

Behaviour and body patterns of *Octopus vulgaris* facing a baited trap: first-capture assessment

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Supplementary material

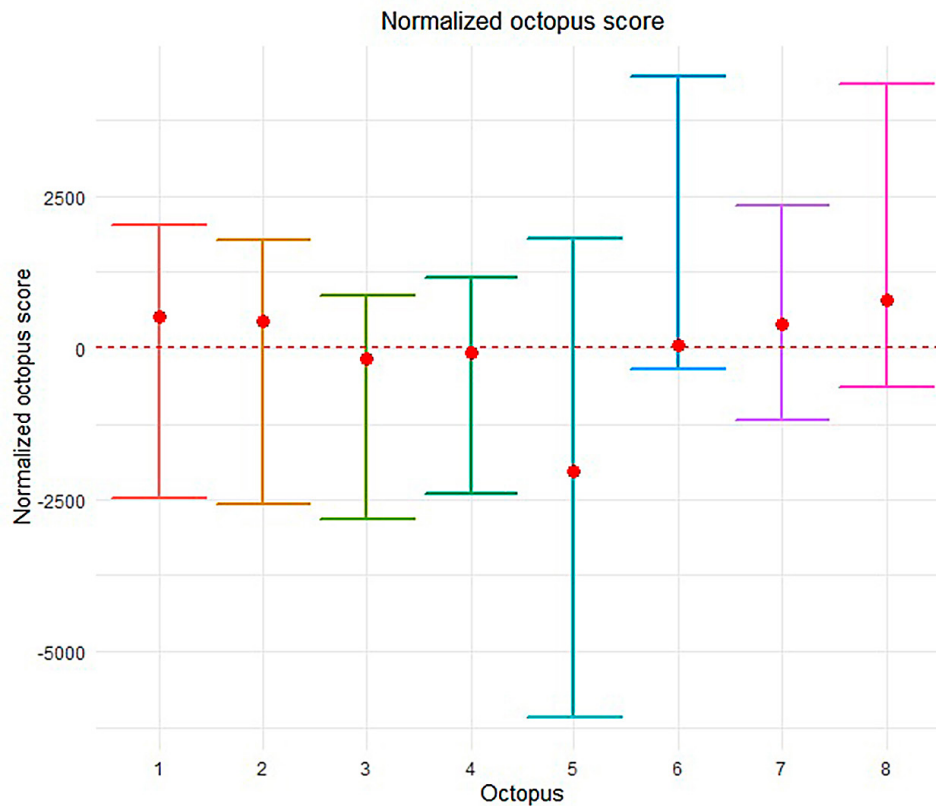


Fig. S1. – Distribution of the *Octopus* score “posteriors” to first capture (see Eq. 1). The red dot shows the median (or percentile 50%); the whiskers are the 95% Bayesian confidence interval (BCI; percentiles 2.5 and 97.5%)

Table S1. – Distribution of the main parameters “posteriors” on estimated repeatability and mean latency to first capture (see Eq. 1): the median (or percentile 50%), 95% Bayesian confidence interval (BCI; percentiles 2.5 and 97.5%), the convergence index of the chains (at convergence, Rhat=1) and the number of effective iterations (n.eff).

	2.50%	25%	50%	75%	97.50%	Rhat	n.eff
Repeatability	<0.001	<0.001	<0.001	0.029	0.559	1.004	620
Octopus 1	-2477.432	-16.687	513.541	986.594	2017.020	1.003	1500
Octopus 2	-2574.675	-35.572	436.959	856.278	1782.190	1.003	1700
Octopus 3	-2837.730	-333.949	-167.014	-41.049	866.633	1.003	3100
Octopus 4	-2409.246	-154.915	-69.016	-5.822	1156.142	1.003	5100
Octopus 5	-6075.179	-3329.496	-2039.848	-794.734	1802.079	1.001	14000
Octopus 6	-348.656	17.923	60.810	281.445	4448.723	1.004	1100
Octopus 7	-1192.027	91.441	392.459	720.282	2344.410	1.002	18000
Octopus 8	-632.232	315.390	779.758	1352.644	4329.980	1.001	4200
Tolerance octopus	-2210.813	-516.599	160.223	828.004	2643.139	1.001	30000
Tolerance residuals	-2024.799	-11.587	-0.032	3.466	989.701	1.002	30000
Tolerance Test	-2489.067	-777.530	-110.128	570.125	2394.589	1.002	19000
Deviance	-3247.945	-1697.596	-1015.347	-359.768	1106.147	1.001	15000

Table S2. – Results from the Pearson’s correlation analyses of recorded behaviour and body patterns of *O. vulgaris* facing a bait trap. A, arm exploration; B, body exploration; C, crawl; D, defence position; E, pulling the trap; F, approaching the trap; G, grabbing the trap; H, retreat; I, resting in the den; J, jet swim; Y, capture bait/prey; M, broad mottle skin; N, hood/striped skin pattern; O, passing cloud skin pattern; R, regular skin pattern; S, smooth texture; Z, dark skin pattern. (For detailed definitions see Table 1.)

