Signal Processing Quest Game

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Quest Game Purpose

Motivation:

Develop and interactive web application to learn Signal Processing in an adaptive manner

Quest Game Goals

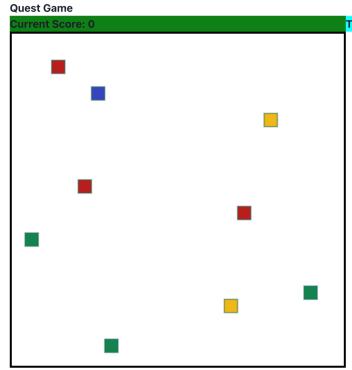
Goals:

- Design a game with a timer-based challenge system to allow for
 the users to earn points by navigating through a quest like map
- Integrate ChatGPT to generate personalized feedback and hints, and additional practice questions.



- Students taking Signal Processing can learn in a new incentivized game format
- Often times students learn better when they are in a more fun and gamified environment

Desired Product



Time left: 54

The signal

 $x[n]=7\cos\left(0.2\pi n+rac{\pi}{3}
ight)$ can also be written in the following form $x[n]=\Re\{Xe^{j0.2\pi n}\}$ where \Re denotes the real operator.

How would you define the complex amplitude \boldsymbol{X} in MATLAB notation?

```
;

OX = 7*e^(pi/3);

OX = 7*e^(j*pi/3);

OX = 7*exp(pi/3);

OX = 7*exp(j*pi/3);

OX = 7*exp(j*0.2*pi);
```

Hint: Recall that the complex amplitude of a complex exponential signal is the magnitude of the phasor representing the signal. In this case, the phasor can be represented by $e^{j\frac{\pi}{3}}$, which has a magnitude of 1.

Therefore, to find the complex amplitude X, you can simply multiply the amplitude of the cosine signal by $e^{j\frac{\pi}{3}}$.

Generate hint

Ask ChatGPT

Submit answer

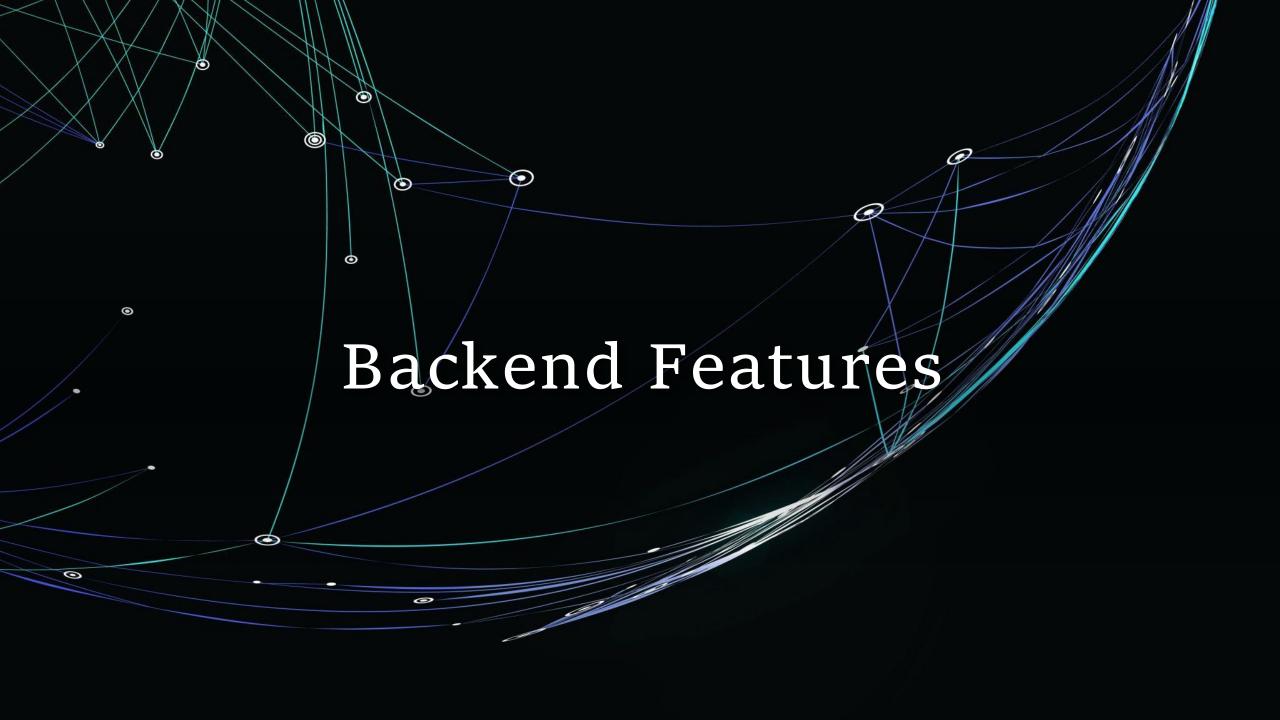
Past Questions:

0

Review by clicking question:

Question ID: 982

Question ID:



Data Preparation

 MySQL database containing questions with unique ids, question types, category, difficulty.

- Connected using mysql.connector with Flask
- Wrote Python scripts to query and preprocess the data

questions

id	qtype	title	question	answers	category	status
1	мс	DTMF Signal Generation 1	Given: <pre class="MATLAB">FS = 11025; tt = (</pre>	7	Lab	publish
2	М	Polynomial Factors 1.013	Use MATLAB to factor both of these polynomial	5	Z	edit
3	MC	Negative Frequency	The meaning of "negative frequency" in a Fouri	4	Lab	publish
4	МС	Putting tones together 2	We are given the following MATLAB code: <pr< td=""><td>5</td><td>Chapter4</td><td>publish</td></pr<>	5	Chapter4	publish
5	С	D/A Conversion - find duration (1)	<pre class="MATLAB">tt = 0:(1/11025):{a}0; xx</pre>	1	PreLab04	publish
6	мс	LTI system	The discrete-time system defined by the followin	4	Chapter7-Mod5	publish
7	мс	Basic Sound 1	A student wishes to generate a 3 kHz tone in M	9	PreLab10	publish
8	М	Convolve with Impulses I	The <a href="SPFIRST/SP1F</td><td>7</td><td>Chapter4-ECE2026</td><td>publish</td></tr><tr><td>9</td><td>С</td><td>D/A Conversion - find frequency (2)</td><td><PRE class=MATLAB>tt = 0:(1/11025):{a};</td><td>1</td><td>PreLab04</td><td>publish</td></tr><tr><td>10</td><td>МС</td><td>lowpass filter</td><td><pre>Definition: A <b< pre=""></b<>	1	chapter7DM-def	edit
11	S	BPF Design (4)	Write a single line of the simplest possible MAT	2	Code	edit
12	S	Column_extraction (1)	A student has imported a 2D Matrix into MATLA	1	Code	edit
13	МС	ZD	In signal processing, the purpose of the <tt>z<td>1</td><td>chapter7DM-def</td><td>edit</td></tt>	1	chapter7DM-def	edit
14	С	Beat Periods	The following plot was generated by the followin	1	PreLab04-fix-min	publish
15	MC	Find with Filter Coefficients (3)	Given a set of FIR filter coefficients contained in	20	PreLab06-choices	edit
16	МС	FIR:complex BPF	Given an 8-point complex bandpass FIR filter, w	5	Chapter7-limbo	edit
17	С	Find x(0) from phase	If a sinusoid has a Frequency equal to <a <="" href="mailto:latex>{\}" td=""><td>1</td><td>PreLab02</td><td>publish</td>	1	PreLab02	publish
18	мс	Spectrum of Aliasing Movie	The DSP-First CD contains several movies in C	5	Sampling	edit
19	мс	FIR:FR	Given the impulse response of a LTI system: <p< td=""><td>4</td><td>Chapter6-Mod5</td><td>publish</td></p<>	4	Chapter6-Mod5	publish
20	С	Length of Convolution Output	Given two vectors: <tb> bb </tb> contai	1	Lab	edit

