

Audio & text conversion Document

20 January 2024 05:09 PM

1. Audio to Text Conversion using whisper :

```
# step: 01: set up ffmpeg in windows : as :  
# need to install it as a python module (with pip install ffmpeg) and from here (https://ffmpeg.org/download.html)  
# while following these instructions: https://www.geeksforgeeks.org/how-to-install-ffmpeg-on-windows/  
  
# Step: 02: !pip install -U openai-whisper  
  
# step: 03: select the model:  
import whisper  
  
model = whisper.load_model("small") #769M Parameter  
  
# WER : word error rate
```

```
# Play the video that we have downloaded  
  
from IPython.display import Audio, display  
  
display(Audio('2_input_audio.mp3', autoplay=True))  
[4]  
...  
0:00 / 0:06  
  
result = model.transcribe("./2_input_audio.mp3")  
print(result["text"])  
[7]  
...  
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```

2. Audio to Text Conversion using "assemblyai" :

```
# 'pip3 install assemblyai' (macOS)
# 'pip install assemblyai' (Windows)

import assemblyai as aai

aai.settings.api_key = "bc72a669f0364df28edbf616afbc00d"

config = aai.TranscriptionConfig(auto_highlights=True)

transcriber = aai.Transcriber()
transcript = transcriber.transcribe("2_input_audio.mp3", config=config)

# for result in transcript.auto_highlights.results:
#     print(f"Highlight: {result.text}, Count: {result.count}, Rank: {result.rank}")

print(transcript.text)
```

3. Text To Audio Conversion using "google text to speech API":

```
# to speech conversion |
# pip install gTTS

from gtts import gTTS

import os

# The text that you want to convert to audio
mytext = input("please enter your text")

# Language in which you want to convert
language = 'en'
```

```
# The text that you want to convert to audio
mytext = input("please enter your text")

# Language in which you want to convert
language = 'en'

# Passing the text and language to the engine,
# here we have marked slow=False. Which tells
# the module that the converted audio should
# have a high speed
myobj = gTTS(text=mytext, lang=language, slow=False)

# Saving the converted audio in a mp3 file named
# welcome
```

```
# Saving the converted audio in a mp3 file named
# welcome
myobj.save("4_output_audio.mp3")
# Playing the converted file
```

O/P

