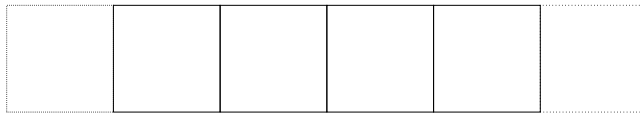


① boundary handling
using Pad



② create neighbourhoods
using Slide(2,1)

