#ifndef COL2IM\_H

#define COL2IM\_H

#ifdef \_\_cplusplus

extern "C" {

#endif

void col2im\_cpu(float\* data\_col,

int channels, int height, int width,

int ksize, int stride, int pad, float\* data\_im);

void col2im\_cpu\_ext(const float\* data\_col, const int channels,

const int height, const int width, const int kernel\_h, const int kernel\_w,

const int pad\_h, const int pad\_w,

const int stride\_h, const int stride\_w,

const int dilation\_h, const int dilation\_w,

float\* data\_im);

#ifdef GPU

void col2im\_ongpu(float \*data\_col,

int channels, int height, int width,

int ksize, int stride, int pad, float \*data\_im);

void col2im\_gpu\_ext(const float\* data\_col, const int channels,

const int height, const int width, const int kernel\_h, const int kernel\_w,

const int pad\_h, const int pad\_w, const int stride\_h,

const int stride\_w, const int dilation\_h, const int dilation\_w,

float\* data\_im);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif