





# English vs Italian



Accedi

Traduttore

Disattiva traduzione istantanea



Inglese Italiano Francese Rileva lingua ▼



Italiano Inglese Spagnolo ▼

Traduci

Methods for the specification and verification of business processes



Metodi per la specifica e verifica dei processi aziendali



Suggerisci una modifica

# Classes

Every

**Wednesday: 16:00-18:00, room A1**

**Friday: 14:00-16:00, room L1**

# Who am I?

<http://www.di.unipi.it/~bruni>

[bruni@di.unipi.it](mailto:bruni@di.unipi.it)

Office hours  
Wednesday 14:00-16:00  
(or by appointment)

# Who are you?

First Name:

Last Name:

email:

Bachelor degree:

MSc course of enrollment:

Subjects of interest:

Please, send your data to [bruni@di.unipi.it](mailto:bruni@di.unipi.it)  
with object "MPB"

# What is BPM?



# Course objectives

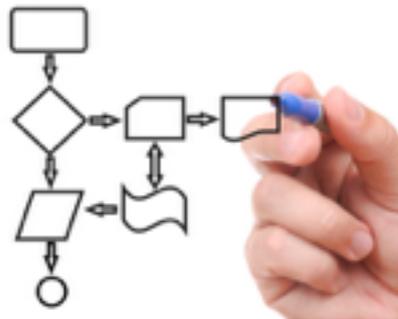
Key issues in Business Process Management (patterns, architectures, methodologies,...)



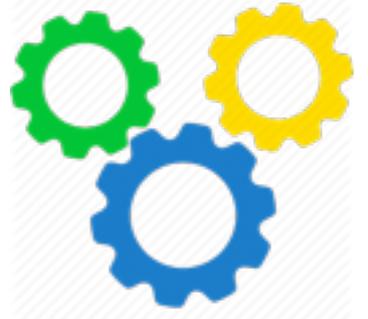
Analysis techniques and correctness by construction (soundness, boundedness, liveness, free-choice,...)



Graphical languages & visual notation (BPMN, EPC, BPEL, ...)



Tool-supported verification (WoPeD, YAWL, ProM, ...)



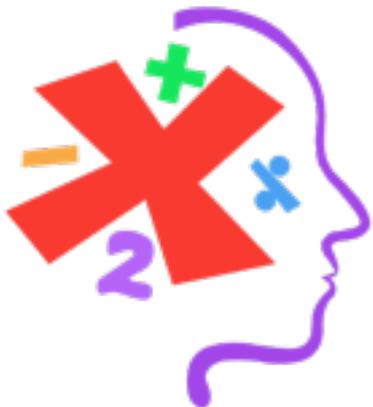
Structural properties, behavioural properties and problematic issues (dead tasks, deadlocks, ...)



Performance analysis (bottlenecks, simulation, capacity planning,...)



Formal models (automata, Petri nets, workflow nets, YAWL, ...)



Process mining (discovery, conformance checking, enhancement,...)

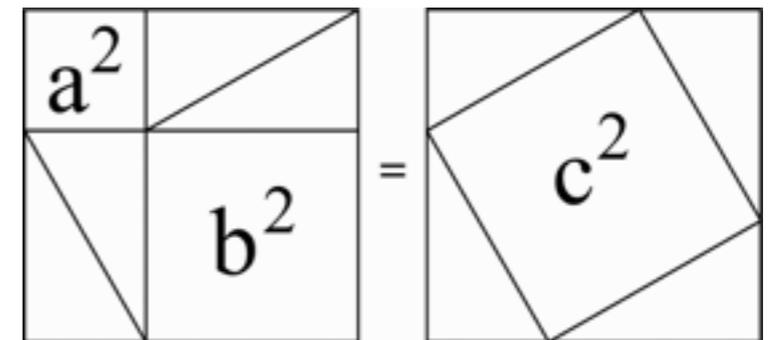


# Course activities



attend classrooms:  
ask questions!  
(sleep quietly)

learn theorems:  
(drink many coffees)



do some thinking:  
solve all exercises



deliver a project:  
practice with concepts  
experiment with tools



give the exam:  
time for a party

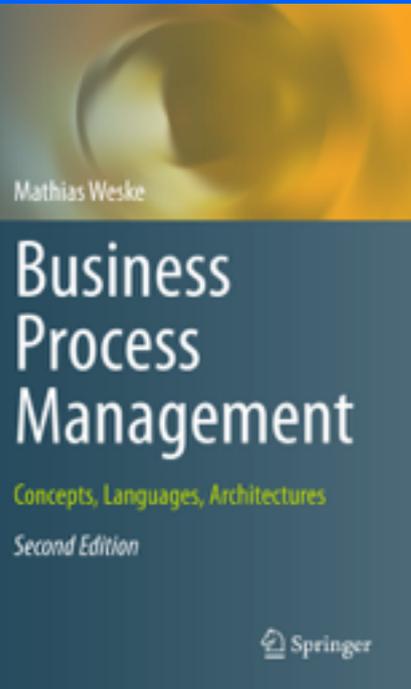
# Main Textbook



Mathias Weske

Business Process Management: Concepts, Languages, Architectures  
(2nd ed.) Springer 2012

<http://bpm-book.com>



# Other Textbooks



Joerg Desel and Javier Esparza

Free Choice Petri Nets

Cambridge Tracts in Theoretical Computer Science 40, 1995

<https://www7.in.tum.de/~esparza/bookfc.html>



Wil van der Aalst, Kees van Hee

Workflow Management: Models, Methods, and Systems

MIT Press (paperback) 2004

<http://www.workflowcourse.com>

# Other Textbooks



Fundamentals of  
**Business Process  
Management**

Marlon Dumas  
Marcello La Rosa  
Jan Mendling  
Hajo A. Reijers

Springer

Marlon Dumas, Marcello La Rosa, Jan Mendling, Hajo Reijers  
**Fundamentals of Business Process Management**  
Springer 2013

<http://fundamentals-of-bpm.org>



Wil M. P. van der Aalst

**Process  
Mining**

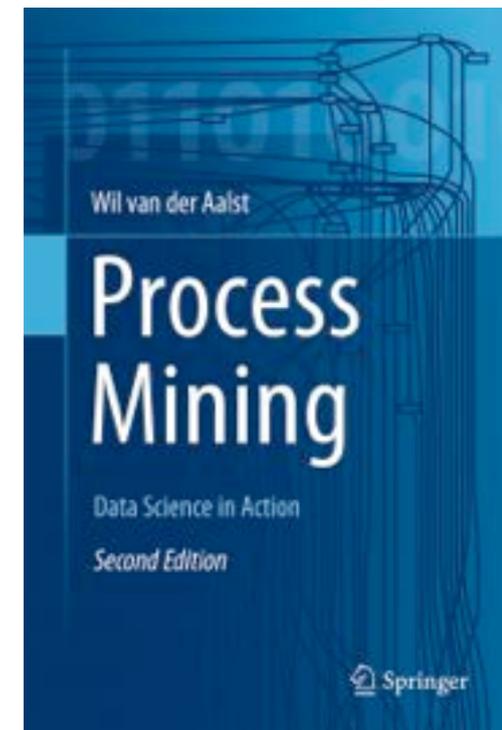
Discovery, Conformance and  
Enhancement of Business Processes

Springer

Wil van der Aalst  
**Process Mining**  
Springer 2011 / 2016

<http://springer.com/978-3-642-19344-6>

<http://springer.com/978-3-662-49850-7>



Wil van der Aalst

**Process  
Mining**

Data Science in Action  
Second Edition

Springer

# Main resources

- Petri nets

- <http://www.pnml.org>

- <http://www.informatik.uni-hamburg.de/TGI/PetriNets>

- BPMN

- <http://www.bpmn.org>

- BPEL

- <http://www.oasis-open.org/committees/wsbpel>

- Workflow Patterns

- <http://www.workflowpatterns.com>

# Main resources (tools)

- Woped

- <http://www.woped.org>

- ProM

- <http://http://www.promtools.org/prom6>

- <http://www.win.tue.nl/woflan>

- Diagnosing workflow processes using Woflan. H.M.W.Verbeek, T.Basten, W.M.P. van derAalst. Computer J. 44(4): 246-279 (2001)

- <http://wwwis.win.tue.nl/~wvdaalst/publications/p135.pdf>

- YAWL

- <http://www.yawlfoundation.org>

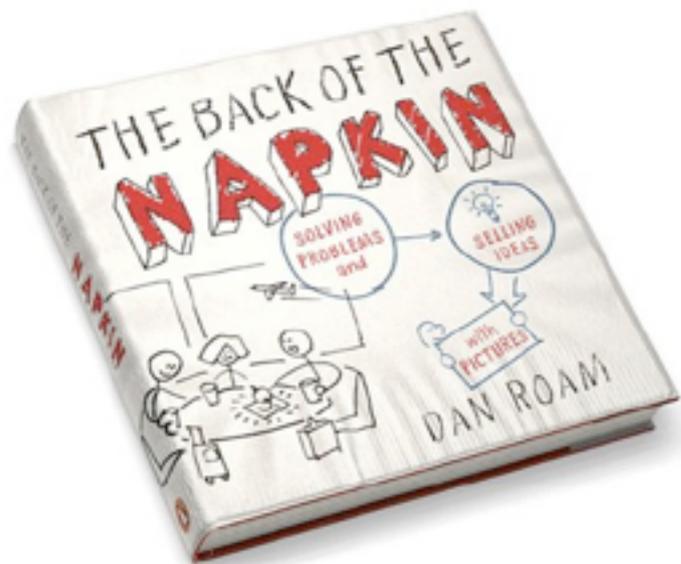
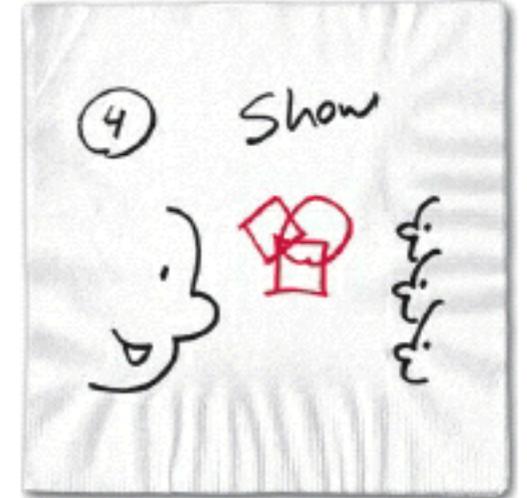
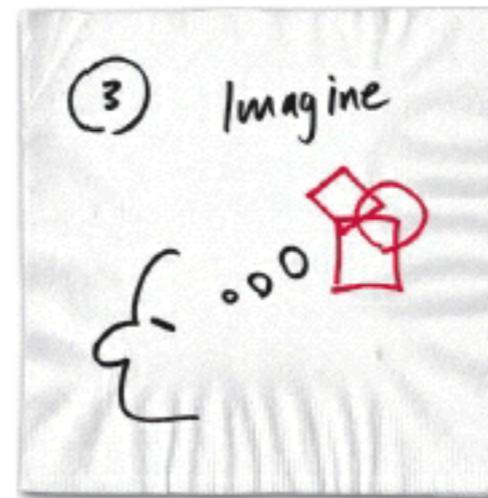
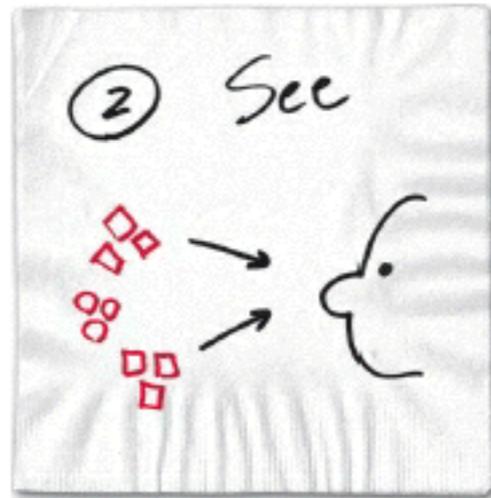
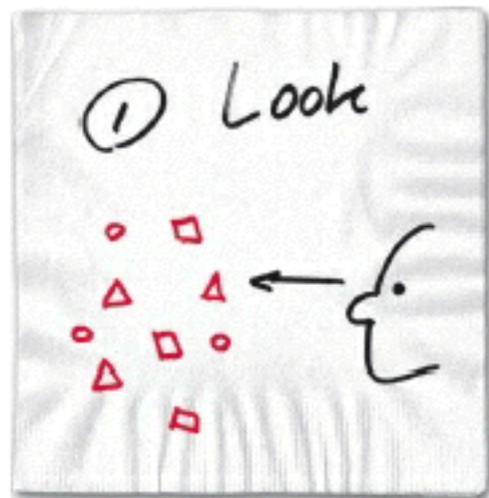
# Why BPM?

Highly relevant for  
practitioners

Offers many challenges for  
software developers and  
computer scientists

# What is BPM about?

Giving shape to ideas, organizations, processes, collaborations, practices



To analyse them

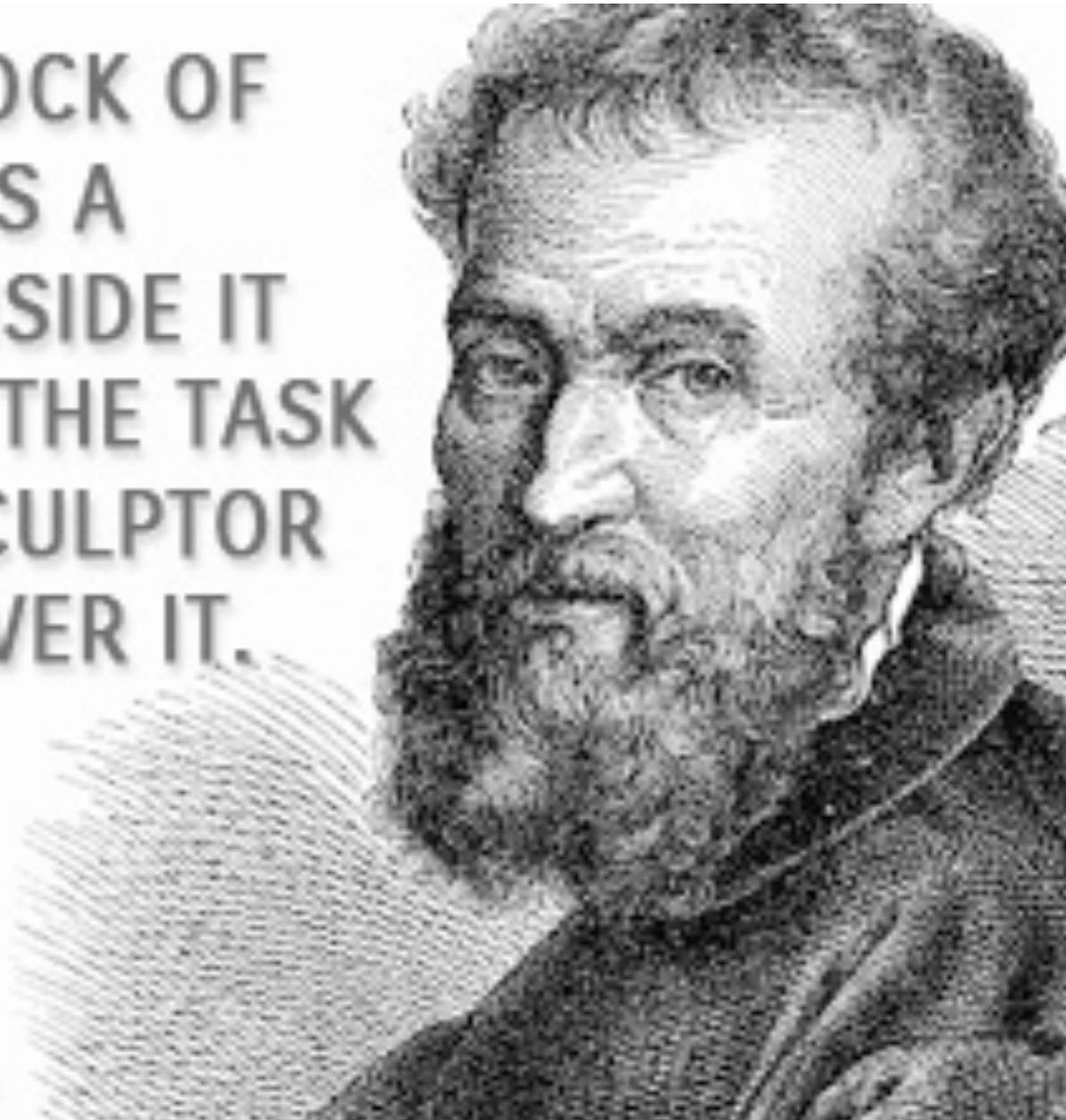
To communicate them to others

To change them if needed

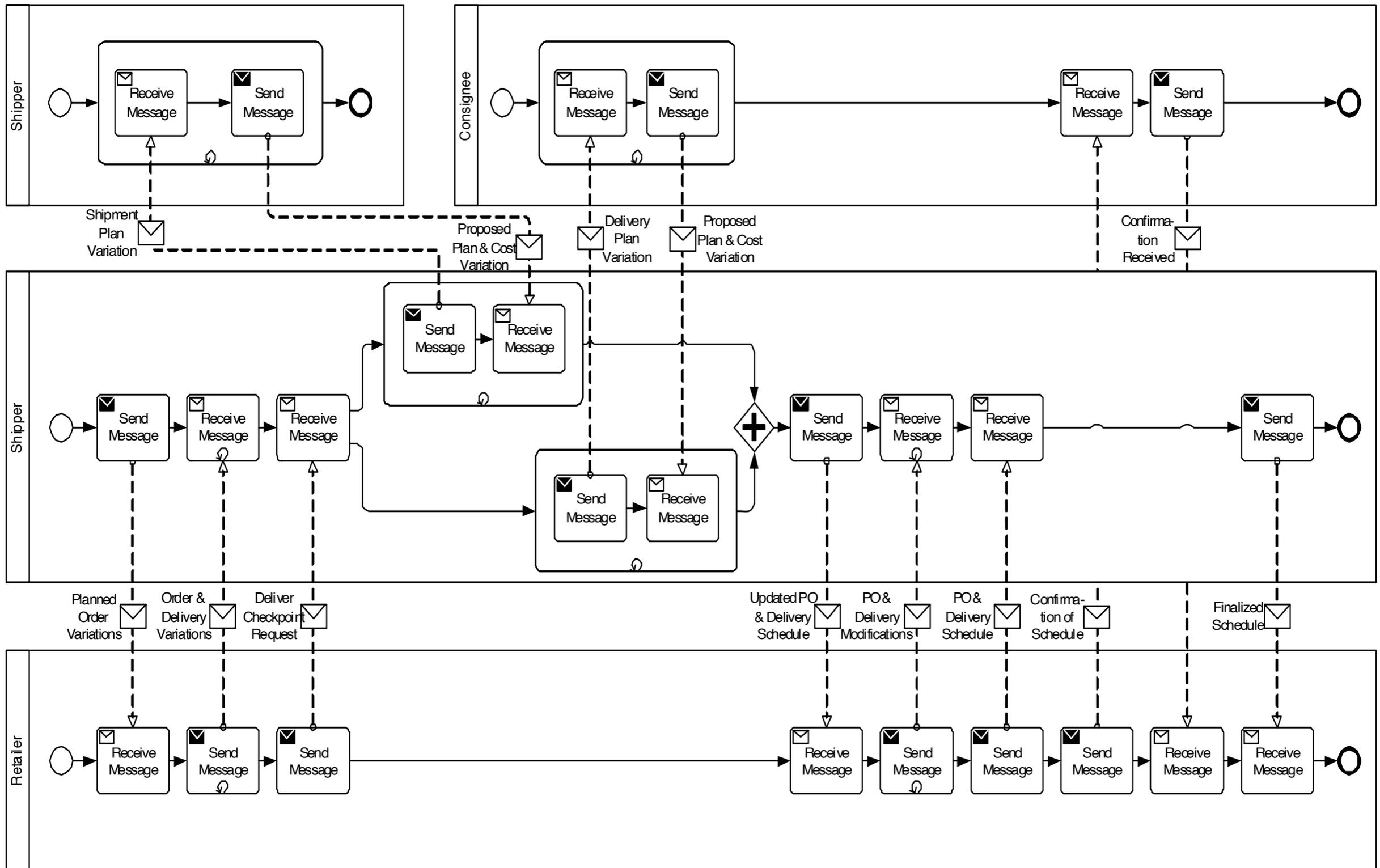
# Quoting Michelangelo

EVERY BLOCK OF  
STONE HAS A  
STATUE INSIDE IT  
AND IT IS THE TASK  
OF THE SCULPTOR  
TO DISCOVER IT.

