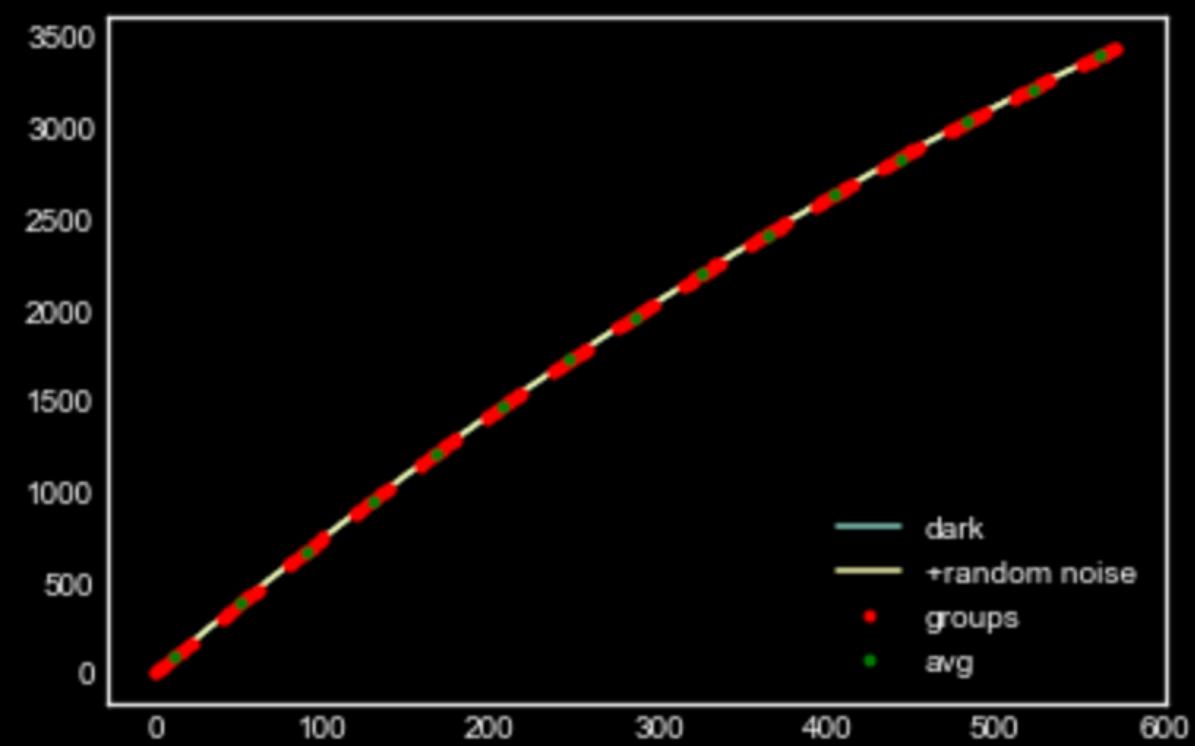
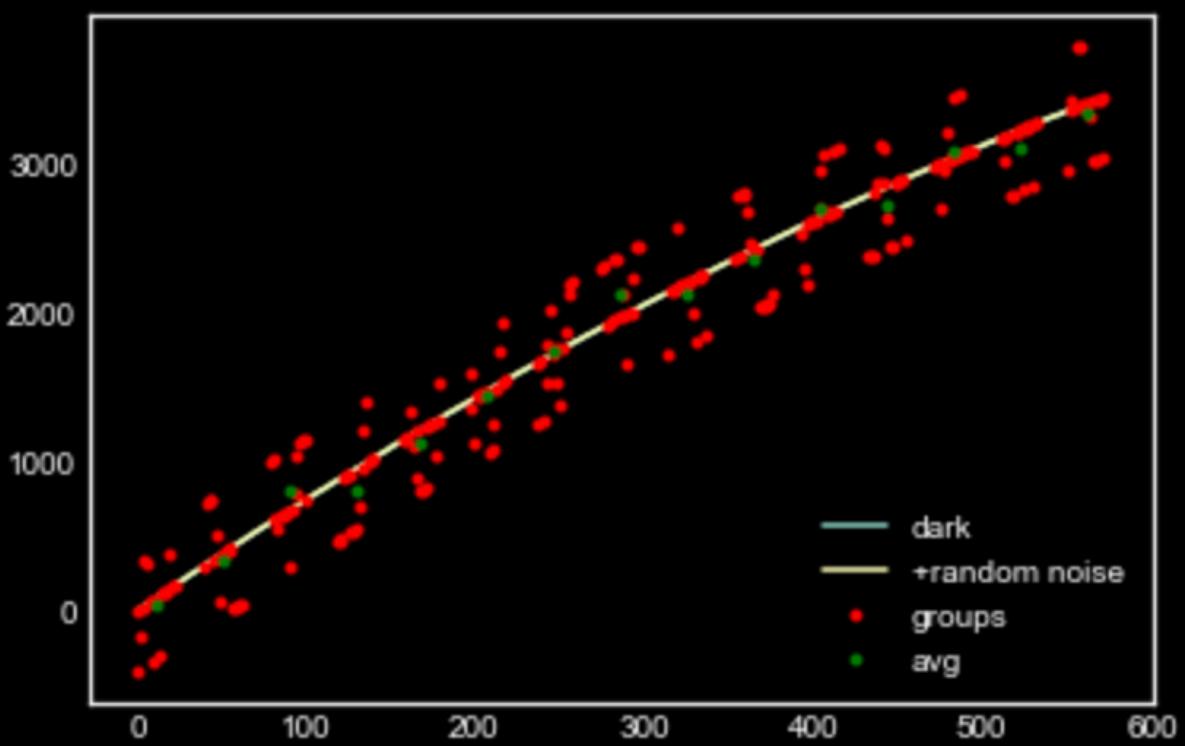
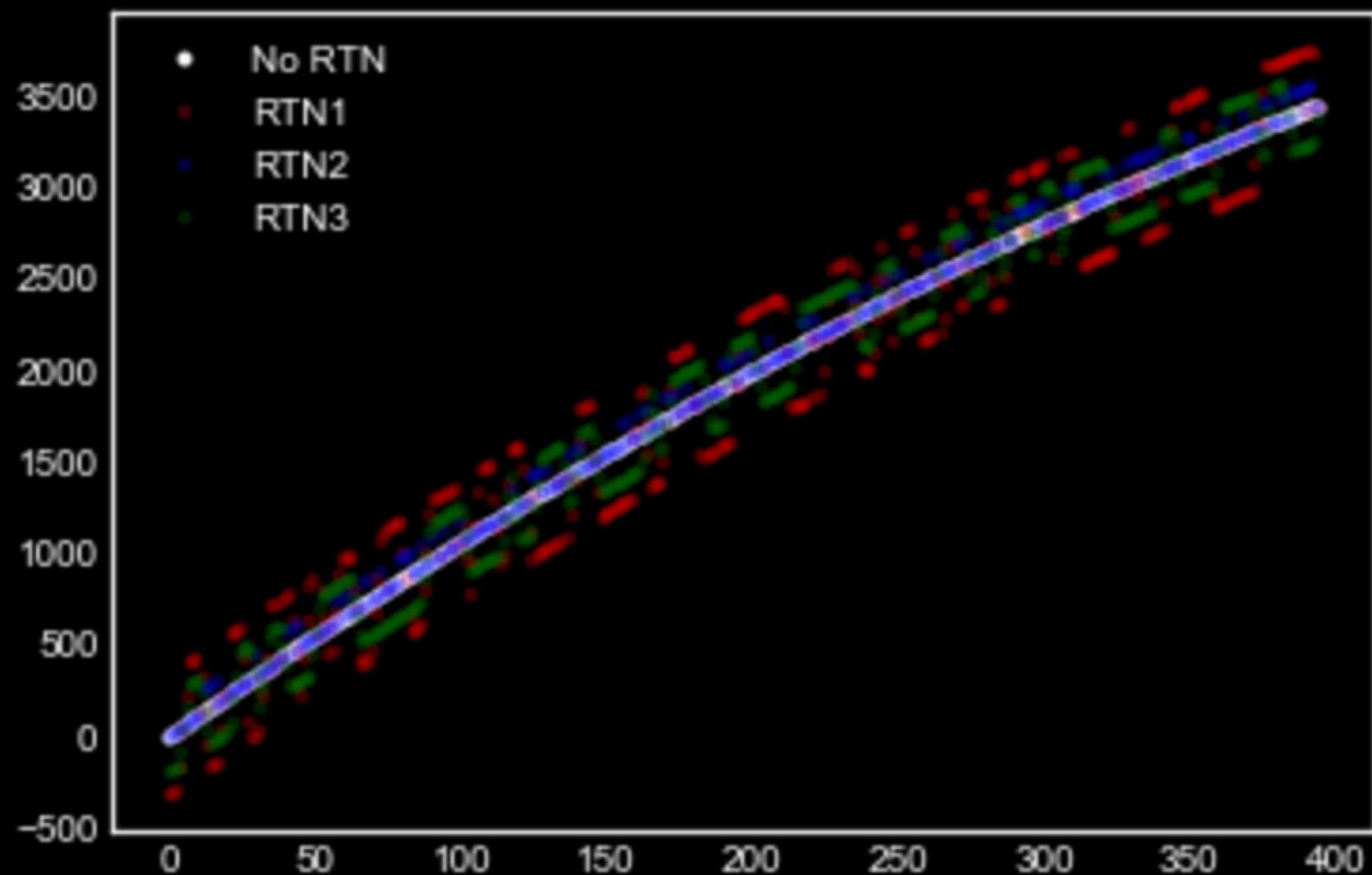


