



Modeling for Architects II: Business Processes, BPMN 2.0, Object Lifecycles

Architectural Thinking for Intelligent Systems

Winter 2019/2020

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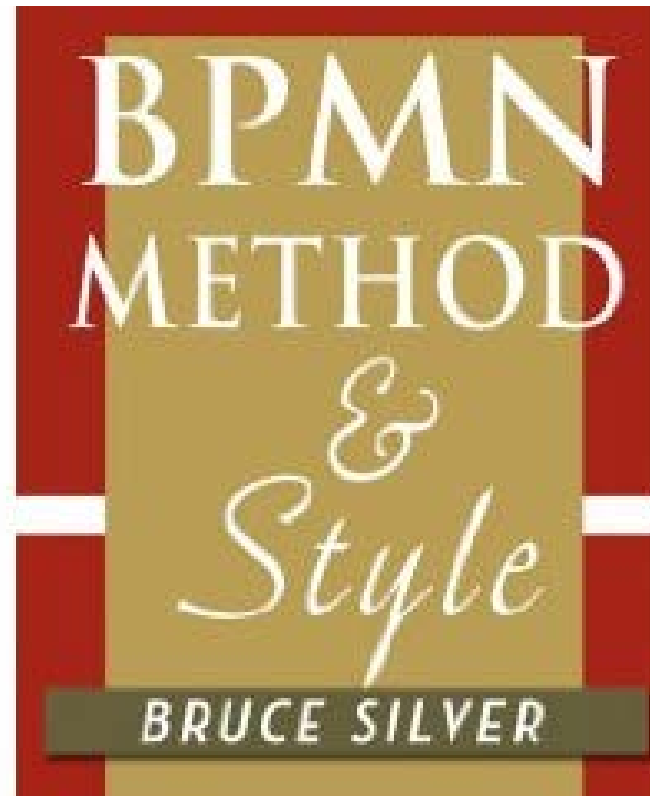
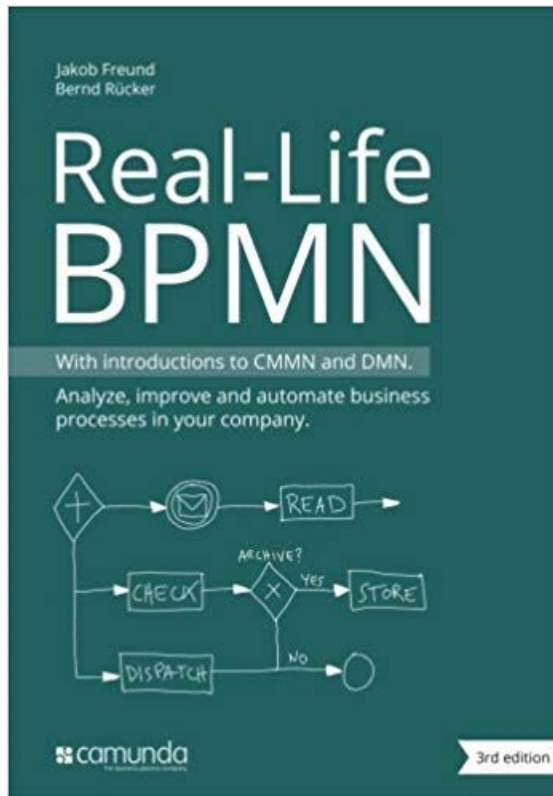
Agenda

- Analyzing business processes with BPMN 2.0
- Basic and advanced language elements
- Style conventions
- Syntactically and semantically correct models
- Pattern and Anti-pattern
- Process model and instance of a process
- Understanding Business Object Lifecycles

Tutorial Assignment 2

- We practice the usage of BPMN 2.0 with a number of exercises.

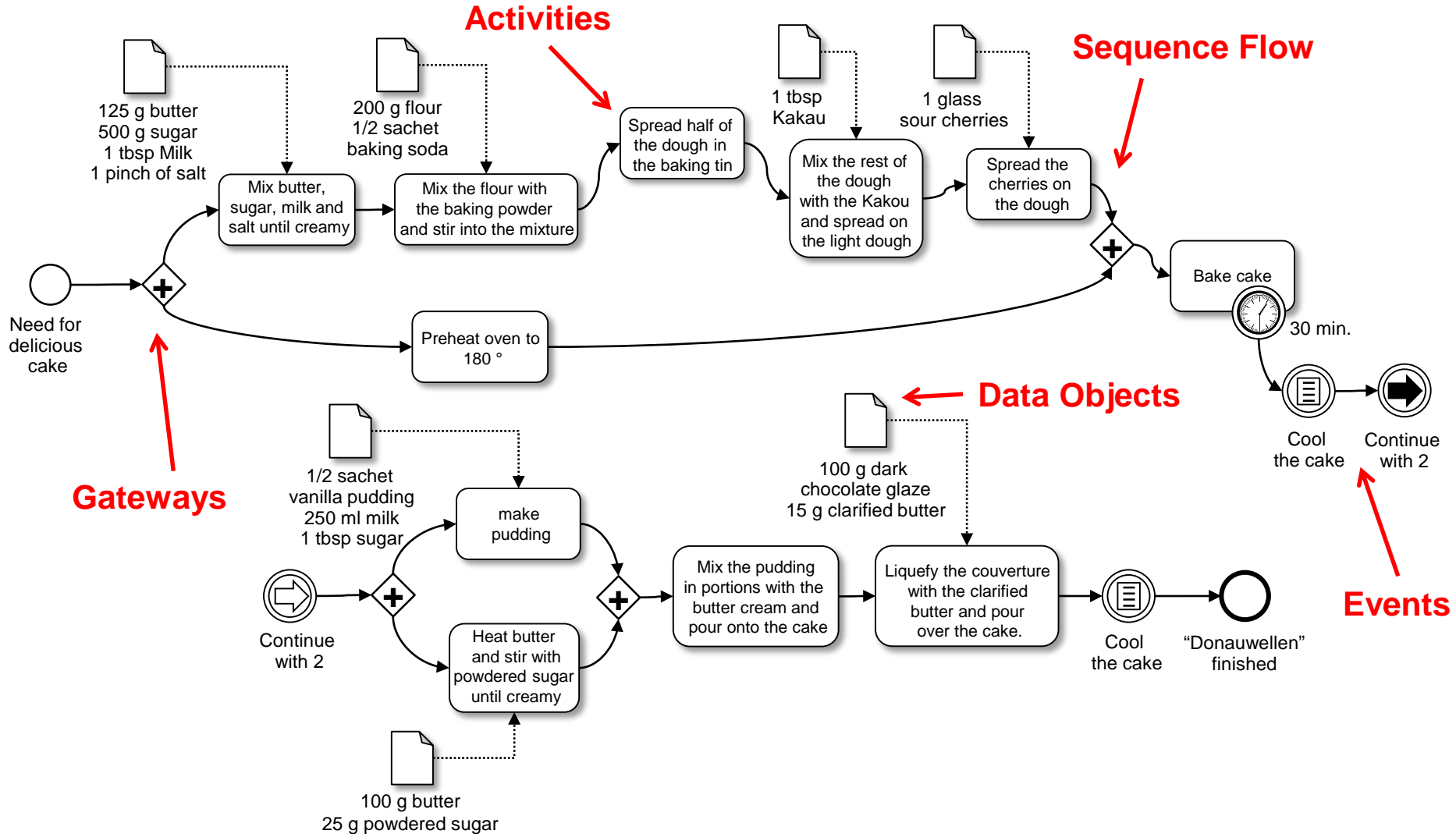
Understanding and Modeling Business Processes



Why Process Models?

- Understanding the processes in an organization
- Create documentation for audits
- Execution of simulations for process optimization
- Comparison of process variants
- Specification of requirements for changes/automations
- Service orientation
- Business capability management

Everything is a Process ...



<http://blog.frapu.de/index.php?entry=entry090720-212758> Frank Puhlmann (inubit) Blog

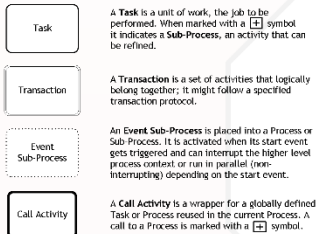
BPMN 2.0 Poster

<http://signavio.com/>

BPMN 2.0 - Business Process Model and Notation

<http://bpmn.de/poster>

Activities



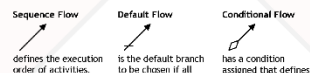
Activity Markers

Markers indicate execution behavior of activities:

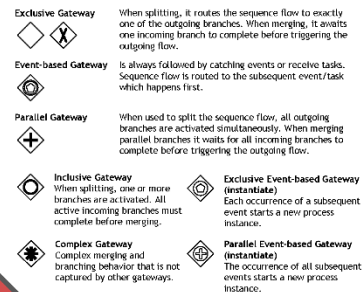


Task Types

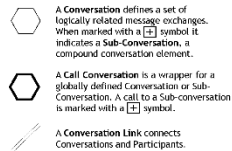
Types specify the nature of the action to be performed:



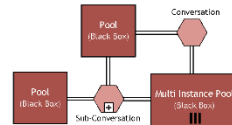
Gateways



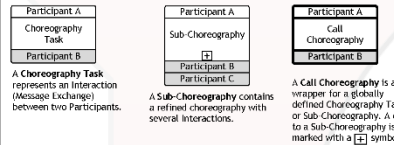
Conversations



Conversation Diagram



Choreographies

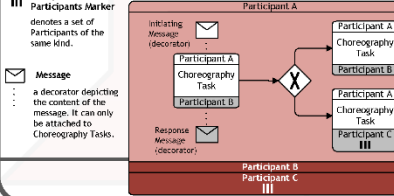


A **Choreography Task** represents an interaction (Message Exchange) between two Participants.

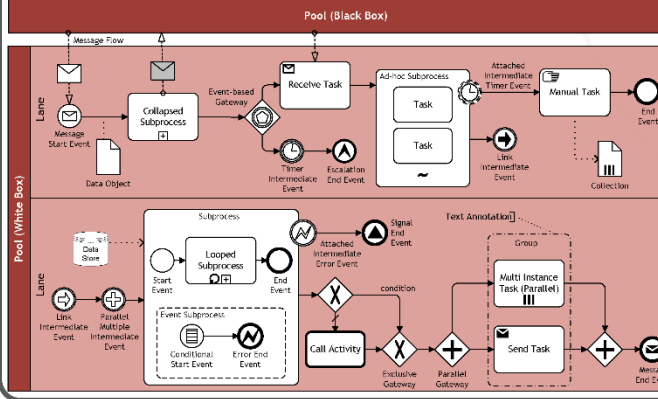
A **Sub-Choreography** contains a refined choreography with several interactions.

A **Call Choreography** is a wrapper for a globally defined Choreography Task or Sub-Choreography. A call to a Sub-Choreography is marked with a  symbol.

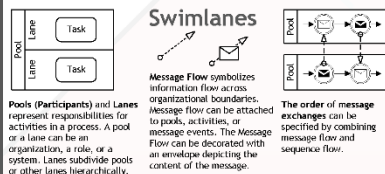
Choreography Diagram



























Collaboration Diagram



Swimlanes



Events

	Start	Intermediate	End
Standard			
Event Sub-Process Interrupting			
Event Sub-Process Non-Interrupting			
Catching			
Boundary Interrupting			
Boundary Non-Interrupting			
Throwing			
Standard			

None: Untrigged events, indicate start point, state changes or final states.

Message: Receiving and sending messages.

Timer: Cyclic timer events, points in time, time spans or timeouts.

Escalation: Escalating to an higher level of responsibility.

Conditional: Reacting to changed business conditions or integrating business rules.

Link: Off-page connectors. Two corresponding link events equal a sequence flow.

Error: Catching or throwing named errors.

Cancel: Reacting to cancelled transactions or triggering cancellation.

Compensation: Handling or triggering compensation.

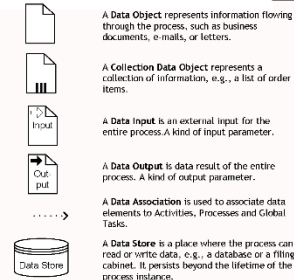
Signal: Signalling across different processes. A signal thrown can be caught multiple times.

Multiple: Catching one out of a set of events. Throwing all events defined.

Parallel Multiple: Catching all out of a set of parallel events.

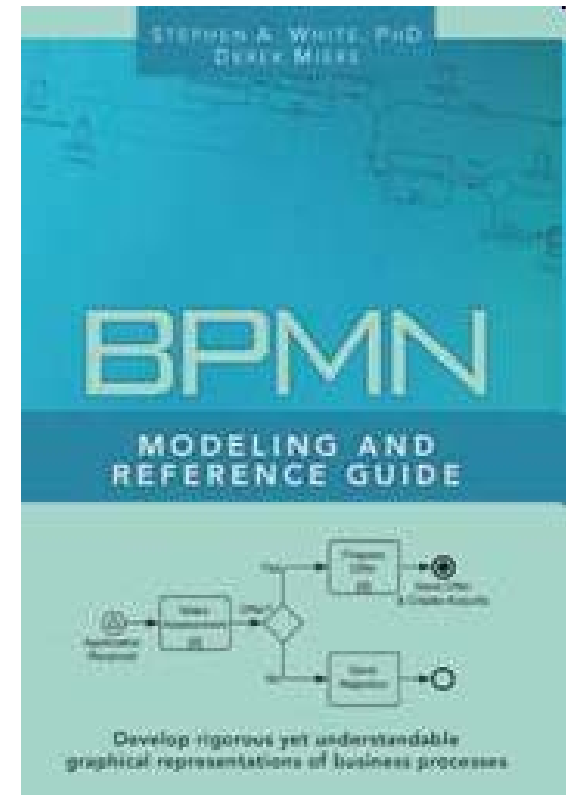
Terminate: Triggering the immediate termination of a process.

Data

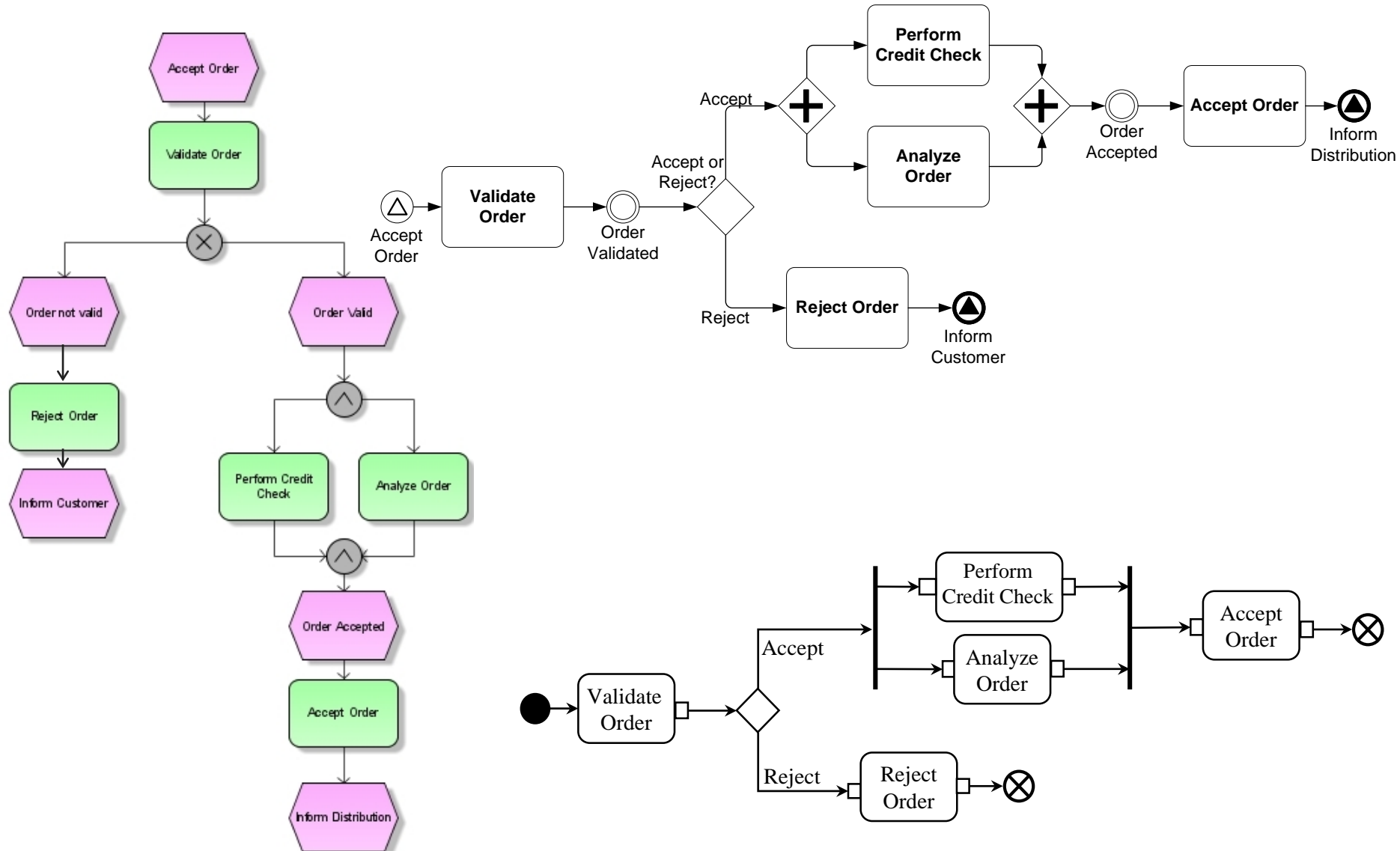


History of BPMN

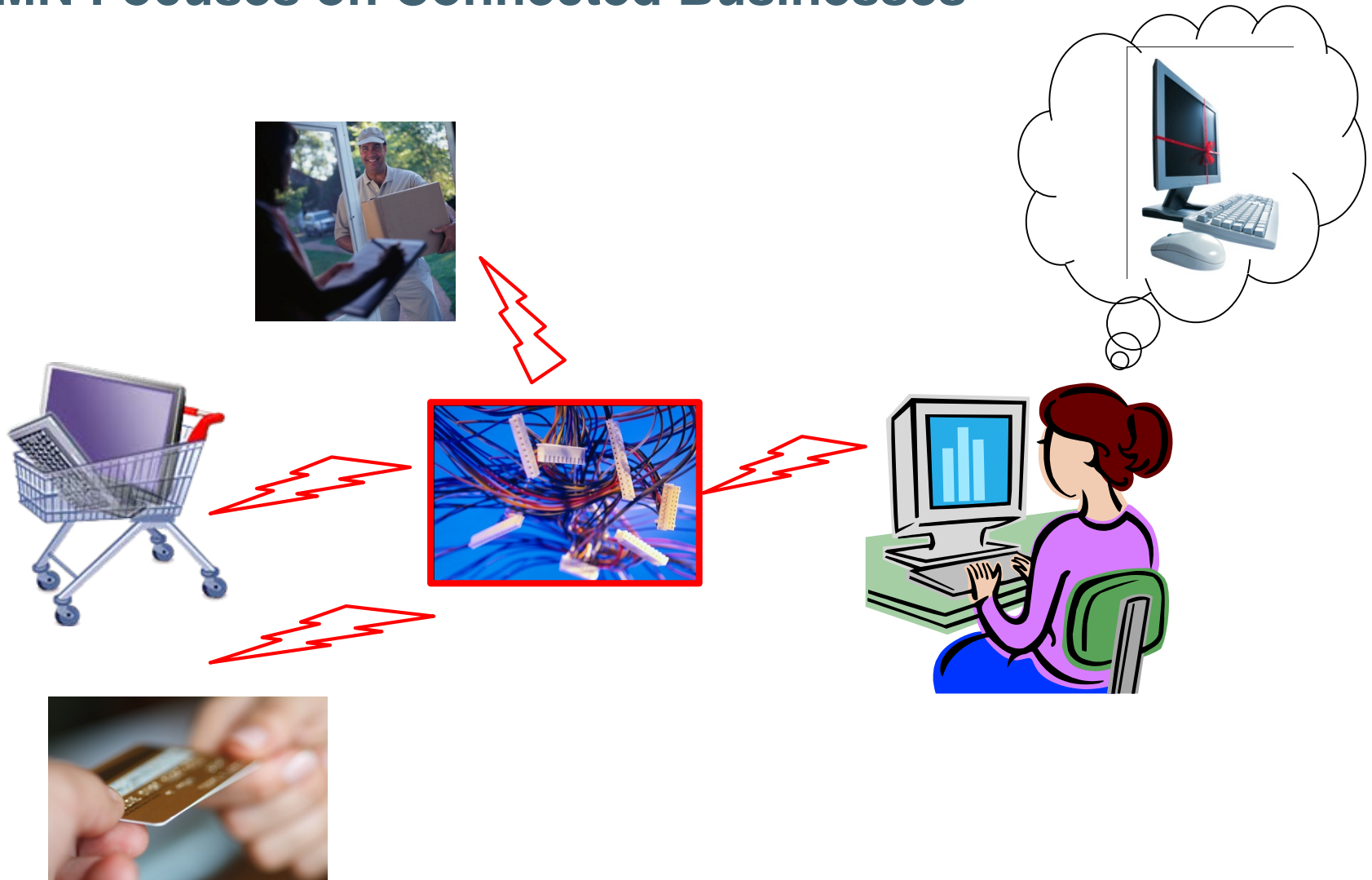
- First initiative at OMG in September 2000
- Version 1.0 of the standard in May 2004
 - Graphical symbols, informal semantics, many examples, first tools
- Version 1.1 in January 2008, approx. 60 vendors
- Version 1.2 in January 2009
- Version 2.0 Proposal of IBM/SAP/Oracle in June 2009
 - Metamodel, formal semantics, technical attributes
- Adoption of version 2.0 in January 2011
 - <http://www.omg.org/spec/BPMN/>
- Current version 2.0.2 since 2014



EPK – UML Activity Diagrams – BPMN

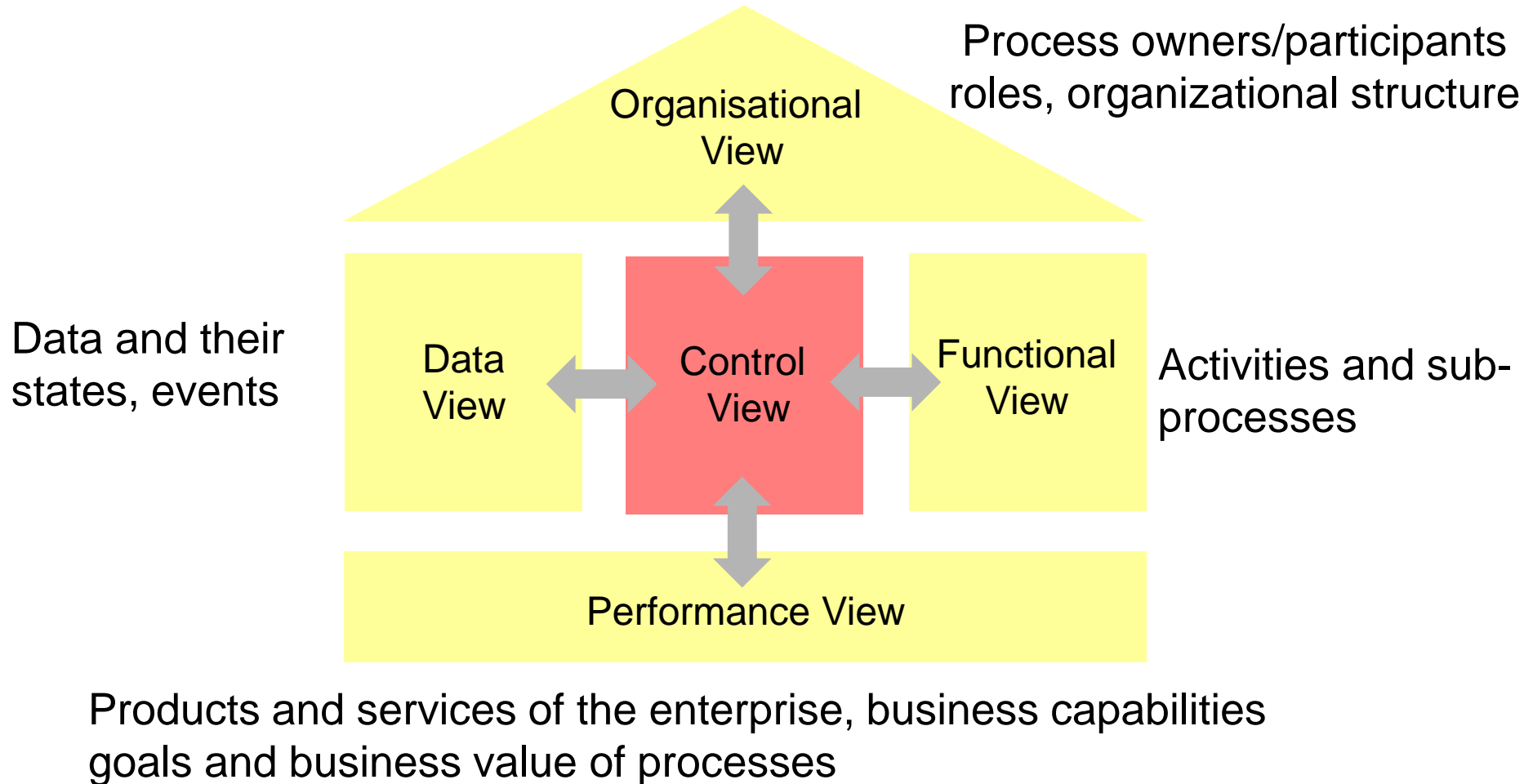


BPMN Focuses on Connected Businesses

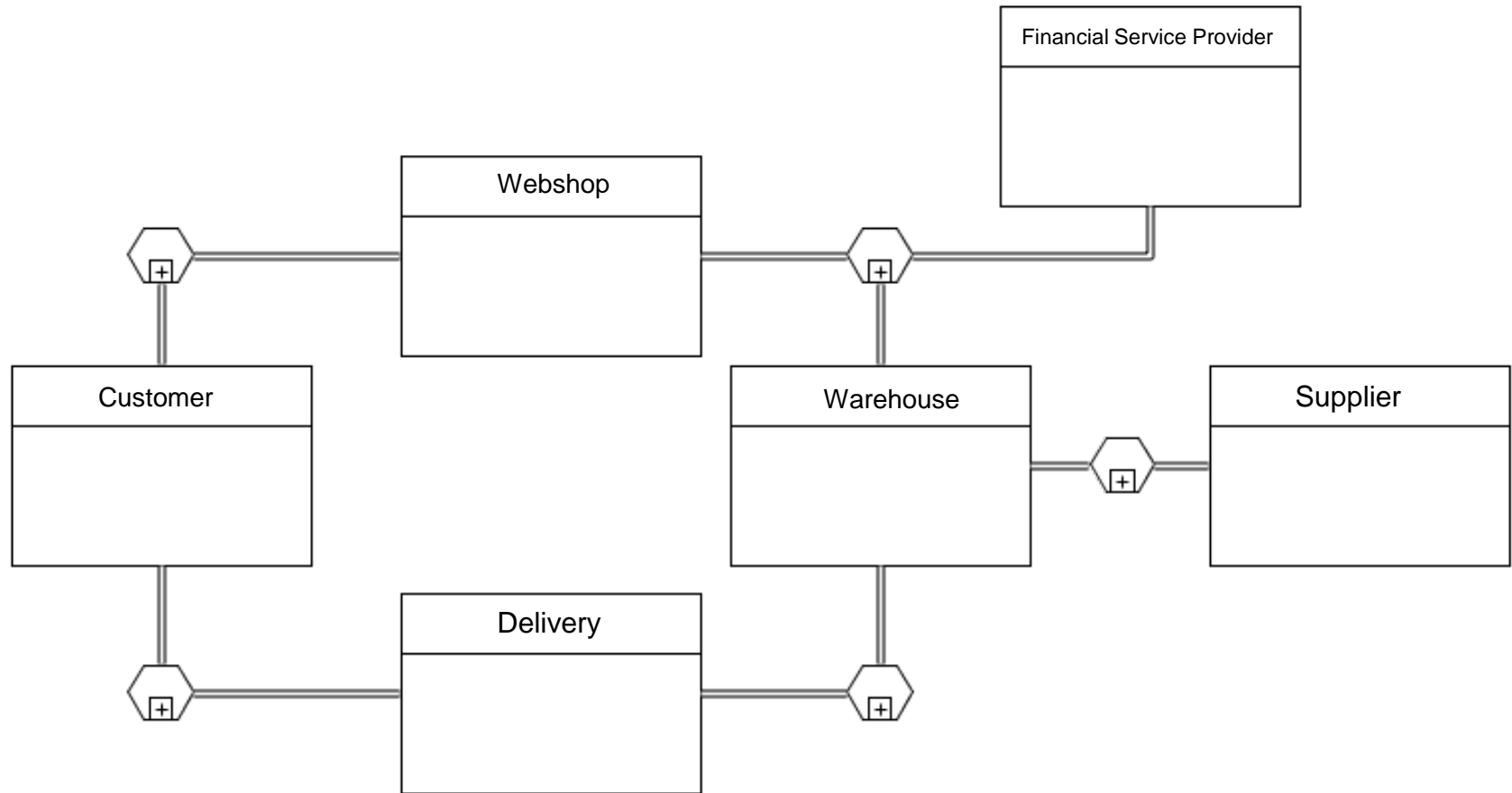


Process Views (Scheer)

- ARIS = Architecture of Integrated Information Systems

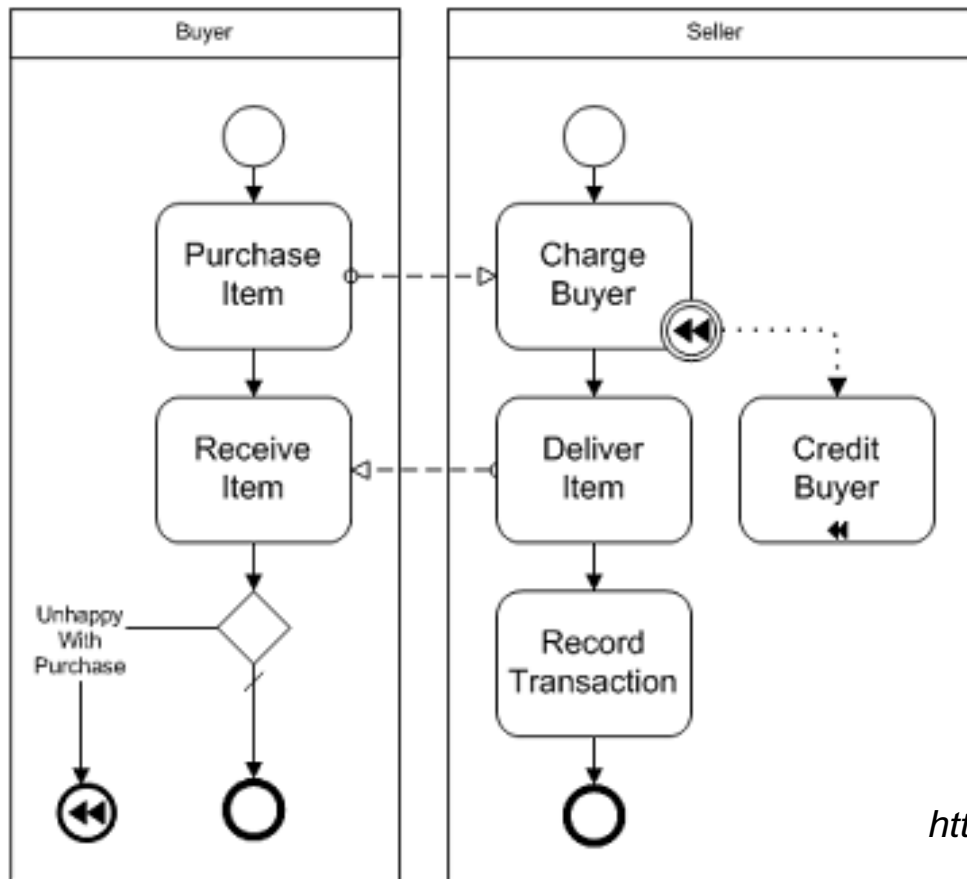


Which Partners Interact? - BPMN Conversation Diagram



How do Processes of Partners Proceed?

- BPMN Collaboration Diagram (Process Model)



<http://www.brsilver.com/wp-content/comp2.gif>

Recommended Modeling Tools

- <http://academic.signavio.com/>
- Software as a Service cloud solution

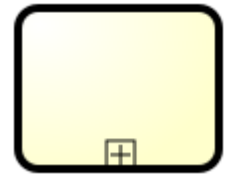
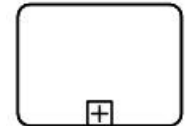
- <https://camunda.com/download/modeler/>
- Download and install local instance on your computer

Analyze a Process

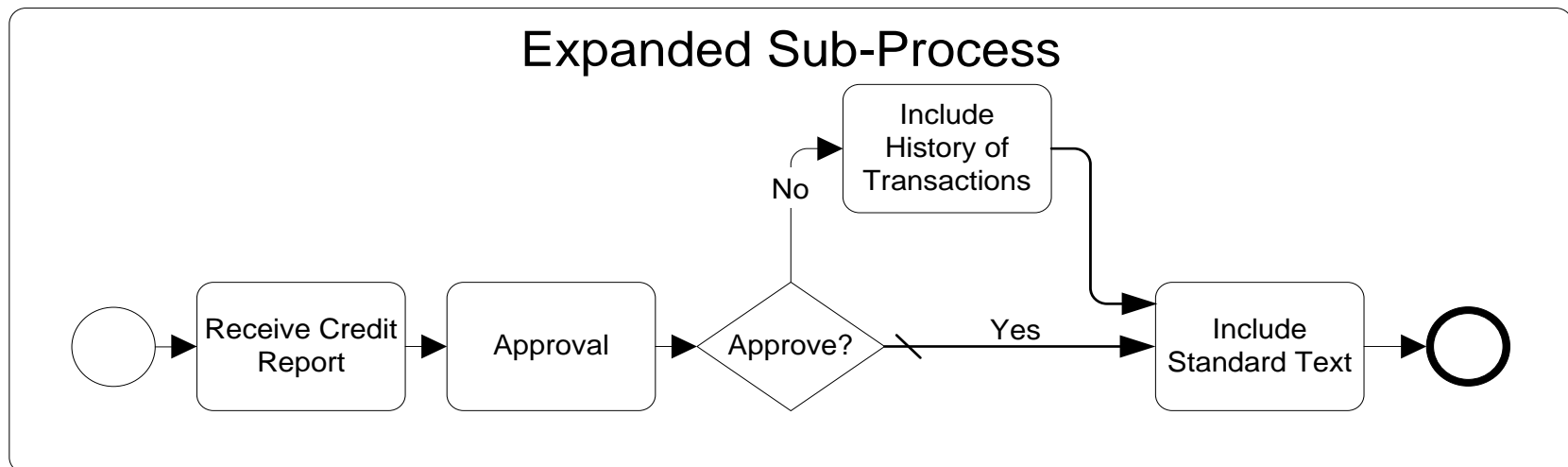
1. Where are process boundaries? Which start and end events/conditions occur? (Processes)
2. Which individual steps must be executed in the process? (Activities)
3. Which process paths (happy path, exceptions) are described? (Gateways and sequence flow)
4. Which organizations are involved? (Pools)
5. Which essential business objects (data) are exchanged between the participants? (Messages)

Activities

- A step/a task in the process
 - represents a business function
 - has inputs/outputs
- Task (atomic process step, not further refined)
- Subprocess (refined in further BPMN diagram)



Globally defined
Subprocess



Task Marker and Task Types

loop task

multi-instance task

compensation task

Loop



Multi-Instance



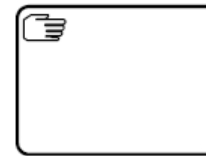
Compensation



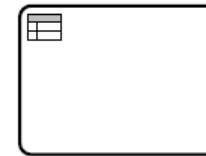
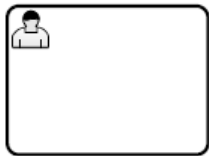
Sequential



Parallel



manual (outside BPMS)



business rules task

service task

send task

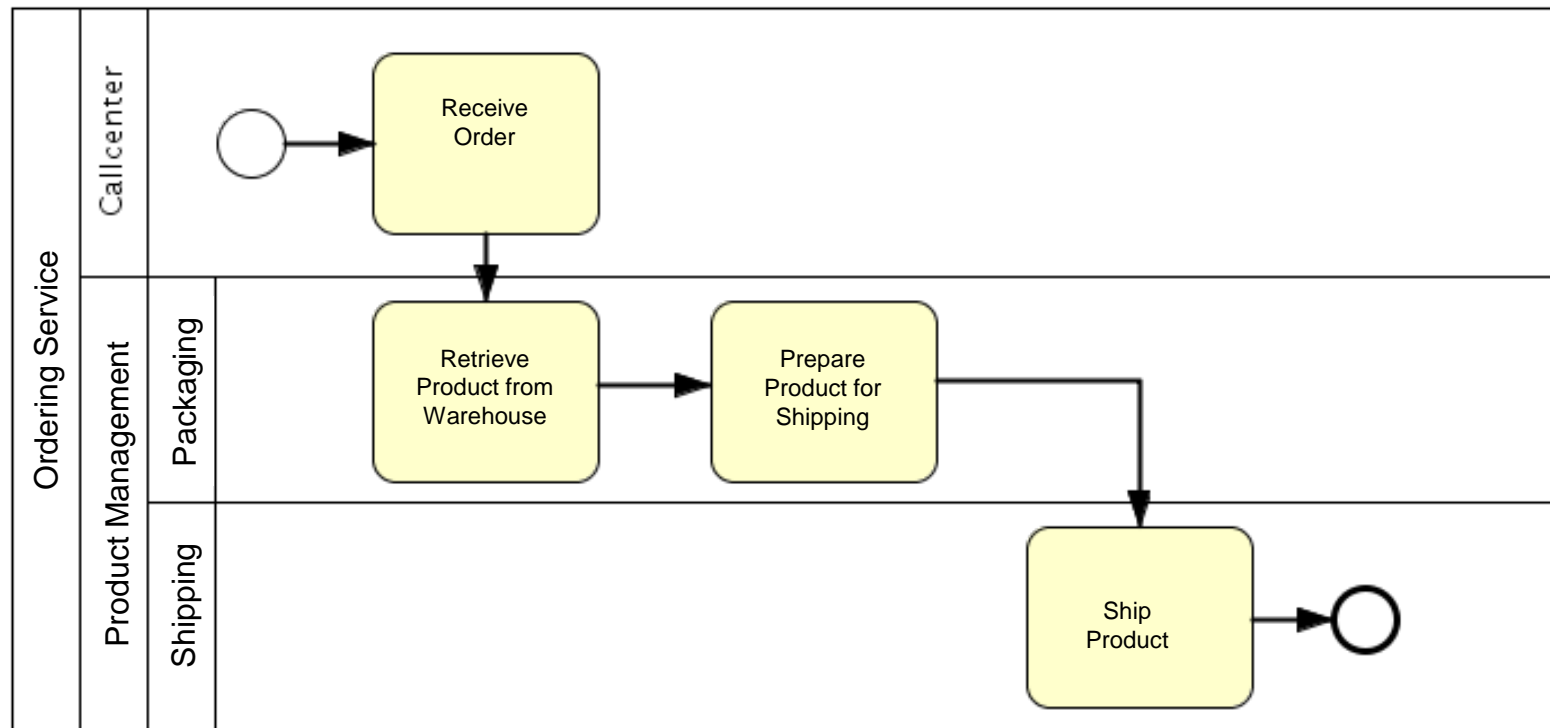
user task

receive task

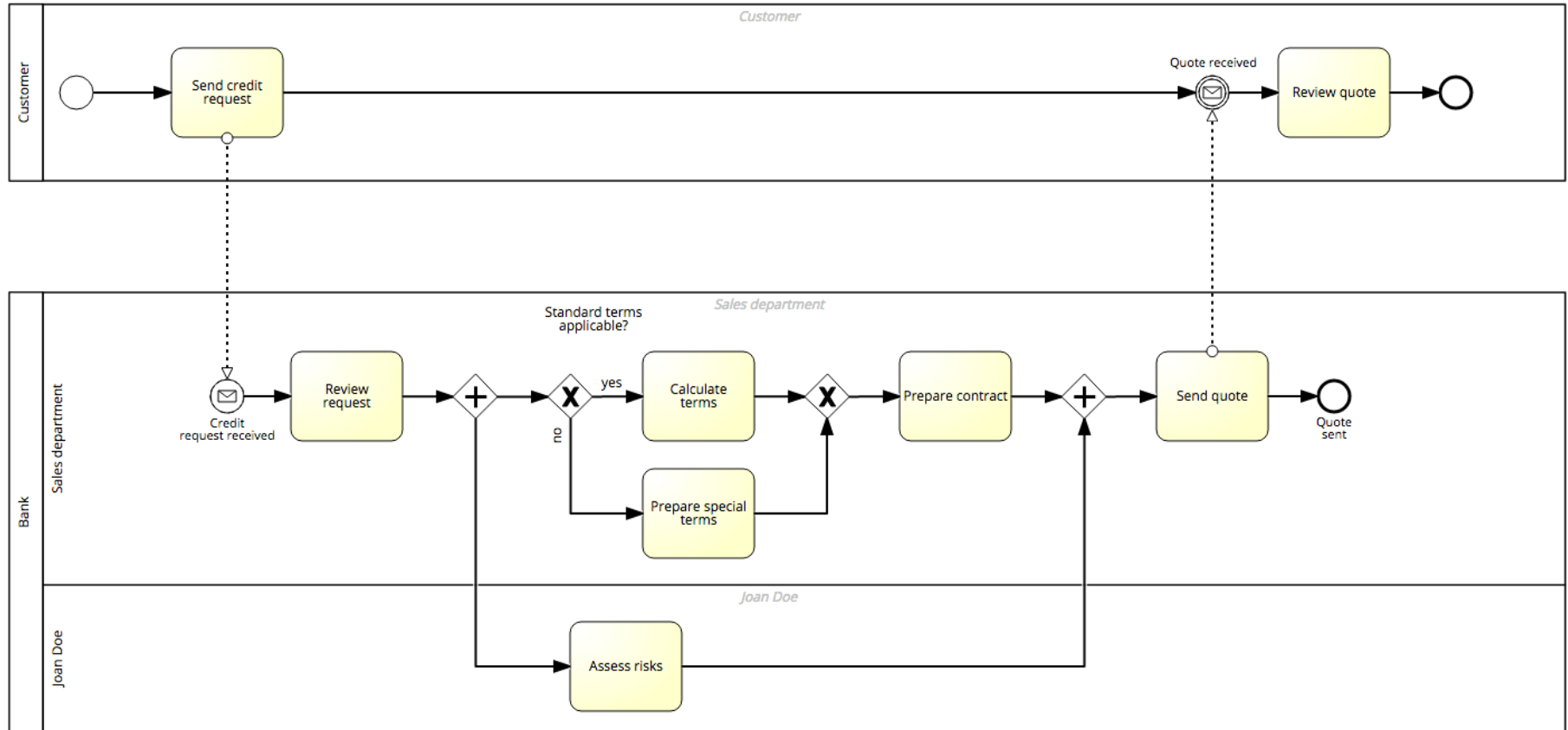


script task (code for BPMS)

Modeling Process Participants - Lanes



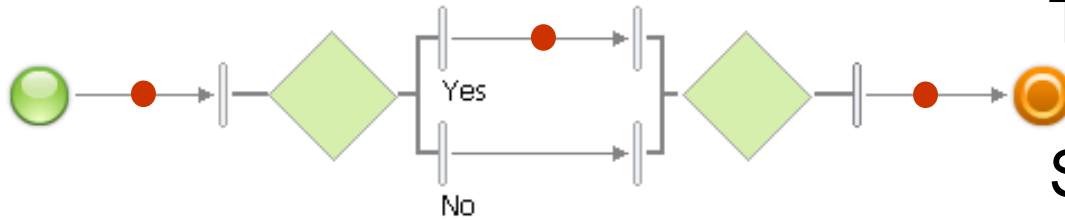
Modeling Cross-Organizational Processes - Pools



<https://www.signavio.com/post/bpmn-pools-and-lanes/>

Gateway Semantics

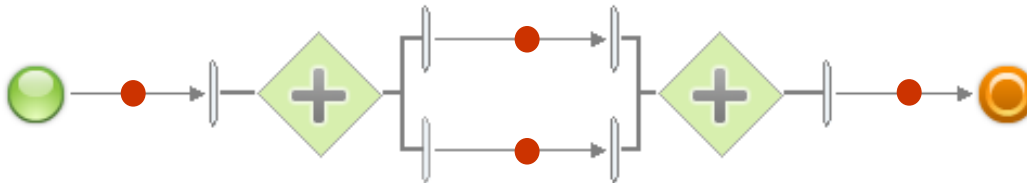
Exclusive Gateway (XOR)



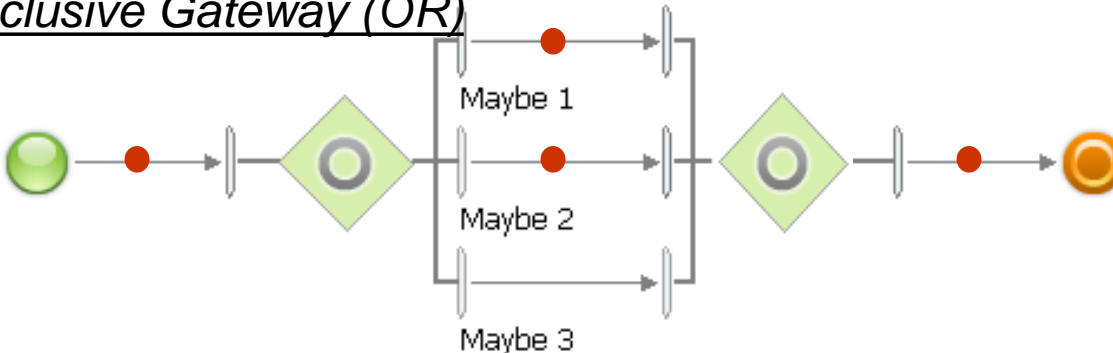
Token flow (Petri nets)

State of a process =
Distribution of tokens in
the net (marking)

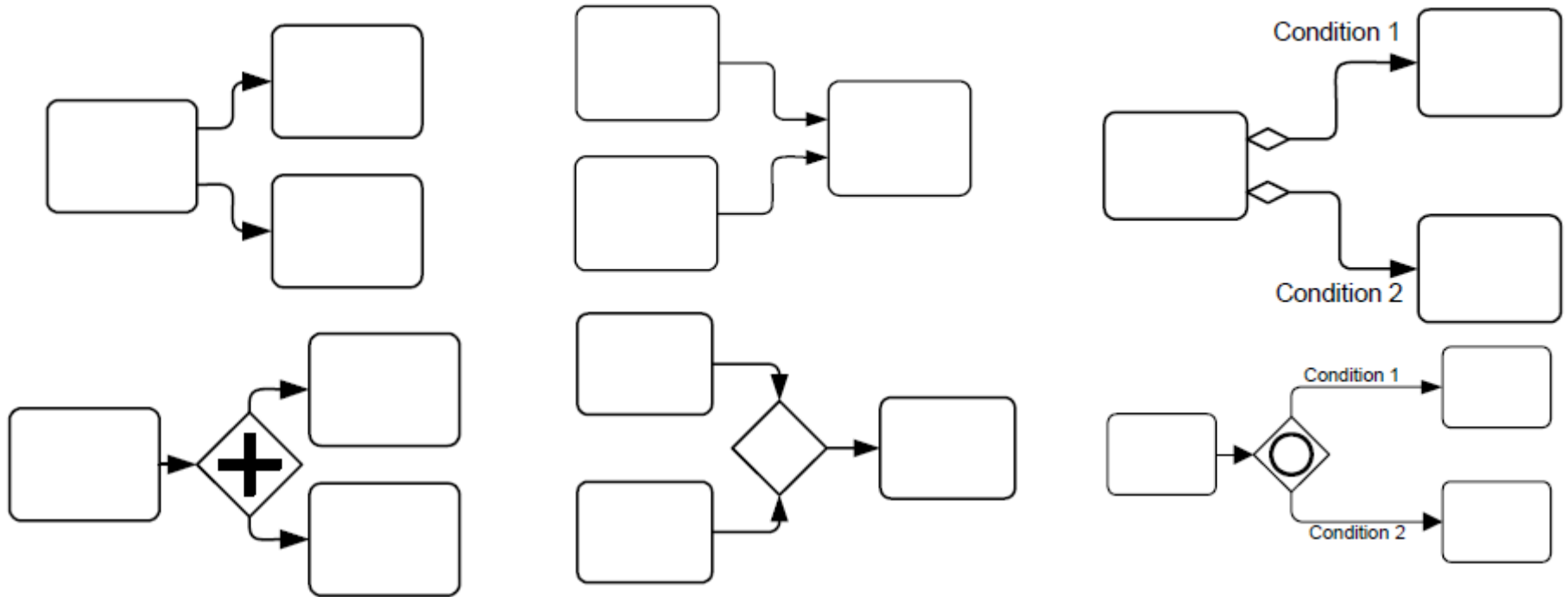
Parallel Gateway (AND)



Inclusive Gateway (OR)



Process paths without gateways

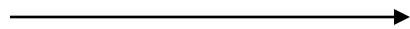


What cannot be modelled without gateways??

