#ifndef MATRIX\_H

#define MATRIX\_H

#include "darknet.h"

//typedef struct matrix{

// int rows, cols;

// float \*\*vals;

//} matrix;

typedef struct {

int \*assignments;

matrix centers;

} model;

#ifdef \_\_cplusplus

extern "C" {

#endif

model do\_kmeans(matrix data, int k);

matrix make\_matrix(int rows, int cols);

void free\_matrix(matrix m);

void print\_matrix(matrix m);

matrix csv\_to\_matrix(char \*filename);

void matrix\_to\_csv(matrix m);

matrix hold\_out\_matrix(matrix \*m, int n);

float matrix\_topk\_accuracy(matrix truth, matrix guess, int k);

void matrix\_add\_matrix(matrix from, matrix to);

void scale\_matrix(matrix m, float scale);

matrix resize\_matrix(matrix m, int size);

float \*pop\_column(matrix \*m, int c);

#ifdef \_\_cplusplus

}

#endif

#endif