#ifndef TREE\_H

#define TREE\_H

#include "darknet.h"

//typedef struct{

// int \*leaf;

// int n;

// int \*parent;

// int \*child;

// int \*group;

// char \*\*name;

//

// int groups;

// int \*group\_size;

// int \*group\_offset;

//} tree;

#ifdef \_\_cplusplus

extern "C" {

#endif

//tree \*read\_tree(char \*filename);

int hierarchy\_top\_prediction(float \*predictions, tree \*hier, float thresh, int stride);

void hierarchy\_predictions(float \*predictions, int n, tree \*hier, int only\_leaves);

void change\_leaves(tree \*t, char \*leaf\_list);

float get\_hierarchy\_probability(float \*x, tree \*hier, int c);

#ifdef \_\_cplusplus

}

#endif

#endif