#ifndef ACTIVATION\_LAYER\_H

#define ACTIVATION\_LAYER\_H

#include "activations.h"

#include "layer.h"

#include "network.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_activation\_layer(int batch, int inputs, ACTIVATION activation);

void forward\_activation\_layer(layer l, network\_state state);

void backward\_activation\_layer(layer l, network\_state state);

#ifdef GPU

void forward\_activation\_layer\_gpu(layer l, network\_state state);

void backward\_activation\_layer\_gpu(layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif