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Andreas Behr

Theory of Sample Surveys with R





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UVK Verlagsgesellschaft mbH · Konstanz mit UVK/Lucius · München

Prof. Dr. Andreas Behr lehrt Statistik an der Universität Duisburg-Essen.

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Preface

The book is based upon my lecture notes developed for the course in sampling theory at Münster University and University Essen-Duisburg. Some basic knowledge of statistical methods, regression analysis and the R programming environment would be helpful for understanding the text.

I am grateful to Ullrich Rendtel, Götz Rohwer and Ulrich Pötter helping me to understand the basics of sampling theory and the feedback from many students of my courses. I would like to thank Christoph Schiwy for providing the layout of the manuscript using Latex and knitr and Katja Theune and Jurij Weinblat for reading the manuscript.

Münster, December 2014

Andreas Behr

Some hints for solutions of the exercises which accompany all chapters and the data files used in the text can be downloaded at www.uvk-lucius.de/behr.

st of	Figures		13
Intr	oductio	n	15
1.1	Source	es of randomness	16
	1.1.1	Stochastic model	16
	1.1.2	Design approach	17
1.2	Surve		17
	1.2.1	Characteristics of surveys	17
	1.2.2		19
	1.2.3		19
	1.2.4		19
1.3	Specif		20
	1.3.1	_	20
	1.3.2		20
	1.3.3		21
1.4	Outlin		21
1.5			23
Intr	oductio	n to R	25
2.1	Some	R basics	26
	2.1.1	Object orientation	26
	2.1.2	Dataframes	26
	2.1.3	Sequences, replications, conditions	
		and loops	27
	2.1.4	Matrices	30
	2.1.5	Storing and reading data files	31
	2.1.6	Probability distributions	32
	2.1.7	Graphics	33
	2.1.8	Linear regression	34
2.2	Sampl	ling from a population	36
	2.2.1		36
	2.2.2	The sample() function	37
2.3	Exerci	ises	38
	1.1 1.2 1.3 1.4 1.5 Intro 2.1	Introductio 1.1 Source 1.1.1 1.1.2 1.2 Survey 1.2.1 1.2.2 1.2.3 1.2.4 1.3 Specifi 1.3.1 1.3.2 1.3.3 1.4 Outlin 1.5 Exerce Introductio 2.1 Some 2.1.1 2.1.2 2.1.3 2.1.4 2.1.5 2.1.6 2.1.7 2.1.8 2.2 Sample 2.2.1 2.2.2	1.1.1 Stochastic model 1.1.2 Design approach 1.2 Surveys 1.2.1 Characteristics of surveys 1.2.2 Sampling frame 1.2.3 Probability sampling 1.2.4 Sampling and inference 1.3 Specific designs 1.3.1 Simple random sampling 1.3.2 Stratified sampling 1.3.3 Cluster sampling 1.4 Outline of the book 1.5 Exercises Introduction to R 2.1 Some R basics 2.1.1 Object orientation 2.1.2 Dataframes 2.1.3 Sequences, replications, conditions and loops 2.1.4 Matrices 2.1.5 Storing and reading data files 2.1.6 Probability distributions 2.1.7 Graphics 2.1.8 Linear regression 2.2 Sampling from a population 2.2.1 Enumeration of samples 2.2.2 The sample() function

3	Incl	usion probabilities 4	1
	3.1	Introduction	2
	3.2	Some notation	2
	3.3	Inclusion indicator I	3
	3.4	A small example 4	4
	3.5	Inclusion probabilities π 4	5
	3.6	Obtaining inclusion probabilities with R 4	6
	3.7	Simple random sampling (SI) 4	7
	3.8	Properties of the inclusion indicator 5	0
		3.8.1 The expected value of the inclusion	
		indicator	1
		3.8.2 The variance of the inclusion indicator 5	1
		3.8.3 The covariance of the inclusion indicator 5	1
		3.8.4 Properties of the covariance 5	2
		3.8.5 Covariance matrix and sums of sums 5	3
	3.9	Exercises	4
4	Esti	mation 5	7
	4.1	Introduction	8
	4.2	Estimating functions and estimators 5	8
	4.3	Properties of estimation functions 5	8
	4.4	The π -estimator	9
		4.4.1 Properties of the π -estimator 5	9
		4.4.2 Expected value and variance of the	
		π -estimator	9
		4.4.3 An alternative expression of the variance . 6	2
		4.4.4 The Yates-Grundy variance of the total 6	2
	4.5	Estimation using R 6	4
		4.5.1 A small numerical example 6	4
		4.5.2 An empirical example: PSID 6	8
	4.6	Generating samples with unequal inclusion proba-	
		bilities	0
		4.6.1 Probabilities proportional to size (PPS) 7	0
		4.6.2 The Sampford-algorithm	2
	4.7	Exercises	3
5	Sim	ple sampling 7	5
	5.1	Introduction	6
	5.2	Some general estimation functions	6
		5.2.1 The π -estimator for the total 7	6
		5.2.2 The π -estimator for the mean 7	6
		5.2.3 The π -estimator for a proportion 7	7