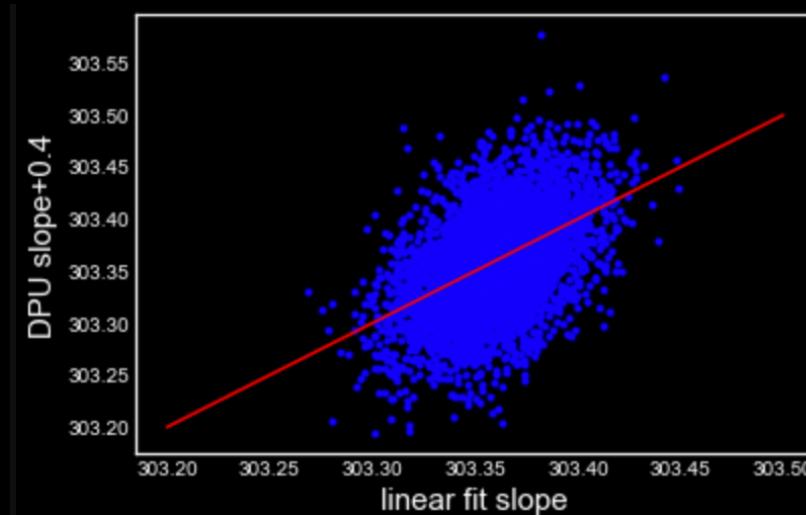
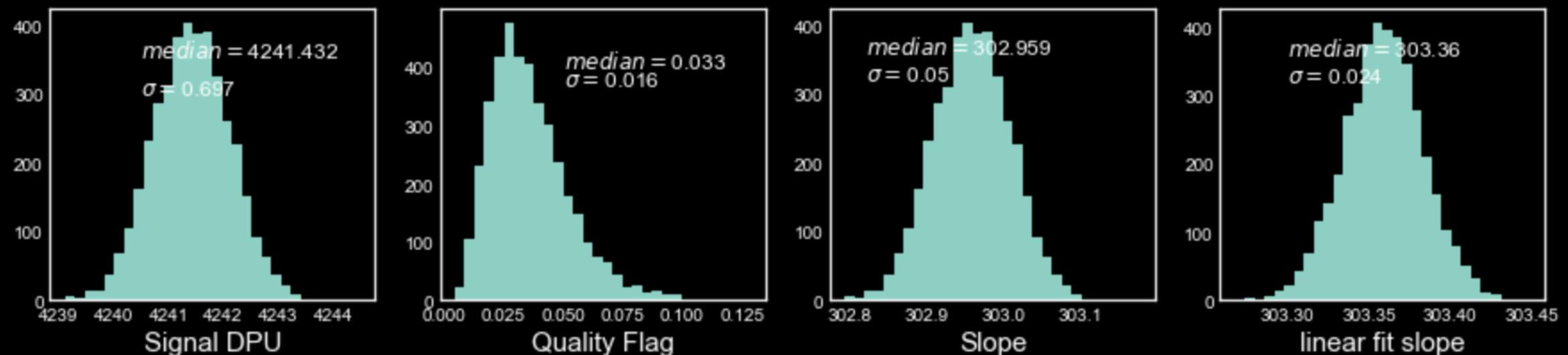
sample MAAC simulator with and without RTN
Light current = 10.0, Dark current = 0.04, read noise = 9.0 and (ng=15, nf=16, nd=11)



