

[Metal Performance Shad...](#) / Adding custom functions to a shader graph

## Sample Code

# Adding custom functions to a shader graph

Run your own graph functions on the GPU by building the function programmatically.

Download

iOS 14.0+ | iPadOS 14.0+ | Xcode 12.0+

## Overview

### Note

This sample code project is associated with WWDC20 session [10677: Build Customized ML Models with the Metal Performance Shaders Graph](#).

## Configure the sample code project

This sample requires the following system and software configuration:

- macOS 11 or later
- iOS 14 or later
- Xcode 12 or later

## See Also

# Essentials



Training a neural network using MPSGraph

Train a simple neural network digit classifier.



Filtering images with MPSGraph FFT operations

Filter an image with MPSGraph fast Fourier transforms using the convolutional theorem.