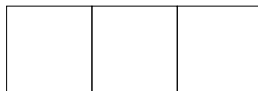
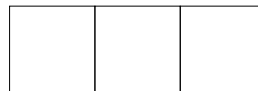


inputA

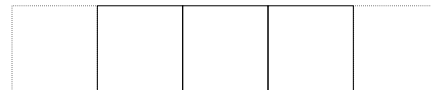
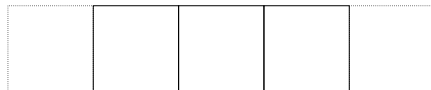


inputB



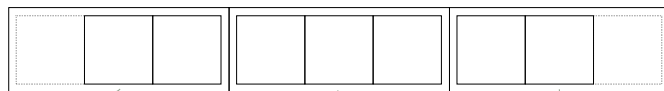
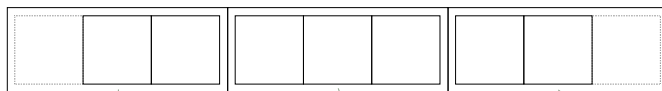
①

boundary handling
using Pad



②

create neighbourhoods
using Slide(3,1)



③

build tuples
using Zip

