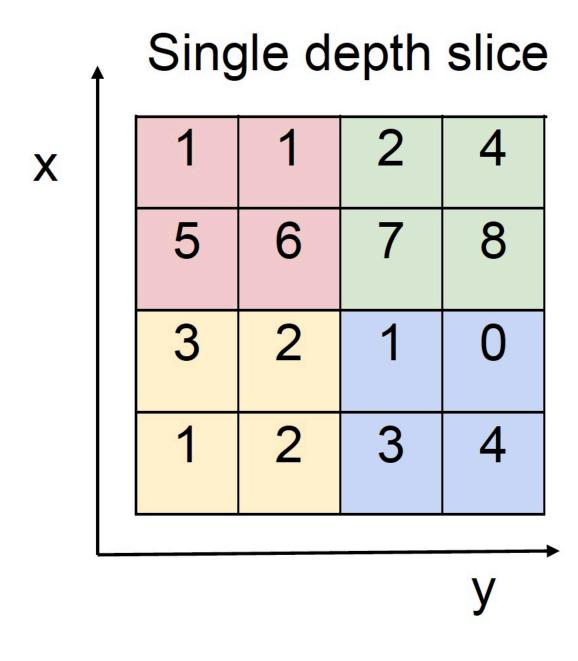
## Pooling Layer

## MAX pooling



max pool with 2x2 filters and stride 2

6	8
3	4

