Producing a better estimate of variance when systematic samplers are used

• Fewster, RM, Buckland, ST, Burnham, KP, Borchers, DL, Jupp, PE, Laake, JL, and Thomas, L. 2009. Estimating the encounter rate in distance sampling. Biometrics 65: 225-236.

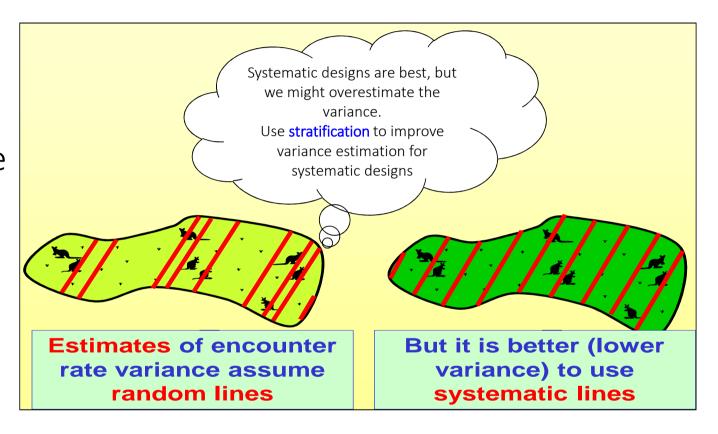




Systematic samples

Problem:

Systematic designs give the best variance, but the worst variance estimation!



No unbiased estimator exists for estimating variance from a single systematic sample

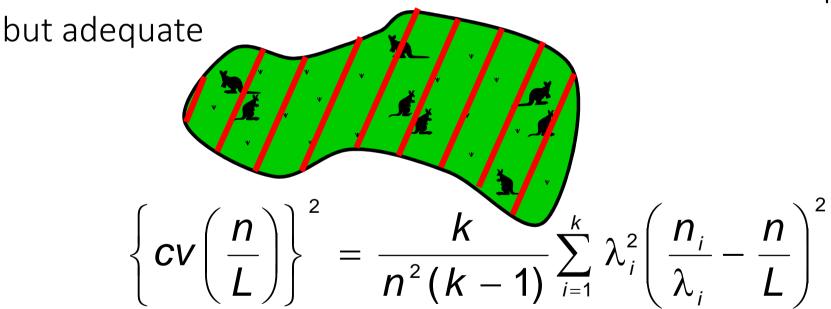




Systematic samples advice

Usually, do nothing!

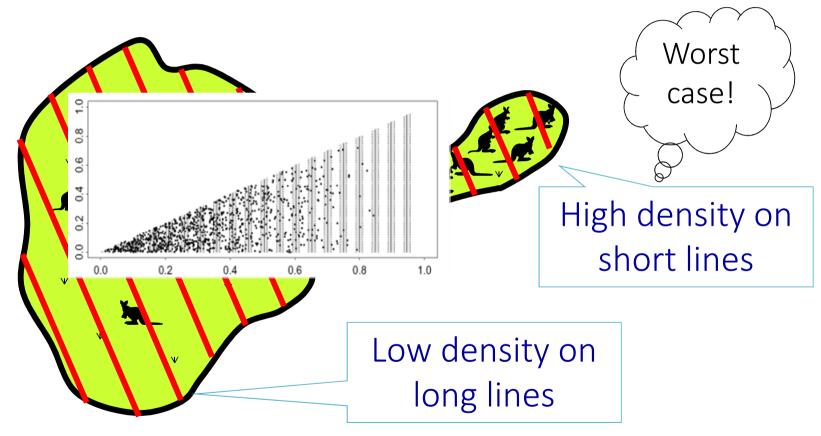
Variance estimation based on random lines will not be perfect,







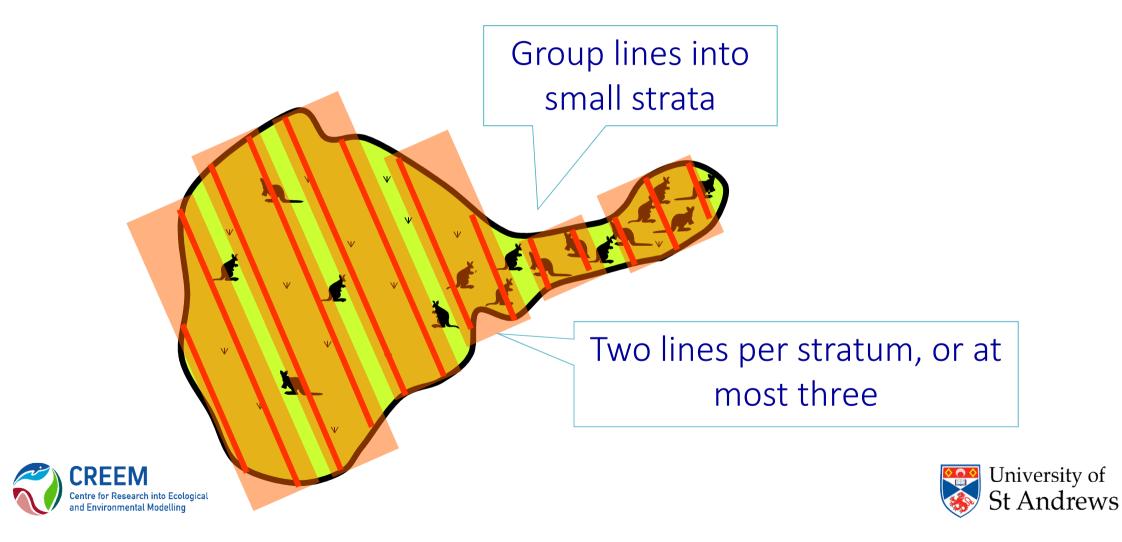
If there are strong trends, variance might be significantly overestimated







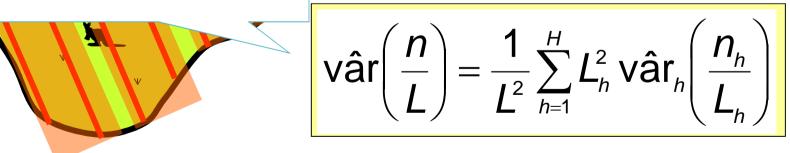
Post-stratification can give much better variance estimates



Post-stratification can give much better estimates of variance

Pool by-stratum
variance estimates
together, weighted by
Total Effort in Stratum

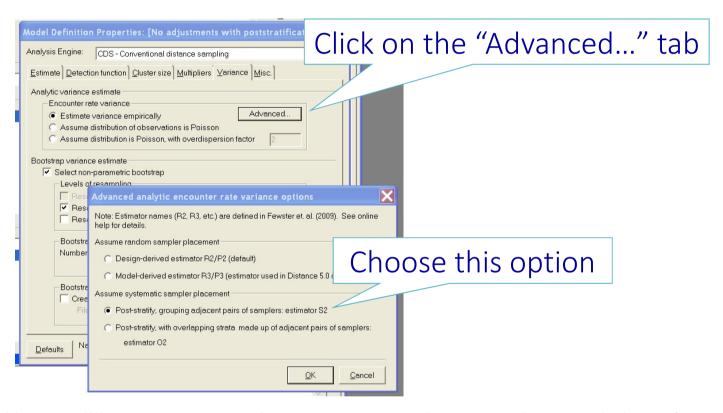
Trends within strata are minor; Estimate encounter rate variance separately for each stratum







In Distance 7:

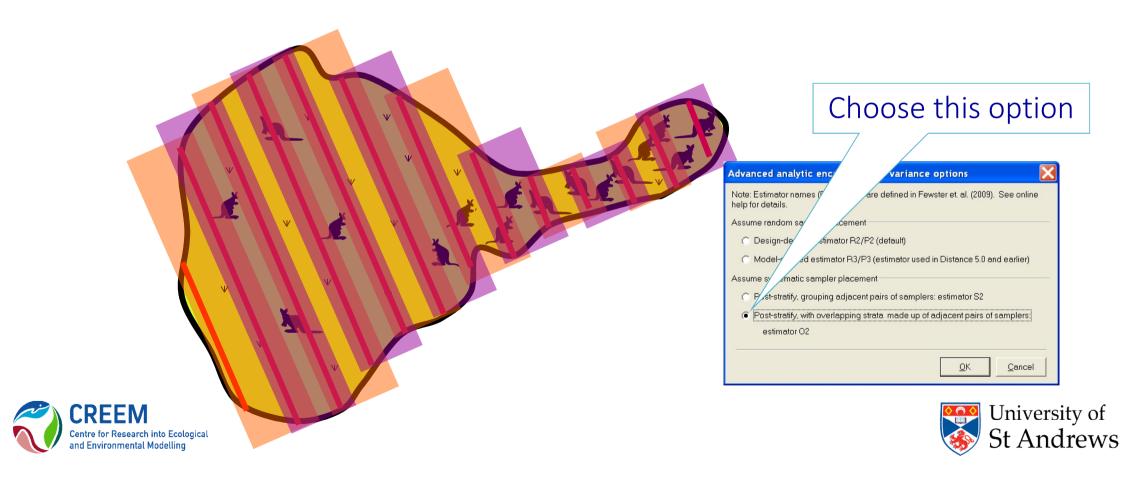


Successive pairs of lines will be grouped together, according to their ID in the sample layer (1 & 2, 3 & 4, etc). (If there are an odd number of lines, the last 3 will be grouped.)



