Dispersion Maximum Likelihood estimates 10⁴ 10⁴ DESeq2 edgeR 10^{-4} 10^{-9} 10^{-9} 10⁴ 10⁴ 10^{-4} 10^{-4} glmGamPoi glmGamPoi

glmGamPoi better

DESeq2/edgeR better

Equal