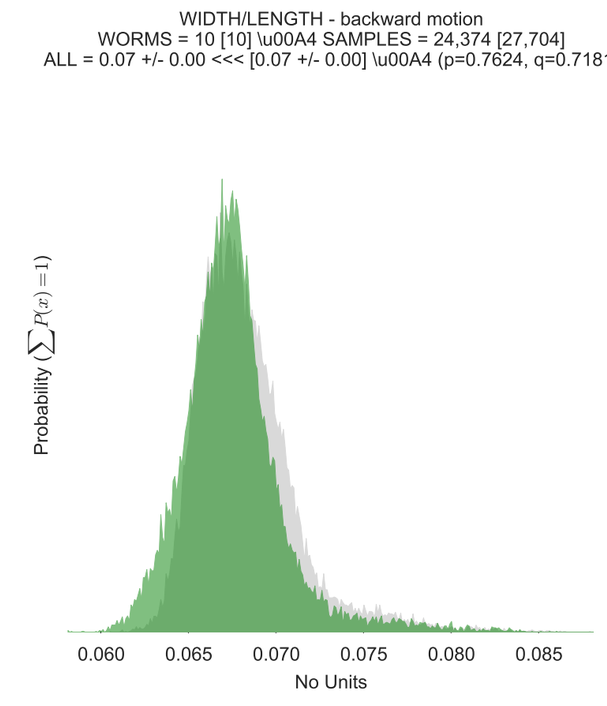

WIDTH/LENGTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.07 +/- 0.00 <<< [0.07 +/- 0.00] \u00A4 (p=0.8206, q=0.7181)
Probability ($\sum P(x) = 1$)
0.060
0.065
0.070
0.075
0.080
0.085
0.090
No Units

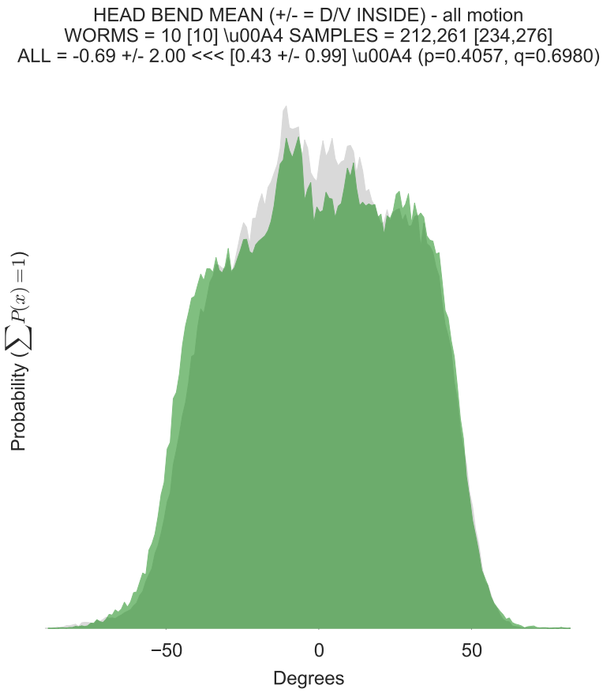

N2: Width/Length
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

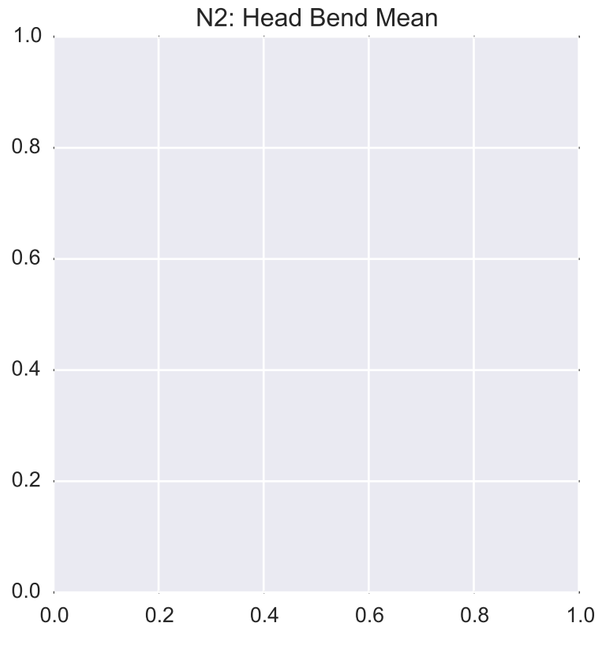

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

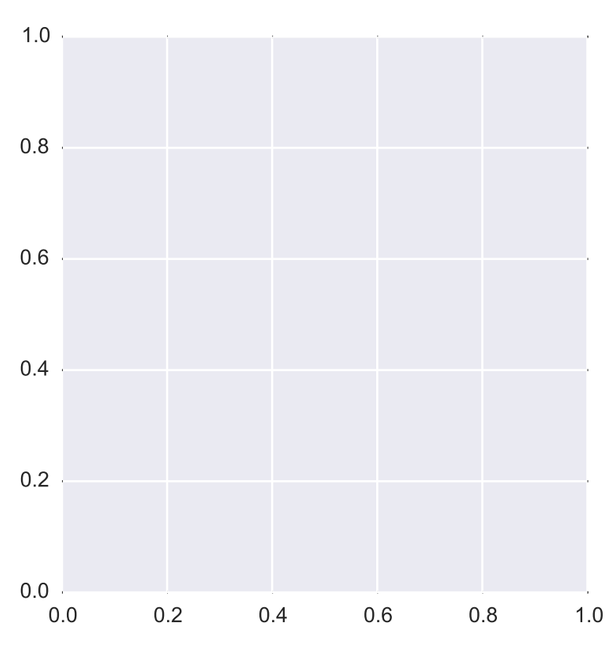

WIDTH/LENGTH - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.07 +/- 0.00 <<< [0.07 +/- 0.00] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
0.060
0.065
0.070
0.075
0.080
0.085
No Units

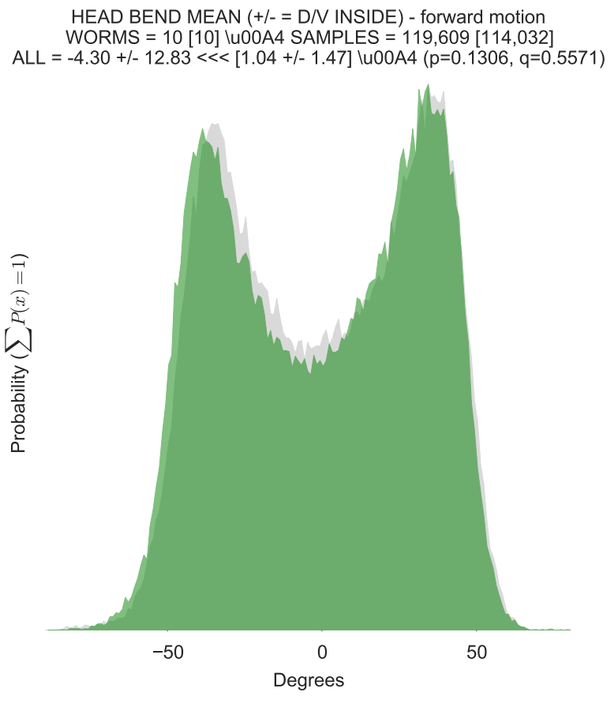

WIDTH/LENGTH - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.07 +/- 0.00 <<< [0.07 +/- 0.00] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
0.060
0.065
0.070
0.075
0.080
0.085
No Units

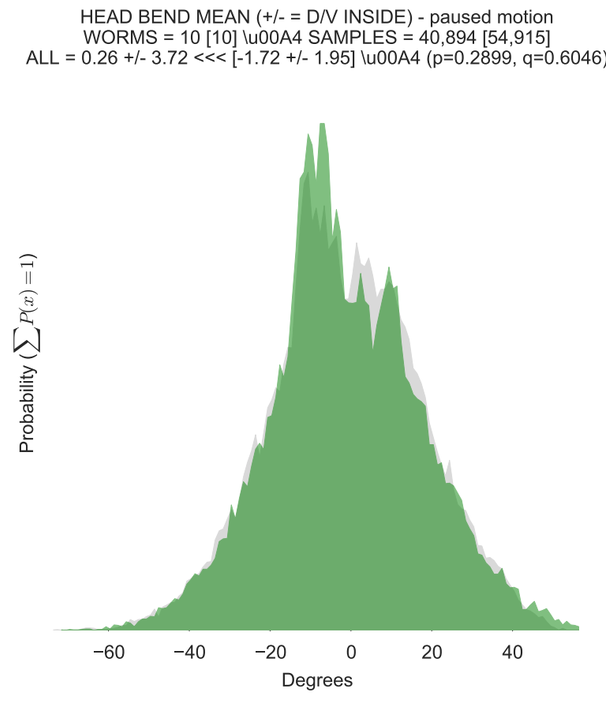

WIDTH/LENGTH - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.07 +/- 0.00 <<< [0.07 +/- 0.00] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
0.060
0.065
0.070
0.075
0.080
0.085
No Units

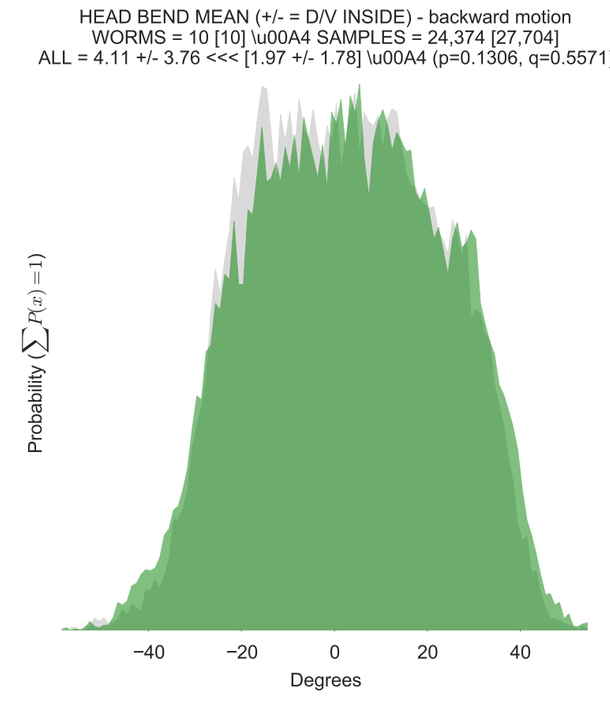

HEAD BEND MEAN (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.69 +/- 2.00 <<< [0.43 +/- 0.99] \u00A4 (p=0.4057, q=0.6980)
Probability ($\sum P(x) = 1$)
−50
0
50
Degrees

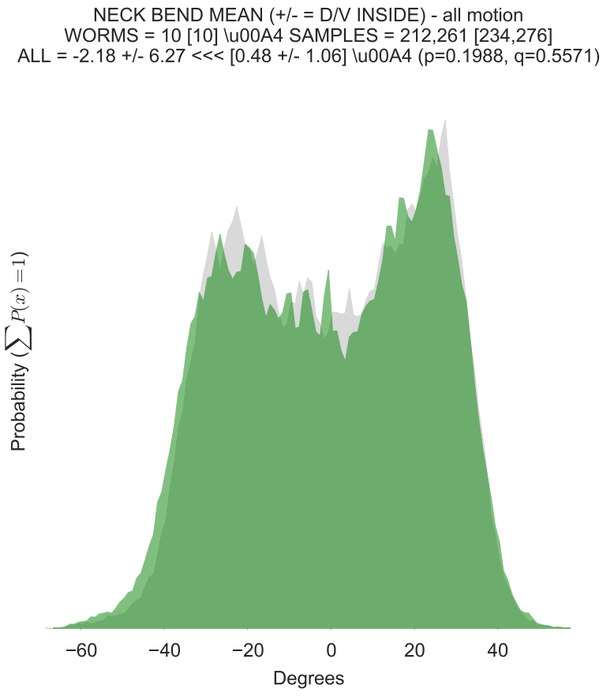

N2: Head Bend Mean
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

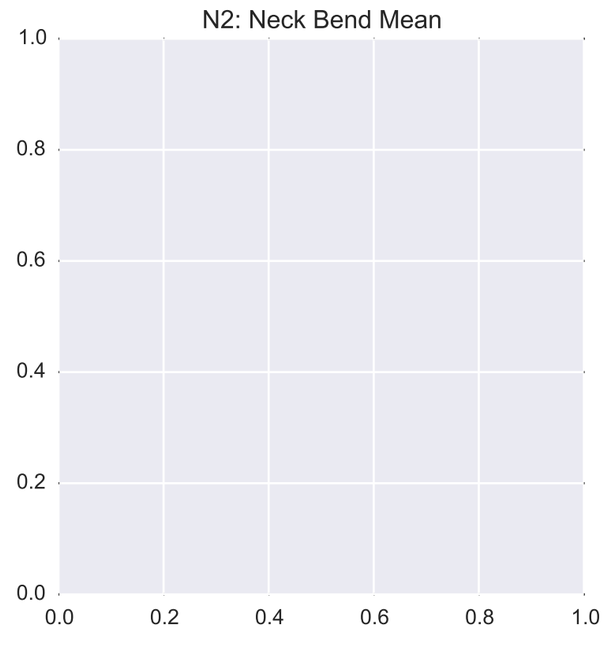

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

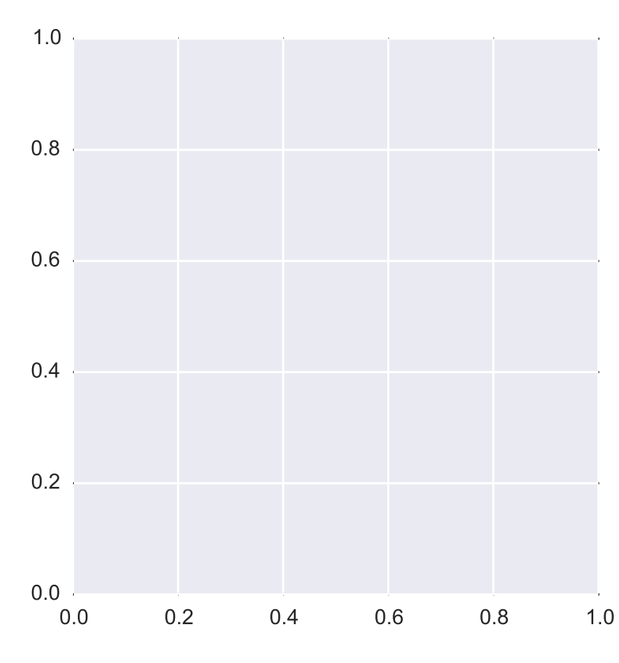

HEAD BEND MEAN (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -4.30 +/- 12.83 <<< [1.04 +/- 1.47] \u00A4 (p=0.1306, q=0.5571)
Probability ($\sum P(x) = 1$)
−50
0
50
Degrees

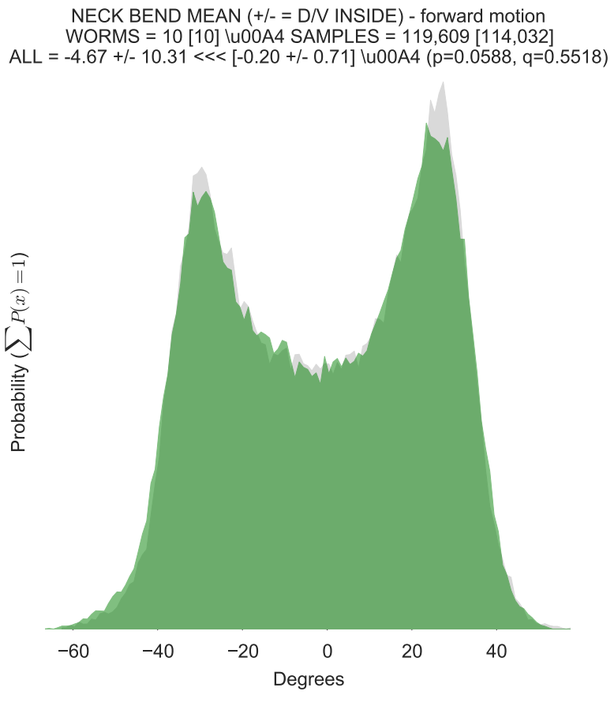

HEAD BEND MEAN (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.26 +/- 3.72 <<< [-1.72 +/- 1.95] \u00A4 (p=0.2899, q=0.6046)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

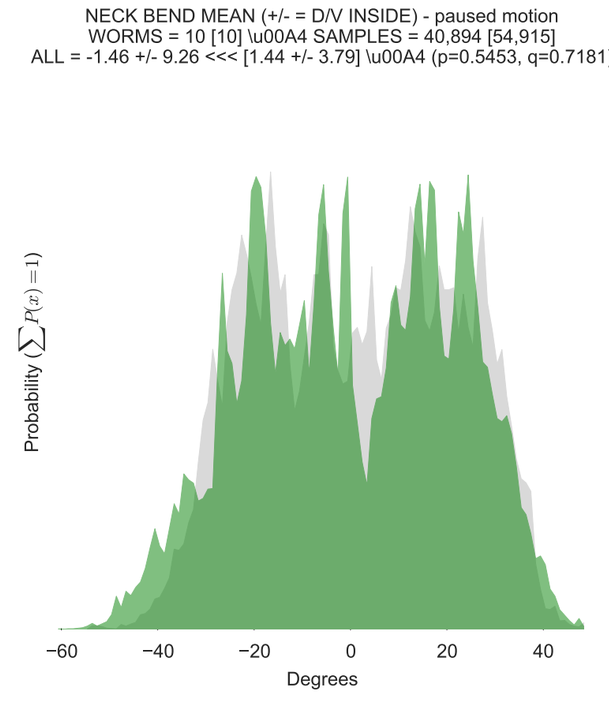

HEAD BEND MEAN (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 4.11 +/- 3.76 <<< [1.97 +/- 1.78] \u00A4 (p=0.1306, q=0.5571)
Probability ($\sum P(x) = 1$)
−40
−20
0
20
40
Degrees

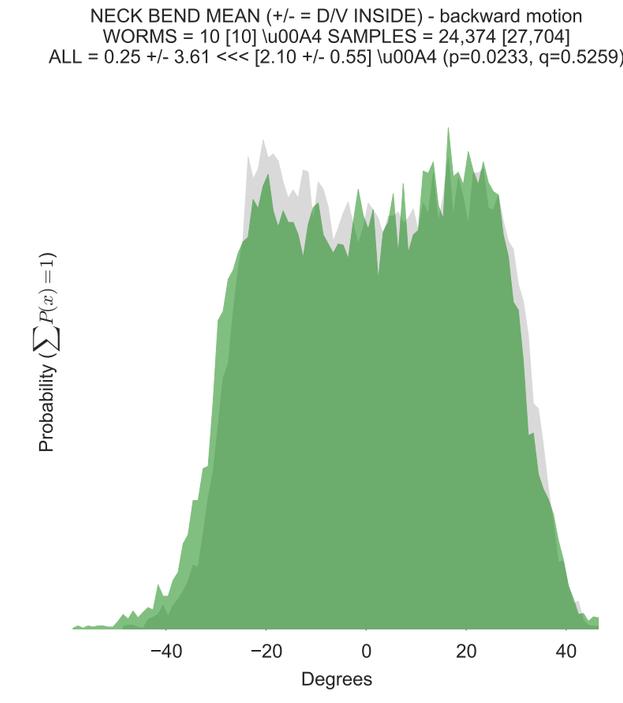

NECK BEND MEAN (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -2.18 +/- 6.27 <<< [0.48 +/- 1.06] \u00A4 (p=0.1988, q=0.5571)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

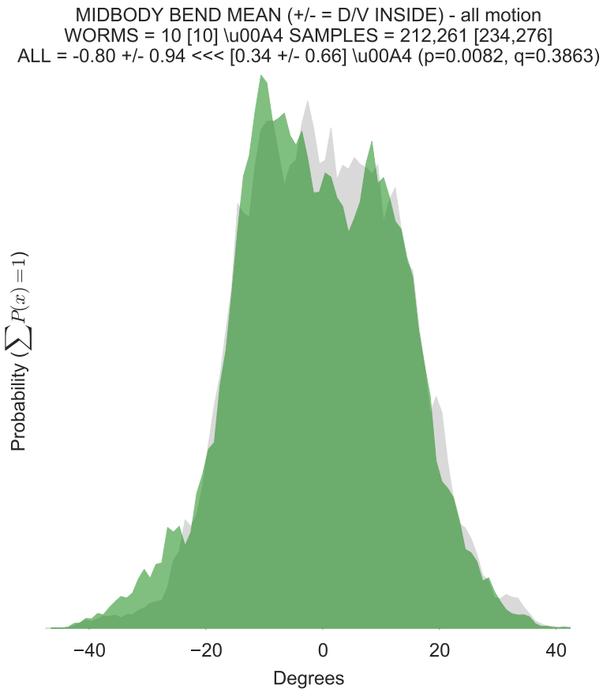

N2: Neck Bend Mean
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

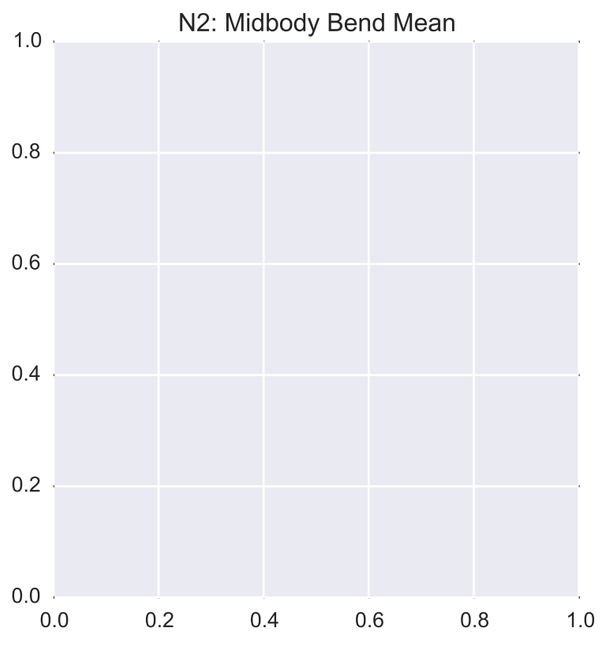

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

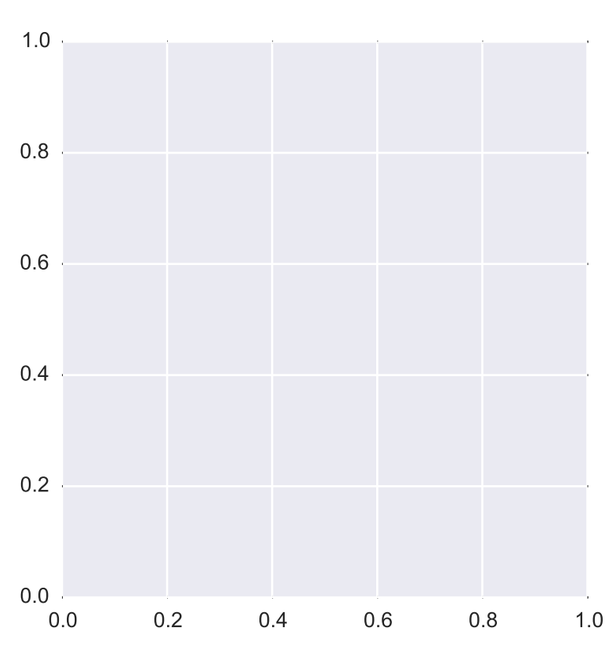

NECK BEND MEAN (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -4.67 +/- 10.31 <<< [-0.20 +/- 0.71] \u00A4 (p=0.0588, q=0.5518)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

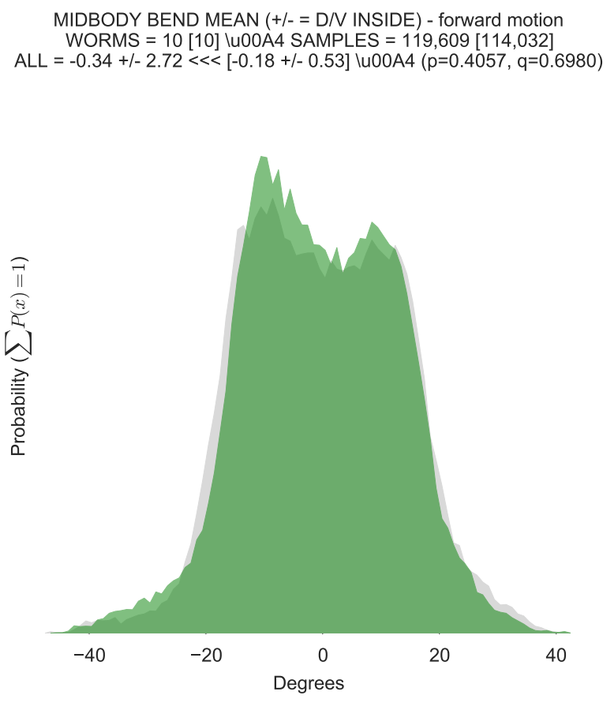

NECK BEND MEAN (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = -1.46 +/- 9.26 <<< [1.44 +/- 3.79] \u00A4 (p=0.5453, q=0.7181)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

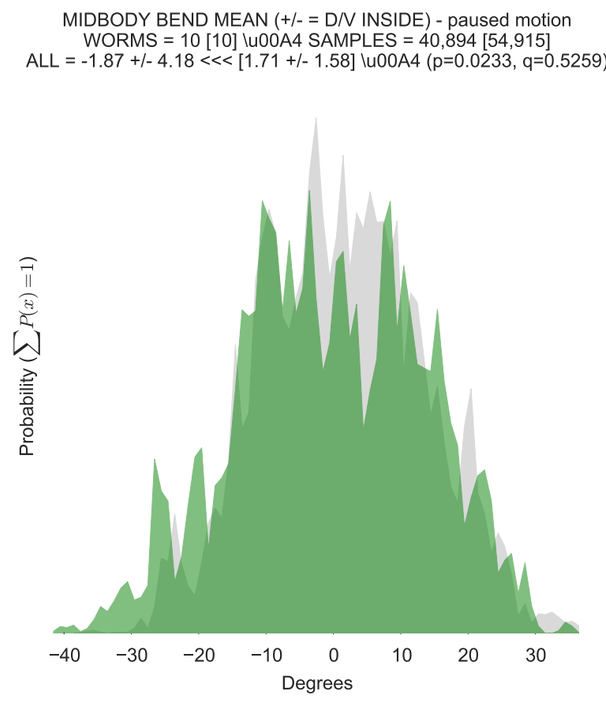

NECK BEND MEAN (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.25 +/- 3.61 <<< [2.10 +/- 0.55] \u00A4 (p=0.0233, q=0.5259)
Probability ($\sum P(x) = 1$)
−40
−20
0
20
40
Degrees

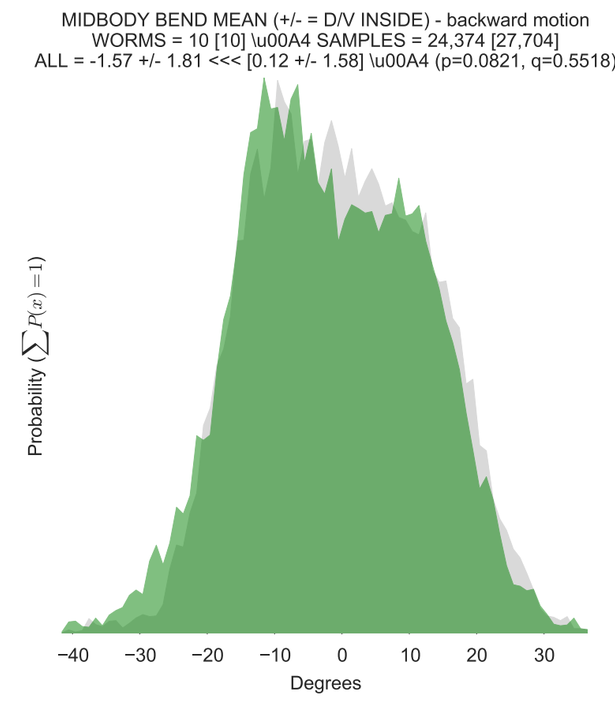

MIDBODY BEND MEAN (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.80 +/- 0.94 <<< [0.34 +/- 0.66] \u00A4 (p=0.0082, q=0.3863)
Probability ($\sum P(x) = 1$)
−40
−20
0
20
40
Degrees

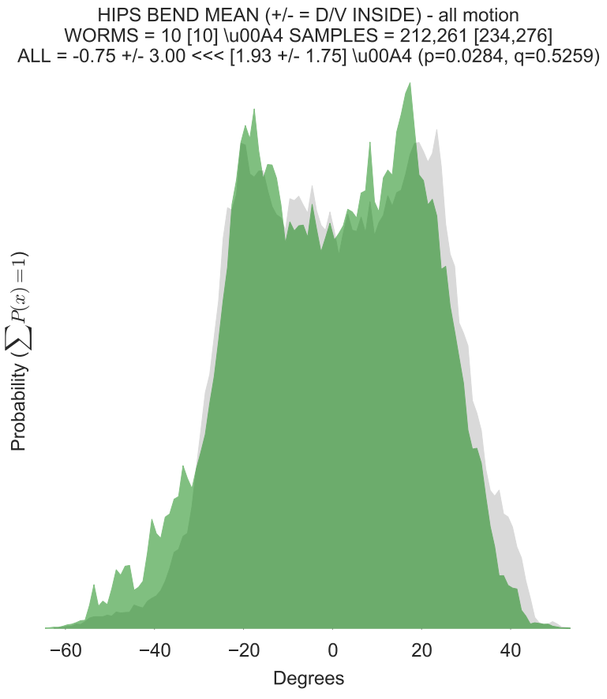

N2: Midbody Bend Mean
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

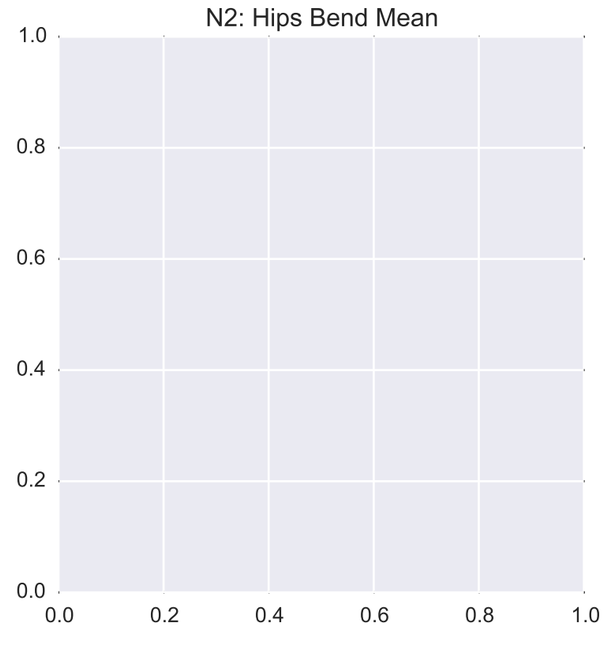

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

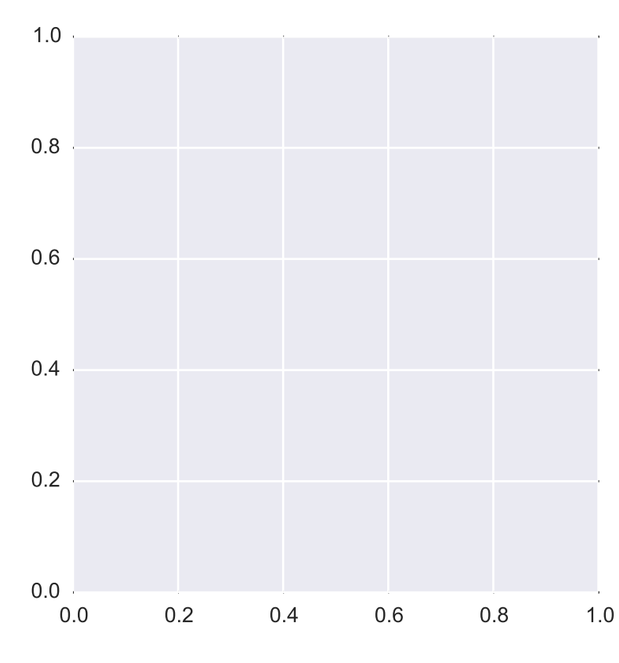

MIDBODY BEND MEAN (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -0.34 +/- 2.72 <<< [-0.18 +/- 0.53] \u00A4 (p=0.4057, q=0.6980)
Probability ($\sum P(x) = 1$)
−40
−20
0
20
40
Degrees

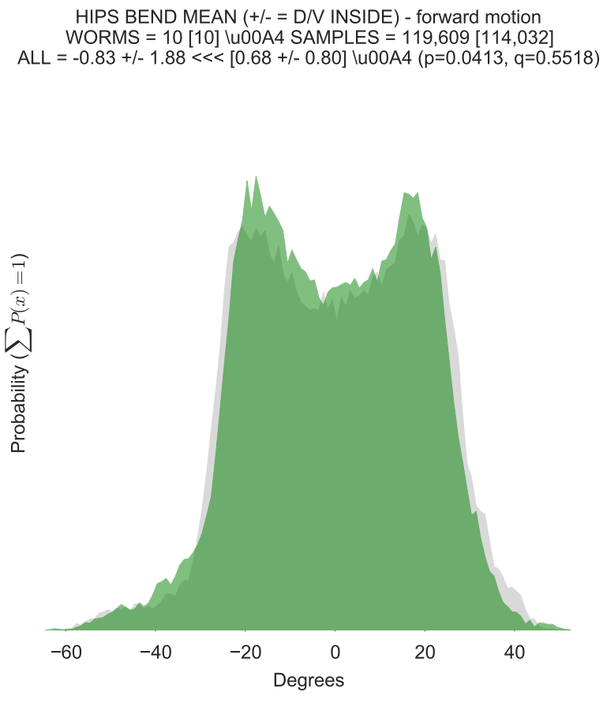

MIDBODY BEND MEAN (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = -1.87 +/- 4.18 <<< [1.71 +/- 1.58] \u00A4 (p=0.0233, q=0.5259)
Probability ($\sum P(x) = 1$)
−40
−30
−20
−10
0
10
20
30
Degrees

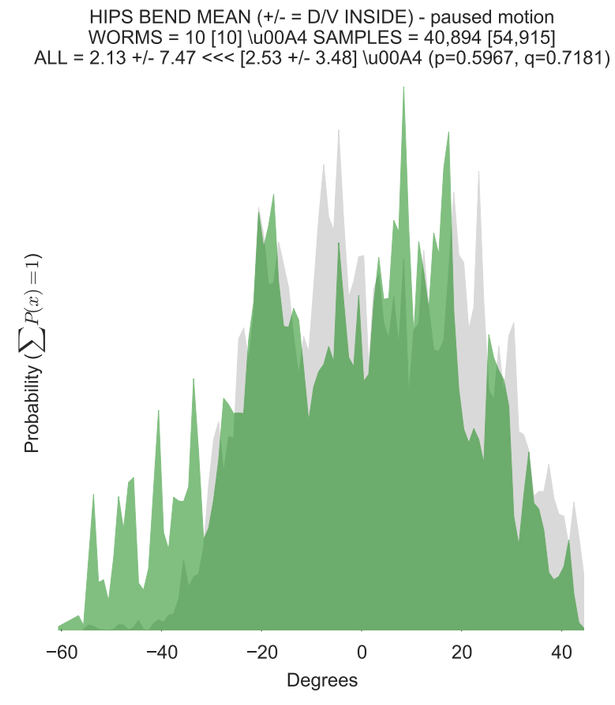

MIDBODY BEND MEAN (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = -1.57 +/- 1.81 <<< [0.12 +/- 1.58] \u00A4 (p=0.0821, q=0.5518)
Probability ($\sum P(x) = 1$)
−40
−30
−20
−10
0
10
20
30
Degrees

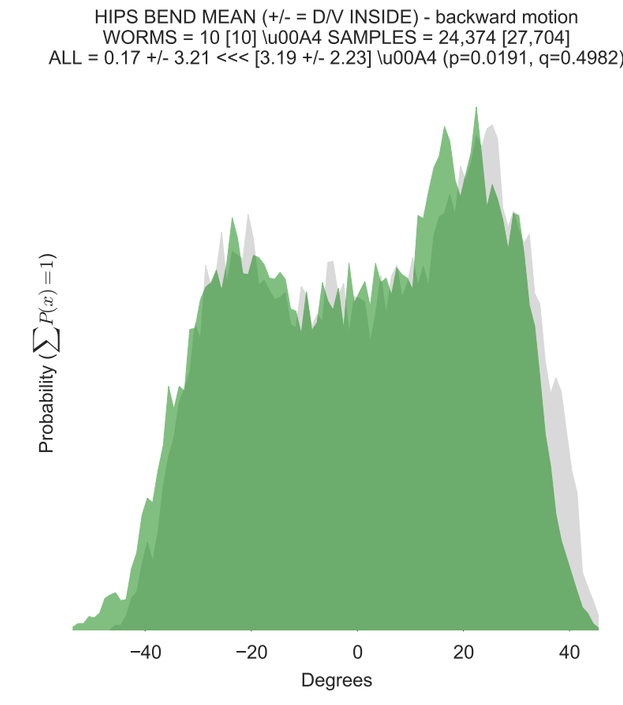

HIPS BEND MEAN (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.75 +/- 3.00 <<< [1.93 +/- 1.75] \u00A4 (p=0.0284, q=0.5259)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

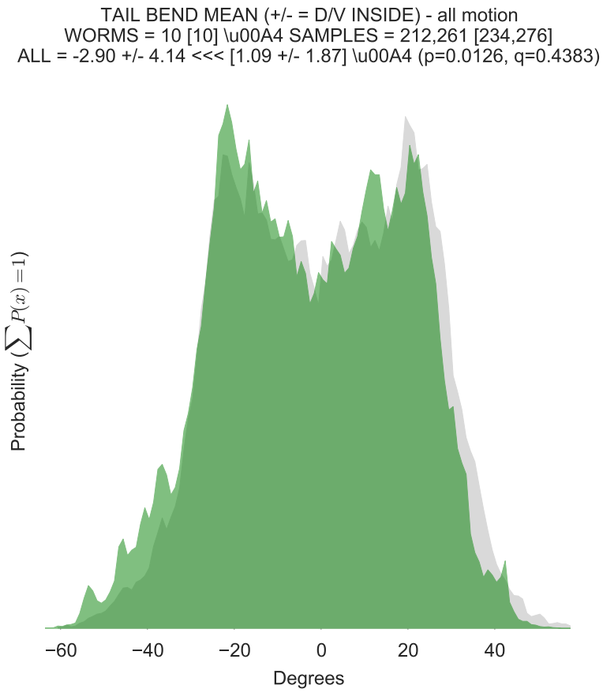

N2: Hips Bend Mean
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

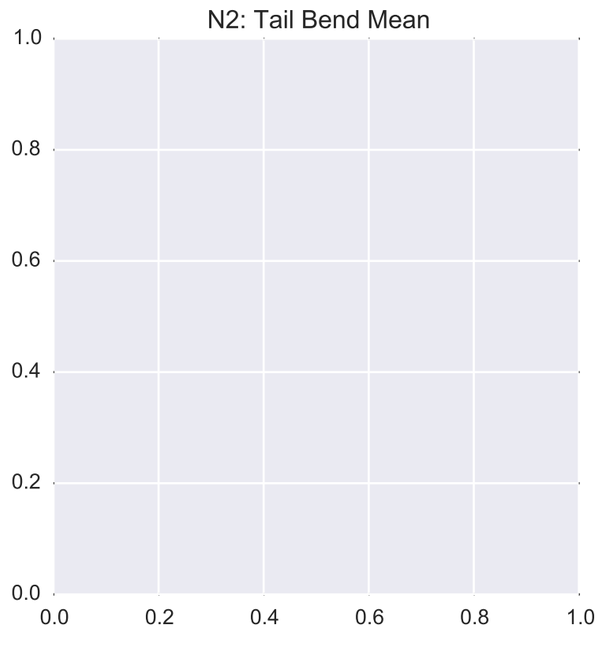

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

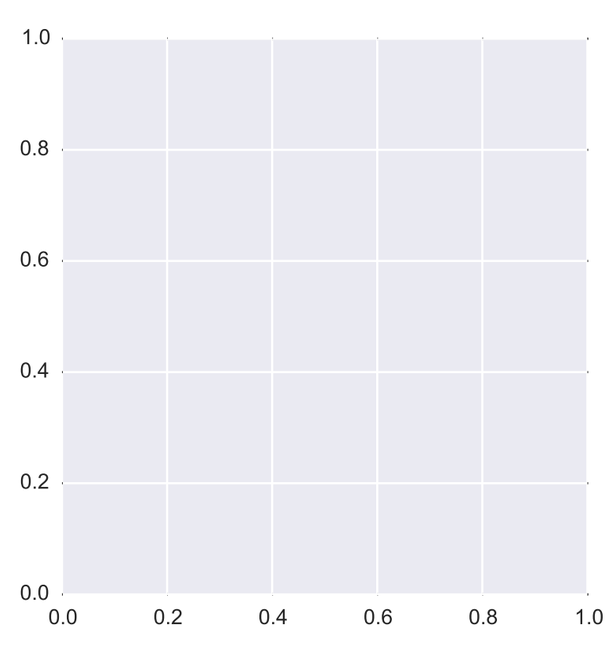

HIPS BEND MEAN (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -0.83 +/- 1.88 <<< [0.68 +/- 0.80] \u00A4 (p=0.0413, q=0.5518)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

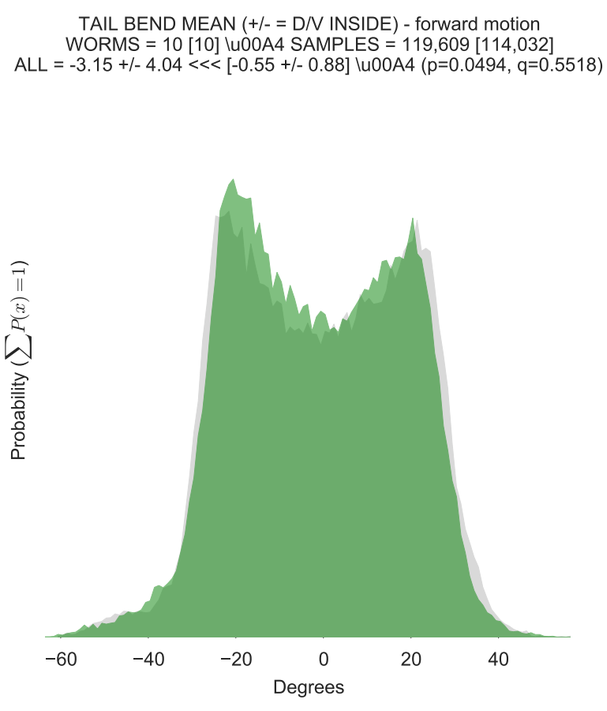

HIPS BEND MEAN (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 2.13 +/- 7.47 <<< [2.53 +/- 3.48] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

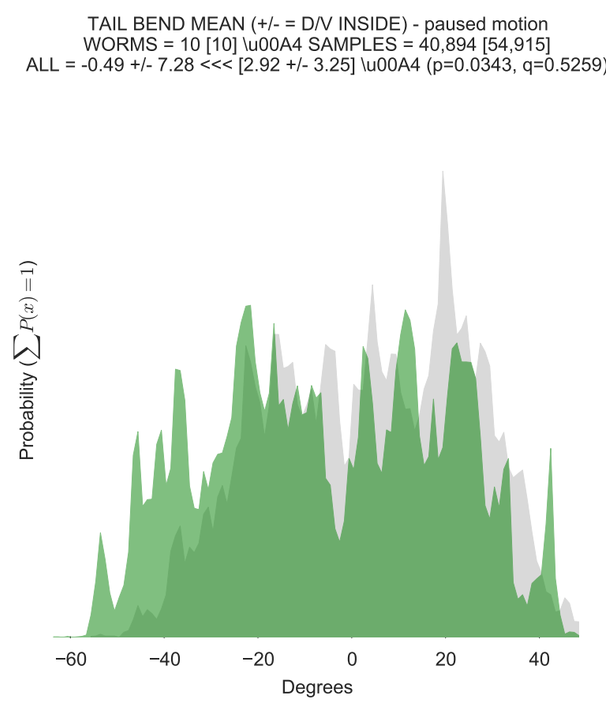

HIPS BEND MEAN (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.17 +/- 3.21 <<< [3.19 +/- 2.23] \u00A4 (p=0.0191, q=0.4982)
Probability ($\sum P(x) = 1$)
−40
−20
0
20
40
Degrees

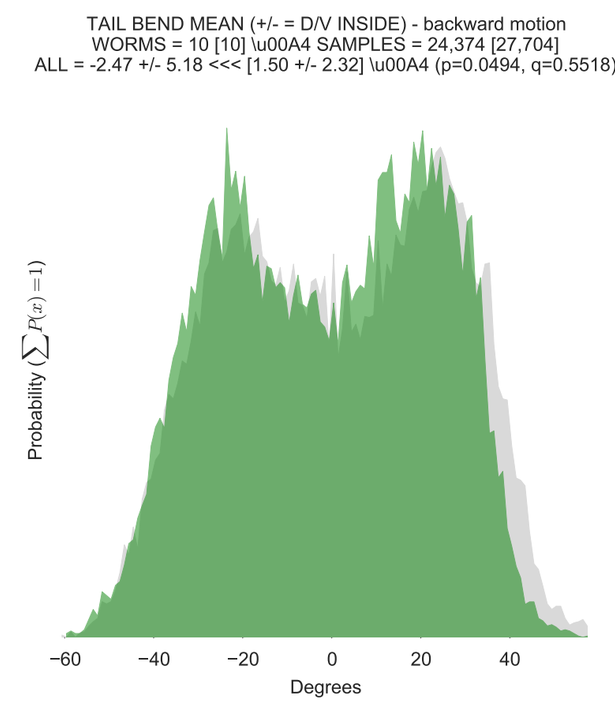

TAIL BEND MEAN (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -2.90 +/- 4.14 <<< [1.09 +/- 1.87] \u00A4 (p=0.0126, q=0.4383)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

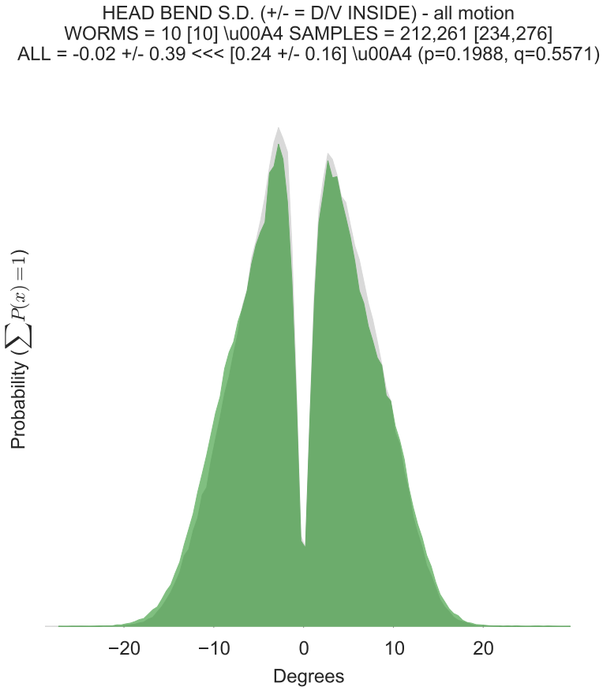

N2: Tail Bend Mean
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

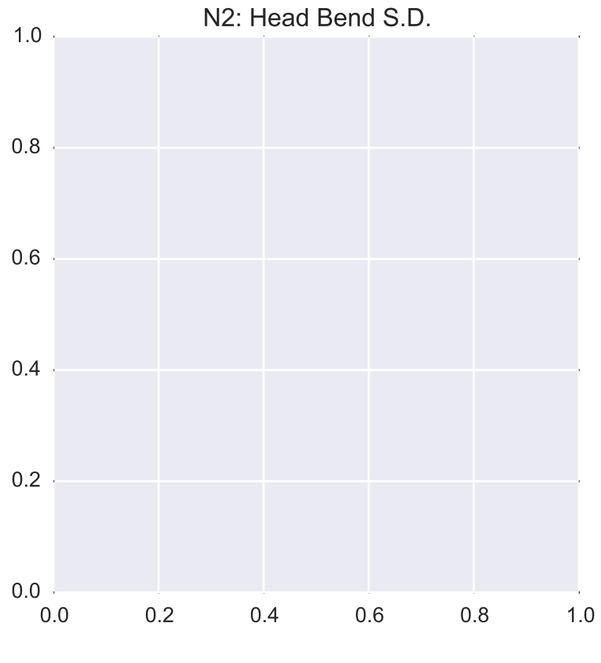

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

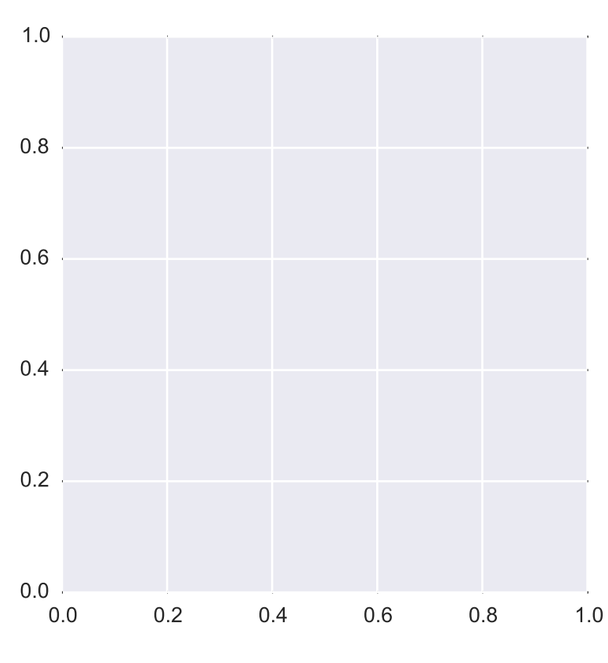

TAIL BEND MEAN (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -3.15 +/- 4.04 <<< [-0.55 +/- 0.88] \u00A4 (p=0.0494, q=0.5518)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

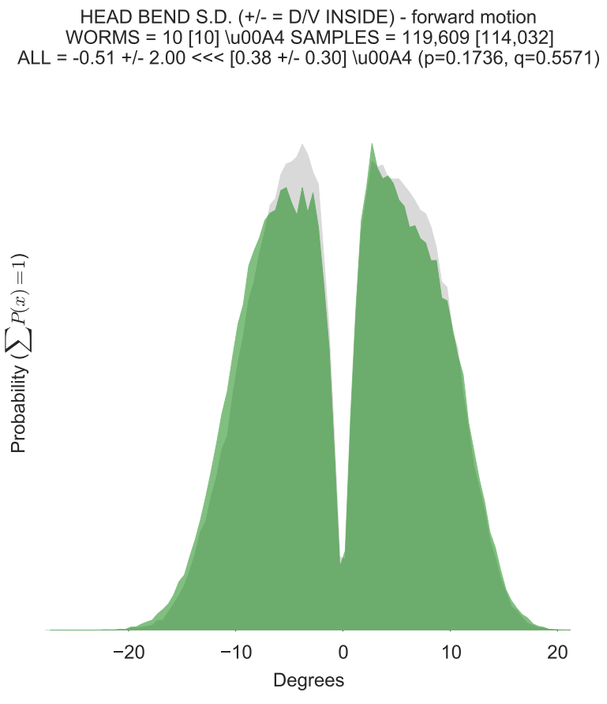

TAIL BEND MEAN (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = -0.49 +/- 7.28 <<< [2.92 +/- 3.25] \u00A4 (p=0.0343, q=0.5259)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

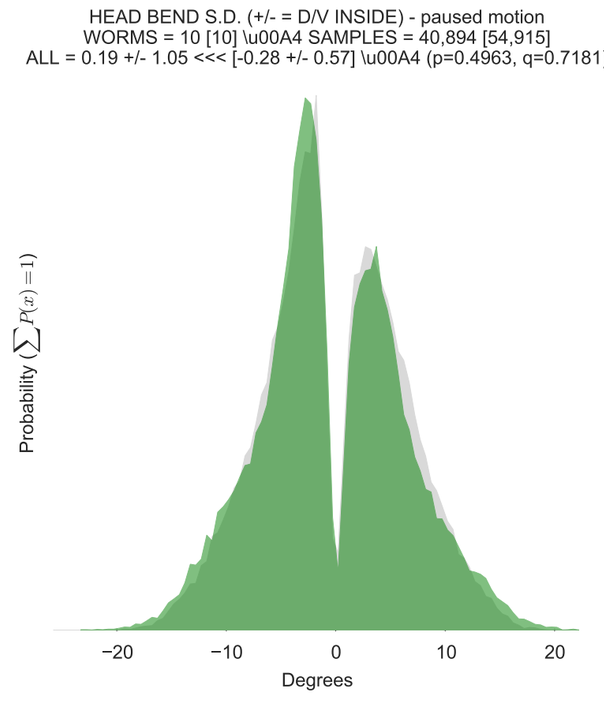

TAIL BEND MEAN (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = -2.47 +/- 5.18 <<< [1.50 +/- 2.32] \u00A4 (p=0.0494, q=0.5518)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

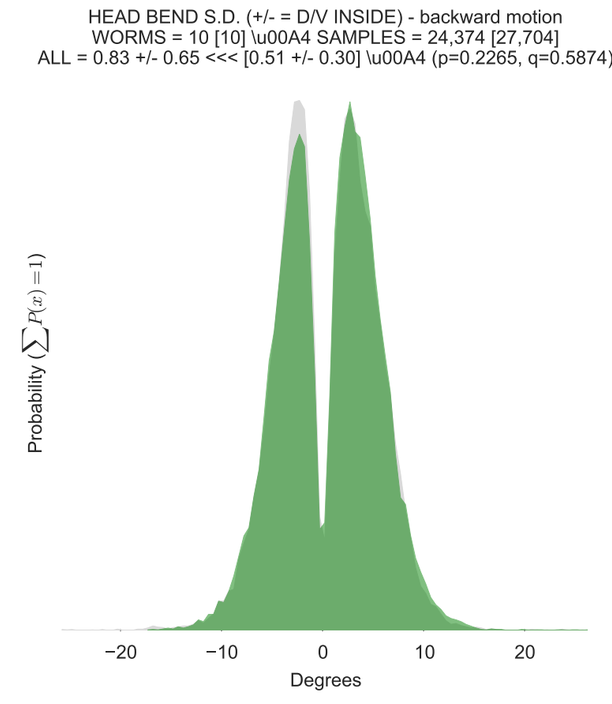

HEAD BEND S.D. (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.02 +/- 0.39 <<< [0.24 +/- 0.16] \u00A4 (p=0.1988, q=0.5571)
Probability ($\sum P(x) = 1$)
−20
−10
0
10
20
Degrees

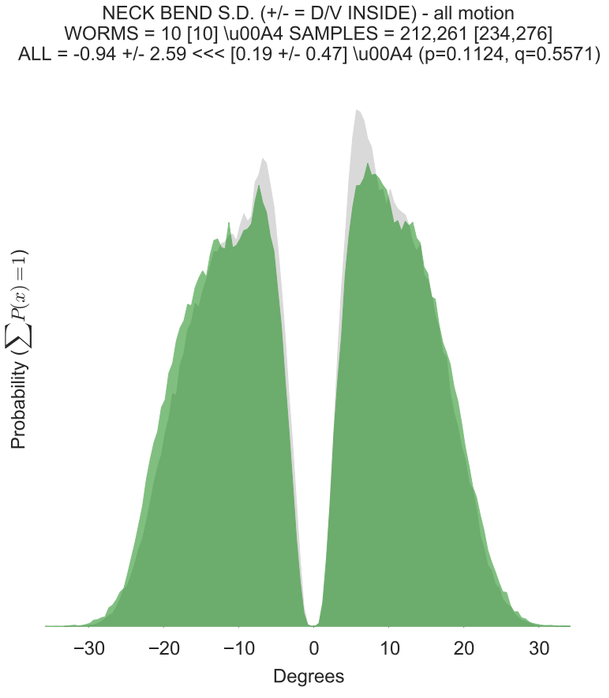

N2: Head Bend S.D.
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

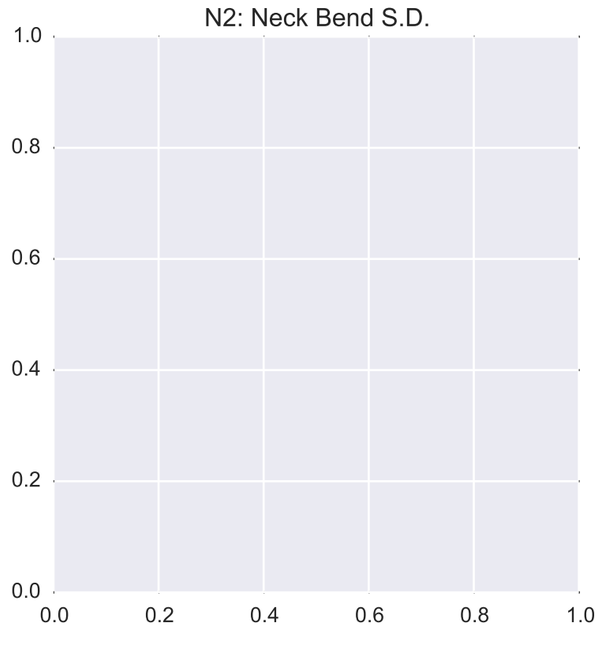

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

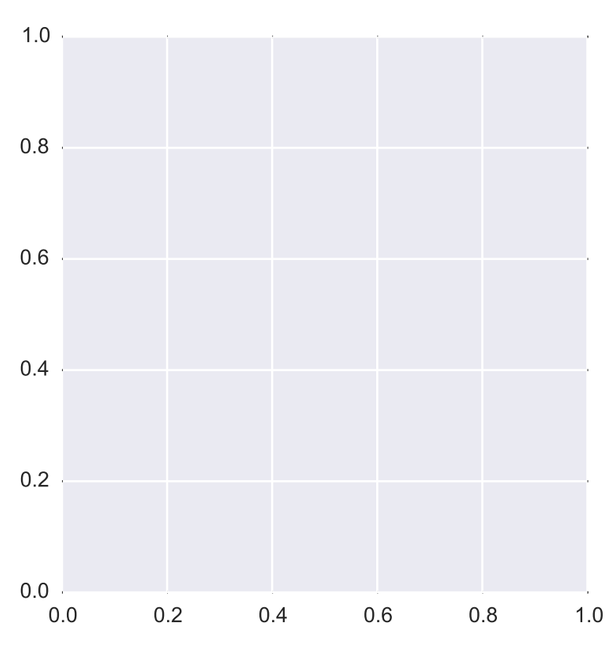

HEAD BEND S.D. (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -0.51 +/- 2.00 <<< [0.38 +/- 0.30] \u00A4 (p=0.1736, q=0.5571)
Probability ($\sum P(x) = 1$)
−20
−10
0
10
20
Degrees

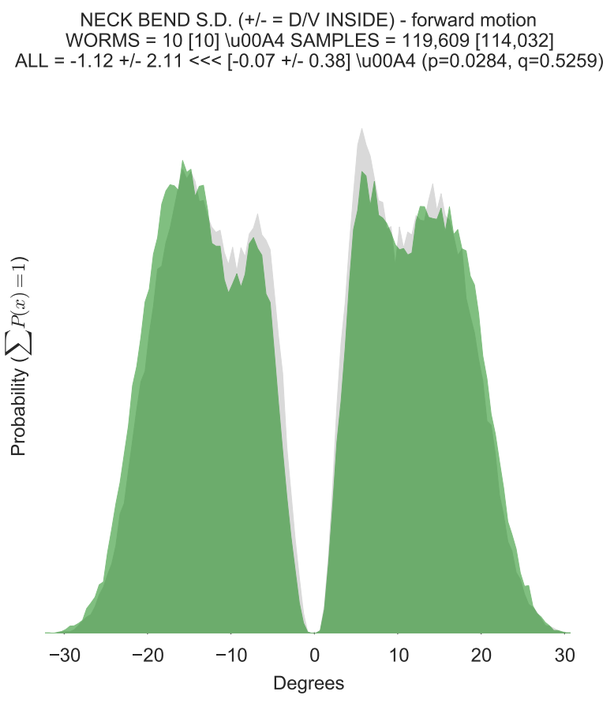

HEAD BEND S.D. (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.19 +/- 1.05 <<< [-0.28 +/- 0.57] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−20
−10
0
10
20
Degrees

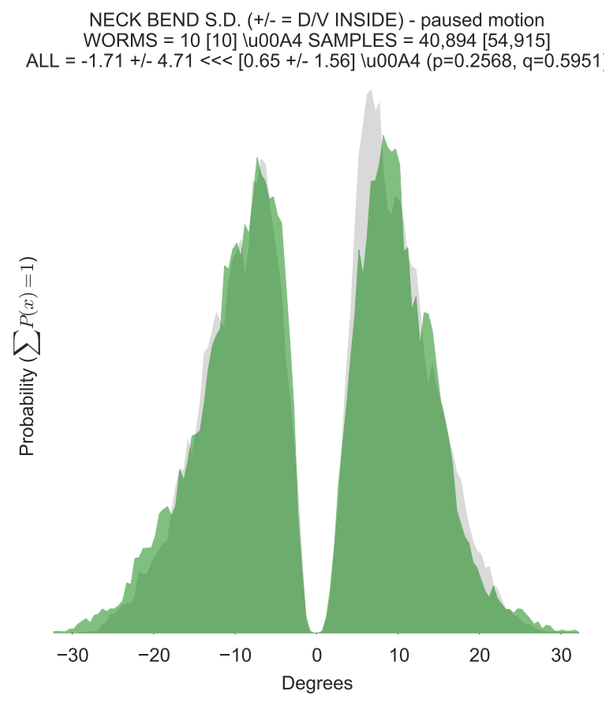

HEAD BEND S.D. (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.83 +/- 0.65 <<< [0.51 +/- 0.30] \u00A4 (p=0.2265, q=0.5874)
Probability ($\sum P(x) = 1$)
−20
−10
0
10
20
Degrees

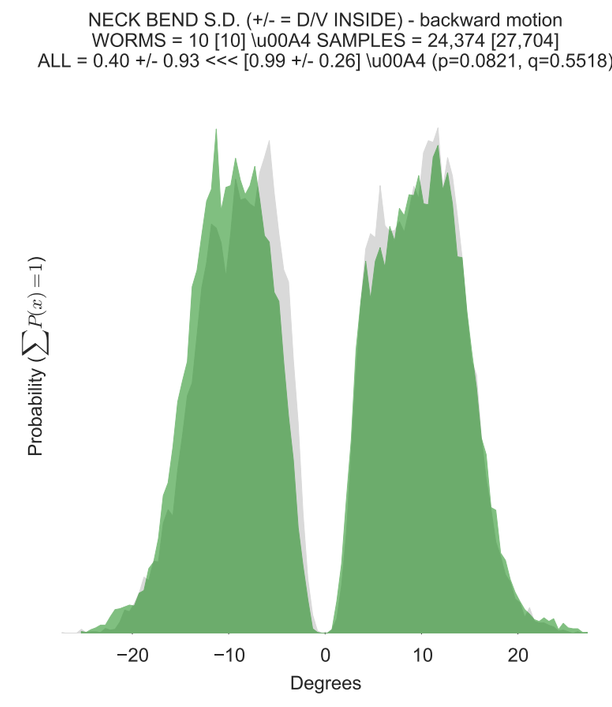

NECK BEND S.D. (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.94 +/- 2.59 <<< [0.19 +/- 0.47] \u00A4 (p=0.1124, q=0.5571)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
30
Degrees

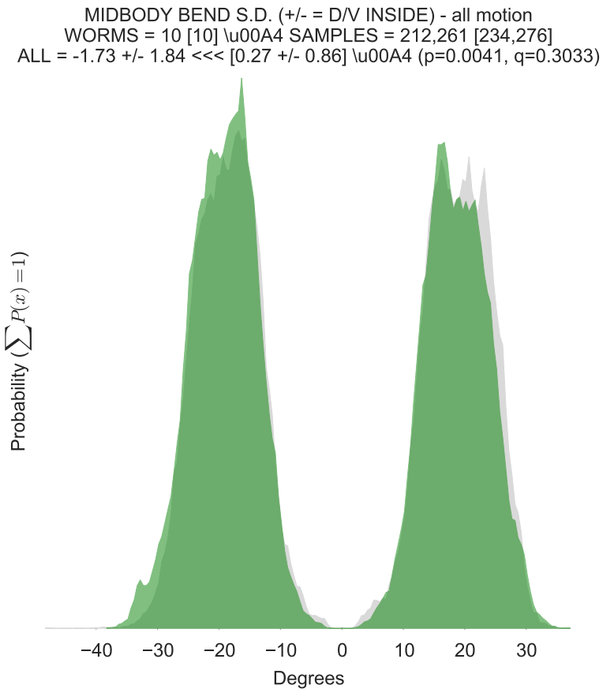

N2: Neck Bend S.D.
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

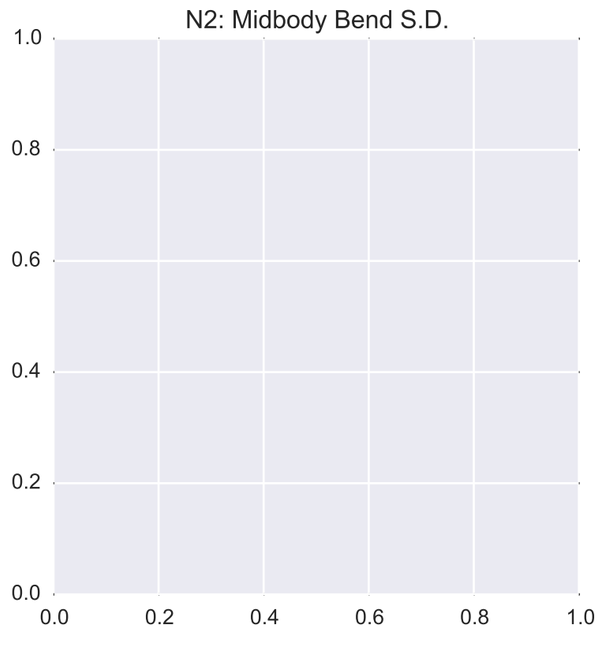

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

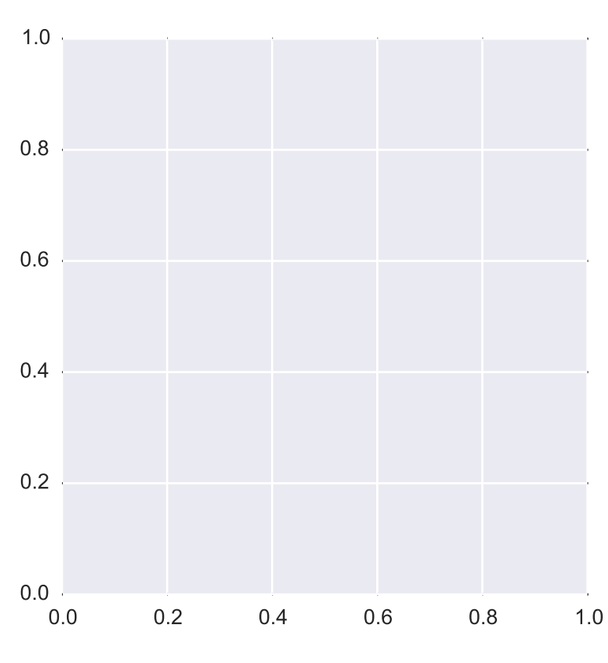

NECK BEND S.D. (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -1.12 +/- 2.11 <<< [-0.07 +/- 0.38] \u00A4 (p=0.0284, q=0.5259)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
30
Degrees

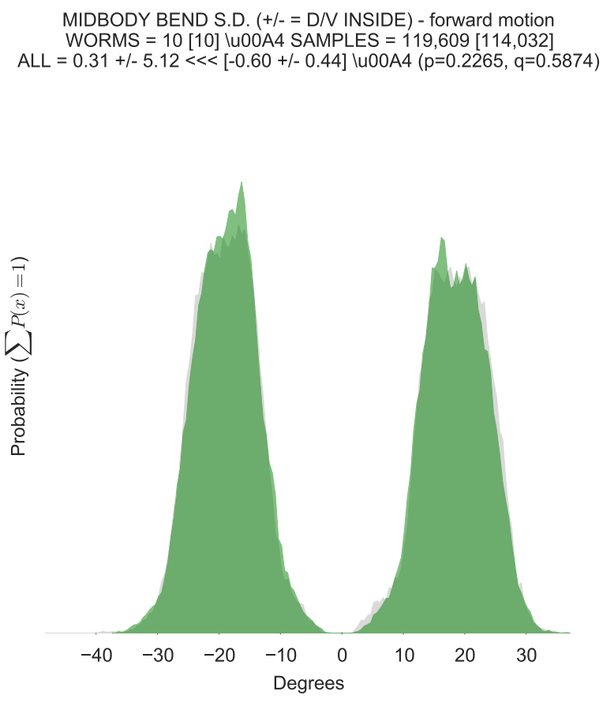

NECK BEND S.D. (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = -1.71 +/- 4.71 <<< [0.65 +/- 1.56] \u00A4 (p=0.2568, q=0.5951)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
30
Degrees

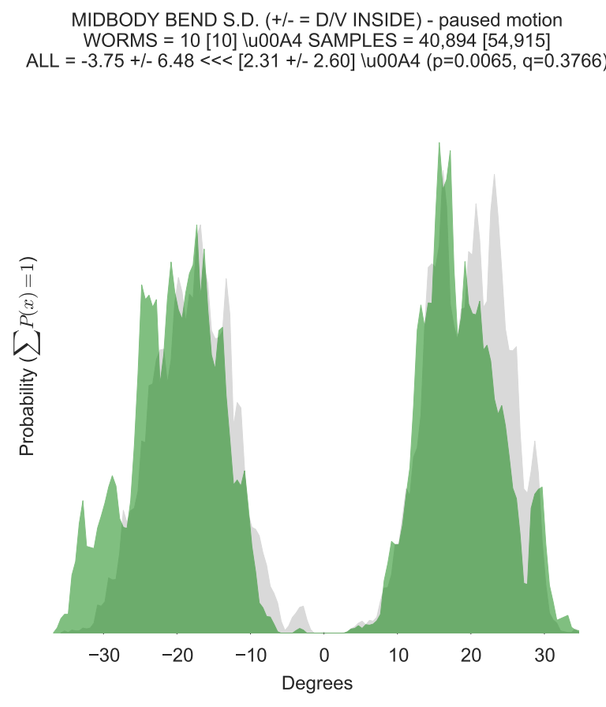

NECK BEND S.D. (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.40 +/- 0.93 <<< [0.99 +/- 0.26] \u00A4 (p=0.0821, q=0.5518)
Probability ($\sum P(x) = 1$)
−20
−10
0
10
20
Degrees

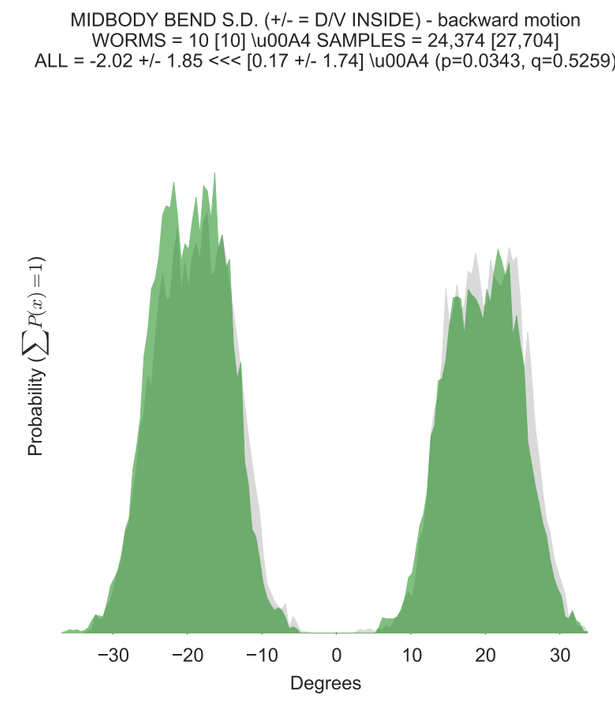

MIDBODY BEND S.D. (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -1.73 +/- 1.84 <<< [0.27 +/- 0.86] \u00A4 (p=0.0041, q=0.3033)
Probability ($\sum P(x) = 1$)
−40 −30 −20 −10 0 10 20 30
Degrees

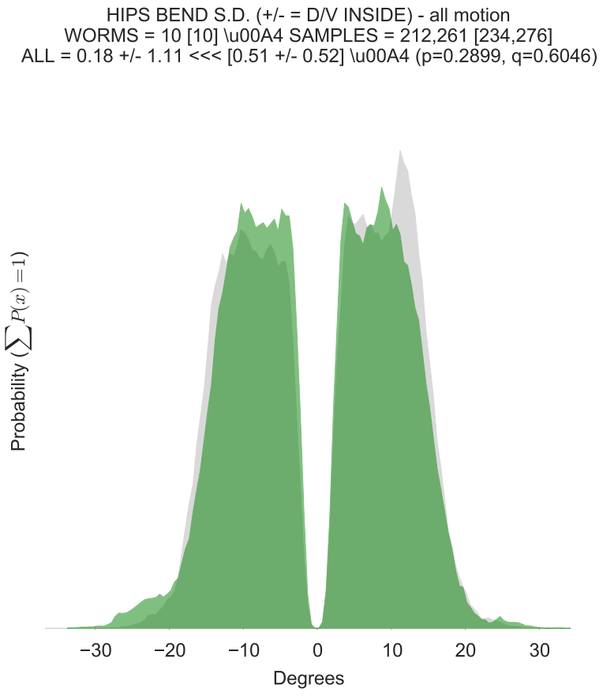

N2: Midbody Bend S.D.
1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

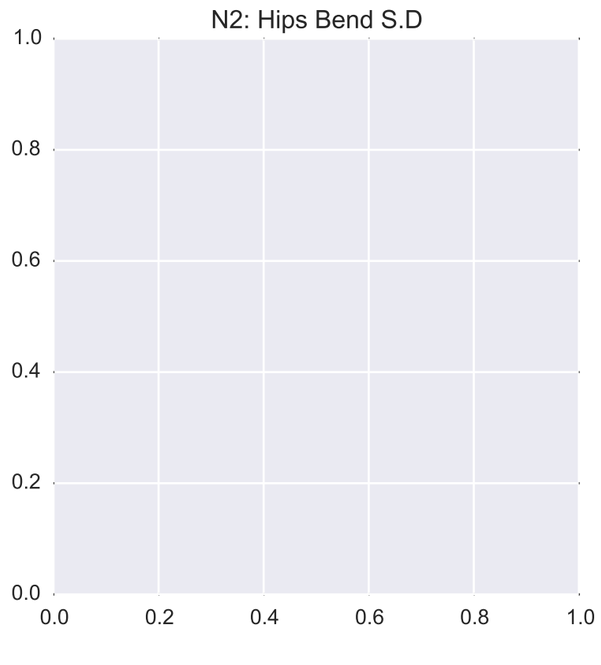

1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

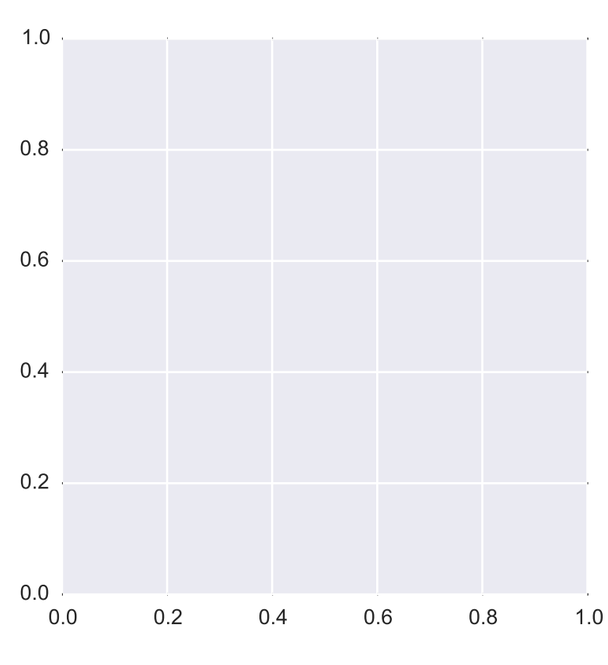

MIDBODY BEND S.D. (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.31 +/- 5.12 <<< [-0.60 +/- 0.44] \u00A4 (p=0.2265, q=0.5874)
Probability ($\sum P(x) = 1$)
−40 −30 −20 −10 0 10 20 30
Degrees

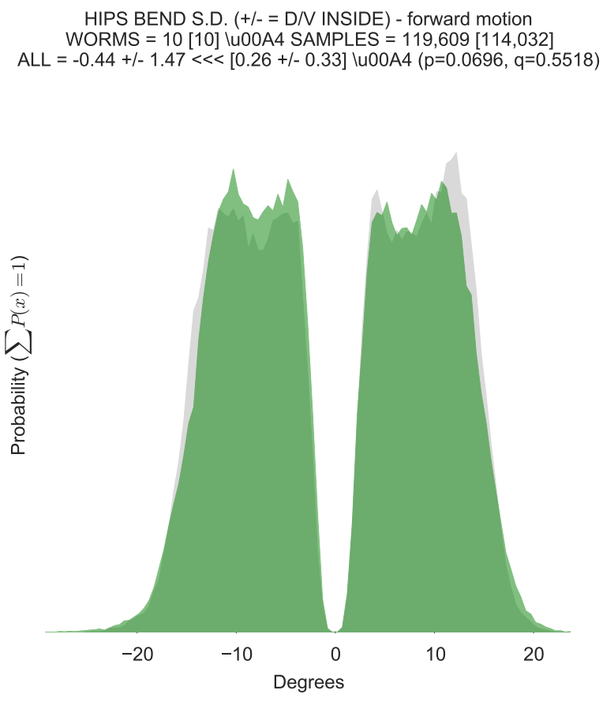

MIDBODY BEND S.D. (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = -3.75 +/- 6.48 <<< [2.31 +/- 2.60] \u00A4 (p=0.0065, q=0.3766)
Probability ($\sum P(x) = 1$)
−30 −20 −10 0 10 20 30
Degrees

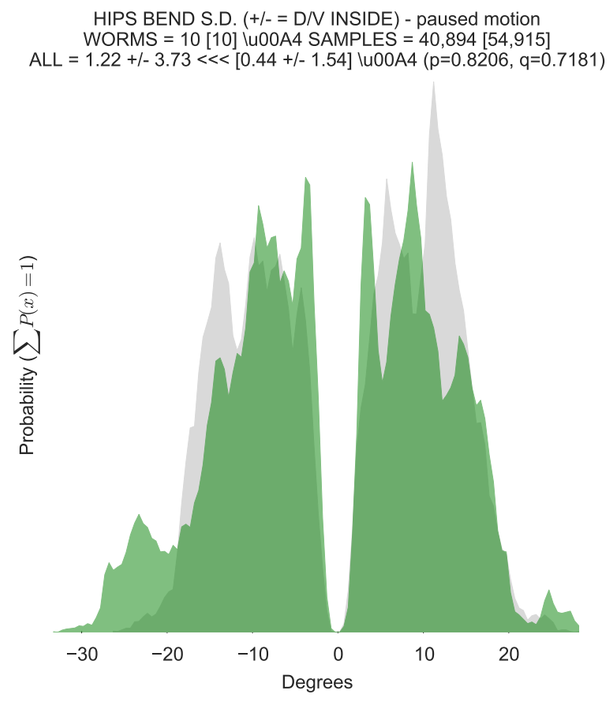

MIDBODY BEND S.D. (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = -2.02 +/- 1.85 <<< [0.17 +/- 1.74] \u00A4 (p=0.0343, q=0.5259)
Probability ($\sum P(x) = 1$)
−30 −20 −10 0 10 20 30
Degrees

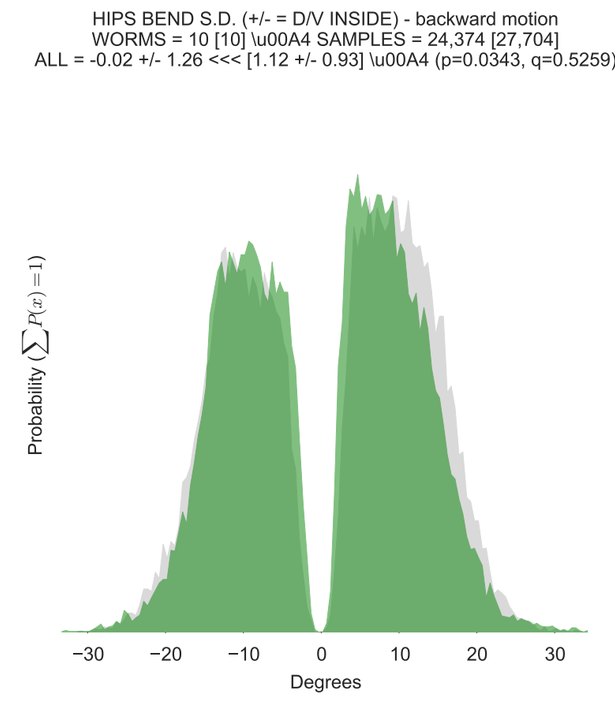

HIPS BEND S.D. (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.18 +/- 1.11 <<< [0.51 +/- 0.52] \u00A4 (p=0.2899, q=0.6046)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
30
Degrees

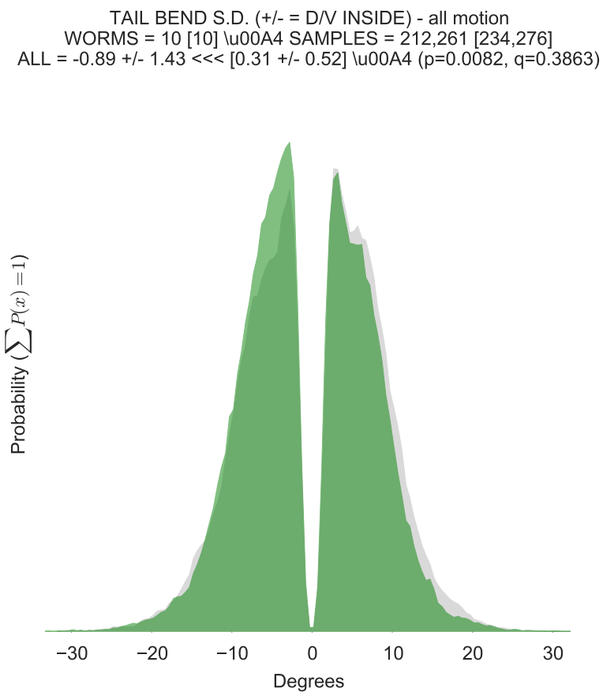

N2: Hips Bend S.D
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

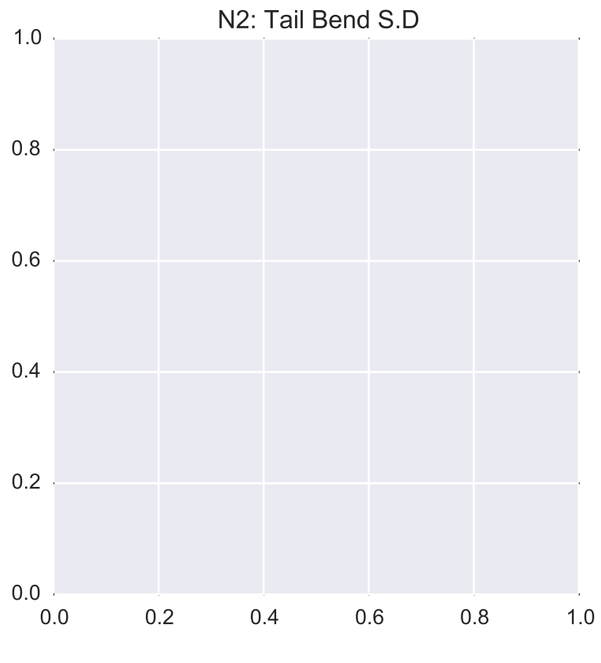

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

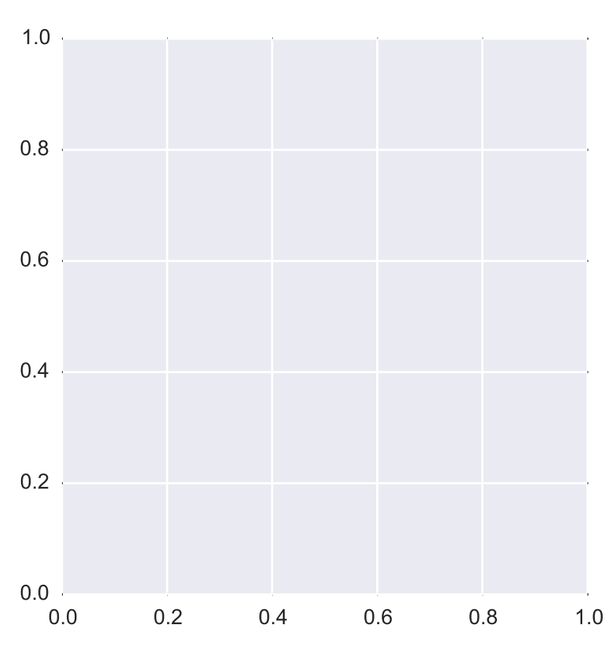

HIPS BEND S.D. (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -0.44 +/- 1.47 <<< [0.26 +/- 0.33] \u00A4 (p=0.0696, q=0.5518)
Probability ($\sum P(x) = 1$)
−20
−10
0
10
20
Degrees

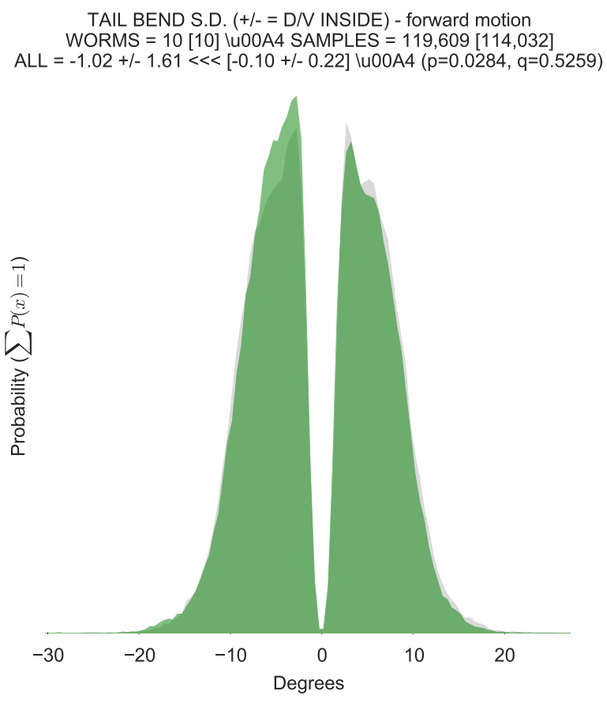

HIPS BEND S.D. (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 1.22 +/- 3.73 <<< [0.44 +/- 1.54] \u00A4 (p=0.8206, q=0.7181)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
Degrees

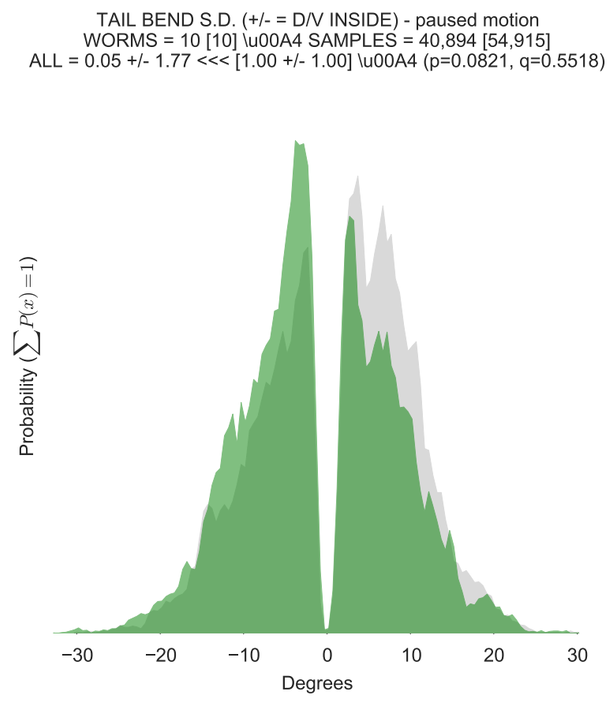

HIPS BEND S.D. (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = -0.02 +/- 1.26 <<< [1.12 +/- 0.93] \u00A4 (p=0.0343, q=0.5259)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
30
Degrees

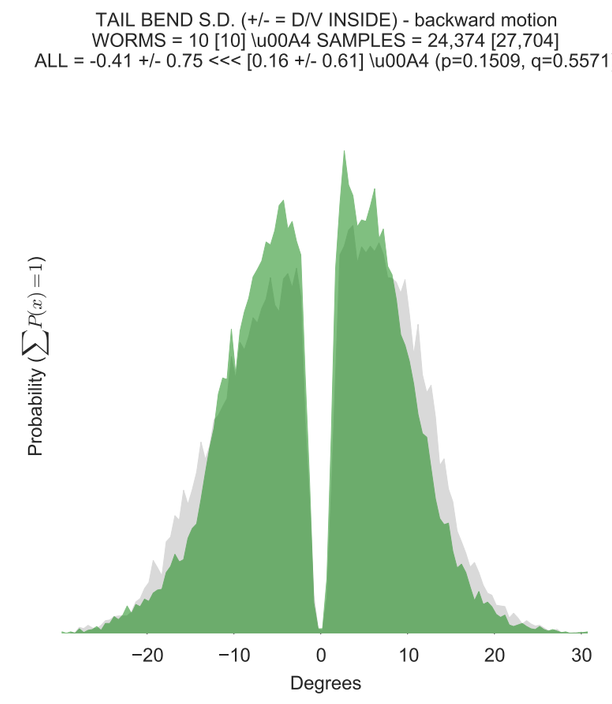

TAIL BEND S.D. (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.89 +/- 1.43 <<< [0.31 +/- 0.52] \u00A4 (p=0.0082, q=0.3863)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
30
Degrees

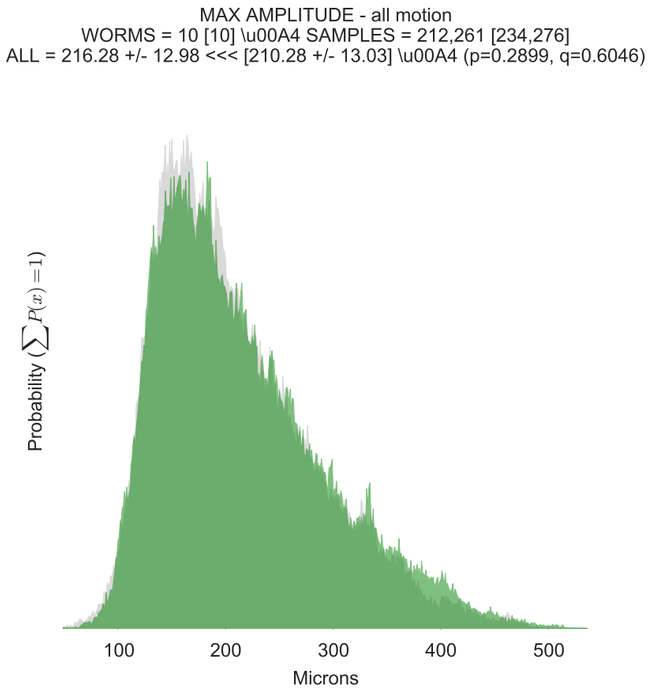

N2: Tail Bend S.D
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

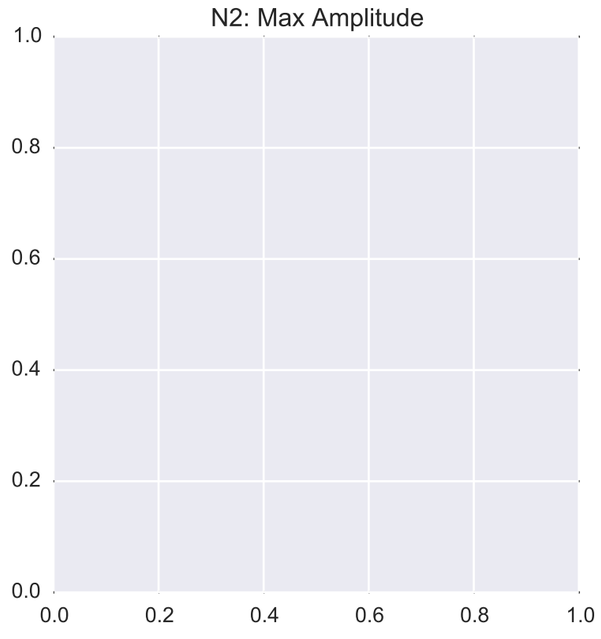

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

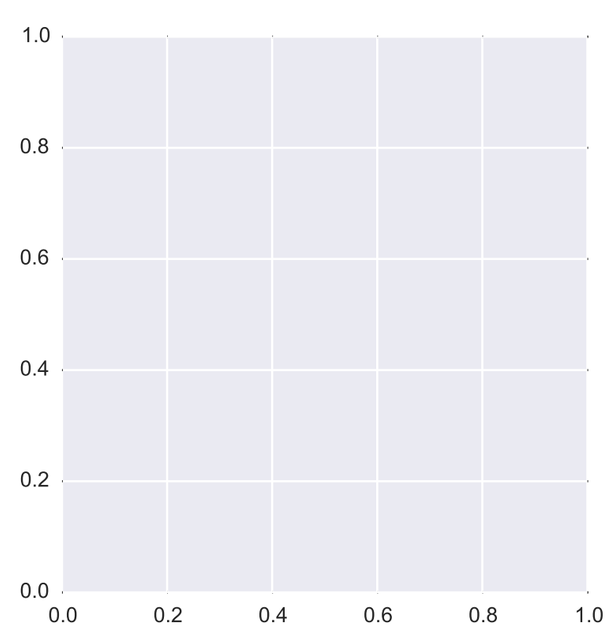

TAIL BEND S.D. (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -1.02 +/- 1.61 <<< [-0.10 +/- 0.22] \u00A4 (p=0.0284, q=0.5259)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
Degrees

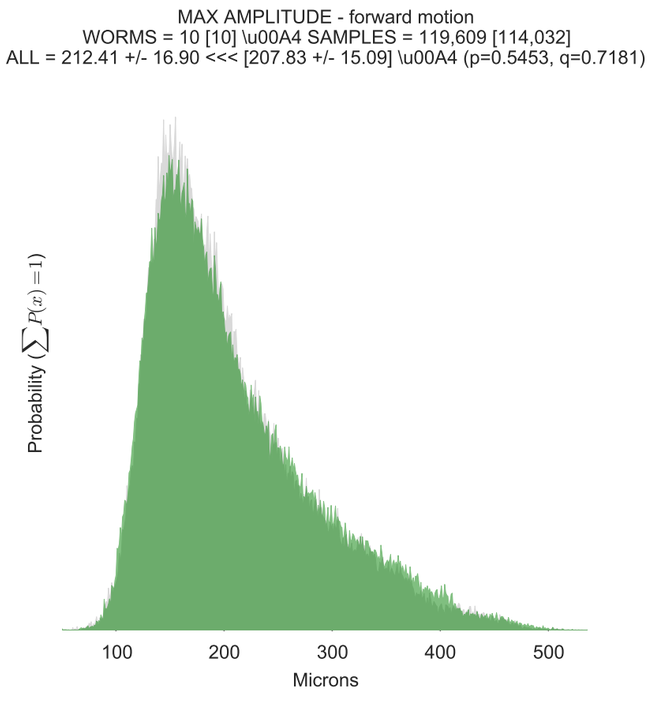

TAIL BEND S.D. (+/- = D/V INSIDE) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.05 +/- 1.77 <<< [1.00 +/- 1.00] \u00A4 (p=0.0821, q=0.5518)
Probability ($\sum P(x) = 1$)
−30
−20
−10
0
10
20
30
Degrees

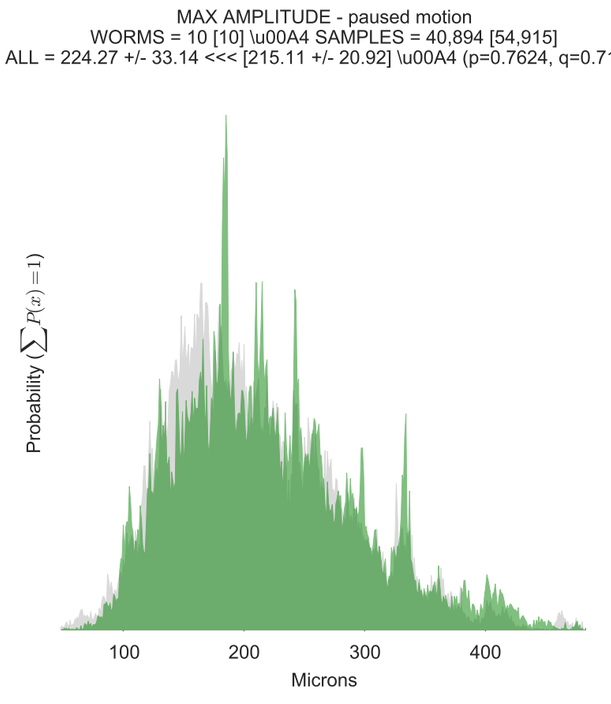

TAIL BEND S.D. (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = -0.41 +/- 0.75 <<< [0.16 +/- 0.61] \u00A4 (p=0.1509, q=0.5571)
Probability ($\sum P(x) = 1$)
−20
−10
0
10
20
30
Degrees

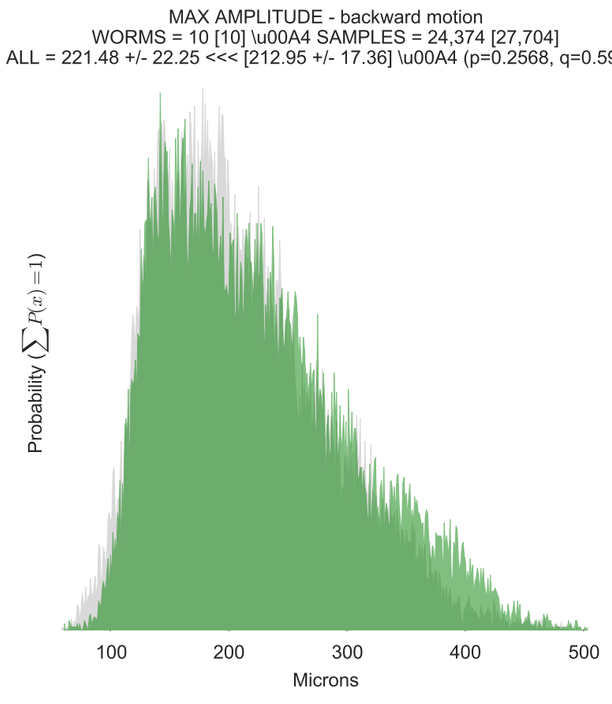

MAX AMPLITUDE - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 216.28 +/- 12.98 <<< [210.28 +/- 13.03] \u00A4 (p=0.2899, q=0.6046)
Probability ($\sum P(x) = 1$)
100
200
300
400
500
Microns

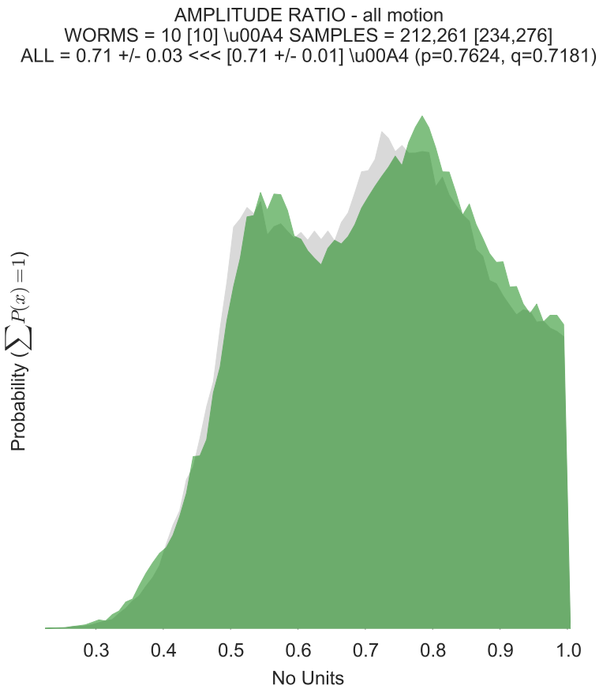

N2: Max Amplitude
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

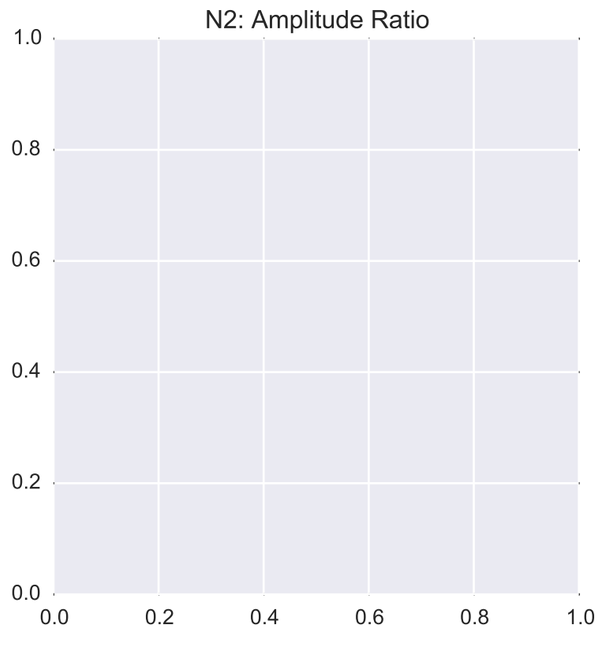

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

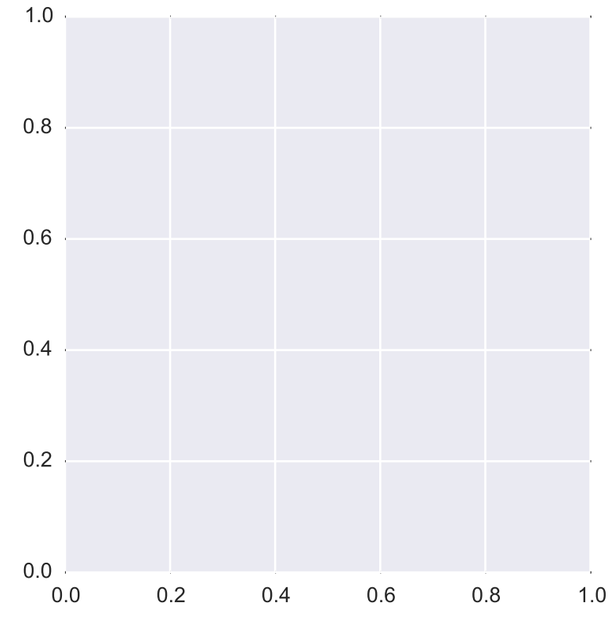

MAX AMPLITUDE - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 212.41 +/- 16.90 <<< [207.83 +/- 15.09] \u00A4 (p=0.5453, q=0.7181)
Probability ($\sum P(x) = 1$)
100
200
300
400
500
Microns

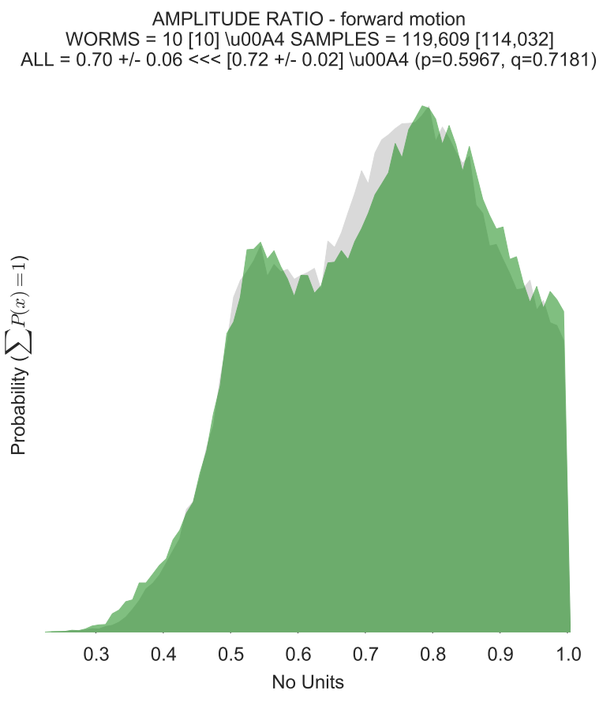

MAX AMPLITUDE - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 224.27 +/- 33.14 <<< [215.11 +/- 20.92] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
100
200
300
400
Microns

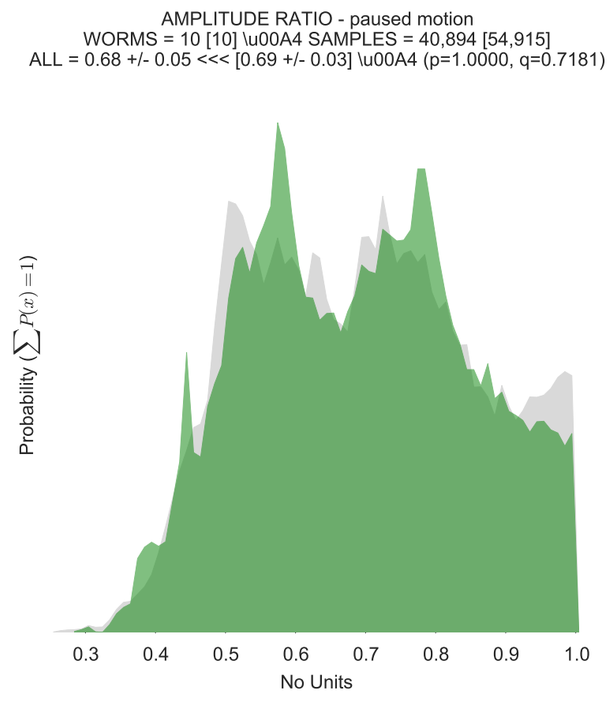

MAX AMPLITUDE - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 221.48 +/- 22.25 <<< [212.95 +/- 17.36] \u00A4 (p=0.2568, q=0.5951)
Probability ($\sum P(x) = 1$)
100
200
300
400
500
Microns

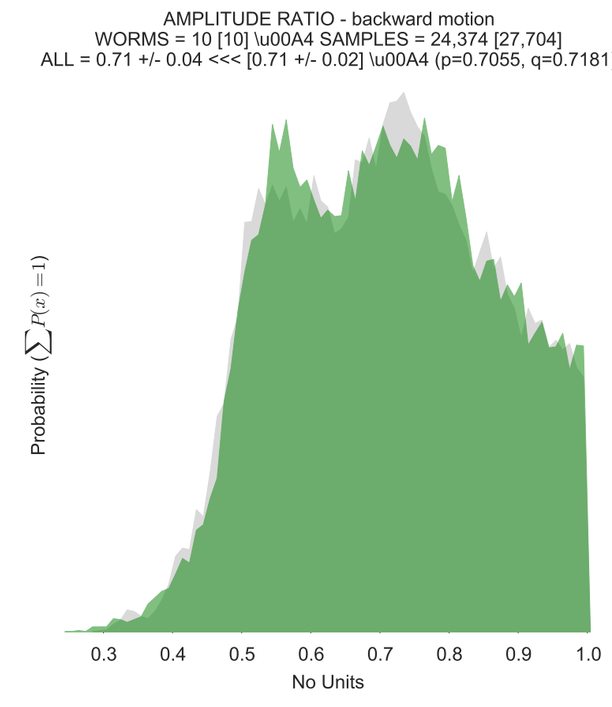

AMPLITUDE RATIO - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.71 +/- 0.03 <<< [0.71 +/- 0.01] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0
No Units


N2: Amplitude Ratio
1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

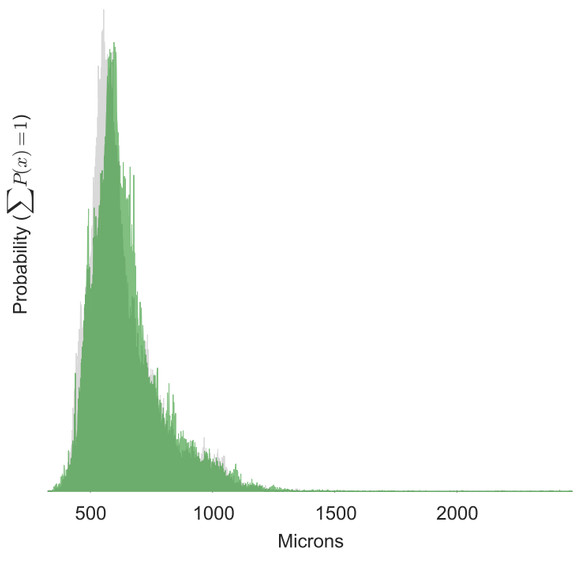

1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

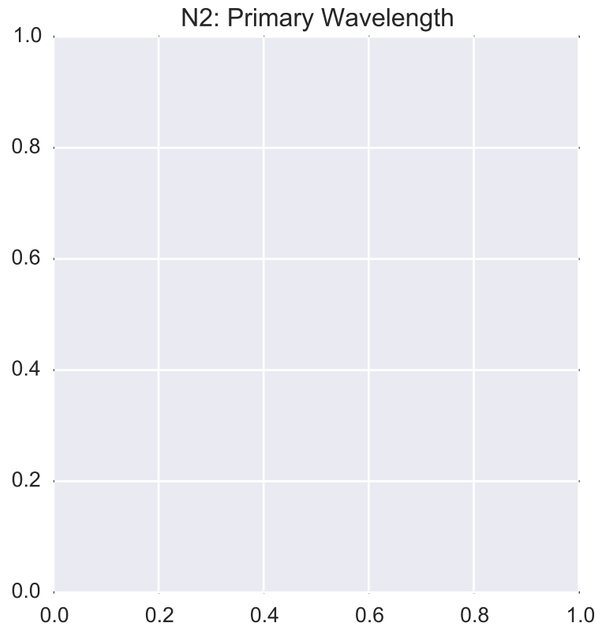

AMPLITUDE RATIO - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.70 +/- 0.06 <<< [0.72 +/- 0.02] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0
No Units

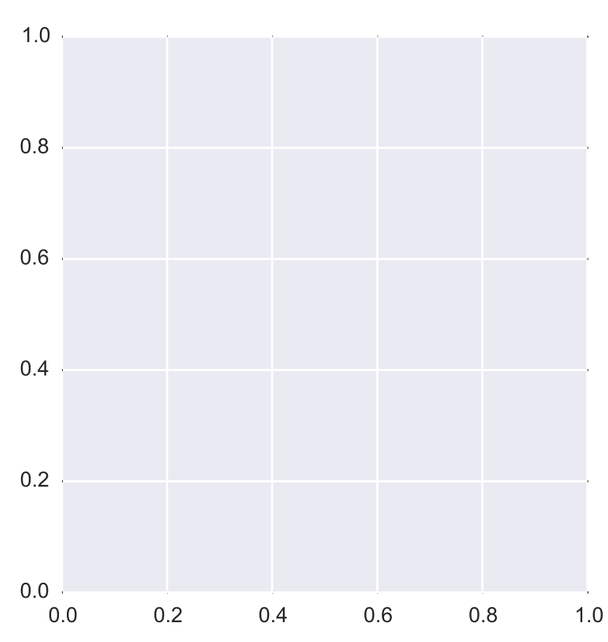

AMPLITUDE RATIO - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.68 +/- 0.05 <<< [0.69 +/- 0.03] \u00A4 (p=1.0000, q=0.7181)
Probability ($\sum P(x) = 1$)
0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0
No Units


AMPLITUDE RATIO - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.71 +/- 0.04 <<< [0.71 +/- 0.02] \u00A4 (p=0.7055, q=0.7181)
Probability ($\sum P(x) = 1$)
0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0
No Units

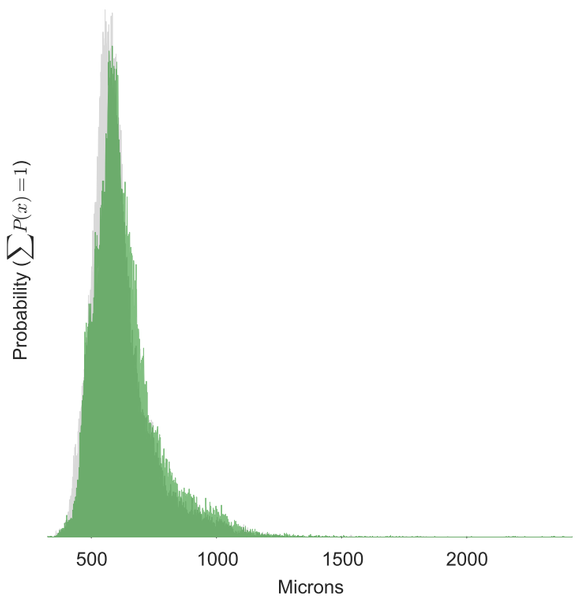
PRIMARY WAVELENGTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 159,021 [182,198]
ALL = 639.75 +/- 37.94 <<< [628.02 +/- 34.12] \u00A4 (p=0.6501, q=0.7181)



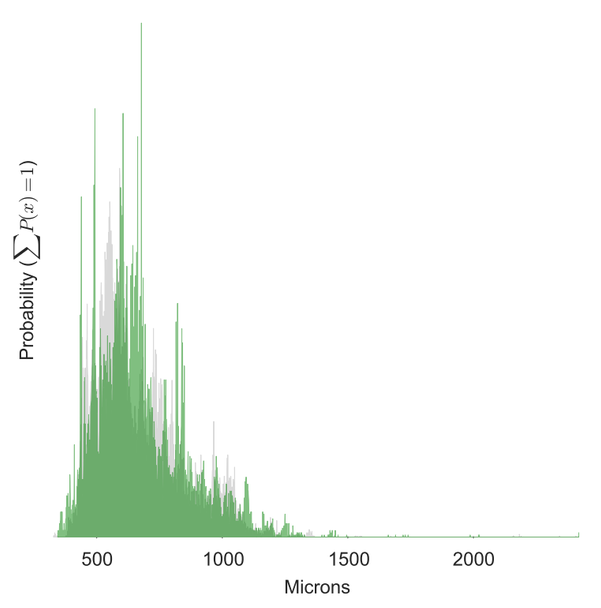




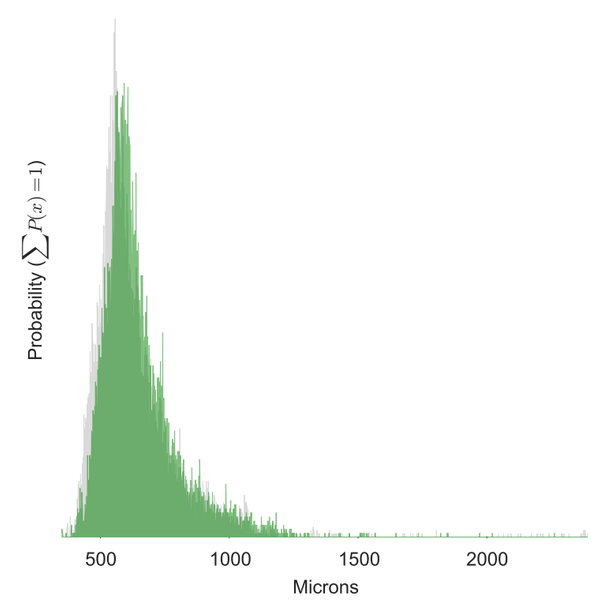
PRIMARY WAVELENGTH - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 91,995 [87,606]
ALL = 629.00 +/- 33.18 <<< [610.02 +/- 31.74] \u00A4 (p=0.3258, q=0.6409)

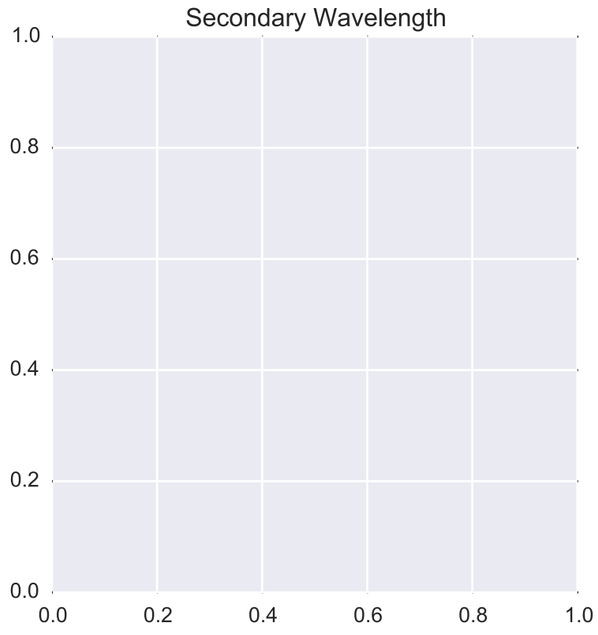


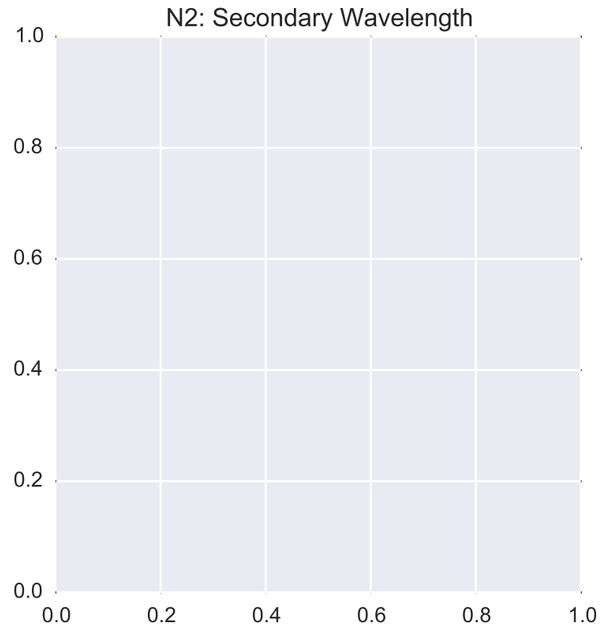
PRIMARY WAVELENGTH - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 29,981 [45,541]
ALL = 669.56 +/- 77.24 <<< [661.26 +/- 51.95] \u00A4 (p=0.7624, q=0.7181)

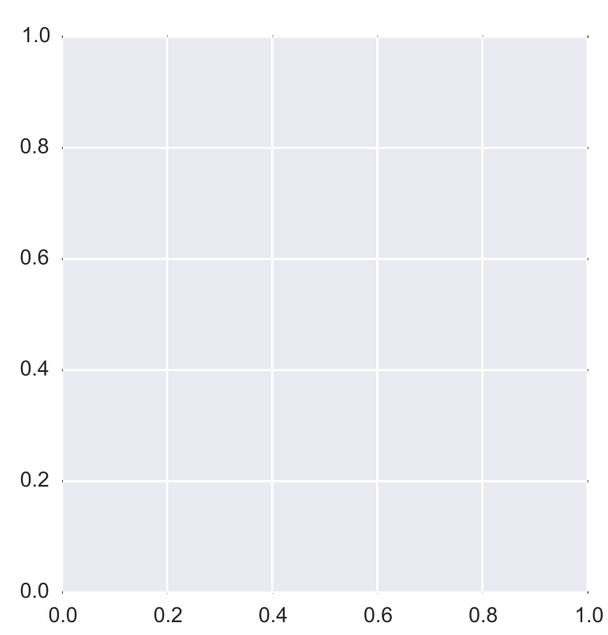


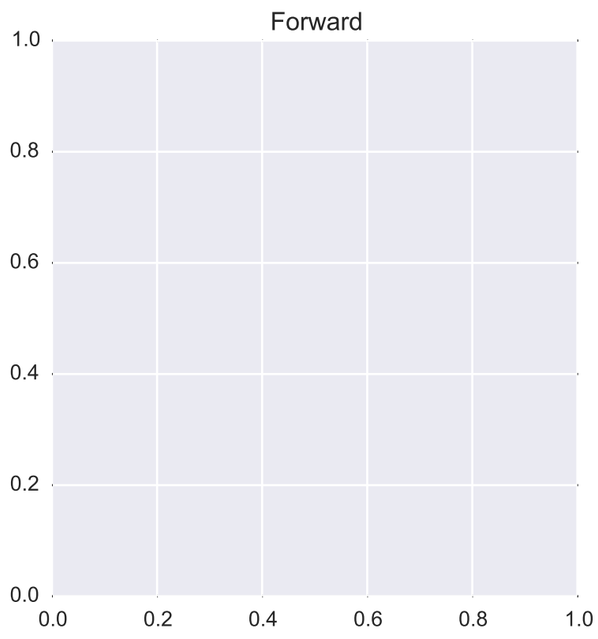
PRIMARY WAVELENGTH - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 19,405 [22,652]
ALL = 639.48 +/- 42.66 <<< [624.43 +/- 28.68] \u00A4 (p=0.5453, q=0.7181)

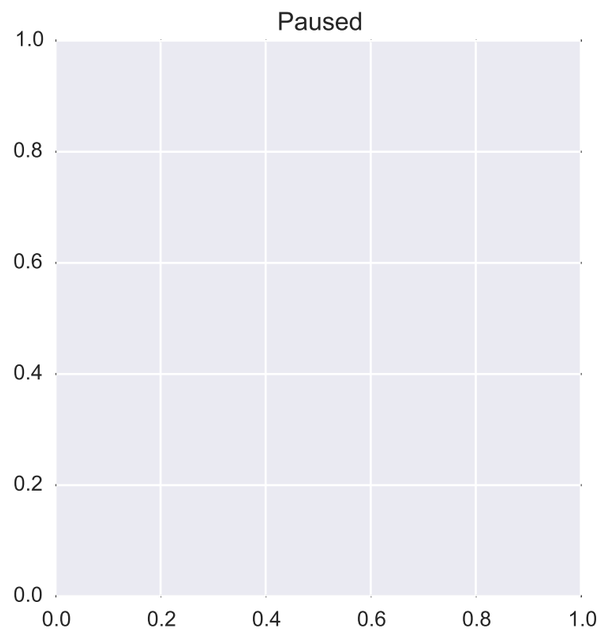


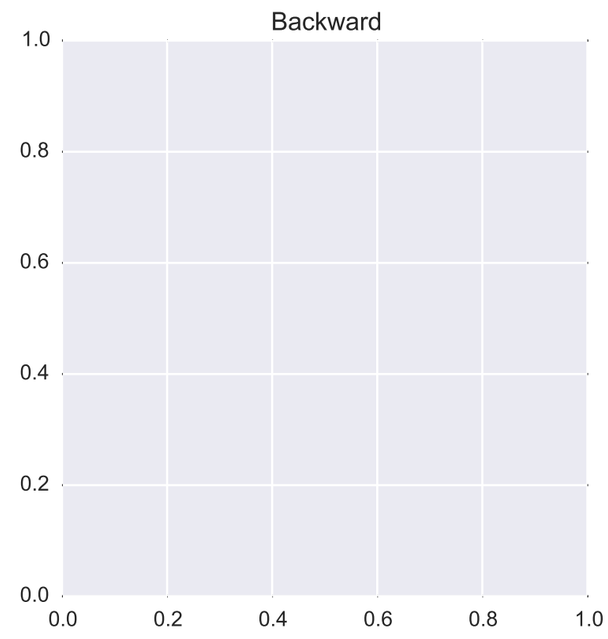

Secondary Wavelength
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0


N2: Secondary Wavelength
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

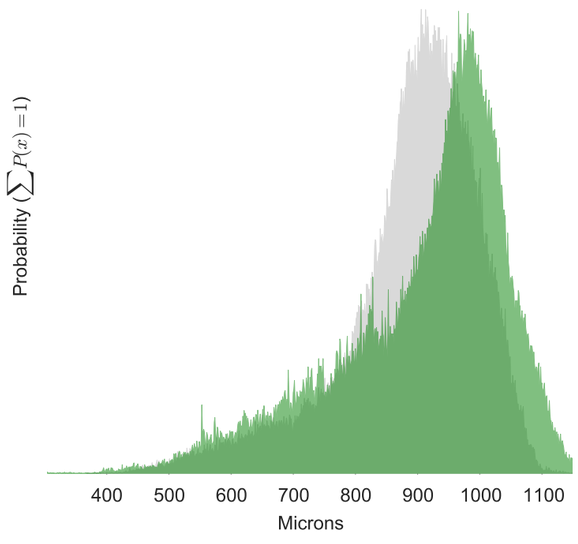

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

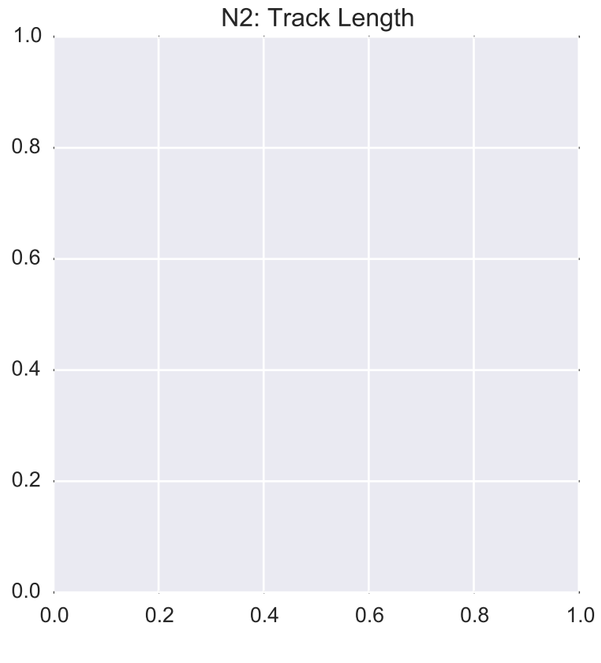

Forward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

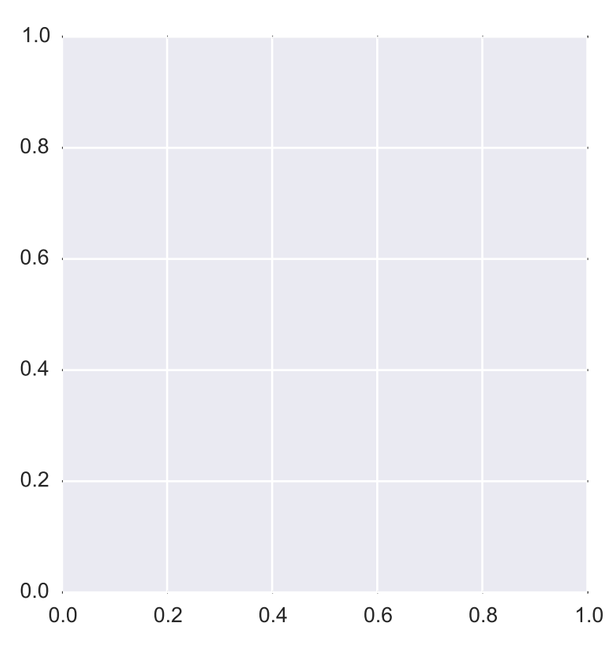

Paused
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0


Backward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

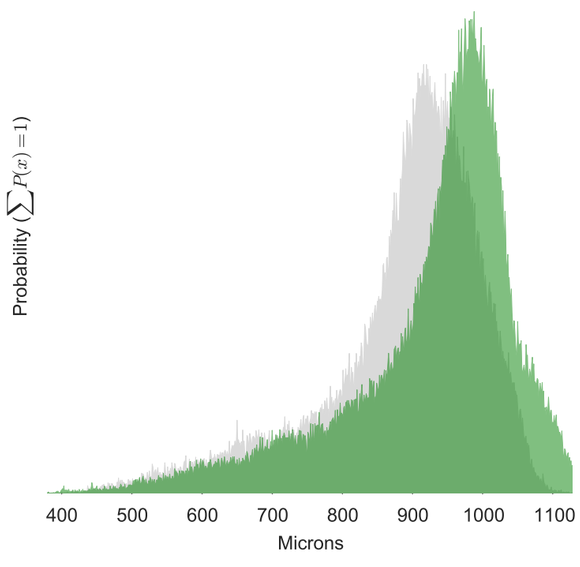
TRACK LENGTH - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 902.90 +/- 76.56 <<< [889.66 +/- 40.01] \u00A4 (p=0.2265, q=0.5874)



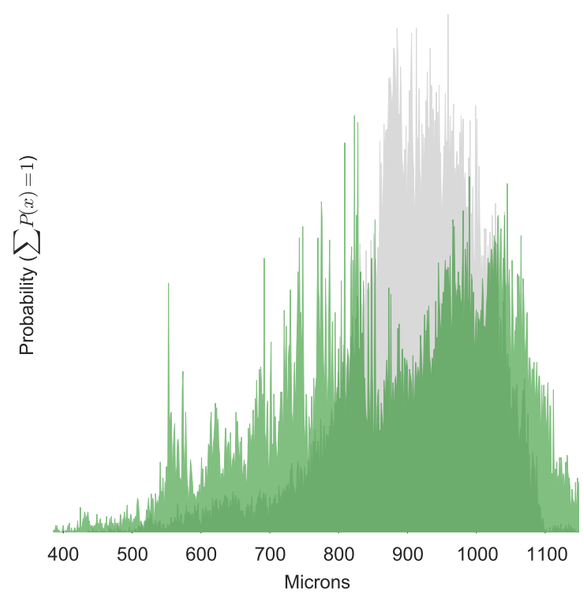




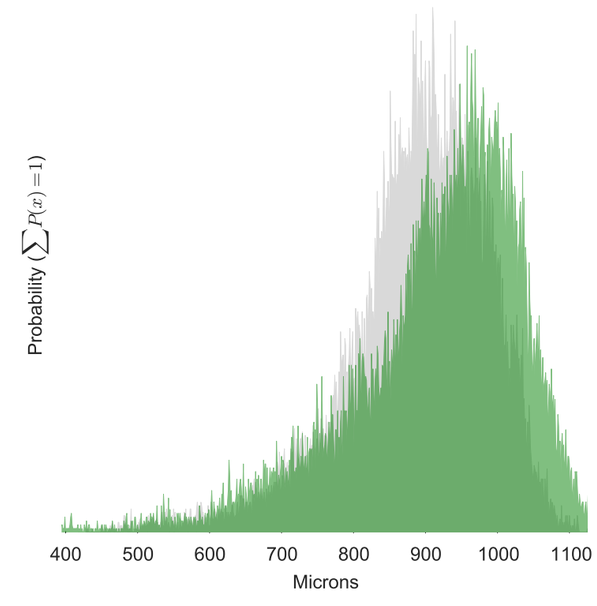
TRACK LENGTH - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 893.68 +/- 82.81 <<< [879.93 +/- 41.09] \u00A4 (p=0.1736, q=0.5571)

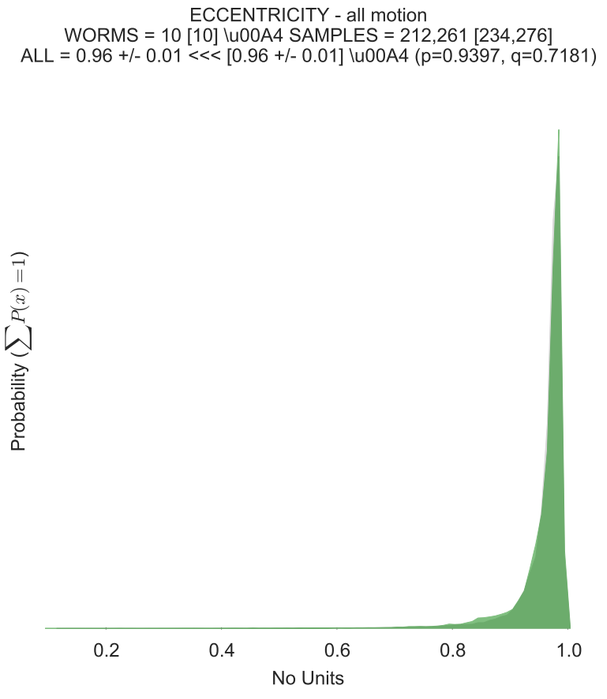


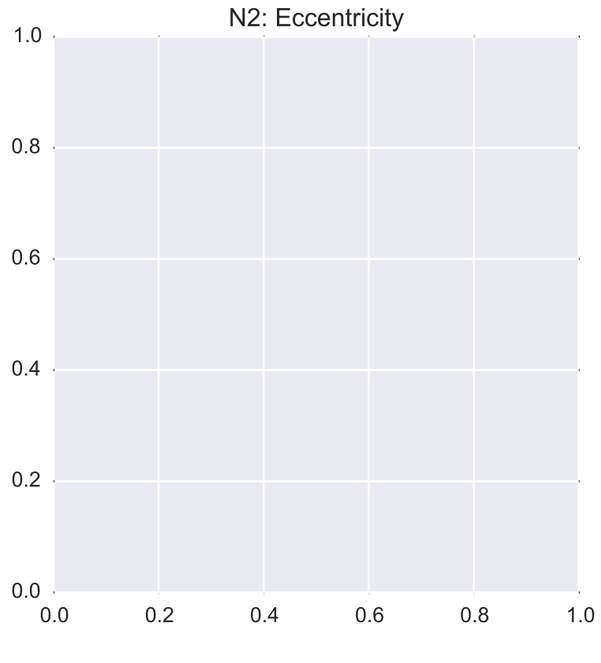
TRACK LENGTH - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 914.21 +/- 93.13 <<< [910.10 +/- 39.48] \u00A4 (p=0.4057, q=0.6980)

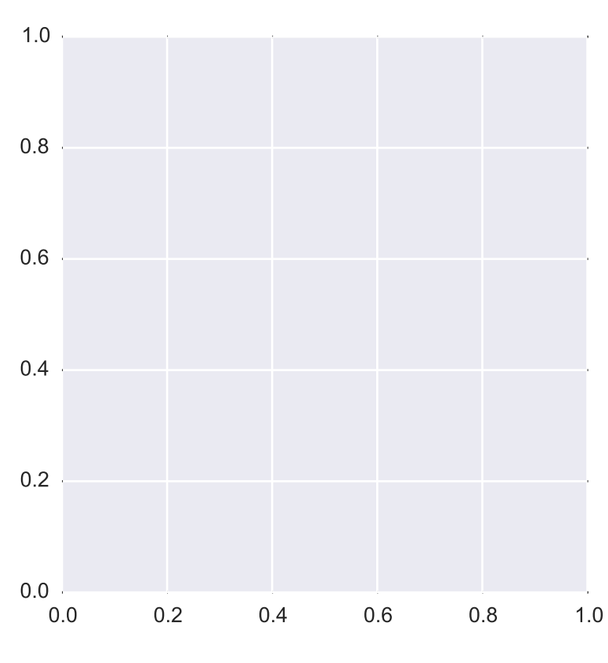


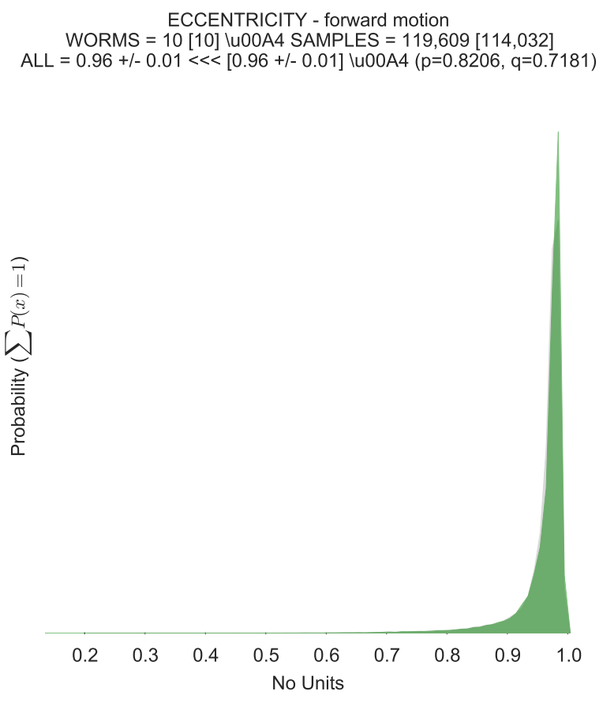
TRACK LENGTH - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 901.98 +/- 76.29 <<< [891.08 +/- 42.64] \u00A4 (p=0.1988, q=0.5571)

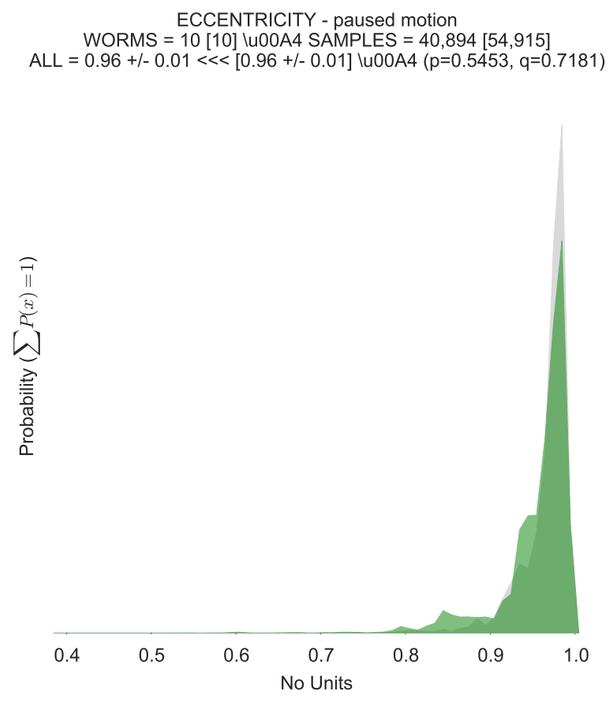


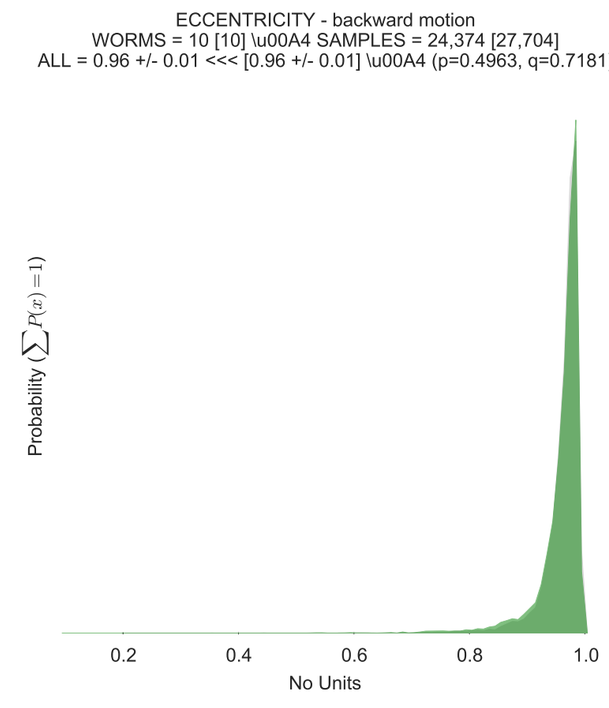

ECCENTRICITY - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.96 +/- 0.01 <<< [0.96 +/- 0.01] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
0.2
0.4
0.6
0.8
1.0
No Units

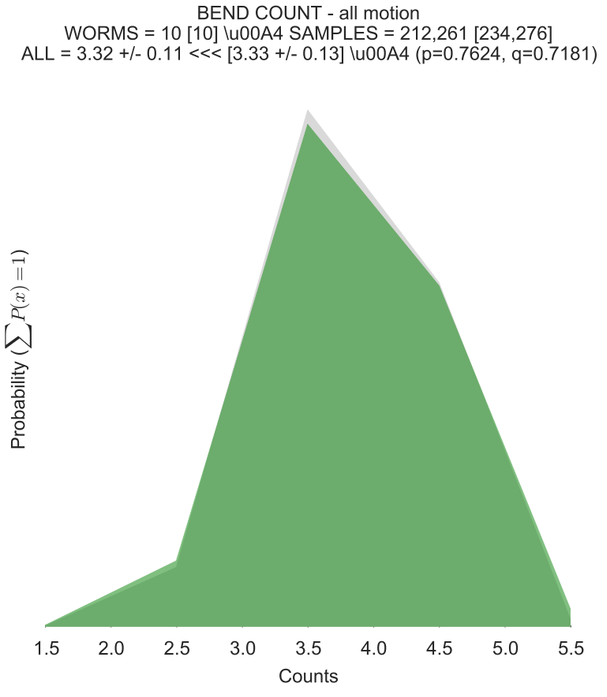

N2: Eccentricity
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

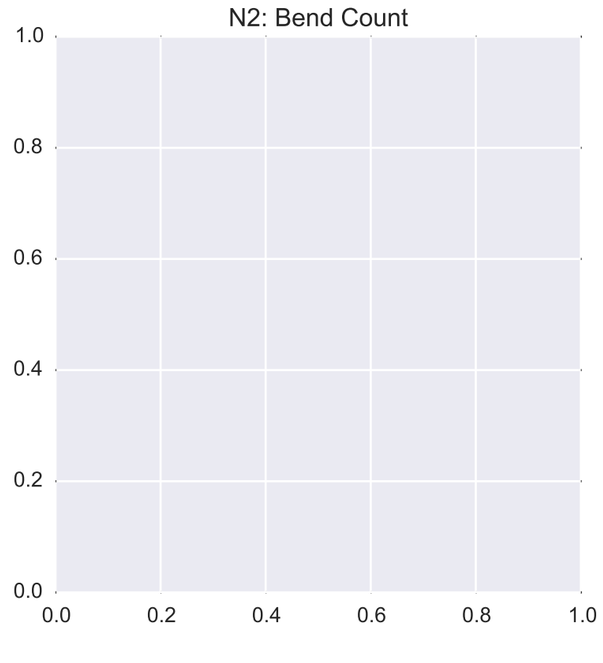

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

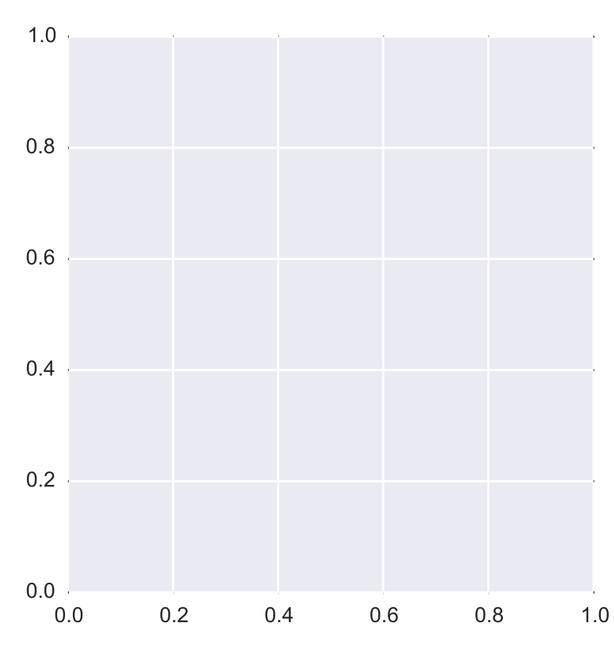

ECCENTRICITY - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.96 +/- 0.01 <<< [0.96 +/- 0.01] \u00A4 (p=0.8206, q=0.7181)
Probability ($\sum P(x) = 1$)
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1.0
No Units

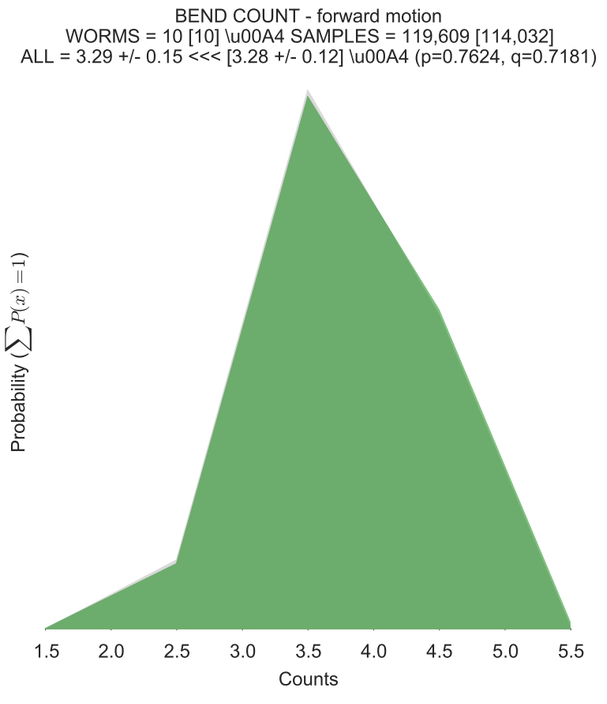

ECCENTRICITY - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.96 +/- 0.01 <<< [0.96 +/- 0.01] \u00A4 (p=0.5453, q=0.7181)
Probability ($\sum P(x) = 1$)
0.4
0.5
0.6
0.7
0.8
0.9
1.0
No Units

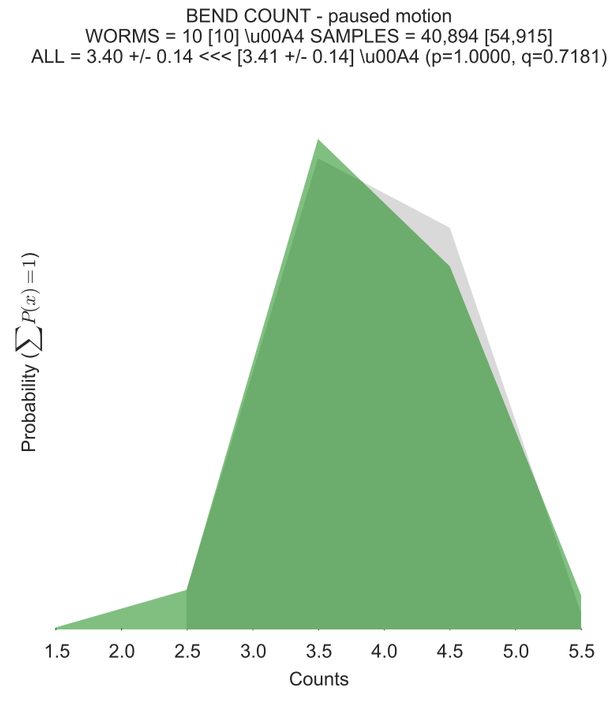

ECCENTRICITY - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.96 +/- 0.01 <<< [0.96 +/- 0.01] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
0.2
0.4
0.6
0.8
1.0
No Units

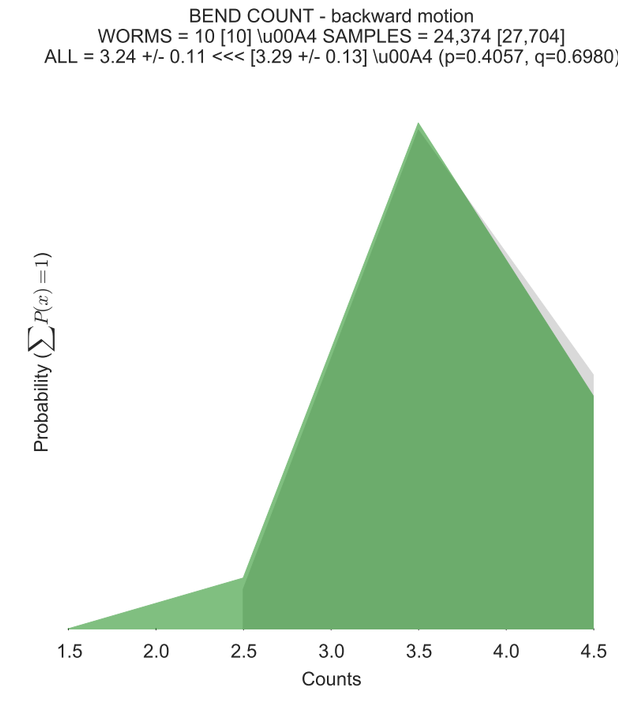

BEND COUNT - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 3.32 +/- 0.11 <<< [3.33 +/- 0.13] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5
Counts

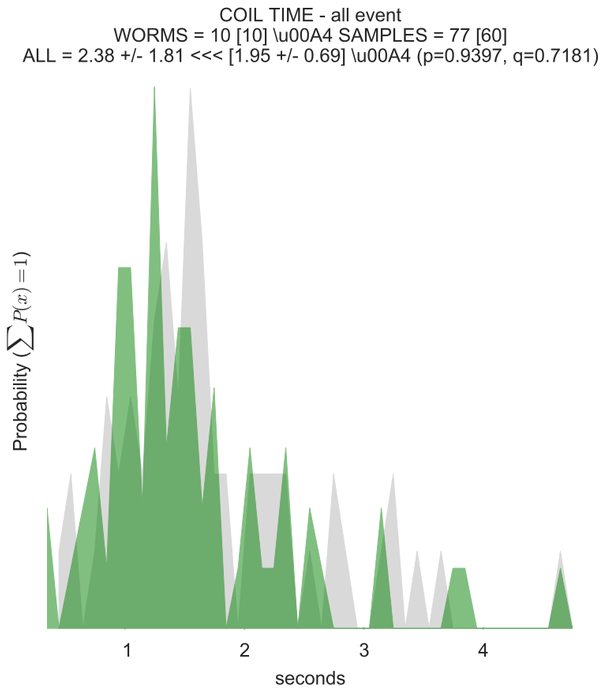

N2: Bend Count
0.0 0.2 0.4 0.6 0.8 1.0
0.0 0.2 0.4 0.6 0.8 1.0

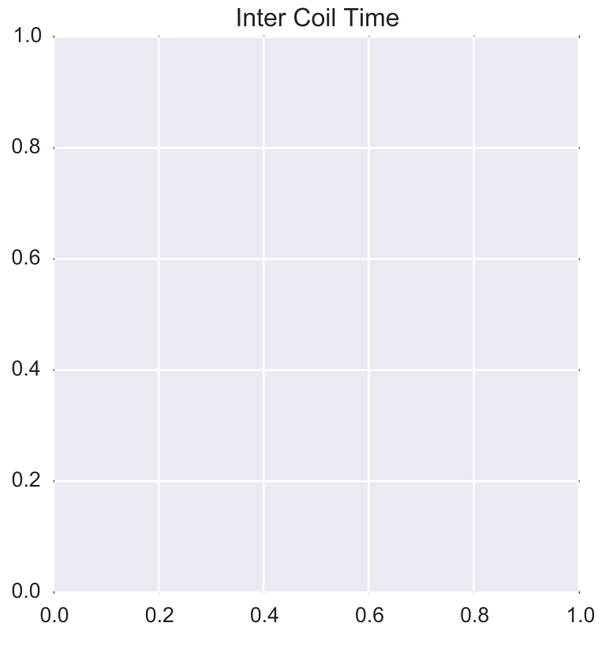

0.0 0.2 0.4 0.6 0.8 1.0
0.0 0.2 0.4 0.6 0.8 1.0

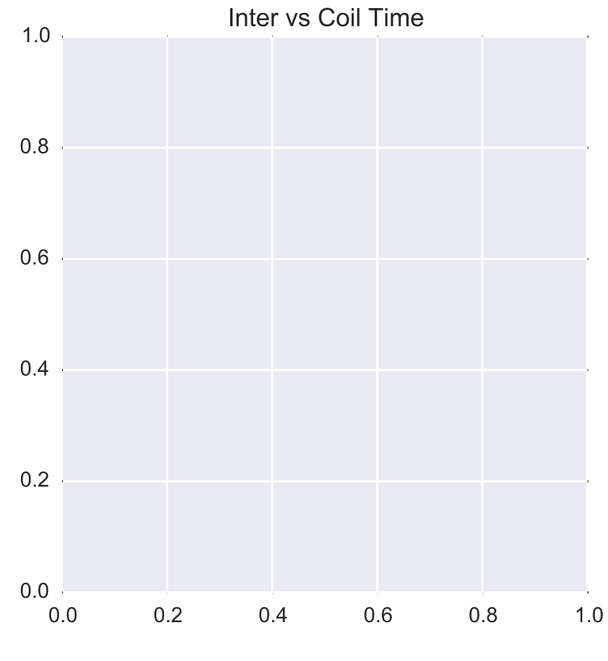

BEND COUNT - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 3.29 +/- 0.15 <<< [3.28 +/- 0.12] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5
Counts

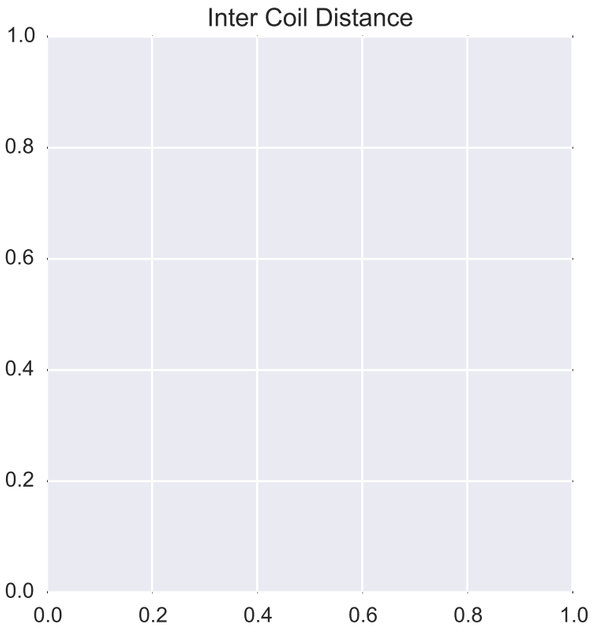

BEND COUNT - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 3.40 +/- 0.14 <<< [3.41 +/- 0.14] \u00A4 (p=1.0000, q=0.7181)
Probability ($\sum P(x) = 1$)
1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5
Counts

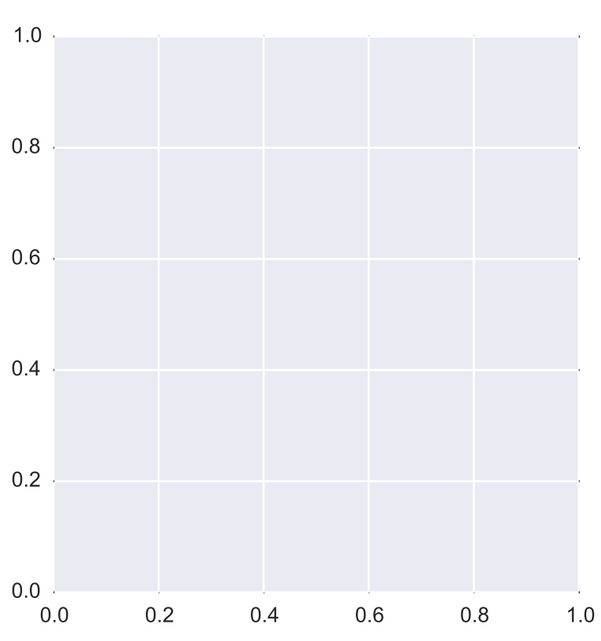

BEND COUNT - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 3.24 +/- 0.11 <<< [3.29 +/- 0.13] \u00A4 (p=0.4057, q=0.6980)
Probability ($\sum P(x) = 1$)
1.5 2.0 2.5 3.0 3.5 4.0 4.5
Counts

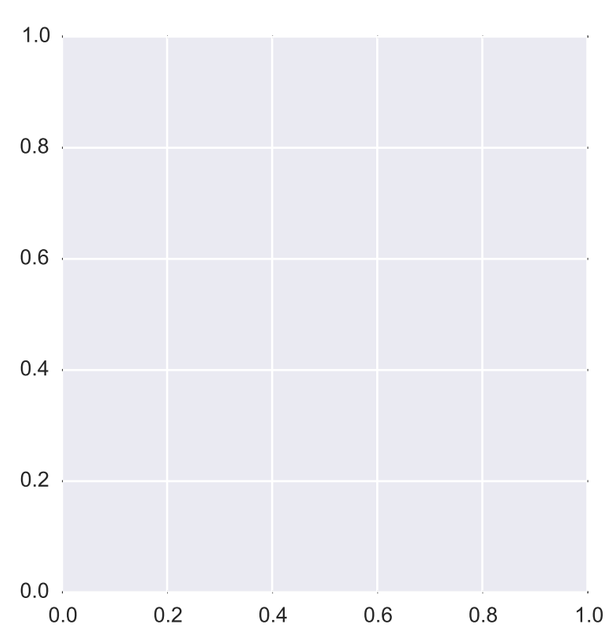

COIL TIME - all event
WORMS = 10 [10] \u00A4 SAMPLES = 77 [60]
ALL = 2.38 +/- 1.81 <<< [1.95 +/- 0.69] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
1
2
3
4
seconds


Inter Coil Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

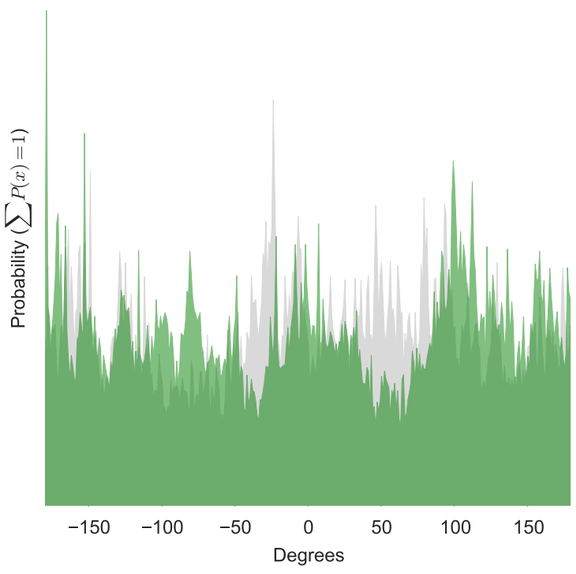

Inter vs Coil Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

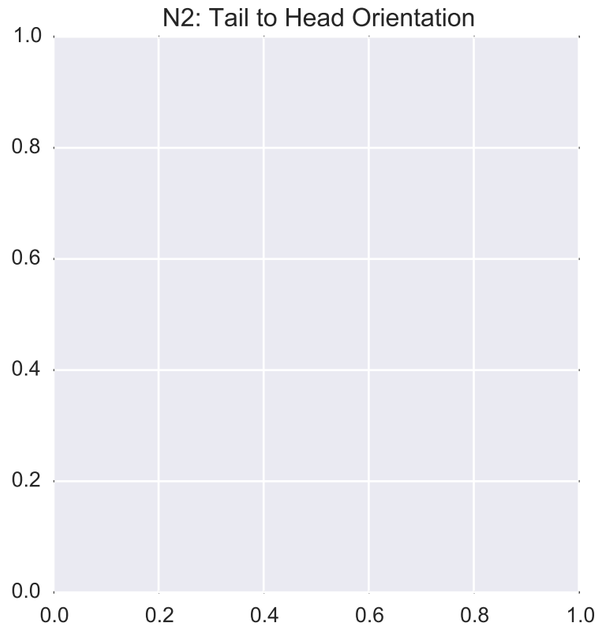

Inter Coil Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

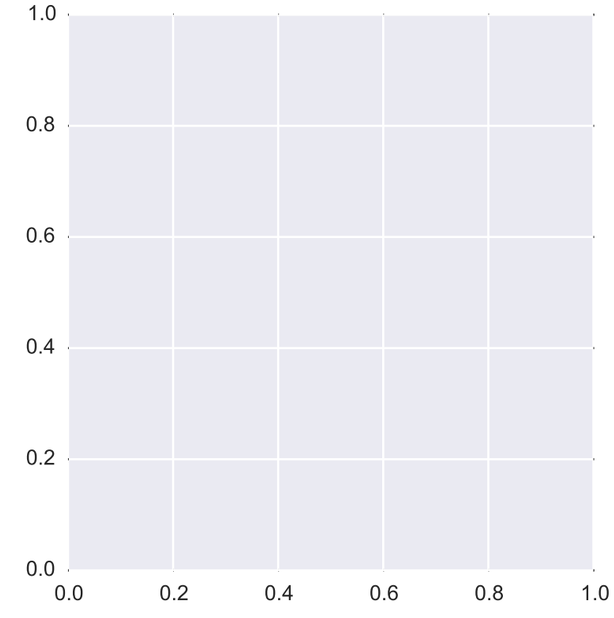

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0


1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

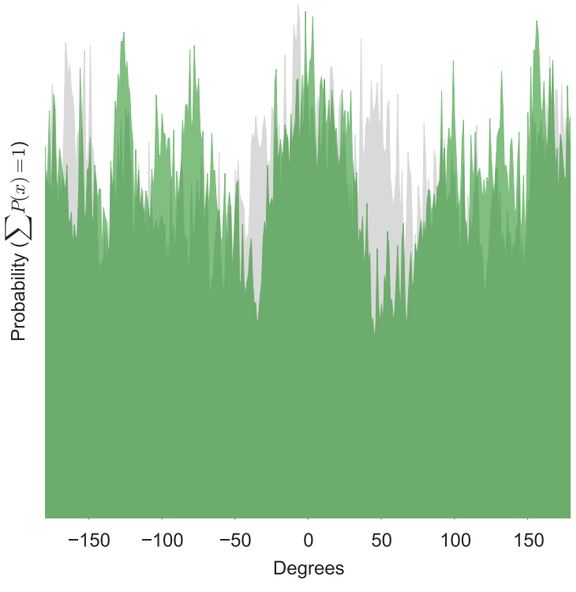
TAIL-TO-HEAD ORIENTATION - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 4.09 +/- 25.32 <<< [0.74 +/- 32.96] \u00A4 (p=0.9397, q=0.7181)



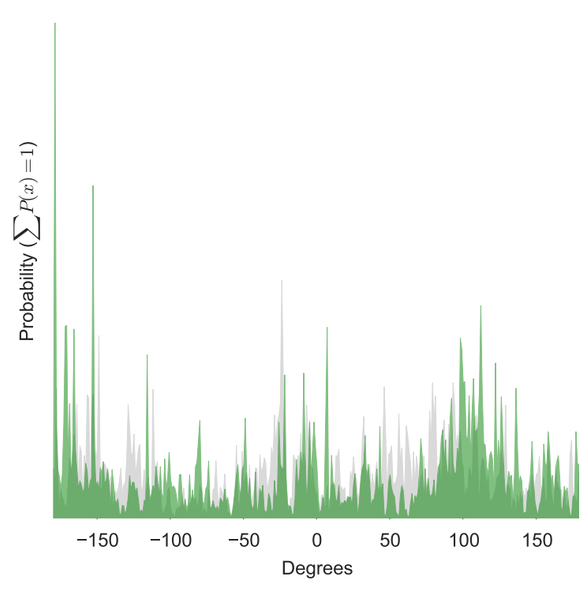




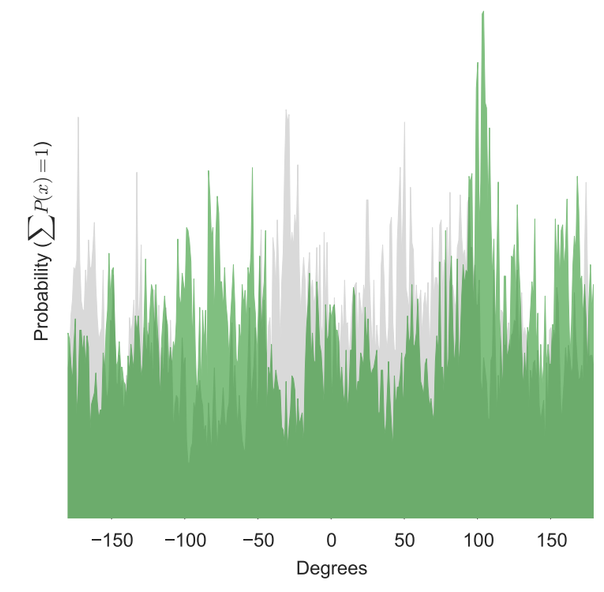
TAIL-TO-HEAD ORIENTATION - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 6.57 +/- 18.49 <<< [2.53 +/- 17.03] \u00A4 (p=0.8798, q=0.7181)

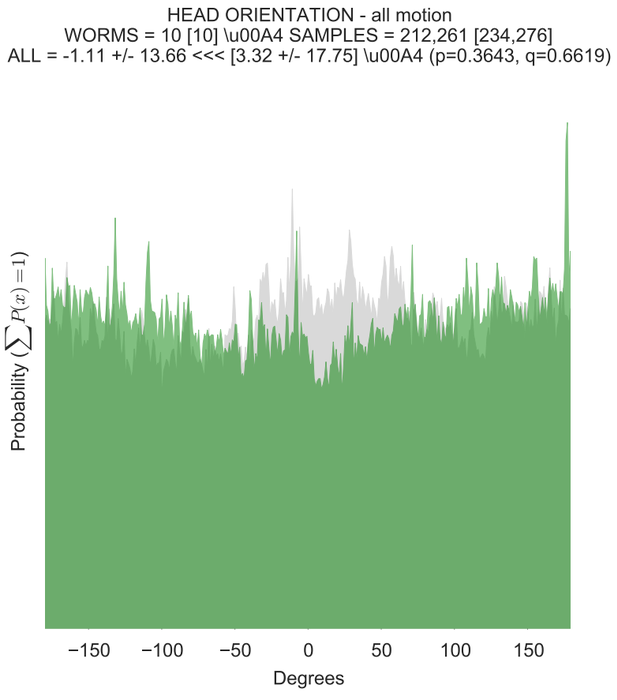


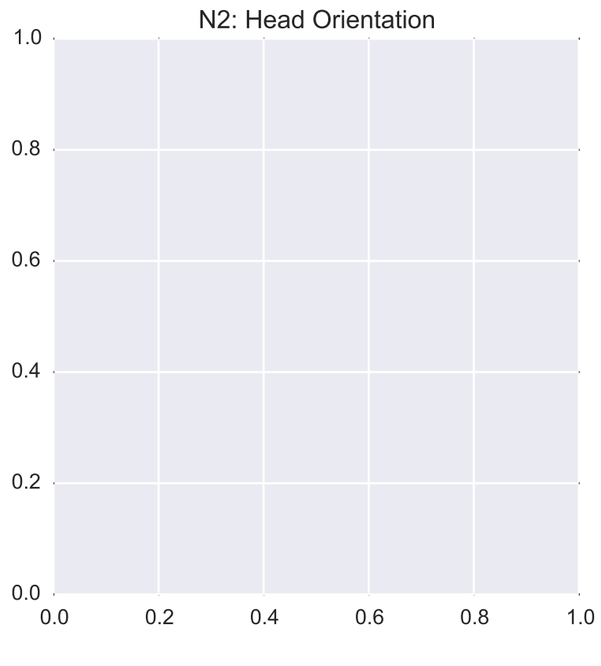
TAIL-TO-HEAD ORIENTATION - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 6.94 +/- 47.98 <<< [0.81 +/- 52.50] \u00A4 (p=0.7624, q=0.7181)

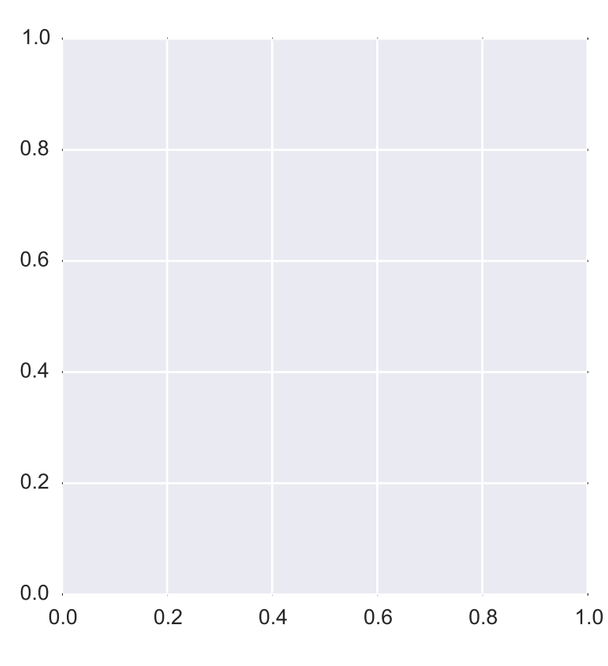


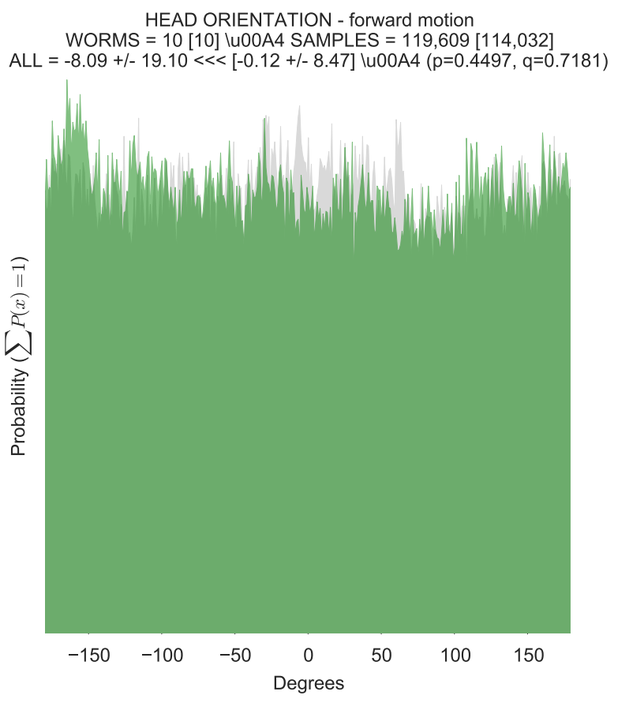
TAIL-TO-HEAD ORIENTATION - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 9.39 +/- 21.15 <<< [0.32 +/- 30.26] \u00A4 (p=0.7624, q=0.7181)

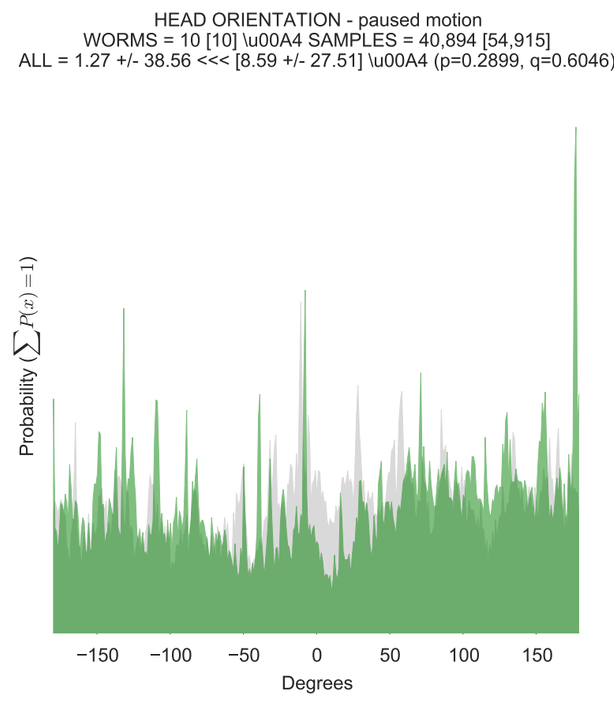


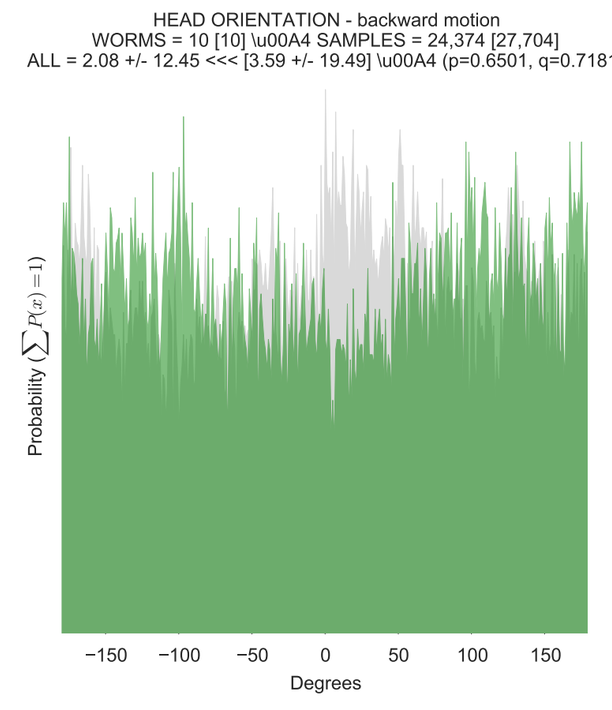

HEAD ORIENTATION - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -1.11 +/- 13.66 <<< [3.32 +/- 17.75] \u00A4 (p=0.3643, q=0.6619)
Probability ($\sum P(x) = 1$)
−150 −100 −50 0 50 100 150
Degrees

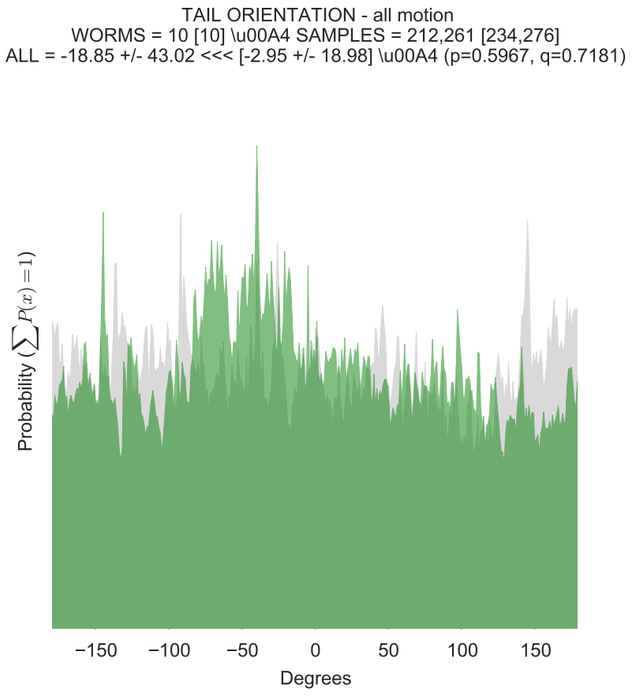

N2: Head Orientation
1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

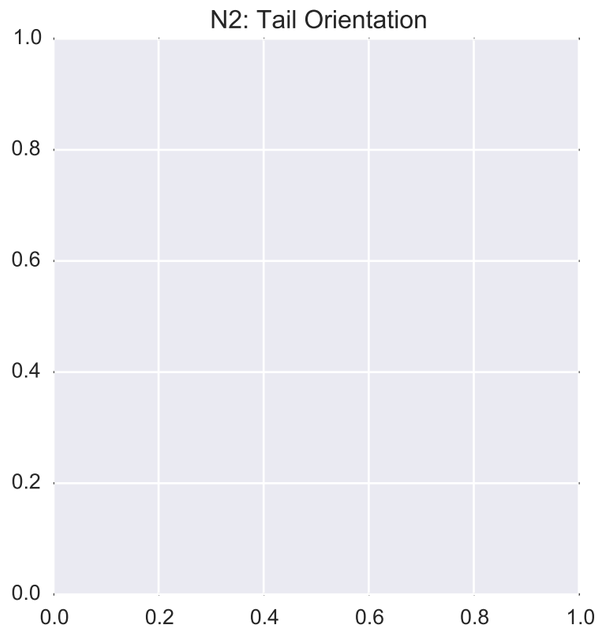

1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

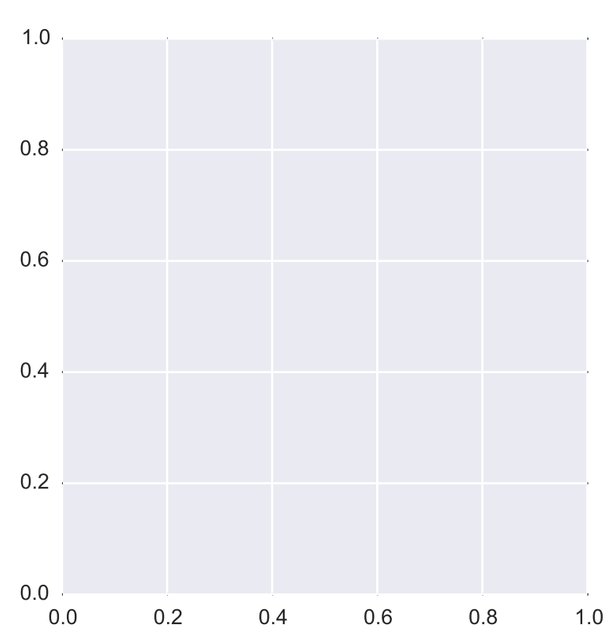

HEAD ORIENTATION - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -8.09 +/- 19.10 <<< [-0.12 +/- 8.47] \u00A4 (p=0.4497, q=0.7181)
Probability ($\sum P(x) = 1$)
−150 −100 −50 0 50 100 150
Degrees

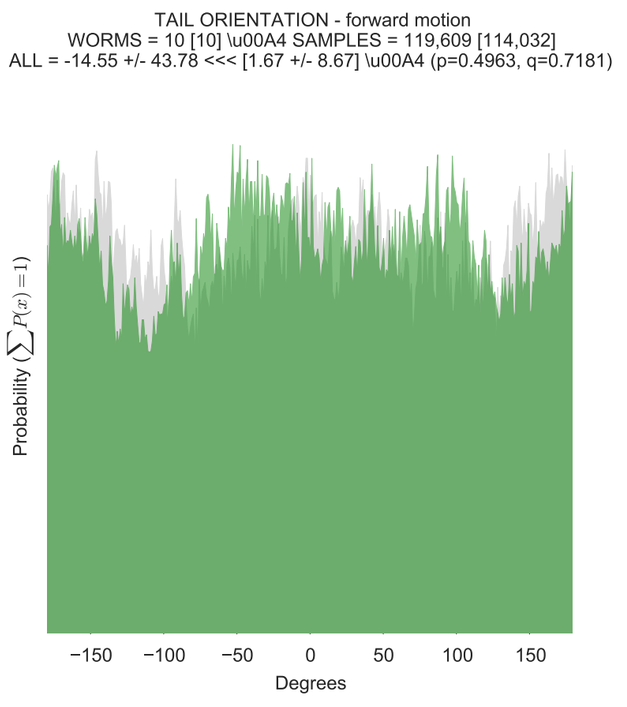

HEAD ORIENTATION - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 1.27 +/- 38.56 <<< [8.59 +/- 27.51] \u00A4 (p=0.2899, q=0.6046)
Probability ($\sum P(x) = 1$)
−150 −100 −50 0 50 100 150
Degrees

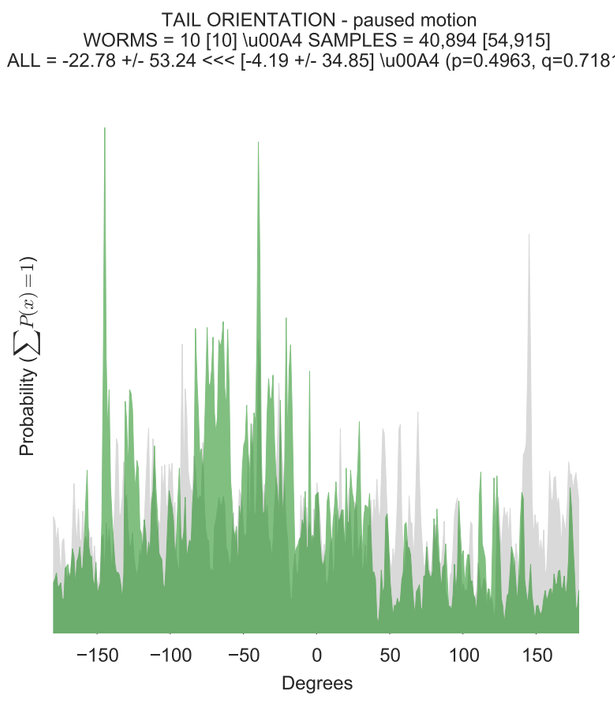

HEAD ORIENTATION - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 2.08 +/- 12.45 <<< [3.59 +/- 19.49] \u00A4 (p=0.6501, q=0.7181)
Probability ($\sum P(x) = 1$)
−150 −100 −50 0 50 100 150
Degrees

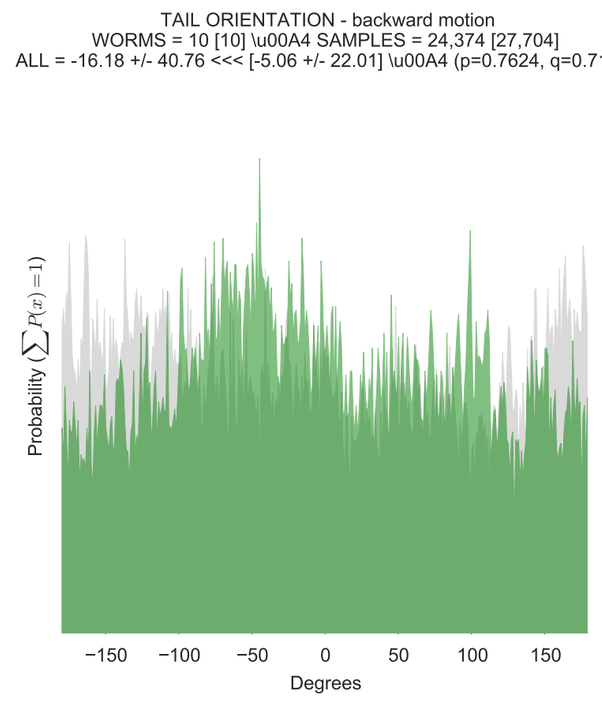

TAIL ORIENTATION - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -18.85 +/- 43.02 <<< [-2.95 +/- 18.98] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
−150 −100 −50 0 50 100 150
Degrees

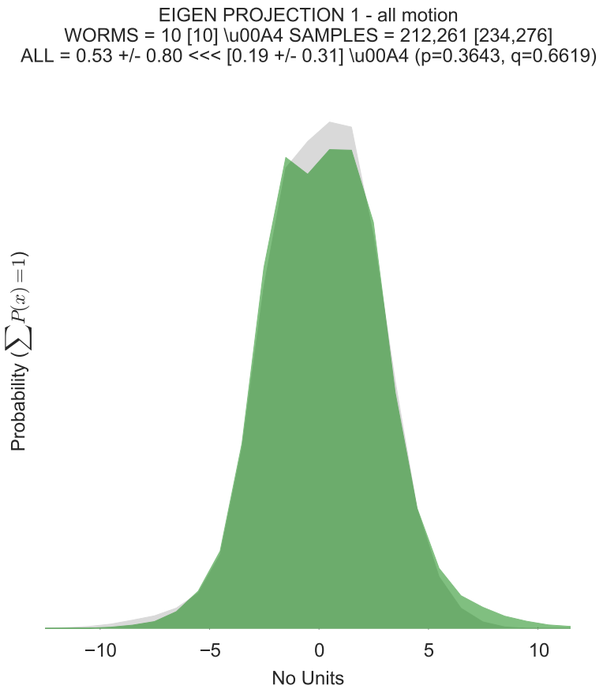

N2: Tail Orientation
1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

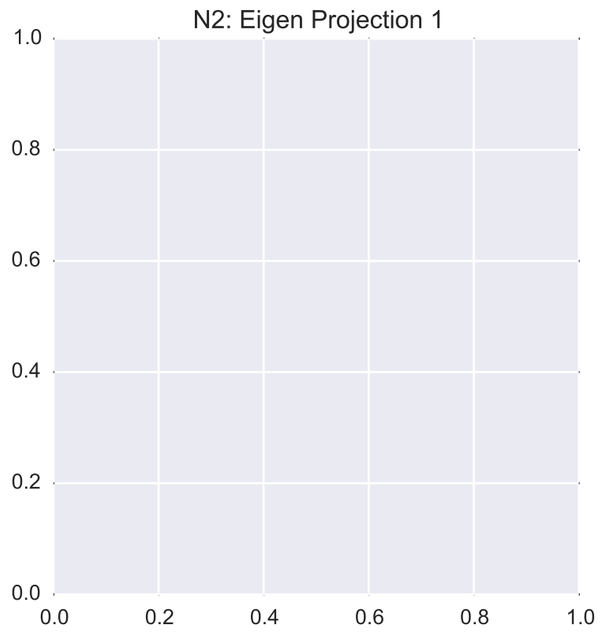

1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

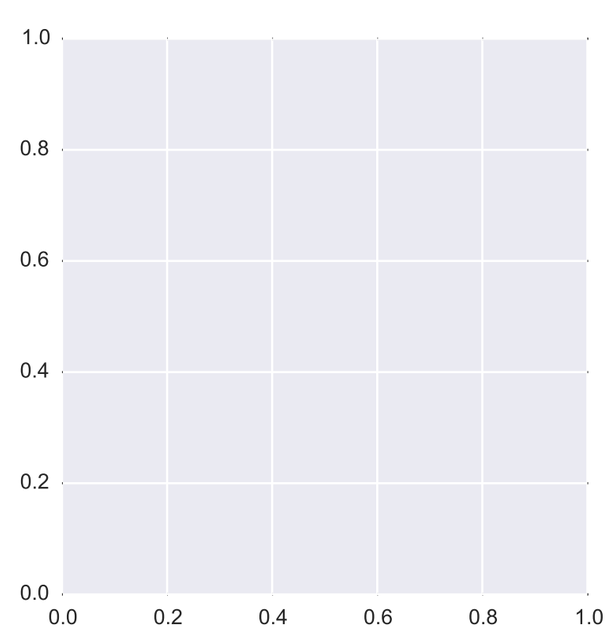

TAIL ORIENTATION - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -14.55 +/- 43.78 <<< [1.67 +/- 8.67] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−150 −100 −50 0 50 100 150
Degrees

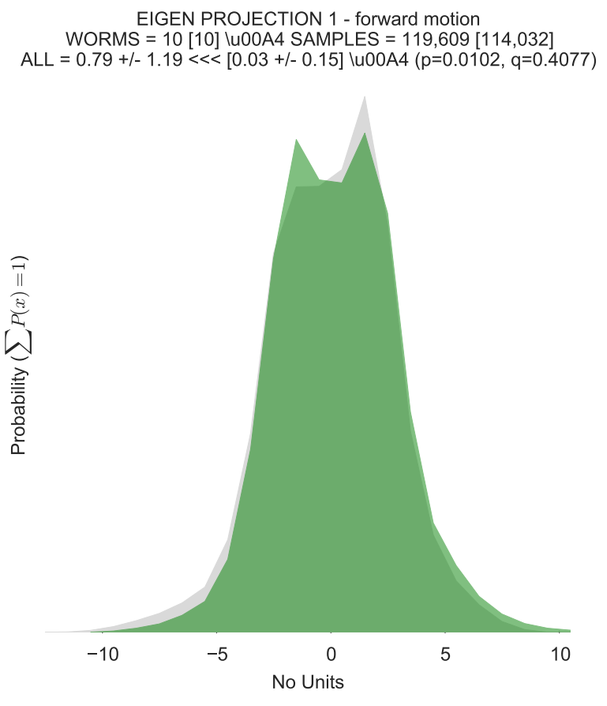

TAIL ORIENTATION - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = -22.78 +/- 53.24 <<< [-4.19 +/- 34.85] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−150 −100 −50 0 50 100 150
Degrees

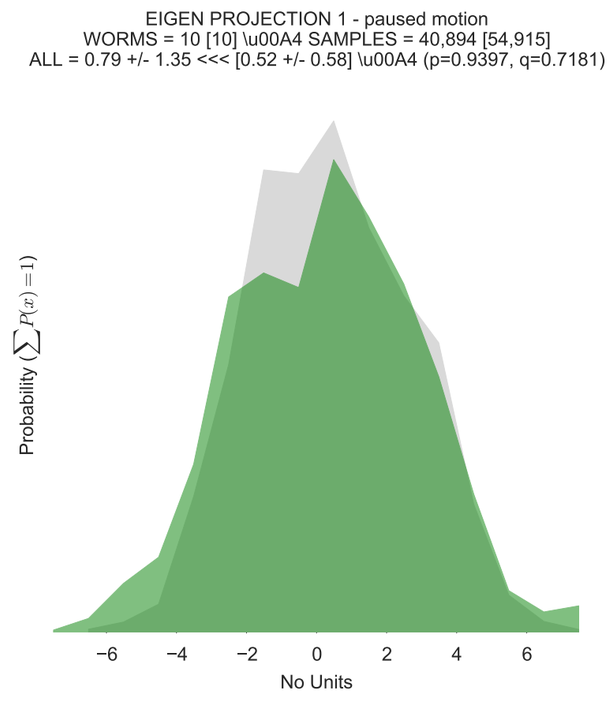

TAIL ORIENTATION - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = -16.18 +/- 40.76 <<< [-5.06 +/- 22.01] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
−150 −100 −50 0 50 100 150
Degrees

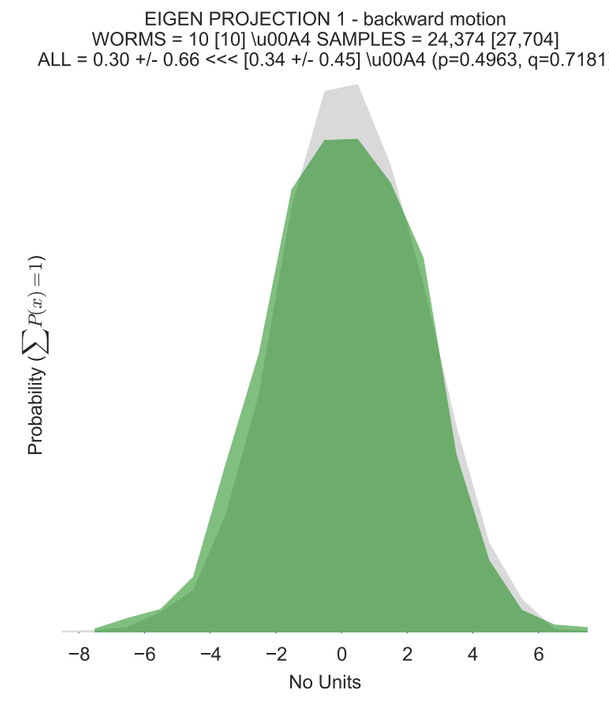

EIGEN PROJECTION 1 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.53 +/- 0.80 <<< [0.19 +/- 0.31] \u00A4 (p=0.3643, q=0.6619)
Probability ($\sum P(x) = 1$)
−10
−5
0
5
10
No Units

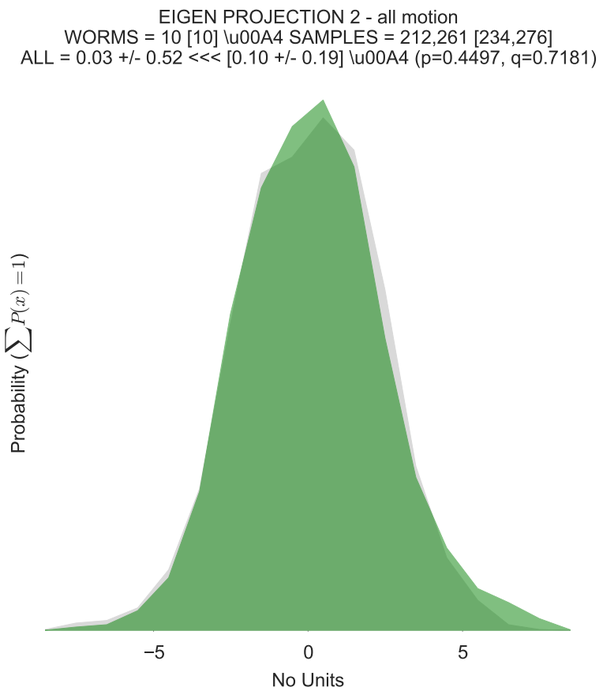

N2: Eigen Projection 1
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

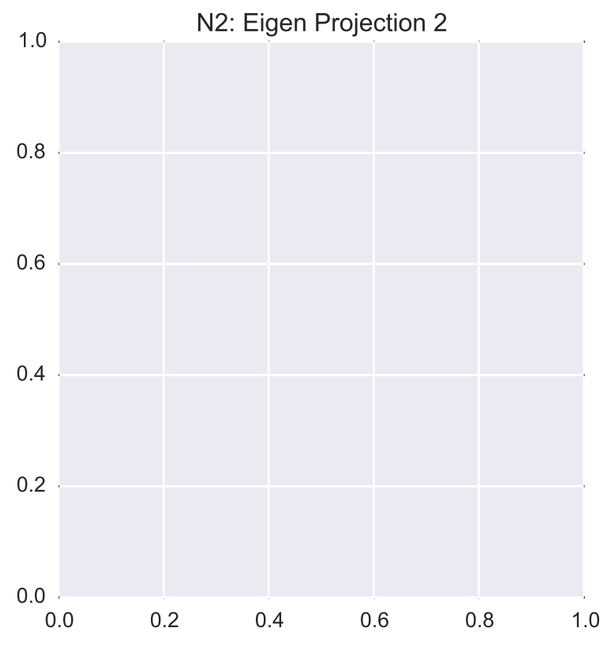

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

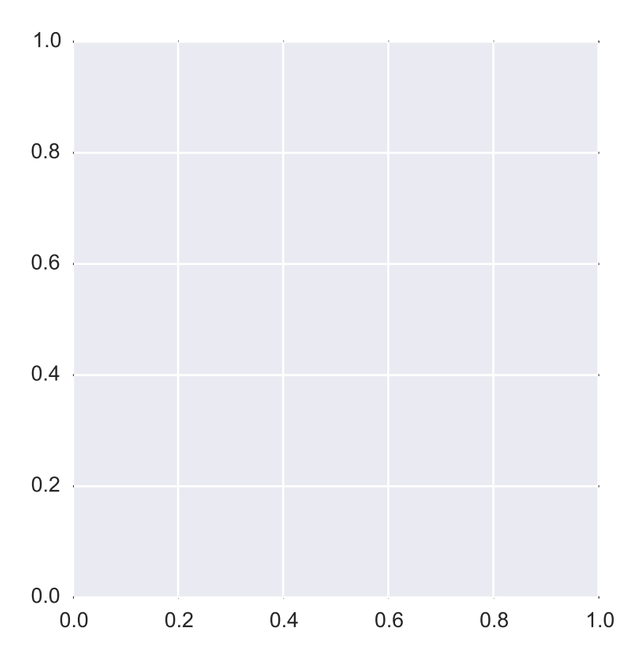

EIGEN PROJECTION 1 - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.79 +/- 1.19 <<< [0.03 +/- 0.15] \u00A4 (p=0.0102, q=0.4077)
Probability ($\sum P(x) = 1$)
−10
−5
0
5
10
No Units

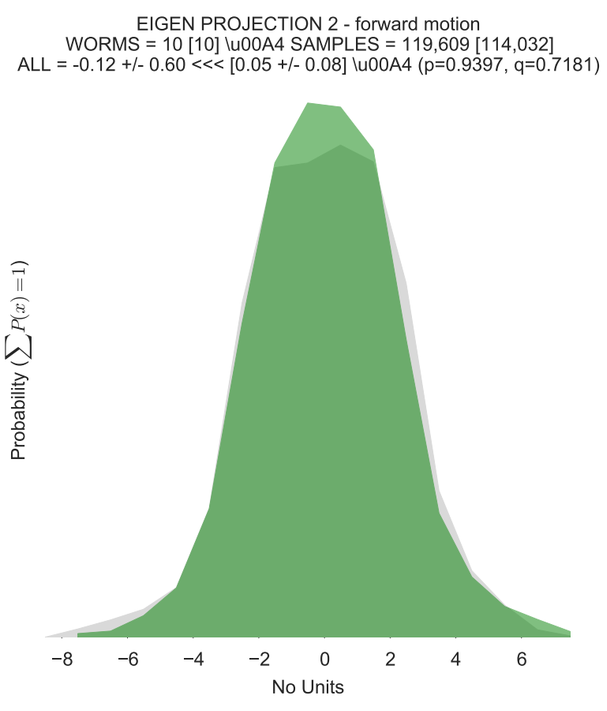

EIGEN PROJECTION 1 - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.79 +/- 1.35 <<< [0.52 +/- 0.58] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
−6
−4
−2
0
2
4
6
No Units

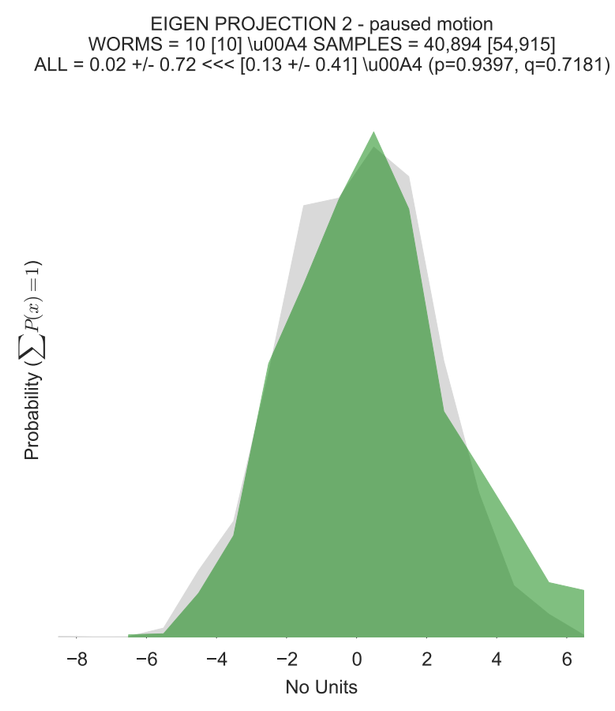

EIGEN PROJECTION 1 - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.30 +/- 0.66 <<< [0.34 +/- 0.45] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−8
−6
−4
−2
0
2
4
6
No Units

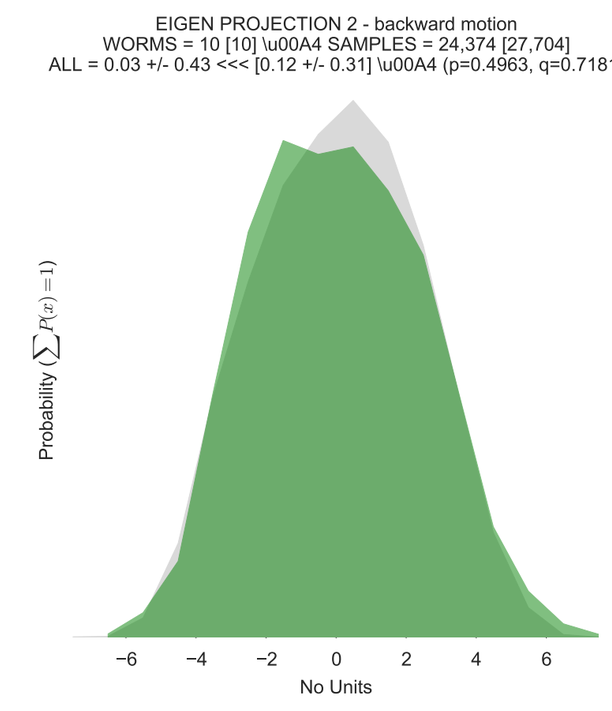

EIGEN PROJECTION 2 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.03 +/- 0.52 <<< [0.10 +/- 0.19] \u00A4 (p=0.4497, q=0.7181)
Probability ($\sum P(x) = 1$)
−5
0
5
No Units

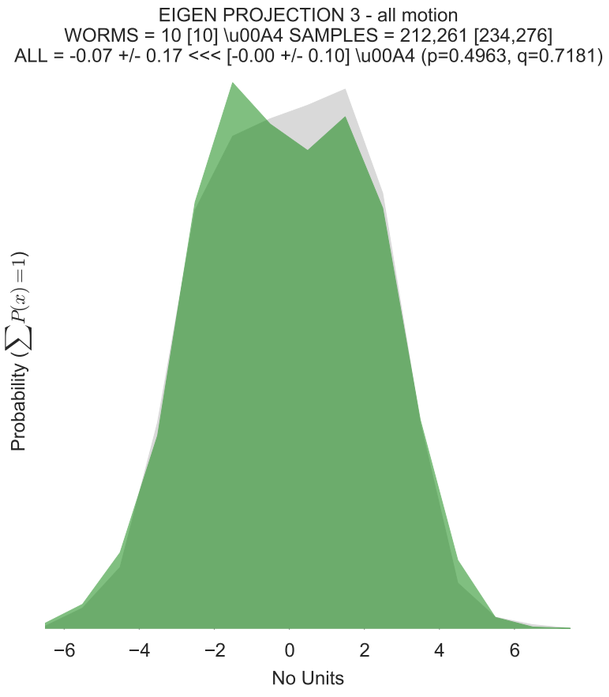

N2: Eigen Projection 2
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

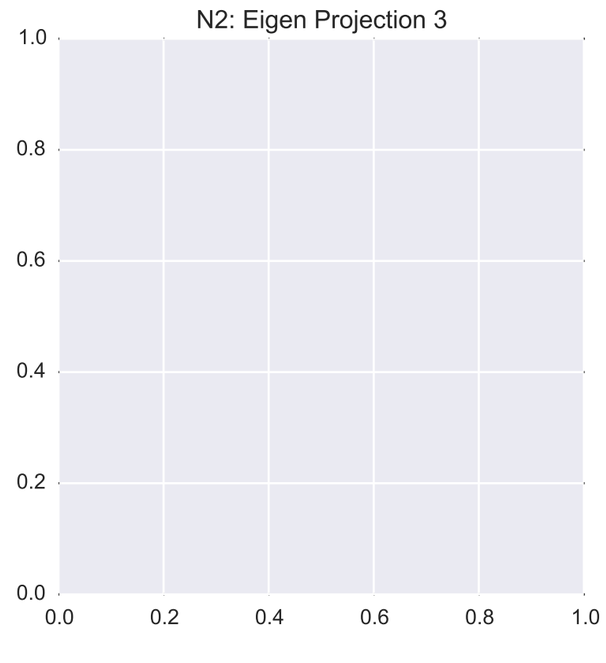

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

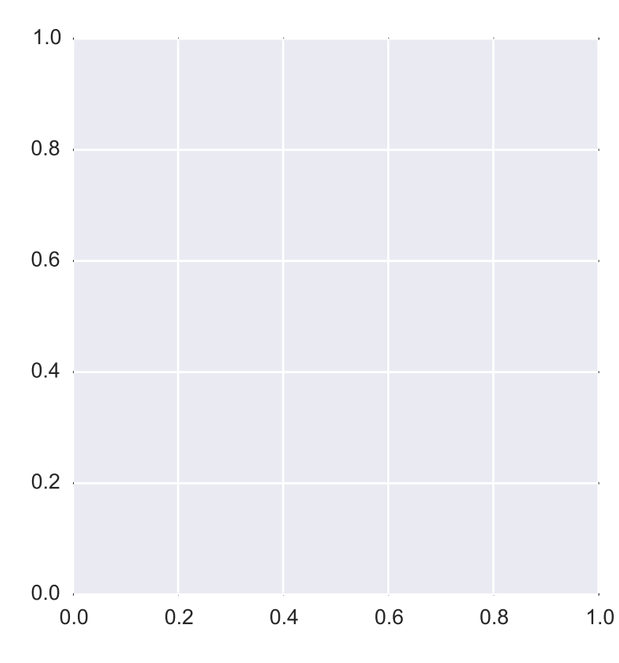

EIGEN PROJECTION 2 - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = -0.12 +/- 0.60 <<< [0.05 +/- 0.08] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
−8
−6
−4
−2
0
2
4
6
No Units

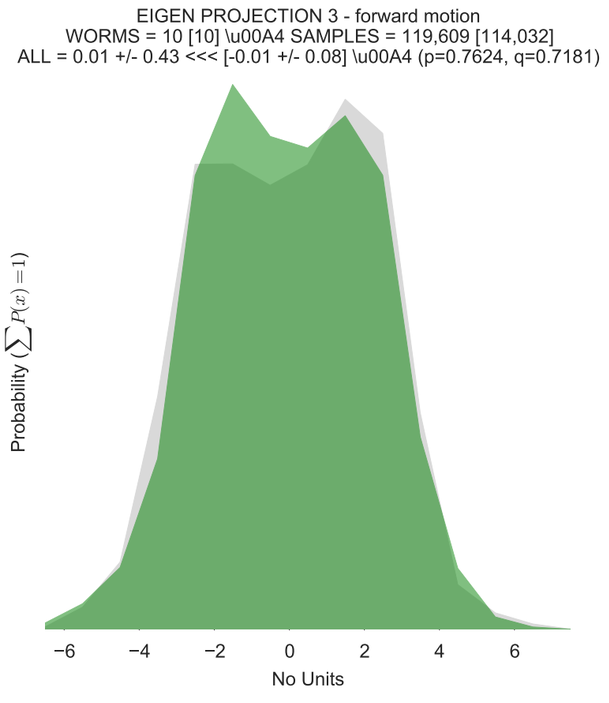

EIGEN PROJECTION 2 - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.02 +/- 0.72 <<< [0.13 +/- 0.41] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
−8
−6
−4
−2
0
2
4
6
No Units

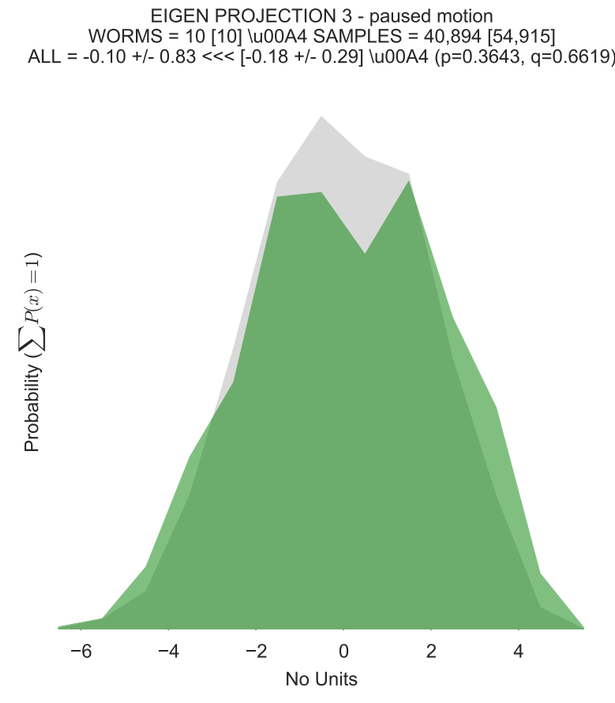

EIGEN PROJECTION 2 - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.03 +/- 0.43 <<< [0.12 +/- 0.31] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−6
−4
−2
0
2
4
6
No Units

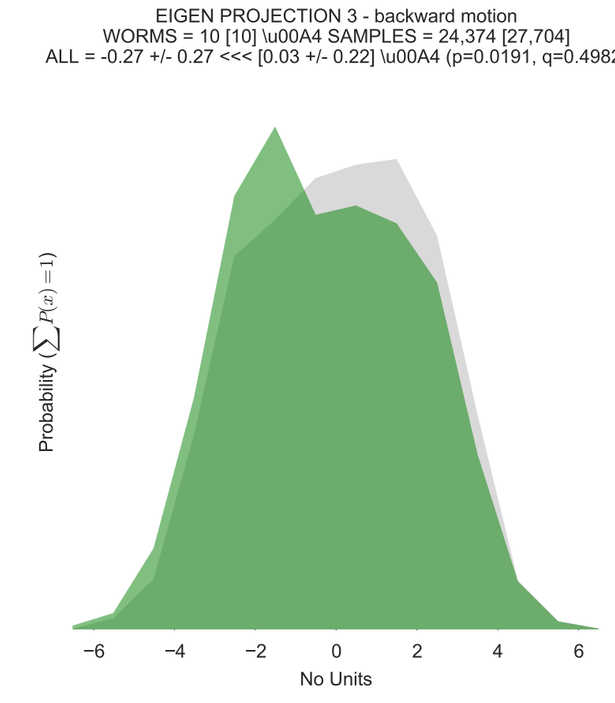

EIGEN PROJECTION 3 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.07 +/- 0.17 <<< [-0.00 +/- 0.10] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−6 −4 −2 0 2 4 6
No Units

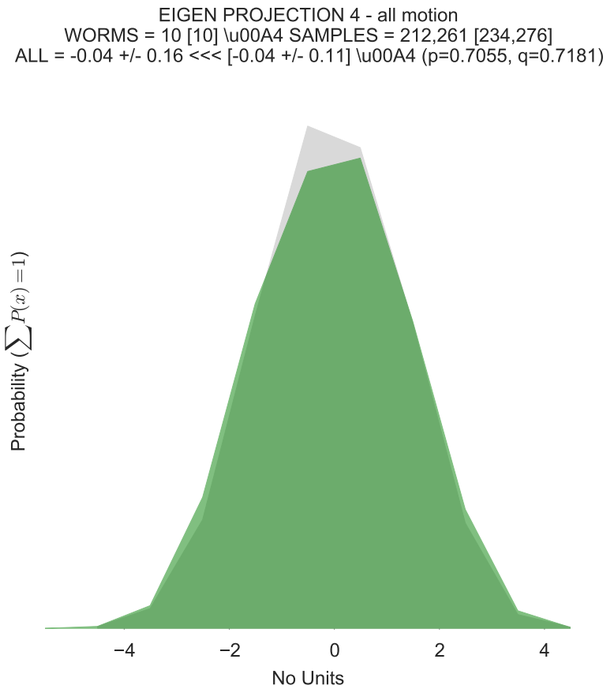

N2: Eigen Projection 3
1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

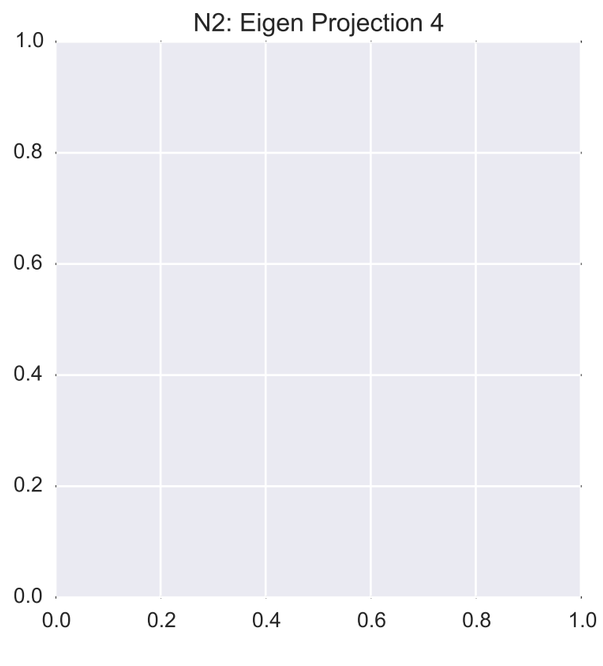

1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

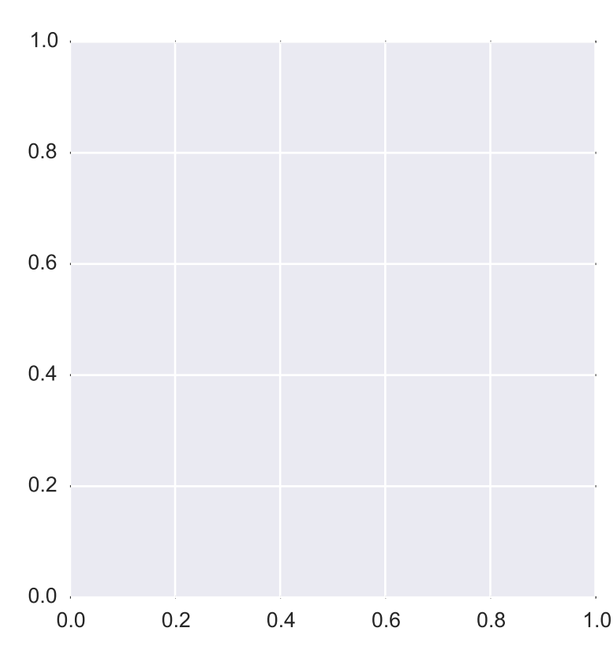

EIGEN PROJECTION 3 - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.01 +/- 0.43 <<< [-0.01 +/- 0.08] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
−6 −4 −2 0 2 4 6
No Units

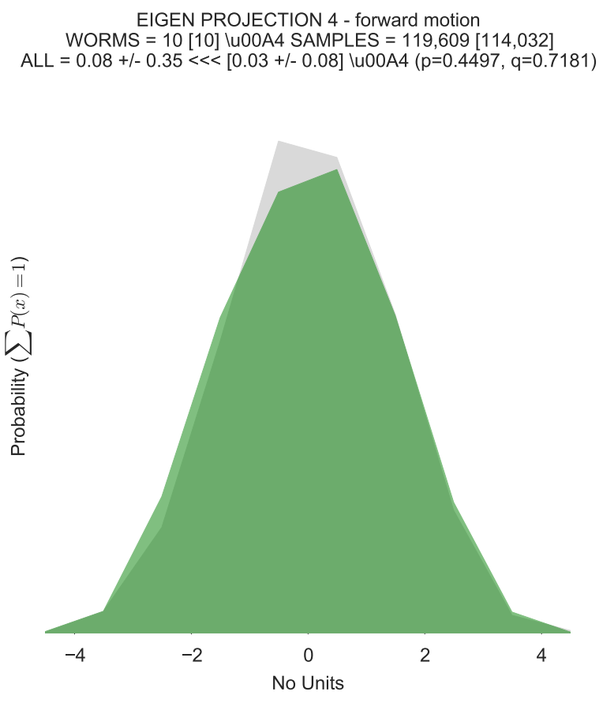

EIGEN PROJECTION 3 - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = -0.10 +/- 0.83 <<< [-0.18 +/- 0.29] \u00A4 (p=0.3643, q=0.6619)
Probability ($\sum P(x) = 1$)
−6 −4 −2 0 2 4
No Units

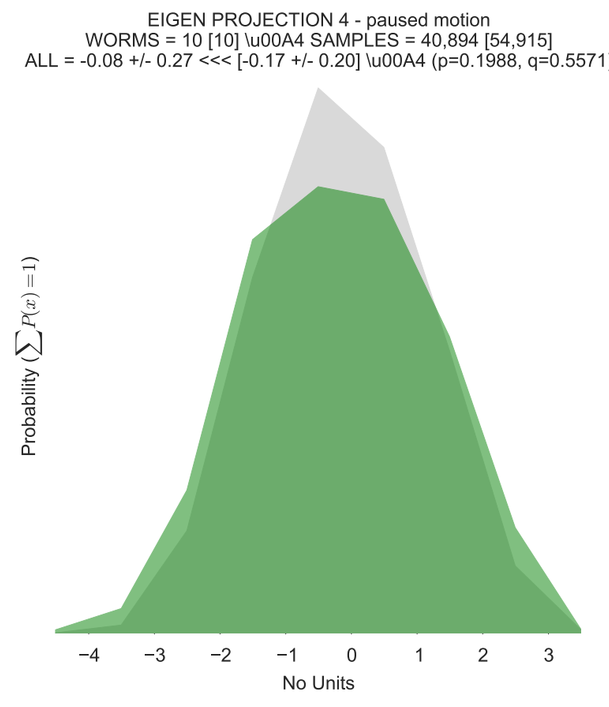

EIGEN PROJECTION 3 - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = -0.27 +/- 0.27 <<< [0.03 +/- 0.22] \u00A4 (p=0.0191, q=0.4982)
Probability ($\sum P(x) = 1$)
−6 −4 −2 0 2 4 6
No Units

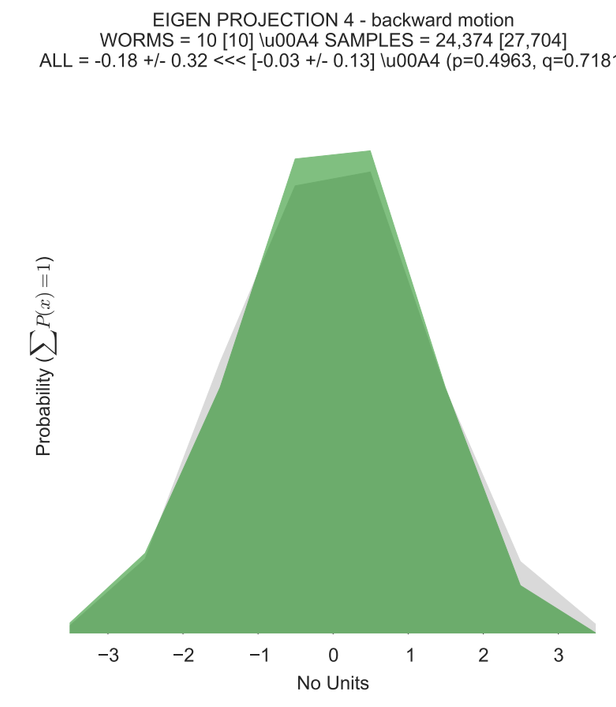

EIGEN PROJECTION 4 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = -0.04 +/- 0.16 <<< [-0.04 +/- 0.11] \u00A4 (p=0.7055, q=0.7181)
Probability ($\sum P(x) = 1$)
−4
−2
0
2
4
No Units

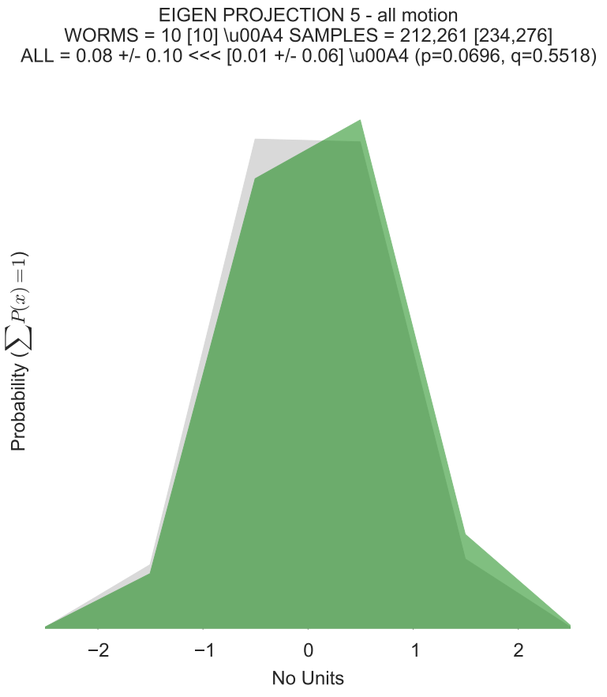

N2: Eigen Projection 4
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

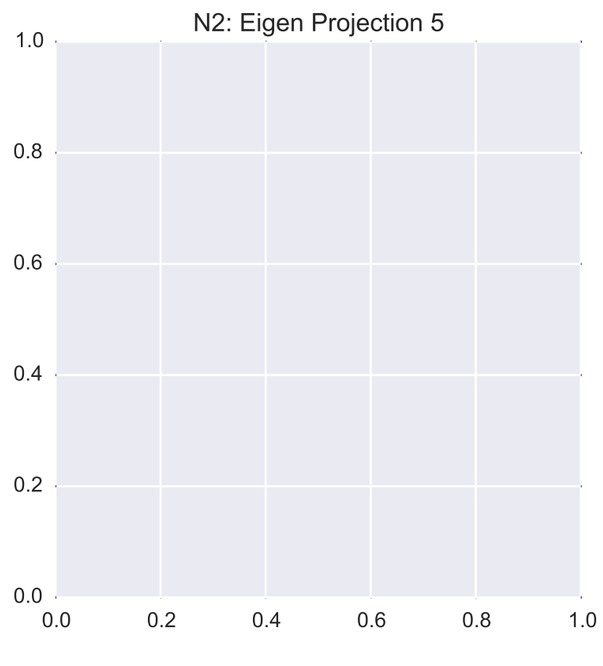

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

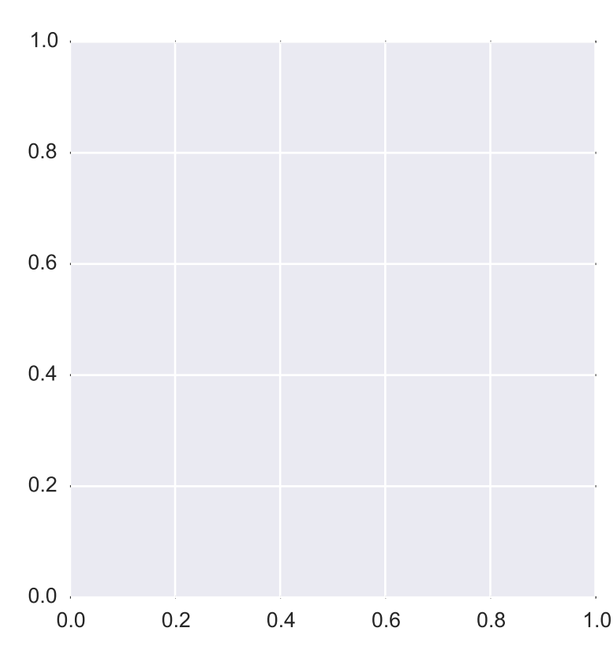

EIGEN PROJECTION 4 - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.08 +/- 0.35 <<< [0.03 +/- 0.08] \u00A4 (p=0.4497, q=0.7181)
Probability ($\sum P(x) = 1$)
−4
−2
0
2
4
No Units

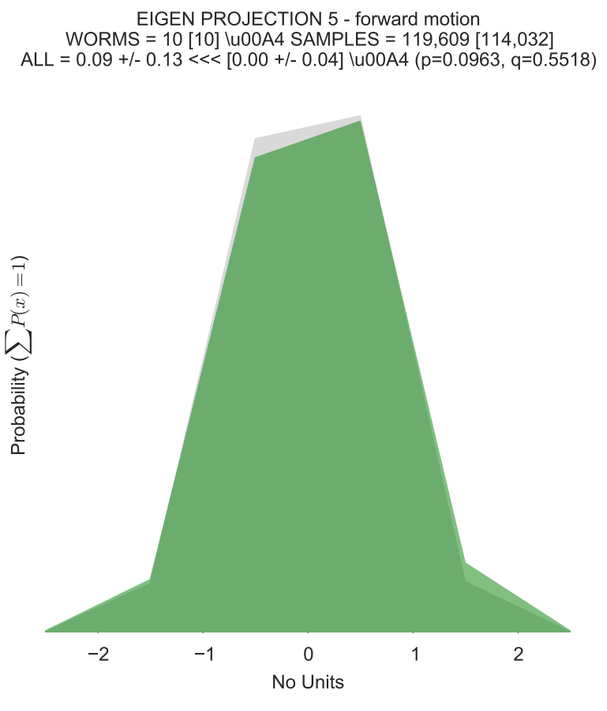

EIGEN PROJECTION 4 - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = -0.08 +/- 0.27 <<< [-0.17 +/- 0.20] \u00A4 (p=0.1988, q=0.5571)
Probability ($\sum P(x) = 1$)
−4
−3
−2
−1
0
1
2
3
No Units

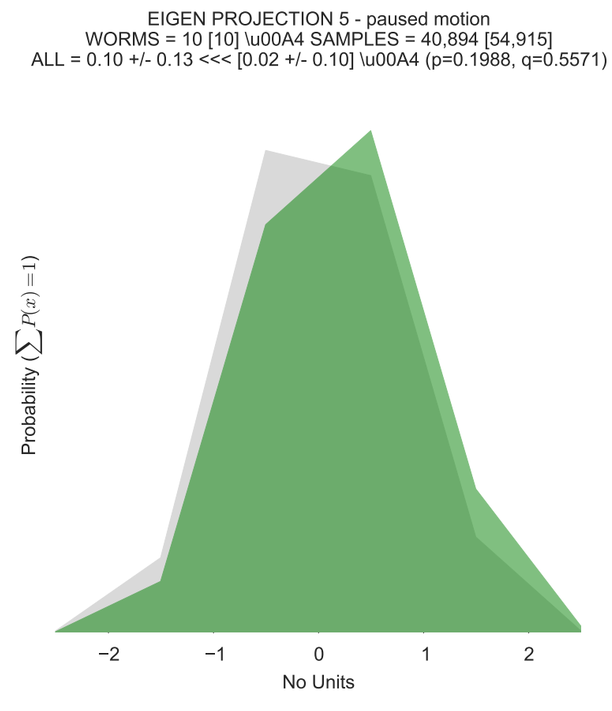

EIGEN PROJECTION 4 - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = -0.18 +/- 0.32 <<< [-0.03 +/- 0.13] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−3
−2
−1
0
1
2
3
No Units

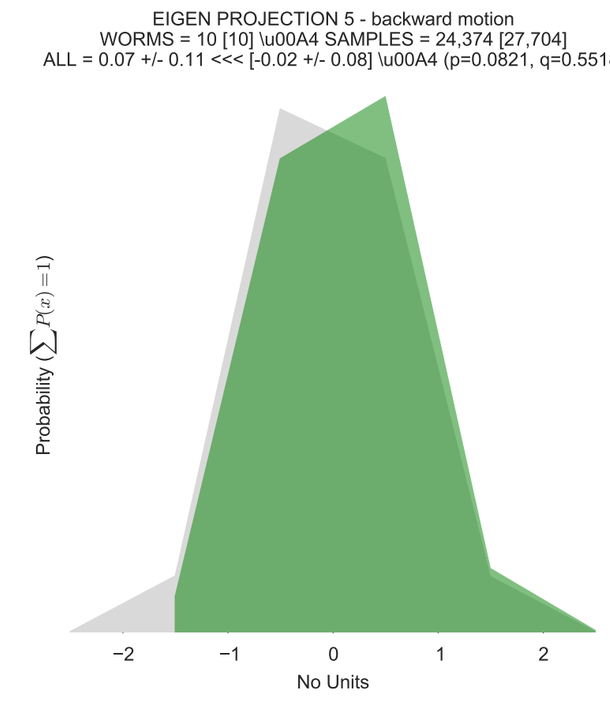

EIGEN PROJECTION 5 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.08 +/- 0.10 <<< [0.01 +/- 0.06] \u00A4 (p=0.0696, q=0.5518)
Probability ($\sum P(x) = 1$)
−2
−1
0
1
2
No Units

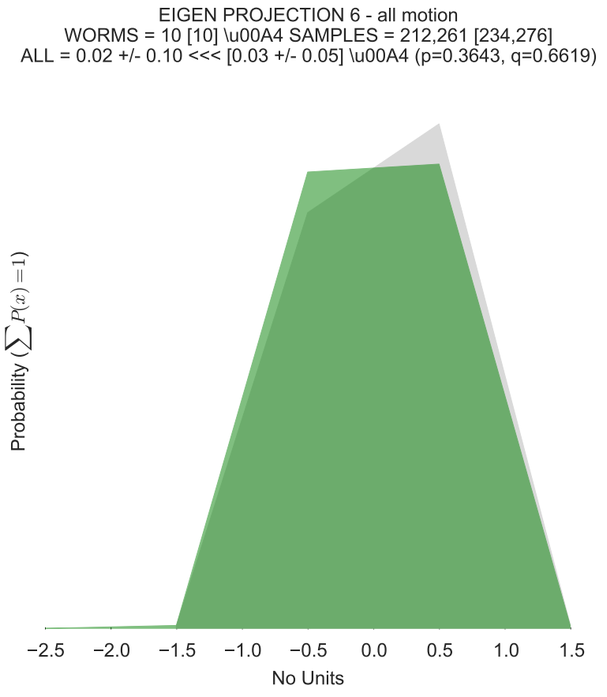

N2: Eigen Projection 5
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

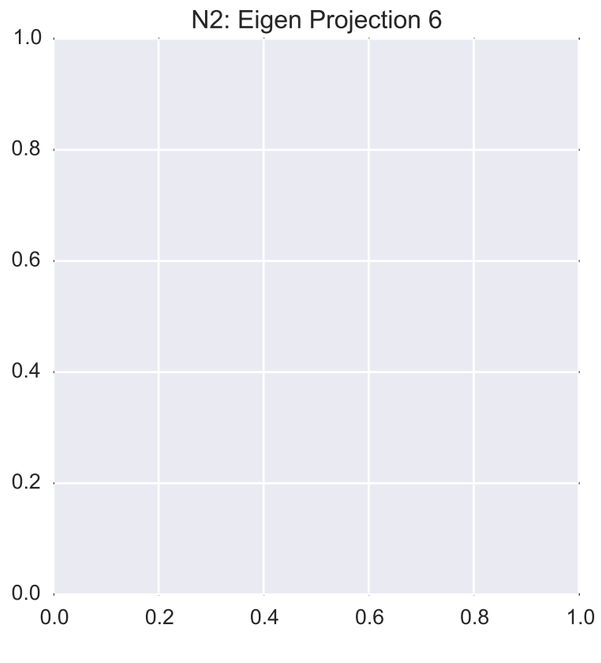

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

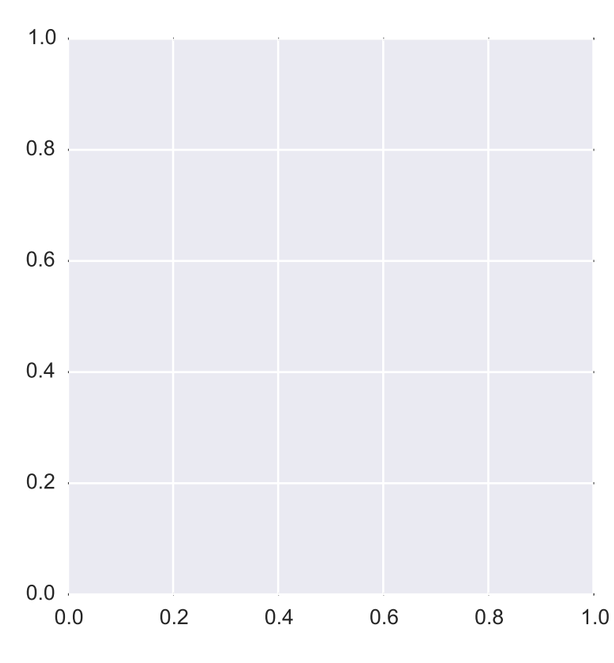

EIGEN PROJECTION 5 - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.09 +/- 0.13 <<< [0.00 +/- 0.04] \u00A4 (p=0.0963, q=0.5518)
Probability ($\sum P(x) = 1$)
−2
−1
0
1
2
No Units

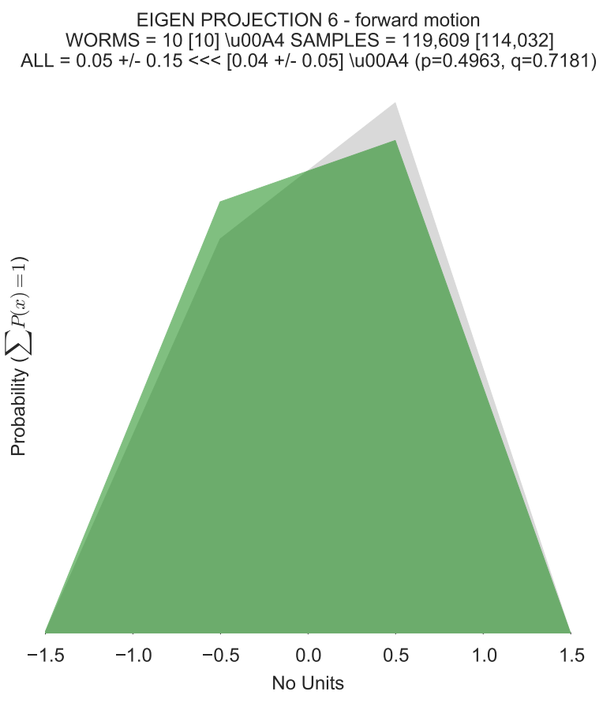

EIGEN PROJECTION 5 - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.10 +/- 0.13 <<< [0.02 +/- 0.10] \u00A4 (p=0.1988, q=0.5571)
Probability ($\sum P(x) = 1$)
−2
−1
0
1
2
No Units

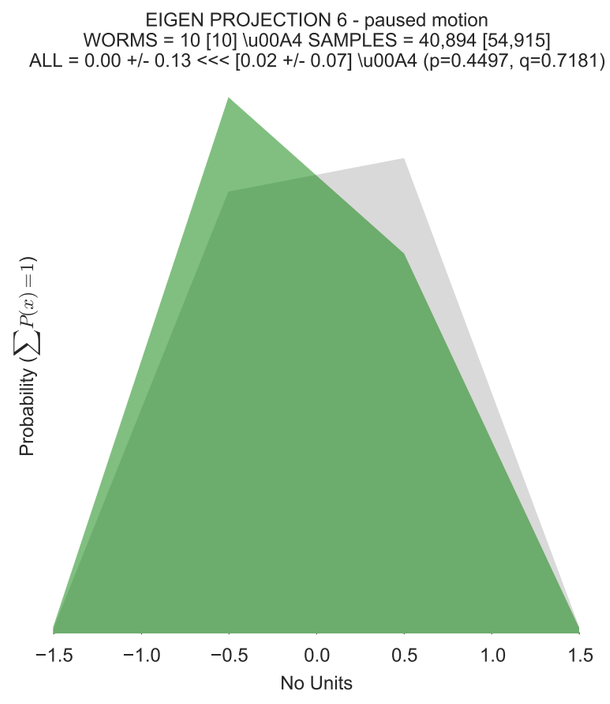

EIGEN PROJECTION 5 - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.07 +/- 0.11 <<< [-0.02 +/- 0.08] \u00A4 (p=0.0821, q=0.5518)
Probability ($\sum P(x) = 1$)
−2
−1
0
1
2
No Units

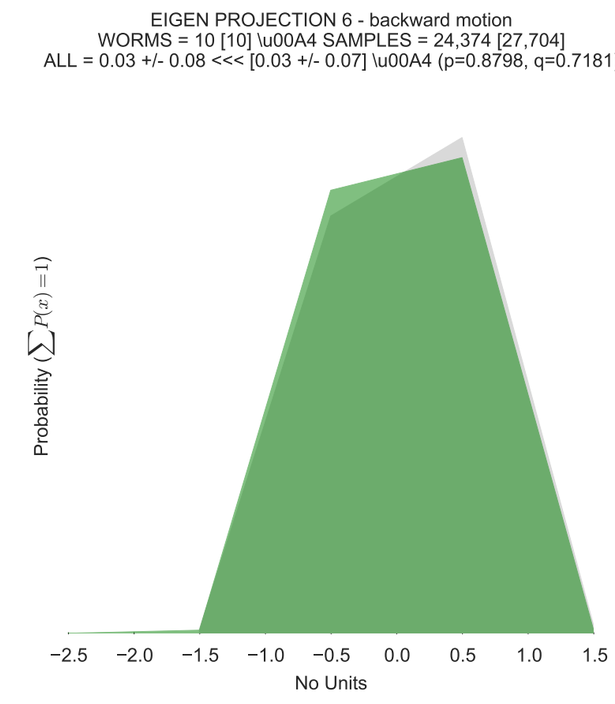

EIGEN PROJECTION 6 - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 0.02 +/- 0.10 <<< [0.03 +/- 0.05] \u00A4 (p=0.3643, q=0.6619)
Probability ($\sum P(x) = 1$)
−2.5 −2.0 −1.5 −1.0 −0.5 0.0 0.5 1.0 1.5
No Units

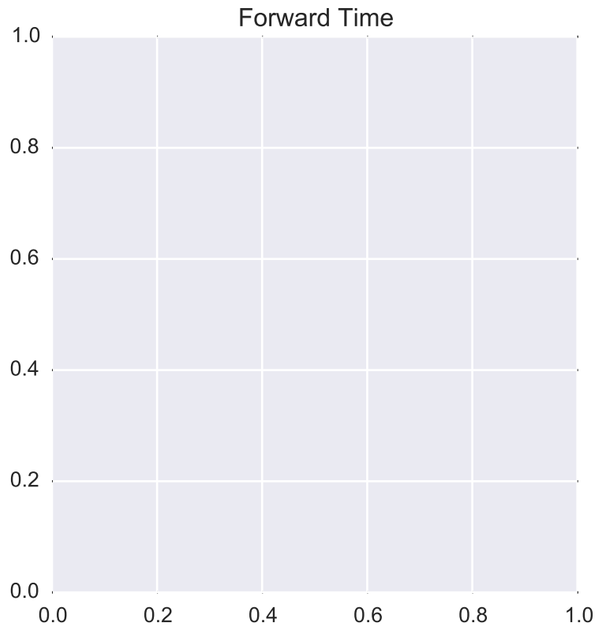

N2: Eigen Projection 6
1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

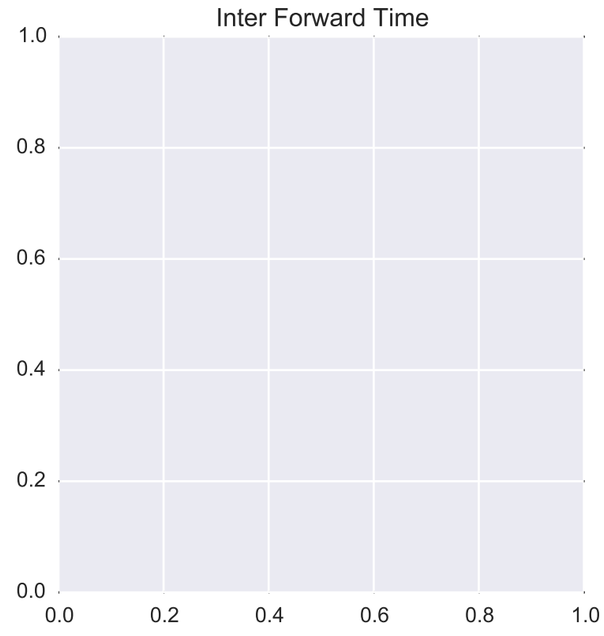

1.0
0.8
0.6
0.4
0.2
0.0
0.0 0.2 0.4 0.6 0.8 1.0

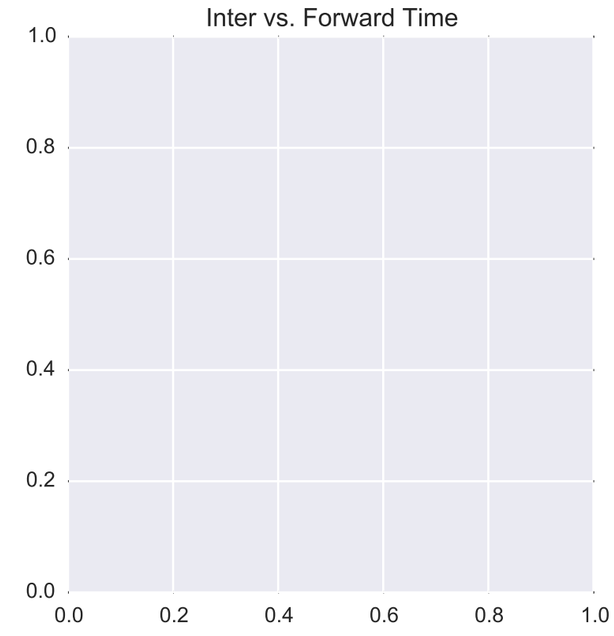

EIGEN PROJECTION 6 - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 0.05 +/- 0.15 <<< [0.04 +/- 0.05] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−1.5 −1.0 −0.5 0.0 0.5 1.0 1.5
No Units

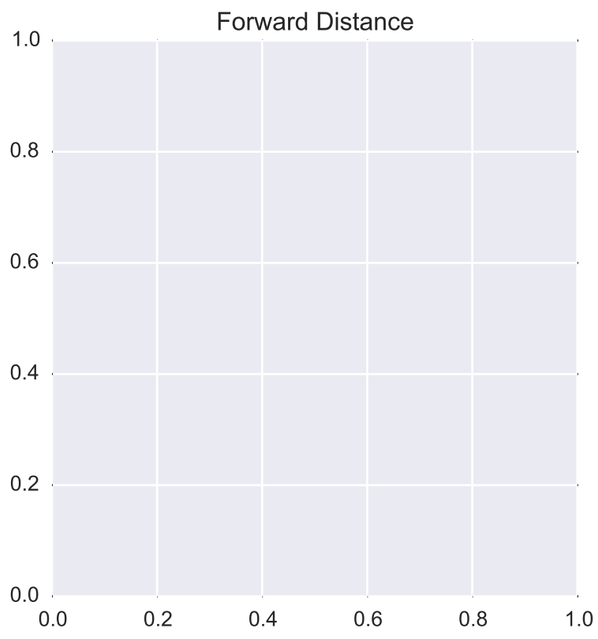

EIGEN PROJECTION 6 - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 0.00 +/- 0.13 <<< [0.02 +/- 0.07] \u00A4 (p=0.4497, q=0.7181)
Probability ($\sum P(x) = 1$)
−1.5 −1.0 −0.5 0.0 0.5 1.0 1.5
No Units

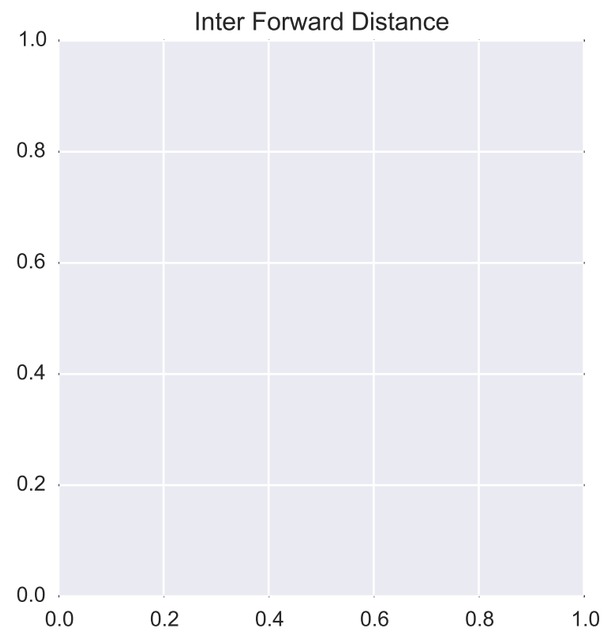

EIGEN PROJECTION 6 - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 0.03 +/- 0.08 <<< [0.03 +/- 0.07] \u00A4 (p=0.8798, q=0.7181)
Probability ($\sum P(x) = 1$)
−2.5 −2.0 −1.5 −1.0 −0.5 0.0 0.5 1.0 1.5
No Units

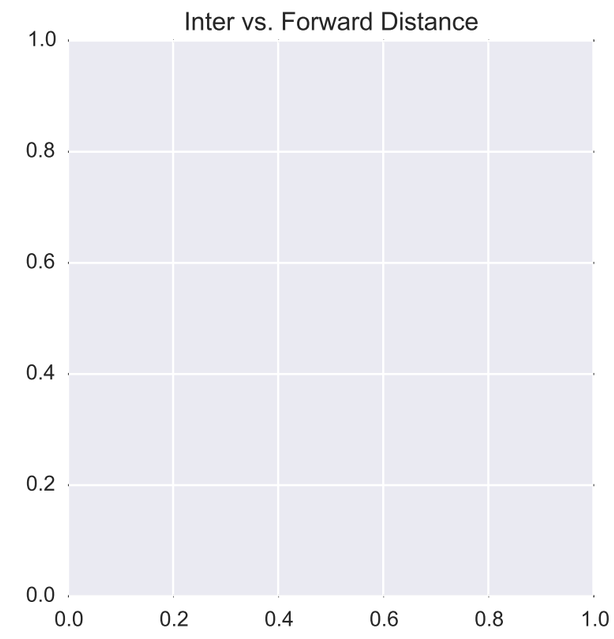

Forward Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

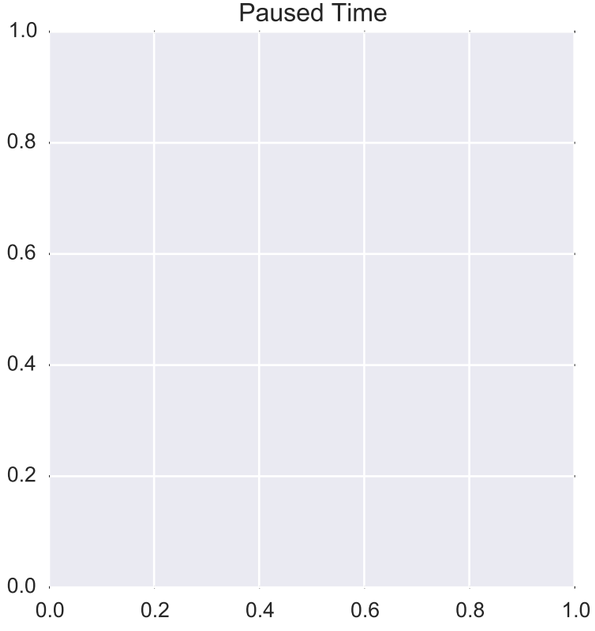

Inter Forward Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

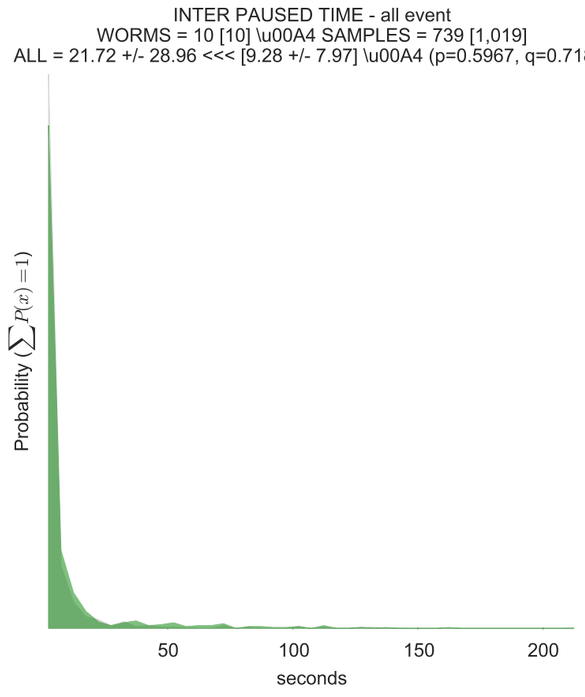

Inter vs. Forward Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

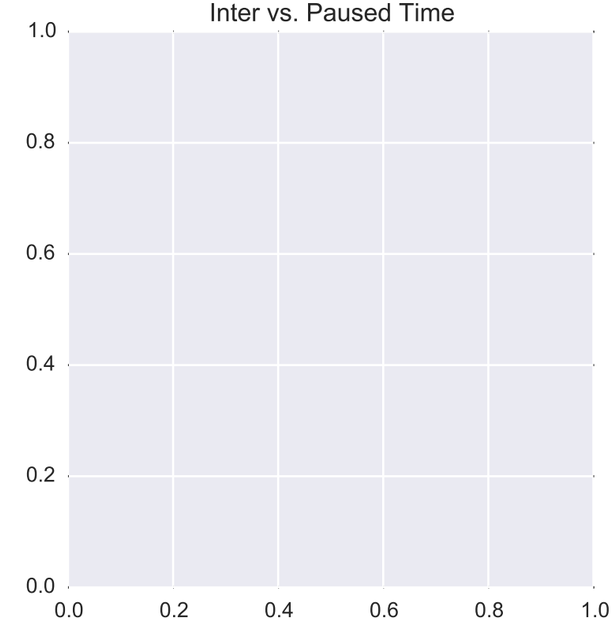

Forward Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

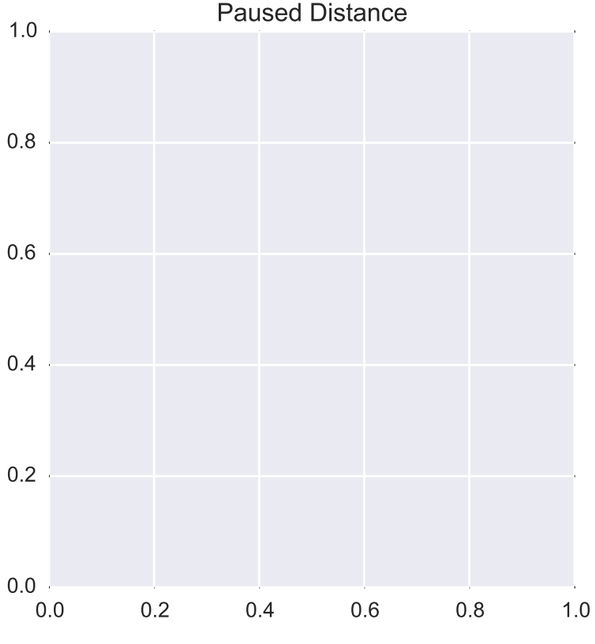

Inter Forward Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

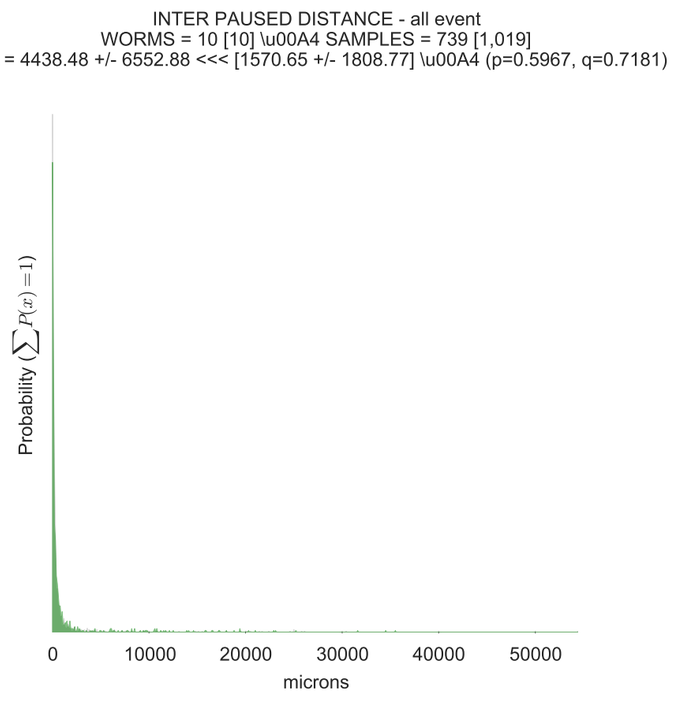

Inter vs. Forward Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

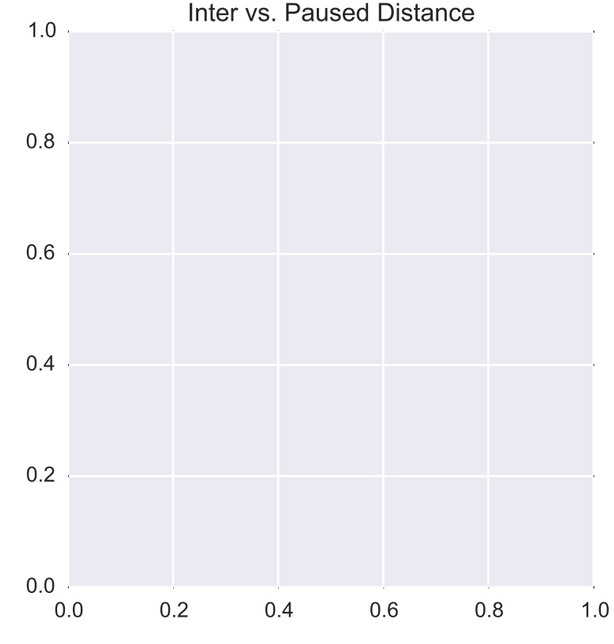

Paused Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

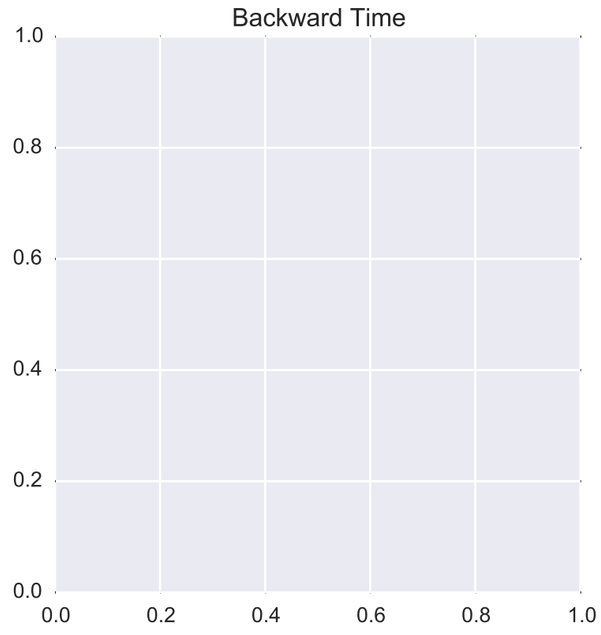

INTER PAUSED TIME - all event
WORMS = 10 [10] \u00A4 SAMPLES = 739 [1,019]
ALL = 21.72 +/- 28.96 <<< [9.28 +/- 7.97] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
50
100
150
200
seconds

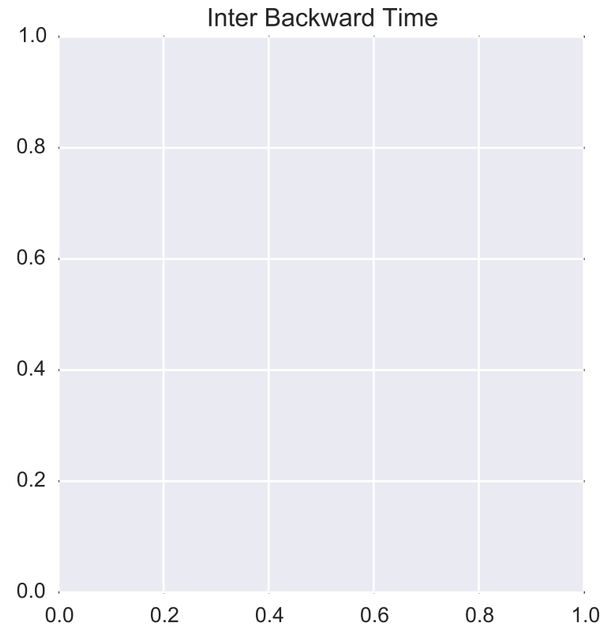

Inter vs. Paused Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

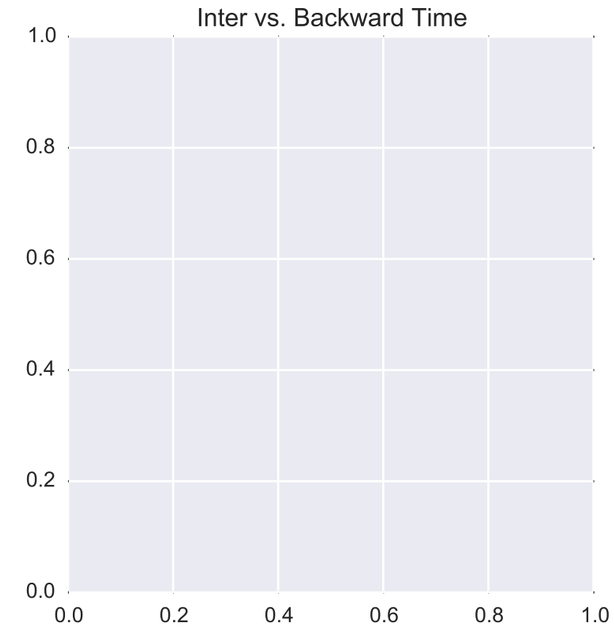

Paused Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

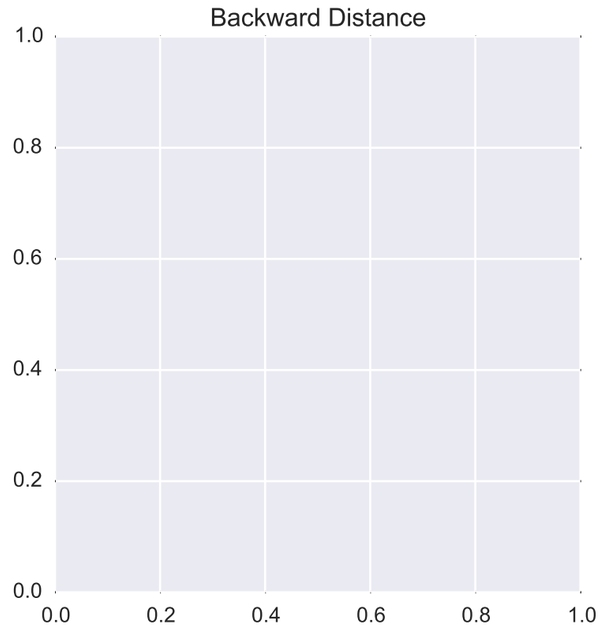

INTER PAUSED DISTANCE - all event
WORMS = 10 [10] \u00A4 SAMPLES = 739 [1,019]
ALL = 4438.48 +/- 6552.88 <<< [1570.65 +/- 1808.77] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
0
10000
20000
30000
40000
50000
microns

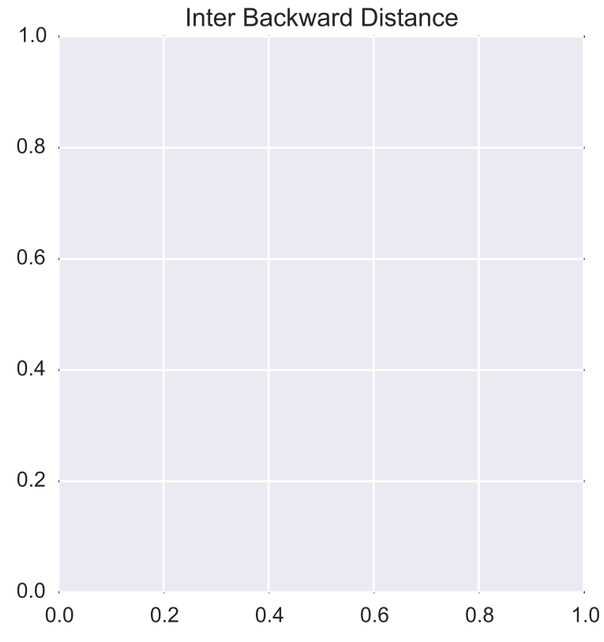

Inter vs. Paused Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

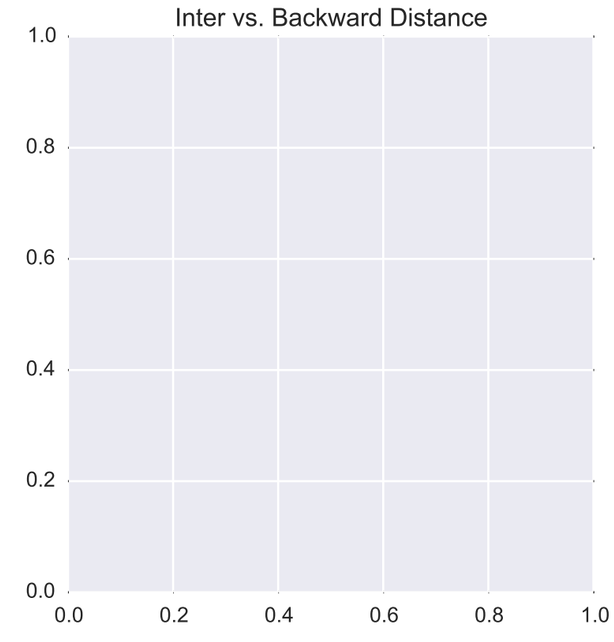

Backward Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

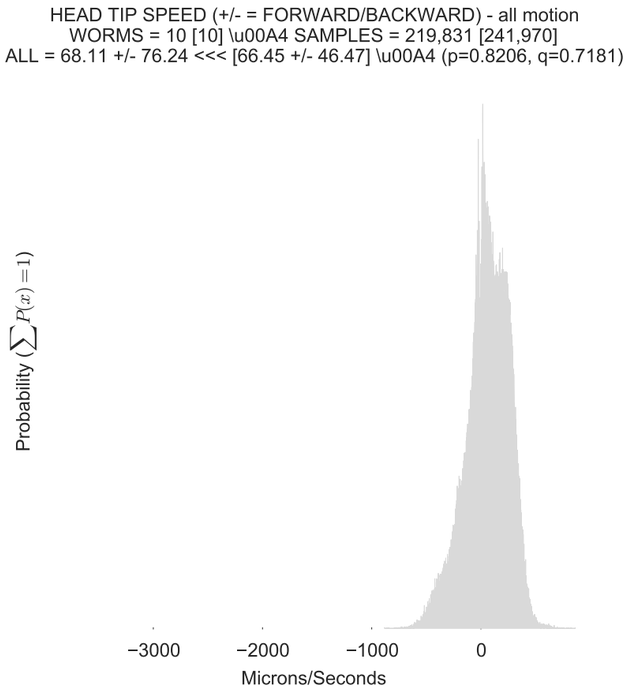

Inter Backward Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

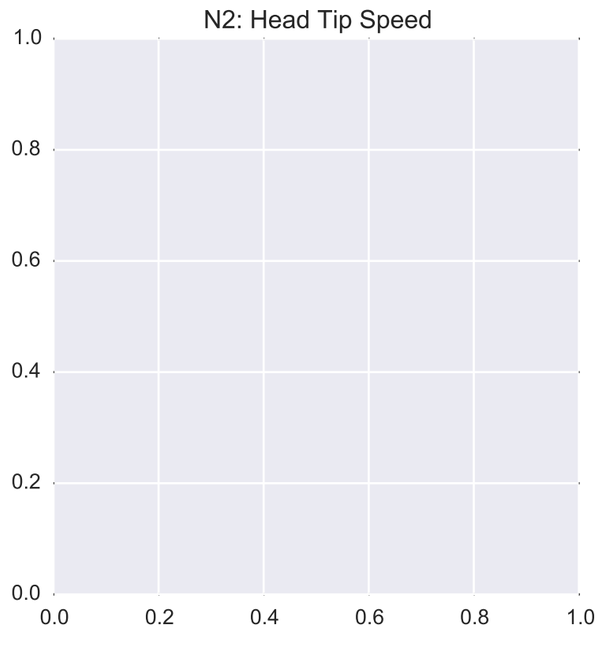

Inter vs. Backward Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

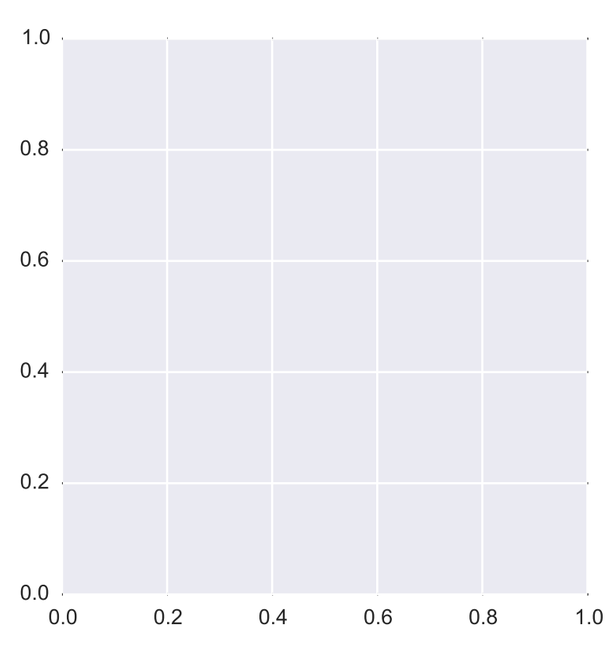

Backward Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

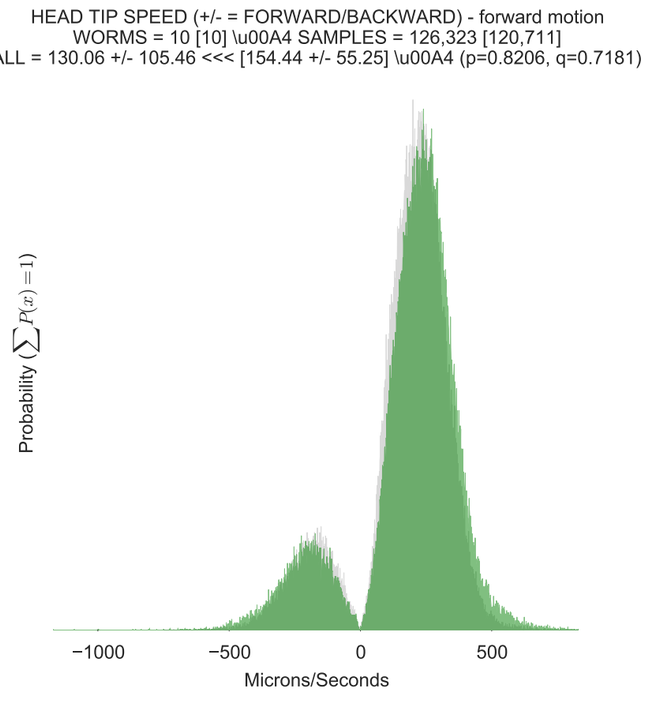

Inter Backward Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

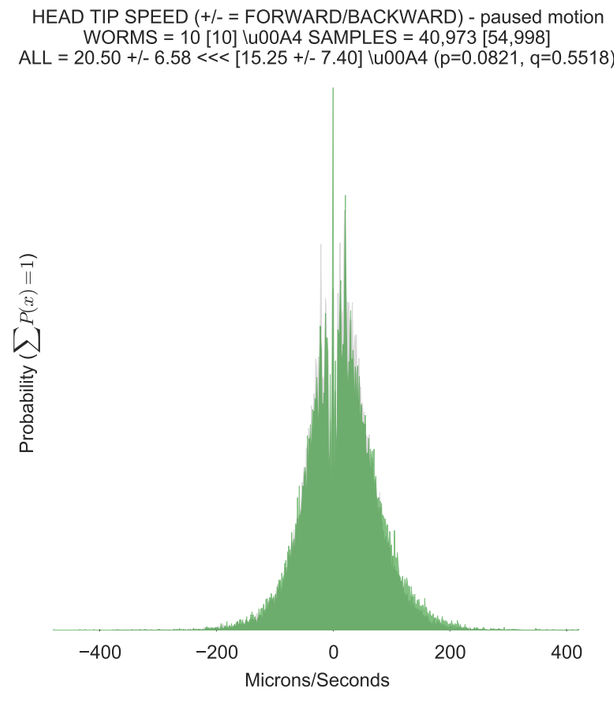

Inter vs. Backward Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

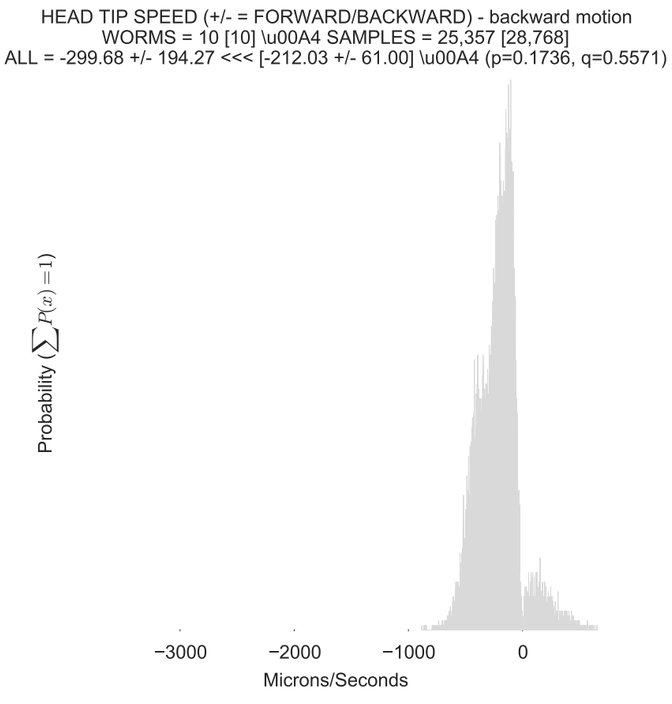

HEAD TIP SPEED (+/- = FORWARD/BACKWARD) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 219,831 [241,970]
ALL = 68.11 +/- 76.24 <<< [66.45 +/- 46.47] \u00A4 (p=0.8206, q=0.7181)
Probability ($\sum P(x) = 1$)
−3000
−2000
−1000
0
Microns/Seconds

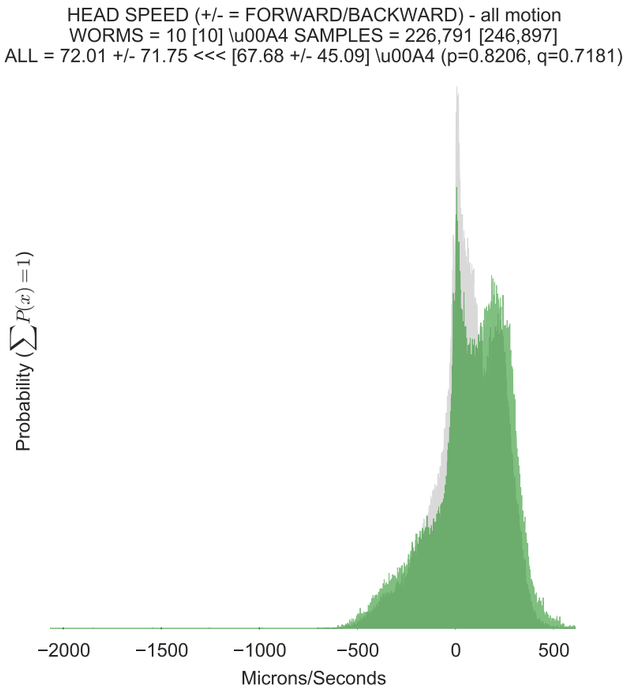

N2: Head Tip Speed
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

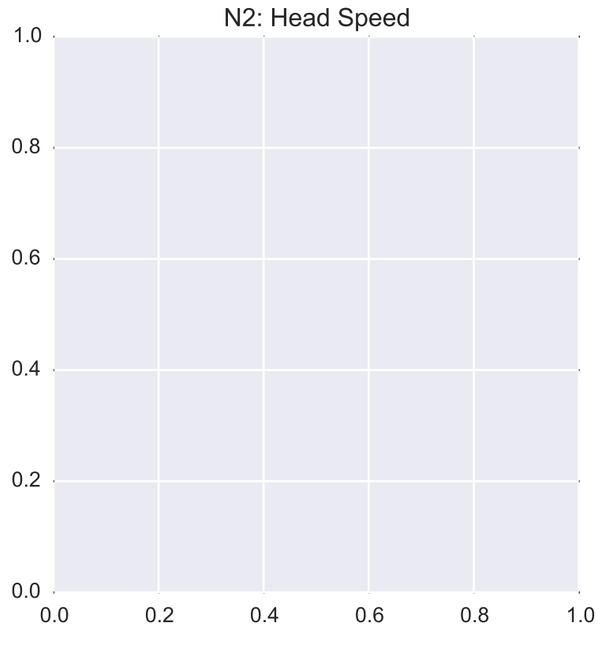

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

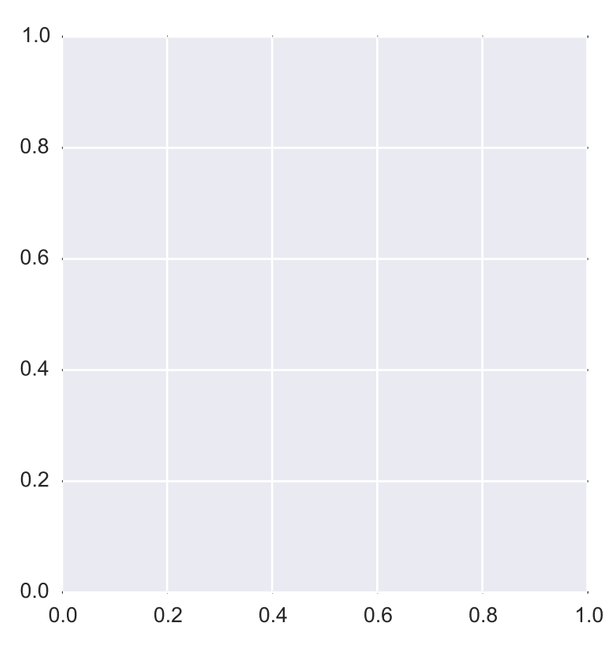

HEAD TIP SPEED (+/- = FORWARD/BACKWARD) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 126,323 [120,711]
ALL = 130.06 +/- 105.46 <<< [154.44 +/- 55.25] \u00A4 (p=0.8206, q=0.7181)
Probability ($\sum P(x) = 1$)
−1000
−500
0
500
Microns/Seconds

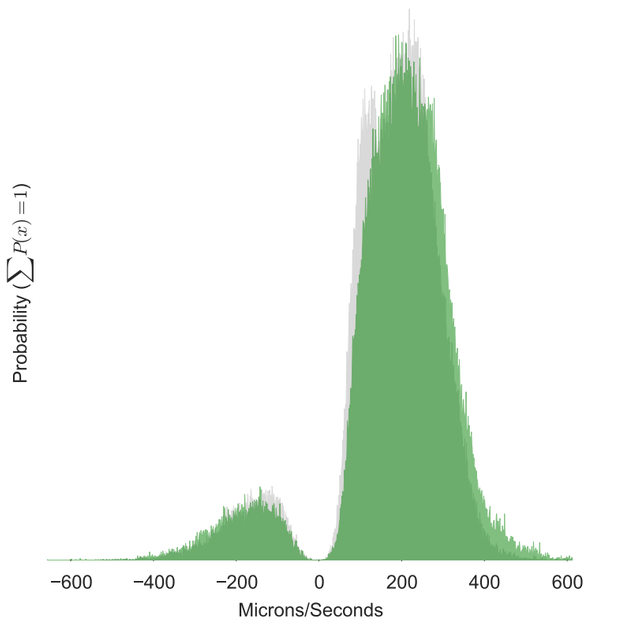

HEAD TIP SPEED (+/- = FORWARD/BACKWARD) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,973 [54,998]
ALL = 20.50 +/- 6.58 <<< [15.25 +/- 7.40] \u00A4 (p=0.0821, q=0.5518)
Probability ($\sum P(x) = 1$)
−400
−200
0
200
400
Microns/Seconds

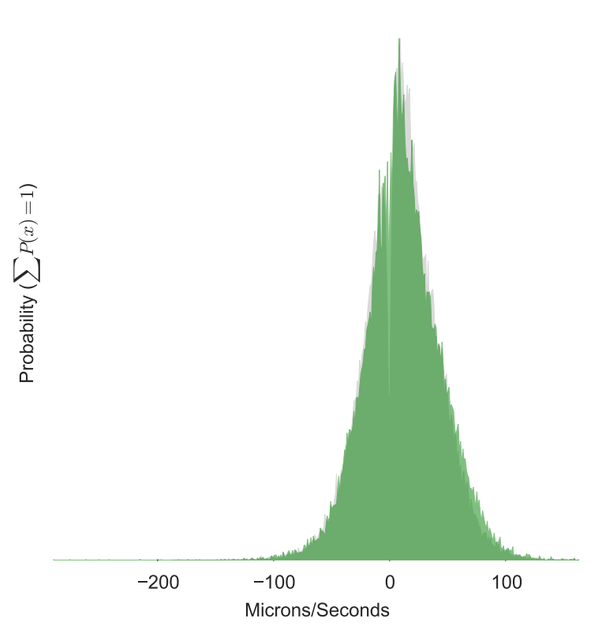

HEAD TIP SPEED (+/- = FORWARD/BACKWARD) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 25,357 [28,768]
ALL = -299.68 +/- 194.27 <<< [-212.03 +/- 61.00] \u00A4 (p=0.1736, q=0.5571)
Probability ($\sum P(x) = 1$)
−3000
−2000
−1000
0
Microns/Seconds

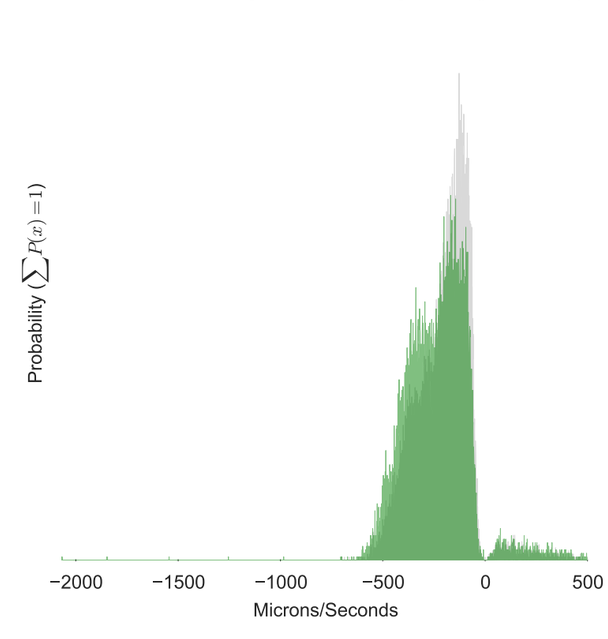

HEAD SPEED (+/- = FORWARD/BACKWARD) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = 72.01 +/- 71.75 <<< [67.68 +/- 45.09] \u00A4 (p=0.8206, q=0.7181)
Probability ($\sum P(x) = 1$)
−2000
−1500
−1000
−500
0
500
Microns/Seconds


N2: Head Speed
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

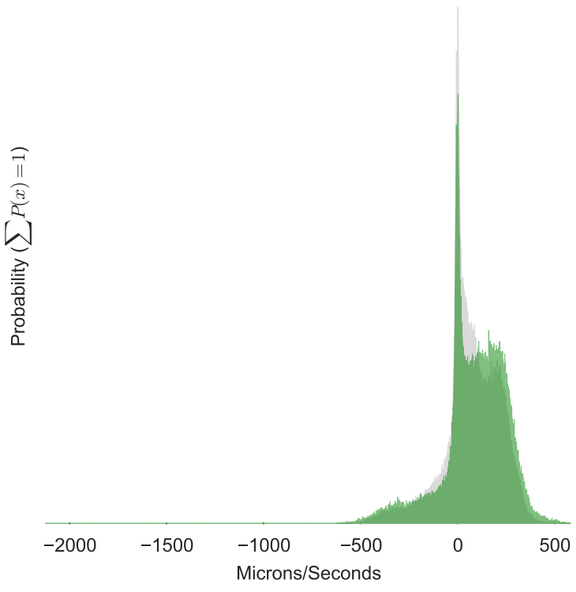

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

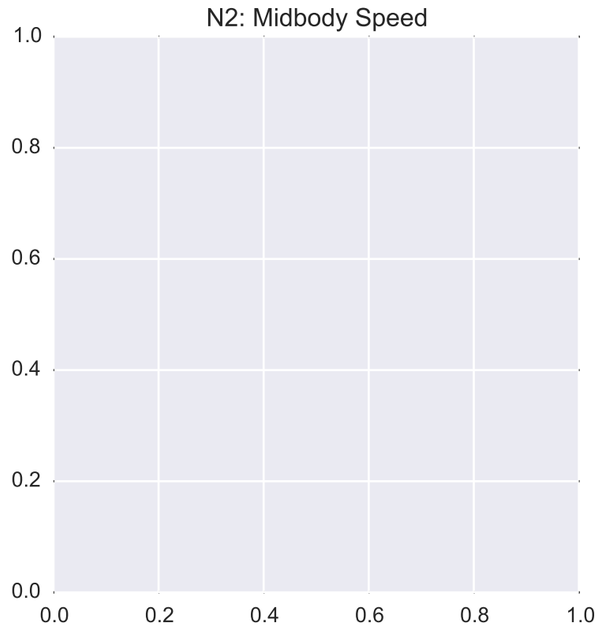

HEAD SPEED (+/- = FORWARD/BACKWARD) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 132,768 [124,934]
ALL = 132.88 +/- 97.96 <<< [153.89 +/- 51.08] \u00A4 (p=0.8798, q=0.7181)
Probability ($\sum P(x) = 1$)
−600
−400
−200
0
200
400
600
Microns/Seconds

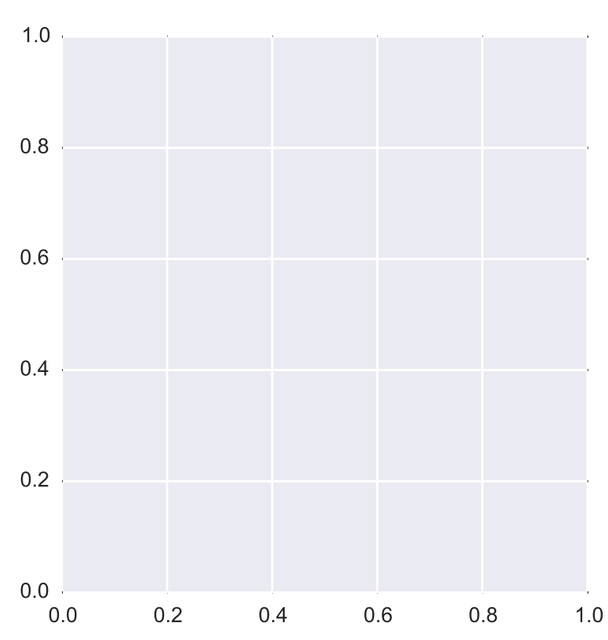

HEAD SPEED (+/- = FORWARD/BACKWARD) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 41,048 [55,101]
ALL = 16.21 +/- 5.00 <<< [12.38 +/- 5.72] \u00A4 (p=0.0821, q=0.5518)
Probability ($\sum P(x) = 1$)
−200
−100
0
100
Microns/Seconds


HEAD SPEED (+/- = FORWARD/BACKWARD) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 26,138 [29,472]
ALL = -254.31 +/- 106.02 <<< [-200.72 +/- 52.10] \u00A4 (p=0.1736, q=0.5571)
Probability ($\sum P(x) = 1$)
−2000
−1500
−1000
−500
0
500
Microns/Seconds

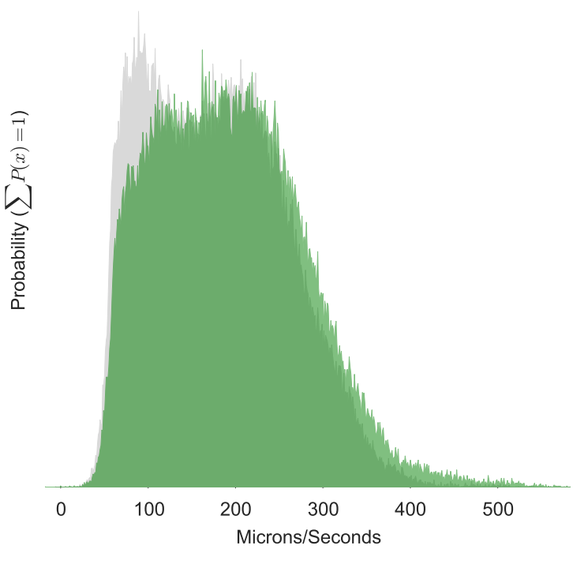
MIDBODY SPEED (+/- = FORWARD/BACKWARD) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = 78.07 +/- 67.08 <<< [71.88 +/- 44.64] \u00A4 (p=0.8798, q=0.7181)



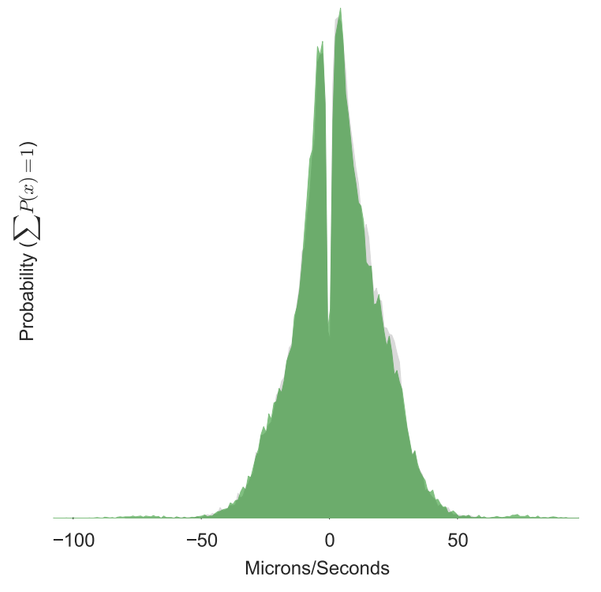




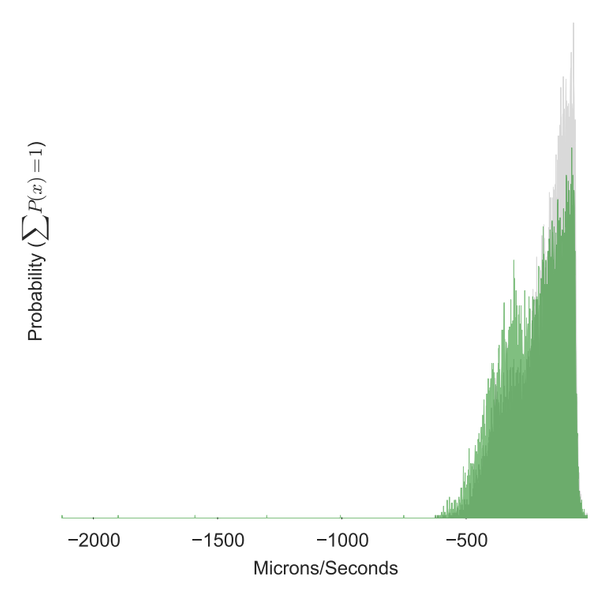
MIDBODY SPEED (+/- = FORWARD/BACKWARD) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 132,768 [124,934]
ALL = 165.68 +/- 51.63 <<< [164.84 +/- 44.56] \u00A4 (p=0.9397, q=0.7181)

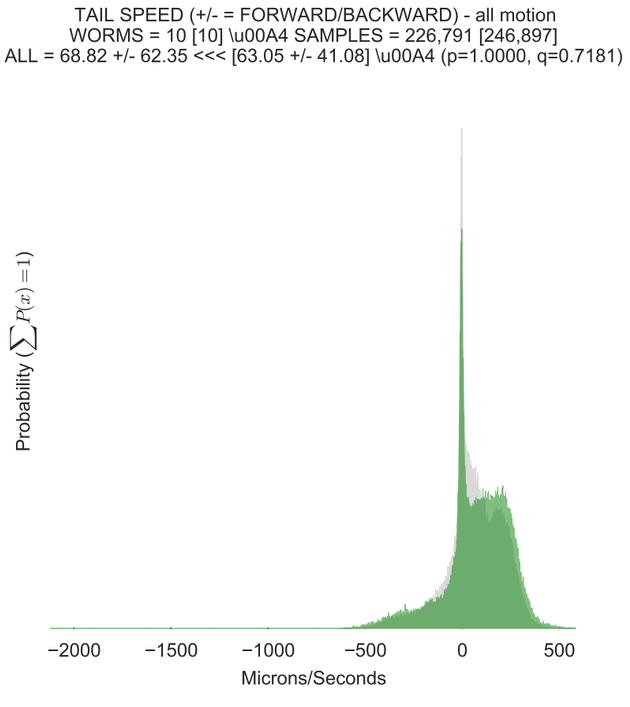


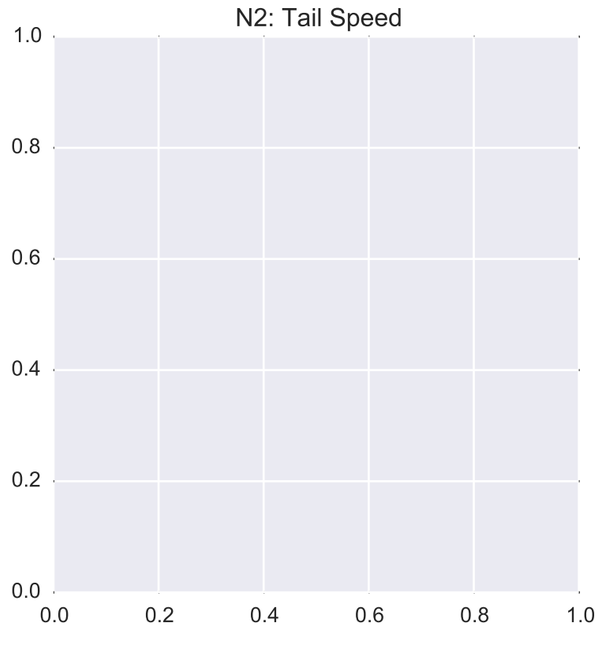
MIDBODY SPEED (+/- = FORWARD/BACKWARD) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 41,048 [55,101]
ALL = 3.60 +/- 2.75 <<< [3.56 +/- 1.98] \u00A4 (p=0.8798, q=0.7181)

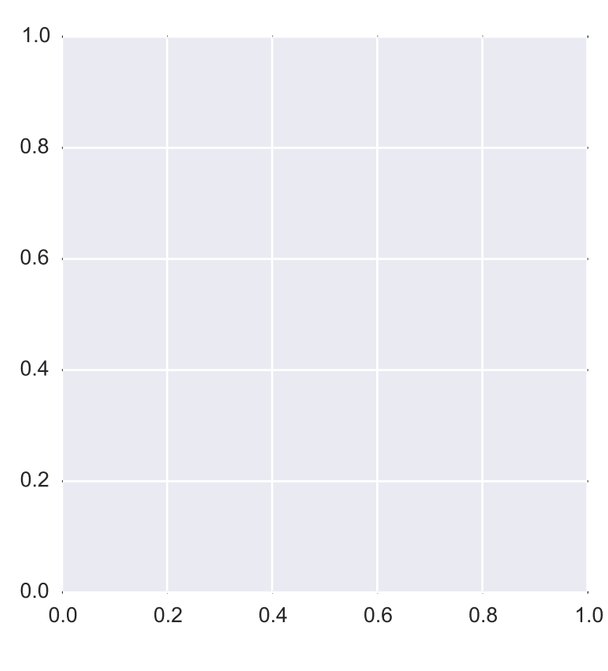


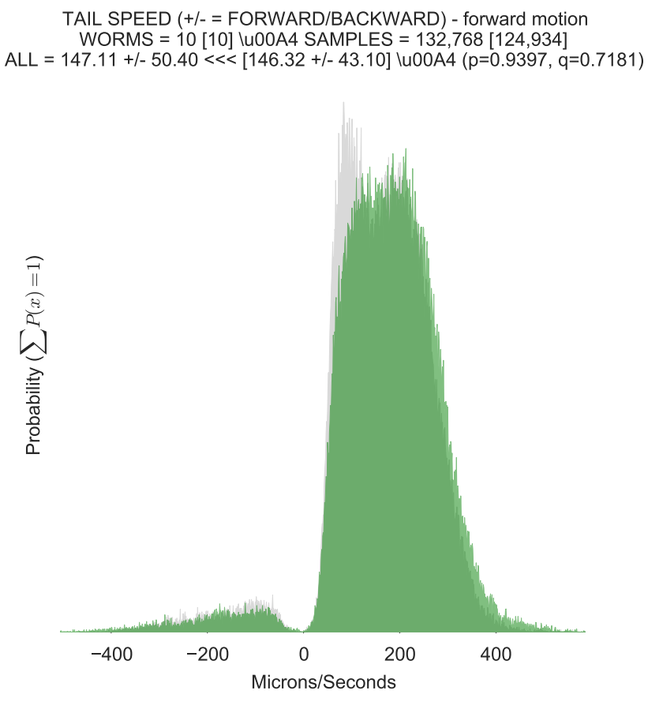
MIDBODY SPEED (+/- = FORWARD/BACKWARD) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 26,138 [29,472]
ALL = -248.33 +/- 85.90 <<< [-193.48 +/- 47.04] \u00A4 (p=0.1509, q=0.5571)

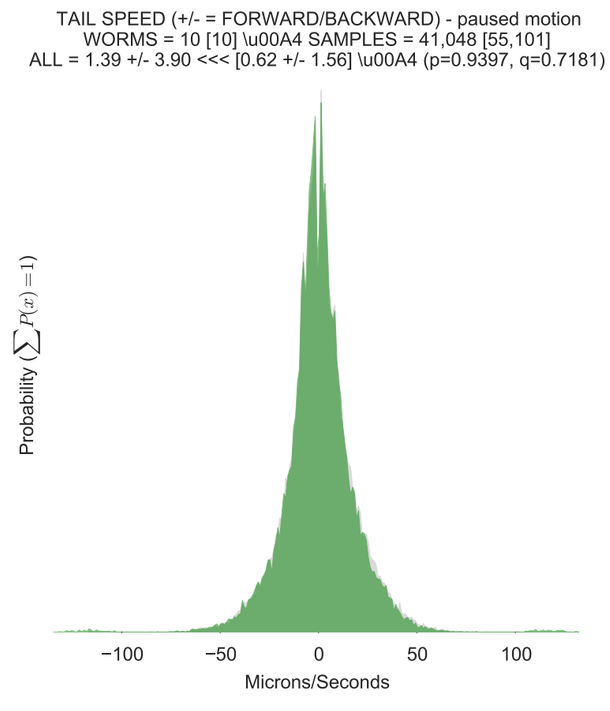


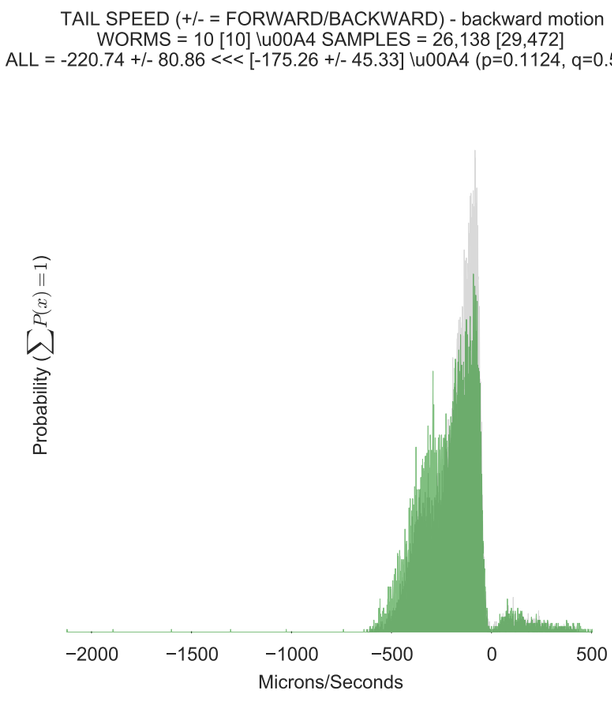

TAIL SPEED (+/- = FORWARD/BACKWARD) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = 68.82 +/- 62.35 <<< [63.05 +/- 41.08] \u00A4 (p=1.0000, q=0.7181)
Probability ($\sum P(x) = 1$)
−2000
−1500
−1000
−500
0
500
Microns/Seconds

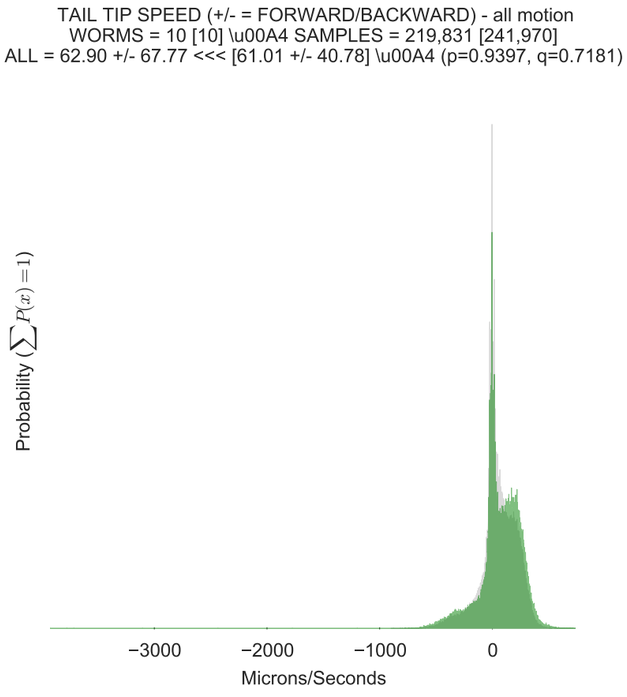

N2: Tail Speed
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

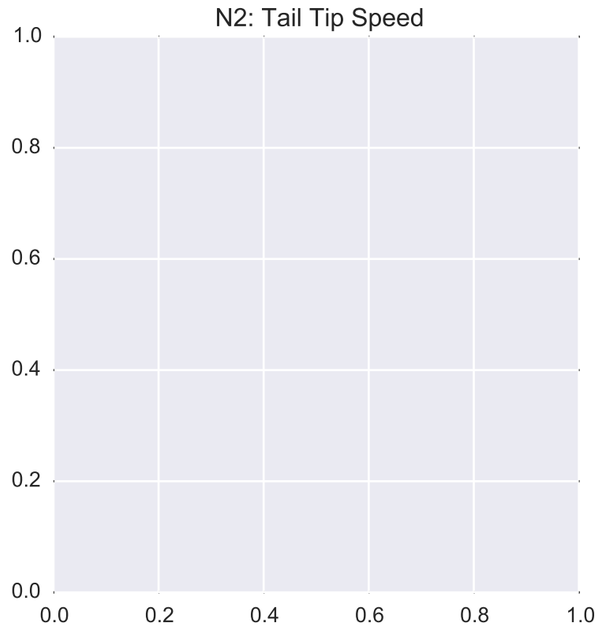

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

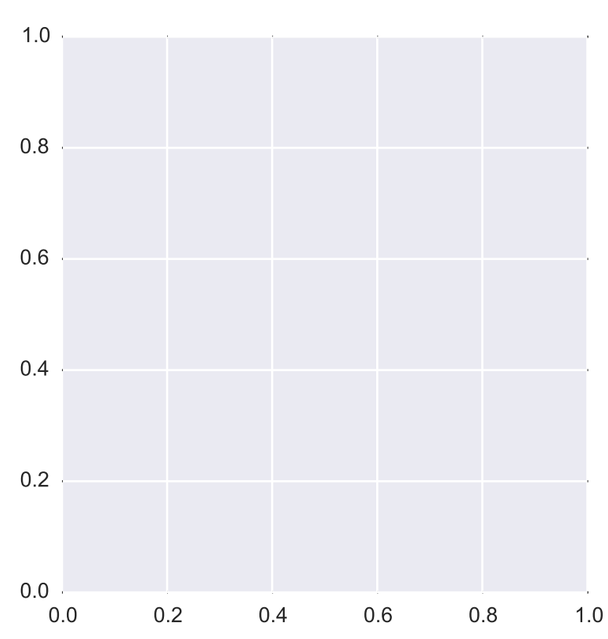

TAIL SPEED (+/- = FORWARD/BACKWARD) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 132,768 [124,934]
ALL = 147.11 +/- 50.40 <<< [146.32 +/- 43.10] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
−400
−200
0
200
400
Microns/Seconds

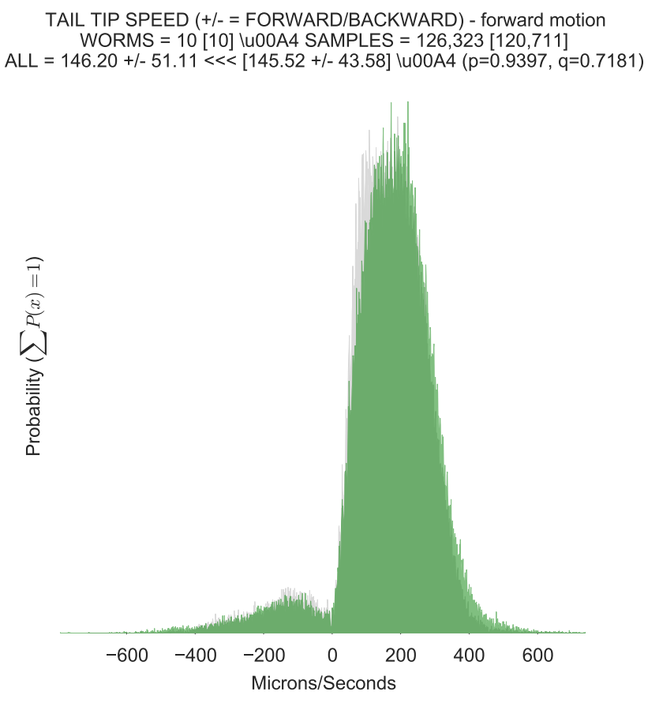

TAIL SPEED (+/- = FORWARD/BACKWARD) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 41,048 [55,101]
ALL = 1.39 +/- 3.90 <<< [0.62 +/- 1.56] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
−100
−50
0
50
100
Microns/Seconds

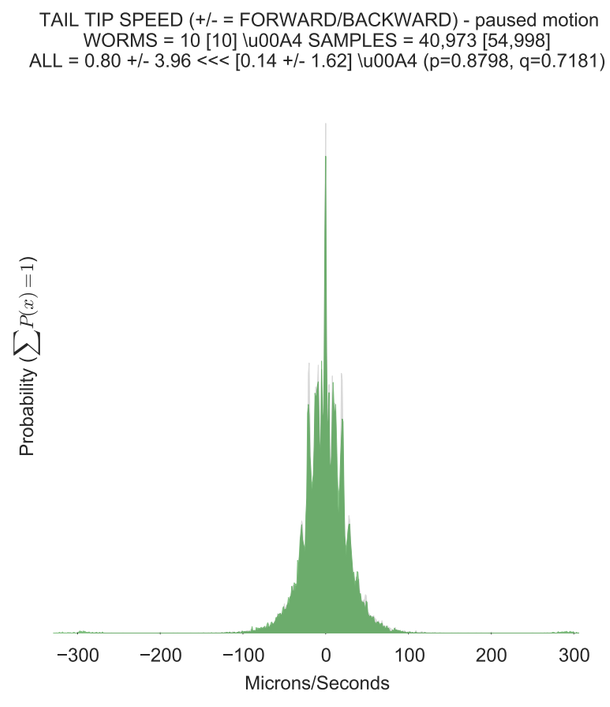

TAIL SPEED (+/- = FORWARD/BACKWARD) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 26,138 [29,472]
ALL = -220.74 +/- 80.86 <<< [-175.26 +/- 45.33] \u00A4 (p=0.1124, q=0.5571)
Probability ($\sum P(x) = 1$)
−2000
−1500
−1000
−500
0
500
Microns/Seconds

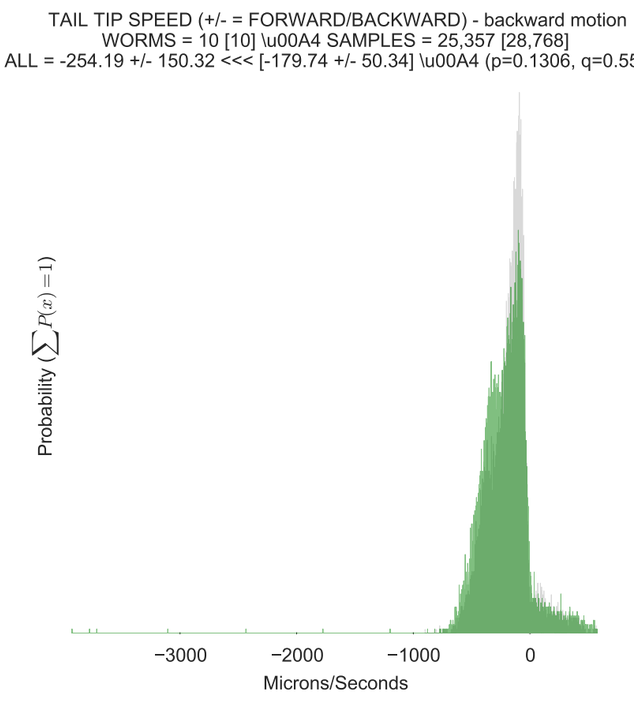

TAIL TIP SPEED (+/- = FORWARD/BACKWARD) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 219,831 [241,970]
ALL = 62.90 +/- 67.77 <<< [61.01 +/- 40.78] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
−3000
−2000
−1000
0
Microns/Seconds


N2: Tail Tip Speed
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

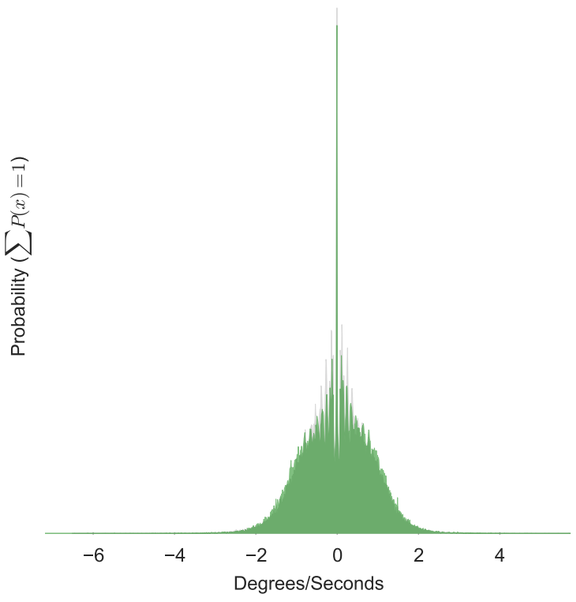

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

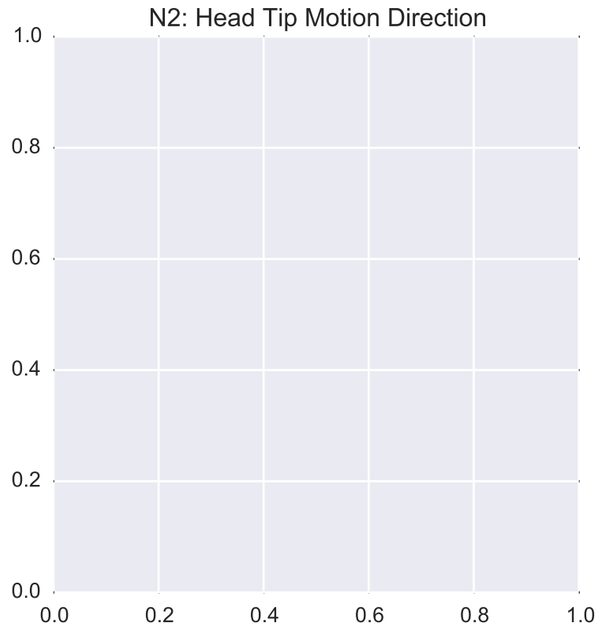

TAIL TIP SPEED (+/- = FORWARD/BACKWARD) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 126,323 [120,711]
ALL = 146.20 +/- 51.11 <<< [145.52 +/- 43.58] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
−600
−400
−200
0
200
400
600
Microns/Seconds

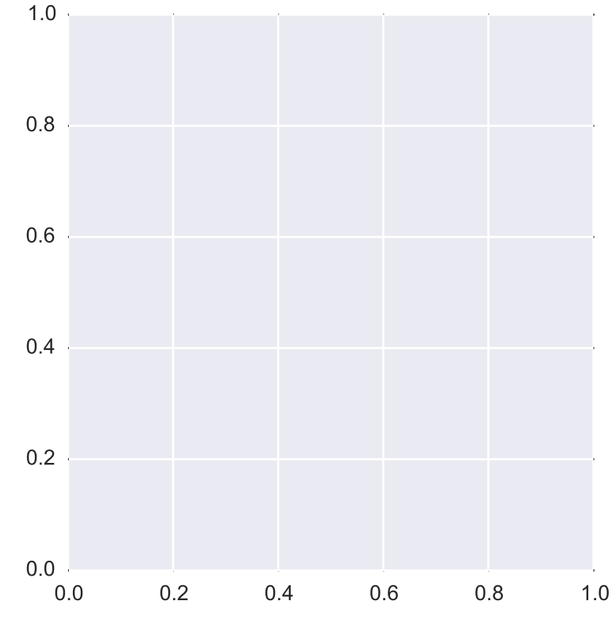

TAIL TIP SPEED (+/- = FORWARD/BACKWARD) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,973 [54,998]
ALL = 0.80 +/- 3.96 <<< [0.14 +/- 1.62] \u00A4 (p=0.8798, q=0.7181)
Probability ($\sum P(x) = 1$)
−300
−200
−100
0
100
200
300
Microns/Seconds


TAIL TIP SPEED (+/- = FORWARD/BACKWARD) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 25,357 [28,768]
ALL = -254.19 +/- 150.32 <<< [-179.74 +/- 50.34] \u00A4 (p=0.1306, q=0.5571)
Probability ($\sum P(x) = 1$)
−3000
−2000
−1000
0
Microns/Seconds

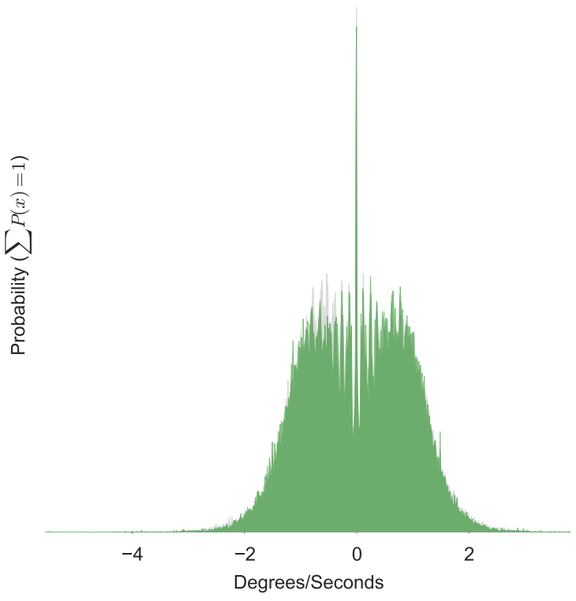
HEAD TIP MOTION DIRECTION (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 219,831 [241,970]
ALL = -0.01 +/- 0.02 <<< [-0.01 +/- 0.01] \u00A4 (p=0.9397, q=0.7181)



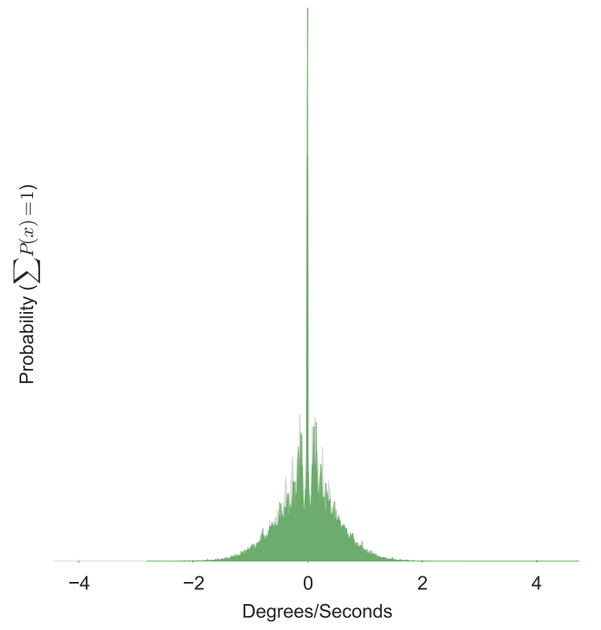




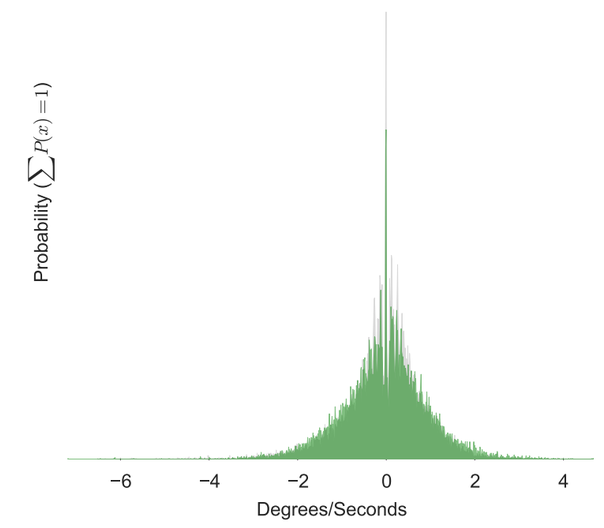
HEAD TIP MOTION DIRECTION (+/- = TOWARD D/V) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 126,323 [120,711]
ALL = -0.04 +/- 0.11 <<< [-0.00 +/- 0.01] \u00A4 (p=0.5453, q=0.7181)

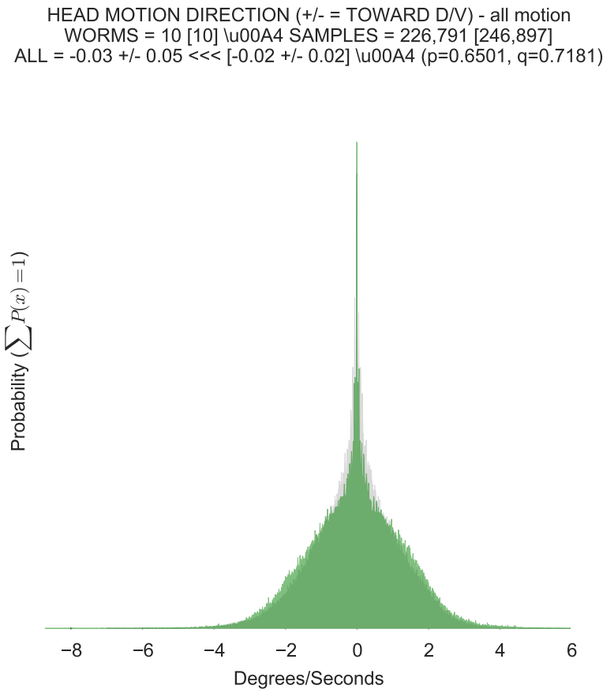


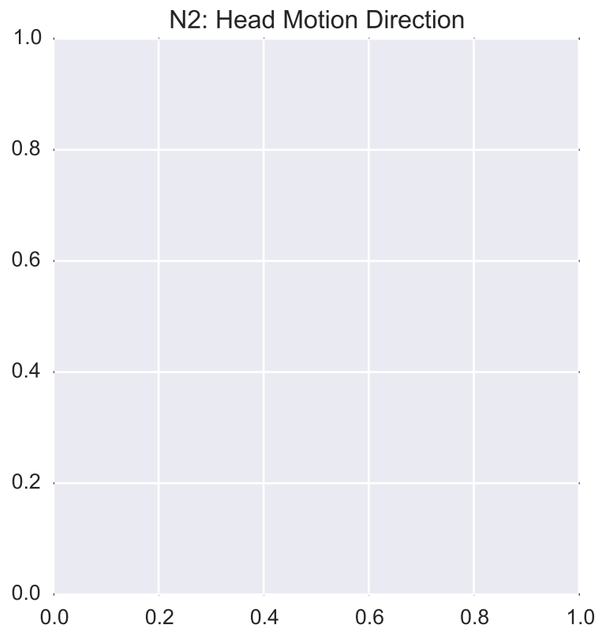
HEAD TIP MOTION DIRECTION (+/- = TOWARD D/V) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,973 [54,998]
ALL = 0.02 +/- 0.04 <<< [-0.01 +/- 0.01] \u00A4 (p=0.0696, q=0.5518)

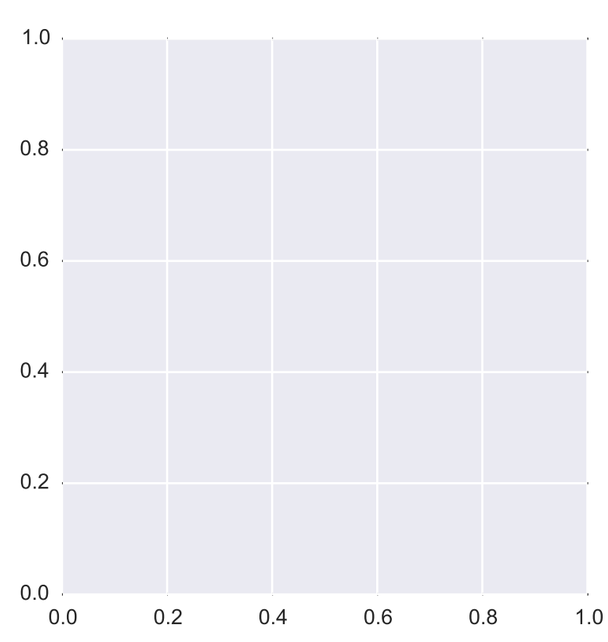


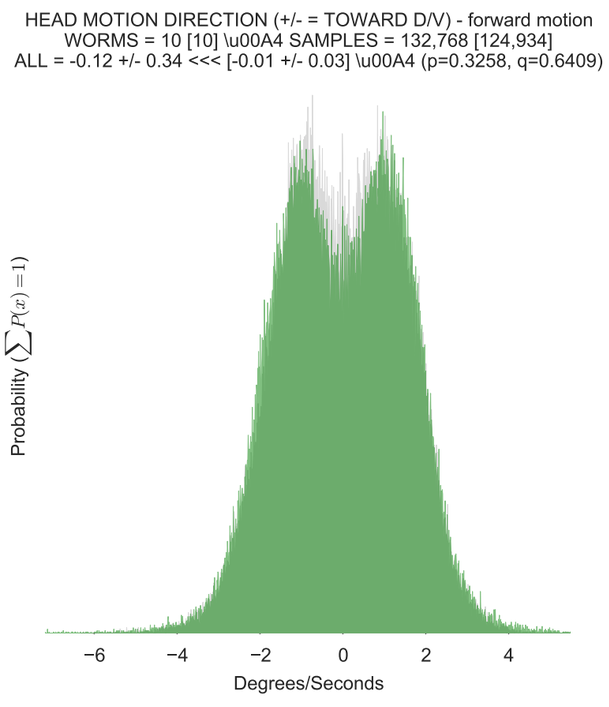
HEAD TIP MOTION DIRECTION (+/- = TOWARD D/V) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 25,357 [28,768]
ALL = -0.09 +/- 0.23 <<< [-0.05 +/- 0.05] \u00A4 (p=0.8206, q=0.7181)

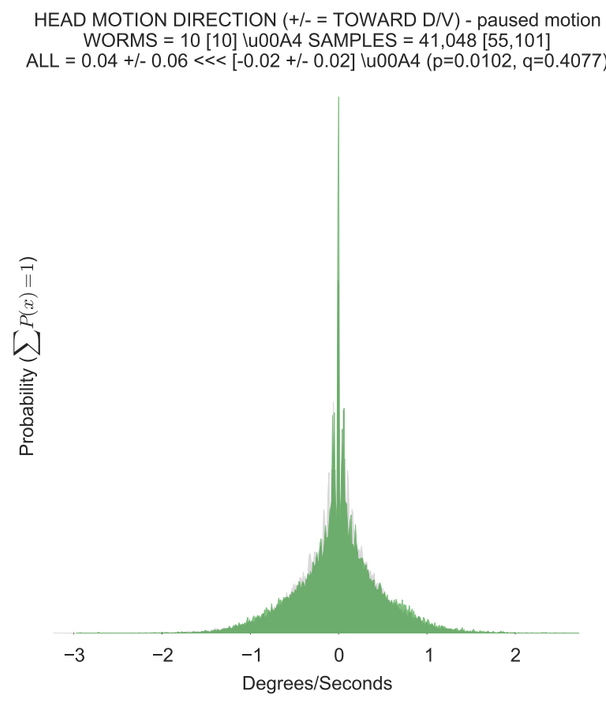


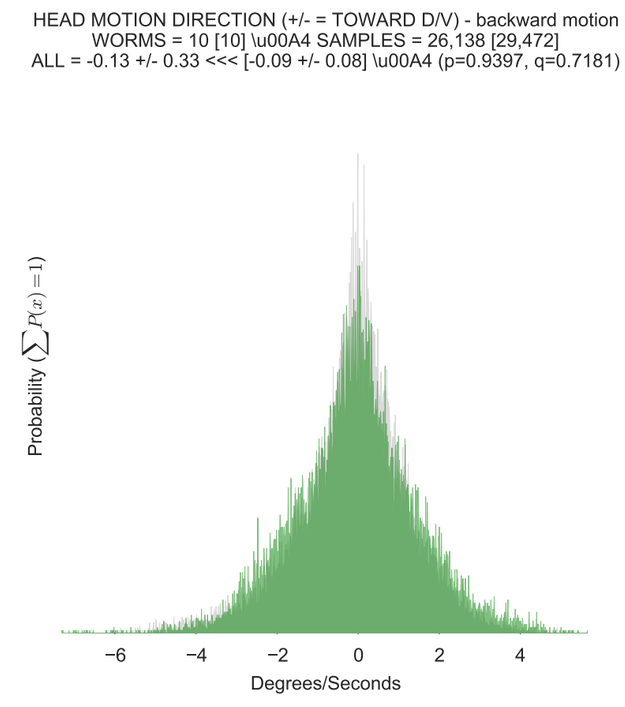

HEAD MOTION DIRECTION (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = -0.03 +/- 0.05 <<< [-0.02 +/- 0.02] \u00A4 (p=0.6501, q=0.7181)
Probability ($\sum P(x) = 1$)
−8 −6 −4 −2 0 2 4 6
Degrees/Seconds

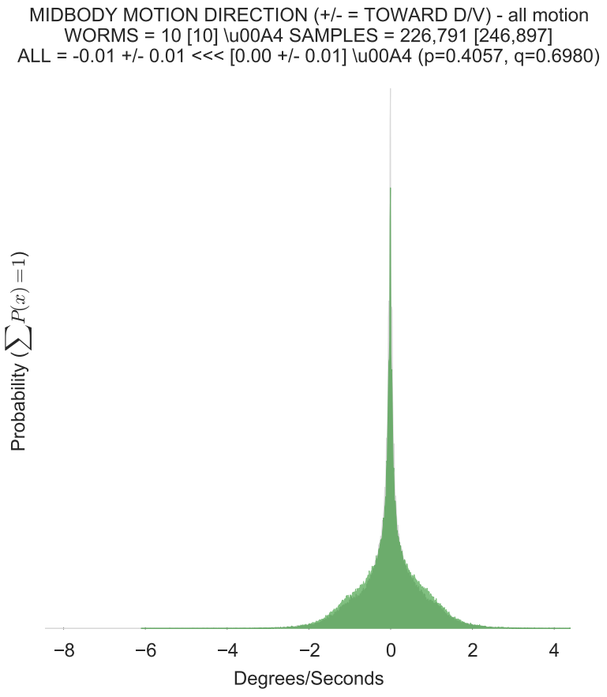

N2: Head Motion Direction
0.0 0.2 0.4 0.6 0.8 1.0
0.0 0.2 0.4 0.6 0.8 1.0

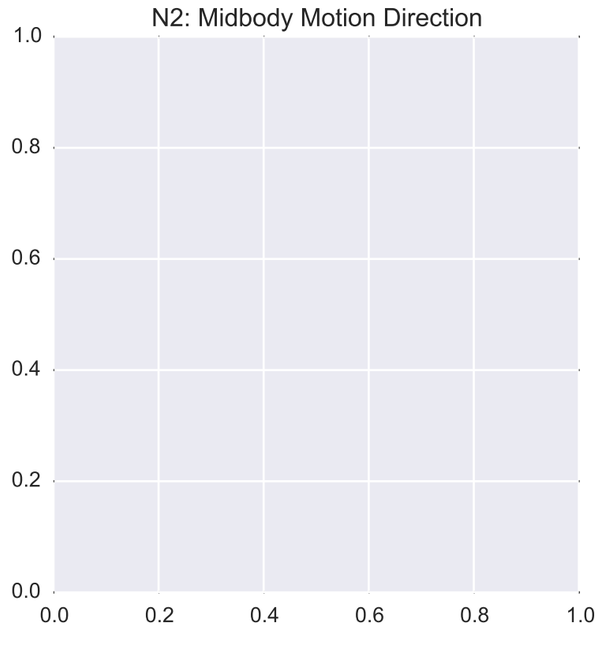

0.0 0.2 0.4 0.6 0.8 1.0
0.0 0.2 0.4 0.6 0.8 1.0

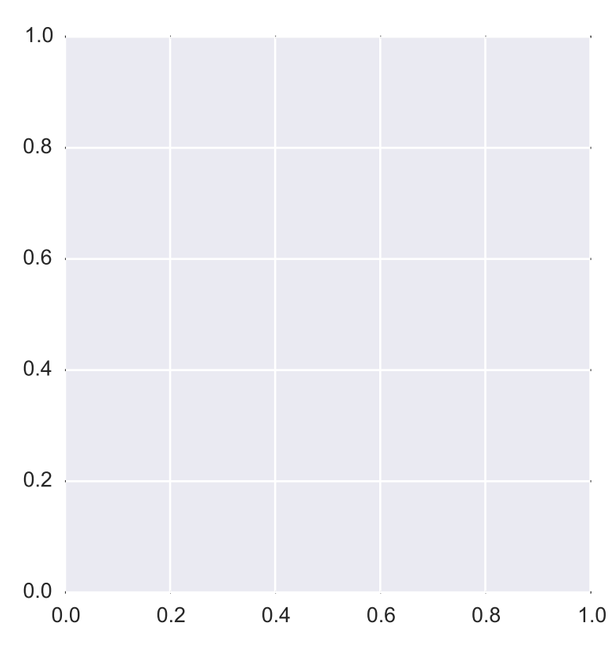

HEAD MOTION DIRECTION (+/- = TOWARD D/V) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 132,768 [124,934]
ALL = -0.12 +/- 0.34 <<< [-0.01 +/- 0.03] \u00A4 (p=0.3258, q=0.6409)
Probability ($\sum P(x) = 1$)
−6 −4 −2 0 2 4
Degrees/Seconds

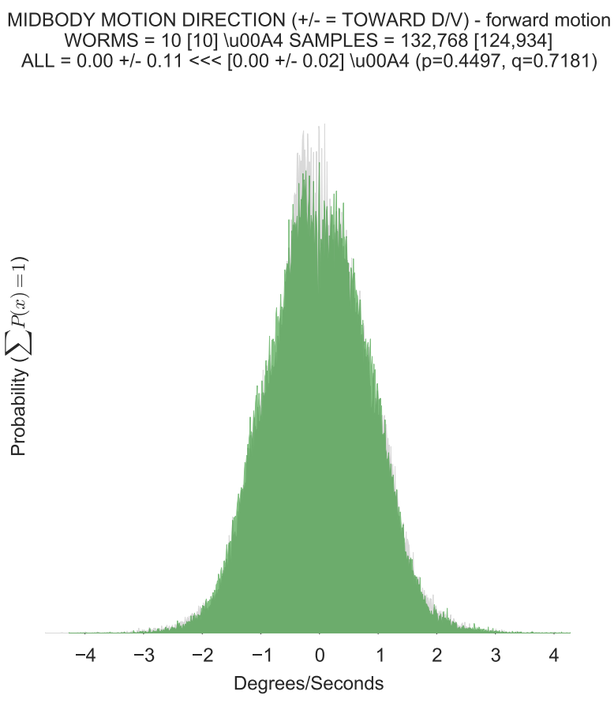

HEAD MOTION DIRECTION (+/- = TOWARD D/V) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 41,048 [55,101]
ALL = 0.04 +/- 0.06 <<< [-0.02 +/- 0.02] \u00A4 (p=0.0102, q=0.4077)
Probability ($\sum P(x) = 1$)
−3 −2 −1 0 1 2
Degrees/Seconds

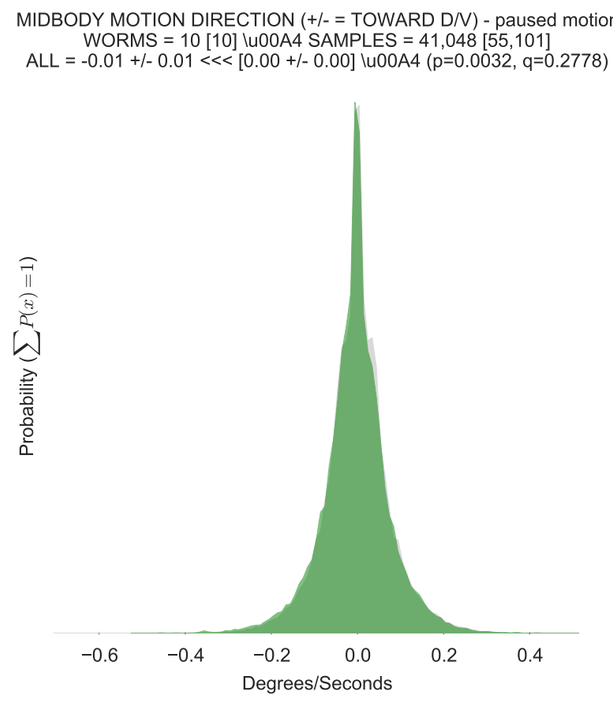

HEAD MOTION DIRECTION (+/- = TOWARD D/V) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 26,138 [29,472]
ALL = -0.13 +/- 0.33 <<< [-0.09 +/- 0.08] \u00A4 (p=0.9397, q=0.7181)
Probability ($\sum P(x) = 1$)
−6 −4 −2 0 2 4
Degrees/Seconds

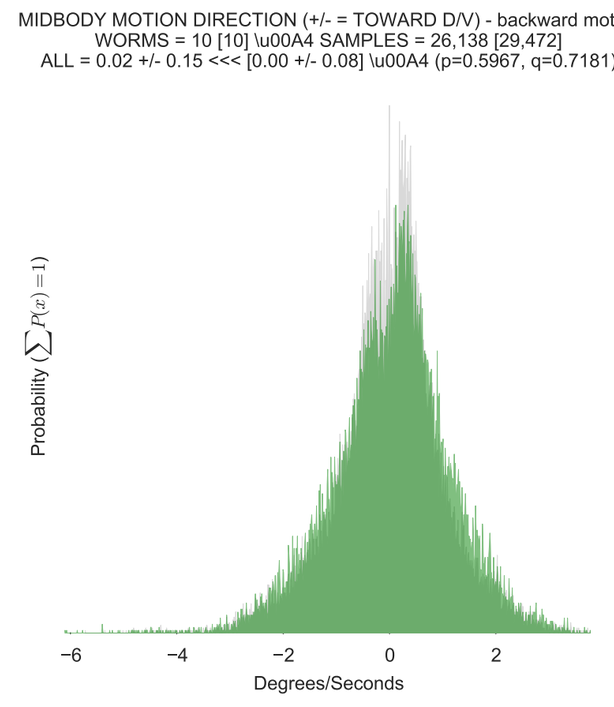

MIDBODY MOTION DIRECTION (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = -0.01 +/- 0.01 <<< [0.00 +/- 0.01] \u00A4 (p=0.4057, q=0.6980)
Probability ($\sum P(x) = 1$)
−8
−6
−4
−2
0
2
4
Degrees/Seconds

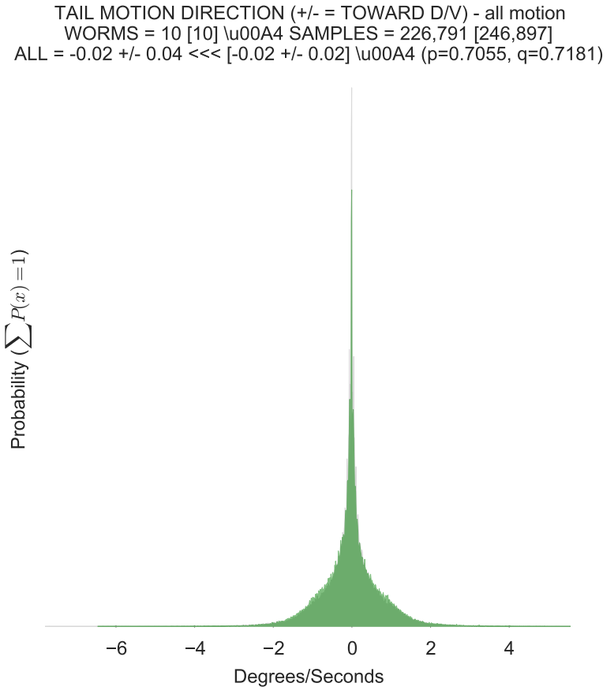

N2: Midbody Motion Direction
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

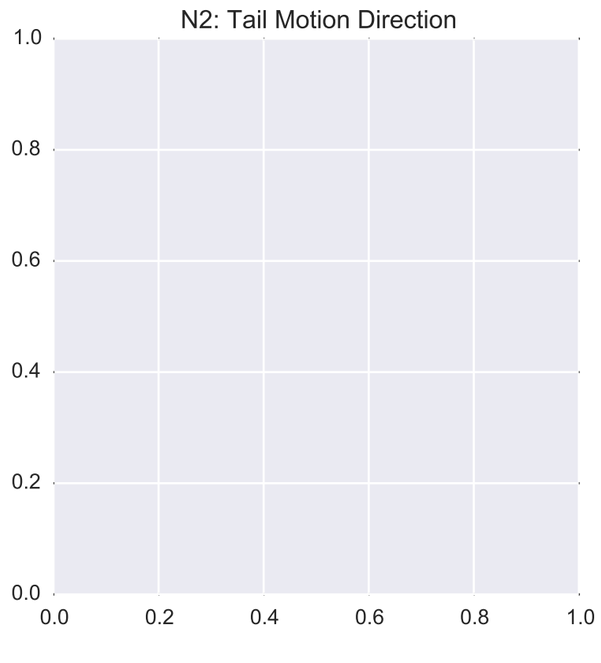

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

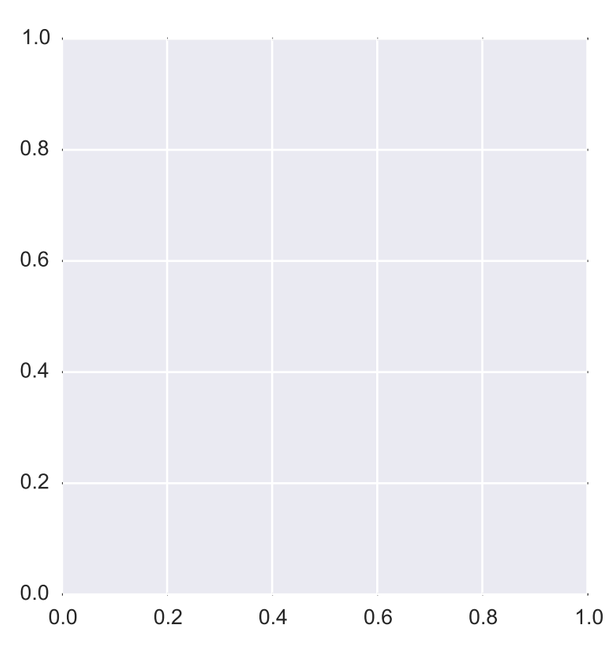

MIDBODY MOTION DIRECTION (+/- = TOWARD D/V) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 132,768 [124,934]
ALL = 0.00 +/- 0.11 <<< [0.00 +/- 0.02] \u00A4 (p=0.4497, q=0.7181)
Probability ($\sum P(x) = 1$)
−4
−3
−2
−1
0
1
2
3
4
Degrees/Seconds

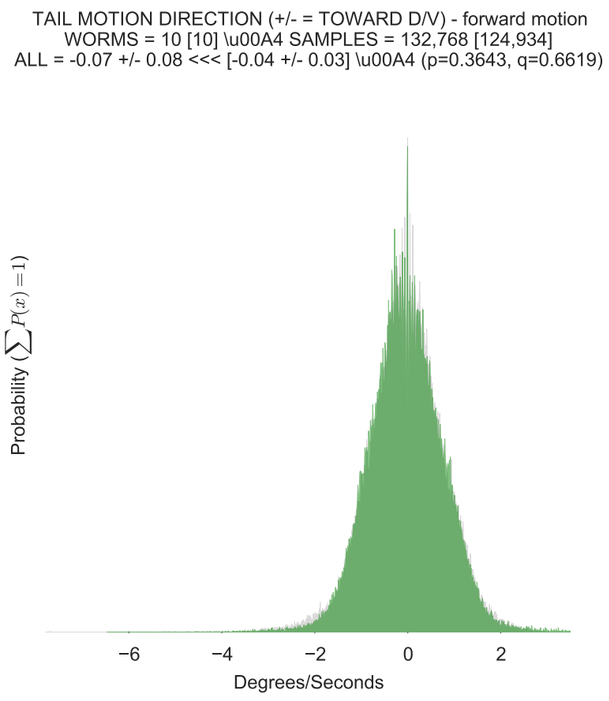

MIDBODY MOTION DIRECTION (+/- = TOWARD D/V) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 41,048 [55,101]
ALL = -0.01 +/- 0.01 <<< [0.00 +/- 0.00] \u00A4 (p=0.0032, q=0.2778)
Probability ($\sum P(x) = 1$)
−0.6
−0.4
−0.2
0.0
0.2
0.4
Degrees/Seconds

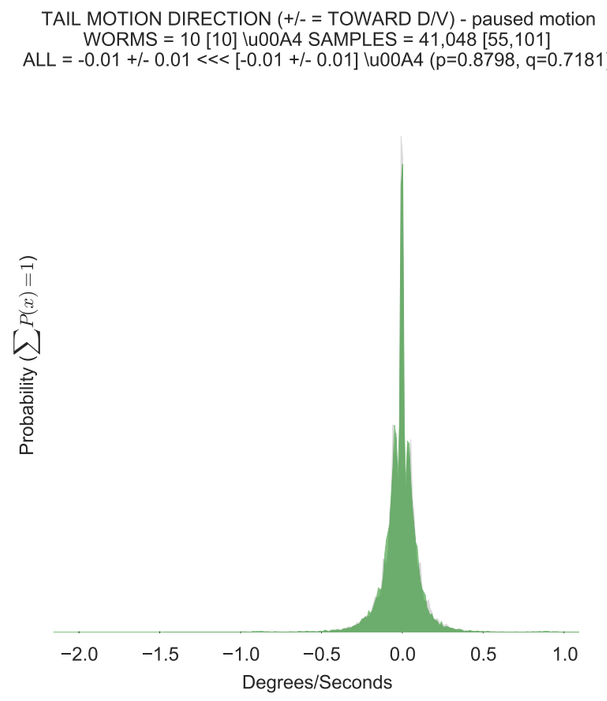

MIDBODY MOTION DIRECTION (+/- = TOWARD D/V) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 26,138 [29,472]
ALL = 0.02 +/- 0.15 <<< [0.00 +/- 0.08] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
−6
−4
−2
0
2
Degrees/Seconds

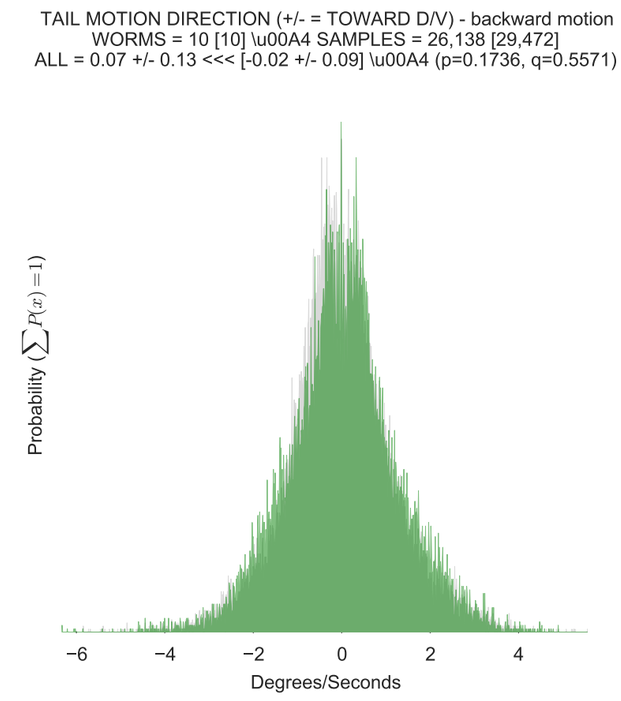

TAIL MOTION DIRECTION (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 226,791 [246,897]
ALL = -0.02 +/- 0.04 <<< [-0.02 +/- 0.02] \u00A4 (p=0.7055, q=0.7181)
Probability ($\sum P(x) = 1$)
−6
−4
−2
0
2
4
Degrees/Seconds


N2: Tail Motion Direction
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

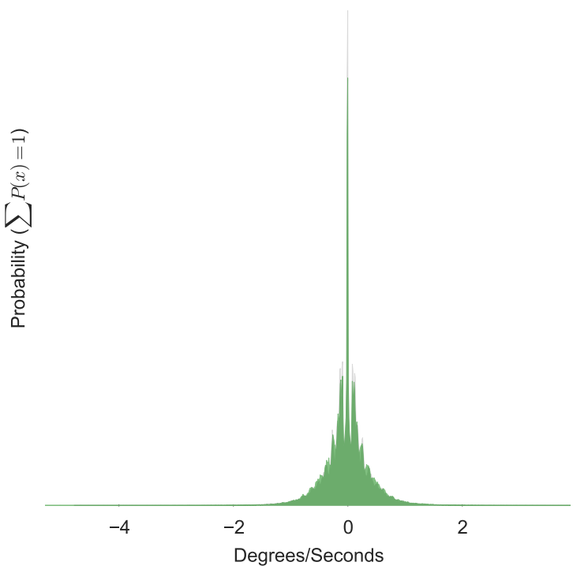

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

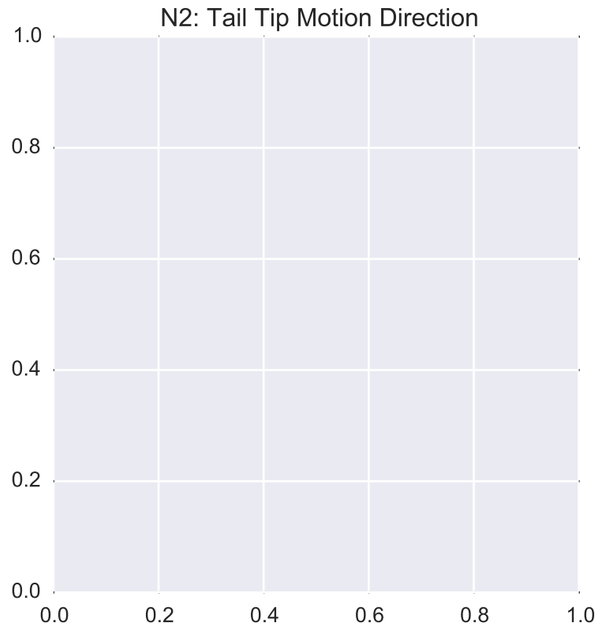

TAIL MOTION DIRECTION (+/- = TOWARD D/V) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 132,768 [124,934]
ALL = -0.07 +/- 0.08 <<< [-0.04 +/- 0.03] \u00A4 (p=0.3643, q=0.6619)
Probability ($\sum P(x) = 1$)
−6
−4
−2
0
2
Degrees/Seconds

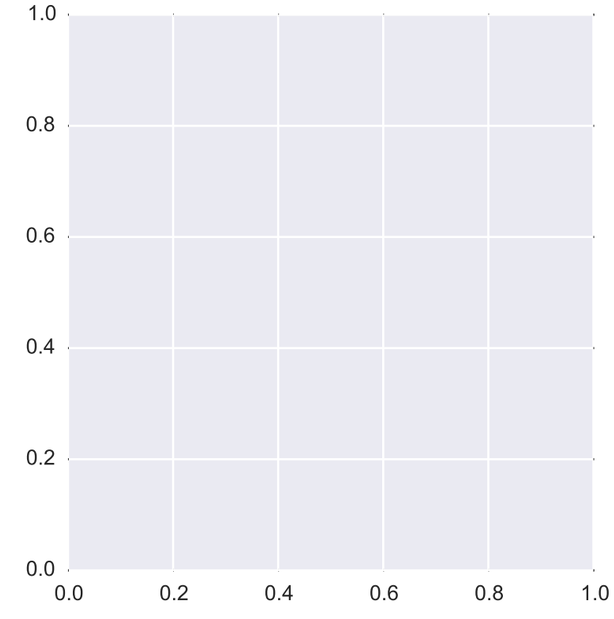

TAIL MOTION DIRECTION (+/- = TOWARD D/V) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 41,048 [55,101]
ALL = -0.01 +/- 0.01 <<< [-0.01 +/- 0.01] \u00A4 (p=0.8798, q=0.7181)
Probability ($\sum P(x) = 1$)
−2.0
−1.5
−1.0
−0.5
0.0
0.5
1.0
Degrees/Seconds


TAIL MOTION DIRECTION (+/- = TOWARD D/V) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 26,138 [29,472]
ALL = 0.07 +/- 0.13 <<< [-0.02 +/- 0.09] \u00A4 (p=0.1736, q=0.5571)
Probability ($\sum P(x) = 1$)
−6
−4
−2
0
2
4
Degrees/Seconds

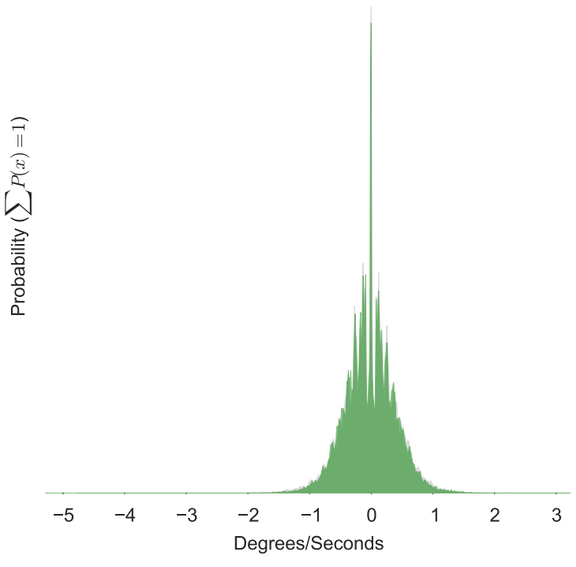
TAIL TIP MOTION DIRECTION (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 219,831 [241,970]
ALL = -0.01 +/- 0.02 <<< [-0.01 +/- 0.01] \u00A4 (p=0.9397, q=0.7181)



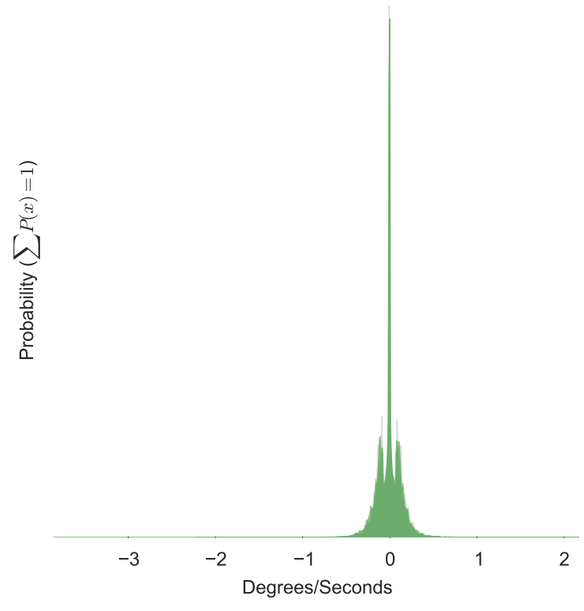




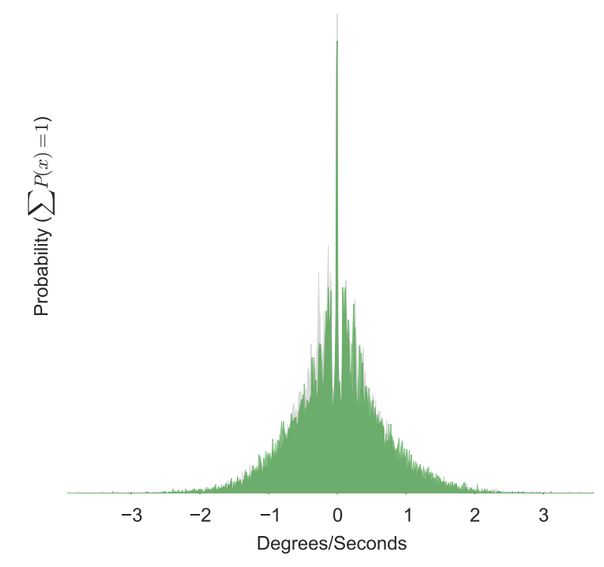
TAIL TIP MOTION DIRECTION (+/- = TOWARD D/V) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 126,323 [120,711]
ALL = -0.03 +/- 0.03 <<< [-0.02 +/- 0.01] \u00A4 (p=0.5453, q=0.7181)



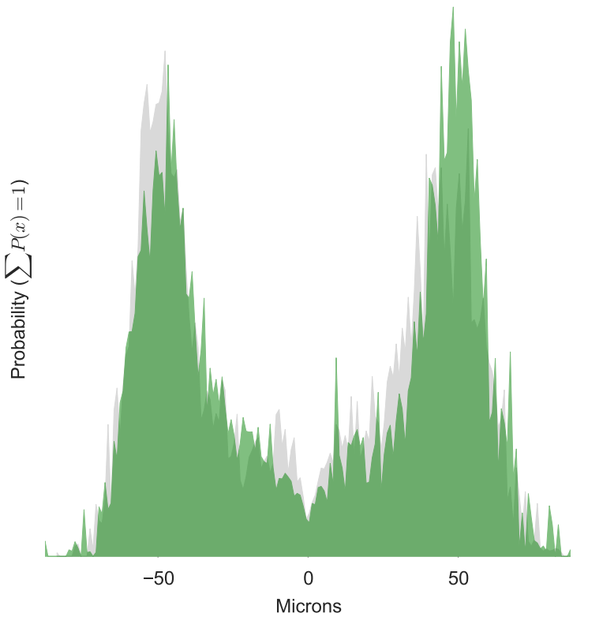
TAIL TIP MOTION DIRECTION (+/- = TOWARD D/V) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,973 [54,998]
ALL = -0.00 +/- 0.01 <<< [-0.00 +/- 0.00] \u00A4 (p=0.9397, q=0.7181)

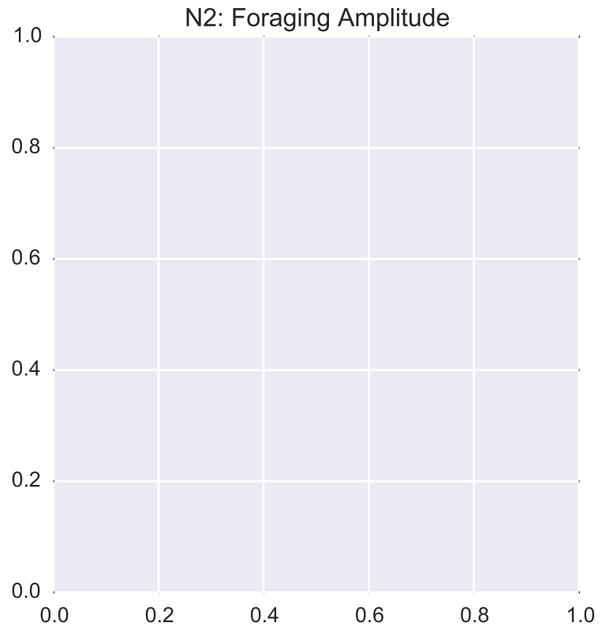


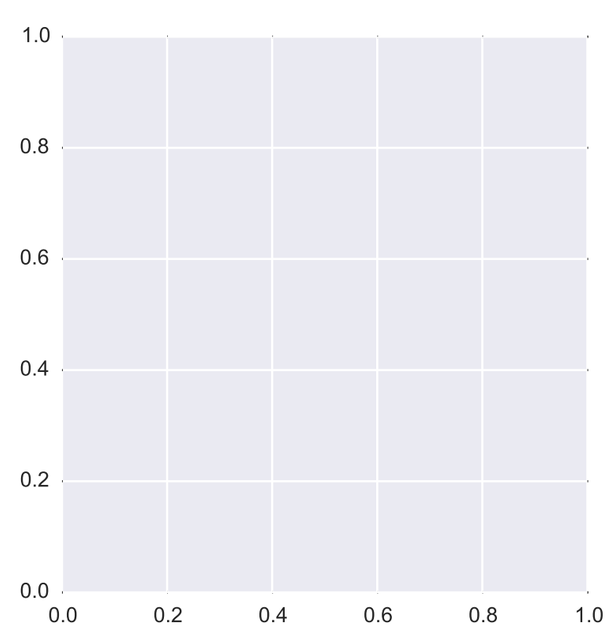
TAIL TIP MOTION DIRECTION (+/- = TOWARD D/V) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 25,357 [28,768]
ALL = 0.03 +/- 0.05 <<< [-0.01 +/- 0.05] \u00A4 (p=0.1509, q=0.5571)



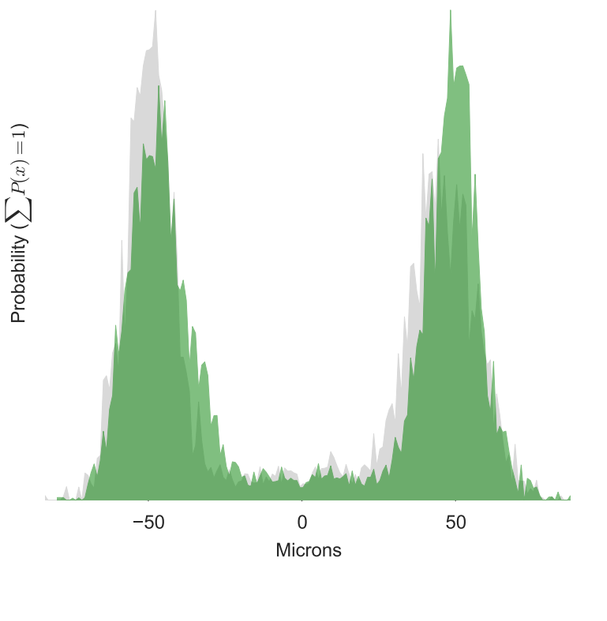
FORAGING AMPLITUDE (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 219,853 [242,624]
ALL = 3.58 +/- 4.93 <<< [-0.30 +/- 3.12] \u00A4 (p=0.0821, q=0.5518)



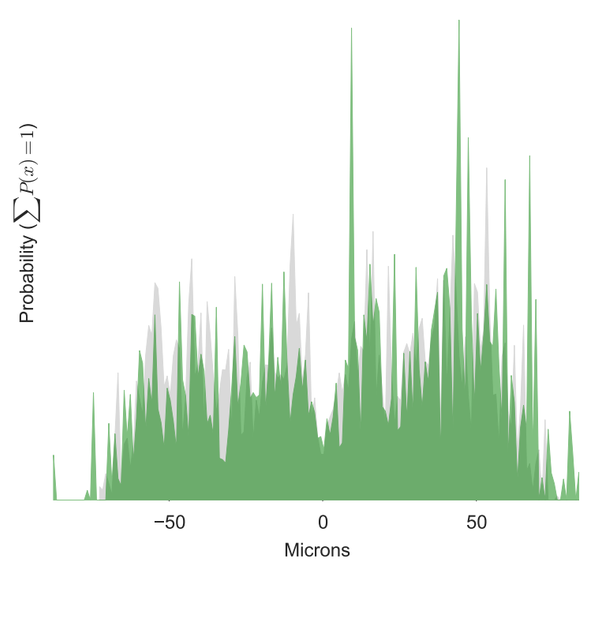




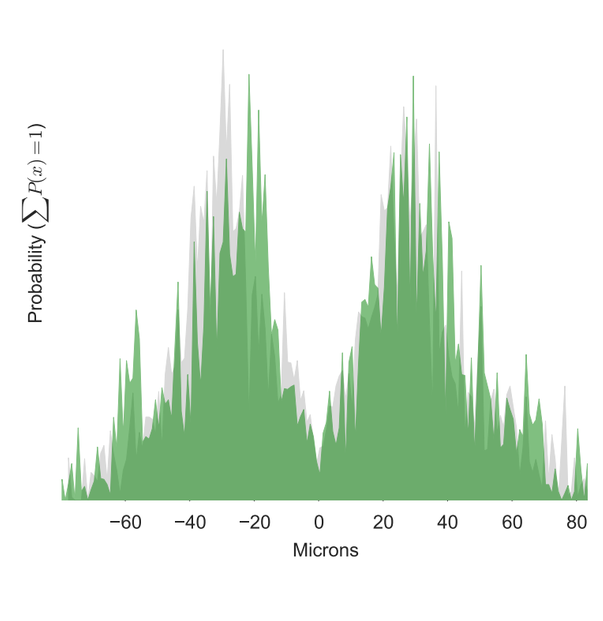
FORAGING AMPLITUDE (+/- = TOWARD D/V) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 126,416 [121,477]
ALL = 5.96 +/- 13.90 <<< [-1.33 +/- 3.94] \u00A4 (p=0.1124, q=0.5571)

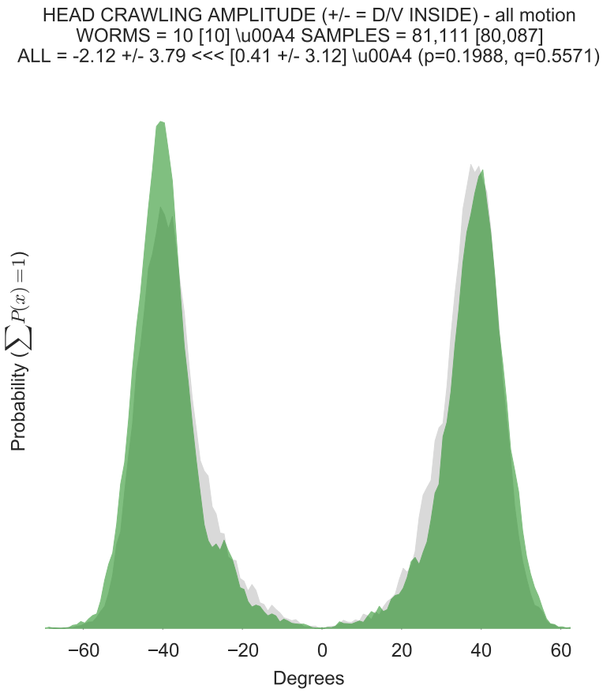


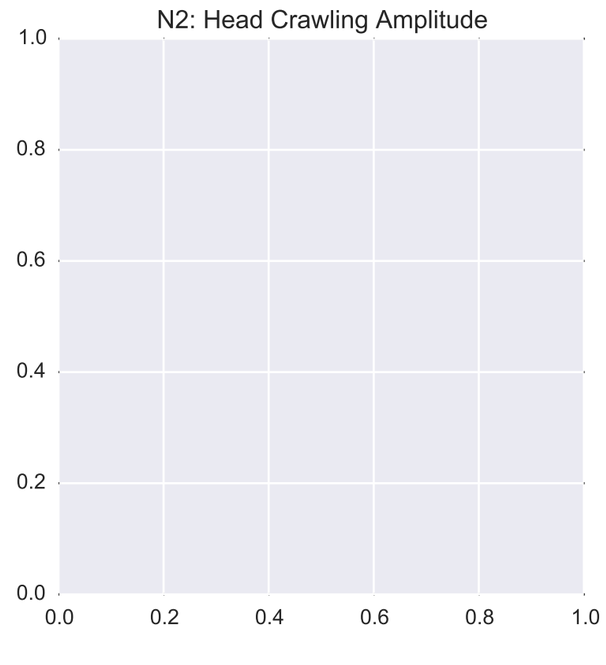
FORAGING AMPLITUDE (+/- = TOWARD D/V) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,962 [54,996]
ALL = 3.28 +/- 6.62 <<< [4.05 +/- 4.52] \u00A4 (p=0.8206, q=0.7181)

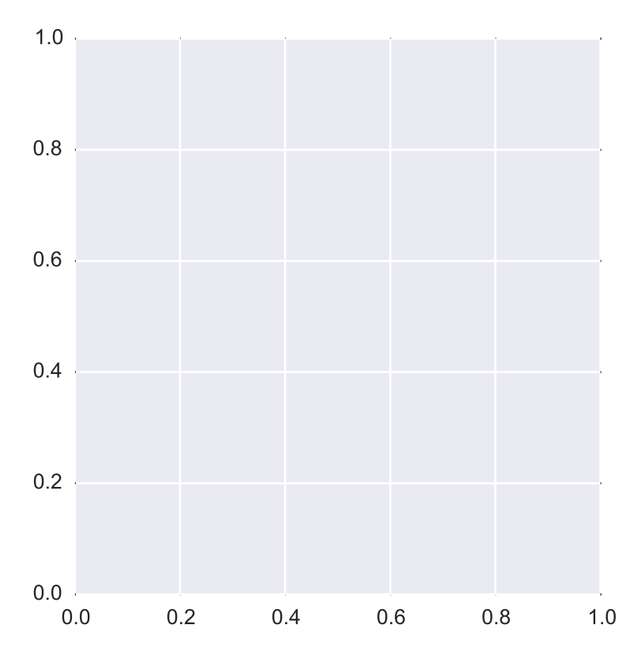


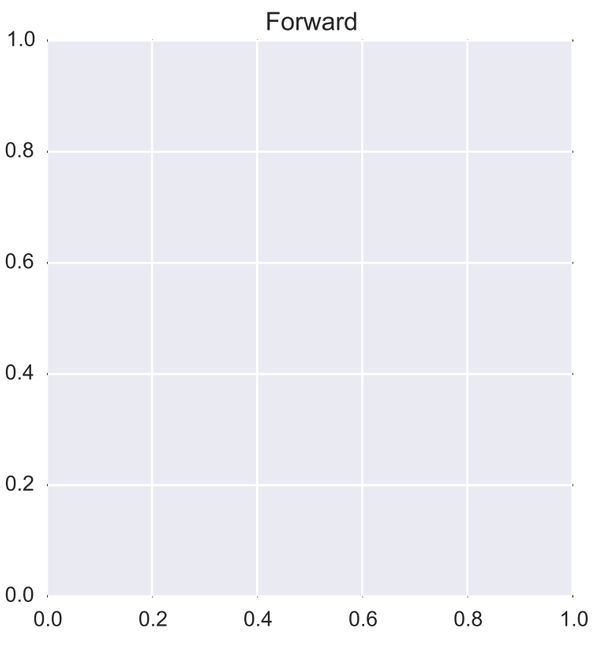
FORAGING AMPLITUDE (+/- = TOWARD D/V) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 25,462 [28,804]
ALL = 2.54 +/- 5.31 <<< [2.48 +/- 6.18] \u00A4 (p=1.0000, q=0.7181)

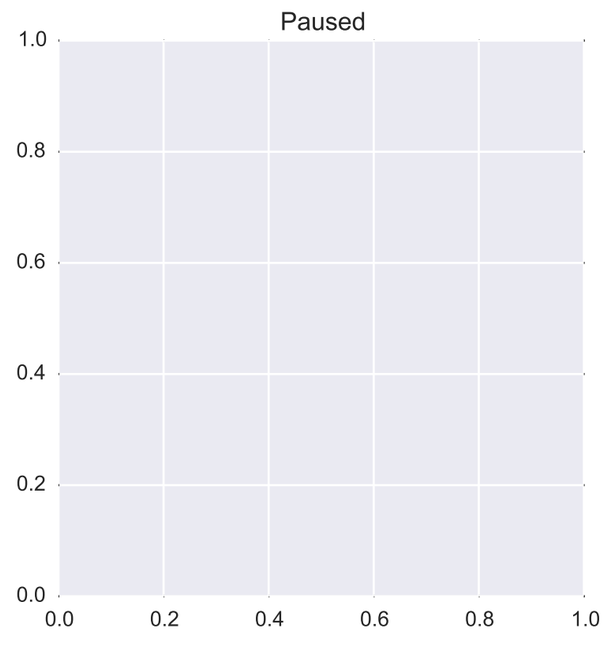


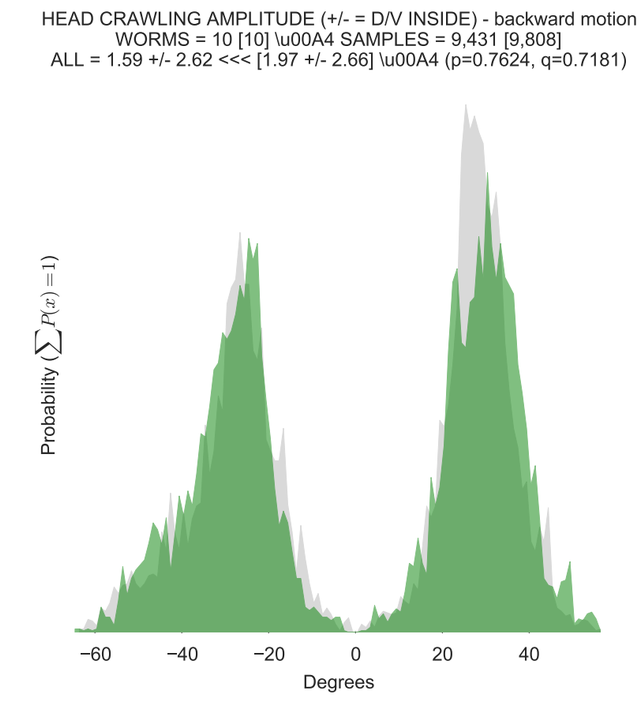

HEAD CRAWLING AMPLITUDE (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 81,111 [80,087]
ALL = -2.12 +/- 3.79 <<< [0.41 +/- 3.12] \u00A4 (p=0.1988, q=0.5571)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
60
Degrees

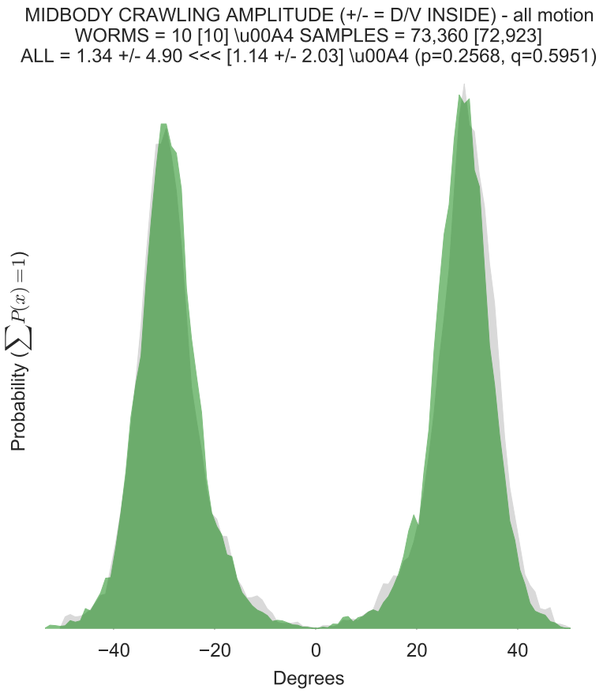

N2: Head Crawling Amplitude
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

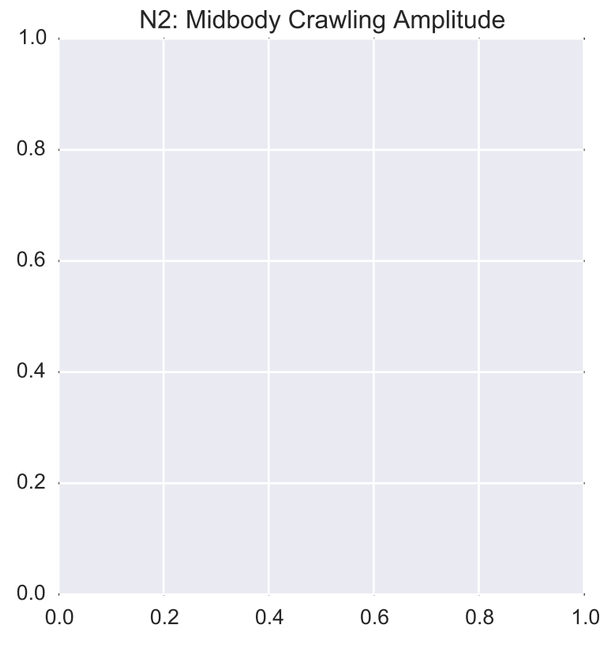

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

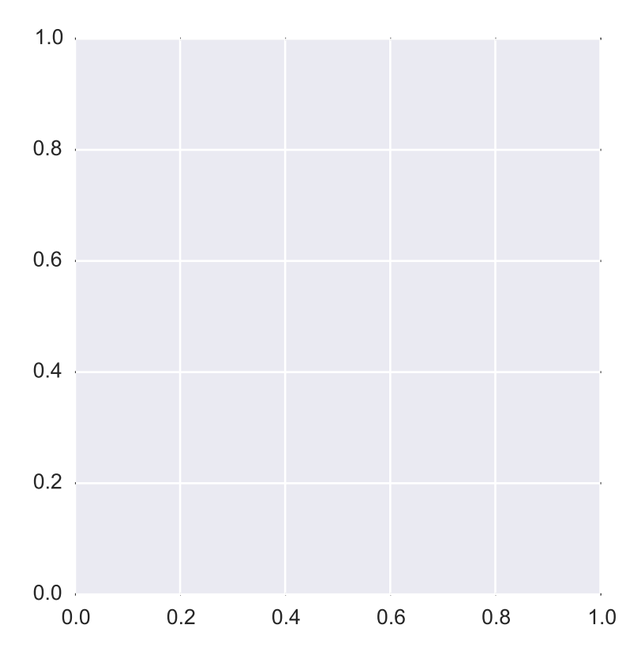

Forward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

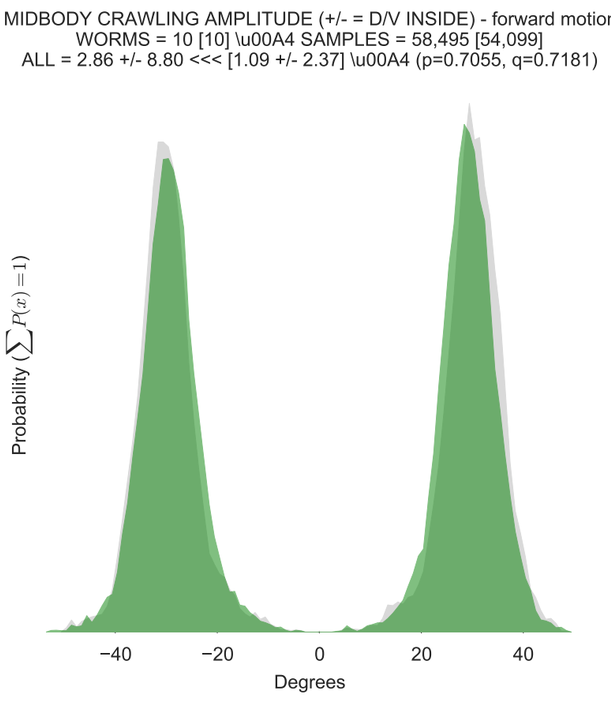

Paused
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

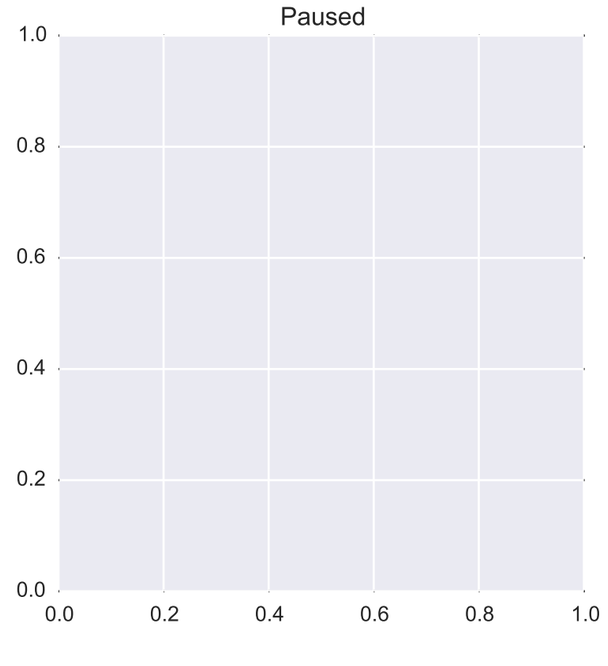

HEAD CRAWLING AMPLITUDE (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 9,431 [9,808]
ALL = 1.59 +/- 2.62 <<< [1.97 +/- 2.66] \u00A4 (p=0.7624, q=0.7181)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
Degrees

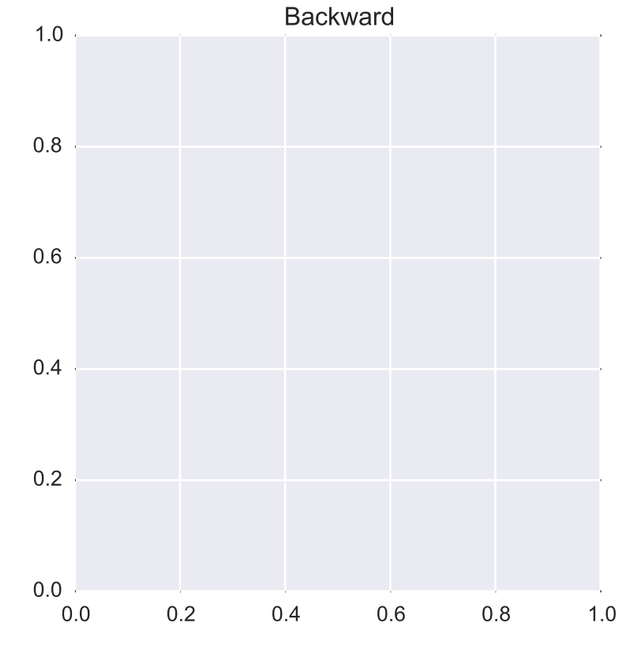

MIDBODY CRAWLING AMPLITUDE (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 73,360 [72,923]
ALL = 1.34 +/- 4.90 <<< [1.14 +/- 2.03] \u00A4 (p=0.2568, q=0.5951)
Probability ($\sum P(x) = 1$)
−40
−20
0
20
40
Degrees

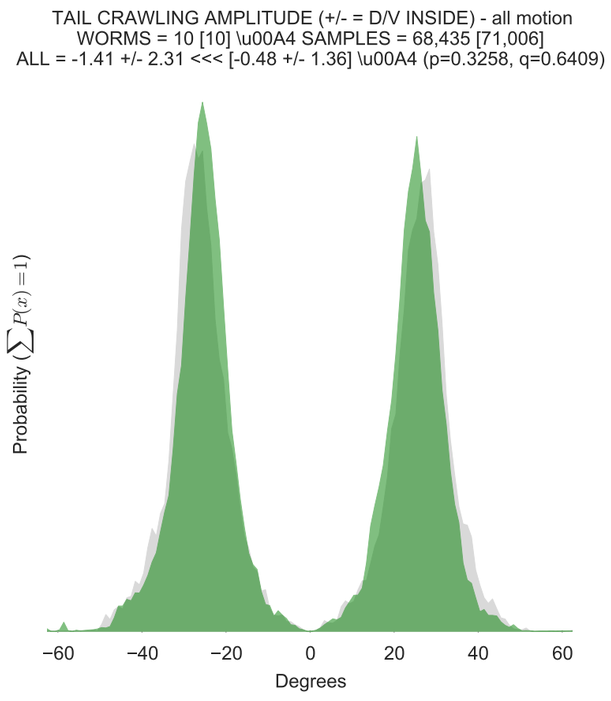

N2: Midbody Crawling Amplitude
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

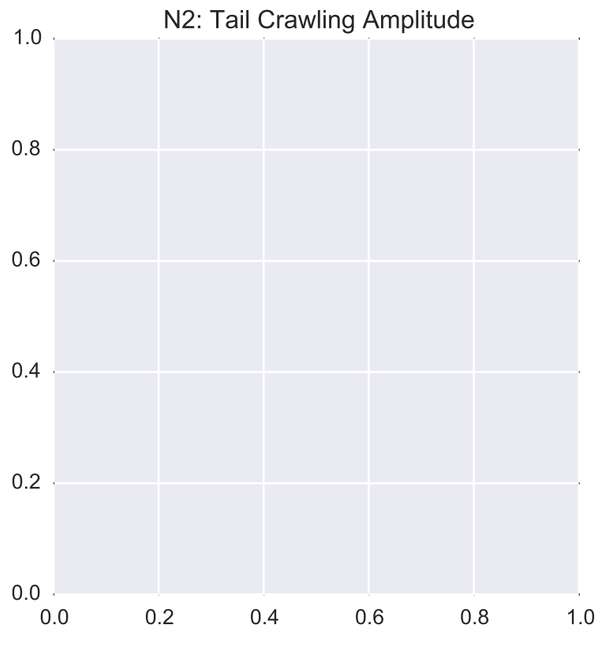

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

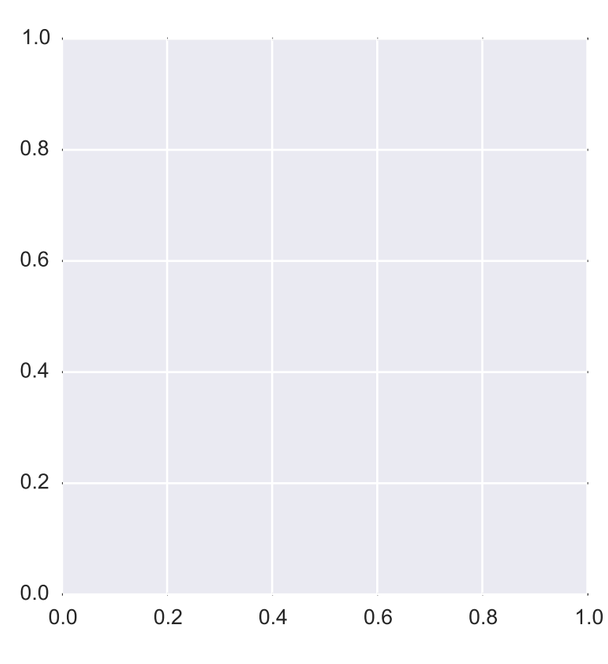

MIDBODY CRAWLING AMPLITUDE (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 58,495 [54,099]
ALL = 2.86 +/- 8.80 <<< [1.09 +/- 2.37] \u00A4 (p=0.7055, q=0.7181)
Probability ($\sum P(x) = 1$)
−40
−20
0
20
40
Degrees

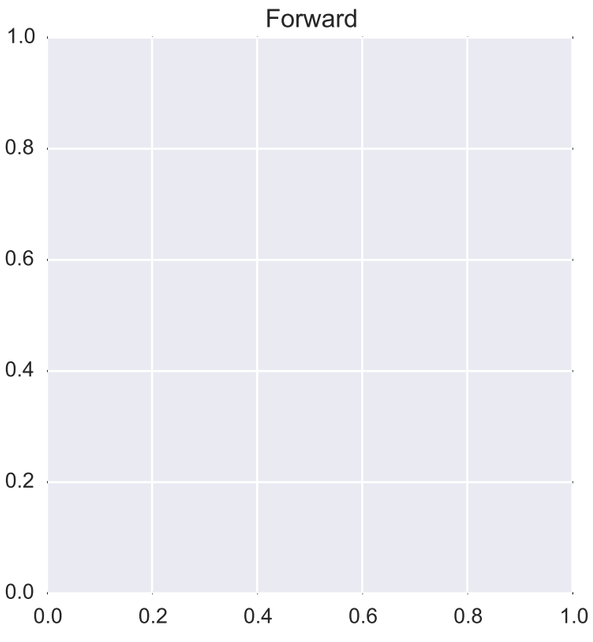

Paused
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

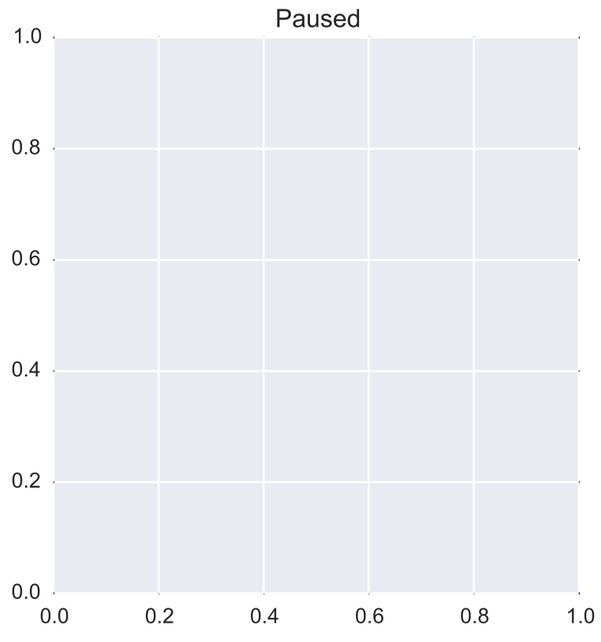

Backward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

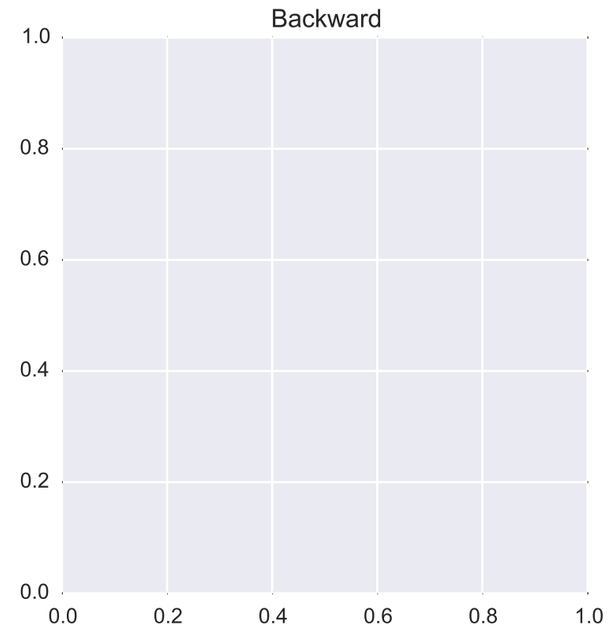

TAIL CRAWLING AMPLITUDE (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 68,435 [71,006]
ALL = -1.41 +/- 2.31 <<< [-0.48 +/- 1.36] \u00A4 (p=0.3258, q=0.6409)
Probability ($\sum P(x) = 1$)
−60
−40
−20
0
20
40
60
Degrees

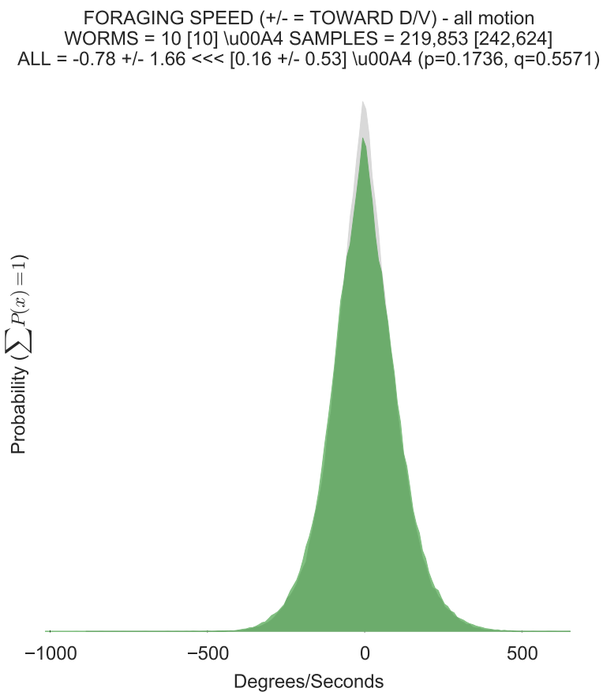

N2: Tail Crawling Amplitude
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

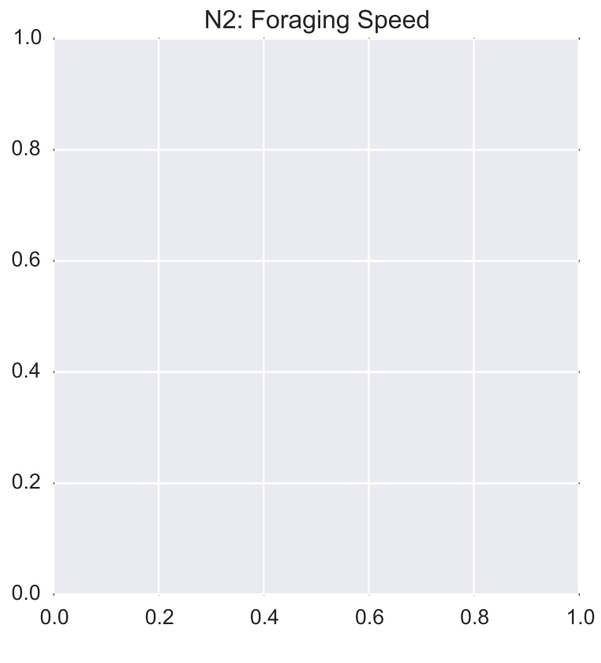

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

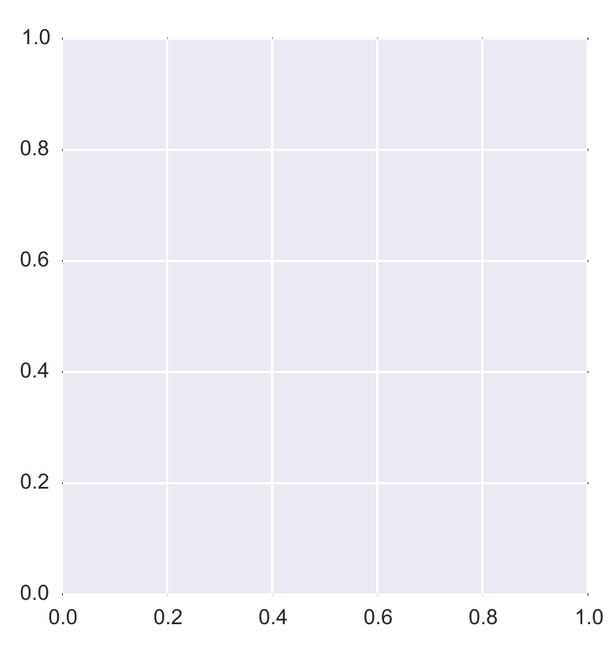

Forward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

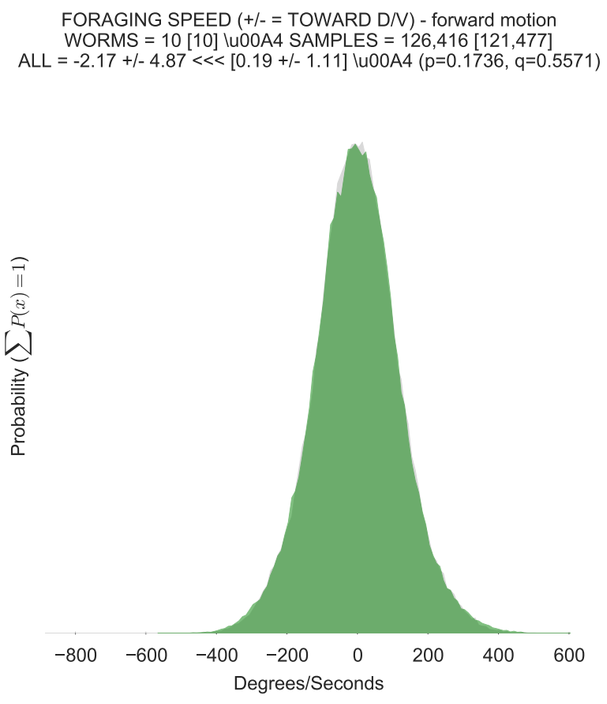

Paused
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

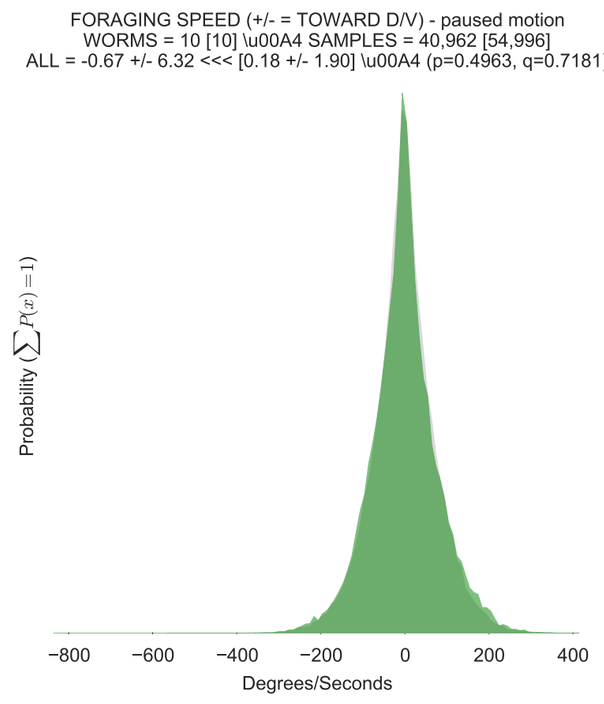

Backward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

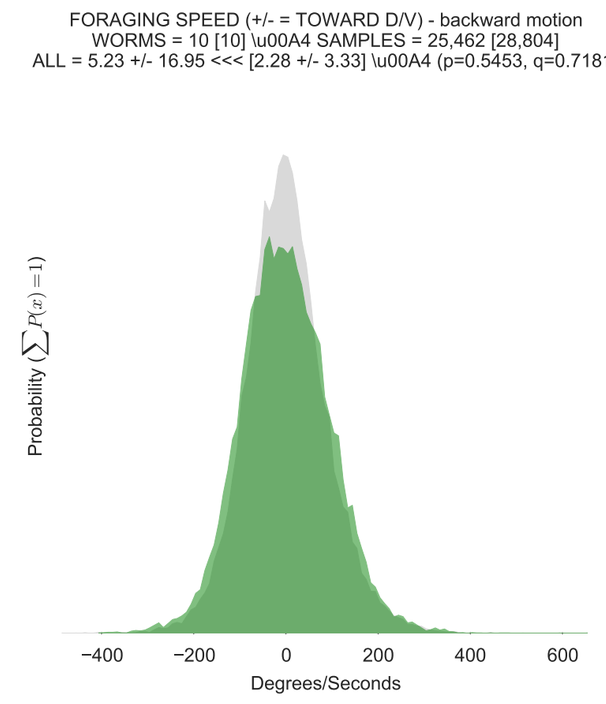

FORAGING SPEED (+/- = TOWARD D/V) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 219,853 [242,624]
ALL = -0.78 +/- 1.66 <<< [0.16 +/- 0.53] \u00A4 (p=0.1736, q=0.5571)
Probability ($\sum P(x) = 1$)
−1000
−500
0
500
Degrees/Seconds

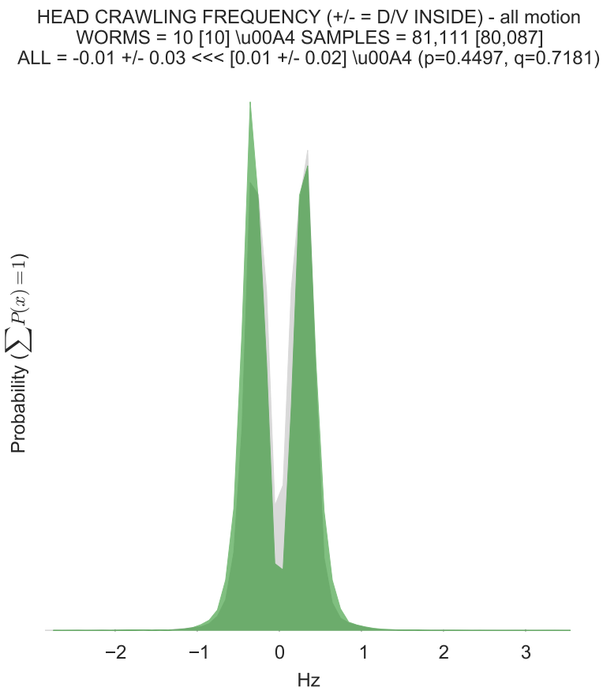

N2: Foraging Speed
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

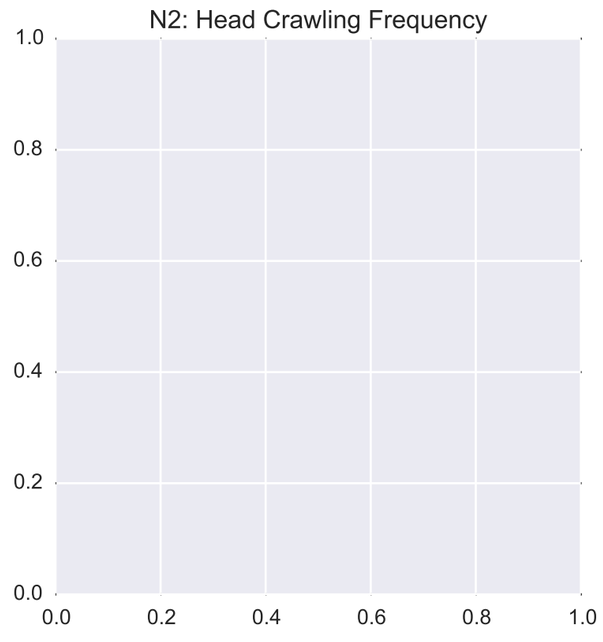

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

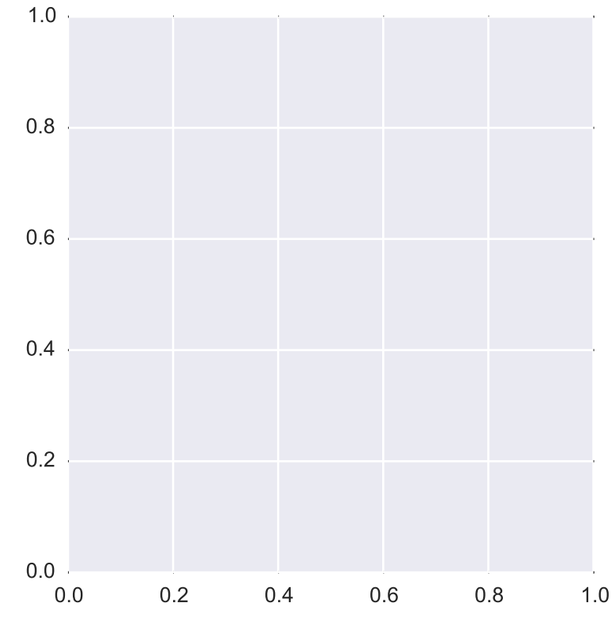

FORAGING SPEED (+/- = TOWARD D/V) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 126,416 [121,477]
ALL = -2.17 +/- 4.87 <<< [0.19 +/- 1.11] \u00A4 (p=0.1736, q=0.5571)
Probability ($\sum P(x) = 1$)
−800
−600
−400
−200
0
200
400
600
Degrees/Seconds

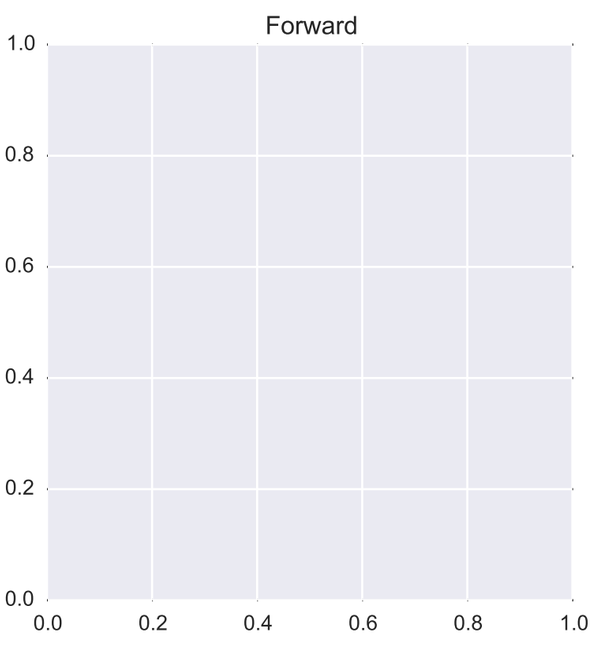

FORAGING SPEED (+/- = TOWARD D/V) - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,962 [54,996]
ALL = -0.67 +/- 6.32 <<< [0.18 +/- 1.90] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−800
−600
−400
−200
0
200
400
Degrees/Seconds

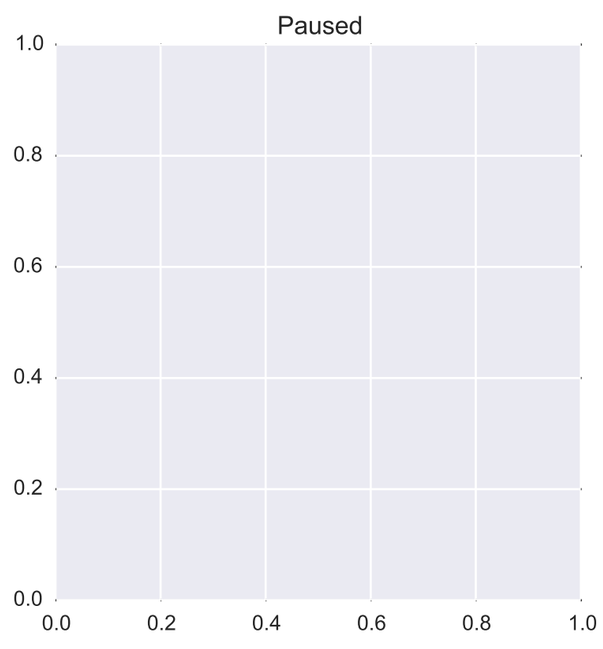

FORAGING SPEED (+/- = TOWARD D/V) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 25,462 [28,804]
ALL = 5.23 +/- 16.95 <<< [2.28 +/- 3.33] \u00A4 (p=0.5453, q=0.7181)
Probability ($\sum P(x) = 1$)
−400
−200
0
200
400
600
Degrees/Seconds

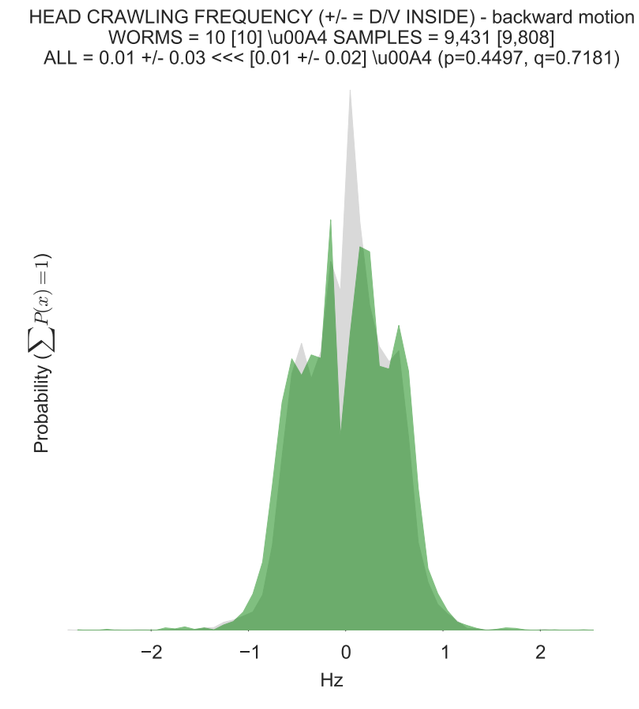

HEAD CRAWLING FREQUENCY (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 81,111 [80,087]
ALL = -0.01 +/- 0.03 <<< [0.01 +/- 0.02] \u00A4 (p=0.4497, q=0.7181)
Probability ($\sum P(x) = 1$)
−2
−1
0
1
2
3
Hz

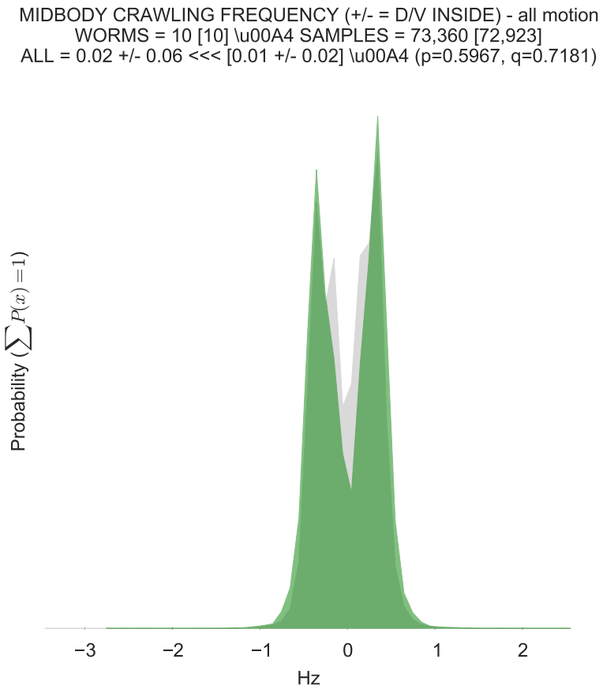

N2: Head Crawling Frequency
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

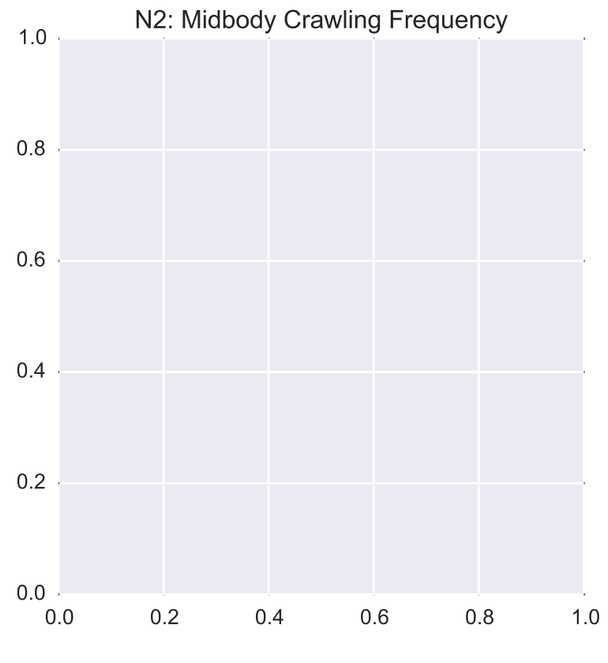

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

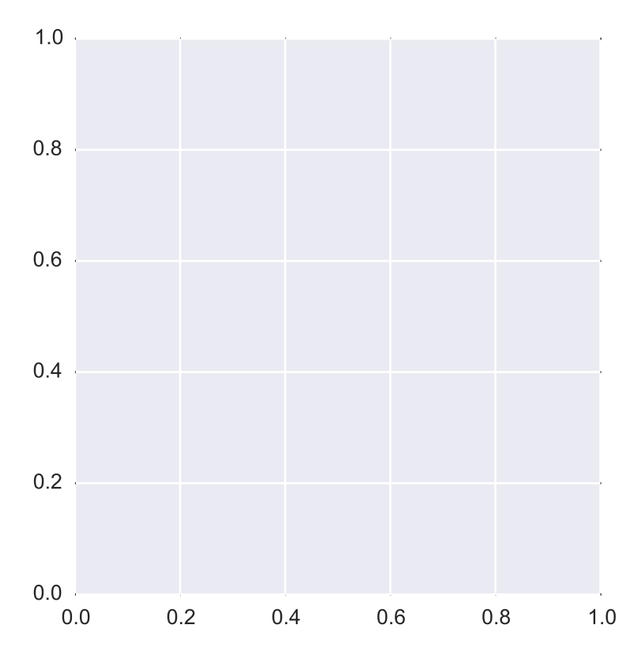

Forward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

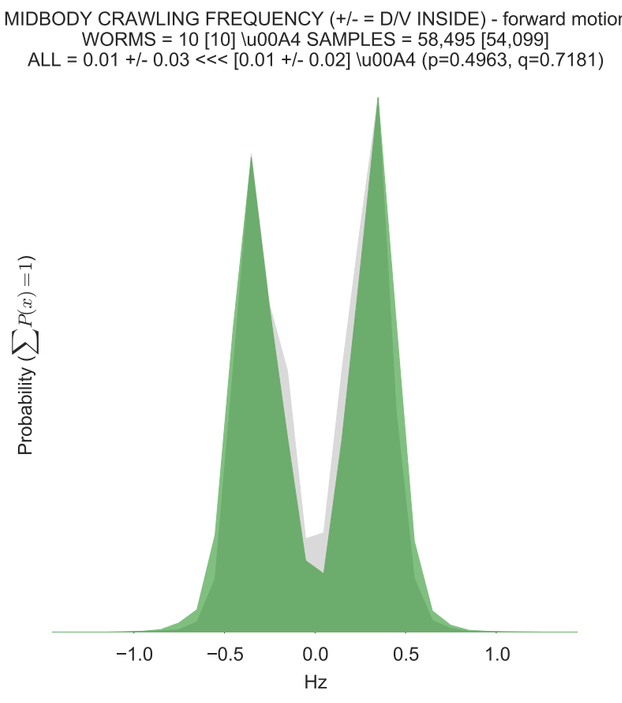

Paused
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

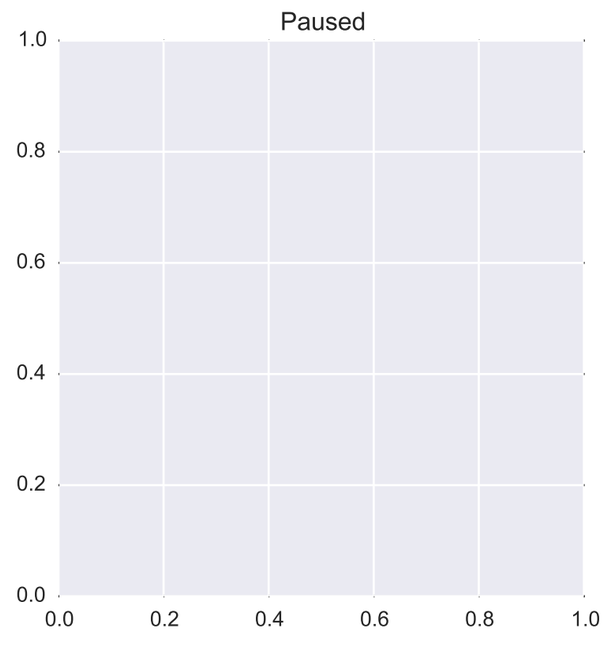

HEAD CRAWLING FREQUENCY (+/- = D/V INSIDE) - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 9,431 [9,808]
ALL = 0.01 +/- 0.03 <<< [0.01 +/- 0.02] \u00A4 (p=0.4497, q=0.7181)
Probability ($\sum P(x) = 1$)
−2
−1
0
1
2
Hz

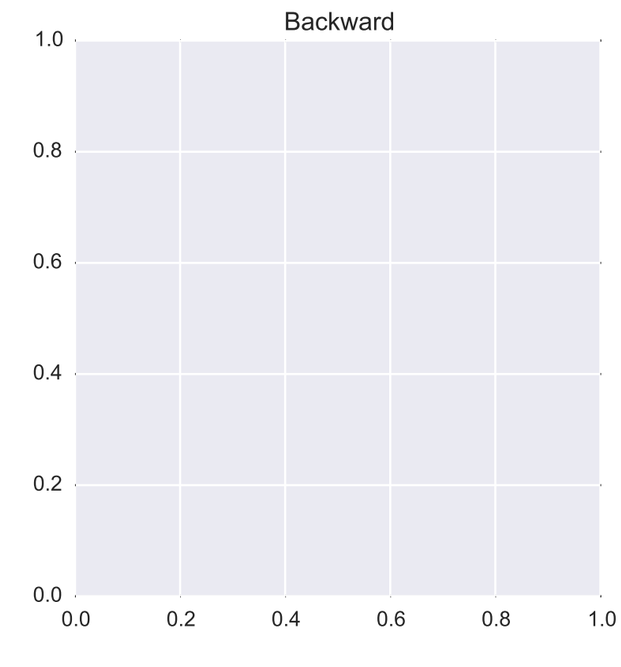

MIDBODY CRAWLING FREQUENCY (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 73,360 [72,923]
ALL = 0.02 +/- 0.06 <<< [0.01 +/- 0.02] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
−3
−2
−1
0
1
2
Hz

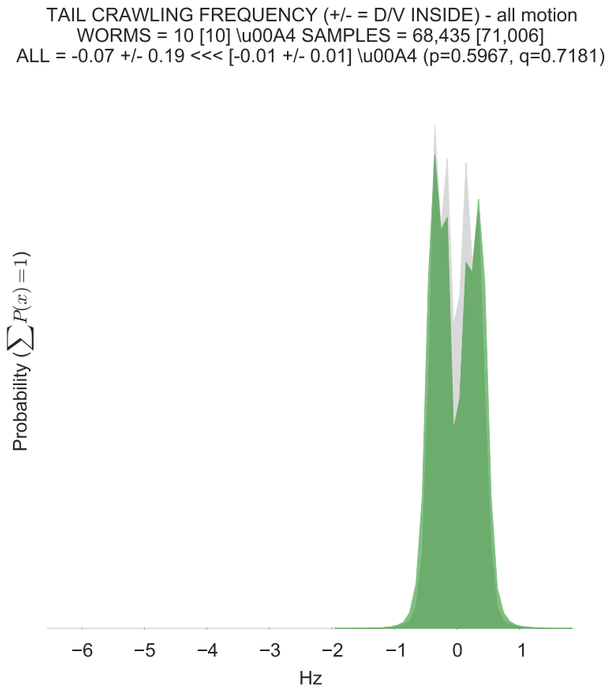

N2: Midbody Crawling Frequency
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

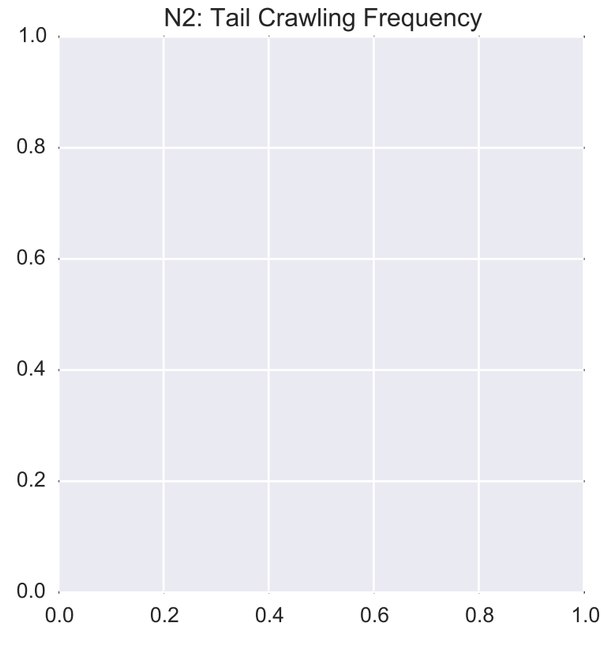

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

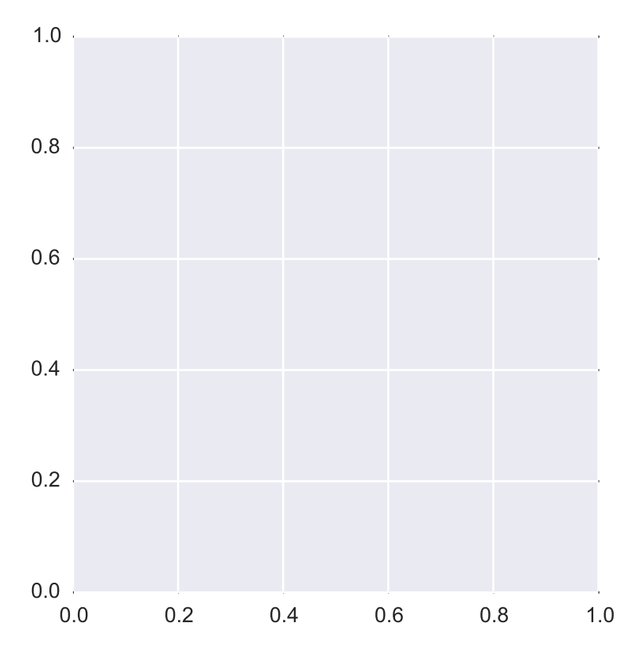

MIDBODY CRAWLING FREQUENCY (+/- = D/V INSIDE) - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 58,495 [54,099]
ALL = 0.01 +/- 0.03 <<< [0.01 +/- 0.02] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
−1.0
−0.5
0.0
0.5
1.0
Hz

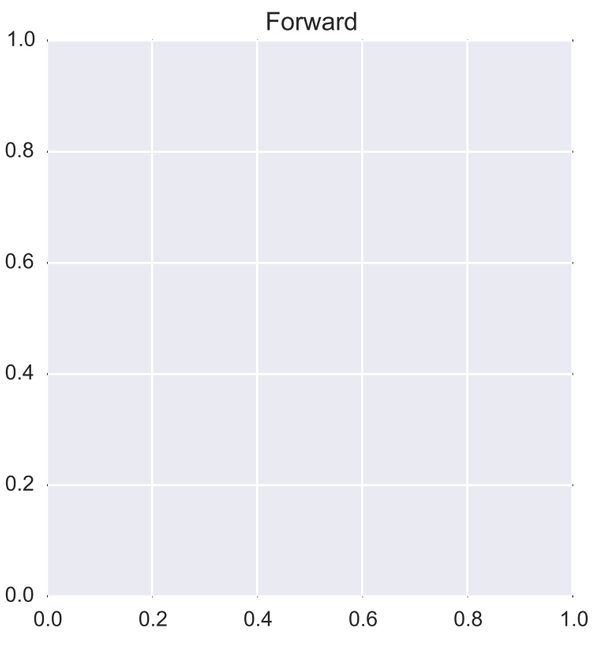

Paused
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

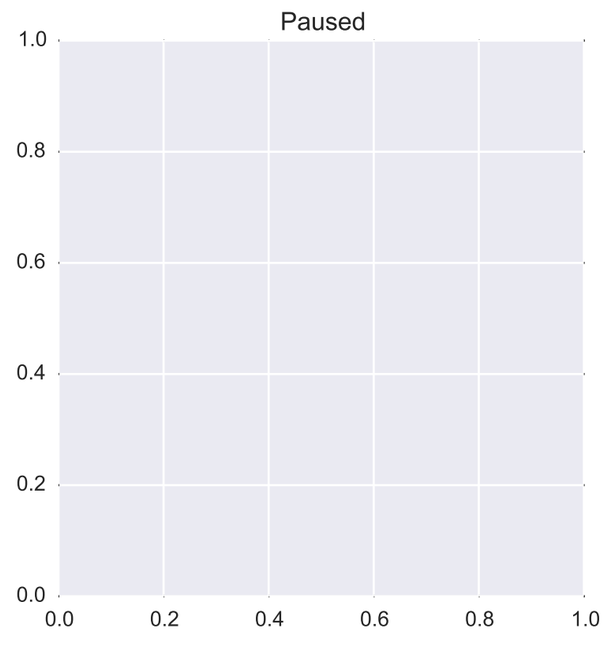

Backward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

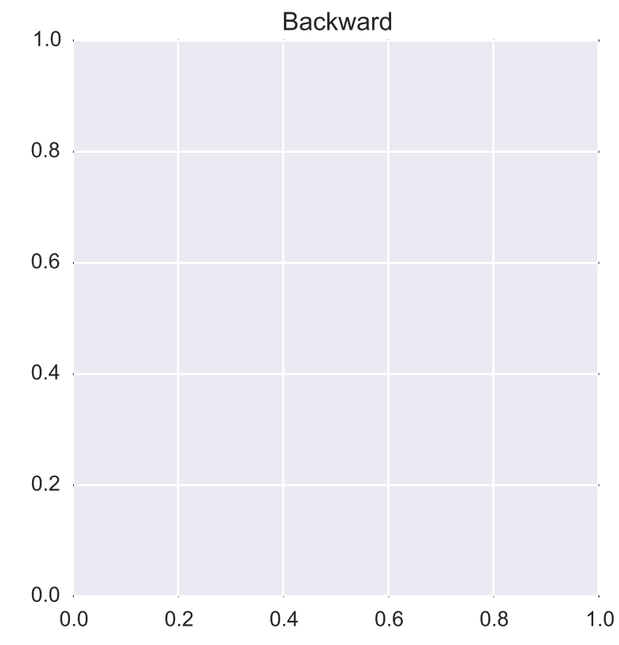

TAIL CRAWLING FREQUENCY (+/- = D/V INSIDE) - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 68,435 [71,006]
ALL = -0.07 +/- 0.19 <<< [-0.01 +/- 0.01] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
−6
−5
−4
−3
−2
−1
0
1
Hz

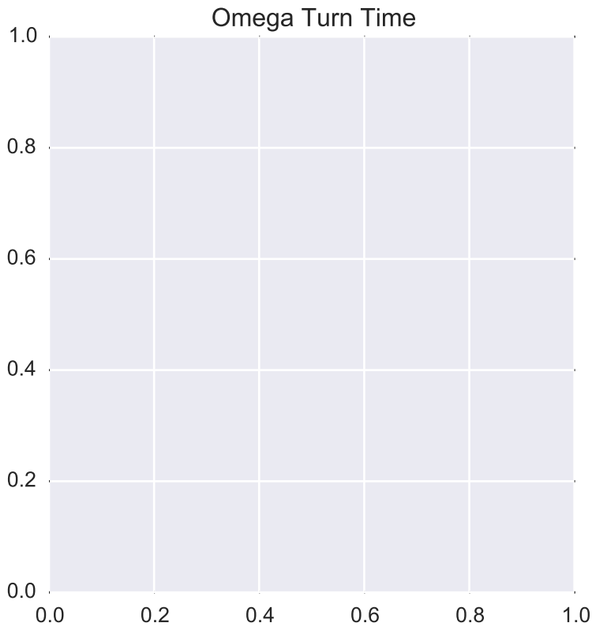

N2: Tail Crawling Frequency
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

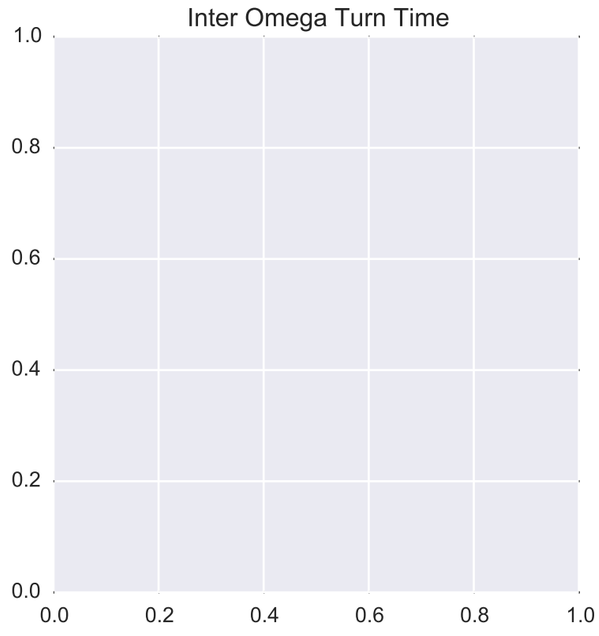

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

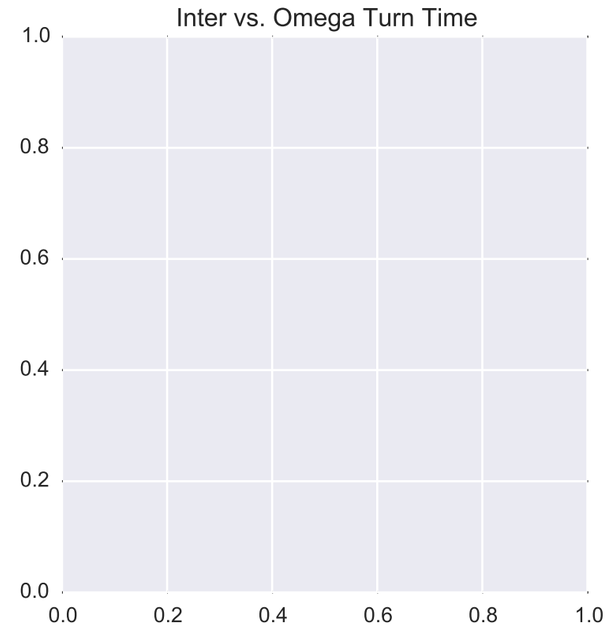

Forward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

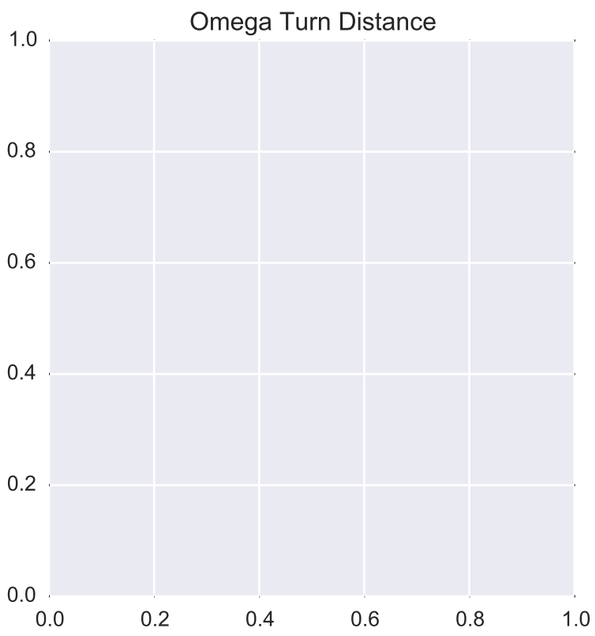

Paused
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

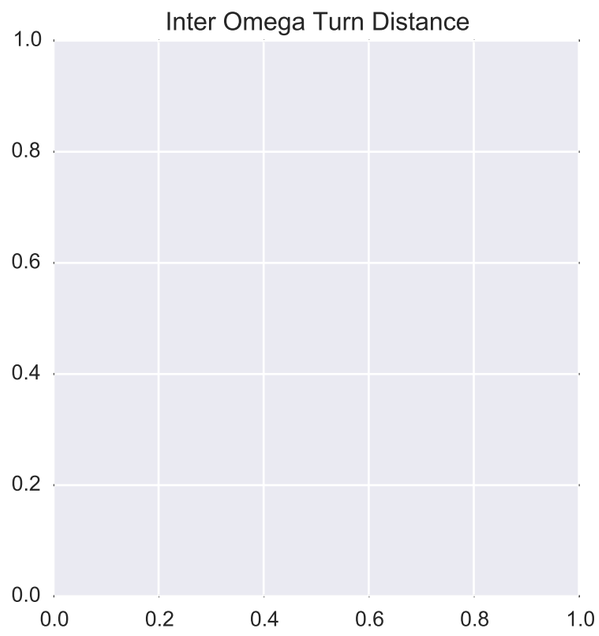

Backward
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

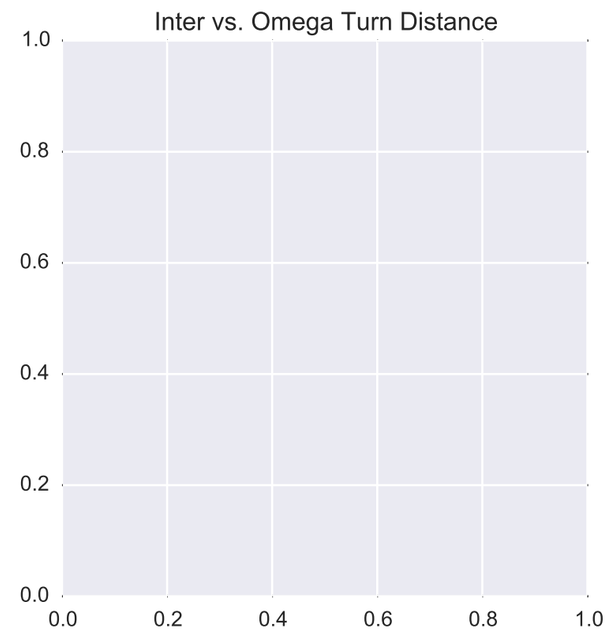

Omega Turn Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

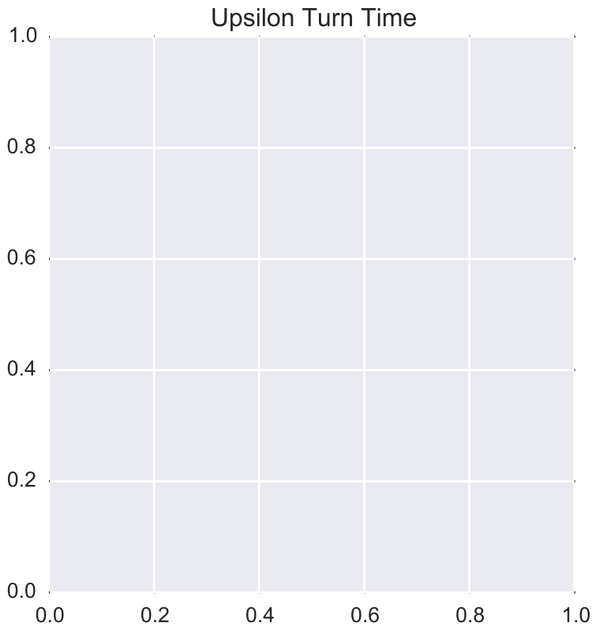

Inter Omega Turn Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

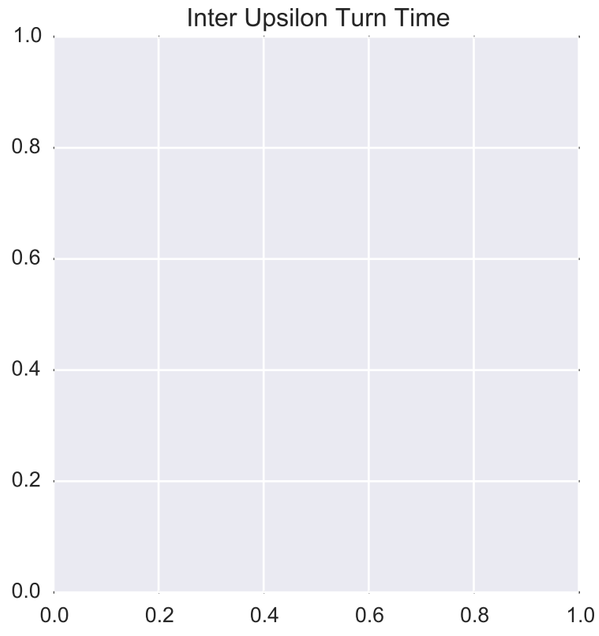

Inter vs. Omega Turn Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

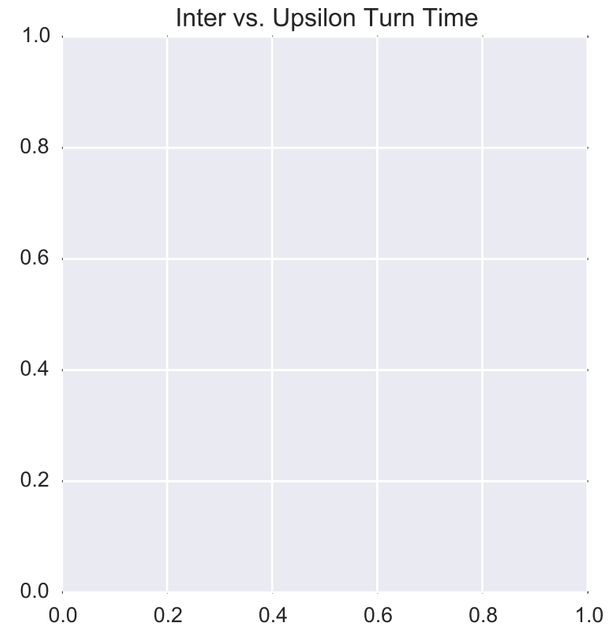

Omega Turn Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

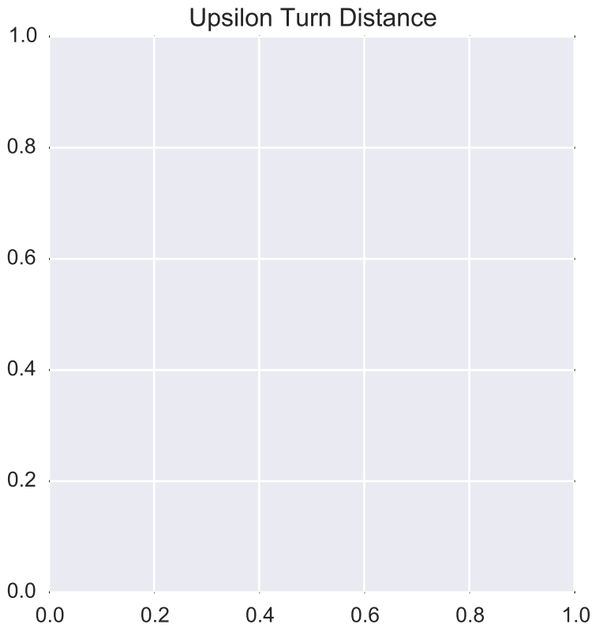

Inter Omega Turn Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

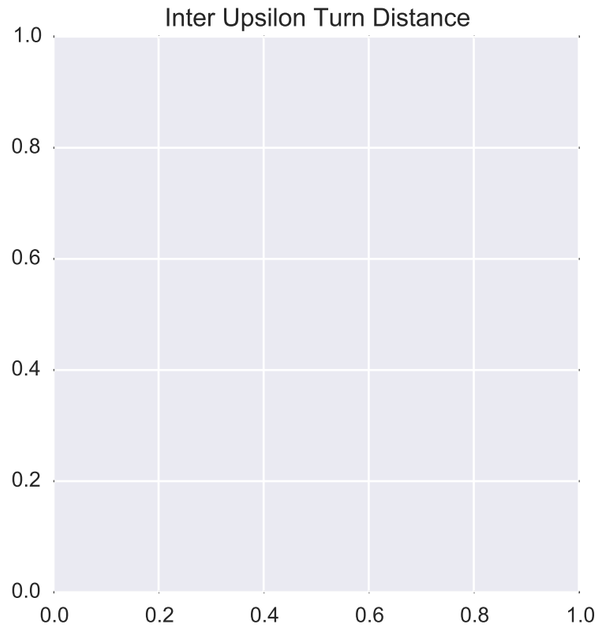

Inter vs. Omega Turn Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

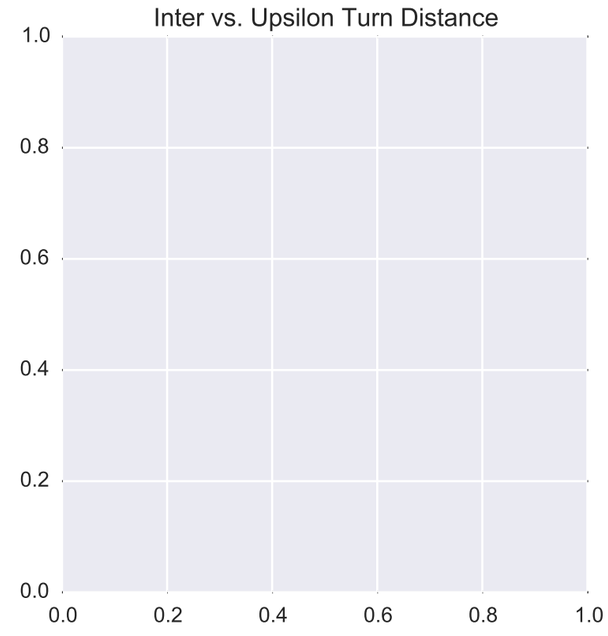

Upsilon Turn Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

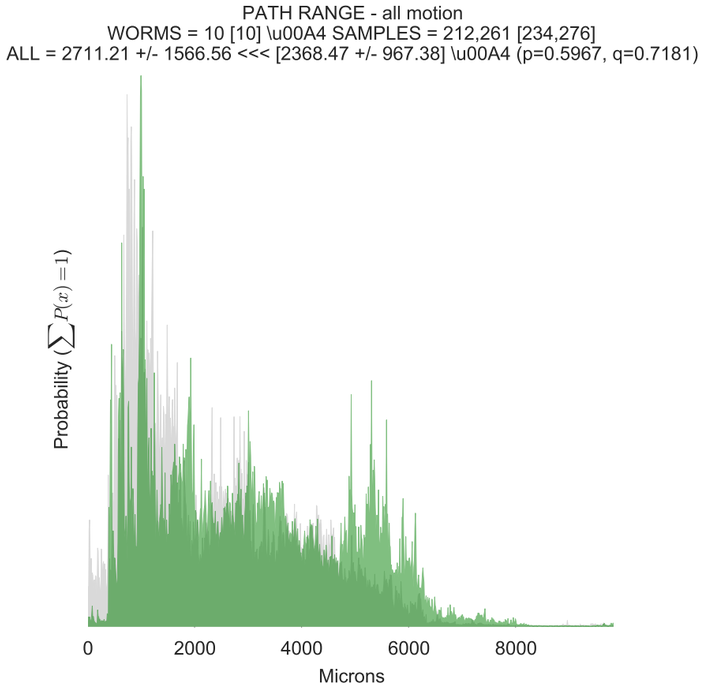

Inter Upsilon Turn Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

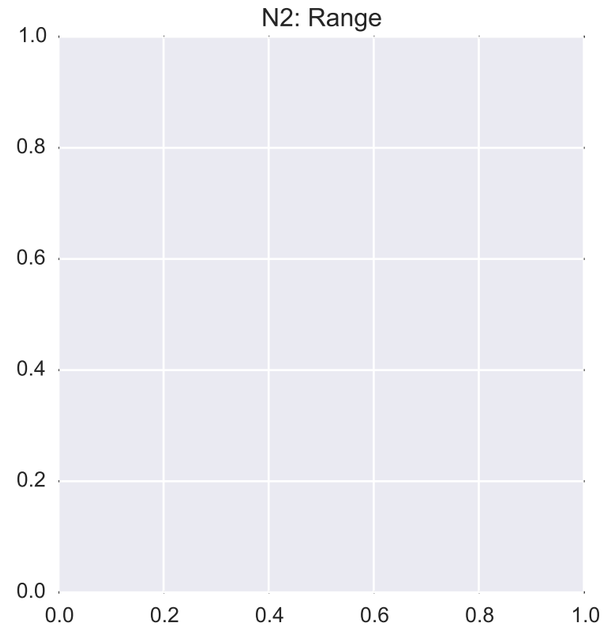

Inter vs. Upsilon Turn Time
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

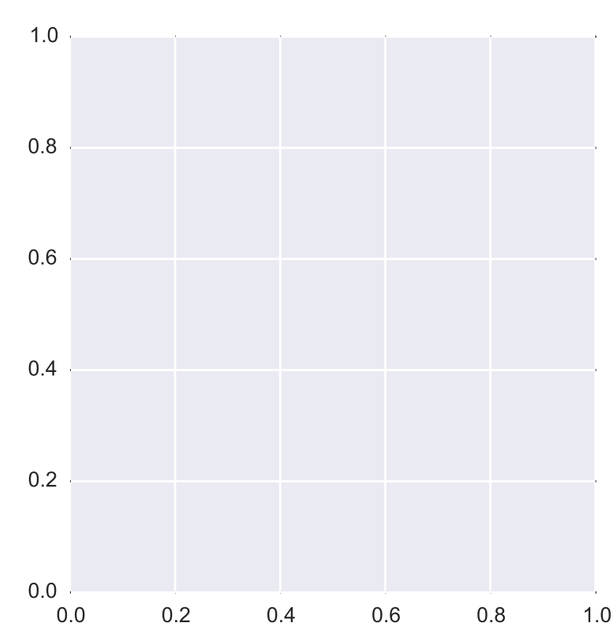

Upsilon Turn Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

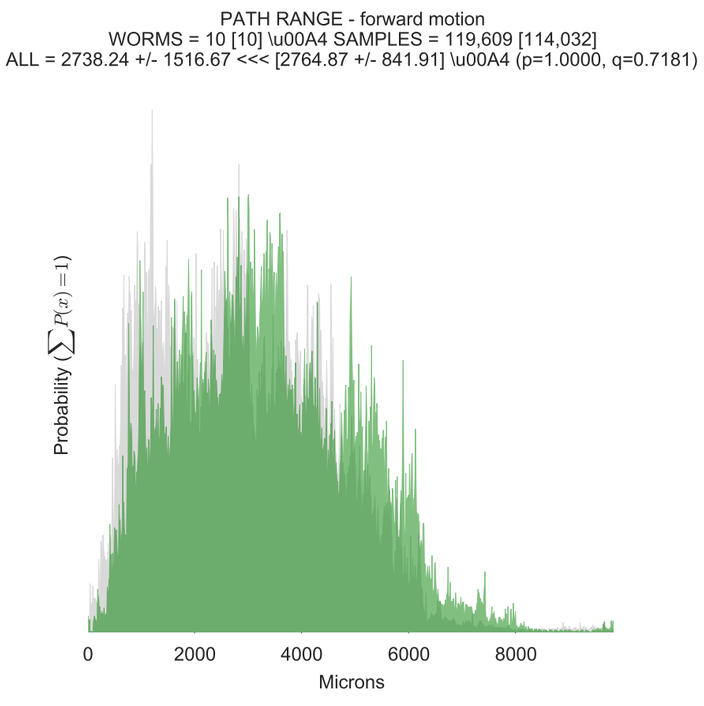

Inter Upsilon Turn Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

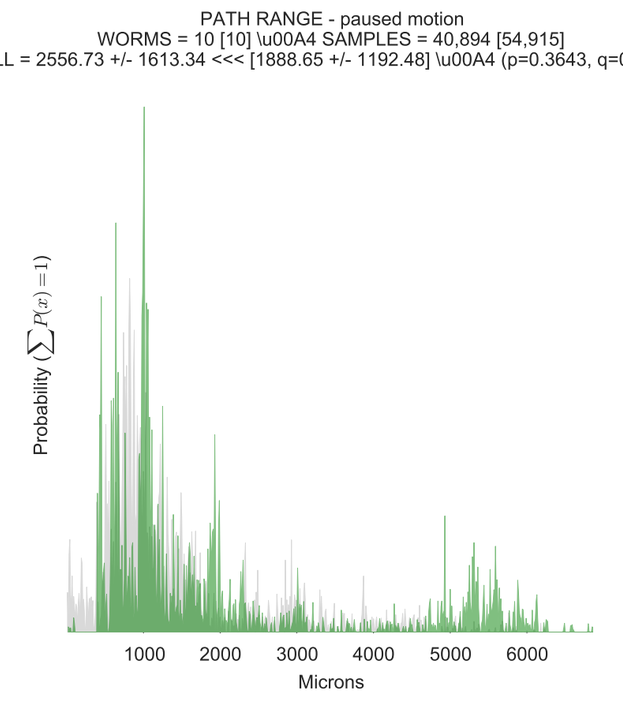

Inter vs. Upsilon Turn Distance
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

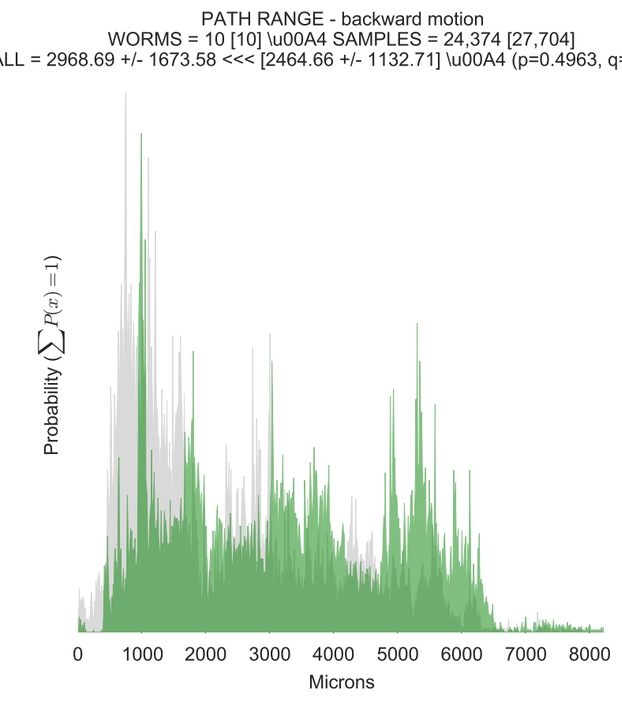

PATH RANGE - all motion
WORMS = 10 [10] \u00A4 SAMPLES = 212,261 [234,276]
ALL = 2711.21 +/- 1566.56 <<< [2368.47 +/- 967.38] \u00A4 (p=0.5967, q=0.7181)
Probability ($\sum P(x) = 1$)
0
2000
4000
6000
8000
Microns


N2: Range
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0

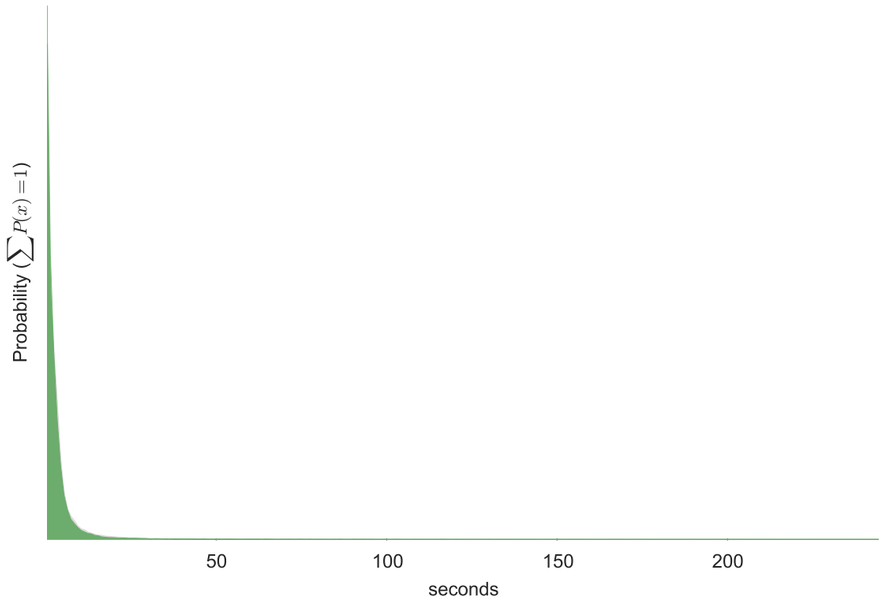

1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0


PATH RANGE - forward motion
WORMS = 10 [10] \u00A4 SAMPLES = 119,609 [114,032]
ALL = 2738.24 +/- 1516.67 <<< [2764.87 +/- 841.91] \u00A4 (p=1.0000, q=0.7181)
Probability ($\sum P(x) = 1$)
0
2000
4000
6000
8000
Microns

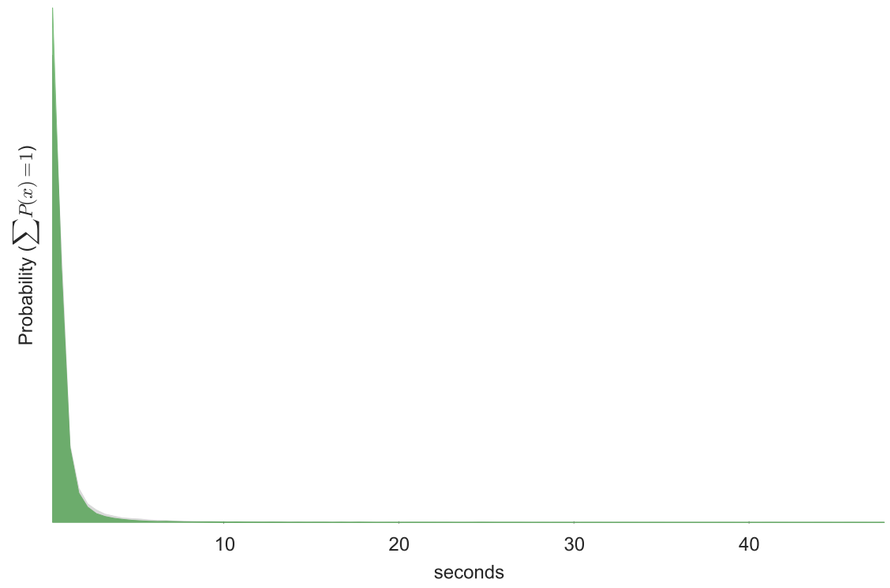

PATH RANGE - paused motion
WORMS = 10 [10] \u00A4 SAMPLES = 40,894 [54,915]
ALL = 2556.73 +/- 1613.34 <<< [1888.65 +/- 1192.48] \u00A4 (p=0.3643, q=0.6619)
Probability ($\sum P(x) = 1$)
1000
2000
3000
4000
5000
6000
Microns


PATH RANGE - backward motion
WORMS = 10 [10] \u00A4 SAMPLES = 24,374 [27,704]
ALL = 2968.69 +/- 1673.58 <<< [2464.66 +/- 1132.71] \u00A4 (p=0.4963, q=0.7181)
Probability ($\sum P(x) = 1$)
0
1000
2000
3000
4000
5000
6000
7000
8000
Microns

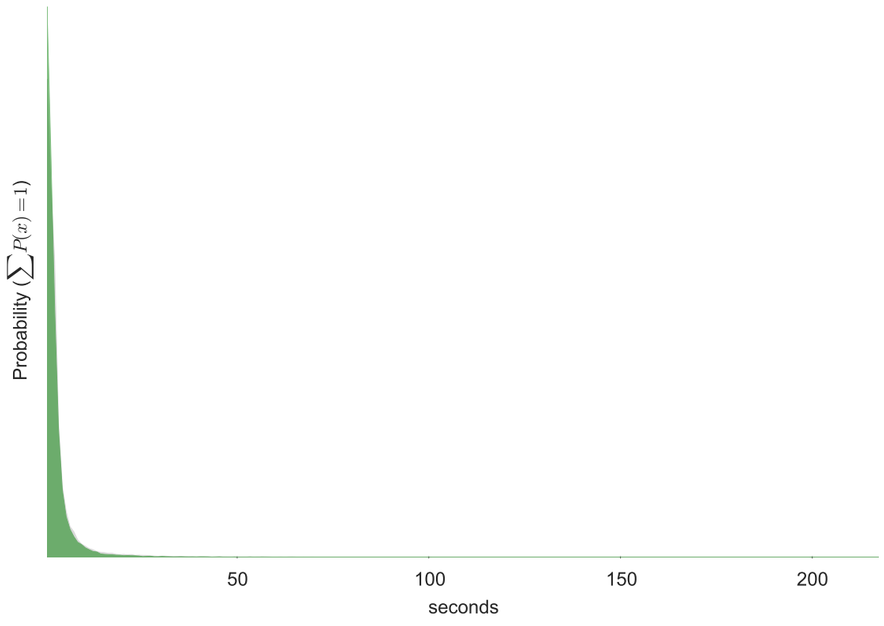
WORM DWELLING - all simple
WORMS = 10 [10] \u00A4 SAMPLES = 72,555 [65,279]
ALL = 4.37 +/- 3.51 <<< [5.03 +/- 2.71] \u00A4 (p=0.3643, q=0.6619)



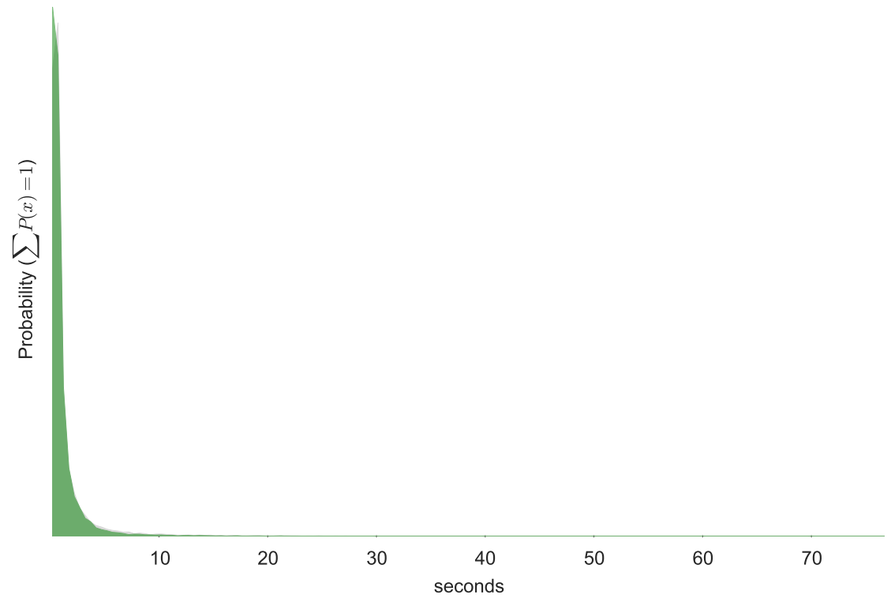
HEAD DWELLING - all simple
WORMS = 10 [10] \u00A4 SAMPLES = 54,647 [51,070]
ALL = 0.97 +/- 0.69 <<< [1.09 +/- 0.56] \u00A4 (p=0.4057, q=0.6980)



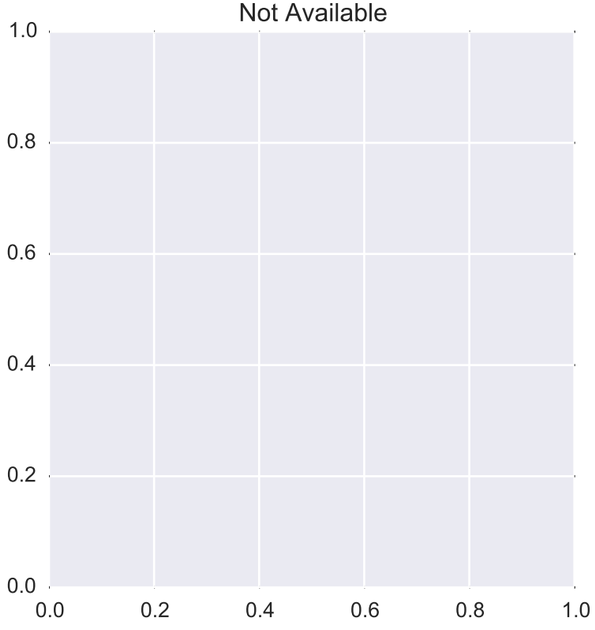
MIDBODY DWELLING - all simple
WORMS = 10 [10] \u00A4 SAMPLES = 51,522 [46,009]
ALL = 4.72 +/- 4.29 <<< [5.27 +/- 3.38] \u00A4 (p=0.4057, q=0.6980)



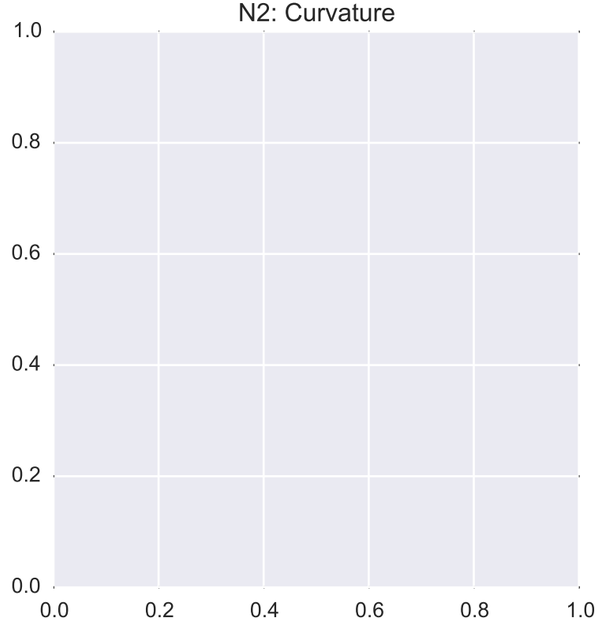
TAIL DWELLING - all simple
WORMS = 10 [10] \u00A4 SAMPLES = 32,736 [30,551]
ALL = 2.11 +/- 2.00 <<< [2.14 +/- 1.51] \u00A4 (p=0.6501, q=0.7181)

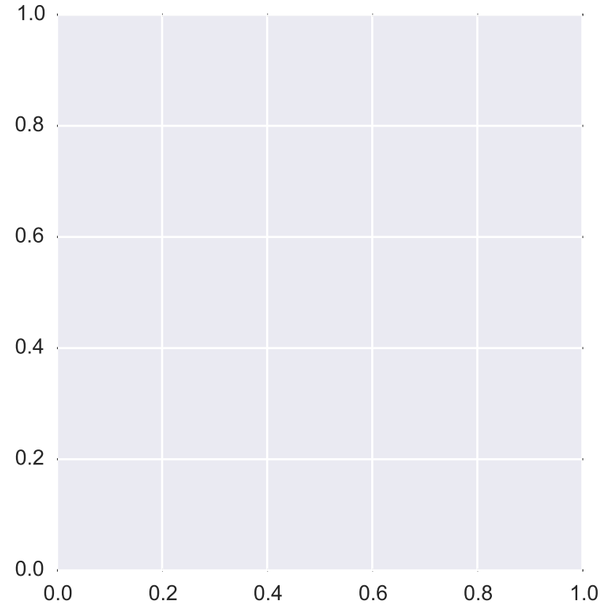


652
Not Available

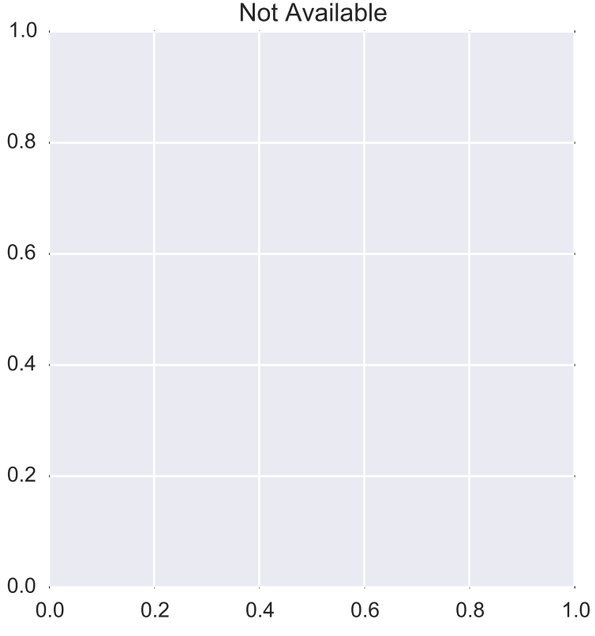
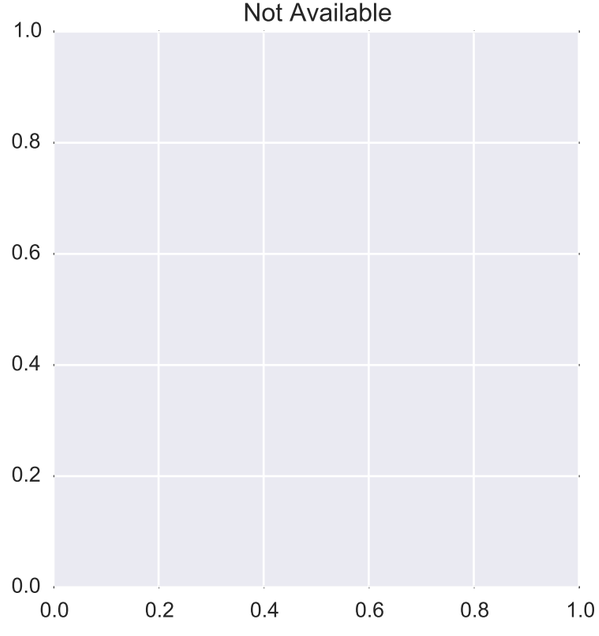
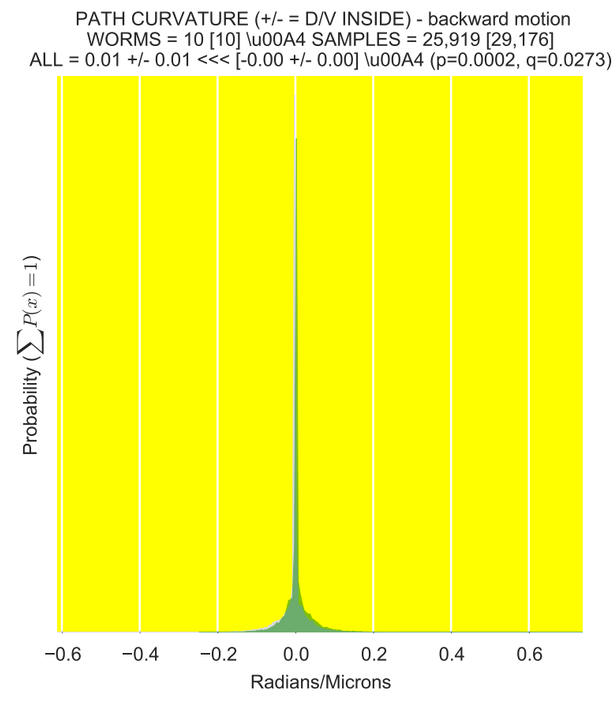


N2: Curvature





656
Not Available



660
Not Available