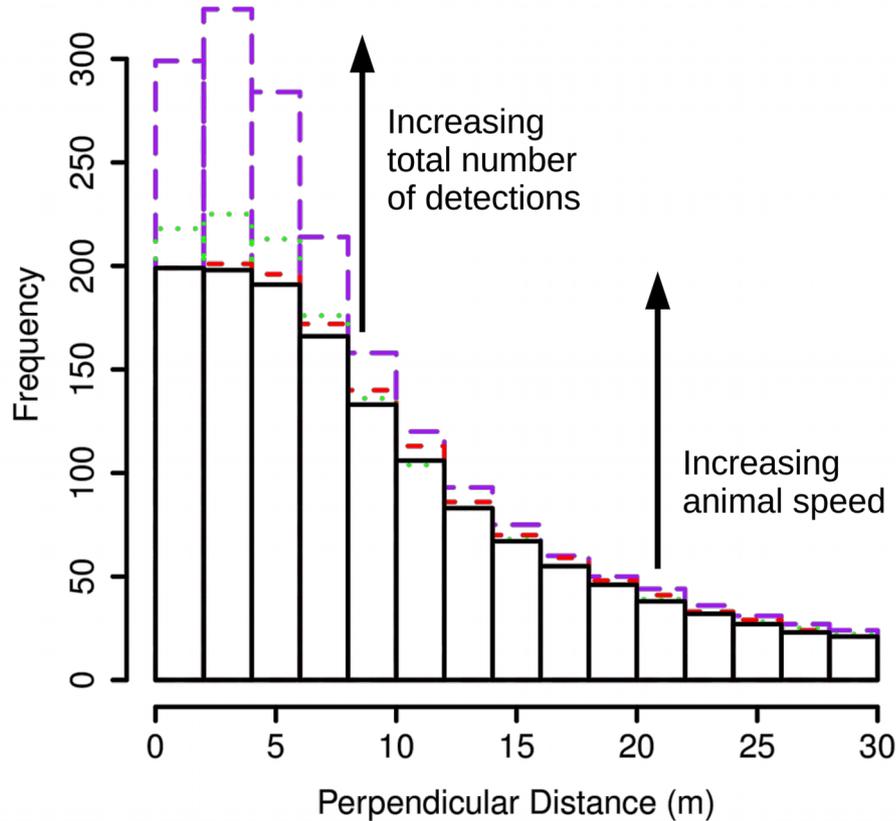


Distance sampling and animal movement



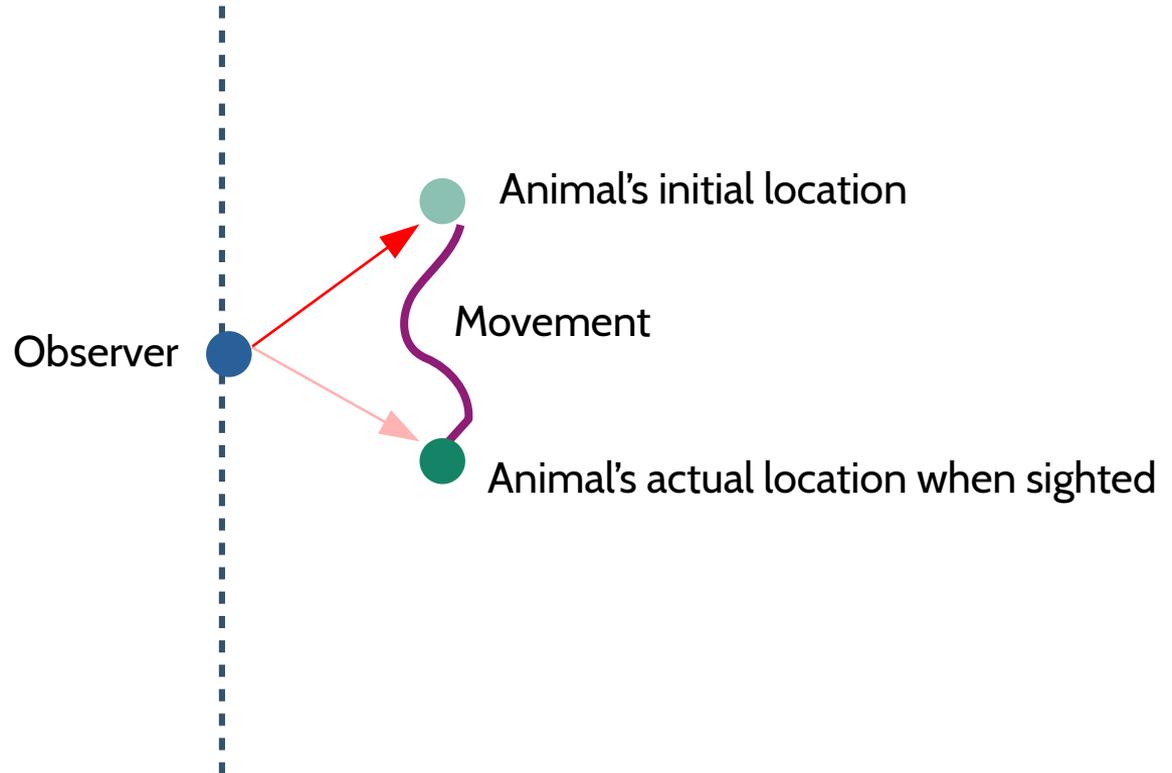
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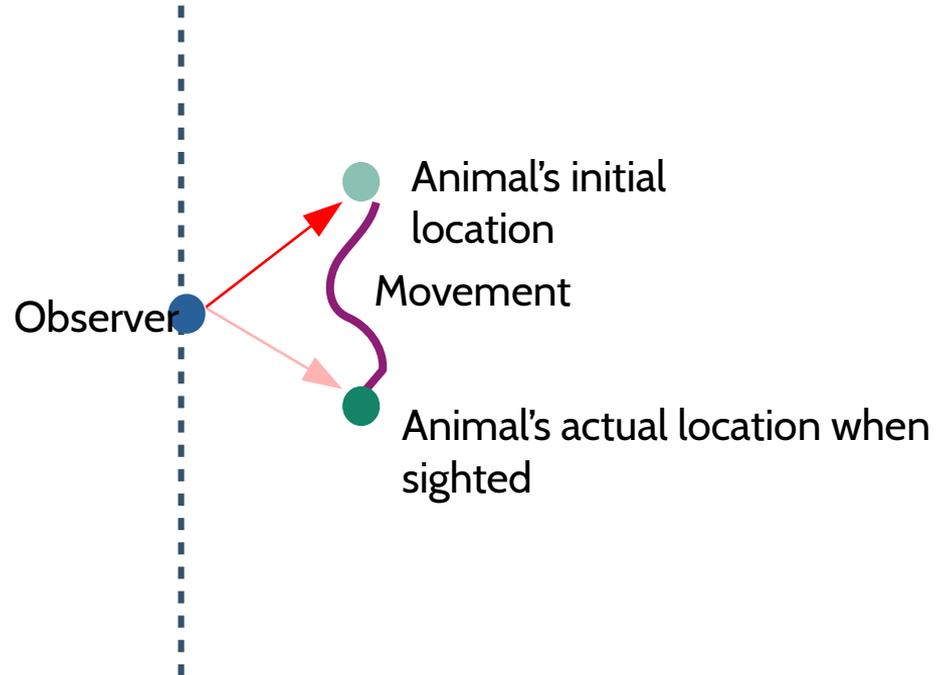
Assume: Animals are detected at their *initial* location.



