

# Does SRL Pave the Road to Explainable Reasoning?

## Lessons Learned from an Implementer’s Perspective

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### Abstract

The Shape Rules Language (SRL) Working Draft defines how to derive new RDF triples from an RDF graph using inference rules. Each rule matches graph patterns and instantiates triple templates whose output feeds into validation pipelines, SPARQL queries, or further inference. RDF reasoning has traditionally relied on fixed entailment regimes (RDFS, OWL), rule-based ad-hoc languages such as N3, or other implementation-specific solutions without a shared standard. SRL introduces user-defined production rules with a defined grammar, dependency analysis, execution ordering, and termination guarantees. However, no authoritative implementation exists, leaving practitioners with little guidance on how to build a conformant engine or on what problems the language can solve. We implemented two SRL engines and evaluated both on classical RDF reasoning tasks for soundness, completeness, and speed. The first reuses an existing SPARQL query engine and its query parser; the second is a dedicated engine. The SPARQL-based engine reused an existing modular parser for query construction and SPARQL CONSTRUCT for triple production, reducing engine-specific work. The dedicated engine was two to six times faster, the gap widening as rule sets grow. Both engines were validated against the SRL conformance test suite, supplemented by additional use-case-driven tests. A usable SRL engine can be built inexpensively on top of a SPARQL engine, with a moderate speed trade-off that a dedicated implementation recovers. Despite the specification’s immaturity, the language already supports practically useful reasoning tasks.

### Keywords

SRL, RDF-Rules, SPARQL-Rules, rule-based inference, RDF, Knowledge Graphs

## 1. Introduction

Deriving new knowledge from existing data is known as reasoning or inference. RDF reasoning has traditionally relied on fixed entailment regimes, such as RDFS and OWL. While powerful for formal ontology modeling, these regimes are rigidly tied to built-in W3C vocabularies, suffer from high computational complexity [1], and operate under the Open World Assumption, which prevents practical tasks like negation as failure. Rule-based alternatives appeared early but without a shared standard, adoption fragmented into engine-specific dialects. The proposed SRL specification in the W3C Data Shapes Working Group [2] brings user-defined production rules into the SHACL family. Several reasoners predate it (surveyed in Section 2), but SRL is, to our knowledge, the first W3C-backed specification for rule-based RDF inference.

We approach the specification from the implementer’s perspective, aiming to give the reader a clear picture of the building blocks a rule reasoner needs: parsing, dependency analysis, stratification, and fixpoint evaluation.

To explore these mechanics we built two engines. The first reuses SPARQL infrastructure by extending the Comunica query engine [3]. The second, Eyeleng [4], is a dedicated engine written from scratch in JavaScript that automatically combines forward materialization with backward goal-directed evaluation. Both were validated against the SRL conformance test suite and a set of use-case-specific tests.

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Live demos are available at <https://comunica.github.io/comunica-feature-shacl-rules/shacl-ui/public/> (Comunica-based) and <https://eyereasoner.github.io/eyeleng/playground> (Eyeleng). While our implementations target SRL concretely, our insights apply broadly to SPARQL-based rule engines. This paper compares the architectural trade-offs and surfaces key lessons about stratification, output handling, SPARQL compatibility, and whether SRL paves the road to explainable reasoning.

The remainder of the paper is structured as follows. Section 2 surveys existing RDF reasoners. Section 3 introduces the relevant SRL concepts. Section 4 describes the two engines. Section 5 presents our findings and lessons learned.

## 2. Related work

Reasoning engines in the Semantic Web are typically deployed to infer new implicit knowledge and map between vocabularies. Yet, while reasoning is core to these use cases, the community has never settled on a single language. Instead, three distinct paradigms of standardization have evolved in parallel:

**Entailment regimes** define fixed inference rules over vocabularies. RDFS entailment derives class membership and property hierarchies. OWL 2 RL [5] extends this with a Datalog-expressible profile of OWL designed for rule-based implementations. These are *meta-vocabularies*: they specify what follows from RDFS or OWL axioms, not how to write custom rules. SPARQL itself officially supports querying under such entailment regimes [1], but this only exposes the fixed RDFS/OWL semantics at query time—it does not let users define their own inference rules.

**Rule languages** give users a syntax for writing their own implications. Datalog [6] is the theoretical foundation—Horn clauses over relational atoms with guaranteed termination. N3 [7] extends RDF with quoted graphs and  $\Rightarrow$  implications, supported by engines such as EYE and CWM. SWRL [8] combines OWL with Horn clauses but requires an OWL reasoner. RIF [9] is a W3C standard for rule interchange spanning multiple dialects, though its complexity limited adoption.

**SPARQL-based rules** embed rules directly in SPARQL syntax, making them accessible to existing SPARQL engines. SPIN [10] represented CONSTRUCT queries as RDF triples linked to classes. SRL builds on this lineage: it adds stratification, negation-as-failure, and a stand-alone textual syntax, but inherits SPARQL’s expression language and evaluation semantics.

## 3. SRL

SRL defines production rules that derive new RDF triples from a given base graph. A rule consists of a body (a graph pattern to match against the data) and a head (triple templates whose variables are filled in by matching solutions). Rules are organized into rule sets, which may also import other rule sets and include inline data blocks. The spec provides two concrete syntaxes: a human-readable Shape Rules Language (SRL/text) and an RDF representation (SRL/RDF). This paper works with the 11 July 2026 Working Draft of the SRL spec [2]. A minimal rule set in SRL/text looks as follows:

```
PREFIX : <http://example.org/>

DATA { :alice :parentOf :bob . }

RULE { ?child :childOf ?parent }
WHERE { ?parent :parentOf ?child }
```

### 3.1. Foundational Concepts

The spec defines two operations—*infer* (materialize the full inference graph) and *query* (check whether a goal pattern is derivable)—but only *infer* receives a defined evaluation procedure.

Evaluation proceeds to a fixpoint: rules fire repeatedly until no new triples emerge, with each conclusion immediately visible to subsequent rules. To prevent non-determinism—in particular, to ensure that negation-as-failure and assignment produce the same result regardless of rule execution order—the spec requires *stratification*. A dependency graph is built over the rules, with edges labeled *open* (the caller can handle incremental additions from the callee) or *closed* (the callee must fully complete before the caller runs).

For example, if Rule A produces `:childOf` triples and Rule B reads `:childOf` in a regular body pattern, the dependency is open: B may miss some matches on a given iteration, but the fixpoint loop lets it catch up once A produces more data—missing data is temporary, not incorrect. If Rule B instead tests `NOT { ?x :childOf ?y }`, the dependency becomes closed: a premature absence would cause B to draw a conclusion that the fixpoint cannot later retract, so A must fully complete before B begins.

Stratification partitions the rule set into an ordered sequence of layers (strata). Each layer contains *run-once* rules (those with assignments or blank-node heads) followed by *general* rules evaluated to a fixpoint within that layer. Lower layers complete before higher layers begin, guaranteeing that negation blocks, assignment expressions, and blank-node creation see only fully-computed data from earlier strata. Rule sets that violate the stratification condition (a closed edge in a dependency cycle) are ill-formed and have no defined outcome.

The SRL body language is a restricted subset of SPARQL: triple patterns, FILTER, NOT, and SET, but no OPTIONAL, no property-path `*` and `+`, and a reduced built-in function set. This deliberate overlap means an SRL engine can be built largely by reusing SPARQL infrastructure.

### 3.2. Why the Data Shapes Working Group Addressed Rules

The Data Shapes Working Group was re-chartered in December 2024 to extend SHACL with standards-track reasoning capabilities [11]. The charter lists “reasoning rules, their dependencies, ordering and packaging” as within scope. The motivation is straightforward: a SHACL shape already encodes a graph pattern, making it natural to repurpose that pattern as the body of an inference rule.

## 4. Implementations

We discuss two implementations: one reusing SPARQL infrastructure inside the Comunica query engine, and one built from scratch in JavaScript without any SPARQL engine underneath. The goal in both cases is architectural: a reader does not need to follow every implementation detail, only the shape of the pipeline, so that the same building blocks can be re-assembled with different algorithms.

