# **EvaDB Assignment 1 Report: AI Search Engine**

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Link: https://github.com/anmolagarwalcp810/CS6422-EvaDB-AI Search Engine

**Note:** Earlier code was hosted on <a href="https://github.gatech.edu/aagarwal622/AI\_Search\_Engine">https://github.gatech.edu/aagarwal622/AI\_Search\_Engine</a>, and has been moved to <a href="https://github.com/anmolagarwalcp810/CS6422-EvaDB-AI\_Search\_Engine">https://github.com/anmolagarwalcp810/CS6422-EvaDB-AI\_Search\_Engine</a>.

#### Overview:

In this project, I have implemented a search engine using AI. Here the user will enter a query, and will get the relevant paragraphs from documents in the output based on the similarity score, i.e., those paragraphs which have the highest similarity scores would be returned the user. User also has the ability to get the summary of responses to their query. This summary would generated by Facebook-bart-cnn language model. Furthermore, they can also control how many relevant paragraphs does the user want to see in the output. Moreover, the search engine will also regularly update itself as new documents are added or deleted from the directory.

#### **Versions:**

Python: 3.11.4 EvaDB: 0.3.7

OS: Ubuntu 22.04.3 LTS

#### **Features:**

The AI Search Engine has the following features:

- 1. Return relevant paragraphs to the user most similar to the query. Currently we support both PDF and text documents.
- 2. Also give a summary response to the user (if they need it) by consolidating all the relevant paragraphs and generating a summary out of them. User can toggle this feature using "ENABLE/DISABLE SUMMARY" commands.
- 3. By default, at most 10 paragraphs are returned to the user, but they can change this limit by running LIMIT <new limit> command to control how many results do they want.
- 4. If user wants to see the backend table storing all the documents, they can run SHOW command.
- 5. Finally, when users add or delete some documents from the directory to which the search engine database is pointing to, it will automatically update itself accordingly, i.e., add new rows for new documents or delete rows from itself for deleted documents. The engine will check the directory roughly once every 60 seconds or so.

Please refer demo section to see all the above-mentioned features at play.

## **Important Files and Folders:**

Main program: ai\_search\_engine.py

Main folder: docs (contains all the documents to used by our search engine)

#### How to Run:

> python ai search engine.py

### **Implementation Details:**

- 1. First I loaded PDFs and Text files from directory. PDFs were loaded into a separate table using "LOAD PDF" command and text files were read and divided into paragraphs split by newline character and inserted into another table.
- 2. The table for PDFs is called MyPDFs and table for text files is called MyDocuments.
- 3. To simplify further process, I copied all the entries from MyPDFs into MyDocuments table and removed MyPDFs table. MyDocuments contains all the documents with each row corresponding to a paragraph.
- 4. Then I created sentence feature extractor from abstract function implementation stored in functions/sentence\_feature\_extraction.py (this was taken from EvaDB github repository). I also created vector index.
- 5. Now the user enters the query, and I use the following query to first get embeddings, and get similarity between query and entries in MyDocuments table.

The results are then ordered by similarity, and we also apply limit to the number of results. After that we output the results to the user.

- 6. Then, I created text summarizer using facebook/bart-large-cnn and if user needs summary, this summarizer will be called on the results returned previously.
- 7. Finally, the code also repeatedly checks the directory **docs** in which the documents are stored and sees if documents were added or deleted. If so, then it will call INSERT/DELETE query respectively to update MyDocuments table in which all the documents are stored.

### Demo:

Query:

(Without Summarization)

```
Query: Tell me about sports
docs/golf.txt
docs/golf.txt
docs/golf.txt
docs/golf.txt
docs/golf.txt
docs/golf.txt
delevant Text 0

Dolf, unlike most ball games, cannot and does not use a standardized playing area, and coping with the varied terrains encountered on different courses is a key part of the game. It will be most believed believed. Text 1

The modern game of golf originated in 15th century scotland. This is hole round was created at the Old Course at St Andrews in 1764, Golfs first major, and the worlds oldest golf is gold at the Prestwick Golf club in Ayrshire, Scotland. This is one of the four major championships in mens professional golf, the other three being played in the United States: The Relevant Text 2

Dolf is played for the lowest number of strokes by an individual, known as stroke play, or the lowest score on the most individual holes in a complete round by an individual or text the elite level.

Relevant Text 2

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Relevant Text 2

Dolf is played for the lowest number of strokes by an individual, known as stroke play, or the lowest score on the most individual holes in a complete round by an individual or text the level.

Relevant Text 3

Dolf is played for the lowest number of strokes by an individual, known as stroke play, or the lowest score on the most individual holes in a complete round by an individual or text the lowest level.

Relevant Text 0

Dolf is played for
```

