

# Business Processes Modelling

## MPB (6 cfu, 295AA)

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02 - Examples



# Insurance claim example

Sect.1.3 of Workflow Management: Models, Methods, and Systems

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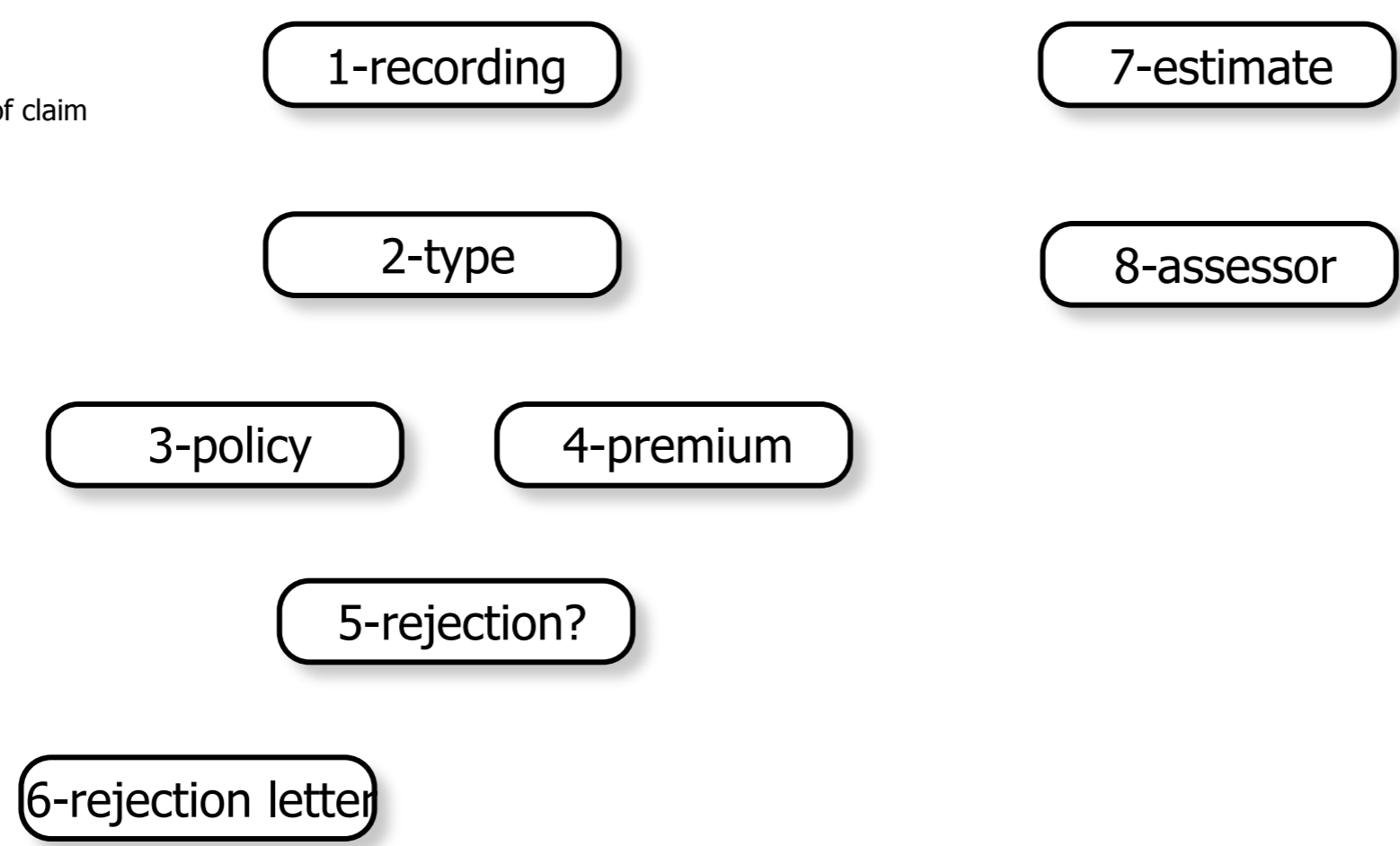
4-premium

5-rejection?

6-rejection letter

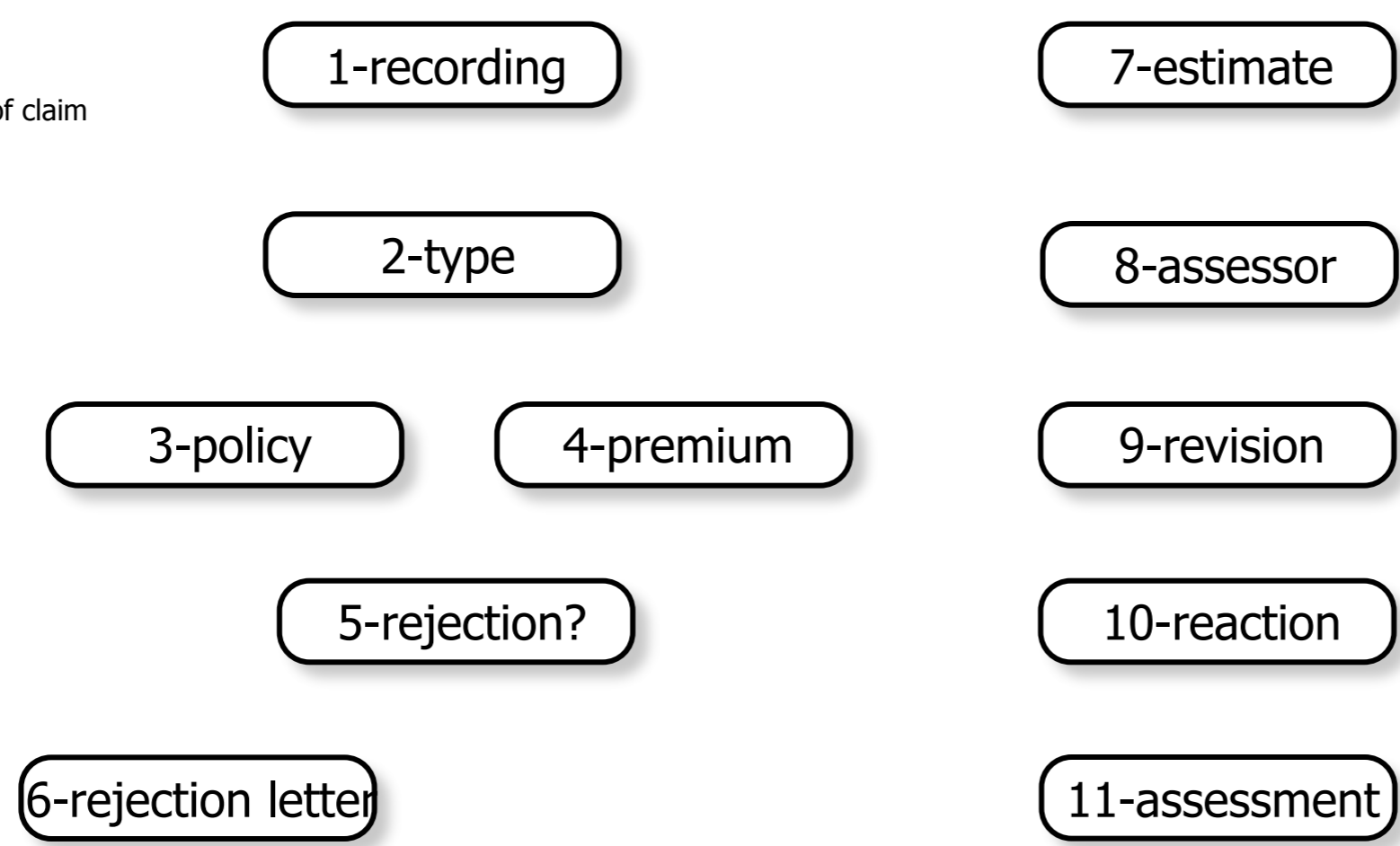
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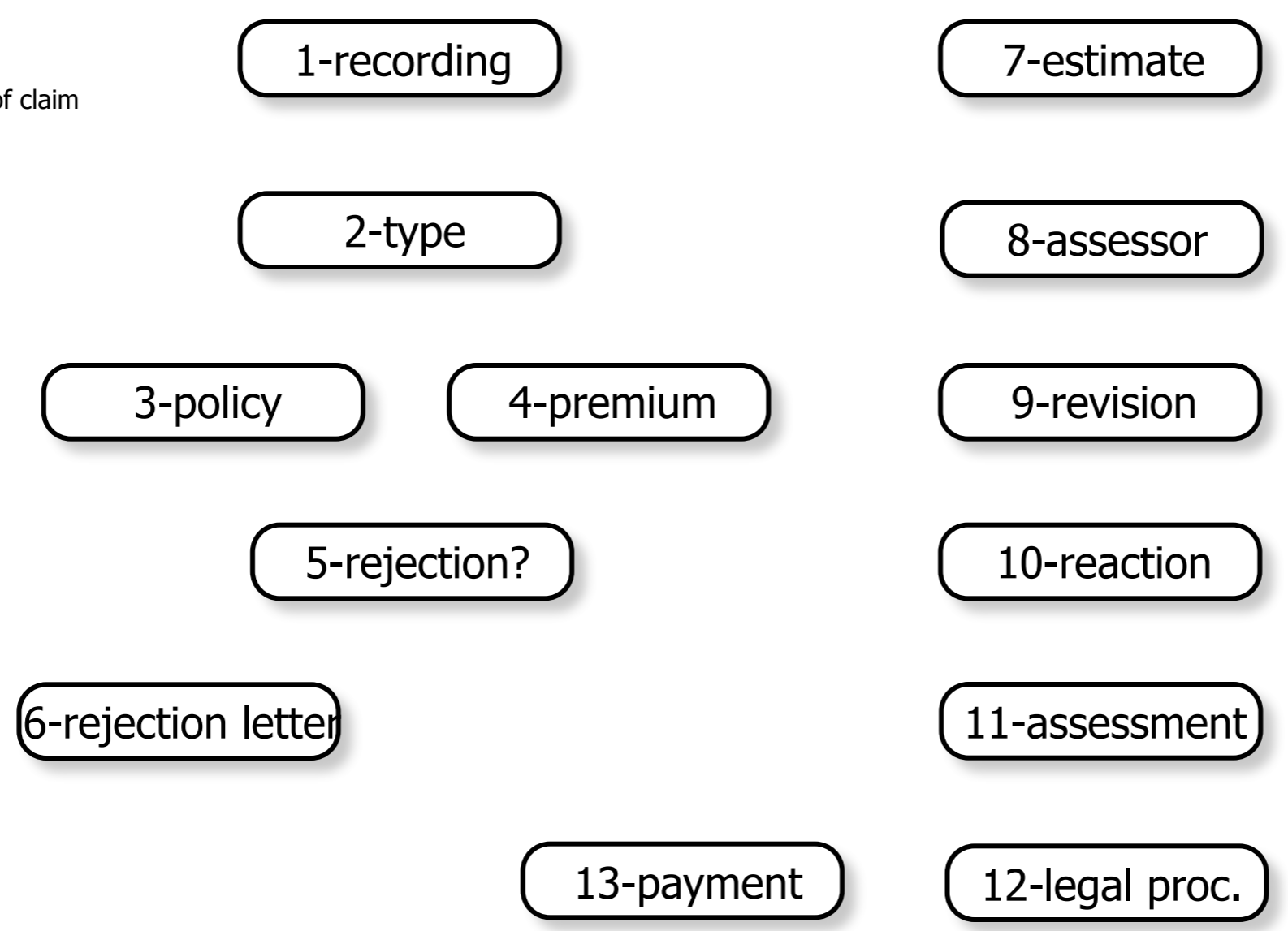
# Tasks





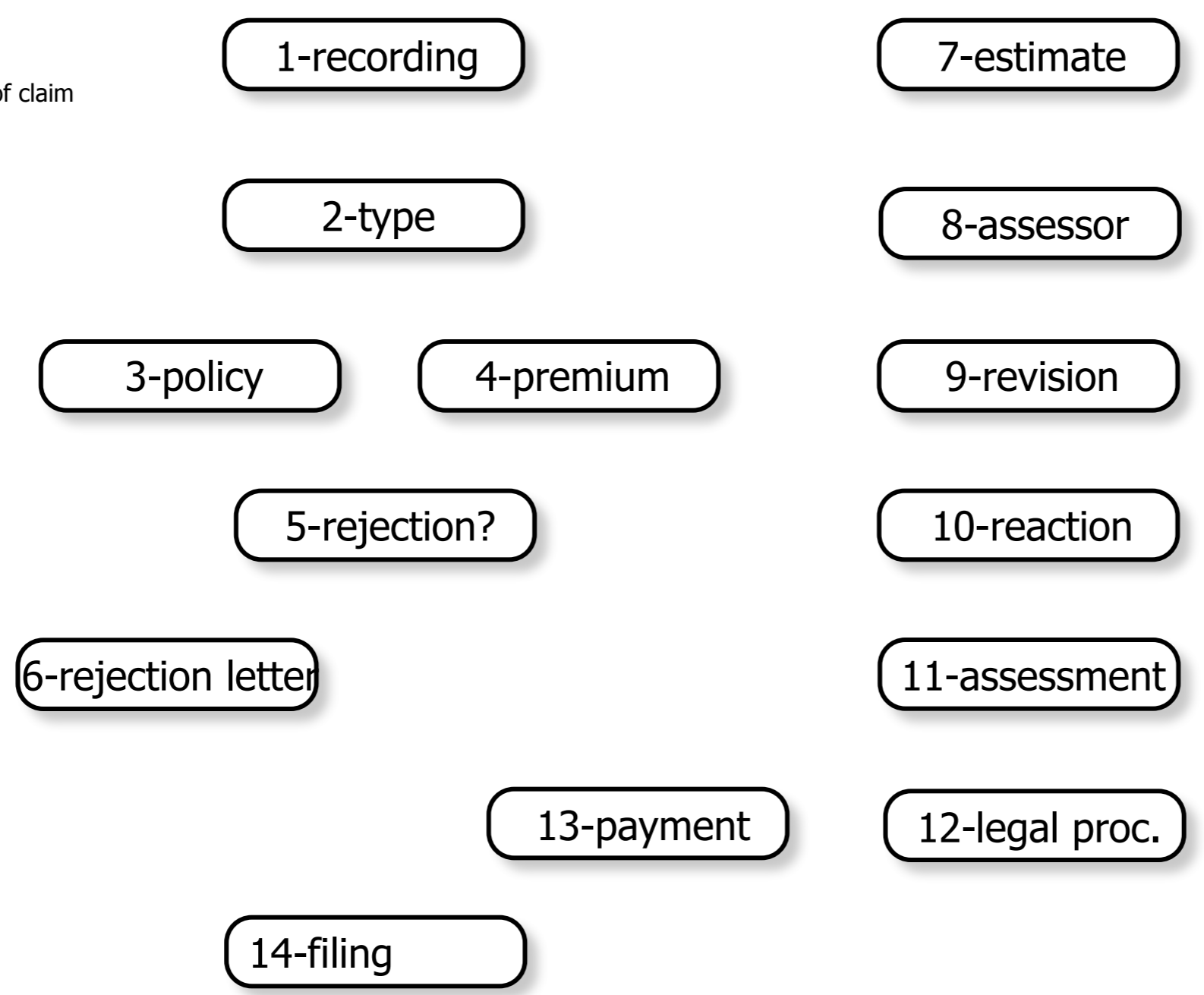
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# Order / links

1-recording

7-estimate

2-type

8-assessor

3-policy

4-premium

9-revision

5-rejection?

10-reaction

6-rejection letter

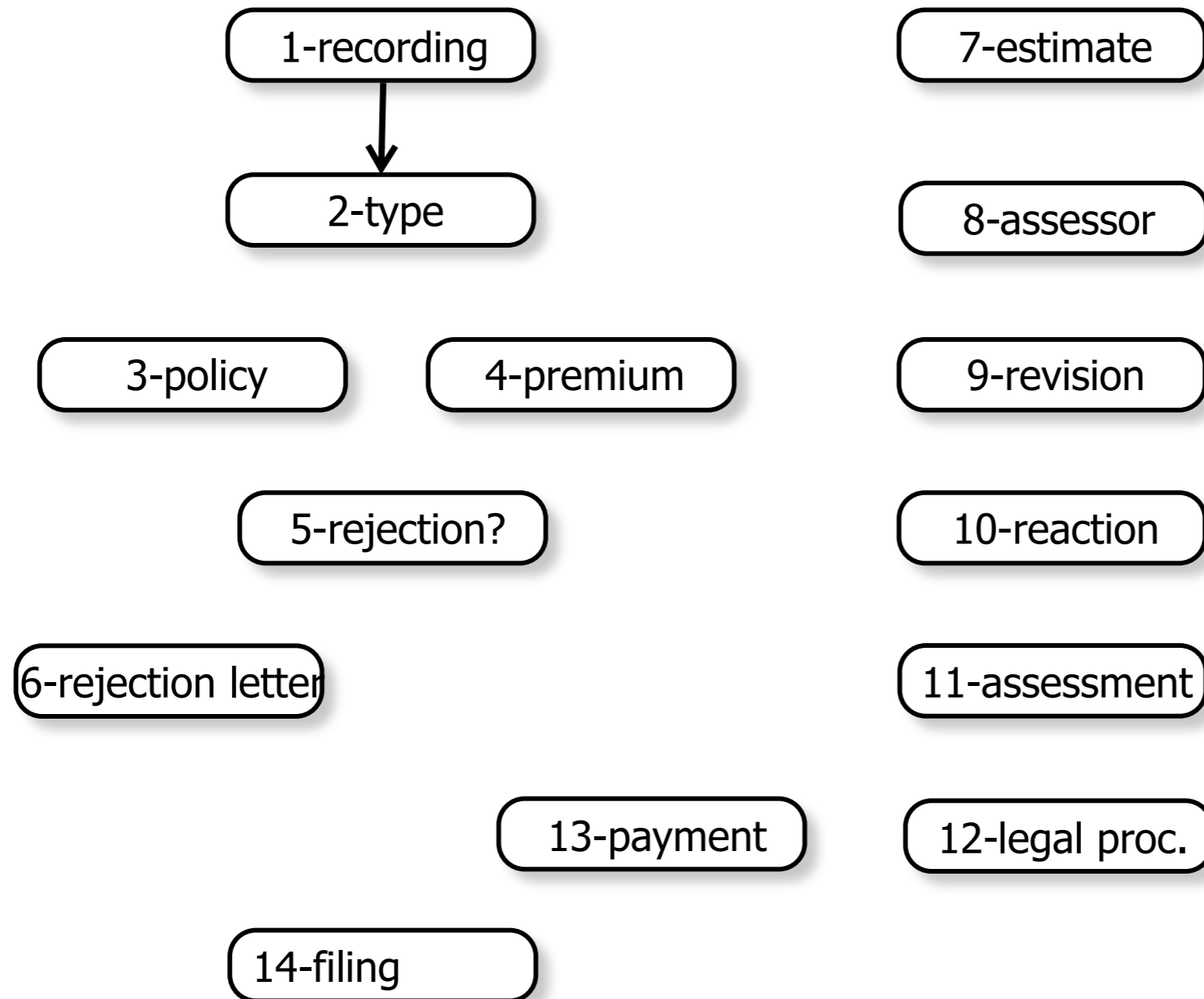
11-assessment

13-payment

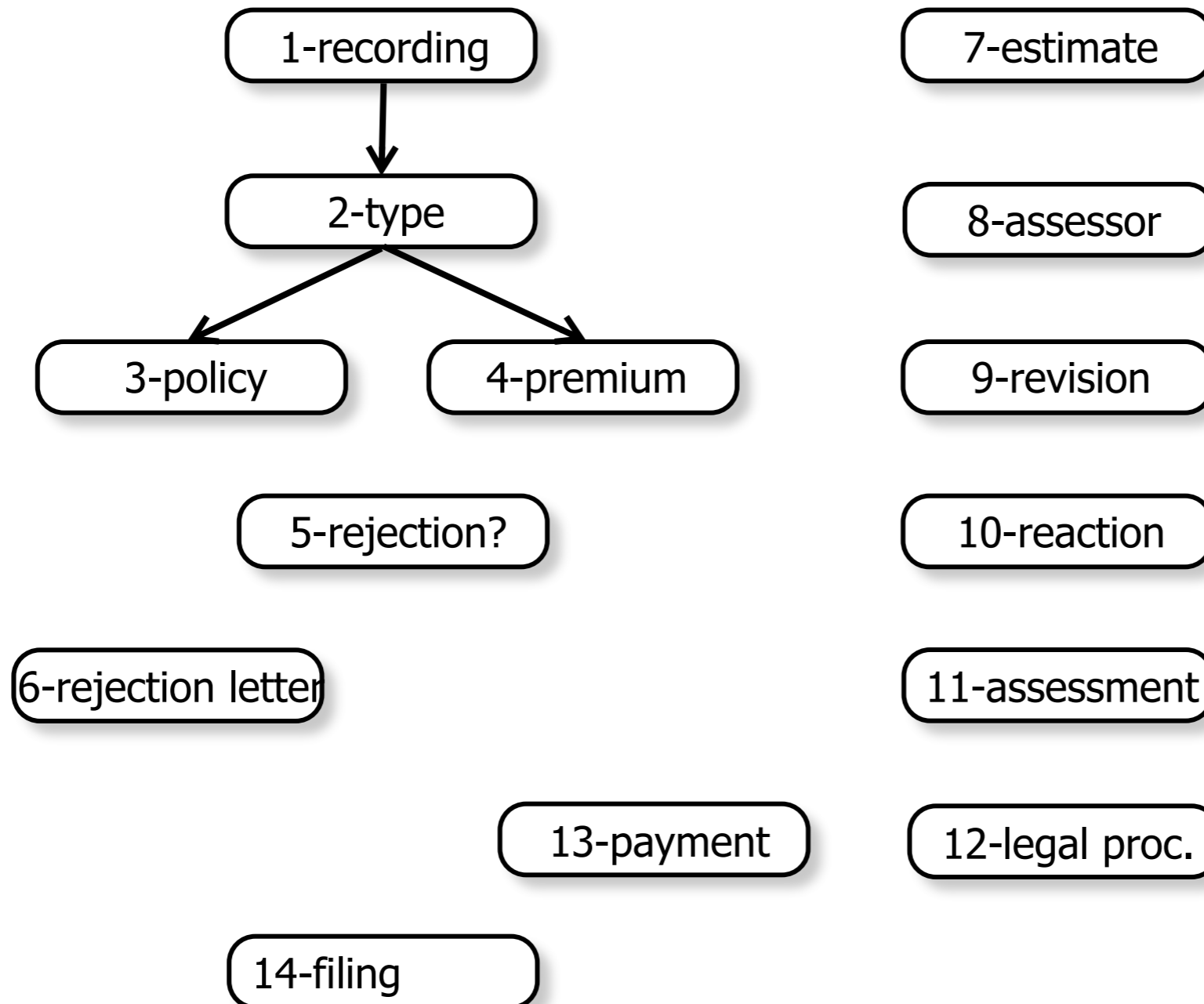
12-legal proc.

14-filing

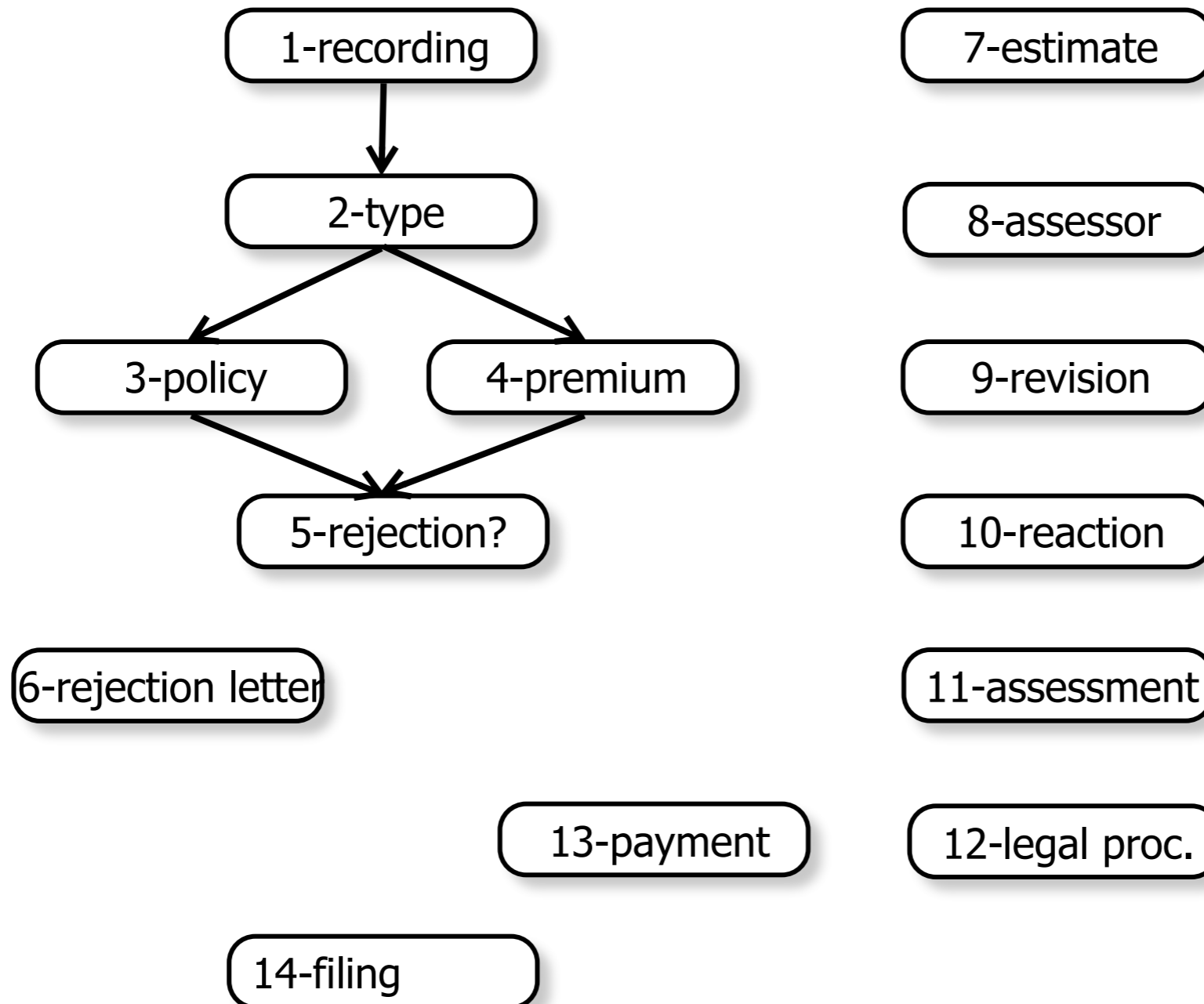
# Order / links



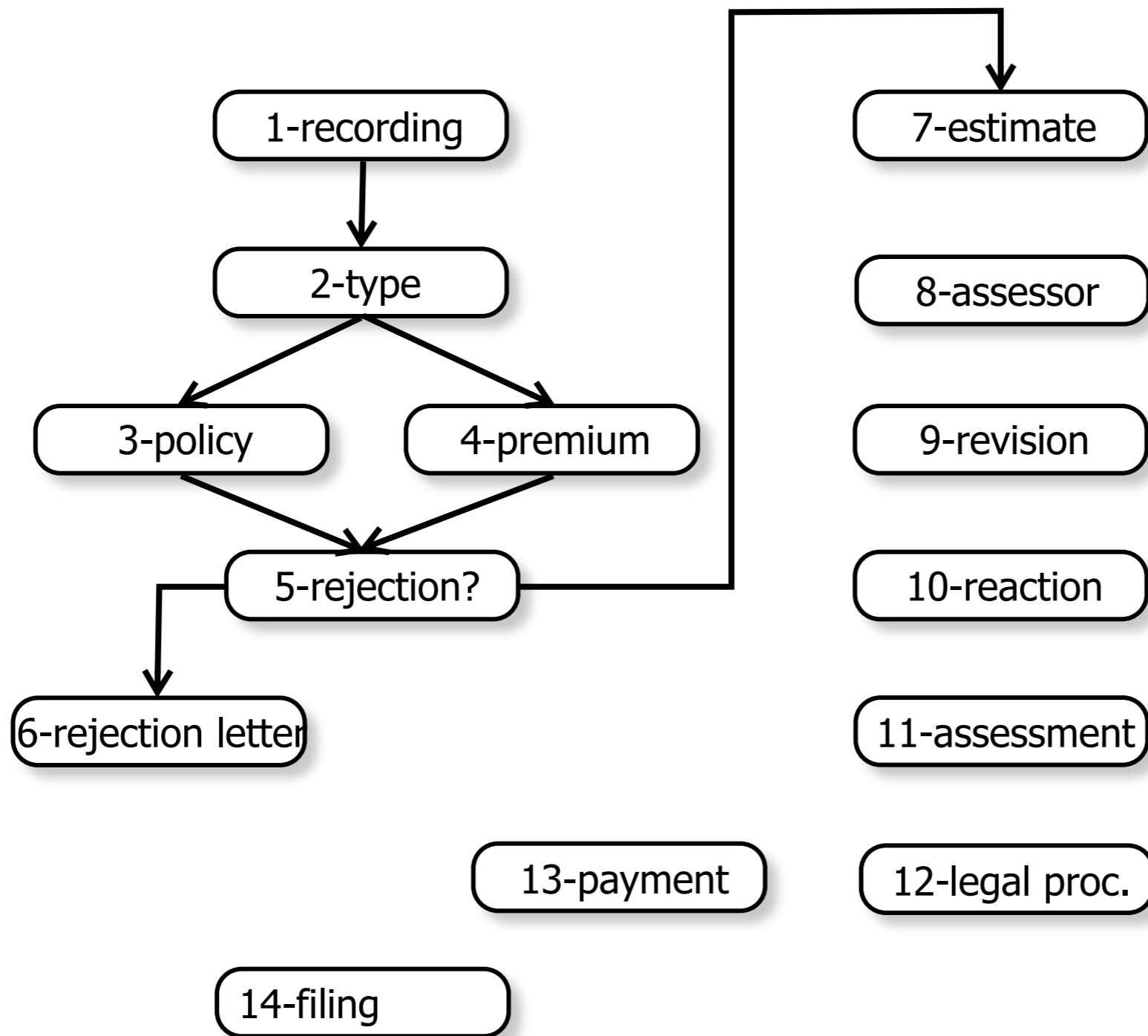
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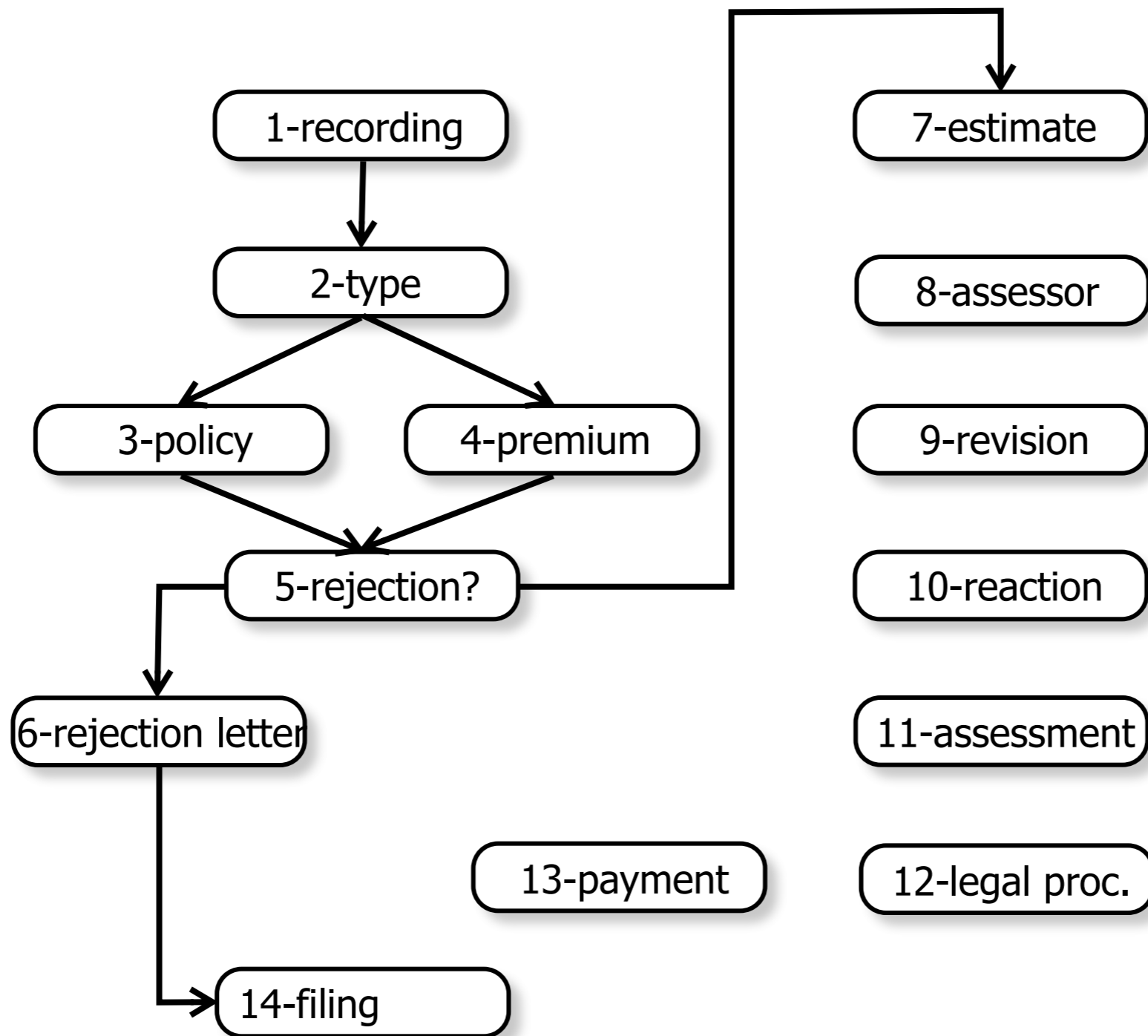
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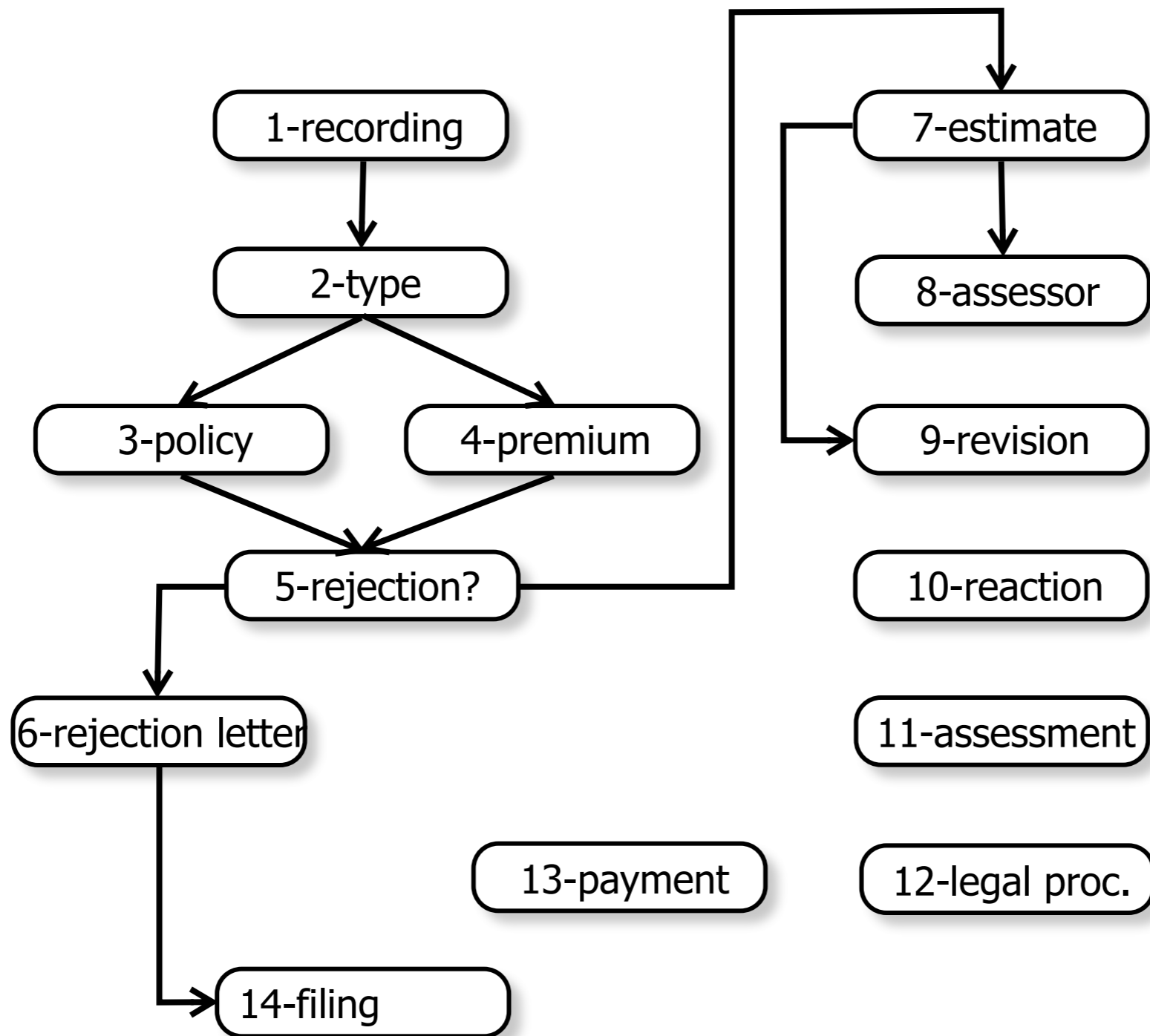


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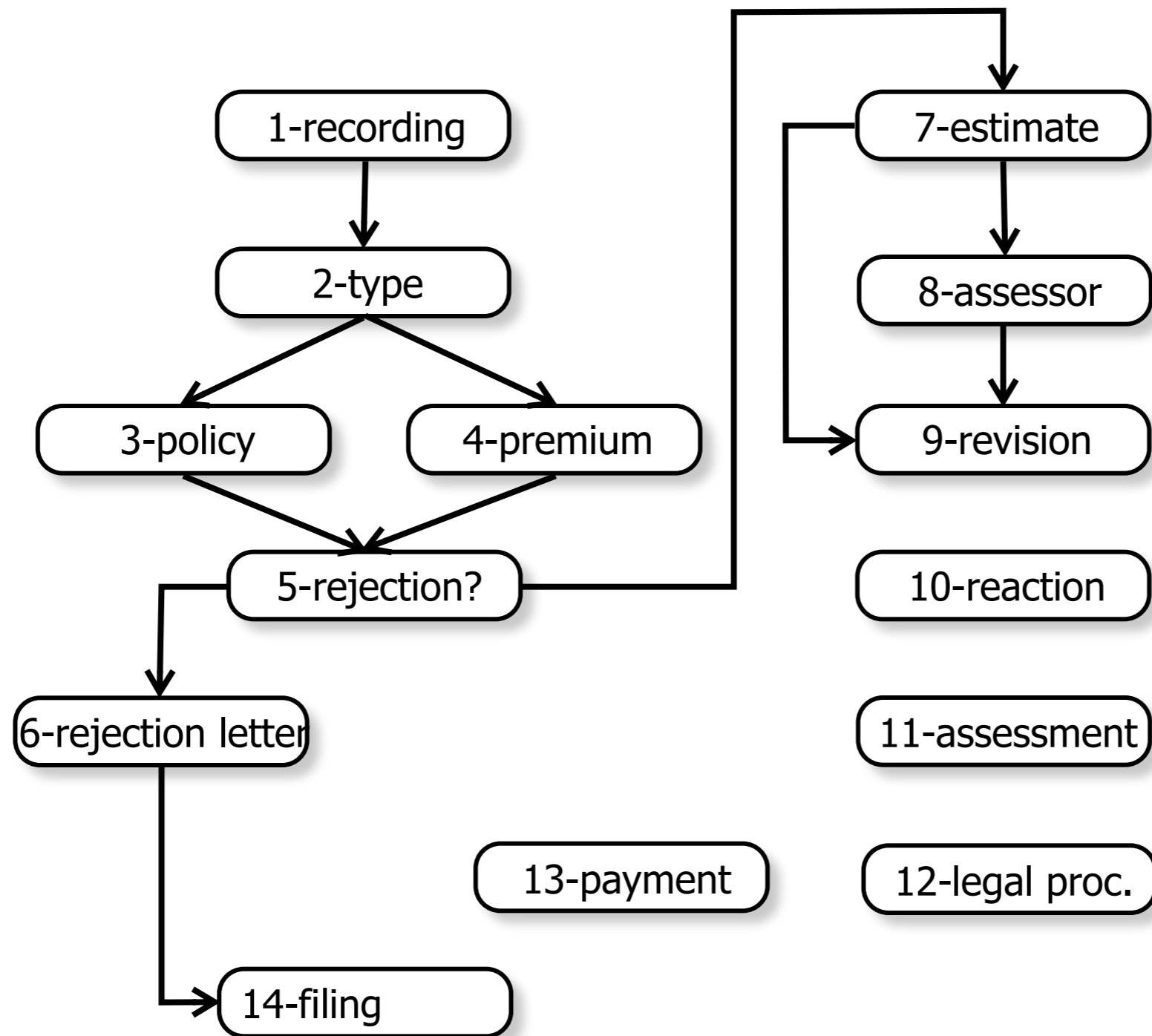




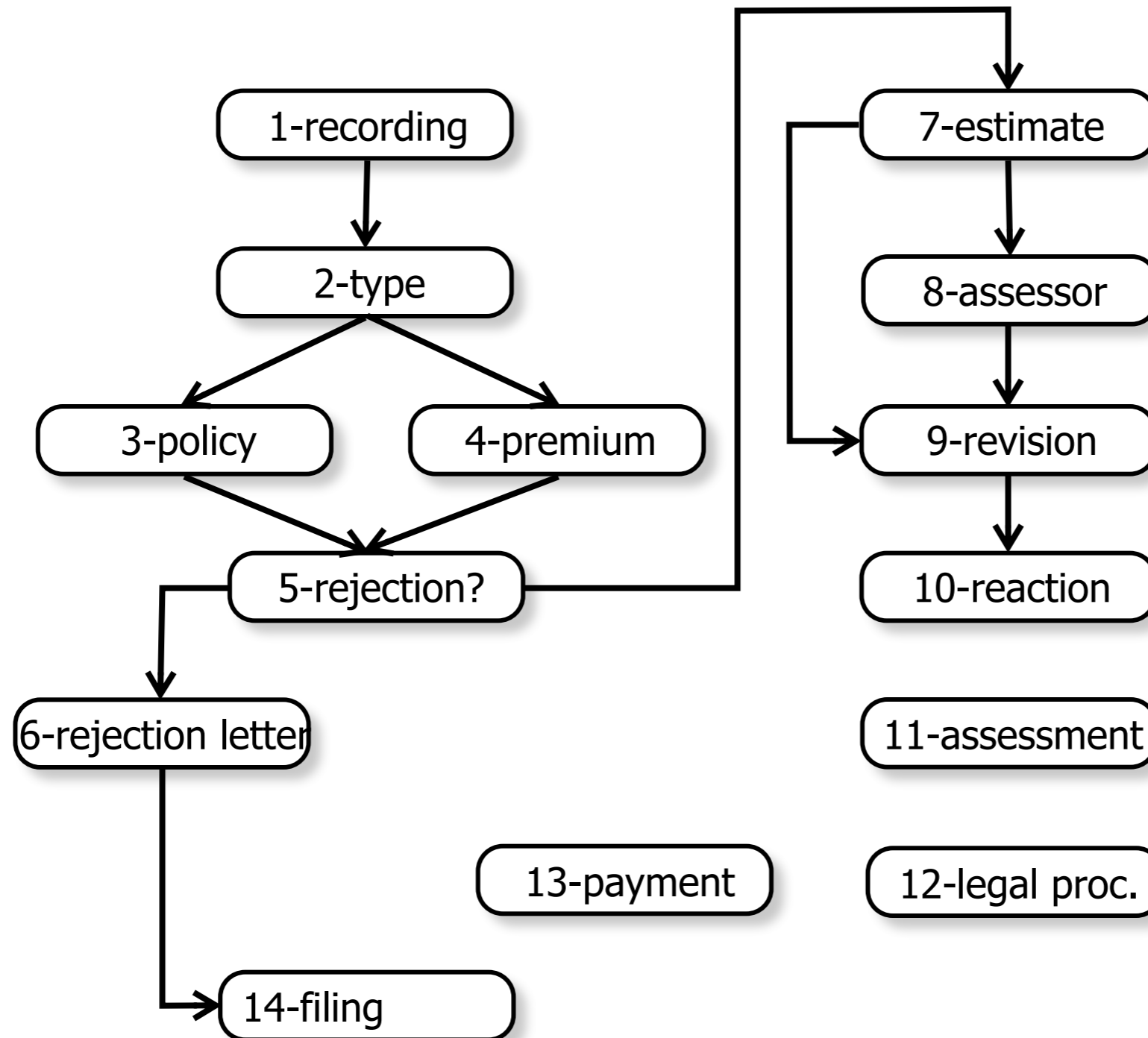
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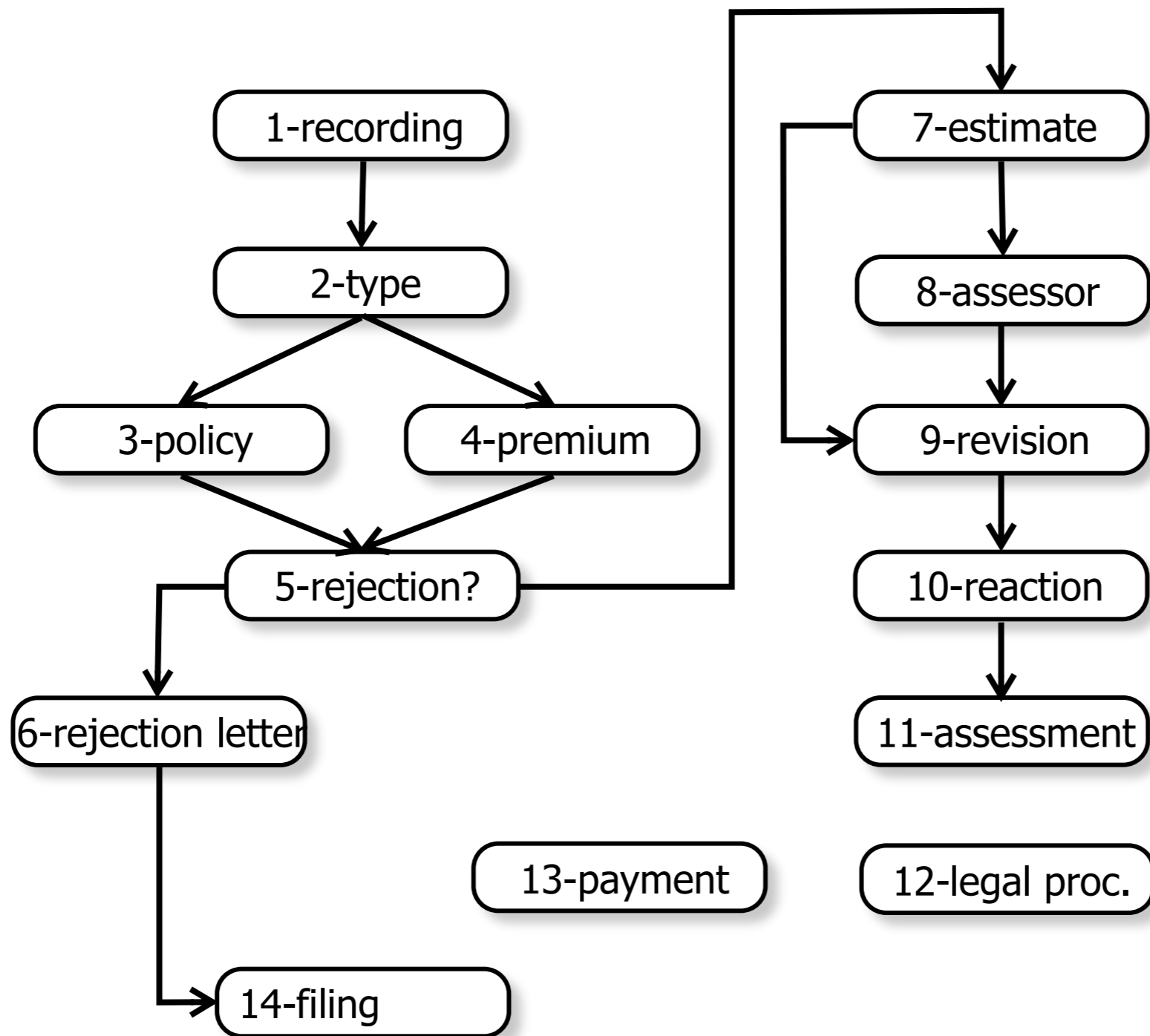
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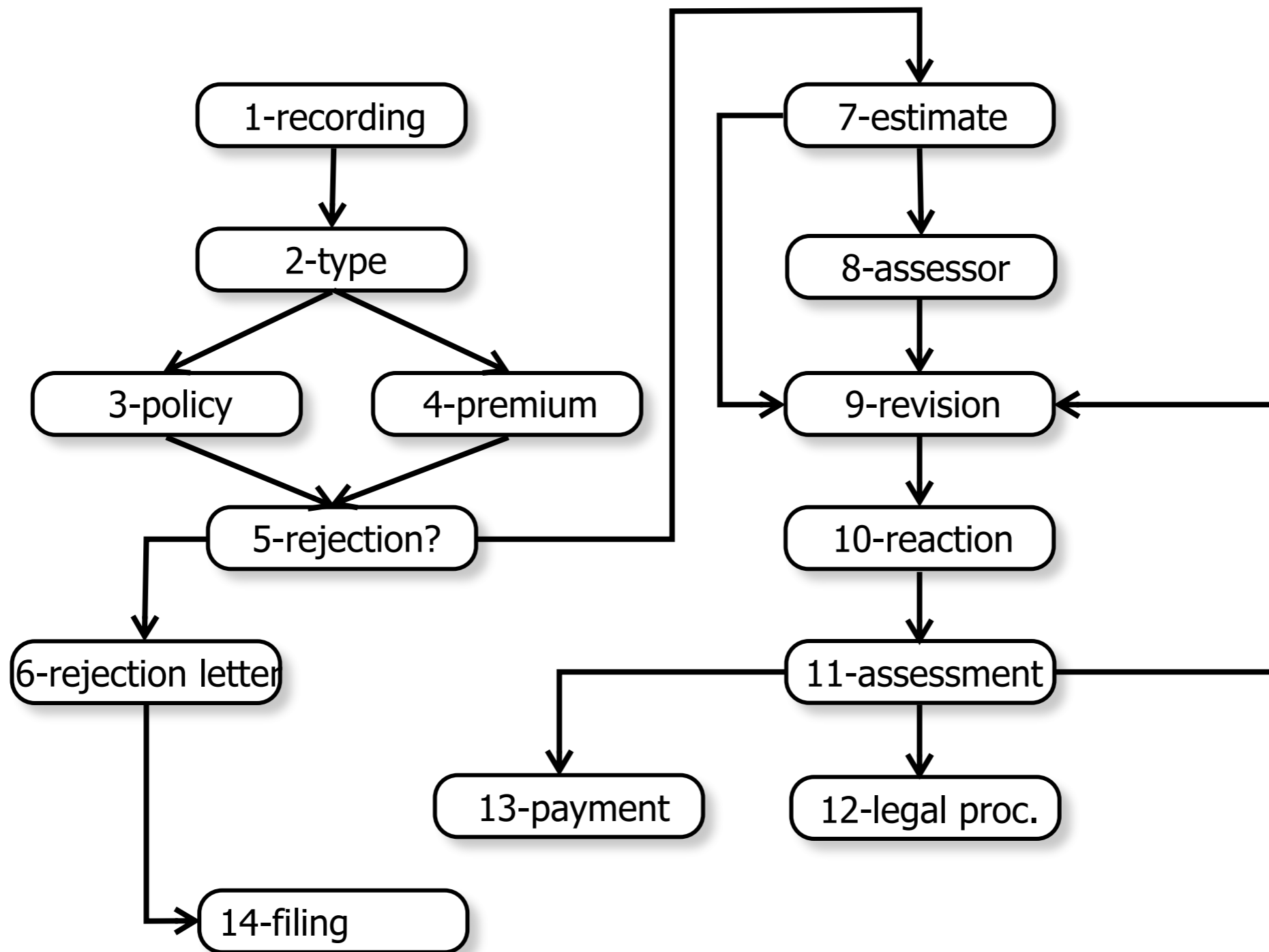
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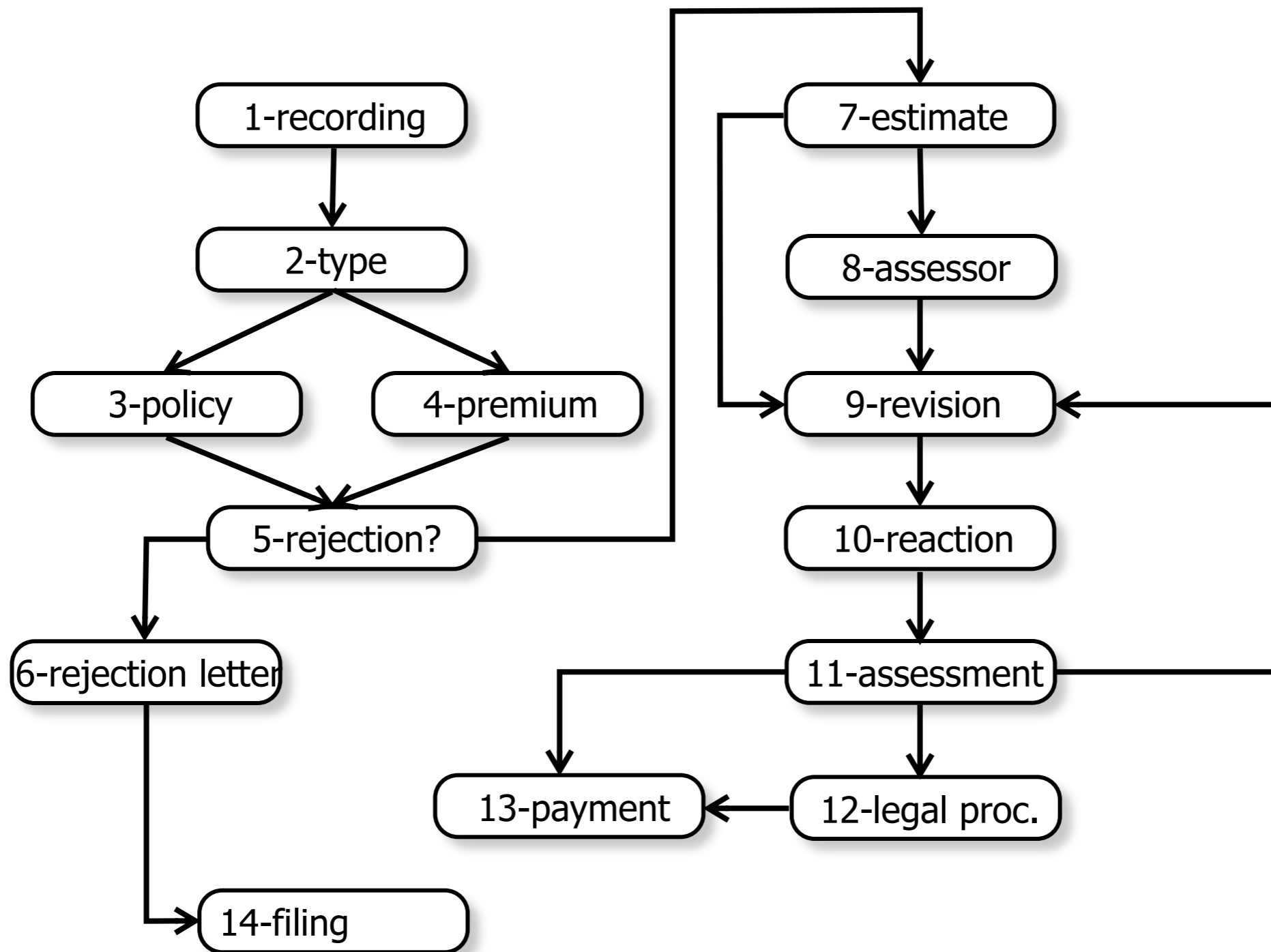
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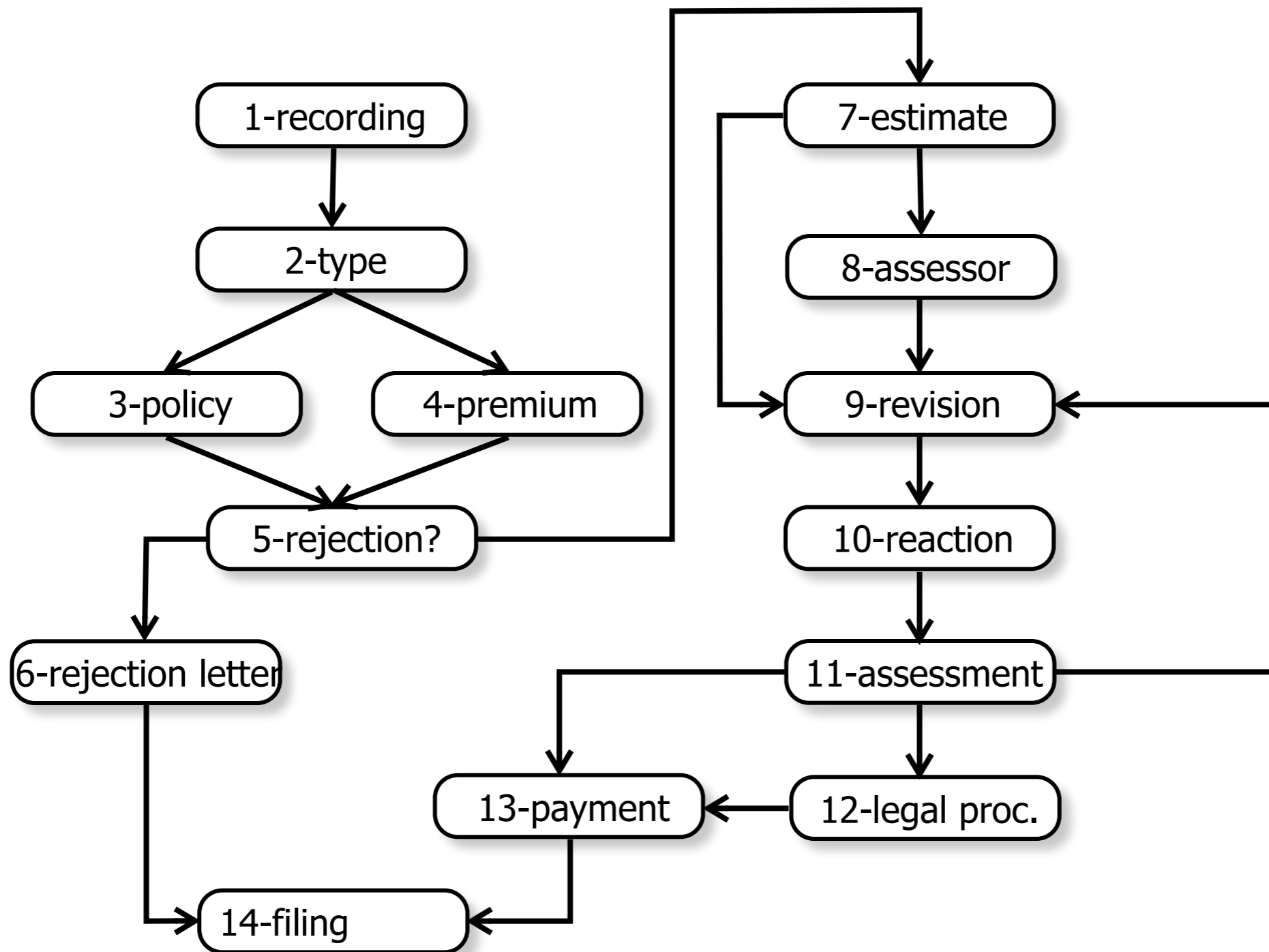
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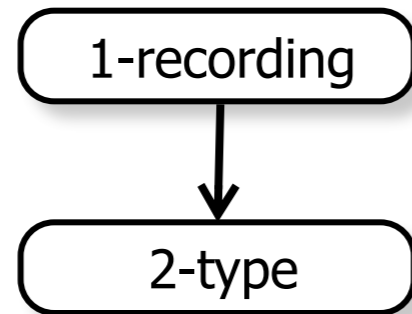
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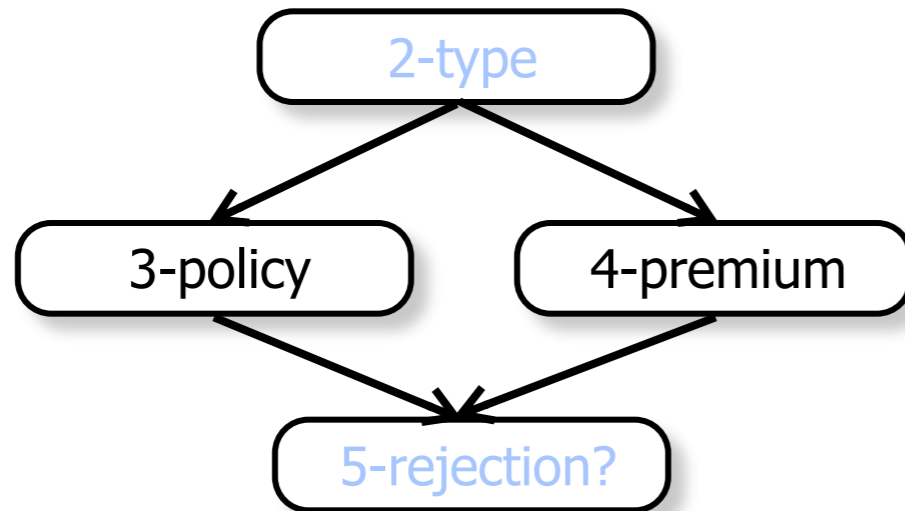
Some link patterns



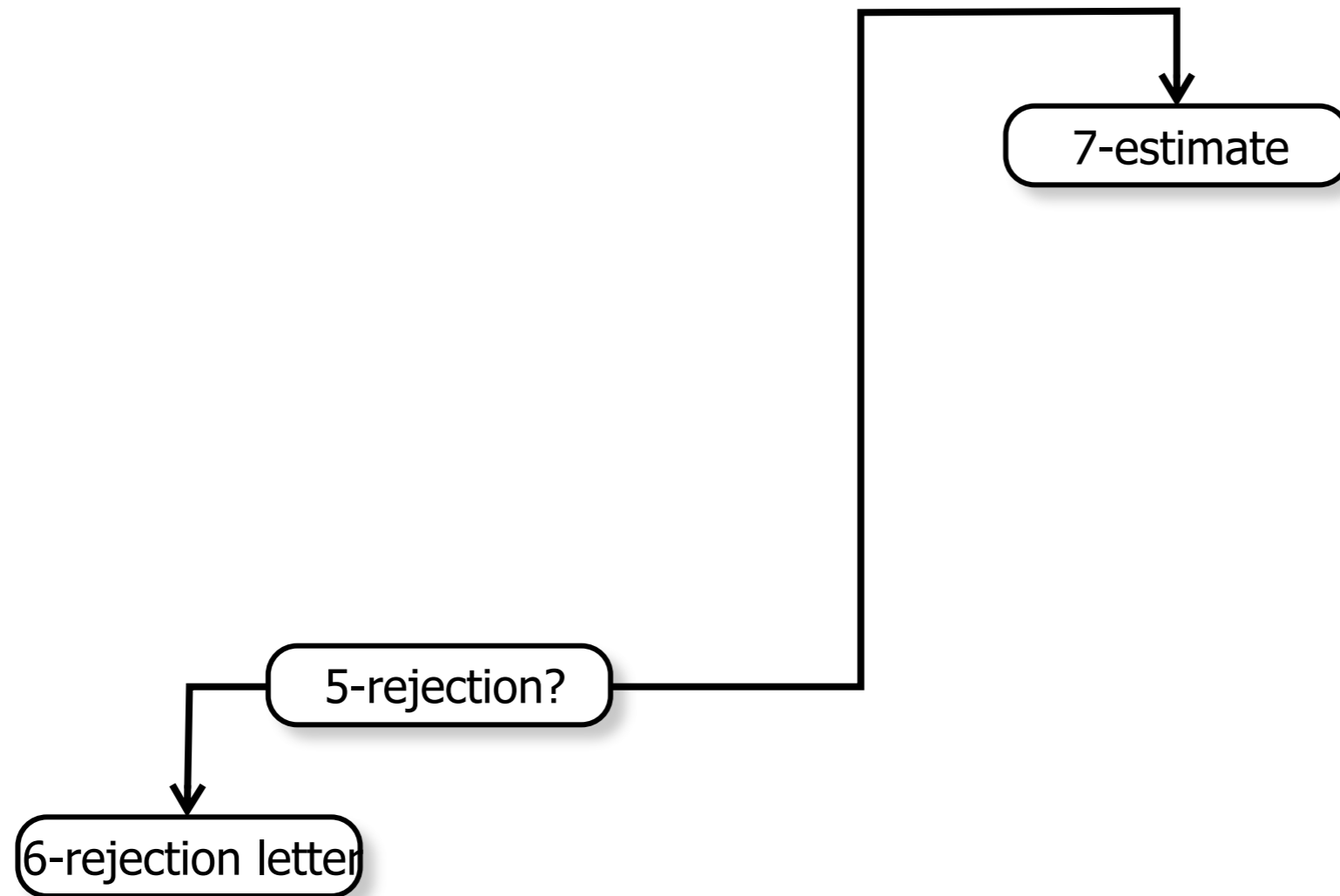
# Sequence



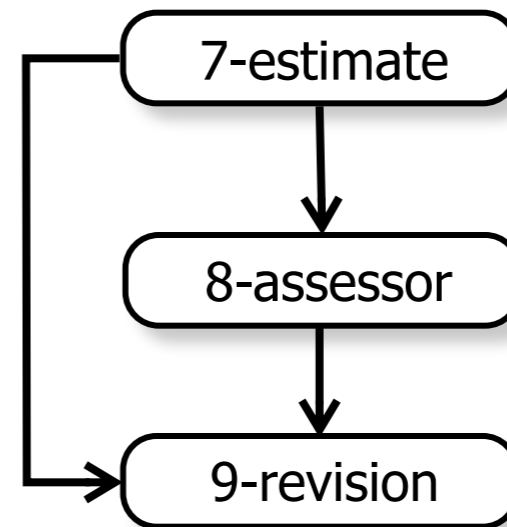
# Parallel



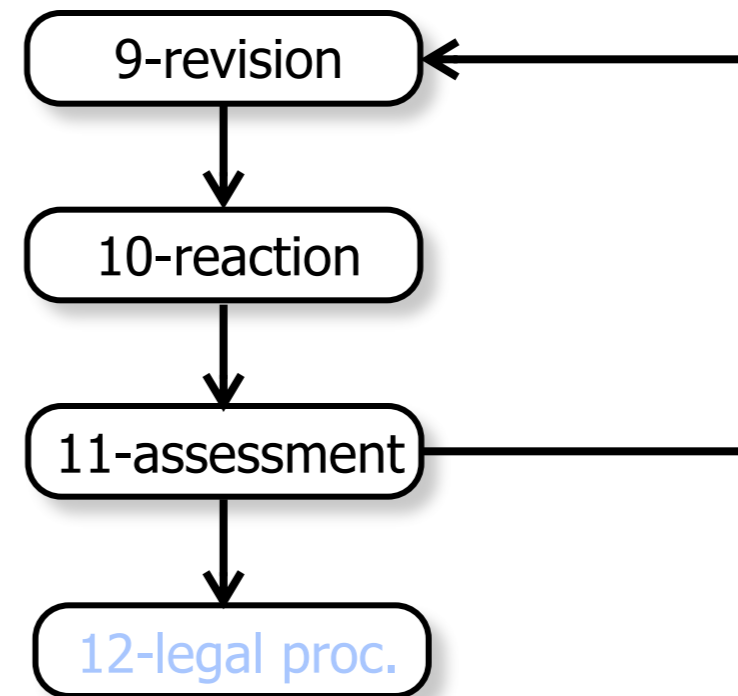
# Selection



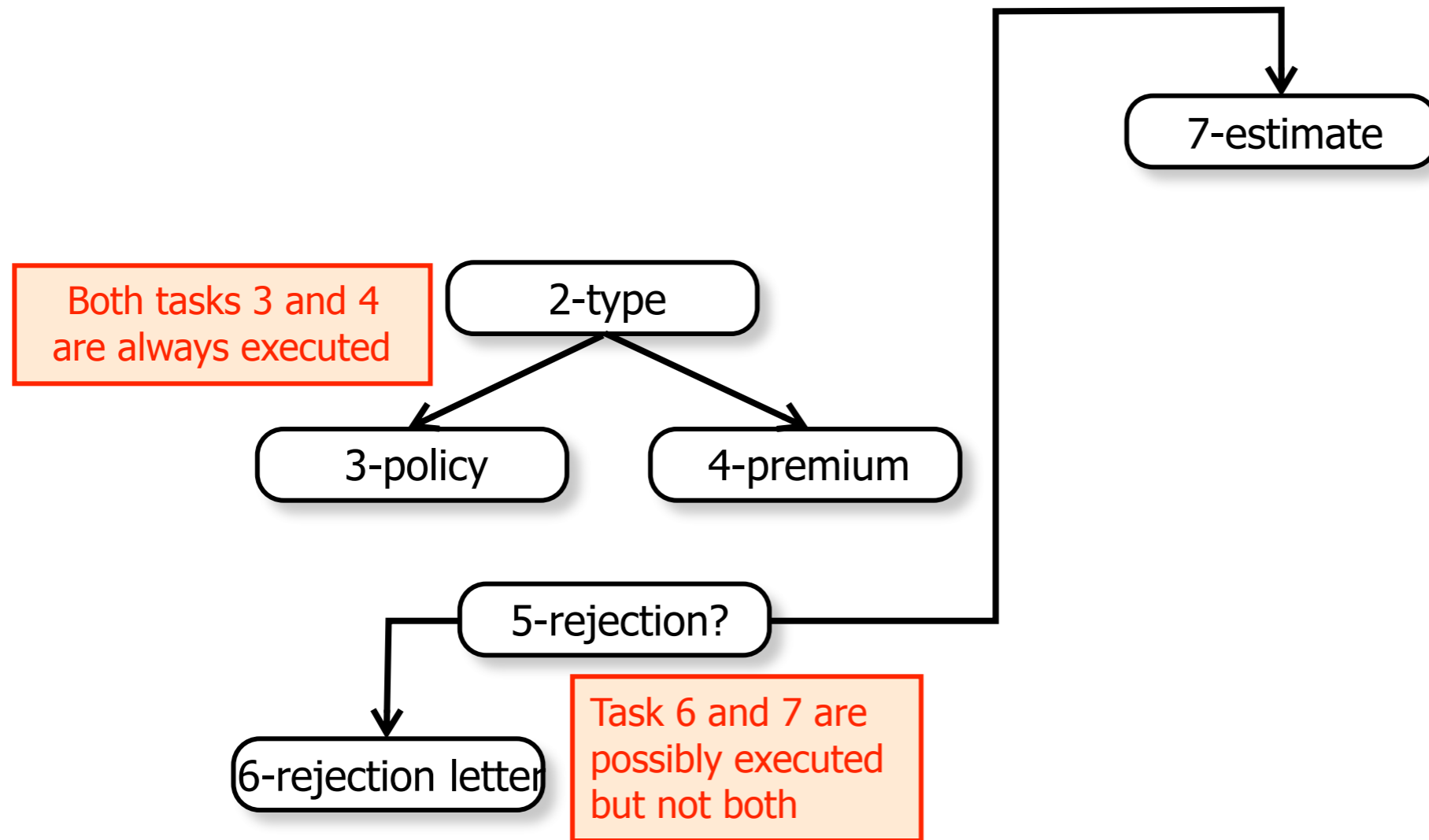
# Another selection



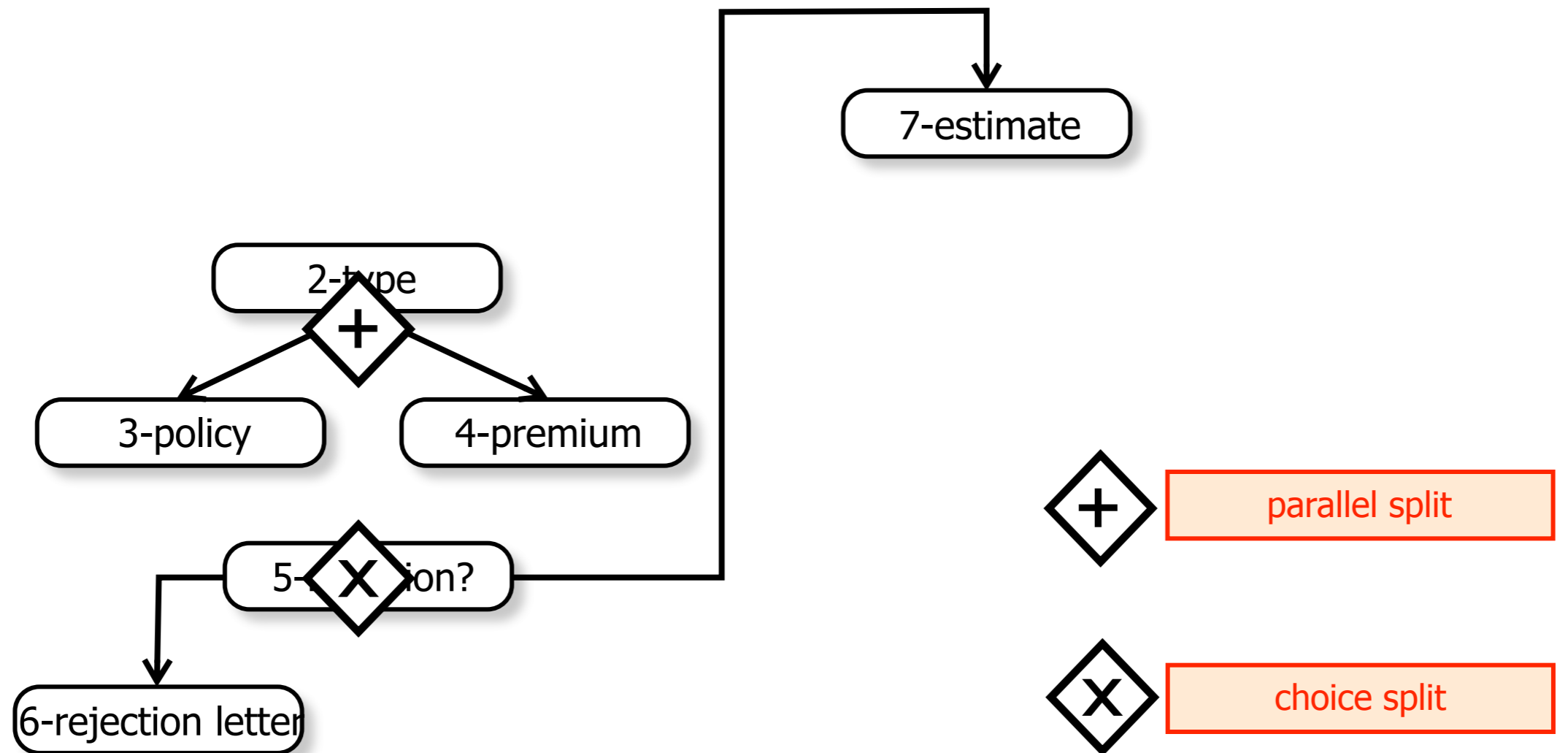
# Iteration



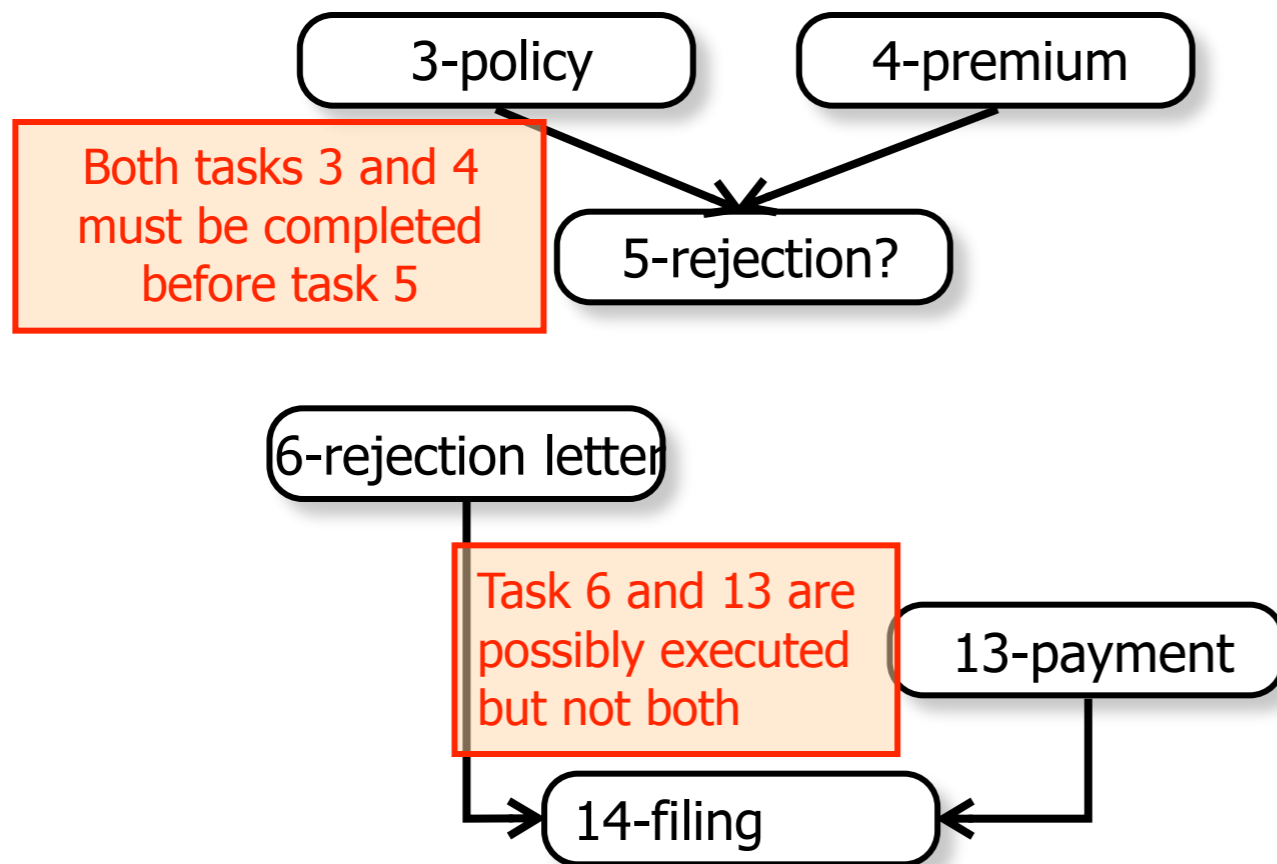
# Ambiguity!



# Disambiguation

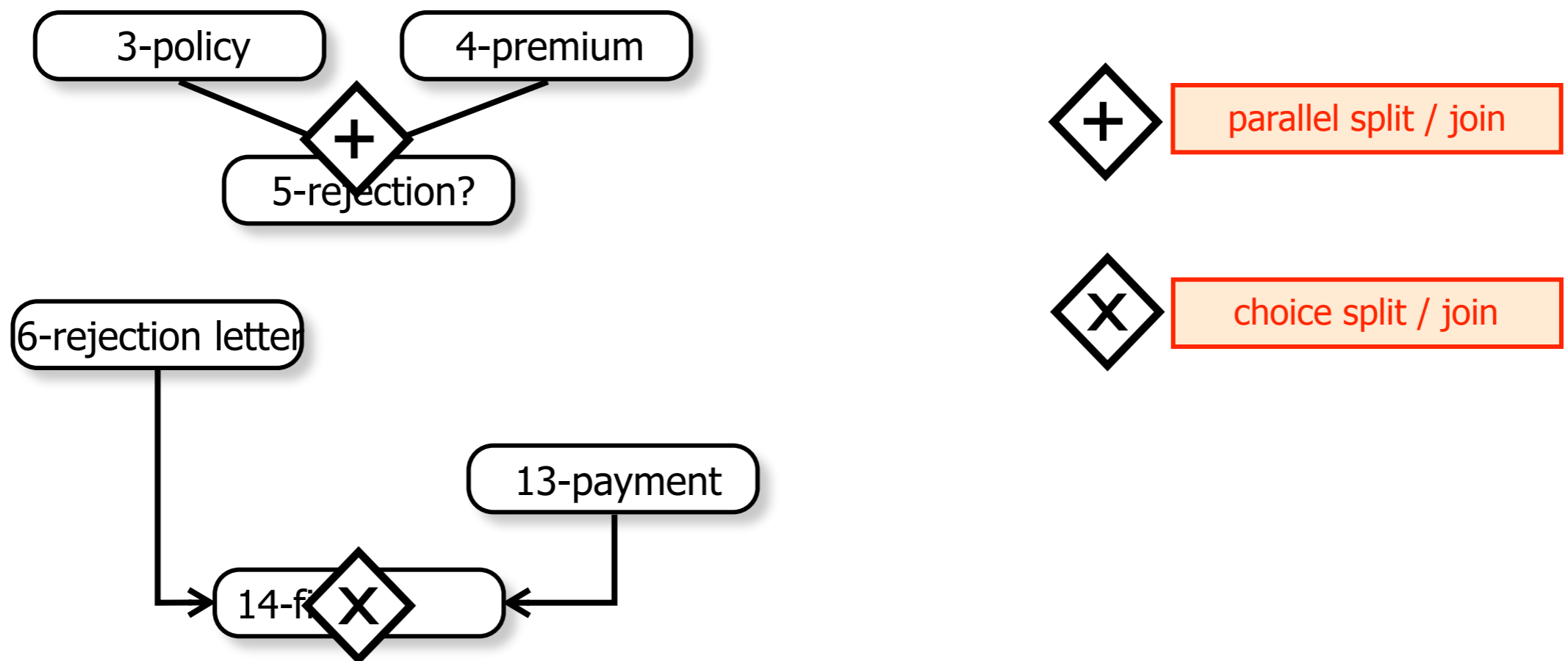


# Ambiguity!





# Disambiguation



# Orchestration

Business process models are performed in a single organization by definition

Thus, the **ordering of activities** can be controlled by a **business process management system** as a **centralized** software component run by the organization

This kind of control is called **orchestration**

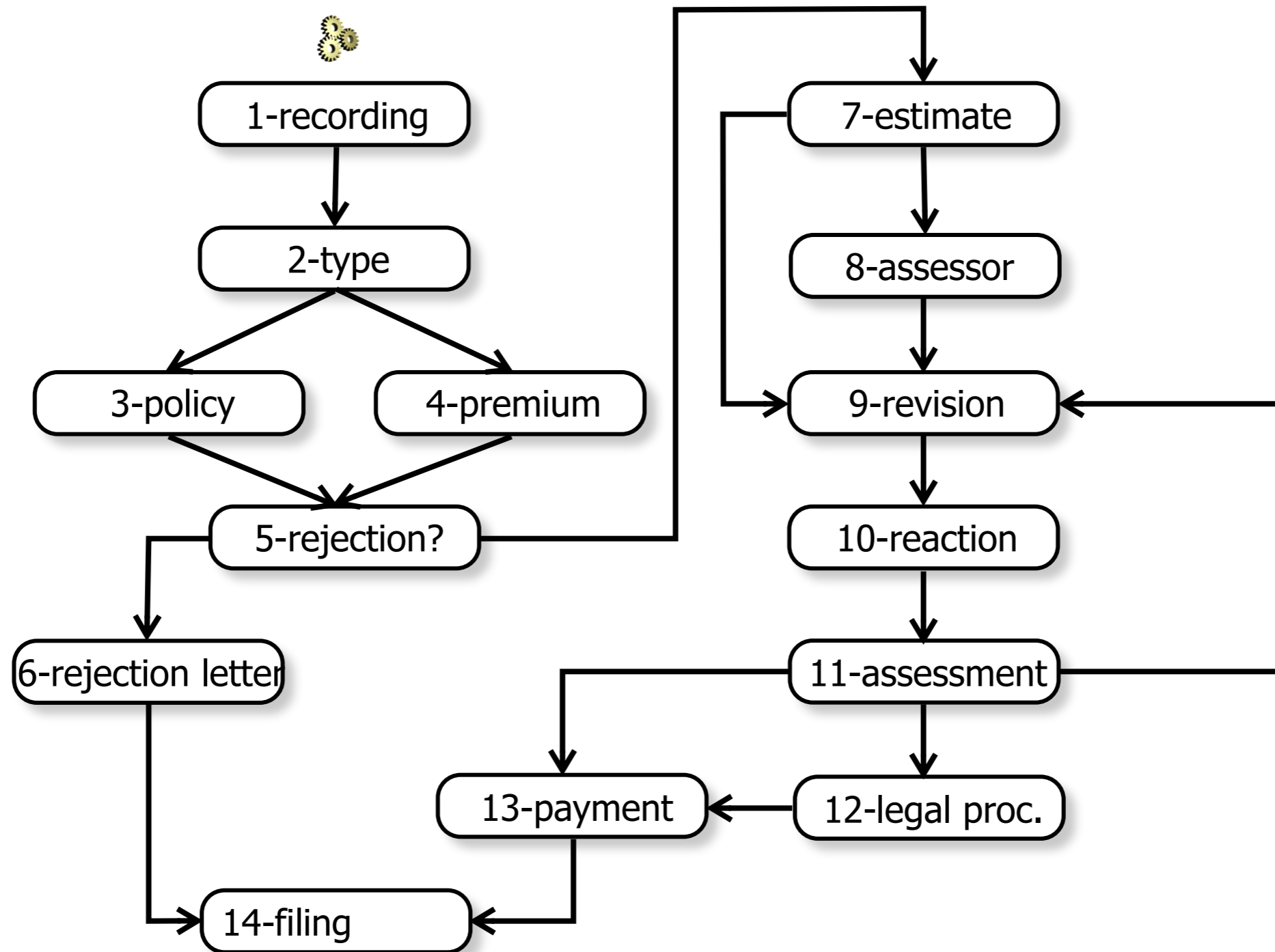
# Orchestration

Orchestration is about describing and executing a single view point model

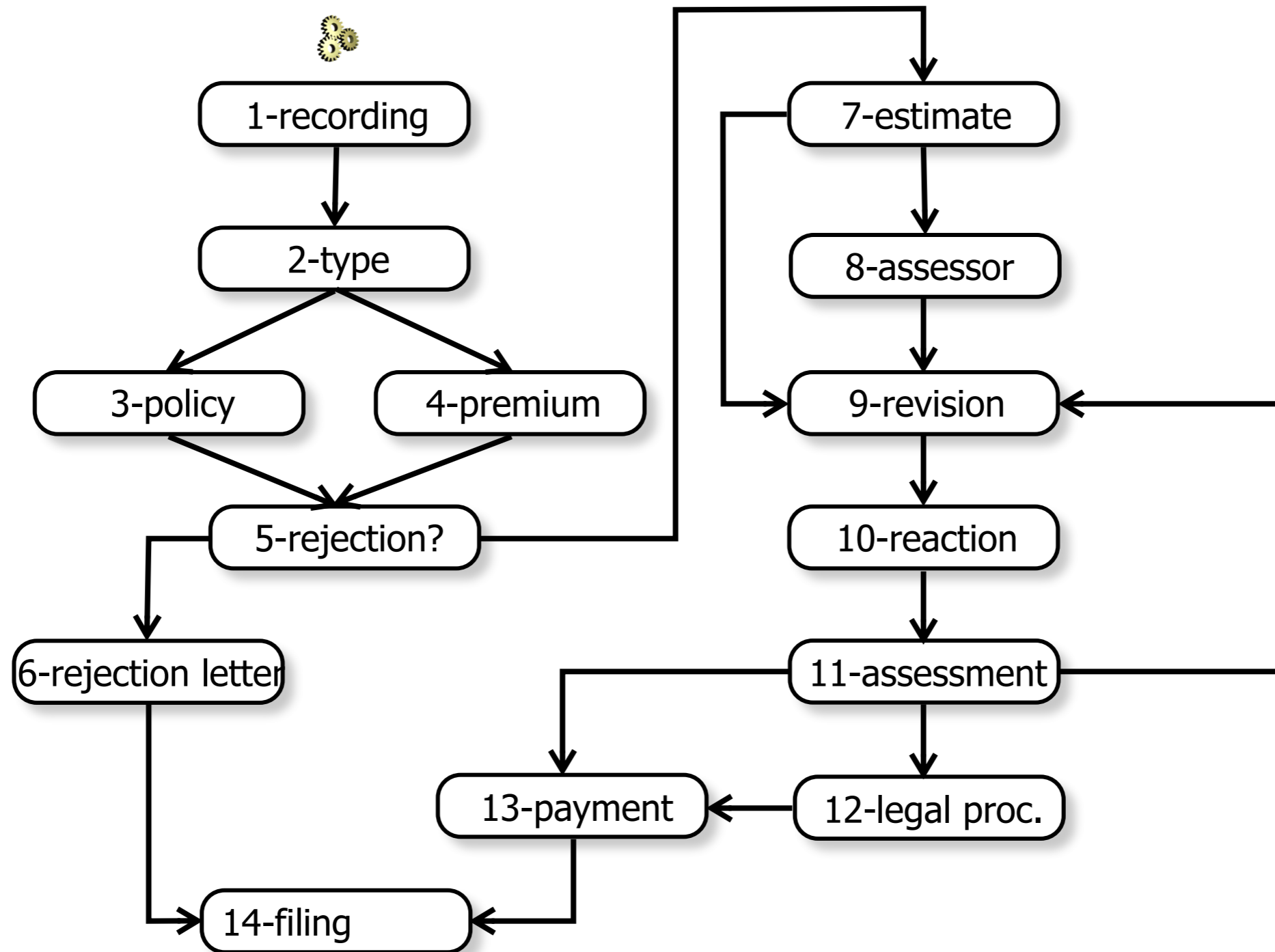
The analogy is with the conductor who centrally controls the musicians in an orchestra



