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Desktop Partner an Automated Conversation System

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ABSTRACT: The Artificial Intelligence technology has the to scale and growth of the technology world. The Chatbot systems are developed on a big scale in the IT world. In todays world the physical human service is being upgraded by the conversation chatbot software or agents, which are system oriented that works on the communication mechanism provided by the end-users or humans. Communication provided in the form of natural language processing. The result can be generated with the help of Artificial Intelligence . Usage of the Chatbots has been in various sectors healthcare, banking, finance, education etc. Our survey demonstrate stay intact with the chatbots. It can significantly help to increase the realibility of the end-users on the chatbots. It can demonstrate the technique like human is actually interacting with the machine as human is the destination.

KEYWORDS: Technology, Artificial intelligence, Communication, Chatbots, Software, Human.

I. INTRODUCTION

One of the purpose of Artificial intelligence (AI) is the realization of natural dialogue between humans and machines. Dialogue systems are the one of its kind of intelligent agents that can help users to perform tasks efficiently and faster than the other modes of interactions. Virtual Personal Assistant(VPA) are one of the main or important aspects of the spoken dialogue interactions. VPA has helped many companies to provide services faster to their users with help of VPAs deployed on their websites. Spoken dialogue systems has various examples also, such as smart TVs, smart watches, in-car navigation system. Previously Chatbots are used for general information with some tasks execution. Every technology some of the unticked loopholes. To make Chatbot with daily task execution. User just need to communicate their task and they can get their outcomes in interactive manner.

Chatbots are like the personal assistant, that execute their operations in place of the users. Various operations include finding and categorizing on the information, negotiation for the services and easily automate complex tasks. With the help of other useful and trustworthy agents complex problems can be solved. From a normal calling operation to fully-operational computing devices, mobile devices have evolved in the last few technology advancement years. The smartphones would be more user-friendly if they have an ability to learn and adapt the user's behaviour and perform the actions without an intervention of a user. This can be developed if smartphones have an ability to learn and adapt the user's behaviour. The smartphone has to gather the training data for learning from the day-to-day activity of a user and apply machine learning techniques on data. The generation model will be able to predict the actions before. There could be several other features in smartphone which can simplify the end-user's life such as reminders based on location rather than time. In todays tech world, dynamic reminder have gained the utmost important whereas static reminder are not user – friendliness, Time based reminder are examples of it. Locationassociated alerts shows when end-user enters into certain geographical area. That which is specified by the user. It makes use of the location services also known as GPS system of smartphone. Various types of reminders can be set and executed based on the usability. There could be one more type of reminders that are based on specific action occurrence such as alerts from particular contact. They are call or sms based reminders which pop-ups message when specified dialler calls.

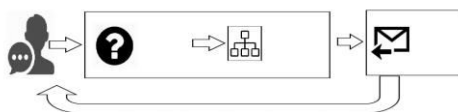


Figure 1: General Working of Chatbot

II. LITERATURE SURVEY

In the past number of years, various studies has been carried out on the working and purpose of the chatbots. That has helped researchers to carry various findings and improvements in the field of chatbots. The aim of this survey is to try and fill in the loopholes and provide a descriptive overview of the use of chatbots in today's busy high-technology world. Various researchers have carried out tasks and work, differently on the chatbots their use and reliability.

The paper provides an overview of relevant research in high-quality journal research papers, in order to summarize the current state of research on business implications of chatbots and identify the research gap that requires further attention. "ELIZA" was the first chatbot developed in the year 1966. This system used keyword matching and minimal context identification; however, this bot is a primitive system that lacked the ability to maintain a conversation between humans and bots. In the 1980s, the ALICE (Artificial Linguistic Internet Computer Entity) chatbot was created. AIML was created for the pattern-related theme. That focused on the words and phrases submitted by the users. Various chatbots were developed to run by the natural human language, one of its kind was "The Jabberwack" chatbot. Executed on the basis to learn from before conversation and then the context patterns were derived to select the most useful response.

III. METHODOLOGY

A. Research focus and applications

The focus was identified for every paper in the research sample. If a paper covers more than one area, the most dominant area was selected. The highest number of studies focuses on user perceptions of chatbots and their acceptance by users, followed by communication, the use of chatbots for customer service, performance of and satisfaction with chatbots, and learning. Various applications of chatbots were identified. The main application accentuated in the paper was used to map references to the applications in the papers could be mapped in total, the research in other papers had more general applications that were not restricted to a certain area.

B. Methodologies Used

Various methodologies that may be fruitful for the working of chatbots were taken into consideration. Whenever there is generation of chatbots happening the thing that comes first to our mind is the NLP and Machine Learning technology. Various complex theories and algorithms are taken into consideration. Chatbots have the realibility on the algorithms designed and specified to detect the complexity of text and spoken words. Some chatbots perform very well to the point it becomes difficult to categorized whether the user is a machine agent or a human being. Various diagrams can be useful as well use case diagram, E-R diagram, Activity diagram, etc. for implementation purposes .

C. Existing System

The existing system defines how the chatbots must be designed and implemented and tasks may be executed. That fully depends upon the implementation phase.

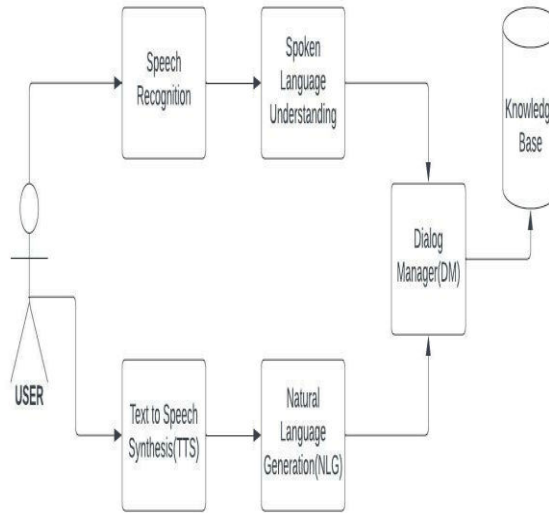


Figure 2: Existing System

D. Proposed System

The proposed system will be different from the existing system as to over come some problems or difficulties. The proposed system implementation will depend upon the use of our convenience.

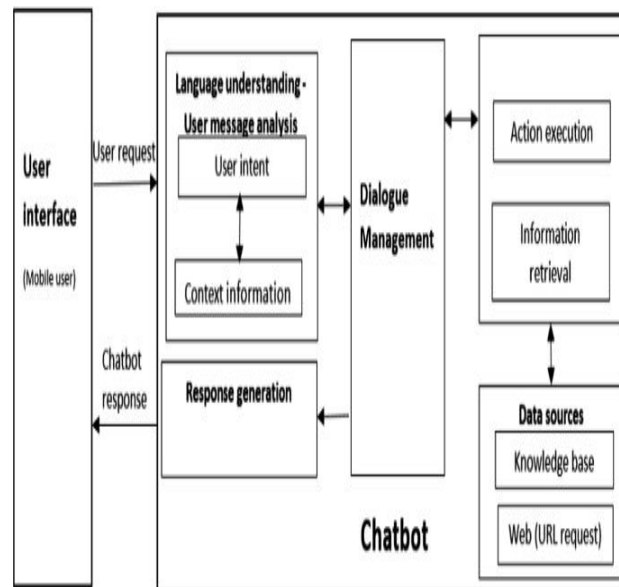


Figure 3: Proposed System

IV.CONCLUSION

The proposed system may enable the end users to execute their task and command efficiently in their busy or hectic schedule. It can be as co-partner or helper to have them about the daily happenings in the surroundings. This study has found that the work done on Chatbot Assistant has got some limitations. It is one of the simple, Entertaining and useful desk application we will built with the help of various research and tasks carried out, that task execution in this application i.e., Time, Entertainment and other events would not let the users skip any single tasks in the user’s schedule

by allowing user to keep track of everything in social life. All things can be integrated into a single platform to do tasks without touching the keyboard or typing on it.

V.FUTURE SCOPE

After the successful implementation of the proposed system and its working will try to upgrade the chatbot with numerous feature in the coming releases the may include to recognize actions and gestures in real time and in video format. Many other gestures of the sign language can also be made a part of the database. we plan to adjust the interface design to be more beautiful and easier to understand.

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