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*Research Article: Open Source Tools and Methods*

## **An open-source, automated homecage sipper device for monitoring liquid ingestive behavior in rodents**

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50 **Abstract**

51 Measuring ingestive behavior of liquids in rodents is commonly used in studies of reward,  
52 metabolism and circadian biology. Common approaches for measuring liquid intake in real  
53 time include computer-tethered lickometers, or video-based systems. Additionally, liquids  
54 can be measured or weighed to determine the amount consumed without real-time sensing.  
55 Here, we built a photobeam-based sipper device that has the following advantages over  
56 traditional methods: 1) it is battery powered and fits in vivarium caging to allow home-cage  
57 measurements; 2) it quantifies intake of two different liquids simultaneously for preference  
58 studies 3) it is low-cost and easily constructed, enabling high-throughput experiments; 4) it is  
59 open-source so others can modify it to fit their experimental needs. We validated the  
60 performance of this device in three experiments. First, we calibrated our device using time  
61 lapse video-based measurements of liquid intake and correlated sipper interactions with  
62 liquid intake. Second, we used the sipper device to measure preference for water vs.  
63 chocolate milk, demonstrating its utility for two-bottle choice tasks. Third, we integrated the  
64 device with fiber photometry, establishing its utility for measuring neural activity in studies of  
65 ingestive behavior. This device requires no special equipment or caging, is small, battery  
66 powered, and wireless, allowing it to be placed directly in rodent home cages. The total cost  
67 of fabrication is less than \$100, and all design files and code are open-source. Together,  
68 these factors greatly increase scalability and utility for a variety of behavioral neuroscience  
69 applications.

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76 **Impact Statement**

77 Current methods for measuring liquid consumption in rodents typically require specialized  
78 equipment that is tethered to an in-room computer. This makes portability and scalability  
79 challenging. We present a device that is small, battery powered, and wireless, allowing it to  
80 be placed directly in rodent home cages. Moreover, the total cost of fabrication is less than  
81 \$100 and the design is open-source. Together, these factors greatly increase scalability, as  
82 the devices do not require dedicated experimental space or caging. The battery lasts  
83 approximately 2 weeks, enabling studies of long-term intake or circadian biology.

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88 **Introduction**

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91 Studies of liquid ingestive behavior are widely used in rodent studies of reward-  
92 related behavior, metabolism and circadian biology. Most directly, measurements of liquid  
93 intake can be used to understand thirst, a powerful motivational state that is critical for  
94 survival and regulated by metabolic factors (Camandola & Mattson, 2017; Ho & Chin, 1988;  
95 Research & Marriott, 1994). Tracking liquid intake is a passive way of determining circadian  
96 cycle (Schwartz & Zimmerman, 1990) , and monitoring the effect of genetic or  
97 pharmacological manipulations on circadian biology (Bainier, Mateo, Felder-Schmittbuhl, &  
98 Mendoza, 2017; Ho & Chin, 1988; Mistlberger, Antle, Oliverio, Coffman, & Morris, 2001).  
99 Moreover, drinking water is a common route of drug administration in behavioral  
100 pharmacology studies (Genn, Higgs, & Cooper, 2003; Hsiao & Spencer, 1983), requiring  
101 detailed measurements and temporal profile of drinking water consumed to determine drug  
102 dosage. Finally, by examining the relative consumption of two fluids, the “preference” can be  
103 determined, which relates to a specific motivation for one fluid over another. The strength of  
104 a preference for sucrose has been used as a measure of anhedonia (the inability to feel  
105 pleasure) in animal models of depression and drug withdrawal (Alkhlaif, Bagdas, Jackson,  
106 Park, & Damaj, 2017; Eagle, Mazei-Robison, & Robison, 2016; Liu et al., 2018), while  
107 alcohol or drug preference assays (Ackroff, Manza, & Sclafani, 1993; Ackroff & Sclafani,  
108 2013; Adriani, Macri, Pacifici, & Laviola, 2002; Hwa et al., 2011; Shaham, Alvares, Nespor,  
109 & Grunberg, 1992) or liquid self-administration are widely used in addiction neuroscience  
110 (Isiegas, Mague, & Blendy, 2009; Peachey, Rogers, Brien, Maclean, & Rogers, 1976;  
111 Shaham et al., 1992).

112 Existing methods of measuring liquid intake fall into two broad categories. The first is the  
113 “low tech” method of placing a graduated tube in the cage and visually inspecting it to  
114 determine how much liquid was consumed (Tordoff, 2007; Tordoff, Bachmanov, & Reed,  
115 2007). This method is widely as it is inexpensive, robust, and doesn’t require specialized  
116 equipment or caging. However, this method does not reveal information on the

116 microstructure of licking or changes in the temporal patterns of ingestive behavior. The  
117 second is a more “high tech” method, which involves placing animals in specialized caging  
118 that automatically monitors liquid intake over time, for example by continuously sampling the  
119 weight of a water bottle, or by registering optical or electrical contacts with a lickometer (for  
120 review, see (Weijnen, 1998)). This approach is automatic and provides temporal resolution,  
121 but requires wiring(Hayar, Bryant, Boughter, & Heck, 2006), or expensive, specialized  
122 equipment and caging, which limit its accessibility and applicability for high-throughput or  
123 long-term studies. Moreover, electrical lickometers that rely on capacitive sensing can  
124 produce electrical artefacts that limits their use with some in vivo measures of neuronal  
125 activity(Hayar et al., 2006; Schoenbaum, Garmon, & Setlow, 2001).

