

# Course S&DAI

From natural language sentences to  
Prolog terms via LLMs

LEFEVRE Titouan (Michel Jean-Claude)



**Università  
di Genova**

**DIBRIS** DIPARTIMENTO  
DI INFORMATICA, BIOINGEGNERIA,  
ROBOTICA E INGEGNERIA DEI SISTEMI

# **Standard Project**

**Max points: 12.5**



This project presents a neuro-symbolic pipeline that converts natural language sentences into valid Prolog facts and rules

# Context and Motivation

## Why?

- ❖ LLMs are fluent and creative but probabilistic. They suffer from hallucinations and lack logical consistency.
- ❖ Logic Programming (as Prolog) is deterministic and verifiable but requires strict, formal syntax that is hard for non-experts to use.
- ❖ **Combine strengths :**
  - ❖ use the LLM as a "translator"
  - ❖ Use Prolog as the "reasoning engine"

# Project Objectives

## What does this system do?

- ❖ **Extract:** Converts Natural Language (e.g., "John loves Mary") into Prolog formulas (e.g., loves(john, mary).)
- ❖ **Validate:** Uses a Python-based syntax validator to ensure code is executable
- ❖ **Evaluate:** Benchmarks semantic accuracy using an "LLM-as-a-Judge" approach
- ❖ **(bonus) Interface :** Provides a web-based GUI (Gradio) for real-time interaction

# State of the Art

## ChatBDI Framework

**Goal:** Transforming strict logical multi-agent systems (MAS) into conversational agents without modifying source code

### How?

- ❖ **Contextual Retrieval (Grounding):** The system first queries the agent for its *current* beliefs and available actions to restrict the scope
- ❖ **Vector Similarity (Embeddings):**
  - Calculates the embeddings of the user's sentence.
  - Compares it to the agent's known concepts using Cosine Similarity to find the best match.
  - *Safety:* If no match is close enough, the request is rejected.
- ❖ **Generative Translation:** The LLM constructs the final logical format using the identified concept

# System Implementation

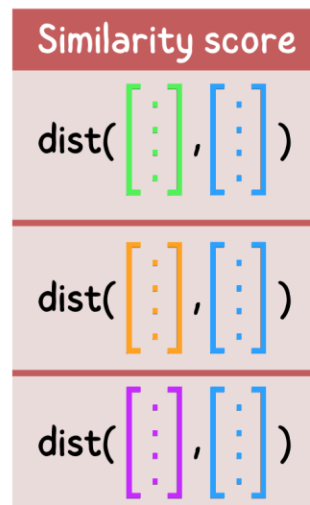
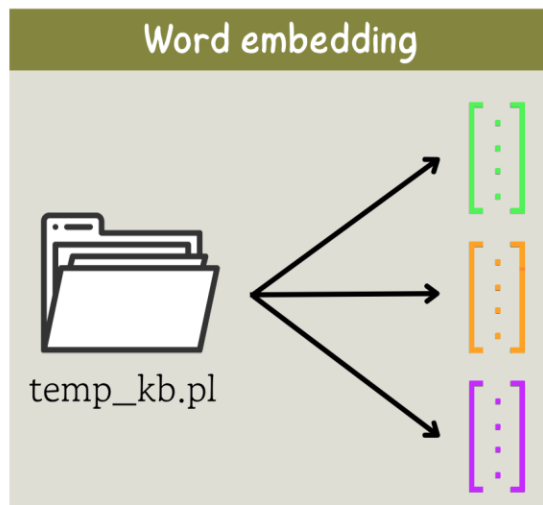
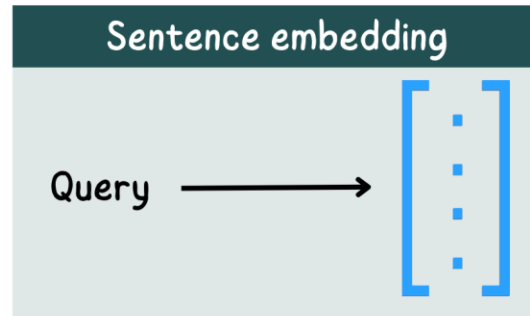
## Architecture

**Goal:** : Translate natural language sentences to Prolog terms via LLMs

- ❖ **LLM Engine:** Llama 3.1:8b (4.9GB) running locally via Ollama
- ❖ **Logic Engine:** SWI-Prolog interfaced via PySWIP library
- ❖ **Embeddings:** all-MiniLM-L6-v2 (SentenceTransformer)
  - derived from BERT-like architectures

# System Implementation

## Contextual Anchoring



Before generating code, the system searches the Knowledge Base (KB) for relevant predicates using Vector Similarity



# System Implementation

## Contextual Anchoring issues

```
Input: "John loves Mary."  
Predicates: ['parent', 'man', 'loves', 'mortal']
```

```
# Semantic Search Results:  
# 1. 'loves'      -> Score: 0.274  
# 2. 'parent_of'  -> Score: 0.149  
# 3. 'mortal'     -> Score: 0.116
```


- Input vectors represent full thoughts ("John loves Mary")
- Predicate vectors represent single concepts ("loves")
- **Result:** Low similarity scores (e.g., 0.274 for loves matching the sentence)




Adjusted thresholds to capture correct predicates despite low confidence.

