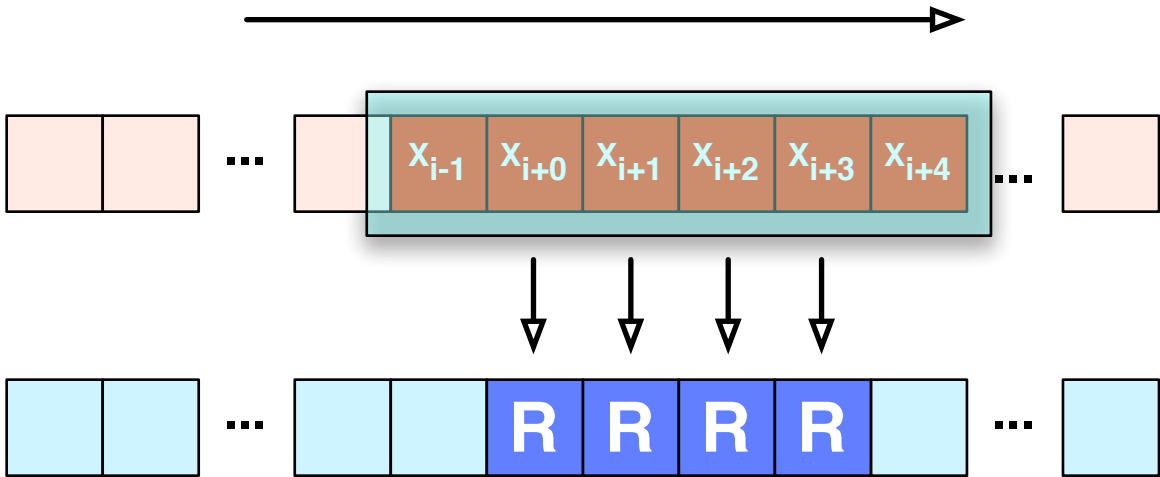


Sliding window



$$R[4*i+0] = 1/3 * (x[4*i-1] + x[4*i+0] + x[4*i+1])$$

$$R[4*i+1] = 1/3 * (x[4*i+0] + x[4*i+1] + x[4*i+2])$$

$$R[4*i+2] = 1/3 * (x[4*i+1] + x[4*i+2] + x[4*i+3])$$

$$R[4*i+3] = 1/3 * (x[4*i+2] + x[4*i+3] + x[4*i+4])$$