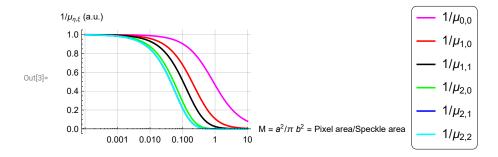
The article "Improved spatial speckle contrast model for tissue blood flow imaging: Effects of spatial correlation among neighboring camera pixels"

in the Journal of Biomedical Optics (JBO) should be cited in any work related to the software.

```
MuInvFactor [m_, \eta_{-}] := \left( \text{Exp} \left[ -\pi \, \text{m} \, (\eta - 1)^2 \right] - 2 \, \text{Exp} \left[ -\pi \, \text{m} \, \eta^2 \right] + \text{Exp} \left[ -\pi \, \text{m} \, (\eta + 1)^2 \right] + \left[ \text{exponencial} \right] + \left[ \text{exponencial}
```



```
In[4]:=
(*
%contraste espacial
% 2p+1≤sqrt(N)
              valor numérico
% M=area pixel/area speckle
*)
Ks[m_, n_, p_] :=
 Module {lateral, diagonal, knight, eta, xi, correccion, central, RETURN},
  lateral = diagonal = knight = 0;
  central = MuInv[m, 0, 0];
  If n > 1,
   For eta = 1, eta ≤ p, eta++, para cada
     lateral = lateral + (\sqrt{n} - eta) \sqrt{n} MuInv[m, eta, 0];
     diagonal = diagonal + \left(\sqrt{n} - eta\right)^2 MuInv[m, eta, eta];
    ; (*end for p*)
    lateral = 4 * lateral;
    diagonal = 4 * diagonal;
   For xi = 1, xi \le (p-1), xi++, para cada
     For eta = xi + 1, eta \leq p, eta ++,
      knight = knight + (\sqrt{n} - eta) (\sqrt{n} - xi) MuInv[m, eta, xi];
     (*fin del for eta*)
    ; (*fin del for xi*)
    knight = 8 knight;
    correccion = lateral + diagonal + knight;
    correccion = \frac{\text{correccion}}{\text{n (n-1)}};
    , (*else*)
    correccion = 0;
  |; (*fin if*)
  RETURN = central - correccion;
  RETURN = \sqrt{RETURN}
```

```
 \text{%contrast for 1x1,3x3,5x5,7x7 sliding window respectively} \\ *) \\ \text{LogLinearPlot} \big[ \big\{ \text{Ks} \big[ \text{m, 1}^2, 0 \big], \text{Ks} \big[ \text{m, 3}^2, 1 \big], \text{Ks} \big[ \text{m, 5}^2, 2 \big] \big\}, \text{\{m, 0.01, 10\}}, \\ \text{[representación log lineal]} \\ \text{PlotLegends} \rightarrow \text{LineLegend} \big[ \big\{ \text{"K}_s (1,0) \text{", "K}_s (3^2,1) \text{", "K}_s (5^2,2) \text{"} \big\}, \text{LegendFunction} \rightarrow \text{Frame} \big], \\ \text{[leyendas de rep····]} \big[ \text{[inea leyenda]} \big] \\ \text{PlotStyle} \rightarrow \big\{ \text{Blue, Magenta, Black} \big\}, \\ \text{[estilo de repre····} \big[ \text{azul } \big[ \text{magenta } \big[ \text{negro} \big] \big] \\ \text{AxesLabel} \rightarrow \big\{ \text{"M = a}^2/\pi \text{ b}^2 \text{ = Pixel area/Speckle area", "K}_s (\text{N,p}) \text{ (a.u.) "} \big\} \big] \\ \text{[etiqueta de ejes]} \\ \text{[valor numérico]}
```

