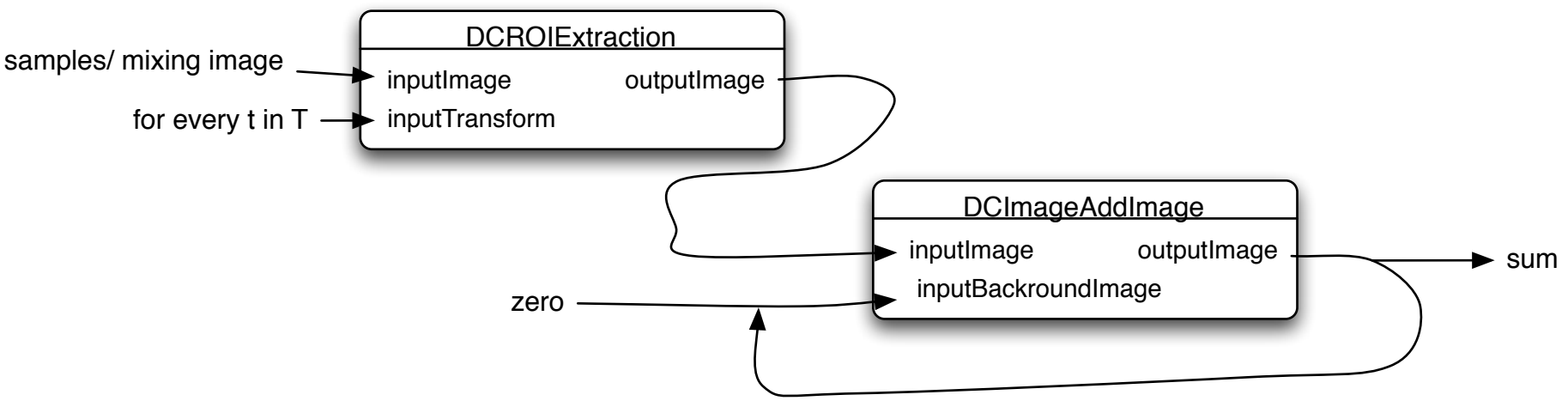
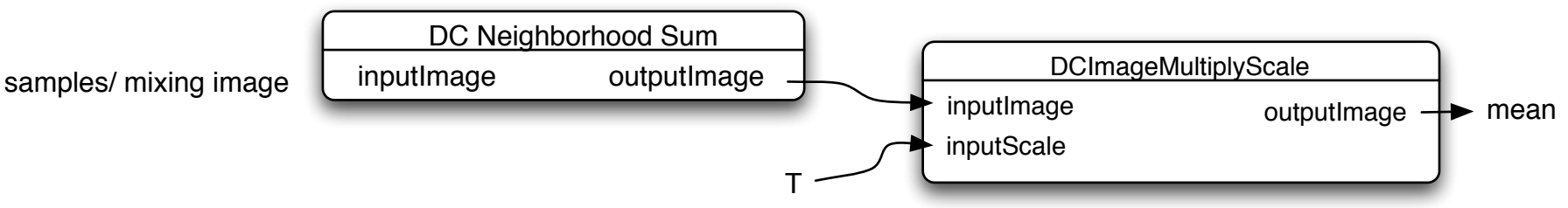
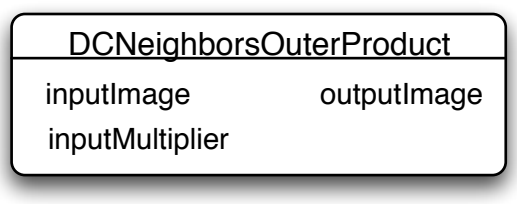
Neighborhood sum



