

1	0	1	0	1	0
0	1	1	0	1	1
1	0	1	0	1	0
1	0	1	1	1	0
1	1	1	0	1	1
1	0	1	0	1	0

Input

1	0	1
0	1	1
1	0	1

Image Patch

*

1	2	3
4	5	6
7	8	9

Kernel

31			

Output