Pesticide Detection Read Me

Table of contents: (Not yet made)

1. Input Data:
2. Internal Data frames
   1. CompVidRep2
      1. “x” and “y” coordinates of infect at “frame” (frame is synonymous with seconds)
      2. “pred1” and “pred2” denote the coordinates of the \_\_ and \_\_ quadrant dividers given the insect’s () coordinates respectively
      3. “TPX” is the X coordinate of the vertical line dividing the quadrant. “BPX” is the bottom point X coordinate. The difference of these two points helps to determine the slope and which coordinate the insect is in.
      4. “trayn” is the number assigned to each tray in a video (1-6) left to right then top to bottom.
      5. “position” is the number assigned to each tray in a trial (1-12) with trays designated as their trayn for camera 1 and trayn+6 for camera 2.
      6. “camera” is the camera (1 or 2) that recorded the video. 1 is the left camera.
      7. “insect.id” is the paste of the repetition, trial, and position serving as a character Unicode for each insect.
      8. “DishID” is the number written on the dish (underside). Dishes 1-6 have pesticide. 7-12 are controls.
      9. “quad” is the quadrant the bug is in at the current frame from the camera’s perspective. Quadrants were labeled clockwise with the top right being 1.
      10. “PQuad” is the quadrant the bug is in at the current frame based on how the trays were painted. Quadrants 1 and 3 contain the treatment paint. (Derived from OTab based on orientation and quad.
      11. “Orientation” is the PQuad in the 1st quadrant. Orientation was chosen randomly from R prior to trial.
      12. “PTray” indicates if the tray has pesticide or not.
      13. “Pesticide” is whether the insect was on pesticide at that time
      14. “Treat\_Quad” is whether the insect was on the treatment quadrants (quadrants 1 and 3 regardless of pesticide or control paint.
      15. “Result” is PTray and Treat\_Quad pasted together. Can be used to create contingency table.
3. Visual Aids in analyzing data
   1. Experiment set up
   2. Orientation and determining quadrants