

**Object Definitions**

A = Object that exists in storage intended to be permanent (aka: designated permanent storage).

A’ = Object in designated permanent storage resulting from some activity operating on any other object.

0 = Object in storage intended to be temporary, such as any type of cache.

0’ = Object in storage intended to be temporary resulting from some activity operating on an object.

M = A message selected at one point.

M’ = The entity resulting from an activity reproducing at one point either exactly or approximately a message selected at another point

**Definitions General**

Address space. A defined range of discrete addresses, each of which may correspond to a network host, peripheral device, disk sector, a memory cell or other logical or physical entity.

* [Cache (computing)](https://en.wikipedia.org/wiki/Cache_(computing)" \o "Cache (computing)), a collection of data duplicating original values stored elsewhere on a computer
  + [CPU cache](https://en.wikipedia.org/wiki/CPU_cache" \o "CPU cache), a small area of fast memory used by the central processing unit
  + [Disk buffer](https://en.wikipedia.org/wiki/Disk_buffer" \o "Disk buffer), the small amount of buffer memory present on a hard drive
  + [Page cache](https://en.wikipedia.org/wiki/Page_cache" \o "Page cache), the cache of disk pages kept by the operating systems, stored in unused main memory
  + [Web cache](https://en.wikipedia.org/wiki/Web_cache" \o "Web cache), a mechanism for the temporary storage of web documents to increase performance
  + [DNS cache](https://en.wikipedia.org/wiki/DNS_cache" \o "DNS cache), a server in the domain name system which stores queried results for a period of time
  + [P2P caching](https://en.wikipedia.org/wiki/P2P_caching" \o "P2P caching), a technique used to reduce bandwidth costs for content on peer-to-peer networks
  + [Database caching](https://en.wikipedia.org/wiki/Database_caching" \o "Database caching), a mechanism used to cache database content in multi-tier applications

Entity: An entity is a physical, digital, conceptual, or other kind of thing with some fixed aspects; entities may be real or imaginary (http://www.w3.org/TR/prov-dm/ Section 2.1.1 Entity and Activity)

Activity: An activity is something that occurs over a period of time and acts upon or with entities; it may include consuming, processing, transforming, modifying, relocating, using, or generating entities (http://www.w3.org/TR/prov-dm/ Section 2.1.1 Entity and Activity)

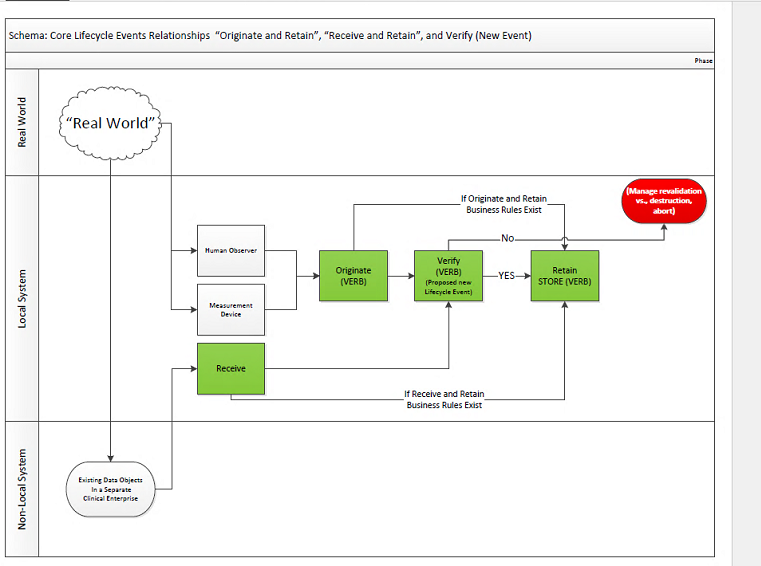
Template:A preset format used as a starting point or guide for a particular application so that the format does not have to be recreated each time it is used. (Derived from <http://www.thefreedictionary.com/template>)

Template definition context: We are attempting to define the precursor to “To Originate” as O. The Entity O is “called up” by the Agent (human or device) in the application (with the To Originate preconditions applied). That “creation space” has a number of stipulated attributes according to the SHALL statements for “To Originate” in FM R2 Record Infrastructure section. These include support data (metadata) requirements for Record Entries. Having experimented with other words for that precursor Entity, we have settled on calling it a template.

The freedictionary definition is useful to start, however we continue to search for preferable domain reference. SKMT offers one Term definition, which is: “A directly, locally usable data creation/validation artefact that is semantically a constraint/choice of archetypes and which will often correspond to a whole form or screen” from ISO

We find that definition to complicated and overloaded with additional concepts so, while we search for a better one, we will offer (thru the SKMT) a simpler alternate: “A locally usable data creation artefact that semantically constrains choices of data archetypes.”, derived from the ISO definition

We also considered the possible utility of the term “Validation Template” but decided that it was not needed, at least at this time. “A locally usable data validation artefact that identifies external criteria against which object data can be compared.” Will not be used.



**Originate**



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| **Originate (v)** | Definition:  To initiate entry of data objects as potential content for an EHR record. Contrast with "To Receive." | Pre-Conditions:   1. Originator has logged into the EHR system. 2. Agent has “Create” Permission 3. Entity at T0 contains, at most, data associated with a template.   Process:   1. ~~At T~~~~0,~~ ~~Agent selects “create.”~~ 2. The object is defined, iterated. 3. At T1, iteration is complete (0)   Post-event Options   1. Discard object 0 2. Verify and/or Validate object 0 3. Retain object 0   Key:  0 represents a transient object.  A represents an object that has been retained in the system.  A’ represents iterations of A. | "To Originate" is an action within EHR Records Management. "To Originate" includes the option of an interim state that permits an intermediate assessment of new data or data objects prior to commitment to long-term management. That intermediate assessment is intended to determine whether to store the initially captured data or data objects or to destroy them as ephemera or a rejected draft. "To Originate" may include the use of volatile memory or other means which offer a temporary cache or cache-like status for the interim state.  Properties:  1. New data object  2. Potential, interim status (or State) |
| Ontological View:  1.2.2 Class: <provisional> EHR Records Management  1.2.3 Class differentiating characteristics are "new" and "potential" content, an interim state to be acted on (ex: To Verify or To Store or To Dispose/Destroy)  \*See Notes, Item 1. The text is included to provisionally identify a Class termed "EHR Records Management" to which the verb action belongs, in conformance with our draft style sheet and guidelines for definitions. |

**Receive**



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| Receive (v) | Definition:  To acquire data objects that existed elsewhere for potential inclusion in an EHR record. Contrast with Originate.  The act of reproducing at one point either exactly or approximately a message selected at another point. [Derived from a quote from Claude Shannon] | Pre-conditions:   1. Communications channels between sender and receiver are open and available   Process:   1. At T0, object M is presented to receiver. 2. At T1 Object M is copied into the message space as M’. 3. At T1, copy is complete and temporary object 0 is available in receiver’s address space.   Post-event options   1. Discard Object M’ 2. Copy M’ into receiver’s address space as O.    1. Verify and/or Validate object O.    2. Retain O. 3. Send return receipt. | Extended Definition:  "To Receive" is an action within EHR Records Management "To Receive" includes the option of an interim state that permits an intermediate assessment of data or data objects that existed elsewhere and is conveyed for consideration for commitment to long-term management. That intermediate assessment is intended to determine whether to store the initially captured data or data objects or to destroy them as ephemera or a rejected data or data object. "To Receive" may include the use of volatile memory or other other means which offer a temporary cache or cache-like status for the interim state.  Properties: 1. Existing data object from sender is used in a message. 2. Object received resides exclusively in the receiver’s message space as M’.  3. Data object M’ is opened and introduced into the receiver's temporary address space as object O.  Question: is M considered “received” once it reaches the receiver’s message space or does it need to be opened and introduced into the receiver’s temporary address space? Once it is opened, it could then be considered an O. Is it possible that M’ only exists within the “Receive” function (inside the box) and is not the final output? If yes, then at T1,  the object should be O. |
| Ontological View:  1.2.2 Provisional Class: <EHR> Records Management  1.2.3 Differentiating characteristics are "existing" and "potential" content, an interim state to be acted on (ex: To Verify or To Store or To Dispose/Destroy)  \*See Notes, Item 1. The text is included to identify a Class to which the verb belongs, in conformance with our draft style sheet and guidelines for definitions. |

**Verify (Placeholder-would like review, rethink this. As LRI workflow illustrates, Verify may be applied sequentially to O to O’ to O(n) or O to A. Diagram in box would change too if amenable)**



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| Verify (v) | Definitions:   1. To evaluate the compliance of data objects with regulations, requirements, specifications, or other internally imposed conditions based on organizational policy. Contrast with validate. 2. To affirm the compliance of data or data objects with specified trust qualifications. Contrast with To Attest | Pre-Conditions:   1. Data object has been originated/received (0) or retained (A)   Process:   1. At T0, an object is selected for verification. 2. Object parameters are compared with internal specifications. 3. At T1, a result is returned that if comparison is successful, object(s) is verified, else verification failed.   Post-event Options   1. Discard Object 0 2. Retain object A | Extended Definition  Properties:   1. Can be performed on an interim or retained object. 2. Uses internally imposed criteria. 3. Returns a result that shows success or failure of verification.   Note: How the verification attribute is bound to the object is a business decision. |
| Ontological View |

**Validate**



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| Validate (v): | Definitions: to confirm that the contents of data objects meet the needs of identified stakeholders (i.e., healthcare providers, patients). Contrast with *verify.* [Derived from PMBOK definition of validation.] | Pre-Conditions:   1. Data object has been originated/received (0) or retained (A)   Process:   1. At T0, an object is selected for verification. 2. Object parameters are compared with external specifications. 3. At T1, a results are returned that if comparison is successful, object(s) is validated, else validation failed.   Post-event Options   1. Discard Object 0 2. Retain object A | Extended Definition  Properties:   1. Can be performed on an interim or retained object. 2. Uses externally imposed criteria. 3. Returns a result that shows success or failure of validation.   Note: How the validation attribute is bound to the object is a business decision. |
| Ontological View |

**Retain**



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| Retain (v) | Definition:  To persist data or data objects by saving onto electronically accessible devices. | Pre-Conditions:   1. An object 0 exists or an object A exists which needs to be re-saved.   Process:   1. At T0, object is selected and space is opened in memory. 2. Object is written to and manipulated in memory. 3. Object is placed in a permanent storage location. 4. At T1, data object has been persisted as a new EHR information object with a designation, object A’.   Post-event Options   1. Object A’ available for use | Extended Definition  Properties:   1. Can be performed on any object, whether previously retained or not. 2. Multiple actions can be performed on attributes of the object during the retention process, such as:    1. Change of name    2. Updates to provenance (eg: last agent who saved/modified object)    3. Change of storage location    4. Change of time stamp 3. Is performed on objects in memory. 4. Final results are written to designated storage location. |
| Ontological View |