

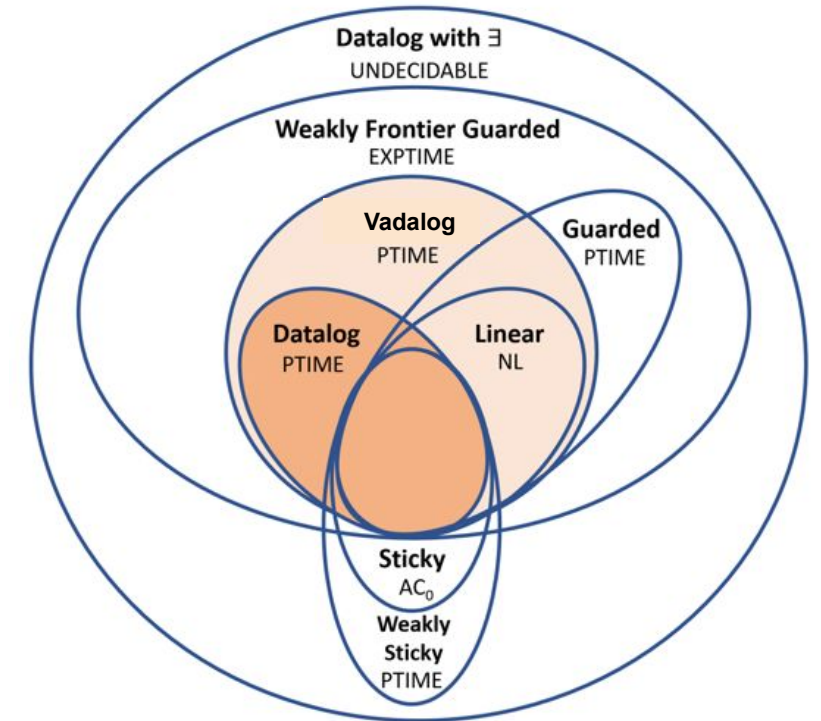
Logical Knowledge in KGs

Vadalog – Syntax

Vadalog

Datalog +/- Ontological Reasoning Languages

- **Declarative** logic language
 - Describe what
 - Not how
- **Concise** logical statements
 - Domain knowledge (what the data does not say)
 - Queries to be answered
- **Trade-off** between
 - **Expressivity**
 - **Computational complexity**
 - At the price of very mild syntactic restrictions it guarantees PTIME query answering

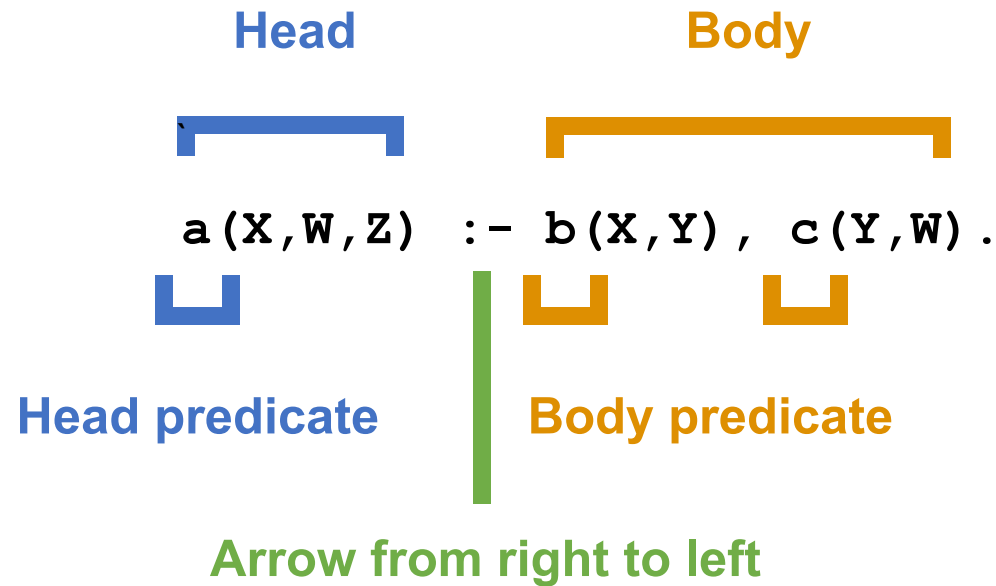


Syntactic containment of Datalog± languages

Bellomarini, L., Gottlob, G., & Sallinger, E. (2020). The Vadalog System: Datalog-based Reasoning for Knowledge Graphs. *PVLDB* 12, 9 (2018), 975-987.

Rules

Head and Body Atoms



- **Generates facts** for atom **a**, given facts for atom b and c
- `:-` can be read as “if” or “given”
- Predicates are lower case
- Don't forget the period at the end of each rule!

Variables

Different from Imperative Languages

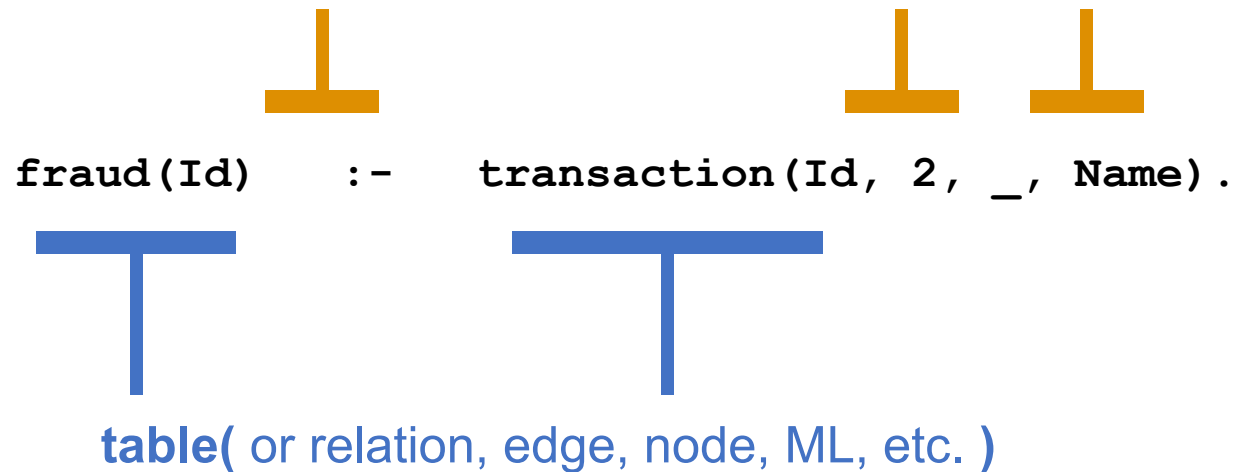
- **Imperative languages**
 - Essentially memory locations.
 - May change over time.
- **Algebra and physics**
 - Represent a concrete value
 - Once we replace variables with concrete actual values, we have relations between concrete arithmetic expressions.
 - Similar to pronouns in natural language
- **Vadalog**
 - Like variables in algebra and in first-order logic

Variables

Different from Imperative Languages

- Variables represent values of the specific position in the predicate
- Use the anonymous variable “_” for arguments that don’t matter
- Variables live and die within each rule
- Variables must be capital

Variable (not necessarily variable name)



Rules

Example

```
fraud(Id) :- transaction(Id, _ )
```

Rules

Example

head **body**




```
fraud(Id) :- transaction(Id, _ )
```

Rules

Example

head **if** **body**



```
fraud(Id) :- transaction(Id, _ )
```


Rules

Example

```
fraud(Id) :- transaction(Id, _ )
```



table(or relation, edge, node, ML, etc.)

Rules

Example

Variable (not necessarily variable name)



```
fraud(Id) :- transaction(Id, _ )
```



table(or relation, edge, node, ML, etc.)

Rules

Example

Variable (not necessarily variable name)



`fraud(X) :- transaction(X, _ ,)`



table(or relation, edge, node, ML, etc.)

Rules

Linear Rules

- Rules with one single atom in the body

```
fraud(Id) :- transaction(Id, _ )
```

Rules

Join Rules

- Join rules have multiple atoms in the body
- Joins occur when the same variable is used in multiple atoms

```
project (DepId, Id) :- employee (Id), department (DepId, Id) .
```

Rules

Negation

- Negation is a prefix modifier that negates the truth value for an atom
- Not employee(X) holds if X is not an employee

```
safeProjects(X,P) :- project(X,P), not contractor(P).
```

- Here we define safe projects as those not run by contractors

Rules

Recursive Rules

The simplest form of recursion is that in which the head of a rule also appears in the body

```
path(X, Y) :- edge(X, Y) .  
path(X, Z) :- path(X, Y), edge(Y, Z) .
```

Rules

Recursive Rules

The simplest form of recursion is that in which the head of a rule also appears in the body

```
own(X, Y) :- dir_own(X, Y).  
own(X, Z) :- own(X, Y), dir_own(Y, Z).
```


Rules

Linear, Join and Recursion

Simple copy

```
city(City) :- airport(IATA, City).
```

Similar to SQL

```
SELECT City INTO city FROM airport
```

Joining Data

```
dest(D) :- flight(L, D, A), airport(L, "London").
```

Similar to SQL

```
SELECT f.Destination INTO dest  
FROM flight f, airport a  
WHERE f.Origin = a.IATA AND a.City = "London"
```

Recursion

```
connection(X, Y) :- flight(X, Y, _).  
connection(X, Z) :- flight(X, Y, _), connection(Y, Z).
```

Becomes very lengthy...

