# Documentation: LeuphAl Q&A

tech basics final project Lennox Krause

#### Initial idea

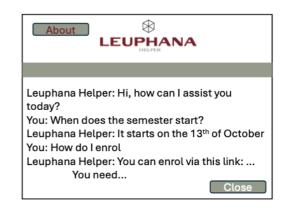
This is the initial idea I had on what to create and which steps to take creating it:

- A useful Al assistant for students studying at Leuphana
- Using a preexisting AI model and implementing it into python
- Finetuning its answers and training it
  - · Maybe using Leuphana website
  - Maybe even creating a website crawler, looked quite complicated, but maybe it could be possible
- Maybe implementing it into some kind of interface if it's not enough coding by then

### Initial code structure for idea

This is the structure I had in my head:

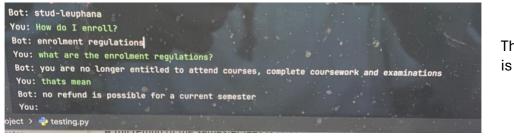
- While loop
- Player inputs and bot answers
- · Possibility to exit
- Code for finding the right context
  - Website crawler
  - Context file?
- Pygame or TKinter interface for better graphics and more coding?
- Fine tuning stuff (I still need to learn details)



This

#### Initial Research:

Asked ChatGPT and created a small demo version with its help (1)



what the protocol looks like:

Me: Do you think I could imperent some form of LLM into python?

ChatGPT: Absolutely — you can implement a lightweight form of an LLM (large language model) in your Python chatbot project, especially using prebuilt APIs or small local models, depending on your setup and time constraints.

Here are a few options, ranked by complexity and feasibility for a 1-month final project:



Best for: impressive results with little setup What you can do: Connect your Python chatbot to GPT-3.5/4 via the OpenAI API Send the user's message as a prompt and return the response Add your own logic around it (e.g., fallback replies, custom personality) Pros: Very powerful output Easy to integrate using openai Python library Looks great in a presentation Cons: Requires an internet connection and an API key Free usage is limited unless you're on OpenAI Plus Option 2: Use a Local LLM (Challenging but doable) Best for: showcasing understanding of models and offline capability Tools: llama-cpp-python to run small versions of LLaMA or Mistral transformers + AutoModelForCausalLM (for HuggingFace models) Pros: No need for internet/API keys Great for learning how inference works Cons: Might be slow or limited on a regular laptop Requires installing and managing large model files (~1–4 GB) Option 3: Use a Tiny ML Model for Intent Classification

Best for: more custom logic, not general chat

You can train a simple model using scikit-learn or transformers to classify user intent (e.g., weather query, joke request, greeting), and route accordingly.



Presentation Tips

If you use an LLM, you can:

Compare it with your rule-based logic ("see how the response quality improves")

Talk about safety/guardrails you added (e.g., filtering certain words)

Highlight how you integrated it ("used OpenAI API with custom fallback system")



Recommendation

For your final project, I strongly recommend:

Using OpenAI API (or Anthropic, Gemini, etc.) for power + simplicity

Adding your own "shell" of logic around it — so you're not just calling an API, but crafting a product

- Got more resources for learning AI implementation in python from both ChatGPT and our seminary teacher
- Wanted to find a data security conform Al system
  - Found EuroLLM, but got the feedback that it would not work very good for this task

# **Development process**

Problem: The Output is very bad

- How can I improve the output of my AI?
  - Better context data
  - Algorithms for processing context data
  - Better suited AI model
- First idea: improving the output with better context data -> WebCrawler and also some processing attempts
  - Found a tutorial on creating a WebCrawler on the OpenAl website (2)
  - After many hours, the WebCrawler I had created pulled a lot of text from the website, but the processing did not work out quite right
  - I tried out a few different ways to process the data, from the OpenAl website and elsewhere, but either the context was too

- processed with no data left, or too big with too much data for my laptop to handle (took 16 GB RAM!)
- So, after wasting a lot of time, I chose to copy the data myself, and to only focus on one aspect of the website (Leuphana music centre)
- After a bit of trial and error, I restructured the context from the website manually to make it even more readable
- Second idea: better suited AI model
  - First, I exchanged the EuroLLM model with Roberta, a model from Germany
  - Then, I got the idea to mix Q&A answer finding with text generation to create better suited texts
  - This may have increased the time it takes until the answer is generated, but it also immensely improved the quality of the answers
- Creating a UI
  - I also wanted to implement some TKinter to do some more actual coding, as the goal of this final project task is also to showcase the knowledge on python I gained attending this course
  - Mainly used one website explaining almost everything needed to understand TKinter (3)

# **Future improvements and known limitations**

- Biggest known limitation: only focusing on Leuphana music centre
  - Two solutions: Either increasing the context and using a device with more computing power or implementing some kind of live WebCrawler which finds context for the answer while its being asked
- Implementing more UI options
  - A "help"/about button giving background information about the chatbot
  - Different tabs for different conversations
- HTML embedding for using it on the Leuphana website

# Most important references

- (1)<u>www.chatgpt.com</u> (initial AI code)
- (2) https://platform.openai.com/docs/tutorials/web-qa-embeddings
- (3) <a href="https://www.pythontutorial.net/tkinter/tkinter-hello-world/">https://www.pythontutorial.net/tkinter/tkinter-hello-world/</a> <a href="https://huggingface.co/learn/llm-course/chapter1/1">https://huggingface.co/learn/llm-course/chapter1/1</a>