




# KATbot

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# Application Area

Storytelling robot that interacts with people to aid in language and reading comprehension

- Merging AI with educational tools
- Target Audience: early elementary school aged children
- Child-friendly user experience



# Solution Approach

**Speech Processing & Text to Speech:** Convert speech to ML input and ML output to speech

1. Text to speech dialogue prompts user for input
2. User speech is processed and sent to the ML model
3. ML model returns the rest of dialogue

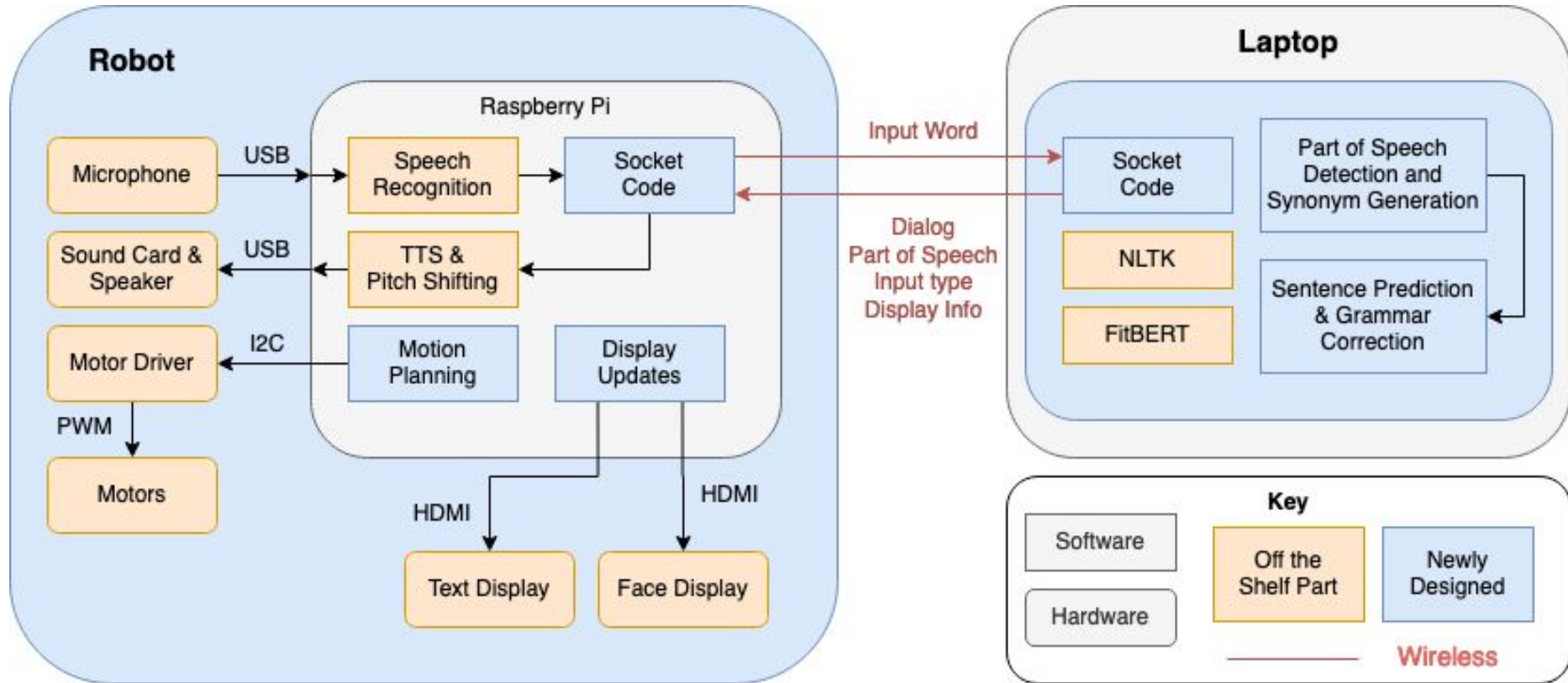
**Robot:** Custom-made robot inspired by Japanese lucky cats

1. Robot houses all electronics needed for project
2. 2x one degree of freedom robot arms
3. Text display to display current sentence
4. Face display

**Storytelling Algorithm:** receive user's input word, output sentence by sentence to TTS

1. Start with manually configured template, keywords removed
2. Prompts user for part of speech
3. User input goes through error detection and grammar correction
4. Algorithm predicts dependent words to customize the story
  - a. Synonym/Antonym generation
  - b. FitBert to fill in the blanks

# System Diagram



# Solution Video



# Design Tradeoffs

## Synonym Generation: ML vs Internet

- Latency study: 10 word synonyms, 10 word antonyms
- **NLTK synonym generation:** 64.072% accuracy relative to online thesauruses, 0.07274 s latency
- Online thesauruses:
  - **Thesaurus.com:** 100% results found, 0.38575 s latency
  - **Thesaurus.com + Kid Thesaurus:** 100% results found, 1.82123 s
    - Prioritize more kid-friendly words

