Chunk 1 - Gaussian Surprisal Method (Absolute Gaussian) - 3 patches **Ground Truth Autoregressive Predictions** 600 **Patch Boundaries** Gaussian Surprisal 11 Gaussian Threshold (64.509) 500 Consider Surprised (bits) 10 Value 6 100 50 100 150 200 250 Chunk 1 - Quantile Surprisal Method (Absolute Quantile) - 29 patches **Ground Truth** 12 -8.0 **Autoregressive Predictions Patch Boundaries** Quantile Surprisal 11 Quantile Threshold (0.476) O O 9 O Quantile Surprisal (bits) 10 Value 0.2 0.0 100 250 50 150 200 Sample Index