Assume: Animals are detected at their *initial* location.

Similar Assumptions

- Animals do not move.
- Animals move slowly relative to the observer.
- Animals are detected before they respond.



Questions

Assume: Animals are detected at their initial location.

- 1) How badly does this assumption need to be **violated** until it is a problem worth worrying about?
- 2) How can the problems caused by these violations be **mitigated**?

Assume: Animals are detected at their *initial* location.

Violate: Move in response to observer.

Mitigate:

- ✓ Survey Protocol
- ✓ Left truncation
- ✓ 2D Models
- ✓ Double Observer Methods

Buckland, S.T., Rexstad, E.A., Marques, T.A. and Oedekoven, C.S., 2015. [Distance sampling: methods and applications](#). New York, NY, USA: Springer.

Conn, P.B. and Alisauskas, R.T., 2018. Simultaneous modelling of movement, measurement error, and observer dependence in mark-recapture distance sampling: An application to Arctic bird surveys. [The Annals of Applied Statistics](#), 12(1), pp.96-122.

Assume: Animals are detected at their *initial* location.

Violate: Move independently of the observer.

Mitigate: ?

Questions

Assume: Animals are detected at their initial location.

Violate: Move independently of the observer.

- 1) How badly does this assumption need to be **violated** until it is a problem worth worrying about?
- 2) How can the problems caused by these violations be mitigated?

Simulation

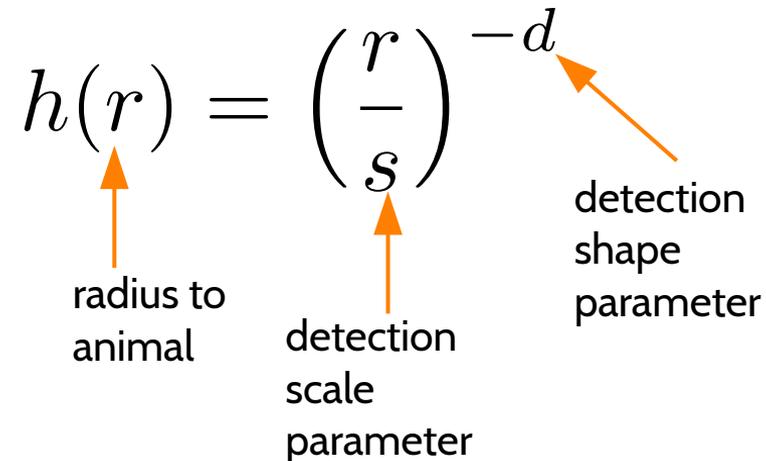
- Study population of 100 animals in 100 square kilometres.
- Animals move in **Brownian motion** at a particular movement rate.
- Do a **point transect and line transect** distance sampling. Line transect has width of 30 metres, point transect had radius of 100 metres.
- A two-dimensional **hazard rate** detection model was assumed, so hazard of detection was given by:

$$h(r) = \left(\frac{r}{s} \right)^{-d}$$

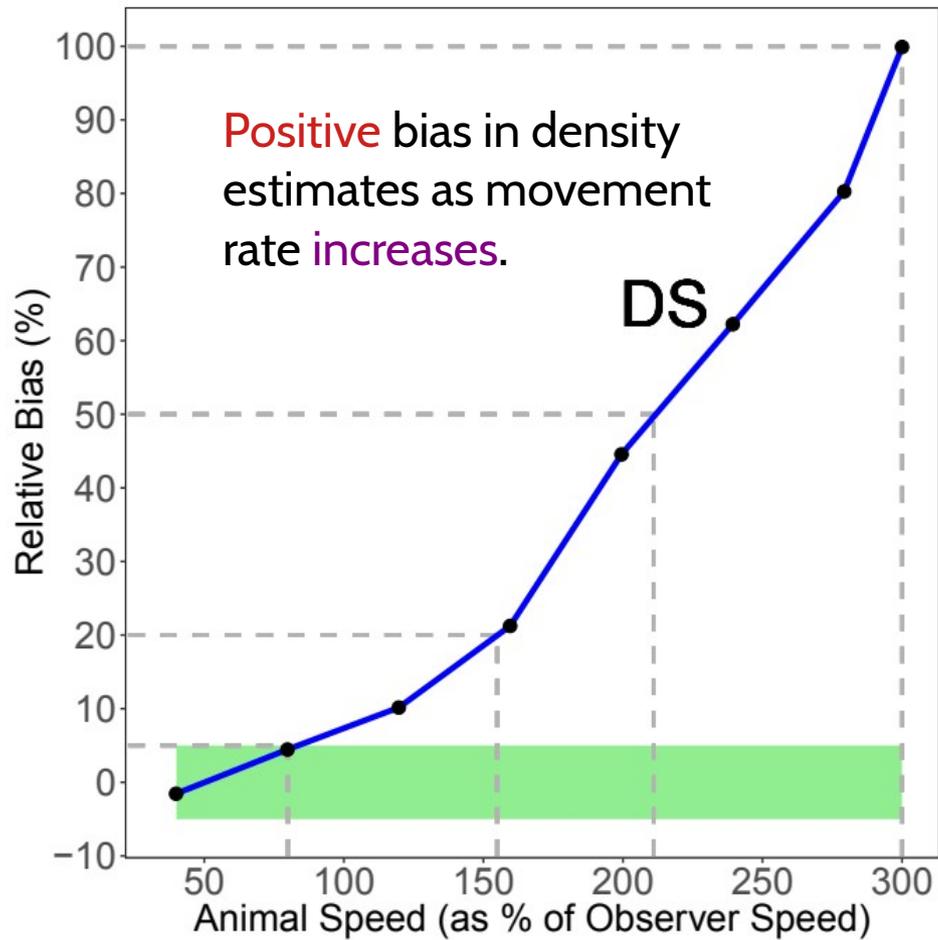
radius to animal

detection scale parameter

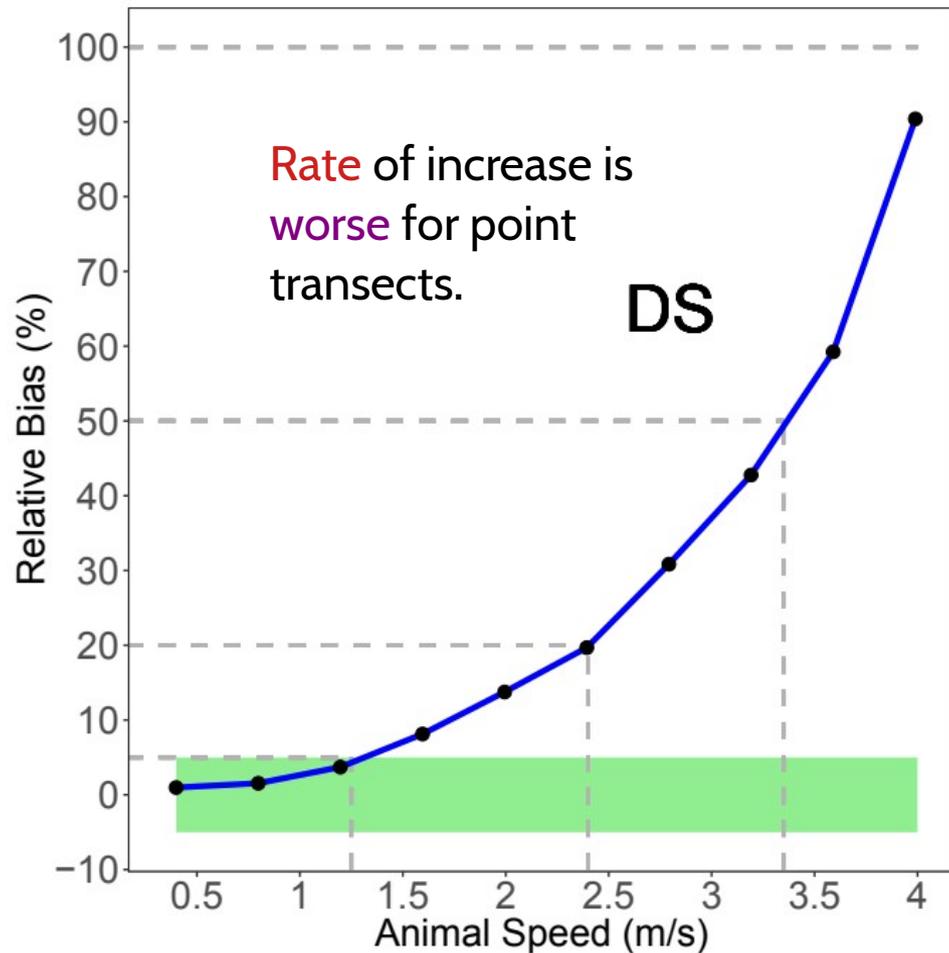
detection shape parameter

The diagram shows the equation $h(r) = \left(\frac{r}{s} \right)^{-d}$. Three orange arrows point to parts of the equation: one to the r in the numerator, one to the s in the denominator, and one to the $-d$ exponent. Below the equation, three labels are aligned with these arrows: 'radius to animal' under the first arrow, 'detection scale parameter' under the second arrow, and 'detection shape parameter' under the third arrow.

Simulation

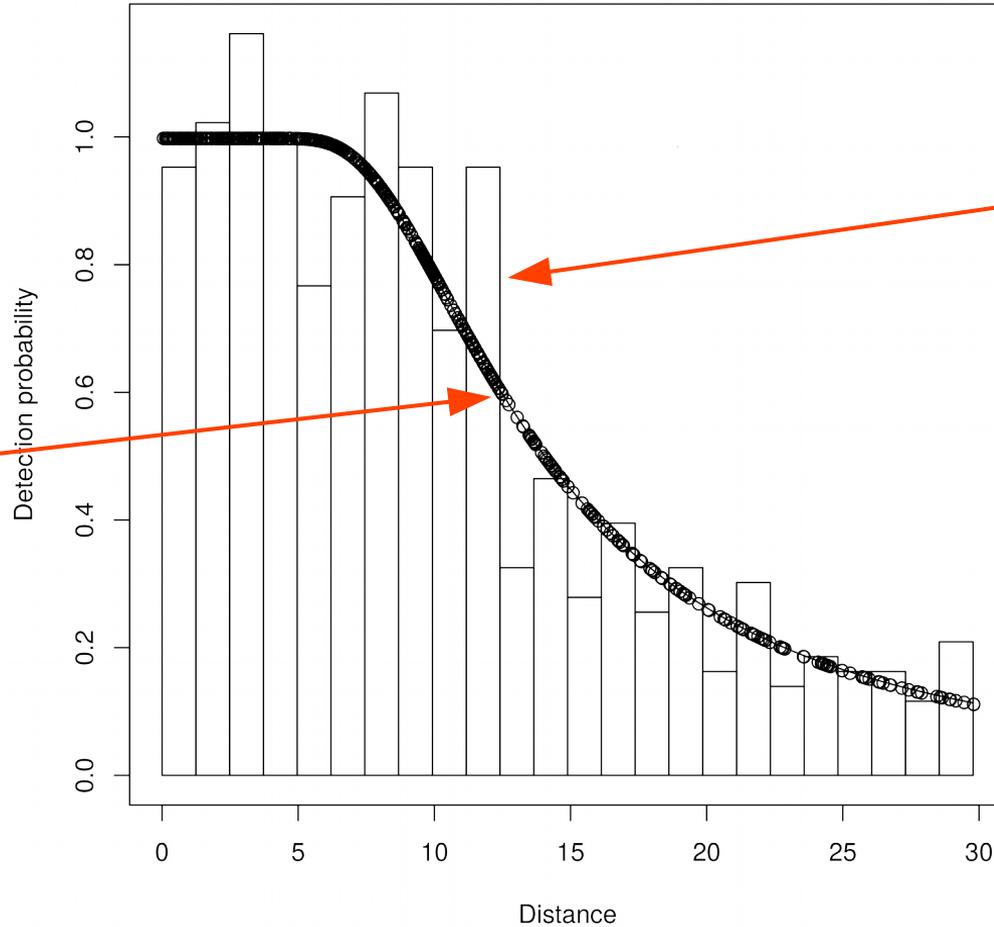


LINE TRANSECTS



POINT TRANSECTS

Area under estimated
detection function
is detection probability.



This distribution of
observed distances
needs to decline with
detection function.

We know what causes **bias** when animals move **in response** to the observer.

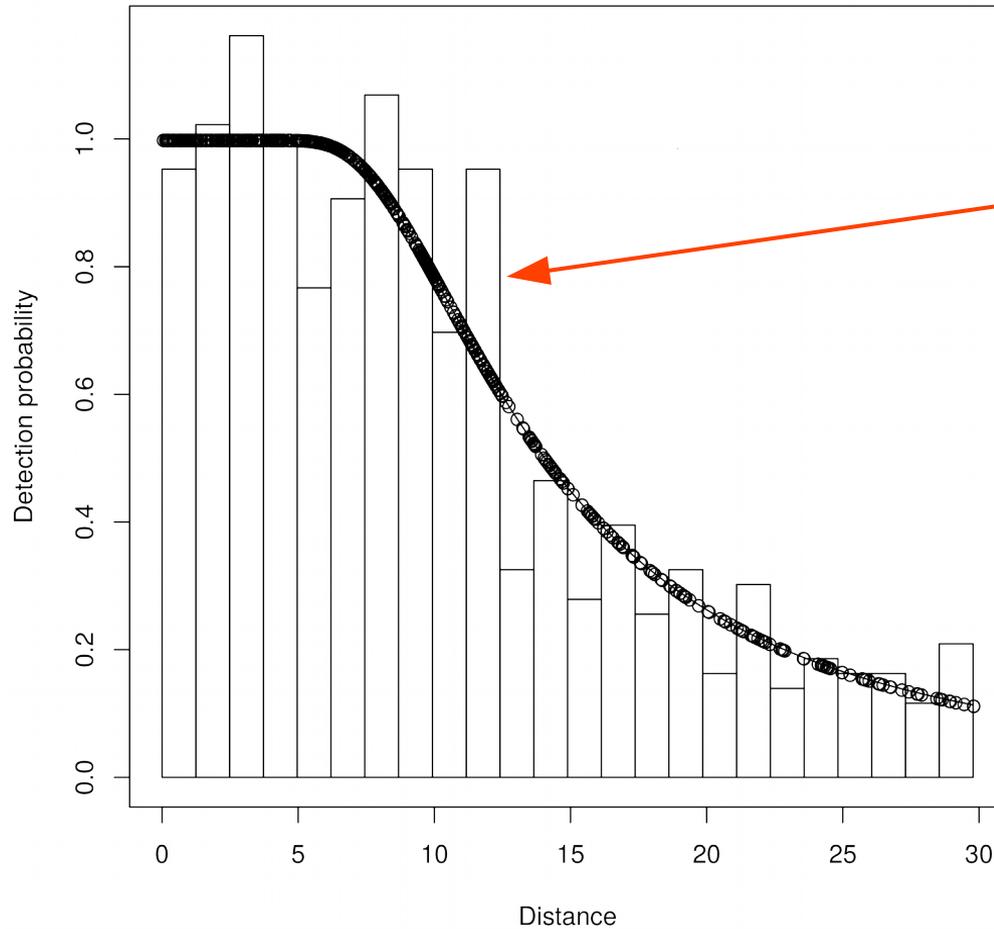
$$\hat{N} = \frac{n}{\hat{p}}$$

Abundance

Number seen

Detection probability

The diagram illustrates the relationship between three variables: abundance, number seen, and detection probability. On the left, the word "Abundance" is written in black text, with an orange arrow pointing upwards to a large, bold, black serif letter "N" with a small black caret (^) above it. In the center, there is a black equals sign (=) consisting of two parallel horizontal lines. To the right of the equals sign is a fraction. The numerator of the fraction is a large, black, cursive letter "n". An orange arrow points from the text "Number seen" to the "n". The denominator of the fraction is a large, black, cursive letter "p" with a small black caret (^) above it. An orange arrow points from the text "Detection probability" to the "p".



Animals move toward observer means histogram declines too fast.

So we underestimate detection probability.

We know what causes **bias** when animals move **in response** to the observer.

Overestimate
abundance



\hat{N}

=

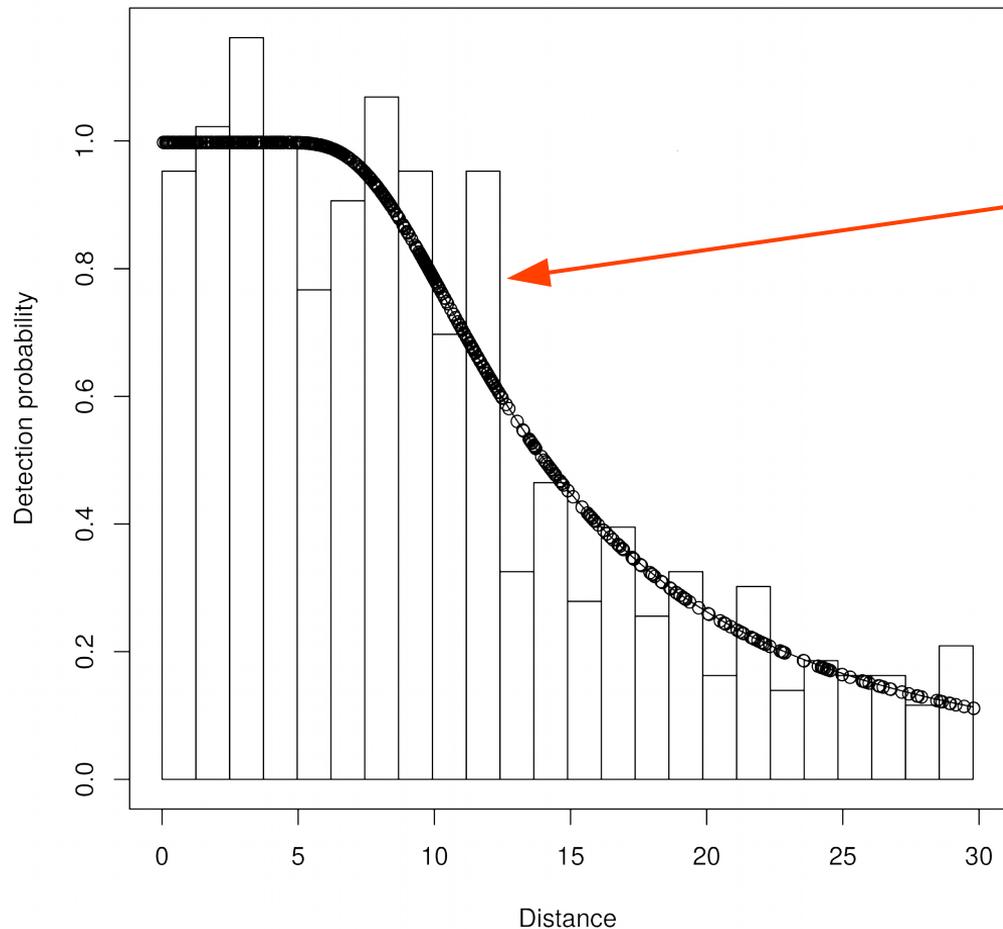
n

—

\hat{p}



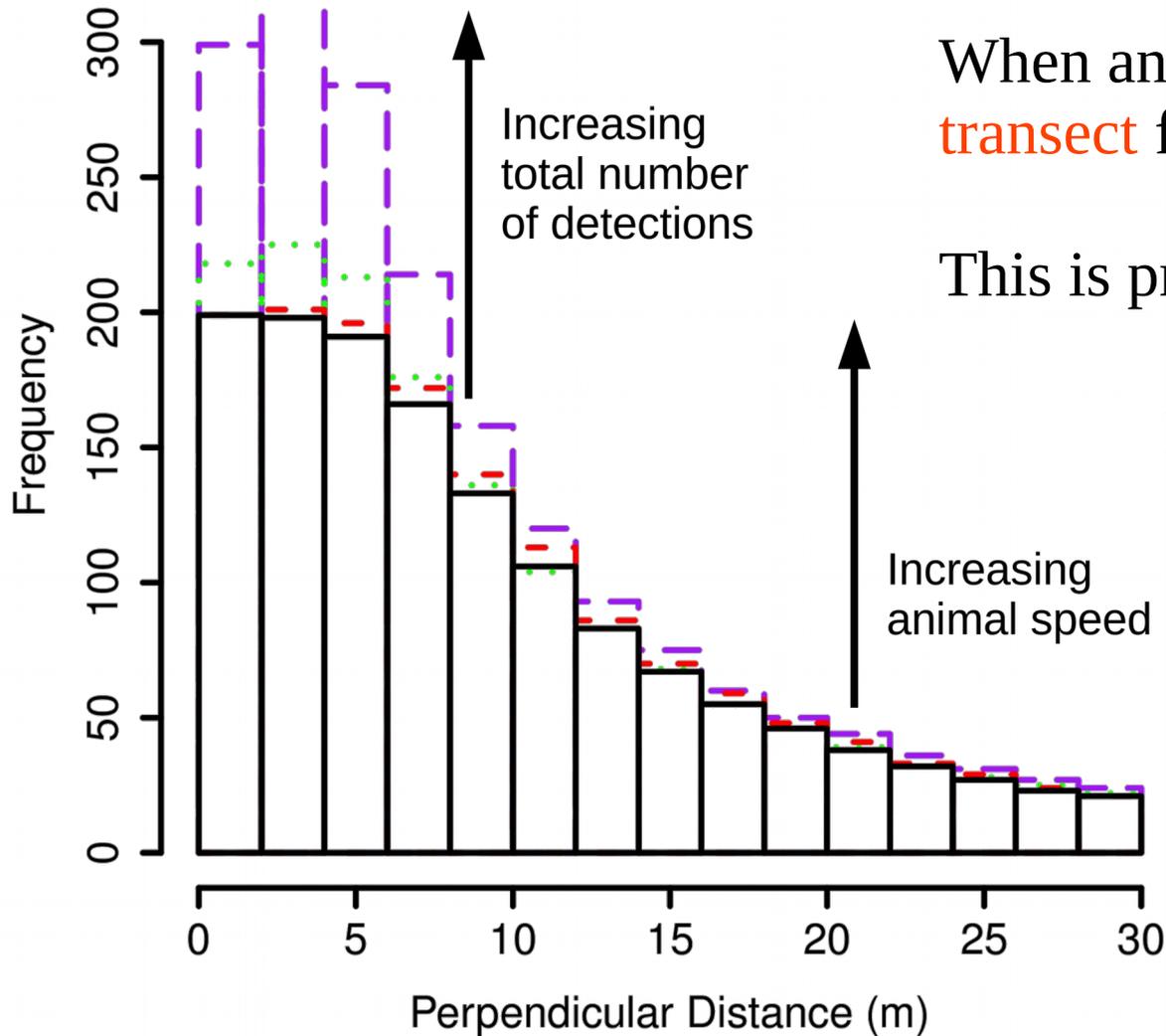
Underestimate
detection
probability



How does independent movement affect the distribution of observed locations?

We know what causes **bias** when animals move **independently** to the observer.

Simulation



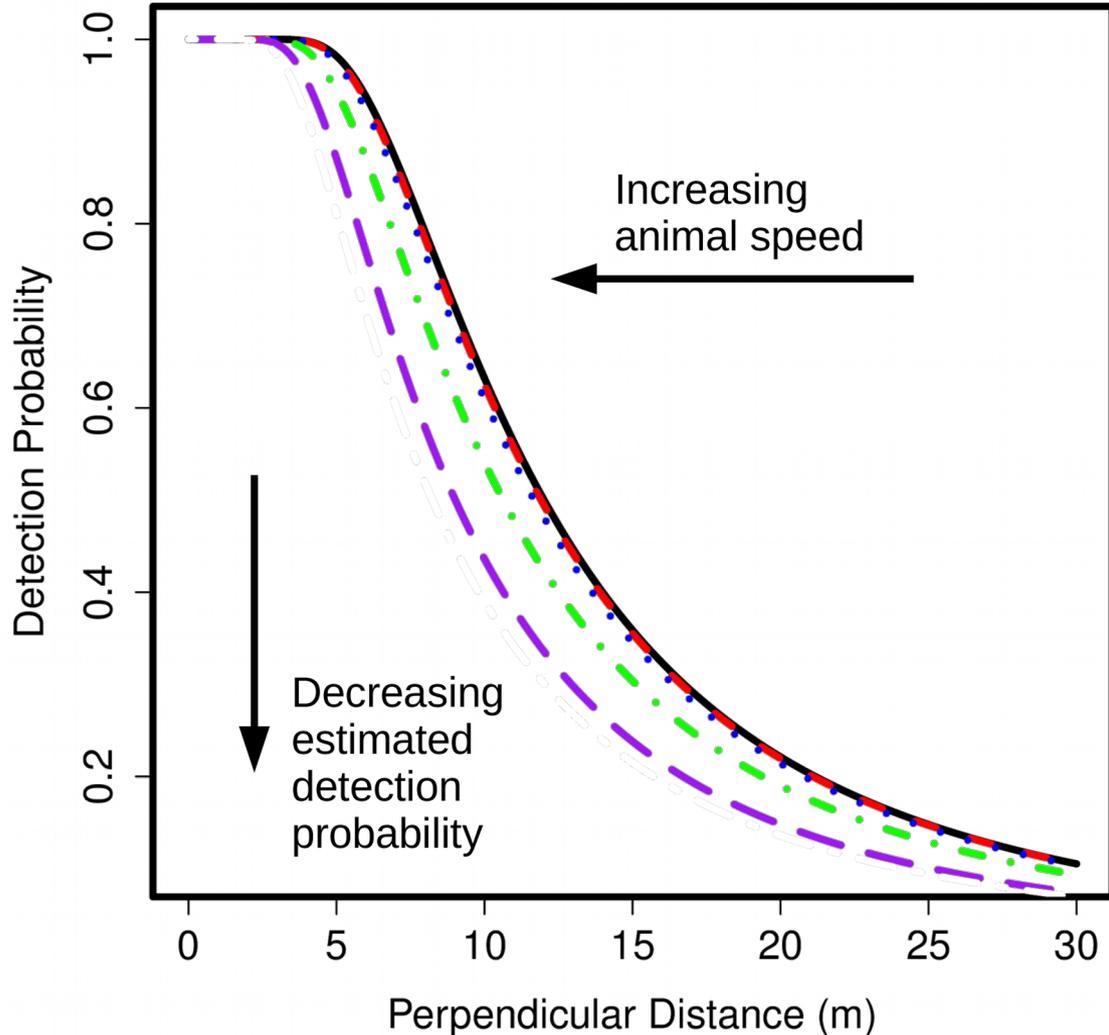
When animals move, more can **enter the transect** from the sides and be **detected**.

This is problem with **strip transects** too.

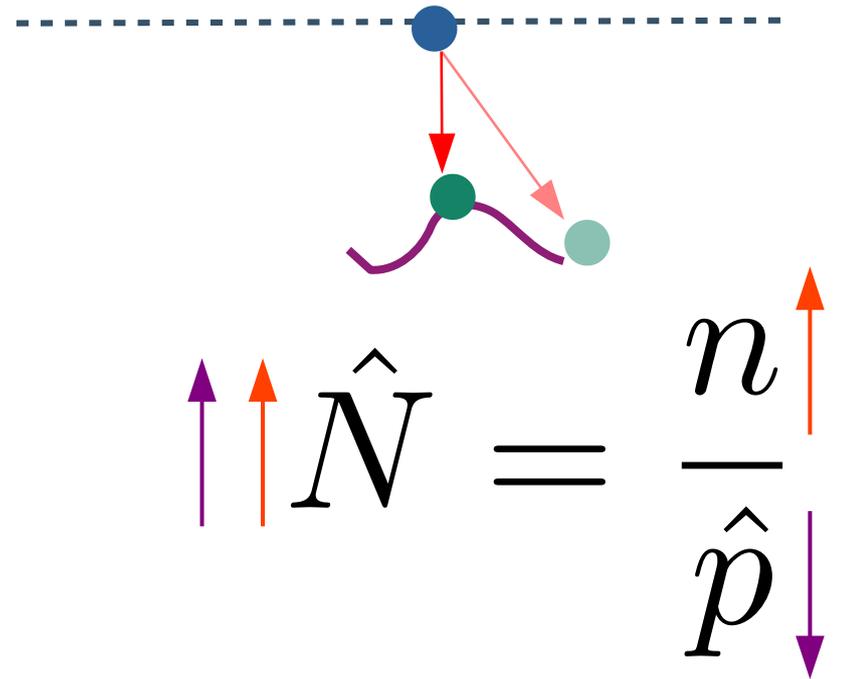
But what about the shape?

$$\hat{N} = \frac{n}{\hat{p}}$$

Simulation

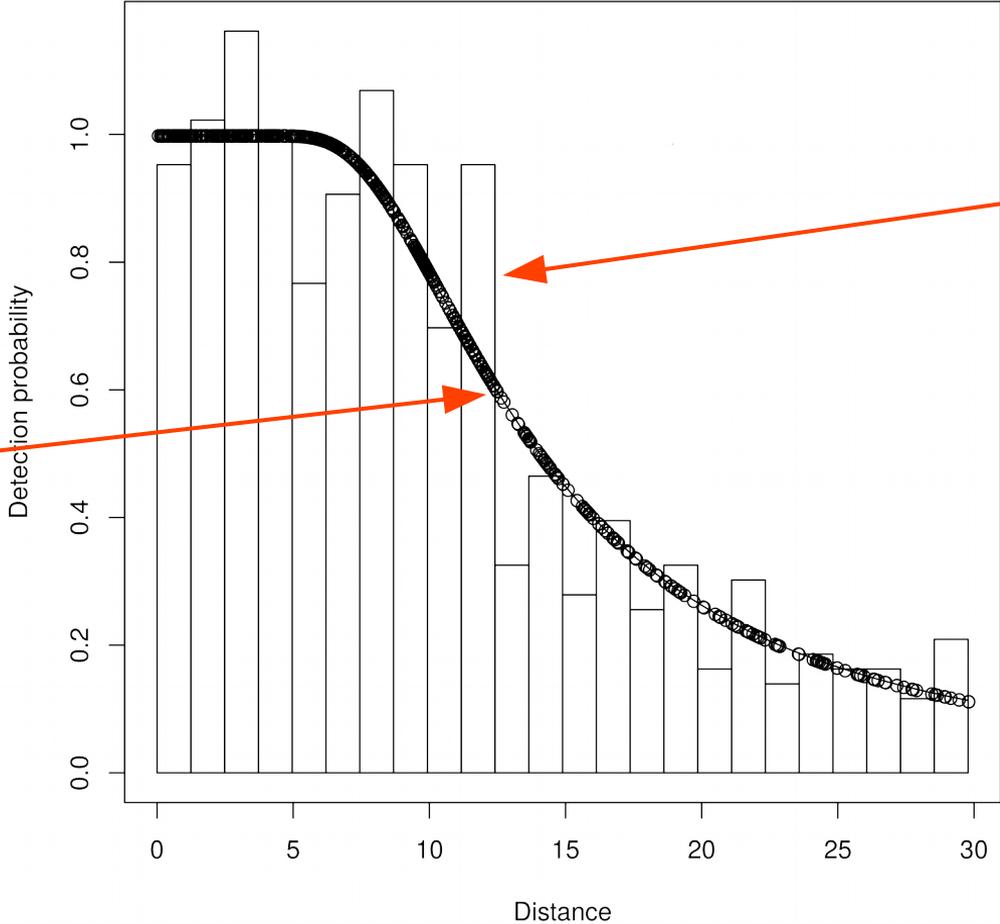


Animals are most likely to be seen at the location closest to the observer on their movement path.



Fundamentally...

Area under **estimated** detection function is **too small**.



This distribution of **observed distances** is produced by a **mix** of the **detection process** and the **movement process**.

Questions

Assume: Animals are detected at their initial location.

Violate: Move independently of the observer.

- 1) How badly does this assumption need to be violated until it is a problem worth worrying about?
- 2) How can the problems caused by these violations be **mitigated**?

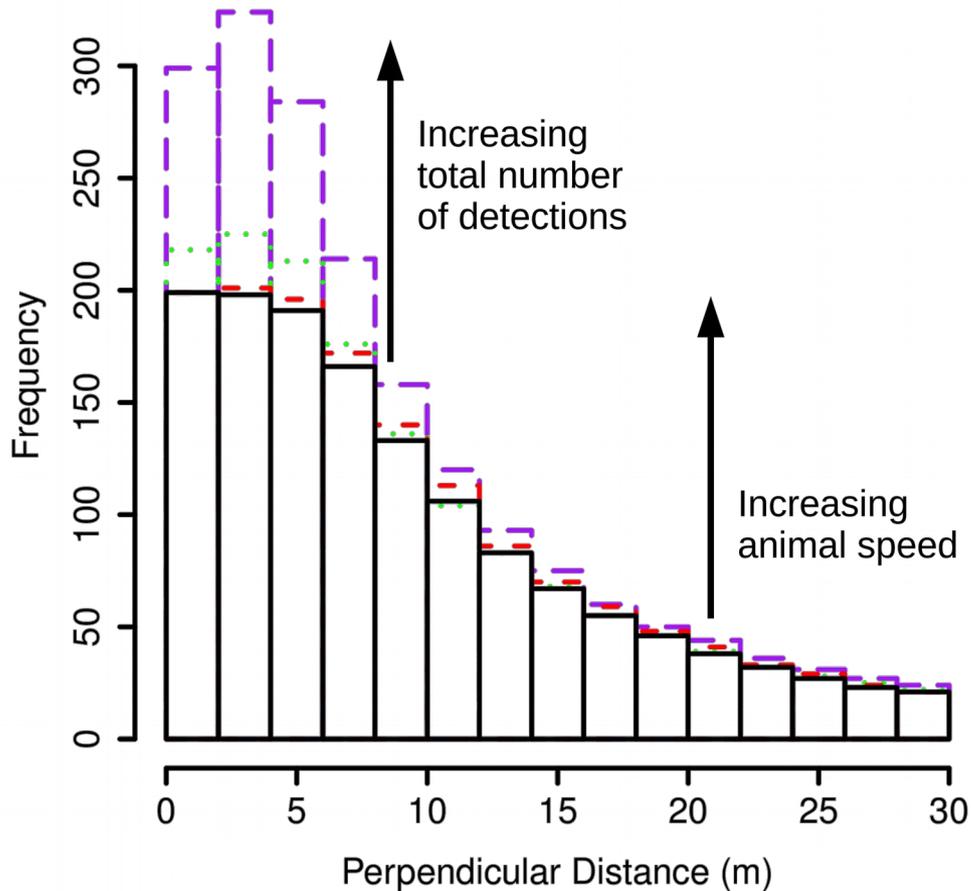
Assume: Animals are detected at their *initial* location.

Violate: Move independently of the observer.

Mitigate:

- ✓ Survey Protocol

Survey Protocol



- 1) **Search out to further** distances perpendicular to the line / radially from the point.
- 2) **Ignore animals that overtake** the observer. This is a large source of bias when animals move faster than the observer.
- 3) **Use a snapshot protocol**: record only when abeam in line transects or use a snapshot moment in point transects.

Glennie, R., Buckland, S.T. and Thomas, L., 2015. [The effect of animal movement on line transect estimates of abundance](#). *PloS one*, 10(3), p.e0121333.

Assume: Animals are detected at their *initial* location.

Violate: Move independently of the observer.

Mitigate:

- ✓ Survey Protocol
- ✓ Truncate?

Assume: Animals are detected at their *initial* location.

Violate: Move independently of the observer.

Mitigate:

- ✓ Survey Protocol
- ✓ ~~Truncate?~~
- ✓ Model movement?

MDS Model

A distance sampling **with movement** (MDS) model requires two components:

- A **detection model** informed by the **locations and times** recorded during the distance sampling survey.
- A **movement model** informed by **auxiliary data** collected on the study species movement, e.g., recording repeated locations of individuals during the survey or by tagging animals.

