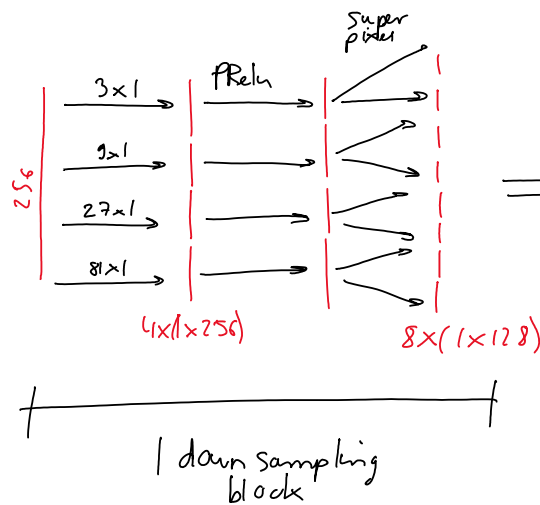


# NN

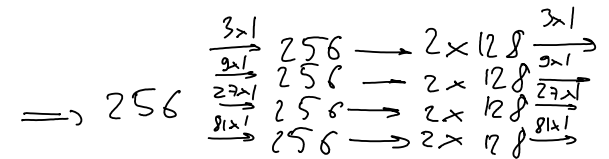
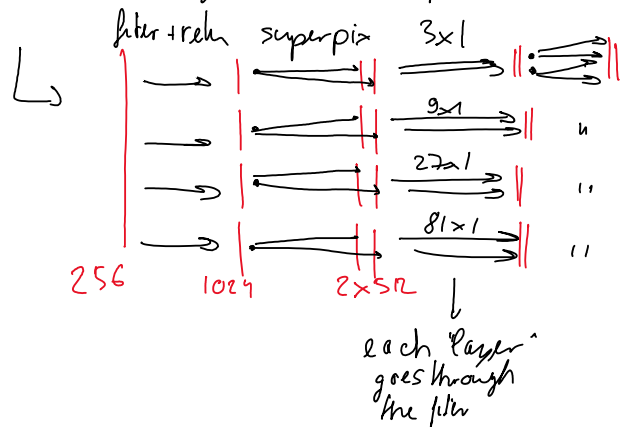
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each block we get  $\times 8$  blocks of dimension  $\div 2$   
 ( $\times 4$  for each filter,  $\times 2$  for superpixel)

only  $\times 2$ , since the part that took the  $3 \times 1$  filter always get the  $3 \times 1$  filter

CR



"one channel"  
for each size

Seems to be the way to do it

mixing resolutions doesn't  
really make sense.