

DeepLabCut AI Residency

Day 1 Session 1:

Introduction to Machine Learning and DeepLabCut

July 30 & August 1, 2025
McGill University, Montreal

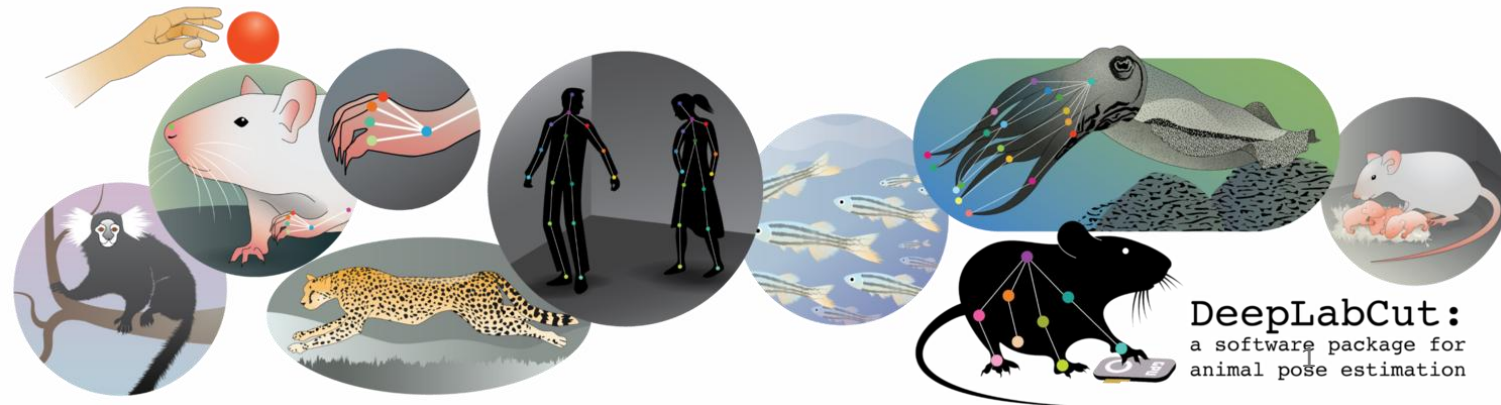
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Vic Shao-Chinh Chiang



DeepLabCut
AI Residency
next-gen animal behavior



McGill



DeepLabCut:
a software package for
animal pose estimation

What is Machine Learning?

“Learning is any process by which a system improve performance from experience.”

- Herbert Simon

Definition by Tom M. Mitchell:

Machine learning program gets better at a **specific task (T)** as it gains **more experience (E)**, and this improvement is measured by a defined **performance (P)** metric.

Typical coding program

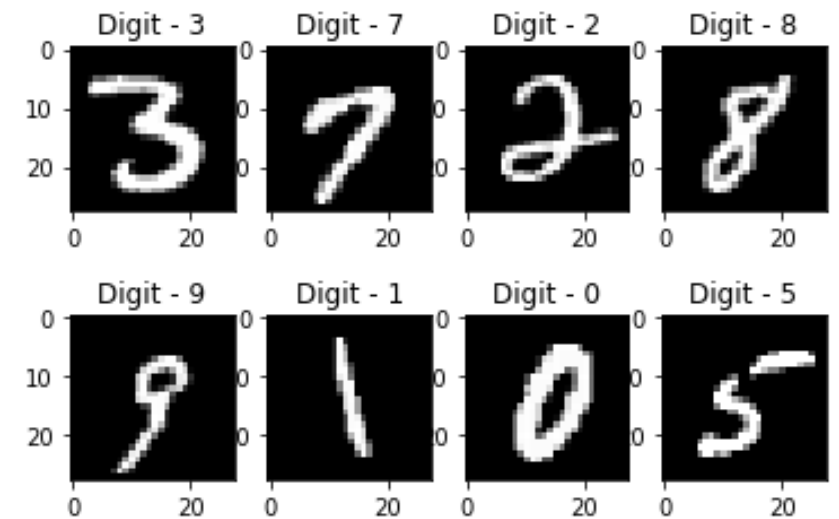
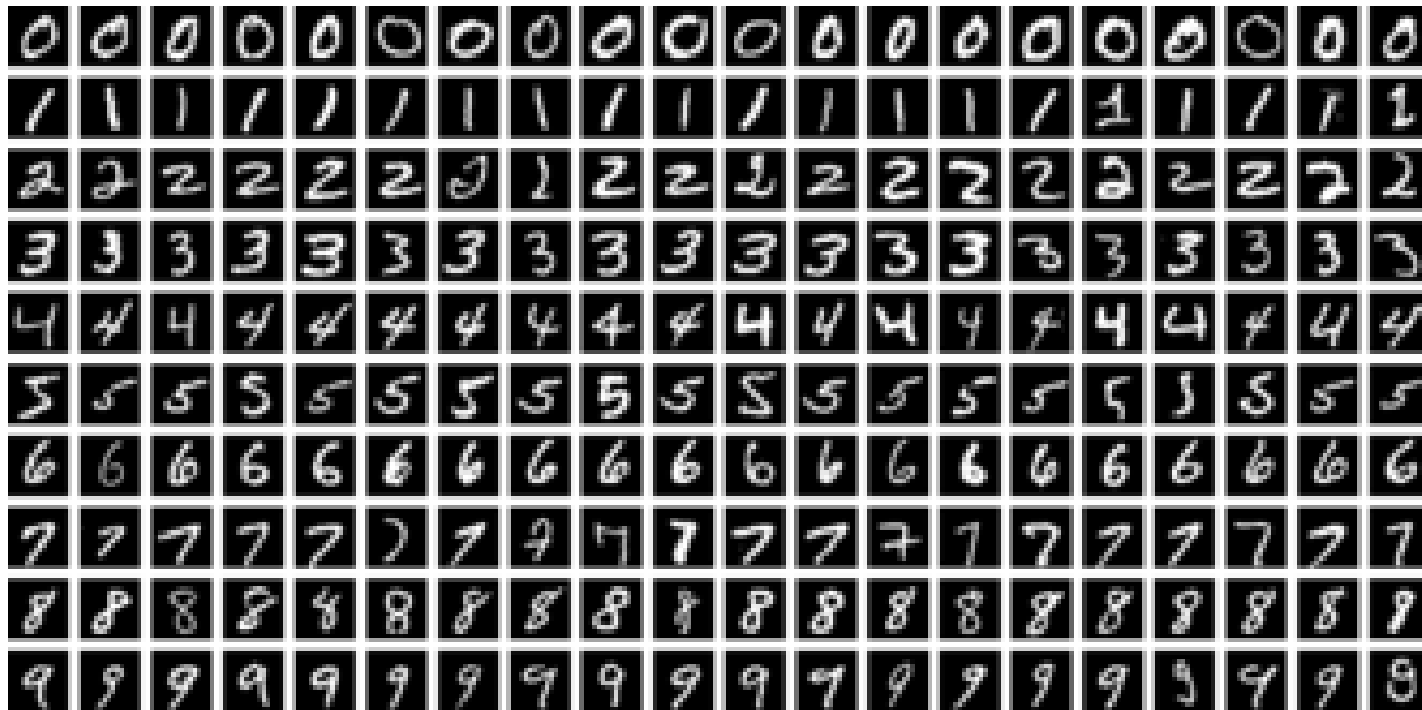


Machine learning



An example task that uses machine learning:

- Digit recognition (MNIST dataset)



Some example tasks solved by machine learning algorithms:

- Prediction
 - Identify fraudulent transactions in finance
 - Forecast house price by locations and sizes
- Patterns generation
 - Generate images
- Recognition
 - Face identities and expression recognition
 - Images recognition (hand-writing, medical images, etc.)
 - Pose estimation (e.g. **DeepLabCut**)

DeepLabCut: markerless pose estimation with deep learning



DeepLabCut:
a software package for
animal pose estimation

DLC GUI



use our Project Manager GUI, Jupyter Notebooks, Google Colab, or terminal!

Create a project,
extract frames, +
GUIs to label your data

Select + Train your
deep neural network

Evaluate network
performance

(active learning + GUIs
if improvement needed)

Run inference on
new videos,
create labeled videos,
+ plot your results!

