Type Method

threshold(_:to:with:)

Returns 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+

```swift
static func threshold<U>(
    _ vector: U,
    to lowerBound: Double,
    with rule: vDSP.ThresholdRule<Double>
) -> [Double] where U : AccelerateBuffer, U.Element == Double
```

See Also

Threshold Operations

```swift
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.

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

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

```swift
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.