College Enquiry ChatBot using Artificial Intelligence

Swara Patil

Assistant Professor, Department of Computer Science

SDSM College, Palghar, Maharashtra, India

Abstract*: Chatbot permit customers to go into instructions and obtain textual content and textual content-to-speech responses. Machines have the understanding to become aware of sentences and make their personal choices in reaction to queries. When chat bot era is included with famous internet services, it's far secure to use. Machines have the understanding to become aware of sentences and make their personal choices in reaction to queries. Answers are given with the aid of using matching sentences entered with the aid of using the consumer. Users can ask questions on college sports and occasions through chat bots, and may make inquiries without being bodily on the college. The device responds as though an actual individual have been speak me to the consumer with a powerful graphical her consumer interface. Natural language processing strategies are used to tokenize, analyze, filter, and rank content.*

Keywords: ChatBot, Natural Language Processing, Machines.

I. INTRODUCTION

Develop a college research chat bot with artificial intelligence. Chat bots answer a variety of questions and helps students stay up to date with college activities. The system is based on artificial algorithms that analyze user requests and understand user messages. It is a web application that answers students' questions. The system is built using artificial intelligence, and provides appropriate responses to user queries. A user can ask her questions based on university related activities and events. Users do not have to attend college directly. The system examines the question and provides the answer to the user. The system answers queries using an effective graphical user interface as if a real person were chatting with the user. Students must be logged into the system. After logging in, students have access to the chat bot. Students can ask questions based on cultural activities, holidays, etc. This allows students to obtain information such as university rankings, available services, the university environment, updates on on-campus activities, and other academic information. Pattern-based responses are presented to users to answer their queries. There are many applications aimed at stimulating human speech, including human appearance. This paper describes an approach to ideas that identify key facts in texts describing the lives (including personalities) of historical figures in order to build a conversational agent that can be used in middle school CSCL scenarios.

II. OBJECTIVES

Develop a database to store all relevant information regarding questions, answers, keywords, logs and feedback. Develop keyword matching and string distance comparison algorithms and combine them to get the best possible answer. Development of a web interface intended to give potential students and their families the opportunity to ask questions and receive compelling answers via chat bots.

III. LITERATURE REVIEW

The proposed system consists of three modules: Student, Guest User, and Admin. The Student module allows users to register and login to the system. He/she can enter the question. This means you can send questions to chat bots and chat bots while helping the user by replying her to this query. He/she can view results, receive her notifications about exams, and opt out of the system. The Guest module allows a user to directly make requests and login to the system without her registration. The admin module allows the user to log into her system. He/She can enter

exam dates in the system so that students can receive notifications about exams and unenrolled from the system. Finally, he can add question data to the chat bot using a dialog flow. The purpose of this system is to help the student keep up to date with the activities of her college

IV. METHODOLOGY

The proposed system consists of three modules: Student, Guest User, and Admin. The Student module allows users to register and login to the system. He/she can enter the question. This means you can send questions to chat bots and chat bots while helping the user by replying her to this query. He/she can view results, receive her notifications about exams, and opt out of the system. The Guest module allows a user to directly make requests and login to the system without her registration. He/She can chat anonymously with. The admin module allows the user to log into her system. He/She can enter exam dates in the system so that students can receive notifications about exams and unenrolled from the system. Finally, he can add question data to the ChatBot using a dialog flow. The purpose of this system is to help the student keep up to date with the activities of her college. The main goal of this project is to reduce the workload of the university's office staff and improve response time to user requests. When a student visits their website, first a registration takes place, then she can visit's contact section and ask the ChatBot. Chat bots store information in the form of templates in the database. SQL is used for database processing. The input query is tokenized, section.
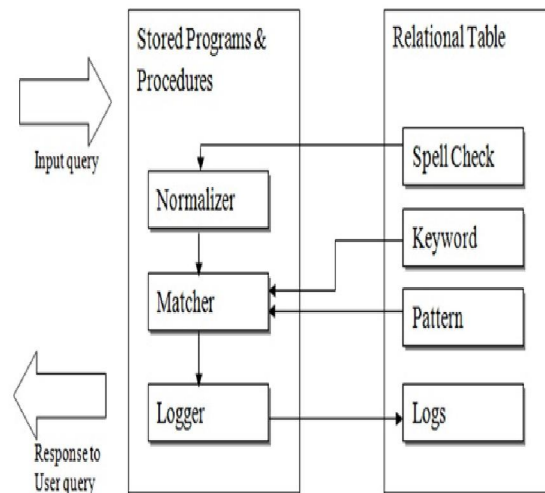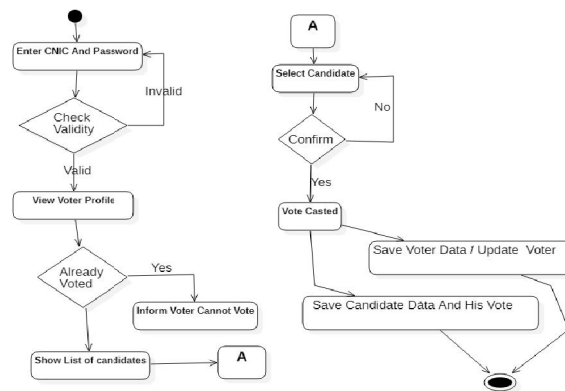

