ZYGMUNT RYZNAR HSL - OBJECT SPECIFICATION LANGUAGE FOR HUMAN

OSL-H named HSL (Human Specification Language) is a semiformal notation for a human being for anyone interested in ontology and existential psychology. The topic "human being" is not a simple one. Several psychologists and writers have stated that the several major theories on personality are colored by subjective factors and motivations affecting each theorist as an individual. Some examples of the diversity of theories are "Functional autonomy" (Allport), "Basic concepts for a psychology of personality" (Murray' H.A), "Trait theory", "16 Personality Factors", "9 Enneagram types" and "Myers-Briggs Type Indicator". Further development of HSL could be achieved with collaboration of psychologists and medical professionals.

One possible usage of HSL language is creation of a human resources database in a corporation or even on an international scale for locating individuals which meet certain psychological, intelectual and professional requirements.

Similarly to other subsets of OSL this one contains only additional phrases and keywords that do not exist in kernel of the base language.

## 1. OSL NOTATION

	comment
< >	container
=>	link to something external (outside area)
<def></def>	start-end of language/subset definition
<spec <="" spec=""></spec>	start-end of a given object specification
iiiiiiiii	keywords: by,from,to,when
::=	type assignment
:=	list items
=	value assignment
:	name assignment
@	mark of attibute, feature, property
::	belongs to
(x,y,)	list
[name]	executive/operational object
xxxXxxx	special or complex names
XXXX	basic object
UUUU.XXXX	qualified name of object
XXXXXXX	some complex or important keywords
KKKKKK	OSL keywords ((capital letter)
XXXXXXX	operational keywords: event,action
<xxxxxxxx></xxxxxxxx>	tags: id,def,spec
& /	conjunctions: and or

Writing of specification should be supported by a specialized editor, that automatically (based on the OSL notation) converts words into bold, inverted font and capital/small letters. Otherwise all the text (excluding object names) may be written in lower case. Another useful facility would be virtual keyboard with such keys as <def <spec ::= :: etc.

Generally, OSL needs a software engineering support like IDE, SDK, graphic tools, object standards (like DCOM, Corba etc.) and database technology.

## 2. OSL KERNEL DEFINITIONS

```
<def OSL>
<def ENVIRONMENT: ENV >
      ENV:=(REGULATIONS, INFRASTRUCTURE)
      ENV.INFRASTRUCTURE:INFR
      ENV.REGULATIONS:=(LegalActs, Resolutions,
                              Decisions)
     INFR:=(IT,ORG,HR)
     INFR.IT:= (Servers, OperSystems, Applications,
                 TransDataBases, Users, prLanguages)
     INFR.ORG:=(OrgStructureOfCompany)
     INFR.HR:=(HumanResources)
</def>
<def globalMapping><!made automatically by
OSLpackage>
  defLang:=(BSL,HSL,SSL)<! defined subsets of OSL>)
  defList:=(<list of defined objects>)
  specList:=(<list of specifications>)
</def>
<def subject:<NAME><!main object name>
<def <name><!other object name>
 object.id<!object identifier>
 class<!class tree>
 object.type::=(eobject<!elementary atomic object>,
                dobject<!dynamic object >,
                iobject<!informational object >,
                vobject <!virtual object >,
                sobject <!smartobject)>,
                oobject<!open object>)
@sobject:=(noiceReduction,selfTeach,selfRepair,selfKill,
            selfRestore, selfRestart)
@oobject:=(input(parameters,data),output(info,messages)
            structure(addComponent,addRelations))
dynamics::=(event,operation/transaction,action,process)
dynamics::=(ev,op/tr,ac,pr)<!short notation>
dvnamics.scenario::= (scevt,scop,scac,scpr)
event:ev<!-elementary atomic fact >
trans<!transaction in terms of operating system monitor>
ftrans<!financial transaction>
operation:op
action:ac<!sequence of operations or events,long
transaction>
process:pr<!sequence of actions and events>
reverseMode::=(rev,rac,rop,rtr)<!back to the previous
state>
pr::=(trigger,action(<events>),endEvent)
scenario:sc<!predicted sequence of actions and events>
scenario.rank:=(best,worst)
object. Info<!information visible at the moment of
keywords:kwords<!additional keywords in def>
olh<!object life history>:=(timeline,events,aging-curve)
object .role:=(interface,
trigger, generator, agent, integrator,
             component.monitor.commander.
             executor/performer,initiator,terminator,
             destructor, participator, owner, stockholder,
             customer, supplier; partner, employee)
relations::=(activatedby, activates, assisted by,
            appearence depends on, belongs to
             /is owned by, built from,
             calls <obiekt> (<interface>),
             consists of <parts>, contained in/contains,
```

controlled by/controls,derived from,

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grandSon,grandDaughter,granMa,granPa)
              existence depends on, exists when/in/for,
              included in,linked to ... by/links,
                                                                              emotion:=(love,hate,satisfaction,frustration,
              refers to, relates to, related by affinity,
                                                                                            agression, enjoyment, anger)
              represented by/represents.involved in.
                                                                              psychComplex:=(fear of insupport,regression,
              shared by/shares, used by/uses)
                                                                                                inferiority, persecution)
state:=(active,inactive,dormant,suspended,aborted,
                                                                              habit, hobby, profession,
         idle/waiting,lost,expected,deleted,homeless)
                                                                              health:=(measures, physical-examinations, illness-
status:=(generic,real,virtual,undefined)
                                                                                        history),
                                                                              role::=(advisor, spouse,
role:=(driver,trigger,reactor,agent,executor,generator)
reactor::=(acceptance, rejection,constructor)
                                                                                      manager,patron,partner,customer,
rank:=(critical,necessary,most
                                                                        supervisor, participator,
wanted,optional,worst,best)
                                                                                     owner, supplier),
rule:=(decision-table,logical-when-if,formula).
{control-flow
\underline{ac} := (\underline{ev}1, \underline{ev}2, \underline{ev}3, ..)
                                                                              appearence depends on,
                                                                              assisted by, belongs to,
\underline{pr} := (\underline{ac1}, \underline{ac2}, \underline{ac3}, ...)
s(\underline{ev}1,\underline{ev}2,\underline{ev}3,..)<!sequential flow of events>
                                                                              matched/matches<!e.g. marriage >
                                                                              relates to <family-members>
p(ev1,ev2,ev3, ..)<!parallel flow of events>
                                                                              used by,uses,not used,misused,abused
\underline{pr} ::= s(\underline{ac1}, \underline{s(\underline{ev1}, \underline{ev2}, \underline{ev3})}, \underline{ac2}(\underline{p(\underline{ev4}, \underline{ev5}, \underline{ev6})}, (\underline{ev7}, \underline{ev8}, \underline{..})
                                                                              state:=(active.inactive.dormant.suspended.
                                                                                       aborted,idle,lost,dead,homeless,retired,
                                                                                       married/divorced/single,ignored)
     <!example of mixed flow>
repetition:=(iteration, single spiral, multiband spiral)
                                                                              place:=(point, area,everywhere,nowhere>
  <!spiral pattern may be used as a pattern of learning -
                                                                              life-space:=(psychological,social,educational,
    each scroll of spiral can be different>
                                                                                            financial)
activated by <..> with <initial-value> at <time-point>
                                                                              behaviour<!flow of processes of the object >
             when <condition>
                                                                              behaviour rational::=(selfrealization,need,
 finished at < > with <...> when .<..>}
                                                                                                      satisfaction)
                                                                        behaviour:=(marriage,friendship,career,ilness,aging)
 <def body>
                                                                        genotype, fenotype,
    {body::=(Contents,Script,Metadata)
                                                                        olh<!object-life-history:=[birth,aging-curve,
      contents<!e.g. document contents, program code >
                                                                               social_events,health_illness-events, educ-events,
      script<!operation script generated upon the
                                                                               job-events, critical_events, death ]
                                                                        cluster<!GlobalFactor- estimated on the base of several
pattern
                                                                               particular factors >
                of behaviour >
      metadata<!body structure description >}
                                                                        cluster:= (self, profile/type, attitude,leadership, ability,
      layout:=(free-
                                                                                extraversion, anxiety, independence, healthState,
space,swarm/hive,network,hierachy,line,
                                                                                lifeStyle,creativePotential,happiness,
                triangle,tunnel,curve)
                                                                                BipolarPersonality)
    <\def>
                                                                        self:=(self-identity,self-assesment,self-sentiment,self-
                                                                                esteem, self-regard, self-reliance, self-control,
</def>
                                                                                 self-image, self-extension, self-structure)
                                                                        leadership:=(assertive, creative, facilitative, independent,
                                                                                       stable, permissive, leadership Style,
3. <def OSL-H:HSL>
                                                                                      leadershipPotential)
 <def subject:HUMAN>
                                                                        ability:=(toughMinded/openMinded,creative,fast/slow,
                                                                                   toleratesDisorder/perfectionistic,
      class1:=(animals.mammalia.primates.homidae)
      class2:=(nation.ethnic-group.profession.person)
                                                                                  grounded/abstracted, improving own learning,
      kwords:=(life-space,behaviour,scope)
                                                                                  problem solving, IQ, .....)
      scope::= (BIOPHYSICAL, GEOGR, CULTURAL,
                                                                        need:=(biological(food,medical,emergency,rescue,
                  SOCIAL, LEGAL)
                                                                                coping), cultural, psychological (love, esteem,
 <def ENV>
                                                                                selfrealization), financial-security)
      ENV:=(WORLD,CONTINENT,COUNTRY,
                                                                        BipolarPersonality:=(Warmth, Reasoning, Emotional Stabil
                REGION, SITE)
                                                                        ity
      ENV.LEGAL:=<!Legal acts, resolutions,
                                                                                  Concillation, Dominance, Liveliness, Openness,
                                                                                   Tension, Rule-Consciousness, Social Boldness,
     ENV.CULTURAL:=(tradition, history, education,
                                                                                   Sensitivity, Vigilance, Abstractedness,
                            religion, ideology, art, radio-
                                                                                   Privateness, Apprehension, Openness To Change,
                                                                                   Self-Reliance, Perfectionism)
tv)
      ENV.BIOPHYSICAL:= (animals.homosapiens)
                                                                           Warmth=Reserved/Warm
      ENV.GEOGR:= (homeaddress,company,school)
                                                                           Reasoning=Concrete/Abstract
</def>
                                                                           EmotionalStability=emotional/stable
 <def PERSON>
                                                                           Concillation=concillatory/aggressive
      object.Info:=(id,sex,birth-data)
                                                                           Dominance =Deferential/Dominant
      homeaddress::= (country, site, street, house, flat)
                                                                           Liveliness =Serious/Lively
      sex=(male/female/x)
                                                                           Openness=extraversive/introversive
      family::=(gentree,parent,child,son,daughter,
                                                                           Tension=Relaxed/Tense
```

Rule-Consciousness=Expedient/Rule-Conscious
SocialBoldness=Shy/Socially Bold
Sensitivity=Utilitarian/Sensitive
Vigilance=Trusting/Vigilant
Abstractedness=Grounded/Abstracted
Privateness=Forthright/Private
Apprehension=Self-Assured/Apprehensive
OpennessToChange=Traditional/Open to Change
Self-Reliance=Group-Oriented/Self-Reliant
Perfectionism=Tolerates Disorder/Perfectionistic
<pre><spec example)="" human(john=""></spec></pre>
sex=male
family=(married, parent of 3, grandfather of 4) state:=(retired, active)
<pre>cluster.self=average ability=(openMinded,creative,fast,abstracted)</pre>
need=psychological.self-actualization
temperament=(emotional,sensitive,
introversive, tense, reserved)
cluster.happiness=good+
IQ=> http://www.iq-test.com/
<\spec>