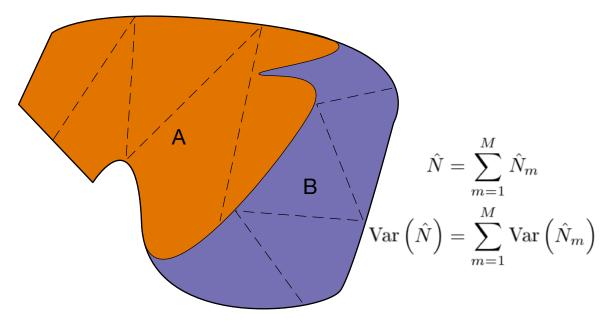
Stratification in dht2

There are four stratification options in dht2, this cheatsheet shows how abundance and variance are calculated and gives examples of when to use them

Geographical (stratification="geographical")

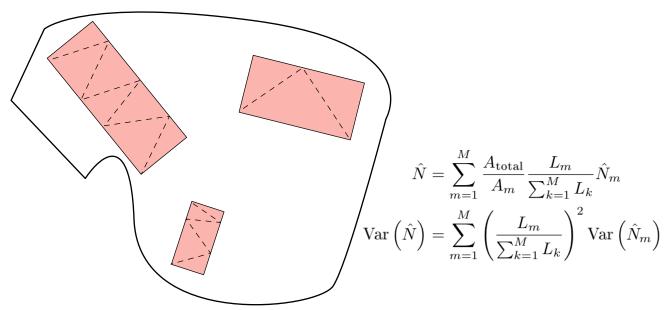
Each stratum represents a different geographical area, we want the total over all the areas



Example: estimates are required for areas "A" and "B", above as well as an estimate of total abundance and its variance.

Effort-weighted sum (stratification="effort sum")

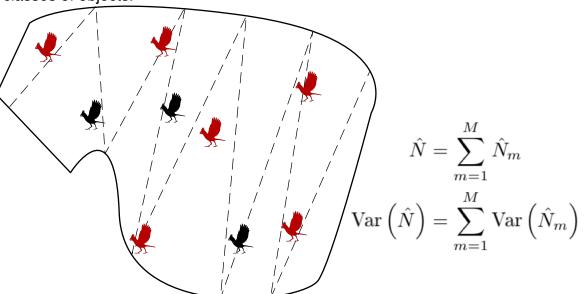
Strata are from surveys (perhaps using different designs) but you don't have many replicates and/or want an estimate of "average variance" and average abundance.



Example: surveys (red) were made and are believed to be representative of the larger study area with area $A_{\rm total}$ so they can be summed (weighted by the amount of effort) to obtain an average abundance.

Object (stratification="object")

Objects are of different "classes", for example sex, species or life stage. Poststratification is then required to obtain the total number of individuals across all the classes of objects.



Example: if you have stratified by colour (red/black), but also want a total number of animals.

the between-survey variability.

Replicate (stratification="replicate")

Many replicate surveys have been conducted and the average abundance weighted by amount of effort is required, along with variance between the surveys