Machine learning vs. Deep learning

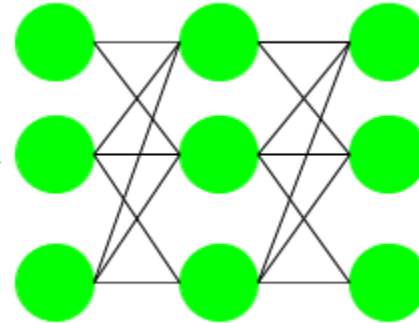
Machine Learning



Input



Feature
Extraction



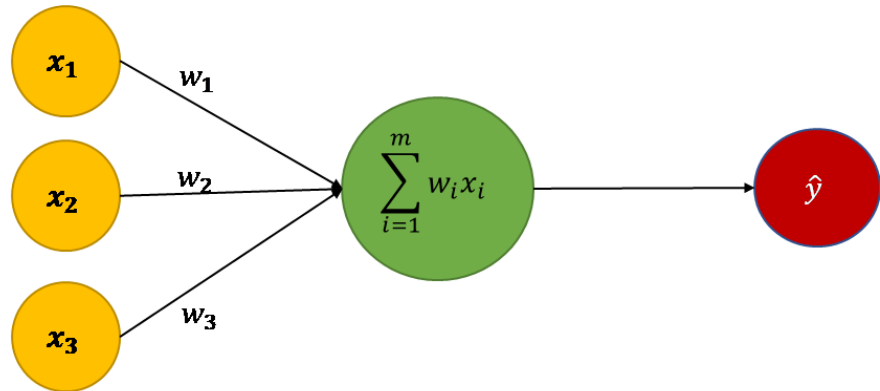
Classification



It's Car

Output

A “network” of linear model:



Input Layer

Hidden Layer

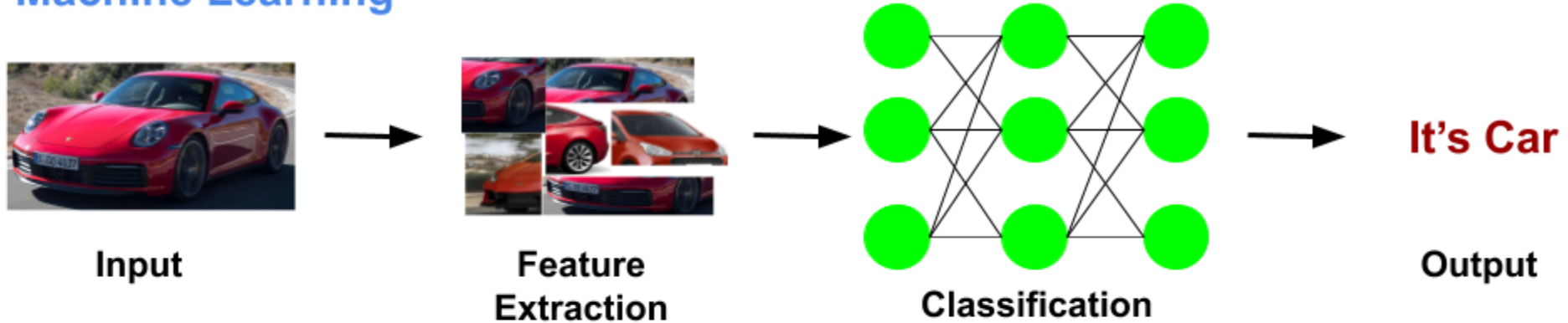
Output Layer

Limit of linear model”:

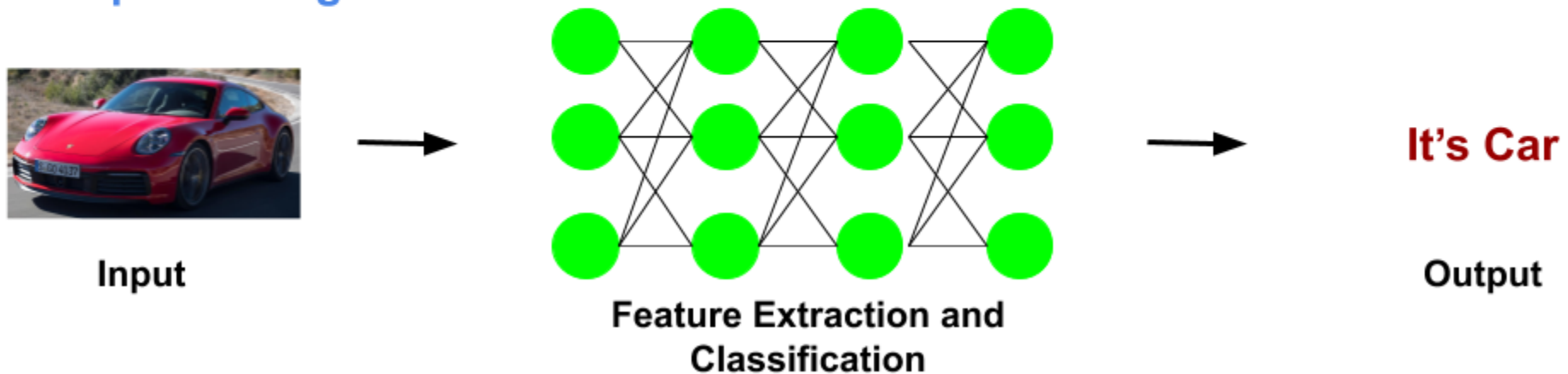
- Cannot model non-linear
- Underfitting
- Sensitive to outliers
- Cannot capture feature interactions
- Etc.

Machine learning vs. Deep learning

Machine Learning

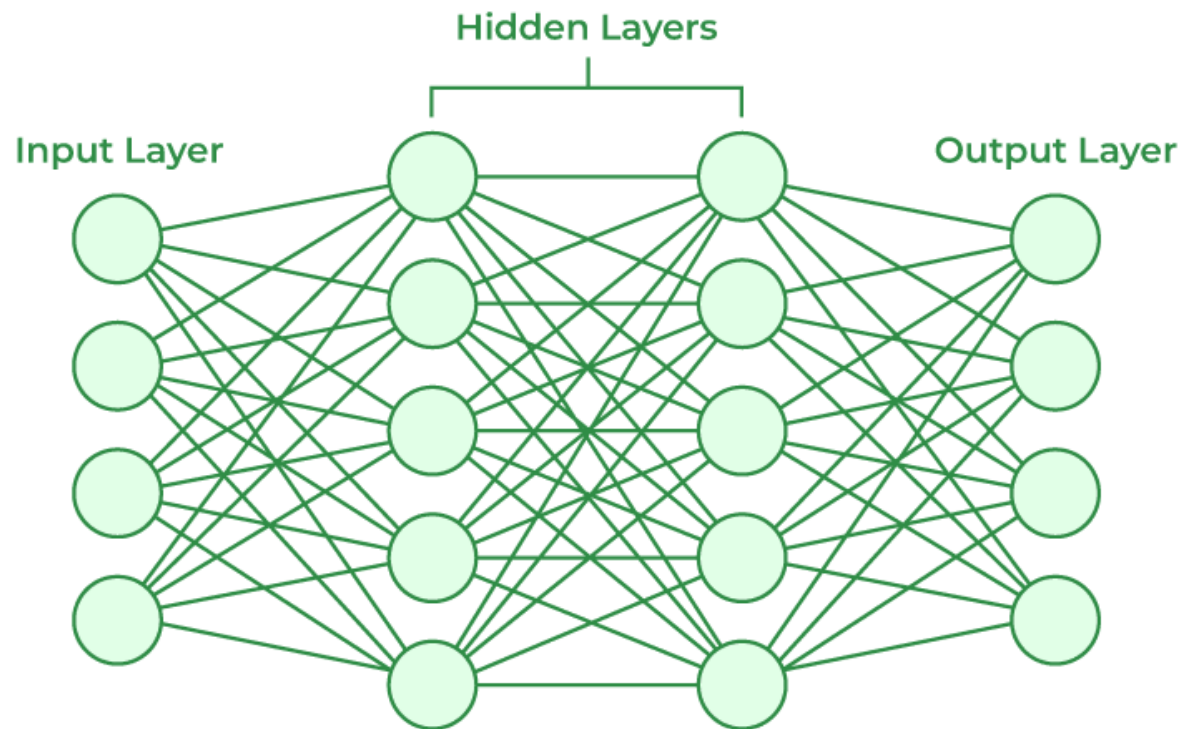


Deep Learning



Deep learning

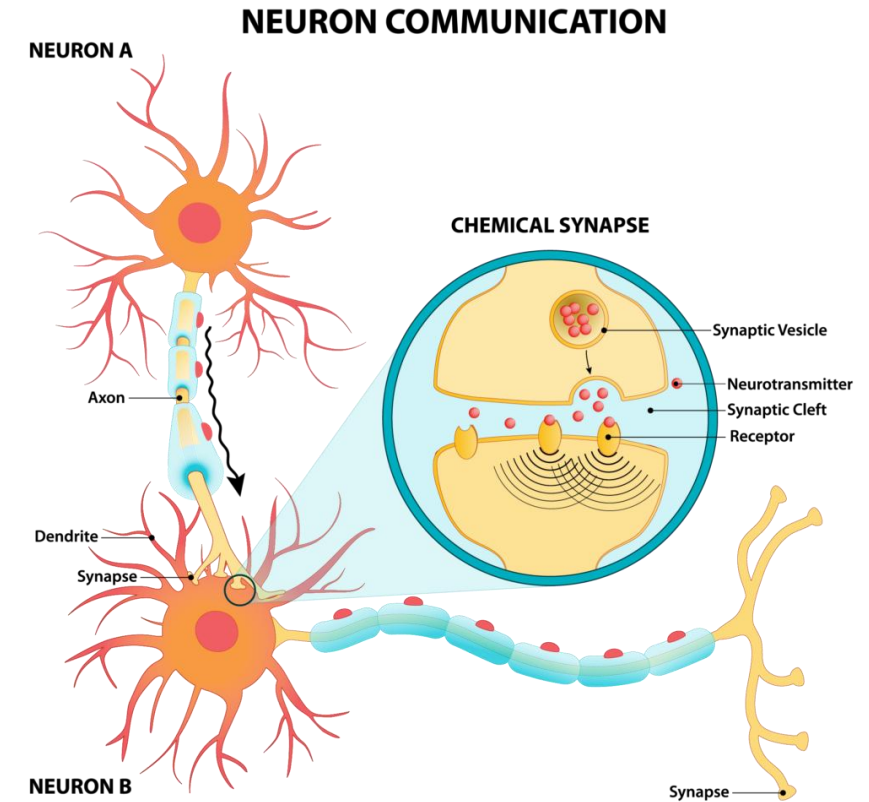
- A subset of machine learning algorithms that allow software to train themselves to perform tasks, using **multi-layered neural network**.



More (hidden) layers
= **deep learning**

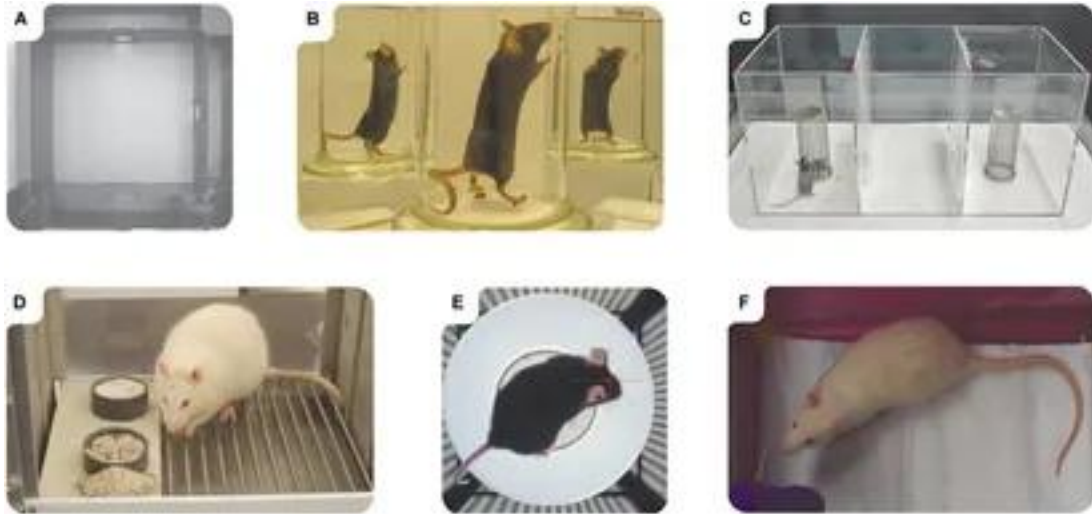
The use of more layers (i.e. depth)?

- Each layer = 1 processing step
- Multiple layers (i.e. processing steps) allow complex function to be interpreted
- Neural network
 - A sequence of layers
- Similarity to human neurons and connections
 - Vastly simplified computation within neuron
 - Discrete timestep
- Example
 - DeepLabCut



Queensland Brain Institute. Action potentials and synapses. (2017)

Traditional behavioral analysis

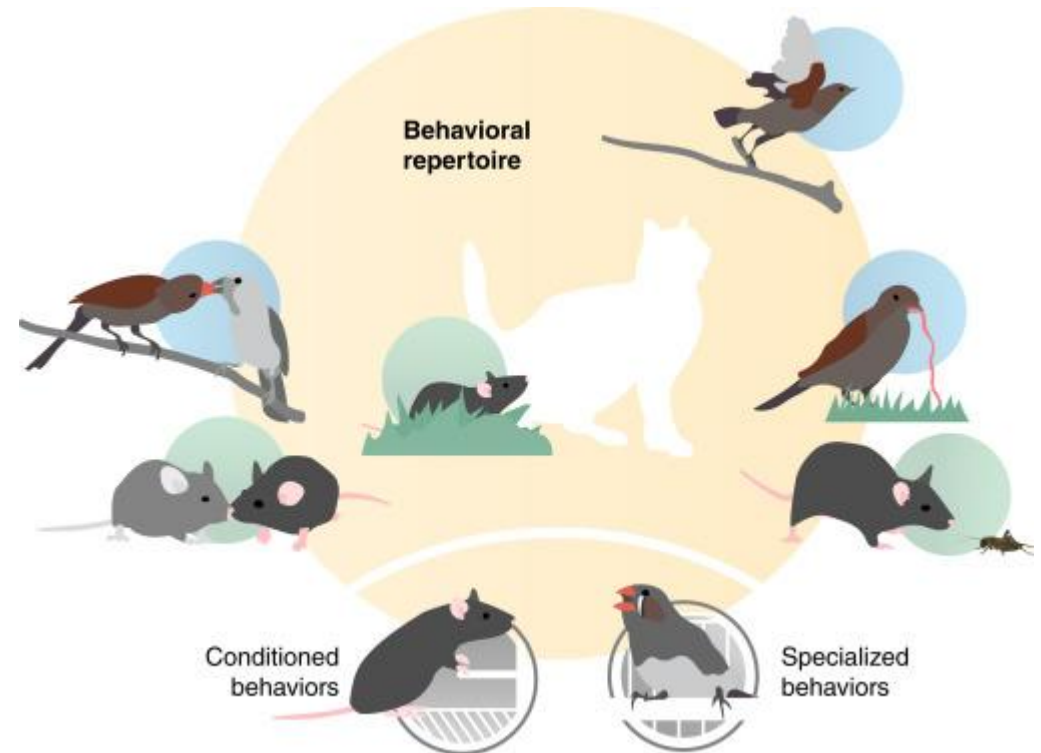


Rodent behavioral tests.

Hånell & Marklund (2014). Front. Behav. Neurosci.

Animal behavioral repertoire.

Miller et al. (2022). Current Biology.



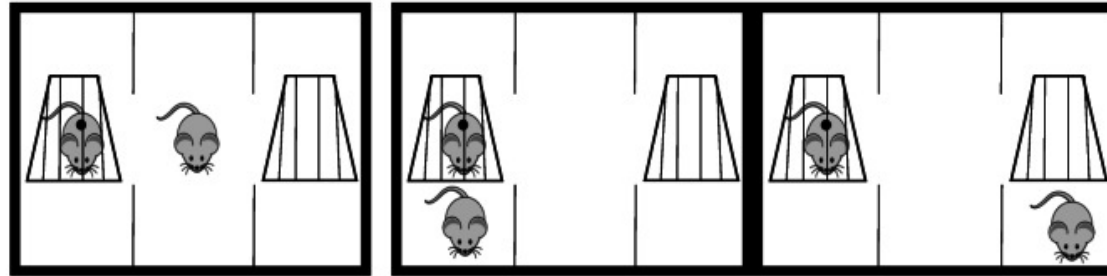
Current Biology

Limitations of traditional analysis

Preference for sociability

together

alone



Three-chamber test scheme.

Gasser et al. (2020). Naunyn Schmiedeberg's Arch Pharmacol.



Pre-1859: Natural history and observation



Early-20th century: Behaviorism



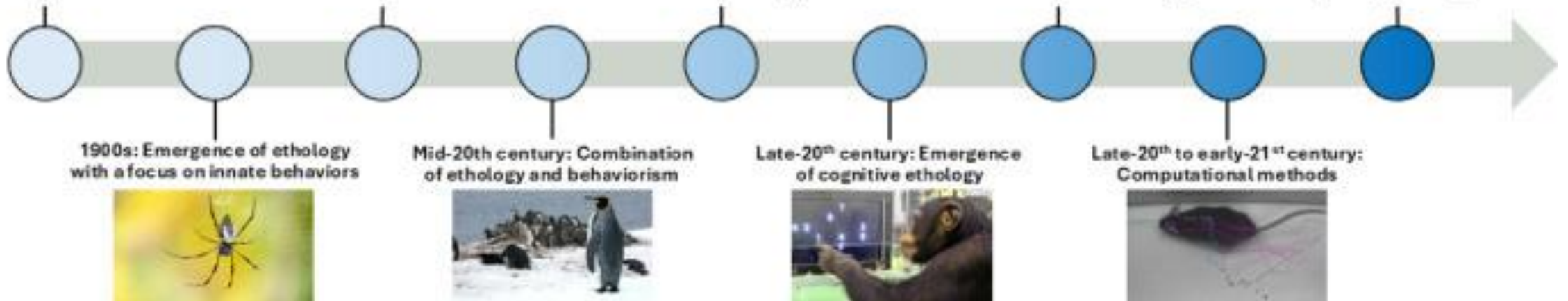
Late-20th century: Emergence of behavioral ecology



Late-20th century: Advancements in technology

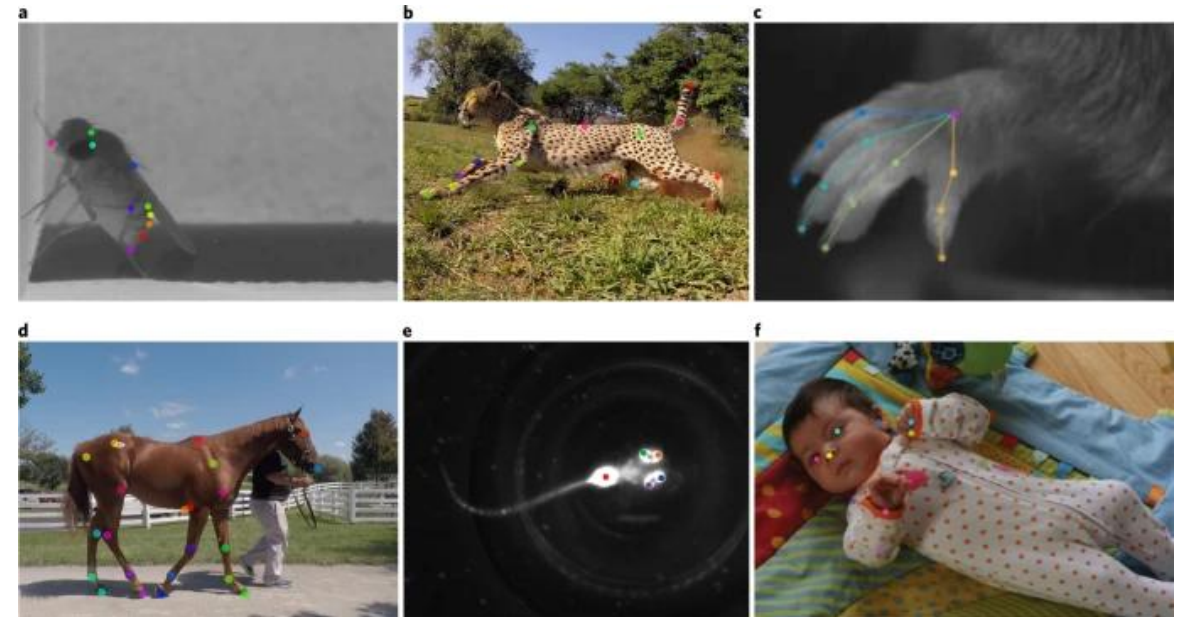
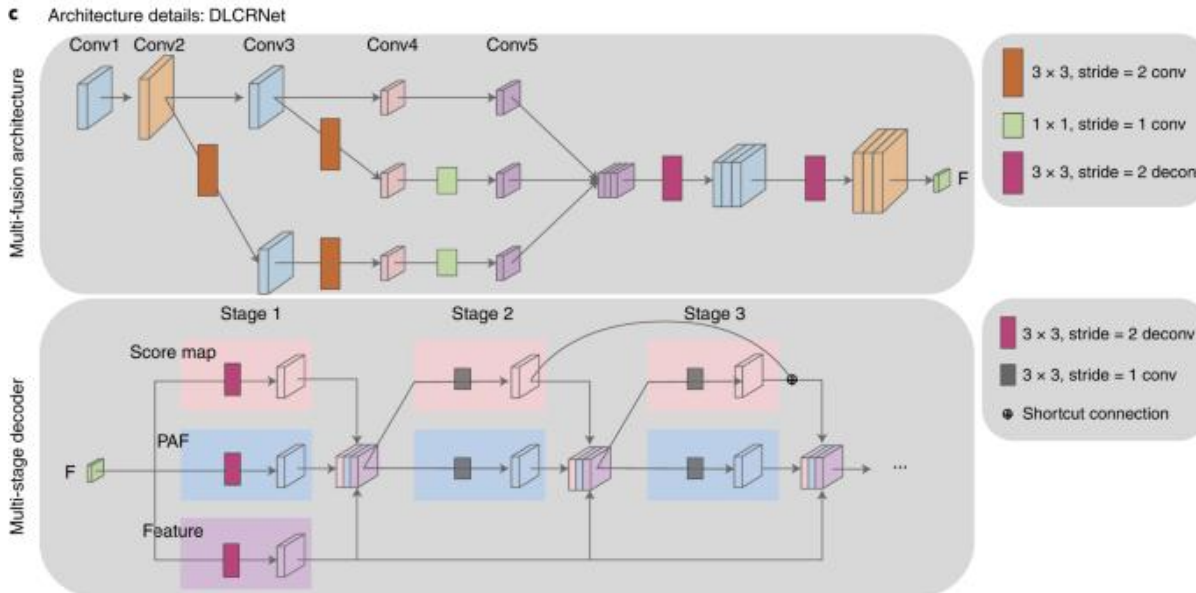
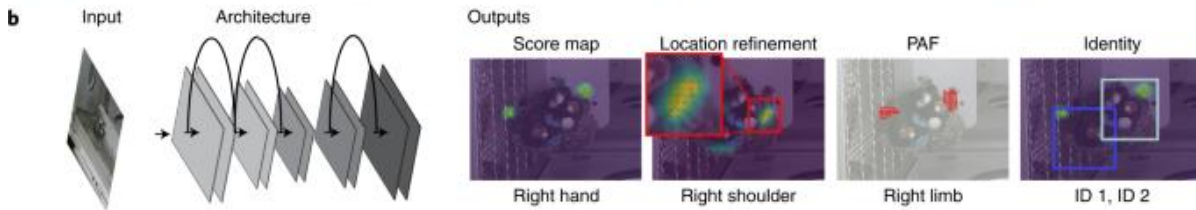
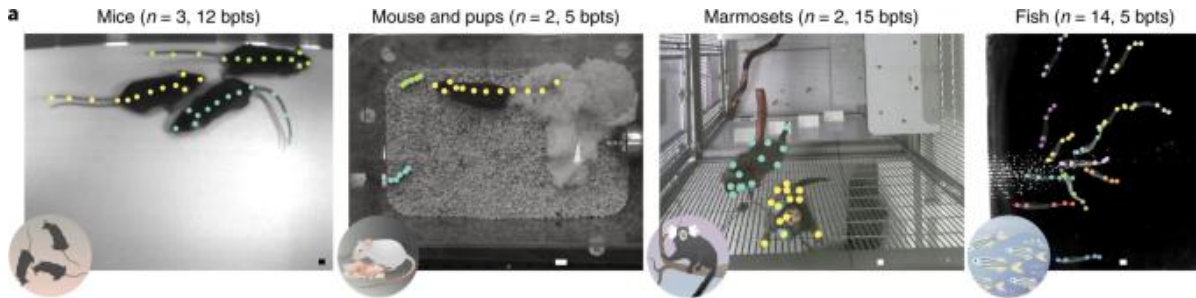


