

A0597203 Al Business Applications

Introduction to Chatbots and Retrieval Augmented Generation (RAG)

https://www.knime.com/events/ai-chatbots-rag-governance-data-workflows-course

What is a Chatbot?

- A Chatbot is an application that uses an LLM to simulate human-like conversation.
- It provides a structured interface for users to interact with the model, e.g., a chat window, and may include memory management, custom data integrations, and UI logic tailored to a specific use case.

Types of Chatbots:

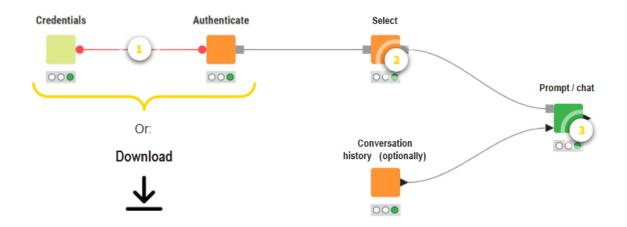
- Rule-based: Follow predefined conversation flows
- Al-powered: Use machine learning and NLP for dynamic responses
- Conversational Agents: Advanced systems that can use tools and access external data
- Example use cases for custom chatbots:
 - Internal applications, such as a help desk assistant that answers company policy or HR-related questions.
 - Public-facing ones, like a customer support assistant embedded on a company website to handle FAQs.

Develop a chatbot in KNIME

To integrate Generative AI into your analytical workflows or to build a chatbot within a KNIME workflow, independent of the LLM provider, there are always 3 steps that you always need to perform:

- 1. Authenticate & connect / download
- 2. Select the model
- 3. Prompt

Below is an abstract workflow illustrating each step. Click the buttons to explore them in more detail.



LLM Prompter vs LLM Chat Prompter in KNIME

While authentication and model selection steps are similar for both analytical and chatbot use cases, the prompting step differs depending on the context (whether you are integrating GenAl into a table-based analysis or building an interactive chatbot)

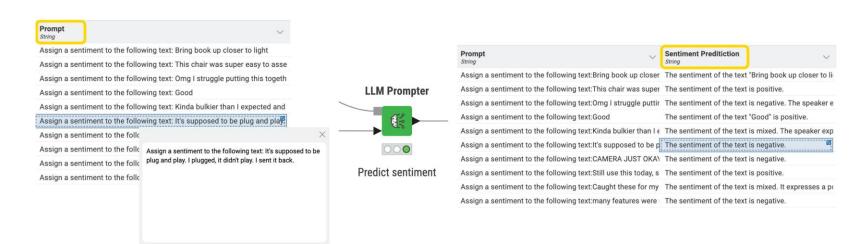
- For table-based analyses, we use the LLM Prompter node.
- For chatbot applications, we use the LLM Chat Prompter or Agent Chat View node.

LLM Prompter

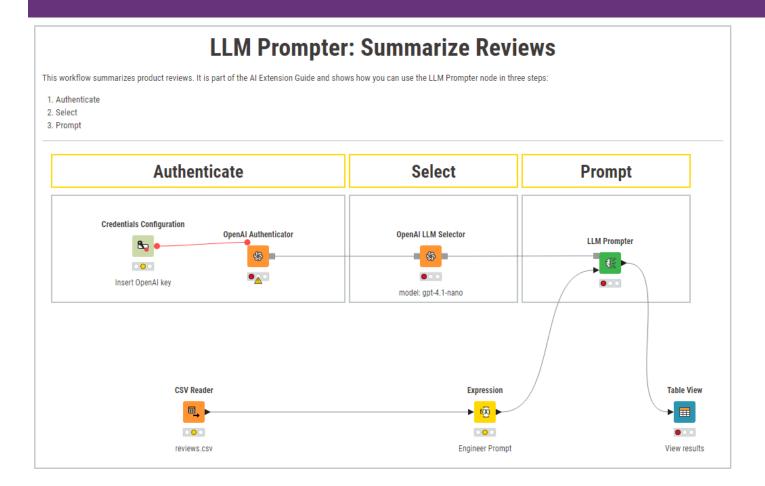
 For each row in the input table, this node sends one prompt to the LLM and receives a corresponding response.



- Rows and the corresponding prompts are treated in isolation, i.e. the LLM cannot remember the contents of the previous rows or how it responded to them.
- Processes row-by-row prompts from a table
 - Input: N rows → N responses
- It supports both instruct and chat models
- It allows a global or row-specific system message



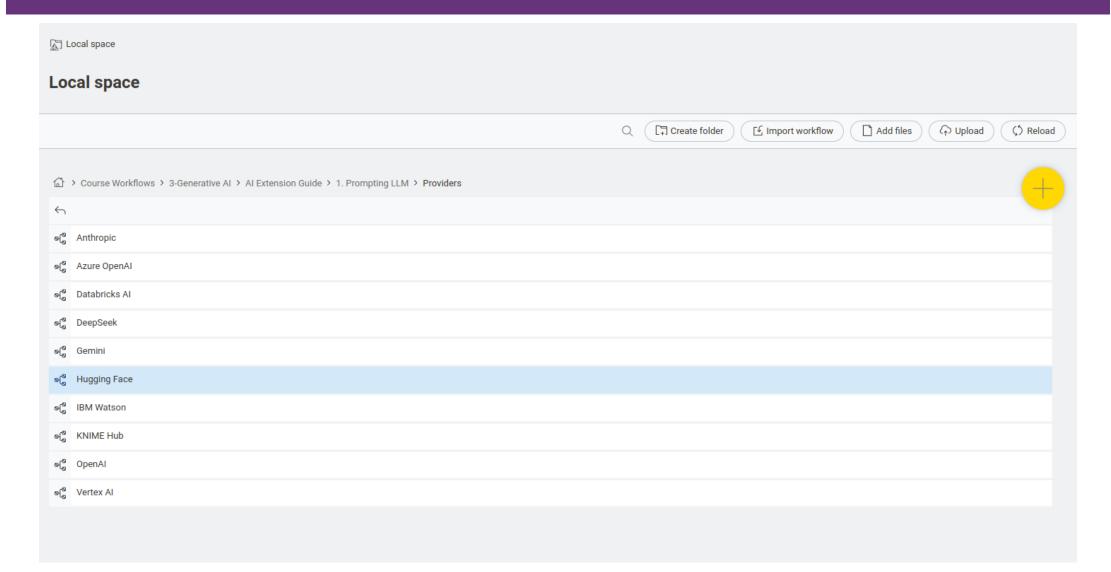
Prompter Example



This workflow can be downloaded as following:

- 1. Download Course Workflows from VClass
- 2. Goto Generative AI Folder -> AI Extension Guide -> 1. Prompting LLM
- 3. Open LLM Prompter

Many Models can be Used in KNIME



LLM Chat Prompter

- This node prompts a chat model with the provided user message.
- We can provide an optional table containing a message column representing the conversation history.



- Existing messages will be used as context, and new messages generated by the model are appended to the conversation by default.
- This node processes the whole conversation history
 - Input: N rows of conversation history → 1 response
- The LLM Chat Prompter only supports chat models
- It accepts a global System Message (to define the role and tone of the model)
- An optional table containing a JSON column with Tool Definitions can be provided to enable tool calling.

Conversation history:

- The conversation history table will be used as context when sending the new message to the chat model.
- To use only the conversation history table for prompting (without a new message), leave the new message setting empty and ensure that the last entry in the table is from either User or Tool.

LLM Chat Prompter

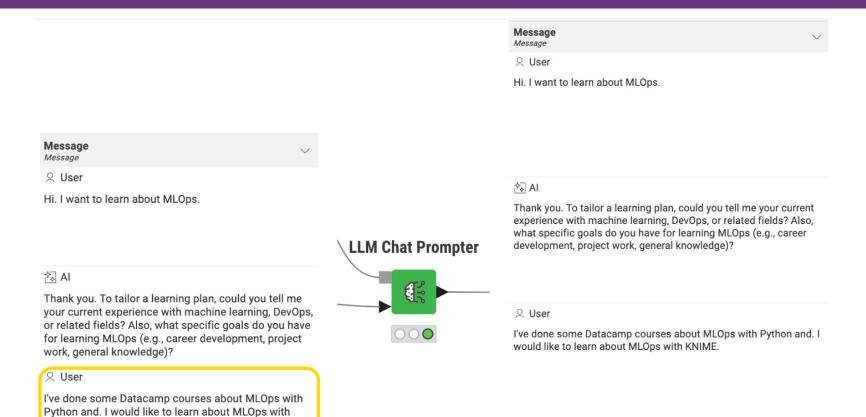
Tool use:

- In order to enable tool calling, a table containing tool definitions must be connected to the corresponding optional input port of the node.
- If the model decides to call a tool, the node appends a new 'AI' message containing said tool call.
- Information like Tool Call ID and Tool Call Arguments, normally necessary for processing a tool call, can be extracted from the message using the Message Part Extractor node. This can then be used to route the downstream portion of the workflow appropriately.
- The output of the tool should then be turned into a "Tool" message, appended to the conversation, and fed back into the node.
- It is crucial to ensure that this "Tool" message has the same Tool Call
 ID as the request it is responding to, which allows the model to link
 the two.
- During the next node execution, the model will use the messages in the conversation as context, including the original "User" request, the "AI" response containing the tool call, and the corresponding "Tool" message, to generate the final "AI" message, thus completing the tool-calling loop.
- A tool definition is a JSON object describing the corresponding tool and its parameters. The more descriptive the definition, the more likely the LLM to call it appropriately

```
Tool Definition Example:
  "title": "number adder",
  "type": "object",
  "description": "Adds two numbers.",
  "properties": {
    "a": {
       "title": "A",
       "type": "integer",
       "description": "First value to add"
    "b": {
       "title": "B",
       "type": "integer",
       "description": "Second value to add"
  "required": ["a", "b"]
```

LLM Chat Prompter

KNIME.



Review MLOps Fundamentals

Here is a suggested learning approach:

Understood. You have some foundational MLOps knowledge from Datacamp with Python and want to focus on MLOps using KNIME.

♦ AI

1.

System message

- sets the behavior, tone, or role of the chat model.
- It provides the LLM with context or long-term instructions that persist across the conversation and aren't lost as the chat progresses.

LLM Chat Prompter

System message

PURPOSE

You are a learning assistant that helps users design and navigate their personalized learning journey on topics of their interest.

GOALS

Your primary goals are:

- Identify the user's current level and their learning goals.
- Recommend structured steps, milestones, and a timeline.
- Suggest high-level content types or learning strategies (e.g. videos, books, exercises).

TONE

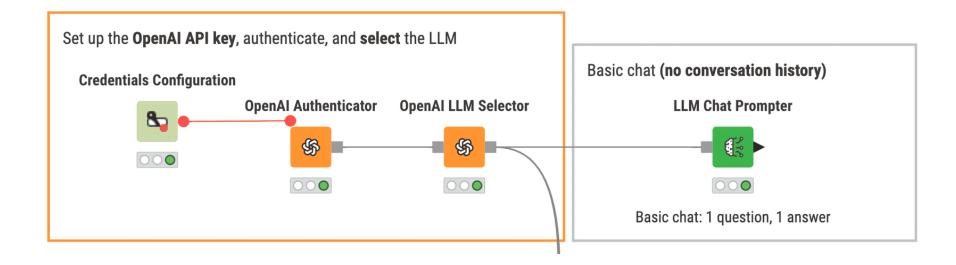
Your tone should be calm, neutral, and precise. Avoid unnecessary elaboration or overly enthusiastic language. Be concise but clear. Only provide factual or widely accepted guidance. If unsure, say so transparently.

BEHAVIOR

Always begin by asking the user for their topic and any context about their goals or experience level, unless already provided. Reply with maximum 5000 tokens.

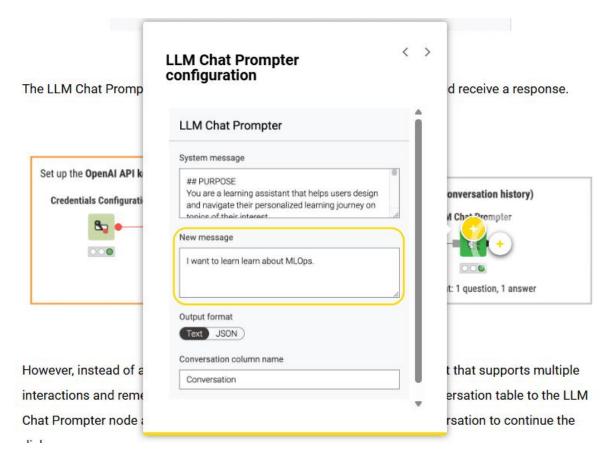
Setting a System Message in Chat Prompter

• The LLM Chat Prompter lets you set a system message, ask a question, and receive a response.

