

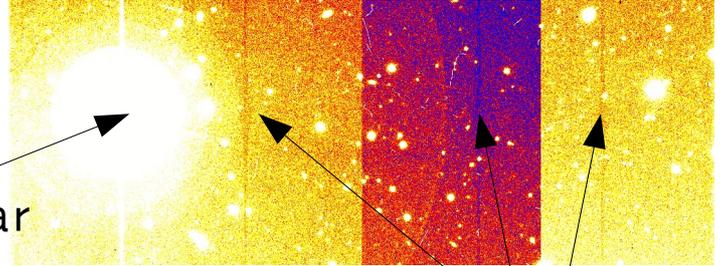
# Crosstalk in Suprime-Cam

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## Example:

If a bright object is in a channel, sky will be slightly negative in other channels.

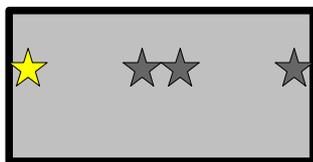
Bright star



shadows

## Parity:

Two shadows will be removed by dithering. But one won't; will be rather enhanced.



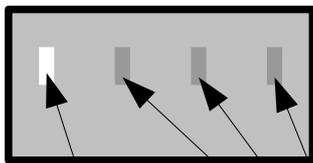
dithered



Enhanced!!

## Estimation method:

Dark frames have many cosmic rays and low background.

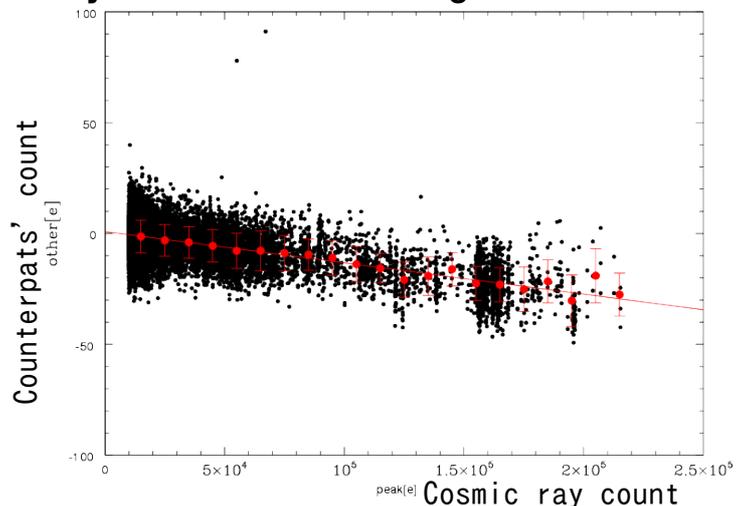


Cosmic rays in dark are used instead of bright objects.

Cosmic ray Check

counterparts

The chip/channel differences are neglected in current study.



## Linear correlation:

The best-fit function is

$$X_{XT} = a X_{max} + b; a = -1.51 \times 10^{-4}, b = 0.50 e^- / 300s$$

i.e., if max=50000ADU, the effect is  $\sim 7$ ADU ( $\sim 20e$ ).

## Application:

The correlation can remedy the effect.

