# Best Practise in Process Design PV207 - Business Process Modelling

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## Last Lecture Recap

## BPM, BPMN, BPMS, BP?...

- There has been a lot of BP[?] so far.
- BPM Business Process Management
  - IT-Business approach to manage a company
  - covers a lot of technical and business disciplines
- **BPMS** Business Process Management System
  - technical system which made BPM live
  - heart of the modern BPM(2.0)
- BPMN Business Process Modelling notation
  - describes process in precise, non-ambiguous way
  - programming/diagrammatic language for a process modeller

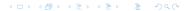


#### Introduction

- process execution behind the scene
- best practise of process modelling
- basic mistakes in process design
- 4 7 guidelines for better models
- from abstract process to executable one
- opposes redesign, pursuing the desired effect
- conclusion

### Outline

- 1 Process Execution Behind the Scene
- 2 Best Practise of Process Modelling
- 3 Basic Design Mistakes
- 4 7 Guidelines of Process Modelling
- 5 From Abstract to Runnable
- 6 Process Redesign
- 7 Conclusion

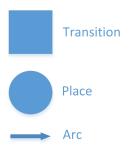


#### Petri Nets

- theoretical concept of processes and their execution
- strong mathematical background
- o lot features can be proven
  - deadlock free
  - unreachable part of a process
  - fairness

#### Petri Nets elements

■ Petri net consists of three basic elements



#### Petri Nets tokens

- dynamic element of the model
- they sits in places
- move along the arcs
- are moved when transition fires
- transition may fire only if it is enabled

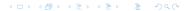
Petri Nets in Vivo

#### Petri Nets conclusion

- there is a transition from PN to BPMN, they are quite similar
- necessary when you need to prove heavy features of a process
- the principle of moving tokens is useful when looking for errors

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## Best Practise of Process Modelling

## Best practise

- proved useful over time
- evolved to be the best we can get
- just a practise not the must obey law
- frees us from 'reinvent a wheel' case
- always an example which needs refinement

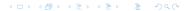
## Best Practise of Process Modelling

#### Process model

- Always an abstraction of a real world
- let us better understand the problem
- powerful communication tool
- appropriate for target audience
- complexity VS information value

### Outline

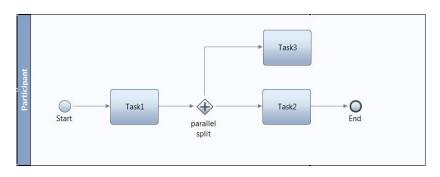
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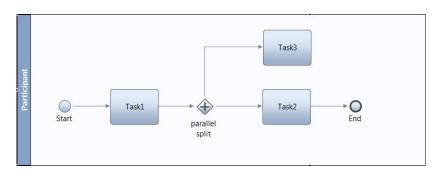
## Basic design mistakes

- this is not a best practise
- mistakes that must be avoided
- demonstrated on very simple processes
- hard to find in complex processes
- can be check automatically

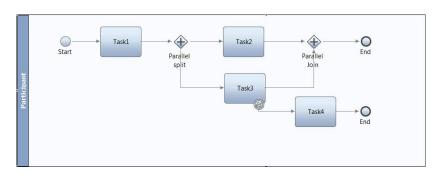
## What is wrong?



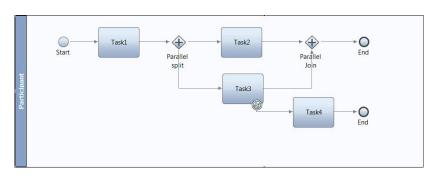
## Dangling token



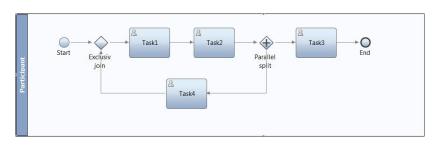
## What is wrong?



