

S_{ijk} - (ij) pixel signal of (k)th frame

B_{ijk} - (ij) pixel background of (k)th frame

Sigma filter

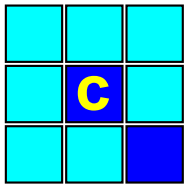
for each (ij) if $S_k < [\text{Mean}_k(B) + m(N) * \text{RMS}_k(B)]$ then $S = 0$

Noise spatial filter



Mask: If $q == 0$ then $p = 0$

X ray filter

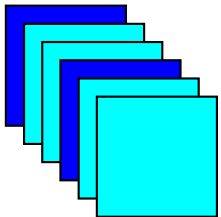


Threshold $T = \text{Mean}_{ijk}(S) + 5 * \text{RMS}_{ijk}(S)$

If $c > T$ then $c = \text{Mean}(\text{GoodNeighbours})$

Depth of Neighbourhood is adjustable

Anti-flickering filter



Mask: if $S_{ij} == 0$ for 70% of frames then $S_{ijk} = 0$

Moving islands of signal are reduced by the filter
an adjustable depth of border is restored

