



# **Constraint-enabled Process Modeling**

**Conrad Bock**  
**U.S. National Institute of Standards  
and Technology**  
**November 20, 2007**

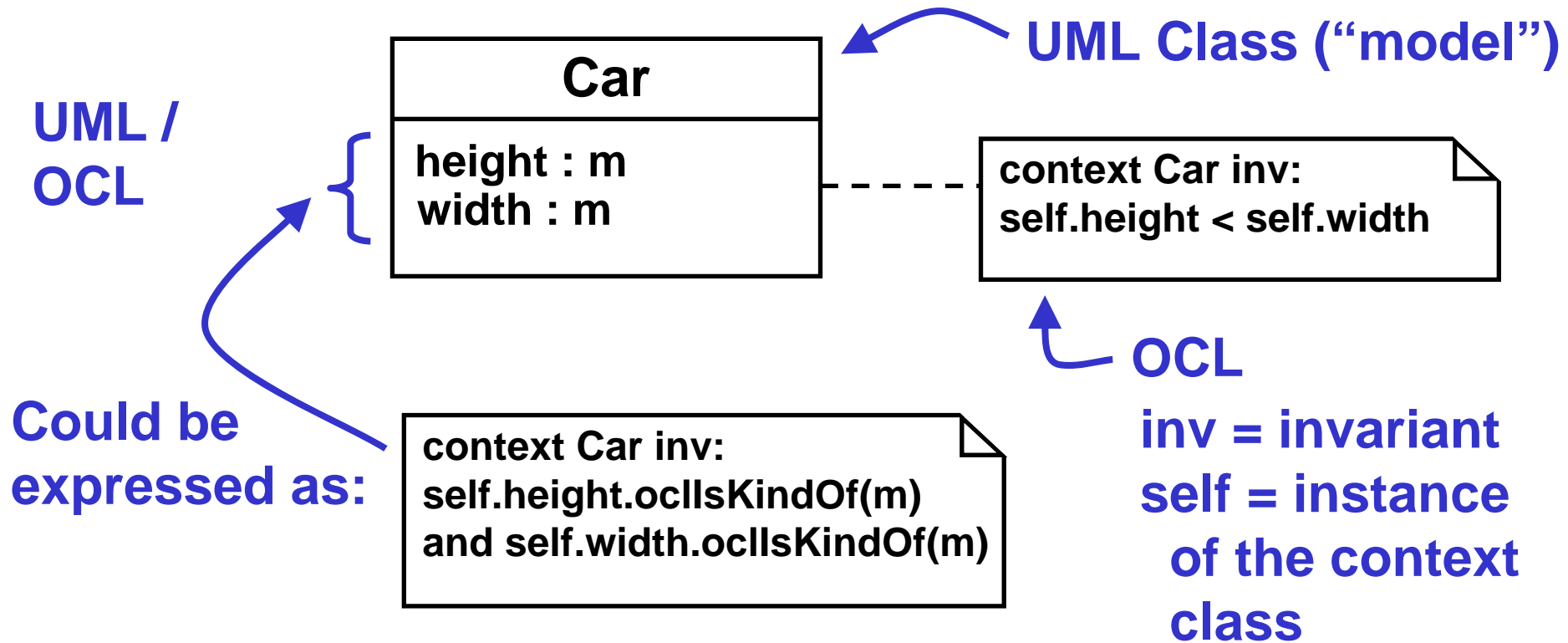
# Overview

- **Models and constraints: Example of structure models**
- **Extend to process models: execution**
- **Process modeling that includes execution**
- **Execution constraints**
- **Process Specification Language (PSL)**
- **Relating process / execution modeling to PSL**

# Structure Models and Constraints

- **Structural modeling languages have associated constraint languages:**
  - UML includes OCL
  - OWL used with SWRL
  - RDF used with SPARQL
  - EXPRESS includes EXPRESS rules
- **Simple, commonly used statements in modeling language, more detail in constraint language.**

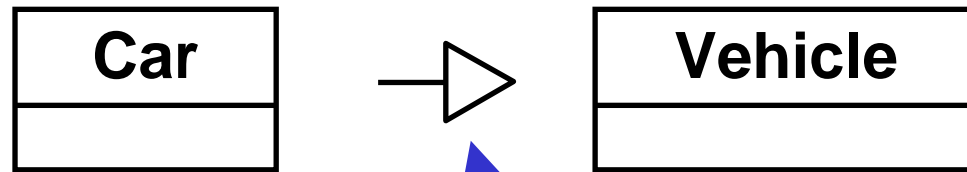
# Structure Models are Shorthands



- Could write entire model in OCL, just a matter of ergonomics.
- Enables structural models to have constraints.

# Structure Models are Shorthands

UML



Generalization

Could be  
expressed as:

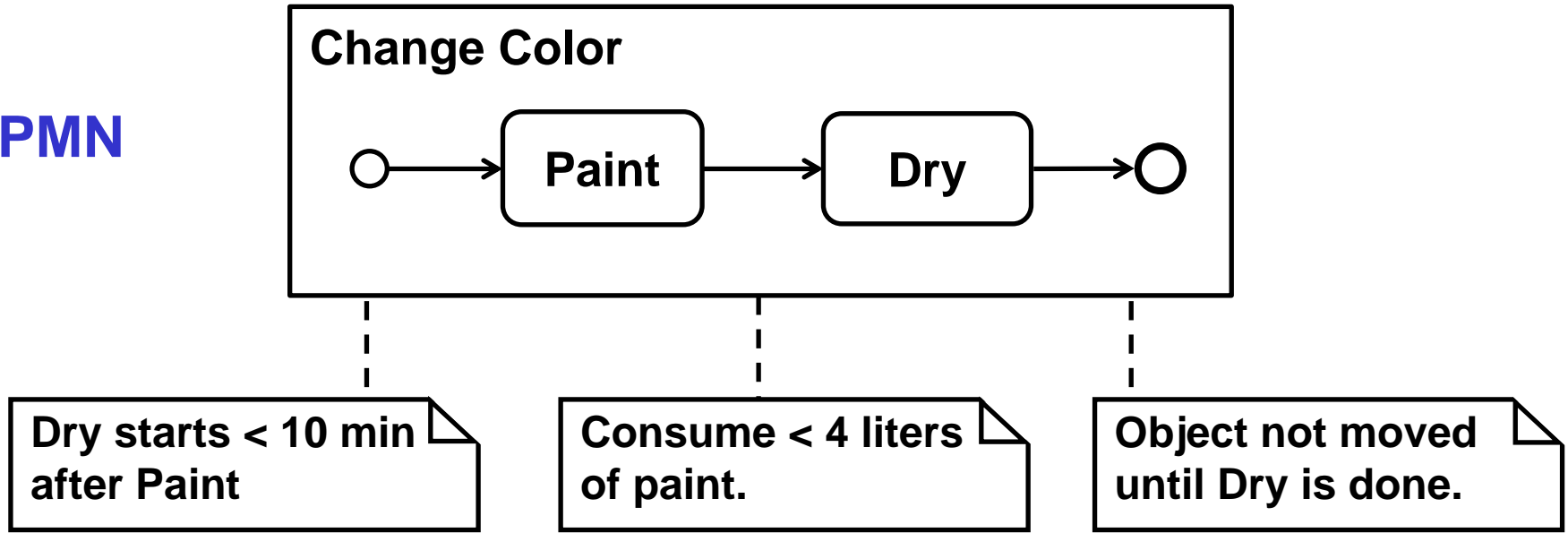
context Car inv:  
self.oCllsKindOf(Vehicle)

A note box with a folded top-right corner, connected to the 'Car' class by a dashed line. It contains the text 'context Car inv:' followed by 'self.oCllsKindOf(Vehicle)' on the next line.

- **Generalization = all instances of subtype are instances of supertype (“cars are vehicles”).**
- **Constraints on (instances of) supertype apply to (instances of) subtype.**

# Constraints for Process Models?

BPMN

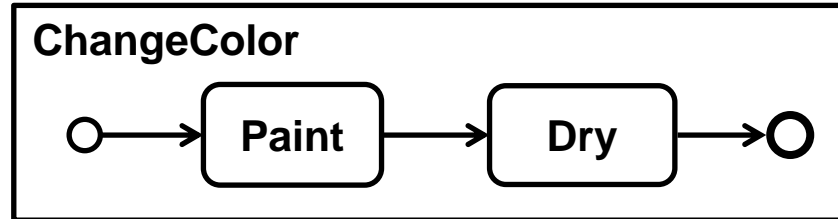


Process constraints written informally

- Specify additional details on process models.
- Could be about timing, resource consumption, service level agreements, etc. <sup>6</sup>

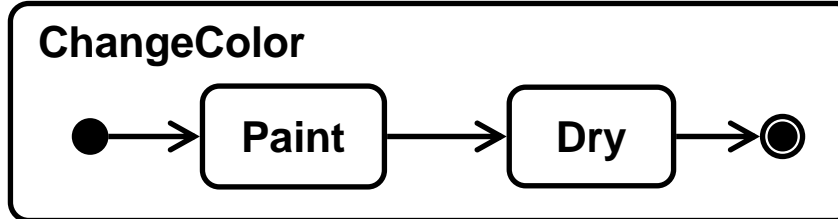
# Are Process Models Shorthands?

- **BPMN:**



(or XPDL)

- **UML 2:**



(or XMI,  
repository)

- **BPEL:**

```
<process name="ChangeColor">  
  <sequence>  
    <invoke operation="Paint"></invoke>  
    <invoke operation="Dry"></invoke>  
  </sequence>  
</process>
```

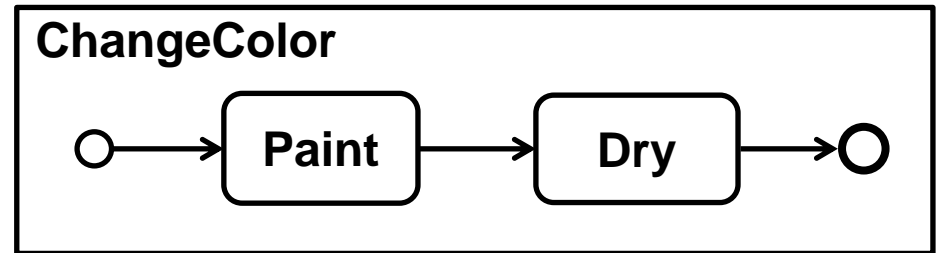
- **Java/C:**

```
void ChangeColor  
{  
  Paint();  
  Dry();  
}
```

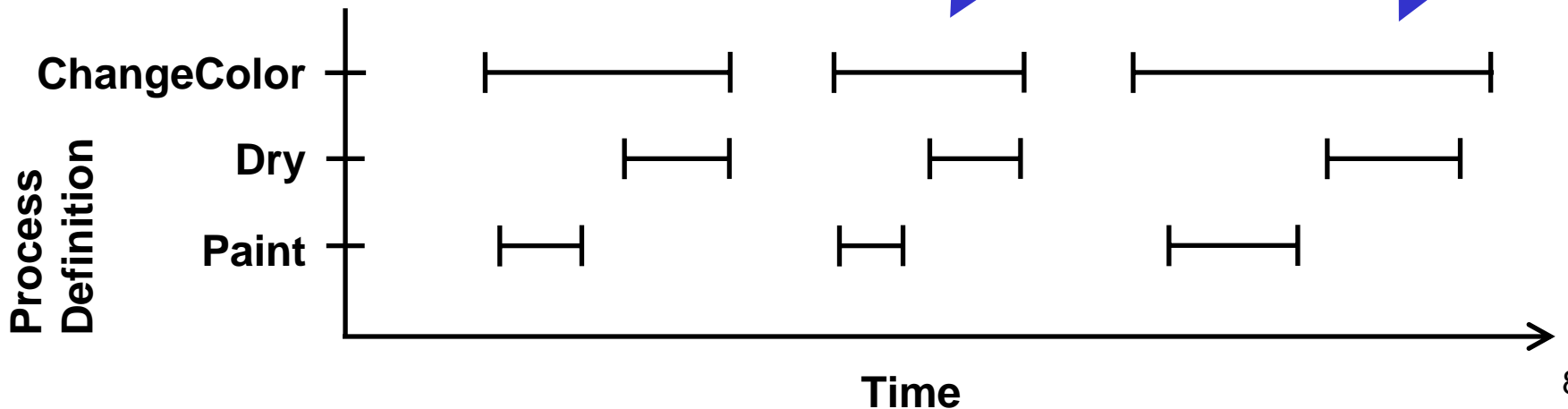
# What's Constrained?

- “Instances” of processes.
- Executions

One model



Many executions ...

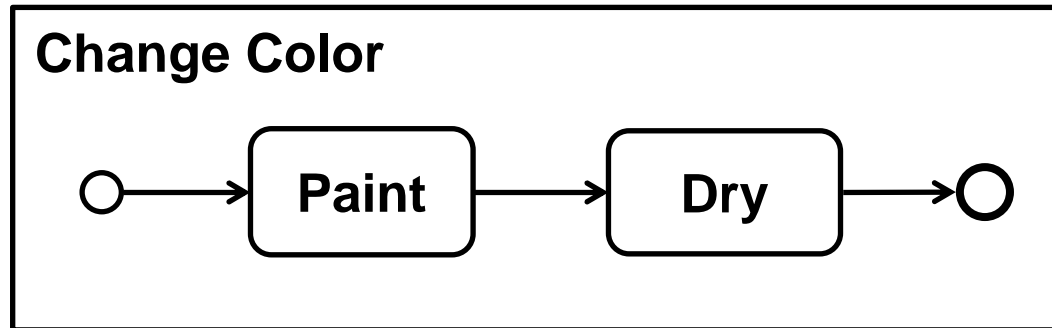




# Execution Tools

- **Workflow systems call executions “process instances”.**
- **Process management systems provide**
  - monitoring, analysis
  - other services on executions.
- **These systems treat executions as first-class entities, with their own**
  - attributes (eg, elapsed time)
  - operations (eg, suspend)

# Execution Constraints



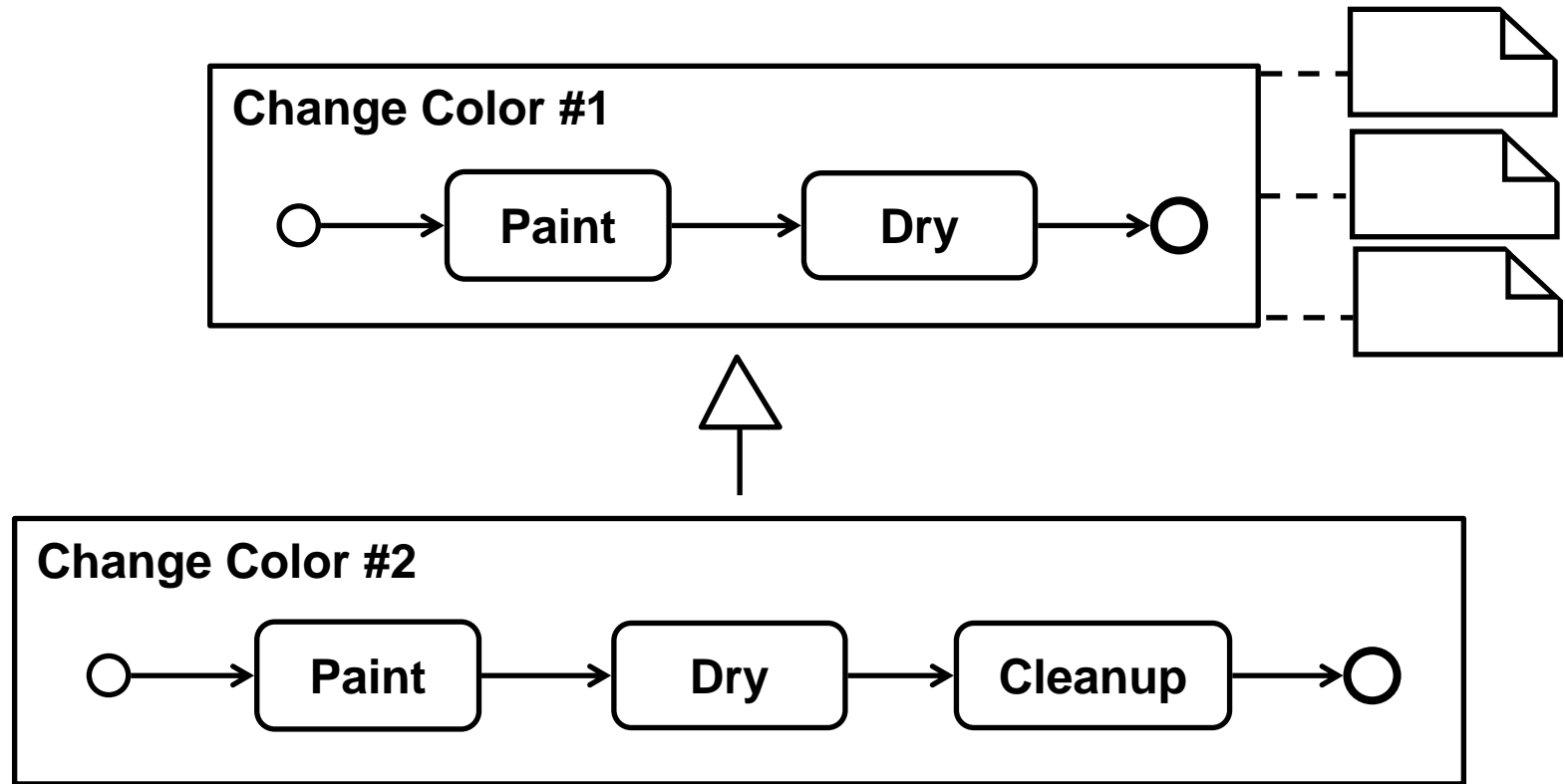
Could be expressed as:

For every execution of ChangeColor, executions of Paint and Dry occur, with the Paint execution happening before the Dry.

Process constraint written informally

- Could write entire model as execution constraints, just a matter of ergonomics.
- Would enable process models to have constraints.

# Process Generalization



- All executions of specialized process are executions of generalized process.
- Constraints on (executions of) #1 apply to (executions of) #2.

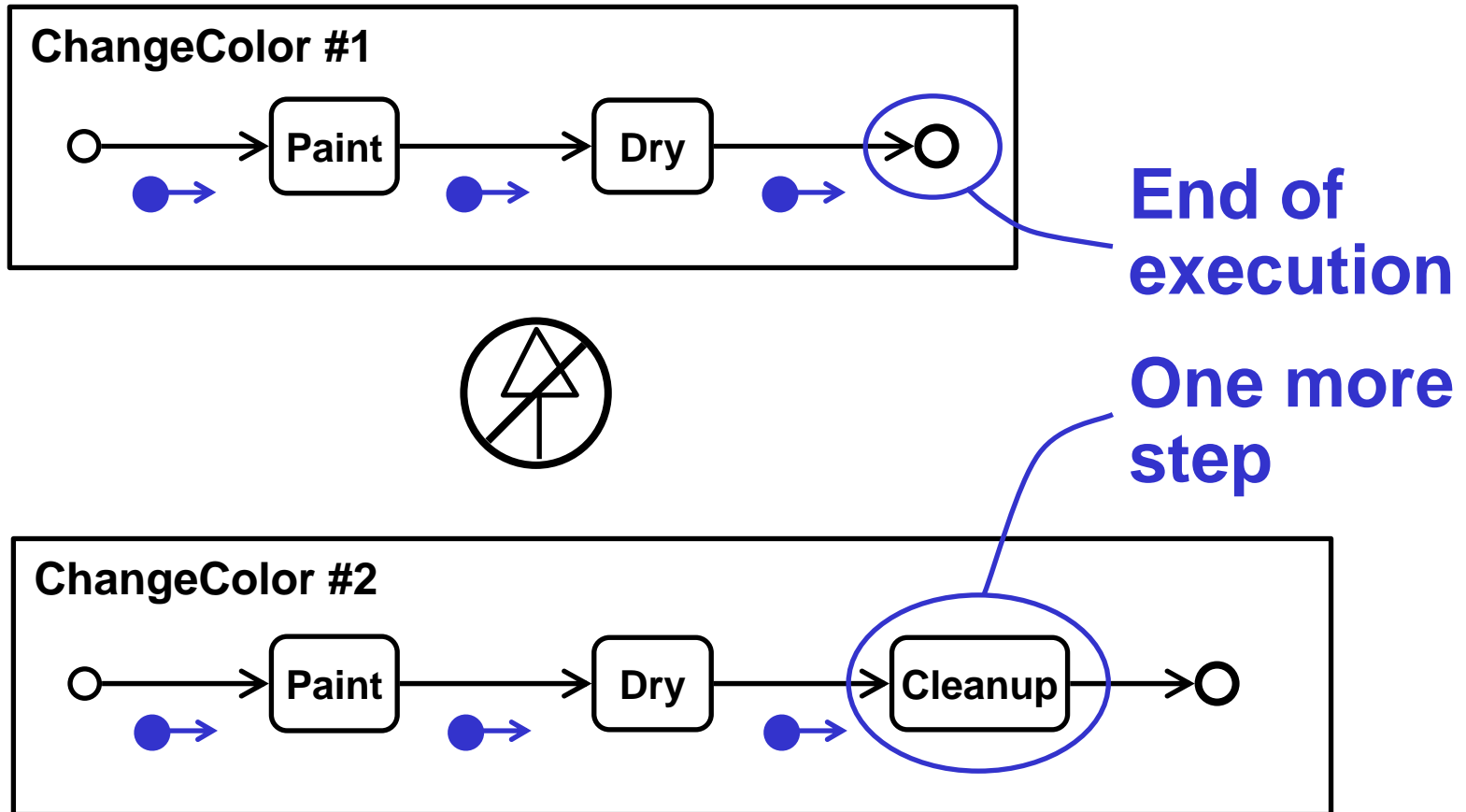
# Semantics and Syntax

- **Semantics:**
  - Need a semantics for process models that can be integrated with constraints.
- **Syntax:**
  - Need a constraint syntax that can be integrated with process models.
- **This presentation is about semantics.**

# Virtual Machine Semantics

- **Common process models usually have semantics defined by an imagined or virtual machine that “executes” (interpreter).**
- **Produce executions given particular inputs or conditions.**
- **A kind of operational semantics.**
- **Does not directly support automated reasoning or abstraction.**

# Token “Movement”

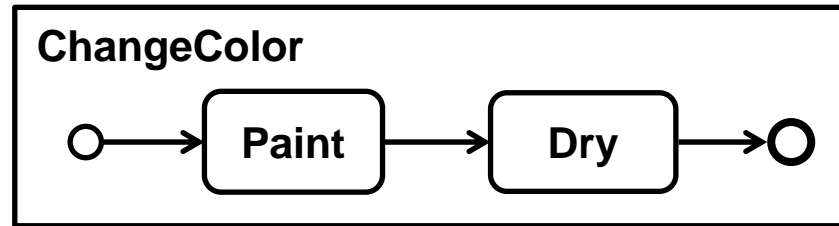


- Executions satisfying #2 do not satisfy #1 under token semantics.

# Execution Constraint Semantics

- Tells which executions conform to (“satisfy”) process model.
- Does not directly produce executions, but infers the ones allowed by model.
- Supports automated reasoning and abstraction.
- A kind of axiomatic semantics.
- Might also be called “declarative”.

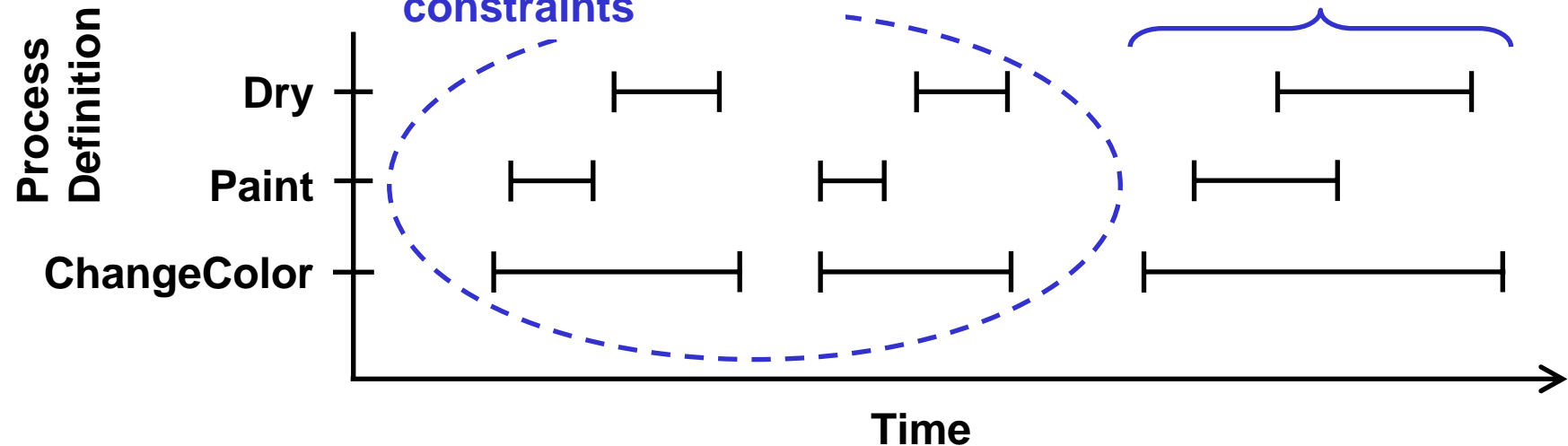
# Execution Constraint Semantics



For every execution of ChangeColor, executions of Paint and Dry occur, with the Paint execution happening before the Dry.

Satisfy ChangeColor constraints

Does not satisfy ChangeColor constraints

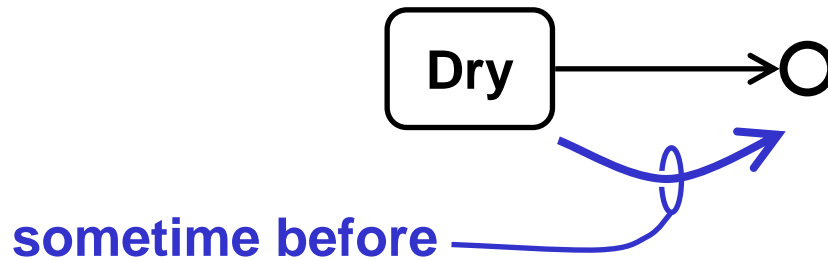


- Some executions satisfy the model, some do not.

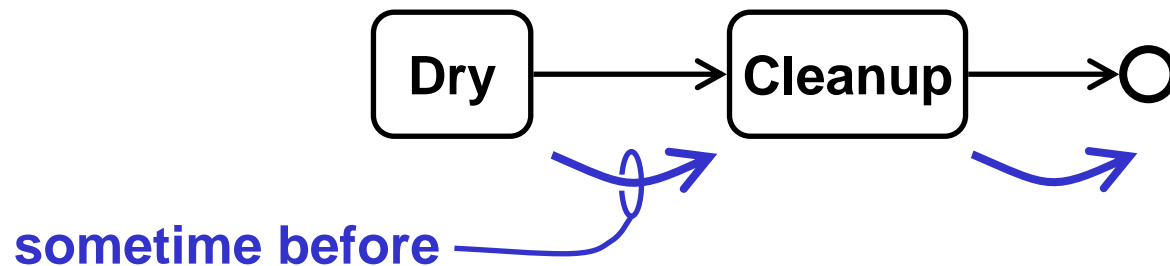


# Partial Ordering Constraints

- One step or message happens *sometime* before another, not necessarily immediately.
- Allows “insertions”:

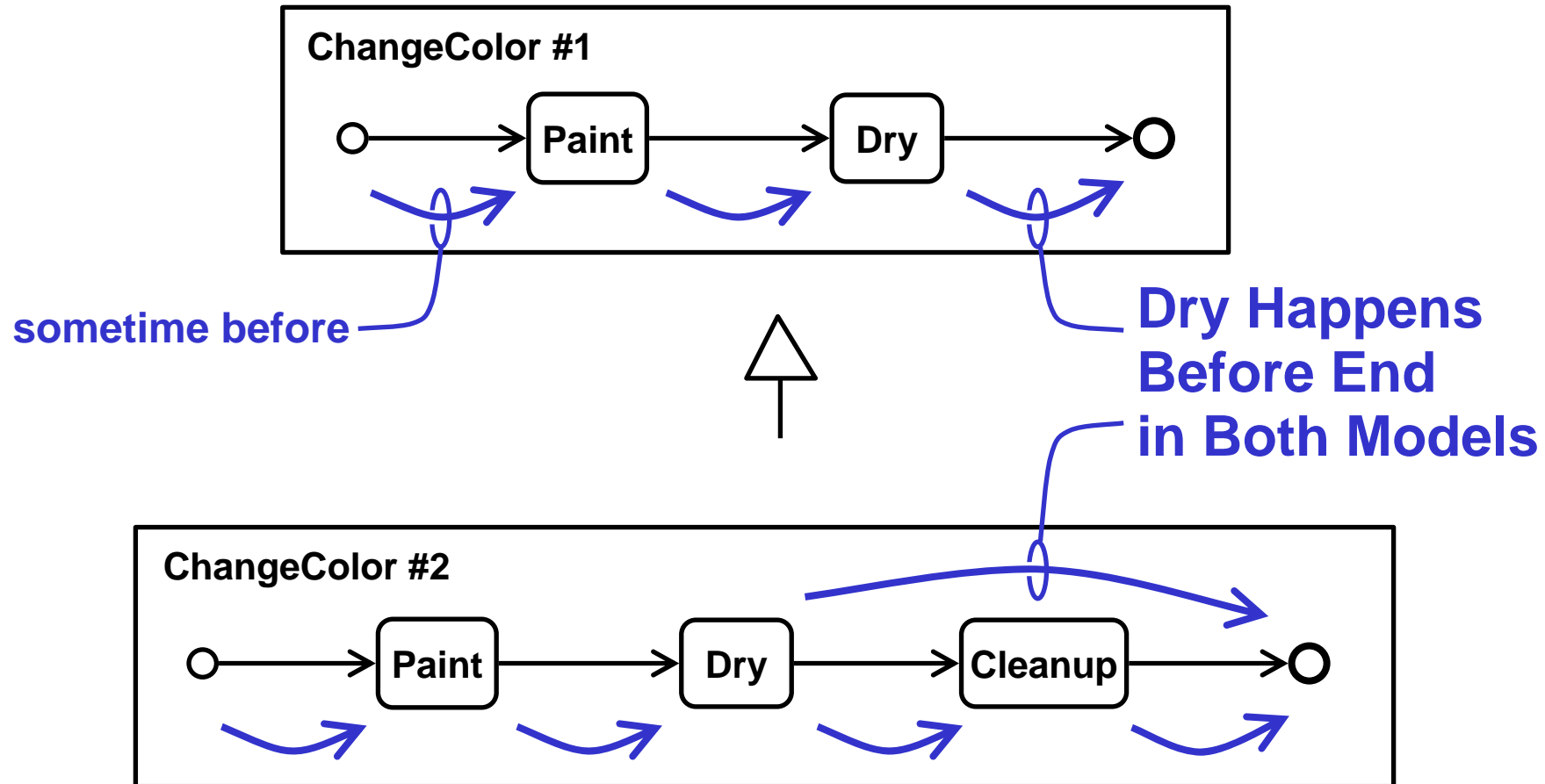


is consistent with



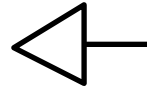
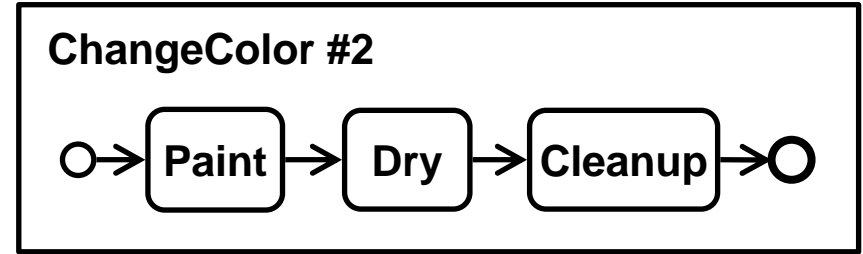
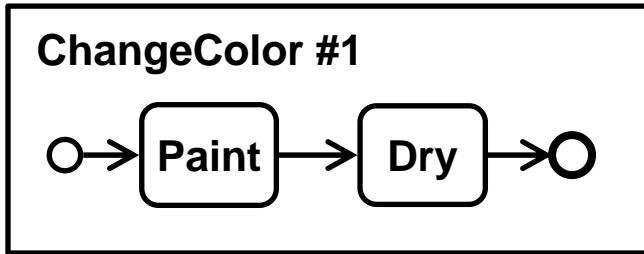
(partial ordering is transitive)

# Specializing Partial Orders



- Executions satisfying #2 also satisfy #1 under happens sometime before.

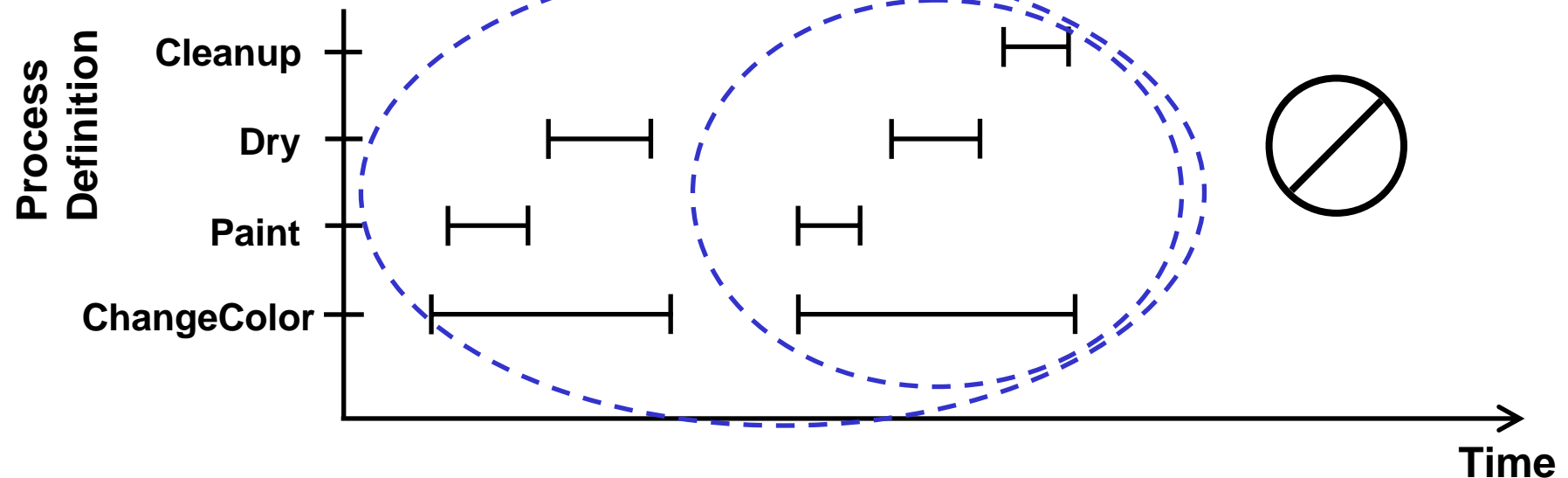
# Execution Subsets



Satisfies #1 

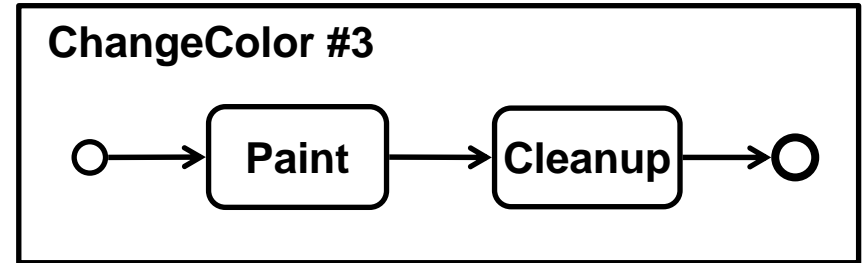
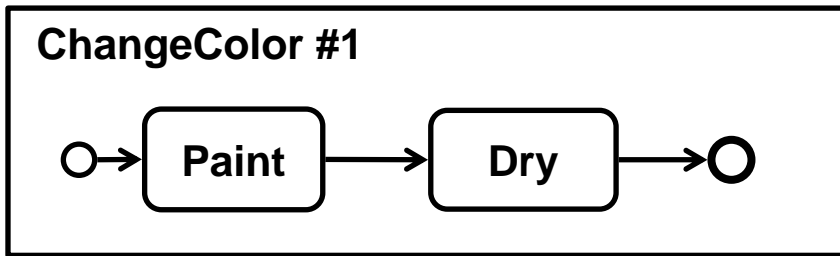
Satisfies both  

Satisfies only #2 

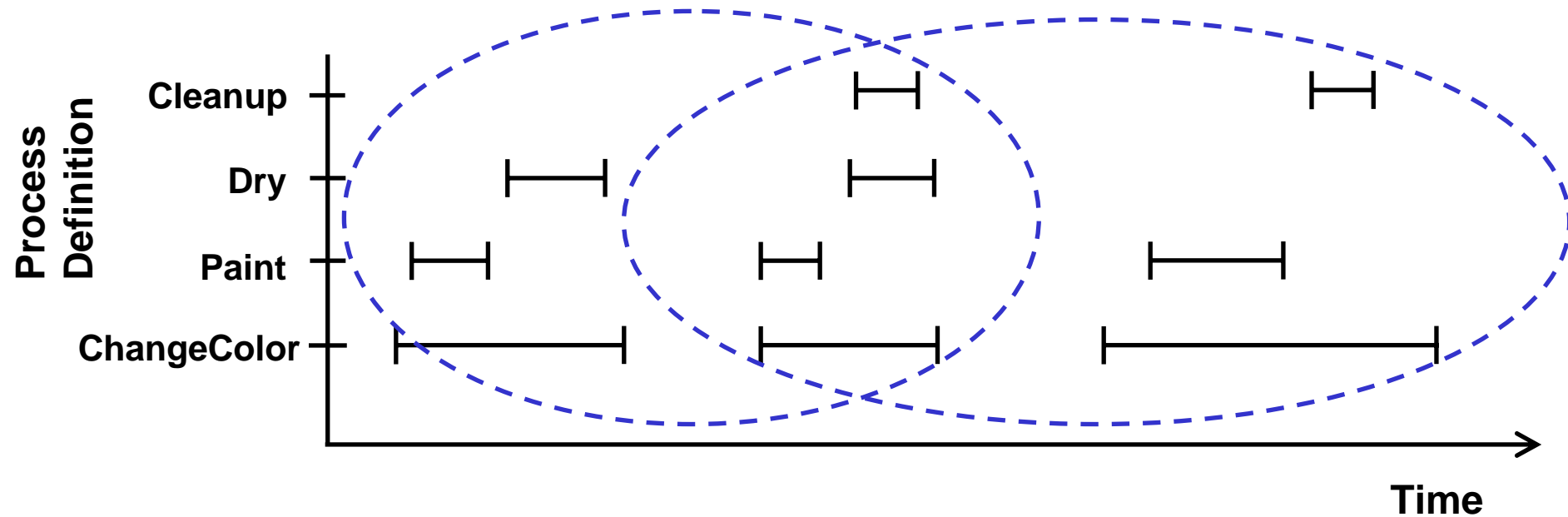


- Executions satisfying #2 are a subset of executions satisfying #1.

# Overlapping Models

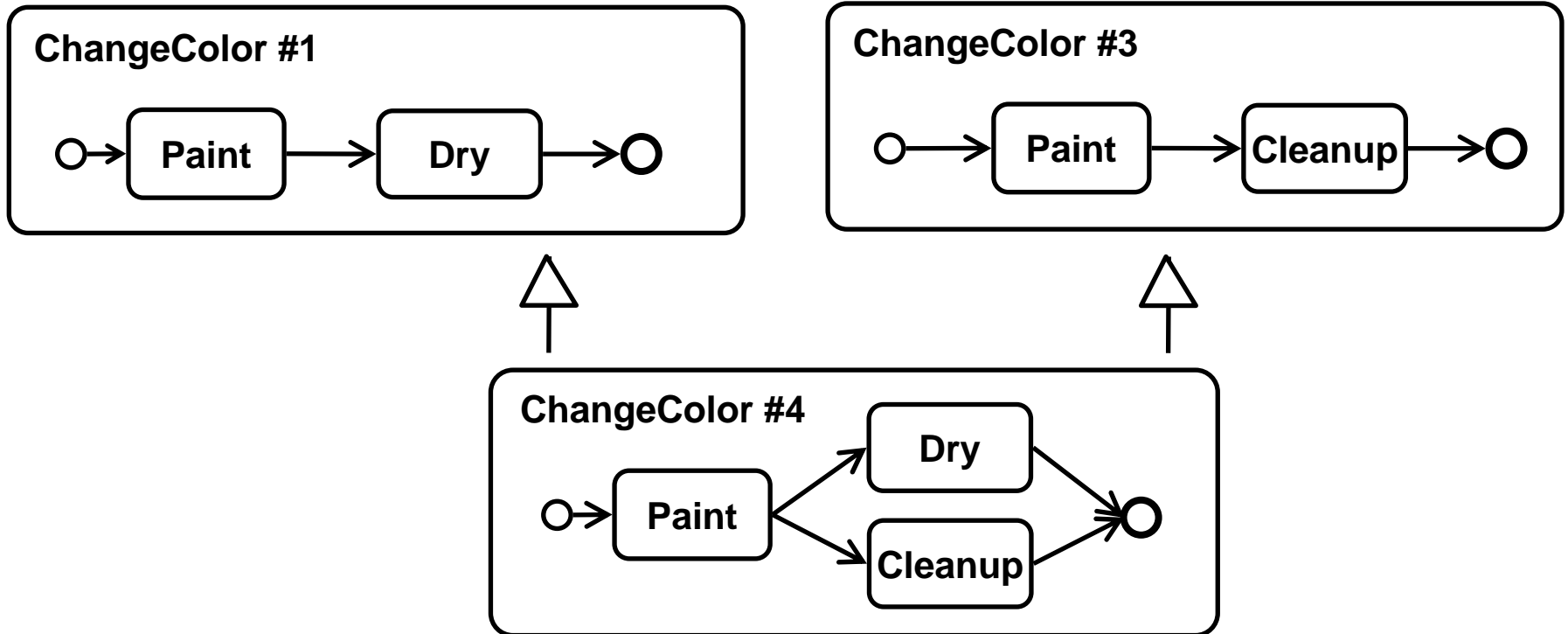


Satisfies #1  Satisfies both  Satisfies #2 



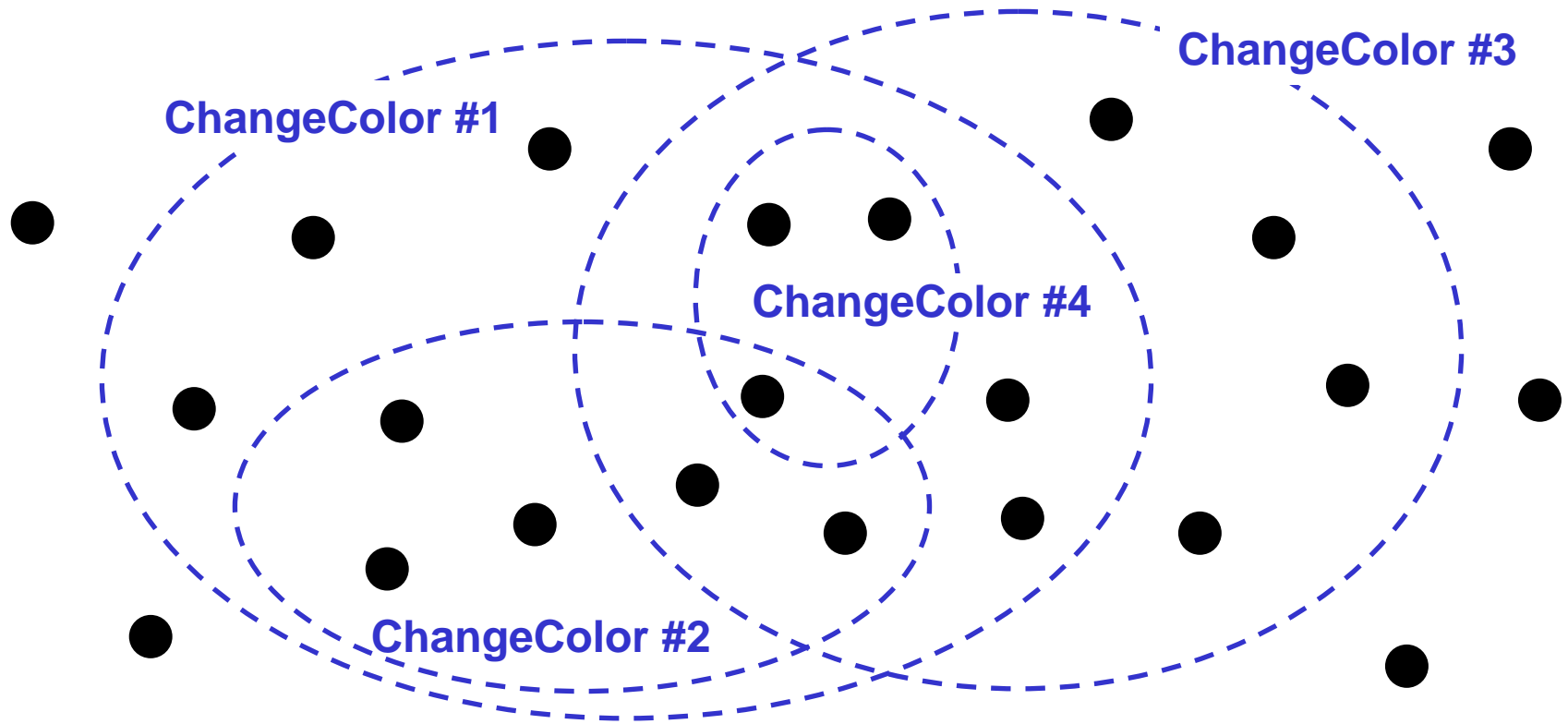
- Some executions in the “intersection”<sup>20</sup>.

# Overlapping Models



- Executions satisfying #4 also satisfy #1 and #3, but some only satisfy #1 or only #3.

# Venn Diagram of Examples



- ● = Execution

# Levels of Modeling

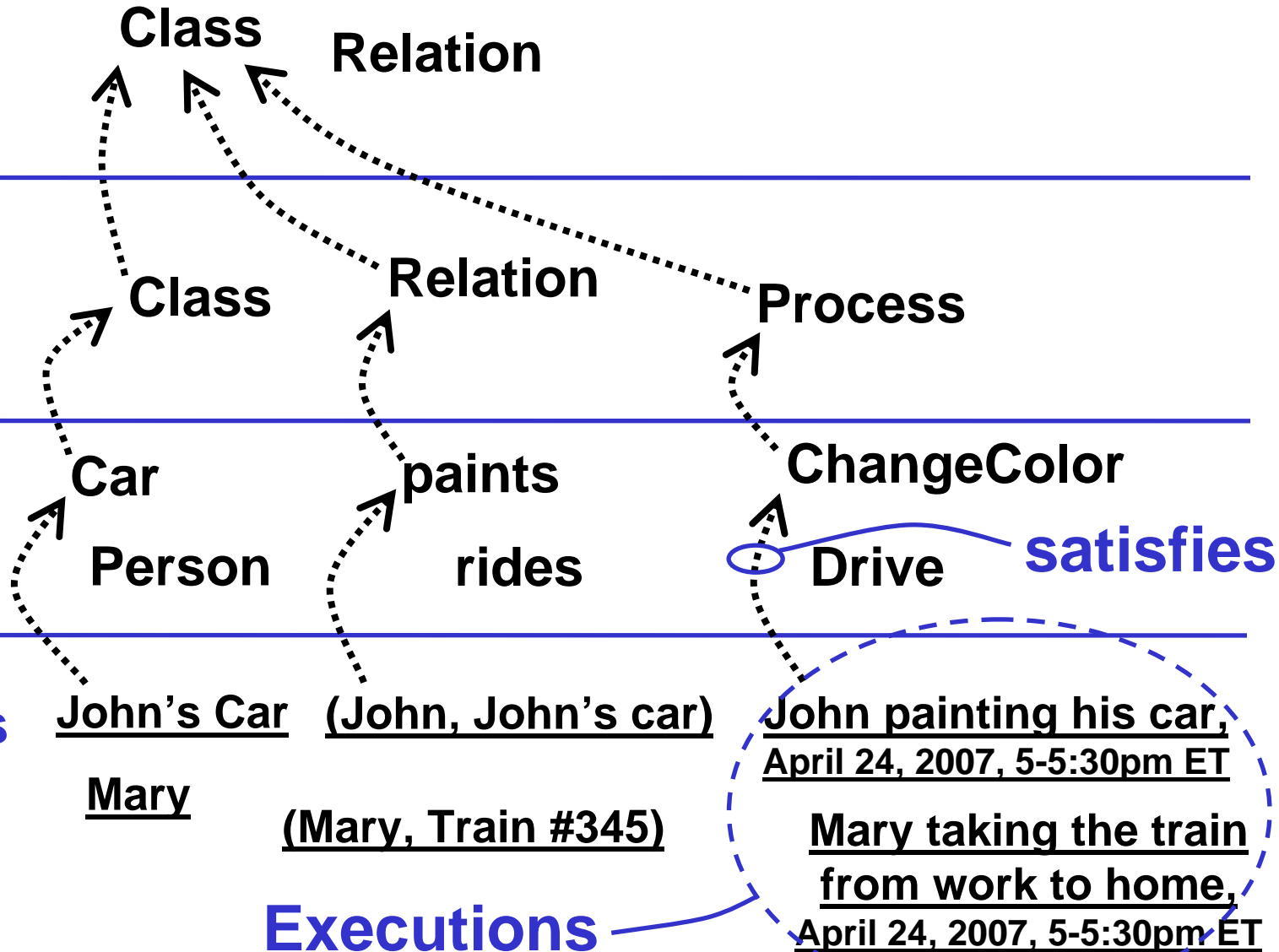
(OMG: <http://doc.omg.org/formal/07-02-06>)

Meta  
Language  
(M3)

Modeling  
Language  
(M2)

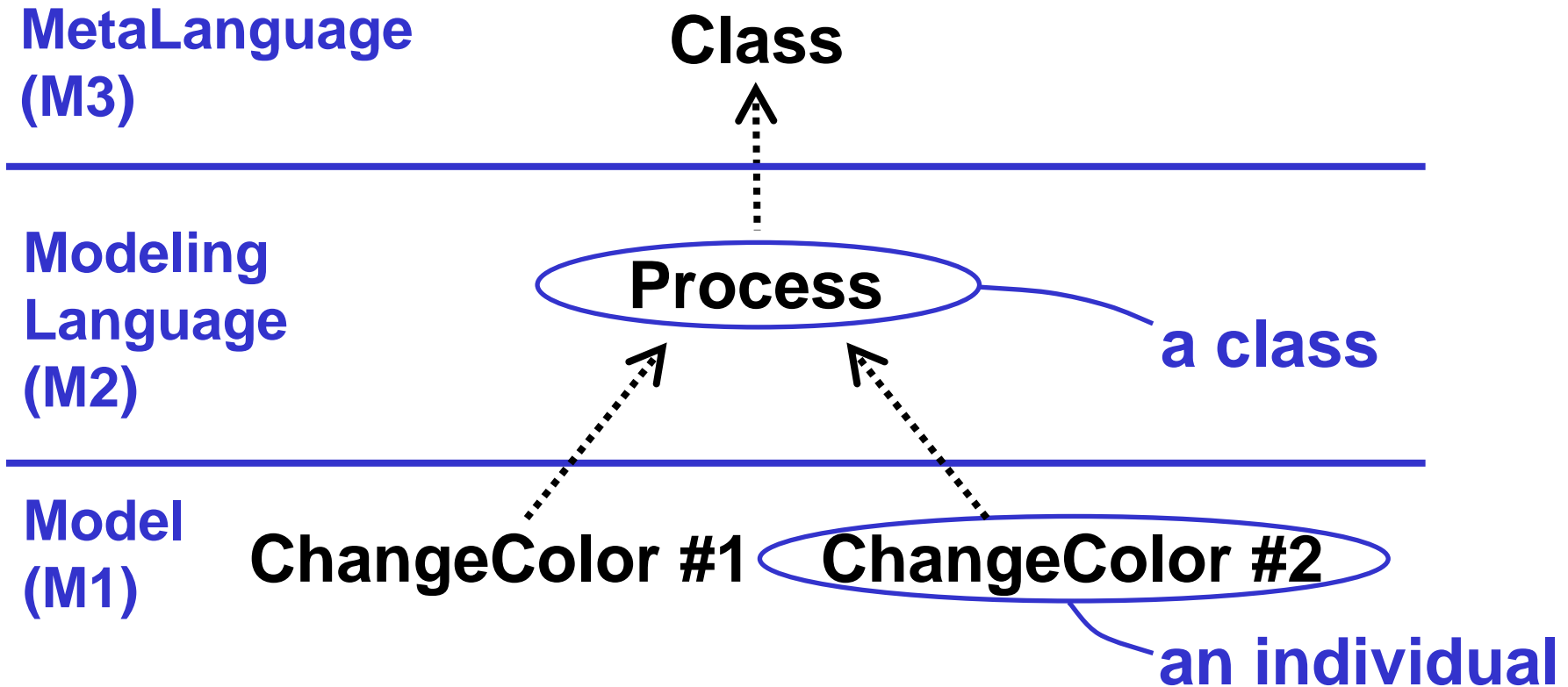
Model  
(M1)

Individuals  
(M0)



- Each level conforms to the one above it.

