

Task Dependence Ontology Axiomatization

July 2023

1 Introduction

2 Conceptual Model

In this section, we introduce our conceptual model, with each subsection covering a different layer. Figure 1 displays the ontology design pattern, highlighting the main concepts and relations discussed.

2.1 Agent, Intentions, and Desires

The foundational concepts in our model are agents, their tasks, and their goals. We define an **Agent** as an entity capable of possessing goals, having intentions to strive for those goals, and executing actions to attain them. Agents can be individuals, teams, departments, or entire organizations and even temporarily formed entities like committees or task forces. A **Task** signifies an agent’s intention to exert effort towards a goal. It is defined based on the agent’s intent and the goal, which is the target of this intent. A **Goal** represents a desired “state of affairs”. It is defined in terms of the agent who has the goal and the desired **State** (detailed later) of the agent. At this stage, we don’t consider the reasons behind an agent’s goal or task. Also worth noting, our model doesn’t incorporate organizational roles since our focus is on capturing dependencies between work, not dependent on specific organizational settings or formal structures.

Tasks may also be defined via **Activities** through which goals can be achieved. The difference between tasks and activities is important yet subtle. Tasks convey the intent to work towards a goal, while activities are concrete operations that might lead to a state, regardless of whether that state is desirable. Tasks represent the intention to act towards a goal, while activities specify the exact manner in which one can act.

This distinction is useful in contrasting well-defined and ill-defined task structures. For well-defined task structures, where necessary actions to achieve a goal are known, we can understand the specific contribution of each agent. Conversely, in ill-defined task structures, where agents’ specific actions are unpredictable or can’t be predefined, we can still capture their collective intention towards the shared goal. Furthermore, this distinction allows us to express task

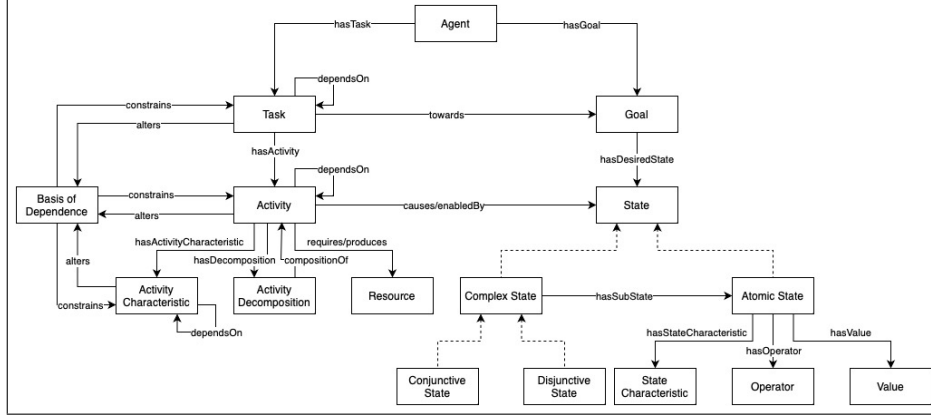


Figure 1: Task dependence ontology design pattern showing main classes and properties (dashed arrows for **subclassOf**).

dependence in terms of achieving goals rather than merely performing activities. In scenarios where the accomplishment of one goal influences or restricts another, but the exact method of influence can't be predetermined (as in ill-defined task structures), we model tasks as the intention to work towards a goal. This way, we can articulate the influence of one goal on another through the tasks involved in achieving both goals. Thus, the achievement of a state may be constrained by how another state is achieved, even if the precise “how” (i.e., an activity) is not known or cannot be represented. This gives us a higher level of representation, at the level of “intention to act towards” rather than the specific “act”.

2.2 Activities and Resources

An **Activity** refers to a well-defined operation that an agent can perform as part of a task, causing an outcome state. It may also be enabled by a state and may require or produce a **Resource**. An activity can be seen as a production technology (Puranam, 2018) or an IDEF0 function. An activity may have an **Activity Decomposition**, which breaks down complex activities into constituent sub-activities. This construct captures relationships between activities at different abstraction levels, reminiscent of hierarchical modelling in IDEF0 or the *AggregateActivity* construct in TOVE (Fox et al., 1993). Explicit modelling of the decomposition as a construct allows representation, querying, and visualization of task structures at various abstraction levels. Capturing the specific ways in which an activity's performance can vary is crucial for activity dependence (the performance of one activity being influenced by another). For this, we use the **Activity Characteristic** construct, defining a feature of an activity subject to variation. Not every activity characteristic may be part of a dependency. We classify these characteristics into five main categories (not intended to be

collectively exhaustive):

- *Input* characteristics: Variations in activity inputs such as *material selection*, *resource consumption*, *cost*, and *information source*.
- *Process* characteristics: Variations in the *method* or *implementation* of an activity.
- *Output* characteristics: Activity performance dimensions that define the output, like *quality*, *quantity*, and *design*.
- *Spatial* characteristics: Activity performance dimensions related to the physical or virtual *location* where an activity occurs.
- *Temporal* characteristics: Temporal features of a task, including *start* time, *end* time, and *duration*.

2.3 States

A **State** describes a particular aspect of an object or situation, capturing the idea that the modelled object or situation can have varying conditions over time. States can be complex or atomic. A **Complex State** can be either a **Conjunctive State** or a **Disjunctive State**, representing the conjunction or disjunction of other (sub)states, respectively.

An **Atomic State** is defined in terms of a state characteristic, operator, and value combination. The **State Characteristic** is an identifiable property of an object or situation. The **Operator** defines the relationship between a characteristic and value (e.g. \leq , \geq , $=$, \neq). The **Value** represents the specific value of the state characteristic defined in an atomic state. It can be based on a unit of measure, an ordinal or nominal scale, or any data type. This flexibility allows for representation of specific states and reasoning about the achievement of goals that can be satisfied as well as satisfied (Simon, 1947), a feature also seen in i* (Yu and Mylopoulos, 1995). This is useful where the exact condition for state satisfaction cannot be predetermined (e.g., minimize construction costs) or when a particular state characteristic is hard to quantify (e.g., improve design aesthetic).

2.4 Dependence

A **Basis of Dependence** captures the underlying reason for one task, activity, or activity characteristic depending on another, establishing the nature of their relationship. This construct is key to our model, as it underpins how task and activity dependencies are inferred. A basis of dependence may **constrain** or be **altered by** how a task is carried out, an activity is performed, or an activity characteristic varies. If a task or activity (or one of its characteristics) is constrained by a basis of dependence and that basis is altered by another task or activity, then the former entity **depends on** the latter. The semantics of the **depends on** relation vary based on the class of entities being related.

Also crucial to defining a basis of dependence is the **Dependum** concept – the entity through which a basis of dependence exists. For example, if an activity produces a resource used by another, the resource is the dependum causing a dependency. While this is not an exhaustive classification of all possible bases of dependence, we’ve identified six that collectively allow the representation of a variety of dependencies between organizational tasks and activities:

- *Availability*: The availability of a common resource (either as a common input or intermediary object) may be the basis of dependence between two tasks or activities. Here, the common resource is the dependum.
- *Functional*: Arises when the ability to perform an activity (both dependum and subject of dependence) varies with if or how another activity is performed or task accomplished.
- *Complementarity*: This basis of dependence comes into play when the overall effects of two activities or tasks are either greater or less than the sum of their parts. The non-additive state characteristic is the dependum here. For example, to minimize traffic disruptions, a municipality may seek to bundle several planned maintenance activities (e.g.; road repavement, sewer improvements, utility relocation) to occur at the same time.
- *Compatibility*: This basis of dependence arises when two tasks or activities need to coexist, but may not functionally influence each other.
- *Uncertainty*: This basis of dependence comes into play when two tasks or activities depend on each other due to the uncertainty of a state or activity characteristic.
- *Complexity*: This basis of dependence applies when the exact nature of the dependency relationship between two tasks or activities is unknown or cannot be explicitly stated.

We don’t impose any set relations between these bases of dependence; depending on the domain the ontology is applied to, some bases may be sub-bases of others or disjoint. The complexity basis may serve as a catch-all for bases of dependence that can’t be captured by the ones we’ve defined.

To illustrate the model, consider two activities requiring the same non-shareable, non-consumable, unary-capacity resource. An availability basis of dependence exists between them through the shared resource. Since the start time of either activity affects the resource’s availability, both activity characteristics “alter” the basis of dependence. As the resource availability constrains when each activity can start, the basis of dependence “constrains” both activities. Hence, they both depend on each other.

3 Formal Model

3.1 Agents, Tasks, and Goals

An agent is an entity that has tasks and goals:

$$\begin{aligned} \forall a (Agent(a) \rightarrow \exists t, g (Task(t) \wedge Goal(g) \wedge \\ \wedge hasTask(a, t) \wedge hasGoal(a, g))) \end{aligned} \quad (1)$$

Domain and range constraint on *hasTask* and *hasGoal*. The domains of each are agent, and the ranges must be tasks and goals, respectively:

$$\forall a, t (hasTask(a, t) \rightarrow Activity(a) \wedge Task(t)) \quad (2)$$

$$\forall a, g (hasGoal(a, g) \rightarrow Activity(a) \wedge Goal(g)) \quad (3)$$

Inverse relation for *hasTask* and *hasGoal*:

$$\forall a, t (hasTask(a, t) \leftrightarrow taskOf(t, a)) \quad (4)$$

$$\forall a, g (hasGoal(a, g) \leftrightarrow goalOf(g, a)) \quad (5)$$

Domain and range constraint for *hasActivity*. A task may have activities associated with it:

$$\forall t, a (hasActivity(t, a) \rightarrow Task(t) \wedge Activity(a)) \quad (6)$$

Inverse relation for *hasActivity*:

$$\forall t, a (hasActivity(t, a) \rightarrow activityOf(a, t)) \quad (7)$$

A goal is defined in terms of an agent which has the goal and a desired state:

$$\begin{aligned} \forall g (Goal(g) \equiv a, s (Agent(a) \wedge State(s) \\ \wedge goalOf(g, a) \wedge hasDesiredState(g, s))) \end{aligned} \quad (8)$$

Domain and range constraint for *hasDesiredState*:

$$\forall g, s (hasDesiredState(g, s) \rightarrow Goal(g) \wedge State(s)) \quad (9)$$

Inverse relation for *hasDesiredState*:

$$\forall g, s (hasDesiredState(g, s) \leftrightarrow desiredStateOf(s, g)) \quad (10)$$

3.2 States

All states are either complex or atomic states:

$$\forall s (State(s) \rightarrow ComplexState(s) \vee AtomicState(s)) \quad (11)$$

Complex states and atomic states are disjoint subclasses of state:

$$\forall s_1, s_2 (ComplexState(s_1) \wedge AtomicState(s_2) \rightarrow (s_1 \neq s_2)) \quad (12)$$

A complex state is a state that has atleast one substate:

$$\begin{aligned} \forall s_1 (ComplexState(s_1) \rightarrow \\ \exists s_2 (State(s_2) \wedge hasSubState(s_1, s_2) \wedge (s_1 \neq s_2))) \end{aligned} \quad (13)$$

A complex state can be either conjunctive or disjunctive, which are mutually exclusive:

$$\forall s (ComplexState(s) \rightarrow ConjunctiveState(s) \vee DisjunctiveState(s)) \quad (14)$$

$$\forall s_1, s_2 (ConjunctiveState(s_1) \wedge DisjunctiveState(s_2) \rightarrow (s_1 \neq s_2)) \quad (15)$$

An atomic state cannot have a substate:

$$\forall s_1 (AtomicState(s_1) \rightarrow \neg \exists s_2 (hasSubState(s_1, s_2))) \quad (16)$$

An atomic state is defined in terms of a characteristic, operator, and value:

$$\begin{aligned} \forall s (AtomicState(s) \equiv \exists c, o, v (StateCharacteristic(c) \wedge Operator(o) \\ \wedge Value(v) \wedge hasStateCharacteristic(s, c) \\ \wedge hasOperator(s, o) \wedge hasValue(s, v))) \end{aligned} \quad (17)$$

Inverse relationships between an atomic state and its characteristic, operator, and value:

$$\forall s, c (hasStateCharacteristic(s, c) \rightarrow stateCharacteristicOf(c, s)) \quad (18)$$

$$\forall s, o (hasOperator(s, o) \rightarrow operatorOf(o, s)) \quad (19)$$

$$\forall s, v (hasValue(s, v) \rightarrow valueOf(v, s)) \quad (20)$$

3.3 Activities and Resources

An activity is a function, or well-defined pattern of operation that causes a state:

$$\forall a (Activity(a) \equiv \exists s (causes(a, s))) \quad (21)$$

Domain and range constraint of *causes*:

$$\forall a, s (causes(a, s) \rightarrow Activity(a) \wedge State(s)) \quad (22)$$

Domain and range constraint of *performedBy*. An *Activity* may be performed by an *Agent*:

$$\forall a, g (performedBy(a, g) \rightarrow Activity(a) \wedge Agent(g)) \quad (23)$$

Domain and range constraint of *activityOf*. An *Activity* may be defined as part of a *Task*:

$$\forall a, t(\text{activityOf}(a, t) \rightarrow \text{Activity}(a) \wedge \text{Task}(t)) \quad (24)$$

Inverse relationships for *causes*, *performedBy*, and *activityOf*:

$$\forall a, s(\text{causes}(a, s) \rightarrow \text{causedBy}(s, a)) \quad (25)$$

$$\forall a, g(\text{performedBy}(a, g) \rightarrow \text{performs}(g, a)) \quad (26)$$

$$\forall a, t(\text{activityOf}(a, t) \rightarrow \text{hasActivity}(t, a)) \quad (27)$$

An outcome is a state that is caused by an activity:

$$\forall x(\text{Outcome}(x) \rightarrow \text{State}(x) \wedge \exists ac(\text{Activity}(ac) \wedge \text{causedBy}(x, ac))) \quad (28)$$

