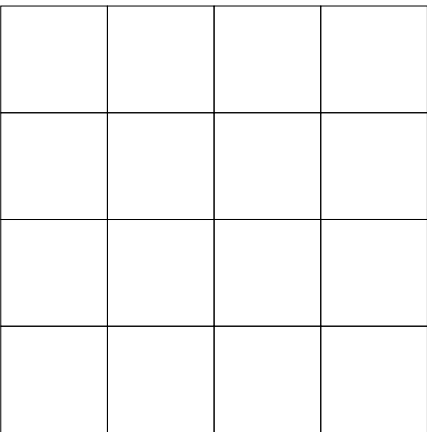
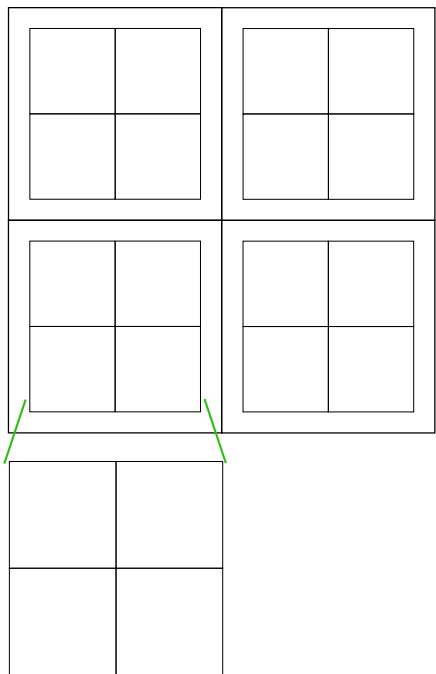


input



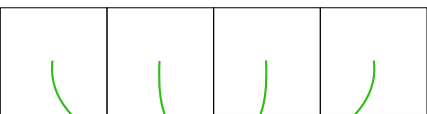
①

create neighbourhoods
using `Slide2D(2,2)`



②

flatten structure
using `Join`

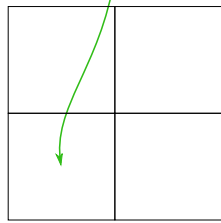


+

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

③

compute output element
using `Map(Reduce+)`



output