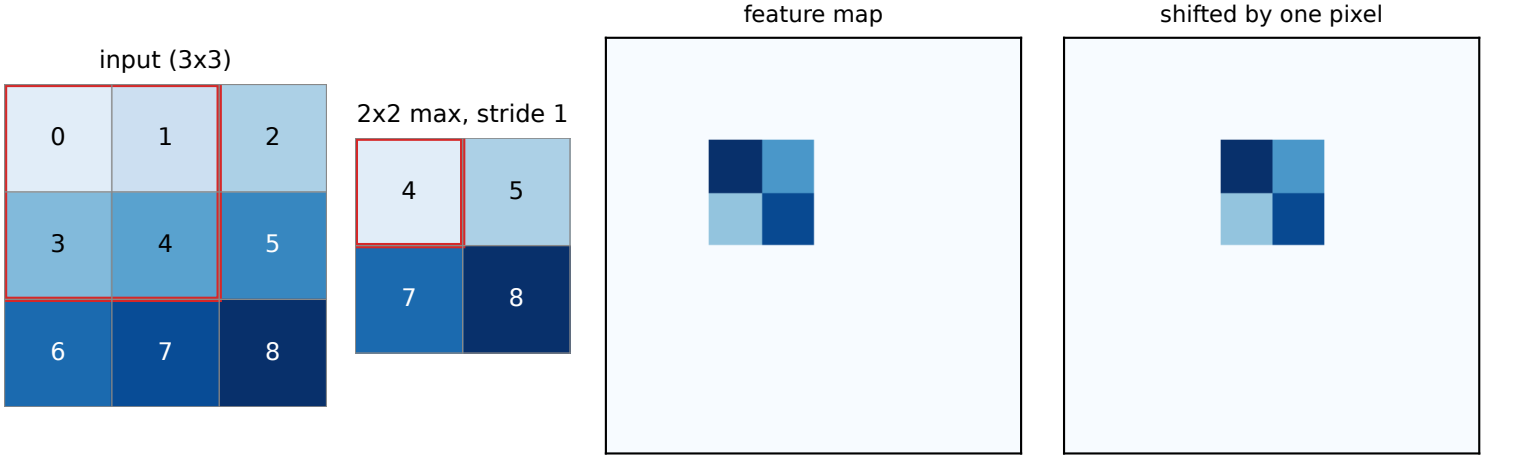

input (3x3)
0
1
2
3
4
5
6
7
8
2x2 max, stride 1
4
5
7
8
feature map
shifted by one pixel
max over the whole map:
1.0 and 1.0 (same)
2x2 pooling, stride 2:
outputs differ in 1 of 16
cells