# Nouns

* Abstract
  + Entities that do not have or are chosen not to have spatio-temporal extension.
* Action Taken
  + A Preventative/Mitigation action or Detection Action that has been applied to the design.
* Agent
  + Something or someone that can act on its own and produce changes in the world.
* Agent Robot
  + A subrelation indicating that a robot is an agent in a process.
* Artifact
  + An object that is the product of a making.
* Artificial System
  + An artificial system is an Artifact formed by various devices (and other objects) that interact in order to execute a function.
* Attribute
  + Qualities that we cannot or choose not to reify into subclasses of object.
* Automated Robot
  + A subrelation of Agent Robot. Indicates that a robot follows predefined (scripted) plans, not adapting to changes in the environment.
* Blueprint
  + An icon which is a scale model of an Artifact, whether the Artifact actually exists or not.
* Collection
  + Collections have members like classes, but, unlike classes, they have a position in space-time and members can be added and subtracted without thereby changing the identity of the collection.
* Collective Robotic System
  + A Collective Robotic System has two or more robots.
* Computer Program
  + A set of instructions in a computer programming language that can be executed by a computer.
* Configuration
  + An arrangement of parts or elements in a particular form, figure, or combination.
* Constant Quantity
  + A Physical Quantity with a constant value.
* Content Bearing Object
  + Any self-connected object that expresses content.
* Content Bearing Process
  + Any Process which may contain a Proposition.
* Deadline
  + A time position by which a process must end.
* Descriptor
  + A Content Bearing Object that serves to describe or identify.
* Design
  + A design idealizes the intended structure of one or more artifacts.
* Design Measure
  + The abstract counterpart of Measure.
* Design Object
  + Design objects are abstract idealizations of the individual artifacts conforming to the design.
* Detection
  + How well controls will detect a failure cause or mode.
* Detection Action
  + The action used to detect a failure cause or mode.
* Device
  + A device is an artifact whose purpose is to serve as an instrument in a specific subclass of a process.
* DFMEA
  + The process of reviewing as many components, assemblies, and subsystems as possible to identify potential failure modes in a system and their causes and effects.
  + https://en.wikipedia.org/wiki/Failure\_mode\_and\_effects\_analysis
* DMFEA Worksheet
  + Document containing the results of a DFMEA, generally in a standardized tabular format.
* Document
  + Any Content Bearing Object that is an Artifact conventionally typically intended to be transmitted and assimilated as a meaningful whole.
* Electric Device
  + A Device that uses electricity as its primary power source.
* Ending Date
  + Time position at which a process ends.
* Entity
  + The universal class of individuals. This is the root node of the ontology.
* External
  + Coming or derived from a source outside the subject affected.
* Failure
  + A state of inability to perform a normal function.
  + https://www.merriam-webster.com/dictionary/failure
* Failure Cause
  + An event or state that leads to a failure.
* Failure Effect
  + The result of a failure mode.
* Failure Mode
  + The manner in which something might fail.
* Fully Autonomous Robot
  + A subrelation of Agent Robot. Indicates that a robot can accomplish their assigned mission within a defined scope and without intervention from a human while also adapting to the operational and environmental conditions.
* Function
  + The natural purpose of something.
  + https://dictionary.cambridge.org/dictionary/english/function
* Group
  + A collection of agents.
* Hardware
  + The physical and electronic parts of a computer or electronic system.
* Human
  + Modern man, the only remaining species of the Homo genus.
* Human Robot Communication
  + An occurrence of Human Robot Communication is any process that involves the transfer of information between humans and robots.
* ID Number
  + A numerical code serving as the name for an object.
* Interaction
  + A process in which two agents participate. It is composed by two subprocesses defining action and reaction.
* Internal
  + Coming or derived from a source inside the subject affected.
* Issue Report
  + A document that contains the results of a test or experiment that resulted in a failure.
* Latest Revision Date
  + Time position at which at which the most current revision of a document was completed.
* Motion
  + Any Process of movement.
* Name
  + A Descriptor that identifies an entity.
* Object
  + Corresponds roughly to the class of ordinary objects. Examples include normal physical objects, geographical regions, locations of processes, and the complement of objects in the physical class.
* Occurrence
  + The probability that a failure cause will occur.
* Permanent
  + Lasting or intended to last or remain unchanged indefinitely.
* Physical
  + Entities that have spatio-temporal extension.
* Physical Environment
  + A Physical Environment is an object that has at least one specific part: a region in which it is located. In addition, a physical environment relates to at least one reference object based on which its region is defined.
* Physical Quantity
  + A Physical Quantity is a measure of some quantifiable aspect of the modeled world.
* Predicate
  + A sentence-forming Relation.
* Preventative/Mitigation Action
  + Actions use to prevent a failure or reduce its severity.
* Procedure
  + A sequence-dependent specification.
* Process
  + The class of things that happen and have temporal parts or stages. The formal definition is: anything that occurs in time but is not an object.
* Processing Device
  + A Processing Device is an Electric Device whose purpose is to serve as an instrument in a subclass of computer process.
* Proposition
  + Propositions are abstract entities that express a complete thought or a set of such thoughts.
* Quantity
  + Any specification of how many or how much of something there is. Accordingly, there are two subclasses of quantity: number (how many) and physical quantity (how much).
* Recommended Action
  + A Preventative/Mitigation Action or Detection Action that is suggested for the design.
* Region
  + A topographic location.
* Relation
  + The class of relations. There are three kinds of relation: predicate, function, and list. Predicates and functions both denote sets of ordered n-tuples. The difference between these two classes is that predicates cover formula-forming operators, while functions cover term-forming operators. A list, on the other hand, is a particular ordered n-tuple.
* Remote Controlled Robot
  + A subrelation of Agent Robot. Indicates that a robot is directly observed and controlled by a human.
* Reproduction Procedure
  + Produces a copy.
* Risk Attribute
  + A class of attributes which describes degrees of risk.
* Risk Priority Number
  + A numerical assessment of risk.
* Robot
  + A device that is an agent that acts in a physical environment.
* Robot Actuating Part
  + Devices that allow the robot to move and act in the surrounding environment. Subrelation of Robot Part.
* Robot Communicating Part
  + The Robot Communicating Part is the role played by any device that serves as an instrument in a robot-robot or human-robot communication process by allowing the robot to send (or receive) information to (or from) a robot or a human. Subrelation of Robot Part.
* Robot Group
  + A Robot Group is a group whose only members are robots.
* Robot Interface
  + The Robot Interface is a device composed by other devices that play the roles of sensing device, actuating device and communicating device.
* Robot Motion
  + An occurrence of Robot Motion is any process of movement where the agent is a robot and the patient is one of its (robot) parts.
* Robot Part
  + A relation between a device and a robot, indicating that the device is part of the robot. A subrelation of part.
* Robot Processing Part
  + Processing devices that allow the robot to process information play the role of the Robot Processing Part. Subrelation of Robot Part.
* Robot Robot Communication
  + An occurrence of Robot Robot Communication is any process that involves the information transfer between two or more robots.
* Robot Sensing Part
  + Measuring devices can play the role of a sensing part of a robot when they are connected to robots. Subrelation of Robot Part.
* Robotic Environment
  + A Physical Environment equipped with Robotics Systems.
* Robotic System
  + A Robotic System is an artificial system formed by robots and devices intended to support the robots to carry on their tasks.
* Semi-Autonomous Robot
  + A subrelation of Agent Robot. Indicates that the robot requires a human to plan the mission and requires some degree of human robot interaction, though the robot operates autonomously in between human interactions.
* Set or Class
  + The set or class of sets and classes; i.e., any instance of abstract that has elements or instances.
* Severity
  + The seriousness of an effect.
* Single Robotic System
  + A Single Robotic System has one and only one robot.
* Software
  + The programs and other operating information used by a computer.
* Software Version
  + Software Version is a Version Attribute to the Proposition, Computer Program.
* Solution
  + A means of solving a problem or dealing with a difficult situation.
* Starting Date
  + Time position at which a process begins.
* State
  + The condition of an object at a Time Position.
* Teleoperated Robot
  + A subrelation of Agent Robot. Indicates that the robot is directly controlled or assigned incremental goals continuously by a human who only uses sensory feedback from the robot.
* Temporary
  + Lasting for only a limited time interval.
* Testing
  + The process of taking measures to check the quality, performance, or reliability of (something), especially before putting it into widespread use or practice.
* Time Measure
  + The class of temporal durations and positions of time points and time intervals along the universal timeline.
* Time Position
  + Any time point along the universal timeline.
* Type
  + A category of objects having common characteristics.
* Validation Procedure
  + The action of checking or proving the validity or accuracy of something.

# Verbs

* To be a member of
  + To belong to a particular group.
* To be about
  + To concern/be on the subject of.
* To account for
  + To be responsible for.
* To be part of
  + The basic mereological relation. All other mereological relations are defined in terms of this one.
* To bear
  + To carry (an attribute).
* To become
  + To change from one state to another.
* To cause
  + To make happen.
* To constrain
  + To severely restrict the scope, extent, or activity of.
* To contain information
  + To hold a Proposition.
* To create
  + To bring (something) into existence.
* To depend on
  + To be controlled or determined by.
* To document
  + To record (something) in written, photographic, or other form.
* To equip
  + To supply with the necessary items for a particular purpose.
* To execute
  + To put into effect.
* To experience
  + To encounter or undergo an event or occurrence.
* To have
  + To possess, own, or hold.
* To idealize
  + To give an ideal form or value to.
* To impede
  + To delay or prevent (someone or something) by obstructing them.
* To interact with
  + For an agent to participate with another agent in an interaction.
* To investigate
  + To carry out a systematic or formal inquiry to discover and examine the facts of (an incident, allegation, etc.) so as to establish the truth.
* To measure/have measure
  + A very general Predicate for asserting that a particular Physical is measured by a particular Physical Quantity.
* To reproduce
  + To produce a copy of.
* To specify
  + To identify clearly and definitely.
* To test
  + To take measures to check the quality, performance, or reliability of (something).
* To validate
  + To check or prove the validity or accuracy of.