126       Here, we provide detailed instructions for construction of a novel, open-source,  
127 home-cage based sipper device, which has all the functionality of the previously described  
128 “low-tech” methods, and has several advantages over existing “high-tech” methods. Our  
129 device was developed with scalability in mind, and as such was designed to be low-cost  
130 (under \$100), wireless, and easy to build by users with no previous electronics experience.  
131 The device fits in traditional vivarium home-cages, facilitating the study of large populations  
132 without requiring additional experimental space or equipment beyond the vivarium racks.  
133 The device is also battery powered, enabling continuous data collection over two weeks with  
134 minimal experimenter interference. Finally, since the device uses optical sensors  
135 (photointerrupters) rather than capacitive sensing to detect interactions with each sipper, it  
136 will not introduce electrical artefacts into data acquisition, and is thus compatible with  
137 amplifiers for in vivo electrophysiology, fiber photometry systems or behavioral equipment  
138 capable of receiving a TTL input.

139       We validated the sipper device across three experiments. First, we validated the  
140 sipper devices as a proxy of ingestive behavior and observed a clear circadian rhythm of  
141 drinking water consumption. Second, we used the sipper in a two-bottle choice assay, and  
142 determined that the device can reliably detect preference for a preferred liquid (chocolate

143 milk) over water. Finally, we performed a proof-of principle demonstration that the sipper  
144 device can easily and successfully integrate with fiber photometry system, establishing its  
145 utility in studying the neural substrate of ingestive behavior. Together, these validation  
146 experiments confirm that the sipper device can be used to measure ingestive behavior of  
147 liquids across multiple behavioral neuroscience paradigms.

148

## 149 **Materials and Methods**

150

### 151 **Animals and Experimental Procedures.**

152 A total of 24 adult mice (C57Bl6/J background, aged 10-16 weeks) were housed in standard  
153 mouse vivarium caging and kept on a 12h light/dark cycle (light onset: 7am, light offset 7pm)  
154 with ad libitum access to food and water. Both male and female mice were included in the  
155 experiments (14 male, 10 female). Mice were single housed after surgery to protect cranial  
156 implants. All studies were approved by the internal animal care and use and committee at  
157 Washington University in St. Louis.

158 *Experiment 1:* To characterize how counts and duration of the sipper device reflects  
159 volume of liquid consumed, mice (n = 7 male, 5 female) were individually housed, and sipper  
160 devices were run over night as the sole source of drinking water in the homecage. Videos  
161 were taken overnight using a time lapse camera (Brinno TLC200), videos were then  
162 exported and position of meniscus in the conical tube reservoir of the sipper device was  
163 registered using ImageJ, to visually validate the amount of liquid consumed at 1h intervals.  
164 As an extension, we ran this experiment overnight for 6 days to determine whether the  
165 sipper device detected circadian patterns of activity. The mice used in these validation  
166 studies did not undergo any prior surgeries, nor were they used for previous experiments.

167 *Experiment 2:* To confirm that the sipper device can robustly detect ingestion of two  
168 liquids simultaneously, mice (n = 4 male, 5 female) were individually housed, and given  
169 access to both drinking water and chocolate milk (diluted 50% with drinking water) via the  
170 sipper device for a 4 hour “two-bottle choice” assay.

171

172 *Experiment 3:* To confirm the device can be successfully integrated with in vivo  
173 measurements of neural activity (using population calcium activity as a proxy), we expressed  
174 the calcium indicator GCaMP6s (AAVDJ-hsyn-GCaMP6s-eYFP, University of North Carolina  
175 Vector Core) in the dorsomedial striatum (DMS; coordinates from Bregma: +0.5 mm AP,  
176  $\pm 1.5$  mm ML, -2.8 mm DV according to the Atlas of Franklin and Paxinos) and implanted a  
177 fiber (200 $\mu$ m core, 0.39 NA, ThorLabs) in the same region in wild-type mice (n = 3m).

178 Mice were allowed to consume chocolate milk from the sipper device while GCaMP  
179 fluorescence was detected through the optic fiber using a fiber photometry system  
180 (Neurophotometrics Ltd, San Diego CA), with all data recorded in the open-source visual  
181 programming language Bonsai (Lopes et al., 2015). We aligned the photobeam breaks  
182 detected with the sipper device to the fiber photometry recording in Bonsai using an Arduino  
183 Uno as a digital acquisition device. Support for using the Arduino Uno in this manner is a  
184 native feature of Bonsai and required only a minimal modification to the sipper to solder a  
185 BNC connector to the sipper device.

186

### 187 **Build Instructions**

188 Here, we present a compact, battery-powered, wireless, homecage-compatible sipper  
189 device (Fig 1). The device utilizes readily-available building materials, prioritizing “off-the-  
190 shelf” electronics such as the Adafruit Feather M0 Adalogger microcontroller (Fig 1A), and  
191 3D printed components (Fig 1B). The sipper device uses infrared (IR) photo-interrupters to  
192 sense when the animal interacts with each sipper spout and displays information on a built-  
193 in screen to provide real-time data to a user, such as time spent interacting with each  
194 individual sipper as well as number of approaches. The Feather M0 Adalogger also records  
195 this information at a user-defined frequency to an on-board microSD card (the default code  
196 is set to 6 samples/minute). The device is small, battery-powered and wireless, which makes



197 it compatible with standard rodent vivarium caging (Fig 1C,D) and has a battery-life of over 2  
198 weeks, allowing for long-term monitoring with minimal experimenter interference.

