

Business process learning for real time enterprises

Problem

Discover a process definition automatically from a “small” set of process traces and domain knowledge.

(e.g. a set is small if the set size is not sufficient for statistical machine learning).

Practical needs:

- In business problem domain – change a process by a deadline (real time learning); the learned process itself can be real time
- In software development domain – provide a process to ensure consistency of artifacts, integrate tools, orchestrate human activities, ensure repeatability
- In manufacturing – describe a method of producing a product on an assembly line that integrates software, hardware automation and work by humans

Process learning alternatives

Related work

- Discovery of a process from comprehensive event logs (van der Aalst, Alex Wolf, Jonathan Cook ..)
- Traces must provide full coverage according to some criterion (e.g. at least branches)
- Too many traces are needed
- Relying only on traces may overconstrain learned process definition

Our Approach

- Utilize various kinds of domain knowledge
- Utilize a small set of execution traces to verify learned processes

Definitions of key terms

- Process (definition) – a specification of a systematic way to provide a product or a service
- Process execution – instantiation of a process
- Resource – an entity used or produced by a process
- Artifact – a resource utilized by an activity (input) or produced by an activity (output product)

What defines a Process ?

What must be described for a process ?

1. Set of activities
2. Activity – interface, agent, relations to other activities, pre- and post-conditions, resources
3. Artifacts
4. Control flow (branching, iteration/recursion)
5. Data flow
6. Constraints (e.g. real time)

Process model and related assumptions

- Graph model
- Dataflow that follows control flow
- Control flow with predicate nodes

Utilized domain knowledge

- Ontology
- Business rules

Qualities of processes we learn

- Correctness
 - Compliance with business rules
 - Compliance with ontology
 - Compliance with execution traces
 - Well-formed products (i.e., process artifacts)
- Reliability
- Robustness

General issues in learning processes

Theoretical

- traces = sentences
- process definition = Turing machine spec

Expressiveness

- Mismatches between the process model(s) used to produce the traces and the one we use for process learning
- E.g., we cannot use a process model without iteration to learn from a trace containing an iteration

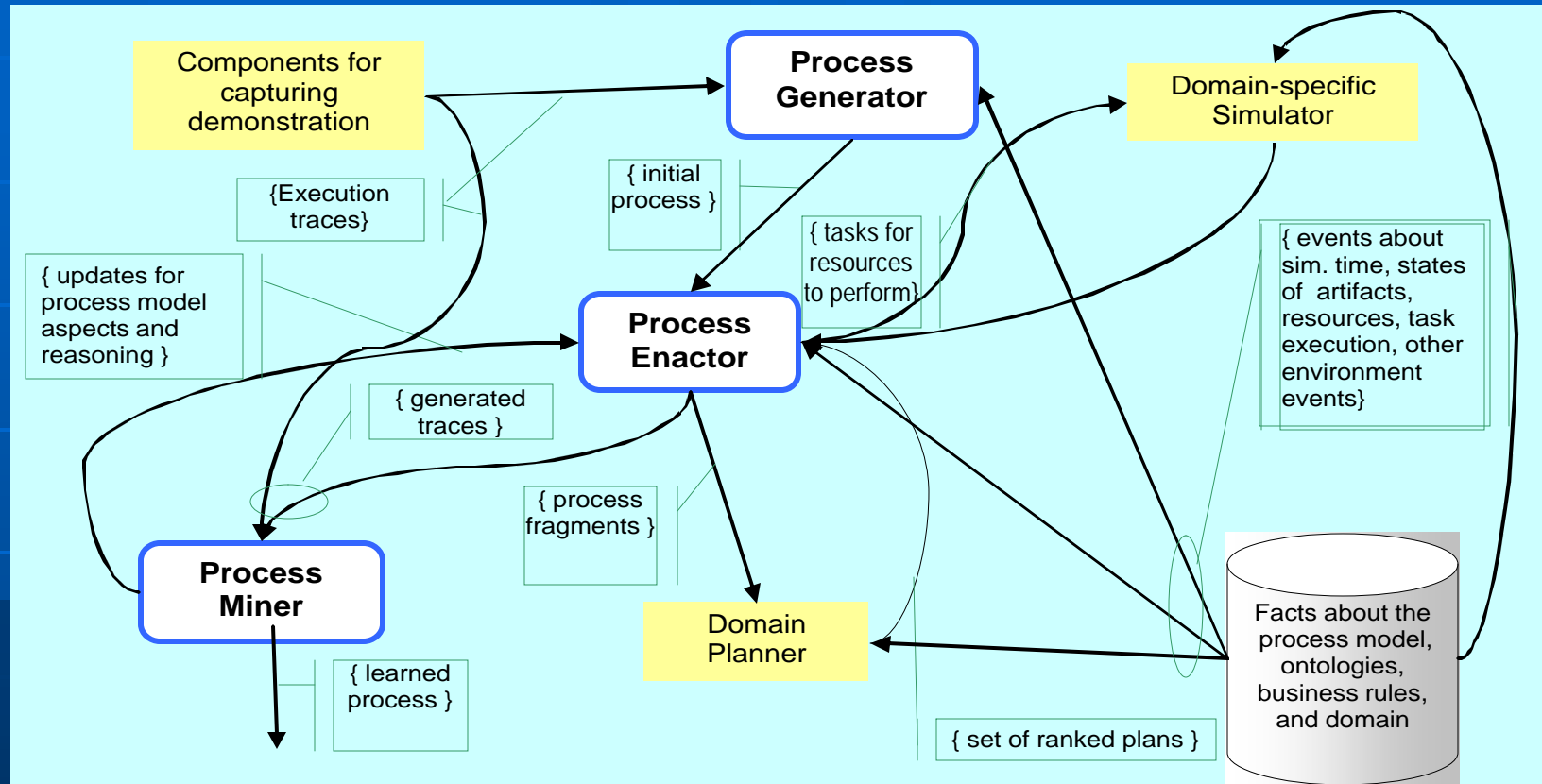
Coverage

- Actual constructs reflected in the available traces may not include some constructs in the process model used to produce them
- E.g., we cannot learn iterations from traces that do not include repeated activities

Robustness, real time ...

Why not utilize domain knowledge?

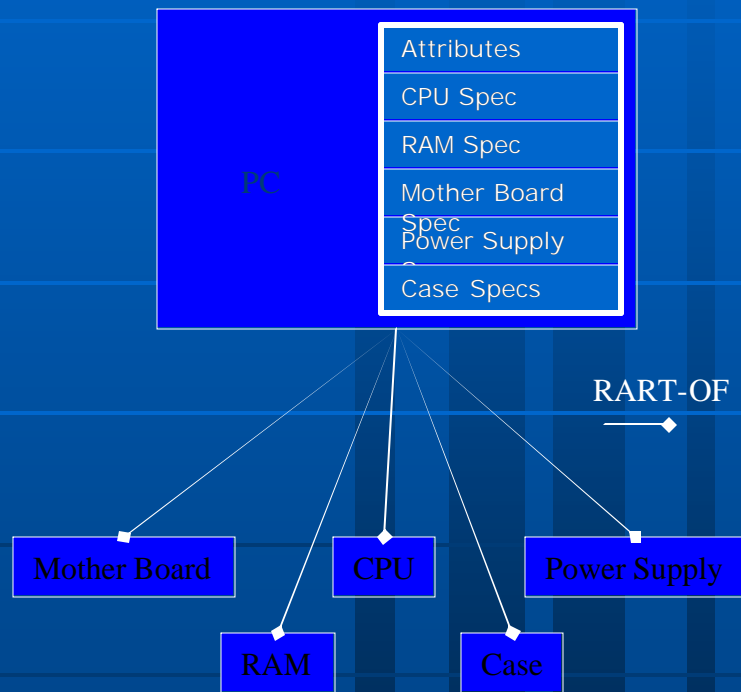
Process learning system (PLS) Architecture



Domain Knowledge used by PLS

- Activity ontology
 - IS-A and PART-OF activity types relationships
- Resource/artifact ontology
 - Artifact well-formedness constraints
- Business rules
 - Activity precedence relationships
 - Resources utilization relationships
 - Inhibitor relationships

