
Subject: Re: simple deconvolution

Posted by [rogass](#) on Wed, 23 Feb 2011 07:40:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dear James, David and Wayne,
thank you for your comments. Nevertheless, there is still a methodological bug in the code which I can't find. As I stated before, this code snippet is in early stage, so don't wonder if it is not so easy readable or optimised due to error catching and computational speed. I tried several routines freely available like the `deconv_tool` from F. Varosi and from you Wayne :), but they all run into problems if the SNR is low. Unfortunately, the MaximDL package seems to be only commercially available. However, I'm looking for a routine like the Richardson-Lucy algorithm which might be appropriate for a multiscale deconvolution to suppress ringing effects.

Anyway, thank you.

Maybe someone is able to catch the error in the code? ;)

Cheers

CR