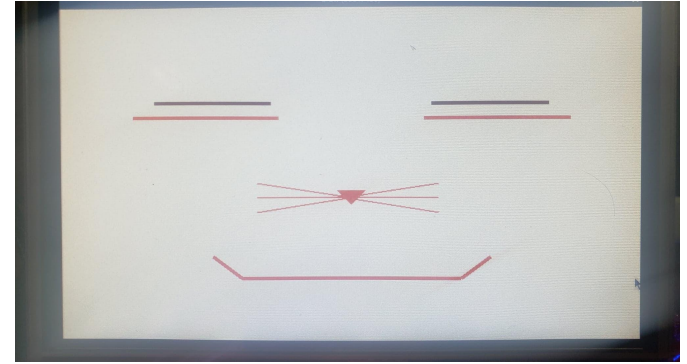
## Part of Speech Taggers

- Perceptron tagger: 90.83% accurate, 0.00074036 s
- Bigram tagger: 74.60% accurate, 0.00074135 s
- In conjunction: 93.82% accurate, 0.00074017 s

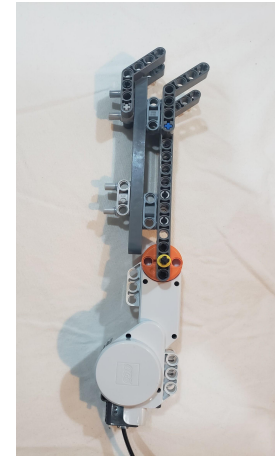
# Design Tradeoffs

## Robot :

- Cardboard frame and structure
  - No access to 3D printing and laser cutting
  - Convenient, but looks like a prototype
- Wireless communication
  - Easier to use, more portable
- Large face display vs small eye display
  - Eye display: bigger eyes
  - Face display: includes the mouth (needed to show emotion)
- NXT motors vs servos
  - No access to servos with enough torque



"Happy" face



Robot arm frame



Robot arm shell

# Metrics and Validation

<b>Description</b>	<b>Goal</b>	<b>Verification Method</b>	<b>Changes?</b>
Part of Speech Error Detection	90% accuracy	Automated SW Testing - top 2 most common POS per word	No
Synonym Recall	85% accuracy	SW Testing - Test Dataset	No
Speech Processing Accuracy	15% Word Error Rate	Measure decoding errors	No
System Latency	4 - 6 sec	Time user i/p to speech o/p	<b>Not required</b>
Power	30 - 45 min	User testing	<b>Not required</b>



# Metrics and Validation

Description	Goal	Verification Method	Changes?
Story Cohesion	Cohesion level falls between original stories and random stories	User survey - grade three types of stories based on 5 variables: <i>Logical Sense, Themes, Genre, Narrator, Style</i>	No
User Satisfaction	<ul style="list-style-type: none"><li>- Liked the stories (87.5%)</li><li>- Wanted to play again (100%)</li><li>- Robot was friendly (87.5%)</li><li>- Robot's stories were interesting (87.5%)</li><li>- Robot's stories were understandable (100%)</li></ul>	User Survey	<b>Measured, but goals relaxed</b>

# Story Metrics

Description	Goal	Results	Passed?
Part of Speech Error Detection	90% accuracy	93.82% accuracy	<b>YES</b>
Synonym Recall	85% accuracy	100% accuracy	<b>YES</b> - irrelevant with new design
Story Cohesion	Cohesion level falls between original stories and random stories	Logical Sense (0-10):  Random = 1.6 <b>KATbot = 4.0</b> Original = 8.4  Total Score (0-50):  Random = 22.2 <b>KATbot = 29.0</b> Original = 42.0	<b>YES</b>

# Speech and Whole System Metrics

Description	Goal	Results	Passed?
Speech Processing Accuracy	85% accuracy	87.7% accuracy	YES
System Latency	4 - 6 sec	User Input: 4.90 sec No User Input: 2.56 sec	YES
User Satisfaction	<ul style="list-style-type: none"><li>- Liked the stories (87.5%)</li><li>- Wanted to play again (100%)</li><li>- Robot was friendly (87.5%)</li><li>- Robot's stories were interesting (87.5%)</li><li>- Robot's stories were understandable (100%)</li></ul>	<ul style="list-style-type: none"><li>- Liked the stories (90.5%)</li><li>- Wanted to play again (90.5%)</li><li>- Robot was friendly (76.2%)</li><li>- Robot's stories were interesting (90.5%)</li><li>- Robot's stories were understandable (85.7%)</li></ul>	<b>MIXED RESULTS</b> - within 15% of original metrics