2010 onwards: Revolution through deep learning and AI



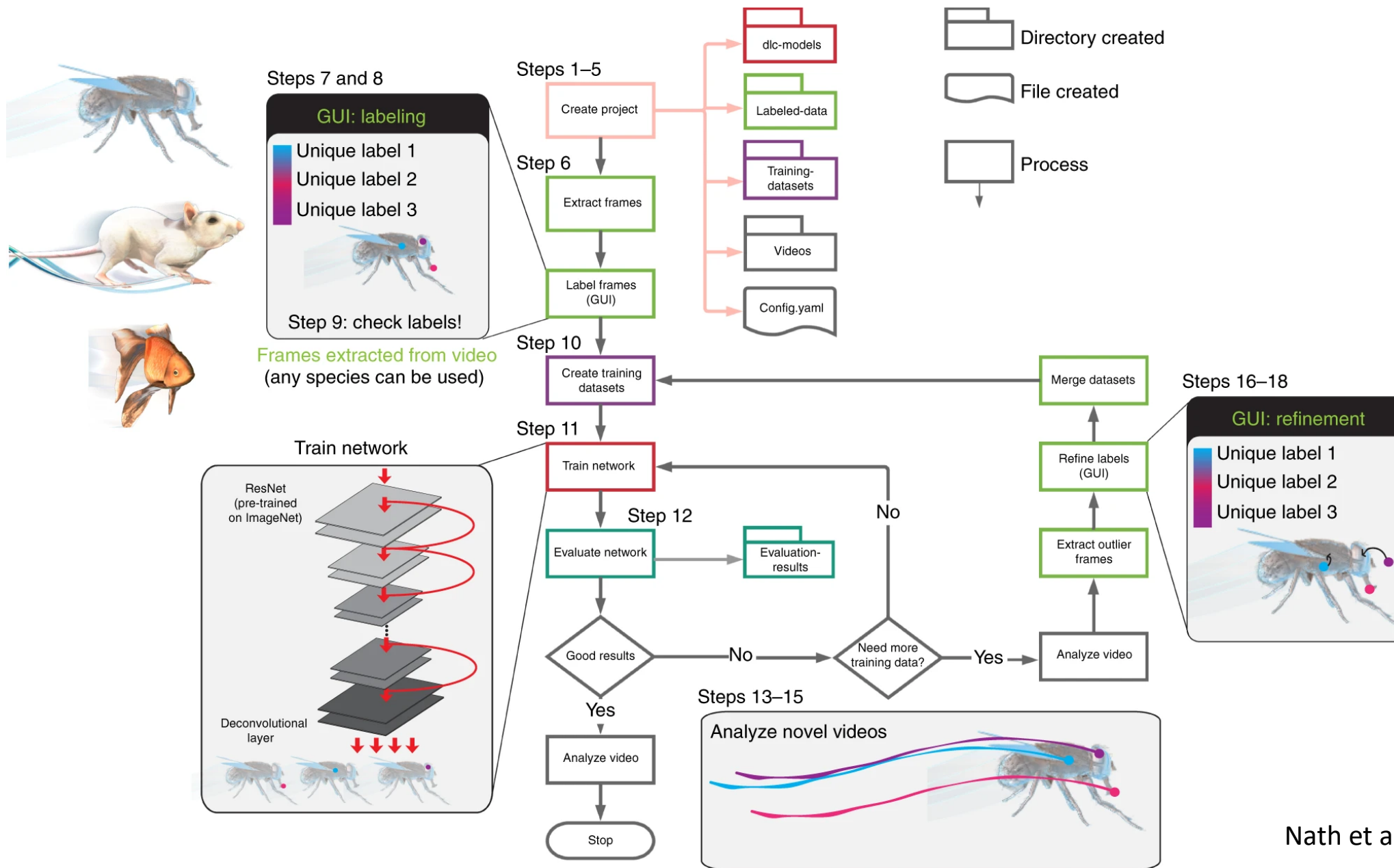
Timeline in animal behavior analysis advancement. Saoud et al. (2024). Ecological Informatics.

Why DeepLabCut & deep learning?



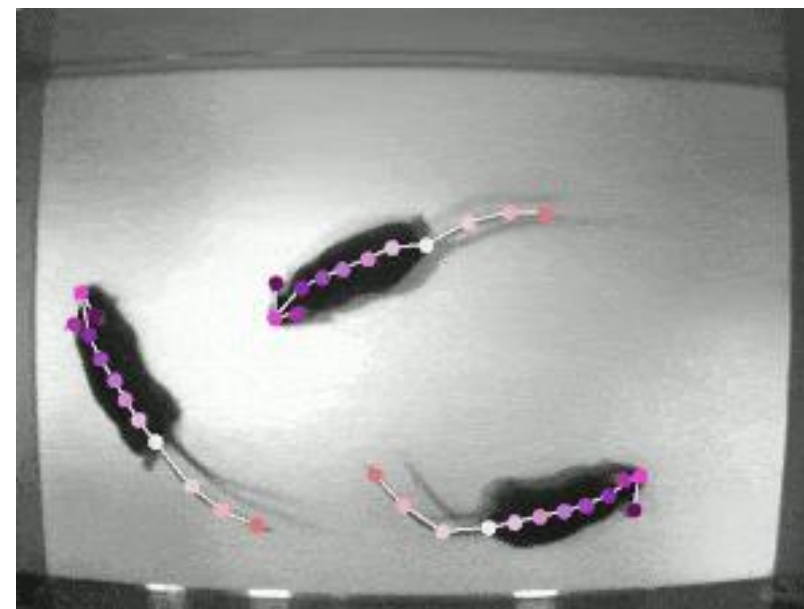
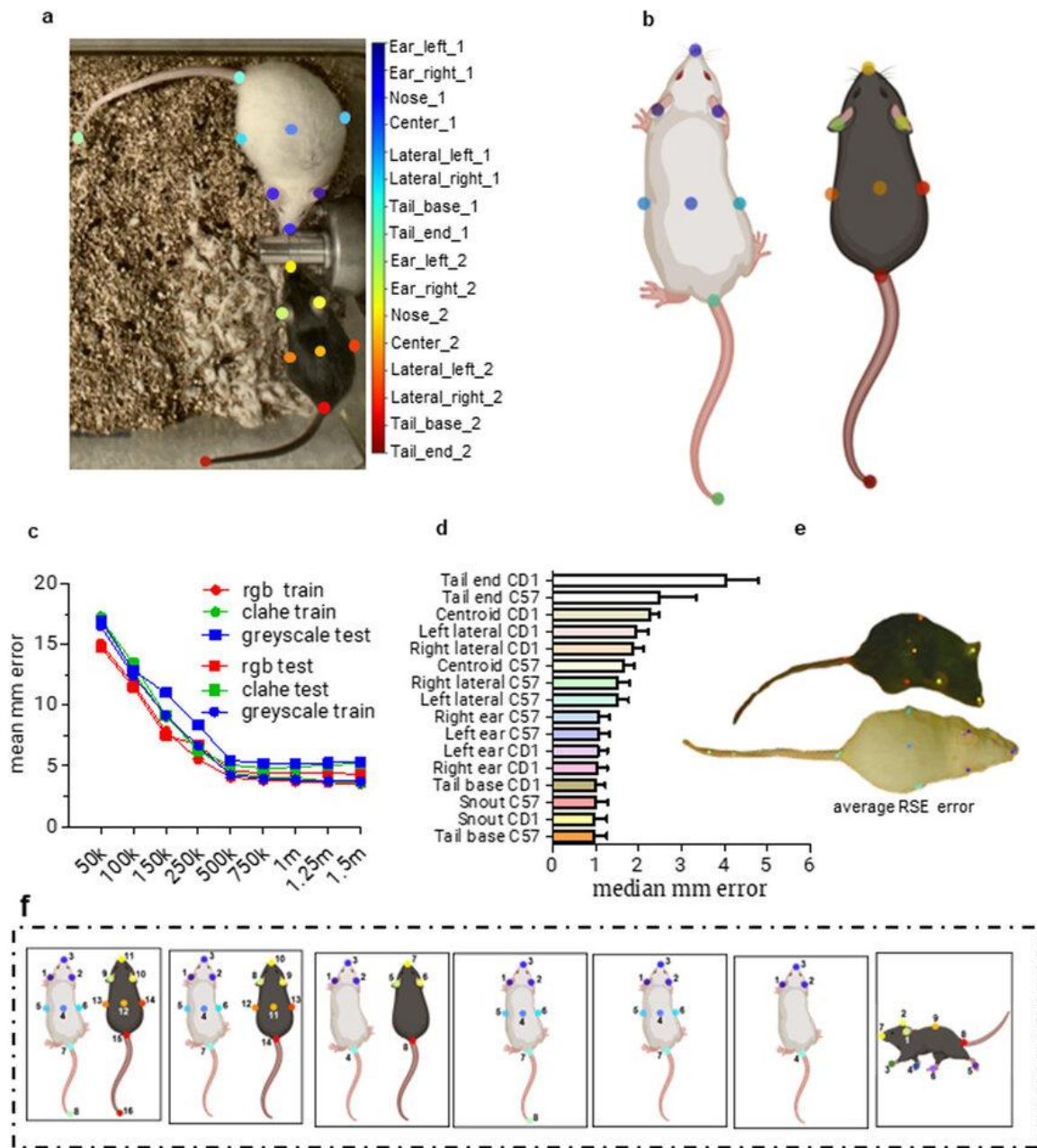
Nath et al. (2019). Nature Protocols.

