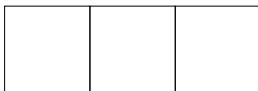
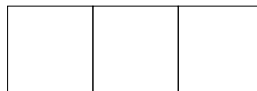


inputA

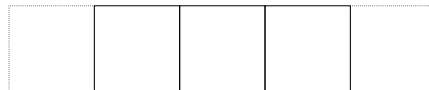
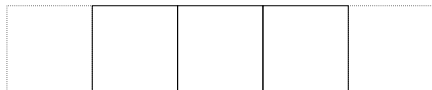


inputB



①

boundary handling
using Pad



②

create neighbourhoods
using Slide(3,1)

