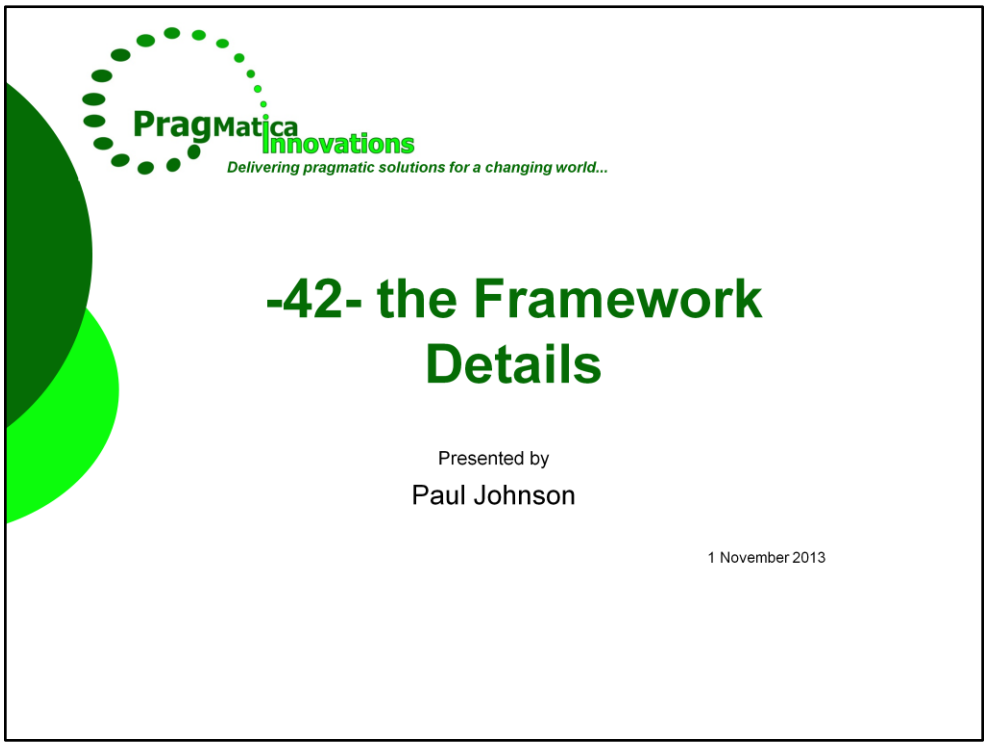
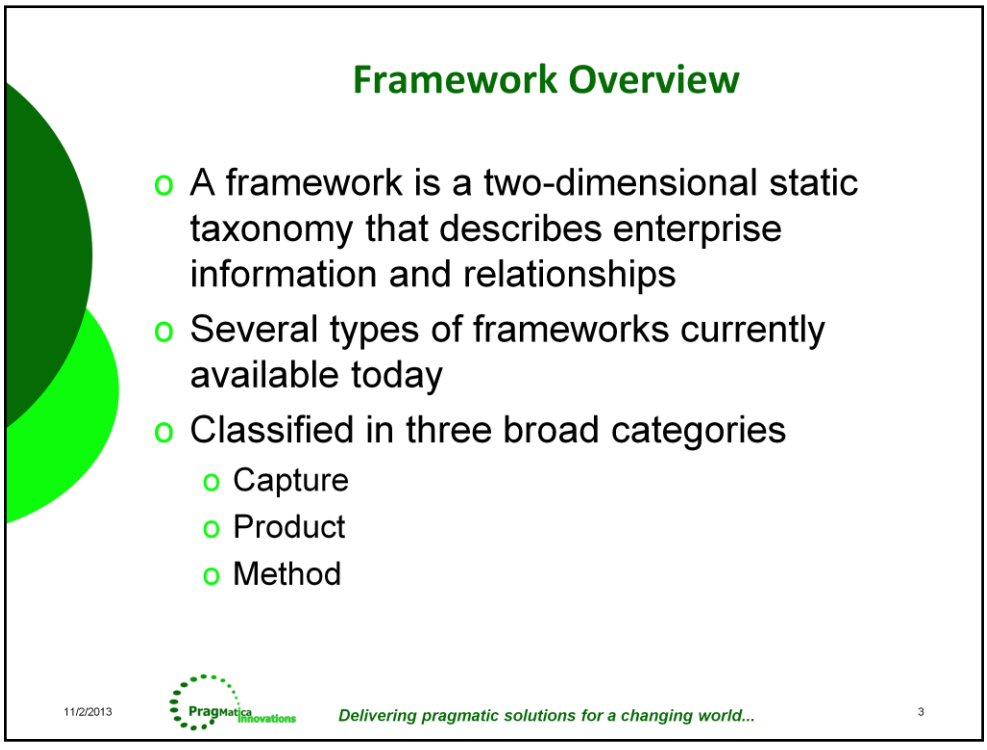

PragMatica Innovations
Delivering pragmatic solutions for a changing world...
-42- the Framework Details
Presented by
Paul Johnson
1 November 2013

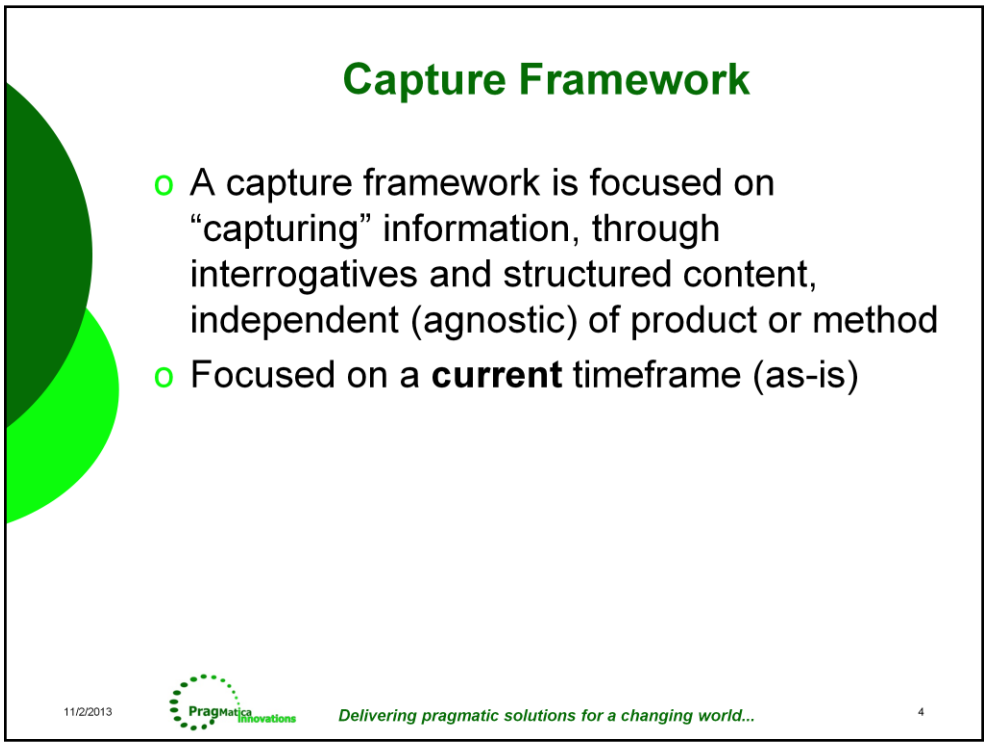
Overview

- Framework
- -42- The Framework
- Levels of Abstraction
- Defining the Columns and Rows
- Viewpoint
- Metamodel
- View



Most people have a preconceived model of how they view the world – a framework of sorts. This personal framework is usually formed by their accumulated knowledge of the world around them and frequently shaped or constrained by environment (physical and virtual).

Some people view the world through wide angle lenses and have no desire to put things in containers and are content with chaos. Others have a very myopic or focused view and tend only to see directly down a specific area and become uncomfortable when things step outside this boundary or try to encroach upon it. While others are generalists and tend to see across wide areas of information but with little depth to the knowledge or any understanding of how it fits together at a more detailed level.



The ability to understand another speaker's intended meaning is called pragmatic competence. So an utterance describing pragmatic function is described as metapragmatic.

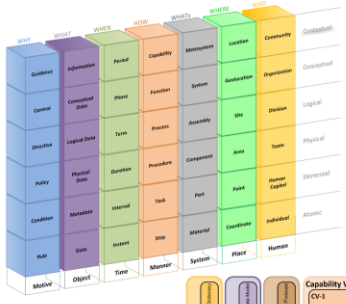
In this respect, **pragmatics** explains how language users are able to overcome apparent ambiguity, since meaning relies on the manner, place, time etc. of an utterance.

Interactional sociolinguistics (e.g. Gumperz 1982), has remained an attempt — sometimes more and sometimes less successful — to study language use in context, taking into account the full complexity of grammar, personality, social structure, and cultural patterns, without lifting these different aspects out of the pattern of speech activity itself.

Structural ambiguity - by applying pragmatics we can reduce (or eliminate) structural ambiguity by understanding the context (where, what), intent (why).....

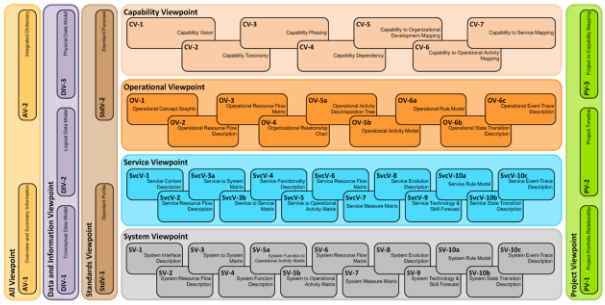
The closer we stick to common words, idioms, phrasings, and topics, the more easily others can surmise their meaning; the further we stray from common expressions and topics, the wider the variations in interpretations. By providing a "set" of words and establishing what they mean in the context of the models we limit structural ambiguity.

Frameworks



Framework is a static multi-dimensional taxonomy to store information in some temporal state.

Framework also prescribes multiple viewpoints & views for describing a concept.



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Containers for information

-42- Enterprise Information Capture Framework

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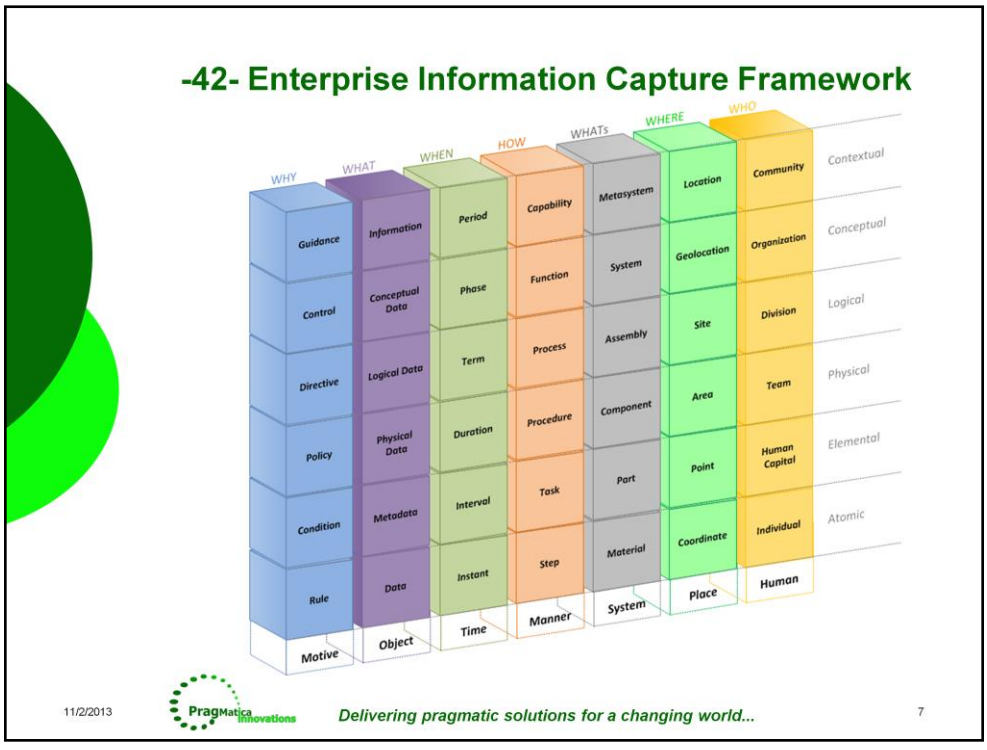
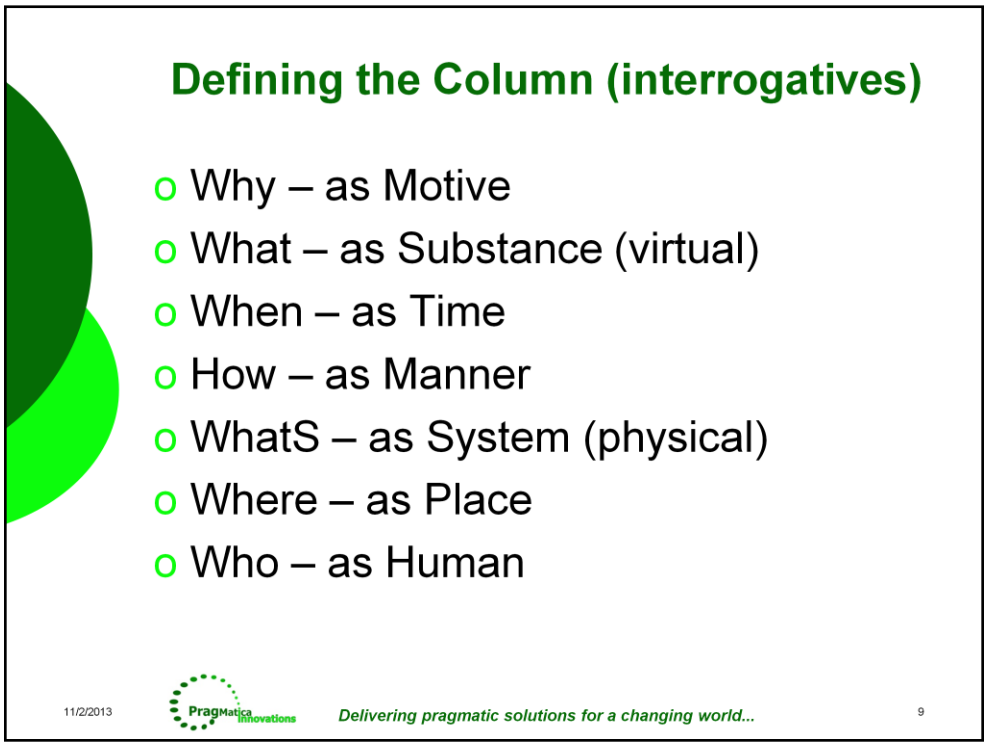


Tessellated hexahedrons

Defining the Column (Interrogatives)

- Each column or vertical band represents an interrogative (question)
- In order to answer the questions of an enterprise it must also be simplified.
- There are six core primitive questions that can be asked of any enterprise.
- Why? What? When? How? Where? Who?



Break down the columns as interrogatives

Each can manifest as a physical (real) or virtual (surreal) entity – What is shown as both to expose human-system

Defining the Columns (WHY) Motive

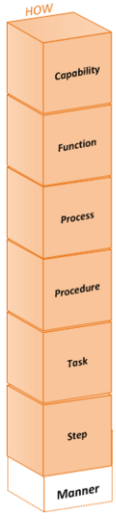
Description	Reference ID	Abstraction Level
Something that provides direction or advice as to a decision or course of action.	A1	Contextual
A relation of constraint of one thing by another; mechanism that controls the operation of an entity.	A2	Conceptual
An authoritative declaration defined further by rules and supported by policy.	A3	Logical
A plan of action adopted by an individual or social group.	A4	Physical
Information that constrains or directs a decision.	A5	Elemental
A principle that governs behavior defined as a succinct action.	A6	Atomic

that which gives purpose and direction to manner

Defining the Columns (WHAT) Object

	Description	Reference ID	Abstraction Level
Information	A quantity of heterogeneous pieces of information grouped together to form a whole.	B1	Contextual
Conceptual Data	A collection of facts from which conclusions may be drawn.	B2	Conceptual
Logical Data	A logical representation of fact derived from analysis or decomposition of information.	B3	Logical
Physical Data	Physical representation of fact derived from analysis or decomposition of information.	B4	Physical
Metadata	An entity which describes data about data; concise explanation.	B5	Elemental
Data	An item of factual information derived from measurement or research.	B6	Atomic
Object	a discrete item that provides a description of anything known to a concept		

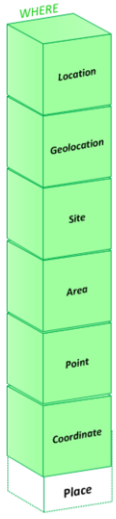
Defining the Columns (HOW) Manner



Description	Reference ID	Abstraction Level
An aggregate of functions that express more functionality or performance than simply the sum of the constituent functions.	C1	Contextual
Activity or transformation that describes how something is accomplished.	C2	Conceptual
A particular course of action intended to achieve a result.	C3	Logical
A set series of tasks in sequence that describe how something is done.	C4	Physical
A concise sequential explanation of actions.	C5	Elemental
An ordered action made as part of task.	C6	Atomic

how something is done or accomplished

Defining the Columns (WHERE) Place



Description	Reference ID	Abstraction Level
A point or extent in space.	D1	Contextual
A succinct location rather than just a set of geographic coordinates.	D2	Conceptual
Spatial location of an actual or virtual structure or set of structures.	D3	Logical
A particular geographical region of indefinite boundary.	D4	Physical
The precise location of something as a spatially limited location.	D5	Elemental
An object with no other properties other than its location.	D6	Atomic

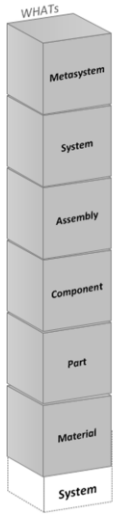
the particular portion of space occupied by something

Defining the Columns (WHO) Human

Description	Reference ID	Abstraction Level
Group of people who are considered as a unit because of their shared interests, background, or nationality.	E1	Contextual
Group of people organized to accomplish some end.	E2	Conceptual
Major autonomous or semi-independent but subordinate unit of an enterprise or organization.	E3	Logical
Number of persons associated in some joint action.	E4	Physical
A concise explanation or specification of an (human) individual's attributes.	E5	Elemental
A singular unique individual (person).	E6	Atomic

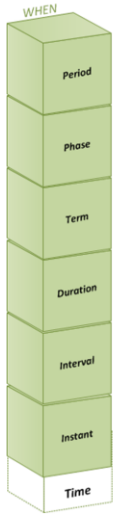
of, relating to, or characteristic of mankind

Defining the Columns (WHATs) System

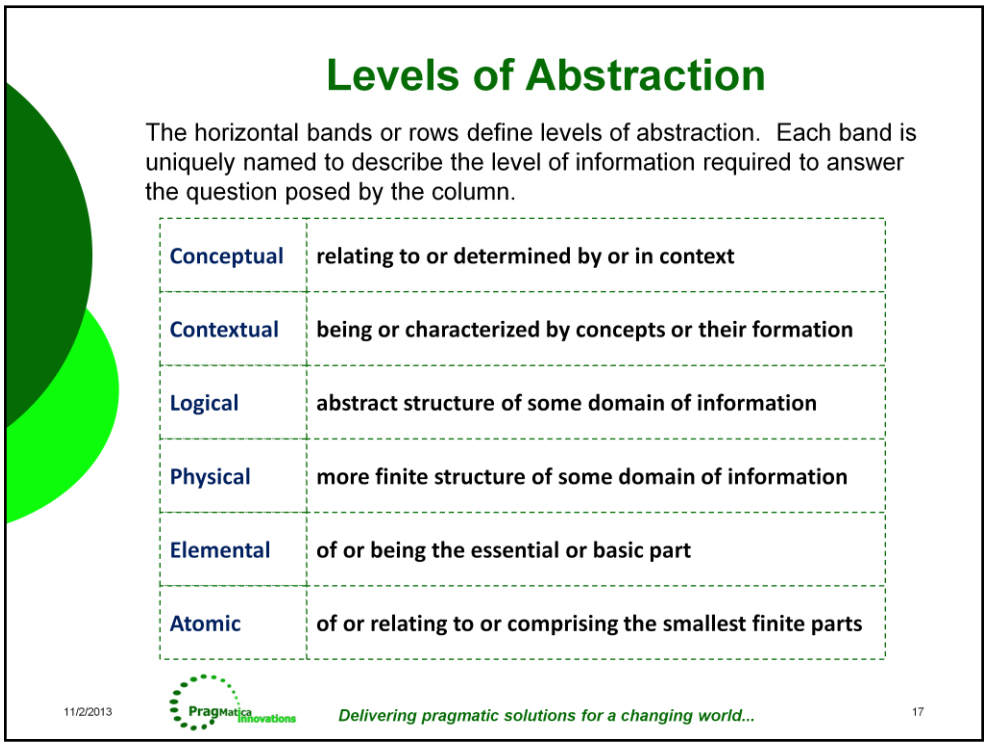


	Description	Reference ID	Abstraction Level
Metasystem	Collection of dedicated systems that comprise an aggregate "metasystem" which offers more functionality or performance than simply the sum of the constituent systems.	F1	Contextual
System	An entity (not human) that functions apart from other things, having its own unique and independent existence.	F2	Conceptual
Assembly	An individual element of a system comprised of components.	F3	Logical
Component	A unique individual component of an assembly.	F4	Physical
Part	A singular unique part of a component.	F5	Elemental
Material	The tangible substance that goes into the makeup of a physical part.	F6	Atomic
System	instrumentality that combines and interrelates material to work as a coherent physical entity		

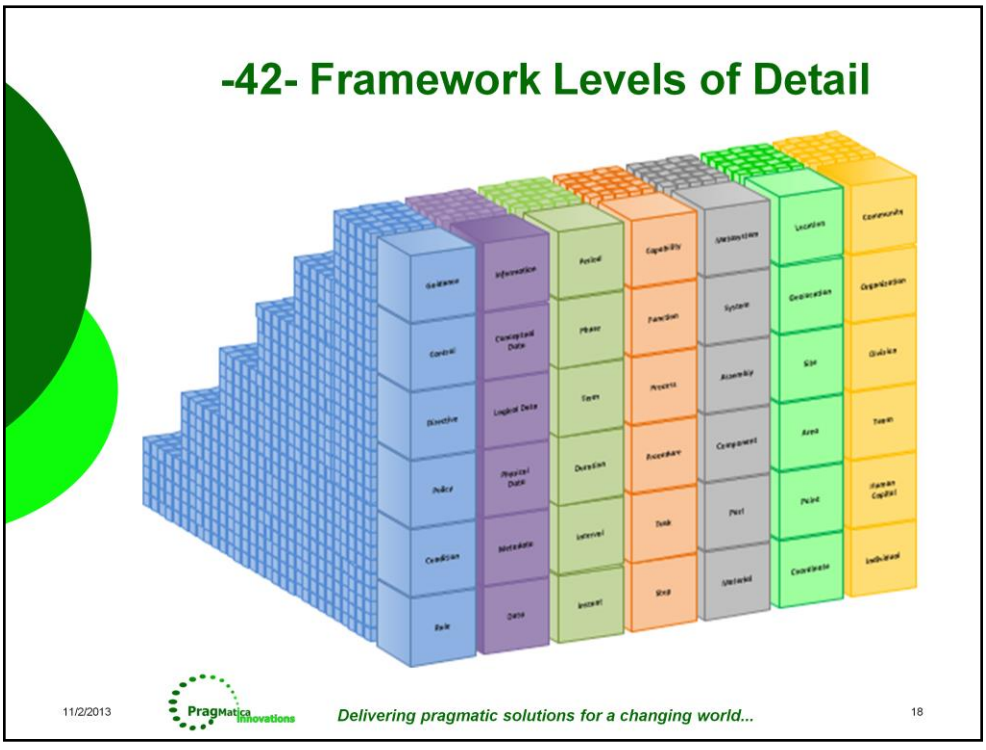
Defining the Columns (WHEN) Time



	Description	Reference ID	Abstraction Level
Period	An interval of time specified or left indefinite.	G1	Contextual
Phase	Any distinct time segment in a given time period.	G2	Conceptual
Term	A fixed segment of time further defined by its duration.	G3	Logical
Duration	A portion of time during which something exists.	G4	Physical
Interval	A definite length of time marked off by two instants.	G5	Elemental
Instant	A singular distinct point in time.	G6	Atomic
Time	continuum of experience in which events pass from the future through the present to the past		



Abstraction uses a strategy of simplification, wherein formerly concrete details are left ambiguous, vague, or undefined; thus effective communication about things in the abstract requires an intuitive or common experience between the communicator and the receiver.



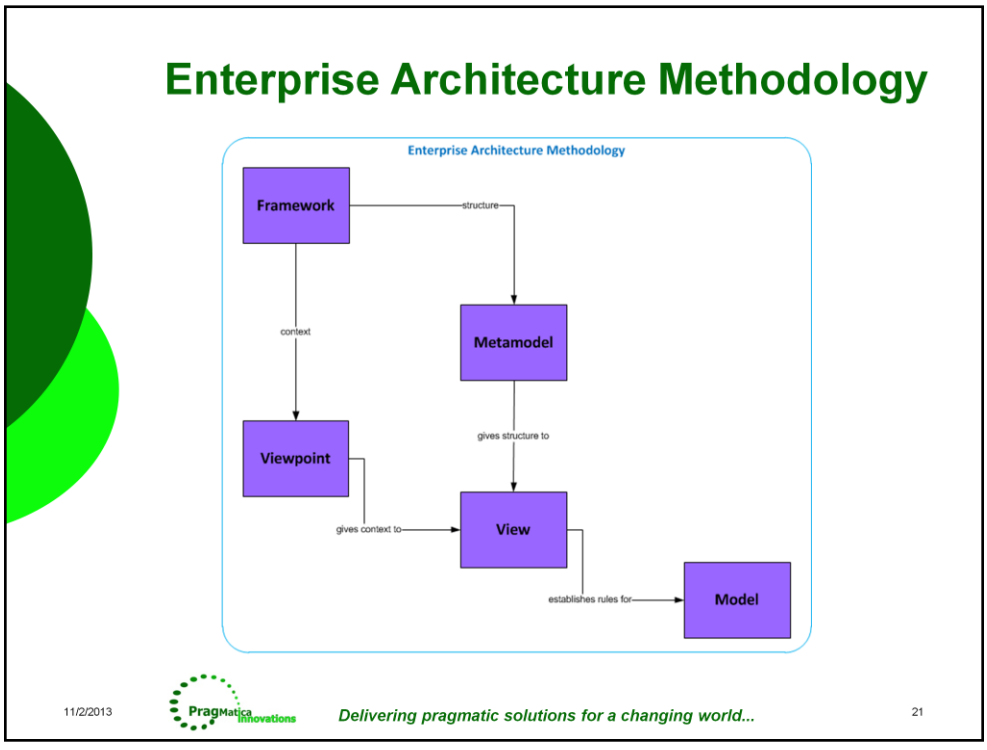
An abstraction can encapsulate levels of detail with no loss of generality. For instance, an engineer might seek to learn about some thing, at progressively deeper levels of detail to fully understand the entire context of the thing.

Enterprise Architecture

- An enterprise architecture (EA) is a holistic description of the structure of an enterprise composed of multiple primitive entities and the relationships between them.
- An "enterprise" can consist of ***any*** concept needing to be captured and structured for others to understand
- This concept could range from a system (car, airplane, building, software, etc.) or human (company, organization, process, etc.) or any combination thereof

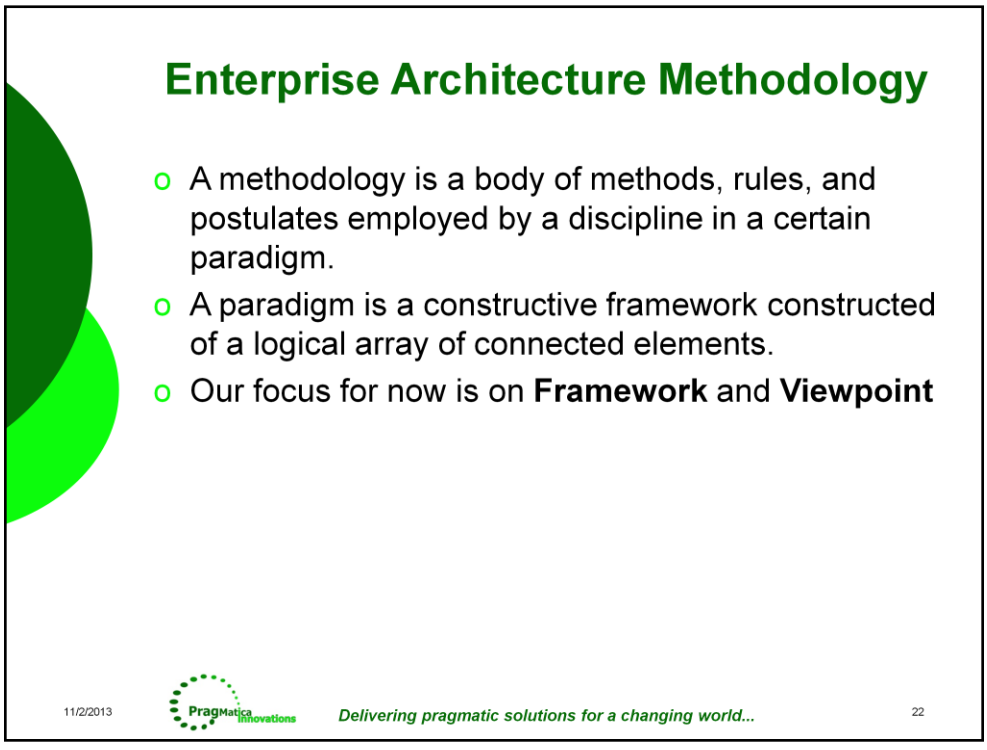
Enterprise Architecture

- Information is structured in views and expressed in models that depict or describe the concept being documented.
- In order to answer the questions of an enterprise it must also be simplified.
- There are six core primitive questions that can be asked of any enterprise.
- What? How? Where? Who? When? Why?



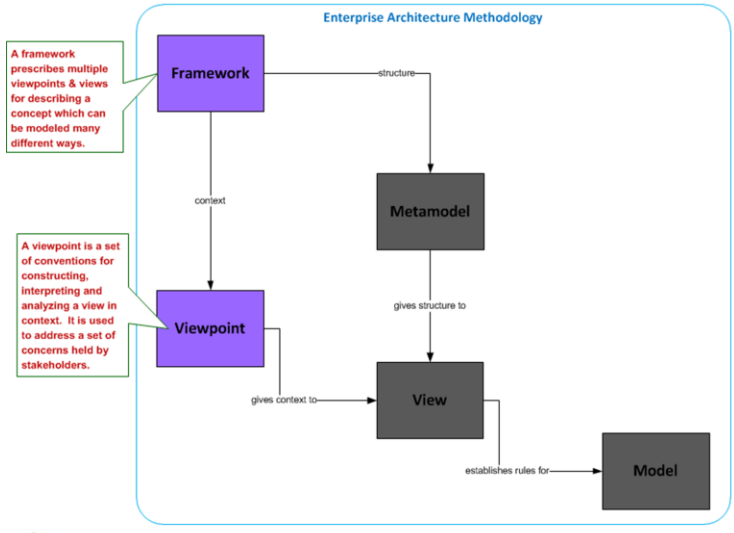
A methodology is a body of methods, rules, and postulates employed by a discipline in a certain paradigm.

A paradigm is a constructive framework constructed of a logical array of connected elements.



Framework and Viewpoint both provide structure to an enterprise expressed through an 'architecture'

EA Methodology - Viewpoint



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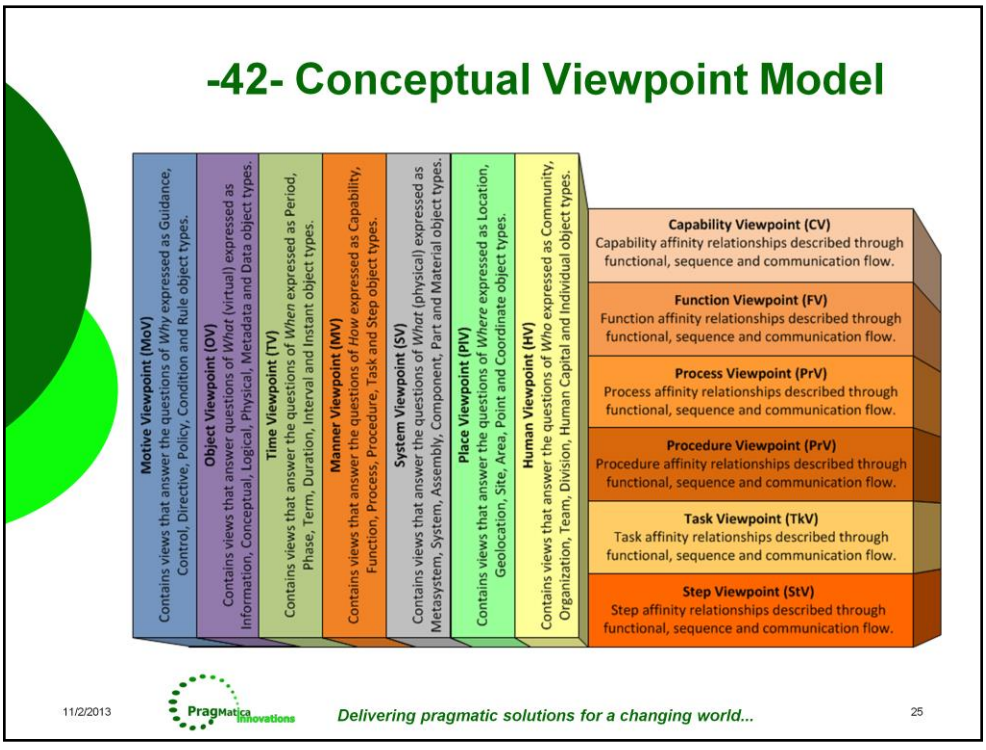
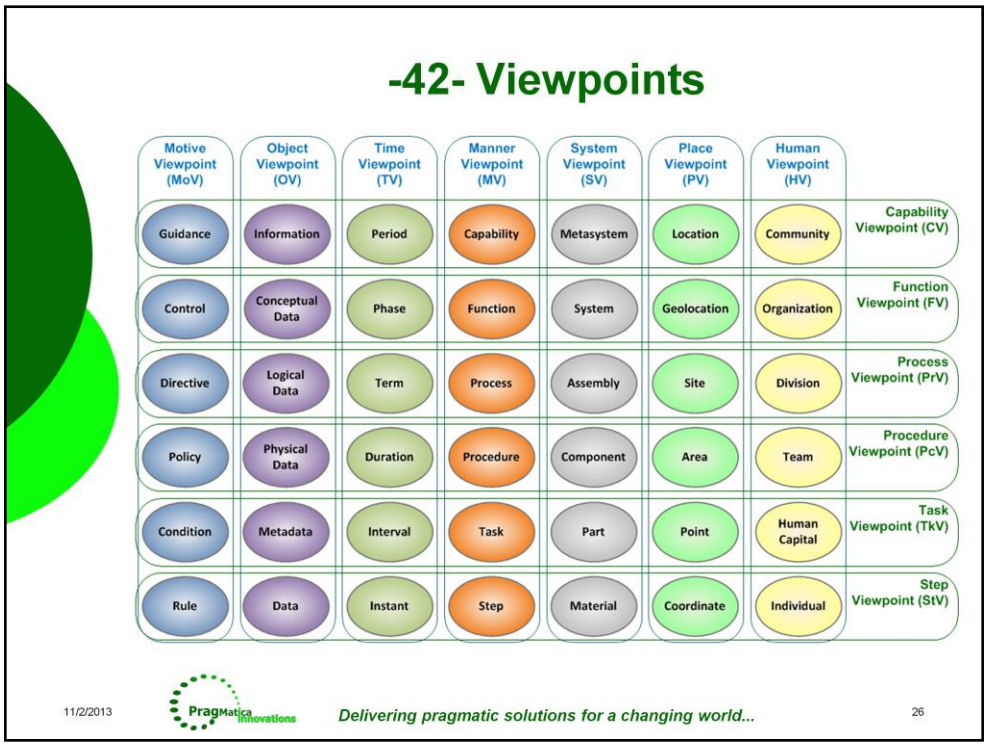
Viewpoint

- Set of conventions for constructing, interpreting and analyzing a view in context
- Used to address a set of concerns held by stakeholders
- Viewpoints are what relate the elements of the framework and provide context for the view

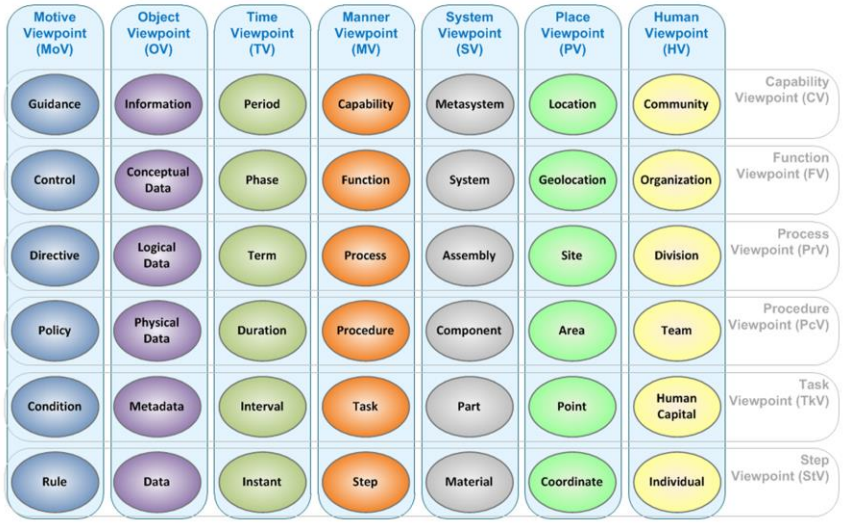


A viewpoint is a set of conventions for constructing, interpreting and analyzing a view in terms of viewpoint context to be used to address a set of concerns held by stakeholders.



A viewpoint is a set of conventions for constructing, interpreting and analyzing a view in terms of viewpoint context to be used to address a set of concerns held by stakeholders.

-42- Viewpoint Columns



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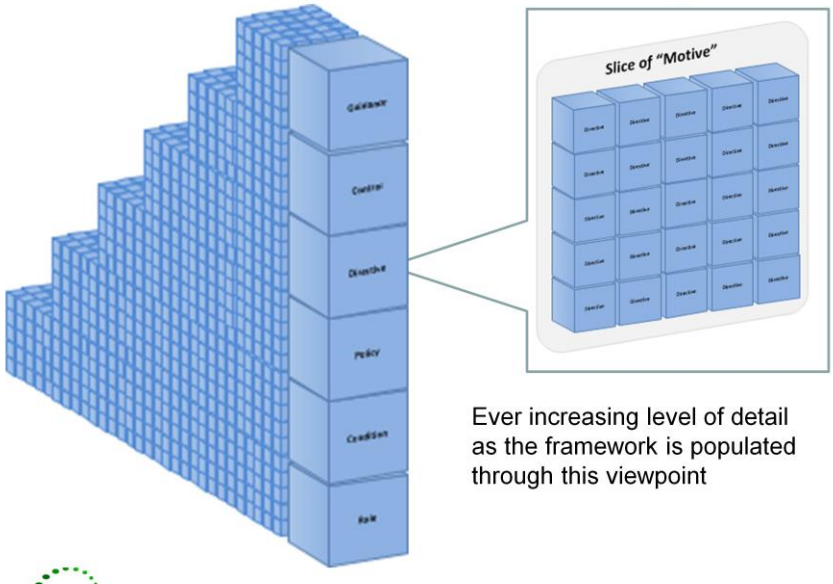
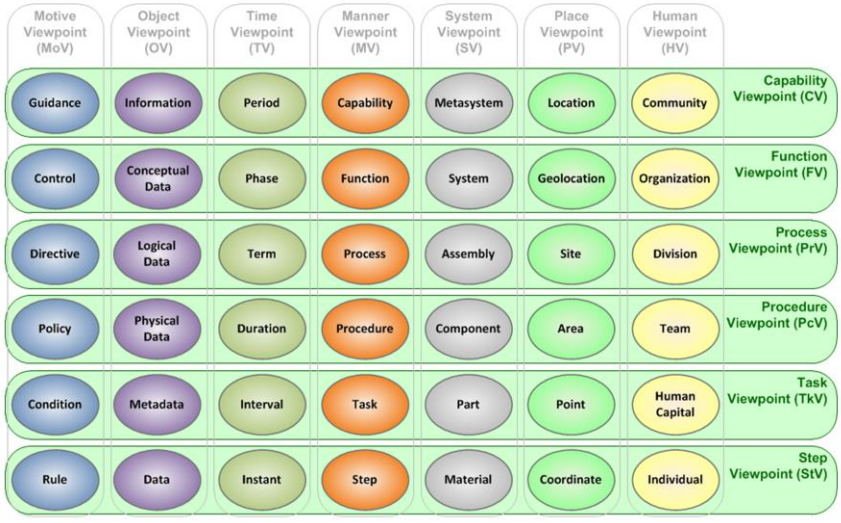
-42- Viewpoint Column Example



Ever increasing level of detail as the framework is populated through this viewpoint

-42- Viewpoint Rows



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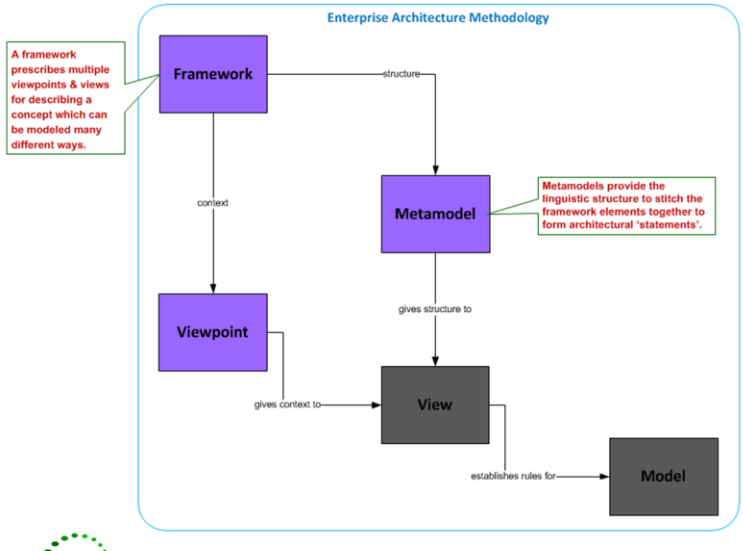
Enterprise Architecture Metamodel



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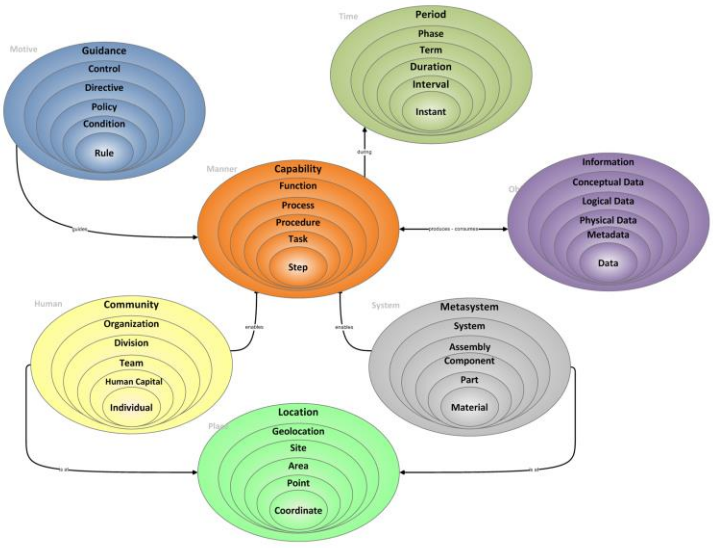
Enterprise Architecture Metamodel - Overall



-42- Enterprise Information Capture Overall Metamodel

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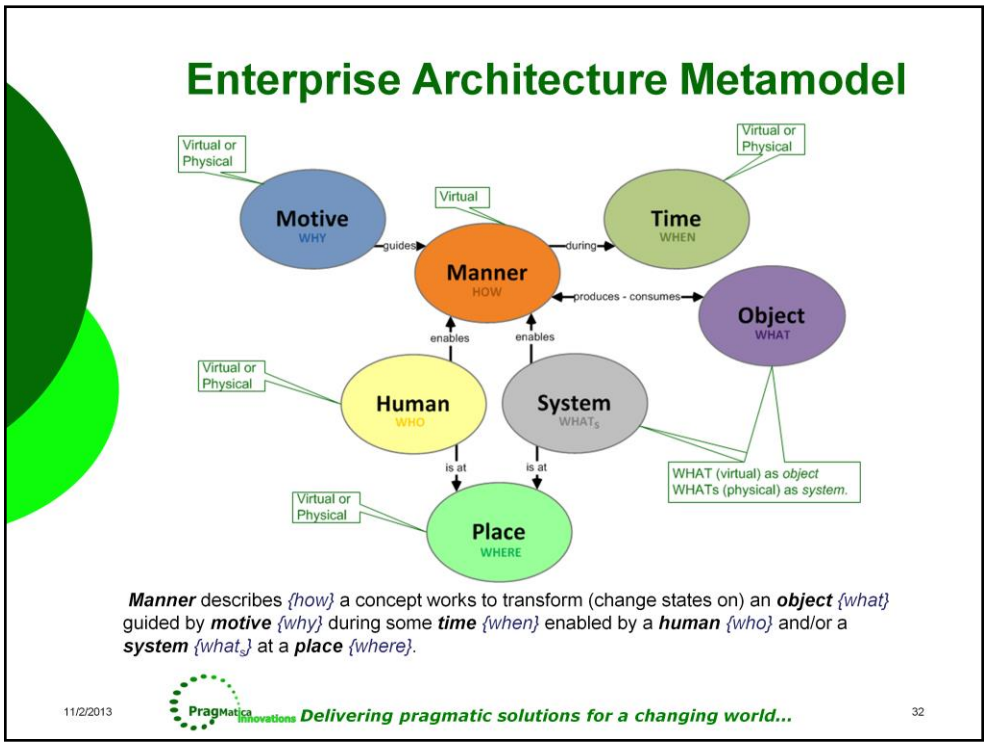
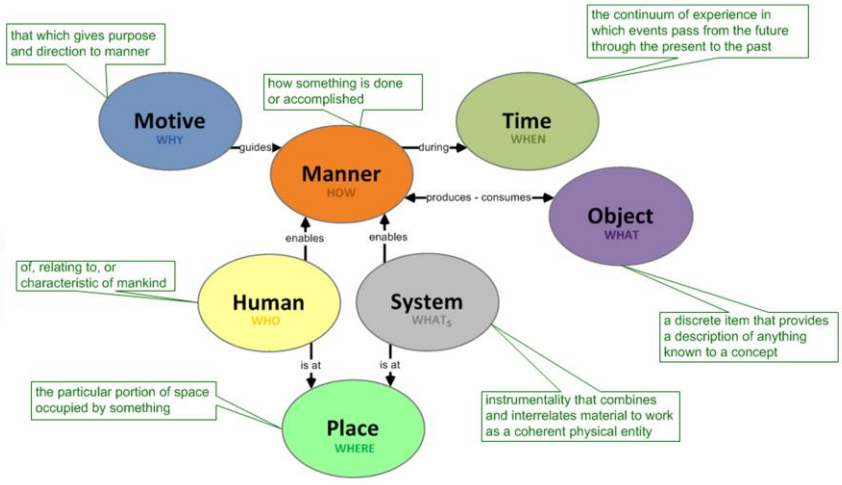


How do you communicate to others?

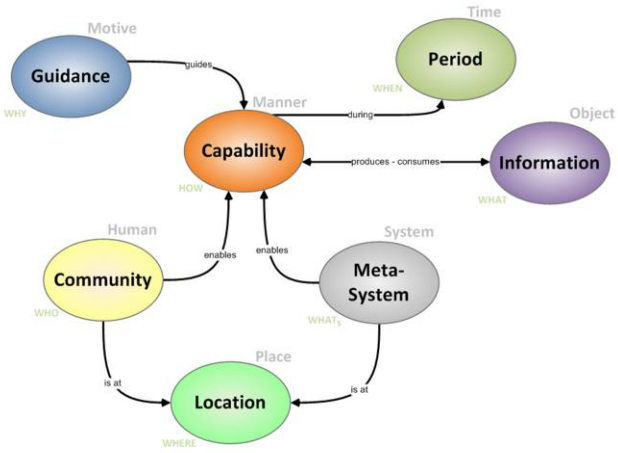
Through what structure?

Metamodels provide the linguistic structure to stitch the framework elements together to form architectural 'statements'.

Enterprise Architecture Metamodel - defined

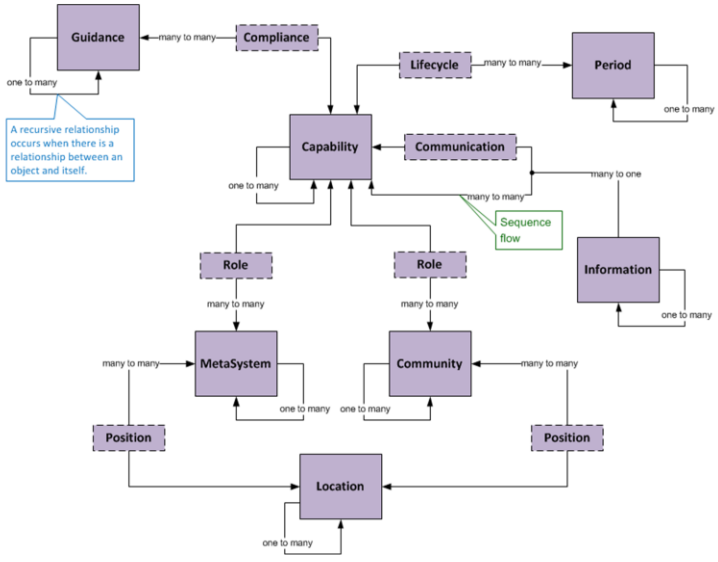


Enterprise Architecture Metamodel - Contextual



Capability (manner) describes how a concept works to transform (change states on) an ***information*** (object) guided by ***guidance*** (motive) during some ***period*** (time) enabled by a ***community*** (human) and/or a ***metasystem*** (system) at a ***location*** (place).

Enterprise Architecture Metamodel - Logical



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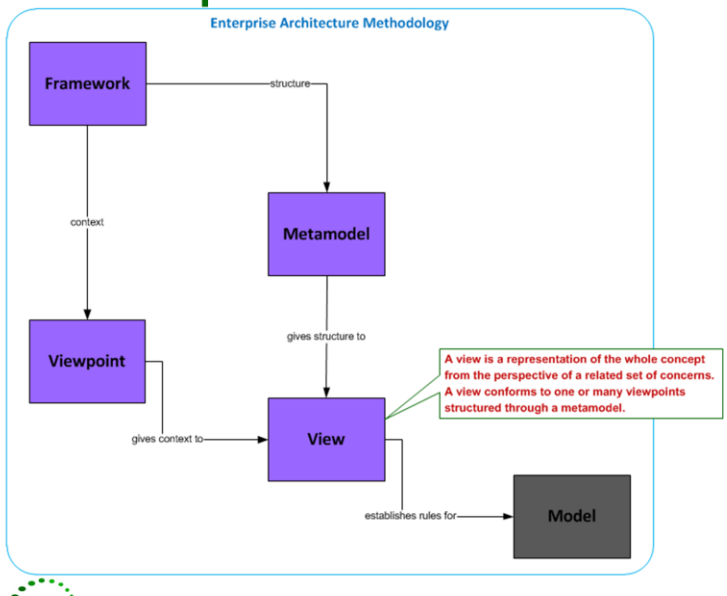
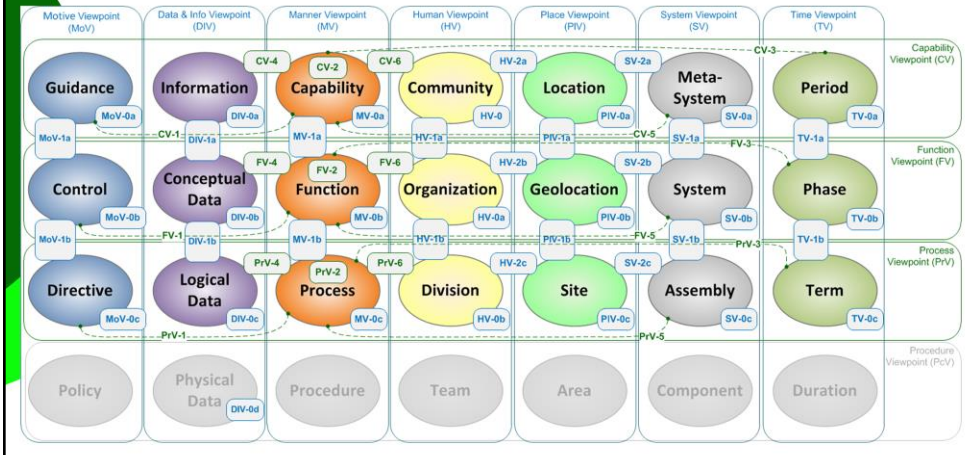
Enterprise Architecture View



Enterprise Architecture View - Plotted



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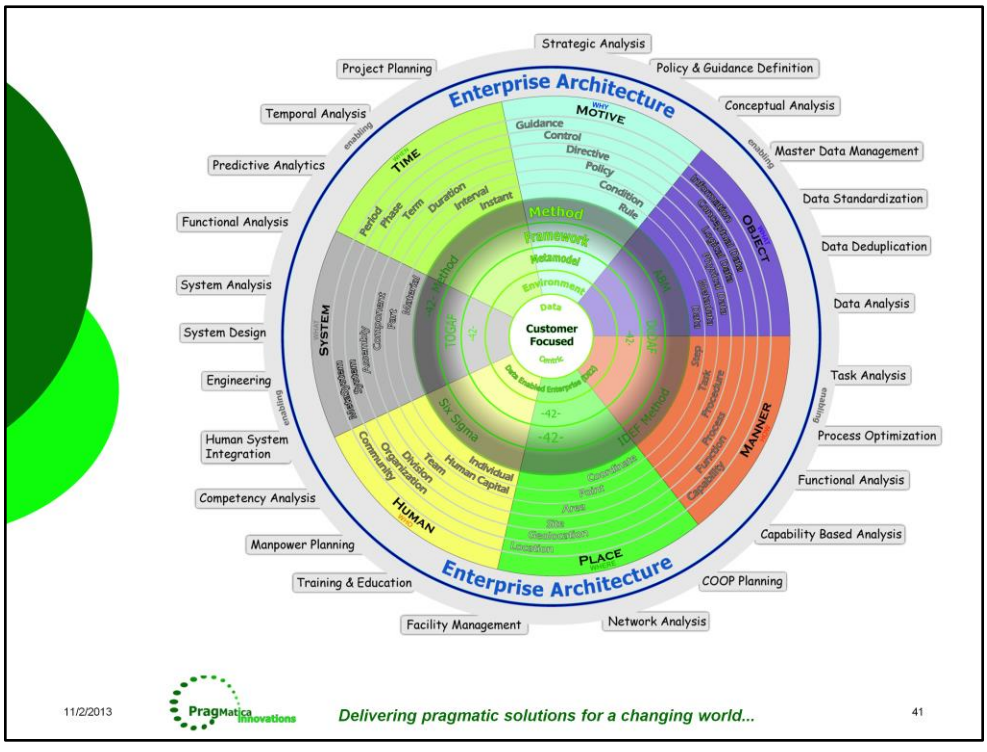
Backup slides

- Following slides are backup and supporting information

Company Overview

- Small footprint -- big impact
- Our team possesses the ability to think '**outside the box**' and provide **pragmatic** solutions to meet the needs of your organization
- We are innovators in **Enterprise Architecture** Collaborative Work Environments, Center of Excellence Services, and EA Development
- Our solutions enable workers to **collaborate** and **integrate** products developed using a variety of leading enterprise level tools
- Our **innovative** approach to **information management** leverages collaborative development on an enterprise scale
- Pragmatica works with each customer and partner to ensure their **self-sufficiency** - always including our unique ethical perspective on contributing to an **environmentally sustainable** future



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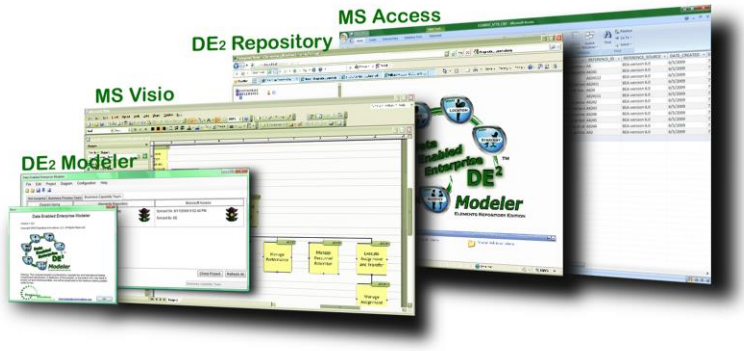
DE2 Product Suite



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