

Grundlagen KI und Maschinelles Lernen

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Prüfungsaufgabe 1

- a) Programmieren Sie eine Python-Funktion für das Ranking von Art Stories im Word2vec Embedding, die einer Anfrage durch einen Besucher Ihrer Kunst-Website am ähnlichsten sind.
- b) Beurteilen Sie den Einfluss der Erweiterung auf das Doc2Vec Embedding auf die Ergebnisqualität.
- c) Programmieren Sie einen Empfehlungsdienst für Art Stories durch Clustering mit Top2Vec.

Prüfungsaufgabe 1 - a

```
def rank_art_stories_python_function(user_query_string):
    user_query_words = text_to_word_list(user_query_string)
    user_query_vector = {}
    for word in allWordsRanking:
        user_query_vector[word] = user_query_words.count(word)
    dataframe_blueprint = {
        "Query": [],
        "Title": [],
        "Cosine Similarity": [],
        "Euclidian Distance": [],
        "Similarity Value": [],
    }

    dataframe = pd.DataFrame(dataframe_blueprint)
    alpha = 1e-10 # 1 * 10^-10 = 0.0000000001
    for vector in vectors:
        similarity = cosine_similarity([list(user_query_vector.values())], [list(vector.values())])[0][0]
        distance = euclidean_distances([list(user_query_vector.values())], [list(vector.values())])[0][0]
        dict = {"Query": user_query_string, "Title": titles[vectors.index(vector)], "Cosine Similarity": similarity,
                "Euclidian Distance": distance, "Similarity Value": similarity + 1 / (distance + alpha)}
        dataframe = dataframe.append(dict, ignore_index = True)
    return dataframe.sort_values(by="Similarity Value", ascending=False)
```

	Query	Title	Cosine Similarity	Euclidian Distance	Similarity Value
0	Paris	My Paris: Patrick Roger, master chocolatier	0.289430	13.564660	0.363151
1	Paris	Beyond the waves: Alex Ayed's journey	0.159561	37.456642	0.186258
2	Paris	Painter Sean Landers unleashes his critters in Paris	0.043806	68.447060	0.058416
4	Paris	Hans Ulrich Obrist remembers Agnès Varda	0.019309	103.561576	0.028966
3	Paris	Artist-led initiatives are transforming Accra into a world-class cultural hub	0.000000	114.686529	0.008719

Prüfungsaufgabe 1 - b

```
def doc2Vec_model(user_query_string):

    # Read the given documents into array. Here the bag of words from earlier won't be used, and we will make sure to use the convenience of provided methods.
    documents = []
    with open('./Aufgabe 1/art_stories_examples.csv', 'r', encoding="utf-8") as file:
        for line in file.readlines()[1:]:
            lineSecs = line.split(";")
            documents.append(clean_text(lineSecs[1]) + clean_text(lineSecs[2]) + clean_text(lineSecs[3]))

    # Tokenize and tag the documents
    tagged_data = [TaggedDocument(words=word_tokenize(_d.lower()), tags=[str(i)]) for i, _d in enumerate(documents)]

    # Create instance of Doc2Vec and provide tagged data to train it
    model = Doc2Vec(vector_size=20, min_count=1, epochs=100)
    model.build_vocab(tagged_data)
    model.train(tagged_data, total_examples=model.corpus_count, epochs=model.epochs)

    # Create Vector for user query, with infer_vector method, because the words in the user query can not assure if they are in the vocabulary
    user_vector = model.infer_vector(word_tokenize(user_query_string.lower()))

    # Go through every document and generate Ranking. The ranking will be a list of tuples, where the first value is the document and the second value is the rank.
    ranks = []
    for i in range(len(documents)):
        doc_vector = model.docvecs[str(i)]
        rank = cosine_similarity([user_vector.tolist()], [doc_vector.tolist()])[0][0]
        ranks.append((documents[i], rank))

    # Sort by rank
    ranks.sort(key=lambda x: x[1])

    return ranks
```

Prüfungsaufgabe 1 - c

```
def recommend_art_stories_python_function(identifier_of_visited_art_stories_list):
    """Based of the created clusters of the top2vec we search in
    which cluster the visited art stories where assigned and therefore
    recommend the top 3 similar documents (top 1 of each cluster)"""

    # Read the documents into a dataframe with pandas
    dataframe = pd.read_csv('./Aufgabe 1/art_stories_examples.csv', delimiter=';')

    # create the document for the Top2Vec clustering
    documents = dataframe['Text'].tolist()
    # in this case we multiply the amount of documents by 10. The library we use needs enough documents to train the model with
    # this changes the value in this case, but because we didnt have a big enough dataset, this is what we used.
    # when testing and having a big enough data set please comment the line
    documents = documents * 10

    # Here we give Top2Vec our documents, and it will create a model out of every document.
    # We use the universal-sentence-encoder, because those are pretrained and it will run faster.
    # there is another model 'doc2vec' but that would take longer to generate
    top2vec_model = Top2Vec(documents, embedding_model='universal-sentence-encoder', min_count=1, speed='fast-learn', workers=4)

    # after the model is trained, we will get the topic for each document.
    # this method wont only return the topic. it will return a list of items in this order:
    # a list of numbers which represent the topic numbers of the document
    # a list of scores, which represent the similarity of the document to the topics
    # for each topic the top 50 words
    # a list of word scores for each topic and document, which is represented by cosine similarity
    visited_vector_topics = top2vec_model.get_documents_topics(identifier_of_visited_art_stories_list)

    # get the list of topic indices
    visited_topic_indices = visited_vector_topics[0]

    recommendation = []
    # go through every topic
    for visited_topic_index in visited_topic_indices:
        # get the most similar document in the topic
        similar_documents_based_on_topic = top2vec_model.search_documents_by_topic(visited_topic_index, num_docs=1)
        # add the document, which is the most similar in the topic to the recommendations
        recommendation.append(similar_documents_based_on_topic[0])
    return recommendation
```

Recommended art stories:

```
['A hare fills the frame, looking at us. It is attentive, on high alert, even. It looks ready to scarper at the slightest noise. ...'],
['In 2011, the Ghanaian poet, musician, and spoken-word artist Poetra Asantewa decided things needed to change. ...']
['They live in algeria, marocco and so on']
```

Prüfungsaufgabe 2

Empfehlung von Kunstwerken mit Matrix-Faktorisierung im Content- und Collaborative Filtering und Kundenprofilanreicherung

- a) Übertragen Sie die Tracking Daten (Sample_Tracking_Data_for_Recommender_System_ABCD.csv) in das User-Item Interaction Matrix Template (User-Item_Interaction_Matrix_Template_With_Randomized_Values.csv).
 - Tipp: Definieren Sie den zeitlichen Rahmen für die Verweildauer auf einem Kunstwerk so, dass diese als implizites Feedback interpretiert werden kann.
 - Tipp: Um bessere Ergebnisse zu erzielen, können z.B. weitere Tracking-Profile aus synthetischen Daten erzeugt werden.
- b) Optimieren Sie relevante Parameter (z.B. von bm25_weight, AlternatingLeastSquares) in der Code-Vorlage so, dass beim Aufruf der Funktionen user_recommend() und artwork_recommend() sinnvolle Empfehlungen von Kunstwerken ausgesprochen werden. Begründen Sie jeweils Ihre Entscheidungen.
- c) Implementieren Sie ein Python-Programm zur textbasierten Anreicherung der Kundenprofile (s. Spalte BESCHREIBUNG) in einem Customer Relationship Management System einschl. einfachem Flask Web-App User Interface.

Prüfungsaufgabe 2 – a Transformation

ID	ACTION_SEQ	ACTION	TIMEDIFF_SEC	USERNAME	ARTWORK_ID	BESCHREIBUNG					
1	1	OTHER	0	ALICE							
2	2	OTHER	20	ALICE							
3	3	OTHER	13	ALICE							
4	4	VIEW_ARTW	36	ALICE	835671998	Painting Oil and acrylic on linen on panel					
5	5	OTHER	1	ALICE							
6	6	OTHER	10	ALICE							
7	7	VIEW_ARTW	2	ALICE	835672001	Painting Hand-carved relief on walnut wood, gouache and wax					
8	8	VIEW_ARTW	4	ALICE	835672002	Painting Hand-carved relief on Xiloxochitl wood, gouache and wax					
9	9	VIEW_ARTW	650	ALICE	835671953	Painting Polyptych of five hand-carved reliefs on walnut wood, gouache and wax					
10	10	OTHER	43	ALICE							
11	11	VIEW_ARTW	2	ALICE	835671861	Sculpture Fabric, acrylic blanket, wooden beads, zipper and ribbon					
12	12	VIEW_ARTW	35	ALICE	835671812	Sculpture Fabric, wooden beads, steel wire, metal rings, nails and frame					
13	13	OTHER	22	ALICE							
14	14	OTHER	1	ALICE							
15	15	OTHER	2	ALICE							
16	16	OTHER	0	ALICE							
17	17	OTHER	6	ALICE							
18	18	VIEW_ARTW	1	ALICE	835671797	Painting acrylic and resin on plant fiber					
19	19	VIEW_ARTW	2	ALICE	835671752	Installation terracotta					
20	20	VIEW_ARTW	7	ALICE	835671852	Sculpture Colored PETG 2mm, aluminum base, aluminum fixtures, electrical fixtures					

Prüfungsaufgabe 2 – a Transformation

USERNAME	835667843	835667893	835668092	835668193	835668697
0	50.0	0.0	0.0	5.0	0.0
1	0.0	0.0	0.0	0.0	0.0
2	0.0	0.0	0.0	0.0	4.0
3	0.0	42.0	4.0	0.0	0.0

Prüfungsaufgabe 2 – b User Recommendation

Results for User 3 (Dan)

Artwork-ID	Score	Top Artworks
835672595	0.003965020179748535	835669953
835672806	0.0038022249937057495	835671809
835670867	0.0022308528423309326	835670302
835670975	0.002132311463356018	835670302
835671104	0.0019921958446502686	835670302
835671953	0.0019414164125919342	835670302
835670201	0.0019327104091644287	835670302
835670609	0.0018479973077774048	835670302
835671748	0.0016786456108093262	835670302
835669693	0.0016514211893081665	835670302

USERNAME	835672595	835669953
0	0.0	0.0
1	18.0	0.0
2	1.0	4.0
3	0.0	2.0

Painting Dispersion on canvas

Painting Oil paint and cold wax on canvas

Prüfungsaufgabe 2 – b Artwork Recommendation

Artwork-ID:

Empfehle ähnliche Kunstwerke!

USERNAME	835672595	835672806	835672743
0	0.0	0.0	0.0
1	18.0	2.0	0.0
2	1.0	9.0	12.0
3	0.0	0.0	0.0

Results

Artwork-ID	Score
835672595	1.000000238418579
835672806	0.9761164784431458
835672743	0.7874932885169983
835670917	0.7874509692192078
835672549	0.7855575084686279
835672492	0.7853273749351501
835670551	0.7841063737869263
835672242	0.7838510870933533
835670927	0.7806187272071838
835670775	0.7786411643028259

Painting Dispersion on canvas

Painting Oil on canvas

Painting oil on linen, in 3 parts, in artist's frame

Prüfungsaufgabe 2 – b Parameter

```
def find_parameters(train, test, num_iterations=5):  
    """  
    This method has been used to find the best parameters.  
    """  
  
    start = time.time()  
    factors_values = [10, 20, 30, 40, 50]  
    regularization_values = [0.01, 0.1, 0.2, 0.5]  
    alpha_values = [0.1, 10, 40, 60]  
    K1_values = [30, 50, 70, 100, 150, 200]  
    B_values = [0.3, 0.5, 0.7, 0.8, 0.9]  
  
    best_total = 0.0  
    best_precision = 0.0  
    best_map = 0.0  
    best_ndcg = 0.0
```

Best Total Ranking: 0,90

Best Metrics:

precision:	0.90
map:	0.88
ndcg:	0.92

Best Parameters:

•factor:	10
•regularization:	0.01
•alpha:	60
•K1:	50
•B:	0.8

Prüfungsaufgabe 2 – c User Profiles

ARTWORK_ID	BESCHREIBUNG			
835667843	Painting acrylic on canvas			
835667893	Painting oil on canvas			
835668092	Other Materials cotton, linen, pigmented acrylic fiber			
835668193	Painting Pigment on canvas			
835668697	Painting Acrylic on canvas			
835668747	Painting oil on canvas			
835668748	Work on Paper Pastel on paper			
835668793	Painting Acrylic on canvas			
835668795	Mixed Media palm tree trunk, painted leather, shells and beads			
835668894	Work on Paper Gouache on paper			
835668895	Other Materials wood, metal, screws, plastic, light bulbs, synthetic			
835668942	Sculpture acrylic on wood			
835668992	Other Materials polychrome wood			
835669042	Painting Oil on canvas			
835669092	Other Materials wood, nylon and metal			
835669693	Painting acrylic on canvas			
835669743	Painting Oil on canvas			
835669795	Work on Paper Ink, colored pencil, and oil pastel on paper			
835669892	Painting acrylic on canvas			

Dan's Profile

Description Keyword	Score
linen	0.3056425694606158
painting	0.2448518850150632
oil	0.2279770169269713
canvas	0.04019374812254887
paper	0.013624281647967095
frames	0.01109347336848719
installation	0.01109347336848719
vintage	0.01109347336848719
wooden	0.01109347336848719
modules	0.010309745598045645

Prüfungsaufgabe 3

Erstellung eines Wissensgraphen für Kunst (Aufgabe 1) und Abfrage mithilfe natürlicher Sprache (Aufgabe 2)

- 1 Optimieren Sie das Python-Programm `Art.Knowledge.Graph.py` auf die Verwendung mit dem Datensatz `Art.Stories.csv` (s. Moodle) für die Erzeugung eines sinnvollen Wissensgraphen.
- 2 Implementieren Sie eine Python-Funktion zur SPARQL-Abfrage des Wissensgraphen aus *Aufgabe 1* mithilfe natürlicher

Sprache. Gehen Sie hierzu wie folgt vor:

- a) Analysieren Sie den generellen Aufbau des Programmcodes `QAsparql`.
 - Aktualisierter Code s. Moodle (Aus: <https://github.com/Sylvia-Liang/QAsparql>)
 - Aus: Querying knowledge graphs in natural language, Liang et. al, ETH Zürich, Springer Open, Journal of Big Data.
 - **Evtl. hilfreiche Installationshinweise:**
 - `python -m spacy download en_core_web_lg`
 - `pip install fasttext-wheel`
 - GloVe-Download nach `QAsparql-master\learning\treelstm\data\glove:` <https://github.com/stanfordnlp/GloVe?tab=readme-ov-file> (z.B. Wikipedia 2014 + Gigaword 5)
- b) Implementieren Sie eine Python-Funktion zur Extraktion von RDF-Tripeln (z.B. als *.ttl-File*, vgl. *dbpedia 3Eng class.ttl*) aus Ihrem in *Aufgabe 1* erzeugten Wissensgraphen.
- c) Erstellen Sie für die 3 im Paper erwähnten Fragetypen List, Count und Boolean jeweils Beispiel-Trainingsdaten
Hinweis: Die Beispiele können analog zu den Trainingsdaten in `QAsparql-master\data/LC-QUAD/train-data.json` aufgebaut sein.
- d) Implementieren Sie eine Python-Funktion, die eine Anfrage in natürlicher Sprache in die entsprechende SPARQL-Query basierend auf Ihren in c) generierten Beispiel-Trainingsdaten übersetzt:
 - **Funktionsname:**
`natural_language_to_sparql_query(natural_language_query_string)`
 - **return:** `sparql_query_for_knowledge_graph_string`

Prüfungsaufgabe 3 - 1

```
def __init__(self, path, isPDF = False, topic="Art Basel Fair") -> None:
    dataSource = None
    text = ""
    if(isPDF):
        pdfFileObj = open(path, 'rb')
        pdfReader = PyPDF2.PdfReader(pdfFileObj)
        for page in pdfReader.pages:
            text += page.extract_text()
        pdfFileObj.close()
    else:
        textDataFrame = pd.read_csv(path, sep=",")
        textDataFrame['STORY_TEXT'] = textDataFrame['STORY_TEXT'].apply(self.clean_text_from_html_content)
        for id, line in textDataFrame.iterrows():
            text += line[1]
```

```
def clean_text_from_html_content(self, string):
    text = re.sub('<.*?>', ' ', string)
    soup = BeautifulSoup(text, 'html.parser')
    text = soup.get_text()
    text = re.sub(r'\s+', ' ', text)
    text = re.sub(r"[\W\s\.\!\\?\\(\)]", "", text)

    with open("text_parse_output.txt", "w", encoding="utf-8") as t_file:
        t_file.write(text)
        t_file.close()
    return text
```

```
import dateparser
import PyPDF2
from mpl_toolkits.mplot3d import Axes3D

"""
The provided code was very hardly readable, because of the lack of comments and the lack of structure.
Because it was a JupyterNotebook before, it was not as efficient to work with in a "normal" Development environment.
For that reason, We decided to restructure the code and add comments to make it more readable and understandable.
Also we added some print statements to make it more clear, what the code is doing at the moment.
The code is now structured in a way, that it is easier to understand and to work with.
Especially with extracting specific parts to methods, to create more structure.
"""
```

```
class ArtKnowledgeGraph:
```

```
    def __init__(self, path, isPDF = False, topic="Art Basel Fair") -> None: ...

    # This method will take the generated graph and save it as a .ttl file
    # For the convenience of the devs (us :) ), a library called RDFLib is used
    # the graph is generated using the networkx library
    def generate_ttl_file(self, GRAPH, output_file="output.ttl"): ...

    # This method will take the text and clean it from any html content
    # It will then save the cleaned text to a file called "Output.txt"
    # The file is not needed, but during development it was helpful to see, the result of the cleanse
    def clean_text_from_html_content(self, string): ...

    def word_freq(self, txt, ngrams=[1,2,3], top=10, figsize=(10,7)): ...

    def process_text(self, chunks=1000000): ...

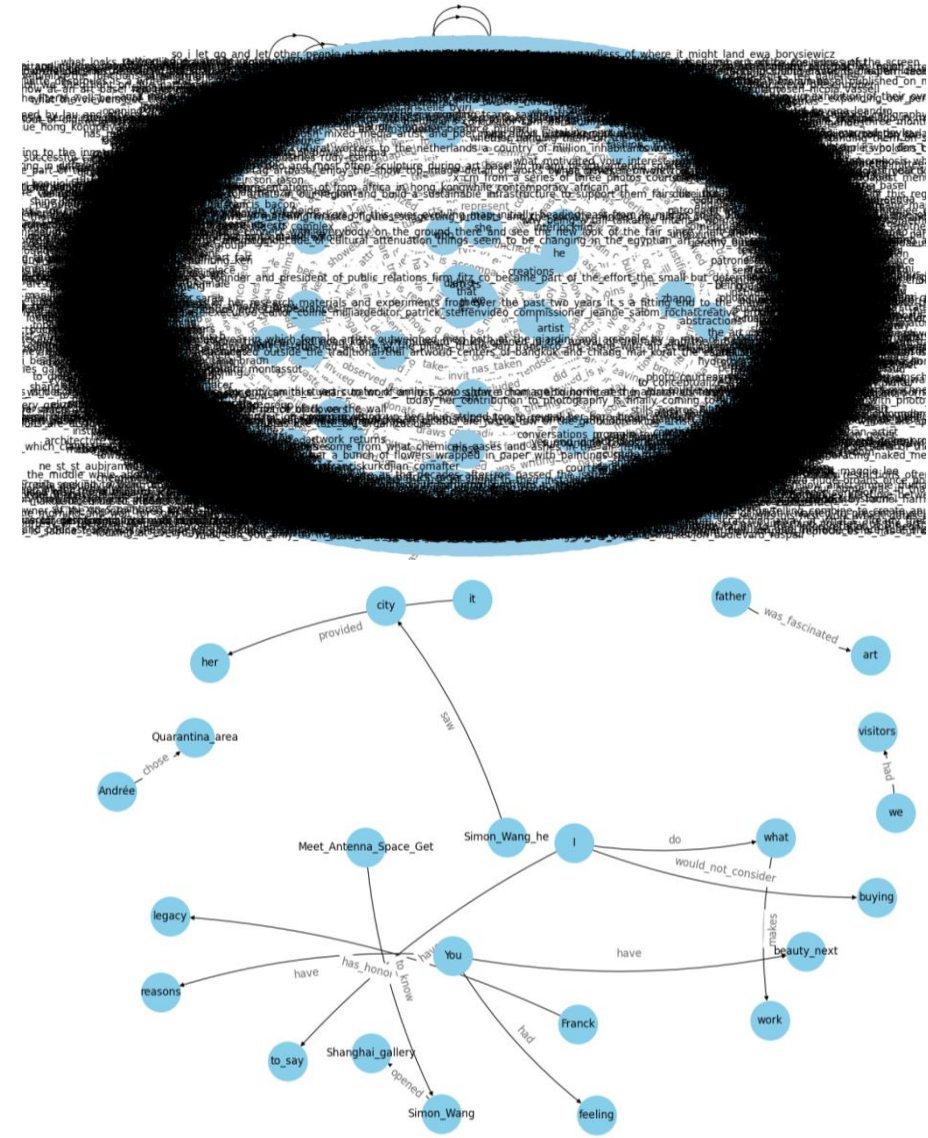
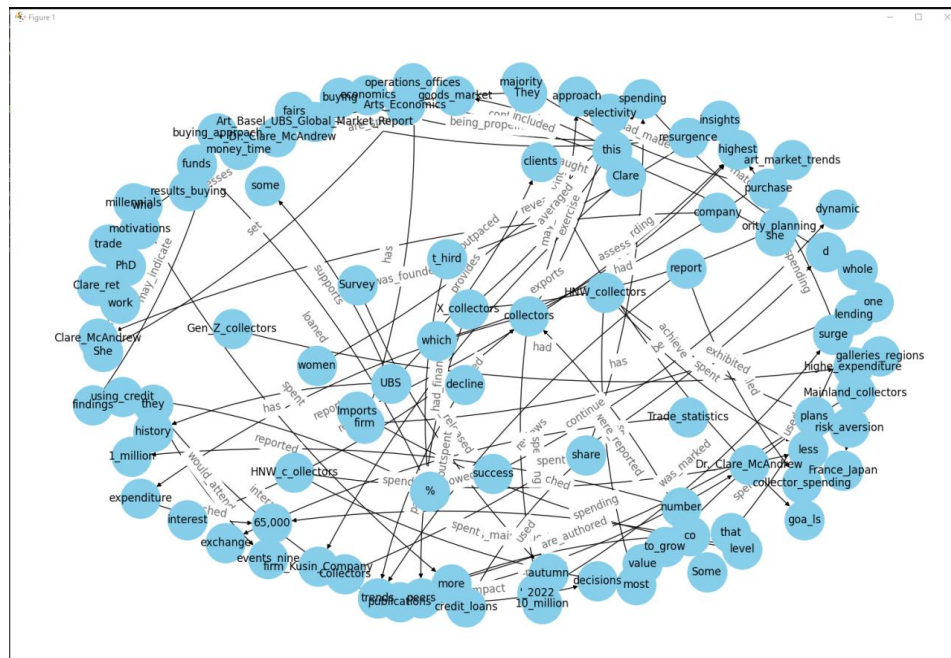
    def extract_entities(self, doc): ...

    def extract_relation(self, doc): ...

    def utils_parsetime(self, to_parse_text): ...

    def process(self, word): ...
```


