#ifndef SOFTMAX\_LAYER\_H

#define SOFTMAX\_LAYER\_H

#include "layer.h"

#include "network.h"

typedef layer softmax\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

void softmax\_array(float \*input, int n, float temp, float \*output);

softmax\_layer make\_softmax\_layer(int batch, int inputs, int groups);

void forward\_softmax\_layer(const softmax\_layer l, network\_state state);

void backward\_softmax\_layer(const softmax\_layer l, network\_state state);

#ifdef GPU

void pull\_softmax\_layer\_output(const softmax\_layer l);

void forward\_softmax\_layer\_gpu(const softmax\_layer l, network\_state state);

void backward\_softmax\_layer\_gpu(const softmax\_layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif