

# Entities

- Entity: Something that exists for which I can assert facts
- In the real world is is easy to reason about things, but hard to develop general ontologies
  - Easy: This entity has a name, powers, alignment, color, etc.
  - Hard: This is a Person, Superhero, etc.
- Examples: Superman, Wonder Dog
- Factual vs. structural definitions
- This approach is extremely powerful and flexible for domain modeling





Truth