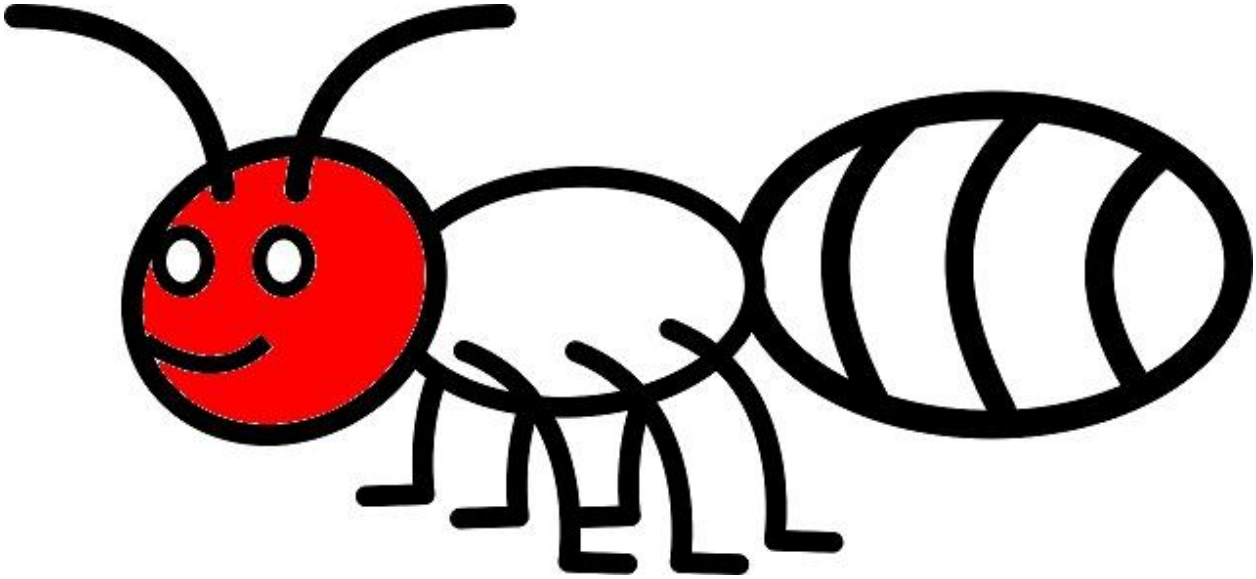
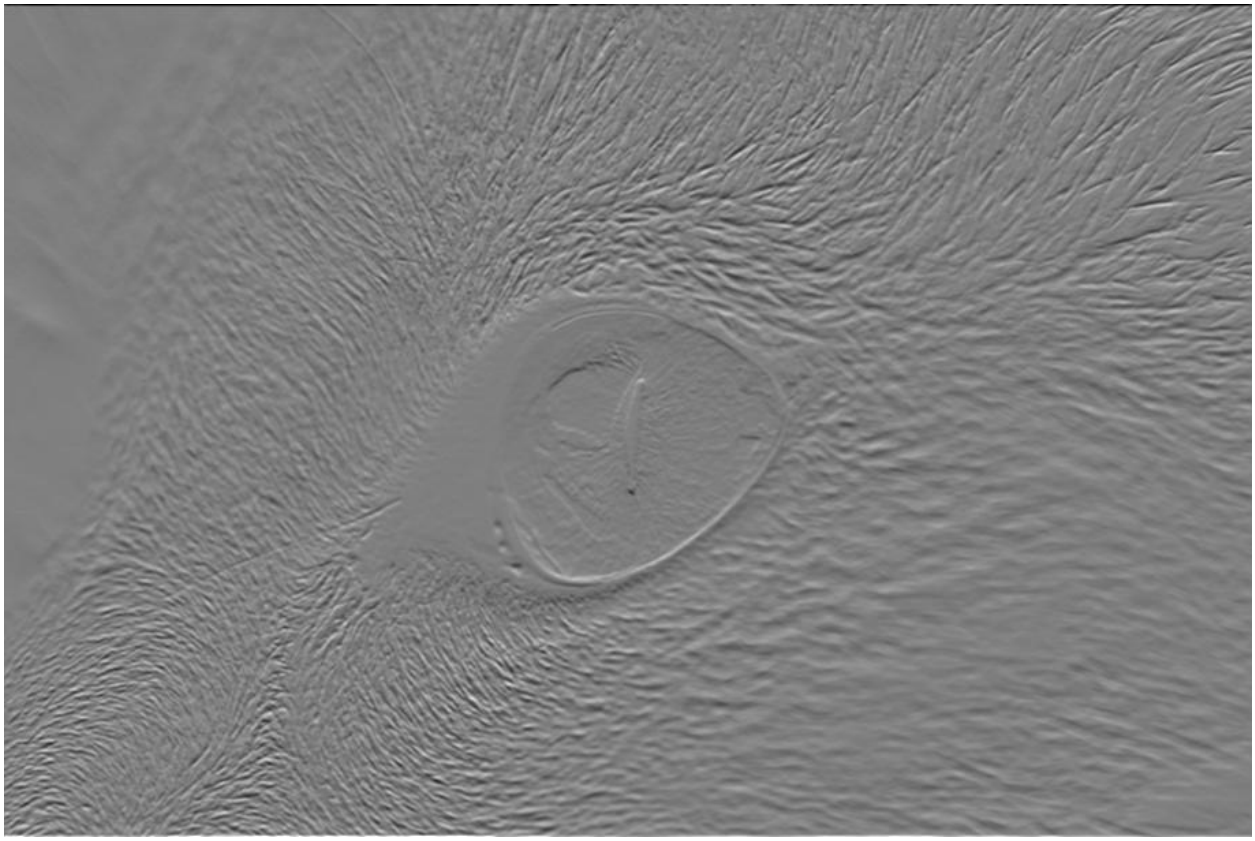
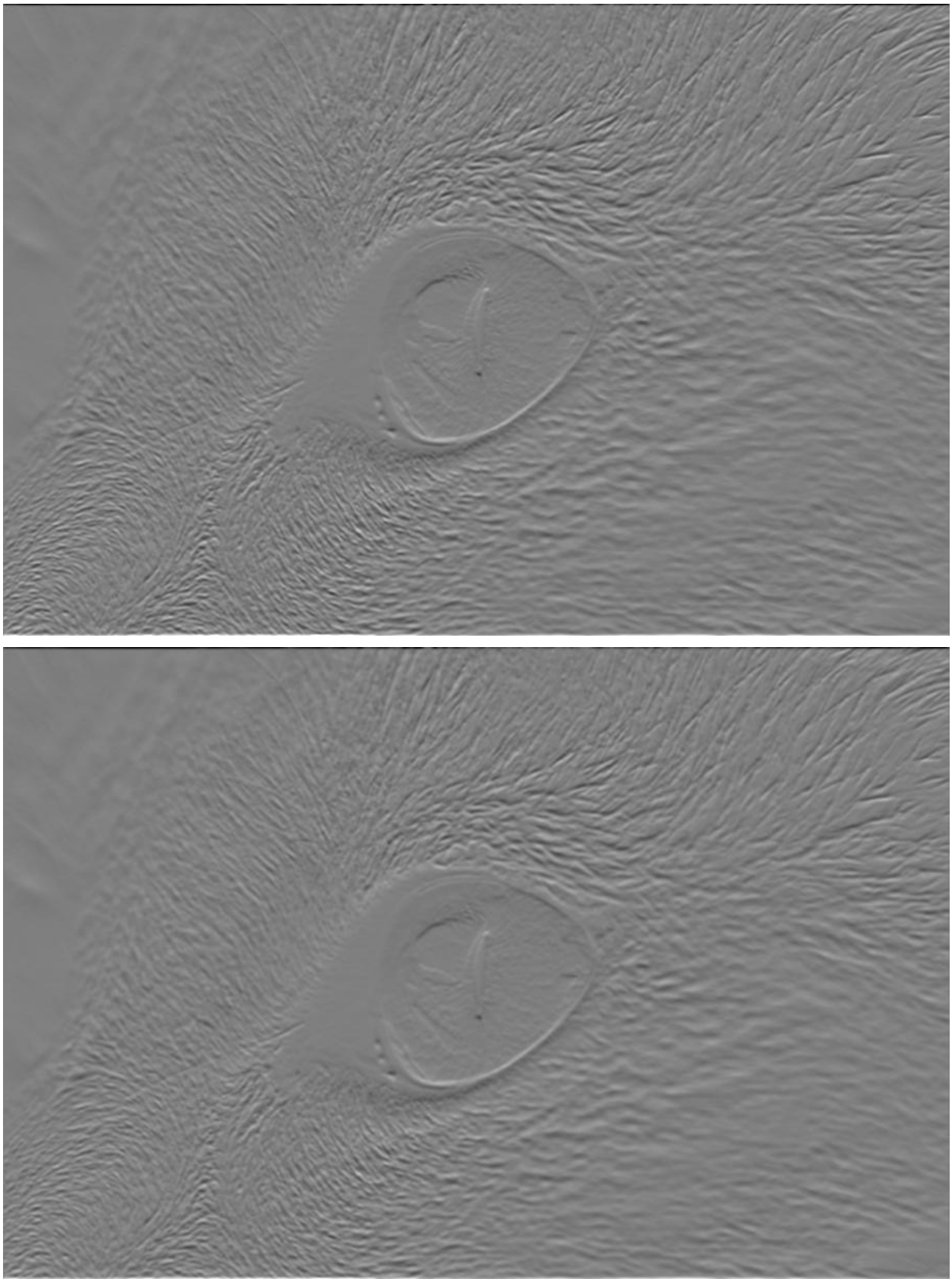
1. Floodfill

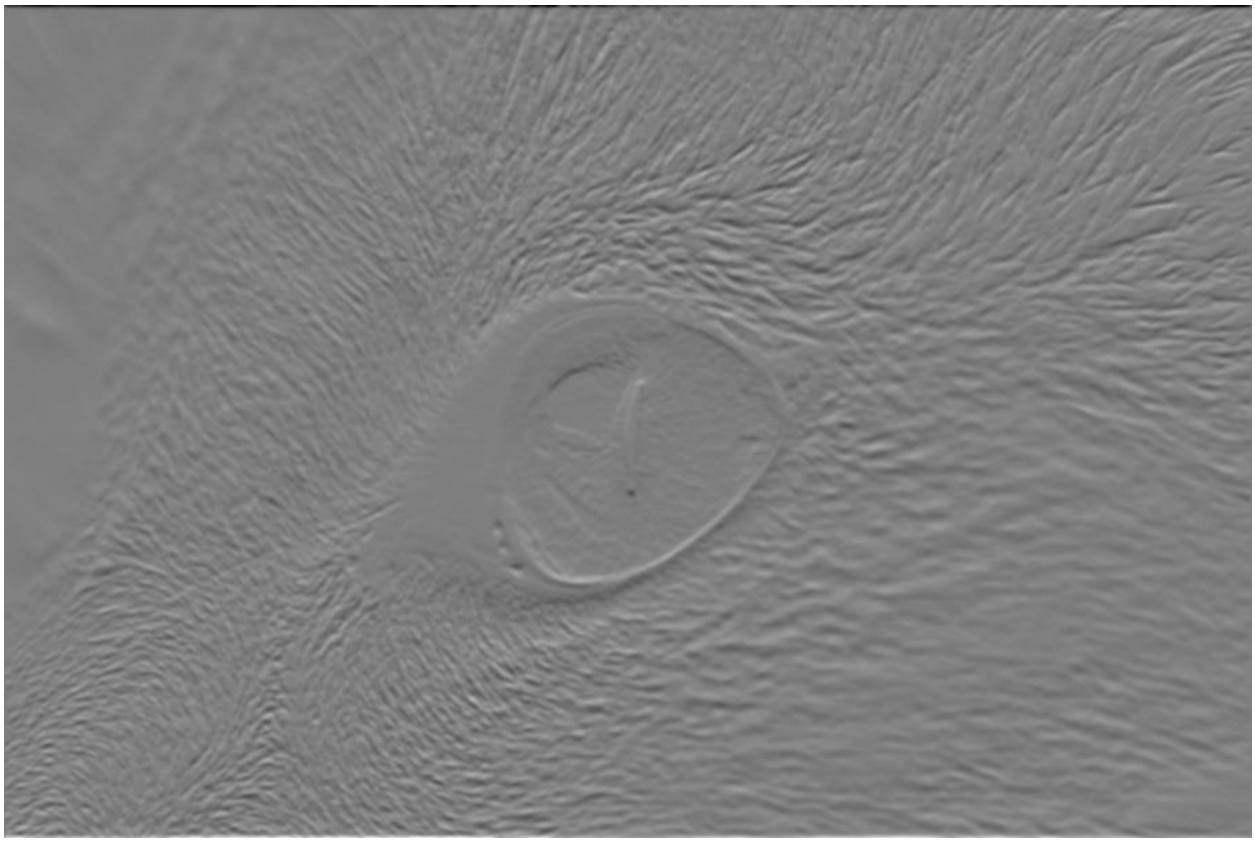


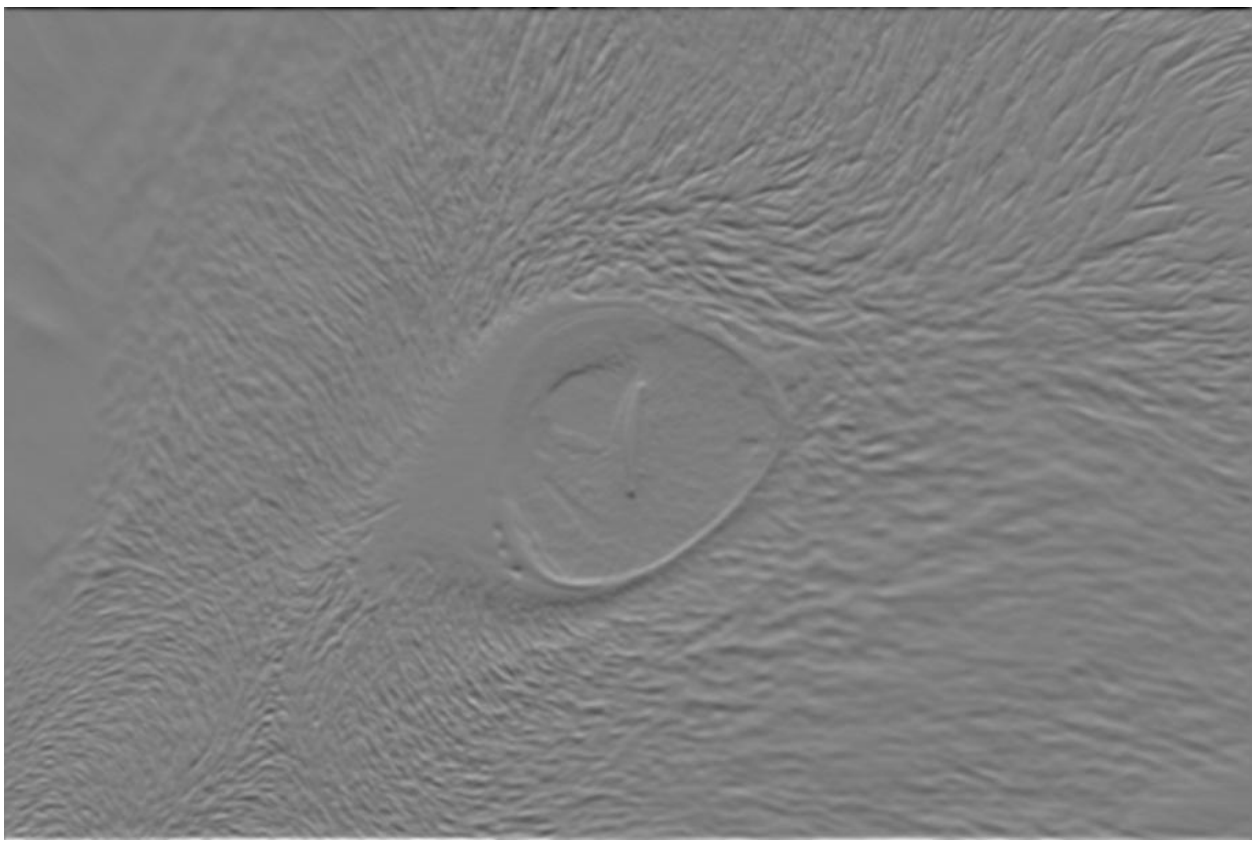
2. Convolution for Gaussian smoothing

3. Convolution for differentiation along the vertical direction

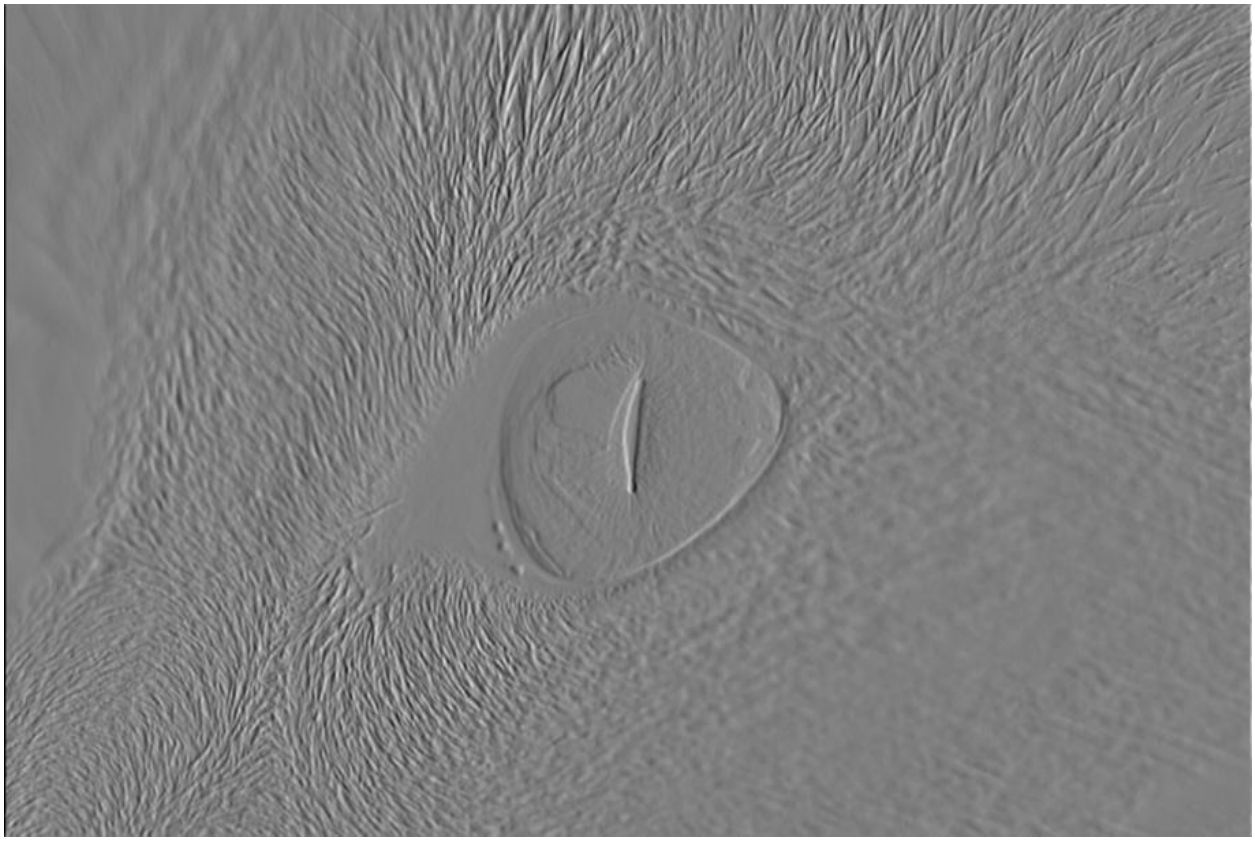


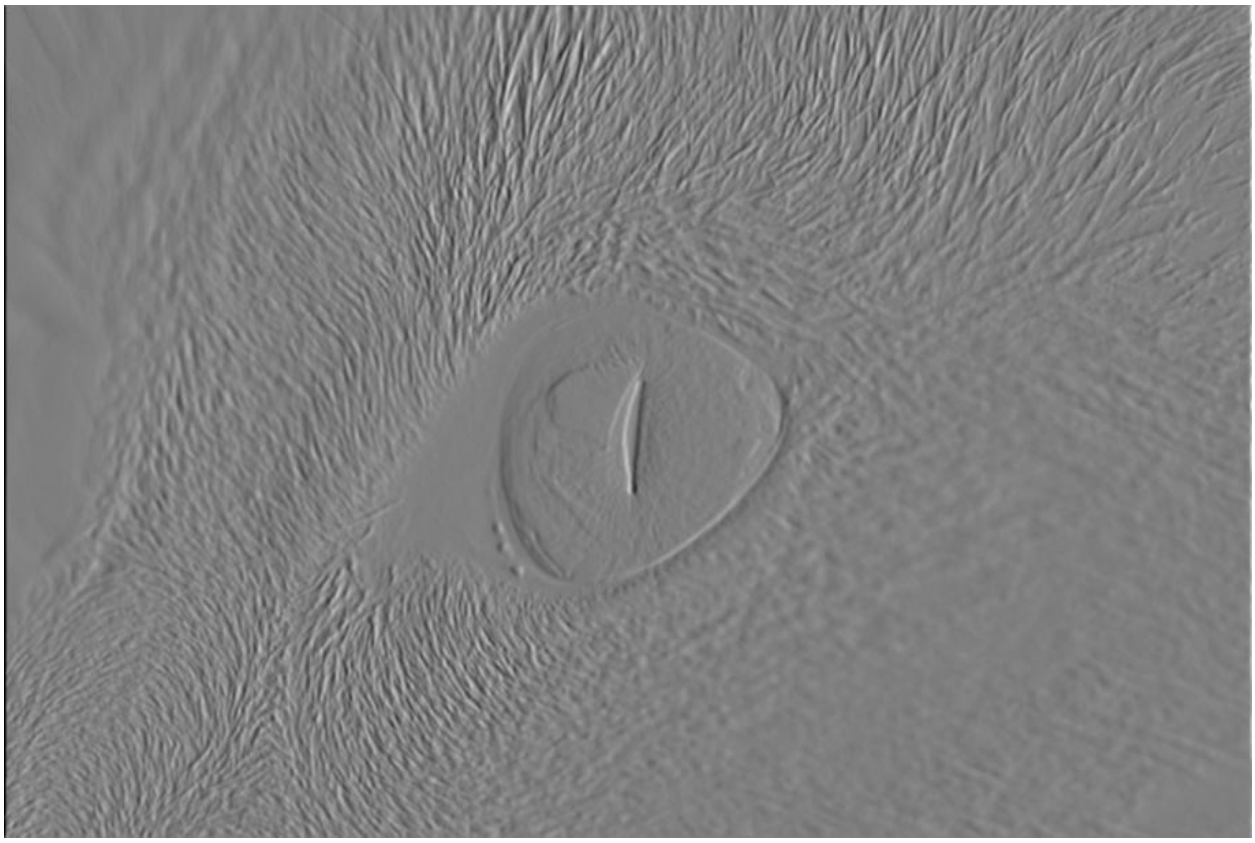


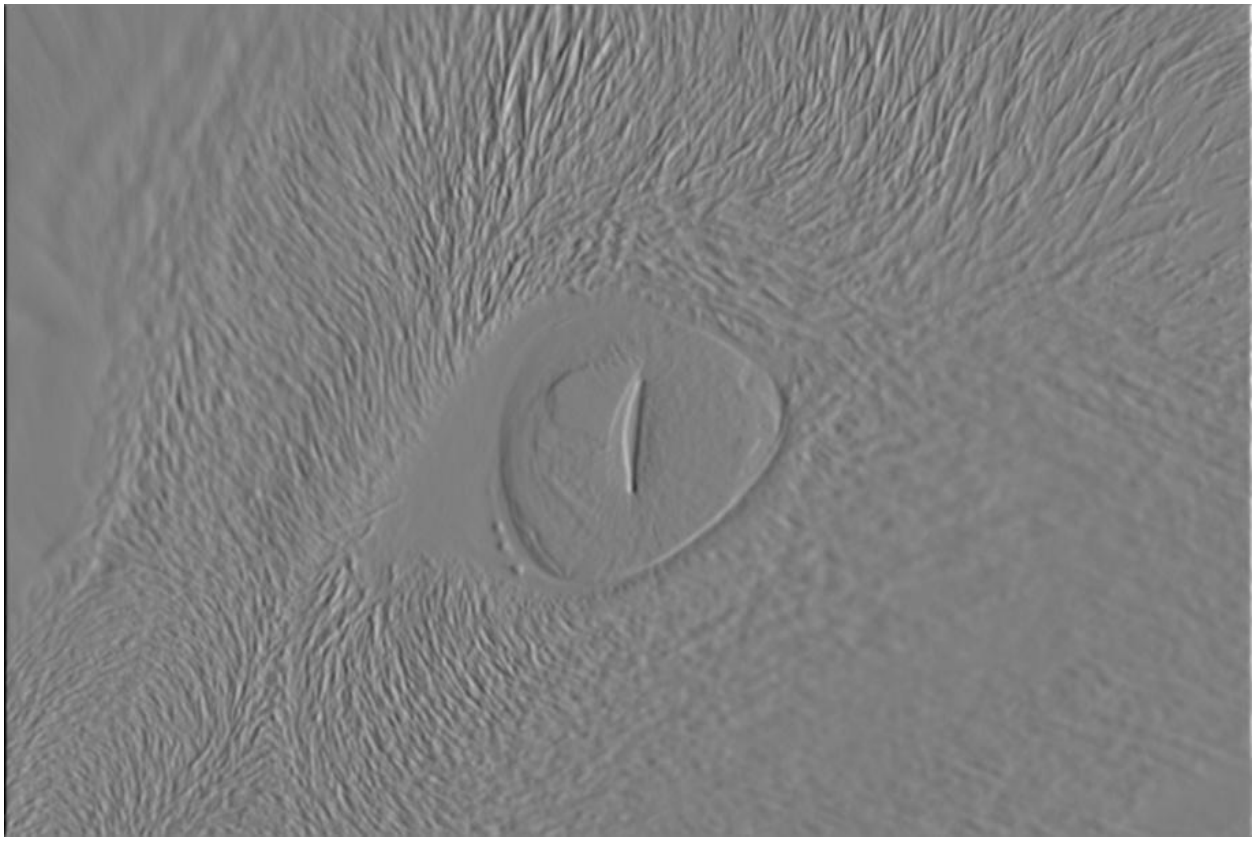


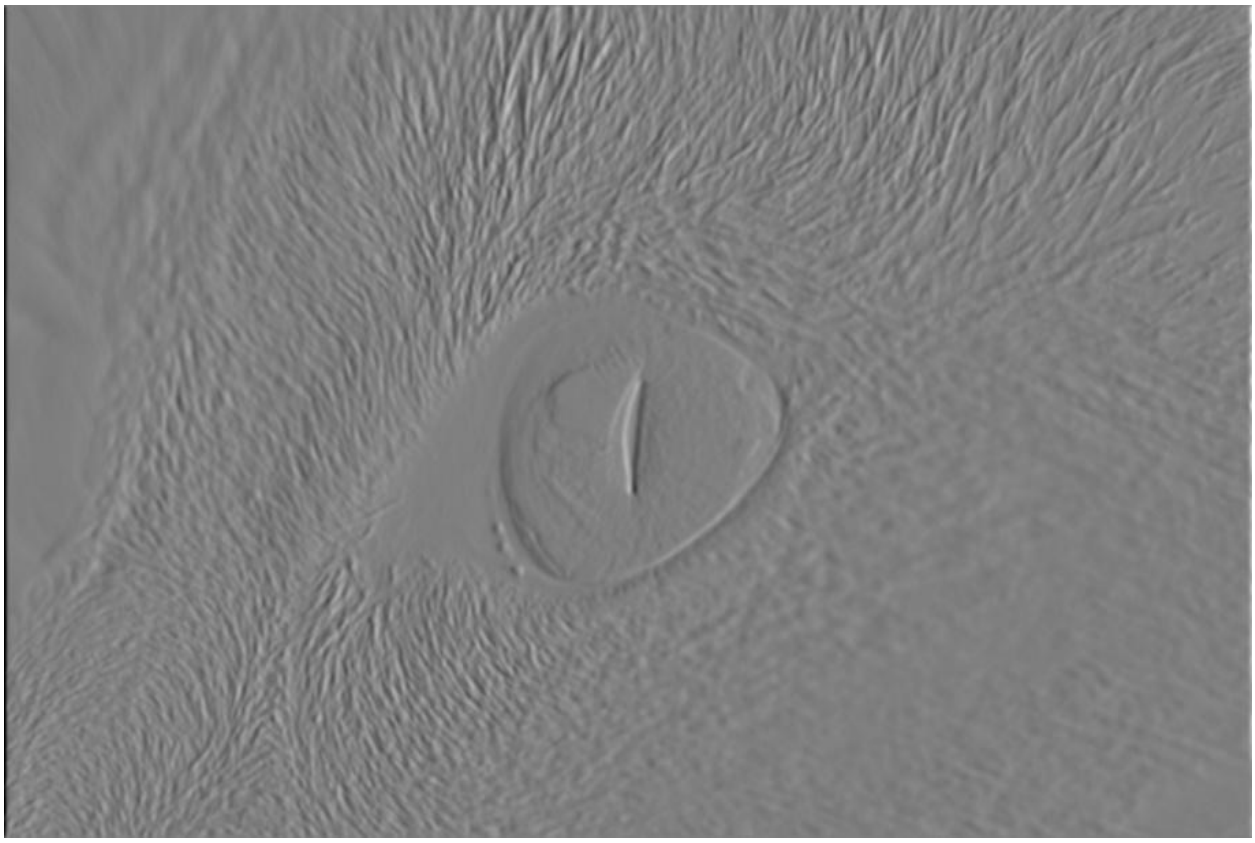


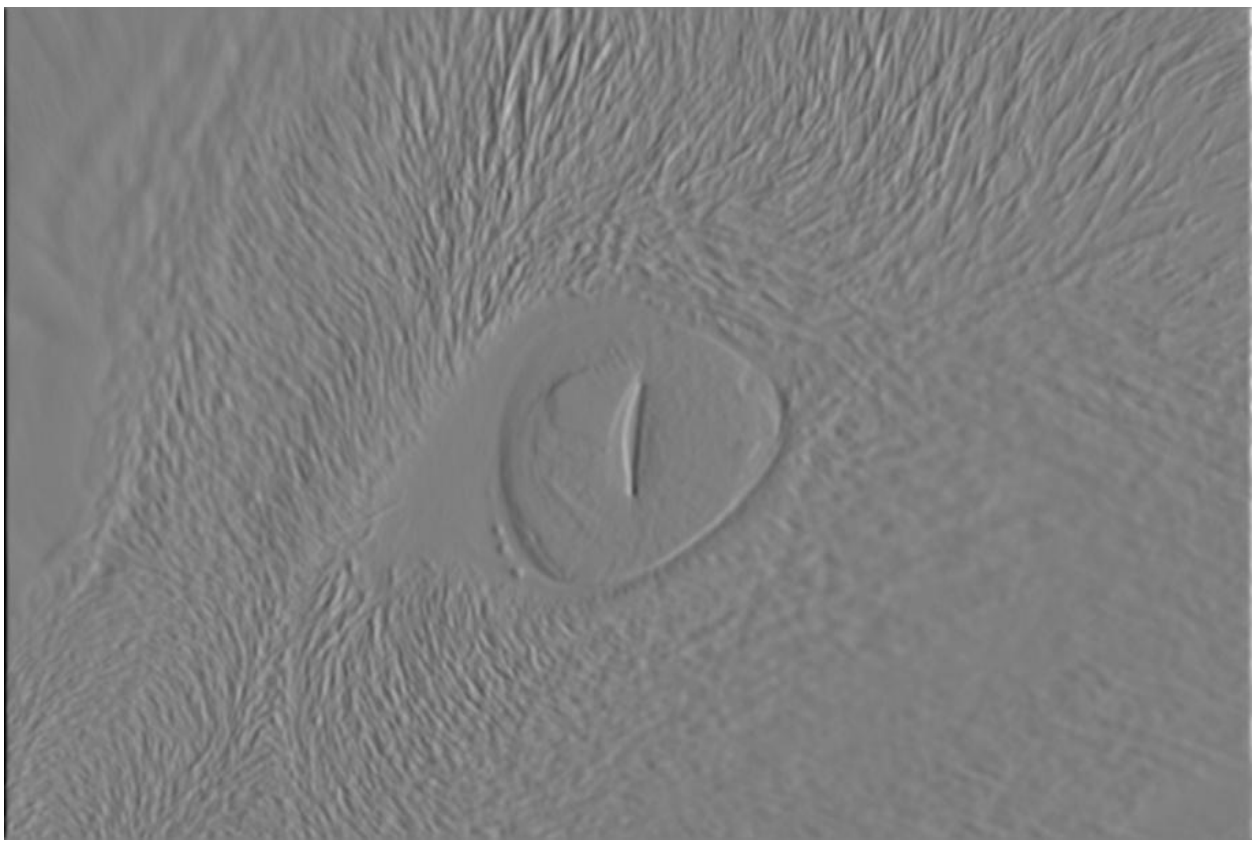
4. Differentiation along another direction along the horizontal direction



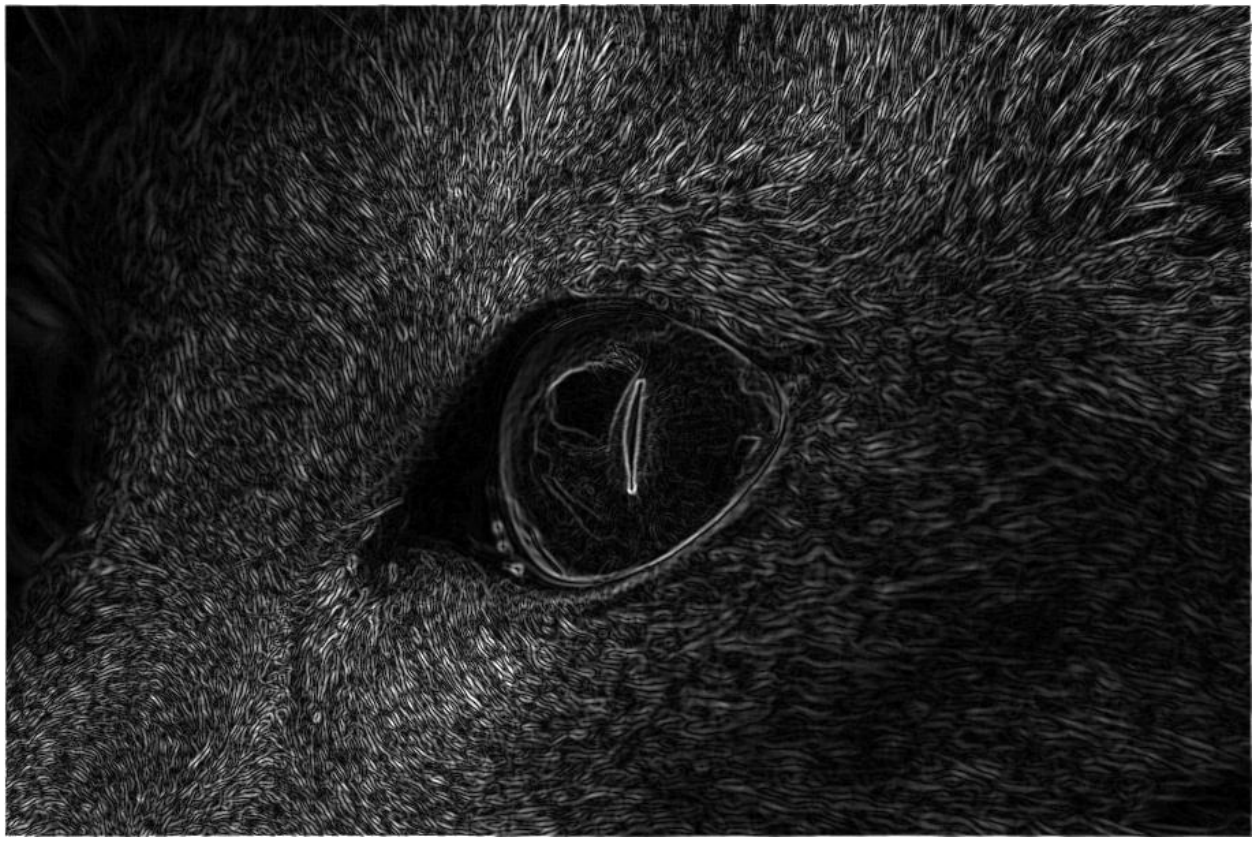


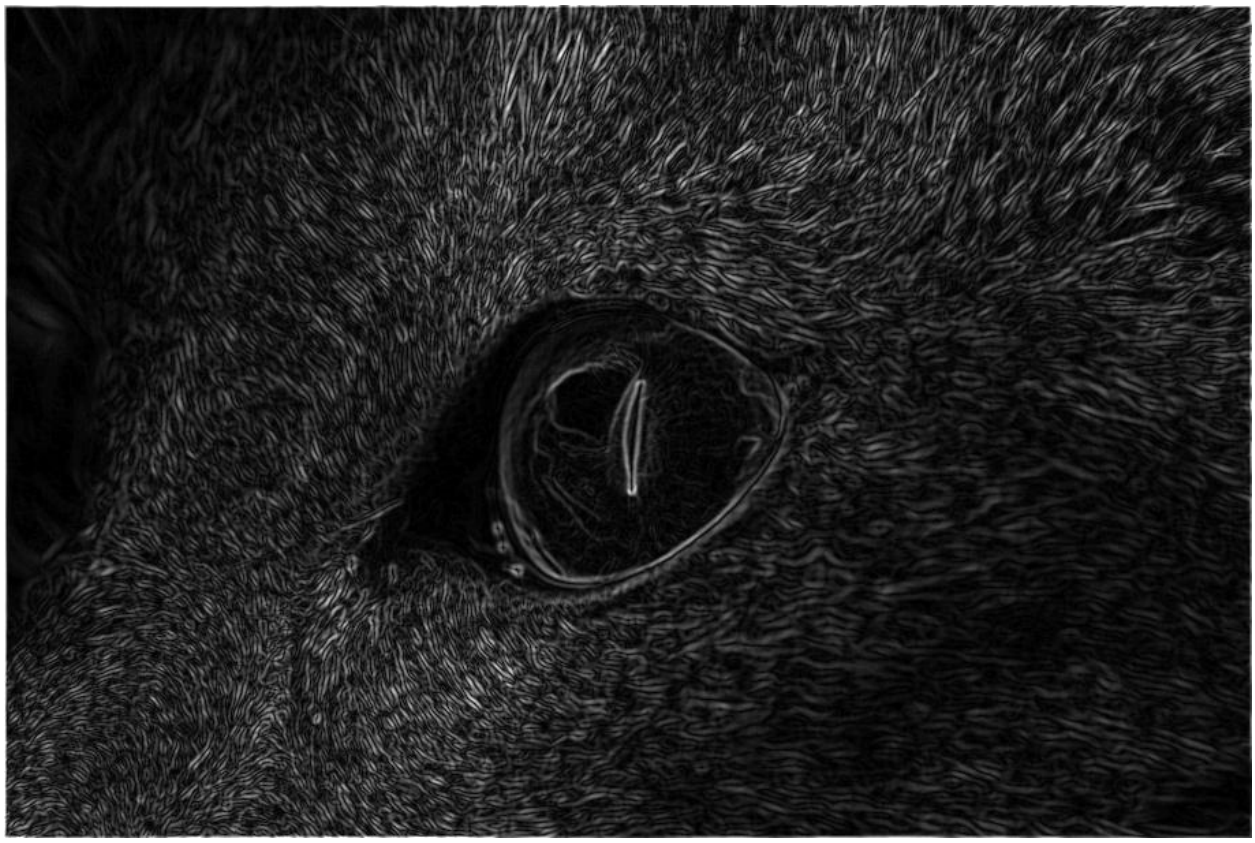


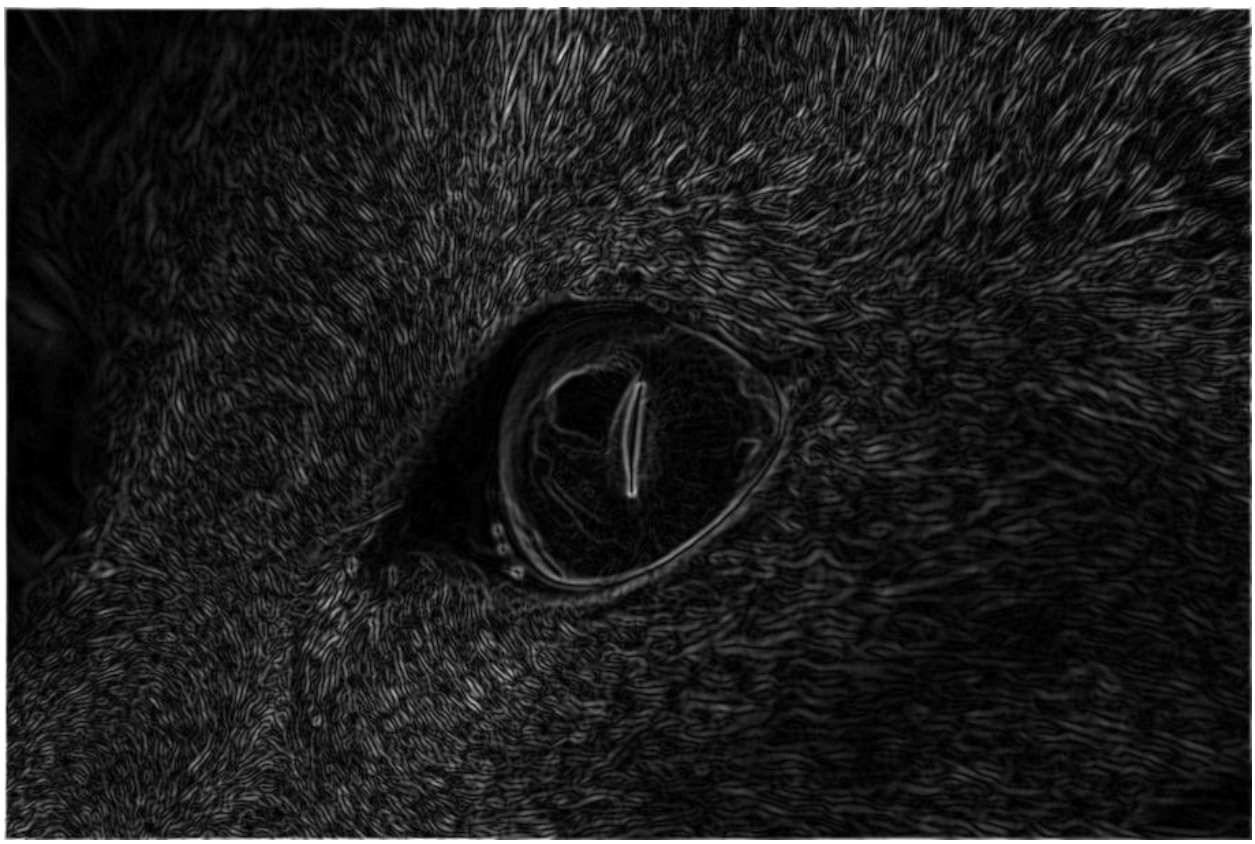


