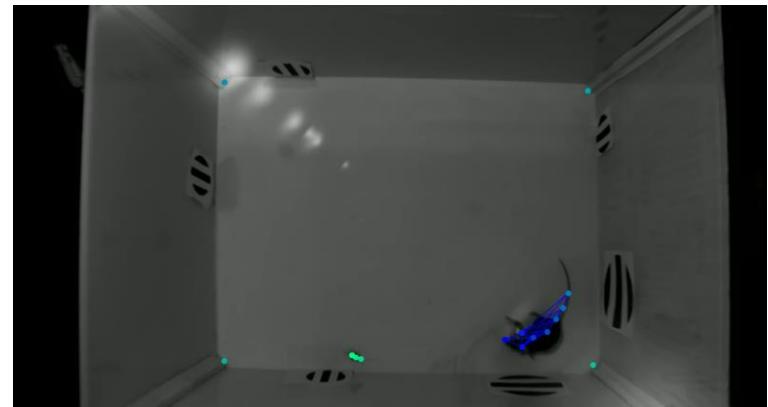
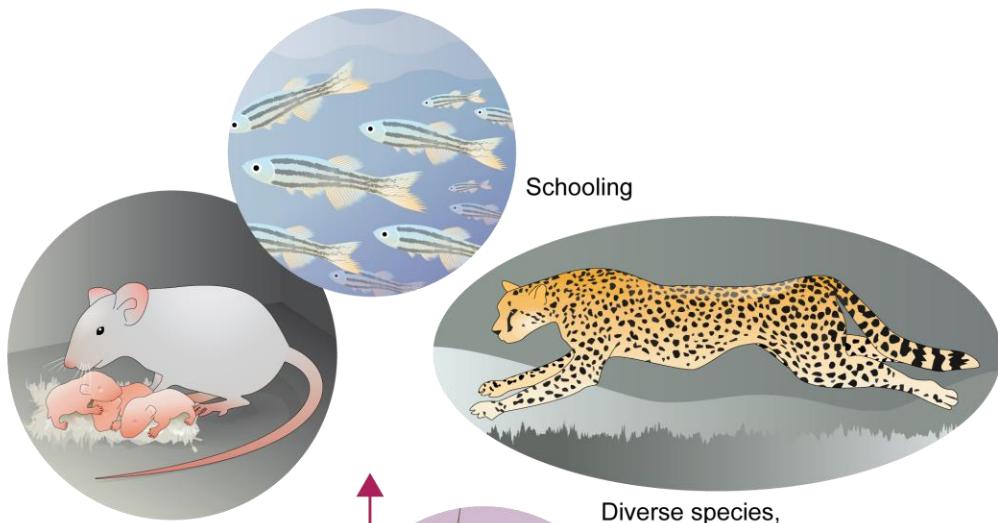
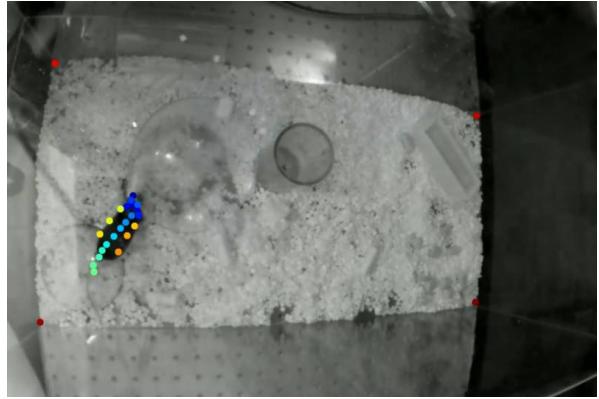


# Measuring Behavior with deep learning

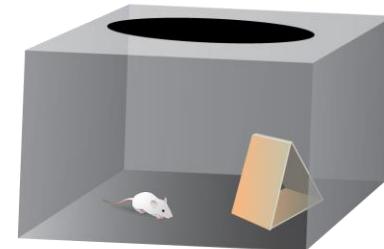
Mackenzie W. Mathis, PhD  
NX-435 Spring 2025

# Various behavioral assays in systems neuroscience



trial-based  
(classical tasks)

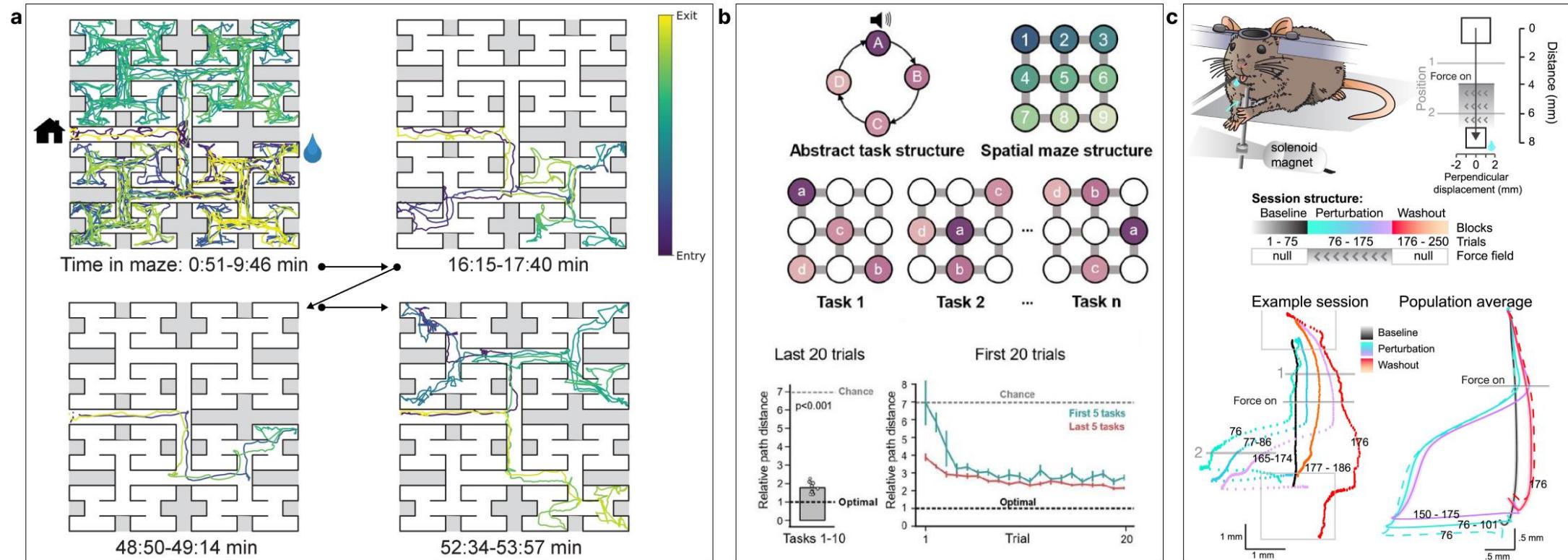
complex motor actions  
(motor control & kinematic studies)



Skilled reaching



# Various behavioral assays in systems neuroscience



Mathis 2025; arXiv

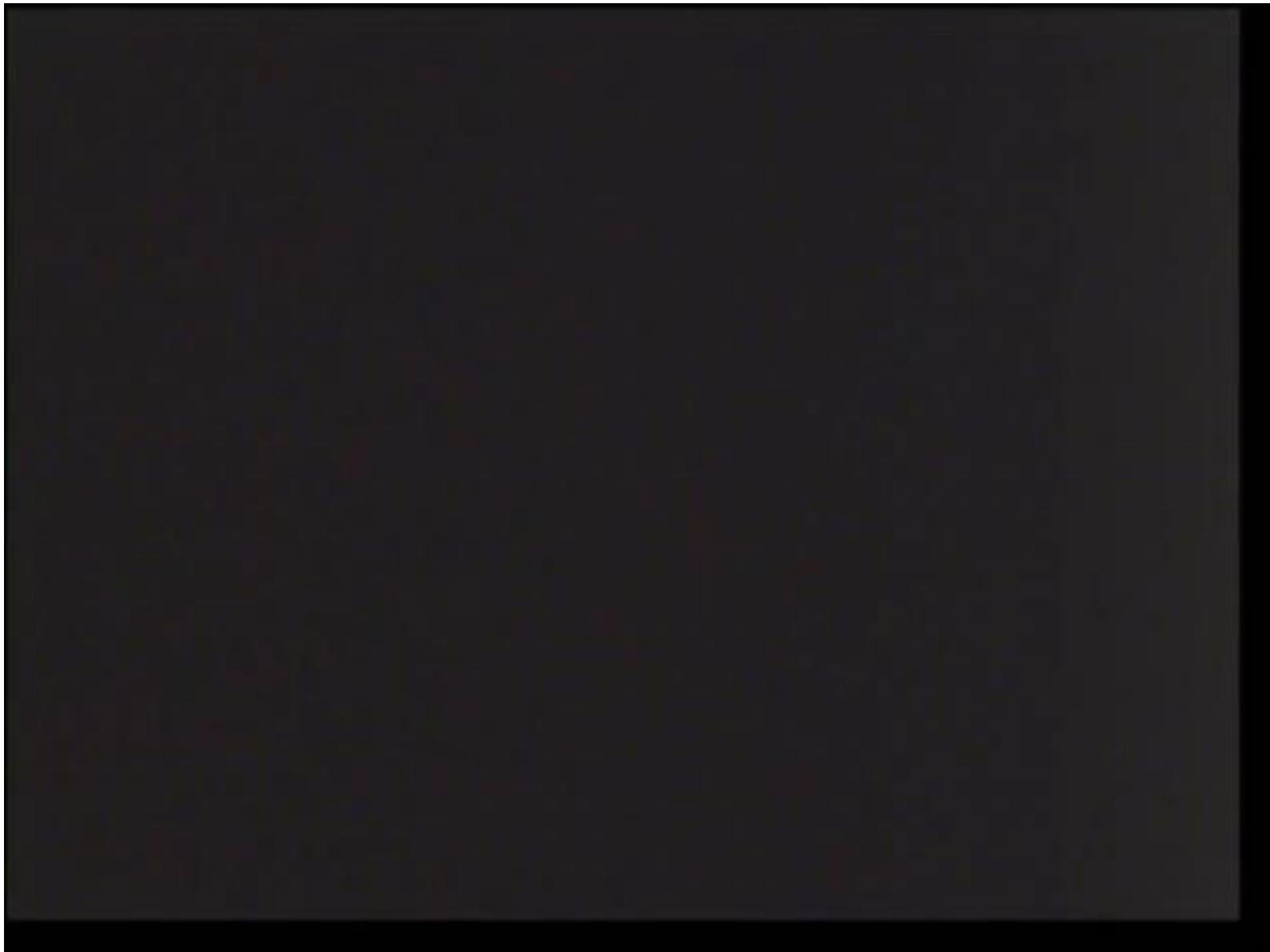
## Rapid Learning in animals: from few-shot to updating of internal model-based learning.

(a) Adapted from Rosenberg et al. 2021

(b) Adapted from El-Gaby et al. 2024: Task design: animals learned to navigate between 4 sequential goals on a  $3 \times 3$  spatial grid-maze.

Reward locations changed across tasks but the abstract structure, 4 rewards arranged in an ABCD loop, remained the same.

(c) Adapted from Mathis et al. (7):



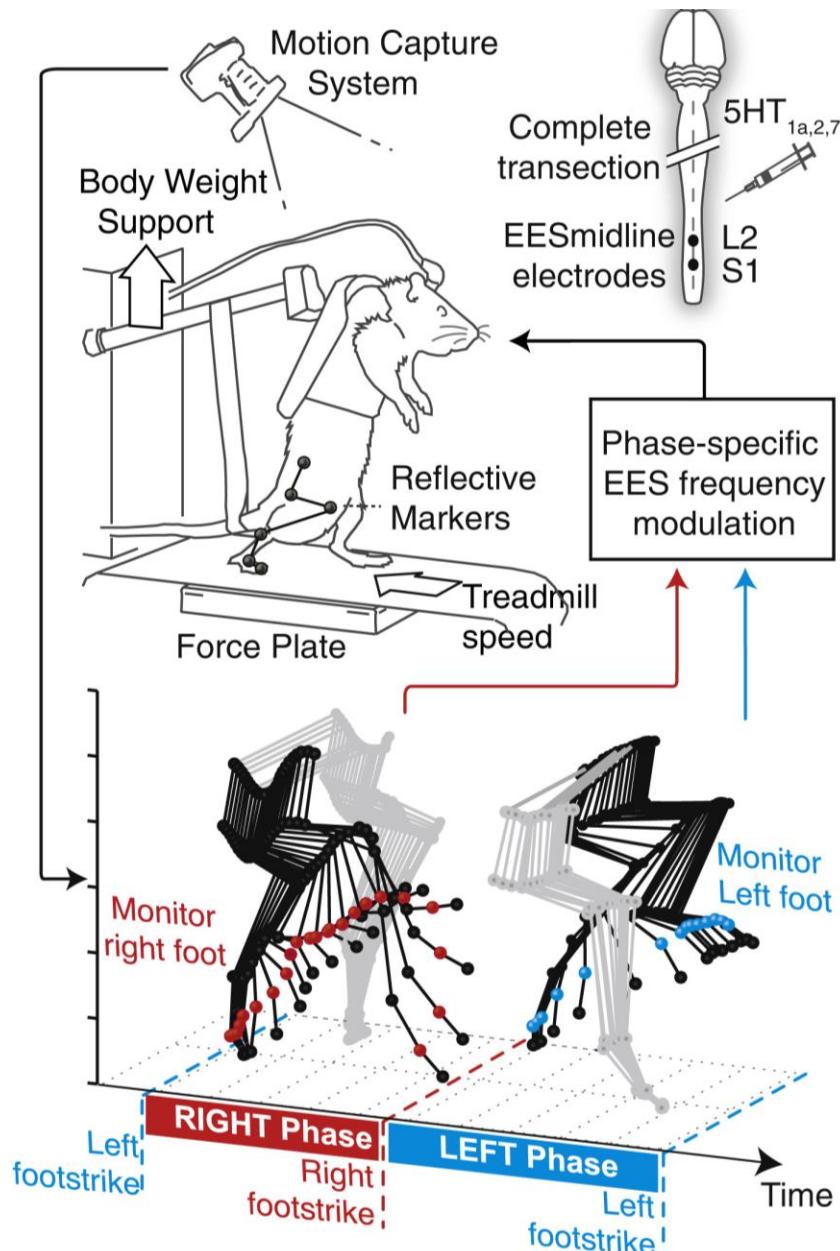
# Measuring movement



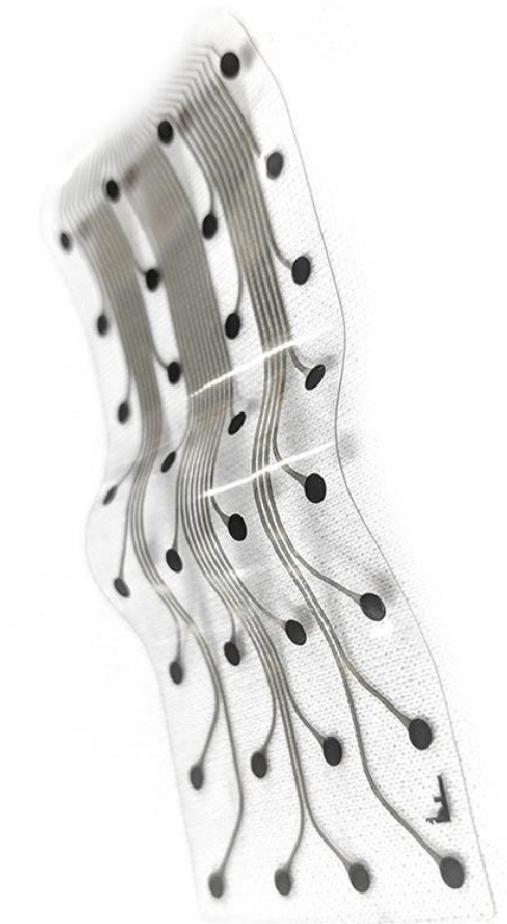
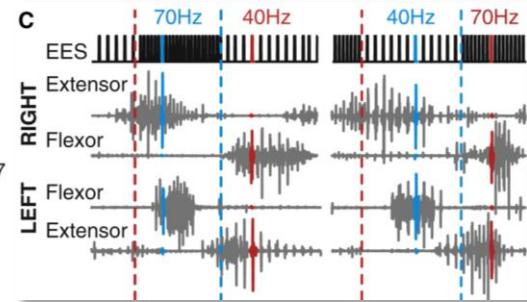
E. Muybridge, 1887 (zoopraxiscope)



Ota et al. 2015 Sci Reports



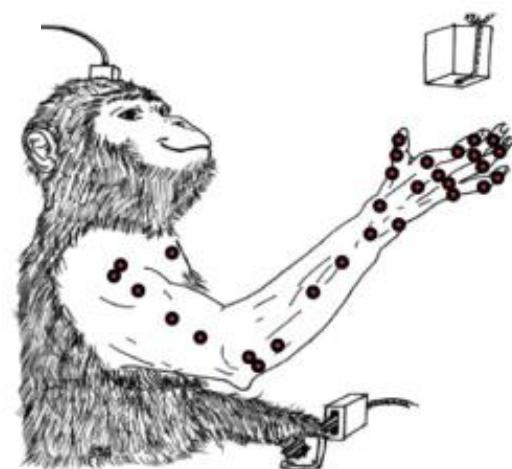
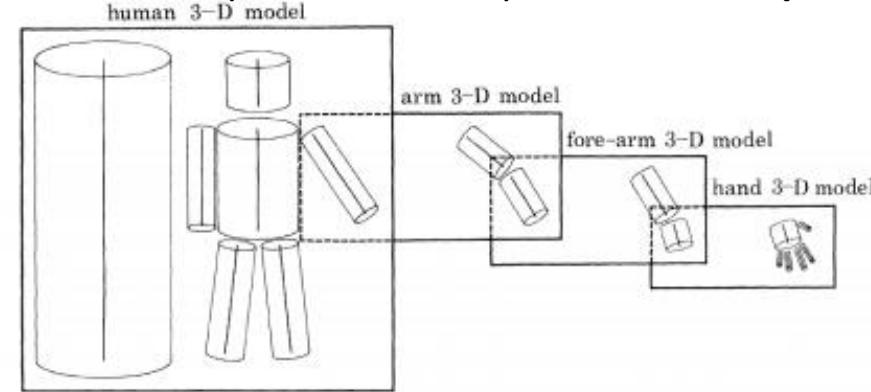
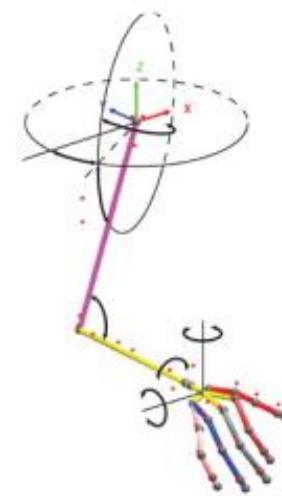
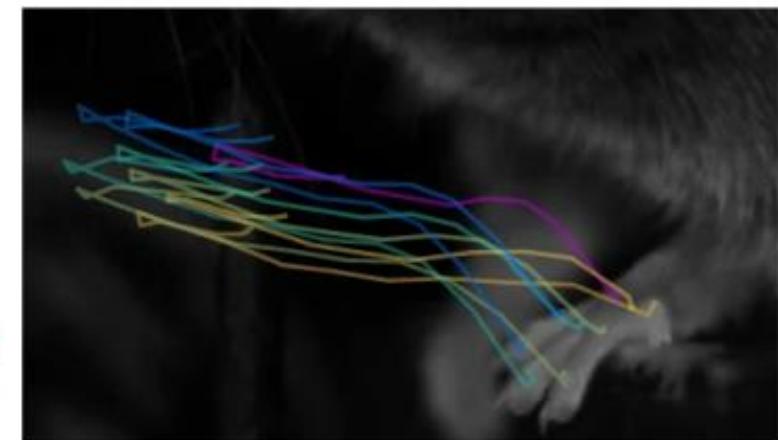
Moraud et al. 2016 Neuron



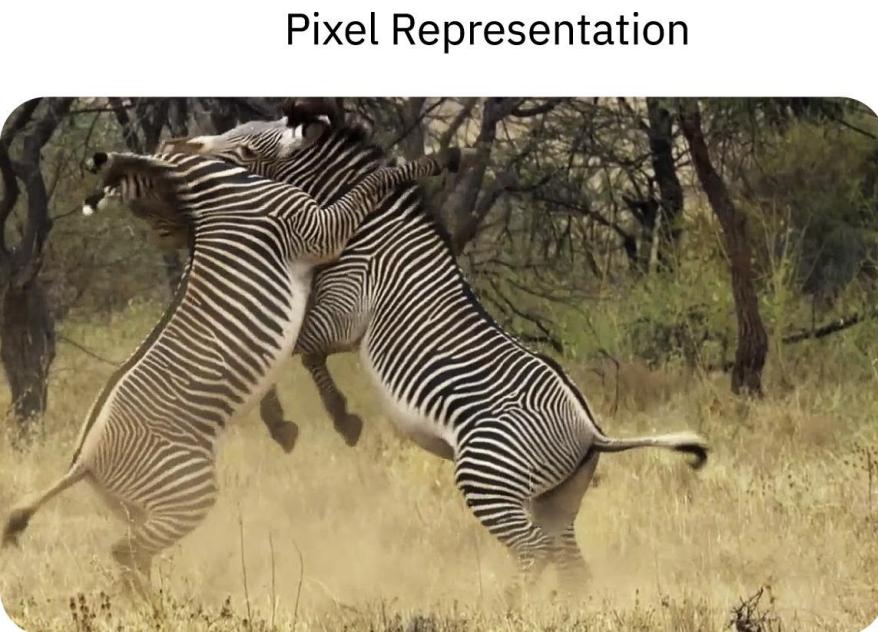
Muybridge



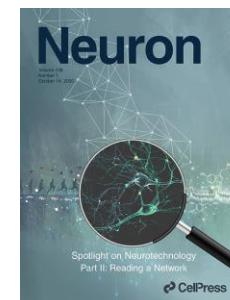
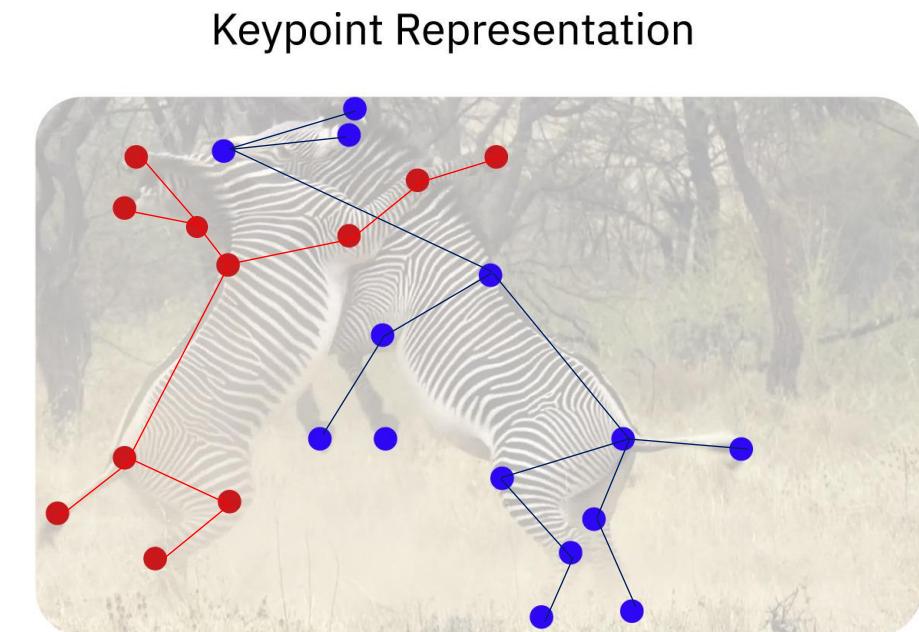
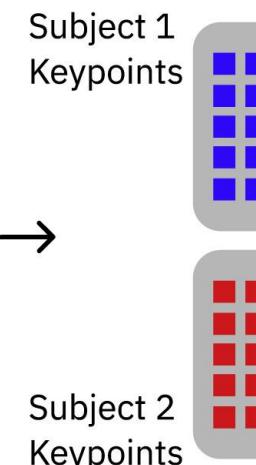
David Marr

Black & Donoghue  
(marker based)Deep learning to  
human pose  
(Markerless)Markerless pose  
to animals

# Schematic Overview of Markerless Motion Capture, aka Pose Estimation



Pose Estimation  
Algorithm

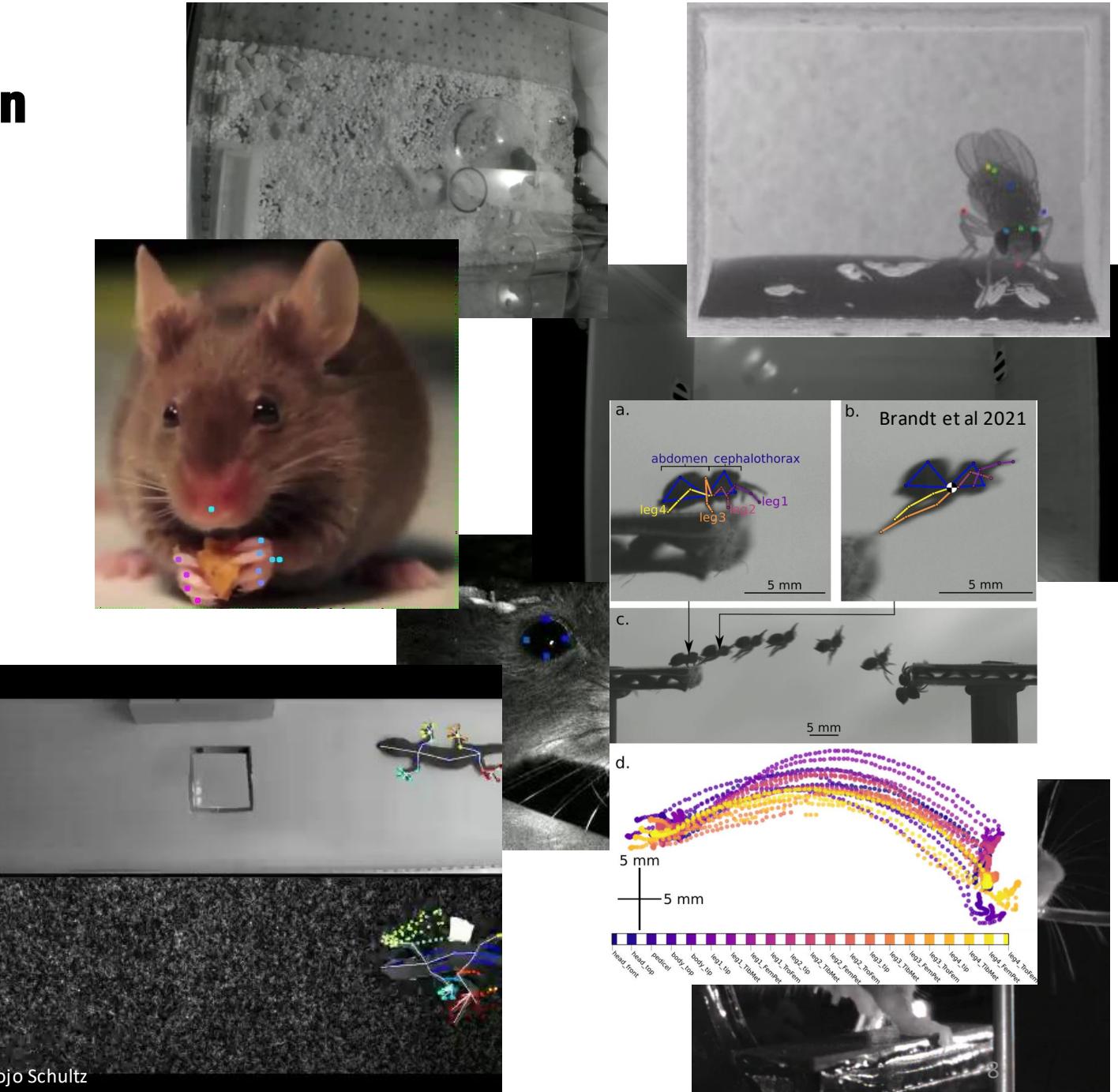


**Primer**  
**A Primer on Motion Capture with Deep Learning:  
Principles, Pitfalls, and Perspectives**

Alexander Mathis,<sup>1,2,3,\*</sup> Steffen Schneider,<sup>3,4</sup> Jessy Lauer,<sup>1,2,3</sup> and Mackenzie Weygandt Mathis<sup>1,2,3,\*</sup>  
<sup>1</sup>Center for Neuroprosthetics, Center for Intelligent Systems, Swiss Federal Institute of Technology (EPFL), Lausanne, Switzerland  
<sup>2</sup>Brain Mind Institute, School of Life Sciences, Swiss Federal Institute of Technology (EPFL), Lausanne, Switzerland  
<sup>3</sup>The Rowland Institute at Harvard, Harvard University, Cambridge, MA, USA  
<sup>4</sup>University of Tübingen and International Max Planck Research School for Intelligent Systems, Tübingen, Germany  
\*Correspondence: [alexander.mathis@epfl.ch](mailto:alexander.mathis@epfl.ch) (A.M.), [mackenzie.mathis@epfl.ch](mailto:mackenzie.mathis@epfl.ch) (M.W.M.)  
<https://doi.org/10.1016/j.neuron.2020.09.017>

# Challenges for pose estimation in the laboratory

- animals have highly different bodies (i.e., can't leverage a skeleton or pose prior across all species)
- not practical for individuals to label >10,000 frames for training (i.e., human benchmark dataset sizes)
- fast real-time video analysis
- Multi-animal tracking, where animals can look truly identical
- Robust, plug-N-play solutions?