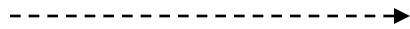
Synchronizations of parallel paths!!

Connectors

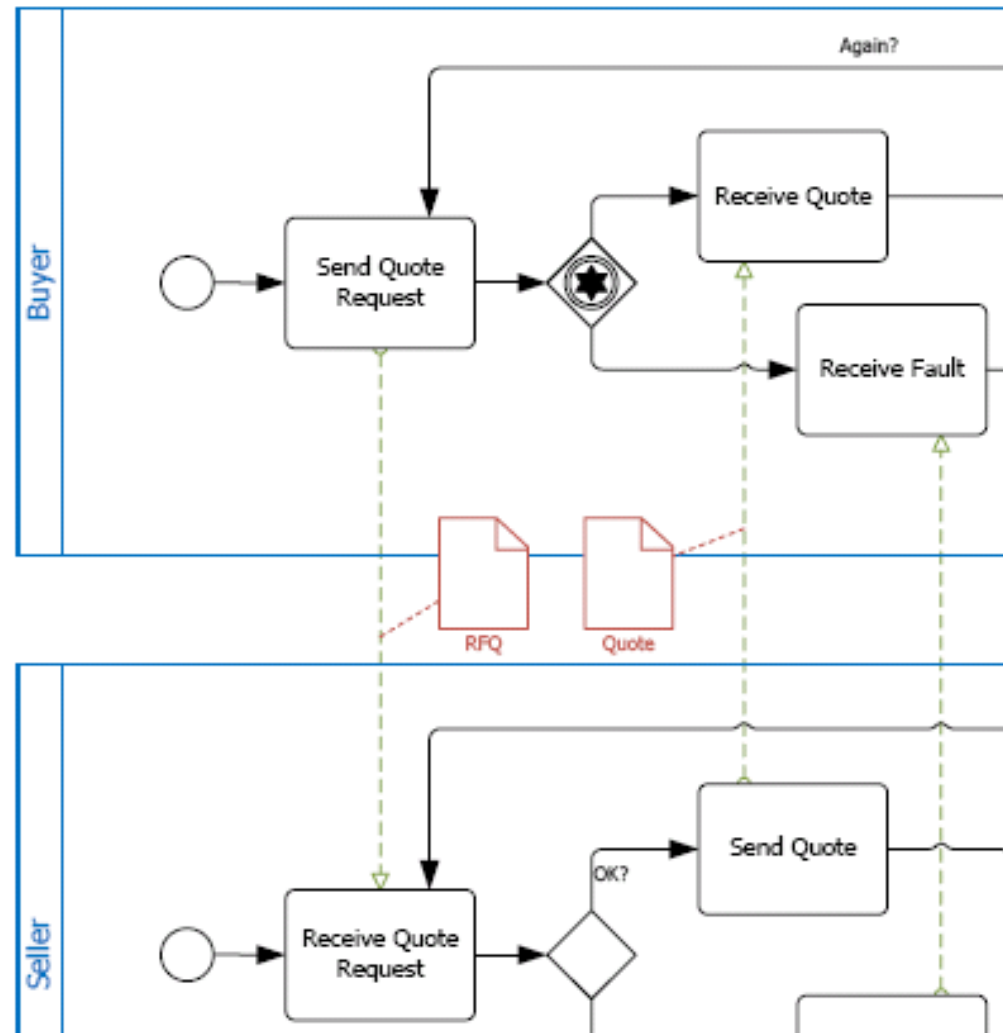
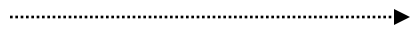
- Sequence Flow



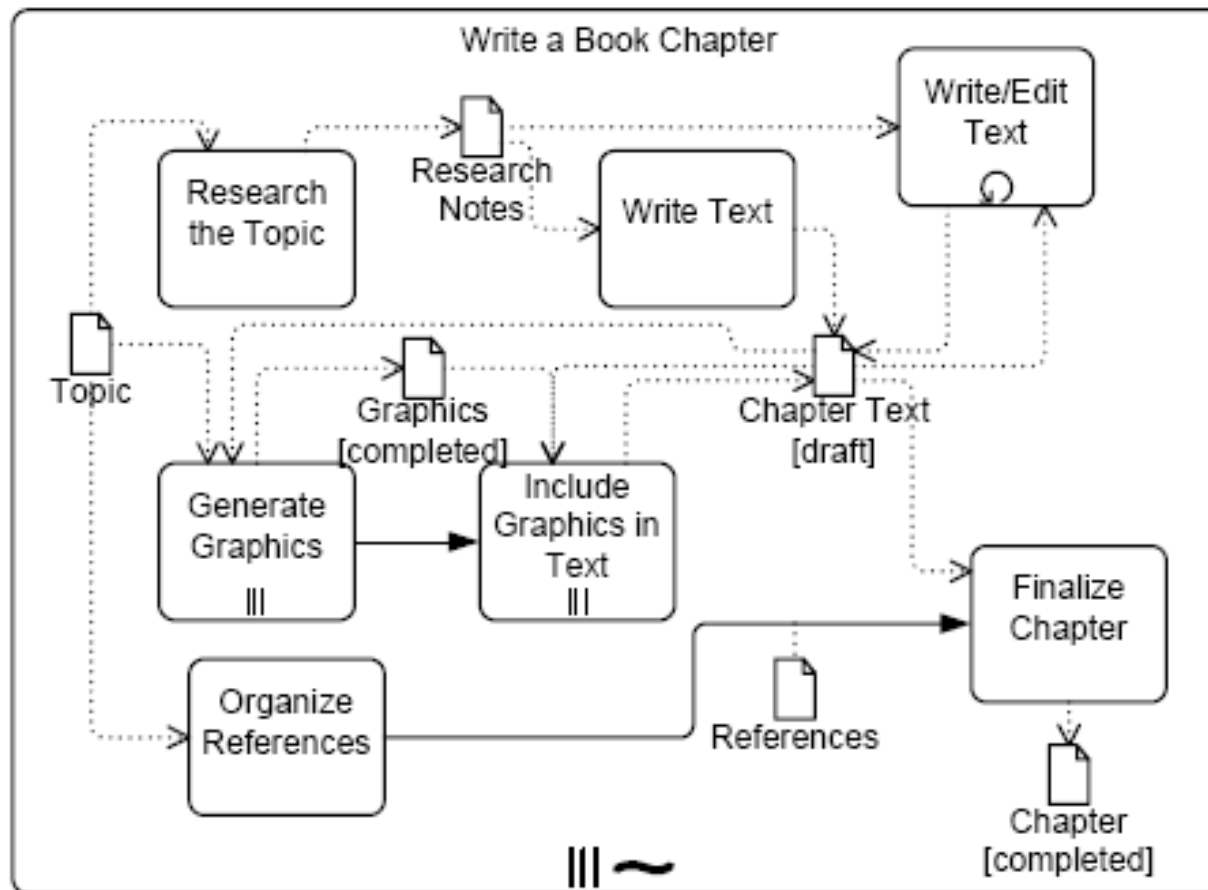
- Message Flow



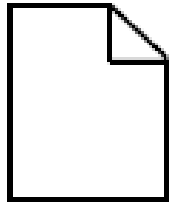
- Association



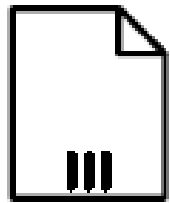
Adhoc Process



Data Modeling and Data Flow



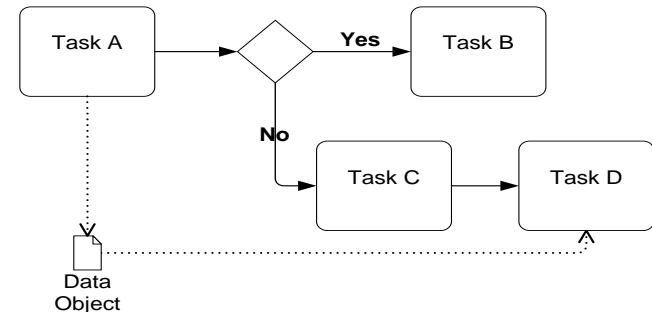
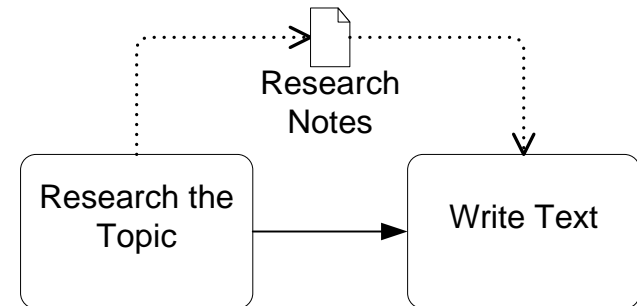
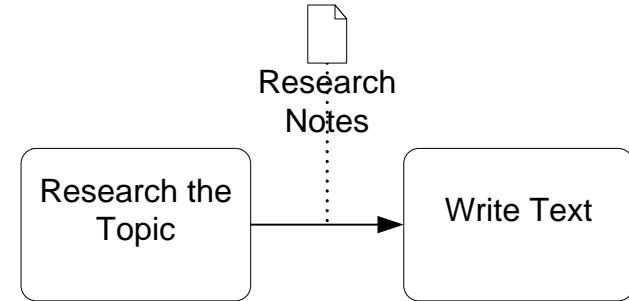
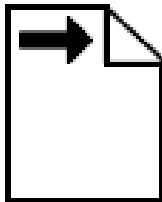
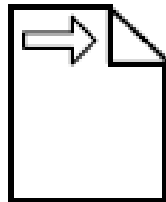
Collection



