

A Neural Network based Chatbot

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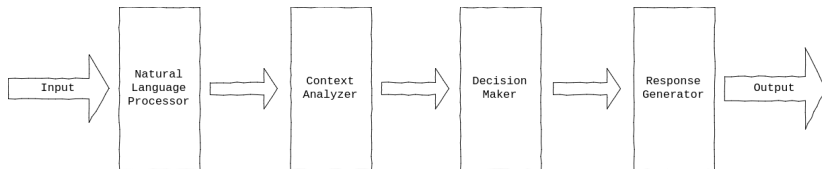


Problem Statement

Make the responses of a chatbot more human-like.



General Structure of a chatbot





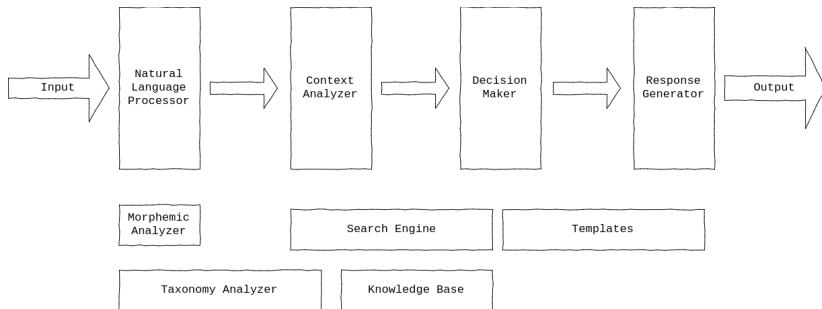
Retrieval Based

Match the sentence to pattern, respond by applying corresponding rule.

Ex. Eliza, the Therapist

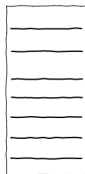
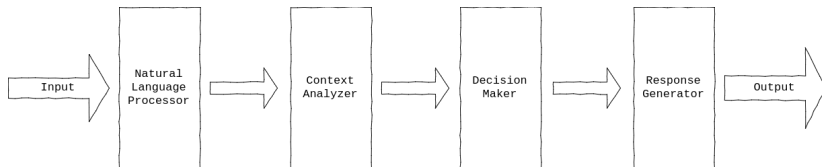


Component Based

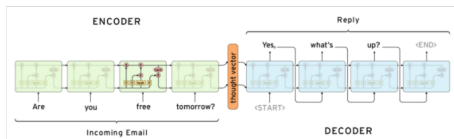




End-to-end Generative



Word2Vec Lookup Table



Sequence to Sequence model

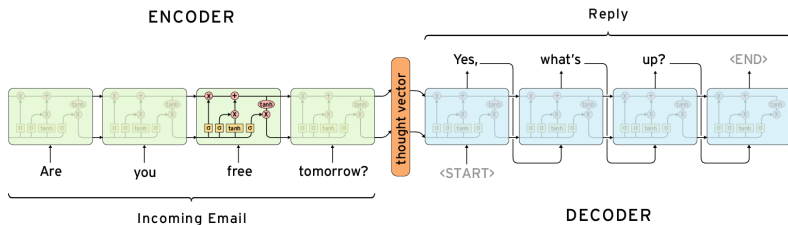


Word2Vec

| FRANCE | JESUS | XBOX | REDDISH | SCRATCHED | MEGABITS |
|-------------|---------|-------------|-----------|-----------|------------|
| AUSTRIA | GOD | AMIGA | GREENISH | NAILED | OCTETS |
| BELGIUM | SATI | PLAYSTATION | BLUISH | SMASHED | MB/S |
| GERMANY | CHRIST | MSX | PINKISH | PUNCHED | BIT/S |
| ITALY | SATAN | IPOD | PURPLISH | POPPED | BAUD |
| GREECE | KALI | SEGA | BROWNISH | CRIMPED | CARATS |
| SWEDEN | INDRA | PSNUMBER | GREYISH | SCRAPED | KBIT/S |
| NORWAY | VISHNU | HD | GRAYISH | SCREWED | MEGAHERTZ |
| EUROPE | ANANDA | DREAMCAST | WHITISH | SECTIONED | MEGAPIXELS |
| HUNGARY | PARVATI | GEFORCE | SILVERY | SLASHED | GBIT/S |
| SWITZERLAND | GRACE | CAPCOM | YELLOWISH | RIPPED | AMPERES |

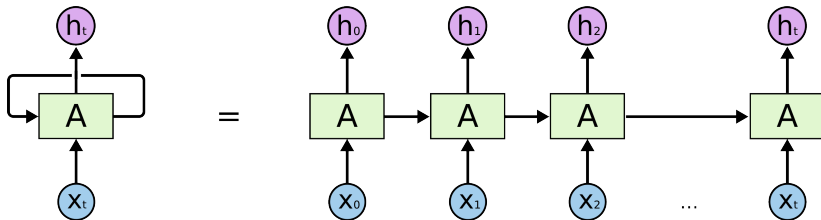


Sequence to Sequence Architecture

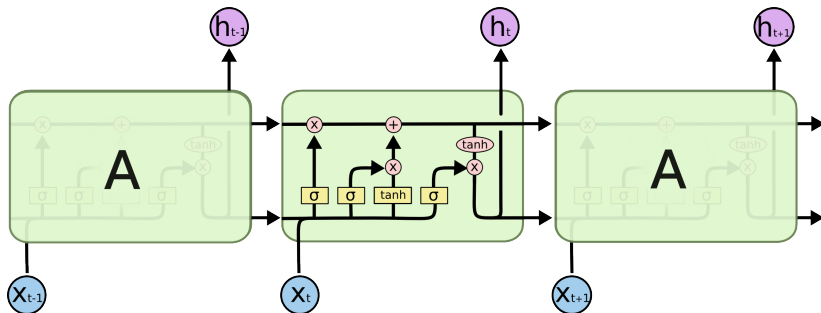




Recurrent Neural Network

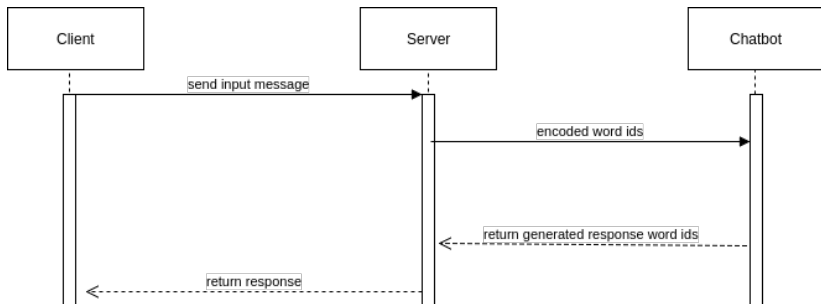


Long Short Term Memory RNN



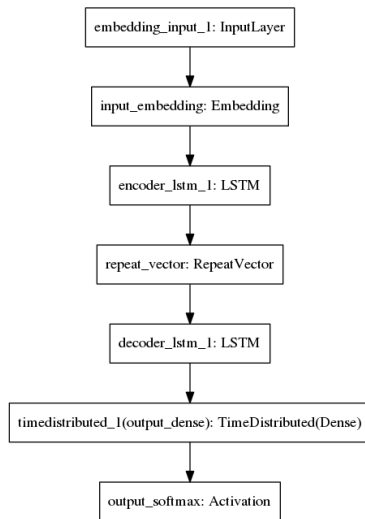


Sequence Diagram





Model Diagram





Target Results

Human: what is the purpose of life ?

Machine: to serve the greater good .

Human: what is the purpose of living ?

Machine: to live forever .