#ifndef CONNECTED\_LAYER\_H

#define CONNECTED\_LAYER\_H

#include "activations.h"

#include "layer.h"

#include "network.h"

typedef layer connected\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

connected\_layer make\_connected\_layer(int batch, int steps, int inputs, int outputs, ACTIVATION activation, int batch\_normalize);

size\_t get\_connected\_workspace\_size(layer l);

void forward\_connected\_layer(connected\_layer layer, network\_state state);

void backward\_connected\_layer(connected\_layer layer, network\_state state);

void update\_connected\_layer(connected\_layer layer, int batch, float learning\_rate, float momentum, float decay);

void denormalize\_connected\_layer(layer l);

void statistics\_connected\_layer(layer l);

#ifdef GPU

void forward\_connected\_layer\_gpu(connected\_layer layer, network\_state state);

void backward\_connected\_layer\_gpu(connected\_layer layer, network\_state state);

void update\_connected\_layer\_gpu(connected\_layer layer, int batch, float learning\_rate, float momentum, float decay, float loss\_scale);

void push\_connected\_layer(connected\_layer layer);

void pull\_connected\_layer(connected\_layer layer);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif