AI-based Event Managemen t System

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ABSTRACT

1 INTRODUCTION

2 OBJECTIVES

There are several event management systems that provide attendees and organizers with tools to enable them to make the most out of an event. The systems include features such as:

1. Access to event information anytime and anywhere even without Wi-Fi or data services
2. Real-time push notifications
3. Mobile brochure that can make instant updates even during an event
4. Allowing attendees to personalize their schedule and set a reminder for specific shows/sessions
5. Enabling attendees to actively participate in each session, answer live polling and share their thoughts on the session feed
6. Networking by browsing attendee profiles
7. Setting up a website for the event
8. Event promotion
9. Ticketing system
10. Generate name badges

However, event organisers are still left to do their own research on finding the best location for an event and the products and services that would be required during an event. These features are made possible with the advent of AI, by building a recommender system that narrows down a set of places for an event based on previously held events. Additionally, better supply chain requirements can be forecasted based on the historical data.

How will it do it?

The system will have two value propositions and they are:

1. A recommender system that shortlists a handful of locations given an event type. The machine learning algorithm that will be used for this is an unsupervised learning technique called clustering.
2. Supply chain forecasting to predict demand for a set of products and services that are historically sold at a given type of event.

What constraints or limitations your system will have?

3 FUNCTIONAL DESCRIPTION

Give details of the techniques to be used.

Design a pipeline and provide the sketch here for each system

3.1 A recommender system

The proposed recommender system uses the k-nearest neighbour approach to fetch and display the k nearest events for a new event. The similarity measure would be the event type/genre in the dataset. The dataset needed for the clustering algorithm would need to be compiled from the internet by using a variety of techniques like scraping and API usage to gather the required data. The data would need to be obtained from an event ticketing system like Eventbrite. However, the Activities dataset published by Fáilte Ireland can be used as a good starting point for the service. The data gathering phase is the most important, challenging, and time-consuming part of the process, as the quality of the data essentially dictates the success and the accuracy of the system. The following data points would be required:

1. Date/Time of event
2. Event type/genre
3. Event location
4. Number of attendees
5. Total location capacity
6. Amenities around the location
7. Event rating

Once a substantial amount of data has been collected, it can be fed into the algorithm to partition the data into k clusters with cluster labels being the event type. The feature set for the similarity measure will include the type, location, rating.

Upon successfully training the model, it can be used to output a specific number of previously held similar events which can then be ordered by the rating, the capacity, or the date/time of the event according to the user preference.

3.2 Supply chain forecasting

Supply chain forecasting, also known as demand prediction, are generally done using traditional statistical methods. These methods are prone to error due to their inability to capture patterns in the data appropriately. On the other hand, machine learning models will be able to learn inherent patterns and relationships in the data where the dataset could be a compilation of multiple different datasets, e.g., products’ sales data could be combined with the weather data to draw a better picture of the scene. These patterns are derived directly from the historical demand dataset, i.e., seasonality and trend of the products.

The Random Forest ensemble algorithm can be used for forecasting with the idea being that there is wisdom in crowds. Each tree in a random forest is a decision tree capable of learning different patterns and relationships in the data compared to its sibling. Decision trees perform the task of classification or regression by recursively simple true or false questions that split the data into the purest possible subgroups. In this method of ensembling, several decision trees are trained and the output from each individual tree is averaged as the random forest’s output. The idea being that insights drawn from a large group of models is likely to be more accurate than the prediction from any one model alone.

The data required for the random forest algorithm would need to be collected from the hosted events. Consequently, this part of the system would undergo slower growth. The data requirements are:

1. Attendance report for a show in an event
2. Products and services purchased at an event
3. Real-time location data within the event premises – consented collection

The above data requirements can be gathered by providing the attendees with a smart band. The smart band will allow the user to record their experience and purchase products and services with it. It will have additional perks associated with it to entice the user to opt in for it. The collected would need to be cleaned in compliance with all data protection regulations such as GDPR before storing for analysis.

This type of data collections and analysis over a period provides valuable insights into what products and services people gravitated to, the most at a specific type of event, enabling future events to cater for the customers’ expectations and demand accurately.

Include an analysis of the pros and cons of your design.

Pros and cons of random forest – take from video

Pros and cons of clustering… ?

Pros and cons of data gathering phase… ?

4 EVALUATION PLAN

Explain how the system would be assessed and evaluated.

5 DISCUSSION

How the system could form the basis of a successful business – or – a discussion of the architectural and system design aspects.

6 CONCLUSION

REFERENCES