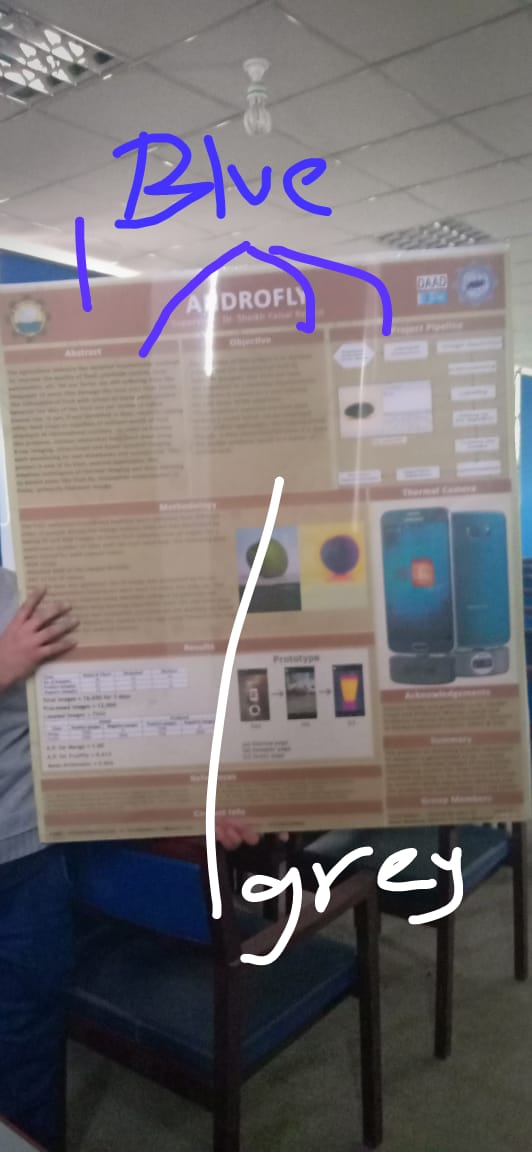
**POSTER CONTENT**

**[**\*Old names in the poster, to be replaced by written before brackets.**]**

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Text color/Headings Bars: navy blue**]**

**[Sample Format:**

**]**

* **Abstract**

The evolution of information society has led to the emergence of new technologies and environments. One of the most important requirements to such environments is the rapid access to the relevant knowledge that meets person’s needs as precisely and fully as possible. This semantic base knowledge aggregator is about building an appropriate system to run around the Web performing scheduling tasks for their users. As in previous system, the role of meeting scheduler is mainly done by a person who is conducting a meeting or going to be a part of a meeting which can cause misinterpretation also or it can be just skipped from our mind but, in our knowledge learner, system will be more secure and lessen the burden to store and extract schedules for meetings. Mainly, developed to assists humans in office environments to schedule meetings efficiently. The main challenge behind meeting scheduling is the fact that one participant is only familiar with her own calendar events and thus only knows which times are suitable for her and not the others. So, to be able to compare everyone’s free times, and to find the time that is suitable for all, the free times need to be approved by all. This system provides the platform for saving user’s minutes of meeting at the time of meeting being conducted and then later, that user can access the minutes of meeting/session/conversation very easily.

* **Objective**

**Industry Objectives:**

The main objective of semantic base knowledge learner is to save the desired information and have access to particular information according to need. This whole process takes a lot of time. Thus, making this whole process automatic, saves a lot of time as well as improves performance. Hence, Semantic based knowledge learner would do the same in a very short time and in better quality.

**Research Objectives:**

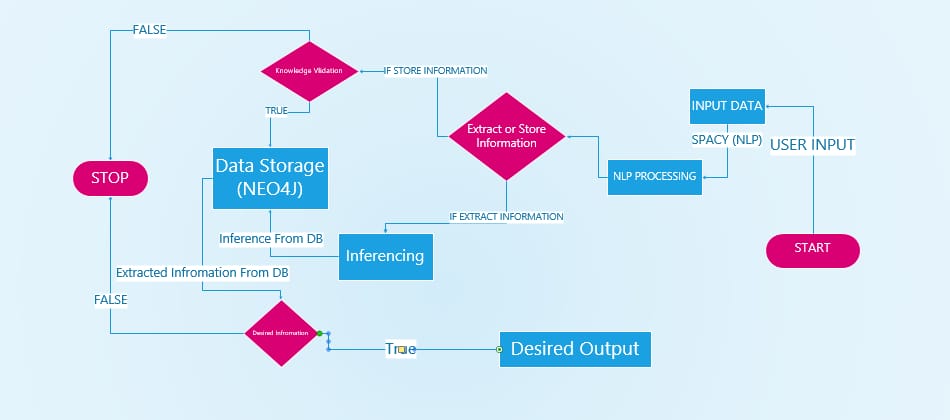
In the development of Semantic based knowledge learner, graph databases are used. Graph databases are very vital in the field of research as in relational database it is difficult to get unique and desired output. Although there are some research issues with graph databases, however it has importance in the research field along with semantic web technologies. NLP text to query and inferencing is use for input processing and storing information that need some research.

**Academic Objectives:**

Semantic Web is used to implement an e-learning system proficiently by enhancing the current search mechanism. E-Learning is the delivery of learning material to learner without any constraint on time and place. It can be viewed as a dynamic and flexible approach in contrast to traditional learning.

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* **System Flow Diagram (project pipeline\*)**



* **Methodology**

In Semantic Base knowledge learner, develop a basic application with simple text input that is stored and process to get subject, object and predicate with NLP tool and test this basic application with flask interface that provide the user interface to user for their convenience. Furthermore, add complexity using complex sentence input and extract the desired information using simple inferencing. Conversational agent is used for specific formatted input taken by user, process it and store in database. Voice to text conversion and integration with Alexa with complex sentence input for complete application that is ready for customer user. Methodology that is to be Chosen is Iterative and Incremental methodology is used for implementation of semantic base knowledge learner.

* **Features (Thermal Camera\*)**

1. Schedule a new Meeting

2. Reschedule upcoming meeting

3. Delete a meeting

4. Inference information on basis of personal data

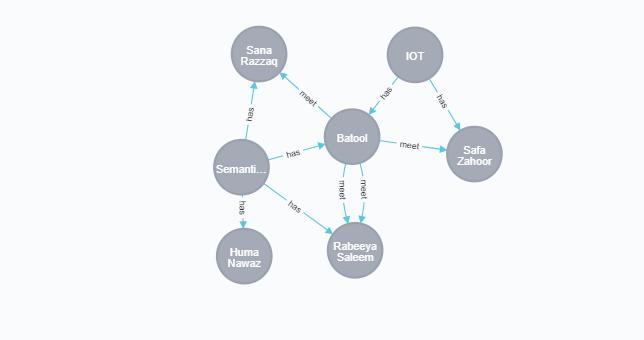
5. Inference information on basis of Meeting data

6. Knowledge validation

7. List of all meeting

8. List of today's meeting

* **Project prototype (Results\*)**

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* **References**

**(3 to 4 lines…)**

* **Contact Info**

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* **Acknowledgements**

We thank to etc…. (3 to 4 lines)

* **Future Work (Summary\*)**

1. Voice based.

2. Mobile application

3. Multiple participant

(3 to 4 lines…)

* **Project Members**

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Rabeeya Saleem(2015-CS-5)

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