Domain and range constraint of *enables*. An activity may also be enabled by a state (a precondition):

$$\forall a, s(\text{enables}(s, a) \rightarrow \text{State}(s) \wedge \text{Activity}(a)) \quad (29)$$

Inverse relationship for *enables*:

$$\forall a, s(\text{enables}(s, a) \leftrightarrow \text{enabledBy}(a, s)) \quad (30)$$

3.3.1 Resources

A resource is an entity that an activity either requires or produces:

$$\forall r(\text{Resource}(r) \rightarrow \exists a(\text{requires}(a, r) \vee \text{produces}(a, r))) \quad (31)$$

Domain and range constraints on *requires* and *produces* relationships, which can only be between a resource and activity:

$$\forall a, r(\text{requires}(a, r) \rightarrow \text{Activity}(a) \wedge \text{Resource}(r)) \quad (32)$$

$$\forall a, r(\text{produces}(a, r) \rightarrow \text{Activity}(a) \wedge \text{Resource}(r)) \quad (33)$$

Inverse relationships for *requires* and *produces*:

$$\forall r, a(\text{requires}(a, r) \leftrightarrow \text{requiredBy}(r, a)) \quad (34)$$

$$\forall r, a(\text{produces}(a, r) \leftrightarrow \text{producedBy}(r, a)) \quad (35)$$

A resource can either be shareable or nonshareable, both of which are disjoint:

$$\begin{aligned} \forall r(\text{Resource}(r) \rightarrow & \text{ShareableResource}(r) \\ & \vee \text{NonShareableResource}(r)) \end{aligned} \quad (36)$$

$$\begin{aligned} \forall r_1, r_2(& \text{ShareableResource}(r_1) \\ & \wedge \text{NonShareableResource}(r_2) \rightarrow (r_1 \neq r_2)) \end{aligned} \quad (37)$$

A resource can either be consumable or nonconsumable, both of which are disjoint:

$$\forall r(\text{Resource}(r) \rightarrow \text{ConsumableResource}(r) \vee \text{NonConsumableResource}(r)) \quad (38)$$

$$\forall r_1, r_2(\text{ConsumableResource}(r_1) \wedge \text{NonConsumableResource}(r_2) \rightarrow (r_1 \neq r_2)) \quad (39)$$

The *uses* and *consumes* are subrelations of *requires* when the resource is non-consumable or consumable, respectively:

$$\forall a, r(\text{uses}(a, r) \rightarrow \text{NonConsumableResource}(r) \wedge \text{requires}(a, r)) \quad (40)$$

$$\forall a, r(\text{consumes}(a, r) \rightarrow \text{ConsumableResource}(r) \wedge \text{requires}(a, r)) \quad (41)$$

3.3.2 Activity Decomposition

An activity decomposition is a decomposition of an activity into at least two other activities (which it is a composition of):

$$\begin{aligned} \forall d(\text{ActivityDecomposition}(d) \rightarrow \\ \exists a_1, a_2, a_3(\text{Activity}(a_1) \wedge \text{Activity}(a_2) \wedge \text{decompositionOf}(d, a_1) \\ \wedge \text{compositionOf}(d, a_2) \wedge \text{CompositionOf}(d, a_3) \\ \wedge (a_1 \neq a_2) \wedge (a_2 \neq a_3) \wedge (a_1 \neq a_3)))) \end{aligned} \quad (42)$$

Domain and range of *decompositionOf* and *compositionOf*:

$$\forall d, a(\text{decompositionOf}(d, a) \rightarrow \text{ActivityDecomposition}(d) \wedge \text{Activity}(a)) \quad (43)$$

$$\forall d, a(\text{compositionOf}(d, a) \rightarrow \text{ActivityDecomposition}(d) \wedge \text{Activity}(a)) \quad (44)$$

Inverse relationships for *decompositionOf* and *compositionOf*:

$$\forall d, a(\text{decompositionOf}(d, a) \rightarrow \text{hasDecomposition}(a, d)) \quad (45)$$

$$\forall d, a(\text{compositionOf}(d, a) \rightarrow \text{hasComposition}(a, d)) \quad (46)$$

If an activity is decomposed into another activity, then the other activity is both a subactivity and child activity of the decomposed activity:

$$\begin{aligned} \forall d, a_1, a_2(\text{Activity}(a_1) \wedge \text{Activity}(a_2) \\ \wedge \text{hasDecomposition}(a_1, d) \wedge \text{compositionOf}(d, a_2) \\ \rightarrow \text{hasSubActivity}(a_1, a_2) \wedge \text{hasChildActivity}(a_1, a_2)) \end{aligned} \quad (47)$$

