

## tf.contrib.ffmpeg.decode\_audio

```
decode_audio(  
    contents,  
    file_format=None,  
    samples_per_second=None,  
    channel_count=None  
)
```

Defined in [tensorflow/contrib/ffmpeg/ffmpeg\\_ops.py](#).

See the guide: [FFmpeg \(contrib\) > Encoding and decoding audio using FFmpeg](#)

Create an op that decodes the contents of an audio file.

Note that ffmpeg is free to select the "best" audio track from an mp4. <https://trac.ffmpeg.org/wiki/Map>

## Args:

- **contents**: The binary contents of the audio file to decode. This is a scalar.
- **file\_format**: A string or scalar string tensor specifying which format the contents will conform to. This can be mp3, mp4, ogg, or wav.
- **samples\_per\_second**: The number of samples per second that is assumed, as an **int** or scalar **int32** tensor. In some cases, resampling will occur to generate the correct sample rate.
- **channel\_count**: The number of channels that should be created from the audio contents, as an **int** or scalar **int32** tensor. If the **contents** have more than this number, then some channels will be merged or dropped. If **contents** has fewer than this, then additional channels will be created from the existing ones.

## Returns:

A rank-2 tensor that has time along dimension 0 and channels along dimension 1. Dimension 0 will be **samples\_per\_second \* length\_in\_seconds** wide, and dimension 1 will be **channel\_count** wide. If ffmpeg fails to decode the audio then an empty tensor will be returned.

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