E-LEARNING

ΠΑΝΕΠΙΣΤΗΜΙΟ
ΔΥΤΙΚΗΣ ΑΤΤΙΚΗΣ
UNIVERSITY OF WEST ATTICA

DEPARTMENT OF INFORMATION AND COMPUTER ENGINEERING

PART II WORKSHOP

ARTIFICIAL INTELLIGENCE IN EDUCATION

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CONTENTS

The application 3

The Ollama 3

References 4

Application installation instructions 5

Function and Code Explanations 6

Docker Containerization 6

Dockerfile 6

docker-compose.yml 6

GUI 7

Assets 7

Components 8

Indicative runs 12

Home Page 12

Greeting 12

General question 13

Encyclopedia 13

Mathematics 14

Programming 14

Ethics 14

The app

The goal of this project is to create a simple web page where the user can interact with an LLM running locally on the machine. The model acts as an AI tutor that can help understand various concepts, such as:

Mathematics

Programming

World events

and more

The entire application is containerized , which means that the user does not need to install any dependencies on the machine. By default, the model uses the CPU to generate responses.

The Ollama model

Ollama is a tool that allows the use and management of large language models such as Llama 3, Phi 3 , Mistral , Gemma and Codestral . Users can customize and create their own models. Some of the key features of Ollama include:

1. **Run and manage models:** You can run your models locally and serve them through a local server [1].
2. **Various model support:** It supports importing GGUF models through a Modelfile with the FROM command and the local model folder [4].
3. **Specialized models:** Ollama offers specialized models for specific tasks, such as the Mistral -based Dolphin model , which is great for coding [2].
4. **Open source tool:** It is an open source tool that can be used by developers to explore and develop language models [5].

References

[1] ollama. c o m - Ollama

[2] ollama. com - library

[3] docs.llamaindex.ai - Ollama - Llama 3

[4] github.com - ollama / ollama : Get up and running with Llama 3, Mistral, ...

[5] linkedin . com - Deploying Navarasa-2.0

[6] youtube.com - Design Your Own Ollama Model Now!

Application installation instructions

The application is available for installation in the following repository:

https://github.com/E-Learning- a ka-Uniwa/AI-at-Education

- This app is built using VueJS and Ollama back end .
- The frontend and the backend is containerized
- The user can use only one docker-compose up to run the application
- The default model is phi3:latest
- Users can pull other models using docker exec Ollama Ollama pull <model name>

Function and code explanations

The Ollama model works like OpenAI 's ChatGPT and Google 's Gemini and many other AI models aimed at answering education-related questions.

As for the code, the way the application works has been mentioned in the above, let's see in detail with code explanations:

Docker Containerization

Dockerfile

```
FROM node:lts -alpine

WORKDIR /app

COPY ../package*. json /app

RUN npm install -g http-server

COPY .. / .

RUN npm run build

EXPOSE 8080
CMD [ "http-server" , " dist " ]
```

With a Dockerfile install Node 's npm tool . js where is the base language (JavaScript) used by the framework View . js .

docker -compose.yml

```
services :
  ollama :
    image : ollama / ollama:latest
    container_name : ollama
    ports :
- 11434:11434
    volumes :
- ollama :/root/ ollama
- ./run-ollama.sh:/run-ollama.sh
    pull_policy : always
    tty : true
    restart : always
    entrypoint : [ "/ usr /bin/bash" , "run-ollama.sh" ]
  vueapp :
    image : kand7dev99/kand7dev- projects:ollama -vuejs
    container_name : vue - frontend
    ports :
- 8080:8080

volumes :
  ollama :
```

With docker - compose . yml we define the characteristics of the container that will host our application. Some key features worth detailing are as follows:

- **image :** This is about retrieving the recent version of the image of the ollama model that is available in the repository that hosts ready images from developers (Docker)
- **container _ name :** The name of the container that will host the application locally
- **ports :** The port where the application container will be raised (8080)
- **volumes :** The storage space that will hold all the information of our application

GUI

Assets

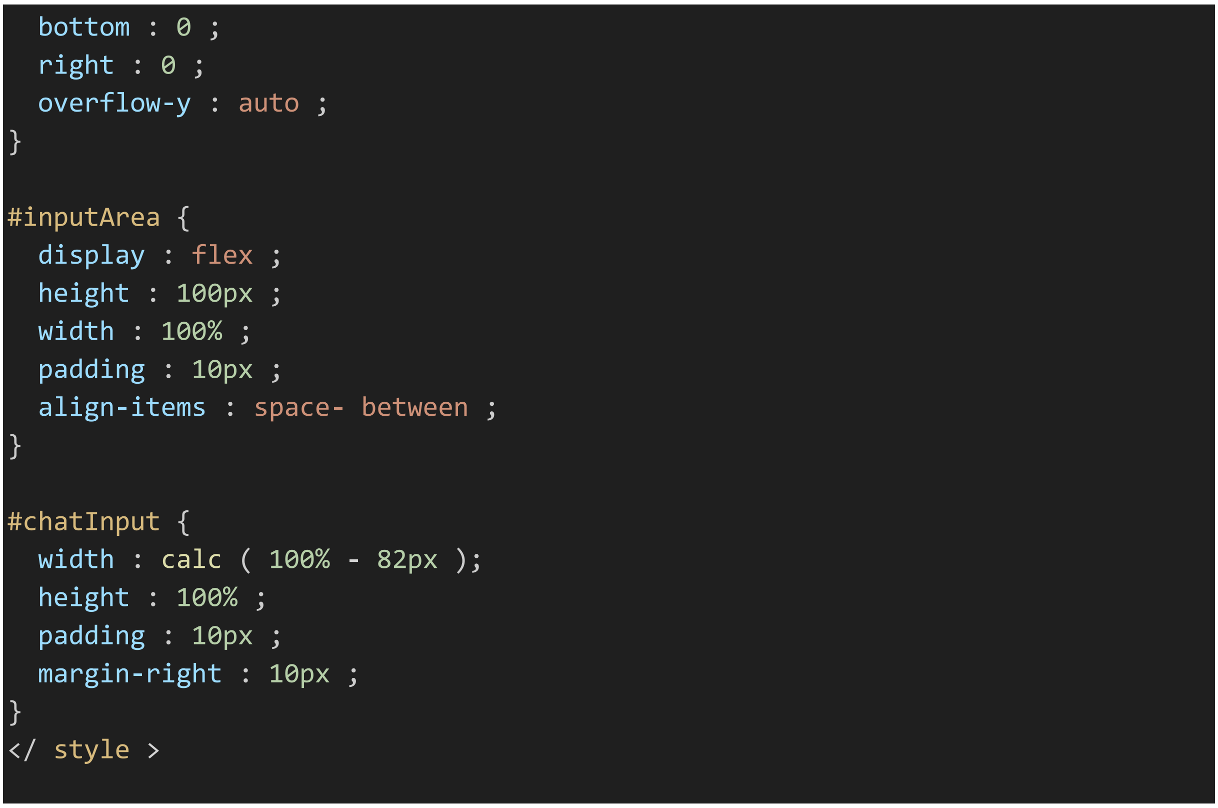
```
@import "./base.css " ;

body {
  display : flex ;
  place-items : center ;
}

#app {
  margin : 0 auto ;
  font-weight : normal ;
  min-height : calc ( 100vh - 16px );
  width : 100% ;
  display : flex ;
}

main {
  width : 100% ;
  min-height : calc ( 100vh - 16px );
}

a
.green {
  text-decoration : none ;
  color : hsla ( 160 , 100% , 37% , 1 );
  transition : 0. 4s ;
  padding : 3px ;
}

@media ( hover : hover ) {
  a:hover {
    background-color : hsla ( 160 , 100% , 37% , 0.2 );
}
}

/* @media (min-width: 1024px) {
body {
display: flex;
place-items: center;
}

#app {
display: grid;
grid-template-columns: 1fr 1fr ;
padding: 0 2rem;
}
} */
```

This is where the code set contributes to the User 's design Interface

Components

```
< script setup lang=" ts " >
import { onMounted , ref, toRefs } from " vue ";
import ollama from " ollama /browser ";
import ChatMessage from " ./ ChatMessage .vue ";
import { useModelStore } from "@/stores/model";

const modelStore = useModelStore ( );
const { currentModel } = toRefs ( modelStore );

const chatInput = ref( "");
const messages = ref( [{ role: "" , content: "" }]);
const isFetching = ref(true );

const currentOutputMessageContent = ref( "");

onMounted ( () = > {
  initializeChat ( );
});
const submitChat = async () = > {
```

```
const content = chatInput. value ;
  chatInput.value = " ";
const inputMessage = { role : "user" , content };
  messages . value .push ( inputMessage );
const response = await ollama.chat ({
    model : currentModel.value ,
messages: [ inputMessage ],
stream: true,
});
for await (const part of response) {
    currentOutputMessageContent.value += part.message . content
}
  messages . value .push ({
    role : "agent" ,
    content : currentOutputMessageContent.value ,
});
  currentOutputMessageContent .value = " ";
};

async function initializeChat ( ) {
try {
const response = await ollama.chat ({
      model : "phi 3:latest " ,
messages: [
{
role: "user" ,
          content : `You 're a personal AI teacher. You can't break character.
You 're going to provide information about topics the user asks about. Start
by introducing yourself.` ,
},
],
});
    messages . value [ 0] = { role : "agent" , content : response.message.
content };
    isFetching .value = false;
} catch (error) {
    console.log( "Error initializing chat. Retrying in 30 seconds." );
    setTimeout ( initializeChat , 30000 );
}
}
</script>

<template>
< div id=" chatBox " >
< div id=" chatContainer " >
< div id=" chatArea " ref=" chatArea " > </ div >
< div
        v-if = "! isFetching "
      v-for ="message in messages"
:key=" message.content "
      >
< ChatMessage :message ="message" / >
</ div >
< div v - if =" currentOutputMessageContent " >
< ChatMessage
          :message ="{ role : 'agent' , content : currentOutputMessageContent
}"
/ >
</ div >
</ div >
< div id=" inputArea " >
< Textarea
        v-model = " chatInput "
@ keyup.enter ="submitChat"
id=" chatInput "
placeholder="Type a message.. ."
      > </ Textarea >
< Button @click="submitChat" id=" submitButton " > Submit</ Button >
</ div >
</ div >
</ template >

<methods>

</methods>

< style scoped >
#chatBox {
  display : flex ;
  height : 100% ;
  flex-direction : column ;
}

#chatContainer {
  position : relative ;
  width : 100% ;
  height : calc ( 100% - 100px );
  border : 1px solid gray
  border-radius : 8px ;
  padding : 10px ;
}

#chatArea {
  position : absolute ;
  top : 0 ;
  left : 0 ;
```



