

To run the analysis...

Below are the folder locations for the data for the experiments, and the sequence of .m files to run to generate the plots.

For behavior across defeat sessions (Figs. 2 – 4)

- /CSDS/data/Stress (social defeat – defeated mice)
 - o start_beh.m (set variable m = 1)
- CSDS/data/Control (social defeat – control mice)
 - o start_beh.m (set variable m = 2)
 - o start_beh_CSDS_summary.m

For baseline behavior (Figs. 1 F-I)

- /CSDS/data/Baseline
 - o start_beh.m (set variable m = 4)
 - o start_beh_summary.m (set variable m = 4)

For behavior with sucralose (Fig. 1 K-M)

- /Sucralose
 - o start_beh.m (set variable m = 11)
 - o start_beh_summary.m (set variable m = 11)

For behavior across defeat sessions, reward type is water only (see Methods)

- /CSDS_water
 - o start_beh.m (set variable m = 5)
 - o start_beh_CSDS_water.m

For behavior with randomized trials (Fig. 1J)

- /Randomized
 - o start_beh_randomized.m
 - o start_beh_randomized_summary.m

For spontaneous activity imaging (Figs 5 – 7)

- M2spon_CSDS/data/Stress (social defeat – defeated mice)
 - o start_beh.m (set variable m = 21)
- M2spon_CSDS/data/Control (social defeat – control mice)
 - o start_beh.m (set variable m = 22)
 - o start_dffspon_compute.m (set variable m = 21)
 - o start_dffspon_compute.m (set variable m = 22)
 - o start_dffspon_analyze.m (set variable m = 21)
 - o start_dffspon_analyze.m (set variable m = 22)
 - o start_dffspon_summary.m

A table of the imaging experiments

<u>Mouse ID</u>	<u>Virus</u>	<u>Social defeat?</u>
82	GCaMP6f	stressed
83	GCaMP6f	stressed
84	GCaMP6f	stressed
85	GCaMP6f	stressed
88	GCaMP6f	control
9	Bicistronic	control
10	Bicistronic	control
11	Bicistronic	control
1	Bicistronic	stressed
4	Bicistronic	stressed
5	Bicistronic	stressed