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**PHASE 4:CHATBOT USING PYTHON**

**How To Make A chatbot In Python?**

Now we are going to build the chatbot using Python but first, let us see the file structure and the type of files we will be creating:

* **Intents.json** – The data file which has predefined patterns and responses.
* **train\_chatbot.py** – In this Python file, we wrote a script to build the model and train our chatbot.
* **Words.pkl** – This is a pickle file in which we store the words Python object that contains a list of our vocabulary.
* **Classes.pkl** – The classes pickle file contains the list of categories.
* **Chatbot\_model.h5** – This is the trained model that contains information about the model and has weights of the neurons.
* **Chatgui.py** – This is the Python script in which we implemented GUI for our chatbot. Users can easily interact with the bot.

**Here are the 5 steps to create a chatbot in Python from scratch**:

1. **Import and load the data file**
2. **Preprocess data**
3. **Create training and testing data**
4. **Build the model**
5. **Predict the response**

1. **Import and load the data file**

First, make a file name as train\_chatbot.py. We import the necessary packages for our chatbot and initialize the variables we will use in our Python project.

The data file is in JSON format so we used the json package to parse the JSON file into Python.

import nltk

from nltk.stem import WordNetLemmatizer

lemmatizer = WordNetLemmatizer()

import json

import pickle

import numpy as np

from keras.models import Sequential

from keras.layers import Dense, Activation, Dropout

from keras.optimizers import SGD

from tensorflow.keras.optimizers import SGD

import random

words=[]

classes = []

documents = []

ignore\_words = ['?', '!']

data\_file = open('intents.json').read()

intents = json.loads(data\_file)

2. **Preprocess data**

When working with text data, we need to perform various preprocessing on the data before we make a machine learning or a deep learning model. Based on the requirements we need to apply various operations to preprocess the data.

Tokenizing is the most basic and first thing you can do on text data. Tokenizing is the process of breaking the whole text into small parts like words.

for intent in intents['intents']:  
for pattern in intent['patterns']:  
#tokenize each word  
w = nltk.word\_tokenize(pattern)  
words.extend(w)  
#add documents in the corpus  
documents.append((w, intent['tag']))  
# add to our classes list  
if intent['tag'] not in classes:  
classes.append(intent['tag'])

Now we will lemmatize each word and remove duplicate words from the list. Lemmatizing is the process of converting a word into its lemma form and then creating a pickle file to store the Python objects which we will use while predicting.

# lemmatize, lower each word and remove duplicates  
words = [lemmatizer.lemmatize(w.lower()) for w in words if w not in ignore\_words]  
words = sorted(list(set(words)))  
# sort classes  
classes = sorted(list(set(classes)))  
# documents = combination between patterns and intents  
print (len(documents), "documents")  
# classes = intents  
print (len(classes), "classes", classes)  
# words = all words, vocabulary  
print (len(words), "unique lemmatized words", words)  
pickle.dump(words,open('words.pkl','wb'))  
pickle.dump(classes,open('classes.pkl','wb'))

3. **Create training and testing data**

Now, we will create the training data in which we will provide the input and the output. Our input will be the pattern and output will be the class our input pattern belongs to. But the computer doesn’t understand text so we will convert text into numbers.

# create our training data  
training = []  
# create an empty array for our output  
output\_empty = [0] \* len(classes)  
# training set, bag of words for each sentence  
for doc in documents:  
 # initialize our bag of words  
 bag = []  
 # list of tokenized words for the pattern  
 pattern\_words = doc[0]  
 # lemmatize each word - create base word, in attempt to represent related words  
 pattern\_words = [lemmatizer.lemmatize(word.lower()) for word in pattern\_words]  
 # create our bag of words array with 1, if word match found in current pattern  
 for w in words:  
 bag.append(1) if w in pattern\_words else bag.append(0)  
 # output is a '0' for each tag and '1' for current tag (for each pattern)  
 output\_row = list(output\_empty)  
 output\_row[classes.index(doc[1])] = 1  
 training.append([bag, output\_row])  
# shuffle our features and turn into np.array  
random.shuffle(training)  
training = np.array(training)  
# create train and test lists. X - patterns, Y - intents  
train\_x = list(training[:,0])  
train\_y = list(training[:,1])  
print("Training data created")

4. **Build the model**

We have our training data ready, now we will build a deep neural network that has 3 layers. We use the Keras sequential API for this. After training the model for 200 epochs, we achieved 100% accuracy on our model. Let us save the model as ‘chatbot\_model.h5’.

# Create model - 3 layers. First layer 128 neurons, second layer 64 neurons and 3rd output layer contains number of neurons  
# equal to number of intents to predict output intent with softmax  
model = Sequential()  
model.add(Dense(128, input\_shape=(len(train\_x[0]),), activation='relu'))  
model.add(Dropout(0.5))  
model.add(Dense(64, activation='relu'))  
model.add(Dropout(0.5))  
model.add(Dense(len(train\_y[0]), activation='softmax'))  
# Compile model. Stochastic gradient descent with Nesterov accelerated gradient gives good results for this model  
sgd = SGD(lr=0.01, decay=1e-6, momentum=0.9, nesterov=True)  
model.compile(loss='categorical\_crossentropy', optimizer=sgd, metrics=['accuracy'])  
#fitting and saving the model  
hist = model.fit(np.array(train\_x), np.array(train\_y), epochs=200, batch\_size=5, verbose=1)  
model.save('chatbot\_model.h5', hist)  
print("model created")

5. **Predict the response (Graphical User Interface)**

To predict the sentences and get a response from the user to let us create a new file ‘chatapp.py’.

