

Modeling the Case Handling principles with Colored Petri Nets

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Outline

- **Case Handling** primer
- *Model:* **Task lifecycle**
- *Model:* **User interaction**
- *Model:* **Data lifecycle**
- **Analysis**
- **Application**
- **Conclusion**

Case Handling Basics

- Technique to implement **PAIS**
- ***Data-driven*** approach
 - No strict separation of control flow and data
- Aims at resolving *fundamental problems* of WFM
 - No ***context tunneling***
 - Far more ***flexible*** control flow
 - Introduces ***skip and redo roles***

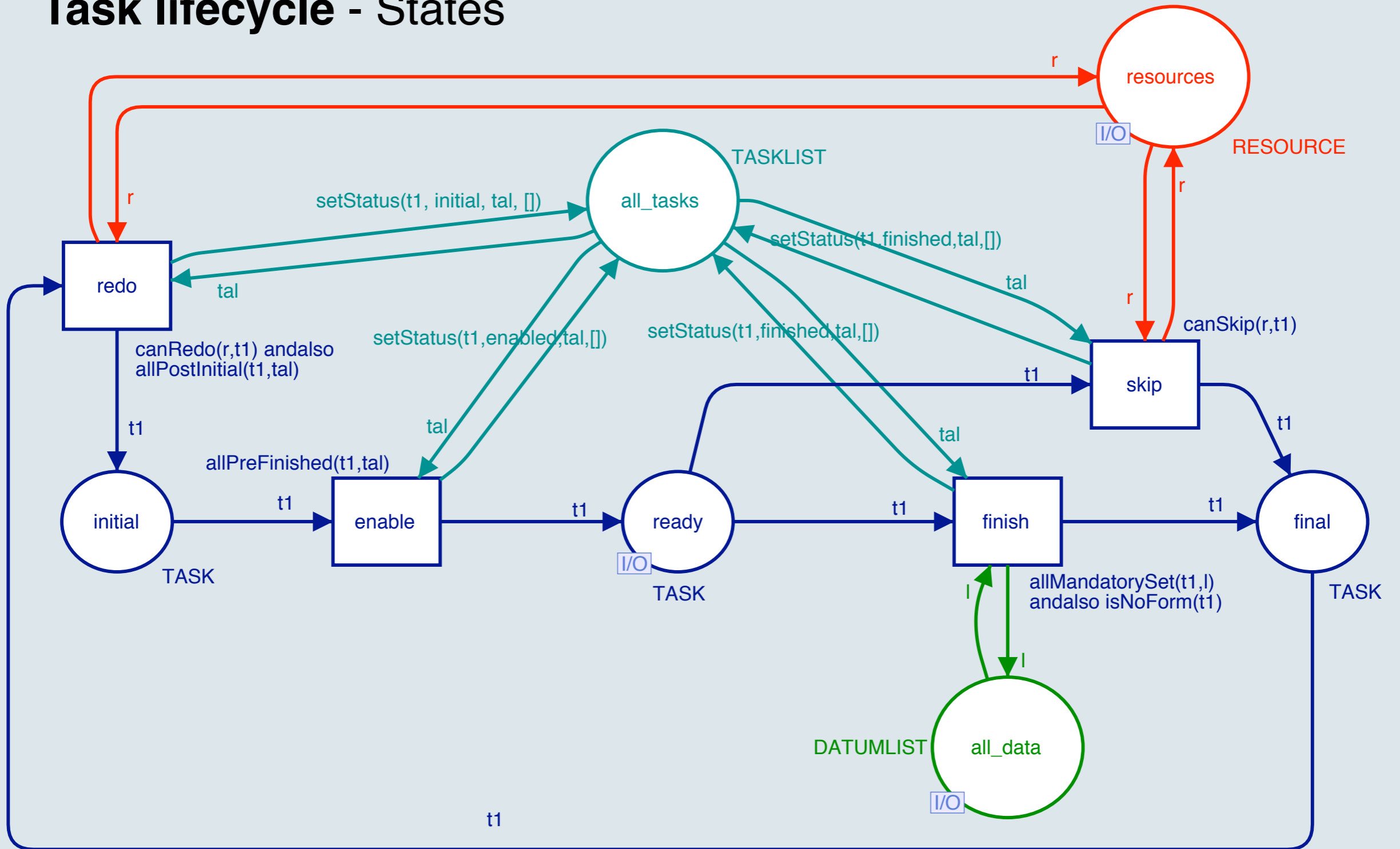
CPN Model

- Tool for research
 - **Understand** and **analyze** Case Handling principles
 - **Formalization** of Case Handling
 - Create 'clean' **logs** for Process Mining experiments
- Designed by one person
 - Background in SW Engineering / classic PT nets
 - Design time: 4 (man-) weeks
- Most time spent on:
 - Getting acquainted with CPN Tools and ML
 - Multiple iterations to improve the model

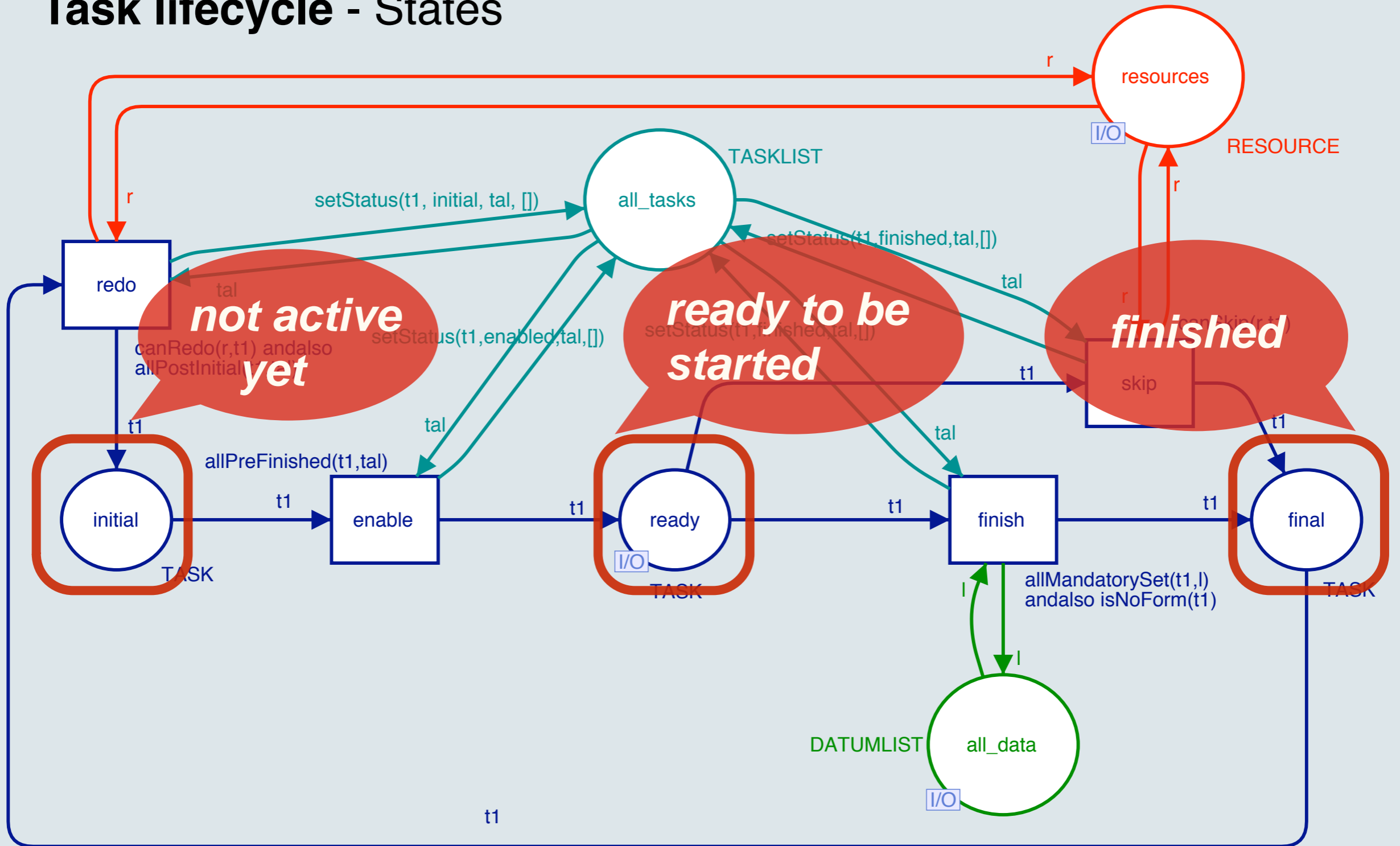
CPN Model

- **Meta-model**
 - Models aspects of Case Handling systems
 - Process is **encoded** in the net's **marking**
 - TASK tokens contain **preceding** and **following** tasks
 - Process not reflected in layout
- Divided into **three parts**
 - **Task lifecycle** (mostly system activity)
 - **User interaction part** (top-level view)
 - **Data manipulation** (refines user interaction)

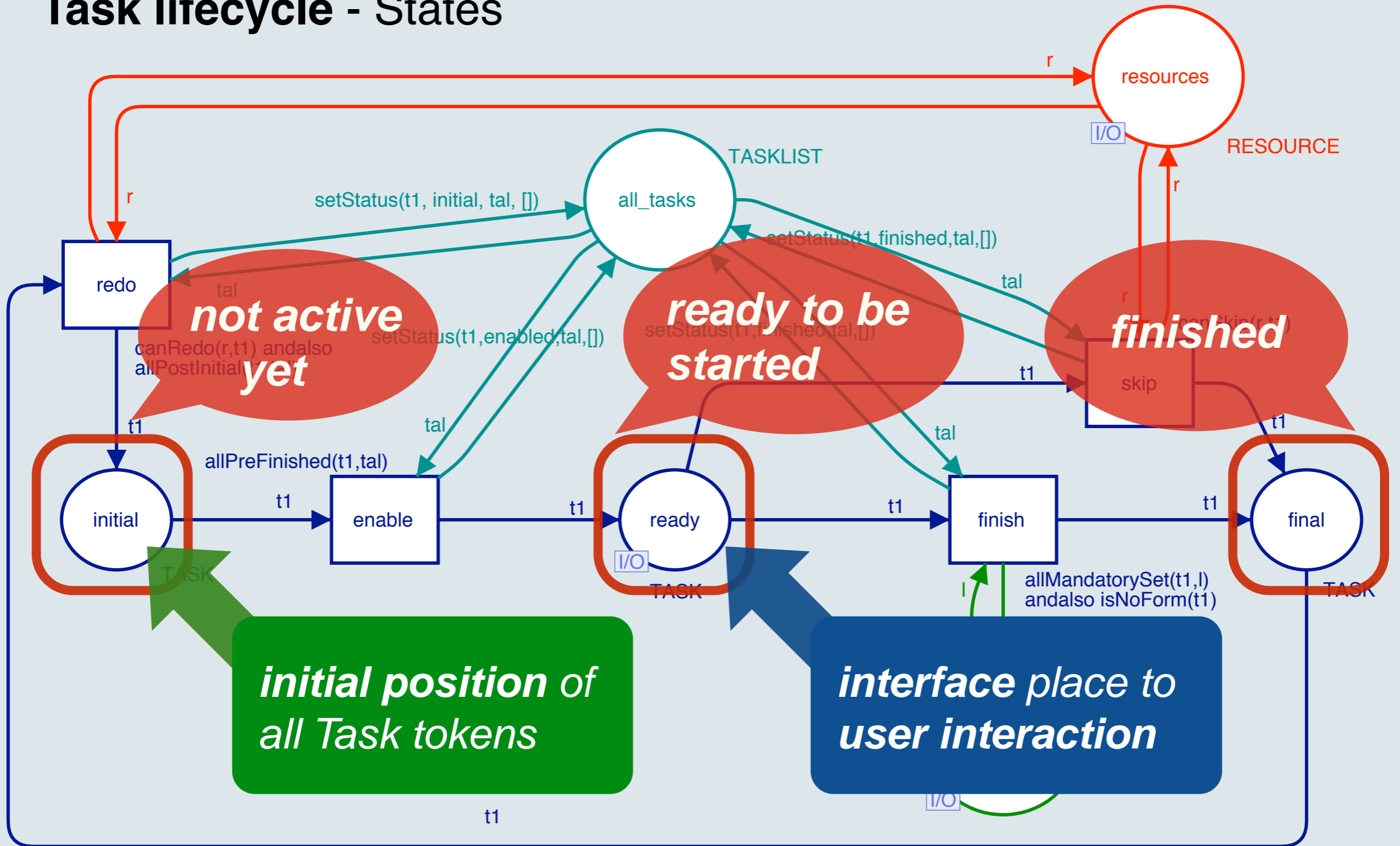
Task lifecycle - States



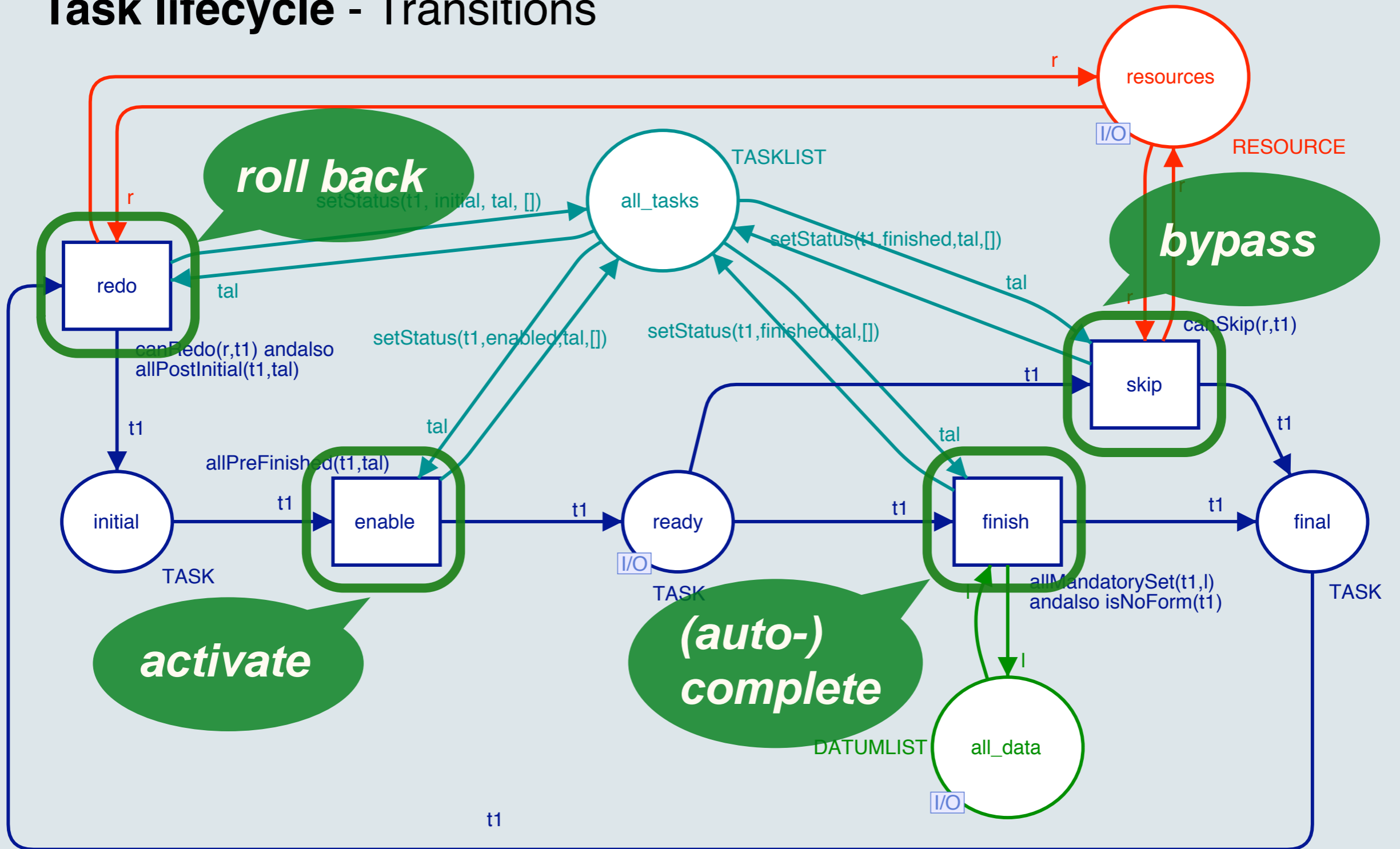
Task lifecycle - States



Task lifecycle - States

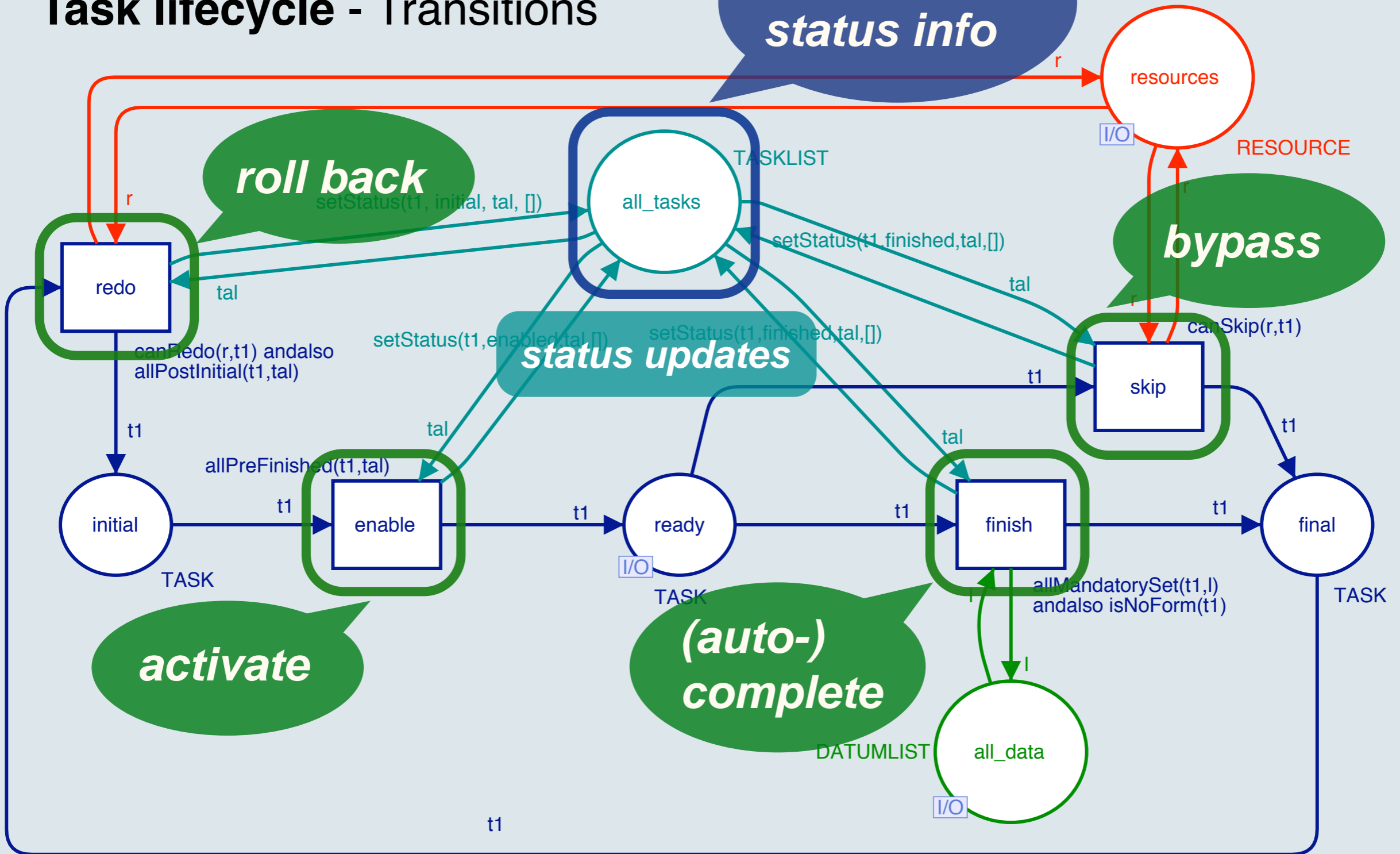


Task lifecycle - Transitions



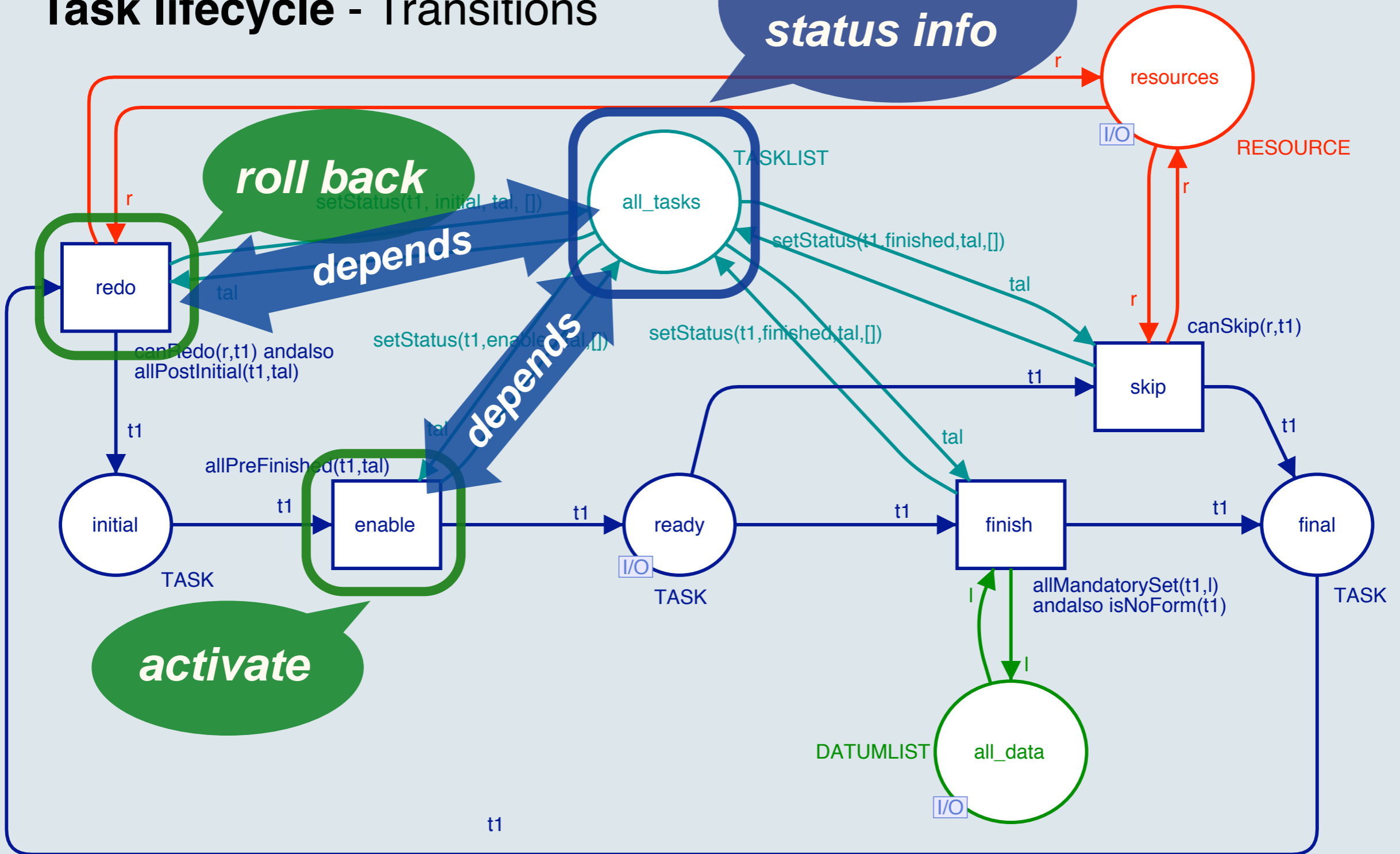
Task lifecycle - Transitions

central task status info



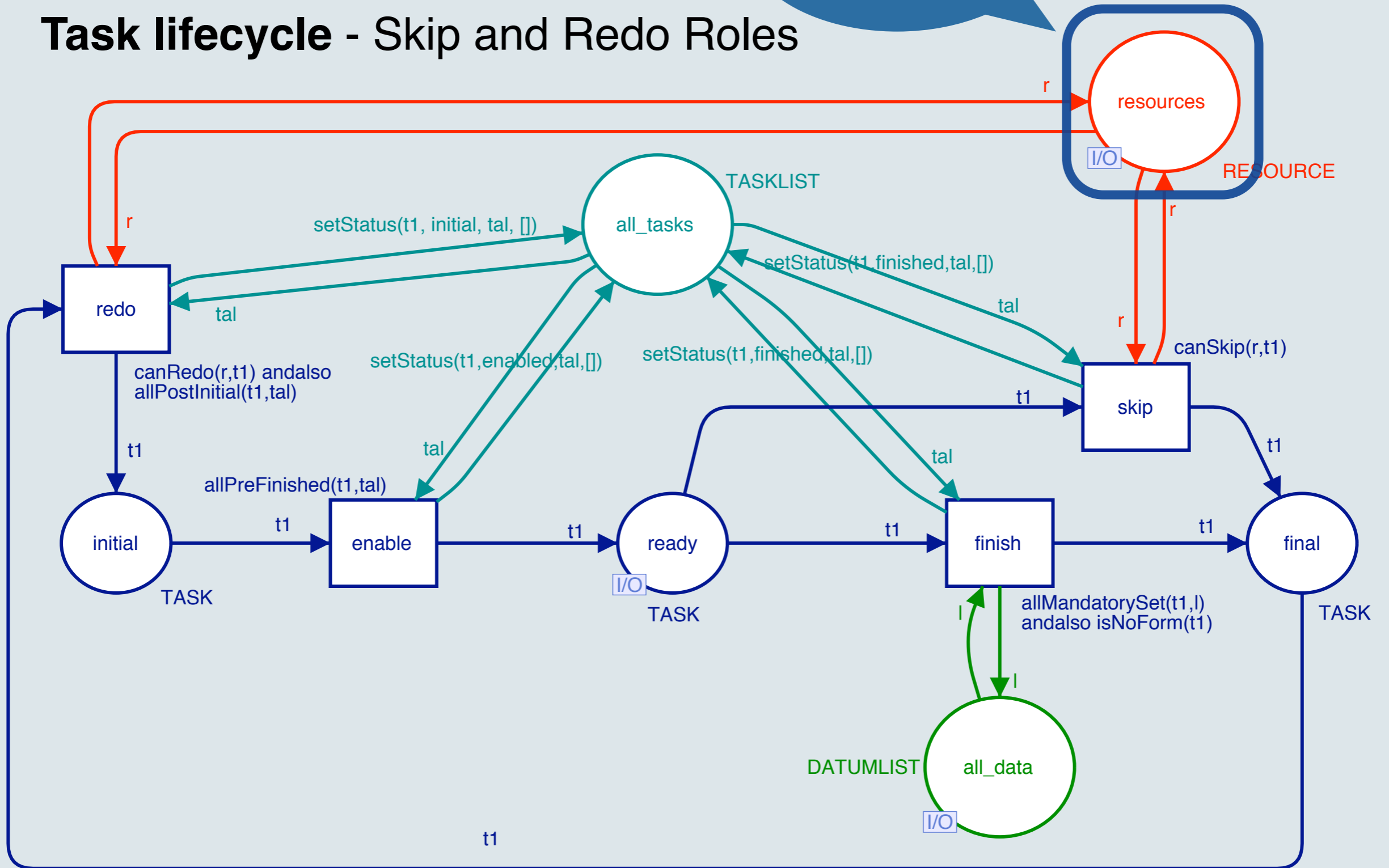
Task lifecycle - Transitions

central task status info



resource repository

Task lifecycle - Skip and Redo Roles



resource repository

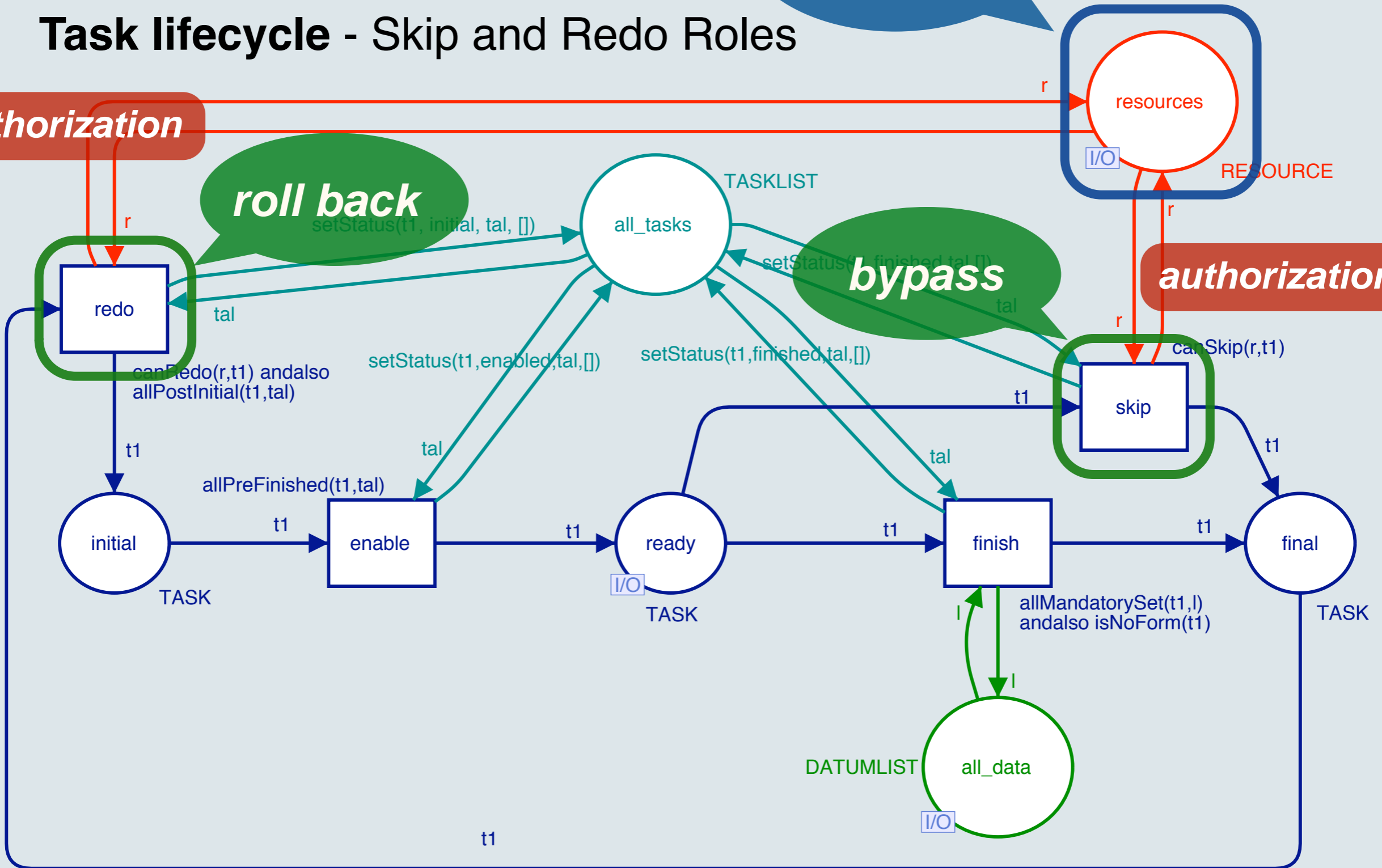
Task lifecycle - Skip and Redo Roles

authorization

roll back

bypass

authorization



resource repository

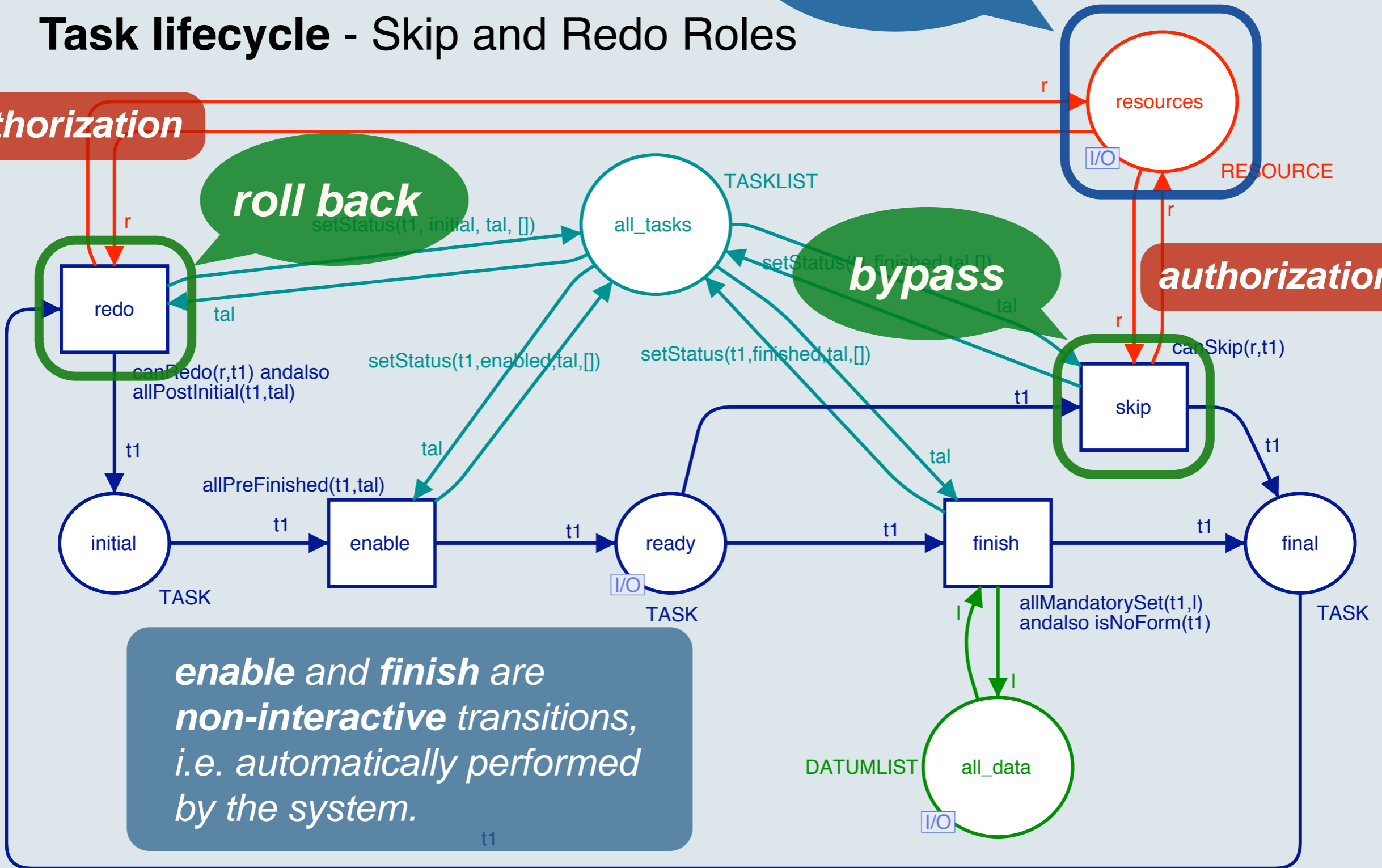
Task lifecycle - Skip and Redo Roles

authorization

roll back

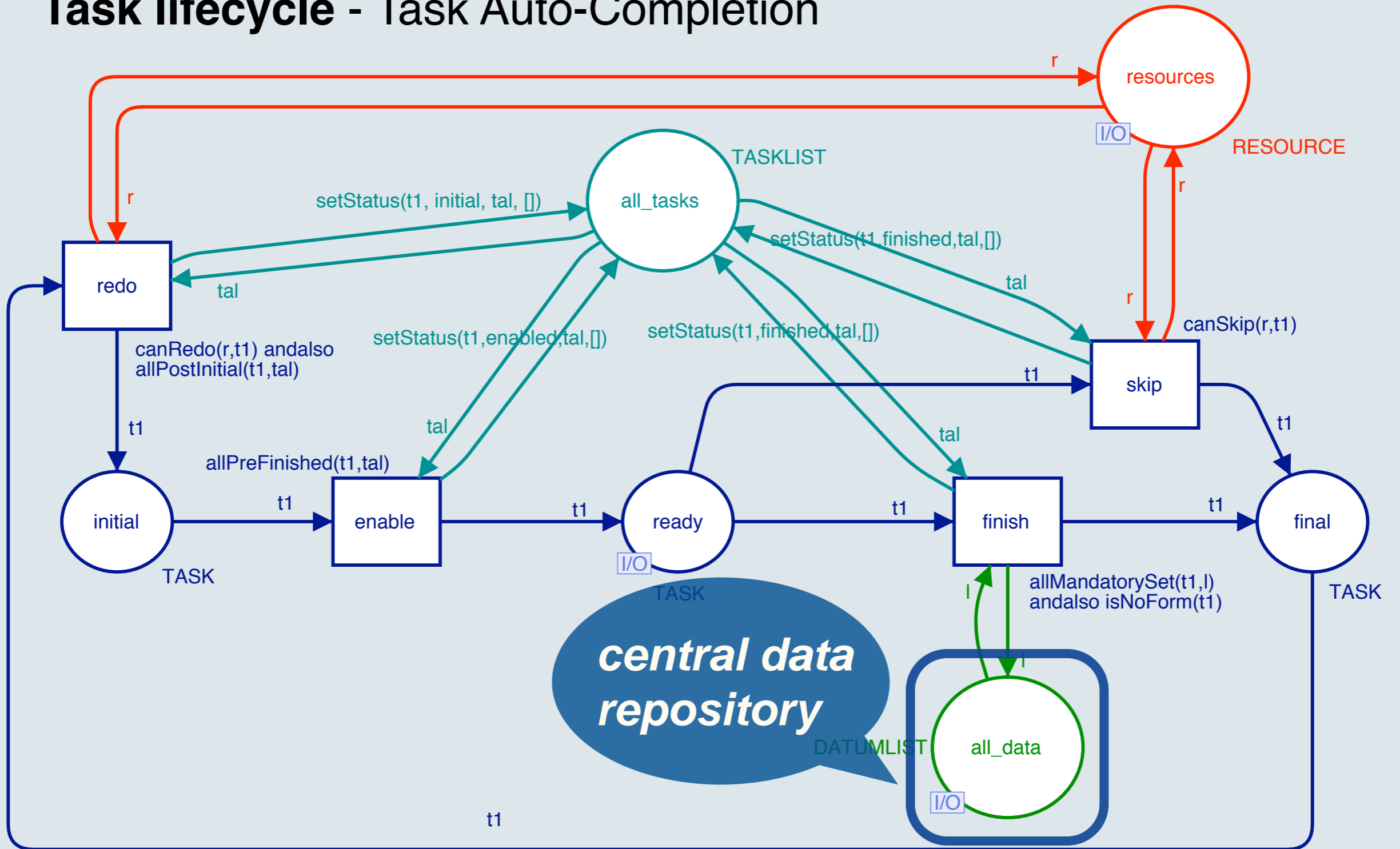
bypass

authorization

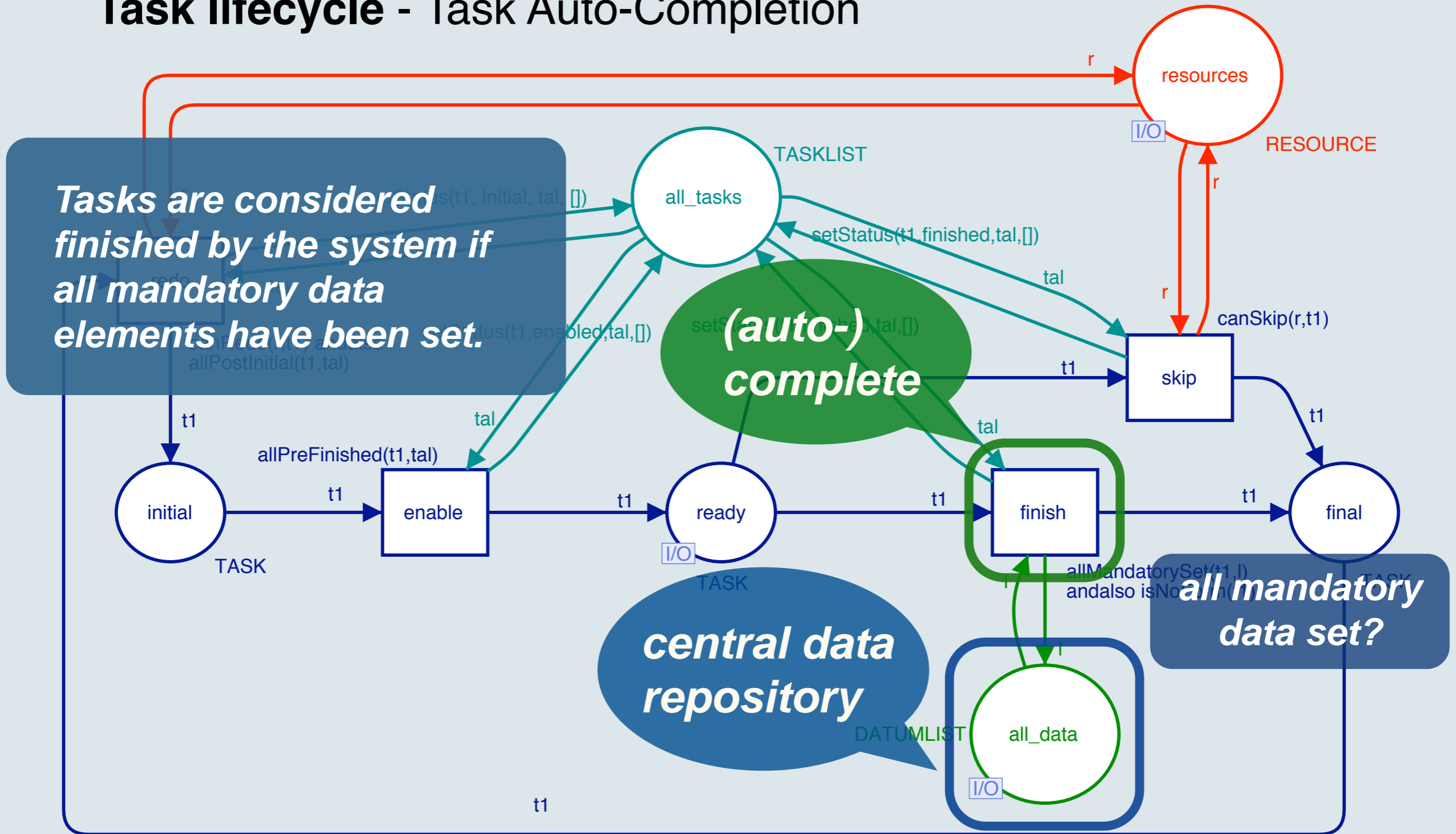


enable and finish are non-interactive transitions, i.e. automatically performed by the system.

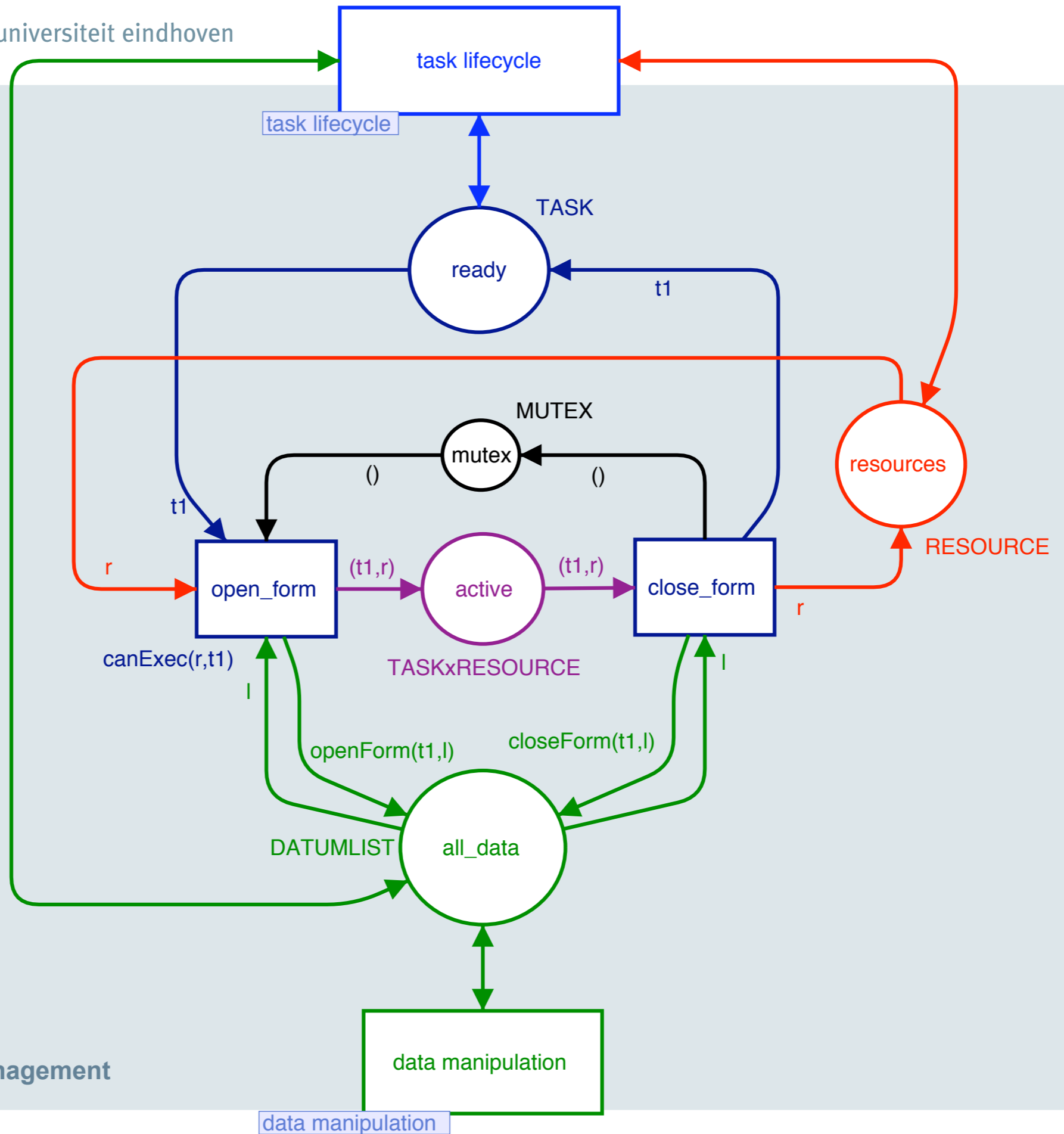
Task lifecycle - Task Auto-Completion



Task lifecycle - Task Auto-Completion

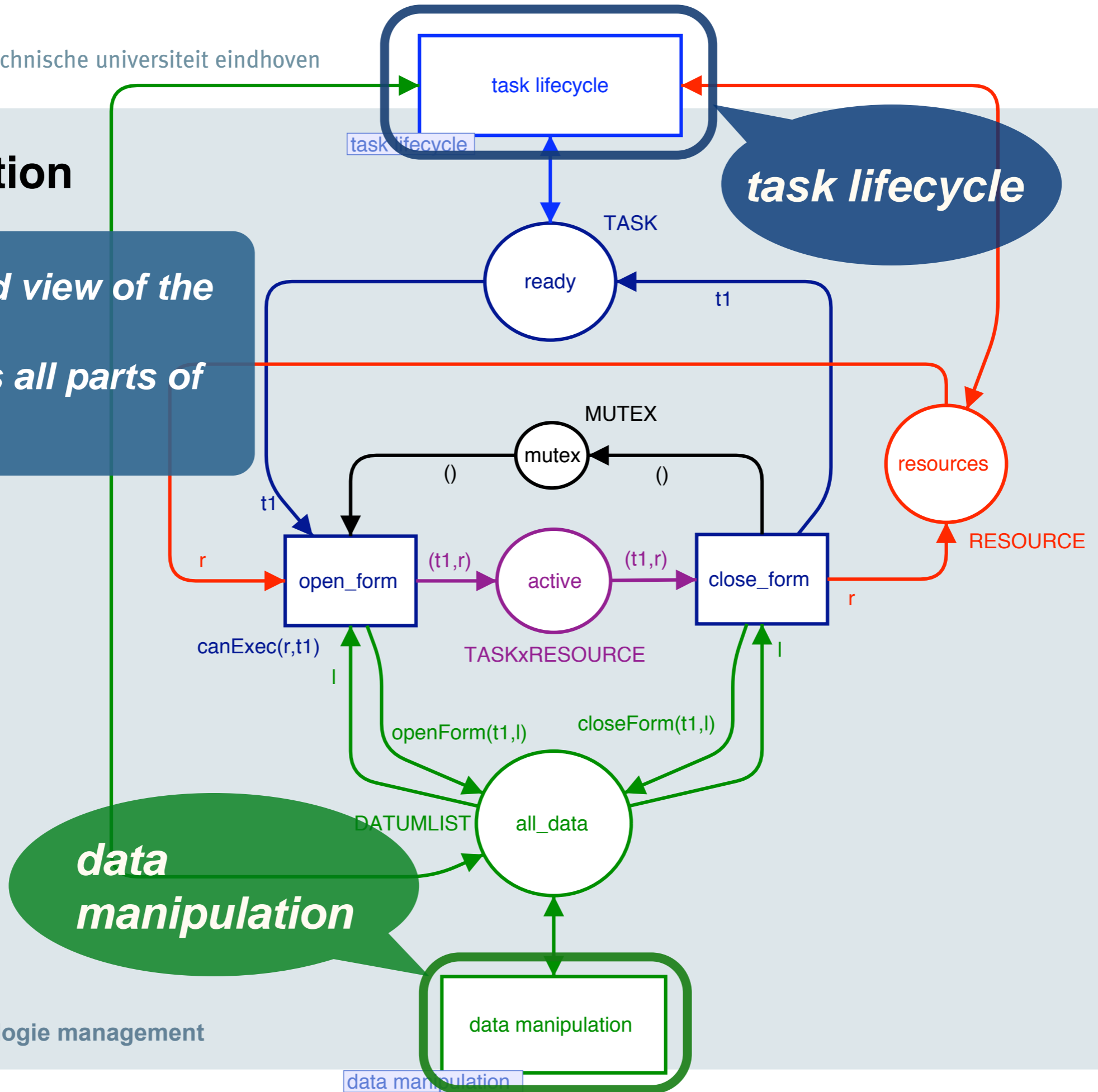


User interaction



User interaction

*User-centered view of the system.
Interconnects all parts of the model.*



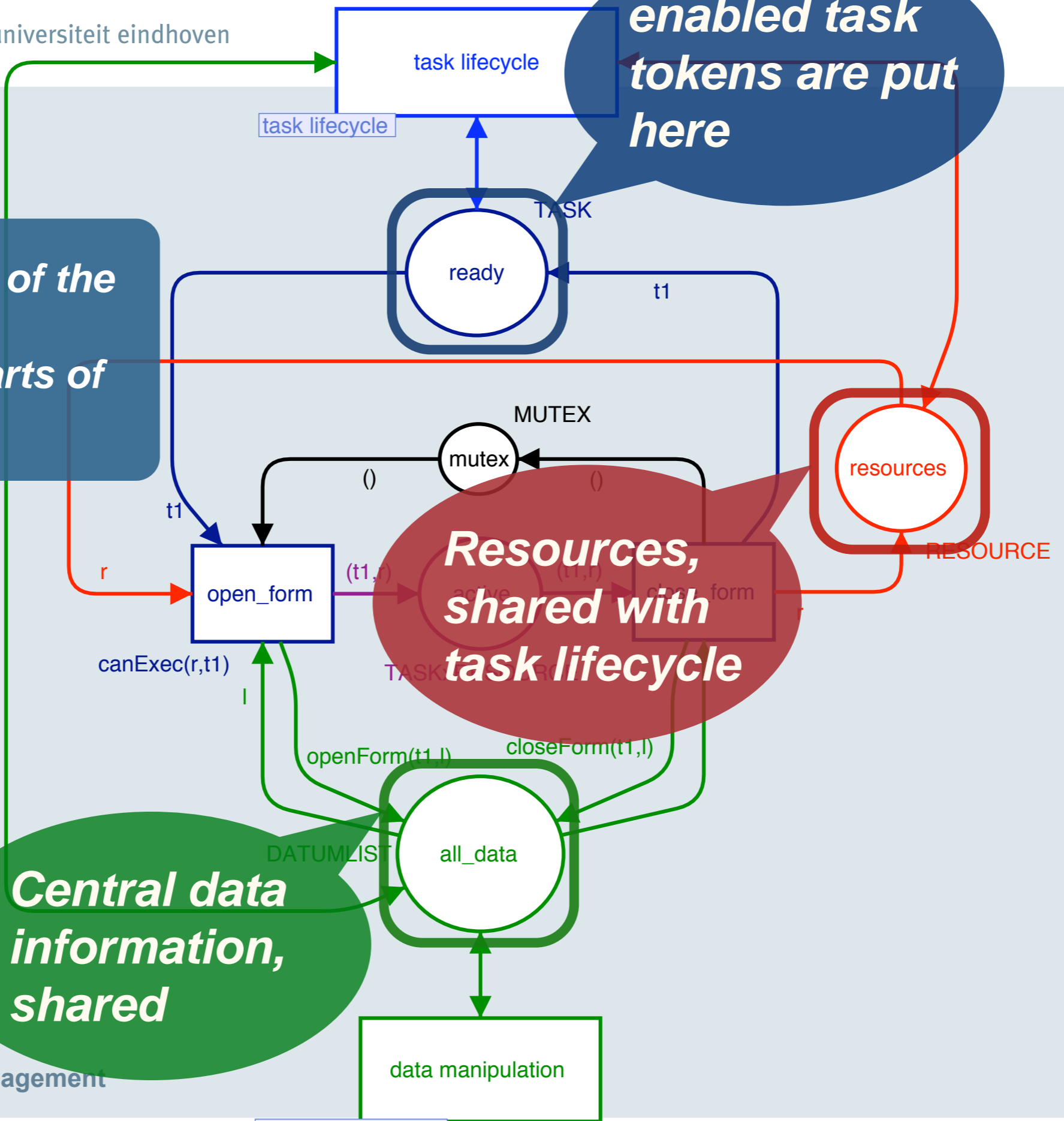
User interaction

*User-centered view of the system.
Interconnects all parts of the model.*

Central data information, shared

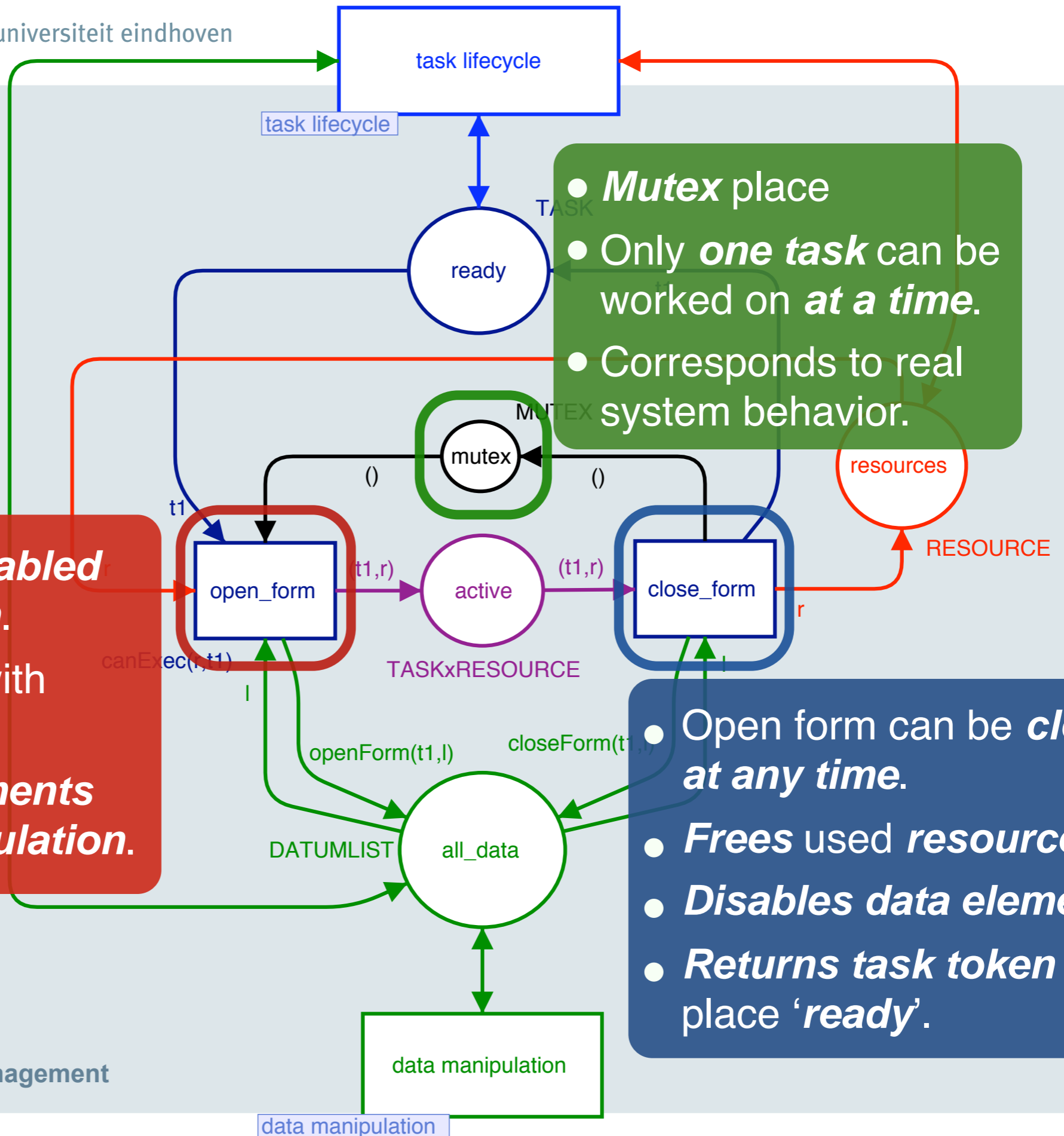
enabled task tokens are put here

Resources, shared with task lifecycle



User interaction

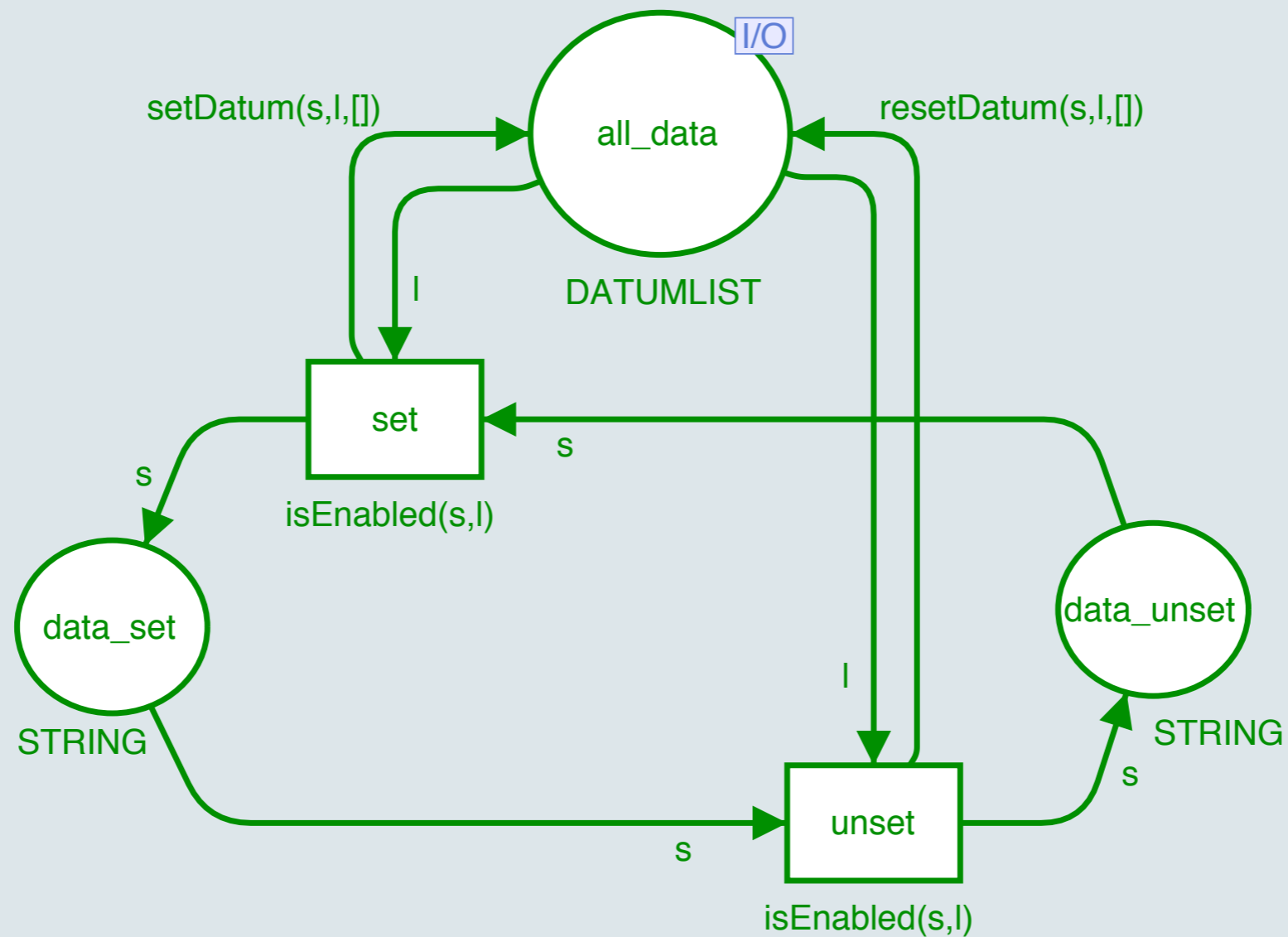
- User can *open enabled tasks to edit form*.
- Needs *resource* with *execute* rights.
- Enables *data elements* on form for *manipulation*.



- **Mutex place**
- Only *one task* can be worked on *at a time*.
- Corresponds to real system behavior.

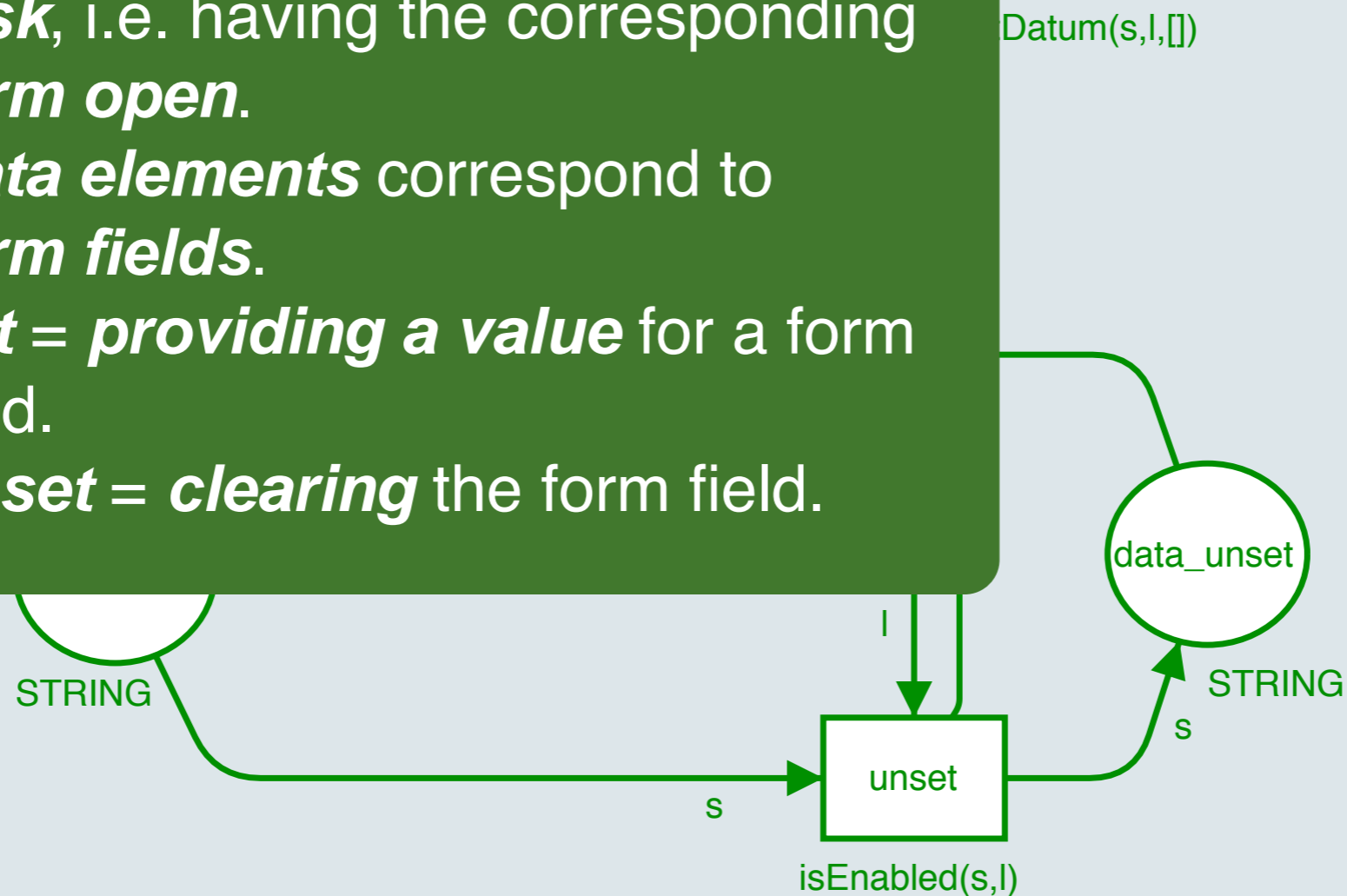
- Open form can be *closed at any time*.
- *Frees used resource*.
- *Disables data elements*.
- *Returns task token to place 'ready'*.

Data Manipulation



Data Manipulation

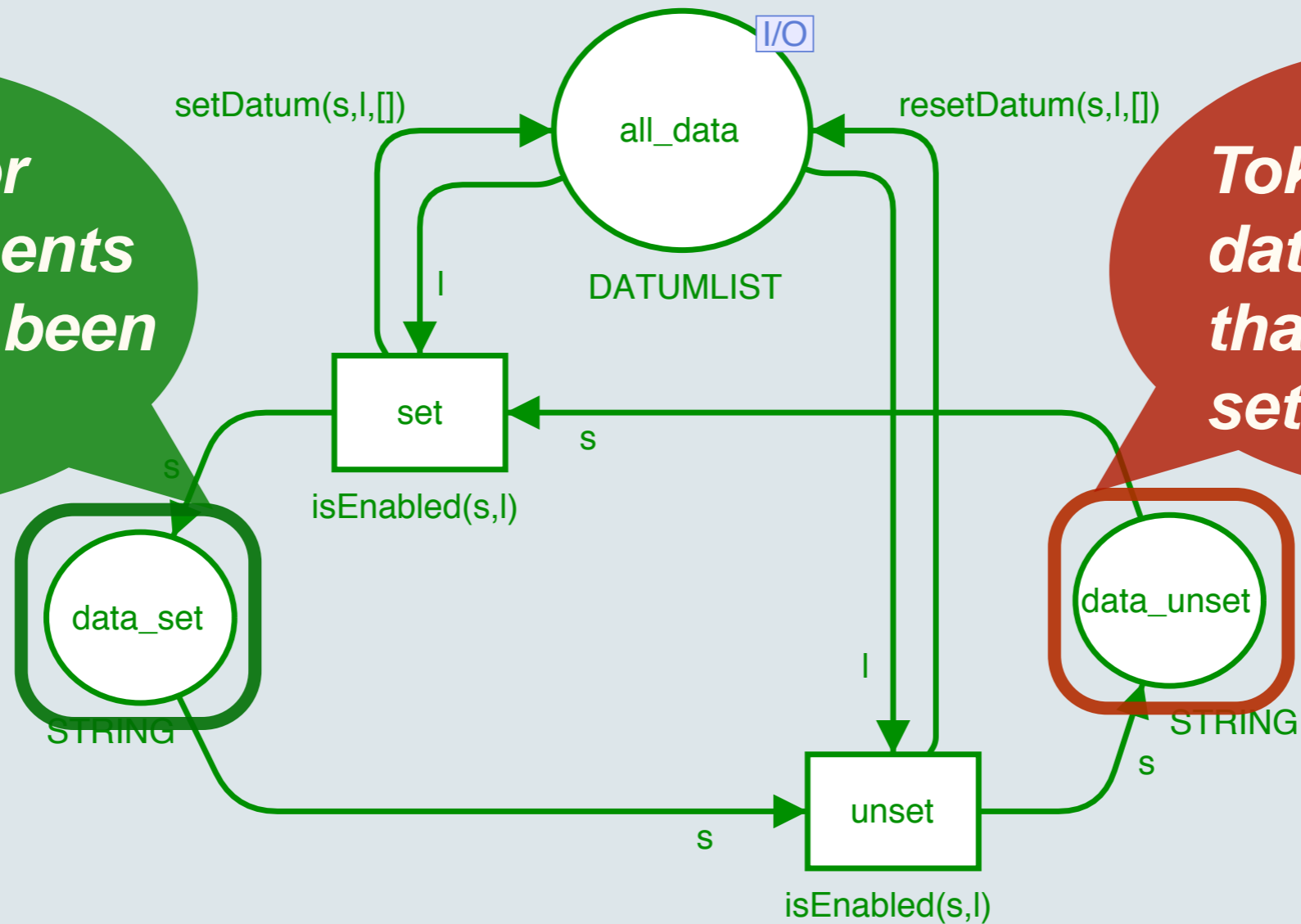
- Corresponds to *working on a task*, i.e. having the corresponding *form open*.
- *Data elements* correspond to *form fields*.
- *set* = *providing a value* for a form field.
- *unset* = *clearing* the form field.



Data Manipulation

Tokens for data elements that have been set

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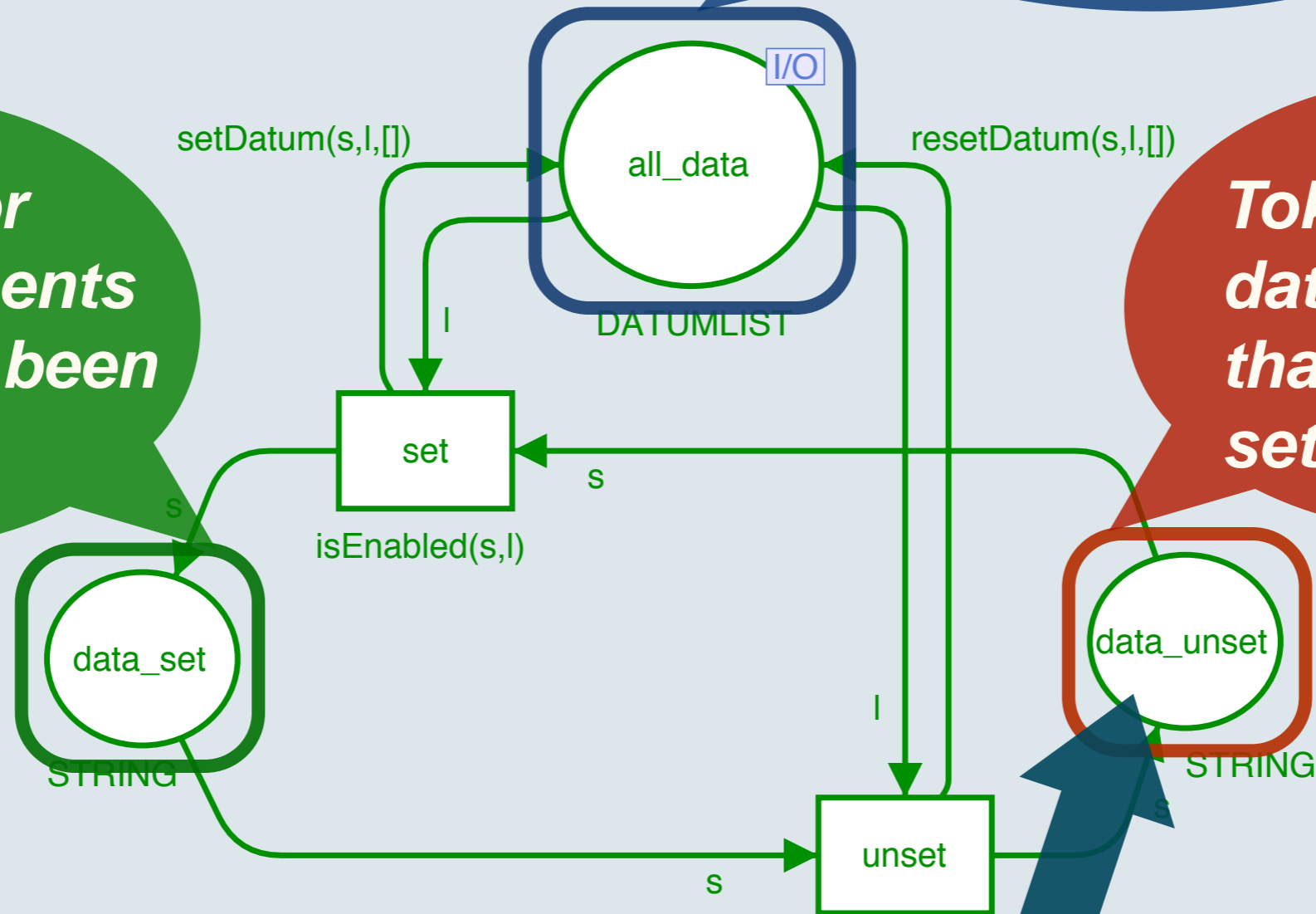


Data Manipulation

Central repository, keeping states of all data elements in the process

Tokens for data elements that have been set

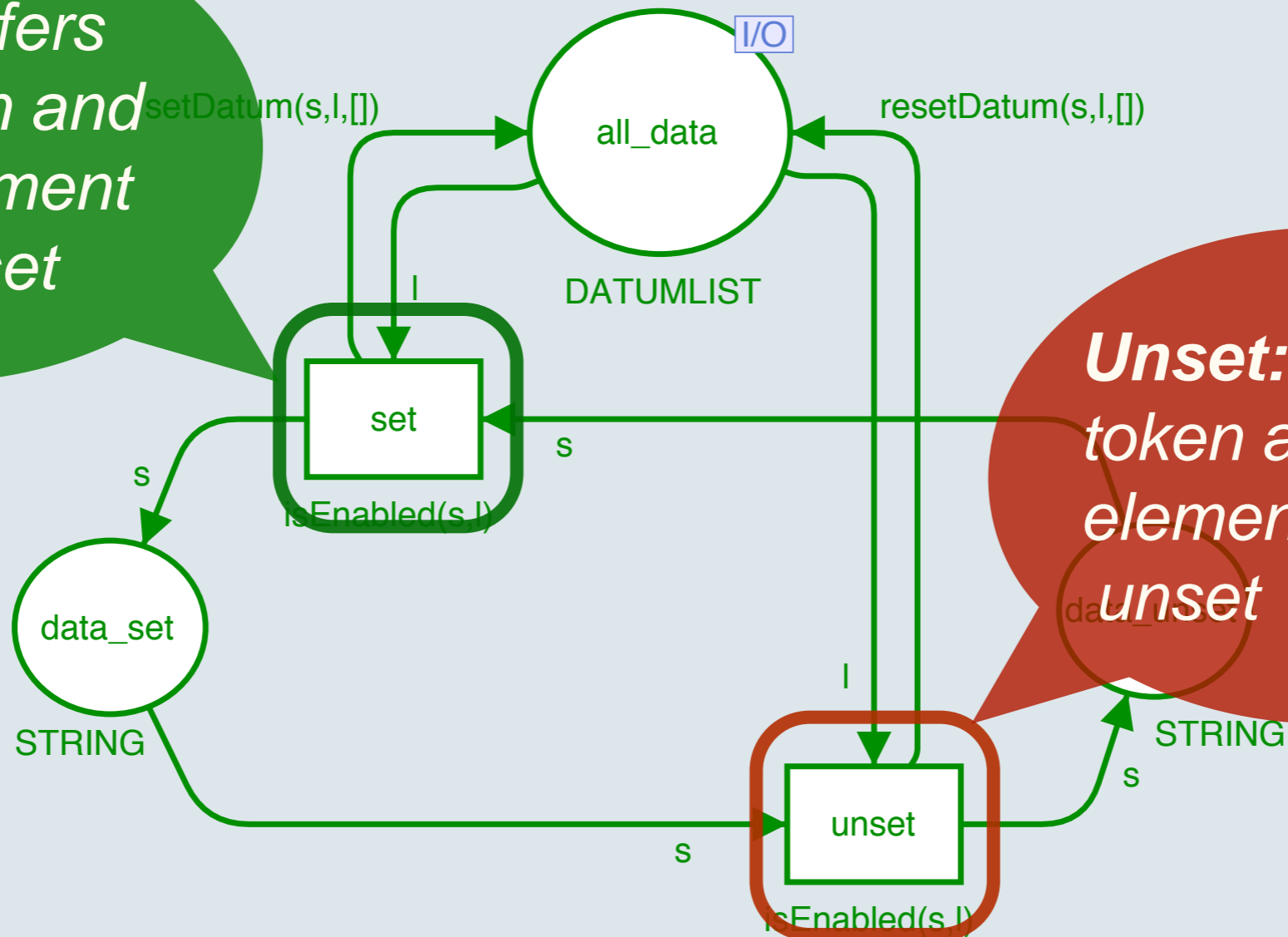
Tokens for data elements that have been unset



initial position of all data element tokens

Data Manipulation

Set: transfers data token and saves element state as set

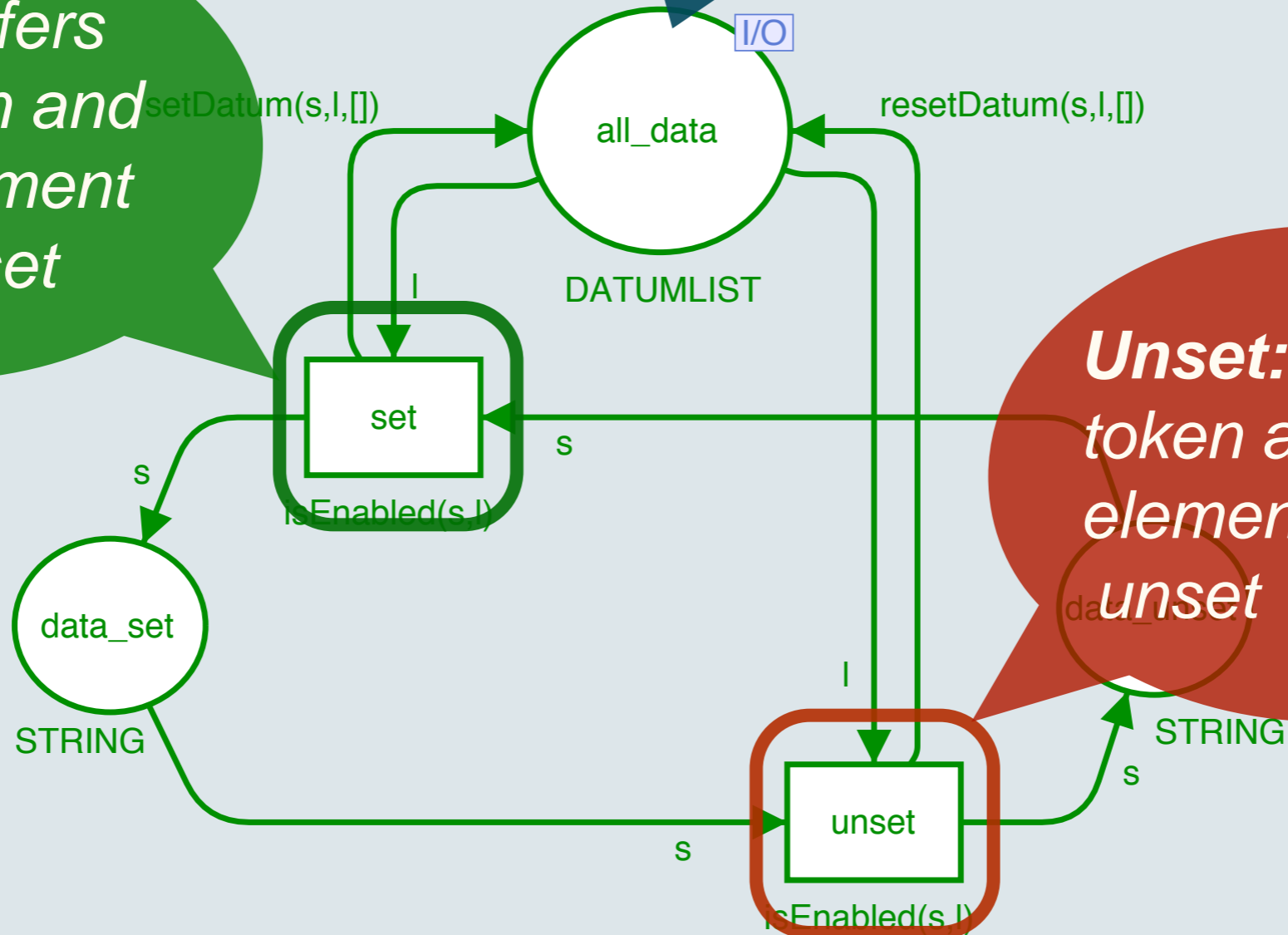


Unset: transfers token and saves element state as unset

Data Manipulation

set and *unset* can only be fired when the corresponding data element is *enabled*.

Set: transfers data token and saves element state as set



Unset: transfers token and saves element state as unset

Real system: FLOWer

- **Wavefront** represents the state in which tasks are in
 - left = initial
 - center = ready
 - right = finished
- **Transitions** of tasks can be triggered here: **skip, redo, execute**
- **Forms** show *mandatory data elements* to be set

The screenshot displays the 'Case Instances - ZakenZoeker' application. The main window shows a 'Creëer' (Create) form for a 'simple plan' case. Below the form, a task flow diagram is visible, with a green vertical line indicating the current state of the tasks. A red box highlights this green line, and a red callout bubble with the text '“wavefront”' points to it. To the right of the diagram, a list of tasks is shown: Task2, Task3, Task1 (with a checkmark), and Task4. Below the task flow, a 'Form 1 - Formulier' window is open, showing four data fields: Data1 (with the value 'value'), Data2, Data3, and Data4. The Data2 and Data3 fields have red vertical bars next to them, indicating they are mandatory. At the bottom of the screenshot, there is a small text box that says 'Klik of rechterklik op pictogrammen'.

Analysis

- All places are **bounded**
- **Unlimited navigation** within process
 - All markings are **Home Markings**
 - All transition instances are **live**
- **Discrepancies Model** \leftrightarrow Real system (FLOWer)
 - No alternative branches / arc conditions
 - Some high-level routing constructs not possible
 - Tight coupling **Task** \leftrightarrow **Form**
 - Delayed state transition (auto-completion of tasks)

Application - Understanding Case Handling

- Model ***behaves like real system*** in most aspects
 - Easier to access
 - Control pace by step-wise simulation
- “***Hidden***” system activities are modeled ***explicitly*** (e.g., auto-completion of tasks)
 - Users get the “*complete picture*”
- Investigation of ***particular properties***
 - Possibility to *tweak system behavior*
 - Research *alternative behavior*

Application - Process Mining research

- Real Case Handling systems' behavior is ***hardly predictable***
- Model can be used to create ***“clean” test logs***
 - Tweak process and model to behave in a certain way
 - Create random amount of logs by simulation
 - Can be used to verify mining algorithms
- Model can be modified to ***isolate certain aspects***
 - e.g., disable skip functionality and see how the mining algorithm copes

Conclusion

- **CPN** has proven to be very suitable for modeling
 - Relatively **easy-to-read** models
 - **Formal semantics**
- CPNs are highly leveraged by **excellent tool support**
 - (Relatively) straightforward to create model
 - **Simulation** capabilities
 - Testing the model
 - Create test logs
 - **State space analysis**
 - **Objective confidence** in model
(...where simulation can't go)