# SO Ecosystem Ontology: Application to Enterprise Architecture

## A list of Element and Concept Candidates

1. Architecture
	1. Architectural Definition and Description
2. Service Orientation
3. Service-oriented Ecosystem
	1. Actor
		1. Service-side Roles
			1. Owner
			2. Provider
			3. Steward
		2. Consumer
	2. Action
		1. Joint Action
		2. Interaction
	3. Authority
		1. Authority Realm
	4. Business functionality
	5. Capability
		1. Business capability
	6. Business Architecture
	7. Business flexibility
	8. Business Solution
	9. Composability [should not contradict SO Principle]
	10. Communication (?)
	11. Collective Work
		1. Cooperation
		2. Collaboration
		3. Communication
		4. Construction
	12. Constitution
	13. Contract
		1. Service Contract
	14. Control
	15. Delegate
	16. Endpoint
	17. Execution Context
		1. Business Execution Context
		2. Technology Execution Context
	18. Governance (Governing!!!)
		1. Governance (Governing!!!) Framework
		2. Governance (Governing!!!) Process
	19. Leadership
	20. Logical Framework
	21. Manageability
		1. Manageability Property
		2. Life-cycle Manageability
		3. Performance and Quality of Service Manageability
	22. Message
		1. Message Exchange
	23. Model
	24. Monitoring
	25. Need
	26. Pattern
		1. Mediator
		2. Façade
		3. Proxy
		4. ESB
	27. Obligation
	28. Ownership
		1. Ownership Boundary
	29. Participant
	30. Permission
	31. Policy
		1. Policy Conflict
			1. Policy Conflict Resolution
		2. Policy Constraint
		3. Policy Decision
		4. Policy Enforcement
		5. Policy Framework
		6. Policy Owner
		7. Policy Subject
		8. Policy Object
		9. Policy Ontology (?)
	32. Process
	33. Protocol
	34. Real World Effect
		1. Direct Real World Effect
		2. Shared Real World Effect
		3. Shareable Real World Effect
	35. Regulation (?)
	36. Requirement
	37. Resource
	38. Responsibility
	39. Risk
	40. Right
	41. Rule
	42. Semantic Engagement
	43. Service
		1. Service Description
			1. Service Functionality
			2. Service Policies
			3. Behaviour Model
			4. Informational Model
			5. Service Reachebility
			6. Interfaces
				1. SLA
			7. Real World Effect
				1. Direct Real World Effect
				2. Shared Real World Effect
				3. Shareable Real World Effect
			8. Metrics
		2. Service Contract
			1. Implicit Service Contract
			2. Explicit Service Contract
		3. Service Boundary
		4. Service Operation
	44. Service Inventory
	45. State
		1. Shared State
		2. Private State
	46. SOA-based System
	47. Social Structure
	48. Stakeholder
	49. System
	50. View
		1. Viewpoint
	51. Trust
	52. Willingness

Additional Materials:

* 1. Reviewed Principles of Service Orientation
	2. Security Identity Propagation
	3. Knight Rules of Relationship
	4. Navigating the SOA Open Standards Landscape Around Architecture