

# Efficient Relational Interest Feature Selection for Improving the Quality of M-distance Education Using Content-Based Information Similarity Measure

S.Senthil\*<sup>1</sup>, M. Prabakaran<sup>2</sup>

<sup>1</sup>Research Scholar of Bharathidasan University, Assistant Professor of Computer Science, Kamaraj College , Tuticorin, Tamil Nadu, India

<sup>2</sup>Dept. of Computer Science, Government Arts College, Ariyalur, Tamil Nadu, India

Available online at: [www.ijcseonline.org](http://www.ijcseonline.org)

Accepted: 12/Oct/2018, Published: 31/Oct/2018

**Abstract-**The advanced development of education needs the distance learning for improving the student knowledge based on the relational content providence. E-learning improvements are based on M-learning techniques through the knowledge learning process without providing the right content of subjectivity resource to the student be to create the problems. The M-learning process contains digital information with subjectivity reference of content based on the student interest. The content analysis techniques doesn't create relational subjectivity interest measure on multimedia content services. To intake the challenge approach, we propose an Efficient Relational interest feature selection for improving the quality of M-distance education using content-based information similarity measure(RIF: MDEISM). This initially analyses the interest in multimedia content information to extract the relation feature on the subjectivity. Further, the extracted features are observed by relative semantic analysis using information similarity measure to get the optimized result from web learning resources. The resultant proves the higher efficient relational content analysis to improve the m-learning distance education.

**Keywords-** knowledge learning, content mining, interest analysis, feature analysis, similarity measure.

## I. Introduction

The development of distance education in the faster world provides the technological learning services to the student. By the advancement, teaching needs e-learning development with multimedia capability observation of services. Due to lack of information retrieval based on the student knowledge is the basic problem. This is occurred because of rapid users integrates the specific knowledge based on an asynchronous mode of learning capabilities from different thinking.

Specifically, e-learners access the learning service through distance education by choosing our subjectivity based on the interest. The educational development system (EDS) provides the different form of teaching in two ways. One is the synchronous mode, and another one is asynchronous mode. Synchronous mode is the group of teaching at the specific time this make problem on time complexity from time to gather the service. The self-behavioral based service access based on student interest is called asynchronous mode of learning. Further, the learning service is from web resources in the form of content-based service, multimedia-based service or in the kind of the virtual classroom.

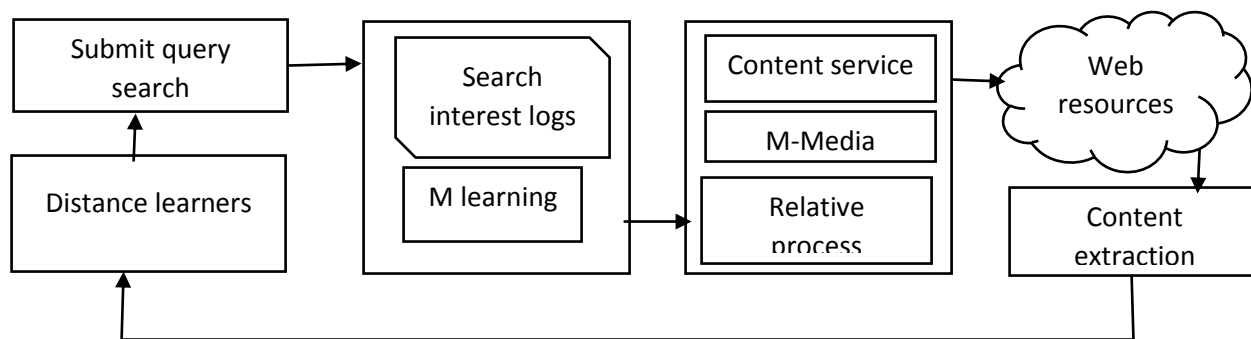


Figure 1 Process of multimedia education development system

The web resources form distance administrators use the data mining techniques to find the relational analysis of student interest, behavior search, subjectivity learning, to provide the service efficiently. The above figure 1 shows the process of the distance education development system. The information access from educational resources is mostly in the form of content analysis, because of description available in the way of documents. The problems raise on irrelevant information provided to the student creates complex nature. Additionally, the multimedia services provide video content, audio content, image content based e-learning services. Both of the e-learning and m-learning services are intended to develop an educational system by analyzing the features in the right choice to make efficient educational development system.

Most of the multimedia content contains the objective form of key terms about the description of subjectivity. For example, the image searches are based on the query retrieval, and the retrieved image contains information about the subjectivity relation. The content-based information service retrieval from web resources provide the learning services. The semantic ontological features are used to find the query relational and subjectivity features. The relational analyses used to detect the learner behavior, interest, form the search query. The EDS system response the behavioral based service to the students. The features are extracted from the search query to analyst the subjectivity relation. The retrieved educations records are classified with cluster evaluation based on the eccentricity measure. M-learning doesn't meet the capabilities to provide content to the knowledge process. Most adaptive learning techniques process content wise learning or multi-media wise education. Both the integration in EDS make the efficient process of selecting the right features to identify the relational analyses of content search. Most of the features based classification rule the search measure to provide the service to the students. This is inconvenient to student provide in non-relational subjectivity results.

This implementation of the proposed system concentrates the relational features observed from the learner search topic. The key terms are observed from the search topic and find the reasonable terms of common theory using information similarity measure (CTISM). Student search logs retrieve the most interest topic that is observed content from the behavior of teaching from specific subjectivity. The relevant features are predicted for the further semantic relation which the design of related resources is extracted through subjectivity weight.

The primary targeting of this proposal integrates the feature selection from the e-learners to analyze the relative score of subjectivity measure to provide the e-learning services to the students. This implementation overcomes the problem of e-learning and m-learning integrity problems. This efficiently chooses the redundant features to make an ontological relation between the subjectivity access to develop the education system. The organization of this paper contains the introduction section about the m-learning and learning process. Section 2 contains literature reviews, and section 3 contains an implementation of the proposed system followed by result discussion proves the performance.

## II. Literature survey

The literature reviews the educational development system from past resources includes various methods in e-learning and m-learning processed by using different techniques by dissimilar authors.

The utilization of data mining to is supportive in EDS, specifically electronic online courses, virtual class, online tutorial, etc., administration frameworks provide mostly understanding learning content are tedious and versatile that re not smart online instructive contexts [1]. Every one of these frameworks has distinctive data source and targets for knowledge finding in e-learning. Knowledge administration takes a hierarchical viewpoint on e-learning points, and the primary issue it attempts to address is the absence of sharing knowledge among individuals from the association [2]. In the multimedia-based learning services uses the content-based image retrieval (CBIR) models, a picture contains the objective information by an arrangement of low-level visual features, which have no immediate relationship with abnormal state semantic ideas [3], and the hole between abnormal state ideas and low-level features is the real trouble that frustrates facilitate advancement in EDS.

Games offer a novel structure to supplement education teaching procedures and implant teaching with vitality, start imaginative reasoning and give decent variety in teaching techniques [4]. Games make learning ideas more attractive for students and supply students with a stage for their innovative contemplations to bob around. To consider the rearrangement of the set together with the got to record [5] since different records inside the setting are probably going to be gotten to sooner rather than later.

A large portion of the semantic similarity estimates that depend on the structure of philosophy is really in light of way length (most brief way length) between two idea hubs [6]. A portion of the semantic similarity measures depend on the way distance

between the idea hubs and the profundity of the center in the cosmology tree or chain of importance, and these measures appoint high similarity when the two ideas are in the lower level of the progression. Sentiment articulations and sentences are additionally distinguished, and assessment introductions for each perceived item element are named positive or negative [7]. Not quite the same as past methodologies that have generally depended on regular dialect preparing systems or measurement data [8]. This framework perceives diverse examples of learning style and students' propensities through testing the learning styles of students and mining their server logs.

A Learning Object is an autonomous and self-standing unit of learning content that is inclined to reuse in various instructional settings [9]. A reference philosophy is utilized to assess the produced metaphysics. The reference philosophy contains ideas and properties inside the wayang character area [10]. This analyzed the impact of corpus data varieties, limit esteem varieties in the connection grouping process, and the utilization of element sets or element match composes amid the element extraction stages [11]. A coaching framework for vocabulary learning. The reports result from the pipeline preparing of Broadcast News recordings that consequently sections the sound documents, deciphers them [12], includes accentuation and capitalization, and breaks them into stories ordered by subjects

Research related to the separation learning domain can be much more hard to use as there are unique situations with an assortment of attributes [13]. We executed a blended strategy investigation of research articles to discover how they characterize the learning condition.

A study of mixed media based online courses uncovers that a large portion of the classes is generally message based [14]. A less number of courses are mainly intended for the web that joins littler media segments to make an entire online course adequately however insignificant of data arrangement [15]. The framework design of customized proposal utilizing community oriented separating because of web usage mining and portrays specific data planning process [16]. To enhance suggesting amount, another personalized proposal show is proposed. The system of picture recovery which utilizes the visual features of a picture, for example, shading, shape, and surface keeping in mind the end goal to look through the client based question pictures from the enormous databases [17]. CBIR relies upon highlight extraction of an image which are the visual features and these features are removed consequently.

Perceptive arranging enables us to adjust learning courses (i.e., groupings of learning objects), along these lines very enhancing the personalization of substance, the educational prerequisites, and particular necessities of every student [18]. This paper introduces a general and successful way to deal with remove metadata data from the e-learning substance, a type of reusable learning objects, to create an arranging area in a fundamental, robotized way.

By coordinating information analysis against distance learning measures of literary data and marked interactive media documents, momentum web crawlers fulfill the vast majority of clients' data needs [19]. Be that as it may, the vital issue of this sort of pursuit is the semantic hole between the information and the genuine client require, as watchwords are a disentanglement of the inquiry planned by the client Learning is a common learning technique which utilizes the web or different advances to advance learning [20]. An extremely conventional learning strategy is examined, and some new strategies with the combination of present-day innovation have been talked about the development of ED's system.

### III. Implementation of the proposed system

Nowadays the education resource contains considerable resources to provide learning services to the distance education. Through online, the facilities are delivered to students based on the search content and interest of subjects. The challenging fact of educational development system through data mining progress is difficult to handle the relational e-learning services. The educational development system has various features to find the relational subjects based on the behavioral search. This implementation system finds the aims and significance of EDS relational analysis using the feature analysis model to overcome the learning service accessibility problem. To propose an Efficient Relational interest feature selection for improving the quality of M-distance education using content-based information similarity measure (RIF: MDEISM). The figure given below shows the architecture of the proposed system has the new point learning service in EDS.

The typical relational analysis system initializes the features at the specific subject of key terms .the terms are essential to observe the functions which the attributes are in particular content to information similarity. The subjectivity analyze the score to make decisions along which the maximum interest of the user behavior.

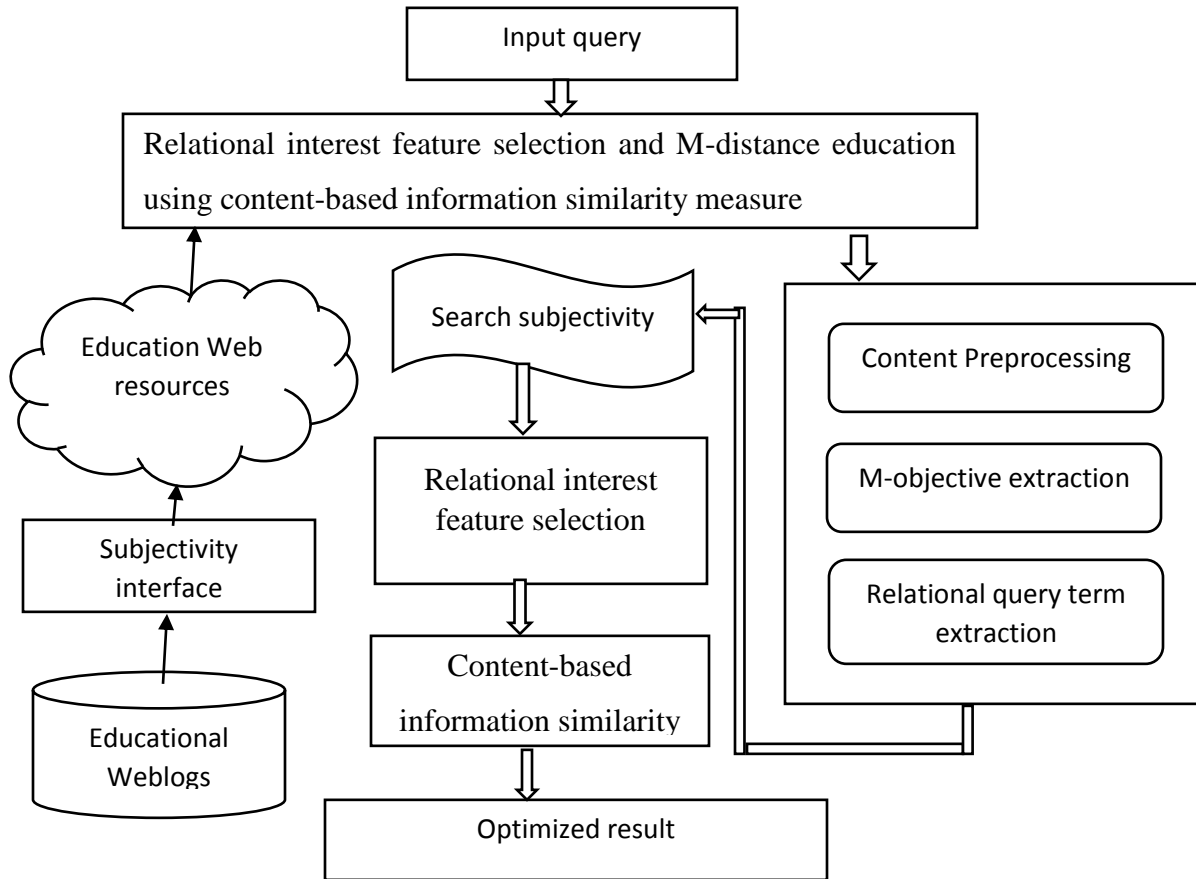


Figure 2 architecture of the proposed system

The above figure 2 shows the relational feature selection based on the subjectivity information similarity measure. The web resources contain the learning subjectivity collections from the dataset, the creation and delivery of best quality services in e-learning content is becoming similarly significant. The subjectivity interface depends the online services to deliver the behavior-oriented contents. Searching and learning e contents ways to ensure the successful delivery of educational development system (EDS) is to provide the design, development, and implementation of high-quality multimedia content in E-learning.

a) Query Conversation part. Creating interest in learning goes for showing each learner and coaches are in the same discussion to share in service. Trading information between the learners through online material be the primary instruments that learners are EDS organization where they can get to particular standard learning substance upgrade the educational module are essential to convey..

b) Technical based smart teaching. Improvement of learning system utilizing trend-setting innovations shrewd concerning giving full remote receptiveness from remove learners, IP correspondence and online correspondence through the virtual classroom. Particularly occasion, learners are to get to the section using their workstations through the remote system while the critical, It surrenders and manufactures a unique computerized libraries consistent and overall research databases. Besides, it gives a vast library contains web resources teaching materials that are put away ordinarily

c) Subjectivity learning segment: Learners have the fundamental challenges confront a viably E-learning gathering is the particular aptitudes of the teachers. For the most part, while introducing another development in a standard setting condition, it is fundamental to study the learning and capacities of the customer's beforehand dealing with the new progressions. Surveying the readiness holds the need to indicate the educator's strong instructors is an urgent subjectivity related a productive utilization of the separation learners adventure.

D) Multimedia learning process. Constant subjectivity indicates care is essential to see specifically by the connection. Care to determine the interactive media brilliant urgent part in separate learners endeavors in the way that these endeavors objectives a few sections of media that overall population and oversee direct change. E-learning works particularly to display propelled learning methods, aptitudes, and perspectives at teaching establishments, management, and separation learners.

### 3.1 query content preprocessing

The e-learning contents are observed web resources in the form of query content that are stored web resources to provide subjected relation. They learning document should be managed as needs be keeping in mind the end goal to have proper determining relational searches. In this stage, Pre-process takes place to analyze the query content. The following are the preprocessing stages:

Data cleaning: this stage of progress deals the query submission to remove an irrelevant word or stop word removal process. The fundamental mining strategies used by query web utilization mining incorporate key terms to relate the data.

Stemming: this stage retains the restricted words Keyword Pattern that formalize the query key terms are related to subjectivity forms matched the guidelines, models, and insights found in the case of learning documents,

Algorithm

Input: search query  $Q_i$  learning docs set  $D_s$ , output: preprocesses  $P_s$

Step 1: compute the query  $Q_i$ ;

Step 2 for each query  $ps \leftarrow$  preprocess

Step 3 for each query term  $SL$  from  $R_s$

Identify subjectivity key terms from learning document set.

Learning doc set  $DT_i = \sum$  bag of Terms

For each query term  $Q_t$  from  $R_s$

If  $R_s \in$  Stop word Set removal then.

Key term  $kt \leftarrow R_s$

Else

Cleaning fact for Stemming non-keywords

Speech term to reduction.

End

End

Step 4: compute the max bag of query terms returns count value  $P_s$

$P_s$  (subjectivity analysis  $\rightarrow SA$ )  $\leftarrow kt++$ ;

End

End

Stop

Feature key term extraction: this stage ensures the key term is related to subjectivity measure possess the number of counts to make the query as important to the student search category. Every count of a key term will be ordered into a classification as per its present model to get to the domain. In this class, the search query links suites picked using different self-analyzed learners be grouped powerfully accessed page links the learner to access by the learner

### 3.2 Learning feature subjectivity analysis

The feature terms are attributes consideration in main terms of subjectivity terms search keyword. The students' learning search makes a difference to the learning effect based on the features. The feature subjectivity analysis carried out by most entered key query of maximum content accessed by learners and statistically queries of obtained behaviors searched subjects are extracted, such as whether having the clear learning key terms and whether having the learning plan or not. It reflects the learners' initiative by interest by deep substructure and recognition to E-Learning courses, which contributes to analyzing the interference factors of E-Learning on accessed results.

The steps are given below shows that

Algorithm

Input: search query  $Q_i$  learning docs set  $D_s$ , output: feature set  $MF_s$

Step 1: For each query search  $Q_i \rightarrow$  subjectivity analytics  $SA(i)$

$SA$  ( $i \leftarrow$  attain selective key term feature ( $Q_i$ ))

Count most attain count terms as features

Step2: subjectivity terms= {count features key terms};  
 For (Ds = 1; Qi !=n; Ds++)  
     SA(i)← selective feature  
     Do begin  
         SA+1 = features extracted from generated from q(i);  
     End for  
 Step 3 each learning docs (ds) in web resources  
     While Do  
         Step 4 increment the count of all medical data in Ck+1 that are contained in t  
         SA+1 = frequent features in SA+1 with  
         Min-support  
     End  
 Step 5 return count features process the count key terms on Ds  

$$SA = \frac{\sum SA(i).skey\ term==Ds}{total\ features\ accessed} * SA(i) * (computed\ access\ weightage)$$
 Step 5 extracts the features matched by repeat terms Mfs  
     If Mfs← SA(i)-Then subjectivity (accesses most key terms)  
     Service interest score Mfs→{Mc1,Mc2...}  
 Step 6 Return term feature set doc Mfs →R(T)  
     End  
 End for.

The count term features of learning behavior reflect the attention of learners to the learning resources. According to the frequency statistics, the analyzed which course resources are more likely to be accepted by the learners most learners browse the text and make notes frequently; therefore the text resource is the most popular type of resources.

### 3.3 Content-based information similarity

The educational service access using the relativity of information similarity content providers from personalized ranking in the most case learner's interest. In this process of relation, the analysis is from weblogs which they are entered in server logs from educational web service. Specifically, the interested search logs are behavior oriented, but in this personalized search recommends the maximum interest by content that is from the visited page. Also, the previous visits have he mat terms interested subjectivity relational documents searched by the learner. The similarity measure carried the relational score among the key terms to be ranked y computing the behavioral weightage.

Algorithm

Input processed future set ps:

Output similarity key terms of conceptual subject links (CSL)

Start

Step 1: Initialize the processed set Ps

    For each record (read ←subjectivity id )

Step 2: For each subjectivity Ca from Ps

    Identify the count feature terms Ct value.

        Max term value (max variable count > confidence feature count)

        Rearrange the subjectivity Id

        Create semantic links between term subjectivity id→cd1,cd2,..

Step 3: compute the key terms sentence kt.

    For each key term kt from Ps

        For each key term Kt from Ps

            If Kt ∈ max term then

                Identify max count information similarity relation with other attributes.

                Relation Set Rs =  $\sum(\text{Concepts} \in \text{Kt}) + \text{Ps}$ .

                Compute Number of attribute feature relation relations it has.

                Kts =  $\sum \text{Relations} \in \text{Gi}$  similar term

                Compute the max count relational value

                mval =  $\sum \text{record Links}(\text{Kt}) - \sum \text{mval}(\text{Kt})$

                Create link Kt identified relative subjectivity links

```

Relative link  $R_t \leftarrow kt+ca;$ 
End
End
End

```

Step 5: compute the conceptual subject links  $\rightarrow$  CSL.

```

For each subjects  $\leftarrow$  RL
  CSL =  $= \sum \text{Concept (Links (Kt))} \in \sum \text{Concept (Ca)} != Ps$ 
  Compute subjectivity relative record  $\rightarrow$  RLK
  SRLK =  $(Kt + Ca) + NIL$ 
  Add to subjectivity record link set CSL  $\leftarrow$  SRLK;
  Rank the measure of CSL
End
End

```

Stop.

Above algorithm represents the personal access based on the information of specific subjectivity accessed by learners

### 3.4 Multimedia objective Sentence Case Similarity Measure

Selective feature originates the Sentence Case Similarity accepts the e-learners query to the search topic identifies relational measure index terms of a count to bagging list of educational terms. The input query has been taken as input by feature section approach and with the taxonomy of key terms belongs to various classes; the method first identifies the class of objective multimedia type. To perform this, the method first determines similarity bound measure form key term words from the query part. With the remaining key set, this method estimates information Similarity Measure towards the taxonomy of class identified. Similarly, with the subjectivity of the class, this method extracts a set of the relevant query of subject terms based on the content feature available in multimedia terms.

Algorithm

Input: educational web doc (WDs), query term  $Q_t$ , service list  $sl$

Step 1: compute the subject list and query term

```

For each term  $Q_t$  from  $sl$ 
  Compute multimedia objective sentence case similarity measure

```

$scsm = N_c/T_n$ .

$N_c$  = Number of the subject contains  $T_i$  term index

$T_n$ - Total Number of objective terms present in the service list

End

Step 2: Compute feedback ranking measure  $F_{cm} = \int \frac{Scsm}{\text{Number of user accessed subjects}}$

```

For each service list query term search
  Service list  $sl$  = weightage computation.
  [ $scsm, S, Ne$ ] = Compute semantic bound measure( $T_s$ ).
  For each related term frequency

```

Step 3 :Compute term frequency  $T_f = \frac{\sum \text{Terms}(T_s) \in O(c)}{\text{Number of terms of } c}$

Compute query term  $Q_{tw} = S_{scm} \times sl$

End

Step 4: Choose the top closure Ranking =  $O(\text{Max}(S_{scm}))$

Return optimized query term  $Q \rightarrow t$

End

This generation of the log is to improve the performance of relative search estimation. Using feedback measure, the ranking weightage has been estimated to rank the searched results. The services can be ranked and selection based on subjectivity interest.

## IV. Result and discussion

The educational development proof integrity originates the improvements in resultants to testing various parameters. The analysis depends on the contents terms from submission of query search in web resources. The resultant test cases are based on

behavioral analysis produced by the sensitive and specificity of query evaluation, false retrieval, time complexity that are an observer from search logs. The table has given shows the parameters that reprocessed to take inputs.

Table 1: parameters to use for test evaluation

Processed Parameter	Value has taken
Framework used	Microsoft Visual Studio Framework
Programming Language	C#.net,
Attributes considered	Query content key term, image key term objects
Number of users	1500 learners

Table 1 shows the parameters that are processed to test the value taken from the distance learners queries. The above parameters are tested with Microsoft framework form designing web search log-based query submission and the observed multimedia content search objective. The search integrates the key terms observed from query and multimedia objective key terms based on the student behavior. The interest features are selective to analyze from search terms, and semantic measures originate the behavioral of student interest to retrieve the service from web resource content additionally progress the objective type of key terms to the input progress. Based on the subjectivity measure the behavioral terms are retrieved from the web resources. The development of education proofs observed from the test cases

$$\text{Behavioral accuracy} = \frac{\text{Number of behaviorally oriented queries the Assigned}}{\text{Total number of request received}} \times 100$$

### Impact of behavioral analysis

The proposed system analysis behavior of student based on the selective interest features to analyze the key terms. The e-learners most case search key terms are considered as features. The behavioral point of measure finds the subjectivity of learning interest from the student interest. The proposed implementing given below shows the best performance to support distance learners.

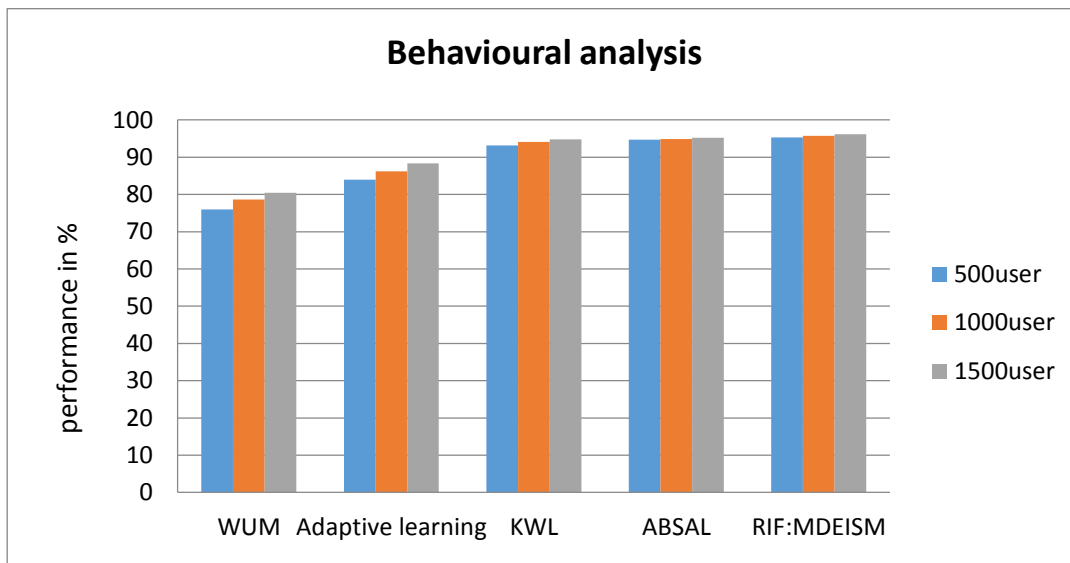


Figure 3: Comparison of behavioral accuracy

The above figure 3 shows the behavioral analysis based on the sensitivity of query submission from the subjective measure, specificity of continuous search based on the student interest. The average mean part of accuracy possesses the behavioral accuracy. The test case proves the performance of the proposed system is high which is compared to the other dissimilar methods.



Table 2 Impact of behavioral accuracy

Methods /users	Impact of behavioral accuracy in %				
	WUM	Adaptive learning	KWL	ABSAL	RIF: MDEISM
500	76.2	84.3	93.2	94.6	95.3
1000	78.6	86.2	94.1	95.2	95.7
1500	80.4	88.3	94.7	95.8	96.2

The above table 2 shows the impact of accuracy state in e-learning service, that are tested with different methods produced by variant accuracy from WUM has 76.2 % lower rate followed test case adaptive learning 84.3 %, knowledge learning 93.2% similar result, ABSAL produces 94.6 %. At the end the proposed RIF: MDEISM implementation produce higher performance up to 95.3 well than other methods.

**Impact of False analysis**

The false analysis analyses unclassified behavioral providence which in irrelevant subjectivity to the e-learners that are calculated by,

$$\text{False analysis measure FM} = \frac{\text{Number of behaviors wrongly assigned}}{\text{Total number of queries}} \times 100$$

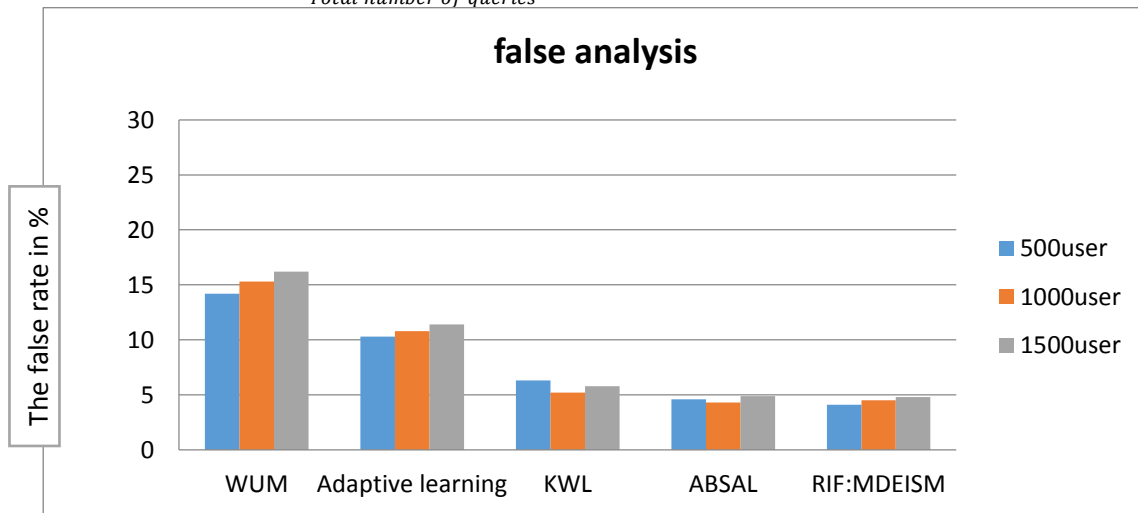


Figure 4: Comparison of False accuracy

The above figure 4 reviews the non-related behavioral process of false relation. The projected idea implementation deals with the redundancy of false analysis with improving the performance of self-analysis to reduce the false rate.

Table 3: impact of false rate

Methods /users	Impact false rate in %				
	WUM	Adaptive learning	KWL	ABSAL	RIF: MDEISM
500	14.2	10.3	6.3	4.6	4.1
1000	15.3	10.8	6.7	5.2	4.5
1500	16.2	11.4	6.9	5.4	4.8

The above table 3 shows the impact of false subjectivity state in e-learning service, that are tested with different methods produced by variant accuracy from WUM has 10.3 % lower rate followed test case adaptive learning 10.3 %, knowledge learning 6.3 % similar result, ABSAL produces 4.6 %. In the end, the proposed RIF: MDEISM implementation produce higher performance up to 4.1 % well than other methods has a lower false rate.

**Impact of Time Complexity**

Time complexity is analyzed to calculate the total number of time taken to execute service providence from the cloud environment to E-learners that are calculated by,

$$\text{Time complexity Ts} = \frac{\text{Number of behavioral oriented relational instance}}{\text{time taken for the Total number of request received}} \times 100$$

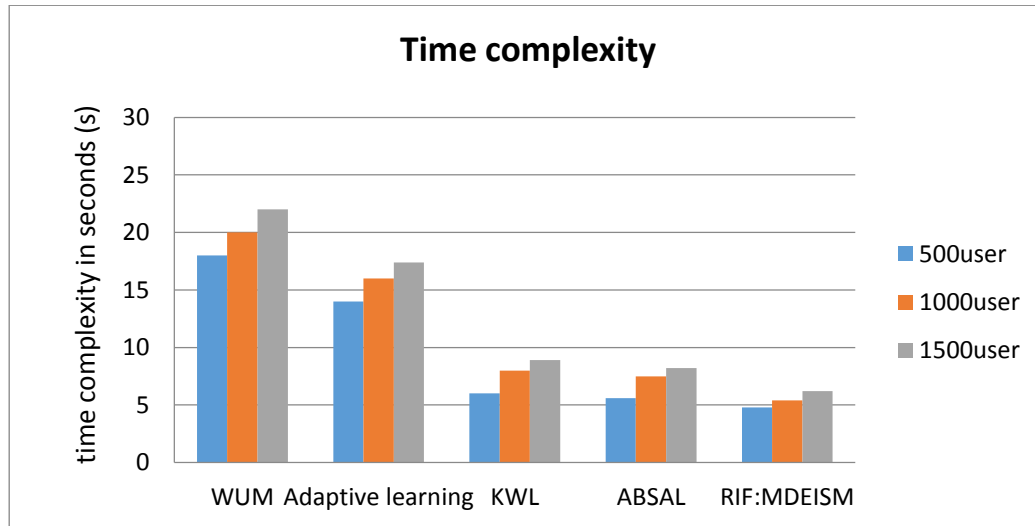


Figure 5: Comparison of Time Complexity of different methods.

The above figure 5, shows the execution of time relevant process by computing self-analysis time taken to analyses the behavioral process on differential users. The proposed system deals with the problems in time of resembling to reduce the execution well compared to other methods.

Table 4 Analysis of time complexity

	Impact of time complexity(mile-seconds ms)				
Methods /users	WUM	Adaptive learning	KWL	ABSAL	RIF: MDEISM
500	14.3	11.2	7.6	5.6	4.8
1000	15.2	12.3	7.9	6.7	5.4
1500	16.1	12.8	8.2	7.2	6.2

The above table 4 shows the impact of time complexity level in e-learning service, that are tested with dissimilar methods produced by variant time in Mille-seconds from WUM has 14.3 (ms) higher rate followed test case adaptive learning 11.2 (ms), knowledge learning 7.6 (ms) comparative result, ABASL produce 5.6 (ms). In the end, the proposed RIF: MDEISM implementation produce higher performance up to 4.8 (ms) well than other methods has lower time complexity.

## V. Conclusion

The resultant concludes the performance of the proposed system implemented by Relational interest feature selection for improving the quality of M-distance education using content-based information similarity measure (RIF: MDEISM) is high. The e-learning from distance education capabilities is embedded in the multimedia learning relation to finding the behavioral of student interest. The computation of subjectivity relevance is measured from the feature analysis to reduce the complexity of distance service access problems. This produces relational subjectivity interest based service to the student as in well originate think of student acknowledged. Finally, m-learning attains the best result by ranking the weightage of service search score from educational web resources. The proposed system proves the feature based behavioral analyses has high performance up to 95.3 % well with lower time complexity level in 4.8 milliseconds.

## Reference

- [1]. C. Romero and S. Ventura, "Educational data mining: A survey from 1995 to 2005," Expert systems with applications, vol. 33, no. 1, pp. 135-146, July 2007.
- [2]. Andreas Schmidt ,Bridging the Gap between Knowledge Management and E-Learning with Context-Aware Corporate Learning, Professional Knowledge Management and Lecture Notes in Computer Science, Vol. 3782, pp. 203-213.2005.
- [3]. Jiang, W., et al., Similarity-based online feature selection in content-based image retrieval. Image Processing, IEEE Transactions on. 15(3): p. 702-712, 2006.
- [4]. S. Tang, M. Henneghan, and A. E. Rhalibi, "Introduction to games-based learning," in Games-based learning advancements for multi-sensory human-computer interfaces: Techniques and effective practices, T. Connolly, M. Stansfield, and L. Boyle, Eds. Hershey, PA: IGI Global, pp. 1-17 2009,.

- [5]. Abdelrahman Amer and John Oommen, B. Lists on Lists: A Framework for Self-organizing Lists in Environments with Locality of Reference, *Experimental Algorithms, Proceedings of 5th International Workshop, Cala Galdana, Menorca, Spain. Vol. 4007*, pp. 102-120.2006
- [6]. Al-Mubaid, H. And Nguyen, H.A.. A Cross-Cluster Approach for Measuring Semantic Similarity between Concepts, *IEEE International Conference on Information Reuse and Integration*, pp. 551 – 556. 2006
- [7]. Jin, W & Ho, HH, 'A Novel Lexicalized HMM-Based Learning Framework for Web Opinion Mining,' *Proc. 26th Ann. Int'l Conf. Machine Learning*, pp. 465-472. 2009
- [8]. Aleksandra Klasnja, Milicevic, Boban Vesin, Mirjana Ivanovic & Zoran Budimac, 'E-Learning personalization based on hybrid recommendation strategy and learning style identification,' *Computers & Education*, vol. 56, pp. 885-899. 2011
- [9]. Amal Zouaq and Roger Nkambou. Enhancing Learning Objects with an Ontology-Based Memory, *IEEE Transaction on Knowledge and Data Engineering*, Vol.21, No.6, pp.881-893, 2009.
- [10]. Deborah, LJ, Baskaran, R & Kannan, , 'Ontology Construction using Computational Linguistics for e-Learning,' *International visual informatics conference, In Visual Informatics: Sustaining Research and Innovations, Springer Berlin Heidelberg*, pp. 50-63, 2011.
- [11]. S. Chandhok and P. Babbar, "M-learning in distance education libraries: A case scenario of Indira Gandhi national open university," *The Electronic Library*, vol. 29, no. 5, 2011.
- [12]. J. L. Moore, C. Dickson-Dean, and K. Galyen, "e-Learning, online learning, and distance learning environments: Are they the same?" *Internet and Higher Education*, vol. 14, no. 2, pp. 129- 135, March 2011.
- [13]. K. Donnelly, "Learning on the move: how m-learning could transform training and development," *Development and Learning in Organizations*, vol. 23, no. 4, 2009.
- [14]. A. Kruger, A. Merceron, and B. Wolf, "A data model to ease analysis and mining of educational data," in *Educational Data Mining, 3rd International Conference On Educational Data Mining. Pittsburgh, PA, 2010*, pp. 131-140, 2010.
- [15]. Konstantina Chrysafiadi & Maria Virvou 2015, 'Fuzzy Logic for Adaptive Instruction in an E-learning Environment for Computer Programming,' *IEEE Transactions on Fuzzy Systems*, vol. 23, no. 1, pp. 164-177.
- [16]. Xia Min-Jie & Zhang Jin-ge, 'Research on Personalized Recommendation System for e-Commerce based on Web Log Mining and User Browsing Behaviors,' *Proceedings of IEEE International Conference on Computer Application and System Modeling*, pp. V12- 408-411, 2010.
- [17]. Aasia Ali; Sanjay Sharma, Content-based image retrieval using feature extraction with machine learning, *Intelligent Computing and Control Systems (ICICCS)*, 2017
- [18]. 4. Antonio Garrido & Lluvia Morales, 'E-Learning And Intelligent Planning: Improving Content Personalization,' *IEEE Revistalbero Americana De Tecnologias Del Aprendizaje*, vol. 9, no. 1, pp. 1-7. 2014
- [19]. Carlos Bobed & Eduardo Mena, 'QueryGen: Semantic Interpretation of Keyword Queries Over Heterogeneous Information Systems,' *Information Sciences*, vol. 329, pp. 412-433. 2016
- [20]. Vishal Pant; Shivansh Bhasin; Subhi Jain," Self-learning system for personalized e-learning" *International Conference on Emerging Trends in Computing and Communication Technologies (ICETCCT)*, 2017