questions_difficulty

Z VIIIIA									
id	q_id	difficulty	difficulty2	difficultySTD	difficultyDrop_N				
1777	4	4.9797	3.9153	3.8187	3.8341				
1778	5	6.2013	6.6403	5.5157	5.9177				
1779	6	6.4406	4.3405	5.1685	5.2184				
1780	7	NULL	NULL	NULL	NULL				
1781	8	5.7368	4.3302	5.3363	1.7790				
1782	9	6.2761	5.7325	5.5764	6.0385				
1783	16	NULL	NULL	NULL	NULL				
1784	17	5.7879	5.8557	4.9408	5.6376				
1785	19	4.8791	5.4414	3.6045	3.4064				
1786	23	5.1777	5.0033	5.0107	4.9922				
1787	25	6.3889	4.7978	NULL	4.7650				
1788	26	5.1255	NULL	4.5664	2.2349				
1789	27	5.0039	1.2099	2.3259	2.2415				

ChatGPT Integration

- Integrated an open-source ChatGPT clone into our backend.
- Goals
 - Provide feedback wrong answers
 - Generate hints
 - Ask open-ended questions about the problem

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- Generate problems
- Problems:
 - Text generation takes too long -> cache results in JSON
 - Raw data from database does not work well -> preprocessing using regex and BeautifulSoup.

Developer API

Basic example

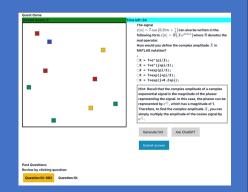
```
from revChatGPT.V3 import Chatbot
chatbot = Chatbot(api_key="<api_key>")
chatbot.ask("Hello world")
```

Streaming example

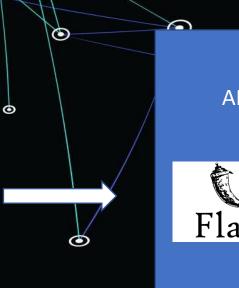
```
from revChatGPT.V3 import Chatbot
chatbot = Chatbot(api_key="<api_key>")
for data in chatbot.ask_stream("Hello world"):
    print(data, end="", flush=True)
```



Frontend







API









Local Cache

Data pre-processing

Regex

Beautifuloup

API Endpoints

Extract Question

- Retrieve the question, choices, difficulty, for a specific id from the database
- Preprocess the raw data (close tags, replace tags for MATLAB, surround LaTeX with \$)

Sends a JSON object with all the information as the response

Generate Hint

- Feeds the ChatGPT API the question, choices, and asks it to generate a hint.
- Custom rules for formatting generated text
- Prompt: "Generate a hint for this question: [question].
- [rules]"

Generate Feedback

- Generates explanations for why each choice is correct or wrong.
- Prompt: "...Explain-why the following choices are right or wrong, start each choice on a new line: [choices]"



Question Generation

An intended feature using ChatGPT API

- Main feature
 - Feeds ChatGPT API with the current question and prompt to generate new questions similar to the one the user is working on with answers
 - ullet following the questions ullet
 - Formatting remains the same as ChatGPT replies with the same format as the input so LaTeX wrappers are included in the replies
 - Prompt: "Give a question that is similar to the following followed by the answer:"
- Due to the lack of accuracy and consistency of the answers given by the GPT-3.5 model, this feature is put on hold until a more reliable GPT model is released

Target Question:

Determine the **Magnitude** of the complex number Z obtained from the following sum: $Z = xe^{-j0.y\pi} + ye^{jx\pi}$

• Give a numerical answer with two decimal digits, not a formula.