### (With Summarization (Shown in Blue Text))

```
TUMDRING
Olf is a club-and-ball sport in which players use various clubs to hit a ball into a series of holes on a course in as few strokes as possible. The modern game of golf originated
Championship, also known as the British Open, which was first played in 1860.
 terent react ball games, cannot and does not use a standardized playing area, and coping with the varied terrains encountered on different courses is a key part of the game. that receives the ball. Each hole on a course contains a teeing ground to start from, and a putting green containing the cup. There are several standard forms of terrain betwee r, rocks, or sand-filled bunkers. Each hole on a course is unique in its specific layout.
    would be read of golf originated in 15th century Scotland. The 18-hole round was created at the Old Course at St Andrews in 1764. Golfs first major, and the worlds oldest golf at the Prestwick Golf Club in Ayrshire, Scotland. This is one of the four major championships in mens professional golf, the other three being played in the United States: The
Relevant Text 2
Golf is played for the lowest number of strokes by an individual, known as stroke play, or the lowest score on the most individual holes in a complete round by an individual or to
 Relevant Text 1

The team that bats first sets a target score which the other side should chase down. If the team chases down the score, they win. If the scores are tied, a final over called the t score wins. In case of weather problems, then the match is either cancelled or the Duckworth- Lewis method is adopted. Here the score of the teams at last over that was played
Enable Summary:
```

Query: ENABLE SUMMARY Summari<u>z</u>ation enabled!

#### Disable Summary:

Query: DISABLE SUMMARY ummarization disabled!

#### Set Limit:

Query: LIMIT 20 imit set to 20

### Updating Database automatically:

### SHOW Backend Table storing all documents:

Query: SHOW				
mydocumentsrow_id	mydocuments.name	mydocuments.page	mydocuments.paragraph	mydocuments.data
0 1				Tennis is a racket sport that is played either
1 2				Tennis is an Olympic sport and is played at al
2 3				The rules of modern tennis have changed little
3 4				Tennis is played by millions of recreational p
4 5				
5 6				The game of association football is played in
6 7				
7 8	docs/golf.txt			
8 9				
9 10	docs/golf.txt			
10 11	docs/golf.txt			
11 12				
12 13				
13 14				
14 15				
15 16				
16 17				
17 18				
18 19				
19 20				
20 21				
21 22				
22 23				
23 24				
24 25				
25 26				
26 27				
27 28				
28 29				
29 30				
30 31				
31 32	docs/Rugby.pdf			
32 33	docs/Rugby.pdf			Rugby union football, commonly known simply as
33 34				
34 35				
35 36				Rugby union spread from the Home Nations of Gr
36 37				
37 38	docs/Rugby.pdf			
38 39				
Query:				

#### Exit:



### **Challenges:**

- 1. Currently I have used facebook-bart-cnn summarizer and the summary results seem to omit lot of information, so I might try a different LLM for summarization or use ChatGPT.
- 2. Currently polling for new or deleted documents and updating database happens serially, which might block the user from entering the query if the number of documents added/deleted is quite large, hence I might try using a separate thread for this.

More discussion on ways to address the above challenges in future scope.

### **Future Scope:**

I have thought of the following things to add to my current implementation:

- 1. Document clustering and more advanced queries like "Tell me about spring in context of computer science", this will only get results from documents clustered under computer science category and give info about spring framework for Java. Or "Tell me about spring in context of nature", this will get results from documents clustered under nature category and give info about the spring season.
- 2. Use ChatGPT or GPT4All to also summarize all the documents in 1 line for the user and store the summary in MyDocuments table as a new column. If user asks for summary, just out the summary of all documents. Perhaps, we can create a new abstract function for this feature.
- 3. I also plan to use different Sentence Feature Extractor through different models (probably from OpenAI like text-embedding-ada-002) and compare the results.
- 4. Currently the engine polls the directory to check for new documents sequentially every 60 seconds on the main thread. We can also do the same through a separate thread to unblock the normal flow leading to faster UI for the user.
- 5. Try different text summarizers and compare the results.

All of these new features can be taken up in project 2 of EvaDB.