Figure 1: Activity Diagram

Figure 2: Activity Diagram (User)

V. ALOGRITHM

Support Vector Machine is a simple algorithm that every engineer should have. Most systems prefer support vector machines as they provide significant accuracy with minimal computing power. The Support Vector Machine (SVM for short) can be used for both the regression function and the classification function. However, it is often used for distribution. The goal of the support vector machine algorithm is to find a hyperplane in N-dimensional space (N - number of points) that uniquely separates the data points.

There are many possible hyperplanes by separating the two classes of data points. Our goal is to find the class with the largest margin, i.e. the furthest distance between the data points in the two classes. Maximizing the edge distance provides some gain so that future data points can be separated more easily.

A hyperplane would be a two-dimensional plane. It becomes difficult to see when the number of features exceeds the support vectors, which are information points near the hyperplane that affect the position and orientation of the hyperplane. We use support vectors to maximize the edges of the distribution. Remove support vectors to change the position of the hyperplane. These are the items that help create SVM

STEPS

Step 1: Get Started

Step 2: Get the user query. (INPUT)

Step 3: Process the query. Use preprocessing techniques to remove stop words such as "are", "that".

Step 4: Extract the remaining keywords from the query.

Step 5: Match the extracted keywords with keywords in the knowledge base and provide corresponding answers.

Step 6: Return the query response to the user as output.

Step 7: End

VI. CONCLUSION

The proposed system is based on a natural language processing algorithm used to identify relevant answers to questions submitted by users. You must develop a database to store all relevant data and develop a user interface. The developed web interface consists of three parts. One for students, guest users and one for administrators. A database has been developed to store information about questions, answers, feedback, keywords, and logs.

REFERENCES

[1] Emanuela Haller und TraianRebedea, „Designing a Chat-bot that Simulates a Historical Figure", IEEE Conference Publications, Juli 2013.

[2] Maja Pantic, Reinier Zwitserloot und Robbert Jan Grootjans, Introduction Artificial Intelligence Using a Simple Agent Framework," IEEE Transactions On Education, Vol. 3, No. 48, Nr. 3, August 2005.

[3] Stephen Crown, Arturo Fuentes, Robert Jones, ANN G. NEERING: INTERACTIVE CHATBOT TO MOTIVATE AND ENGAGE INGENIEURSTUDENTEN, AC: 2010.

[4] Sameera A. Abdul-Kader, Dr. John Woods, Survey Design Techniques in Speech Conversation Systems, International Journal of Advanced Computer Science and Applications, Vol. 3, no. 6, No. 7, 2015.

[5] B. R. Ranoliya, N. Raghuwanshi and S. Singh, "College-Related FAQ Chatbots," International Conference 2017, Advances in Computing, Communication and Informatics (ICACCI), Udupi, 2017.

[6] SagarPawar, OmkarRane, OjasWankhade, Pradnya Mehta, "Developing Websites Using College Chatbots", International Journal of Innovative Research in Science, Engineering and Technology, Vol. 3, no. 7, Ausgabe 4, April 2018.

[7] Amey Tiwari, Rahul Talekar, Prof. Dr. A.K.S.M.Patil、「College Information Chat Bot System International Journal of Engineering Research and General Science Band 5、Ausgabe 2、März-April、2017