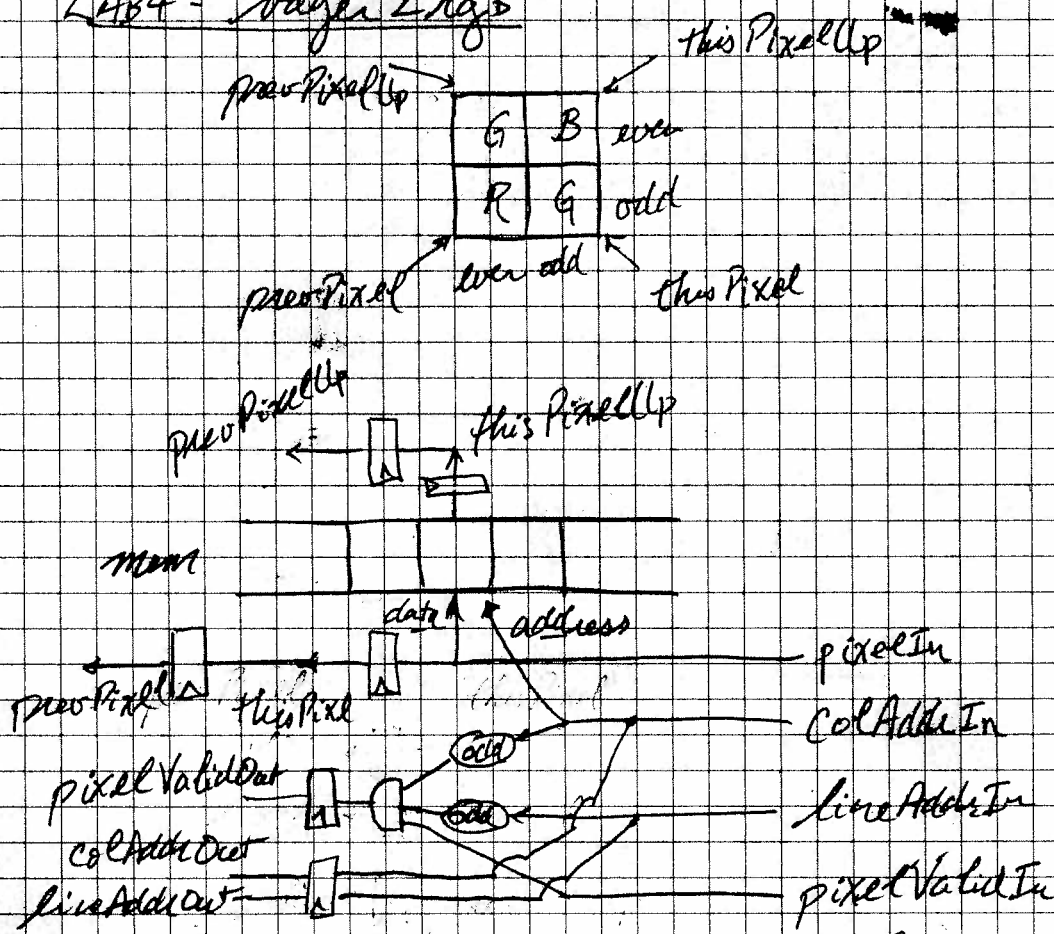


# LAB 4 - Bayer Zrgb



\*\* Ignore pixels that are not valid (predicated execution)

$$red = prevPixel;$$

$$blue = thisPixelUp;$$

$$green = (thisPixel + prevPixelUp + 1) \gg 1;$$