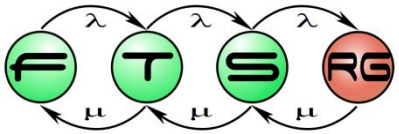
Process Modelling

Budapest University of Technology and Economics
Fault Tolerant Systems Research Group



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Structure and Behaviour Modelling

- *Structural*
  - Static
  - Whole and part, components
  - Connections
- *Behavioural*
  - Dynamic
  - Timeliness
  - State, Process
  - Reaction to the environment (context)
- Modelling does not cover all aspects, aspects cannot be separated…

The main components of the robot vacuum cleaner are the control unit, the roller gear and the vacuum cleaner.

For the command „to right” changes the roller gear its operational mode to „turn”.

Main Questions of the Behavioural Models

- What the system „does”?

Event based model

Process based model

…

- What are the properties of the system now, and how is it changing?

State based models

Definition: Process

Process: series of steps that achieve purpose when executed in the right order

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Role of Process Modelling

- Specification
- Design
- Implementation
  - Executable models
  - Code generation
- Model verification
  - Simulation
  - Monitoring
  - Automated model checking
- Documentation

Example: How Does the Product Arrive?

Package 1

Product's predicted arrival to our store: **23.03.2016**

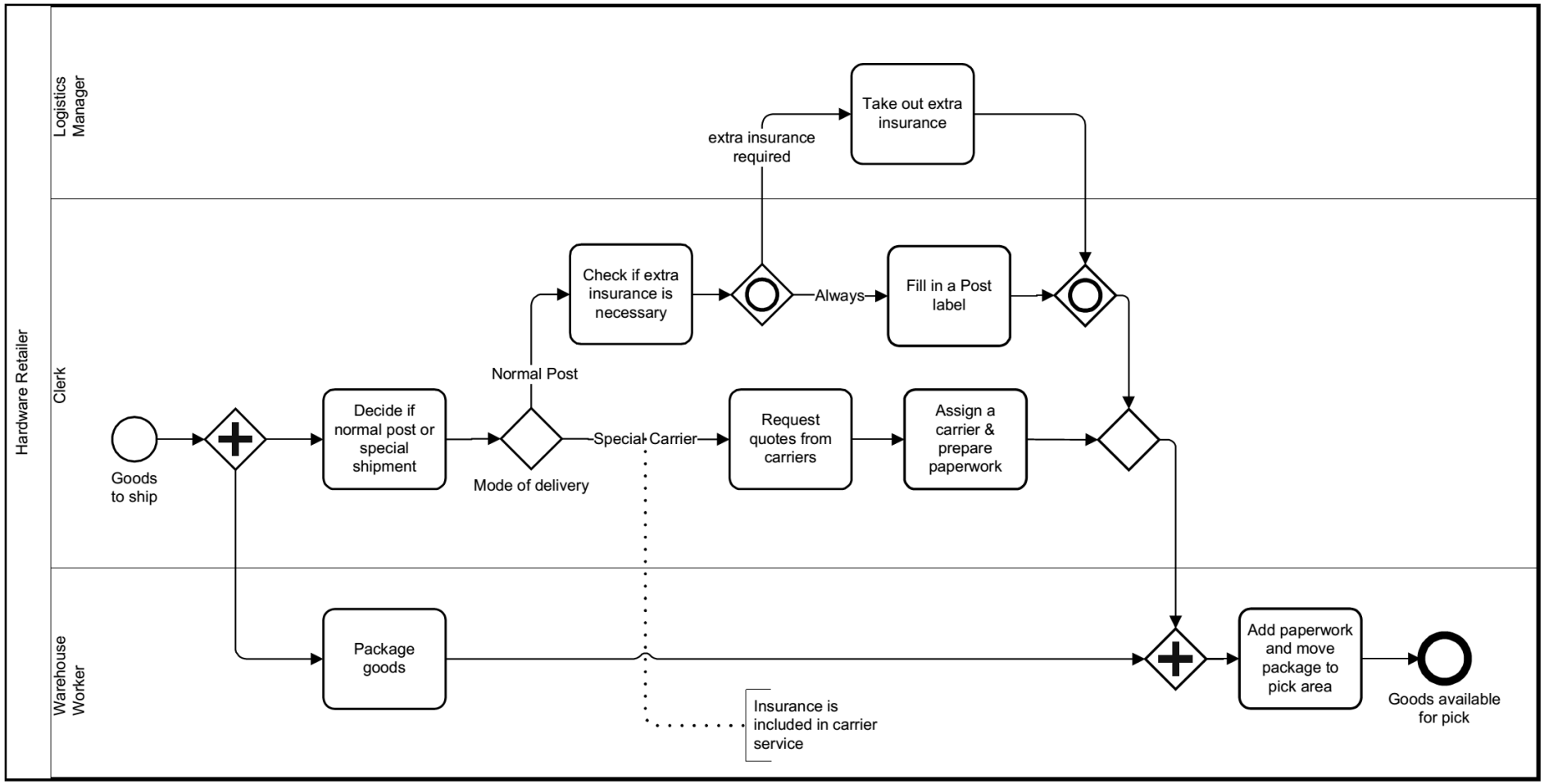
When the products are ready to pick up, we will send you a notification in text message and e-mail. You will be able to pick up the product immediately after you recieved the notification.

Please do not come to our store before recieving a notification. Thank you!

Ordered products in the package:

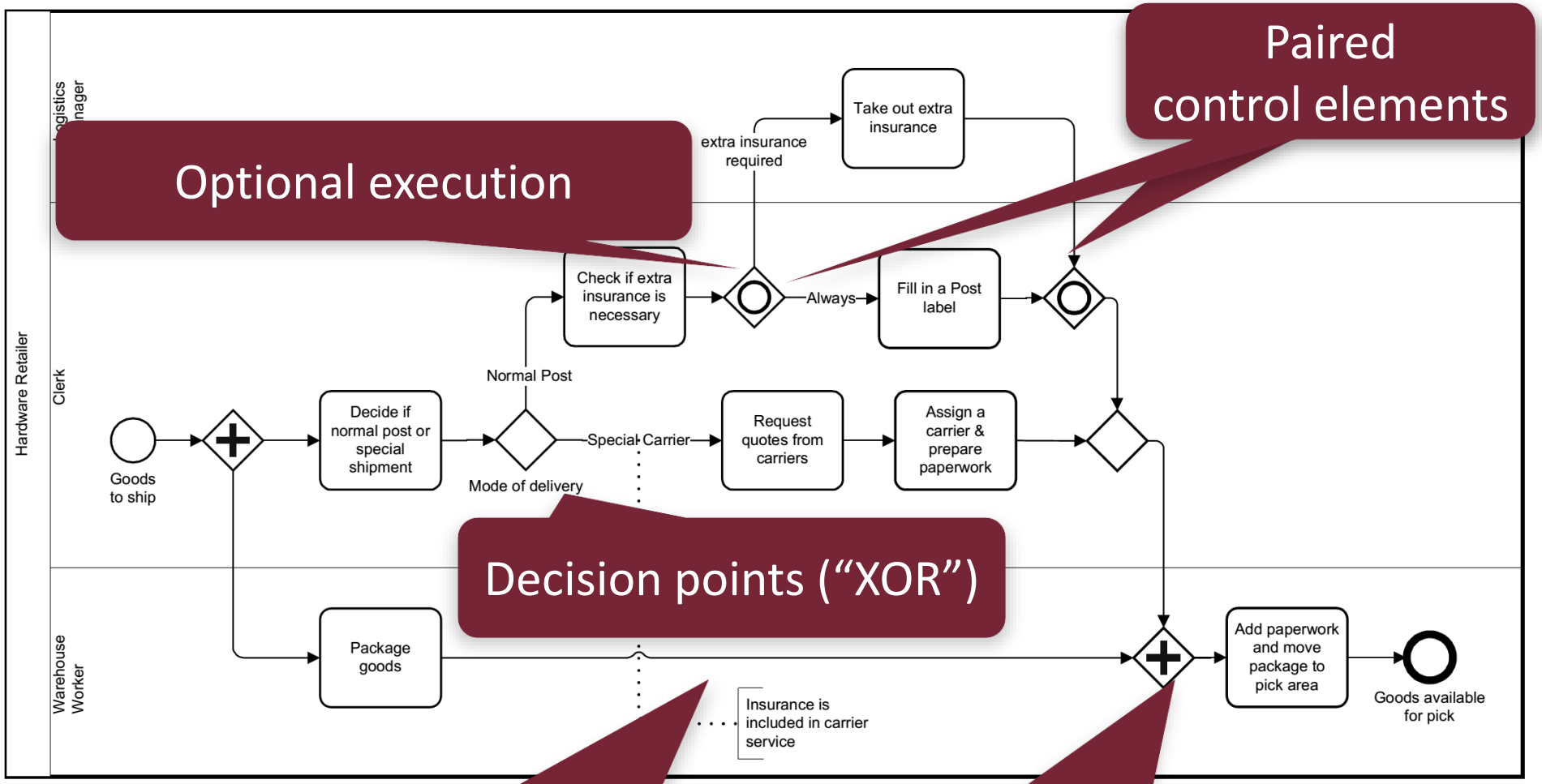
	Name of product	Prize
1 x	FISKARS Xsharp axe and knife sharpener 120740	3 590 HUF
1 x	FISKARS Twisted splitting wedge 120020	6 990 HUF
1 x	MOTOROLA TLKR T41 Walkie talkie, Orange	8 590 HUF
	Payment fee	490 HUF
	Package price: (including shipment fee and VAT)	**19 660 HUF**

Example: HW Delivery



omg.org, BPMN 2.0 by Example

Example: HW Delivery



Optional execution

Paired control elements

Decision points ("XOR")

Order of execution

"Parallel" (independent) execution ("AND")

Modelling aspects

- What is the goal/output of the process?
- Who are the participants?
- What are the main activities?
- What are the decision points?

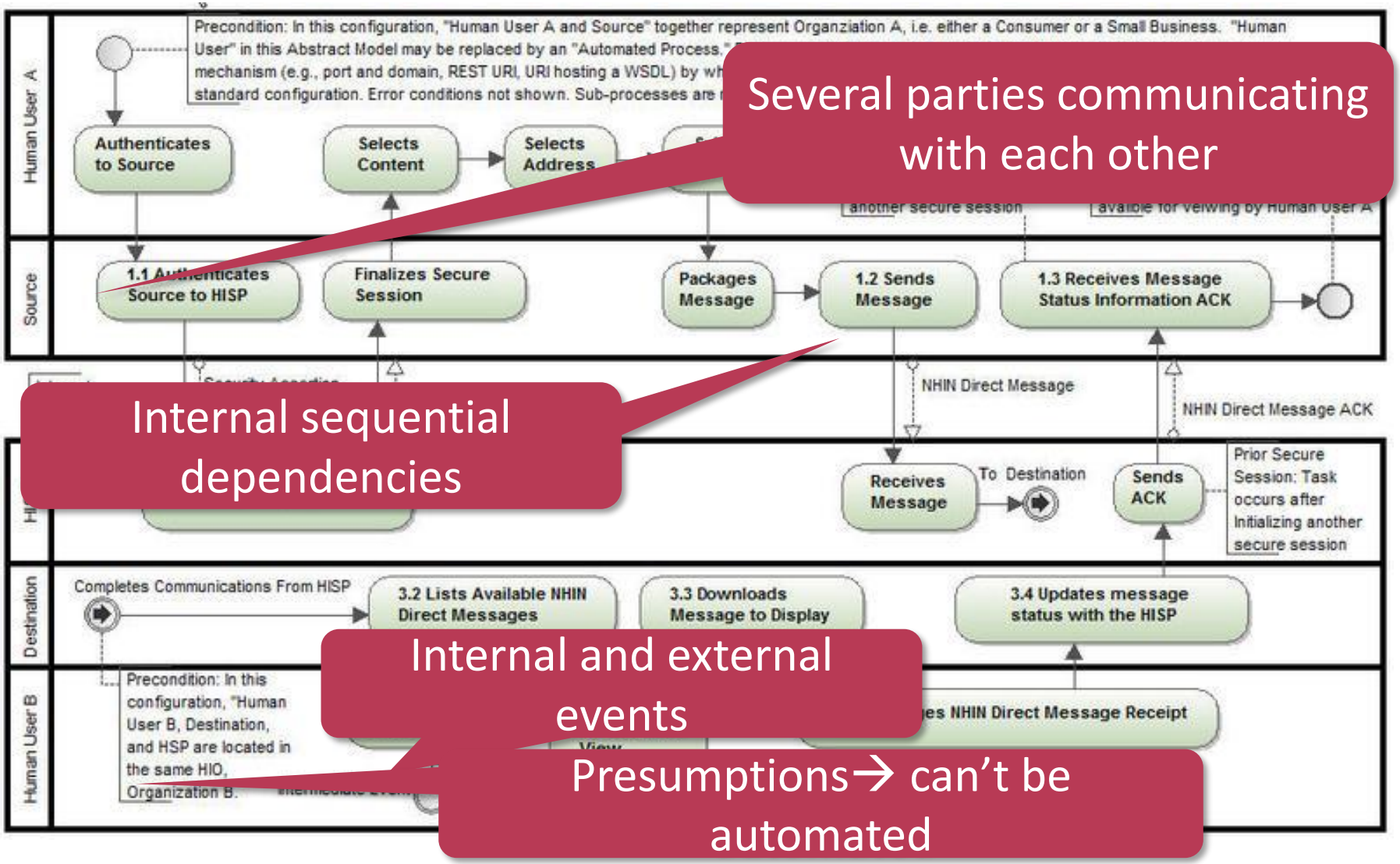
Core aspects

- Idea in system/software design:
  - Use existing elementary activities
  - Describe how the complex system operates
- Basic activities can vary
  - webform validation, sending email, database operation, remote web service, human interaction, sending text message, drawing diagram, etc.
- What is derived from the control logic?
  - Program code directly (C/C++, C#, Java, …)
  - Input of an execution environment
    - “Execute this process for me”

Other Uses of Process Models

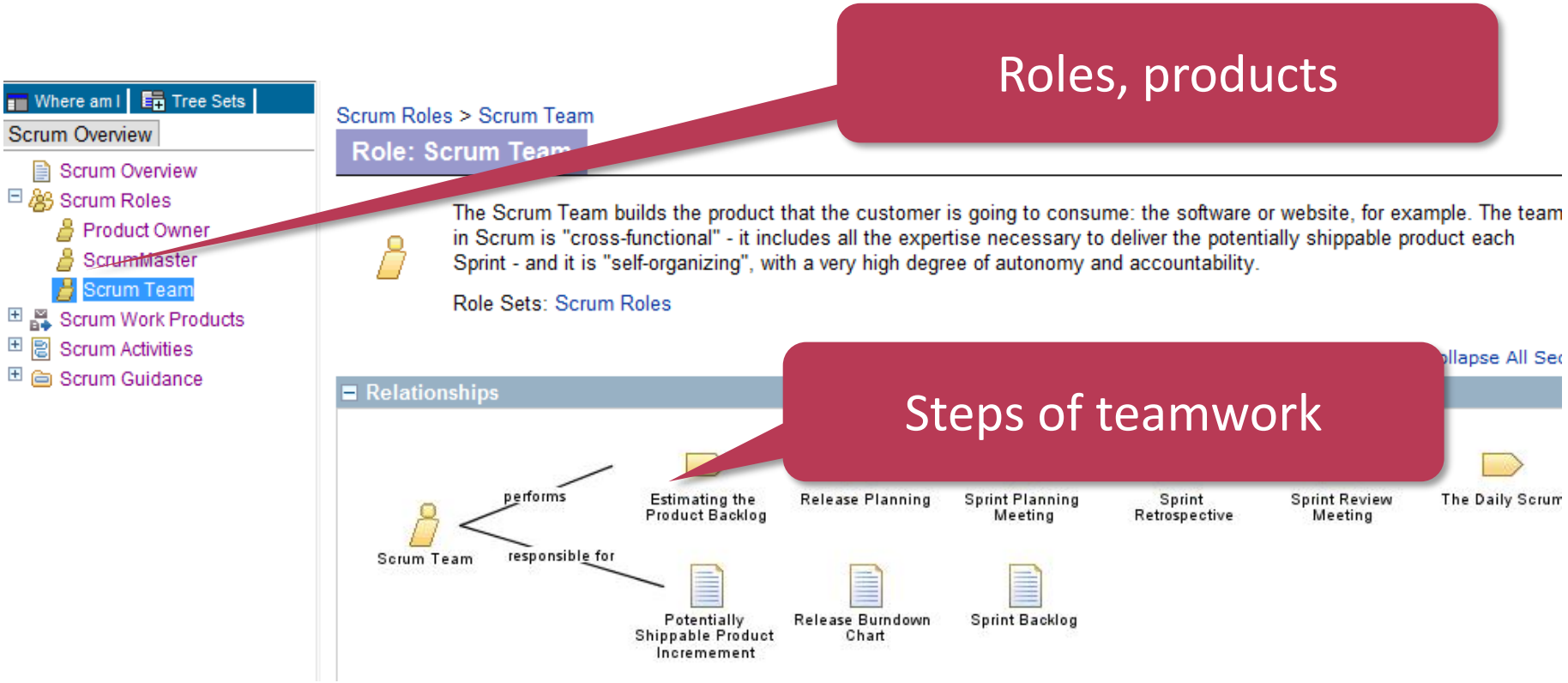
- Operating IT systems
  - ITIL, UK Gov. initiative
- Protocol specification
  - Cooperation between elements of a complex system
  - Roles of components
- Designing executable processes
  - Order evaluation, credit assessment preparation, …
- Data processing/analysing processes

Example: Managing Health Data



http://wiki.directproject.org/Abstract+Model+Examples

Example: Agile Development, as a Process

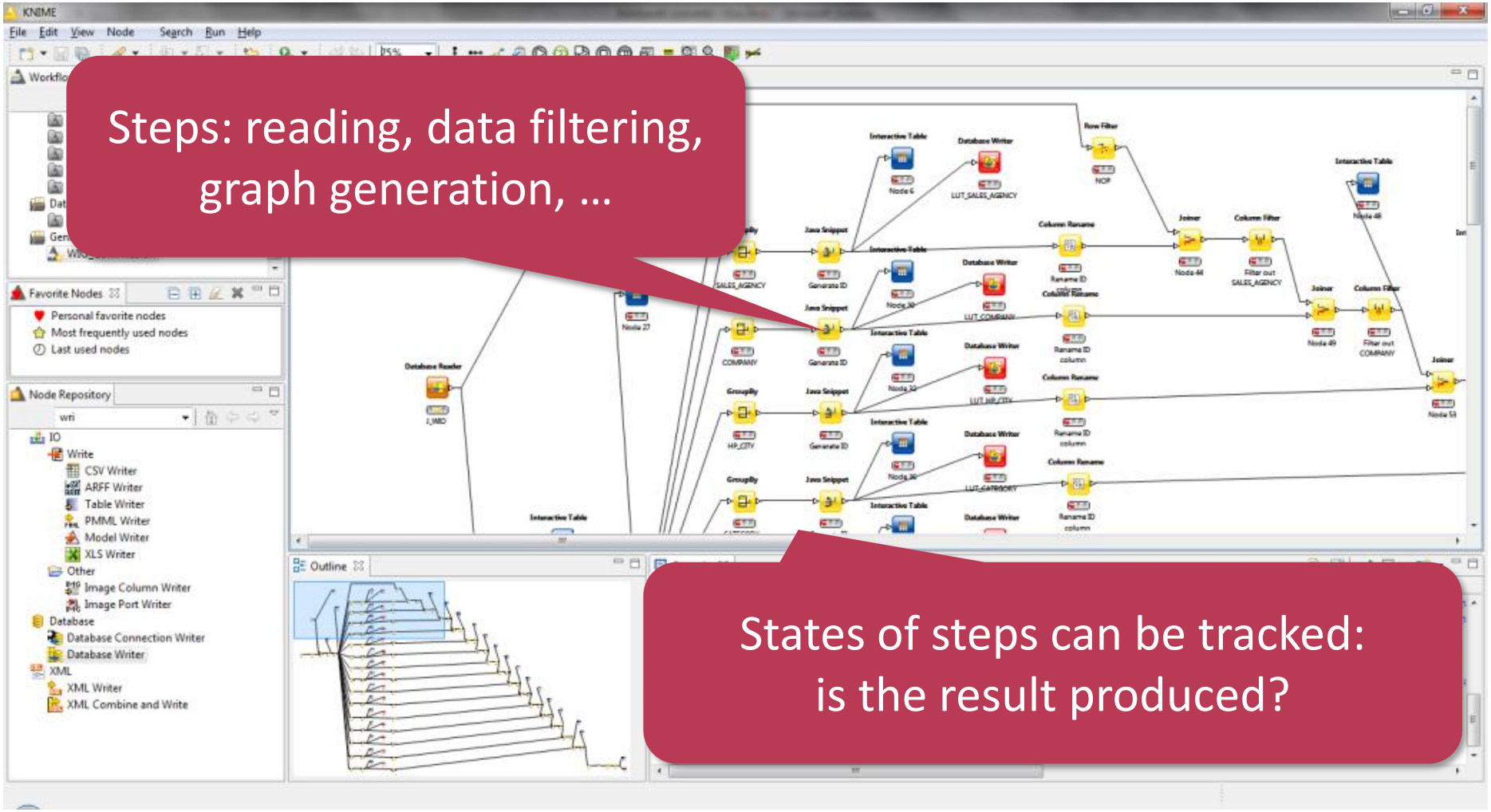


http://www.eclipse.org/epf/

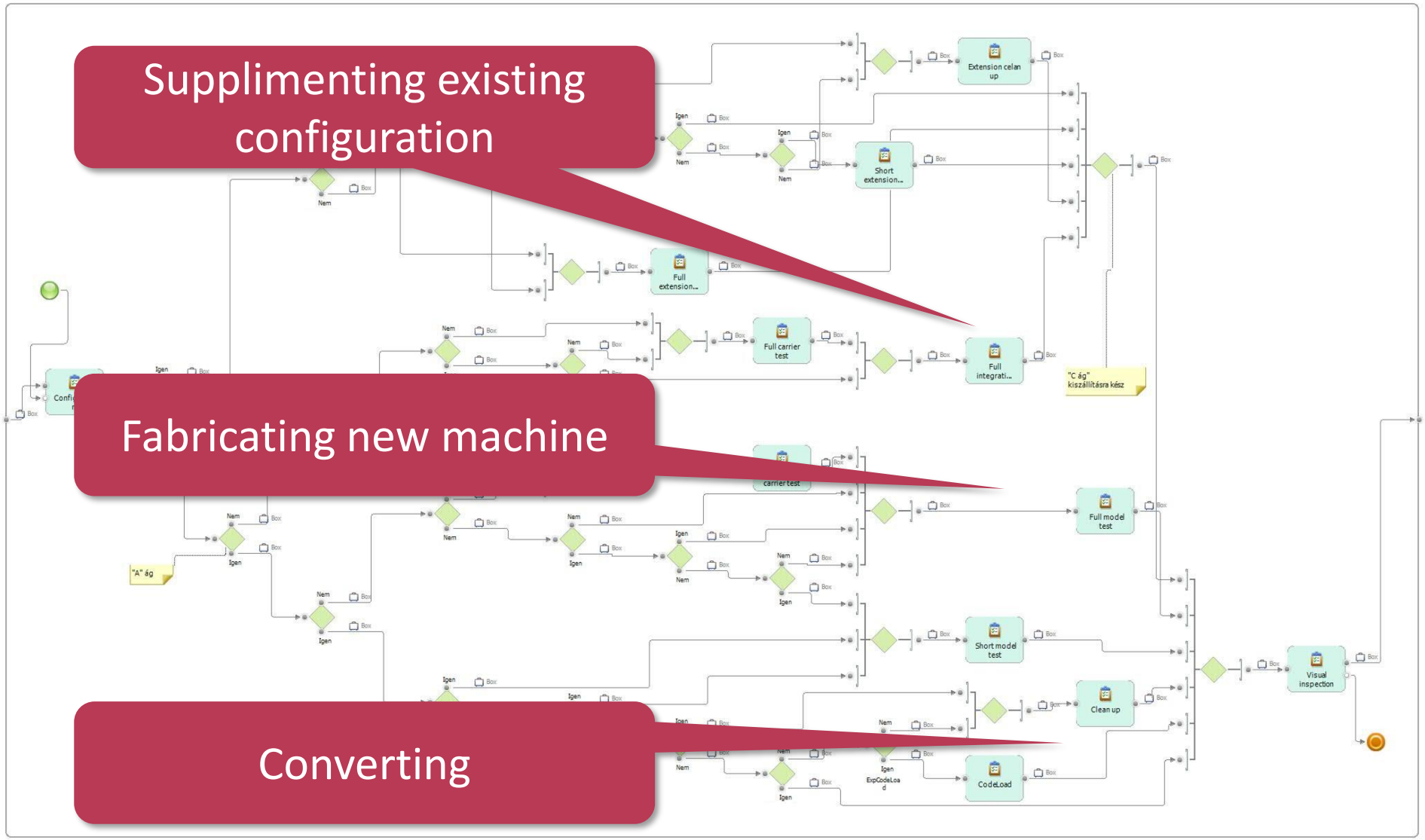
Examples

- Modelling banking processes
  - What activities are executed closing time?
  - Could the bank switch to transferring multiple times a day?
- Modelling manufacturing process
  - Optimal production scheduling: convert or fabricate?
  - What happens in the factory?
  - (see the lecture on Simulation)
- Modelling business transactions
  - Where are recurring communication patterns?
  - Model based data processing

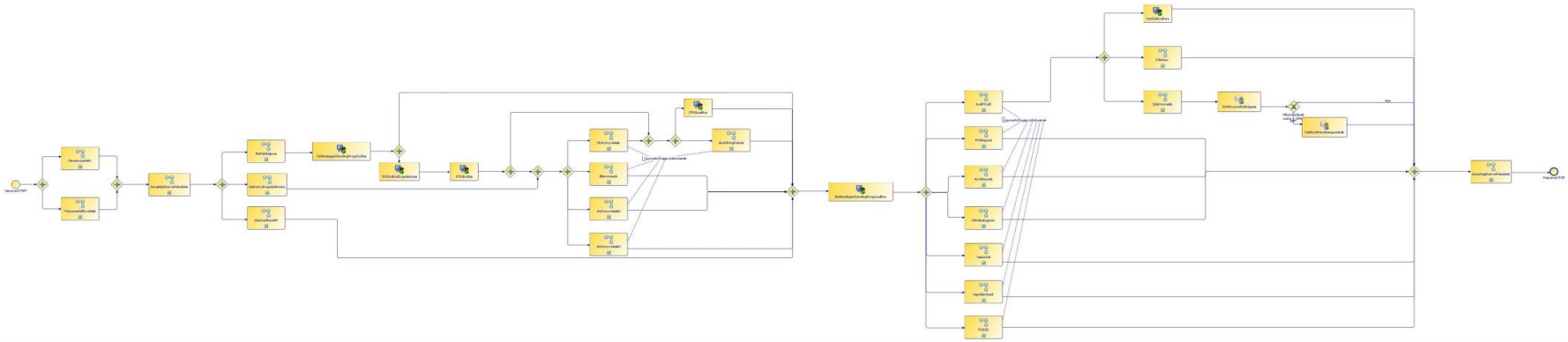
Example: Data Processing



Example: Testing, as a Process (factory)



Example: Banking Process



Which are the truly independent steps? Which steps are critical?
Where is manual debugging needed?

Basic concepts of designing processes

- Process description languages
  - BPMN, jPDL, XPDL, BPEL, UML AD, …
- Process model
  - Control, dataflow
  - Data structures can be linked to a process model
  - Definition of steps to execute
  - Timings, resources
- Process (template) vs. process instance
  - E.g. „Booking tickets” as a process
  - „László Gönczy books a ticket to Lisbon” is an instance

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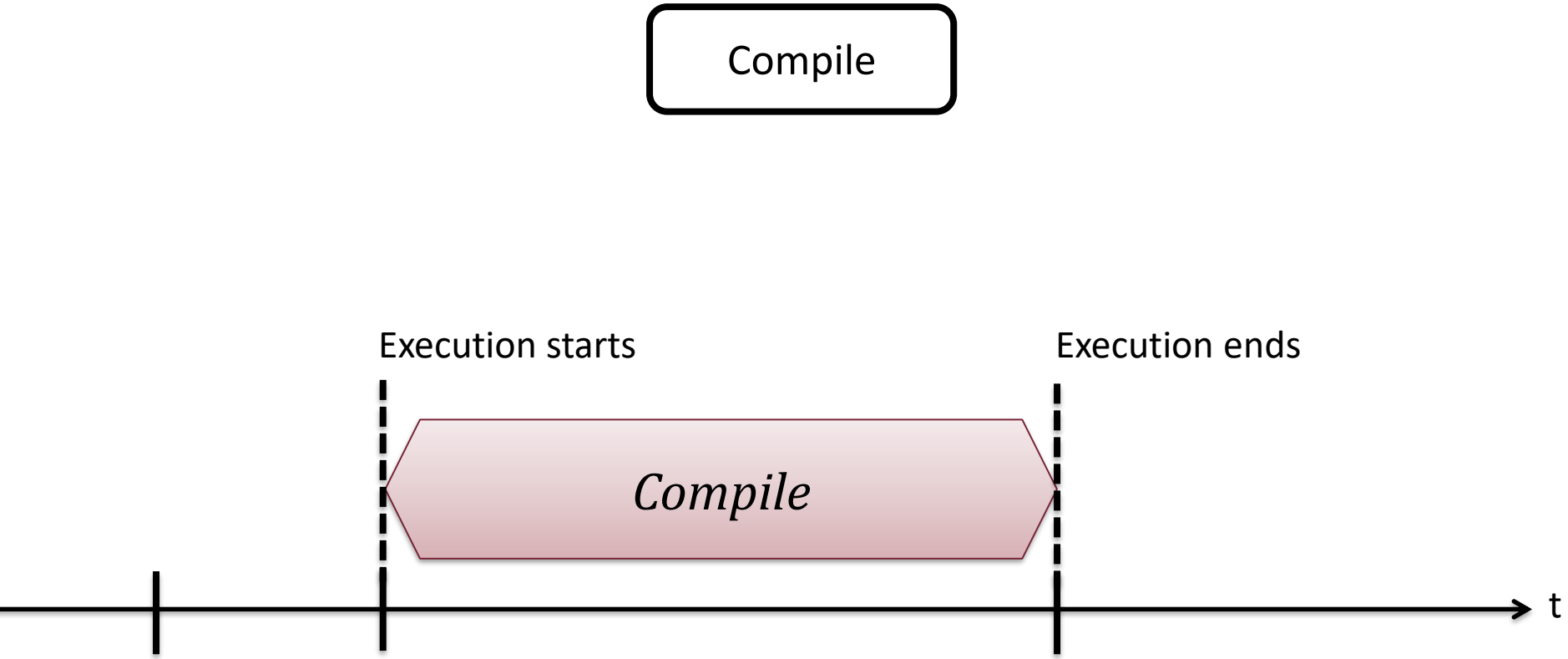
Elementary Activity (Task)

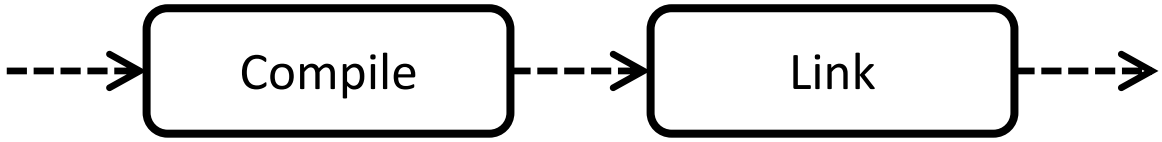


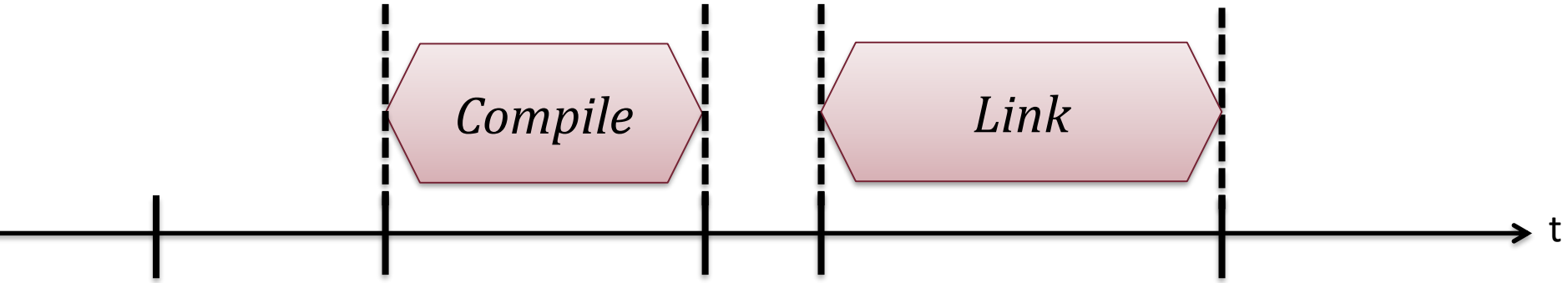
Definition: Elementary Activity

An **elementary activity** is an activity that

- has a positive temporal duration
- is *not* modelled beyond its start and end.

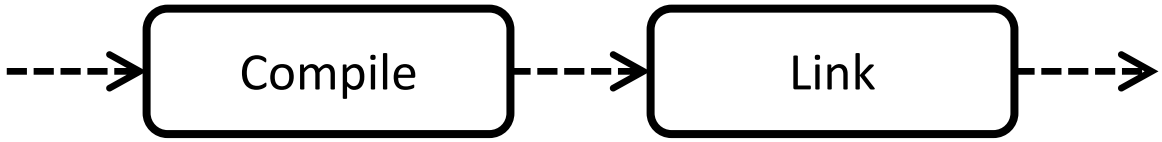
Sequence, Control Flow



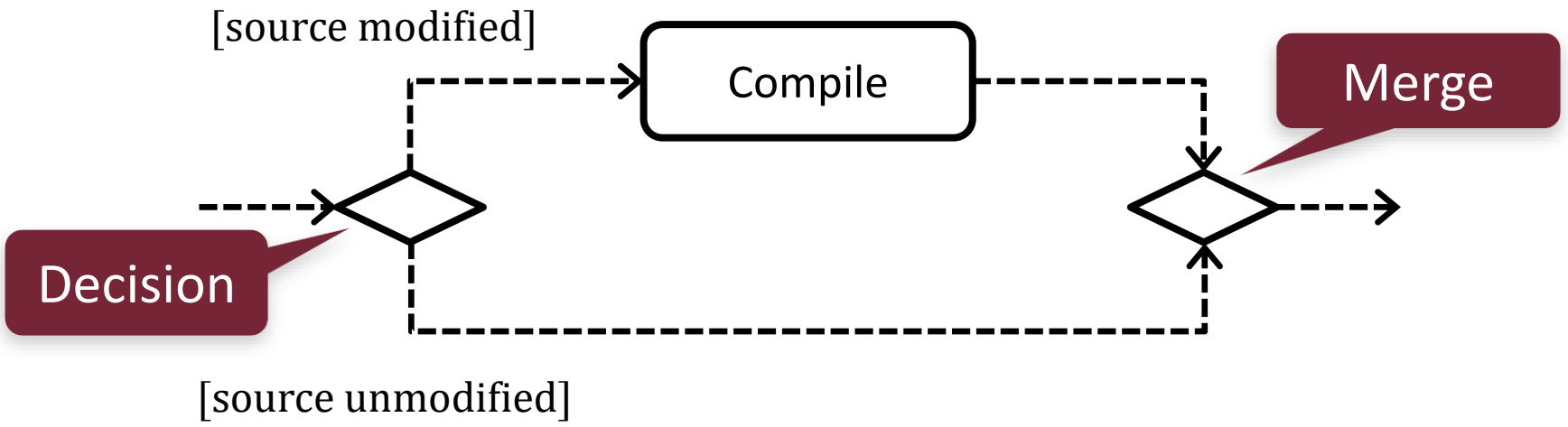


Definition: Sequence

Sequence defines the order of execution of activities.



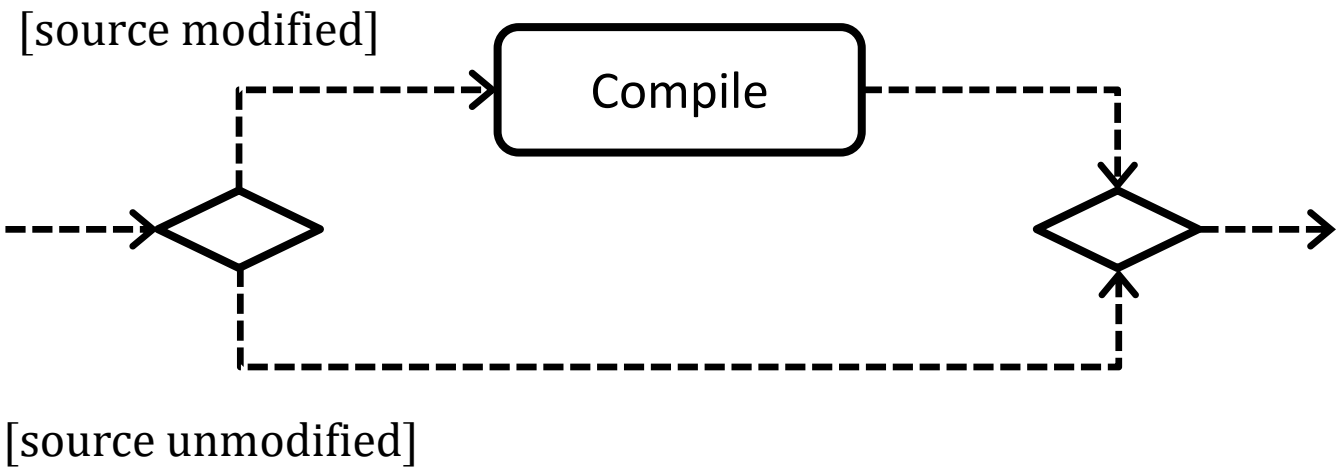
Guard Condition, Branches



- Semantics:
  - Only one branch is executed
  - Possibility of nondeterminism
    - Overlapping guard conditions
    - Or simply no guard conditions

Definition: Control Element

A **control element** is a junction of the process choosing one or more activities to execute.



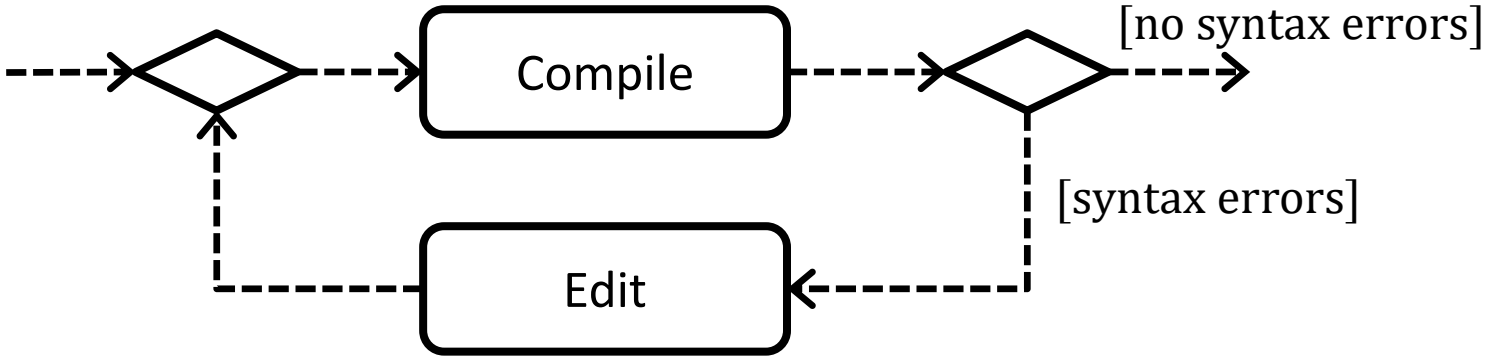
Definition: Decision-Merge

Decision-Merge is a control structure

- consisting of a **Decision** and a **Merge** control element, where
- the decision node has at least two **outputs** from which we choose where to put the control token by evaluating the **guard conditions,**
- the chosen output (branch) can contain an arbitrary number of elements, and
- each branch leads to the merge node.

- Here we use branch as an exclusive or (XOR gate), which means that as a result of an evaluation only one of the decision branch is chosen.
- A branch can be multiple or binary, in the course we use binary decisions (two outputs).

Loop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Link
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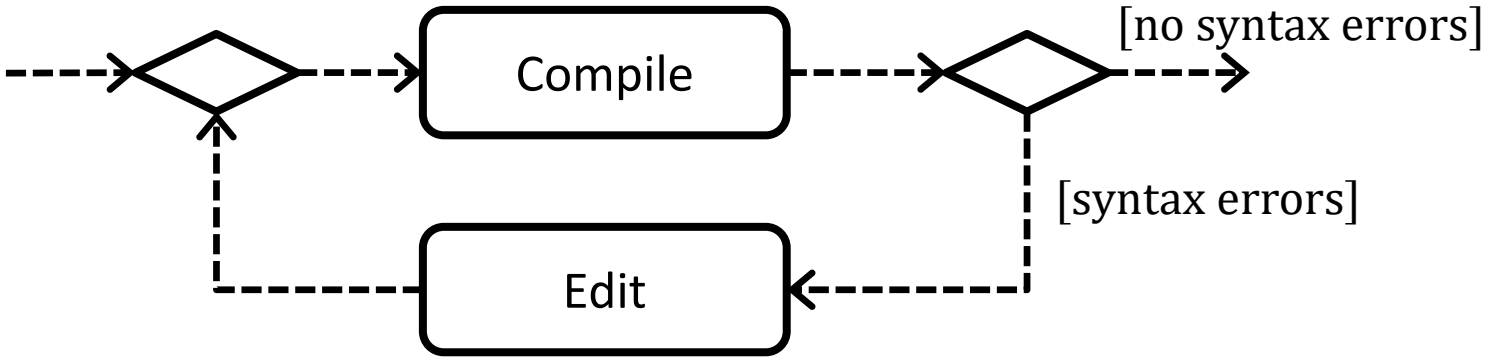
Definition: Loop

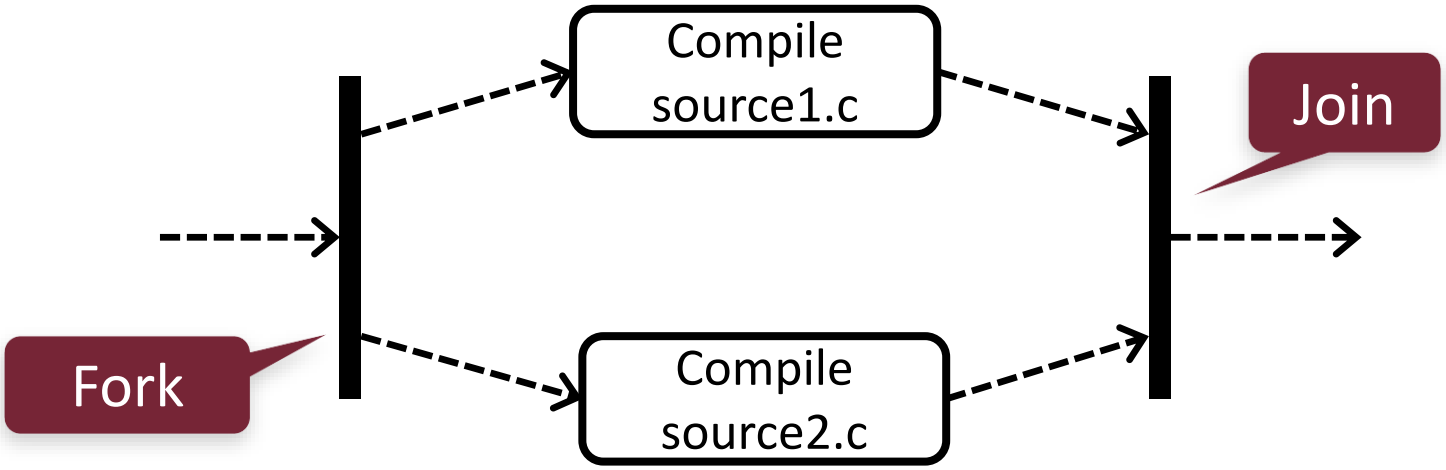
A **loop** is a control structure that defines multiple execution. The loop

- consists of a **Merge** and a **Decision** element, where
- one of the branches of the decision node leads back to the merge node.

- *Note*: this corresponds to a **`repeat – until`** loop



Fork / Join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Fork
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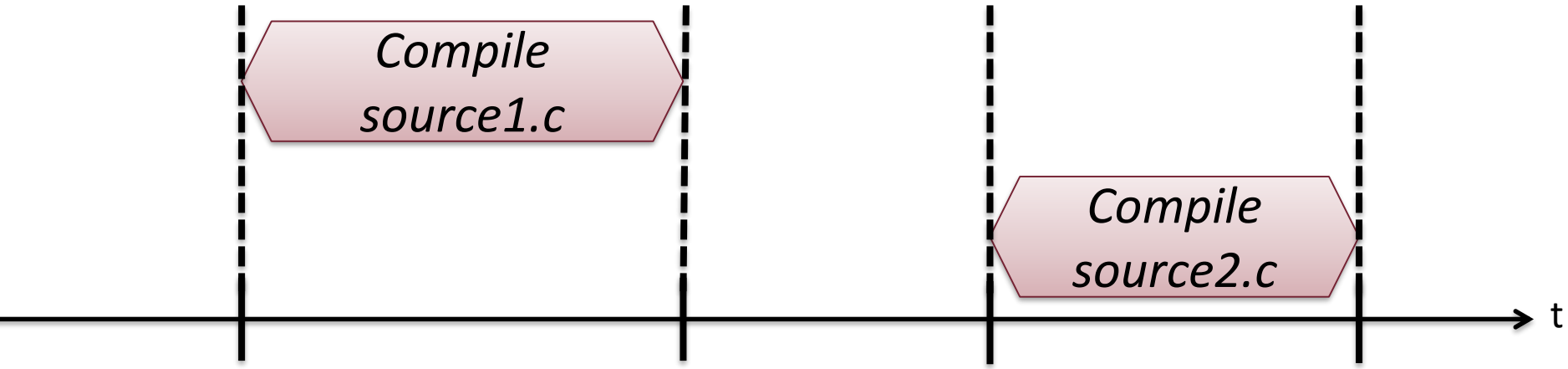
source2.c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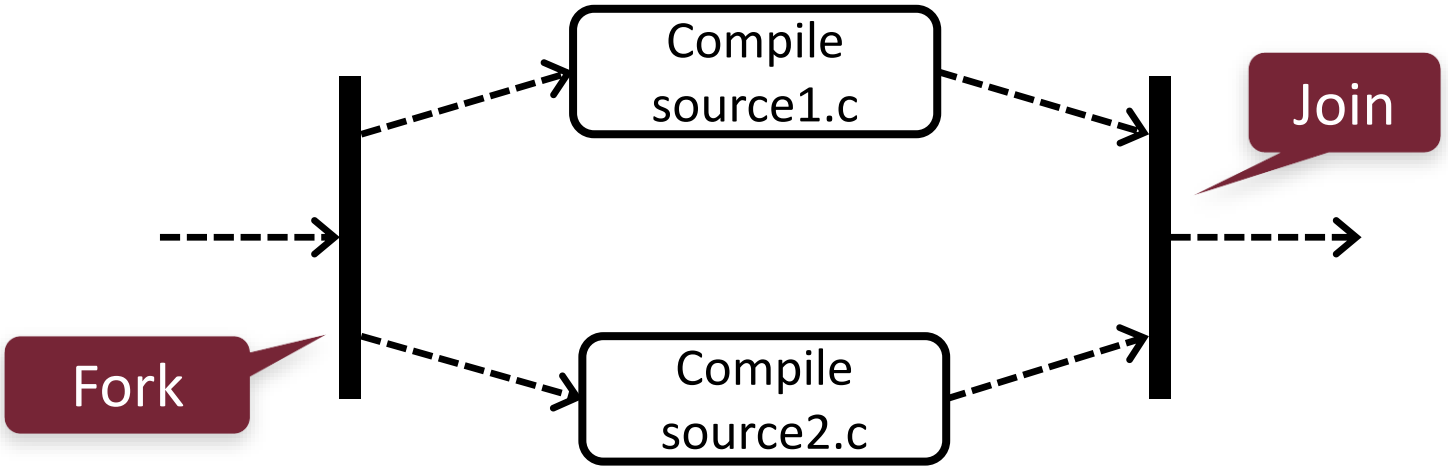
Fork / Join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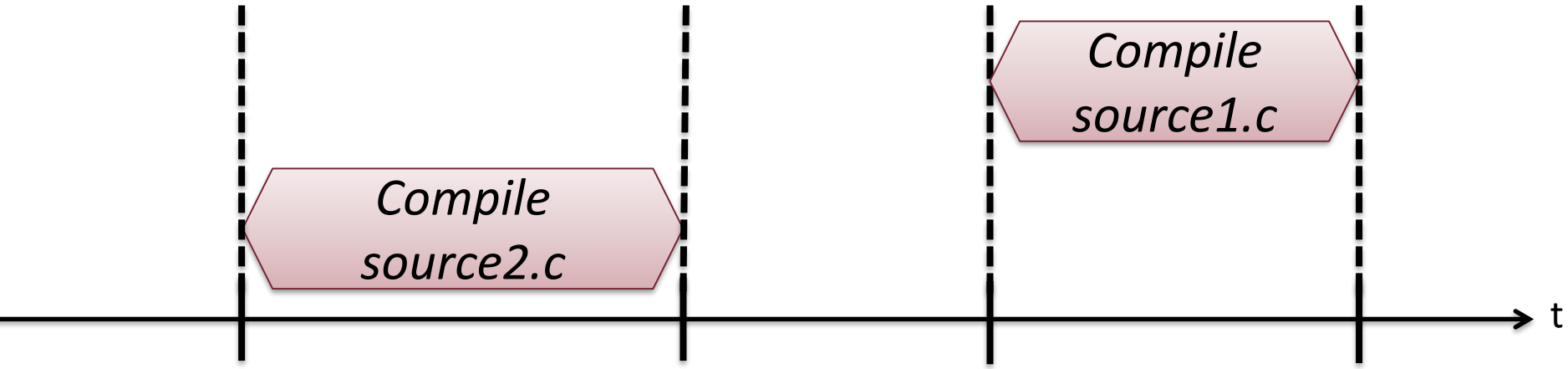
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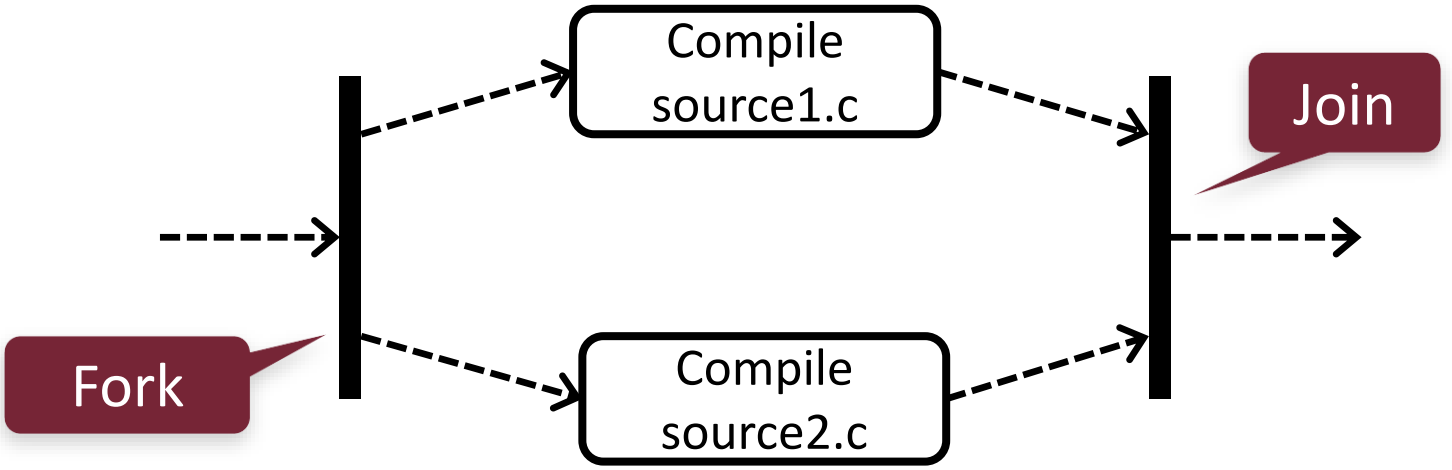
Fork / Join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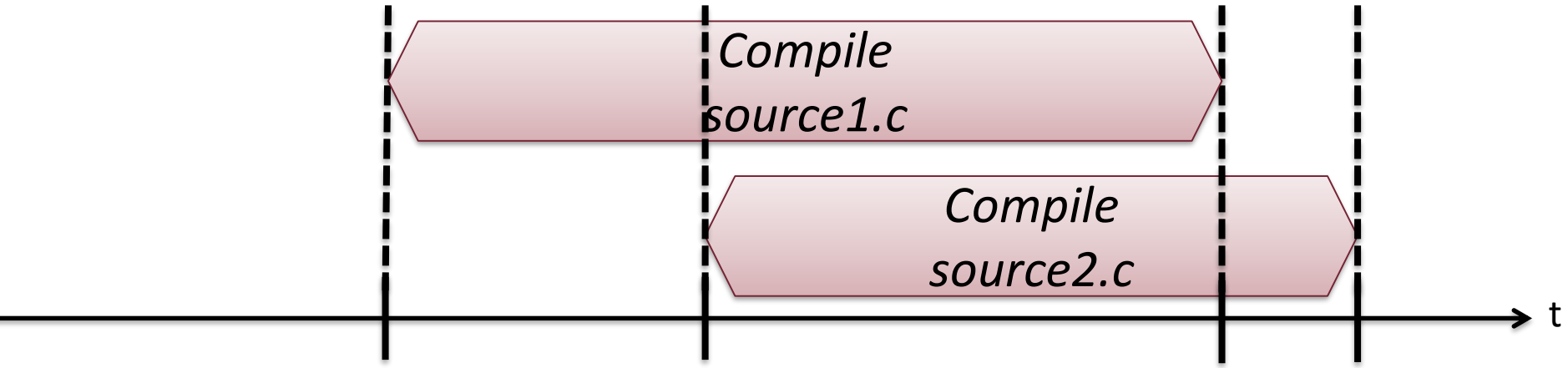
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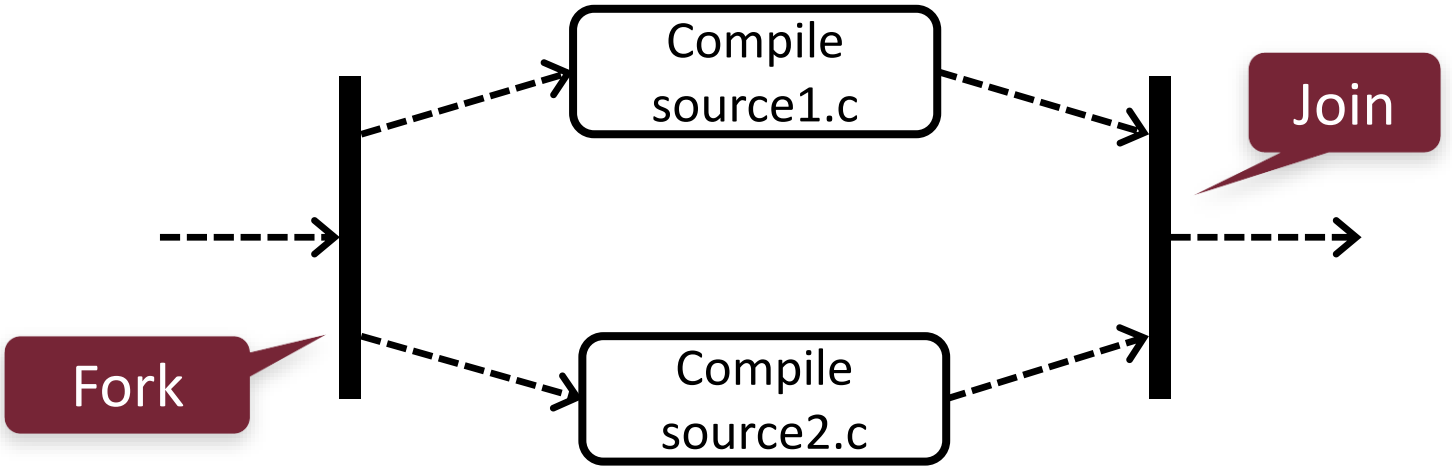
Fork / Join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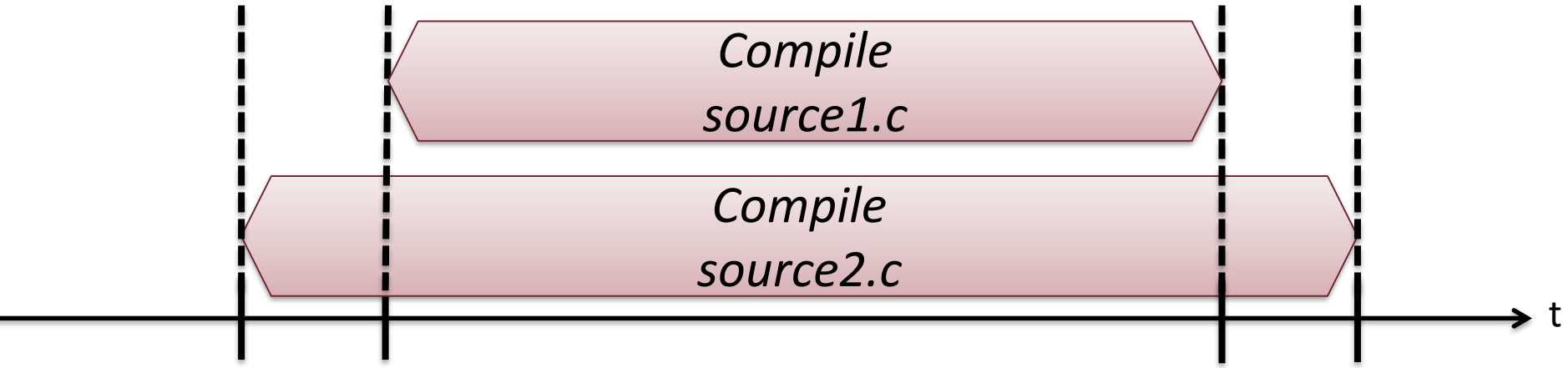
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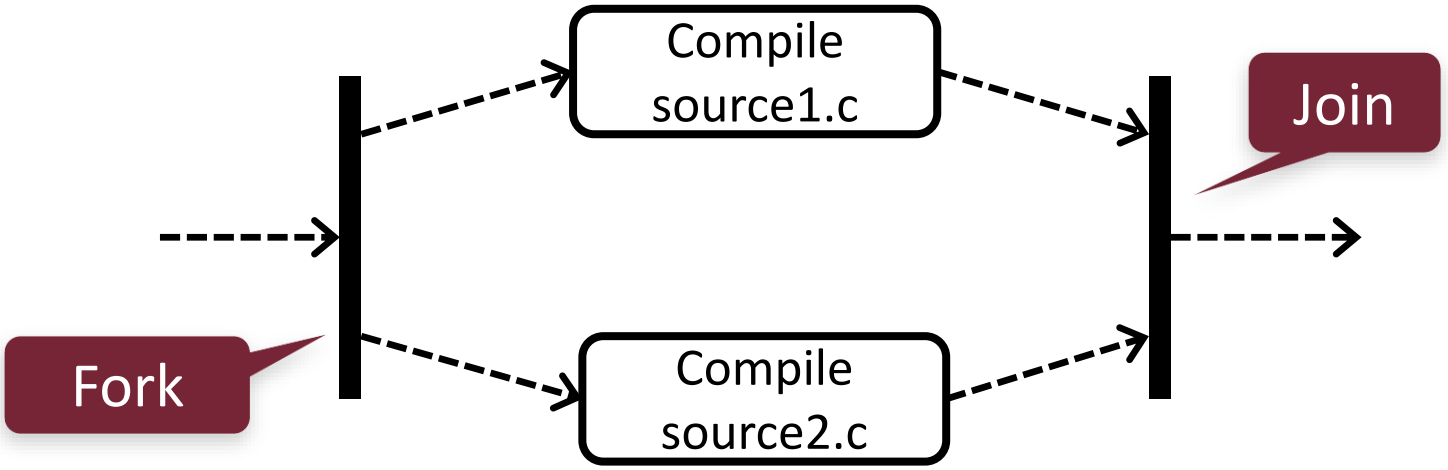
Fork / Join



