

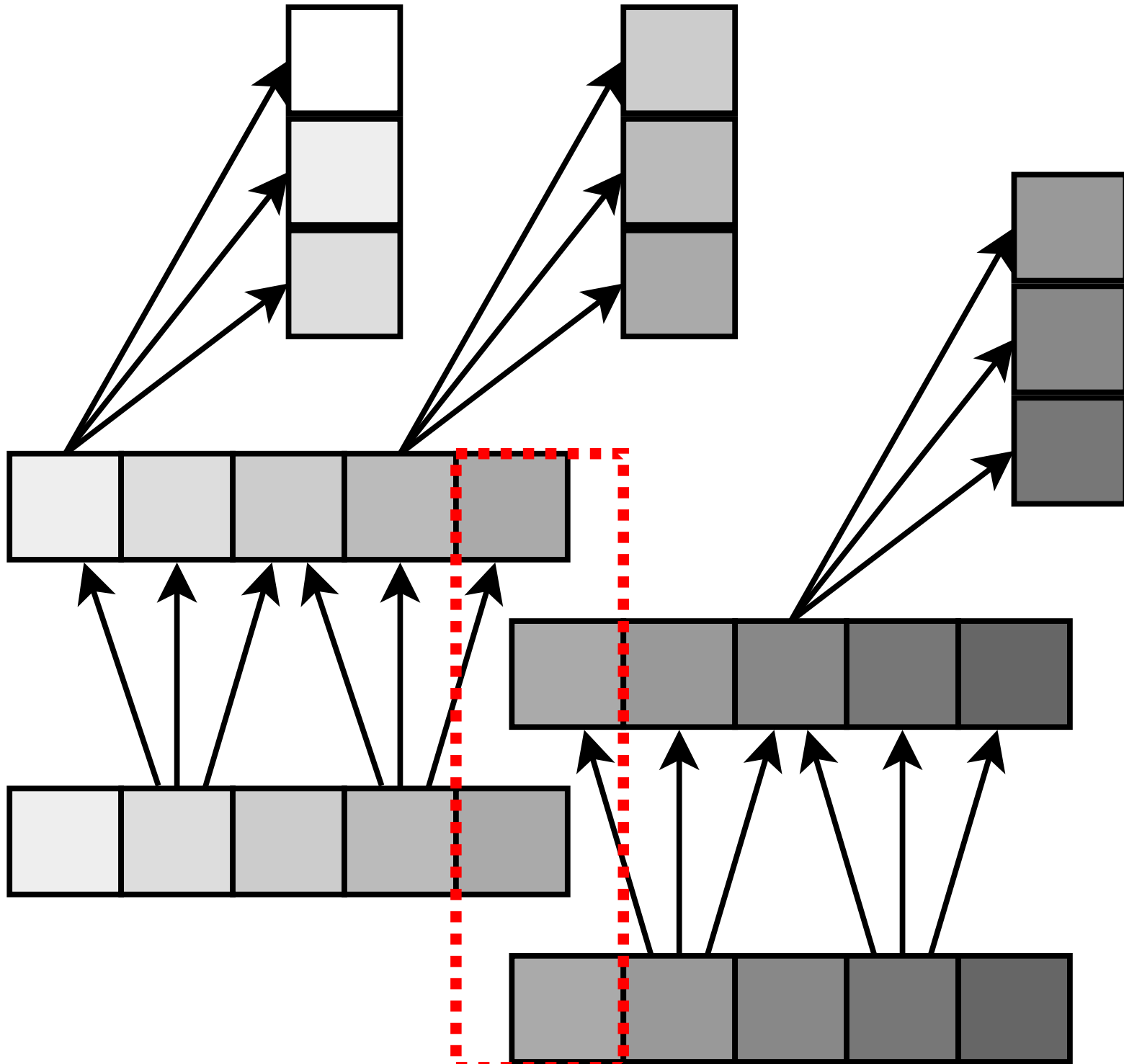
**(thread 1)**

**(thread 2)**

# input

# blur\_y

# blur\_x



Same pixel at tile boundary  
- Some work is duplicated