

# **TOWARDS AN IMPLEMENTATION- INDEPENDENT INTERFACE FOR REASONING ABOUT SEMANTIC WEB IN PROLOG**

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3rd Scryer Prolog Meetup – November 2025  
Hochschule Düsseldorf, Düsseldorf, Germany

- Semantic Web

- Semantic Web
- for Reasoning about ... in Prolog

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- for Reasoning about ... in Prolog
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- Towards

# SEMANTIC WEB

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<https://en.wikipedia.org/wiki/Prolog>

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## ≡ Prolog

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From Wikipedia, the free encyclopedia

*This article is about the programming language. For the narrative device, see [Prologue](#). For other uses, see [Prologue \(disambiguation\)](#).*

**Prolog** is a [logic programming](#) language that has its origins in [artificial intelligence](#), [automated theorem proving](#), and [computational linguistics](#).<sup>[1][2][3]</sup>

Prolog has its roots in [first-order logic](#), a [formal logic](#). Unlike many other [programming languages](#), Prolog is intended primarily as a [declarative programming](#) language: the program is a set of facts and [rules](#), which define [relations](#). A [computation](#) is initiated by running a *query* over the program.<sup>[4]</sup>

Prolog was one of the first logic programming languages<sup>[5]</sup> and remains the most popular such language today, with several free and commercial implementations available. The language has been used for [theorem proving](#),<sup>[6]</sup> [expert systems](#),<sup>[7]</sup> [term rewriting](#),<sup>[8]</sup> [type systems](#),<sup>[9]</sup> [automated planning](#),<sup>[10]</sup> and [question answering](#)<sup>[11][12][13]</sup> as well as its original intended field of use, [natural language processing](#).<sup>[14][11]</sup>

Prolog is a Turing-complete, general-purpose programming language, which is well-suited for intelligent knowledge-processing applications.

Prolog	
Paradigm	Logic
Designed by	Alain Colmerauer
First appeared	1972; 53 years ago
Stable release	Part 1: General core-Edition 1 (June 1995; 30 years ago) Part 2: Modules-Edition 1 (June 2000; 25 years ago) Part 3: Definite clause grammar rules (June 2025; 4 months ago)
Typing discipline	Untyped (its single data type is "term")
Filename extensions	.pl, .pro, .P
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<b>Filename extensions</b>	
<b>Website</b>	
<b>Major implementations</b>	
Amzi! Prolog, B-Prolog, Ciao, ECLiPSe, GNU Prolog, LPA Prolog, Poplog, P# Quintus Prolog, Scryer Prolog, SICStus, Strawberry, SWI-Prolog, Tau Prolog, tuProlog, WIN-PROLOG XSB, YAP.	
<b>Dialects</b>	
ISO Prolog, Edinburgh Prolog	
<b>Influenced by</b>	
Planner	
<b>Influenced</b>	
CHR, Clojure, Datalog, Erlang, Epilog, KL0, KL1, Logtalk, Mercury, Oz, Strand, Visual Prolog	
 <a href="#">Prolog at Wikibooks</a>	

The data on the web should be machine-readable

A program should be able to easily:

- extract/read the data

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The data on the web should be ~~machine-readable~~ machine-understandable

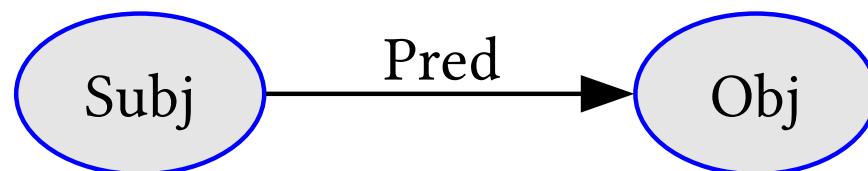
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We need to add semantic information to the data on the web!

Knowledge representation is a directed graph with edge labels:

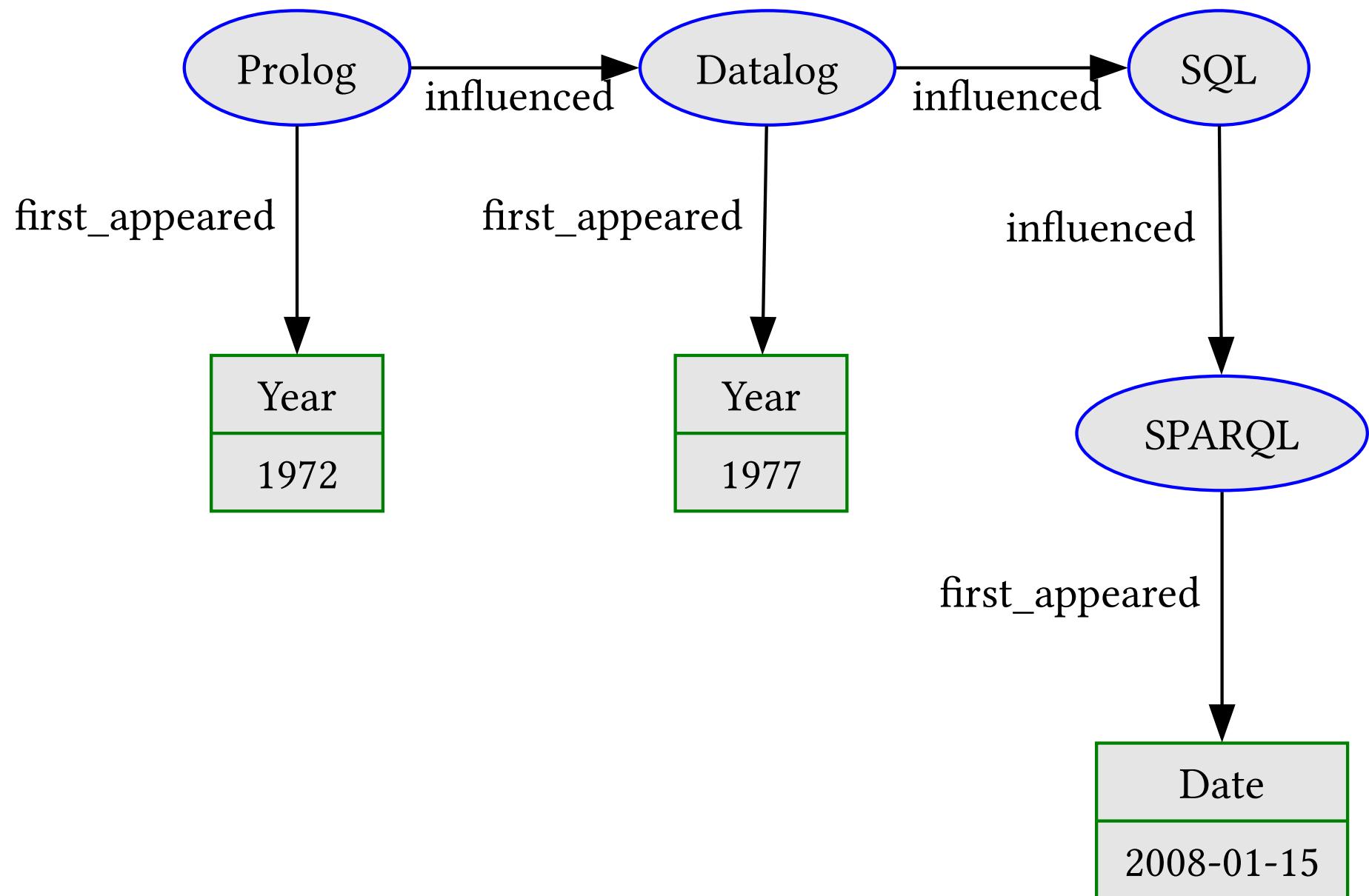
- nodes are resources
- directed edges are predicates
- the Predicate holds for Subject and Object:



A RDF Graph is a set of triples.

# RDF Graph

6/19



There are many serialization options for RDF (most are in plain text):

- RDF/XML [text]
- **Turtle** [text/human-readable]
- HTML+RDFa (RDF embedding into HTML) [text]
- HDT (Header-Dictionary-Triples) [binary]
- ...

