#ifndef COST\_LAYER\_H

#define COST\_LAYER\_H

#include "layer.h"

#include "network.h"

typedef layer cost\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

COST\_TYPE get\_cost\_type(char \*s);

char \*get\_cost\_string(COST\_TYPE a);

cost\_layer make\_cost\_layer(int batch, int inputs, COST\_TYPE cost\_type, float scale);

void forward\_cost\_layer(const cost\_layer l, network\_state state);

void backward\_cost\_layer(const cost\_layer l, network\_state state);

void resize\_cost\_layer(cost\_layer \*l, int inputs);

#ifdef GPU

void forward\_cost\_layer\_gpu(cost\_layer l, network\_state state);

void backward\_cost\_layer\_gpu(const cost\_layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif