Chat-bot-team-20

Video presentations

Link for the first live demo: https://drive.google.com/file/d/1r-Z9tOQUw9xpVBAXJCbN5R_DBIHX0QFv/view
Link for the second live demo: https://drive.google.com/file/d/1_DKAy2UgbUeMMk6meNT-RrQ6qOt9WOhY/view
Link for the individual demo: https://drive.google.com/file/d/1_DKAy2UgbUeMMk6meNT-RrQ6qOt9WOhY/view

Github URL:
https://github.com/shiro102/Individual_320_chatbot

Contents:

1/ Intro To The Project (which also can be read in the Github's IndividualReport.md)
2/ The Software Development Life Cycles (which also can be read in the Github's IndividualReport.md or SDLC, WBS and Gantt chart.md)
3/ New APIs (which also can be read in the Github's List of new API.md)
4/ Credits

1/Intro to the project

Describe your topic/interest (context of the chatbot, who will use it, etc.)

In this project, we developed an interactive conversational agent that responds to user input. In response to the user, the agent generates sentences as output. There are 2 types of target users. The first type of target users includes anime and manga lovers who would love to talk about them and know more about it. The second type of target users includes anyone who are interested in Japanese culture. There are 2 types of topics as well. The first type of topic of the conversation is about the general information and personal preference of anime. The second type of topic of the conversation is about the general information of Japan such as people, religion, food, samurai and so on.

About Our Project:

Our team chose incremental development as our SDLC model, generated a list of tasks based on each phase of the model, allocated time and manpower to each task based on duration and schedule with a WBS and a Gantt chart as explanation. Then, our team started planning for development. The role of the agent is Japan and anime expert and users are people who are interested in Japanese culture and anime and would love to talk and know more about Japanese culture and anime. The topics of the conversation are the general information and personal preferences of anime and the information of Japan such as people, religion, food, samurai and so on. The GitHub page of our project is this: https://github.com/shiro102/Chat-bot-team-20

How the code works

How to run it:

To compile the code, we run in terminal these 2 lines of codes - "python train.py" and "python chatbot.py". The first code is to train the model so that the GUI might function properlyl. The second code is to run the app. Further instructions are in the README file in the CODE folder.

Stages of development:

There are five stages of the development for the code: data importing and loading, data preprocessing, data training and testing, model building, and GUI developing.

How the classes are organized:

There are 12 classes used in the code: nltk, json, pickle, numpy, keras, and tkinter, Wikipedia, Stanford Corenlp, Sentimental Analyser, GUI, Home, and Recent.

- Class "nltk" contains a group of libraries which provide statistical processing for English Language and is commonly used for Natural Language Processing. It is used throughout all the developing stages except the model building stage and the GUI development stage.

- There are 4 critical methods within this class: "nltk.stem.wordnetlemmatizer", "nltk.word_tokenize", "nltk.pos_tag" (instead of Stanfordnlp's POS tagging to simplify the implementation) and "nltk.corpus"

```
   1. The first method, "nltk.stem.wordnetlemmatizer", converts a word into
its lemma form, groups different words to be analyzed as a single item based
on similar meaning, and then creates a pickle file to store the Python
objects which we will use while predicting.

   2. The second method, "nltk.word_tokenize", is used to cleanup and break
the whole text into small parts, such as words.

   3. The third method, "nltk.pos_tag", tags every word as "Proper Nouns",
"Verb", "Adjectives" etc. It is used for one of the new features we added -
POS tagging - and it works in the similar pattern as Stanford Corenlp's POS
tagging. We will explain Stanford Corenlp later.

   4. The fourth method, "nltk.corpus", is used to access "wordnet" which
helps us to implement a new feature that we added to this code - synonym
recognition.
```

- Class "json" is the data file which predicts the user inputs and gives responses. It is used for importing and loading data, preprocessing data, and getting random responses for the GUI. Json is also used implicitly throughout the program as the fundamental data in chatbot - conversation patterns.

- Class "pickle" is to make the data operations more efficient by removing object hierarchy when dumping our data or when loading our data from the dataset as it converts/treats the data as a single stream. Pickle is used throughout the stages except the data importing stage and the GUI development stage. It was also used to save a model for one of the new features that we added to this code - sentiment analysis.

- Class "numpy" is to increase the efficiency of the operation of lists in python. It is used in 2 stages - "creating data for training and testing" and "predicting classes for GUI".

- Class "keras'' is to build and import the deep neural network model for the trained data. It is used in the stages of building and importing the model to GUI.

- Class "tkinter" is used to develop a graphical user interface by powerful libraries and functions within the class. It is used to develop the final GUI.

- Class "Wikipedia" is used to initiate online searches on Wikipedia in real time. It is an additional feature for our chatbot that functions when the chatbot doesn't recognize a "Proper Noun" that is found by one of the new features we added - POS tagging.

- Class "Stanford Corenlp" is a service for natural language processing. Instead of creating a wrapper ourselves, we used a wrapper for this class called stanfordcorenlp. The link is put under the reference list at the end of the README file.

- "Sentimental Analyser" is a different python file created to help us with Sentiment Analysis. We create a naïve bayes model to decide between "Negative" and "Positive" Sentences. This model is used to analyze how users react to it.

- "GUI" is a class that is used to initialize everything related to our Graphical User Interface such as images, pages, etc.

- Class "Home" is the class for our home page in the Graphical User Interface and it contains all features present on that page.

- Class "Recent", is used to record and store recent conversation dialogue in our recent conversation page in the Graphical User Interface. It contains all features present on that page.
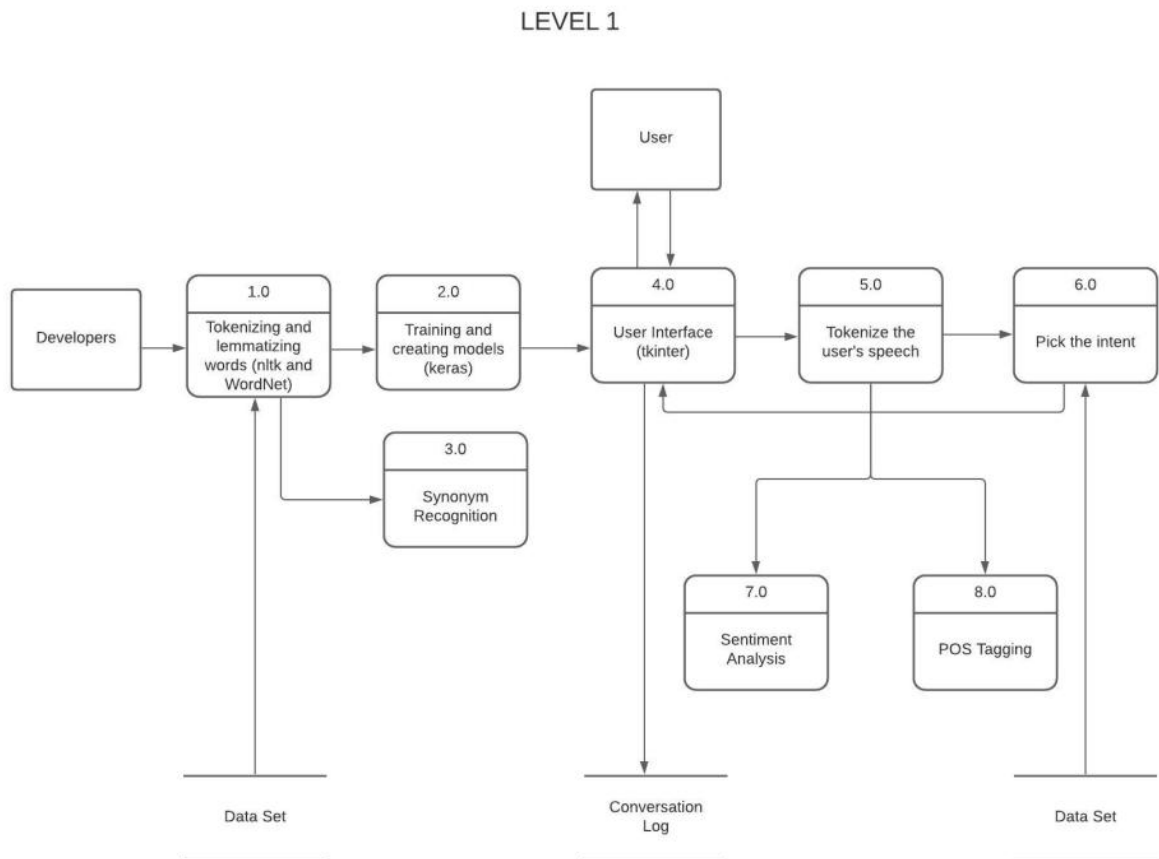

Data Flow Diagrams (DFD)

- Level 0:

○ Image:
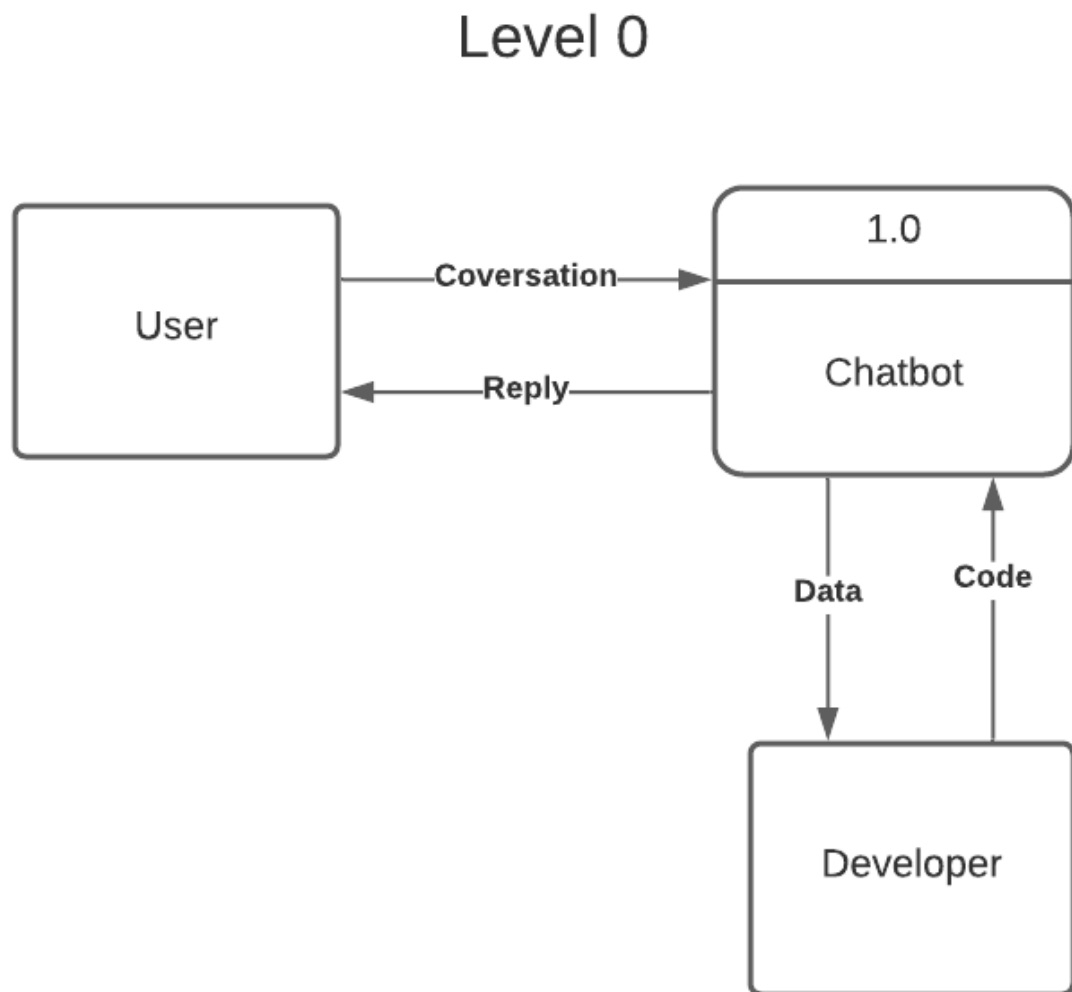
Level 0

○ Explain: This is our level 0 DFD, as you can see we have two entities namely, the user that is using the chatbot and the developers, which would be our entire team. The way the developers interact with the chatbot is by implementing new features fixing any bugs etc.

- Level 1:

○ Image:

LEVEL 1

○ Explain: This right here is our level 1 DFD. Like the level 0 DFD we still have our developer and user as our entities. We have our synonym recognition, POS tagging and sentiment analysis as our processes. Our synonym recognition process works on the intents that is already in the dataset. Whereas the POS and sentimental works when only when the user has typed something on the UI and the bot prepares its response by picking required response from the dataset which is symbolized by the datastore at the bottom. We have another datastore that stores the conversation log named "conversation log", the option to store this conversation comes from the UI.

A List of 5 features that can be shared to others as API

- POS Tagging: includes the ability to searching on wikipedia and give responses based on that.

- Python file "SentimentalAnalyzer": a file that implements sentiment analysis

- Our chat bot: an application for others to view and modify.

- The method "remove_noise": removes all unnecessary words from a sentence

- Our Graphical User Interface

Features:

- Synonym recognition

    - Function: It identifies synonyms within sentences and give corresponding answers. It allows users to make inputs more diversified and give correct answers at the same time
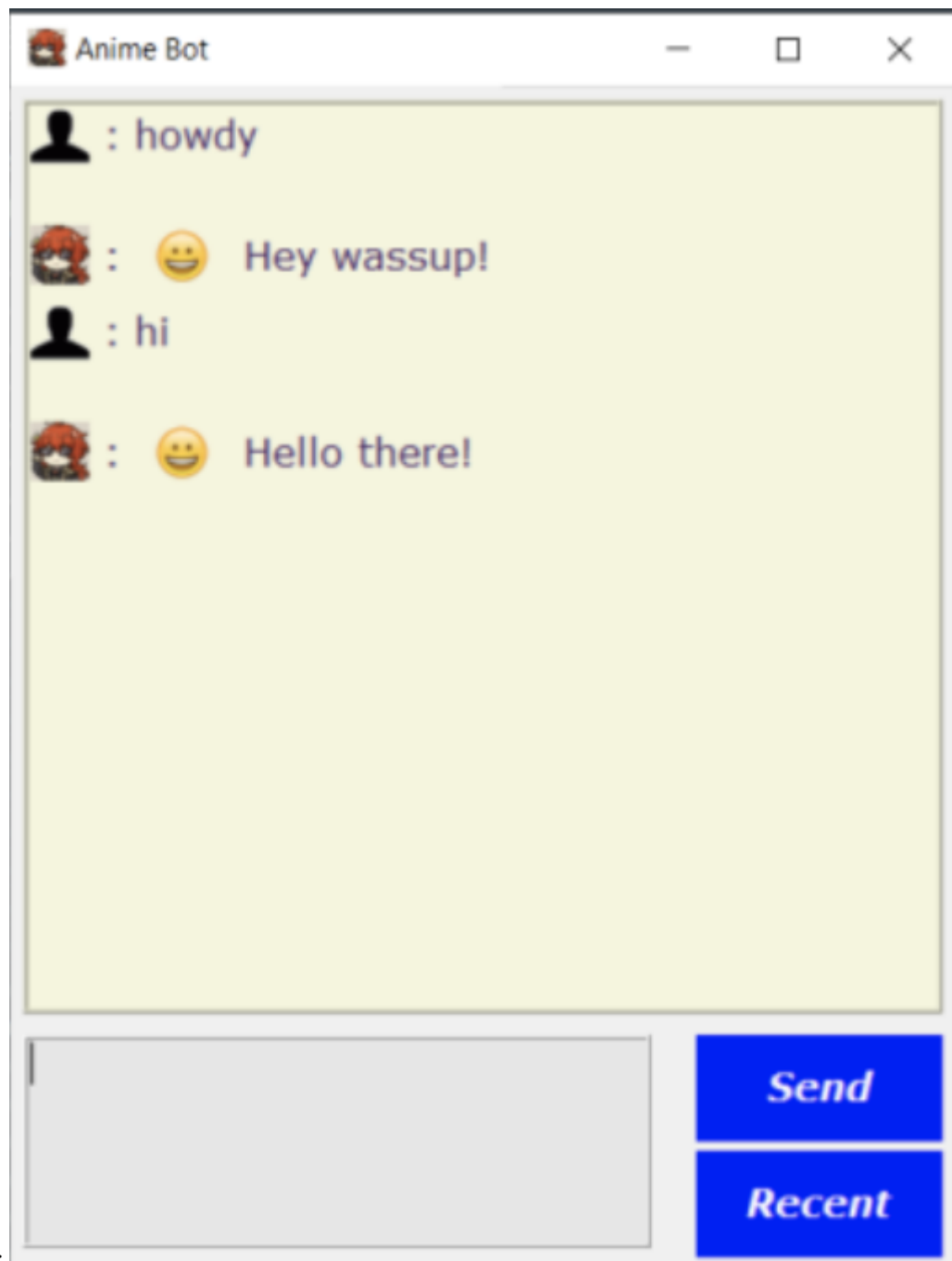
    - Snippet:

- Sentiment analysis

    - Function: It recognizes user input that contains positive, negative, or neutral emotions and give corresponding answers without us having to code. It makes dialogue turns more lively and realistic.
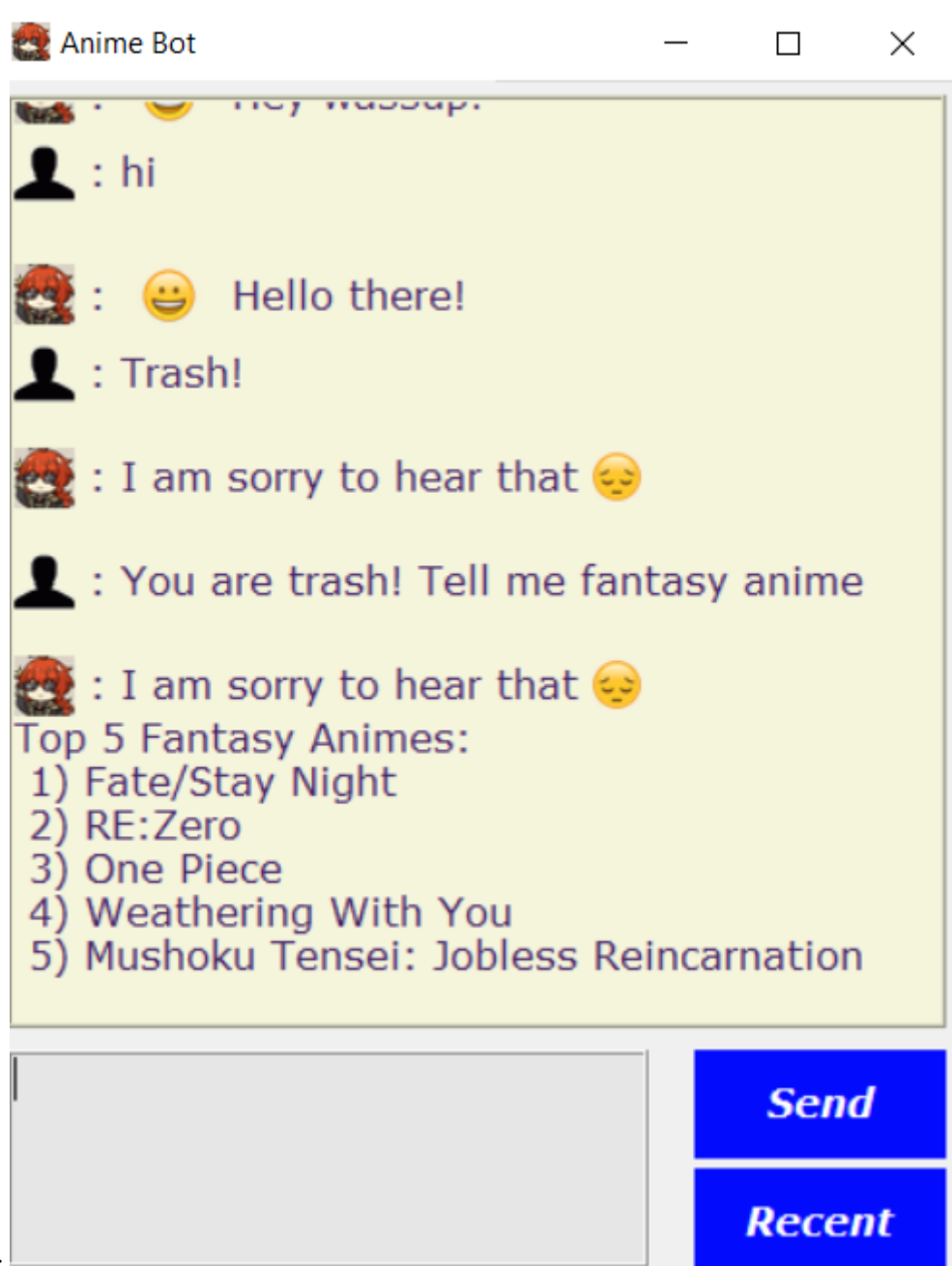
- o Snippet:
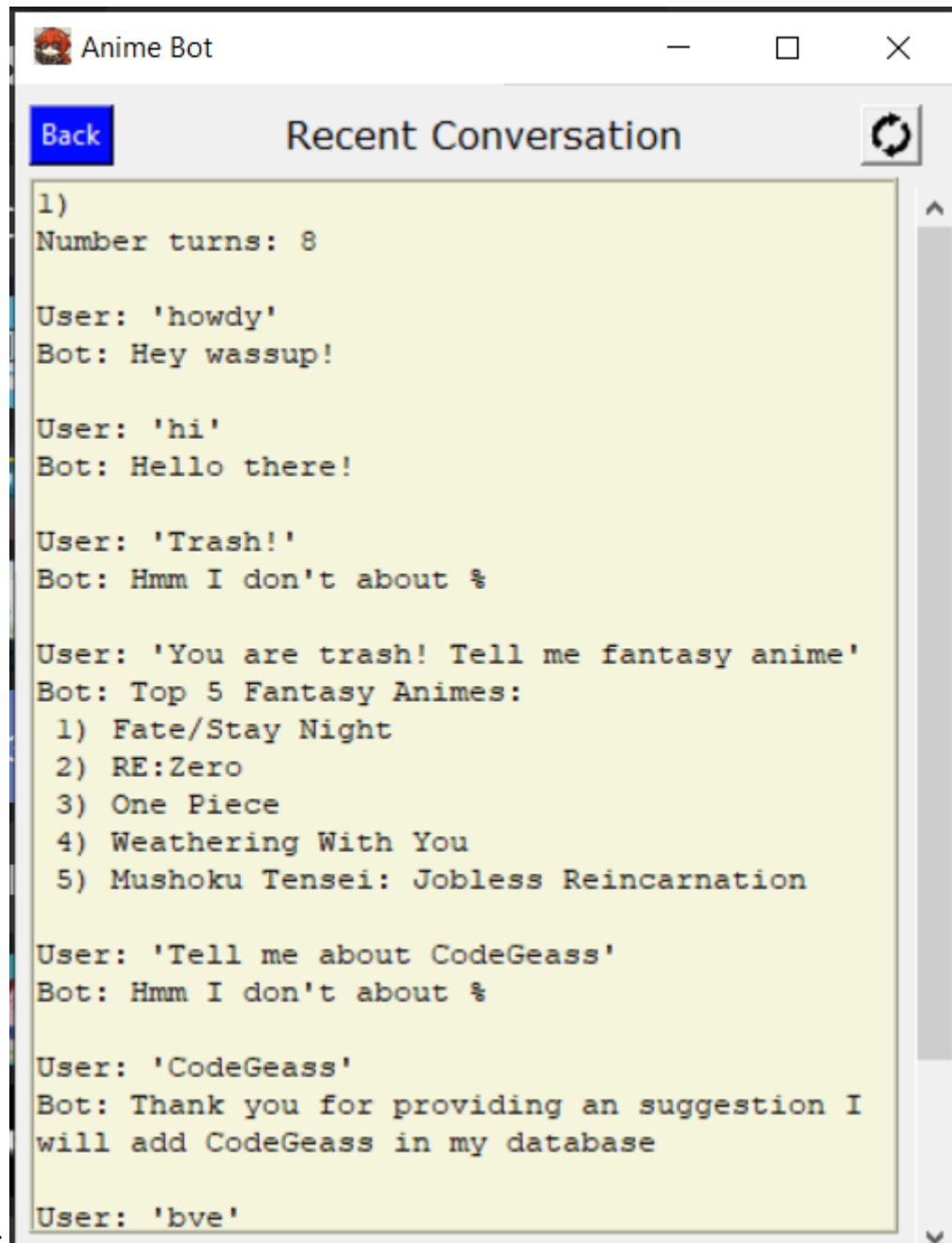
- POS tagging

    - o Function: It gets the information about Proper Nouns that our bot doesn't know and searching them real time on wikipedia. With this feature, our chatbot is able to answer topics that are outside of our designed topic and the users might get more satisfaction throughout conversations.
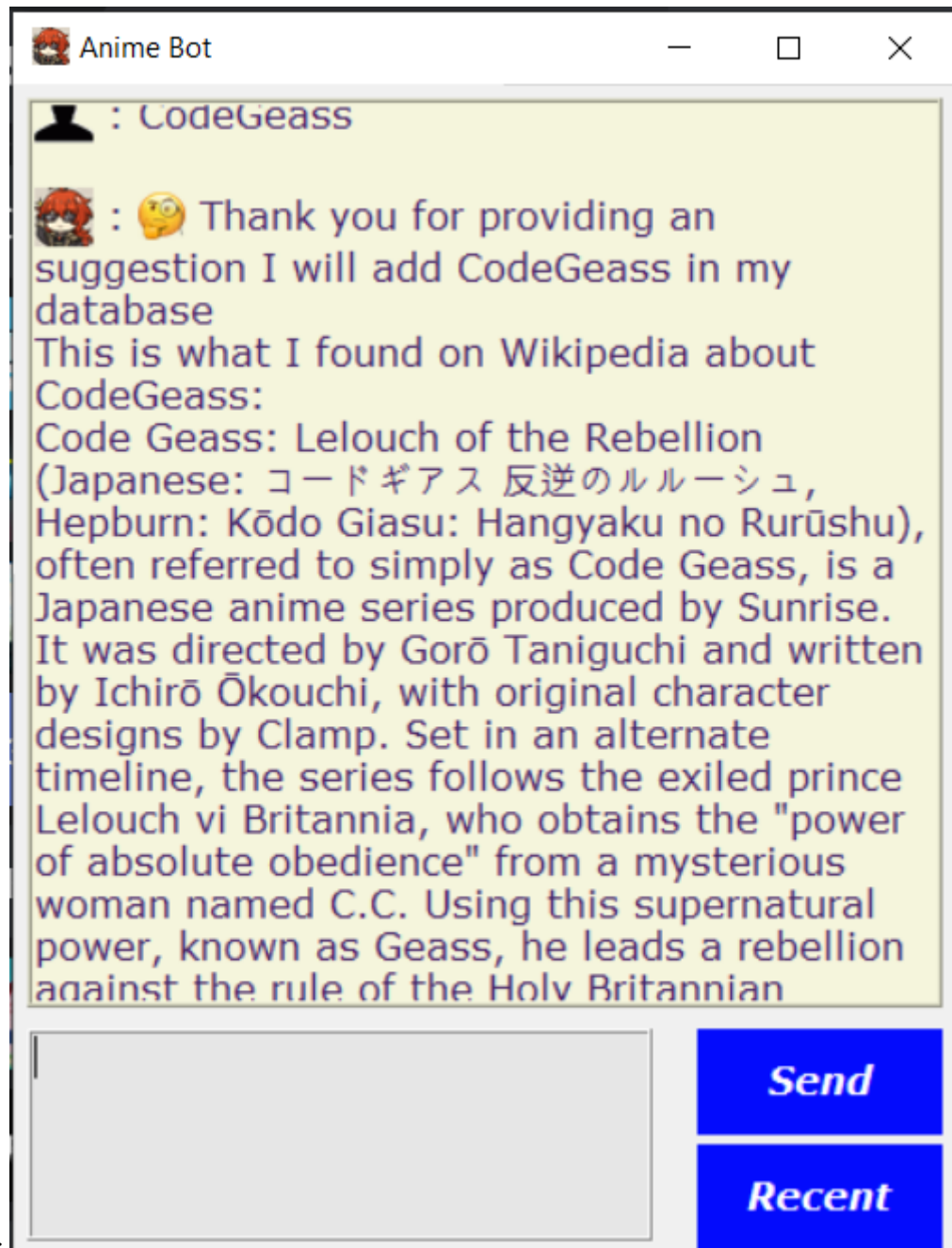
- Snippet:

- Recent Conversation Page

  - Function: It saves dialogue information everytime our users say "bye" or close the app. With this feature, our users are able to check the dialogue history which is convenient.

○ Snippet:

2/The Software Development Life Cycles:

Our Choice: Incremental Development

Rationale:

We choosed Incremental Development as our software development life cycle. Since more assignments about this project are expected to be published, some changes to this project might be required. As a result, we think that a model that is able to accommodate changes is most suitable for this project. Incremental

development requires multiple versions of the project to be published frequently, so the model allows executable products to be generated earlier, and further modification can be done in later versions. In this way, modification is encouraged and the possibility of a complete failure of the product is reduced. The restriction of this model is that to rectify a task done in previous version requires modifications in all units and is time-consuming.

Process:

```
 1) Analyze requirements and Create Tasks:
    i) Choosing a platform to publish the application
        a) Creating github account for each team member
        b) Creating  team github account
    ii) Choose a software development cycle
    iii) Creating WBS and Gantt charts.
    iv) Create Level-0 and Level-1 Data Flow Diagrams (DFDs)

 2) Establish design:
    i) Choose a language and its corresponding IDE
    ii) Choose two agents for the chatbot.
    iii) Choose two topic for the chatbot
    iv) Design the user interface for the chatbot

 3) Implementing design:
    i) Build the dataset for the chatbot
    ii) Implement the user interface.
    iii) Implement back-end (Training the chatbot)
        a) Choose libraries
        b) Implement language toolkits
    iv) Integrate the front end and back end.

 4) Testing:
    i) Testing frequently asked questions and ambiguous questions.
    ii) Testing and debugging language toolkits.
    iii) Testing the interactive elements
    iv) Record errors and fix them.
        a) Debugging
        b) Add code for error prevention
        c) Supplement and complete the dataset

 5) Publishing application:
    i) Establish publishing date
    ii) Synchronize each member's work
    iii) Publish the application to GitHub
    iv) New Presentation Video
```

Old Work Breakdown Structure (WBS):
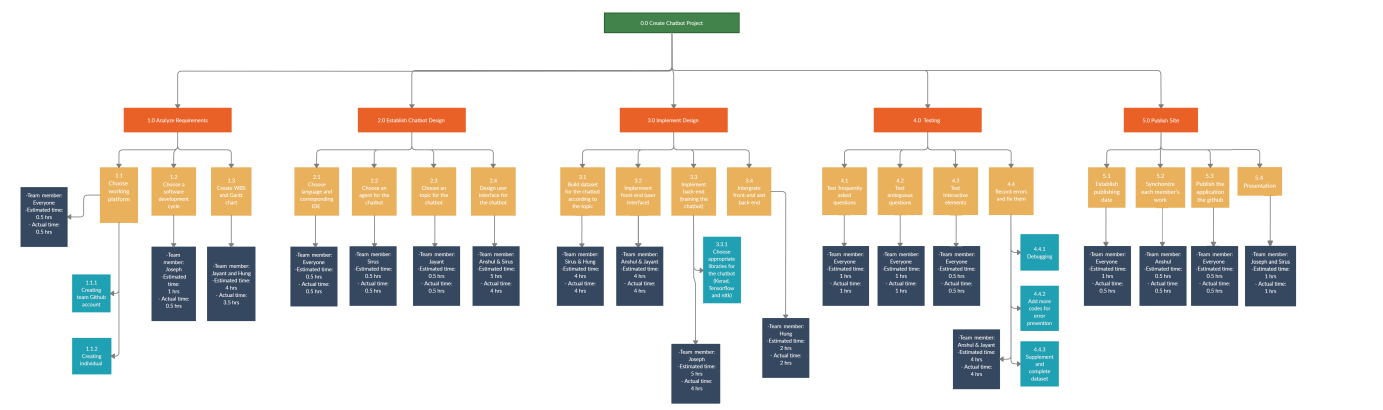
New Work Breakdown Structure (WBS):

Old Gantt chart:

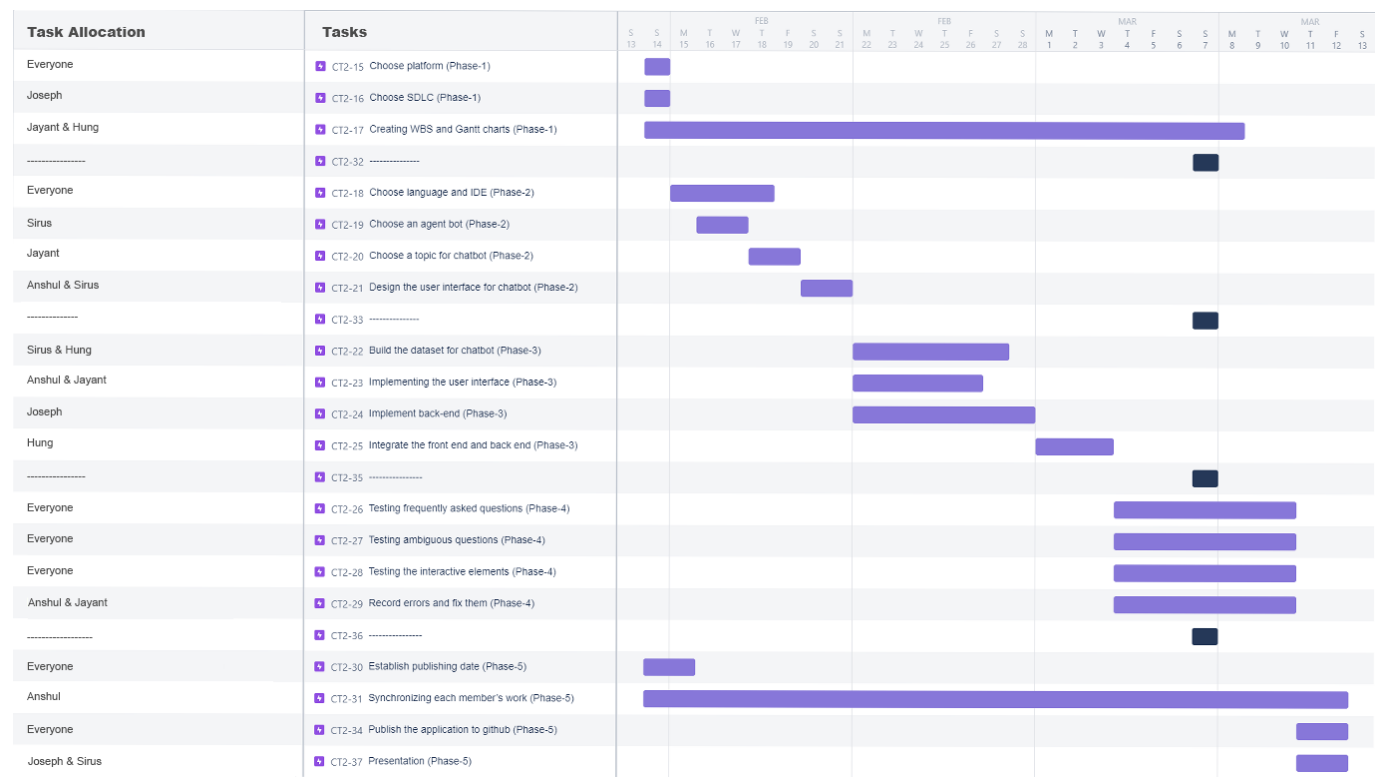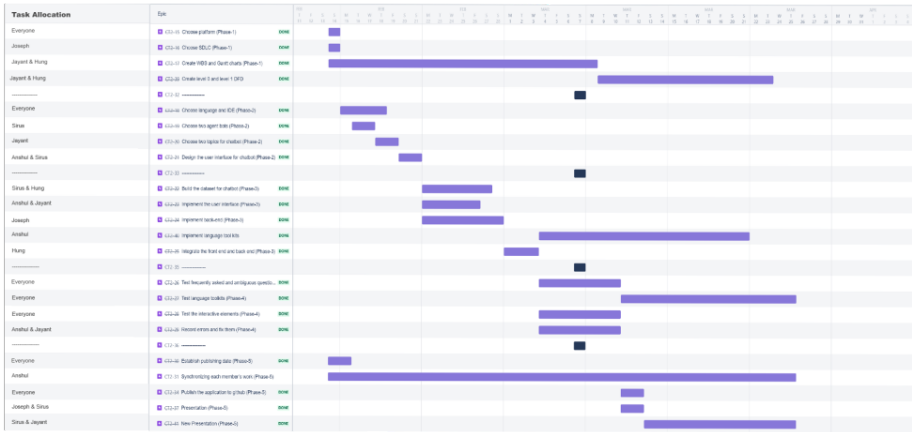| Task Allocation	Tasks																													
Everyone	CT2-15 Choose platform (Phase-1)																													
Joseph	CT2-16 Choose SDLC (Phase-1)																													
Jayant & Hung	CT2-17 Creating WBS and Gantt charts (Phase-1)																													
------------------	CT2-32 ----------------																													
Everyone	CT2-18 Choose language and IDE (Phase-2)																													
Sirus	CT2-19 Choose an agent bot (Phase-2)																													
Jayant	CT2-20 Choose a topic for chatbot (Phase-2)																													
Anshul & Sirus	CT2-21 Design the user interface for chatbot (Phase-2)																													
---------------	CT2-33 ----------------																													
Sirus & Hung	CT2-22 Build the dataset for chatbot (Phase-3)																													
Anshul & Jayant	CT2-23 Implementing the user interface (Phase-3)																													
Joseph	CT2-24 Implement back-end (Phase-3)																													
Hung	CT2-25 Integrate the front end and back end (Phase-3)																													
------------------	CT2-35 ----------------																													
Everyone	CT2-26 Testing frequently asked questions (Phase-4)																													
Everyone	CT2-27 Testing ambiguous questions (Phase-4)																													
Everyone	CT2-28 Testing the interactive elements (Phase-4)																													
Anshul & Jayant	CT2-29 Record errors and fix them (Phase-4)																													
------------------	CT2-36 ----------------																													
Everyone	CT2-30 Establish publishing date (Phase-5)																													
Anshul	CT2-31 Synchronizing each member's work (Phase-5)																													
Everyone	CT2-34 Publish the application to github (Phase-5)																													
Joseph & Sirus	CT2-37 Presentation (Phase-5)																													

New Gantt chart:

Insight of the contributors to this project
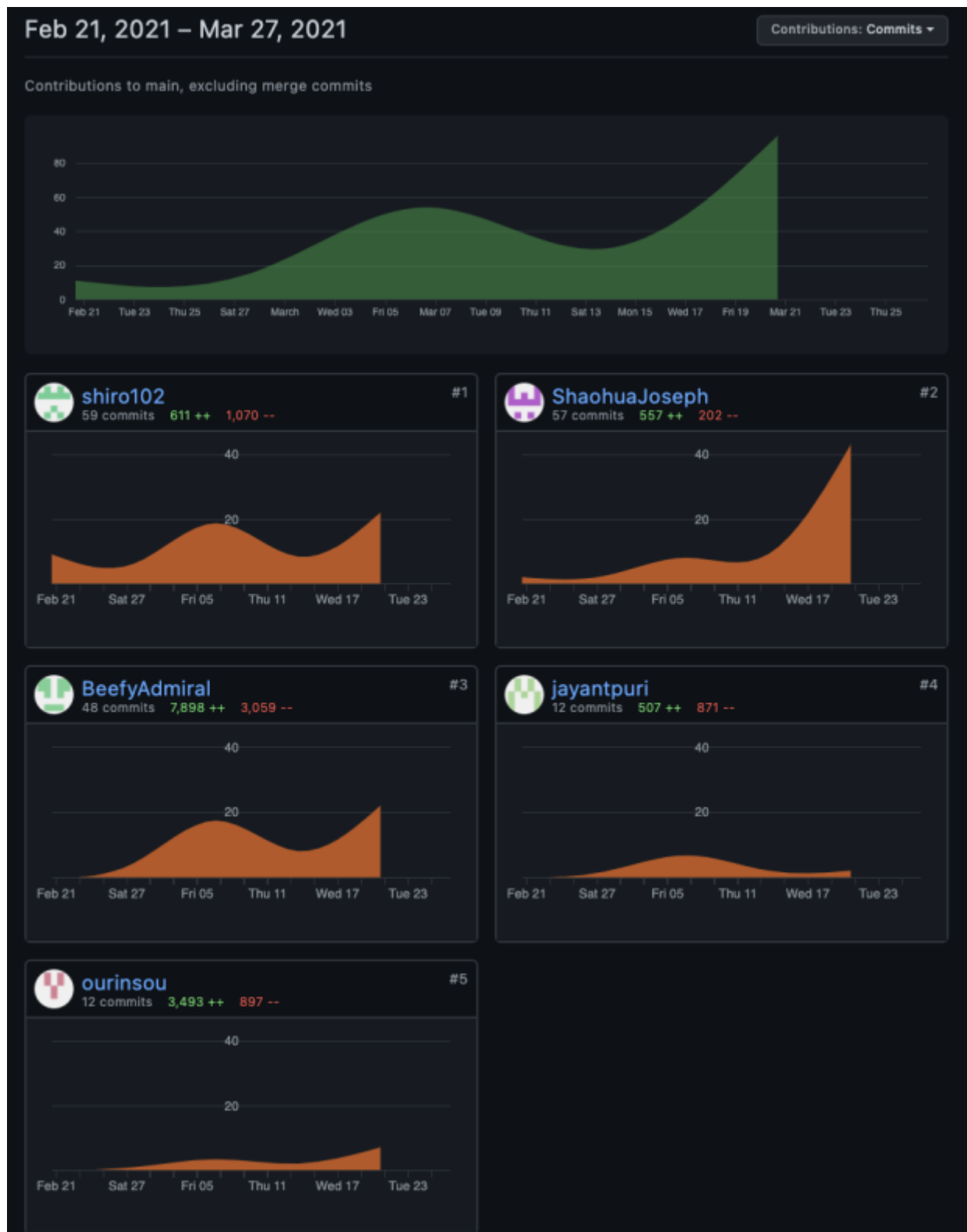
Limitations of the program submitted:

- The biggest limitation on the chatbot is that we don't have a dataset that is large enough. We don't have an enterprise-level development team and the dataset would be very limited and would only be applicable to certain situations.
- The chatbot cannot really "understand" what the user is actually saying since overall, it's a running algorithm.
- All responses are randomized, and no certain output is determined.

- There is no self-learning function implemented so the chatbot would not understand, or learn the user's behavior, answers, patterns etc.
- Fuzzy search is not supported so misspelling would lead to totally different answers.
- The dialogues are not interconnected, and the chatbot would not make connections between them.
- Assume the user only enters valid (no spelling errors) and "understandable" (within the scope of dataset) or otherwise the chatbot would reply with a response saying it doesn't understand your questions and would try to search an unknown Proper noun on wikipedia.

Sample Outputs:

Possible Questions that you can ask from the chatbot:

1. Good day
2. What can you do?
3. Any anime to watch?
4. Top action anime?
5. What is the best adventure anime?
6. Any top-rated drama anime?
7. Best fantasy anime to recommend?
8. What are the top-rated comedy anime?
9. What is your favorite anime?
10. Tell me about Konosuba!
11. Who is your favorite character?
12. What anime are you watching recently?
13. Do you know about manga?
14. Top-rated manga?
15. What is your favorite manga?
16. Tell me about Beserk!
17. Who is your favorite Beserk character
18. Manga that you read recently
19. Recommend me manga
20. Do you know about Manhwa?
21. What are famous Manhwa?
22. What is Otaku culture?
23. What is anime convention?
24. What are famous conventions?
25. What convention do you want to vist?
26. Tell me about Jump Festa!
27. Tell me about Video games
28. Tell me about Gacha
29. What are famous gacha games?
30. Tell me about Anime RPG
31. What are famous Anime RPG?
32. That's helpful
33. See you later!

34. Do you know about Jujutsu Kaisen?
35. I like Jujutsu Kaisen!

Text demo:

Turn-1 User : Good day!

```
Anime bot : Hey wassup!
```

Turn-2 User : What can you do?

```
Anime bot : I can talk about anime and their rankings. I can also talk about my
favorite animes and discuss about them in detail.
```

Turn-3 User : Any anime to watch?

```
Anime bot : Koe no Katachi
```

Turn-4 User : Top action anime?

```
Anime bot : Top 5 Action Animes:
1) Fullmetal Alchemist: Brotherhood
2) Attack on Titans
3) Gintama
4) Hunter x Hunter
5) Code Geass
```

Turn-5 User : What is the best adventure anime?

```
Anime bot : Top 5 Adventure Animes:
1) Cowboy Bebop
2) Spirited Away
3) Mushishi
4) Made in Abyss
5) Vinland Saga
```

Turn-6 User : Any top-rated drama anime?

```
Anime bot : Top 5 Drama Animes:
1) March Comes In Like A Lion
2) A Silent Voice
```

```
3) Clannad
4) Your Name.
5) Haikyuu!
```

Turn-7 User : Best fantasy anime to recommend?

```
Anime bot : Top 5 Fantasy Animes:
1) Fate/Stay Night
2) RE:Zero
3) One Piece
4) Weathering With You
5) Mushoku Tensei: Jobless Reincarnation
```

Turn-8 User : What are the top-rated comedy anime?

```
Anime bot : Top 5 Comedy Animes:
1) Owarimonogatari
2) Grand Blue
3) Konosuba
4) Kaguya-Sama: Love is war
5) Horimiya
```

Turn-9 User : What is your favorite anime?

```
Anime bot : I absolutely love Konosuba
```

Turn-10 User : Tell me about Konosuba!

```
Anime bot : Plot for Konosuba: Story about a High
school student who is reincarnated in a
new world but his pathetic luck follows him
even there. Given the task of defeating the
demon lord with his incompetent companions
Will our protagonist be able to live the lavish
life he dreamt of?
```

Turn-11 User : Who is your favorite character?

```
Anime bot : I like Kazuma, the main protagantist of
Konosuba, because he is really funny!
```

Turn-12 User : That's cool

```
Anime bot : My pleasure
```

Turn-13 User : What anime are you watching recently?

```
Anime bot : Anime I am watching nowadays:
1) Attack on Titans Final Season
2) Dr. Stone: Stone Wars
3) Horimiya
4) Re:Zero Season 2 Part 2
5) Mushoku Tensei
```

Turn-14 User : Do you know about manga?

```
Anime bot : Oh Yes! I love mangas too, they are
just like comic books but japanese style.
Many animes are adapted from manga.
```

Turn-15 User : Top-rated manga?

```
Anime bot : Top 5 Mangas:
1) Beserk
2) JoJo's Bizarre Adventure
3) One Piece
4) Vagabond
5) Monster
```

Turn-16 User : What is your favorite manga?

```
Anime bot : Beserk is the best manga!
```

Turn-17 User : Tell me about Beserk!

```
Anime bot : Plot for Beserk: Former mercenary,after
a tumultuous childhood, finally finds someone
he respects and believes he can trust, only to
have everything fall apart when this person
takes away everything important to him. Now
```

> marked for death he is relentlessly pursued
> by demonic beings.

Turn-18 User : Who is your favorite Beserk character

> Anime bot : I like Guts, the main protagantist of
> Beserk, because he has a will of iron!

Turn-19 User : Manga that you read recently

> Anime bot : Manga I am reading nowadays:
> 1) Tokyo Ghoul
> 2) Bleach
> 3) Fairy Tail
> 4) Solo Leveling
> 5) Tower of God

Turn-20 User: Recommend me manga

> Anime bot : Nisekoi

Turn-21 User : Do you know about Manhwa?

> Anime bot : Manhwa are korean comic books just
> like manga from japanese culture. They are
> very popular too

Turn-22 User : What are famous Manhwa?

> Anime bot : Famous Manhwa:
> 1) Solo Leveling
> 2) Tower of God
> 3) God of Highschool
> 4) Noblesse
> 5) Sweet Home

Turn-23 User : What is Otaku culture?

> Anime bot : Otaku is a string of Japanese culture
> where specifically people in foreign countries

```
    have a passion for certain Japanese things
    such as manga, anime, video games, idols
    and anime conventions.
```

Turn- 24: What is anime convention?

```
    Anime bot : An anime convention is an event or
    gathering with a primary focus on anime,
    manga and Japanese culture. Commonly,
    anime conventions are multi-day events
    hosted at convention centers, hotels or
    college campuses.
```

Turn-25 User : What are famous conventions?

```
    Anime bot : Famous Conventions:
    1) Comiket
    2) Jump Festa
    3) Tokyo Toy Show
    4) AnimeJapan
    5) World Cosplay Summit
```

Turn-26 User : What convention do you want to vist?

```
    Anime bot : I really really want to visit Jump Festa,
    to witness the glory of shounen.
```

Turn-27 User : Tell me about Jump Festa!

```
    Anime bot : Jump Festa is sponsored by Shueisha
    Inc. publisher of the Jump manga anthologies
    whose roster includes One Piece, Dragon Ball,
    Naruto, Gintama, Haikyuu!!, Assassination
    Classroomand many more. The event is a
    prime forum for introducing new movies,
    manga,games and merchandise. Keep an
    eye out for plenty of cosplay as well!
```

Turn-28 User : Tell me about Video games

> Anime bot : Video games are a very important part
> of otaku culture, in which the most famous
> categories are Gacha games and Anime
> RPGs.

Turn-29 User : Tell me about Gacha

> Anime bot : Gacha games are video games that
> implement the gacha mechanic. Similar to
> loot boxes in video games, gacha games
> induce players to spend in-game currency to
> receive a random virtual item.

Turn-30 User : What are famous gacha games?

> Anime bot : Popular Gacha Games:
> 1) Genshin Impact
> 2) Dragon Ball Legends
> 3) Dragon Ball Dokkan Battle
> 4) Fate/Stay Night
> 5) Runterra

Turn-31 User : Tell me about Anime RPG

> Anime bot : Anime RPGs are video games that
> allows players to take control of their favorite
> character from an anime and live their story.
> It ranges from open world games to hack &
> slash games.

Turn-32 User : What are famous Anime RPG?

> Anime bot : Popular Anime RPG:
> 1) Person 5:Strikers
> 2) Dragon Ball: Kakarot
> 3) Final Fantasy 15
> 4) Dragon Quest XI
> 5) Dragon Ball: Xenoverse 2

Turn-33 User : Tell me about Japan?

Anime bot : Japan has a fascinating and multifaceted
culture; on the one hand it is steeped in the deepest
of traditions dating back thousands of years; on the
other it is a society in a continual state of rapid
flux, with continually shifting fads and fashions and
technological development that constantly pushes back
the boundaries of the possible.

Turn-34 User : Tell me about People in Japan?

Anime bot: Japanese people appear at first glance to be
one of the most socially and ethnically homogenous groups
in the world.

Turn-35 User : Tell me about Religion in Japan?

Anime bot : Japan's de facto national sport (although this
is not an official status) is the enthralling and at times
bewildering spectacle that is sumo. Deeply rooted in Japan's
culture, sumo has a history of over 1,500 years. Legend has
it that the very survival of the Japanese people balanced on
the outcome of a sumo match between the gods, and indeed sumo
originated as a form of Shinto ritual.

Turn-36 User : Tell me about food in Japan?

Anime bot : When it comes to food, the Japanese are among the
most enthusiastic and passionate of any race. Ask any Japanese
person about a recent trip within Japan and the conversation
almost always includes talk of the local food. In fact, for many
Japanese travelling outside of their hometowns, food is often one
of the primary motivators for travelling.

Turn-37 User : Tell me about Samurais?

Anime bot : In Japanese history, samurai culture and the role this
military class played in shaping Japan is a fascinating one.
Although samurai no longer exist, the influence of these great
warriors still manifests itself deeply in Japanese culture and
samurai heritage can be seen all over Japan - be it a great castle,
a carefully planned garden, or beautifully preserved samurai

residences. It is also deeply ingrained in the psyche of the Japanese
people.

Turn-38 User : That's helpful!

Anime bot : My pleasure

Turn-39 User : See you later

Anime bot : Bye! Come back again soon

Here are two unique cases where the chatbot doesn't work as intended:

Case 1:

Turn-1 User : Tell me about Jujutsu Kaisen

Chatbot : Anime bot : Gacha games are video games that
implement the gacha mechanic. Similar to
loot boxes in video games, gacha games
induce players to spend in-game currency to
receive a random virtual item.

Case 2:

Turn-2 User: Do you know about Jujutsu Kaisen?

Chatbot : I can talk about anything to everything
   about otaku culture. I can also talk about my
favourite part of otaku culture.
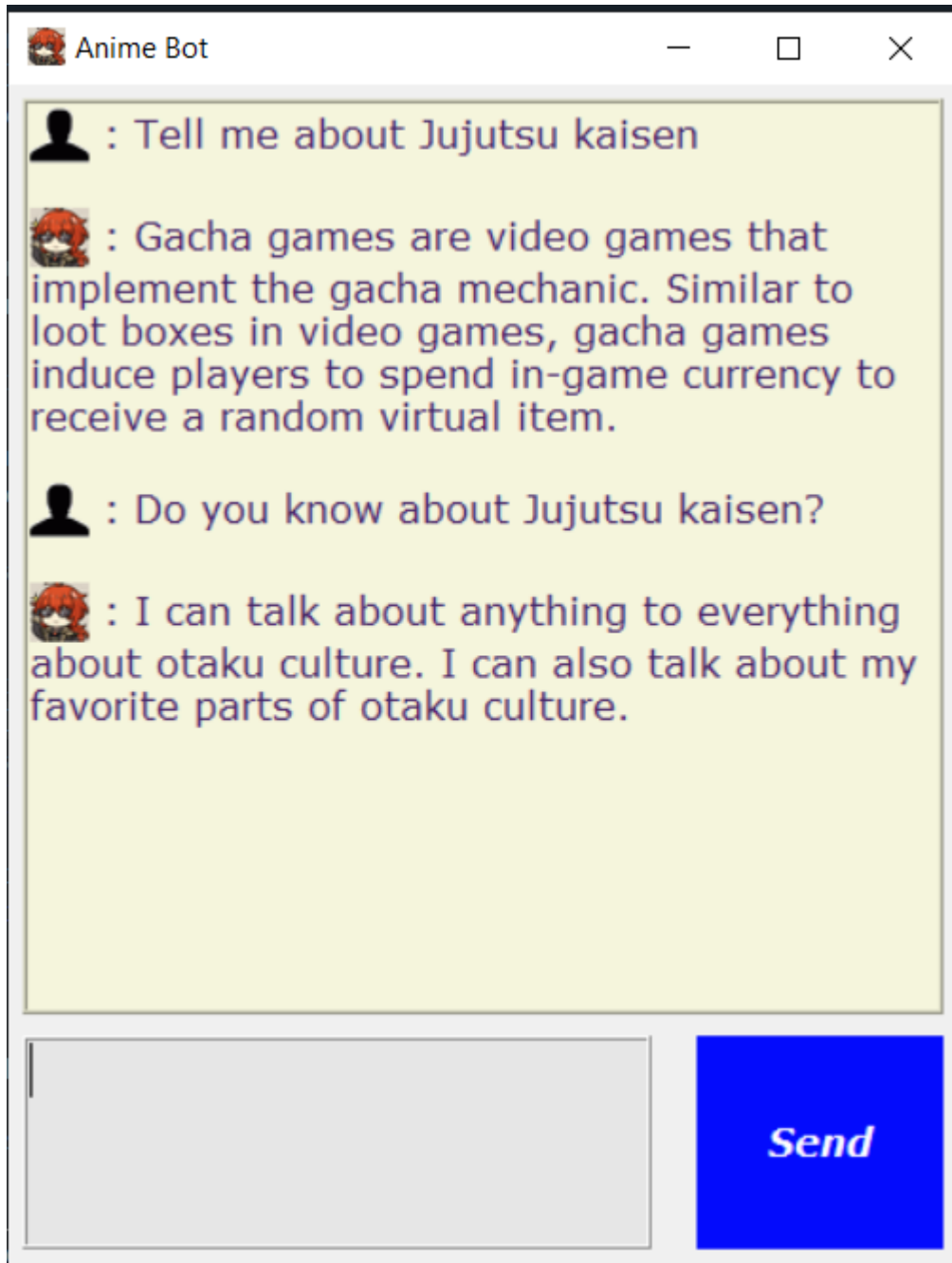
3/New APIs implementations:

Wikipedia API

- Whenever the user asks for something that is not in the database, the chatbot looks up for the keyword and search for that keyword in Wikipedia database.

- In the example below, the bot recognizes "CodeGeass" as the keyword and tries searching in wikipedia.

- If there is no page that matches the information that is asked, the bot will say that it cannot find any
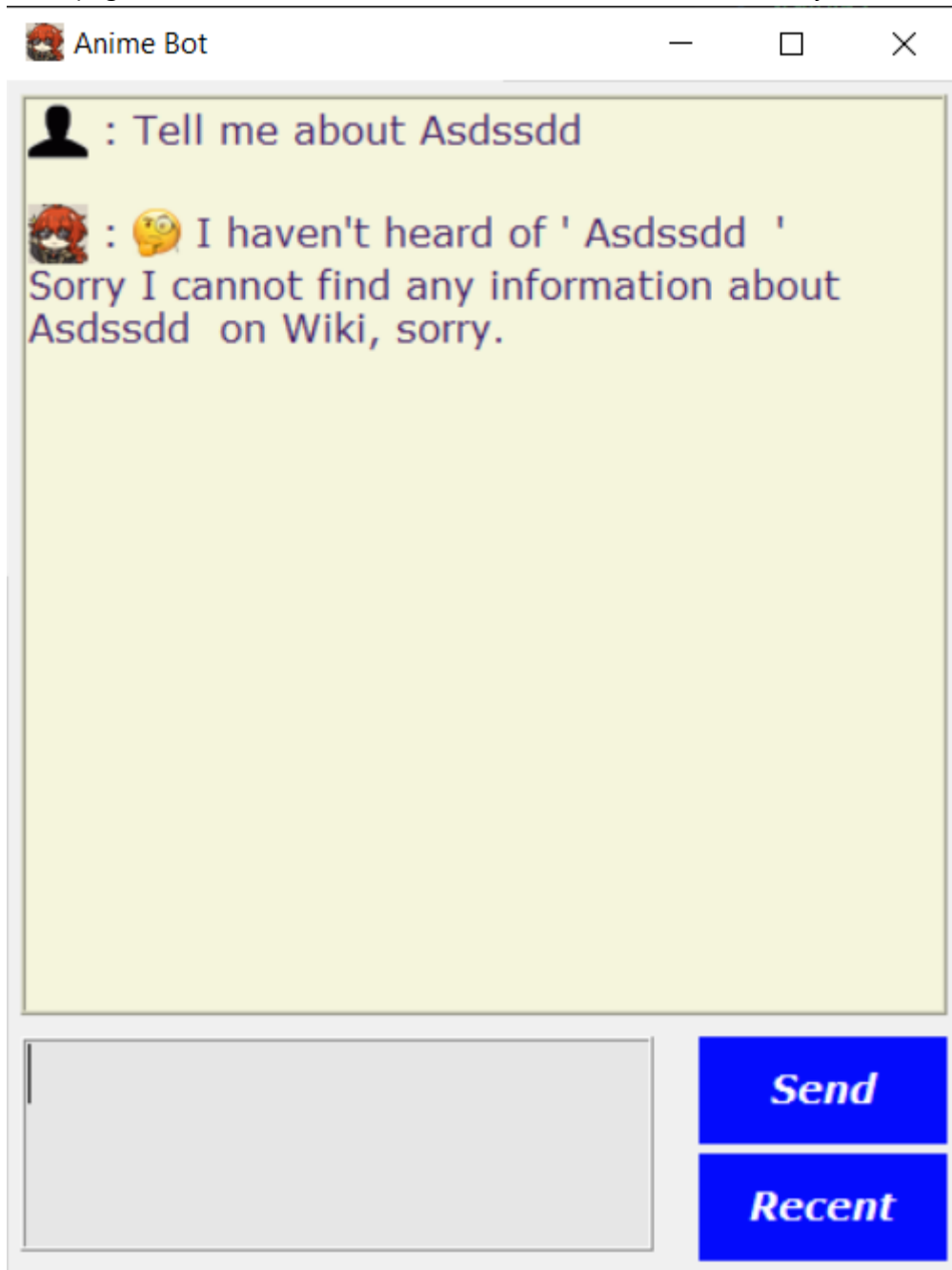
match.

Google translate API

- Whenever the user asks for something in another language than English, the chatbot automatically translates the sentence to English and processes using the data in the translated sentence. At the end, it translate the reply into the language that the user used. It also apply to the Wiki API.
- In the example below, the user uses Vietnamese and Chinese as the input, and the bot then replies in the according languages. However, sometimes because the translation is not accurate, the bot will not receive correct translation of the sentence which is demonstrated in the third line of the Chinese-translation image where the bot says that "I dont understand what 'goodbye' is"
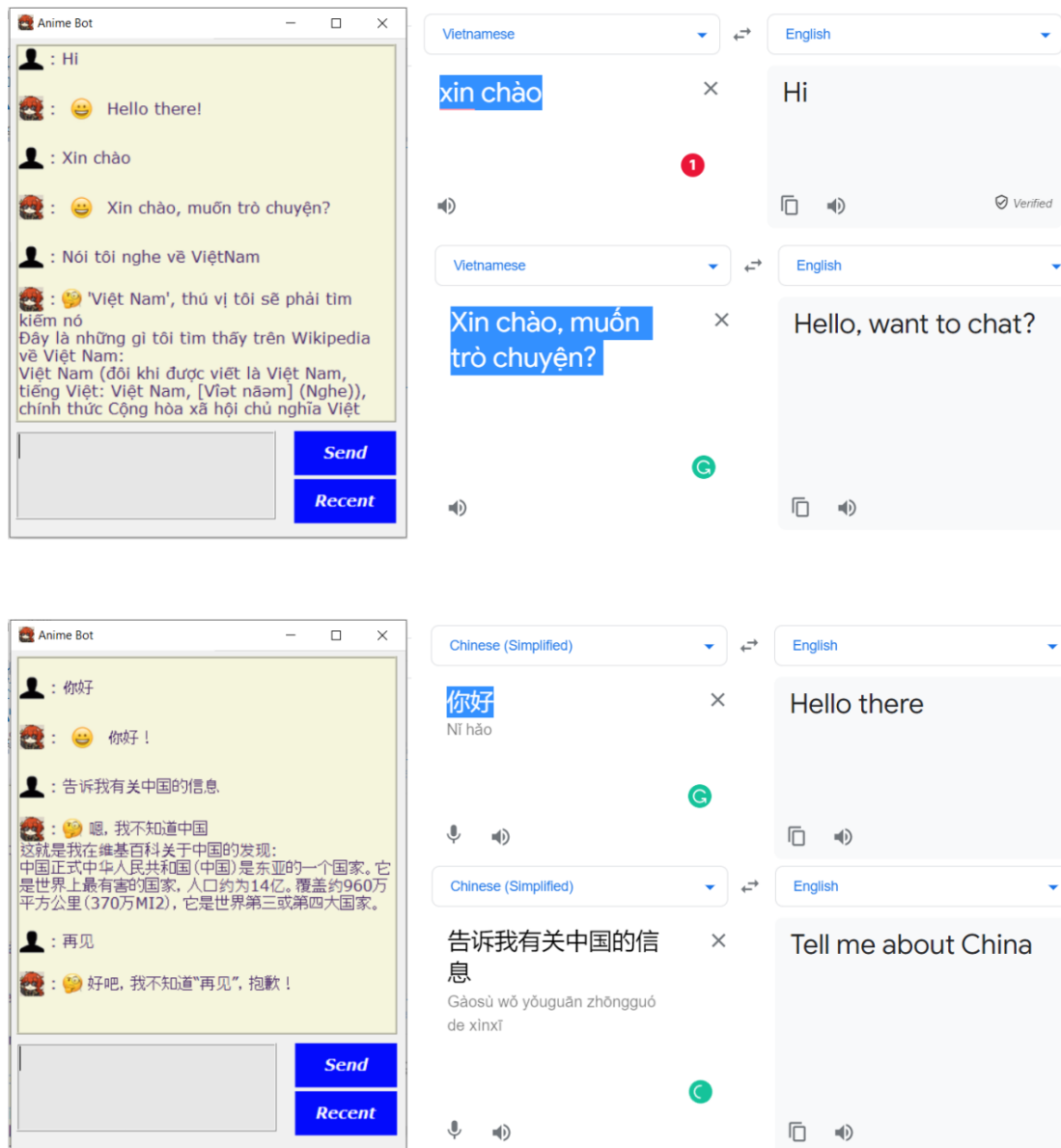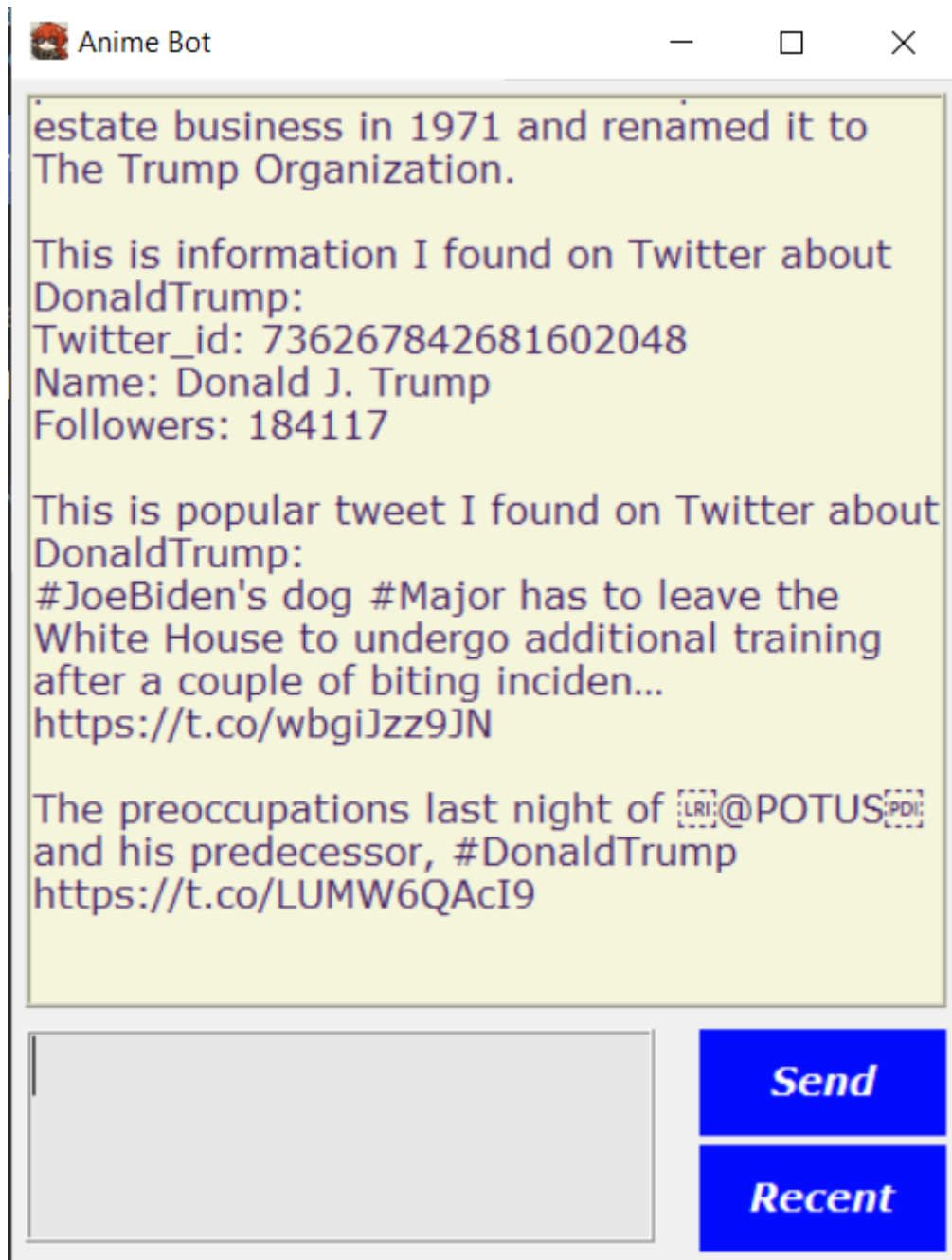
Twitter API

