

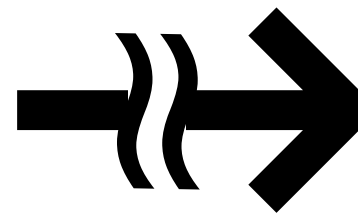
位置を記憶

2	9
6	3

→
pooling

9

途中計算



8

→
unpooling

0	8
0	0