Type Method

gather(_:indices:)

Returns a gathered copy of the specified double-precision vector using a vector that defines the indices to keep.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst | macOS 11.0+ | tvOS 14.0+ | visionOS | watchOS 7.0+

```
static func gather<T, U>(
    _ vector: T,
    indices: U
) -> [Double] where T : AccelerateBuffer, U : Accelerate
Buffer, T.Element == Double, U.Element == UInt
```

Parameters

`vector`
The source vector that the function gathers.

`indices`
The vector that contains the one-based indices.

Return Value

The result of the gather operation.

Discussion

The following code shows an example of gathering the values in `source` using the values in `indices`:

```
let source: [Double] = [10, 20,
                        30, 40,
                        50, 60,
                        70, 80]

let indices: [UInt] = [1, 3, 5, 7]

let destination = vDSP.gather(source,
                              indices: indices)

// Prints "[10.0, 30.0, 50.0, 70.0]".
print(destination)
```

See Also

Vector gathering functions

`static func gather<T, U>(T, indices: U) -> [Float]`

Returns a gathered copy of the specified single-precision vector using a vector that defines the indices to keep.

`static func gather<T, U, V>(T, indices: U, result: inout V)`

Gathers the specified single-precision vector using a vector that defines the indices to keep.

`static func gather<T, U, V>(T, indices: U, result: inout V)`

Gathers the specified double-precision vector using a vector that defines the indices to keep.