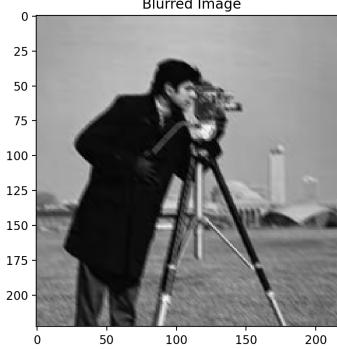
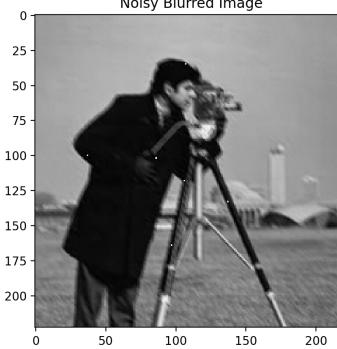
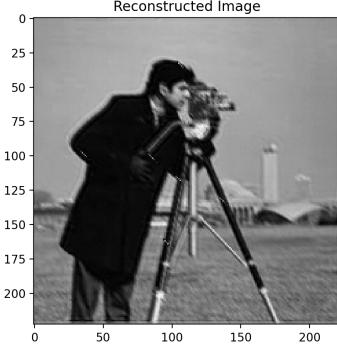
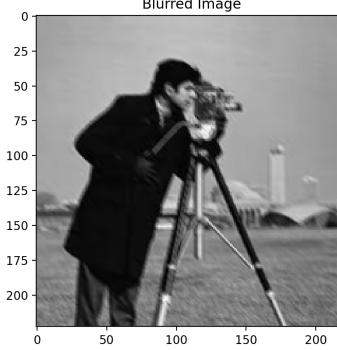
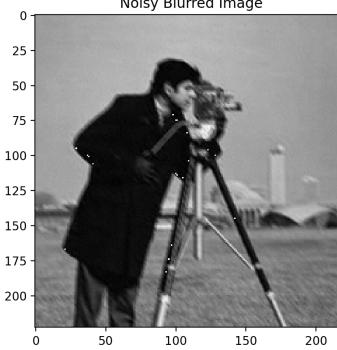
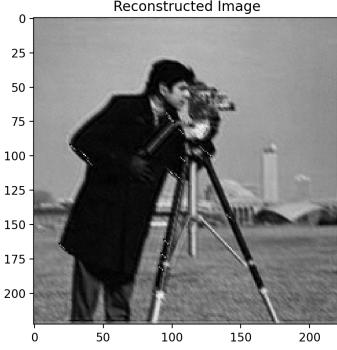
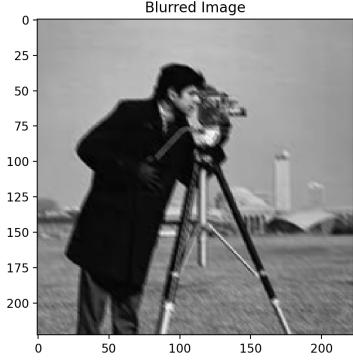
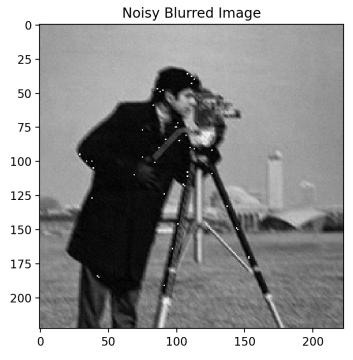
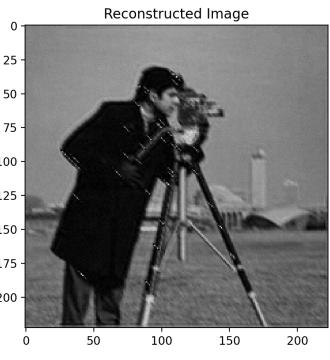
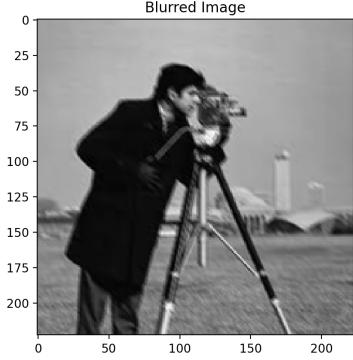
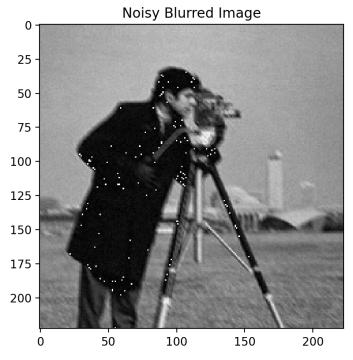
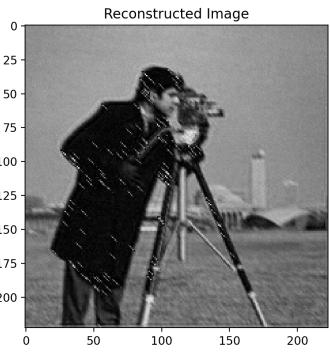


