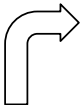


**3D Max  
Pooling (P)**



**Pooled Map p**

-0.86	-0.55
0.71	0.53

(Max abs values)

**Switches s**

2, 1, 2	1, 2, 1
2, 2, 1	1, 1, 2

(Locations x,y,k)



**Unpooling ( $U_s$ )**

**Feature Maps z**

0.45	0	-0.55	0
-0.21	0	0	0.12
0	0.71	-0.45	0
-0.01	0	0.13	0.23

k=1

0.15	0.07	0	0.07
0	-0.86	0	-0.01
0	0.04	0	0
-0.51	0	0.53	0

k=2

**Unpooled Feature Maps  $\hat{z}$**

0	0	-0.55	0
0	0	0	0
0	0.71	0	0
0	0	0	0

k=1

0	0	0	0
0	-0.86	0	0
0	0	0	0
0	0	0.53	0

k=2