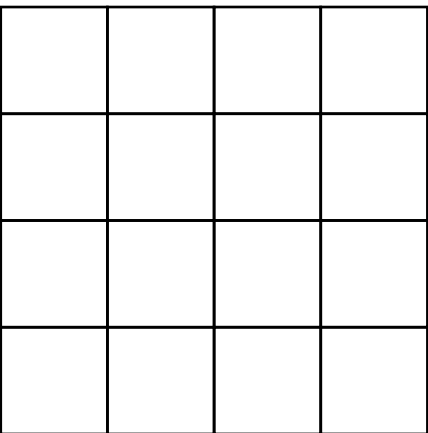
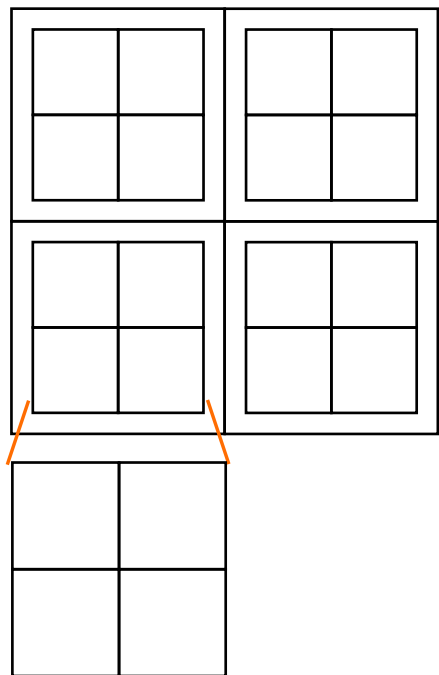


input



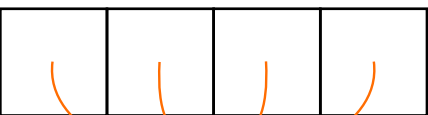
①

create neighbourhoods
using *Split2D(2)*



②

flatten structure
using *Join*

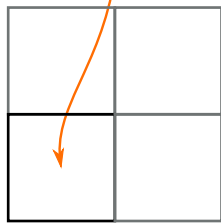


+

$\times \frac{1}{4}$

③

compute output element
using *Map*($\times \frac{1}{4}$) o *Reduce*(+)



output