199

200 All design files necessary to complete this build (including electronic layout/soldering  
201 instructions, Python code, and 3D printing design files) are located at:

202 <https://hackaday.io/project/160388-automated-mouse-homecage-two-bottle-choice-test-v2>

203

204 All Files for 3D printing, along with photographs and instructions for assembling the sipper  
205 devices can be found at: [https://hackaday.io/project/160388-automated-mouse-homecage-](https://hackaday.io/project/160388-automated-mouse-homecage-two-bottle-choice-test-v2)  
206 [two-bottle-choice-test-v2](https://hackaday.io/project/160388-automated-mouse-homecage-two-bottle-choice-test-v2).

207 ► 3D-Print the two housing components (Fig 1).

208 ► Assemble the sipper tubes. Using a razor or scalpel blade, cut ~1cm of the cylindrical  
209 end from each 15mL conical tube. Using hot glue, secure a Hydropac valve into the  
210 cut end and allow it to cool and dry. Check for leaks.

211 ► Assemble photo-interrupters: Solder the Sparkfun photo-interrupter and 1K resistor into  
212 the Sparkfun breakout board. Finally, solder the 3-pin right-angle JST connector  
213 with jumper wires into the photodetector.

214 ► Solder the short female header pins to the Adalogger M0 board, and short male header  
215 pins to the Adafruit OLED wing. Solder the photo-interrupter wires to the OLED  
216 shield, with the black wires attached to the ground (GND), and red wires to power  
217 (3V), and the signal wires to pins 10 and 11 (Fig 1A).

218 ► Assemble the device by pushing the photodetector units into the slots in the 3d housing  
219 and the Feather device into the holder (Fig 1C). Slide the protective cover over the  
220 photodetectors, ensuring the wires protrude on the top of the set-up.

221 ► Snap conical tubes into the housing.

- 222 ▶ Insert the microSD card into the Feather devices and attach the battery pack.
- 223 ▶ Set the on-board real-time clock (RTC). Flash the Adalogger with the code “SipCounter-  
224 SetClock.ino” to set the RTC. The RTC will retain the date and time as long as the  
225 device doesn’t lose power. Alternatively, the date and time can be set on the device  
226 itself (details below).
- 227 ▶ Flash the Adalogger with the “SipCounter-081118.ino” code. This is the code that controls  
228 the operation and function of the device.

229

### 230 **Operation Instructions**

231 Videos showing the set-up and operation of the device can be at:

232 [https://hackaday.io/project/160388-](https://hackaday.io/project/160388-two-bottle-choice-test-v2) two-bottle-choice-test-v2.

- 233 ▶ When the device is powered up it will start on a welcome screen.
- 234 ▶ Holding down the ‘B’ button in this screen allows for editing the date, time, and device #.  
235 These variables will be recorded with the data on the microSD card.
- 236 ▶ Pressing ‘A’ on this screen starts data recording. The number of interactions and the  
237 duration of interaction will be displayed on the screen. All data obtained will also be  
238 saved in 10 second increments (this frequency can be edited in the code, Fig 1E).

239

### 240 **Statistical analysis**

241 Analysis of correlation measurements and photometry experiments were performed in  
242 Python (3.7), paired t-tests and Wilcoxon-signed rank tests were done in Prism (version 8).  
243 A p-value > 0.05 was considered statistically significant. Non-parametric statistics were used  
244 in cases where the dataset did not meet assumptions of normality.

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248 **Results**

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250

251 We performed 3 experiments to validate the use of the device in multiple paradigms  
252 relevant for behavioral neuroscience. We first validated that device accurately tracked  
253 volume of liquid ingested from the sipper device. We next demonstrated that the sipper  
254 device can be used to detect preference in a two-bottle choice assay. Finally, we establish  
255 that the sipper device can be simply integrated with in vivo measurements of neuronal  
256 activity, in this case fiber photometry.

256 *Experiment 1.* The sipper device provided the only source of drinking water, the number and  
257 duration of photointerrupter beam breaks on the sipper device and volume of liquid  
258 consumed (detected via time-lapse video) were measured (Fig 2A). The correlation between  
259 volume ingested and sipper counts or duration varied across devices (Sipper Duration:  $R^2=$   
260 0.02 - 0.89, Sipper Counts:  $R^2=$  0.26 - 0.85, Fig 2B). Sipper counts were a better proxy for  
261 liquid intake with an average  $R^2$  value of 0.46 (Fig 2C) compared to the average  $R^2$  value of  
262 0.22 between sipper duration and liquid ingested (Fig 2D).

263 The duration of sipper interaction registered on the sipper device showed the expected  
264 circadian rhythm, with drinking water consumption being greater during the dark cycle  
265 (78.3% of total sipper duration between 7 pm and 7 am) relative to the light cycle (21.7% of  
266 total sipper duration between 7 am and 7 pm). This pattern was confirmed with visual  
267 quantification of liquid consumed via time-lapse photography (80.6% of liquid consumed in  
268 the dark cycle,  $R^2$  between sipper duration and visual quantification = 0.63, Fig 2E).

