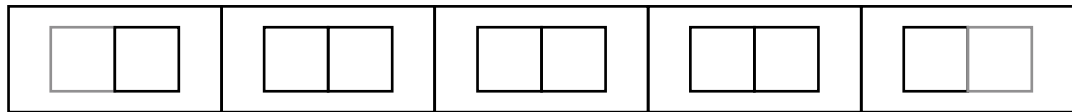


① boundary handling
using `Pad(1,1,clamp)`



② create neighbourhoods
using `Slide(2,1)`



③ duplicate neighbourhoods
using `Map(Pad(1,0,clamp)) o Split(1)`

