|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 | 9 | 2 | 5 | 8 | 3 |
| 5 | 6 | 2 | 4 | 0 | 3 |
| 2 | 4 | 5 | 4 | 5 | 2 |
| 5 | 6 | 5 | 4 | 7 | 8 |
| 5 | 7 | 7 | 9 | 2 | 1 |
| 5 | 8 | 5 | 3 | 8 | 4 |

**Step 2:** Move the overlay right ***k*** positions (according to stride parameter) and repeat above calculation for new submatrix

Input (6x6)

|  |  |  |
| --- | --- | --- |
| 1 | 0 | -1 |
| 1 | 0 | -1 |
| 1 | 0 | -1 |

|  |  |  |  |
| --- | --- | --- | --- |
| 2 | 6 |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Output

Filter

**⊗**

**=**

|  |  |
| --- | --- |
| Parameters | |
| Size | 3 |
| Stride | 1 |
| Padding | 0 |