

# What is a Chatbot?

A **chatbot** is a software application designed to simulate human-like conversations using:

## Text

Text-based chatbots engage in conversations via messaging apps or websites, responding to user inputs with automated text replies.

## Speech

Voice-powered chatbots, like virtual assistants, interact with users through spoken commands, providing audio responses and performing tasks.

# Key Characteristics of Chatbots:

1. **Automation:** Provide automated responses to user inputs.
2. **Interactivity:** Simulate a two-way conversation.
3. **Intelligence:** Ranges from simple rule-based systems to advanced AI-driven bots.

# Early Text-Based Chatbots



1

## ELIZA (1966)

Developed by Joseph Weizenbaum, ELIZA mimicked a psychotherapist by rephrasing user inputs, creating a surprisingly engaging interaction.

2

## "The Hobbit" Game (1982)

This early text-based adventure game showcased basic chatbot mechanics, allowing players to interact with characters through typed commands.

# Rise of Rule-Based Chatbots

## ALICE (1995)

Built by Richard Wallace, ALICE used AIML (Artificial Intelligence Markup Language) for responses, based on pattern matching and pre-written scripts.

## SmarterChild (1997)

One of the first chatbots integrated with messaging platforms like AIM, SmarterChild provided pre-defined responses and basic tasks like weather updates.







# AI-Powered Chatbots



## Siri (2011)

Marked the transition to voice-enabled AI assistants, combining rule-based and machine learning techniques for a more sophisticated experience.



## Amazon Alexa (2014)

Leveraged cloud computing to handle a variety of voice commands, expanding chatbot applications to smart homes and beyond.



## Facebook Messenger Chatbots (2016)

Integrated bots into messaging apps for businesses and services, powered by NLP and basic AI for a more personalized and interactive experience.

# Modern Chatbots with LLMs

