

Estimation of speed and distance travelled

Mike Noonan, Chris Fleming

Introduction to Continuous-Time Movement Modeling for Animal Tracking Data

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Background

A routine analysis



- Estimating speed and distance travelled are among the most routinely estimated metrics from animal tracking data.

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- Usually estimated by summing the straight line distance (SLD) between location estimates

$$\hat{d} = |\Delta \mathbf{r}| = \sqrt{\Delta x^2 + \Delta y^2} \quad (1)$$

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... and divide that by Δt if speed is the desired metric.

A routine analysis cont.



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A routine analysis cont.



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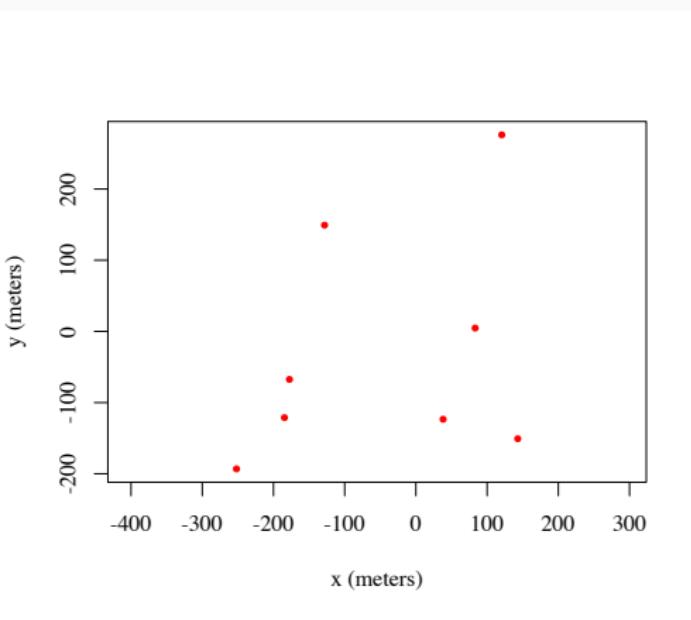
Easy to quantify

A routine analysis cont.



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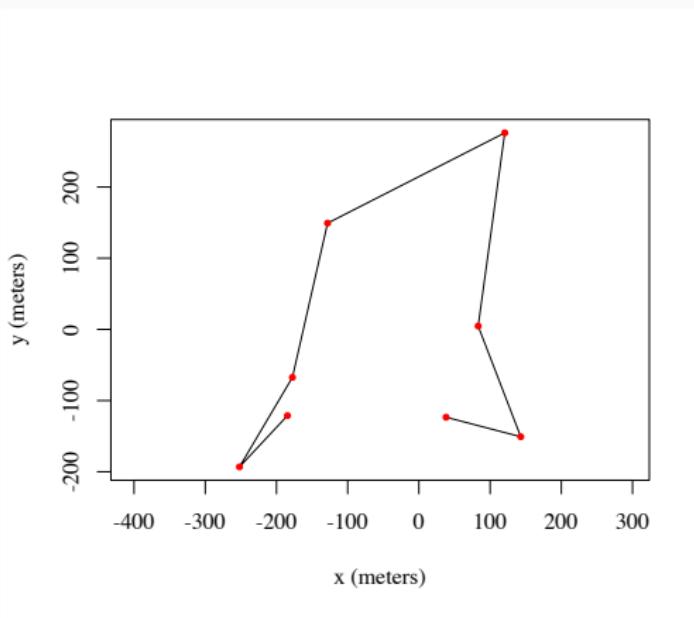


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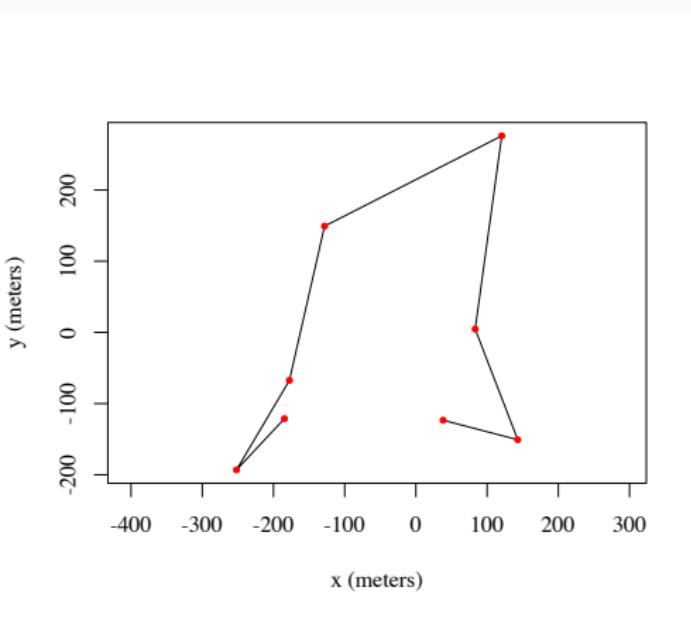


A routine analysis cont.



$$\hat{d} = |\Delta \mathbf{r}| = \sqrt{\Delta x^2 + \Delta y^2}$$

Easy to quantify, but heavily biased

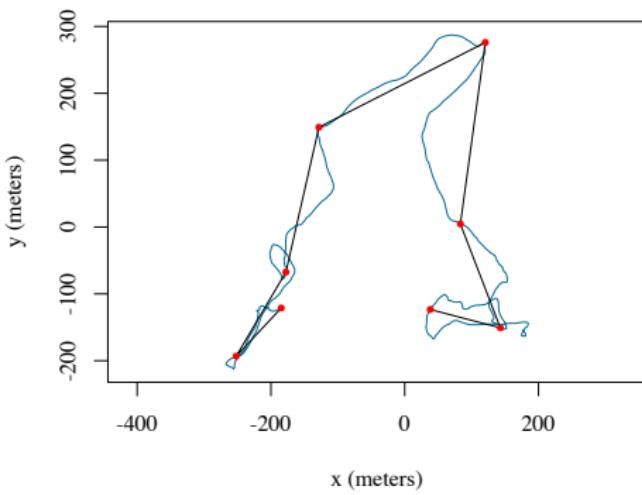


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Coarse scale bias in SLD estimation



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- Unless the animal moved in a perfectly straight line, this will always underestimate distance travelled.

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- People have known this for decades.
(Bovet & Benhamou, 1988; Reynolds & Laundre, 1990; Rooney et al., 1998; Turchin, 1998; De Solla et al., 1999; Rowcliffe et al., 2012; Sennhenn-Reulen et al., 2017)

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- Solution: Increase the sampling until the straight lines provide a better approximation of a curve (Riemann sum)

Fine scale bias in SLD estimation



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- If error is uncorrelated in time, the estimates converge to infinity with infinite sampling frequency ($\Delta t \rightarrow 0$).

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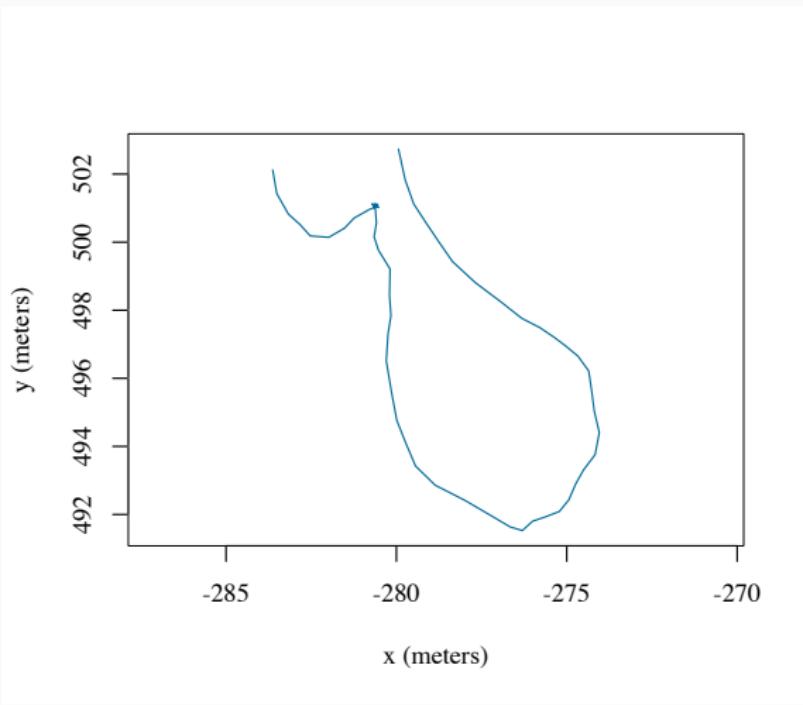
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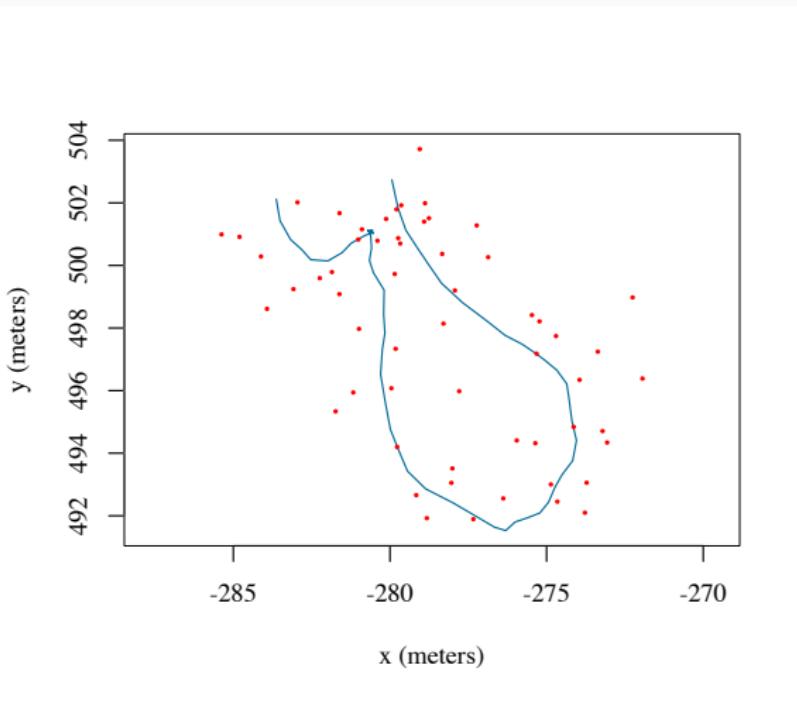
$$\lim_{\Delta t \rightarrow 0} \left| \frac{\Delta}{\Delta t} \underbrace{(\mathbf{r} + \text{error})}_{\text{observable}} \right| = \infty. \quad (2)$$

- Few people have been thinking about this
(Ranacher et al. , 2015)

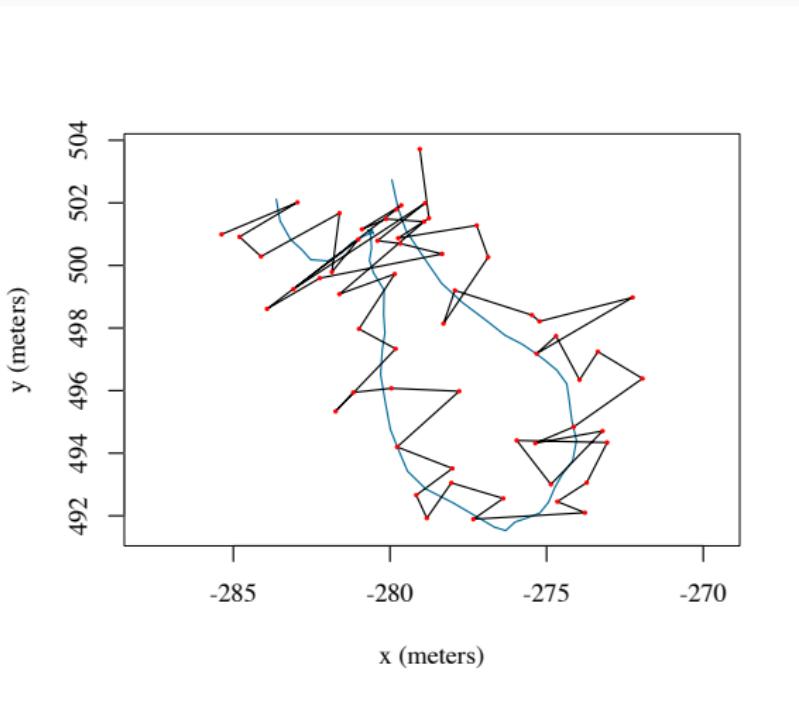
Fine scale bias in SLD estimation



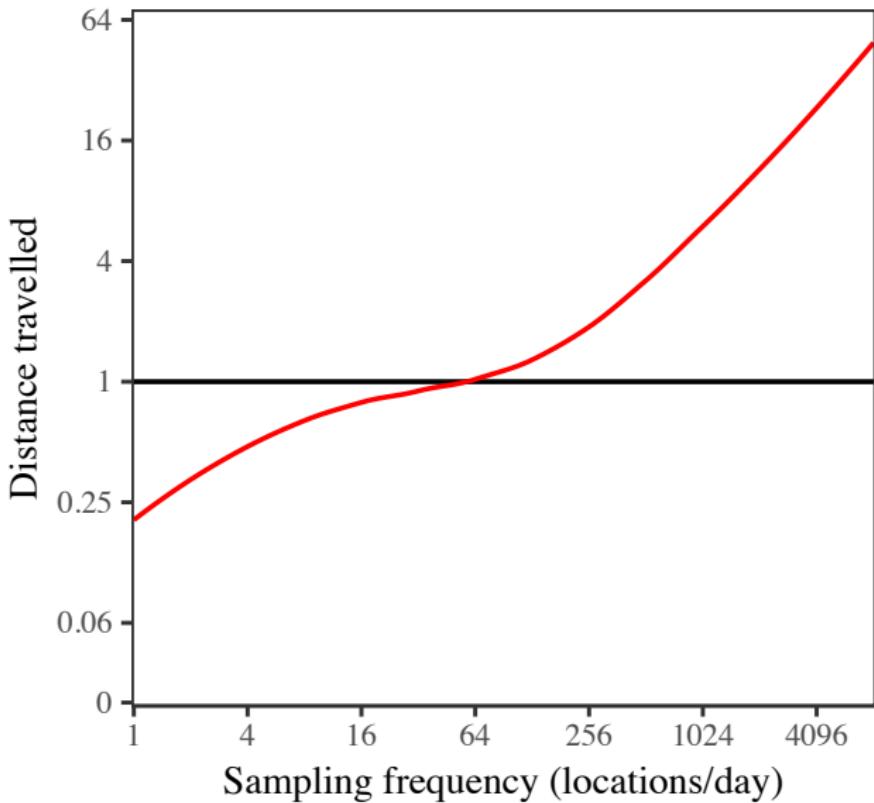
Fine scale bias in SLD estimation



Fine scale bias in SLD estimation



Bias in SLD estimation

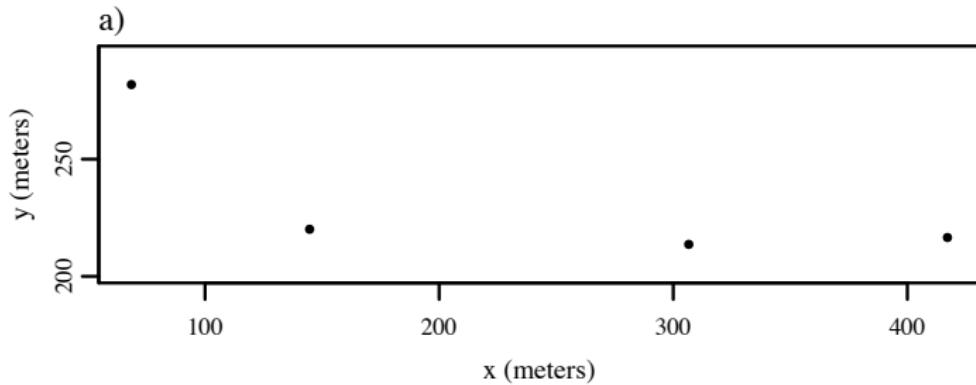


CTSD

How does it work?



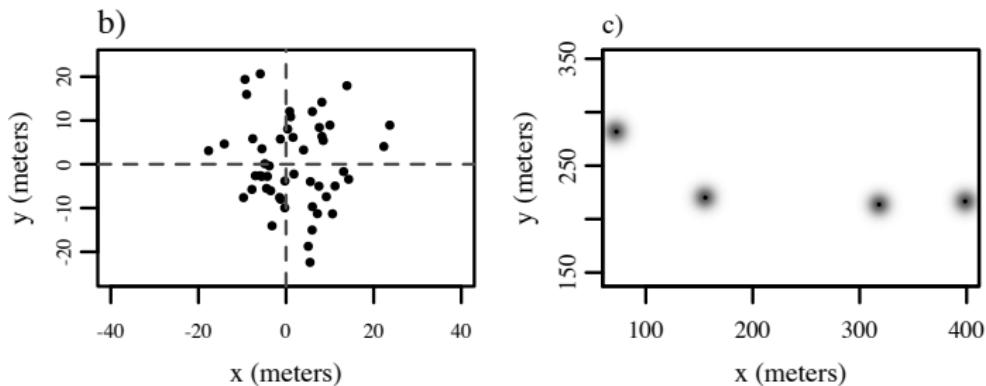
Data collection



How does it work?



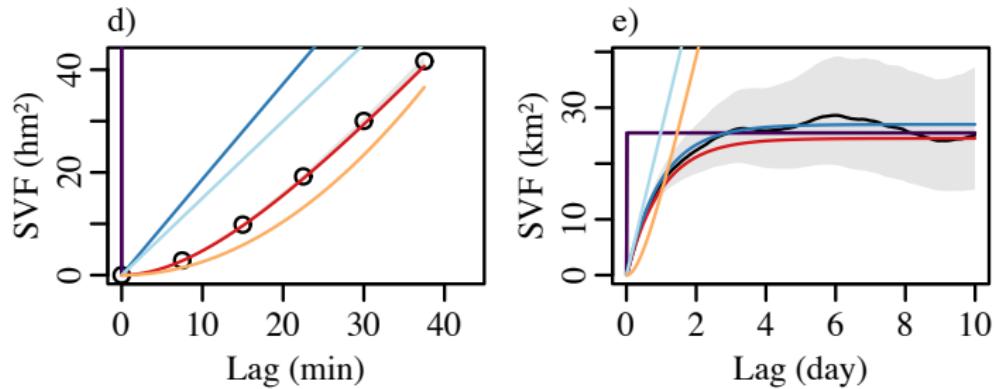
Error calibration



How does it work?



