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### **Outline**

- 1. Overview of Process Mining
- 2. Process Discovery: The Basics
- 3. Other Process Discovery Techniques
- 4. Balancing Between Overfitting and Underfitting
- 5. Discovering Other Perspectives
- 6. Conformance Checking and Extension
- 7. ProM Tool
- 8. Conclusion

# Overview of Process Mining



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### Role of models

"world"

business process
people machines
components
organizations

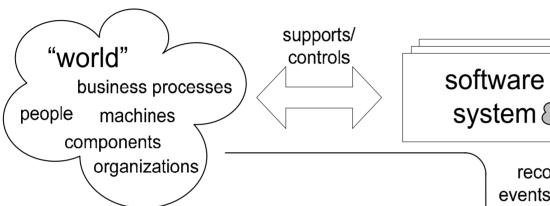


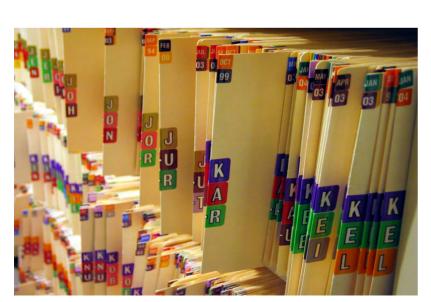


real world

powerpoint reality

### Event logs are a reflection of reality





records
events, e.g.,
messages,
transactions,
etc.

event logs



### **Examples:**























sense and simplicity



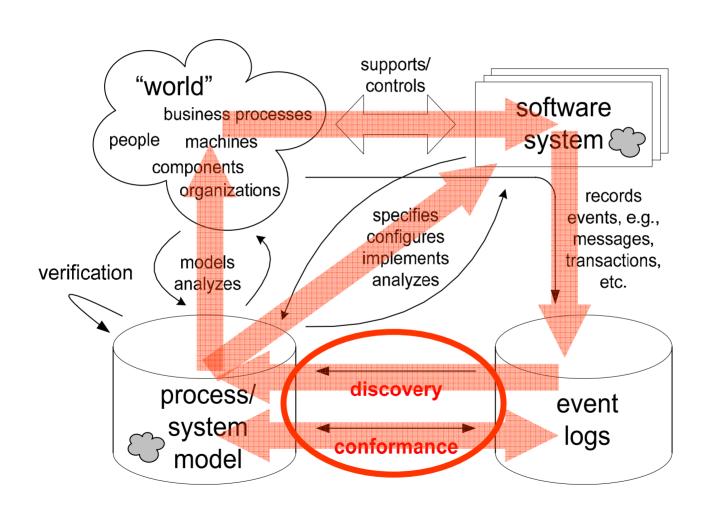


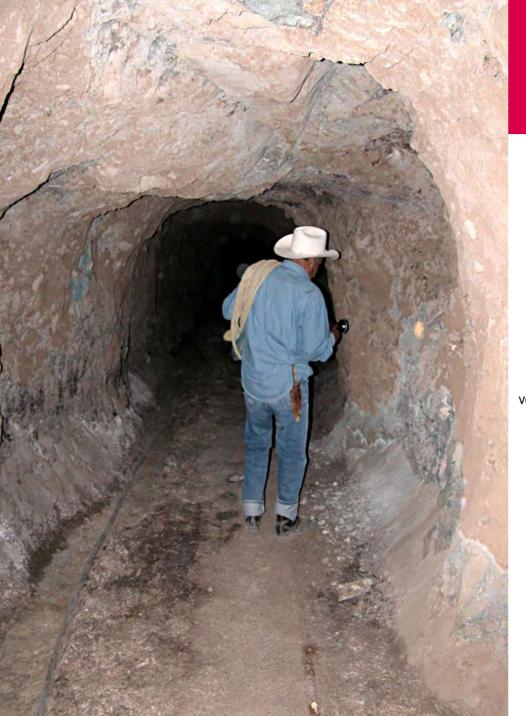




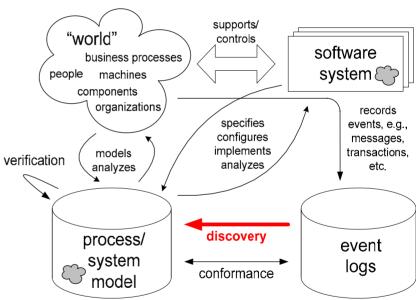


### Process mining: Linking events to models





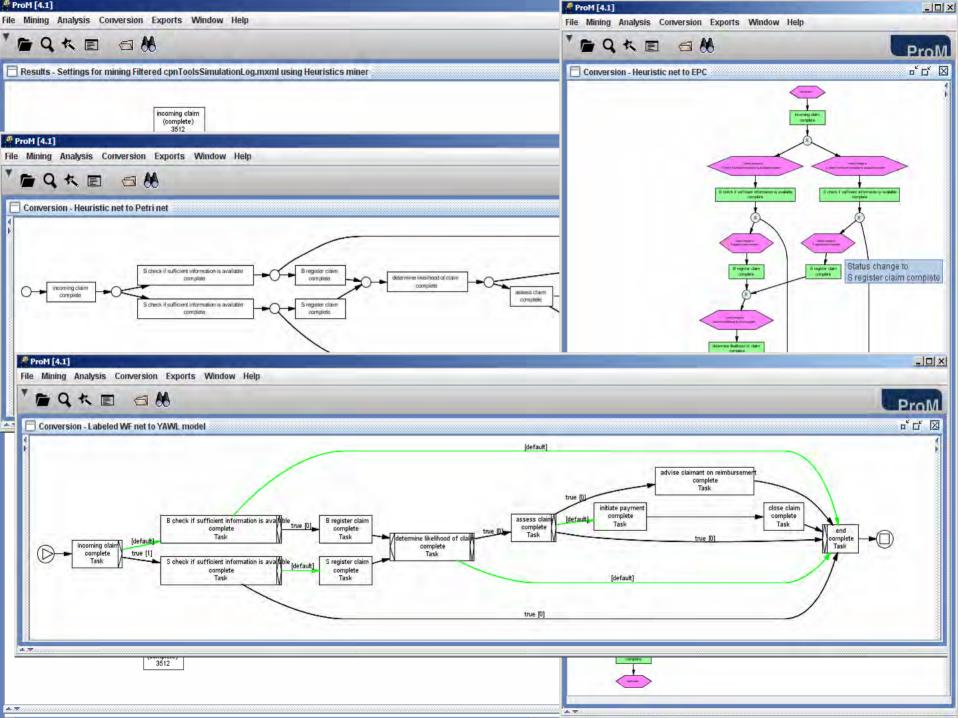
### Discovery

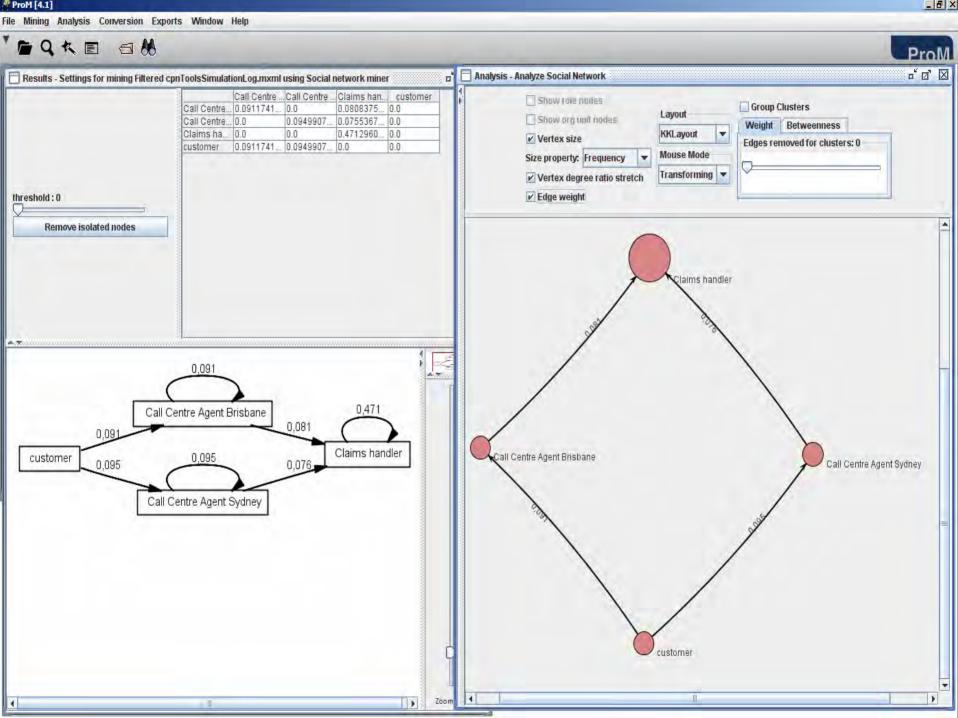


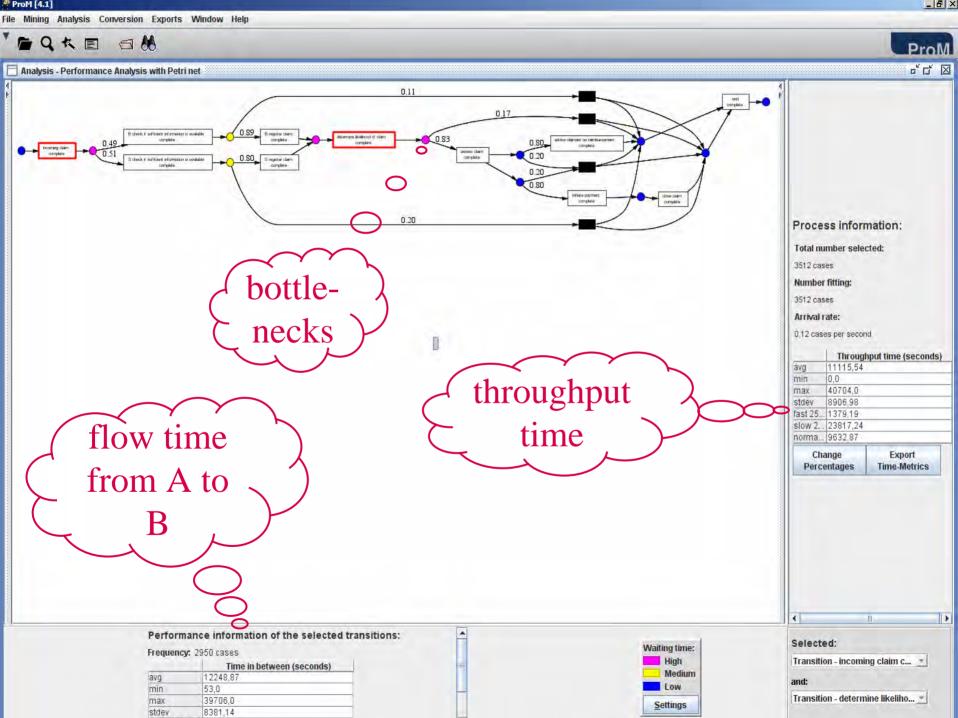


ProM supports +40 types of model discovery!



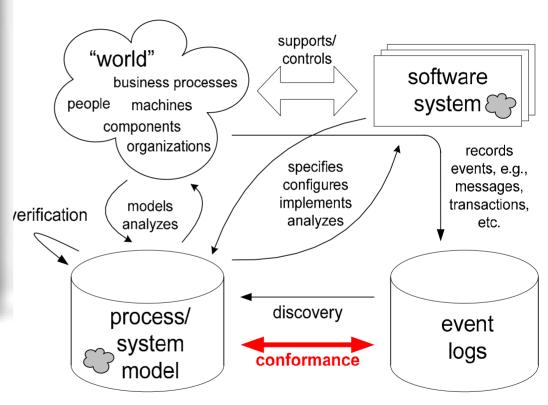


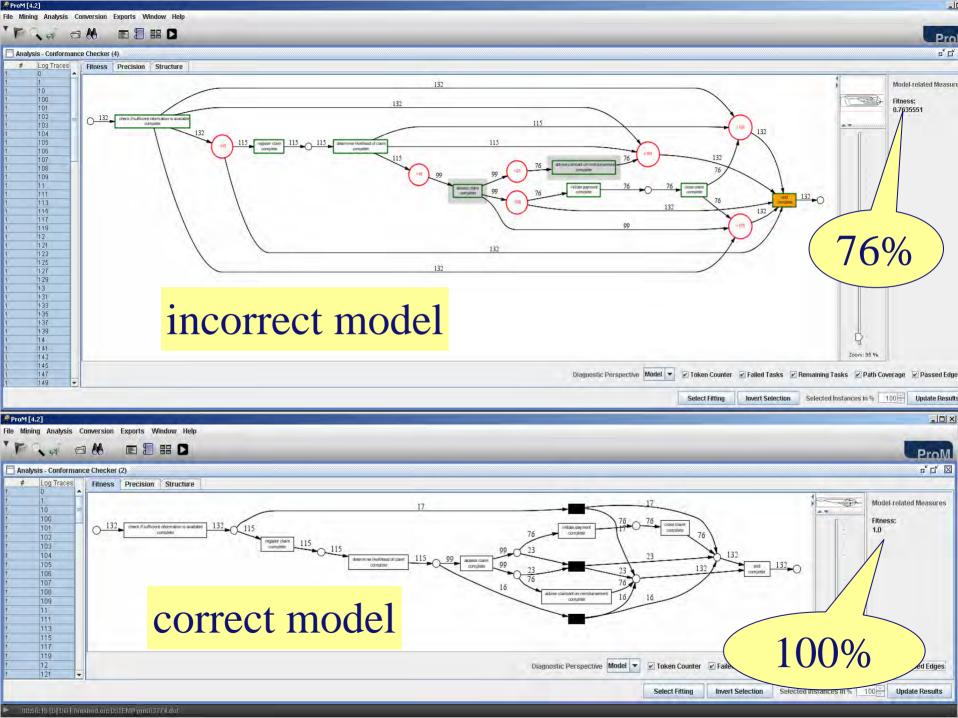






### Conformance Checking







# **Process Discovery:**The Basics



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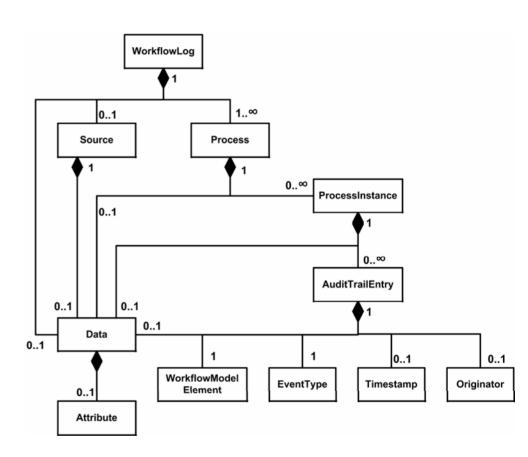
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### Starting point: event logs





event logs, audit trails, databases, message logs, etc.



unified event log (MXML)

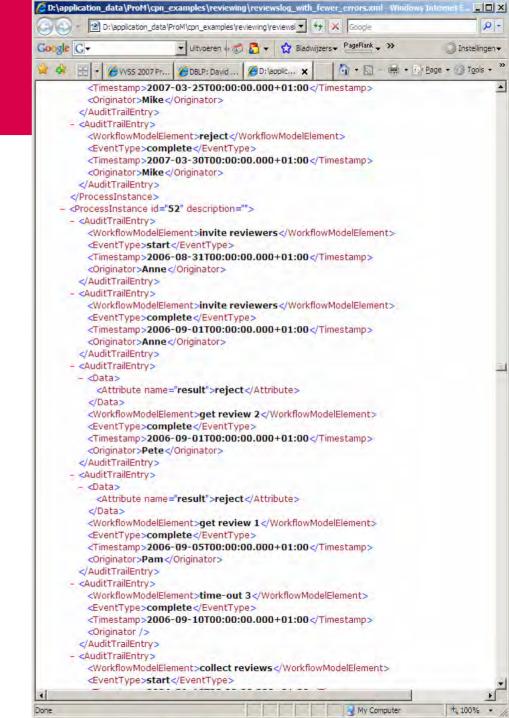
### **MXML**

#### **Event log:**

- processes
  - process instances
    - events

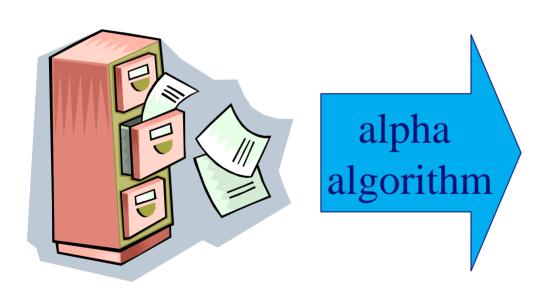
#### Per event:

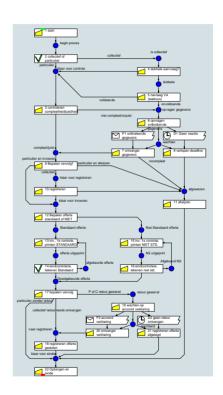
- activity name
- (event type)
- (originator)
- (timestamp)
- (data)

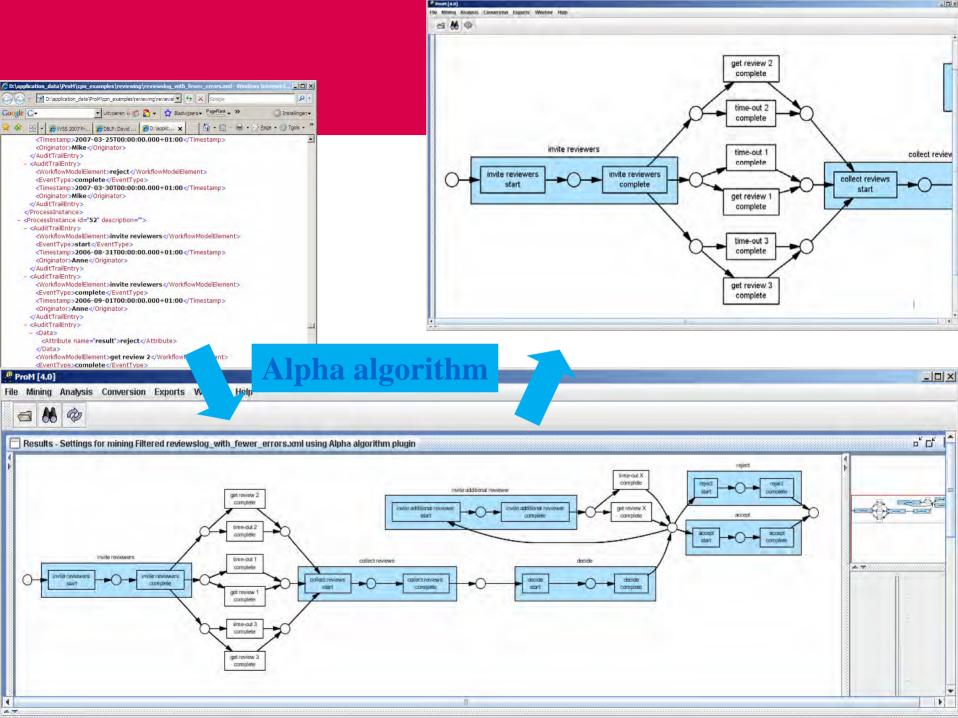


```
- <ProcessInstance id="51" description="">
 - <AuditTrailEntry>
     <WorkflowModelElement invite reviewers</p>
     <EventType>start</EventType>
                                                               attributes of
     <Timestamp>2006-08-28T00:00:00.000+01:00</Timestamp
     <Originator>Mike</Originator>
                                                                  an event
   </AuditTrailEntry>
 - <AuditTrailEntry>
     <WorkflowModelElement>invite reviewers \/\text{WorkflowModelElement}
                                                 towModelEle
     <EventType>complete</EventType>
                                                                    end of
     <Timestamp>2006-08-31T00:00:00.000+01:00</Timestamp
     <Originator>Mike</Originator>
                                                                   activity
   </AuditTrailEntry>
  <AuditTrailEntry>
     <Data>
       <a href="result">reject</attribute></a>
                                                                 activity
     </Data>
     <WorkflowModelElement>get review 3</WorkflowModelElement</p>
     <EventType>complete</EventType>
     <Timestamp>2006-09-02T00:00:00.000+01:00</Timestamp
                                                                 instance
     <Originator>Mary</Originator>
    </AuditTrailEntry>
   <AuditTrailEntry>
     <WorkflowModelElement>time-out 1</WorkflowModelElement>
     <EventType>complete</EventType>
     <Timestamp>2006-09-03T00:00:00.000+01:00</Timestamp>
     <Originator />
   </AuditTrailEntry>
 - <AuditTrailEntry>
```

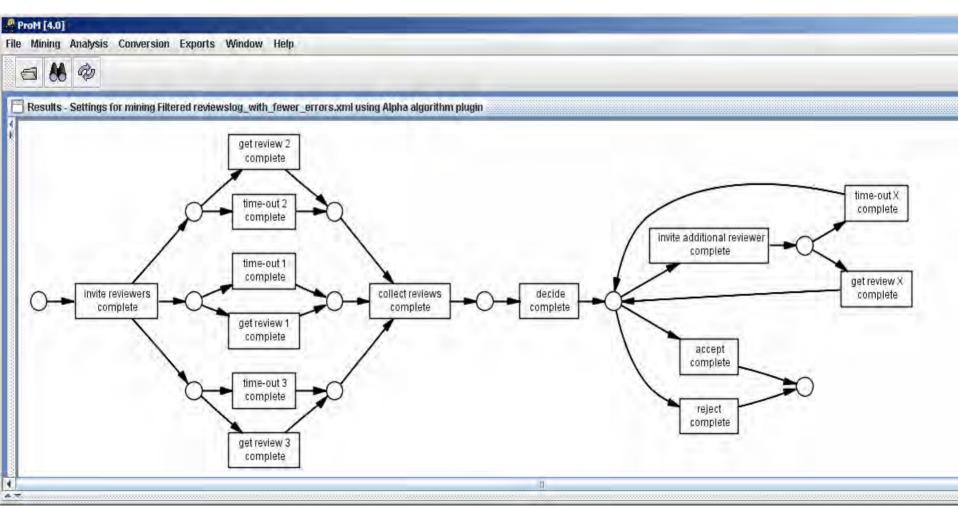
## Process Mining: The alpha algorithm







### Without transactional information (just completes)



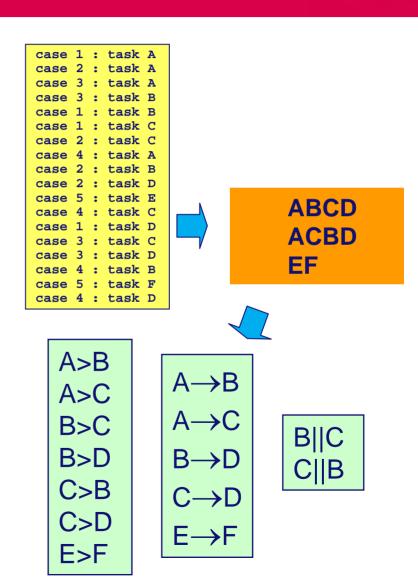
### **Example log**

- Minimal information in log: case id's and task id's.
- Additional information: event type, time, resources, and data.
- Sequences:
  - 1: ABCD
  - 2: ACBD
  - 3: ABCD
  - 4: ACBD
  - 5: EF
- So this log there are three possible sequences:
  - ABCD
  - ACBD
  - EF

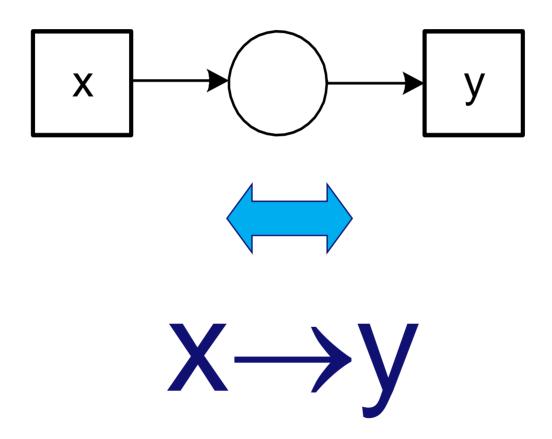
```
case 1 : task A
case 2 : task A
case 3 : task A
case 3 : task B
case 1 : task B
case 1 : task C
case 2 : task C
case 4: task A
case 2 : task B
case 2 : task D
case 5 : task E
case 4: task C
case 1 : task D
case 3 : task C
case 3 : task D
case 4: task B
case 5 : task F
case 4: task D
```

### >,→,||,# relations

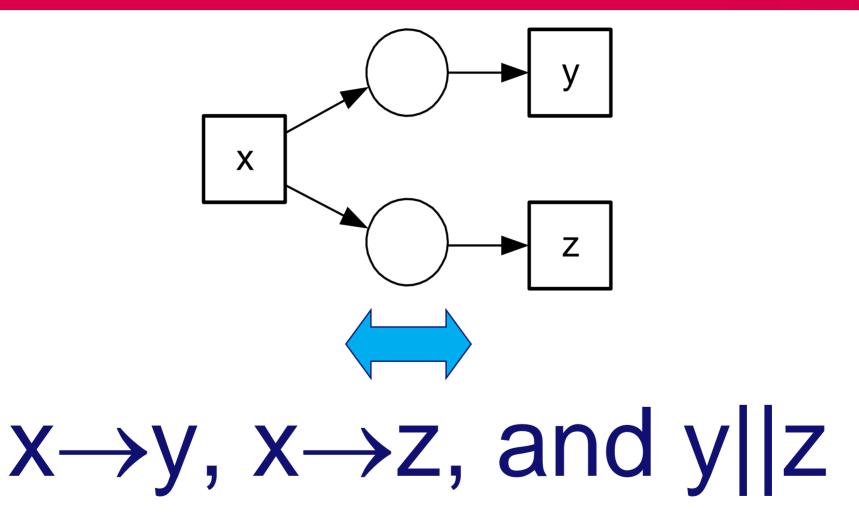
- Direct succession: x>y iff for some case x is directly followed by y.
- Causality: x→y iff x>y and not y>x.
- Parallel: x||y iff x>y and y>x
- Choice: x#y iff not x>y and not y>x.



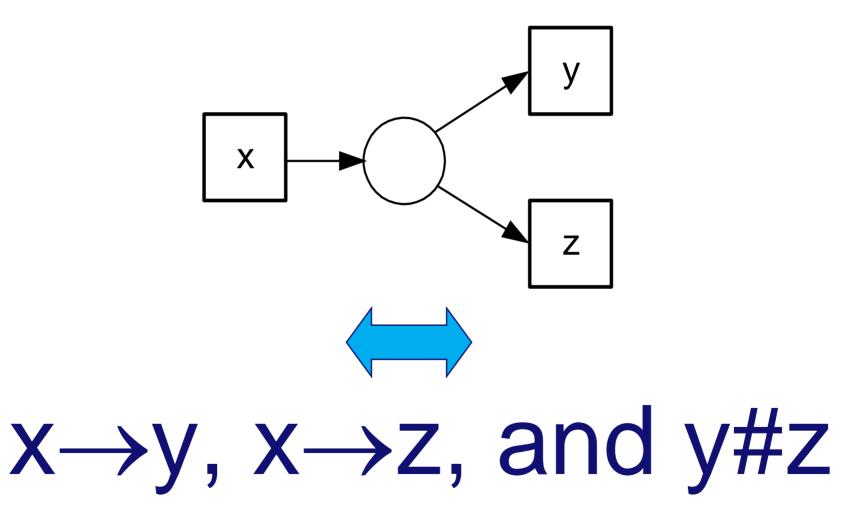
### Basic idea (1)



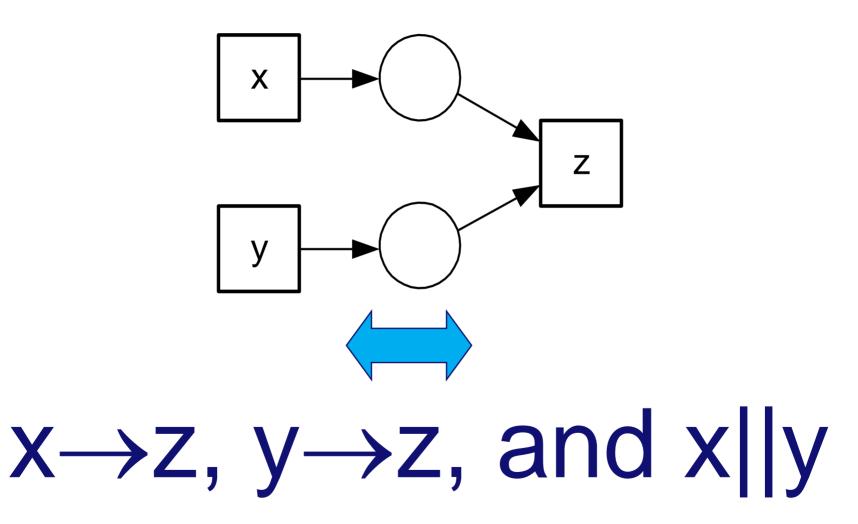
### Basic idea (2)



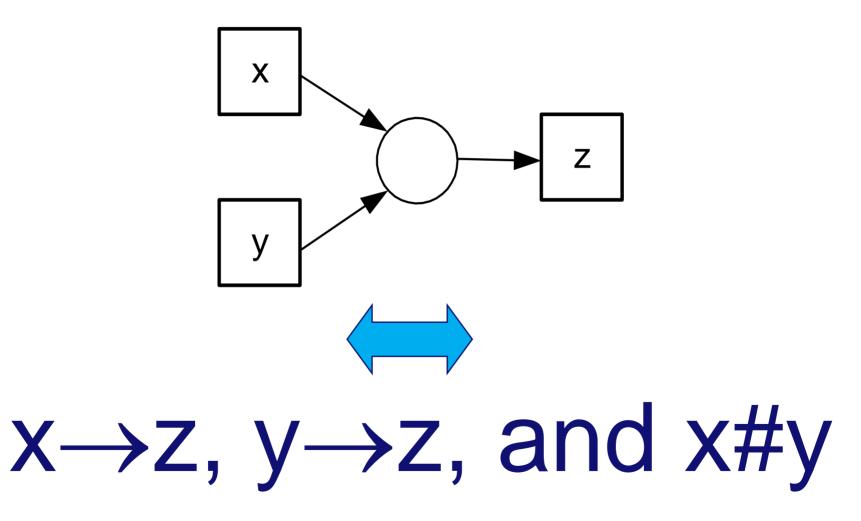
### Basic idea (3)



### Basic idea (4)



### Basic idea (5)



## It is not that simple: Basic alpha algorithm

Let W be a workflow log over T.  $\alpha(W)$  is defined as follows.

1. 
$$T_W = \{ t \in T \mid \exists_{\sigma \in W} t \in \sigma \},\$$

2. 
$$T_1 = \{ t \in T \mid \exists_{\sigma \in W} t = first(\sigma) \},$$

3. 
$$T_O = \{ t \in T \mid \exists_{\sigma \in W} t = last(\sigma) \},$$

4. 
$$X_W = \{ (A,B) \mid A \subseteq T_W \land A \neq \emptyset \land B \subseteq T_W \land B \neq \emptyset \land \forall_{a \in A} \forall_{b \in B} a \rightarrow_W b \land \forall_{a1,a2 \in A} a_1 \#_W a_2 \land \forall_{b1,b2 \in B} b_1 \#_W b_2 \},$$

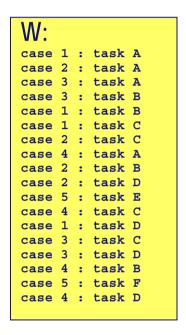
5. 
$$Y_W = \{ (A,B) \in X \mid \forall_{(A',B') \in X} A \subseteq A' \land B \subseteq B' \Rightarrow (A,B) = (A',B') \},$$

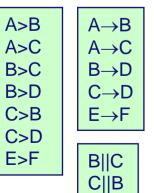
6. 
$$P_W = \{ p_{(A,B)} \mid (A,B) \in Y_W \} \cup \{i_W,o_W\},$$

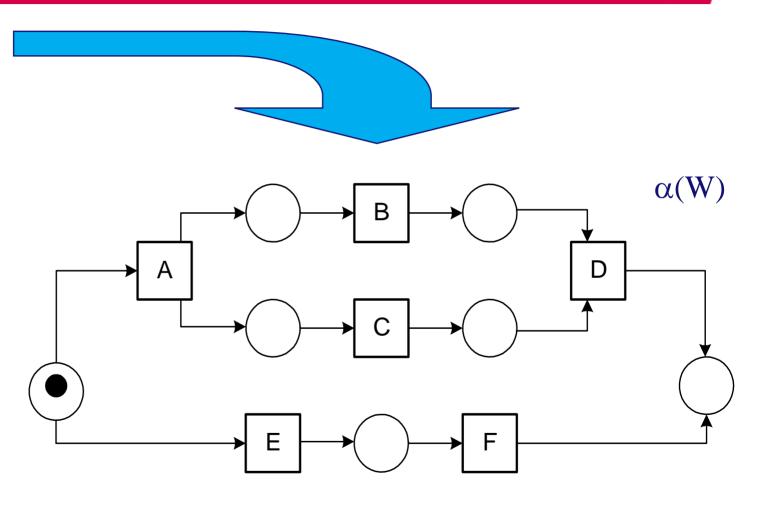
7. 
$$F_W = \{ (a, p_{(A,B)}) \mid (A,B) \in Y_W \land a \in A \} \cup \{ (p_{(A,B)},b) \mid (A,B) \in Y_W \land b \in B \} \cup \{ (i_W,t) \mid t \in T_I \} \cup \{ (t,o_W) \mid t \in T_O \}, and$$

8. 
$$\alpha(W) = (P_W, T_W, F_W)$$
.

### **Example revisited**







### Another example taken step-by-step ...

**Definition 3.1 (Workflow trace, Workflow log).** *Let* T *be a set of tasks.*  $\sigma \in T^*$  *is a* workflow trace *and*  $W \in \mathcal{P}(T^*)$  *is a* workflow log.<sup>2</sup>

The workflow trace of case 1 in Table 1 is *ABCD*. The workflow log corresponding to Table 1 is

 $\{ABCD, ACBD, AED\}.$ 

ase identifier	task identifier
case 1	task A
case 2	task A
case 3	task A
case 3	task B
case 1	task B
case 1	task C
case 2	task C
case 4	task A
case 2	task B
case 2	task D
case 5	task A
case 4	task C
case 1	task D
case 3	task C
case 3	task D
case 4	task B
case 5	task E
case 5	task D
case 4	task D

**Definition 3.2 (Log-based ordering relations).** *Let* W *be a workflow log over* T, *i.e.*,  $W \in \mathcal{P}(T^*)$ . *Let*  $a, b \in T$ :

- $a >_W b$  iff there is a trace  $\sigma = t_1 t_2 t_3 \dots t_{n-1}$  and  $i \in \{1, \dots, n-2\}$  such that  $\sigma \in W$  and  $t_i = a$  and  $t_{i+1} = b$ ,
- $(a \rightarrow_W b)$  iff  $a >_W b$  and  $b \not>_W a$ ,
- $a \#_W b$  iff  $a \geqslant_W b$  and  $b \geqslant_W a$ , and
- $a|_W b$  iff  $a >_W b$  and  $b >_W a$ .

Consider the workflow  $\log W = \{ABCD, ACBD, AED\}$  (i.e., the log shown in Table 1). Relation  $>_W$  describes which tasks appeared in sequence (one directly following the other). Clearly,  $A>_W B$   $A>_W C$ ,  $A>_W E$ ,  $B>_W C$ ,  $B>_W D$ ,  $C>_W B$   $C>_W D$ , and  $E>_W D$ . Relation  $\to_W$  can be computed from  $>_W$  and is referred to as the (direct) causal relation derived from workflow  $\log W$ .  $A\to_W B$ ,  $A\to_W C$ ,  $A\to_W E$ ,  $B\to_W D$ ,  $C\to_W D$ , and  $E\to_W D$ . Note that  $B\not\to_W C$  because  $C>_W B$ . Relation  $\parallel_W$  suggests potential parallelism. For  $\log W$ , tasks B and C seem to be in parallel, i.e.,  $B\parallel_W C$  and  $C\parallel_W B$ . If two tasks can follow each other directly in any order, then all possible interleavings are present and,

A>B A>C A>E B>C D>D C>B C>D

 $A \rightarrow B$   $A \rightarrow C$   $A \rightarrow E$   $B \rightarrow D$   $C \rightarrow D$   $E \rightarrow D$   $B \parallel C$ 

C||B

**Definition 4.3 (Mining algorithm**  $\alpha$ ). Let W be a workflow log

over 
$$T$$
.  $\alpha(W)$  is defined as follows:  
1.  $T_W = \{t \in T \mid \exists_{\sigma \in W} t \in \sigma\},$ 

1. 
$$T_W = \{t \in T \mid \exists_{\sigma \in W} t \in \sigma\}$$
  
2.  $T_I = \{t \in T \mid \exists_{\sigma \in W} t = fi\}$ 

$$\begin{array}{l} \checkmark 2. \quad T_I = \{t \in T \mid \exists_{\sigma \in W} t = first(\sigma)\}, \\ 3. \quad T_O = \{t \in T \mid \exists_{\sigma \in W} t = last(\sigma)\}, \end{array}$$

3. 
$$T_O = \{t \in T \mid \exists_{\sigma \in W} t = last(\sigma)\},\$$

$$=\{(A,B) \mid \mathbf{1} \quad T_{\mathbf{1}\mathbf{1}\mathbf{2}}$$

$$T_{W} = \{(A, B) \mid 1. \quad T_{W} = \{A, B, C, D, E\},$$
 $A \mid \forall_{b_{1}, b_{2} \in A} \mid 1. \quad T_{I} = \{A\},$ 

$$T_{W}=\{(A,E]$$
 3.  $T_{O}=\{D\}$ ,

6. 
$$P_W = \{p_{(A,B)} \mid (A,B) \in Y_W\} \cup \{i_W, o_W\},$$

6. 
$$P_W = \{p_{(A,B)} \mid (A,B) \in Y_W\} \cup \{i_W, o_W\},$$
7.

$$F_W = \{(a, p_{(A,B)}) \mid (A, B) \in Y_W \land a \in A\}$$

$$\cup \{(p_{(A,B)}, b) \mid (A, B) \in Y_W \land b \in B\}$$

$$\cup \{(i_W, t) \mid t \in T_I\} \cup \{(t, o_W) \mid t \in T_O\},$$

5.

 $\alpha(W) = (P_W, T_W, F_W).$ 

$$W = \{ABCD, ACBD, AED\}$$

**Definition 4.3 (Mining algorithm**  $\alpha$ **).** Let W be a workflow log over T.  $\alpha(W)$  is defined as follows:

1. 
$$T_W = \{t \in T \mid \exists_{\sigma \in W} t \in \sigma\},$$

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3. 
$$T_O = \{t \in T \mid \exists_{\sigma \in W} t = last(\sigma)\},\$$

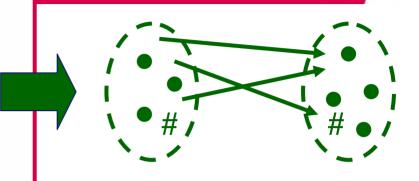
$$X_{W} = \{ (A, B) \mid A \subseteq T_{W} \land B \subseteq T_{W}$$

$$\land \forall_{a \in A} \forall_{b \in B} a \to_{W} b \land \forall_{a_{1}, a_{2} \in A} a_{1} \#_{W} a_{2}$$

$$\land \forall_{b_{1}, b_{2} \in B} b_{1} \#_{W} b_{2} \},$$

5.





A and B need to be non-empty.

$$X_W = \{(\{A\}, \{B\}), (\{A\}, \{C\}), (\{A\}, \{E\}), (\{B\}, \{D\}), (\{C\}, \{D\}), (\{E\}, \{D\}), (\{A\}, \{B, E\}), (\{A\}, \{C, E\}), (\{B, E\}, \{D\}), (\{C, E\}, \{D\})\},$$

8.  $\alpha(W) = (P_W, T_W, F_W).$ 

4.

$$X_W = \{(\{A\}, \{B\}), (\{A\}, \{C\}), (\{A\}, \{E\}), (\{B\}, \{D\}), (\{C\}, \{D\}), (\{E\}, \{D\}), (\{A\}, \{B, E\}), (\{A\}, \{C, E\}), (\{B, E\}, \{D\}), (\{C, E\}, \{D\})\},$$

**V** 5.

$$Y_W = \{ (A, B) \in X_W \mid \forall_{(A', B') \in X_W} A \subseteq A' \land B \subseteq B' \Longrightarrow (A, B) = (A', B') \},$$

 $W = \{ABCD, ACBD, AED\}$ 

5.

$$Y_W = \{(\{A\}, \{B, E\}), (\{A\}, \{C, E\}), (\{B, E\}, \{D\}), (\{C, E\}, \{D\})\},$$

ana

8.  $\alpha(W) = (P_W, T_W, F_W).$ 

5.

$$Y_W = \{(\{A\}, \{B, E\}), (\{A\}, \{C, E\}), (\{B, E\}, \{D\}), (\{C, E\}, \{D\})\},$$

 $W = \{ABCD, ACBD, AED\}$ 

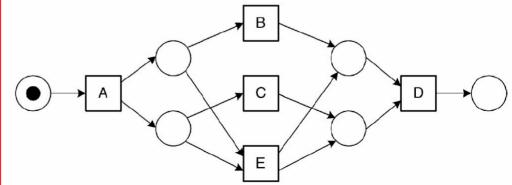
$$P_W = \{i_W, o_W, p_{(\{A\}, \{B, E\})}, p_{\{A\}, \{C, E\})}, p_{\{B, E\}, \{D\})}, p_{(\{C, E\}, \{D\})}\},$$

**4**6.  $P_W = \{p_{(A,B)} \mid (A,B) \in Y_W\} \cup \mathbf{4}$ 

$$F_W = \{(i_W, A), (A, p_{(\{A\}, \{B, E\})}), (p_{(\{A\}, \{B\}, E\})}, B), \dots, (D, o_W)\}$$

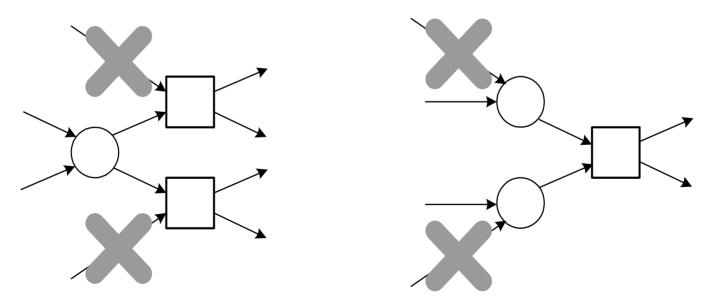
 $F_W = \{(a, p_{(A,B)}) \mid (A, B) \in Y_W / U \}$   $\cup \{(p_{(A,B)}, b) \mid (A, B) \in Y_W \cup \{(i_W, t) \mid t \in T_I\} \cup \{(t, o)\}\}$ 

and B.  $\alpha(W) = (P_W, T_W, F_W)$ .



### Properties of the Alpha algorithm

- If log is complete with respect to relation >, it can be used to mine any SWF-net!
- Structured Workflow Nets (SWF-nets) have no implicit places and the following two constructs cannot be used:



(Short loops require some refinement but not a problem.)

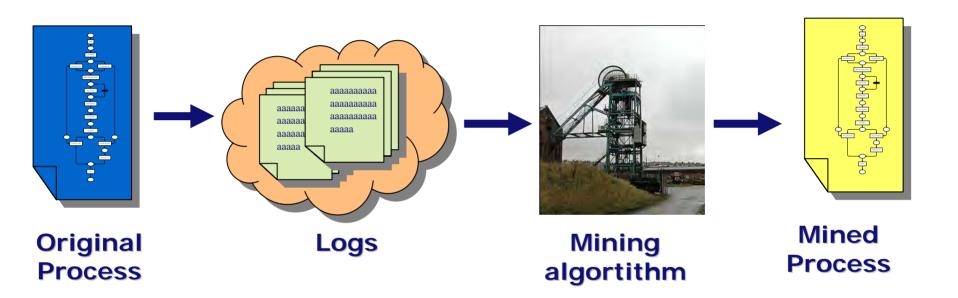
### Alpha algorithm

- Mainly of theoretical interest!
- Too simple to be applicable to real-life logs.
- Does not address issues such as noise, etc.
- Should NOT be taken as a benchmark.
- However, the algorithm reveals:
  - basic process mining ideas and concepts in 8 lines,
  - theoretical limits of process mining.





# Basic test for any mining algorithm: Rediscovery



Can the mined process generate all the behavior in the log?

How close is the behavior of the mined process to the original one?

# Controlled choices cannot be rediscovered (and in may cases this is good!)

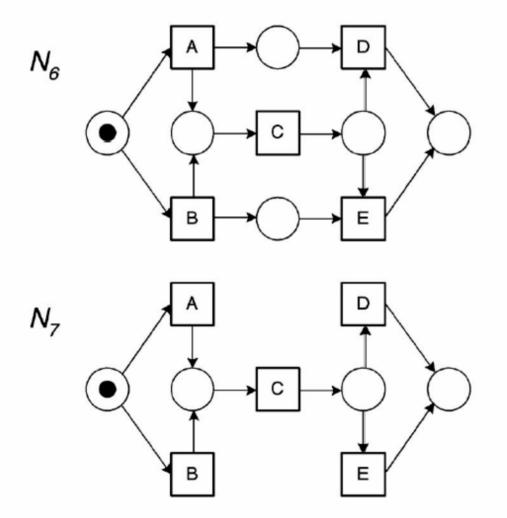


Fig. 7. The nonfree-choice WF-net  $N_6$  cannot be rediscovered by the  $\alpha$  algorithm.

# Log only contains information about behavior and not structure

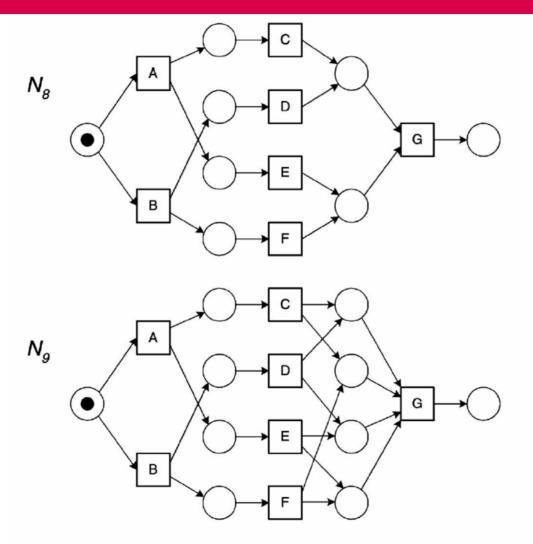


Fig. 8. WF-net  $N_8$  cannot be rediscovered by the  $\alpha$  algorithm. Nevertheless,  $\alpha$  returns a WF-net which is behavioral equivalent.

# Completeness notion may be too crude in some cases

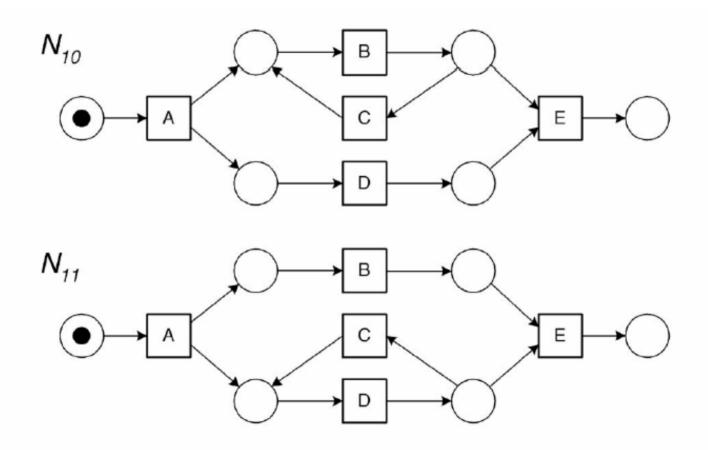


Fig. 9. Although both WF-nets are not behavioral equivalent they are identical with respect to > .

# **Another example of behaviorally equivalent SWF-nets**

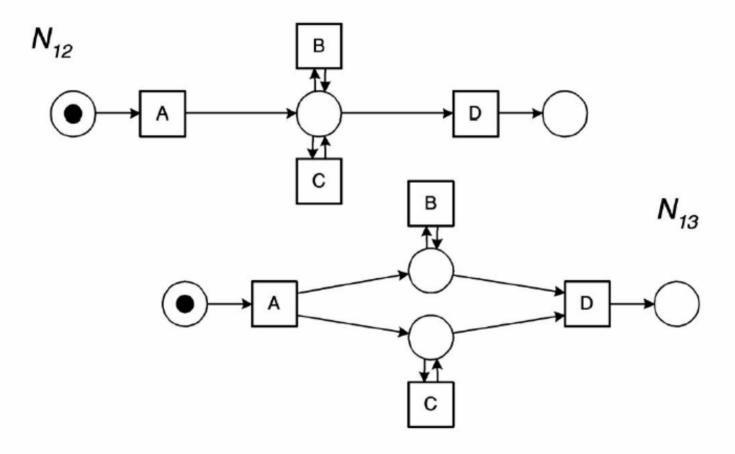
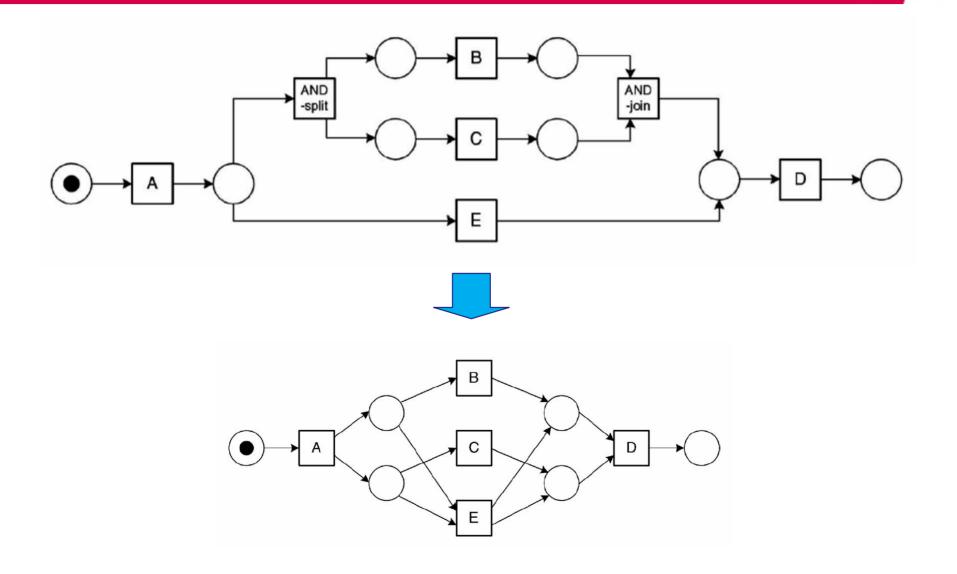
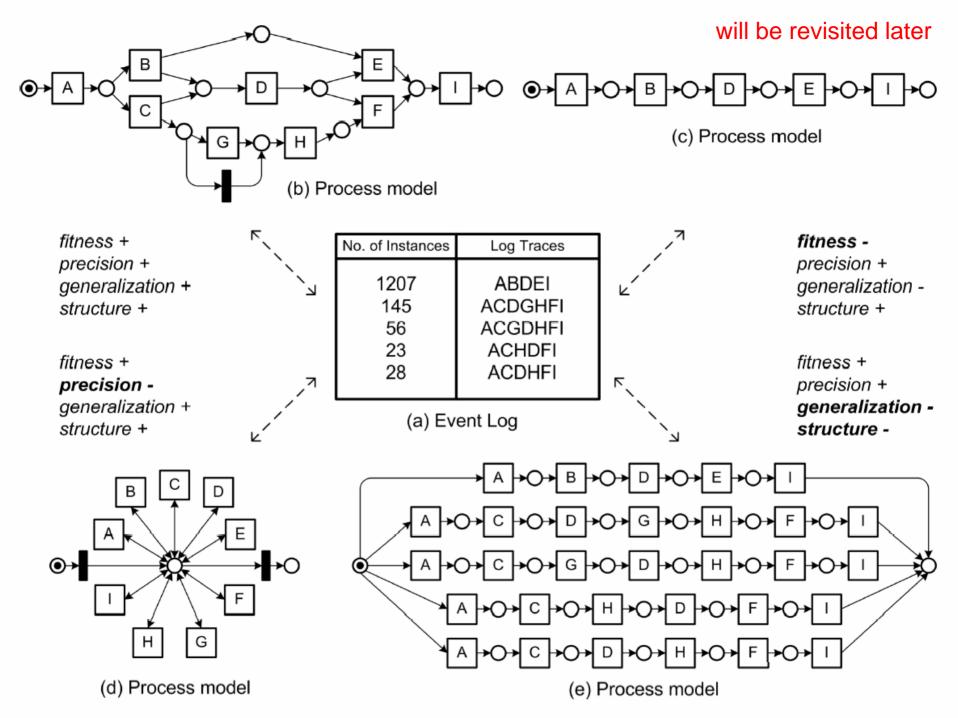


Fig. 10. Both SWF-nets are behavioral equivalent and, therefore, any algorithm will be unable to distinguish  $N_{12}$  from  $N_{13}$  (assuming a notion of completeness based on > ).

# Silent steps (and duplicate steps) cannot be discovered





#### Simple process mining algorithms tend to:

- Have problems with complex control-flow constructs. For example, many process mining algorithms are unable to deal with non-free-choice constructs and complex nested loops.
- Not allow for duplicates. In the event log it is not possible to distinguish between activities that are logged in a similar way, i.e., there are multiple activities that have the same "footprint" in the log. As a result, most algorithms map these different activities onto a simple activity thus making the model incorrect or counter-intuitive.
- Silent steps. Things that are not recorded cannot be discovered.
- Underfit (i.e., overgeneralize) or overfit. Many algorithms have a tendency to overgeneralize, i.e., the discovered model allows for much more behavior than actually recorded in the log. In some circumstances this may be desirable. However, there seems to be a need to flexibly balance between "overfitting" and "underfitting".
- Yield inconsistent models. For more complicated processes many algorithms have a tendency to produce models that may have deadlocks and/or livelocks. It seems vital that the generated models satisfy some soundness requirements (e.g., the soundness property).

Other Process
Discovery Techniques



Where innovation starts

#### Overview of process discovery techniques

- Classical techniques (e.g., learning state machines and the theory of regions): cannot handle concurrency and/or do not generalize (i.e., if it did not happen, it cannot happen).
- Algorithmic techniques
  - Alpha miner
  - Alpha+, Alpha++, Alpha#
  - Heuristic miner
  - Multi phase miner
  - •
- Genetic process mining
- Region-based process mining
  - State-based regions
  - Language based regions



#### **Multi-Phase Miner**

(Boudewijn van Dongen et al.)

#### Two phases:

- 1) Create a visual description of each instance, without choices and loops (cf. runs or occurrence nets).
  - Comprehensive representation
  - Ideal for performance analysis (cf. ARIS PPM)
- 2) Aggregate multiple instances to one process model.
  - Only causal relations between tasks are required

#### **Properties:**

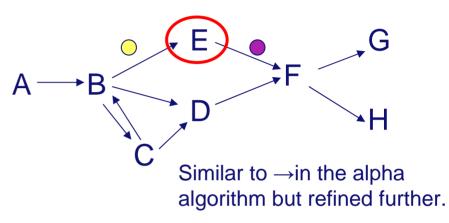
- More robust and multi-lingual (cf. EPCs).
- Possibility of inspect instances

### **Step 1: Create instance graphs**

#### Log file:

- A, B, C, B, C, D, E, F, G
- A, B, E, D, F, G
- A, B, D, E, F, H

#### Causal relations:



For each entry in every instance, find the closest causal predecessor and successor, and build instance graphs

$$A \rightarrow B \rightarrow C \rightarrow B \rightarrow C \rightarrow D \rightarrow F \rightarrow G$$

$$A \rightarrow B \rightarrow D \rightarrow F \rightarrow G$$

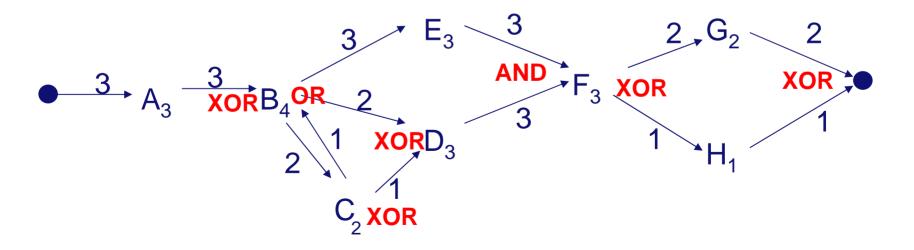
$$A \rightarrow B \rightarrow D \rightarrow F \rightarrow H$$

### Step 2: Aggregate instance graphs

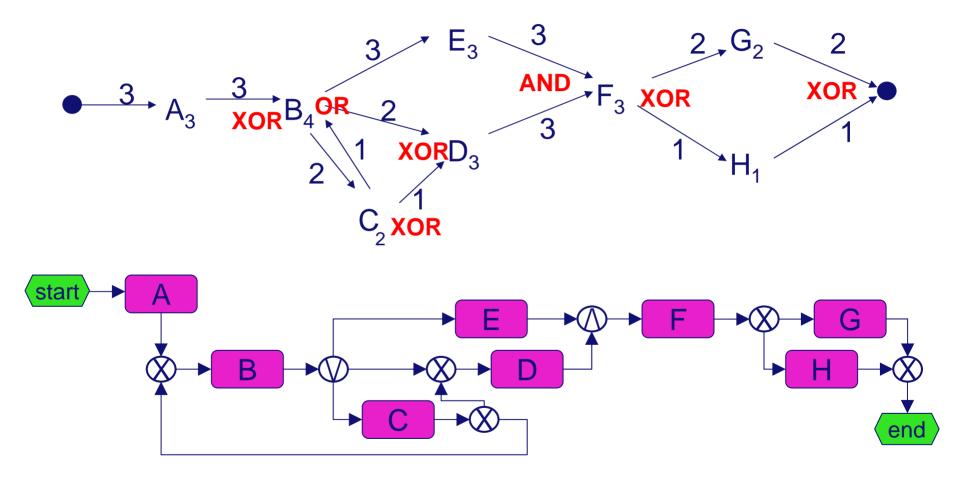
Three instance graphs:

$$A \rightarrow B \rightarrow C \rightarrow B \rightarrow C \rightarrow D \rightarrow F \rightarrow G$$
  $A \rightarrow B \rightarrow D \rightarrow F \rightarrow G$   $A \rightarrow B \rightarrow D \rightarrow F \rightarrow H$ 

Aggregated instances:



#### Representation as an EPC



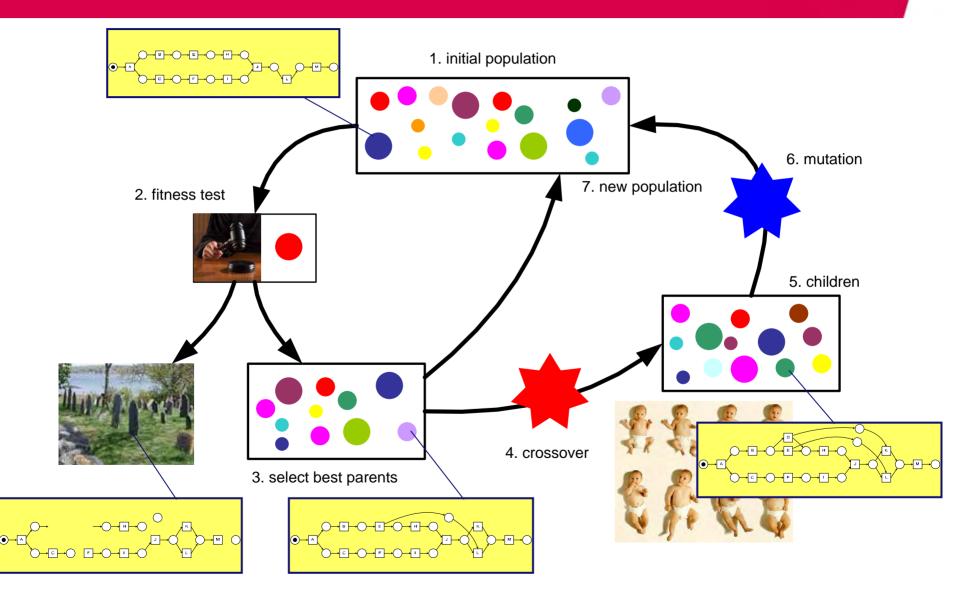
Any notation with OR-splits and OR-joins can be used, e.g., YAWL, BPMN, etc.

### **Properties of Multi-phase miner**

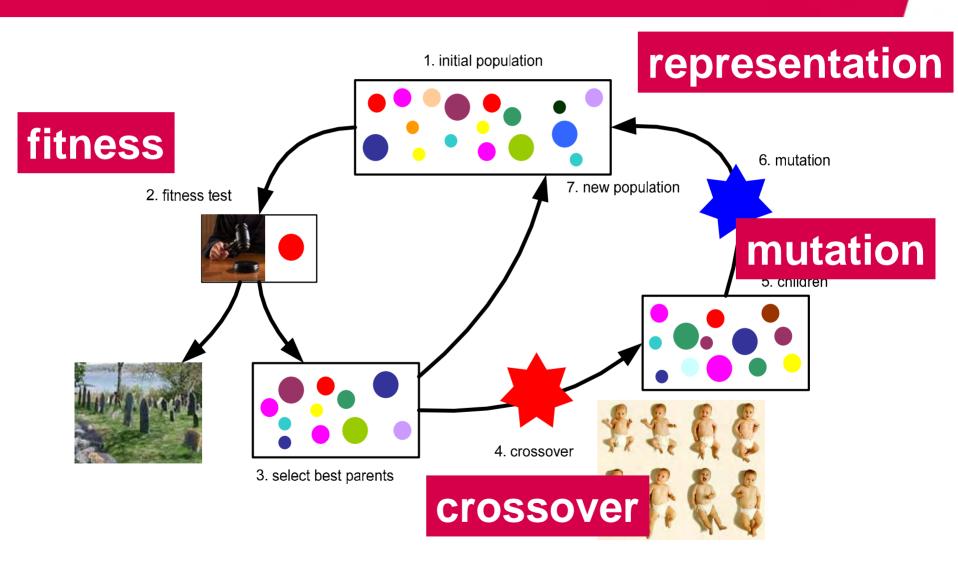
- Always a fitness of 1, i.e., all traces in the logs may be reproduced (both potentially also many more).
- Very robust and fast, but tends to overgeneralize.
- Any subset of traces produces a meaningful result (event a single instance) that can be used for visualization purposes.
- No special provisions for noise or infrequent behavior.

#### **Genetic Mining**

(Ana Karla Alves de Medeiros et al.)

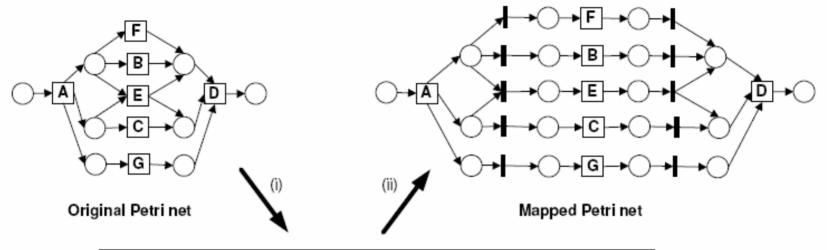


#### **Design choices**



#### **Example representation**

(Ana Karla Alves de Medeiros et al.)



<b>ACTIVITY</b>	I(ACTIVITY)	O(ACTIVITY)
Α	{}	$\{\{F,B,E\},\{E,C\},\{G\}\}$
В	{{ <b>A</b> }}	{{D}}}
С	{{ <b>A</b> }}	{{D}}}
D	{{F,B,E},{E,C},{G}}	{}
E	{{ <b>A</b> }}	{{D}}}
F	{{ <b>A</b> }}	{{D}}}
G	{{ <b>A</b> }}	{{D}}}

Compact representation of the causal matrix

#### Many fitness notions possible

(see also conformance checking techniques)

- Replay the token game and punish when:
  - tokens are missing
  - tokens are left
  - arcs are not taken
  - "too many" transitions are enabled
  - etc.
- Additional measures:
  - punish "complicated" models
  - insert artificial negative events
  - etc.

# Crossover and Mutation (Many possibilities depending on representation).

ACTIVITY	I(ACTIVITY)	O(ACTIVITY)
Α	{}	{{F,B,E},{E,C},{G}}
В	{{ <b>A</b> }}	{{D}}
С	{{ <b>A</b> }}	{{D}}
D	{{F,B,E},{E,C},{G}}	{}
E	{{ <b>A</b> }}	{{D}}
F	{{ <b>A</b> }}	{{D}}
G	{{ <b>A</b> }}	{{D}}

#### Crossover:

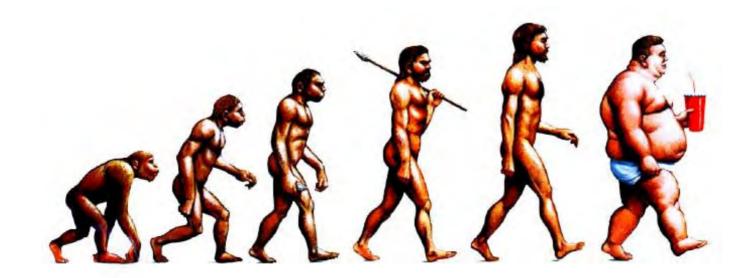
 Child inherits some activities of one parent and the rest from another parent.

#### • Mutation:

 Randomly activities or relations are inserted or removed.

### **Properties of Genetic Mining**

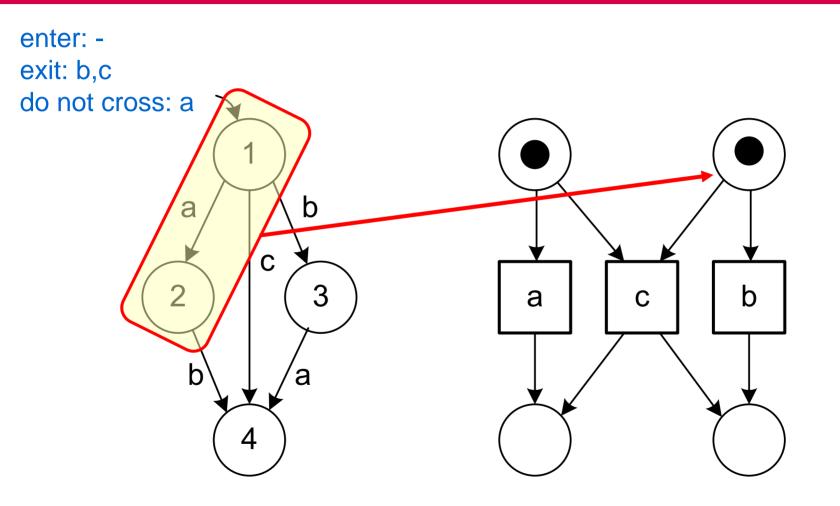
- Requires a lot of computing power.
- Can deal with noise, infrequent behavior, duplicate tasks, invisible tasks, etc.
- Allows for incremental improvement and combinations with other approaches (heuristics post-optimization, etc.).



### Region-Based Approaches

- Classical synthesis approaches to translate "behavior" into "models":
  - State-based regions
  - Language-based regions
- Synthesis ≠ process mining!
- Common issues:
  - Translating logs into transition systems (for statebased regions).
  - Overfitting.
  - Performance of algorithms and complexity of result.

## State-based regions



## **Second region**

enter: exit: a,c do not cross: b a b C a

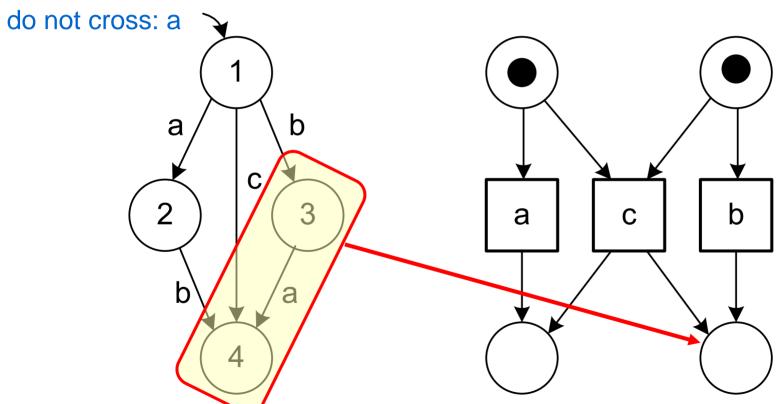
## Third region

enter: a,c exit: do not cross: b b a С b C a

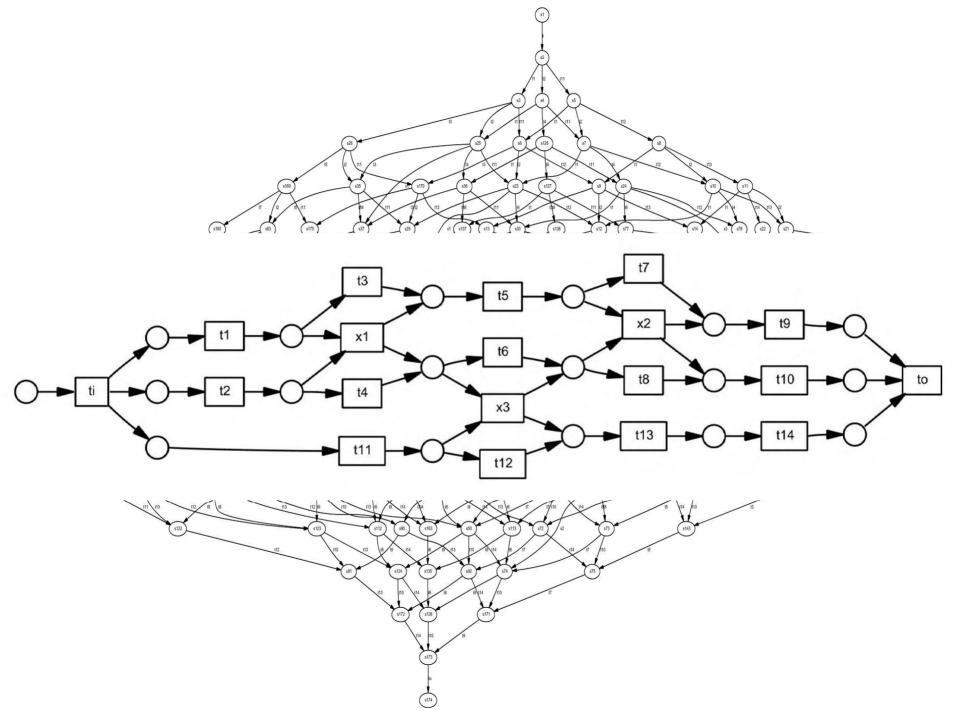
### Fourth region

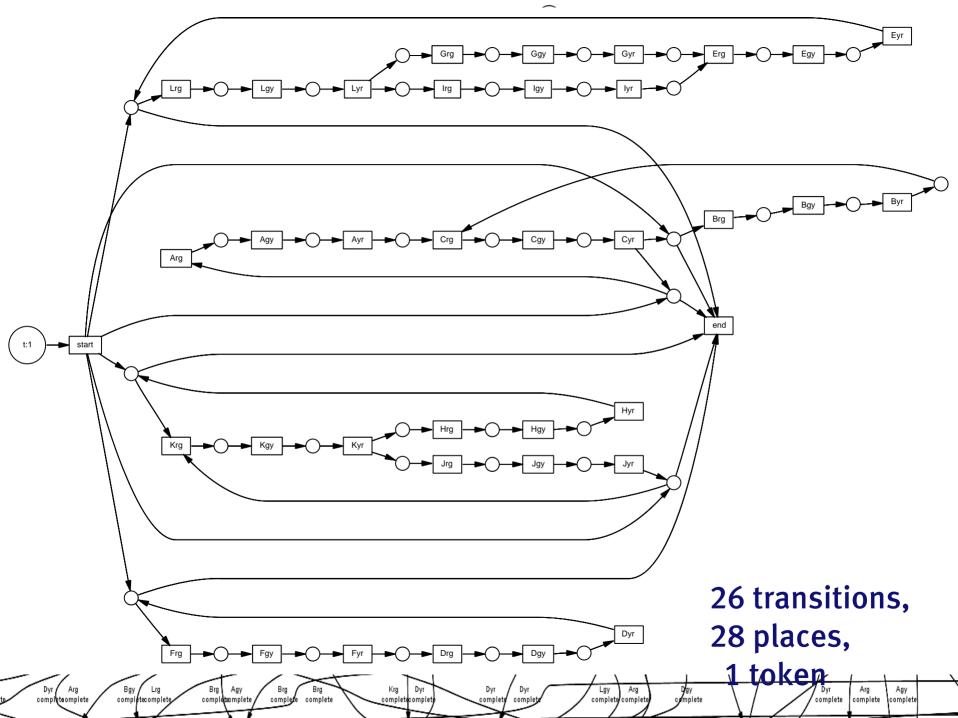
enter: b,c

exit: -



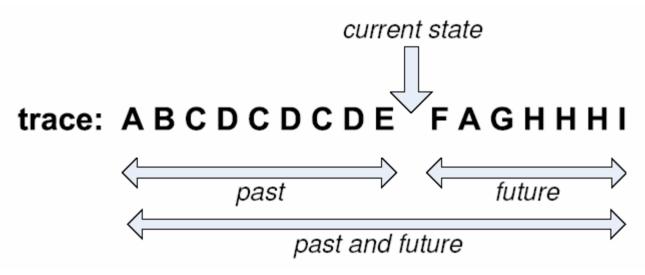
With some extensions (see work Cortadella et al.) any transition system can be converted into a bisimilar Petri net.





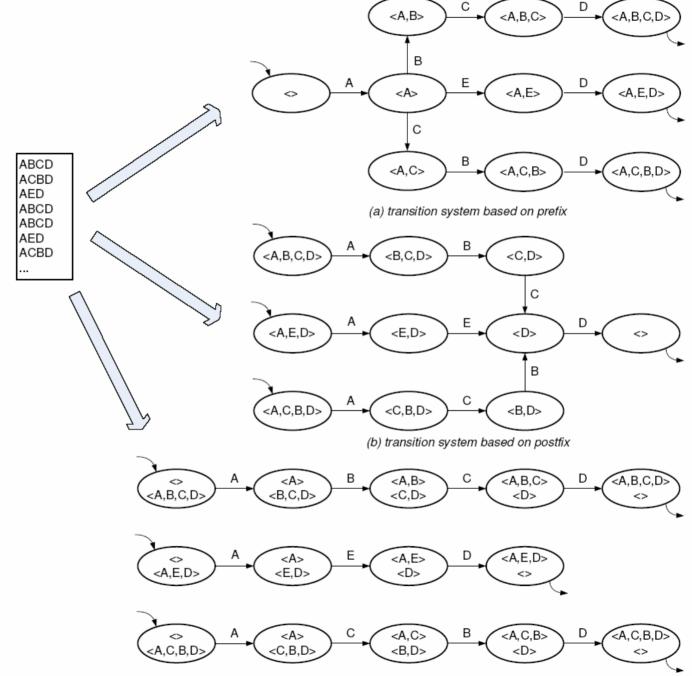
### From event logs to transition systems

- How to determine the current state?
- Determine scope:

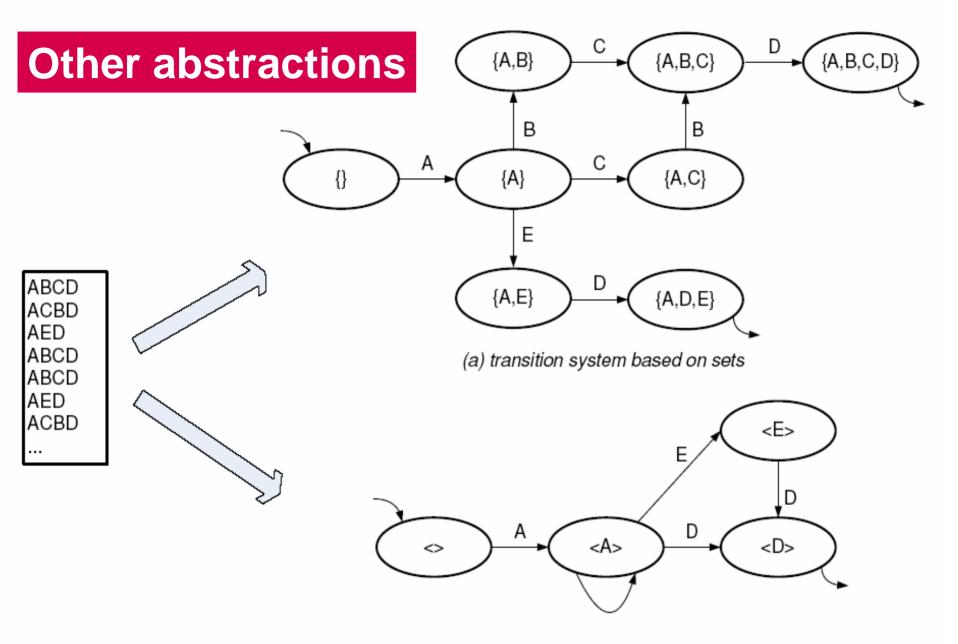


- Determine abstraction:
  - sequence, i.e., the order of activities is recorded in the state,
  - multi-set of activities, i.e., the number of times each activity is executed ignoring their order, or
  - set of activities, i.e., the mere presence of activities.

### **Example**

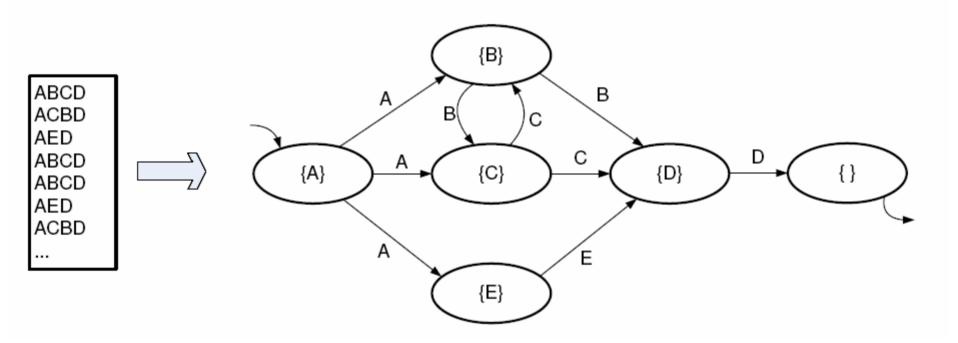


(c) transition system based on prefix and postfix



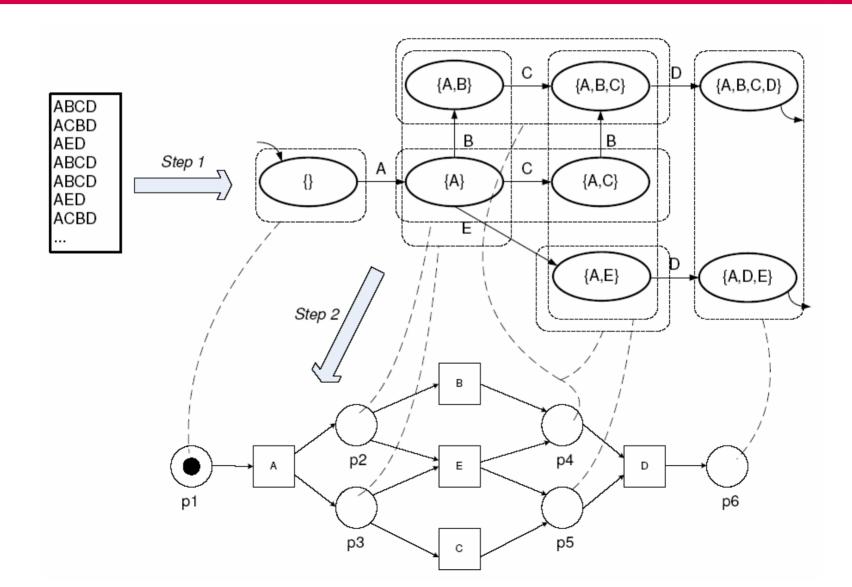
(b) transition system abstracting from B and C

## Set abstraction based on future (only one step)



For larger processes with incomplete logs, limiting the horizon helps generalizing!

## Combination: A two step approach based on controlled abstraction and regions

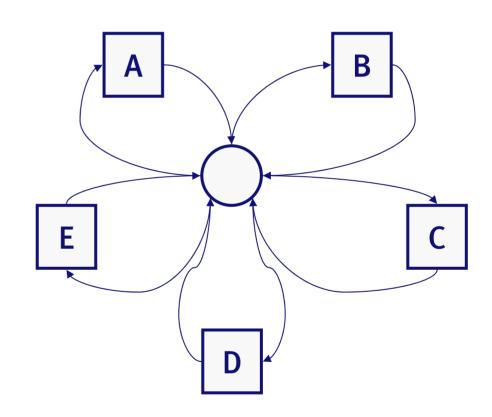


#### Language-Based Regions

(Van Dongen, Van der Werf, Lorenz, Desel, et al.)

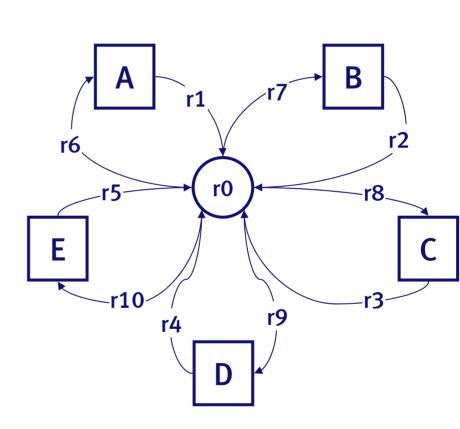
- Consider the following language:
   abbe, acde, adce
- Which prefix-closed is:

   a, ab, abb, abbe,
   ac, acd, acde,
   ad, adc, adce
- Idea: What are all the places I can add without making these prefixes impossible?



### Translated into a linear programming problem A.r >= 0

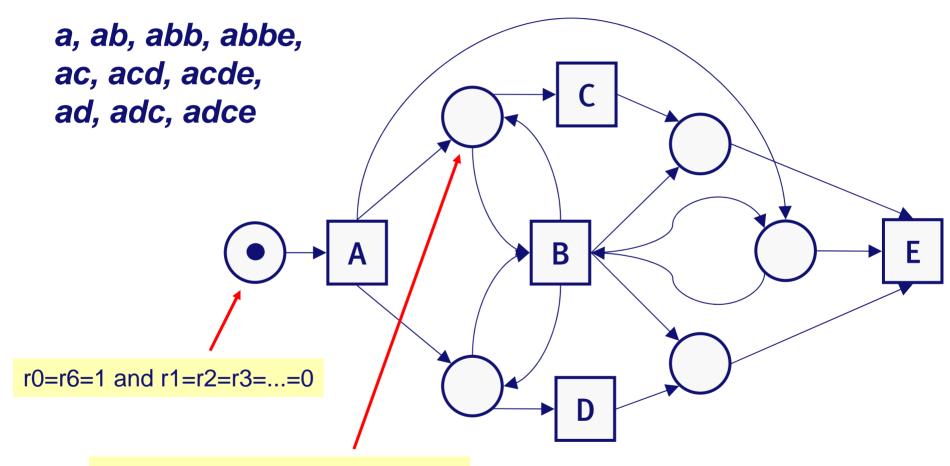
a 
$$r0-r6$$
 >= 0  
ab  $r0+r1-r6-r7$  >= 0  
abb  $r0+r1+r2-r6-2$   $r7$  >= 0  
abbe  $r0+r1+2$   $r2-r6-2$   $r7-r10$  >= 0  
ac  $r0+r1-r6-r8$  >= 0  
acd  $r0+r1+r3-r6-r8-r9$  >= 0  
add  $r0+r1+r3+r4-r6-r8-r9-r10$  >= 0  
add  $r0+r1-r6-r9$  >= 0  
adc  $r0+r1+r4-r6-r9-r8$  >= 0  
adce  $r0+r1+r4-r6-r9-r8-r10$  >= 0



r0=r6=1 and r1=r2=r3=...=0 is an example solution and hence a possible place.

r1=r2=r8=r7=1 and r0=r3=r4=...=0 is an example solution and hence a possible place.

### Result of Integer Linear Programming (multiple formulations possible)



r1=r2=r8=r7=1 and r0=r3=r4=...=0

#### **Customizable and tunable**

- There are infinitely many places, but the selection of places to be added can be controlled.
- The ILP formulation can be used to search for subclasses (marked graph, state machine, free-choice, etc.) or to avoid showing "complex" places.
- The ILP formulation can be used to take frequencies into account.

#### **Summary**



- Alpha miner
- Multi phase miner
- Genetic process mining
- State-based region mining
- Language based region mining
   Many more:
- Fuzzy miner
- Heuristics miner
- Alpha+, Alpha++, Alpha #, etc.

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# Balancing Between Overfitting and Underfitting



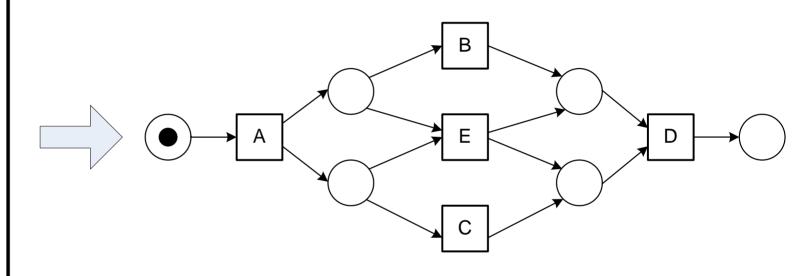
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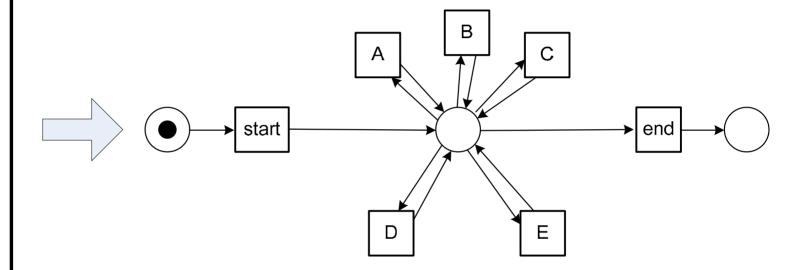
#### The essence

ABCD ACBD AED ABCD ABCD AED ACBD

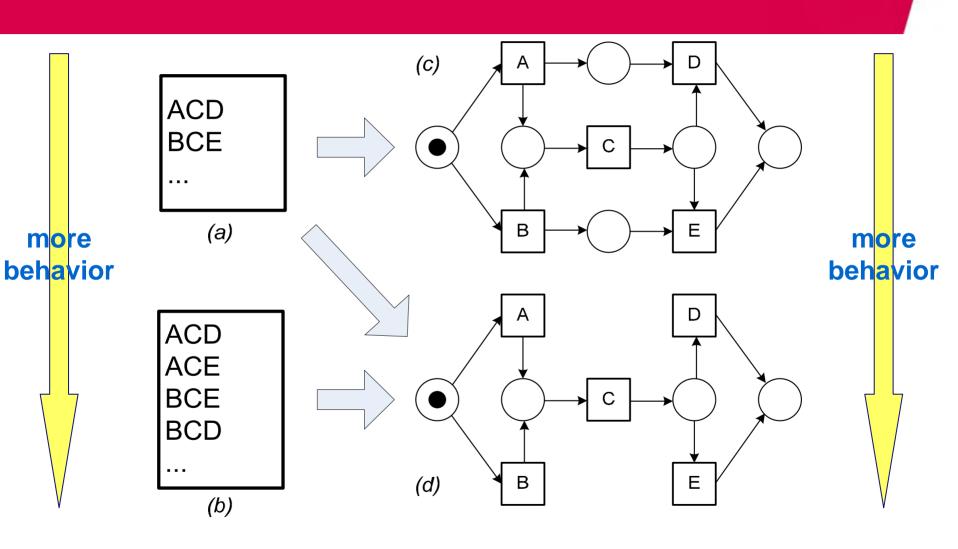


#### But ...

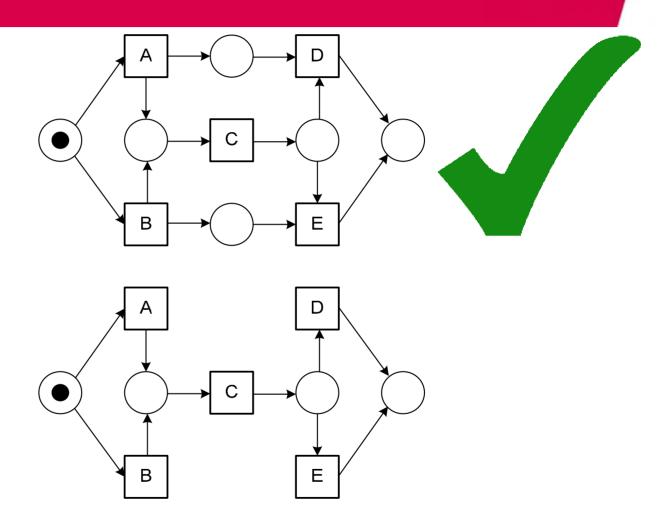
Any log containg activities A, B, C, D, and E.



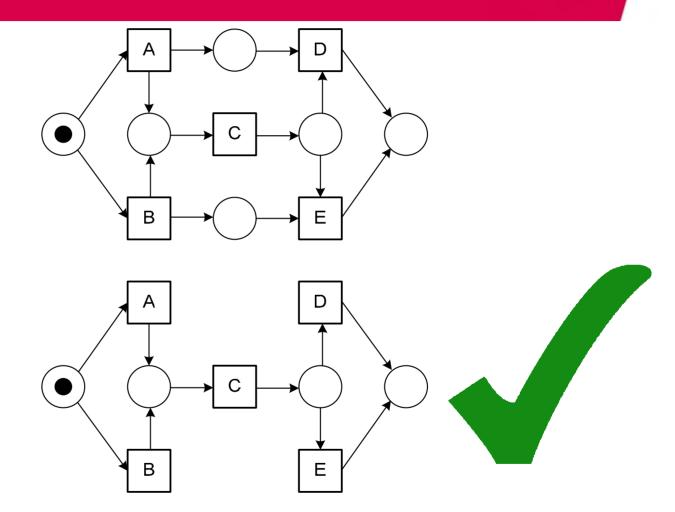
#### Finding a balance



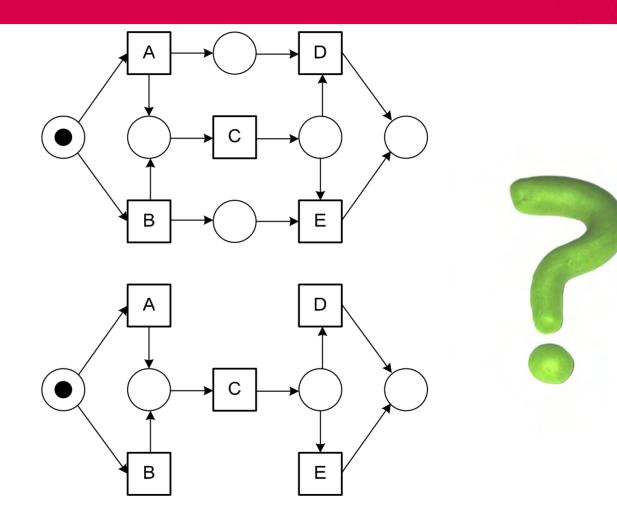
ACD 99 ACE 0 BCE 85 BCD 0



ACD 99 ACE 88 BCE 85 BCD 78



ACD 99 ACE 2 BCE 85 BCD 3

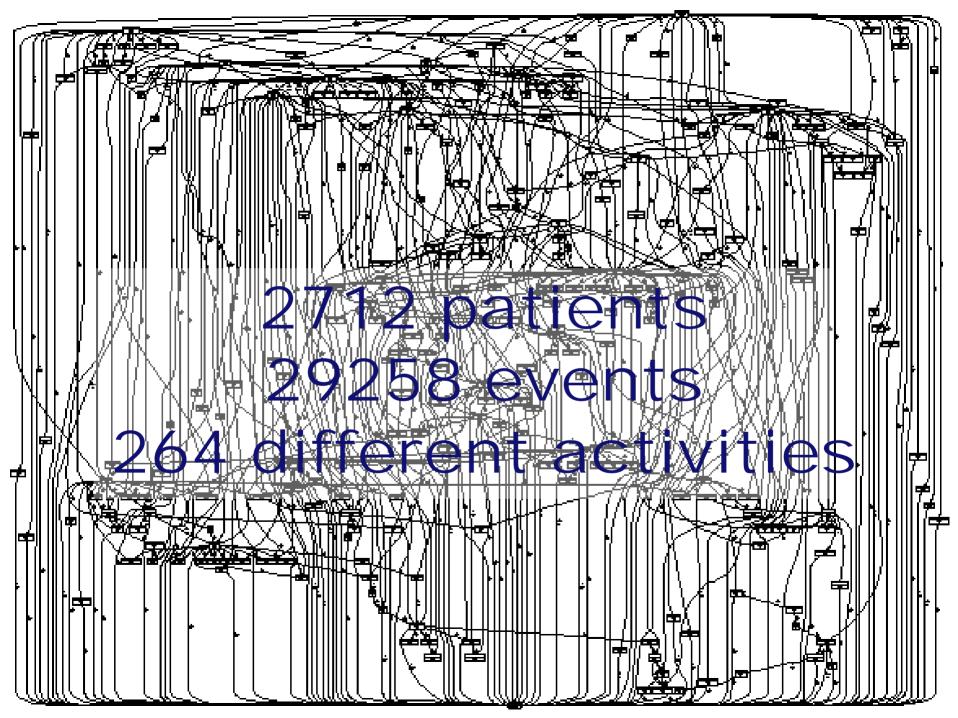


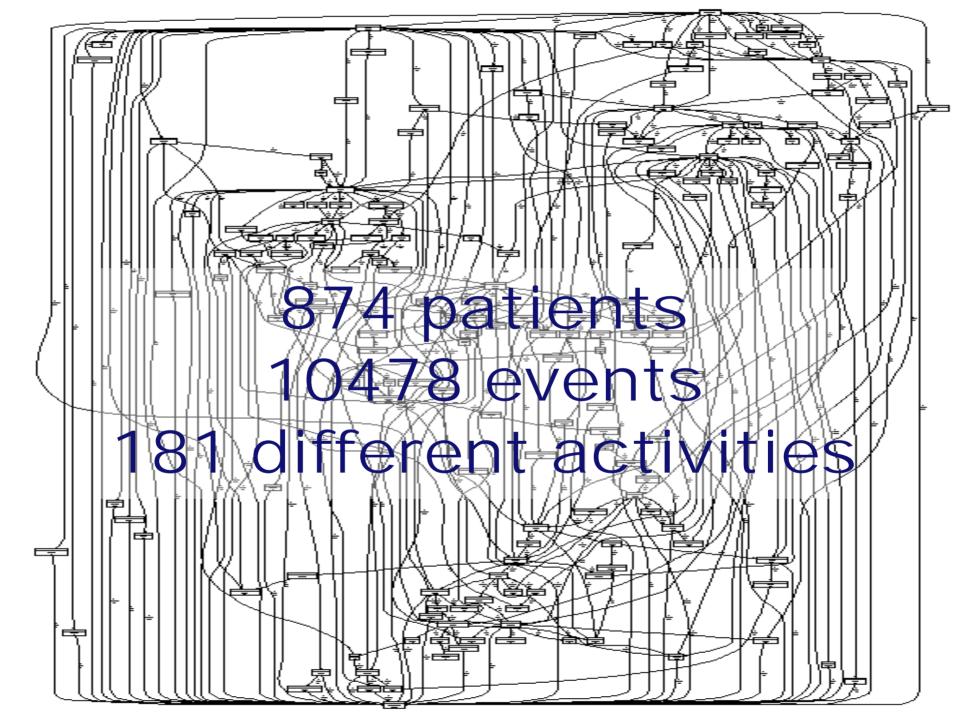
#### Important observations

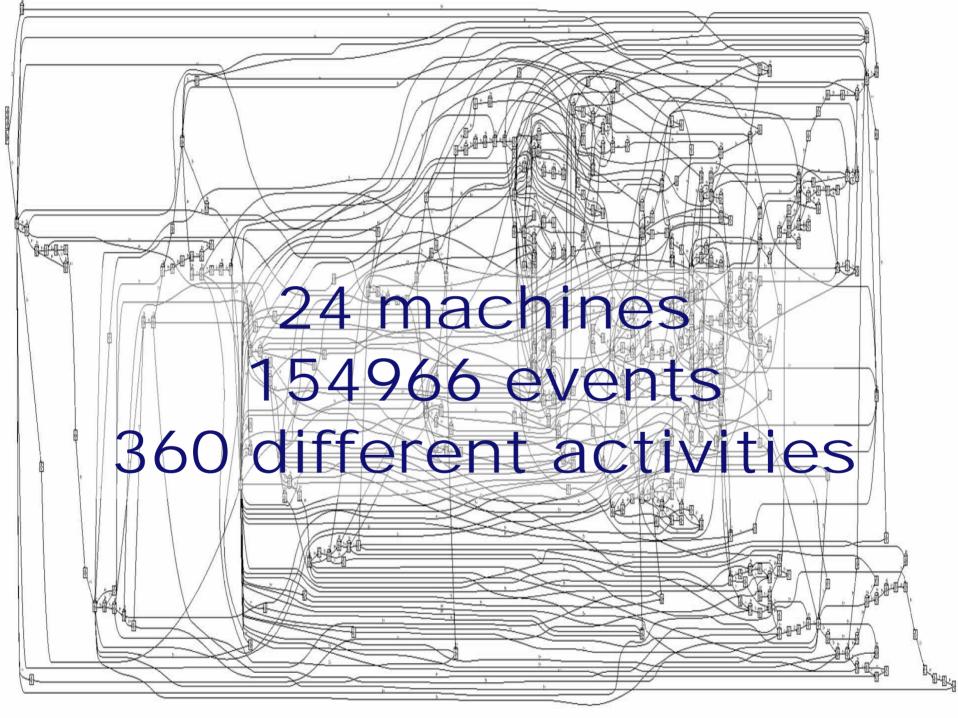
- Frequencies matter!
- Adding a place equals restricting behavior!
- "The model" does not exist!

