

1	1	1	0	0
0	1	1	1	0
0	0	1	1	1
0	0	1	1	0
0	1	1	0	0

**INPUT**

**\***

1	0	1
0	1	0
1	0	1

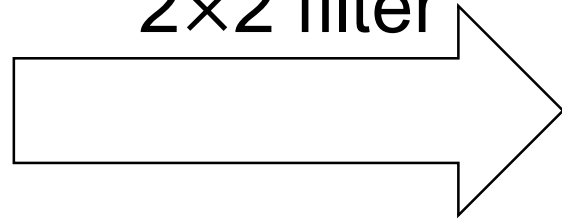
**FILTER**

**=**

4	3	4
2	4	3
2	3	4

**ACTIVATION MAP**

max pool with  
2×2 filter



4	4
4	4