

Common Lisp Support for Semantic Web Programming

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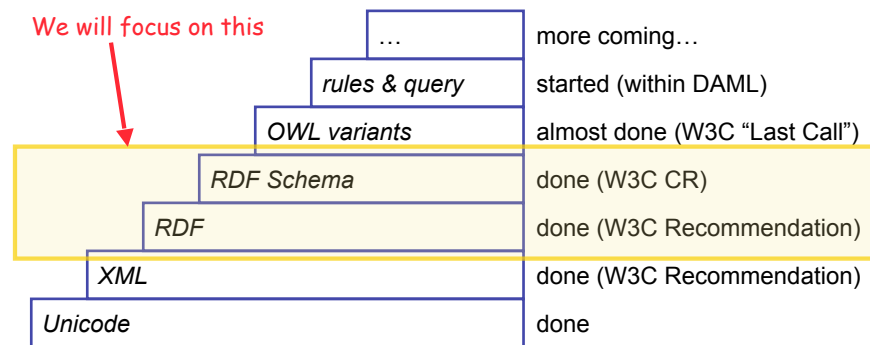
Talk Outline

- **Semantic Web overview**
- **Simple frame-based programming**
- **“Wilbur” toolkit**
- **Experiments**
- **Q & A**

Semantic Web

- **WWW content is “machine-readable” but not “machine-understandable”**
 - consequently, automating anything is hard...
- **Semantic Web is understood as an attempt to make WWW content friendlier for machines and automated systems to process**
- **Rough approach: apply KR on a WWW-wide scale**
 - logic- and frame-based formalisms
- **Standardization of some aspects underway (at W3C)**

Stepping Towards the Semantic Web



- **Semantic Web is built in a layered manner**
- **Not everybody needs all the layers**

About RDF

- **Directed labeled graphs**
- **Two “views”**
 - Graph view (“semantic networks”): semi-structured graph data
 - Object-oriented view: objects with properties
- **Nodes named with URIs**
 - bnodes (“anonymous”) nodes have no URI
 - arcs labeled with nodes
- **Graphs decompose into *object - attribute - value* tuples**
 - in RDF parlance: “subject - predicate - object”
- **Our approach to programming (with) this**
 - think of RDF nodes as “frames”, and arcs as “slots”

Common Lisp & Frame Systems

- **Traditional approaches to “procedural attachment”**
 - object-oriented approach
 - access-oriented approach, slot dæmons
- **Our previous approaches**
 - BEEF: frame system with added OOP features
 - SCAM, a lightweight derivative of BEEF, flew with NASA's Deep Space 1
 - PORK: OOP language with added frame system features
 - using CLOS metaobject protocol
- **Wilbur approach: low-level**
 - input/output
 - easy translation of RDF data structures to CL data structures
 - exception handling
- **Wilbur exposes a “frame API” where RDF graphs look like frames, slots, and values**

Input & Output

- **Printed representation** \leftrightarrow input of “parsed” data

- CL “read/print equivalence”
 - strict: same object identity
 - non-strict: “similar” objects
- Node (URI) literals, embedding in source files
 - XML NS -style qualified names

Example: `!rdf:type` \rightarrow a node instance with URI

```
“http://www.w3.org/1999/02/22-rdf-syntax-ns#type”
```

- **Parsers**

- RDF/XML (w/ DAML extensions)
- N-Triples
- “dialects” (e.g., DMoz)

- **HTTP Client**

Data Structure Conversions

- **Collections**

- RDF collection model is “awkward”...
- Common Lisp collection model is natural and well integrated into the language

- **Query language**

- easy selection of nodes from an RDF graph
- pattern matching of subgraphs
 - query patterns are regular expressions
 - queries define traversal through a graph
- Easy conversion of collections to CL lists

Example: query pattern

```
(:seq (:rep* !rdf:rest) !rdf:first)
```

converts an RDF list into a CL list

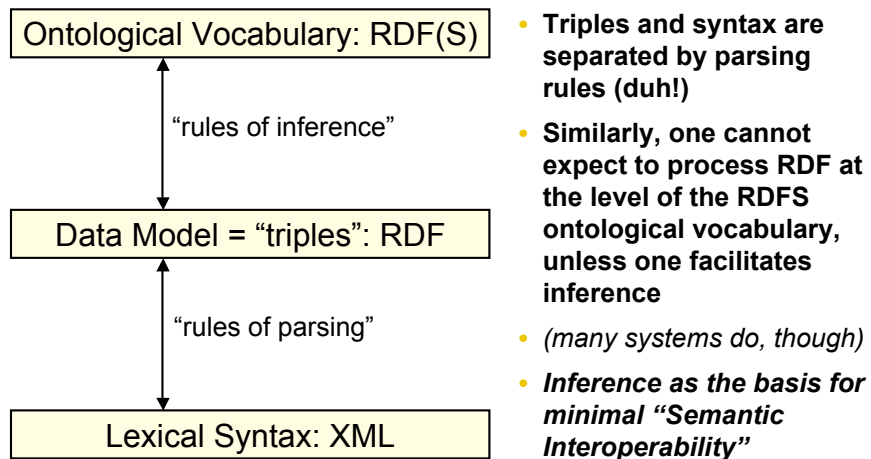
Exception Handling

- **CLOS has a very powerful exception signaling mechanism**
- **Wilbur signals all errors and anomalies**
 - RDF conditions are always signaled as “continuable”
- **Fine-grained condition hierarchy allows selective response by calling program**

Wilbur as an Experimentation Platform

- **Standards tracking**
 - RDF Core WG
 - WebOnt WG
 - DAML-S
- **“Hiding” inference from the application programmer**
- **Reflecting the RDF type system onto CLOS**

About RDF and Inference



About the RDF Model Theory

- **Formalizes the "inferential component" of RDF and RDF(S)**
 - original specifications only state this in natural language
 - (so you might have missed it...)
- **Entailment in RDF(S) is defined in terms of deductive closures of RDF graphs**
- **Generation of closures can be expressed as a set of generative rules**
 - this is not a practical way of implementing "MT-compliant" processing
 - rules could be classified as *type*, *subclass*, *sub-property* and *domain/range rules*

Options for Closure Processing

- **Option A:**
 1. generate new triples
 2. query against the “new” graph
- **Option B:**
 1. query against the original graph, but
 2. add triples on demand (“on the fly”)
- **Other options exist:**
 - combinations of A & B + various caching schemes
 - optimizations of forward-chaining rule processing
 - backward chaining
 - etc.
- **Tradeoffs: processing time vs. memory consumption**

Closure Generation

- **Wilbur has a simple access API:**
$$value \in A_{lookup}(frame, slot) \Leftrightarrow \langle frame, slot, value \rangle \in D$$

where D is the database of “triples”
- **We would like to enhance the API as follows:**
$$value \in A(frame, slot) \Leftrightarrow \langle frame, value \rangle \in IEXT(I(slot))$$

where $IEXT(\rho)$ is the binary relational extension of a property and $I(x)$ is the RDF(S) interpretation relation of the RDF model theory
- **Simplistically, the solution is to “rewrite” slot expressions:**
$$A(frame, slot) = A_{lookup}(frame, slot')$$

where $slot'$ is the rewritten (possibly complex) access path

Closure Generation (contd.)

- **Delay computation**
 - compute *on demand* (even at the expense of CPU time spent)
 - split computation between insertions and queries
- **Some RDF “features” are more common than others**
 - use of subclasses is common
 - sub-properties are used, but are less common
 - sub-properties of `rdfs:subPropertyOf` are rare
- **Practical prototype**
 - implemented on top of Wilbur (66 lines of code in CLOS)
 - dynamically maintains the closure while the graph is modified
- **Notion of “semantic interoperability” in RDF hinges on getting the inference right**
 - must not leave this to application programmers (analogies to parsing)
 - few reasons to use RDF otherwise

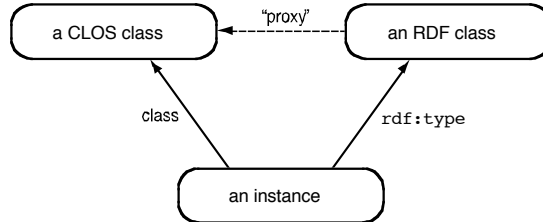
Replicating RDF Type System in CLOS

- **Typically, the RDF type system is implemented in another (object-oriented) language**
 - implementation language features (method invocation, class definition) not available for RDF
 - external RDF model accessed via some API
 - standard approach for all Java-based RDF toolkits
- **What if you could reflect the RDF type system onto the implementation language?**
 - RDF classes would become classes in the implementation language
 - all implementation language features would be available in RDF
 - requires good reflective capabilities from the implementation language
- **CLOS is a good choice for this experiment...**