Movement Model

BROWNIAN MOTION



Movement rate

Movement step

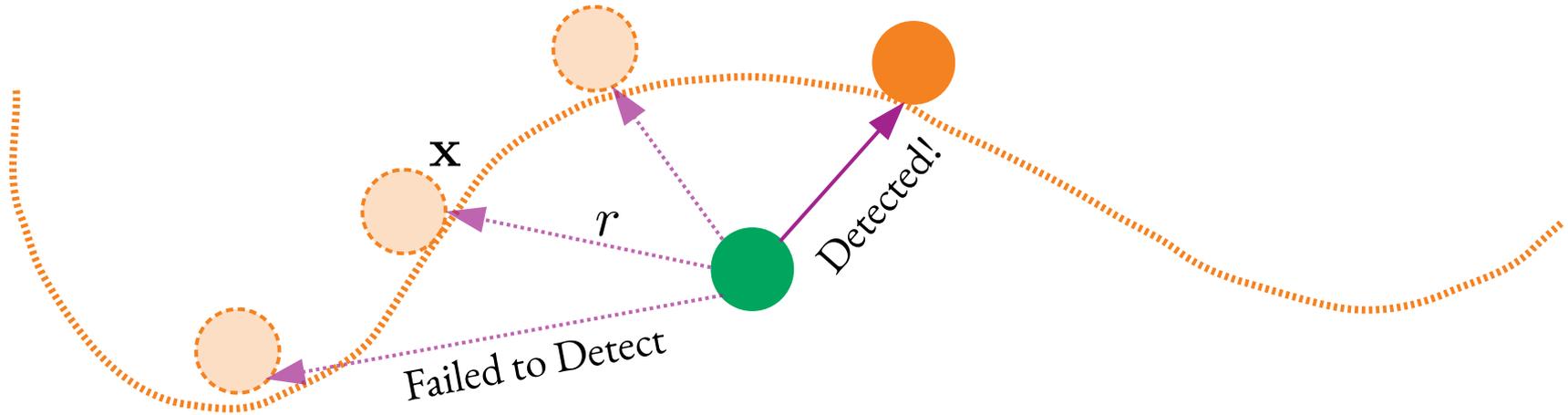
Brownian motion

$$d\vec{\mathbf{x}}_t = \Sigma_t(\vec{\mathbf{x}}_t) d\mathbf{B}_t$$

Detection Model

A HAZARD SURVIVAL MODEL

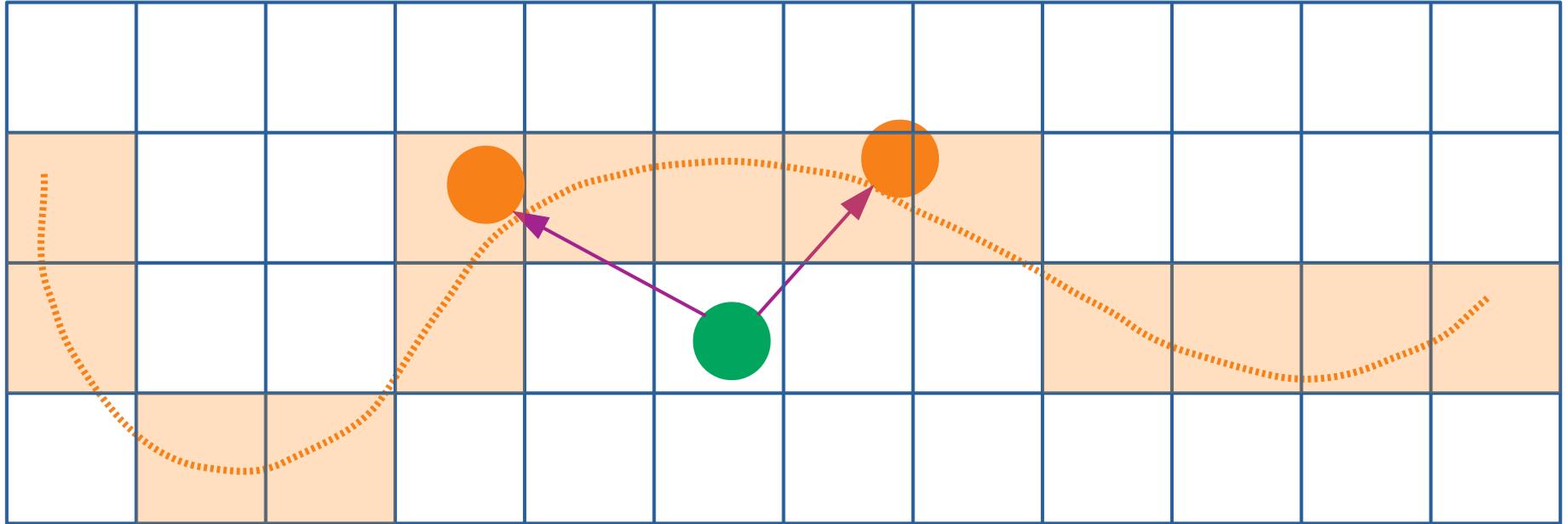
Problem is that path is unobserved except for one location.



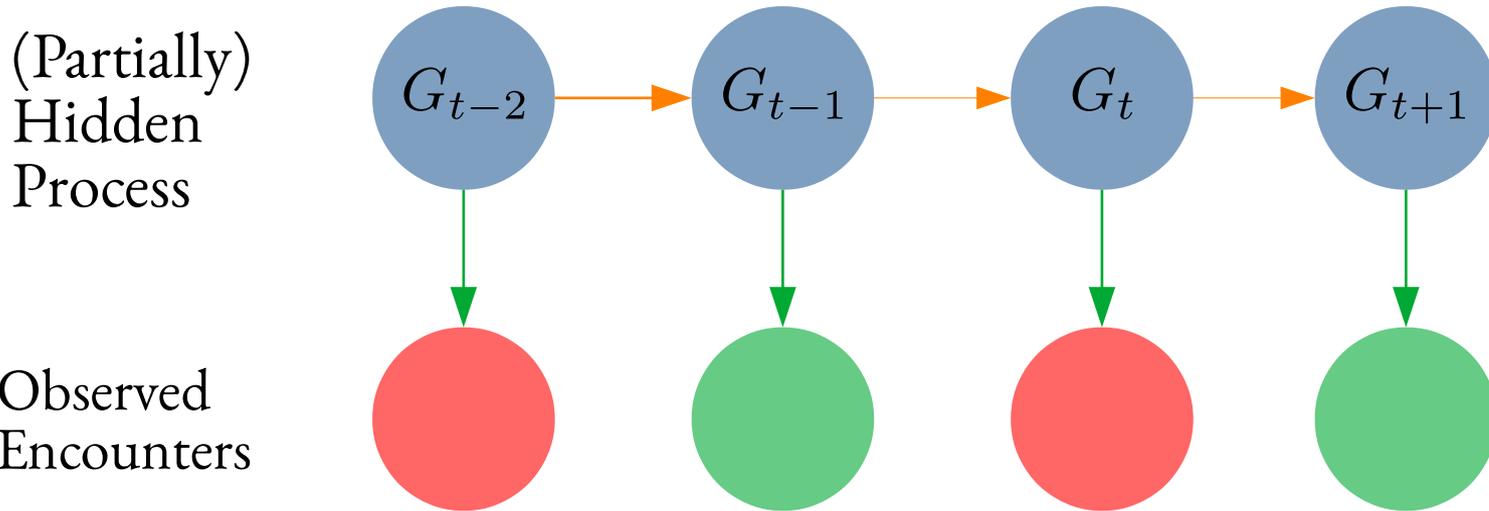
$$h_t(\mathbf{x}) = \frac{\alpha}{r_t(\mathbf{x})^2} \longrightarrow [t \mid \vec{\mathbf{x}}] = h_t(\vec{\mathbf{x}}_t) \exp \left(- \int_0^t h_s(\vec{\mathbf{x}}_s) ds \right)$$

Detection function depends on the **entire** path travelled by the animal during surveying of **that** transect.