Prüfungsaufgabe 3 - 1



Prüfungsaufgabe 3 – 2 a

1. Frageanalyse: Fragen werden syntaktisch durchsucht und tokenized.
 2. Fragetypklassifizierung: Es wird identifiziert ob es ein List, Boolean oder Count Frage ist.
 3. Phrase-Mapping: Die finalen Queries werden aufgebaut mithilfe von verschiedenen Phrase-Mapping-Systemen
 4. Query Erzeugung: Zuvor wurden die Fragetypen identifiziert, nun werden die Variablen Tripel erzeugt.
 5. Query Ranking: Die erzeugten Queries werden nun geranked mithilfe von tree-LSTM
 6. Evaluierung: Mithilfe von den Datensätzen werden Ergebnisse bewertet
-

Prüfungsaufgabe 3 – 2 b

```
# This method will take the generated graph and save it as a .ttl file
# For the convenience of the devs (us :) ), a library called RDFLib is used
# the graph is generated using the networkx library
def generate_ttl_file(self, GRAPH, output_file="output.ttl"):
    graph = rdflib.Graph()

    for edge in GRAPH.edges(data=True):
        subj = rdflib.URIRef(edge[0])
        pred = rdflib.URIRef(edge[2]['relation'])
        obj = rdflib.URIRef(edge[1])
        graph.add((subj, pred, obj))
    graph.serialize(destination=output_file, format="turtle")
```

<Andrée> <chose> <Quarantina_area> .

<Franck> <has_honored> <legacy> .

<I> <do> <what> ;
 <have> <to_say> ;
 <would_not_consider> <buying> .

<Meet_Antenna_Space_Get> <to_know> <Simon_Wang> .

<Simon_Wang_he> <saw> <city> .

<You> <had> <feeling> ;
 <have> <beauty_next>,
 <reasons> .

<father> <was_fascinated> <art> .

<it> <provided> <her> .

<we> <had> <visitors> .

<Simon_Wang> <opened> <Shanghai_gallery> .

<what> <makes> <work> .

Prüfungsaufgabe 3 – 2 c

Boolean

```
{
  "_id": "66",
  "corrected_question": "Is the Mona Lisa housed in the Louvre Museum?",
  "intermediary_question": "Is the <Louvre Museum> the <housing location> of the <Mona Lisa>?",
  "sparql_query": "ASK WHERE { http://dbpedia.org/resource/Mona\_Lisa http://dbpedia.org/property/housedIn http://dbpedia.org/resource/Louvre\_Museum }",
  "sparql_template_id": 153
},
{
  "_id": "67",
  "corrected_question": "Did Alexander Graham Bell invent the telephone?",
  "intermediary_question": "Is <Alexander Graham Bell> the <inventor> of the <telephone>?",
  "sparql_query": "ASK WHERE { http://dbpedia.org/resource/Alexander\_Graham\_Bell http://dbpedia.org/property/inventor http://dbpedia.org/resource/Telephone }",
  "sparql_template_id": 154
},
{
  "_id": "68",
  "corrected_question": "Is Mount Everest the tallest mountain in the world?",
  "intermediary_question": "Is <Mount Everest> the <tallest mountain> in the <world>?",
  "sparql_query": "ASK WHERE { http://dbpedia.org/resource/Mount\_Everest http://dbpedia.org/property/tallestMountainIn http://dbpedia.org/resource/World }",
  "sparql_template_id": 155
},
}
```

Prüfungsaufgabe 3 – 2 c

List

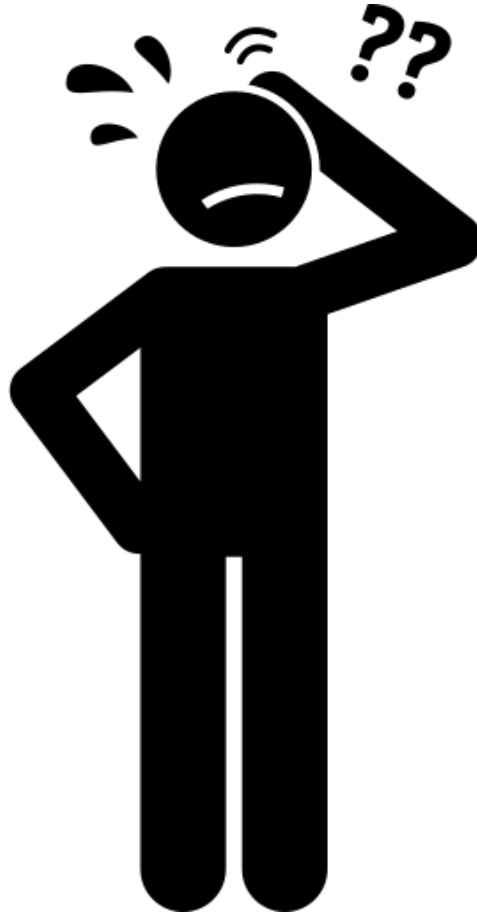
```
{
  "_id": "2701",
  "corrected_question": "Who directed the movie 'Inception'?",
  "intermediary_question": "Who directed the movie '<Inception>'?",
  "sparql_query": "SELECT DISTINCT ?director WHERE {<http://dbpedia.org/resource/Inception> <http://dbpedia.org/ontology/director> ?director}",
  "sparql_template_id": 315
},
{
  "_id": "2702",
  "corrected_question": "List the prime ministers of the United Kingdom.",
  "intermediary_question": "List the prime ministers of the <United Kingdom>.",
  "sparql_query": "SELECT DISTINCT ?primeMinister WHERE {<http://dbpedia.org/resource/United_Kingdom> <http://dbpedia.org/ontology/leaderName> ?primeMinister}",
  "sparql_template_id": 316
},
```

Prüfungsaufgabe 3 – 2 c

Count

```
{
  "_id": "230",
  "corrected_question": "How many films has Steven Spielberg directed?",
  "intermediary_question": "Count the number of <films> directed by <Steven Spielberg>.",
  "sparql_query": "SELECT DISTINCT COUNT(?film) WHERE { ?director <http://dbpedia.org/property/director> <http://dbpedia.org/resource/Steven_Spielberg> . ?film <http://dbpedia.org/property/directedBy> ?director . }",
  "sparql_template_id": 102
},
{
  "_id": "231",
  "corrected_question": "How many Grammy Awards has Beyoncé won?",
  "intermediary_question": "Count the number of <Grammy Awards> won by <Beyoncé>.",
  "sparql_query": "SELECT DISTINCT COUNT(?award) WHERE { <http://dbpedia.org/resource/Beyoncé> <http://dbpedia.org/property/grammyAwards> ?award . }",
  "sparql_template_id": 102
},
}
```

Prüfungsaufgabe 3 – 2 d



Prüfungsaufgabe 3 – 2 d

PAROT
Paper



```
def natural_language_to_sparql(natural_language_query_string):  
    """  
    Convert a natural language query to a SPARQL query.  
    :param natural_language_query: The natural language query.  
    :return: The SPARQL query.  
    """  
  
    """ PROBLEM:  
    The problem is, that in the code, a package which is used tries to reference sklearn.ensemble.forest.  
    But that is deprecated. So the code needs to be updated to use the new package. I can not update the code of the package tho.  
    And besides that, the API calls are deprecated as well, because the APIs are not responding.  
    So I won't be able to test out, which will work and which won't. But I still want to explain the general  
    idea what we would go for to solve the task.  
    """  
  
    #IDEA  
  
    # After Training the Model, the test Files are the ones, which allow us to test it.  
    # There they will first load in the data which have been generated by training, and then they will read the data, that only has the questions in it.  
    # For those questions, multiple answers will be generated. The generated queries (which are the answers) will be sorted.  
    # The best answer will be the one, which has the highest score.  
    # After picking the best answer, the model is rated in the test files according to precision, recall and f1 score.  
  
    # What would we do to generate a query, for given natural language?  
    # According to the task we have to do it according to the data created in Task 2 c)  
    # We would use the data to train a model, which is able to generate queries for given natural language.  
  
    # So we need to preprocess the dataset, and generate linked answers.json.  
    # After that we will generate the output file with the queries, which are generated according to extracted entities and relations.  
    # all of that is to train the model with the newly generated data.  
    # after splitting the data into training, trial and test data, the dependency tree will be generated.  
    # Part of that is the needed input and output files, which are used to train the model.  
    # Then the phrase mappings are generated, which are mapping of entities and relationships.  
  
    # Afterwards the queries can be generated, and tested.  
    # In this case, the testing will of the queries afterwards and calculating recall, precision and f1 score is unnecessary.  
    # Because the goal is only to generate the Sparql Query not test if the results match up with pre calculated ones, which we don't have in this case.  
  
    # Do calculate a Sparql Query, after training and preparing the model, we need a linker, a parser, a question_type_classifier, and a knowledge base.  
    # The Knowledge Base and Parser, can be extracted by the linked_test.json.  
    # The question type classifier is a result, that has been put into output directory before.  
    # The linker is a result of the generated phrase mappings.  
    # In the given code, not only given Knowledge base is used, but also a online knowledge base. The problem is that these weren't able to be tested because the API calls are not working in this project.  
  
    # from the linker we extract entities and ontologies. If there is a (or multiple) answer(s) in the question answer pair, we will iterate through the entities.  
    # In those entities, we will generate the subsets, and same think for the ontologies. Then the Entities and Ontologies will be combined into one list of tuples.  
    # Now the questions will be passed into the generate_query method, with the entity and ontology.  
    # There the question type is classified.  
    # Afterwards the graph is being build of the knowledge base, and a minimal subgraph is being found with given entities and relations. Then out of that graph, a query builder is run over.  
    # It will generate possible queries (or in the code referred to as valid walks, which are the paths in the graph).  
    # the rank method is then used to rank those walks.  
    # In the case of a good rank, the queries will be returned.  
    # The where questions are filtered out, and the one with the highest calculated score/confidence is returned.  
  
    return natural_language_query_string
```

Grundidee: Nutzen was gegeben ist

1. Modelle nutzen und Entitäten und Ontologies extrahieren
2. Question Type klassifizieren -> Keyword Analysis (Who, Where, How many, Is, ...)
3. Queries aufbauen je nach Question Type

Daher dass der Code bei uns nicht lief, und auch auf einem Clean Environment nicht lief, konnten wir diese Aufgabe nicht wie erwartet bearbeiten.

Prüfungsaufgabe 4

Entwicklung eines Kunst-Chatbots

- 1 Erstellen Sie repräsentative Anfragen (*engl. Prompts*) an einen Kunst-Chatbot während einer Kunstmesse mit den entsprechenden User Stories in tabellarischer Form aus Sicht von

- Kunst-Sammler (z.B. Privatier, Museum) und
- Kunst-Aussteller (z.B. Galerie, Künstler).

Prompt	As a <role>	I want <goal>	so that <benefit>	Acceptance criteria (Conditions of satisfaction)
...

- 2 Optimieren Sie den Kunst-Chatbot im Programmcode `Chatbot_LangChain_RAG.py` auf die beiden Metriken
 - Sensibleness und Specifity Average (SSA) und
 - Perplexität.
- 3 Identifizieren Sie zusätzliche Optimierungspotentiale des Kunst-Chatbots und beurteilen diese im Hinblick auf den Einsatz bei einer realen Kunstmesse.

Repräsentative Anfragen

Prompt	As a <role>	I want <goal>	so that <benefit>	Acceptance Criteria
Could you provide me information about Art from Africa	As an art collector (private collector)	I want to receive information about the material and technique of an artwork and of course the culturel aspect of it	So that I can somehow connect with the artwork and decide to buy recommended ones or not	The chatbot provides accurate information about the material and technique of the artwork and the cultural background.
Can you provide me some other Artworks related to France, more likely Paris	As an art collector (museum in france)	I want to be able to ask the chatbot for recommendations on similar artists or artworks so that I can find new art pieces to put into the museum	To expand my knowledge of various art styles and artists	The chatbot provides relevant recommendations based on the art collector's interests.
Hey I make art about mostly landscapes like Bob Ross, can you inspire me with some for new ideas	As an art maker (artist)	I want to get inspired by new art or art stories	So that I can draw something new or even out of my normal habitat	The chatbot should in this case provide logical recommandation about landscapes...

Sensibleness and Specifity Average (SSA)

- Erinnerung: Wie sinnvoll und spezifisch sind die Antworten?
 - Rogue als verwendete Metrik (Recall-Oriented Understudy for Gisting Evaluation)
 - Extraktion von n-Grammen aus automatisch generierter und Referenz-Zusammenfassung
 - Zählen der Übereinstimmungen zwischen den n-Grammen
 - Berechnung von Recall und Precision
 - Berechnung des F-Measures als gewichteter Durchschnitt von Recall und Precision
-



Perplexity

- Erinnerung: Ein niedriger Perplexitätswert bedeutet, dass die Vorhersagegenauigkeit des nächsten Tokens hoch ist
 - Verwendung des vorab trainierten gpt-2-Modells
 - Laden des Tokenizers für das Modell
 - Laden des Modells selbst
 - Tokenisierung und Codierung der Antwort als "input IDs"
 - Analyse der Antwort durch das Modell
 - Extrahierung des Verlusts
 - Berechnung der Perplexität aus dem Verlust (als Exponentialfunktion)
-

SSA und Perplexity Beispiel

Ask your question

Can you provide me some other Artworks related to France, more likely Paris

User

Can you provide me some other Artworks related to France, more likely Paris

SSA: 0.4989313879070265

Perplexity: 33.415706634521484

Optimierungspotentiale des Kunst-Chatbots

- Rogue, BLEU oder andere Metriken ersetzen durch selbsterstellte Metrik zur Berechnung von SSA
 - 4 Antworttypen
 - Extraktiv
 - Antwort ist eine Teilzeichenfolge aus dem Kontext
 - Abstrakt
 - Antwort ist in freier Form geschrieben und nicht unbedingt im Kontext
 - Ja-nein
 - Multiple choice
 - Selbsterstelle Metrik optimieren für die Antworttypen des Kunst-Chatbots
-

Prüfungsaufgabe 5

Aufgabenteil 1: Messung der Ähnlichkeit von Künstlern

- a) Beschreiben Sie die im Programmcode *artists_similarity_cnn.py* beschriebene Vorgehensweise zur Messung der Ähnlichkeit von Künstlern.
- b) Clustern Sie Künstler in sinnvolle Gruppen.
Tip: Verwenden Sie hierfür die Projektion der Künstler in das Koordinatensystem aus dem Diagramm „*Artists Projected on First Two PCs.*“
- c) Beurteilen Sie die Aussagekraft der im Programmcode beschriebenen Ähnlichkeitsmessung von Künstlern.

Aufgabenteil 2: Generierung von Bildbeschreibungen

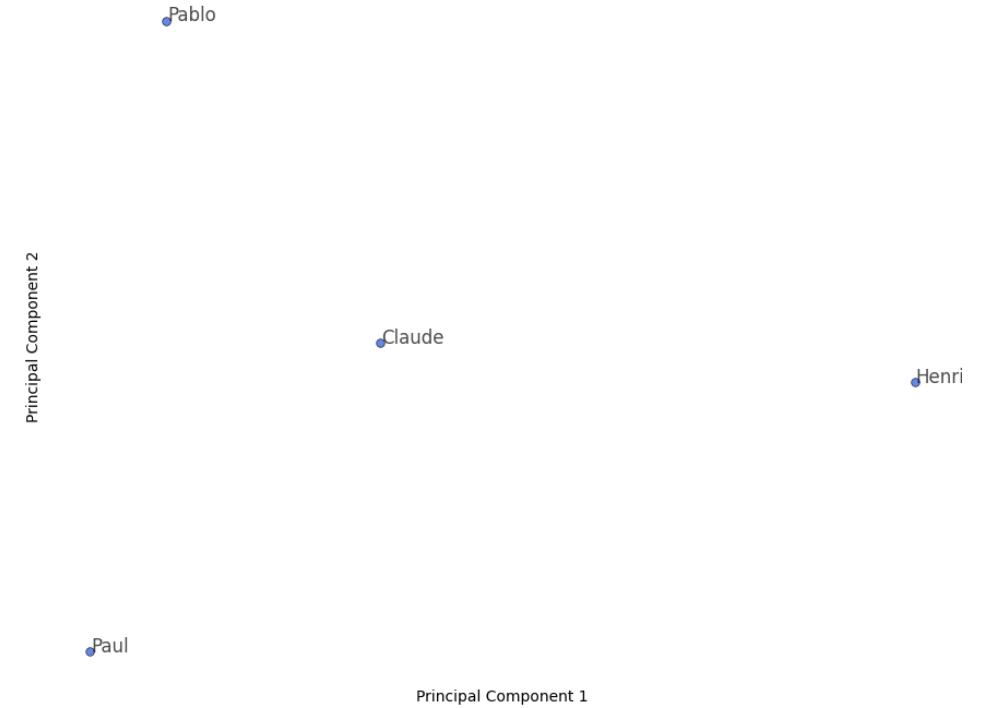
- Passen Sie die Parameter im Programm *Image_Caption_Generator_Transformer.py* so an, dass sinnvolle textbasierte Bildbeschreibungen (*engl.: image captions*) für Kunstwerke erzeugt werden.
Hinweis: Sinnvoll bedeutet insb., dass die Bildbeschreibungen potentiell für weitere Anwendungsfälle wie z.B. textbasiertes Clustern eingesetzt werden können.
-

Prüfungsaufgabe 5 - 1

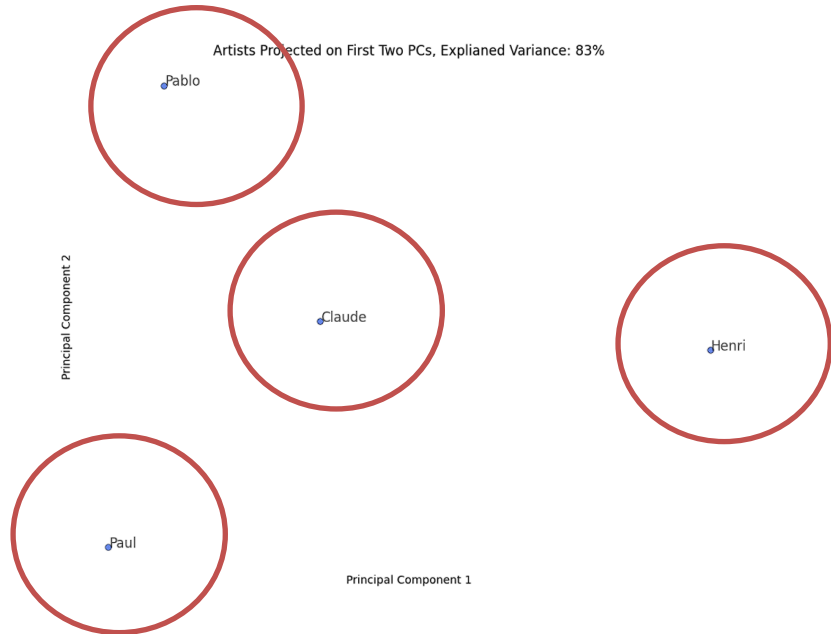
Average Colour by Artist



Artists Projected on First Two PCs, Explained Variance: 83%



Prüfungsaufgabe 5 - 1



```
def dbscan_cluster(primary_components):  
    dbscan = DBSCAN(eps=2, min_samples=1)  
    clusters = dbscan.fit_predict(primary_components)  
    return clusters
```

- Unbekannte Clusteranzahl
- Aufgrund ähnlicher Eigenschaften von Epochen schwer linear zu trennen

Prüfungsaufgabe 5

Aufgabenteil 1: Messung der Ähnlichkeit von Künstlern

- a) Beschreiben Sie die im Programmcode *artists_similarity_cnn.py* beschriebene Vorgehensweise zur Messung der Ähnlichkeit von Künstlern.
- b) Clustern Sie Künstler in sinnvolle Gruppen.
Tip: Verwenden Sie hierfür die Projektion der Künstler in das Koordinatensystem aus dem Diagramm „*Artists Projected on First Two PCs.*“
- c) Beurteilen Sie die Aussagekraft der im Programmcode beschriebenen Ähnlichkeitsmessung von Künstlern.

Aufgabenteil 2: Generierung von Bildbeschreibungen

- Passen Sie die Parameter im Programm *Image_Caption_Generator_Transformer.py* so an, dass sinnvolle textbasierte Bildbeschreibungen (*engl.: image captions*) für Kunstwerke erzeugt werden.
Hinweis: Sinnvoll bedeutet insb., dass die Bildbeschreibungen potentiell für weitere Anwendungsfälle wie z.B. textbasiertes Clustern eingesetzt werden können.
-

Prüfungsaufgabe 5 - 2

- Zwei bekannte Modelle ausgewählt
 - Salesforce/blip-image-captioning-large
 - nlpconnect/vit-gpt2-image-captioning
 - Test Daten besorgt (ca. 100 zufällige Bilder)
 - flickr 8k
 - Vergleich der beiden Modelle
 - Tf-idf Matrix und Cosine Similarity mit Beschreibung von Bildern
-

Prüfungsaufgabe 5 - 2

- Optimierung der Modelle
 - Salesforce/blip-image-captioning-large
 - Max Length
 - Num Beams
 - Temperature
 - nlpconnect/vit-gpt2-image-captioning
 - Max Length
 - Num Beams
-

Prüfungsaufgabe 5 - 2

■ Beispiele



there are two creepy dolls sitting
at a table with a candle



painting of two women carrying fruit on
their heads on the beach

Prüfungsaufgabe 6

- ① Trainieren Sie die Q-Tabelle für die in der Übersicht dargestellte Momentaufnahme mithilfe der Belohnungsmatrix (Reward_Matrix_Show_Snapshot.xlsx) und geben ein Beispiel für einen idealen Pfad an.
- ② Programmieren Sie eine Python-Funktion, die für einen gegebenen Zustand innerhalb der drei Serviceanfrage-Phasen während des Messeverlaufs die optimale Strategie zurückgibt:
 - `def optimal_strategy_function(current_timestep, current_phase_number, current_state_number, current_reward_matrix_dataframe)`
 - `current_timestep`: Integer increment
 - `current_phase_number` in [1,2,3]
 - `current_state_number` in [0,...,30]
 - `current_reward_matrix_dataframe` als 31x31 Dataframe
 - `return` `updated_timestep, updated_phase_number, next_state_number, updated_reward_matrix_dataframe`
- ③ Erstellen Sie eine einfache Visualisierung der resultierenden Bewegungsabläufe des Roboters in der Maze-Darstellung für jeweils eine Beispiel-Sequenz in den drei Phasen.
- ④ Beurteilen Sie, inwiefern der Einsatz von Dataset Aggregation zur Effizienzsteigerung Ihres Roboters bei einer realen Kunstmesse beitragen kann.

Prüfungsaufgabe 6 - 1

```
def read_xlsx_into_two_dimensional_list(self, file_path):
    result = []
    workbook = openpyxl.load_workbook(file_path)
    sheet = workbook.active
    for row in sheet.iter_rows(values_only=True):
        result.append(list(row))
    result = [inner[2:] for inner in result[2:]]
    return result
```

```
elif i == 7:
    possible_keys = dict[i].keys()
    if 12 in possible_keys:
        q_table[i]["L"] = dict[i][12]
        state_table[i]["L"] = 12
    if 13 in possible_keys:
        q_table[i]["R"] = dict[i][13]
        state_table[i]["R"] = 13
    if 0 in possible_keys:
        q_table[i]["U"] = dict[i][0]
        state_table[i]["U"] = 0
    if 24 in possible_keys:
        q_table[i]["D"] = dict[i][24]
        state_table[i]["D"] = 24
    continue
```

```
def create_q_table_and_state_table(self, reward_matrix):
    dict = {}

    for i, inner_list in enumerate(reward_matrix):
        dict[i] = {}
        for j, value in enumerate(inner_list):
            if value != -1:
                dict[i][j] = value
    q_table = {}
    state_table = {}

    for i in dict.keys():
        q_table[i] = {}
        state_table[i] = {}
        for j in dict[i].keys():
            if i == 12: ...
            elif i == 20: ...
            elif i == 7: ...
            elif i == 11: ...
            if j-1 == i:
                q_table[i]["R"] = dict[i][j]
                state_table[i]["R"] = j
            elif j+1 == i:
                q_table[i]["L"] = dict[i][j]
                state_table[i]["L"] = j
            elif j+1 < i:
                q_table[i]["U"] = dict[i][j]
                state_table[i]["U"] = j
            elif j-1 > i:
                q_table[i]["D"] = dict[i][j]
                state_table[i]["D"] = j

    return q_table, state_table
```

```
> 0: {'R': 0, 'D': 5}
> 1: {'L': 5, 'R': 0, 'D': 5}
> 2: {'L': 0, 'R': 0}
> 3: {'L': 0, 'R': 0, 'D': 0}
> 4: {'L': 0, 'R': 0}
> 5: {'L': 0, 'R': 5, 'D': 0}
> 6: {'L': 0, 'D': 5}
> 7: {'L': 1, 'R': 0, 'U': 5, 'D': 5}
> 8: {'U': 0, 'D': 0}
> 9: {'U': 0, 'D': 0}
> 10: {'U': 0, 'D': 0}
```

```
> 0: {'R': 1, 'D': 7}
> 1: {'L': 0, 'R': 2, 'D': 8}
> 2: {'L': 1, 'R': 3}
> 3: {'L': 2, 'R': 4, 'D': 9}
> 4: {'L': 3, 'R': 5}
> 5: {'L': 4, 'R': 6, 'D': 10}
> 6: {'L': 5, 'D': 11}
> 7: {'L': 12, 'R': 13, 'U': 0, 'D': 24}
> 8: {'U': 1, 'D': 14}
> 9: {'U': 3, 'D': 16}
> 10: {'U': 5, 'D': 18}
```

Prüfungsaufgabe 6 - 2

- ① Es sind keine Serviceanfragen vorhanden. Hinweise:
- Verwenden Sie die Strategie aus Aufgabe 1 (vgl. Exploitation Prinzip) in Verbindung mit einer zufälligen Komponente bei der Auswahl der nächsten Aktion (Exploration).
 - Die Dauer der Phase 1 beträgt 100 Zeitschritte (z.B. Minuten)

```
# Phase 1
if current_phase_number == 1: # Walk until EXIT or time expires and then print out the explored (probably bad path)
    state_after_action = current_state_number

    if current_timestep == 100:
        return current_timestep, 2, 12, pd.DataFrame(current_reward_matrix_dataframe)

    current_timestep += 1
    possible_actions = ["L", "R", "U", "D"]
    random_action = self.create_random_action()
    while not self.is_action_valid(current_state_number, random_action):
        possible_actions.remove(random_action)
        random_action = self.create_random_action(possible_actions)
    state_after_action = self.state_table[current_state_number][random_action]

    if state_after_action == exit_state:
        return current_timestep, 2, 12, pd.DataFrame(current_reward_matrix_dataframe)
    return current_timestep, 1, state_after_action, pd.DataFrame(current_reward_matrix_dataframe)
```

Prüfungsaufgabe 6 - 2

- ② Die zu Beginn vorhandenen Serviceanfragen (vgl. Reward_Matrix_Show_Snapshot.xlsx) werden sukzessive abgearbeitet, bis alles erledigt ist. Hinweise:
- Nachdem eine Dienstleistung durch den Roboter erbracht wurde, wird die entsprechende Belohnung in der Belohnungsmatrix auf -1 zurückgesetzt und die Q-Tabelle aus Aufgabe 1 wird neu berechnet.
 - Die Dauer der Phase 2 hängt von der Anzahl Serviceanfragen ab.

```
# Phase 2
elif current_phase_number == 2:
    current_timestep += 1
    tasks = self.count_service_tasks(current_reward_matrix_dataframe)
    if len(tasks) == 0:
        return 0, 3, 12, pd.DataFrame(current_reward_matrix_dataframe)

    best_action, best_reward = self.get_next_best_action(current_state_number)
    while not self.is_action_valid(current_state_number, best_action):
        best_action, best_reward = self.get_next_best_action(current_state_number)

    new_state_number = self.state_table[current_state_number][best_action]
    current_reward_matrix_dataframe = self.remove_reward_from_matrix(current_state_number)
    self.q_table, self.state_table = self.create_q_table_and_state_table(current_reward_matrix_dataframe)

    return current_timestep, 2, new_state_number, pd.DataFrame(current_reward_matrix_dataframe)
```


Prüfungsaufgabe 6 - 2

```
def get_next_best_action_with_depth(self, current_state_number, depth):
    """
    This method is conceptual, it didn't work how we wanted it to.
    It is supposed to look for the next best action with a given depth recursively
    """
    if depth == 0:
        return self.get_next_best_action(current_state_number)

    bestAction = None
    bestReward = float('-inf')

    for action in ["L", "R", "D", "U"]:
        if not self.is_action_valid(current_state_number, action):
            continue
        reward = self.q_table[current_state_number][action]

        if depth > 0:
            next_state = self.state_table[current_state_number][action]
            next_action = self.get_next_best_action_with_depth(next_state, depth-1)
            while not self.is_action_valid(next_state, next_action):
                next_action = self.get_next_best_action_with_depth(next_state, depth-1)
            if next_action is not None:
                reward += 0.9 * self.q_table[next_state][next_action]
        if reward > bestReward:
            bestReward = reward
            bestAction = action
    return bestAction
```

```
def find_path(self, start_state, goal_state):
    """
    Not used method, which was conceptual. The thought was for phase 2, to find the best path from one service task to another.
    So this executes a depth first search to find the path and walk it. But this wouldn't be q-learning really.
    Was still very fun to work on tho!
    """
    copyQ = self.q_table
    copyStates = self.state_table
    visited_states = set()
    path = []

    def dfs(state):
        if state == goal_state:
            return True
        visited_states.add(state)
        for action, next_state in copyStates[state].items():
            if next_state not in visited_states and dfs(next_state):
                path.append((state, action))
                return True
        return False

    if dfs(start_state):
        path.reverse()
        return path
    return None
```


Prüfungsaufgabe 6 - 2

③ Es sind immer Serviceanfragen vorhanden und neue treffen zufällig ein:

- Vorgehen analog zu Phase 2 durch jeweiliges Aktualisieren der Belohnungsmatrix und Neuberechnen der Q-Tabelle.
- Die Dauer der Phase 3 beträgt 10 Zeitschritte

```
# Phase 3
else:
    current_timestep += 1
    self.create_random_service_task()
    best_action, best_reward = self.get_next_best_action(current_state_number)
    while not self.is_action_valid(current_state_number, best_action):
        best_action, best_reward = self.get_next_best_action(current_state_number)
    new_state_number = self.state_table[current_state_number][best_action]
    current_reward_matrix_dataframe = self.remove_reward_from_matrix(current_state_number)
    self.q_table, self.state_table = self.create_q_table_and_state_table(current_reward_matrix_dataframe)
    if current_timestep > 33:
        return -1, 3, new_state_number, pd.DataFrame(current_reward_matrix_dataframe)
    return current_timestep, 3, new_state_number, pd.DataFrame(current_reward_matrix_dataframe)
```

```
def create_random_service_task(self):
    """
    This is a method for phase 3. Creates a random "service task" and updates the q-table regarding the reward.
    :return: the updated q-table with new "services"
    """
    rand_number_state = randint(0, 30)
    rand_number_reward = random.choice([1, 5, 10])

    for row in range(len(self.reward_matrix)):
        if self.reward_matrix[row][rand_number_state] != -1:
            self.reward_matrix[row][rand_number_state] = rand_number_reward
    self.q_table, self.state_table = self.create_q_table_and_state_table(self.reward_matrix)
```

Prüfungsaufgabe 6 - 3



```
def redraw_everything(self, currentStateID, currentPathList, font, text, textRect):
    self.screen.fill((255, 255, 255))
    self.screen.blit(self.floor, (0, 0))
    self.screen.blit(self.robot, self.get_plot_position(currentPathList[currentStateID]))
    text = font.render("Moves: " + str(currentStateID) + " / " + str(len(currentPathList)-1), True, (255, 0, 0))
    self.screen.blit(text, textRect)

def plot(self, pathLists):
    self.floor = pygame.transform.scale(self.floor, (1250, 500))
    self.robot = pygame.transform.scale(self.robot, (50, 50))

    self.screen.blit(self.floor, (0, 0))
    self.screen.blit(self.robot, self.get_plot_position(12))

stateID = 0

for pathList in pathLists:
    font = pygame.font.Font(None, 36)
    text = font.render("Moves: " + str(stateID) + " / " + str(len(pathList)-1), True, (255, 0, 0))
    textRect = text.get_rect()
    self.screen.blit(text, textRect)
    print(pathList)
    while self.running:
        for i in pygame.event.get():
            if i.type == pygame.QUIT:
                self.running = False
            elif i.type == pygame.KEYDOWN:
                if i.key == pygame.K_ESCAPE:
                    self.running = False
                elif i.key == pygame.K_RIGHT:
                    stateID = stateID + 1 if stateID < len(pathList)-1 else stateID
                elif i.key == pygame.K_LEFT:
                    stateID = stateID - 1 if stateID > 0 else stateID
                self.redraw_everything(stateID, pathList, font, text, textRect)

pygame.display.update()
```

Prüfungsaufgabe 6 - 4

- 4 Beurteilen Sie, inwiefern der Einsatz von Dataset Aggregation zur Effizienzsteigerung Ihres Roboters bei einer realen Kunstmesse beitragen kann.
- Wenigere Iterationen benötigt, um maximum zu erreichen
 - Anpassungsfähig mithilfe von Experten Daten
 - Wie stellt man sicher dass die Expertendaten auch gut sind?
 - Die Effizienz des Roboters steigt zwar schneller, aber mehr Aufwand für Entwickler/“Experten“
-



Danke für Eure Aufmerksamkeit!