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```
1 @prefix : <http://www.example.org/> .
2 @prefix wiki: <http://www.wikipedia.org/wiki/> .
3 @prefix xsd: <http://www.w3.org/2001/XMLSchema#> .
4
5 wiki:Prolog
6   :first_appeared "1972"^^xsd:gYear ;
7   :influenced <http://www.wikipedia.org/wiki/Datalog> .
8 wiki:Datalog
9   :first_appeared "1977"^^xsd:gYear ;
10  :influenced wiki:SQL .
11 wiki:SQL :influenced wiki:SPARQL .
12 wiki:SPARQL :first_appeared "2008-01-15"^^xsd:date .
```

# Queries

SPARQL is “SQL for RDF Graphs”

Pattern-matching on triples

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Pattern-matching on triples

Caveats:

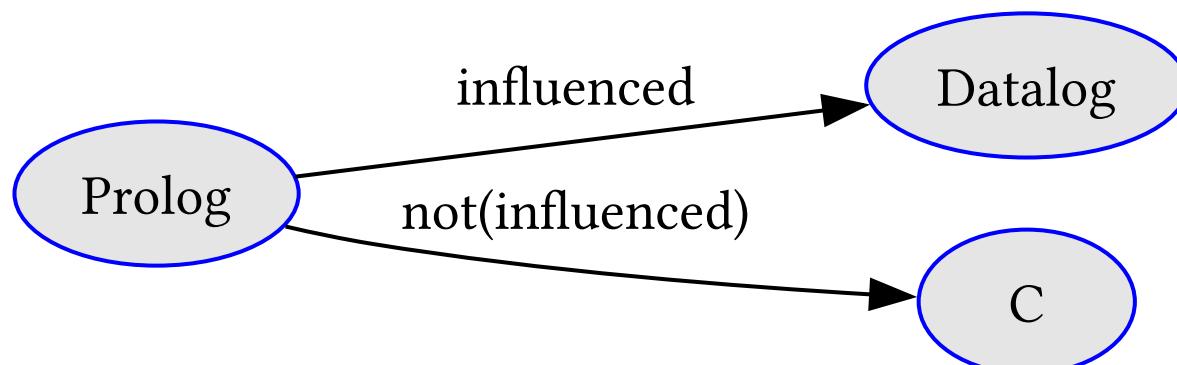
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Pattern-matching on triples

Caveats:

- We can query for Predicates
- **Open World Assumption** vs. Closed World Assumption
  - negative information is another triple:



Machines use ontologies to make inferences

OWL2 (Web Ontology Language) is based on Description Logics

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Ontology is a describes Predicates

Example of rules:

- A Predicate is reflexive, symmetric, transitive, ...
- A Predicate's domain and range

# INTERFACE

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ClioPatria (SWI-Prolog) [[cliopatra.swi-prolog.org/home](http://cliopatra.swi-prolog.org/home)]

- focus on RDF/SPARQL queries
- the triple-store is a c-extension

Thea2 (SWI-Prolog/ISO-Prolog) [[vangelisv.github.io/thea](https://vangelisv.github.io/thea)]

- focus on graphs with ontologies
- a collection of file-libraries

My Proof of Concept Library [[gitlab.com/Hashi364/semweb](https://gitlab.com/Hashi364/semweb)]

- focus on accurate representation of RDF concepts

Use Cases:

- Graph Analysis (Query)
- Graph Construction/Modification (Inference)

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- Graph Construction/Modification (*Inference*)

We need to choose good representations and interfaces for:

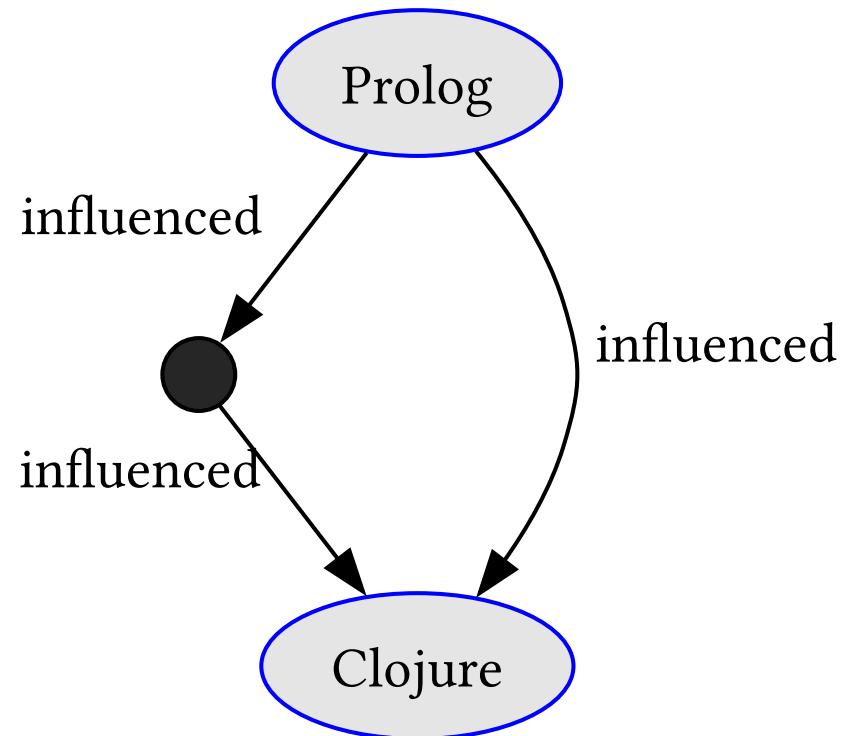
- Resources
- Knowledge Graphs
- Queries

There are 3 kinds of resources:

- IRIs (links)
- Literals (strings, numbers, dates, ...)
- Blank Nodes
  - dummy nodes
  - “existentialy quantified” nodes

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  - “existentially quantified” nodes



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any atoms	<code>prolog</code>	readability, unification	extern mapping for IRIs
any ground term	<code>lang(prolog)</code>	more flexibility	unification (deep terms)

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Ns:Frag and :(Frag)	<code>wiki:prolog,</code> <code>:(prolog)</code>	readability	Namespaces and IRI collision

Representation	Examples	Comment
atoms starting with '_:'	'_:_a'	unification

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atoms starting with ' <code>_:</code> '	' <code>_:a</code> '	unification
no support (use IRIs)		IRI generation (skolemization)
<code>blank(Labeled, Name)</code>	<code>blank(labeled, '_:a'),</code> <code>blank(unlabeled, foo(bar, baz))</code>	more flexible, pattern matching

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literal(Lit)	<code>literal(1),</code> <code>literal(@("prolog", "en"))</code>	close to prolog semantics

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literal(Lit)	<pre>literal(1), literal(@("prolog", "en"))</pre>	close to prolog semantics
literal(Type, Repr) ^(Repr, Type)	<pre>literal(IntegerIRI, "1"), literal(IntegerIRI, "01"), literal(LangStrIRI, "@("prolog", "en"))</pre>	closer to RDF semantics

Using IRI atoms representation:

```
1 IntegerIRI = 'http://www.w3.org/2001/XMLSchema#integer',
2 LangStrIRI = 'http://www.w3.org/1999/02/22-rdf-syntax-ns#langString'.
```

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Interface	Examples
assert/retract (implicit graph)	<code>assert_axiom(prolog, influenced, datalog).</code> <code>retract_axiom(prolog, influenced, datalog).</code>

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Interface	Examples
assert/retract (implicit graph)	<code>assert_axiom(prolog, influenced, datalog).</code> <code>retract_axiom(prolog, influenced, datalog).</code>
custom datatype (explicit graph)	<code>put_axiom(prolog, influenced, datalog, G0, G).</code> <code>del_axiom(prolog, influenced, datalog, G0, G).</code>

Explicit graph allows:

- working with multiple graphs
- set operations (union, intersection, minus, ...)

## Interface

inline queries

```
1 ?- Pred = influenced,  
2      rdf(prolog, Pred, X),  
3      rdf(X, Pred, Y).
```

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Domain Specific  
Language  
(similar to DCGs)

```
1 ?- Pred = influenced,  
2      query((  
3          rdf(prolog, Pred, X),  
4          rdf(X, Pred, Y)  
5      )).
```

DSL helps to achieve:

- load-time optimizations (`term_expansion/2` and `goal_expansion/2`)
- SPARQL translation (to and from)
  - federation queries

# **ABOUT MY LIBRARY AND ME**

---

Semantic Web Course (2025 March ~ July)

- Late-undergraduate/Graduate level
- I wrote the Library in less than 3 weeks (final assignment)
  - unordered list of triples for the triple store
  - most of the implementation relies on `library(lists)` and `library(reif)`
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Reference links for Semantic Web:

- [github.com/semantalytics/awesome-semantic-web](https://github.com/semantalytics/awesome-semantic-web)

Graduate Student at UFRJ (Brazil)

- My research field is in Programming Languages
- Formalizing connections between Applicative and Concatenative Tacit Programming
  - Combinatory Logic and Concatenative Calculus
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Research interests:

- alternative programming paradigms and computing models
- theorem proving and proof assistants
- static analysis/type systems/logic systems
- creating and using models
- “point at two things and saying ‘they are equal!’”