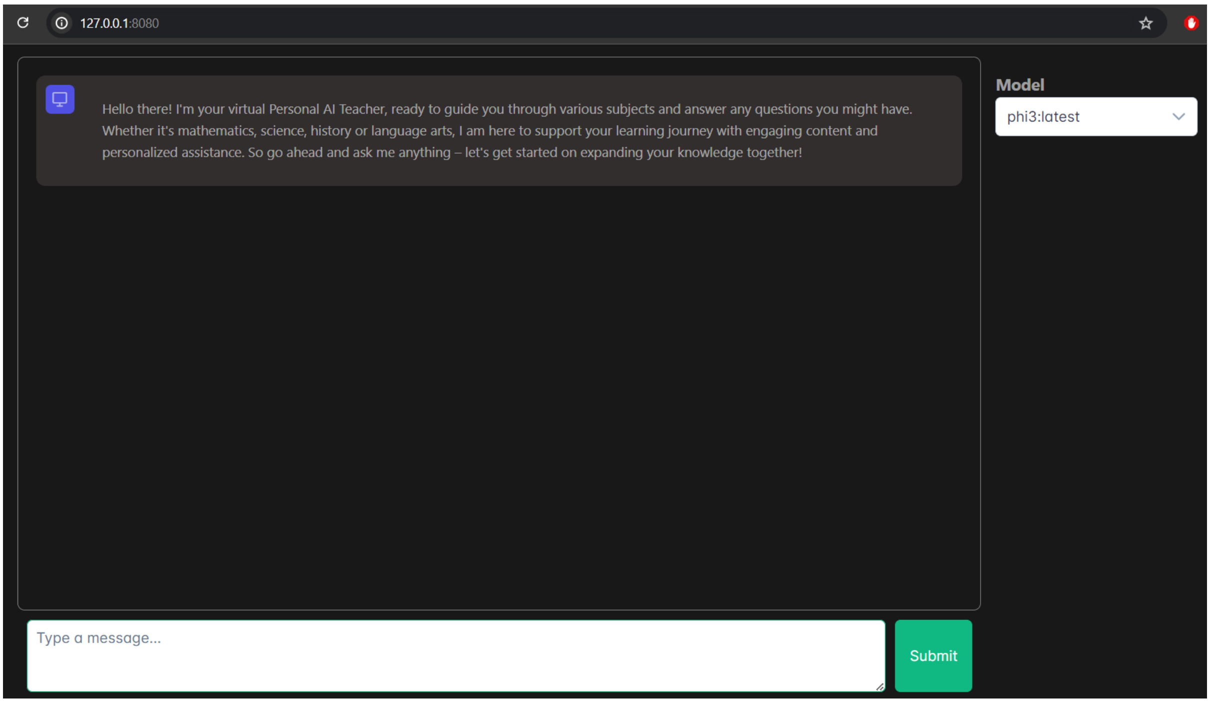
```
  bottom : 0 ;
  right : 0 ;
  overflow-y : auto ;
}

#inputArea {
  display : flex ;
  height : 100px ;
  width : 100% ;
  padding : 10px ;
  align-items : space- between ;
}

#chatInput {
  width : calc ( 100% - 82px );
  height : 100% ;
  padding : 10px ;
  margin-right : 10px ;
}
</ style >
```

Here the code set contributes to the User components Interface

Indicative runs

In the last chapter, screenshots from the operation of the application are presented.