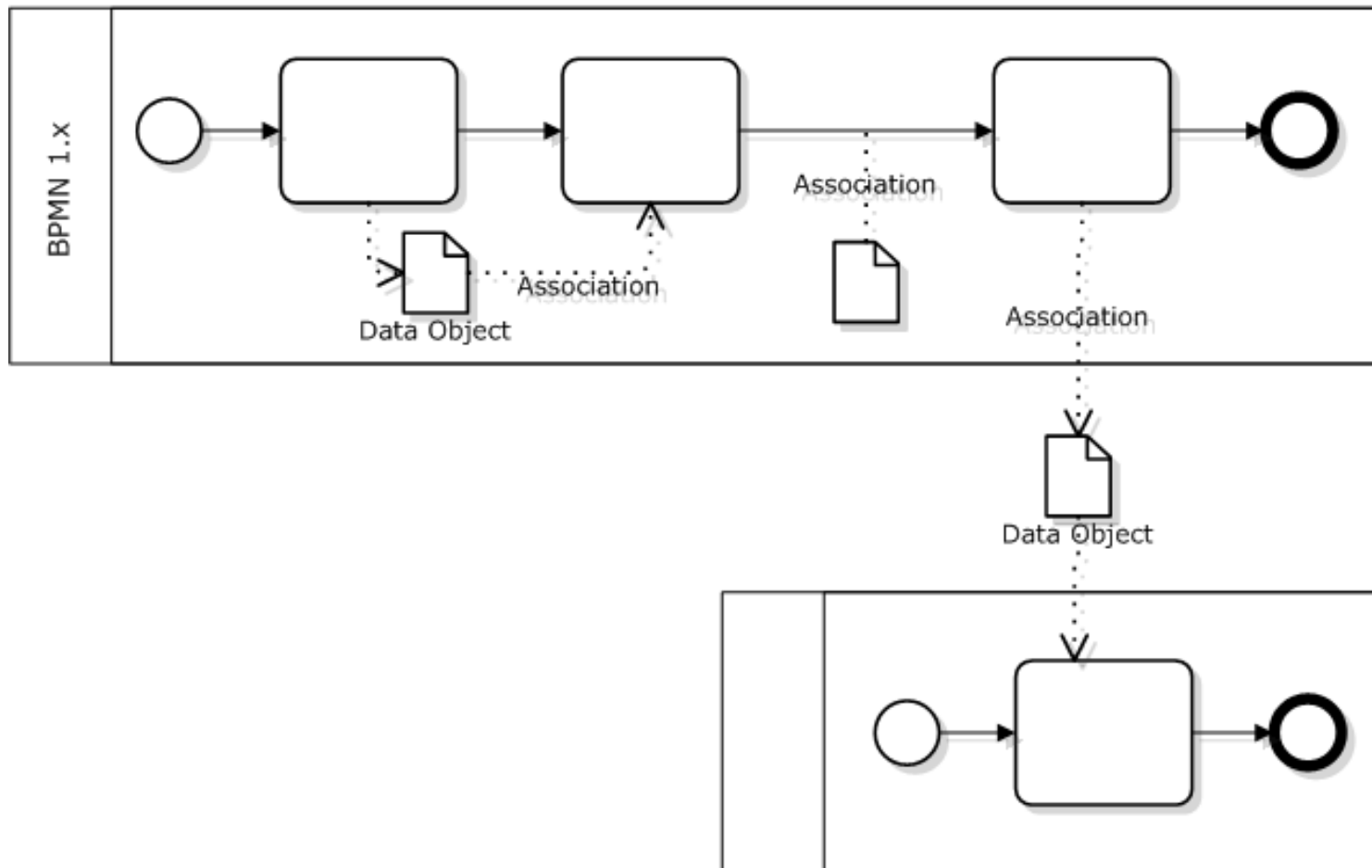
Data Input



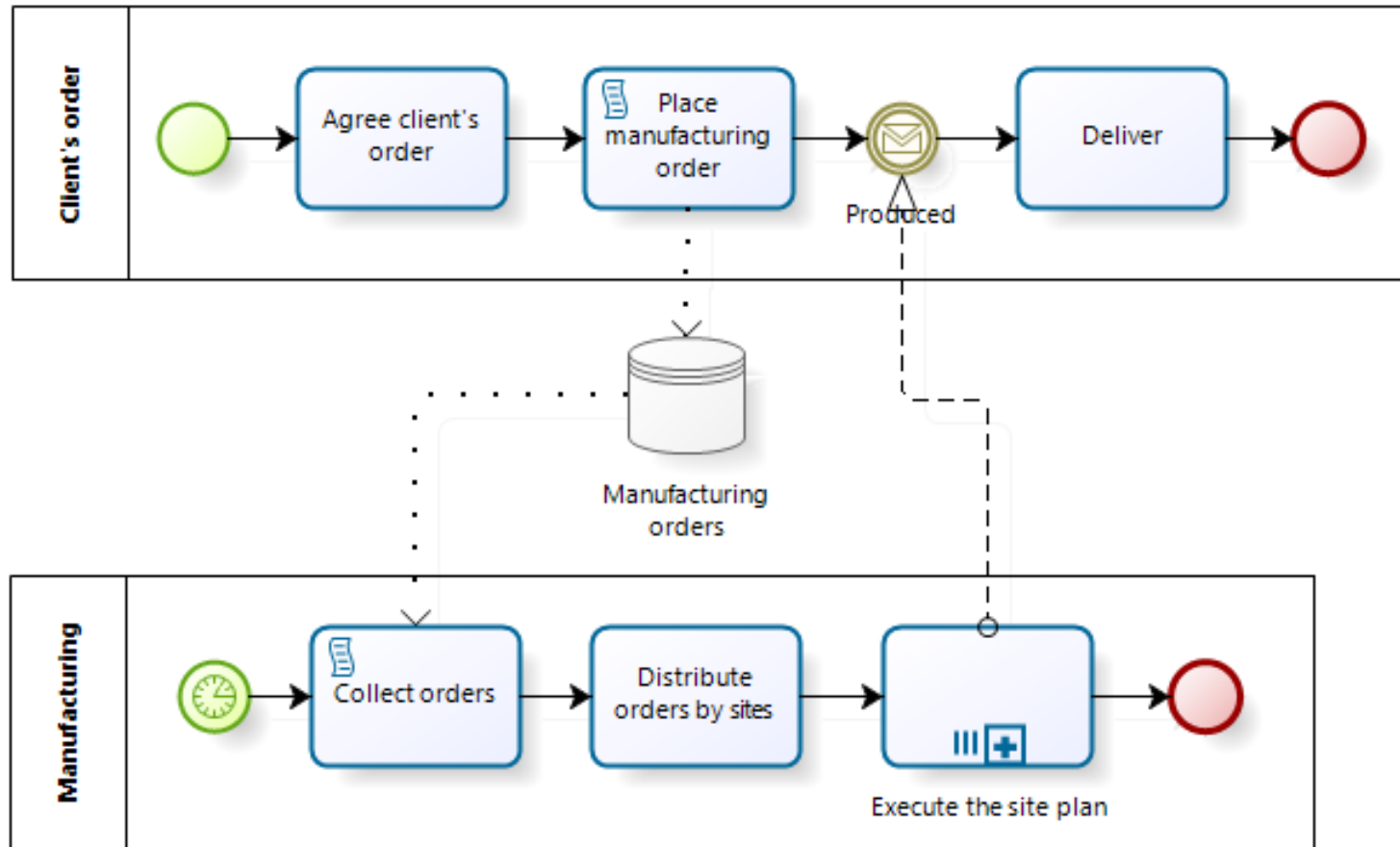
Data Output



Using Data in Models



Processes interact with each other via Data Exchange



Events

- "An Event is something that “happens” during the course of a Process. "

These Events affect the flow of the Process and usually have a cause or an impact and in general require or allow for a reaction. The term “event” is general enough to cover many things in a Process. The start of an Activity, the end of an Activity, the change of state of a document, a Message that arrives, etc., all could be considered Events." (BPMN 2.0 Spec, p. 233)

- ARIS Method 7.0, 4-98, 10/2006
 - “By an event we understand the fact that an information object has taken on a business-relevant state which is controlling or influencing the further procedure of the business process.”

The most important Events

Start



End



Intermediate



Wait for a message
to arrive/send a
message



Wait for a certain
period of time or
a point in time



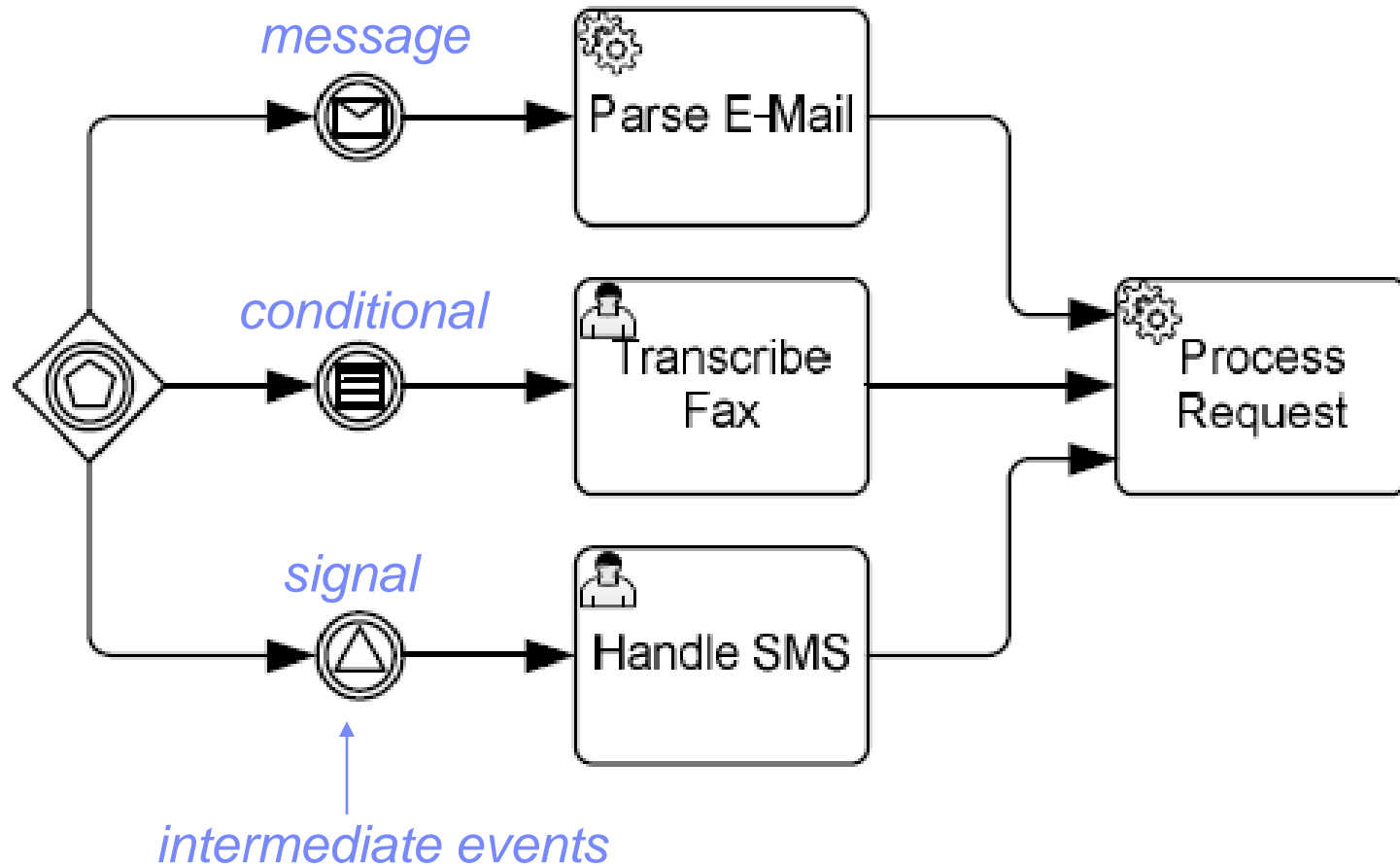
Trigger
compensation/
error handling



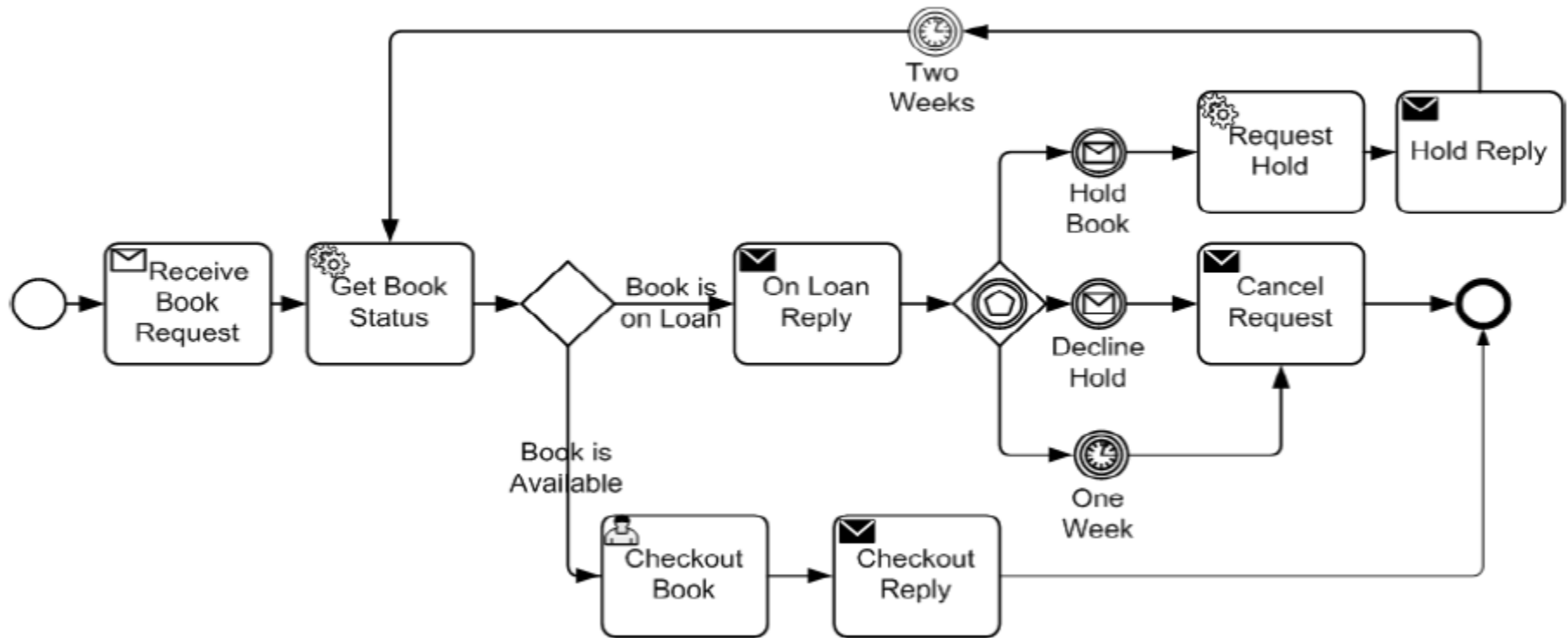
Sequence flow
"GOTO"

Event-based Gateway

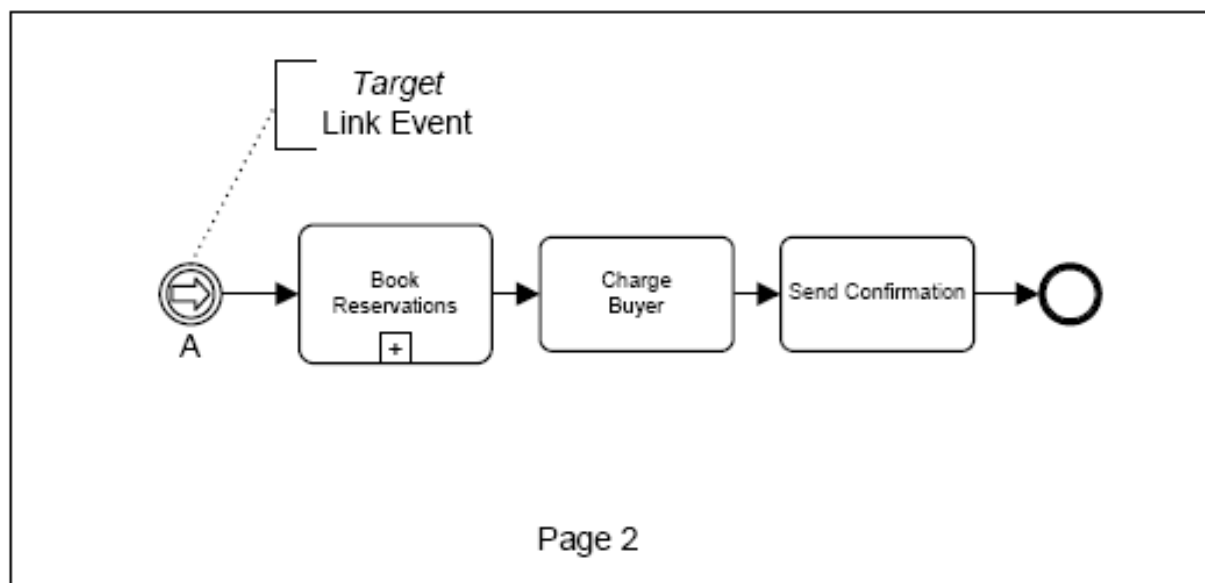
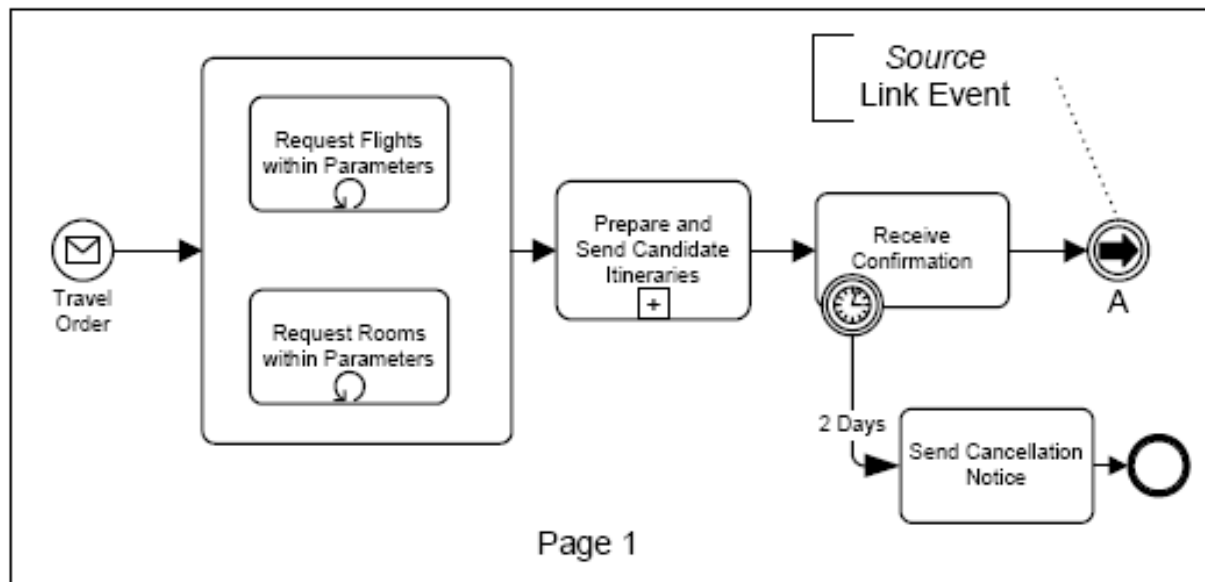
one of the arising events must occur



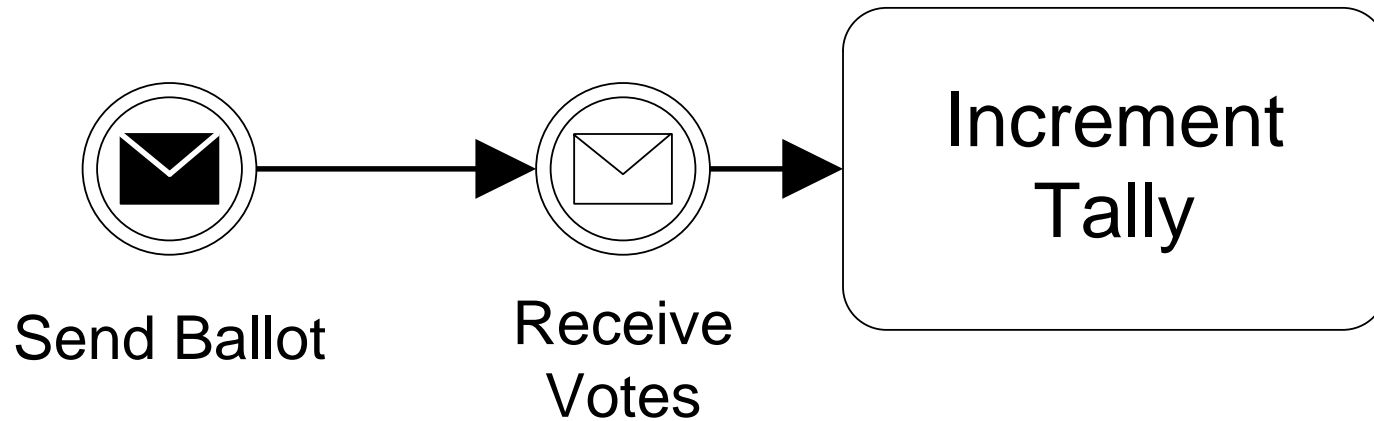
Example



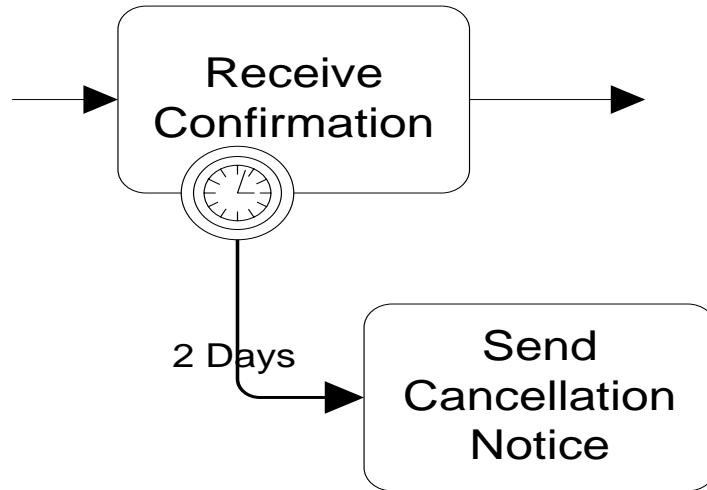
Link Event "Off page" Connector



Intermediate Event



Attached Intermediate Event

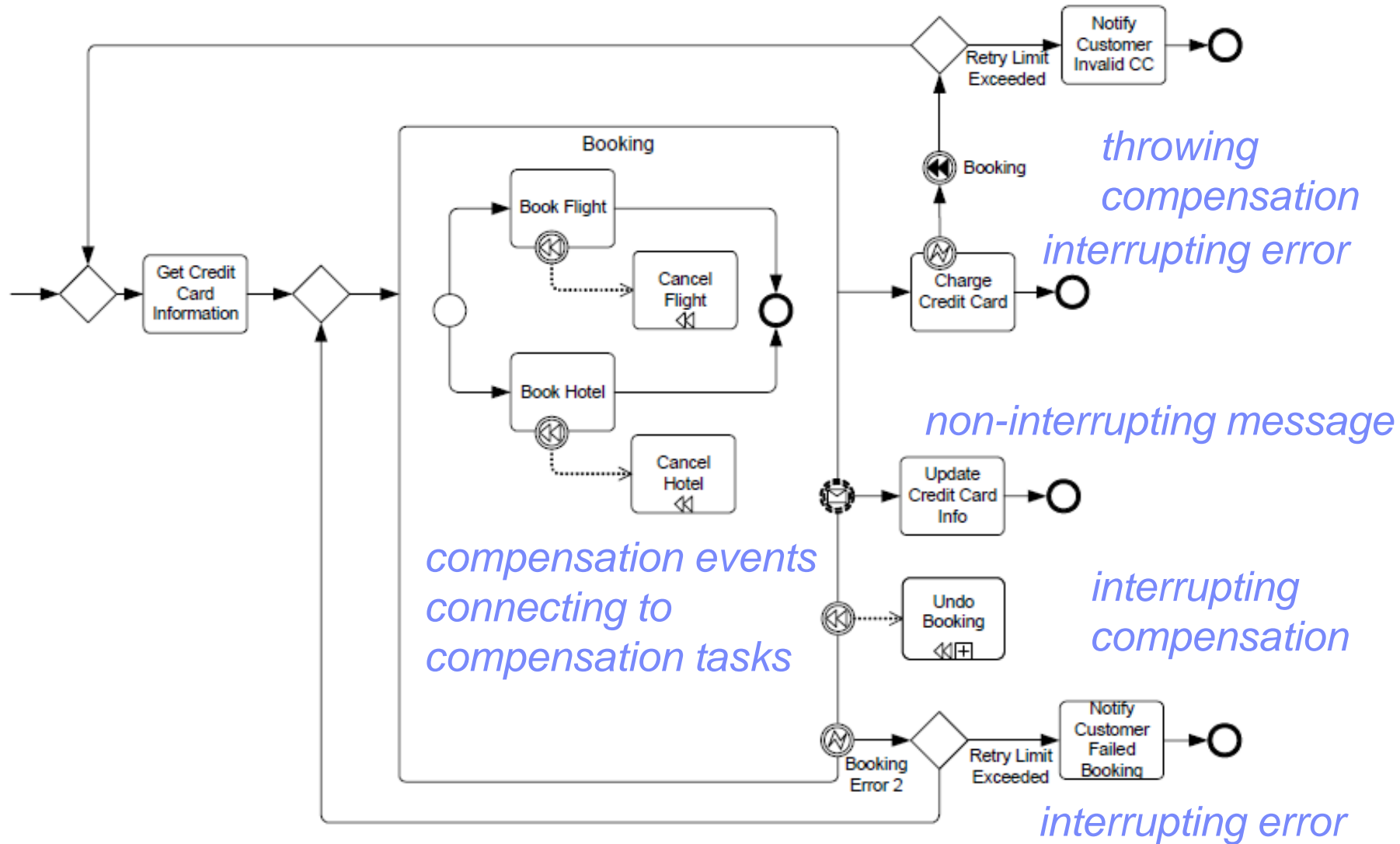


*intermediate timer, boundary,
interrupting*



non-interrupting

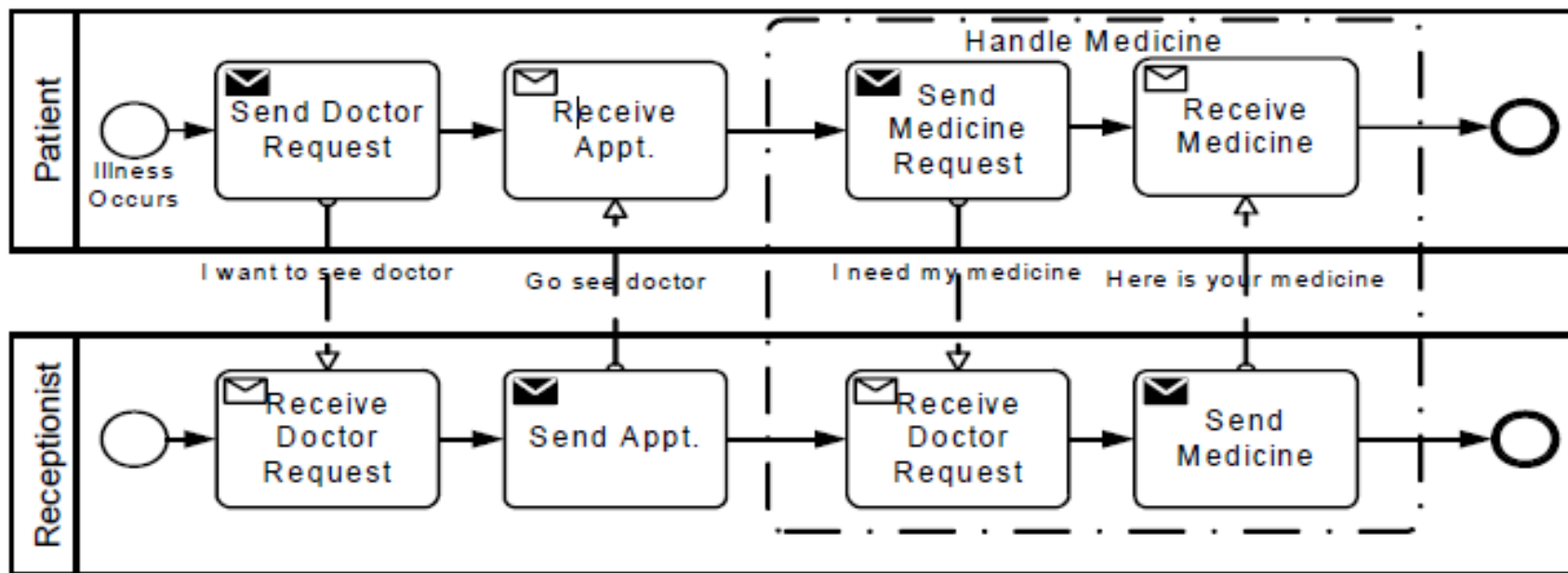
Advanced Modeling with Events



Artifacts

Announce
Issues for
Discussion

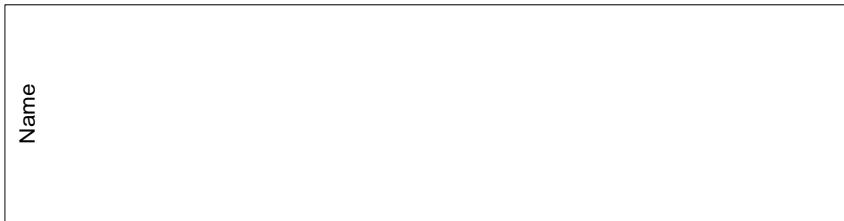
Allow 1 week for the
discussion of the
Issues — through e-
mail or calls



Summary: The most important diagram elements I

Swimlanes

Pool



Lanes (within a Pool)



Flow Objects

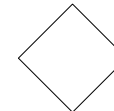
Events



Activities

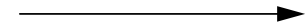


Gateways

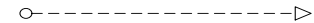


Connectors

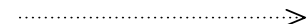
Sequence Flow



Message Flow



Association



Summary: The most important diagram elements II

Data

Input



Output



Collection



Initiating
Message

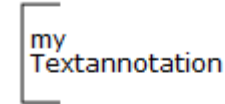


Response
Message



Data Store

Artifacts



Comments

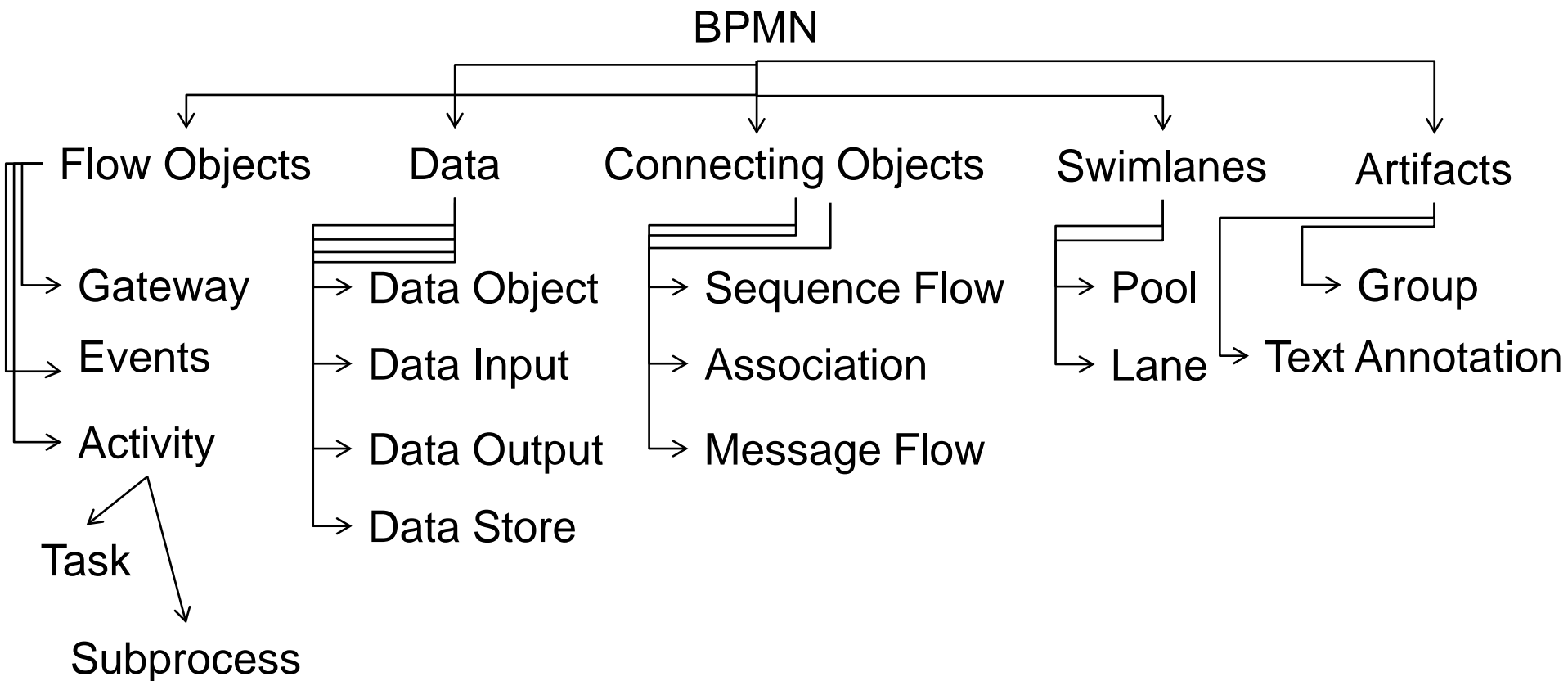


Groupings of
elements



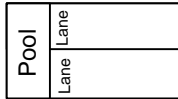
Own elements

Summary

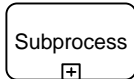


Examen-Relevant BPMN Notation

Swimlanes



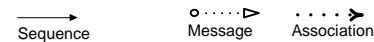
Subprocesses



Tasks Types



Connections



Gateways



Start Events



Intermediate Events



End Events



Artifacts



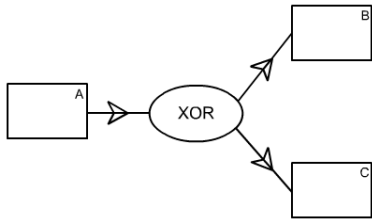
Data



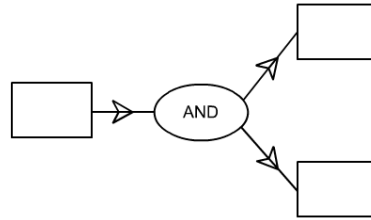
BPMN Style (Bruce Silver)

- Process logic must be reflected in the diagram
- Introduce hierarchies, a process model fits on 1 page
- Present external participants through abstract pools
- Customer-oriented processes start with a message from the customer
- Annotate XOR gateways with Yes/No or condition
- Message start events begin with "Receive X"
- Explicitly name end states, distinguish success/failure
- Identify message flows with the name of the message object

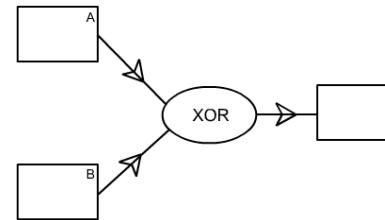
Workflow Pattern (Aalst et al)



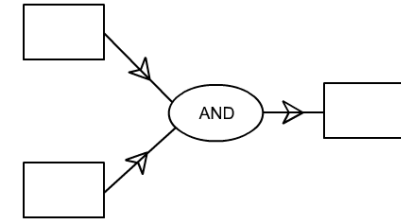
a) Exclusive Choice



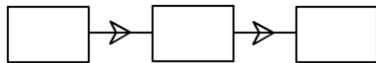
b) Parallel Split



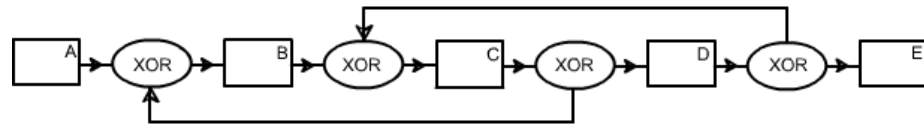
c) Simple Merge



d) Synchronization



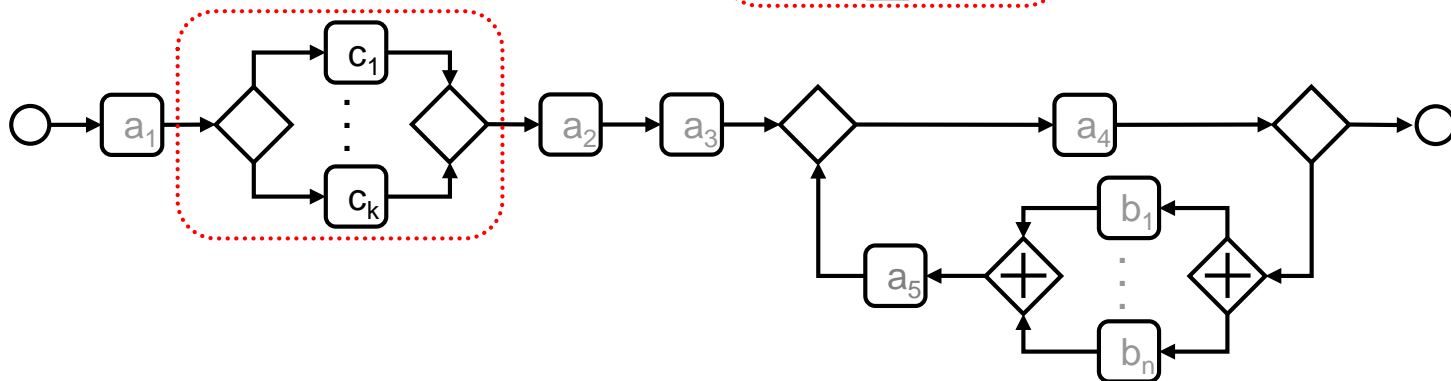
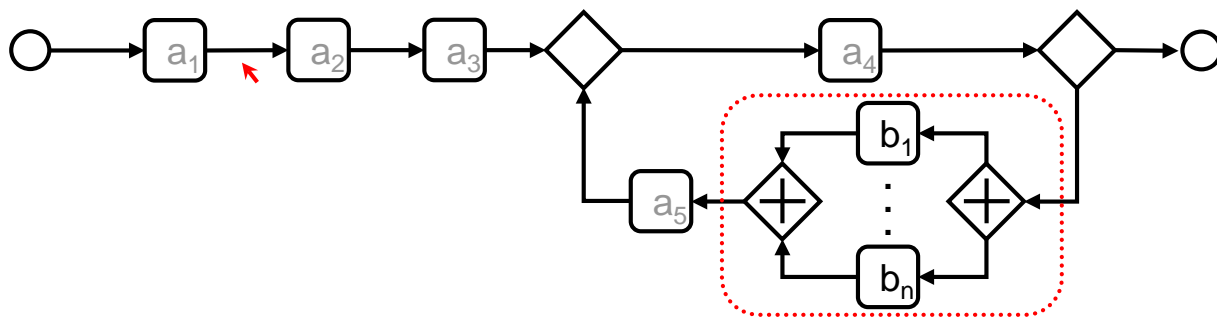
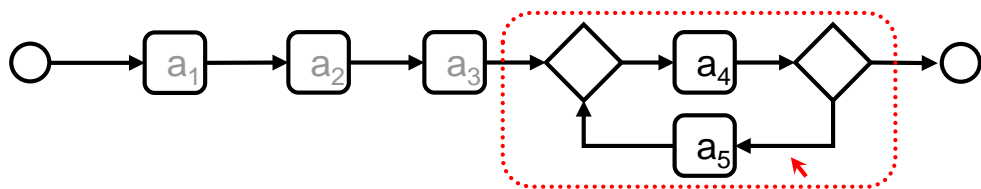
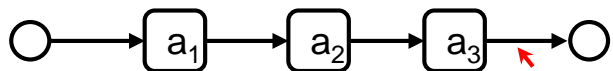
e) Sequence



f) Arbitrary Cycles

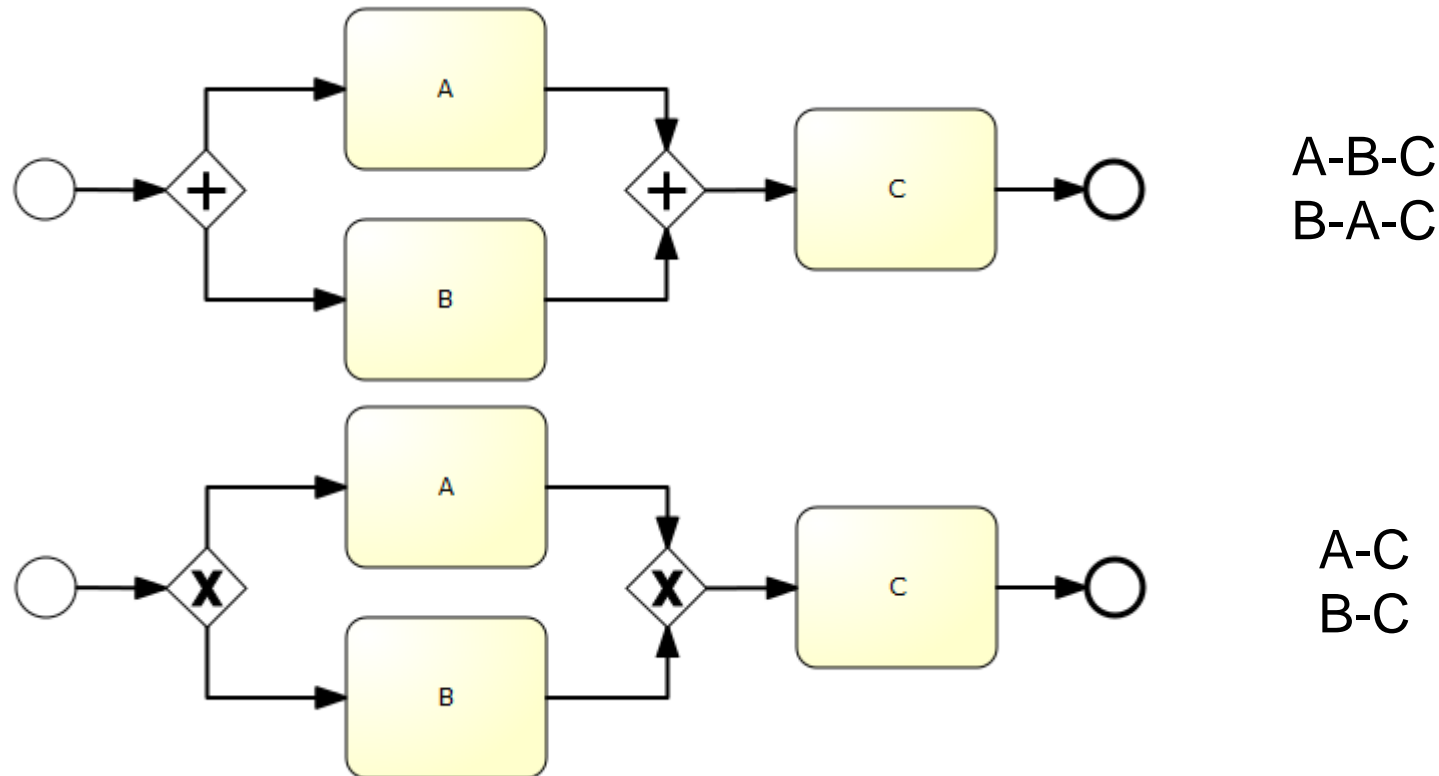
- More at workflowpatterns.com

Modeling with Structured Fragments



Model versus Instance

- Model describes the basic process flow of a process with all essential paths
- Exactly one path is traversed in an instance



Errors in Process Models

- Process model leads to more execution paths than intended
 - Additional instances of a task
 - Cause : *lack of synchronization*
 - *Livelock*: Infinite iteration of a process without the possibility of progression

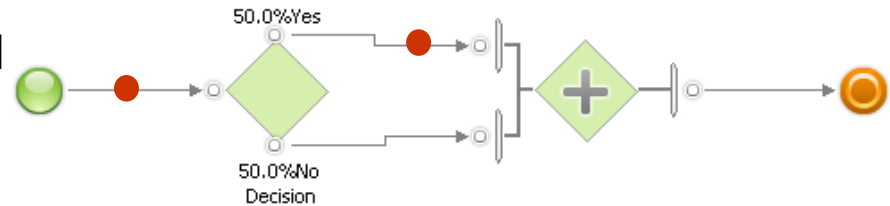
- Process model leads to fewer execution paths than intended
 - Some tasks are not executed in some or all instances
 - Cause: *deadlock*

A process model is sound if it does not contain a deadlock and no lack of synchronization.

Deadlock vs. Lack of Synchronization

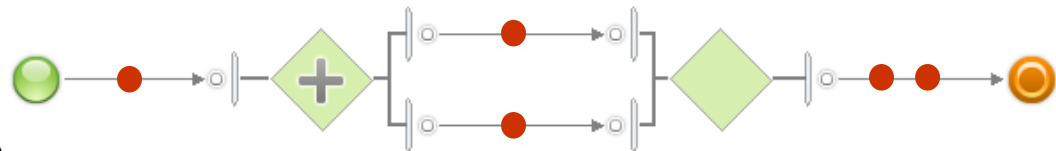
▪ **Deadlock**

- Process is blocked
- Some activities are never performed
- Token remains stuck in the process without reaching final state



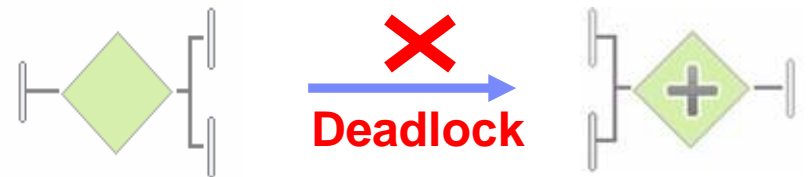
▪ **Lack of Synchronization (LoS)**

- Some paths/activities are unexpectedly traversed multiple times
- Risk of uncontrolled data access due to multiple execution of activities
- Multiple tokens on one edge



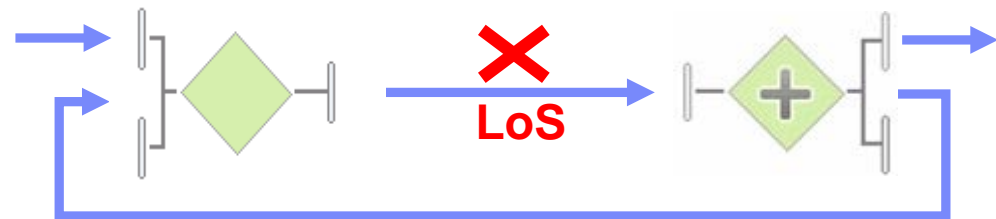
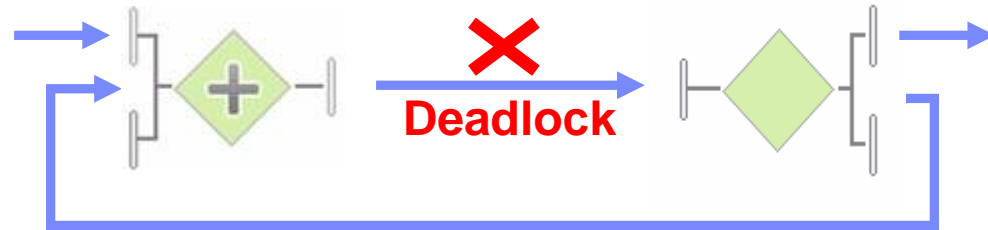
Sequential Antipattern

- Lack of Synchronization due to AND-XOR
- Potential Lack of Synchronization due to IOR-XOR
- Deadlock due to XOR-AND

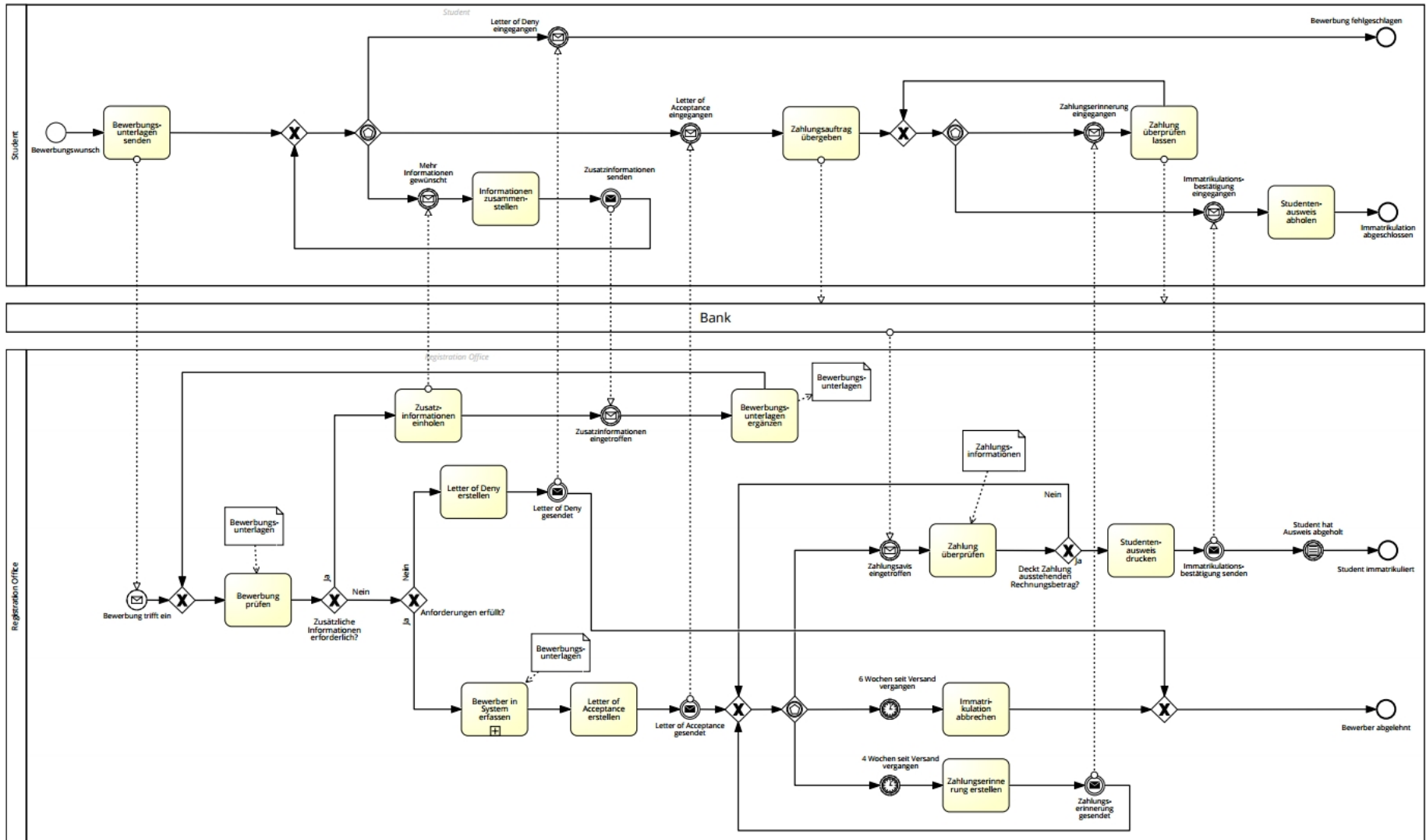


Cyclic Antipattern

- Cyclic Deadlock due to AND-AND and AND-XOR
- Cyclic Lack of Synchronization due to XOR-AND
- Potential Lack of Synchronization due to XOR-IOR

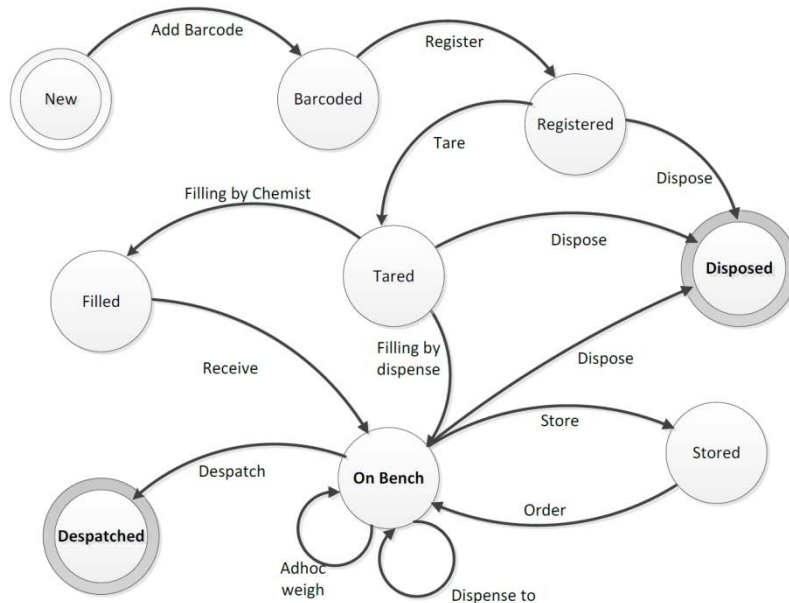


Modeling in the Real World



Data, Data, Data ... and their Lifecycles

- Data (business objects) exist in different states
- Processes change these states
- Process goals can be described by the (final) states of business objects

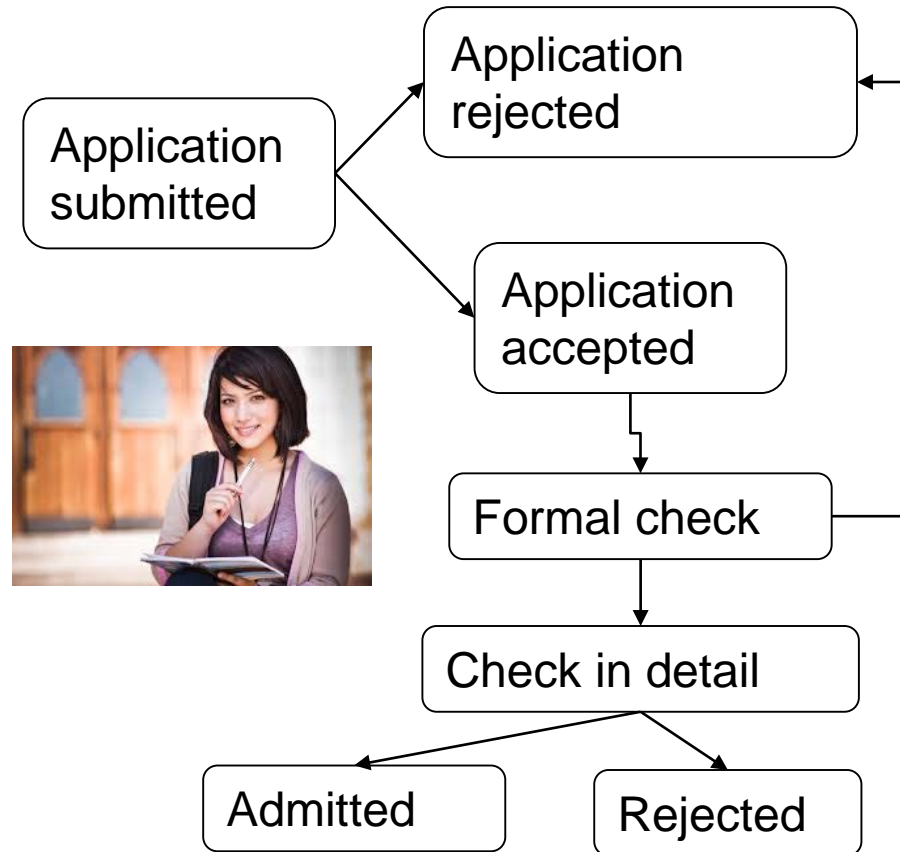


Basic Questions

- Which business objects do the processes work with?
- Who has access to which business objects?
- Which states of the business objects do the process actors know?
- How do the business objects interact through their states?

Enrollment Process

- Business properties
 - Application dossier
 - submit
 - check formally
 - check in detail
 - make a decision
 - Invoice
 - create and send
 - monitor incoming payments
 - Student legitimatation
 - create
 - send

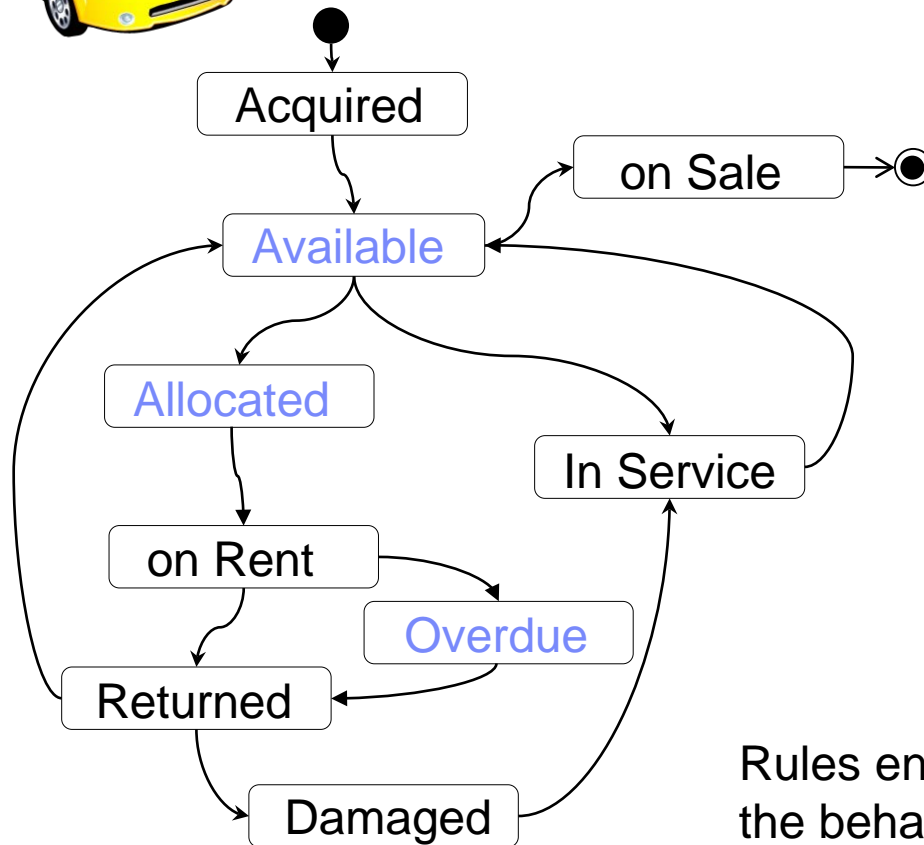


Processes and Object Lifecycles

- Processes change data
 - driven and controlled by events and rules

- Event as “*business-relevant state of an information object which is controlling or influencing the further procedure of the business process*” [ARIS]
 - Which state of one or more objects triggers a process?
 - Which states are successful final states of objects (= process objectives)?
 - Which states require error handling?
 - In which states do which rules control the admissibility of actors' activities?

Business Rules and Object Lifecycles

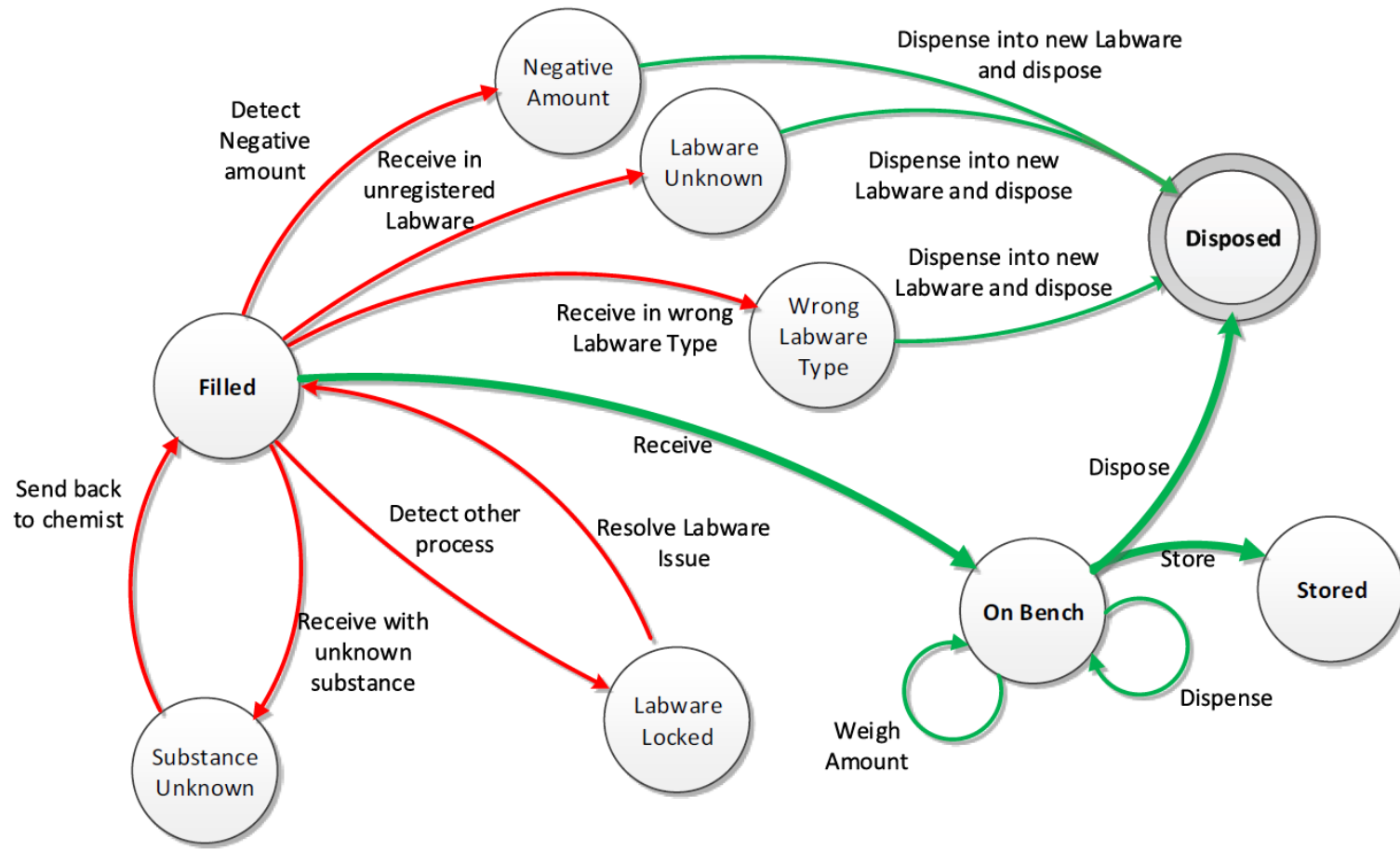


“A car from another branch may be allocated, if there is a suitable car available and there is time to transfer it to the pick-up branch.”

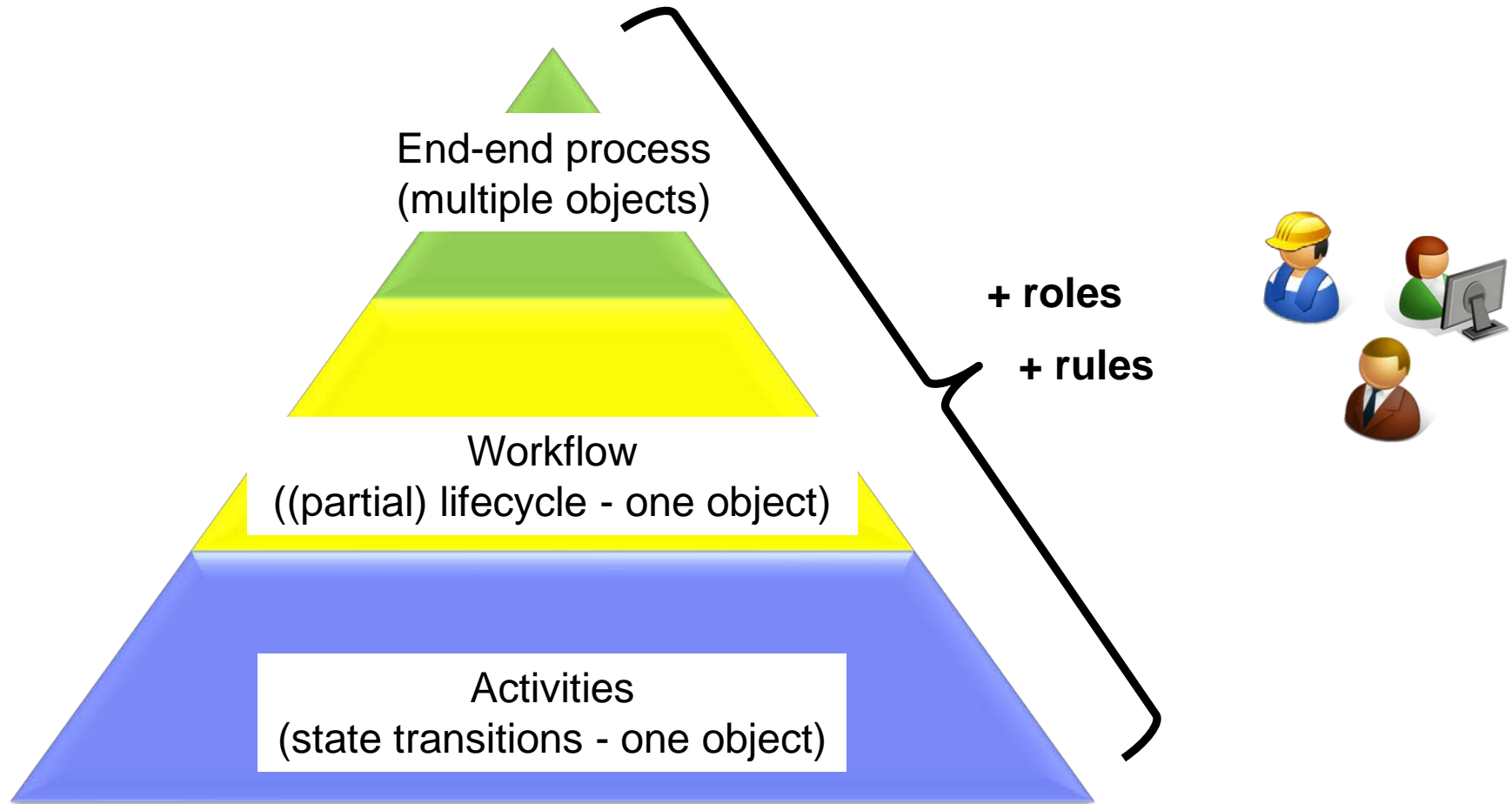
“If a car is three days overdue and the customer has not arranged an extension, insurance cover lapses and the police must be informed.”

Rules ensure the integrity of data and regulate the behavior of actors

Error States in Lifecycle



Levels of Process Modeling



Summary

- BPMN 2.0 is an accepted standard for business process modeling
- High-quality models are important for correct analysis and simulations and facilitate implementation in IT
- Approx. 60-90 % of all non-trivial process models (at least one cyclic path or 2 different gateways) are semantically incorrect, i.e. cannot be executed
- Style conventions improve model comprehensibility, the use of structured model fragments avoids execution errors
- Modeling in a more data-oriented way with business object life cycles works often better in practice than pure activity flows

Working Questions:

1. What was the motivation behind BPMN?
2. Which BPMN diagrams exist and what are they used for?
3. What basic groups of elements are included in the notation and how are they used correctly in the model?
4. What is the semantics of AND, XOR and OR Gateways?
5. What are the most important style conventions for BPMN?
6. What is the difference between a model and an instance of that model?
7. What are Deadlock and Lack of Synchronization errors?
Give examples of gateway combinations in BPMN models leading to these errors.