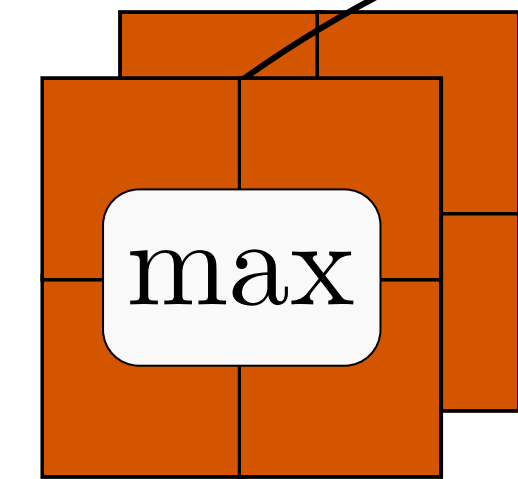


	1	0	0	8
1	0	0	8	
0	2	7	0	
0	6	3	0	
5	0	0	4	

input



max kernel

	1	0	0	8
1	0	0	8	
0	2	7	0	
0	6	3	0	
5	0	0	4	

max pooling...

	2	8
6	4	

output