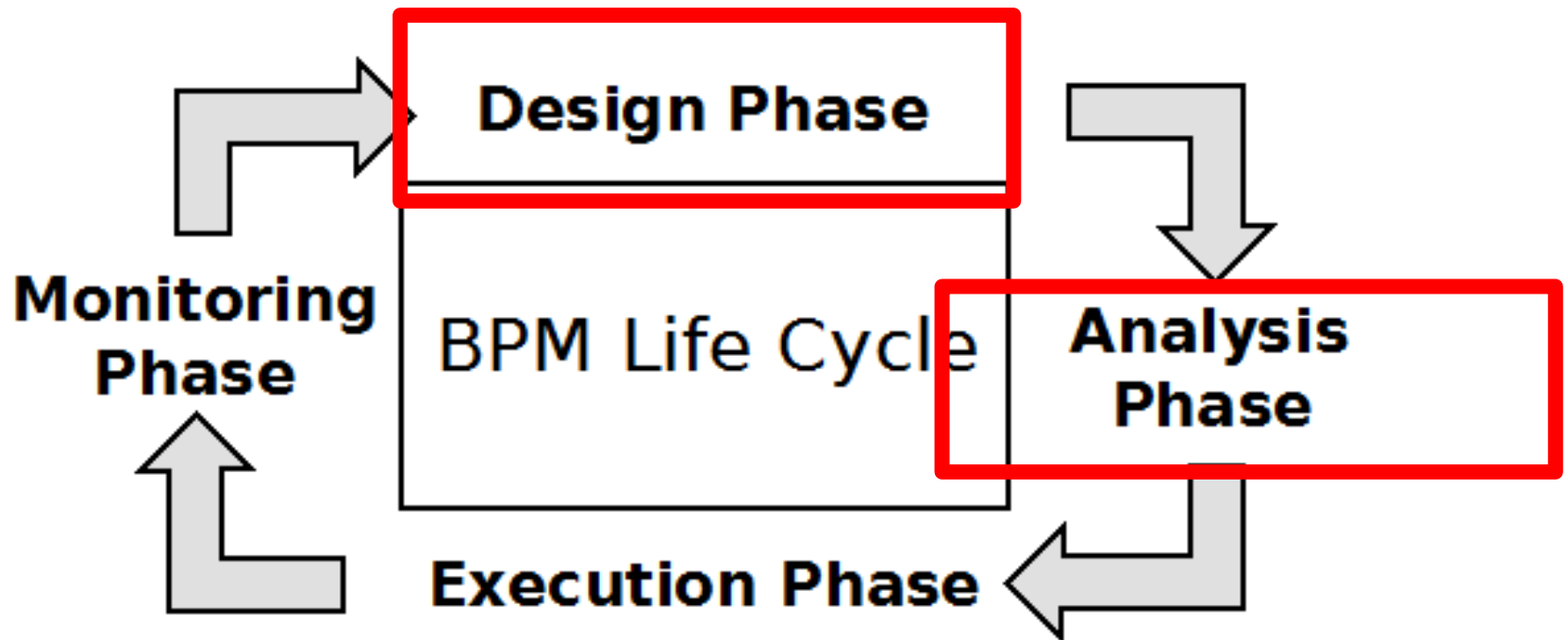


# Process Mining



## Lesson 5 – Mapping Petrinet to BPMN

# Business Process Modeling



# Petri Nets

## Why Petri Nets?

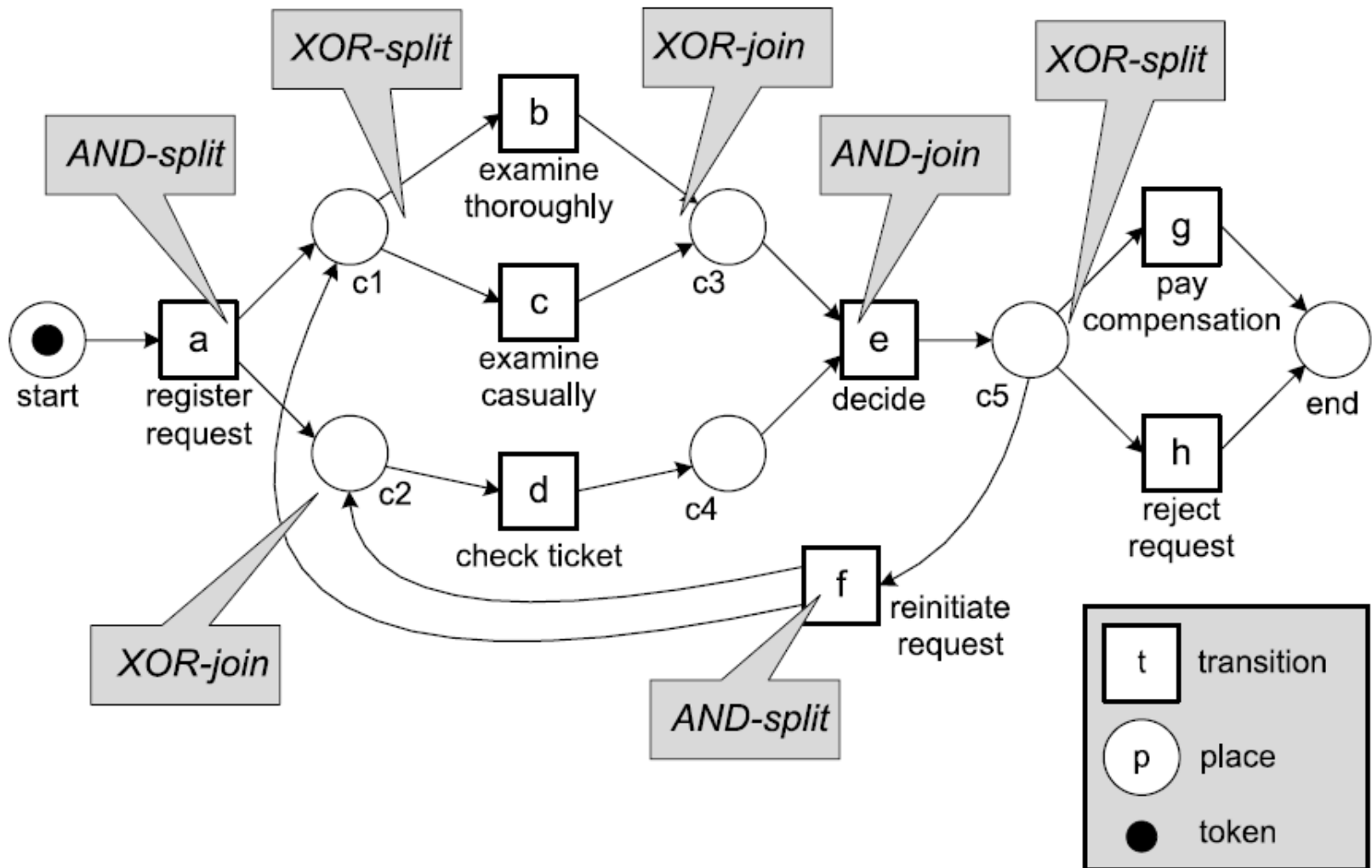
- Oldest BP modelling language
- Used to simulate and verify BPs
- Formal language
- Today used in software engineering to check properties in systems

Petri Net are composed by  $(P, T, F, M_0)$ :

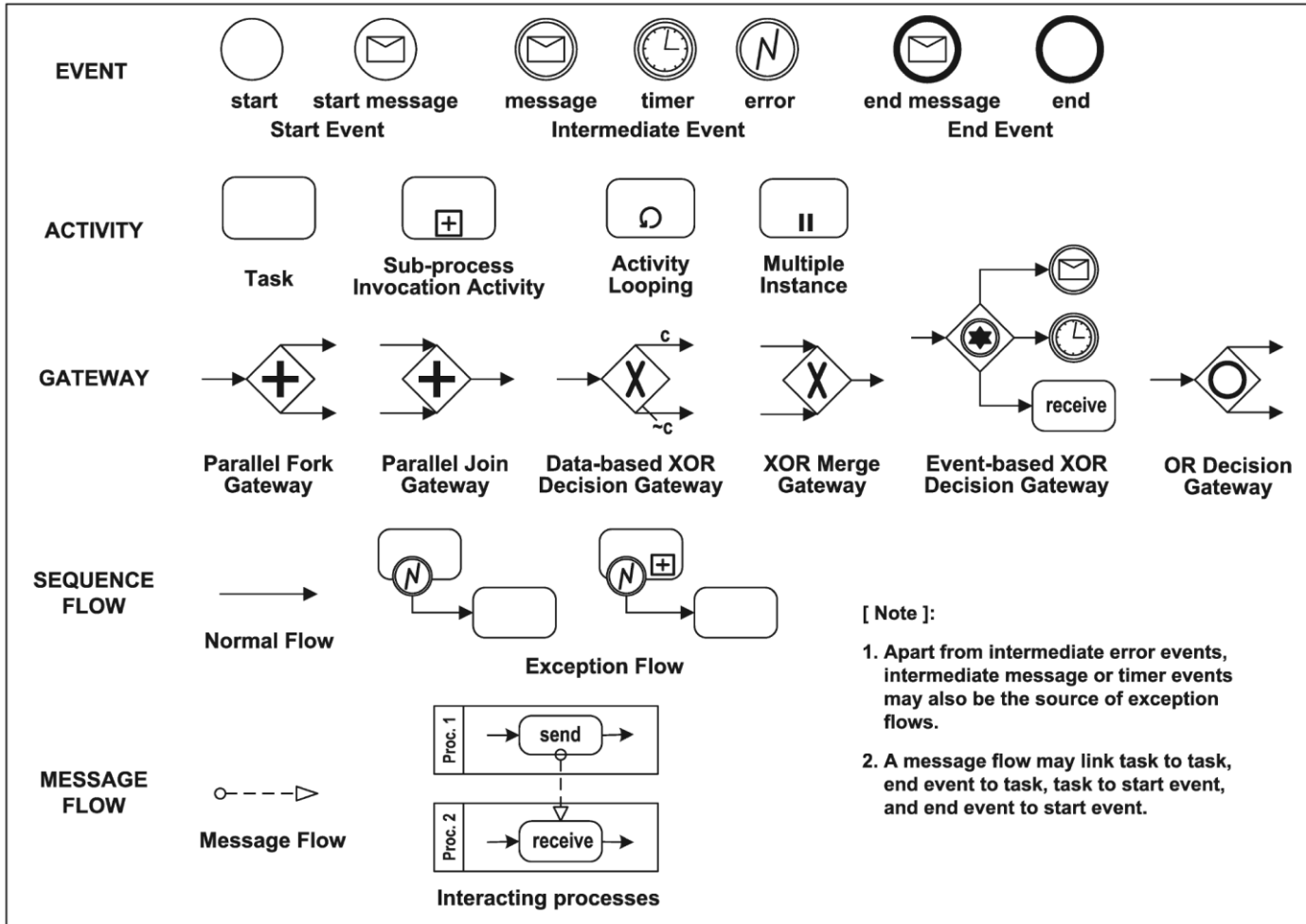
- Place (P)
- Transitions (T)
- Arcs (F)

.. But also token! ( $M_0$ )

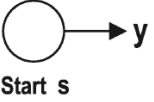
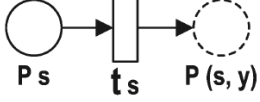


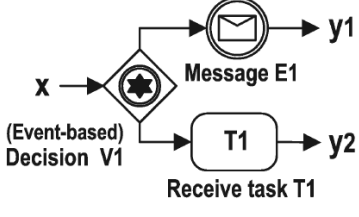

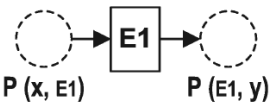
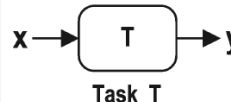
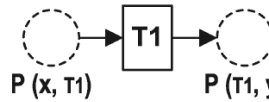
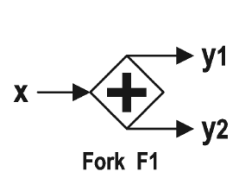
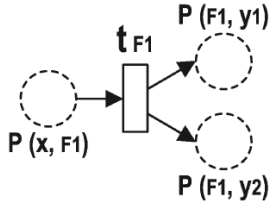
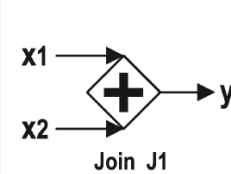
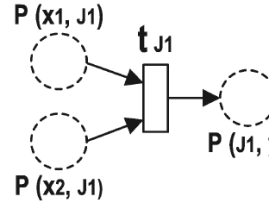
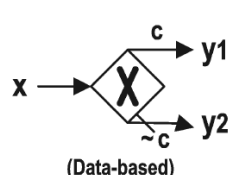
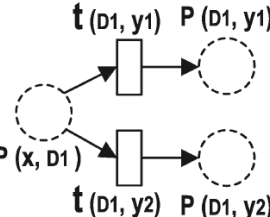
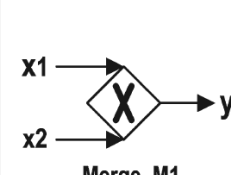
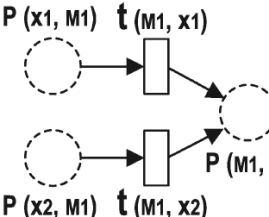
# Petri Nets



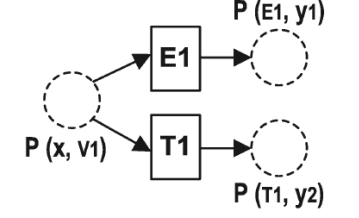
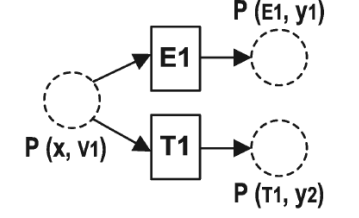
# BPMN Summary



# Mapping Rules

BPMN Object	Petri-net Module	BPMN Object	Petri-net Module	BPMN Object
 <p>Start s</p>	 <p><math>P_s</math> <math>t_s</math> <math>P(s, y)</math></p>	 <p>End e</p>	 <p><math>P(x, e)</math> <math>t_e</math> <math>P_e</math></p>	 <p>(Event-based) Decision V1</p> <p>Message E1</p> <p>Receive task T1</p>
 <p>Message E</p>	 <p><math>P(x, E1)</math> <math>E1</math> <math>P(E1, y)</math></p>	 <p>Task T</p>	 <p><math>P(x, T1)</math> <math>T1</math> <math>P(T1, y)</math></p>	
 <p>Fork F1</p>	 <p><math>P(x, F1)</math> <math>t_{F1}</math> <math>P(F1, y1)</math> <math>P(F1, y2)</math></p>	 <p>Join J1</p>	 <p><math>P(x1, J1)</math> <math>t_{J1}</math> <math>P(x2, J1)</math> <math>P(J1, y)</math></p>	
 <p>(Data-based) Decision D1</p>	 <p><math>P(x, D1)</math> <math>t_{(D1, y1)}</math> <math>P(D1, y1)</math> <math>t_{(D1, y2)}</math> <math>P(D1, y2)</math></p>	 <p>Merge M1</p>	 <p><math>P(x1, M1)</math> <math>t_{(M1, x1)}</math> <math>t_{(M1, x2)}</math> <math>P(x2, M1)</math> <math>P(M1, y)</math></p>	

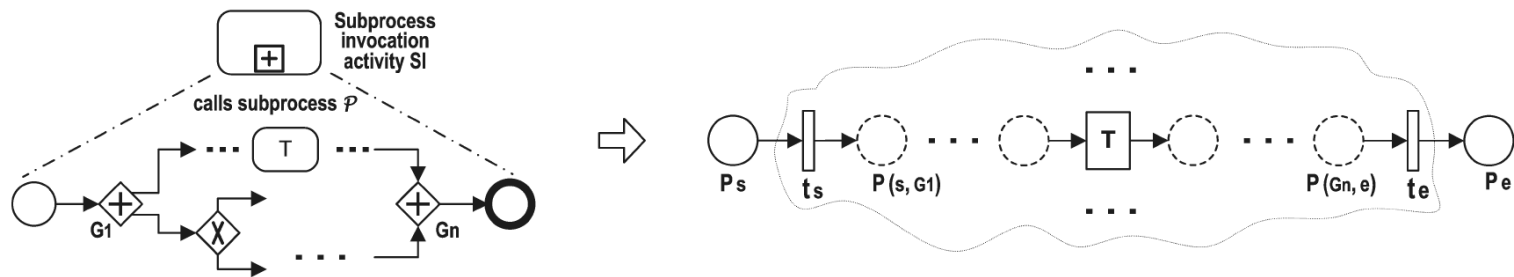
  

BPMN Object	Petri-net Module
 <p>(Event-based) Decision V1</p> <p>Message E1</p> <p>Receive task T1</p>	 <p><math>P(x, V1)</math> <math>E1</math> <math>T1</math> <math>P(E1, y1)</math> <math>P(T1, y2)</math></p>

[ Note ]:  
x, x1 or x2 represents an input object, and y, y1 or y2 represents an output object.

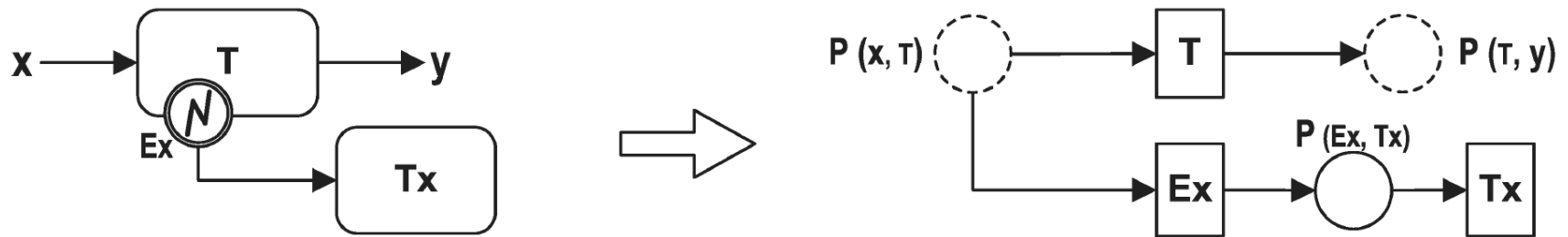
Dijkman, Remco M., Marlon Dumas, and Chun Ouyang. "Semantics and analysis of business process models in BPMN." *Information and Software technology* 50.12 (2008): 1281-1294.

# Mapping Rules



Dijkman, Remco M., Marlon Dumas, and Chun Ouyang. "Semantics and analysis of business process models in BPMN." *Information and Software technology* 50.12 (2008): 1281-1294.

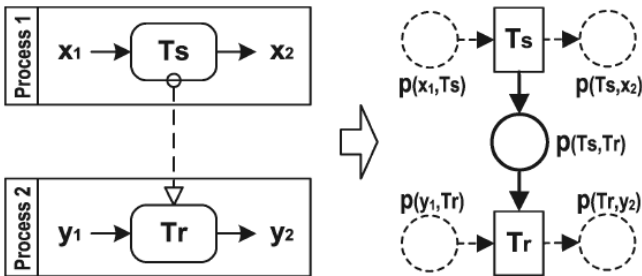
# Mapping Rules



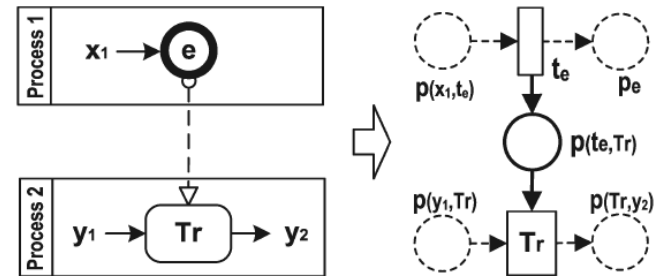
Dijkman, Remco M., Marlon Dumas, and Chun Ouyang. "Semantics and analysis of business process models in BPMN." *Information and Software technology* 50.12 (2008): 1281-1294.