### 4.1. Comunica-based engine — pipeline and algorithms

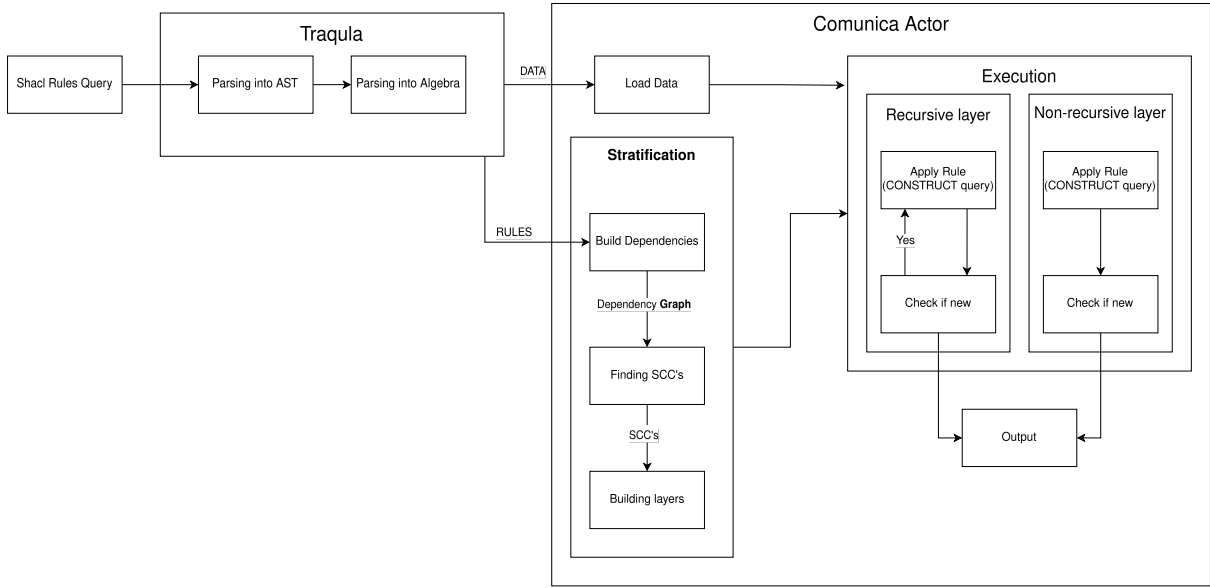
We built an SRL engine as an extension of Comunica, a modular SPARQL query engine. Comunica’s actor-bus architecture allowed us to add two components without modifying its core: a *parse actor* that converts SRL text into SPARQL algebra, and an *operation actor* that executes the rule set via forward-chaining CONSTRUCT operations.

#### 4.1.1. Pipeline

Figure 1 shows the execution pipeline. A SRL document enters the parse actor, which uses Traqla [12] to produce a SPARQL algebra tree. The algebra node has type `shaclRule` and contains a `data` array (ground triples from DATA blocks) and a `rules` array (each rule with a body algebra and head templates).

After loading DATA-block triples into the in-memory store, the operation actor executes the algebra in three phases:

1. **Analyse dependencies.** The engine walks every rule’s body algebra to extract triple patterns, then checks which rules’ head templates could produce triples matching those patterns. This



**Figure 1:** Execution pipeline: SRL document → parse actor → algebra → dependency analysis (inverted index + Kosaraju SCC + Kahn topological sort) → stratified layers → CONSTRUCT fixpoint → inferred quads.

produces a directed dependency graph where an edge  $A \rightarrow B$  means rule  $A$  can consume output from rule  $B$ , so  $B$  must execute before  $A$ .

2. **Stratify.** The dependency graph is partitioned into evaluation layers. Kosaraju’s SCC algorithm finds strongly-connected components in  $O(V + E)$ , then Kahn’s topological sort orders them into layers in  $O(V + E)$ . This separates “which rules form a mutual-recursion cluster” from “in which order do the clusters fire,” reaching the same stratification layers as the spec’s iterative algorithm (§4.4.2) while being easier to debug and profile. The spec permits this substitution explicitly: conformance “depends on producing a dependency graph that meets the definitions of a dependency graph, not on the use of this procedure” (§4.3.2). Layers containing intra-component cycles are flagged as recursive.
3. **Execute layers.** Non-recursive layers run each rule once in topological order; recursive layers fixpoint-loop until no new quads are produced. Every rule fires as a SPARQL CONSTRUCT operation, with newly inferred quads inserted immediately so subsequent rules can consume them.

#### 4.1.2. Dependency detection

The dependency analysis at the heart of phase 2 checks whether a head template can possibly generate a triple that matches a body pattern. This is the spec’s “triple pattern matching” rule (§4.3): a template component (subject, predicate, or object) matches a pattern component if either is a variable—which acts as a universal acceptor—or both are identical concrete RDF terms. Let  $R$  be the number of rules. A brute-force implementation checks every pair of rules, at  $O(R^2)$  cost.

To make this practical, we build an inverted index of head templates. Three hash maps store rule IDs keyed by the concrete terms they produce in each position, plus three catch-all sets listing rules that use a variable in that position:

```
// Rule A: { ?x :childof ?y } WHERE { ?x :executes ?y }
// Rule B: { ?x :trusts ?y } WHERE { ?x :childof ?y }
```

Given these rules, the predicate-index maps `:childof` to  $\{A\}$  and `:trusts` to  $\{B\}$ . When we process a body pattern—say, `?x :childof ?y` from Rule B’s body—we check each position: the predicate `:childof` maps to one rule (A), while the subject and object are variables and would match all  $R$  rules. We pick the most restrictive position (predicate, one candidate) and only check that rule.

With  $n$  the maximum number of candidate rules returned by the most selective position of any body pattern, the total cost drops from  $O(R^2)$  to  $O(R \times n)$ . In our deep-taxonomy use case tests, rules form a linear dependency chain where each rule’s body depends on at most one head template, making  $n = 1$ : with 100,000 rules, the dependency analysis shrinks from 10 billion pairwise checks to 100,000.<sup>1</sup>

## 4.2. Eyeleng — a from-scratch hybrid engine

The second implementation is Eyeleng [4] (Logic Engine Next Generation), a standalone SRL engine written in JavaScript without any SPARQL engine underneath. Unlike the Comunica approach, which delegates all evaluation to an existing SPARQL pipeline, Eyeleng implements parsing, dependency analysis, stratification, and rule execution from scratch, giving it full control over the evaluation strategy.

The key architectural difference is *hybrid execution*. Comunica fires every rule as a forward CONSTRUCT query against the accumulating store—pure bottom-up materialization. Eyeleng instead analyzes the dependency graph and decides per-rule: ordinary consequences are materialized forward, while predicates that act as function-like computations (rules containing assignments whose output feeds other rules) are evaluated backward, on-demand, using tabling. This avoids publishing intermediate helper triples that were only needed during computation—the engine keeps them internal and outputs only the final inferred graph.

## 4.3. Comparison

The two engines embody opposite trade-offs. Comunica inherits everything from its SPARQL host: federated queries, heterogeneous input formats (Turtle, JSON-LD, TriG), browser bundling via Webpack, and automatic improvements whenever the underlying SPARQL engine gains faster joins or better indexing. The cost is that every rule body must travel through the full SPARQL query pipeline—parsing a CONSTRUCT, building algebra, and planning execution—on every firing. Backward reasoning is theoretically possible thanks to the actor-bus architecture but was not pursued, as one goal was to demonstrate how far pure SPARQL reuse reaches. The output is a flat quad stream with no built-in provenance.

Eyeleng takes the opposite approach: it evaluates rules directly against its own store, skipping the SPARQL pipeline and running several times faster (Section 4.4). Its hybrid forward/backward execution keeps intermediate computations internal and produces proof trees as a byproduct of backward resolution (discussed in Section 5). The trade-off is that every piece of infrastructure—federated queries, input format support, browser bundling—must be implemented from scratch.

Both engines target the same spec and are validated against the same conformance suite (Section 5). Neither approach is prescribed by the spec; both surface different questions about what an SRL engine should provide beyond correctness.

## 4.4. Performance evaluation

### 4.4.1. Setup and protocol

Both engines were measured on the same machine: an AMD Ryzen 5 5500U (6 cores, 12 threads), 15 GiB RAM, Linux 6.8.0, Node.js v20.20.2 (V8 11.3), running @comunica/query-shacl-rule 1.0.0 with rdf-stores 2.2.0 and Eyeleng 1.2.2.

Both are timed in-process over identical boundaries: the clock starts with the rule set in memory as a string and stops once the full closure has been materialised into an array. Both therefore include parsing, dependency analysis, stratification, fixpoint evaluation and result materialisation, and neither includes process start-up, file reading or serialisation. Each engine receives its own discarded warm-up run, and engine order alternates between workloads.

