

# Repeat 1D convolution + pooling

Pooling  
output

0.8	0.5	0.3	0.7
0.5	0.4	0.9	0.8
0.7	0.7	0.5	0.9

Another filter #1

0.4	0.8	0.4	0.9
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Another filter #2

0.9	0.8	0.6	0.5
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