Model selection



Movement Model	Pos. AC	Vel. AC	H. Range
Ind. Ident. Distr. (IID)	No	No	Yes
Brownian Motion (BM)	Yes	No	No
Ornstein-Uhlenbeck (OU)	Yes	No	Yes
Integrated OU (IOU)	Yes	Yes	No
Ornstein-Uhlenbeck F (OUF)	Yes	Yes	Yes

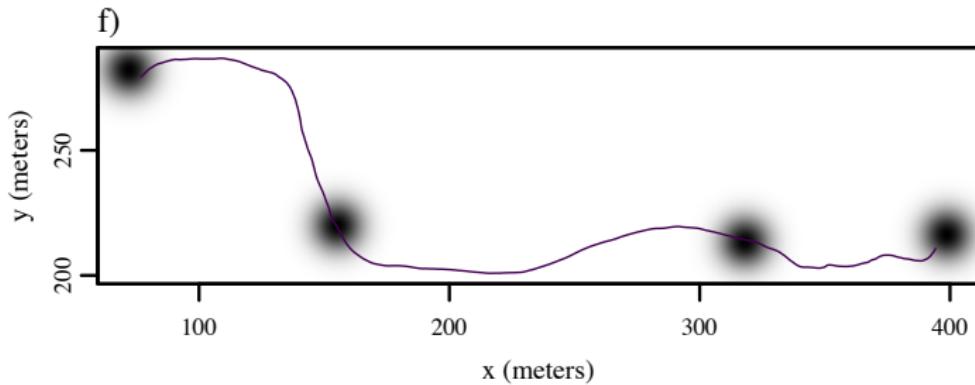
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Requires a correlated velocity model

How does it work?



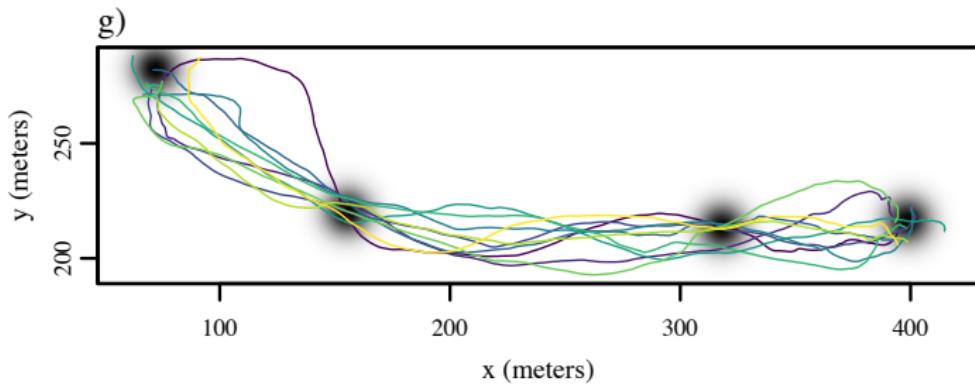
Simulation and estimation



How does it work?



Repeat over multiple rounds of simulation



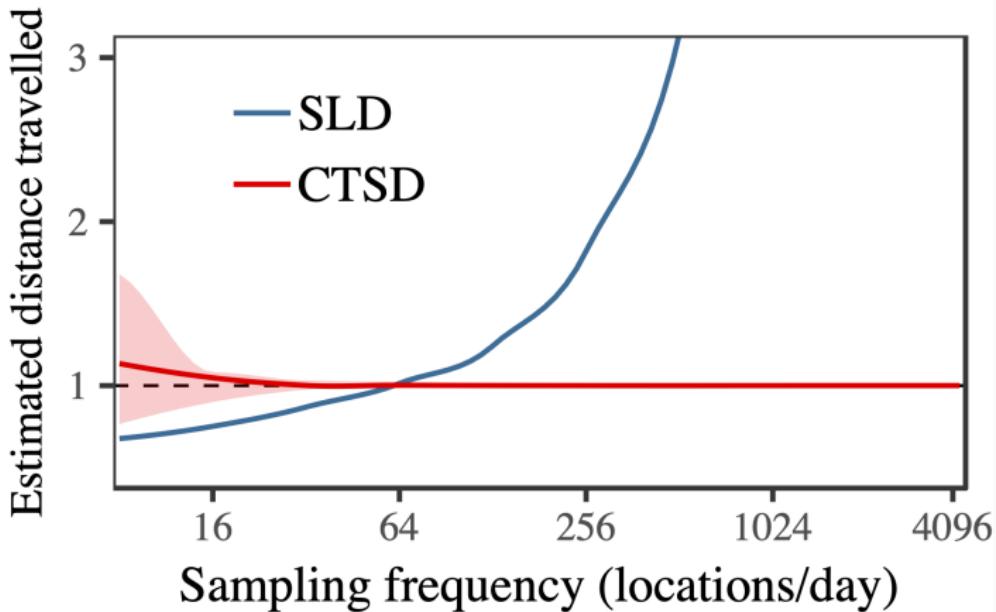


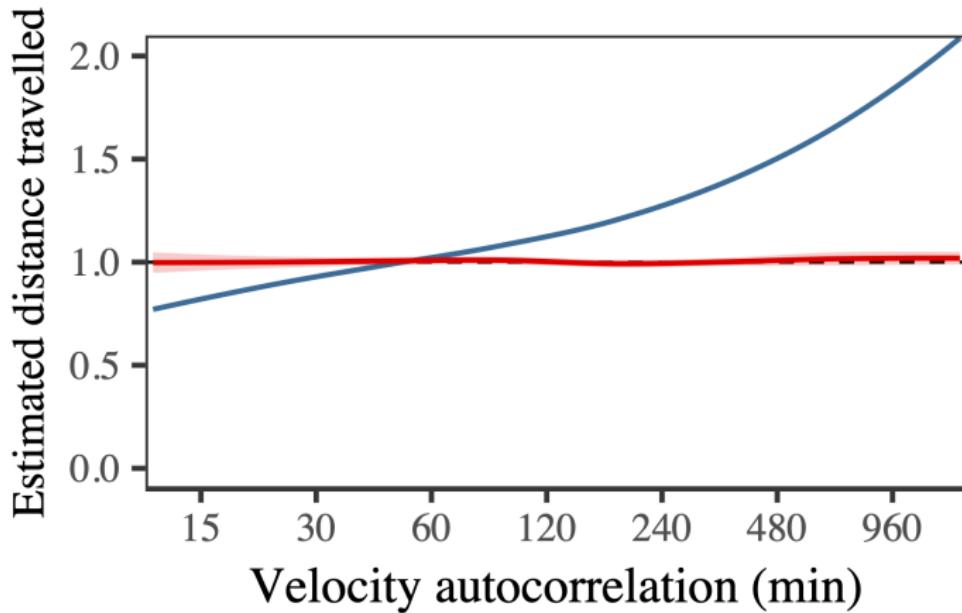
- With the ensemble you get a point estimate (mean).

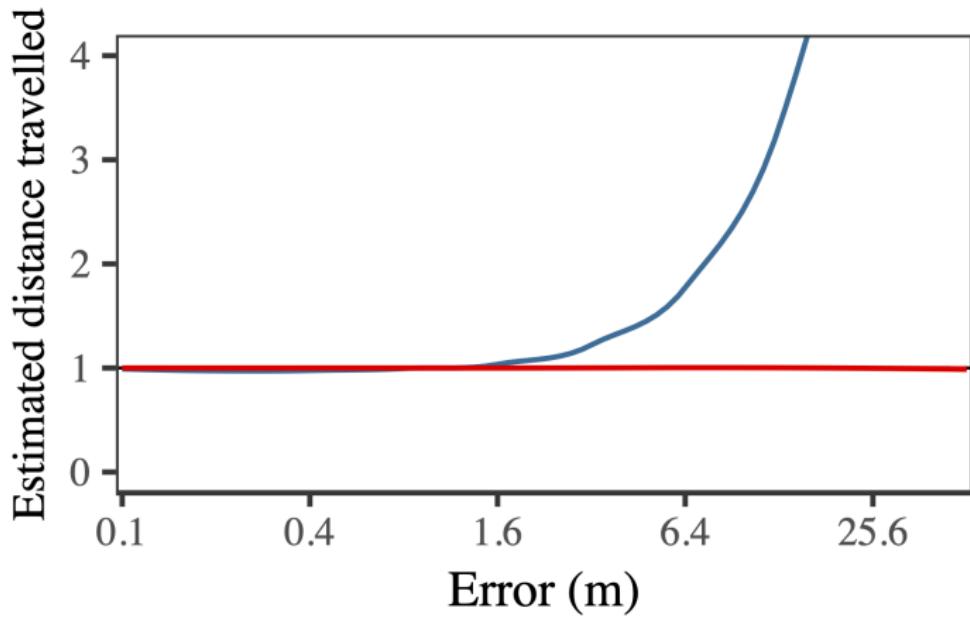
- With the ensemble you get a point estimate (mean).
- And variance around the estimate, from which you can get confidence intervals

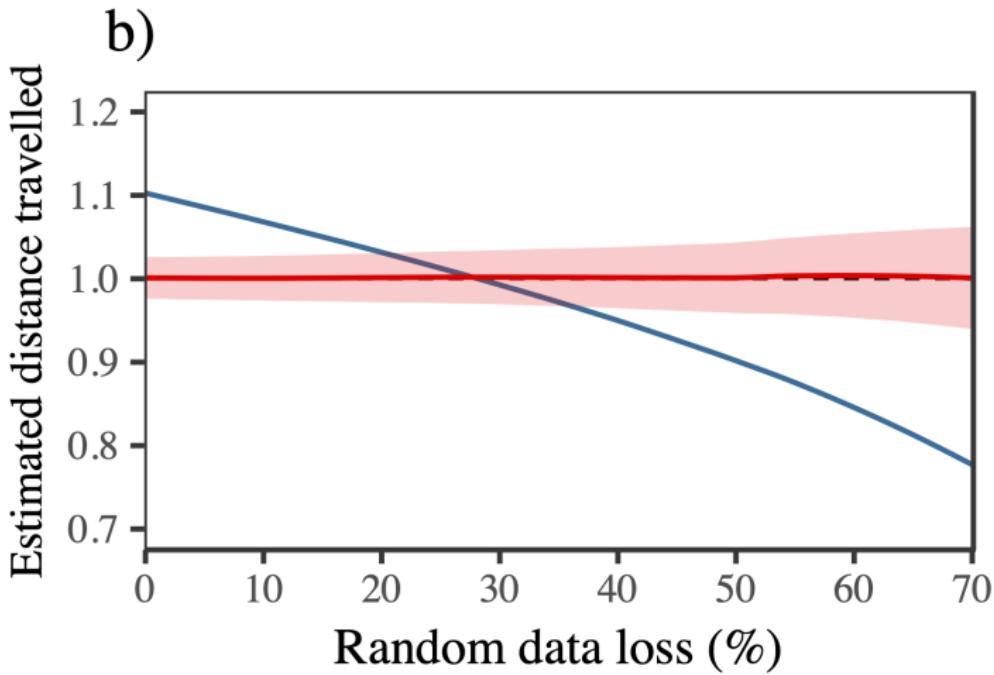
$$\text{DOF}_{\text{speed}} = \frac{\langle \bar{v} \rangle^2}{2 \text{VAR}[\hat{v}]} \quad \text{DOF}_{\text{distance}} = \frac{\langle d \rangle^2}{2 \text{VAR}[\hat{d}]} \quad (3)$$

Sampling frequency

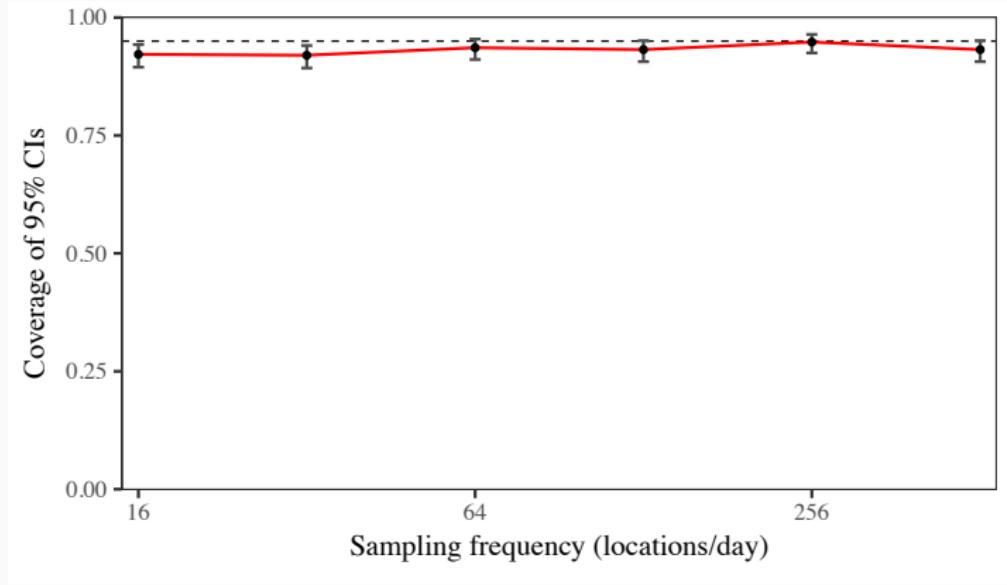








Confidence Intervals

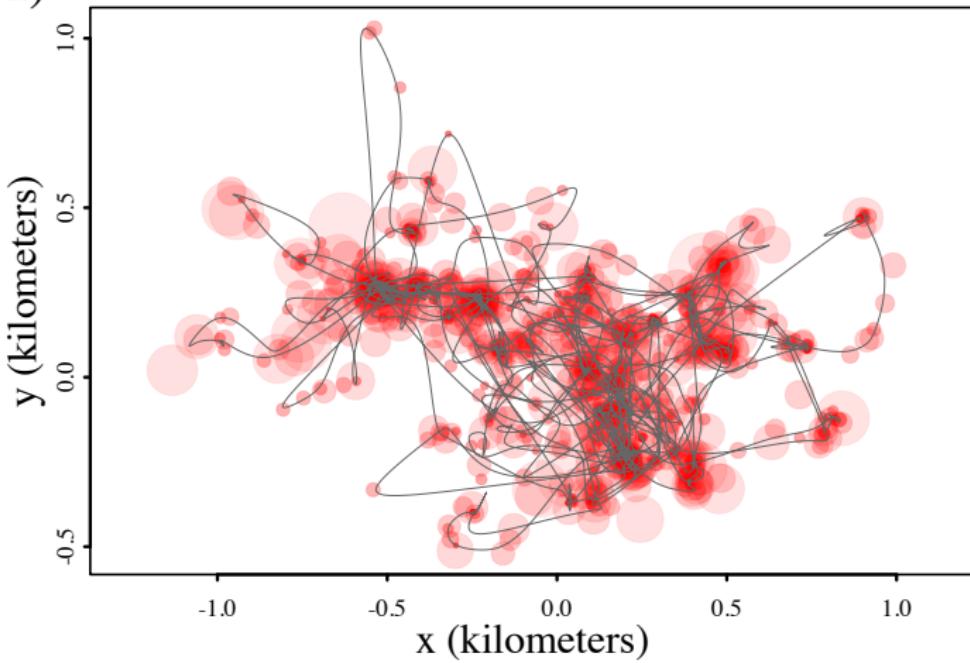


Coati tracking data

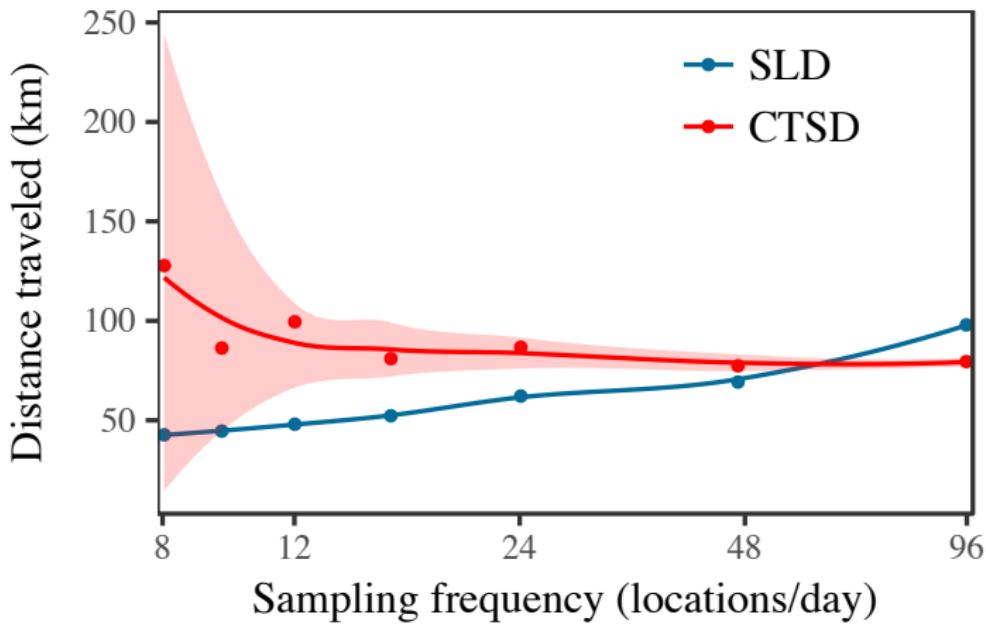


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a)



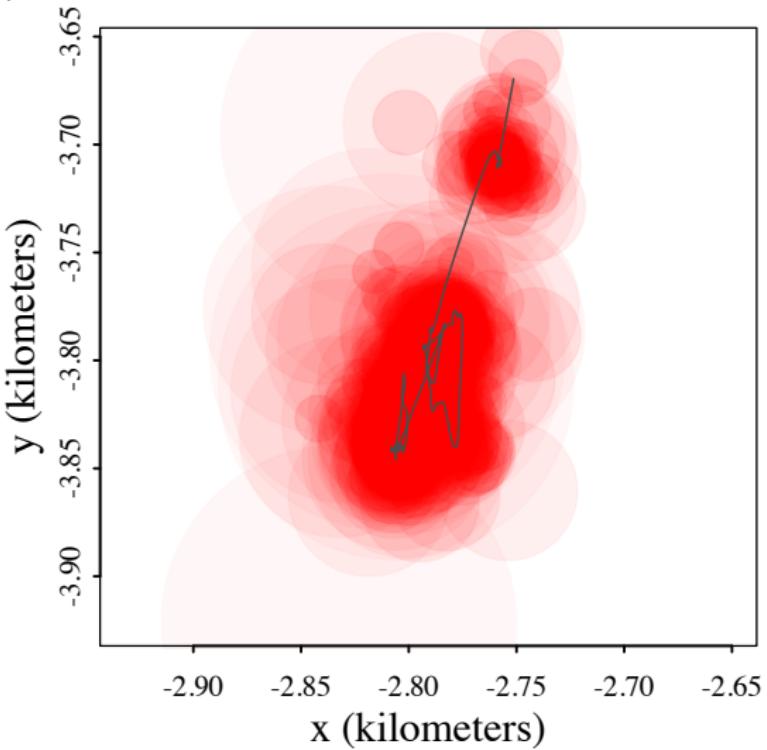
b)



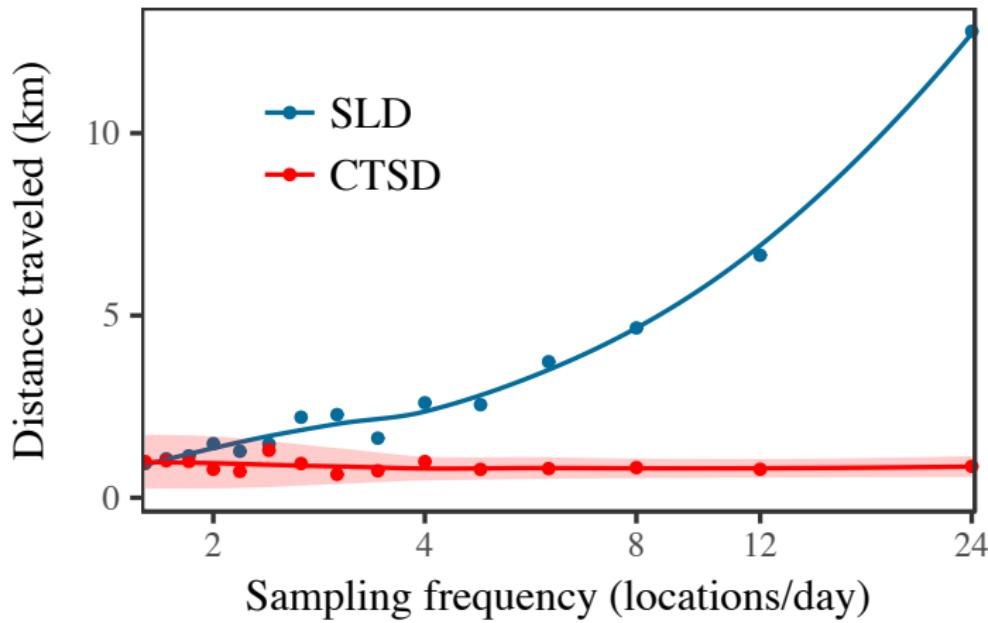
Wood-turtle tracking data



a)



b)

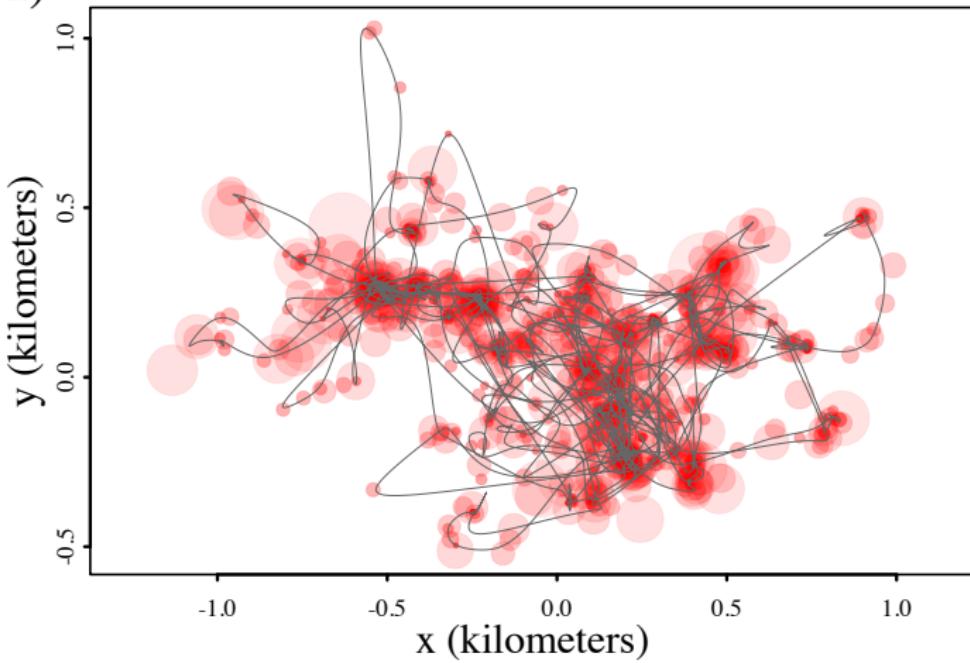




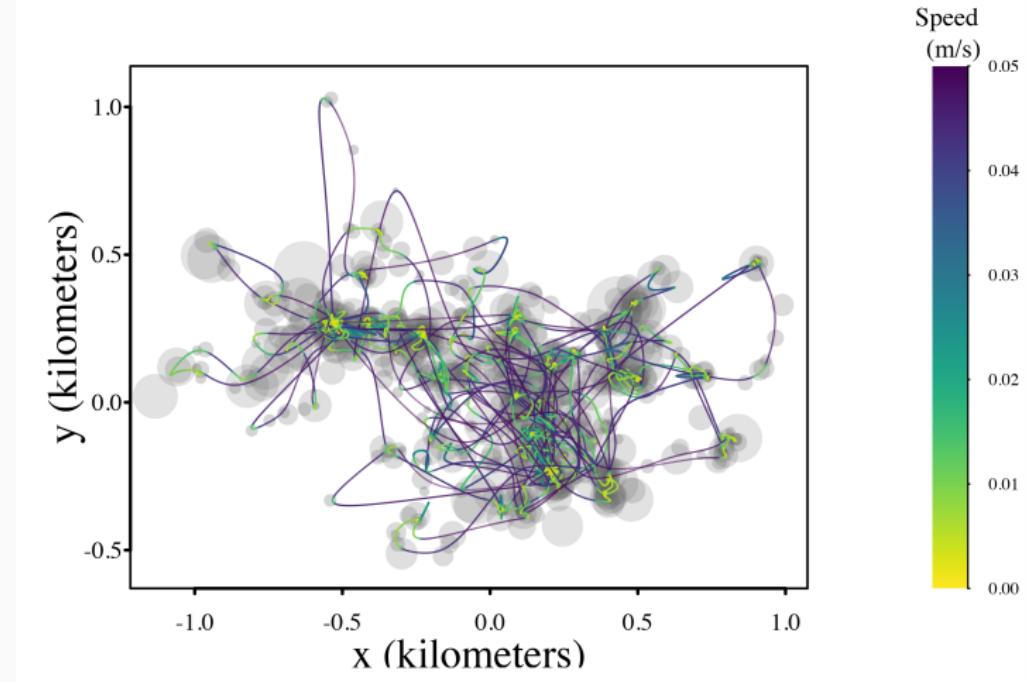
Instantaneous speeds



a)