Each workload ran 25 times, except the six largest (5–22 runs); we report medians with the interquartile range. Cost models are fitted to the per-workload minima, which are less distorted by garbage-collection

<sup>1</sup>Try the deep-taxonomy test at <https://comunica.github.io/comunica-feature-shacl-rules/shacl-ui/public/#/examples-tests>.

pauses. Each suite varies one factor and holds the others fixed, and both engines produced identical output triple counts on every workload. The harness, the generated rule sets and the raw timings are available in the repository.<sup>2</sup>

#### 4.4.2. Results

Table 1 reports all 25 workloads. Eyseleng is faster on every one, by  $2.15\times$  to  $6.44\times$ ; there is no crossover point.

**Table 1**

Median execution time in ms, interquartile range in parentheses. Speedup is Comunica’s median divided by Eyseleng’s. 25 timed runs after one discarded warm-up, except the six largest workloads (5–22 runs).

| Workload                                                   | Comunica      | Eyseleng     | Speedup |
|------------------------------------------------------------|---------------|--------------|---------|
| <i>Rule-set size — deep-taxonomy chains</i>                |               |              |         |
| 10 rules                                                   | 15.2 (3.0)    | 2.6 (1.2)    | 5.79    |
| 100 rules                                                  | 43.1 (11.4)   | 7.4 (5.4)    | 5.83    |
| 1,000 rules                                                | 274.3 (17.7)  | 47.1 (11.6)  | 5.83    |
| 10,000 rules                                               | 2,838 (55)    | 546.9 (89.9) | 5.19    |
| 100,000 rules                                              | 31,962 (578)  | 6,279 (232)  | 5.09    |
| <i>Data-graph size — 2 rules, one fixpoint pass</i>        |               |              |         |
| 1K triples                                                 | 67.8 (4.7)    | 16.0 (6.0)   | 4.24    |
| 10K triples                                                | 696.9 (23.0)  | 246.7 (46.8) | 2.83    |
| 100K triples                                               | 7,862 (103)   | 2,390 (251)  | 3.29    |
| <i>Recursion depth — transitive closure over a chain</i>   |               |              |         |
| 25 nodes                                                   | 65.6 (4.5)    | 30.5 (6.4)   | 2.15    |
| 50 nodes                                                   | 560.9 (12.4)  | 204.2 (3.0)  | 2.75    |
| 100 nodes                                                  | 4,511 (47)    | 1,623 (11)   | 2.78    |
| 150 nodes                                                  | 14,652 (42)   | 5,774 (53)   | 2.54    |
| 200 nodes                                                  | 34,510 (34)   | 14,135 (421) | 2.44    |
| <i>Body complexity — 200 rules, 10K in, 2K out, fixed</i>  |               |              |         |
| 1 pattern                                                  | 564.7 (37.4)  | 112.2 (47.5) | 5.03    |
| 3 patterns                                                 | 678.8 (69.3)  | 166.0 (73.1) | 4.09    |
| 5 patterns                                                 | 846.4 (107.5) | 170.9 (36.0) | 4.95    |
| <i>Firing count — 6K in, 6K out, 1 pattern/body, fixed</i> |               |              |         |
| 10 rules                                                   | 374.7 (26.4)  | 94.4 (19.8)  | 3.97    |
| 50 rules                                                   | 379.4 (21.6)  | 90.4 (19.7)  | 4.19    |
| 200 rules                                                  | 429.7 (30.8)  | 97.0 (30.4)  | 4.43    |
| 500 rules                                                  | 456.3 (24.8)  | 102.1 (23.8) | 4.47    |
| 1,000 rules                                                | 547.4 (31.7)  | 112.3 (18.4) | 4.88    |
| 1,500 rules                                                | 656.2 (28.3)  | 116.1 (10.2) | 5.65    |
| 2,000 rules                                                | 770.8 (72.7)  | 131.8 (36.8) | 5.85    |
| 3,000 rules                                                | 967.4 (52.6)  | 150.2 (17.0) | 6.44    |
| 6,000 rules                                                | 1,541 (42)    | 240.5 (78.8) | 6.41    |

**Rule-set size.** Across four orders of magnitude the speedup is essentially constant, drifting from  $5.8\times$  at 10 rules to  $5.1\times$  at 100,000. Deep-taxonomy varies rule count, data and derivation depth together, so it shows that the gap is stable, not what causes it. The next two suites isolate the cause.

**Cost per rule firing.** The firing-count suite splits the same 6,000 matches across 10 to 6,000 rules, holding input size, output size and body width identical; only the number of firings changes. Both engines are linear across the full range, with very different slopes: Comunica pays **193  $\mu$ s per rule firing** ( $R^2 = 0.999$ ), Eyseleng **20  $\mu$ s** ( $R^2 = 0.995$ )—a factor of 9.6. Routing every rule body through

<sup>2</sup><https://github.com/comunica/comunica-feature-shacl-rules, directory performance/>.

the full SPARQL pipeline, parsing a CONSTRUCT, building algebra and planning execution, imposes a fixed cost per firing that a direct evaluator avoids.

Because both are linear, the speedup is a ratio of two straight lines: it rises from  $4.6\times$  at 10 rules to  $7.6\times$  at 6,000 and converges towards the slope ratio of  $9.6\times$  rather than growing without bound. A single speedup figure for these engines is therefore meaningless without the rule count it was measured at. Two caveats: the fitted intercepts differ by  $4.6\times$  (344 ms against 75 ms), so per-firing overhead is not the whole gap; and holding total work fixed while raising rule count drops the matches per rule from 600 to 1, so the top of the range does not represent rule sets in which each rule does substantial work.

**Body complexity.** Holding rule count (200), input (10,000 triples) and output (2,000 triples) constant while varying only the patterns per body isolates the same effect on a second axis. Comunica pays **263  $\mu$ s per pattern per rule** ( $R^2 = 1.000$ ) against Eyeleng’s **50  $\mu$ s** ( $R^2 = 0.998$ ), a factor of 5.3. Comunica’s per-pattern and per-firing costs are of the same order, consistent with a pipeline cost that scales with the size of the algebra tree rather than with the number of solutions it produces.

**Data-graph size.** Both engines scale linearly with the size of the input graph—doubling the data doubles the runtime—and the gap is narrowest here:  $2.8\text{--}4.2\times$ , against  $4\text{--}6.4\times$  in the rule-bound suites. At 100K triples Comunica spends 79  $\mu$ s per input triple and Eyeleng 24  $\mu$ s. The cost of reusing SPARQL infrastructure is paid per rule and per pattern, not per triple: it amortises on data-heavy workloads and bites hardest on large rule sets.

**Recursion depth.** Runtime grows with the cube of the chain length in both engines, measured over five chain lengths, because both re-evaluate every rule against the whole accumulated store on each iteration rather than only against newly derived triples. This suite has the smallest and flattest gap ( $2.15\text{--}2.78\times$ ): when an asymptotically suboptimal strategy dominates, the architectural difference is largely irrelevant. The specification mandates fixpoint semantics but is silent on how the fixpoint is reached, and both implementations independently converged on the naive strategy; semi-naive evaluation, standard in Datalog engines, would change these numbers for both engines far more than their architecture does.

## 5. Findings

Eyeleng passes all 166 conformance tests. The Comunica-based implementation passes 154: it computes the correct result for every test that asks it to derive triples, and all twelve remaining cases are negative tests, which supply input that a conformant engine is required to reject. Four are malformed rule sets that our parser accepts rather than rejecting, and eight test well-formedness and stratification conditions that we do not yet check. The distinction matters for a paper about implementing the specification: the gap is in input validation, not in evaluation, and some of these cases exposed ambiguities in the grammar or issues in the test suite itself rather than shortcomings of our engine.

The findings below are a mix of general lessons about the spec and observations specific to building on top of an existing SPARQL engine; each subsection notes which is which, and, where a finding is implementation-specific, how it could be avoided in a different design.

### 5.1. Explainability, Proof Trees, and the Under-defined Query Operation

*This is a spec-level finding: it applies to any SRL engine, not only to ours.* The query operation, described in §3, is named by the spec but never given an evaluation procedure.

This omission matters for explainability. Bottom-up materialization (`infer`) carries no provenance by default: if a user asks “Why is `:X :descendedFrom :C?`”, the engine can only point at the output stream, not the chain of rule firings behind it. This is not a hard limitation—an implementation can instrument its CONSTRUCT evaluations to tag every inferred triple with rule ID, iteration, and

bindings—but it requires explicit tracking that the spec does not mandate and that most forward-only engines skip.

A top-down, goal-directed query operation would naturally produce exactly that chain. In Datalog, evaluating `?- ancestor(xerces, X)` from a set of rules and facts builds a proof tree: a step-by-step derivation showing how each goal reduces to subgoals until facts are reached. For SRL, a query operation could work the same way—given a goal pattern, prove it by backward-chaining through rule bodies and data, yielding a tree of rule applications and bindings. That tree *is* the explanation.

Eyeleng supports explainability because its hybrid forward/backward architecture tracks rule-to-output provenance. Comunica’s forward-only pipeline, which fires each rule as a standalone CONSTRUCT query against the accumulating store, produces a flat stream of output quads with no recording of derivation history. Adding provenance would require instrumenting every CONSTRUCT evaluation, which is feasible but imposes overhead that is currently outside Comunica’s core design.

The key finding for the spec: if query is to serve as an explainability primitive, the specification should define its output form—a proof tree, a set of rule-to-triple bindings, or at minimum a provenance model—rather than leaving it as an undefined term. Without this, every implementer provides a different (or no) explanation mechanism, and interoperability of explanations becomes impossible.

## 5.2. Blank node syntax in WHERE clauses

This finding is specific to the Comunica-based implementation, not a defect of SRL itself: it arises from a mismatch between two independently developed components (Traqla and Comunica’s algebra evaluator), not from any ambiguity in the spec.

Turtle’s blank node property list syntax `[ ... ]` is a common shorthand in both DATA blocks and WHERE bodies. Under the hood it introduces a fresh blank node and attaches triples to it. The problem surfaces when the same shorthand appears on both sides of a rule. Handling blank nodes correctly is a known tension in the RDF stack [13]: blank nodes are existential variables without fixed identifiers, yet every system must assign them concrete labels to represent them. Our mismatch—Traqla assigning fixed labels to algebra patterns while Comunica treats them as identity checks—is the same tension playing out at the component boundary.

```
DATA    { :alice :address [ :city "Paris" ] . }
RULE    { :alice :city ?city }
WHERE   { :alice :address [ :city ?city ] }
```

The DATA block expands to two triples with a blank node—say, `_:b1` `:city "Paris"` and `:alice :address _:b1`—which are inserted into the store. Traqla expands the WHERE body to the same structure, but assigns a different blank node label—say, `_:g1`—during algebra construction. Comunica’s algebra-based BGP matching treats blank nodes as concrete identifiers: `_:g1` does not equal `_:b1`, so no triple in the store satisfies the pattern and the rule produces zero output.

Replacing the WHERE shorthand with a variable solves it:

```
WHERE { :alice :address ?addr . ?addr :city ?city }
```

The same failure mode occurs with Turtle collection syntax `( ... )`, since it is also syntactic sugar over blank nodes.

Eyeleng avoids both problems entirely: its parser always expands property-list and collection syntax to variable-based triple patterns, so no blank node labels cross the parser-to-engine boundary. Traqla, as an external algebra builder, produces blank node RDF terms that Comunica’s algebra path cannot distinguish from concrete references. Fixing this requires either making Comunica’s algebra BGP path treat blank nodes as existential variables (as its SPARQL path already does), or making Traqla produce variable-based patterns for both shorthand forms.

## 6. Conclusion

We set out to answer a simple question: how much of existing SPARQL infrastructure can be reused to build a rule engine? The answer is most of it, but the remaining gap is exactly where the interesting problems live.

Building on Comunica gave us federated queries, heterogeneous input formats, browser bundling, and a battle-tested SPARQL expression evaluator for free—at the cost of explainability and output cleanliness. Eyeleng gets those capabilities for free by being purpose-built, reimplementing every piece of infrastructure from scratch, and runs faster as a result of skipping the SPARQL query pipeline on every rule firing.

Two findings transcend the choice of engine. The spec’s query operation is named but never defined; giving it goal-directed semantics with a proof-tree output would standardise explainability across implementations. The open/closed distinction in the dependency graph determines whether rules share a stratum or must be split, and our Kosaraju+Kahn decomposition shows the spec’s iterative algorithm can be replaced without changing semantics. On the implementation side, blank node syntax in WHERE bodies exposes a mismatch between how an external algebra builder produces patterns and how Comunica’s algebra path consumes them—a reminder that reusing SPARQL infrastructure means inheriting its edge cases along with its strengths.

SRL has the bones of a practical rule language: stratification, fixpoint semantics, and dependency analysis are handled well. But what provenance looks like and how query works are questions implementers must answer for themselves today.

## References

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