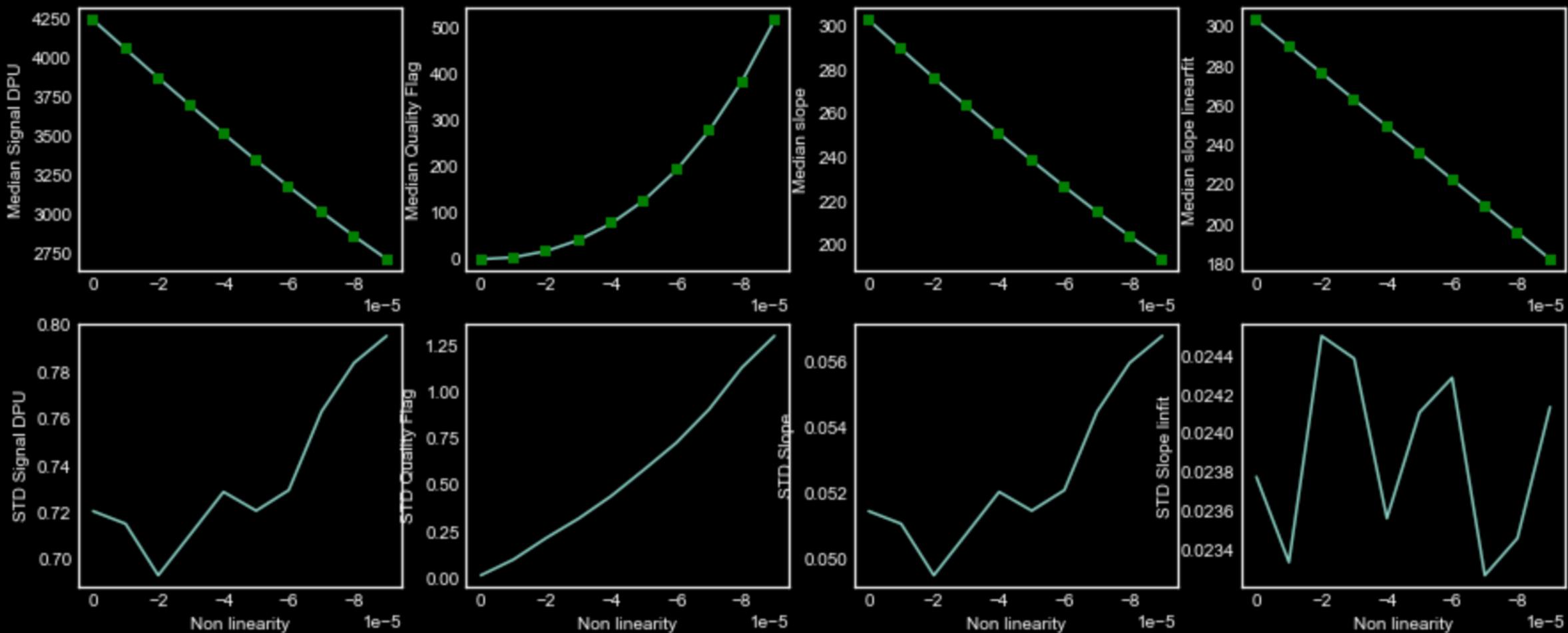
RTN2 always above. Right?



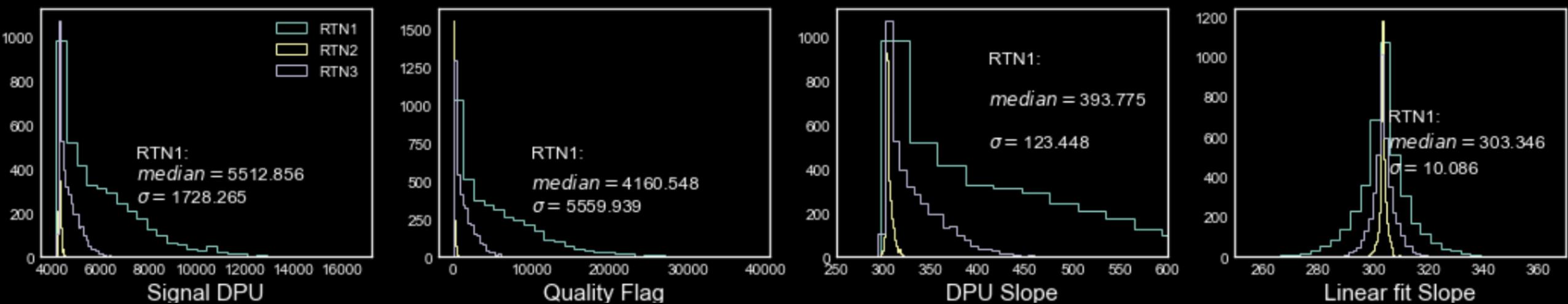
With NO NL and RTN change in the QF, DPU signal, slope and Linear slope



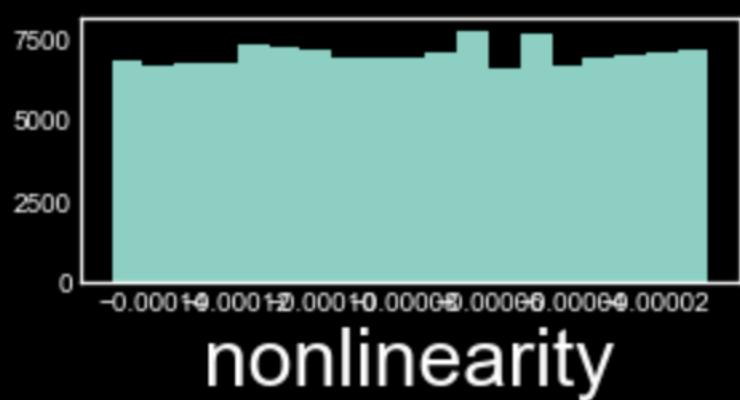
Change in signal and QF with Varying NL (no RTN)



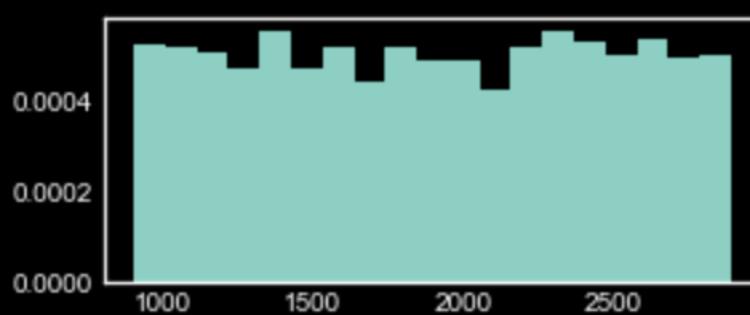
Change in Slope/signal and QF with RTN (no NL)



RTN rate and nelements are fixed here to 0.2 and 2000 respectively



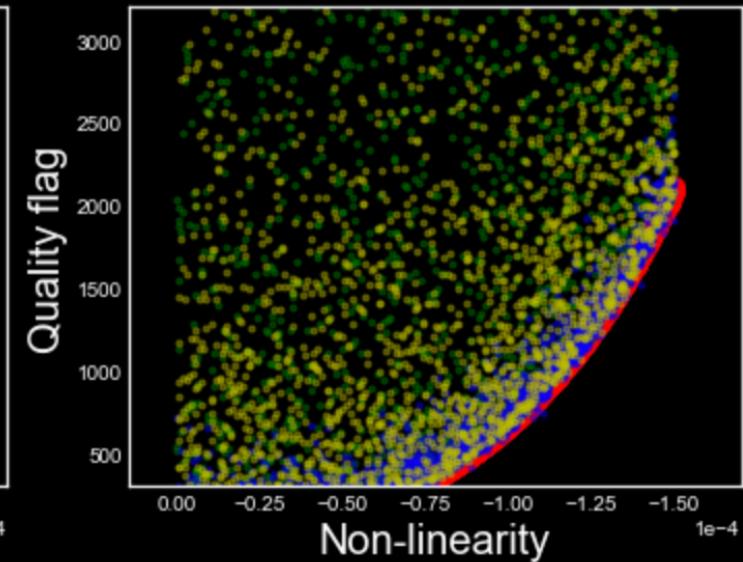
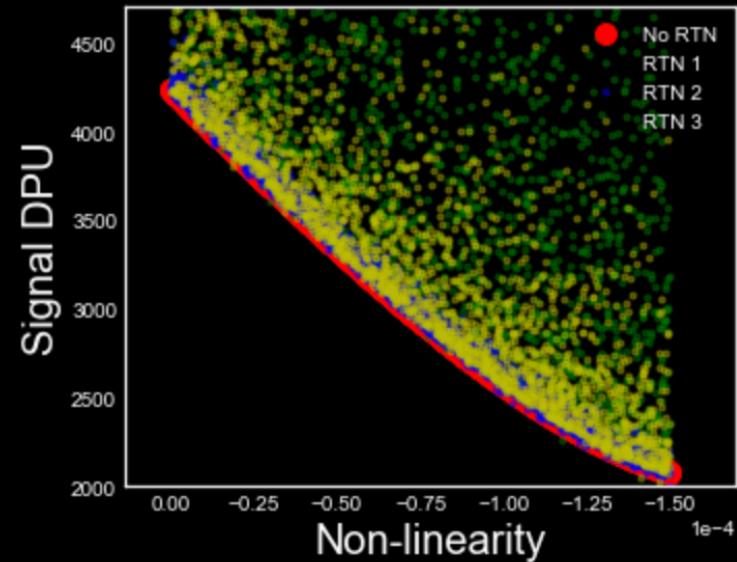
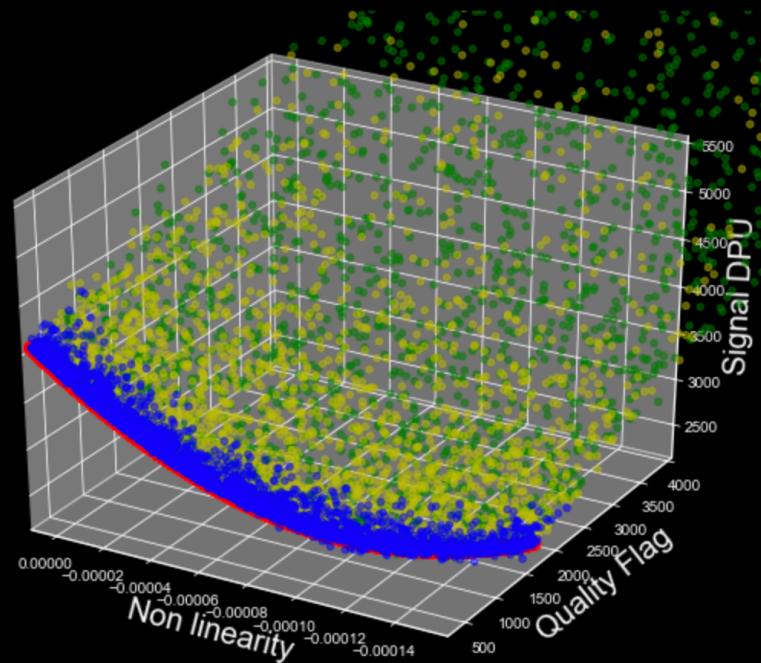
nonlinearity



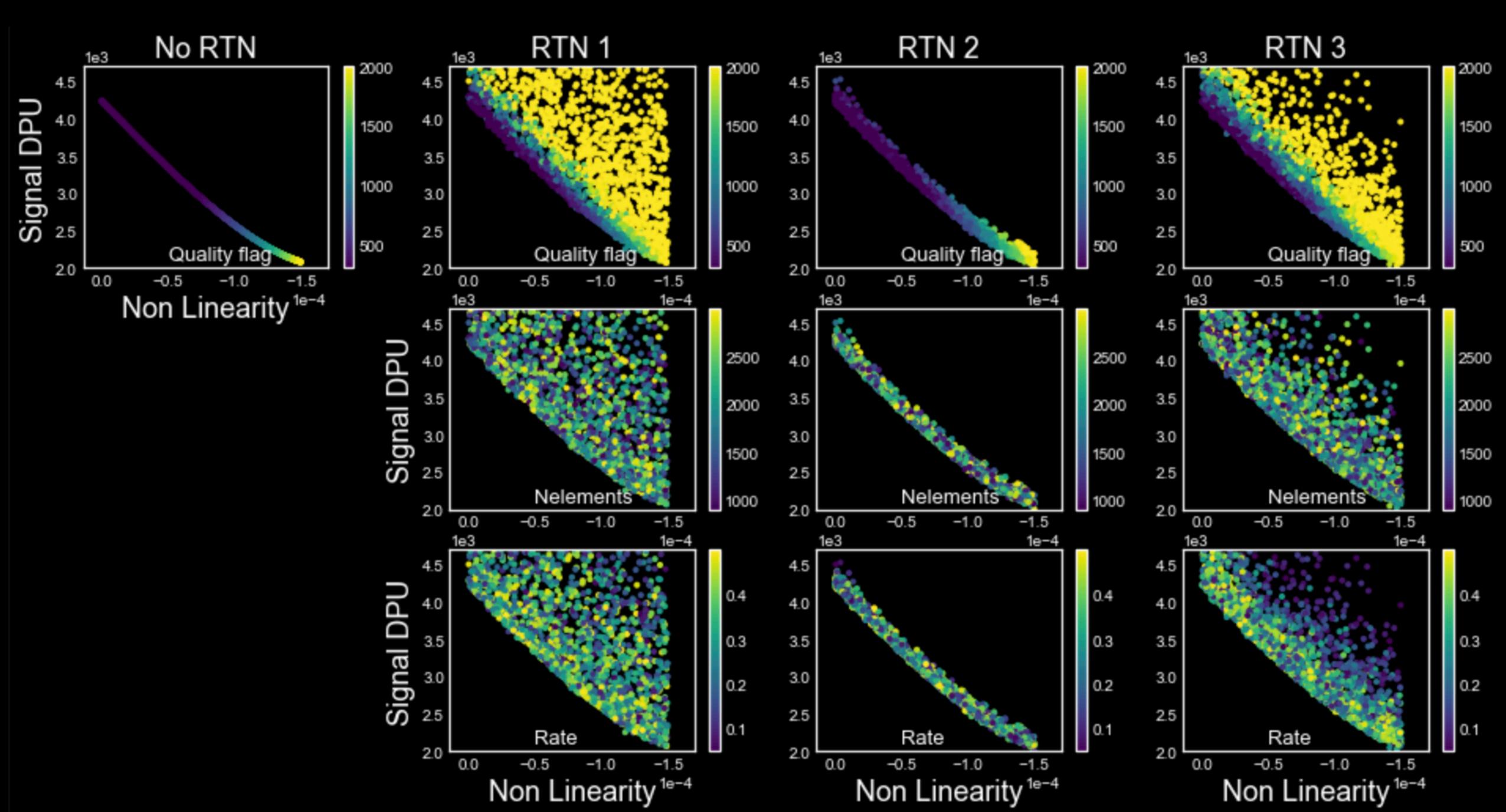
RTN nelements



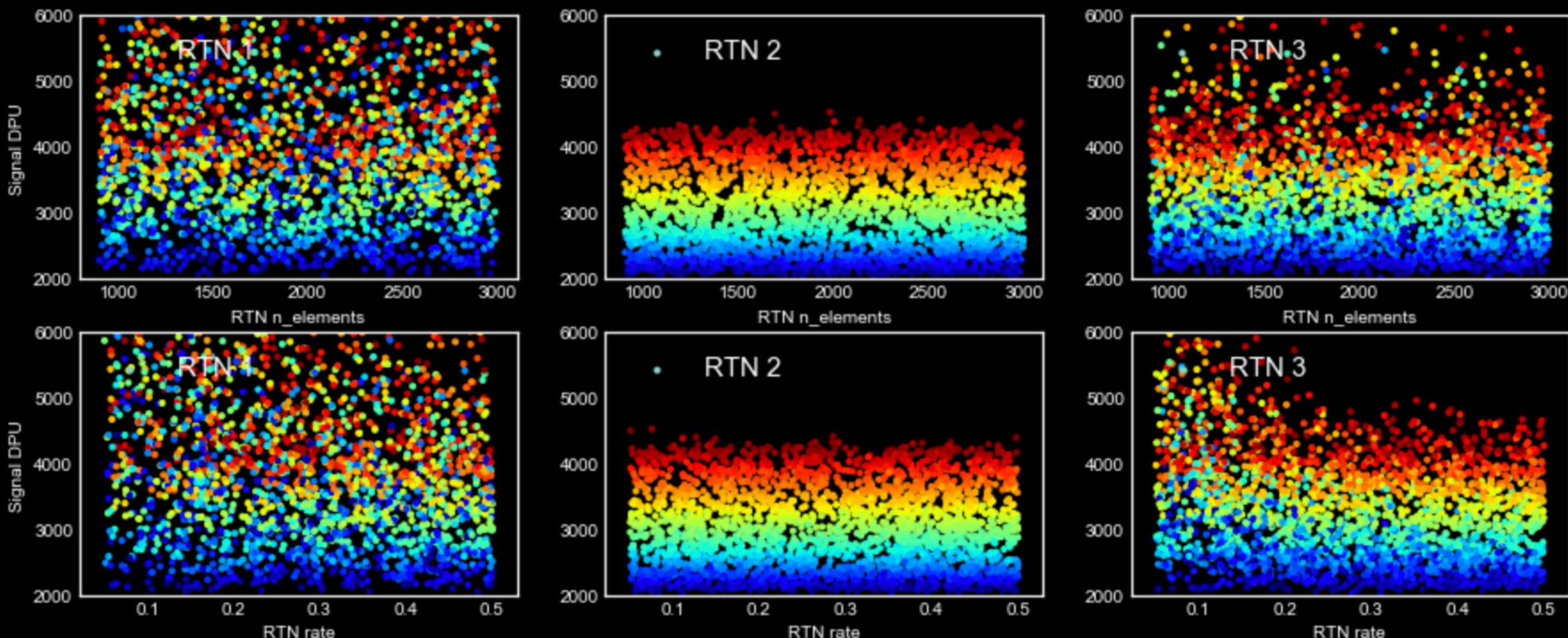
RTN rate



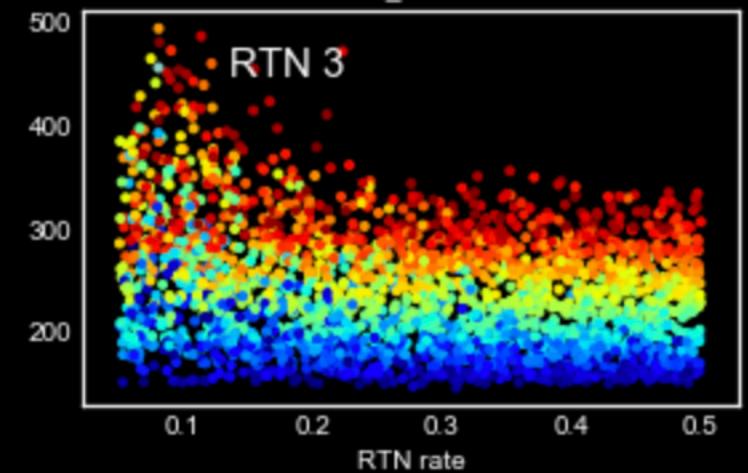
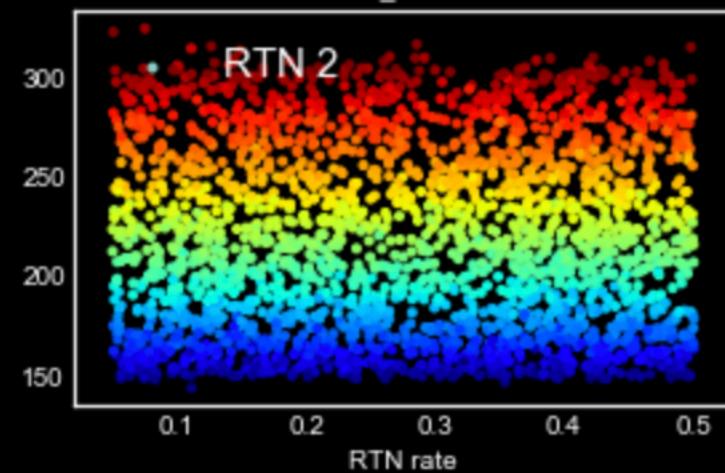
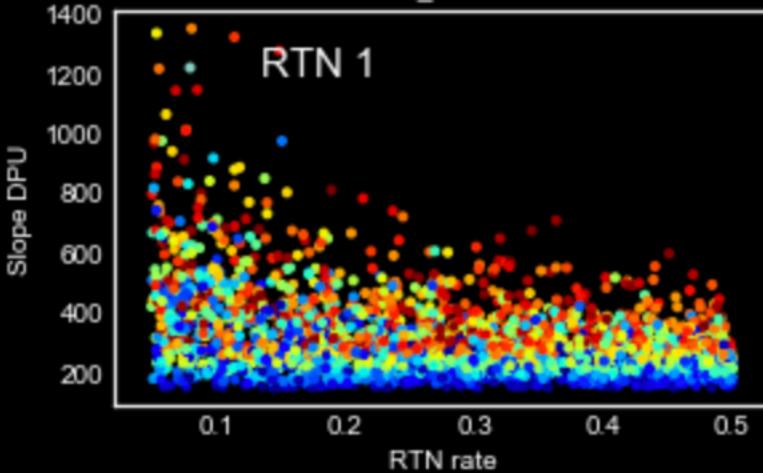
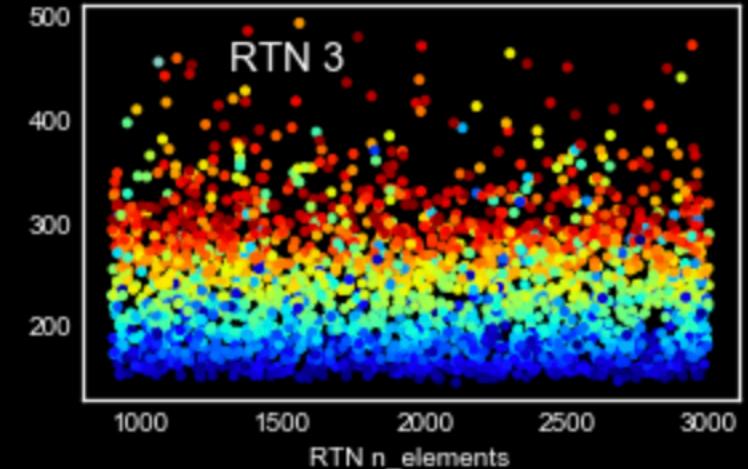
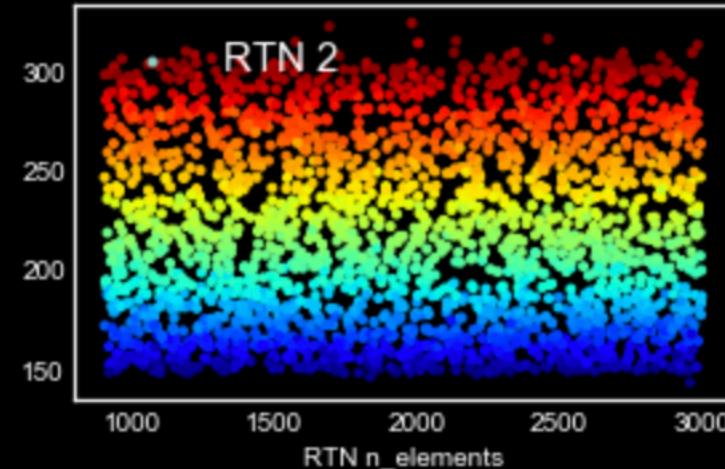
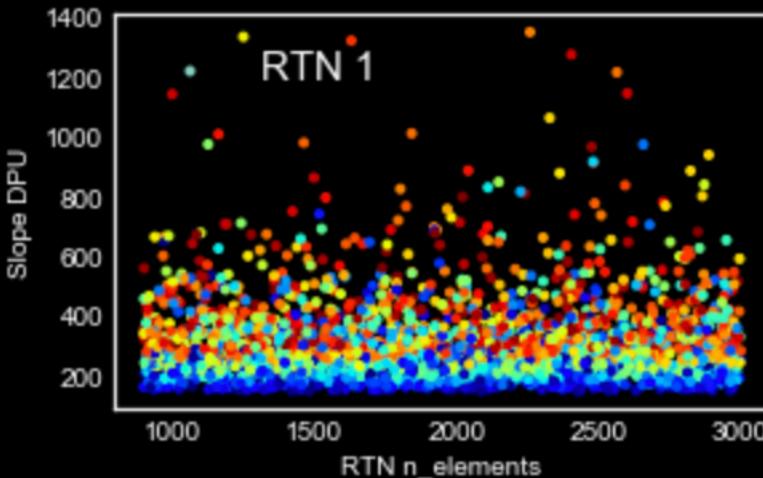
MCMC with 3 kinds of RTN and varying NL



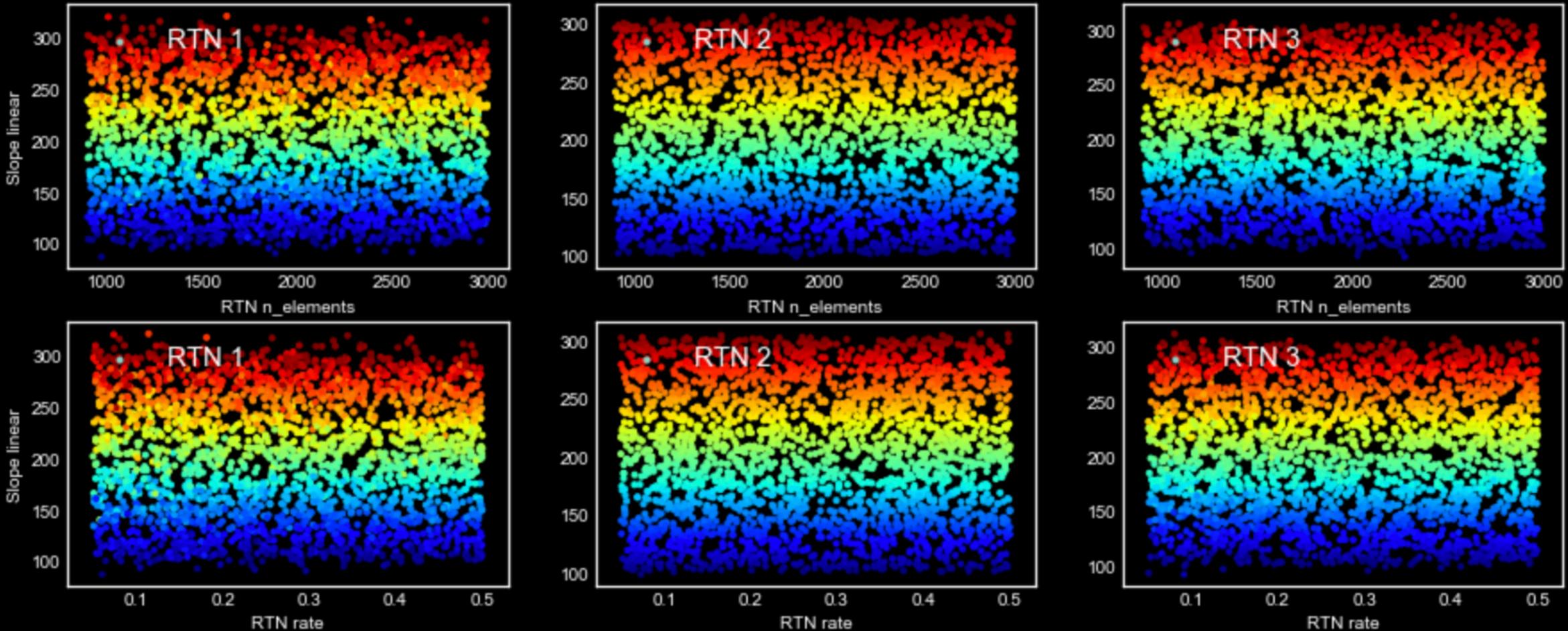
Almost no dependence of Signal on nelements and rate of RTN