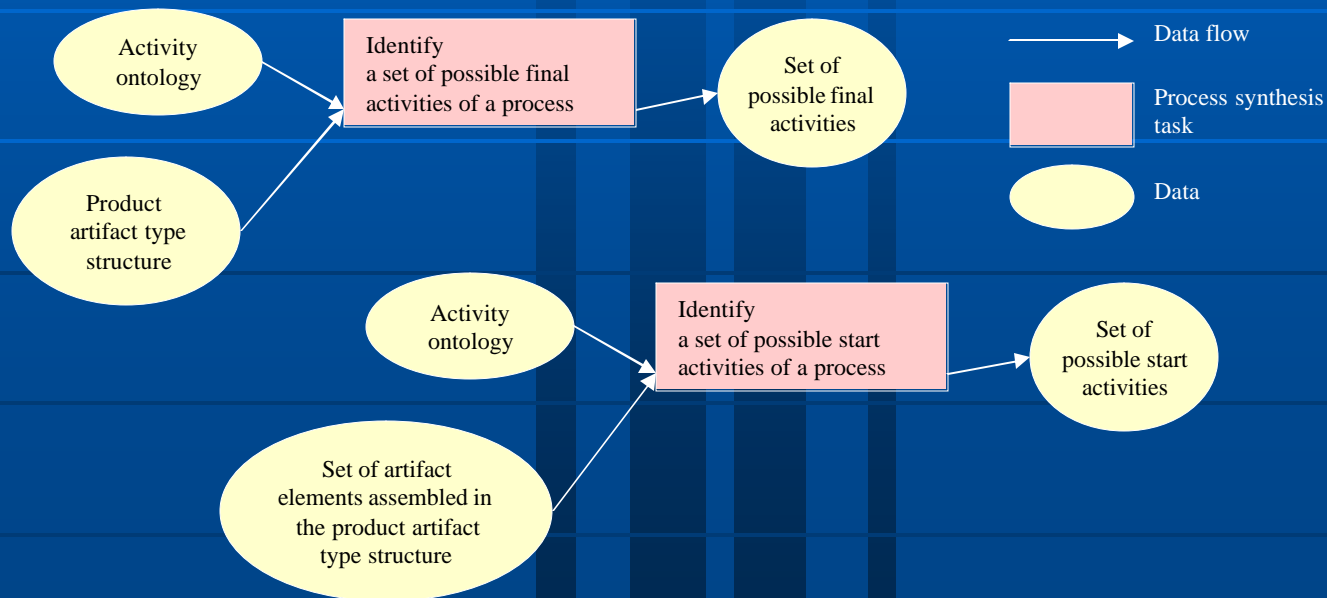
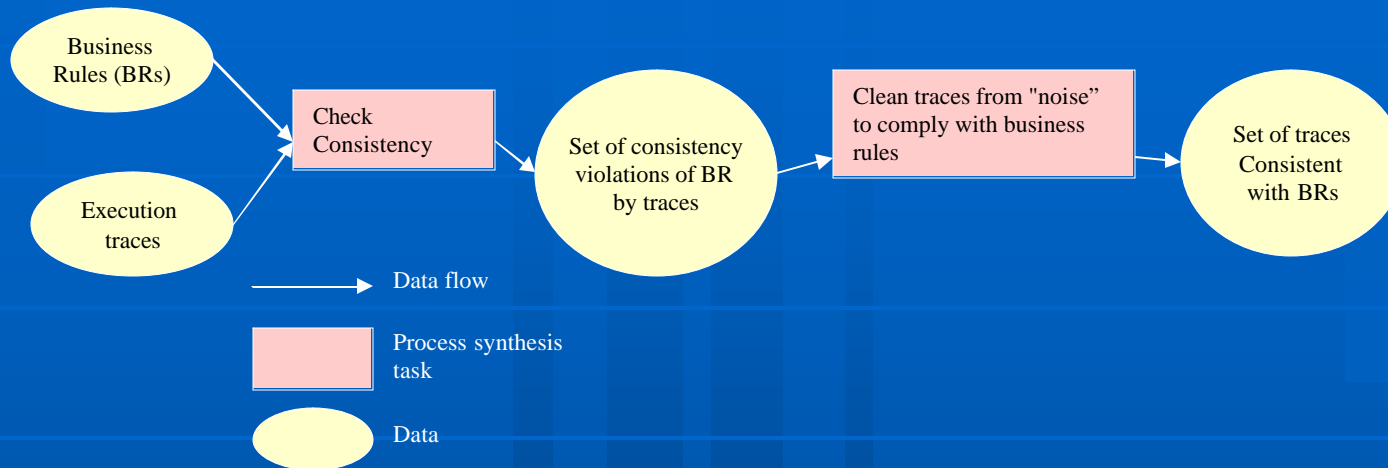
Artifact spec from ontology



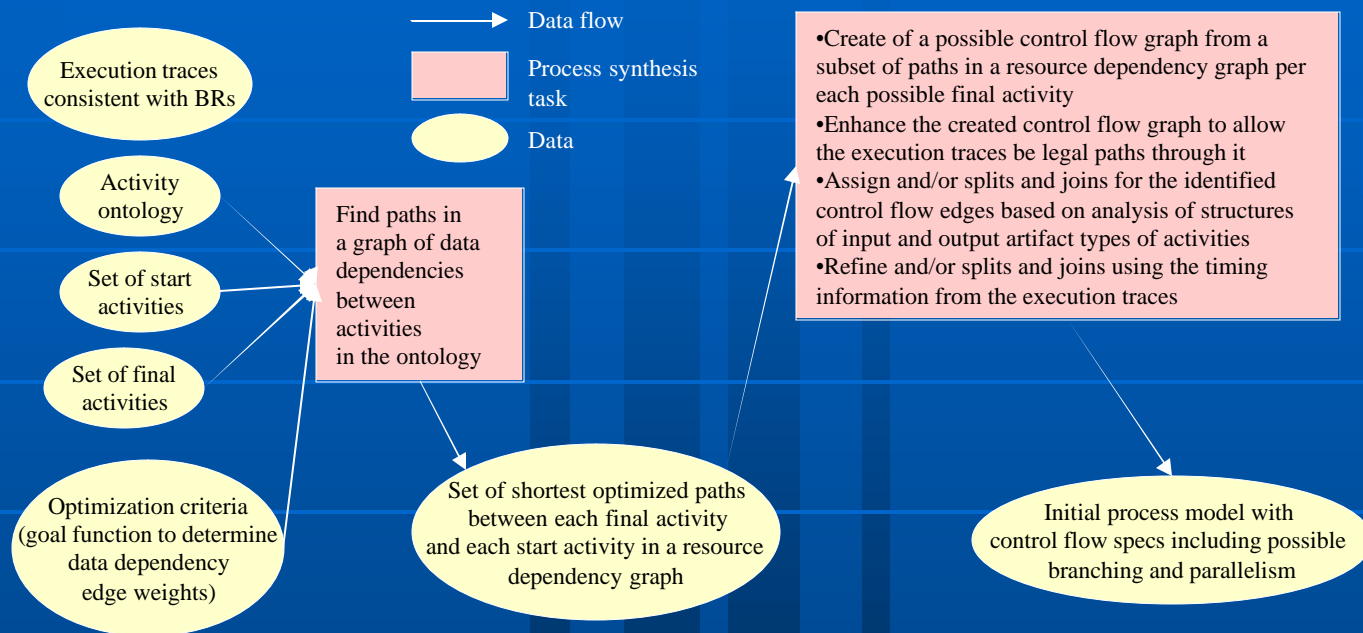
First step in PLS

- Use knowledge about artifact structure to suggest a control flow
- Utilize well-formedness constraints
- Use an approach similar to hierarchical planning/scheduling
- Provide a more general output than planning/scheduling

