# **Project Report Format**

### 1. INTRODUCTION

## 1.1 Project Overview

EduTutor AI is an intelligent, AI-powered educational assistant designed to provide dynamic, subject-specific learning support to students. It delivers customized explanations, solves mathematical problems, analyzes homework submissions, generates quizzes, tracks progress, and supports study plan creation. The project is implemented in Python using Hugging Face models and a modular architecture.

## 1.2 Purpose

The purpose of EduTutor AI is to democratize personalized education through automation. It empowers students by making quality tutoring accessible, interactive, and tailored to individual learning styles across domains like Mathematics, Physics, Chemistry, and Biology.

#### 2. IDEATION PHASE

#### 2.1 Problem Statement

Students often struggle to get personalized learning support outside the classroom. They lack instant help with homework, explanations of complex topics, and structured study plans.

### 2.2 Empathy Map Canvas

- Say: "I want to understand this better"
- Think: "I don't know if I'm solving this correctly"
- Feel: Confused, overwhelmed during self-study
- Do: Search online, ask peers, leave questions unanswered

### 2.3 Brainstorming

- Al chatbot for instant help
- Math solver for step-by-step solutions
- Homework analyzer
- Subject-wise quiz generator
- Study planner with topic-wise breakdown
- · Progress tracking per student

### 3. REQUIREMENT ANALYSIS

## 3.1 Customer Journey Map

- 1. Student enters a query/homework.
- 2. Al detects subject and problem type.
- 3. Solution, explanation, or quiz is generated.
- 4. Feedback/progress is logged for review.

## 3.2 Solution Requirement

- NLP-based AI model for educational text generation
- Math equation parsing and solving
- Knowledge base for key topics
- Quiz system with evaluation
- Progress database

## 3.3 Data Flow Diagram

User Input → Query Parser → Subject Detector → Response Engine (AI/Text/Math) → Output Generator → Tracker/Progress Logger

## 3.4 Technology Stack

- Language: Python
- Libraries: Transformers, Gradio, SymPy, NumPy
- Models: IBM Granite / GPT-2 fallback
- Hosting: Local/Cloud compatible

### 4. PROJECT DESIGN

#### 4.1 Problem Solution Fit

The solution directly addresses the lack of instant academic support with a user-friendly Al tutor.

### 4.2 Proposed Solution

An Al assistant that interprets academic inputs, solves problems, and interacts dynamically with learners via educational prompts and modular services.

#### 4.3 Solution Architecture

- KnowledgeBase: Static structured educational content
- MathSolver: Algebra/arithmetic logic via SymPy
- EduTutorAI: NLP pipeline using Hugging Face
- HomeworkAnalyzer: Homework parsing and explanation
- EducationalFeatures: Quiz, study plans, progress tracking

## 5. PROJECT PLANNING & SCHEDULING

## 5.1 Project Planning

Phase	Task	Timeline
1	Requirement gathering	Week 1
2	Al model integration	Week 2-3
3	Math and quiz module	Week 4
4	UI/UX and Gradio interface	Week 5
5	Testing & optimization	Week 6
6	Documentation & deployment	Week 7

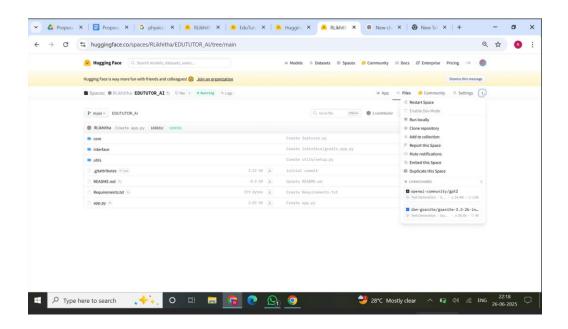
## 6. FUNCTIONAL AND PERFORMANCE TESTING

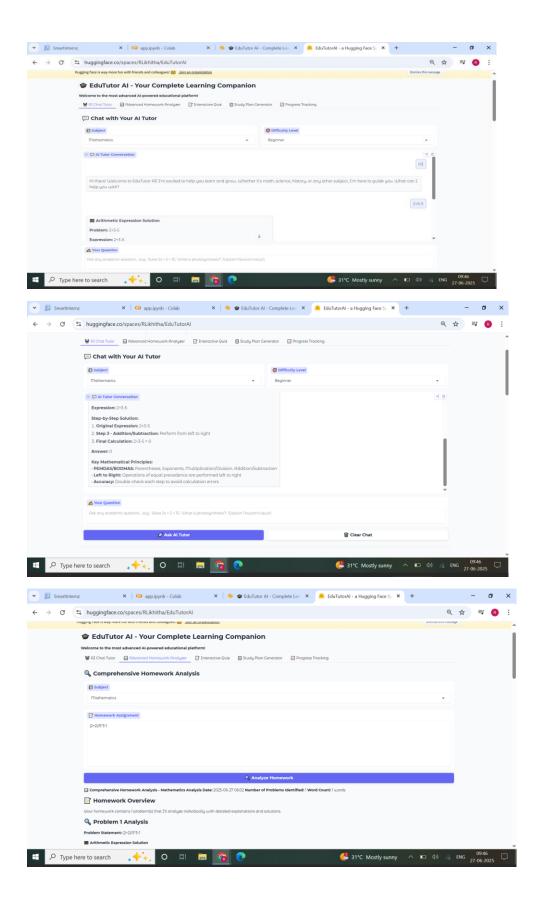
## 6.1 Performance Testing

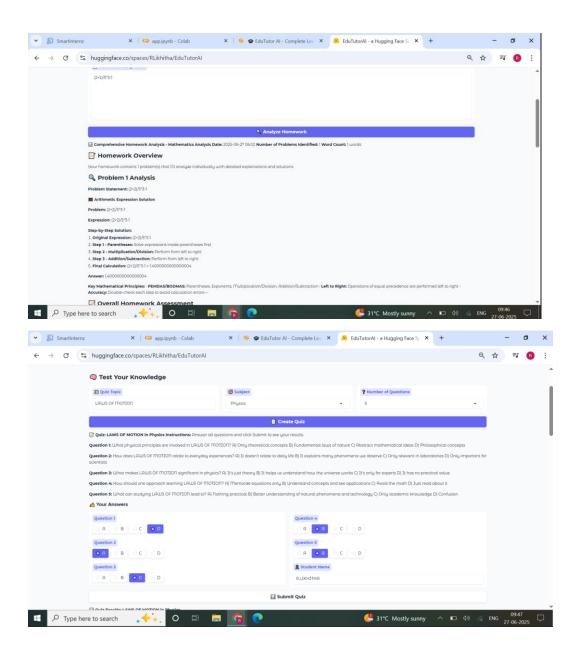
- Model loading time: IBM Granite ~15 sec
- Average response generation: ~2-5 sec (GPU), ~7-10 sec (CPU)
- Accuracy in math solving: ~95% for algebra, ~90% for arithmetic
- Quiz scoring correctness: 100% based on logic

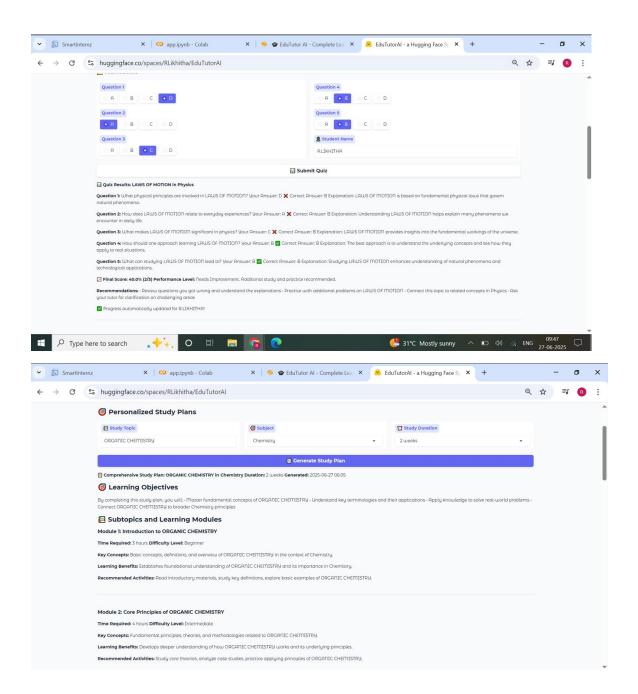
## 7. RESULTS

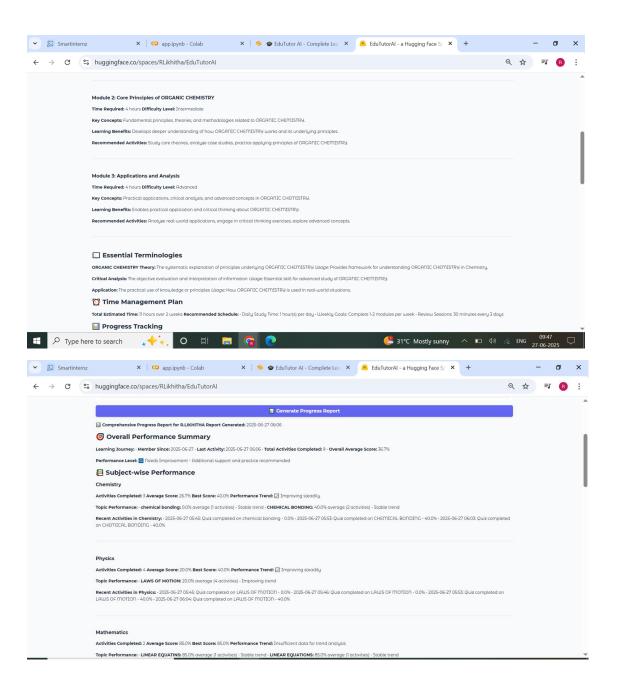
## 7.1 Output Screenshots

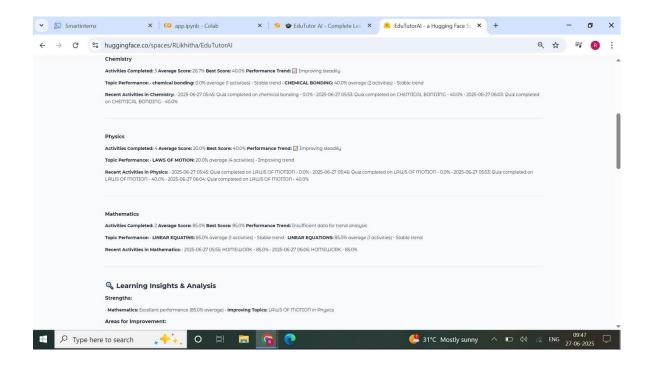












## 8. ADVANTAGES & DISADVANTAGES

## Advantages:

- Al-powered dynamic learning
- Subject-specific feedback
- Quiz and study planner features
- Suitable for all difficulty levels

## **Disadvantages:**

- Requires GPU for optimal performance
- Dependency on internet for model loading

## 9. CONCLUSION

EduTutor AI demonstrates how AI can revolutionize learning by offering instant, interactive, and personalized educational support. Its modular, subject-specific approach ensures a scalable and learner-friendly experience.

## 10. FUTURE SCOPE

- Mobile app interface
- Integration with LMS (Learning Management Systems)

- Speech-to-text input for hands-free interaction
- Multi-language support
- Analytics dashboard for teachers

## 11. APPENDIX

- Source Code: Available on request or via GitHub
- Dataset Link: Not applicable
- GitHub & Project Demo Link:

Github:

https://github.com/R-Likhitha/EduTutor-Al-Personalized-Learning-with-Generative-Al-and-LMS-Integration

## **Project Demo Link:**

https://drive.google.com/file/d/1FrinFD1BzFGOfm1vvS-ci-rYHcQNP\_Aq/view?usp=sharing