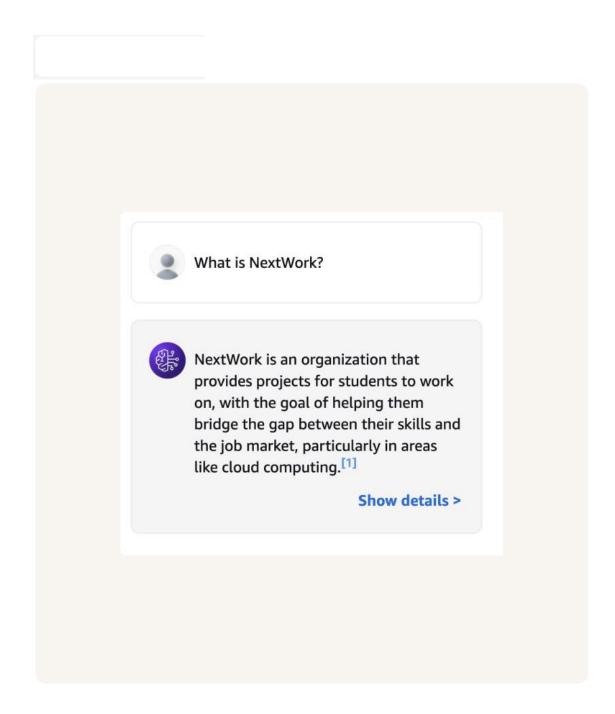


# RAG-based Chatbot with Bedrock



# **Introducing Today's Project!**

RAG (Retrieval Augmented Generation) is an AI technique that lets user train an AI model on their own personal documents. In this project, I will demonstrate RAG by setting up a RAG chatbot in Amazon Bedrock.

### **Tools and concepts**

Services I used were Amazon Bedrock, S3 and Opensearch Serverless. Key concepts I learnt include knowledge bases, requesting access to AI models, how chatbot generate responses, Vector stores.

### **Project reflection**

This project took me approximately 2 hours. The most challenging part was running into error with AI models and understanding on-demand vs preprovisioned inference. It was most rewarding to level up chatbots response!

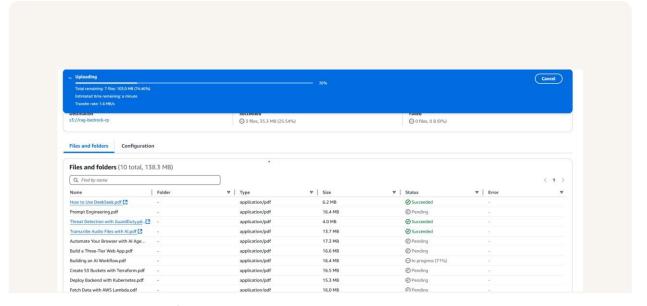
i did this project to Learn more about AWS and How i turn the data into an AI chatbot. YES this project met my goals of learning on of a new key things to learn for today!

## **Understanding Amazon Bedrock**

Amazon Bedrock is an AWS service that makes it easy to build AI applications as bedrock is like an AI model marketplace which we can find use test models from different users/providers, using bedrock to create knowledge base.

My Knowledge Base is connected to S3 because S3 is going to be a storage/source for our knowledge bases raw documents. S3 is AWS's storage service, wehere we can store all kind of objects such as videos, docus, audio in the same bucket:)

In an S3 bucket i uploaded the documents that will make up thw chatbots knowledge. S3 bucket is in the same region as our knowledge base as bedrock is regional service data must live in the same region as bedrock resources!

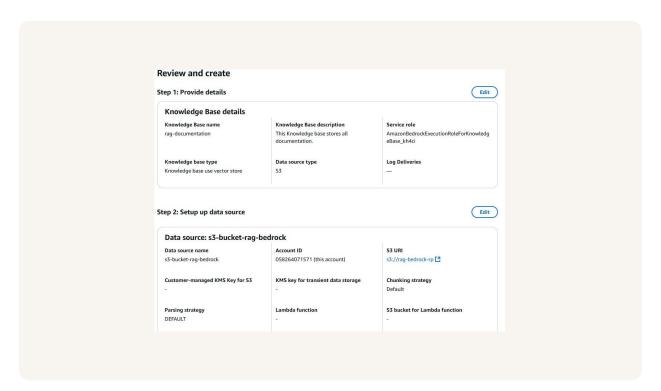


# My Knowledge Base Setup

My Knowledge Base uses a vector store, which means a search engine that stores data based on their sematic meaning when query our knowledge base, openSearch will find relevant chunks of data to Query and passed it to bedrock.

Embeddings are vector representations od the semantic meaning of a chunk of text. The embedding model that we will be using is titan Text embeddings v2 as its fast, accurate, and a lot more affordable

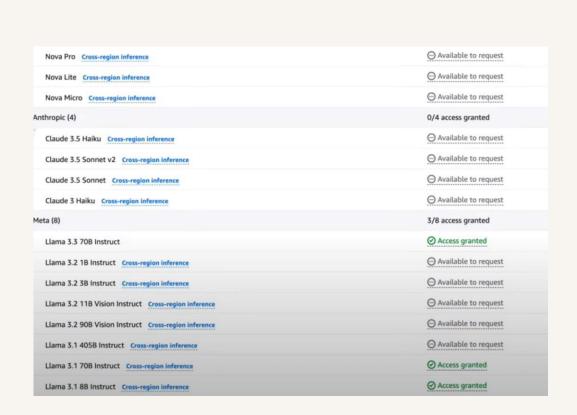
Chunking is a process of splitting up text into smaller pieces in chucks, chunks are set to be about 300 tokens in size each.



### **AI Models**

in this step i will set up an AI model that will become the brains of the chatbot it is going to help the chatbot respond like chat like human like messages rather than chunks of text like a bot.

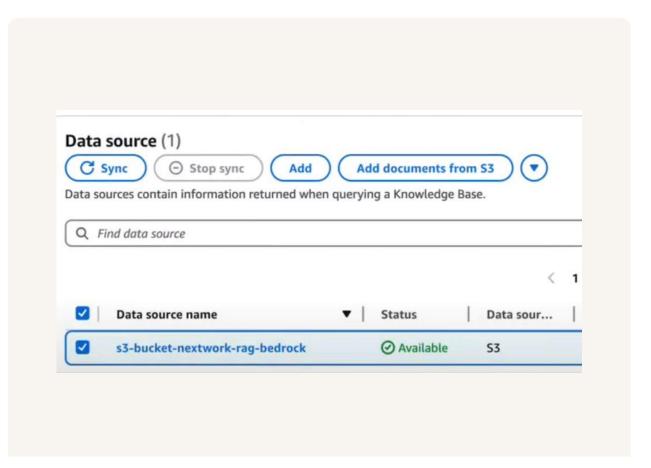
To get access to AI model in Bedrock we visit the "Model Access" page and request Access explicity. AWS needds explicit access because some AI model providers have extra forms/rules if we wanted to use them and AWS needs to check for availability.



### Syncing the Knowledge Base

The sync process involves three steps: Ingesting which Bedrocks takes the data S3, Processing which Bedrock chunks and embeds the datasync and Storing which Bedrock stores the processed data int the vector store, OpenSearch Serverless

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## **Testing My Chatbot**

I initially tried to test my chatbot using Llama 3.1 8B as the AI model but it occured an error it was not availabe on demand! I had to switch to Llama 3.3 70B because it was offered by AWS as its newer and efficient model.

When I asked about topics unrelated to my data, my chatbot responds that it cannot helps us with this request. Hence, it proves that the chatbot only knows the information that we provided.

You can also turn off the Generate Responses setting to see the raw chunks of data directly from our knowledge base.



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