#ifndef DROPOUT\_LAYER\_H

#define DROPOUT\_LAYER\_H

#include "layer.h"

#include "network.h"

typedef layer dropout\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

dropout\_layer make\_dropout\_layer(int batch, int inputs, float probability, int dropblock, float dropblock\_size\_rel, int dropblock\_size\_abs, int w, int h, int c);

void forward\_dropout\_layer(dropout\_layer l, network\_state state);

void backward\_dropout\_layer(dropout\_layer l, network\_state state);

void resize\_dropout\_layer(dropout\_layer \*l, int inputs);

#ifdef GPU

void forward\_dropout\_layer\_gpu(dropout\_layer l, network\_state state);

void backward\_dropout\_layer\_gpu(dropout\_layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif