

Quiz Environment With An Algorithm For Automatic Question Generation

Project Guide:
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Introduction

Introduction

This Project consists two modules:

Methods

Module 1: Implemented a server which is capable of conducting quiz between N number of clients.

Results

Module 2: A query based question generation system, which is capable of reading a document and generating questions based on given query.

Discussion

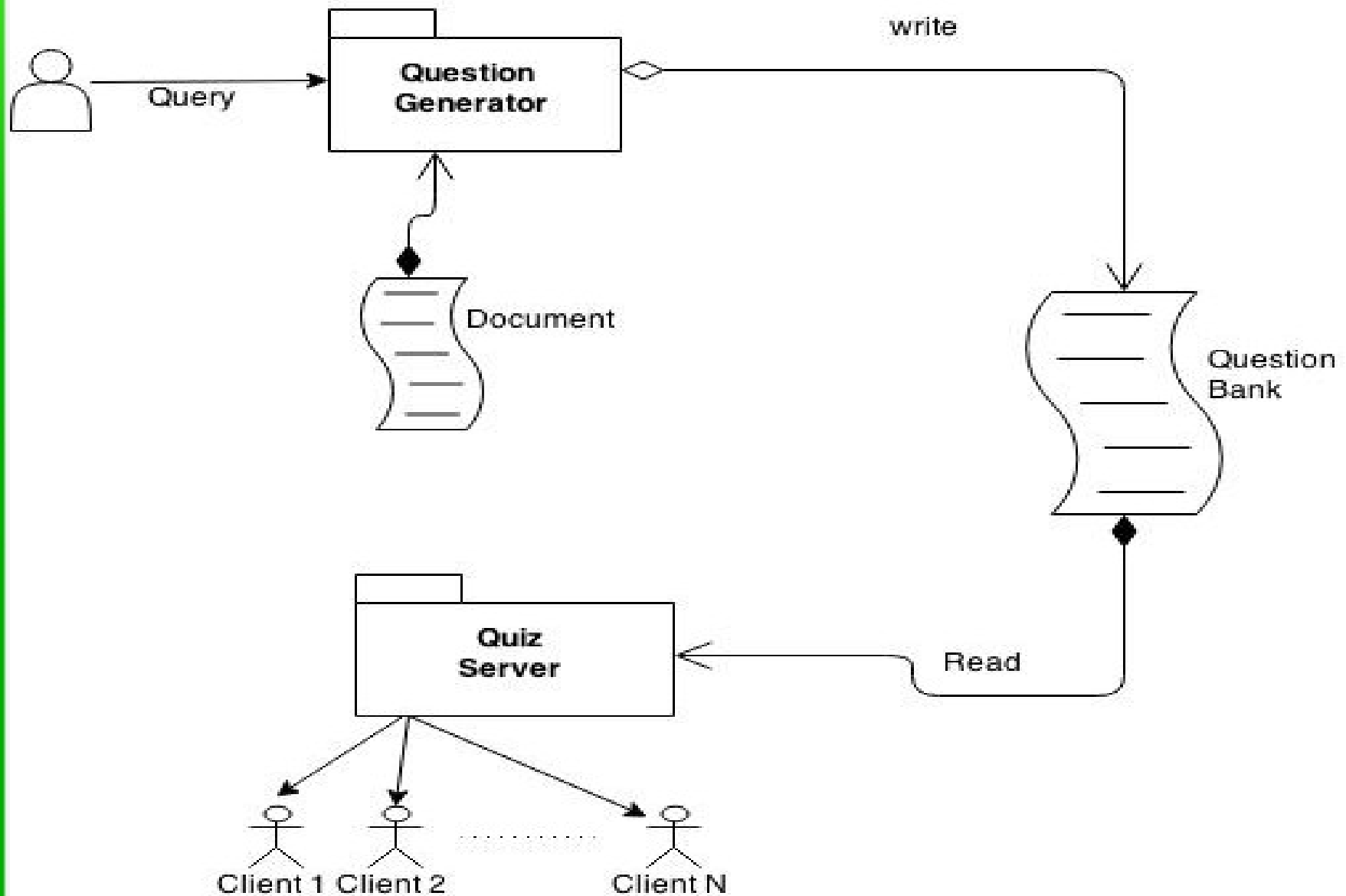
Project Overview:

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Technology Used

- **Quiz Server:**

- C (Programming language)
- Linux's built in socket functions.
- NetBeans IDE

- **Question Generation:**

- Python (Programming language)
- NLTK library for python

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Module 1

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- In this module a quiz server is implemented
- N number of clients can be connected at a time.
- Before starting the quiz, the server would wait until all the clients are connected.
- Server is capable of conducting two types of round:
 - 1: Buzzer Round
 - 2: Passing Round

Module 1

Buzzer Round:

- Question will be broadcast to all clients simultaneously.
- Server will wait for the answer for a limited period of time.
- Only the very first answer for the broadcasted question will be considered.
- The next question will be broadcasted in these conditions:
 - If there is a timeout.
 - If the server receives an answer from a client.

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Module 1

Passing Round:

- Question will be broadcasted to each connected client in the sequence in which they would have made the connection.
- At a time only the selected client can give the answer.
- The question will be passed to next client if:
 - The current client gives the wrong answer.
 - Or in the case of time-out.
- If the previous question has been asked to client i , then the next question will be asked to client $i+1$.

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Module 1

Scoring Scheme:

- Marks are associated with each question.
- For every correct answer the corresponding marks will be added to the client's score.
- For every incorrect answer the corresponding marks will be subtracted from the client's score.

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Module 1

Technologies used:

- The socket programming part written in C programming language.
- A shared object has been created of the socket programming code.
- The interface of the sever is written in Java using NetBeans IDE.
- The interface written in Java used the C's shared object for working.

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Module 2

A backend system for quiz server is needed to generate the questions automatically, from a given document.

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- Capable of reading any text file written on any subject/topic.
- Takes a query from user to start the question generation process or question can be generated without any query.
- Performs operations on the fetched text from document and gives **Fill in the blank** questions as output with difficulty level.

Module 2

Steps involved in generating query based questions:

Step 1: Fetching Sentences.

- If query has multiple words:
 - Remove stopwords from query. E.g, is, am,are,the,this etc.
 - Conditions for the primary selection of sentences:
 - The same sequence of all words in query is found.
 - The same words in the same sequence but need not be next to each other.
 - Subset of query words

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Module 2

Steps involved in generating query based questions:

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Step 2: Sentence scoring.

Basic scoring factors

- **Tf-idf of query words (tf*idf)**, where

- $tf(w_i) = P_i / W$

- $idf(w_i) = S / N_s$

P_i = No. of times Word i in document.

W = No. of words in document.

S = No. of sentences in document.

N_s = No. of sentences in which word i is present

- **Position of sentence in paragraph (P)**

- Sentences that occur in the beginning of paragraph are more important.

Module 2

Steps involved in generating query based questions:

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Step 2: Sentence scoring cont....

- **Length of sentence. (L)**
 - Very short sentences or very long sentences are less important for Fill in the blank.
 - $\text{Sin}(360 \times (1/L))$
 - L=length of sentence.
- **Lexical Diversity (Ld)**
 - N_u / N_s
 - Nu=No. of unique words in sentence.
 - Ns=No. of words in sentence.

Module 2

Steps involved in generating query based questions:

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Step 3: Ranking

Sorting of sentences based on the sum of the basic initial scores.

Where $\text{Sum} = (\text{tf} * \text{idf}) + P + L + L_d$

Step 4: Blank the query word.

Step 5: Difficulty:

Difficulty of the generated fill in the blank is calculated in three levels: *Hard, Medium, Easy*.

Module 2

Steps involved in generating questions:

Step 5: Difficulty: cont....

Approach:

If the query is more frequent in sentence, the answer is easy to guess.

Long sentences are more informative, and make answer easy to guess.

If the query word is less frequent in document then the question is hard.

N_o =Frequency of query in sentence, L_s =length of sentence, D_o =Frequency of query in document.

$$S = \frac{1}{W1 + W2 + W3} \left(\frac{W1}{N_o} + \frac{W2}{L_s} + \frac{W3}{D_o} \right)$$

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Steps involved in generating questions:

Step 5: Associate Difficulty level with question.

