Type Property

greedy

A sampling mode that always chooses the most likely token.

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

```swift
static var greedy: GenerationOptions.SamplingMode { get }
```

Discussion

Using this mode will always result in the same output for a given input. Responses produced with greedy sampling are statistically likely, but may lack the human-like quality and variety of other sampling strategies.

> See Also
>
> Sampling modes `random(top:seed:)` and `random(probabilityThreshold:seed:)`

See Also

Sampling options

```swift
static func random(probabilityThreshold: Double, seed: UInt64?) -> GenerationOptions.SamplingMode
```
    A mode that considers a variable number of high-probability tokens based on the specified threshold.

```
static func random(top: Int, seed: UInt64?) -> GenerationOptions.
SamplingMode
```
A sampling mode that considers a fixed number of high-probability tokens.