269 *Experiment 2.* Preference for chocolate milk vs. water was quantified using the sipper device  
270 as a two-bottle choice assay for a 4h session (Fig 3A). All mice exhibited longer total  
271 duration of sipper interactions (reflecting total drinking time; mean water duration =  $6.5 \pm 2.0$   
272 seconds, mean chocolate duration =  $396.5 \pm 176.8$  seconds, 2-tailed Wilcoxon  $p=0.0039$   
273 Fig 3B), a greater number of sipper counts (reflecting number of interactions with the sipper  
274 device; mean water counts =  $15.9 \pm 7.3$ , mean chocolate counts =  $233.1 \pm 105.1$ , 2-tailed

275 Wilcoxon  $p=0.0078$ , Fig 3C) and a longer average bout duration (total sipper duration /  
276 sipper count; mean water bout length =  $0.55 \pm 0.26$ s, mean chocolate bout length =  $1.85 \pm$   
277  $0.37$ s, 2-tailed Wilcoxon  $p=0.0039$ , Fig 3D) on the sipper containing chocolate milk relative  
278 to drinking water. Together, these results confirm the utility of the sipper device for studying  
279 liquid preference in a two-bottle choice assay

280 *Experiment 3.* We confirmed that the sipper device can be successfully integrated with in  
281 vivo measurements of neural by allowing mice to consume chocolate milk from the sipper  
282 device while GCaMP fluorescence from the DMS was detected using a fiber photometry  
283 system (Fig 4A-B). We chose the DMS since previous studies using fiber photometry have  
284 shown that striatal neurons show a ramping activity before reward retrieval and are inhibited  
285 during reward consumption (London et al., 2018).

286 We confirmed that relative to baseline, gCamp fluorescence in the DMS was significantly  
287 increased during approach to the sipper (z score = 0.89 standard deviations above  
288 baseline), while fluorescence was significantly decreased during liquid ingestion from the  
289 sipper device (z score = -0.40 standard deviations below baseline, Fig 4C-D). This result  
290 demonstrates that the sipper device can be integrated with in vivo fiber photometry for  
291 measuring neural activation during liquid ingestion, and highlights the flexibility and  
292 application of open-source hardware for novel applications.

293  
294

## 295 Discussion

296  
297 Here, we developed and validated a novel two-bottle choice sipper device that is  
298 useful for studying ingestive behavior in rodents. Our device has several advantages over  
299 traditional approaches to measuring liquid consumption. First, the device is compact,  
300 wireless, battery powered, and has a battery life of over two weeks, which enables high-  
301 throughput studies in vivarium caging. Second, our device provides data with a high  
302 temporal resolution, which allows for detailed analysis of circadian drinking patterns or  
303 analysis of drinking bout patterns and structure. Third, by foregoing the need for capacitive

304 sensors, our device is compatible with amplifiers or photodetectors used in studies to  
305 measure neuronal activity *in vivo*. Since the device is based on photointerrupters, animals  
306 are not required to 'complete' an electric circuit for licks to be detected, which causes  
307 artifacts in electrophysiological recordings. Finally, our device is open-source and all design  
308 files and code are freely available. This allows for modifications to enable specific  
309 experiments, as well as easy integration with other recording systems, as we demonstrate  
310 with our fiber photometry recordings. Despite these strengths, there are some important  
311 limitations and areas of future development that must be kept in mind.

312         Our current design is a two-sipper configuration. However, there are several  
313 behavioral neuroscience paradigms in which it may be desirable to simultaneously monitor  
314 intake of more than two liquids; for example studies analyzing oral drug or ethanol  
315 discrimination. The microcontroller we use can monitor up to 13 sipper tubes with minimal  
316 modifications to the design and code, but these modifications would have to be done by an  
317 end user. As a second limitation, our current design is built using 15 mL conical tubes as the  
318 liquid reservoir. While this supplied sufficient drinking water for at least 3 days, our  
319 experiments revealed that mice would frequently consume the entire volume of chocolate  
320 milk in the first 6 hours of their dark cycle. Therefore, rate of consumption is an important  
321 consideration for designing long-term experiments with the sipper device. Both of these  
322 issues can be overcome by modifying the construction of the device, which is readily  
323 achievable given the open-source design. In fact, the device has already been expanded by  
324 end users to include a 3-sipper design, and a design with larger liquid reservoirs for use in  
325 rats(Frie & Khokhar, 2019).

326         The hardware used in the device also imposes some limitations that merit  
327 consideration. When an animal interacts with the sipper device, the photo-interrupters pick  
328 up interactions with millisecond resolution, but these interactions are not limited to licks.  
329 These interactions include the tongue of the animal, but can also include the snout or other  
330 body parts that break the infrared beam below the sipper. For this reason, we describe the

331 device output as sipper counts or duration and not “licks”. This limitation resulted from a  
332 design trade-off that we made to build a wireless, home-cage compatible device, vs. a  
333 device that required specialized caging and tethered sensors, such as electrical lickometers.  
334 Both the sipper counts and duration were only moderately correlated with volume of intake  
335 as measured by time lapse photography (Fig 2). This lack of tight correlation between lick  
336 behavior and liquid ingested has been well-documented, and is true of any traditional optical  
337 or capacitative lickometer (Buxton & Allison, 1990; Kochanek, 2008; Schultz, Stiemke, &  
338 Barber, 1989). However, there are two features of the sipper device that help address this  
339 limitation. First, the reservoirs are constructed from 15mL conical tubes with regular  
340 gradations. This makes visual inspection of liquid levels in the homecage straightforward,  
341 without the need to weigh bottles or otherwise remove traditional sipper tubes (which can be  
342 prone to spilling) from homecages. Second, the default code in the sipper device will write  
343 photobeam counts and duration to the microSD card every 10 seconds, unless there is an  
344 on-going bout (defined as a broken photobeam) at the end of this 10 second interval. In this  
345 case, the duration and beam counts will be written at the end of the bout before proceeding  
346 to the next 10 second interval. This means that the timestamps can be inspected for  
347 outlying photobeam breaks, which could then be removed from the data as outliers.  
348 Therefore, while the device does not reliably detect individual licks or electronically measure  
349 liquid volumes, the device is still suitable for examining the duration, number and pattern of  
350 consumption bouts (Fig 2, 3).