Instantaneous speeds

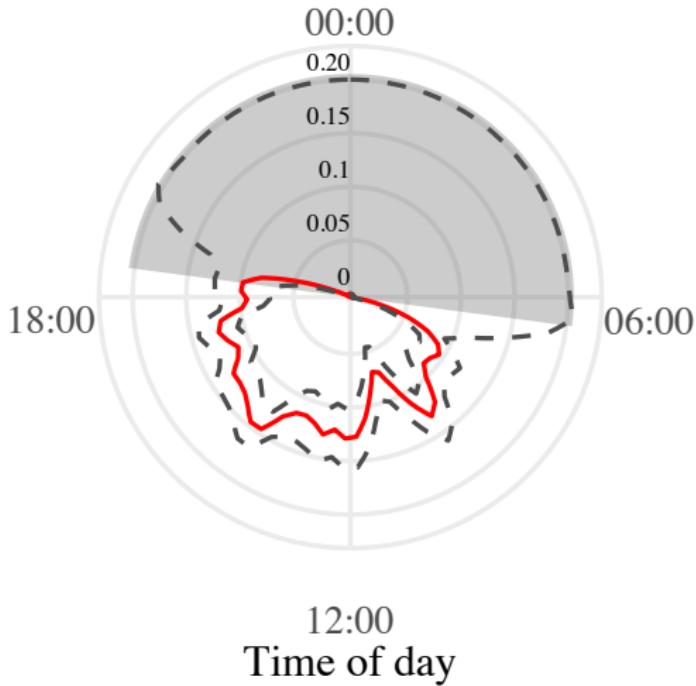


Inst. Speeds: Behavioural descriptive



d)

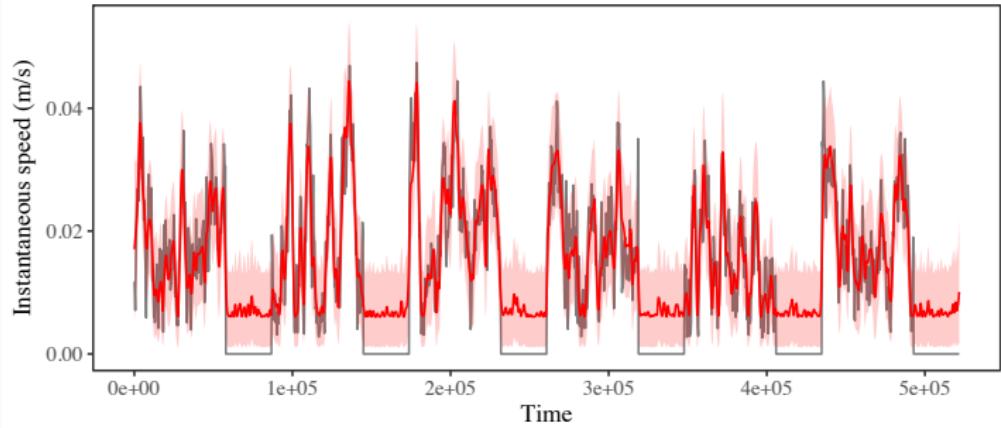
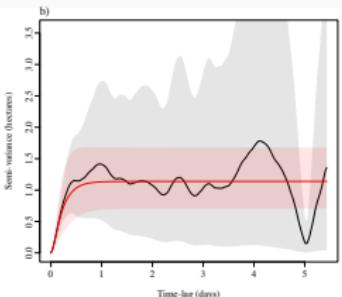
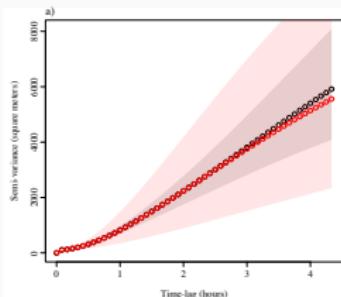
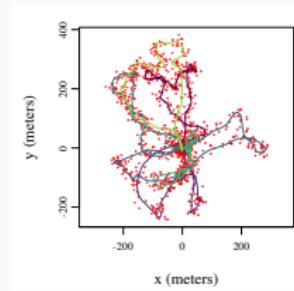
Instantaneous speed (m/s)



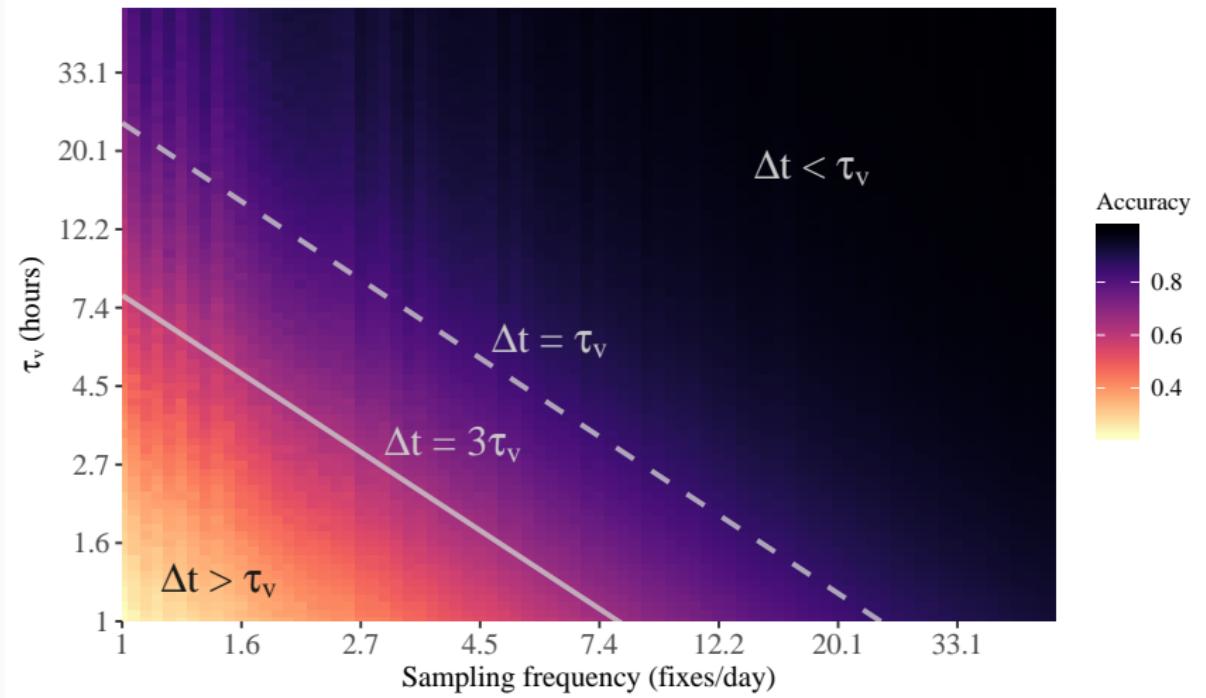


Limitations

Conditional on a fitted model



Requires a correlated velocity model



Requires an error model

