

S4 Table. Results of the subtest-level PCA analyses of the video coding. For definition of the variables see S1 Table. E: experimenter, O: owner. Loadings > 0.4 are in bold.

Exploration

Variables	Component
Move	0.839
Explore	0.847
1m from O	-0.619
Look O	-0.787
Inactive	-0.927
Eigenvalue	3.284
Explained variance (%)	65.686

Picture viewing

Variables	Component1	Component2
Move independently	0.886	-0.061
Explore	0.885	-0.083
Owner 1m	-0.038	0.993
Look/ follow O	-0.812	0.120
Inactive	-0.902	-0.159
Eigenvalue	3.049	1.029
Explained variance (%)	60.980	20.586

Greeting the experimenter

Variables	Component
Approach E score	0.724
Greeting E score	0.873
Tail wagging	0.787
Eigenvalue	1.905
Explained variance (%)	63.488

Food choice

no PCA

Focus & Frustration test

Variables	Component1	Component2
Oriented to Food	0.855	0.198
Look E	-0.851	0.050
Snap	0.322	0.681
Vocalise/ Stress	-0.121	0.835
Eigenvalue	1.695	1.080
Explained variance (%)	42.378	27.003

Separation

Variables	Component1	Component2
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Near door	-0.157	0.910
Look at door	-0.578	-0.691
Move	0.877	-0.066
Explore	0.845	-0.217
Inactive	-0.962	0.052
Vocalise/ Stress	-0.152	0.540
Eigenvalue	2.802	1.638
Explained variance (%)	46.698	27.307

Greeting after separation

Variables	Component1	Component2
Approach latency E	-0.673	-0.196
Approach E score	0.772	0.162
Greeting E score	0.792	0.194
Tail wagging	0.728	0.115
Play Intensity	0.549	-0.452
Approach latency O	-0.020	-0.762
Approach O score	0.106	0.787
Greeting O score	0.206	0.639
Tail wagging	0.304	0.483
Eigenvalue	3.077	1.736
Explained variance (%)	34.185	19.293

Problem solving I (cage)

Variables	Component1	Component2	Component3
Success latency	-0.262	-0.732	-0.008
Oriented to Cage	0.825	0.400	-0.010
Look O/ E	-0.848	0.023	0.193
Owner 1m	0.092	-0.803	0.021
Vocalisation	-0.019	-0.007	0.957
Latency to give up	0.748	-0.042	0.413
Eigenvalue	2.224	1.224	1.054
Explained variance (%)	37.072	20.393	17.568

T-shirt

Variables	Component1	Component2
Inactive	0.947	-0.242
Look O	0.878	-0.327
Follow O	-0.941	-0.300
Move independently	-0.268	0.955
Eigenvalue	2.774	1.019
Explained variance (%)	69.349	25.470

Obedience

Variables	Component1	Component2
Mean latency to obey commands	0.685	0.074

Distract latency	0.138	-0.702
Recall latency	0.185	0.784
Mean recall latency	0.827	-0.123
Mean recall latency from cage	0.586	0.488
Eigenvalue	1.755	1.160
Explained variance (%)	35.099	23.194

Threatening approach

Variables	Component1	Component2
Latency to aversive reaction	-0.619	-0.499
Latency to friendly reaction	0.034	0.847
Threat reaction	0.780	0.459
Bark	0.906	0.008
Growl	0.832	0.104
Approach friendly	-0.275	-0.780
Move off	0.117	0.623
Eigenvalue	3.487	1.293
Explained variance (%)	49.819	18.475

Post-threat interaction

Variables	Component
Approach E score	0.633
Interaction E score	0.877
Tail wagging	0.828
Eigenvalue	1.856
Explained variance (%)	61.877

Problem solving II (Bin)

Variables	Component
Oriented to bin	0.968
Success latency	-0.968
Eigenvalue	1.874
Explained variance (%)	93.690

Novel object

Variables	Component1	Component2
Owner 1m	0.017	0.917
Toy 1m	0.355	-0.805
Look O	-0.739	0.074
Look Toy	0.940	-0.216
Look E	-0.713	0.093
Eigenvalue	2.455	1.161
Explained variance (%)	49.098	23.211

Ball play

Variables	Component1	Component2
Follow ball	0.611	0.144
Grab ball	0.755	0.128
Return	0.813	-0.022
Give out ball	0.614	-0.290
Gaze alternate	0.060	0.942
Eigenvalue	1.988	1.007
Explained variance (%)	39.757	20.140