#### Relevance





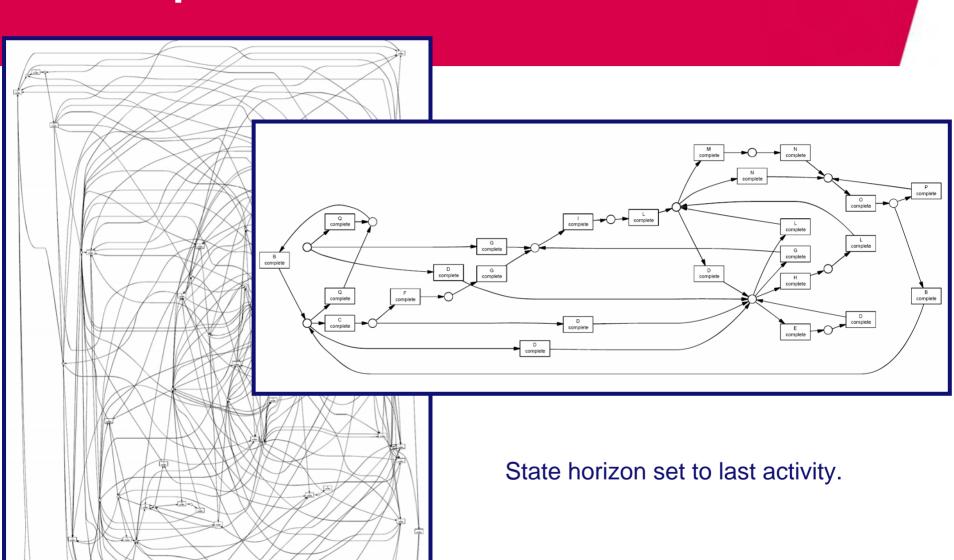


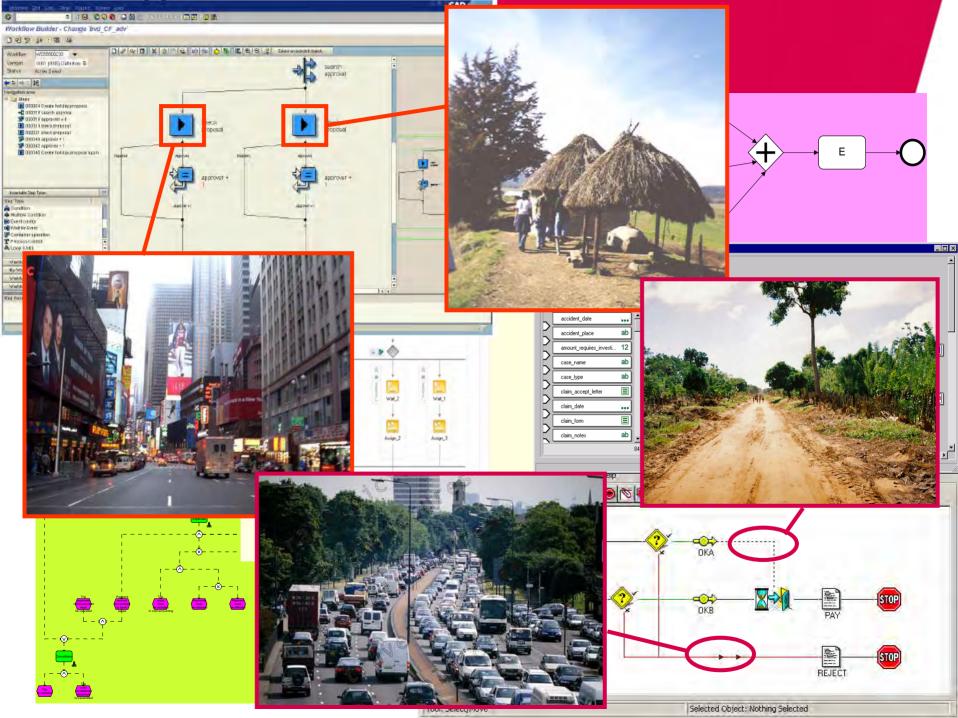


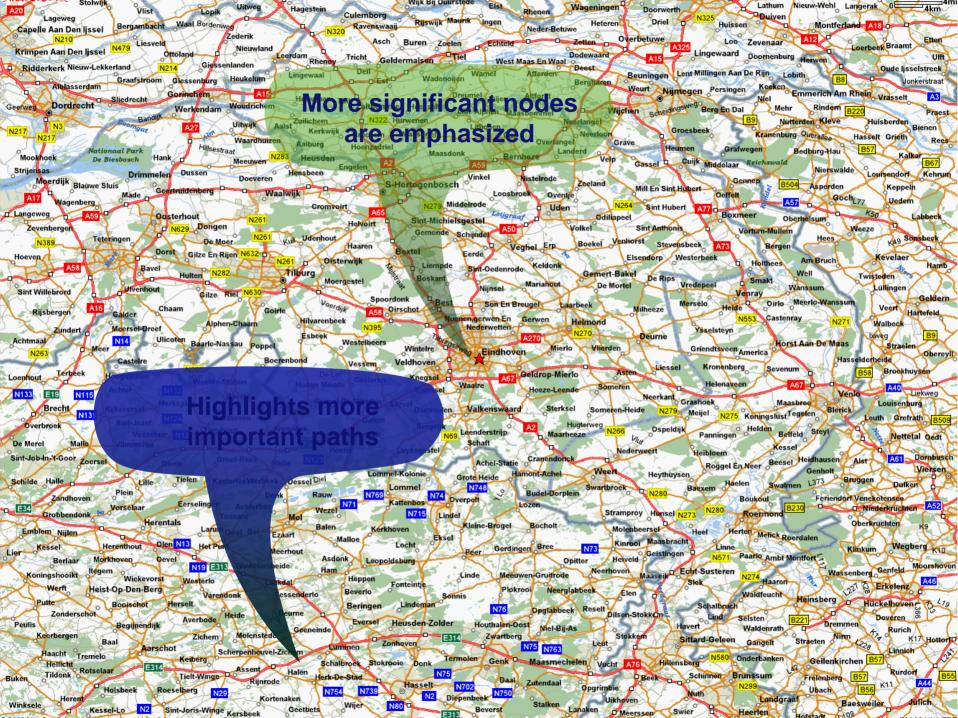
#### **Problems**

- Representational bias (i.e., generalization is driven by representation rather than log or preferences).
- Inability of dealing with or detecting noise.
- Wrong abstraction level.
- Limitation of current process modeling (visualization) techniques.

#### **Example: Heusden**







#### More to learn from maps...

#### **Aggregation**

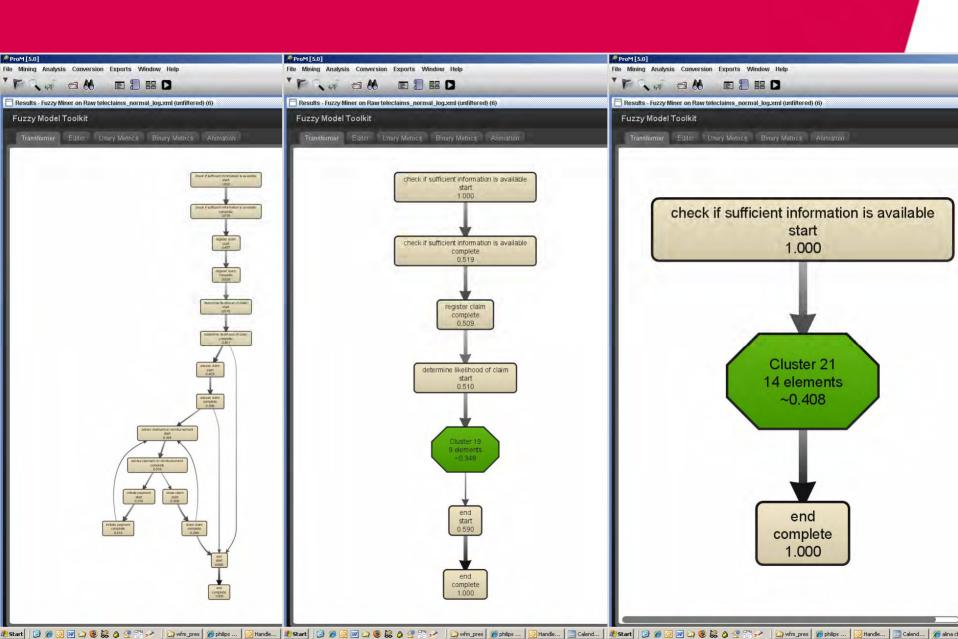
Clustering of coherent, less significant structures

#### **Abstraction**

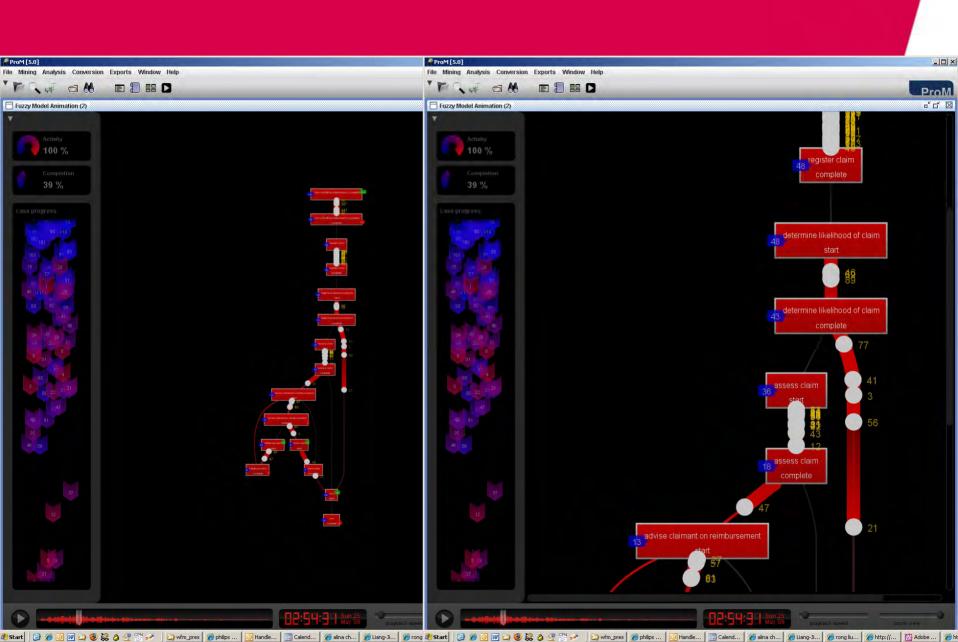
Removing isolated, less significant structures



#### **Fuzzy miner**



#### **Showing reality**



## Discovering Other Perspectives



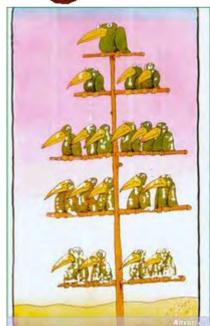
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Where innovation starts

#### **Perspectives**

- Control-flow perspective
  - As before ...
- Data perspective
  - How does data flow from one task to another?
  - What data is influencing decisions?
  - What are the (data-driven) business rules?
- Organizational perspective
  - Who is doing what?
  - Who is working with who?
  - What are the (real) roles in an organization?

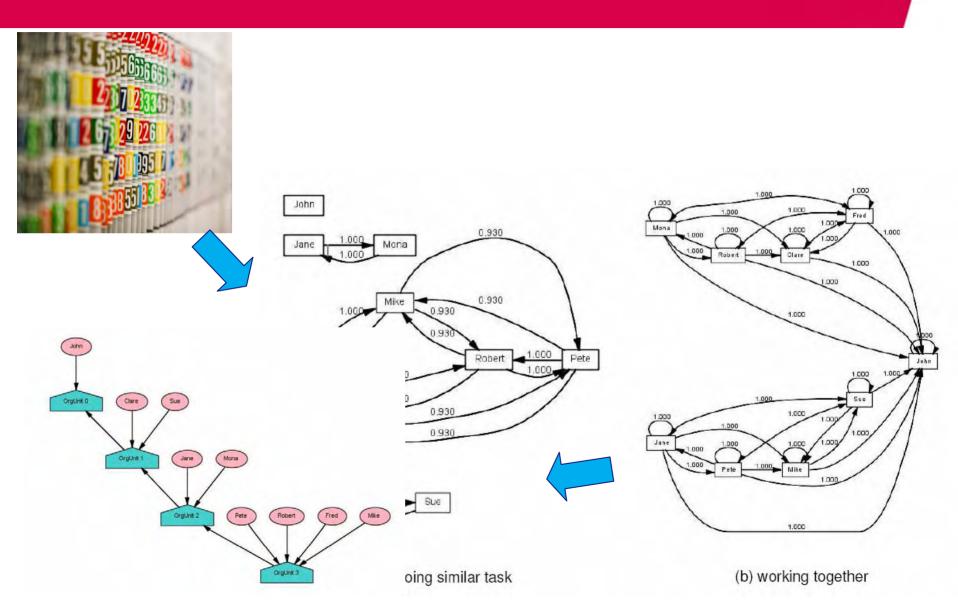




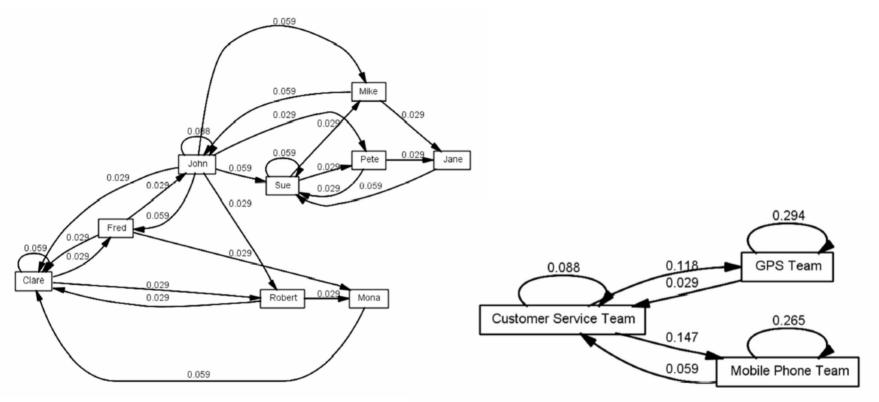
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#### Examples of social network mining

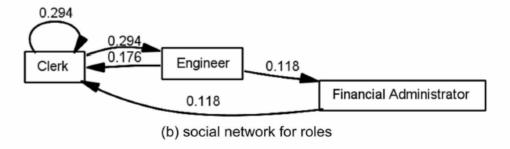
(Minseok Song et al.)



#### Social networks based on hand-over of work

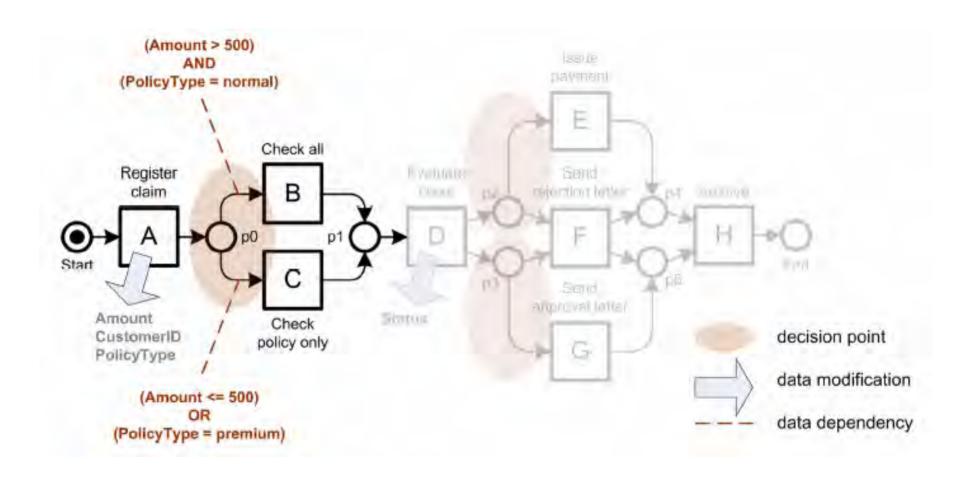


(a) social network for organizational units



#### **Decision mining**

(Anne Rozinat et al.)



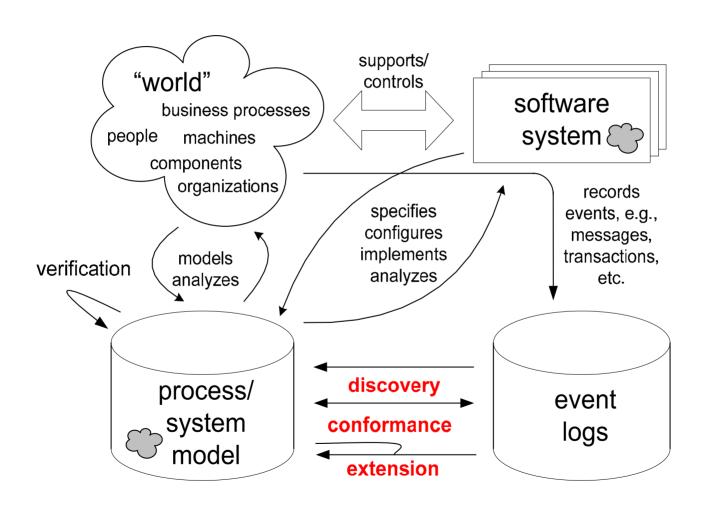
## Conformance Checking and Extension



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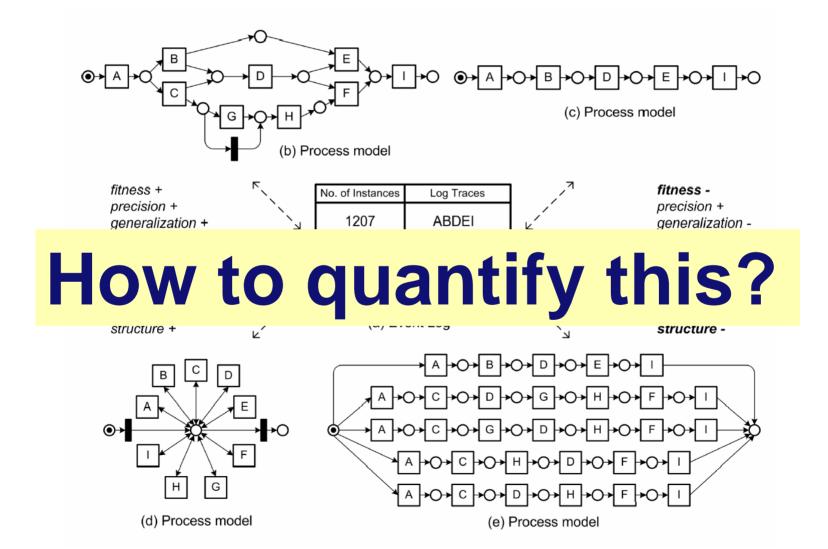
Where innovation starts

#### **Conformance and Extension**

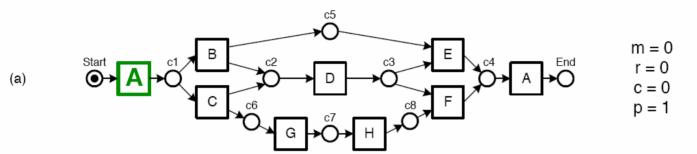


#### Conformance checker

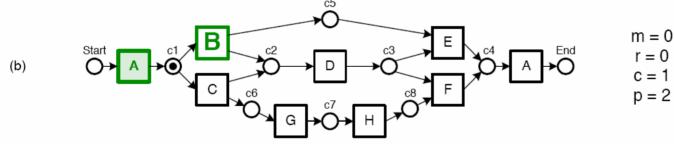
(Anne Rozinat et al.)



#### Fitness by replay



No. of Instances	Log Traces
1207 145 56 23 28	ABDEA ACDGHFA ACGDHFA ACHDFA ACDHFA



No. of Instances	Log Traces
1207 145 56 23 28	→ ABDEA ACDGHFA ACGDHFA ACHDFA ACDHFA

(c)	Start c1 B c2 c3 E c4 End
(0)	

No. of Instances	Log Traces
1207	→ ABDEA
145	ACDGHFA
56	ACGDHFA
23	ACHDFA
28	ACDHFA

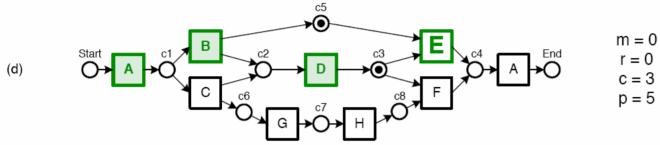
m = 0 r = 0 c = 2 p = 4

m=missing,r=remaining,c=consumed,p=produced

# No problem (m=0, r=0)

(e)

(f)



No. of Inst	ances	Log Traces
120 145 56 23 28	-	ABDEA ACDGHFA ACGDHFA ACHDFA ACDHFA

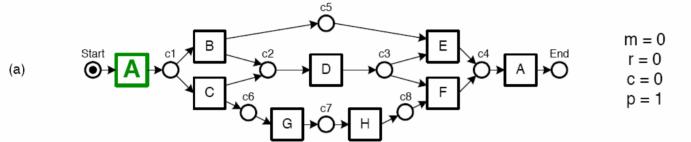
Start A C1 B C2 C3 E C4 A End C C C6 C7 C7 C7 C8 F	m = 0 r = 0 c = 5 p = 6
	,

No. of Instances	Log Traces
1207 145 56 23 28	ABDEA  ACDGHFA  ACGDHFA  ACHDFA  ACDHFA

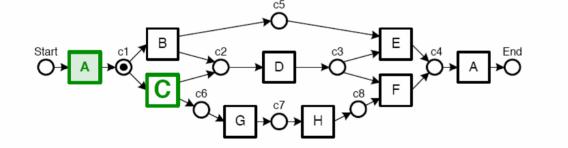
Start $A$ $C1$ $B$ $C2$ $D$ $C$
---

No. of Instances	Log Traces
1207	→ ABDEA
145	ACDGHFA
56	ACGDHFA
23	ACHDFA
28	ACDHFA

# Another (impossible) trace



No. of Instances	Log Traces
1207 145 56 23 28	ABDEA ACDGHFA ACGDHFA → ACHDFA ACDHFA



(b)

(c)

No. of Instances	Log Traces
1207	ABDEA
145	ACDGHFA
56	ACGDHFA
23	→ ACHDFA
28	ACDHFA

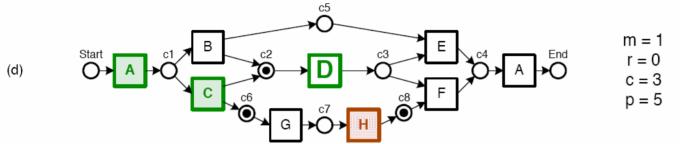
m = 0r = 0

c = 1p = 2

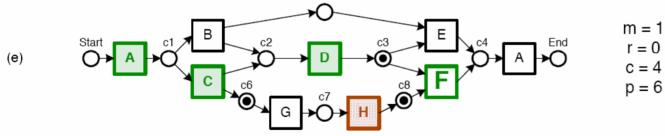
m = 1 r = 0

c = 2p = 4

No. of Instances	Log Traces
1207	ABDEA
145	ACDGHFA
56	ACGDHFA
23	<b>→ ACH</b> DFA
28	ACDHFA



No. of Instances	Log Traces
1207 145 56 23	ABDEA ACDGHFA ACGDHFA → ACHDFA
28	ACDHFA



No. of Instances	Log Traces
1207	ABDEA
145	ACDGHFA
56	ACGDHFA
23	→ ACHDFA
28	ACDHFA

r = 0

c = 4p = 6

m = 1r = 0

c = 6p = 7

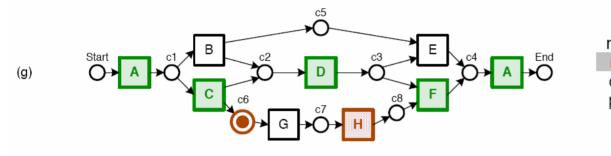
B B B B B B B B B B B B B B B B B B B	
Start A C1 B C2 C2 C3 C4 A End	

(f)

с5

No. of Instances	Log Traces
1207	ABDEA
145	ACDGHFA
56	ACGDHFA
23	→ ACHDFA
28	ACDHFA

### Fitness calculation



No. of Instances	Log Traces
1207	ABDEA
145 56	ACDGHFA ACGDHFA
23	→ ACHDFA
28	ACDHFA

$$f = \frac{1}{2} \left(1 - \frac{\sum_{i=1}^{k} n_i m_i}{\sum_{i=1}^{k} n_i c_i}\right) + \frac{1}{2} \left(1 - \frac{\sum_{i=1}^{k} n_i r_i}{\sum_{i=1}^{k} n_i p_i}\right)$$

$$f(M1, L2) = \frac{1}{2}(1 - \frac{51}{10666}) + \frac{1}{2}(1 - \frac{51}{10666}) \approx 0.995$$

## **Examples**

No. of Instances	Log Traces
4070	ABDEA
245	ACDGHFA
56	ACGDHFA

(a) Event Log L	1
-----------------	---

No. of Instances	Log Traces
1207	ABDEA
145	ACDGHFA
56	ACGDHFA
23	ACHDFA
28	ACDHFA

(b) Event Log L2

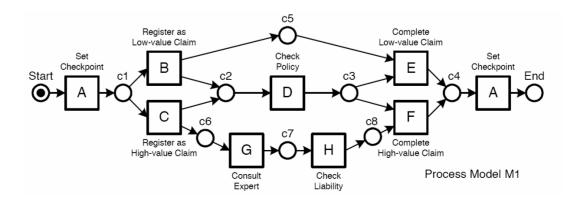
No. of Instances	Log Traces
24 7 15 6	BDE AABHF CHF ADBE ACBGDFAA
8	ABEDA

(c) Event Log L3

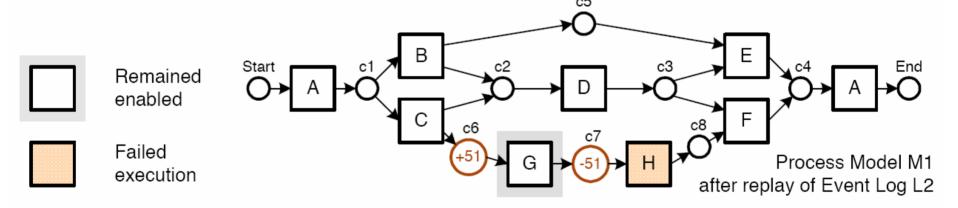
f=1.000

f=0.995

f=0.540



# **Diagnostics**

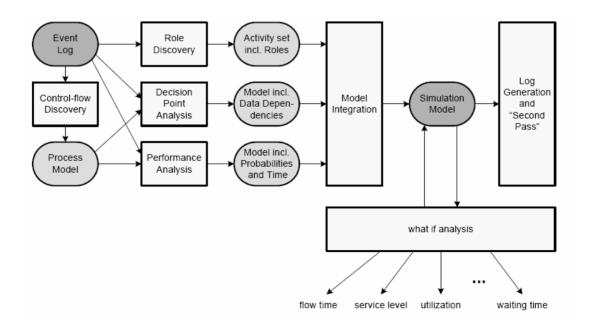


### **Other Metrics**

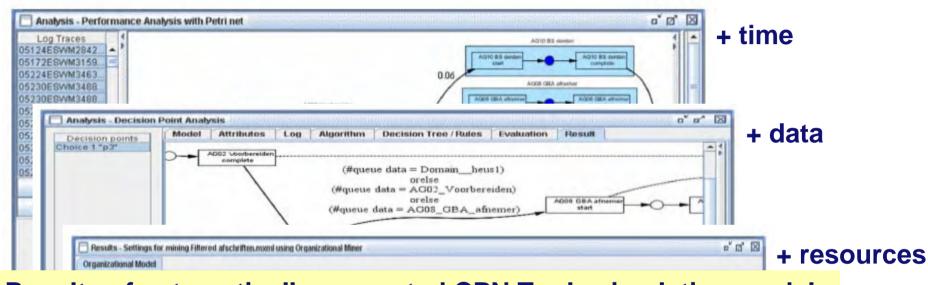
- Fitness is not sufficient: hence other metrics are needed such as behavioral and structural appropriateness, etc.
- These metrics cover aspects such as:
  - Punishing for "too much" behavior.
  - Punishing for "overly complex" models.

### **Extension**

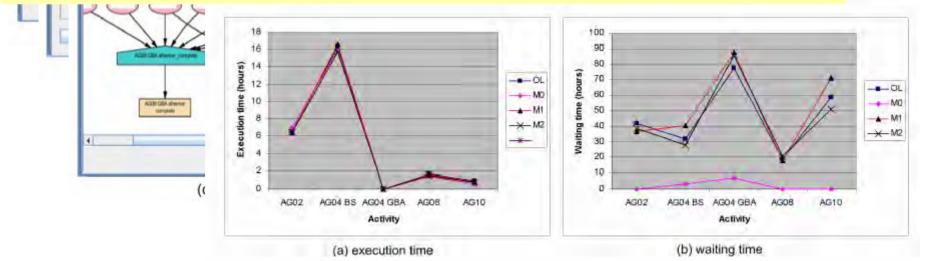
- Existing models can be enriched by logs analysis (e.g., indicating bottlenecks, etc.).
- Process mining results can be combined.
- Can be used to create comprehensive simulation models and export them to e.g. CPN Tools:



## **Example: Log from Dutch municipality**



#### Results of automatically generated CPN Tools simulation models



# **ProM Tool**





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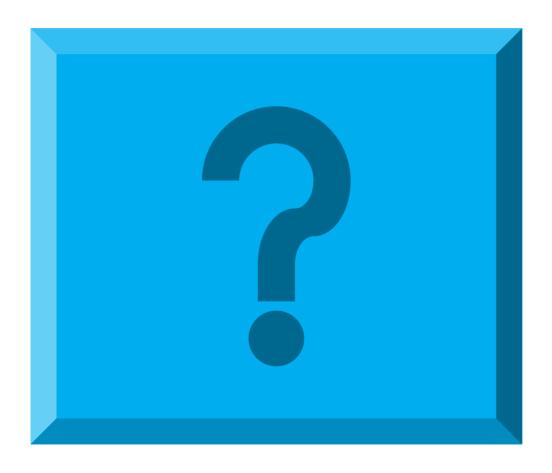


- Open source initiative started in 2003 after several early prototypes.
- Common Public License (CPL).
- Current version: 5.0.
- ProMimport: to extract MXML from all kinds of applications
- Plug-in architecture.
- About 250 plug-ins available:
  - mining plug-ins: 38 (all mining algorithms presented and many more)
  - analysis plug-ins: 71 (e.g., verification, SNA, LTL, conformance checking, etc.)
  - import: 21 (for loading EPCs, Petri nets, YAWL, BPMN, etc.)
  - export: 44 (for storing EPCs, Petri nets, YAWL, BPMN, BPEL, etc.)
  - conversion: 45 (e.g., translating EPCs or BPMN into Petri nets)
  - filter: 24 (e.g., removing infrequent activities)

## **Screenshot of ProM 5.0**



## Demo



# Conclusion



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### Conclusion

- The existence of event data enables a wide variety of process mining techniques ranging from process discovery to conformance checking.
- ProM supports this through +/- 250 plug-ins.
- A reality check for people that are involved in process modeling.
- Interesting challenges for both researchers and practitioners.
- Please join us! (www.processmining.org)

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- W.M.P. van der Aalst, et al. ProM 4.0: Comprehensive Support for Real Process Analysis. In J. Kleijn, A. Yakovlev, Petri Nets 2007, Lecture Notes in Computer Science, Vol. 4546, pp. 484-494. Berlin: Springer, 2007.
- W.M.P. van der Aalst and A.J.M.M. Weijters. Process Mining. *In M. Dumas, W.M.P. van der Aalst, and A.H.M. ter Hofstede, editors, Process-Aware Information Systems: Bridging People and Software through Process Technology, pages 235-255. Wiley & Sons, 2005*
- W.M.P. van der Aalst, B.F. van Dongen, J. Herbst, L. Maruster, G. Schimm, and A.J.M.M. Weijters. Workflow Mining: A Survey of Issues and Approaches. *Data and Knowledge Engineering*, 47(2):237-267, 2003.

Note that these references are far from complete and not intended to provide a comprehensive overview. See <a href="www.processmining.org">www.processmining.org</a> for a good overview of (at least) all ProM-related publications.

#### **Algorithmic Approaches**

- W.M.P. van der Aalst, A.J.M.M. Weijters, and L. Maruster. Workflow Mining: Discovering Process Models from Event Logs. IEEE Transactions on Knowledge and Data Engineering (TKDE), volume 16(9), pages 1128-1142, 2004.
- L. Wen, W.M.P. van der Aalst, J. Wang, and J. Sun. Mining process models with non-free-choice constructs. Data Mining and Knowledge Discovery, 15(2):145-180, 2007.
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- B.F. van Dongen and W.M.P. van der Aalst. Multi-phase Process mining: Building Instance Graphs. Conceptual Modeling - ER 2004, LNCS 3288, pages 362-376, 2004.
- A.J.M.M. Weijters and W.M.P. van der Aalst. Rediscovering Workflow Models from Event-Based Data using Little Thumb. Integral Computer-Aided Engineering, 10(2):151-162, 2003.
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#### **Genetic Mining**

- A.K. Alves de Medeiros, A.J.M.M. Weijters and W.M.P. van der Aalst. Genetic Process Mining: An Experimental Evaluation. Data Mining and Knowledge Discovery, volume 14, issue 2, pages 245-304, 2007.
- W.M.P. van der Aalst, A.K. Alves de Medeiros and A.J.M.M. Weijters. Genetic Process Mining. 26th International Conference on Applications and Theory of Petri Nets (ICATPN 2005), G. Ciardo and P. Darondeau, LNCS 3536, pages 48-69, 2005.

#### **Mining Based on Regions**

- J.M.E.M. van der Werf, B.F. van Dongen, C.A.J. Hurkens, and A. Serebrenik. Process Discovery using Integer Linear Programming. In K. van Hee and R. Valk, editors, *Proceedings of the 29th International Conference* on Applications and Theory of Petri Nets (Petri Nets 2008), volume 5062 of Lecture Notes in Computer Science, pages 368-387. Springer-Verlag, Berlin, 2008.
- W.M.P. van der Aalst, V. Rubin, B.F. van Dongen, E. Kindler, and C.W. Günther. Process Mining: A Two-Step Approach using Transition Systems and Regions. BPM Center Report BPM-06-30, BPMcenter.org, 2006.
- R. Bergenthum, J. Desel, R. Lorenz, and S. Mauser. Process Mining Based on Regions of Languages. In G. Alonso, P. Dadam, and M. Rosemann, editors, *International Conference on Business Process Management (BPM* 2007), volume 4714 of *Lecture Notes in Computer Science*, pages 375-383. Springer-Verlag, Berlin, 2007.

#### **Mining Other Perspectives**

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- Anne Rozinat, R. S. Mans, Minseok Song, Wil M. P. van der Aalst:
   Discovering colored Petri nets from event logs. STTT 10(1): 57-74, 2008.

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- Anne Rozinat, Ana Karla Alves de Medeiros, Christian W. Günther, A. J. M. M. Weijters, Wil M. P. van der Aalst: The Need for a Process Mining Evaluation Framework in Research and Practice. Business Process Management Workshops 2007: 84-89.

### **Relevant WWW sites**



- http://www.processmining.org
- http:// promimport.sourceforge.net
- http://prom.sourceforge.net
- http://www.workflowpatterns.com
- http://www.workflowcourse.com
- http://www.vdaalst.com





