

Good Progress this week, We had the AI running on the GPU last week.

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The Aim of this week

- to give it context, ie a document and ask it questions based on the document.
- Have conversation history.
- Find a way to Keep sentence Transformers local - one less model that requires to be downloaded.
- Make it work with CSV (excel) Data
- Create an GUI

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Context works just as it did on the CPU but much faster. New roll out is the conversation history. This helps to have a constant conversation.

Below is a conversation with the model, the context given was Treasure Island, I wanted to create a book with the same themes, and going through the questions it is clear I don't have to keep telling the AI what book it infers automatically. Also at the end I ask what my goal is and it remembers that I want to create a book based on Treasure Island.

Question: What are the themes of this book?

Answer: The themes of this book include adventure, friendship, loyalty, treasure hunting, morality, and coming of age.

Question: Can you create a book for me with these theme and give me the title of my book please

Answer: Sure! Based on the themes you mentioned, a possible title for your book could be "The Quest for Honor". The story could follow a group of friends on a journey to find a long lost treasure while facing challenges that test their loyalty and morality. They discover secrets about themselves and each other, grow as individuals, and ultimately come together to make a choice that will determine their destiny.

Question: Can you list the chapters for this short story

Answer: Yes, here are the chapters for "The Last of the Blind Man" by Robert Louis Stevenson:

1. The Last of the Blind Man
2. The Sea Cook
3. The Doctor's Visit
4. The Voyage
5. The Last of the Blind Man

Question: Can you make a list of chapters for the book you created

Answer: Sure, here are the chapters for "The Quest for Honor":

1. The Beginning
2. The Call to Adventure
3. The First Challenge
4. Betrayal
5. The Search for Truth
6. The Final Test
7. The Choice
8. The End

Question: Can you add one line summaries of what each chapter should be please?

Answer: Sure, here are one line summaries for each chapter of "The Quest for Honor":

1. The Beginning - Introduces the main characters and sets the stage for their adventure.
2. The Call to Adventure - The group receives a mysterious invitation that sets them on their path.
3. The First Challenge - The group faces their first obstacle on their journey.

4. Betrayal - One of the group is revealed to have a hidden agenda.
5. The Search for Truth - The group uncovers secrets about their past and their mission.
6. The Final Test - The group faces their biggest challenge yet.
7. The Choice - The group must make a decision that will change their fate forever.
8. The End - The group reaches their destination and concludes their journey.

Question: Can you give me a list of the names of the main characters

Answer: Sure, here are the main characters in "The Quest for Honor":

1. Alex - The protagonist of the story who embarks on a journey to find a lost treasure with his friends.
2. Jake - Alex's best friend who accompanies him on the quest. He is loyal and always by Alex's side.
3. Sarah - Another friend of Alex who joins them on their journey. She is smart and resourceful.
4. Max - The final member of the group who is secretly working against them. He has a hidden agenda that threatens to derail the quest.

Question: What is the book we got the idea from?

Answer: The book we got the idea from is "Treasure Island" by Robert Louis Stevenson.

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Also started working with CSV Files. I have given it a big table of data (pokemon index along with stats).

I can ask the model stats about a specific pokemon as well as a more generic question.  
Early doors but progress.

Question: What is Pikachu's Defense?

Answer: Pikachu's Defense is 40.

Question: What is Pikachu's stats? What is its weakness? Is it slow?

Answer: According to the given context, Pikachu's stats are HP: 35, Attack: 55, Defense: 40, Sp. Atk: 50, Sp. Def: 50, and Speed: 90. Its weakness is ground-type moves. Yes, it is slow.

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Also managed to get the embeddings model to be downloaded locally so it doesn't require to use the internet to recache. It can live permanently on the server and we can update it as of when we need or we are allowed to from IT.

Rest of the week is converting current code into functions so I don't have to keep rewriting but also working on a GUI, making it interactable then using CMD.