```
import Foundation

@available macOS 10.14
public enum MLComputeUnits   Int  @unchecked Sendable

    case cpuOnly   0

    case cpuAndGPU   1

    case all   2

    @available macOS 13.0
    case cpuAndNeuralEngine   3


/**
 * An object to hold options for loading a model.
 */
@available macOS 10.14
open class MLModelConfiguration   NSObject  NSCopying
NSSecureCoding

    /// A human readable name of a MLModel instance for display purposes.
    ///
    /// Use this property to set a name of a model instance so that runtime
analysis tools (e.g. Instruments and os_log)
    /// can display that name in the user interface.
    ///
    /// CoreML framework doesn't parse nor filter the text. It is the client's
responsibility to use appropriate text,
    /// which may involve localization and privacy considerations.
    ///
    /// When the property is nil, CoreML framework provides a default.
    @available macOS 13.0
    open var modelDisplayName  String

    open var computeUnits  MLComputeUnits


extension MLModelConfiguration

    /// A group of hints for CoreML to optimize
    @available macOS 14.4  iOS 17.4  watchOS 10.4  tvOS 17.4

    public var optimizationHints  MLOptimizationHints


/**
 * Allows app to specify  GPU configuration options
```

```
 */
@available macOS 10.15
extension MLModelConfiguration

    /// Set to YES to allow low precision accumulation on GPU when available. Defaults to NO
    open var allowLowPrecisionAccumulationOnGPU  Bool

    /// Set to specify a preferred Metal device. Defaults to nil which indicates automatic selection
    open var preferredMetalDevice    any MTLDevice


/**
 * Allows app to set model or update parameters as a dictionary.
 */
@available macOS 10.15
extension MLModelConfiguration

    open var parameters   MLParameterKey    Any


@available macOS 15.0
extension MLModelConfiguration

    /// Function name that `MLModel` will use.
    ///
    /// Some model types (e.g. ML Program) supports multiple functions in a model asset, where each `MLModel` instance is associated with a particular function.
    ///
    /// Use `MLModelAsset` to get the list of available functions. Use `nil` to use a default function.
    ///
    /// ```swift
    /// let configuration = MLModelConfiguration()
    /// configuration.functionName = "my_function"
    /// ```
    @available macOS 15.0
    open var functionName  String
```