



Supplementary Figure 7. Thigmotaxis-like behavior along the virtual walls. **(a)** Example of a long trajectory parallel to the virtual wall. **(b)** Joint probability density of the orientation of locomotion trajectories with respect to the virtual wall (y axis, 0 rad means parallel to virtual wall) and distance to the location of the long virtual wall along arena width (x-axis) for sessions with the wall (left) and control sessions without a wall (right). Location of virtual (blue) and real arena (black) walls is indicated by thick lines on the plot. **(c)** Same as b for the short wall. Note the mode at 0 radians close to the wall (<10cm from virtual wall), resembling thigmotaxis behavior near the real walls for both conditions. The mode close to 1.5 rad corresponds both to trajectories that “deflect from” and those that “cross” the virtual wall (Fig. 3).