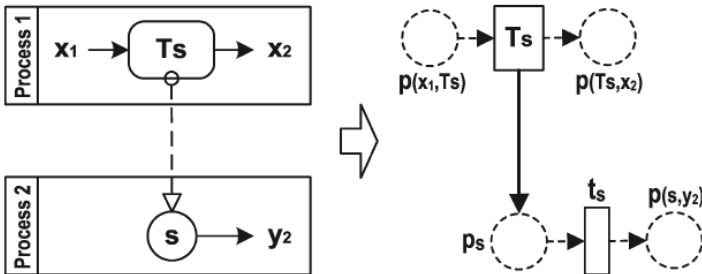
# Mapping Rules



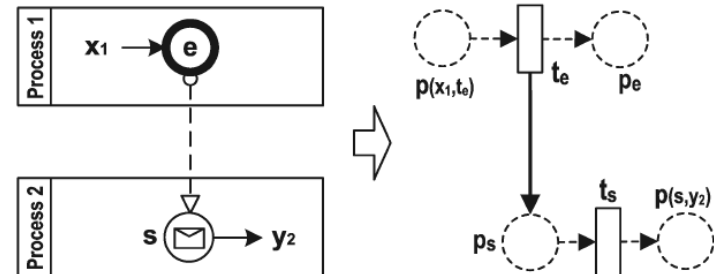
(a) task to task



(b) end event to task



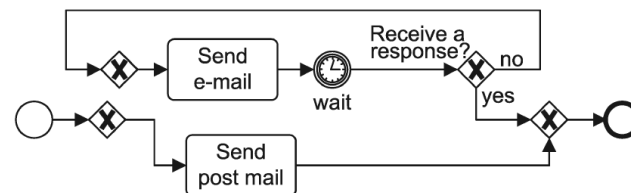
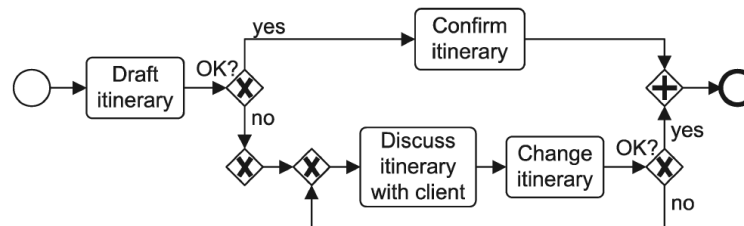
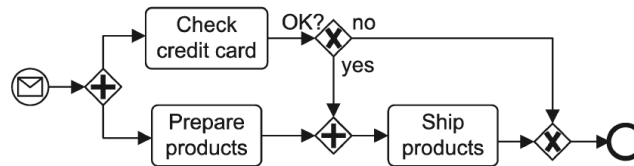
(c) task to start event



(d) end event to start event

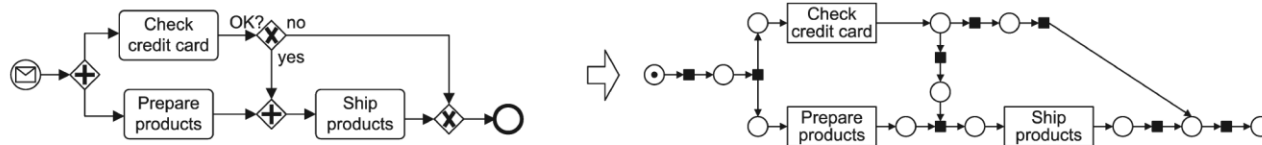
Dijkman, Remco M., Marlon Dumas, and Chun Ouyang. "Semantics and analysis of business process models in BPMN." *Information and Software technology* 50.12 (2008): 1281-1294.

# Exercises

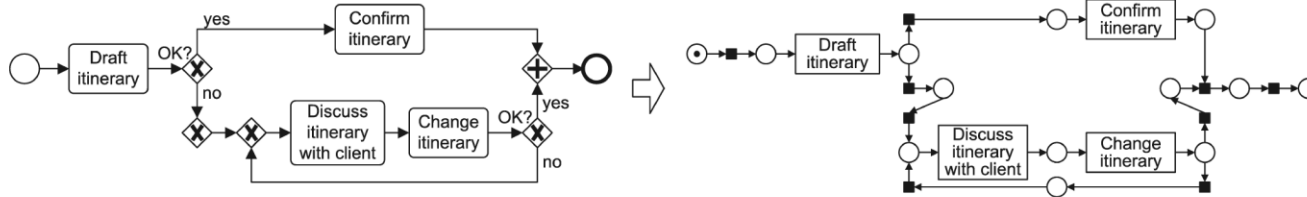


Dijkman, Remco M., Marlon Dumas, and Chun Ouyang. "Semantics and analysis of business process models in BPMN." *Information and Software technology* 50.12 (2008): 1281-1294.

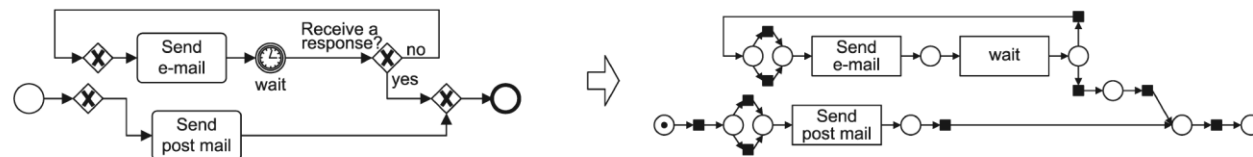
# Exercises



(a) Order process



(b) Travel itinerary process



(c) Answer process

Note: ■ silent transition

Dijkman, Remco M., Marlon Dumas, and Chun Ouyang. "Semantics and analysis of business process models in BPMN." *Information and Software technology* 50.12 (2008): 1281-1294.

**QUESTIONS?**