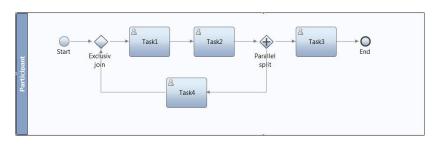
#### Possible deadlock



## What is wrong?

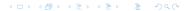


## Never ending process



#### Outline

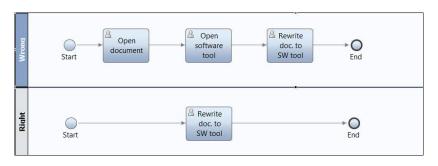
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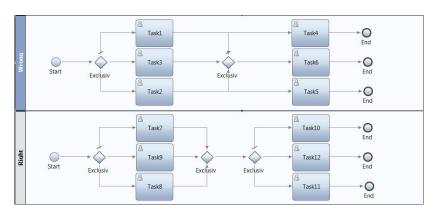
## 7 Guidelines of process modelling

- for clear and understandable models
- usability is a quality issue
- tells only how, nothing about what
- change only structure not behaviour
- some have contradictory effect, so choose wisely
- prioritised by industry experts

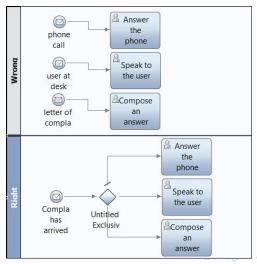
## Use as few elements in the model as possible



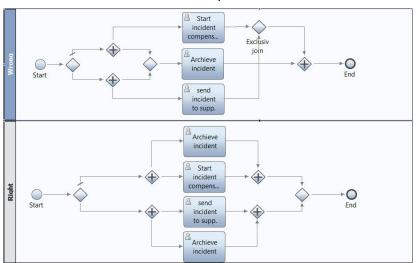
## Minimize the routing paths per element



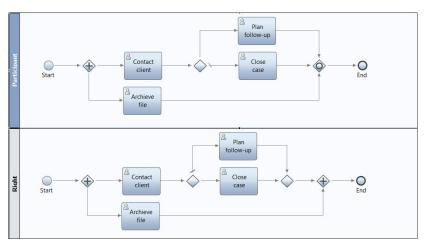
#### Use one start event



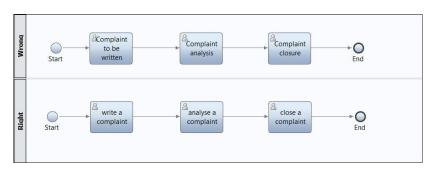
## Model as structured as possible



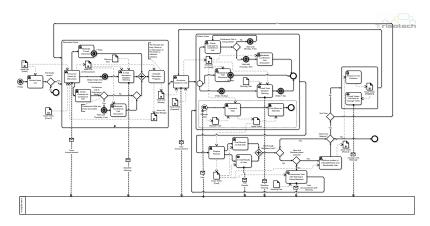
## Avoid inclusive gate elements



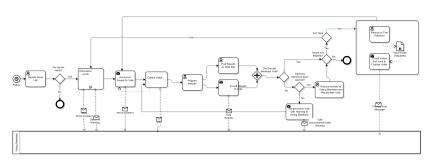
## Use verb-object activity labels



Decompose the model if more than 50 elements



# Decompose the model if more than 50 elements



### Guidelines overview

pos.	Description
1	Use as few elements as possible
2	Minimize the routing paths per element
3	Use one start event
4	Model as structured as possible
5	Avoid inclusive gate elements
6	Use verb-object activity labels
7	Decompose a model with more than 50 elem



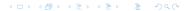
## Guidelines prioritisation

pos.	Description
4	Model as structured as possible
7	Decompose a model with more than 50 elem.
1	Use as few elements as possible
6	Use verb-object activity labels
2	Minimize the routing paths per element
3	Use one start event
5	Avoid inclusive gate elements



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#### From Abstract to Runnable

