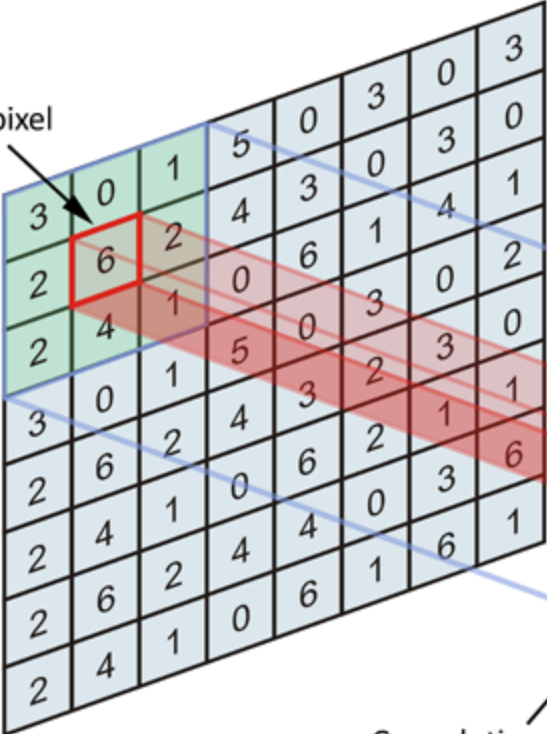
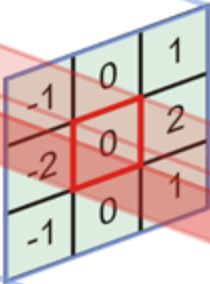


Source pixel



$$\begin{aligned} &(-1 \times 3) + (0 \times 0) + (1 \times 1) + \\ &(-2 \times 2) + (0 \times 6) + (2 \times 2) + \\ &(-1 \times 2) + (0 \times 4) + (1 \times 1) = -3 \end{aligned}$$

Convolution filter  
(Sobel Gx)



Destination pixel

