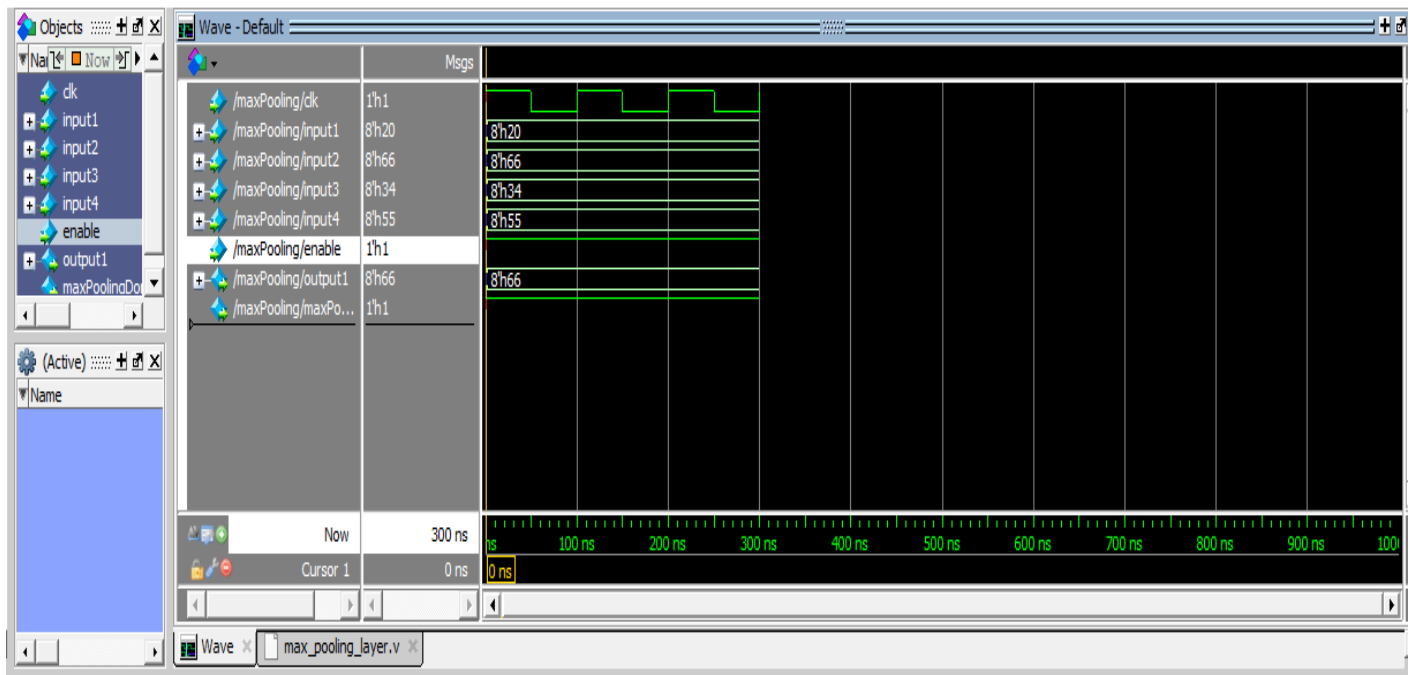


Max pooling Layer.

Inputs	Meaning
Input1	The first input of the 2x2 submatrix from the original input.
Input2	The second input of the 2x2 submatrix from the original input.
Input3	The third input of the 2x2 submatrix from the original input.
Input4	The fourth input of the 2x2 submatrix from the original input.
enable	A flag to indicate that max pooling is required to be carried on the input features.
clk	The clock cycle.

Outputs	Meaning
Output1	The max of the four inputs
MaxPoolingDone	A flag to indicate that the max pooling is over and done

Simulation.



Note: This is not the final code of course, this code implements the overall process and idea of the max pooling layer, in general an input feature of two dimensions will be the main input of the layer and a suggested idea is using for loops to loop on that matrix and divide it into 2x2 sub matrices and carrying out the function of the previous code.