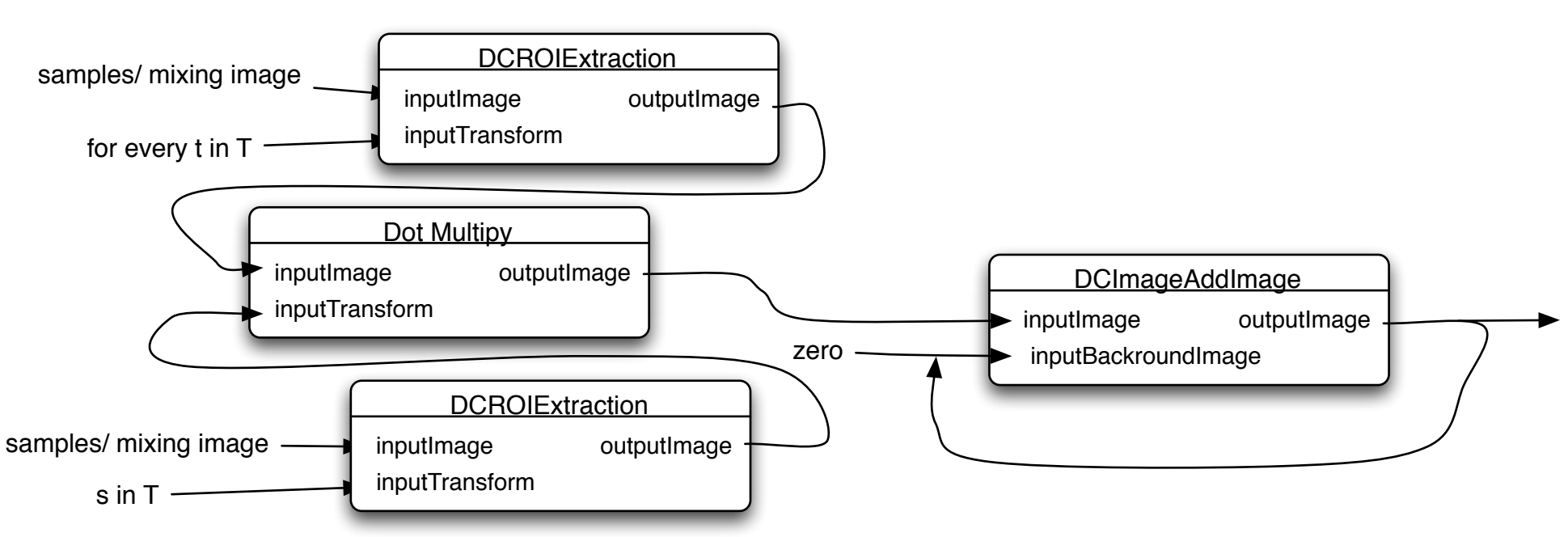
Neighborhood Mean



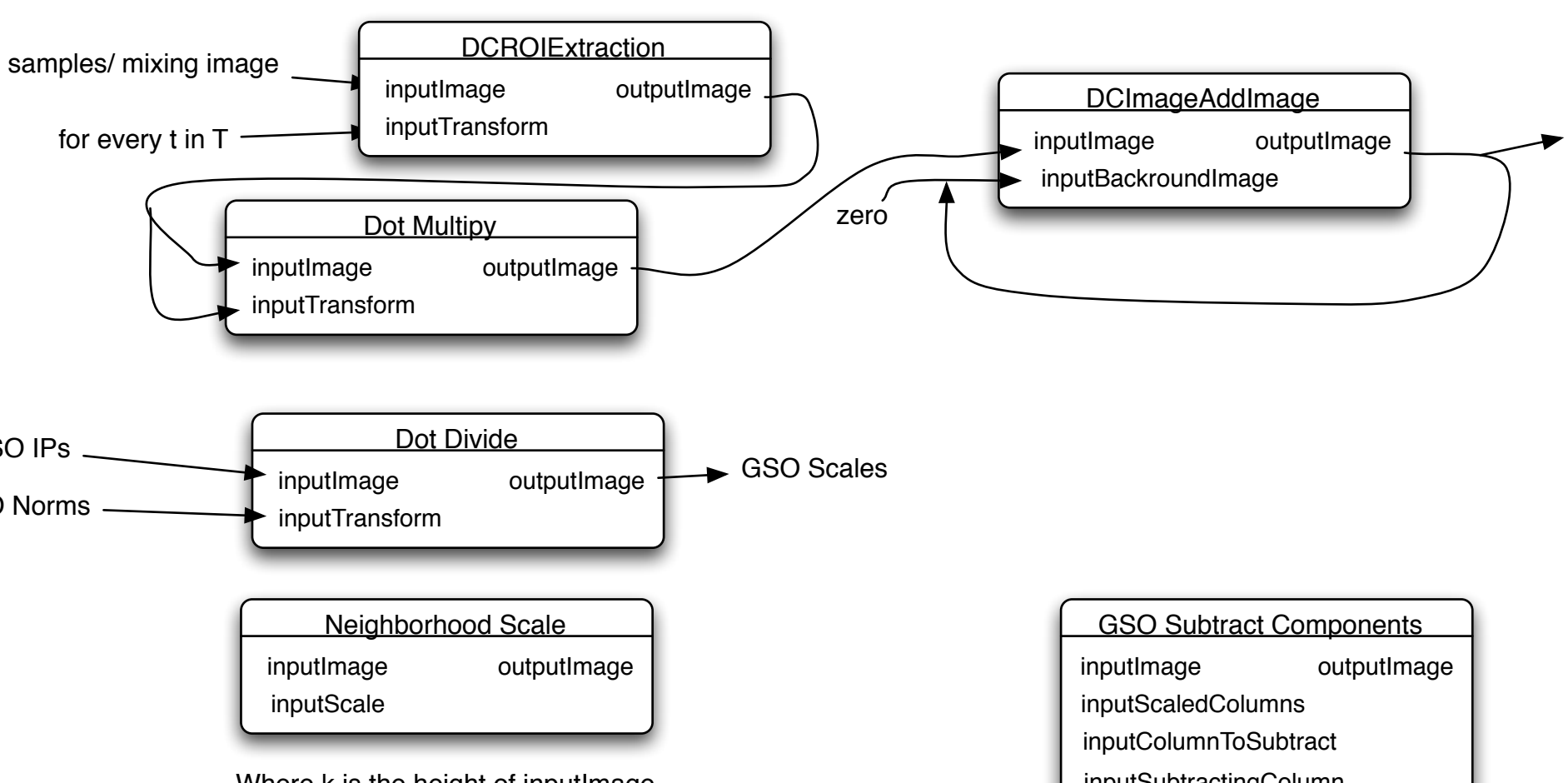



```
r1 = r/k;
r2 = c/k
c1 = r % k
c2 = c % k
A = sample(srcA, vec2(r1,c1));
B = sample(srcB, vec2(r2, c2));
C = A * B;
return C;
```

GSO Inner Product



GSO Norms




```
Where k is the height of inputImage
vec2 dc = destCoord();
vec2 sc = vec2(dc.x/k , dc.y/k);
A = sample(srcA, dc);
B = sample(srcB, dc);
return A * B;
```

```
vec2 dc = destCoord()
vec2 rdc = vec2(dc.x/k, dc.y/k);
vec2 offset = vec2(t/Np *k, t%Np *k);
vec sdc = offset + rdc;
A = sample(srcA, dc);
B = sample(srcB, sdc);
return A- B;
```

Where k height
Np is the number of components/samples

Inner Loop Projection Pursuit