Lauer et al. (2022). Nature Methods.



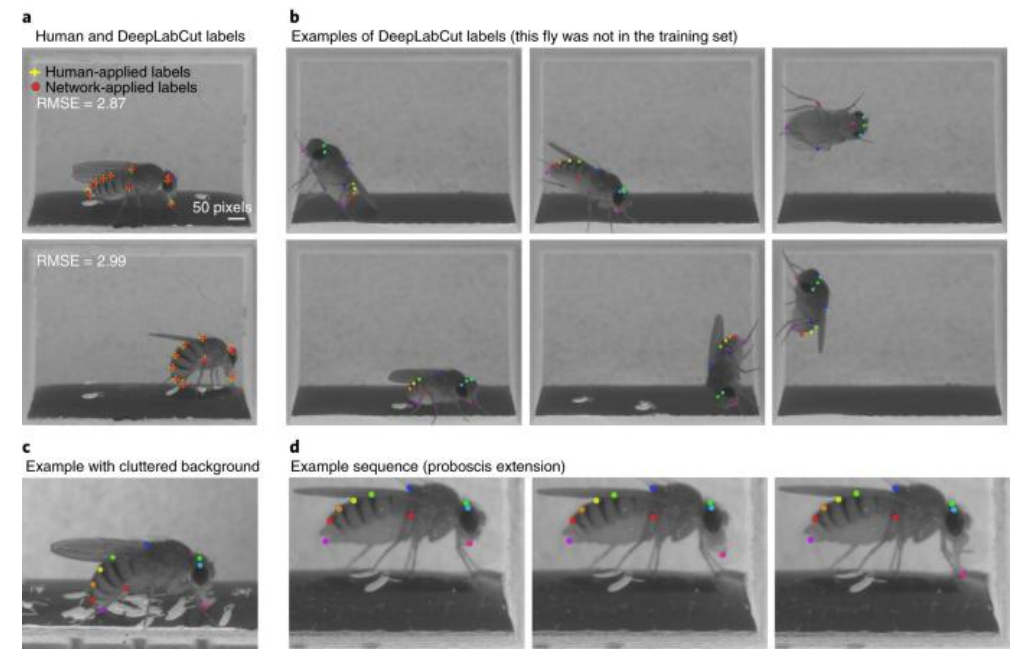
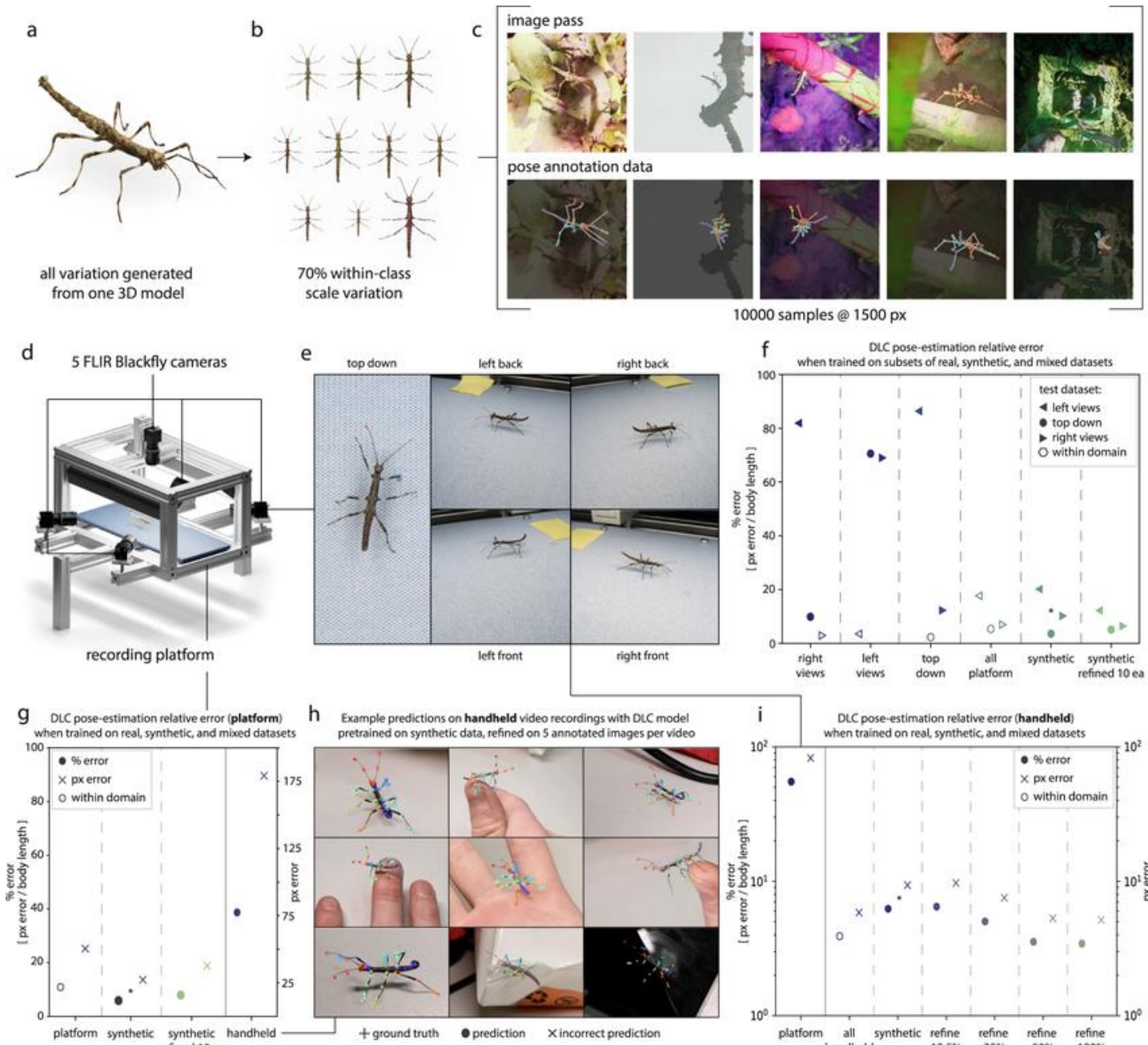
Nath et al. (2019). Nature Protocols.

