#ifndef SCALE\_CHANNELS\_LAYER\_H

#define SCALE\_CHANNELS\_LAYER\_H

#include "layer.h"

#include "network.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_scale\_channels\_layer(int batch, int index, int w, int h, int c, int w2, int h2, int c2, int scale\_wh);

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

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

void resize\_scale\_channels\_layer(layer \*l, network \*net);

#ifdef GPU

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

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

#endif

#ifdef \_\_cplusplus

}

#endif

#endif // SCALE\_CHANNELS\_LAYER\_H