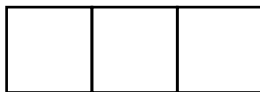
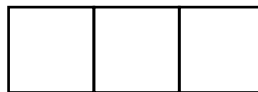


inputA

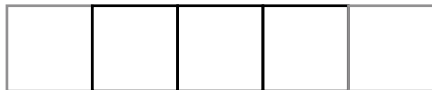


inputB



①

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



②

create neighbourhoods
using `Slide(3,1)`

