Mutual Education Guidance by using AI

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ARTICLEINFO

ABSTRACT

Well, we all know Artificial intelligence is blooming everywhere so, we tried to use this wonderful Technology to enlight every student's life. Our software is an ultimate combo of AI and Assistance which gonna bring a revolution in educational field. This could be an alternative for the conventional educational system. We using the application form(login) in online for students based on the marks by using AI concept it used to analyze the student face of interest.The main scope of this project is reduce the student time and it is used to create flexible study schedule based on the time given by the user in recent technology. We used here "Buddy" concept with AI to growth of student study.

Keywords : Buddy, AI, flexible, time, login

I. INTRODUCTION

Artificial Intelligence (AI) refers to the simulation of human intelligence in machines that are programmed to think and act like humans. It involves the development of algorithms and computer programs that can perform tasks that typically require human intelligence such as visual perception, speech recognition, decision-making, and language translation. AI has the potential to revolutionize many industries and has a wide range of applications, from virtual personal assistants to self-driving cars.

Fig 1 : Artificial Intelligence

Types of Artificial Intelligence

1. Purely Reactive

These machines do not have any memory or data to work with, specializing in just one field of work. For

example, in a chess game, the machine observes the moves and makes the best possible decision to win.

2. Limited Memory

These machines collect previous data and continue adding it to their memory. They have enough memory or experience to make proper decisions, but memory is minimal. For example, this machine can suggest a restaurant based on the location data that has been gathered.

3.Theory of Mind

This kind of AI can understand thoughts and emotions, as well as interact socially. However, a machine based on this type is yet to be built.

4. Self-Aware

Self-aware machines are the future generation of these new technologies. They will be intelligent, sentient, and conscious.

Need for Artificial Intelligence

- To create expert systems that exhibit intelligent behavior with the capability to learn, demonstrate, explain, and advise its users.
- Helping machines find solutions to complex problems like humans do and applying them as algorithms in a computer-friendly manner.
- Improved efficiency: Artificial intelligence can automate tasks and processes that are time-consuming and require a lot of human effort. This can help improve efficiency and productivity, allowing humans to focus on more creative and high-level tasks.
- Personalization: Artificial intelligence can be used to personalize experiences for users, tailoring recommendations, and interactions based on individual preferences and behaviors. This can improve customer satisfaction and loyalty.
- Exploration of new frontiers: Artificial intelligence can be used to explore new frontiers and discover new knowledge that is difficult or impossible for humans to access. This can lead to

new breakthroughs in fields like astronomy, genetics, and drug discovery

II. PRELIMINARIES

2.1 Wellsprings of Machine Learning

Wellsprings of Machine Learning Work in machine learning is now converging from several sources. These different traditions each bring different methods and different vocabulary which are now being assimilated into a more unified discipline. Here is a brief listing of some of the separate disciplines that have contributed to machine learning:

Statistics: A long-standing problem in statistics is how best to use samples drawn from unknown probability distributions to help decide from which distribution some new sample is drawn. A related problem is how to estimate the value of an unknown function at a new point given the values of this function at a set of sample points. Statistical methods for dealing with these problems can be considered instances of machine learning because the decision and estimation rules depend on a corpus of samples drawn from the problem environment.

Brain Models: Non-linear elements with weighted inputs have been suggested as simple models of biological neurons. Brain modelers are interested in how closely these networks approximate the learning phenomena of living brains. We shall see that several important machine learning techniques are based on networks of nonlinear elements – often called neural networks. Work inspired by this school is sometimes called connectionism, brain-style computation, or sub-symbolic processing.

Adaptive Control Theory: Control theorists study the problem of controlling a process having unknown parameters which must be estimated during operation. Often, the parameters change during operation, and the control process must track these changes. Some

aspects of controlling a robot based on sensory inputs represent instances of this sort of problem.

Psychological Models: Psychologists have studied the performance of humans in various learning tasks. An early example is the EPAM network for storing and retrieving one member of a pair of words when given another. Related work led to a number of early decision tree and semantic network methods. More recent work of this sort has been influenced by activities in artificial intelligence. Some of the work in reinforcement learning can be traced to efforts to model how reward stimuli influence the learning of goal-seeking behavior in animals. Reinforcement learning is an important theme in machine learning research.

Artificial Intelligence: From the beginning, AI research has been concerned with machine learning. Samuel developed a prominent early program that learned parameters of a function for evaluating board positions in the game of checkers [Samuel, 1959]. AI researchers have also explored the role of analogies in learning [Carbonell, 1983] and how future actions and decisions can be based on previous exemplary cases. Recent work has been directed at discovering rules for expert systems using decision-tree methods and inductive logic programming. Another theme has been saving and generalizing the results of problem solving using explanation-based learning.

Evolutionary Models: In nature, not only do individual animals learn to perform better, but species evolve to be better fit in their individual niches. Since the distinction between evolving and learning can be blurred in computer systems, techniques that model certain aspects of biological evolution have been proposed as learning methods to improve the performance of computer programs. Genetic algorithms and genetic programming are the most prominent computational techniques for evolution.

III. EXISTING SYSTEM

- In existing system there is a time based scheduled in static,so it is more complex to students for analyze and study.
- Their is no way of algorithm are followed so analyze process is difficult.
- Only few of study oriented be take place because of no need algorithm
- User login is with in the time to access ,here only one time method be used

Drawbacks of Existing System

- Time based with in one time
- Static schedule to access the login
- Not using algorithm
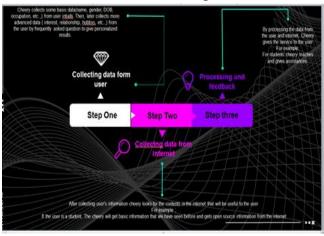- Fixed study materials in online

IV-PROPOSED SYSTEM

- Well, we all know Artificial intelligence is blooming everywhere so, we tried to use this wonderful Technology to enlight every student's life.
- Our software is an ultimate combo of AI and Assistance which is going bring a revolution in educational field.
- This could be an alternative for the conventional educational system.
- We using the application form(login) in online for students based on the marks by using AI concept it used to analyze the student face of interest
- .The main scope of this project is reduce the student time and it is used to create flexible study schedule based on the time given by the user in recent technology.
- We used here "Buddy" concept with AI to growth of student study.

Advantages of Proposed System

- Flexible time scheduled
- More study material by using "testing machine learning algorithm"
- Dynamic process is used
- User friendly

Architecture Diagrams

V-IMPLEMENTATION

Modules Description

5.1 Collecting data form user

- Cheery collects some basic data(name, gender, DOB, occupation, etc..,) from user intially. Then, later collects more advanced data (interest, relationship, hobbys, etc..,) from the user by frequently asked question to give personalized results.

5.2 Collectng data from internet

- After collecting user's information cheery looks for the contents in the internet that will be useful to the user

For example ;

- If the user is a student, The cheery will get basic information that we have seen before and gets open source information from the internet

5.3 Processing the data

- By processing the data from the user and internet,

Cheery gives the service to the user

For example:

- For students cheery teaches and gives assistances

IV. CONCLUSION

The conclusion of our project is AI program application starts to schedule the time for studying, based on the users given time period and allows to access en number of study materials based on what he is going to study on the given time by the user and assign to complete the given study related topic on that particular time.

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