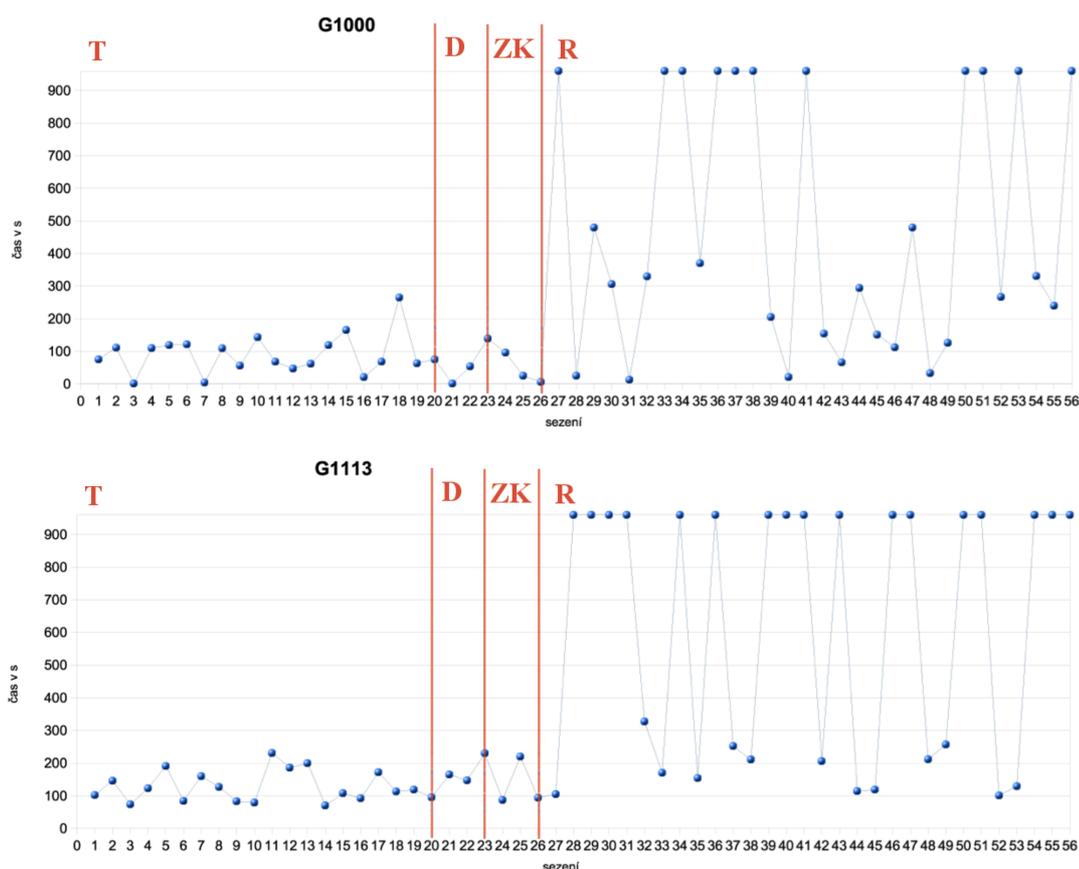
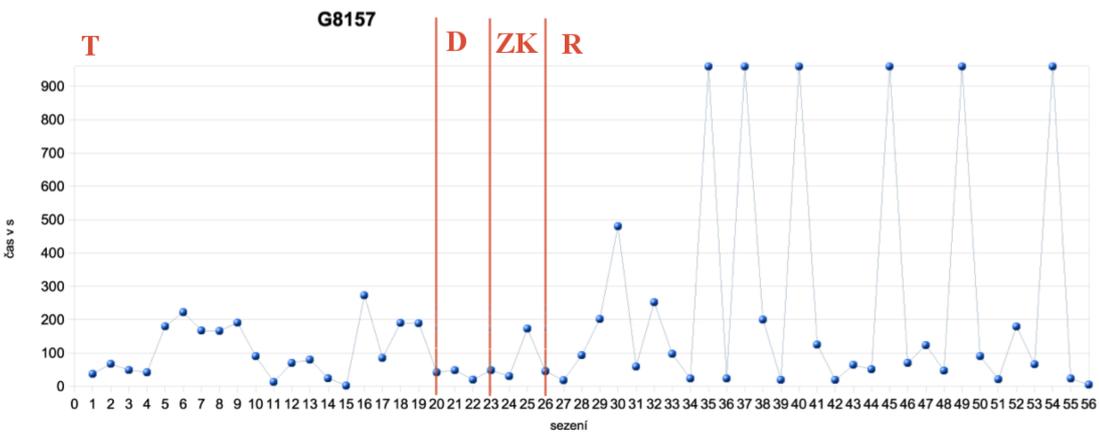
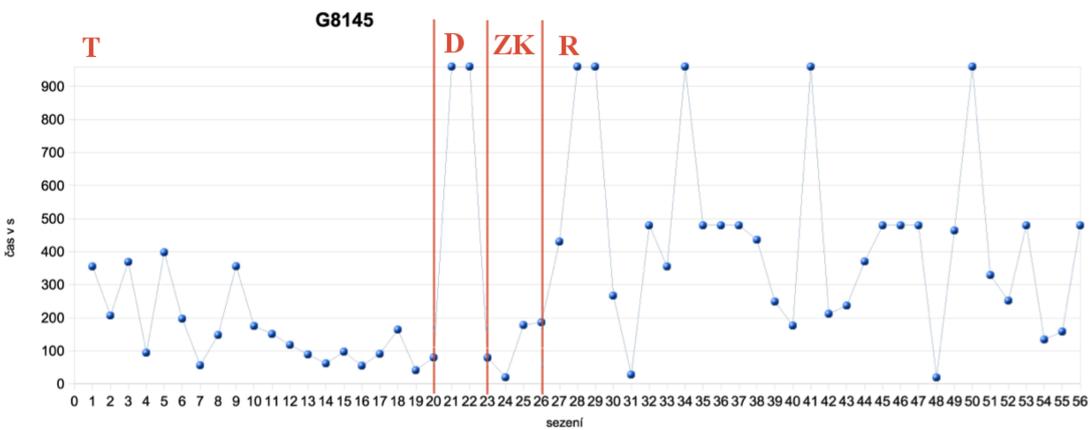
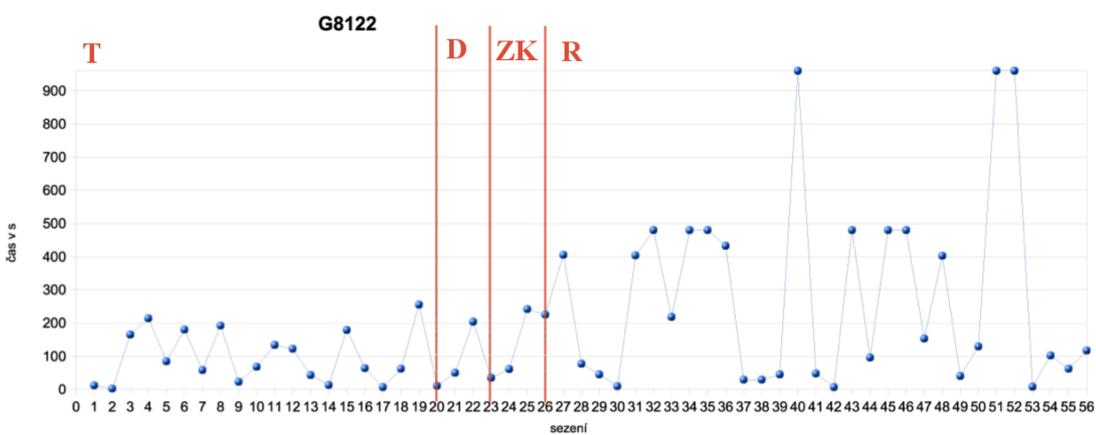
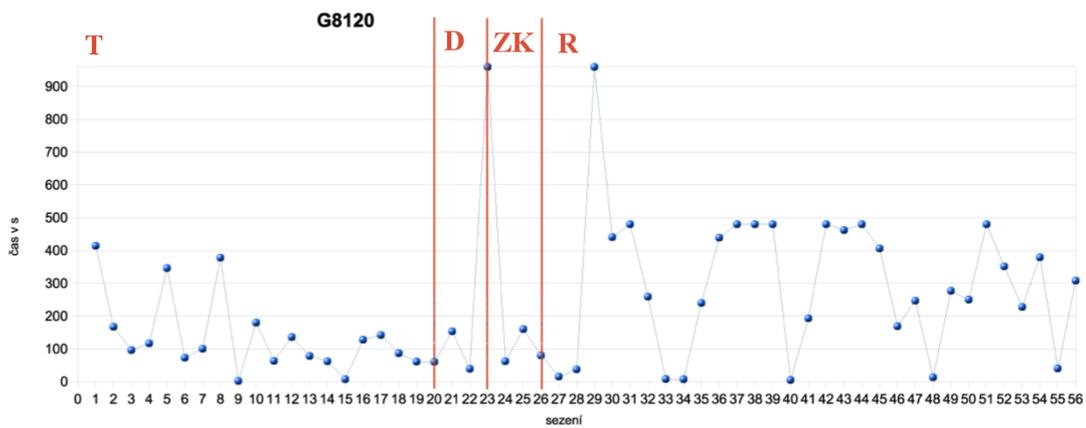


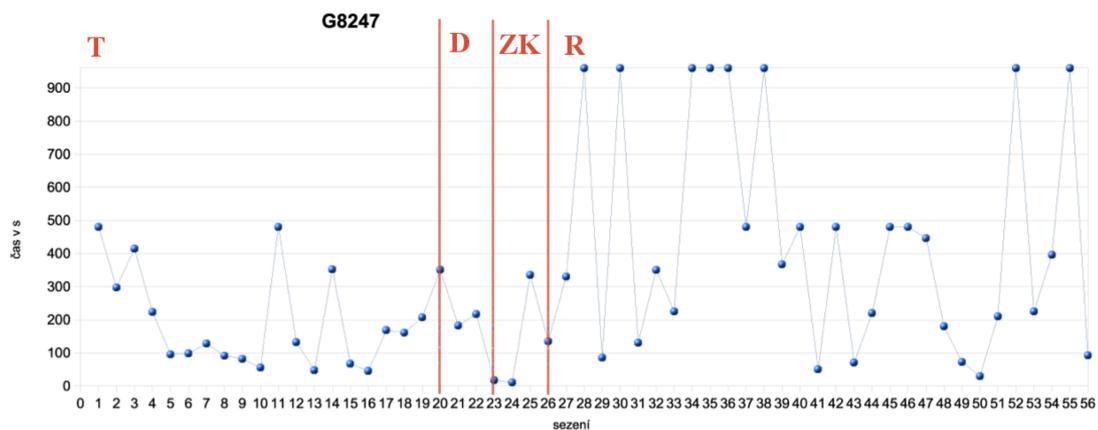
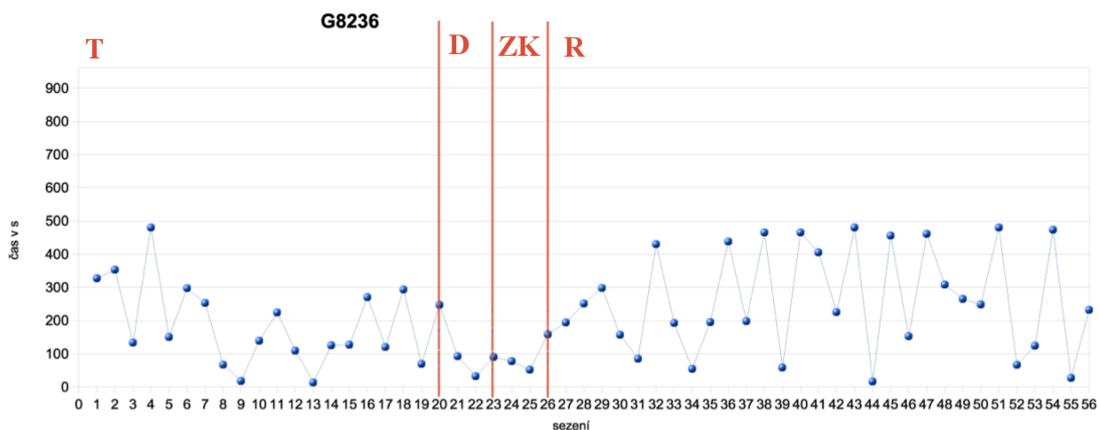
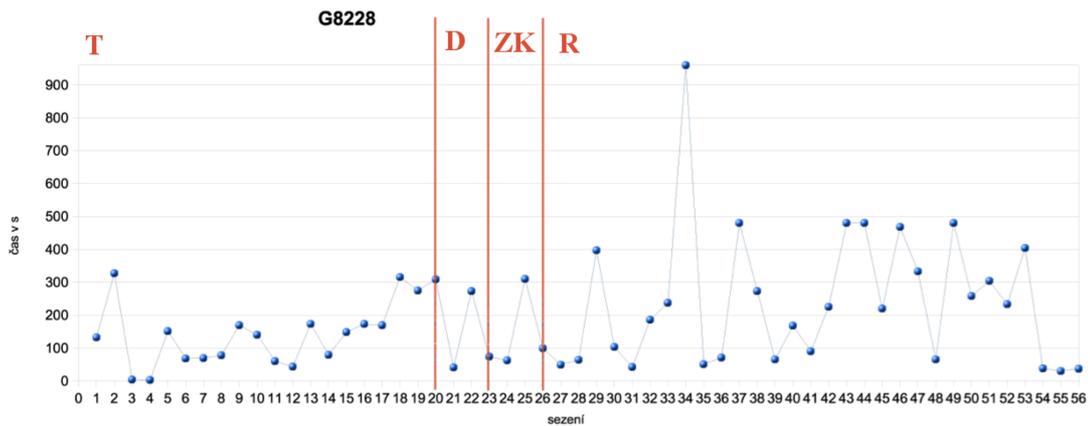
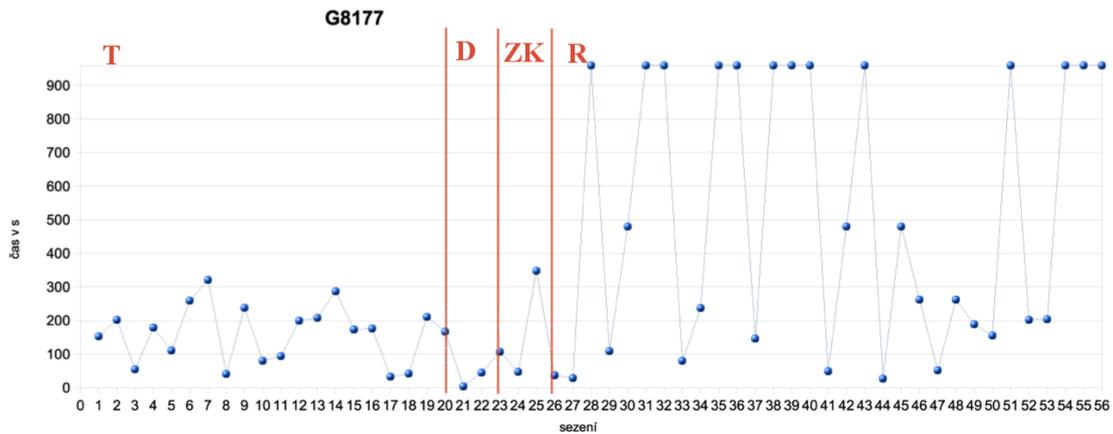
## Přílohy

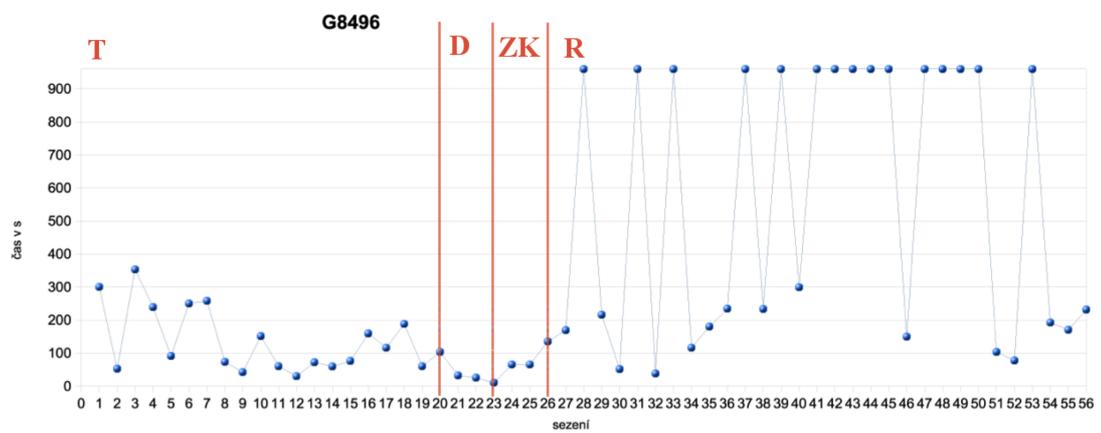
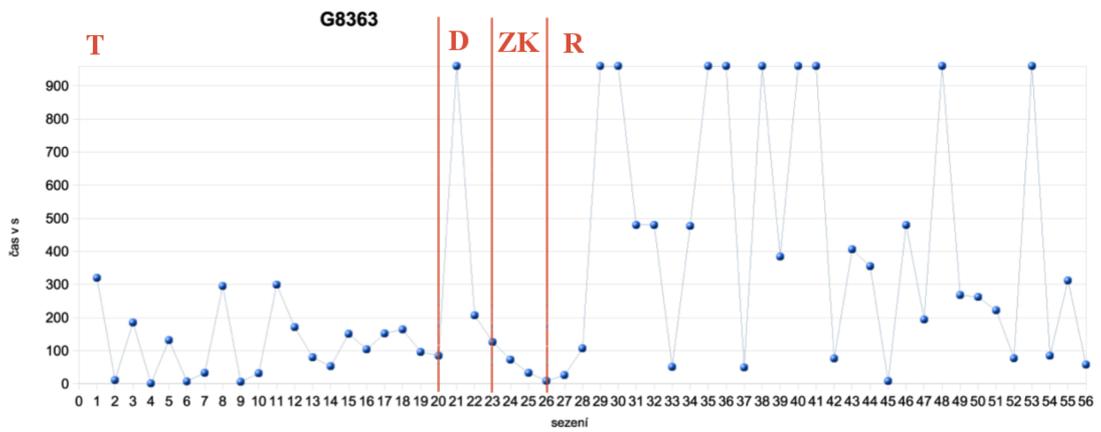
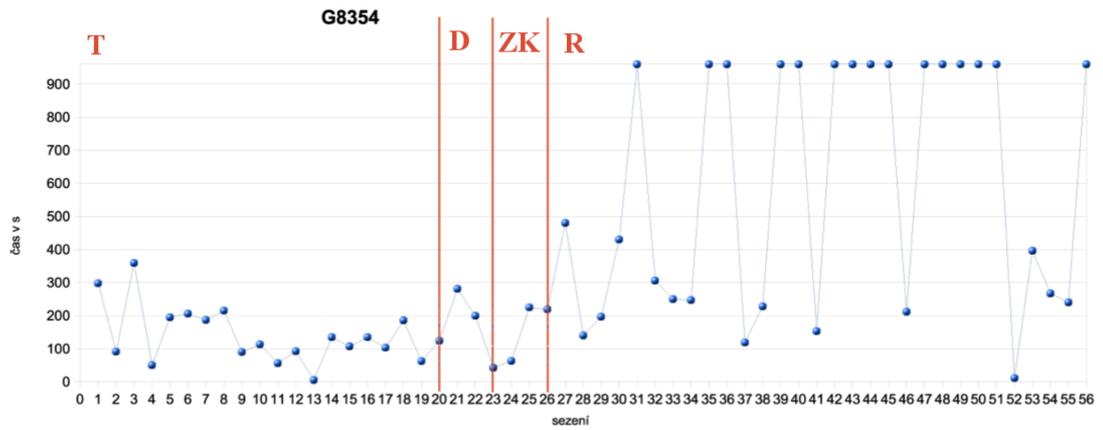
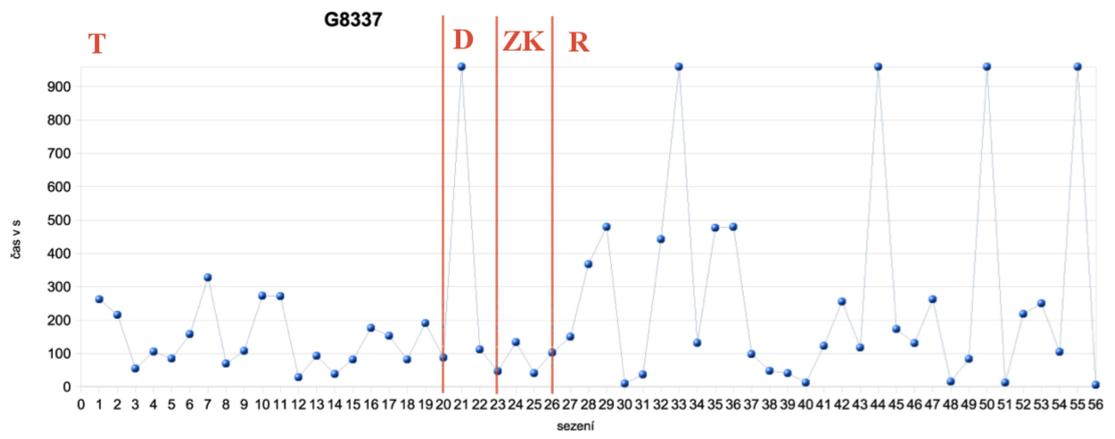
### Příloha 1. Pokusy ve vodním bludišti

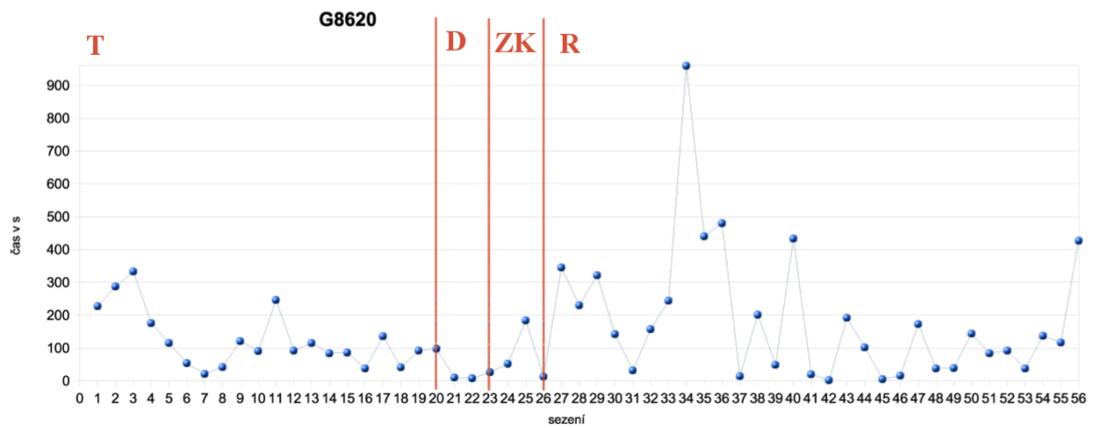
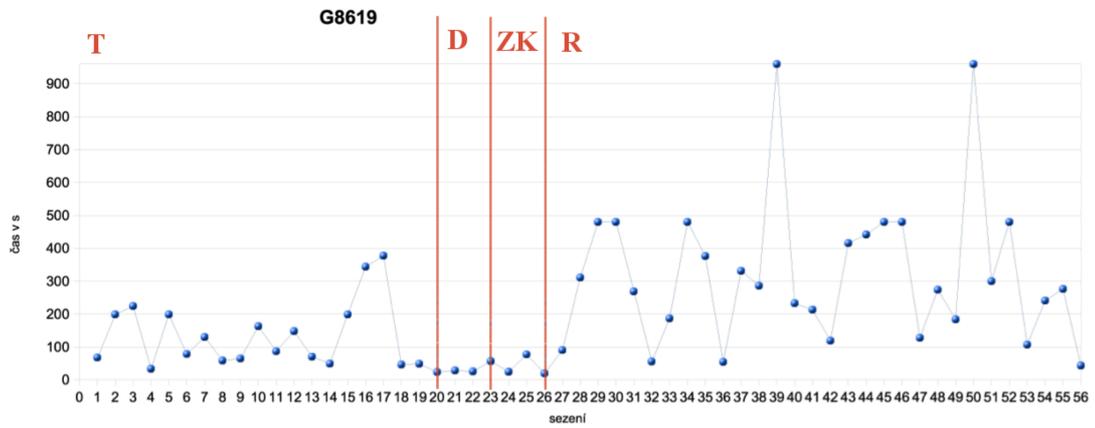
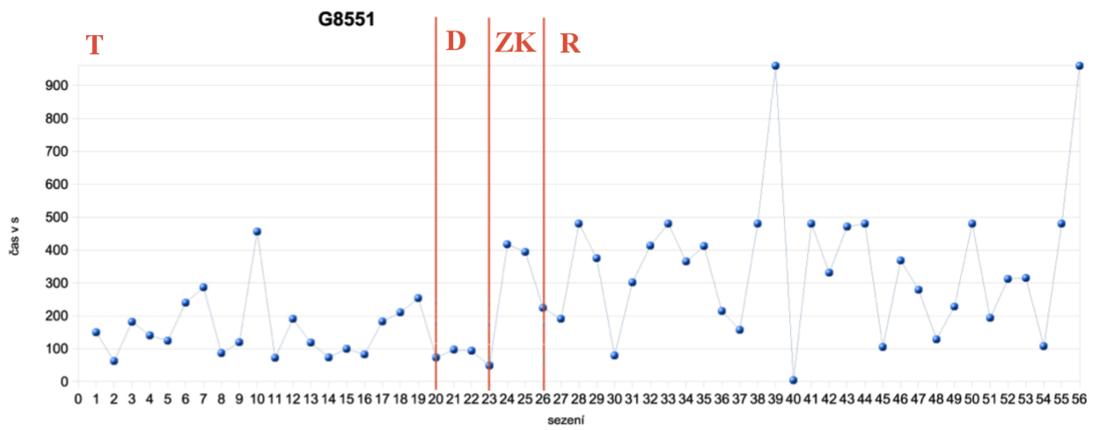
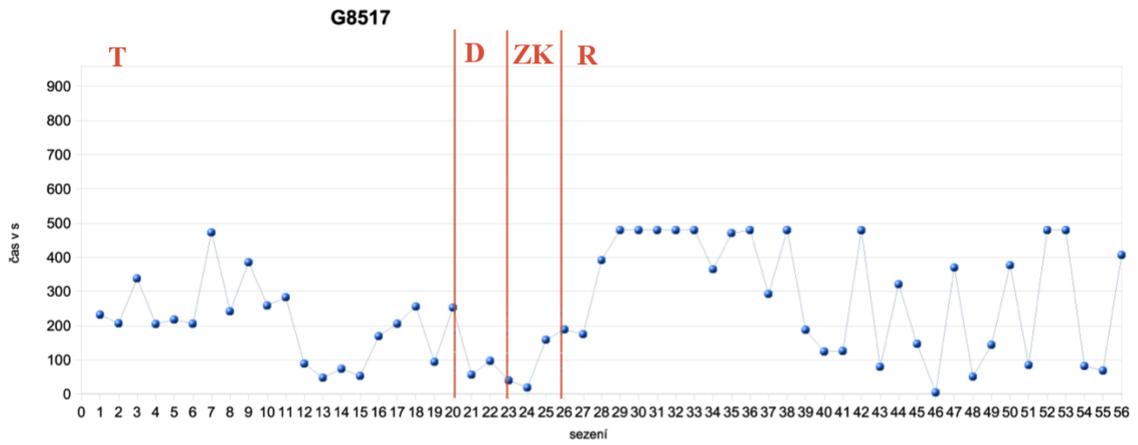
Grafy časů nalezení ostrůvku (v sekundách, osa Y) ve všech plavbách (sezeních, osa X) pro jednotlivce. Graficky je červenou svislou čarou znázorněna fáze pokusu (T = trénink - 1.-20. plavba, D = Dark, sezení ve tmě – 21.-23. plavba, ZK = závěrečná kontrola po dvou měsících – 24.-26. plavba, R = retrénink po čtyřech měsících – 27.-56. plavba). Identita zvířete je uvedena v horní části grafu. Na těchto grafech jsou uvedeny i neaktivní plavby, a to vždy jako bod označující 960 vteřin. Pokud je bod času plavby na 480 vteřinách, zvíře ostrůvek v sezení nenašlo.

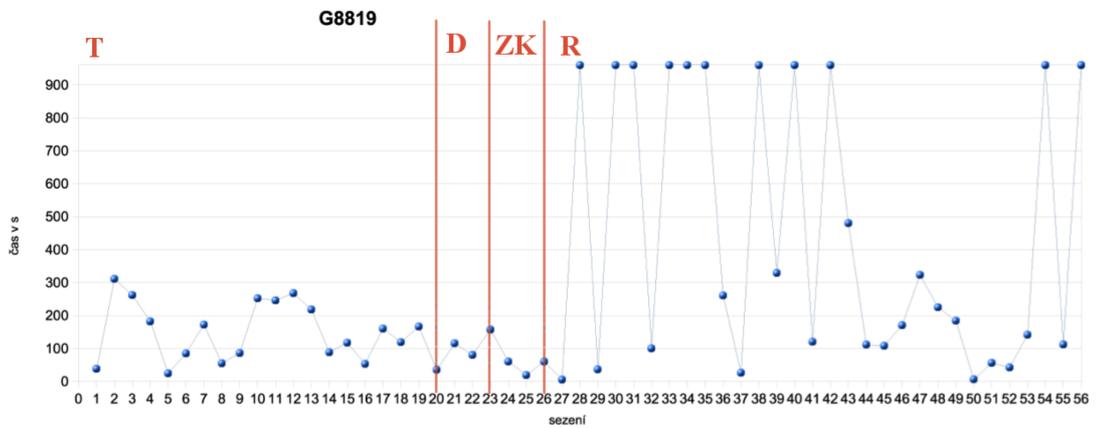
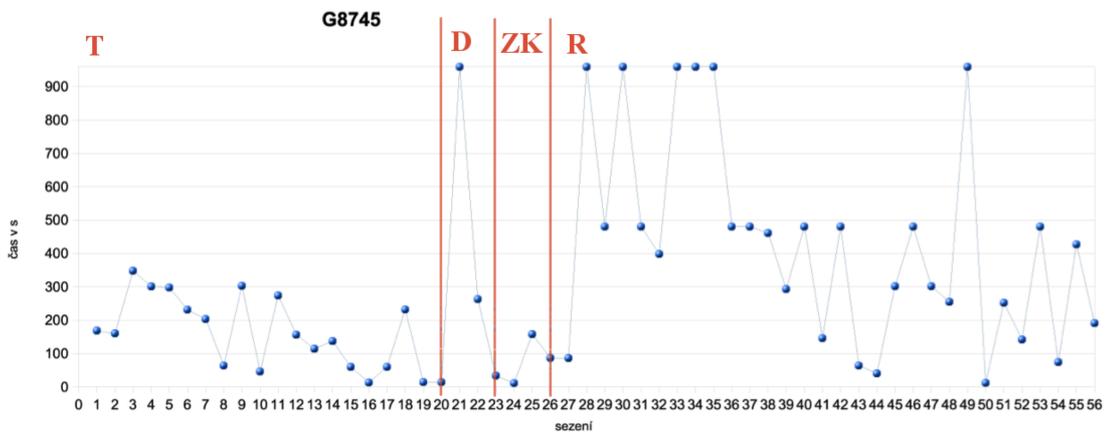
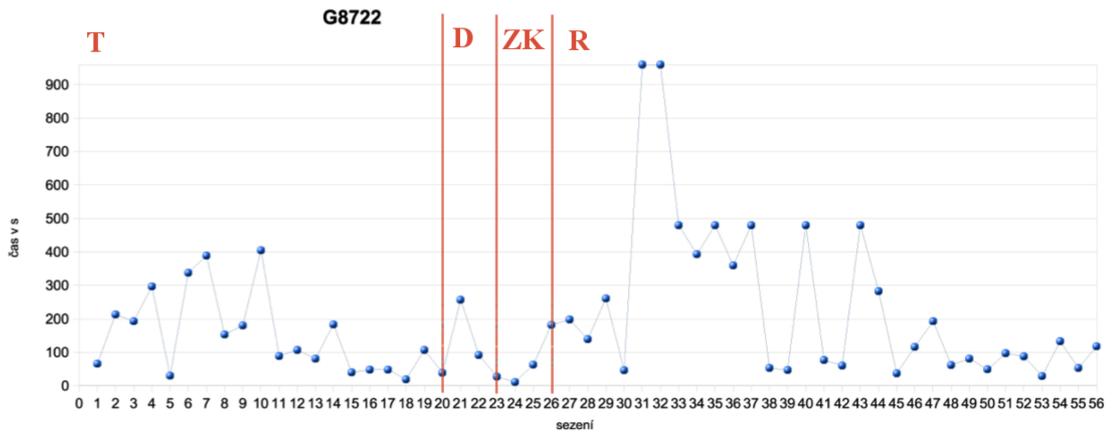
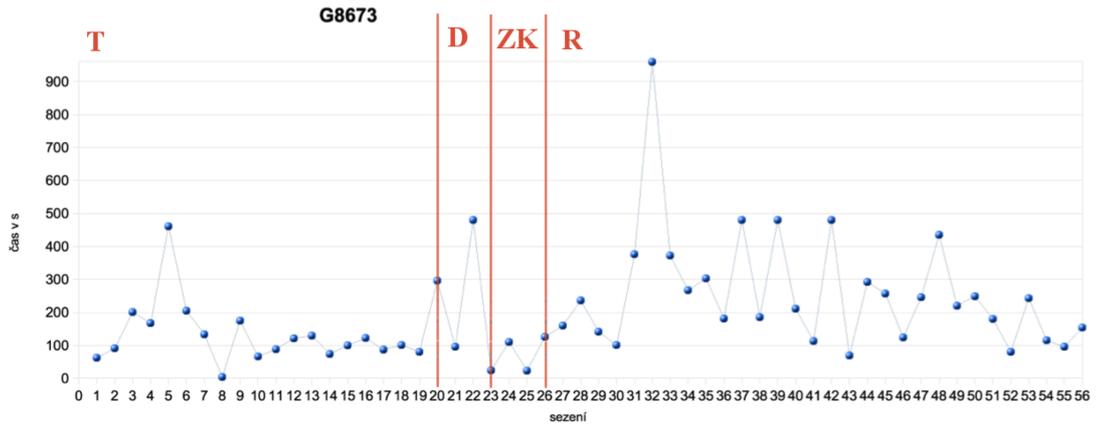


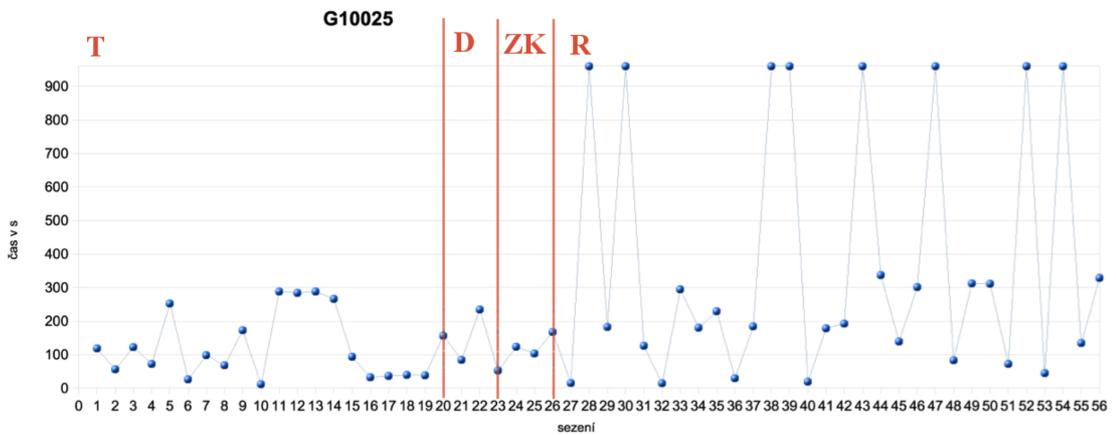
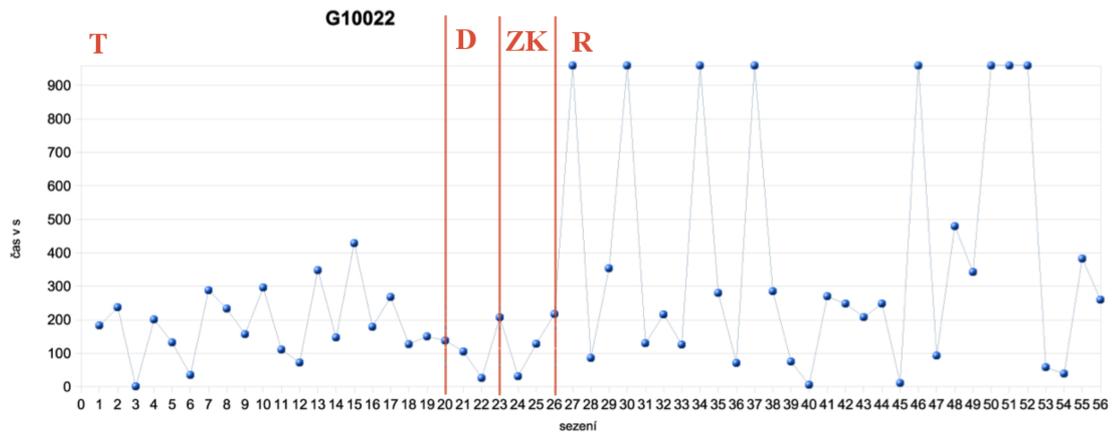
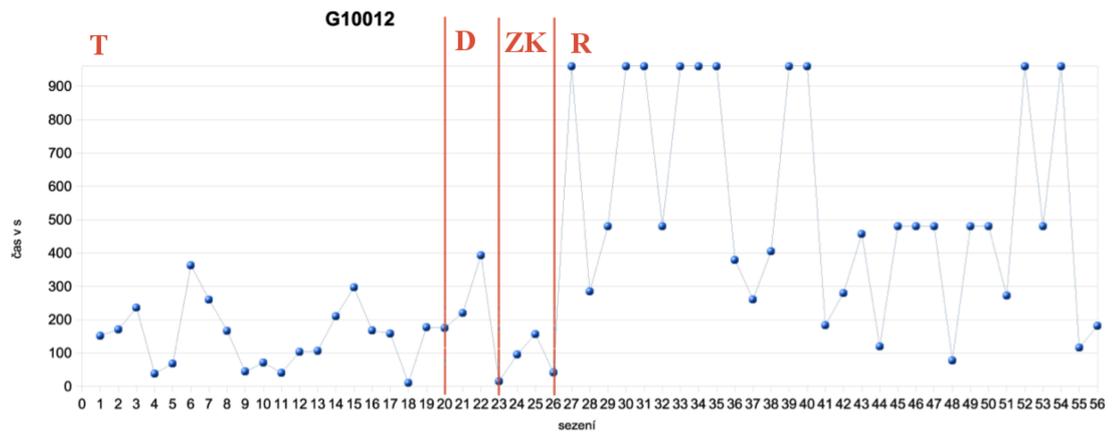
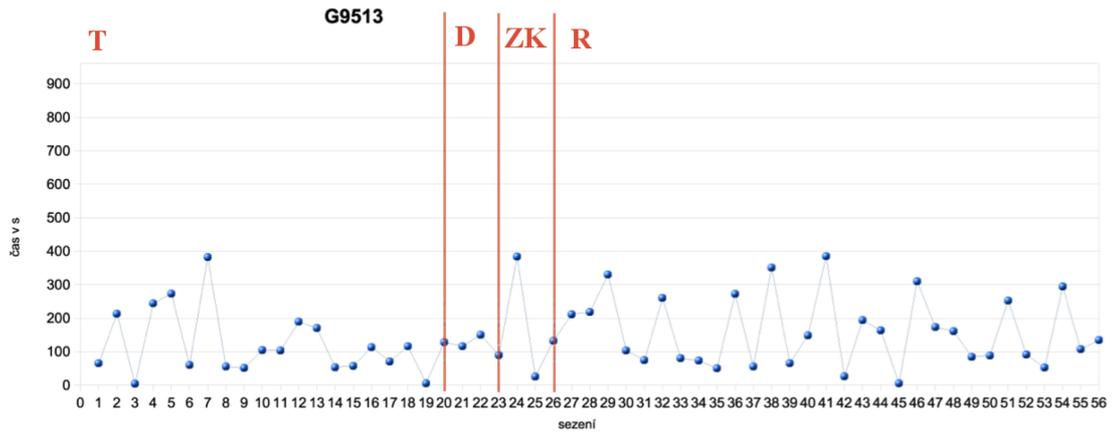