Example of pose estimation

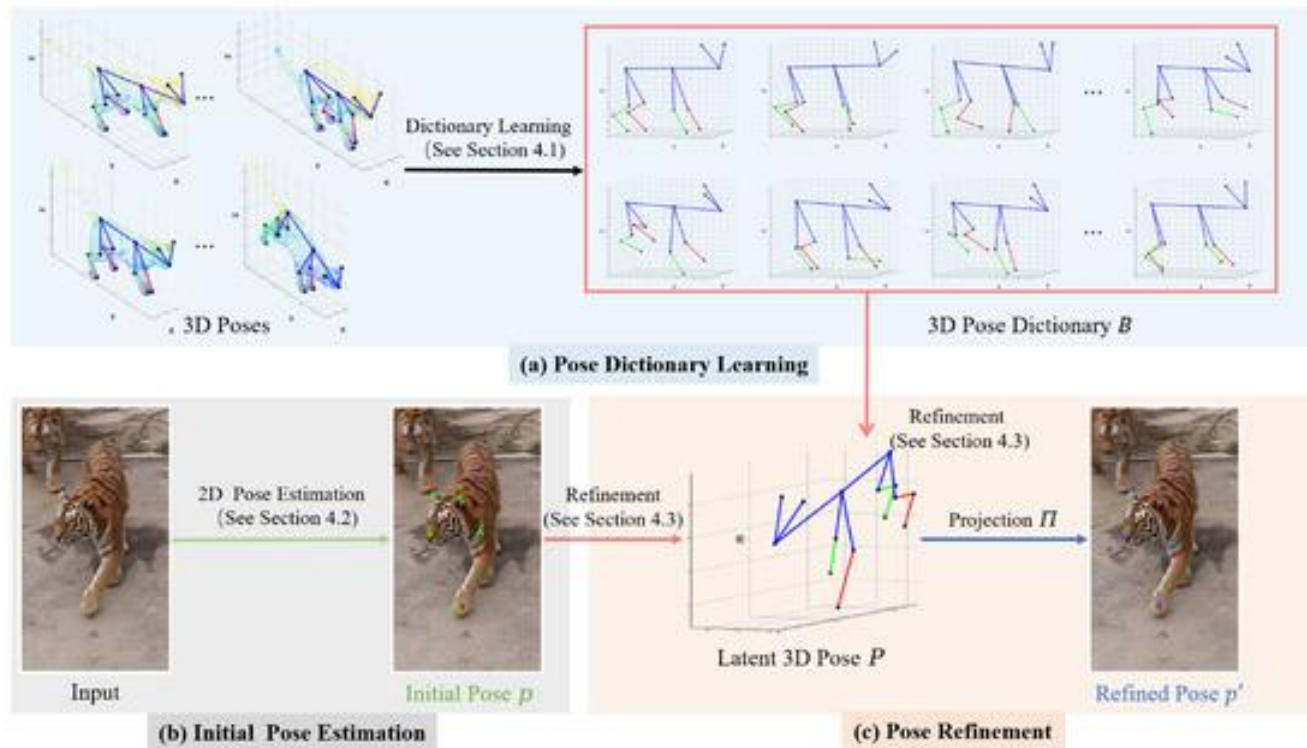


DeepLabCut demo mice

<https://www.mackenziemathislab.org/deeplabcut>



DeepLabCut application (insects)
Mathis et al. (2019). Nature Neuroscience.

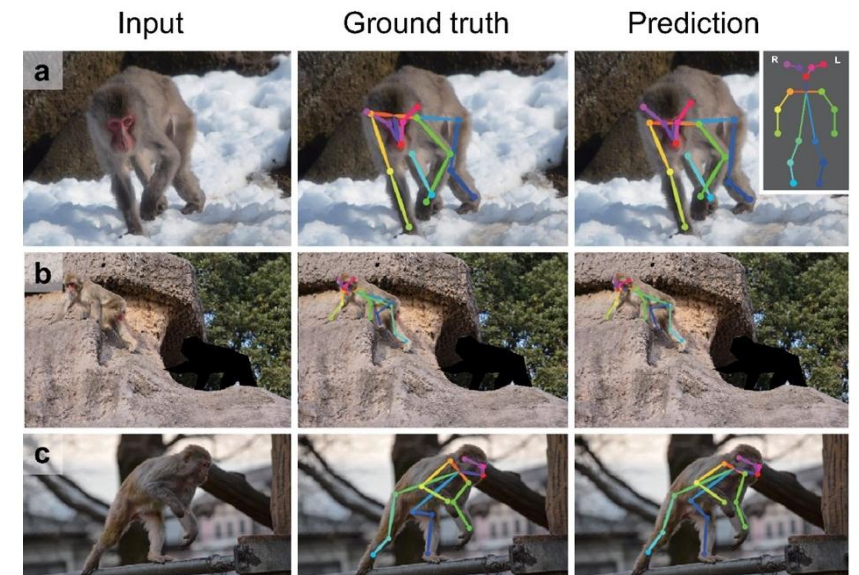


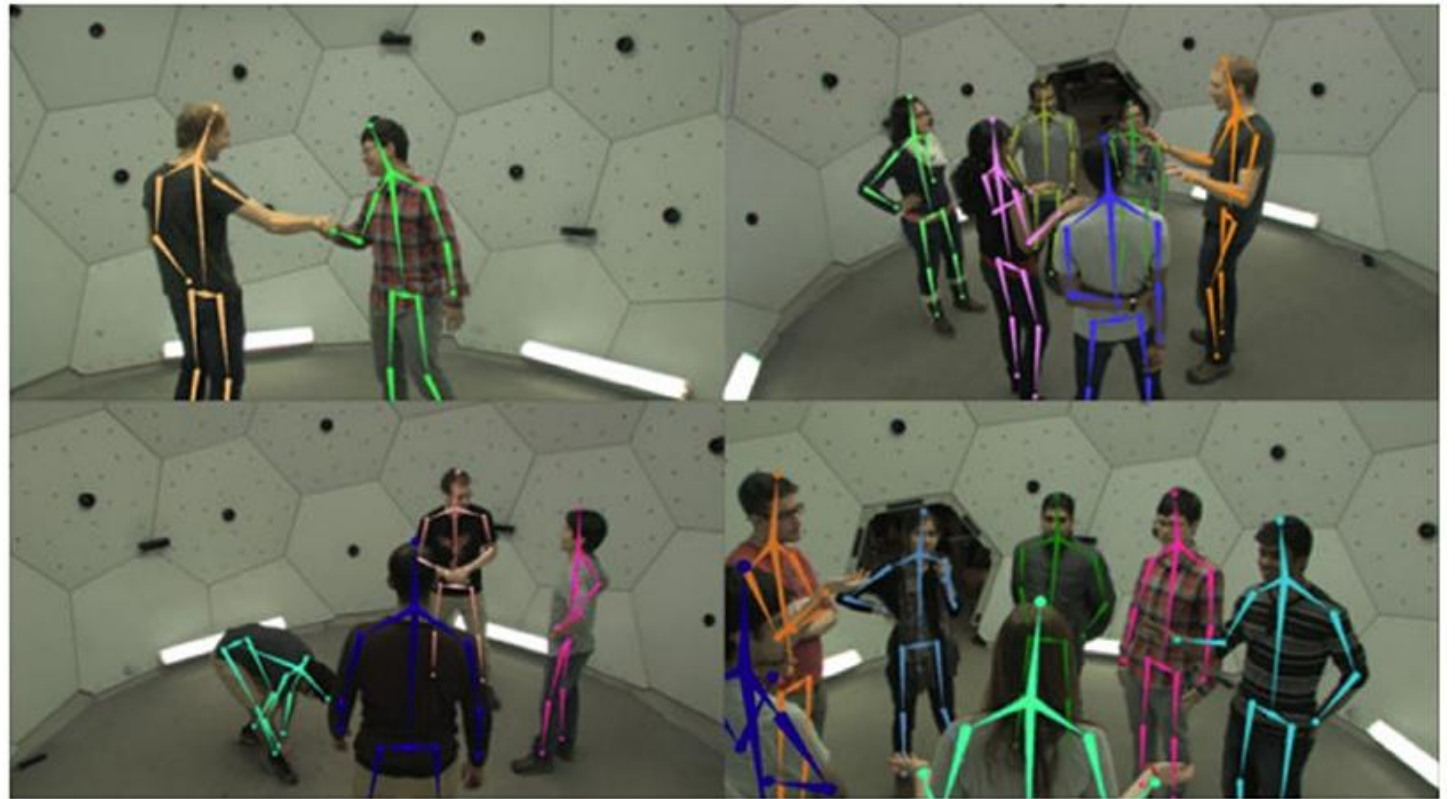
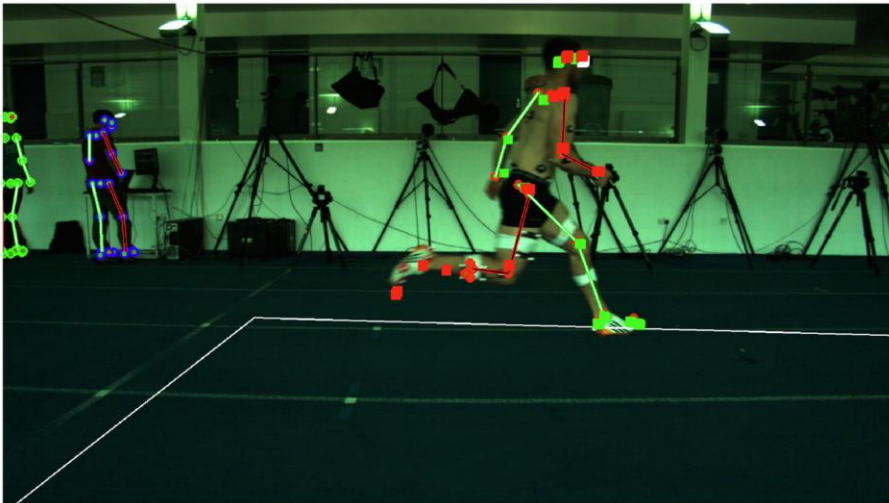
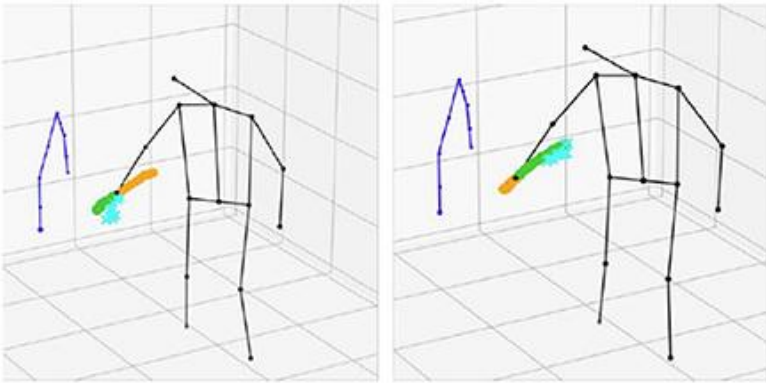
Animal/wildlife pose estimation.

Dai et al. (2023). Applied Sciences.



Labuguen et al. (2020). Biorxiv pre-print.



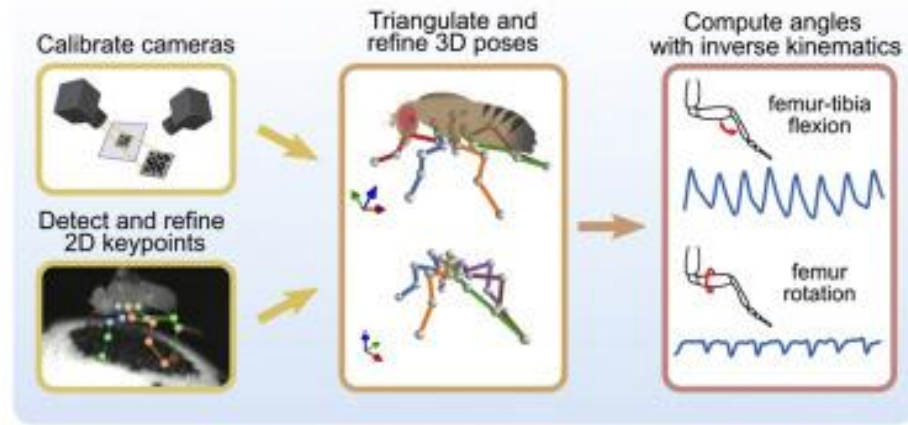


Human pose estimation

Avogaro et al. (2023). Front. Comput. Sci.

Needham et al. (2021). Sensors

3D tracking with Anipose

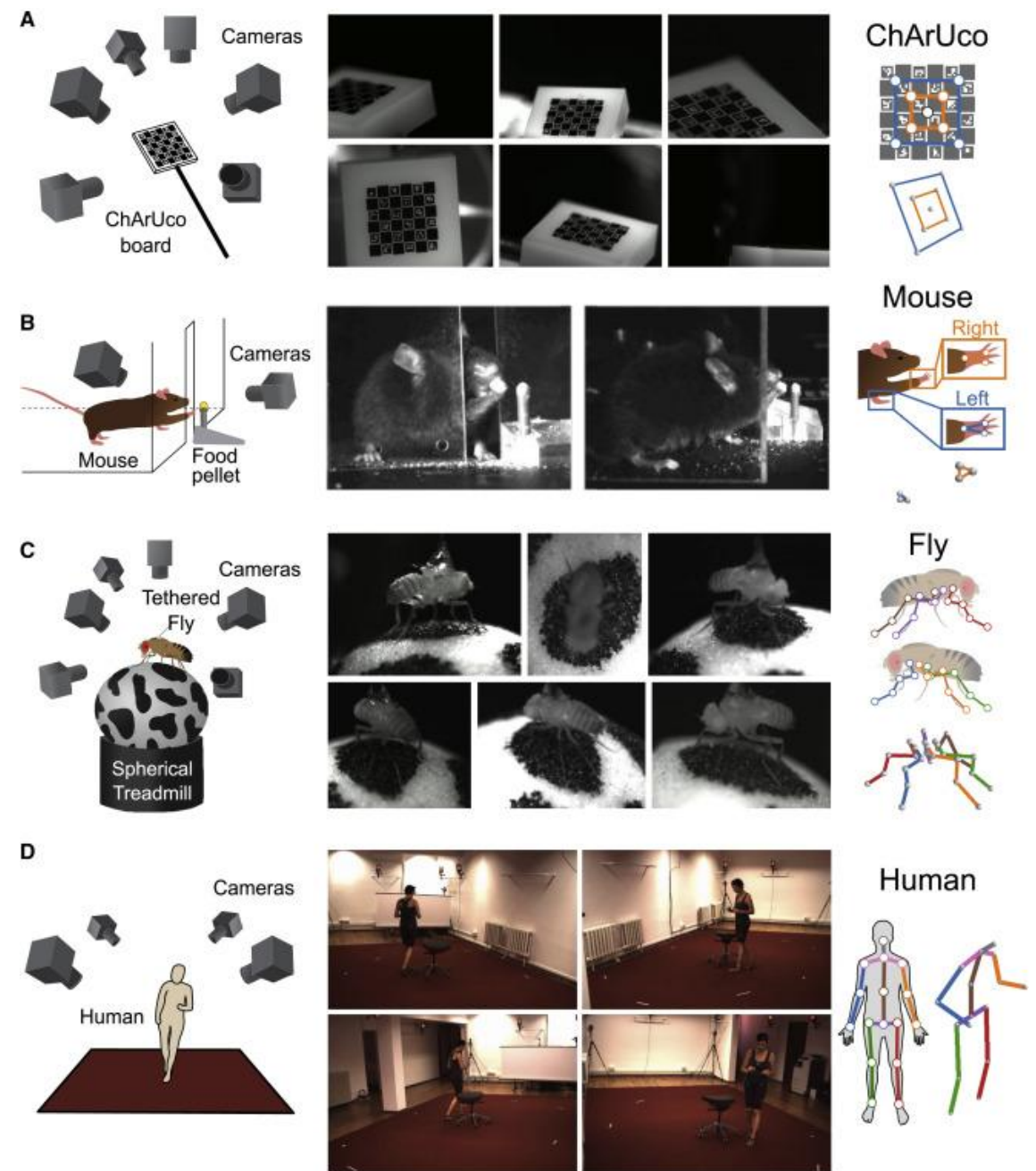


Examples of animals tracked in 3D



3D pose estimation

Karashchuk et al. (2021). Cell Reports.



DeepLabCut AI Residency



- Democratize AI-based behavioral analysis
- Empower individuals with diverse community to learn about the open-source community
- **Walk through the steps from project creation to video analysis**



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DLC GUI



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Nath et al. (2019). Nature Protocols.