*Michelangelo*

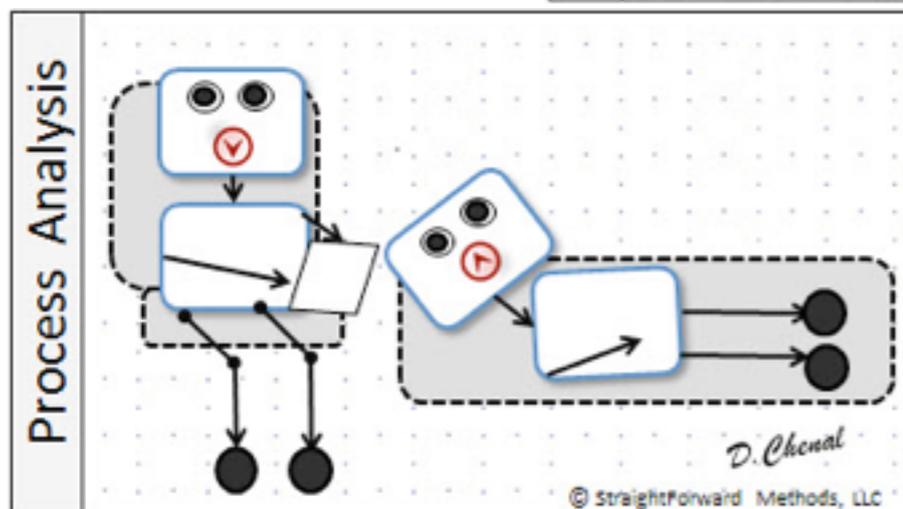
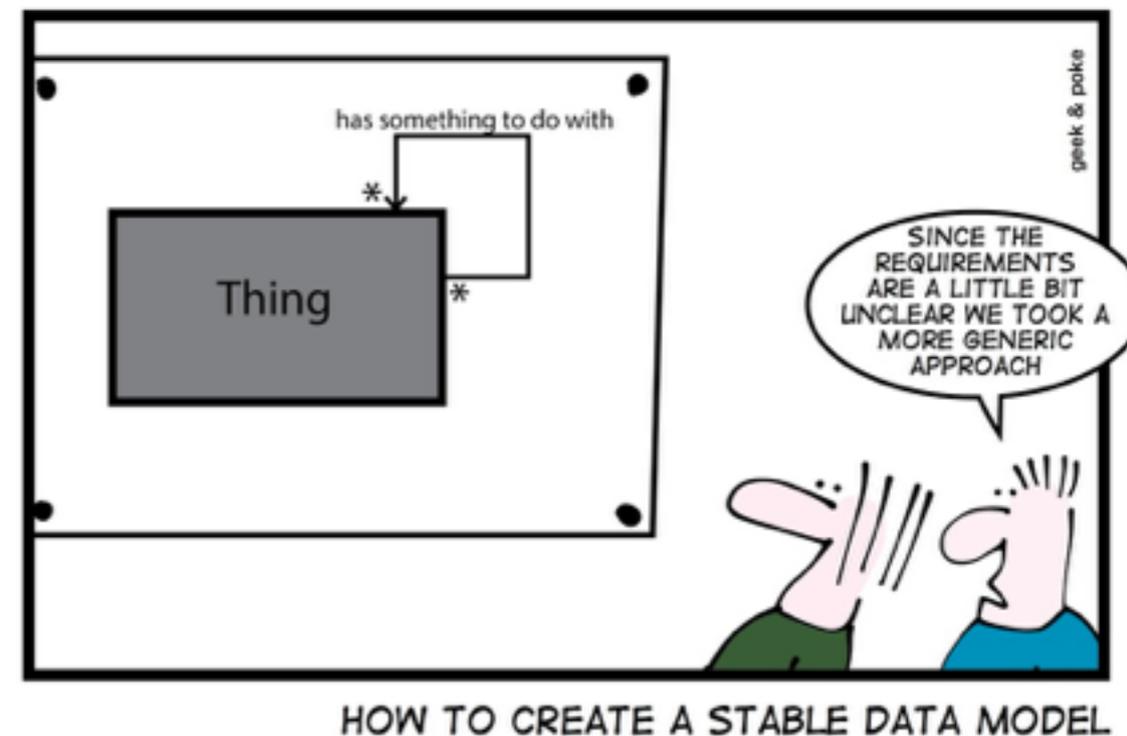
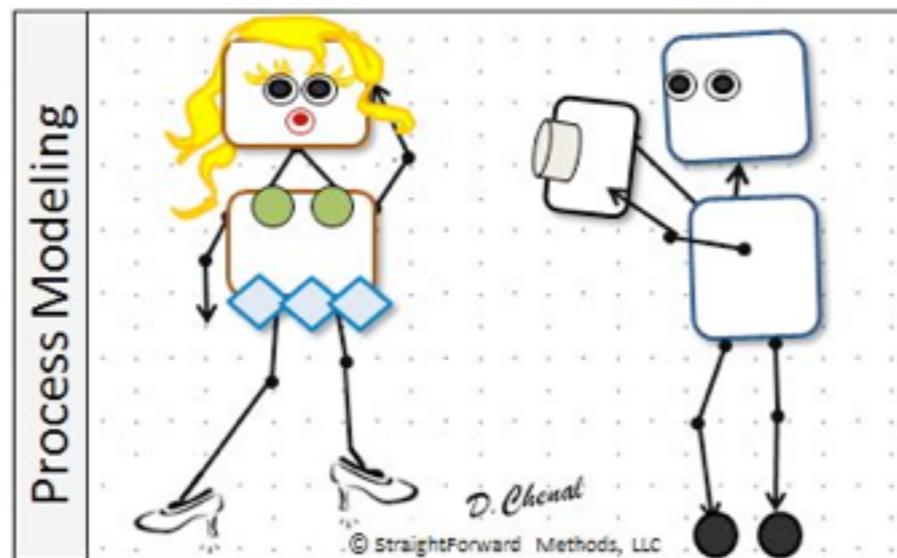


# A taste of BPMN



# Data and processes

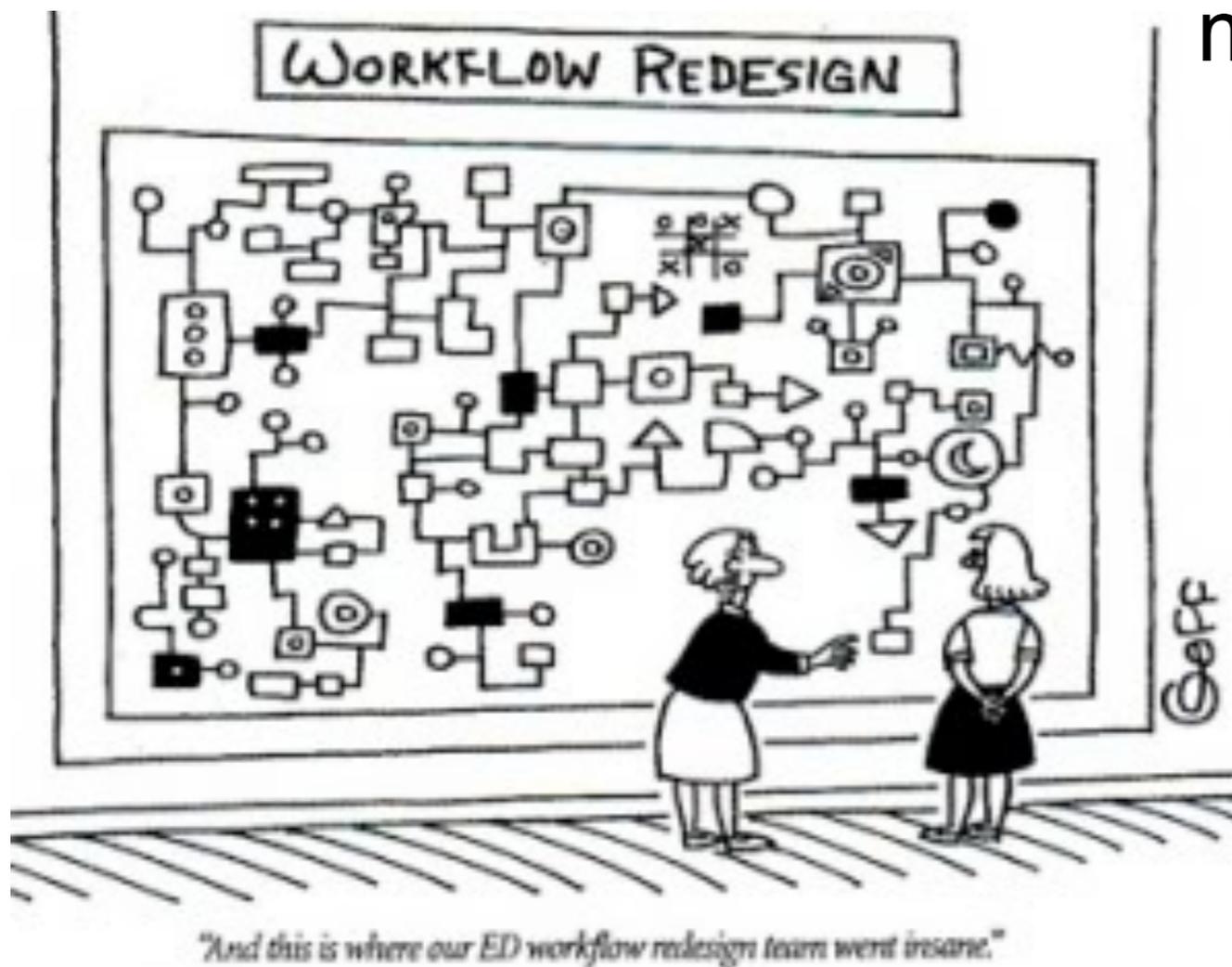
Traditionally, information systems used **information modelling** as a starting point



Nowadays, **processes** are of equal importance and need to be supported in a systematic manner

# Workflow wave

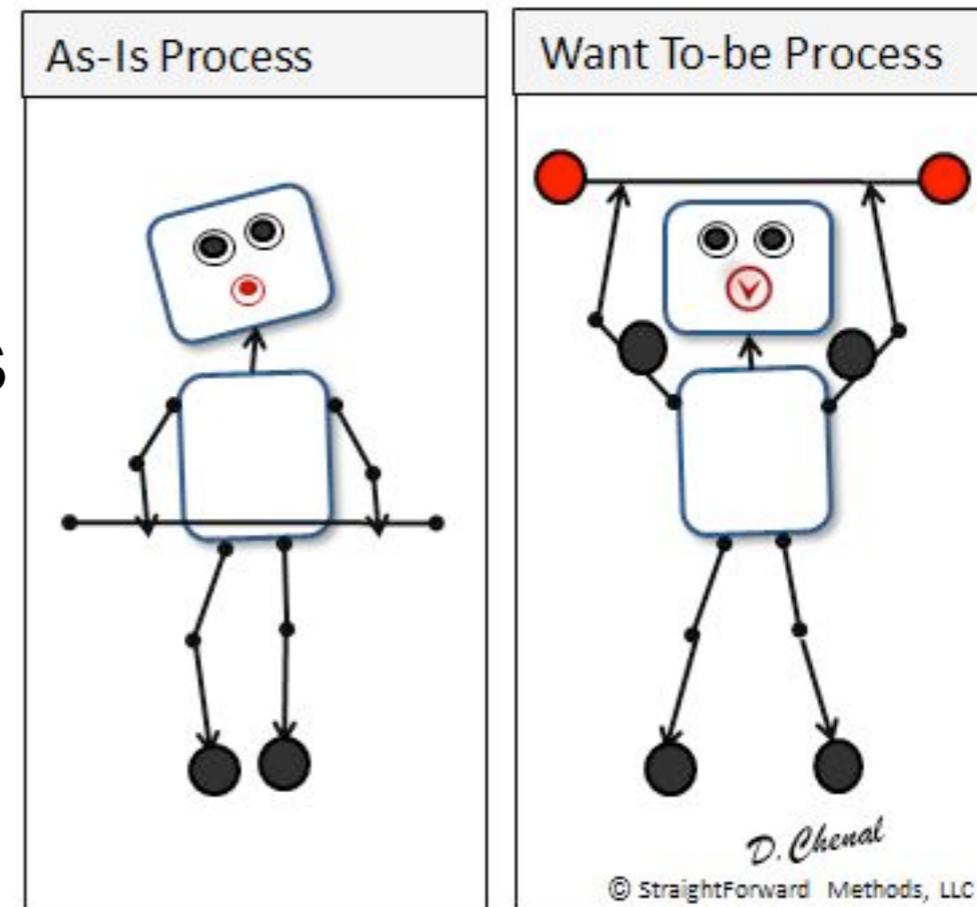
In the mid-nineties, workflow management systems aimed to the automation of structured processes



but their application was restricted to only a few application domains

# Process awareness

BPM moves  
from  
workflow management systems  
(intra-organization)  
to  
process-aware information  
systems  
(inter-organizations)



a broader perspective is now  
possible

# Motivation

- Each product is the outcome of a number of activities performed
- Because of modern communication facilities:
  - traditional product cycles not suitable for today's dynamic market
- Competitive advantages of successful companies:
  - the ability to bring new products to the market rapidly and
  - the ability to adapt an existing product at low cost
- Business processes are the key instrument:
  - to organize these activities
  - to improve the understanding of their relationships
- IT is an essential support for this aim

# BPM angles

**Analysis:** simulation,  
verification, process mining, ...

**Influences:** business aspects,  
social aspects, education, ...

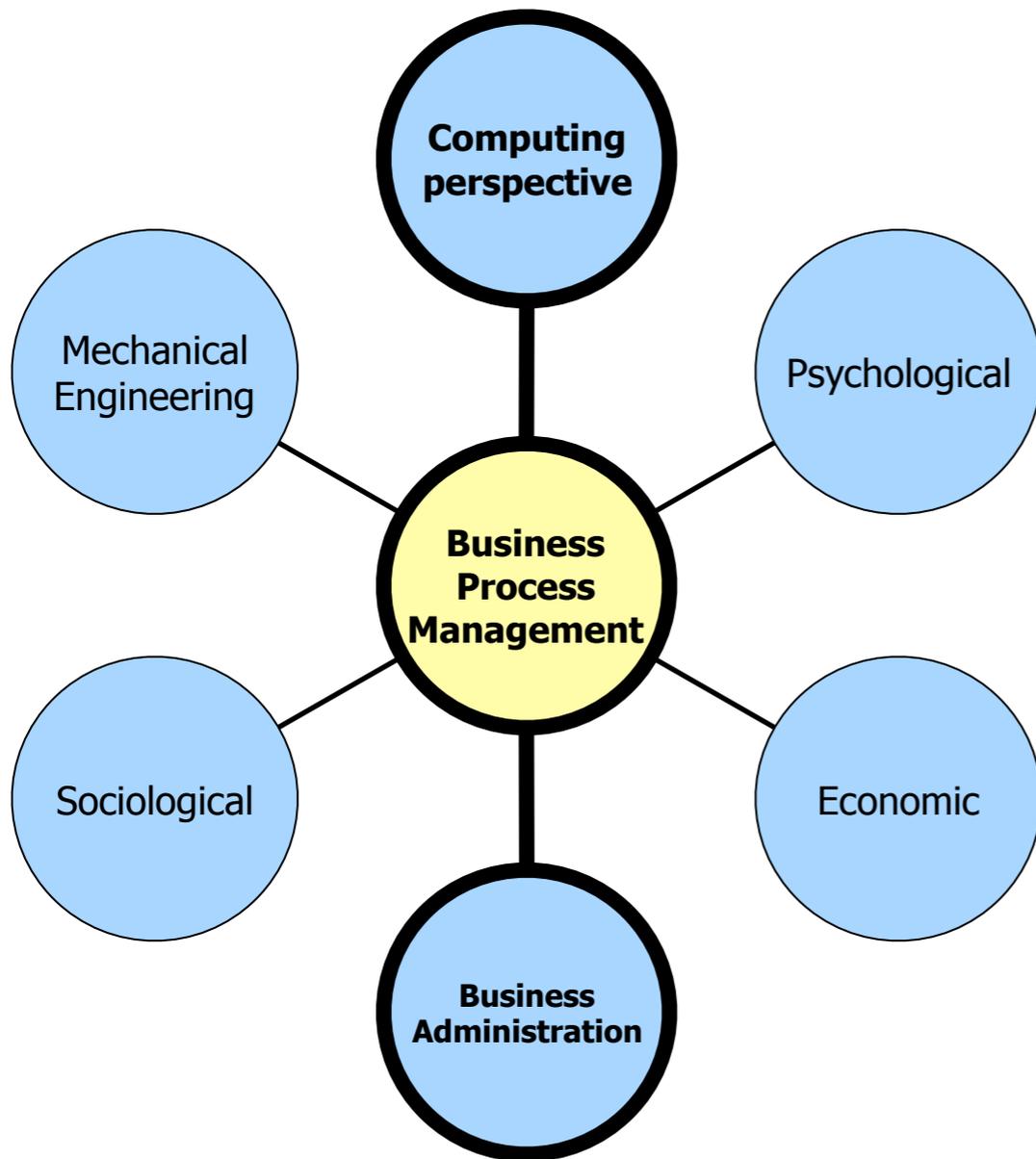
**Technologies:** service  
orientation, standardization  
efforts, interoperability, ...

# Essential concepts

This course is not about a particular XML syntax (e.g., BPEL)

It is about using some process languages to describe, single out, relate, compare essential concepts

# Focus



Different educational backgrounds and interests are in place

# Which target?

## Business admin people

care about improving the operations of companies:



- increase customer satisfaction
- reducing costs
- establishing new products

## Software develop people



- provide robust and scalable sw
- integration of existing sw
- look at tiny technical details

## Formal methods people



- investigate structural properties
- detect and correct deficiencies
- abstract from "real world"

# Abstraction

- Business admin people
  -  – IT as a subordinate aspect (for expert technicians)
    - **This course: too technical!**
- Software develop people
  -  – Current technology trend as main concern
    - **This course: too abstract!**
- Formal methods people
  -  – Underestimate business goals and regulations
    - **This course: too imprecise!**

Abstraction as the key to achieve some common understanding, to build a bridge between views...

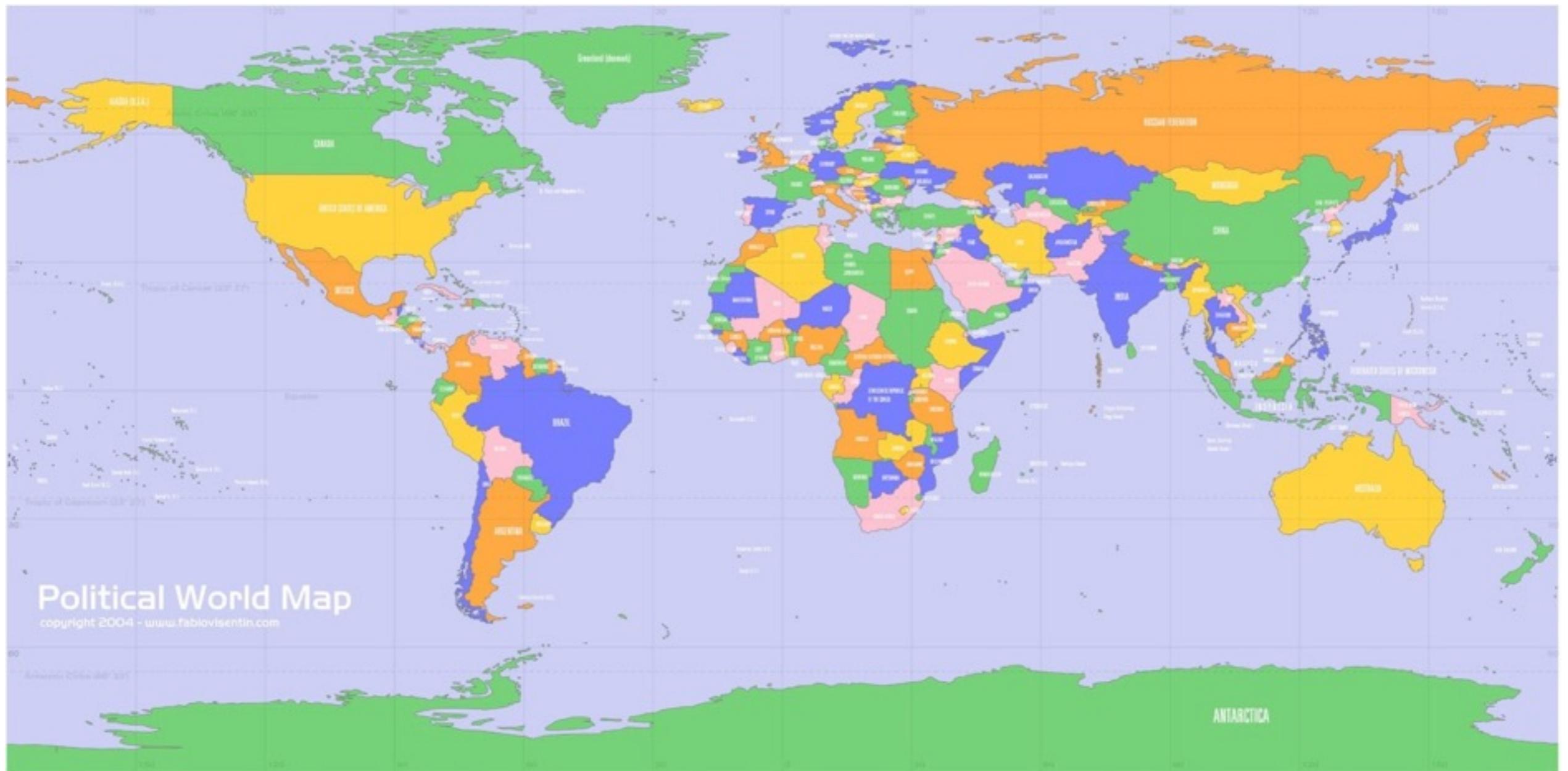
# Levels of abstractions



# Levels of abstractions



# Levels of abstractions



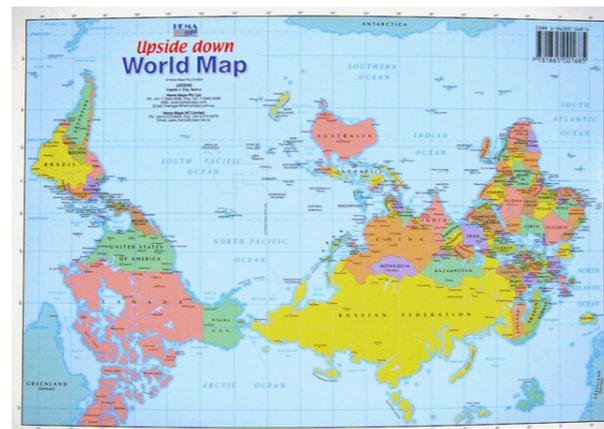
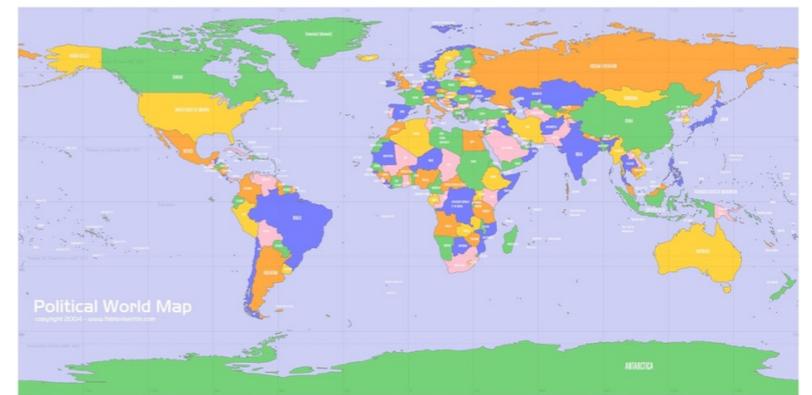
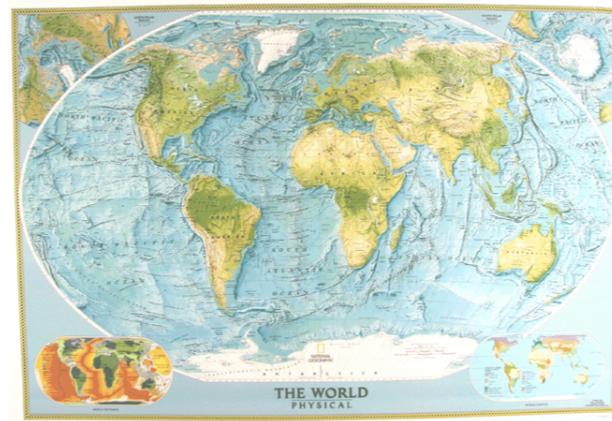
# Levels of abstractions



# Levels of abstractions



# Levels of abstractions



One object, many views

# Aim



Robust and correct realization of



business processes in software that



increases customer satisfaction and

ultimately contributes to the competitive

advantage of an enterprise

# What is the BPM maturity of your organization?

## 5 excellence

BPM is implemented enterprise-wide. A continuous review & improvement process is implemented to exchange lessons-learned & address required changes proactively.

## 4 managed

BPM is implemented. (People assigned. Communication to relevant people done. Training done, etc.)

## 3 defined

BPM is defined. Implementation is yet missing or ongoing.

## 2 awareness

Awareness of BPM exists in the organization. (Planning) activities have started for the definition of the subject.

## 1 initial

No structured BPM activities in the area of responsibility of the stakeholder.

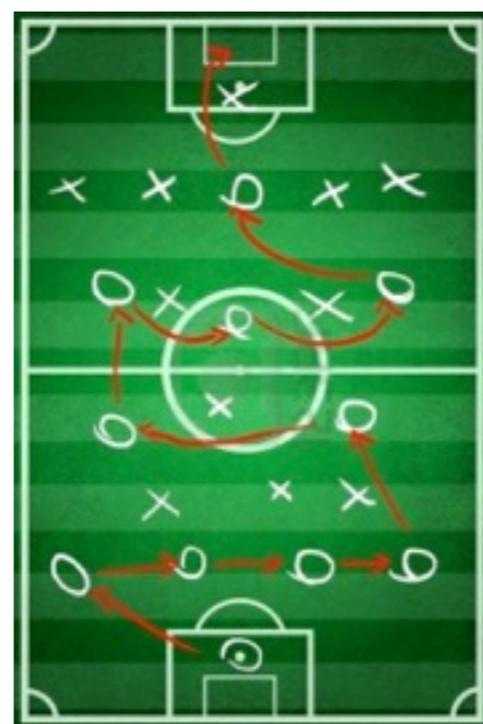
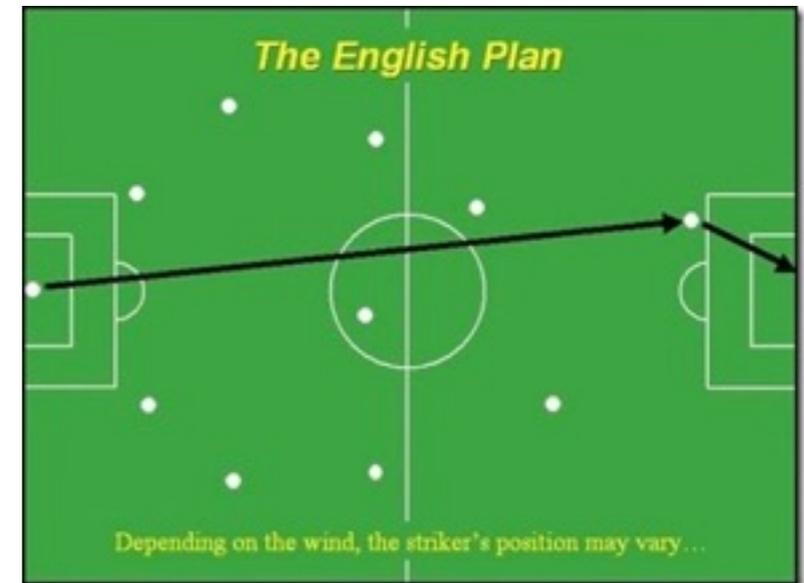
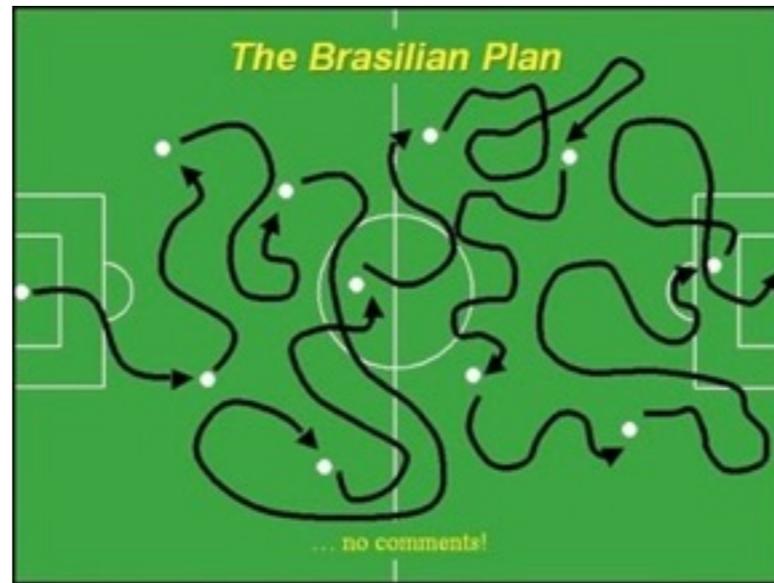
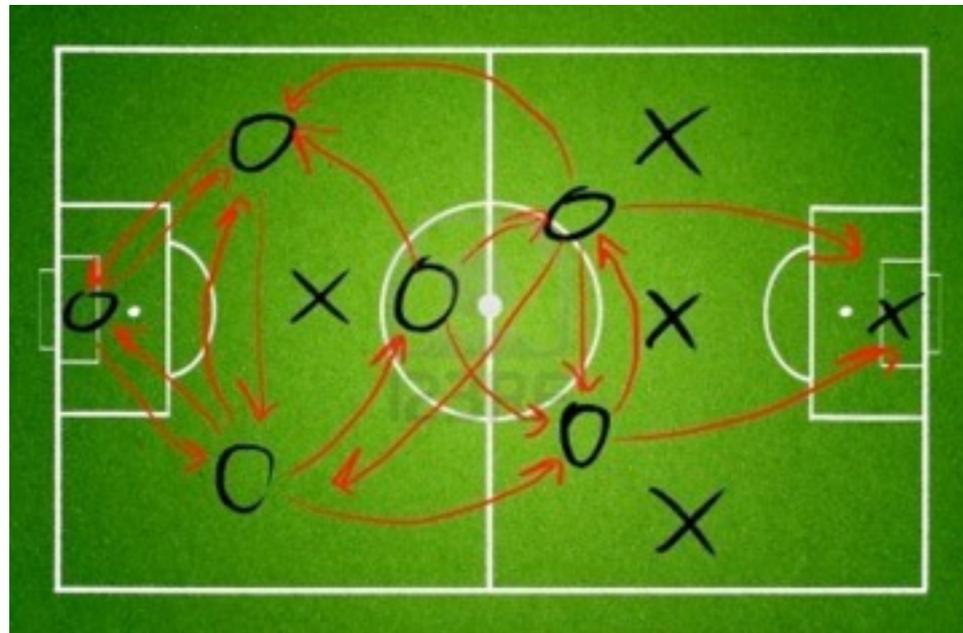


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# Different views are common



# Everybody wants to be the Italian soccer team coach



# What about the adversaries?

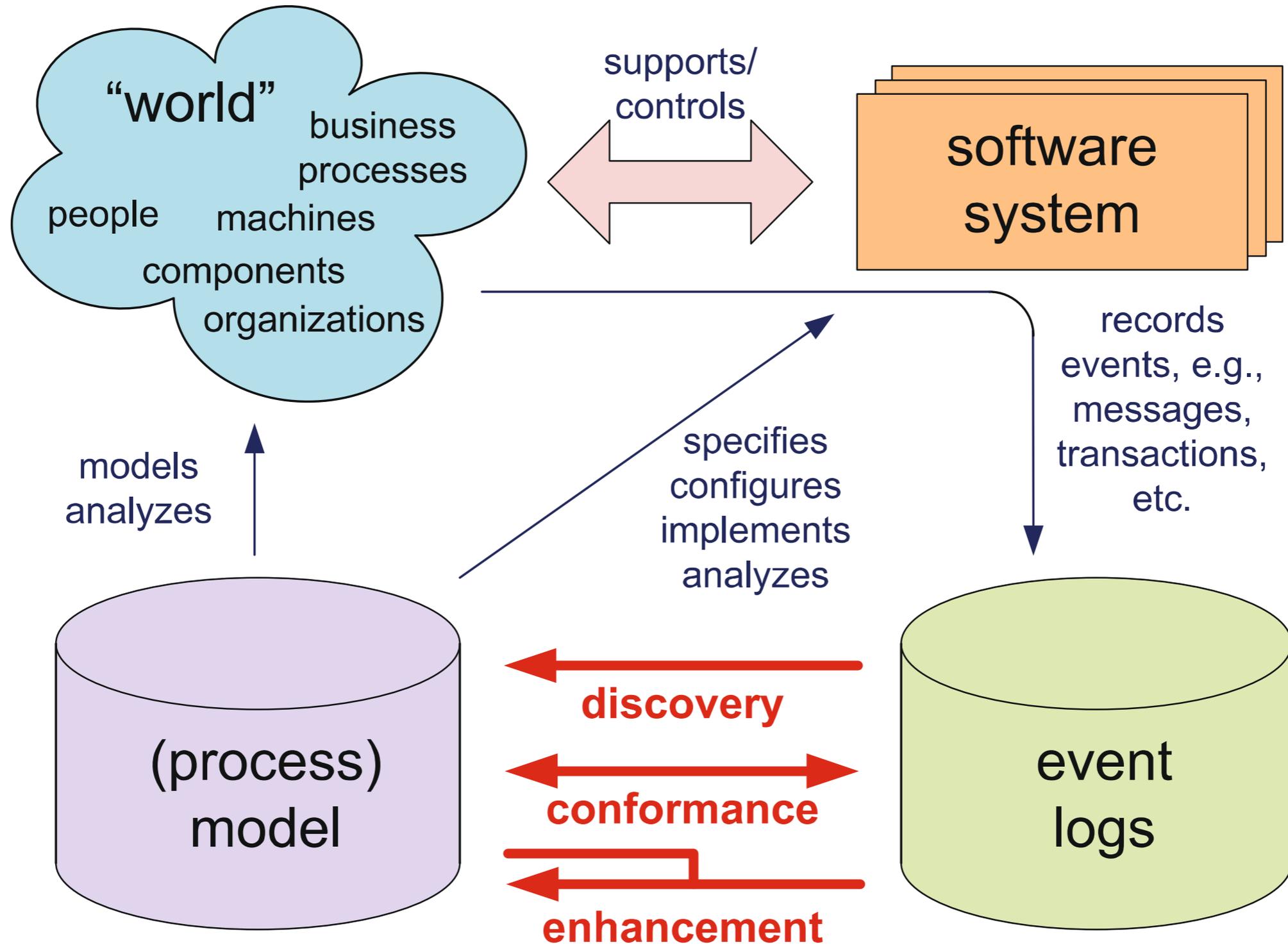
Can we find out their plan?



Knowing it would be quite helpful

Any idea how to?

# A taste of Process Mining

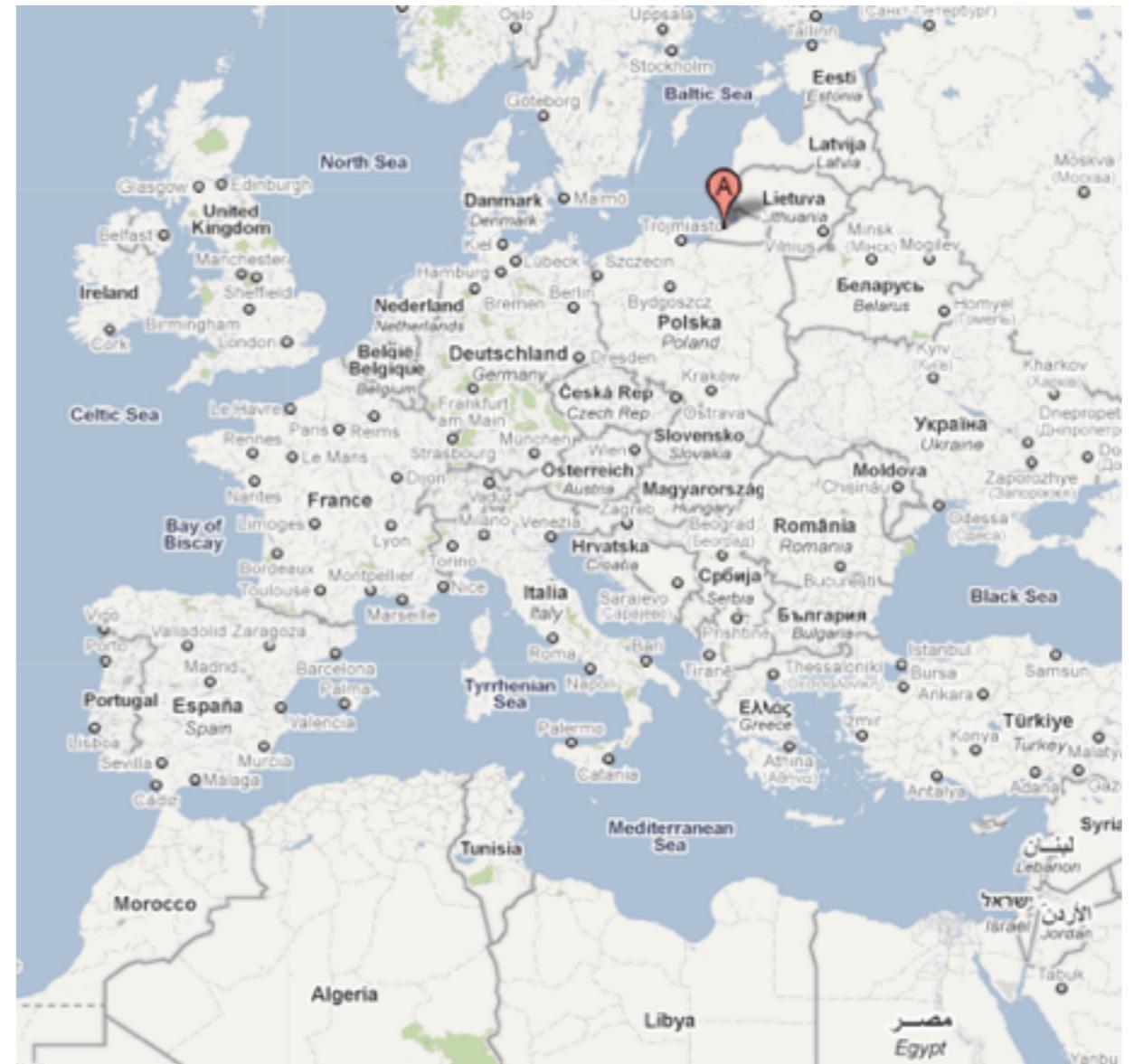


# Digression...

On the shores of the Baltic Sea wedged between Lithuania and Poland is a region of Russia known as the [Kaliningrad Oblast](#).

The city of [Kaliningrad](#) is, by all accounts, a bleak industrial port with shoddy grey apartment buildings built hastily after World War II, when the city had been obliterated first by Allied bombers and later by the invading Russian forces.

Little remains of the beautiful Prussian city of [Königsberg](#), as it was formerly known.



# Digression...

This is sad not only for lovers of architecture, but also for nostalgic mathematicians:

it was thanks to the layout of 18th century Königsberg that [Leonhard Euler](#) answered a puzzle which eventually contributed to two new areas of maths known as [topology](#) and [graph theory](#).

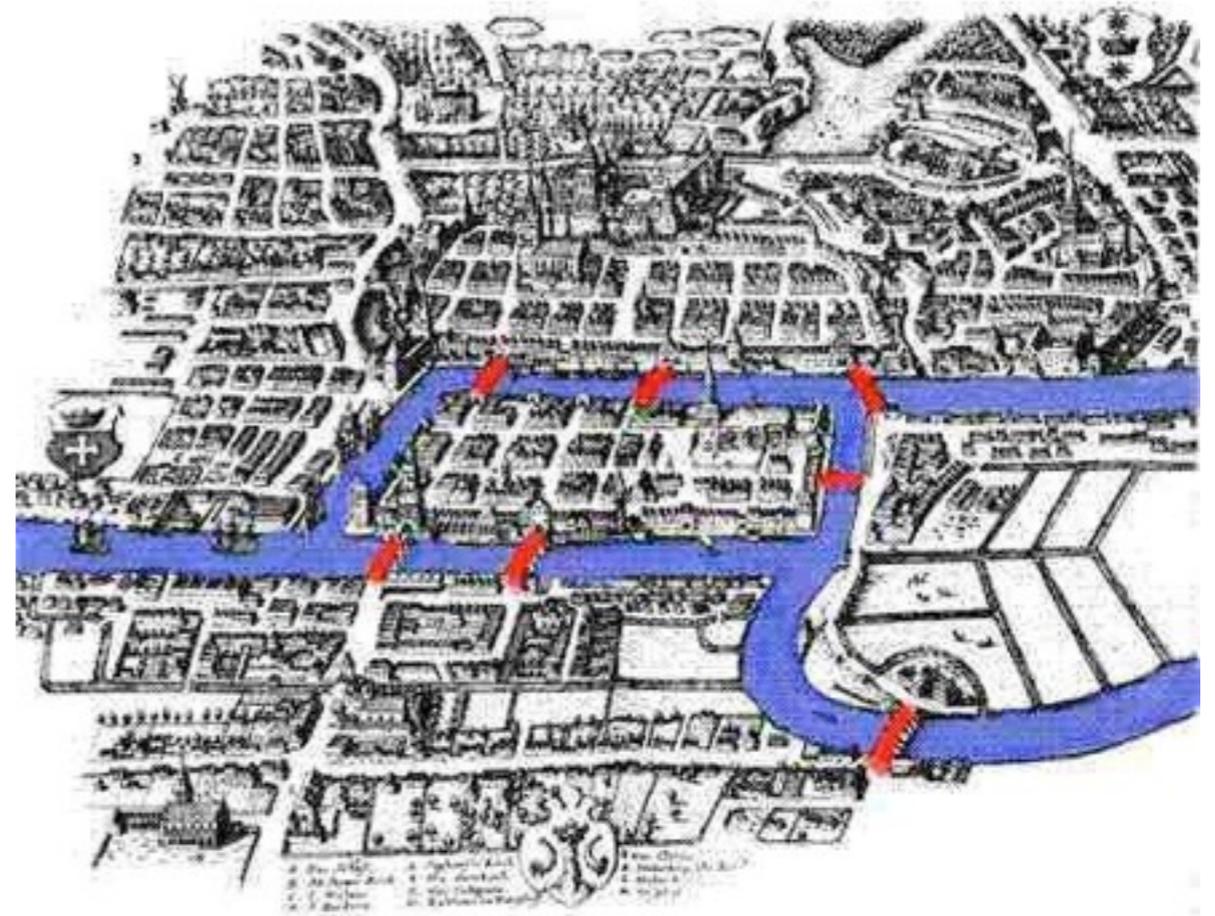


# Digression...

Königsberg was built on the bank of the river Pregel.

**Seven bridges** connected two islands and the banks of the river (see map).

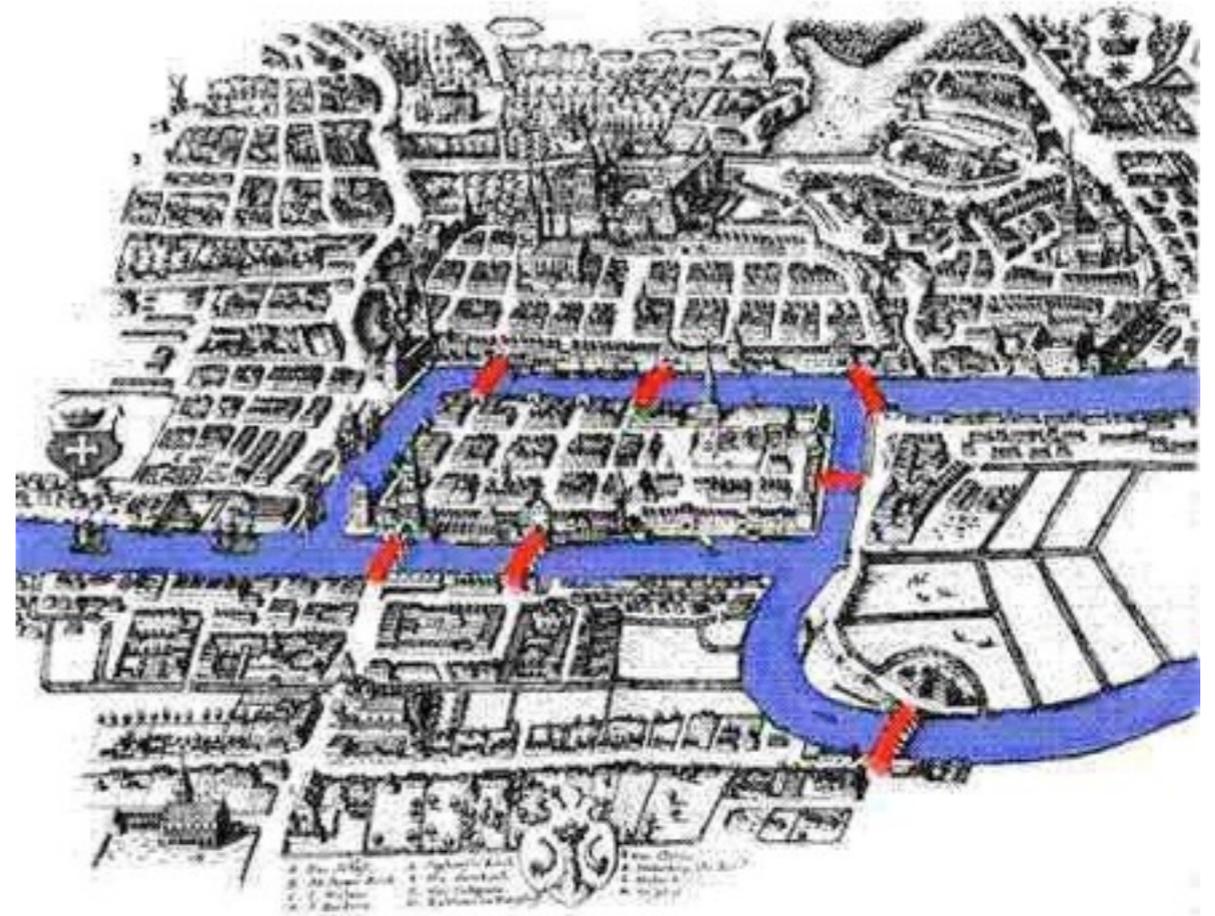
A popular pastime of the residents was to try to **cross all the bridges in one complete circuit** (without crossing any of the bridges more than once).



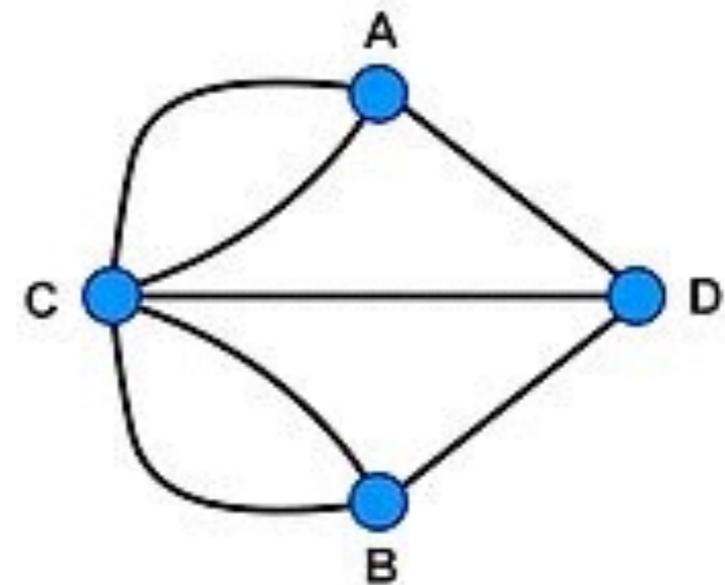
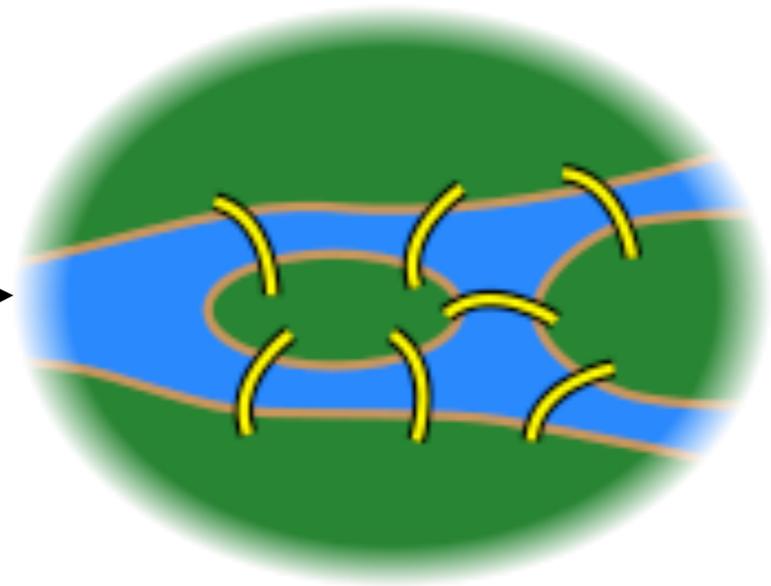
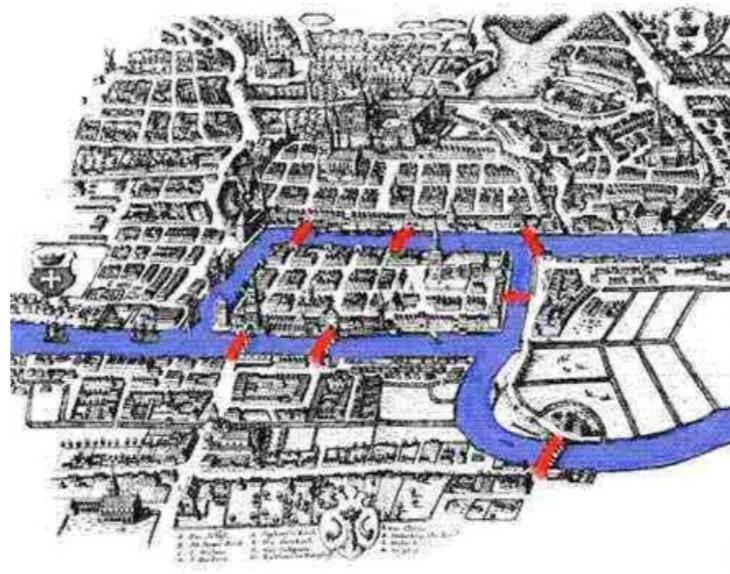
# Digression...

This seemingly simple task proved to be more than tricky...

Nobody had been able to find a solution to the puzzle when Euler first heard of it and, intrigued by this, he set about **proving** that **no solution was possible!**



# Digression...



In 1736, Euler analysed the problem by converting the map into a more abstract diagram... and then into a **graph** (a formal model):

areas of land separated by the river were turned into points, which he labelled with capital letters. Modern graph theorists call these **vertices** or **nodes**.

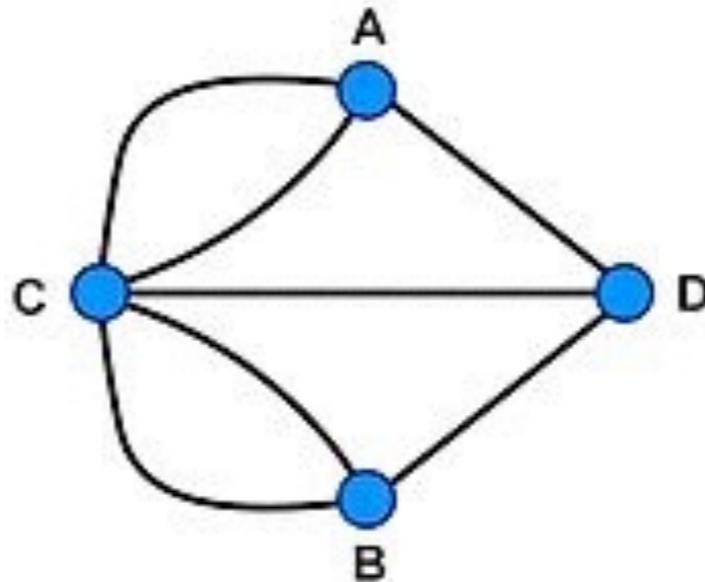
The bridges became **arcs** between nodes.

# Digression...

Modeling activities require several steps of abstraction that must **preserve the set of solutions**: in other words the abstractions must preserve the topology of the problem.

Original problem: seven bridges of Königsberg

Graph problem: redrawing this picture without retracing any line and without picking your pencil up off the paper

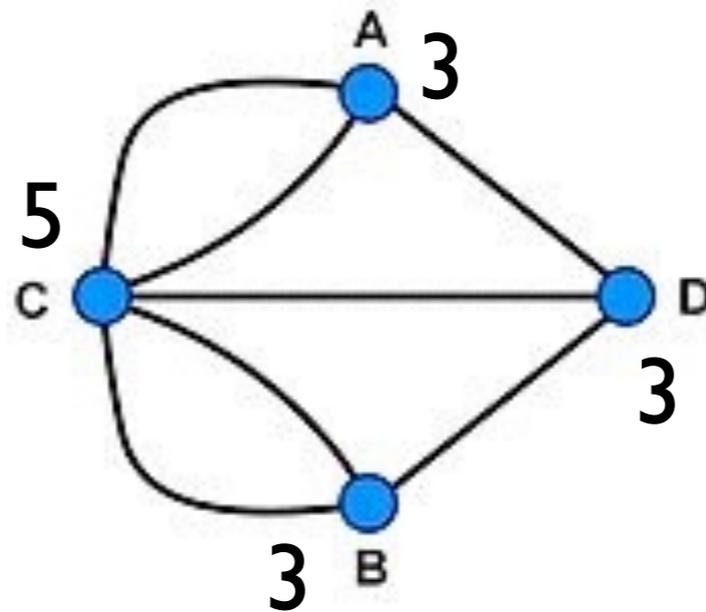


Generalized problem: given a **connected** graph, find a **circuit** that visits every edge precisely once, **if it exists**.

# Digression...

Informal reasoning:

All the vertices in the above picture have an odd number of arcs connected to them.



# Digression...

## Informal reasoning:

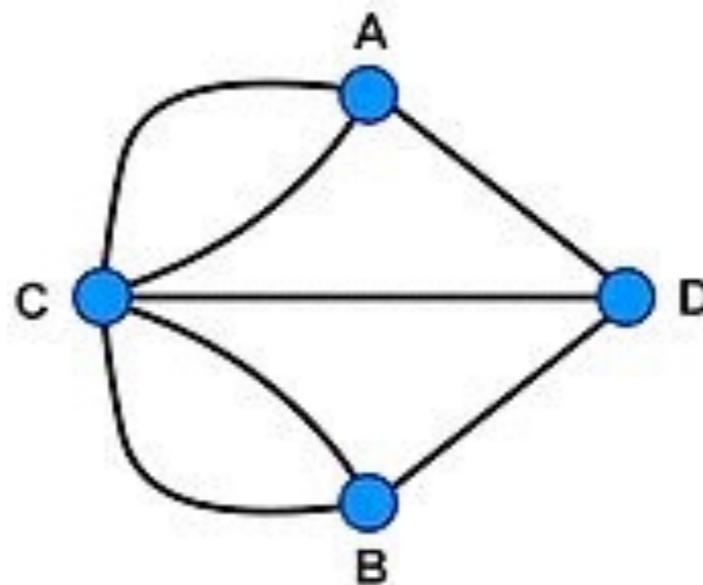
All the vertices in the above picture have an odd number of arcs connected to them.

Take one of these vertices, say D, and start trying to trace the figure out without picking up your pencil: then two arcs are left from/to D.

Next time you arrive in D, one arc will be left, and when you will leave D, no arc from/to it will be left!

Analogously for A, B, C.

No circuit possible!



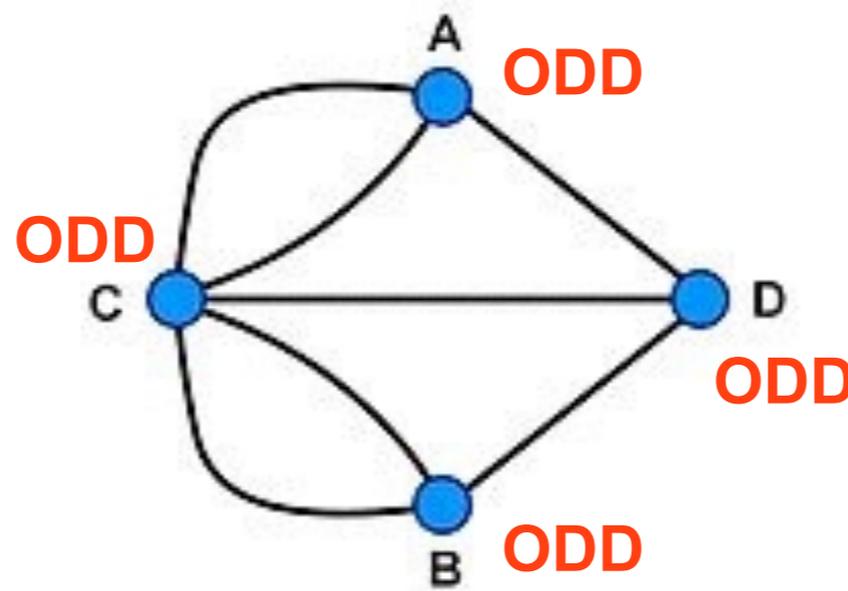
# Digression...

Formal reasoning:

**Definition:** An **Eulerian path** is a continuous path that passes through every arc once and only once. It is a **circuit** if it ends in the same vertex where it starts.

**Definition:** A vertex is called **odd** if it has an odd number of arcs leading to it, otherwise it is called **even**. The number of arcs attached to node  $v$  is called **degree** of  $v$ ,  $\text{deg}(v)$ .

**Theorem:** A (connected) graph  $G$  contains an Eulerian circuit if and only if the degree of each vertex is even.



# Digression...

## **Proof of necessity:**

*Suppose  $G$  contains an Eulerian circuit  $C$ .*

*Then, for any choice of vertex  $v$ ,  $C$  contains all the edges that are adjacent to  $v$ .*

*Furthermore, as we traverse along  $C$ , we must enter and leave  $v$  the same number of times, and it follows that  $v$  must be even.*

While this proof of necessity was given by Euler, the proof of converse is not stated in his paper.

It is not until 1873 (137 years later) when a young German mathematician, [Carl Hierholzer](#) published the proof of sufficiency.

# Digression...

**Proof of sufficiency: (by induction on the numbers of arcs)**

*Base case: the smallest possible number of edges is 3 (i.e. a triangle) and the graph trivially contains an Eulerian circuit.*

*Inductive case: Let us assume that any connected graph  $H$  that contains  $k$  or less than  $k$  arcs and such that every vertex of  $H$  has even degree, contains an Eulerian circuit.*

*Now, let  $G$  be a graph with  $k + 1$  edges, and every vertex has an even degree.*

*Since there is no odd degree vertex,  $G$  cannot be a tree (no leaves). Thus,  $G$  must contain at least one cycle  $C$ .*

...

# Digression...

**Proof of sufficiency: (by induction on the numbers of arcs, continued)**

...

*Now, remove the edges of  $C$  from  $G$ , and consider the remaining graph  $G'$ .*

*Since removing  $C$  from  $G$  may disconnect the graph,  $G'$  is a collection of connected components, namely  $G'1$ ,  $G'2$ , . . . , etc.*

*Furthermore, when the edges in  $C$  are removed from  $G$ , each vertex loses even number of adjacent edges. Thus, the parity of each vertex is unchanged in  $G'$ .*

*It follows that, for each connected component of  $G'$ , every vertex has an even degree.*

*Therefore, by the induction hypothesis, each of  $G'1$ ,  $G'2$ , . . . has its own Eulerian circuit, namely  $C1$ ,  $C2$ , etc.*

...

# Digression...

**Proof of sufficiency: (by induction on the numbers of arcs, continued)**

...

*We can now build an Eulerian circuit for  $G$ .*

*Pick an arbitrary vertex  $v$  from  $C$ .*

*Traverse along  $C$  until we reach a vertex  $v_i$  that belongs to one of the connected components  $G_i$ .*

*Then, traverse along its Eulerian circuit  $C_i$  until we traverse all the edges of  $C_i$ .*

*We are now back at  $v_i$ , and so we can continue on along  $C$ .*

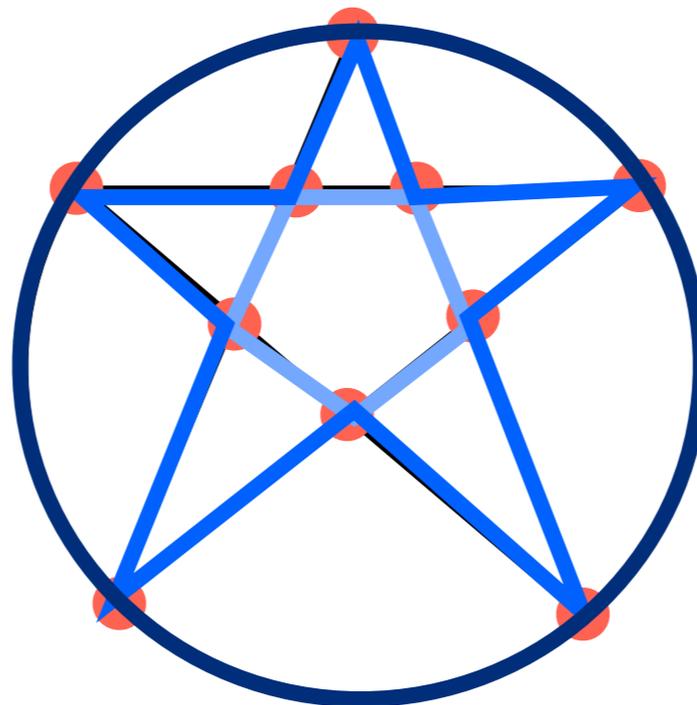
*In the end, we shall return back to the first starting vertex  $v$ , after visiting every edge exactly once.*

# Digression...

The theorem, as such, is only an existential statement.

If the necessary and sufficient condition is satisfied, we wish to find an Eulerian circuit.

The inductive proof naturally gives an algorithm to construct Eulerian circuits:  
**recursively find a cycle, and then remove the edges of the cycle.**





# Digression...

**Theorem:** A graph contains an **Eulerian path** if and only if there are 0 or 2 odd vertices.

**Proof.**

*Suppose a graph  $G$  contains an Eulerian path  $P$ .*

*Then, for every vertex  $v$ ,  $P$  must enter and leave  $v$  the same number of times, except when it is either the starting vertex or the final vertex of  $P$ .*

*When the starting and final vertices are distinct, there are precisely 2 odd degree vertices.*

*When these two vertices coincide, there is no odd degree vertex.*

*Conversely, suppose  $G$  contains 2 odd degree vertex  $u$  and  $v$ .*

*(The case where  $G$  has no odd degree vertex is shown in the previous Theorem.)*

***Then, temporarily add a dummy edge  $(u, v)$  to  $G$ .***

*Now the modified graph contains no odd degree vertex.*

*By the previous Theorem, this graph contains an Eulerian circuit  $C$  that includes  $(u, v)$ .*

*Remove  $(u, v)$  from  $C$ , and now we have an Eulerian path where  $u$  and  $v$  serve as initial and final vertices.*

# Digression...

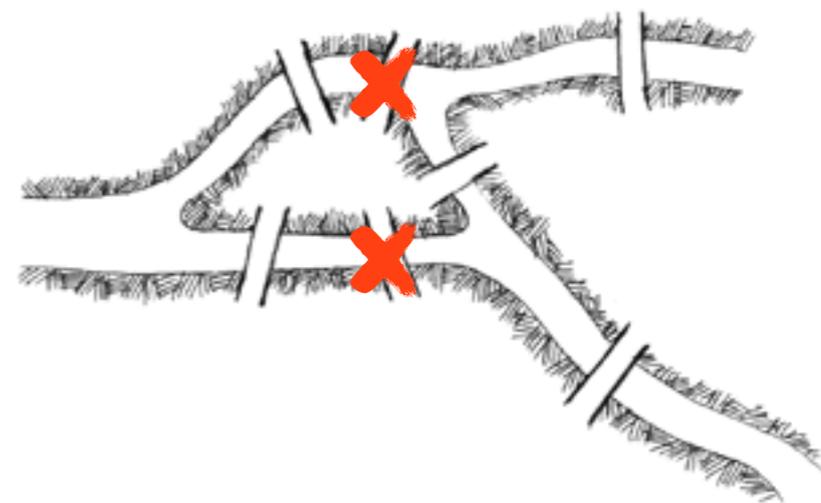
In the late 19th century an eighth bridge was built (see map).

As a result Königsberg had been Eulerised!

**Exercise:** prove that an Eulerian path can be found (but not a circuit)

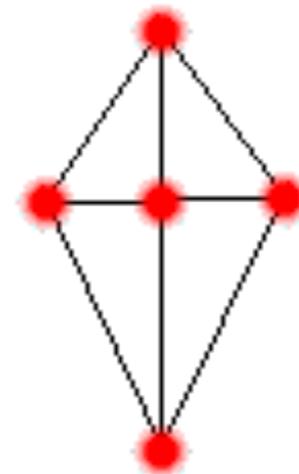
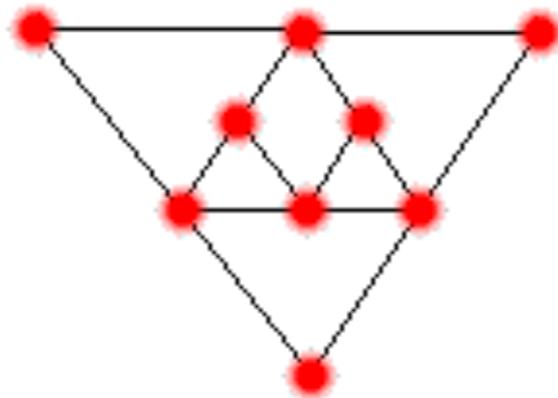
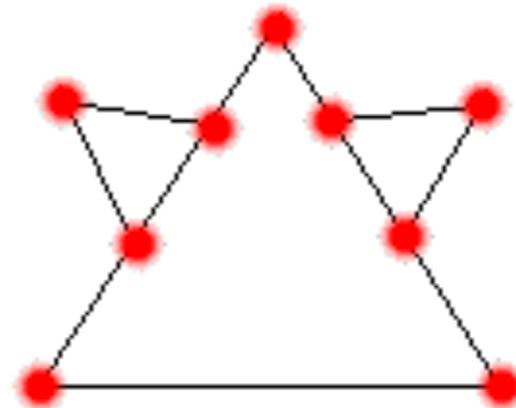
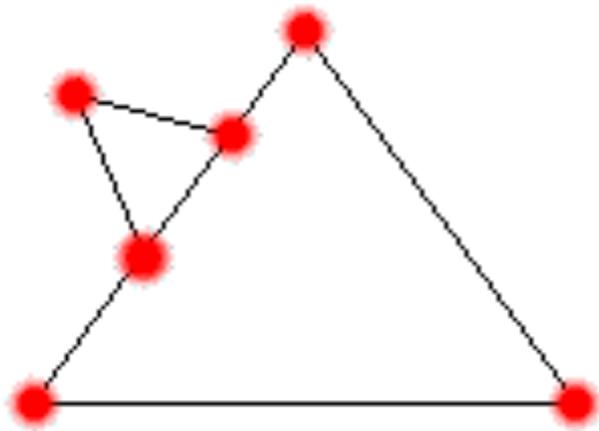


Sadly, in 1944 air raids obliterated most of the bridges. However, from the maps made available since, it appears that five bridges crossing were rebuilt in such a way that Kaliningrad was Eulerised once again!



**Exercise:** prove that an Eulerian path can be found (but not a circuit)

# Digression...



**Exercises:** find Eulerian paths/circuits in the graphs above or prove that they cannot exist.

# Lessons learned

- Concrete instance of the problem
- Abstract modeling and generalization
- Visual notation, informal, intuitive
- Mathematical notation, rigorous, precise
- Solutions from formal reasoning, proofs
- Implementation and application to concrete instances

# Lessons to learn

- Formal models used in prescriptive manner
- Correctness by design
- Model-driven implementation

# Examples of bad design choices

