

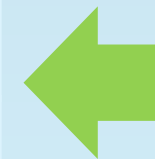
Example of Computing One Pixel's Vertical Edge Value

Choose a pixel, align, ...

0	1	2	2	2
0	0	1	2	2
0	0	0	1	2
0	0	0	1	2
0	0	0	1	2



2	-1	2	2	1
1	-2	2	2	2
0	-1	1	2	1



-1	0	1
-2	0	2
-1	0	1

vertical edge
filter