

INTRODUCTION TO BUSINESS PROCESS MODELING NOTATION BPMN 1.2 AND BPMN 2.0

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Agenda

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- Introduction to Business Processes
- BPMN 1.2
 - ▣ Introduction
 - ▣ Elements
 - ▣ Examples
 - ▣ BPMN ↔ BPEL
- BPMN 2.0
 - ▣ What's new?
- BPMN Tools

Business Process

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- A sequence of activities performed by one or more business participants in order to deliver value to the business
 - Dr Jim Arlow (Clear View Training)
- The definition emphasizes the following points
 - The process can be broken into a **sequence** of simpler **activities**
 - These activities have to be performed by someone or something (a **participant**)
 - The ultimate goal is to deliver **value** to the business whether directly or indirectly
- Alternative definition (adapted from Wiki)
 - Collection of related, structured activities that produce a specific service or product for a particular customer or group of customers

Types of business process

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- Management process
 - ▣ Govern the operation of a business
- Operational processes
 - ▣ Constitute the core business activities and create the primary value stream
- Supporting processes
 - ▣ Support the core processes



Why model processes?

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- Understand and control current processes
 - ▣ Measure time, cost, resources
- Improve current processes
 - ▣ Streamline, identify missing steps, rationalize
- Design new processes
 - ▣ Realize business requirements and new processes
- Communicate existing and new processes
 - ▣ Process models are a very effective way to communicate existing and new processes
- Automate processes
 - ▣ Apply a process execution engine

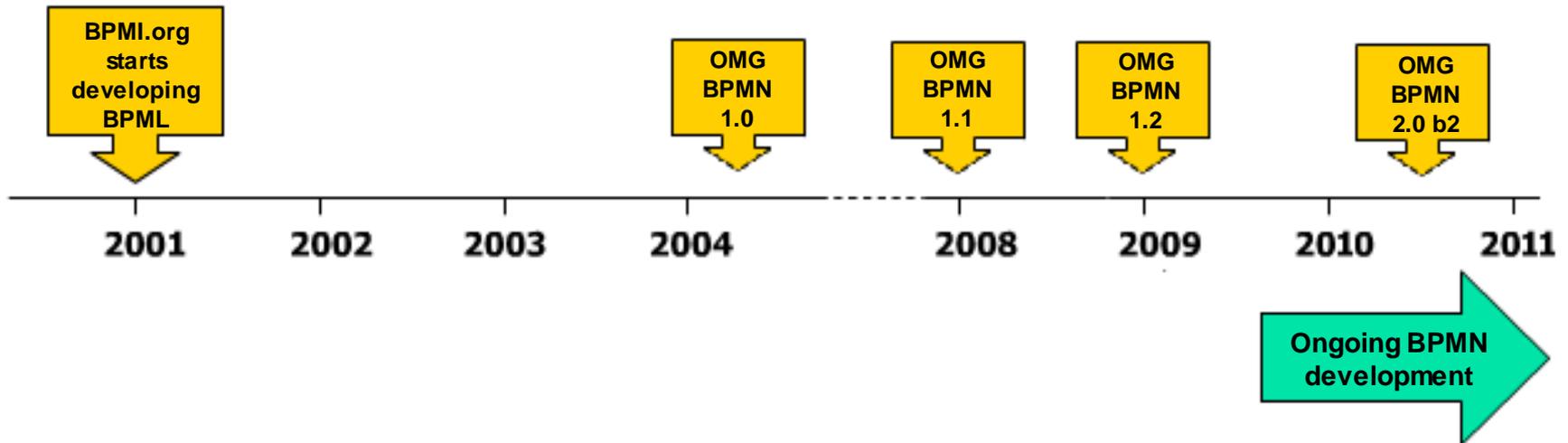
What is BPMN?

6

- Business Process Modeling Notation (BPMN)
 - ▣ Human-oriented industry standard graphical notation for modeling business processes
 - ▣ Based on flow charts (similar to UML Activity Diagrams)
 - ▣ Incorporates a mapping to BPEL4WS
- Scope
 - ▣ Only concepts of modeling that are applicable to business processes
 - Strategies
 - Business Rules

BPMN – Release History

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BPMN 1.2 - Modeling

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- Modeling is made by simple diagrams with a small set of graphical elements
 - ▣ Flow and process are (at least should be) easily understood by business users and developers
 - ▣ Business Process Diagrams (BPD)

BPMN 1.2 - Core Elements

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- Elements
 - ▣ Flow Objects
 - Events, Activities, Gateways
 - ▣ Connecting Objects
 - Sequence Flow, Message Flow, Association
 - ▣ Swimlanes
 - Pool, Lane
 - ▣ Artifacts
 - Data Object, Group, Annotation

Flow Objects

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- Flow objects are the main describing elements within BPMN and consist of three core elements
 - ▣ Events
 - ▣ Activities
 - ▣ Gateways

Flow Objects - Events

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- Events denote **something that happens**
- Represented with a circle
 - ▣ Icons within the cycle denotes
 - Envelope for message
 - Clock for time
- Classified as
 - ▣ Catching
 - Might catch incoming message to start the process
 - ▣ Throwing
 - Might throw a message at the end of the process

Flow Objects - Events

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- Start event
 - ▣ Acts as a **trigger** for the process
 - ▣ Only catch
 - ▣ Narrow border
- End event
 - ▣ Represents **the result** of a process
 - ▣ Only throw
 - ▣ Bold border
- Intermediate event
 - ▣ Represents something that happens **between the start and end events**
 - ▣ Throw or Catch
 - ▣ Tramline border



Flow Objects - Activities

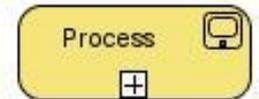
13

- Activity describes the **kind of work** that must be done
- Represented with a rounded-corner rectangle

Flow Objects - Activities

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- Task
 - ▣ Represents a **single unit of work** that cannot be broken down to a further level of business process detail
- Sub-process
 - ▣ Used to **hide or reveal additional levels** of business process detail
 - ▣ Has its own self-contained start and end events
 - Sequence flows from the parent process must not cross the boundary
- Transaction
 - ▣ A form of subprocess in which all contained activities must be **treated as whole**
 - ▣ Subprocess icon surrounded by a tramline border



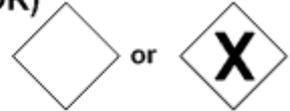
Flow Objects - Gateways

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- Gateway semantics depend on events and conditions on incoming and outgoing flows
- Exclusive gateway
 - ▣ Express decisions
- Parallel gateway
 - ▣ Express parallelism

Exclusive Decision/Merge (XOR)

Data-Based



Event-Based



Parallel Fork/Join (AND)



Connecting Objects

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- Flow objects are connected to each other using connecting objects, which consist of three types
 - ▣ Sequences
 - ▣ Messages
 - ▣ Associations

Connecting Objects – Sequence/Message

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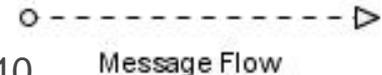
□ Sequence Flow

- ▣ Shows in **which order** the activities are performed
- ▣ Solid line with arrow head
 - A diagonal slash indicates the default flow from a decision or activity with conditional flows



□ Message Flow

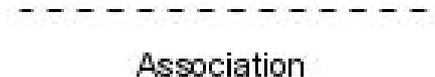
- ▣ Shows message that flow **across organization boundaries** (i.e. between pools)
- ▣ Can never be used to connect activities or events within the same pool
- ▣ Dashed line with open circle at start and open arrowhead at end



Connecting Objects - Association

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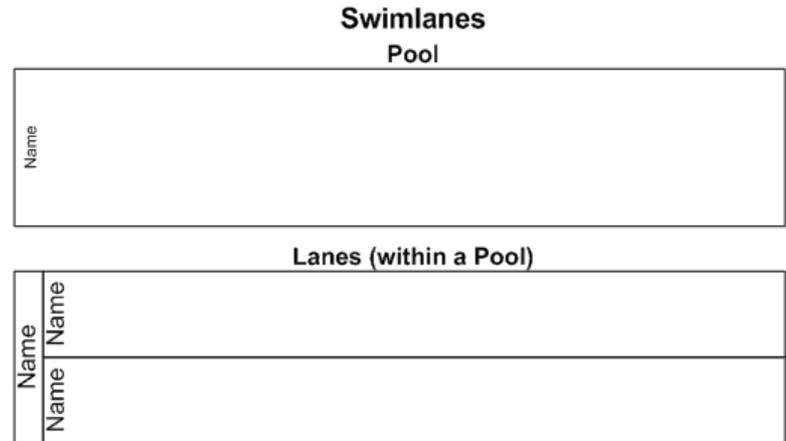
- **Associates an artifact or text to a flow object**
- Represented by a dotted line
- Some direction can be indicated using an open arrowhead
 - ▣ Toward the artifact to represent a result
 - ▣ From the artifact to represent an input
 - ▣ Both to indicate is is read and updated



Swimlanes

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- Swimlanes are a visual mechanism of **organizing and categorizing activities** based on cross functional flowcharting
 - ▣ Pool
 - ▣ Lane



Swimlanes - Pool

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- Represents **major participants in a process**, typically **separating different organizations**
- Contains one or more lanes
- Represented as a rectangle
 - ▣ Open (showing internal details)
 - Large rectangle showing one or more lanes
 - ▣ Collapsed (hiding internal details)
 - Empty rectangle stretching width or height of the diagram

Swimlanes - Lanes

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- Used to **organize and categorize** activities within a pool **according to function or role**
- Depicted as a rectangle stretching the width or height of the pool
- A lane contains the Flow Objects, Connecting Objects and Artifacts

Artifacts

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- Allow developers to **bring some information into the model/diagram**
- Increases readability
 - ▣ Data objects
 - ▣ Group
 - ▣ Annotation

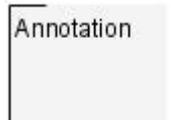
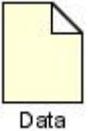
Artifacts

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- Data objects
 - ▣ Show the reader which **data is required or produced** in an activity

- Group
 - ▣ Used to **group different activities** but does not affect the flow in the diagram
 - ▣ Represented with a rounded-corner rectangle and dashed lines

- Annotation
 - ▣ Give the reader of the model/diagram an **understandable impression**



BPMN 1.2 – Core elements overview

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Flow Objects

Events



Activities



Gateways



Connecting Object

Sequence Flow



Message Flow



Association

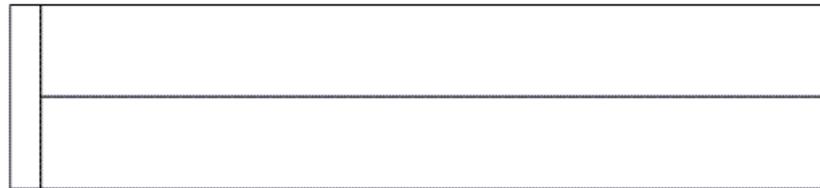


Swimlanes

Pool

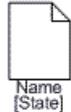


Lanes (within a Pool)



Artifacts

Data Object



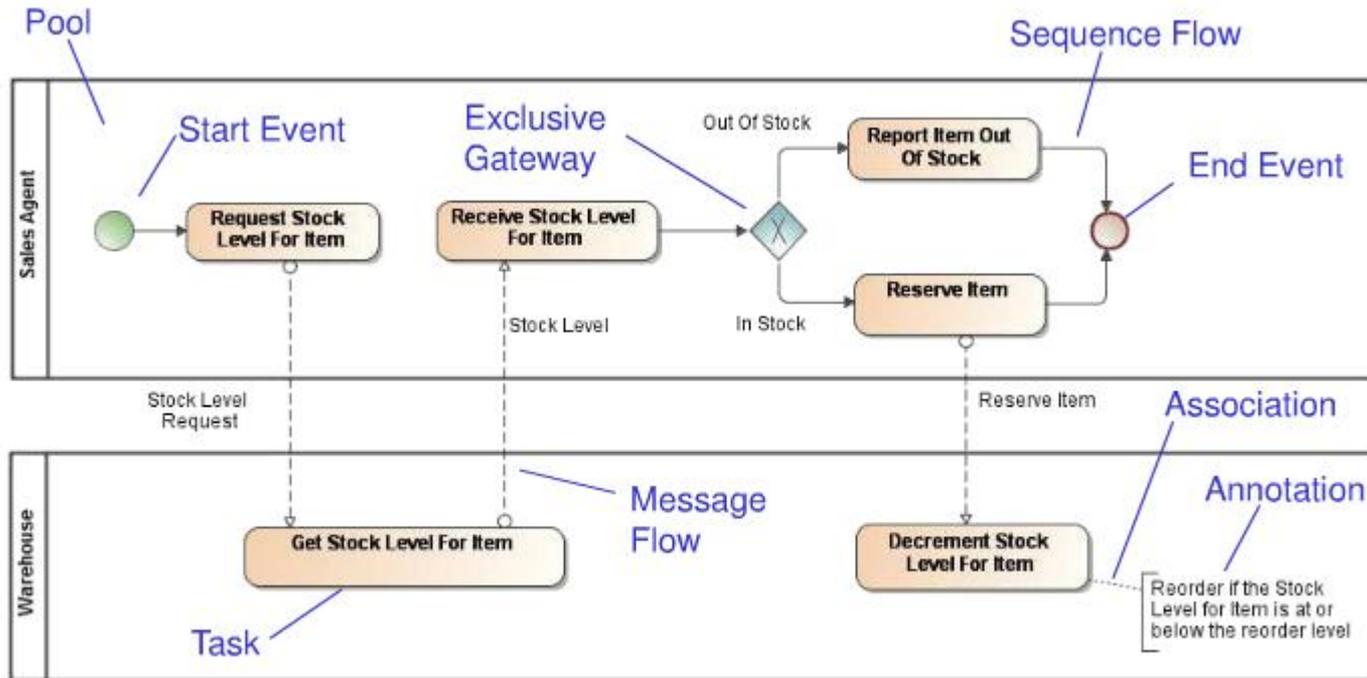
Name
[State]

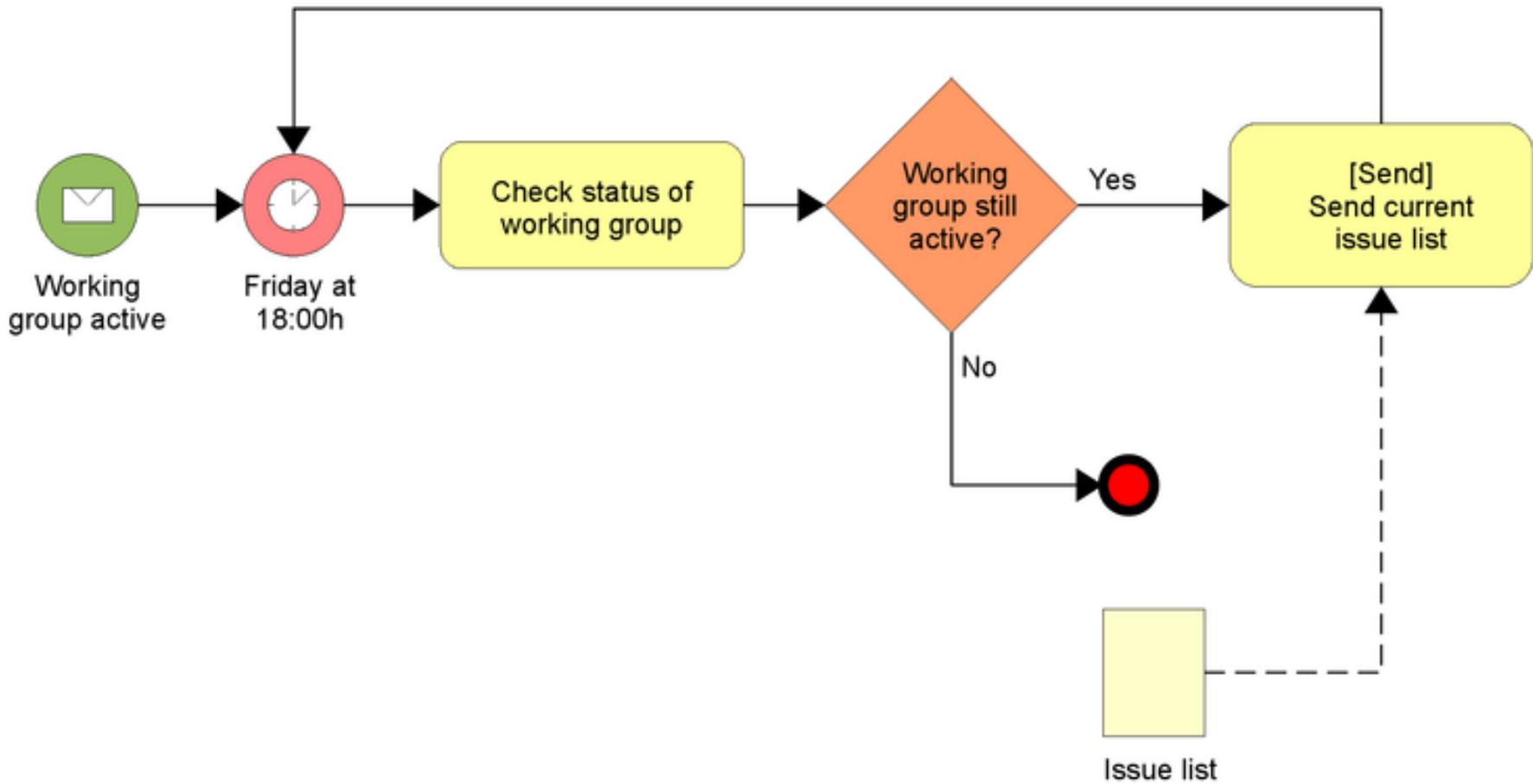
Text Annotation

Text Annotation Allows
a Modeler to provide
additional Information

Group







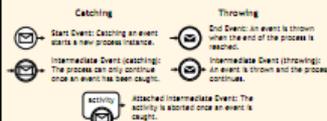
BPMN - Business Process Modeling Notation

Gateways

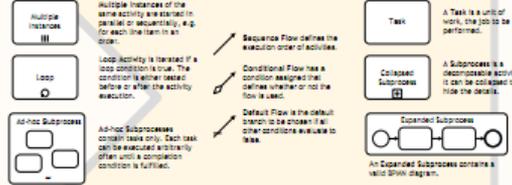


Events

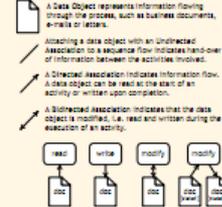
	Start	Intermediate	End	
	Catching	Throwing		
Plan				Unplanned events, typically showing where the process starts or ends.
Message				Receiving and sending messages.
Timer				Cyclic timer events, points in time, time spans or contracts.
Error				Catching or throwing named errors.
Cancel				Reacting to cancel: transactions or logging cancellation.
Compensation				Compensation handling or triggering compensation.
Conditional				Reacting to changed business conditions or triggering business rules.
Signal				Signaling across different processes. One signal thrown can be caught multiple times.
Multiple				Catching or throwing one out of a set of events.
Link				Off-page connectors. Two corresponding link events start a sequence flow.
Terminate				Triggering the immediate termination of a process.



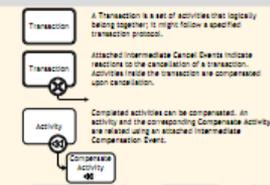
Activities



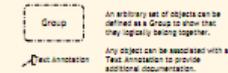
Data



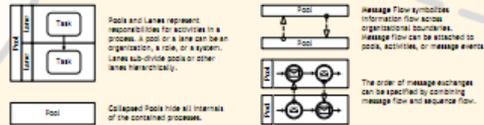
Transactions



Documentation



Swimlanes



Business Process Technology
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E-Mail: orix@project.org
Blog: bpt.uni-potsdam.de
BPMN version 1.1



BPEL4WS

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- ❑ Business Process Execution Language for Web Services
- ❑ OASIS standard executable language for specifying actions within business processes with web services.
- ❑ Extends the web services interaction model and enables it to support business transactions
- ❑ Processes in BPEL4WS export and import information by using web services interfaces exclusively
- ❑ Industry standard for web service composition
- ❑ BPMN has been used as a graphical front-end to capture BPEL process descriptions

BPMN 1.2 → BPEL4WS

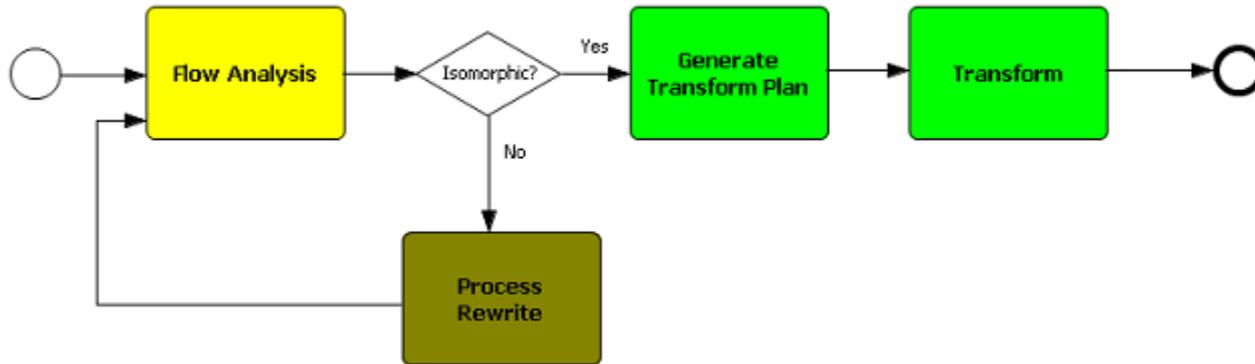
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- Challenging from scientific viewpoint
 - ▣ BPMN is graph oriented (flowchart with parallelism) and BPEL4WS is mainly block structured
- BPMN can be seen as a super set of BPEL4WS
 - ▣ BPEL4WS → BPMN is usually easy
- Arbitrary sequence flows allowed in BPMN are similar to the GOTO statements, which are not available in BPEL4WS

BPMN 1.2 → BPEL4WS

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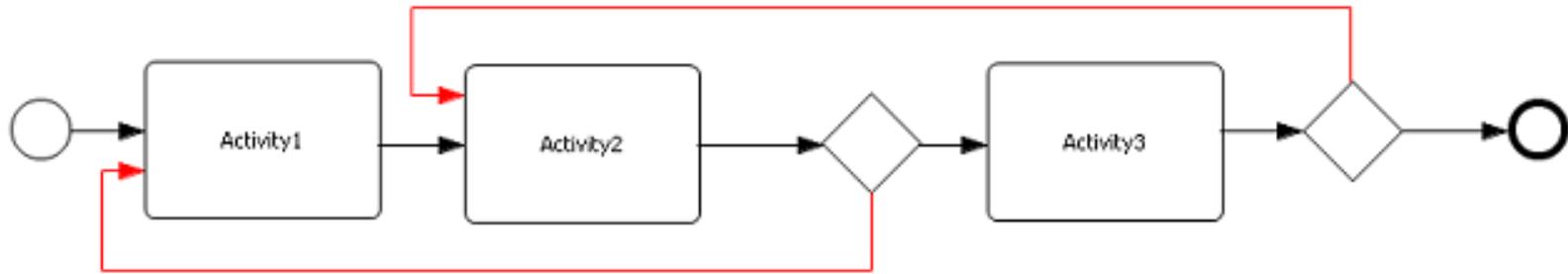
- Validate, rewrite and transform workflow



BPMN 1.2 → BPEL4WS – Rewrite needed

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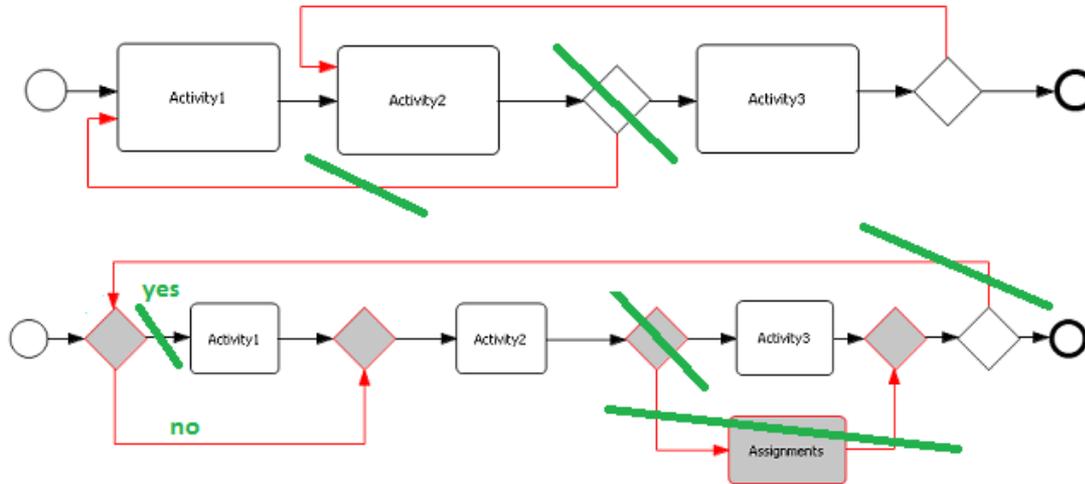
- Overlapped loops (gotos)



BPMN 1.2 → BPEL4WS – Process rewrite

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□ Rewritten diagram



BPMN 1.2 → BPEL4WS

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- Informal and partial mapping defined in BPMN specification (Annex A)
 - ▣ “BPMN specification itself is known to be incomplete with respect to capturing all the required information for BPEL4WS”
- More detailed mapping of BPMN to BPEL4WS has been implemented in a number of tools
 - ▣ Open-source BPMN2BPEL eclipse plugin

BPMN 2.0 – What's new?

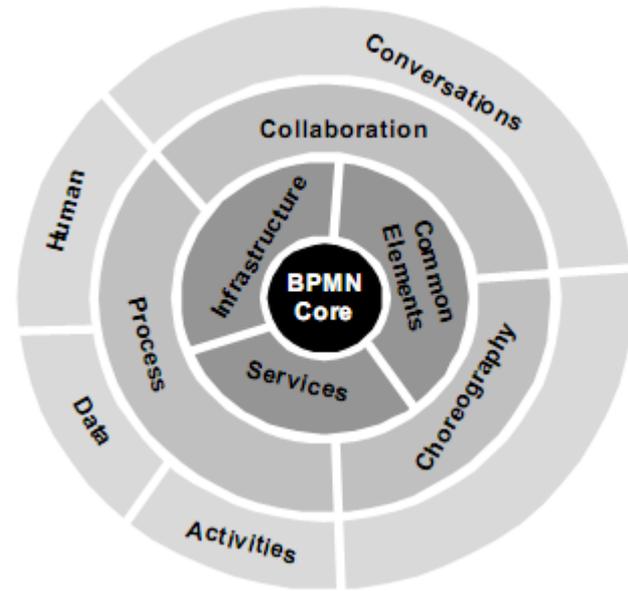
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- BPMN Core
- New diagrams
 - ▣ Choreographies-model
 - ▣ Conversation-model
- Complete Metamodel
 - ▣ XML Serialization and Diagram Interchange
- BPMN Execution Semantics

BPMN 2.0 – BPMN Core

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- ❑ Extended graphical notation
 - ▣ No significant change on notation elements from BPMN 1.2
 - ▣ Models based on BPMN 1.2 are usually upwards compatible



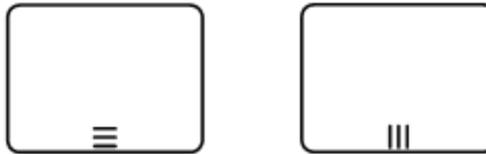
BPMN 2.0 – Updated elements

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□ Activities

▣ Sequential/Parallel multi-instance activity

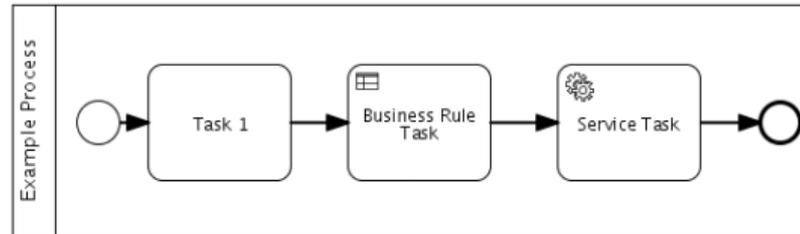
- A form of **loop** that allows for the creation of a desired **number of activity** instances that may execute
 - **Sequentially** – Rectangle with horizontal lines
 - **Parallel** – Rectangle with vertical lines



BPMN 2.0 – Updated elements

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- Activities
 - ▣ Business Rule Tasks
 - Offer a mechanism for the process to provide input to a Business Rules Engine and to get the output of calculations that the engine might provide
 - ▣ Service Tasks
 - Use some sort of service, such as Web Service or an automated application
 - In the context of Web Services, the task's inputs map to message parts of a WSDL



BPMN 2.0 – Updated elements

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□ Activities

▣ Callable Element

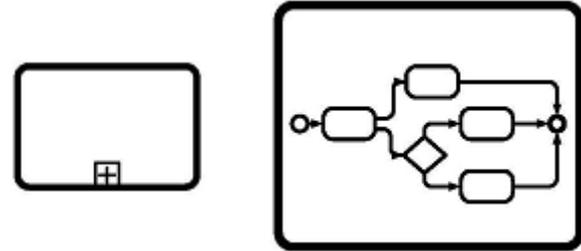
- Activities defined outside of a process or choreography

- **Globally** defined **(sub)process**
- **Global tasks**

▣ Call Activity

- Calls callable elements

- Call activity invoking globally defined processes



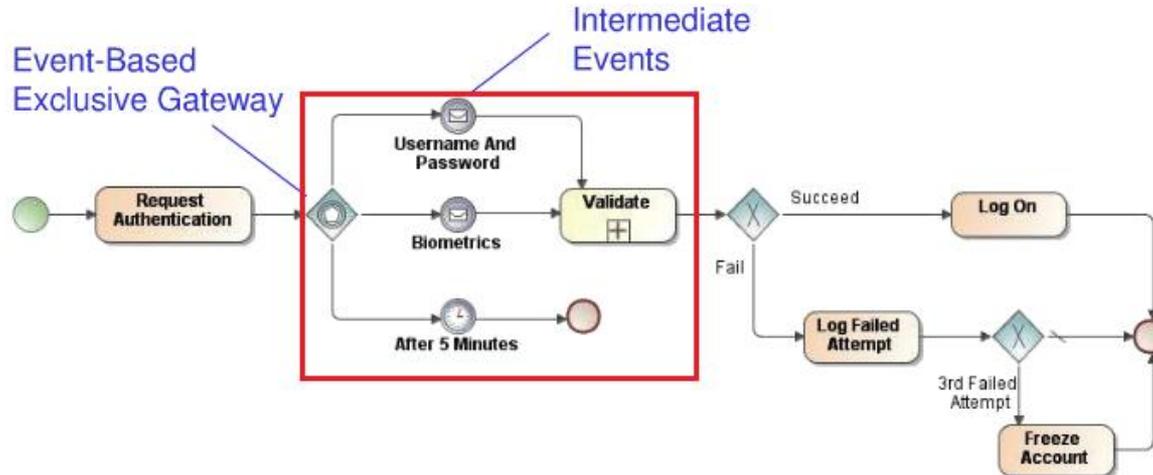
- Call activity invoking global task



BPMN 2.0 – Updated elements

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- Gateways
 - ▣ Event-based exclusive/parallel gateway

