

[Foundation Models](#) / [LanguageModelFeedback](#)

Structure

LanguageModelFeedback

Feedback appropriate for logging or attaching to Feedback Assistant.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | visionOS 26.0+

```
struct LanguageModelFeedback
```

Mentioned in

 Improving the safety of generative model output

Overview

LanguageModelFeedback is a namespace with structures for describing feedback in a consistent way. [LanguageModelFeedback.Sentiment](#) describes the sentiment of the feedback, while [LanguageModelFeedback.Issue](#) offers a standard template for issues.

Given a model session, use [logFeedbackAttachment\(sentiment:issues:desiredOutput:\)](#) to produce structured feedback.

```
let session = LanguageModelSession()  
let response = try await session.respond(to: "What is the capital of France?")  
  
// Create feedback for a problematic response.  
let feedbackData = session.logFeedbackAttachment(  
    sentiment: LanguageModelFeedback.Sentiment.negative,  
    issues: [  
        LanguageModelFeedback.Issue(  
            category: .incorrect,
```

```
        explanation: "The model provided outdated information"
    )
],
desiredOutput: Transcript.Entry.response(...)
```

Topics

Creating feedback

```
struct Issue
```

An issue with the model's response.

```
enum Sentiment
```

A sentiment regarding the model's response.

```
func logFeedbackAttachment(sentiment: LanguageModelFeedback.Sentiment?,
issues: [LanguageModelFeedback.Issue], desiredOutput: Transcript.Entry?
?) -> Data
```

Logs and serializes data that includes session information that you attach when reporting feedback to Apple.