

The behaviour of the CV-value

To illustrate the behaviour of the CV-value (Equation 1) a cubic kernel stepping through a simplified 3D geometry with two different sphere sizes and two different count levels are shown in Figure S1.

$$CV = \frac{SD}{mean} \cdot 100 [\%] \quad (1)$$

CV will be highest when the kernel is positioned over a large sphere containing a low count level (c in Figure S1). A large sphere with intermediate count level (a in Figure S1) will result in a somewhat higher CV-level than a small sphere with a low count level (d in Figure S1). A small sphere with intermediate count level (b in Figure S1) will have a CV-level just a little higher than the background.

