> Audio manipulation with torchaudio Preparing data and utility functions (skip this section) > Audio I/O Quering audio metadata Loading audio data into Tensor > Saving audio to file > Data Augmentation > Applying effects and filtering > Simulating room reverbration > Adding background noise > Applying codec to Tensor object > Simulating a phone recoding > Feature Extractions > Spectrogram ➤ GriffinLim > Mel Filter Bank > MelSpectrogram > MFCC > Pitch Kaldi Pitch (beta)

> Feature Augmentation

- > SpecAugment
- Datasets