351 A final feature is that the sipper devices are equipped with screens that display  
352 duration and number of interactions on each sipper from outside of the homecage.  
353 Therefore, by inspecting the device screens, potential problems can be detected without  
354 interfering with the experiment. Finally, data retrieval requires removal of SD cards and  
355 copying data to a computer, which can be time-consuming if many devices are being used.  
356 In future versions, wireless communication chips could be added to the device to enable

357 cloud-based data storage. Such a system would allow multiple users to access data with  
358 minimal interference, and would facilitate high-throughput and multi-site experiments.

359         Beyond these specific concerns, the device is subject to limitations of all two-bottle  
360 choice assays. First, positional bias may affect drinking behavior(Ackroff et al., 1993;  
361 Gillespie & Lucas, 1957). Therefore, alternating position of liquids in the two sipper tubes  
362 across time may be needed to control for this bias in preference assays. Second, the device  
363 currently requires animals to be singly-housed, which may limit how many experiments can  
364 be run simultaneously due to space constraints, and could introduce stress that may affect  
365 behavioral assays (Collins, Pogun, Nesil, & Kanit, 2012; Kamakura, Kovalainen, Leppäluoto,  
366 Herzig, & Mäkelä, 2016). However, as the device is open-source, it could be modified to  
367 include additional sensors for discriminating multiple animals, such as RFID sensor that  
368 have been used in some commercial systems for this purpose(Bains et al., 2016;  
369 Galsworthy et al., 2005). While we have tried to optimize the device to prevent damage  
370 from mice and with long-term use as the goal, we found that mice sporadically chew on the  
371 sipper valves, which can interfere with the function of the device. These valves should be  
372 visually examined and replaced if mice chew on them.

373         In conclusion, we have developed a device for measuring liquid intake in home-  
374 cages. The unique strengths of our system are that 1) it is wireless and compatible with  
375 vivarium home-cages, 2) it is cost-effective, costing <\$100 to build each device and 3) it is  
376 open-source, allowing for modifications and flexibility for answering different experimental  
377 questions. The device logs interactions with two liquid sippers as detected by  
378 photointerrupter beam breaks with high temporal resolution (Fig 1). The device does not  
379 require manually weighing bottles and provides temporal resolution over timescales of  
380 several weeks without requiring a battery change, which makes the devices suitable for  
381 studying liquid preference, circadian biology or resolving long-term patterns of liquid intake  
382 (Fig 2-3). Our device was designed with scalability in mind, it requires no specialized  
383 equipment and is low-cost and compact enough to allow for high-throughput experiments.

384 We also provide a proof of concept validation that the device can be integrated with in vivo  
385 measurements of neuronal calcium activity (Fig 4). These factors, combined with open-  
386 source and off-the shelf nature of the device, ensure that it will be accessible and useful tool  
387 for a variety of behavioral neuroscience experiments and studies of liquid ingestion.

388

389

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510 **Figure 1. Construction and implantation of home cage drinking monitor. (A)**  
511 Circuit wiring diagram of electronic components; 3V power is supplied to the  
512 photointerrupters which are connected to a ground pin. Each photointerrupter is also  
513 attached to a digital output pin (shown as D9 and D10). **(B)** 3D rendering of the 3D  
514 printed housing for the drinking monitor; views of the front tube assembly (left) and  
515 rear battery casing (right) are shown. **(C)** Photo of the assembled device and **(D)**  
516 assembled device operating in the home-cage.

517

518 **Figure 2. Functional validation of liquid consumption with the homecage**  
519 **drinking monitor. (A)** Schematic of the experimental set-up. **(B)** Histogram  
520 depicting the distribution of  $R^2$  values of the correlation between measurements  
521 (counts or duration) registered on the individual sipper devices with volume of liquid  
522 consumed from the same device, as measured via time-lapse video. **(C-D)** Across all  
523 11 mice tested, sipper counts and duration of interactions with the sipper device  
524 weakly correlated with the amount of water consumed by visual quantification with  
525 time lapse video. **(E)** Circadian rhythms in lick duration and volume of liquid  
526 consumed were evident over the 5 days of recording.

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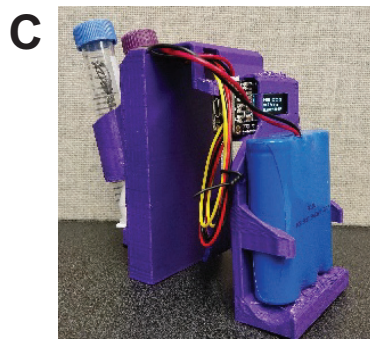
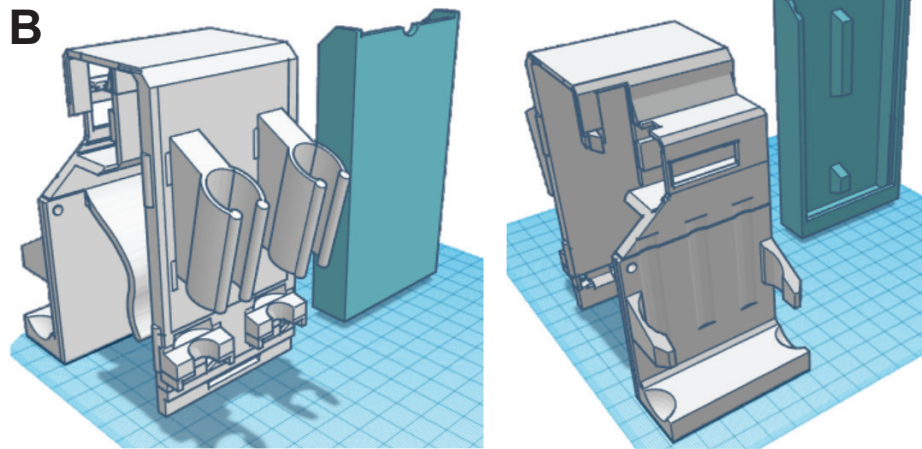
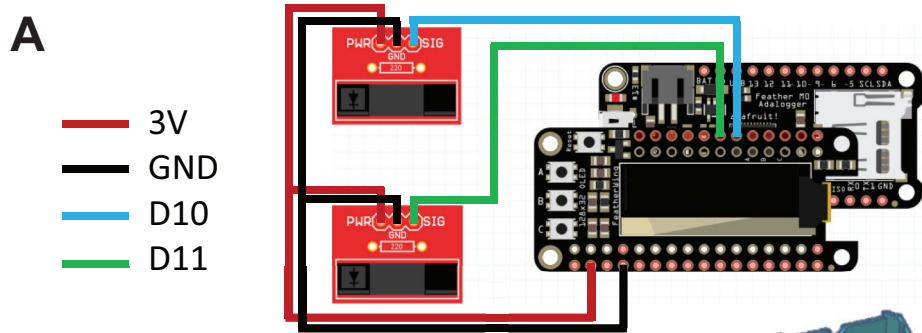
528 **Figure 3. Two-bottle choice task with the homecage drinking monitor. (A)**  
529 Experimental schematic; mice had free access to two liquids in the drinking monitor  
530 device: water or chocolate milk. **(B-D)** All mice exhibited a clear preference for  
531 chocolate milk over water. Mice exhibited longer total duration of sipper interactions  
532 **(B)**, increased duration of sipper interaction bouts **(C)** and increased sipper  
533 approaches **(D)** for chocolate milk over water.  $**p<0.01$ .

534

535 **Figure 4. Integration of the drinking monitor with in vivo fiber photometry. (A)**  
536 Schematic of experiment; photointerrupter beam breaks registered on digital Arduino  
537 pins triggered a TTL pulse to an in vivo fiber photometry system. **(B)** Representative  
538 raw trace of gCamp signal recorded in the dorsal medial striatum (DMS; top) and  
539 concomitant sipper interaction bouts (bottom). **(C)** Normalized gCamp traces were  
540 averaged across trials for all mice, and aligned to onset of lick bout. Black line  
541 indicates the mean, SEM is depicted in red. **(D)** Duration of sipper interactions is  
542 aligned to onset of lick bout, mean probability of a sipper interaction is indicated in  
543 black, SEM is depicted in blue. Both C and D are aligned to onset of lick bout.

