

# Workshop on R and movement ecology:

## Hong Kong University, Jan 2018



*Eric Dougherty, Dana Seidel, Wayne Getz*



## Lecture 4

### Space-time considerations



DEPARTMENT *of* ENVIRONMENTAL  
SCIENCE, POLICY, AND MANAGEMENT



# Movement Ecology and Space-Time

$\delta$

# Movement Ecology and Space-Time

- space is always explicit – typically 2D-Euclidean

$\delta$

# Movement Ecology and Space-Time

- space is always explicit — typically 2D-Euclidean
- constructions from spatially explicit trajectories
  - home ranges (HRs)
  - utilization distributions (UDs)
  - resource selection functions (RSFs)
  - step selection functions (SSFs)

$\delta$

# Movement Ecology and Space-Time

- space is always explicit — typically 2D-Euclidean
- constructions from spatially explicit trajectories
  - home ranges (HRs)
  - utilization distributions (UDs)
  - resource selection functions (RSFs)
  - step selection functions (SSFs)
- grouping spatial locations under chunked time
  - constant
  - chunked into seasons (wet/dry, spring/summer/fall/winter, other)
  - diurnal stratifications (night/day, 4 equal centered around midday, other)

$\delta$

# Movement Ecology and Space-Time

- space is always explicit — typically 2D-Euclidean
- constructions from spatially explicit trajectories
  - home ranges (HRs)
  - utilization distributions (UDs)
  - resource selection functions (RSFs)
  - step selection functions (SSFs)
- grouping spatial locations under chunked time
  - constant
  - chunked into seasons (wet/dry, spring/summer/fall/winter, other)
  - diurnal stratifications (night/day, 4 equal centered around midday, other)
- time is explicit for point locations
  - points are in 2D space X 1D time volume
  - velocity transformed distance (velocity  $v$ ):

$\delta$

# Movement Ecology and Space-Time

- space is always explicit — typically 2D-Euclidean
- constructions from spatially explicit trajectories
  - home ranges (HRs)
  - utilization distributions (UDs)
  - resource selection functions (RSFs)
  - step selection functions (SSFs)
- grouping spatial locations under chunked time
  - constant
  - chunked into seasons (wet/dry, spring/summer/fall/winter, other)
  - diurnal stratifications (night/day, 4 equal centered around midday, other)
- time is explicit for point locations
  - points are in 2D space X 1D time volume
  - velocity transformed distance (velocity  $v$ ):
  - diffusion transformed distance (diffusion rate  $\delta$ ):

# Movement Ecology and Space-Time

- space is always explicit — typically 2D-Euclidean
- constructions from spatially explicit trajectories
  - home ranges (HRs)
  - utilization distributions (UDs)
  - resource selection functions (RSFs)
  - step selection functions (SSFs)
- grouping spatial locations under chunked time
  - constant
  - chunked into seasons (wet/dry, spring/summer/fall/winter, other)
  - diurnal stratifications (night/day, 4 equal centered around midday, other)
- time is explicit for point locations
  - points are in 2D space X 1D time volume
  - velocity transformed distance (velocity  $v$ ):

$$d : i \rightarrow j = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2 + v^2(t_i - t_j)^2}$$

- diffusion transformed distance (diffusion rate  $\delta$ ):

# Movement Ecology and Space-Time

- space is always explicit — typically 2D-Euclidean
- constructions from spatially explicit trajectories
  - home ranges (HRs)
  - utilization distributions (UDs)
  - resource selection functions (RSFs)
  - step selection functions (SSFs)
- grouping spatial locations under chunked time
  - constant
  - chunked into seasons (wet/dry, spring/summer/fall/winter, other)
  - diurnal stratifications (night/day, 4 equal centered around midday, other)
- time is explicit for point locations
  - points are in 2D space X 1D time volume
  - velocity transformed distance (velocity  $v$ ):

$$d : i \rightarrow j = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2 + v^2(t_i - t_j)^2}$$

- diffusion transformed distance (diffusion rate  $\delta$ ):

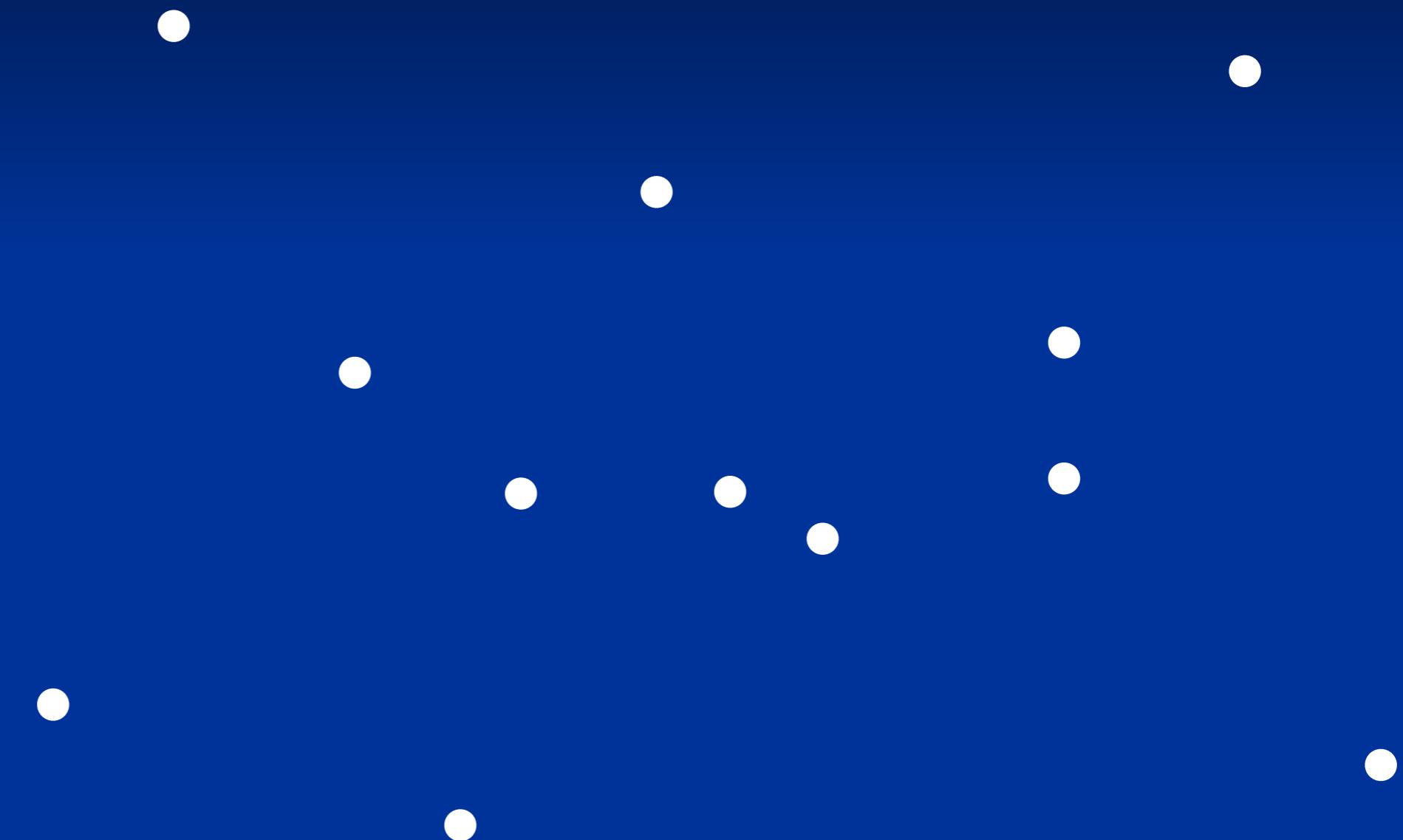
$$d : i \rightarrow j = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2 + \delta^2(t_i - t_j)^2}$$

# **Local Convex Hull (LoCoH) HR and UD construction**

Using slides from  
a presentation by Andy Lyons

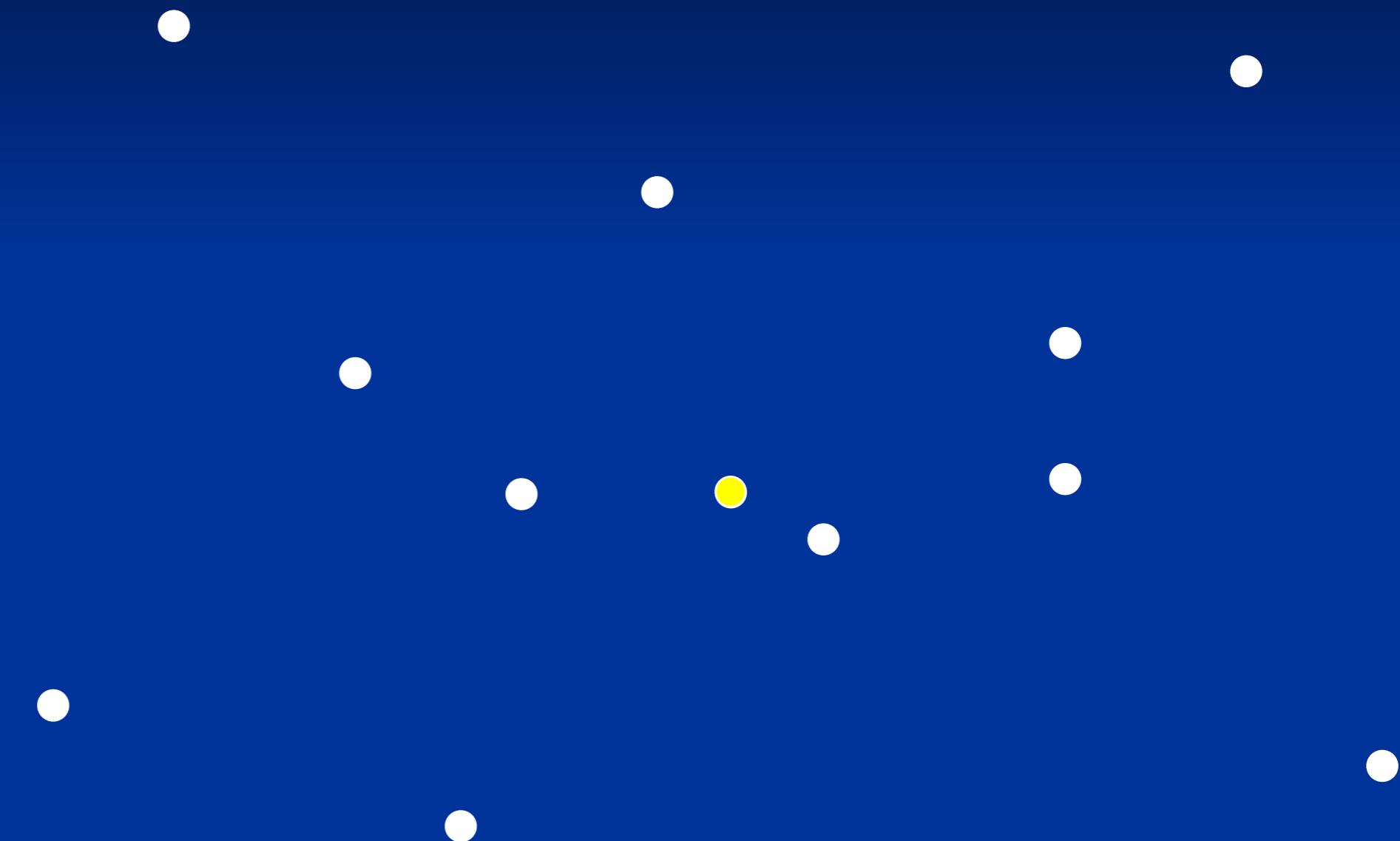
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



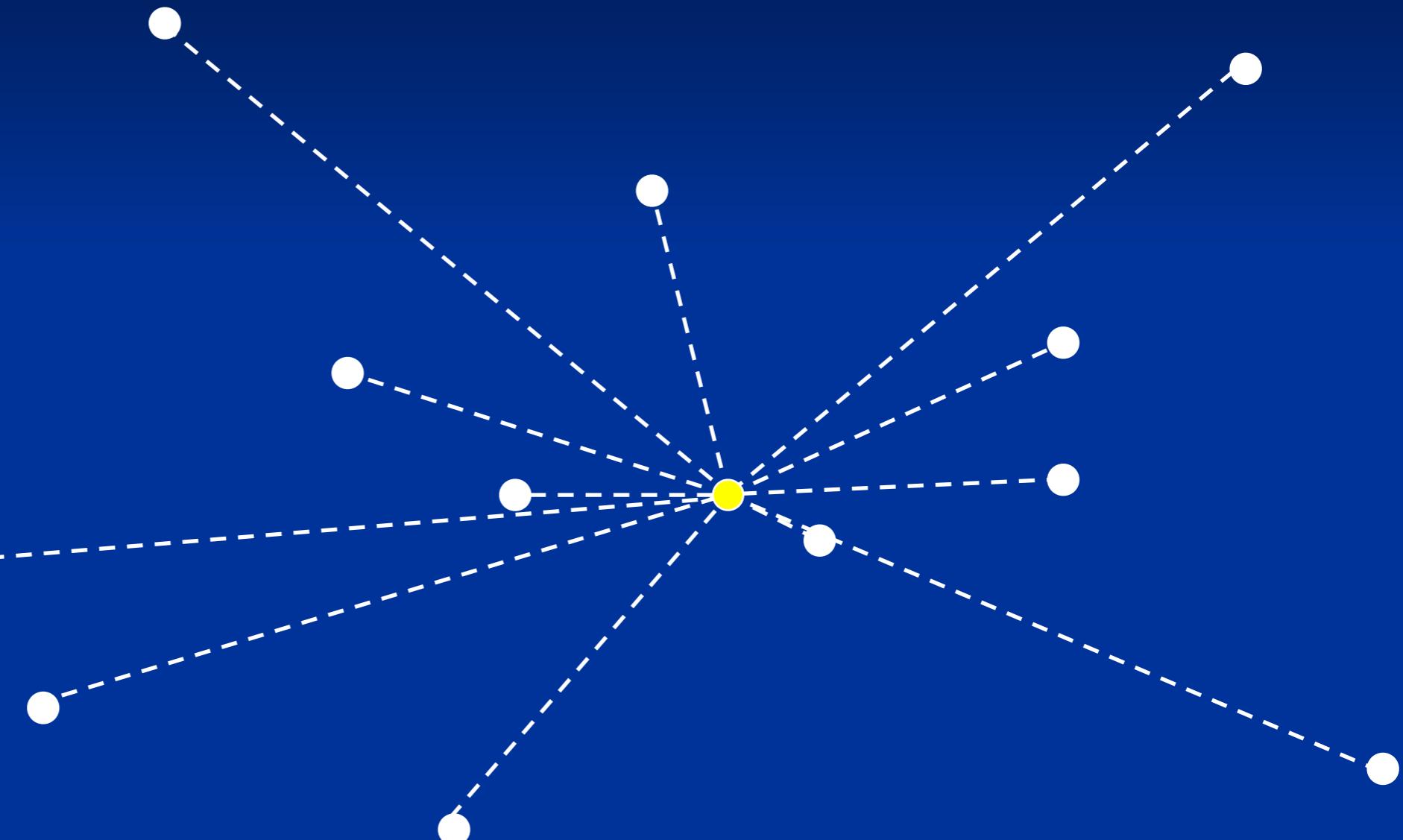
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



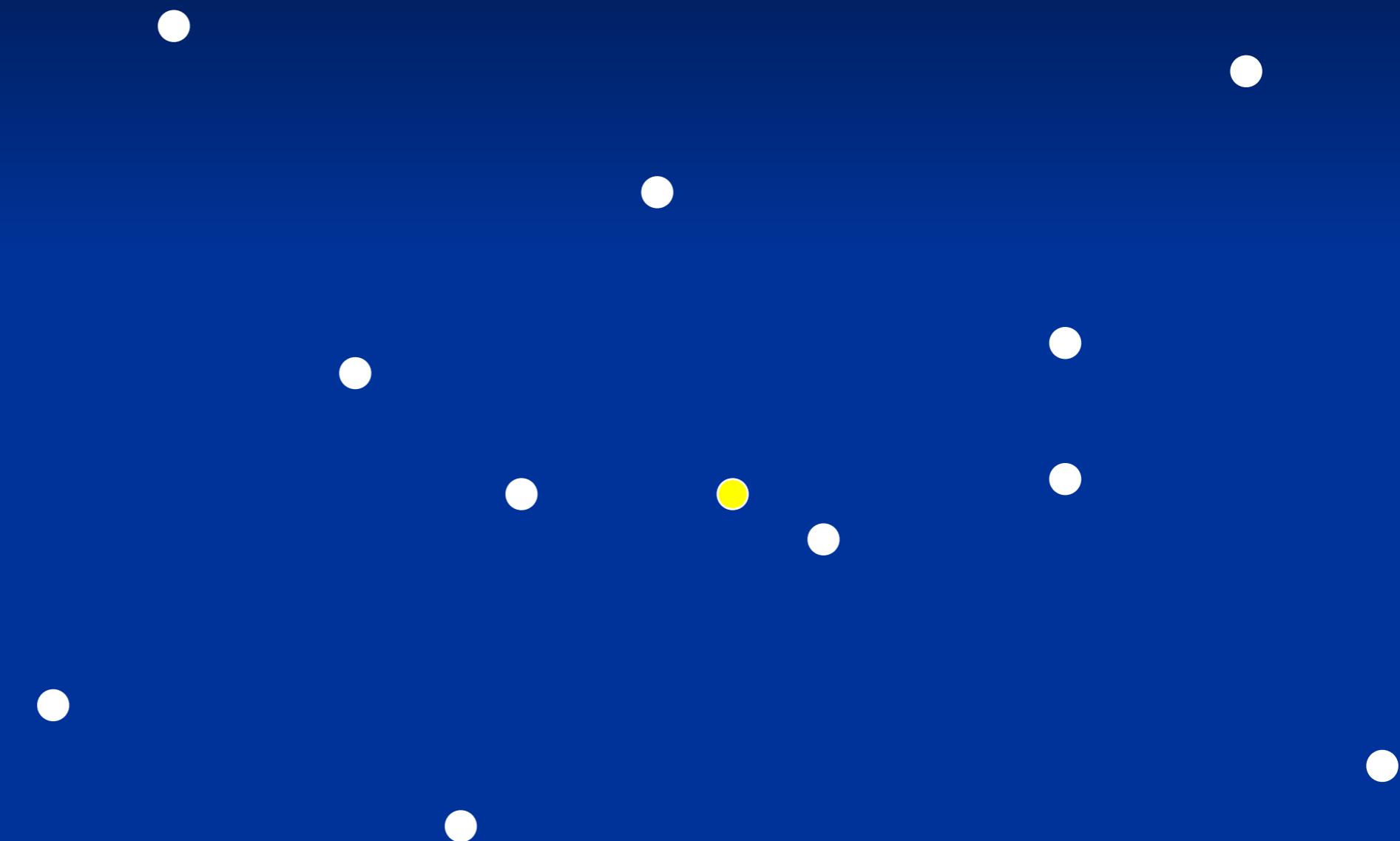
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



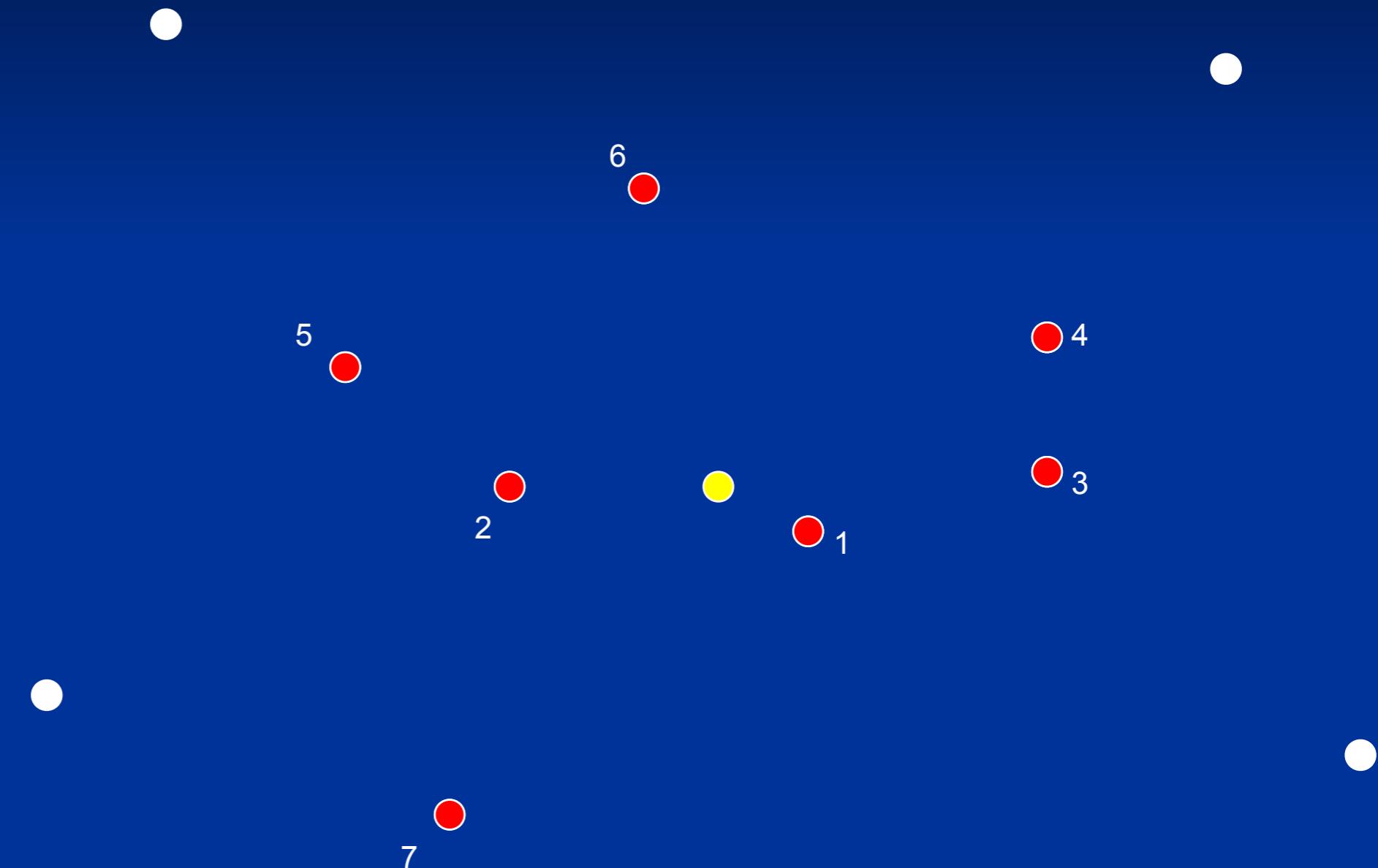
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



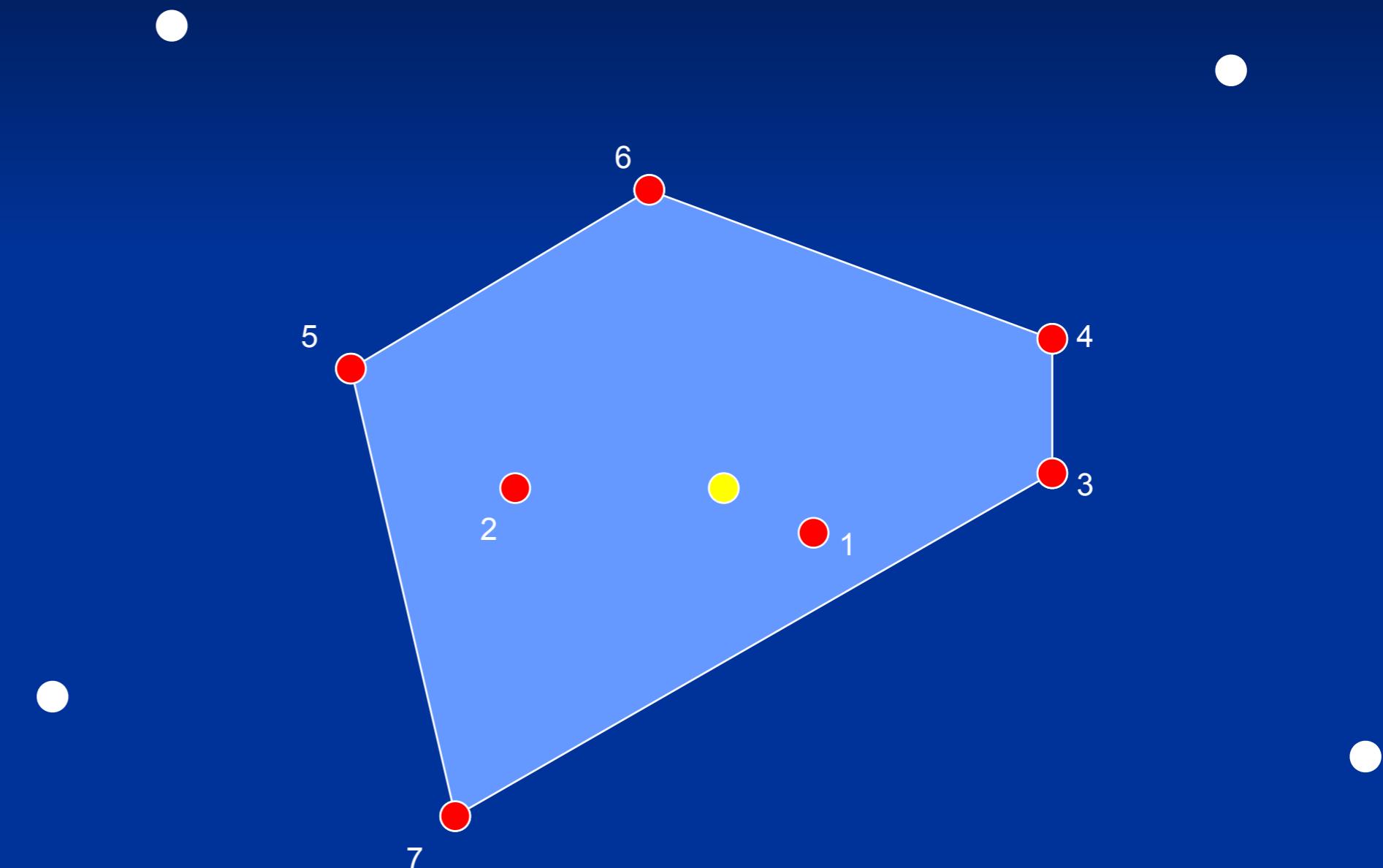
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



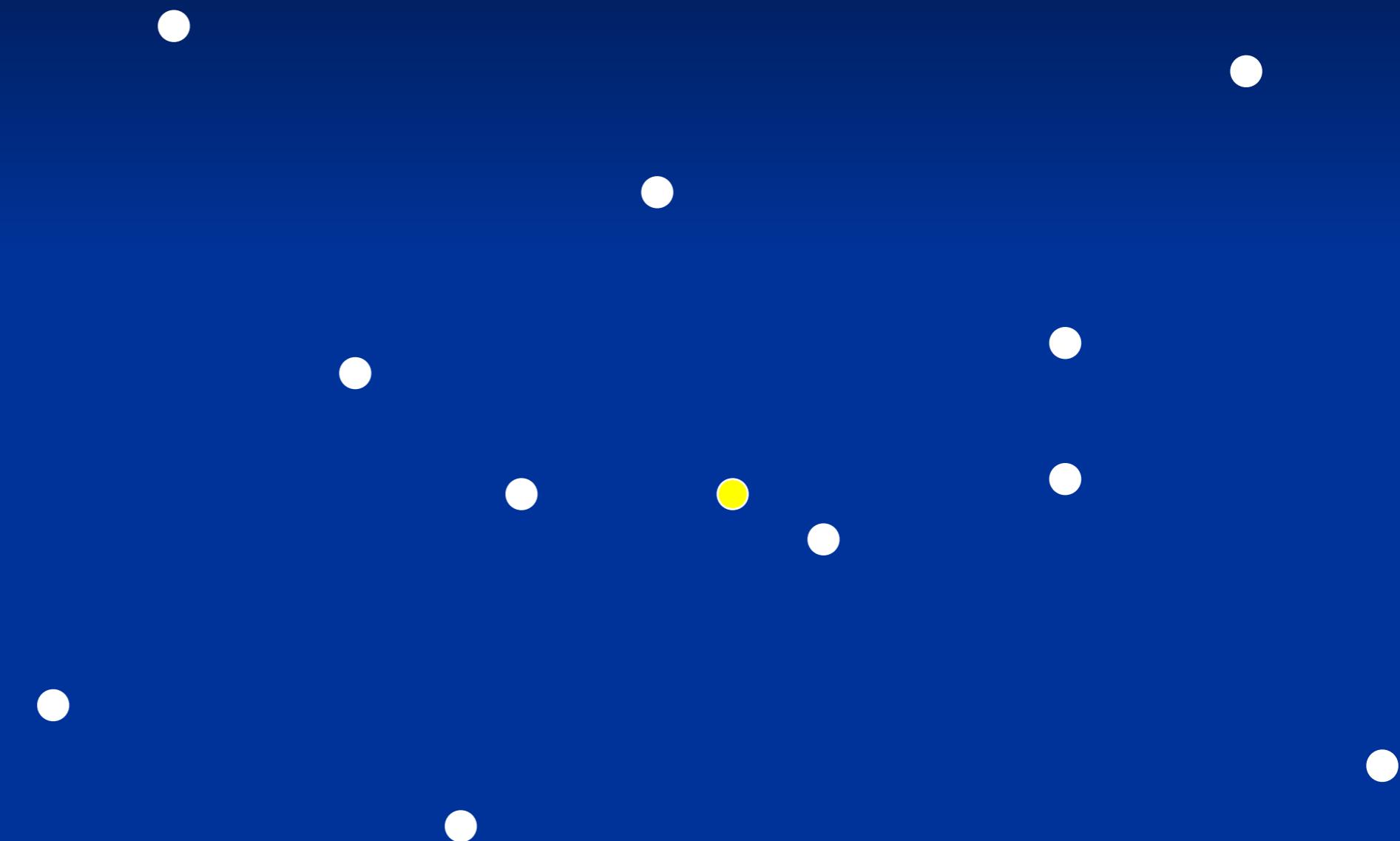
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



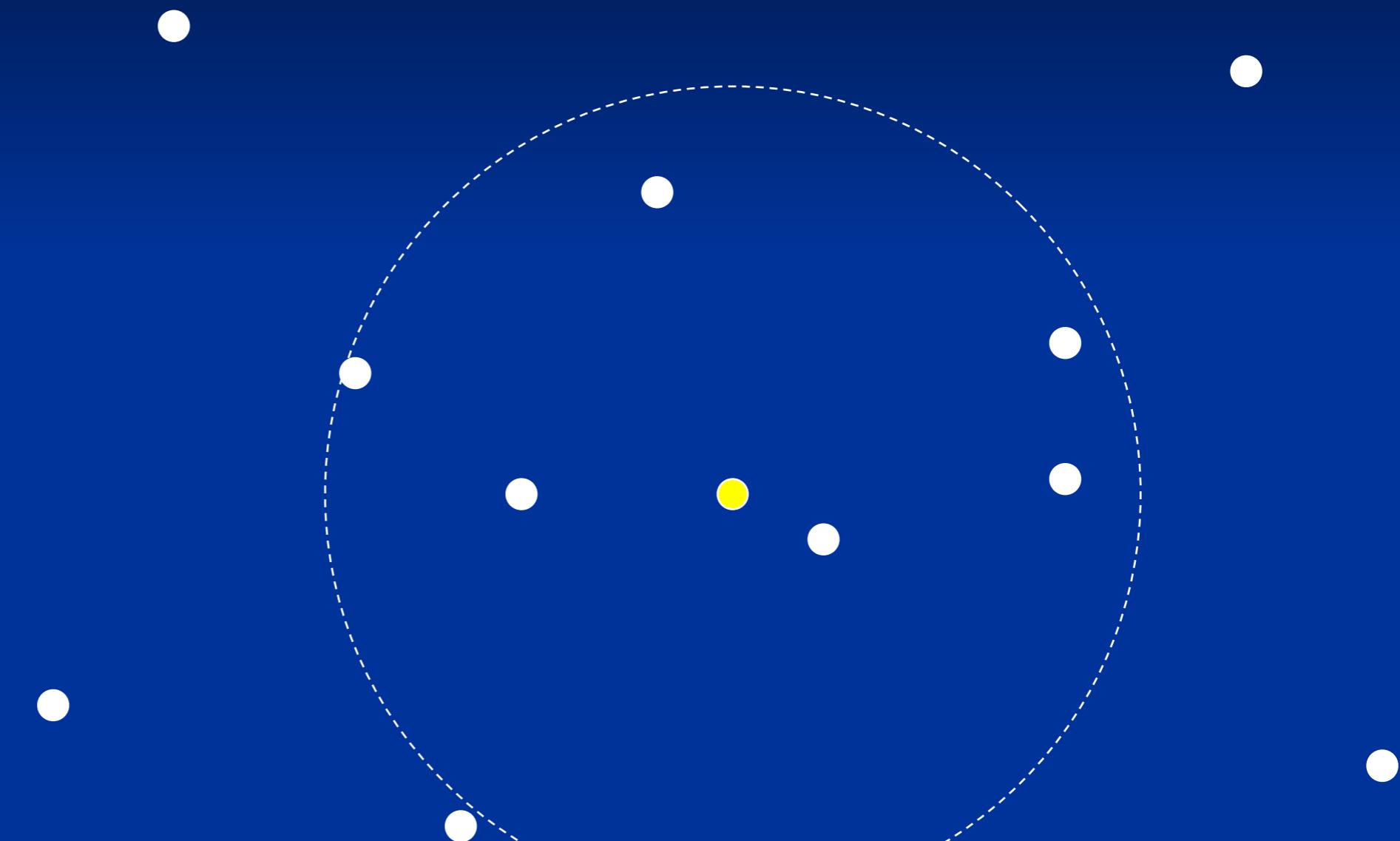
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



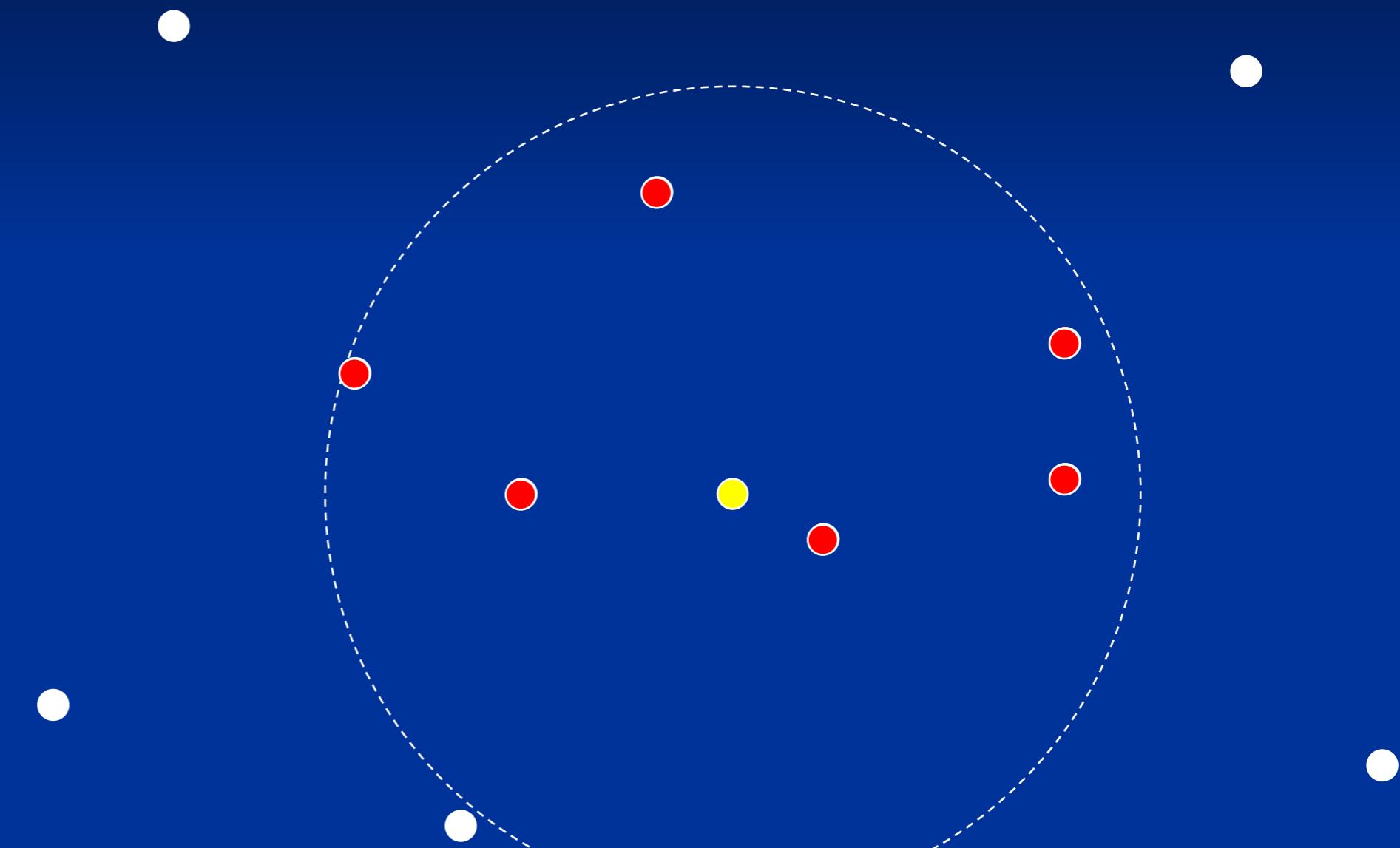
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



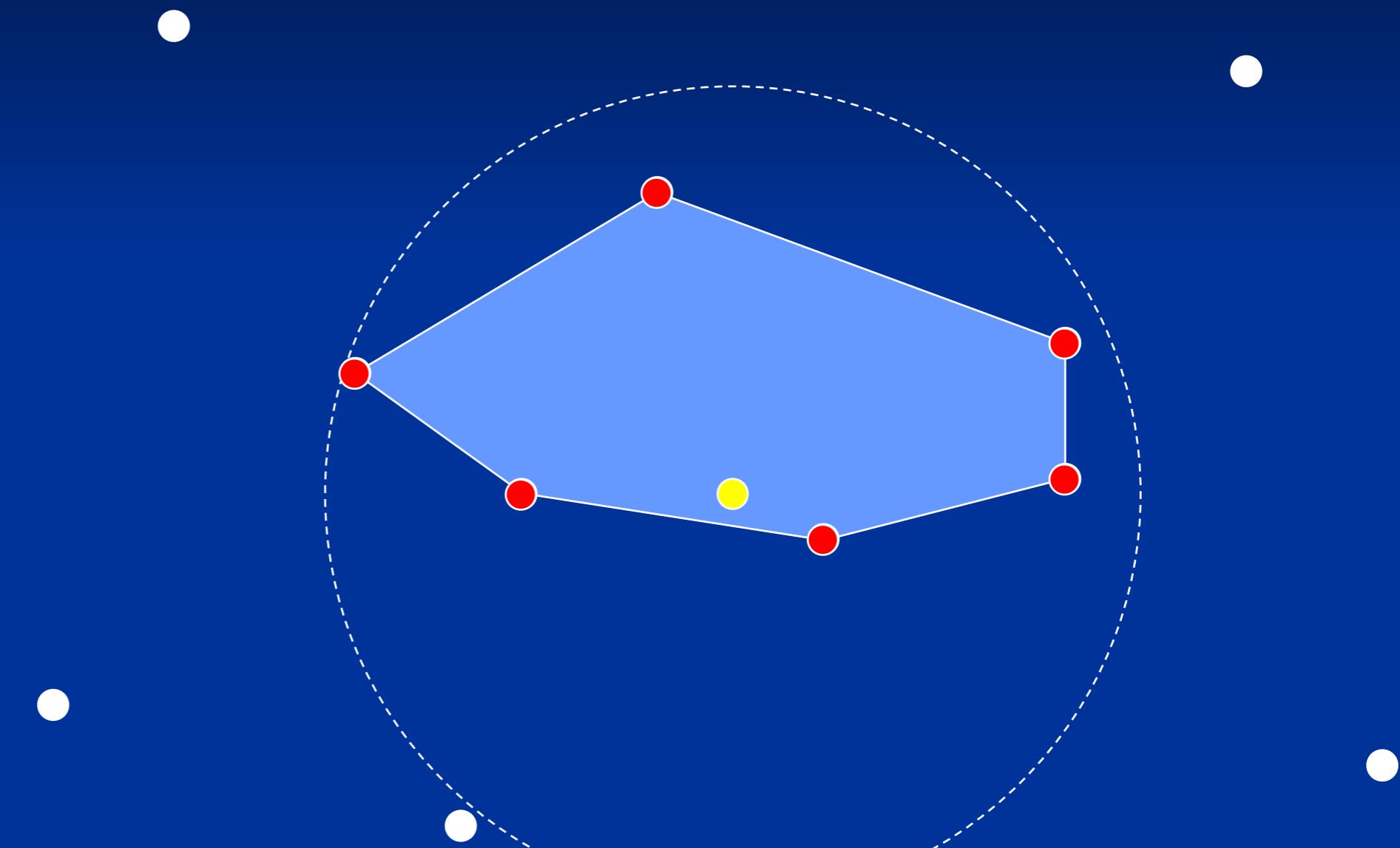
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



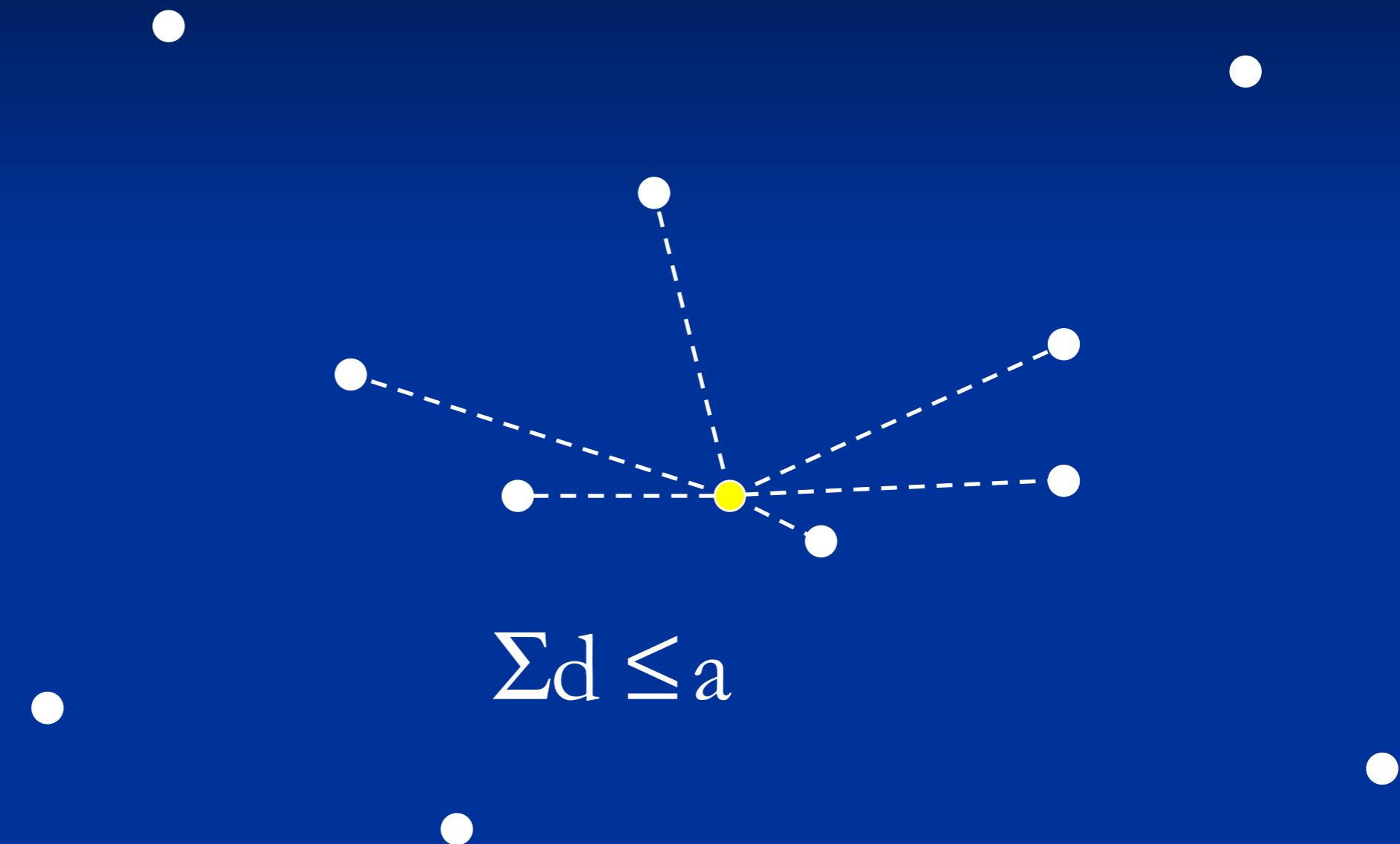
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



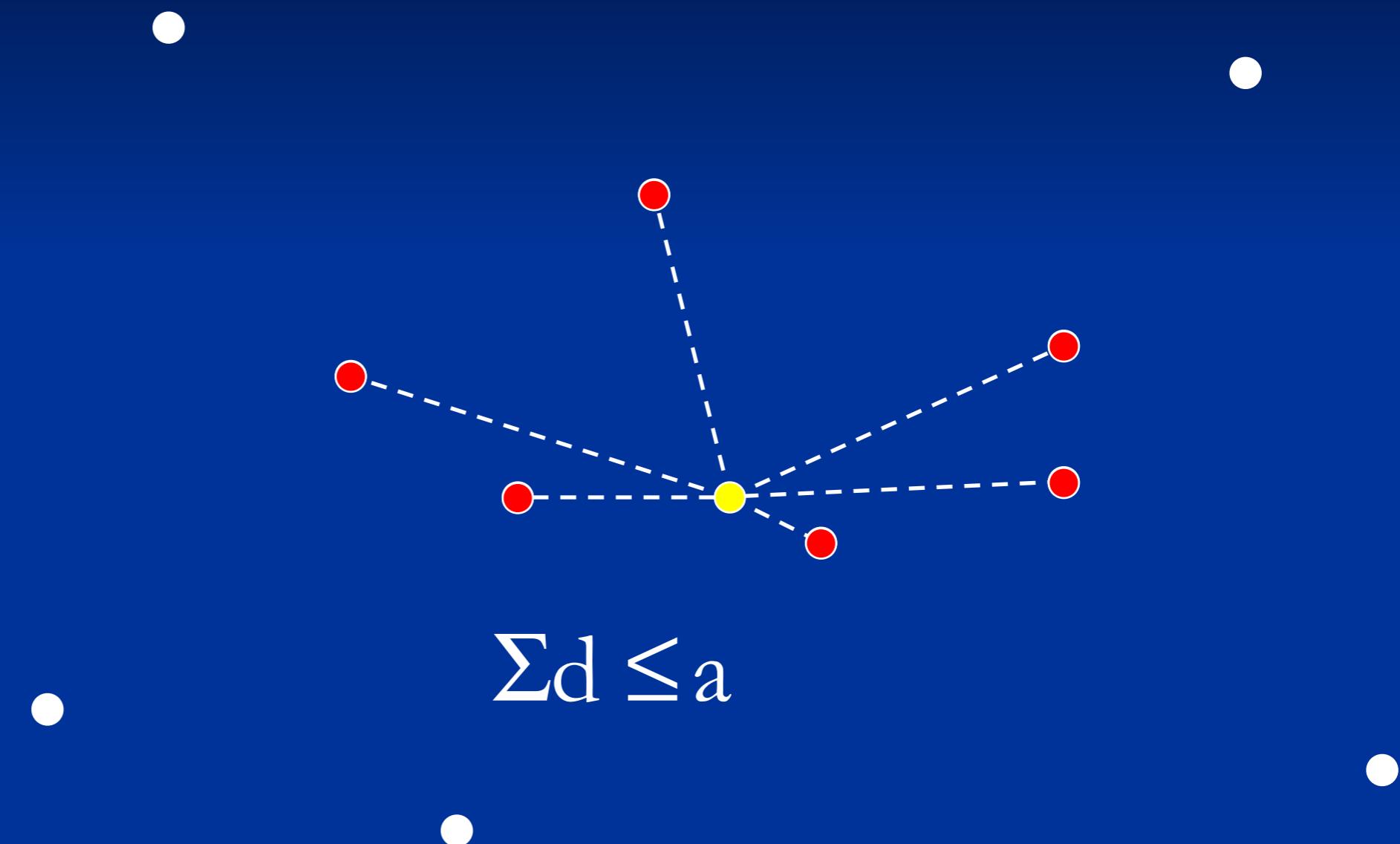
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



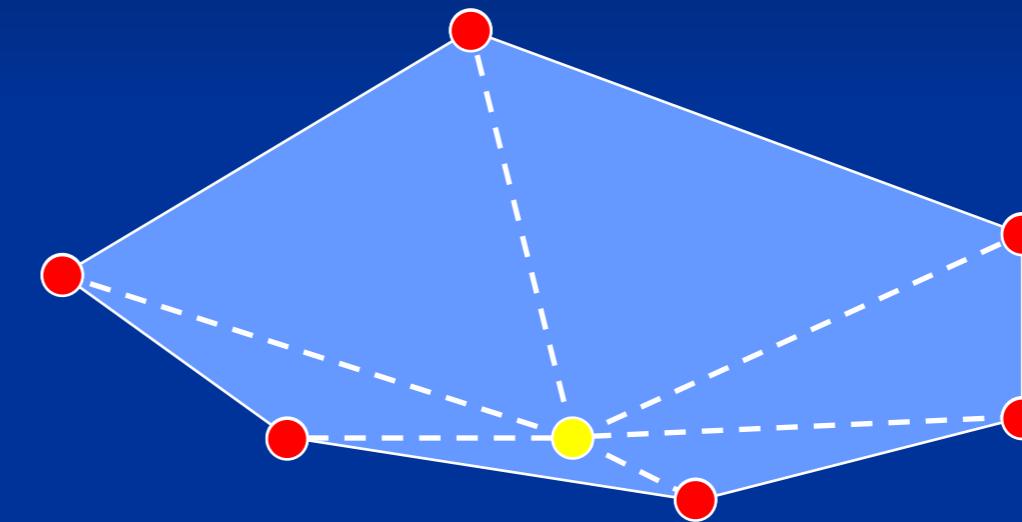
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



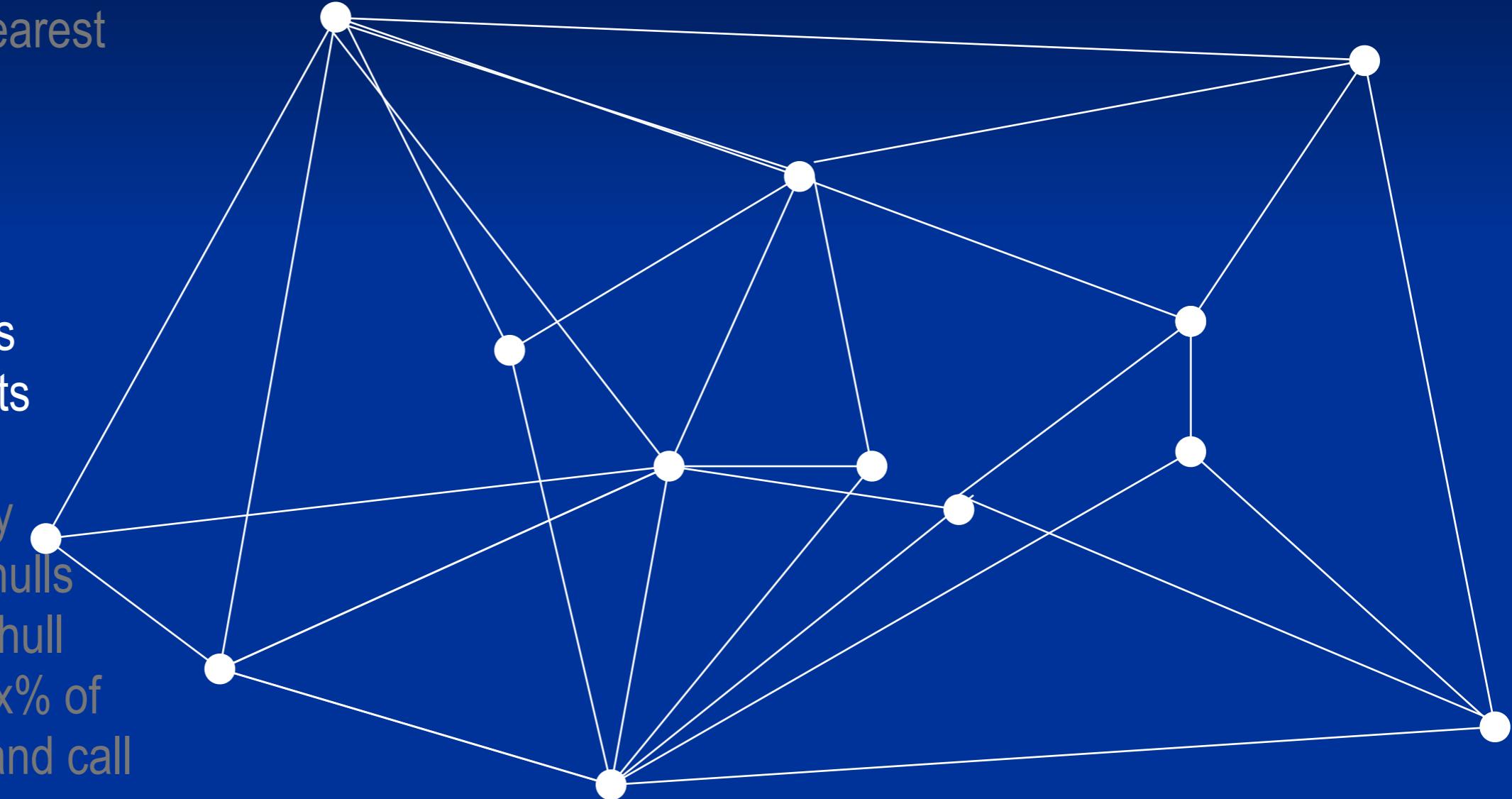
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



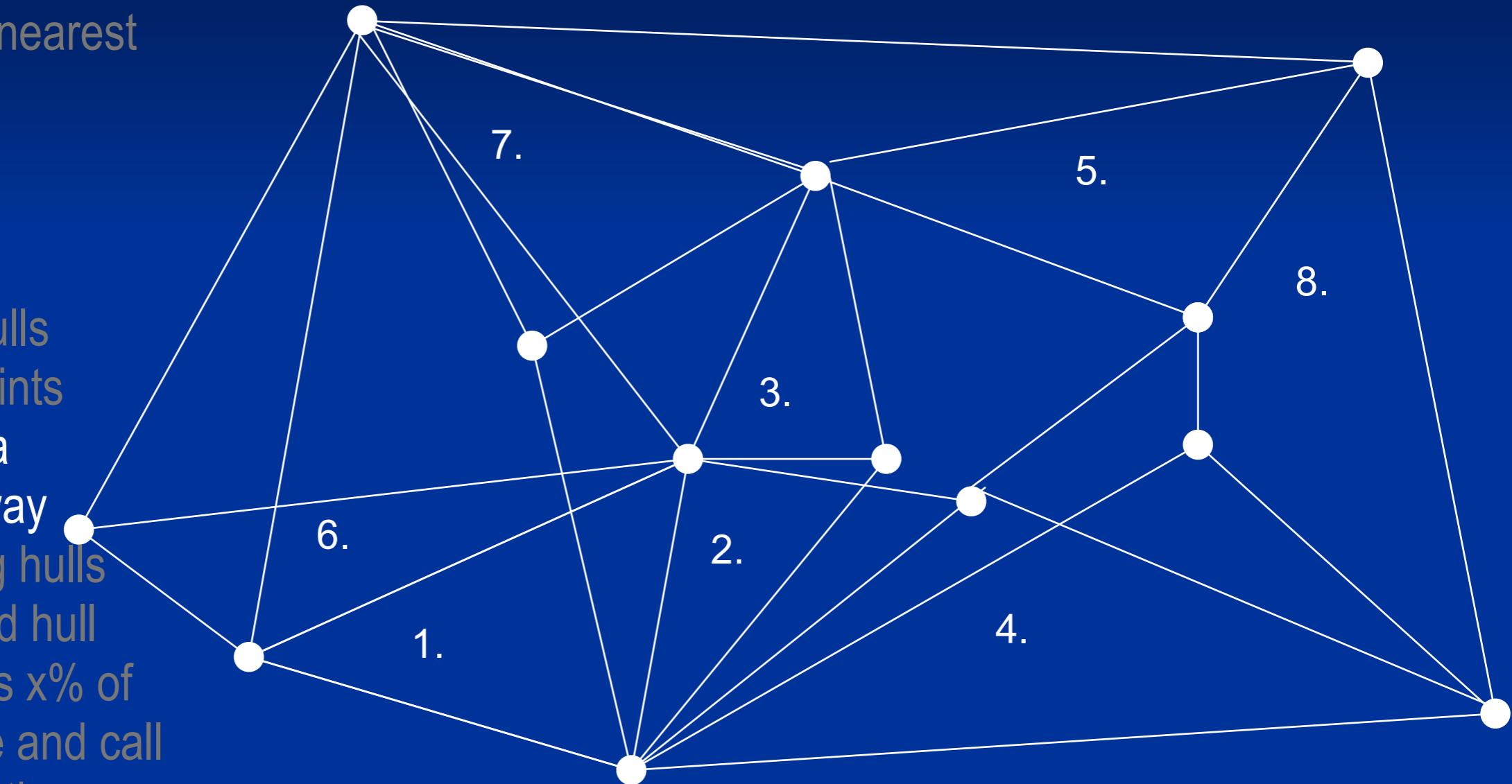
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



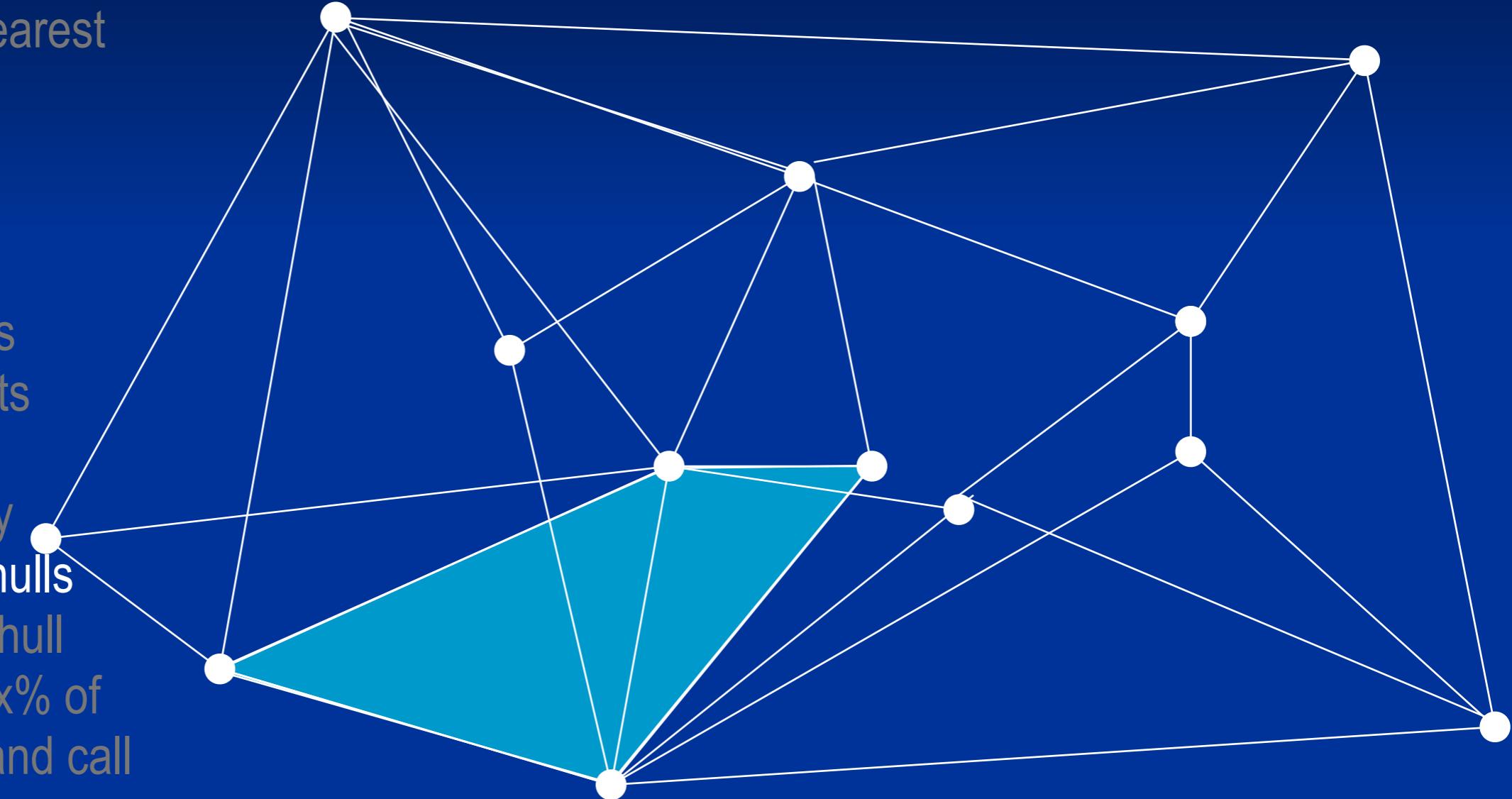
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



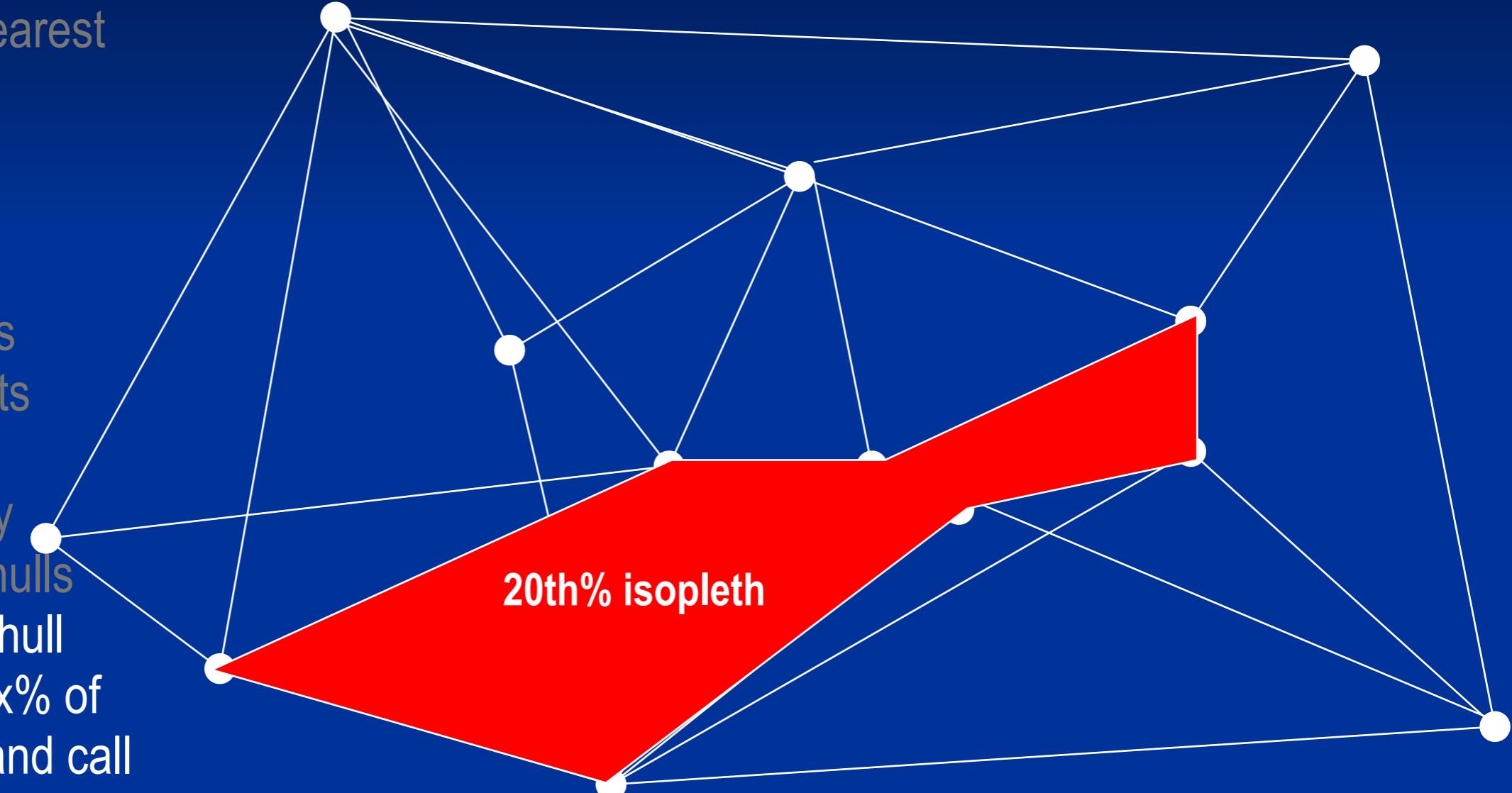
## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



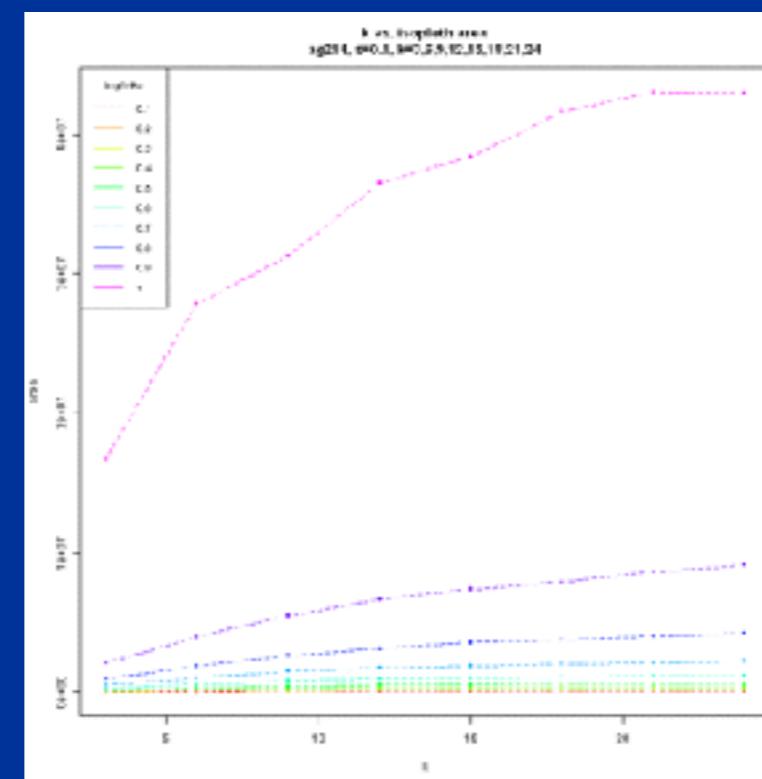
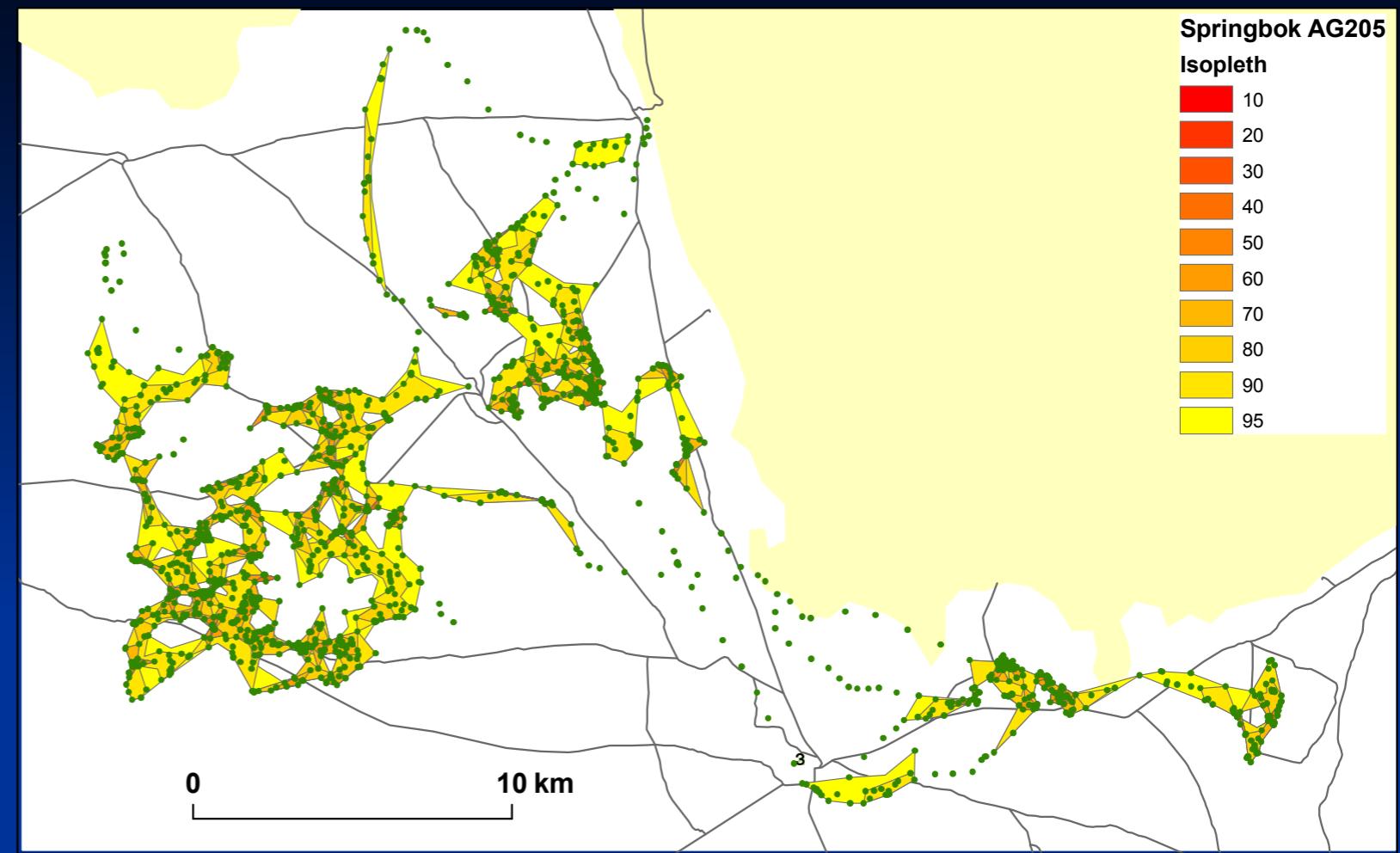
## LoCoH Algorithm

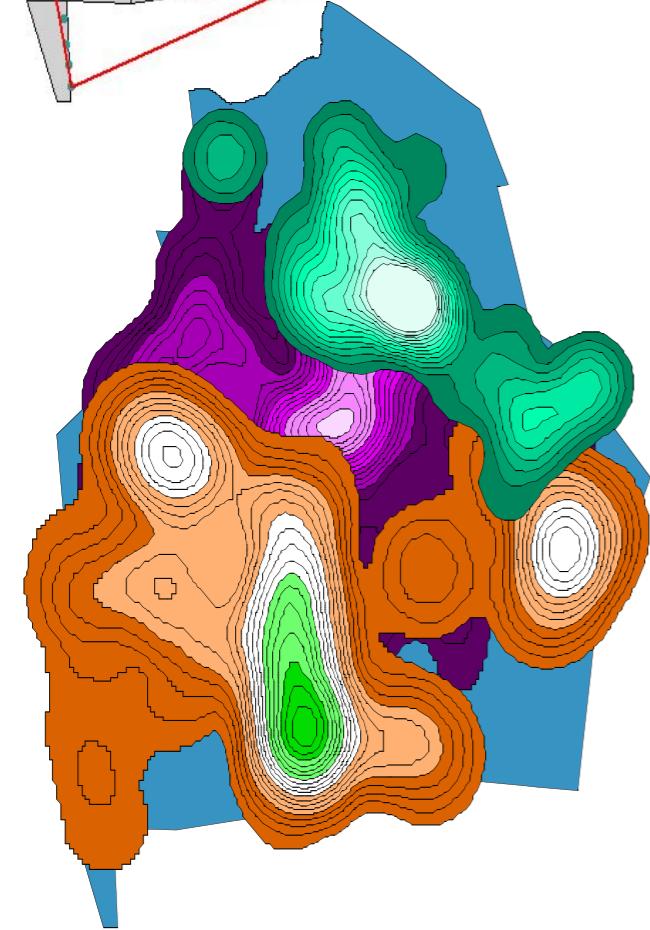
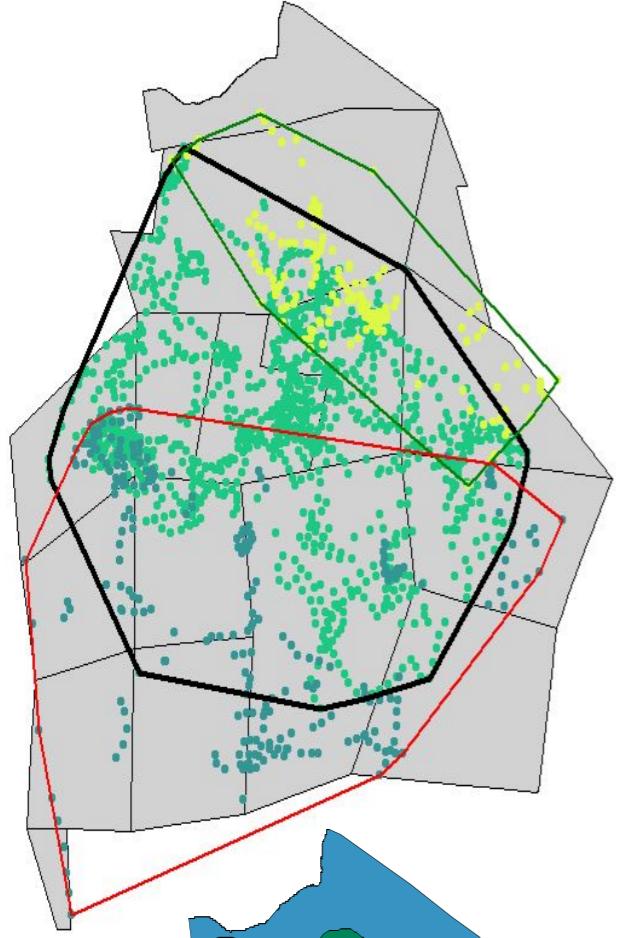
1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze



## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze





# African Buffalo in Klaserie Private Nature Park: data from 3 herds over a season

MCP (maximum convex polygon construction)

simple

overestimates home range

ignores densities (no isopleths)

## Kernel Methods

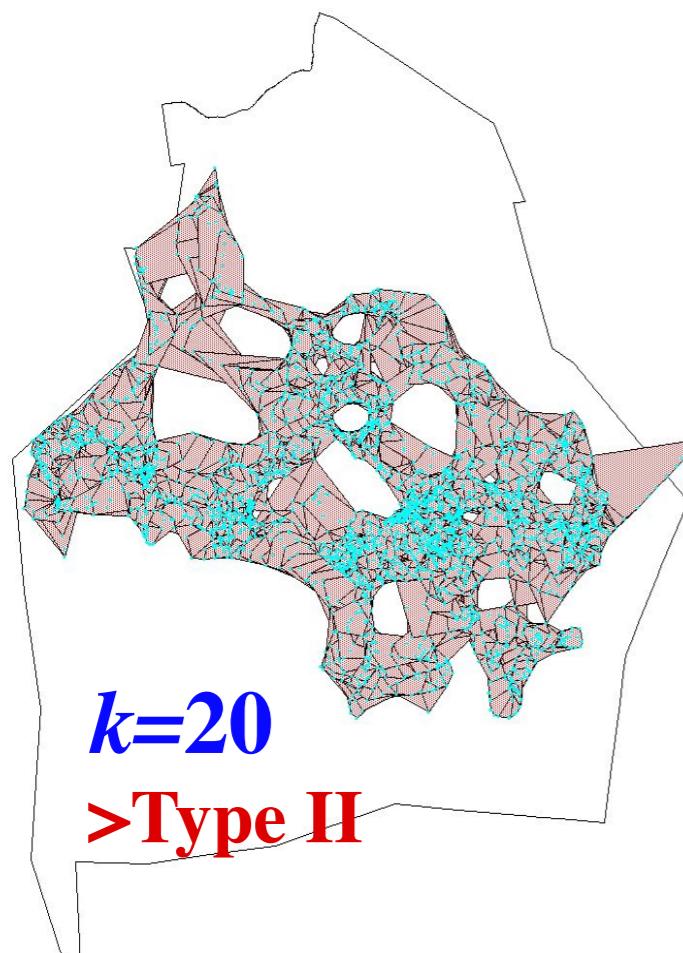
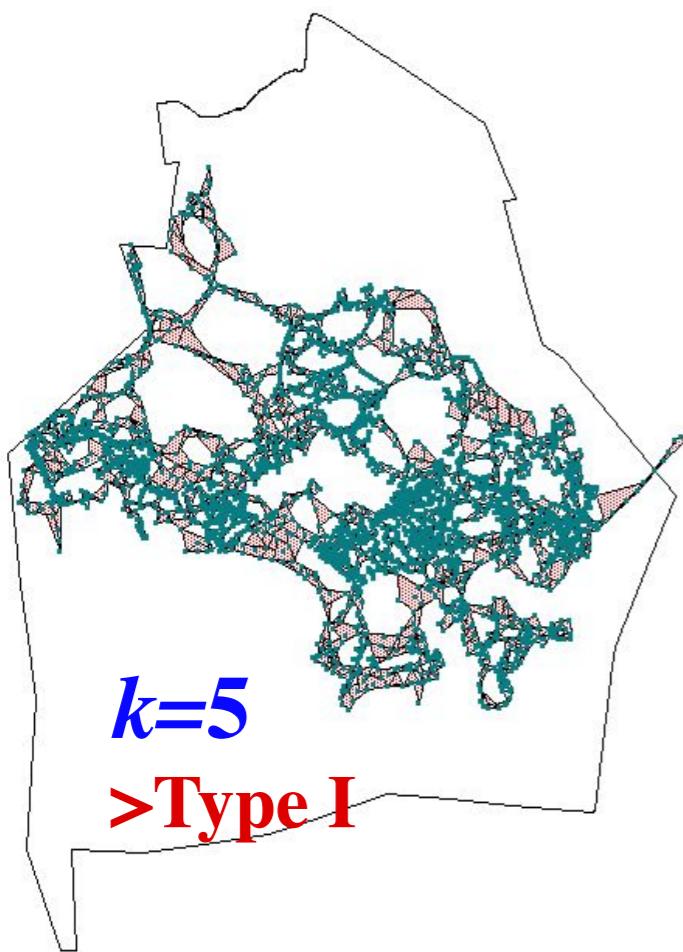
produces isopleths

smooths irregularities

ad-hoc boundaries (95 percentile)

how to choose smoother parameter  $h$

# LoCoH Methods



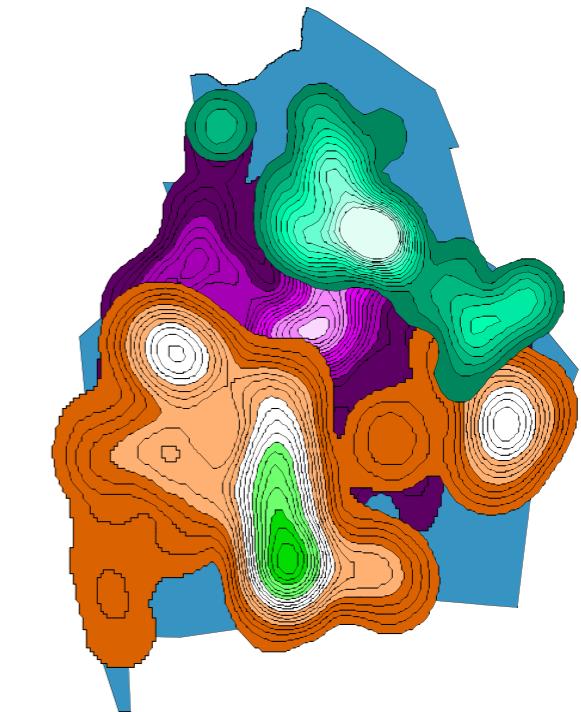
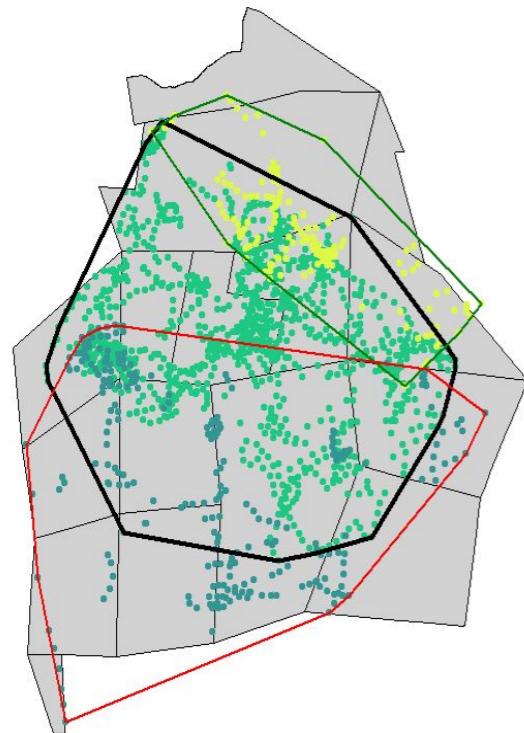
- Local convex hulls:  $k-1$  nearest neighbors of each point
- Take union for home range
- Take progressive unions from smallest to largest  $k$ -LoCoH to obtain isopleths

relatively simple  
follows irregular data and boundaries

How to choose  $k$ ?

Type I vs II error trade

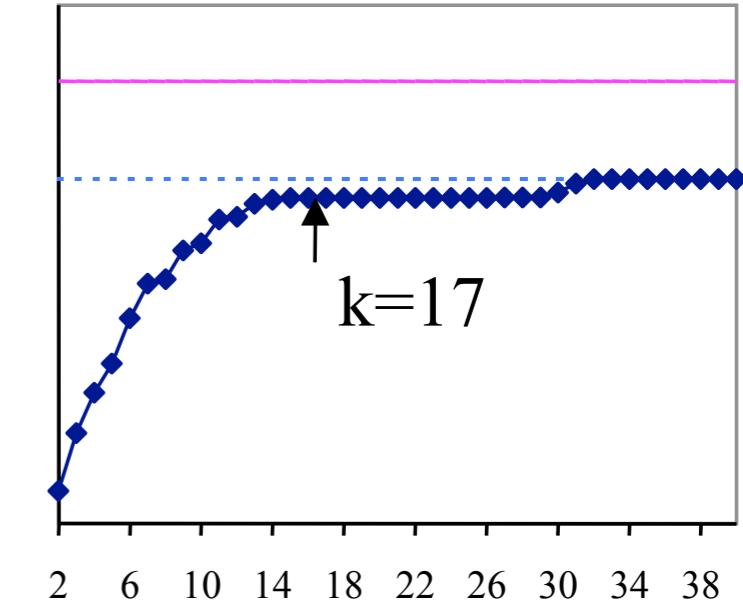
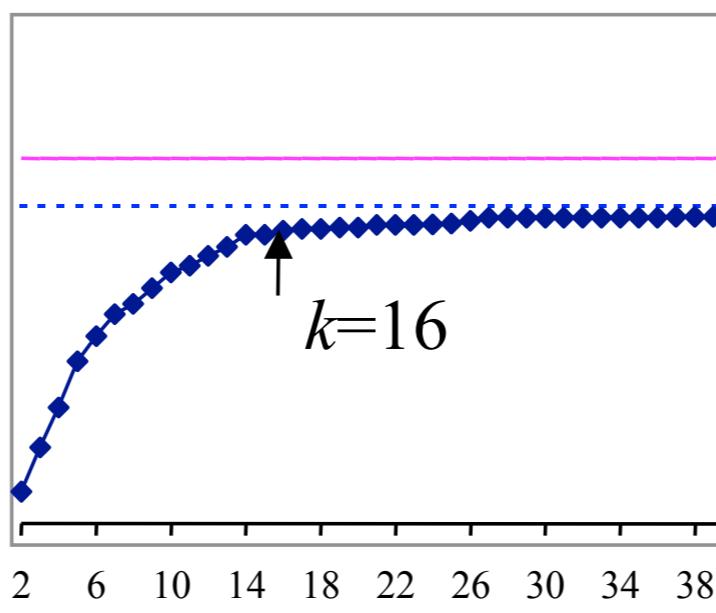
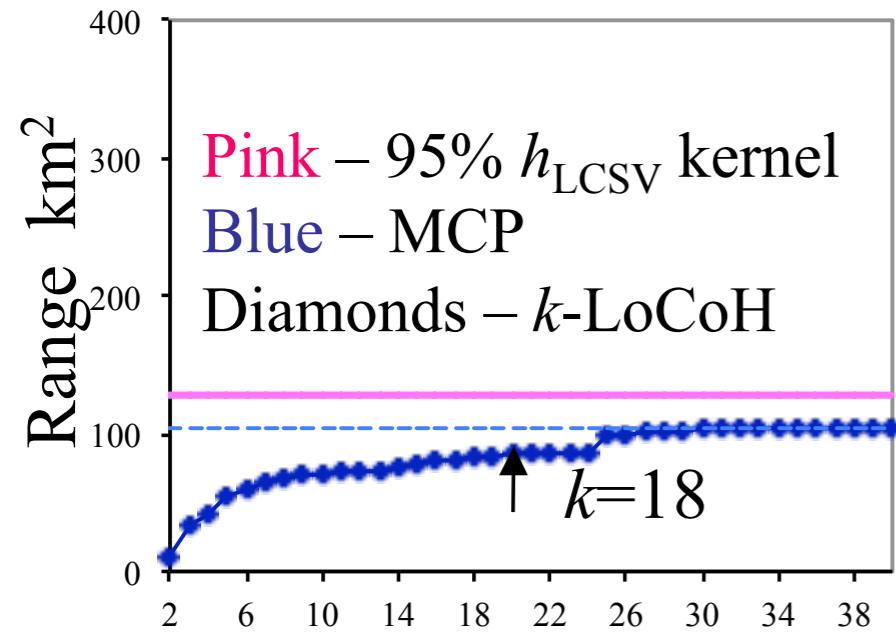
# Minimum Covering of Spurious Holes



Northern Herd

Focal (Central) Herd

Southern Herd



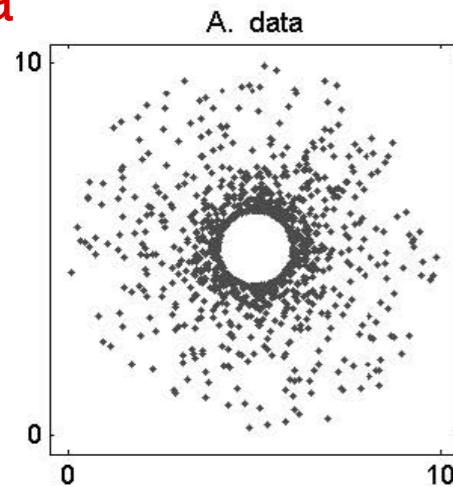
Number of Neighbors in  $k$ -LoCoH

# Testing our method on simulated data:

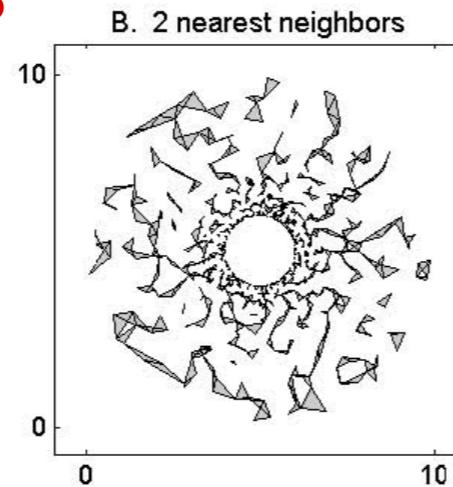
- aggregations on boundaries
- holes in the data
- multicore data

# Donut data: constructing UD $k$ -LoCoH versus Kernel & Adaptive Kernel

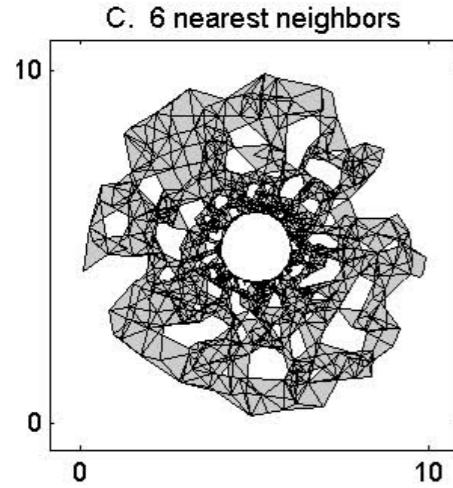
data



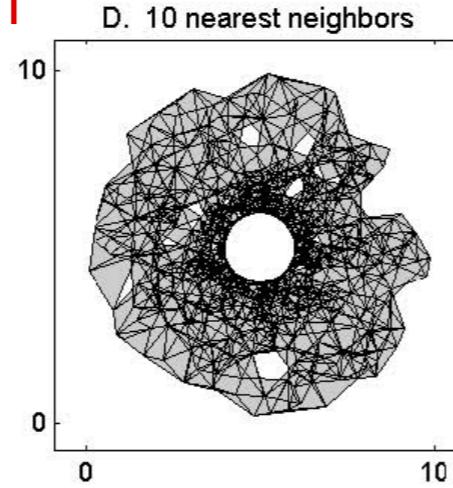
$k=3$



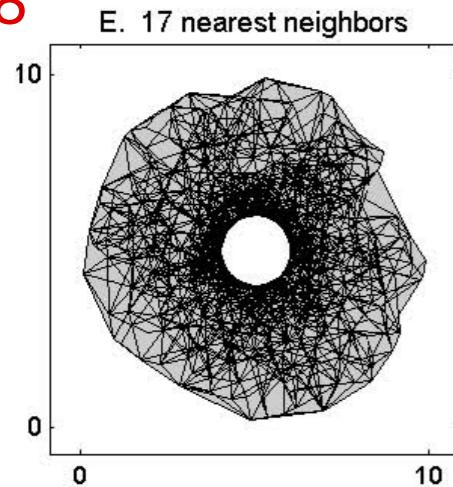
$k=7$



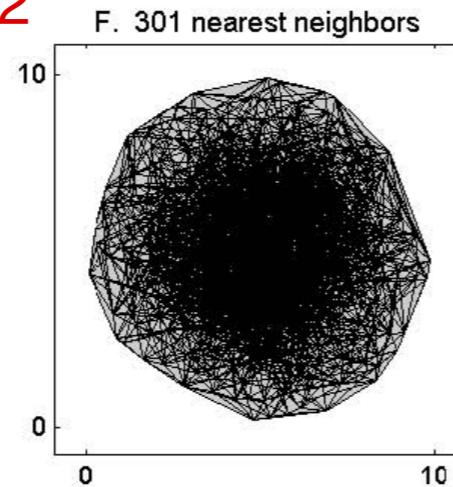
$k=11$



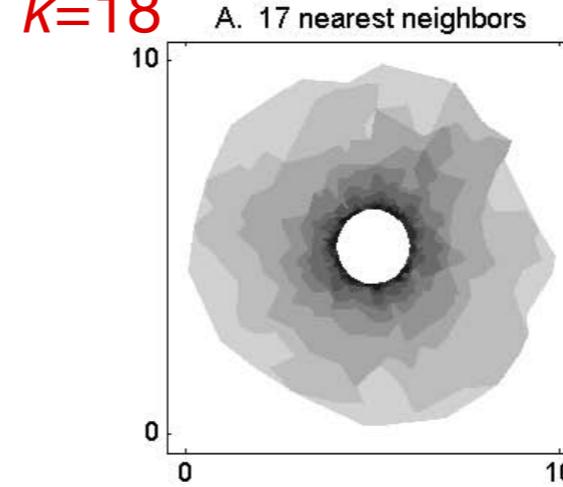
$k=18$



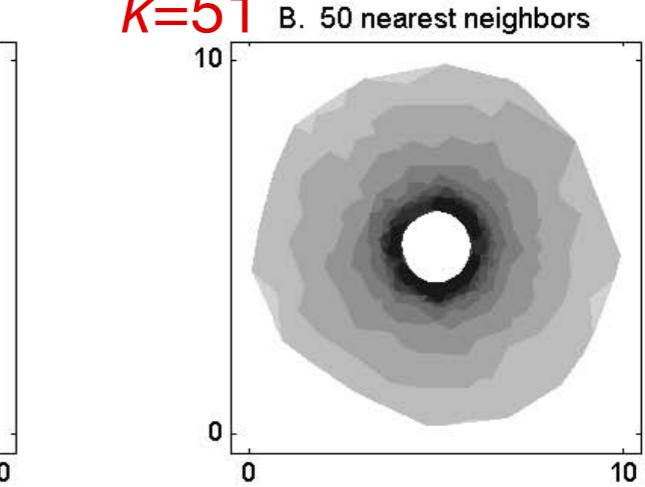
$k=302$



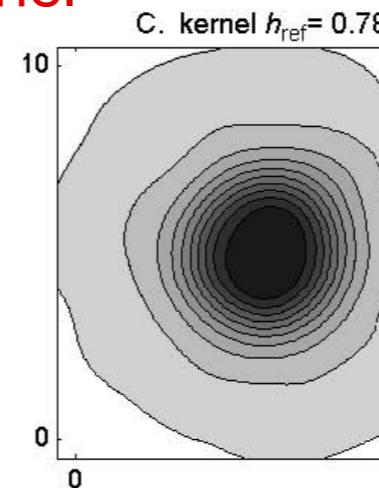
$k=18$



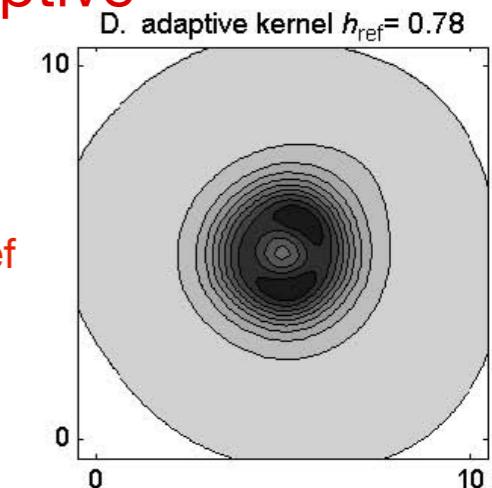
$k=51$



kernel

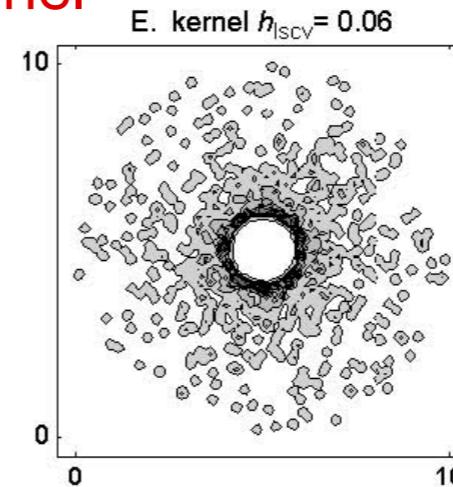


adaptive

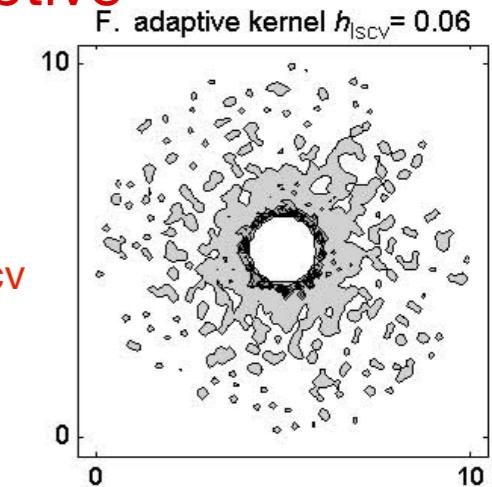


$h_{\text{ref}}$

kernel



adaptive

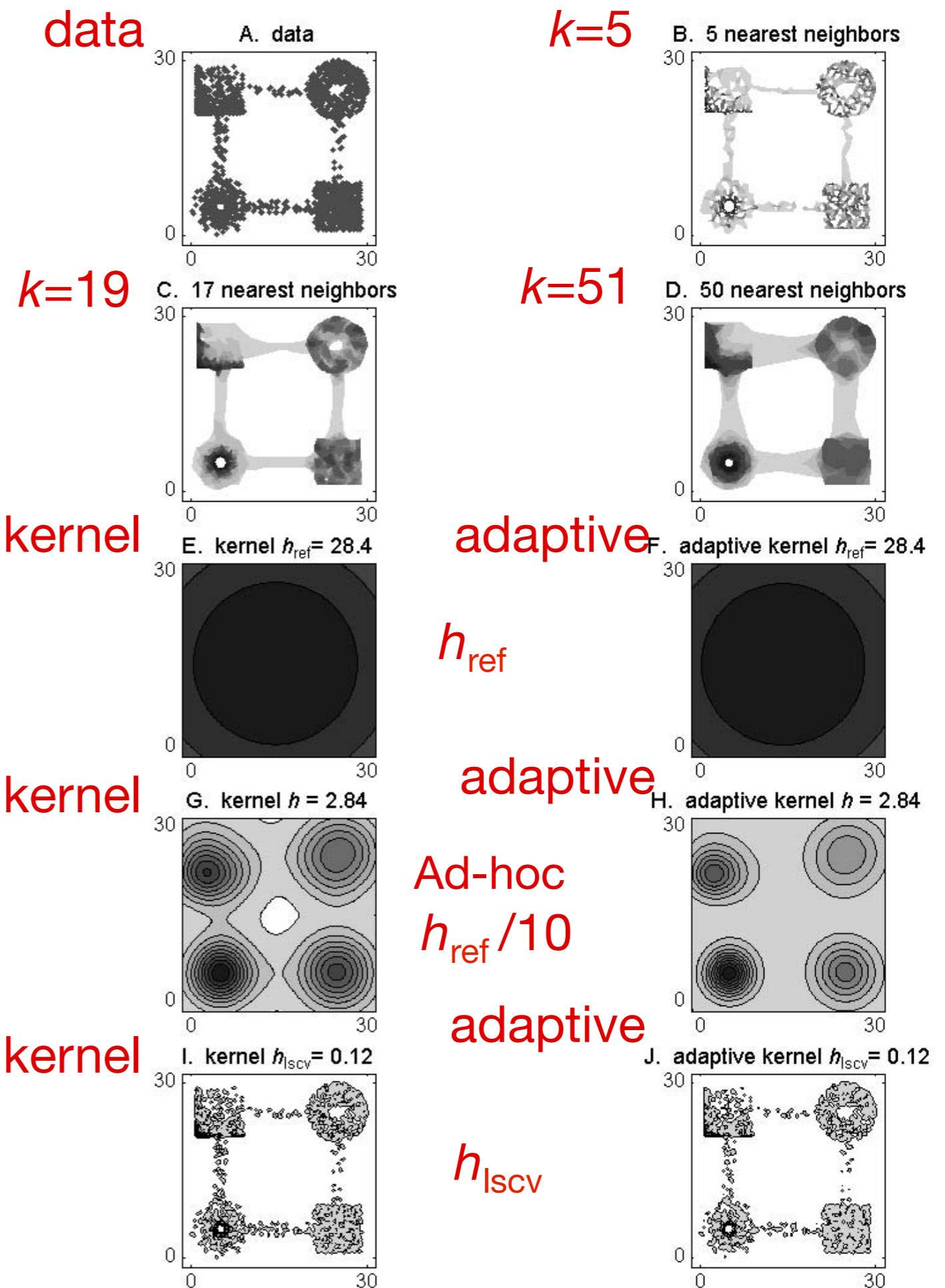


$h_{\text{lscv}}$

# Multicore data:

## Constructing UD

**$k$ -LoCoH  
versus  
Kernel &  
Adaptive Kernel**

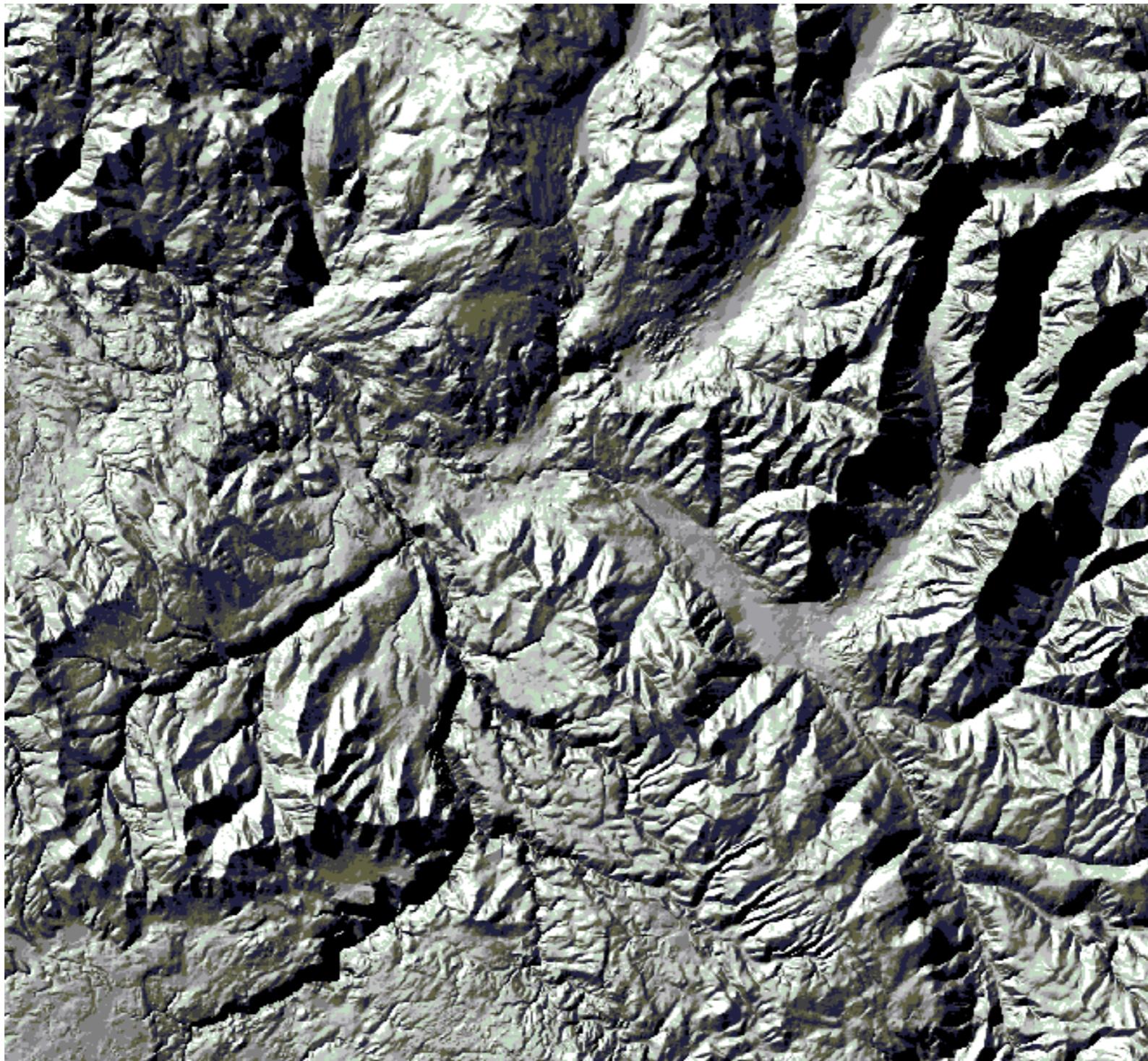


# Analysis of Yellowstone wolf data



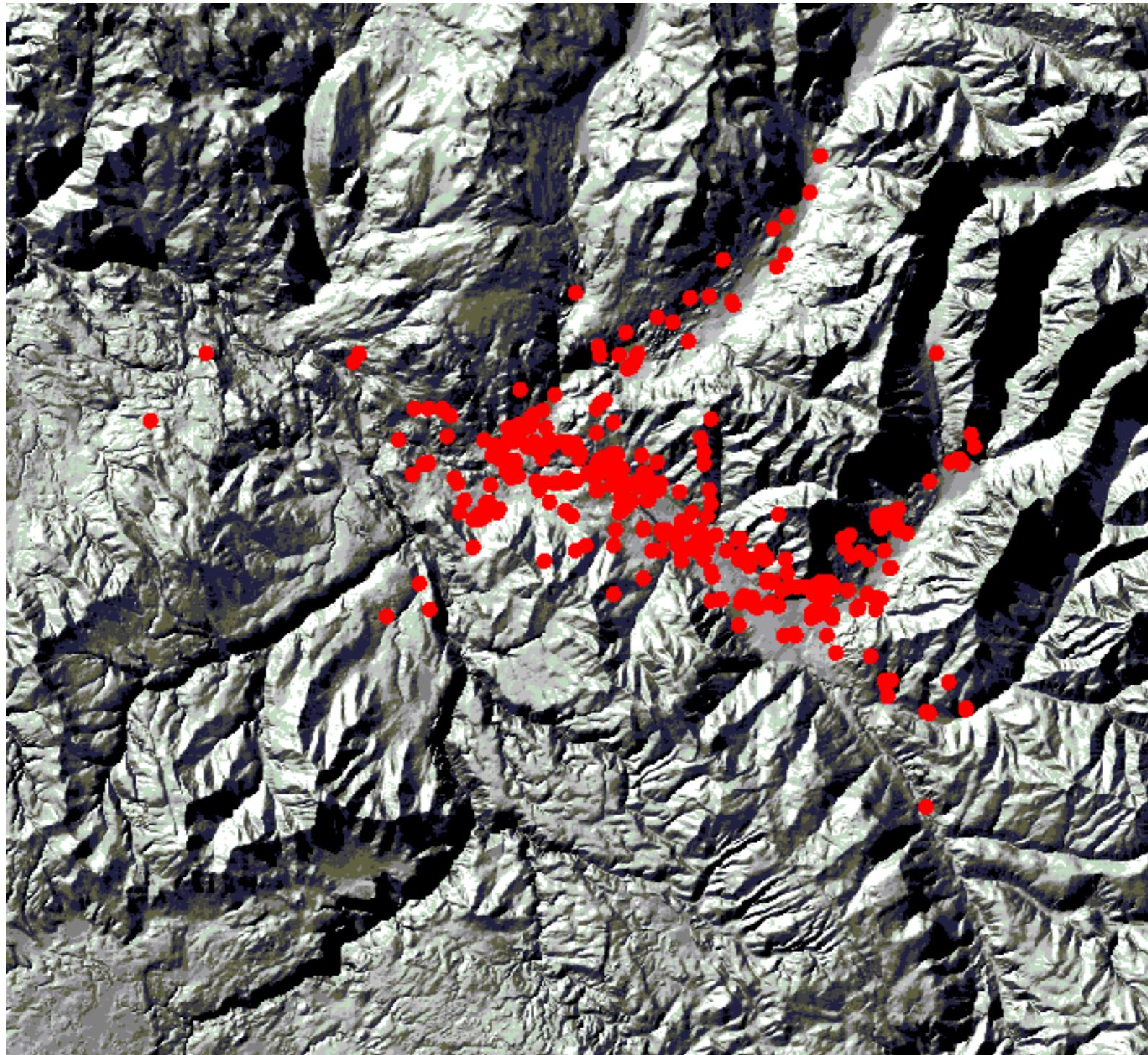
Elk  
primary prey

# Study area – Yellowstone NP



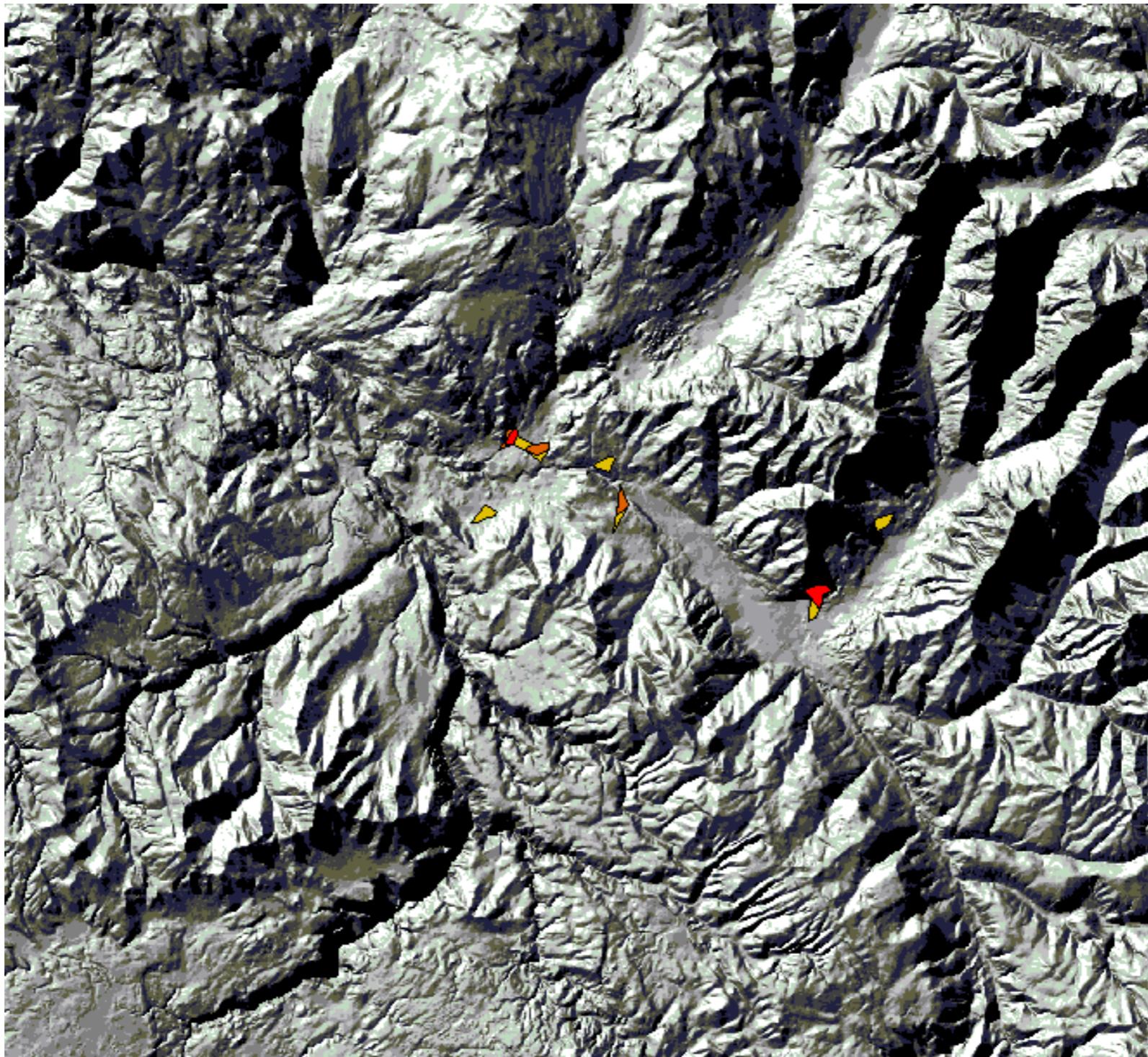
30m Digital Elevation Model with hillshade

# Wolf observations

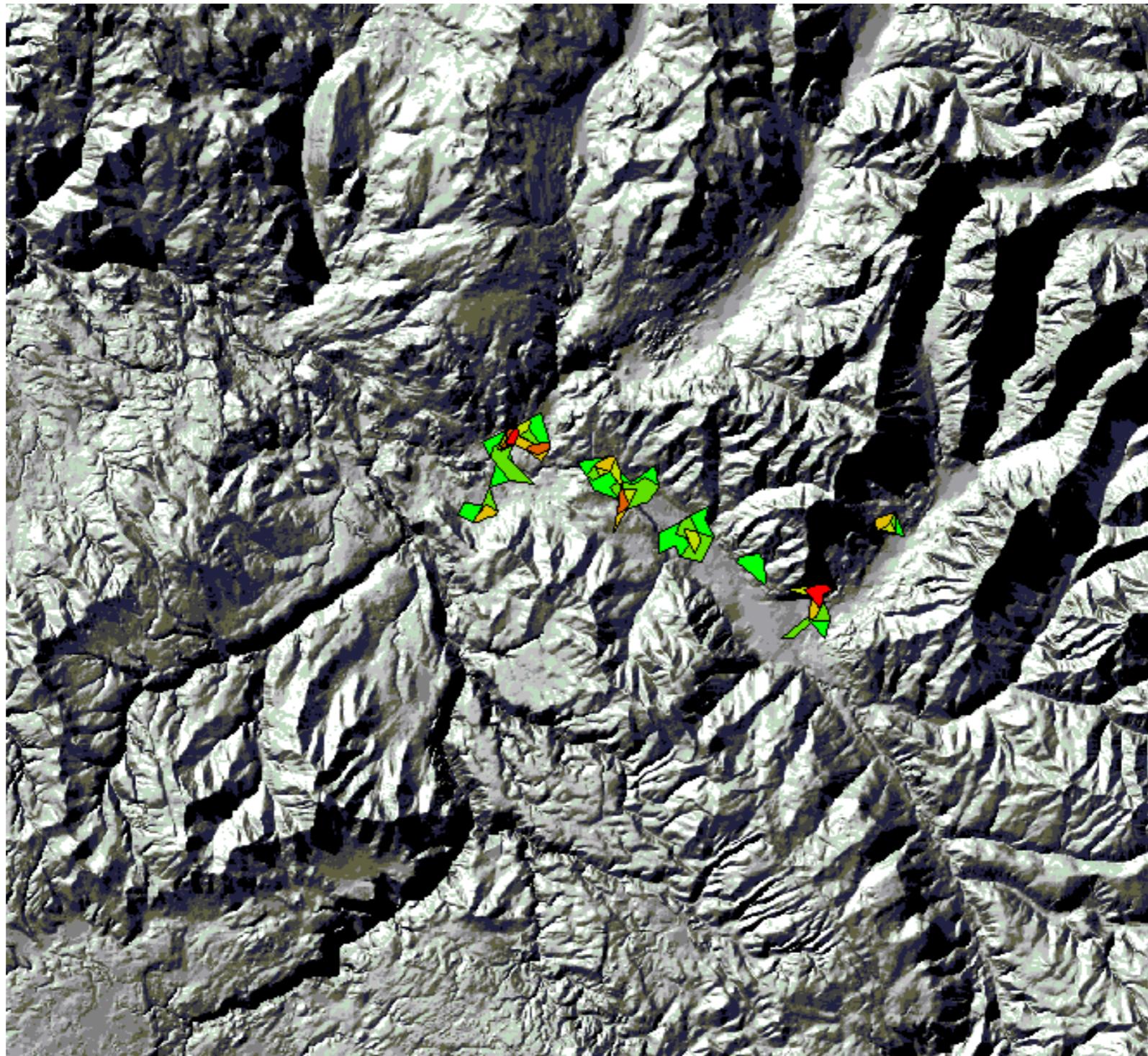


wolves are clearly avoiding step slopes

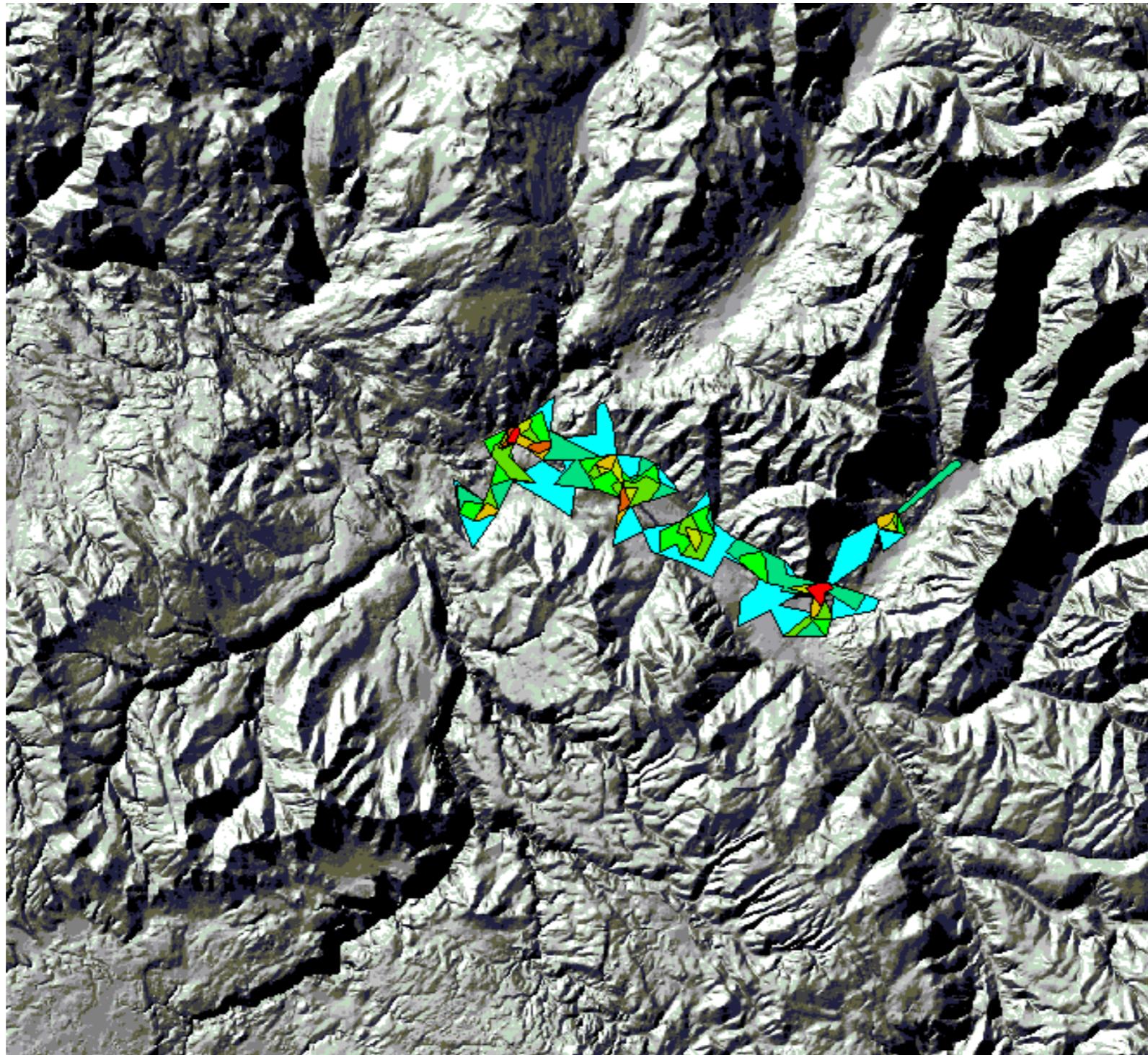
# First 3 decile isopleths (30% of observations)



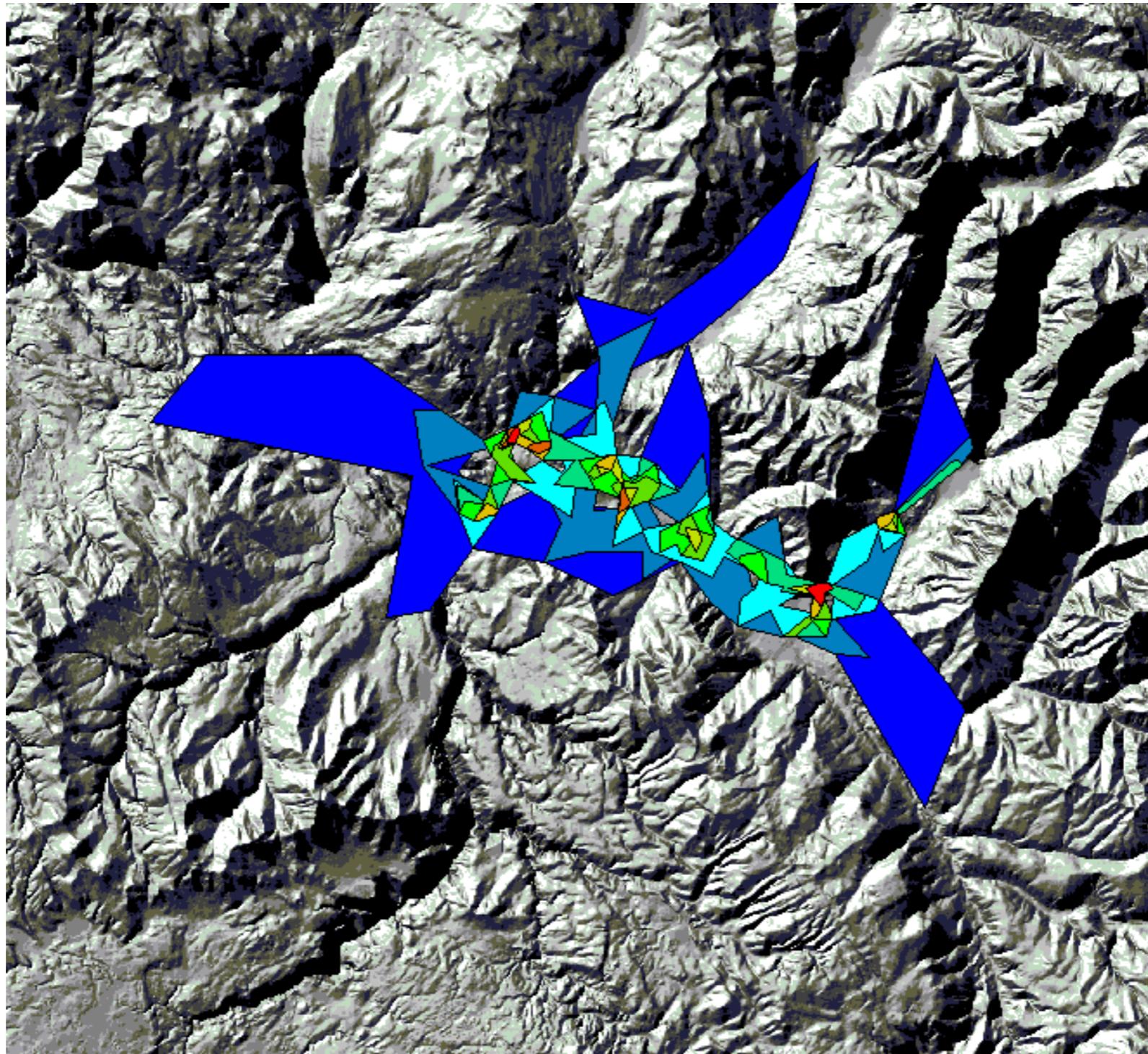
# First 6 decile isopleths (60% of observations)



# First 9 decile isopleths (90% of observations)



# All 10 decile isopleths (100% of observations)



# Workshop on R and movement ecology:

## Hong Kong University, Jan 2018



*Eric Dougherty, Dan Seidel, Wayne Getz*



## Lecture 3, Part 2

### Space-time considerations: T-LoCoH (Extracted from a talk by Andy Lyons)



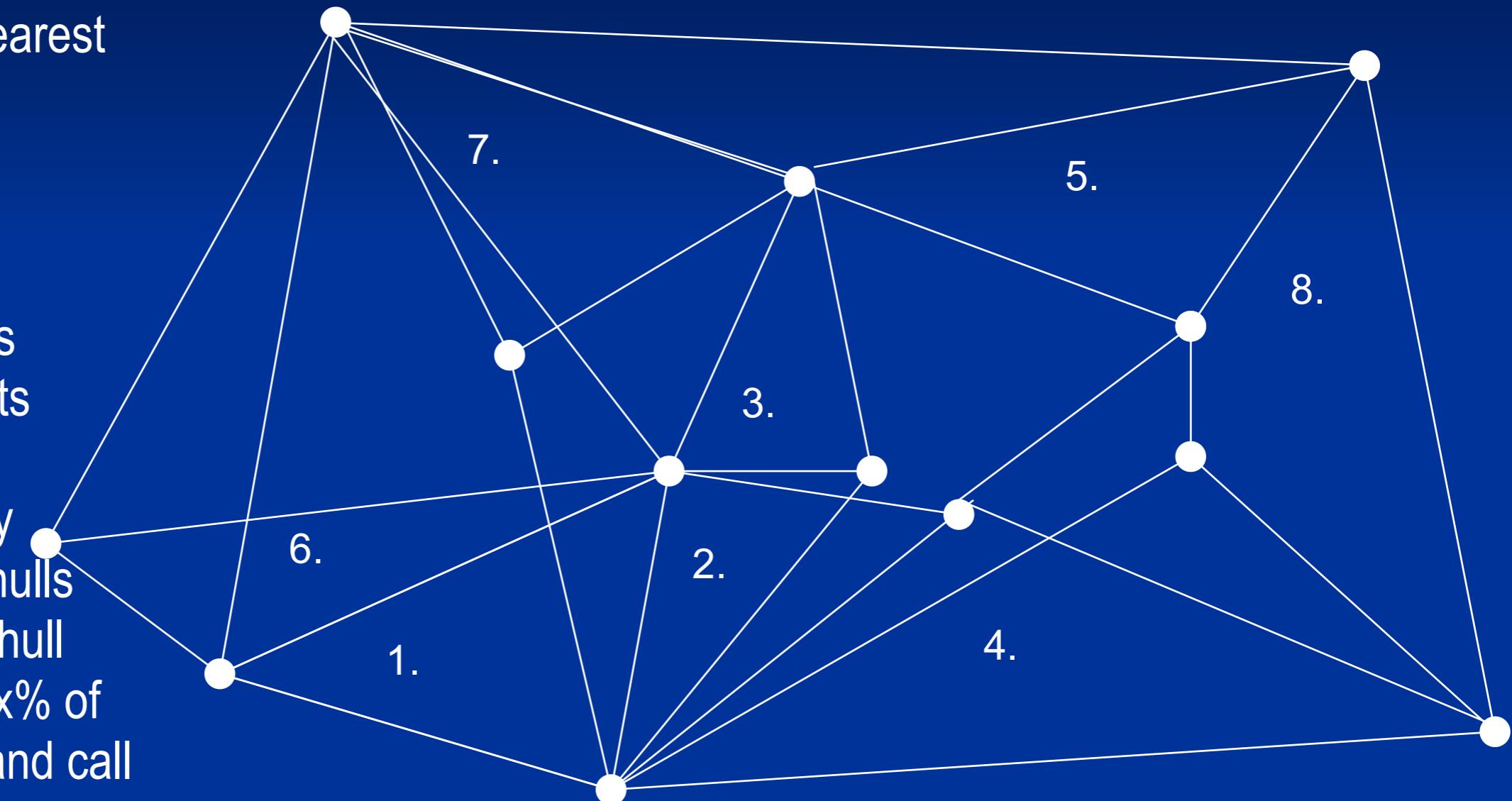
DEPARTMENT *of* ENVIRONMENTAL  
SCIENCE, POLICY, AND MANAGEMENT



## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze

## T-LoCoH Modifications

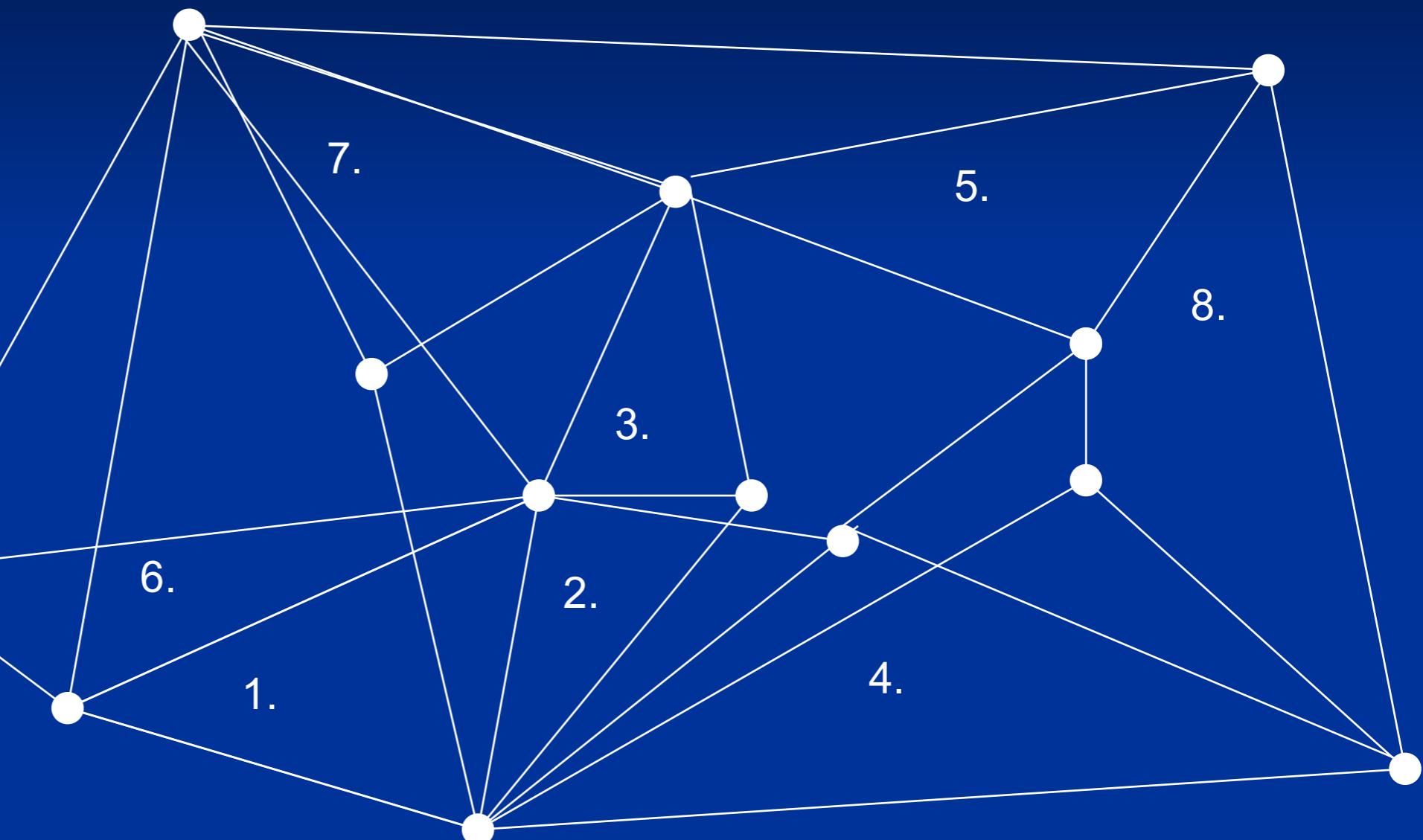


## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze

## T-LoCoH Modifications

**Euclidean Distance → “Time Scaled Distance”**

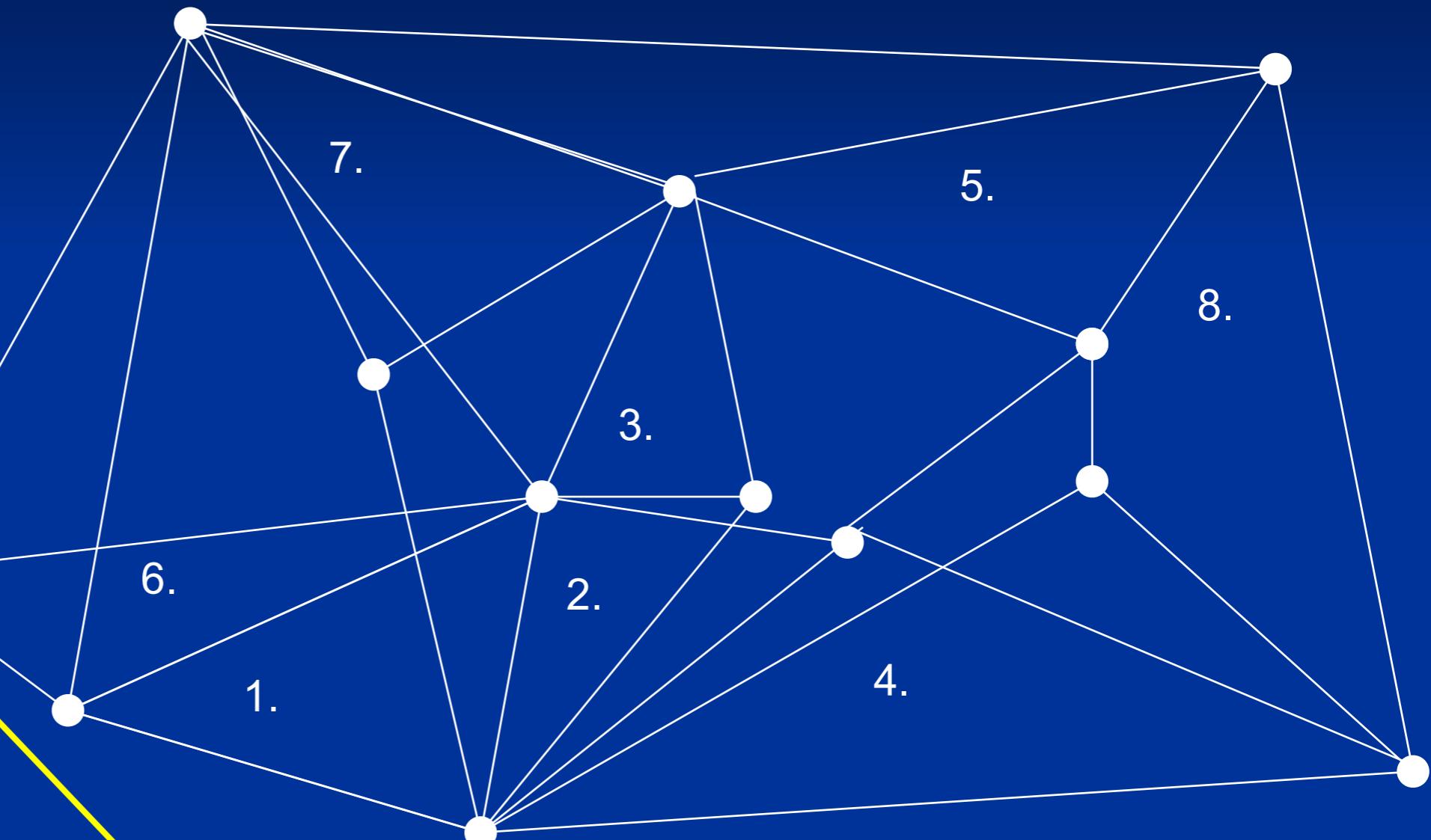


## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze

## T-LoCoH Modifications

**Euclidean Distance → “Time Scaled Distance”**



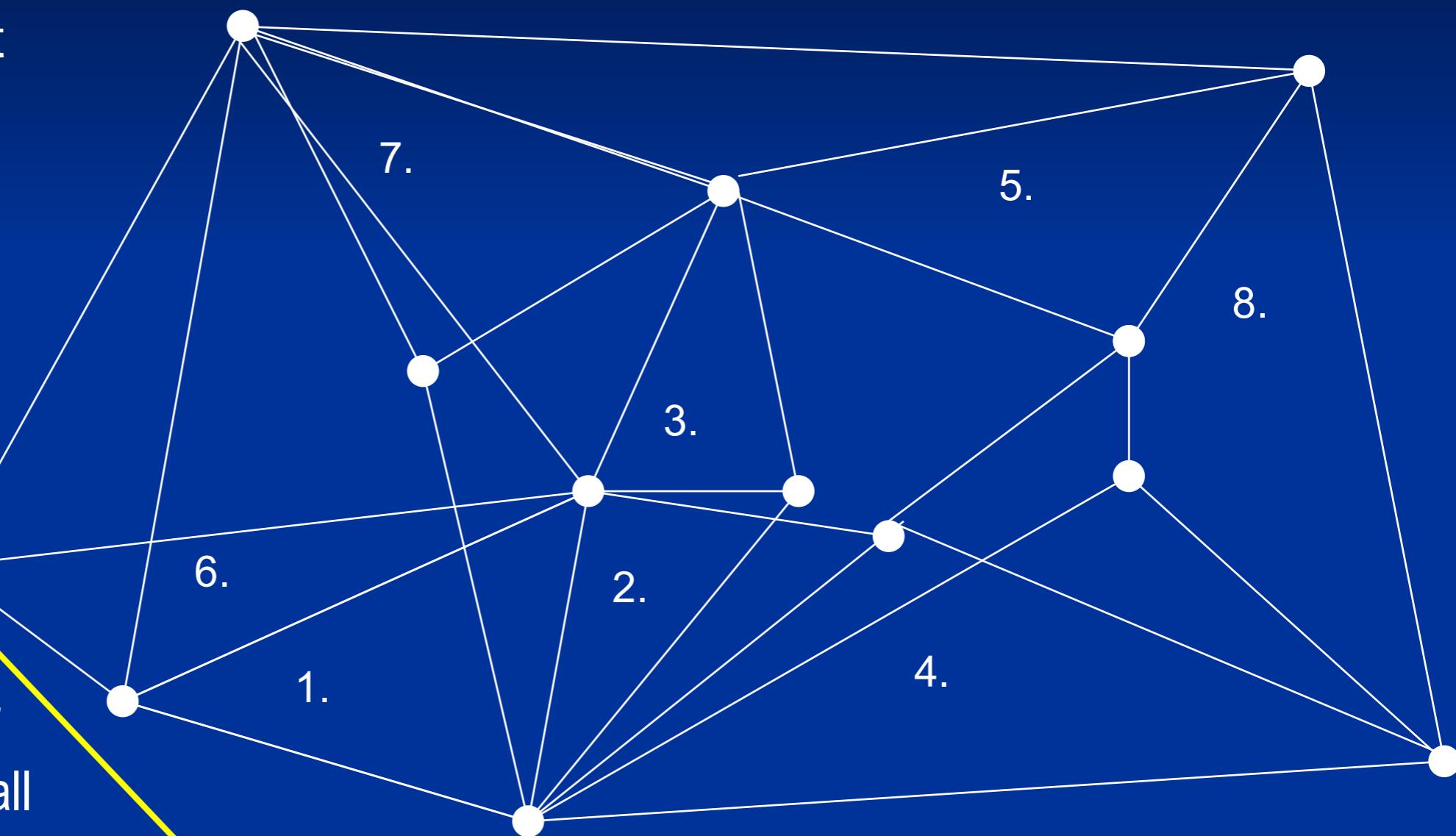
**Sort hulls by time-dependent metrics:  
revisit, duration, elongation**

## LoCoH Algorithm

1. Loop through points
2. For each point,  
calculate distances to  
nearby points
3. Pick a set of nearest  
neighbors
  - k-method
  - r-method
  - a-method
4. Draw local hulls  
around all points
5. Sort hulls in a  
meaningful way
6. Start merging hulls
7. When merged hull  
encompasses x% of  
points, pause and call  
that an isopleth
8. Visualize & analyze

## T-LoCoH Modifications

**Euclidean Distance → “Time Scaled Distance”**



**Sort hulls by time-dependent metrics:  
revisitation, duration, elongation**

**New visualization tools**

# Time Scaled Distance

# Time Scaled Distance

- Want the “distance” to reflect both how far apart two points are in space as well as time
  - i.e., “push apart” points based upon how far they are separated in time

# Time Scaled Distance

- Want the “distance” to reflect both how far apart two points are in space as well as time
  - i.e., “push apart” points based upon how far they are separated in time
- We transform the time difference between two points to spatial units by asking:

*how far would the animal have traveled in this time interval if had been moving in a random walk?*

