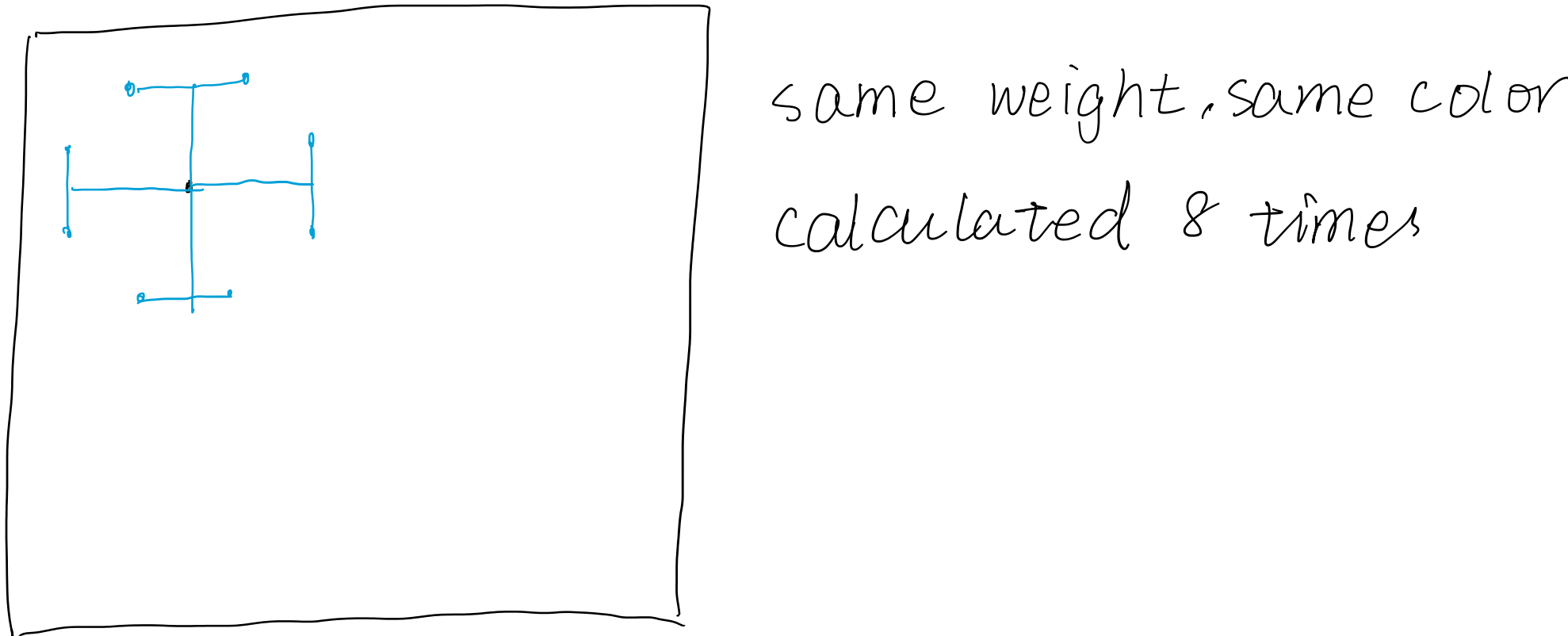
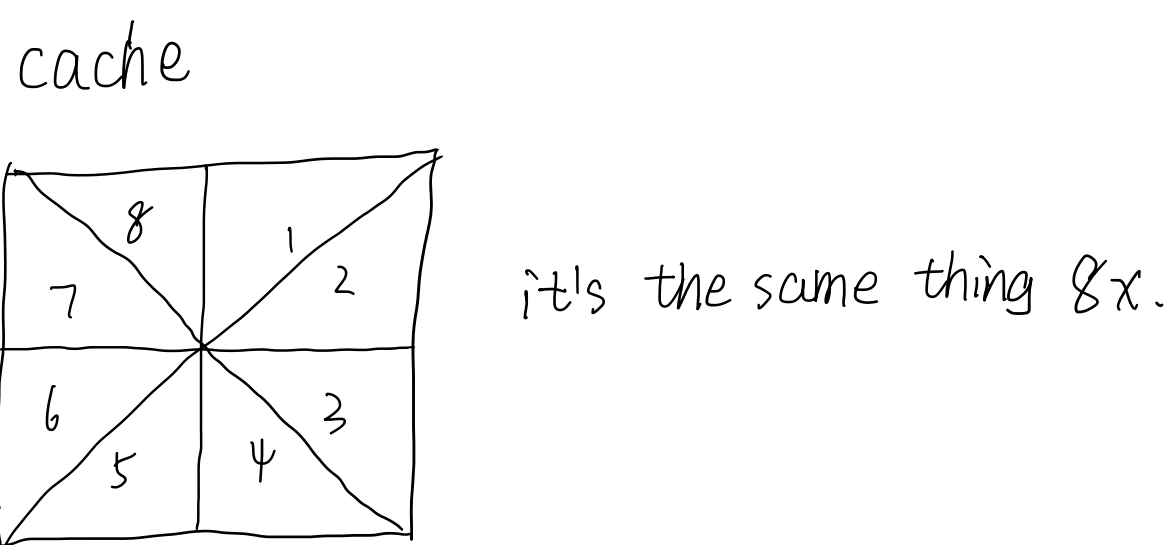
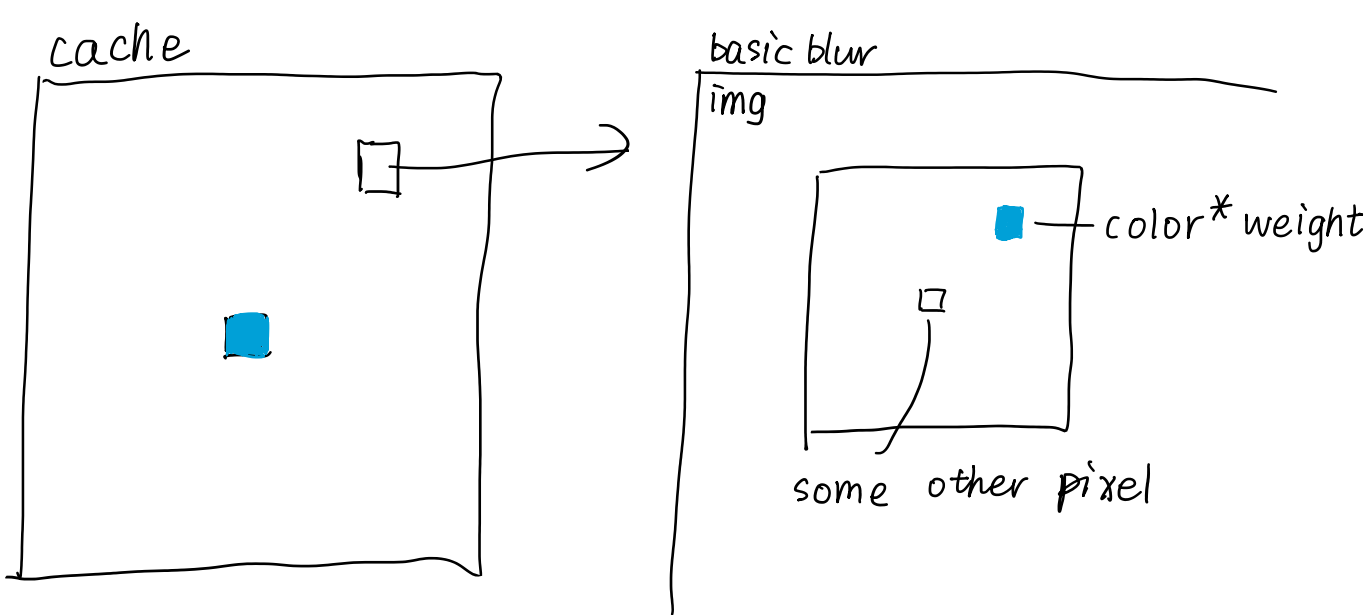


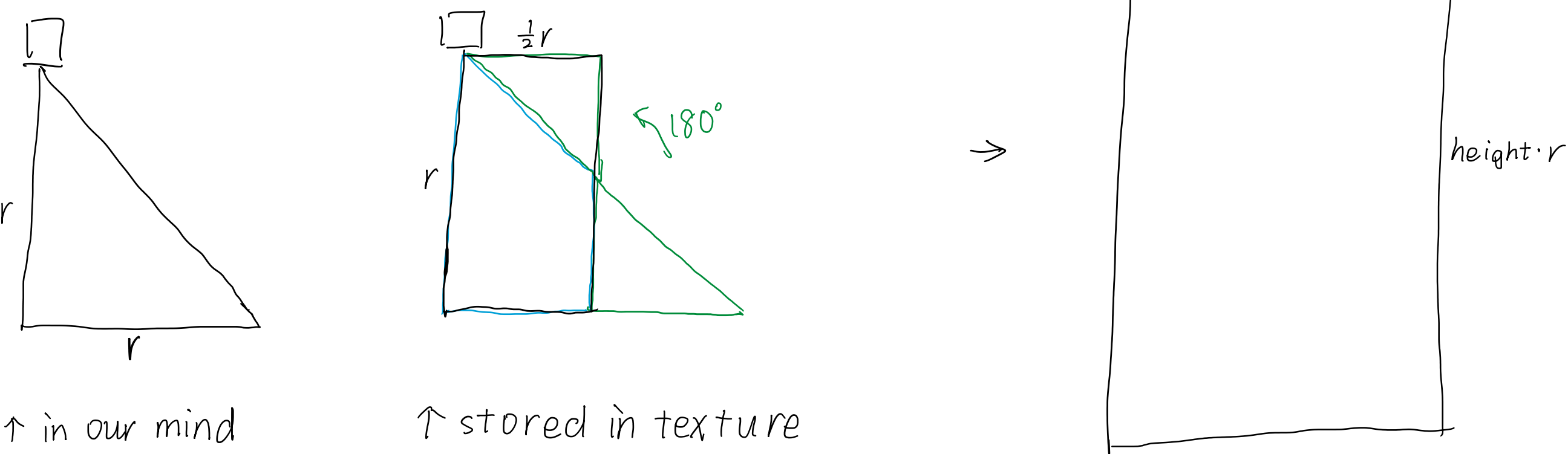
1. Basic Implementation



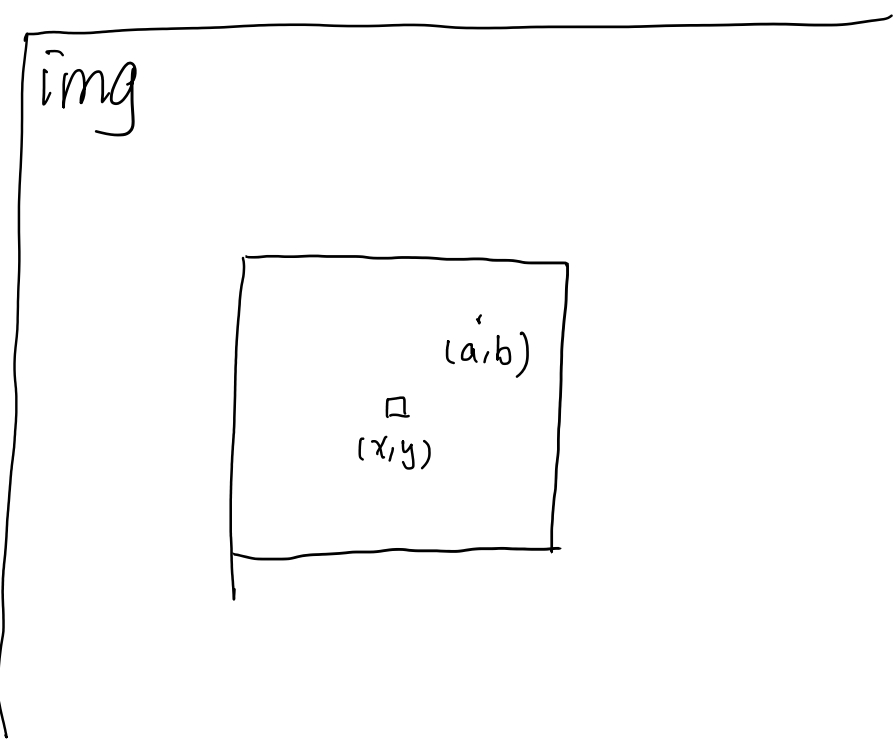
2. We can cache



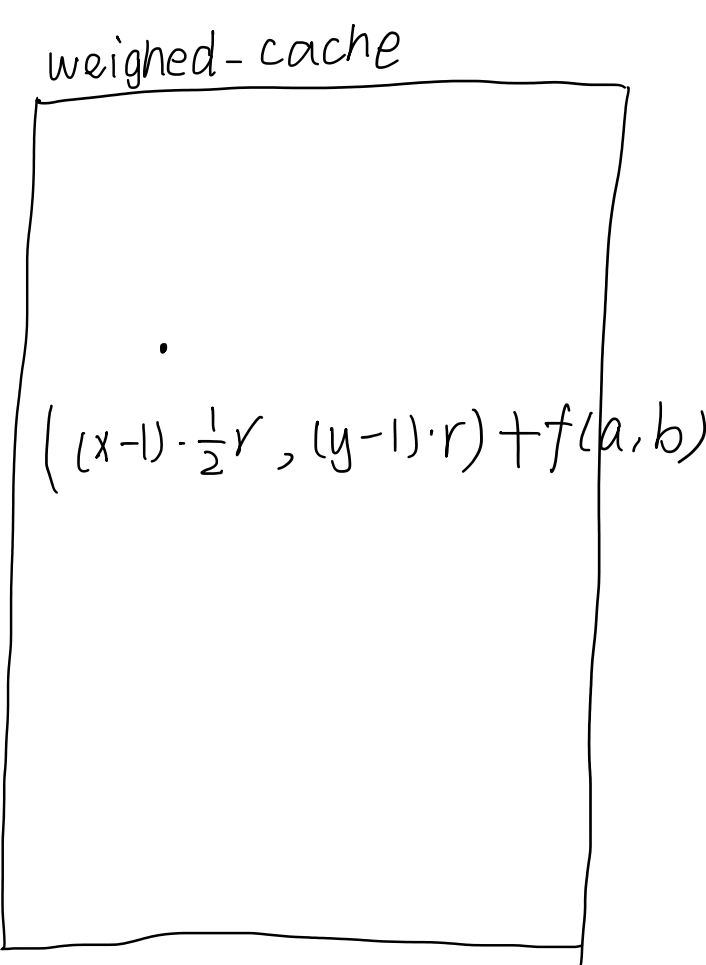
So we cache



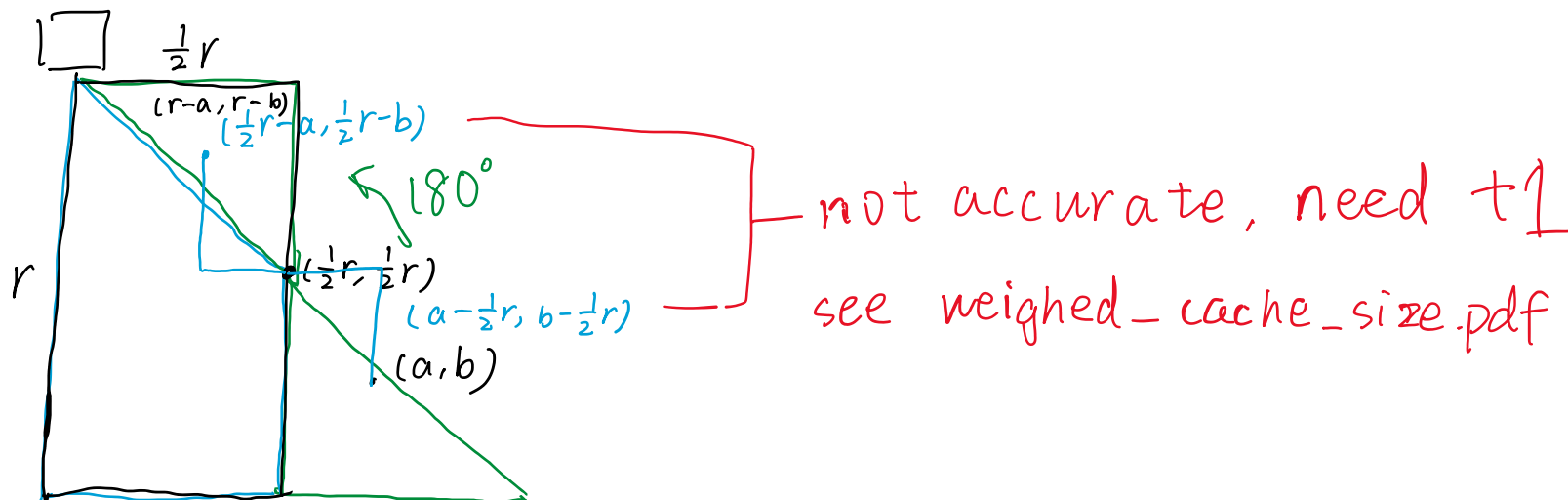
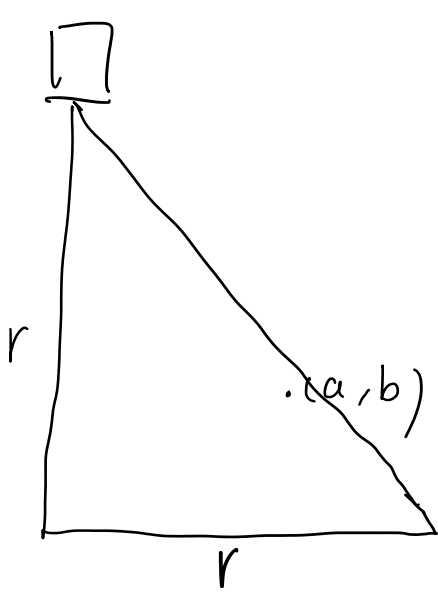
3. When composing (blurring)