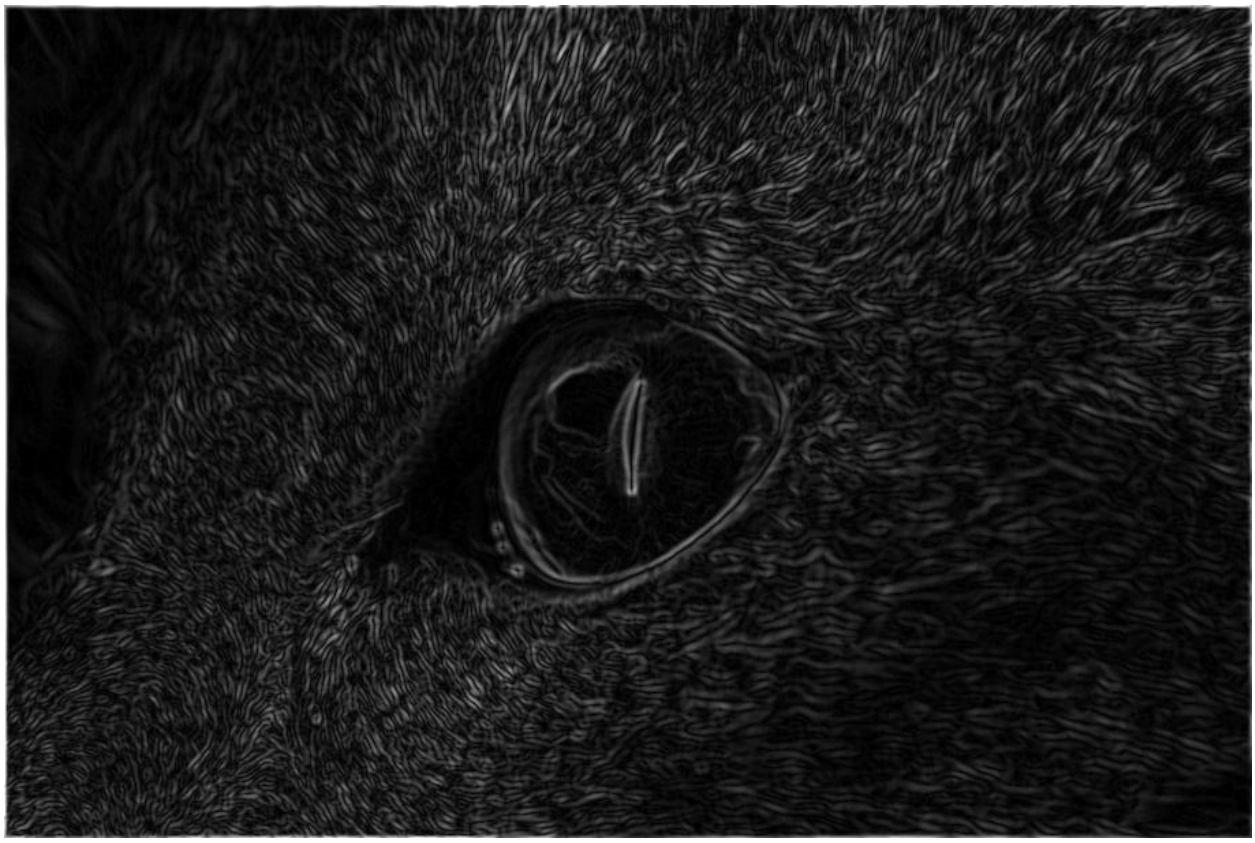


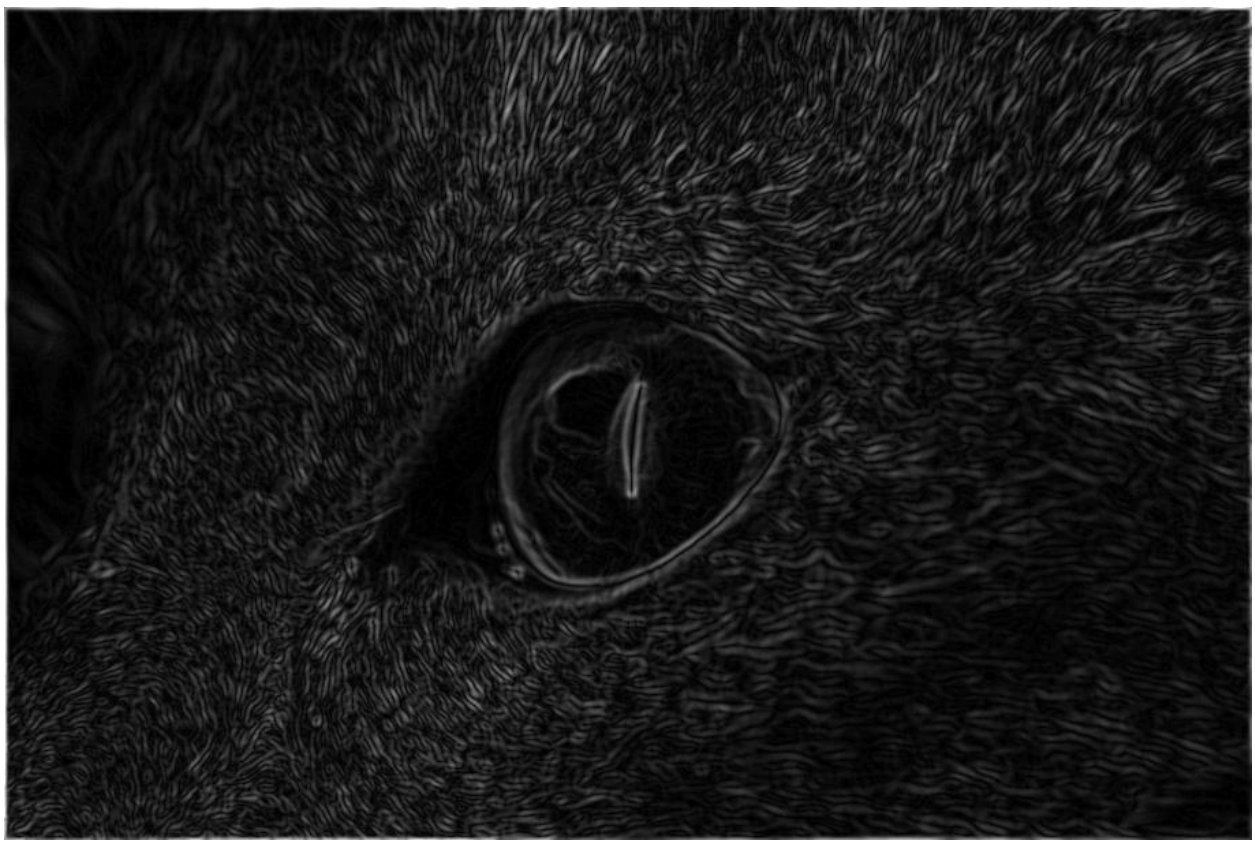
5. Gradient magnitude



