

Abstract

 During navigation, disoriented animals learn to use the spatial geometry of rectangular environments in order to gain rewards. The length of macroscopic surfaces (metric: short/long) and their spatial arrangement (sense: left/right) are powerful cues that animals prove to encode for reorientation. The aim of this study was to investigate if zebrafish (*Danio rerio*) could take advantage of such geometric properties in a rewarded exit task, hence by applying a reference memory procedure. The experiment was performed in a rectangular arena having four white walls, where fish were required to choose the two geometrically equivalent exit-corners lying on the reinforced diagonal. Results showed that zebrafish encoded the geometry of the arena during reorientation, solving the spatial task within the first five days of training. With the aim to avoid the possible influence of extra-visual cues on the zebrafish' success, we performed a geometric test in extinction of response after the learning day. At test, fish persisted in choosing the two correct corners, thus confirming that the navigation strategy used at training was based on geometric cues. This study adds evidence about the role of geometric frameworks in fish species, and it further validates an effective spatial learning paradigm for zebrafish.

Keywords: spatial cognition, navigation, spatial reorientation, geometry, zebrafish

Introduction

 Habitat and ecosystems share some characteristics that allow animals to find resources, as the position of something worthwhile, ensuring survival. The ability to take advantage of such features falls within "spatial navigation", a series of orientation strategies used by organisms to better adapt in the life space. This set includes widely known mechanisms like dead reckoning, celestial and magnetic compass, landmarks, 43 cognitive maps, and environmental geometry (see broad-ranging reviews^{1,2,3,4}).

 Geometric orientation has been studied in depth along three decades of research and, 45 in those fruitful years, several core approaches have been proposed (see review⁵). The theoretical model that better contextualizes the present study is the "boundary-based" view, stating that boundary structures, both manmade (e.g. walls, ledges) and naturalistic 48 (e.g. cliffs, hills), are crucial for navigation (see review⁶). Given the relevance of these like-terrain structures, it shall be assumed that animals can spontaneously take advantage of them to find food sources, companions, and shelters scattered in their habitat. Conventionally, such cues refer to large-scale properties of three-dimensional surfaces, as their length ('metric': short/long) and their arrangement in relation to a specific reference point ('directional sense': left/right). In lay words, the position of an object can be characterized on the basis of the shape of the surrounding environment, thus, on its geometric boundaries (see for instance⁷).

56 The use of geometry has been widely studied in vertebrates (see reviews $8-10$) and invertebrates¹¹⁻¹⁴, highlighting the critical role of the environmental boundaries in reorientation behavior. A geometry-based reorientation task is usually performed in rectangular arenas with visible walls. The spatial problem, as proposed for the first time

 by Cheng¹⁵⁻¹⁶, consists in placing an object in correspondence of one corner and then requesting animals, after an inertial disorientation, to approach the corner where that 62 object was previously present (see also¹⁷). Note that in rectangular arenas two out of four corners (those placed on one of the two diagonals) have the same geometric properties (e.g. a short wall on the left and a long wall on the right), being indistinguishable. This spatial ambiguity leads animals to systematically confound the two geometric-twin corners.

67 Fish species have been used for long as model in reorientation tasks¹⁸⁻²⁸, showing that they were able to encode the geometry of rectangular-shaped arenas. It has been also 69 proven that boundaries can be detected through extra-visual stimulation in blind fishes²⁸. Generally, in these studies authors corroborated two behavioral techniques: a working memory procedure in a social cuing task (spontaneous choice without experience), where animals approached the location of a social object no longer present; a reference memory procedure in a rewarded exit task (training over time with experience), where animals learned to navigate to a given position (two geometrically equivalent exit-corners within a rectangular arena) in order to gain a reward (to leave such arena for getting food, companions, and a comfortable environment). Focusing on zebrafish (*D. rerio*), three 77 study by Lee and colleagues $24-26$ investigated the spontaneous use of geometric cues during navigation in an opaque arena composed of four white walls, thus under the working memory procedure. In such visual conditions, fish encoded the spatial geometry in relation to a specific goal (i.e. a conspecific acting as social stimulus), in order to reorient.