Data Types

Single-fact operators




Data type	Operators
all	<code>==</code> , <code>></code> , <code><</code> , <code>>=</code> , <code><=</code> , <code><></code> , <code>!=</code>
string / list	<code>substring</code> , <code>contains</code> , <code>starts_with</code> , <code>ends_with</code> , <code>concat</code> , <code>index_of</code> (string only), <code>string_length</code>
integer	(monadic) <code>-</code> , <code>*</code> , <code>/</code> , <code>+</code> , <code>-</code> , <code>()</code>
double	(monadic) <code>-</code> , <code>*</code> , <code>/</code> , <code>+</code> , <code>-</code> , <code>()</code>
Boolean	<code>&&</code> (and), <code> </code> (or), <code>not</code> , <code>()</code> for associativity
set	<code> </code> (union), <code>&</code> (intersection), <code>()</code> for associativity

- `==` : equals to
- `>` : greater than
- `<` : less than
- `>=` : greater or equal
- `<=` : less or equal
- `<>` : not equal
- `!=` : not equal

Programs

Or Ontologies

A Vadalog program (or ontology) is a set of rules and facts

Facts		<code>a (1) .</code> <code>c (1, 2) .</code>
Rule		<code>b (Y, X) :- a (X) , c (X, Y) .</code>
Annotation		<code>@output ("b") .</code>

It specifies that the facts
for b must be returned in
output.

Interacting with data

Annotations

Input Data as Facts

```
flight("VIE", "LHR", "BA").
```

Input data from source.

```
@bind("flight", "csv", "./disk/data", "res.csv").
```

Output Data Directly

```
@output("connection").
```


Output data to source.


```
@output("connection").
```


```
@bind("connection", "csv", "./disk/data", "res.csv").
```

Quick Reference

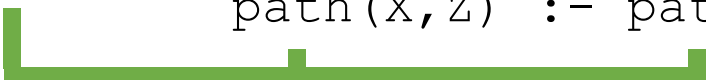
Syntax and Interacting with Data

Comment  `% this is a comment`

Define concepts  `@bind("edge", "csv useHeaders=true", "../disk/", "edge.csv").`
Bind data


Linear rule  `path(X,Y) :- edge(X,Y), X>1, Y="Oxford".`

**Conditions after
the predicates**

Recursive join rule  `path(X,Z) :- path(X,Y), edge(Y,Z).`

**Predicates
separated by “,”**

Define output predicate  `@output("path").`

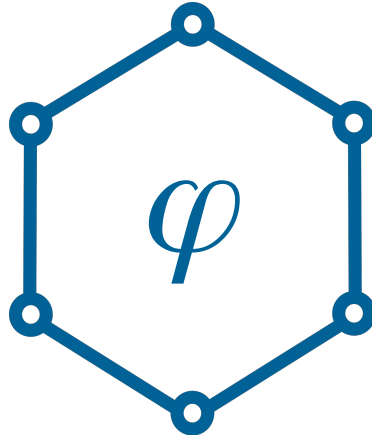
Output data to source  `@bind("path", "csv", "../disk/data", "path.csv").`

Sort output data  `@post("path", "orderBy(1)").`  **End rules with "."**

```
5 %Bind concepts to multiple data sources
6 @bind("order", "csv", "s3a://prometheux-data/", "orders.csv").
7 @bind("product", "neo4j", "neo4j", "(:Product)").
8 @bind("customer", "postgresql", "postgres", "customer").
9
10 %Join customers, orders and products across different sources
11 customer_purchase(CustomerId, Name, Product) :-
12     customer(CustomerId, Name, Surname, Email),
13     order(CustomerId, OrderId, ProductId),
14     product(Id, ProductId, Product).
15
16 @output("customer_purchase").|
```

customer_purchase

CustomerId	Name	Product
9	Luca	Apple Watch Ultra
9	Luca	Xbox Series X
9	Luca	DJI Mavic 3



Logical Knowledge in KGs

Vadalog – Syntax