#ifndef SAM\_CHANNELS\_LAYER\_H

#define SAM\_CHANNELS\_LAYER\_H

#include "layer.h"

#include "network.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_sam\_layer(int batch, int index, int w, int h, int c, int w2, int h2, int c2);

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

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

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

#ifdef GPU

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

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

#endif

#ifdef \_\_cplusplus

}

#endif

#endif // SAM\_CHANNELS\_LAYER\_H