

```

import Foundation

/**
 * Events on which update task is capable of invoking progress handler.
 *
 * @note MLUpdateProgressEventMiniBatchEnd may induce performance
problems
 *      during pipeline execution.
 */
@available(macOS 10.15)
public struct MLUpdateProgressEvent : OptionSet, @unchecked
Sendable

    public init(_ values: Int...) {}

    public static var trainingBegin : MLUpdateProgressEvent
get

    public static var epochEnd : MLUpdateProgressEvent
get

    public static var miniBatchEnd : MLUpdateProgressEvent
get

```