Bootstrapping the RDF Class Graph

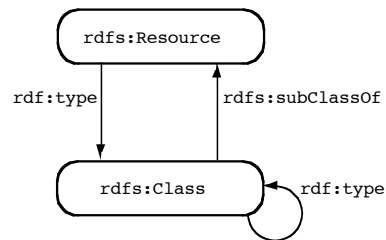
- **“Proxy principle”**

- reader macro defined for easy reference to proxy classes
- RDF class: !foo:Bar
- proxy: ?foo:Bar

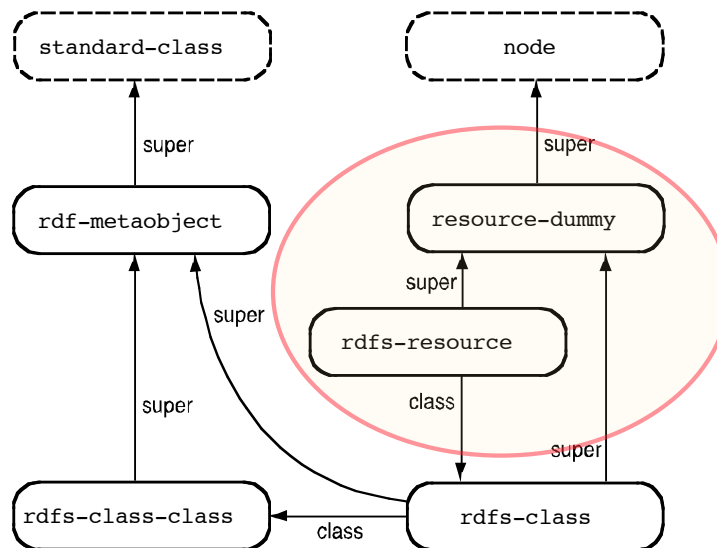


- **Minimal RDF class graph will be constructed**

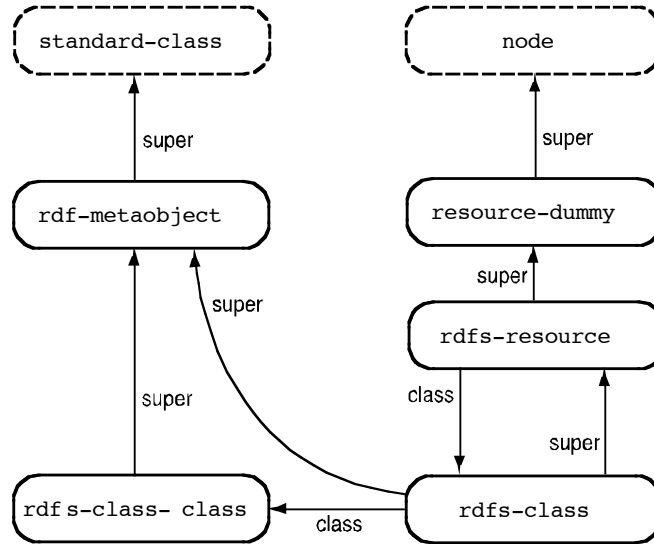
- all other (RDF) classes are created automatically



CLOS Class Graph: initial version



CLOS Class Graph: after tweaking



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Slot Access

- **CLOS has single-valued slots**
- **RDF can have “repeated” properties**
 - these could be seen as multiple-valued slots
- **We need a “transactional” API for slot values**
 - mimic PORK’s slot access protocol
- **MOP makes things easy**

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Simple Examples

- Handling RDF containers

```
(defmethod as-list ((self ?rdfs:Container))
  (wilbur:all-values self :members))

(defmethod as-list ((self ?rdf:List))
  (wilbur:all-values self
    `(:seq (:rep* !rdf:rest)
      !rdf:first)))
```

- OWL special properties

```
(defmethod slot-value-using-class
  ((class rdf-metaobject)
   (instance ?rdfs:Resource)
   (slot ?owl:TransitiveProperty))
  (wilbur:all-values instance `(:rep+ ,slot)))
```

Conclusions

- **An attempt at a programming environment for RDF**
 - Did we succeed? Still too early to tell...
 - (we are looking for more good users)
- **Input and output integration makes it easy to interface with RDF data**
 - reflecting the type system makes things even easier
 - frame-based view makes it easy to understand RDF
- **Query language makes it easy to “convert” RDF data structures to Common Lisp**
- **Support for inference is critical**

Questions?

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- <mailto:ora.lassila@nokia.com>



Reaction from test audience...