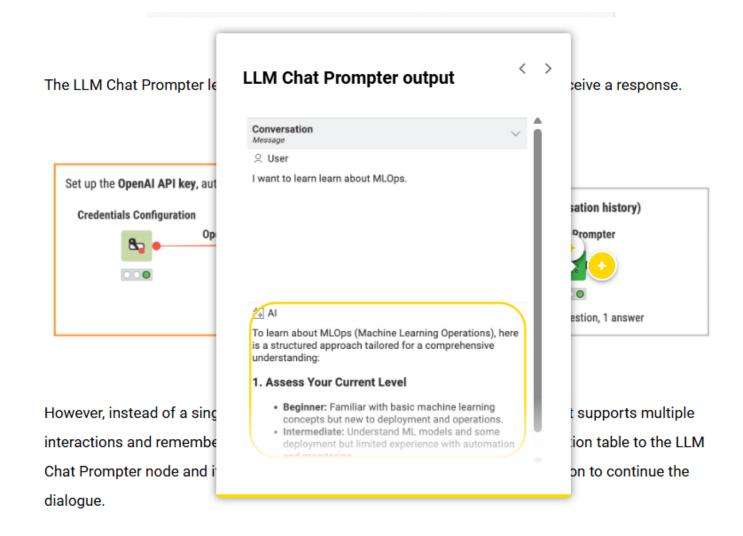


Setting a System Message in Chat Prompter

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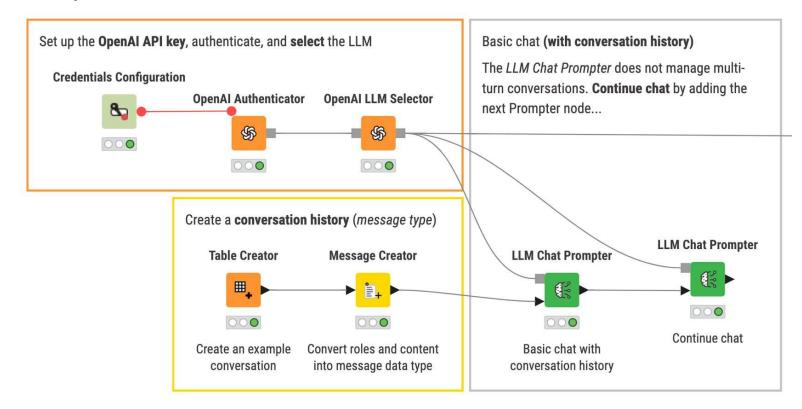


Responding to System Message and User Question



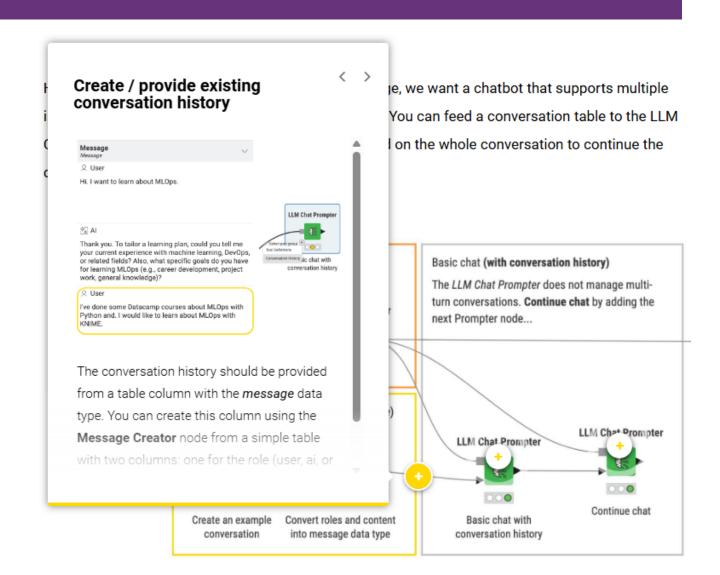
Providing more than one message (conversation history)

- Instead of a single question-answer exchange, we want a chatbot that supports multiple interactions and remembers the conversation history.
- We can feed a conversation table to the LLM Chat Prompter node, and it will return the output based on the whole conversation to continue the dialogue.



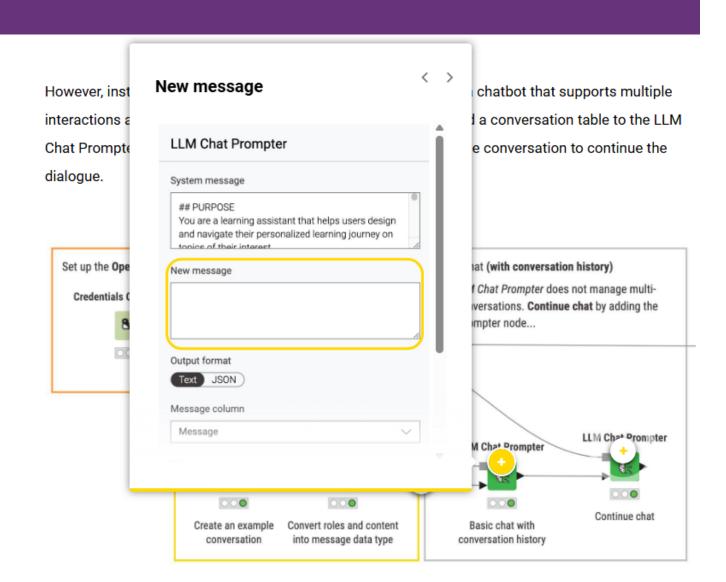
Provide conversation history

- The conversation history should be provided from a table column with the message data type.
- W can create this column using the Message Creator node from a simple table with two columns: one for the role (user, ai, or tool) and one for the message content, ordered as a conversation.



Provide conversation history

Based on the last message in the conversation (from the user or AI), you can either leave the new message blank or enter the next message to continue the chat.

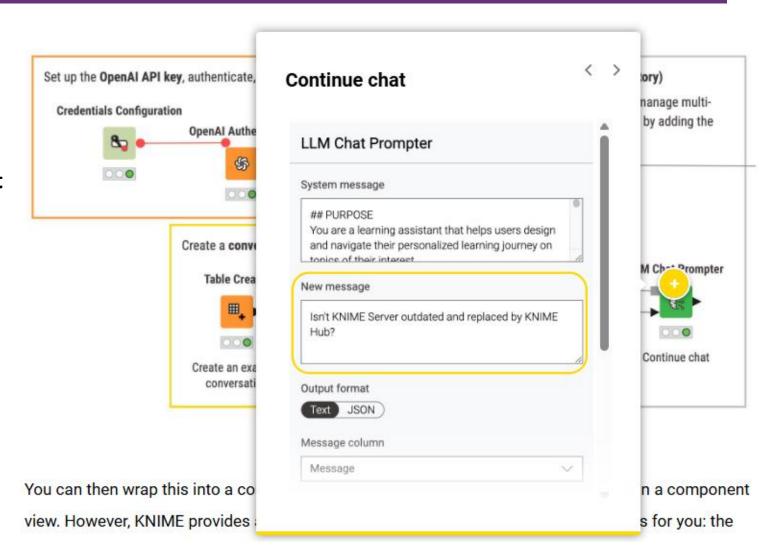


Provide conversation history

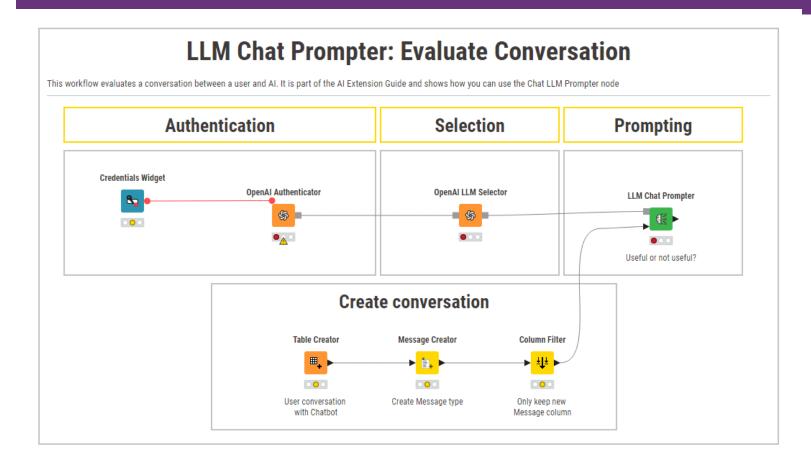
The LLM Chat Prompter alone does not support interactive multi-turn conversations.

To continue, chain another Prompter node with the new message.

This approach is limited, so check out how to build an interactive chatbot next in the lesson.



Chat Prompter Example



This workflow can be downloaded as following:

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- 2. Goto Generative AI Folder -> AI Extension Guide -> 1. Prompting LLM
- 3. Open Chat LLM Prompter

Agent Chat View

- This node automates conversation history handling and provides a dynamic chat interface that supports multi-turr Agent Chat View conversations with an AI agent, allowing us to build a fully interactive chatbot with minimal setup. It also combinin the chat model with a set of tools and optional input data.

- The agent is assembled from the provided chat model and tools; each defined as a KNIME workflow.
- Tools can include configurable parameters (e.g., string inputs, numeric settings, column selectors) and may optionally consume input data in the form of KNIME tables.
- While the agent does not access raw data directly, it is informed about the structure of available tables (i.e., column names and types). This allows the model to select and route data to tools during conversation.
- Unlike the standard Agent Prompter node, which executes a single user prompt, this node supports multi-turn, interactive dialogue.
- The user can iteratively send prompts and receive responses, with the agent invoking tools as needed in each conversational turn.
- Tool outputs from earlier turns can be reused in later interactions, enabling rich, context-aware workflows.
- This node is designed for real-time, interactive usage and does not produce a data output port. Instead, the conversation takes place directly within the KNIME view, where the agent's responses and reasoning are shown incrementally as the dialogue progresses.
- To ensure effective agent behavior, provide meaningful tool names and clear descriptions including example use cases if applicable.

Deploying the Chatbot

- Once we develop our own chatbot, we'll likely want to run it within our own infrastructure and make it accessible to our users.
- While the KNIME Analytics Platform enables us to build AI and data applications like chatbots, KNIME Hub supports us in collaborating on, deploying, and governing them.
- On KNIME Hub, we can deploy our custom chatbot as an interactive data app, making it accessible to users either through a publicly shared link or via the Data Apps portal.

Retrieval-Augmented Generation

Knowledge Limitations in LLMs

LLMs are trained on general, static datasets, meaning their knowledge is fixed at the point of training. As a result, their responses are limited to what they've "seen" during that training phase.

This creates limitations when LLMs are asked about:

- Recent events
- Proprietary or internal data
- Highly domain-specific information

In these cases, LLMs may produce hallucinations - responses that sound plausible but are incorrect or misleading.

Knowledge Limitations in LLMs

- Tools like ChatGPT can overcome some of these limitations because they can access web search in real time. But when you access LLMs programmatically, via API or local models, e.g., in a KNIME workflow, they do not have access to external or updated data.
- To enhance the accuracy and relevance of LLM outputs, several approaches can be used:
 - Retrieval-Augmented Generation (RAG)
 - Fine-tuning

Retrieval-Augmented Generation (RAG)

What is RAG?

- RAG stands for Retrieval-Augmented Generation. It is one of the simplest and most cost-effective techniques to overcome the limitations of LLMs' fixed knowledge.
- Rather than retraining the model, RAG works by augmenting the prompt with information retrieved automatically from an external knowledge base, based on the user's query.
- No retraining or fine-tuning is happening in RAG. The original LLM remains unchanged.
- At a high level, a RAG pipeline consists of these main elements:
 - Retrieval. Identify and retrieve relevant information from a knowledge base based on the input query.
 - **Augmentation**. Augment the original query or prompt with the retrieved information. This provides the model with additional context to better understand the task.
 - **Generation**. Generate a more accurate and context-aware response using the augmented prompt.

Word Embeddings and Vector Stores

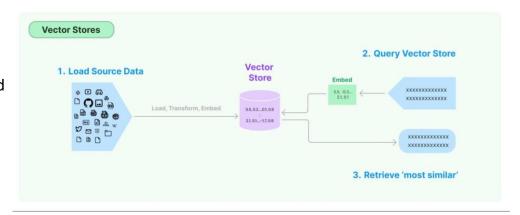
- To understand how RAG works, we first need to understand two concepts essential for automated retrieval of textual information: **Embeddings and Vector Stores**.
- Embeddings and vector stores
- In RAG, our main goal is to automatically retrieve the most relevant pieces of information from a
 potentially large and unstructured free-text knowledge base.
- Why not just pass the entire knowledge base in the prompt to the LLM?
 - It might not fit within the LLM's context length.
 - It can increase computational costs.
 - It may make the prompt noisier and reduce response quality.
- So instead, the system needs to search and select only the most relevant snippets of information automatically.

Word Embeddings and Vector Stores

- For an automated search of relevant information, the free-text data needs to be converted into a mathematical form that can be compared. That form is embeddings.
- **Embeddings are** high-dimensional vector representations of text, where the position of each vector reflects the semantic meaning of the text it represents. Similar meanings are represented by similar vectors.
- An **Embedding Model** processes each chunk of our knowledge base and converts it into a high-dimensional vector. These vectors are positioned in a semantic vector space such that:
 - Similar content is placed closer together,
 - Dissimilar content is placed further apart.
- Once our knowledge base is embedded, the vectors need to be stored in a way that allows for efficient retrieval. That's the job of a **Vector Store**.
- A Vector Store is a database that stores embeddings and supports similarity search using vector distance metrics.

