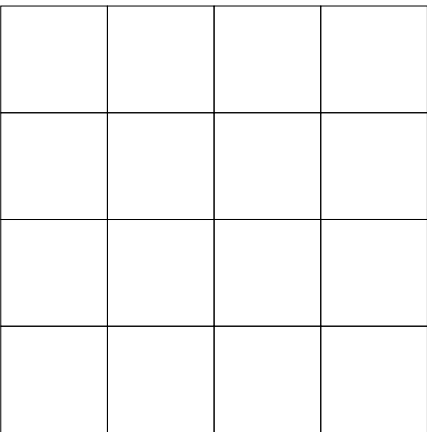
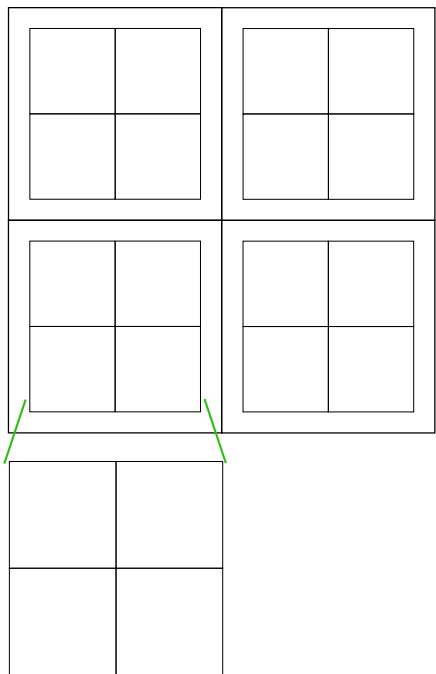


input



①

create neighbourhoods
using `Slide2D(2,2)`



②

flatten structure
using `Map(Join)`

