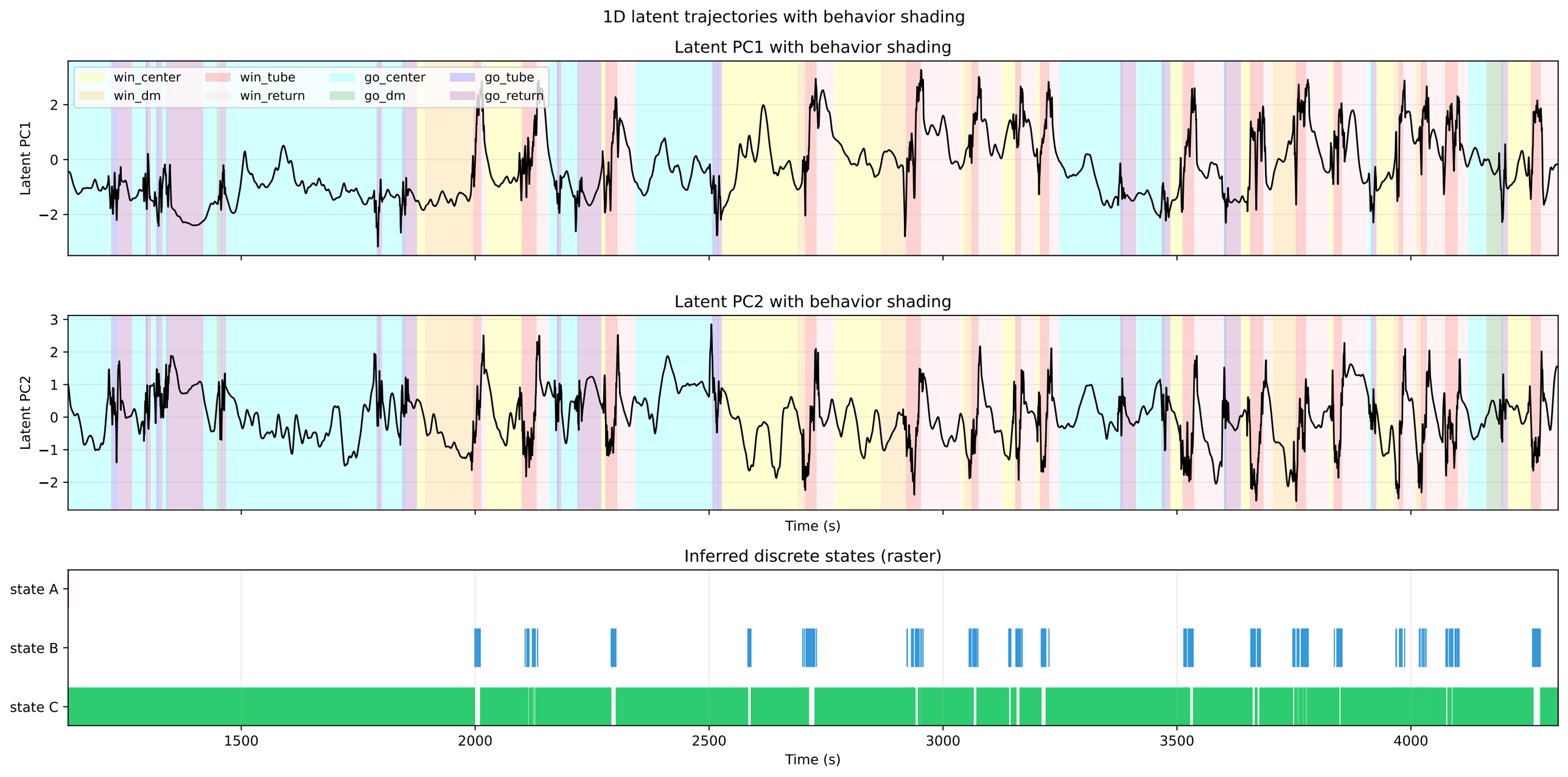
1D latent trajectories with behavior shading
Latent PC1 with behavior shading
win_center
win_dm
win_tube
win_return
go_center
go_dm
go_tube
go_return
Latent PC1
2
0
−2
Latent PC2 with behavior shading
Latent PC2
3
2
1
0
−1
−2
Time (s)
Inferred discrete states (raster)
state A
state B
state C
1500
2000
2500
3000
3500
4000
Time (s)