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Difficulty Calculation

A sentence is

- Hard if $S > M$
- Medium if $S < M$ and $S > (M - Sd)$
- Easy if $S < (M - Sd)$

Where:

- M = Mean of difficulty scores of all questions
- Sd = Standard deviation of scores of all questions

Module 2

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The queryless question generation process is same as query based questions

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The only difference is to select a appropriate blank we used keyword processing technique

Module 2

Keyword Processing approach in detail:

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- In order to get keywords from the text, Question Generator checks the words which occurs just before ['is', 'are', 'can'] and just after ['the ', ' in ', ' on ', ' called ', ' of ', ' like ', ' any ', ' has ', ' have ']
- Question Generator makes separate list of found keywords
- Eg. words before “is” are stored in a set named “is” and the words after “the” are stored in another set named “the”.
- After fetching the keywords Question Generator makes a paragraph matrix of these keywords of size N ($N = \text{No. of fetched keywords}$) where the cell value $[i, j]$ represents the number of paragraphs in which both the words “ i ” and “ j ” occur.

Documents used:

- physics_light.txt
 - 14 paragraphs
 - 86 sentences
 - 256 words
- physics_nuclear.txt
 - 28 paragraphs
 - 85 sentences
 - 404 words
- Process.txt
 - 18 paragraphs
 - 115 sentences
 - 478 words
- process_wiki.txt
 - 18 paragraphs
 - 53 sentences
 - 310 words

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Quiz Server:

The image displays a Java Swing application titled "Quiz Server" with a main window and three client windows (Client 1, Client 2, Client 3).

Main Window:

- Information:** Buzzer Round, Group-2 Gives the answer, Group-1 Gives the answer, Buzzer Round.
- Score Board:** Group-1 -1, Group-2 3, Group-3 0.
- Question:** m1. A program that can copy itself and infect a computer.
 - 1. Floppy
 - 2. Virus
 - 3. Java
 - 4. Monitor
- Buttons:** Get Question, Send Score, Send, Reset, Back.

Client 1:

```
File Edit View Bookmarks Settings Help
1. Bit
2. Byte
3. Newton
4. Mega byte
level medium
Group-2
gives the answer

Ans of the question was option-1, Given by Group-2
e12. WAV file format is associated with what type of files?
1. Video
2. Sound
3. Image
4. Word Document
level easy
1
Group-1
gives the answer

Ans of the question was option-2
[]
```

Client 2:

```
File Edit View Bookmarks Settings Help
3. Image
4. Word Document
level easy
Group-1
gives the answer

Ans of the question was option-2
[]
```

Client 3:

```
File Edit View Bookmarks Settings Help
ritesh@L9:~/NetBeansProjects/QuizServer/dist$ telnet 127.0.0.1 2222
Trying 127.0.0.1...
Connected to 127.0.0.1.
Escape character is '^]'.
m7. In computers ,what is the smallest and basic unit of information storage?
1. Bit
2. Byte
3. Newton
4. Mega byte
level medium
Group-2
gives the answer

Ans of the question was option-1, Given by Group-2
e12. WAV file format is associated with what type of files?
1. Video
2. Sound
3. Image
4. Word Document
level easy
Group-1
gives the answer

Ans of the question was option-2
[]
```

Quiz Server:

The image displays a Quiz Server application interface. The main window is divided into several sections:

- Information:** A text area containing the following text:
Buzzer Round
Group-2 Gives the answer
Group-1 Gives the answer
Buzzer Round
Group-2 Gives the answer
Passing Round
- Score Board:** A table showing scores for three groups:

Group	Score
Group-1	-1
Group-2	9
Group-3	0
- Question:** A large empty text area for displaying the current question.
- Buttons:** At the bottom of the main window, there are four buttons: "Get Question", "Send Score", "Reset", and "Back".

Three client windows are open, each displaying a log of the quiz process:

- Client 1:** Shows a log of the quiz process, including the question "m3. Which was the first web browser?", the level "medium", the time to answer "20", the question asked to "Group-1", the question passed to "Group-2", and the question passed to "Group-3".
- Client 2:** Shows a log of the quiz process, including the question "m4. It is a small piece of text stored on a user's computer by a web browser for maintaining the state. What we are talking about?", the level "medium", the time to answer "20", the question asked to "Group-2", the question passed to "Group-2", and the question passed to "Group-3".
- Client 3:** Shows a log of the quiz process, including the question "m3. Which was the first web browser?", the level "medium", the time to answer "20", the question asked to "Group-1", the question passed to "Group-2", and the question passed to "Group-3".

Work Done:

- GUI is implemented for the quiz server.
- The question generation system and the difficulty scheme is improved.
- A new approach of Keyword processing is discovered to find keywords from the documents.

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References

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Network APIs, sockets and XTI
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Schütze



THANK
You !