# GLB HACKATHON



# PROBLEM STATEMENT TITLE: AI FOR CRACKING

ANCIENT LANGUAGES

TEAM NAME: BROCODE

TEAM LEADER: RAGHAV PERSHAD

INSTITUTE NAME:

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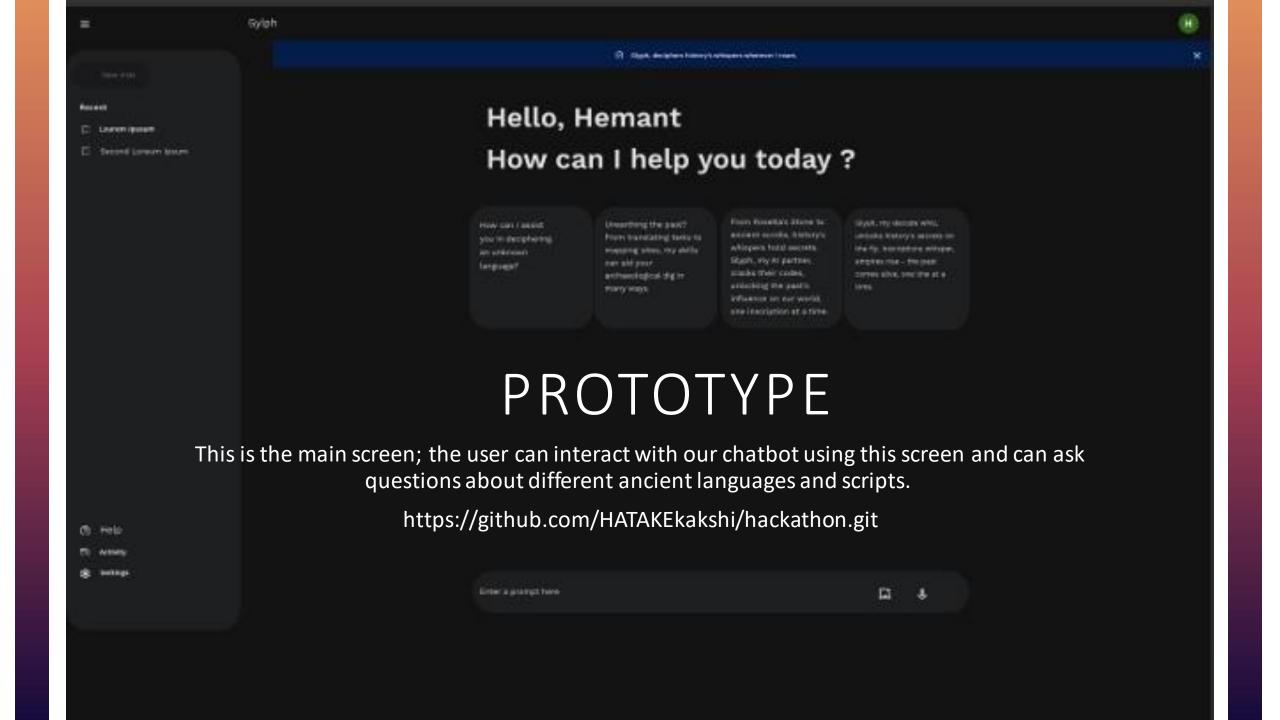
THEME: OPEN INNOVATION

### AIFOR TRANSLATING ANCIENT LANGUAGES

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IDEA/APPROACH DETAILS



## mirror mod.use x = False mirror mod.use y = False mirror mod.use z = True #selection at the end -add back the mirror ob.select= 1 modifier ob.select=1 bpy.context.scene.objects.active = mod

#### TECHNOLOGY STACK

- LangChain for data collection.
- Flask for integration.
- React.js for framework.
- HTML, CSS and JavaScript for frontend development.
- Mongodb atlas is for database.
- Python libraries like pandas, matplotlib, machine learning
- Node.js and NPM packages for database integration
- Reinforced learning

#### FEATURES AND USE CASES

- Our AI model is designed to provide easy interface for people to connect with history and to quench their curiosity.
- Our model mainly focuses on providing information about many different languages which have now been lost in the pages of time.
- One of the interesting feature of our model is to interpret the meaning of ancient fonts and languages by using the information of different civilizations and cultures available by analysing a large sum of data at a time.

#### Our model can be effective:

- To revive the lost information
- To know more about our ancestors
- To easily analyse data
- To decode ancient scripts manuscripts mysteries
- Time saver for historians and archaeologists

### TEAM MEMBER DETAILS

Team leader name: Raghav Pershad

Branch: BTech Course: CSE Year: I

Team Member 1 name: Archit Nirula

Branch: BTech Course: CSE Year: 1

Team Member 2 name: Hemant Kumar

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Team Member 3 name: Nidhi Singh

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