

### Masked Video

VideoName.hdf5



- **Masks** (3D array of intensities)  
 - **Full Frames** (full frames every 10 min ~)  
 + **metadata...**

### Trajectories Data

VideoName\_**trajectories**.hdf5



**/plate\_worms** ( worm IDs [joined and unjoined] & blob features)  
 + **metadata...**

```
worm_index: [2319183x1 int32]
worm_index_joined: [2319183x1 int32]
frame_number: [2319183x1 int32]
  coord_x: [2319183x1 single]
  coord_y: [2319183x1 single]
  area: [2319183x1 single]
  perimeter: [2319183x1 single]
  box_length: [2319183x1 single]
  box_width: [2319183x1 single]
  quirkiness: [2319183x1 single]
  compactness: [2319183x1 single]
  box_orientation: [2319183x1 single]
  solidity: [2319183x1 single]
  intensity_mean: [2319183x1 single]
  intensity_std: [2319183x1 single]
  threshold: [2319183x1 int32]
  bounding_box_xmin: [2319183x1 int32]
  bounding_box_xmax: [2319183x1 int32]
  bounding_box_ymin: [2319183x1 int32]
  bounding_box_ymax: [2319183x1 int32]
segworm_id: [2319183x1 int32]
  hu0: [2319183x1 single]
  hu1: [2319183x1 single]
  hu2: [2319183x1 single]
  hu3: [2319183x1 single]
  hu4: [2319183x1 single]
  hu5: [2319183x1 single]
  hu6: [2319183x1 single]
```

### Skeleton Data

VideoName\_**skeleton**.hdf5



**/trajectories\_data** (sorted, smoothed, filtered version of plate\_worms.  
 If index=-1 means filtered out.  
 plate\_worms\_id refers back to rows of plate\_worms.  
 skeleton\_id refers back to rows of skeleton.  
 + control flags  
 + mask parameters :

```
frame_number: [2317374x1 int32]
worm_index_joined: [2317374x1 int32]
plate_worm_id: [2317374x1 int32]
skeleton_id: [2317374x1 int32]
  coord_x: [2317374x1 single]
  coord_y: [2317374x1 single]
  threshold: [2317374x1 single]
  has_skeleton: [2317374x1 uint8]
  roi_size: [2317374x1 single]
  area: [2317374x1 single]
  timestamp_raw: [2317374x1 double]
  timestamp_time: [2317374x1 double]
  worm_label: [2317374x1 int64]
  worm_index_N: [2317374x1 int32]
)
```

**/skeleton** (3D array :  
 worm\_index x segment  
 number (1:49) x Xycoordinates  
**/contour\_side1**(same format as skeleton)  
**/contour\_side2** (same format as skeleton)  
**/contour\_width** (2D array : ID  
 x segment number (1:49) )  
 + other ID feature arrays  
 + **metadata...**

### Features Data

VideoName\_**features**.hdf5



**/features\_timeseries** (2D table worm\_index which is worm\_index\_joined in /trajectories\_data , timestamp, motion\_modes, features1, features2,...,features53)  
**/feature\_means** (2D table worm\_index , n\_frames, n\_valid\_skel, feature1,...,feature726)  
**/worm\_1**  
 .  
 .  
 .  
**/worm\_n /skeletons** (smoothed , includes timestamps, units  $\mu\text{m}$ )  
**/features\_events/'feature name'** (each a 1D array)  
 .  
 .  
 .  
**/worm\_N**

### Intensity Data

VideoName\_**intensity**.hdf5



(The intensity along each element. In the future it is to identify the worms after a colloid/ trajectories fragmented.)