# Time Scaled Distance

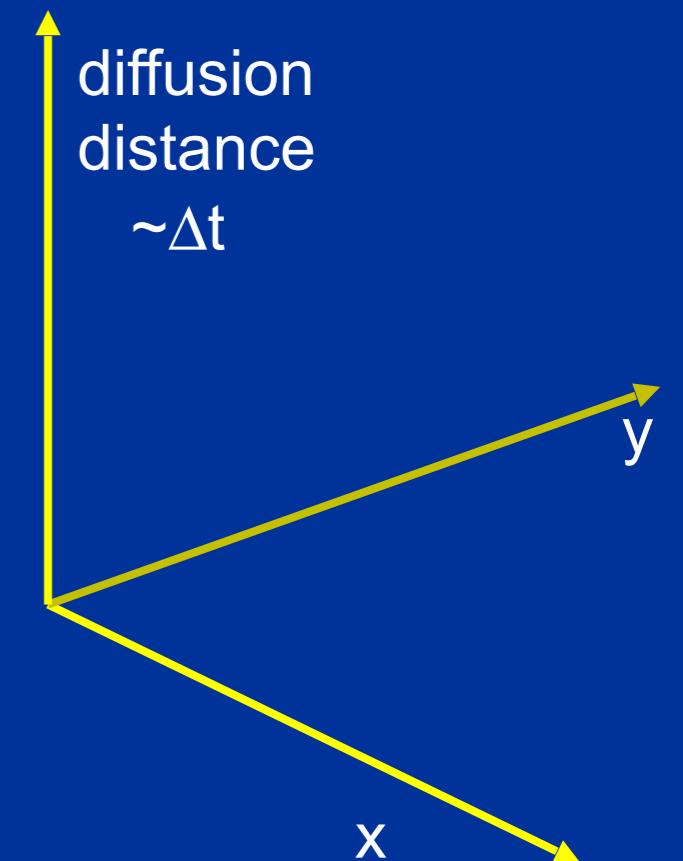
- Want the “distance” to reflect both how far apart two points are in space as well as time
  - i.e., “push apart” points based upon how far they are separated in time
- We transform the time difference between two points to spatial units by asking:

*how far would the animal have traveled in this time interval if had been moving in a random walk?*
- This diffusion distance becomes a third axis in “space time” space

# Time Scaled Distance

- Want the “distance” to reflect both how far apart two points are in space as well as time
  - i.e., “push apart” points based upon how far they are separated in time
- We transform the time difference between two points to spatial units by asking:

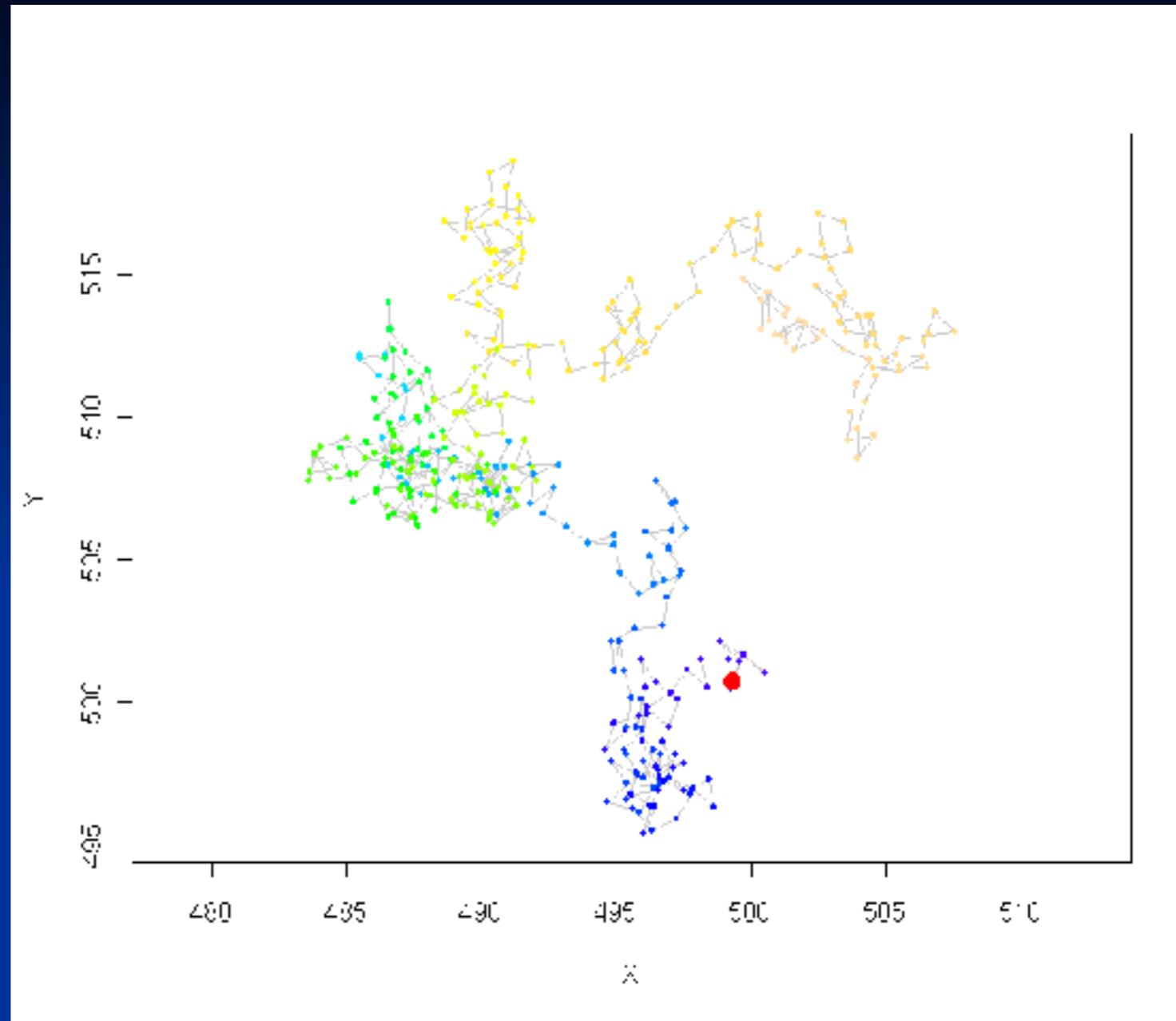
*how far would the animal have traveled in this time interval if had been moving in a random walk?*
- This diffusion distance becomes a third axis in “space time” space



# Diffusion distance $\delta$

For a random walk where:  
 $\lambda$  = constant step length  
 $N$  = number of steps between two selected points

$$\delta(N) = \lambda\sqrt{N}$$



# Diffusion distance $\delta$

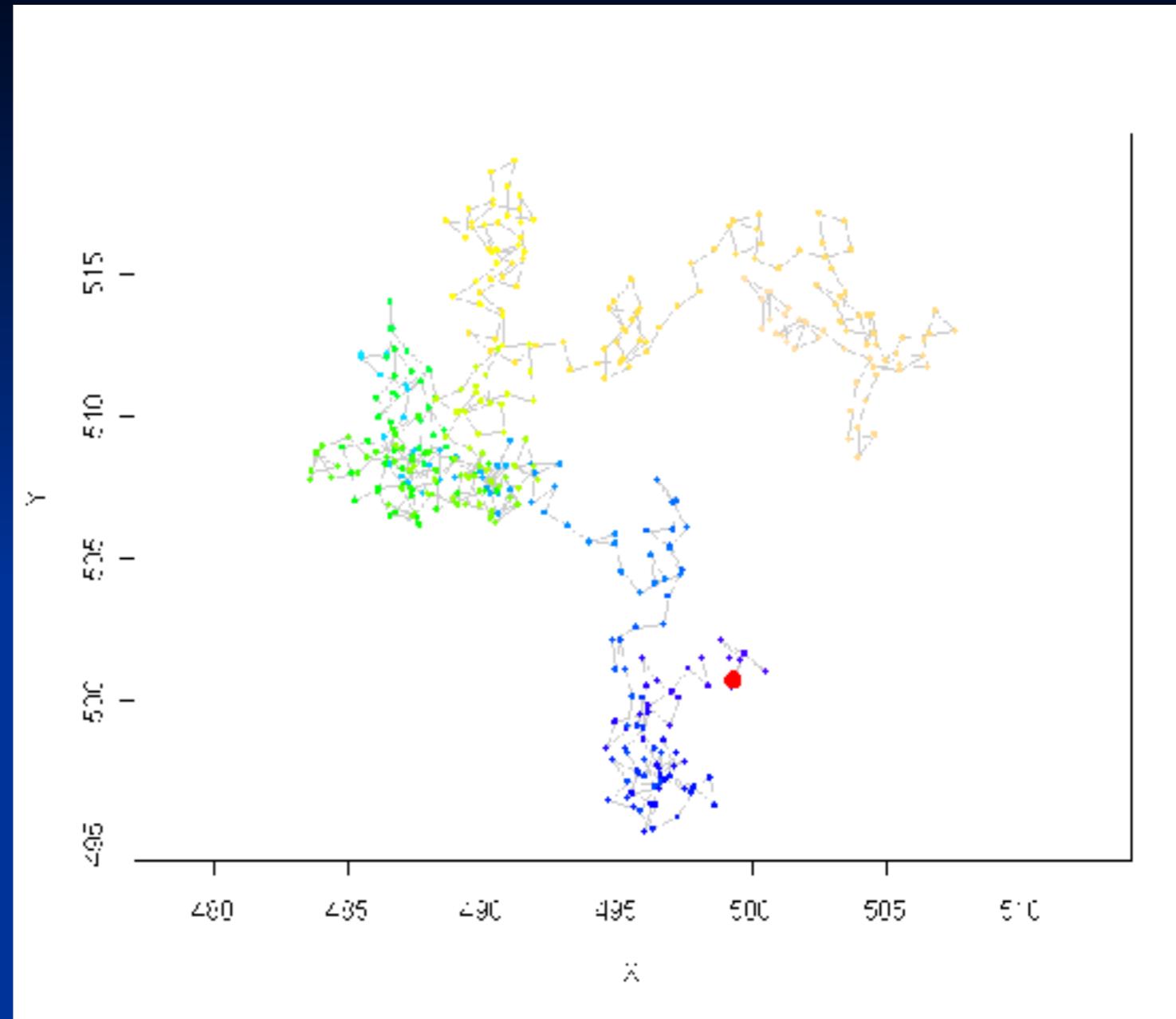
For a random walk where:  
 $\lambda$  = constant step length  
 $N$  = number of steps between two selected points

$$\delta(N) = \lambda\sqrt{N}$$

For a dataset with variable step length but roughly constant sampling interval:

$$\delta(\Delta t) \approx \bar{d} \sqrt{\frac{\Delta t}{\tau}}$$

$\bar{d}$  = median step length  
 $\tau$  = median sampling frequency

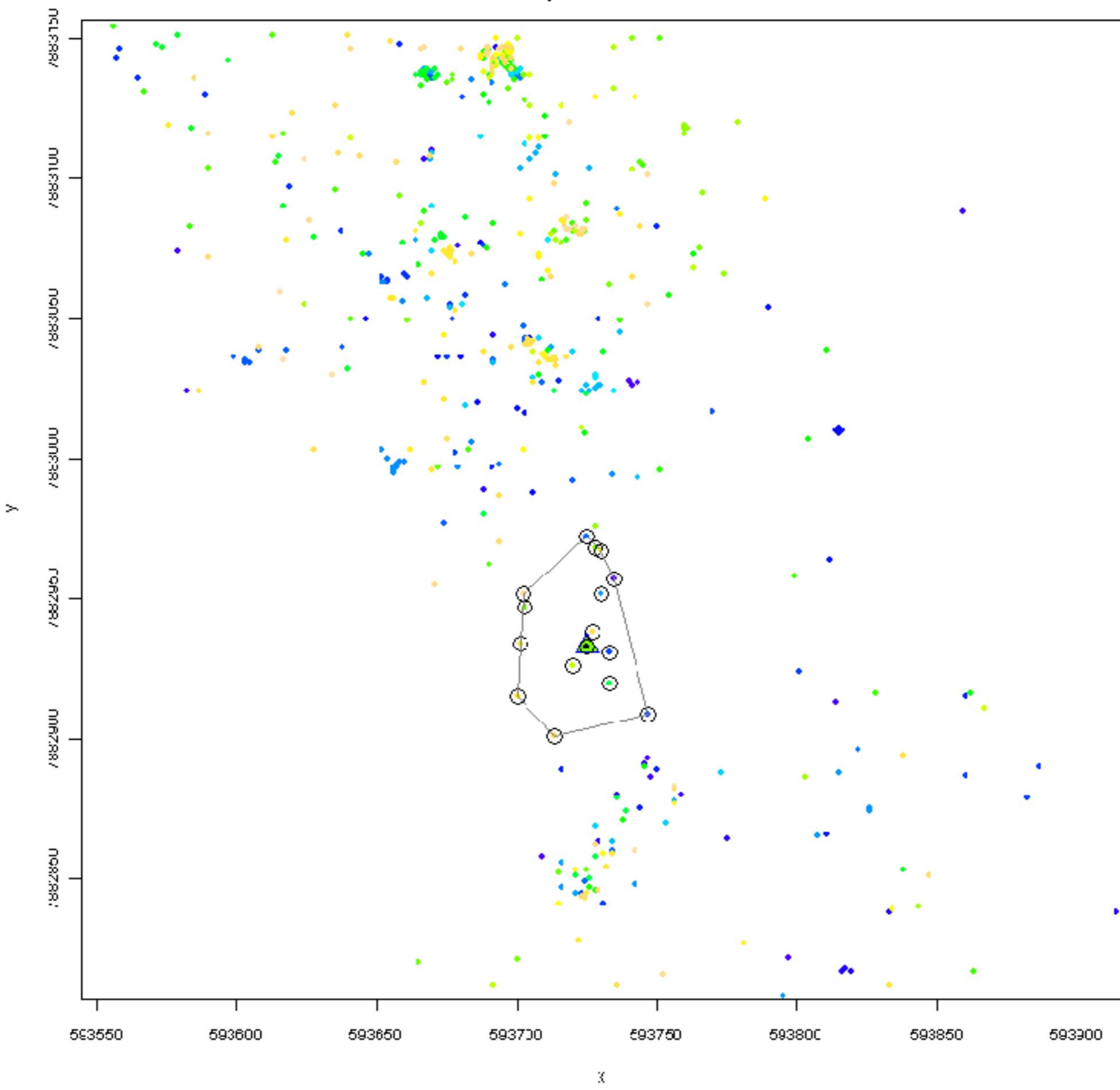


# Time-Scaled Distance (TSD)

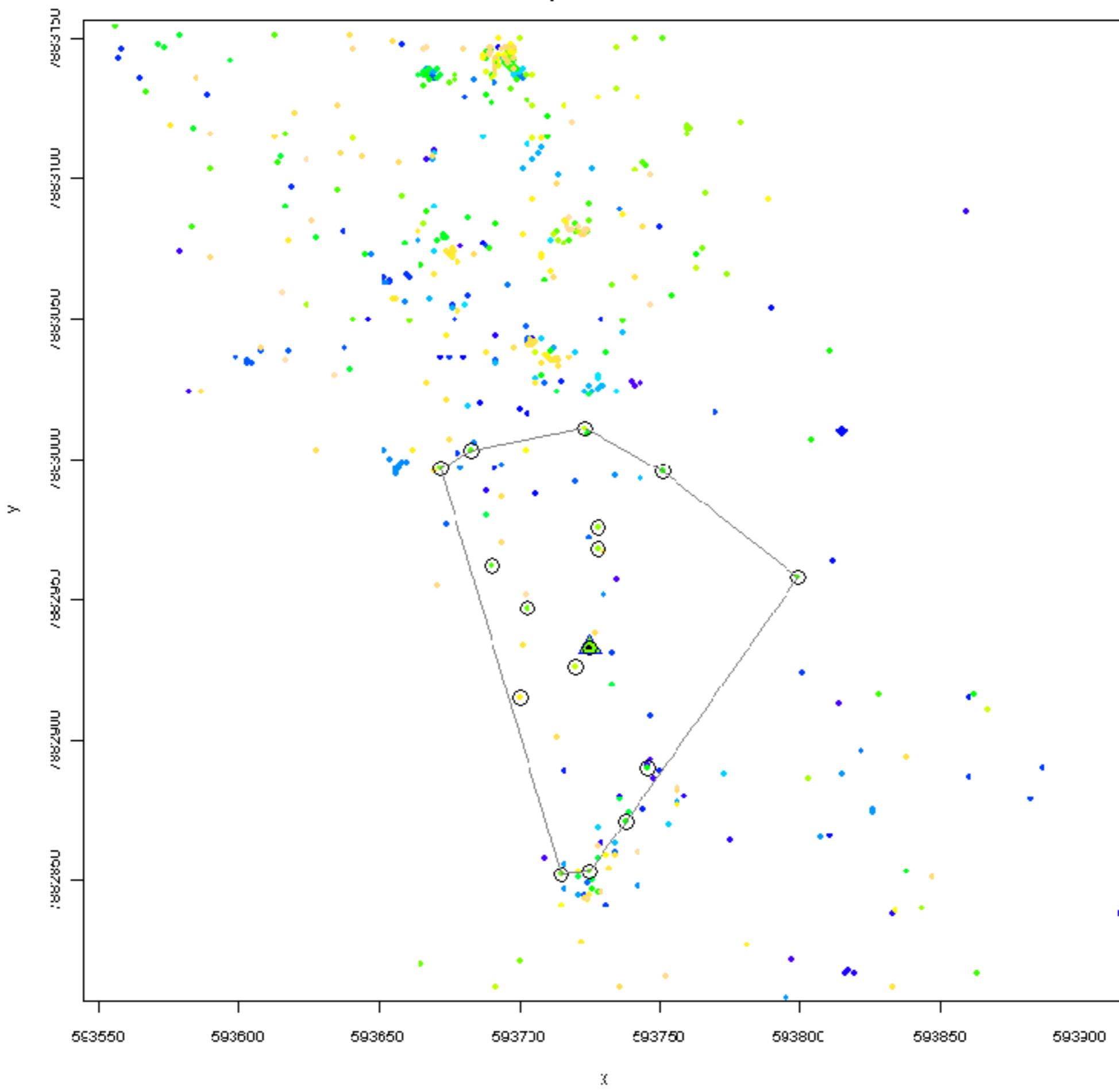
$$\begin{aligned} D_{ij} &= \sqrt{{\Delta x}_{ij}^2 + {\Delta y}_{ij}^2 + s\delta (\Delta t_{ij})^2} \\ &= \sqrt{{\Delta x}_{ij}^2 + {\Delta y}_{ij}^2 + s\bar{d}^2 \frac{\Delta t_{ij}}{\tau}} \end{aligned}$$

where  $s$  is a dimensionless scaling factor that controls the degree to which diffusion distance influences Euclidean distance ( $s \geq 0$ )

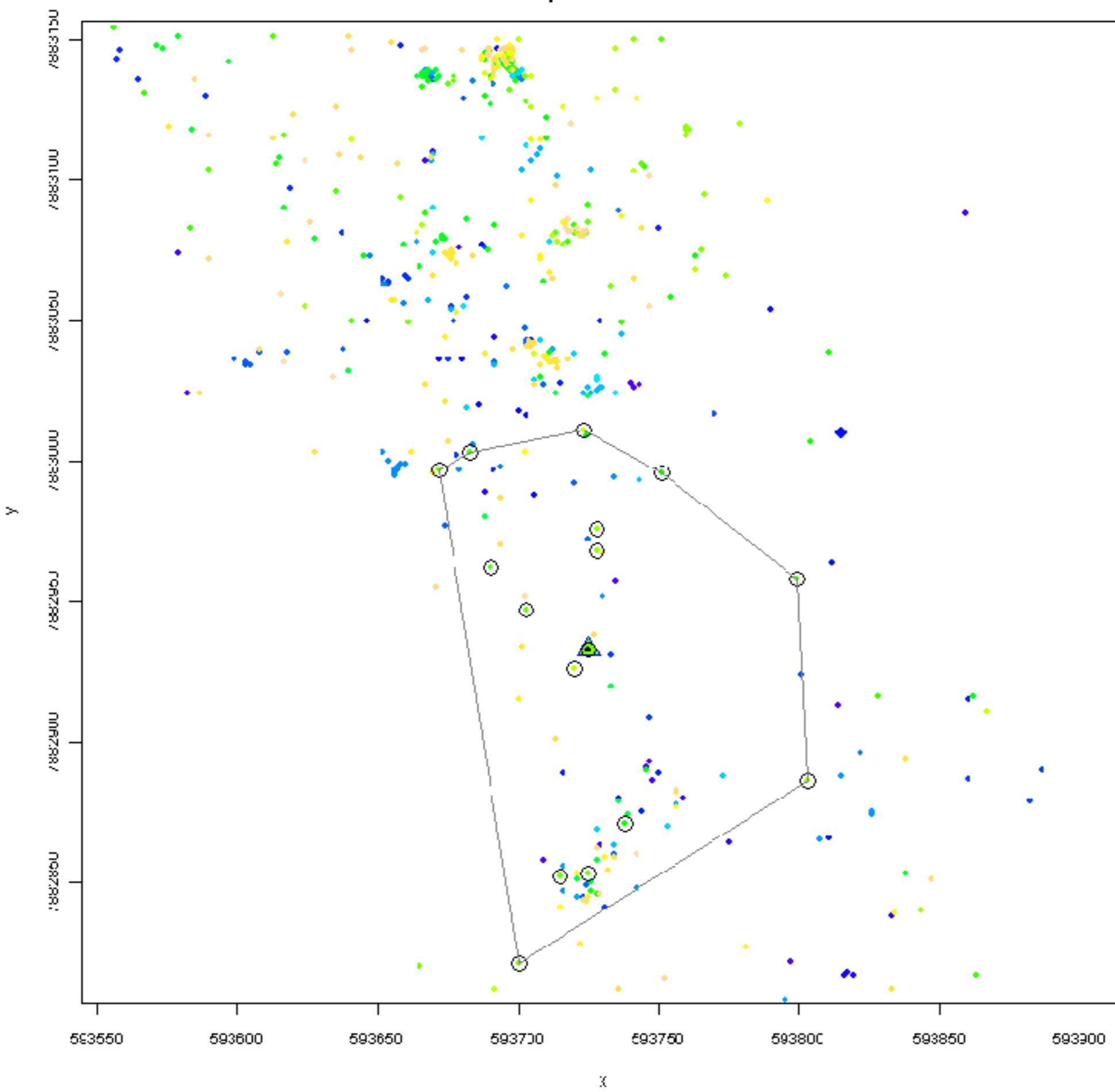
ag208.k15.s0.srt-area  
ptid=27109



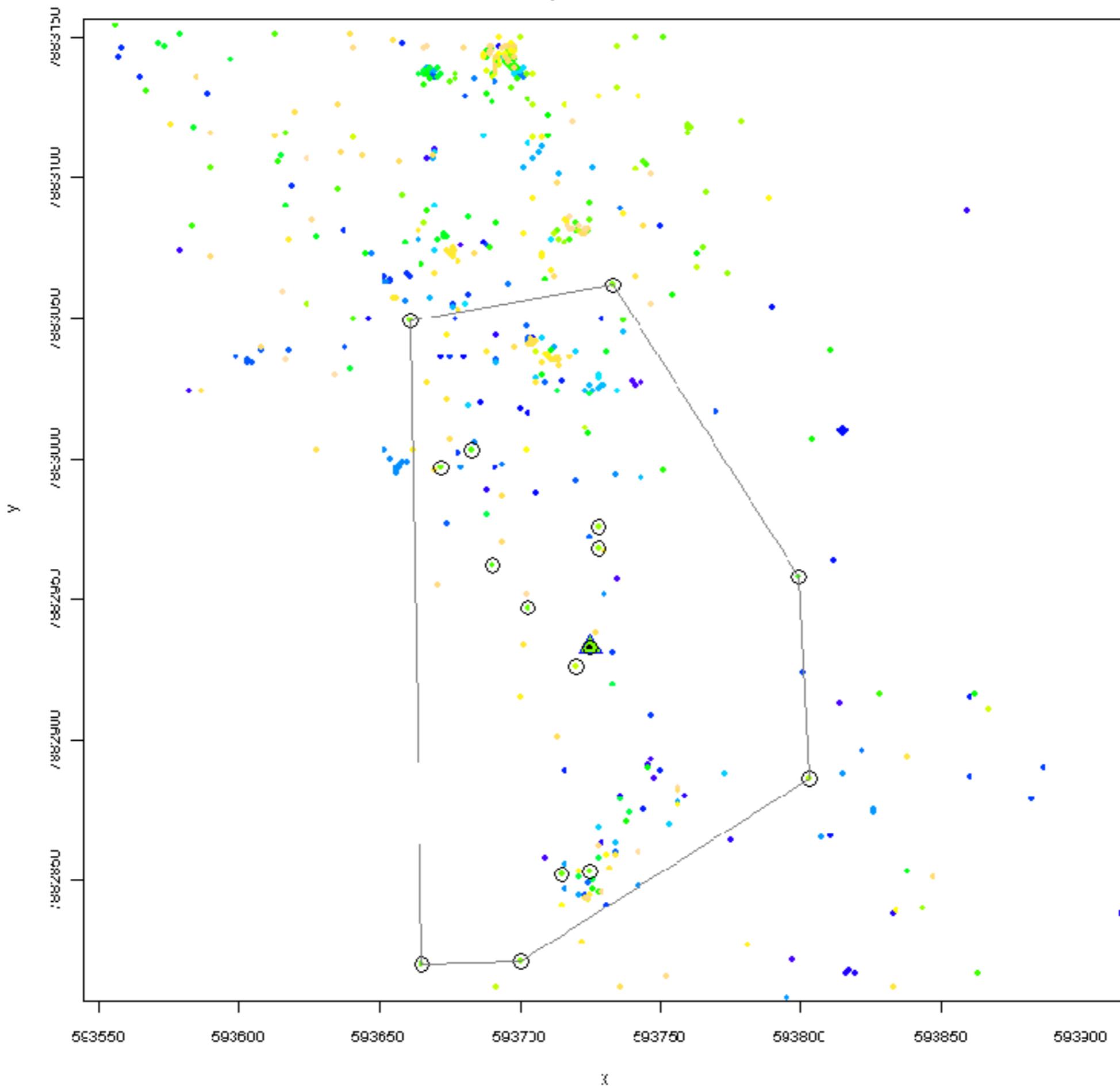
ag208.k15.s0.05.srt-area  
ptid=27109



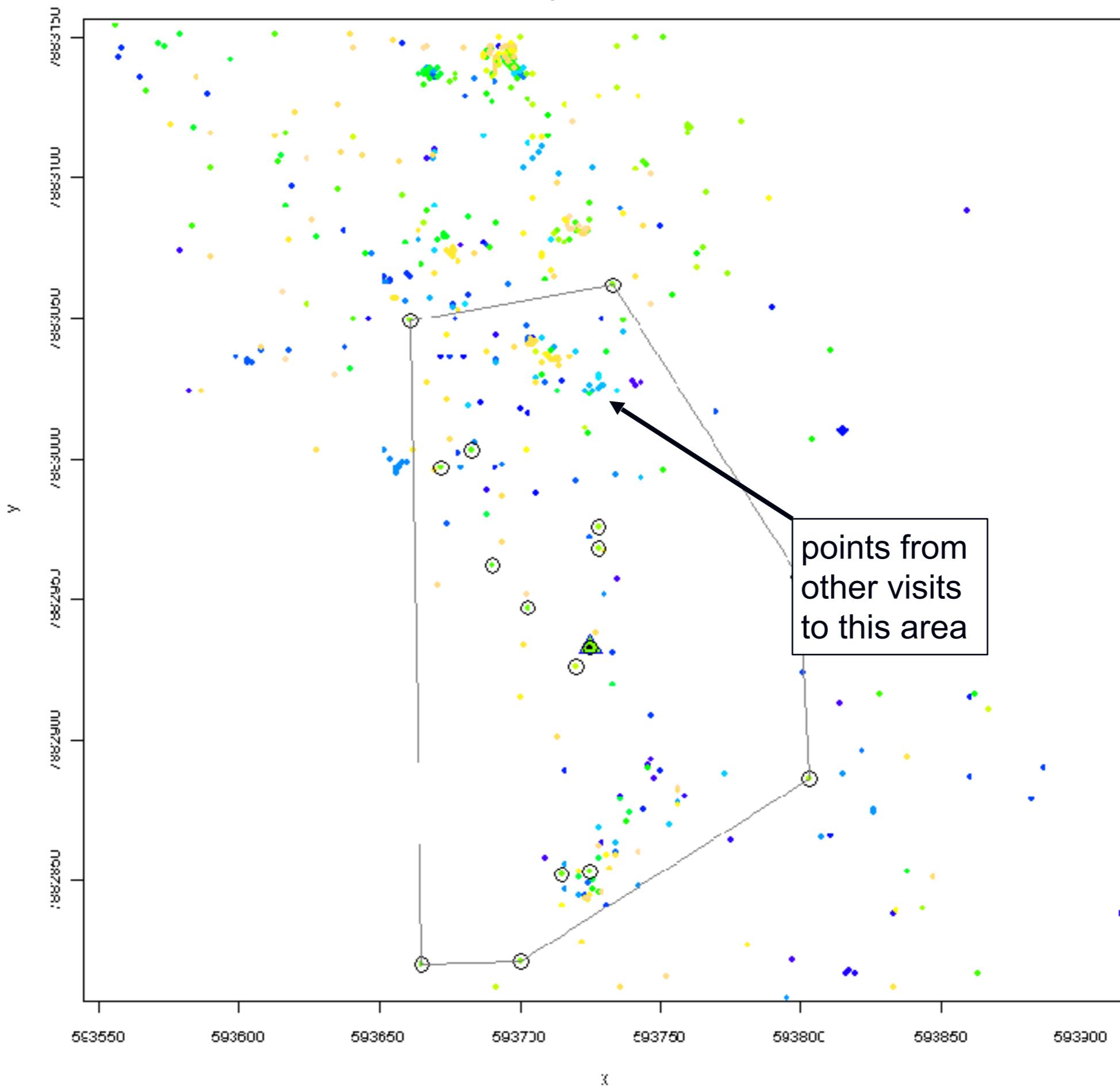
ag208.k15.s0.1.srt-area  
ptid=27109



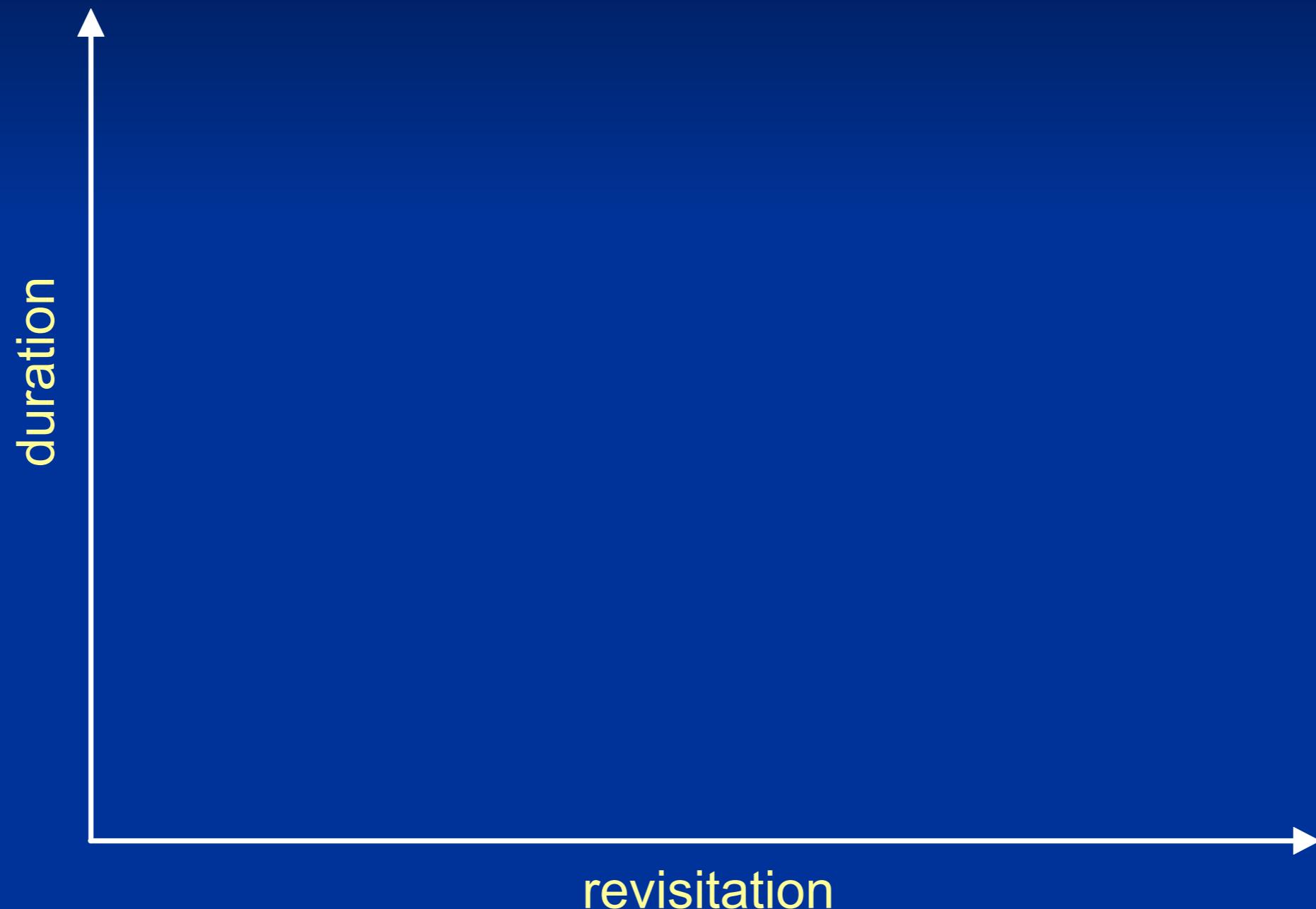
ag208.k15.s0.15.srt-area  
ptid=27109



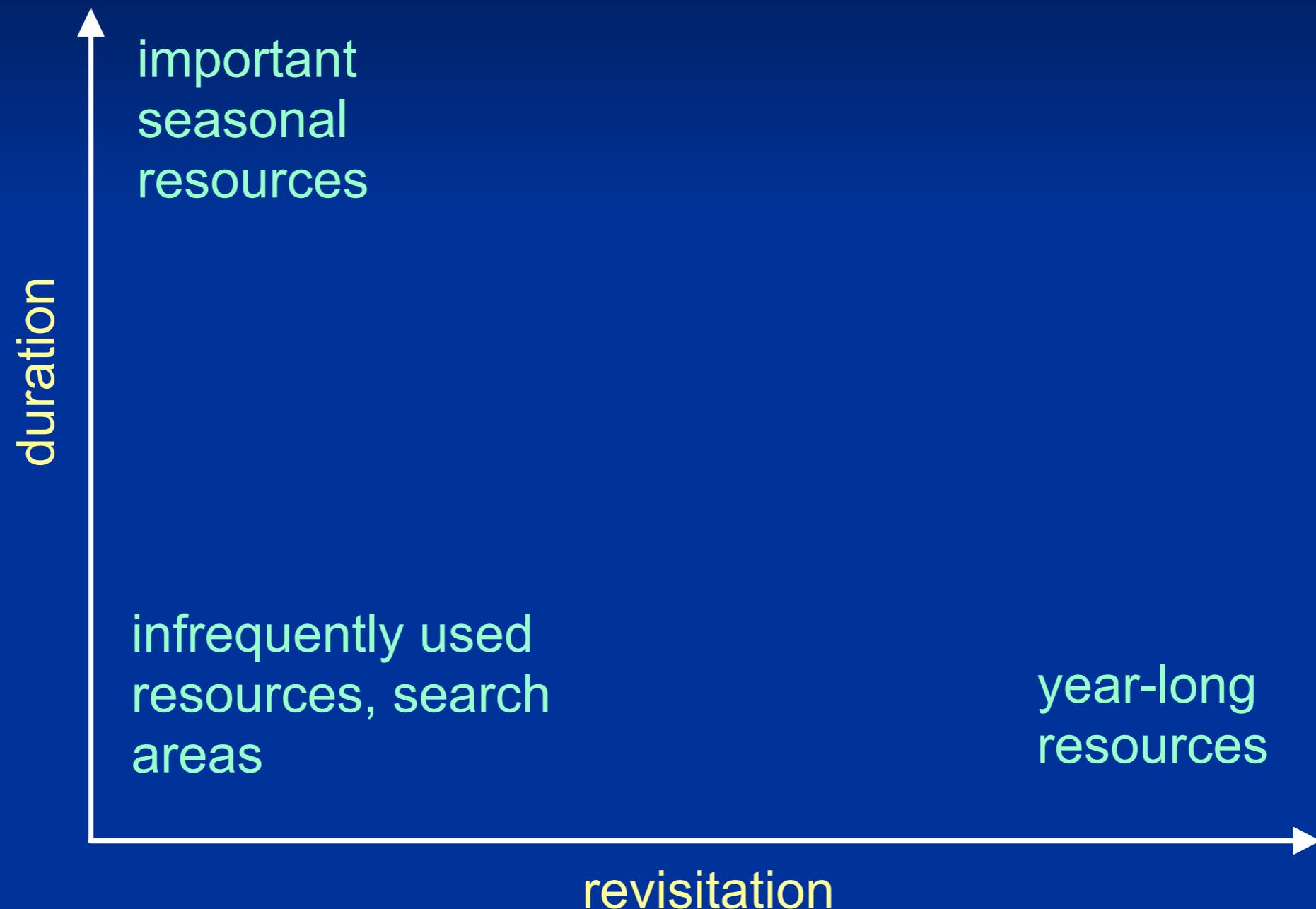
ag208.k15.s0.15.srt-area  
ptid=27109



# Time Use Space



# Time Use Space



# T-LoCoH Hull Metrics

## Density

- **area**
- **number of nearest neighbors** used in hull construction
- **number of enclosed points**

## Time Use

- **revisitation rate** (number of separate visits where visits are differentiated by an inter-visit gap period)
- **mean visit duration** (mean number of occurrence per visit)
- revisitation and mean visit duration **normalized by hull area**

## Time

- **hour of day** of the parent point
- **month** of the parent point
- **date** of the parent point

## Elongation / Movement Phase

- **eccentricity** of a bounding ellipsoid constructed around the hull
- **perimeter / area ratio**
- **average speed of nearest neighbors** used in hull construction (where the speed of a point sampled at time t is measured from t-1 to t+1).
- **average speed of all points** enclosed by the hull
- **standard deviation** of the speed of nearest neighbor points
- **standard deviation** of the speed of enclosed points

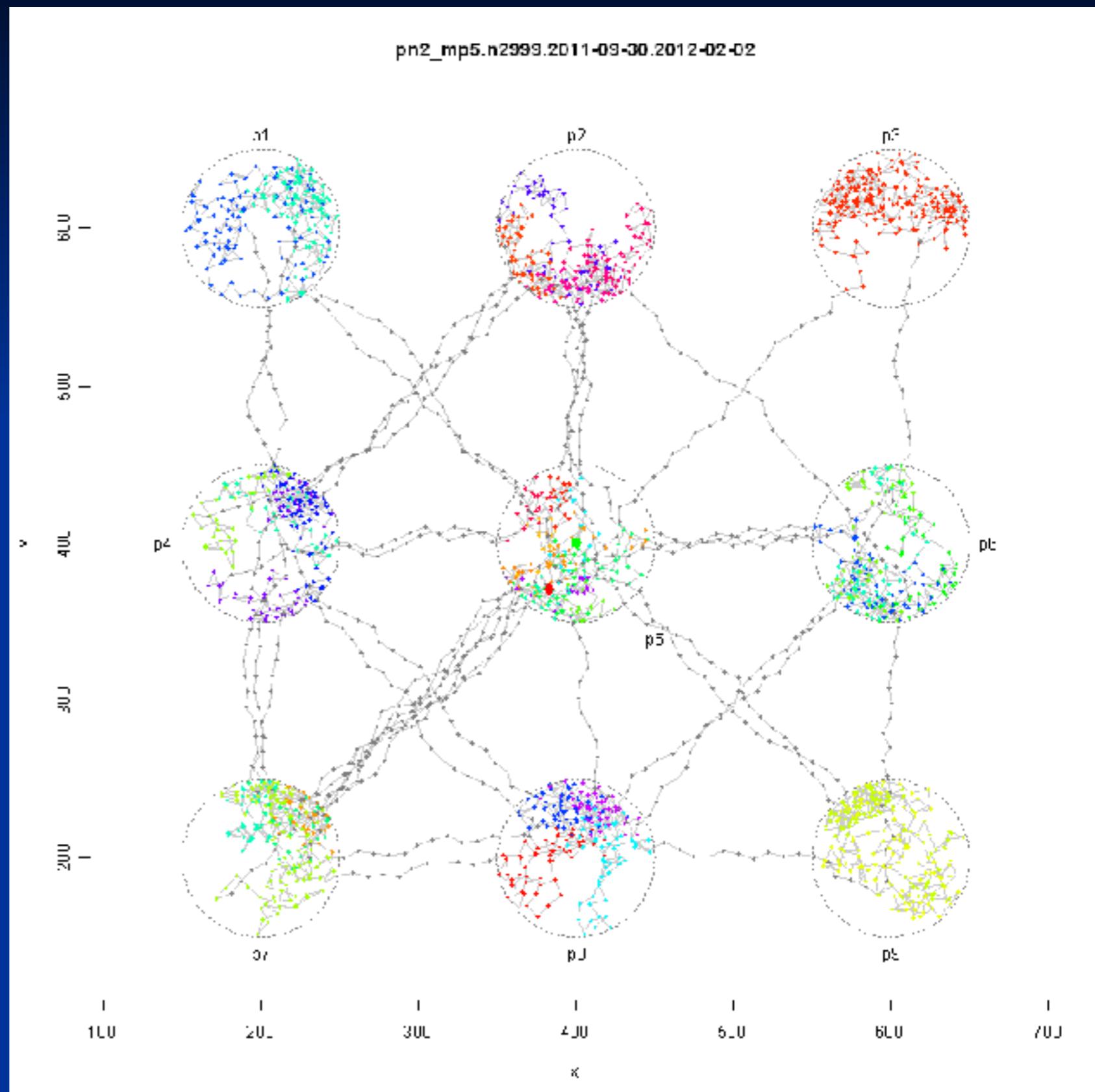
# T-LoCoH General Workflow

1. Select a value of  $s$  based on the time scale of interest
2. Create density isopleths that do a “good job” representing the home range  
e.g., no spurious crossovers
3. Compute hull metrics for elongation and/or time-use
4. Visualize isopleths and/or hull points
5. Interpret and/or plot against environmental variables

# Simulated Data

1. Single virtual animal moves between 9 patches
2. constant step size and sampling interval
3. unbounded random walk within each patch for a predetermined # steps
4. directional movement to the next patch
5. duration and frequency of patch use varied

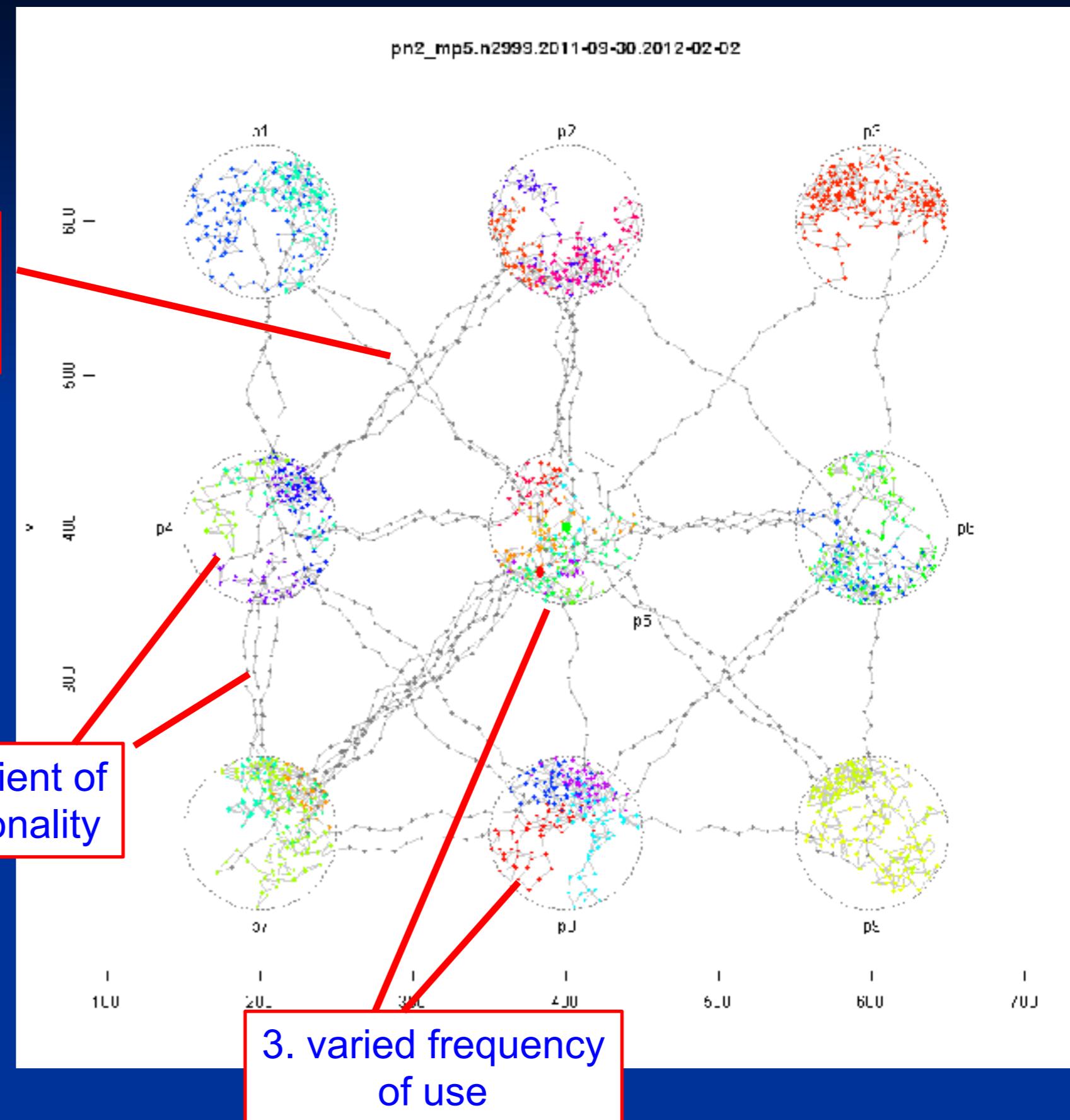
Patch	Visits	Total Pts
p1	2 x 120	240
p2	4 x 60	240
p3	1 x 240	240
p4	6 x 40	240
p5	12 x 20	240
p6	4 x 60	240
p7	6 x 40	240
p8	4 x 60	240
p9	2 x 120	240



# Simulated Data

1. Single virtual animal moves between 9 patches
2. constant step size and sampling interval
3. unbounded random walk within each patch
4. directional movement along resource edges
5. duration and frequency of patch use varied

Patch	Visits	Total Pts
p1	2 x 120	240
p2	4 x 60	240
p3	1 x 240	240
p4	6 x 40	240
p5	12 x 20	240
p6	4 x 60	240
p7	6 x 40	240
p8	4 x 60	240
p9	2 x 120	240

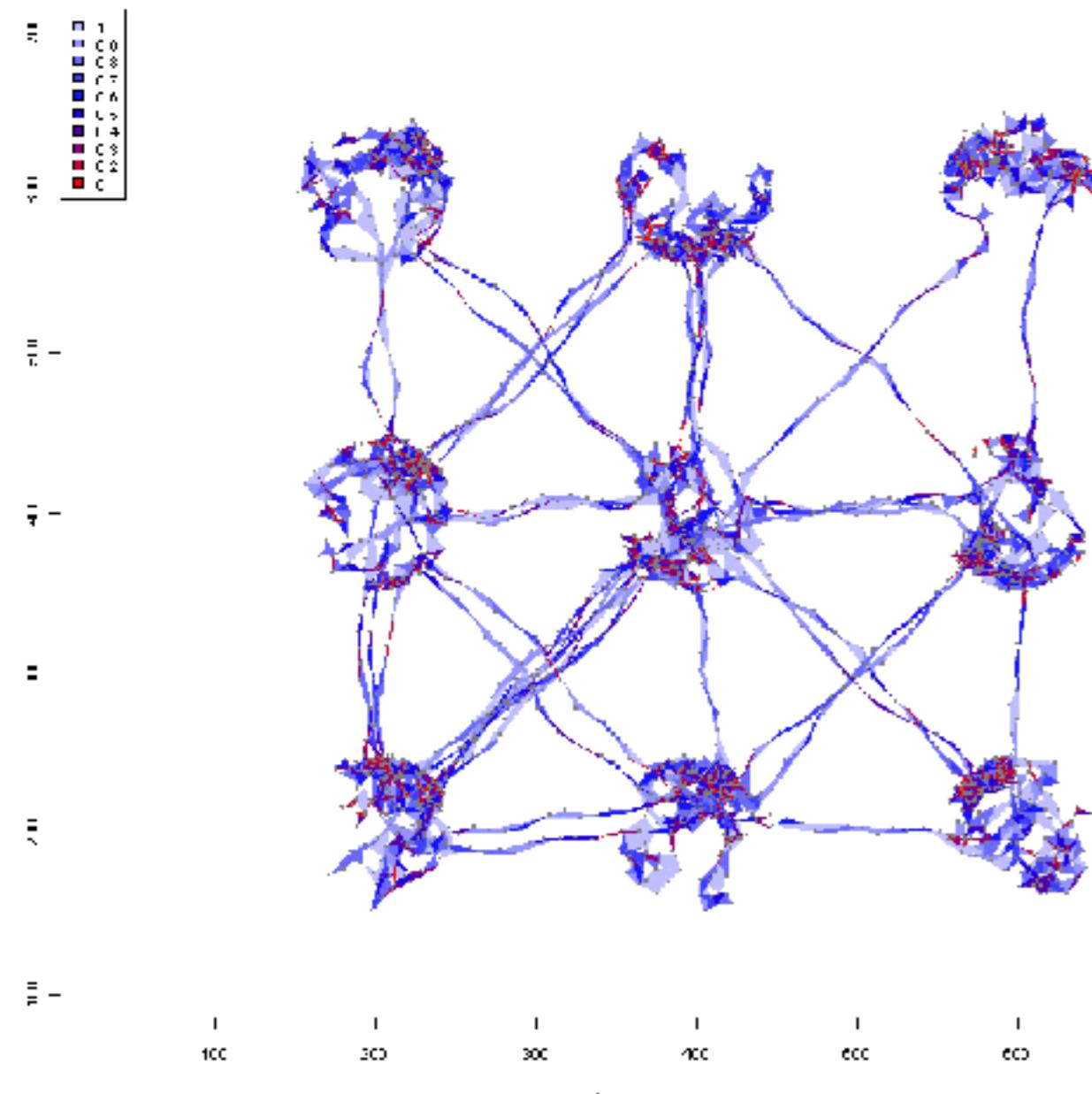


With Time

**k = 3**

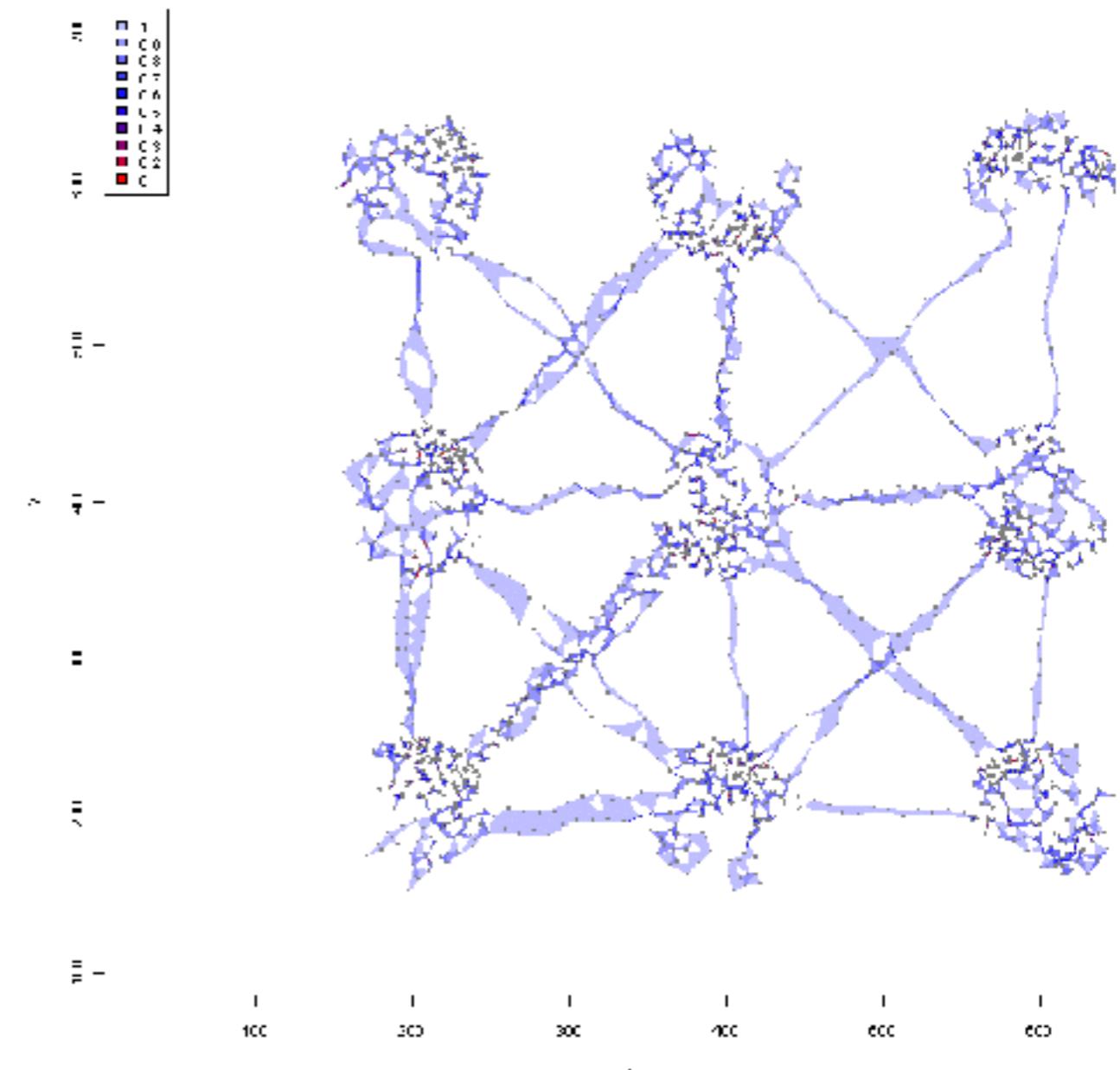
Without Time

iso.pn2\_mp5.pts2999.k3.s0.1.kmin0.srt-area.h2999.i10



**s = 0.1**

iso.pn2\_mp5.pts2999.k3.s0.1.kmin0.srt-area.h2999.i10



**s = 0**

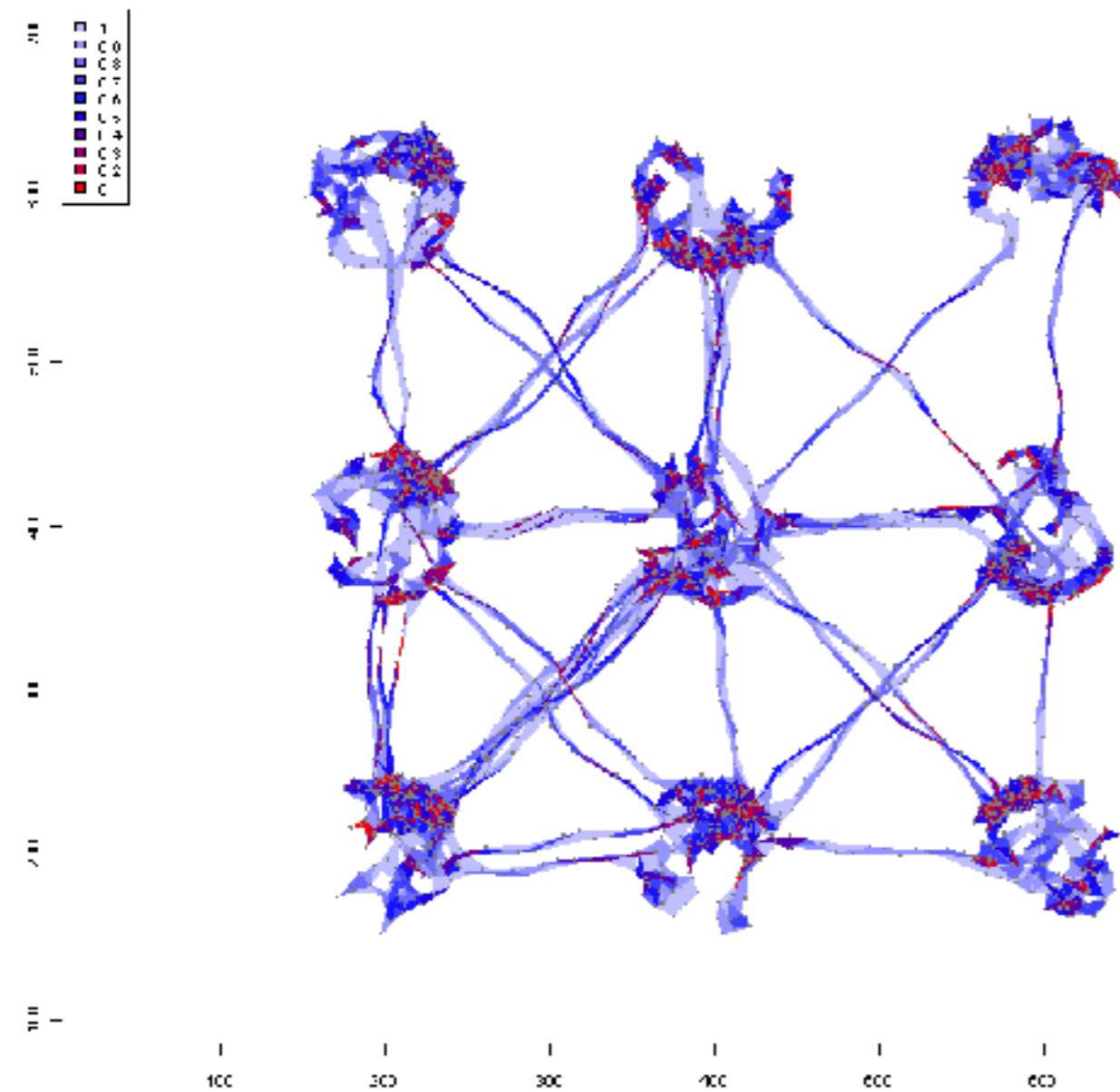
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 4**

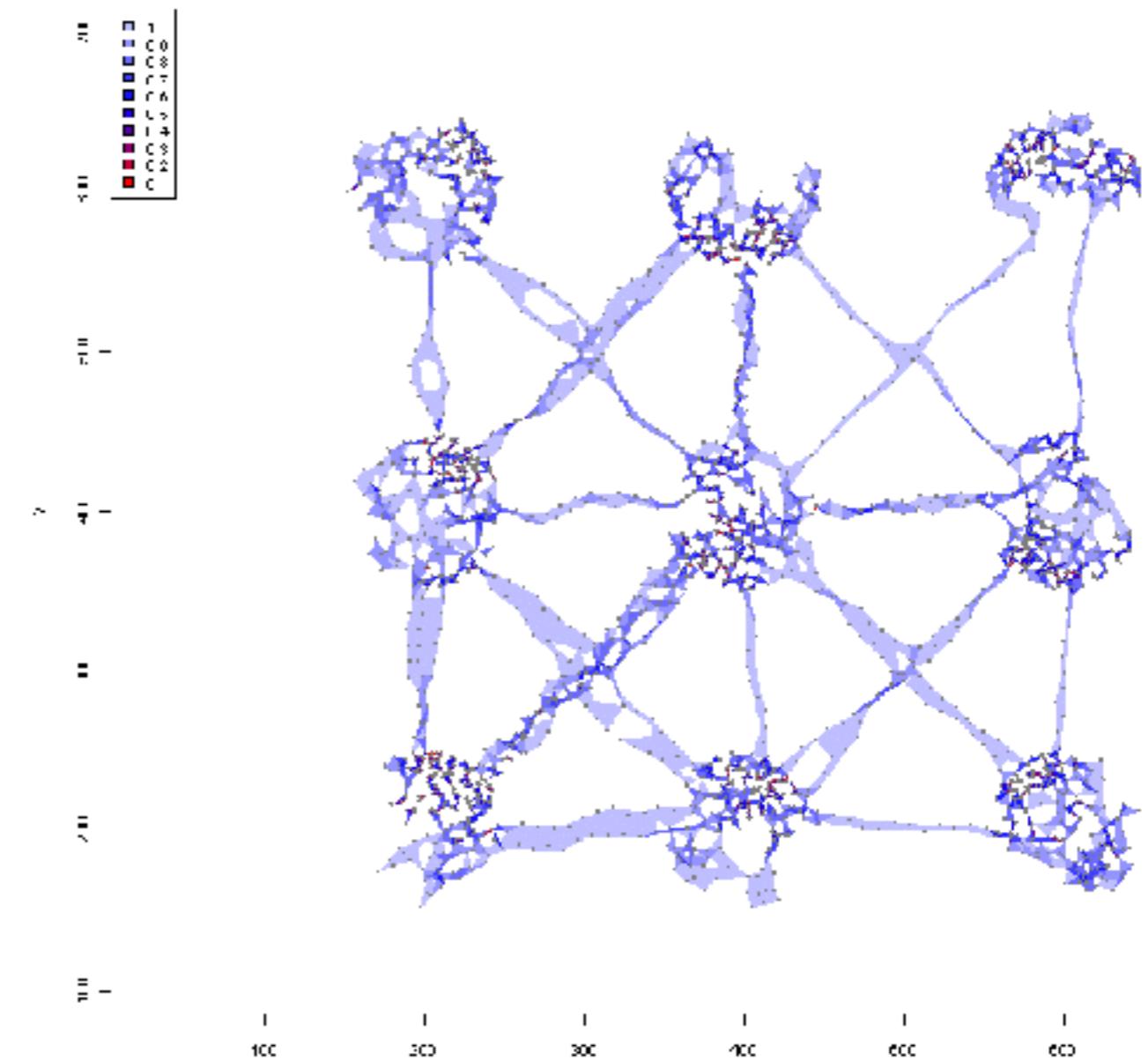
Without Time

iso.pn2\_mp5.pts2999.k4.s0.1.kmin0.srt-area.h2999.i10



**s = 0.1**

iso.pn2\_mp5.pts2999.k4.s0.kmin0.srt-area.h2999.i10



**s = 0**

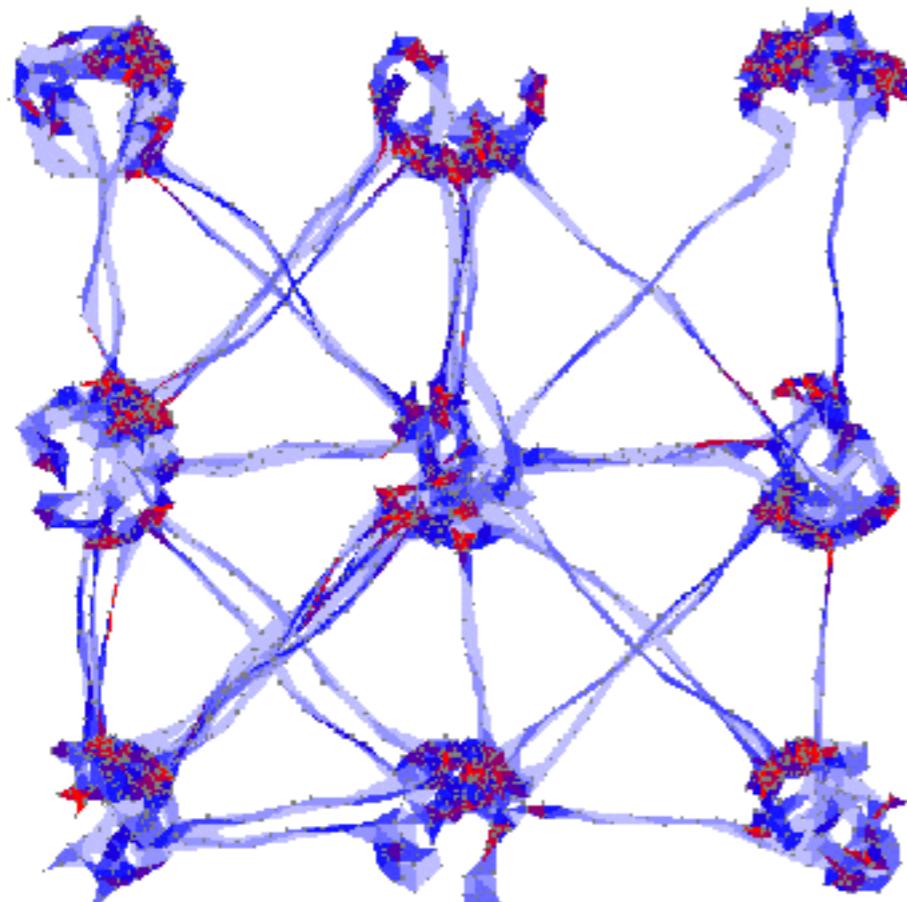
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

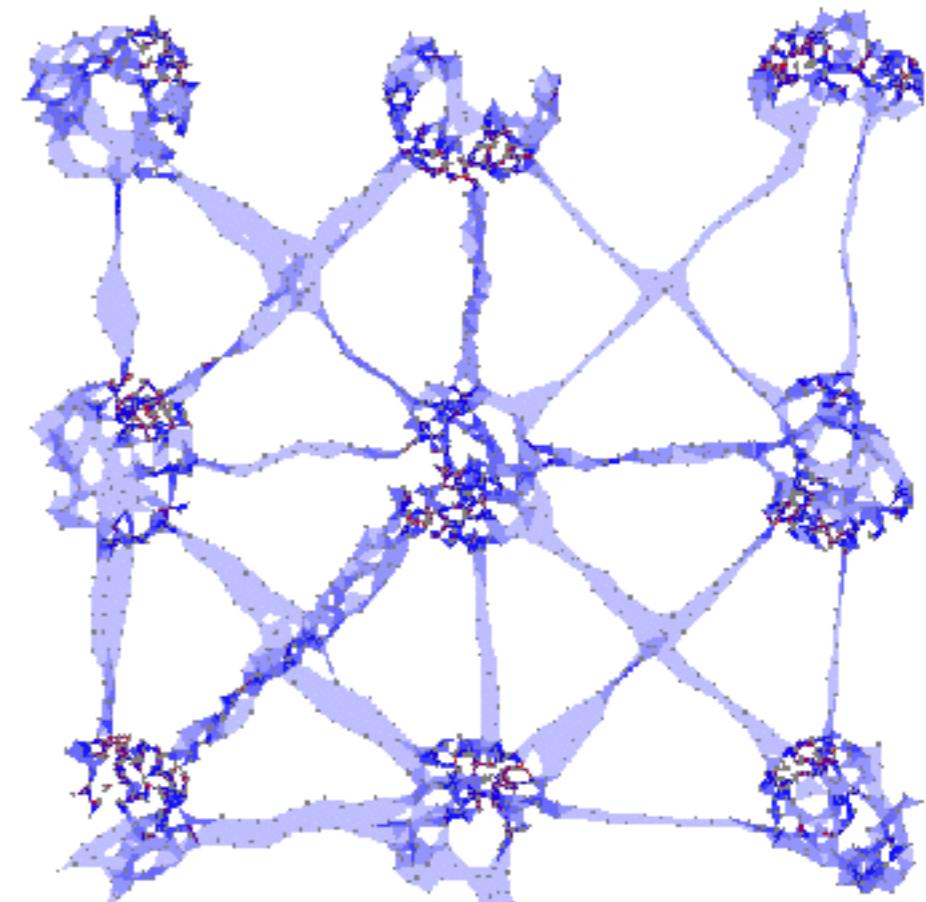
**k = 5**

Without Time

iso.pn2\_mp5.pts2999.k5.s0.1.kmin0.srt-area.h2999.i10



iso.pn2\_mp5.pts2999.k5.s0.kmin0.srt-area.h2999.i10



**s = 0.1**

**s = 0**

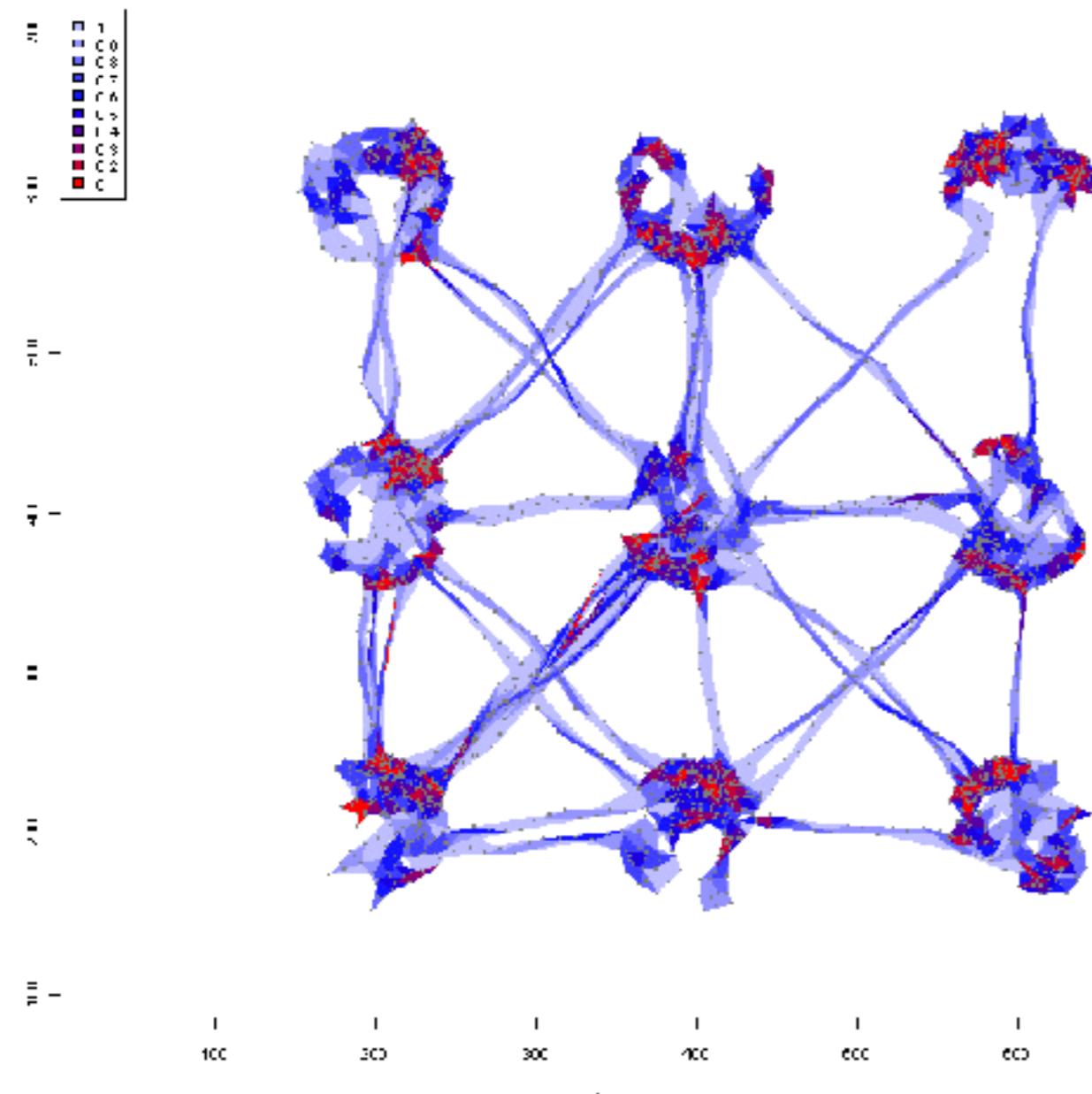
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 6**

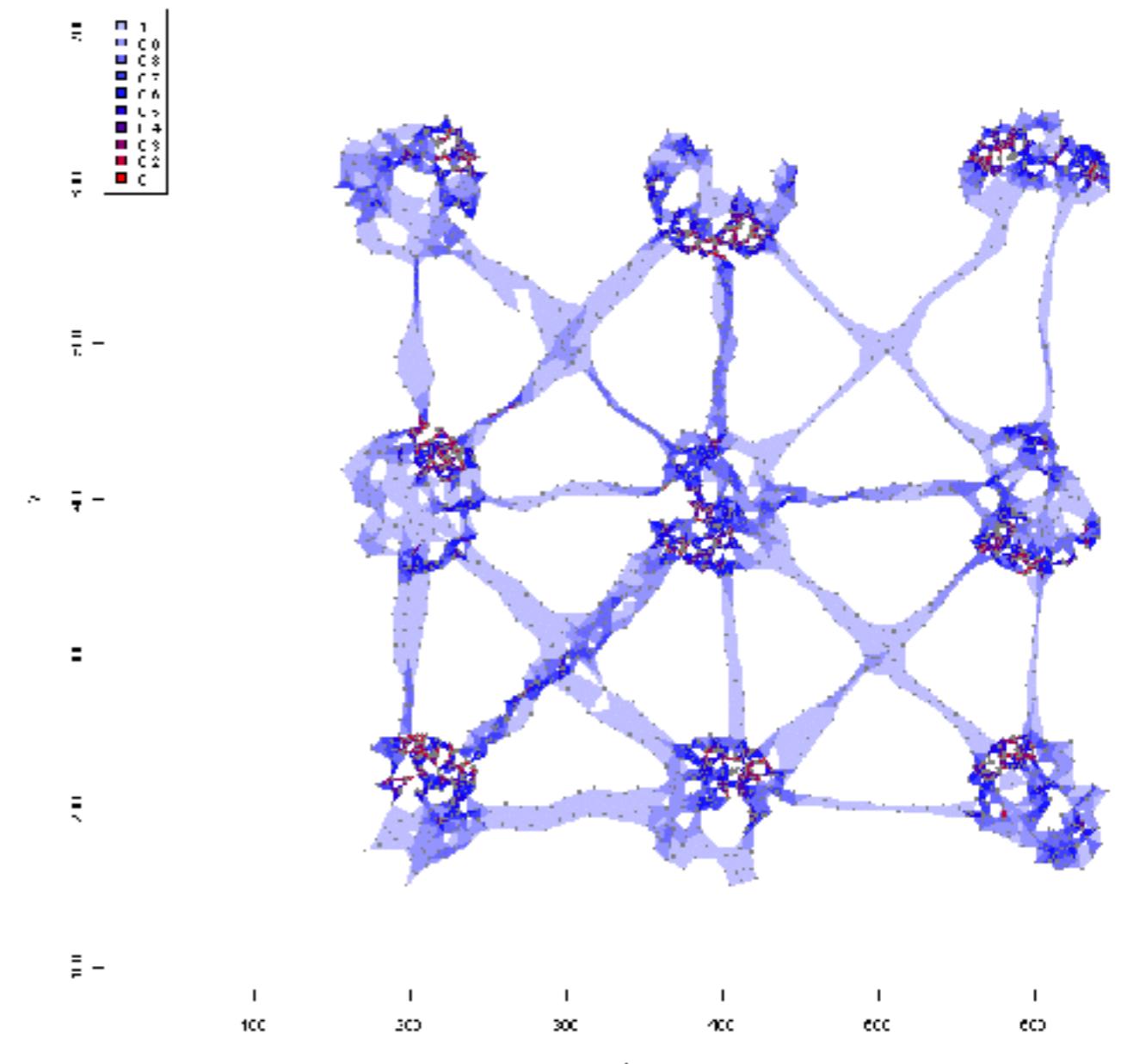
Without Time

iso.pn2\_mp5.pts2999.k6.s0.1.kmin0.srt-area.h2999.i10



**s = 0.1**

iso.pn2\_mp5.pts2999.k6.s0.1.kmin0.srt-area.h2999.i10



**s = 0**

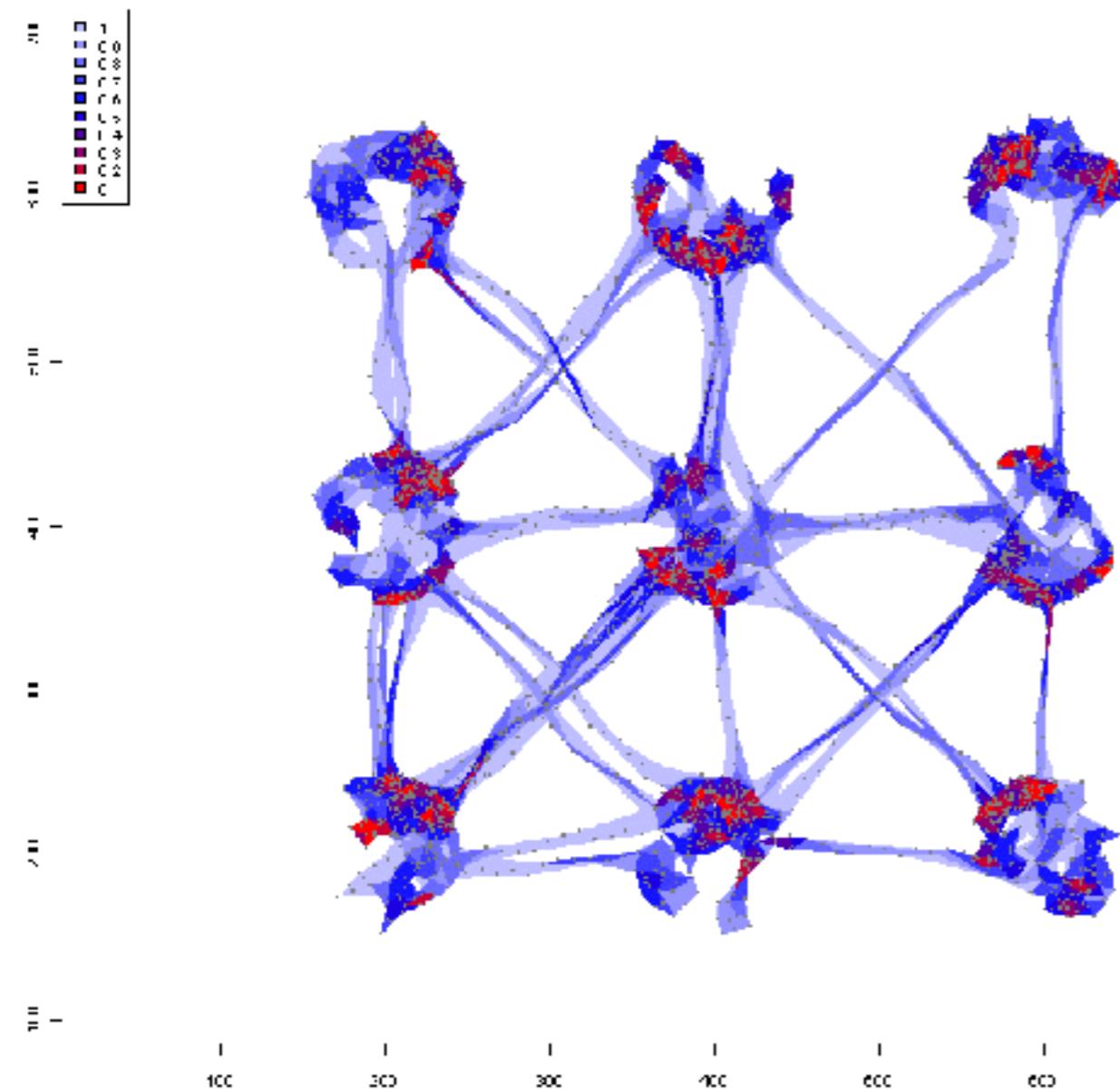
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 7**

Without Time

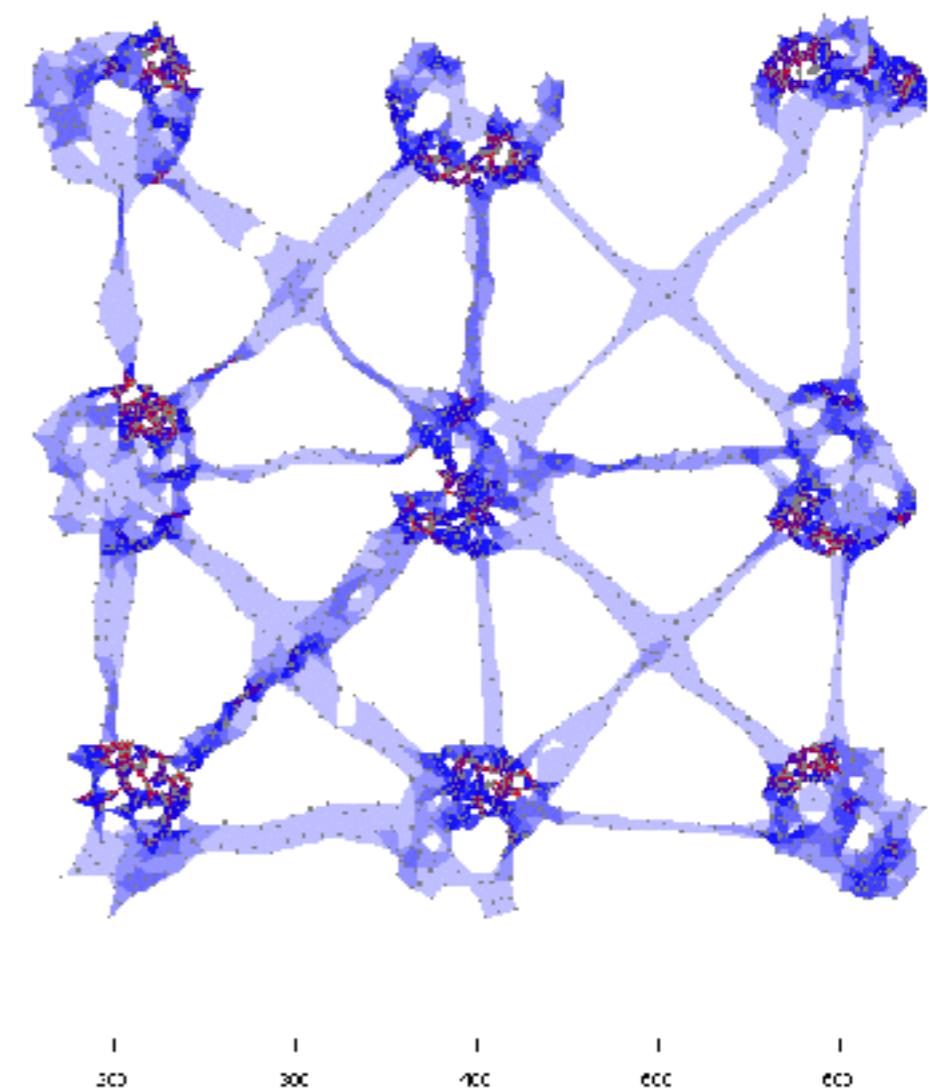
iso.pn2\_mp5.pts2999.k7.s0.1.kmin0.srt-area.h2999.i10



**s = 0.1**



iso.pn2\_mp5.pts2999.k7.s0.kmin0.srt-area.h2999.i10



**s = 0**

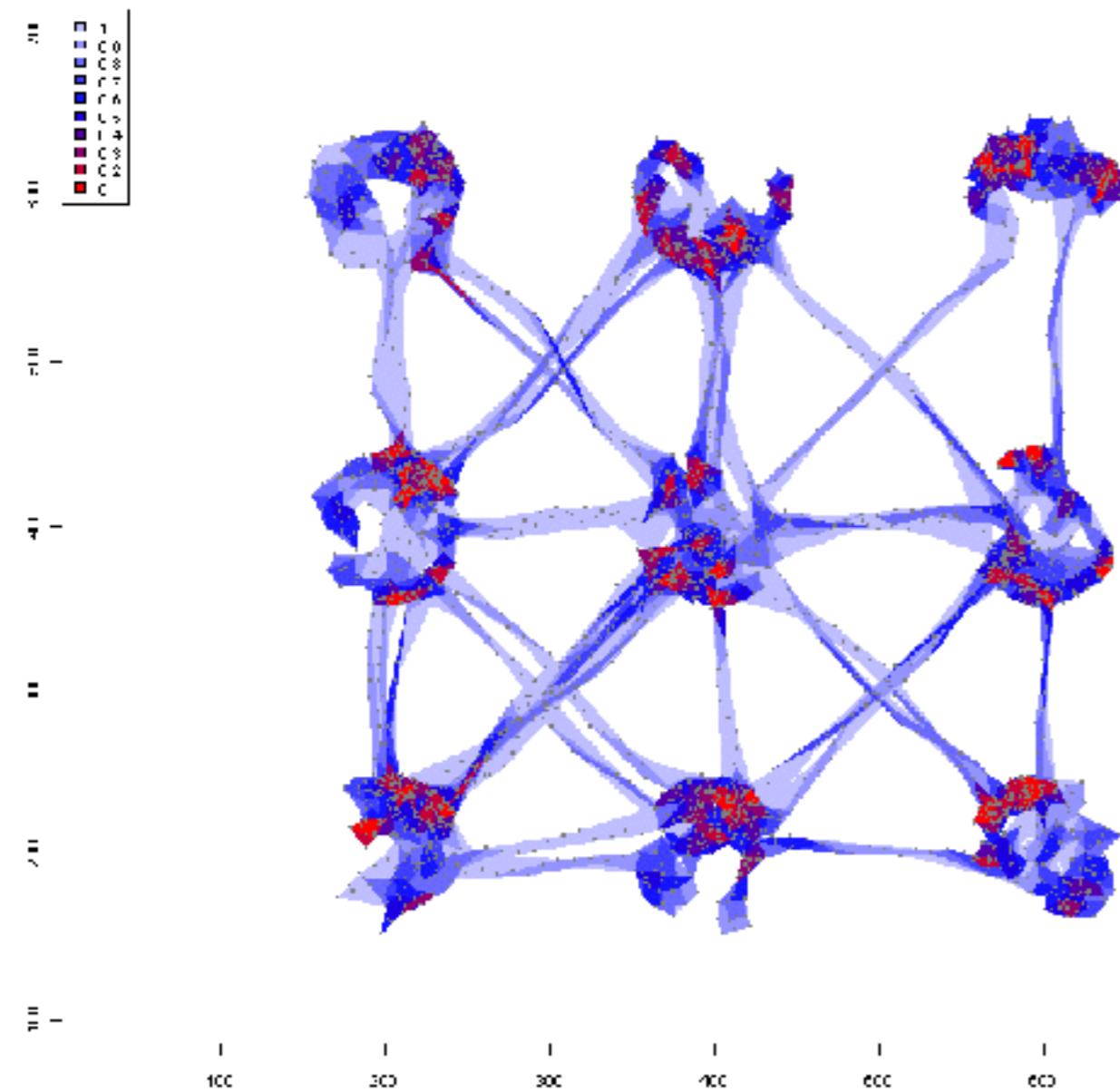
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 8**

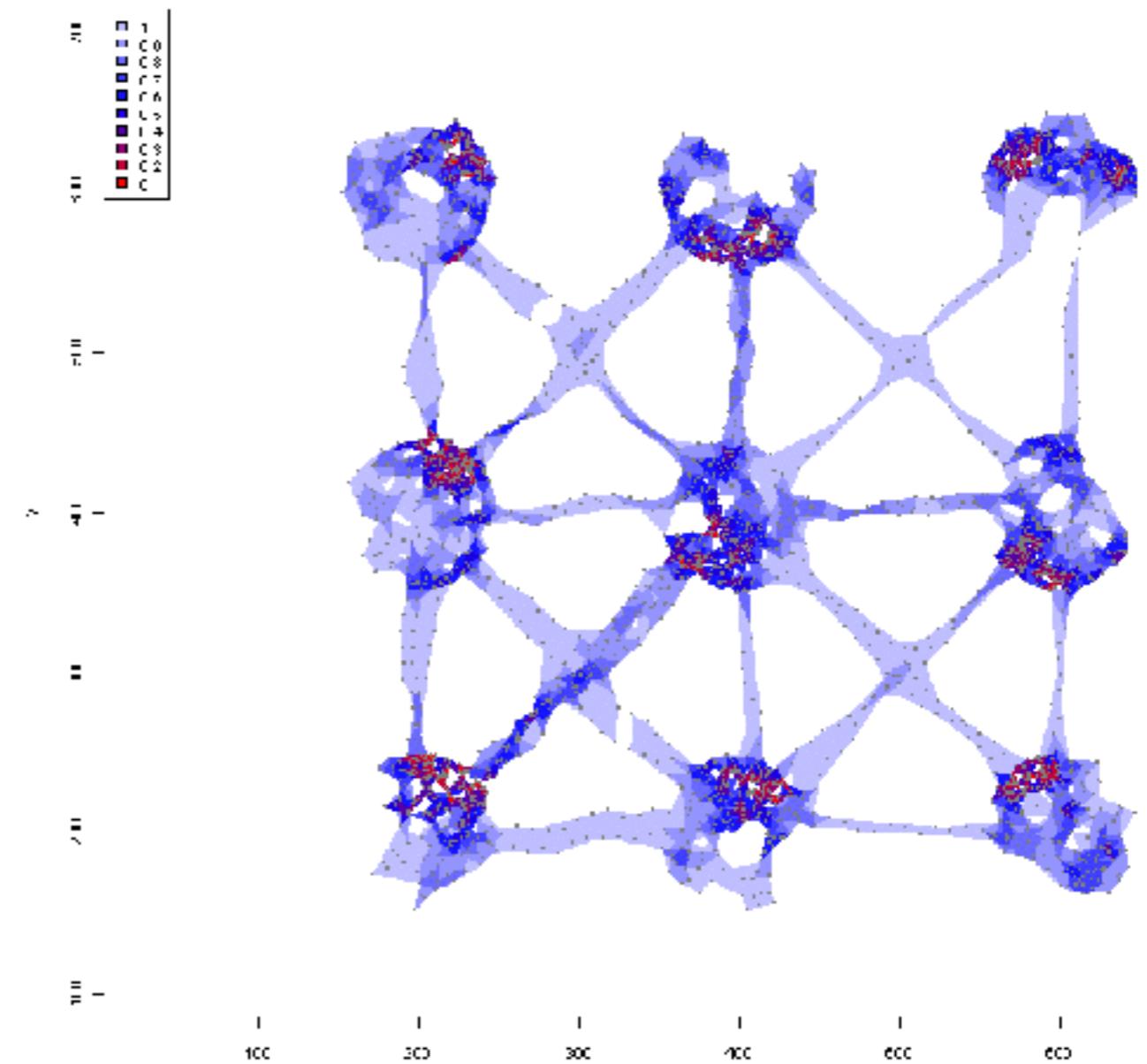
Without Time

iso.pn2\_mp5.pts2999.k8.s0.1.kmin0.srt-area.h2999.i10



**s = 0.1**

iso.pn2\_mp5.pts2999.k8.s0.kmin0.srt-area.h2999.i10



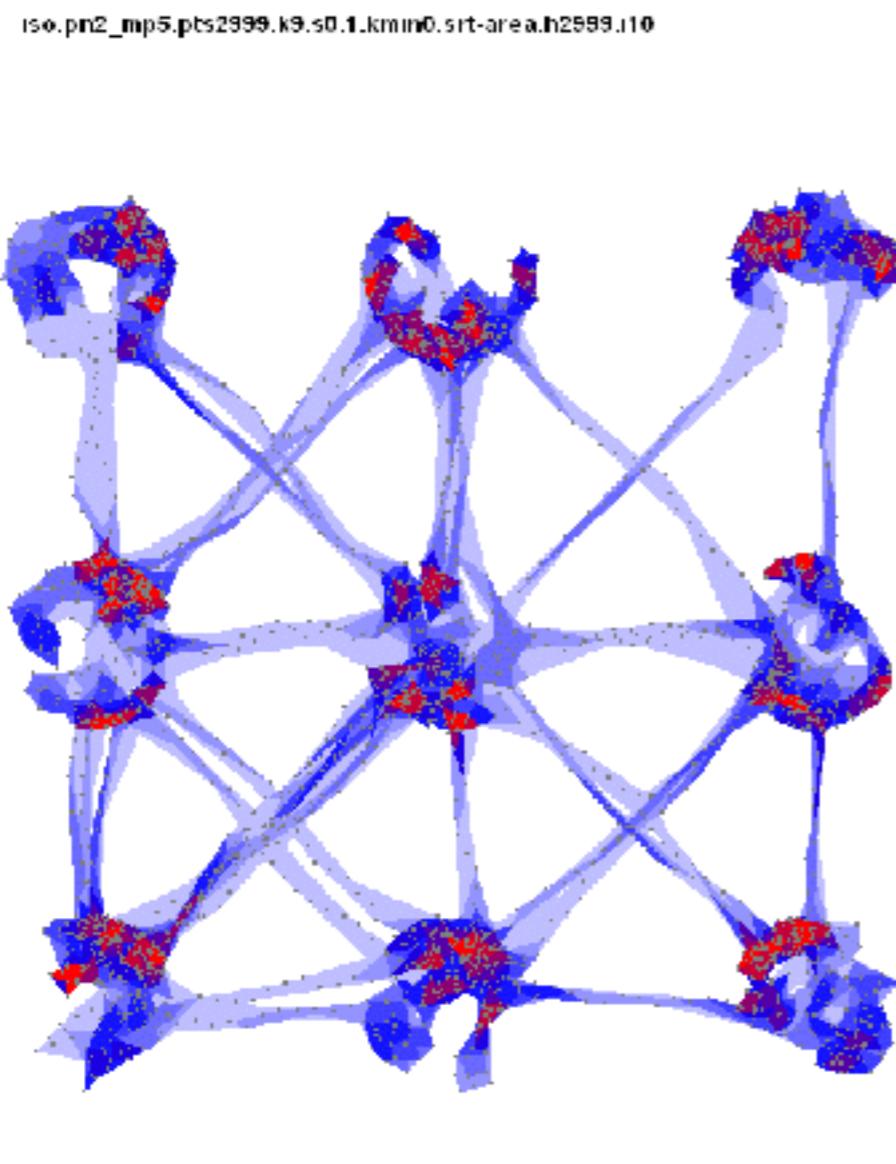
**s = 0**

Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

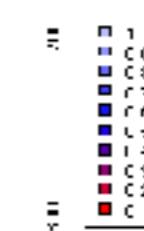
With Time

**k = 9**

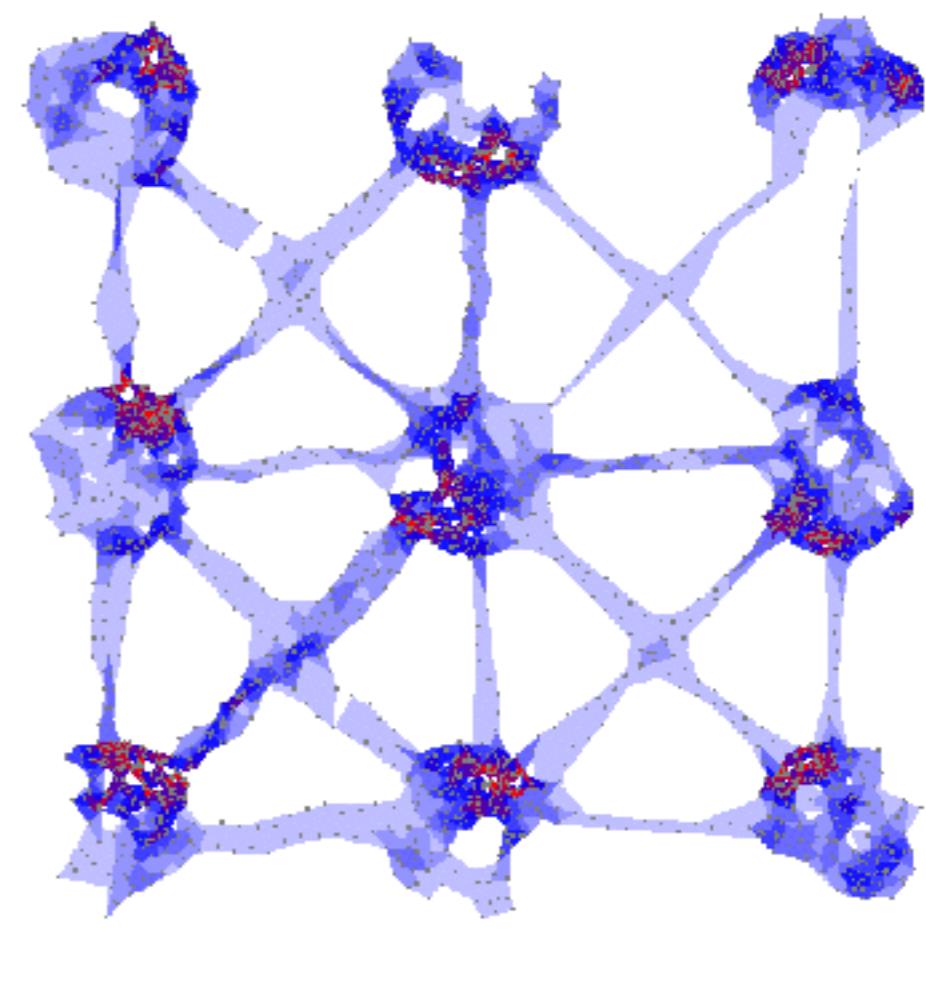
Without Time



**s = 0.1**



iso.pn2\_mp5.pts2999.k9.s0.kmin0.srt-area.h2999.i10



**s = 0**

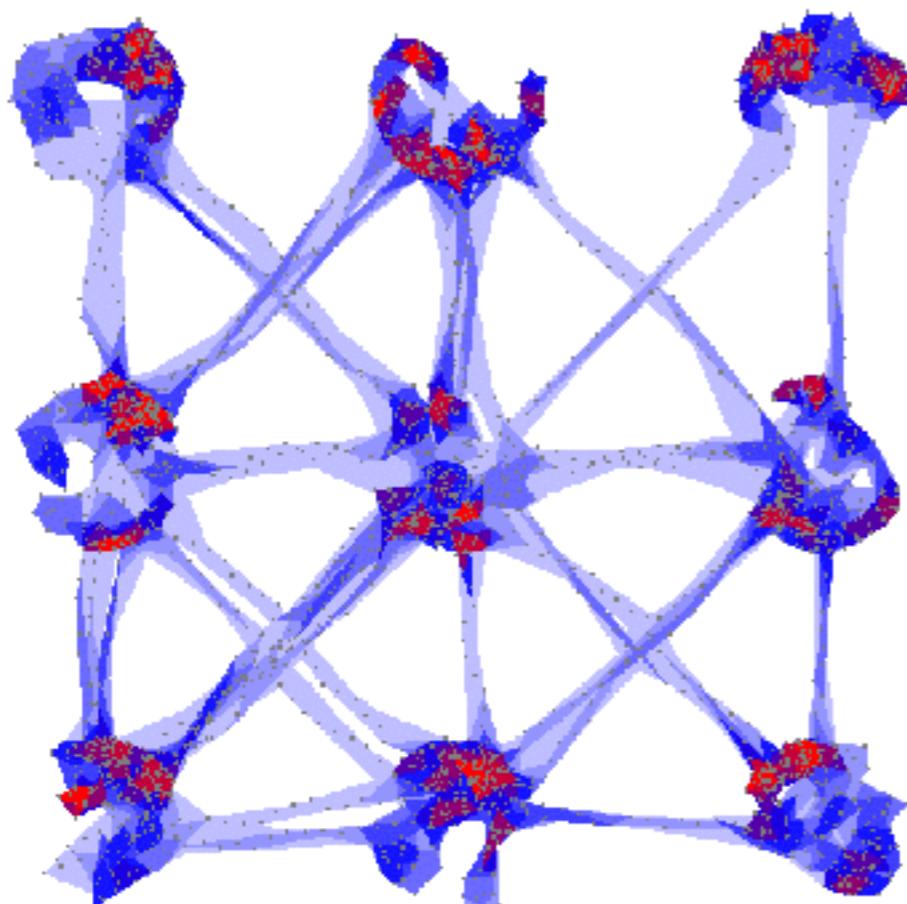
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 10**

Without Time

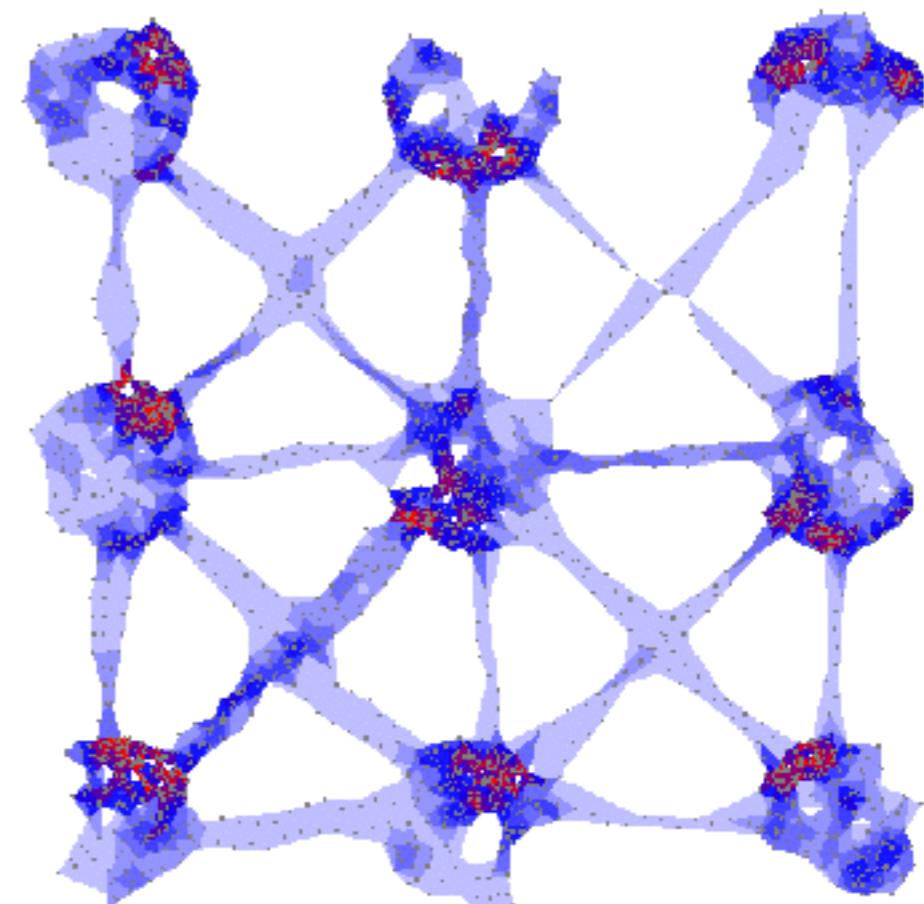
iso.pn2\_mp5.pts2955.k10.s0.1.kmin0.srt-area.h2955.i10



**s = 0.1**



iso.pn2\_mp5.pts2955.k10.s0.kmin0.srt-area.h2955.i10



**s = 0**

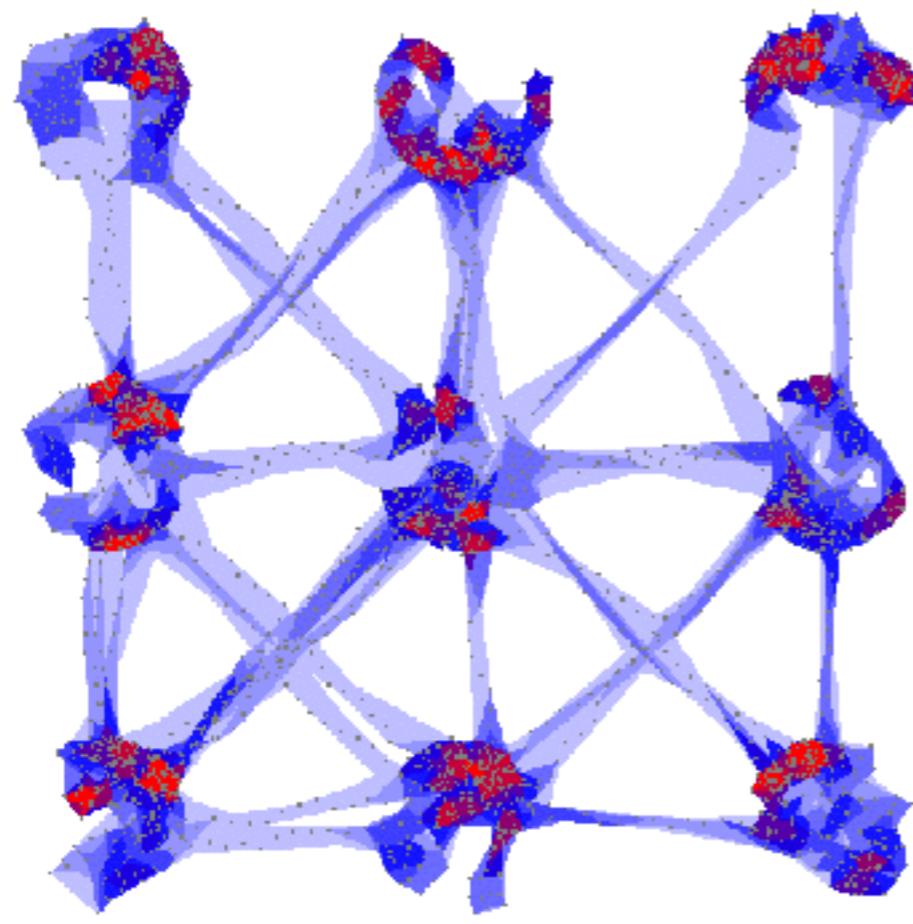
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 11**

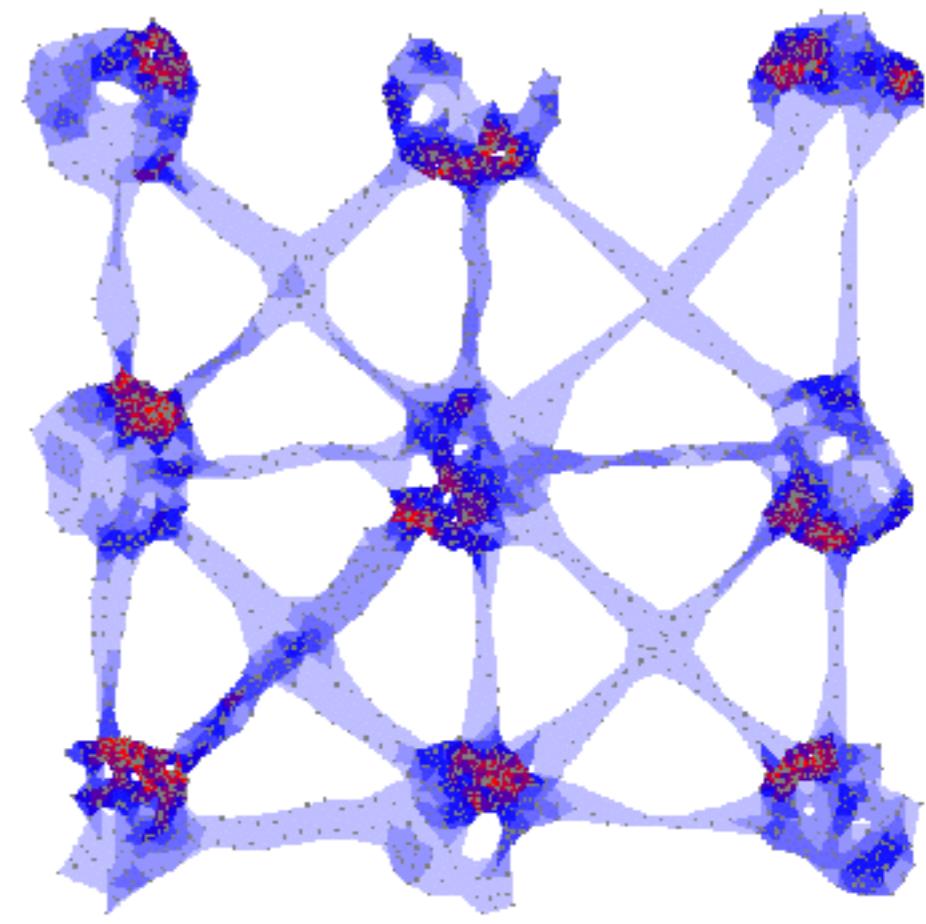
Without Time

iso.pn2\_mp5.pts2955.k11.s0.1.kmin0.srt-area.h2955.i10



**s = 0.1**

iso.pn2\_mp5.pts2955.k11.s0.kmin0.srt-area.h2955.i10



**s = 0**

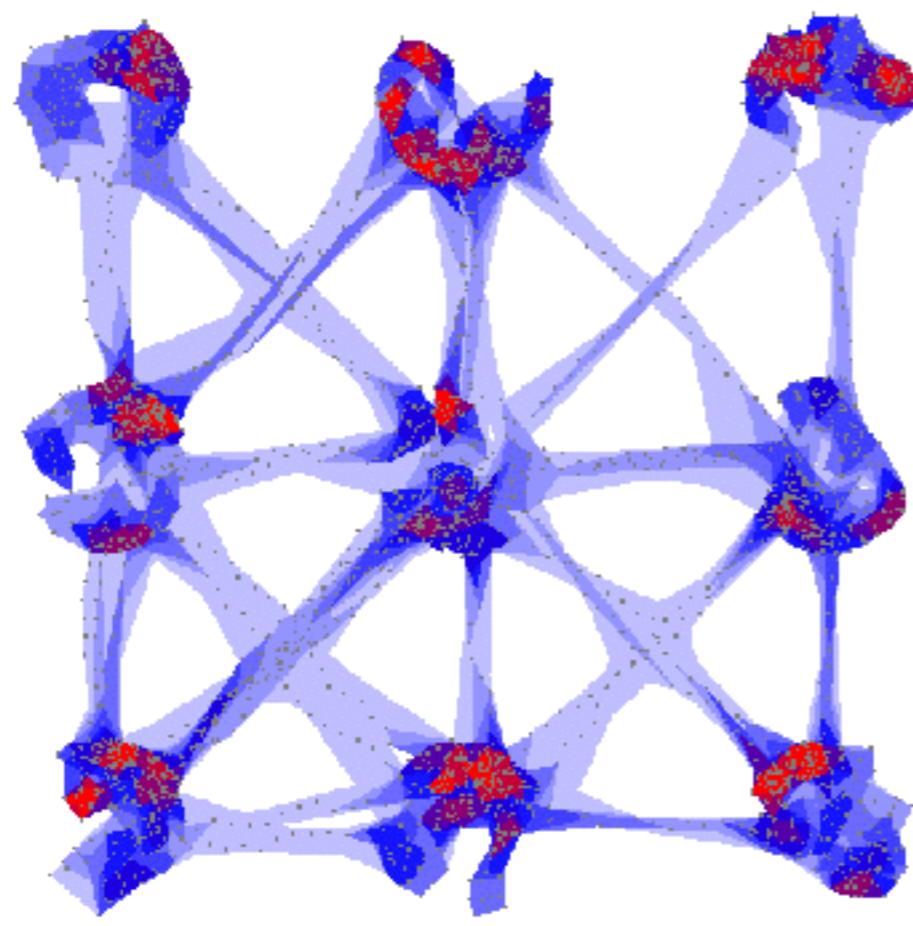
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 13**

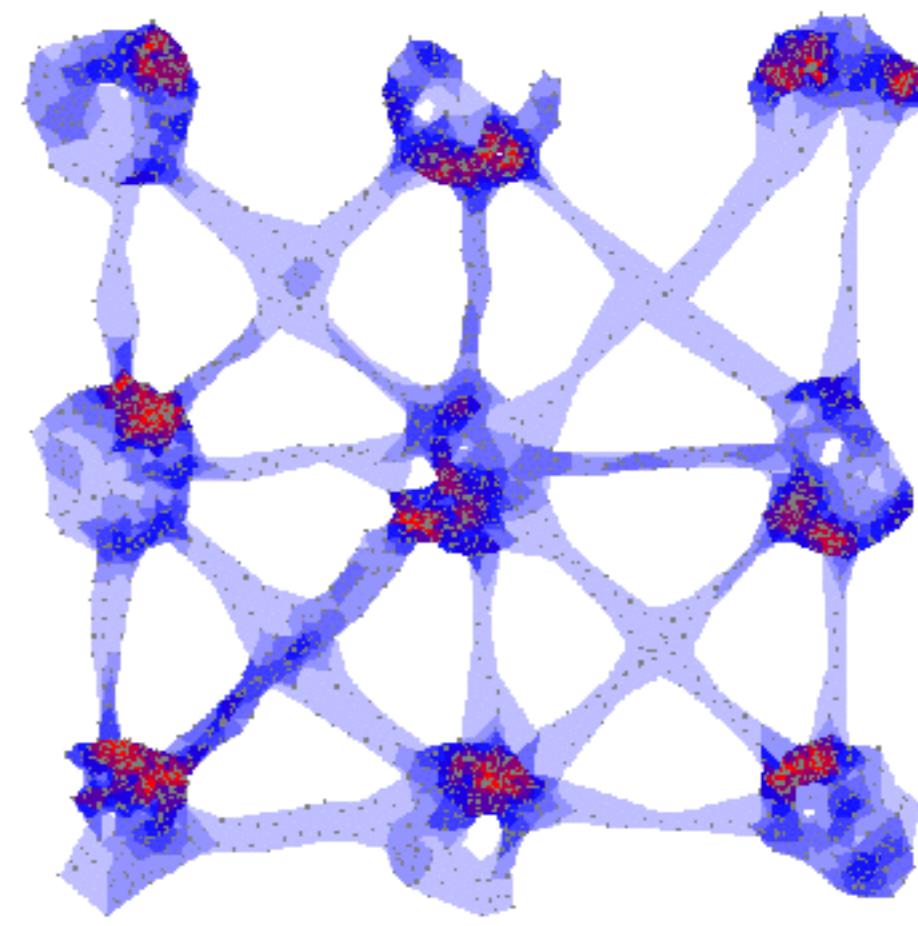
Without Time

iso.pn2\_mp5.pts2955.k13.s0.1.kmin0.srt-area.h2955.i10



**s = 0.1**

iso.pn2\_mp5.pts2955.k13.s0.kmin0.srt-area.h2955.i10



**s = 0**

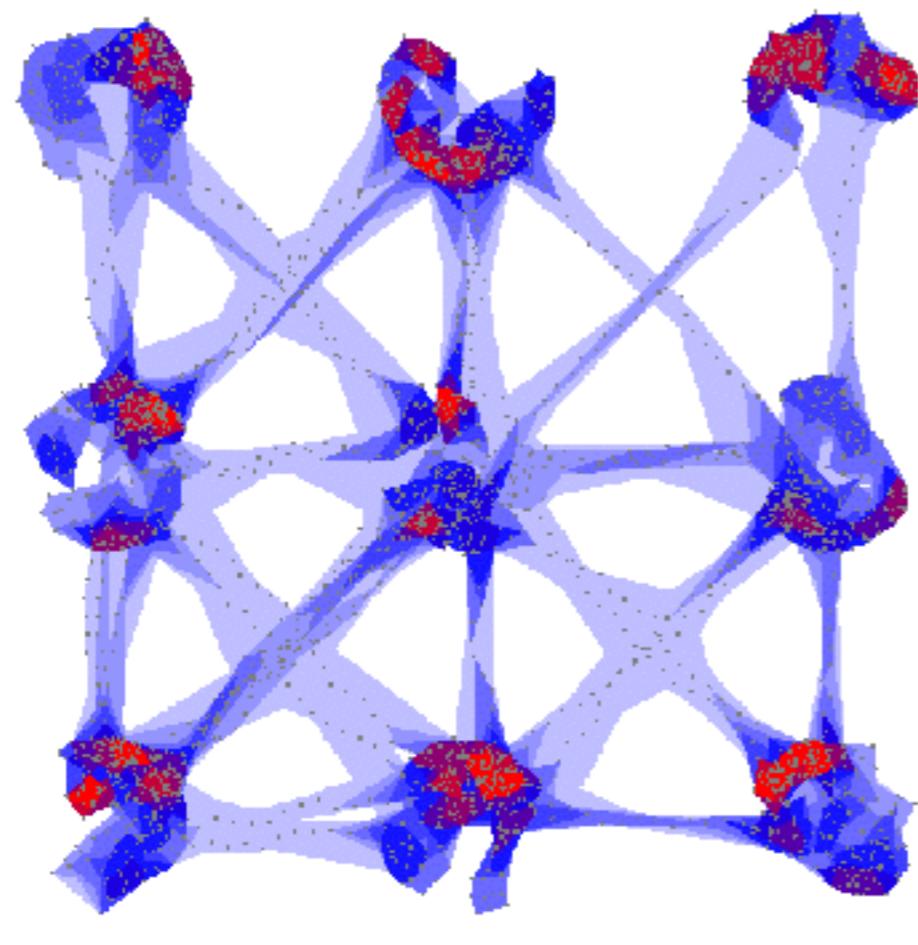
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 15**

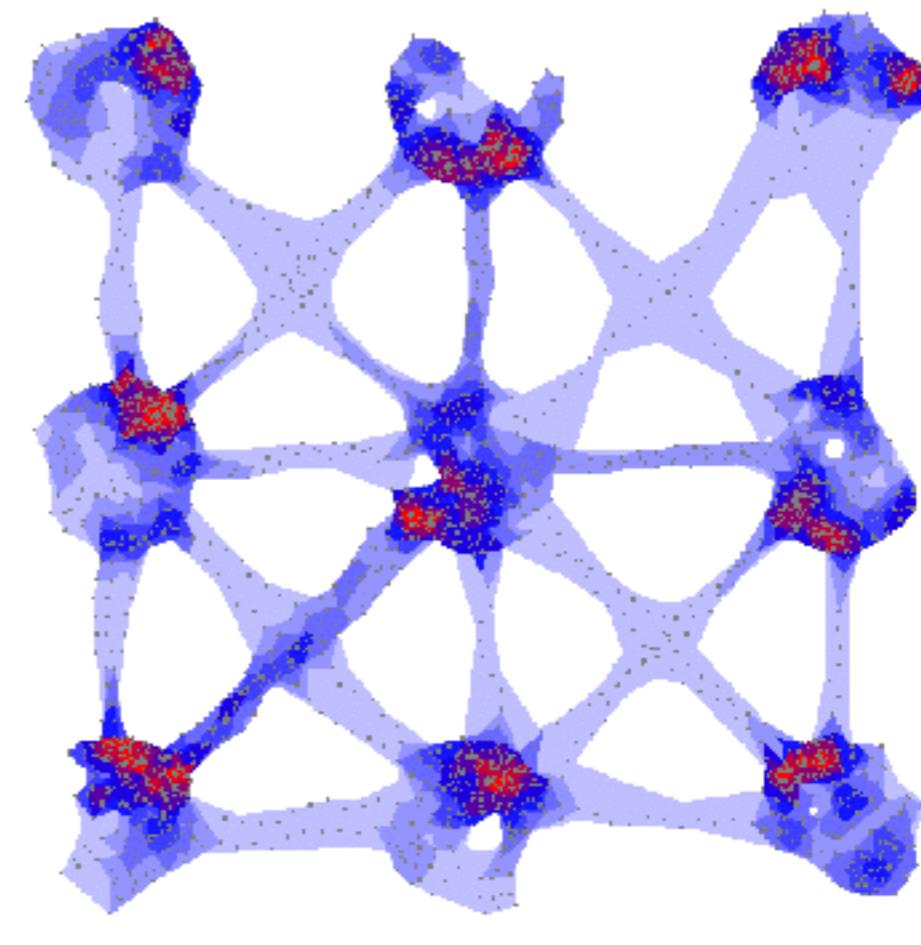
Without Time

iso.pn2\_mp5.pts2955.k15.s0.1.kmin0.srt-area.h2955.i10



**s = 0.1**

iso.pn2\_mp5.pts2955.k15.s0.kmin0.srt-area.h2955.i10



**s = 0**

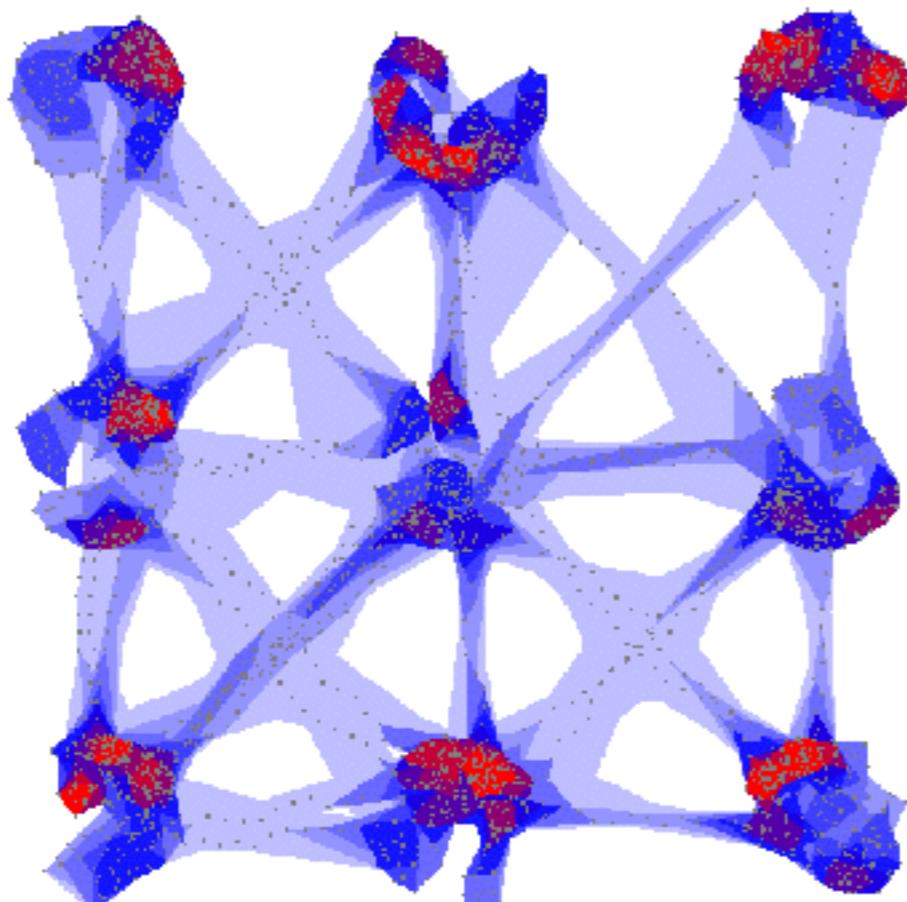
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

**k = 18**

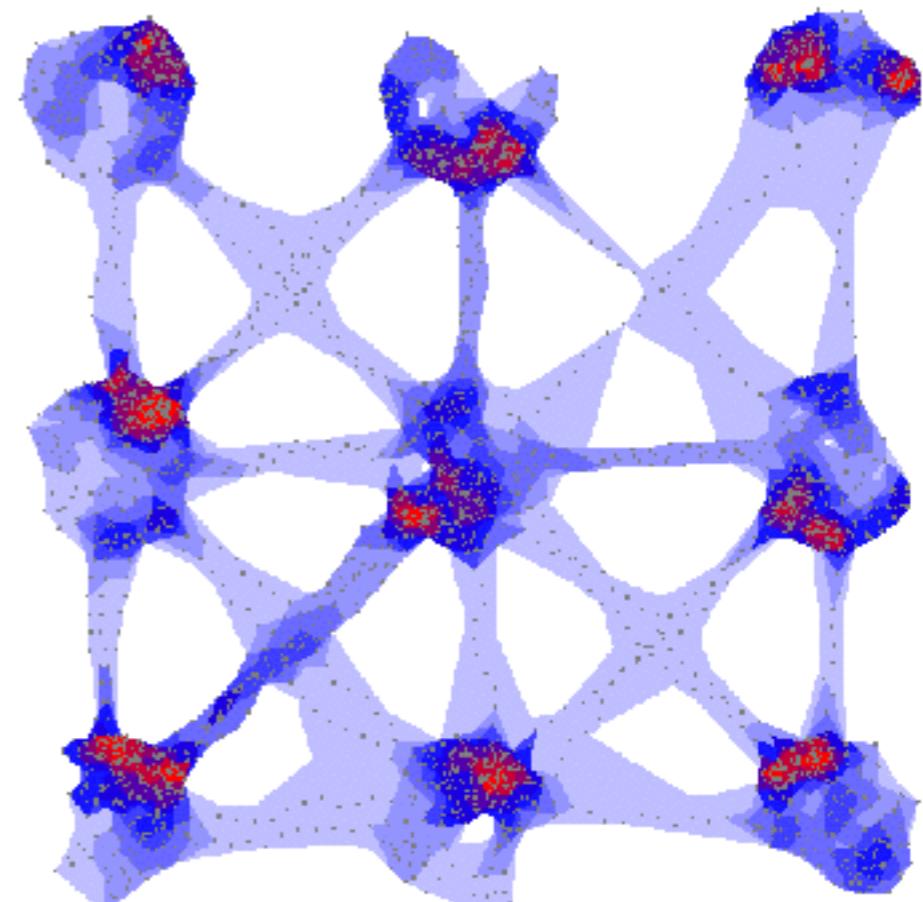
Without Time

iso.pn2\_mp5.pts2955.k18.s0.1.kmin0.srt-area.h2955.i10



**s = 0.1**

iso.pn2\_mp5.pts2955.k18.s0.kmin0.srt-area.h2955.i10



**s = 0**

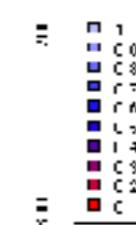
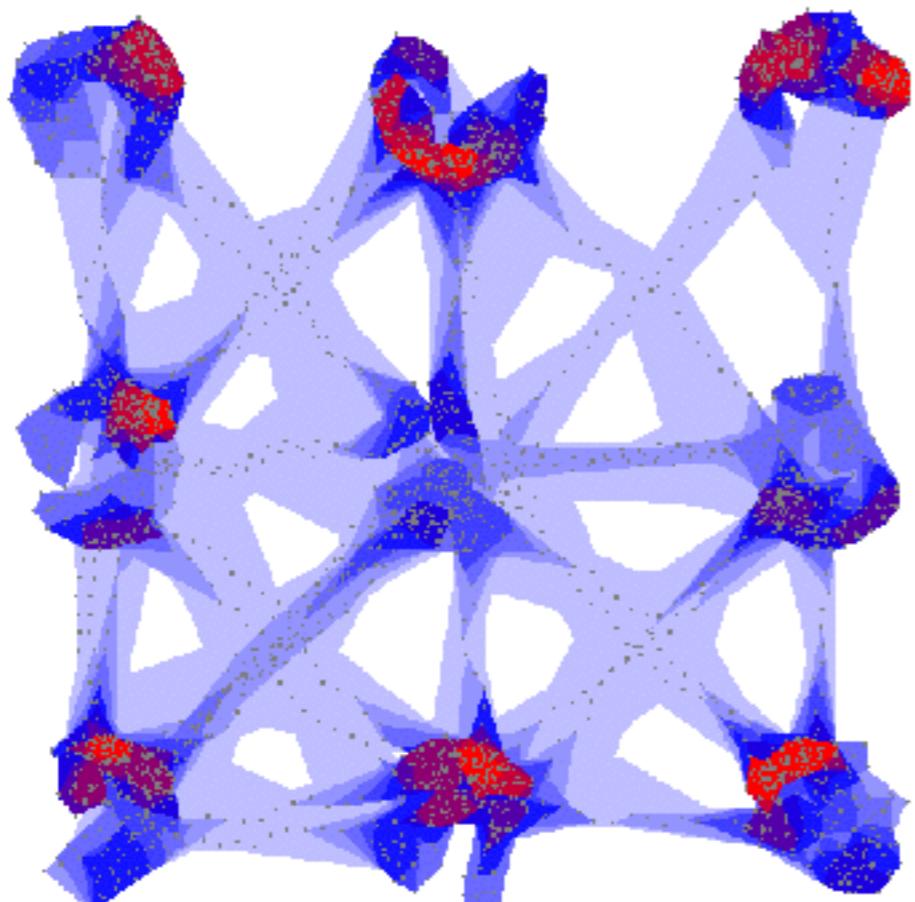
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).

With Time

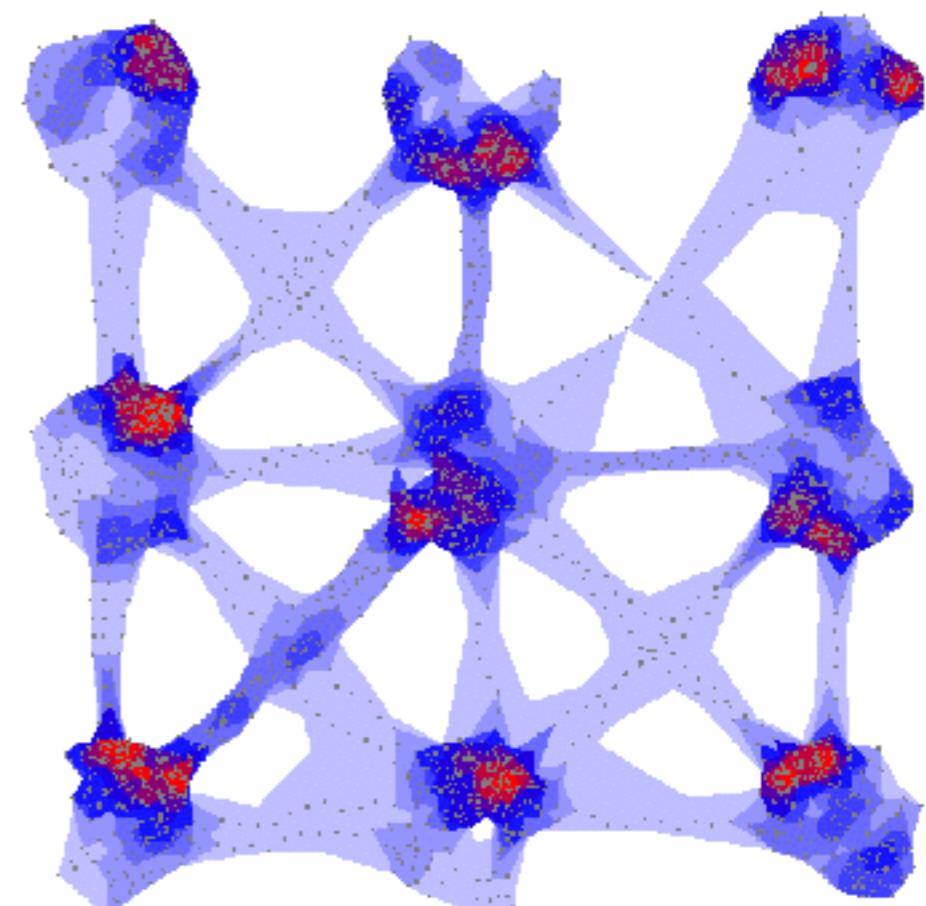
**k = 21**

Without Time

iso.pn2\_mp5.pts2955.k21.s0.1.kmin0.srt-area.h2955.i10



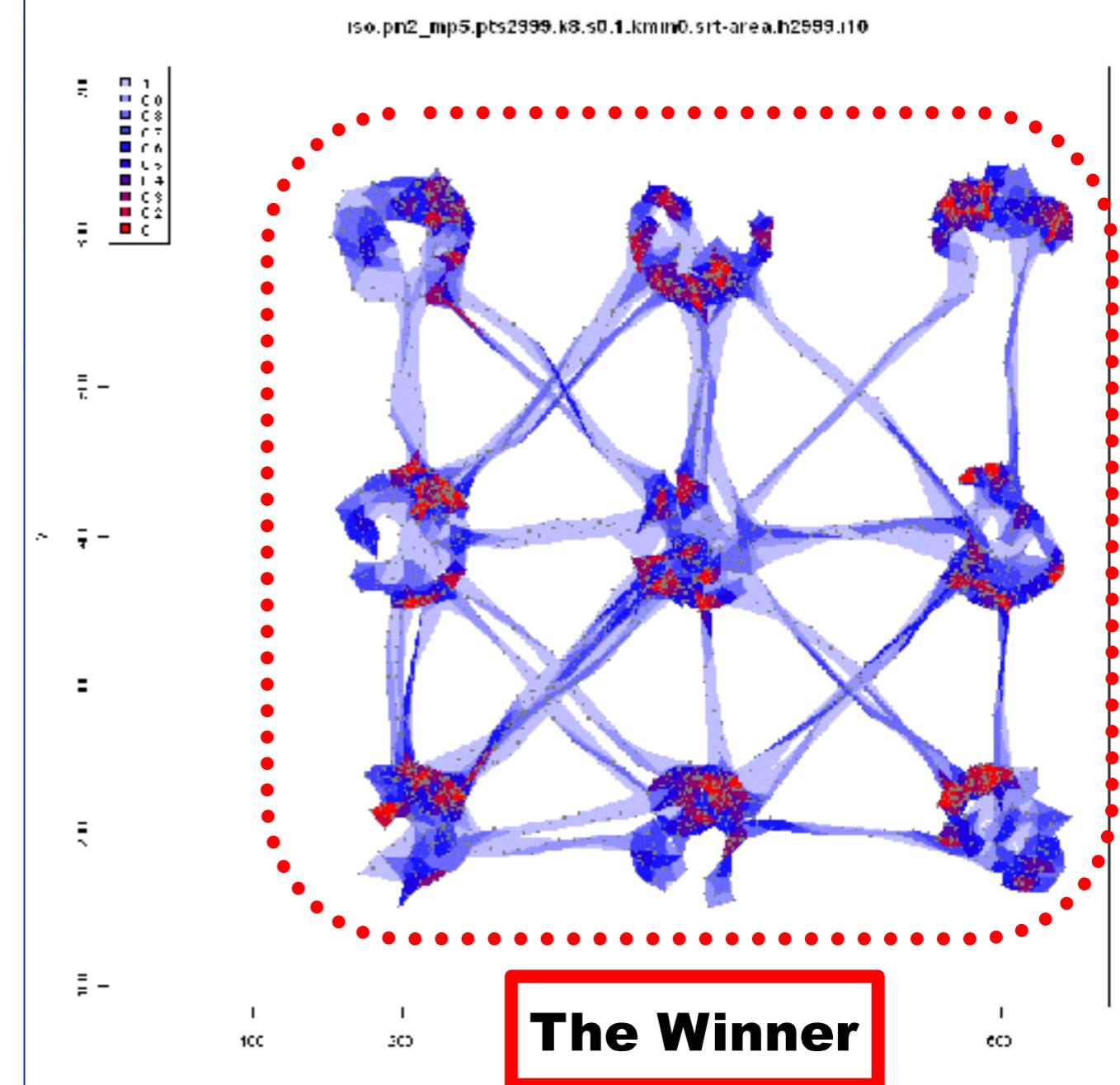
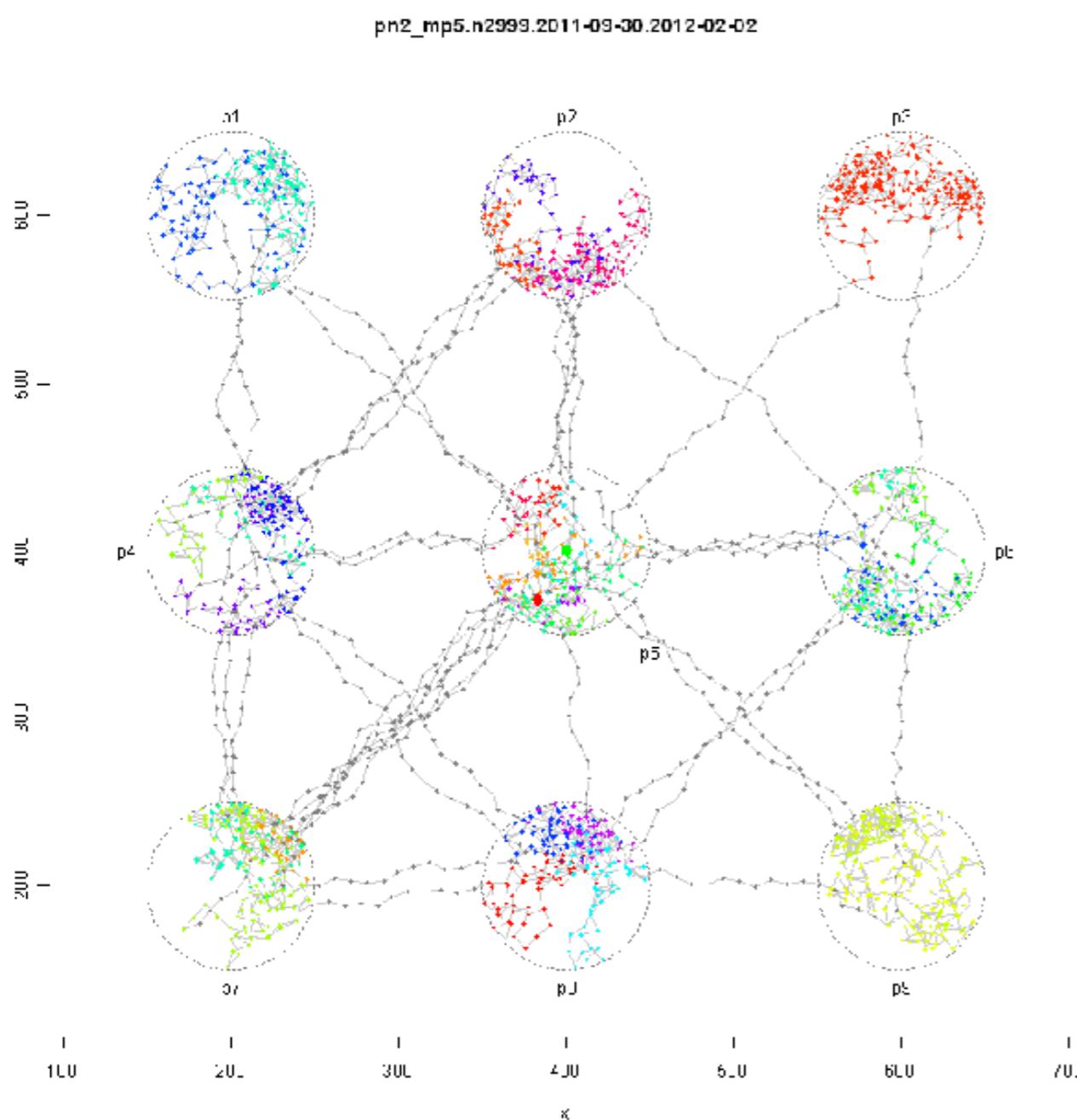
iso.pn2\_mp5.pts2955.k21.s0.kmin0.srt-area.h2955.i10



**s = 0.1**

**s = 0**

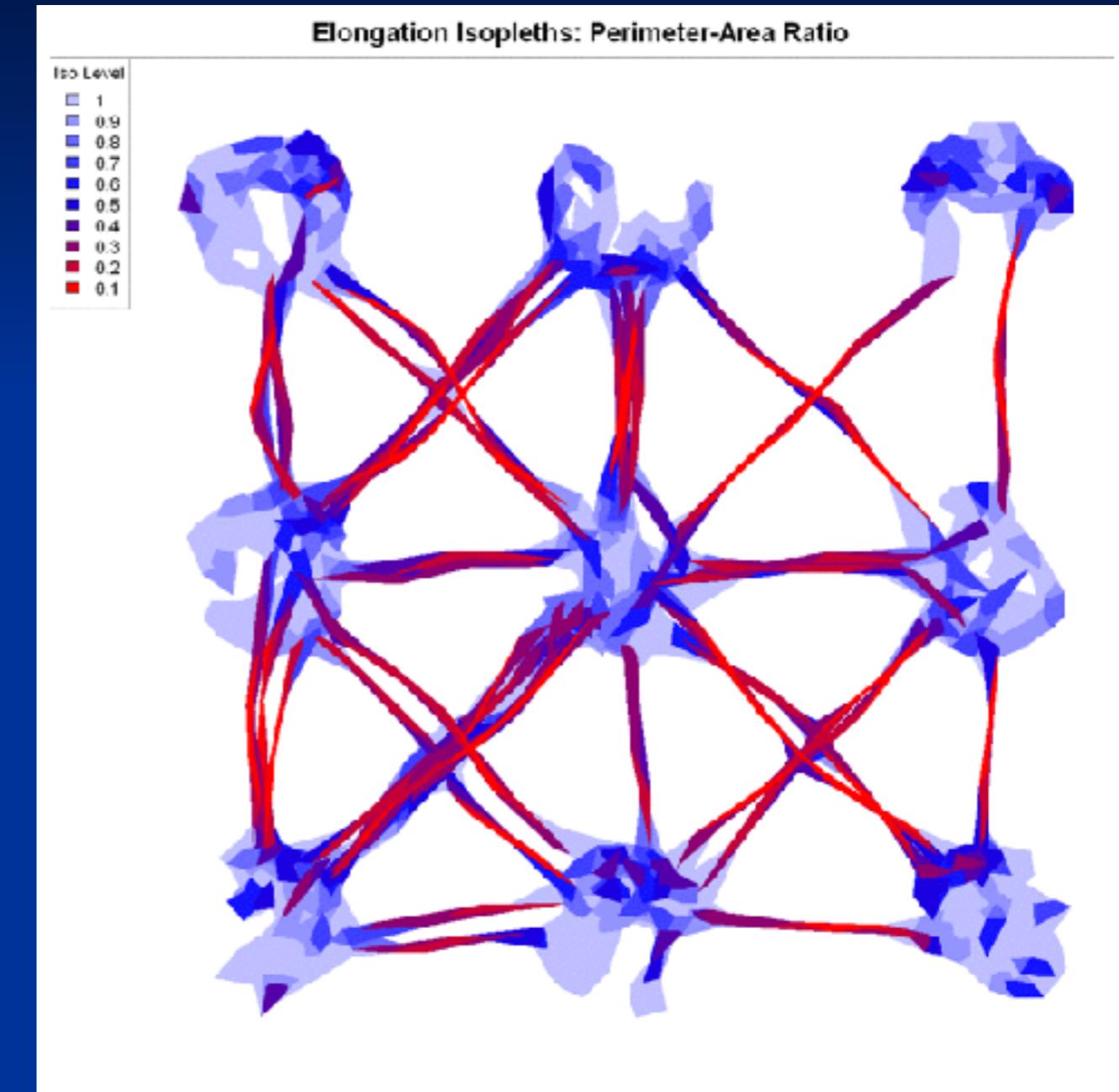
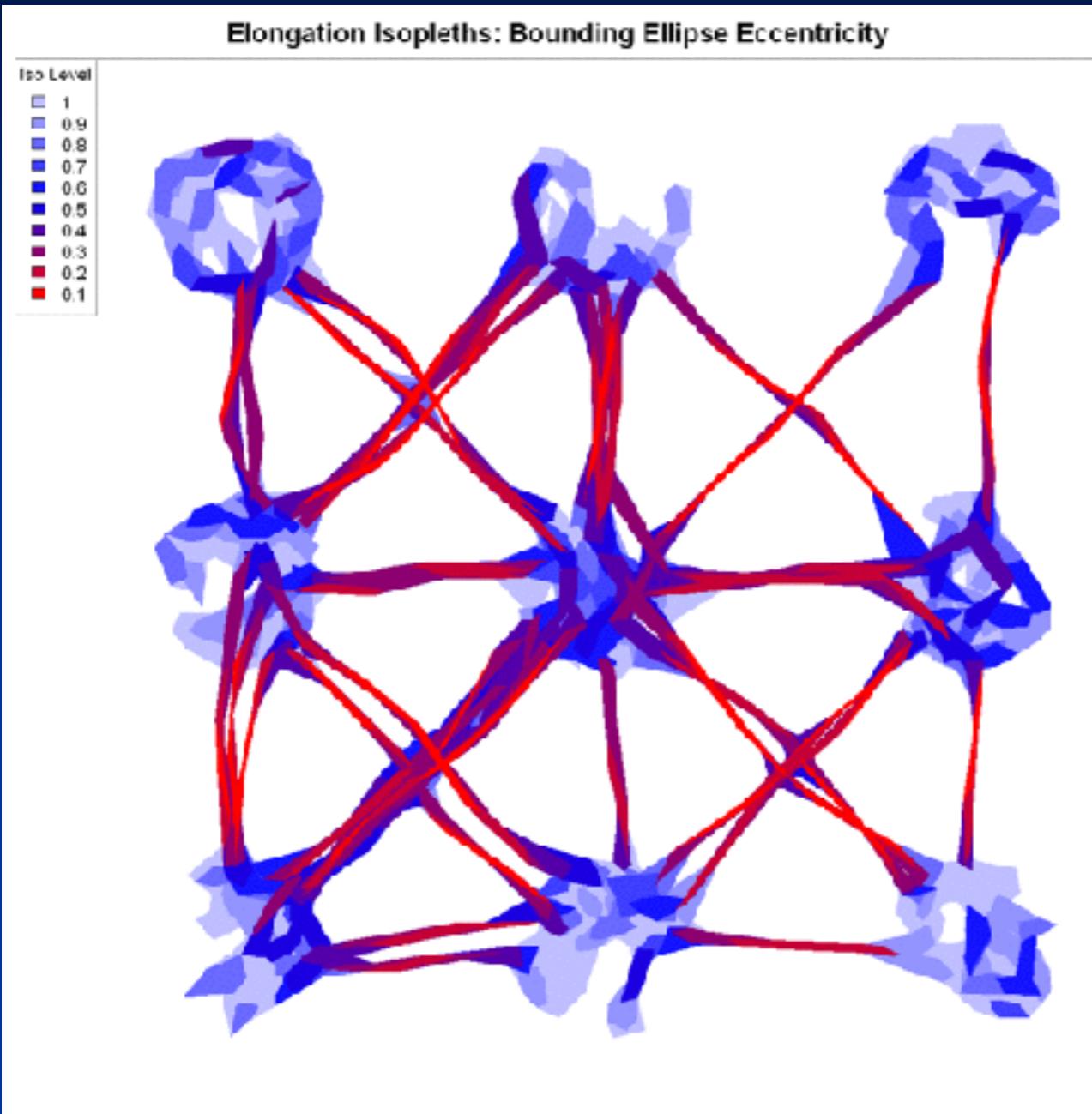
Isopleth level indicates the proportion of total points enclosed along a gradient of point density (red highest density, light blue lowest).



$s = 0.1$

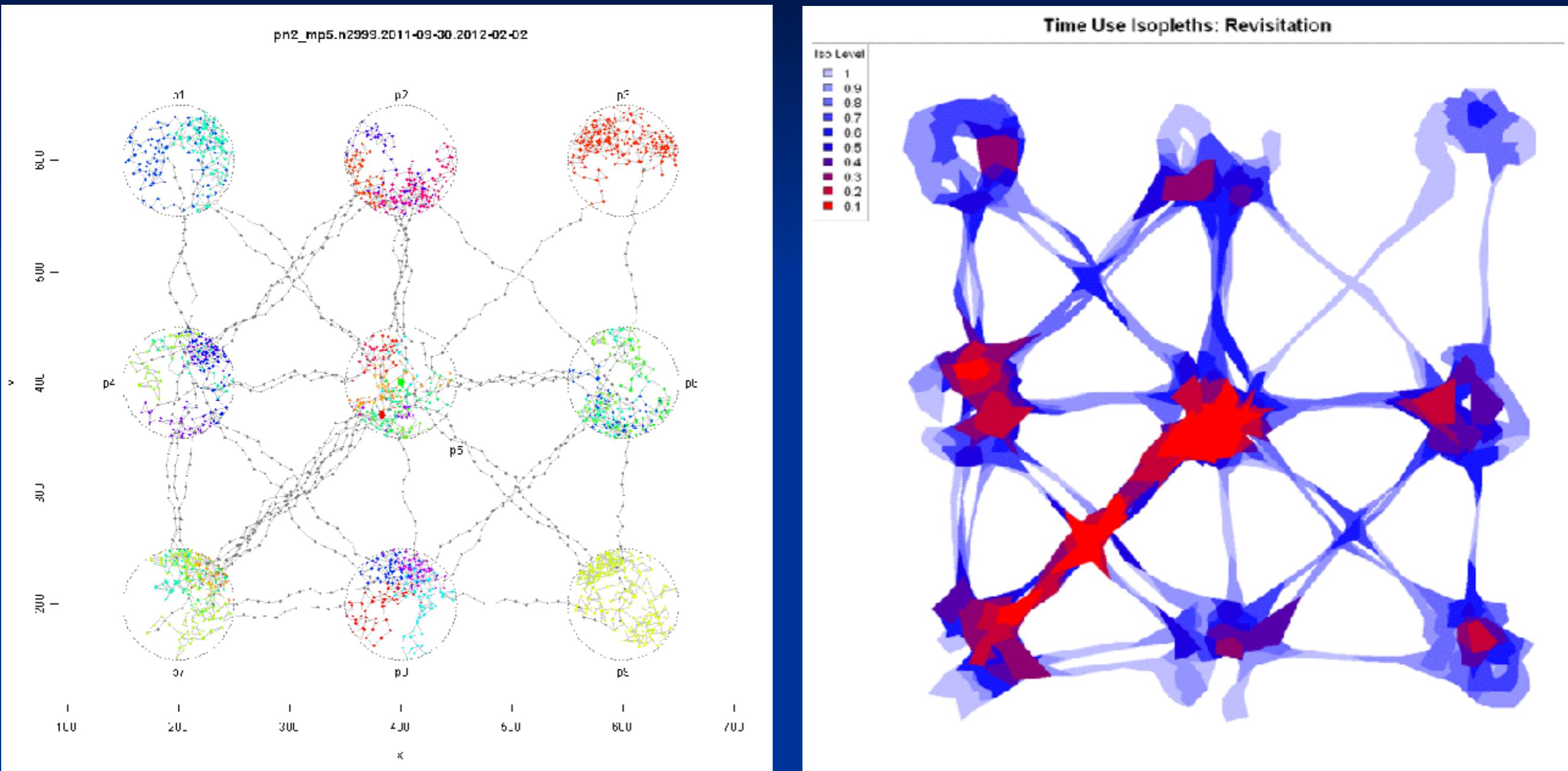
$k = 8$

# Simulated Data: Elongation Isopleths



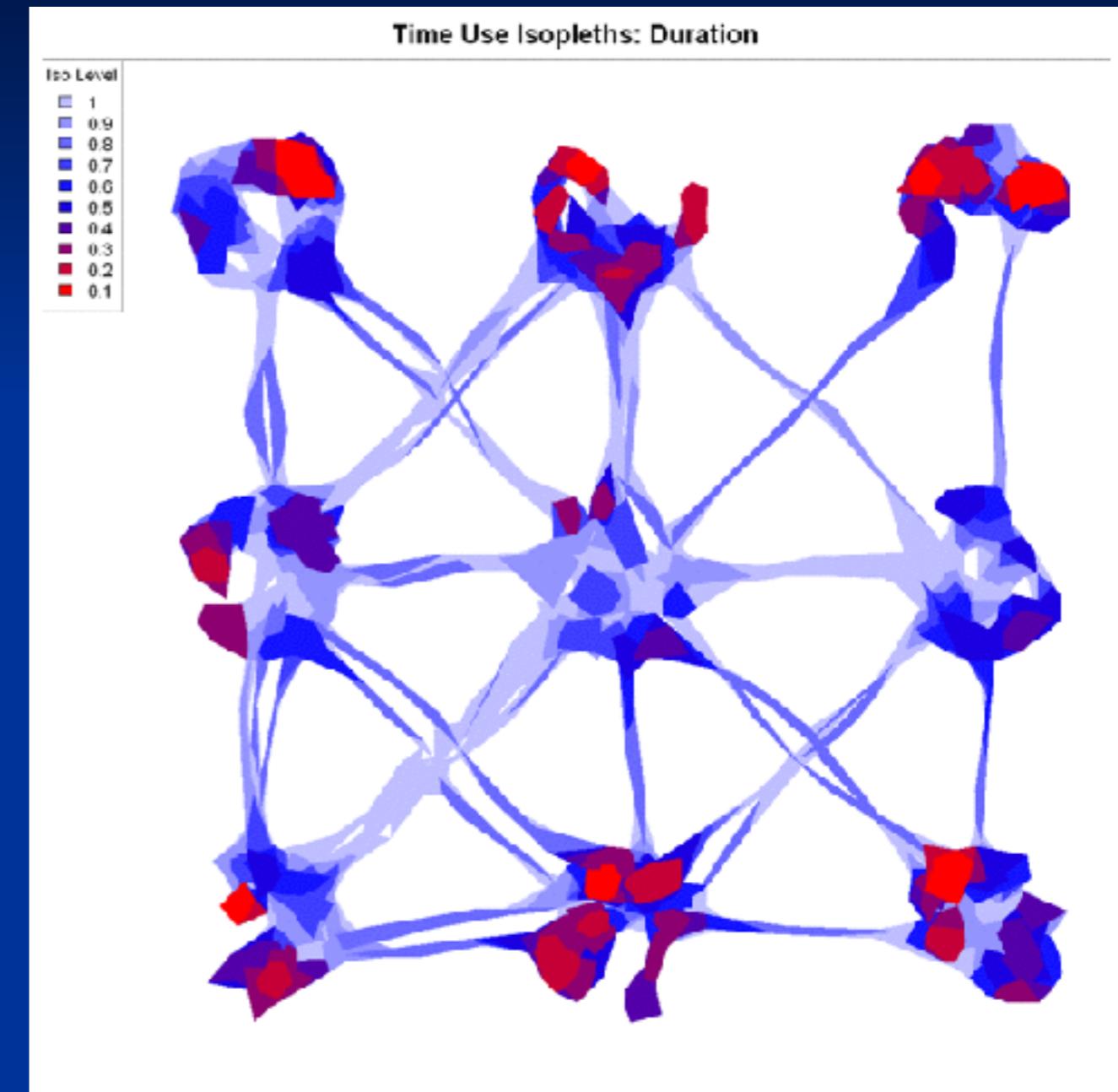
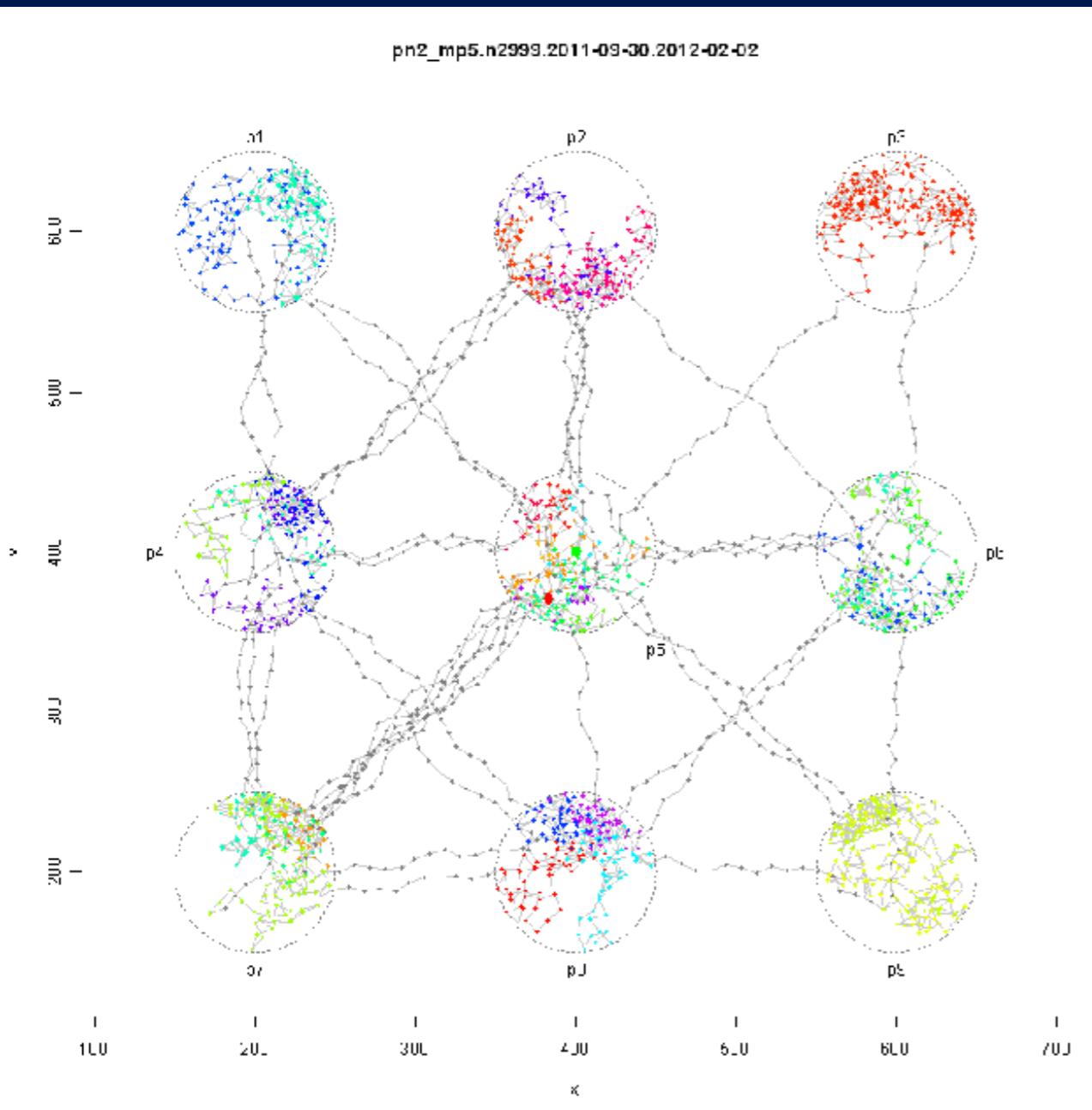
Isopleth levels indicate the proportion of total points enclosed along a gradient of elongation (red most elongated, light-blue least). Hulls sorted by eccentricity of bounding ellipse (left) and perimeter / area ratio (right). Both did a good job identifying the areas of directional movement. One can even see trails within patches when the individual was told 'it's time to go'.

# Simulated Data: Revisitation Isopleths



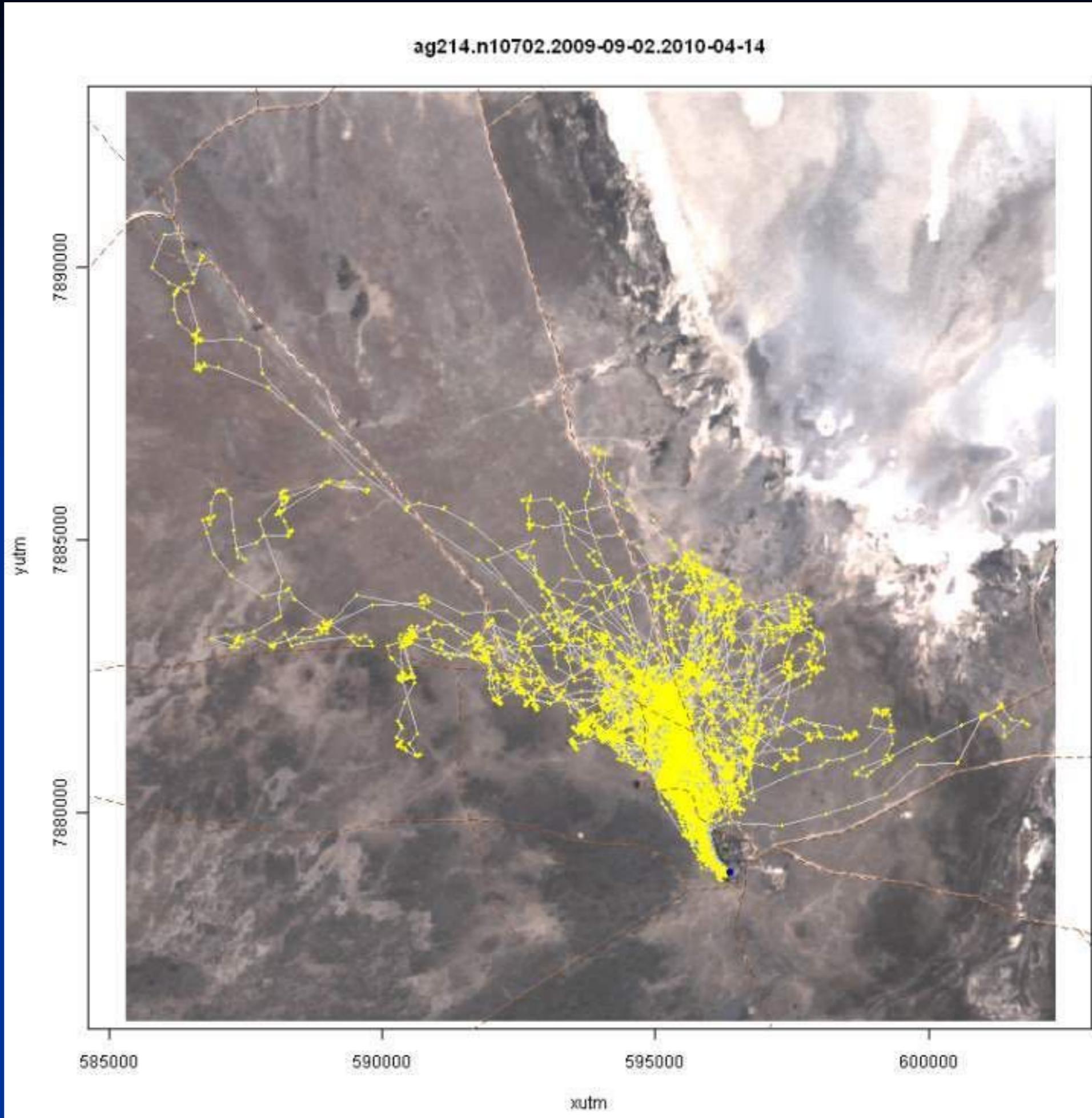
Hulls sorted by number of separate visits (inter-visit gap = 24 time steps). Hulls most revisited were found in the center patch (revisited more than any other patch) and the “superhighway” between patch five and seven. Also the ‘foyer’ area of patches.

# Simulated Data: Duration Isopleths



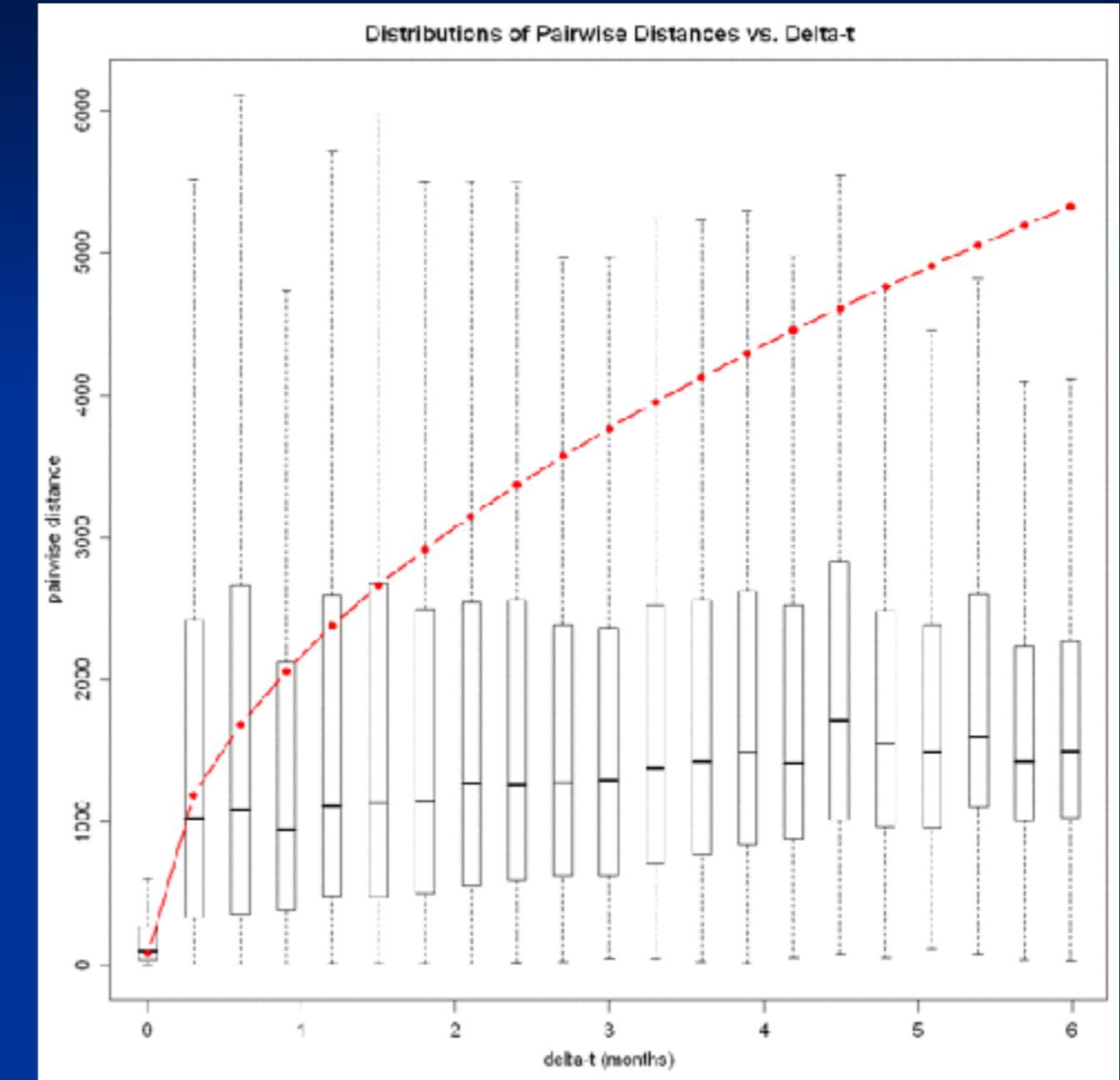
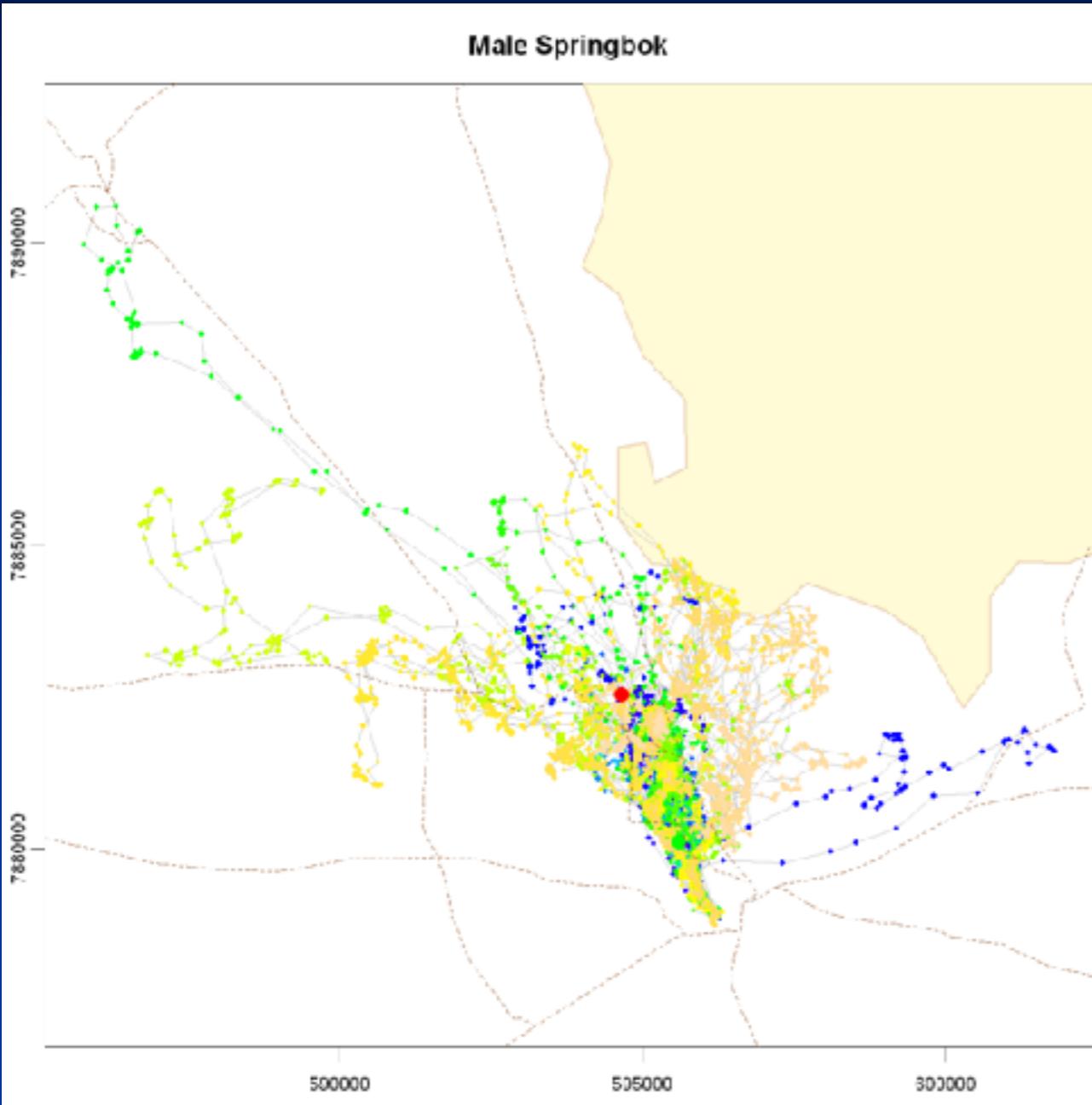
Hulls sorted by mean number of locations per visit (inter-visit gap = 24 time steps). Hulls with the longest duration were found around the edges of patches where the animal was programmed to 'bounce back' and got stuck. Also patch 3 where the animal remained the longest during a single visit.

ag214.n10702.2009-09-02.2010-04-14



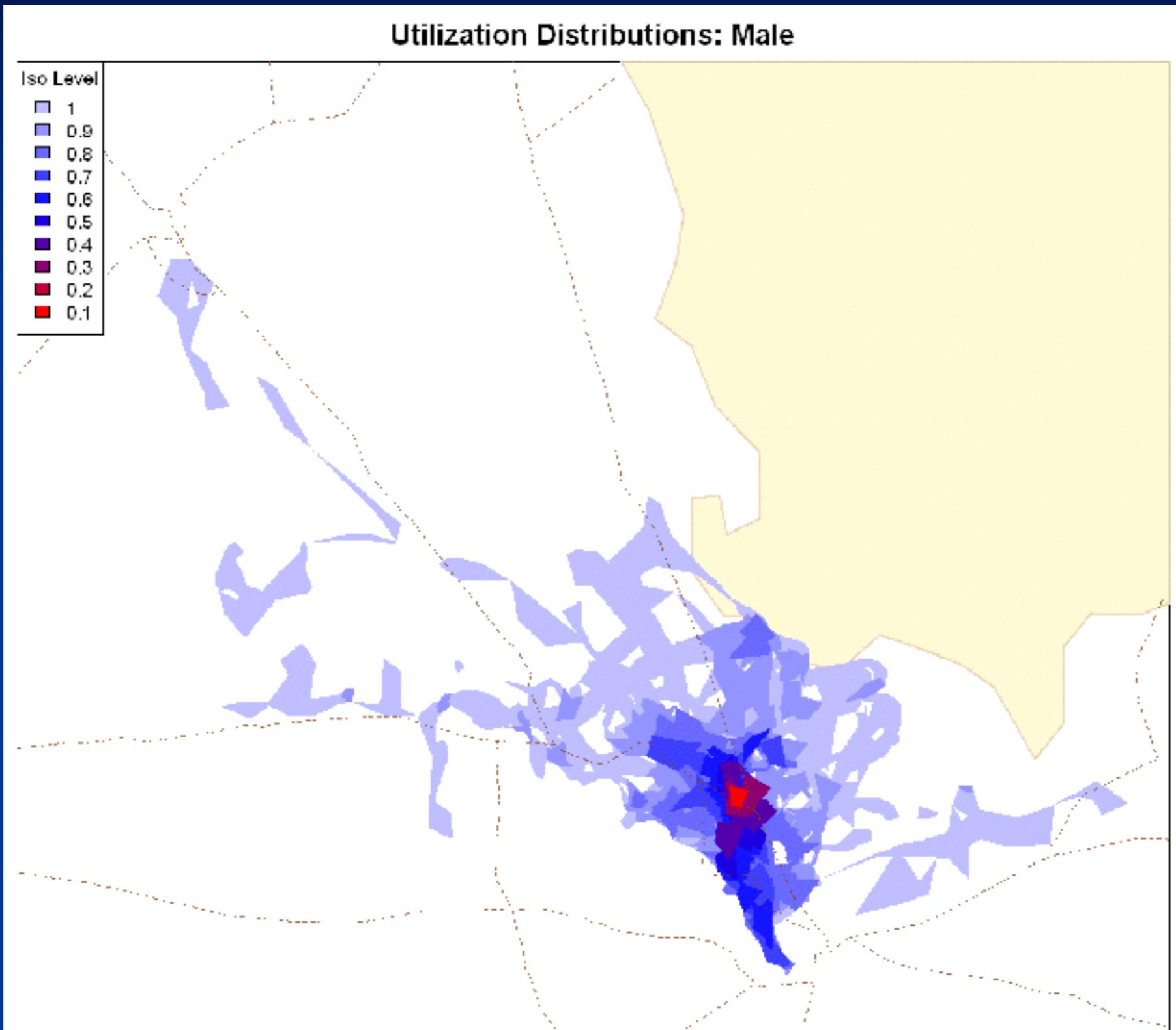
territorial  
male

# Male Springbok: Null model fit

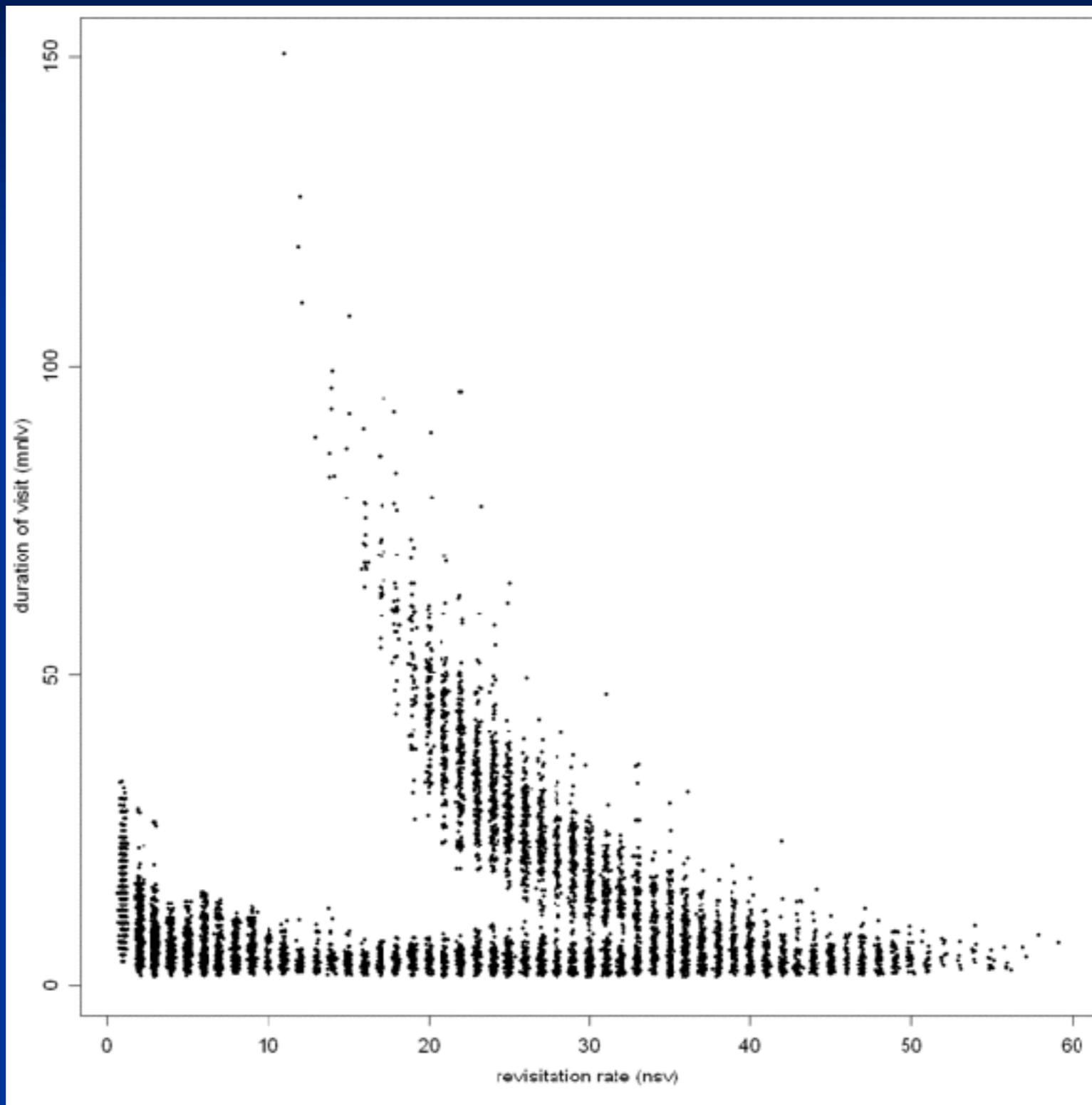


On left, maps of the male springbok in Etosha National Park, Namibia. The colors of the points reflect temporal continuity; tan lines are roads, and yellow polygons are salt pans. On the right, box plots show the distribution of the net displacement of all pairs of points sampled  $\Delta t$  apart (x-axis), with the predicted Gaussian diffusion distance from the random walk null model specified in Equation 2 overlaid in red.

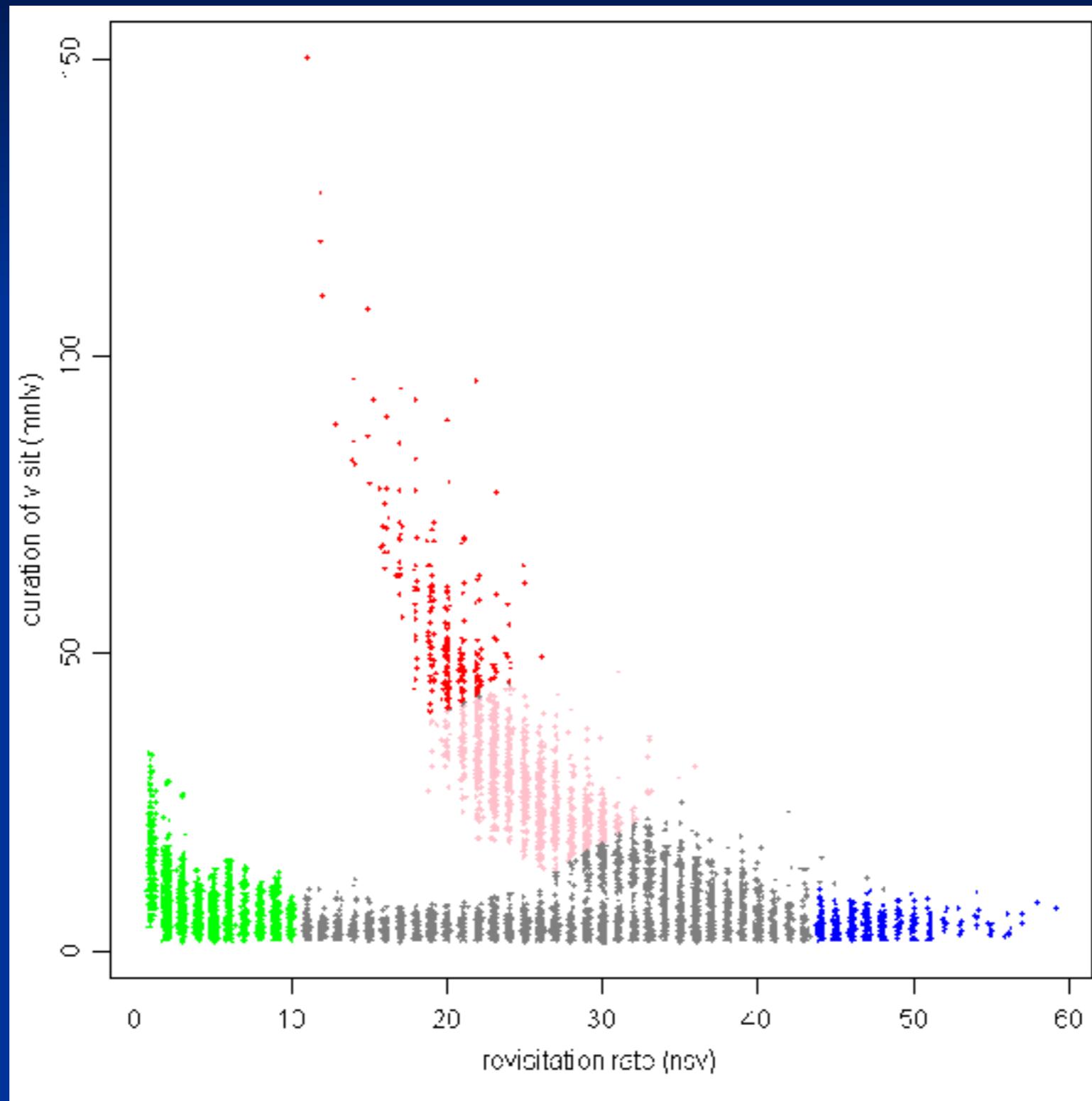
# Male Springbok: Density Isopleths



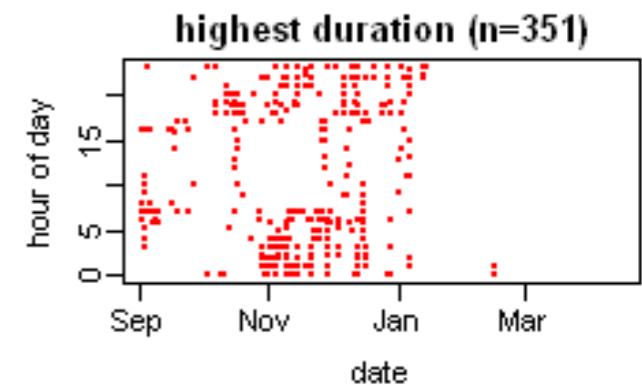
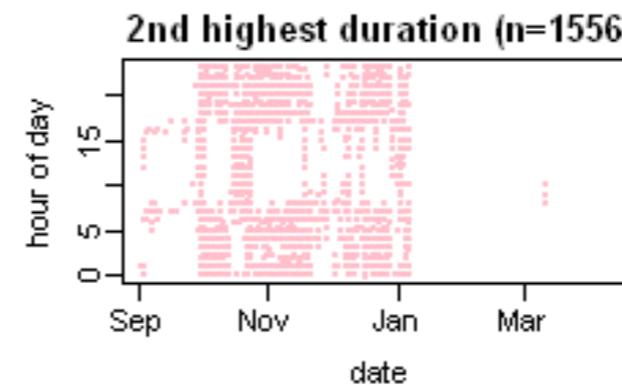
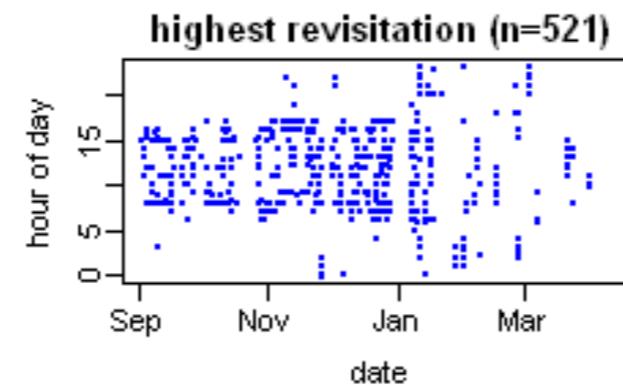
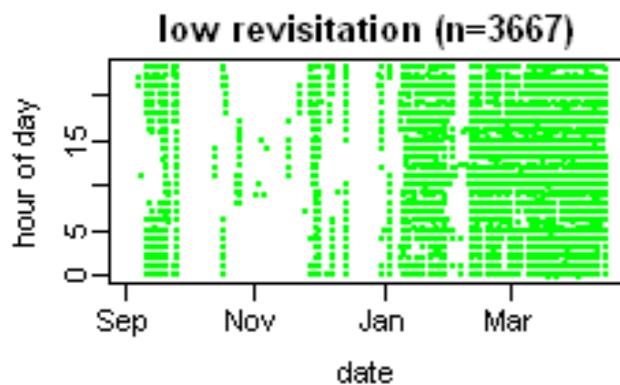
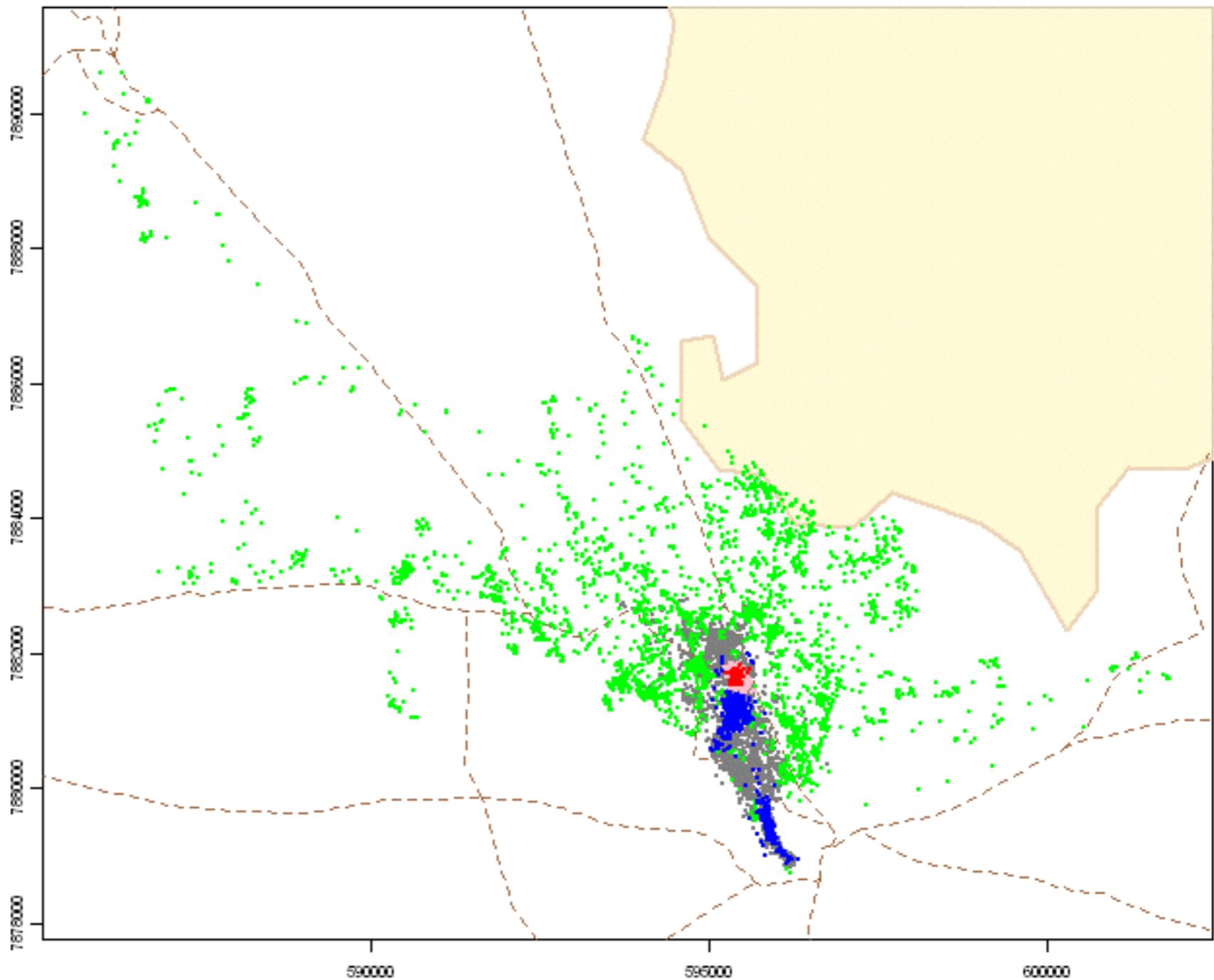
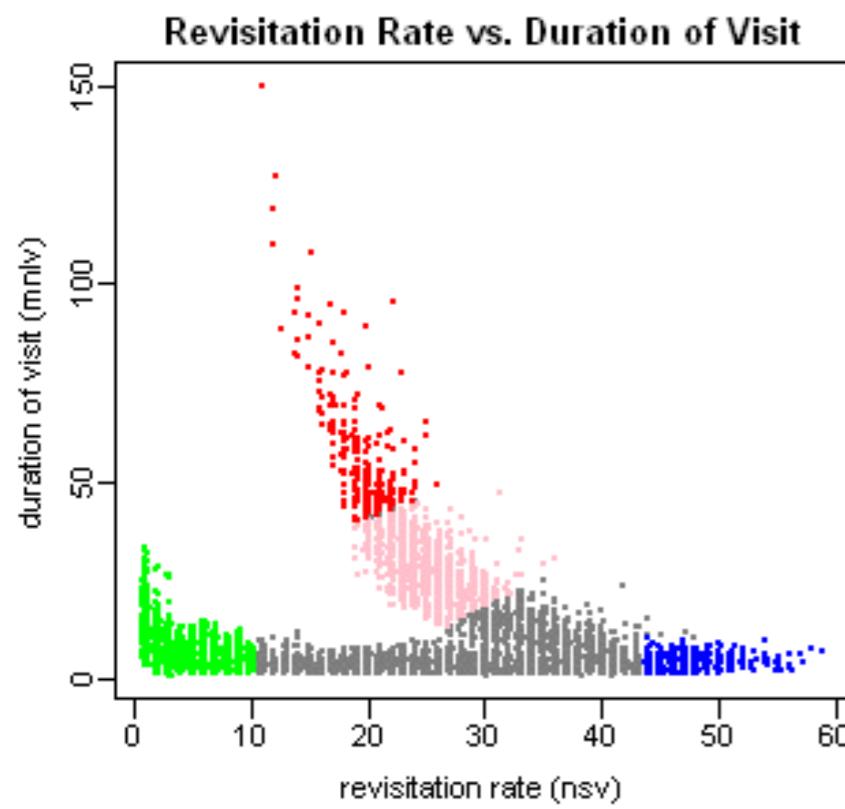
# Male Springbok: Hulls in Time-Use Space



# Male Springbok: Hulls in Time-Use Space

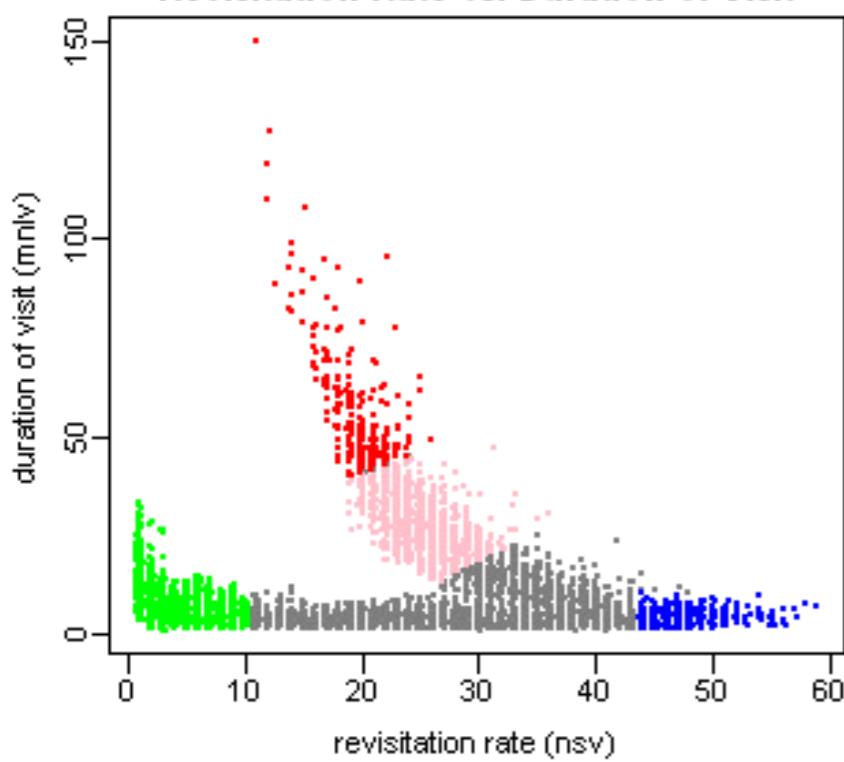


### Hull Parent Points Colored by Time Use Regions

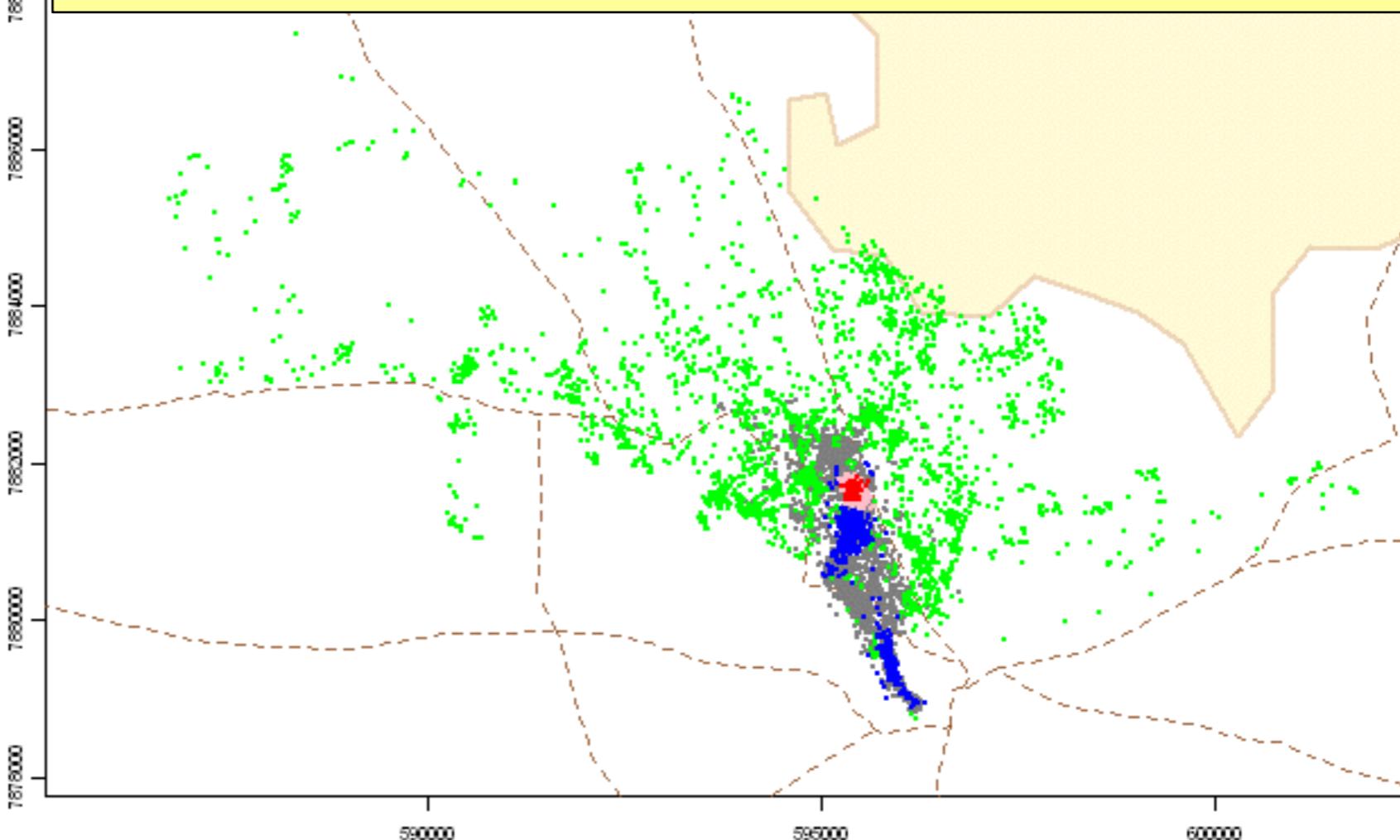


### Hull Parent Points Colored by Time Use Regions

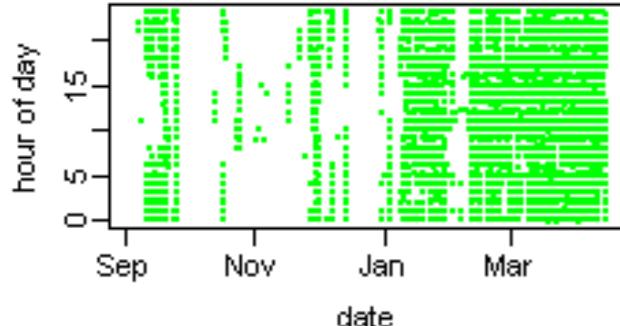
Revisitation Rate vs. Duration of Visit



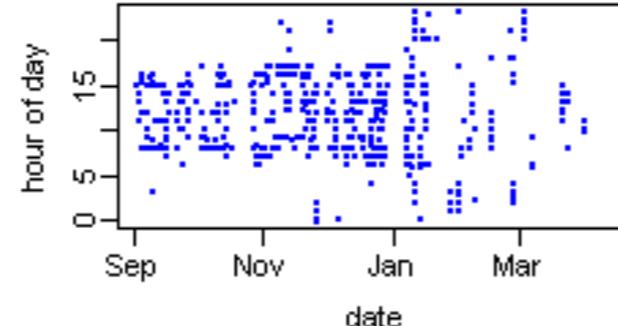
The scatterplots of the hull parent points date vs. hour of day provide clues about what these regions in time-use space represent behaviorally. The red and pink regions of time-use space appear to be 'core night time area' from Oct thru Jan. The blue hulls are visited frequently during mid-day but never for very long – a travel route to water? Green hulls were neither revisited nor used for very long - perhaps searching for greener pastures or run off by another male?



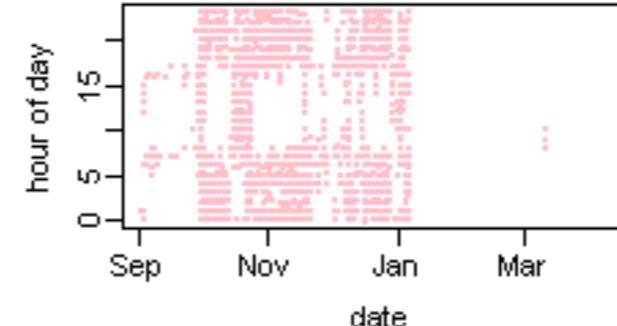
**low revisit (n=3667)**



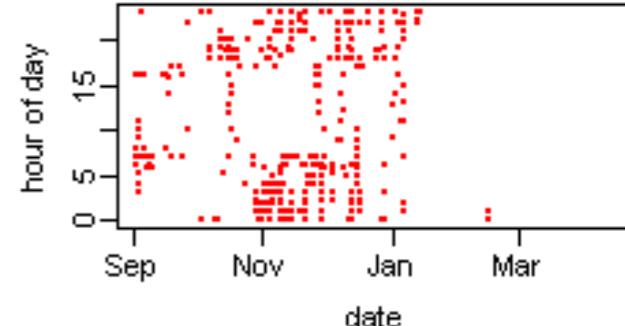
**highest revisit (n=521)**



**2nd highest duration (n=1556)**

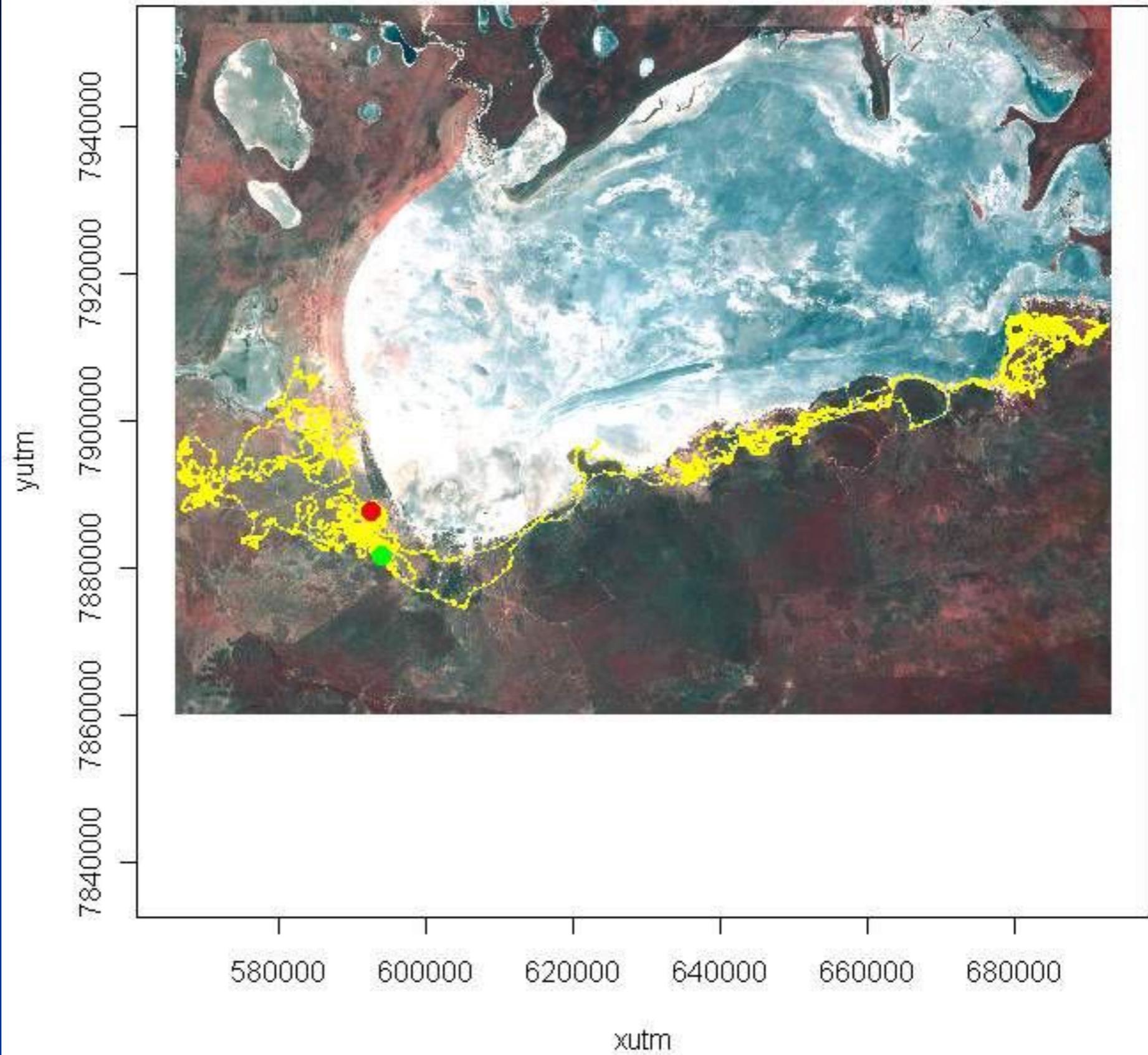


**highest duration (n=351)**

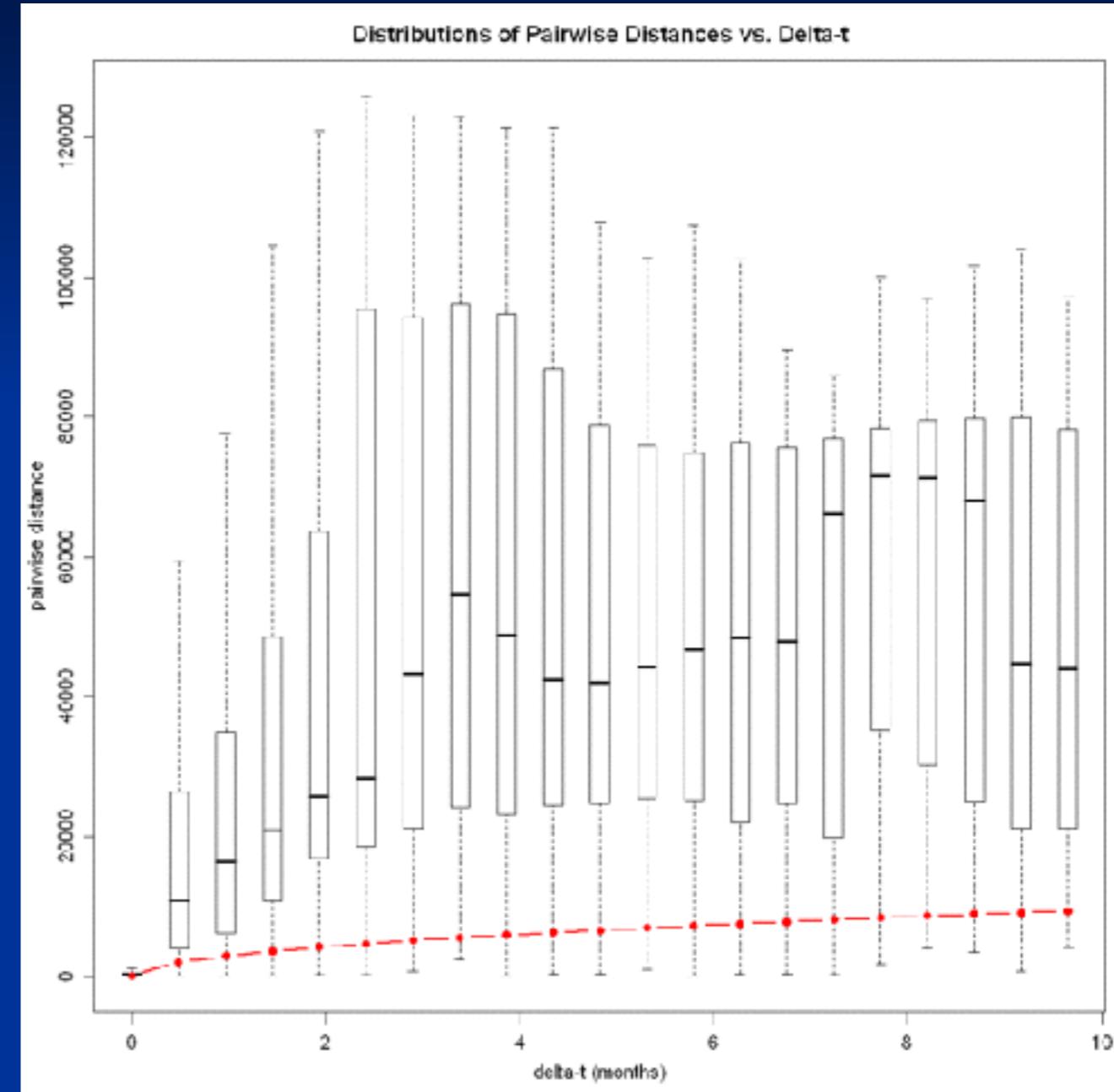
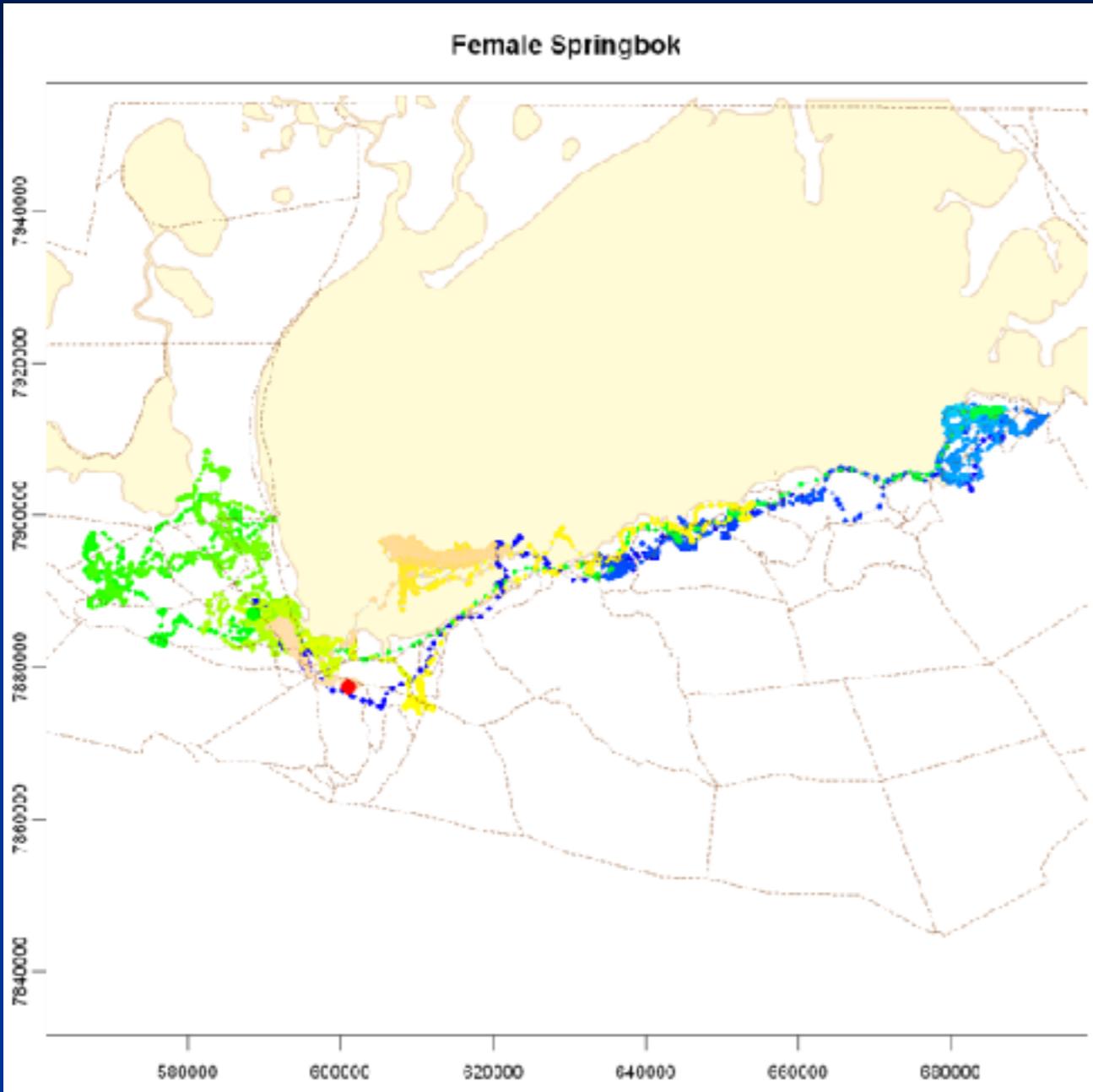


**ag206.n10704.2009-09-02.2010-04-14**

**female**

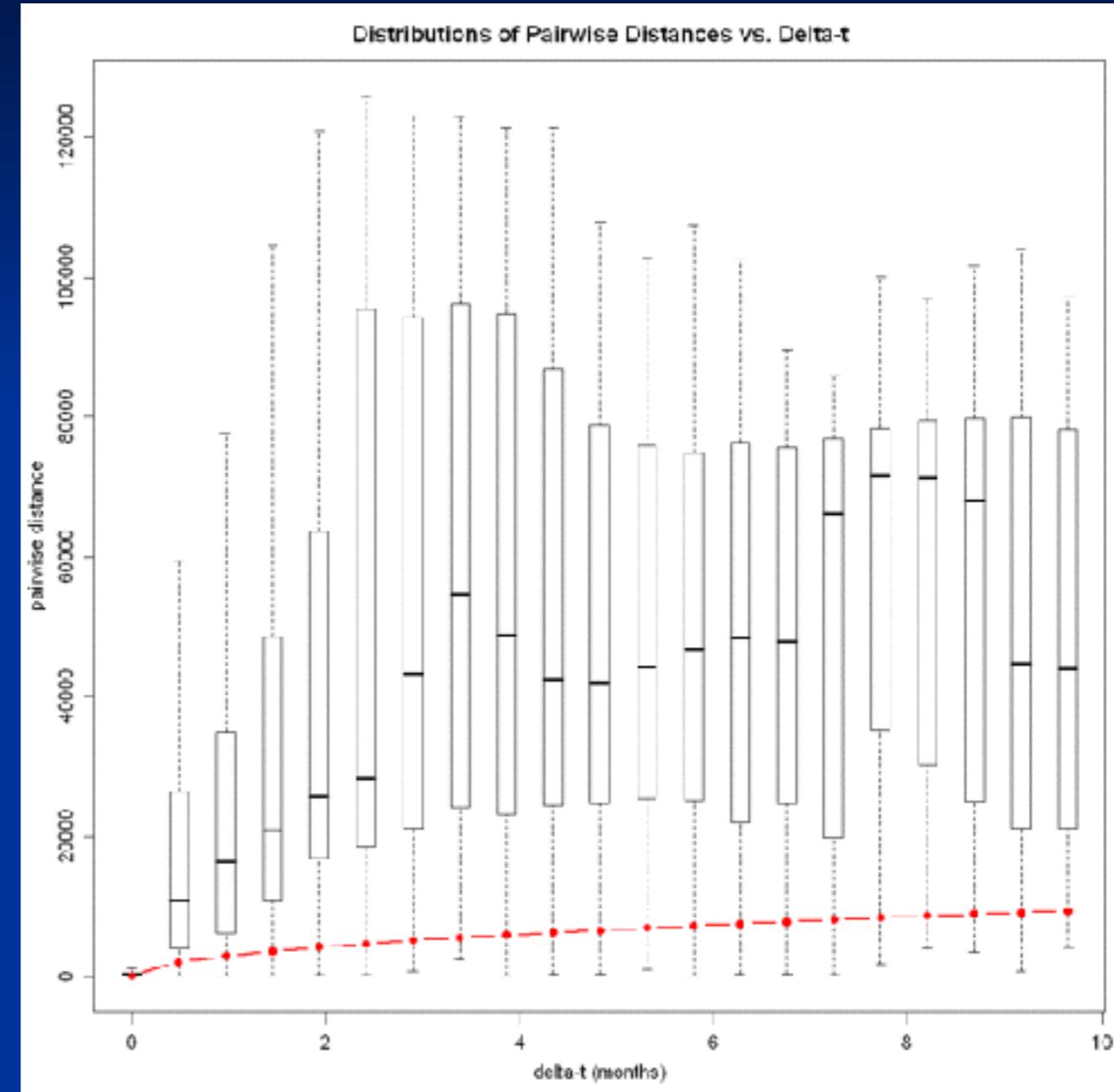
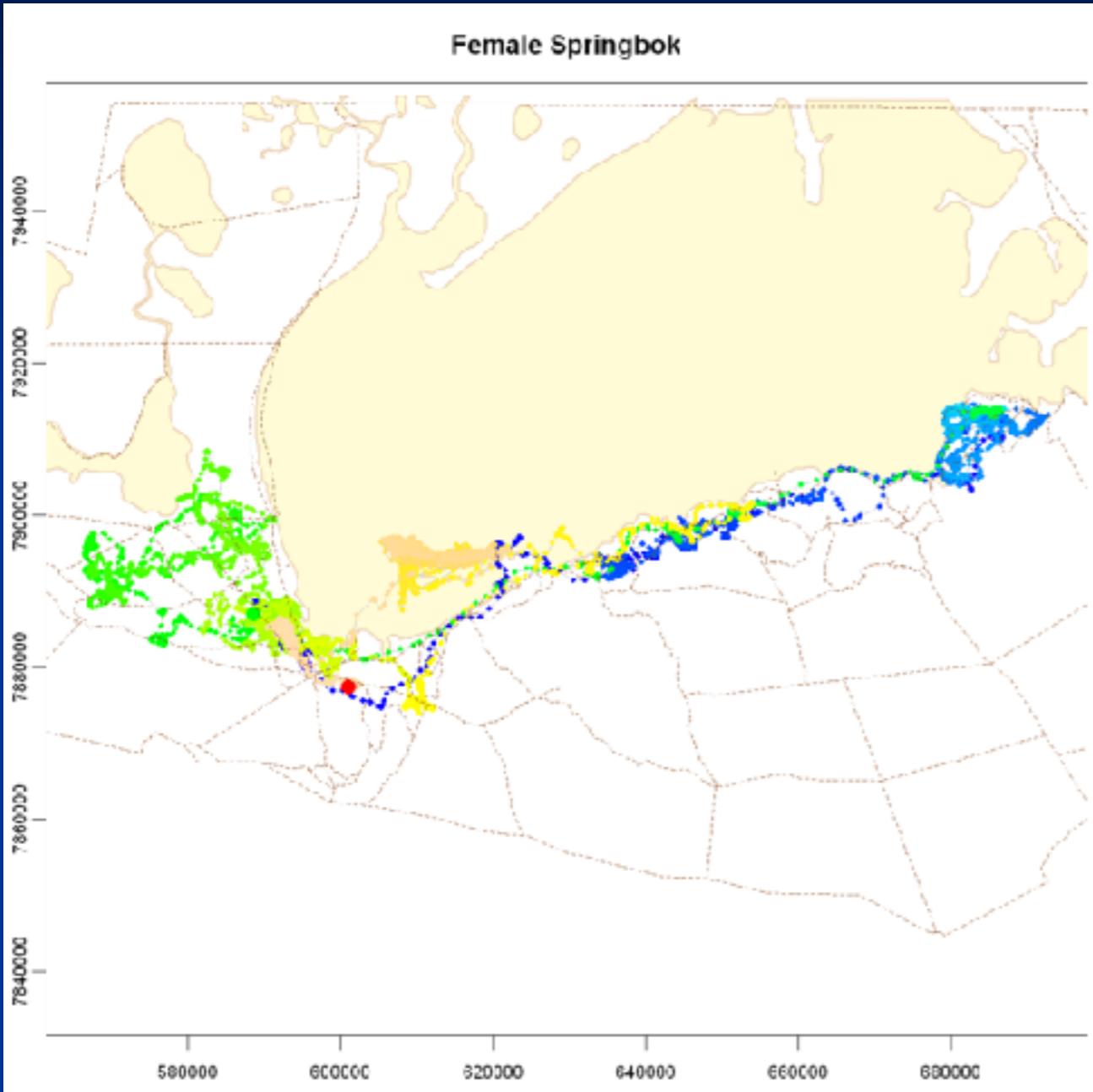


# Female Springbok: Null model fit



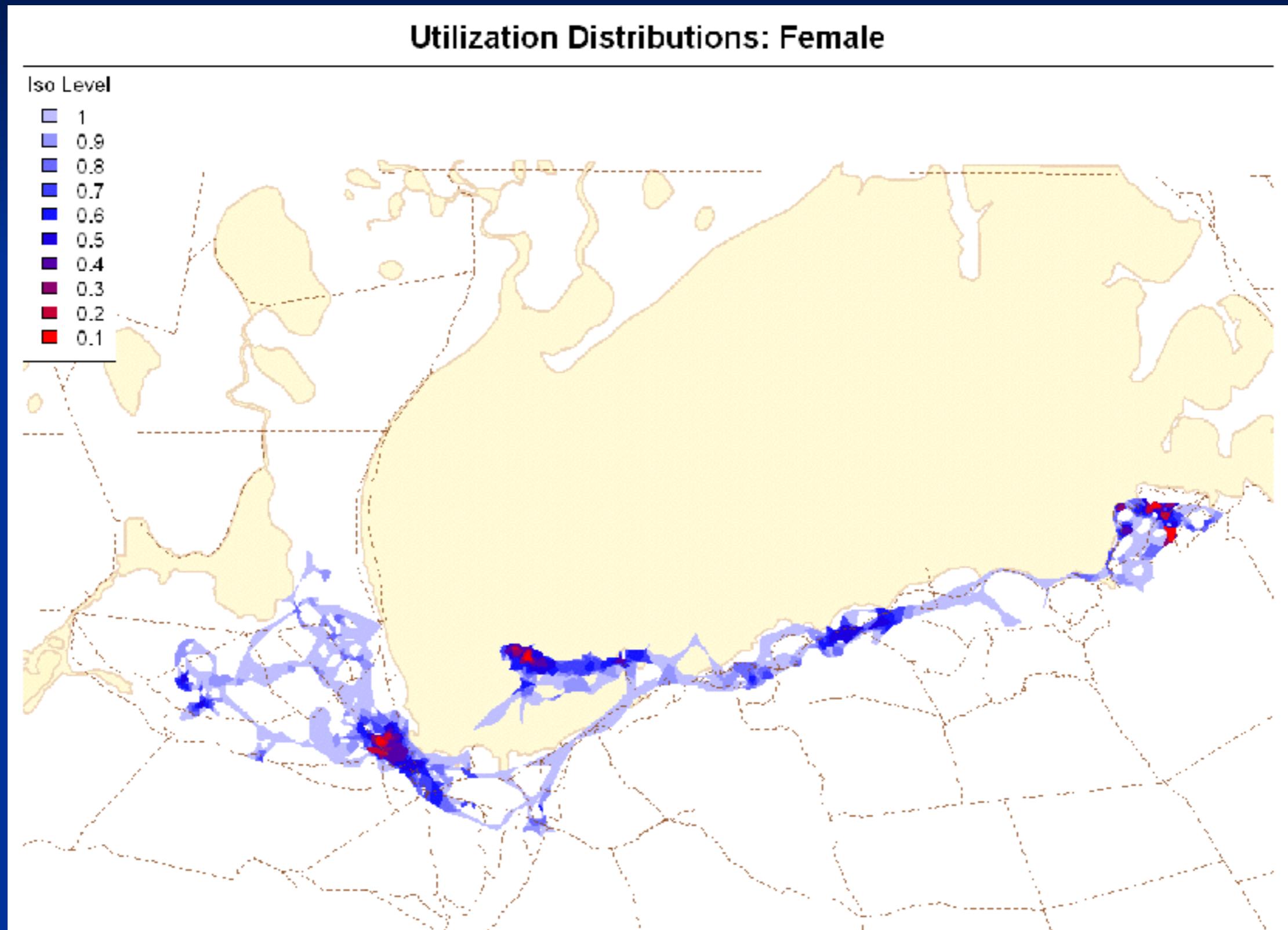
On left, maps of the female springbok in Etosha National Park, Namibia. The colors of the points reflect temporal continuity; tan lines are roads, and yellow polygons are salt pans. On the right, box plots show the distribution of the net displacement of all pairs of points sampled  $\Delta t$  apart (x-axis), with the predicted Gaussian diffusion distance from the random walk null model specified in Equation 2 overlaid in red.

# Female Springbok: Null model fit

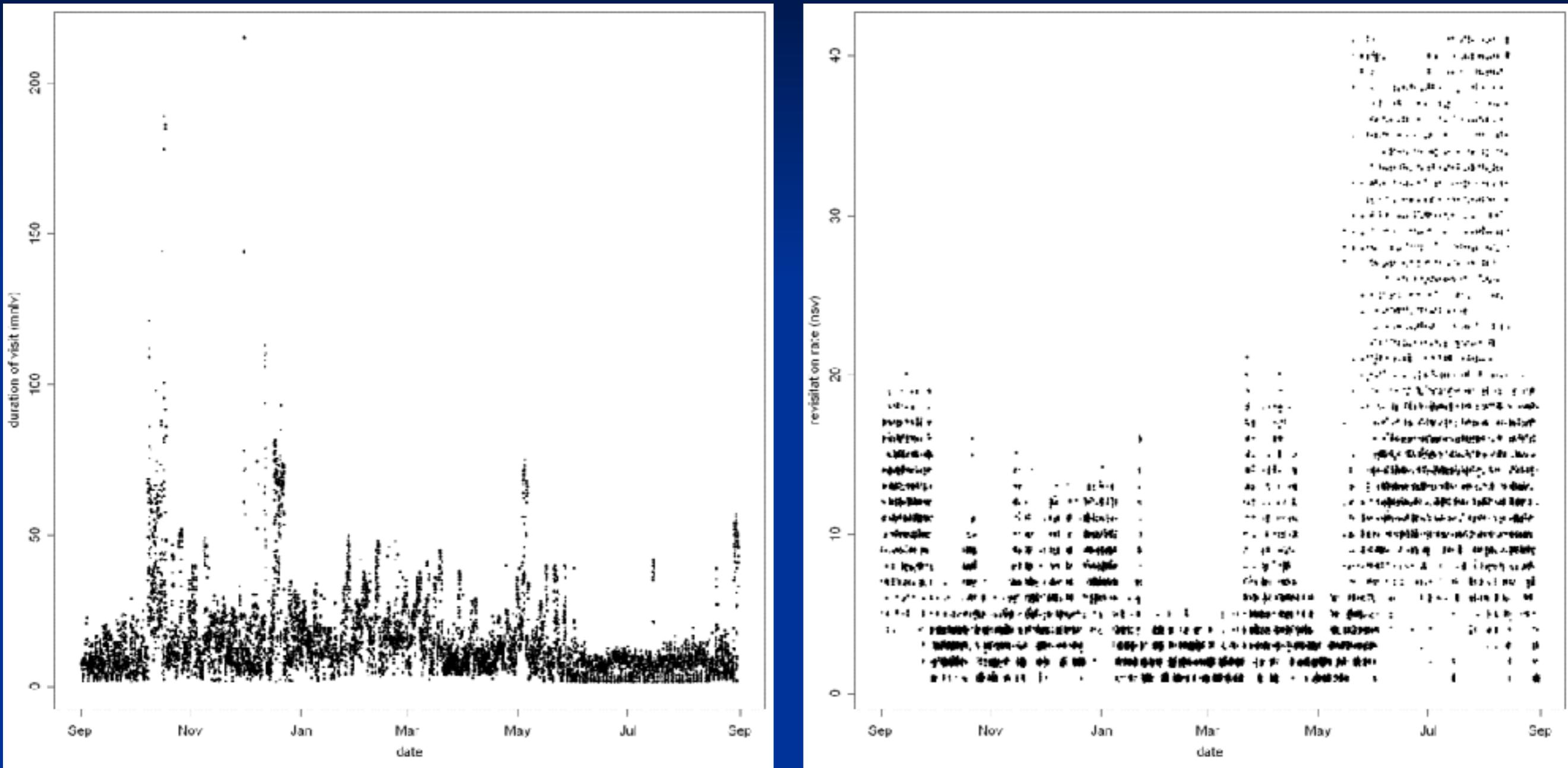


On left, maps of the female springbok in Etosha National Park, Namibia. The colors of the points reflect temporal continuity; tan lines are roads, and yellow polygons are salt pans. On the right, box plots show the distribution of the net displacement of all pairs of points sampled  $\Delta t$  apart (x-axis), with the predicted Gaussian diffusion distance from the random walk null model specified in Equation 2 overlaid in red.

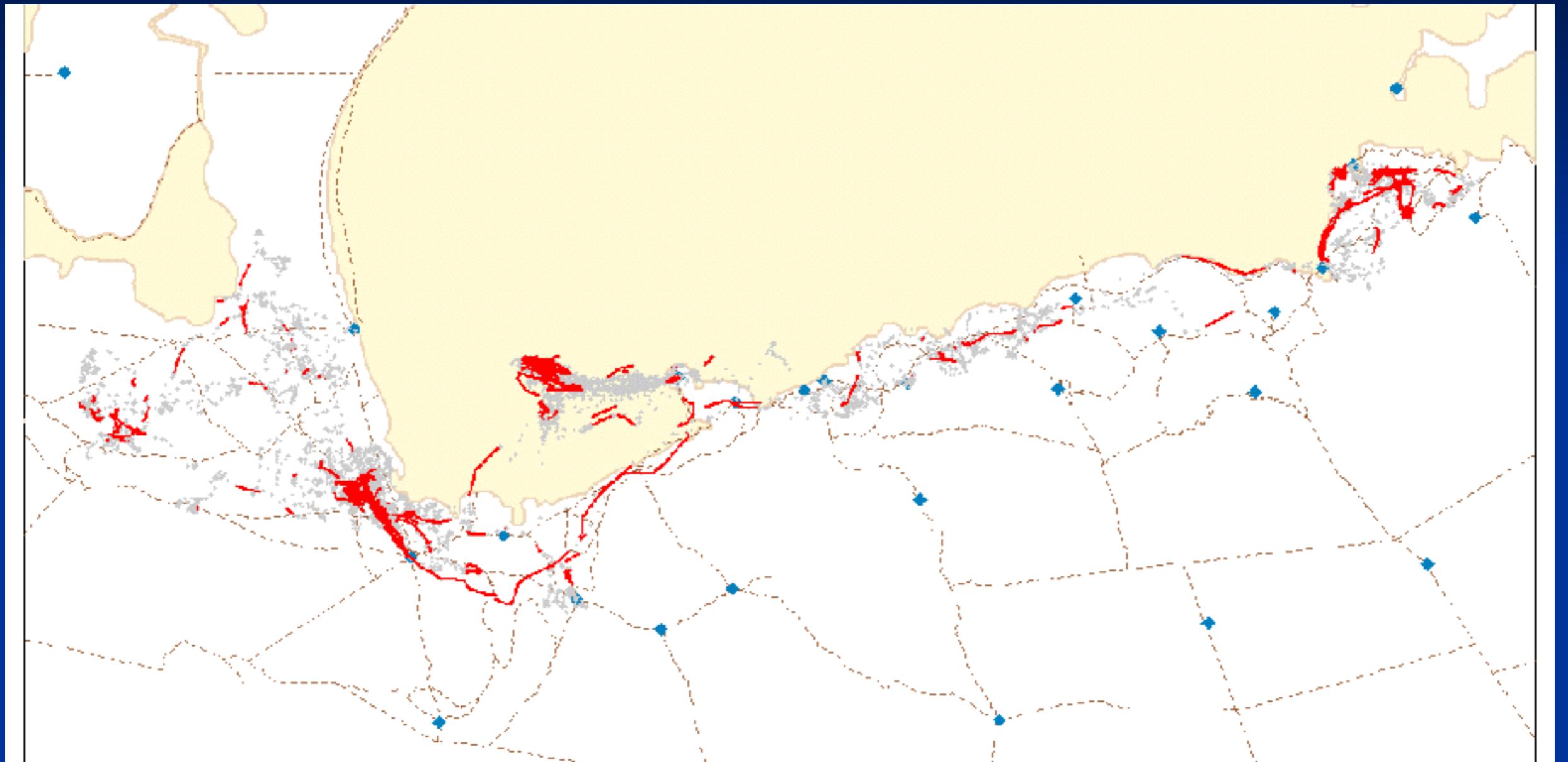
# Female Springbok: Density Isopleths



# Female Springbok: Hull revisitation rate and duration over time

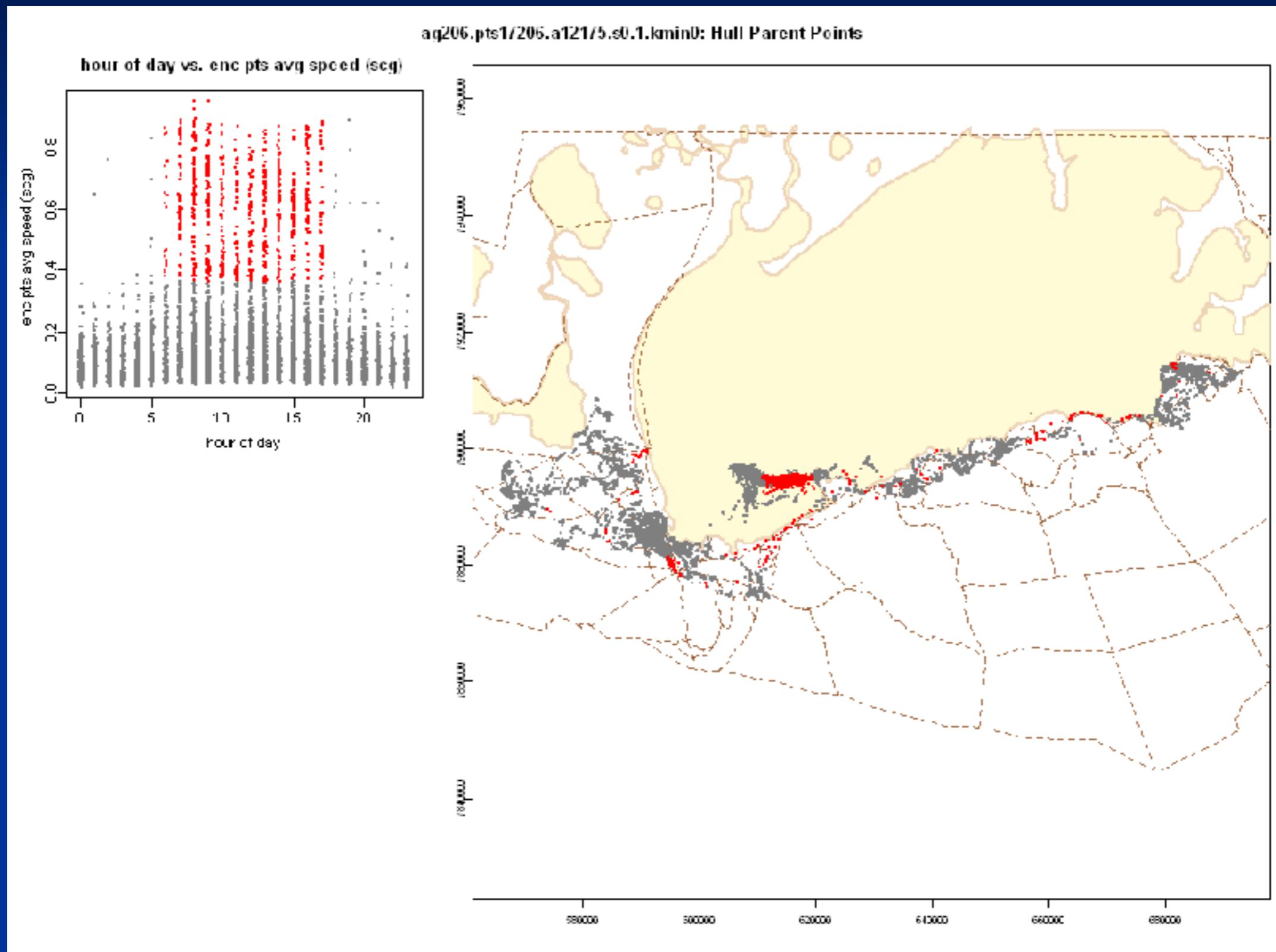


# Female Springbok: Directional Routes



Map of directional routes for the female springbok derived from connecting the parent points of temporally contiguous hulls with a perimeter area ratio value in the top 35%. Perimeter area ratios have been smoothed with a temporal averaging function and scanning window of one time step. Blue dots are known water points.

# Female Springbok: Hour of day vs. Speed of enclosed pts



# Conclusions

- Ancillary variables such as time can be incorporated into home range methods in such a way as to extend the range in behavioral questions
- T-LoCoH shows promise in developing spatial distributions for movement phase and time use
- One-click solutions remain elusive
- Future Directions
  - Model diffusion distance from data
  - More sophisticated pattern detection
  - Hulls provide a platform for environmental variables, interactions between individuals
  - More assistants for parameter selection
  - Ecological applications