FRBR model

Work → *realisation* → Expression → *embodiment* → Manifestation → *exemplar* → Item

abstract ──→ concrete
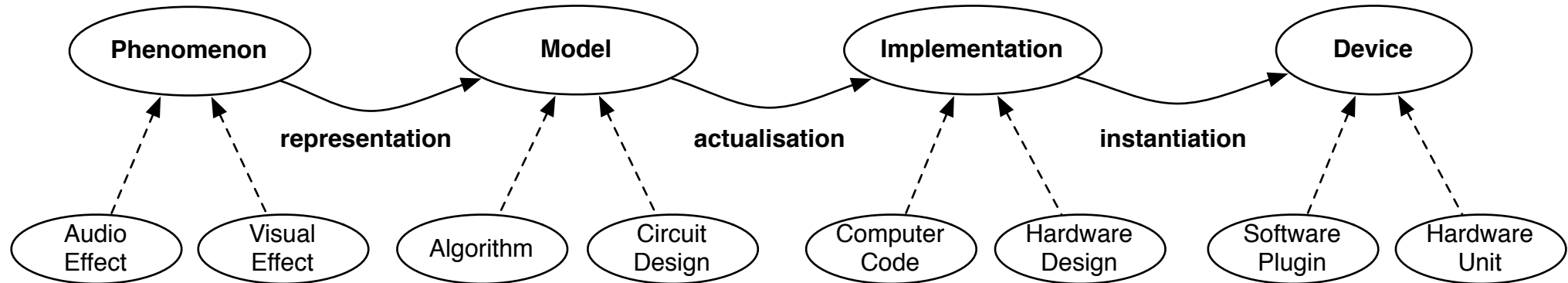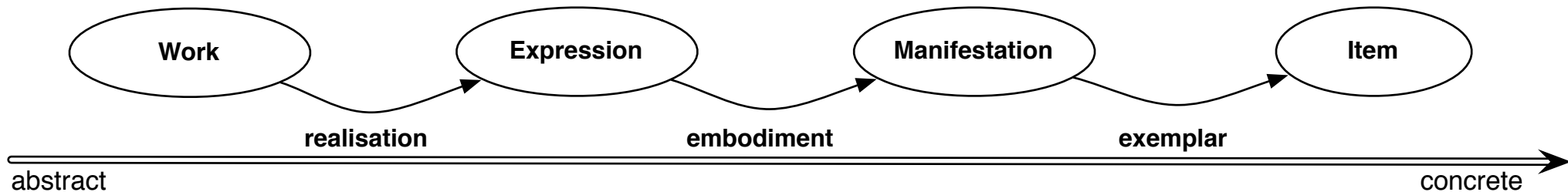
Phenomenon → *representation* → Model → *actualisation* → Implementation → *instantiation* → Device

Signal Processing Device model

Phenomenon: Audio Effect, Visual Effect
Model: Algorithm, Circuit Design
Implementation: Computer Code, Hardware Design
Device: Software Plugin, Hardware Unit

- - - → possible subclass
──── → property relation