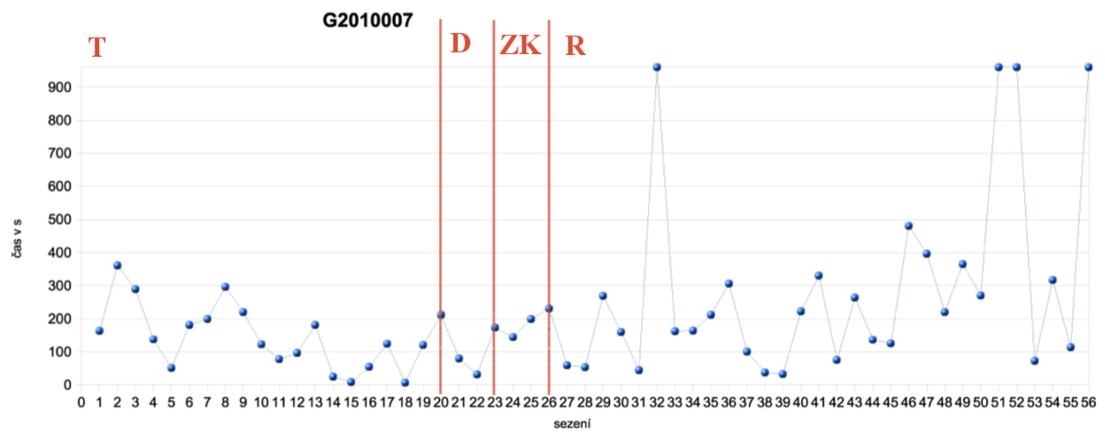
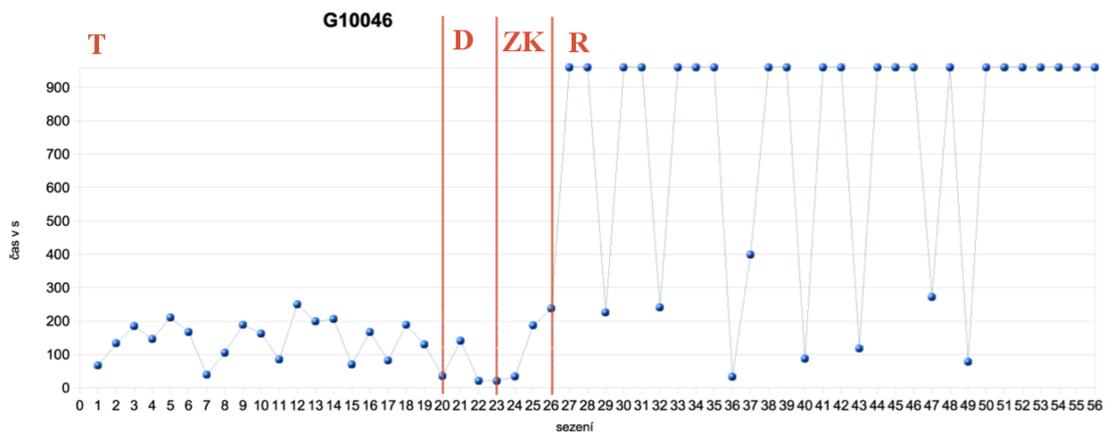






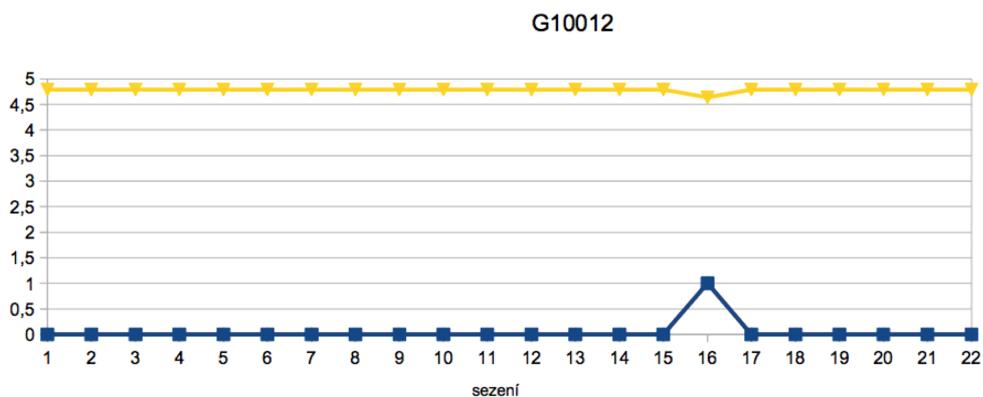
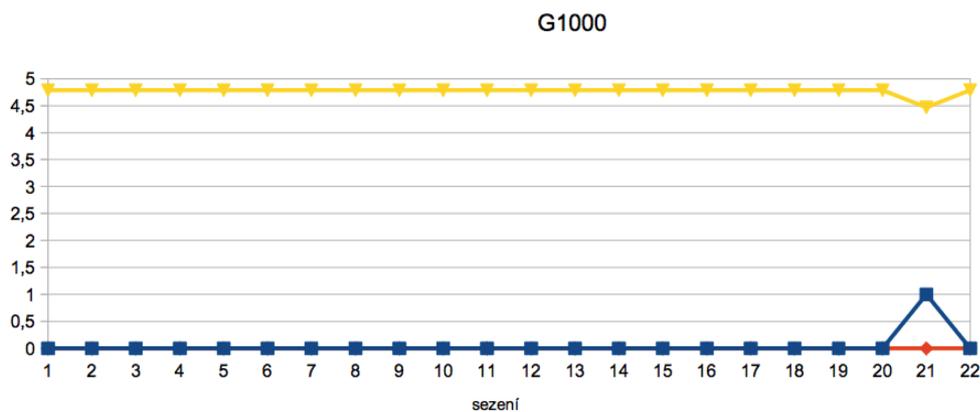




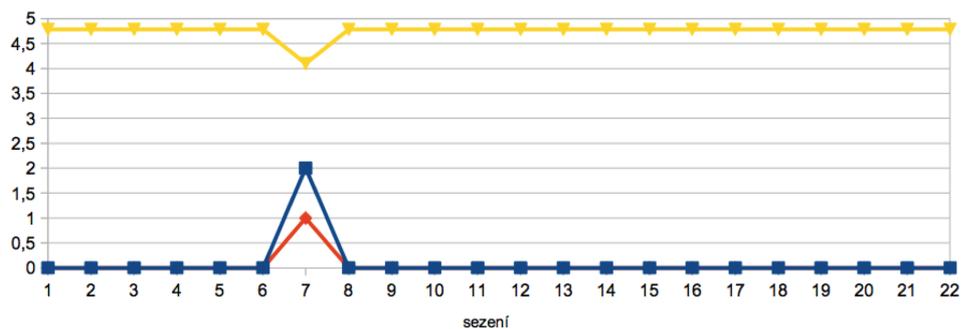


## Příloha 2. Asociační učení

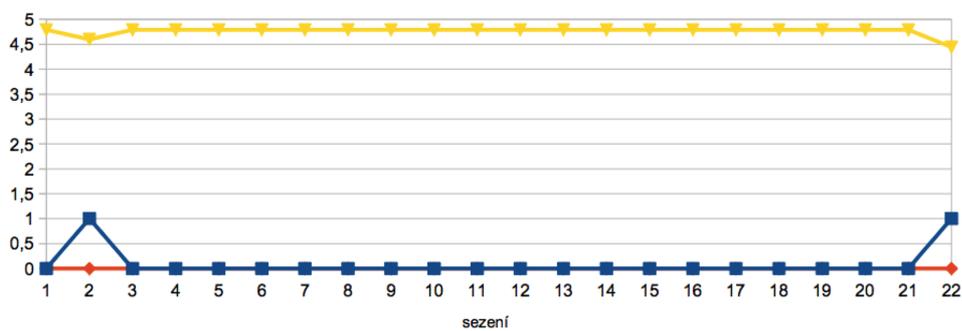
Grafy znázorňující počet dotyků korálku (stimulu), počet útoků na stimul a čas latence dotyku ve všech trénincích (osa X) pro jednotlivce. Během každého sezení byl zvířeti třikrát nabídnut stimul a larva, maximální počet dotyků je tedy 3 za sezení, stejně tak u útoků. Maximální čas prezentace stimulu byla při trialu 40 vteřin, při celém sezení pak celkem 120 vteřin. Poslední 3 tréninky (sezení č. 20, 21, 22) byly kontrolní (byl prezentován samotný stimul a až po případném dotyku zvíře dostalo odměnu). Žlutě je vyznačen čas latence dotyku (transformován přirozeným logaritmem), červeně útok na stimul a modře dotyk stimulu. Pokud je bod označující zlogaritmovanou latenci dotyku na údaj 4,787, zvíře bylo neaktivní a stimulu se nedotklo (logaritmus maximálního času prezentování korálku ve všech třech trialech jednoho sezení, 3 x 40 vteřin). Identita zvířete je uvedena v horní části grafu, na ose Y pak množství dotyků, útoků a zlogaritmovaný čas latence dotyku za celé sezení.



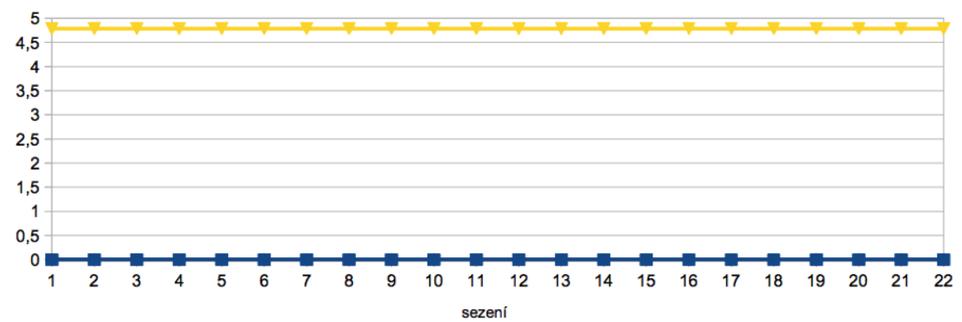
G10022



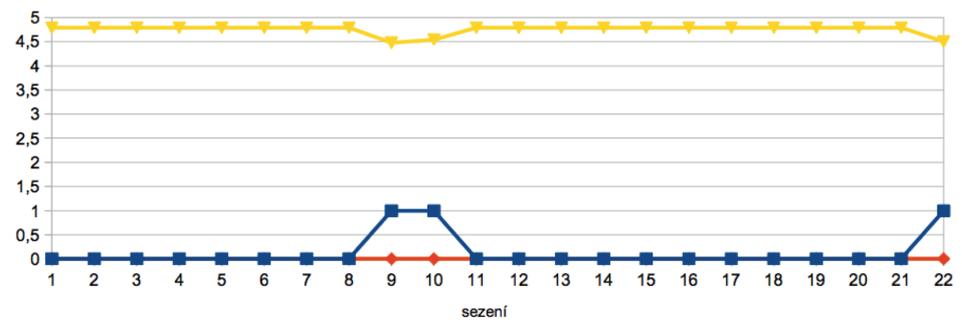
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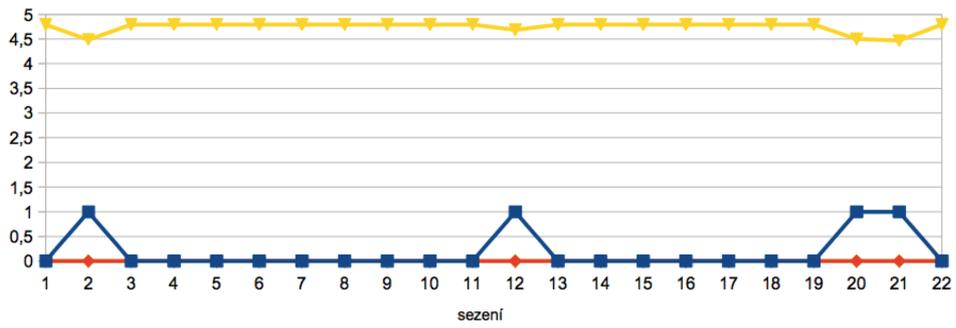
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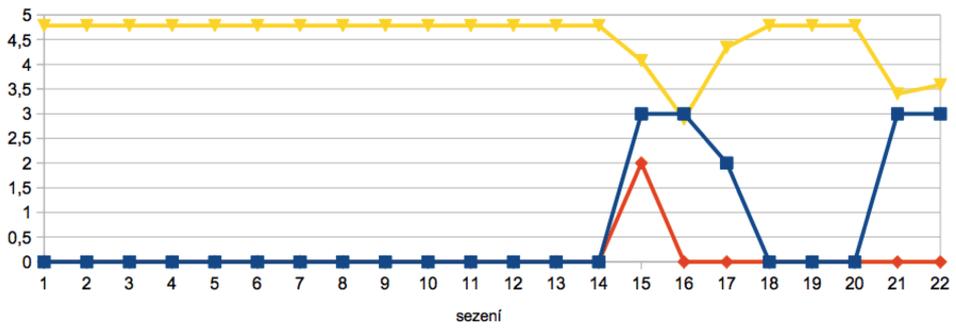
G166



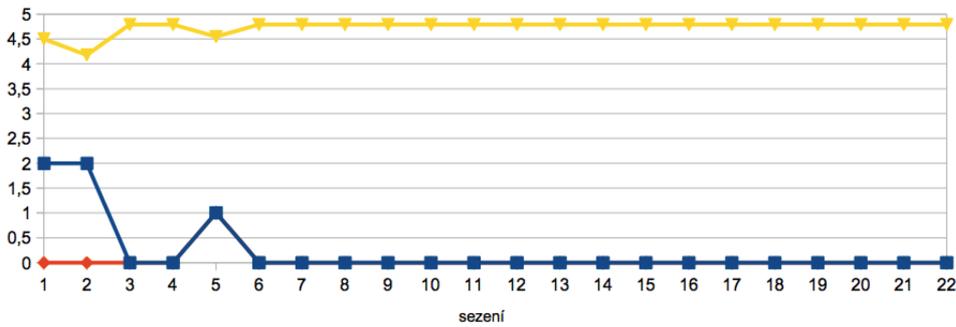
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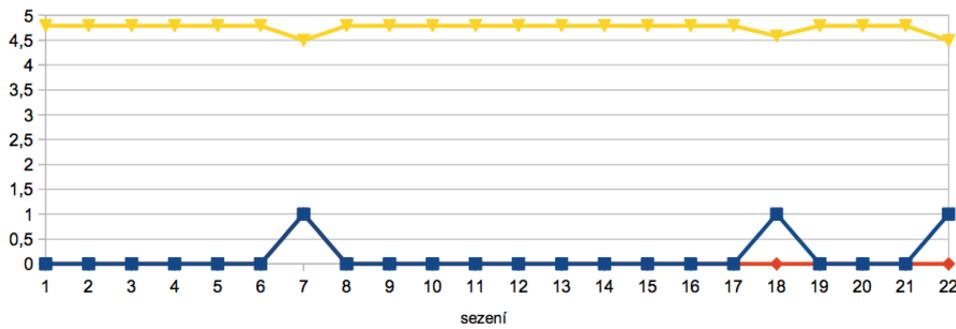
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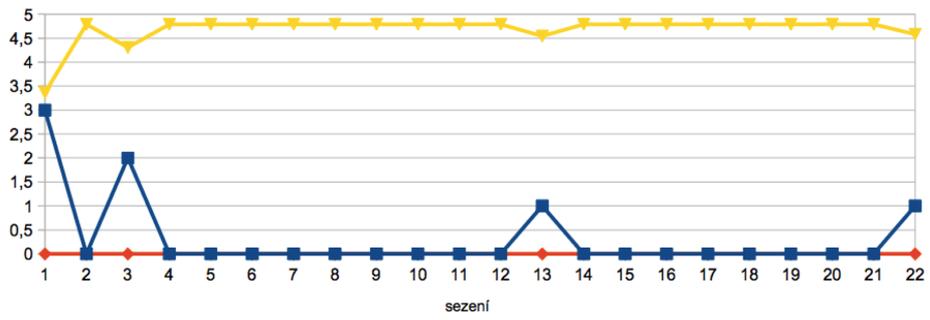
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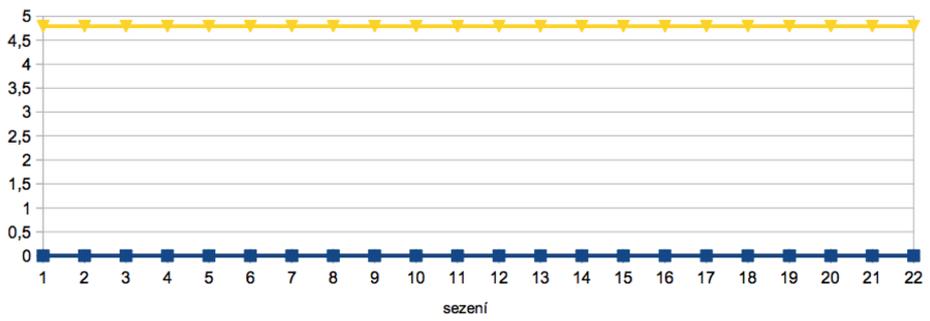
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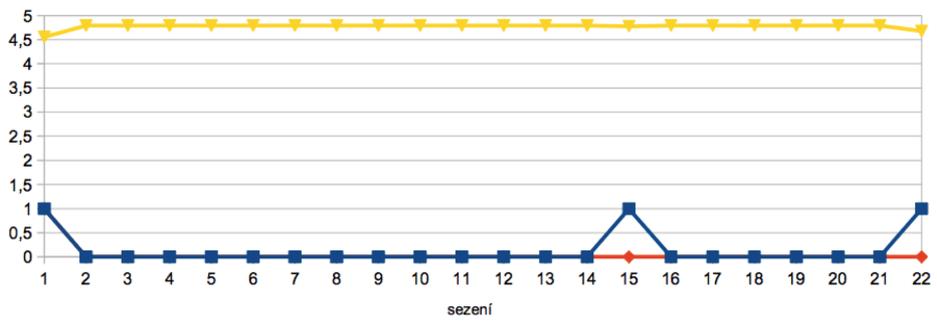
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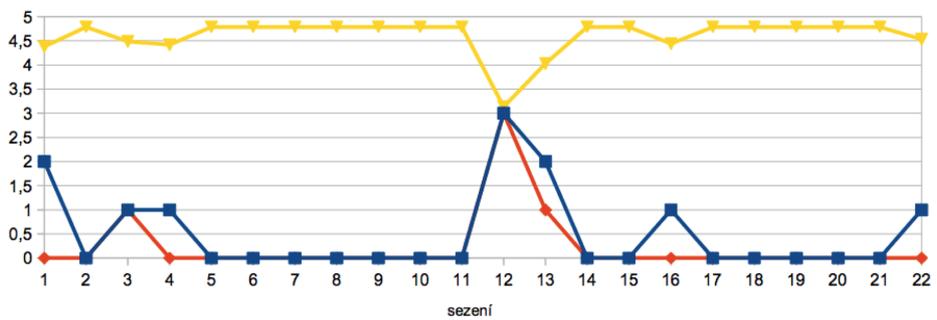
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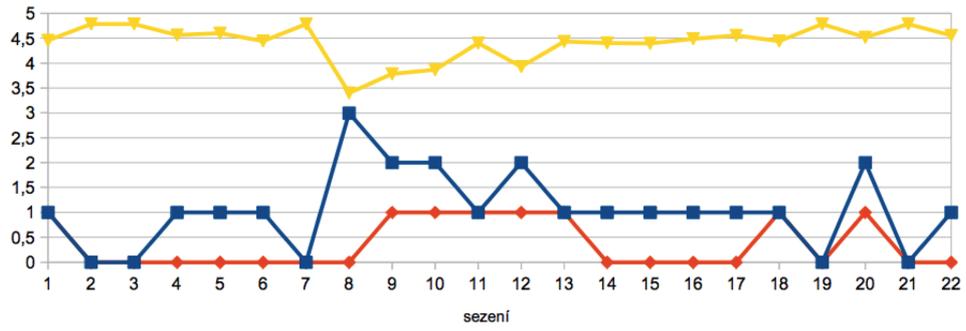
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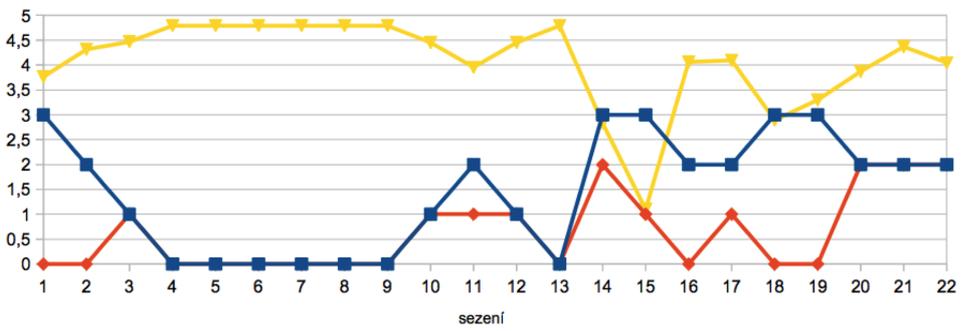
G49



