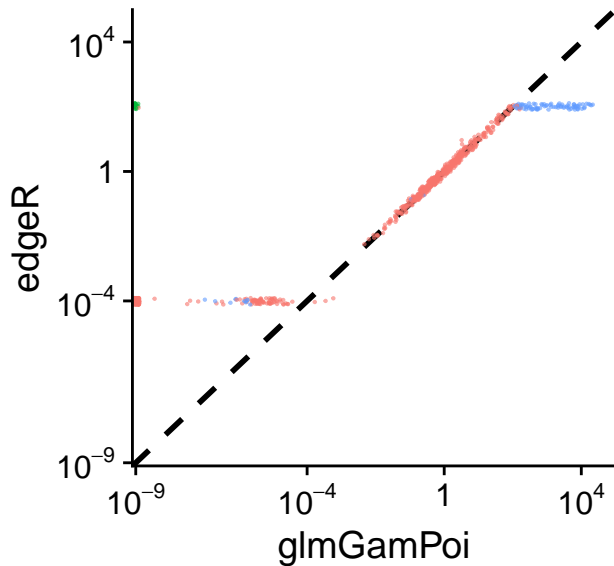
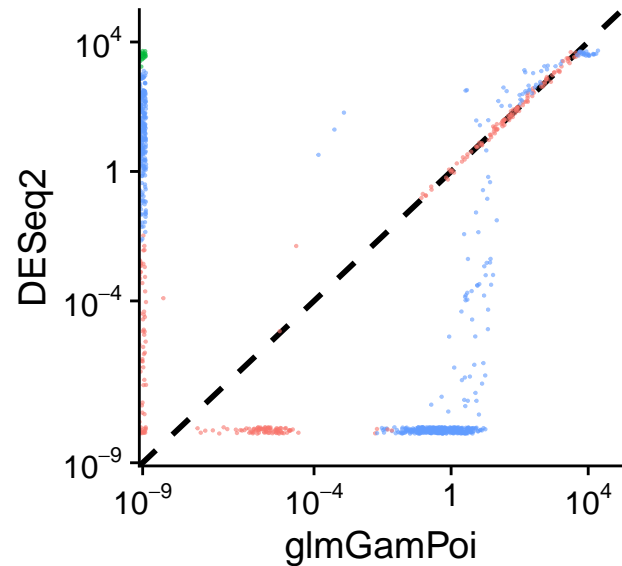


Dispersion Maximum Likelihood estimates



● Equal ● DESeq2/edgeR better ● glmGamPoi better