#ifndef UPSAMPLE\_LAYER\_H

#define UPSAMPLE\_LAYER\_H

#include "dark\_cuda.h"

#include "layer.h"

#include "network.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_upsample\_layer(int batch, int w, int h, int c, int stride);

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

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

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

#ifdef GPU

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

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

#endif

#ifdef \_\_cplusplus

}

#endif

#endif