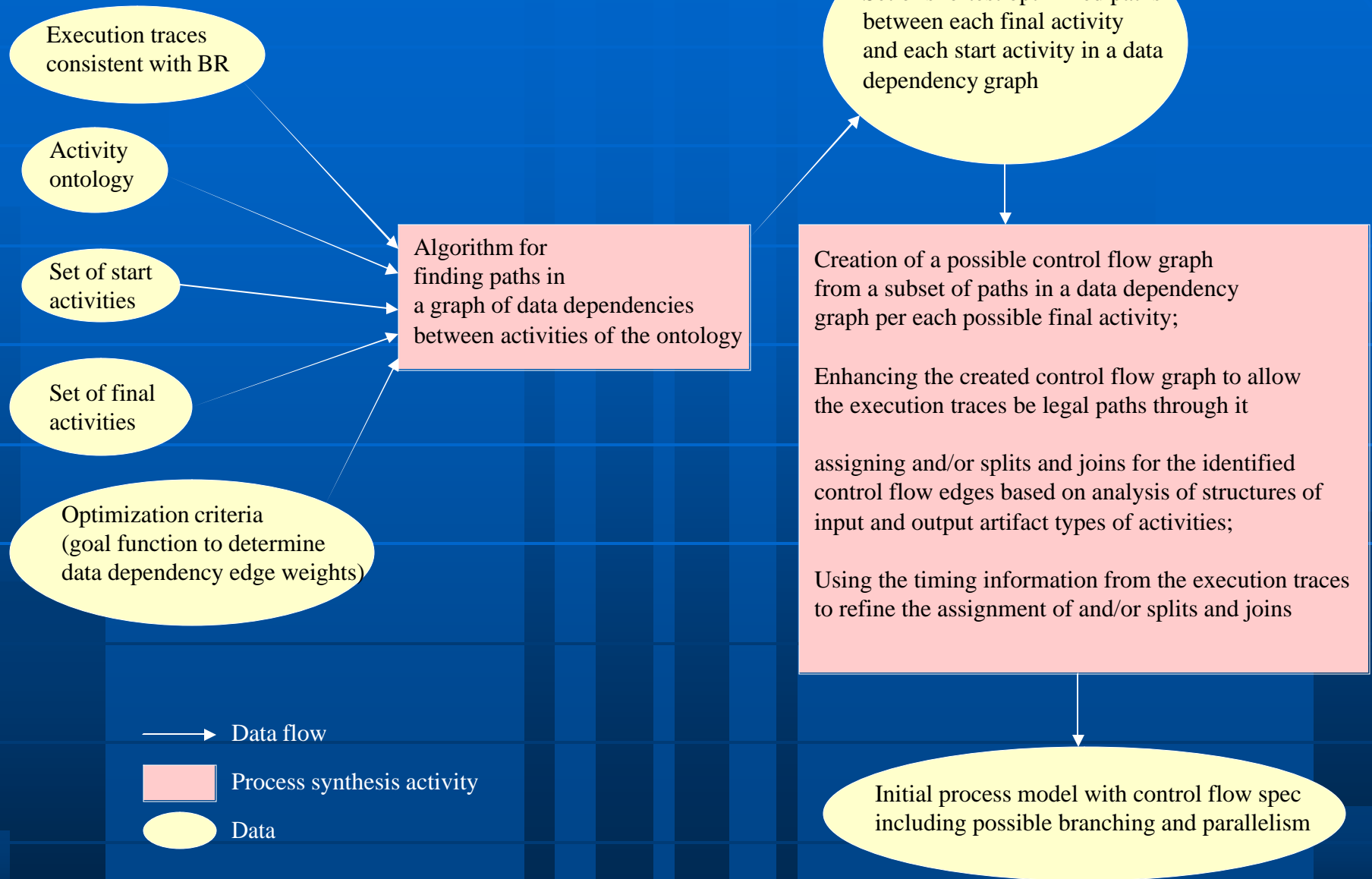
Process generator algorithm



Process generator algorithm (cont.)



Process generator algorithm (cont.)



Future work

- Implement the suggested algorithm
- Evaluate on concrete examples
- Build the suggested architecture for integration of various learning emthods
- Evaluate a number of learning methods in their usefulness for learning different aspects of processes from various problem domains

Open questions

How to learn features for robustness ?

How to learn iteration ?

How to learn in real-time ?

How to learn general resource declarations ?