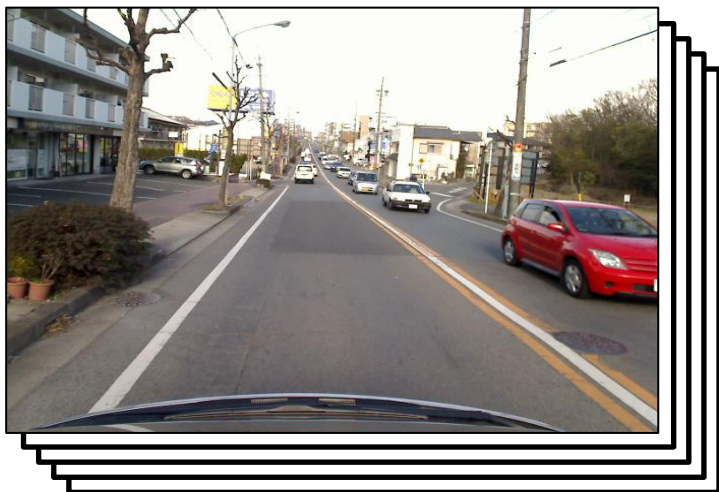


resized input picture (# N)

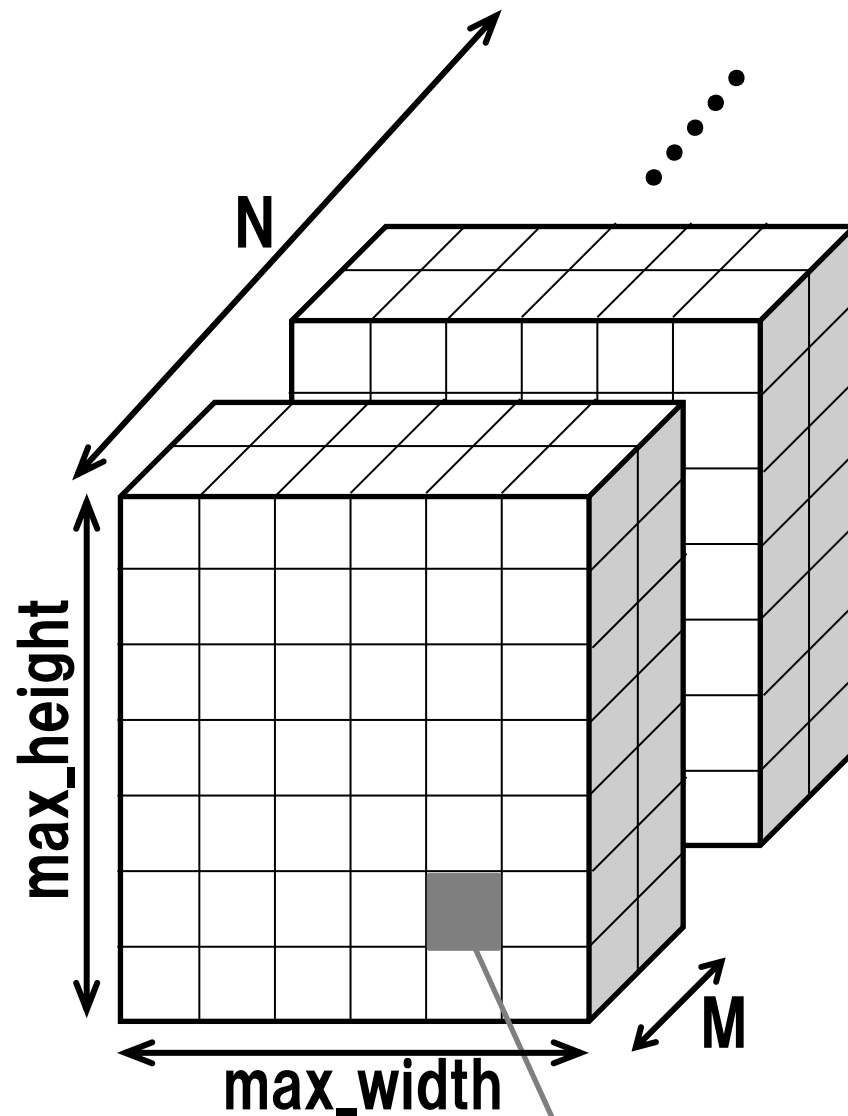


generate

score array



filter (# M)



One GPU thread calculate one score data