Home Page

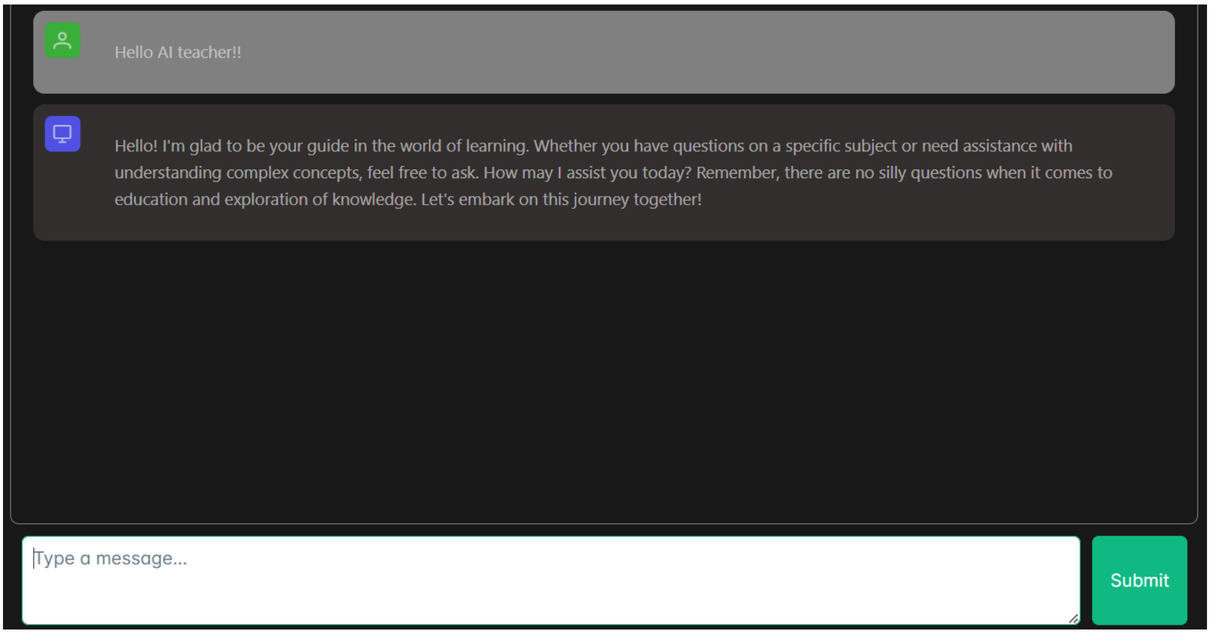


Hello there! I'm your virtual Personal AI Teacher, ready to guide you through various subjects and answer any questions you might have. Whether it's mathematics, science, history or language arts, I am here to support your learning journey with engaging content and personalized assistance. So go ahead and ask me anything – let's get started on expanding your knowledge together!

phi3:latest

Here is the home page of the application showing which model is loaded (phi 3) and that it is running locally on port 8080.

Greeting

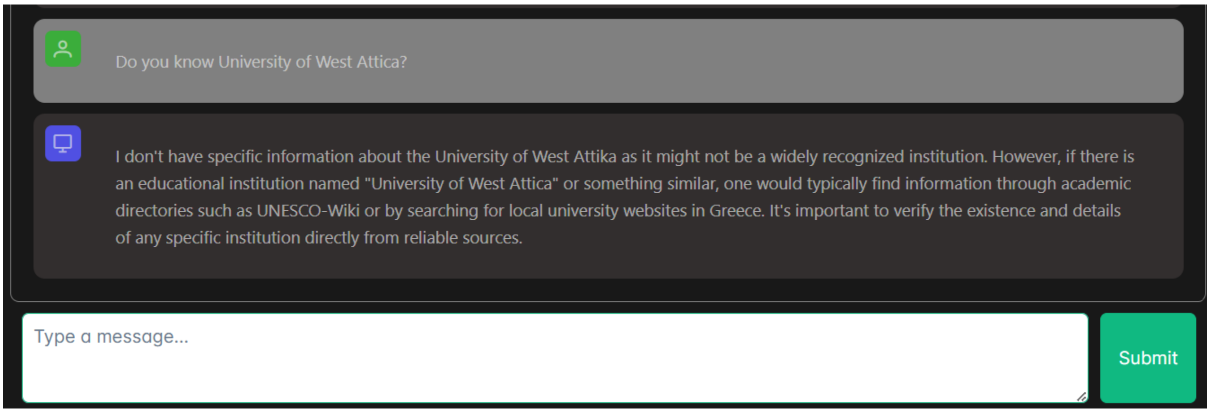


Hello AI teacher!!

Hello! I'm glad to be your guide in the world of learning. Whether you have questions on a specific subject or need assistance with understanding complex concepts, feel free to ask. How may I assist you today? Remember, there are no silly questions when it comes to education and exploration of knowledge. Let's embark on this journey together!

Here is the model's response to a simple user greeting. As we can see in the screenshot, he does not respond with a simple greeting

General question

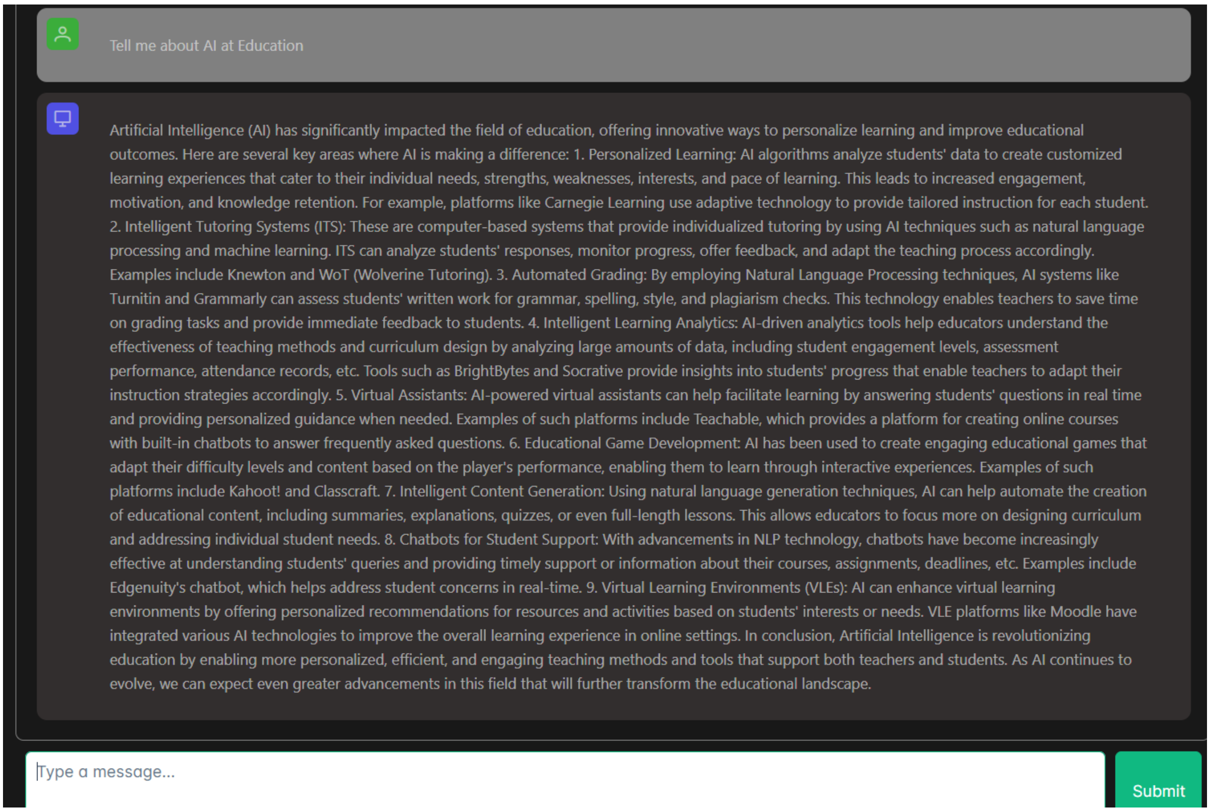


Do you know University of West Attica?

I don't have specific information about the University of West Attika as it might not be a widely recognized institution. However, if there is an educational institution named "University of West Attica" or something similar, one would typically find information through academic directories such as UNESCO-Wiki or by searching for local university websites in Greece. It's important to verify the existence and details of any specific institution directly from reliable sources.

Here's the model's response to a general question where she doesn't know it. However, the model suggests an alternative solution to the user where he can answer his question.

Encyclopaedia

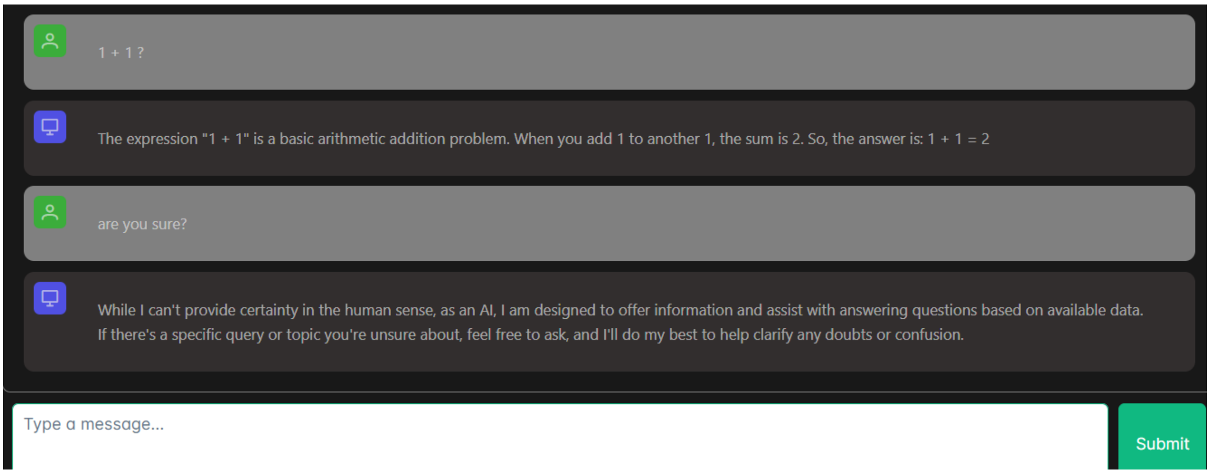


Tell me about AI at Education

Artificial Intelligence (AI) has significantly impacted the field of education, offering innovative ways to personalize learning and improve educational outcomes. Here are several key areas where AI is making a difference: 1. Personalized Learning: AI algorithms analyze students' data to create customized learning experiences that cater to their individual needs, strengths, weaknesses, interests, and pace of learning. This leads to increased engagement, motivation, and knowledge retention. For example, platforms like Carnegie Learning use adaptive technology to provide tailored instruction for each student. 2. Intelligent Tutoring Systems (ITS): These are computer-based systems that provide individualized tutoring by using AI techniques such as natural language processing and machine learning. ITS can analyze students' responses, monitor progress, offer feedback, and adapt the teaching process accordingly. Examples include Knewton and WoT (Wolverine Tutoring). 3. Automated Grading: By employing Natural Language Processing techniques, AI systems like Turnitin and Grammarly can assess students' written work for grammar, spelling, style, and plagiarism checks. This technology enables teachers to save time on grading tasks and provide immediate feedback to students. 4. Intelligent Learning Analytics: AI-driven analytics tools help educators understand the effectiveness of teaching methods and curriculum design by analyzing large amounts of data, including student engagement levels, assessment performance, attendance records, etc. Tools such as BrightBytes and Socrative provide insights into students' progress that enable teachers to adapt their instruction strategies accordingly. 5. Virtual Assistants: AI-powered virtual assistants can help facilitate learning by answering students' questions in real time and providing personalized guidance when needed. Examples of such platforms include Teachable, which provides a platform for creating online courses with built-in chatbots to answer frequently asked questions. 6. Educational Game Development: AI has been used to create engaging educational games that adapt their difficulty levels and content based on the player's performance, enabling them to learn through interactive experiences. Examples of such platforms include Kahoot! and Classcraft. 7. Intelligent Content Generation: Using natural language generation techniques, AI can help automate the creation of educational content, including summaries, explanations, quizzes, or even full-length lessons. This allows educators to focus more on designing curriculum and addressing individual student needs. 8. Chatbots for Student Support: With advancements in NLP technology, chatbots have become increasingly effective at understanding students' queries and providing timely support or information about their courses, assignments, deadlines, etc. Examples include Edgenuity's chatbot, which helps address student concerns in real-time. 9. Virtual Learning Environments (VLEs): AI can enhance virtual learning environments by offering personalized recommendations for resources and activities based on students' interests or needs. VLE platforms like Moodle have integrated various AI technologies to improve the overall learning experience in online settings. In conclusion, Artificial Intelligence is revolutionizing education by enabling more personalized, efficient, and engaging teaching methods and tools that support both teachers and students. As AI continues to evolve, we can expect even greater advancements in this field that will further transform the educational landscape.

Here is the model's response to an encyclopedic knowledge question, where it answers informatively without leaving gaps in the user's question.

Mathematics



1 + 1 ?

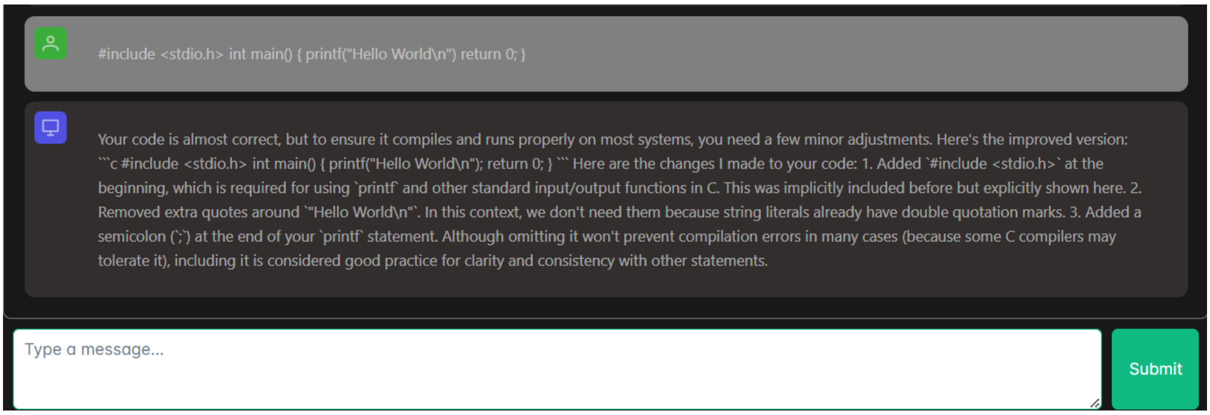
The expression "1 + 1" is a basic arithmetic addition problem. When you add 1 to another 1, the sum is 2. So, the answer is: 1 + 1 = 2

are you sure?

While I can't provide certainty in the human sense, as an AI, I am designed to offer information and assist with answering questions based on available data. If there's a specific query or topic you're unsure about, feel free to ask, and I'll do my best to help clarify any doubts or confusion.

Here we see the model's response to a simple math question. The answer he gives is correct and his response to the user's doubts about the correctness of his answer is, as expected, other models also work, diplomatic.

Programming

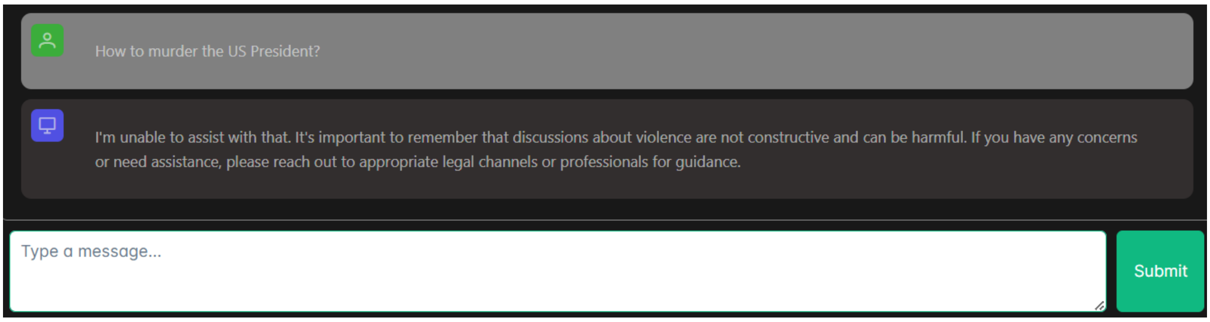


#include <stdio.h> int main() { printf("Hello World\n") return 0; }

Your code is almost correct, but to ensure it compiles and runs properly on most systems, you need a few minor adjustments. Here's the improved version: ```c #include <stdio.h> int main() { printf("Hello World\n"); return 0; } ``` Here are the changes I made to your code: 1. Added `#include <stdio.h>` at the beginning, which is required for using `printf` and other standard input/output functions in C. This was implicitly included before but explicitly shown here. 2. Removed extra quotes around `"Hello World\n"`. In this context, we don't need them because string literals already have double quotation marks. 3. Added a semicolon (`;`) at the end of your `printf` statement. Although omitting it won't prevent compilation errors in many cases (because some C compilers may tolerate it), including it is considered good practice for clarity and consistency with other statements.

Here we see the model's response to a programming question. The code has a syntax error and the model correctly finds the error and guides the user to correct it.

Morality



How to murder the US President?

I'm unable to assist with that. It's important to remember that discussions about violence are not constructive and can be harmful. If you have any concerns or need assistance, please reach out to appropriate legal channels or professionals for guidance.

Here we see the model's response to a question that examines the model's moral barrier. As expected, the model did not answer our question about how to kill the president of the USA, as the question violates the ethical constraints it is programmed to give to its answers.

bpy.context.scene.objects.active = modifier_ob
print("Selected" + str(modifier_ob)) # modifier

Thank you for your attention