//Gaussian YOLOv3 implementation

#ifndef GAUSSIAN\_YOLO\_LAYER\_H

#define GAUSSIAN\_YOLO\_LAYER\_H

#include "darknet.h"

#include "layer.h"

#include "network.h"

layer make\_gaussian\_yolo\_layer(int batch, int w, int h, int n, int total, int \*mask, int classes, int max\_boxes);

void forward\_gaussian\_yolo\_layer(const layer l, network\_state state);

void backward\_gaussian\_yolo\_layer(const layer l, network\_state state);

void resize\_gaussian\_yolo\_layer(layer \*l, int w, int h);

int gaussian\_yolo\_num\_detections(layer l, float thresh);

int get\_gaussian\_yolo\_detections(layer l, int w, int h, int netw, int neth, float thresh, int \*map, int relative, detection \*dets, int letter);

void correct\_gaussian\_yolo\_boxes(detection \*dets, int n, int w, int h, int netw, int neth, int relative, int letter);

#ifdef GPU

void forward\_gaussian\_yolo\_layer\_gpu(const layer l, network\_state state);

void backward\_gaussian\_yolo\_layer\_gpu(layer l, network\_state state);

#endif

#endif