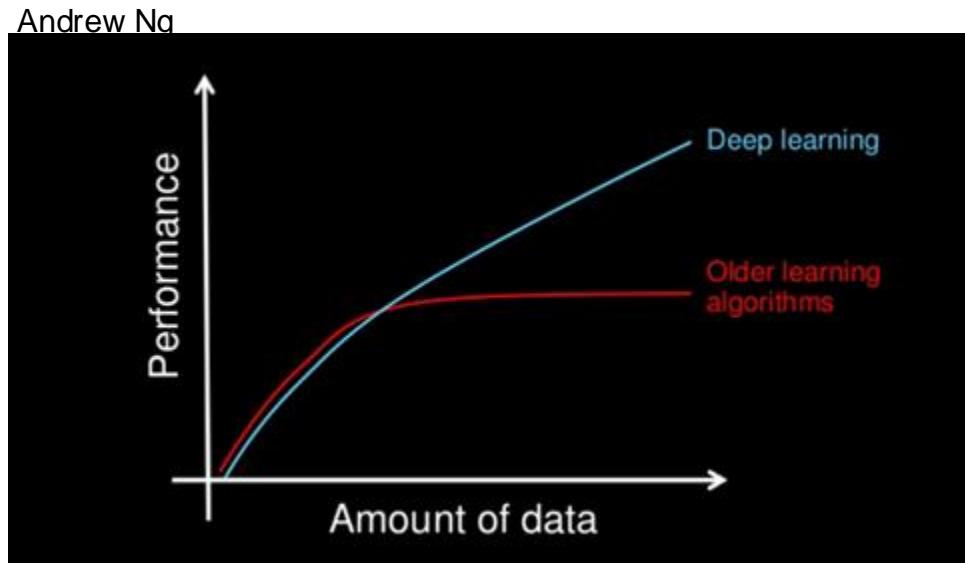
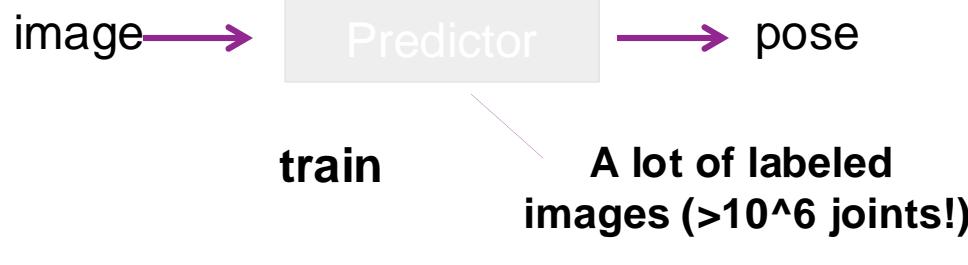


# Deep learning in the laboratory: leveraging transfer learning



DeepPose  
DeeperCut  
OpenPose  
Conv. PoseMachines  
...  
HRNet

## deep neural networks



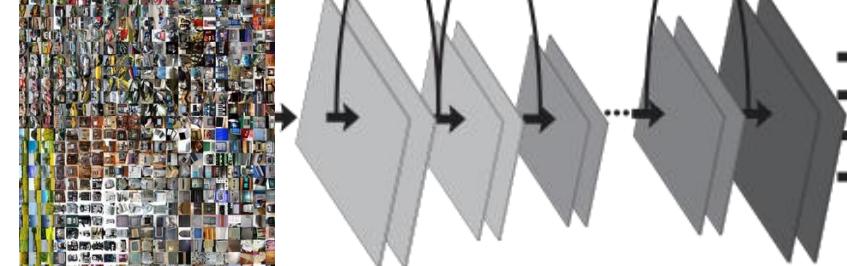
**DATA hungry algorithms...** how to bring this to the lab?

**Transfer Learning:** take a trained network and ask it to learn a new task



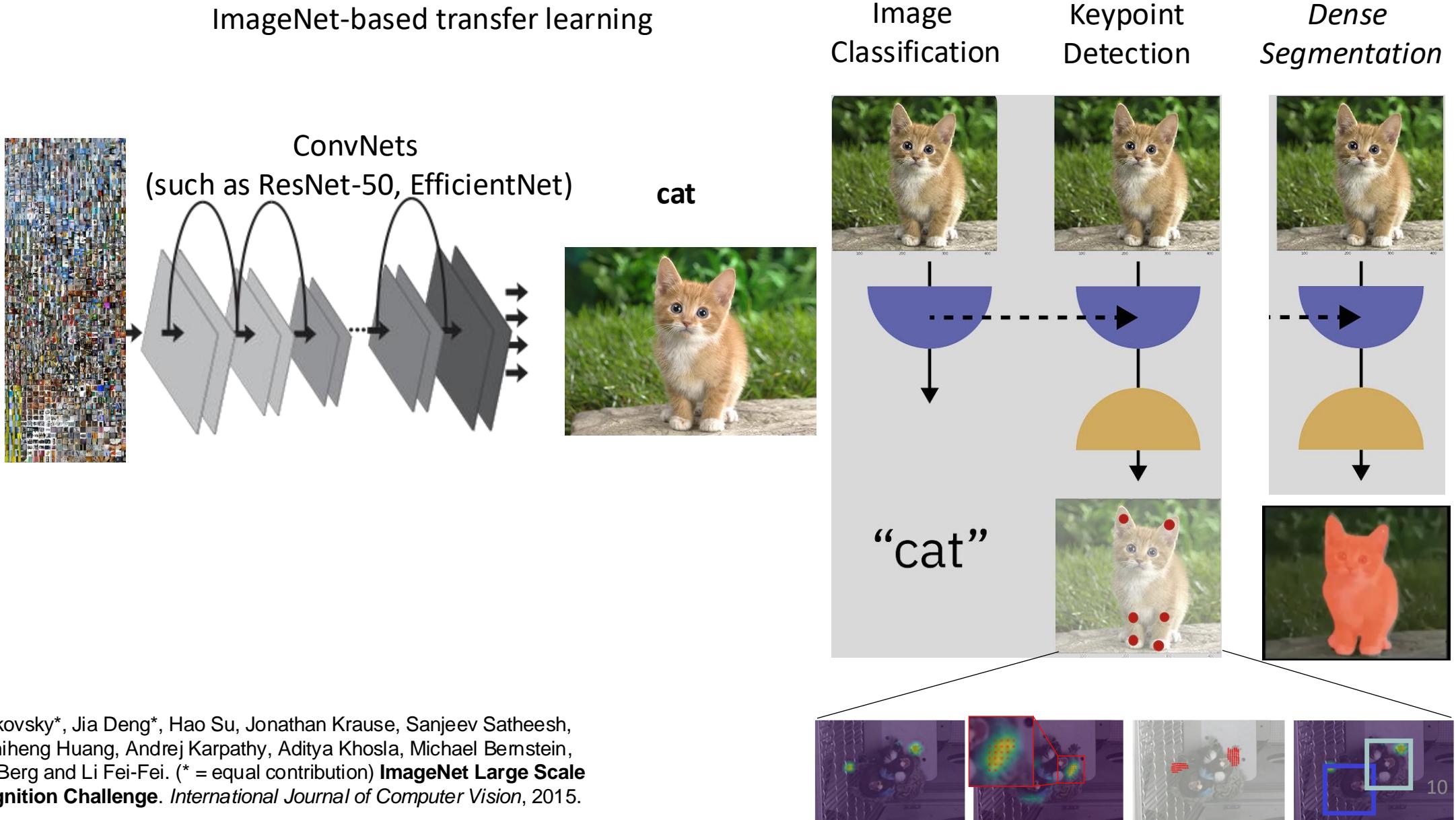
ConvNets (such as ResNet-50, etc)

cat

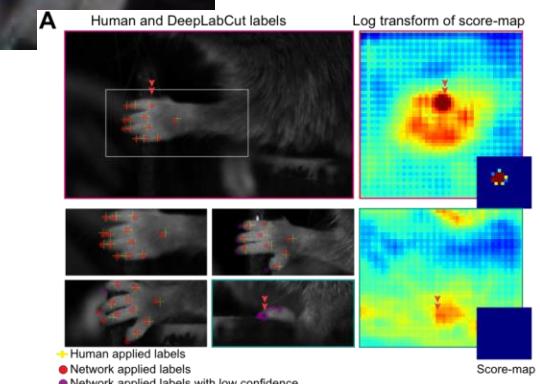
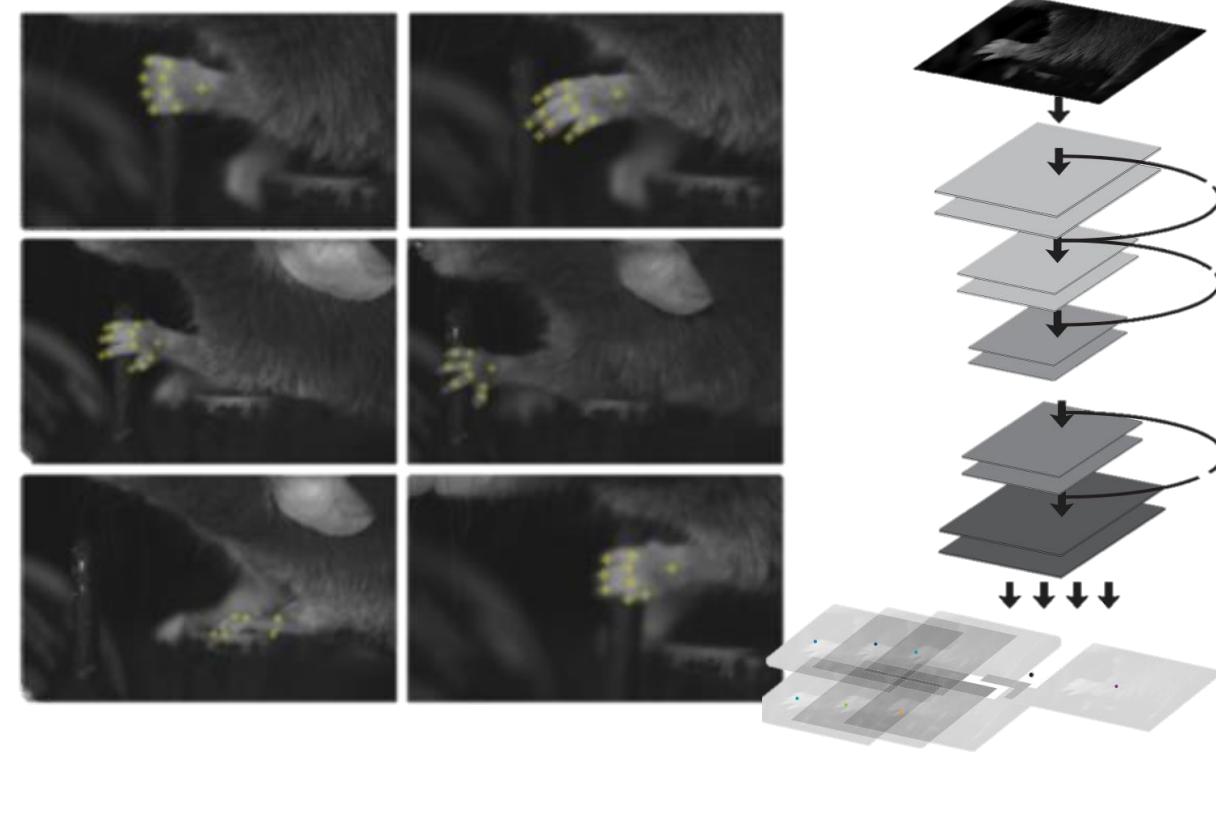


Olga Russakovsky\*, Jia Deng\*, Hao Su, Jonathan Krause, Sanjeev Satheesh, Sean Ma, Zhiheng Huang, Andrej Karpathy, Aditya Khosla, Michael Bernstein, Alexander C. Berg and Li Fei-Fei. (\* = equal contribution) **ImageNet Large Scale Visual Recognition Challenge**. *International Journal of Computer Vision*, 2015.

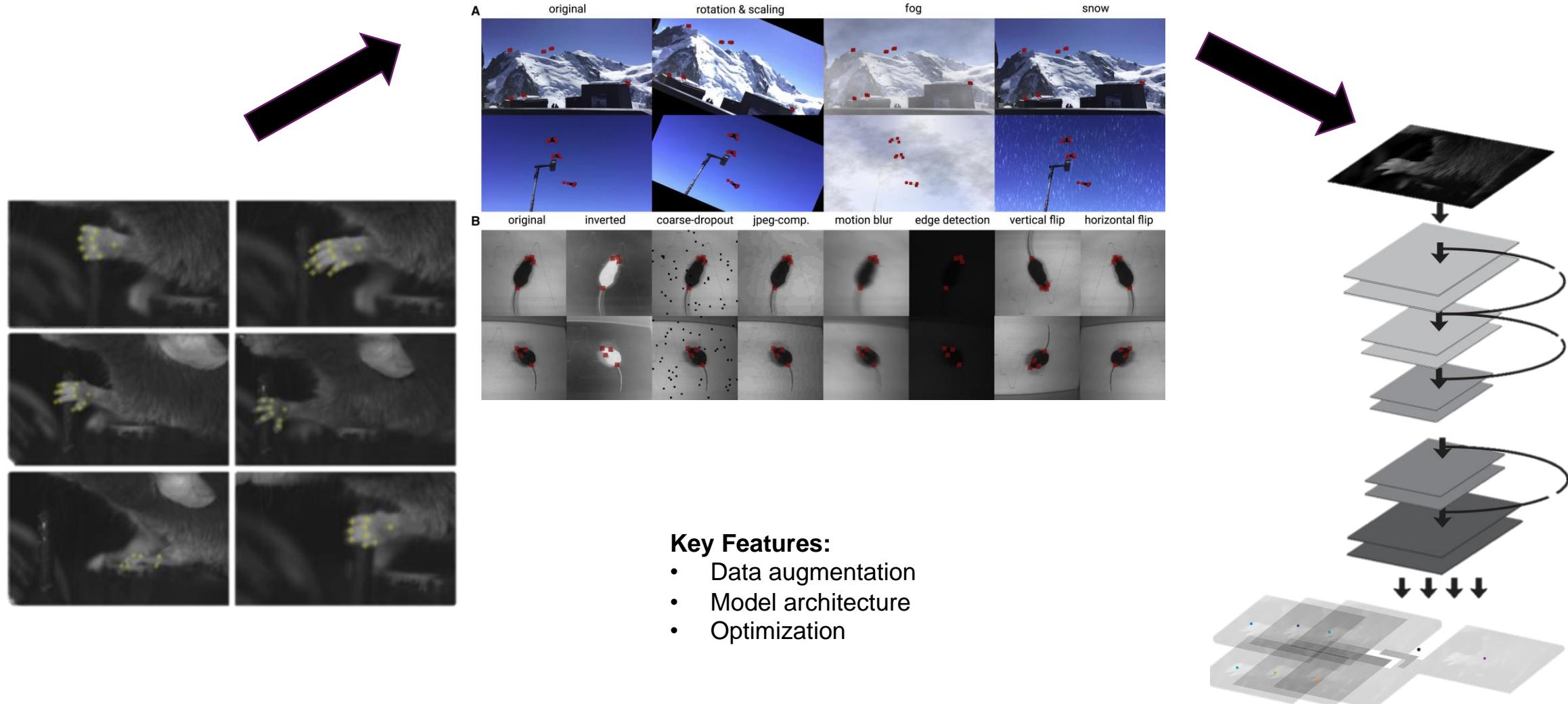
# High performance pose estimation using transfer learning



# Measuring Movement: DeepLabCut for efficient markerless tracking of keypoints with deep learning



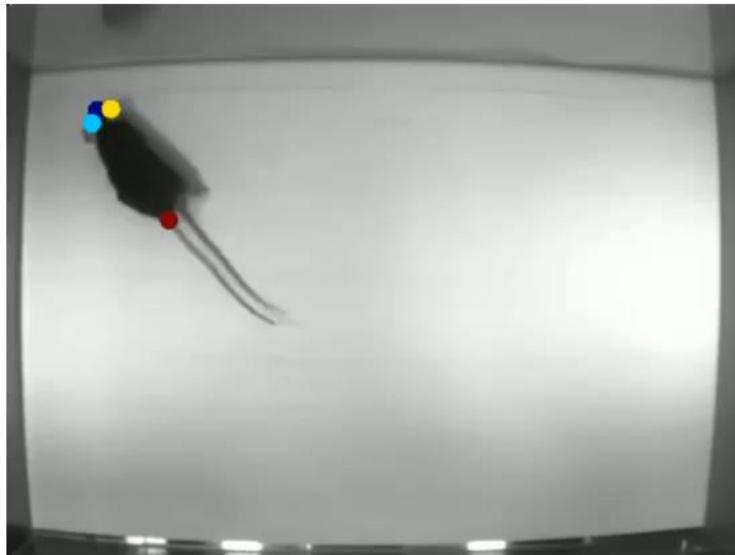
# Data augmentation during training



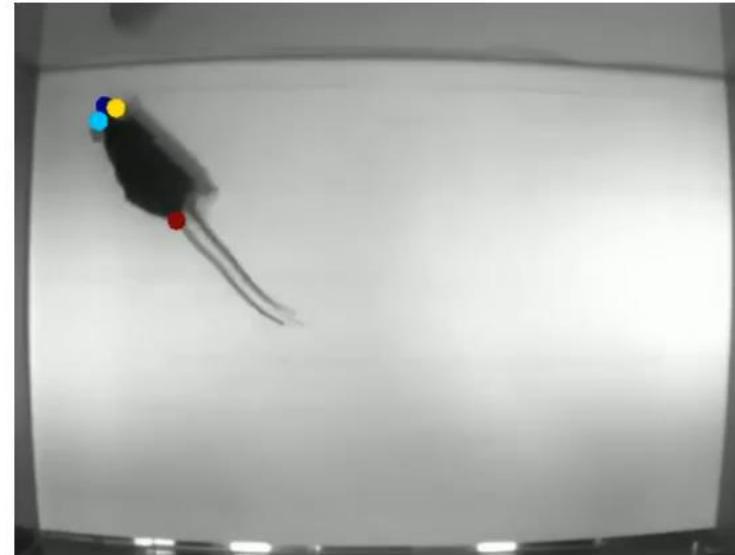
## Key Features:

- Data augmentation
- Model architecture
- Optimization

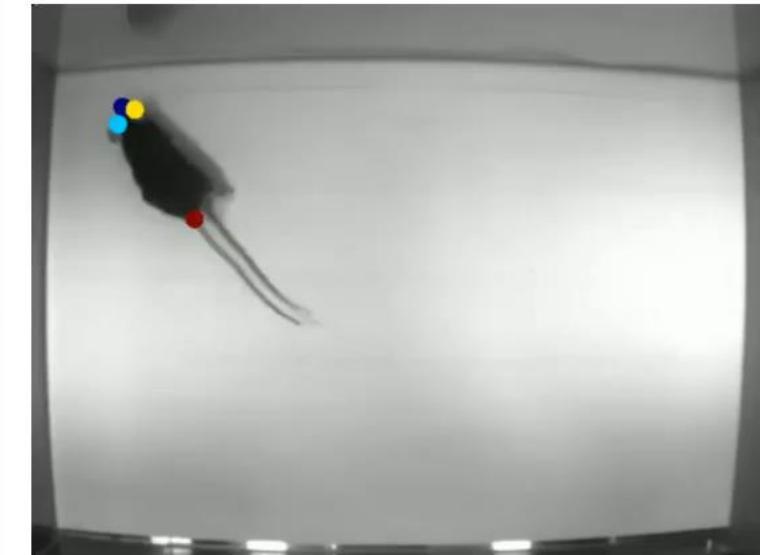
# Data Augmentation matters: how to get the most out of your data! (code and videos in the Primer)



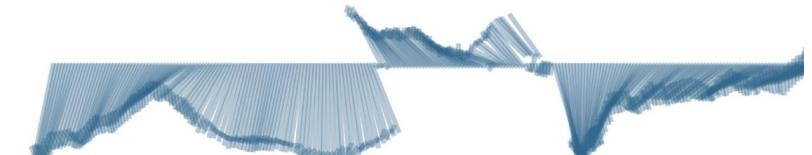
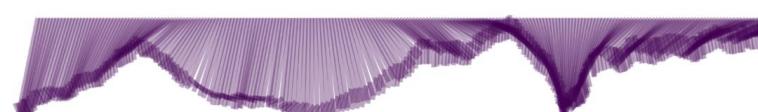
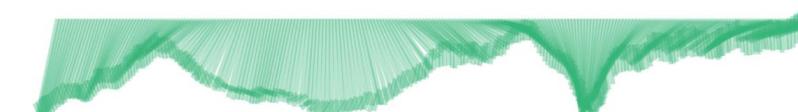
tensorpack



imgaug

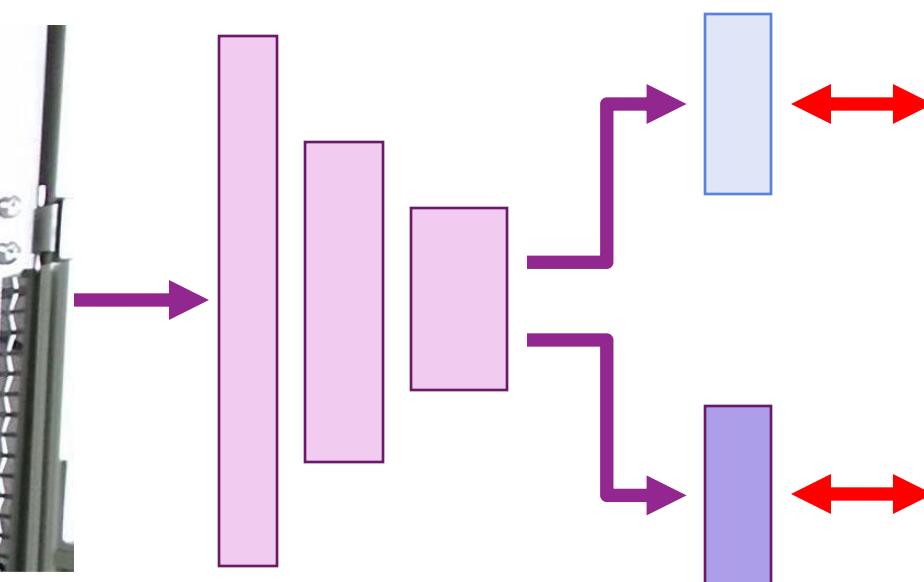


scale-crop



# Multi-Task Deep Convolutional Network

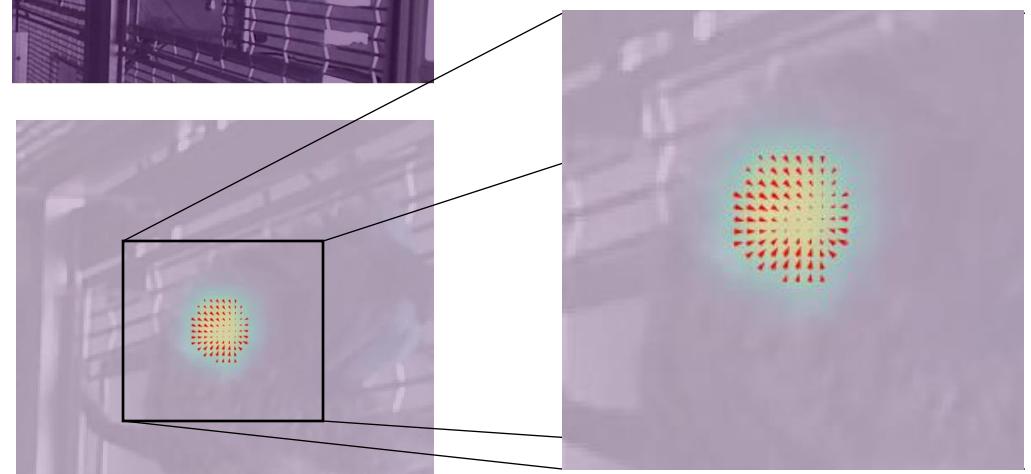
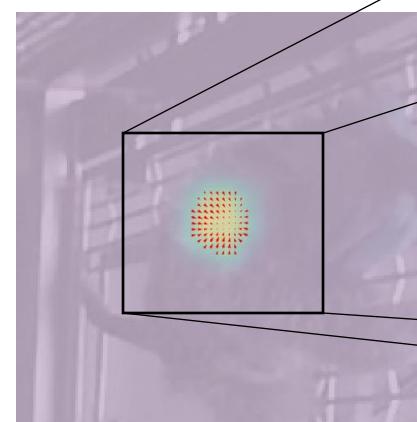
- Minimize the combined loss; segmentation + vector field
- Transfer learning (ConvNet pre-trained on object recognition)
- Perform augmentation during training



deconvolution  
layers (3 per  
bodypart)



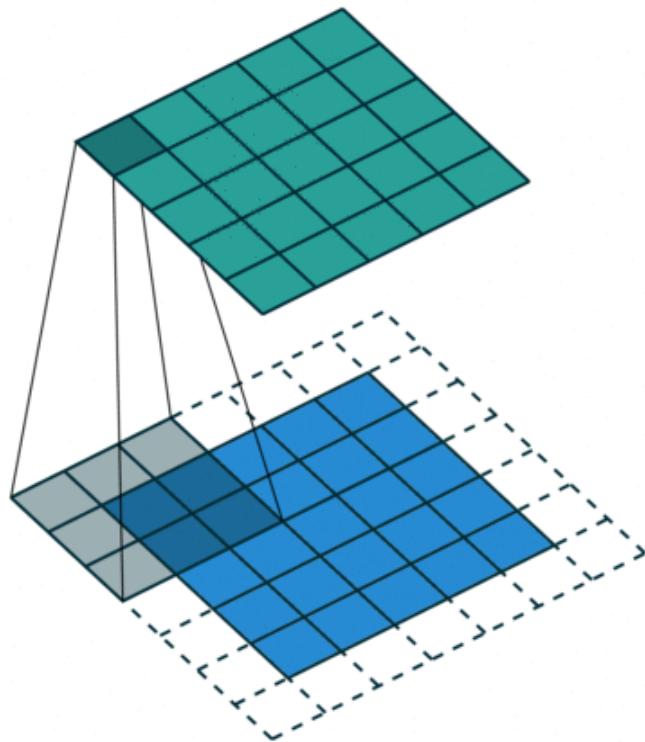
Detection (scoremap)  
Cross entropy loss



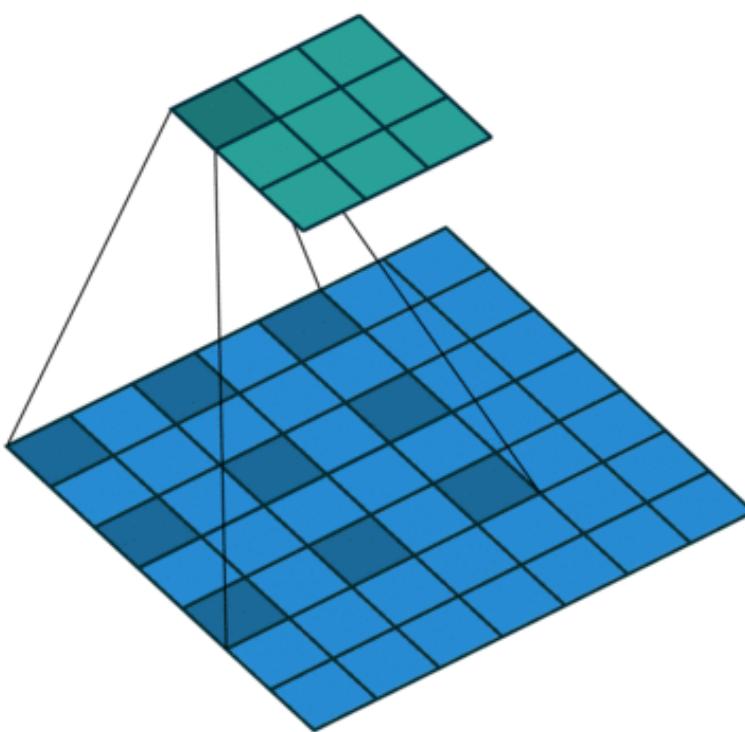
Location Refinement  
Smooth  $L_1$  loss<sup>14</sup>

# NN Primer: Convolutions

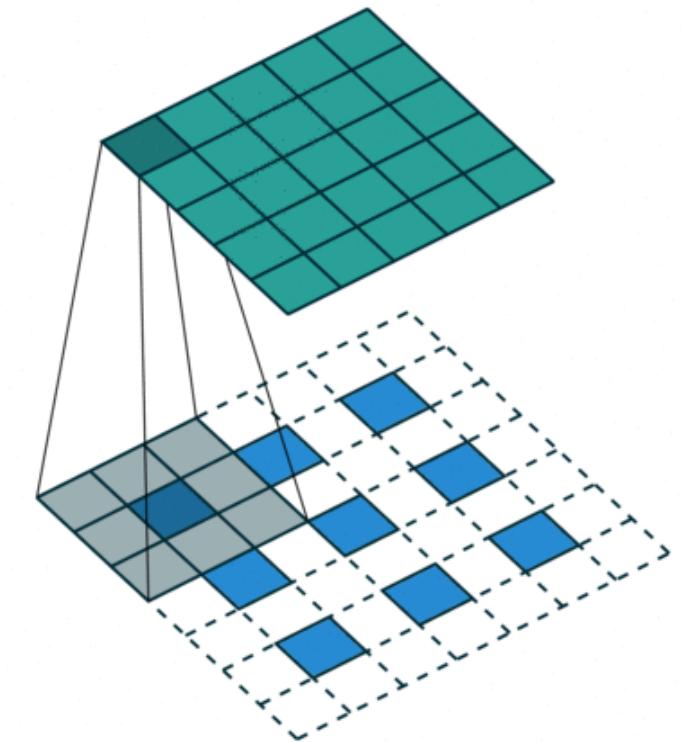
Basic convolution (“same”)



Strided convolution

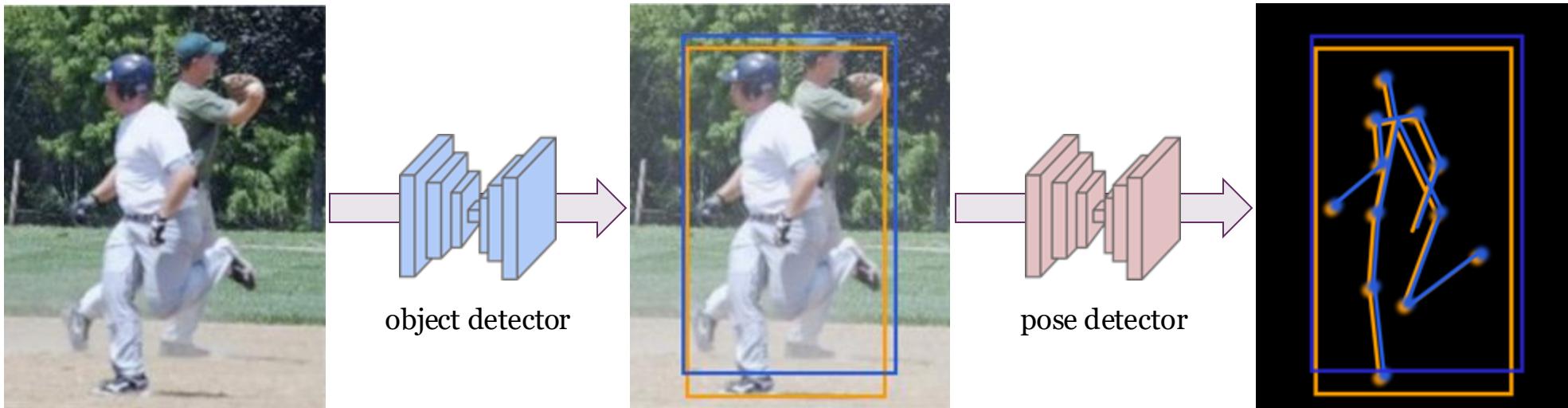


Strided **de**convolution



# Multi-Instance pose estimation

## Top-down Approach (TD)



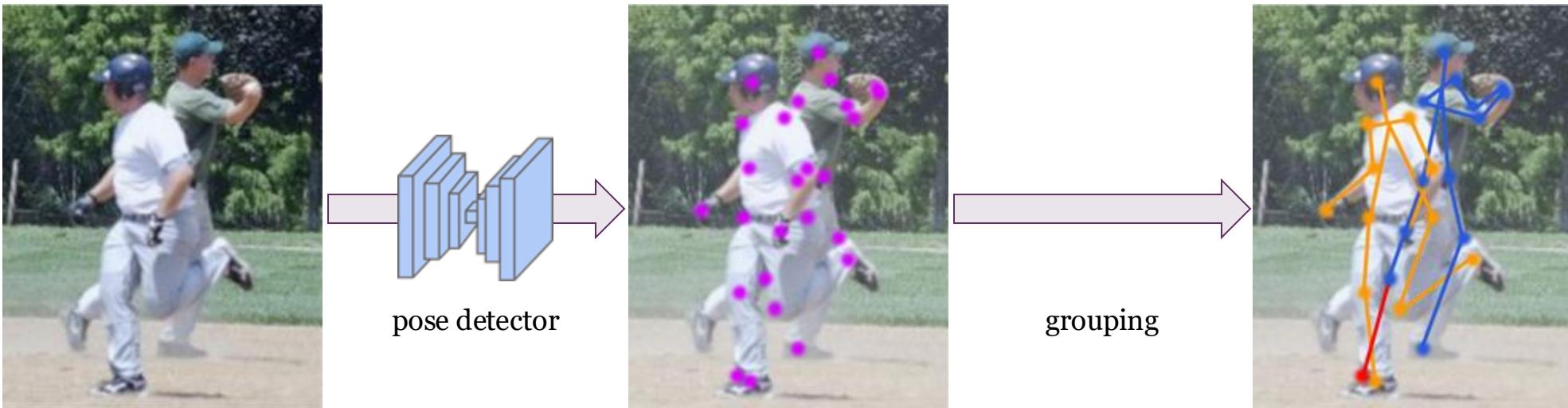
Li et al., CVPR 2019

16

- + more accurate in less crowded scenes
- ambiguous individuals in the same bounding box

# Multi-Instance pose estimation

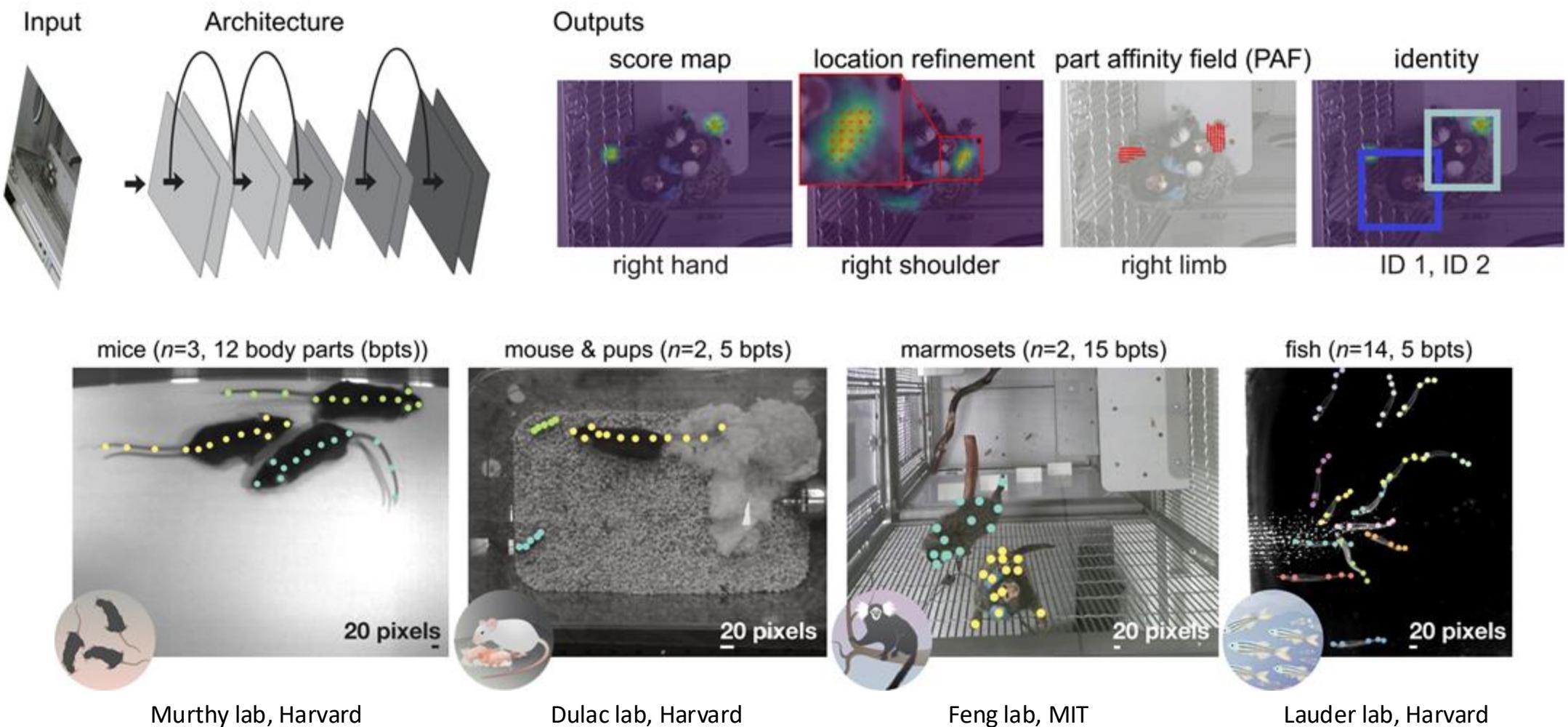
## Bottom-up Approach (BU)



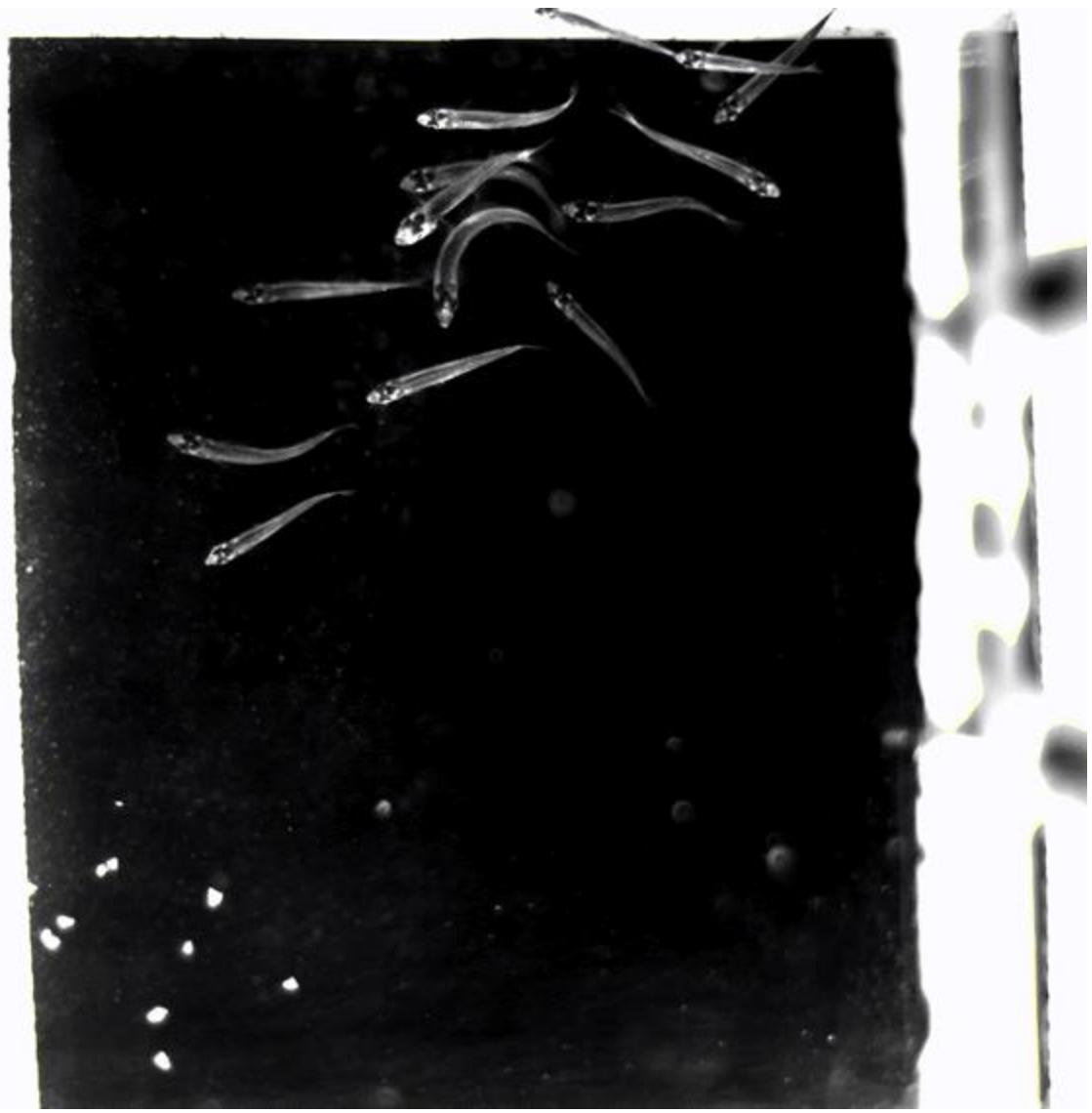
17

- + no need for detector
- + more accurate in crowded scenes
- grouping key points is a difficult problem (that often no longer relies on visual information)
- lack of precision

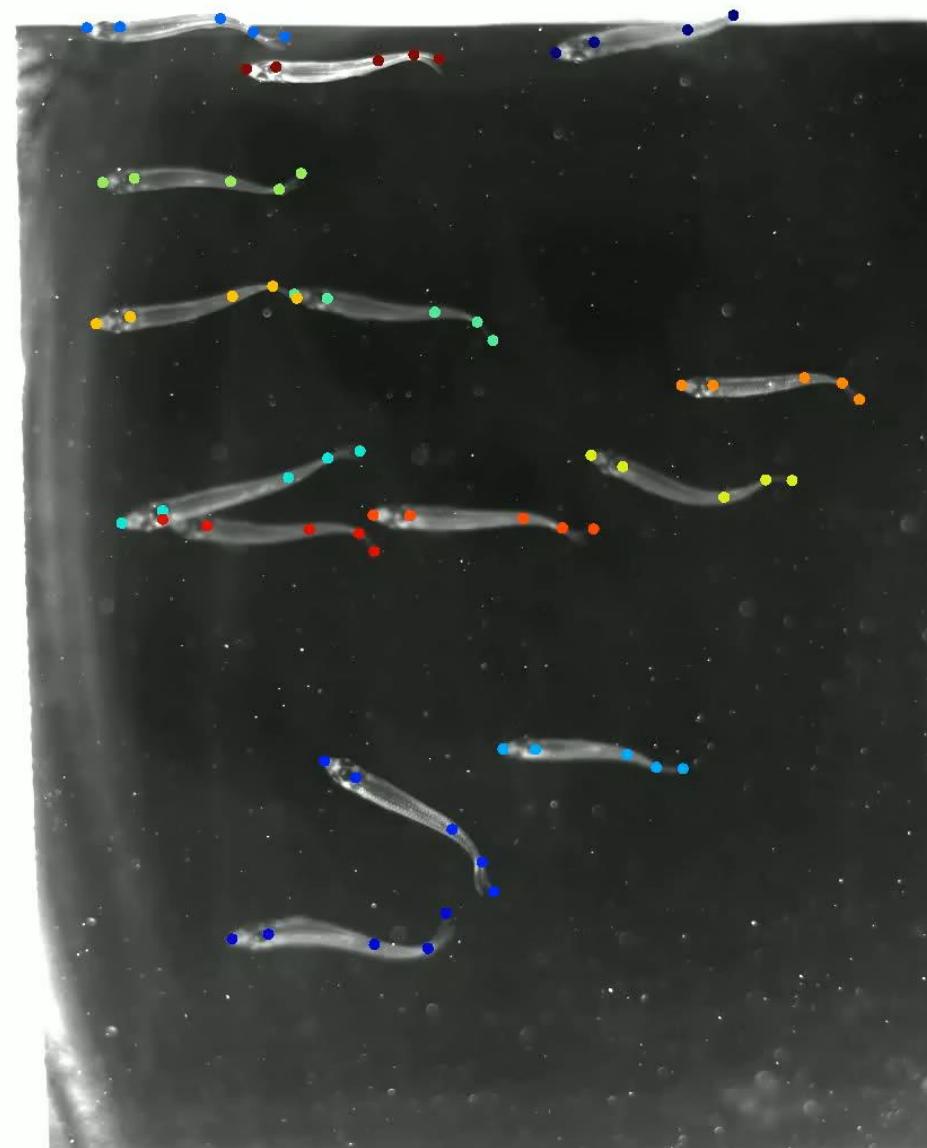
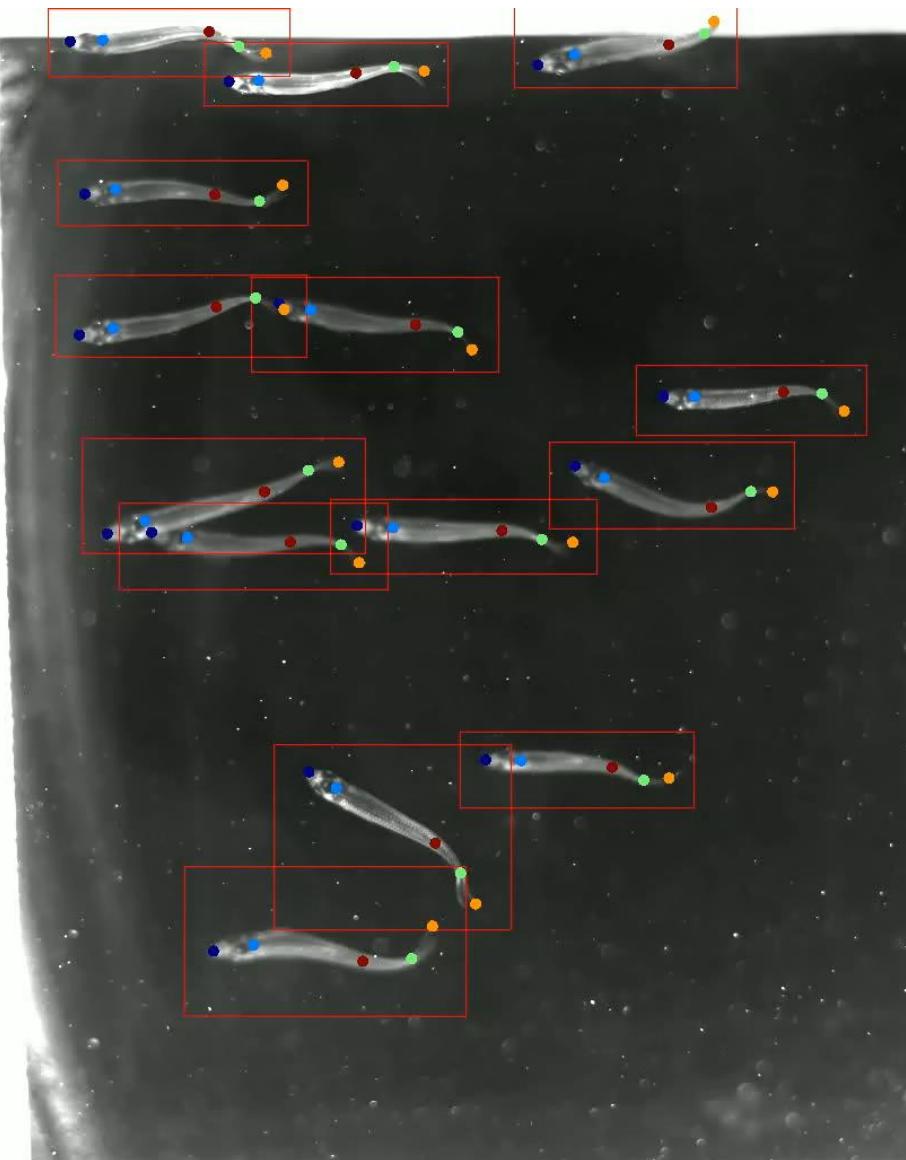
# Multi-animal pose estimation & identification



# Multi-animal pose estimation & identification



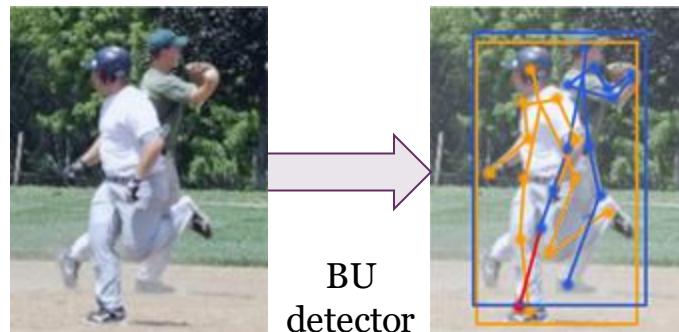
# Multi-animal pose estimation & identification



# Bottom-Up Conditioned Top-Down Approach (BUCTD)

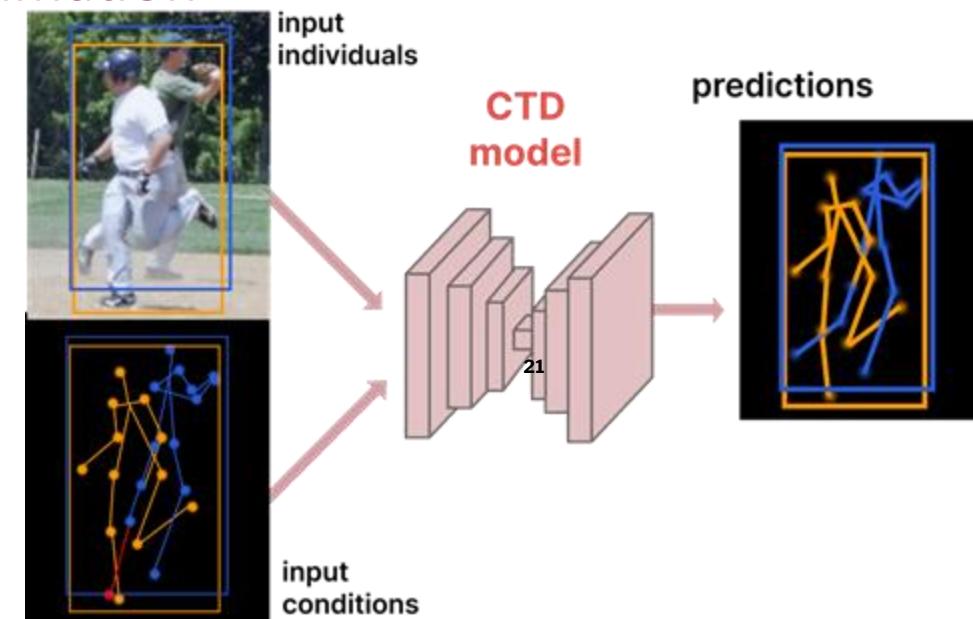
Hybrid approach leveraging the strengths of TD and BU approaches to overcome the detection information bottleneck and ambiguity

## Stage1: Object and pose detection



- get predicted pose from BU/single-stage pose estimator
- compute the individual bbox from pose

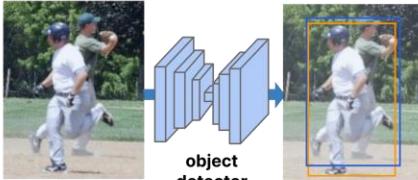
## Stage2: Conditional Top-down (CTD) pose estimation



# Bottom-Up Conditioned Top-Down Approach (BUCTD)

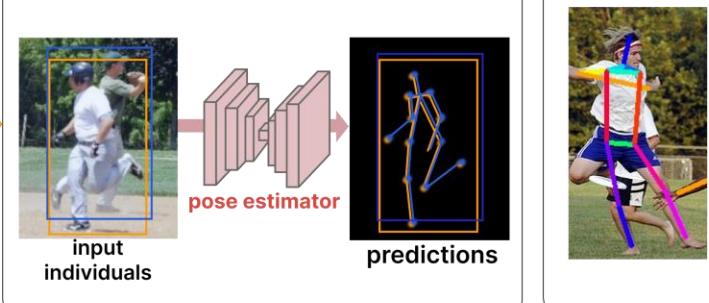
## Top-down approach

### stage1: object detection



	#params	GFLOPs
YOLOv3	62.0M	65.9
FasterRCNN	60.0M	246.0

### stage2: pose estimation

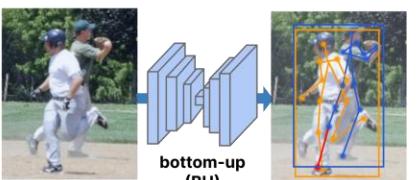


### predictions



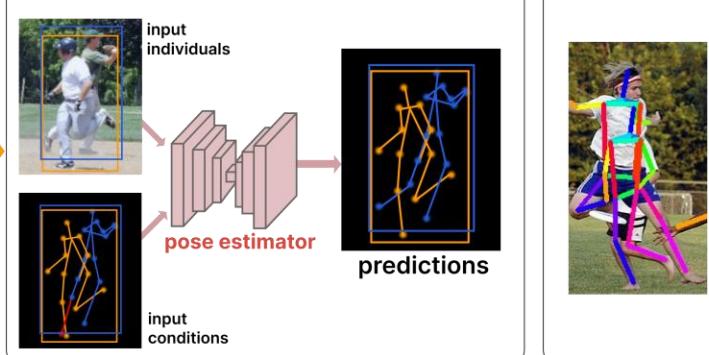
## Our hybrid approach (BUCTD)

### stage1: object and pose detection



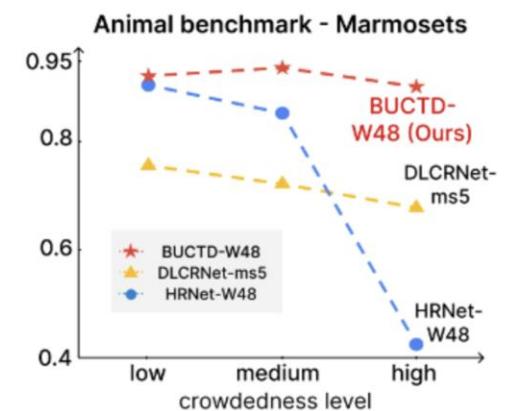
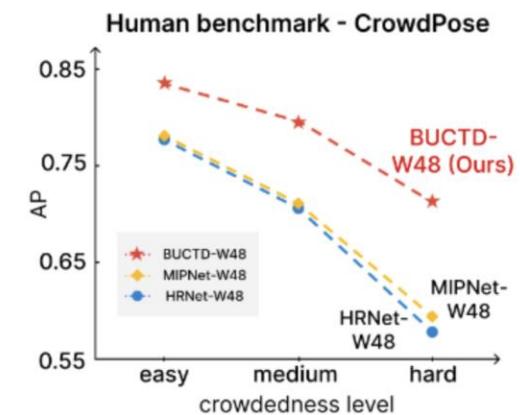
	#params	GFLOPs
HigherHR-.W32	28.6M	47.9
DEKR	28.6M	44.5
CID	29.4M	43.2

### stage2: conditional pose estimation



### predictions

SOTA on CrowdPose, OCHuman and four animal datasets



# An animal pose benchmark (horses) for robustness

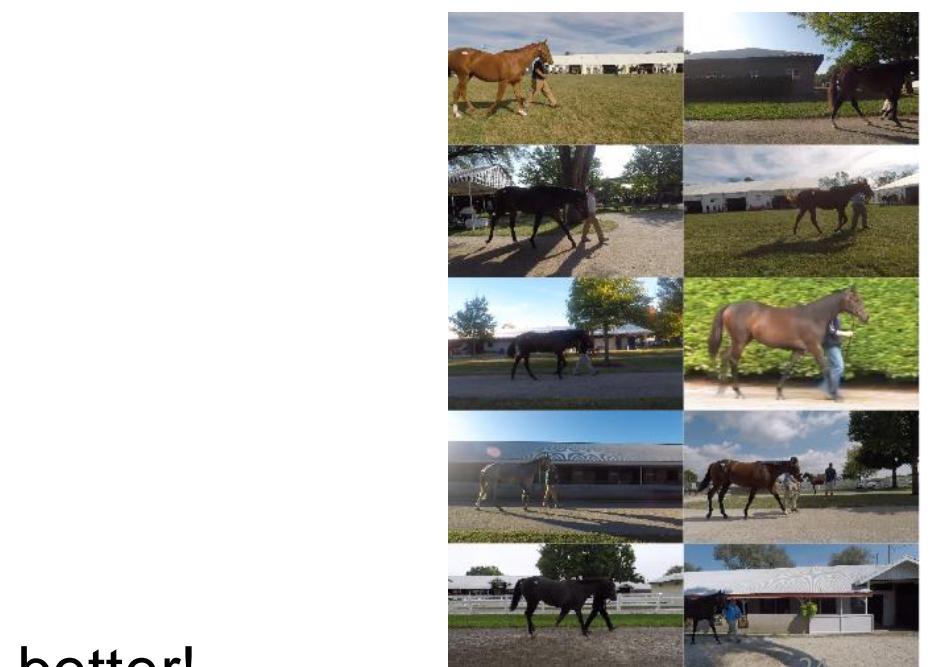
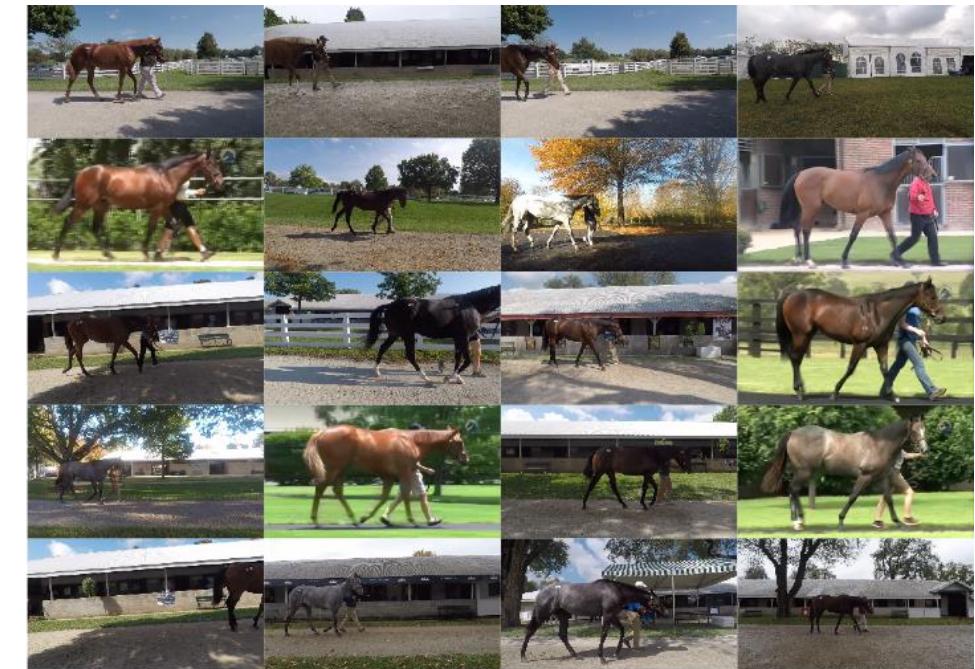
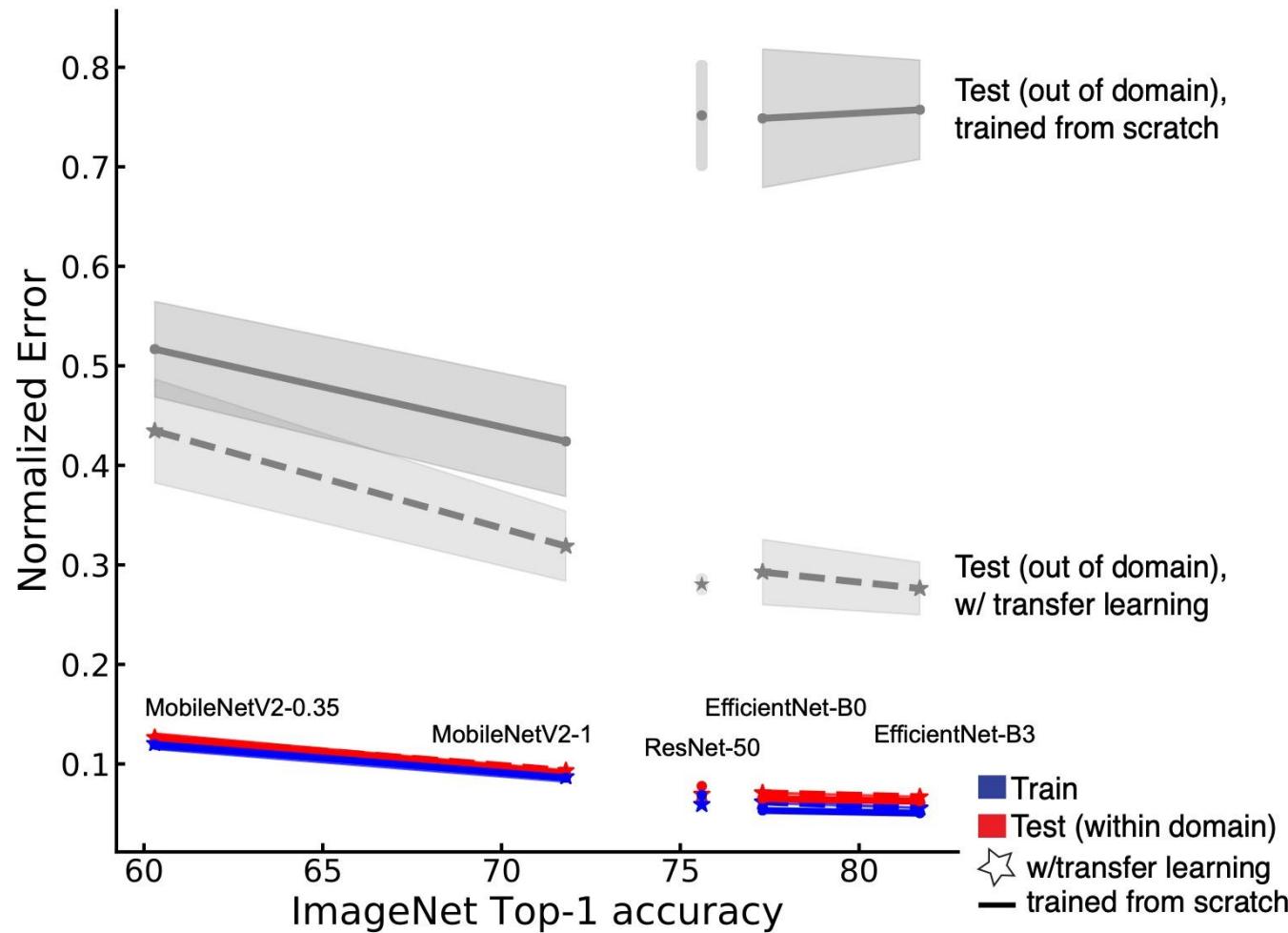


Animal Pose Estimation  
2 papers with code: Computer Vision  
Subtask of Pose Estimation



Animal pose estimation is the task of identifying the pose of an animal.

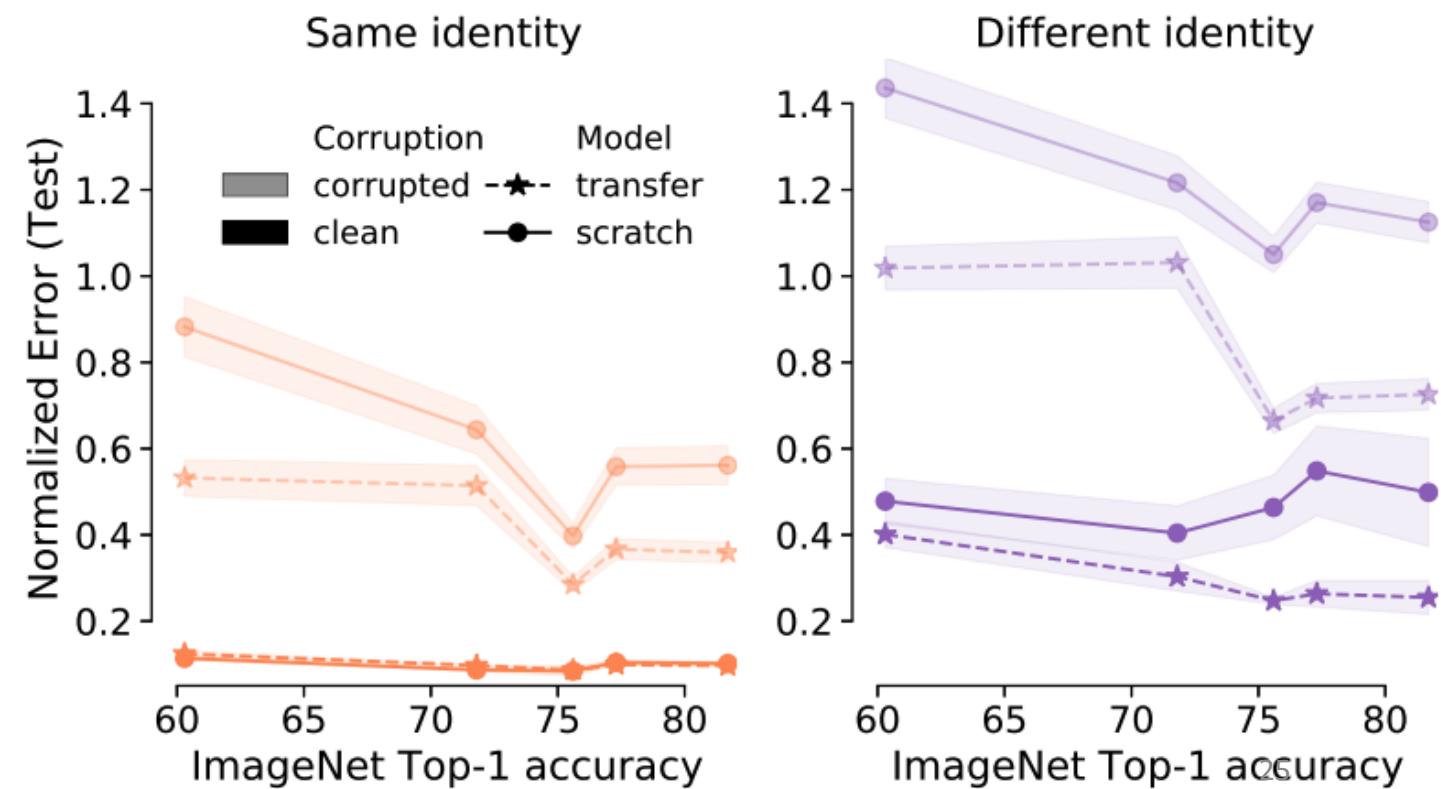
Transfer learning (using pretrained ImageNet models), gives a 2X boost on out-of-domain data vs. from scratch training



- Principle: more powerful architectures generalize better!

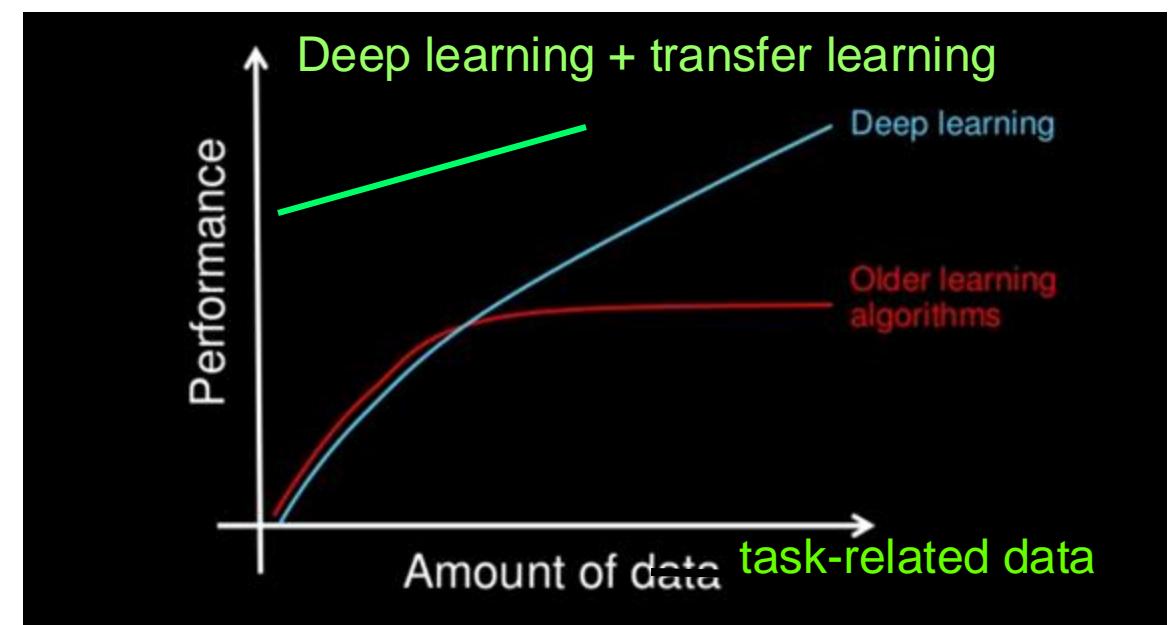
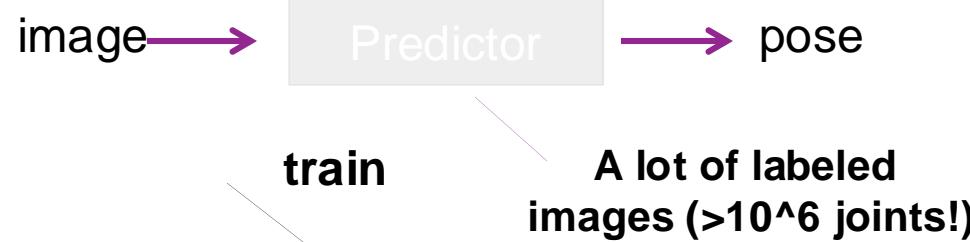
# Horse-C: an animal pose estimation corruption benchmark for robustness

Horse-C aimed to contrast the domain shift inherent in the Horse-10 dataset with domain shift induced by common image corruptions

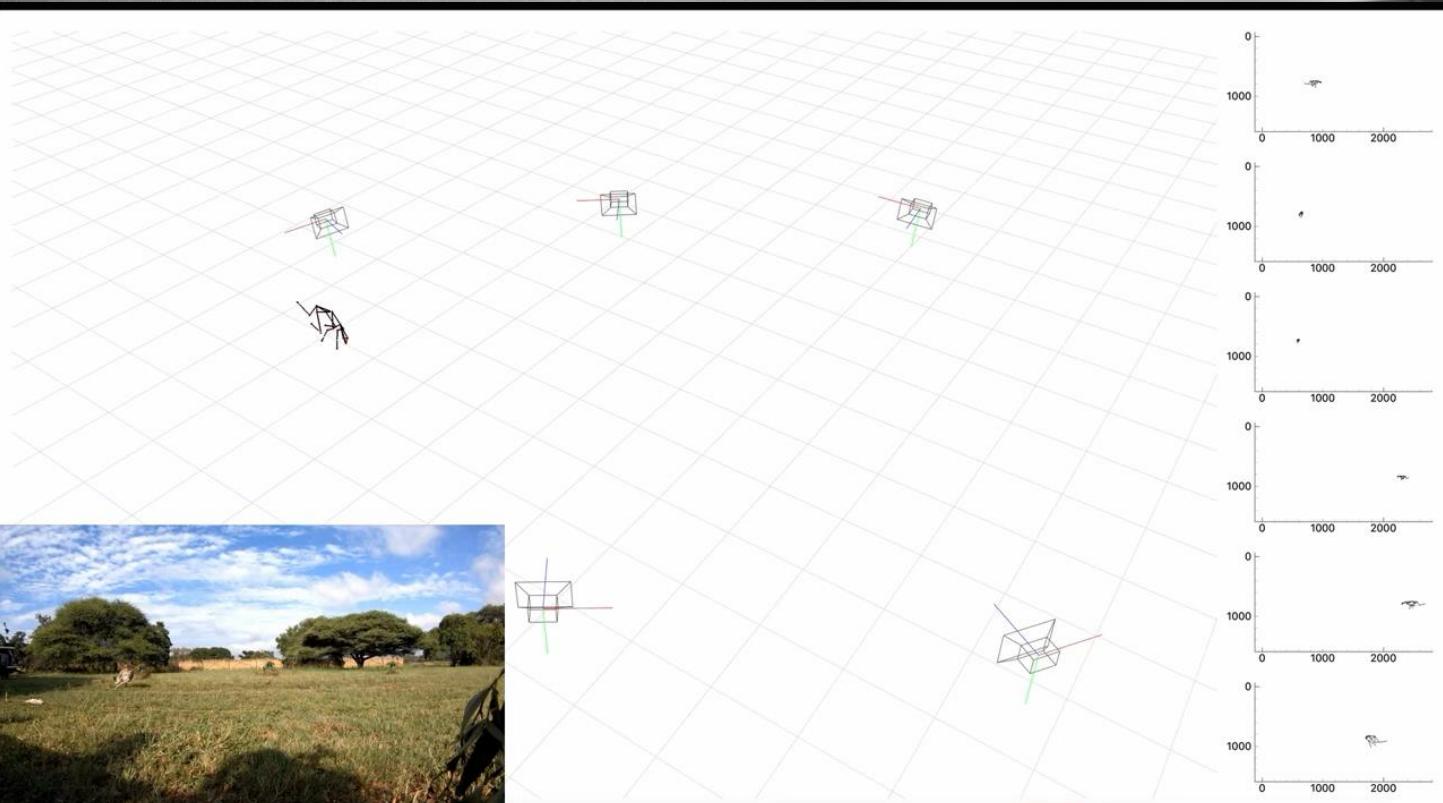
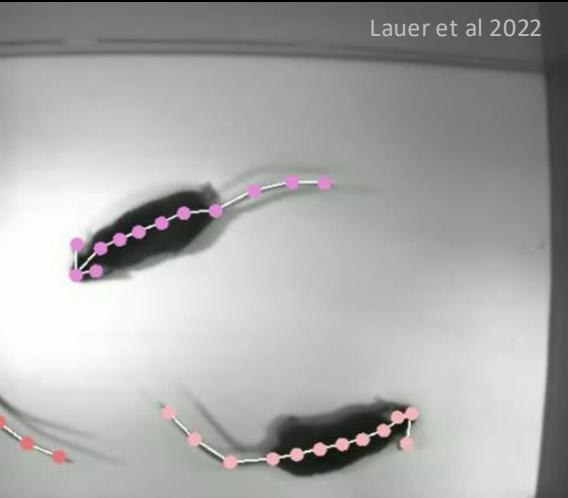
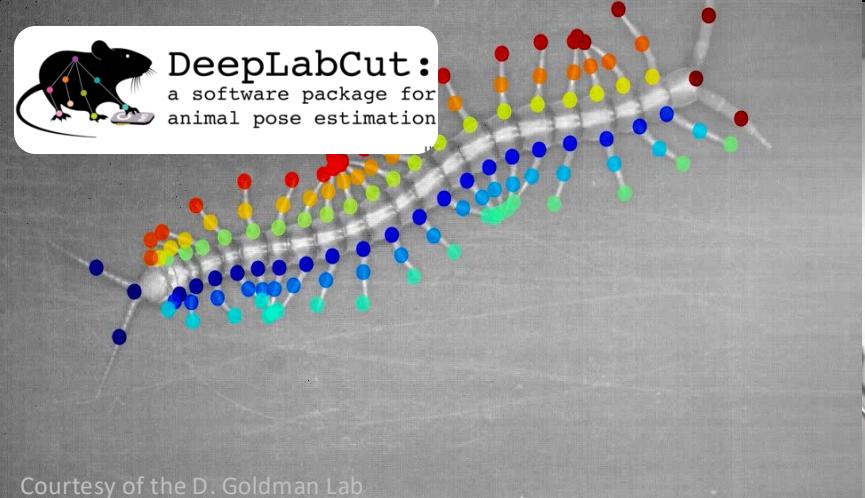


# Transfer learning enables pose estimation with less data

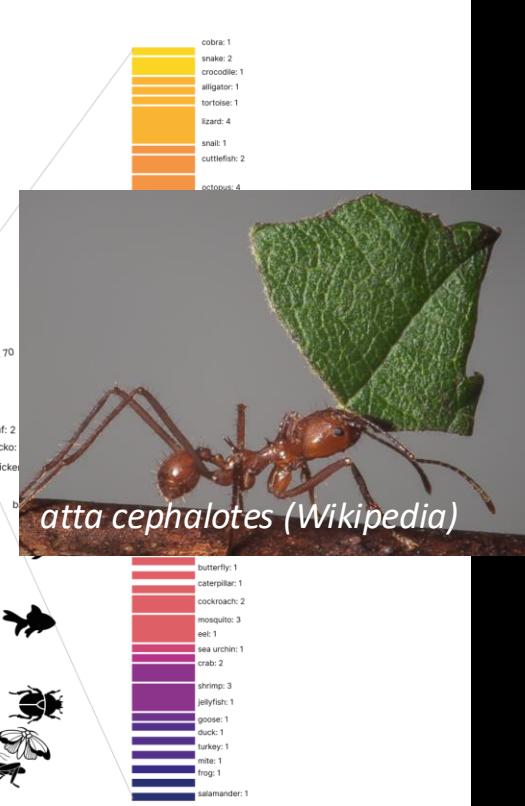
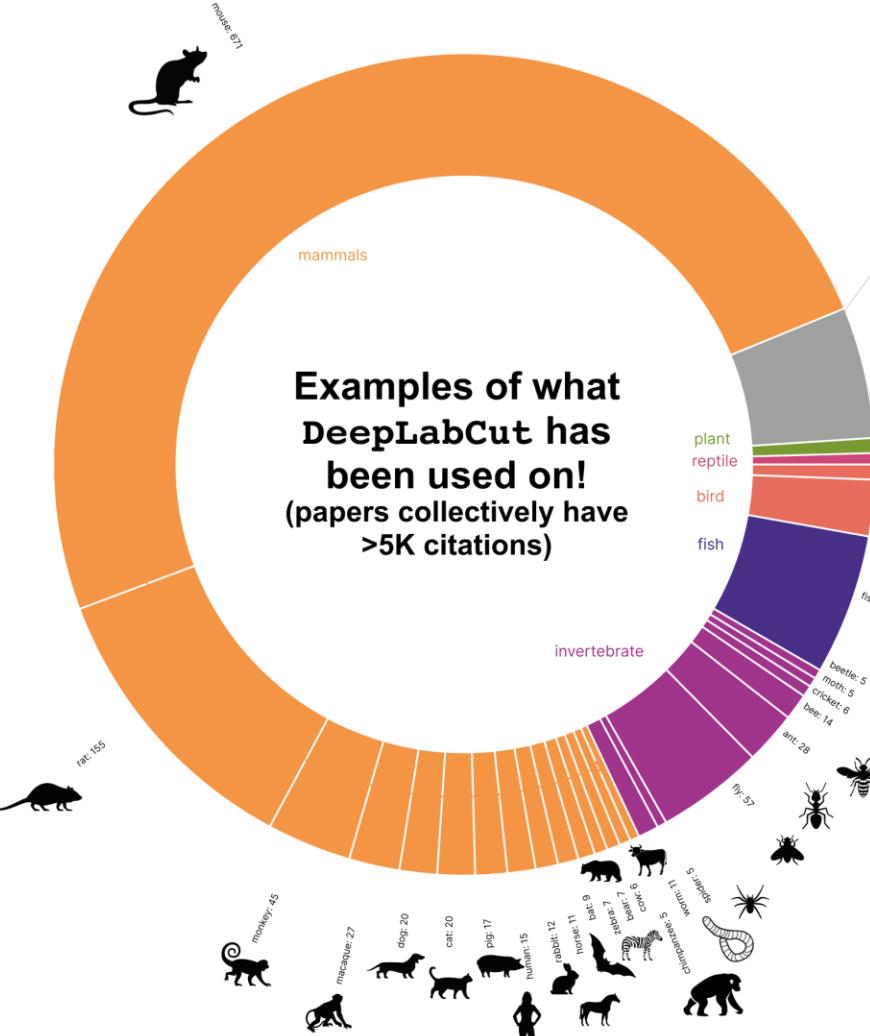
## Foundational deep neural networks



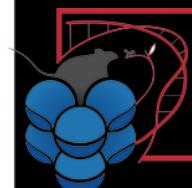
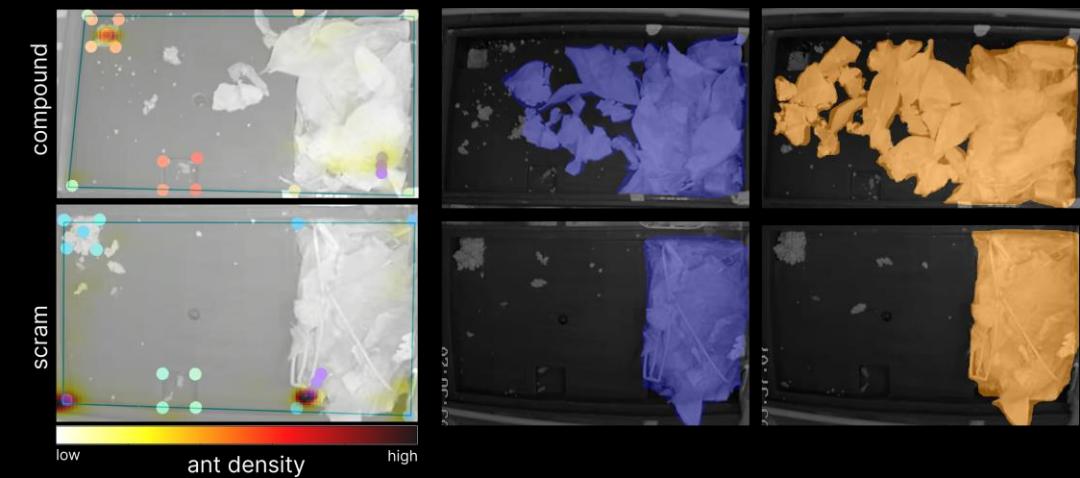
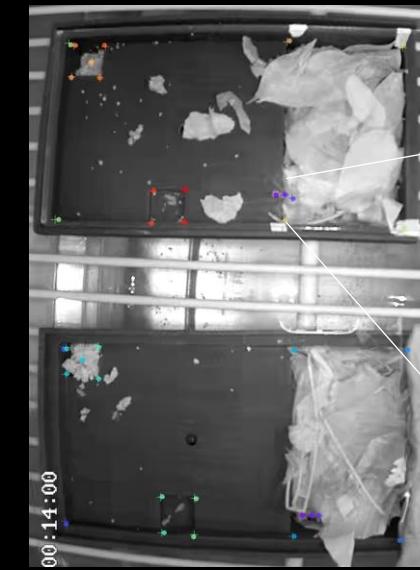
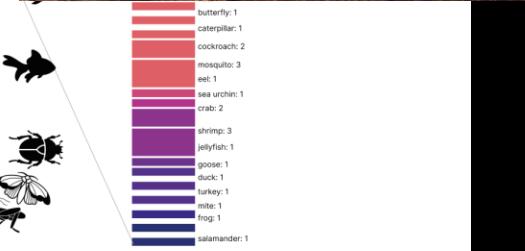
Andrew Ng



800,000+ downloads | >12K monthly



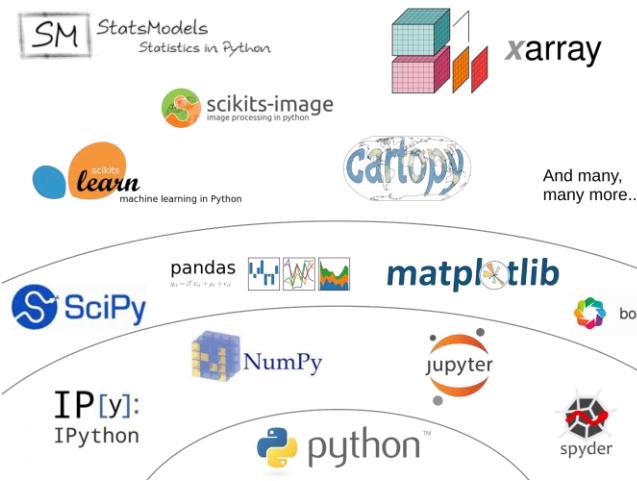
AI Residents 2023:  
Anna, Rae, Konrad



BERGER  
LAB

Gilbert, Glastad et al. in press  
Cell 2025

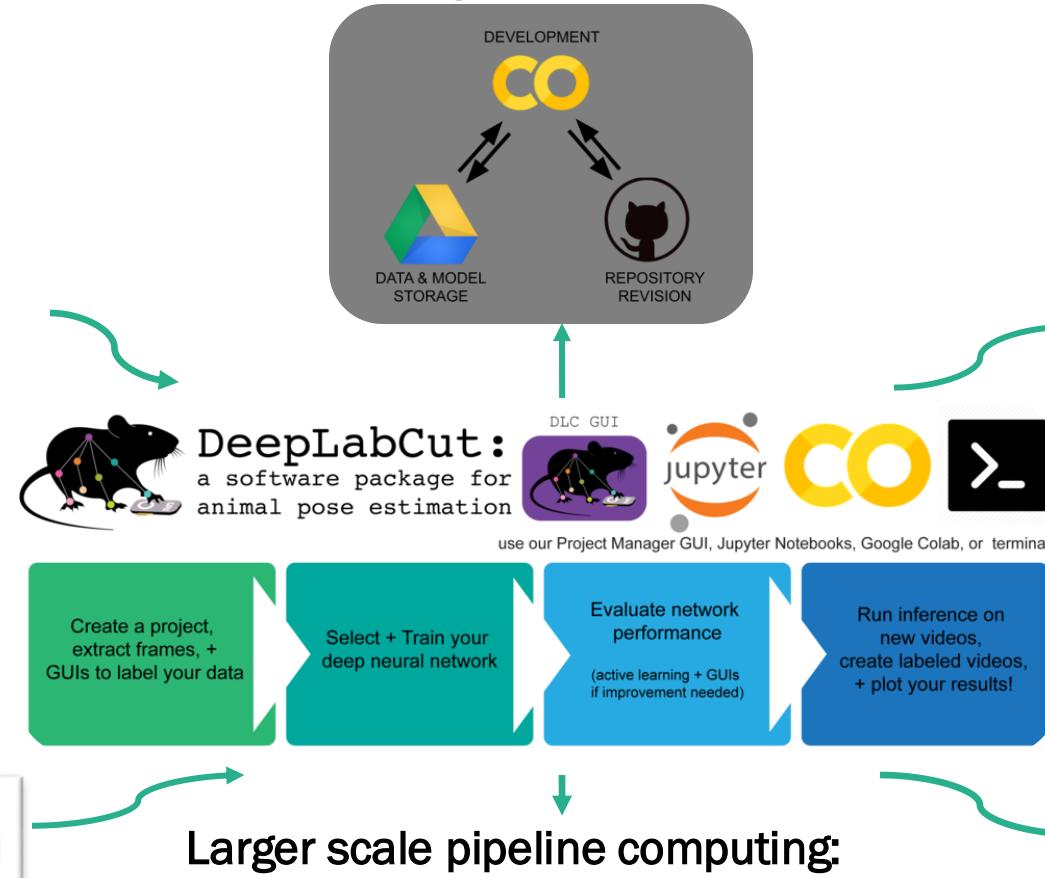
Built on the open source python stack:



Computer Vision:

A screenshot of a web-based interface for computer vision. The top navigation bar includes 'Computer Vision', 'Animal Pose Estimation', 'Benchmarks', and 'Content'. The 'Animal Pose Estimation' section shows '34 papers with code + 8 benchmarks + 10 datasets'. It describes animal pose estimation as the task of identifying the pose of an animal. Below this is a 'Content' section with a thumbnail image of a cat and a 'Content' sidebar with links to 'Introduction', 'Benchmarks', 'Datasets', 'Libraries', 'Papers', and 'Most Implemented'.

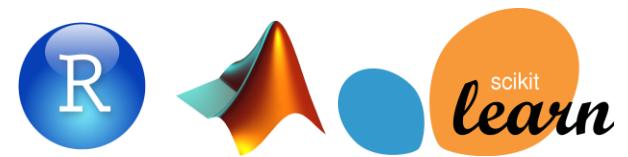
User testing/dev & deployment:



Real-time specific tools:



Post- pose estimation tools:



**Classifiers:** SVMs, Random Forrest, ANNs  
- B-SOID, ETH-DLC Analyzer, simba  
**Models:** HMMs, decision-trees, ANNs  
**Ethograms:** BORIS, BENTO, AmadeusGPT, Keypoint-MoSeq,  
**Clustering:** CEBRA, MotionMapper, JAABA  
**Motor analysis:** DLC2Kinematics

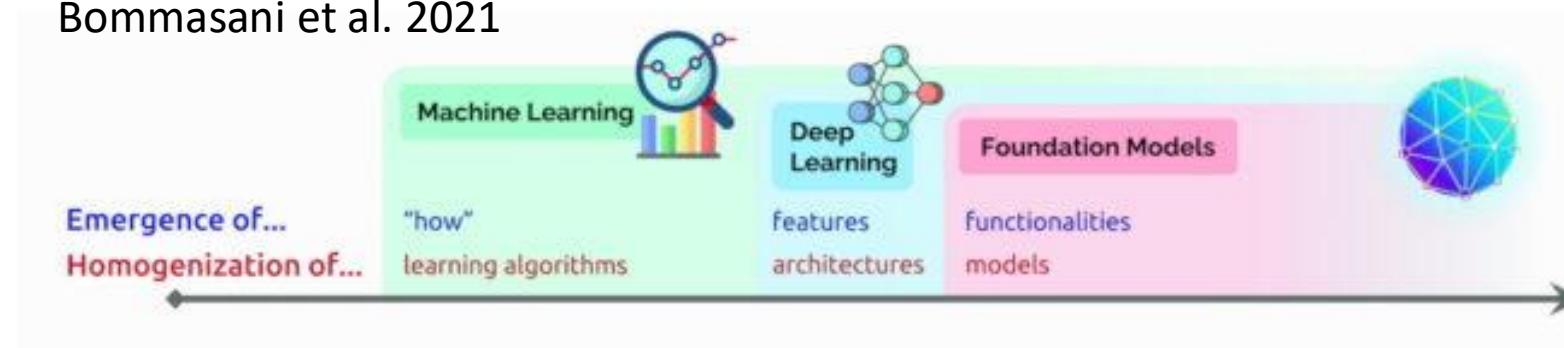


**Many, many models are trained on (closed-source)  
animal datasets ....**

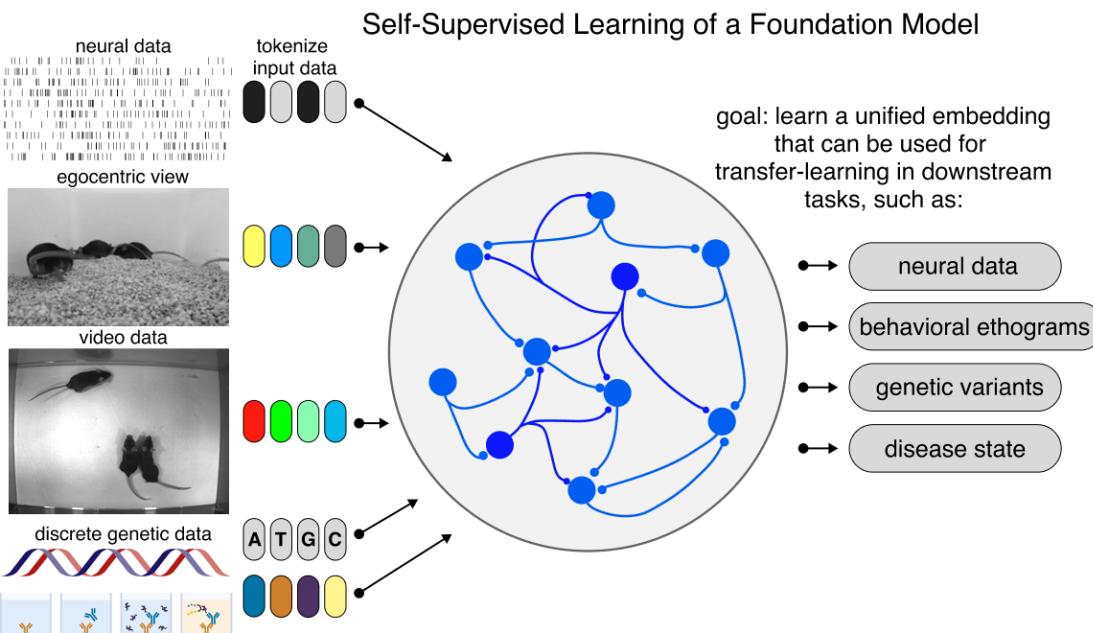
**But what if we could combine this collective  
knowledge into better foundational models?**

# Foundational models

Bommasani et al. 2021



[2024 AI Index report](#) from the Stanford Institute for Human-Centered Artificial Intelligence, 149 foundation models were published in 2023, more than double the number released in 2022



**Training compute of notable machine learning models by domain, 2012–23**

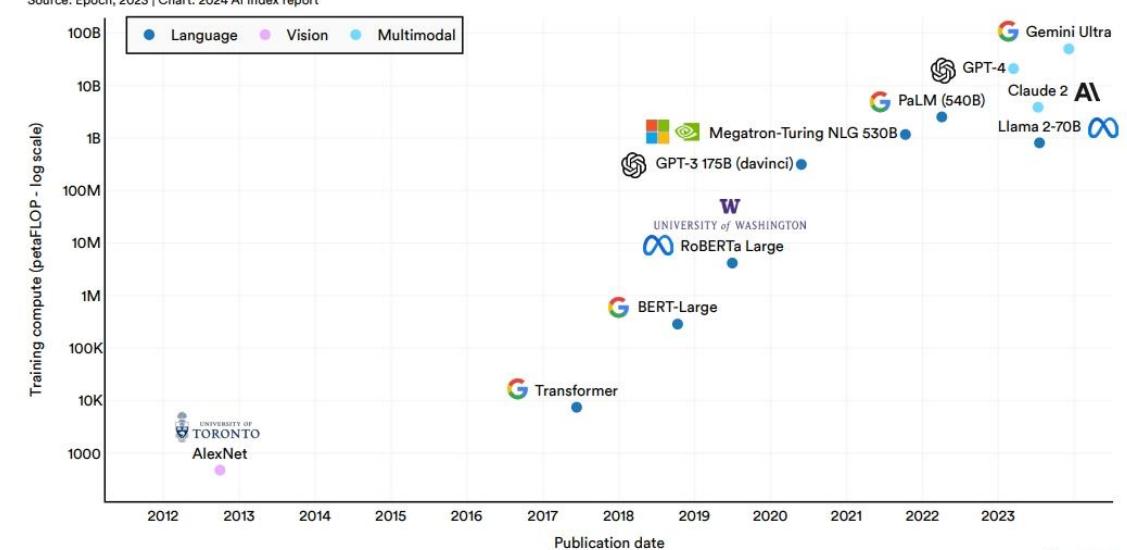


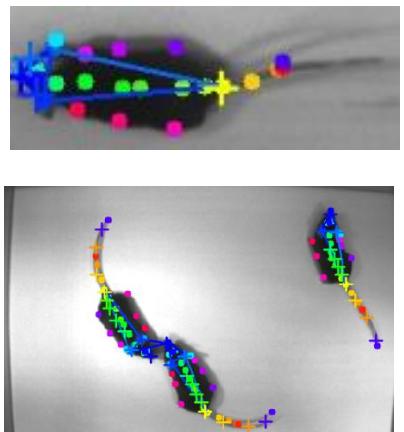
Figure 1.3.7

Mathis 2025 arXiv

NVIDIA

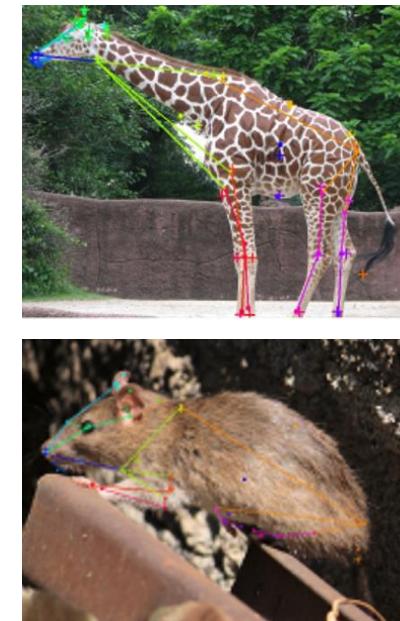
# New animal pose datasets ....

SuperAnimal- TopView Rodent (5K)



Typical Lab Setting  
SuperAnimal TopView  
26 keypoints

SuperAnimal- Quadruped (80K)

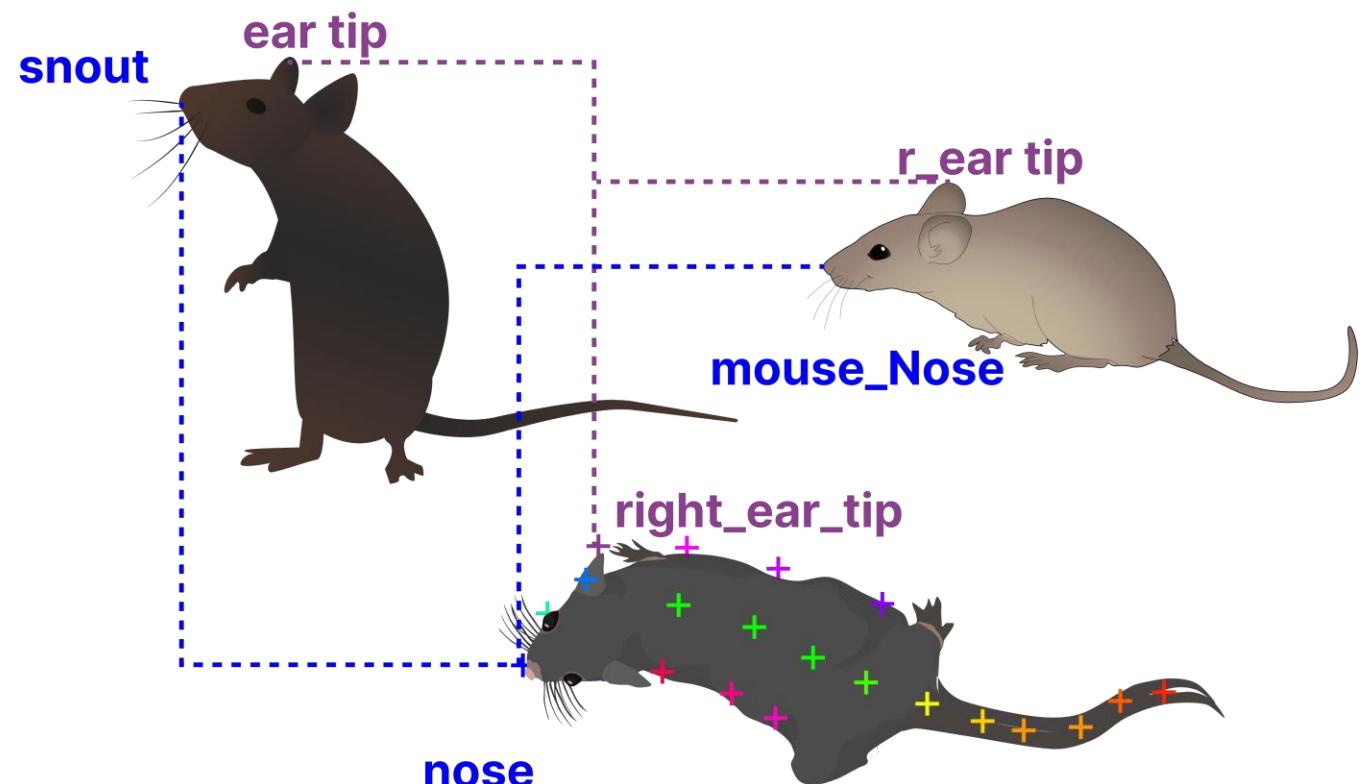
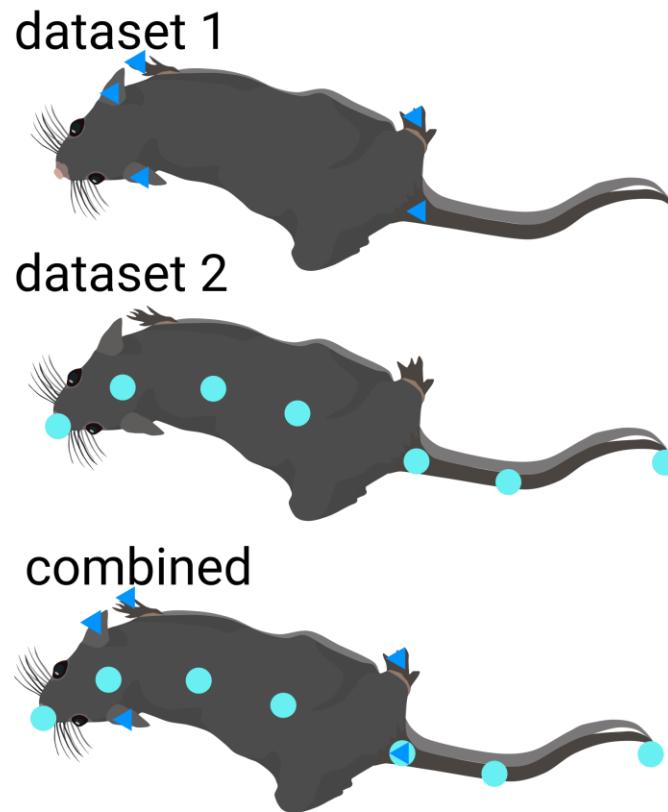


In-the-wild setting  
SuperAnimal Quadruped  
39 keypoints

# Better foundational models for behavioral analysis

## Challenge 1:

- Users do not define semantically similar keypoints, or even the same keypoints per animal

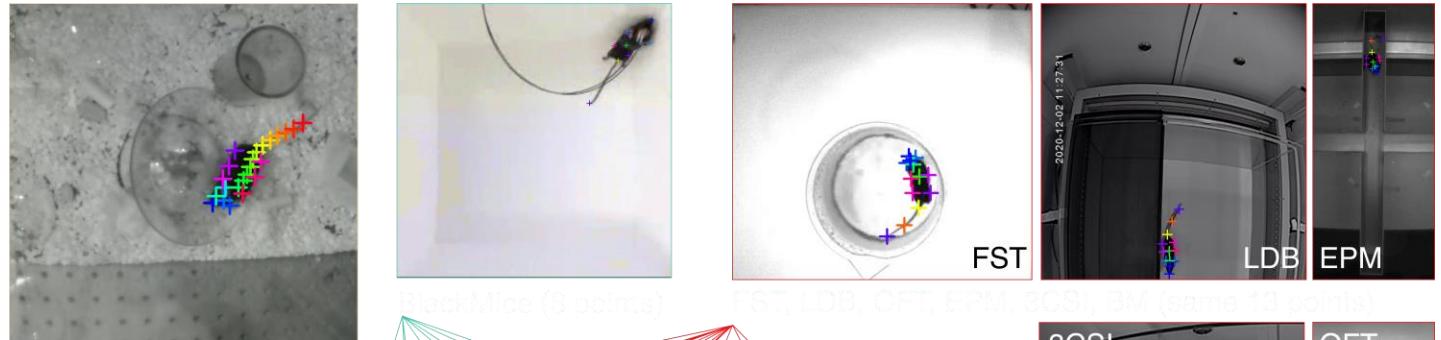


- *Pose estimation is a good video dimensionality reduction step*
- *This can be generalized to semantic behavioral labeling*

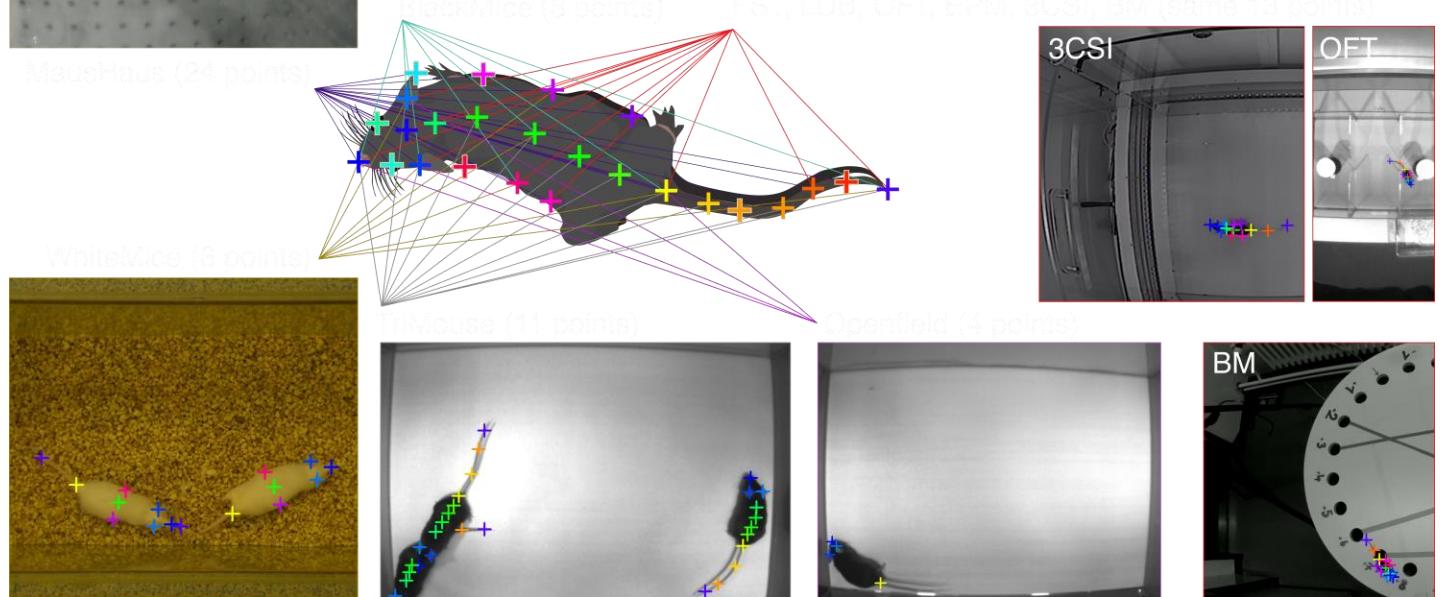
# Better foundational models for behavioral analysis

## Challenge 1:

- Users do not define semantically similar keypoints, or even the same keypoints per animal

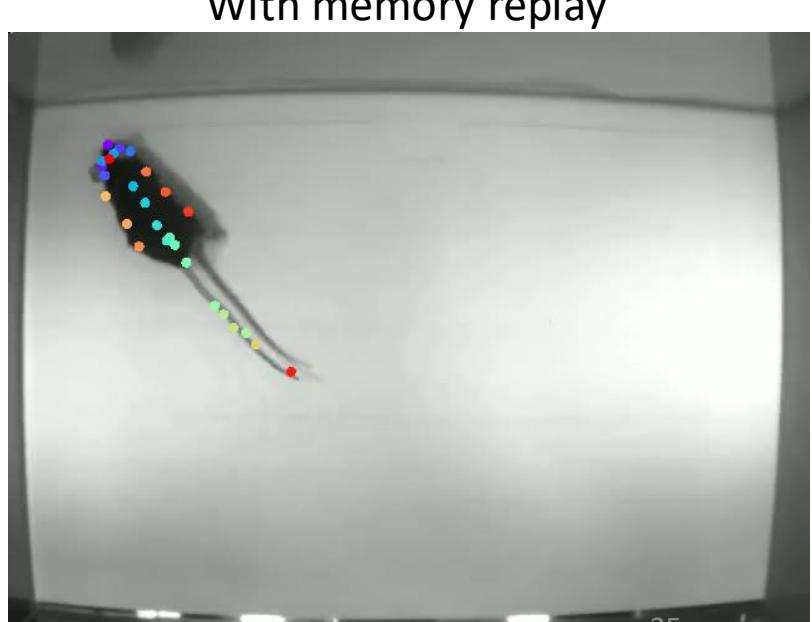
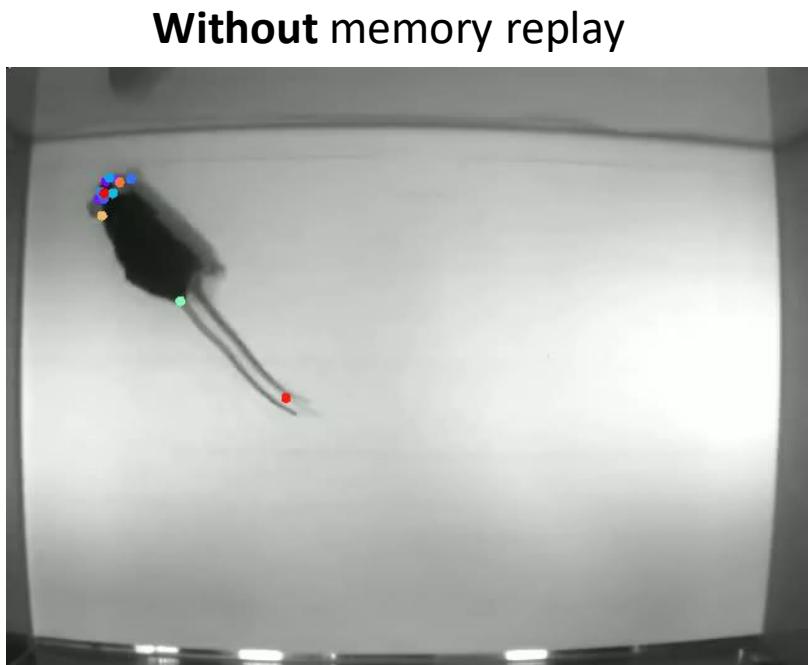
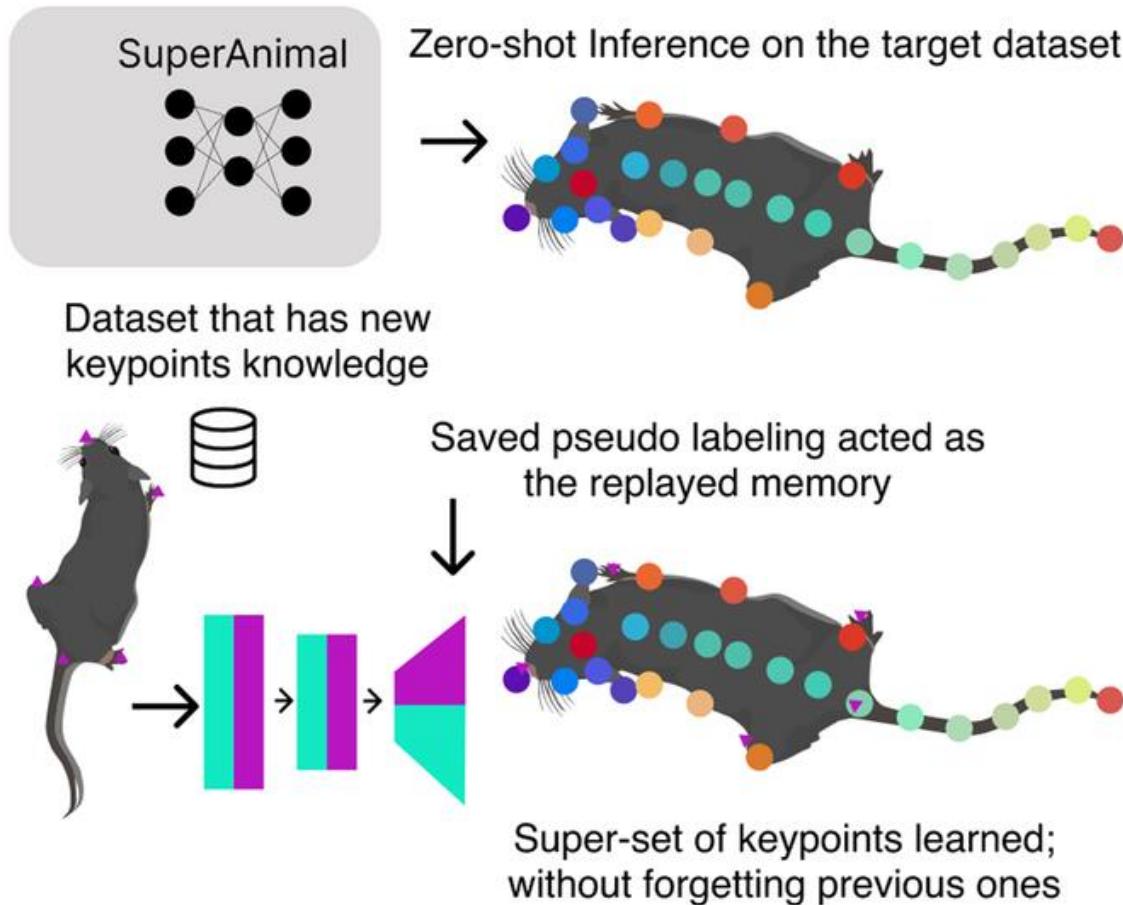


Solution: learning keypoint mappings, gradient masking



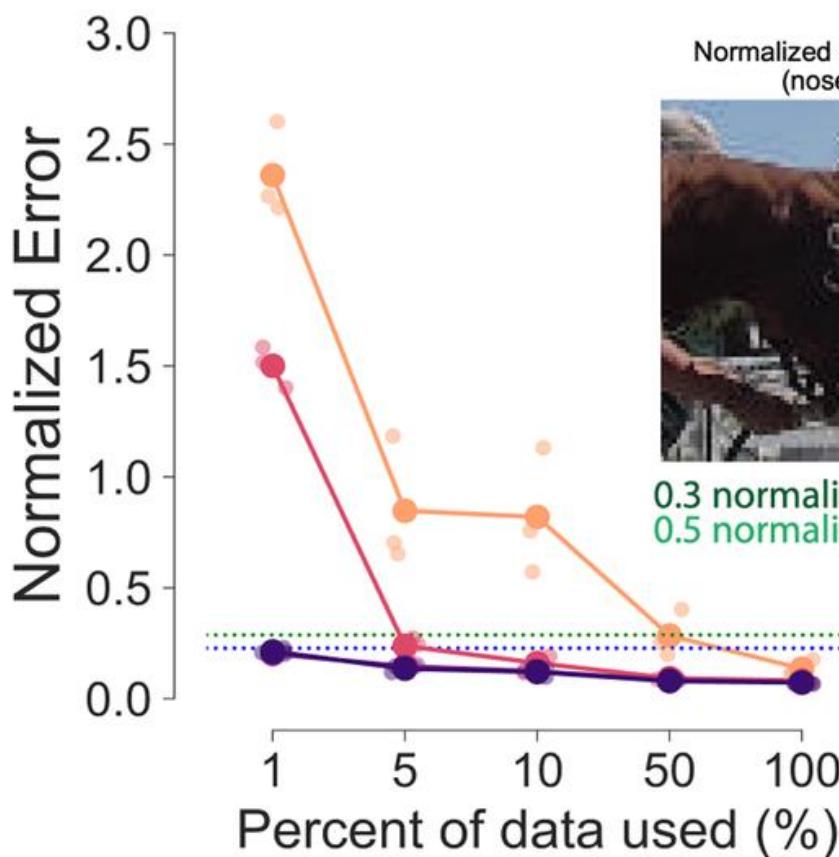
- *Pose estimation is a good video dimensionality reduction step*
- *This can be generalized to semantic behavioral labeling*

# Memory-replay self-supervised fine-tuning boosts performance



# SuperAnimal models zero- and few-shot outperform ImageNet pretrained models (in low data regime)

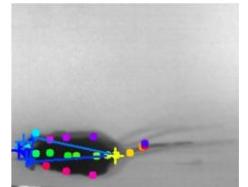
- ImageNet transfer learning
- SuperAnimal transfer learning
- SuperAnimal memory-replay fine-tuning
- SuperAnimal fine-tuning
- SuperAnimal-HRNet zero-shot
- AP-10K-HRNet zero-shot



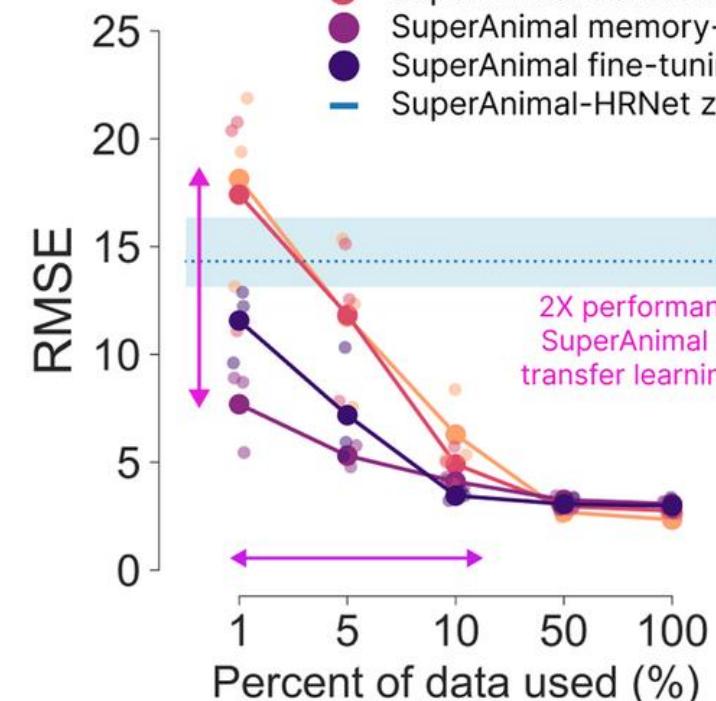
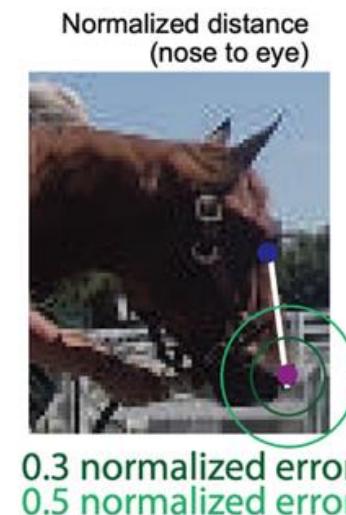
Horse-10 Benchmark data



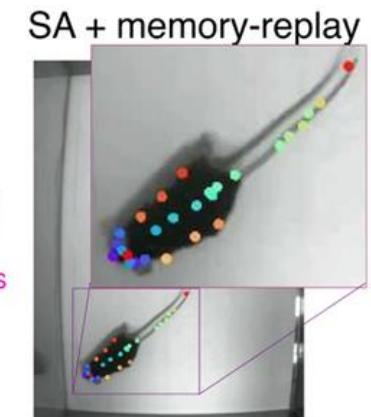
GT 22 keypoints



GT 4 keypoints



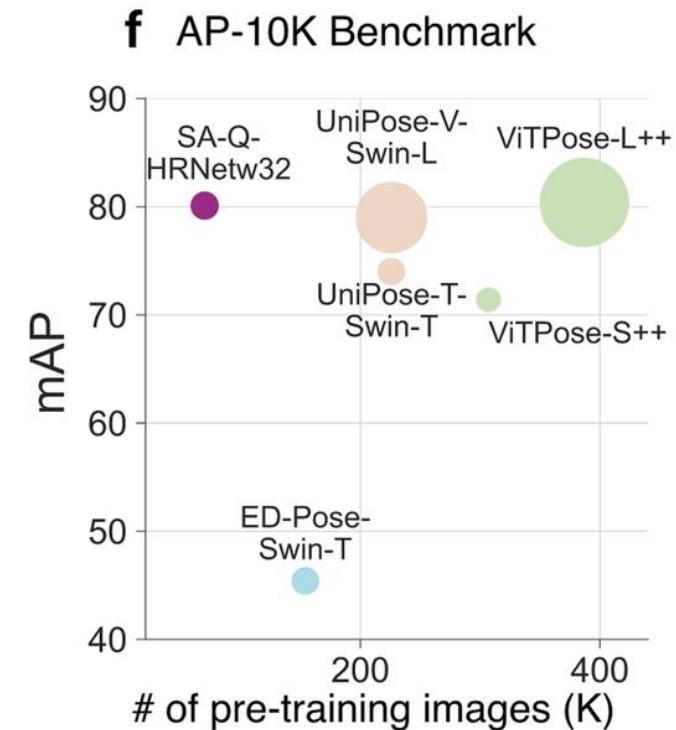
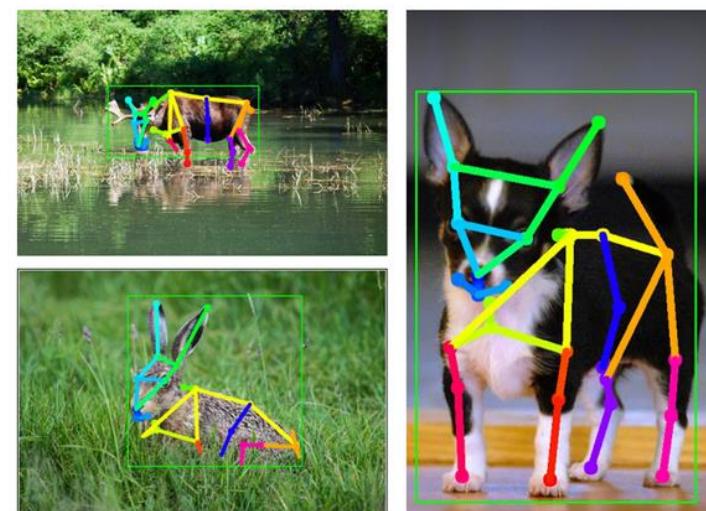
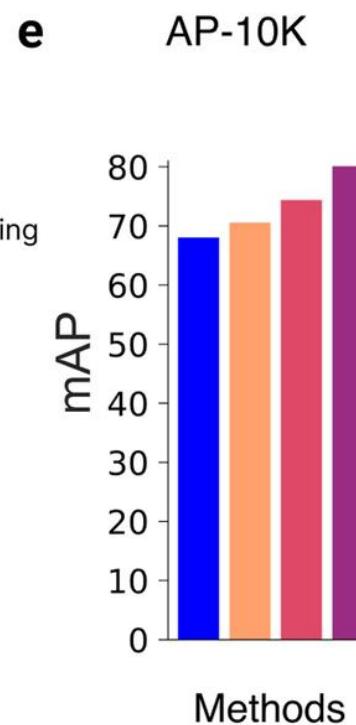
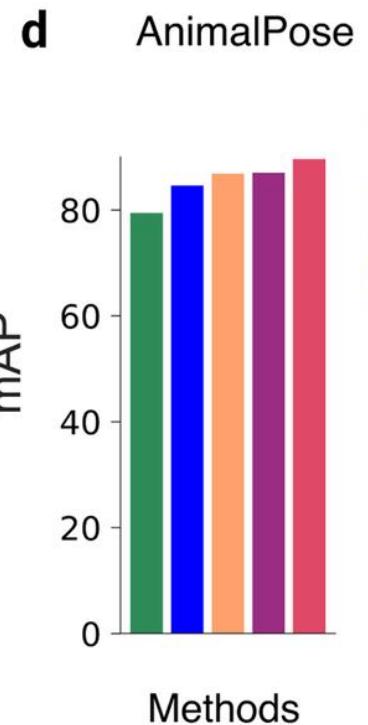
Openfield (DLC)



10X less data is needed with SuperAnimal vs. ImageNet

2X performance boost with SuperAnimal vs. ImageNet transfer learning on 10 frames

# SuperAnimal models fine-tuned outperform ImageNet pretrained models on animal pose CV benchmarks



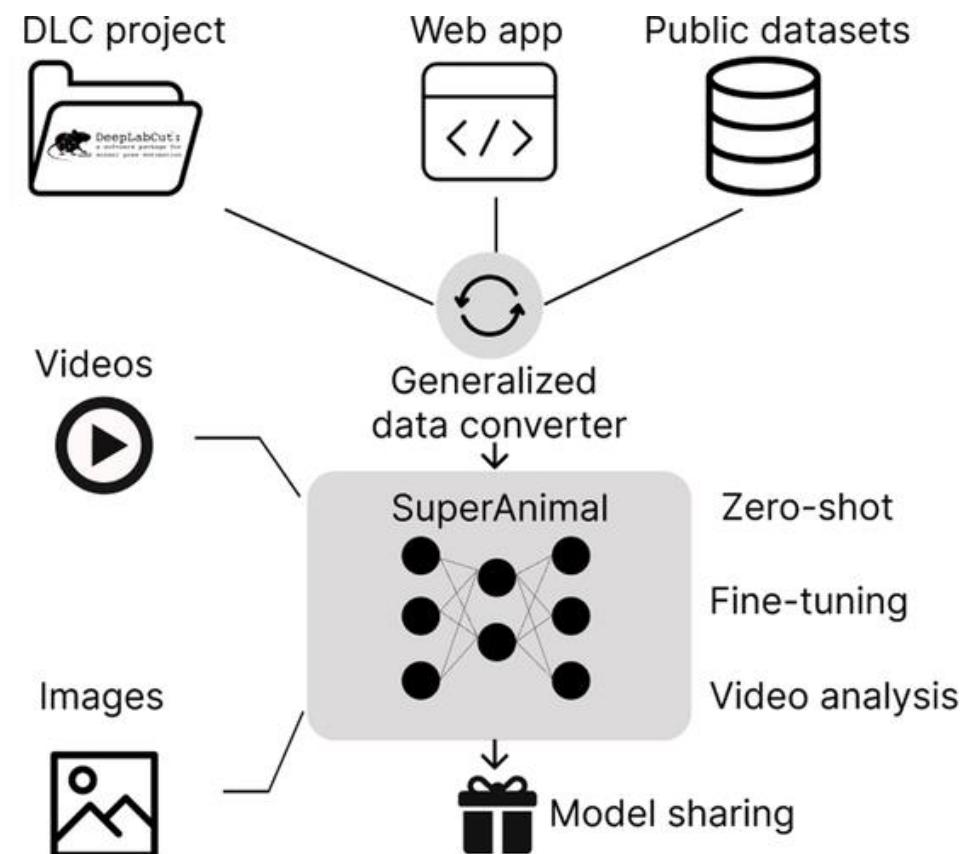
**Challenge 2:**

- We need more open source data (labeled data is even better, but can also use unlabeled data)

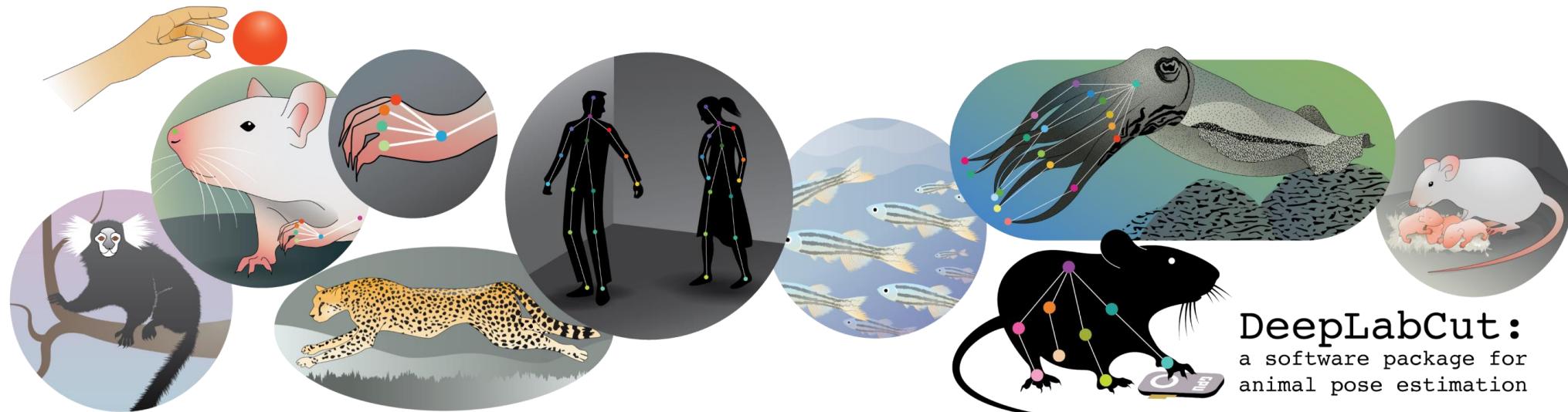
Solution: online crowd sourcing, robust generalized data converters/standards, web infrastructure

**Challenge 3:**

- People need to easily use such tools for zero-shot and for fine-tuning ...



# ModelZoo: model deployment & data curation



**DeepLabCut:**  
a software package for  
animal pose estimation

modelzoo.deeplabcut.org

DeepLabCut Model Zoo

**Contribute models**  
Share it with the community

**Annotate images**  
Help us create animal pose estimation datasets

**Test our models**  
See if it works on your data

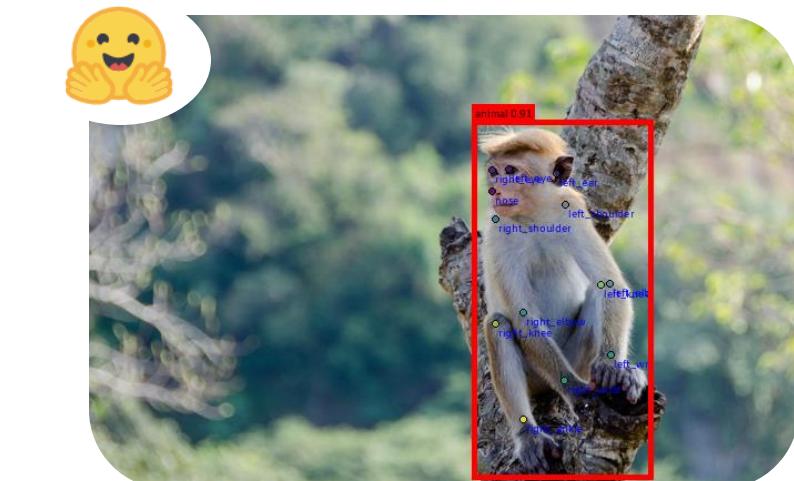
**DeepLabCut™**  
a software package for  
animal pose estimation

The DeepLabCut ModelZoo Contrib project is an initiative to gather animal pose estimation data in order to create robust models for the community.

Help us build these models by contributing your time (labeling) or get in touch if you have data you are willing to share! To read more about this project please see DeepLabCut.org and ModelZoo.DeepLabCut.org!

