

# Package ‘whisper’

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**Title** Native R 'torch' Implementation of 'OpenAI' 'Whisper'

**Version** 0.1.0

**Description** Speech-to-text transcription using a native R 'torch' implementation of 'OpenAI' 'Whisper' model <<https://github.com/openai/whisper>>. Supports multiple model sizes from tiny (39M parameters) to large-v3 (1.5B parameters) with integrated download from 'HuggingFace' <<https://huggingface.co/>> via the 'hfhub' package. Provides automatic speech recognition with optional language detection and translation to English. Audio preprocessing, mel spectrogram computation, and transformer-based encoder-decoder inference are all implemented in R using the 'torch' package.

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**Encoding** UTF-8

**URL** <https://github.com/cornball-ai/whisper>

**BugReports** <https://github.com/cornball-ai/whisper/issues>

**Imports** torch, av, jsonlite, hfhub, safetensors, stats, utils

**Suggests** tinytest

**NeedsCompilation** no

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---

<i>apply_bpe</i>	<i>Apply BPE Merges</i>
------------------	-------------------------

---

### Description

Apply BPE Merges

### Usage

```
apply_bpe(tokens, merge_ranks)
```

### Arguments

tokens	Character vector of tokens
merge_ranks	Named vector of merge rankings

### Value

Character vector after BPE merges

---

<i>audio_duration</i>	<i>Get Audio Duration</i>
-----------------------	---------------------------

---

### Description

Get Audio Duration

### Usage

```
audio_duration(file)
```

### Arguments

file	Path to audio file
------	--------------------

### Value

Duration in seconds

`audio_to_mel`      *Convert Audio to Mel Spectrogram*

### Description

Main preprocessing function that converts audio to the mel spectrogram format expected by Whisper.

### Usage

```
audio_to_mel(file, n_mels = 80L, device = "auto", dtype = "auto")
```

### Arguments

<code>file</code>	Path to audio file, or numeric vector of audio samples
<code>n_mels</code>	Number of mel bins (80 for most models, 128 for large-v3)
<code>device</code>	torch device for output tensor
<code>dtype</code>	torch dtype for output tensor

### Value

torch tensor of shape (1, n\_mels, 3000) for 30s audio

### Examples

```
# Convert audio file to mel spectrogram
audio_file <- system.file("audio", "jfk.mp3", package = "whisper")
mel <- audio_to_mel(audio_file)
dim(mel)
```

`byte_to_token`      *Convert Byte to BPE Token*

### Description

GPT-2/Whisper uses a specific byte-to-unicode mapping.

### Usage

```
byte_to_token(byte)
```

### Arguments

<code>byte</code>	Integer byte value (0-255)
-------------------	----------------------------

**Value**

Character token

---

clean_text	<i>Clean Transcribed Text</i>
------------	-------------------------------

---

**Description**

Clean Transcribed Text

**Usage**

```
clean_text(text)
```

**Arguments**

text            Raw decoded text

**Value**

Cleaned text

---

compute_stft	<i>Compute STFT Magnitude</i>
--------------	-------------------------------

---

**Description**

Compute STFT Magnitude

**Usage**

```
compute_stft(audio, n_fft = WHISPER_N_FFT, hop_length = WHISPER_HOP_LENGTH)
```

**Arguments**

audio            Numeric vector of audio samples  
n\_fft            FFT window size  
hop\_length      Hop length between frames

**Value**

Complex STFT matrix

---

copy_if_exists	<i>Copy Weight if Exists</i>
----------------	------------------------------

---

**Description**

Copy Weight if Exists

**Usage**

```
copy_if_exists(param, weights, name)
```

**Arguments**

param	Target parameter
weights	Weight dictionary
name	Weight name

---

create_decoder	<i>Create Decoder from Config</i>
----------------	-----------------------------------

---

**Description**

Create Decoder from Config

**Usage**

```
create_decoder(config)
```

**Arguments**

config	Model configuration from whisper_config()
--------	-------------------------------------------

**Value**

WhisperDecoder module

---

create_encoder	<i>Create Encoder from Config</i>
----------------	-----------------------------------

---

**Description**

Create Encoder from Config

**Usage**

```
create_encoder(config)
```

**Arguments**

config	Model configuration from whisper_config()
--------	-------------------------------------------

**Value**

WhisperEncoder module

---

create_mel_filterbank_fallback	<i>Create Mel Filterbank (Fallback)</i>
--------------------------------	-----------------------------------------

---

**Description**

Create a mel filterbank matrix for converting STFT to mel spectrogram. Used when pre-computed filterbank is not available.

**Usage**

```
create_mel_filterbank_fallback(  
    n_fft = WHISPER_N_FFT,  
    n_mels = 80L,  
    sample_rate = WHISPER_SAMPLE_RATE  
)
```

**Arguments**

n_fft	FFT size
n_mels	Number of mel bins
sample_rate	Audio sample rate

**Value**

Mel filterbank matrix (n\_mels x n\_freqs)

---

decode\_bpe\_bytes      *Decode BPE Bytes Back to Text*

---

**Description**

Decode BPE Bytes Back to Text

**Usage**

```
decode_bpe_bytes(text)
```

**Arguments**

text      Text with BPE byte tokens

**Value**

Decoded text

---

decode\_timestamp      *Decode Timestamp Token*

---

**Description**

Decode Timestamp Token

**Usage**

```
decode_timestamp(token_id, model = "tiny")
```

**Arguments**

token\_id      Token ID

model      Model name for correct token IDs

**Value**

Time in seconds

---

**download\_tokenizer\_files**

*Download Tokenizer Files from HuggingFace*

---

**Description**

Download Tokenizer Files from HuggingFace

**Usage**

```
download_tokenizer_files(model)
```

**Arguments**

model            Model name

---

**download\_whisper\_model**

*Download Model from HuggingFace*

---

**Description**

Download Whisper model weights and tokenizer files from HuggingFace. In interactive sessions, asks for user consent before downloading.

**Usage**

```
download_whisper_model(model = "tiny", force = FALSE)
```

**Arguments**

model            Model name: "tiny", "base", "small", "medium", "large-v3"  
force            Re-download even if exists

**Value**

Path to model directory (invisibly)

**Examples**

```
if (interactive()) {  
  # Download tiny model (smallest, ~150MB)  
  download_whisper_model("tiny")  
  
  # Download larger model for better accuracy  
  download_whisper_model("small")  
}
```

`ensure_tokenizer_files`

*Ensure Tokenizer Files are Downloaded*

---

**Description**

Ensure Tokenizer Files are Downloaded

**Usage**

```
ensure_tokenizer_files(model)
```

**Arguments**

`model` Model name

**Value**

Path to vocab directory (directory containing vocab.json)

---

`extract_segments`

*Extract Segments with Timestamps*

---

**Description**

Extract Segments with Timestamps

**Usage**

```
extract_segments(tokens, tokenizer, time_offset = 0)
```

**Arguments**

`tokens` Token IDs

`tokenizer` Tokenizer

`time_offset` Offset in seconds for chunk processing

**Value**

Data frame with start, end, text

---

get_initial_tokens	<i>Get Initial Decoder Tokens</i>
--------------------	-----------------------------------

---

**Description**

Build the initial token sequence for decoder input.

**Usage**

```
get_initial_tokens(  
  language = "en",  
  task = "transcribe",  
  model = "tiny",  
  timestamps = FALSE  
)
```

**Arguments**

language	Two-letter language code or NULL for auto
task	"transcribe" or "translate"
model	Model name for correct special token IDs
timestamps	Whether to include timestamps (internal use)

**Value**

Integer vector of initial token IDs

---

get_model_path	<i>Get Model Cache Path</i>
----------------	-----------------------------

---

**Description**

Get Model Cache Path

**Usage**

```
get_model_path(model)
```

**Arguments**

model	Model name
-------	------------

**Value**

Path to model directory in hfbhub cache

---

get_weights_path	<i>Get Path to Model Weights</i>
------------------	----------------------------------

---

**Description**

Get Path to Model Weights

**Usage**

```
get_weights_path(model)
```

**Arguments**

model	Model name
-------	------------

**Value**

Path to safetensors file

---

greedy_decode	<i>Greedy Decoding</i>
---------------	------------------------

---

**Description**

Greedy Decoding

**Usage**

```
greedy_decode(  
    model,  
    encoder_output,  
    initial_tokens,  
    tokenizer,  
    max_length = 448L,  
    device  
)
```

**Arguments**

model	WhisperModel
encoder_output	Encoder hidden states
initial_tokens	Initial token tensor
tokenizer	Tokenizer
max_length	Maximum output length
device	Device

**Value**

Integer vector of generated tokens

---

`hz_to_mel`

*Convert Hz to Mel Scale*

---

**Description**

Convert Hz to Mel Scale

**Usage**

`hz_to_mel(hz)`

**Arguments**

`hz` Frequency in Hz

**Value**

Frequency in mel scale

---

`is_timestamp_token`

*Check if Token is Timestamp*

---

**Description**

Check if Token is Timestamp

**Usage**

`is_timestamp_token(token_id, model = "tiny")`

**Arguments**

`token_id` Token ID

`model` Model name for correct token IDs

**Value**

TRUE if timestamp token

---

`list_downloaded_models`  
*List Downloaded Models*

---

**Description**

List Downloaded Models

**Usage**

```
list_downloaded_models()
```

**Value**

Character vector of downloaded model names

**Examples**

```
list_downloaded_models()
```

---

`list_whisper_models`    *List Available Models*

---

**Description**

List Available Models

**Usage**

```
list_whisper_models()
```

**Value**

Character vector of model names

**Examples**

```
list_whisper_models()
```

---

load_added_tokens	<i>Load Added Tokens from HuggingFace</i>
-------------------	-------------------------------------------

---

**Description**

Load Added Tokens from HuggingFace

**Usage**

```
load_added_tokens(repo)
```

**Arguments**

repo	HuggingFace repo ID
------	---------------------

**Value**

Named list of token -> ID mappings, or NULL if not found

---

---

load_audio	<i>Load and Preprocess Audio</i>
------------	----------------------------------

---

**Description**

Load audio from file, convert to mono, resample to 16kHz.

**Usage**

```
load_audio(file)
```

**Arguments**

file	Path to audio file (WAV, MP3, etc.)
------	-------------------------------------

**Value**

Numeric vector of audio samples normalized to -1 to 1 range

**Examples**

```
# Load included sample audio
audio_file <- system.file("audio", "jfk.mp3", package = "whisper")
samples <- load_audio(audio_file)
length(samples)
range(samples)
```

---

`load_decoder_weights`    *Load Decoder Weights*

---

### Description

Load Decoder Weights

### Usage

```
load_decoder_weights(decoder, weights)
```

### Arguments

decoder	WhisperDecoder module
weights	Named list of tensors

---

`load_encoder_weights`    *Load Encoder Weights*

---

### Description

Load Encoder Weights

### Usage

```
load_encoder_weights(encoder, weights)
```

### Arguments

encoder	WhisperEncoder module
weights	Named list of tensors

---

```
load_mel_filterbank      Load Pre-computed Mel Filterbank
```

---

### Description

Load the official Whisper mel filterbank from bundled CSV file.

### Usage

```
load_mel_filterbank(n_mels = 80L)
```

### Arguments

n_mels	Number of mel bins (80 or 128)
--------	--------------------------------

### Value

Mel filterbank matrix (n_mels x n_freqs)
------------------------------------------

---

```
load_whisper_model      Load Whisper Model
```

---

### Description

Load a Whisper model with weights from HuggingFace.

### Usage

```
load_whisper_model(  
  model = "tiny",  
  device = "auto",  
  dtype = "auto",  
  download = FALSE,  
  verbose = TRUE  
)
```

### Arguments

model	Model name: "tiny", "base", "small", "medium", "large-v3"
device	Device to load model on ("auto", "cpu", "cuda")
dtype	Data type ("auto", "float16", "float32")
download	If TRUE and model not present, prompt to download
verbose	Print loading messages

**Value**

WhisperModel module

**Examples**

```
# Load tiny model (requires prior download)
if (model_exists("tiny")) {
  model <- load_whisper_model("tiny")
}
```

`load_whisper_weights`    *Load Weights from Safetensors*

**Description**

Load Weights from Safetensors

**Usage**

```
load_whisper_weights(model, weights_path, verbose = TRUE)
```

**Arguments**

<code>model</code>	WhisperModel module
<code>weights_path</code>	Path to safetensors file
<code>verbose</code>	Print loading messages

`mel_to_hz`                  *Convert Mel Scale to Hz*

**Description**

Convert Mel Scale to Hz

**Usage**

```
mel_to_hz(mel)
```

**Arguments**

<code>mel</code>	Frequency in mel scale
------------------	------------------------

**Value**

Frequency in Hz

---

model_exists	<i>Check if Model is Downloaded</i>
--------------	-------------------------------------

---

**Description**

Check if Model is Downloaded

**Usage**

```
model_exists(model)
```

**Arguments**

model                  Model name

**Value**

TRUE if model weights exist locally

**Examples**

```
model_exists("tiny")
model_exists("large-v3")
```

---

pad_or_trim	<i>Pad or Trim Audio to Fixed Length</i>
-------------	------------------------------------------

---

**Description**

Pad or Trim Audio to Fixed Length

**Usage**

```
pad_or_trim(audio, length = WHISPER_N_SAMPLES)
```

**Arguments**

audio                  Numeric vector of audio samples  
length                Target length in samples (default: 30s at 16kHz)

**Value**

Numeric vector of specified length

---

<code>parse_device</code>	<i>Parse Device Argument</i>
---------------------------	------------------------------

---

**Description**

Parse Device Argument

**Usage**

```
parse_device(device = "auto")
```

**Arguments**

<code>device</code>	Character or torch device. "auto" uses GPU if available.
---------------------	----------------------------------------------------------

**Value**

torch device object

---

<code>parse_dtype</code>	<i>Parse Dtype Argument</i>
--------------------------	-----------------------------

---

**Description**

Parse Dtype Argument

**Usage**

```
parse_dtype(dtype = "auto", device = whisper_device())
```

**Arguments**

<code>dtype</code>	Character or torch dtype. "auto" uses float16 on GPU, float32 on CPU.
<code>device</code>	torch device (used for auto selection)

**Value**

torch dtype

---

split_audio	<i>Split Long Audio into Chunks</i>
-------------	-------------------------------------

---

**Description**

Split audio longer than 30 seconds into overlapping chunks.

**Usage**

```
split_audio(file, chunk_length = 30, overlap = 1)
```

**Arguments**

file	Path to audio file
chunk_length	Chunk length in seconds
overlap	Overlap between chunks in seconds

**Value**

List of audio chunks (numeric vectors)

---

tokenizer_decode	<i>Decode Token IDs to Text</i>
------------------	---------------------------------

---

**Description**

Decode Token IDs to Text

**Usage**

```
tokenizer_decode(ids, id_to_token, special_tokens)
```

**Arguments**

ids	Integer vector of token IDs
id_to_token	Mapping from ID to token
special_tokens	Special token info

**Value**

Character string

<code>tokenizer_encode</code>	<i>Encode Text to Token IDs</i>
-------------------------------	---------------------------------

### Description

Encode Text to Token IDs

### Usage

```
tokenizer_encode(text, vocab, merge_ranks)
```

### Arguments

<code>text</code>	Character string to encode
<code>vocab</code>	Vocabulary mapping (token -> id)
<code>merge_ranks</code>	Merge ranking for BPE

### Value

Integer vector of token IDs

<code>transcribe</code>	<i>Whisper Transcription</i>
-------------------------	------------------------------

### Description

Main transcription API for Whisper. Transcribe Audio Transcribe speech from an audio file using Whisper.

### Usage

```
transcribe(
  file,
  model = "tiny",
  language = "en",
  task = "transcribe",
  device = "auto",
  dtype = "auto",
  verbose = TRUE
)
```

**Arguments**

file	Path to audio file (WAV, MP3, etc.)
model	Model name: "tiny", "base", "small", "medium", "large-v3"
language	Language code (e.g., "en", "es"). NULL for auto-detection.
task	"transcribe" or "translate" (translate to English)
device	Device: "auto", "cpu", "cuda"
dtype	Data type: "auto", "float16", "float32"
verbose	Print progress messages

**Value**

List with text, language, and metadata

**Examples**

```
# Transcribe included sample (JFK "ask not" speech)
if (model_exists("tiny")) {
  audio_file <- system.file("audio", "jfk.mp3", package = "whisper")
  result <- transcribe(audio_file, model = "tiny")
  result$text

  # Translate Spanish audio to English
  spanish_file <- system.file("audio", "allende.mp3", package = "whisper")
  result <- transcribe(spanish_file, model = "tiny",
                       language = "es", task = "translate")
  result$text
}
```

transcribe\_chunk      *Transcribe Single Chunk*

**Description**

Transcribe Single Chunk

**Usage**

```
transcribe_chunk(
  file,
  model,
  tokenizer,
  config,
  language = "en",
  task = "transcribe",
  device,
```

```
    dtype,
    verbose = TRUE
)
```

**Arguments**

file	Audio file or mel spectrogram
model	WhisperModel
tokenizer	Tokenizer
config	Model config
language	Language code
task	Task type
device	Device
dtype	Dtype
verbose	Verbose output

**Value**

Transcription result

<code>transcribe_long</code>	<i>Transcribe Long Audio</i>
------------------------------	------------------------------

**Description**

Process audio longer than 30 seconds in chunks.

**Usage**

```
transcribe_long(
  file,
  model,
  tokenizer,
  config,
  language,
  task,
  device,
  dtype,
  verbose
)
```

**Arguments**

file	Audio file
model	WhisperModel
tokenizer	Tokenizer
config	Model config
language	Language
task	Task
device	Device
dtype	Dtype
verbose	Verbose

**Value**

Combined transcription result

---

whisper\_attention      *Whisper Encoder*

---

**Description**

Transformer encoder for processing mel spectrograms. Multi-Head Self-Attention

**Usage**

```
whisper_attention(n_state, n_head)
```

**Arguments**

n_state	Hidden dimension
n_head	Number of attention heads

<code>whisper_config</code>	<i>Whisper Model Configurations</i>
-----------------------------	-------------------------------------

### Description

Get configuration for a Whisper model variant.

### Usage

```
whisper_config(model = "tiny")
```

### Arguments

model	Character. Model name: "tiny", "base", "small", "medium", "large-v3"
-------	----------------------------------------------------------------------

### Value

List with model configuration parameters

### Examples

```
# Get tiny model configuration
cfg <- whisper_config("tiny")
cfg$n_mels
cfg$n_audio_layer

# Compare model sizes
whisper_config("tiny")$n_text_layer
whisper_config("large-v3")$n_text_layer
```

<code>whisper_decoder</code>	<i>Text Decoder</i>
------------------------------	---------------------

### Description

Full Whisper decoder: token embedding + positional embedding + transformer layers.

### Usage

```
whisper_decoder(n_vocab, n_ctx, n_state, n_head, n_layer)
```

### Arguments

n_vocab	Vocabulary size
n_ctx	Maximum context length
n_state	Hidden dimension
n_head	Number of attention heads
n_layer	Number of transformer layers

---

whisper\_decoder\_layer *Whisper Decoder*

---

## Description

Transformer decoder with cross-attention to encoder outputs. Decoder Layer Pre-norm transformer decoder layer with self-attention and cross-attention.

## Usage

```
whisper_decoder_layer(n_state, n_head)
```

## Arguments

n_state	Hidden dimension
n_head	Number of attention heads

---

whisper\_device *Device and Dtype Management*

---

## Description

Utilities for managing torch devices and data types. Get Default Device Returns CUDA device if available, otherwise CPU.

## Usage

```
whisper_device()
```

## Value

torch device object

## Examples

```
if (torch::torch_is_installed()) {  
    device <- whisper_device()  
    device$type  
}
```

<code>whisper_dtype</code>	<i>Get Default Dtype</i>
----------------------------	--------------------------

### Description

Returns float16 on CUDA, float32 on CPU.

### Usage

```
whisper_dtype(device = whisper_device())
```

### Arguments

<code>device</code>	torch device
---------------------	--------------

### Value

torch dtype

### Examples

```
if (torch::torch_is_installed()) {
    dtype <- whisper_dtype()
    dtype
}
```

<code>whisper_encoder</code>	<i>Audio Encoder</i>
------------------------------	----------------------

### Description

Full Whisper encoder: Conv stem + positional encoding + transformer layers.

### Usage

```
whisper_encoder(n_mels, n_ctx, n_state, n_head, n_layer)
```

### Arguments

<code>n_mels</code>	Number of mel spectrogram bins
<code>n_ctx</code>	Maximum context length (1500 for 30s audio)
<code>n_state</code>	Hidden dimension
<code>n_head</code>	Number of attention heads
<code>n_layer</code>	Number of transformer layers

---

**whisper\_encoder\_layer** *Encoder Layer*

---

**Description**

Pre-norm transformer encoder layer.

**Usage**

```
whisper_encoder_layer(n_state, n_head)
```

**Arguments**

n_state	Hidden dimension
n_head	Number of attention heads

---

**whisper\_lang\_token** *Get Language Token ID*

---

**Description**

Get Language Token ID

**Usage**

```
whisper_lang_token(lang = "en", model = "tiny")
```

**Arguments**

lang	Two-letter language code (e.g., "en", "es", "fr")
model	Model name for correct token IDs

**Value**

Token ID for the language

---

<code>whisper_model</code>	<i>Whisper Model</i>
----------------------------	----------------------

---

**Description**

Full Whisper model combining encoder and decoder. Whisper Model Module

**Usage**

```
whisper_model(config)
```

**Arguments**

<code>config</code>	Model configuration
---------------------	---------------------

---

<code>WHISPER_SAMPLE_RATE</code>	<i>Audio Preprocessing for Whisper</i>
----------------------------------	----------------------------------------

---

**Description**

Convert audio files to mel spectrograms for Whisper input. Whisper Audio Constants

**Usage**

```
WHISPER_SAMPLE_RATE
```

**Format**

An object of class `integer` of length 1.

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<code>whisper_special_tokens</code>	<i>Special Token IDs</i>
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---

**Description**

Get special token IDs for a Whisper model. Token IDs differ between model variants (e.g., large-v3 has extra language tokens).

**Usage**

```
whisper_special_tokens(model = "tiny")
```

**Arguments**

model            Model name (default: "tiny")

**Value**

Named list of special token IDs

---

whisper\_tokenizer      *Whisper BPE Tokenizer*

---

**Description**

Byte-pair encoding tokenizer for Whisper models. Create Whisper Tokenizer Load or create a Whisper tokenizer from HuggingFace vocab files.

**Usage**

```
whisper_tokenizer(model = "tiny")
```

**Arguments**

model            Model name for vocab lookup

**Value**

Tokenizer object (list with encode/decode functions)

**Examples**

```
# Load tokenizer (requires prior model download)
if (model_exists("tiny")) {
  tok <- whisper_tokenizer("tiny")
  tok$encode("Hello world")
  tok$decode(c(50258, 50259, 50359, 50363))
}
```

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