# Problem statement and challenge

## RAGs are not capable of handing dynamic context. We address this issue by learning the context using RL.

## Explain rules of the game which lead to different context. Then explain the shortcoming of a static RAG and need of RL to create a dynamic context.

# Approach

## LLM for Retrieval-Augmented Generation (RAG)

## RL for Handling Dynamic Context

## STT & TTS for More Human Like Interaction

# Data Sets

## Question Data Set (not used for model training)

## Data Set for RL

# Results

## Accuracy of RL

## Model Comparison

# Demo Execution