**CAL STATE** 

## Al Research and Development

**Team Members:** Janis Garcia, Virginia Guadalupe Gonzalez, Ulises Gutierrez, James Hy, Charlie Martinez Dominguez, Michael Perez, Dylan Paul Tomasello, Omar Tovar, Theodore Tran, Thomas Yeung

Faculty Advisor: Dr. Zhu

Abbott and Shuger Liaison: Russ Abbott

College of Computer Science, Technology and Engineering

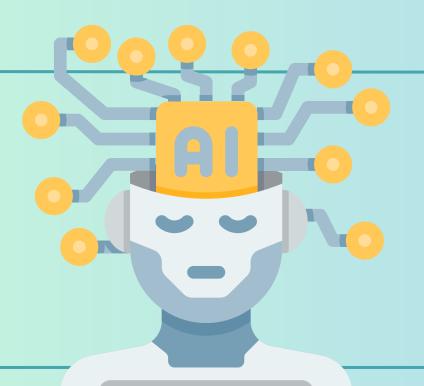
California State University, Los Angeles





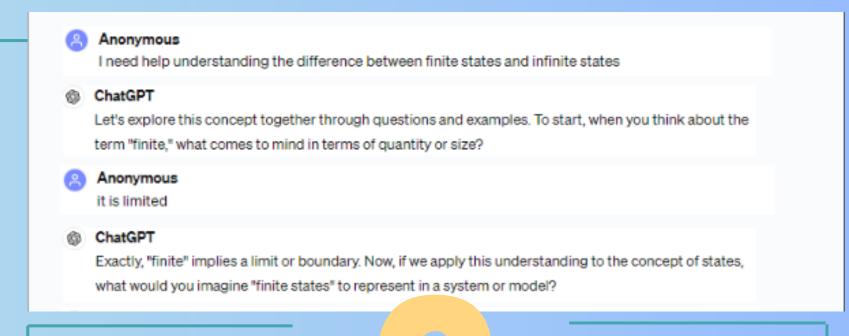
### **BACKGROUND**

As students familiar with the complexities of automata theory, we were motivated to ease the challenges our peers encountered in mastering this subject. We embarked on a mission to utilize our collective knowledge and expertise to develop a solution, with the aim of integrating Al into the educational landscape.



# CAPABILITIES AND LIMITATIONS OF LLMS

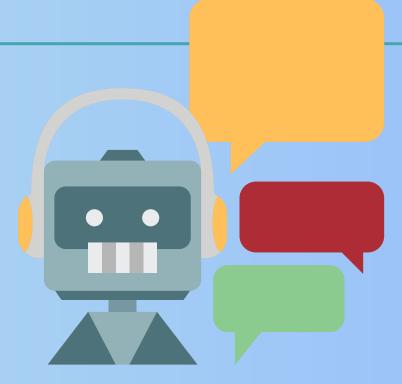
Large Language Models such as GPT-4 excel in producing information, generating ideas, and assisting with documentation. However, they lack expertise and the ability to conduct research, relying solely on patterns learned from data.



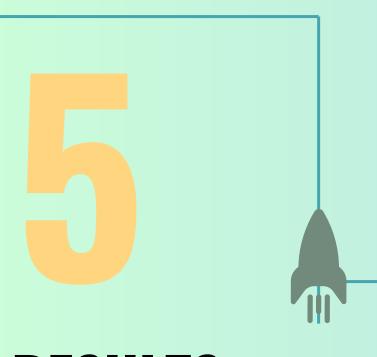


### **OBJECTIVE**

Show how AI technology can help students learn automata theory better. By utilizing our application, we can make a complex subject easier to learn and be more interactive with visual understandings.







We used a combination of OpenAi's Assistant API and Streamlit's user interface to create a custom chatbot that could be used to assist students taking Automata Theory. We used the function calling, file retrieval, and custom prompting to make the assistant give useful and accurate results to students.



### **RESULTS**

Through our project, we have witnessed remarkable results in empowering students to master Automata Theory. By customizing our Al Teacher's Assistant we've enhanced the learning experience for students. Our project stands as a testament to the potential of using Al as a tool for education. With further development of our program we hope to make this educational assistant widely available to all students.