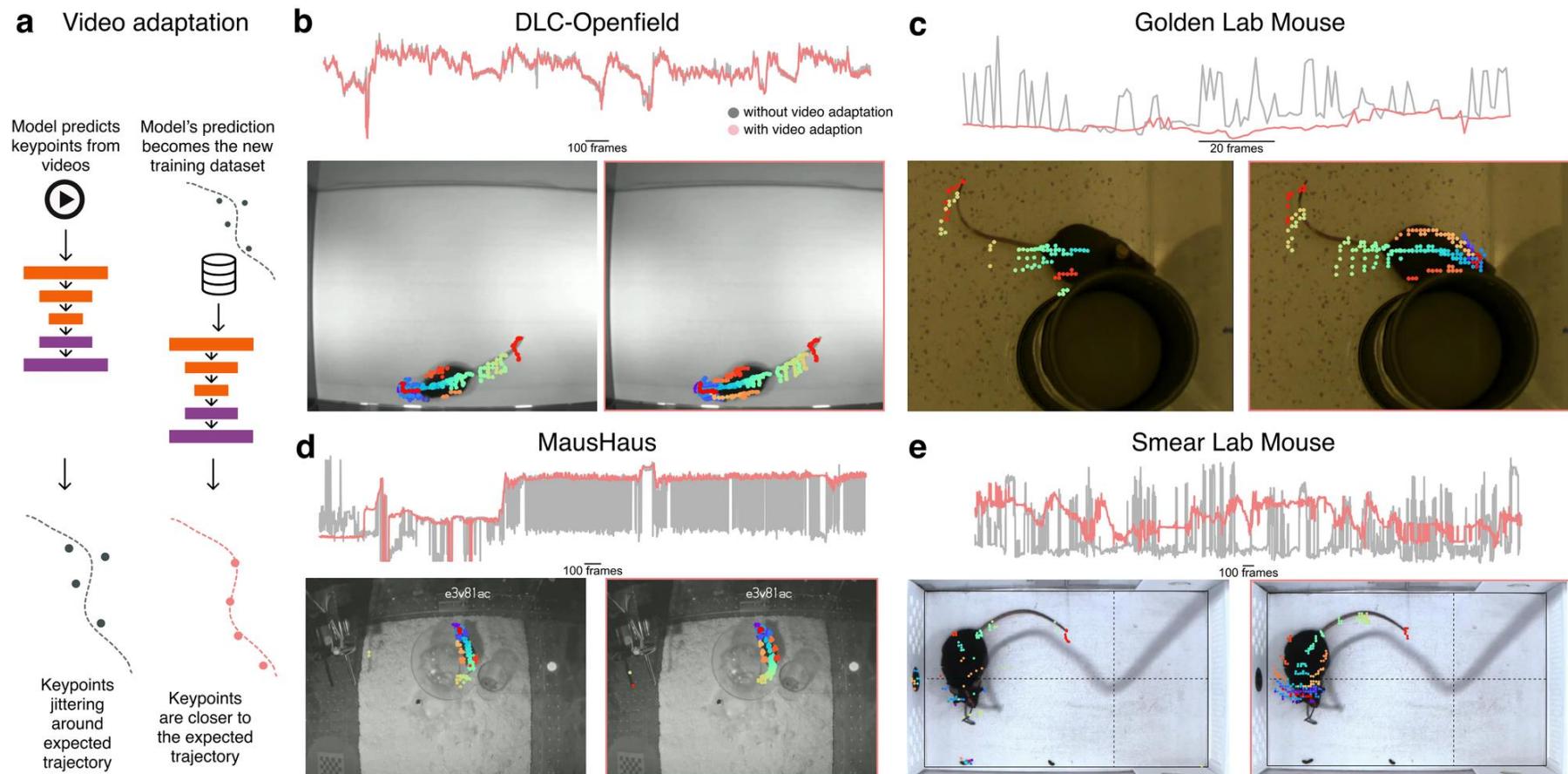


[contrib.deeplabcut.org](https://contrib.deeplabcut.org)



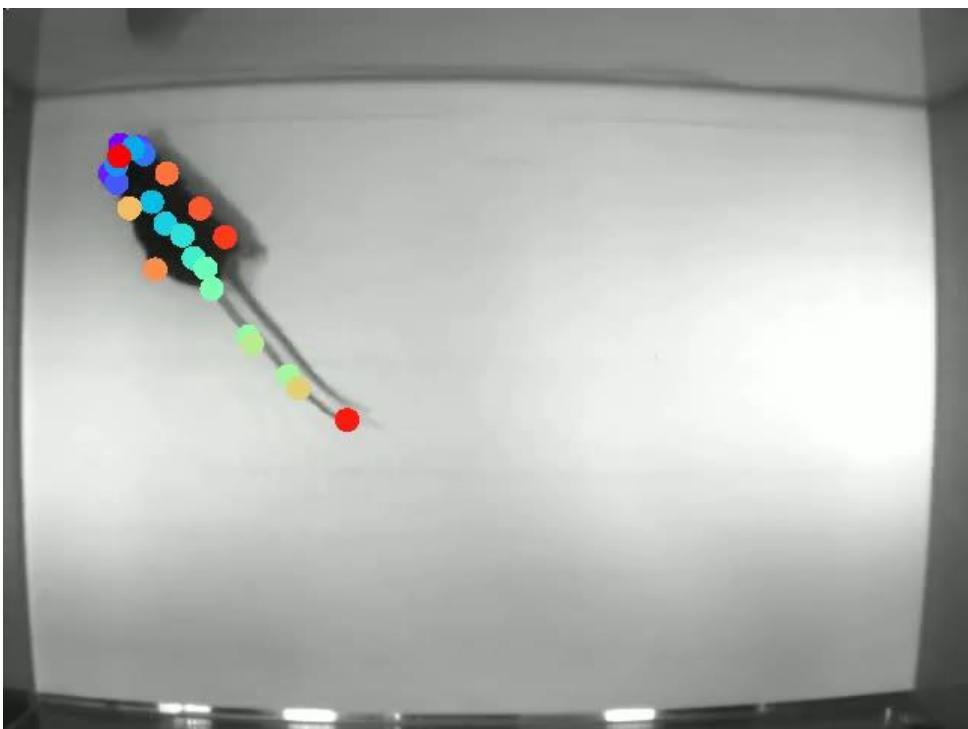
\*<https://huggingface.co/spaces/DeepLabCut>

# Real-time video Adaptation on your data

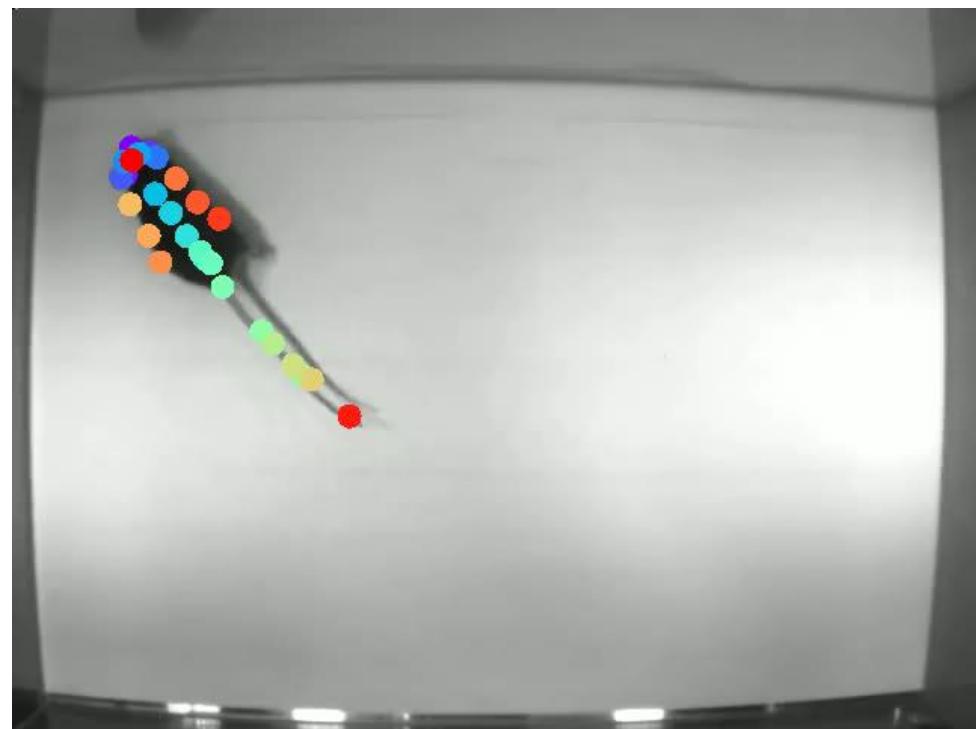


# Rapid test-time video adaptation

Zero-shot video

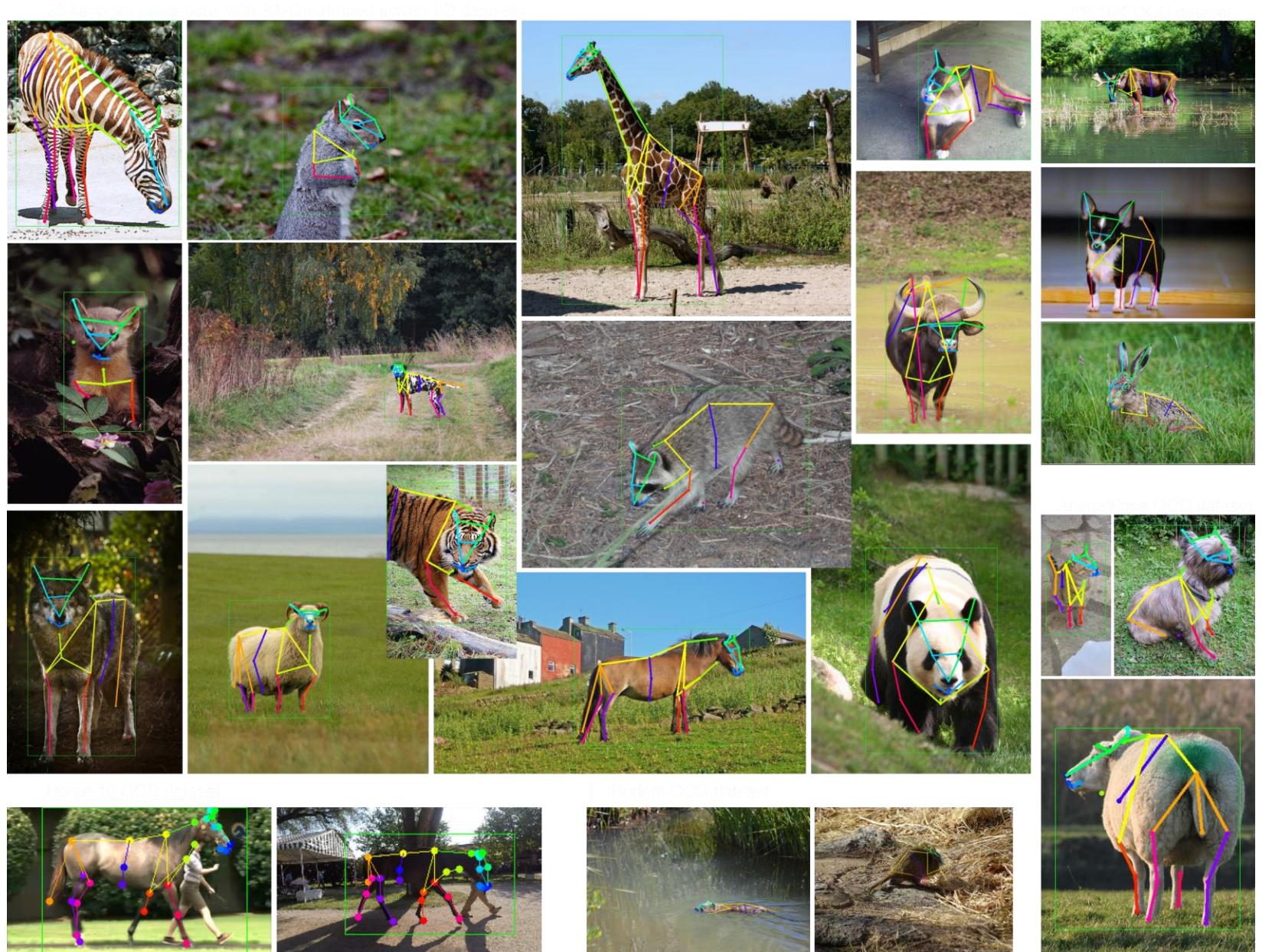
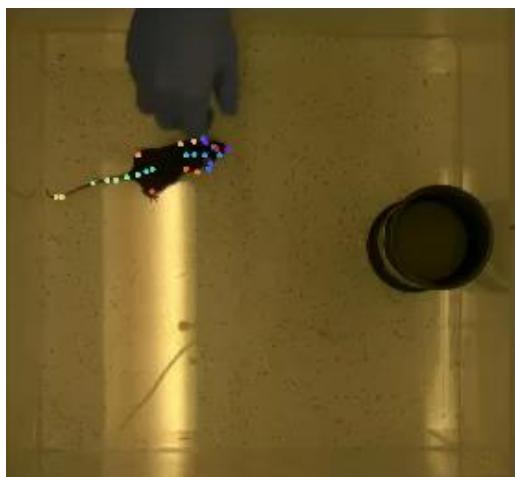


Zero-shot+ video adaptation



~1.3 real time for 1K iters (GPU)

# Towards building a foundation model for animal pose estimation



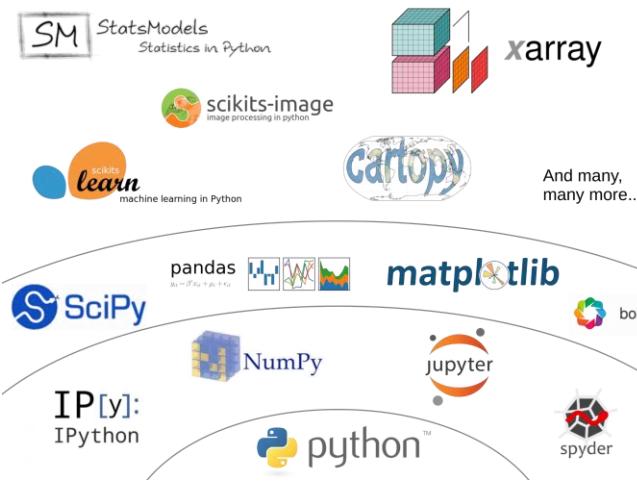
## **Advances:**

- Zero training from scratch could be required (huge energy savings & time/compute!)
- Zero-shot inference, or only tens of images for rapid fine-tuning required
- (*networks: gradient masking, memory replay, semantic mapping*)
- Zero-shot video inference, or 1.3x video inference w/test time aug.
- Tops OOD pose benchmarks

## **Still (more) challenges:**

- TopView rodents & quadrupeds are not all animals in neuroscience
- Do we build centralized models, or groups build their own SuperAnimals?
- good data sharing practices // central resources?

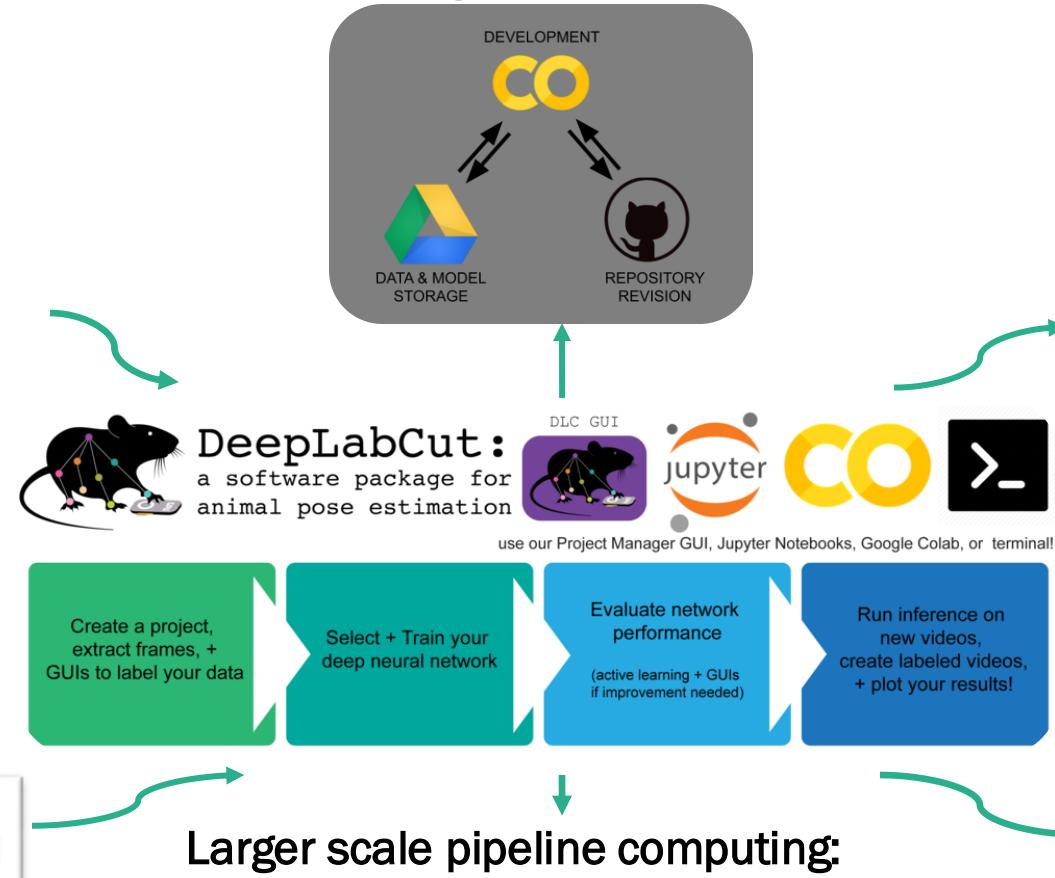
Built on the open source python stack:



Computer Vision:

A screenshot of a web-based interface for 'Computer Vision'. The top navigation bar includes 'Computer Vision', 'Animal Pose Estimation', 'Benchmarks', and 'Content'. The 'Animal Pose Estimation' section shows '34 papers with code + 8 benchmarks + 10 datasets'. It describes animal pose estimation as the task of identifying the pose of an animal. A note mentions 'Image credit: Using DeepLabCut for 3D markerless pose estimation across species and behaviors'. The 'Benchmarks' section shows leaderboards for 'Animal Pose Estimation' and 'Benchmarks'. The 'Content' section includes a 'Content' tab with links to 'Introduction', 'Benchmarks', 'Datasets', 'Libraries', 'Papers', and 'Most Implemented'.

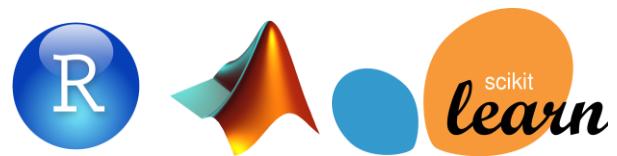
User testing/dev & deployment:



Real-time specific tools:



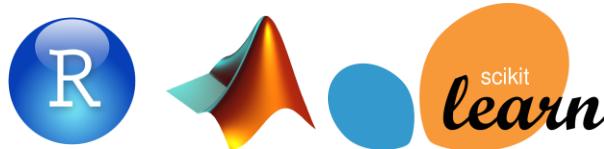
Post- pose estimation tools:



**Classifiers:** SVMs, Random Forrest, ANNs  
- B-SOID, ETH-DLC Analyzer, simba  
**Models:** HMMs, decision-trees, ANNs  
**Ethograms:** BORIS, BENTO, AmadeusGPT, Keypoint-MoSeq,  
**Clustering:** CEBRA, MotionMapper, JAABA  
**Motor analysis:** DLC2Kinematics



# Post- pose estimation tools



**Classifiers:** SVMs, Random Forrest, ANNs  
- B-SOID, ETH-DLC Analyzer, simba

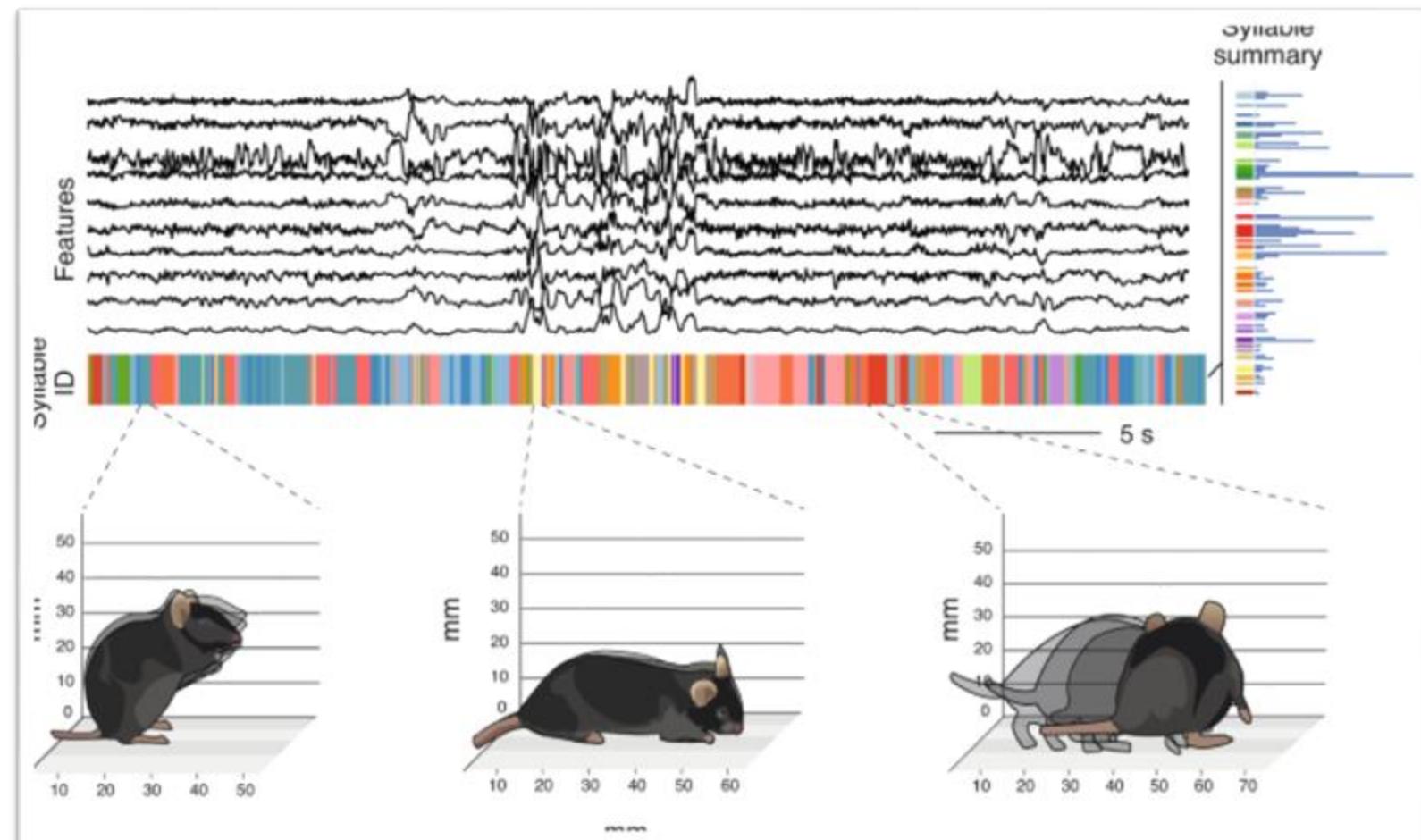
**Models:** HMMs, decision-trees, ANNs

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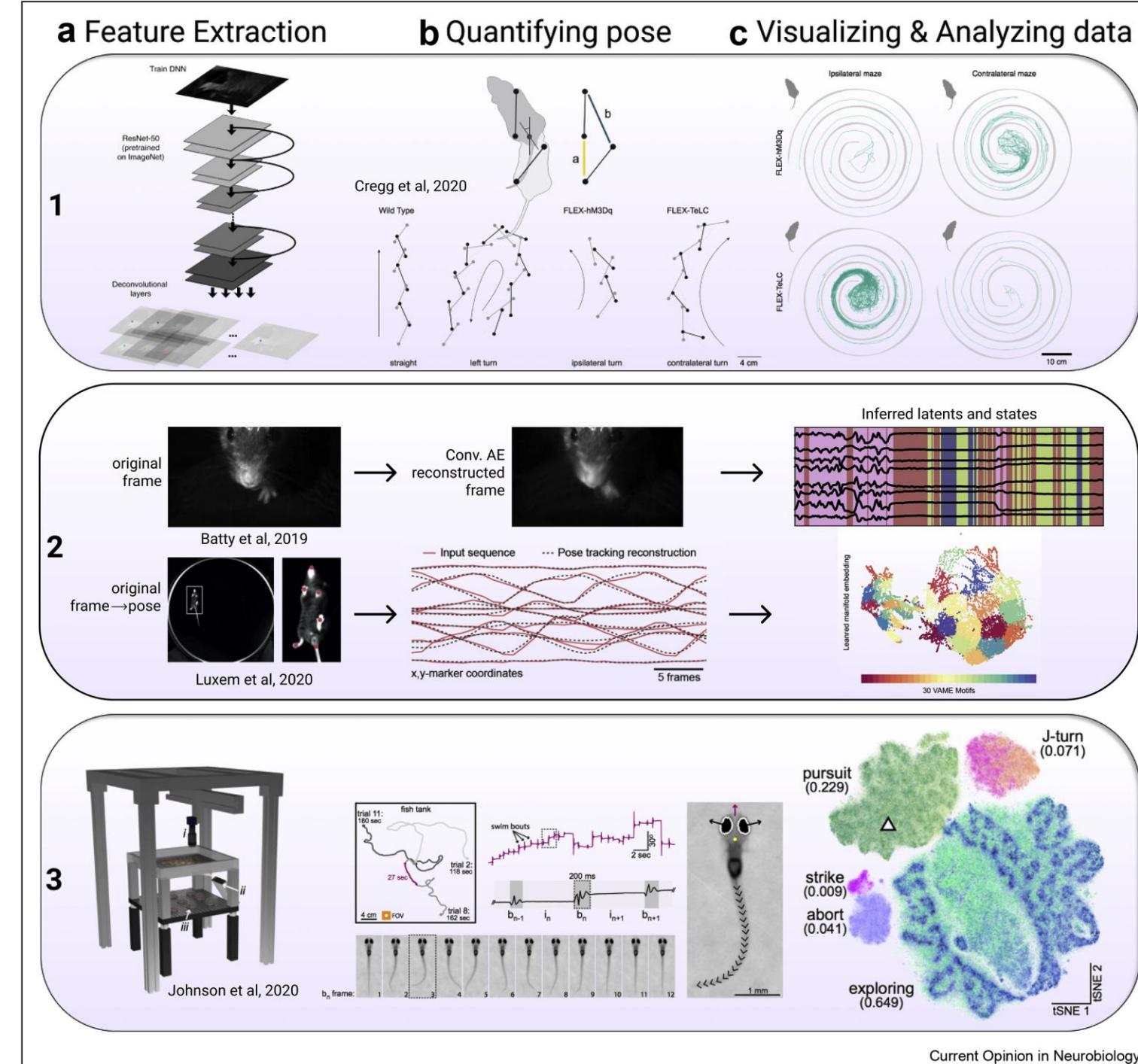
**Motor analysis:** DLC2Kinematics

- Keypoints are an excellent way to reduce the dimensionality of the video (from hundreds-thousands of pixels to key “pixels” over time
- How can we analyze this time-series data?