Generated Question

- 1) What is the conjugate of the complex number Z given by $Z = ae^{jb\pi}; +; ce^{-jd\pi}$ Answer: The conjugate of the complex number Z is given by $Z^* = ae^{-jb\pi}; +; ce^{jd\pi}$
- 2) What is the **angle** of the complex number Z obtained from the following sum: $Z=3e^{-j0.5\pi};+;4e^{j3\pi}$
- o Give a numerical answer with two decimal digits, not a formula.

Answer: To determine the angle of Z, we need to find the argument of the complex number.

$$(Z) = (3e^{-j0.5\pi} + 4e^{j3\pi})$$
 $= (3e^{-j0.5\pi}) + (4e^{j3\pi})$ (niiono) $= -0.5\pi + 3\pi$ $= 2.5\pi$

Therefore, the angle of Z is 2.5π or approximately 7.85 radians (rounded to two decimal places)

- 3) What is the **angle** of the complex number Z obtained from the following sum: $Z=2e^{\frac{j\pi}{4}};+;2e^{\frac{-j\pi}{4}}$
- o Give a numerical answer with two decimal digits, not a formula.

Answer: The given complex number Z can be expressed in rectangular form as follows: $Z = 2e^{j\frac{\pi}{4}} + 2e^{-j\frac{\pi}{4}} = 2(\cos\frac{\pi}{4} + j\sin\frac{\pi}{4}) + 2(\cos\frac{-\pi}{4} + j\sin\frac{-\pi}{4}) = 2\sqrt{2}j$ Therefore, the angle of Z is **90 degrees** or equivalently, 1.57 radians.

4) What is the imaginary part of the complex number Z obtained from the following sum: $Z = xe^{(-j0.y\pi)} + ye^{(jx\pi)}$ Give a numerical answer with two decimal digits, not a formula.

Answer: The imaginary part of Z is $[xsin(-y\pi) + ysin(x\pi)]$ with numerical value depending on the given values of x and y.

Examples

Target Question:

Determine the **Magnitude** of the complex number Z obtained from the following sum: $Z=xe^{-j0.y\pi}+ye^{jx\pi}$

Give a numerical answer with two decimal digits, not a formula.

Generated Question

1) What is the conjugate of the complex number Z given by $Z=ae^{jb\pi};+;ce^{-jd\pi}$ Answer: The conjugate of the complex number Z is given by $Z^*=ae^{-jb\pi};+;ce^{jd\pi}$

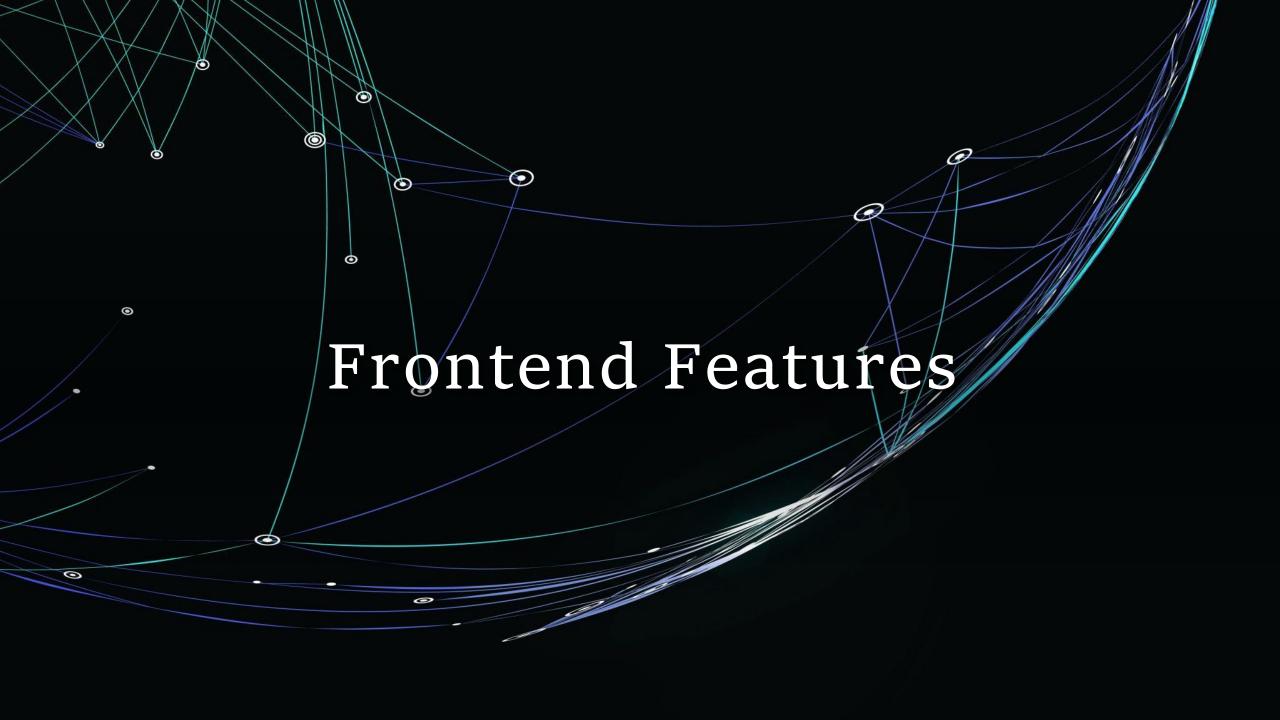
2) What is the **angle** of the complex number Z obtained from the following sum: $Z=3e^{-j0.5\pi};+;4e^{j3\pi}$

