Structure

bnns_graph_context_t

An object that wraps a compiled graph object.

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 18.0+ | macOS 15.0+ | tvOS 18.0+ | visionOS 2.0+ | watchOS 11.0+

```
struct bnns_graph_context_t
```

Overview

The `bnns_graph_context_t` object wraps a `bnns_graph_t` instance and adds mutable data storage. BNNS requires mutability to support dynamic shapes and other execution objects.

You must ensure that the underlying `bnns_graph_t` instance remains valid throughout the lifetime of the context.

Topics

Initializing a context

`init()`

Creates an empty graph context structure.

`init(data: UnsafeMutableRawPointer?, size: Int)`

Creates a graph context structure from the specified opaque graph context object.

Specifying a context's properties

```
var data: UnsafeMutableRawPointer?
```
A pointer to the opaque graph context object.

```
var size: Int
```
The size, in bytes, of the opaque graph context object.

Relationships

Conforms To

```
BitwiseCopyable
```

See Also

Creating and destroying a context

```
func BNNSGraphContextMake(bnns_graph_t) -> bnns_graph_context_t
```
Returns an allocated and initialized graph context from the specified graph.

```
func BNNSGraphContextMakeStreaming(bnns_graph_t, UnsafePointer<CChar>?,
Int, UnsafePointer<BNNSTensor>?) -> bnns_graph_context_t
```
Returns an allocated and initialized graph context with streaming support from the specified graph.

```
func BNNSGraphContextDestroy(bnns_graph_context_t)
```
Destroys the specified graph context.