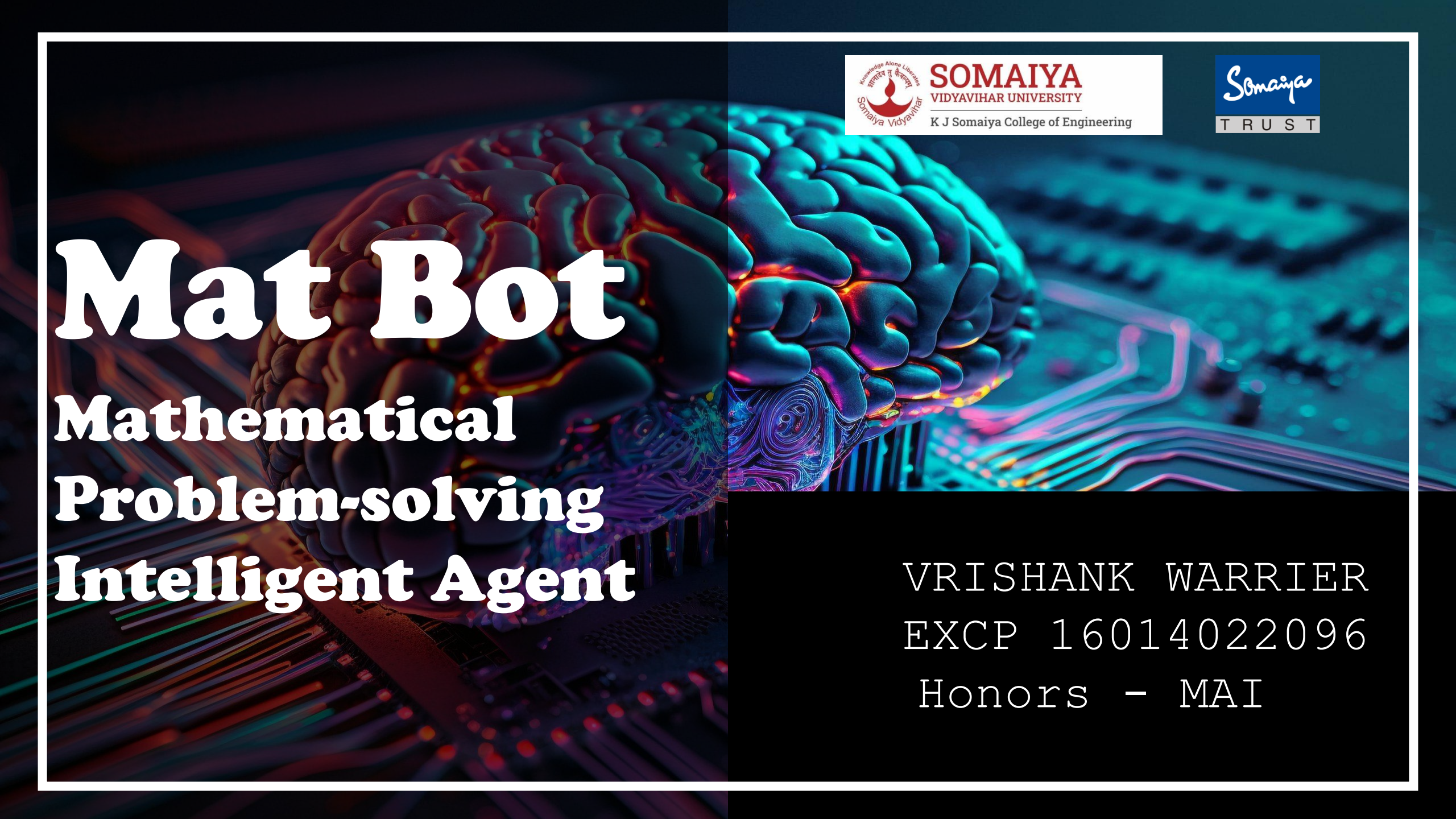

Mat Bot

Mathematical Problem-solving Intelligent Agent

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PROJECT DESCRIPTION:

- Mat bot will be powered by advanced AI algorithms which will adapts to various mathematical domains and provides efficient solutions.
- It will use text recognition software to get the mathematical equations, word problems etc. which may ranges from basic arithmetic to complex calculus problems.
- It then preform mathematical analysis on then given problem.
- Machine learning will allow AI to improve and learn from experience, becoming more proficient over time to enhance efficiency, accuracy, and speed in tackling complex mathematical tasks.
- Mat Bot will interact with users through a user-friendly interface

PROJECT DESCRIPTION:

Real-world Applications:

- Mathematical problem-solving is crucial for solving real-world problems in physics, economics, engineering, and more.
- Many industries rely on mathematical models for decision-making and optimization.

OBJECTIVES:

- Develop a rule-based system capable of solving basic mathematical problems.
- Implement machine learning algorithms for adapting to new mathematical problem-solving challenges.
- Tune the agent's algorithms based on experimental results to enhance efficiency and accuracy.
- Demonstrate adaptability and learning capabilities of MatBot through mathematical problem scenarios.

HARDWARE REQUIREMENTS:

- ❑ Processor Unit (CPU):
- ❑ Random Access Memory (RAM):
- ❑ Storage:
- ❑ Graphics Processing Unit (GPU):
- ❑ Network Interface:
- ❑ Input Devices:

SOFTWARE REQUIREMENTS:

- ❑ Operating System:
- ❑ Development Environment:
- ❑ Mathematical Libraries:
- ❑ Machine Learning Libraries (if applicable):
- ❑ User Interface (UI):
- ❑ Communication Protocols:
- ❑ Version Control:
- ❑ Database (if applicable):

Performance Measure, Environment, Actuators, and Sensors.

- P: accuracy and efficiency of its solutions to mathematical problems.
- E: digital environment varying in complexity
- A: graphical user interface
- S: gather information from the environment

LITERATURE SURVEY :

- Automated Theorem Proving (ATP):
- Symbolic Computation:
- Constraint Satisfaction:
- Machine Learning for Pattern Recognition:
- Natural Language Processing (NLP):

LITERATURE SURVEY :

- Fun Search – set-inspired problem
- AI:R Math – homework helper
- Socratic – educational tech company

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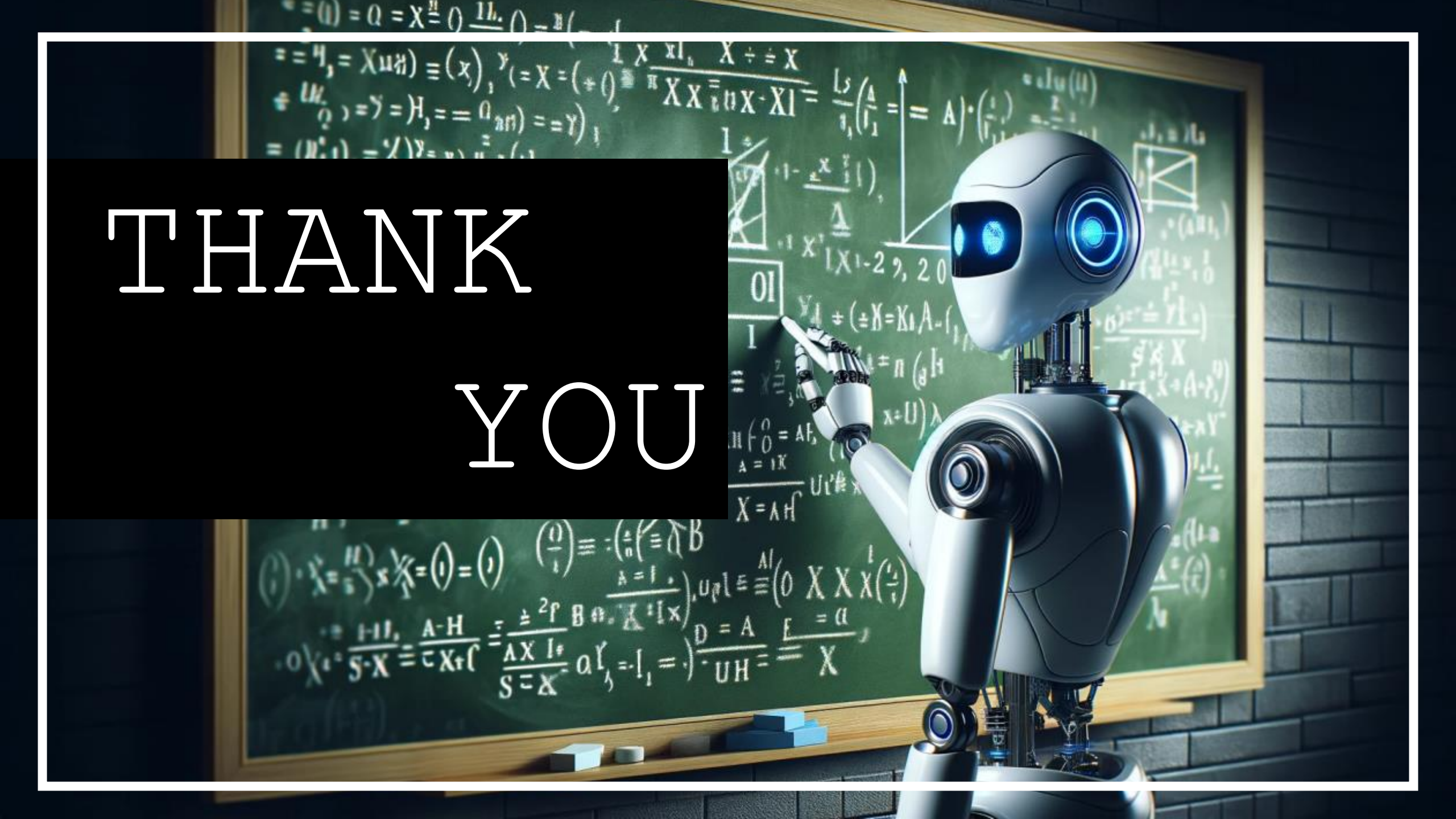
THANK
YOU