JIRA Issue 15 Proposed Resolution

Issue Description: Several properties and classes in Ownership and Control are missing definitions, and some do not conform to FIBO naming conventions

# Proposed Resolution

## Overview

Change names of properties to conform to naming conventions

Add/change skos:definition as appropriate

Changes are relative to the version submitted for FTF2

### Summary of Model Changes

1. Rename properties as follows:
   1. controlByParty -> hasPartyInControl
   2. controlOfThing-> isInControlOfThing
2. Add skos:definitions as follows
   1. To fibo-fnd-oac-ctl:Control “The possession by a party, direct or indirect, of the power to direct or cause the direction of the management and policies of a thing, whether through the ownership of voting shares, by contract, or otherwise.”
   2. To fibo-fnd-oac-ctl:isInControlOfThing “Indicates the thing in a control relationship where a party controls a thing.”
   3. To isPlayedBy “indicates the actor (the independent thing) that performs a role.”
   4. To fibo-fnd-oac-ctl:ControlledThing “Thing over which some party exercises some form of control in some context.”
   5. To fibo-fnd-oac-ctl:hasPartyInControl “Indicates the party in a control relationship where a party controls a thing.”

## Model Changes

The following changes are to be made in the model. The corresponding diagrams and tables are generated from the model and are described in the section which follows.

### In Control

1. Rename properties as follows:
   1. controlByParty -> hasPartyInControl
   2. controlOfThing-> isInControlOfThing
2. Add skos:definitions as follows
   1. To fibo-fnd-oac-ctl:Control “The possession by a party, direct or indirect, of the power to direct or cause the direction of the management and policies of a thing, whether through the ownership of voting shares, by contract, or otherwise.”
   2. To fibo-fnd-oac-ctl:isInControlOfThing “Indicates the thing in a control relationship where a party controls a thing.”
   3. To fibo-fnd-oac-ctl:ControlledThing “Thing over which some party exercises some form of control in some context.”
   4. To fibo-fnd-oac-ctl:hasPartyInControl “Indicates the party in a control relationship where a party controls a thing.”

### In Roles

1. Add skos:definitions as follows
   1. To isPlayedBy “indicates the actor (the independent thing) that performs a role.”
   2. To playsRole “indicates the role that an actor (independent thing) performs.”

## Specification Changes

### Changes in Control

Replace Table 10-53 with the following:

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Type Of Thing** | **Property** | **Definition** | **Equivalent to** | **Parent** | **Mutually Exclusive With** | **Related Thing or Type** | **Inverse Of Property** | **Concept Type** | **Editorial Note** | **Explanatory Note** |
| Control | control |  | The possession by a party, direct or indirect, of the power to direct or cause the direction of the management and policies of a thing, whether through the ownership of voting shares, by contract, or otherwise. |  | isInControlOfThing min 1 ThingInRole, hasPartyInControl min 1 PartyInRole |  |  |  | Class |  |  |
| ControlledThing | controlled thing |  | Thing over which some party exercises some form of control in some context. |  | isPlayedBy some (isControlledBy min 1), ThingInRole |  |  |  | Class |  |  |
| ControllingCapacity | controlling capacity |  | the possession, direct or indirect, of the power to direct or cause the direction of the thing which is controlled |  | involves min 1 ControllingParty, involves min 1 ControlledThing |  |  |  | Class |  |  |
| ControllingParty | controlling party |  | Party which exercises some form of control in some context. |  | isPlayedBy some (controls min 1), PartyInRole |  |  |  | Class | At this level of abstraction it is not defined whether the control is some degree of controlling interest, or some level of actual control (asserted or calculated) in some entity. |  |
| DeFactoControl | de facto control |  | control that is understood, due to condition or situation treated as standard or official, even if not explicitly stated (or actually standardized) |  | ControllingCapacity | DeJureControl |  |  | Class |  |  |
| DeJureControl | de jure control |  | control that is formalized in law, or codified in some legal instrument |  | ControllingCapacity, LegalConstruct | DeFactoControl |  |  | Class |  |  |
| hasPartyInControl | has party in control |  | Indicates the party in a control relationship where a party controls a thing. |  |  |  |  | isControllingPartyInRole | ObjectProperty |  |  |
| isControlledThingInRole | is a controlled thing in role |  |  |  |  |  |  | isInControlOfThing | ObjectProperty |  |  |
| isControllingPartyInRole | is a controlling party in role |  |  |  |  |  |  | hasPartyInControl | ObjectProperty |  |  |
| isInControlOfThing | is in control of thing |  | Indicates the thing in a control relationship where a party controls a thing. |  |  |  |  | isControlledThingInRole | ObjectProperty |  |  |

### Changes in Role

Add the following two rows to table 10-19

| **Name** | **Type Of Thing** | **Property** | **Definition** | **Equivalent to** | **Parent** | **Mutually Exclusive With** | **Related Thing or Type** | **Inverse Of Property** | **Concept Type** | **Editorial Note** | **Explanatory Note** | **Definition Source** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| isPlayedBy | is played by |  | indicates the actor (the independent thing) that performs a role. |  |  |  |  | playsRole | ObjectProperty |  |  |  |
| playsRole | plays role |  | indicates the role that an actor (independent thing) performs. |  |  |  |  | isPlayedBy | ObjectProperty |  |  |  |

Replace Figure 10.21

