#ifndef REGION\_LAYER\_H

#define REGION\_LAYER\_H

#include "layer.h"

#include "network.h"

typedef layer region\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

region\_layer make\_region\_layer(int batch, int w, int h, int n, int classes, int coords, int max\_boxes);

void forward\_region\_layer(const region\_layer l, network\_state state);

void backward\_region\_layer(const region\_layer l, network\_state state);

void get\_region\_boxes(layer l, int w, int h, float thresh, float \*\*probs, box \*boxes, int only\_objectness, int \*map);

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

void get\_region\_detections(layer l, int w, int h, int netw, int neth, float thresh, int \*map, float tree\_thresh, int relative, detection \*dets);

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

void zero\_objectness(layer l);

#ifdef GPU

void forward\_region\_layer\_gpu(const region\_layer l, network\_state state);

void backward\_region\_layer\_gpu(region\_layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif