#ifndef NORMALIZATION\_LAYER\_H

#define NORMALIZATION\_LAYER\_H

#include "image.h"

#include "layer.h"

#include "network.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_normalization\_layer(int batch, int w, int h, int c, int size, float alpha, float beta, float kappa);

void resize\_normalization\_layer(layer \*layer, int w, int h);

void forward\_normalization\_layer(const layer layer, network\_state state);

void backward\_normalization\_layer(const layer layer, network\_state state);

void visualize\_normalization\_layer(layer layer, char \*window);

#ifdef GPU

void forward\_normalization\_layer\_gpu(const layer layer, network\_state state);

void backward\_normalization\_layer\_gpu(const layer layer, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif