

Assignment 4

Using Generative AI APIs

Due: 31st March 23 04:59 pm

Submission:

1. Github Repo Link
2. 10 min video recorded demo

Project summary:

You intend to build a Meeting Intelligence Application. To test it, you will record 4, 10 min long meetings and use Whisper and GPT 3.5 APIs integrating with Streamlit and Airflow. A reference architecture is shown below. Note that Once you record a mp3 file of the meeting, you will use the Whisper API to convert to transcript. Review the transcript and comment on the quality of voice-to-text.

Use the transcripts with GPT 3.5 to build a Query engine, try out different tasks.

See [https://platform.openai.com/examples for inspiration](https://platform.openai.com/examples/for%20inspiration).

[See below for a summarization example.](#)

<https://bigcodegen.medium.com/transcribing-youtube-video-using-whisper-for-gpt-3-text-summarization-ad80dfcba9ed>

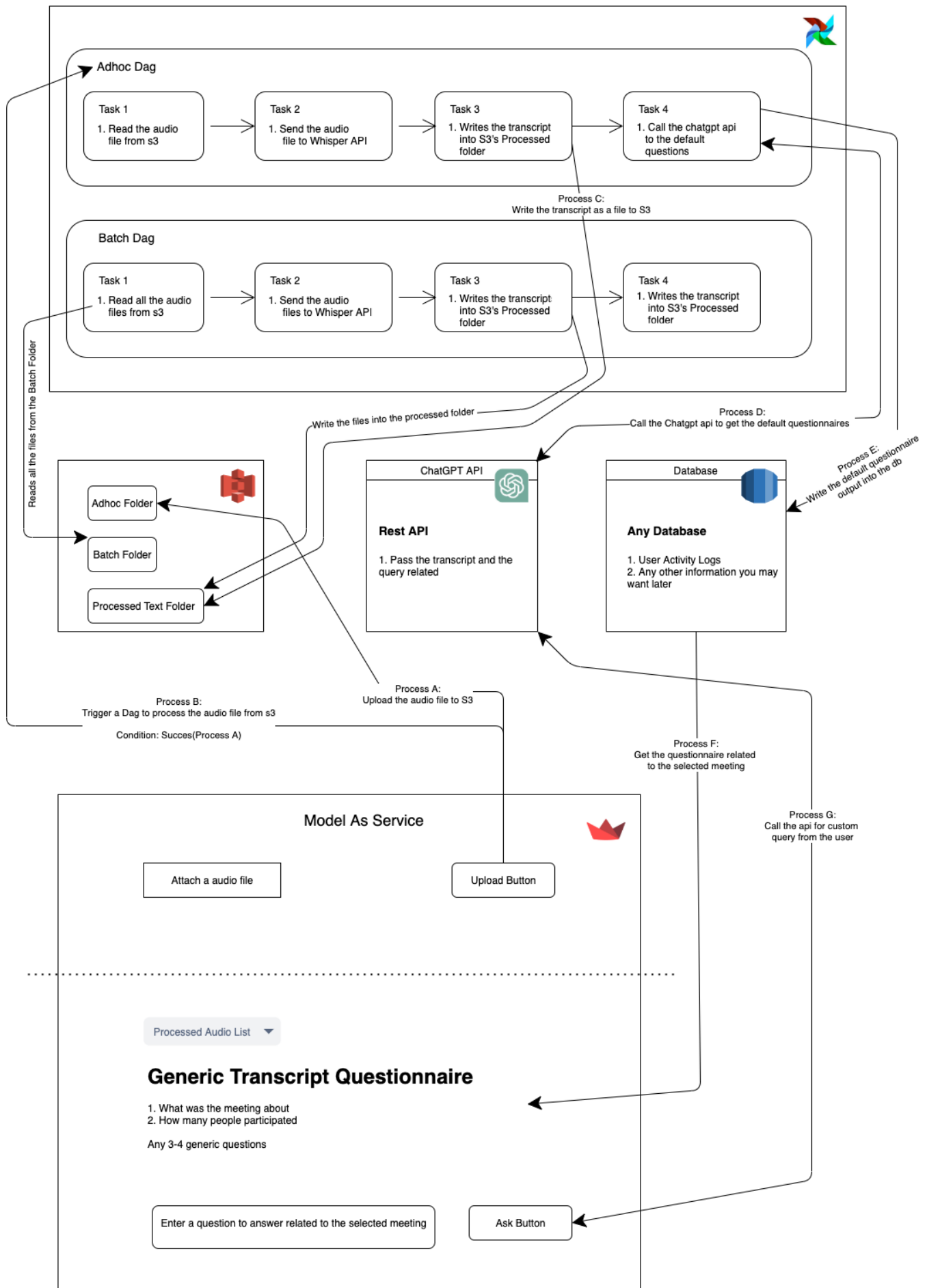
Implement a Streamlit app to illustrate the workflow

Implement and automate it with Airflow (See ref architecture below)

Grading Percentage:

1. Airflow - 40 points
2. Streamlit - 20 points
3. Deployment on cloud - 10 points
4. Architecture diagram - 10 points
5. Github Repo structure - 10 points
6. Codelsb documentation - 10 points

Process Workflow:



Whisper APIs

1. Documentation¹
2. Pass on the audio media file into text (See <https://whisper-openai.vercel.app/> or <https://replicate.com/openai/whisper> for examples)

Chat APIs

1. Documentation²
2. Pass on the questions along with the meeting transcript

Airflow

1. Airflow has 2 dags
 - a. adhoc process - Can be triggered using REST API calls³
 - b. batch process - scheduled using cron
2. The process related to converting audio file into text and answering the generic questionnaire

Streamlit

1. Upload a audio file to S3
2. Select a meeting from a list of processed meetings
3. A prompt to ask any question related to the selected meeting
4. Application design to be stateless, ie no data stored within the streamlit application

Other Deliverables

1. All application should be deployed on cloud and accessible to public (No localhost)
2. Links to Streamlit / Fastapi / Airflow / Codelab docs in the github README.md file
3. Use Github Issues to log a bug⁴ / conversation⁵ on your peer repository, following respective templates.
4. Fix for bug should be done using PR's and tagging the the issues⁶
5. Donot publish your virtual environments / API key on github.

Cloud Services:

Free to choose any cloud platform or services type

Examples

Airflow - Cloud Composer⁷

Database - RDS⁸ or Cloud SQL⁹

Streamlit - Streamlit Cloud or Cloud Run¹⁰

¹ <https://platform.openai.com/docs/api-reference/audio>

² <https://platform.openai.com/docs/api-reference/chat>

³ <https://airflow.apache.org/docs/apache-airflow/stable/stable-rest-api-ref.html>

⁴ https://github.com/stevemao/github-issue-templates/blob/master/bugs-only/ISSUE_TEMPLATE.md

⁵ https://github.com/stevemao/github-issue-templates/blob/master/conversational/ISSUE_TEMPLATE.md

⁶ <https://docs.github.com/en/issues/tracking-your-work-with-issues/linking-a-pull-request-to-an-issue>

⁷ <https://cloud.google.com/composer>

⁸ <https://aws.amazon.com/rds/>

⁹ <https://cloud.google.com/sql>

¹⁰ <https://cloud.google.com/run>

Additional notes:

1. Required attestation and contribution declaration on the GitHub page:

Compute Engine - Run all services in a virtual machine self-managed

Presentation to cover the following:

1. Current architecture diagram
2. Demo of the application
3. S3 bucket design
4. Airflow Dags task
5. Whisper and ChatGPT api call processes

WE ATTEST THAT WE HAVEN'T USED ANY OTHER STUDENTS' WORK IN OUR ASSIGNMENT
AND ABIDE BY THE POLICIES LISTED IN THE STUDENT HANDBOOK

Contribution:

- member1: 25%
 - member2: 25%
 - member3: 25%
 - member4: 25%
2. Keep your repository private until the submission. In case of plagiarism both the team would be equally held responsible.
 3. Make sure you do not push anything to your GitHub after submission date even the readme.md. Work on a bug fix branch in case you want to.
 4. Create a Codelab document describing everything you did. In your GitHub you should have a readme.md files which would tell what all things are there in this GitHub repository.
 5. In case you are unable to present in class, the recorded video would be used for grading.