

tf.contrib.signal.overlap_and_add

```
overlap_and_add(  
    signal,  
    frame_step,  
    name=None  
)
```

Defined in [tensorflow/contrib/signal/python/ops/reconstruction_ops.py](#).

See the guide: [Signal Processing \(contrib\) > Reconstructing framed sequences and applying a tapering window](#)

Reconstructs a signal from a framed representation.

Adds potentially overlapping frames of a signal with shape `[..., frames, frame_length]`, offsetting subsequent frames by `frame_step`. The resulting tensor has shape `[..., output_size]` where

```
output_size = (frames - 1) * frame_step + frame_length
```

Args:

- `signal`: A `[..., frames, frame_length]` **Tensor**. All dimensions may be unknown, and rank must be at least 2.
- `frame_step`: An integer or scalar **Tensor** denoting overlap offsets. Must be less than or equal to `frame_length`.
- `name`: An optional name for the operation.

Returns:

A **Tensor** with shape `[..., output_size]` containing the overlap-added frames of `signal`'s inner-most two dimensions.

Raises:

- ValueError**: If `signal`'s rank is less than 2, `frame_step` is not a scalar integer or `frame_step` is greater than `frame_length`.

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