

1D example : deblurring:

- ‘perfect’ 1D field $p(x)$ on $[0, 1]$
- blurring operator:

$$d(x) = \int_0^1 k(x - \xi)p(\xi) d\xi, \quad x \in [0, 1]$$

- the kernel $k(x)$ indicates how the field is “smoothed” around x :
- example with:

$$k(x) = Ce^{-\frac{x^2}{2\gamma^2}}$$