- Semantics:
  - Execution sequence is not specified
  - Parallel/ overlapped execution is possible
- See: Computer architectures course

Definition: Parallel Execution

Parallel execution (Fork-Join)

- contains a **Fork** and a **Join** control element, where
- the fork can have an arbitrary number of outputs (branches).
- branches can be executed **concurrently**,
- all branches lead to the join node, and
- parallel execution ends, when all branches terminate.

Two activities are **concurrent** if the order of their execution is not controlled.

- Note: we are going to work with two parallel branches.
- **NOT equivalent to Decision-Merge!**

Flow Begin / Flow End

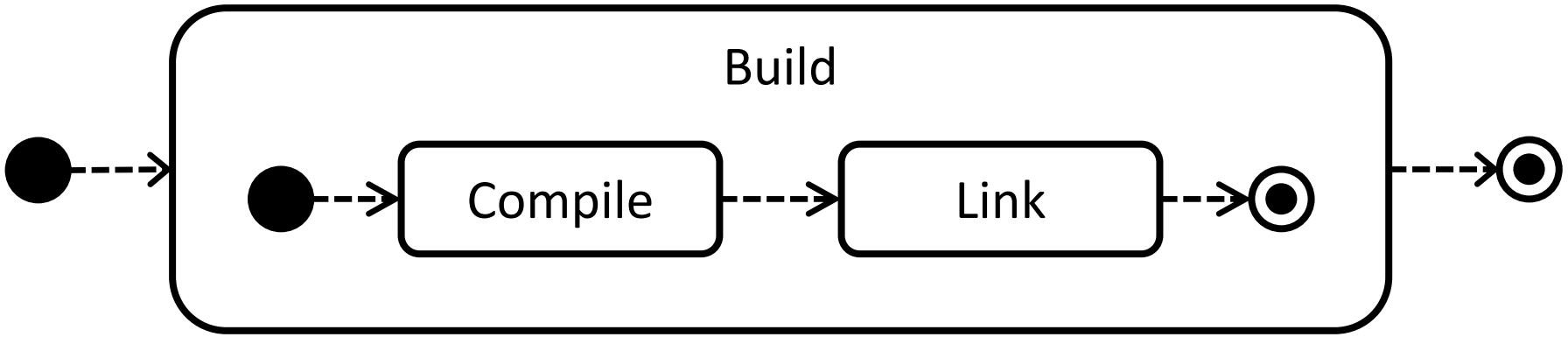
Definition: Flow Begin/End

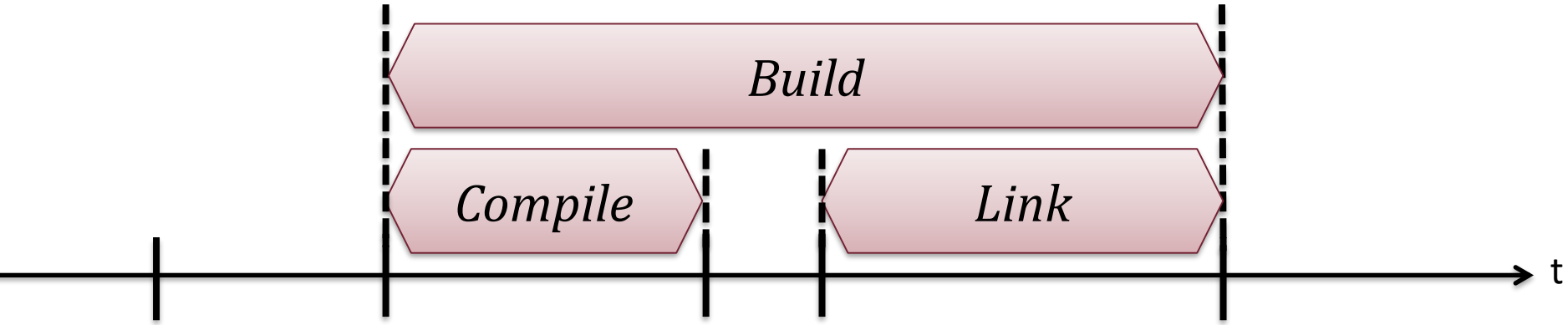
Process starts with a Flow Begin control element and ends with a Flow End element.

- The **begin node** is the first node of the process, with exactly one output.
- The **end node** is the last node of the process with exactly one input.

- Note: we do not model what causes the process to start

Hierarchy



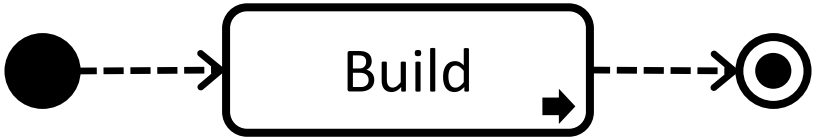


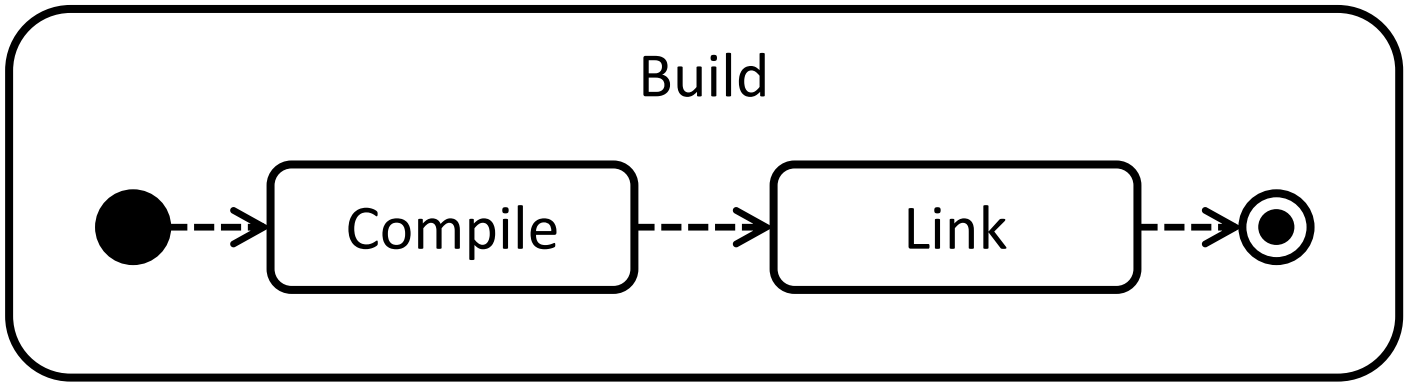
Definition: Hierarchy

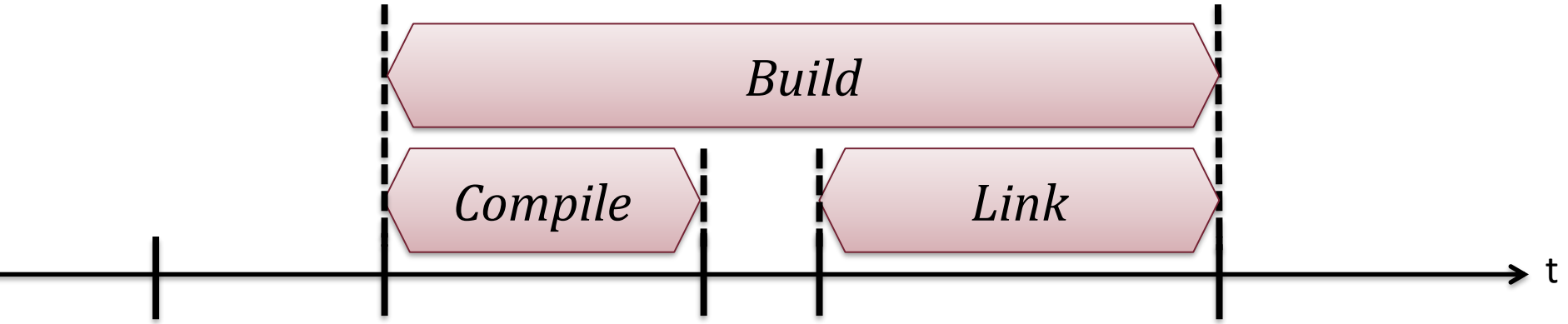
Hierarchical process model:

- Instead of an atomic activity it can contain a submodel described by a process model (hierarchical refinement).

References / Calls

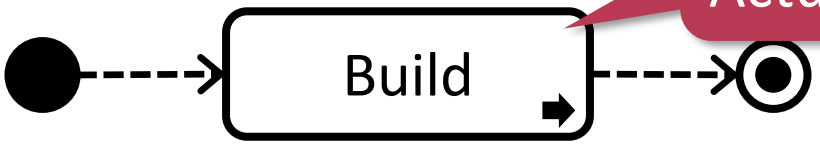


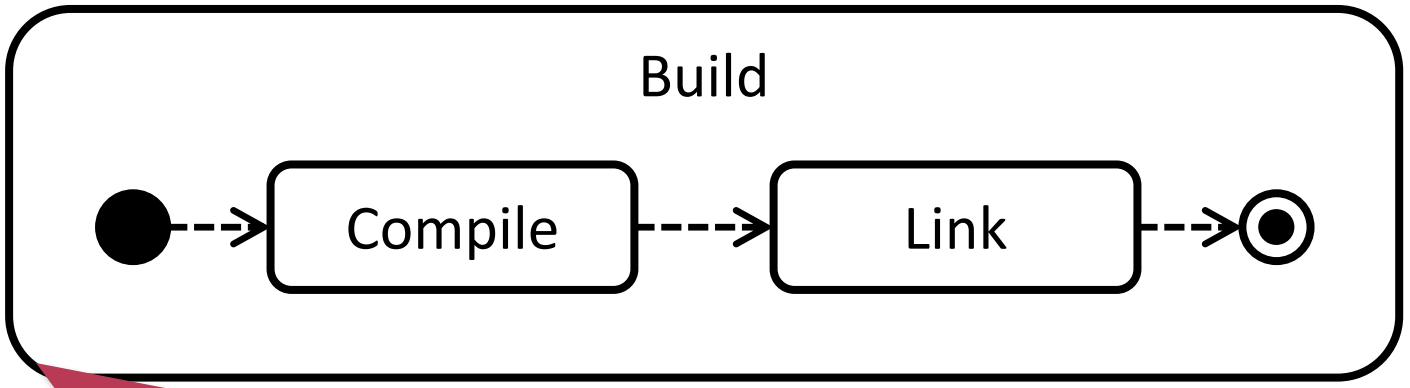




References / Calls

Elementary task?
Actually a subprocess!



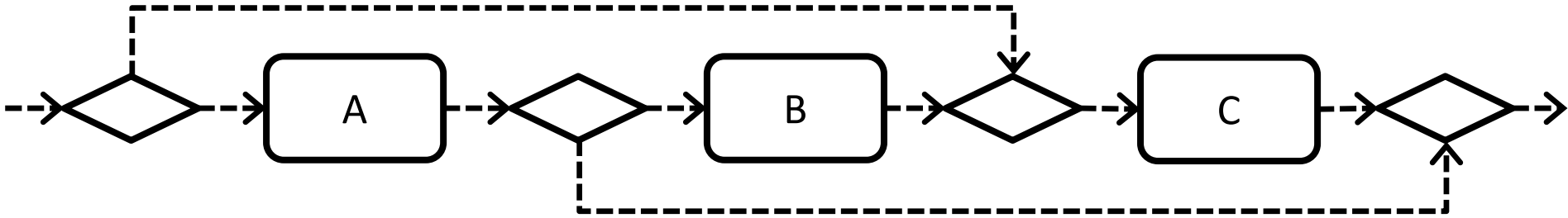


Can be embedded into the main process if the refinement is valid:

- The steps combined produce the same thing as the process
- No unhandled case on caller level
  (Input/output consistency)

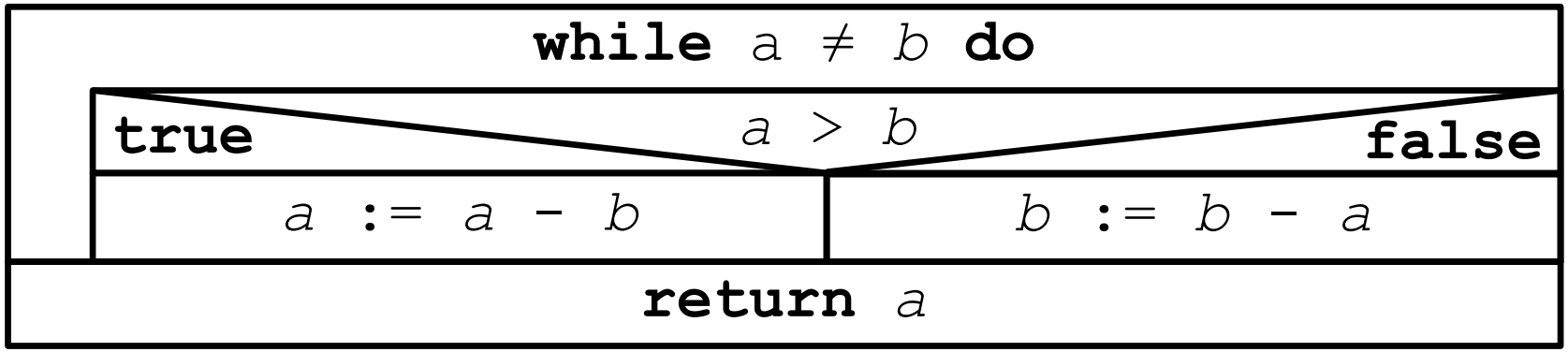
Well Structured Process

- Building from control blocks
  - **One entry point, one exit**
  - Sequence, decision-merge and fork-join blocks, loop, elementary activity, (empty control section)
- Analogy: structured programming
  - Control structures instead of `goto`
- Example of a non-well-structured process

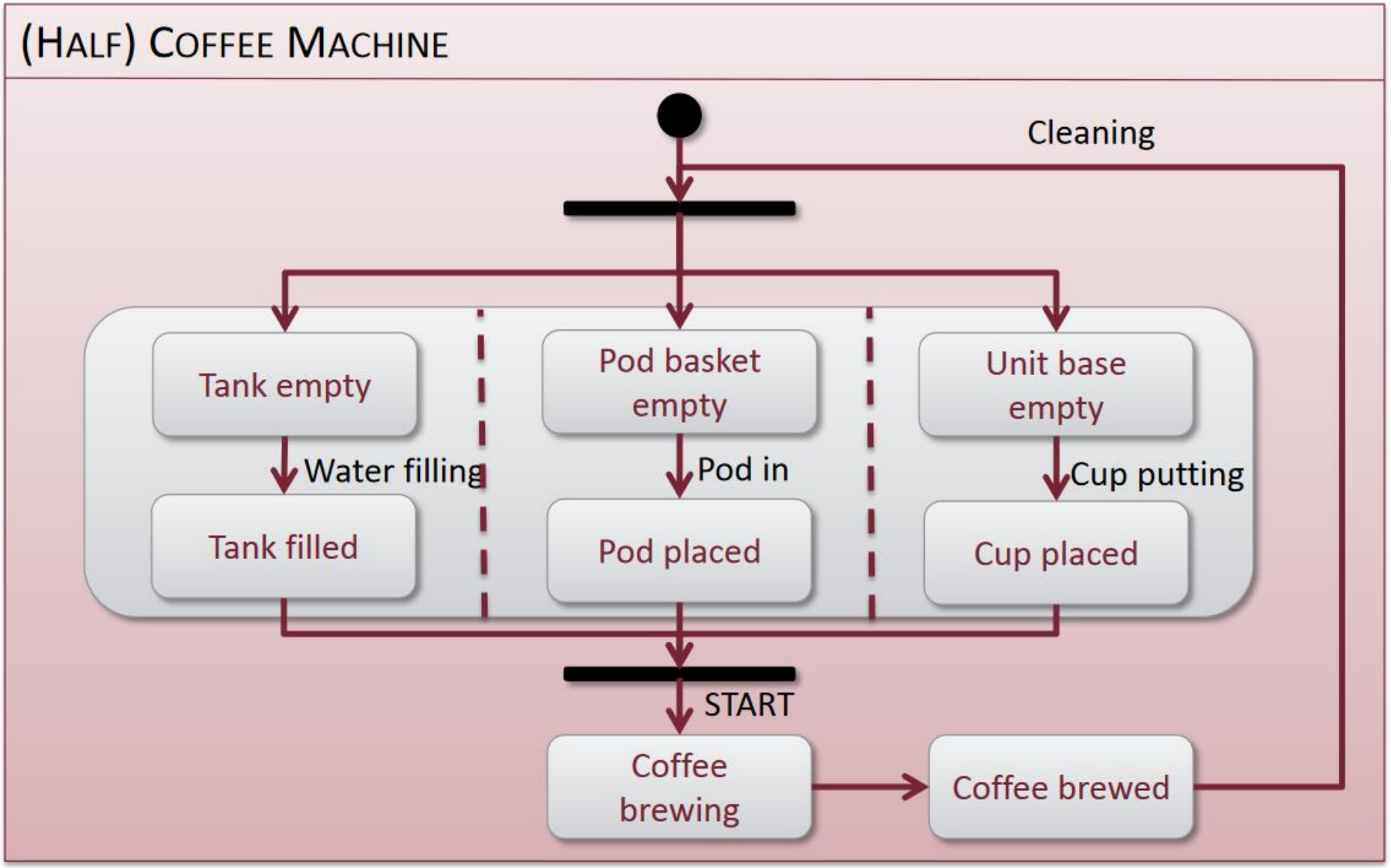


Well Structured Process

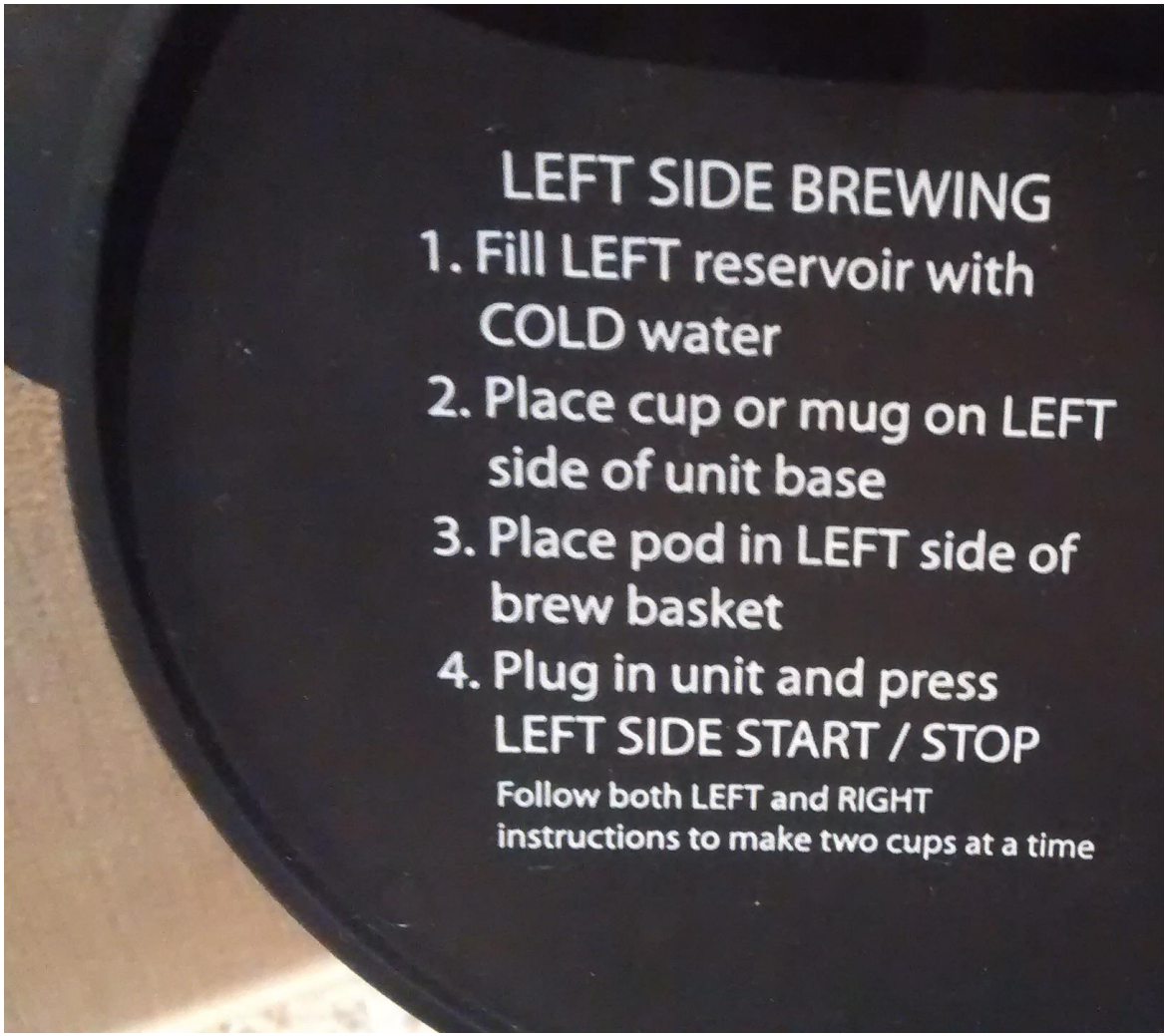
- Some formalisms enforce it
  - eg. BPEL (business process over web services)
  - eg. Structogram (Nassi-Shneiderman)
  - programming languages without goto, break, etc.



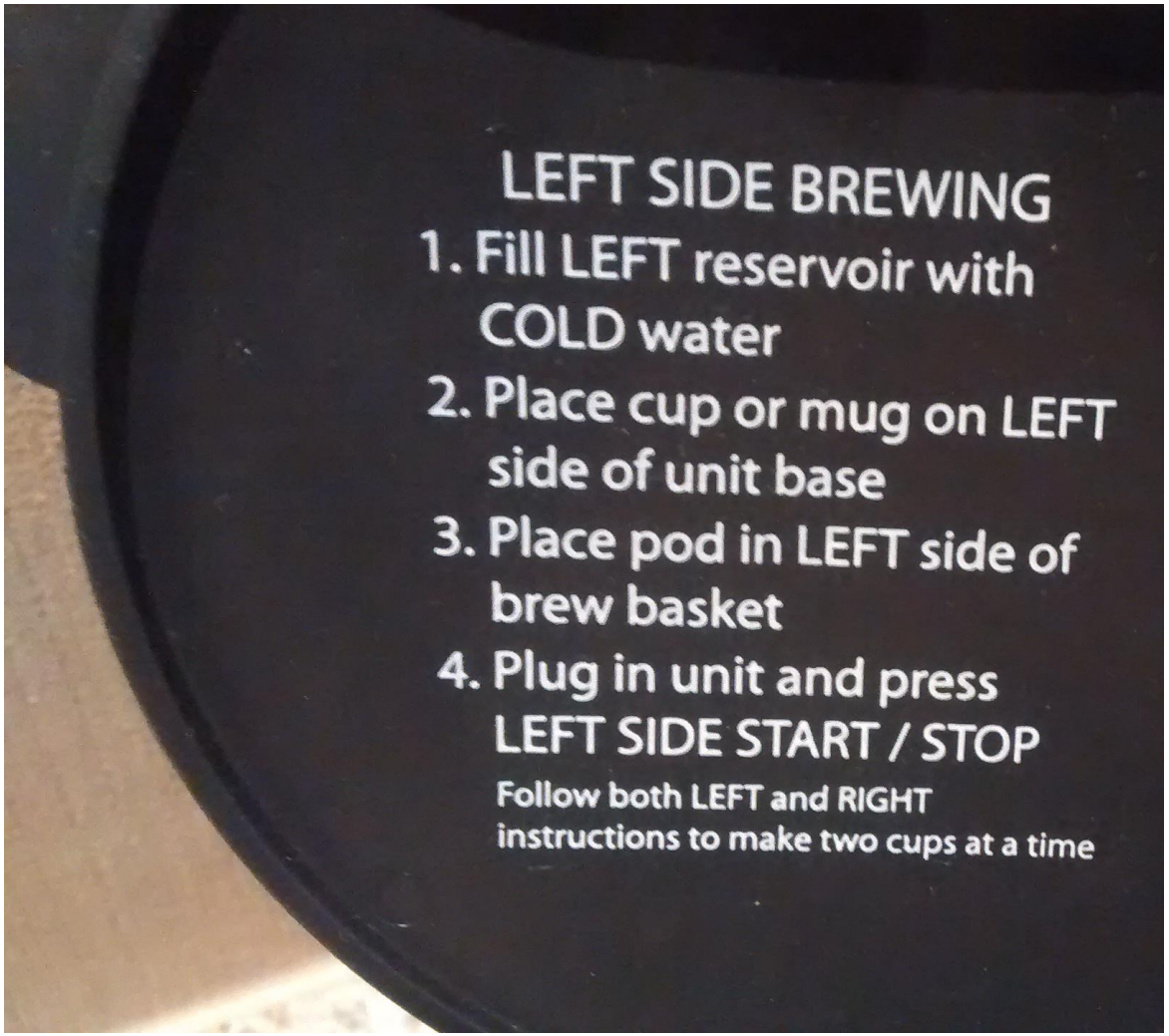
Repetition: Coffee Machine (State Based Model)

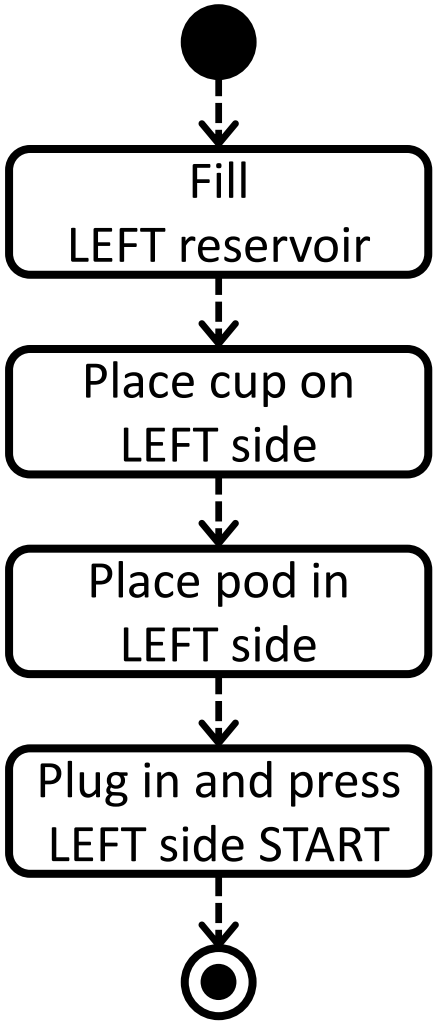


Example: Coffee Making Process



Example: Coffee Making Process





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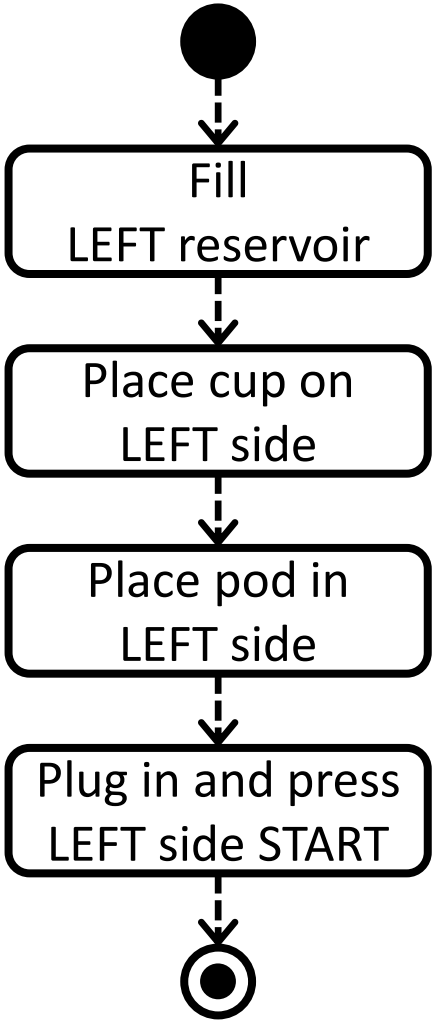

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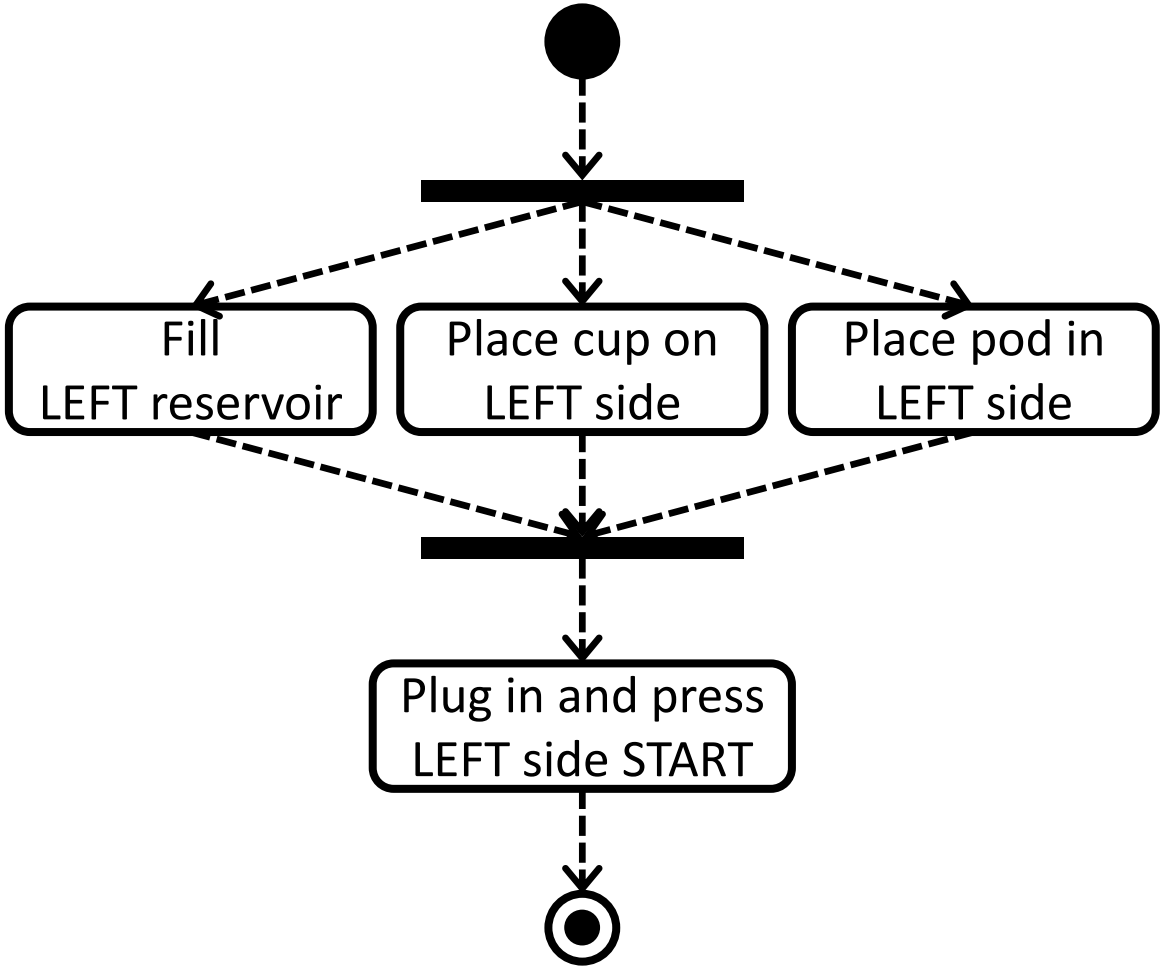
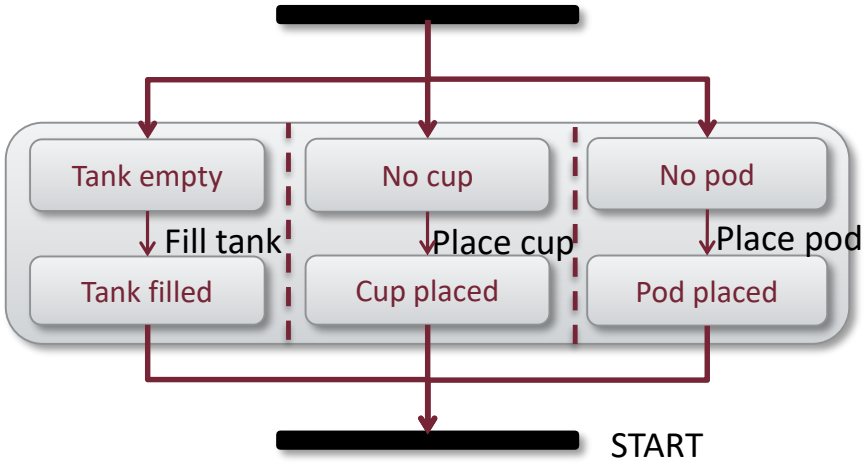
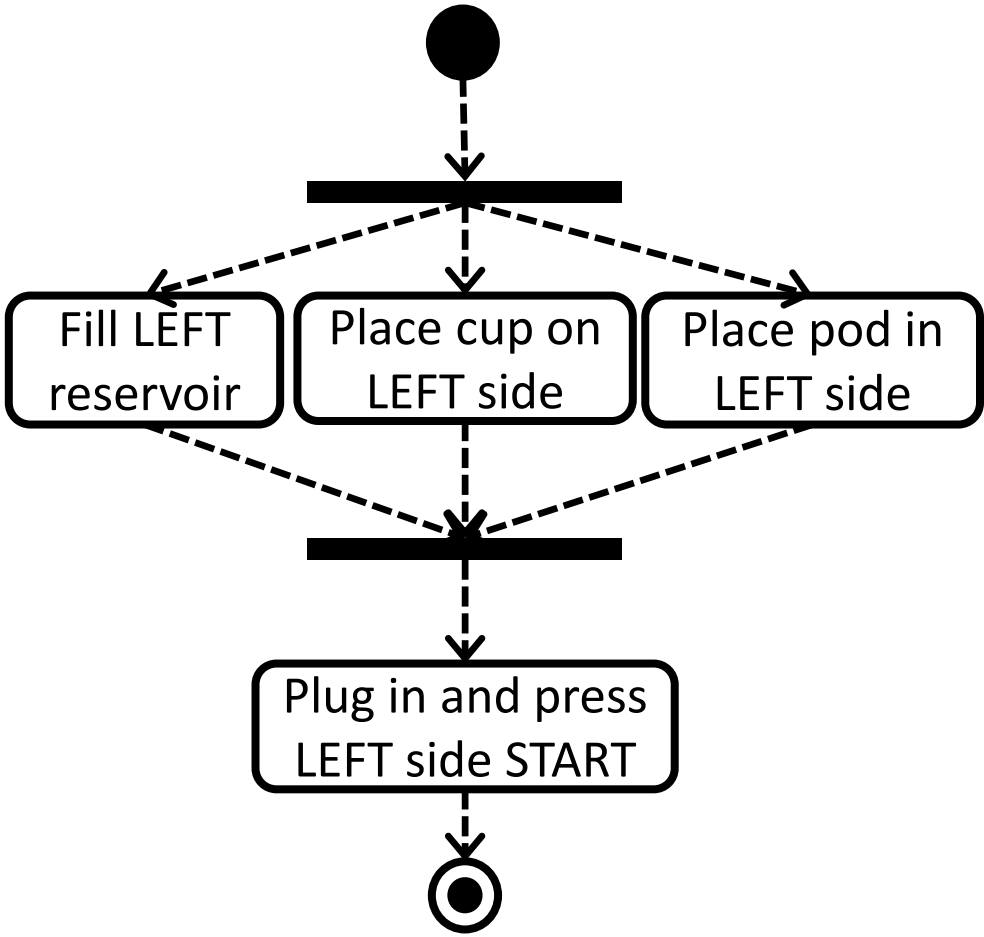


Comparison

- State machine



- Process



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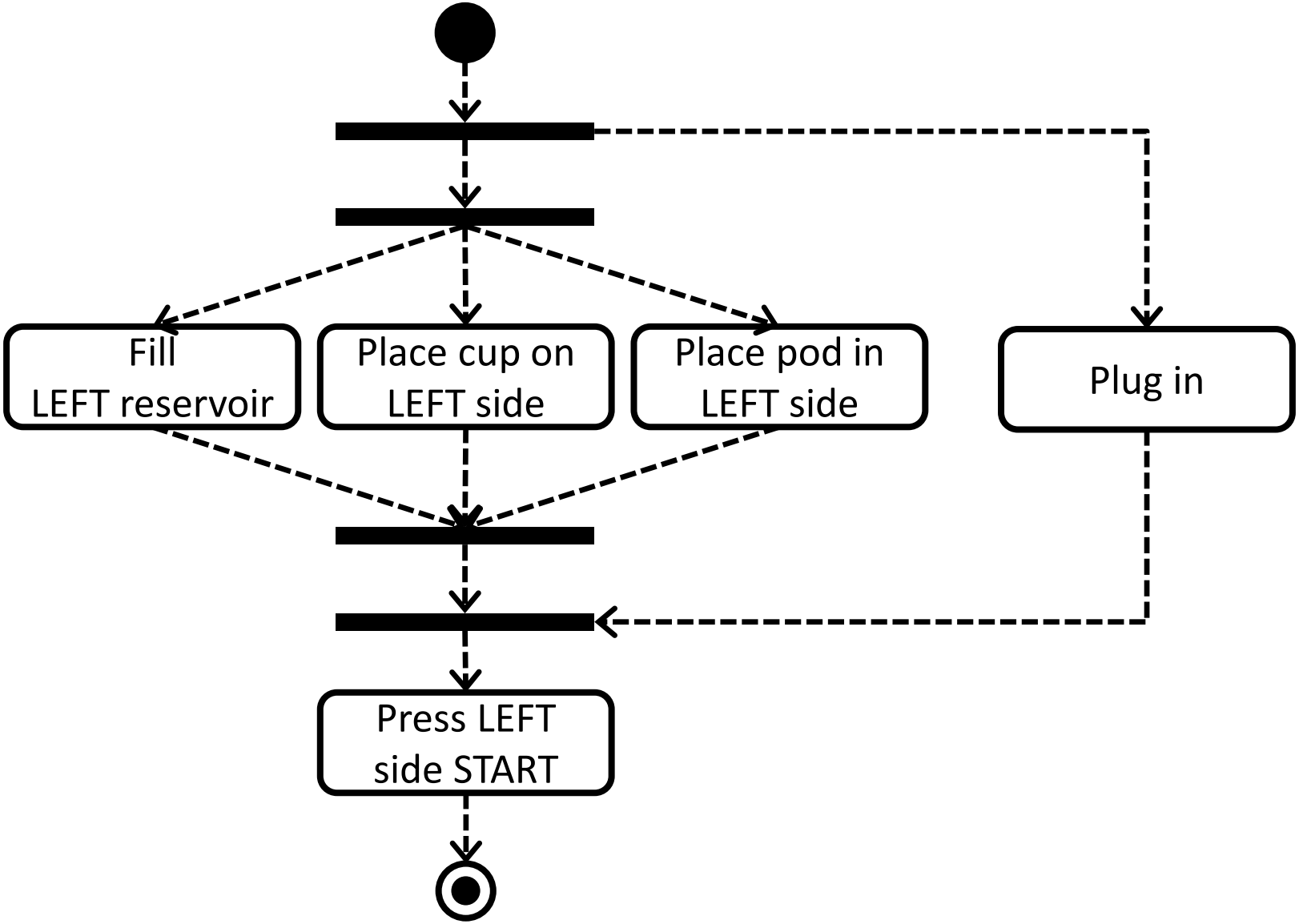

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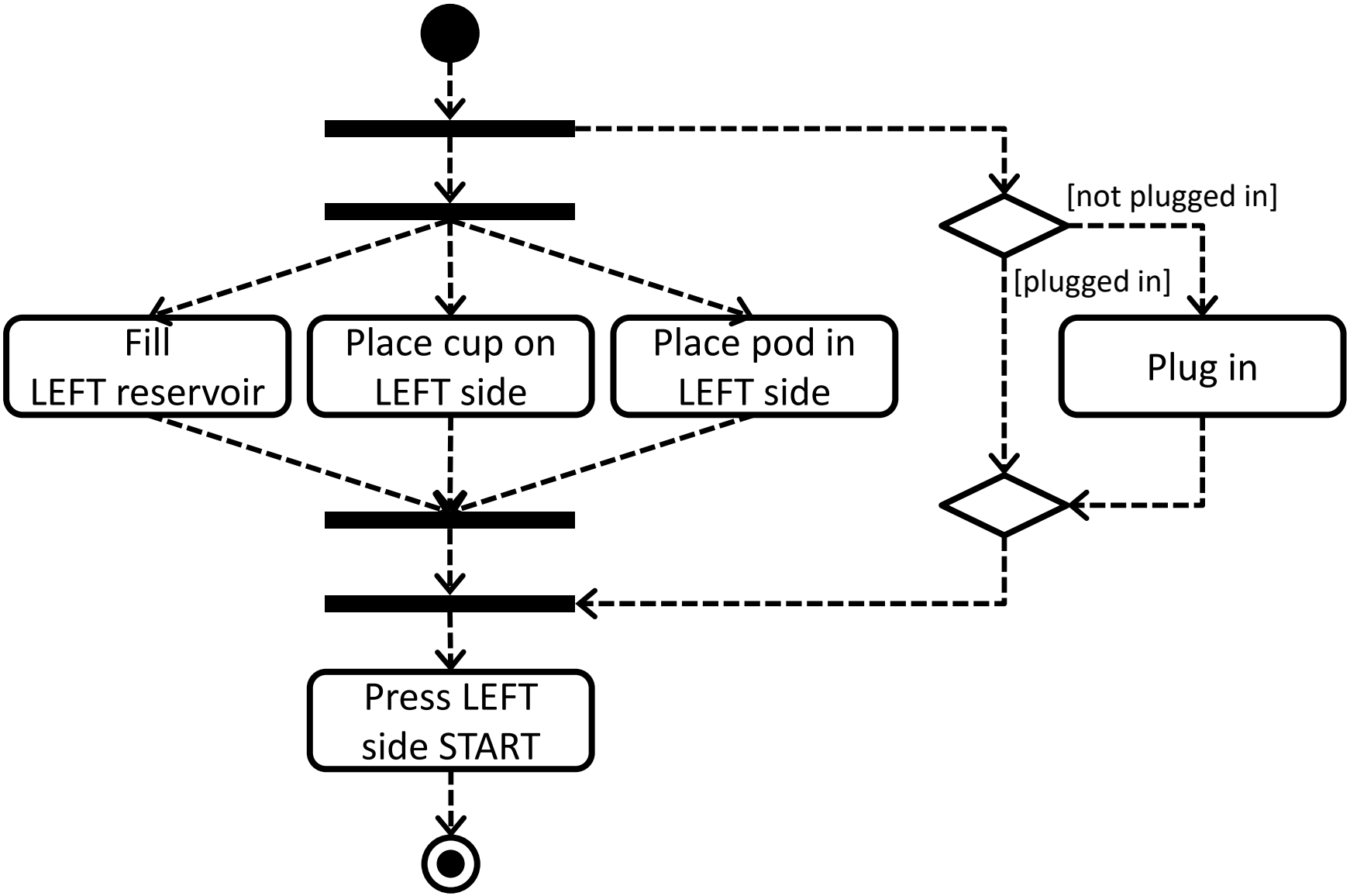
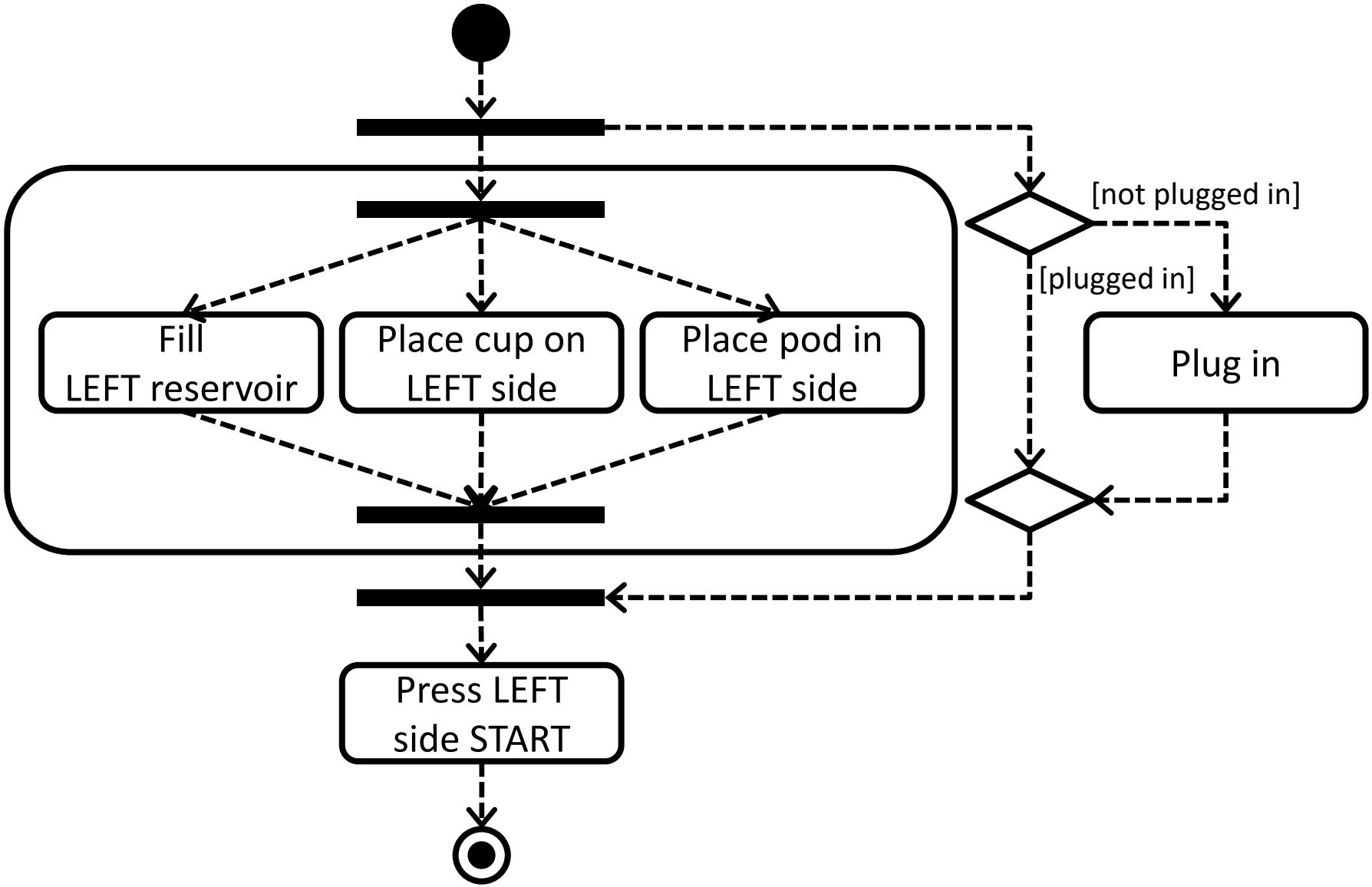
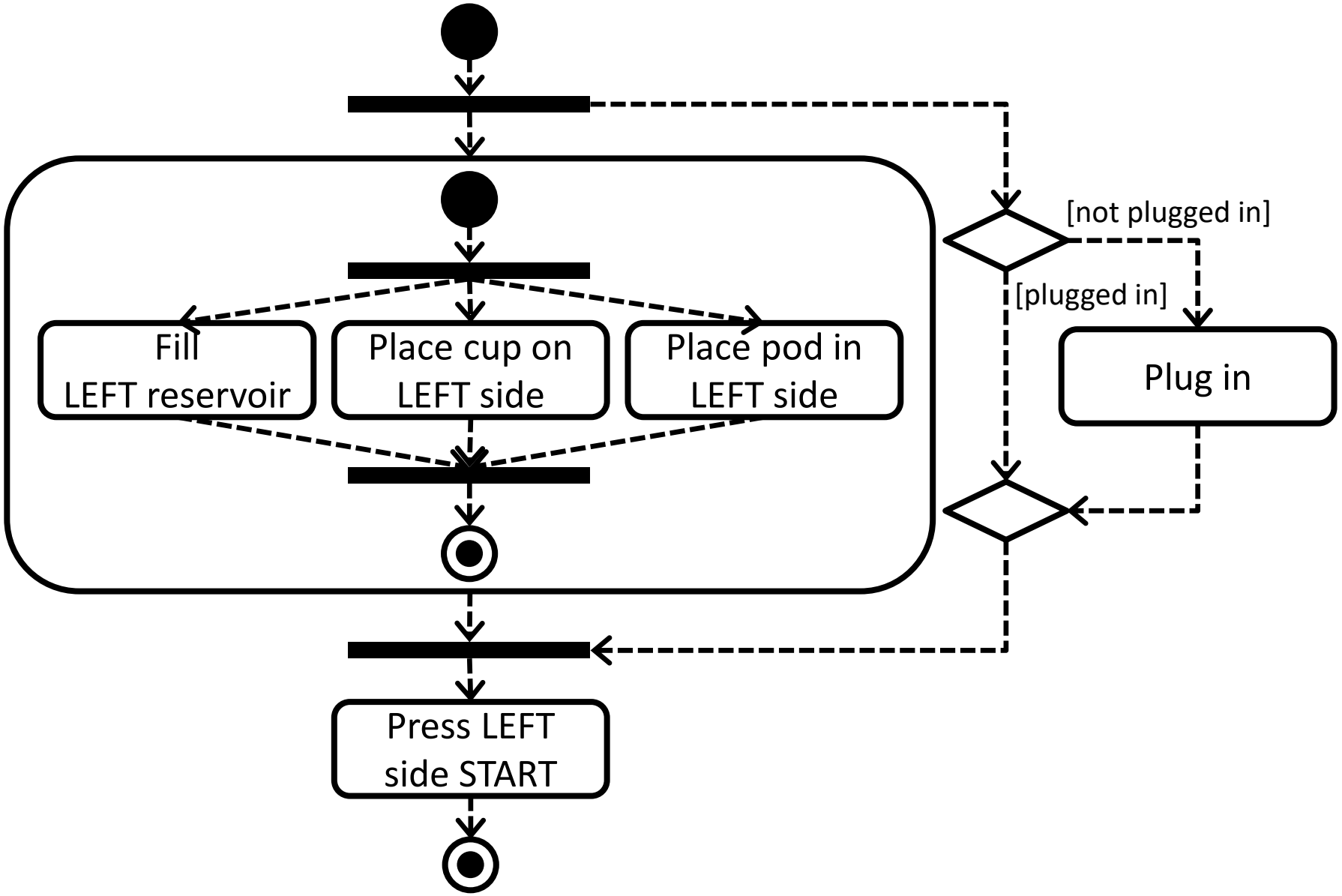


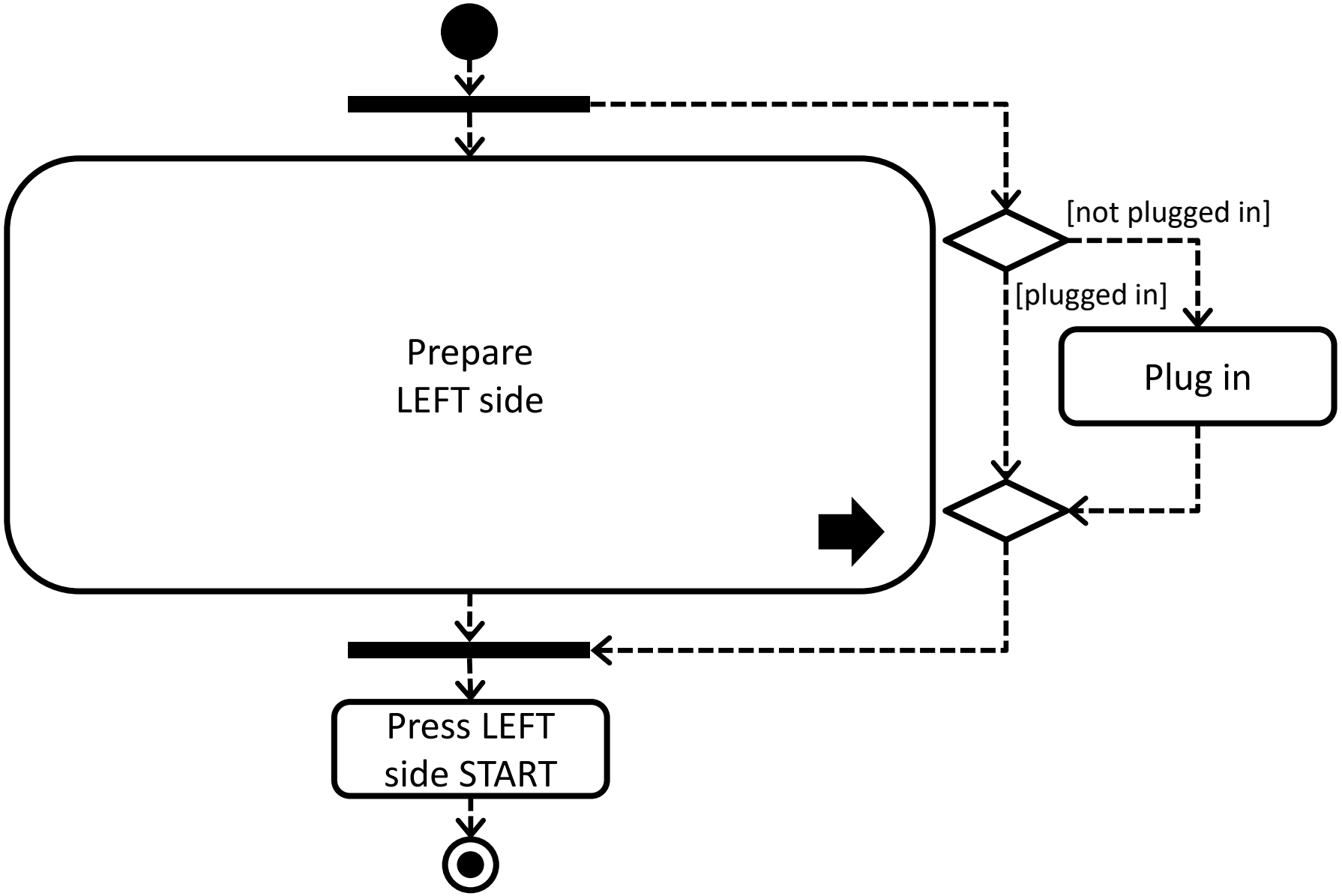
Example: Coffee Making Process



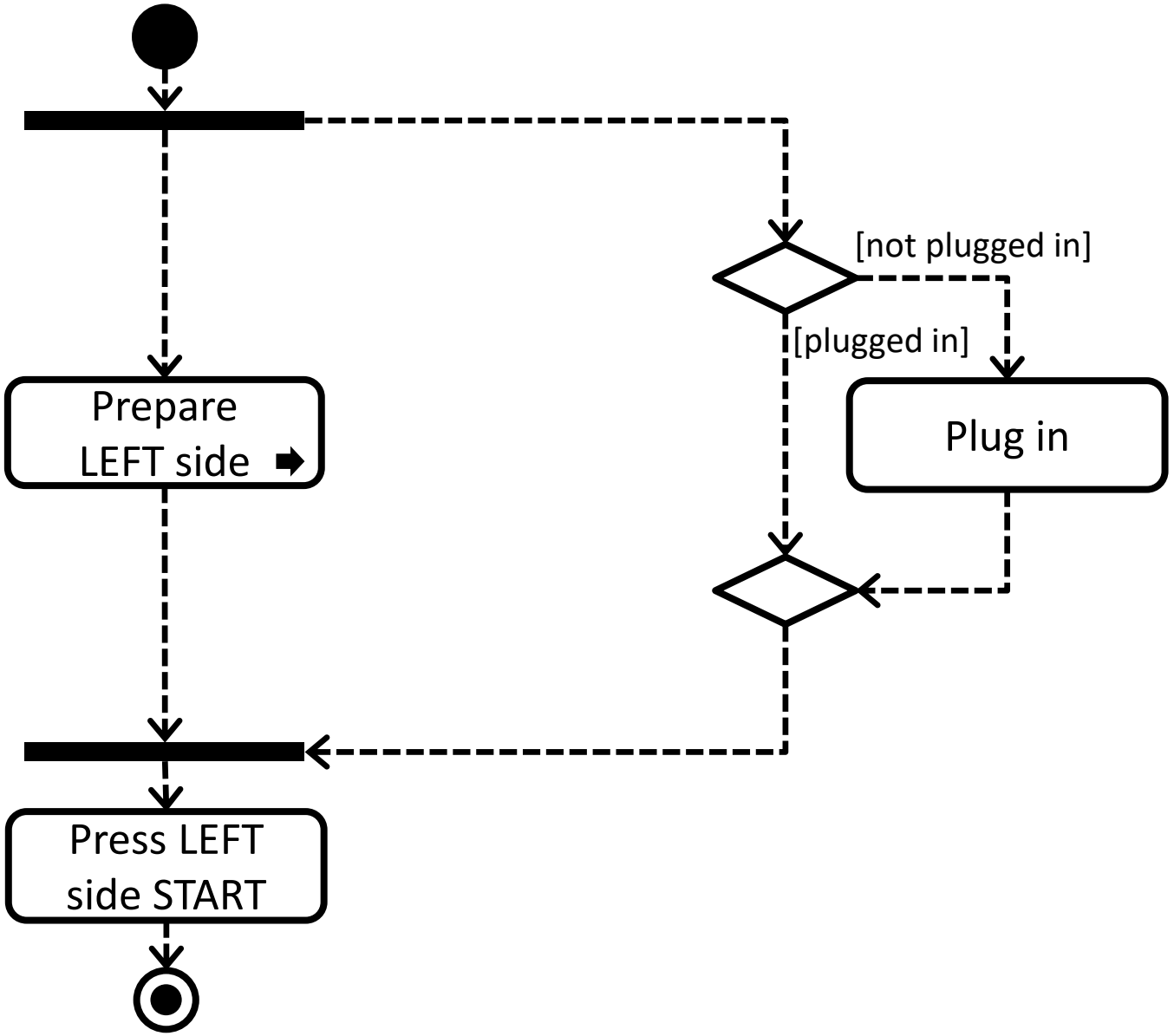
Example: Coffee Making Process



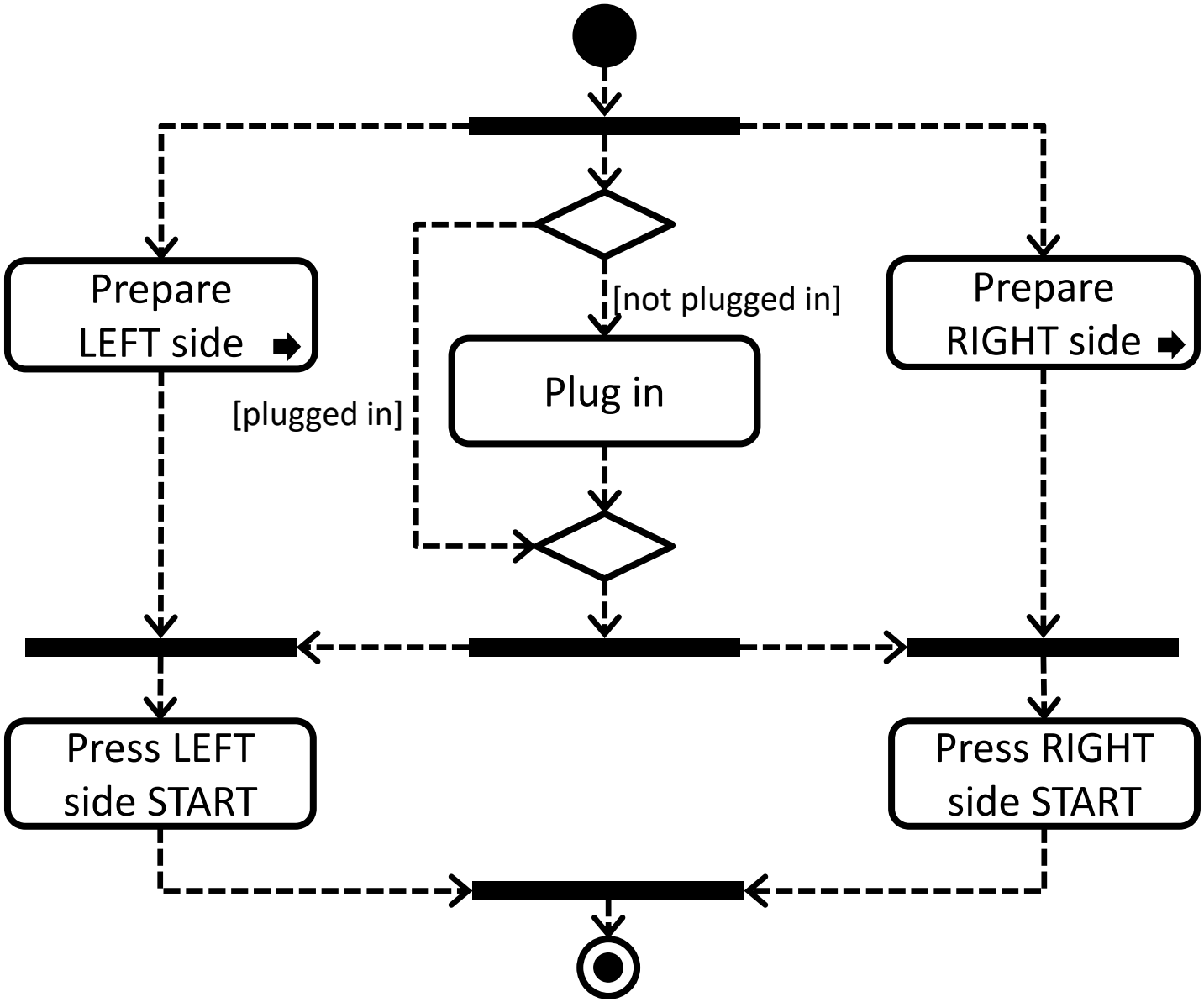
Example: Coffee Making Process



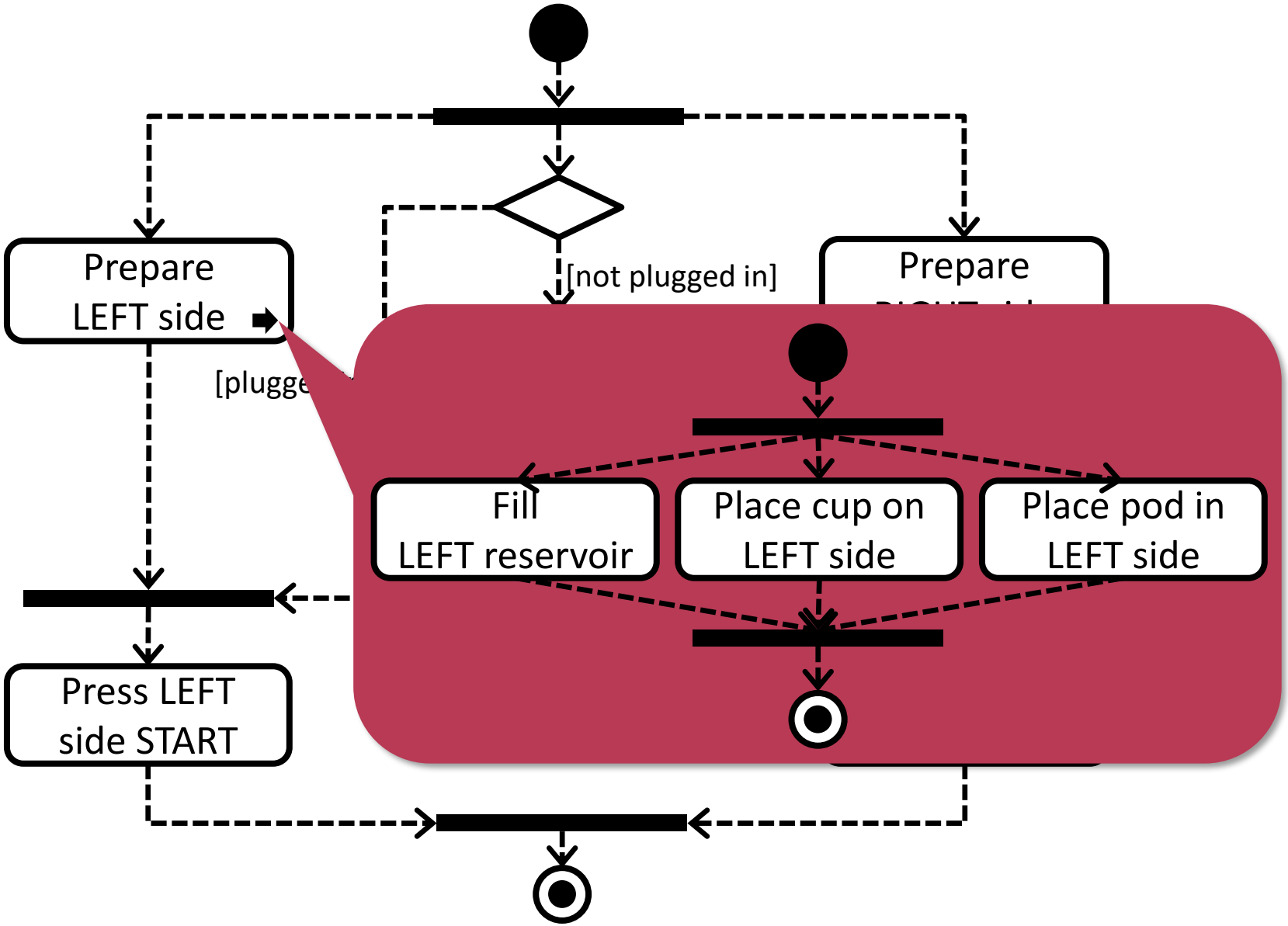
Example: Coffee Making Process



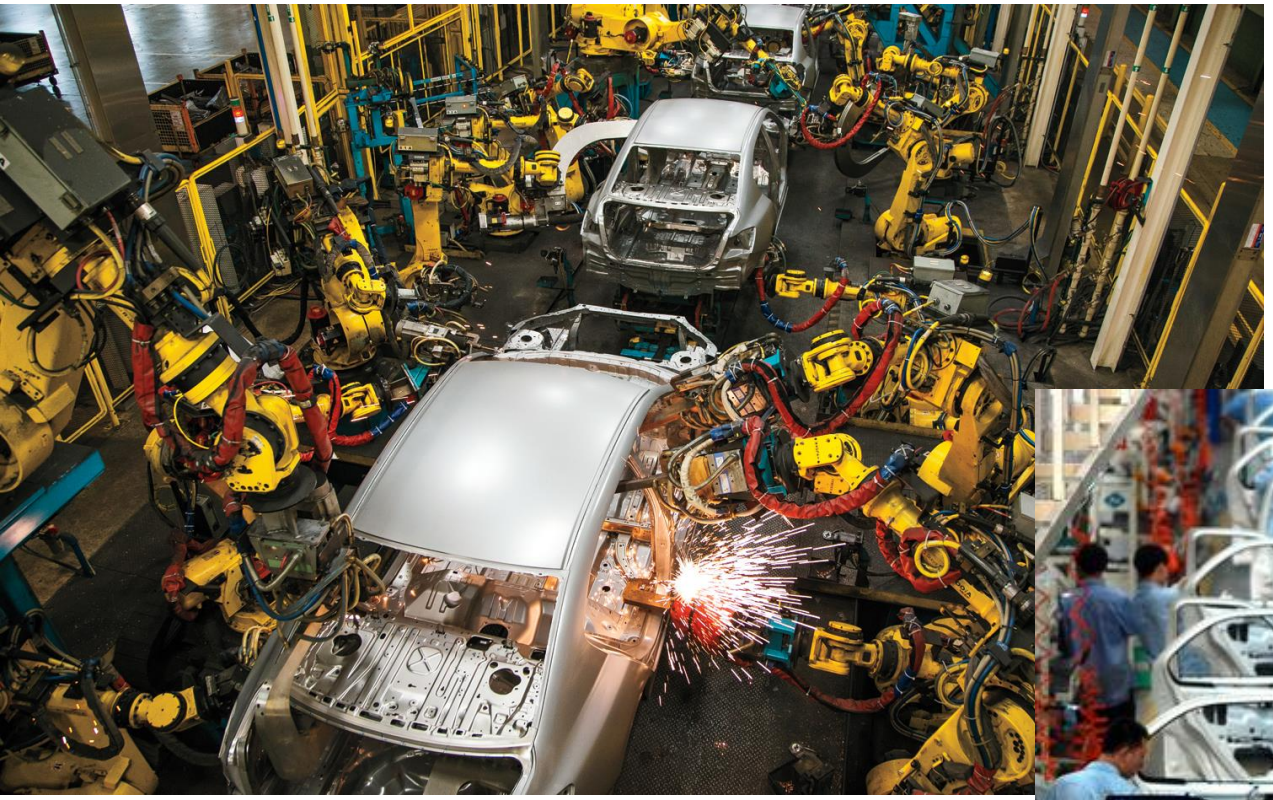
Example: Coffee Making Process



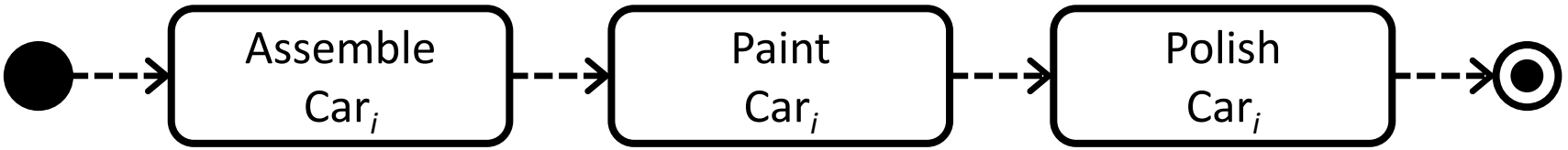
Making coffee



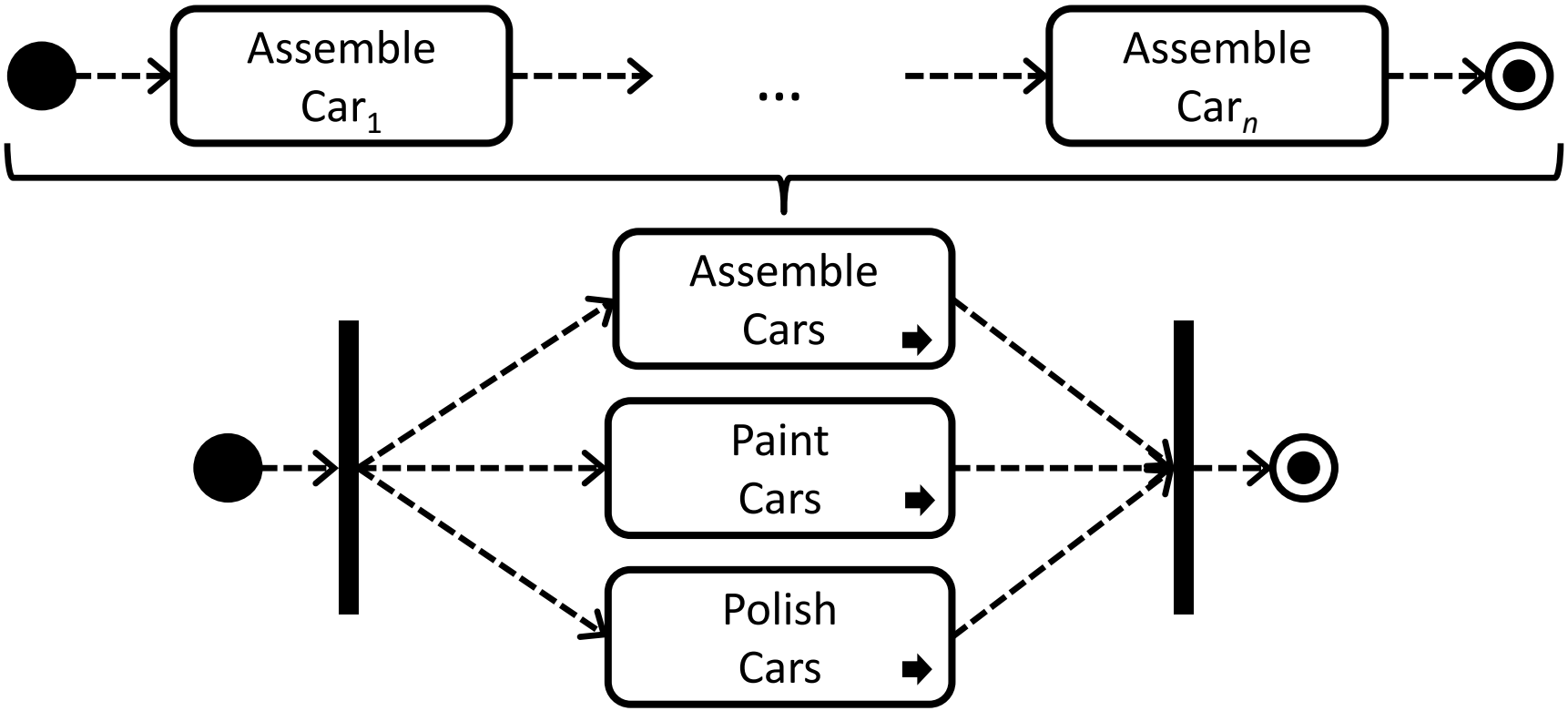
Modeling based on different aspects



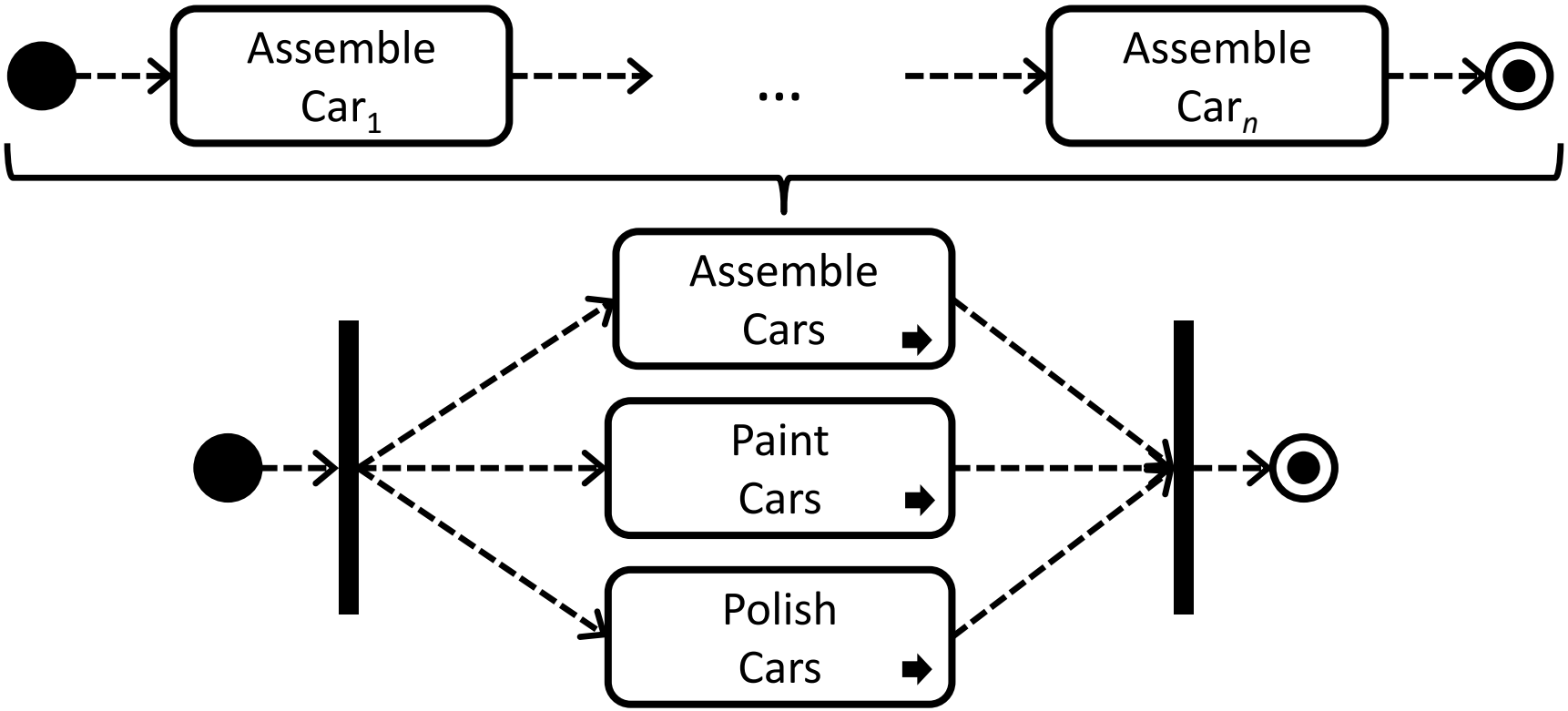
What happens to a car?

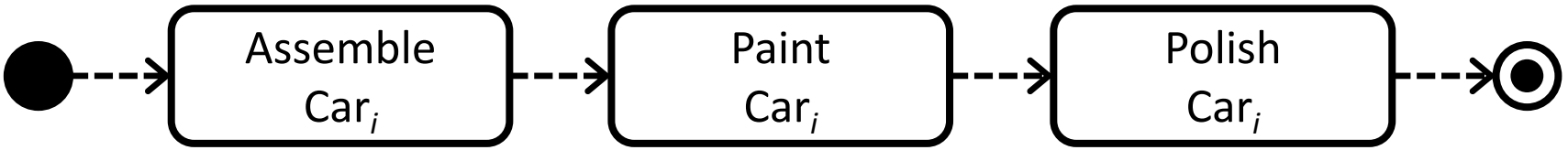


What happens on the production line?

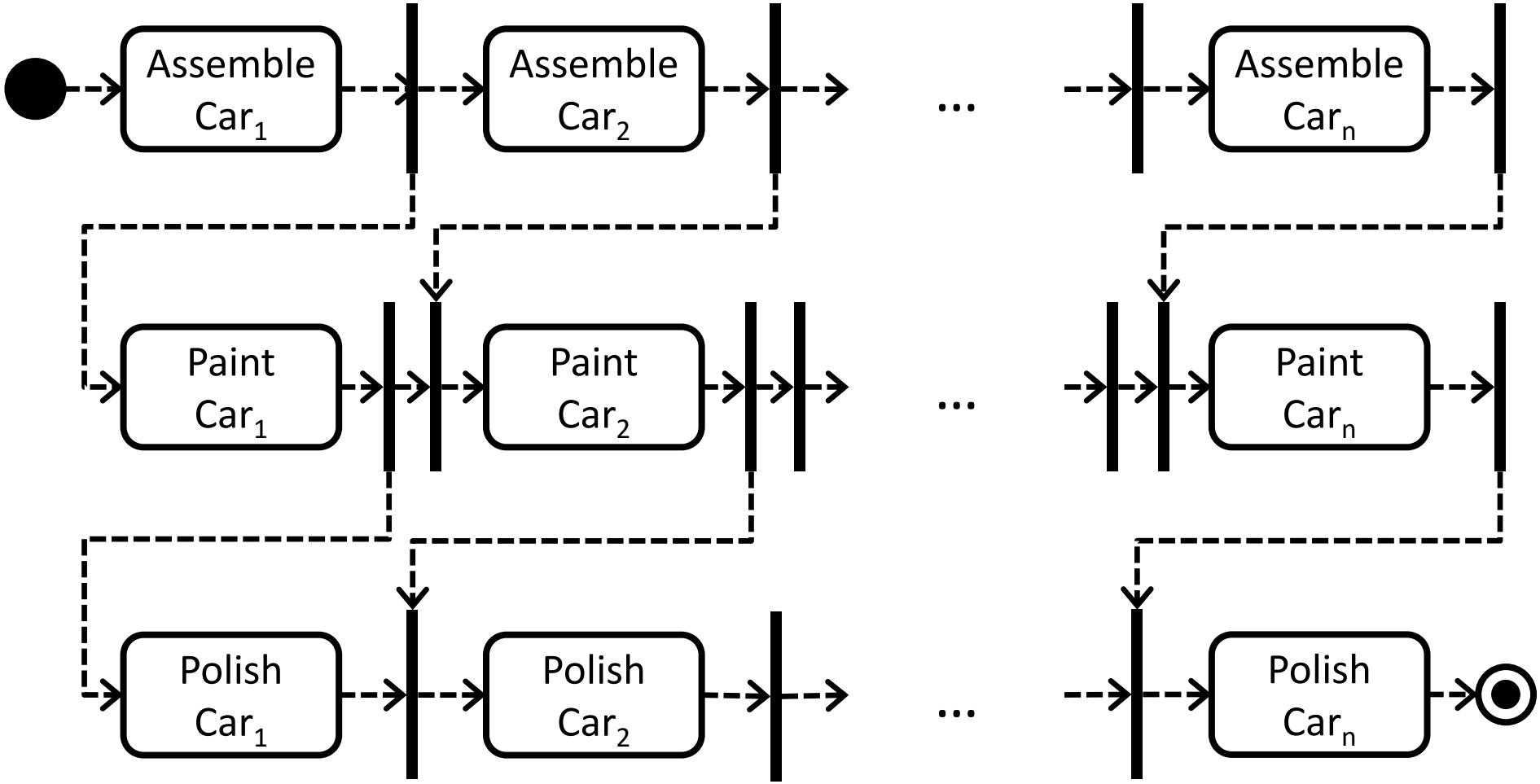


Modeling based on different aspects



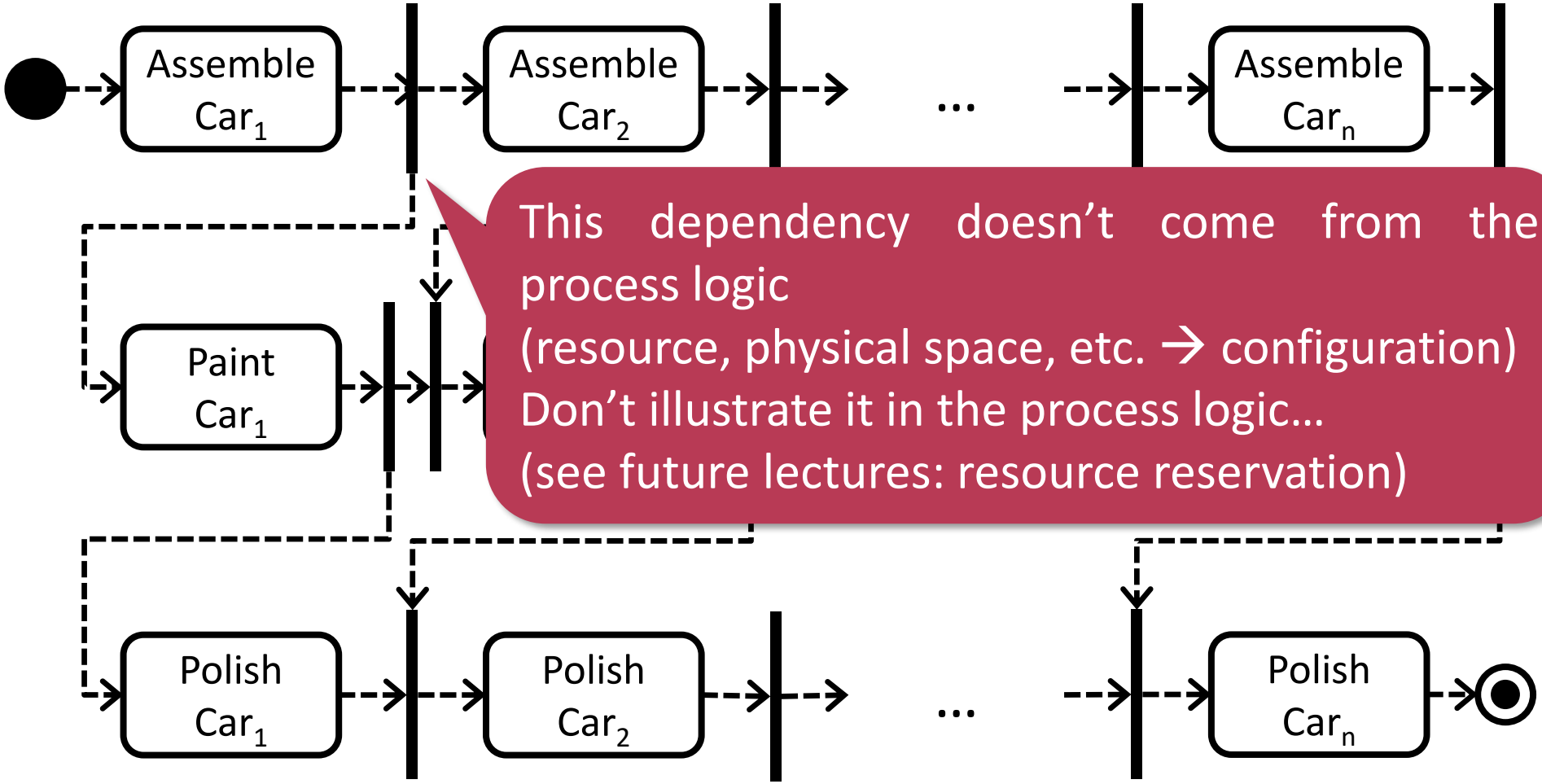


Joint View



- Includes everything but not very practical

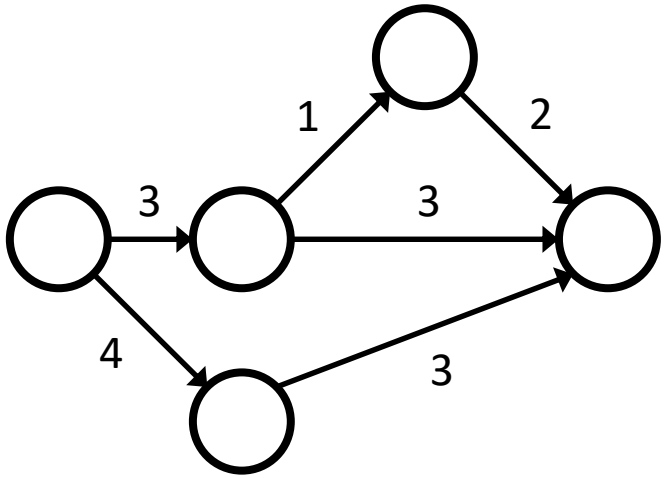
Joint View



- Includes everything but not very practical

Joint View

- 2D fork-join net isn't very practical
  - Different processes for different aspects (car's and machine's lifetime)
- Multiple fork-join pairs in a compact way?
  → PERT chart
  - Program Evaluation and Review Technique
    - For analyzing execution time
    - (No branching here)



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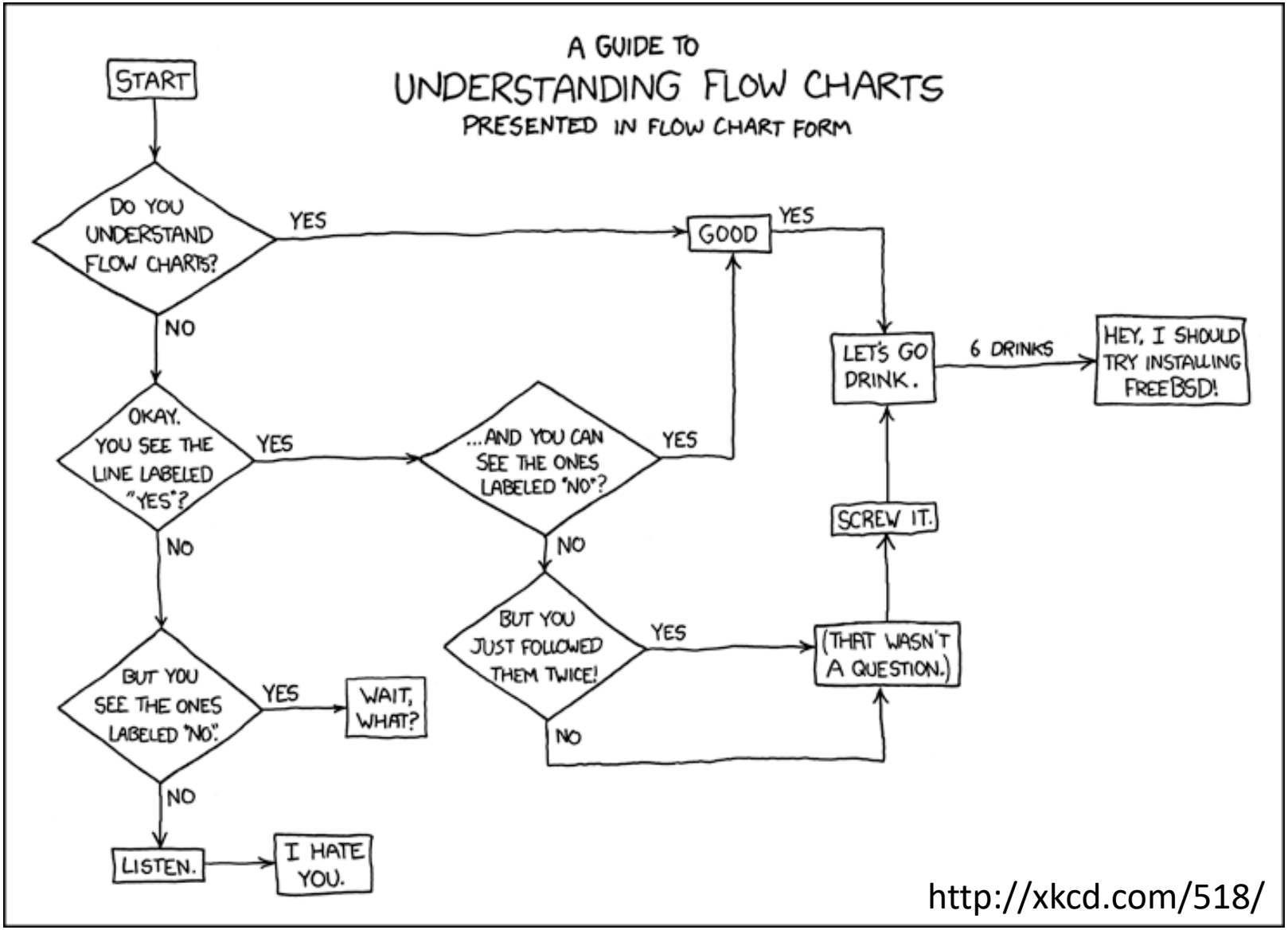
Flowchart

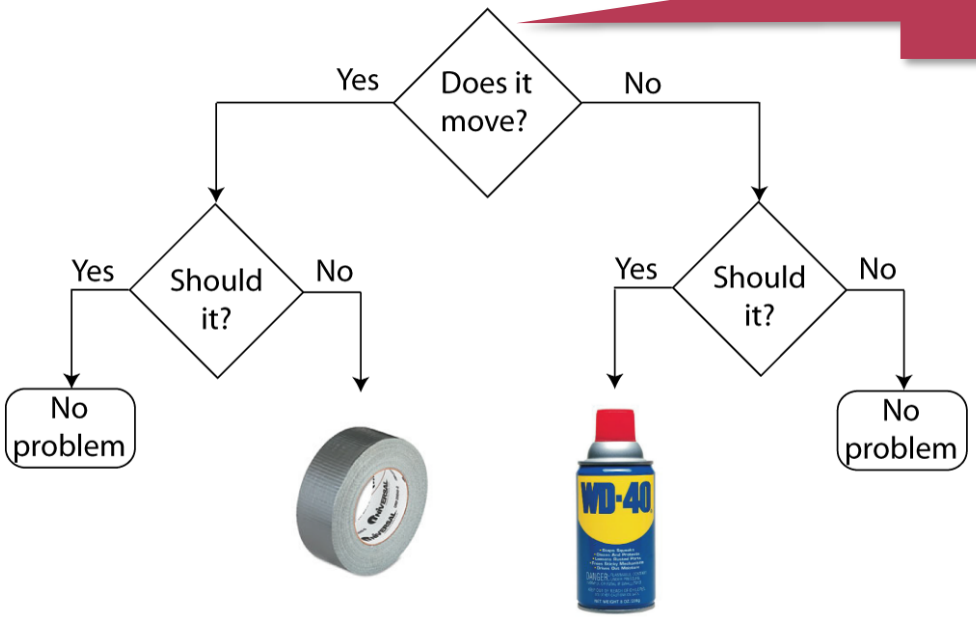


http://xkcd.com/518/

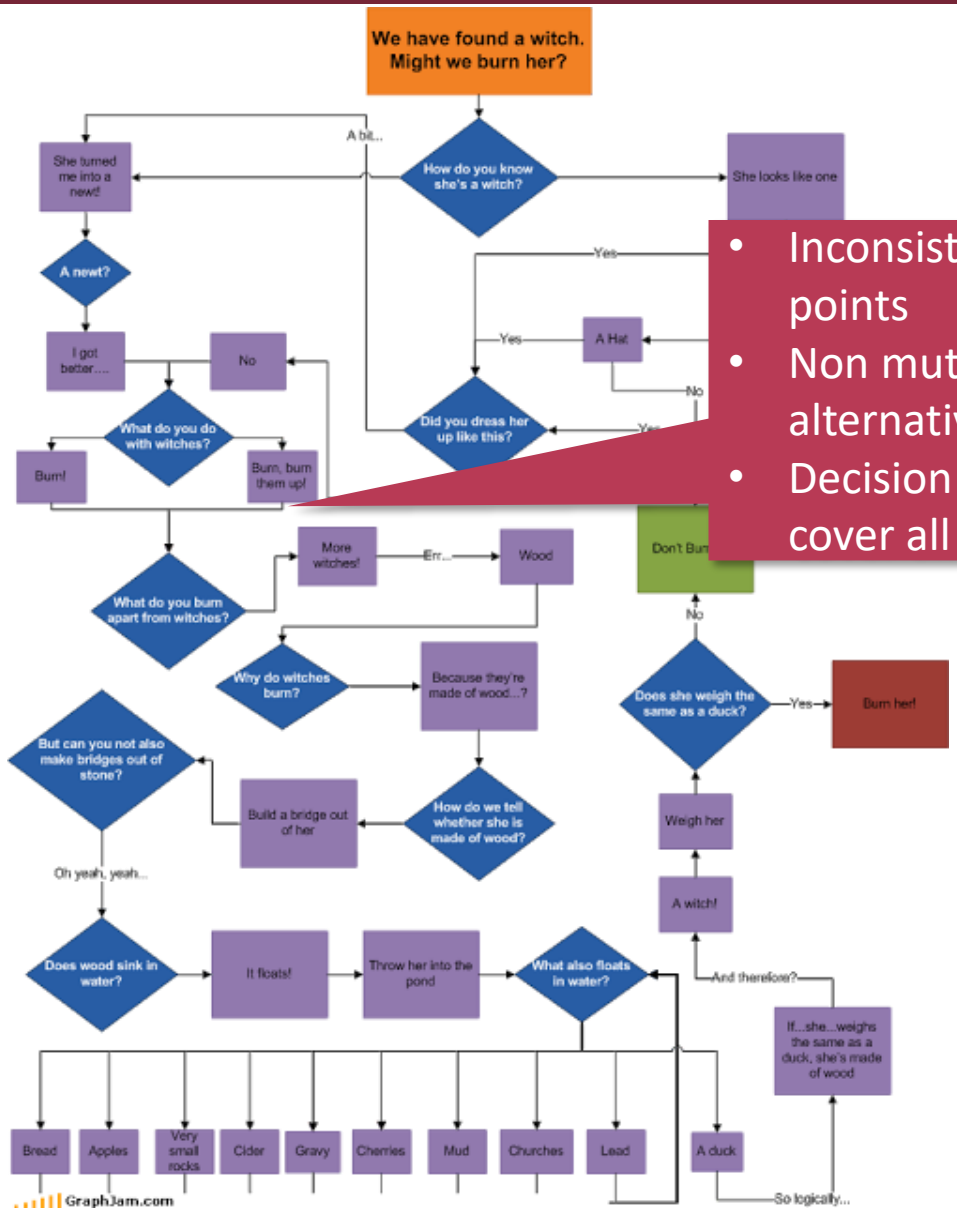
Flowchart

- Flowchart / decision diagram
  - Describes a train of thought for decision making
    - Leads to a conclusion
  - No temporal sequence
- Special case: decision tree

Describing decision points and their order is difficult for real problems



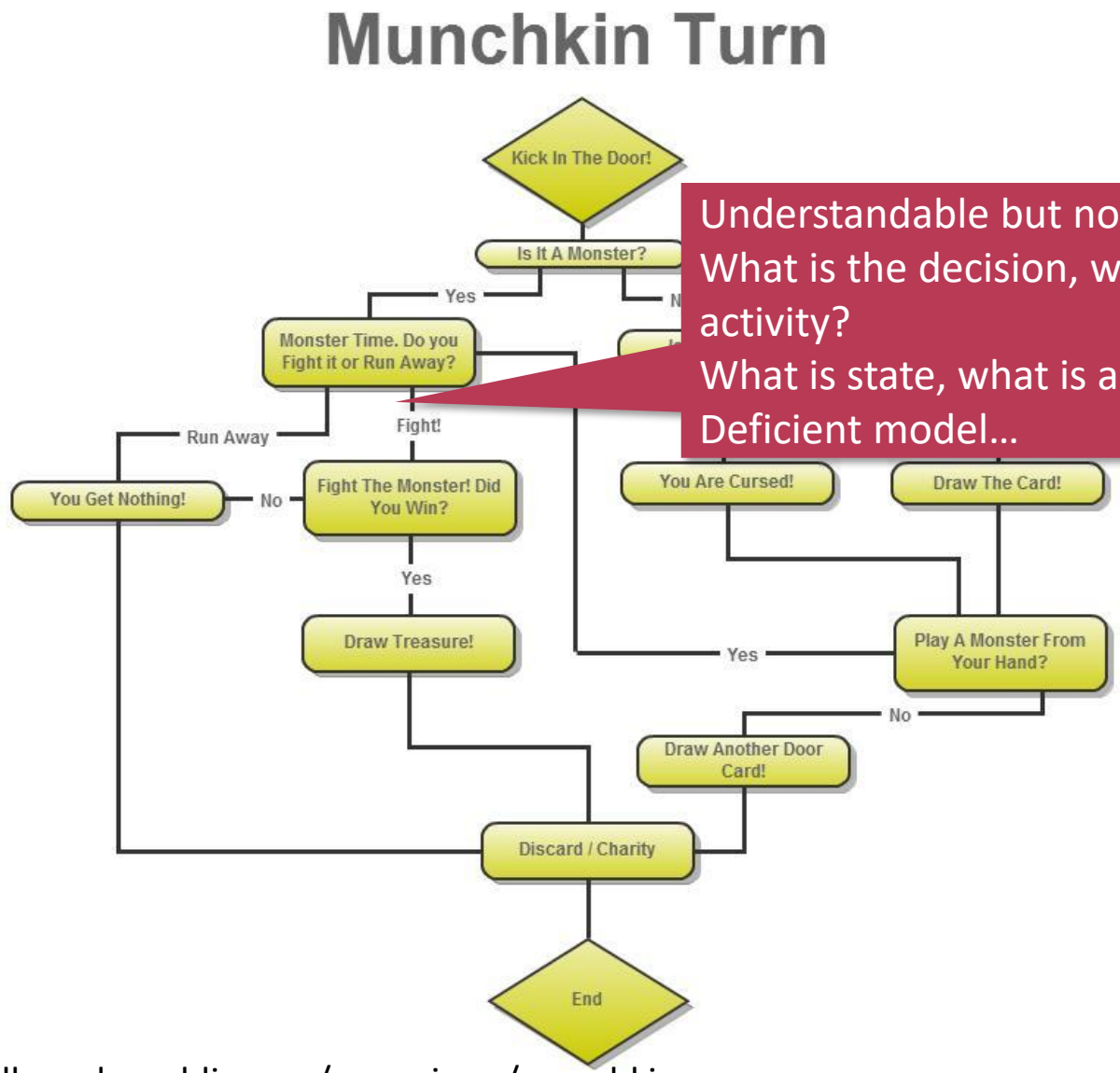
Example: Erroneous Decision Process



- Inconsistent decision points
- Non mutually exclusive alternatives
- Decision branches don't cover all the possibilities..

(Monty Python, picture: graphjam.com)

Decisions vs. Activities?

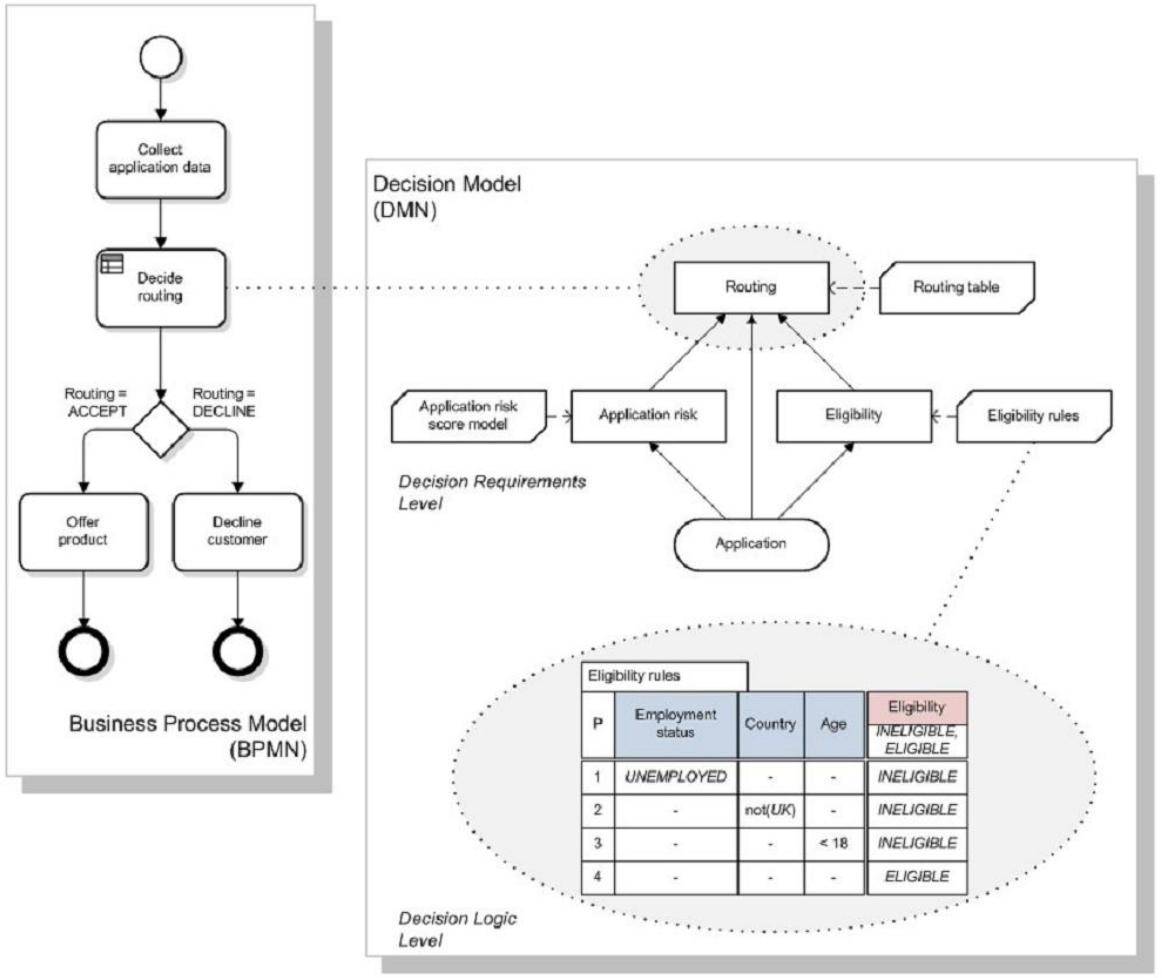


Understandable but not precise…
What is the decision, what is other activity?
What is state, what is action/event?
Deficient model…

http://www.cardboardrepublic.com/cr_reviews/munchkin

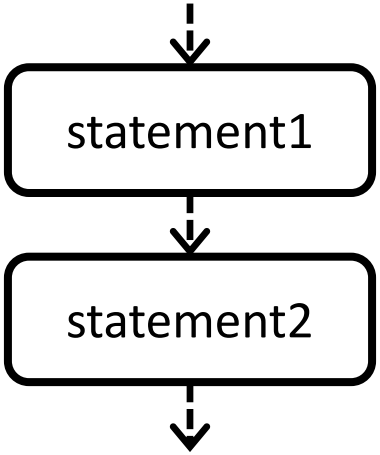
Decisions in Processes?

- „Inside” of an atomic step
- Eg. Decision Model Notation (omg.org)



Control Flow

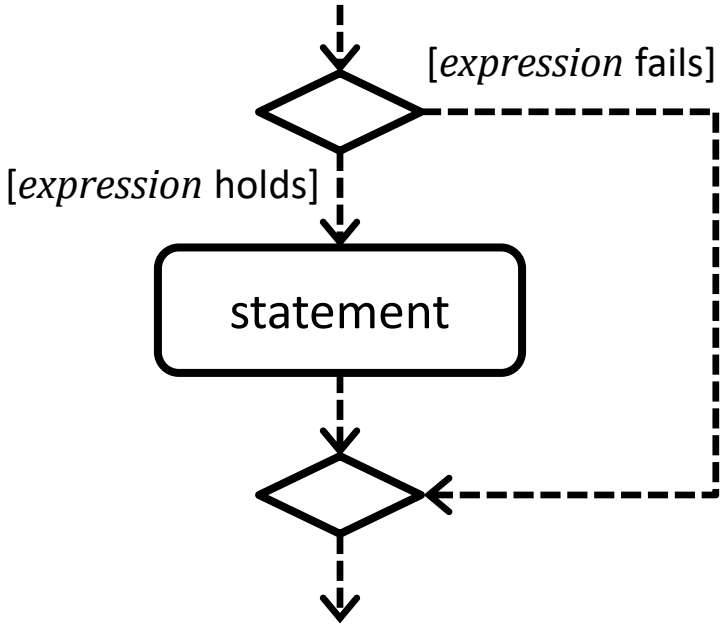
<statement1>
<statement2>



Control Flow

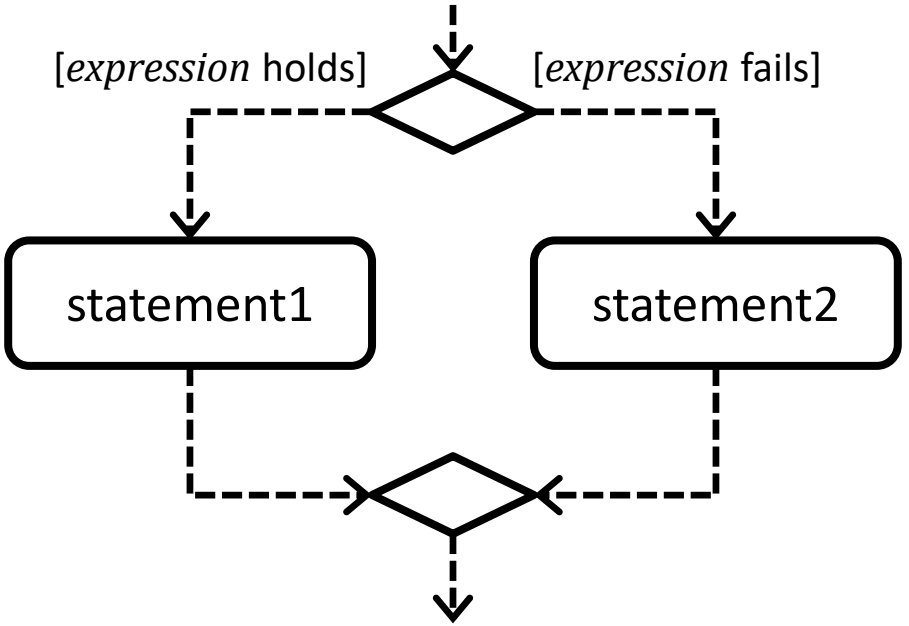
`if` (*<expression>*)

<statement>



Control Flow

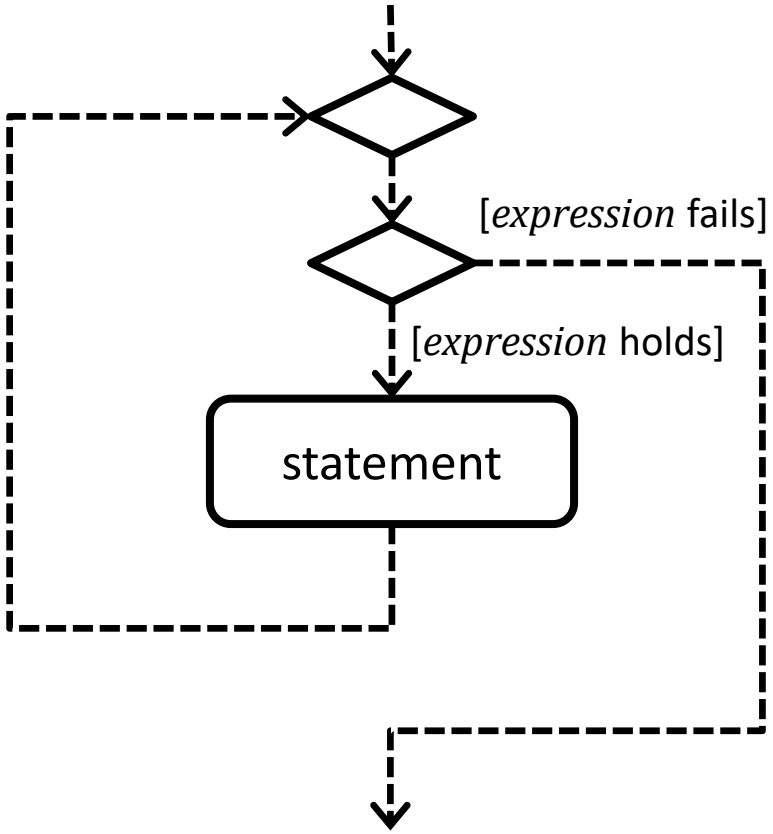
```
if (<expression>)
    <statement1>
else
    <statement2>
```



Control Flow

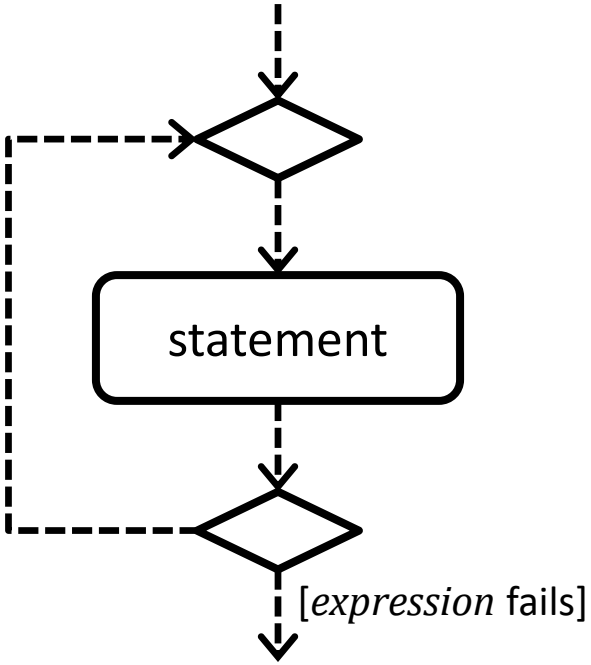
`while` (*<expression>*)

<statement>



Control Flow

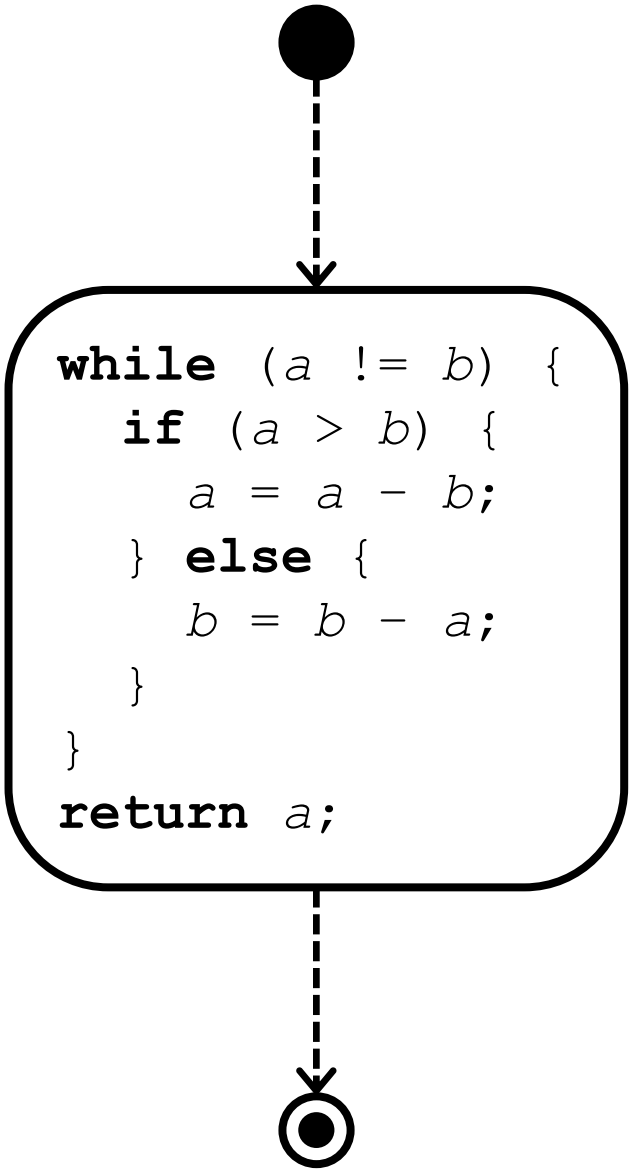
```
do
    <statement>
while (<expression>)
```



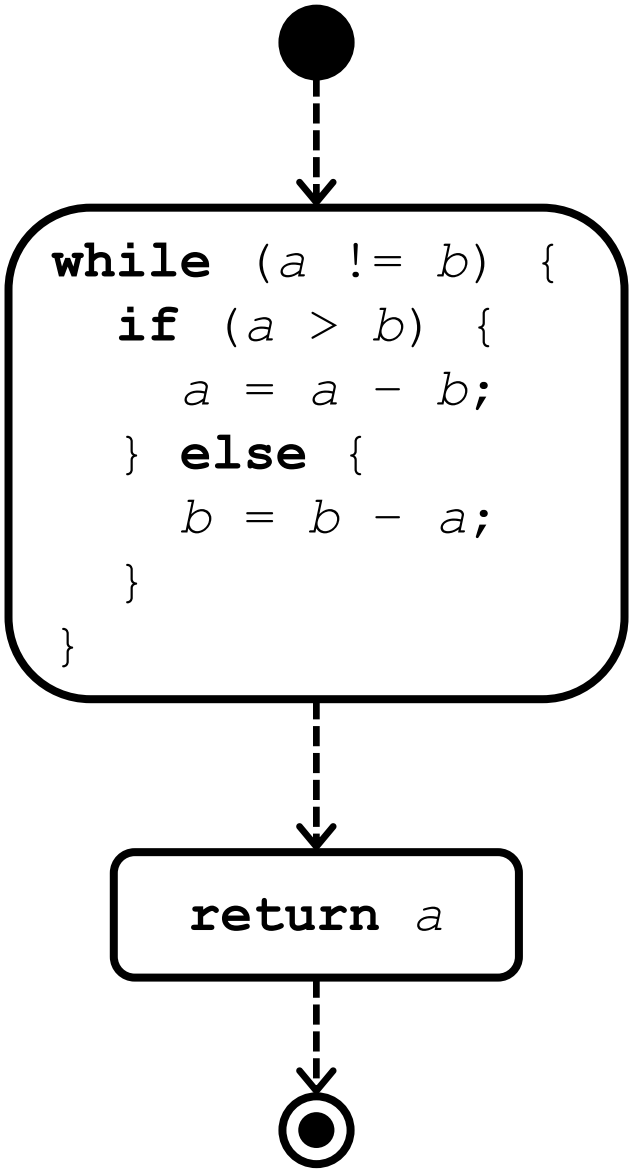
Control Flow - Example

```
while (a != b) {
   if (a > b) {
      a = a - b;
   } else {
      b = b - a;
   }
}
return a;
```

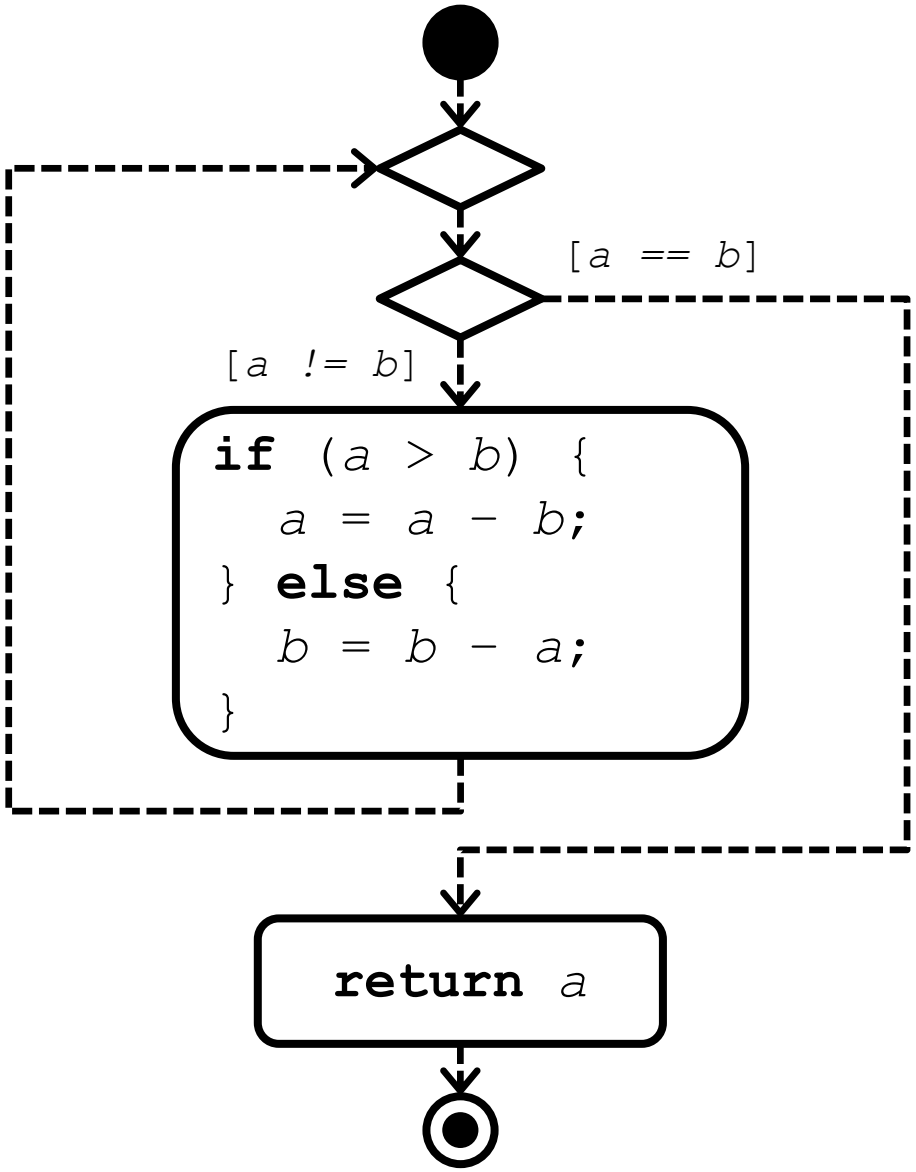
Control Flow - Example



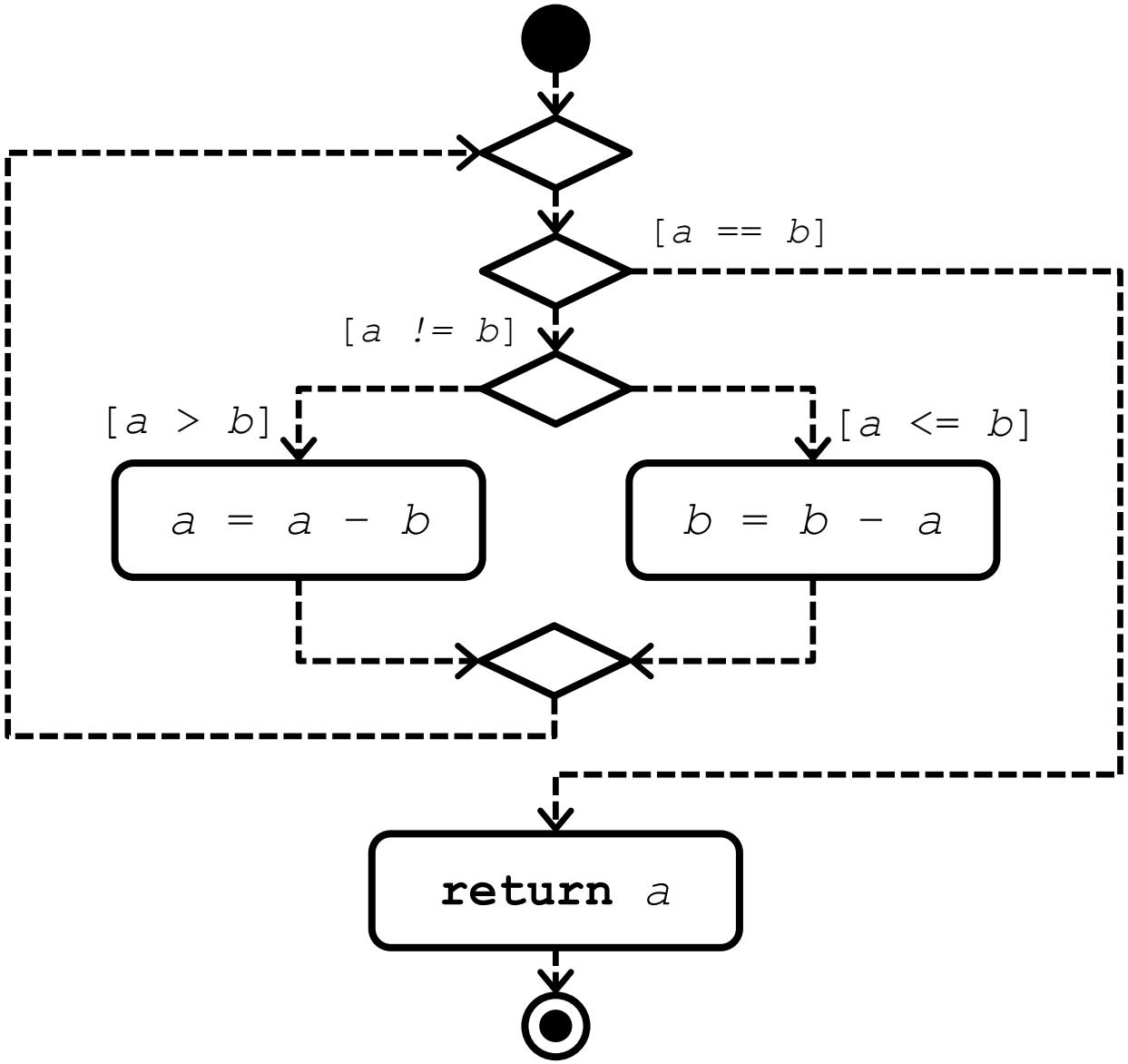
Control Flow - Example



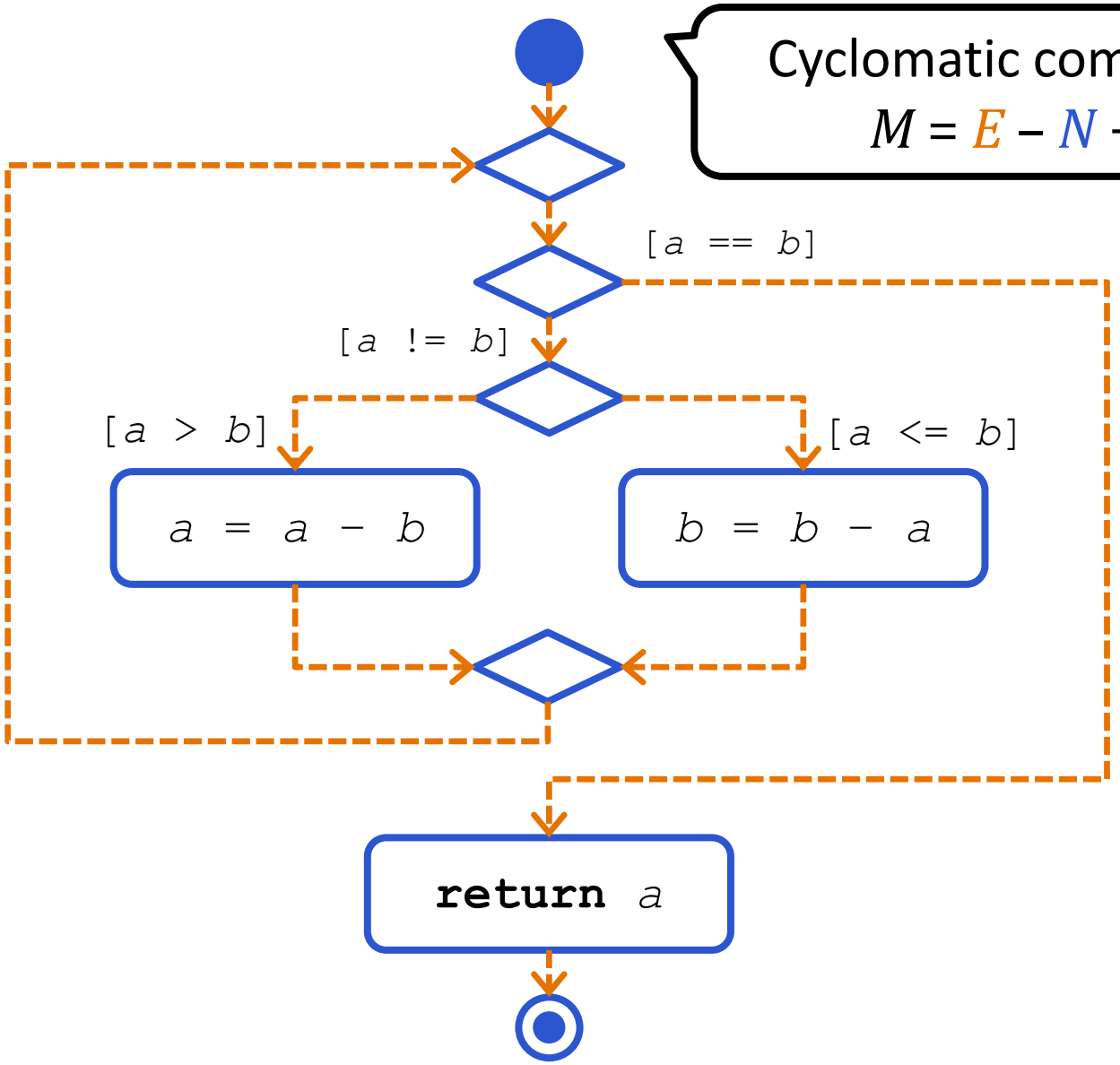
Control Flow - Example



Control Flow - Example



Control Flow - Complexity



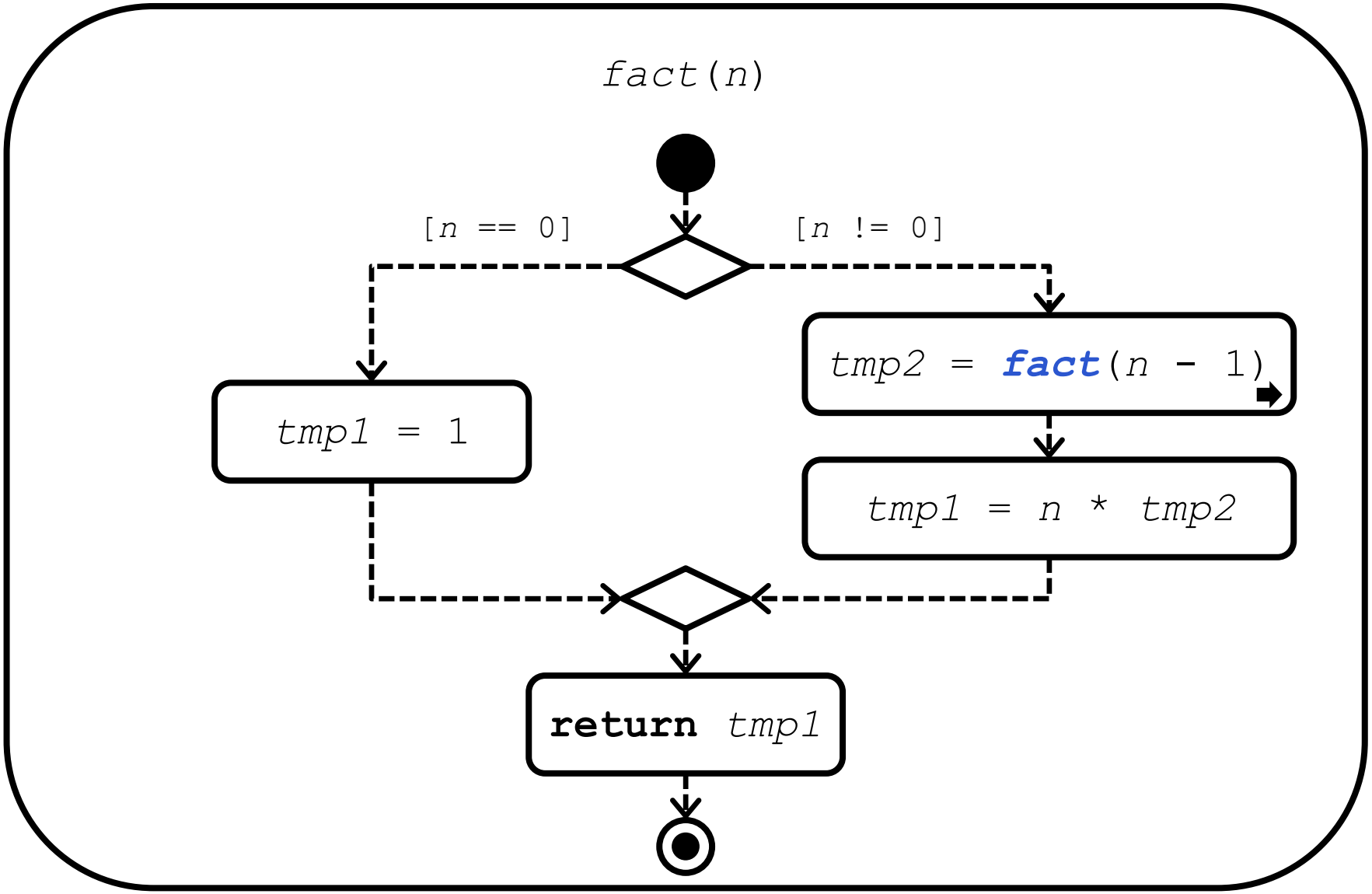
Control Flow - Recursion

```
int fact(int n) {
   return
     (n == 0) ? 1 : n * fact(n - 1);
}
```

Control Flow - Recursion

```
int fact(int n) {
  int tmp1;
  if (n == 0) {
    tmp1 = 1;
  } else {
    int tmp2 = fact(n - 1);
    tmp1 = n * tmp2;
  }
  return tmp1;
}
```

Control Flow - Recursion



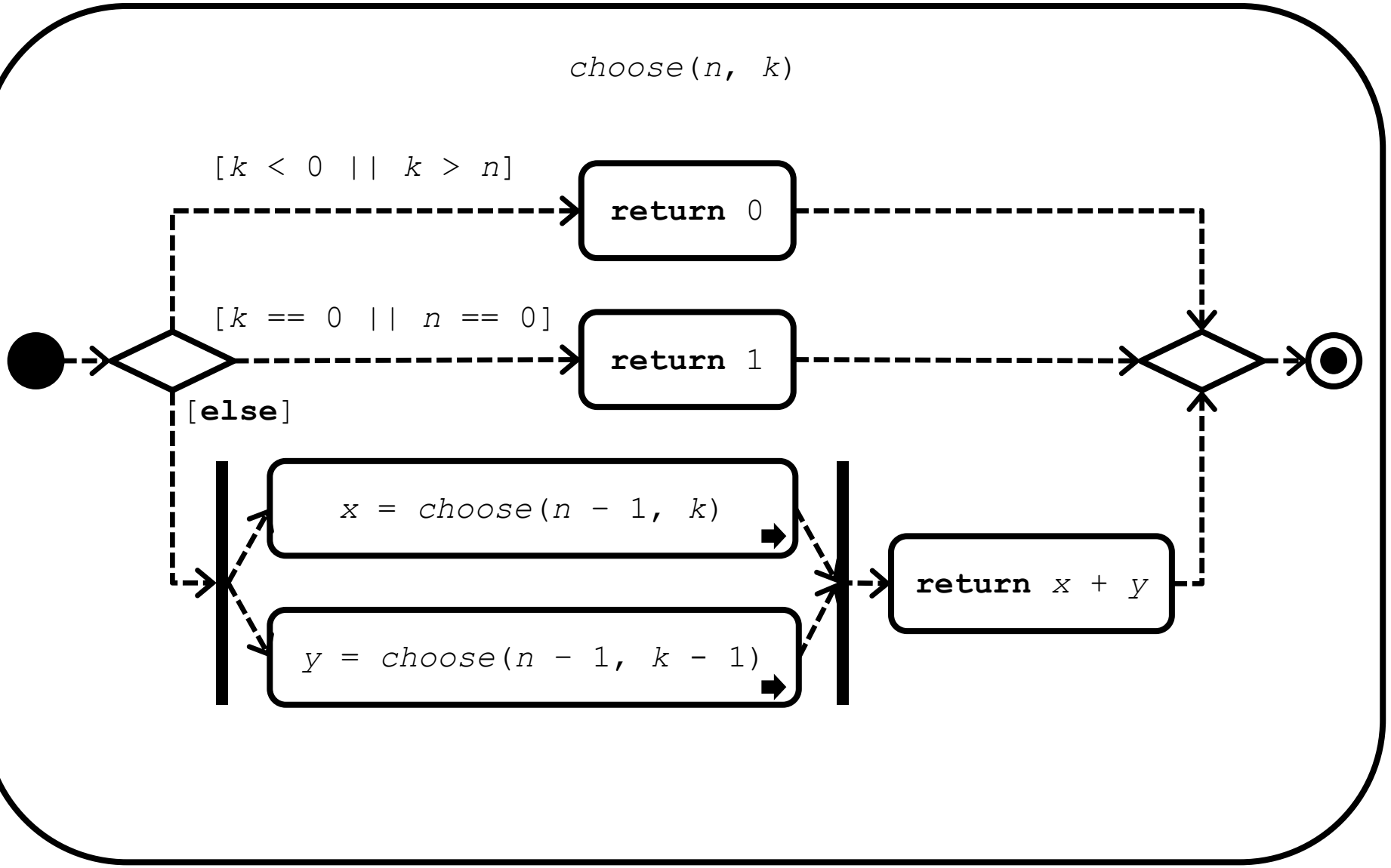
Example: *n* choose *k*

```
int choose(int n, int k) {
  if (k < 0 || k > n) {
    return 0;
  } else if (k == 0 && n == 0) {
    return 1;
  } else {
    int x = spawn choose(n - 1, k);
    int y = spawn choose(n - 1, k - 1);
    sync;
    return x + y;
  }
}
```

$\binom{0}{0}=1$

$\binom{n}{k}=\binom{n-1}{k}+\binom{n-1}{k-1}$

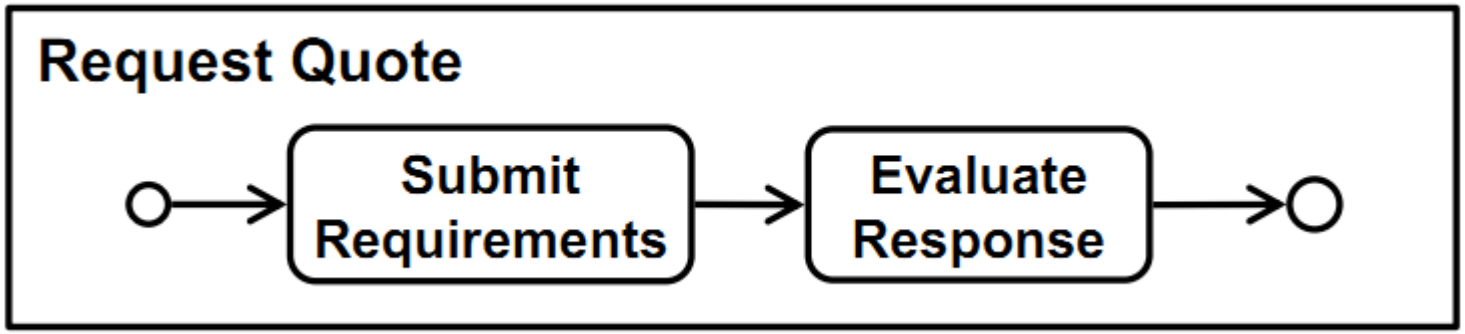
Example: *n* choose *k*



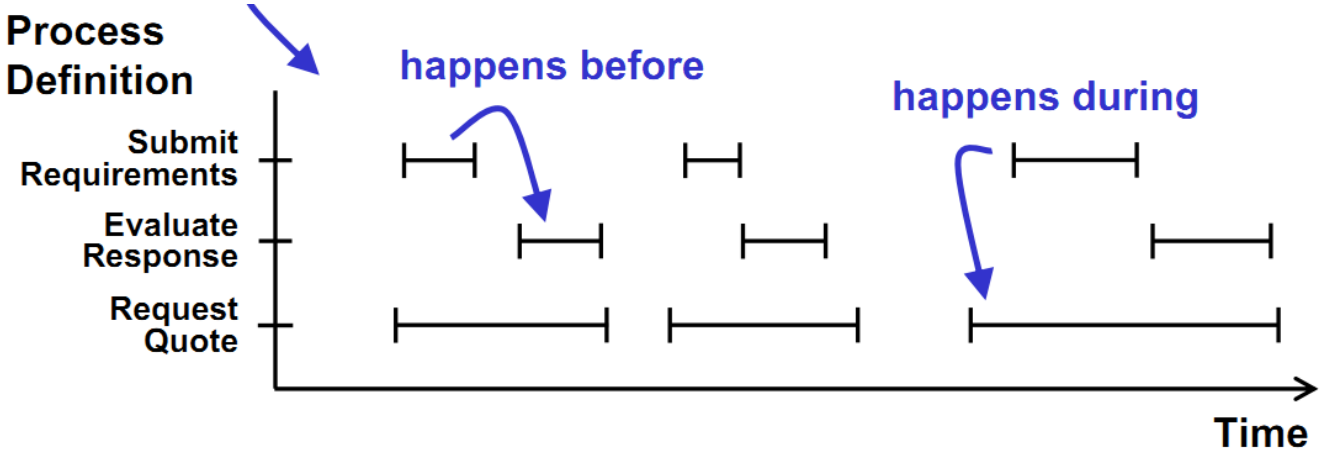
EXECUTION OF BUSINESS PROCESSES

The Semantics of Processes

- The modelling perspective

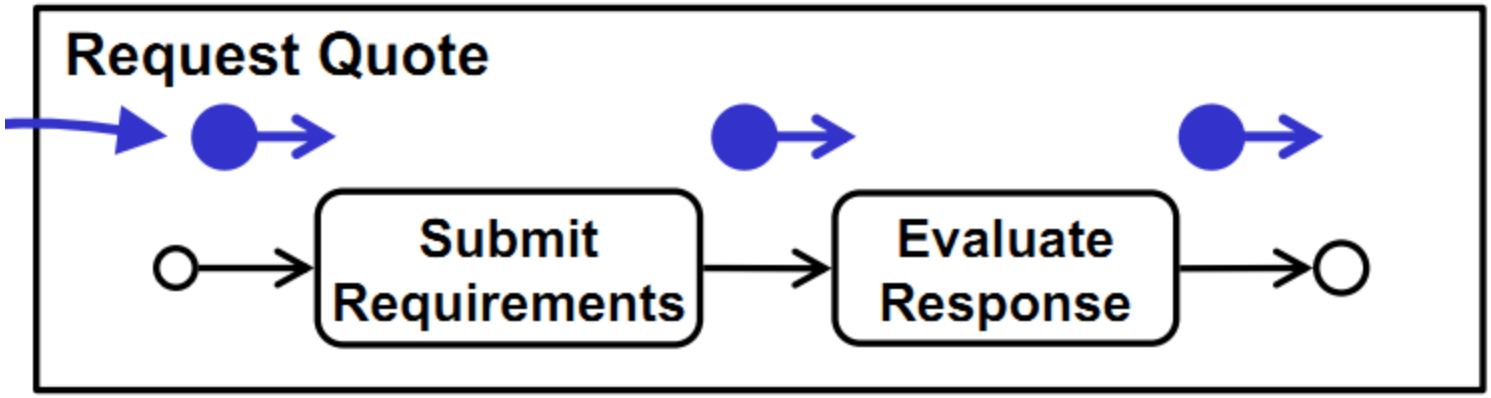


- The intended execution

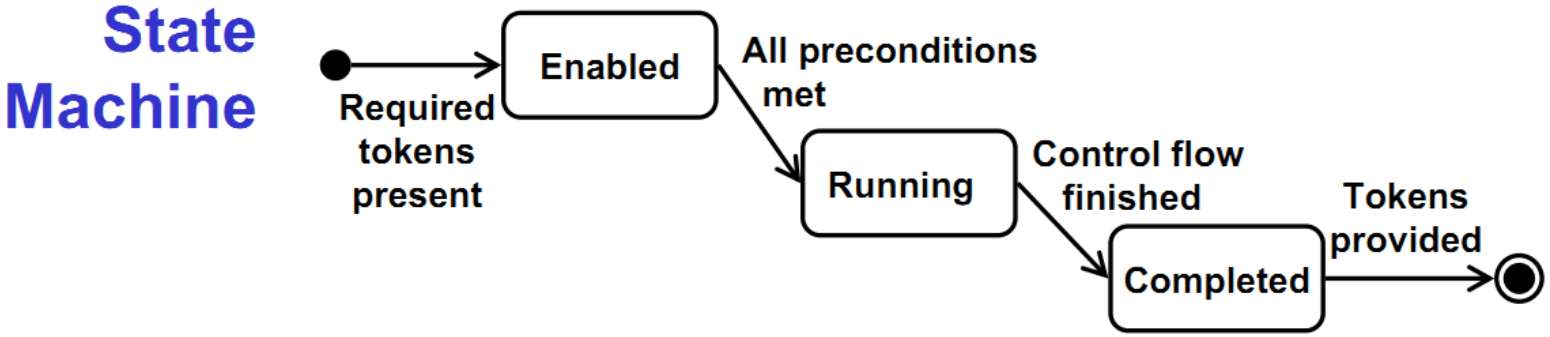


Process Execution

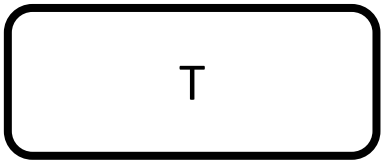
- Token flow

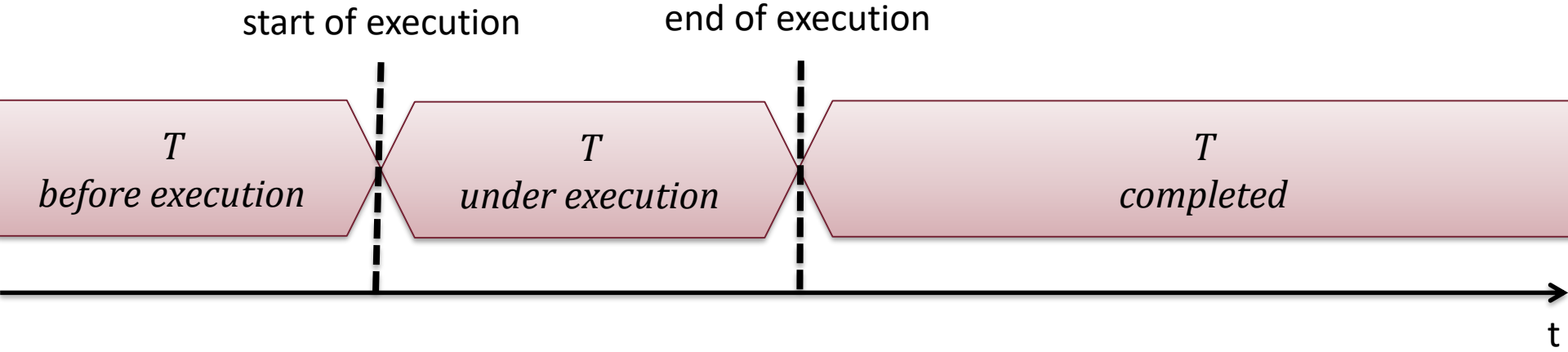


- The states of the process

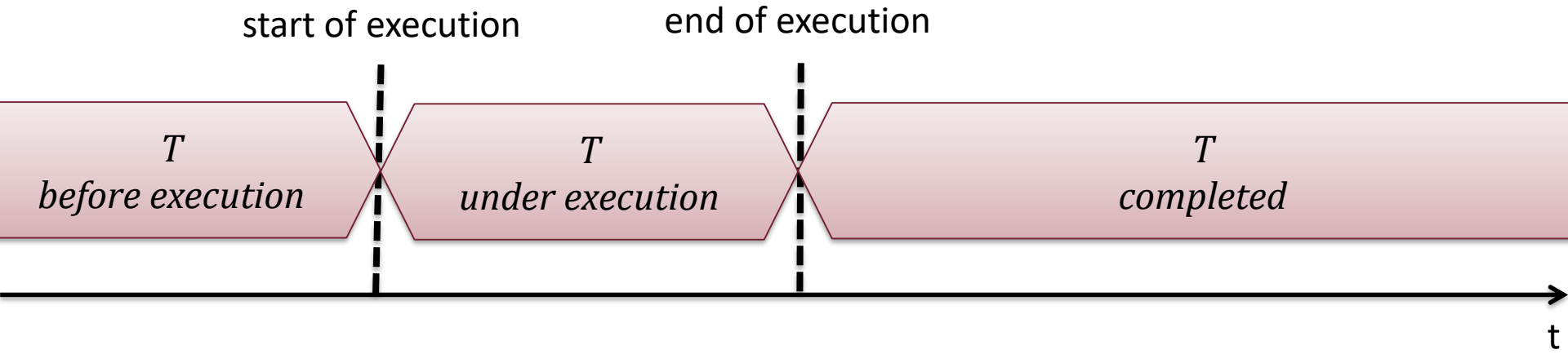


States of an Elementary Activity

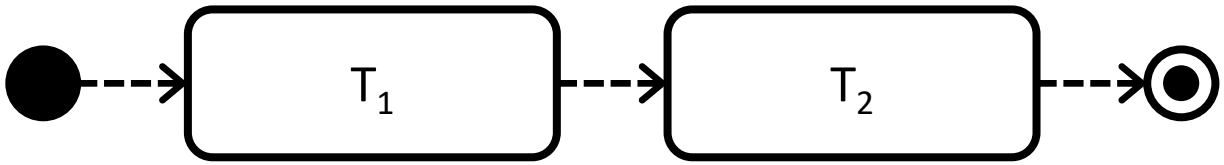


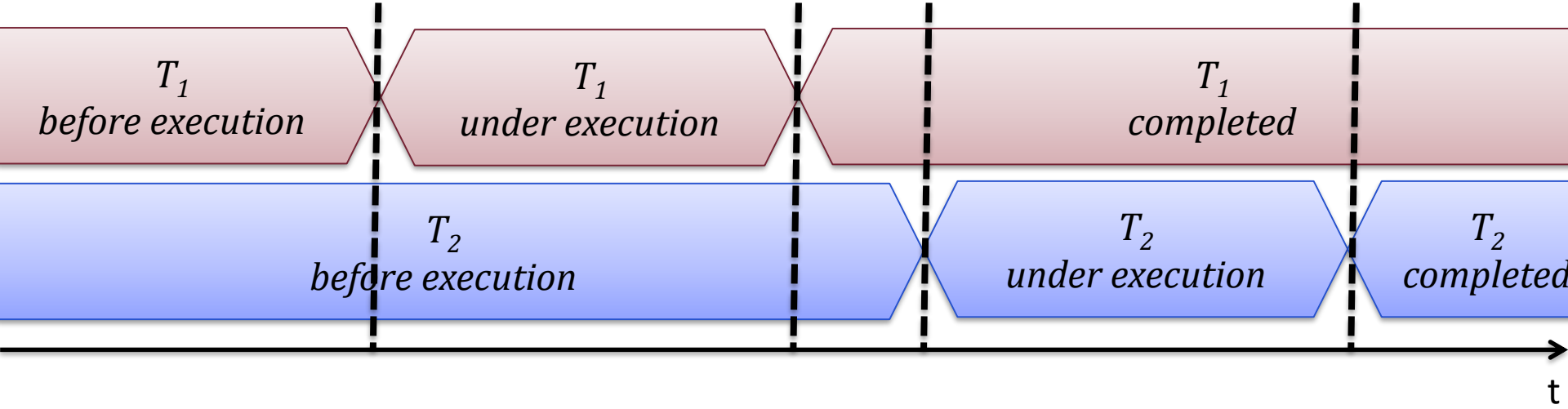


States of an Elementary Activity



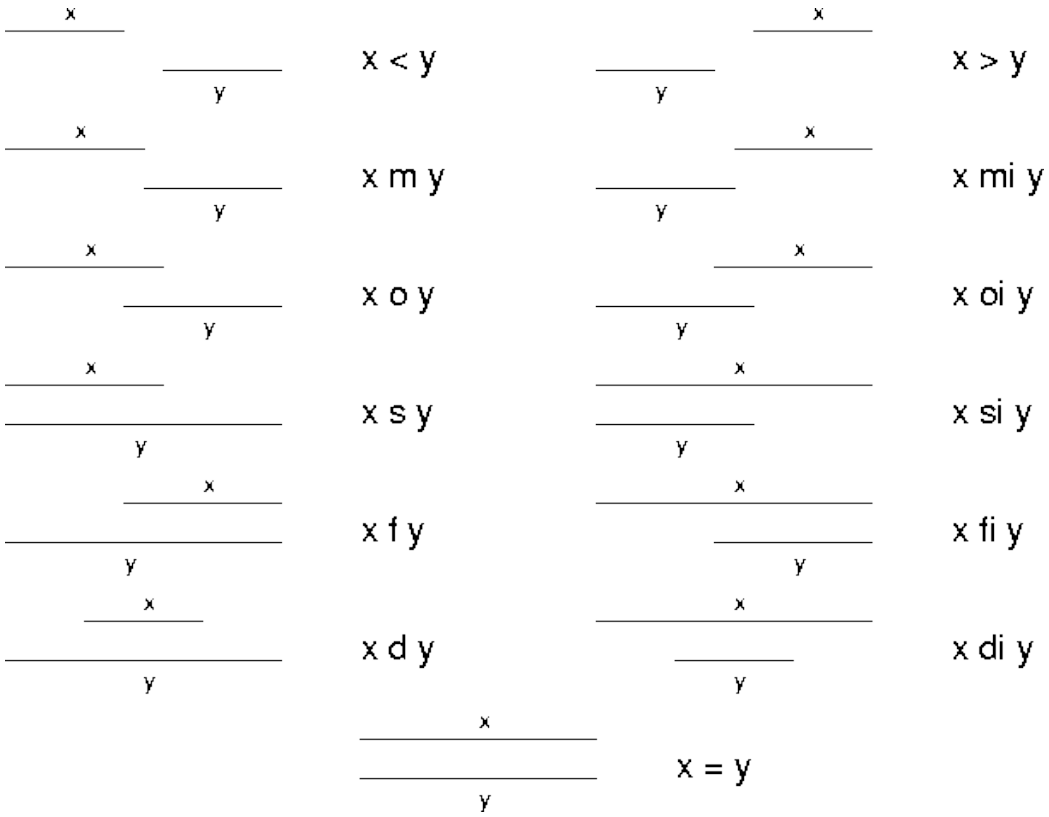
States of a Process





Background: Mathematical Model

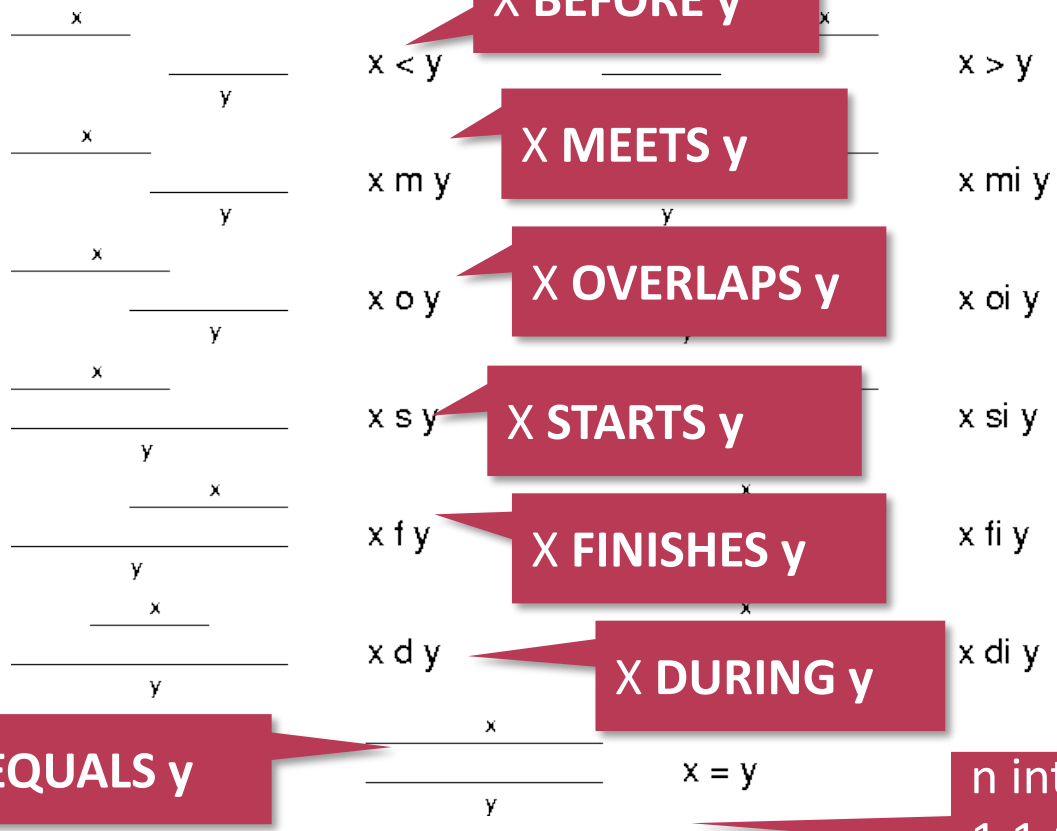
- Allen's interval algebra (1983)
  - Used among others at testing, 13 (6 + 1 + 6) cases



James F. Allen: *Maintaining knowledge about temporal intervals*.
In: *Communications of the ACM*. 26 November 1983. ACM Press. pp. 832–843, ISSN 0001-0782

Háttér: matematikai modell

- Allen's interval algebra (1983)
  - Used among other [illegible]g, 13 (6 + 1 + 6) cases



n intervallum:
1,1,13,409, 23917… eset

James F. Allen: *Maintaining knowledge about temporal intervals*.
In: *Communications of the ACM*. 26 November 1983. ACM Press. pp. 832–843, ISSN 0001-0782

What Can Be Checked?

- The execution is not based on the given process
  - Satisfaction of assumptions (order, independence)?
- What is the „process” behind system/execution?
  - Workflow mining
- If e.g. the execution environment is permissive
  - Steps can be skipped, ….
  - Are the requirements still satisfied?
- Tooling: formal methods
  - (Temporal)Logics, Petri nets, model checking, etc.