term	subterm	class	area of origion
			Behavior
		dynamical behaviours	
Chattering			
Zeno behaviour			
Sliding behaviour			
Discontinuous/sliding bifurcations (border collision, corner bifurcations)			
Oscillations/limit cycles			
Strange/complex behaviours (chaos)			
		Other behaviors	
Robustness			
Resilience			
Stability (different types)			
Emergent behaviour			
Phase transitions			
Collective/group behaviour			
Self-organization			
Adaptive networks			
Collaboration:			
	Cooperation		
	Competition		
	Swarming		
	Flocking		
	Consensus		
	Synchronization		
	Pinning control		
	Coupling		
		Communication:	
Agent-based systems			
Swarm intelligence			
		Topology:	
Graph theory			
Statistical physics			
		application domains	
systems biology			
financial markets			
social systems			
etc.			
		Else	
Observability/Visibility (black/grey/white box)			
Syntax vs. Semantics			
Visual vs. textual (or mixture) syntax			
System vs. Environment (vs. controller)			
Cognitive gap to the domain			
Suitability			
Intent (general): ilities			
Intent (of building models):			
Intent -> Objectives			
Validation vs. verification			
Tolerance			
Generality (general / domain-specific)			
Domain			
Properties that can be modeled (~ requirements)			
requirements vs. design languages			
Abstraction levels			
Abstraction: available info vs. questions			
Heterogeneity of ...			
Megamodel			
Autonomy			
Emerging Properties			
Unification			
Non-functior usability)			
User in a CPS			
Consistency			
Composability			
Semantic adaptation			
System of Systems			
Inductive			
planning process of modeling			
Variability			
Sensitivity			
Architecture			
Deployment			
X-in-the-loop			
Ontological vs. Linguistic (and consistency between them)			
Consistency (wrt. set of properties)			
System of Systems			
Smart objects			
Planning at system level			
governance			
technical control			
choreography			
orchestration			