- Whenver user inputs a sentence that includes the keyword "twitter" or "tweet", the chatbot will automatically uses Twitter API to look for any tweets that contain the keyword or profile that has the same name as the keyword. The wikipedia and googletranslate APIs will also work with this API.

- In the example below, it searches the twitter of Donald Trump and any tweets that contain the keyword

> 👤 : Tell me about the twitter DonaldTrump
>
> 🫣 : 🤔 ' Donald Trump ', interesting I would have to search for it
> This is what I found on Wikipedia about DonaldTrump:
> Donald John Trump (born June 14, 1946) is an American media personality and businessman who served as the 45th president of the United States from 2017 to 2021.
> Born and raised in Queens, New York City, Trump attended Fordham University and the University of Pennsylvania, graduating with a bachelor's degree in 1968. He became the president of his father Fred Trump's real estate business in 1971 and renamed it to The Trump Organization.
>
> This is information I found on Twitter about DonaldTrump:

Send

Recent

"Donald Trump"

Anime Bot — □ X

estate business in 1971 and renamed it to The Trump Organization.

This is information I found on Twitter about DonaldTrump:
Twitter_id: 736267842681602048
Name: Donald J. Trump
Followers: 184117

This is popular tweet I found on Twitter about DonaldTrump:
#JoeBiden's dog #Major has to leave the White House to undergo additional training after a couple of biting inciden...
https://t.co/wbgiJzz9JN

The preoccupations last night of ⌊LRI⌋@POTUS⌊PDI⌋ and his predecessor, #DonaldTrump
https://t.co/LUMW6QAcI9

Send

Recent

- If there is no profile or tweets that match the keyword, the bot will indicate that there is no one or no tweet that matches the keyword.
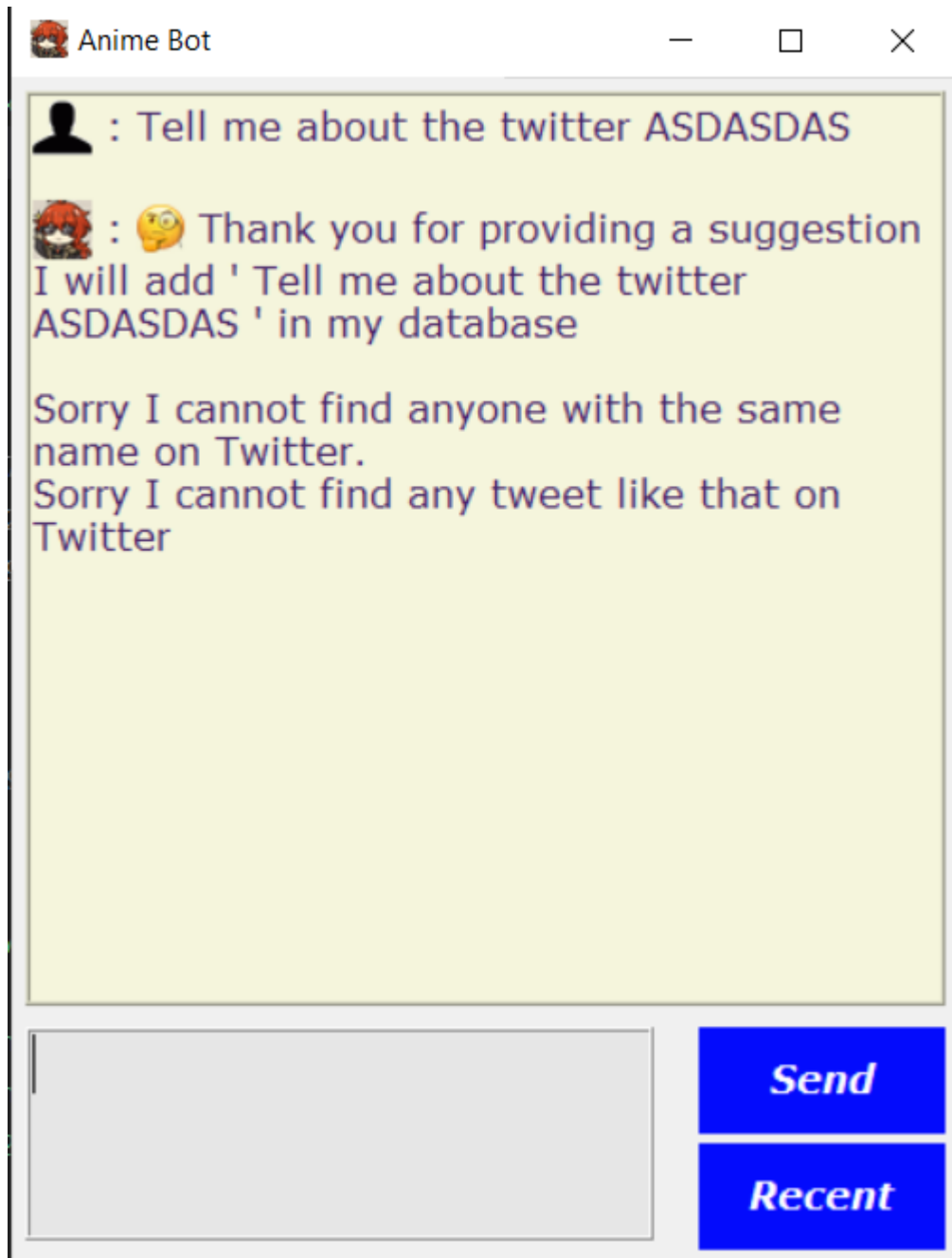
4/Credits

Team Members and nick name used in the project:

- **Khai Hung Luong (shiro102)**: I'm 3rd year comsci student who loves reading books !
- **Anshul Dhariwal (Anshul)**: I am 3rd year COSC student and loves anything that is interesting to do!!
- **Jayant Puri (Jayant)**: I'm a 3rd year COSC student who loves watching anime!
- **Sirus Wang (ourinsou)**: I'm a 3rd year COSC student who loves taking photos!
- **Shaohua Jiang (Joseph)**: I'm a 3rd year math student who loves snowboarding!

References

Here is the link of an open-source program that helps us build our chatbot https://data-flair.training/blogs/python-chatbot-project/

Here is the link of stanfordcorenlp which is a Python wrapper for Stanford CoreNLP. https://github.com/Lynten/stanford-corenlp

Here is the link of googletrans API https://py-googletrans.readthedocs.io/en/latest/

Here is the link of wikipedia API https://pypi.org/project/Wikipedia-API/

Here is the link of twitter API https://python-twitter.readthedocs.io/en/latest/