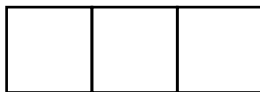
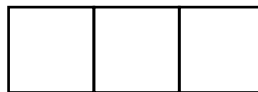


inputA

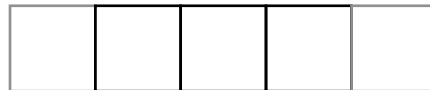
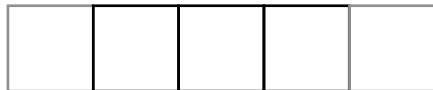


inputB



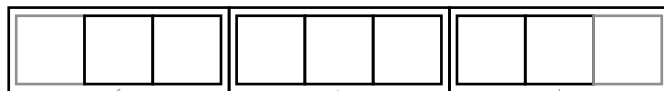
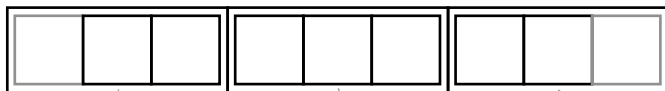
①

boundary handling  
using Pad(1,1,clamp)



②

create neighbourhoods  
using Slide(3,1)



③

build tuples  
using Zip