	5.3	Simple	e random sampling	77
		5.3.1	The π -estimator for the total (SI)	78
		5.3.2	The π -estimator for the mean (SI)	79
		5.3.3	The π -estimator for a proportion (SI)	80
	5.4	Some	examples using R	81
	5.5	Exerc	ises	86
ó	Con	fidence	intervals	89
	6.1	Introd	$\operatorname{luction} \ldots \ldots \ldots \ldots \ldots$	90
	6.2	Cheby	shev-inequality	92
		6.2.1	Derivation of the Chebyshev-inequality	92
		6.2.2	Application of the Chebyshev-	
			inequality	94
	6.3		dence intervals based on a specific sample $$. $$	94
	6.4	Some	general remarks $\dots \dots \dots \dots$	97
		6.4.1	No approximate normality	97
		6.4.2	Simplified variance estimators	97
		6.4.3	Effect of simplification in the simple random	
			sampling case	98
		6.4.4	Effect of simplification for the general π -	
			estimator	99
		6.4.5	Effect of simplification in stratified and clus-	
			tered samples	99
		6.4.6	Bootstrap	100
	6.5	Exerc	ises	101
7	Stra	tified s	ampling	103
	7.1	Introd	$\operatorname{luction} \ldots \ldots \ldots \ldots \ldots \ldots$	104
	7.2	Some	notation and an example \dots	104
		7.2.1	Notation	104
		7.2.2	Example: Sectors of employment as strata .	105
	7.3	Estim	ation of the total	108
		7.3.1	Simple random sampling within strata	108
		7.3.2	Example: simple random sampling within	
			sectors	110
	7.4	Choos	sing the sample size for individual strata	110
		7.4.1	The minimization problem	111
		7.4.2	The Cauchy-Schwarz inequality	112
		7.4.3	Solving the minimization problem	113
		7.4.4	Example: optimal sampling size within	
			sectors	115

	7.5	Samp	le allocation and efficiency	116
		7.5.1	Variance comparisons based on the variance	
			decomposition	117
		7.5.2	No stratification versus proportional	
			allocation	118
		7.5.3	Proportional allocation versus optimal allo-	
			cation	118
		7.5.4	No stratification versus optimal allocation $$.	119
		7.5.5	An efficiency comparison with R	120
	7.6	Exerc	ises	123
8	Clus	ster san	npling	125
	8.1	Introd	$\operatorname{luction} \ldots \ldots \ldots \ldots \ldots \ldots$	126
	8.2	Notat	$\mathrm{ion} \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots$	126
		8.2.1	Clustering the population	126
		8.2.2	Artificially clustering the PSID sample	127
		8.2.3	Sampling clusters	127
		8.2.4	Inclusion probabilities	128
	8.3	Estim	ating the population total	129
		8.3.1	The π -estimator of the population total	129
		8.3.2	Variance of the π -estimator of the population	
			total	130
	8.4	Simpl	e random sampling of clusters (SIC) \dots	131
		8.4.1	The π -estimator of the population total	131
		8.4.2	The π -estimator in the PSID example	131
		8.4.3	Variance of the π -estimator of the population	
			total	132
		8.4.4	Variance of the mean estimator in the PSID	
			example	
	8.5	Exerc	ises	135
9	Aux	9	ariables	137
	9.1		$\operatorname{luction} \ldots \ldots \ldots \ldots \ldots$	138
	9.2		atio estimator	139
		9.2.1	Example of the ratio estimator using PSID	
			data	140
		9.2.2	Taylor series expansion	142
		9.2.3	The approximate variance of the ratio esti-	
			mator	145
		9.2.4	Estimating the approximate variance of the	
			ratio estimator using PSID data	146

		9.2.5	Comparison of the ratio estimator with the	
			simple π -estimator	148
		9.2.6	The ratio estimator in the regression	
			$context \dots \dots \dots \dots \dots \dots$	149
		9.2.7	The linear regression model under specific	
			heteroskedasticity assumption	151
	9.3	The di	fference estimator	152
		9.3.1	The difference estimator using regression	
			notation	152
		9.3.2	Properties of the difference estimator	153
		9.3.3	The difference estimator of average wage	
			using the PSID data	154
	9.4	Exercis	9	158
10	Regr	ession		161
			$\operatorname{uction} \ldots \ldots \ldots \ldots$	162
	10.1	10.1.1	Regression without intercept	162
		-	Regression with intercept	165
			Multivariate linear regression with intercept	
	10.2		ce of the parameter estimators	169
	10.2	10.2.1	Linear approximation of the	100
		10.2.1	π -estimator	169
		10.2.2	The variance of the linear approximation of	100
		10.2.2	the π -estimator	171
		10.2.3	Simple regression through the origin	175
		10.2.4	Simple regression with intercept	176
		10.2.4	Simple regression with intercept and simple simple regression with intercept and simple	170
		10.2.5	random sampling	177
		10.2.6	Wage regression with PSID data and simple	111
		10.2.0	random sampling	177
	10.3	Exercis		180
	10.0	DAGICE	oco	100
lnc	lices			183
	Func	tions In	dex	183
	Subi	ect Ind	ργ	185

List of Figures

2.1	Standard graphics with R	34
3.1	Increasing number of combinations	49
4.1	Approx. dist. of the estimation function $\ \ldots \ \ldots$	69
5.1 5.2	Approx. dist. of the estimation functions Approx. dist. of the estimating functions	83 85
6.1 6.2	Approx. dist. of the sample mean	
7.1 7.2	Sectoral mean wages and standard deviations	107
8.1 8.2 8.3	Distribution of the cluster totals	128 132
9.1 9.2 9.3 9.4 9.5	Years of education and wage	139 141 148 150
9.6	Comparison	156
10 1	Approx dist	1 2 0

Introduction

Survey samples provide the most important sources of information in the social sciences. Basic to all statistical considerations is the random selection of elements of the population into the sample. The sampling design specifies the specific procedure of sampling. While in a strict sense our knowledge will be confined to the elements in the sample, knowledge of the properties of specific sampling designs is indispensable to plan, carry out and analyse survey samples.

1.1	Sourc	es of randomness	16
	1.1.1	Stochastic model	16
	1.1.2	Design approach	17
1.2	Surve	ys	17
	1.2.1	Characteristics of surveys	17
	1.2.2	Sampling frame	19
	1.2.3	Probability sampling	19
	1.2.4	Sampling and inference	19
1.3	Specif	fic designs	20
	1.3.1	Simple random sampling	20
	1.3.2	Stratified sampling	20
	1.3.3	Cluster sampling	21
1.4	Outli	ne of the book	21
1.5	Exerc	ises	23

16 1 Introduction

1.1 Sources of randomness

Introductory courses in probability calculus discuss properties of random variates. Basic to the idea of randomness is the random generator \mathcal{G} . In most applications of probability calculus in the social sciences, characteristics of individuals, e.g. the working status or the income, are regarded as realizations of random variates. A stochastic model can be regarded as a detailed description of a complicated random generator.

In the design approach applied in survey sampling the random process is strictly confined to the random sampling of elements from the population. The characteristics of the elements (e.g. their income) are treated as fixed. The difference of the modelling and the design approach can be illustrated by means of simple random experiments, casting dices and dimes and drawing balls from urns.

1.1.1 Stochastic model

Stochastic models are specific random generators that can repeatedly be used to generate realizations of random variates. A very specific understanding of social reality, most common in economics, regards this reality as being the product of the application of random generators. Assume we have a fair dice and will provide each person an amount of money equal to the number obtained from casting the dice (in 1000 euro) and call that amount income. Therefore, the income of a person is a random variate having a specific probability distribution. E.g., the expected income is 3500 euro and so is the average of two generated incomes. If we have the impression that this model is not a realistic description of the social process in which incomes are determined, we can improve (complicate) the random process. E.g., we can additionally cast a dime if the person is male. If head comes up, the income is increased by 1000 euro, if tail comes up by 2000 euro. Being still not satisfied with the model, we can throw additionally a dime if the person has an academic degree and increase the income by 1000 euro if head comes and by 2000 euro if tail. Obviously, we can proceed in complicating the model but the main point is that income is generated by means of a (perhaps rather complicated) random number generator and therefore a random variate. Moreover, we can generate as many incomes as we want making use of the random generator repeatedly. Alternatively, as is most common in econometrics, one can imagine the income of a person being a linear

1.2 Surveys 17

combination of her characteristics, e.g. age, years of education and so on, to which a realization of a normally distributed random variate is added.

1.1.2 Design approach

In the design approach, the characteristics of the individuals, e.g. their working status or their income, are treated as fixed. Assume a population of six individuals having incomes of 1000, 2000, 6000 euro. We do not speculate why person number six earns 6000 whereas person number one only earns 1000 euro. Now assume that we do not know the income of the six persons but that we can sample randomly two persons and get information about their income. To obtain a sample, we number six otherwise identical balls, put them in an urn, and draw blindly two balls. The two numbers obtained refer to two of the six persons and we will be informed about their incomes. Obviously, the incomes we observe depend on the sample we happen to draw. The expected average income of the two persons sampled is 3500 euro just as in the example of stochastic modelling. However, the difference is, in the sampling example the incomes are treated as fixed. Therefore, the income is not regarded as a random variate but as a fixed property of the persons. It is only random, which specific persons will be included in the sample.

1.2 Surveys

Surveys based on random selection are important sources of information about conditions and changes in society. In Germany, e.g. the micro census (Mikrozensus) carried out every year by the German Federal Statistical Office (Statistisches Bundesamt) includes about 1 million individuals. The German Socio Economic Panel (GSOP) carried out by the German Institute for Economic Research (DIW Berlin) is an important source of information about social and economic conditions in Germany and is used in a large number of scientific analyses.

1.2.1 Characteristics of surveys

A survey sample denotes a statistical inquiry and analysis that meets several important requirements.

18 1 Introduction

 The interest is confined to a well-defined population denoted by U. A census would include all elements of U but is very rarely carried out because of cost and time considerations.

- 2. Instead of questioning all elements of U, a sample $s \subset U$ is sampled and information for the elements in s is obtained.
- 3. To apply random calculus, the individuals of the sample have to be selected by making use of (pseudo) random numbers, usually generated by means of implemented random generators. We denote a random generator by \mathcal{G} .
- 4. A most simple random generator can be seen in an urn filled with different balls, which are drawn blindly, that is independently of what is written on the balls or their colour. Therefore, the ideal vision of obtaining a random sample is an urn with a ball for each element of the population marked with a non-ambiguous identifier and the blind draw of a specified number of balls.
- 5. The sample obtained making use of a random generator is called a random sample. We will restrict the discussion in this text towards random samples.
- 6. The sampling frame contains information to identify all elements in the population. Ideally, we can think of the sampling frame being a file, which uniquely assigns a non-ambiguous identifier to each element of the population. We will abstract from the fact that, in practice, it is often difficult to obtain a complete list for a defined population.
- 7. The variables of interest are often quite numerous but we denote a representative variable of interest by Y.
- 8. The distribution of variable Y in the population can be characterized by different parameters, e.g. total (sum), mean, standard deviation, and so on. As we do not observe Y for all members of the population but only for the members of the sample, we cannot calculate the true parameters for the population. Instead, we try to estimate the population parameters based on the information provided by the sample.
- We try to grasp the extent of the expected estimation error by providing estimates of the variance of the estimation functions.

1.2 Surveys 19

1.2.2 Sampling frame

The sampling frame ideally is a list containing a non-ambiguous identifier for all elements of the population. Furthermore, information on how the elements can be contacted must be included in the frame. As an example one can think of a complete and up to date register maintained by the city's registration office including e.g. name, date of birth and address of all inhabitants. Note that in practice a complete and up to date register of the target population is seldom available due to non-registered inhabitants, incomplete registration of persons moving in or out of the relevant area and so on. Furthermore, even if a potential useful register exists, data privacy or prohibitive costs may prevent its use.

1.2.3 Probability sampling

Throughout this text, we focus on probability sampling. The sampling space $S = \{s_1, s_2, \ldots, s_M\}$ consists of the M different samples that can possibly be drawn from the population U. The sampling design associates a probability P(S = s) = p(s) to each of the M possible samples.

1.2.4 Sampling and inference

People often associate some miraculous capabilities with survey sampling. However, from the N elements in the population we will know the specific values y only for the n elements contained in the sample, and therefore our knowledge will be restricted to these sampled elements. About all the N-n elements of the population, which have not been sampled, we cannot say anything specific.

Therefore, the relevant question is not what can be said about the elements which have not been sampled but rather in what specific way we should carry out the sampling, which estimating functions with their specific characteristics we should apply, and what we can expect to happen in doing so. Hence, we focus on the procedure of sampling and on the general characteristics of estimating functions.

A simple trick will be helpful to learn about the properties of sampling designs and estimating functions: We counterfactually consider a population as completely known and observe the outcomes when drawing samples and applying estimating functions to these samples.