LP16 under white noise & beam — median correlations over θ and R
(Values annotated in cells; blank = insufficient samples)

beam_then_noise — Re⟨PP⟩ (GLOBAL r, m=2+4)

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.58	0.58	0.58	0.58	0.58	0.58	0.58
4	0.58	0.58	0.58	0.59	0.59	0.59	0.58
2	0.59	0.59	0.59	0.59	0.59	0.60	0.59
1	0.59	0.59	0.59	0.59	0.60	0.60	0.59
0	0.59	0.59	0.59	0.59	0.60	0.60	0.59

beam_then_noise — Re⟨PP⟩ (LOCAL r, m=2+4)

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.83	0.83	0.83	0.84	0.83	0.83	0.83
4	0.84	0.84	0.84	0.84	0.84	0.84	0.84
2	0.85	0.85	0.85	0.85	0.84	0.84	0.85
1	0.85	0.85	0.85	0.85	0.84	0.84	0.85
0	0.85	0.85	0.85	0.85	0.85	0.84	0.85

beam_then_noise — Re⟨PP⟩ (GAIN = LOCAL − GLOBAL)

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.24	0.24	0.24	0.24	0.23	0.23	0.23
4	0.23	0.23	0.23	0.23	0.23	0.23	0.23
2	0.22	0.22	0.22	0.22	0.22	0.22	0.22
1	0.22	0.22	0.22	0.22	0.22	0.22	0.22
0	0.22	0.22	0.22	0.22	0.22	0.22	0.22

beam_then_noise — Im⟨PP⟩ (GLOBAL r, m=2+4)

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.78	0.78	0.78	0.79	0.79	0.79	0.78
4	0.79	0.79	0.79	0.79	0.79	0.79	0.79
2	0.79	0.79	0.79	0.79	0.79	0.79	0.79
1	0.79	0.79	0.79	0.79	0.79	0.79	0.79
0	0.79	0.79	0.79	0.79	0.79	0.79	0.79

beam_then_noise — Im⟨PP⟩ (LOCAL r, m=2+

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.58	0.58	0.58	0.57	0.57	0.57	0.58
4	0.58	0.58	0.58	0.57	0.58	0.58	0.58
2	0.57	0.57	0.58	0.58	0.58	0.58	0.58
1	0.57	0.58	0.58	0.58	0.58	0.58	0.58
0	0.57	0.58	0.58	0.58	0.58	0.58	0.58

beam_then_noise — Im⟨PP⟩ (GAIN = LOCAL − G

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	-0.16	-0.16	-0.16	-0.15	-0.15	-0.15	-0.16
4	-0.13	-0.13	-0.13	-0.13	-0.15	-0.15	-0.14
2	-0.14	-0.13	-0.13	-0.13	-0.13	-0.14	-0.14
1	-0.14	-0.13	-0.13	-0.13	-0.13	-0.14	-0.14
0	-0.14	-0.13	-0.13	-0.13	-0.13	-0.14	-0.14

noise_then_beam — Re⟨PP⟩ (GLOBAL r, m=2+4)

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.59	0.60	0.60	0.60	0.58	0.55	0.59
4	0.59	0.59	0.60	0.59	0.60	0.58	0.59
2	0.59	0.59	0.59	0.59	0.59	0.59	0.59
1	0.59	0.59	0.59	0.59	0.59	0.59	0.59
0	0.59	0.59	0.59	0.59	0.59	0.60	0.59

noise_then_beam — Re⟨PP⟩ (LOCAL r, m=2+

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.84	0.83	0.82	0.81	0.74	0.67	0.85
4	0.84	0.84	0.84	0.83	0.81	0.75	0.85
2	0.84	0.84	0.84	0.84	0.84	0.82	0.85
1	0.85	0.84	0.84	0.84	0.84	0.84	0.85
0	0.85	0.84	0.84	0.84	0.84	0.84	0.85

noise_then_beam — Re⟨PP⟩ (GAIN = LOCAL − G

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.23	0.22	0.21	0.20	0.16	0.10	0.22
4	0.23	0.23	0.22	0.21	0.19	0.15	0.22
2	0.23	0.23	0.23	0.23	0.23	0.21	0.22
1	0.22	0.22	0.23	0.23	0.23	0.23	0.22
0	0.22	0.22	0.22	0.23	0.23	0.23	0.22

noise_then_beam — Im⟨PP⟩ (GLOBAL r, m=2+4)

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.79	0.79	0.79	0.79	0.76	0.73	0.79
4	0.79	0.79	0.79	0.79	0.79	0.77	0.79
2	0.79	0.79	0.79	0.79	0.79	0.79	0.79
1	0.79	0.79	0.79	0.79	0.79	0.79	0.79
0	0.79	0.79	0.79	0.79	0.79	0.79	0.79

noise_then_beam — Im⟨PP⟩ (LOCAL r, m=2+

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	0.58	0.61	0.61	0.61	0.61	0.60	0.58
4	0.57	0.58	0.59	0.60	0.62	0.60	0.58
2	0.57	0.57	0.58	0.58	0.58	0.60	0.58
1	0.57	0.58	0.58	0.58	0.58	0.59	0.58
0	0.57	0.57	0.57	0.58	0.58	0.58	0.58

noise_then_beam — Im⟨PP⟩ (GAIN = LOCAL − G

FWHM (px) \ SNR per pixel	20	10	7	5	3	2	∞
8	-0.14	-0.14	-0.14	-0.13	-0.13	-0.11	-0.14
4	-0.14	-0.15	-0.15	-0.14	-0.14	-0.13	-0.14
2	-0.13	-0.14	-0.14	-0.14	-0.15	-0.15	-0.14
1	-0.14	-0.13	-0.14	-0.14	-0.14	-0.15	-0.14
0	-0.14	-0.13	-0.13	-0.14	-0.14	-0.14	-0.14

Correlation r

Gain Δr (LOCAL − GLOBAL)