#### TopogrElow

TensorFlow API r1.4

# tf.data.FixedLengthRecordDataset

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# ${\it Class} \ {\bf FixedLengthRecordDataset}$

Inherits From: Dataset

Defined in tensorflow/python/data/ops/readers.py.

A Dataset of fixed-length records from one or more binary files.

# **Properties**

### output\_shapes

# output\_types

# Methods

# \_\_init\_\_

```
__init__(
    filenames,
    record_bytes,
    header_bytes=None,
    footer_bytes=None,
    buffer_size=None
)
```

Creates a FixedLengthRecordDataset.

# Args:

- filenames: A tf.string tensor containing one or more filenames.
- record\_bytes: A tf.int64 scalar representing the number of bytes in each record.
- header\_bytes: (Optional.) A tf.int64 scalar representing the number of bytes to skip at the start of a file.
- footer\_bytes: (Optional.) A tf.int64 scalar representing the number of bytes to ignore at the end of a file.
- buffer\_size: (Optional.) A tf.int64 scalar representing the number of bytes to buffer when reading.

# apply

```
apply(transformation_func)
```

Apply a transformation function to this dataset.

**apply** enables chaining of custom **Dataset** transformations, which are represented as functions that take one **Dataset** argument and return a transformed **Dataset** .

For example:

# Args:

• transformation\_func: A function that takes one Dataset argument and returns a Dataset.

#### Returns:

The Dataset returned by applying transformation\_func to this dataset.

#### batch

```
batch(batch_size)
```

Combines consecutive elements of this dataset into batches.

#### Args:

• batch\_size: A tf.int64 scalar tf.Tensor, representing the number of consecutive elements of this dataset to combine in a single batch.

Returns:

A Dataset .

# cache

```
cache(filename='')
```

Caches the elements in this dataset.

#### Args:

• filename: A tf.string scalar tf.Tensor, representing the name of a directory on the filesystem to use for caching tensors in this Dataset. If a filename is not provided, the dataset will be cached in memory.

Returns:

A Dataset .

#### concatenate

```
concatenate(dataset)
```

Creates a **Dataset** by concatenating given dataset with this dataset.

```
# NOTE: The following examples use `{ ... }` to represent the
# contents of a dataset.
a = { 1, 2, 3 }
b = { 4, 5, 6, 7 }

# Input dataset and dataset to be concatenated should have same
# nested structures and output types.
# c = { (8, 9), (10, 11), (12, 13) }
# d = { 14.0, 15.0, 16.0 }
# a.concatenate(c) and a.concatenate(d) would result in error.
a.concatenate(b) == { 1, 2, 3, 4, 5, 6, 7 }
```

### Args:

dataset: Dataset to be concatenated.

Returns:

A Dataset.

#### filter

```
filter(predicate)
```

Filters this dataset according to predicate.

#### Args:

 predicate: A function mapping a nested structure of tensors (having shapes and types defined by self.output\_shapes and self.output\_types) to a scalar tf.bool tensor.

Returns:

A Dataset.

### flat\_map

```
flat_map(map_func)
```

Maps map\_func across this dataset and flattens the result.

#### Args:

 map\_func: A function mapping a nested structure of tensors (having shapes and types defined by self.output\_shapes and self.output\_types) to a Dataset. Returns:

A Dataset.

# from\_generator

```
from_generator(
    generator,
    output_types,
    output_shapes=None
)
```

Creates a Dataset whose elements are generated by generator.

The **generator** argument must be a callable object that returns an object that support the **iter()** protocol (e.g. a generator function). The elements generated by **generator** must be compatible with the given **output\_types** and (optional) **output\_shapes** arguments.

For example:

```
import itertools

def gen():
    for i in itertools.count(1):
        yield (i, [1] * i)

ds = Dataset.from_generator(
        gen, (tf.int64, tf.int64), (tf.TensorShape([]), tf.TensorShape([None])))
value = ds.make_one_shot_iterator().get_next()

sess.run(value) # (1, array([1]))
sess.run(value) # (2, array([1, 1]))
```

#### Args:

- generator: A callable object that takes no arguments and returns an object that supports the iter() protocol.
- output\_types: A nested structure of tf.DType objects corresponding to each component of an element yielded by generator.
- output\_shapes: (Optional.) A nested structure of **tf.TensorShape** objects corresponding to each component of an element yielded by **generator**.

Returns:

A Dataset.

#### from\_sparse\_tensor\_slices

```
from_sparse_tensor_slices(sparse_tensor)
```

Splits each rank-N tf.SparseTensor in this dataset row-wise.

#### Args:

• sparse\_tensor: A tf.SparseTensor.

Returns:

A Dataset of rank-(N-1) sparse tensors.

#### from\_tensor\_slices

```
from_tensor_slices(tensors)
```

Creates a Dataset whose elements are slices of the given tensors.

Args:

• tensors: A nested structure of tensors, each having the same size in the 0th dimension.

Returns:

A Dataset.

#### from\_tensors

```
from_tensors(tensors)
```

Creates a **Dataset** with a single element, comprising the given tensors.

Args:

• tensors : A nested structure of tensors.

Returns:

A Dataset .

#### interleave

```
interleave(
    map_func,
    cycle_length,
    block_length=1
)
```

Maps map\_func across this dataset, and interleaves the results.

For example, you can use **Dataset.interleave()** to process many input files concurrently:

The cycle\_length and block\_length arguments control the order in which elements are produced. cycle\_length

controls the number of input elements that are processed concurrently. If you set <code>cycle\_length</code> to 1, this transformation will handle one input element at a time, and will produce identical results = to <code>tf.data.Dataset.flat\_map</code>. In general, this transformation will apply <code>map\_func</code> to <code>cycle\_length</code> input elements, open iterators on the returned <code>Dataset</code> objects, and cycle through them producing <code>block\_length</code> consecutive elements from each iterator, and consuming the next input element each time it reaches the end of an iterator.

For example:

```
# NOTE: The following examples use `{ \dots }` to represent the
# contents of a dataset.
a = \{ 1, 2, 3, 4, 5 \}
# NOTE: New lines indicate "block" boundaries.
a.interleave(lambda x: Dataset.from_tensors(x).repeat(6),
             cycle_length=2, block_length=4) == {
    1, 1, 1, 1,
    2, 2, 2, 2,
    1, 1,
    2, 2,
    3, 3, 3, 3,
    4, 4, 4, 4,
    3, 3,
    4, 4,
    5, 5, 5, 5,
    5, 5,
}
```

NOTE: The order of elements yielded by this transformation is deterministic, as long as **map\_func** is a pure function. If **map\_func** contains any stateful operations, the order in which that state is accessed is undefined.

#### Args:

- map\_func: A function mapping a nested structure of tensors (having shapes and types defined by self.output\_shapes and self.output\_types) to a Dataset.
- cycle\_length: The number of elements from this dataset that will be processed concurrently.
- block\_length: The number of consecutive elements to produce from each input element before cycling to another input element.

Returns:

A Dataset.

### list\_files

```
list_files(file_pattern)
```

A dataset of all files matching a pattern.

Example: If we had the following files on our filesystem: -/path/to/dir/a.txt -/path/to/dir/b.py -/path/to/dir/c.py If we pass "/path/to/dir/\*.py" as the directory, the dataset would produce: -/path/to/dir/b.py -/path/to/dir/c.py

#### Args:

• file\_pattern: A string or scalar string tf.Tensor, representing the filename pattern that will be matched.

Returns:

A Dataset of strings corresponding to file names.

### make\_initializable\_iterator

```
make_initializable_iterator(shared_name=None)
```

Creates an Iterator for enumerating the elements of this dataset.



**Note:** The returned iterator will be in an uninitialized state, and you must run the **iterator.initializer** operation before using it:

```
dataset = ...
iterator = dataset.make_initializable_iterator()
# ...
sess.run(iterator.initializer)
```

#### Args:

• shared\_name: (Optional.) If non-empty, the returned iterator will be shared under the given name across multiple sessions that share the same devices (e.g. when using a remote server).

#### Returns:

An Iterator over the elements of this dataset.

#### make\_one\_shot\_iterator

```
make_one_shot_iterator()
```

Creates an Iterator for enumerating the elements of this dataset.

N.B. The returned iterator will be initialized automatically. A "one-shot" iterator does not currently support re-initialization.

#### Returns:

An Iterator over the elements of this dataset.

#### map

```
map(
    map_func,
    num_parallel_calls=None
)
```

Maps map\_func across this datset.

#### Args:

 map\_func: A function mapping a nested structure of tensors (having shapes and types defined by self.output\_shapes and self.output\_types) to another nested structure of tensors. • num\_parallel\_calls: (Optional.) A tf.int32 scalar tf.Tensor, representing the number elements to process in parallel. If not specified, elements will be processed sequentially.

Returns:

A Dataset.

#### padded\_batch

```
padded_batch(
   batch_size,
   padded_shapes,
   padding_values=None
)
```

Combines consecutive elements of this dataset into padded batches.

Like <code>Dataset.dense\_to\_sparse\_batch()</code>, this method combines multiple consecutive elements of this dataset, which might have different shapes, into a single element. The tensors in the resulting element have an additional outer dimension, and are padded to the respective shape in <code>padded\_shapes</code>.

#### Args:

- batch\_size: A tf.int64 scalar tf.Tensor, representing the number of consecutive elements of this dataset to combine in a single batch.
- padded\_shapes: A nested structure of tf.TensorShape or tf.int64 vector tensor-like objects representing the shape to which the respective component of each input element should be padded prior to batching. Any unknown dimensions (e.g. tf.Dimension(None) in a tf.TensorShape or -1 in a tensor-like object) will be padded to the maximum size of that dimension in each batch.
- padding\_values: (Optional.) A nested structure of scalar-shaped tf.Tensor, representing the padding values to use for the respective components. Defaults are 0 for numeric types and the empty string for string types.

Returns:

A Dataset .

### prefetch

```
prefetch(buffer_size)
```

Creates a Dataset that prefetches elements from this dataset.

Args:

• buffer\_size: A tf.int64 scalar tf.Tensor, representing the maximum number elements that will be buffered when prefetching.

Returns:

A Dataset .

#### range

```
range(*args)
```

Creates a **Dataset** of a step-separated range of values.

For example:

```
Dataset.range(5) == [0, 1, 2, 3, 4]
Dataset.range(2, 5) == [2, 3, 4]
Dataset.range(1, 5, 2) == [1, 3]
Dataset.range(1, 5, -2) == []
Dataset.range(5, 1) == []
Dataset.range(5, 1, -2) == [5, 3]
```

#### Args:

• \*args: follow same semantics as python's xrange. len(args) == 1 -> start = 0, stop = args[0], step = 1 len(args) == 2 -> start = args[0], stop = args[1], step = 1 len(args) == 3 -> start = args[0], stop = args[2]

Returns:

A RangeDataset.

Raises:

• ValueError: if len(args) == 0.

# repeat

```
repeat(count=None)
```

Repeats this dataset count times.

Args:

count: (Optional.) A tf.int64 scalar tf.Tensor, representing the number of times the elements of this dataset should be repeated. The default behavior (if count is None or -1) is for the elements to be repeated indefinitely.

Returns:

A Dataset.

#### shard

```
shard(
   num_shards,
   index
)
```

Creates a Dataset that includes only 1/ num\_shards of this dataset.

This dataset operator is very useful when running distributed training, as it allows each worker to read a unique subset.

When reading a single input file, you can skip elements as follows:

```
d = tf.data.TFRecordDataset(FLAGS.input_file)
d = d.shard(FLAGS.num_workers, FLAGS.worker_index)
d = d.repeat(FLAGS.num_epochs)
d = d.shuffle(FLAGS.shuffle_buffer_size)
d = d.map(parser_fn, num_parallel_calls=FLAGS.num_map_threads)
```

#### Important caveats:

- Be sure to shard before you use any randomizing operator (such as shuffle).
- Generally it is best if the shard operator is used early in the dataset pipeline. For example, when reading from a set of
  TFRecord files, shard before converting the dataset to input samples. This avoids reading every file on every worker.
  The following is an example of an efficient sharding strategy within a complete pipeline:

#### Args:

- num\_shards: A tf.int64 scalar tf.Tensor, representing the number of shards operating in parallel.
- index: A tf.int64 scalar tf.Tensor, representing the worker index.

#### Returns:

A Dataset.

#### Raises:

• ValueError: if num\_shards or index are illegal values. Note: error checking is done on a best-effort basis, and aren't guaranteed to be caught upon dataset creation. (e.g. providing in a placeholder tensor bypasses the early checking, and will instead result in an error during a session.run call.)

# shuffle

```
shuffle(
    buffer_size,
    seed=None,
    reshuffle_each_iteration=None
)
```

Randomly shuffles the elements of this dataset.

#### Args:

- buffer\_size: A tf.int64 scalar tf.Tensor, representing the number of elements from this dataset from which the new dataset will sample.
- seed: (Optional.) A tf.int64 scalar tf.Tensor, representing the random seed that will be used to create the

<ul> <li>reshuffle_each_iteration: (Optional.) A boolean, which if true indicates that the dataset should be pseudorandomly reshuffled each time it is iterated over. (Defaults to True.)</li> </ul>
Returns:
A Dataset.
skip
skip(count)
Creates a <b>Dataset</b> that skips <b>count</b> elements from this dataset.
Args:
• count: A <b>tf.int64</b> scalar <b>tf.Tensor</b> , representing the number of elements of this dataset that should be skipped to form the new dataset. If <b>count</b> is greater than the size of this dataset, the new dataset will contain no elements. If <b>count</b> is -1, skips the entire dataset.
Returns:
A Dataset.
take
take(count)
Creates a <b>Dataset</b> with at most <b>count</b> elements from this dataset.
Args:
• count: A <b>tf.int64</b> scalar <b>tf.Tensor</b> , representing the number of elements of this dataset that should be taken to form the new dataset. If <b>count</b> is -1, or if <b>count</b> is greater than the size of this dataset, the new dataset will contain all elements of this dataset.
Returns:
A Dataset.
zip
zip(datasets)
Creates a <b>Dataset</b> by zipping together the given datasets.
This method has similar semantics to the built-in zip() function in Python, with the main difference being that the

**datasets** argument can be an arbitrary nested structure of **Dataset** objects. For example:

distribution. See  $tf.set\_random\_seed$  for behavior.

```
\mbox{\# NOTE: The following examples use `{ } <math display="inline">\ldots } ` to represent the
# contents of a dataset.
a = { 1, 2, 3 }
b = \{ 4, 5, 6 \}
c = \{ (7, 8), (9, 10), (11, 12) \}
d = \{ 13, 14 \}
# The nested structure of the `datasets` argument determines the
# structure of elements in the resulting dataset.
Dataset.zip((a, b)) == { (1, 4), (2, 5), (3, 6) }
Dataset.zip((b, a)) == { (4, 1), (5, 2), (6, 3) }
# The `datasets` argument may contain an arbitrary number of
# datasets.
Dataset.zip((a, b, c)) == { (1, 4, (7, 8)),
                              (2, 5, (9, 10)),
                              (3, 6, (11, 12)) }
# The number of elements in the resulting dataset is the same as
# the size of the smallest dataset in `datasets`.
Dataset.zip((a, d)) == { (1, 13), (2, 14) }
```

# Args:

datasets: A nested structure of datasets.

Returns:

A Dataset .

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