# Behavioral analysis tools (many!)

- feature extraction (pose estimation)
- quantification (quality & cleaning)
- clustering, time series modeling, ethograms



# Behavioral analysis tools

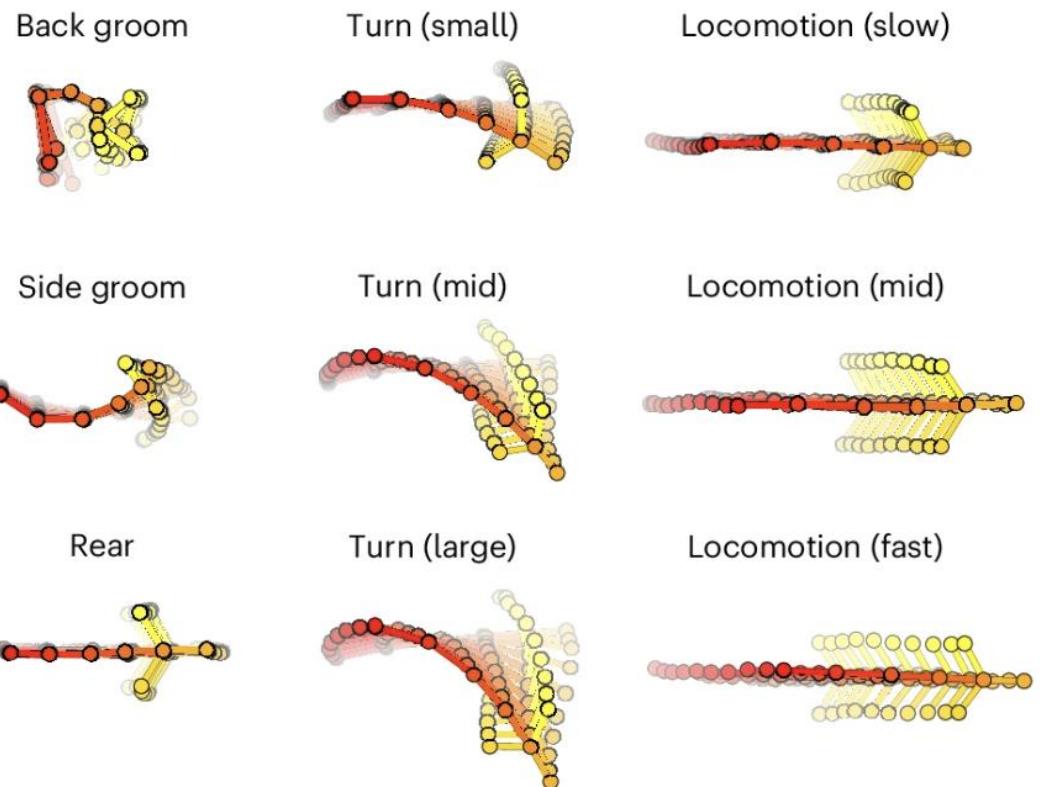
## Keypoint-MoSeq

Article | [Open access](#) | Published: 12 July 2024

### Keypoint-MoSeq: parsing behavior by linking point tracking to pose dynamics

[Caleb Weinreb](#), [Jonah E. Pearl](#), [Sherry Lin](#), [Mohammed Abdal Monium Osman](#),  
[Libby Zhang](#), [Sidharth Annapragada](#), [Eli Conlin](#), [Red Hoffmann](#), [Sofia Makowska](#),  
[Winthrop F. Gillis](#), [Maya Jay](#), [Shaokai Ye](#), [Alexander Mathis](#), [Mackenzie W. Mathis](#),  
[Talmo Pereira](#), [Scott W. Linderman](#)  & [Sandeep Robert Datta](#) 

[Nature Methods](#) **21**, 1329–1339 (2024) | [Cite this article](#)

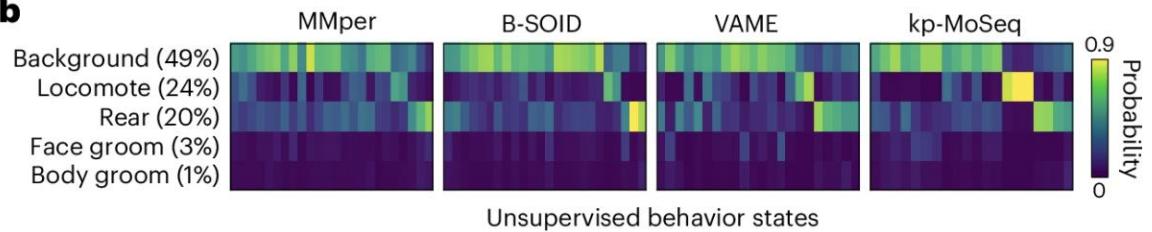


From: [Keypoint-MoSeq: parsing behavior by linking point tracking to pose dynamics](#)

**a**



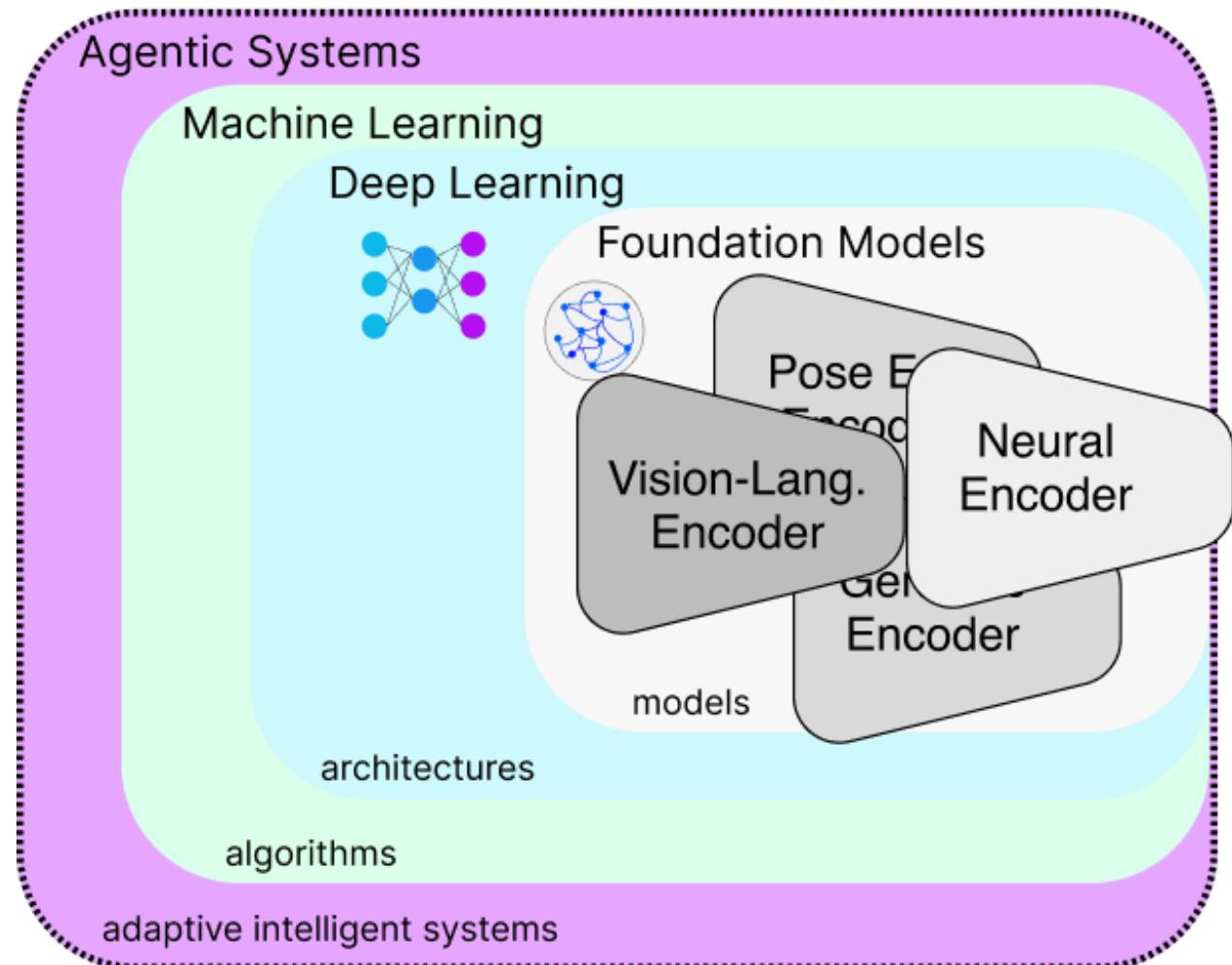
**b**



**Beyond deep learning, and foundation models ...**

## **Agentic Systems**

development of AI systems



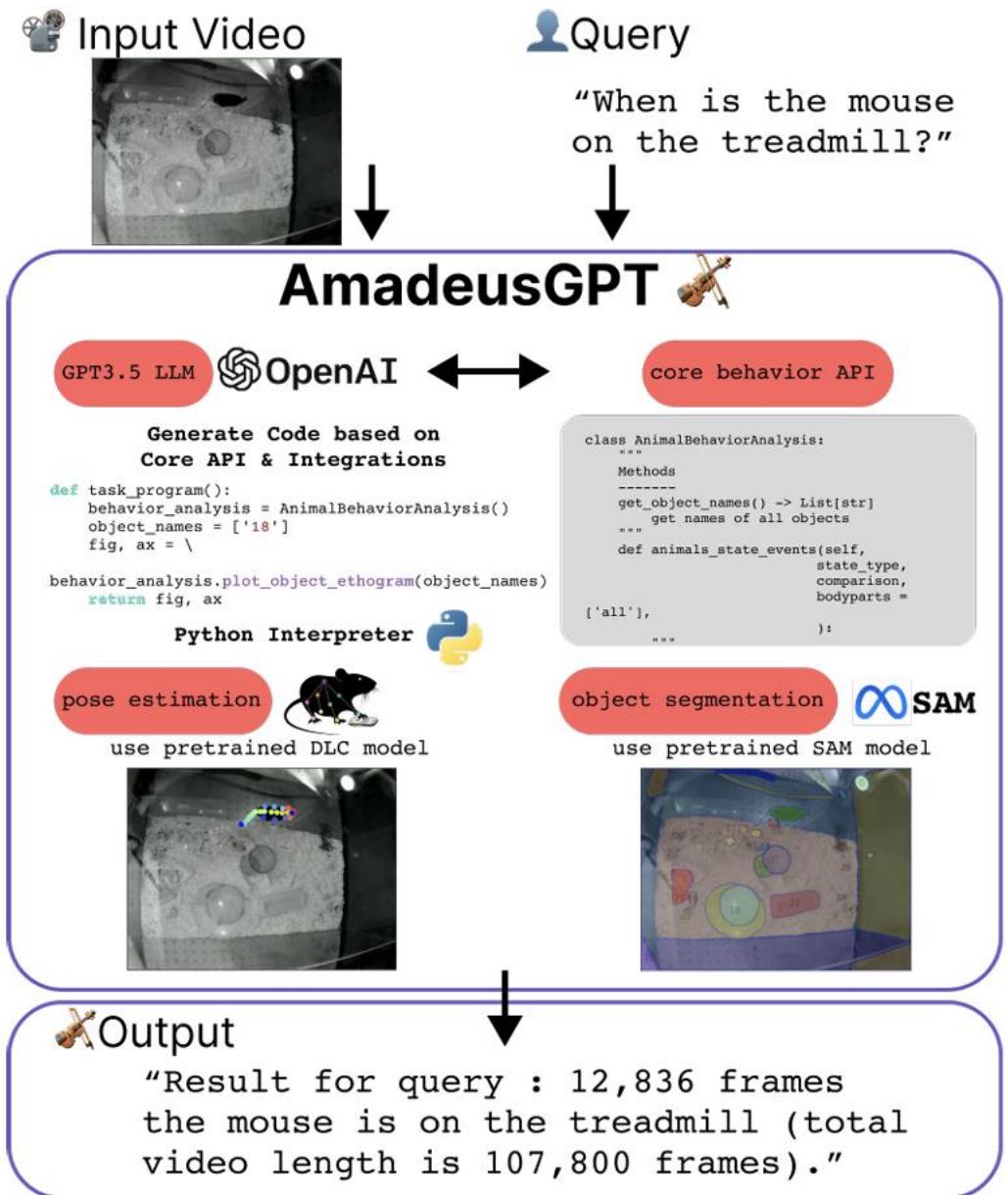
# AmadeusGPT: a natural language interface for interactive animal behavioral analysis



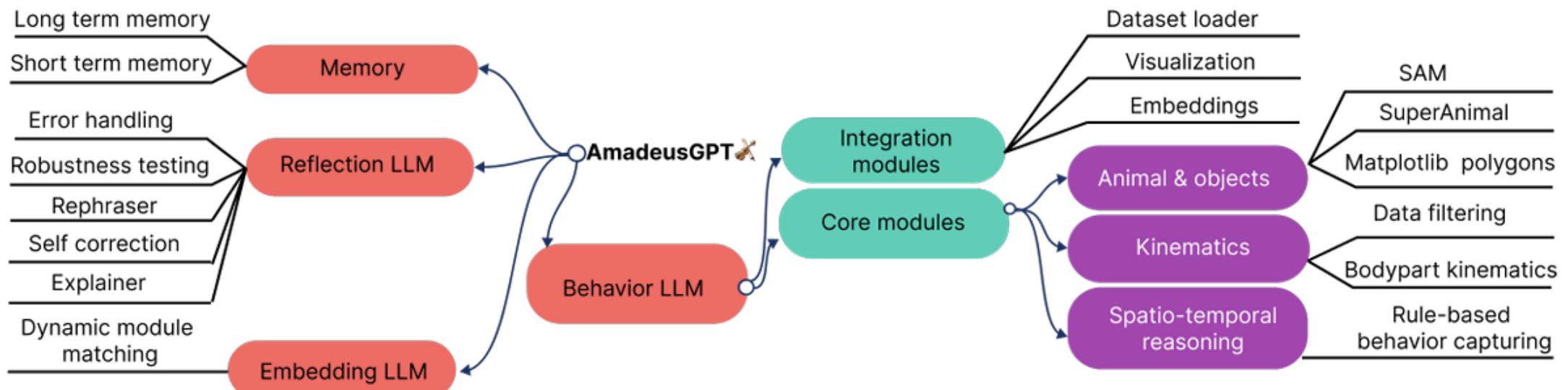
Shaokai Ye, Jessy Lauer, Mu Zhou, Alexander Mathis, Mackenzie W. Mathis NeurIPS 2023

## Highlights:

- AmadeusGPT leverages LLMs, such as GPT3.5 or 4
- It's an "OS": a systems architecture approach to combining LLMs for encoding, rephrasing, and explaining results
- Leverages SOTA models, such as SAM (MetaAI) and SuperAnimals (DeepLabCut)
- Can match human-level performance at quantifying animal behavior

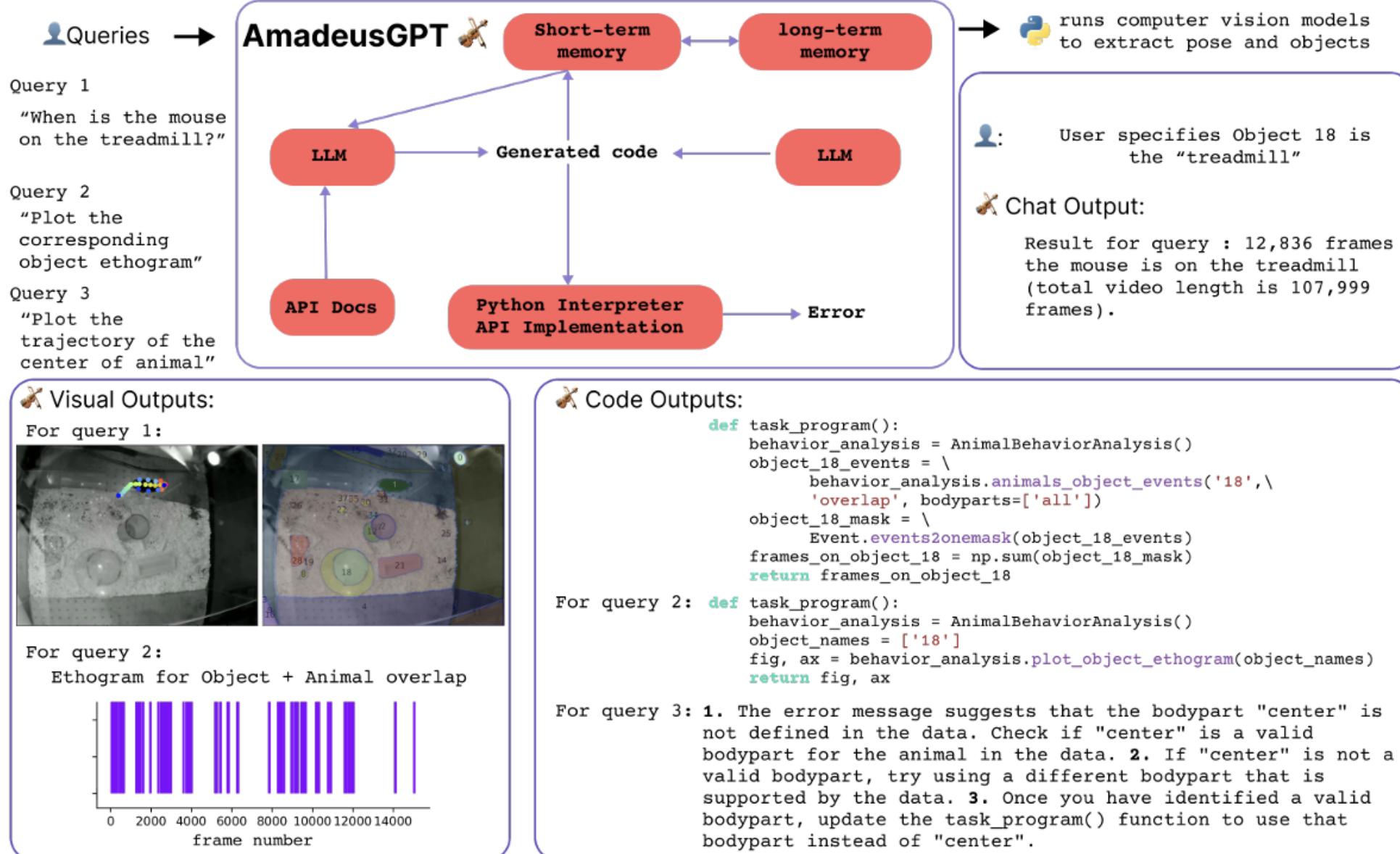


# System design & plugin system for AmadeusGPT

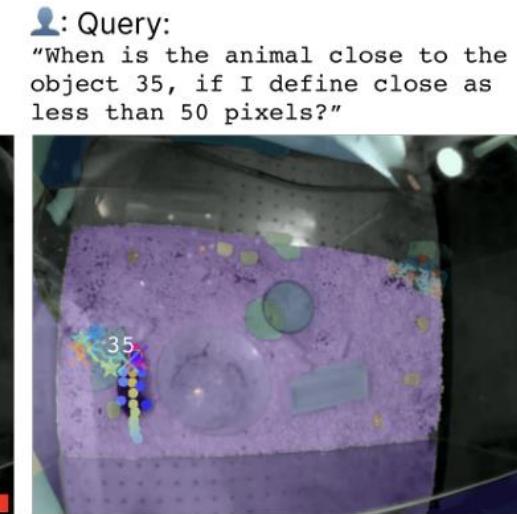
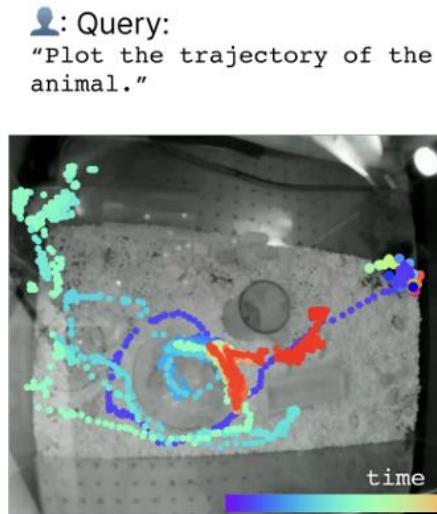
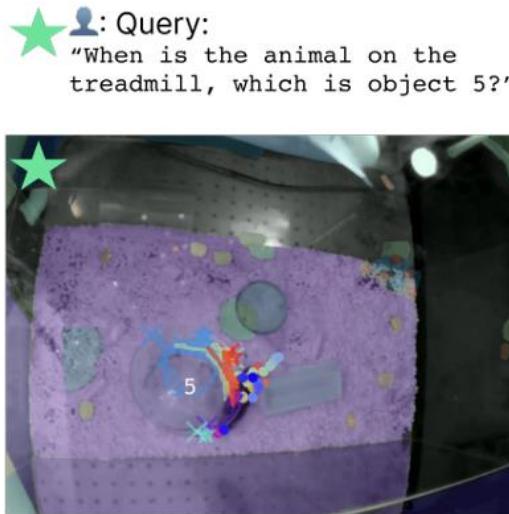


# Measuring behavior with multi-modal models & natural language

## (a) Short questions leading to active refinement and decomposition into to multiple task programs



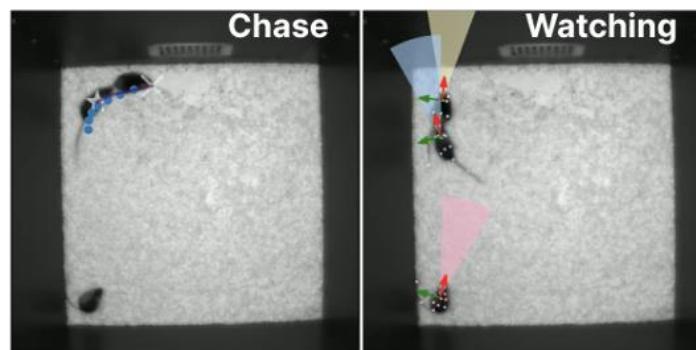
# AmadeusGPT benchmarked on several common scenarios in neuroscience



⭐️

```
def task_program():
    behavior_analysis = AnimalBehaviorAnalysis()
    overlap_object_5_events = behavior_analysis.animals_object_events('5', 'overlap', bodyparts=['all'])
    fig, ax = behavior_analysis.plot_trajectory(bodyparts=['all'], events=overlap_object_5_events)
    return fig, ax
```

(c) MABE Challenge dataset



Official definition

**Chase:** Mice are moving above 15 cm/sec, with closest points less than 5 cm apart, and angular deviation between mice is less than 30 degrees, for at least 80% of frames within at least one second. Merge bouts less than 0.5 seconds apart.

**Watching:** Mice are more than 5 cm apart but less than 20 cm apart, and gaze offset of one mouse is less than 15 degrees from body of other mouse, for a minimum duration of 3 seconds. Merge bouts less than 0.5 seconds apart.

👤 Our prompt

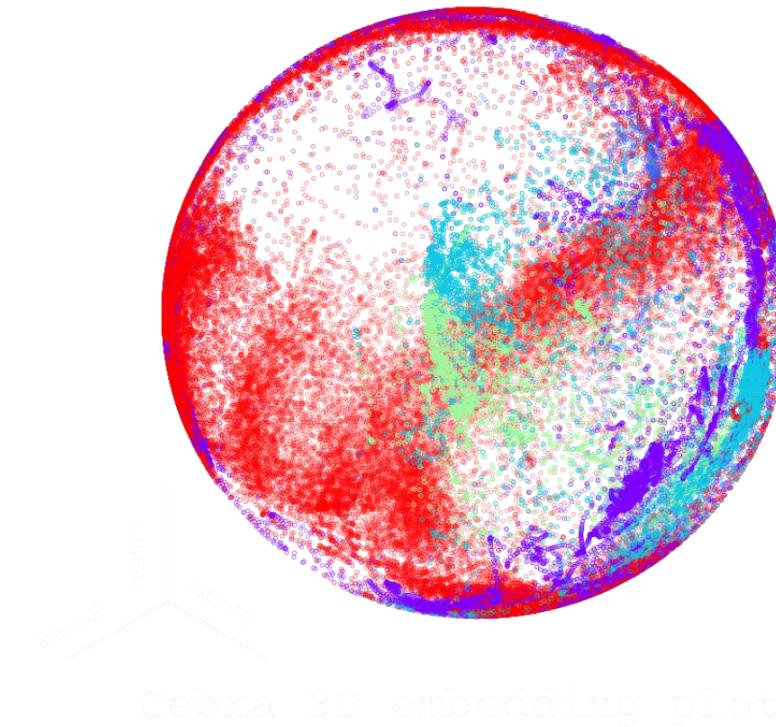
"Define <|chases|> as a social behavior where closest distance between this animal and other animals is less than 40 pixels and the angle between this and other animals have to be less than 30 and this animal has to travel faster than 2 pixels. When do chases happen?"

"Define <|watching|> as a social behavior where distance between animals is less than 260 pixels and larger than 50 and head angle between animals is less than 15. The smooth\_window\_size is 15. When does watching happen?"

# AmadeusGPT: SuperAnimals, SAM & CEBRA for behavioral analysis



Annotated MausLabs masks



treadmill  
water basin  
mouse hut  
elevated platform  
cotton roll  
half tube  
platform barrel  
food pellet

Left click to draw a polygon. Right click to confirm the drawing. After that, click finish drawing button.  
Refresh the page if you need a new ROI  
Or if the ROI canvas does not display



# AmadeusGPT



Mathis Laboratory  
of adaptive motor control

EPFL

Elevated plus maze (EPM) is a widely used behavioral test. The mouse is put on an elevated platform with two open arms (without walls) and two closed arms (with walls). In this example we used a video from <https://www.nature.com/articles/s41386-020-0776-y>.

- On the left you can see the video data auto-tracked with DeepLabCut and keypoint names (below). You can also draw ROIs to ask questions to AmadeusGPT about the ROIs. You can drag the divider between the panels to increase the video/image size.
- We suggest you start by clicking 'Generate Response' to our demo queries.
- Ask additional questions in the chatbox at the top of the page. Note that you need to scroll down to see the outputs!
- Here are some example queries you might consider: 'The <|open arm|> is the ROI0. How much time does the mouse spend in the open arm?' (NOTE here you can re-draw an ROI0 if you want. Be sure to click 'finish drawing') | 'Define head\_dips as a behavior where the mouse's mouse\_center and neck are in ROI0 which is open arm while head\_midpoint is outside ROI1 which is the cross-shape area. When does head\_dips happen and what is the



<https://github.com/AdaptiveMotorControlLab/AmadeusGPT>

AmadeusGPT




EPFL

downloads 3k downloads/month 641 pypi package 0.0.2 Star 192

We turn natural language descriptions of behaviors into machine-executable code.

[Installation](#) | [Home Page](#) | [News](#) | [Reporting Issues](#) | [Discussions!](#)

# Summary

- there are many behaviors people use in systems neuroscience, and therefore they require custom solutions to measure behavior
- pose estimation is the computer vision task of measuring the geometric configuration of keypoints (joints)
- to build high performance models, transfer learning is powerful approach transfer learning is the ability to take a pretrained encoder model and use in a downstream task (i.e. ImageNet or SuperAnimal backbones)
- CNNs are a standard model for this task setting, but transformers are also used
- primer on basics of convolutions and decoders
- “out of distribution” data is very common in neuroscience, so we need robust solutions
- data is also sparse, so we need to get creative and train models with disjoint data; take-home (1) is that even in systems neuro you need to innovate in other areas; (2) technically, this meant masking gradients and video adaptation algorithms
- good algorithms are not enough; in science you need to make your code usable!
- behavioral analysis is a rapidly growing area in neuroscience // many options exist
- towards the future of behavioral analysis: LLMs as “operating systems” for analysis