#ifndef LSTM\_LAYER\_H

#define LSTM\_LAYER\_H

#include "activations.h"

#include "layer.h"

#include "network.h"

#define USET

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_lstm\_layer(int batch, int inputs, int outputs, int steps, int batch\_normalize);

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

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

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

#ifdef GPU

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

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

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

#endif

#ifdef \_\_cplusplus

}

#endif

#endif