syntax = "proto3";

package tensorflow;

import "google/protobuf/wrappers.proto";

option cc\_enable\_arenas = true;

option go\_package = "github.com/tensorflow/tensorflow/tensorflow/go/core/protobuf/for\_core\_protos\_go\_proto";

// A TensorBundle addition which saves extra information about the objects which

// own variables, allowing for more robust checkpoint loading into modified

// programs.

message TrackableObjectGraph {

message TrackableObject {

message ObjectReference {

// An index into `TrackableObjectGraph.nodes`, indicating the object

// being referenced.

int32 node\_id = 1;

// A user-provided name for the edge.

string local\_name = 2;

}

message SerializedTensor {

// A name for the Tensor. Simple variables have only one

// `SerializedTensor` named "VARIABLE\_VALUE" by convention. This value may

// be restored on object creation as an optimization.

string name = 1;

// The full name of the variable/tensor, if applicable. Used to allow

// name-based loading of checkpoints which were saved using an

// object-based API. Should match the checkpoint key which would have been

// assigned by tf.train.Saver.

string full\_name = 2;

// The generated name of the Tensor in the checkpoint.

string checkpoint\_key = 3;

// Deprecated bool field for optional restore. This field has never been

// set to True.

reserved "optional\_restore";

reserved 4;

}

message SlotVariableReference {

// An index into `TrackableObjectGraph.nodes`, indicating the

// variable object this slot was created for.

int32 original\_variable\_node\_id = 1;

// The name of the slot (e.g. "m"/"v").

string slot\_name = 2;

// An index into `TrackableObjectGraph.nodes`, indicating the

// `Object` with the value of the slot variable.

int32 slot\_variable\_node\_id = 3;

}

// Objects which this object depends on.

repeated ObjectReference children = 1;

// Serialized data specific to this object.

repeated SerializedTensor attributes = 2;

// Slot variables owned by this object.

repeated SlotVariableReference slot\_variables = 3;

// The registered saver used to save this object. If this saver is not

// present when loading the checkpoint, then loading will fail.

RegisteredSaver registered\_saver = 4;

// Whether this object has checkpoint values or descendants with checkpoint

// values. This is computed at save time to avoid traversing the entire

// object graph proto when restoring (which also has to traverse the live

// object graph).

google.protobuf.BoolValue has\_checkpoint\_values = 5;

}

repeated TrackableObject nodes = 1;

}

message RegisteredSaver {

// The name of the registered saver/restore function.

string name = 1;

// Unique auto-generated name of the object.

string object\_name = 2;

}