



## Max Pooling

Take the **highest** value from the area covered by the kernel

**Example: Kernel of size 2 x 2; stride=(2,2)**

3	2	0	0
0	7	1	3
5	2	3	0
0	9	2	3

Convolved  
Feature  
(4 x 4)

Output

Max  
values

7	

## Average Pooling

Calculate the **average** value from the area covered by the kernel

**Example: Kernel of size 2 x 2; stride=(2,2)**

3	2	0	0
0	7	1	3
5	2	3	0
0	9	2	3

Convolved  
Feature  
(4 x 4)

Output

Average  
values

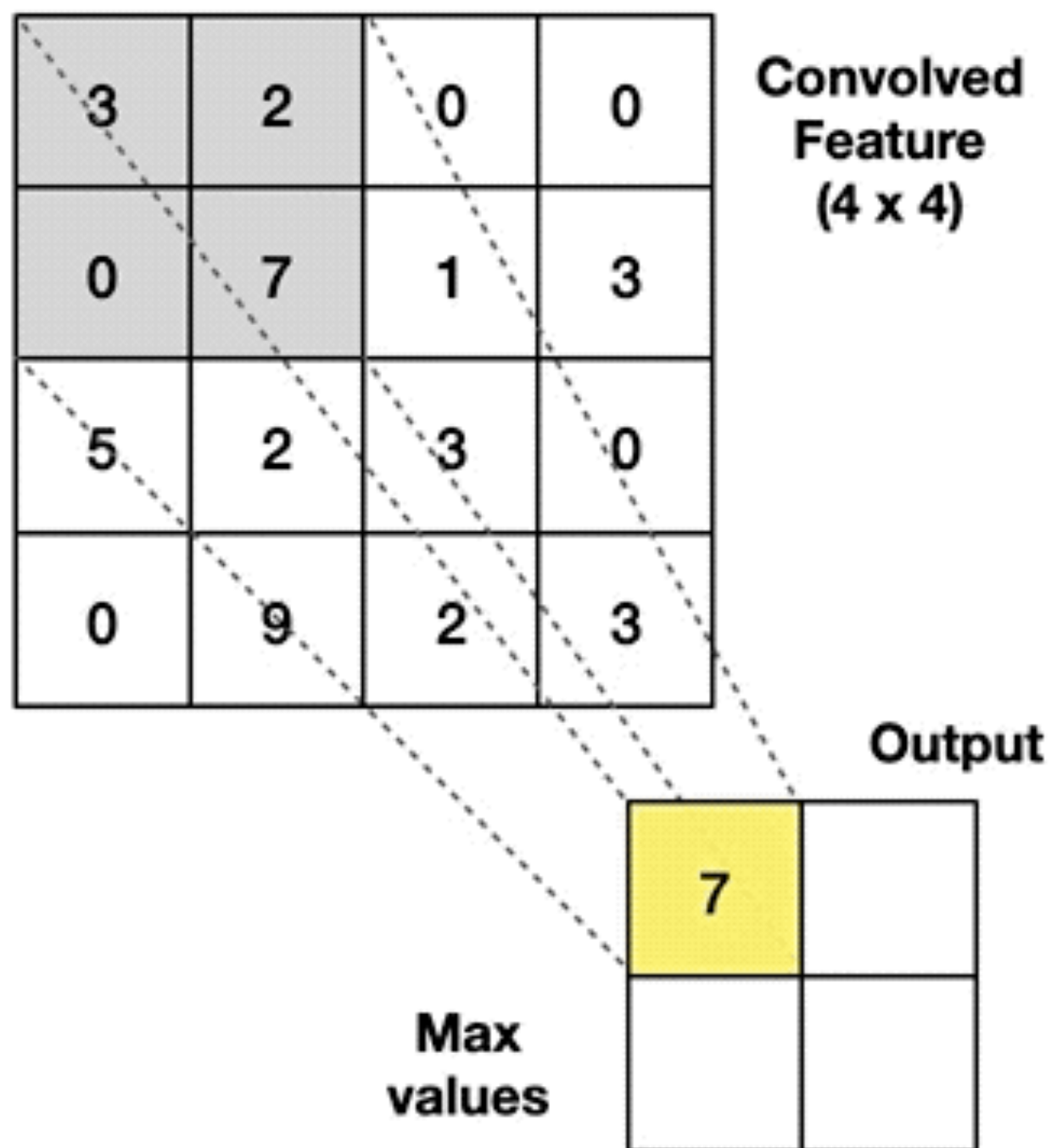
3	



## Max Pooling

Take the **highest** value from the area covered by the kernel

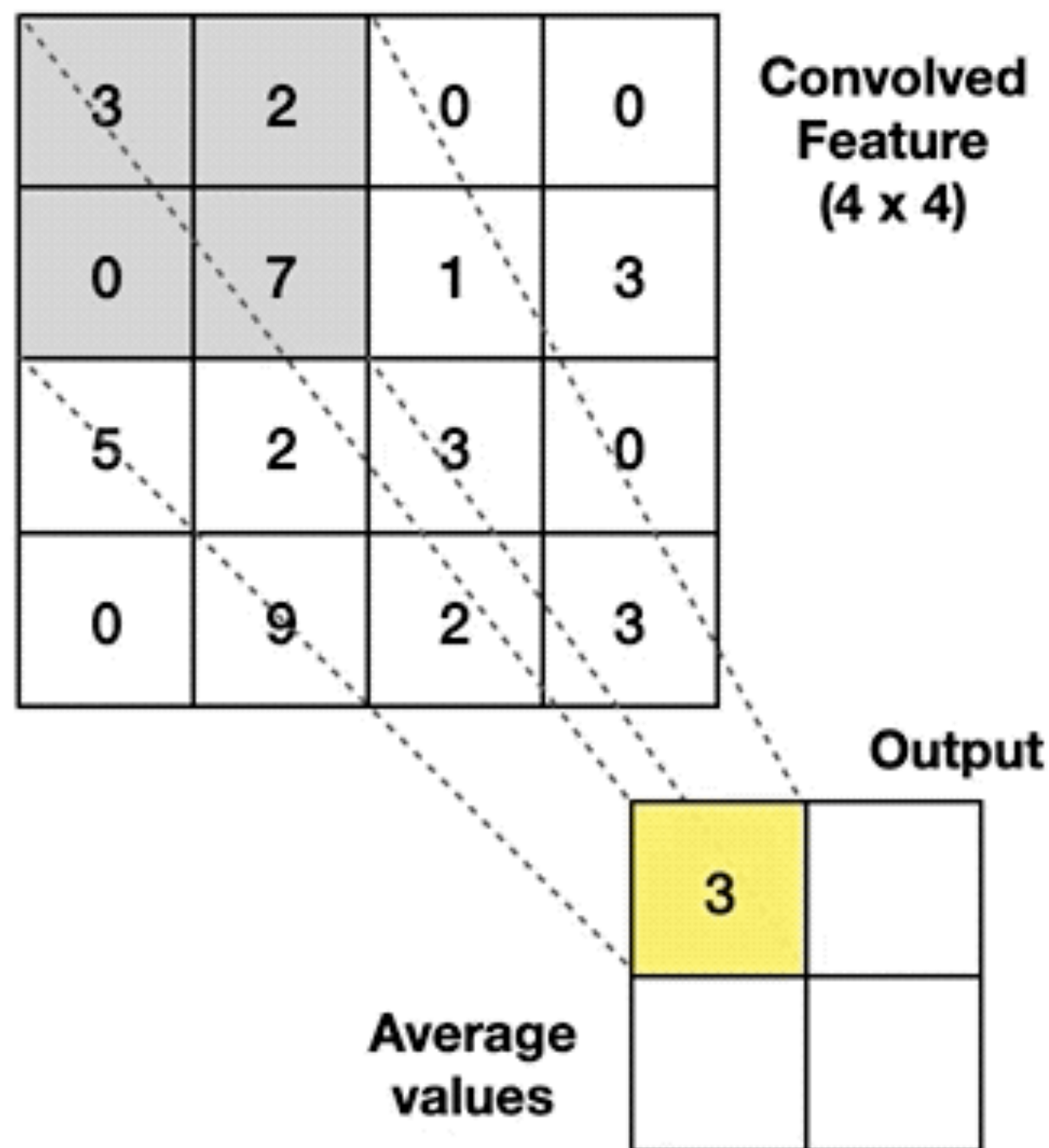
**Example: Kernel of size 2 x 2; stride=(2,2)**



## Average Pooling

Calculate the **average** value from the area covered by the kernel

**Example: Kernel of size 2 x 2; stride=(2,2)**



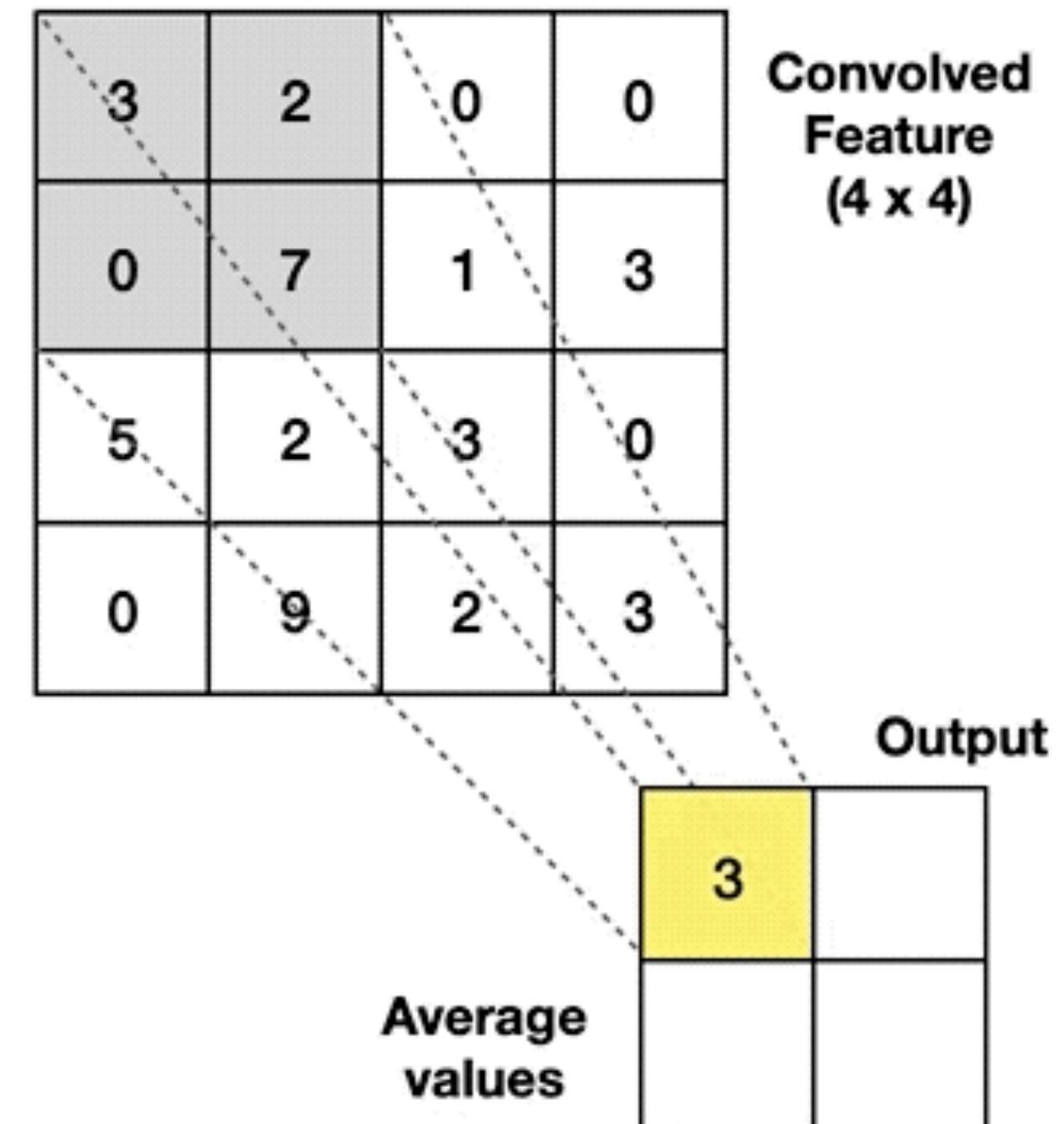
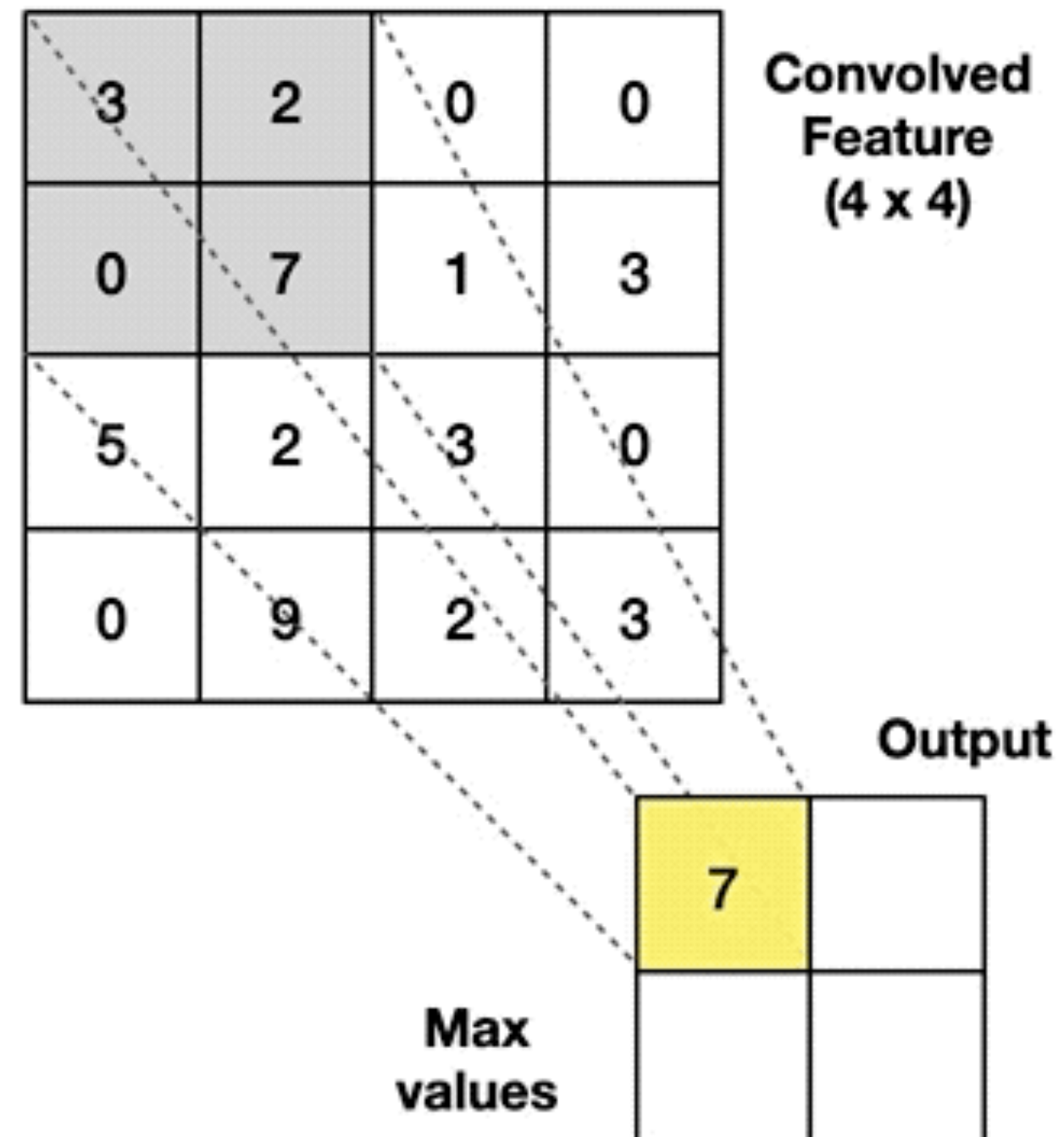
## Max Pooling