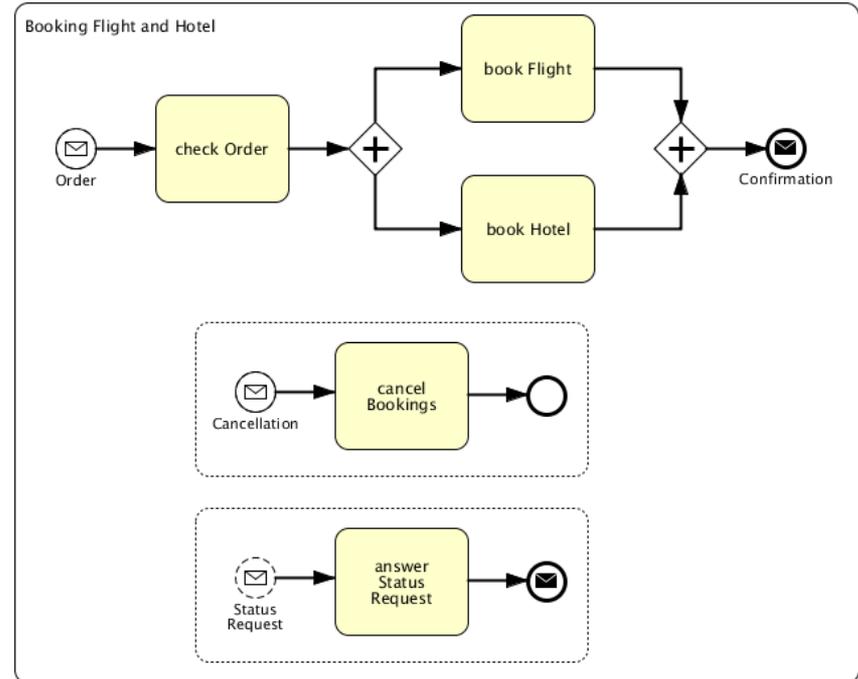


BPMN 2.0 – Updated elements

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□ Events

- ▣ Event-Subprocess
Interrupting and Non-Interrupting events
- ▣ Optional part of
Subprocesses that are
used to handle
occurring Events in the
bounding Subprocess



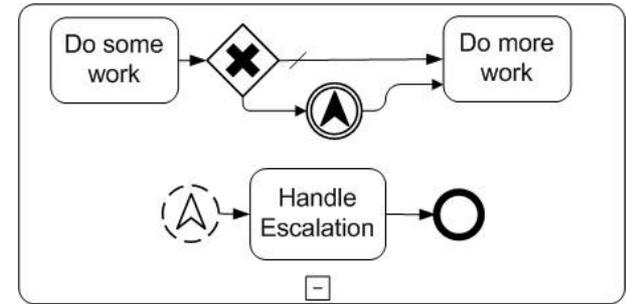
BPMN 2.0 – Updated elements

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□ Events

▣ Escalation

- If an escalation happens, the next **higher level of responsibility** shall be involved
- For example, a participant is working on a problem which requires escalation to a manager



□ Artifacts

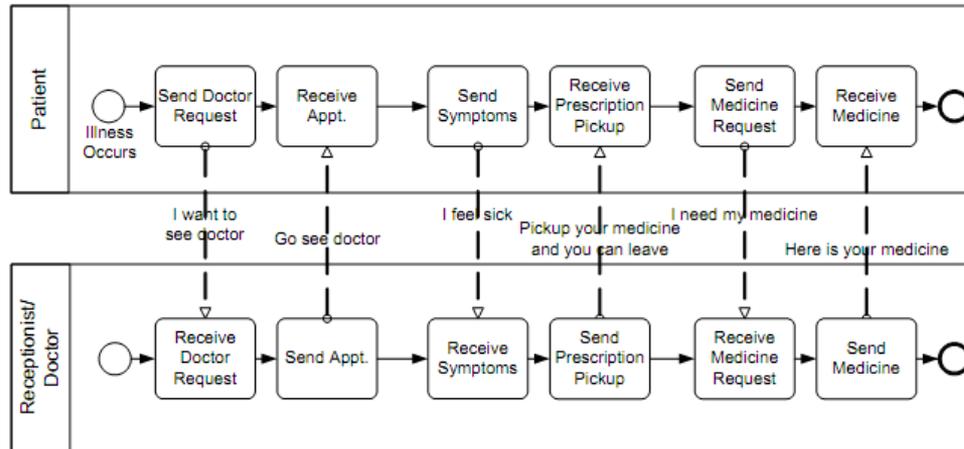
▣ Data Objects

- Used to model data especially as **input and output to activities**
- It is now possible to define process global documents

BPMN 2.0 – New diagrams

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- Conversation models brief description
 - ▣ Particular usage of and an informal description of a collaboration diagram – Focus on message exchanges instead of control flow
 - A collaboration diagram depicts the interaction between two or more business entities (as shown below)



BPMN 2.0 – New diagrams

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- Choreography models
 - Unlike a normal process (orchestration), there is no central controller, responsible entity or observer of the process
 - While a normal process exists within a pool, a choreography exists between pools (or participants)
 - In this diagram, activities are interactions that represent one or more message exchanges that involves two or more participants

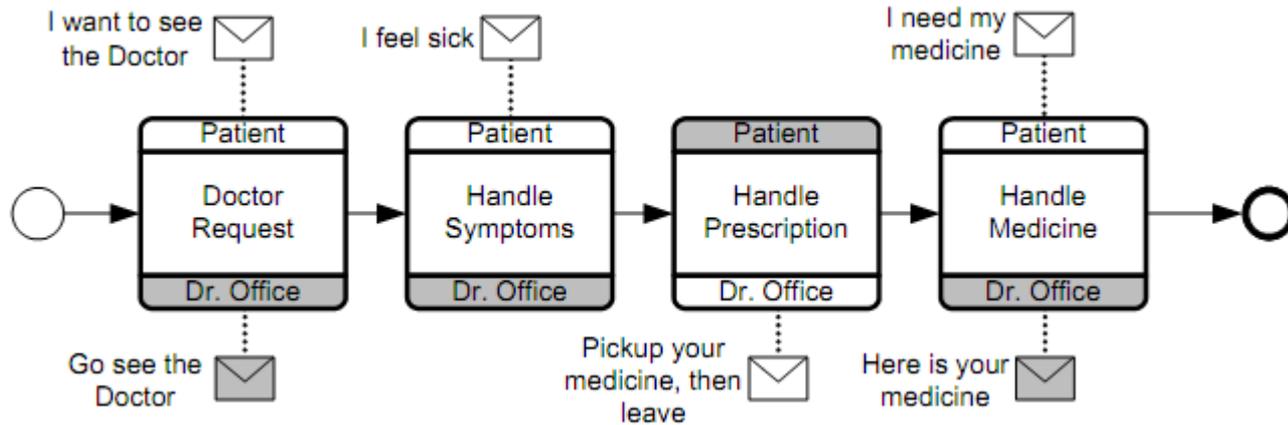
BPMN 2.0 – Choreography Model

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- Choreography task
 - Represents interactions between two process participants
- Participants
 - Active part
 - Initiates the communication (only one)
 - Rectangle with white background
 - Passive part
 - Just “receives” communication (one or more)
 - Rectangle with grey background
- Choreography subprocesses resemble another choreography
- Choreography models consists of choreography tasks and subprocesses alongside with most common BPMN elements

