Lab Session #2

Introduction

Welcome to the second lab. This time, we'll start programming knowledge graphs using Python.

Task #1: RDF

Your first task is to translate some of the knowledge graphs you developed on last week's Worksheet #1 into a real RDF graph. Write down the triples using the Turtle format discussed in the lecture. Then, validate your graph by:

- 1. Using a browser, go to http://ttl.summerofcode.be and paste your Turtle code into the designated text area.
- 2. Click the "Validate! " button.
- 3. Examine the results of parsing the input. Correct any mistakes that you might have made accordingly
- 4. If no mistakes are found in the input, you should see a message that reads "Congrats! Your syntax is correct.".

There are a number of other RDF-related tools online; for example, try out the RDF converter at http://rdf/validator.mybluemix.net/ and convert your Turtle file (.ttl) into JSON-LD and RDF/XML to get an idea how these formats look like. The validator at https://www.w3.org/RDF/Validator/ only accepts RDF/XML, but it can additionally draw you a graph corresponding to your triples (under the "Display Result Options", select "Triples and Graph"). Convert your RDF file from Turtle to RDF/XML and visualize it in form of a graph.

Note: you will probably encounter references to rdfs: (RDF Schema) in examples you find online; we will cover the details of RDFS in this week's lecture.

Task #2: RDFlib

For working with RDF and related standards, there are a multitude of libraries available. For example, a popular open source framework for *Java* is Apache Jena. Here, we will use the RDFlib for Python (documentation).

Install RDFlib and try loading the graph you prepared in Task #1. Print out your whole graph ${\tt g}$ using

```
for s,p,o in g:
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Next, try to export your graph in N-Triples (N3) format and check the output.

Go through the following four tasks in the RDFlib documentation under "Getting Started":

- Getting started with RDFLib
- Loading and saving RDF
- Creating RDF triples
- Navigating Graphs

(SPARQL will be the topic of lecture #4).

Task #3: Hello, Eliza!

In the first lecture, you've seen Eliza, which is probably the oldest example of a chatbot/intelligent agent:

- Find an online version of Eliza and try it out (note that not all versions you will find will use the original DOCTOR script);
- Make sure you understand how Eliza works;
- Find a source code version of Eliza that you can modify and run locally. Add "Concordia" as a new keyword, together with some suitable decomposition & reassembly rules and try it out.

That's all for this lab!

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