

Chatbot System for Collage FAQ's Using Artificial Intelligence

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Abstract—A chat larva (also called a talk Bot, chatterbox, Artificial informal Entity) may be a worm that conducts a oral communication via sensory system or matter ways. Such programs are usually designed to convincingly simulate however an individual's would have as a conversational partner, there by passing the Turing test. Chat bots are typically employed in dialog systems for numerous sensible functions as well as client service or information acquisition. Chatbot are often integrated into the dialog systems of ,for example, automated online assistants, giving them the ability of, for example, small talking or engaging in casual conversation sun related to the scopes of their primary expert systems. College Enquiry Chat Bot project will be built using artificial intelligence algorithms. That will analyze users queries and understand users message. This system will be a web application which can give answers to the queries of the scholars. Students can simply ought to choose the class for the department queries then raise the question to the larva which will be used for chatting. computer science are accustomed answer the scholars queries. The student will get the appropriate answers to their queries. The answers will be provide mistreatment the inbuilt computer science algorithms. Students won have to travel to the college to make the enquiry. The system replies using ineffective Graphical user interface which suggests that as if a true person is reprehension the user. The user simply must register himself to the system and must login to the system. once login user will access to the various she ping pages Various helping pages has the both rough which the user can chat by asking queries related to college activities. The system replies to the user with the help of effective graphical user interface. The user can query about the college related activities. Through on-line with the assistance of this internet application. The user will question school connected activities such as date and timing of annual day, sports day, and other cultural activities. This system helps the student to be updated about the college activities.

I. INTRODUCTION

In proposed system User and developer will do the registration. Developer will login to the system and upload the application. After that user will login and search for the application. User will see the applying uploaded by the developer. once finding application which user want to down load user will go for search rank fraud detection and then he can check the malware within the application. once users satisfaction user can transfer the application.

II. LITERATURE SURVEY

1. College Enquiry ChatBot

This System will be a web application which provides answer to the query of the student very effectively. Students just have to put their query to the bot which is used for chatting. The system will use the artificial intelligence algorithms to give appropriate answers to the user. If the answer is found invalid, then some system to declare the answer as invalid can be incorporated. These invalid answers can be deleted or modified by the admin of the system. The student will not have to go to the college for enquiring something. Student can use the Chabot to get the answers to their queries. Students can use this web based system for making enquiries at any point of time. This system may help students to stay updated with the college activities.

2. CollegeChat-bot system provides appropriate answers as per user queries.

The User can query any college related activities through the system. The user does not have to personally go to the college for enquiry. The System analyses the question and the n answers to the user. The system answers to the query as If it is answered in person. With the help of artificial intelligence, the system answers the query asked by the students. The system replies using an effective Graphical User Interface, as if a real person is talking to the user. The user just has to register himself to the system and has to login to the system. After logging in the user has access to the various helping pages. The user can query college related activities such as date and timing of annual day, sports day, another cultural activities. The system replies to the user with the help of effective graphical user interface. The user can query about the college related activities online with the help of this web application.

3. College Information Chat Bots stem

A CHATBOT is an artificial person, animal or other creature which holds conversations with humans. This could be a text based (typed) conversation, a spoken conversation no reven an on-verbal conversation. Chabot can run on local computers and phones, though most of the time it is accessed through the internet. Chabot's typically perceived as engaging software entity which humans can talk to. It can be interesting, inspiring and intriguing. It appear sever y where, from old ancient HTML pages to modern advanced social networking

4. College Enquiry ChatbotUsing A.L.I.C.E

In this paper, apropos carried on to explain the design of a Chabot specifically tail or easing application which is going to help new students to solve all the problems they face and the questions which arises in their mind during and after the admission. In particular the propos a l investigates the implementation of ALICE chat bot system as an application named as college enquiry chat bot. A keywords-based human- computer dialog system makes it possible that the user could chat with the computer using a natural language, i.e. in English.

5. System makes computer program designed to simulate an intelligent conversation with one or more human users. We sometimes pass our time by chatting with different chatterboxes available on internet, so to make one of them was in deed an interest in idea.

Future Scope

Currently, unstructured P2P networks file query method is based on either flooding where the query is propagated to all the nodes neighbors or random walkers where the query is forwarded to randomly chosen neighbors until the file is found. However, flooding and random walkers cannot guarantee data location. Structured P2P networks i.e., Distributed Hash Tables (DHTs), can overcome the drawbacks with their features of higher efficiency, scalability, and deterministic data location.

III. PROPOSED SYSTEM

InproposedsystemUseranddeveloperwilldotheregistration.Developerwilllogin tothesystemanduploadtheapplication.Afterthatuserwilllogina ndsearchforthe application. User can see the application uploaded by the developer. After finding applicationwhichuserwanttodownloaduserwillgoforsearchchra nkfrauddetection and after that he will check the malware in the application. after users satisfaction user will download theapplication.

SYSTEM SPECIFICATION

Hardware Requirements

Processor : Pentium IV
 Speed : 1.1 GHz.
 Hard Disk : 40 GB.
 Monitor :15VGA Colour.
 Mouse : Logitech.
 Ram : 256 Mb.

Software Requirements:

Operating system : Windows XP
 Professional/7/LINUX.
 Front End :JAVA,RMI,
 Swing(JFC)
 Programming Language : JAVA/J2EE

Database : MYSQL
 IDE : Eclipse

System Architecture.

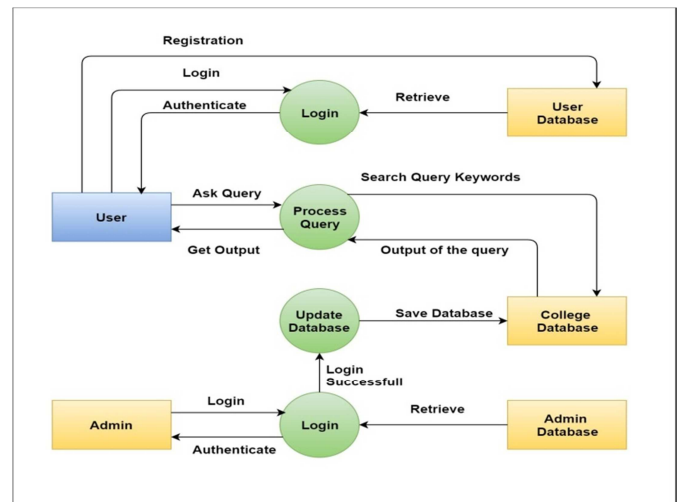


Figure: System Architecture of Proposed System

Proposed System

Mobile users progressively find each other in distinctive types of networking surroundings, comprising from globally associated networks like as cellular networks or the Internet to the completely abrupt networks of stand-alone mobile appliances, environments that encourage distinctive forms of connection. Because of mobility, communication links among mobile nodes are transient and quickly connected, thus blocking a progressive endtoend path among a source and a destination.

Algorithms

Apriori Algorithm for association in data mining
 Require: A linearly separable set S, learning rate 1: $w_0 = 0$; $b_0 = 0$; $k = 0$;
 2: $R = \max(x_i)$
 3: while at least one mistake is made in the for loop do 4: for $i = 1, \dots, l$ do
 5: if $y_i(j - w_k, x_i(j) + bk) > 0$ then 6: $w_{k+1} = w_k + \eta y_i x_i$
 7: $b_{k+1} = b_k + \eta y_i R$ 8 : $k = k + 1$
 9:endif
 10:endifor
 11:endwhile
 12: Return w_k, b_k , where k is the number of mistakes
 Support Vector Machine Algorithm for data mining
 SVM could be as supervised machine learning algorithmic program which might be used for classification or regression issues. It uses a way known as the kernel trick to rework your knowledgesosupportedthesetransformationsitfindsassoc iateoptimumboundary between the doable outputs.
 1: Initialize $y_i = YI$ 2: REPEAT

3: compute SVM solution w, b for data set with imputed labels
4: compute outputs $f_i = hw, x_i + b$ for all x_i in positive bags

5: set $y_i = \text{sgn}(f_i)$ for every $i, YI = 1$
6: FOR (every positive bag BI)

7: IF ($P=1$)

8: $i(1 + y_i)/2 == 0$

9: compute $i^* = \arg \max_i |f_i|$ 10: set $y_i = 1$

11:END

12: END

13: WHILE (imputed labels have changed) 14: OUTPUT (w, b)

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7. r be the rank assigned to l based user request.

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