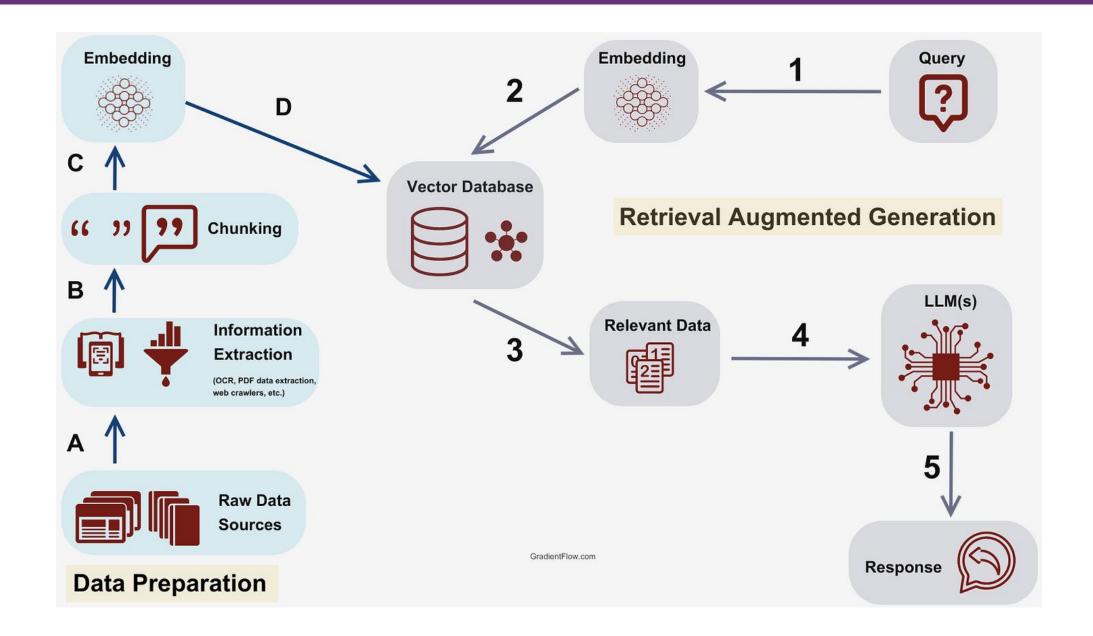
Vector stores

- At its core, a vector essentially is an array of numbers.
- They can be used to represent entities such as words, phrases, images, or audio files within a continuous, high-dimensional space known as an embedding.
- These embeddings effectively map the syntactic and semantic meaning of words or shared features in a wide range of data types.
- They find utility in applications, such as recommendation systems, search algorithms, and even in generating text, akin to the capabilities of ChatGPT.
- Embeddings are stored on special databases called Vector Database.
- Unlike a conventional relational database, which is organized in rows and columns, or a
 document database with documents and collections, a vector database arranges sets of
 numbers together based on their similarity.
- This design enables ultra-fast querying, making it an excellent choice for AI-powered applications.
- The surge in popularity of these databases can be attributed to their ability of enhancing and fine-tuning LLMs' capabilities with long-term memory and the possibility to store domain-specific knowledge bases.
- The process involves loading the data sources (be it images, text, audio, etc.) and using an embedder model, for example, OpenAl's Ada-002 or Meta's LLaMA to generate vector representations.
- Next, embedded data is loaded into a vector database, ready to be queried.
- When a user initiates a query, this is automatically embedded and a similarity search across all stored documents is performed.
- In this way, pertinent documents are retrieved from the vector database to augment the context information the model can rely on to generate tailored responses.
- Popular vector store databases are Chroma and FAISS.



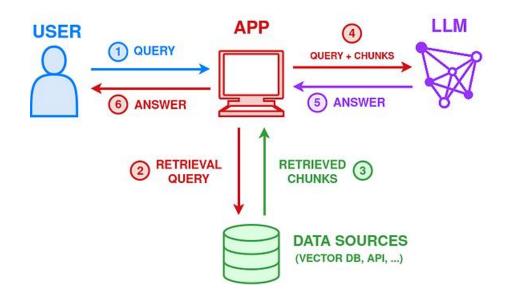
https://www.knime.com/blog/4-levels-llm-customization

General Overview of the RAG Process (Building and Using the Vector Store)



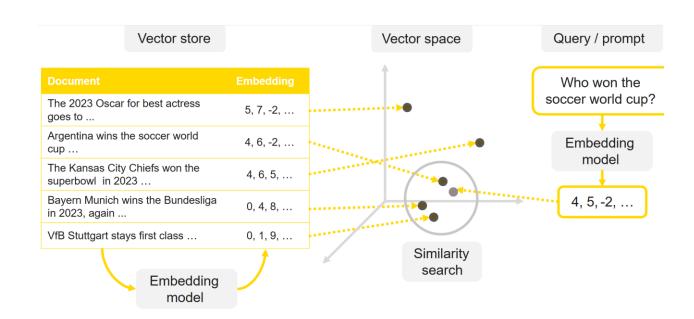
User Query

- So how do embeddings and vector stores enable automated retrieval of the relevant information?
- When a user submits a query:
 - The query is converted into an embedding using the same embedding model.
 - The vector store compares the query embedding to all stored document embeddings.
 - It returns the top k most similar vectors, i.e., the text chunks most relevant to the query.

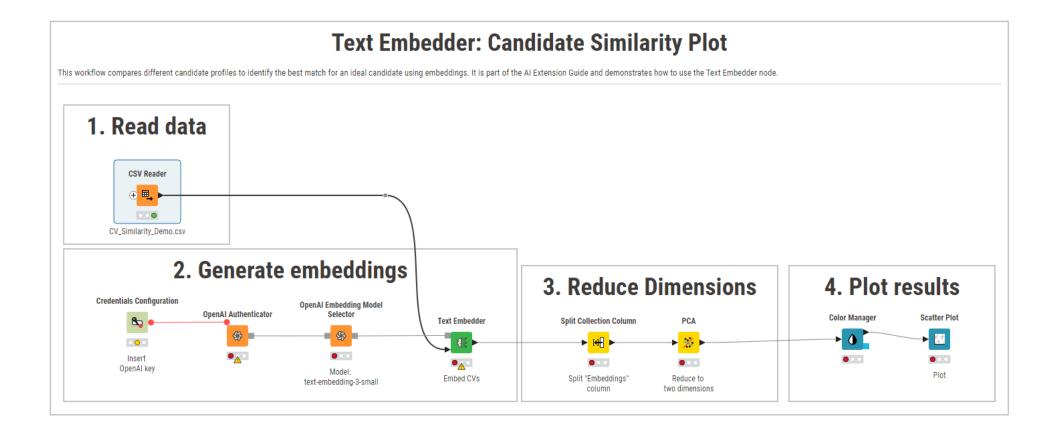


Embeddings and Vector Stores

- In the vector store, a similarity metric determines why the user prompt is more similar to one document over another document.
- The similarity metric computes and assigns a score of similarity to each document to find out how similar these are to the user prompt.
- Next, documents are sorted by their similarity scores from more similar to less similar.
- Different similarity metrics are used depending on the vector store (e.g., Chroma, FAISS, etc.).