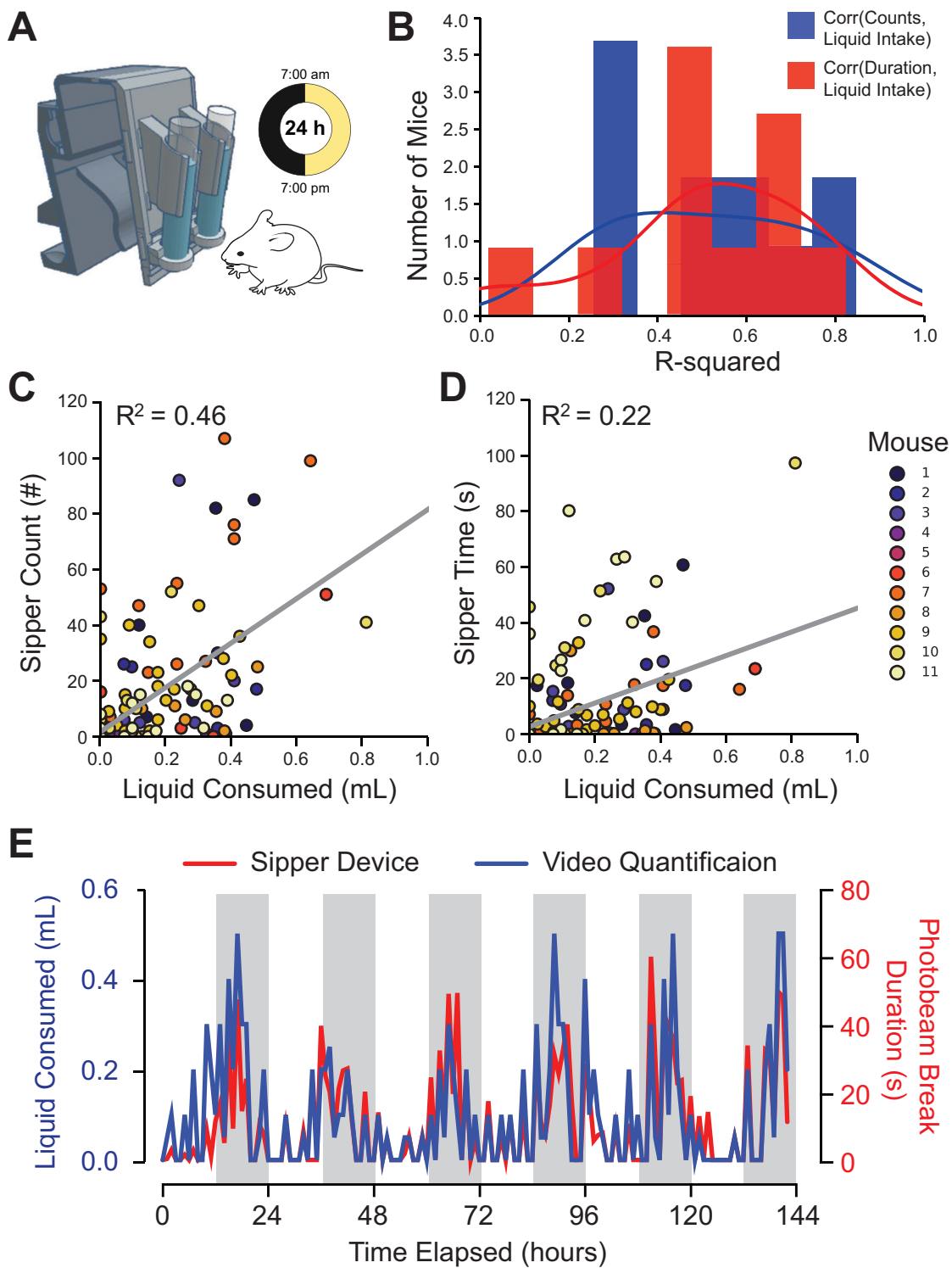
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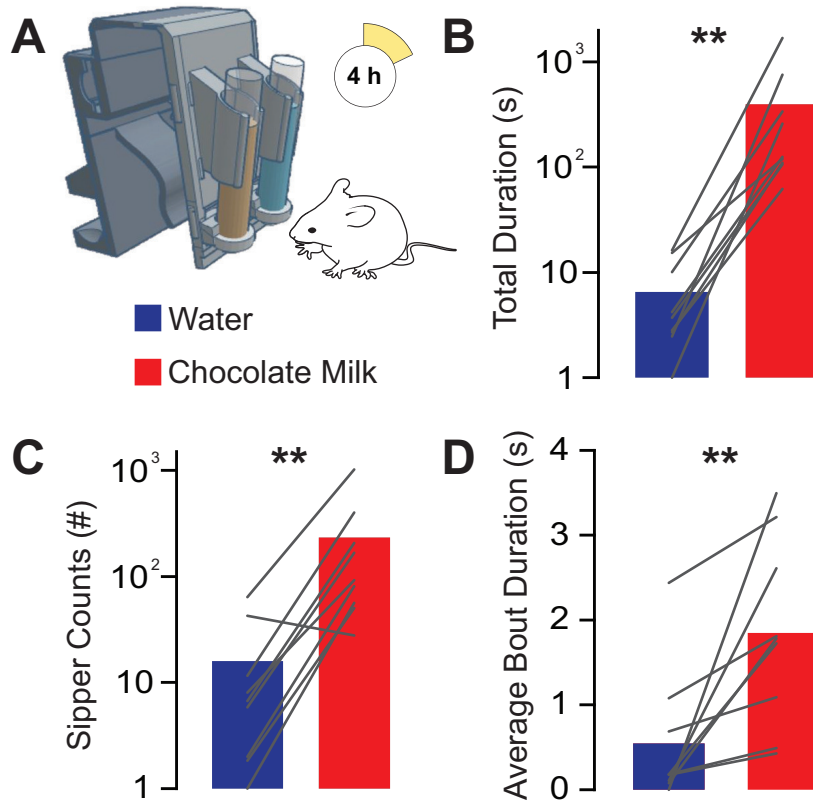
545 **Table 1. Bill of materials.** All materials required for construction of the sipper device  
546 are itemized, sourcing and cost are provided.



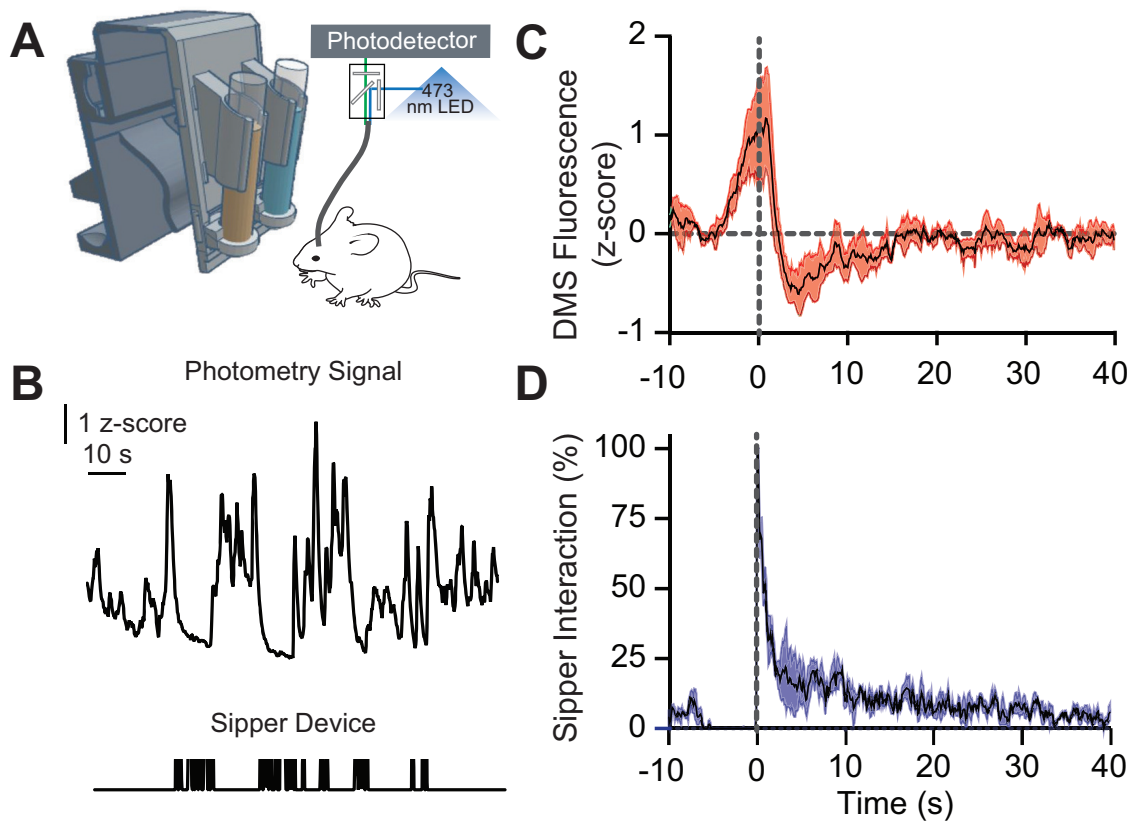
**E**

MM:DD:YYYY hh:mm:ss	Elapsed Time	Device	LeftCount	LeftDuration	RightCount	RightDuration	BatteryVoltage
2/20/2019 14:27:53	01:17:30	1	0	0	0	0	4.05
2/20/2019 14:28:03	01:17:40	1	1	0.15	0	0	4.05
2/20/2019 14:28:16	01:17:53	1	3	10.15	0	0	4.05
2/20/2019 14:28:26	01:18:03	1	3	10.15	0	0	4.05
2/20/2019 14:28:36	01:18:13	1	3	10.15	0	0	4.07
2/20/2019 14:28:46	01:18:23	1	3	10.15	0	0	4.06
2/20/2019 14:28:56	01:18:33	1	3	10.15	0	0	4.04
2/20/2019 14:29:06	01:18:43	1	3	10.15	0	0	4.05
2/20/2019 14:29:18	01:18:54	1	4	13.27	0	0	4.05
2/20/2019 14:29:27	01:19:04	1	5	20.04	0	0	4.05
2/20/2019 14:29:37	01:19:14	1	5	20.04	0	0	4.05









Component	Number	Cost / unit	Total cost	Source of materials
Adafruit Feather M0 Adalogger	1	\$19.95	\$19.95	<a href="https://www.adafruit.com/product/2796">https://www.adafruit.com/product/2796</a>
Lithium Ion Battery Pack – 3.7V 6600mAh	1	\$29.50	\$29.50	<a href="https://www.adafruit.com/product/353">https://www.adafruit.com/product/353</a>
Adafruit FeatherWing OLED – 128x32 OLED	1	\$14.95	14.95	<a href="https://www.adafruit.com/product/2900">https://www.adafruit.com/product/2900</a>
Short Headers Kit for Feather – 12-pin + 16-pin Female Headers	1	\$1.50	\$1.50	<a href="https://www.adafruit.com/product/2940">https://www.adafruit.com/product/2940</a>
1k Resistor	2	\$0.20	\$0.40	<a href="https://www.sparkfun.com/products/14492">https://www.sparkfun.com/products/14492</a>
Photo Interrupter GP1A57HRJ00F	2	\$2.50	\$5.00	<a href="https://www.sparkfun.com/products/9299">https://www.sparkfun.com/products/9299</a>
SparkFun Photo Interrupter Breakout Board - GP1A57HRJ00F	2	\$1.50	\$3.00	<a href="https://www.sparkfun.com/products/9322">https://www.sparkfun.com/products/9322</a>
MicroSD card	1	\$6.00	\$6.00	<a href="https://www.amazon.com/Kingston-microSDHC-Class-Memory-SDC4/dp/B00200K1TS/">https://www.amazon.com/Kingston-microSDHC-Class-Memory-SDC4/dp/B00200K1TS/</a>
JST Cables	2	\$1.50	\$3.00	<a href="https://vetco.net/products/jst-ph-connector-male-female-pair-pre-wired-3-pin">https://vetco.net/products/jst-ph-connector-male-female-pair-pre-wired-3-pin</a>
Plastic Valves	2	\$0.50	\$1.00	<a href="https://labproductsinc.com/product/hydropac-alternative-watering-system/">https://labproductsinc.com/product/hydropac-alternative-watering-system/</a>
15mL conical tubes	2			