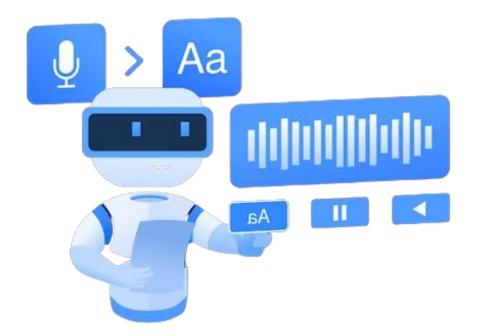


# IT20259266 | Ranasinghe P.R.K.U

Software Engineering

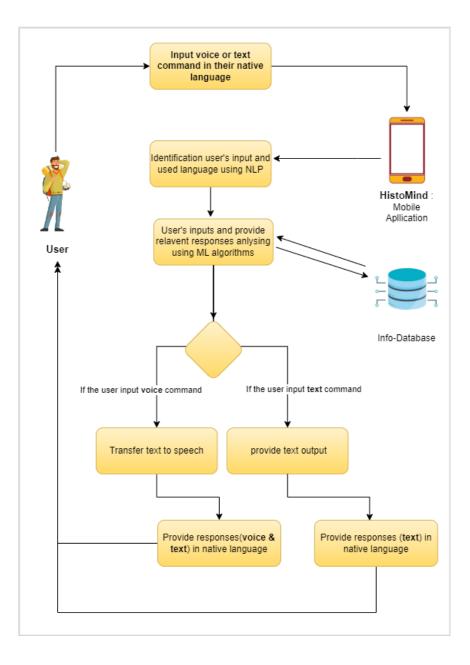


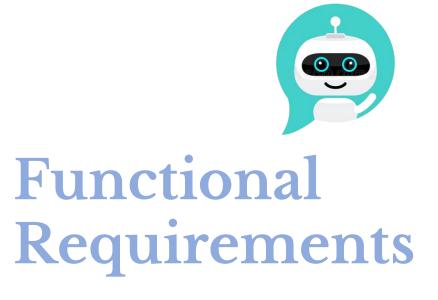
# Al-Based Chatbot for Native Speakers

#### Research Problem

- ✓ The Sri Lankan economy heavily depends on tourism, with historical sites being major attractions.
- ✓ Language limitations pose difficulties for tourists in interacting with locals and obtaining accurate information about historical sites.
- ✓ Lack of information in languages like German and Tamil, commonly used by tourists visiting Sri Lanka.
- ✓ Existing information in widely spoken languages like English does not cater to the diverse range of visitors.

# User Flow Diagram





- Language Recognition The chatbot should be able to differentiate between different userspoken languages.
- Intent Recognition The chatbot needs to understand what the user wants and respond accordingly.
- Knowledge Management The chatbot needs to save and retrieve information from a database to give accurate responses
- Error handling The chatbot should handle errors well and provide feedback to users.
- TESTING- The system shall undergo regular testing to improve its performance and usability

# **Current Progress**

Create a Language Identification Model using sample dataset(English, German)

> Create Mobile User Interfaces

➤ Gathered voice datasets for creating a Voice Recognition Model

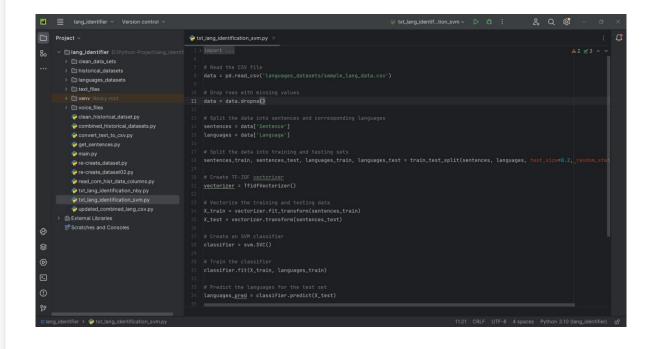


# Methodology

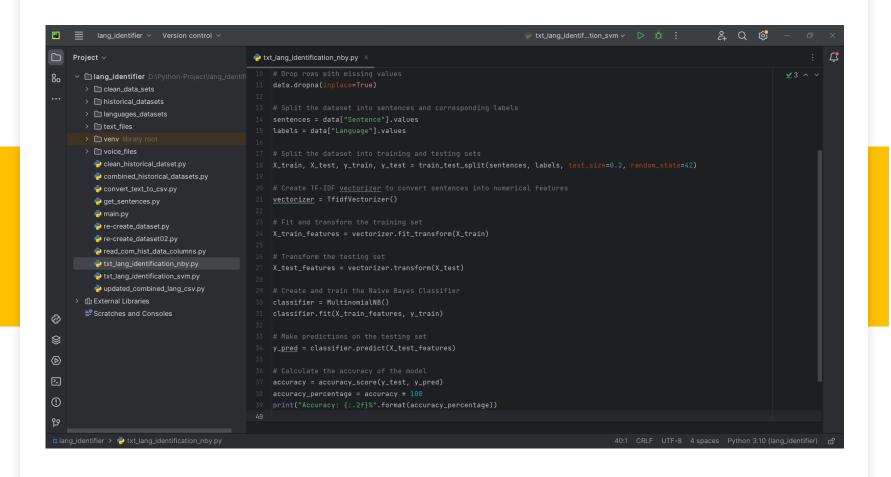
- ➤ Data Collection: Collect and prepare a dataset of tourist questions and answers related to historical places and landmarks in various languages.
- Model Development: Train and optimize an AI-based chatbot model using NLP and ML techniques on the collected dataset.
- Integration: Integrate the trained model into a mobile application, allowing tourists to speak or type in their native language, which the chatbot will recognize automatically.

- ➤ **Testing:** Conduct thorough testing of the chatbot's functionality and accuracy to ensure it provides accurate and helpful responses to tourist inquiries.
- Deployment: Deploy the mobile application with the AI-based chatbot to make it available to tourists and other users, with regular updates and improvements based on user feedback.

# Training the dataset - SVM



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# Training the dataset - Naive Bayes Classifier

## Challenges and Risk Mitigation



- ➤ Collect a substantial amount of data for the dataset.
- ➤ Language Limitations : language processing and translation accuracy
- ➤ Speech Recognition: variations in accents, background noise, and speech clarity
- > Training the sample model.

### **Future Work**

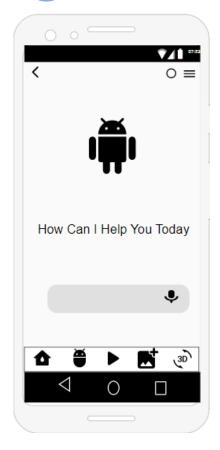
#### For 90% Progress Presentation

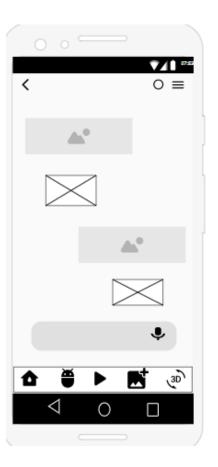
- ✓ Increase the model accuracy level by using a large dataset.
- ✓ Complete the Backend.
- ✓ Complete the Front-End using Flutter.

#### **For Final Presentation**

- ✓ Integrate the component with other team members.
- ✓ Complete running app.

# Interface Designs





# Tools & Technologies



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# **Gantt Chart**

esearch Project Tasks	Milesonia Residente	Door Date		· 2023												
			Nov	Dec	ian:	Feb	Mar	Apr	May	Jun	July	Aug	Sep	000	Nov	Dec
roject Topic Selection & Supervisor Selection		13-Nov			_		_	-	-	-	_	_	-	-	-	_
Supervisor Selection	1.1	Nov-Jan					_									_
Interest Discussion	1.2	Nov - Jan														
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Resources Evaluation	2.3	Jan - Feb														
opic Assestment Form	3	13-feb	1													
roject Charter Submission	4	14-Mar														
roject Charter Confirmation Submission	5	15-Mar						91								
roject Proposal Report(Draft)	6	20-Mar						10								
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Design	8	1-Apr														
Field Study	8.1	2-Apr														
Specification	8.2	3-Apr														
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## **Model Demonstration**







# IT20008178 | PRIYARATNE K.K.M.M

Information Technology



# Functional Requirements

- The system should be able to collect a set of images of historical places from different sources, such as online databases, user submissions, or social media.
- The location should be able to be found by the system. matching the database's information.
- The system should be able to store the images and associated metadata, such as the location and date of the image, to enable future retrieval and analysis.
- Based on user comments and new data, the system should be able to employ methods of machine learning to increase its accuracy and effectiveness over time.

### Research Problem

Our research aims to develop a reliable and accurate image recognition system for identifying and categorizing historical landmarks. We will address challenges such as variations in lighting, historical changes, and cultural differences to create a dependable system that works consistently in real-world contexts.

# **Current Progress**

- Gather dataset for Sigiriya Rock fortress.
- Create Mobile user interfaces.
- Create demo Application using OpenCV.



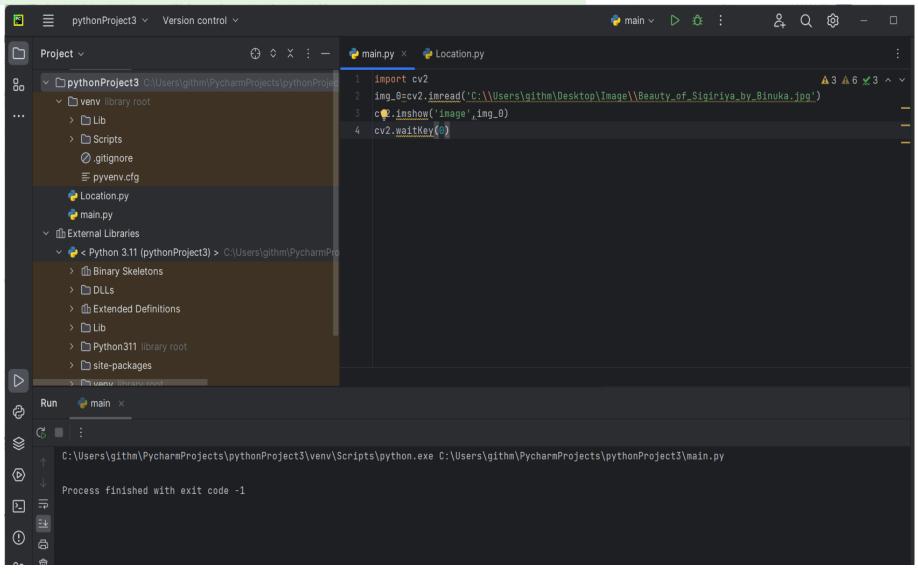
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# Methodology

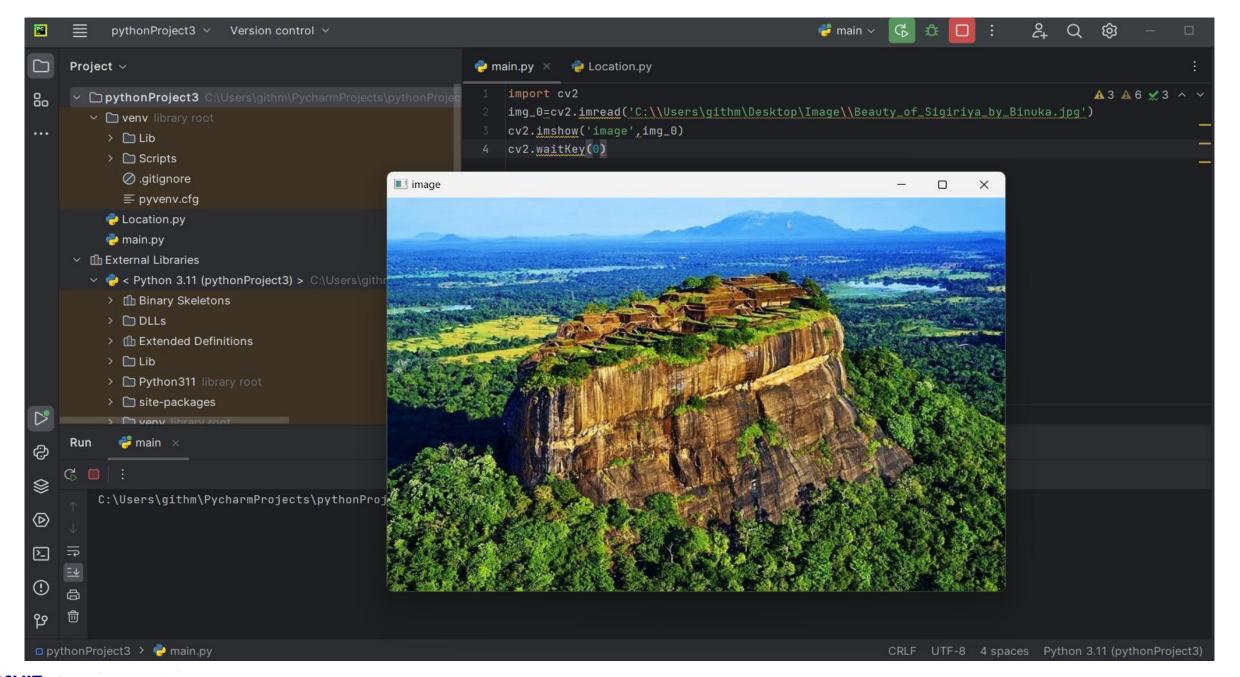
The methodology involves a comprehensive approach to developing an accurate and reliable image recognition system for identifying historical sites and landmarks. This involves various steps including data collection, preprocessing, feature extraction, algorithm development, training and testing, integration, collaboration, and continuous improvement. By following this methodology, researchers can develop a robust system that can contribute to the documentation and preservation of cultural heritage.

#### 4.Out put of the create model





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# Challenges and Risk Mitigation

- Limited and Unjust- Dataset.
- Similar-looking Places.
- Generalization in Unknown Locations



# Future Work

#### For 90% Progress Presentation

- ✓ Increase the model accuracy level by using a large dataset.
- ✓ Complete the Backend.
- ✓ Complete the Front-end using Flutter .

#### **For Final Presentation**

- ✓ Integrate the component with other team members.
- ✓ Complete running app.



# Model Demonstration









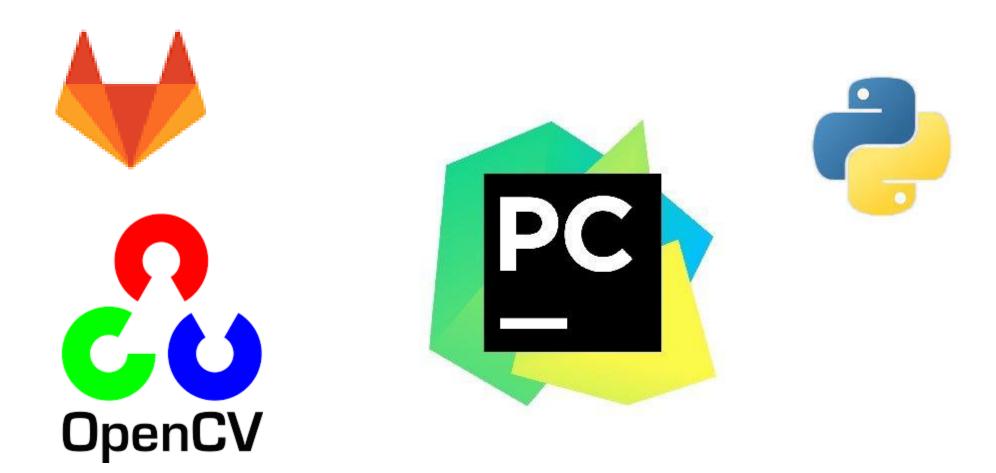
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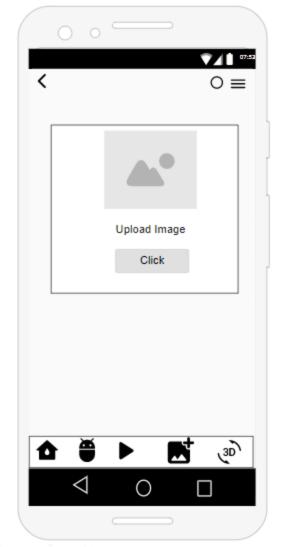
# Technologies to be used

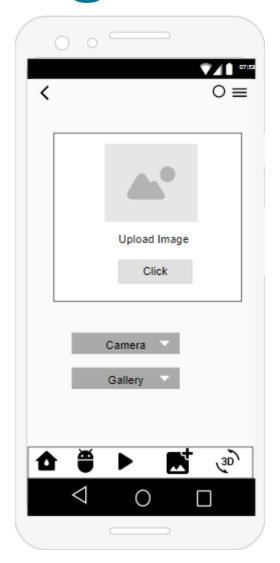
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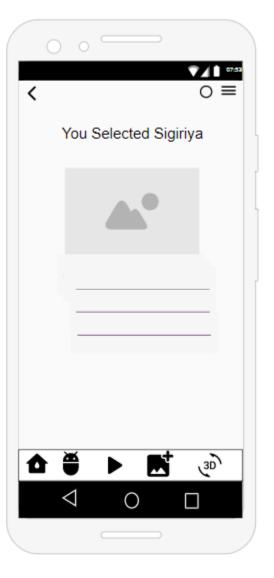




# Interface Designs











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# IT20209520 | Navoda R.C

**Software Engineering** 



#### **Research Problem**

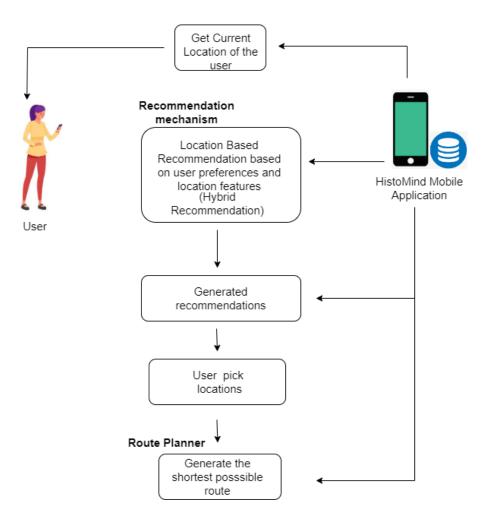
#### Limited software solutions:

Despite the country's rich historical sites, there is a lack of effective software solutions to promote and publicize these attractions to potential tourists. The existing methods are insufficient in leveraging technology to attract visitors.

#### Lack of cost-effective trip planning:

There is currently no comprehensive strategy in place that allows tourists to visit multiple historical sites at a lower cost within a single trip season. This hinders the potential for tourists to explore and experience the diverse cultural heritage of Sri Lanka.

# **User Flow Diagram**





# Location-based recommendation mechanism:

The system should suggest historical places based on the user's current location.

It should also recommend nearby tourism attractions along with historical sites.

The recommendation algorithm should prioritize historical value over popularity.

#### **Route Planner:**

The system should allow users to select multiple historical locations on a map.

It should find the shortest path between all the destinations using an optimal shortest path algorithm.

Effective routing is crucial for efficient trip planning.

User Interface:

#### **User Interface**

- The mobile app should have a user-friendly interface.
- Proposed historical sites and nearby attractions should be displayed on the interface.
- The interface should provide mapping of selected historical locations and show the recommended path, with options for customization.

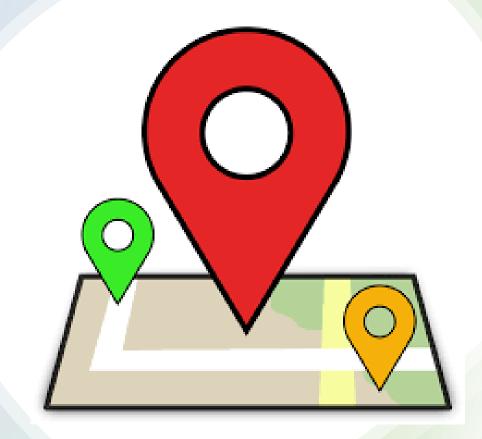
#### **Optimization**

- The system should optimize the shortest path algorithm to reduce computing costs.
- It should consider real-time traffic data to optimize the user's path for efficient navigation.
- Data Management:



## Methodology

- Implement a location-based recommendation mechanism considering the user's current location.
- Prioritize historical value over popularity in the recommendation algorithm.
- Develop a route planner to find the shortest path between selected historical locations.
- Optimize the shortest path algorithm to reduce computing costs.



- Create a user-friendly interface displaying proposed historical sites and nearby attractions.
- Enable customization options for the recommended path in the user interface.
- Ensure data accuracy by updating information on historical sites and tourist attractions.
- Implement effective data management techniques to reduce computational costs.
- Maintain privacy and security of user data through secure storage and transmission.
- Incorporate user authentication and access control in the system.

## **Current Progress**

- Merge the datasets
- > Feature engineering
  - ✓ Distance Calculation
  - ✓ Historical Place Categories
  - ✓ Ratings and Reviews
  - ✓ Historical Place Popularity
  - ✓ Time of Visit
- ➤ Handle categorical variables
- ➤ Normalize or scale the data
- > Split the data
- Data Labeling
- Content-based filtering



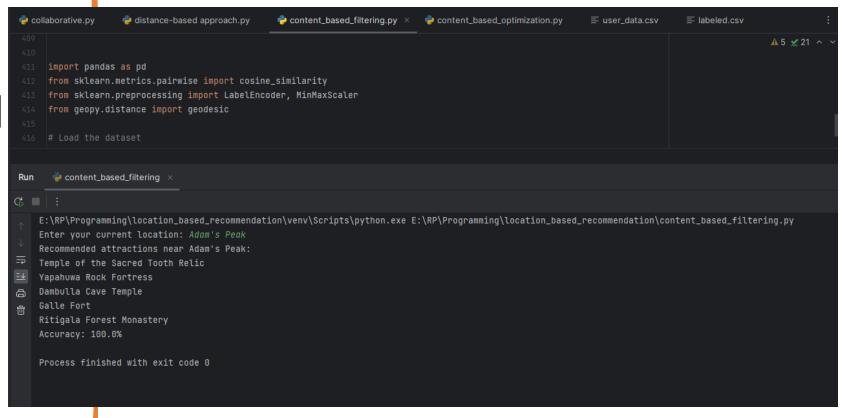
## Optimization the content-based filtering

Instead of calculating distances using a loop, the apply function is used along with *geodesic* to calculate distances between the user's location and all other attractions. This eliminates the need for the distances list.

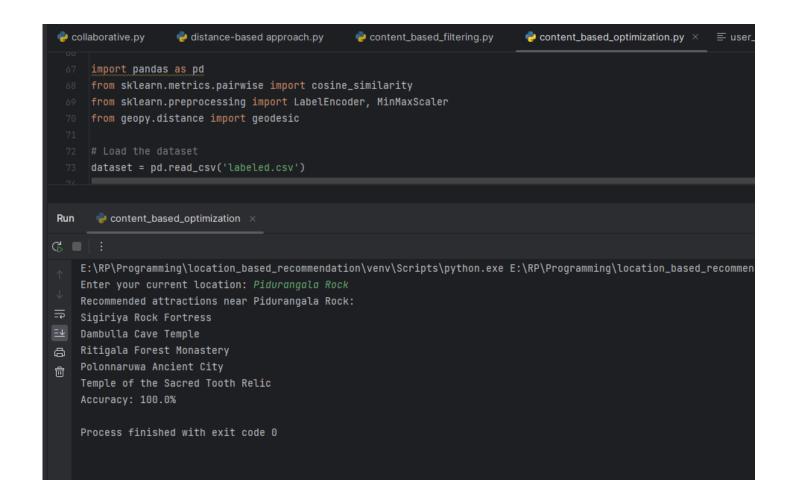
Sorted the attractions directly from the dataset based on distances. This avoids creating a separate list of attractions with distances and sorting it.

Instead of using if conditions and checking duplicates in a *loop*, the attractions are filtered to exclude the user's current location and directly selected the top *n\_recommendations* attractions. This is done using pandas' DataFrame operations, which are more efficient.

Output of the Content-based Filtering



Output of the Contentbased Filtering Optimization



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# Challenges and Risk Mitigation

#### Challenges

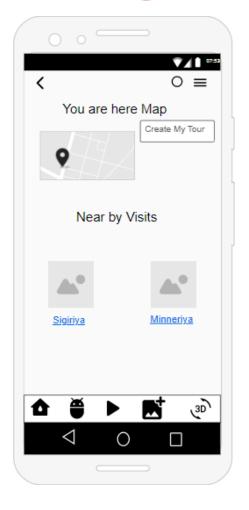
- Data Availability
- Algorithm Complexity
- Scalability
- User Experience

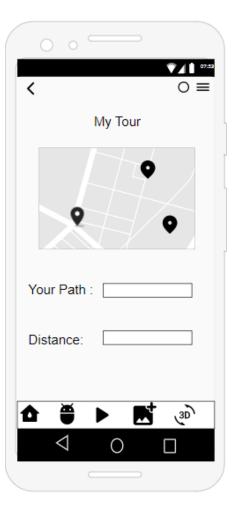


#### **Risk Mitigation**

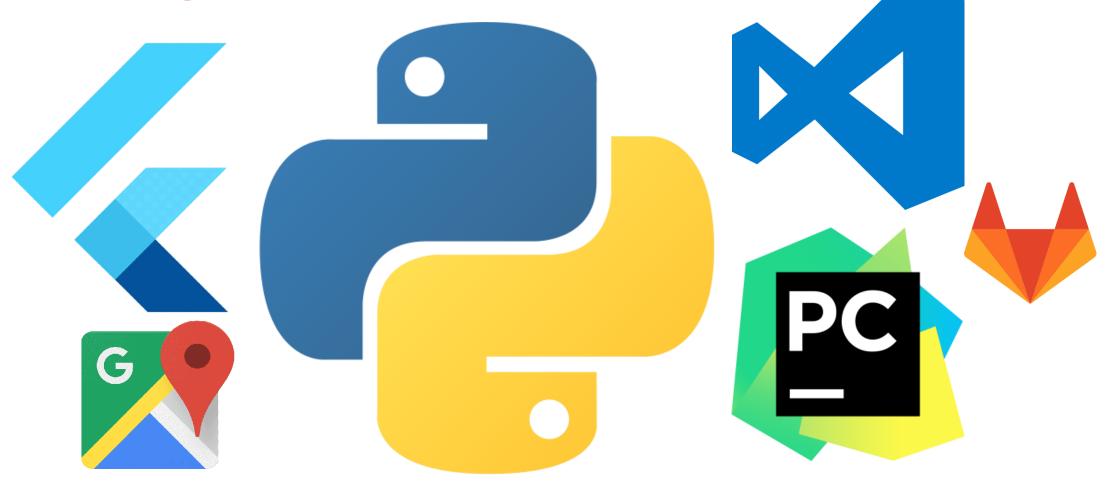
- Data Quality Control
- Algorithm Optimization
- Scalability Planning
- User Testing and Feedback
- Security and Privacy Measures
- Continuous Monitoring and Maintenance

# Interface Designs





## Technologies to be used



### **Future Work**

- For 90% Progress Presentation
- ✓ Increase the model accuracy level by using a large dataset.
- ✓ Ternary recommendation based on the facts
  - popular tourist attractions
  - lesser-known attractions
  - Neutral Recommendations
- ✓ Route planner and the shortest path optimization

#### For Final Presentation

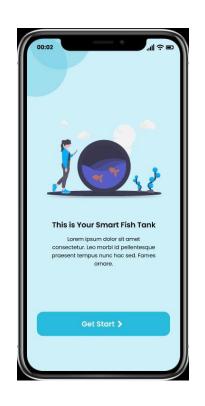
- ✓ Complete the frontend
- ✓ Deployment



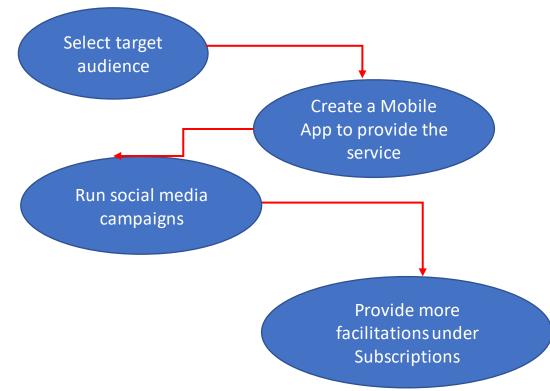
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#### **Commercialization Plan**







#### **Model Demonstration**



