#ifndef DETECTION\_LAYER\_H

#define DETECTION\_LAYER\_H

#include "layer.h"

#include "network.h"

typedef layer detection\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

detection\_layer make\_detection\_layer(int batch, int inputs, int n, int size, int classes, int coords, int rescore);

void forward\_detection\_layer(const detection\_layer l, network\_state state);

void backward\_detection\_layer(const detection\_layer l, network\_state state);

void get\_detection\_boxes(layer l, int w, int h, float thresh, float \*\*probs, box \*boxes, int only\_objectness);

void get\_detection\_detections(layer l, int w, int h, float thresh, detection \*dets);

#ifdef GPU

void forward\_detection\_layer\_gpu(const detection\_layer l, network\_state state);

void backward\_detection\_layer\_gpu(detection\_layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif