#ifndef AVGPOOL\_LAYER\_H

#define AVGPOOL\_LAYER\_H

#include "image.h"

#include "dark\_cuda.h"

#include "layer.h"

#include "network.h"

typedef layer avgpool\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

image get\_avgpool\_image(avgpool\_layer l);

avgpool\_layer make\_avgpool\_layer(int batch, int w, int h, int c);

void resize\_avgpool\_layer(avgpool\_layer \*l, int w, int h);

void forward\_avgpool\_layer(const avgpool\_layer l, network\_state state);

void backward\_avgpool\_layer(const avgpool\_layer l, network\_state state);

#ifdef GPU

void forward\_avgpool\_layer\_gpu(avgpool\_layer l, network\_state state);

void backward\_avgpool\_layer\_gpu(avgpool\_layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif