# 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