#ifndef YOLO\_LAYER\_H

#define YOLO\_LAYER\_H

//#include "darknet.h"

#include "layer.h"

#include "network.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

layer make\_yolo\_layer(int batch, int w, int h, int n, int total, int \*mask, int classes, int max\_boxes);

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

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

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

int yolo\_num\_detections(layer l, float thresh);

int yolo\_num\_detections\_batch(layer l, float thresh, int batch);

int get\_yolo\_detections(layer l, int w, int h, int netw, int neth, float thresh, int \*map, int relative, detection \*dets, int letter);

int get\_yolo\_detections\_batch(layer l, int w, int h, int netw, int neth, float thresh, int \*map, int relative, detection \*dets, int letter, int batch);

void correct\_yolo\_boxes(detection \*dets, int n, int w, int h, int netw, int neth, int relative, int letter);

#ifdef GPU

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

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

#endif

#ifdef \_\_cplusplus

}

#endif

#endif