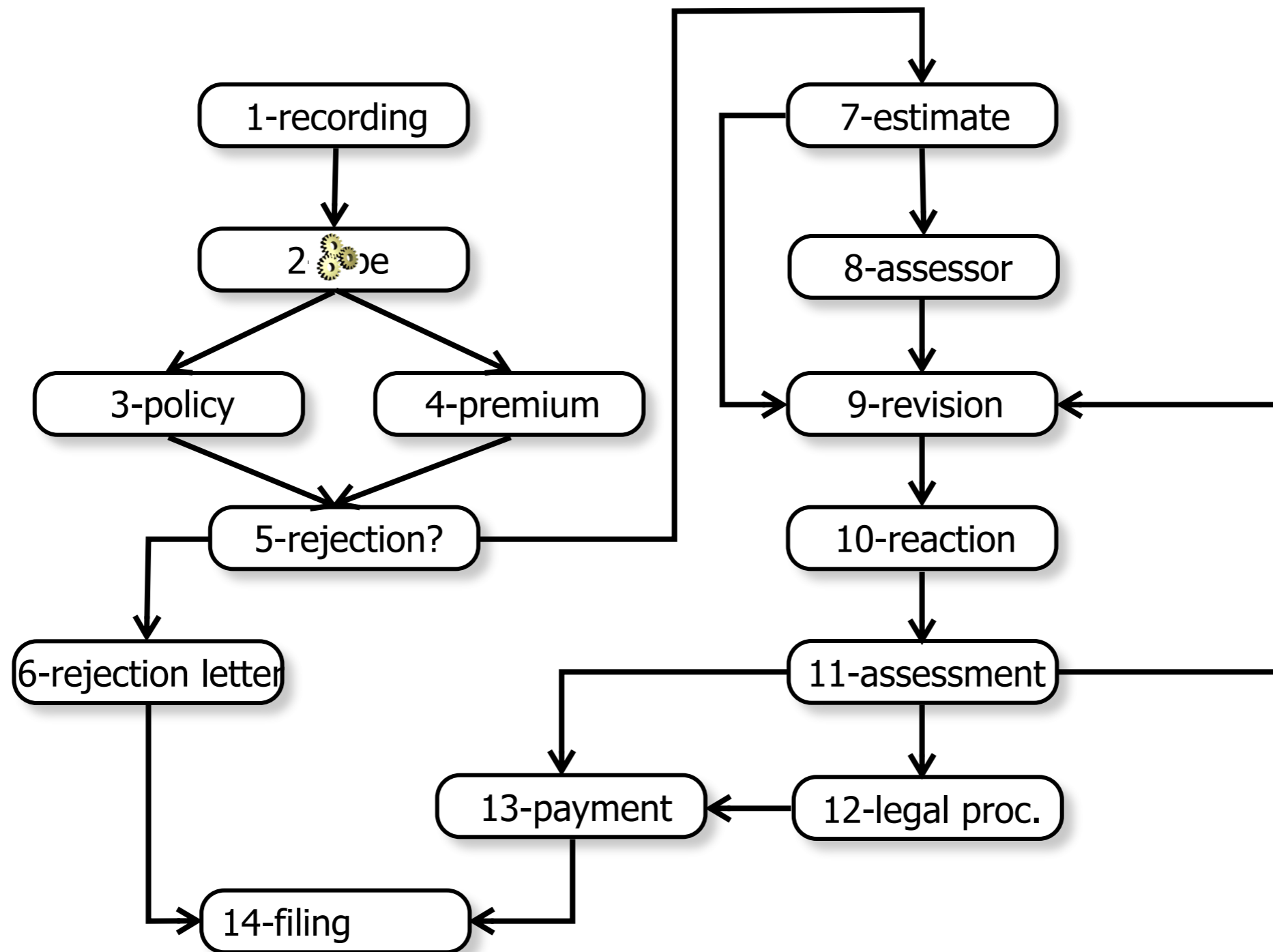
# Executing the model



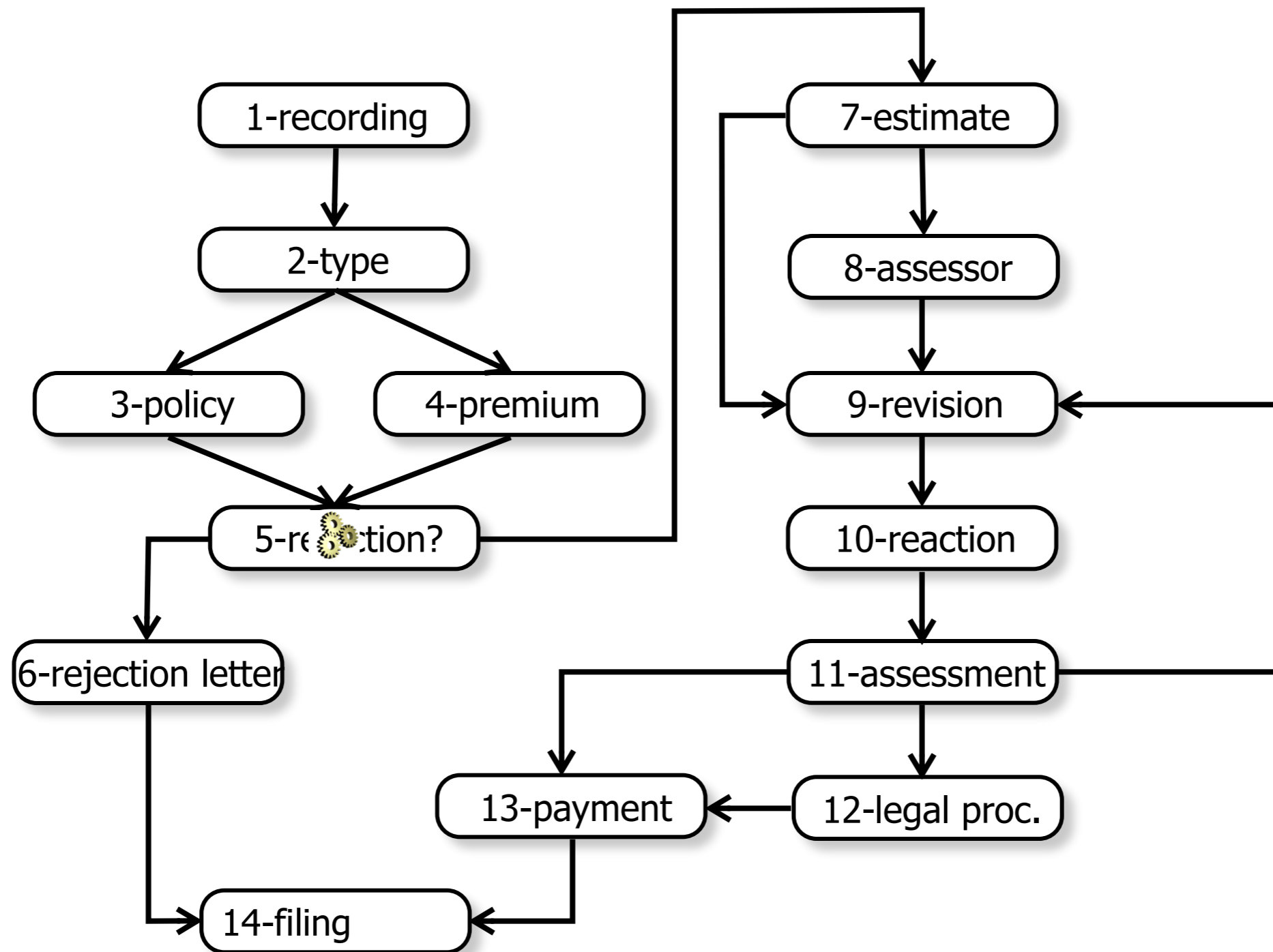
# Executing the model



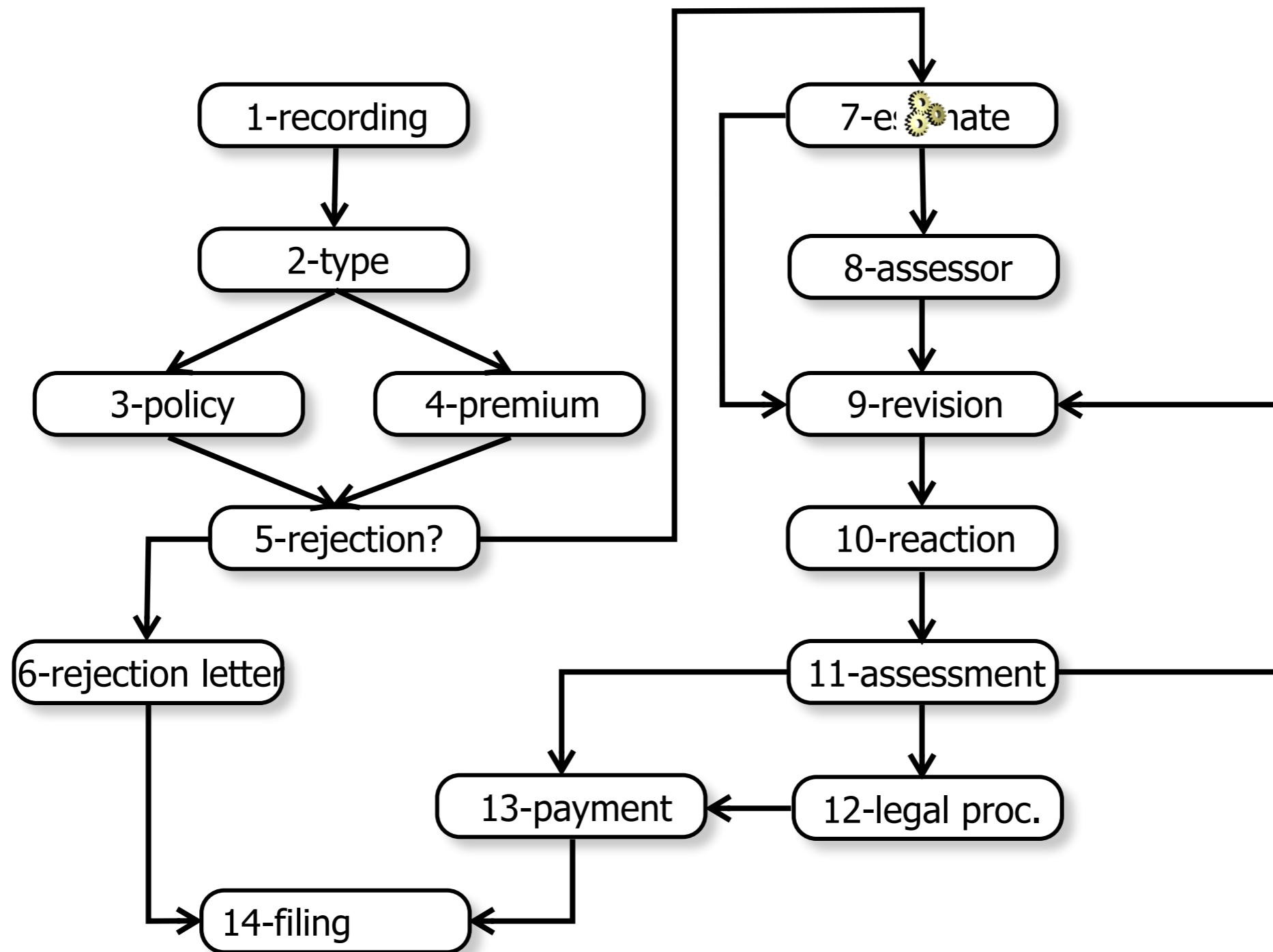
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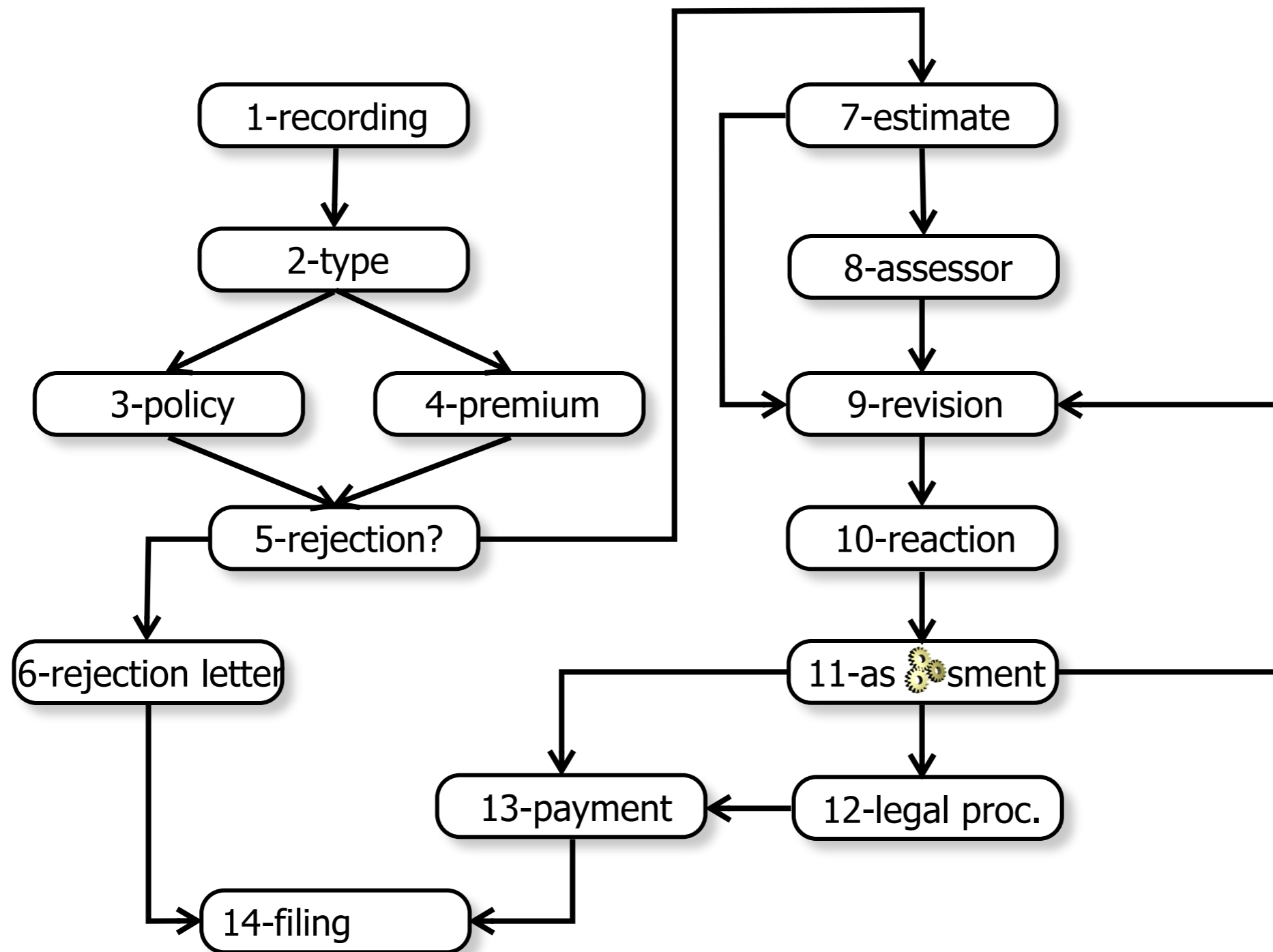


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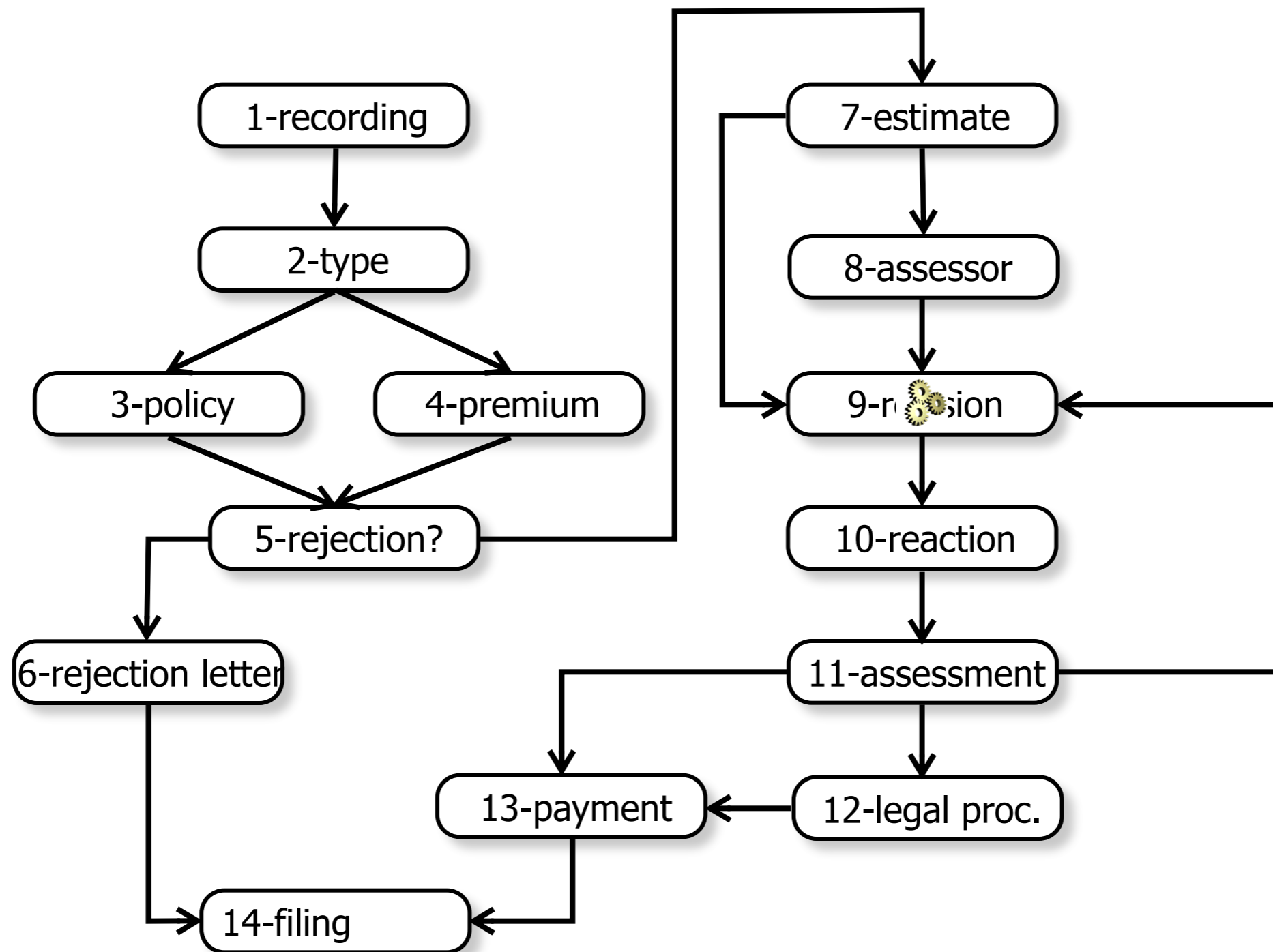




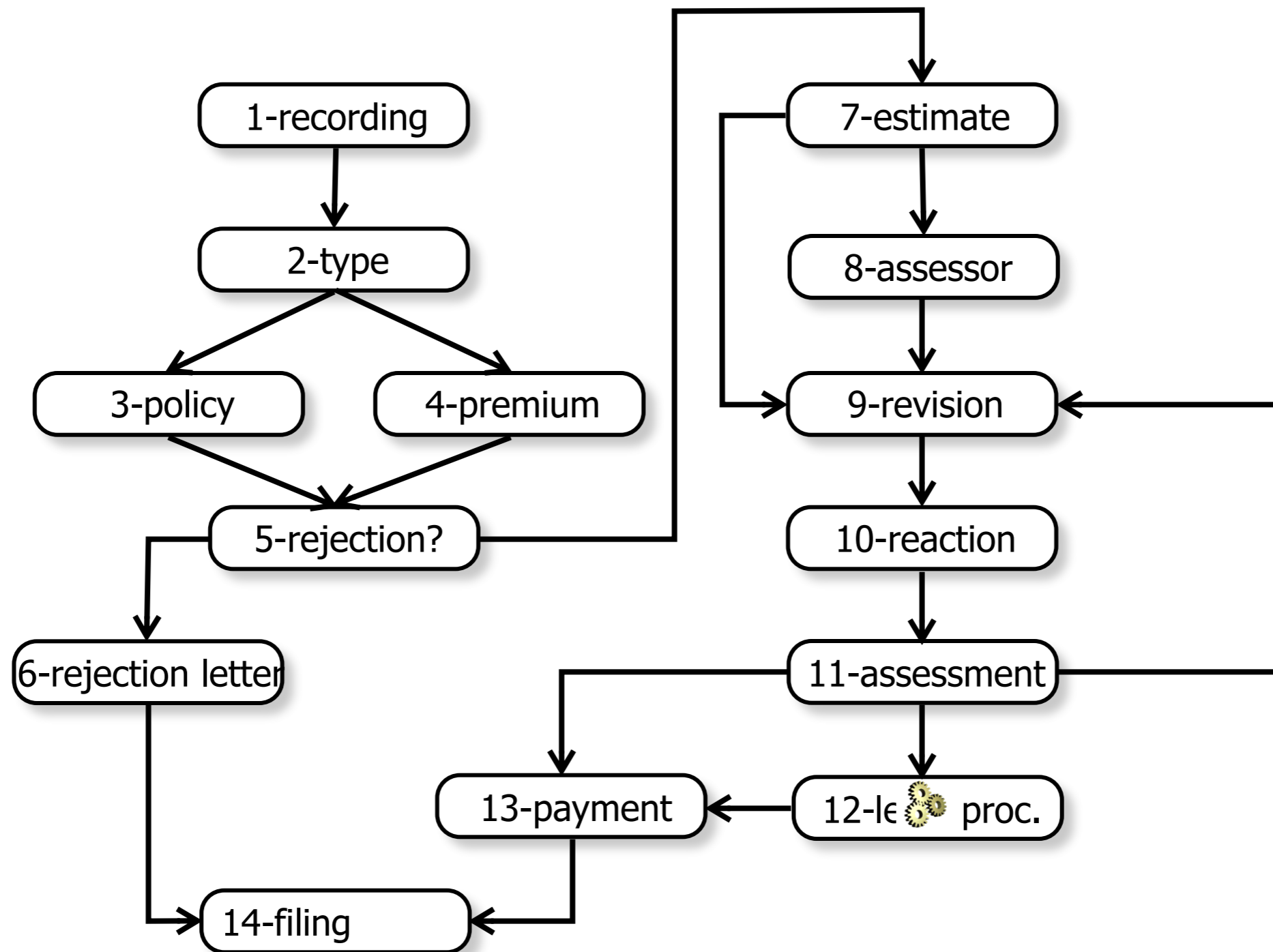
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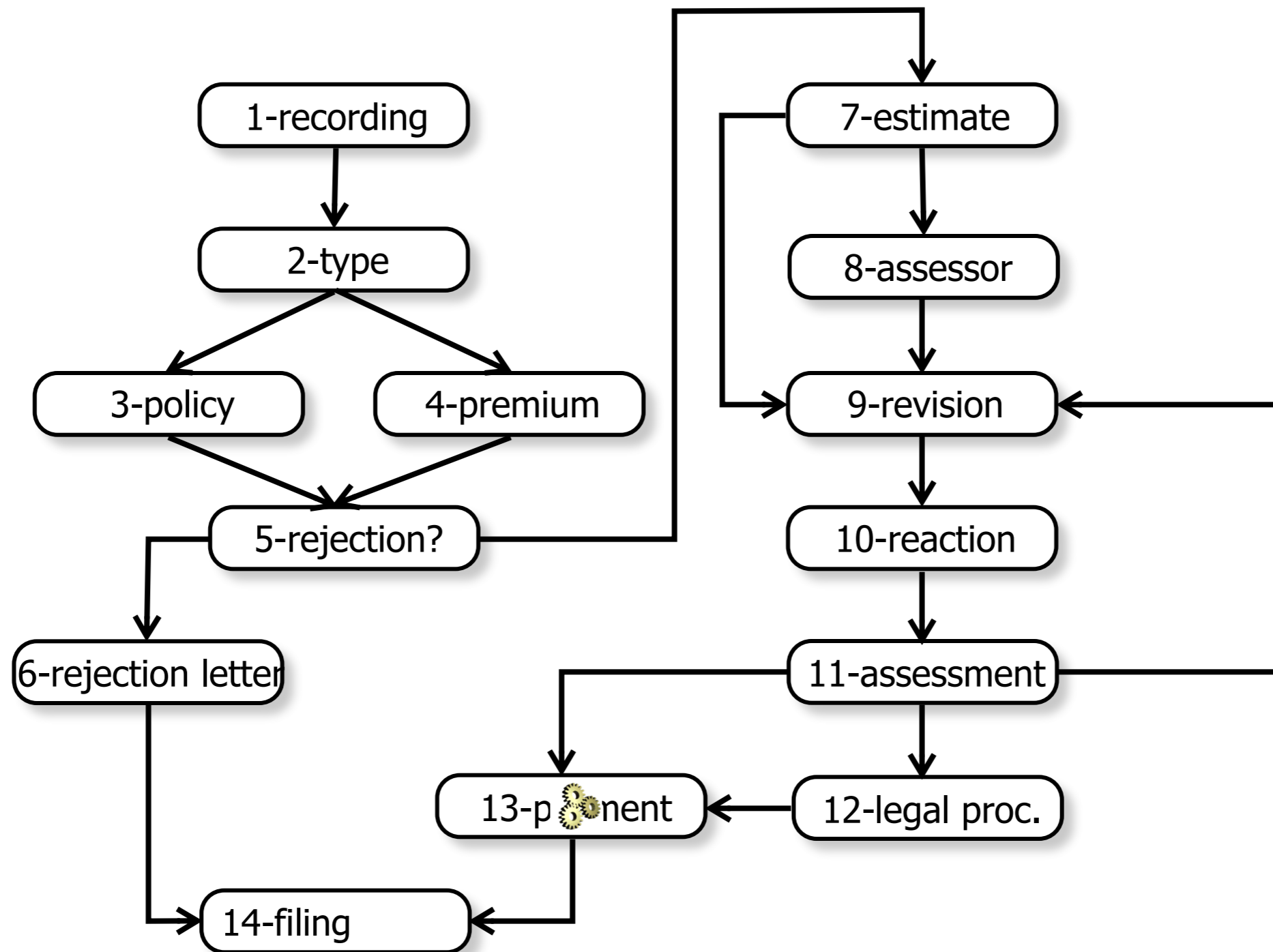
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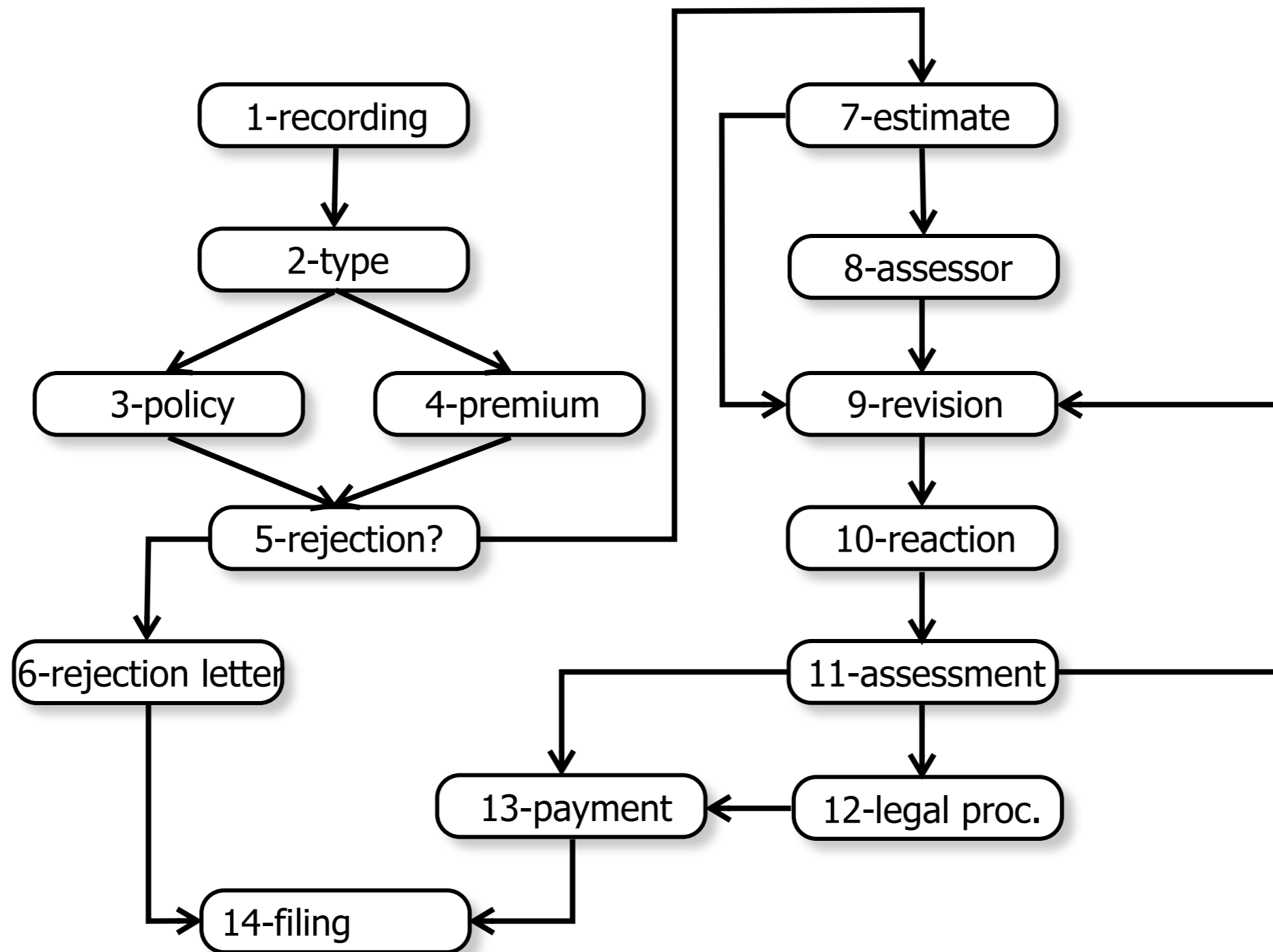
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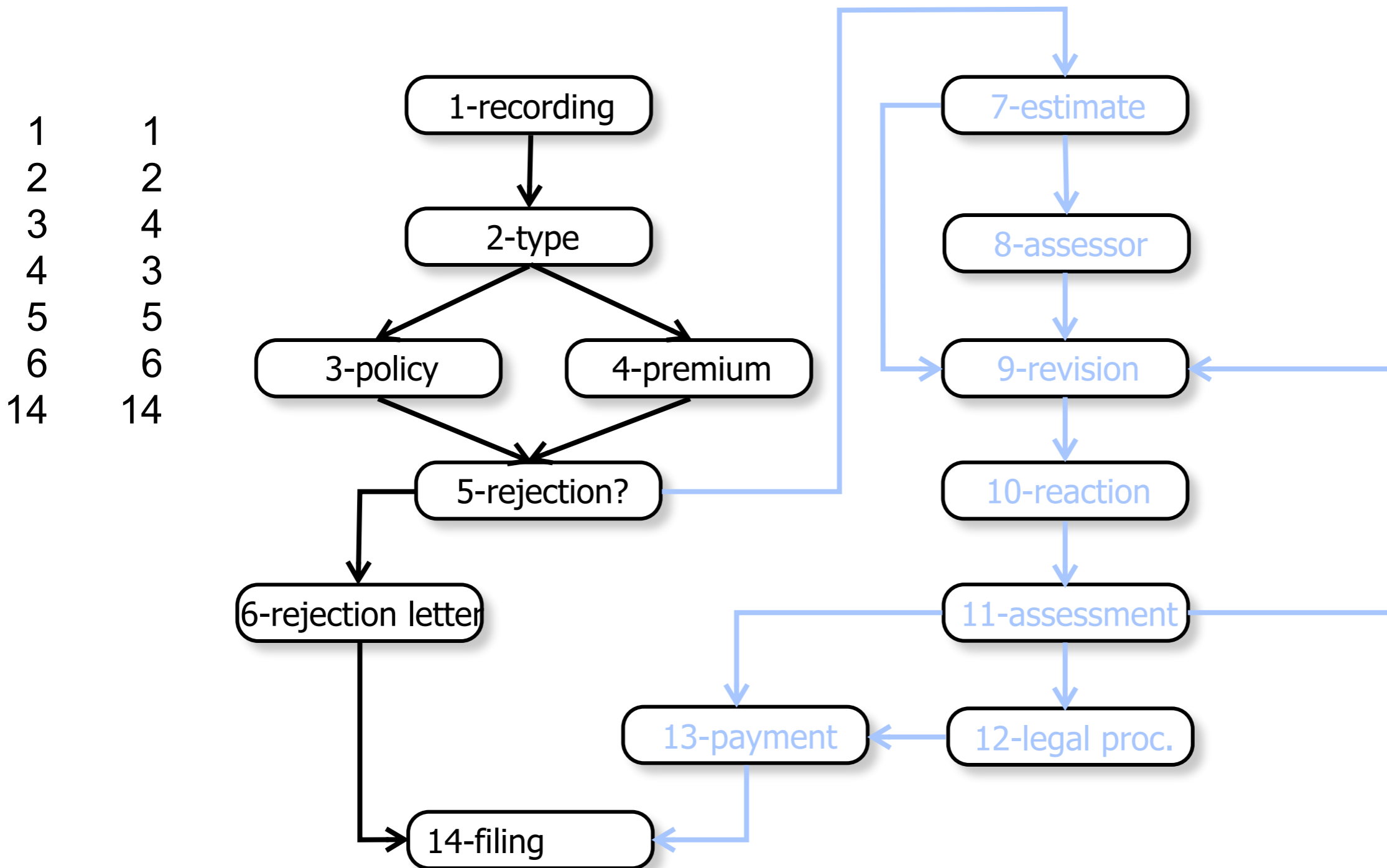
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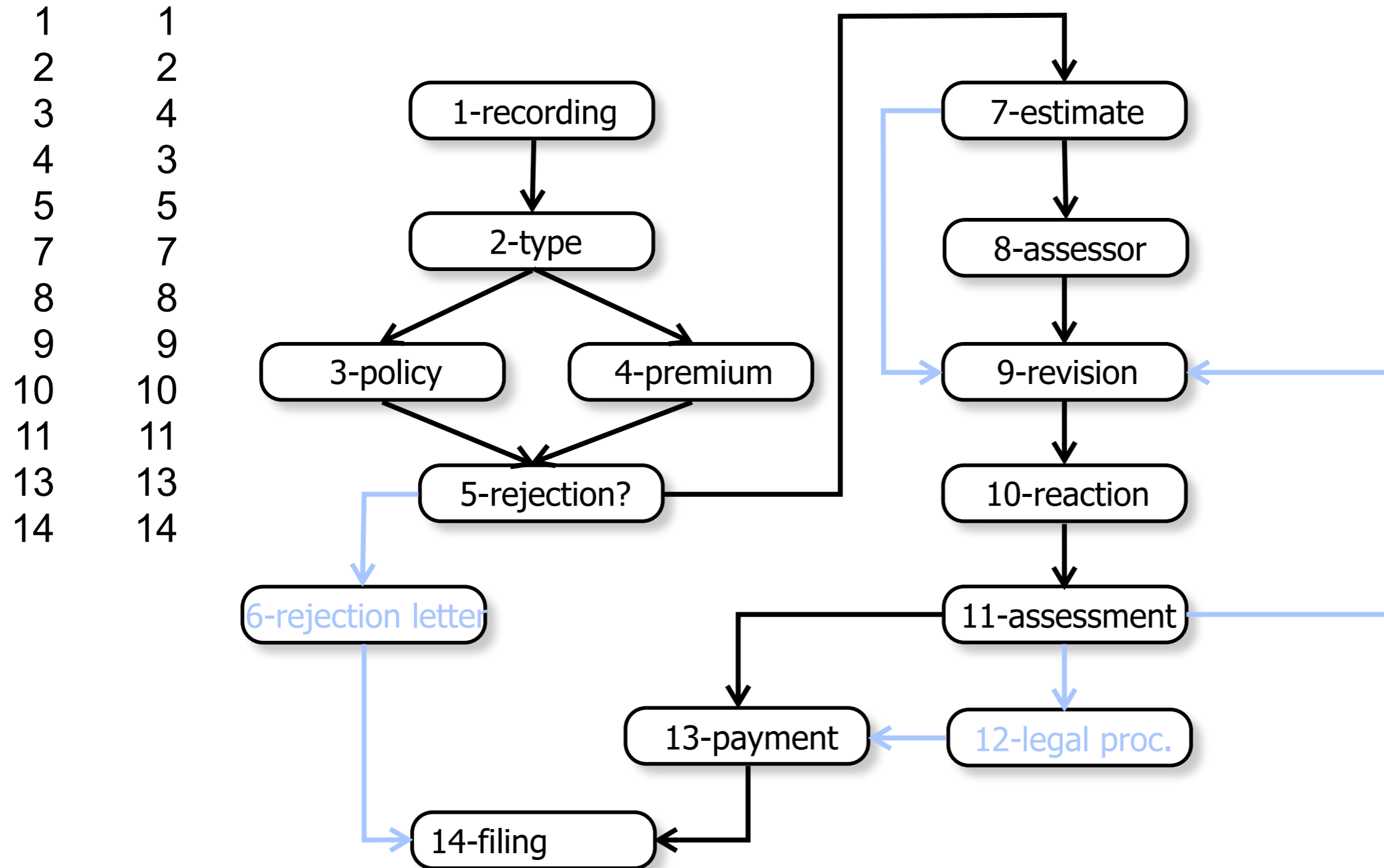
# Executing the model



# A process instance



# Another instance



# Workflow management coalition (WfMC)

Founded in the '90s by vendors, users, academia:  
fix standard for Wf representation and execution

<http://www.wfmc.org>

*Workflow Management Coalition*

**WfMC**



# Workflow

**Definition:** a **workflow** is the automation of a business process, in whole or in part,

during which documents, information, or tasks are passed from one participant to another for action,

according to a set of procedural rules



# Workflow management system

**Definition:** a **workflow management system**

is a software system

that defines, creates, and manages Wfs execution,

running on one or more workflow engines,

able to interpret the workflow definition,

able to interact with workflow participants, and

able to invoke the use of IT tools and applications

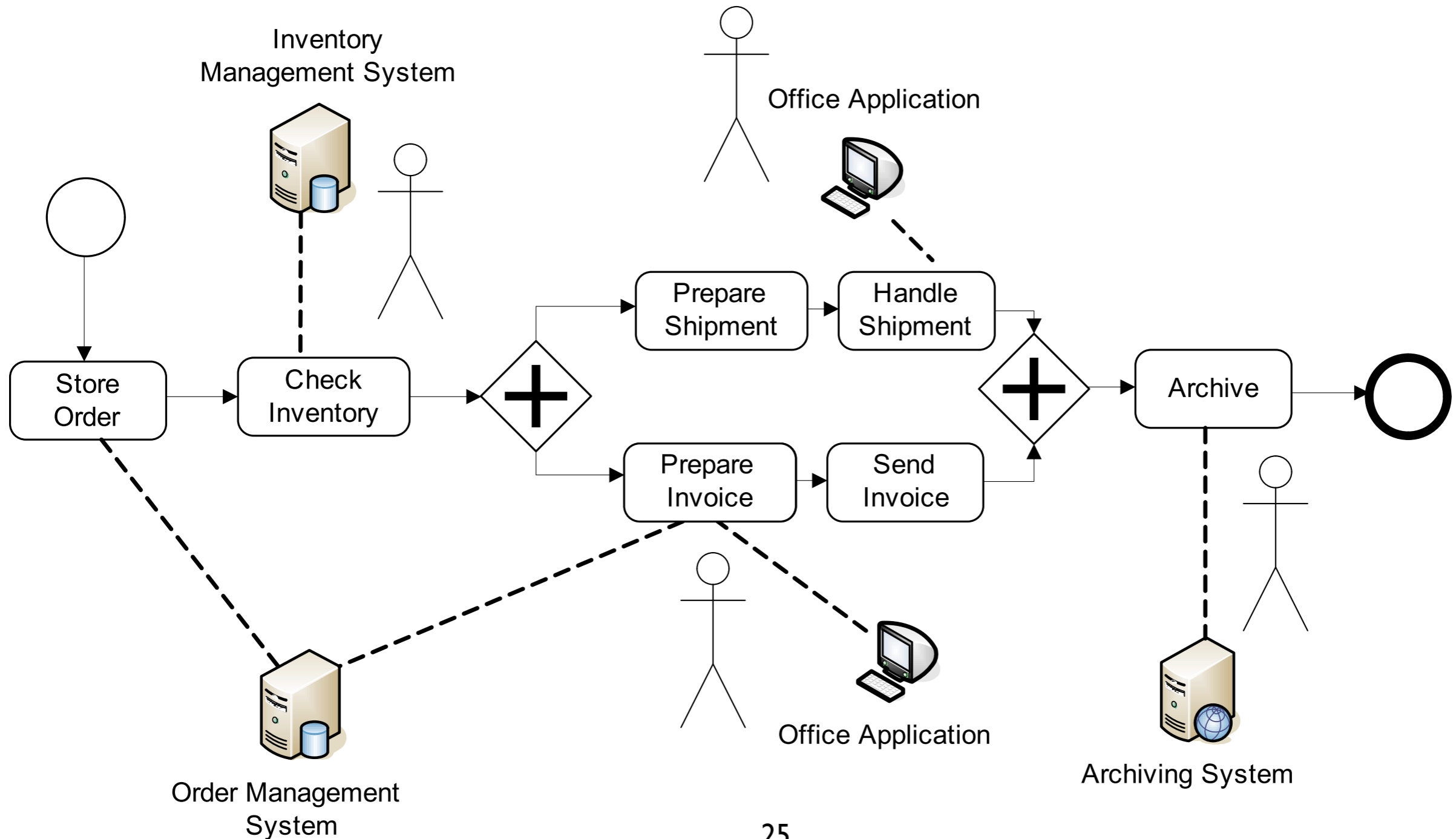


# Kinds of workflow

**Definition:** a **system workflow** consists of activities that are implemented by software systems without any user involvement

**Definition:** Workflows in which humans are actively involved and interact with information systems are called **human interaction workflows**.

# Example: Human interaction workflow



# Human interaction workflows

## **Goal:**

support automation by driving the human activities  
according to the process model

## **Benefits:**

reduce idle periods  
avoid redundant work  
improve human/machine work integration

# Roles

**Roles** are groups of employees that qualify for being responsible of certain activities.

Increased flexibility:  
different persons can cover the same role at different time in different cases

# Human collaboration

When task performed by humans are involved in the workflow, it is not sufficient to equip workers with adequate software:

their collaboration must be supported

shared data repositories and work handover can speed-up office procedure considerably

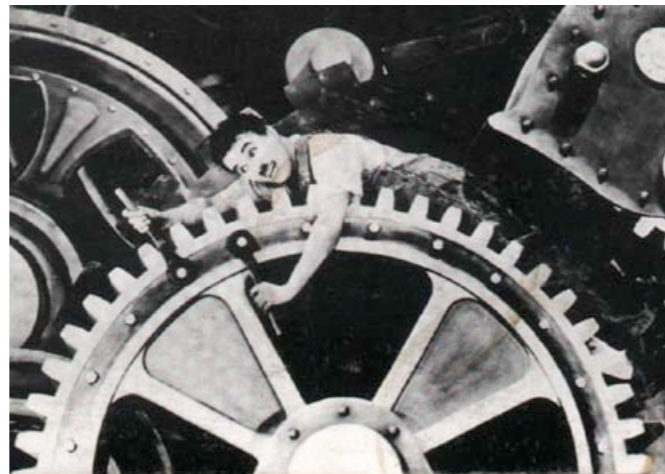
# Some limitations

Problems with knowledge workers:

User acceptance issues

Machine burdening of workers

Little room for creativity  
and flexibility





# Exercise



## **Travel agency orchestration:**

define a series of task for

booking a flight, a hotel and optionally a car, with

the possibility

to change dates,

to cancel the booking,

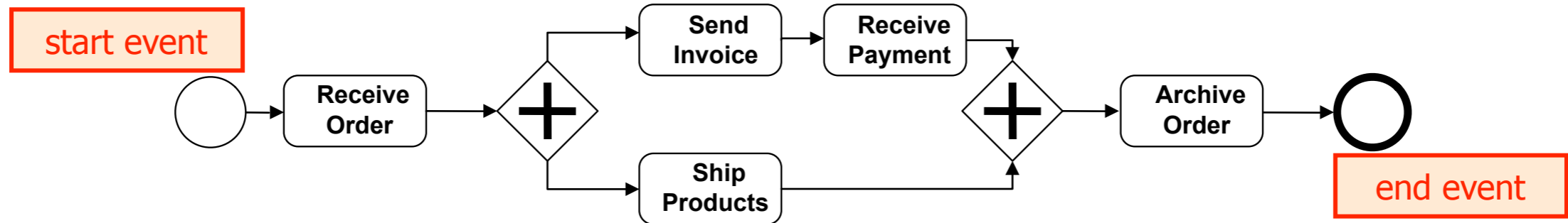
to confirm the booking.

Then, draw a process diagram relating the tasks.

# Buyer & Reseller example

Sect.1.1 of Business Process Management: Concepts, Languages, Architectures

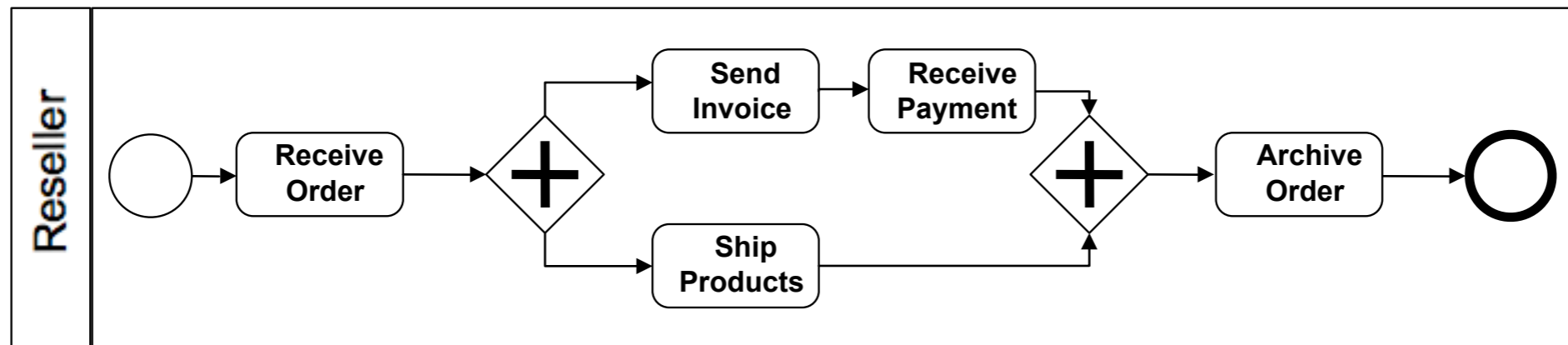
# Example: Reseller



We move to  
BPMN-like syntax

# Example: Reseller

pool

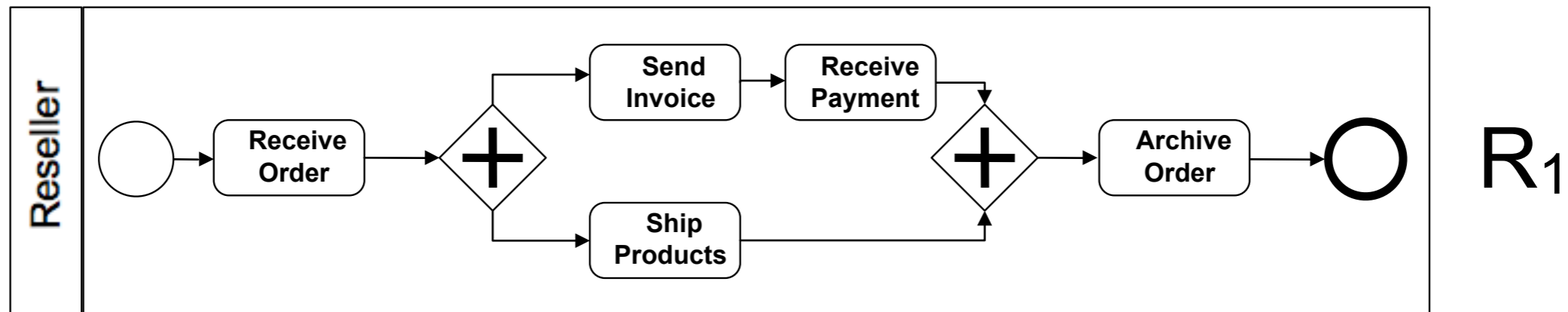


We move to  
BPMN-like syntax

A **pool** is a rectangle  
that encloses a business process

(it can be divided in **lanes**  
to distribute tasks to different actors)

# Example: Reseller

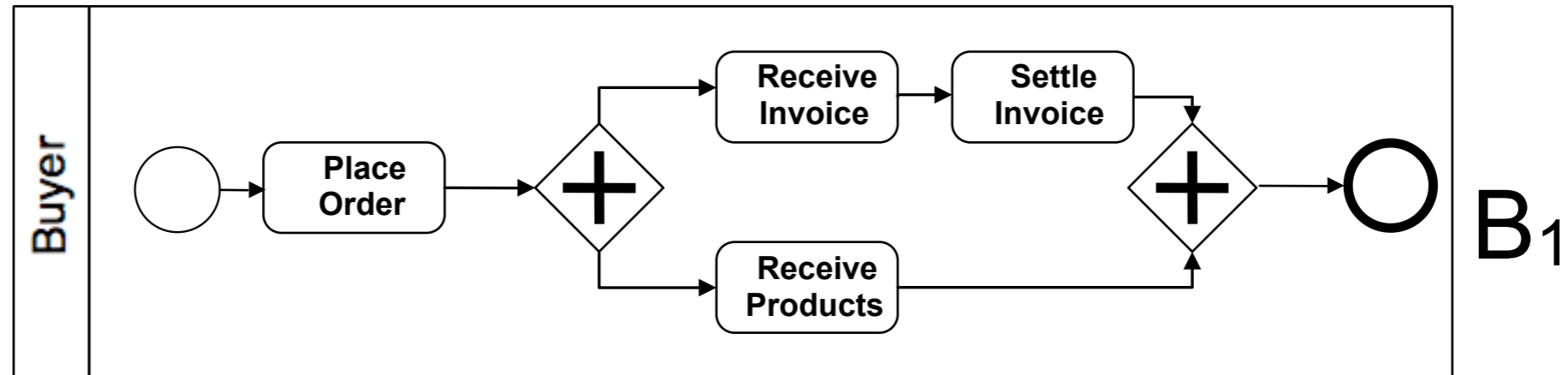


A reseller can use the business process model above to configure the business process management system accordingly

All instances will be executed as specified (after receiving the order, send and ship activities are concurrently executed)

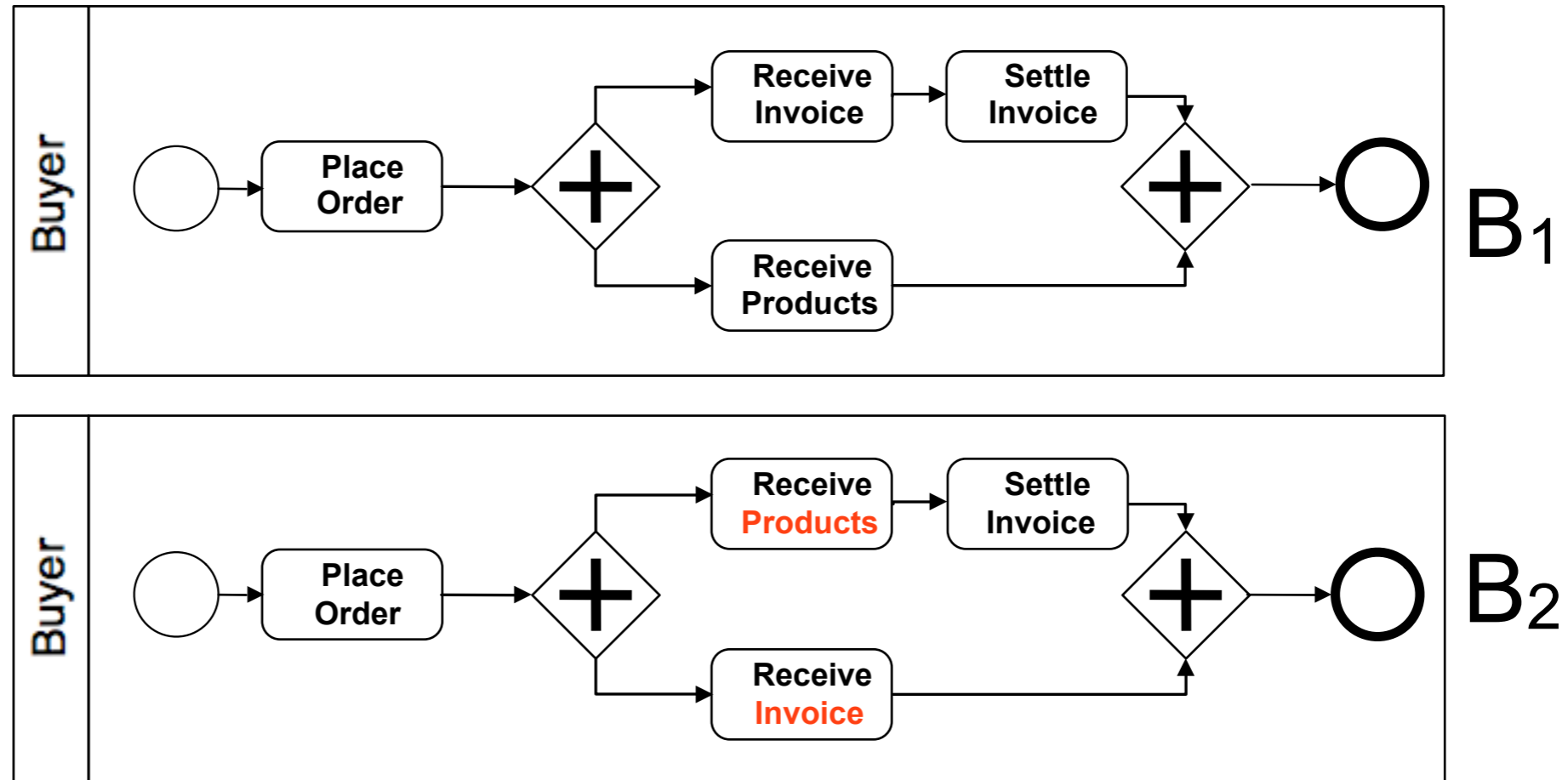
# Example: Buyers

Different processes are possible, but... do they all make sense?



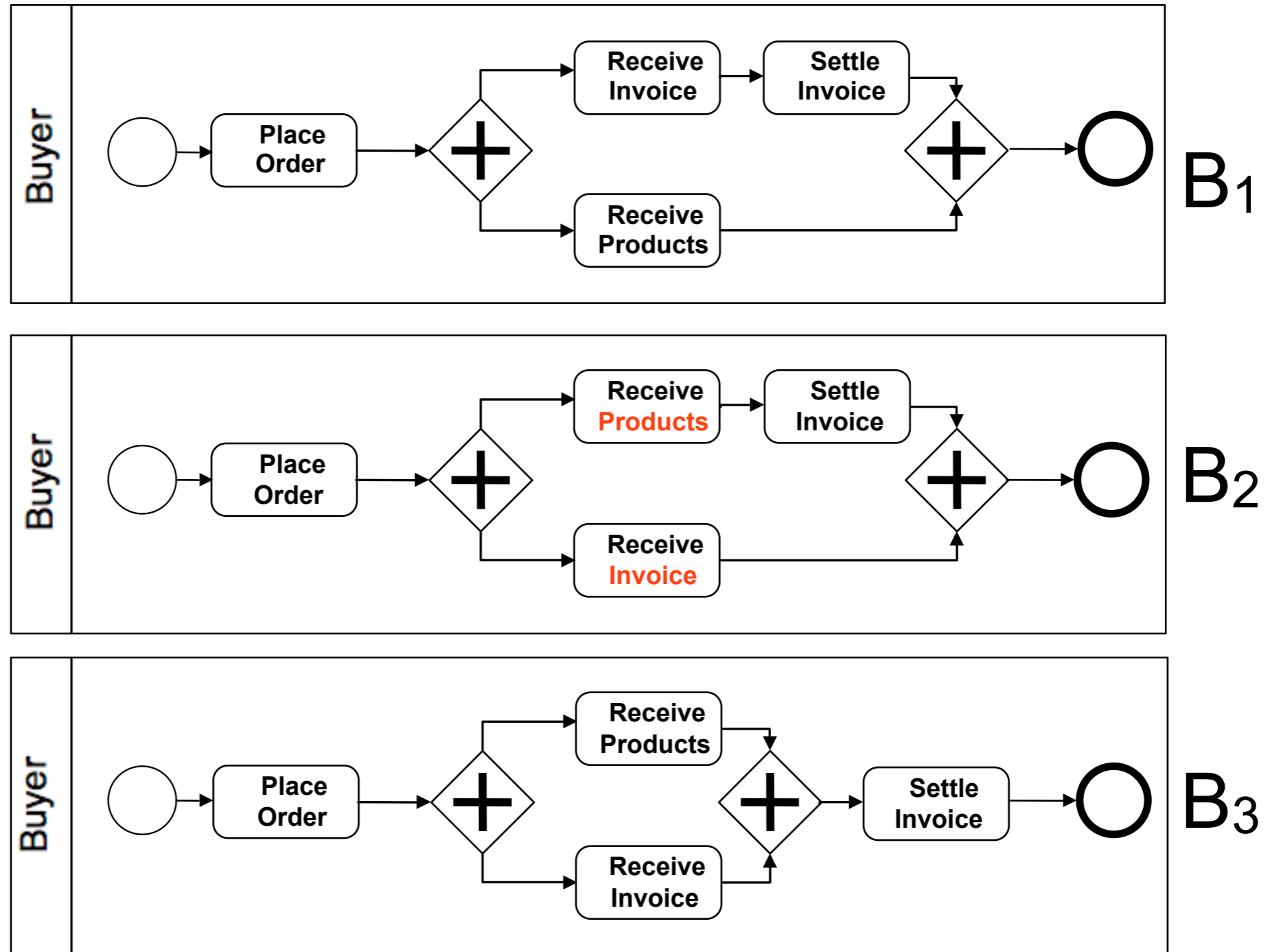
# Example: Buyers

Different processes are possible, but... do they all make sense?



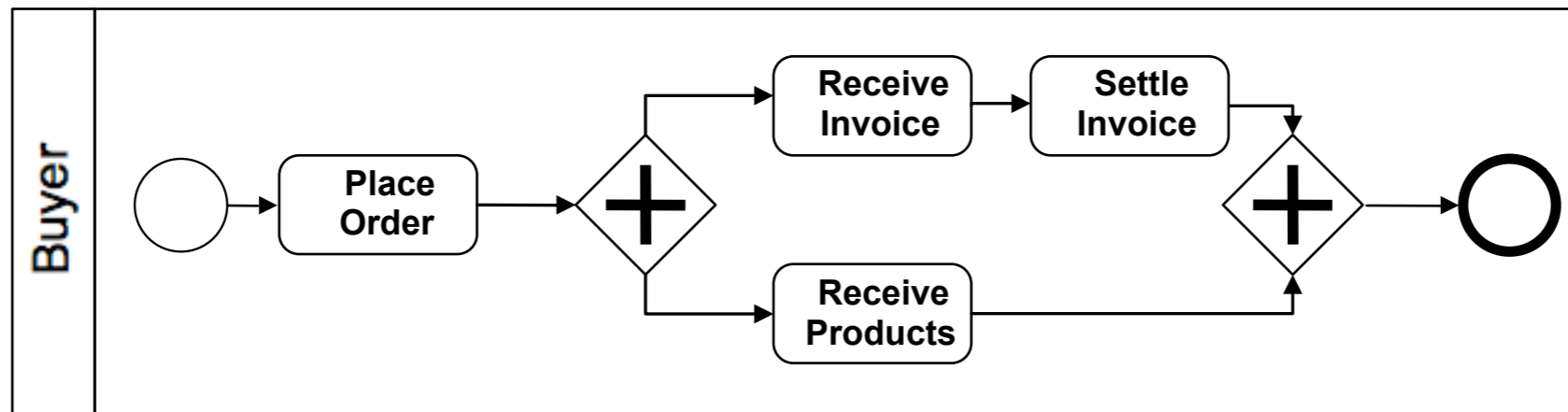
# Example: Buyers

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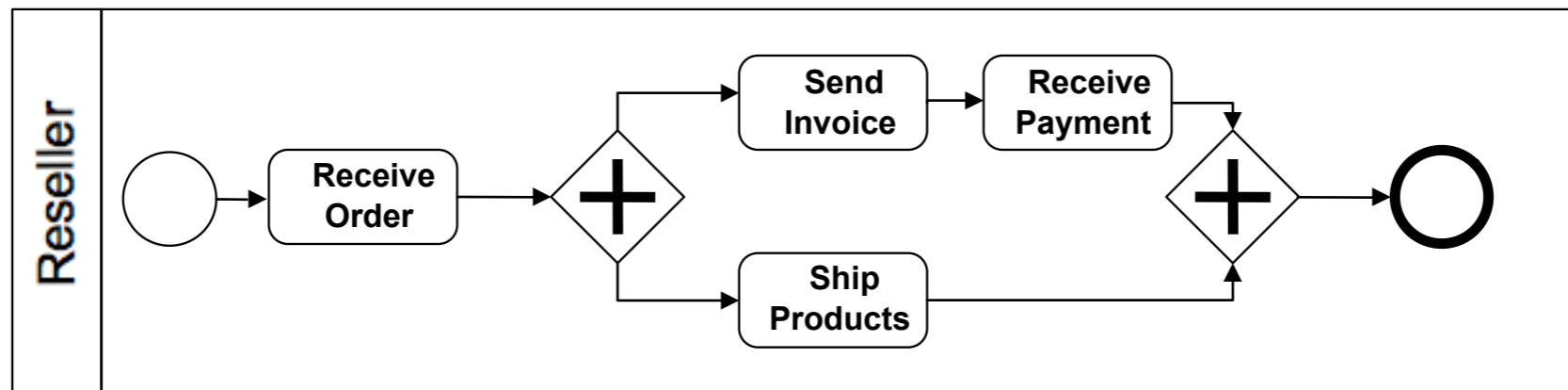




# Buyer & Reseller



Separately developed processes need to communicate!



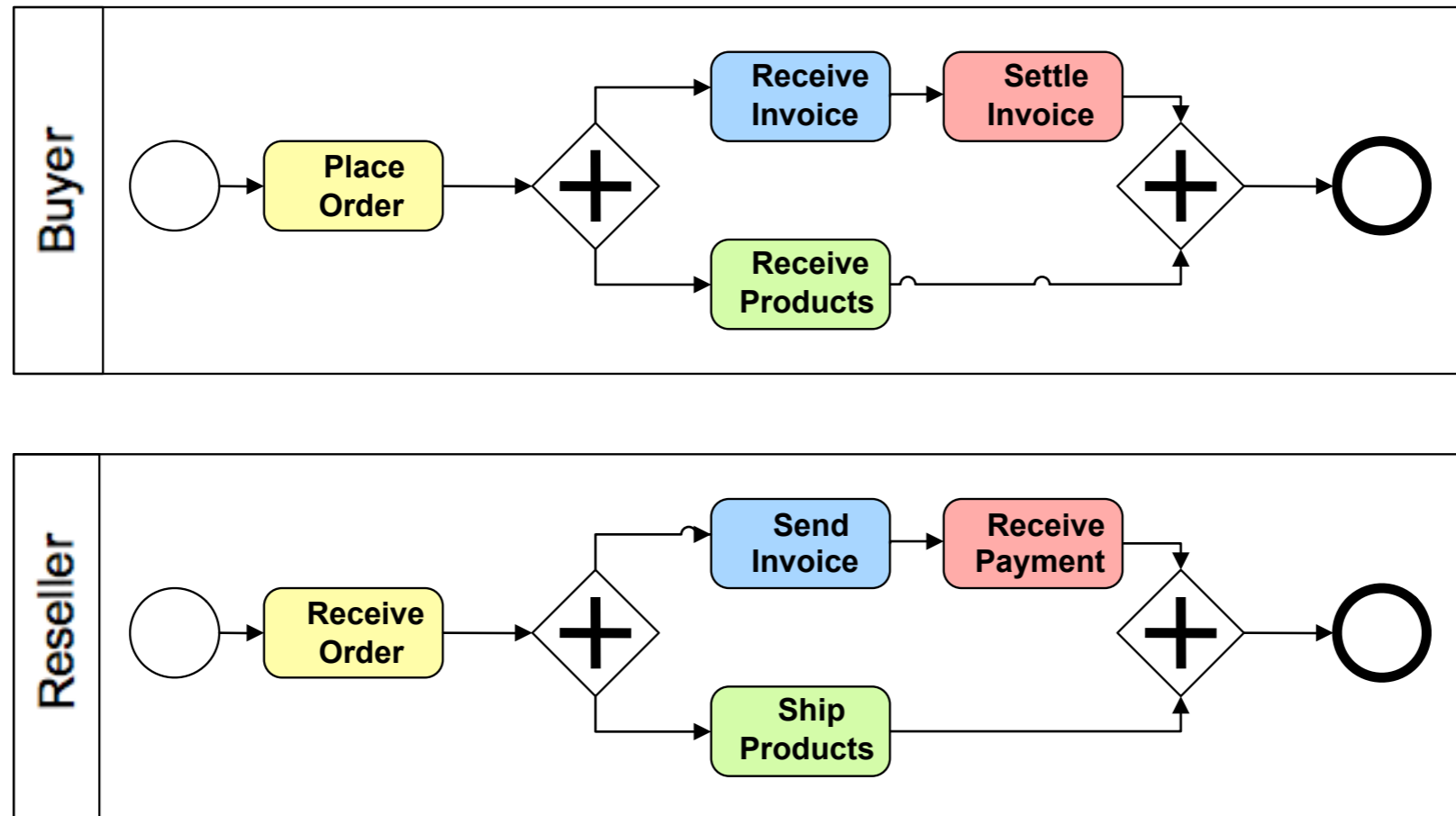
# Cross-organization interaction

Each business process is enacted by one  
organization

Business processes can interact with each other

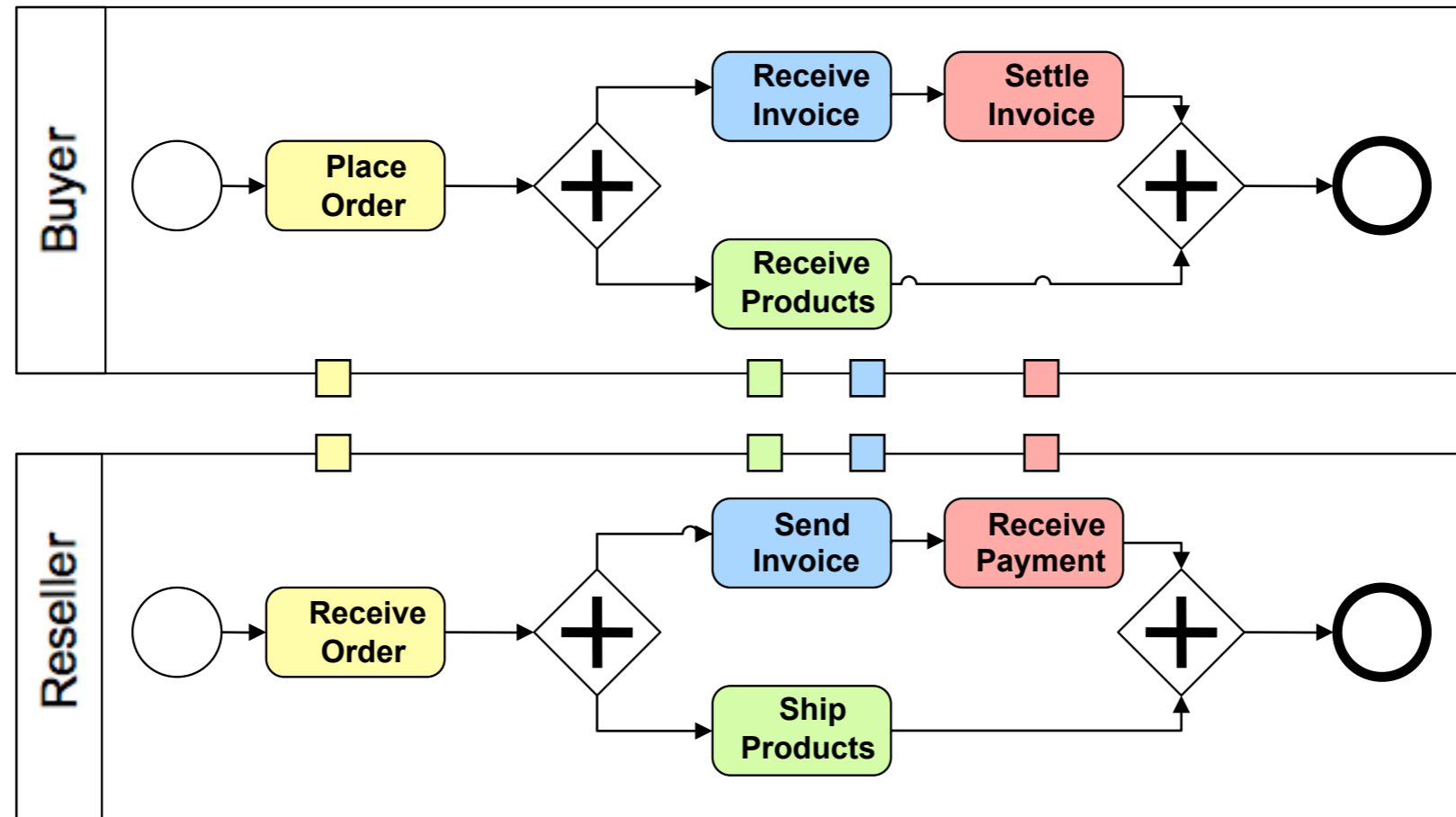
Interacting activities of business processes must  
be related together

# Interacting processes



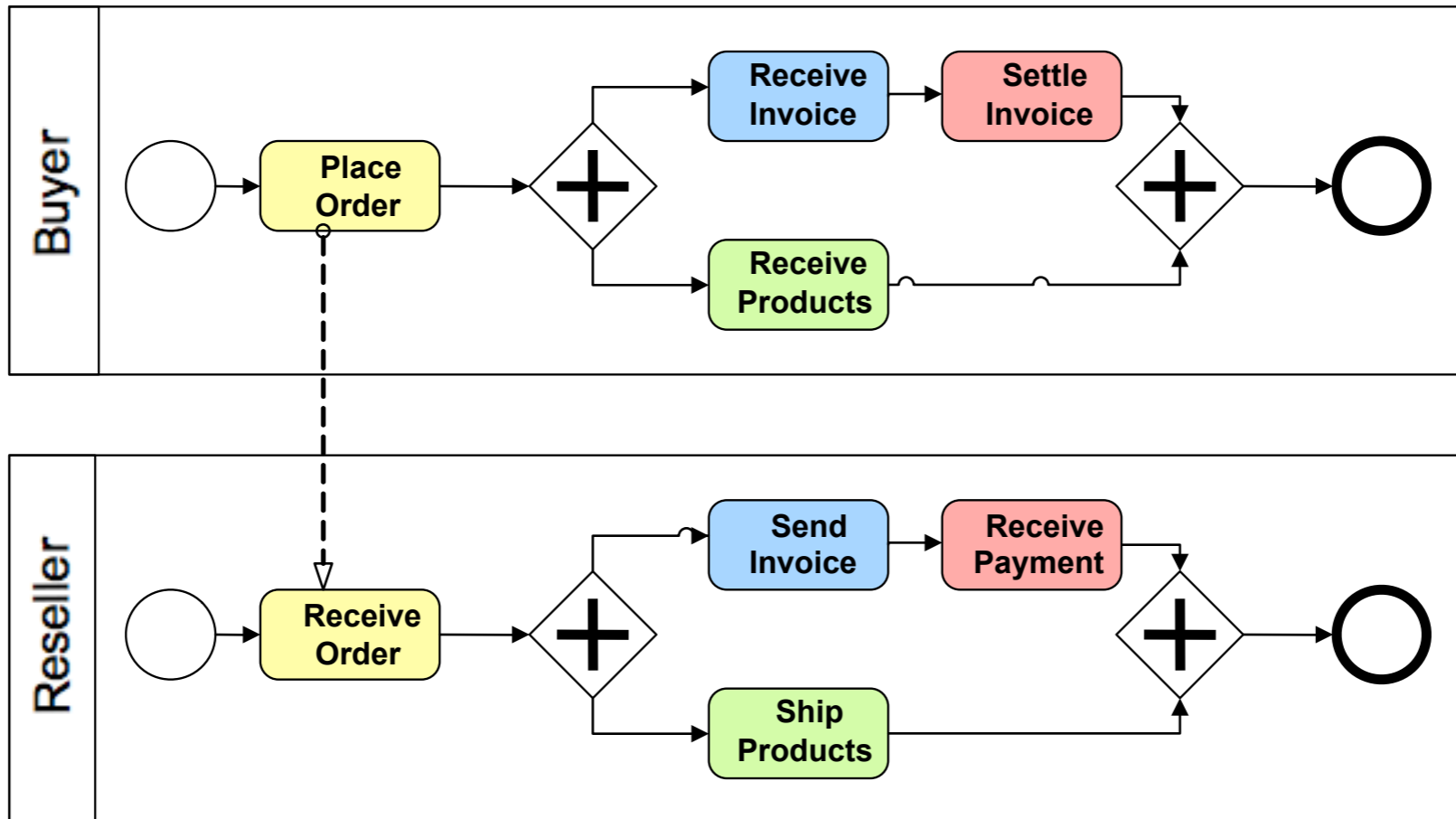
Interacting processes can exchange information (electronic messages, physically transported objects)

# Interacting processes



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# Interacting processes

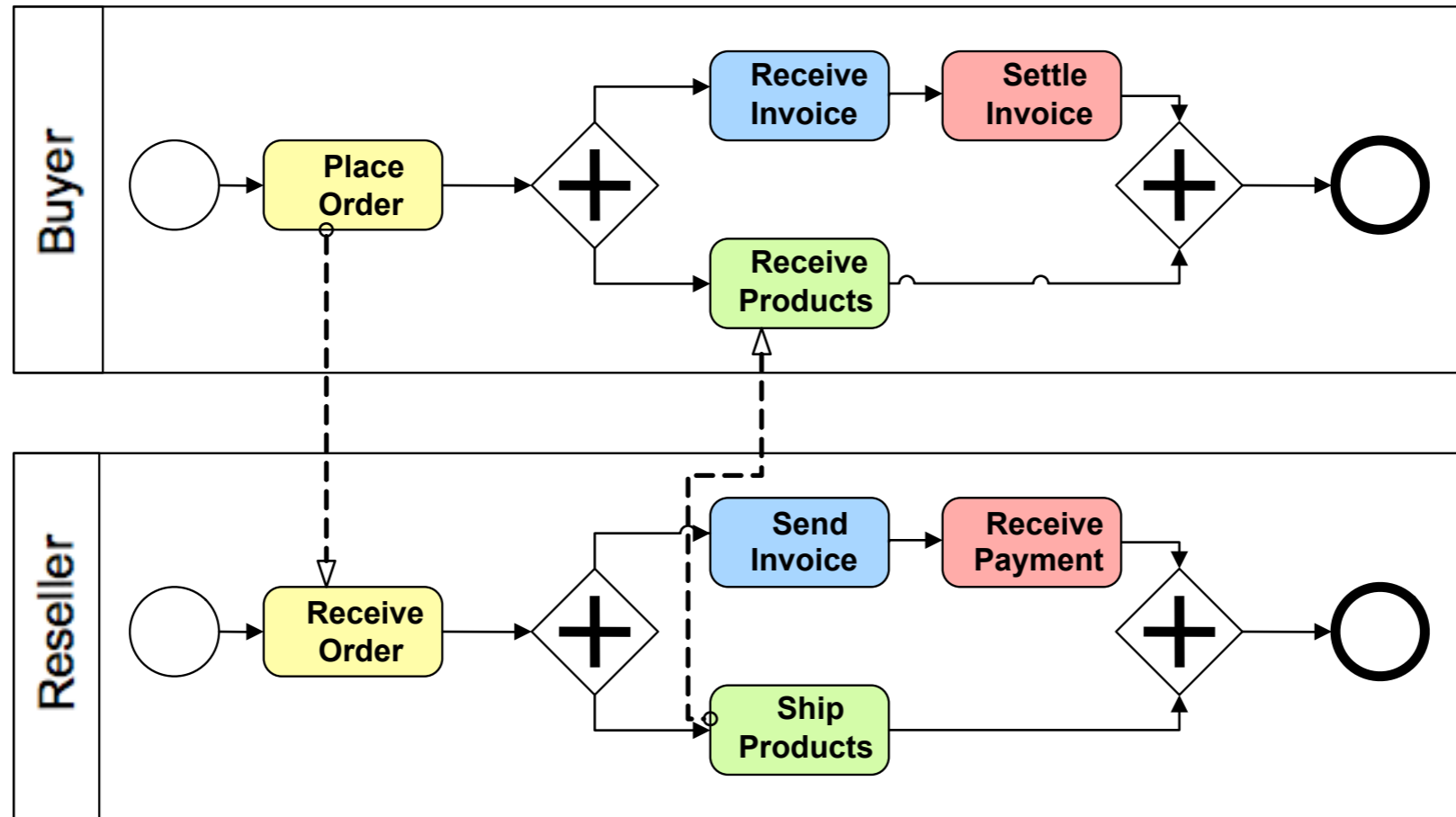


We move to BPMN-like syntax

Message flow is represented by dotted arcs

# Interacting processes

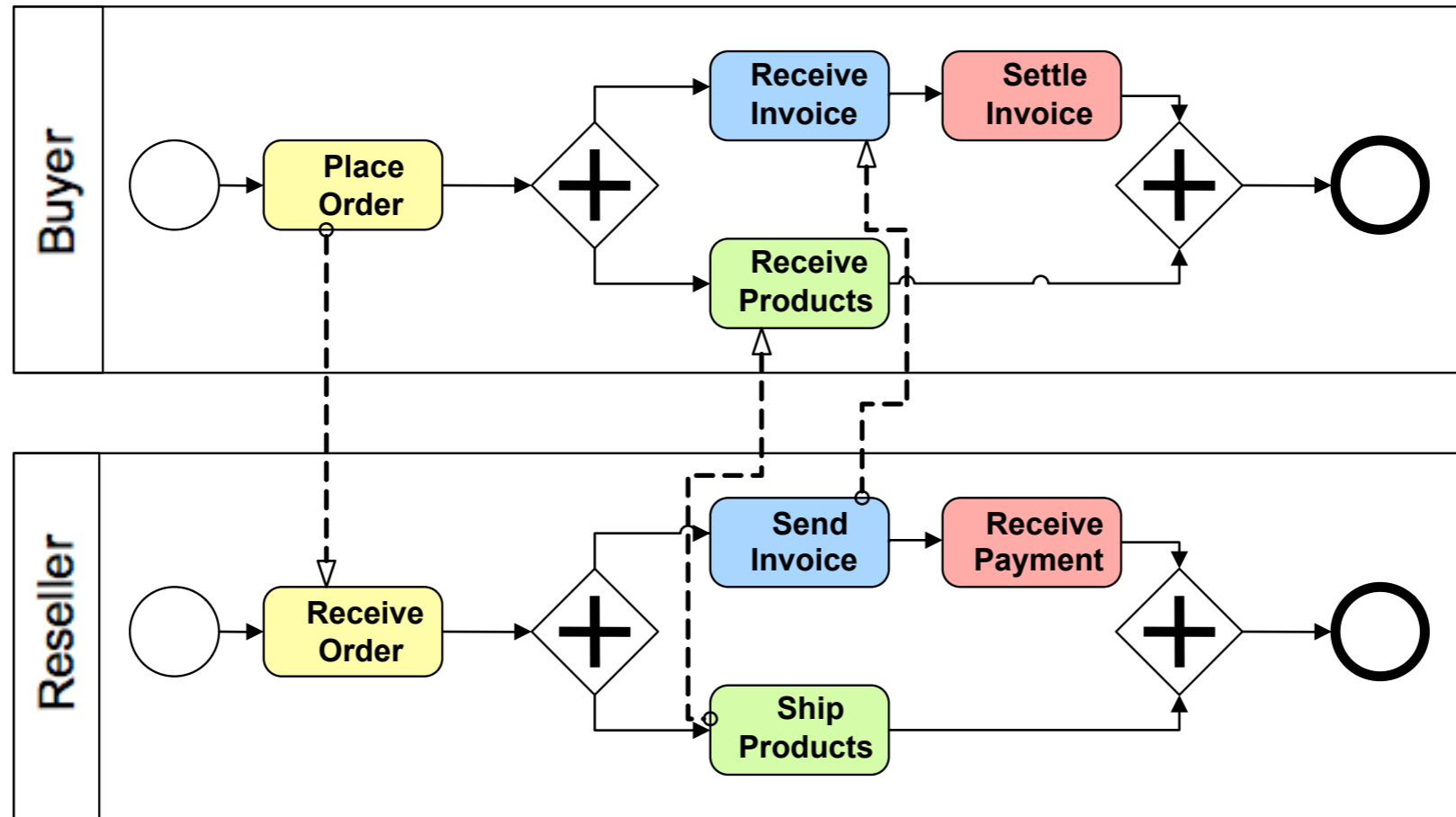
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# Interacting processes

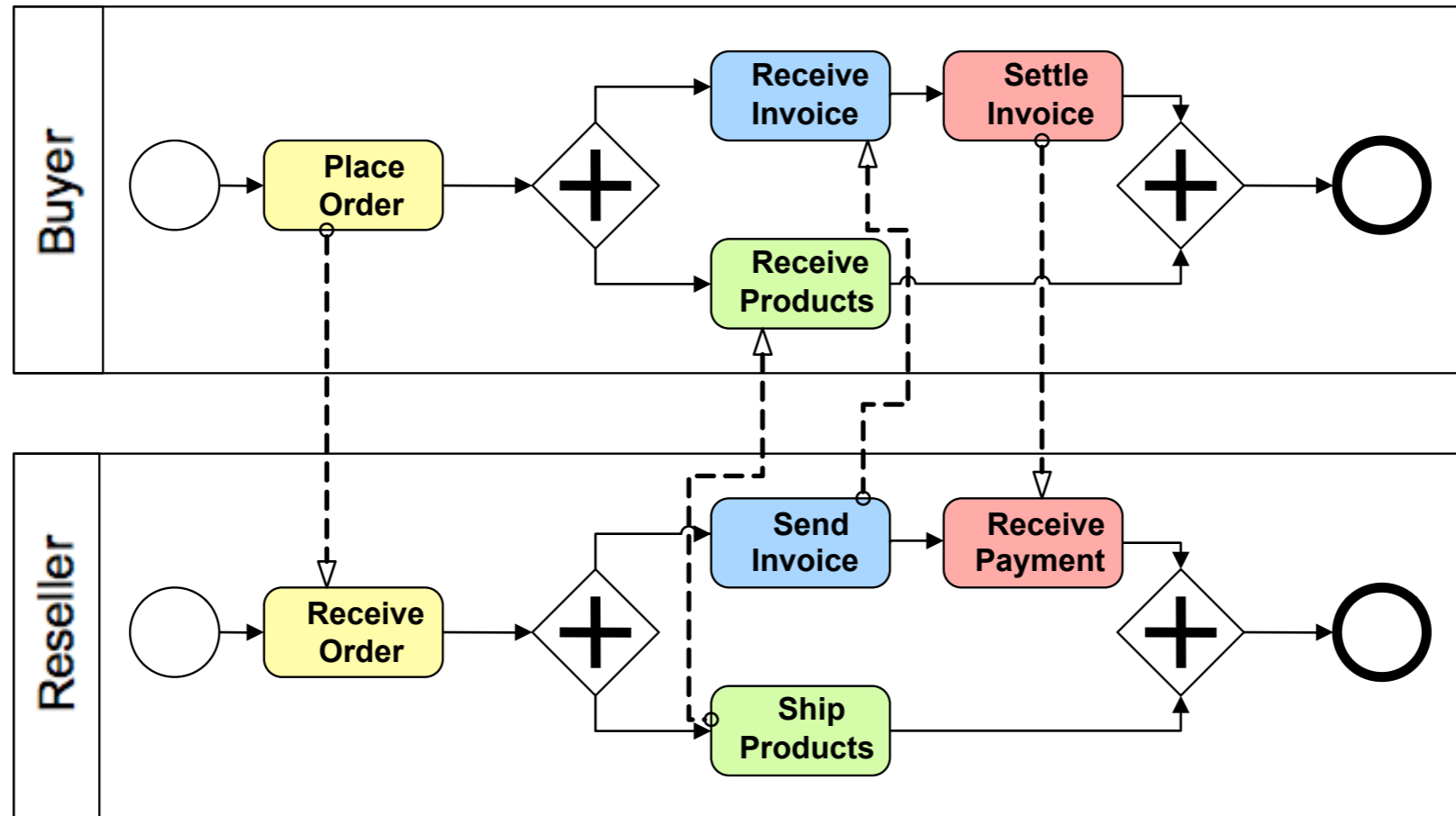
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Message flow is represented by dotted arcs

# Interacting processes

We move to BPMN-like syntax



Message flow is represented by dotted arcs



# Choreography

The interactions of a set of business processes are specified in a **process choreography**

## **Difference w.r.t. orchestration:**

the absence of a central agent that controls the activities in the business processes involved

For the interaction to be realized correctly, the interacting business processes better **be aware and agree upon the choreography in advance**

# Choreography

Choreography is about describing a global model  
(multi-point view)

The analogy is with the dancers who behave  
autonomously, but follow their parts in the choreography



# Choreography diagram

Choreography diagrams allow for multiple concrete implementations, with different software support

**Old-fashioned order:** a buyer browses a paper catalogue of a reseller, then fills a postcard and sends it by snail mail and pay by bank transfer

**e-commerce:** a buyer browses an online web catalogue, fills a virtual basket and an electronic form (billing information) and presses the submit button. The goods themselves may be intangible (e-books, music, video, software)

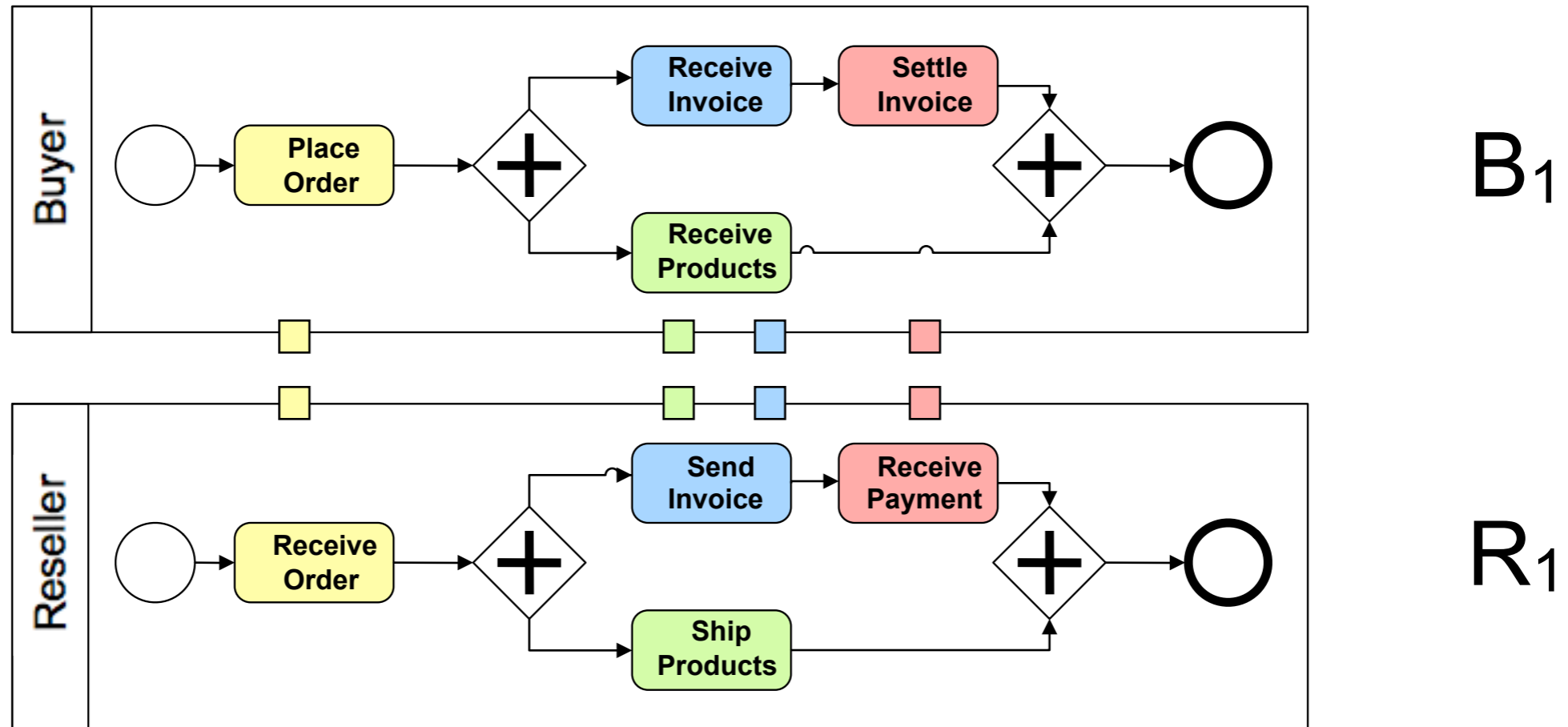
# Interaction issues

As said, interacting business processes must be aware and agree upon the choreography

In such cases, **the realization of business processes by participants can change without affecting the overall behaviour**

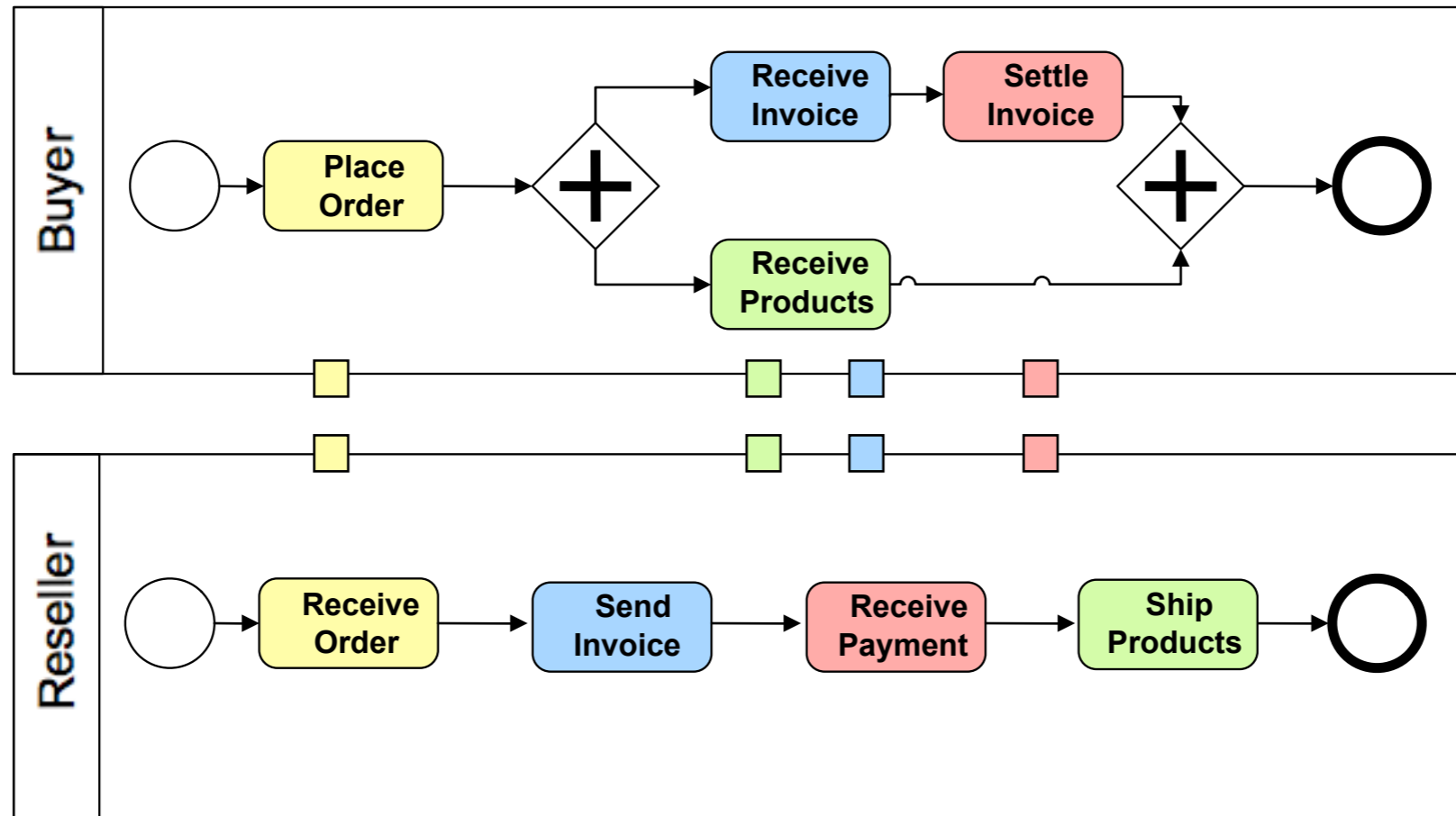
On the other hand, **if the change is not done correctly, then some problems may arise**

# Question time



Work fine together!

# Question time

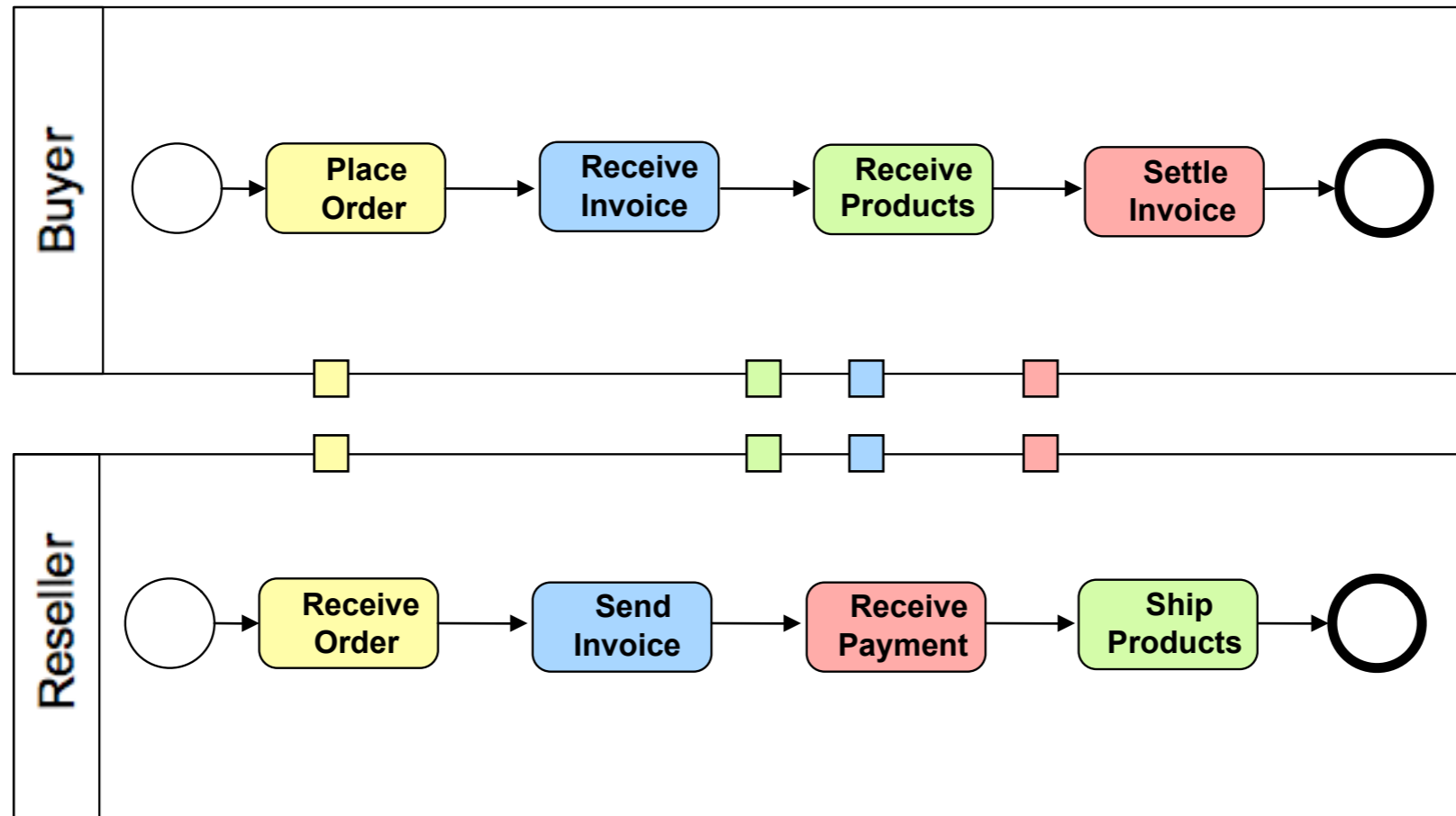


B<sub>1</sub>

R<sub>2</sub>

Still working fine?

# Question time



B<sub>4</sub>

R<sub>2</sub>

Still working fine?

# Exercises

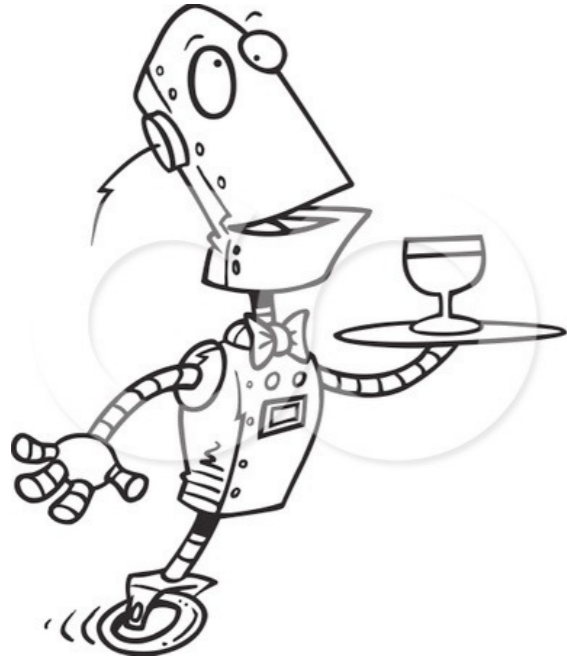
In previous slides, we have seen many variants of business processes for resellers (two) and buyers (four).

Build a “compatibility” matrix with two rows and four columns and mark all the combinations for which some problems may arise during the interaction because activities are not implemented in the expected order.

You are also free to consider other process diagrams, by adding the corresponding rows / columns to the matrix.



	B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>
R <sub>1</sub>	ok			
R <sub>2</sub>	ok			no



# Exercise



## **Coffee break choreography:**

Draw the process diagram for a vending machine that accepts a coin, then gives the possibility

(1) to get a coffee or

(2) to insert another coin and get either a cappuccino or a tea.

Draw the process diagrams for a compatible butler robot and a "problematic" butler robot.