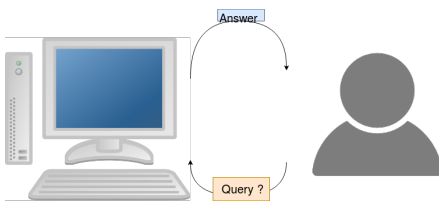


## Introduction/Background

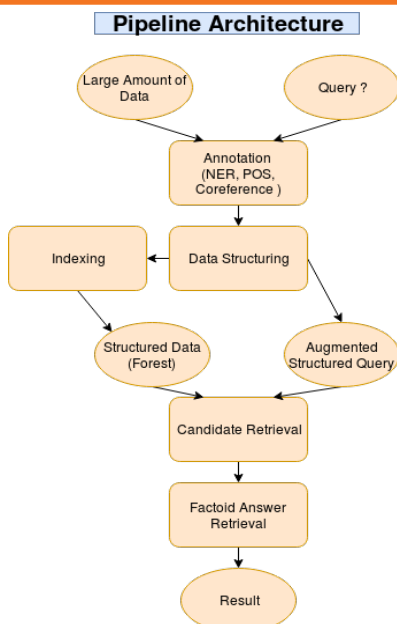
Question Answering is an AI hard problem which involves understanding of user's natural language queries and answering them in natural language. Various attempts have been made to solve different QA problems like SQUAD, IBM Watson, YODA etc.

## Objectives

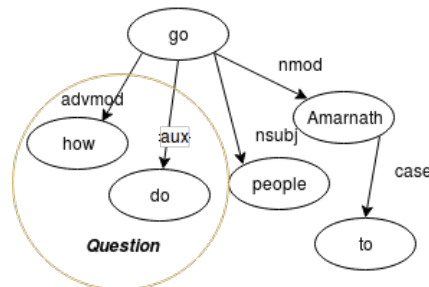


- **Reading** Unstructured Wikipedia Text On Internet.
- **Annotating** the text.
- **Converting** information to Knowledge Graph.
- **Exhaustive Search** in Knowledge Graph.
- Provide Concise **Answer**.

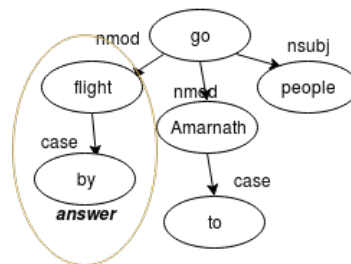
## Approach/Methods



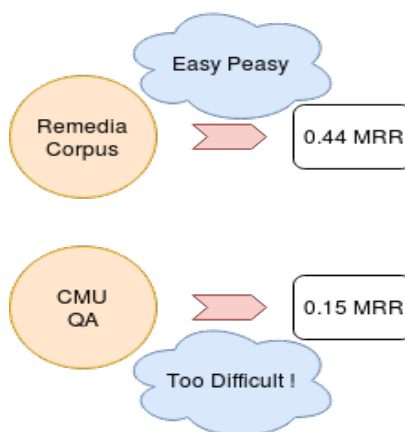
1. How do people go to Amarnath?



People go to Amarnath by flight.



## Results + Discussions



\* MRR : Mean Reciprocal Rank

The complexity and noisiness of documents in CMUQA makes it difficult for our system to find the best answers for the queries.

From the observations on the results on above, it was evident that our QA model was able to perform some **basic level of inferecing**, with the help of coreferencing module.

- Good Performance On **Grammatical Texts** (Remedia).
- Not Scales for **Wikipedia**.
- Need For **Development of Answer Pruning**.
- **No training** required.
- **Scalable** to low resource languages.

## Novelty/Innovation

**Annotation** - A fast annotation scheme which combines Stanford NER and DbPedia NER.

**Data Structuring** - A novel approach for indexing text in a structured form using augmented dependency graphs.

**Query Retrieval** - A novel dependency based sugraph matching technique based on

## Social Impact

- The stakeholders are tourists who have many queries about the new place they are going to.
- Using the techniques of HCI and NLP, this system aims to answer the queries of tourists.
- Deployability on smart devices will make it more accessible to the society.
- It will promote Tourism in the country.

## Acknowledgement

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