



Abstract

The unicist ontology of object driven value generation

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This paper aims at developing the idea of the conceptual structure underlying the “objects” of the added value processes. The objective is to be able to design added value processes so that they can operate on an objects basis increasing their received value and cutting costs.

The concept “object”

By object, we describe an entity, which carries an implicit extrinsic concept that adds value, and has its own quality assurance imbricated in the object itself.

It can be physical or virtual, simultaneously or successively reusable.

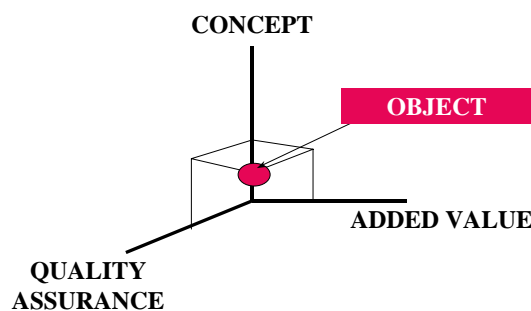
It is essential to the definition of the conceptual object its possibility of being reused within either the class it acts on or any other class.

Consequences of this definition:

- **An object is an object only if it is reusable.**
- **There is only an object if it has an quality assurance in itself.**
- **Every object is designed to belong to one or several classes.**
- **Physical objects are successively reusable.**
- **Virtual objects are successively and simultaneously reusable.**

The structure of an object implies a concept, a value added to the environment where it operates and an assured quality which makes it absolutely reliable.

STRUCTURE OF THE CONCEPT “OBJECT”



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Concept

The concept implies the fact that there is purpose, a procedure and a course of action in each object. There are always a “substantive” function, and action upon the environment and an adverbial function which try to prevent the action upon the environment from deviating from the purpose.

The concept of an object defines, due to the broadness of its purpose, the unified field of analogous applications. Because of the functionality of its purpose, it defines the broadness of the homologue applications.

The concept of an object requires a very deep and subtle apprehension. Should it not be consistent, the object becomes an “operational thing” or procedure which lacks an object’s characteristics, and its reusability and quality assurance are uncertain.

Added Value

The object adds value as a key action. It is there to add value. This added value has objective and subjective aspects, as well as costs. When the added value is reusable, the object has a cost, which is distributed among all its uses or the number of times it is used.

When the subjective added value is significant, the value of the object increases. The subjective added value is related to the value of use in itself, the reference value and the opportunity value.

The added value definition determines the operative functionality of an object and it is the basis for its analogous applications. In the analogous applications, it is necessary to integrate the object’s remaining elements, i.e., its concept and quality assurance.

The utility, functionality and redundancy of the processes briefly determine the added value.

Quality Assurance

Quality assurance depends of the capacity of handling the added value development redundancy. Redundancy should be analogous so that the results of the quality assurance can be guaranteed from an operative viewpoint.

The moment the processes are developed mainly determines the assured quality. If they are out of time, they are useless; they could be considered undelivered.

The chronological time control for the object processes to occur mainly determines the added value of an object.

However, it requires a constant tuning with the objective implicit in the concept so as to prevent the object from generating added values, which actually do not correspond with the purpose for which it was created.

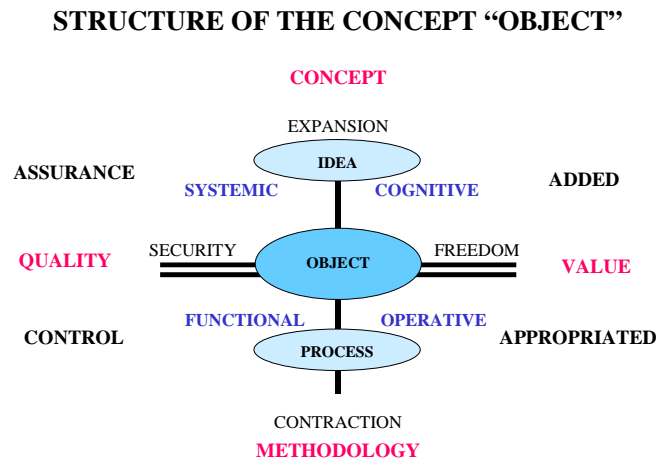


Structural Segments

The structure of the “object” concept determines the large groups of objects that exist and have a different functionality and use.

Actually, every object includes those aspects. That is why in the graph, the “object” is defined in the center acquiring aspects from all the different possibilities. However, there is one predominant aspect that determines its functionality and perception.

The structure is defined as follows:



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Operational Objects

They are those whose aim is to generate an appropriate value for the people handling them. This means that the operative objects should produce “incomes”.

Operational objects are centered on processes, with non-ambiguous methodologies and implicit quality control systems.

Every object needs to have operational aspects that are useful for the client system to appropriate value since they generate the operation and results.

There are objects that only have operational aspects, and they are those who have the highest obsolescence speed due to the change in technologies/methodologies.

Functional Objects

They comprise objects that have functionality, an intermediate stage between a concept and its operation.

The functional object allows intermediating the value addition, so that it can be later used to develop the operative added value.



Functional objects are often interfaces with other objects, links between objects, analyzers of objects and comply with all the functions that link the implicit concept in the objects and its operation.

Systemic Objects

They are complex objects that develop an added value in themselves.

They generate an energy transformation in such a way that it cannot be used to add value to a function other than the implicit in the object's purpose.

They are transforming systems, therefore, they have a high entropy level. Their quality assurance systems are quite basic to be reliable.

Their failures result in considerable energy losses, that is why their purpose should be clearly defined as well as the analogous and homologue fields where the energy transformation is produced.

Cognitive Objects

Cognitive objects are those that turn information into knowledge.

Knowledge is what allows the value generation. Knowledge is defined as the ability that allows the generation of added value out of the available energy level in a specified field.

Cognitive objects are always virtual and simultaneously reusable. The characteristic of a cognitive object is the security of its knowledge, both from an ontological and teleological point of view.

Safe knowledge refers to the knowledge where there is a certainty that the logical structure of the information produces knowledge. Cognitive objects enable the construction of systemic, functional and operative objects.

They are the basis for the quality assurance systems of the other objects

Conclusions

The concept of objects establishes a conceptual way of handling the value generation processes so that their quality increases according to the "objectization" within the working processes; productivity increases due to a higher efficiency in the process and the reuse of objects. The perceived value rises because of the reliability in the client system.

However, designing by means of objects implies a very clear notion of the concept of the process that is being built and the context where it is inserted. Designing by means of objects implies an increase in the amplitude of the operating unified field that requires a broader knowledge of reality.