Some dependence of DPU Slope on nelements and rate of RTN

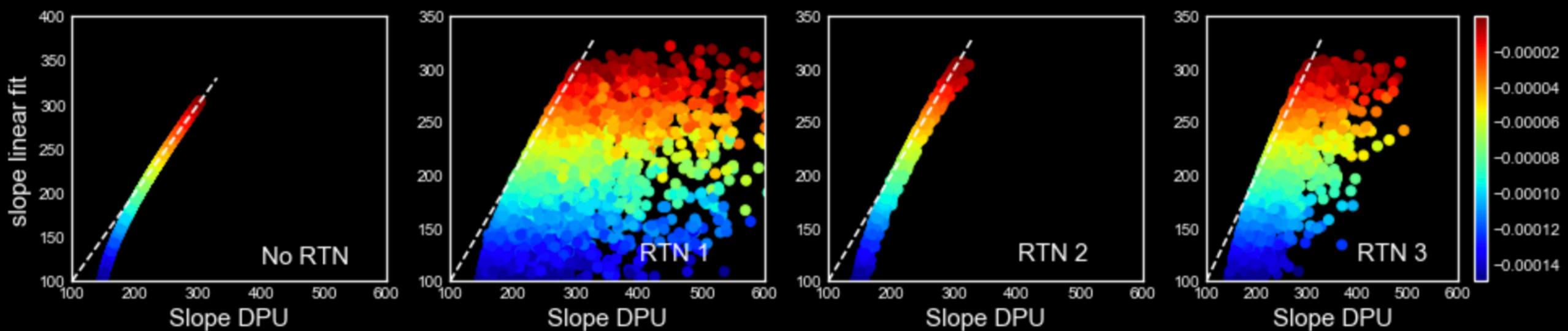


No dependence of Linear Slope on nelements and rate of RTN

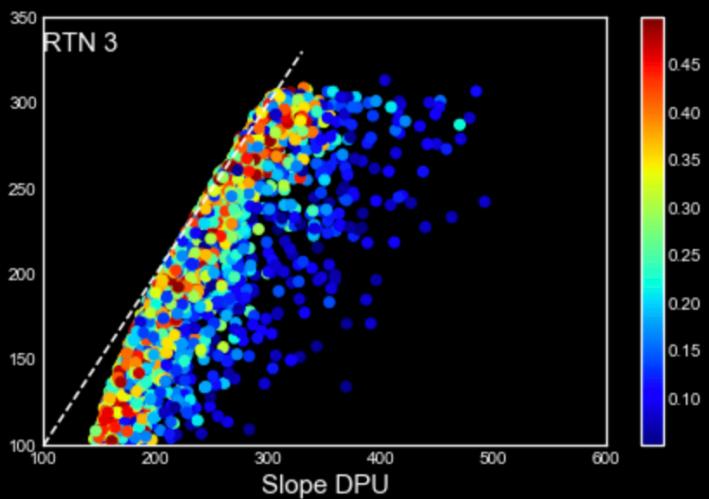
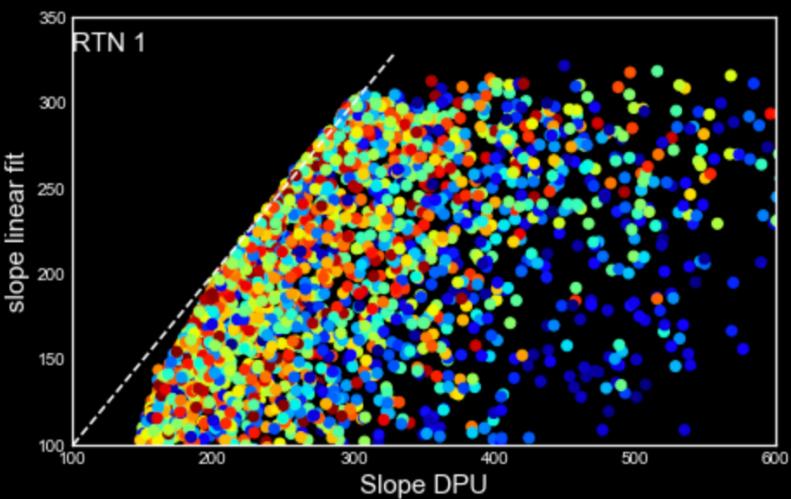
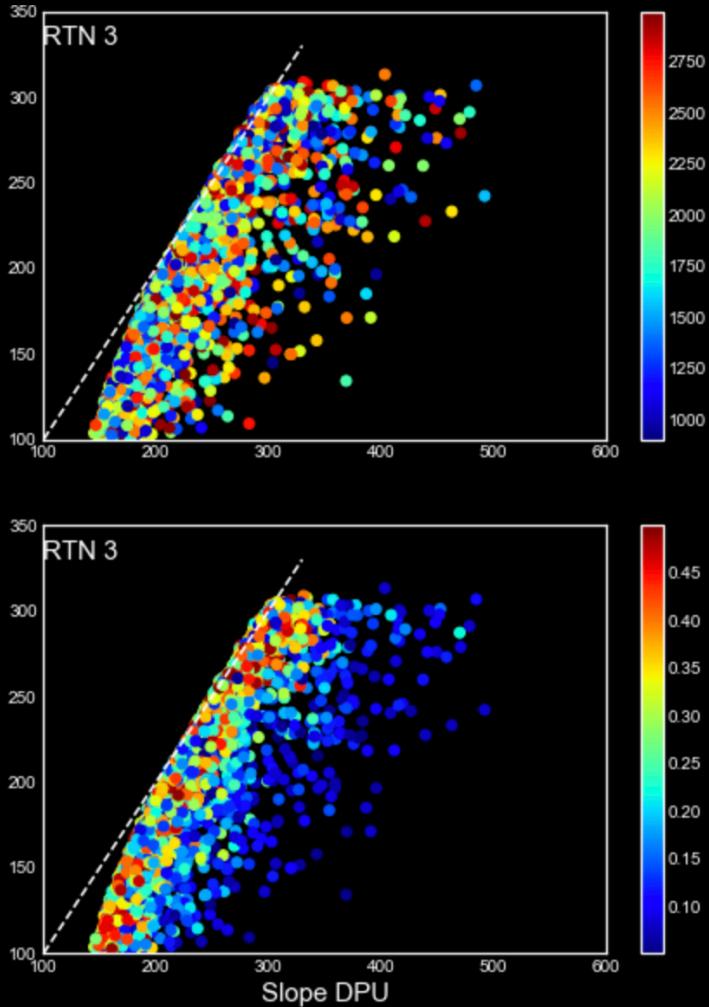
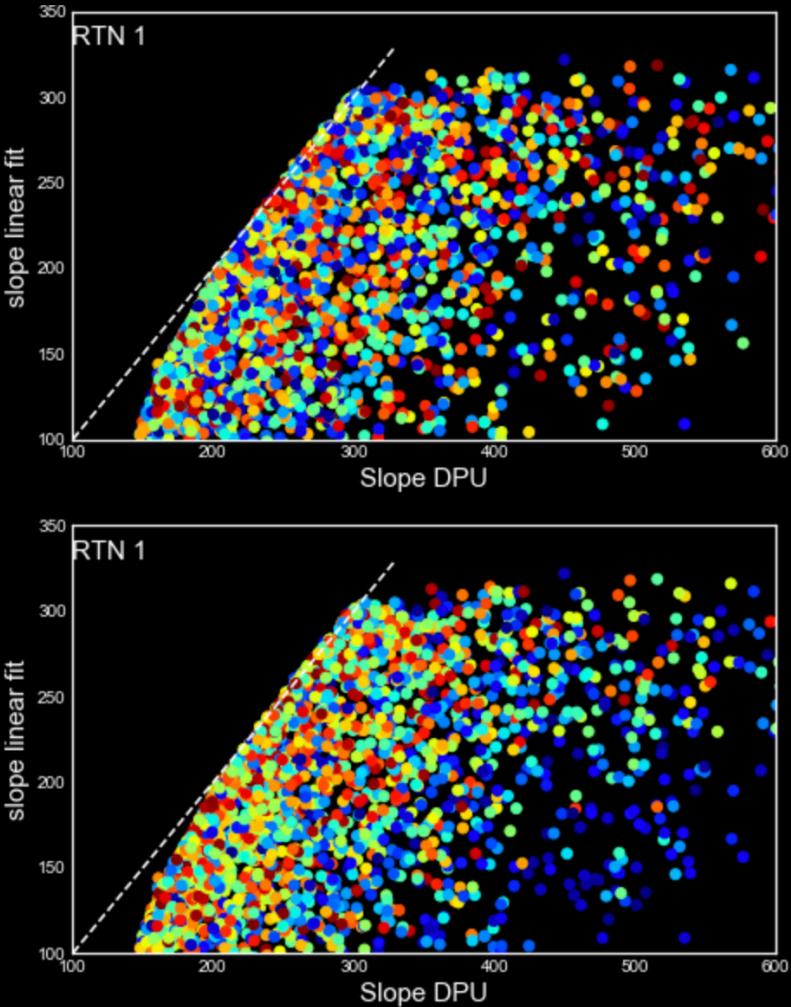


Linear slope vs. DPU slope different RTNs

Color coded by NL



RTN 1 &3 color-coded by nelements(top) and rate (bottom)



Bringing in more noise from noise generator package.

Many names but distributions are almost the same!

Maybe difference is only in the way they are added to images?

If that's the case then adding these noise in pixel level rather than image might not be optimal!?

How can spatial correlations be taken into account at pixel level?