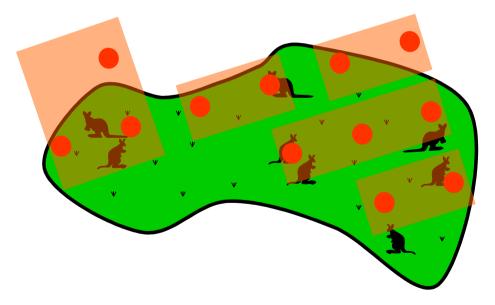


Overlapping strata are even better, as you get a larger sample size of post-strata



Systematic point transect surveys

Less of an issue (no problem of different line lengths), but can similarly group into strata of two or three adjacent points for encounter rate variance if required.



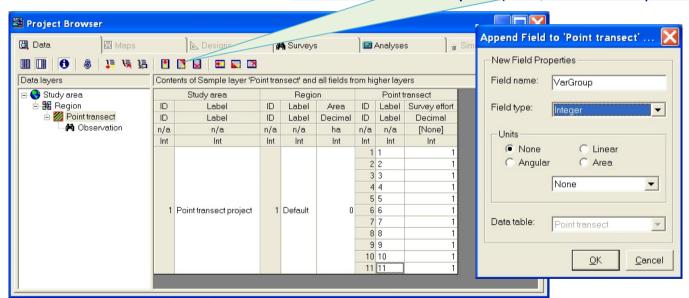




However, it is harder to do in Distance – need to manually post-stratify.

Can only do non-overlapping post-stratification this way.

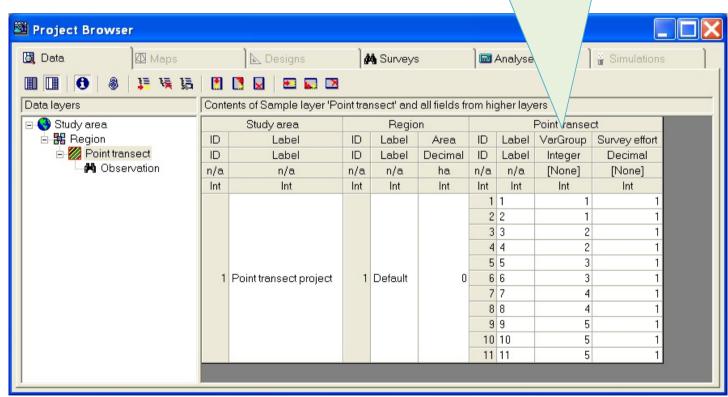
Add new field VarGroup into the Point transect layer (i.e., the sample layer)





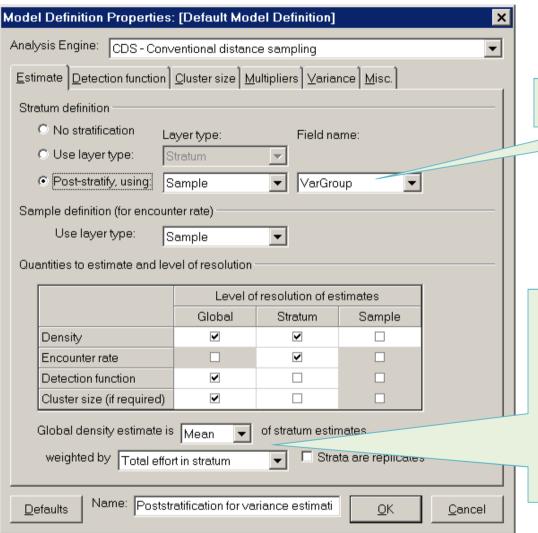


Enter values into VarGroup so that it groups together points 1 and 2, 3 and 4, etc









Post-stratify on VarGroup

at Stratum level,
everything else Global.
Global density is Mean
weighted by Effort.



