

		Are we confident we <b>fully</b> understand it in <i>these</i> sensors run in production mode	Calibration product code?	Stack correction code?	How we plan to correct it	Potential worries/complications
LOW LEVEL	Bias images	Yes, assuming they're stable	Yes	Yes	Subtract	Instability, pickup, incoherence w/ read-start
	Dark images	Yes, assuming stable (but this is <u>v.</u> likely)	Yes	Yes	Subtract	Temperature variation
	Bright/dark pixels/columns	Yes	No	Yes	Mask	Temperature variation
	Linearity & gain	Hopefully...	No	Yes	Correct w/ model	Difficulty with order of operations
	Misc. video-chain badness	🤔	ㄟ(ツ)ㄟ	ㄟ(ツ)ㄟ	TBD...	Who knows, that's the fun
	Bleeding	Yes	Yes	Yes	Mask	Weirdness at sensor edges? Subtleties?
	Overscan levels	Not yet	Yes	Yes	Fit & subtract	Likely needs enhancing
	Bias shift after high pixels	Probably not	No	No	Unknown	Sensitive to other clocking corrections
	Dipoles	Not yet	No	Yes	Mask?	Sign-flipping changing with clocking
	Crosstalk	Probably	Yes	Yes	Subtract	Inter-raft? DECam-like? Temporal? <b>ALL?!</b>
	CTE	Not sure, but probably	No	No	TBD	Lack of knowledge & understanding
	CTE-like (deferred charge/traps)		No	No	Unclear	Temperature dependence, lack of understanding
	Tearing	Kind of	n/a (right?)	No	Camera operation	Unable to run camera so that it doesn't happen
	PSF/surface brightness response	Probably not	No	No	Unknown	I don't know enough to even imagine
	Amplifier glow	Yes	No	No	Mask or subtract	Temperature dependence, evolution
Noise correlations	Not the source, but yes to the effect	No	No	Subtract correlation?	Does this work on-sky? Needs thought	
MID	Fringing	Probably	Yes	Yes	~PCA + subtract	Difference between flatfield- & sky-induced
	Tree-rings	Yes (in so far as DES do)	Yes?	No	in wcs following DES	Is this good enough? Chromaticity?
	Brighter-fatter	Yes (in so far as anyone does)	Yes	Yes	HSC/Coulton	Is it good enough?
	Edge distortion	Yes	Yes?	Yes	Mask / wcs	Having to mask too much area
HIGH	Spider legs	Not really	No?	No	Mask? wcs?	Will flats+wcs correct these? Fringing probs?
	Flat fielding	Not yet	No	No	 (CBP)	It needs lots of work, it hasn't been done before <i>and</i> the bookkeeping is hard
	Filter transmission	Probably	Yes	No	Similar to flatfielding	Interplay between this, ↑ and ↓
	Atmospheric correction	Not yet	No	No	Similar to flatfielding	It's complicated + hard bookkeeping
	Ghost corrections	Have to wait for telescope	No	No	Mask or subtract	Telescope doesn't exist yet