**Performance of the algorithm for fixed blur
and varying noise levels and fixed noise and
varying blur levels**

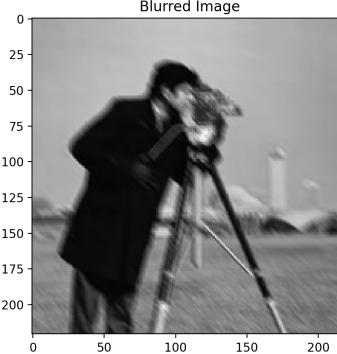
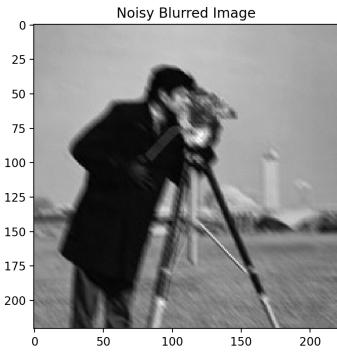
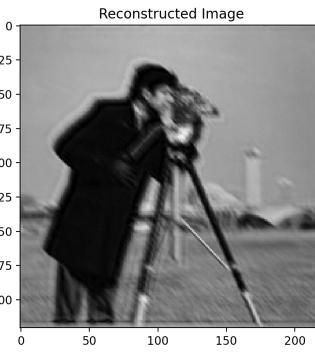
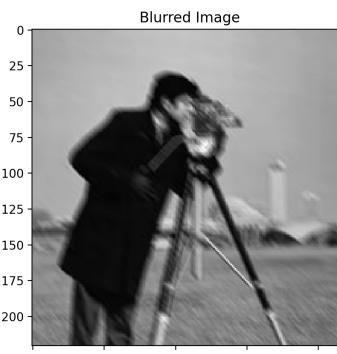
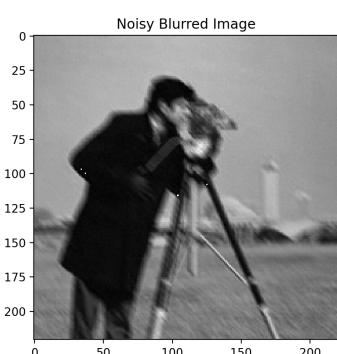
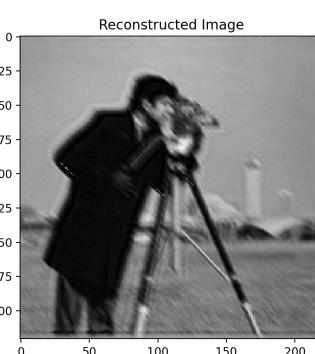
Fixing Blur & Varying Noise 1

Blur Size	Noise Variance	Blur	Blur + Noise	Reconstructed
3	1	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image
3	2	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image