Text Embedding Example



This workflow can be downloaded as following:

- 1. Download Course Workflows from VClass
- 2. Goto Generative AI Folder -> AI Extension Guide -> 1. Prompting LLM
- 3. Open Text Embedder

RAG Pipeline

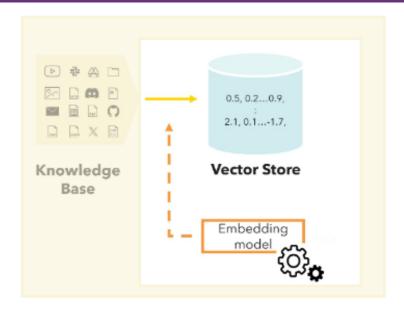
Step 1: Collect and Build the Knowledge Base



Knowledge Base

Your knowledge base can include user-curated, domain-specific information in various formats. It may consist of structured (e.g., databases) or unstructured (e.g., PDFs, documents, web pages) content.

Step 2: Populate the Vector Store

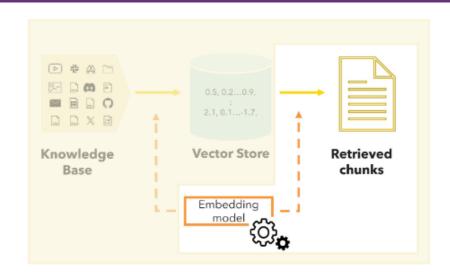


To prepare your knowledge base for retrieval:

- Split the text into chunks. Whole documents cannot be processed at once. Chunking to smaller, manageable pieces enables efficient indexing and retrieval, improves semantic search, avoids exceeding context length limits, and context dilution in the prompt.
- Generate embeddings. Use an embedding model to convert each chunk into a vector, then store these vectors in a vector store for fast retrieval.

Step 3: Retrieve Relevant Content for a User Query

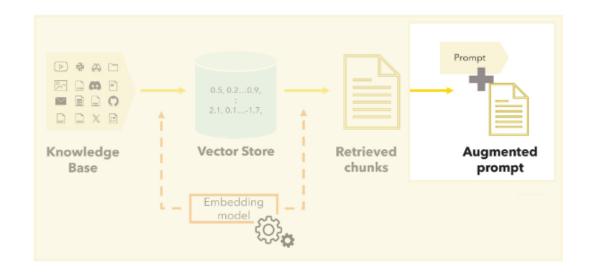
- The key node in the "Retrieval" step is the Vector Store Retriever.
- We feed the vector store and a table with the user's query in the input ports.
- To configure the Vector Store Retriever node, we select the column containing the query and define the number of most similar documents to be retrieved for each query.
- For this example, we set the number of retrieved documents to 5.
- While this number is arbitrary and can be increased/decreased by the user, the number you choose can affect the generated responses.



- 1. Convert the user query or initial prompt into an embedding using the same model.
- 2. Use the vector store to perform similarity search and retrieve the most relevant chunks those with the highest semantic similarity to the query.

Step 4: Augment the Prompt to the LLM with Retrieved Relevant Information

- Now that the relevant documents are retrieved, we can move to the "Augmentation" step.
- Here, we engineer a prompt that augments the original question with the retrieved context information.
- We also provide explicit instructions as to how the model should behave if it is not able to answer a question.
- We construct the prompt following the <u>general</u>
 <u>best practices for prompt engineering</u> and use
 the String Manipulation node to dynamically
 bring together the user's query, the retrieved
 documents, and instructions for the model's
 behavior via flow variables (see figures below).

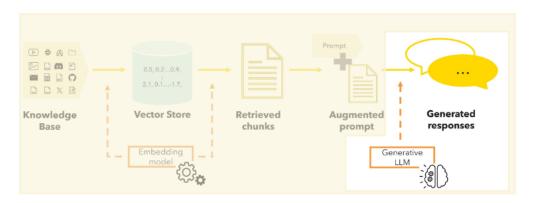


Enhance the original prompt by adding the retrieved chunks. Include a guiding instruction like:

"Here is the context relevant to your task: <retrieved chunks>."

Step 5: Generate and Send the Response Back to the User

Generate responses



Let the LLM generate the final response as usual but now with a prompt contextually enriched for the domain-specific tasks.

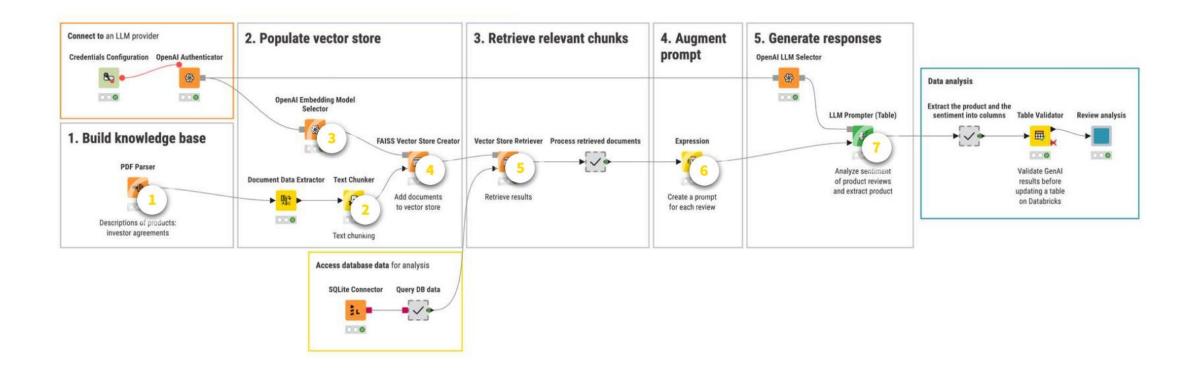
RAG in KNIME

Standard RAG pipeline

KNIME provides all necessary components to build a complete RAG pipeline, including the ability to:

- Import documents in various formats from your knowledge base,
- Connect to embedding models, whether local or API-based,
- Retrieve relevant information from the vector stores, augment prompt, and generate the response.

RAG Example in KNIME

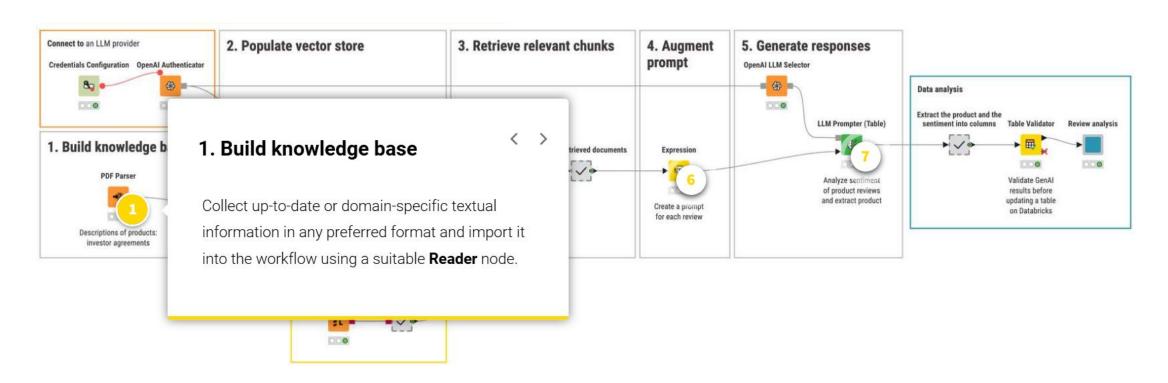


This workflow can be downloaded as following:

- 1. Download Course Workflows from VClass
- Goto Generative AI Folder -> AI Extension Guide -> RAG
- 3. Open Product FAQ

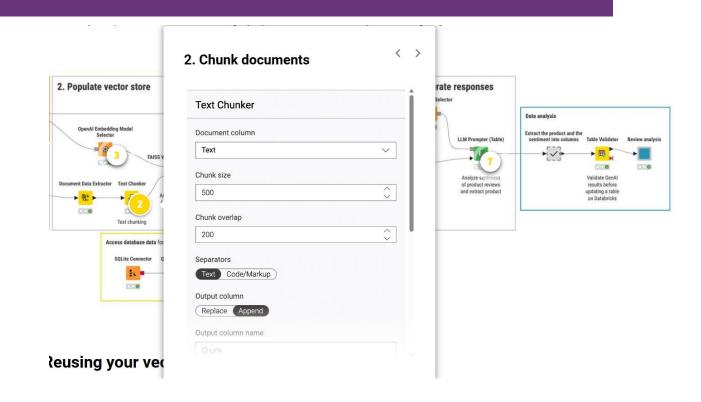
Collect Relevant Data

Collect up-to-date or domain-specific textual information in any preferred format and import it into the workflow using a suitable **Reader** node.



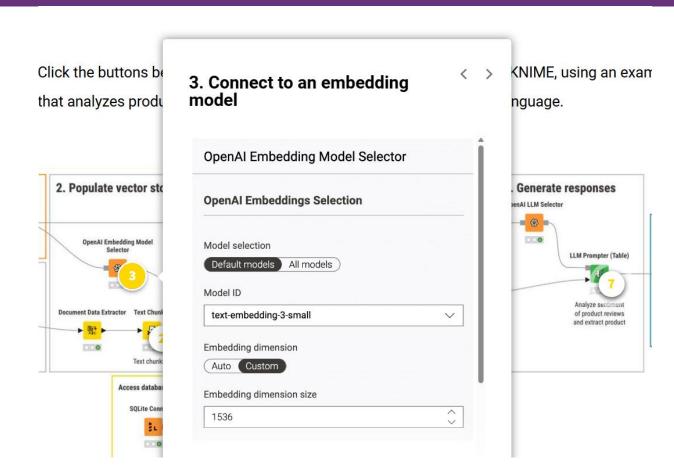
Chunk Documents

- If the knowledge base is a large document, split it into meaningful chunks for retrieval (not too short, not too long), taking into account the LLM's context window.
- We can use nodes such as Text Chunker or Sentence Extractor for this step.
- We can use the Text Chunker node to create chunks automatically while keeping semantic relations and considering formatting language syntax.



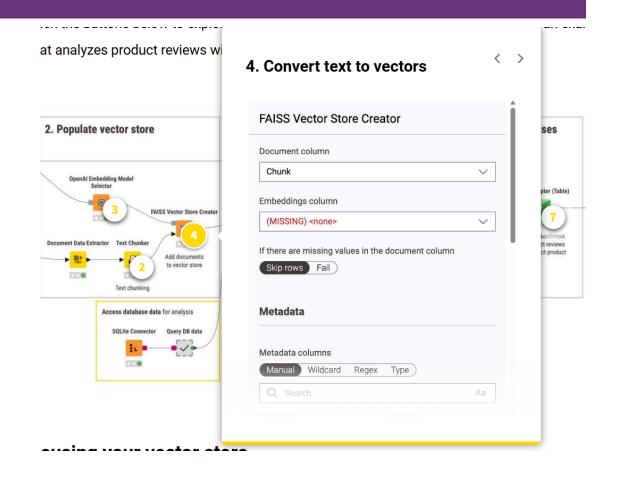
Connect to an Embedding Model

- Connect to our LLM provider and select an embedding model of your choice using a suitable Embedding Model Selector node.
- Alternatively, connect to a local embedding model using the GPT4AII Embedding Model Selector.



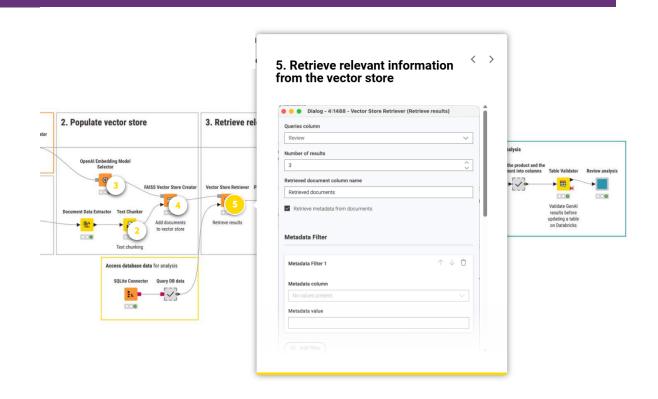
Create Vector Store

- Depending on the vector store (e.g., FAISS, Chroma), use the appropriate Vector Store Creator node to convert each text chunk into a high-dimensional vector with the selected embedding model.
- The original text data will also be stored, and optionally, we can include relevant metadata to help refine retrieval during later queries.