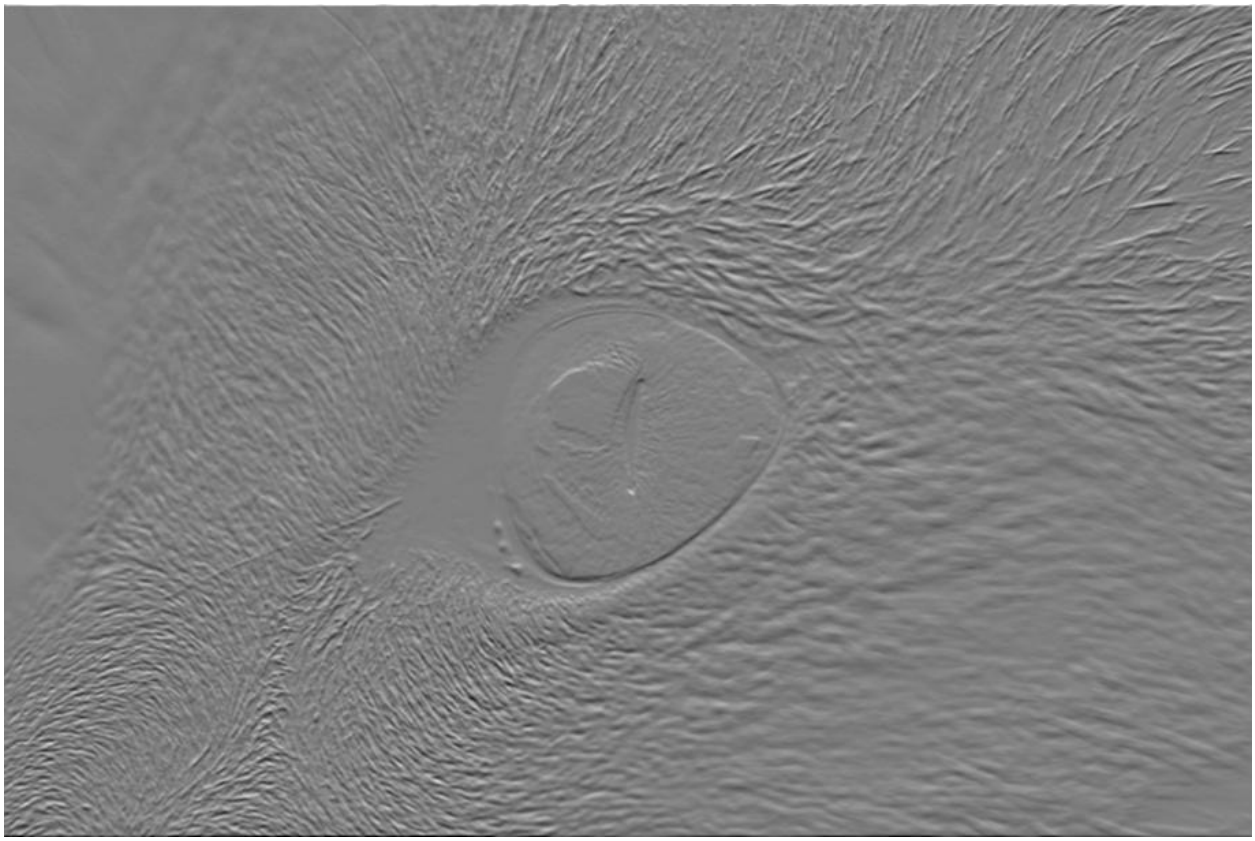


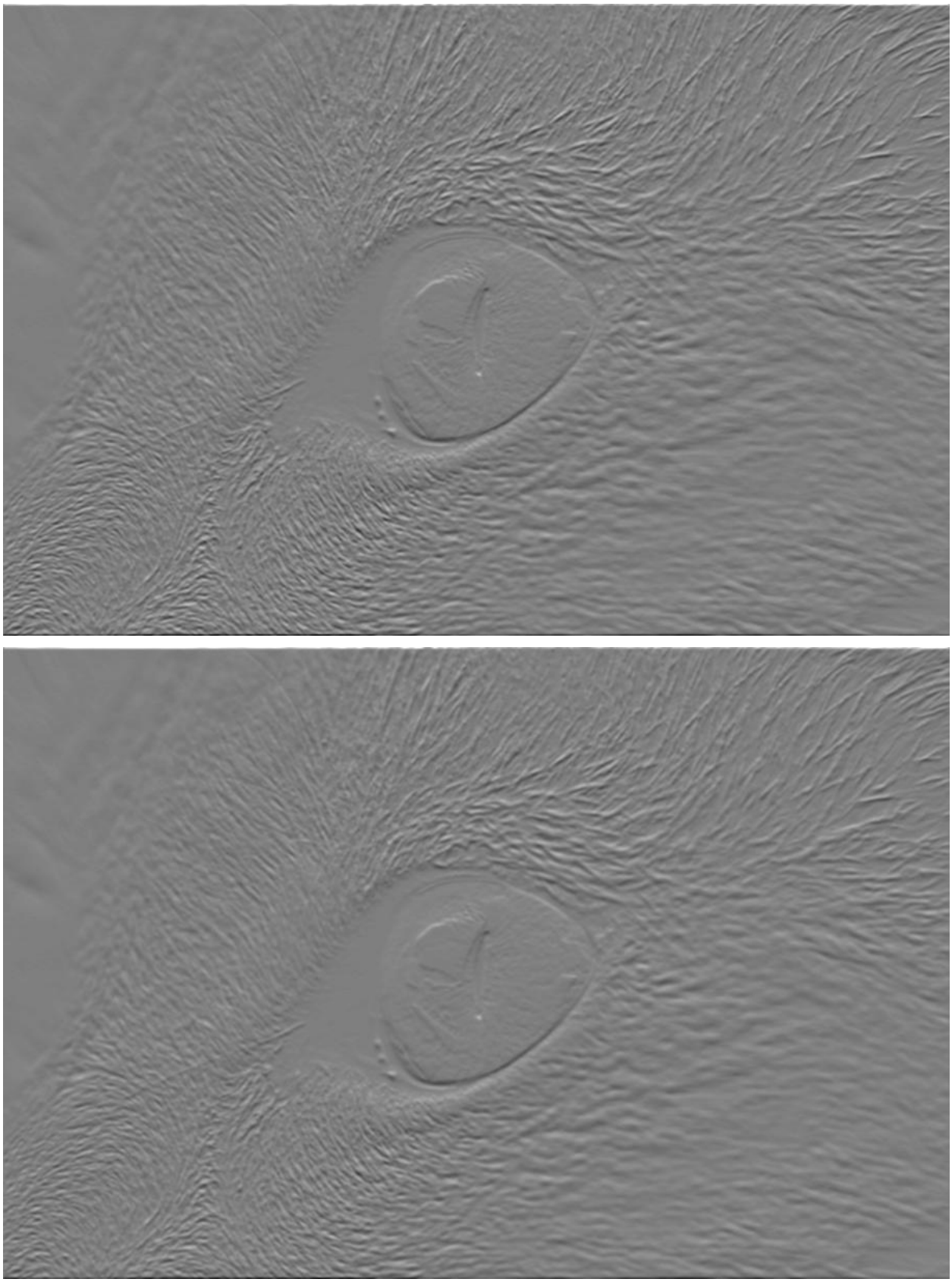


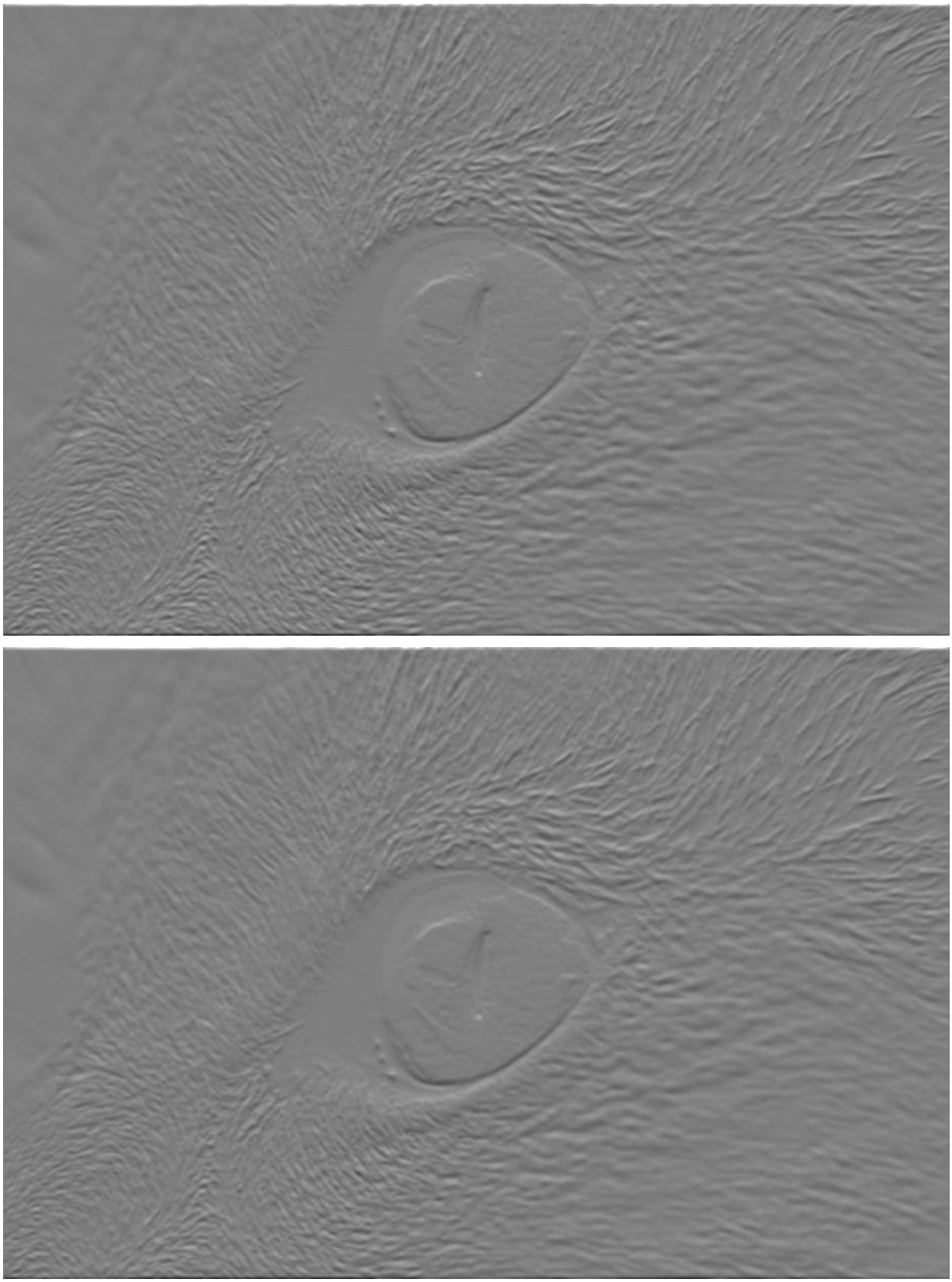
