#ifndef REORG\_LAYER\_H

#define REORG\_LAYER\_H

#include "image.h"

#include "dark\_cuda.h"

#include "layer.h"

#include "network.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_reorg\_layer(int batch, int w, int h, int c, int stride, int reverse);

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

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

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

#ifdef GPU

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

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

#endif

#ifdef \_\_cplusplus

}

#endif

#endif