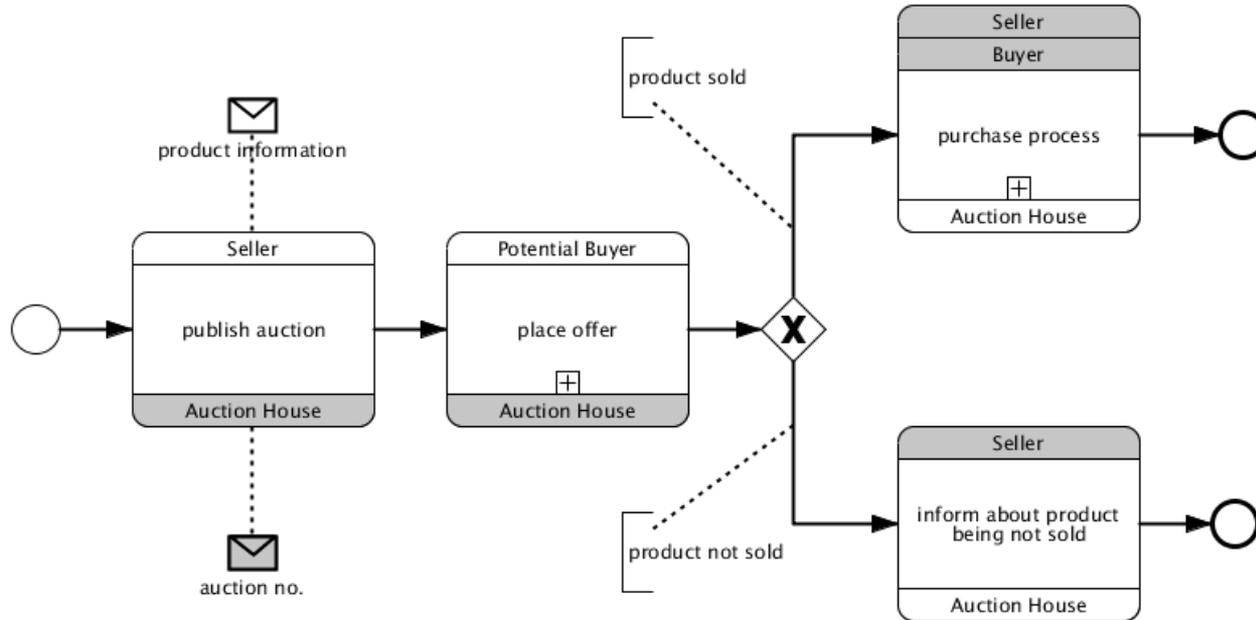
BPMN 2.0 – Choreography by examples

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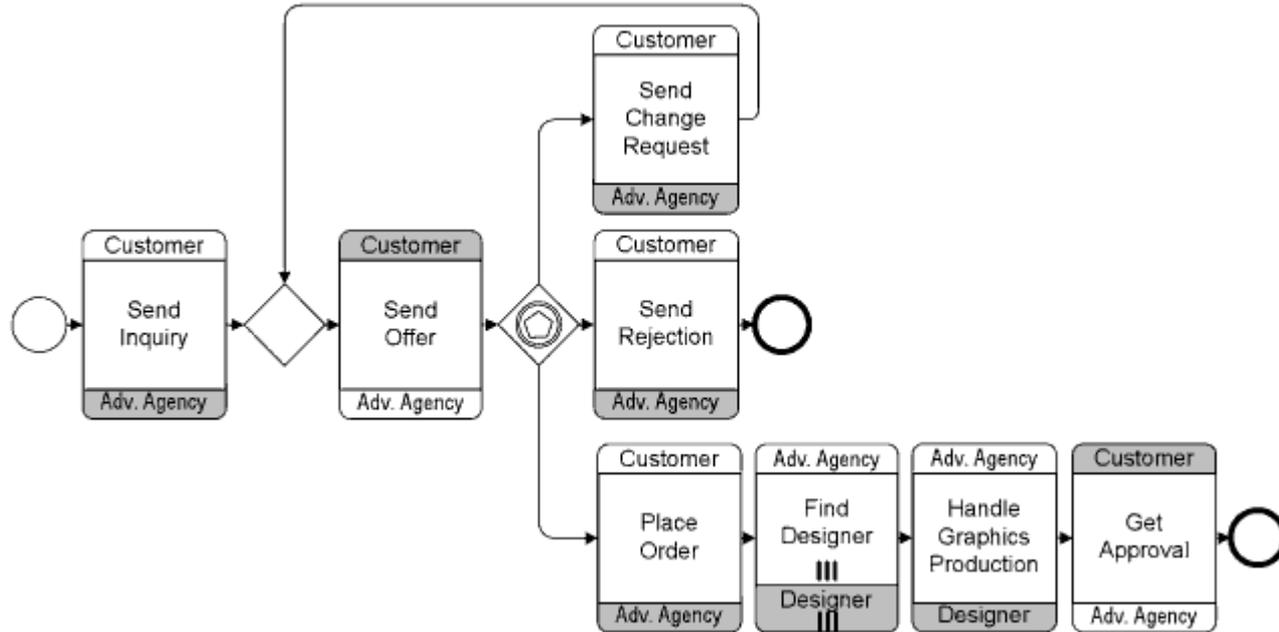
BPMN 2.0 – Choreography by examples

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BPMN 2.0 – Choreography by examples

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Activities

- Task**
A Task is a unit of work, the job to be performed. When marked with a symbol, it indicates a Sub-Process, an activity that can be reified.
- Transaction**
A Transaction is a set of activities that logically belong together. It must follow a specific transaction process.
- Event Sub-Process**
An Event Sub-Process is placed into a Process or Sub-Process. It is activated when its start event gets triggered and can interrupt the higher-level process context or run in parallel (non-interrupting) depending on the start event.
- Call Activity**
A Call Activity is a wrapper for a globally defined Sub-Process or Task that is reused in the current process.

- Activity Markers**
Markers indicate execution behavior of activities:
- Sub-Process Marker
 - Loop Marker
 - Parallel In Marker
 - Sequential In Marker
 - Ad Hoc Marker
 - Compensation Marker

- Task Types**
Types specify the nature of the action to be performed:
- Send Task
 - Receive Task
 - User Task
 - Manual Task
 - Business Rule Task
 - Script Task

- Sequence Flow**
defines the execution order of activities.
- Default Flow**
is the default branch to be chosen if all other conditions are available to follow.
- Conditional Flow**
has a condition assigned and defines whether or not the flow is used.

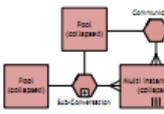
Gateways

- Exclusive Gateway**
When splitting, it routes the sequence flow to exactly one of the outgoing branches. When merging, it awaits the incoming branch to complete before triggering the outgoing flow.
- Overlapped Gateway**
is always followed by catching events or receive tasks. Sequence flow is routed to the subsequent event/task which happens first.
- Parallel Gateway**
When used to split the sequence flow, all outgoing branches are activated simultaneously. When merging parallel branches it waits for all incoming branches to complete before triggering the outgoing flow.
- Inclusive Gateway (Instantiable)**
When splitting, one or more branches are activated. Each occurrence of a subsequent event starts a new process instance.
- Exclusive Overlapped Gateway (Instantiable)**
Each occurrence of a subsequent event starts a new process instance.
- Complex Gateway**
Complex merging and branching behavior that is not captured by other gateways.

Conversations

- A **Conversation** defines a set of logically related message exchanges. When marked with a symbol, it indicates a Sub-Conversation, a compound conversation element.
- A **Conversation Link** connects Communications and Participants.
- A **Participating Conversation Link** connects Communications and multiple Participants.

Conversation Diagram



Choreographies

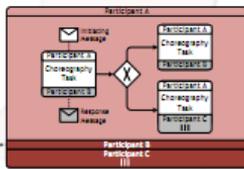


A **Choreography Task** represents an interaction between two Participants.

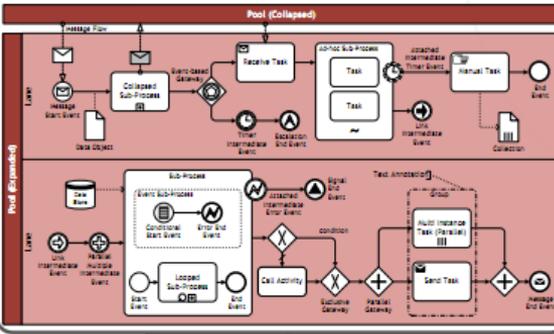
Multiple Participants Marker denotes a set of Participants of the same kind.

A **Choreography Sub-Process** contains a defined choreography with several interactions.

Choreography Diagram



Collaboration Diagram



Swimlanes



Events

Event Type	Start	Intermediate	End
None (stopped events, indicate start point, state changes or final states)			
Message (receiving and sending messages)			
Timer (Clock timer events, points in time, time spans or timeouts)			
Exception (Reaction to an higher level of responsibility)			
Conditional (Reacting to changed business conditions or incoming business rules, LINK OFF-page connectors, Two corresponding link events equal a sequence flow)			
Event Catching or throwing named events			
Cancel (Reacting to cancelled transactions or triggering cancellation)			
Compensation (Handling or triggering compensation)			
Signal (Signaling across different processes, A signal event can be caught multiple times, Multiple catching one out of a set of events, Throwing all events defined)			
Parallel (Multiple Catching all out of a set of parallel events)			
Terminate (Triggering the immediate termination of a process)			

Data

- Data Input** is an external input for the entire process, it can be read by an activity.
- Data Output** is a variable available as result of the entire process.
- Data Object** represents information flowing through the process, such as business documents, emails, or texts.
- Collection Data Object** represents a collection of information, e.g. a list of order items.
- Data Store** is a place where the process can read or write data, e.g. a database or a filing cabinet. It exists beyond the lifetime of the process instance.
- Message** is used to depict the contents of a communication between two Participants.



BPMN 2.0 – Complete Metamodel

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- Formal definition in the form a metamodel
 - ▣ UML class diagrams show features of different BPMN constructs and their relationship
 - ▣ Metamodel has additional language constructs to support process execution
 - ▣ Business Process Model and Notation (new name, same brand!)
- Own standardized exchange format
 - ▣ XML Serialization and Diagram Interchange

BPMN 2.0 – Execution Semantics

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- Interpretation and execution BPMN models has been precisely described
- Process definition models can be executed as-is on any BPMN 2.0 compliant engine
- Specification still defines the BPMN to BPEL4WS mapping

Business Process Execution Strategies

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- Strategy #1 - BPMN 2.0 → BPEL
 - ▣ “BPMN execution language is more complex than using BPMN with BPEL” thinking
 - ▣ <http://www.vosibilities.com/bpel/bpmn-or-bpel-which-is-simpler/2009/11/19/>

Business Process Execution Strategies

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- Strategy #2 – BPMN 2.0 natively
 - ▣ Only time will tell whether the specification is robust and complete enough to replace BPMN→BPEL usage
 - ▣ Although BPMN 2.0 is still in beta phase, there are already implementations available

JBoss jBPM5

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- ❑ Open-source flexible and robust BPM Suite (LGPL v2.1)
 - ❑ First version released on 2004
- ❑ Support process collaboration, monitoring and management
- ❑ jBPM5 focuses on BPMN2 as the language for expressing business processes (it supports other languages though)
 - ❑ BPMN2 process modeling (powered by Signavio)
 - Eclipse (developers)
 - Web (business users)
 - ❑ Native BPMN2 execution
- ❑ Good documentation available

Activiti 5.0 rc1

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- ❑ Open source lightweight BPM with a “super-fast and rock-solid BPMN2 process engine for Java” (Apache license)
- ❑ Integration with Spring framework
- ❑ Requires only JVM 5+ and Tomcat
- ❑ Provides modeling (powered by Signavio) and monitoring features

OpenESB vs BPMN 2.0

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- “OpenESB does not have a BPMN 2.0 execution engine. Now that Oracle has announced its reduced engineering investment in opensesb I doubt there will be one coming from Oracle (although one does exist in the oracle fusion middleware). However, it may be possible for someone to take an external, open source BPMN2.0 engine (assuming one exists) and wrap it as a JBI service engine for use in opensesb.”
 - ▣ OpenESB Forums

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