

There are essentially 2 ways to predict using shapelets (see Fig. 1).

- Predict in image plane and use FFTBrick/UVInterpol to get visibilities.
- Directly predict in the uw plane.

The ways in which image plane effects can be incorporated into shapelet prediction is given in Fig. 2.

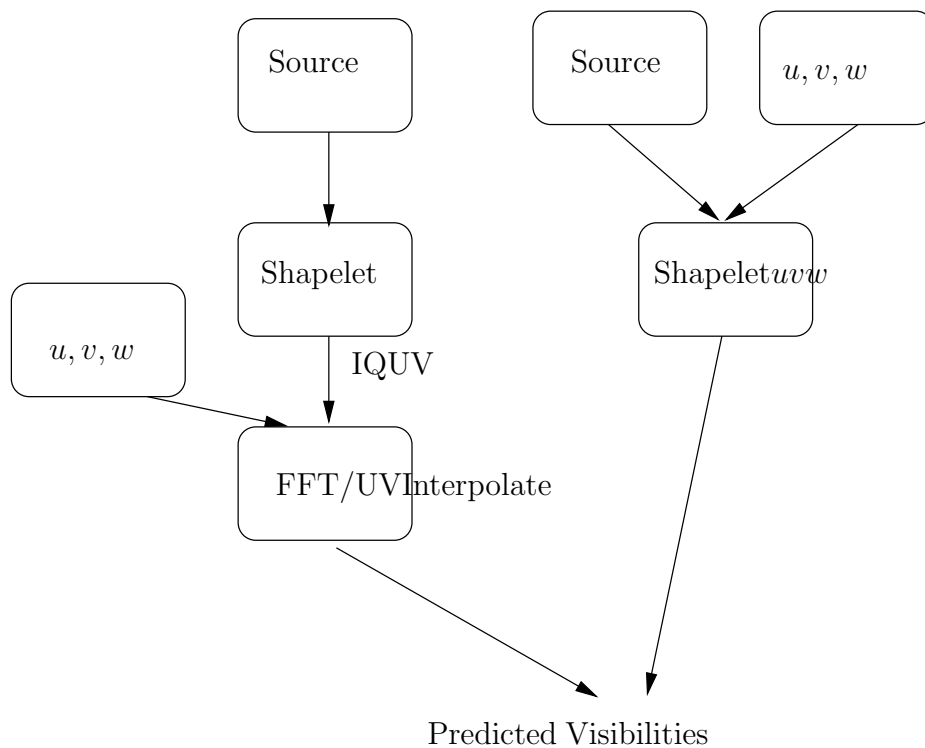


Figure 1: Ways of prediction

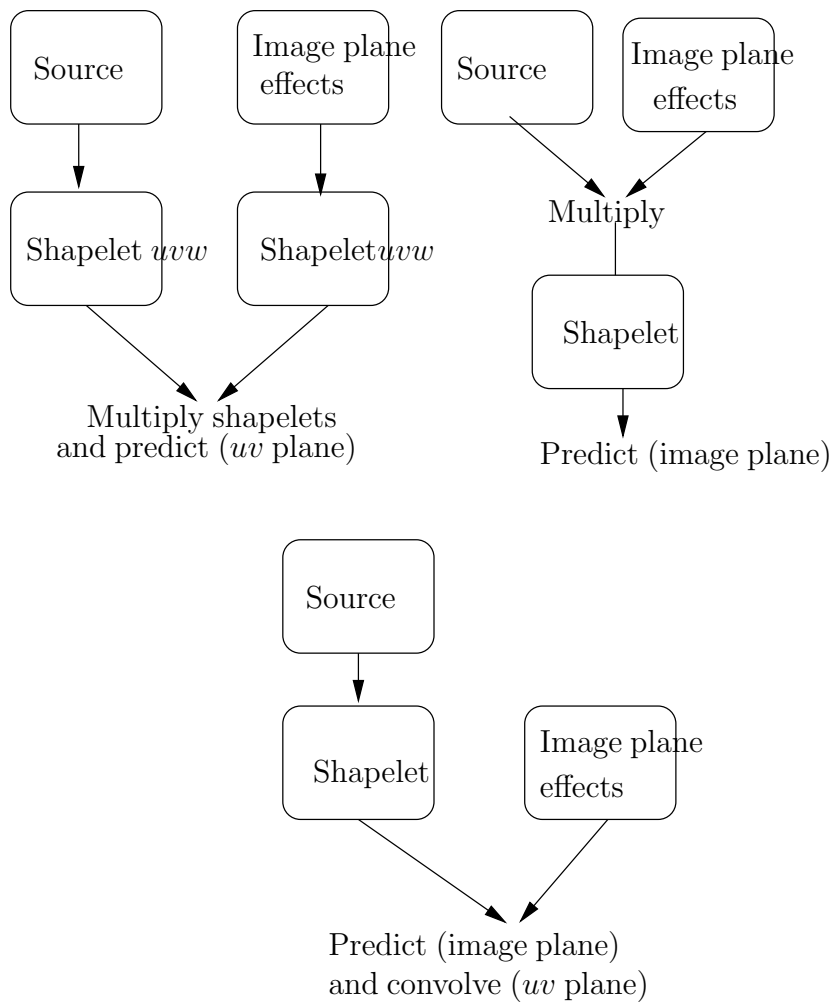


Figure 2: Ways of applying image plane effects