82 Gaining popularity with Streisinger²⁹, the use of zebrafish in behavioral neuroscience 83 has spread increasingly in the course of the last twenty years³⁰. Despite this, there is a lack of paradigms assessing their cognitive abilities through operant conditioning 85 protocols (see reviews $31-33$). To our knowledge, although more and more researchers investigating zebrafish' behavioral patterns agree about a clear difficulty in applying training procedures, a dearth of outspoken null evidence complicates matters. One crucial issue would be to determine what kind of stimuli this species is susceptible to, dependently on skills it has developed down its natural history. Until now, the most of studies has examined simple behavioral patterns (see review); notwithstanding, some authors have started employing operant conditioning with the aim to probe zebrafish' 92 visual (see for instance³⁵⁻³⁸), spatial (see for instance^{35,38-40}), and numerical abilities⁴¹.

 In this study we investigated the reorientation behavior of zebrafish in an opaque rectangular arena composed of four white walls, carrying out rewarded exit task (reference memory procedure). Fish were trained to choose the two corners lying on the same diagonal, by a trial-and-error learning procedure, allowing them prolonged exploration times. After the training, fish underwent a geometric test in extinction of response, in order to verify whether the learning had actually been achieved on the basis of geometric cues, rather than by taking advantage of other environmental cues (e.g. the difference in the amount of water filtered through the open corridors with respect to the closed ones). Our hypothesis was that zebrafish could learn to choose the correct- geometry diagonal *versus* the incorrect one, as they are able to spontaneously use a 103 rectangular spatial framework during reorientation²⁴⁻²⁶. In case of learning, in the geometric test (after blocking all the exits), we expected that zebrafish would have

persisted in choosing the two correct corners more than chance level, showing the mere

use of geometric cues for solving the spatial task during training.

Materials and Methods

Subjects and housing

 Subjects were 12 mature males zebrafish (*D. rerio*), ranging from 4-5 cm in body length and coming from breeding stocks in our laboratory. In order to attract the experimental 113 fish, three females conspecifics were used as sexual and social stimuli³⁷. Fish were maintained under a 10:14-h LD cycle and raised in glass-made home tanks (25 l capacity). Tanks were enriched with gravel and plants, thus cleaned with suitable filters (Aquarium Systems Duetto, Newa, I), with the aim to ensure comfortable habitats. The water temperature was maintained at 26° C through heaters (Newa Therm), and fish were fed twice a day with dry food (GVG-Mix, Sera® GmbH, D).

Apparatus

121 The apparatus was the same used in Sovrano and colleagues^{18,19,22,23}, consisting of a white polypropylene (Poliplak®) rectangular arena (length: 31 cm; width: 14 cm; height: 16 cm), inserted in a larger rectangular tank (length: 60 cm; width: 36 cm; height: 25 cm). Embedded in correspondence of each corner, there was a rectangular small corridor (2 x 3 cm; 2.5 cm in length; 4.5 cm from the floor), allowing fish to leave the arena and access an external surrounding region (Fig. 1a). At the end of each corridor there was a flexible door (2.5 x 3.5 cm) that could be easily pushed and bent by the fish with its snout: the

 upper part of such door (2.5 x 2.5 cm) was an opaque plastic sheet, while the lower part (2.5 x 1 cm) was a transparent acetate sheet. The four doors were visually identical, but only two (i.e. those on the correct-geometry diagonal) could be opened; contrariwise, the two other doors (i.e. those on the incorrect-geometry diagonal) could not be opened because glued on the final part of the corridors with a minimum amount of transparent silicone (see details in Fig. 1b). Although the corridors were blocked, a regular water passage was guarantee through three small holes (diameter: 0.5 cm) cut out in the lower transparent part, avoiding any nonvisual cues eventually detected by extra-visual sensory 136 modalities²⁸.

Procedure

 The experiment was divided in two parts: a "training-phase", by using an operant conditioning procedure (reference memory) and a "geometric test", by using an extinction procedure (hence, in absence of differential reinforcements). Both procedures are schematized in Fig. 2.

 The training-phase consisted of daily sessions of 8 trials until reaching the learning 144 criterion (a number of correct choices greater or equal to 70% for C1 + C2 – the geometrically correct corners – in two consecutive daily sessions), or at least for a minimum of 5 consecutive daily sessions, in order to describe a learning curve for all animals.

 Before starting each trial, the fish was gently transferred from the region surrounding the arena into an opaque plastic jar (diameter: 13 cm; height: 7.5 cm) and passively disoriented (i.e. slowly rotated 360° clockwise and counterclockwise) on a rotating device

 with the aim to reduce the use of compass and inertial information. Then, the fish was moved into a glass-made cylinder (diameter: 6 cm; height: 8 cm), placed in the center of the arena, leaving it there for 30 seconds. After this period, the cylinder was carefully lifted up and the fish was free to swim in the environment for a 10 minutes time-limit. At the end, the apparatus was rotated 90° right. In each trial, the choices (or attempts) for the four corridors were sequentially noted down until the fish exit the arena. Such approaches were thus codified as follows: letter "C1" and letter "C2", for the correct corners on the reinforced diagonal; letter "X1" and letter "X2" for the incorrect corners on the nonreinforced diagonal.

 \blacksquare A correction method was used⁴²: the fish was allowed to change one or more wrong attempts, until it was able to choose one out of two right corridors (leaving the arena), or until the time-limit was elapsed. Intervals among trials, where the fish could remain in the apparatus' external region, were 6 minutes (complete reinforcement, with administration of a small amount of food and presence of conspecifics) if the fish identified the correct corner (C1 or C2) as single attempt, and 2 minutes (partial reinforcement, without administration of food but in presence of conspecifics) if the fish identified the correct corner after two or more attempts. In case of the fish did not respond within the 10 minutes time-limit, it was given a 5 minutes time-break in the outer region, not providing any reward. Multiple choices for the correct corridors could occur, for instance when the fish explored them without leaving the arena. An attempt to the corner was considered as an effective choice if the fish entered the corridor with more than half of its body. Exit attempts were clearly visible in video-recordings, through characteristic tail and body movements.

 After the training-phase, hence when the fish reached the learning criterion, there was the geometric test. It was performed in two consecutive daily sessions of 4 trials each, in extinction of response (the two open corridors were closed with the aid of a thin green metal wire). Such test was useful to verify whether the learning had actually been achieved on the basis of geometric cues, rather than by taking advantage of other potential environmental cues (e.g. a different water passage between open and closed corridors). Each test trial lasted 2 minutes. If the fish did not make any attempt in that period, the time available was prolonged, with the aim to collect at least one valid choice. In any case, the maximum time for the test trial was not longer than 10 minutes. In absence of any choice within the maximum time supplied, the trial was considered as null and therefore repeated. The inter-trial interval was 5 minutes, during which the fish was free to rest in the surrounding comfortable environment. To avoid a loss of motivation and null trials (since all the corridors were not traversable), the test trials were interspersed with recall trials, carrying out the usual training procedure, with both C1 and C2 corridors open.

 The first choices and the total choices made by fish in correspondence of the four corridors, during the training-phase (summing the first five sessions), in the learning day (the single session where fish reached the criterion), and in the geometric test were used as individual data per each session, combining the attempts for the two diagonals 192 (correct: C1 + C2; incorrect: $X1 + X2$). The inter-observer reliability criterion⁴² was applied in the recoding of a subset of 10% of different videos (p < 0.001, Pearson's correlation between the ratio calculated on the original coding and on the *de novo* coding performed by an experimenter blind on the test condition of the fish).

Statistical analyzes

 The dependent variables measured were the mean number of trials (with 95% CI) to 199 reach the learning criterion (greater or equal to 70% for $C1 + C2$), the first choices and the total choices made by fish for the two diagonals (C1 + C2 *versus* X1 + X2) in the summed first five training sessions (of 8 trials each), in the learning day (the single session where fish reached the criterion), and in the geometric test.

 In order to assess the homoscedasticity, the tests applied were the Levene Test and the Mauchly's Sphericity test. A repeated measures ANOVA was performed in order to estimate the use of geometry over time (i.e. among the first five training sessions). With the aim to compare the two corners on the same diagonal (C1 *versus* C2; X1 *versus* X2), the nonparametric Wilcoxon test was applied on the first choices, while the parametric Student's t-test was applied on the total choices. Moreover, with respect to the first choices collected during the training-phase, the Wilcoxon test was performed on the five training sessions one by one. To estimate the effect size, we reported partial eta-squared (η_p^2) as index for the ANOVA, and 95% Confidence Intervals for the Student's t-test. Data were analyzed with the IBM SPSS Statistics 20 software package.

