#ifndef SHORTCUT\_LAYER\_H

#define SHORTCUT\_LAYER\_H

#include "layer.h"

#include "network.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_shortcut\_layer(int batch, int n, int \*input\_layers, int\* input\_sizes, int w, int h, int c,

float \*\*layers\_output, float \*\*layers\_delta, float \*\*layers\_output\_gpu, float \*\*layers\_delta\_gpu, WEIGHTS\_TYPE\_T weights\_type, WEIGHTS\_NORMALIZATION\_T weights\_normalizion,

ACTIVATION activation, int train);

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

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

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

void resize\_shortcut\_layer(layer \*l, int w, int h, network \*net);

#ifdef GPU

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

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

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

void pull\_shortcut\_layer(layer l);

void push\_shortcut\_layer(layer l);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif