```
bc::nn::Layer Input
Base< Tensor Descriptor
< ValueType, SystemTag,
                                   bc::nn::Layer_Base
     Integer < 3 > > >
                                    < Max Pooling< SystemTag,
                                                                              bc::nn::Max Pooling
                                    ValueType >, Tensor_Descriptor
                                                                              < SystemTag, ValueType >
                                    < ValueType, SystemTag, Integer
bc::nn::Layer Output
                                               < 3 > > >
Base< Tensor Descriptor
< ValueType, SystemTag,
     Integer < 3 > > >
```