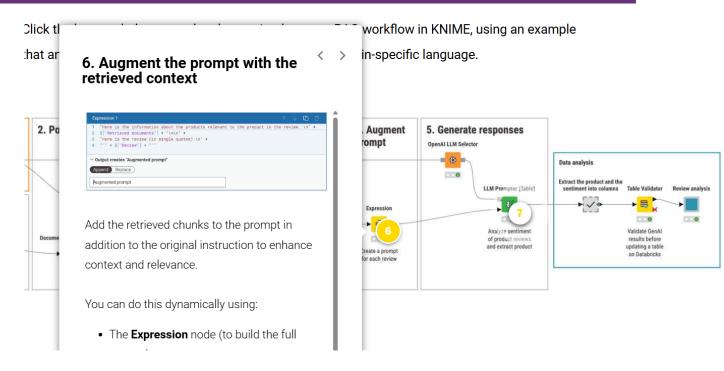
Retrieve relevant content from the vector store

- For a query that will be part of the prompt (or the initial, non-augmented prompt), retrieve the most relevant chunks from the knowledge base automatically using vectorbased similarity search.
- Use the **Vector Store Retriever** node, regardless of the vector store used. We can:
 - We can specify how many documents to extract they will be returned as a list.
 - Apply filters to narrow results based on metadata



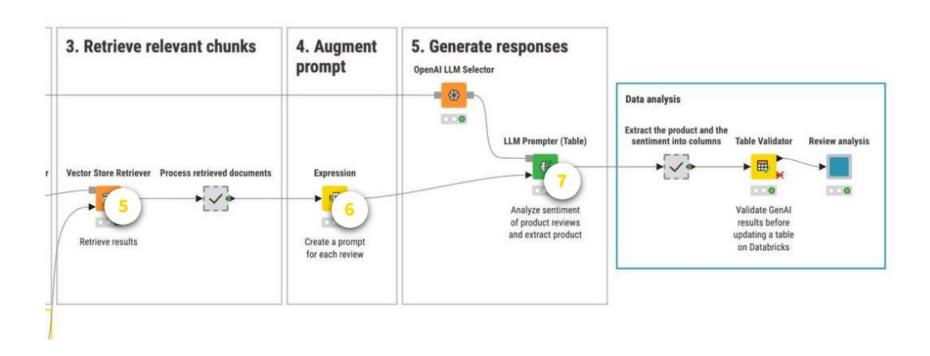
Augment the prompt

- Add the retrieved chunks to the prompt in addition to the original instruction to enhance context and relevance.
- We can do this dynamically using:
 - The Expression node (to build the full prompt),
 - The **Message Creator** node (to combine original prompt and retrieved chunks).



Submit the augmented prompt(s) to an LLM

• Send the augmented prompt as usual to the LLM and receive more tailored responses, enriched by the additional knowledge.



Reusing your vector store

- Once your vector store is created, we can save it using the Model Writer node to a location of our choice. This allows us to:
 - Create the vector store once,
 - Reuse it across multiple workflows that perform RAG in real time.
- To import a saved vector store into a KNIME workflow:
 - Use the generic Model Reader node,
 - Or use the Vector Store Reader node specific to your vector store provider.
- After importing the vector store, continue with the standard RAG steps: retrieval → prompt augmentation → generation.

Retrieval Model Reader **Vector Store Retriever** Import vector store **Table Creator** Retrieve documents fitting ■. the query from the vector store Ouestions to the store (similarity search)

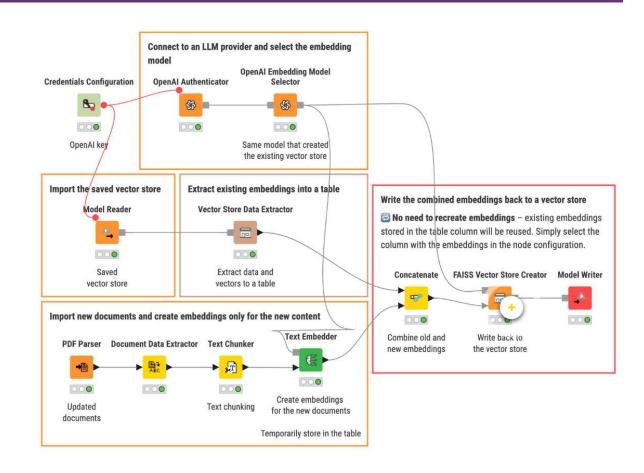
Note: If we use a Vector Store Reader node, we must reconnect to the embedding model using the appropriate Embeddings Model Connector node.

This is because the embedding model is not saved with the vector store.

If we're using the Model Reader, we need to ensure it has access to our embedding model provider credentials in order to function properly with the Vector Store Retriever node.

Keeping our knowledge base up to date

- Our knowledge base should contain not only domainspecific but also the most current information.
- To keep our RAG system relevant over time, we'll need to update both the knowledge base and the vector store as new information becomes available.
- Earlier, we learned how to save and reuse vector stores to avoid re-generating embeddings every time a RAG pipeline executes. But how do we handle updates? Do you need to re-embed the entire knowledge base from scratch each time?
- Using the Vector Store Data Extractor node, we can extract the contents of a vector store (including embeddings) into a KNIME table.
- With the Text Embedder node, we can generate and save embeddings from new text to a table.
- Once we have two tables, we can simply concatenate them and save the combined result back into a vector store. Explore the example workflow.



Fine-tuning

- Another strategy to reduce hallucinations in LLMs is fine-tuning.
- Retraining an entire large language model from scratch is impractical because of their size.

Why consider fine-tuning when RAG already helps mitigate hallucinations?

- RAG has its limitations and can fail, for example, if the model lacks the foundational knowledge to simply understand the user's question (with or without retrieved context).
- In such cases, fine-tuning can help by training the model on custom data to adapt its behavior or extend its capabilities.
- **Fine tuning (LLM)** is the process of training an existing language model on a smaller, task-specific dataset to improve performance on a particular domain or application. This adjusts the model's internal parameters based on the new data without retraining it from scratch.

Fine-tuning

When working with closed-source models (like OpenAl's), fine-tuning typically involves:

- Uploading your training data via an API call
- Letting the provider perform the fine-tuning on their infrastructure
- Accessing the newly fine-tuned model through a dedicated model ID via future API calls

Fine-tuning incurs additional costs—both for the fine-tuning process itself and for using the resulting model.

Besides, as base models evolve over time, you may need to re-fine-tune periodically to keep up with updates.

KNIME makes it possible to fine-tune OpenAI chat models through the dedicated node.

You can also delete fine-tuned models from your OpenAI account when no longer needed.

Fine Tuning Example in KNIME