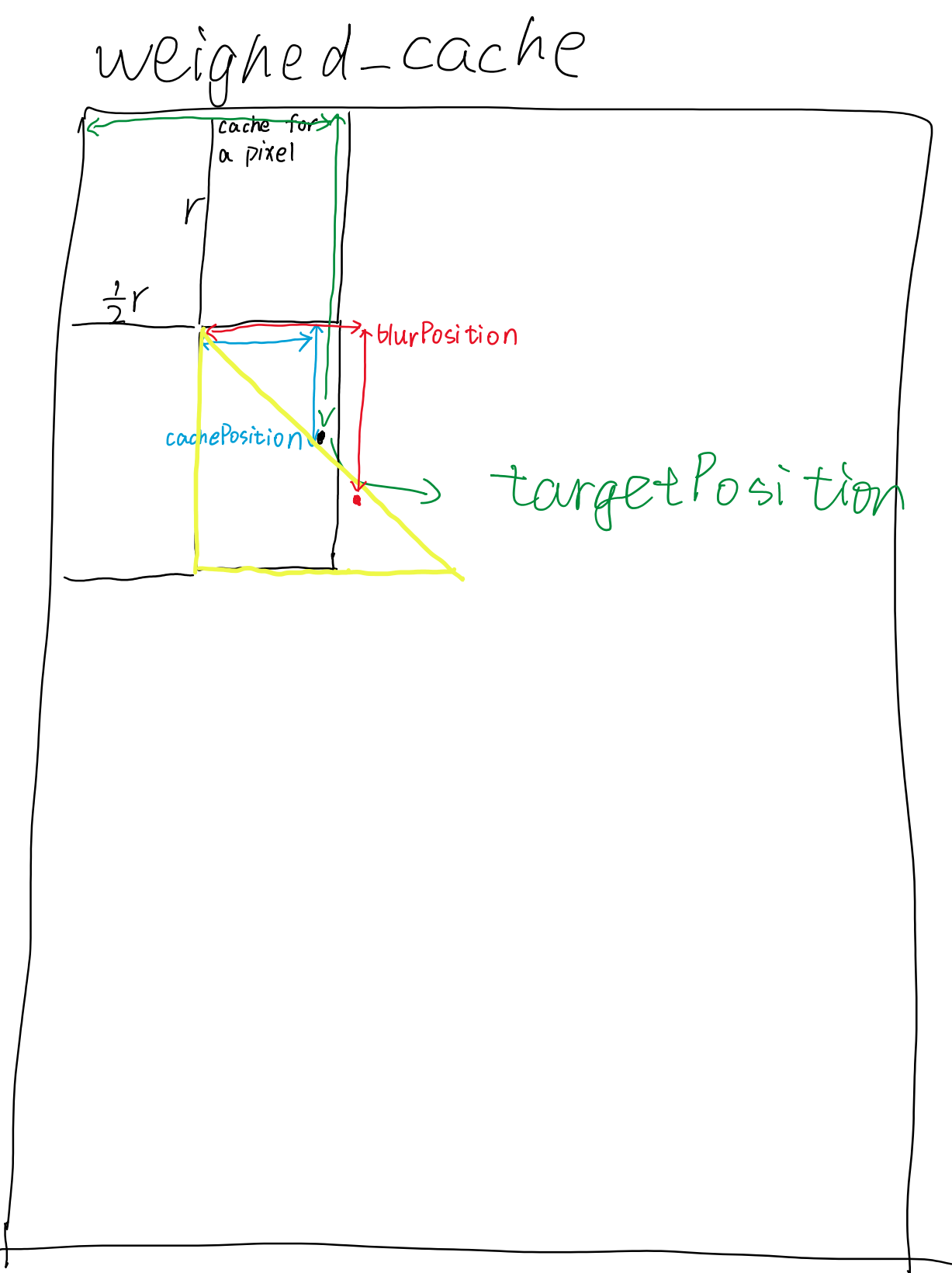
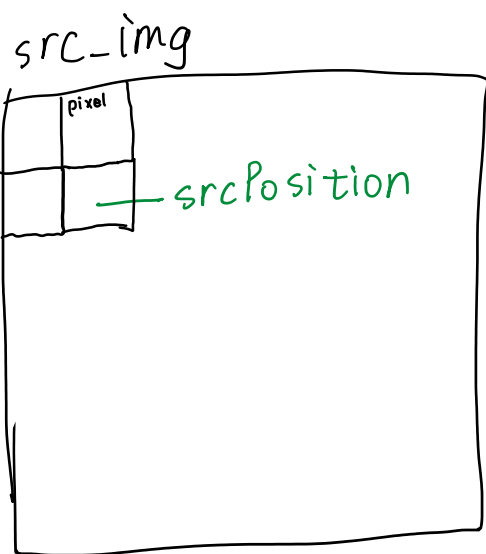
We read



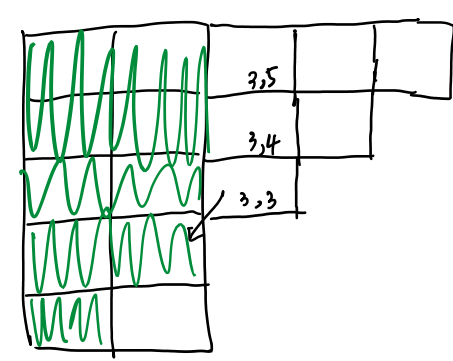
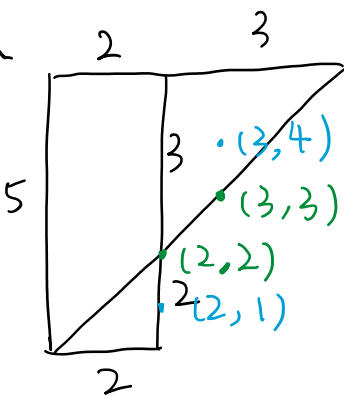
$$f(a,b) = \begin{cases} a \leq \frac{1}{2}r & (a,b) \\ a > \frac{1}{2}r & (r-a, r-b) \end{cases}$$



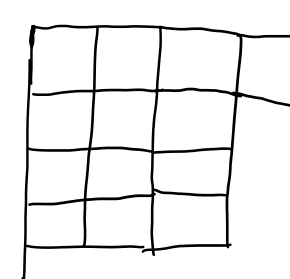
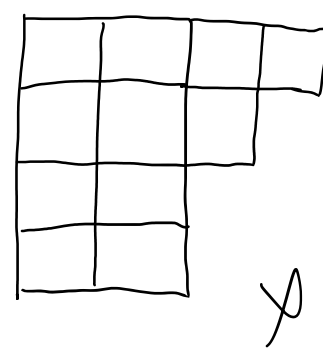
caching



若r为奇数



r=4



$$\frac{1}{2} \times 4 \times 4 = 8$$

blur = cache + compose