	uint32_t enabled_cpus_mask: Uses a binary mask to configure which specific CPU cores are used for inference. In rkllm.h, macros are predefined to represent CPU numbers, and you can configure them using the format CPU4 | CPU5 | CPU6 | CPU7.

In actual code construction, RKLLMParam needs to call the rkllm_createDefaultParam() function to initialize its definition, and set the corresponding model parameters according to requirements. Sample code is as follows:

```
RKLLMParam param = rkllm_createDefaultParam();
param.model_path = "model.rkllm";
param.top_k = 1;
param.max_new_tokens = 256;
param.max_context_len = 512;
```

3.2.3 Definite Input Struct

To accommodate different input data types, the RKLLMInput input struct is defined, which currently accepts four types of input: text, image and text, token IDs, and encoded vectors. The specific definition is as follows:

Table 3-12 Explanation of RKLLMInput Structure

Definition	RKLLMInput
Introduction	Used to receive different forms of input data.
Struct Fields	***RKLLMInputType input_type:*** Input mode; ***union:*** Used to store different input data types, specifically including the following forms: ***const char prompt_input*:*** Text prompt input, used to pass natural language text; ***RKLLMEmbedInput embed_input:*** Embedding vector input, representing processed feature vectors; ***RKLLMTokenInput token_input:*** Token input, used to pass the tokenized token sequence; ***RKLLMMultiModelInput multimodal_input:*** Multimodal input, which can pass