#ifndef RNN\_LAYER\_H

#define RNN\_LAYER\_H

#include "activations.h"

#include "layer.h"

#include "network.h"

#define USET

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_rnn\_layer(int batch, int inputs, int hidden, int outputs, int steps, ACTIVATION activation, int batch\_normalize, int log);

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

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

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

#ifdef GPU

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

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

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

void push\_rnn\_layer(layer l);

void pull\_rnn\_layer(layer l);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif