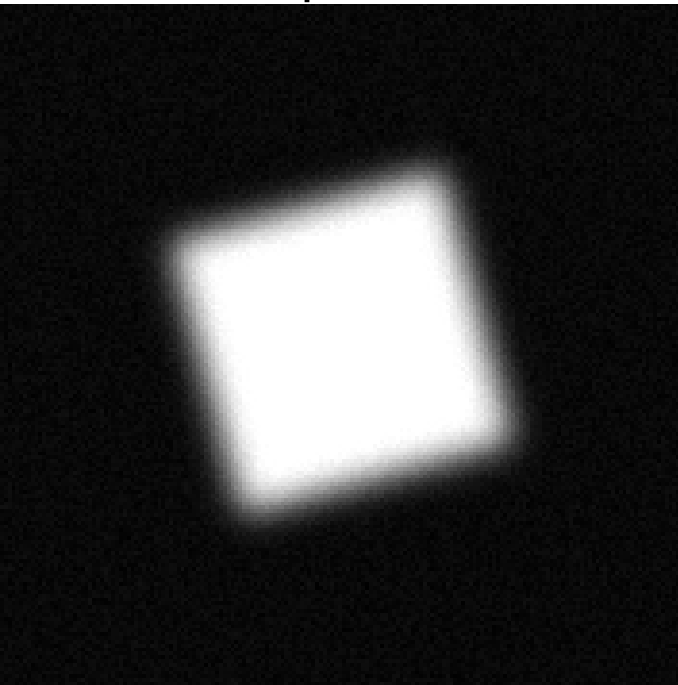
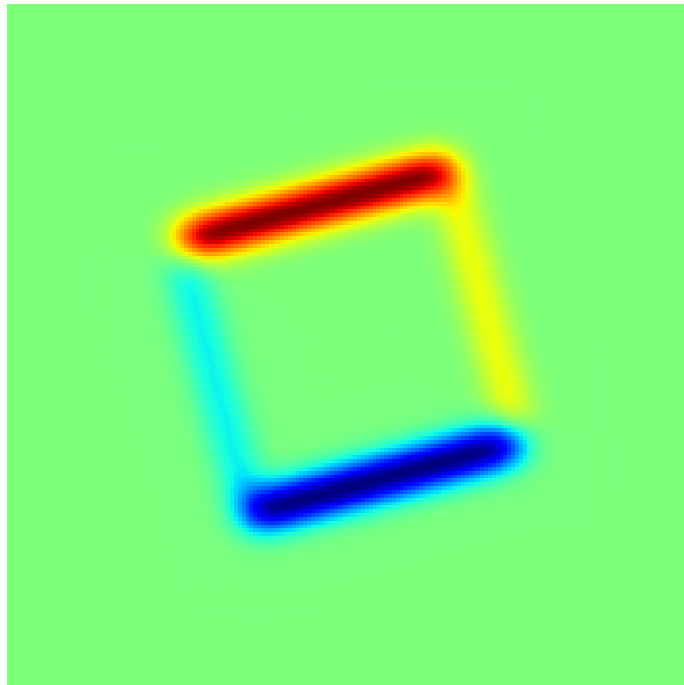


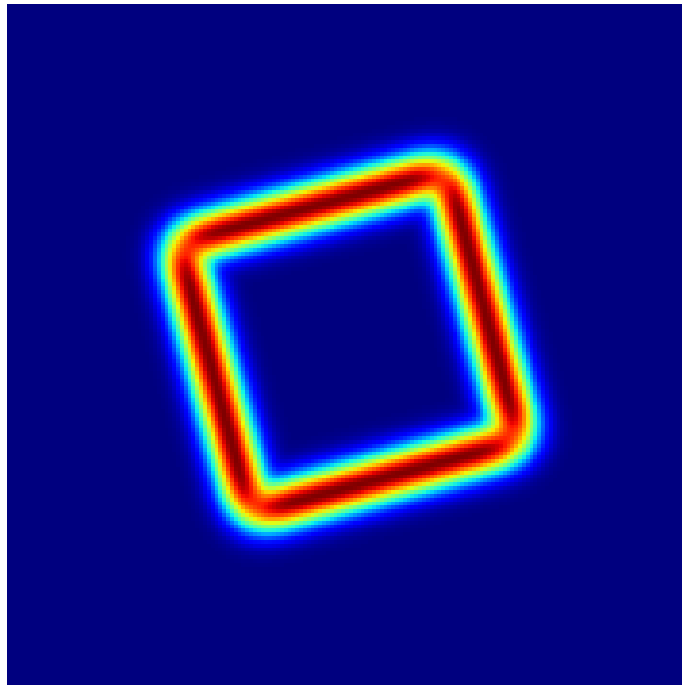
square



Sobel (x direction)



Sobel filter



Sobel for noisy image

