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#BLOCKSIZE 16 16
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// Sparse code pooling kernel
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int tSize = TCOUNT;
int xSize = RFCOUNT;
int ySize = RFCOUNT;
int t1, t2, x1, x2, y1, y2;
FIND_LEVEL_T_NEAREST(PZ, tSize, t1, t2);
FIND_LEVEL_X_NEAREST(PZ, xSize, x1, x2);
FIND_LEVEL_Y_NEAREST(PZ, ySize, y1, y2);

float result = 0.0f;

for (int t = t1; t <= t2; t++) {
    int p1, p2, q1, q2;
    GET_LEVEL_VAL_IPOS(PZ, THIS_F, t, y1, x1, p1, q1);
    GET_LEVEL_VAL_IPOS(PZ, THIS_F, t, y2, x2, p2, q2);
    for (int q = q1; q <= q2; q++) {
        for (int p = p1; p <= p2; p++) {
            float v = READ_VAL_IPOS(p, q);
            result += fabsf(v);
        }
    }
}

WRITE_VAL(result);
```