

Chapter 1

Realistic TOD

- 1.1 How to define Realistic TOD
- 1.2 TOD convergence problem: Pixelisation vs Number of Frequency
- 1.3 Effect of $N_{\text{sub,TOD}} = N_{\text{sub,rec}}$
- 1.4 Correct convolution implementation
- 1.5 External data addition effect (Planck)
- 1.6 Simulation hyperparameters optimisation: N_{sub} , $N_{\text{pointings}}$, N_{iter} , N_{loop} (CMM),
...