We will load the trained model and then use a graphical user interface that will predict the response from the bot. The model will only tell us the class it belongs to, so we will implement some functions which will identify the class and then retrieve us a random response from the list of responses.

Again we import the necessary packages and load the ‘words.pkl’ and ‘classes.pkl’ pickle files which we have created when we trained our model:

import nltk  
from nltk.stem import WordNetLemmatizer  
lemmatizer = WordNetLemmatizer()  
import pickle  
import numpy as np  
from keras.models import load\_model  
model = load\_model('chatbot\_model.h5')  
import json  
import random  
intents = json.loads(open('intents.json').read())  
words = pickle.load(open('words.pkl','rb'))  
classes = pickle.load(open('classes.pkl','rb'))

To predict the class, we will need to provide input in the same way as we did while training. So we will create some functions that will perform text preprocessing and then predict the class.

def clean\_up\_sentence(sentence):  
 # tokenize the pattern - split words into array  
 sentence\_words = nltk.word\_tokenize(sentence)  
 # stem each word - create short form for word  
 sentence\_words = [lemmatizer.lemmatize(word.lower()) for word in sentence\_words]  
 return sentence\_words  
# return bag of words array: 0 or 1 for each word in the bag that exists in the sentence  
def bow(sentence, words, show\_details=True):  
 # tokenize the pattern  
 sentence\_words = clean\_up\_sentence(sentence)  
 # bag of words - matrix of N words, vocabulary matrix  
 bag = [0]\*len(words)  
 for s in sentence\_words:  
 for i,w in enumerate(words):  
 if w == s:  
 # assign 1 if current word is in the vocabulary position  
 bag[i] = 1  
 if show\_details:  
 print ("found in bag: %s" % w)  
 return(np.array(bag))  
def predict\_class(sentence, model):  
 # filter out predictions below a threshold  
 p = bow(sentence, words,show\_details=False)  
 res = model.predict(np.array([p]))[0]  
 ERROR\_THRESHOLD = 0.25  
 results = [[i,r] for i,r in enumerate(res) if r>ERROR\_THRESHOLD]  
 # sort by strength of probability  
 results.sort(key=lambda x: x[1], reverse=True)  
 return\_list = []  
 for r in results:  
 return\_list.append({"intent": classes[r[0]], "probability": str(r[1])})  
 return return\_list

After predicting the class, we will get a random response from the list of intents.

def getResponse(ints, intents\_json):  
 tag = ints[0]['intent']  
 list\_of\_intents = intents\_json['intents']  
 for i in list\_of\_intents:  
 if(i['tag']== tag):  
 result = random.choice(i['responses'])  
 break  
 return result  
def chatbot\_response(text):  
 ints = predict\_class(text, model)  
 res = getResponse(ints, intents)  
 return res

Now we will develop a graphical user interface. Let’s use Tkinter library which is shipped with tons of useful libraries for GUI. We will take the input message from the user and then use the helper functions we have created to get the response from the bot and display it on the GUI. Here is the full source code for the GUI.

#Creating GUI with tkinter  
import tkinter  
from tkinter import \*  
def send():  
 msg = EntryBox.get("1.0",'end-1c').strip()  
 EntryBox.delete("0.0",END)  
 if msg != '':  
 ChatLog.config(state=NORMAL)  
 ChatLog.insert(END, "You: " + msg + '\n\n')  
 ChatLog.config(foreground="#442265", font=("Verdana", 12 ))  
 res = chatbot\_response(msg)  
 ChatLog.insert(END, "Bot: " + res + '\n\n')  
 ChatLog.config(state=DISABLED)  
 ChatLog.yview(END)  
base = Tk()  
base.title("Hello")  
base.geometry("400x500")  
base.resizable(width=FALSE, height=FALSE)  
#Create Chat window  
ChatLog = Text(base, bd=0, bg="white", height="8", width="50", font="Arial",)  
ChatLog.config(state=DISABLED)  
#Bind scrollbar to Chat window  
scrollbar = Scrollbar(base, command=ChatLog.yview, cursor="heart")  
ChatLog['yscrollcommand'] = scrollbar.set  
#Create Button to send message  
SendButton = Button(base, font=("Verdana",12,'bold'), text="Send", width="12", height=5,  
 bd=0, bg="#32de97", activebackground="#3c9d9b",fg='#ffffff',  
 command= send )  
#Create the box to enter message  
EntryBox = Text(base, bd=0, bg="white",width="29", height="5", font="Arial")  
#EntryBox.bind("<Return>", send)  
#Place all components on the screen  
scrollbar.place(x=376,y=6, height=386)  
ChatLog.place(x=6,y=6, height=386, width=370)  
EntryBox.place(x=128, y=401, height=90, width=265)  
SendButton.place(x=6, y=401, height=90)  
base.mainloop()

**Output:**

