AEA by Ivory & Co.

Reality Architecture Standard

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1. Definition

> Reality Architecture defines the basis upon which the enterprise captures its actual position and the context necessary for that position to correspond with actuality across time.

Reality Architecture is the architecture of Actuality.

Its governing question is:

> What is the enterprise's actual position?

Reality Architecture captures what is and what was.

It does not determine what should be, what could become possible, what should be relied upon, or what action should be taken.

> Reality captures. It does not judge.

2. Why Reality Architecture Exists

Enterprise decisions are only as useful as the actuality from which they begin.

Recorded information can be incomplete.

Measures can be stale.

Systems can disagree.

Perspectives can conflict.

A declared state can differ from the state that actually exists.

Reality Architecture therefore establishes how the enterprise represents its actual position while preserving the context necessary to understand what that representation means.

It provides the basis from which Directional choice, Possibility exploration, Trust assessment and other enterprise reasoning can begin without confusing representation with actuality.

> Recorded is not synonymous with actual.

3. Actuality

Actuality is what is or was actually the case for an architecturally material proposition in its relevant context.

Actuality may concern:

- state;
- value;
- condition;
- configuration;
- behaviour;
- performance;

· experience;
· perspective;
· event;
· relationship performance;
· assignment;
· availability;
· maturity;
· or another architecturally material property.

Reality captures Actuality about objects owned across the Architecture Set.

It does not acquire ownership of those objects merely because it captures their actual state.

> Reality captures actuality about architecturally material objects without acquiring ownership of, or acting upon, those objects.

4. State Is Not Identity

The architecture that owns an object owns what that object is and what its states mean.

Reality may capture the state the object is actually in.

This creates a foundational AEA rule:

> State is not identity.

Examples:

· Domain owns Capability identity and the meaning of its maturity model; Reality captures actual Capability maturity.
· Environment owns intended Configuration and lifecycle model; Reality captures actual Configuration and lifecycle state.
· Workforce owns Role and assignment propositions; Reality captures actual assignment or participation.
· Execution owns intended process performance; Reality captures actual execution.
· Trust owns the meaning of a Trust Score; Reality may capture the actual score value at a point in time.

Capturing state does not transfer object ownership.

5. Position

A Position is a captured representation of Actuality at a particular point in time or for a defined period.

Position answers:

> What was actually the case at this point or during this period?

A Position must preserve sufficient context to prevent the captured state from being interpreted outside the conditions under which it was established.

Reality Position may concern one object, a group of objects, one architecture, selected architectures or a wider enterprise view.

6. Movement

Movement is evidenced change between Reality Positions.

Movement requires more than a claim that change occurred.

It requires sufficient Actuality to establish the difference between relevant Positions.

Movement may concern:

- increase;
- decrease;
- transition;
- entry;
- exit;
- deterioration;
- improvement;
- reconfiguration;
- or another evidenced change.

Reality describes the movement.

It does not decide whether that movement is desirable.

7. Trajectory

Trajectory is the evidenced pattern of historical Movement across time.

Reality Trajectory is strictly retrospective.

> Reality Trajectory describes the path travelled. It does not project the path ahead.

A forecast, projection, extrapolation or scenario is not Reality Trajectory merely because it uses historical data.

Future propositions belong outside Reality, principally in Possibility until adopted elsewhere.

> Historical pattern "` future fact.

8. Baseline

A Baseline is a selected Reality Position used as a reference point for a particular purpose.

The Baseline is not Reality itself.

It is a purposeful selection from Reality.

Different activities may legitimately use different Baselines where their purpose, period or scope differs.

A transformation may establish one Baseline.

A financial comparison may establish another.

A strategic review may establish another.

The underlying Actuality remains Reality.

9. Historical Actuality

Historical Actuality remains Reality.

Reality is not restricted to the present moment.

An enterprise may need to understand:

- what was true;
- what changed;

· when it changed;
· what the previous configuration was;
· how performance moved;
· what an Actor experienced at the time;
· or another historical proposition.

The fact that Actuality is historical does not move it into Intelligence.

Intelligence may establish the Understanding required to interpret the historical Actuality.

Reality owns the captured Actuality.

10. Measure Definition and Measured Actuality

AEA separates the meaning of a measure from its actual value.

> Measure definition and measured actuality are different architectural propositions.

The architecture that owns the proposition being measured owns the measure definition and intended meaning.

Reality captures the actual observed or derived value.

Where derivation is required, Intelligence may own the derivation mechanism and associated information architecture.

Examples:

> Domain defines the Capability measure !’ Intelligence may establish derivation !’ Reality captures the actual value.

> Execution defines the Operational Metric !’ Intelligence may establish derivation !’ Reality captures actual operational performance.

> Environment defines the enablement measure !’ Intelligence may establish derivation !’ Reality captures actual availability, readiness or condition.

Reality does not define what success means merely because it captures the number.

11. Observed Actuality

Observed Actuality is Actuality captured through direct or otherwise established observation.

Observation may be:

· human;
· technological;
· transactional;
· sensor-based;
· documentary;
· behavioural;
· or another established observation mechanism.

Observation is evidence toward Actuality.

It is not automatically Actuality simply because something was recorded.

The observation basis must remain visible where material.

> Observed "` automatically true.

Contradictory observations may coexist until the Actuality can be established with sufficient confidence.

12. Derived Actuality

Derived Actuality is an actual value established through a defined derivation rather than direct observation.

Examples may include:

- ratios;
- calculated performance measures;
- aggregated values;
- indexed values;
- maturity scores;
- or other derived states.

Intelligence owns the formula, derivation mechanism, provenance and interpretation architecture where applicable.

Reality captures the resulting value as Actuality where it validly represents what was actually the case.

Reality may capture a derived value without owning the derivation by which that value was produced.

Derived does not mean speculative.

A future projection is not Derived Actuality merely because it is calculated.

13. Perspectival Actuality

Perspectival Actuality is the actual perception, opinion, belief, sentiment, judgement or stance of an individual at a particular point in time.

A perspective can be Actuality even when the subject of that perspective is incorrect.

For example, it may be actual that a customer believes the service was poor.

That does not by itself establish that the service objectively failed its standards.

A perspective is actuality of the individual. It is not, by itself, evidence that the subject of that perspective corresponds with actuality.

Perspectival Actuality is therefore legitimate Reality without collapsing subjective experience into objective fact.

14. Individual Actuality

Individual Actuality concerns what is actually the case for an architecturally material individual.

It may include actual:

- state;
- behaviour;
- participation;
- experience;
- perspective;
- interaction;
- or another relevant proposition.

The individual's architectural identity remains owned by the relevant source architecture.

Reality owns the captured Actuality about that individual.

15. Collective Actuality

Collective Actuality concerns what is actually the case for an architecturally established group, population or collective.

Reality may aggregate Actuality across a group where the group has an established architectural basis.

Reality does not create a group merely because data can be aggregated.

The grouping or collective identity must come from the relevant source architecture or a legitimate analytical purpose established through AEA in Action.

16. Segmented Actuality

Segmented Actuality is Actuality viewed through a segmentation established elsewhere.

For example:

- Expression may establish an Audience Segment;
- Ecosystem may establish an Actor grouping;
- Workforce may establish a Participant grouping;
- Domain may establish a Capability grouping.

Reality may then capture Actuality for that segment.

Reality may change the level at which actuality is captured without changing the architectural identity of what is being observed.

Reality must not create a new Audience Segment merely because actual behaviour differs across a population.

The source architecture determines whether that difference warrants a new architectural segment.

17. Experience Actuality

Reality may capture actual experience.

Expression owns intended Experience.

Execution may own work through which the experience is delivered.

Ecosystem may own the Relationship context.

Reality captures what was actually experienced.

Perspectival Actuality may form part of that experience.

Intended Experience "` actual Experience.

The existence of an experience measure does not transfer intended Experience into Reality.

18. Context

Actuality without context can be misleading.

Reality should preserve the context necessary for a Position to correspond meaningfully with Actuality.

Relevant context may include:

- subject;
- measure, property or state;
- point in time;
- period;
- conditions;
- population;
- segment;
- observation basis;
- derivation basis;
- location where architecturally relevant;
- or another condition necessary to interpret the captured Actuality.

Context should be sufficient to prevent materially false comparison or interpretation.

Detailed context fields belong in the Reality Information Specification.

19. Correspondence with Actuality

Reality Architecture is concerned not merely with recording but with whether the enterprise's representation corresponds with Actuality.

A record can exist and still be wrong.

A dashboard can be current and still misrepresent the enterprise.

A system can contain data without that data corresponding to what actually occurred.

Reality therefore preserves the distinction:

> Representation "` Actuality.

Intelligence may provide evidence, provenance, lineage, source authority, semantics and confidence required to understand a representation.

Reality is concerned with whether the resulting representation corresponds with what actually is or was.

20. Contradiction

Reality must permit contradiction to remain visible.

Two sources may report different Actuality.

Two individuals may hold different Perspectival Actuality.

A system state may conflict with observed physical state.

A derived value may conflict with another measurement.

Reality should not manufacture agreement merely to create a clean enterprise view.

> Contradiction is preferable to invented coherence.

Intelligence may establish the provenance, confidence and interpretation needed to understand the contradiction.

Where Actuality cannot yet be established, it should remain unresolved.

21. Unknown Actuality

Reality Architecture permits Actuality to be unknown.

Unknown is a valid architectural state where sufficient basis does not exist to establish what is or was actually the case.

> Unknown actuality is preferable to invented actuality.

An enterprise should not fill a Reality gap with:

- assumption;
- forecast;
- desired state;
- historical average;
- model output;
- or unsupported inference

and then present that value as Actuality.

Where inference is used, its status must remain explicit.

22. Reality and Intelligence Architecture

Reality and Intelligence are closely related but distinct.

Reality owns Actuality.

Intelligence owns the architecture through which the enterprise establishes Understanding.

Intelligence may establish:

- source;
- Source Authority;
- evidence;
- provenance;
- lineage;
- semantics;
- context;
- confidence;
- contradiction;
- ambiguity;
- derivation;
- and Organisational Memory.

Reality may depend upon these propositions in order to establish correspondence with Actuality.

> Intelligence establishes how the enterprise can know. Reality captures what is actually the case.

Information about Actuality is not automatically Actuality.

Confidence in information is not the same proposition as Reality Position.

23. Reality and Directional Architecture

Reality establishes the actual Position from which strategic decisions are made.

Directional establishes the strategic scope and choices the enterprise intends to realise.

> Reality — Where are we actually?
>
> Directional — Where are we choosing to go?

Reality may capture actual performance against a Directional Goal or Target.

Directional owns the adopted Goal or Target.

Reality owns the actual value.

Reality does not determine whether the enterprise should change Direction because actual performance differs from intent.

That judgement belongs elsewhere.

24. Reality and Possibility Architecture

Reality captures what is and what was.

Possibility explores what could become.

Reality Trajectory is retrospective.

Possibility may use Position, Movement and Trajectory to develop future Hypotheses.

A forecast is not Reality.

A scenario is not Reality.

A projected state is not Reality.

Actual past movement may inform a future hypothesis without turning that hypothesis into Actuality.

25. Reality and Domain Architecture

Domain owns Business Model, Value Chain and Capability identity.

Domain also owns the meaning of Capability measures and any established Capability state or maturity model.

Reality captures actual:

- Capability performance;
- Capability state;
- maturity;
- measure value;
- or another material Domain Actuality.

Domain defines what the Capability is and what its states mean. Reality captures the state it is actually in.

Reality does not create or redefine a Capability because its actual condition changes.

26. Reality and Execution Architecture

Execution owns intended work, Process Modules, Approved Variants, Tasks, Instructions, Operational Policies, Operational RACI and Operational Metrics.

Reality captures actual:

- execution;
- completion;
- timing;
- evidence;
- exception;
- variation;

- metric value;
- or another material execution state.

Execution defines intended execution. Reality captures actual execution.

A deviation from process does not automatically mean the process definition has changed.

Reality captures the deviation.

The appropriate owning architecture determines the response.

27. Reality and Environment Architecture

Environment owns:

- Environment identity;
- Environment Requirements;
- Requirement Fulfilment;
- Enabling Resources;
- intended Configuration;
- lifecycle models;
- readiness definitions;
- and Environment measure definitions.

Reality captures actual:

- availability;
- configuration;
- condition;
- capacity;
- lifecycle state;
- readiness;
- performance;
- fulfilment;
- or another material Environment state.

Environment defines what enablement should exist. Reality captures what enablement actually exists.

Actual Requirement Fulfilment is Reality.

The Requirement and intended Fulfilment proposition remain Environment.

28. Reality and Workforce Architecture

Workforce owns:

- Role;
- Skills Required;
- Sourcing;
- Participant Type;
- Workforce Structures;
- Assigned Entity;
- Participant;
- Gap Analysis;
- and Learning Pathway propositions.

Reality may capture actual:

- assignment;
- participation;
- availability;
- capacity;
- skill state;
- organisational placement;
- fulfilment;
- or another material Workforce state.

Workforce defines the participation proposition. Reality captures what is actually the case.

Reality does not infer Authority merely because it observes who made a decision.

Actual behaviour and authorised behaviour are distinct propositions.

29. Reality and Ecosystem Architecture

Ecosystem owns Actors, Relationships, Exchanges, Dependencies, Relationship Instruments and Relationship Commitments.

Reality captures what actually occurs within or against those propositions.

Reality may capture:

- actual Exchange;
- actual commitment performance;
- actual dependency event;
- actual interaction;
- actual Relationship condition;
- or another material Ecosystem state.

Ecosystem establishes the Relationship and its commitments. Reality captures what actually occurs against them.

Reality does not infer Trust merely because a Relationship exists or a commitment was performed once.

30. Reality and Expression Architecture

Expression owns:

- Enterprise Identity;
- Audience;
- Audience Segment;
- Expression;
- Offer;
- intended Experience;
- and other Expression propositions.

Reality may capture:

- actual experience;
- actual response;
- actual perception;
- actual engagement;
- actual expression delivered;
- or another material Expression state.

Reality may reveal meaningful differences between groups.

Expression determines whether those differences warrant a distinct Audience Segment.

Observed difference does not itself create segmentation.

31. Reality and Trust Architecture

Trust owns the architecture of warranted Reliance.

Reality captures the Actuality upon which Trust may depend.

Reality may capture:

- a Trust-relevant event;
- actual behaviour;
- actual performance;
- an actual breach event;
- an individual's Perspectival Actuality;
- a Trust Indicator observation;
- or the actual value of a Trust Score at a point in time.

The Trust Indicator and Trust Score remain Trust-owned propositions.

Reality owns the captured event, observation or value.

Trust defines what the indicator or score means. Reality captures what actually occurred or the value actually held at the relevant time.

A Trust Score is not an Intelligence confidence score.

Information confidence concerns confidence in Understanding.

Trust Score concerns warranted Reliance in a defined context.

Reality may capture the actual value of either without collapsing their meanings.

32. Trust History and Reality

Trust changes over time.

The historical Actuality through which that change can be understood remains Reality.

Reality may preserve:

- relevant events;
- prior Trust Score values;
- interactions;
- breaches;
- restorations;
- performance;
- perceptions;
- and other Trust-relevant Actuality.

Trust determines the reliance consequence of that history.

Trust changes through time; Reality preserves the actuality through which that change can be understood.

Reality does not independently determine whether Reliance should increase or decrease.

33. Reality and Trust Indicators

A Trust Indicator is Trust-owned because Trust determines why the information, observation,

experience, perception, event or condition matters to Reliance.

Reality may capture the actual occurrence or value of the underlying indicator.

For example:

· Reality captures that a delivery was late.
· Trust determines whether that event is a relevant reliability indicator and what consequence it has for Reliance.

This preserves the ownership chain:

> Actual event = Reality. Trust relevance = Trust. Reliance consequence = Trust.

34. Reality and Trust Scores

Trust owns the definition, resolution and meaning of Trust Scores.

Reality may capture the actual score value at a defined point in time.

This applies to:

· Attribute Trust Score;
· Transaction Trust Score;
· Relationship Trust Score;
· Transferred Trust Score;
· or another governed Trust representation.

> Trust owns the scoring proposition. Reality captures the score's Actuality through time.

Reality does not calculate or interpret the Trust Score merely because it stores historical values.

Where calculation or derivation is required, Intelligence may own the derivation mechanism.

35. Reality and AEA in Action

AEA in Action may combine Reality with other architectures to construct:

· baselines;
· dashboards;
· strategic planning views;
· operating views;
· diagnostics;
· change impact assessments;
· capability assessments;
· Trust histories;
· experience views;
· performance views;
· or other purpose-specific renders.

Reality contributes Actuality.

Other architectures contribute the meaning and identity of their propositions.

Intelligence enables the Understanding required for composition.

AEA in Action performs the composition.

A dashboard is therefore not automatically a native Reality object merely because it displays Actuality.

36. Capital and Reality

Reality may capture Actuality concerning any architecturally material form of capital.

The taxonomy defining forms of capital is not established as native Reality doctrine by this Published Standard.

Where another architecture or governed enterprise model establishes a capital taxonomy, Reality may capture its actual condition, value, movement or other material state.

Reality can capture the Actuality of capital without owning the taxonomy of capital.

This prevents the Reality Standard from embedding an ungoverned capital model merely because capital is commonly measured.

37. Governing Principles

Reality Architecture is the architecture of Actuality.

Reality Architecture defines the basis upon which the enterprise captures its actual position and the context necessary for that position to correspond with actuality across time.

Reality captures what is and what was.

Reality captures. It does not judge.

Recorded is not synonymous with actual.

Representation "` Actuality.

State is not identity.

Reality may capture the state of an object without acquiring the object.

Position is Actuality at a point in time or defined period.

Movement is evidenced change between Positions.

Reality Trajectory is retrospective.

Reality Trajectory describes the path travelled. It does not project the path ahead.

A Baseline is a selected Reality Position for a purpose; it is not Reality itself.

Historical Actuality remains Reality.

Measure definition and measured Actuality are different architectural propositions.

The owning architecture defines the measure. Reality captures the actual value.

Reality may capture a derived value without owning the derivation.

A perspective is Actuality of the individual, not automatic evidence that the subject of the perspective corresponds with Actuality.

Reality may change the level at which Actuality is captured without changing architectural identity.

Contradiction is preferable to invented coherence.

Unknown Actuality is preferable to invented Actuality.

Intelligence establishes how the enterprise can know. Reality captures what is actually the case.

Trust Indicators and Trust Scores remain Trust-owned. Reality may capture their underlying events or actual values through time.

Trust Score "` Intelligence confidence score.

Reality can capture capital Actuality without owning a capital taxonomy.

38. AI Protocol

AI may assist Reality Architecture by:

- identifying candidate Reality Positions;
- comparing Positions to identify evidenced Movement;
- identifying retrospective Trajectory;
- identifying context required for a captured value;
- distinguishing direct observation from derived Actuality;
- identifying contradictory records;
- preserving unknown states;
- distinguishing Perspectival Actuality from claims about the subject of that perspective;
- distinguishing intended state from actual state;
- distinguishing measure definition from measured value;
- identifying where segmentation originates outside Reality;
- identifying Trust-relevant events without assigning the Trust consequence;
- and detecting forecasts or projections incorrectly represented as Reality.

AI must not:

- treat a recorded value as Actuality solely because it exists in a system;
- invent Actuality to fill a gap;
- convert a forecast into Reality;
- describe projected movement as Reality Trajectory;
- judge whether Actuality is desirable merely because it differs from intent;
- acquire ownership of an object because Reality captures its state;
- create an Audience Segment because observed behaviour differs;
- treat Perspectival Actuality as objective proof of its subject;
- treat a Trust Indicator as Reality-owned;
- treat a Trust Score as Reality-owned;
- interpret a Trust Score as an Intelligence confidence score;
- create a capital taxonomy inside Reality merely because capital is measured;
- or expose proprietary AEA in Action composition methods as Published Standard doctrine.

AI may assist the capture and interpretation boundary around Actuality. It must not manufacture Actuality, judgement or object ownership.

39. Conformance

A conformant application of Reality Architecture must preserve, where applicable:

1. Actuality; 2. Position; 3. Movement; 4. retrospective Trajectory; 5. Baseline where used; 6. historical Actuality; 7. distinction between object identity and actual state; 8. distinction between measure definition and measured Actuality; 9. observation basis; 10. derivation basis where relevant; 11. Perspectival Actuality where relevant; 12. Individual Actuality where relevant; 13. Collective Actuality where relevant; 14. Segmented Actuality where relevant; 15. actual Experience where relevant; 16. sufficient context; 17. contradiction where unresolved; 18. unknown Actuality where not established; 19. distinction between Reality and Intelligence; 20. distinction between Reality and future Possibility; 21. source ownership of objects whose state Reality captures; 22. Trust ownership of Trust Indicators and Trust Scores; 23. distinction between Trust Score and Intelligence confidence; 24. and separation between Reality Actuality and AEA in Action renders.

40. Non-Conformance

An application is non-conformant where it:

- treats a record as Actuality without sufficient basis;
- treats a forecast or scenario as Reality;
- uses Trajectory to describe a future projection;
- treats a selected Baseline as the whole of Reality;
- moves historical Actuality into Intelligence merely because it is historical;
- acquires ownership of an architectural object because Reality captures its state;
- defines a source architecture's measure solely within Reality;
- treats a derived value as speculative merely because it is calculated;
- treats a calculated future value as Derived Actuality;
- treats an individual's perspective as objective proof of the subject;
- creates a new architectural segment solely from observed differences;
- suppresses contradiction to create a cleaner view;
- fills unknown Actuality with assumption;
- judges Actuality as acceptable, desirable or trustworthy as a Reality function;
- treats a Trust Indicator as Reality-owned;
- treats a Trust Score as Reality-owned;
- treats a Trust Score as an Intelligence confidence score;
- embeds an unestablished capital taxonomy as Reality doctrine;
- or treats a dashboard, assessment or diagnostic as automatically native to Reality.

41. Published Gaps

> GAPS — None currently identified that prevent publication of this Standard.

Detailed Reality information fields, context schema, observation classifications, derivation references, Position and Movement structures, temporal schemas, segmentation references, contradiction handling, native schematic construction rules and Actuality capture protocols belong in the downstream Reality Architecture package.

Capital taxonomy remains outside this Published Standard unless separately established through the appropriate AEA or enterprise governance mechanism.

Their absence does not constitute a Reality Architecture doctrine gap.

42. Publication Position

Reality Architecture provides AEA with its architecture of Actuality.

It establishes the enterprise's actual Position and preserves the context required for that representation to correspond meaningfully with what is or was actually the case.

Its temporal structure is:

> Position !’ Movement !’ retrospective Trajectory

It preserves the foundational distinction:

> State is not identity.

The owning architecture defines what an object is, what its measures mean and what its state model means.

Reality captures the state or value that actually exists.

It also preserves:

recorded "` actual

representation "` Actuality

measure definition "` measured Actuality

intended state "` actual state

perspective Actuality "` objective truth of its subject

historical Trajectory "` future projection

Trust Indicator "` Reality object

Trust Score "` Reality object

Trust Score "` Intelligence confidence score

and:

unknown "` permission to infer.

Reality therefore provides the factual anchor from which the enterprise can understand where it stands without turning observation into judgement, measurement into ownership, history into prediction or missing information into invented certainty.

The governing proposition remains:

Reality Architecture defines the basis upon which the enterprise captures its actual position and the context necessary for that position to correspond with actuality across time.