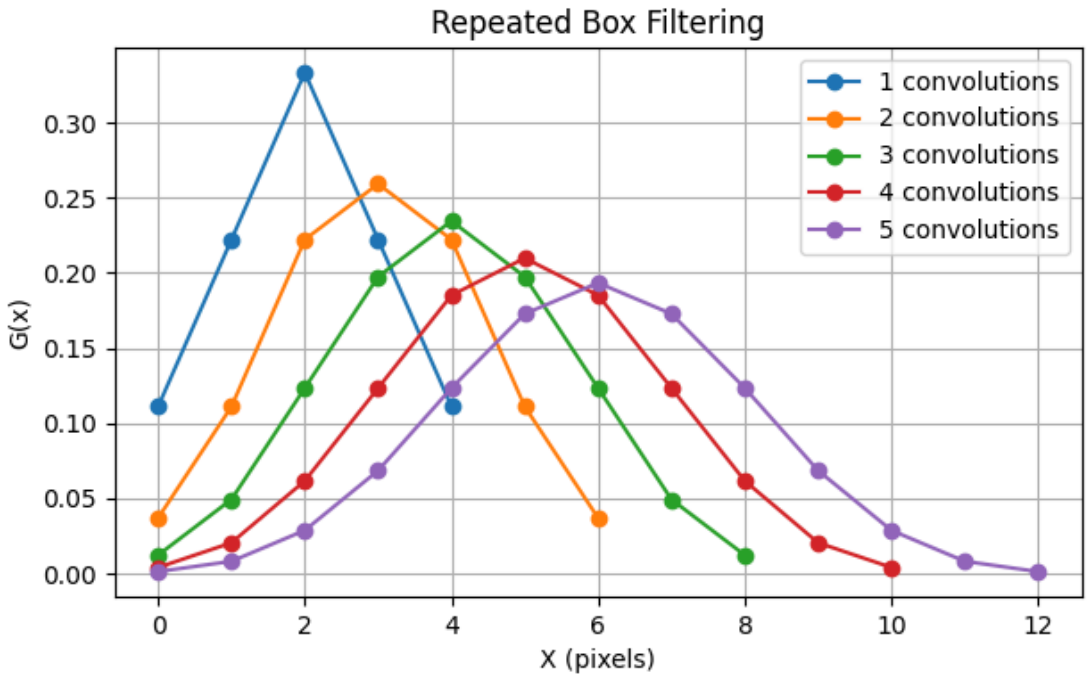




6. Built-in convolution







7. Repeated box filtering