Type Method

threshold(_:to:with:result:)

Calculates the elements of the supplied double-precision vector after applying a specified thresholding rule.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst | macOS 10.15+ | tvOS 13.0+ | visionOS | watchOS 6.0+

```
static func threshold<U, V>(
    _ vector: U,
    to lowerBound: Double,
    with rule: vDSP.ThresholdRule<Double>,
    result: inout V
) where U : AccelerateBuffer, V : AccelerateMutable
Buffer, U.Element == Double, V.Element == Double
```

See Also

Threshold Operations

```
static func threshold<U>(U, to: Double, with: vDSP.ThresholdRule<Double
>) -> [Double]
```

Returns the elements of the supplied double-precision vector after applying a specified thresholding rule.

```
static func threshold<U>(U, to: Float, with: vDSP.ThresholdRule<Float>)
-> [Float]
```

Returns the elements of the supplied single-precision vector after applying a specified thresholding rule.

```
static func threshold<U, V>(U, to: Float, with: vDSP.ThresholdRule<
Float>, result: inout V)
```

Calculates the elements of the supplied single-precision vector after applying a specified thresholding rule.

```
enum ThresholdRule
```

Constants that specify vector threshold rules.