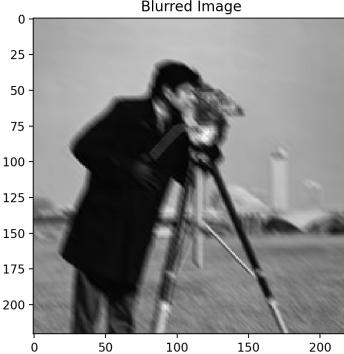
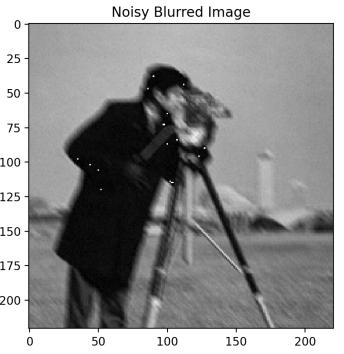
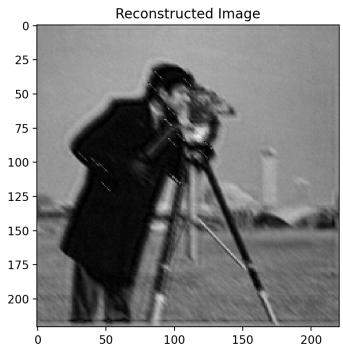
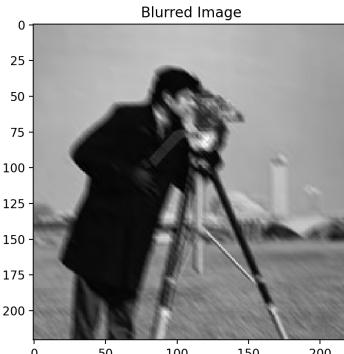
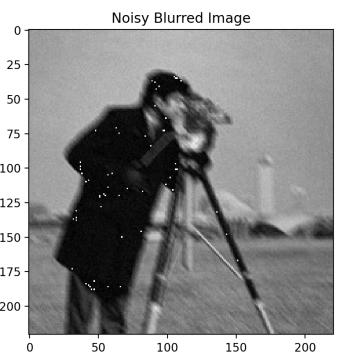
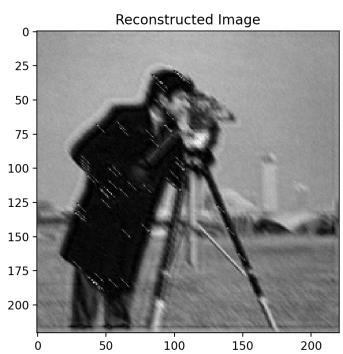
Fixing Blur & Varying Noise 2

Blur Size	Noise Variance	Blur	Blur + Noise	Reconstructed
3	3	<p>Blurred Image</p> 	<p>Noisy Blurred Image</p> 	<p>Reconstructed Image</p> 
3	4	<p>Blurred Image</p> 	<p>Noisy Blurred Image</p> 	<p>Reconstructed Image</p> 

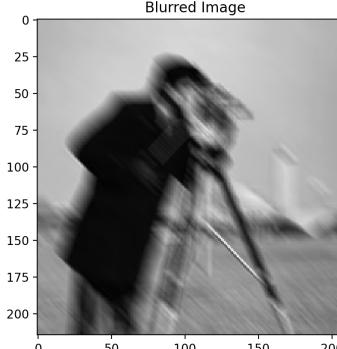
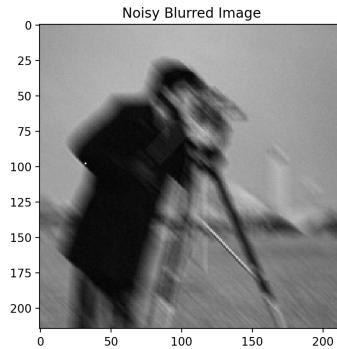
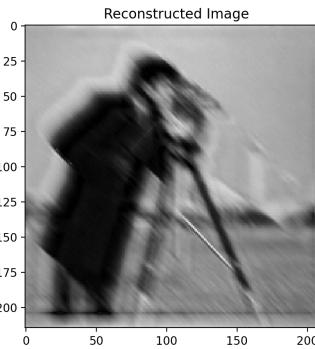
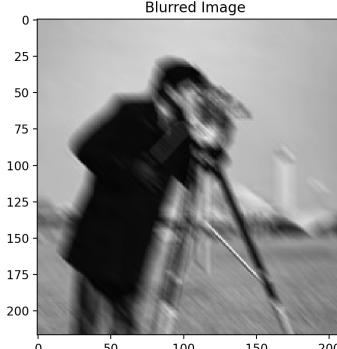
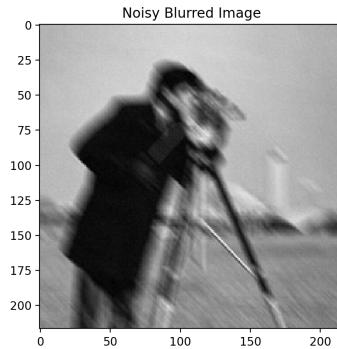
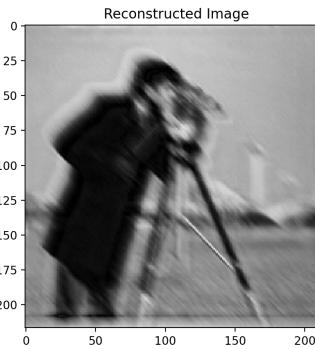
Fixing Blur & Varying Noise 3

Blur Size	Noise Variance	Blur	Blur + Noise	Reconstructed
5	1	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image
5	2	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image

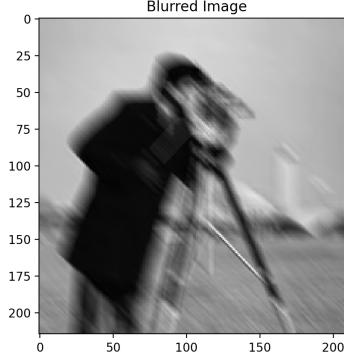
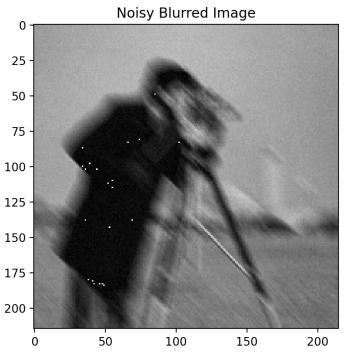
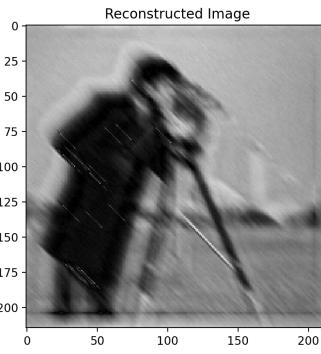
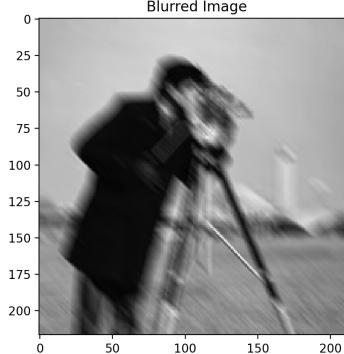
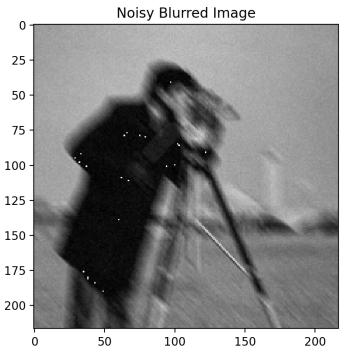
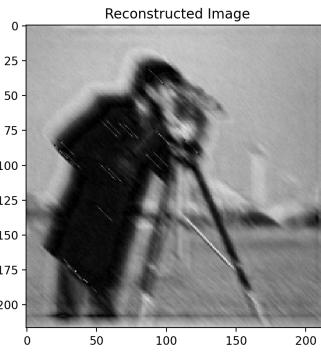
Fixing Blur & Varying Noise 4

Blur Size	Noise Variance	Blur	Blur + Noise	Reconstructed
5	3	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image
5	4	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image

Fixing Noise & Varying Blur 1

Blur Size	Noise Variance	Blur	Blur + Noise	Reconstructed
11	2	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image
9	2	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image

Fixing Noise & Varying Blur 2

Blur Size	Noise Variance	Blur	Blur + Noise	Reconstructed
11	4	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image
9	4	 Blurred Image	 Noisy Blurred Image	 Reconstructed Image

As blur size and noise level increases, the algorithm poorly reconstructs in image.

Ideal size for my algorithm is: Blur size = 3 and noise variance below 2.5