Domain and range of *hasChildActivity* and *hasSubActivity*:

$$\forall a_1, a_2(\text{hasChildActivity}(a_1, a_2) \rightarrow \text{Activity}(a_1) \wedge \text{Activity}(a_2)) \quad (48)$$

$$\forall a_1, a_2(\text{hasSubActivity}(a_1, a_2) \rightarrow \text{Activity}(a_1) \wedge \text{Activity}(a_2)) \quad (49)$$

Inverse relations for *hasChildActivity* and *hasSubActivity* :

$$\forall a_1, a_2 (hasChildActivity(a_1, a_2) \rightarrow hasParentActivity(a_2, a_1)) \quad (50)$$

$$\forall a_1, a_2 (hasSubActivity(a_1, a_2) \rightarrow subActivityOf(a_2, a_1)) \quad (51)$$

If an activity is a child activity, then it is also a subactivity:

$$\forall a_1, a_2 (hasChildActivity(a_1, a_2) \rightarrow hasSubActivity(a_1, a_2)) \quad (52)$$

An activity's decomposition may have an ordering of its subactivities that specifies the first and last activity:

$$\begin{aligned} \forall d, a (hasFirstActivity(d, a) \rightarrow \\ ActivityDecomposition(d) \wedge Activity(a)) \end{aligned} \quad (53)$$

$$\begin{aligned} \forall d, a (hasLastActivity(d, a) \rightarrow \\ ActivityDecomposition(d) \wedge Activity(a)) \end{aligned} \quad (54)$$

An activity's decomposition may only have one first and last activity:

$$\begin{aligned} \forall d, a_1, a_2 (hasFirstActivity(d, a_1) \\ \wedge hasFirstActivity(d, a_2) \rightarrow (a_1 = a_2)) \end{aligned} \quad (55)$$

$$\begin{aligned} \forall d, a_1, a_2 (hasLastActivity(d, a_1) \\ \wedge hasLastActivity(d, a_2) \rightarrow (a_1 = a_2)) \end{aligned} \quad (56)$$

Inverse relationships for *hasFirstActivity* and *hasLastActivity*:

$$\forall d, a (hasFirstActivity(d, a) \rightarrow firstActivityOf(a, d)) \quad (57)$$

$$\forall d, a (hasLastActivity(d, a) \rightarrow lastActivityOf(a, d)) \quad (58)$$

An activity may be either be succeeded or preceded by another activity:

$$\forall a_1, a_2 (hasSuccessor(a_1, a_2) \rightarrow Activity(a_1) \wedge Activity(a_2)) \quad (59)$$

$$\forall a_1, a_2 (hasPredecessor(a_1, a_2) \rightarrow Activity(a_1) \wedge Activity(a_2)) \quad (60)$$

An activity cannot both precede and succeed another activity:

$$\forall a_1, a_2 (hasSuccessor(a_1, a_2) \rightarrow \neg hasPredecessor(a_1, a_2)) \quad (61)$$

Inverse relationships for *succeededBy* and *precededBy*:

$$\forall a_1, a_2 (hasSuccessor(a_1, a_2) \leftrightarrow hasPredecessor(a_2, a_1)) \quad (62)$$

If a child activity of a parent activity requires or produces a resource, then so does the parent activity:

$$\forall a_1, a_2, r (hasParentActivity(a_2, a_1) \wedge requires(a_2, r) \rightarrow requires(a_1, r)) \quad (63)$$

$$\forall a_1, a_2, r (hasParentActivity(a_2, a_1) \wedge produces(a_2, r) \rightarrow produces(a_1, r)) \quad (64)$$

If a parent activity requires or produces a resource, then it must have a child activity that requires or produces the resource:

$$\forall a_1, d, r (hasDecomposition(a_1, d) \wedge requires(a_1, r) \rightarrow \exists a_2 (hasChildActivity(a_1, a_2) \wedge requires(a_2, d))) \quad (65)$$

$$\forall a_1, d, r (hasDecomposition(a_1, d) \wedge produces(a_1, r) \rightarrow \exists a_2 (hasChildActivity(a_1, a_2) \wedge produces(a_2, d))) \quad (66)$$

3.3.3 Activity Characteristics

An activity may have an activity characteristic:

$$\forall a, c (hasActivityCharacteristic(a, c) \rightarrow Activity(a) \wedge ActivityCharacteristic(c)) \quad (67)$$

Inverse relation for *hasActivityCharacteristic*:

$$\forall a, c (hasActivityCharacteristic(a, c) \rightarrow activityCharacteristicOf(c, a)) \quad (68)$$

Each activity characteristic must be defined as a characteristic of a specific activity:

$$\forall c (ActivityCharacteristic(c) \rightarrow \exists a (activityCharacteristicOf(c, a))) \quad (69)$$

