

Olivia

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Introduction

The Olivia is personal virtual assistant.

The problem statement for this project is to create a personal assistant that can be used by anyone to perform basic tasks on computer and get answer to basic queries.

Aims and objectives

1. The main aim of a voice assistant is to minimize the use of input devices.
2. The Olivia Personal Assistant is a voice assistant that can be used to perform tasks like playing music, playing games, playing videos, taking screenshots, sending emails, sending WhatsApp messages, etc.
3. The Olivia saves the user time and energy by providing a variety of functions.

4. The software is designed to be very useful for people with visual disabilities, physical disabilities like hand movements, hand-eye coordination, hand loss, etc.

Methodology

- First, we will record the voice commands and store them in a database.
- we will then send the voice command/ query to the server and get the response.
- The response will contain the text recognised by the server.
- The response will be match with the keywords in the database.

- The corresponding response will be sent to the user or the task will be performed.
 - The cycle will repeat until the user quits the application.

Result expected

The result expected from this project is a personal assistant that can be used by anyone. And it is able to perform most common tasks like playing music, playing games, playing videos, taking screenshots, sending emails, sending WhatsApp messages, etc. and able to respond to the user's queries in a natural and comfortable way.

Utilization

The utilization of this project is very simple. The user can use the application by simply speaking the voice commands. The application will then perform the task that the user has asked for. The utilization of this project is very crucial for the disabled people.

Work progress

The future work scope of the project is beyond imagination. The project can incorporate more technologies like deep learning, artificial intelligence, machine learning, natural language processing, speech recognition, etc. in better ways like contextual voice enabled applications and provide a better user experience.

The project can also be used by people who are not able to use the keyboard or mouse in the future. The Olivia can improved to provide more personalized services to the user.

References

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