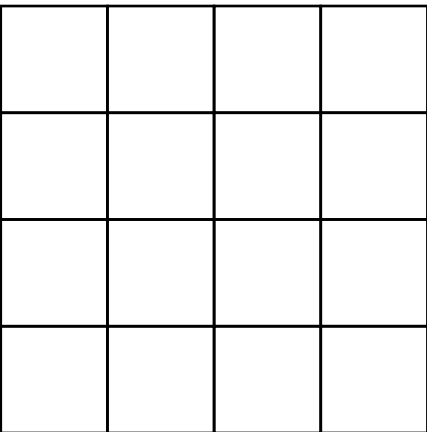
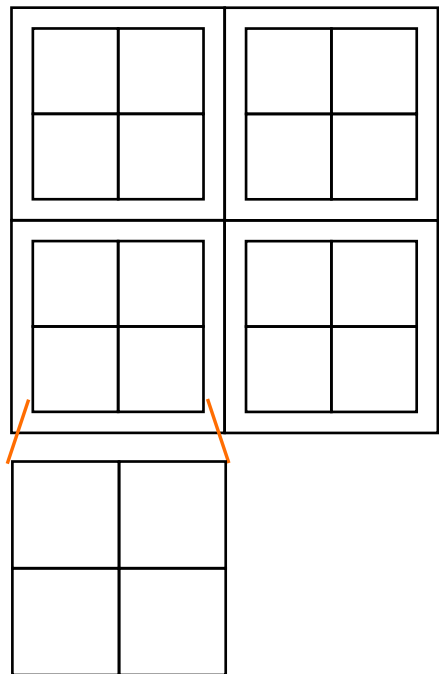


input



①
create neighbourhoods
using *Split2D(2)*



② flatten structure
using *Join*

