

Database & Project Setup Documentation

This document explains how to set up **PostgreSQL**, configure the database, and run the **backend + frontend** of the project.

1 Install PostgreSQL

- Download **PostgreSQL v16**
- Link: <https://www.postgresql.org/download/>
- During installation:
 - Set **username** (example: postgres)
 - Set **password** (remember this)
 - Keep default port: 5432

2 Create Database Server & Database

1. Open **pgAdmin**
2. Connect to PostgreSQL server
3. Create a new database:

Chatbot_Db

3 Enable Required Extension

Open **Query Tool** in pgAdmin and run:

```
CREATE EXTENSION IF NOT EXISTS pgcrypto;
```

Create Database Tables

◊ Users Table

```
CREATE TABLE users (
    user_id BIGSERIAL PRIMARY KEY,
    email TEXT UNIQUE NOT NULL,
    password_hash TEXT NOT NULL,
    is_active BOOLEAN DEFAULT TRUE NOT NULL,
    created_at TIMESTAMP WITH TIME ZONE DEFAULT now(),
    last_login TIMESTAMP WITH TIME ZONE
);
```

```
SELECT * FROM users;
```

◊ User Configuration Table

```
CREATE TABLE user_config (
    config_id BIGSERIAL PRIMARY KEY,
    user_id BIGINT UNIQUE REFERENCES users(user_id) ON DELETE CASCADE,

    enable_memory BOOLEAN DEFAULT TRUE,
    enable_multichat BOOLEAN DEFAULT TRUE,
    enable_chat_history BOOLEAN DEFAULT TRUE,
    enable_rag BOOLEAN DEFAULT TRUE,
    enable_tool BOOLEAN DEFAULT TRUE,

    max_sessions INT DEFAULT 5,
    max_tokens INT DEFAULT 4096,

    created_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
    updated_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP
```

```
);  
  
SELECT * FROM user_config;
```

◊ Chat Sessions Table

```
CREATE TABLE chat_sessions (  
    session_id UUID PRIMARY KEY DEFAULT gen_random_uuid(),  
    user_id BIGINT REFERENCES users(user_id) ON DELETE CASCADE,  
  
    session_title TEXT,  
    is_active BOOLEAN DEFAULT TRUE,  
    created_at TIMESTAMP WITH TIME ZONE DEFAULT now(),  
    ended_at TIMESTAMP WITH TIME ZONE  
);
```

◊ Chat Messages Table

```
CREATE TABLE chat_messages (  
    request_id UUID PRIMARY KEY DEFAULT gen_random_uuid(),  
    session_id UUID REFERENCES chat_sessions(session_id) ON DELETE  
CASCADE,  
  
    role TEXT NOT NULL CHECK (role IN ('user', 'assistant', 'system')),  
    content TEXT,  
    token_count INT,  
    created_at TIMESTAMP WITH TIME ZONE DEFAULT now()  
);  
  
SELECT * FROM chat_messages;
```

◊ Memory Store Table

```
CREATE TABLE memory_store (
    memory_id UUID PRIMARY KEY DEFAULT gen_random_uuid(),
    user_id BIGINT REFERENCES users(user_id) ON DELETE CASCADE,
    memory_type TEXT NOT NULL,
    memory_content TEXT NOT NULL,
    confidence_score FLOAT,
    is_active BOOLEAN DEFAULT TRUE,
    expires_at TIMESTAMP WITH TIME ZONE NULL,
    created_at TIMESTAMP WITH TIME ZONE DEFAULT now()
);

SELECT * FROM memory_store;
```

Check expired memories:

```
SELECT * FROM memory_store
WHERE expires_at <= now();
```

◊ Vector DB (RAG) Table

```
CREATE TABLE vector_db_rag (
    document_id UUID PRIMARY KEY DEFAULT gen_random_uuid(),
    user_id BIGINT REFERENCES users(user_id) ON DELETE CASCADE,
    embedding FLOAT8[] NOT NULL,
    metadata JSONB
);

SELECT * FROM vector_db_rag;
```

5 Configure Environment Variables

Inside your **project root** (or backend folder), set:

```
DATABASE_URL=postgresql://<username>:<password>@localhost:5432/Chatbot_Db
```

Example:

```
DATABASE_URL=postgresql://postgres:admin123@localhost:5432/Chatbot_Db
```

6 Backend Setup & Run

```
cd backend
```

◊ Recreate Virtual Environment

```
# delete old venv folder first
python -m venv venv
venv/scripts/activate
pip install -r requirements.txt
```

◊ Start Backend Server

```
uvicorn main:app --reload --port 8000
```

Backend runs at:

<http://localhost:8000>

Frontend Setup & Run

Open **new terminal window**:

```
cd frontend  
npm install # run only once  
npm run dev
```

Frontend runs at:

<http://localhost:3000>

Final Notes

- PostgreSQL must be running before backend starts
- .env file must contain correct DATABASE_URL
- Backend and frontend should run in **separate terminals**
- Database tables are auto-linked via foreign keys