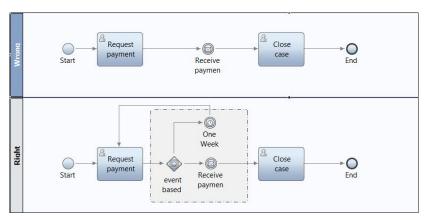
#### From abstract to runnable

- start with a process understandable by business people
- such process is build up to
  - follow business goals
  - add value
  - etc.
- end with a process executable by a machine
- such process should be
  - without ambiguity
  - complete
  - fault tolerant



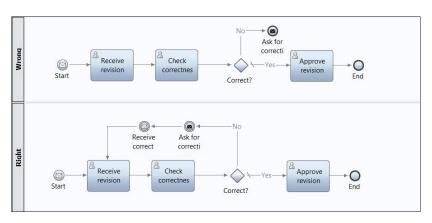
#### From Abstract to Runnable

# Missing time-out Assumes that the other party will respond



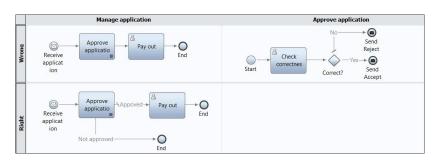
#### From Abstract to Runnable

# Inappropriate handling of revision request It is better to continue as the same case



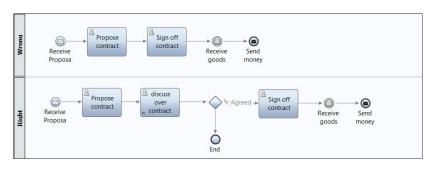
### From Abstract to Runnable

Inappropriate end of (sub)process: the process continues along the same path irrespective of a positive or negative result



### From Abstract to Runnable

## Sunny day scenario



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### Process Redesign

- everything gets old even processes
- environment undergoes never-ending change
- processes should adapt to the change from time to time
- two ways how to do it
  - by revolution => design from scratch
  - by evolution => redesign the old one

#### **Evolution**

- input to redesign can be
  - regular business process
  - undocumented, manual, ad-hoc process
- redesign is often about trade-offs
- measure and match the performance of AS-IS and TO-BE
- four parameters: Quality, Time, Flexibility, Cost

## Contact reduction: reduce the number of contacts with customers and third parties

- the exchange of information with a customer is time-consuming
- each contact may introduces new errors
- possible risk of losing some valuable data
- Q+/- T+ F+ C+/-

Order types: determine whether tasks are related to the same type of order and, if necessary, distinguish new business processes

- concerned with sub-flows that are not specific for the business process they are part of.
- may cause less effective management of this sub-flow
- result in more coordination problems between the business processes
- less possibilities for rearranging the process



# Task elimination: eliminate unnecessary tasks from a business process

- task is considered unnecessary when it adds no value from a customer's point of view
- control tasks and redundant tasks in a business process are such cases
- Q- T+ F+ C+

# *Triage:* consider the division of a general task into two or more alternative tasks

- Goal is to design tasks that are better aligned with the capabilities of resources and the characteristics of the orders being processed
- each expert does what he knows best
- adds complexity thus less flexibility
- possible risk for quality from monotonous work

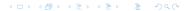


# Parallelism: consider whether tasks may be executed in parallel

- putting tasks in parallel leads to reduced throughput time
- fights with a legacy from old hand to hand systems
- the management of business processes with concurrent behavior can become more complex
- Q- T++ F- C-

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### Conclusion

## Summary

- basic mistakes in process design
- 7 guidelines for better models
- from abstract process to executable one
- process redesign, pursuing the desired effect

### Conclusion

## Further reading

- just for curious one:
   Best practices in business process redesign:an overview and qualitative evaluation of successful redesign heuristics
- recommended for everyone: BPMN 2.0 by Example
- former is available through electronic resources latter at bpmn.org

### Conclusion

Questions?

Thank you for your attention