

#### Sortal specialization

- **Type** specialization (e.g. Living being  $\rightarrow$  Person)
  - New features (especially essential properties) *affect identity*
  - ICs are added while specializing types
    - Polygon: same edges, same angles
      - Triangle: two edges, one angle
    - Living being: same DNA, etc...?
      - Zebra: same stripes?
- **Role** specialization (e.g. Person  $\rightarrow$  Student)
  - New features *don't affect identity*



# Roles are 'dynamic' and 'antirigid'

Basic Idea (Steimann 2000): Roles have temporal/modal relations with their players

- An entity can play different roles simultaneously
  - In 2003, B. was the Italian Prime Minister, the President of the European Union, the president of the Forza Italia party, the owner of the Mediaset company, an Italian citizen, a defendant at a legal trial.
- An entity can cease playing a role (*antirigidity*)
  - In 1960, B. was a piano bar singer, now he is the IPM.
- An entity can play the same role several times, simultaneously
  - In 2003, B. had two presidencies / was president twice.
- A role can be played by different entities, simultaneously or at different times
  - Today, there are 4319 Italian National Research Council researchers.
  - In 2000, the Italian Prime Minister was D., now it is B.



## **Roles have a relational nature**

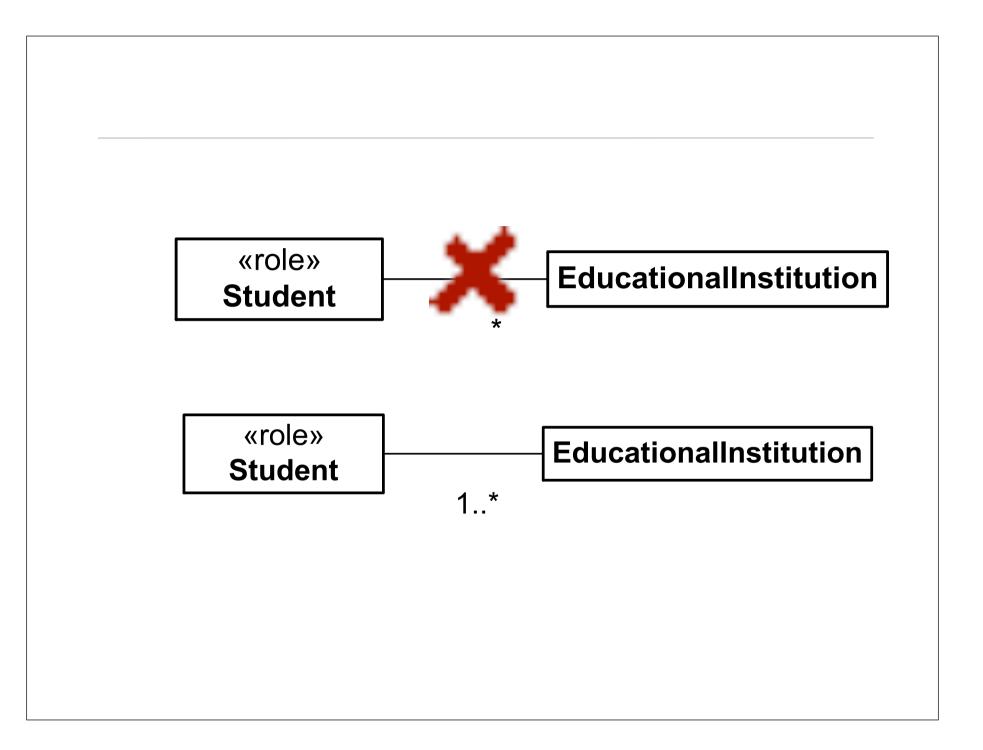
- Basic Idea (Sowa, Guarino&Welty) Roles imply patterns of relationships, i.e., they depend—via these patterns—on additional 'external' properties
- Which kind of dependence?