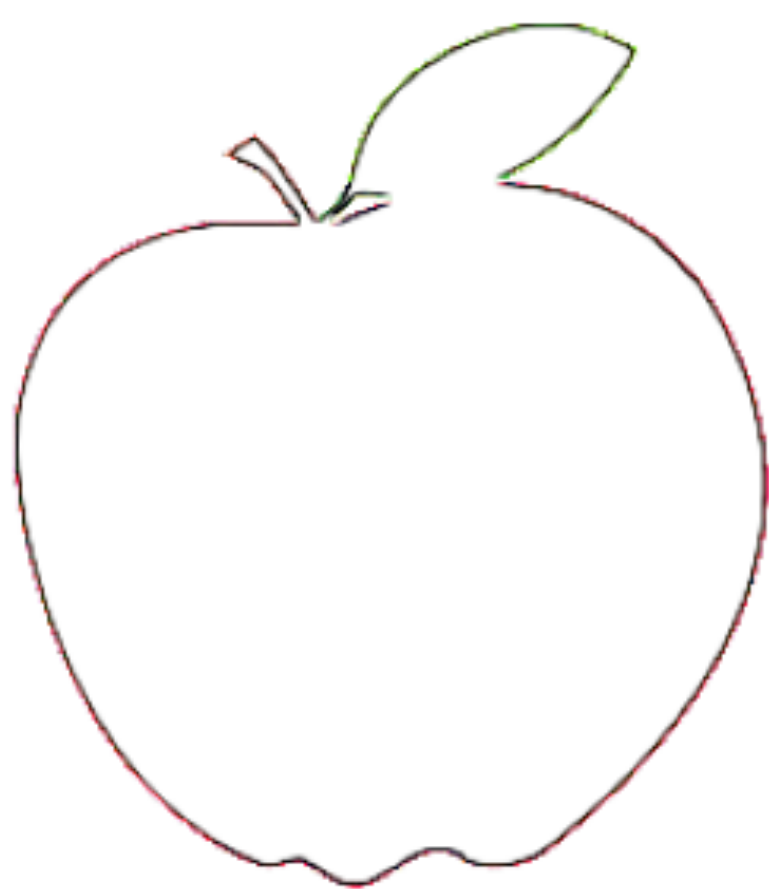
Take the **highest** value from the area covered by the kernel

## Average Pooling

Calculate the **average** value from the area covered by the kernel

Example: Kernel of size 2 x 2; stride=(2,2)





**320x320**



**40x40**