Function

BNNSGraphCompileFromFile(_:_:_:)

Compiles a source mlmodelc file to a graph object.

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

```swift
func BNNSGraphCompileFromFile(
    _ filename: UnsafePointer<CChar>,
    _ function: UnsafePointer<CChar>?,
    _ options: bnns_graph_compile_options_t
) -> bnns_graph_t
```

Parameters

`filename`

The path to the source mlmodelc file.

`function`

The name of the function that this operation compiles. Pass `nil` to specify that the operation compiles all the functions in the source file.

`options`

The compilation options. Pass `nil` to specify that the operation uses the default set of options.

Return Value

A compiled graph object. If the operation fails, the graph object's <u>data</u> property is `nil`.

Discussion

Xcode automatically compiles a Core ML model package (files with an `.mlpackage` file extension) into an mlmodelc file. The following code compiles a <u>bnns_graph_t</u> instance from a file named `myModel.mlpackage` that you copy into the project.

```swift
let options = BNNSGraphCompileOptionsMakeDefault()
defer {
    BNNSGraphCompileOptionsDestroy(options)
}

guard let fileName = Bundle.main.url(
    forResource: "myModel",
    withExtension: "mlmodelc")?.path() else {
    fatalError()
}

let graph = BNNSGraphCompileFromFile(fileName,
                                     nil,
                                     options)

if graph.size == 0 {
    fatalError()
}
```

See Also

Related Documentation

📄 Updating a Model File to a Model Package

Convert a Core ML model file into a model package in Xcode.

Compiling a graph object

struct bnns_graph_t

The compiled graph object.