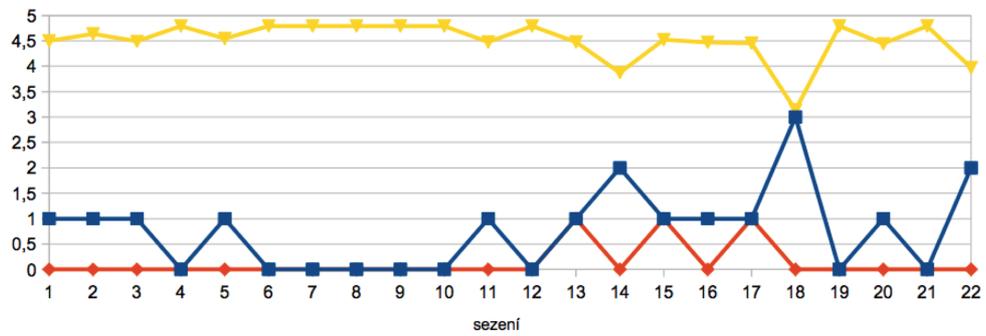
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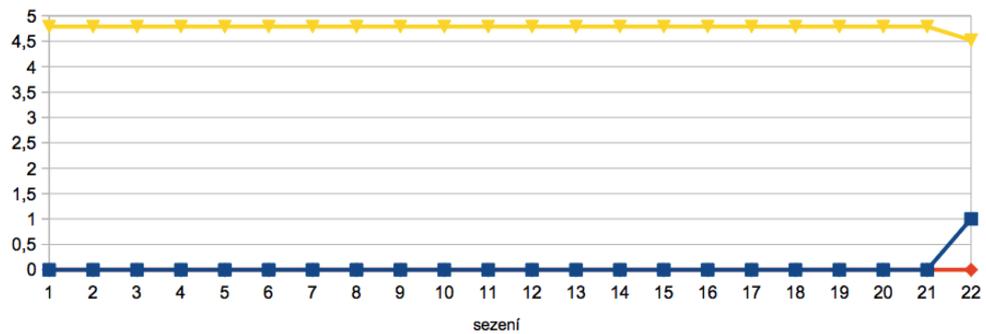
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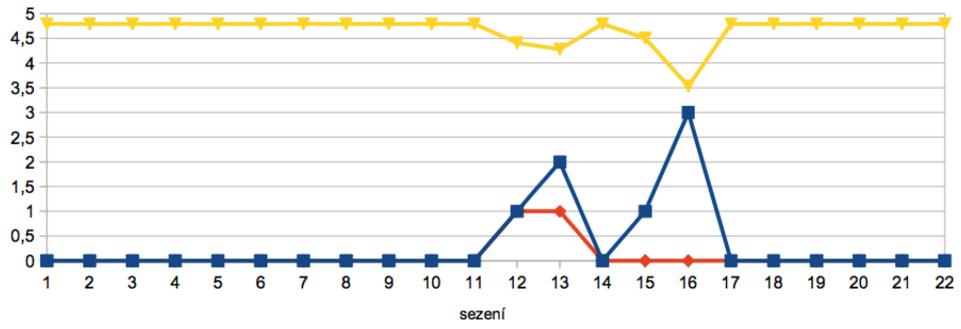
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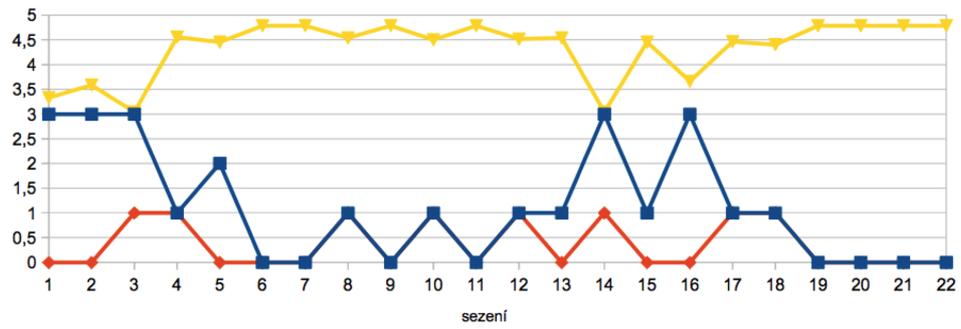
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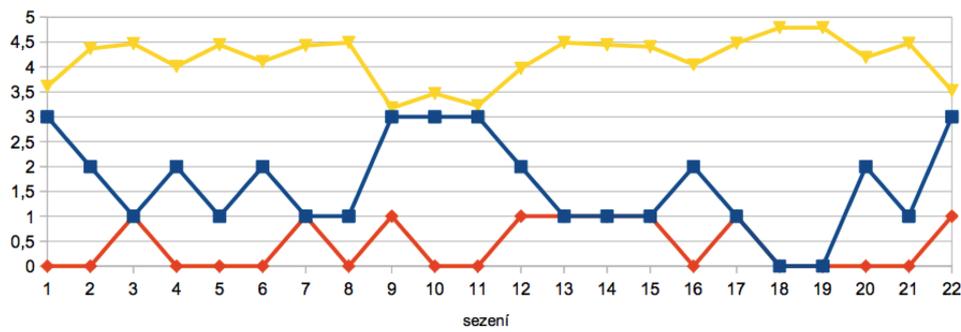
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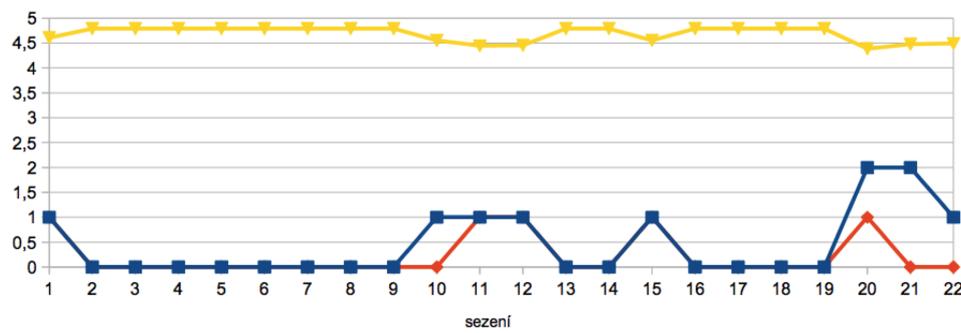
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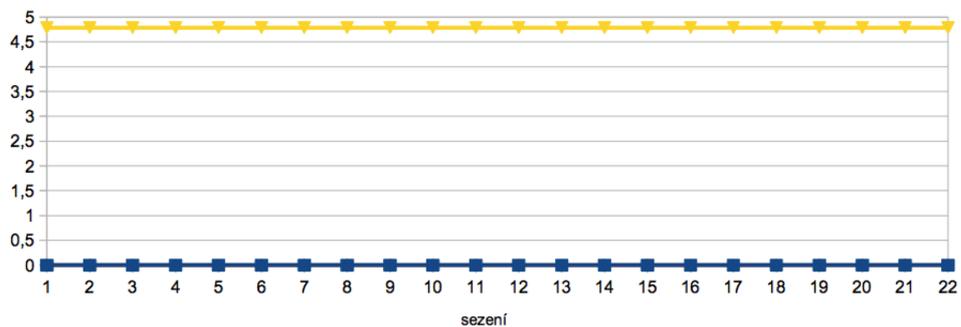
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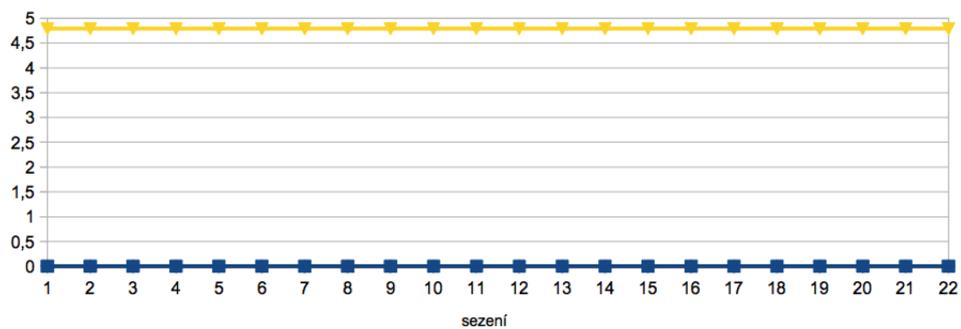
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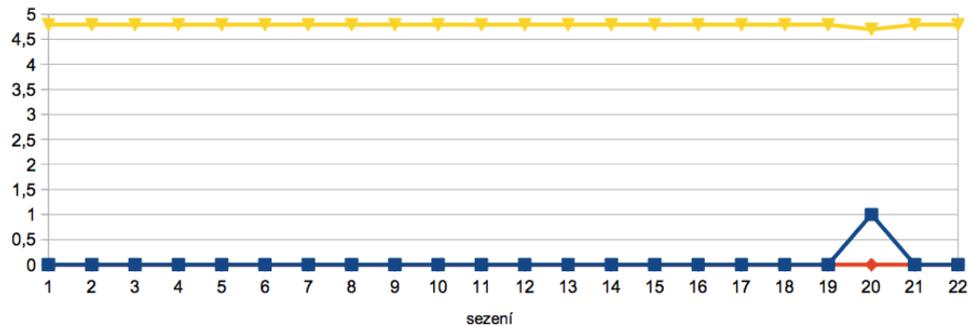
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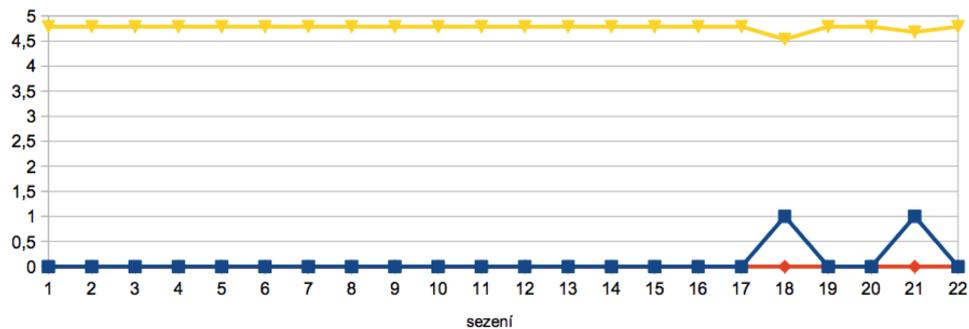
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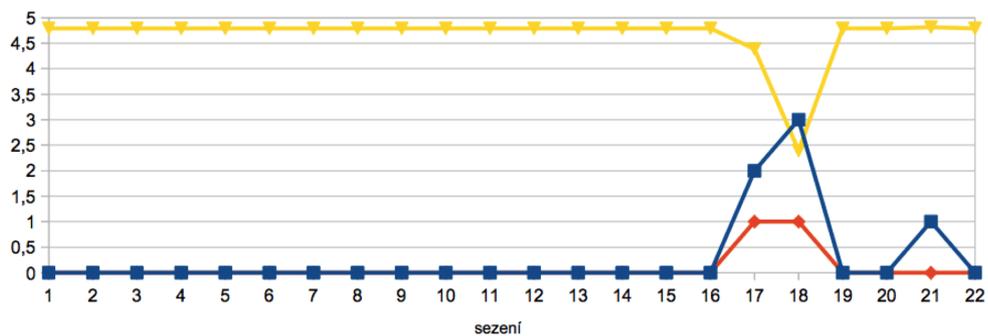
