

# Analysis & Modeling of Mouse Olfactory Navigation

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# Decision Tree

Warm-up: can we construct a decision tree from general to specific, so as to mimic mouse's trace?

- Random sample a very near position
- Compare the odor intensity between the two positions  $d = \text{new} - \text{current}$ :
  - $d > \text{th}$ :  $P(\text{make a step forward}) > P(\text{go back and resample}) > P(\text{random choice})$
  - $d < -\text{th}$ :  $P(\text{go back and resample}) > P(\text{make a step forward}) > P(\text{random choice})$
  - $-\text{th} < d < \text{th}$ :  $P(\text{random choice}) > P(\text{go back and resample}) = P(\text{make a step forward})$
- Move randomly based on the above protocol
- Use genetic algorithm to optimize the above protocol

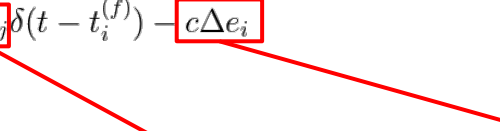
# Infotaxis with Decision Process

Attempt 1:

- Instead of sampling 8 pixels around the searcher, the searcher samples one near position drawn from a skewed normal distribution determined by the wind direction.
- Sample step size from a Levy distribution with scale inversely proportional to the concentration at the sampling position
- Move forward, backward, or randomly based on the decrease in entropy.

Attempt 2:

- The probability of staying (labeled as 0) or going to one of the 8 directions around (labeled from 1 to 8),  $p_j$ , is linearly proportional to a corresponding dynamic factor,  $x_j$ , where

$$\tau_i \frac{dx_i}{dt} = -x_i - \tau_i x_i \sum_{j=0}^8 \sum_f w_{ij} \delta(t - t_i^{(f)}) - c \Delta e_i$$


- An integrator of decisions
- The weight matrix determines the decision style

Weight from j to i

Scaled change in the entropy of posterior field

# Multi-order Hidden Markov Model

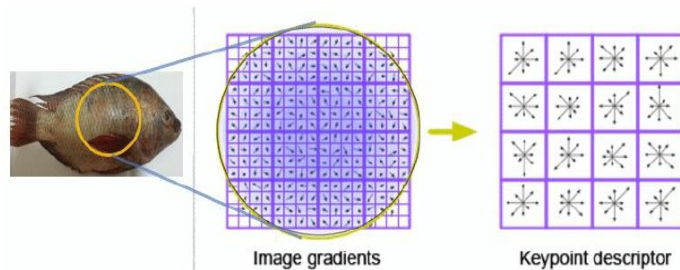
- Attempt 1:
  - Angle between the current position and the target position
  - Distance to the target
  - Nose orientation relative to the body (and head direction)
  - Distance between the nose and body
- Attempt 2:
  - Change of x in the center-of-mass position
  - Change of y in the center-of-mass position
  - Nose orientation relative to the body (and head direction)
  - Distance between the nose and body

# Linear Decomposition of Trajectories

- Assume a trajectory is the linear superposition of some rotated kernels
- If reliable, we can train HMM on those kernels

# Bag of segments

- Scale-Invariant Feature Transform (SIFT)
  - For some window sizes, summarize the first derivatives



# Other Ideas

- Kalman filter or particle filter
- Variational autoencoder