Each activity characteristic belongs to a single activity:

$$\forall a_1, a_2, c (hasActivityCharacteristic(a_1, c) \wedge hasActivityCharacteristic(a_2, c) \rightarrow (a_1 = a_2)) \quad (70)$$

The five main types of activity characteristics:

$$\forall c (TemporalCharacteristic(c) \rightarrow ActivityCharacteristic(c)) \quad (71)$$

$$\forall c (SpacialCharacteristic(c) \rightarrow ActivityCharacteristic(c)) \quad (72)$$

$$\forall c (InputCharacteristic(c) \rightarrow ActivityCharacteristic(c)) \quad (73)$$

$$\forall c (ProcessCharacteristic(c) \rightarrow ActivityCharacteristic(c)) \quad (74)$$

$$\forall c (OutputCharacteristic(c) \rightarrow ActivityCharacteristic(c)) \quad (75)$$

Types of temporal characteristics:

$$\forall c (Start(c) \rightarrow TemporalCharacteristic(c)) \quad (76)$$

$$\forall c (End(c) \rightarrow TemporalCharacteristic(c)) \quad (77)$$

$$\forall c (Duration(c) \rightarrow TemporalCharacteristic(c)) \quad (78)$$

Types of spacial characteristics:

$$\forall c(Location(c) \rightarrow SpacialCharacteristic(c)) \quad (79)$$

Types of input characteristics:

$$\forall c(Material(c) \rightarrow InputCharacteristic(c)) \quad (80)$$

$$\forall c(ResourceConsumption(c) \rightarrow InputCharacteristic(c)) \quad (81)$$

$$\forall c(Cost(c) \rightarrow InputCharacteristic(c)) \quad (82)$$

Types of process characteristics:

$$\forall p(Implementation(c) \rightarrow ProcessCharacteristic(c)) \quad (83)$$

$$\forall p(Process(c) \rightarrow ProcessCharacteristic(c)) \quad (84)$$

Types of output characteristics:

$$\forall p(Quantity(c) \rightarrow OutputCharacteristic(c)) \quad (85)$$

$$\forall p(Quality(c) \rightarrow OutputCharacteristic(c)) \quad (86)$$

$$\forall p(Design(c) \rightarrow OutputCharacteristic(c)) \quad (87)$$

There can be at most a single instance of a characteristic of an activity for the following types of characteristics:

$$\begin{aligned}
& \forall a, c_1, c_2 (hasActivityCharacteristic(a, c_1) \\
& \quad \wedge hasActivityCharacteristic(a, c_2) \\
& \quad \wedge ((Start(c_1) \wedge Start(c_2)) \\
& \quad \vee (End(c_1) \wedge End(c_2)) \\
& \quad \vee (Duration(c_1) \wedge Duration(c_2))) \\
& \quad \rightarrow (c_1 = c_2))
\end{aligned} \tag{88}$$

$$\begin{aligned}
& \forall a, c_1, c_2 (hasActivityCharacteristic(a, c_1) \\
& \quad \wedge hasActivityCharacteristic(a, c_2) \\
& \quad \wedge ((Design(c_1) \wedge Design(c_2)) \\
& \quad \vee (Quality(c_1) \wedge Quality(c_2)) \\
& \quad \vee (Quantity(c_1) \wedge Quantity(c_2))) \\
& \quad \rightarrow (c_1 = c_2))
\end{aligned} \tag{89}$$

$$\begin{aligned}
& \forall a, c_1, c_2 (hasActivityCharacteristic(a, c_1) \\
& \quad \wedge hasActivityCharacteristic(a, c_2) \\
& \quad \wedge ((Material(c_1) \wedge Material(c_2)) \\
& \quad \vee (ResourceConsumption(c_1) \wedge ResourceConsumption(c_2)) \\
& \quad \vee (Cost(c_1) \wedge Cost(c_2))) \\
& \quad \rightarrow (c_1 = c_2))
\end{aligned} \tag{90}$$

$$\begin{aligned}
& \forall a, c_1, c_2 (hasActivityCharacteristic(a, c_1) \\
& \quad \wedge hasActivityCharacteristic(a, c_2) \\
& \quad \wedge (Location(c_1) \wedge Location(c_2)) \\
& \quad \rightarrow (c_1 = c_2))
\end{aligned} \tag{91}$$

$$\begin{aligned}
& \forall a, c_1, c_2 (hasActivityCharacteristic(a, c_1) \\
& \quad \wedge hasActivityCharacteristic(a, c_2) \\
& \quad \wedge ((Process(c_1) \wedge Process(c_2)) \\
& \quad \vee (Implementation(c_1) \wedge Implementation(c_2))) \\
& \quad \rightarrow (c_1 = c_2))
\end{aligned} \tag{92}$$

Disjointness of activity characteristic classes:

$$\begin{aligned}
& \forall c (\neg ((TemporalCharacteristic(c) \wedge SpacialCharacteristic(c)) \\
& \quad \vee (TemporalCharacteristic(c) \wedge InputCharacteristic(c)) \\
& \quad \vee (TemporalCharacteristic(c) \wedge ProcessCharacteristic(c)) \\
& \quad \vee (TemporalCharacteristic(c) \wedge OutputCharacteristic(c)) \\
& \quad \vee (SpacialCharacteristic(c) \wedge InputCharacteristic(c)) \\
& \quad \vee (SpacialCharacteristic(c) \wedge ProcessCharacteristic(c)) \\
& \quad \vee (SpacialCharacteristic(c) \wedge OutputCharacteristic(c)) \\
& \quad \vee (InputCharacteristic(c) \wedge ProcessCharacteristic(c)) \\
& \quad \vee (InputCharacteristic(c) \wedge OutputCharacteristic(c)) \\
& \quad \vee (ProcessCharacteristic(c) \wedge OutputCharacteristic(c)))) \quad (93)
\end{aligned}$$

$$\forall c (\neg ((Start(c) \wedge Duration(c)) \vee (End(c) \wedge Duration(c))) \quad (94)$$

$$\begin{aligned}
& \forall c (\neg ((Design(c) \wedge Quality(c)) \vee (Design(c) \wedge Quantity(c)) \\
& \quad \vee (Quality(c) \wedge Quantity(c))) \quad (95)
\end{aligned}$$

$$\begin{aligned}
& \forall c (\neg ((ResourceConsumption(c) \wedge Cost(c)) \vee (Cost(c) \wedge Material(c)) \\
& \quad \vee (Material(c) \wedge ResourceConsumption(c))) \quad (96)
\end{aligned}$$

$$\forall c (\neg ((Process(c) \wedge Implementation(c))) \quad (97)$$

A characteristic can either be a state characteristic or an activity characteristic, both of which are disjoint:

$$\begin{aligned}
& \forall c (Characteristic(c) \rightarrow \\
& \quad ActivityCharacteristic(c) \vee StateCharacteristic(c)) \quad (98)
\end{aligned}$$

$$\forall c (\neg ((StateCharacteristic(c) \wedge ActivityCharacteristic(c))) \quad (99)$$

3.4 Bases of Dependence

A basis of dependence is defined in terms of the dependum through which it exists:

$$\begin{aligned}
& \forall b (BasisOfDependenc(b) \equiv \\
& \quad \exists d (Dependum(d) \wedge hasDependum(b, d))) \quad (100)
\end{aligned}$$

Inverse relation for *hasDependum*:

$$\forall b, d (hasDependum(b, d) \rightarrow dependumOf(d, b)) \quad (101)$$

A basis of dependence has exactly one dependum:

$$\forall b, d_1, d_2 (hasDependum(b, d_1) \wedge hasDependum(b, d_2) \rightarrow (d_1 = d_2)) \quad (102)$$

A basis of dependum may constrain or be altered by a task, activity, or particular characteristic of an activity:

$$\forall b, x (\text{constrains}(b, x) \rightarrow \text{BasisOfDependence}(b) \wedge (\text{Task}(x) \vee \text{Activity}(x) \vee \text{ActivityCharacteristic}(x))) \quad (103)$$

$$\forall b, x (\text{alters}(x, b) \rightarrow \text{BasisOfDependence}(b) \wedge (\text{Task}(x) \vee \text{Activity}(x) \vee \text{ActivityCharacteristic}(x))) \quad (104)$$

Inverse relations for *constrains* and *alters*:

$$\forall b, x (\text{constrains}(b, x) \rightarrow \text{constrainedBy}(x, b)) \quad (105)$$

$$\forall b, x (\text{alters}(x, b) \rightarrow \text{alteredBy}(b, x)) \quad (106)$$

Availability is a type of *BasisOfDependence* where the dependum must be a resource:

$$\forall b (\text{Availability}(b) \rightarrow \text{BasisOfDependence}(b) \wedge \exists r (\text{Resource}(r) \wedge \text{hasDependum}(b, r))) \quad (107)$$

Functionality is a type of *BasisOfDependence* where the dependum must be an activity:

$$\forall b (\text{Functionality}(b) \rightarrow \text{BasisOfDependence}(b) \wedge \exists a (\text{Activity}(a) \wedge \text{hasDependum}(b, a))) \quad (108)$$

Temporal is a type of *BasisOfDependence* where the dependum must be an activity:

$$\forall b (\text{Temporal}(b) \rightarrow \text{BasisOfDependence}(b) \wedge \exists a (\text{Activity}(a) \wedge \text{hasDependum}(b, a))) \quad (109)$$

Complementarity is a type of *BasisOfDependence* where the dependum must be a state or state characteristic:

$$\forall b (\text{Complementarity}(b) \rightarrow \text{BasisOfDependence}(b) \wedge \exists x ((\text{State}(x) \vee \text{StateCharacteristic}(x)) \wedge \text{hasDependum}(b, x))) \quad (110)$$

Uncertainty is a type of *BasisOfDependence* where the dependum must be a characteristic (either state or activity):

$$\forall b (\text{Uncertainty}(b) \rightarrow \text{BasisOfDependence}(b) \wedge \exists c (\text{Characteristic}(c) \wedge \text{hasDependum}(b, c))) \quad (111)$$

Complexity is a type of *BasisOfDependence* that does not necessarily specify the type of dependum:

$$\forall b (\text{Complexity}(b) \rightarrow \text{BasisOfDependence}(b)) \quad (112)$$

3.5 Task Dependence

A *dependsOn* relation can only be between two tasks, activities, or activity parameters:

$$\begin{aligned} \forall x, y (&dependsOn(x, y) \rightarrow ((Task(x) \wedge Task(y)) \\ &\vee (Activity(x) \wedge Activity(y)) \vee (ActivityCharacteristic(x) \\ &\wedge ActivityCharacteristic(y)))) \end{aligned} \quad (113)$$

An activity characteristic depends on another activity characteristic if there exists a basis of dependence that constrains the former activity characteristic and is also altered by the latter characteristic:

$$\begin{aligned} \forall b, a_1, a_2, c_1, c_2 (&hasActivityCharacteristic(a_1, c_1) \\ &\wedge hasActivityCharacteristic(a_2, c_2) \wedge constrains(b, c_2) \\ &\wedge alteredBy(b, c_1) \rightarrow dependsOn(c_2, c_1)) \end{aligned} \quad (114)$$

If an activity characteristic depends on another activity characteristic, then the activity of the former activity characteristic is dependent on the activity of the second activity characteristic:

$$\begin{aligned} \forall a_1, a_2, c_1, c_2 (&hasActivityCharacteristic(a_1, c_1) \\ &\wedge hasActivityCharacteristic(a_2, c_2) \\ &\wedge dependsOn(c_2, c_1) \rightarrow dependsOn(a_2, a_1)) \end{aligned} \quad (115)$$

If an activity depends on another activity, then the task that the former activity is a part of is dependent on the task that the second activity is a part of:

$$\begin{aligned} \forall t_1, t_2, a_1, a_2 (&hasActivity(t_1, a_1) \wedge hasActivity(t_2, a_2) \\ &\wedge (t_1 \neq t_2) \wedge dependsOn(a_2, a_1) \rightarrow dependsOn(t_2, t_1)) \end{aligned} \quad (116)$$

An activity depends on another activity if there exists a basis of dependence that constrains the former activity and is also altered by a characteristic of the latter activity:

$$\begin{aligned} \forall a_1, a_2, b, c (&Activity(a_1) \wedge constrains(b, a_1) \\ &\wedge alteredBy(b, c) \wedge hasActivityCharacteristic(a_2, c) \\ &\wedge (a_1 \neq a_2) \rightarrow dependsOn(a_1, a_2)) \end{aligned} \quad (117)$$

An activity depends on another activity if there exists a basis of dependence that constrains a characteristic of the former activity and is also altered by the latter activity:

$$\begin{aligned} \forall a_1, a_2, b, c (&Activity(a_2) \wedge constrains(b, c) \\ &\wedge alteredBy(b, a_2) \wedge hasActivityCharacteristic(a_1, c) \\ &\wedge (a_1 \neq a_2) \rightarrow dependsOn(a_1, a_2)) \end{aligned} \quad (118)$$

An activity depends on another activity if there exists a basis of dependence that constrains the former activity and is also altered by the latter activity:

$$\begin{aligned} \forall a_1, a_2, b (&Activity(a_1) \wedge Activity(a_2) \\ &\wedge constrains(b, a_1) \wedge alteredBy(b, a_2) \\ &\wedge (a_1 \neq a_2) \rightarrow dependsOn(a_1, a_2)) \end{aligned} \quad (119)$$

A task depends on another task if there exists a basis of dependence that constrains the former task and is also altered by the task:

$$\begin{aligned} \forall t_1, t_2, b (&Task(t_1) \wedge Task(t_2) \\ &\wedge constrains(b, t_1) \wedge alteredBy(b, t_2) \\ &\wedge (t_1 \neq t_2) \rightarrow dependsOn(t_1, t_2)) \end{aligned} \quad (120)$$

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