We need to **integrate** over the paths. We can do this by **discretizing** space and time.

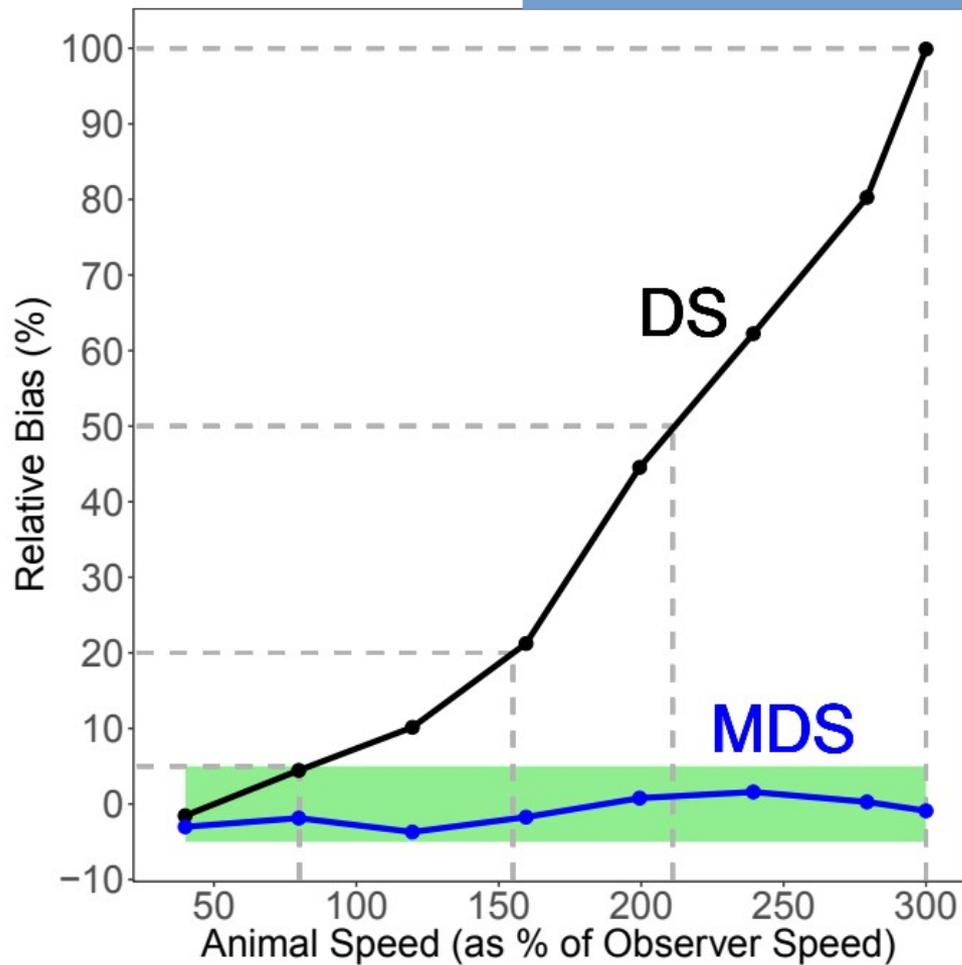


We need to **integrate** over the paths. We can do this by **discretizing** space and time. This is equivalent to a **hidden Markov model**.

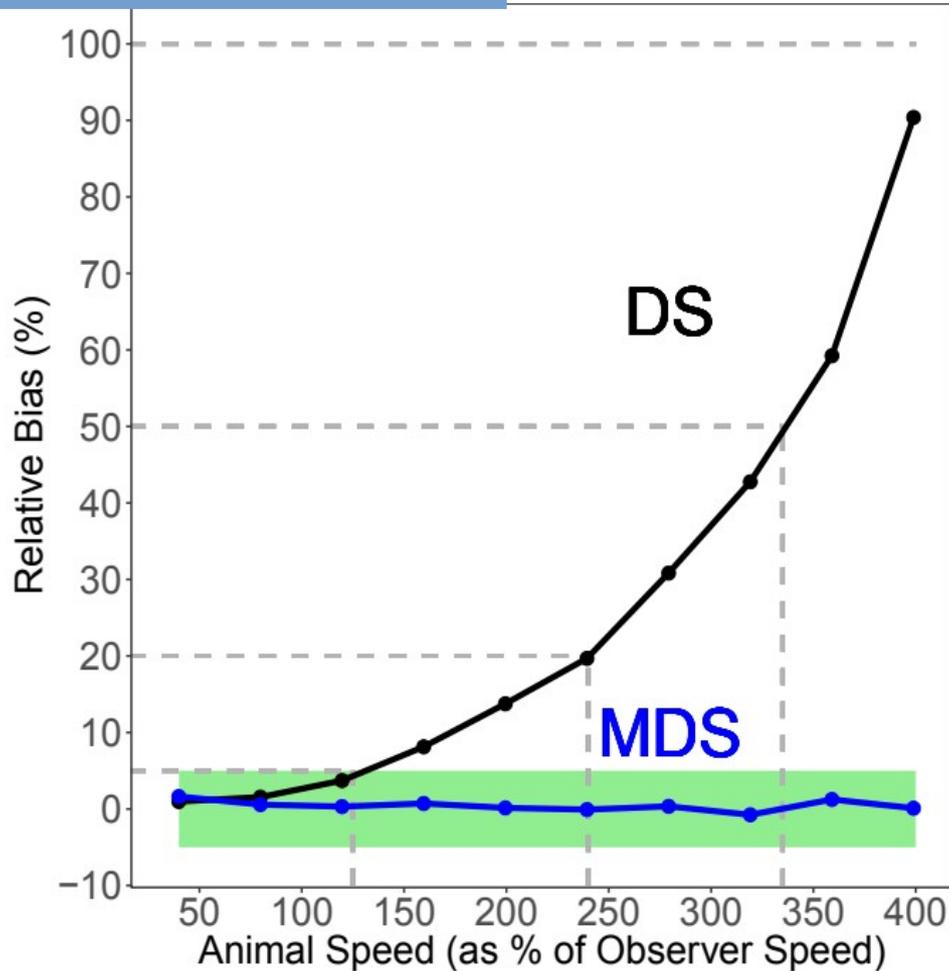


There is an efficient algorithm to fit models of this form.

Simulation



LINE TRANSECTS



POINT TRANSECTS

Software

R package implementing this method available on GitHub.

README.md

moveds

Fits models that account for non-responsive, Brownian motion of individuals during distance sampling surveys.

Install

In R, the latest release can be installed using the `devtools` package with command

```
devtools::install_github("r-glennie/moveds@v0.1.0", build_vignettes = TRUE)
```

The package requires you have a C compiler installed on your system. Windows users may need to install R-tools for this reason. It is assumed Linux and Mac users have a compiler installed.

Extensions under development

- 1) Extending the method for **slow-moving autonomous vehicles**.
- 2) Allowing for **acoustic / partial detection**: estimate of what grid cells the animal is likely to be in, but do not know the exact one.
- 3) **State-switching animal movement** models: animals can switch between states with different movement and detection properties, e.g., diving-surface.
- 4) **Responsive movement** models: collect auxiliary data on how animals respond and incorporate this behaviour.

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