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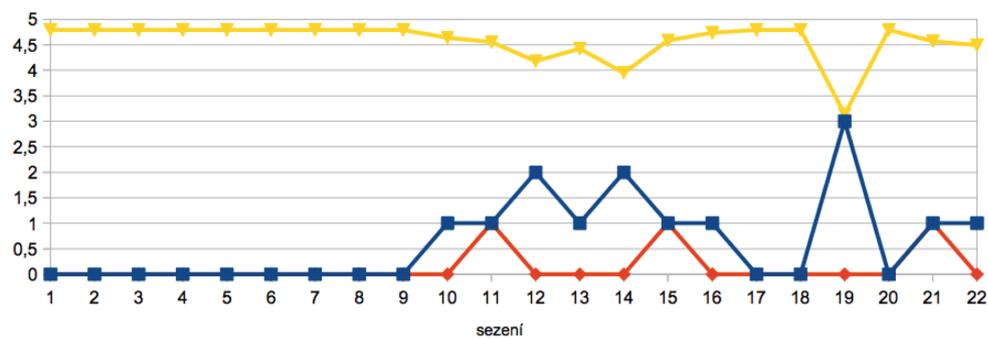
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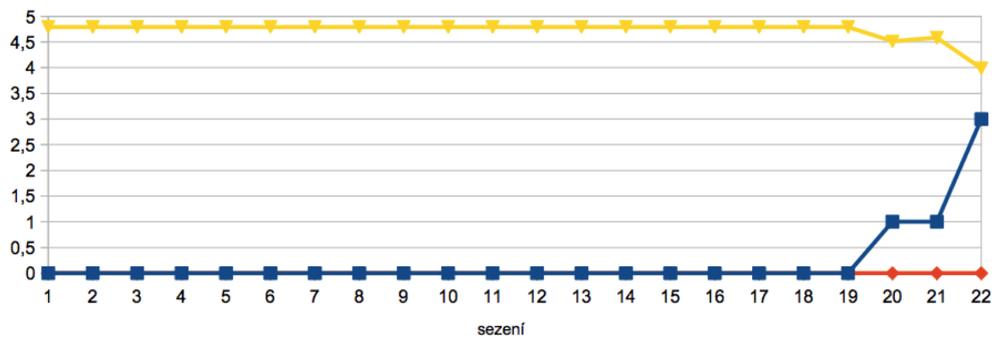
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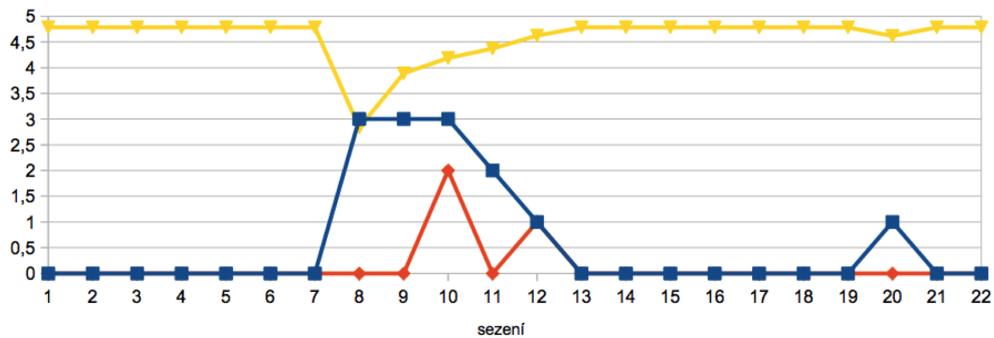
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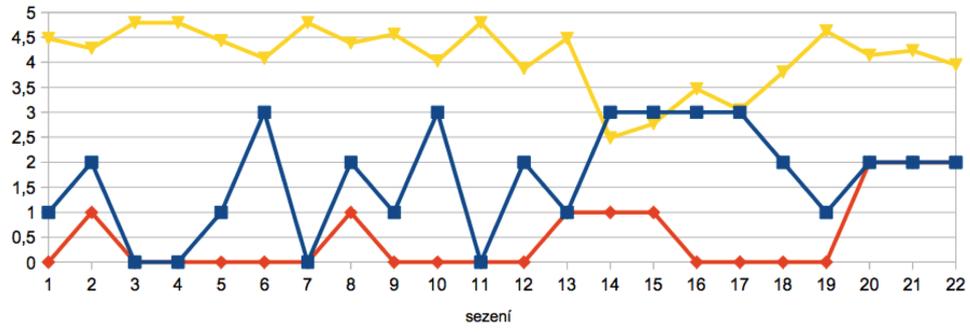
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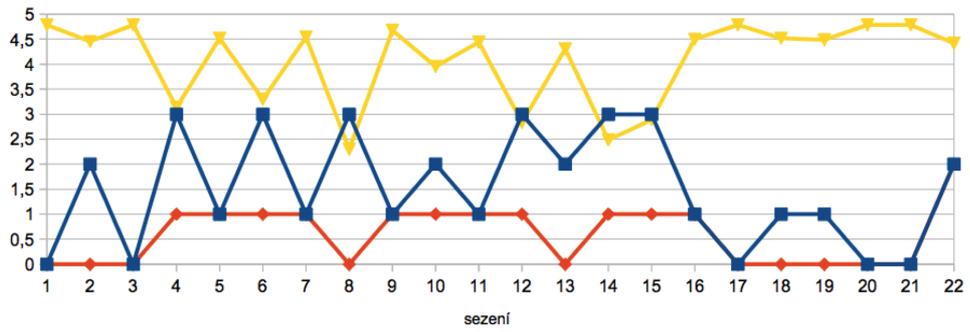
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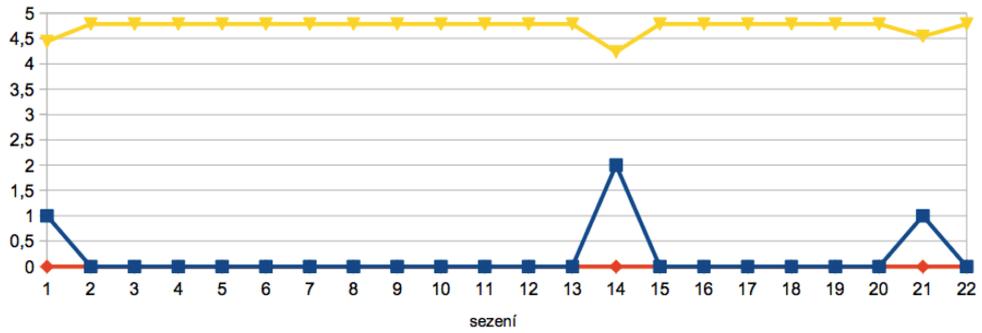
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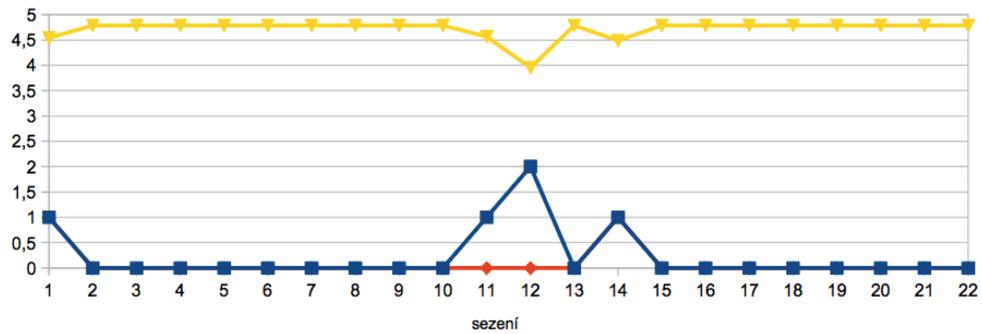
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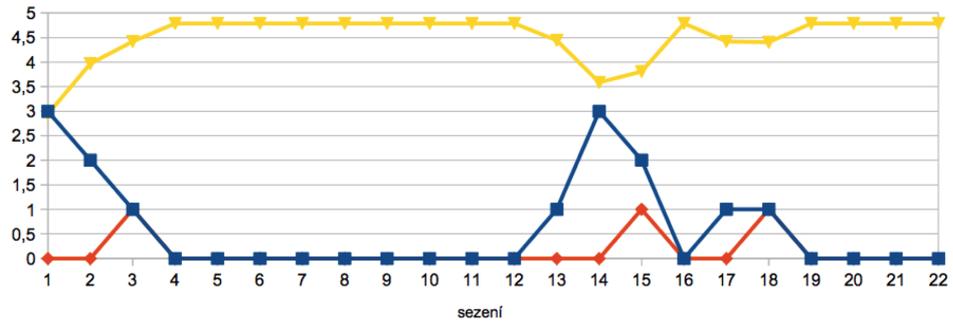
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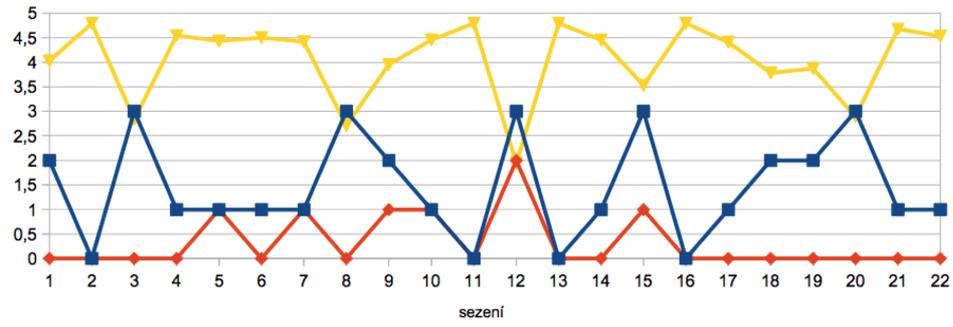
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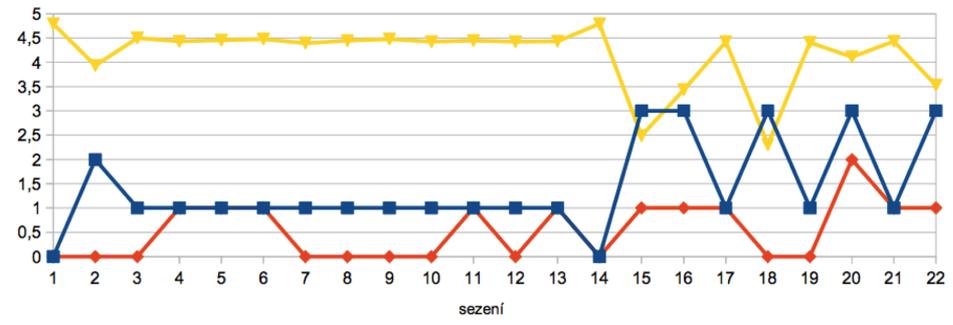
G965



G989



G990



G991