Results

 For this experiment, the reorientation behavior of 12 zebrafish (*D. rerio*) was observed 216 in an opaque all-white rectangular arena^{18,19,22,23}, carrying out a rewarded exit task. During the training-phase (reference memory procedure), fish were allowed free prolonged exploration times in each trial, until reaching a learning criterion greater or

219 equal to 70% for C1 + C2 (the correct-geometry diagonal). After the training-phase, fish 220 underwent a geometric test (extinction procedure), to assure that the learning was 221 occurred on geometric basis.

222 The number of trials needed to reach the learning criterion was 27 ± 3.087 (mean \pm 223 SEM).

224 Results of the learning day (the single session where zebrafish finalized the training) 225 are shown in Fig. 3 (left). The Wilcoxon test applied on the first choices revealed a 226 significant effect of Geometry (diagonals C1 + C2 *versus* X1 + X2: Z = - 3.078, p = 0.002), 227 while did not reveal any differences between corners C1 and C2 $(Z = -0.240, p = 0.810)$, 228 and between corners X1 and X2 ($Z = -0.921$, $p = 0.357$). The two-tailed t-test applied on 229 the total choices revealed a strongly significant effect of Geometry (diagonals $C1 + C2$ 230 *versus* $X1 + X2$: $t(11) = 17.728$, $p \le 0.0001$), while did not reveal any differences between 231 corners C1 and C2 (t(11) \leq 0.0001, p = 1), and between corners X1 and X2 (t(11) = 1.254, 232 p = 0.236). Results provided by the training-phase showed that zebrafish successfully 233 solved the rewarded exit task set up in the opaque all-white rectangular arena.

234 Results of the geometric test are shown in Fig. 3 (right). The Wilcoxon test applied on 235 the first choices revealed a significant effect of Geometry (diagonals C1 + C2 *versus* X1 $236 + X2 = Z = -3.070$, $p = 0.002$), while did not reveal any differences between corners C1 237 and C2 ($Z = -1.500$, $p = 0.134$), and between corners X1 and X2 ($Z = -0.061$, $p = 0.951$). 238 The two-tailed t-test applied on the total choices revealed a strongly significant effect of 239 Geometry (diagonals C1 + C2 *versus* X1 + X2: t(11) = 7.140, p ≤ 0.0001), while did not 240 reveal any differences between corners C1 and C2 $(t(11) = -1.945, p = 0.078)$, and 241 between corners X1 and X2 (t(11) = 1.302, $p = 0.220$). Results provided by the geometric

 test bore out that the learning was actually occurred on geometric cues during the training-phase.

 Performance over time in the first 5 days of training is shown in Fig. 4. Considering the data collected per fish for the two diagonals (C1 + C2 *versus* X1 + X2) in the summed first five training sessions of 8 trials each, the repeated measures ANOVA with Time (days 1-5) and Geometry (diagonals C1 + C2 *versus* X1 + X2) as within-subject factors, applied 248 on the first choices, revealed a significant effect of Geometry (F(1,11) = 23.866, $p \le$ 249 0.0001, η_p^2 = 0.685) and of Time x Geometry (F(4,44) = 3.744, p = 0.010, η_p^2 = 0.254), 250 while Time was not significant $(F(4,44) = 1.296, p = 0.286)$. The Wilcoxon test applied on 251 the first choices specified the parametric statistics' outcome (day 1: $Z = -0.258$, $p = 0.796$; day 2: Z = - 1.513, p = 0.130; day 3: Z = - 2.971, p = 0.003; day 4: Z = - 1.344, p = 0.179; 253 day 5: $Z = -3.276$, $p = 0.001$). Results about the use of geometry over time, when considering the first choices, showed that on day 3 the effect of the diagonals on the learning performance of zebrafish began to consolidate.

 The same repeated measures ANOVA applied on the total choices revealed two 257 significant main effects: Geometry (F(1,11) = 34.951, p \leq 0.0001, η_p^2 = 0.761) and Time 258 ((F(4,44) = 3.990, p = 0.008, η_p^2 = 0.266), while the interaction Time x Geometry was not 259 significant ($(F(4, 44) = 1.894$, $p = 0.128$). By analysing the total choices, the learning performance of zebrafish appeared strongly progressive over time: the ability to solve the rewarded exit task, disambiguating the correct-geometry diagonal with respect to the incorrect one emerged soon, already in the first five training sessions.

Discussion

 The crucial issue of this study was to investigate whether zebrafish (*D. rerio*), as well 266 as other fish species^{18-20,28}, learned to use the geometric properties (i.e. short/long, left/right) of a rectangular arena composed of four opaque walls. For the purpose, a reference memory procedure was applied to the observation of zebrafish' reorientation behavior, by using an operant conditioning with prolonged exploration times. Such 270 technique is well-standardized even in redtail splitfin fish (*Xenotoca eiseni*)^{18,19,22,23,27}, goldfish (*Carassius auratus*) ²⁰ , and cavefish (*Astyanax mexicanus*, *Phreatichthys* 272 andruzzii)²⁸, but it has never been employed with zebrafish. Specifically, we performed a rewarded exit task where fish were required to choose two open corridors towards an enriched and comfortable outer zone (with gravel, plants, and two conspecifics), in order to gain additional reinforcement (a small amount of food associated with a correct choice). Our experiment was divided in two parts: a training-phase and a geometric test, both carried out in visual conditions, that are, within an environment with well-defined boundaries.

 About the training-phase, zebrafish had to learn to identify two rewarding corridors taking advantage of their position in relation to the geometric context. Hence, basing their reorientation behavior on spatial geometry, they should have focused their choices on the correct-geometry diagonal (thus, on the two corners having the same metric-plus-sense properties). Results showed that fish easily solved the spatial task, choosing the correct- geometry diagonal more than the incorrect one. Moreover, they proved to have learned the task within the first five days of training, in particular when considering the total choices. Indeed, it seems that the total choices were a stronger indicator of learning than

287 the first choices, probably because the latter were affected by emotional responses⁴³ due to experimental handling.

 The spatial behavior of zebrafish perfectly matched with learning performance obtained in the same geometric task by two other eyed fishes (*X. eiseni* and *C. auratus*), 291 within arenas characterized by a marked geometry (i.e. opaque rectangular enclosures¹⁸⁻ 20).

 Although a gradual improvement in performance generally emerged right away, a component of behavioral variability seemed to arise during the spatial performance over time, especially in relation to the first choices: on day 3, the correct-geometry diagonal was chosen more than the incorrect one, but not in all fish. Indeed, 7 out of 12 zebrafish achieved earlier the learning criterion (i.e. within the first three training sessions), while the other 5 by the fifth day. The nature of this difference is unclear but, just speculating, 299 it could be due to individual levels in emotional response⁴³, boldness⁴⁴ and/or swim-300 activity patterns⁴⁵.

 With regards to the geometric test, it was essential to verify the actual use of geometric cues during the training-phase. The reason underlying such test was the possibility of other cues to be present in the whole apparatus. In particular, it could be a difference in the amount of water filtered through the open corridors with respect to the closed ones. 305 According to a study by Sovrano and colleagues²⁸, extra-visual systems of fish detecting slight hydrodynamic perturbations are involved in geometry-based reorientation. In order to exclude that zebrafish could have solved the rewarded exit task by using such cues, the geometric test with all exits closed (extinction procedure) was performed. Results showed that, also with the four corridors blocked, fish continued to choose the correct-

 geometry diagonal, demonstrating the mere encoding of metric-plus-sense information during the training-phase.

 Even though zebrafish is commonly considered an excellent model to study cognitive 313 phenotypes³³, some authors have argued that existing behavioral paradigms are not optimal enough for investigating mental processes (e.g. learning and memory) in such $\frac{1}{3}$ fish^{31,32}. Nevertheless, studies about spatial learning have picked out that zebrafish could be trained through aversive or appetitive stimuli to choose a maze's compartment on the 317 basis of its position (thus, detecting intra-maze cues) $35,38-40$. In our study we suggest an effective training paradigm for assessing relational learning in zebrafish, that is, by providing a geometric context where fish can take advantage of metric and sense contingencies in order to get a reinforcement. This protocol is easily replicable, and it could be further used to set up associative learning experiments, for instance, by adding visual cues with specific color and/or pattern with the aim to deepen understand zebrafish' discrimination capacities. In fact, prior investigation regarding visual discrimination in this species has led to inconsistent findings (see for instance^{46,47}).

 Even if zebrafish can spontaneously reorient by using the geometry of rectangular 326 enclosures, the social cuing task by Lee and colleagues²⁴⁻²⁶ highly differs from the rewarded exit task here performed. Our protocol could gain value depending on further studies assessing the encoding of geometric cues, both visual and nonvisual, with a comparison targeted to highlight similarities and dissimilarity between such paradigms.

 In conclusion, results obtained by zebrafish, a species never studied in visual geometric navigation under training, also support the great ecological value of the encoding of geometry per se, as a useful tool for processing macrostructural

 environmental information (i.e. boundaries). In fact, it is likely that such cues, as for instance, the presence of a mountain, a river, and their spatial relationships, keeping unchanged over animals' lifespan, have become crucial for survival. Lastly, the possibility 336 to apply a combinational approach⁴⁸ makes zebrafish a prominent animal model for looking into development and neural basis of this essential cognitive skill.

Acknowledgments

 We wish to thank Tommaso Pecchia for his technical support with the experimental setting, Ciro Petrone, Cristina Pascu, and Giampaolo Morbioli for the animal care and welfare.

Author Contributions

 V.A.S. conceived the study, V.A.S. and D.P. designed it; G.B. performed the experiments; V.A.S. analyzed the results; all authors interpreted them and wrote the paper.

Conflict of Interests

The authors declare no competing financial and nonfinancial interests.

Ethical Regulations

This research was carried out in the Animal Cognition and Neuroscience Laboratory

(A.C.N. Lab.) of CIMeC (Center for Mind/Brain Sciences) at the University of Trento (Italy).

All husbandry and experimental procedures complied with European Legislation for the

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FIGURE LEGENDS

 FIG. 1. Photographs of the experimental apparatus used for investigating the reorientation behavior of zebrafish (*D. rerio*) in visual conditions. The all-white rectangular arena is surrounded by a comfortable environment for fish (with gravel, plants, and two conspecifics), becoming a positive reinforcement to exit the arena through the small embedded corridors. Animals were allowed prolonged exploration times to solve the spatial task. (**A**) Top view of the experimental apparatus. (**B**) Detail of an open door.

 FIG. 2 Schematic representation of the experimental procedures used for the training-phase and 487 the geometric test. The correct corners laying on the reinforced diagonal are labeled "C1" and "C2", while the incorrect ones "X1" and "X2". Different animals were reinforced on different diagonals. The experiment consisted of two phases: training, where fish was trained to choose two geometrically equivalent exit-corners (here indicated with "+") to get a reward, and geometric test, in extinction of response (where all corridors were closed, here indicated with "-"), aimed to bear out that the learning had been achieved on environmental geometric information. Each trial of training and geometric test started with a "disorientation" period (30 seconds), where fish was put into a plastic cylinder and taken out the arena, hence slowly rotated 360° clockwise/counterclockwise on a rotating device. Such period was followed by an "acclimation" period (30 seconds), where fish was placed into a glass cylinder, in the center of the arena, and it could accustom to the environment. The training-phase's third period was "exploration" (600 seconds time-limit), where fish could experience the arena and choose the four corridors, until exiting. Instead, the geometric test's third period was "test" (120 seconds time-limit), where fish was free to swim towards the corners, but in absence of differential reinforcement (extinction

 procedure). If fish made no choice in 120 seconds, the time available was extended until at least one choice occurred.

 FIG. 3. Bar graph shows the frequency of choice (mean ± SEM) obtained by zebrafish, in terms of number of attempts in correspondence of the two corridors placed on the correct-geometry diagonal (C1 + C2) *versus* the incorrect-geometry diagonal (X1 + X2), in the Learning day (left) and in the Geometric test (right). The geometrically correct corners are indicated as C1 and C2 (both open during the training-phase), while the incorrect ones are indicated as X1 (near C1) and X2 (near C2). Grey bars refer to first choices, black bars to total choices. Statistically significant differences between diagonals C1 + C2 and X1 + X2 are indicated with an asterisk.

 FIG. 4. Line graph shows the frequency of choice (mean ± SEM) obtained by zebrafish, in terms of number of attempts in correspondence of the two corridors placed on the correct-geometry diagonal (C1 + C2) *versus* the incorrect-geometry diagonal (X1 + X2) over time (days 1-5 of training). Grey lines refer to first choices, black lines to total choices. Zebrafish (*D. rerio*) learned to solve the rewarded exit task in visual conditions, achieving the learning criterion in the training- phase and maintaining a performance higher than chance in the geometric test (see Fig. 3). Note that the improvement of performance becomes apparent from the first three days of training.

FIGURE 1