# System Implementation

## Extraction

Use this tab to populate the knowledge base

 **Neuro-Symbolic Prolog System**


 Knowledge Extractor  Prolog Solver  Benchmark

**Natural Language Fact/Rule**


Every child loves Santa. Laura is a child

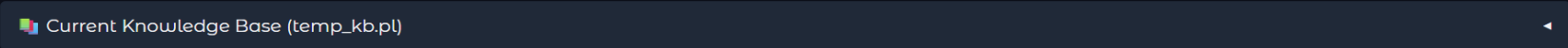
**Generated Logic**

```
1 child(laura).  
2 loves(X, santa) :- child(X).
```

**Status:**  **Success**

**Logs:** Syntax Valid. Saved to temp\_kb.pl





**Examples**

All men are mortal. Socrates is a man.

Every child loves Santa. Laura is a child

Paris is the capital of France.

# System Implementation

## Extraction prompt

Base prompt :

```
base_prompt = f"""
You are an expert in Prolog Logic. Your task is to translate Natural Language into syntactically correct Prolog code.
{hint}
"""
```

Hint :

```
hint = f"""
CONTEXT: The Knowledge Base already contains these predicates: {formatted_preds}.
Prioritize using them to maintain consistency.
"""
```

Input: "John loves Mary."

Predicates: ['parent', 'man', 'loves', 'mortal']

# Semantic Search Results:

# 1. 'loves'	-> Score: 0.274	----- > retained predicate for the prompt
# 2. 'parent_of'	-> Score: 0.149	
# 3. 'mortal'	-> Score: 0.116	

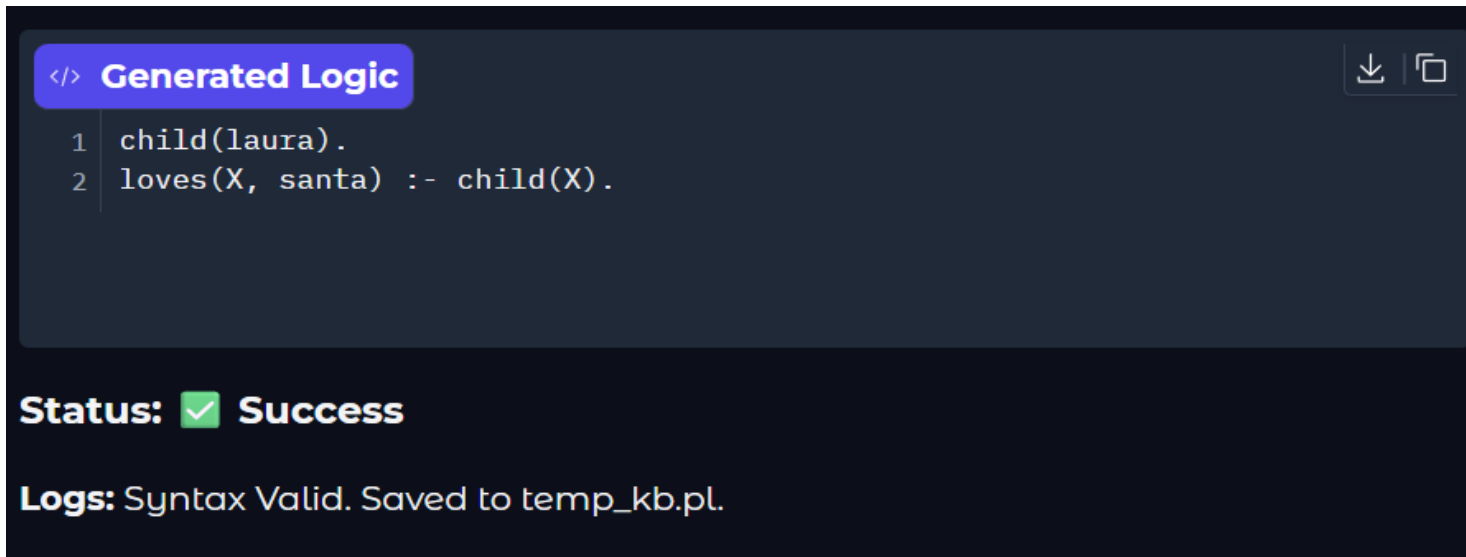
To ensure valid syntax, the prompt also enforces strict Prolog rules.


# System Implementation

## Validator

Intercepts LLM code before saving. It attempts to load it into a temporary Prolog session.


- **Success:** Code is saved to temp\_kb.pl.
- **Failure:** Syntax error returned to UI (prevents corrupting the KB).



The screenshot shows a dark-themed code editor. At the top, there is a blue button with a code icon and the text "Generated Logic". To the right of the button are two icons: a download arrow and a copy icon. Below the button, the code editor contains two lines of Prolog code: `1 child(laura).` and `2 loves(X, santa) :- child(X).`. At the bottom of the editor, the text "Status:  Success" is displayed. Below that, the text "Logs: Syntax Valid. Saved to temp\_kb.pl." is shown.

```
</> Generated Logic
```

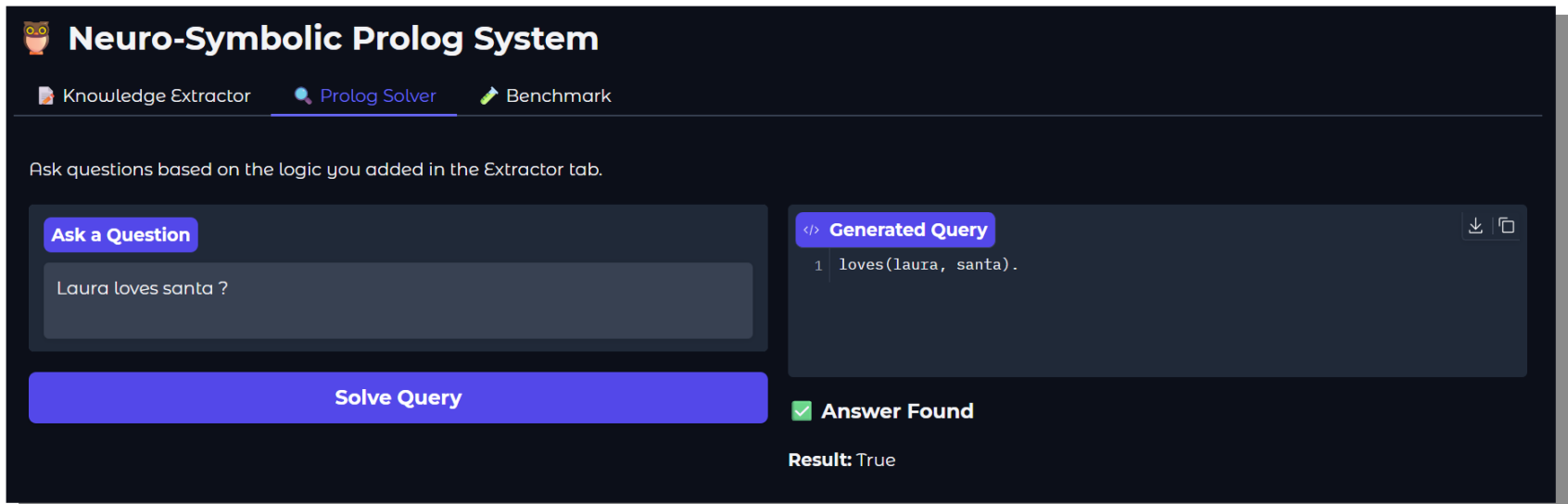
```
1 child(laura).
2 loves(X, santa) :- child(X).
```

Status:  Success

Logs: Syntax Valid. Saved to temp\_kb.pl.

# System Implementation

## Querying



The screenshot displays the Neuro-Symbolic Prolog System interface. At the top, there are three tabs: "Knowledge Extractor", "Prolog Solver" (which is active), and "Benchmark". Below the tabs, a message states: "Ask questions based on the logic you added in the Extractor tab." The interface is divided into two main sections. On the left, under the "Ask a Question" button, a text input field contains the query "Laura loves santa ?". Below this input is a large blue button labeled "Solve Query". On the right, under the "Generated Query" button, a code editor shows the Prolog query: 

```
1 loves(laura, santa).
```

 Below the code editor, a green checkmark icon is followed by the text "Answer Found". At the bottom right, the text "Result: True" is displayed.

- ❖ The solver cleans input and formats NL query in Prolog.
- ❖ The solver runs the query using the knowledge from the **temp\_kb.pl** file.

# Benchmark

## LLM-as-a-Judge


The benchmark engine compares the **Generated Code** against **Expected Code** using an LLM to judge semantic equivalence.