o Give a numerical answer with two decimal digits, not a formula.

Answer: To determine the angle of Z, we need to find the argument of the complex number.

$$(Z) = (3e^{-j0.5\pi} + 4e^{j3\pi}) \qquad = (3e^{-j0.5\pi}) + (4e^{j3\pi}) \qquad ext{(niiono)} = -0.5\pi + 3\pi \qquad = 2.5\pi$$

Therefore, the angle of Z is 2.5π or approximately 7.85 radians (rounded to two decimal places)



Frontend Diagram

Score component

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GameBoard component

Timer component

Question component

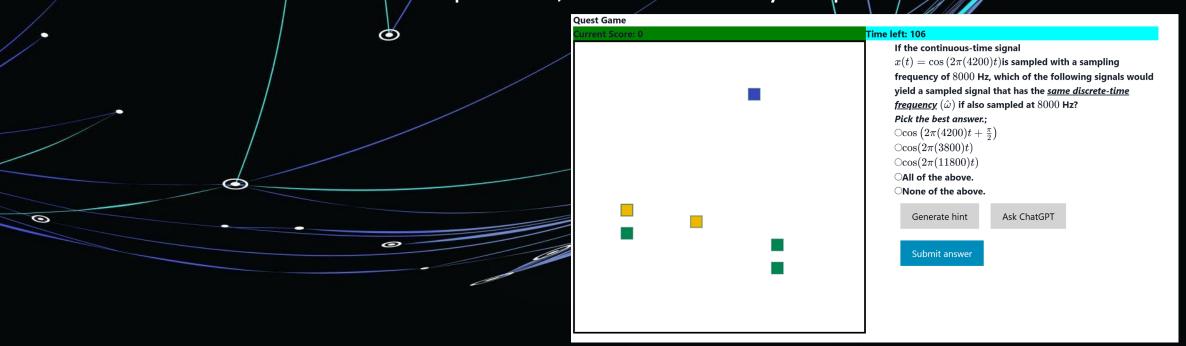
ReviewSection component

Gameboard component

- Consists of user details and game logics
- User
 - Blue square
 - Use global state management in redux to store user's current coordinates
 - 'w', 'a', 's', 'd' keys update current coordinates
- Questions
 - Color represents difficulty
 - Harder difficulty provides more time



- Stored in array of objects containing information about question's position on the canvas
- The canvas only draws questions that haven't been reached
- When the user reaches a question, the visited array is updated





- The current score is stored as an interface in the redux's section of the code
- Each time the user answers the question correctly, the score is updated.
- • Currently the score increments by a constant value of 10

Timer Component

- Timer was intended to be created based on previous performance on a given question but currently there due to a lack of data currently creating timer based on question difficulty
- Timer currently counts down from when the user steps on the question
 - Easy question: 45 seconds
 - Medium questions: 75 seconds
 - Hard questions: 110 seconds



- Shows previously answered questions, colored by difficulty
- Only displays questions with 'reached' attribute
- • Used conditional CS\$ styling based on value of enum DIFFICULTY

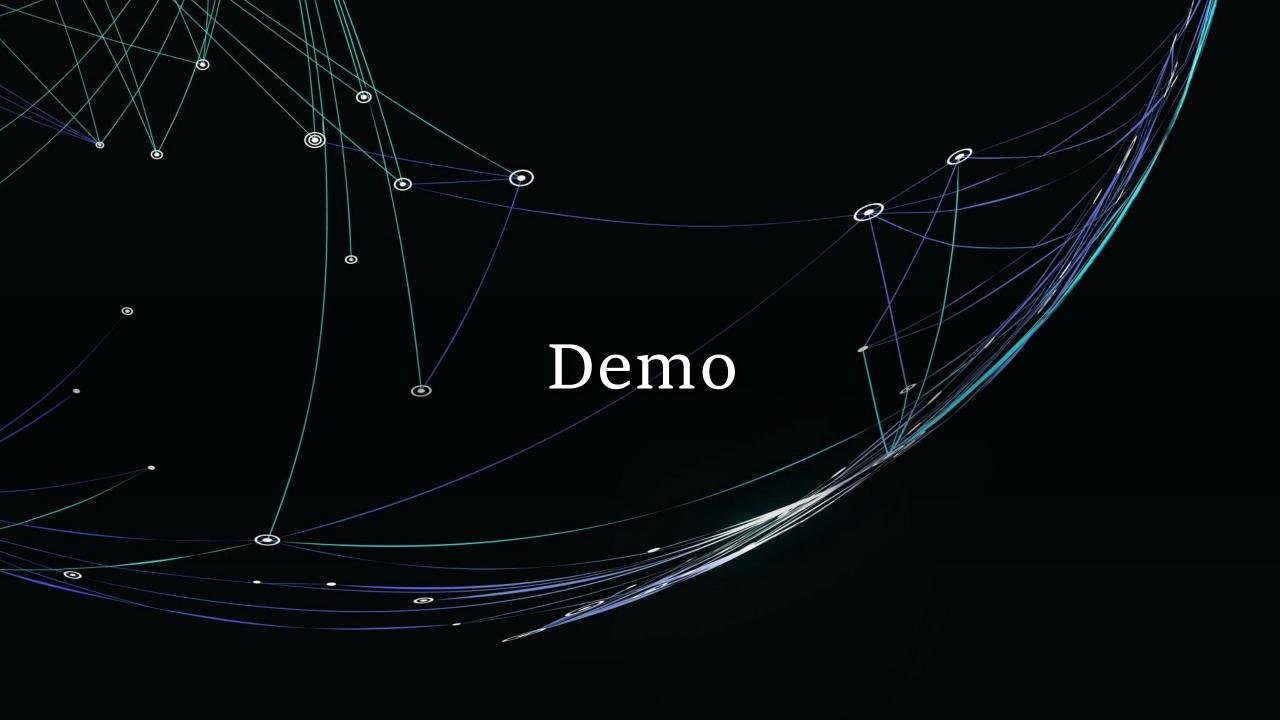
Past Questions:

Review by clicking question:

Question ID: 1081

Question ID: 7

Question ID: 1073





- Create student profiles to store performance information and collectatata
 - Store movement information
 - Track what questions the student is good / bad at
 - Use data for further personalization (question difficulty, category, etc.)
- Be able to keep track of time and rather than question timer being based on question difficulty allow it to be based on previous performance on that question