### **Dependence**

- Between particulars
  - **Existential dependence** (specific/generic) (also constant dependence)
    - Hole/host, person/brain, person/heart
  - Internal vs. external dependence
    - Region/boundary....
  - Historical dependence
    - Person/parent
  - Causal dependence
    - Heat/fire
- Between universals
  - Definitional dependence
    - *P* depends on *Q* iff *Q* is involved in the **definition** of *P* [*Fine 1995*].
    - External definitional dependence [Masolo et al. 2004]: +D/-D

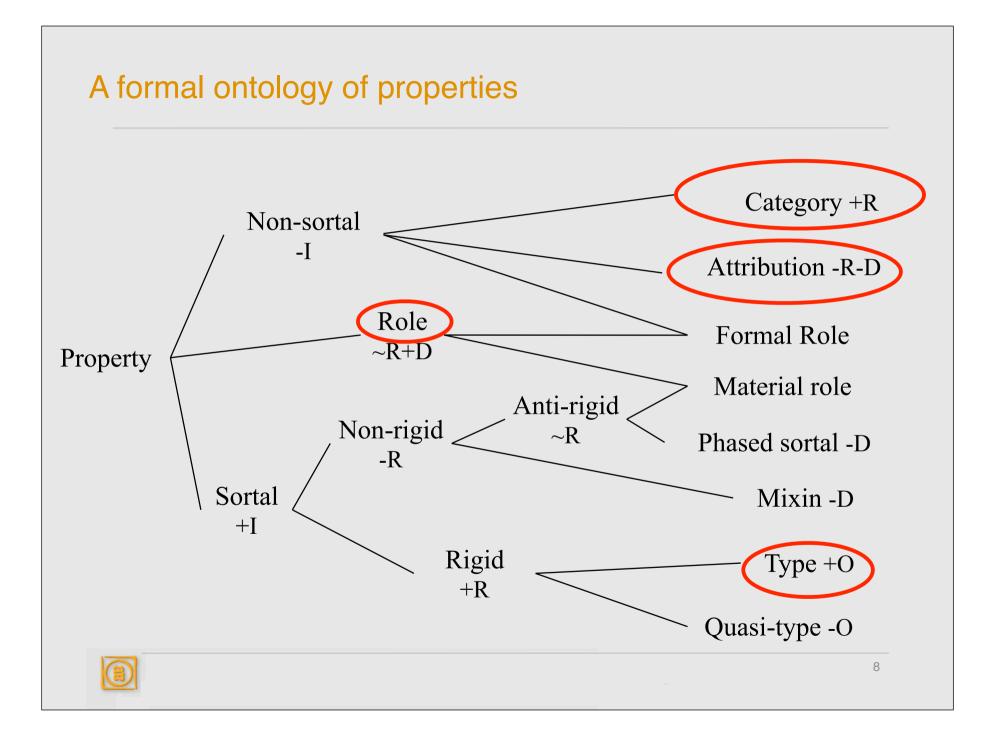


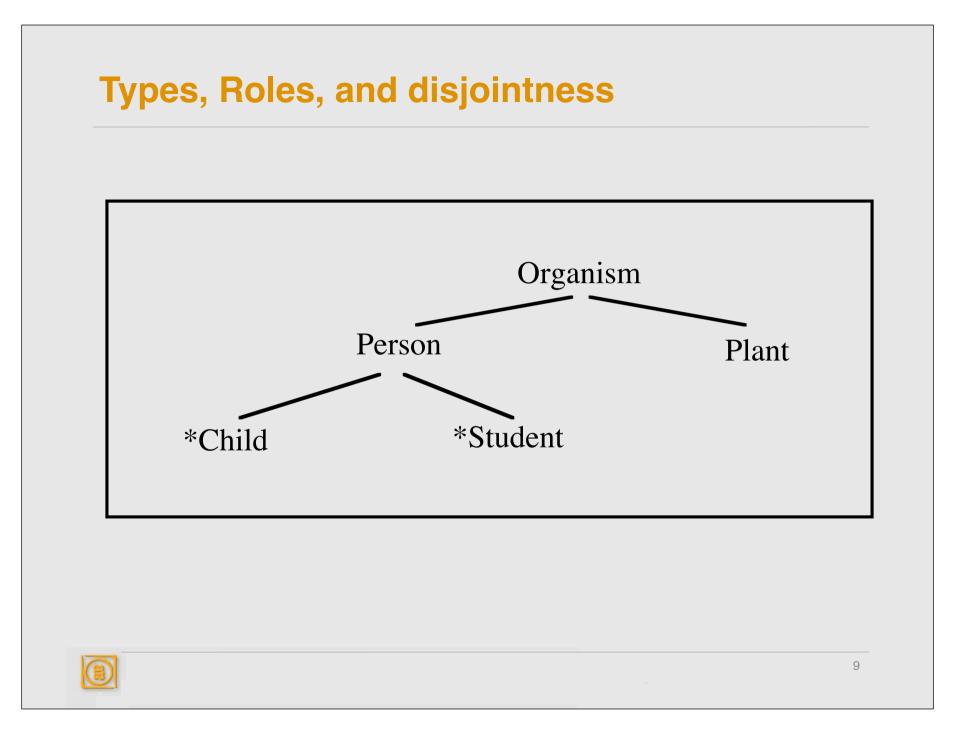


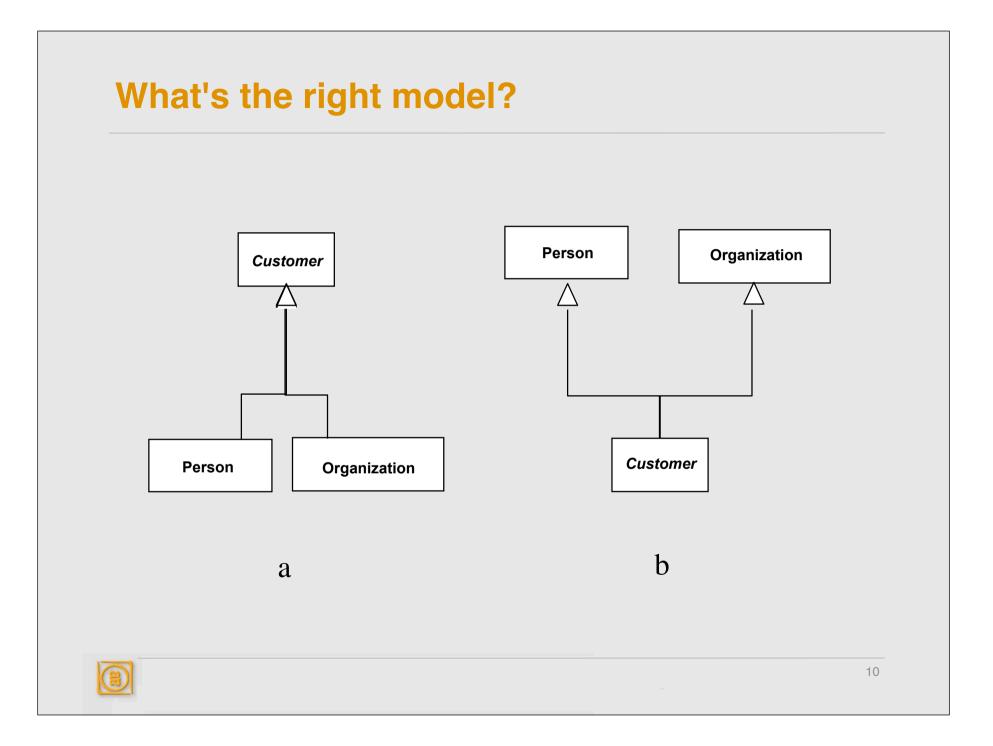
## The dual nature of roles [Masolo et al 2004]

- Basic Idea (Sowa 2000) Roles can be 'predicated' of different entities, i.e., different entities can play the same role
- Standard representation Roles as properties
- Social (and dynamic) aspects of roles not accounted for
  - Roles are created and disappear; are defined by conventions; are adopted and accepted by communities of agents
- Roles need to be considered **both** as properties (also called *role sortals*) and "first-class citizens" (simply called *roles*, typically focusing on *socially-constructed* roles).









# The solution [Guizzardi 2005]

