syntax = "proto3";

package tensorflow;

import "tensorflow/core/framework/tensor.proto";

import "tensorflow/core/framework/tensor\_shape.proto";

import "tensorflow/core/framework/types.proto";

option cc\_enable\_arenas = true;

option java\_outer\_classname = "AttrValueProtos";

option java\_multiple\_files = true;

option java\_package = "org.tensorflow.framework";

option go\_package = "github.com/tensorflow/tensorflow/tensorflow/go/core/framework/attr\_value\_go\_proto";

// Protocol buffer representing the value for an attr used to configure an Op.

// Comment indicates the corresponding attr type. Only the field matching the

// attr type may be filled.

message AttrValue {

// LINT.IfChange

message ListValue {

repeated bytes s = 2; // "list(string)"

repeated int64 i = 3 [packed = true]; // "list(int)"

repeated float f = 4 [packed = true]; // "list(float)"

repeated bool b = 5 [packed = true]; // "list(bool)"

repeated DataType type = 6 [packed = true]; // "list(type)"

repeated TensorShapeProto shape = 7; // "list(shape)"

repeated TensorProto tensor = 8; // "list(tensor)"

repeated NameAttrList func = 9; // "list(attr)"

}

// LINT.ThenChange(https://www.tensorflow.org/code/tensorflow/c/c\_api.cc)

oneof value {

bytes s = 2; // "string"

int64 i = 3; // "int"

float f = 4; // "float"

bool b = 5; // "bool"

DataType type = 6; // "type"

TensorShapeProto shape = 7; // "shape"

TensorProto tensor = 8; // "tensor"

ListValue list = 1; // any "list(...)"

// "func" represents a function. func.name is a function's name or

// a primitive op's name. func.attr.first is the name of an attr

// defined for that function. func.attr.second is the value for

// that attr in the instantiation.

NameAttrList func = 10;

// This is a placeholder only used in nodes defined inside a

// function. It indicates the attr value will be supplied when

// the function is instantiated. For example, let us suppose a

// node "N" in function "FN". "N" has an attr "A" with value

// placeholder = "foo". When FN is instantiated with attr "foo"

// set to "bar", the instantiated node N's attr A will have been

// given the value "bar".

string placeholder = 9;

}

}

// A list of attr names and their values. The whole list is attached

// with a string name. E.g., MatMul[T=float].

message NameAttrList {

string name = 1;

map<string, AttrValue> attr = 2;

}