

Property Ontology

PropertyType	PropertyCat	Property	PropertyDescription
entity	primitive	entityIdentity	Name of entity; for action this is identity of entity impacted
entity	primitive	entityQuantity	Number of entities; e.g., if name is "Truck, serial no. xxx" then number is 1; if name is "truck" the number could be 4000; for actions this is number of things acted on (produced, changed, added, subtracted, etc.)
entity	primitive	entityMembersQuantity	Number of members of the entity - applies only to things with members, like groups (only actors)
entity	primitive	entityAnimate	Indicator as to animate of inanimate status of entity (only actors)
entity	primitive	entityMovable	Indicator as to whether entity can be moved or not
entity	primitive	entitySpeed	Entity's speed of movement (only actors)
entity	primitive	entityWeaponry	Entity's weaponry quantities (in general, actors or tangible things might have weapons)
entity	primitive	entityCanPerformAction	Entity can perform an Action (yes or no, only actors)
entity	activity	activityCoverage	Entity activity in terms of coverage (only actors)
entity	activity	activityIntensity	Entity activity in terms of intensity (only actors)
entity	activity	activityQuantity	Entity activity in terms of numbers of activities (only actors)
entity	location	location	Entity location is defined by one or more points, along a network, as an area, by density over an area
entity	location	locationDepthElevation	Entity location depth or elevation
relations	affiliation	affiliationIdentity	Name of thing with which entity is affiliated; for actor this is actor's organization or parent organization; for entity this is the entity's owner, for action this is action's originator
relations	affiliation	affiliationAuthorityIdentity	Name of authority holder, for actor this is the actor's superior, for environment this is the owner, for action this is action's originator' superior
relations	affiliation	affiliationIntensity	Intensity with which entity holds the affiliation or an entity's members hold the affiliation
relations	authority	authorityLevel	Entity's authority level (only actors)
relations	authority	authorityDistribution	Type distribution of authority (only actors)
characterization	fixedCharacterization	levelAvailability	Numeric or categorical level of availability of entity
characterization	fixedCharacterization	levelEffectiveness	Numeric or categorical level of effectiveness of entity
characterization	fixedCharacterization	levelEfficiency	Numeric or categorical level of efficiency of entity

characterization	fixedCharacterization	levelFairness	Numeric or categorical level of fairness of entity
characterization	fixedCharacterization	levelHealthOrStrength	Numeric or categorical level of health or strength of entity
characterization	fixedCharacterization	levelInfluence	Numeric or categorical level of influence of entity
characterization	otherCharacterization	characterizationIdentity	Name of some other characteristic of entity
characterization	otherCharacterization	levelCharacterization	Numeric or categorical level of Characterization_Identity of entity
environment	capacity	capacityFlowrate	Capacity of entity in terms of flowrates such as number or volume per day (only environment element)
environment	capacity	capacityQuantity	Capacity of entity in terms of quantities such as weight, height, volume (only environment element)
environment	decisionMaking	decisionMakingProcess	Description of the decision making process (only elements in conceptual environment)
environment	decisionMaking	decisionMakingQuality	Numerical level of the quality of the decision making (only elements in conceptual environment)
environment	disasterOrCondition	indicatorDisasterOrCondition	Indicator as to whether entity is disaster or condition (only elements in natural environment)
environment	disasterOrCondition	canBeCausedByMan	Indicator as to whether can be caused by man or not (only elements in natural environment)
environment	disasterOrCondition	canBeCausedByNature	Indicator as to whether can be caused by nature or not (only elements in natural environment)
result	change	changeLevel	Change to entity in terms of percent of possible change or in absolute numerical or categorical terms (only actions)
result	change	damageSeverity	Damage to entity as a numeric or categorical severity level (only actions in damage and antiperson)
result	change	damageQuantity	Damage to entity in numerical terms (only actions in damage and antiperson)
result	change	damageCoverage	Damage to entity in terms of the coverage over all components (only actions in damage and antiperson)
result	time	timeDateTime	Event occurrence as point in time (only actions)
result	time	timeDuration	Event duration (only actions)
result	time	timeFrequency	Events per time period (only actions)