#ifndef CONV\_LSTM\_LAYER\_H

#define CONV\_LSTM\_LAYER\_H

#include "activations.h"

#include "layer.h"

#include "network.h"

#define USET

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_conv\_lstm\_layer(int batch, int h, int w, int c, int output\_filters, int groups, int steps, int size, int stride, int dilation, int pad, ACTIVATION activation, int batch\_normalize, int peephole, int xnor, int train);

void resize\_conv\_lstm\_layer(layer \*l, int w, int h);

void free\_state\_conv\_lstm(layer l);

void randomize\_state\_conv\_lstm(layer l);

void remember\_state\_conv\_lstm(layer l);

void restore\_state\_conv\_lstm(layer l);

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

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

void update\_conv\_lstm\_layer(layer l, int batch, float learning\_rate, float momentum, float decay);

#ifdef GPU

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

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

void update\_conv\_lstm\_layer\_gpu(layer l, int batch, float learning\_rate, float momentum, float decay, float loss\_scale);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif // CONV\_LSTM\_LAYER\_H