Model used to judge : Llama 3.1:8b (4.9GB) running locally via Ollama

```
TEST_DATASET = [  
    {"nl": "Socrates is a man.", "expected": "man(socrates)."},  
    {"nl": "John loves Mary.", "expected": "loves(john, mary)."},  
    {"nl": "Paris is the capital of France.", "expected": "capital(paris, france)."},  
    {"nl": "Garfield eats lasagna.", "expected": "eats(garfield, lasagna)."},  
    {"nl": "All men are mortal.", "expected": "mortal(X) :- man(X)."},  
    {"nl": "Every child loves Santa.", "expected": "loves(X, santa) :- child(X)."},  
    {"nl": "Whales are mammals.", "expected": "mammal(X) :- whale(X)."},  
    {"nl": "X is grandparent of Z if X is parent of Y and Y is parent of Z.",  
      "expected": "grandparent(X, Z) :- parent(X, Y), parent(Y, Z)."},  
    {"nl": "X is a mother of Y if X is parent of Y and X is female.",  
      "expected": "mother(X, Y) :- parent(X, Y), female(X)."},  
    {"nl": "X is a sibling of Y if Z is parent of X and Z is parent of Y.",  
      "expected": "sibling(X, Y) :- parent(Z, X), parent(Z, Y)."}  
]
```


# Benchmark

## Results

 **Neuro-Symbolic Prolog System**

 Knowledge Extractor  Prolog Solver  **Benchmark**

Run Benchmark

 **Model Accuracy: 100.0%**

NL	Exp	Act	Verdict
Socrates is a man.	man(socrates).	man(socrates).	✅ The expected and actual Prolog code are identical.
John loves Mary.	loves(john, mary).	loves(john, mary).	✅ The actual code matches the expected code exactly. The predicate name 'loves' and its arguments are identical in both the expected and actual Prolog codes.
Paris is the capital of France.	capital(paris, france).	capital(paris, france).	✅ The expected and actual Prolog code are semantically equivalent logic, as both use the same predicate 'capital' with the correct arguments.
Garfield eats lasagna.	eats(garfield, lasagna).	eats(garfield, lasagna).	✅ Both expected and actual Prolog code are identical.
All men are mortal.	mortal(X) :- man(X).	mortal(X) :- man(X).	✅ Both expected and actual Prolog code use the same logical representation, with 'mortal' being implied for all entities that are classified as 'men'. The only difference is in the syntax, which does not affect semantic equivalence.

**Issue :** I update my prompt to enhance results

# Limitations & Future Work

## Moving toward Agentic Workflows

**First Limitation:** Embedding mismatch (Sentence vs. Word)

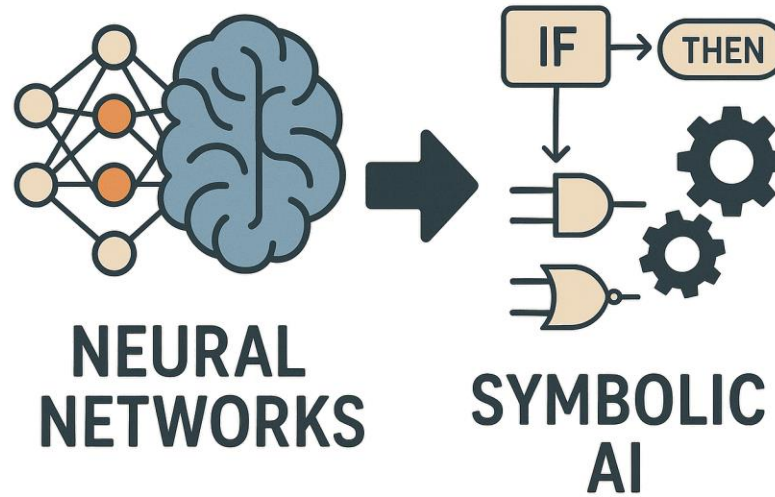
- ❖ **Proposed Solution:** Use an LLM to analyze the sentence and extract the relevant words

**Second Limitation:** LLM fail to translate

- ❖ **Proposed Solution:** Use an bigger model



# Conclusion



- Demonstrated that **Hybrid Guidance** (LLM + Embeddings) is required to keep predicates consistent
- The system allows users to interact with a logic engine using natural language

# References

[1] Andrea Gatti, Viviana Mascardi, and Angelo Ferrando. Let me talk to you! natural language interaction between humans and bdi agents via chatbdi. 2025.

[2] Nils Reimers and Iryna Gurevych. Sentence-bert: Sentence embeddings using siamese bertnetworks. In Proceedings of the 2019 C

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