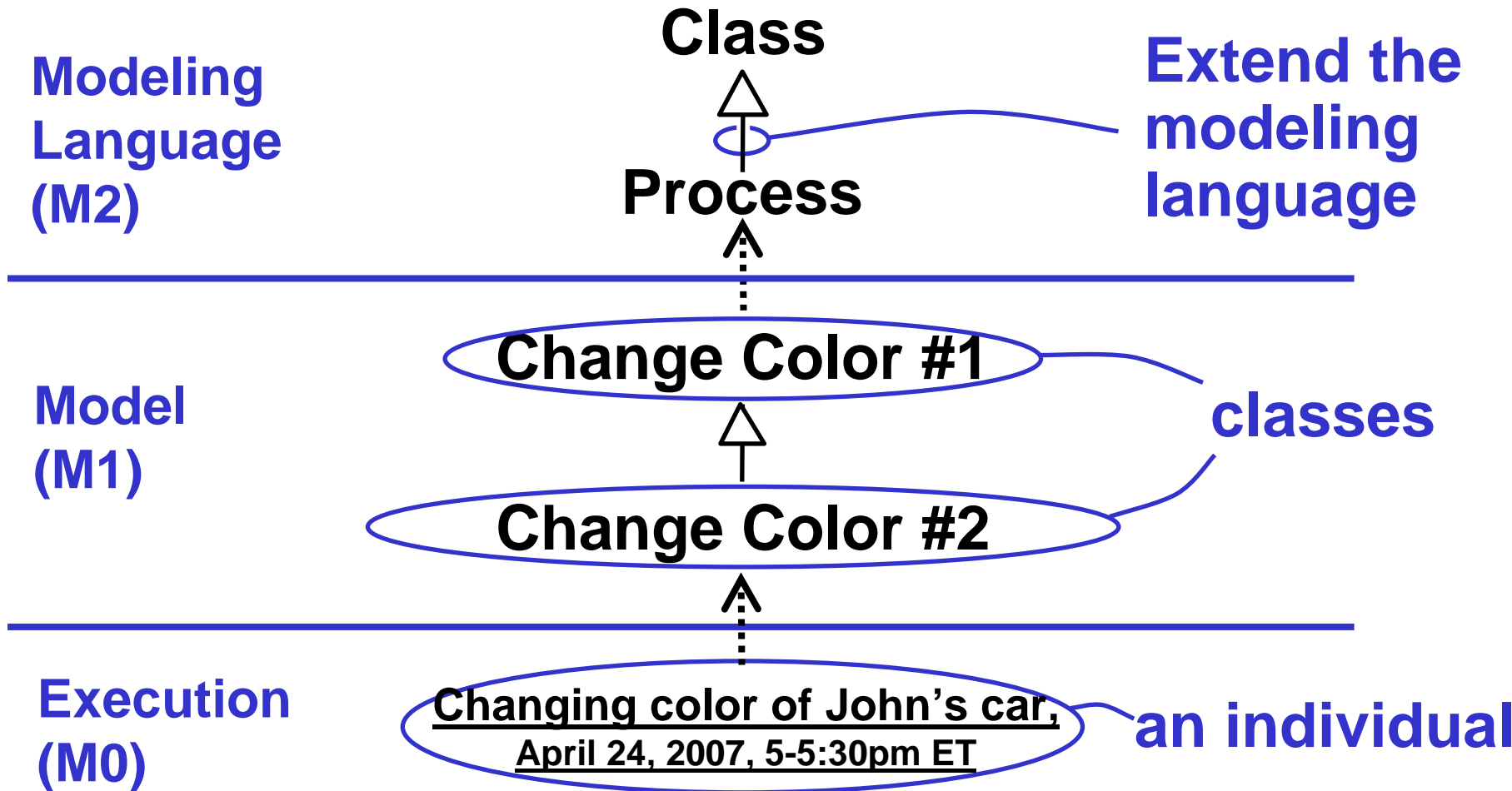
# Modeling Without Execution



- **Cannot instantiate and specialize user models (they are individuals, not classes).**
- **Unrelated to runtime execution (M0).**

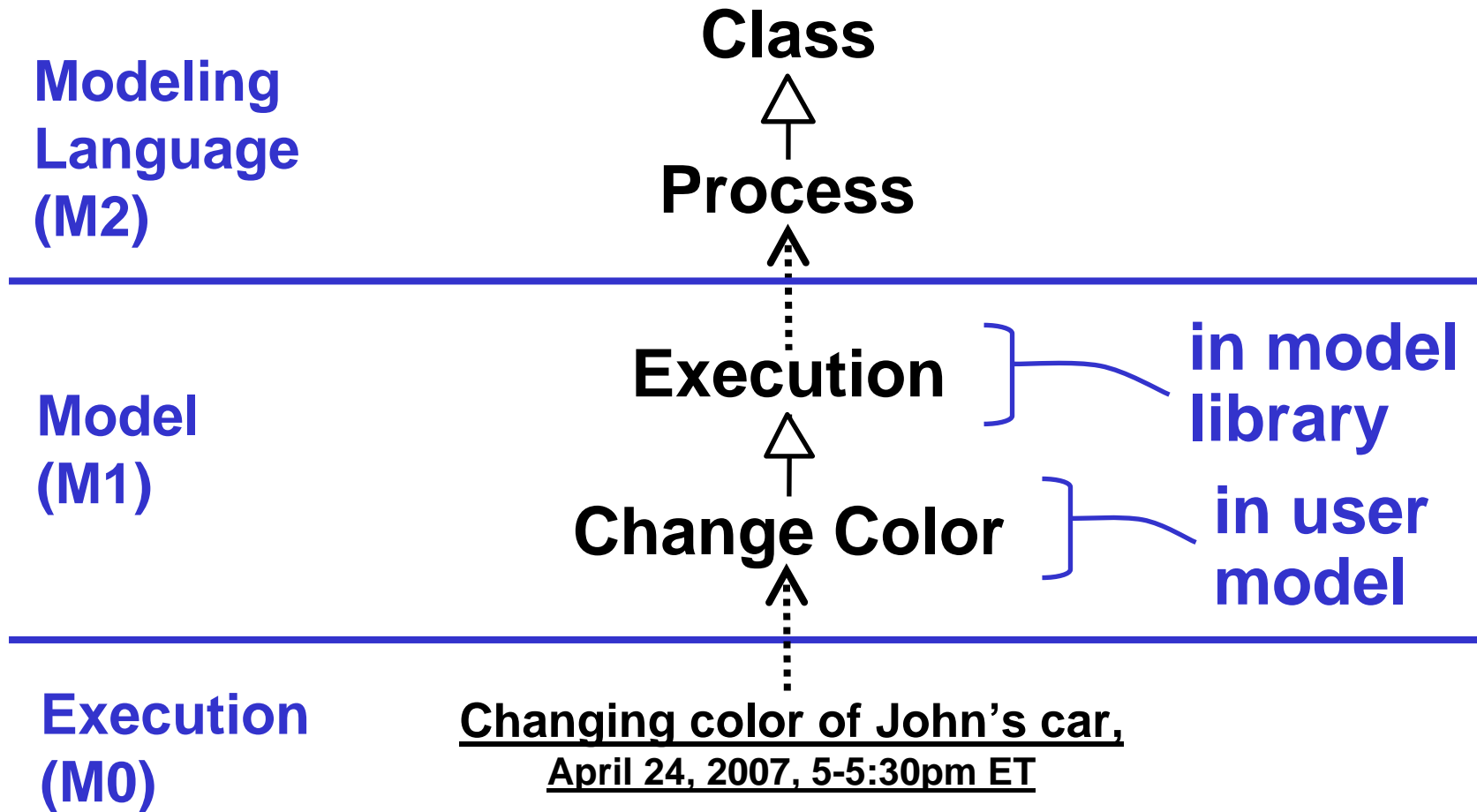


# Modeling With Execution



- M1 process models are classes, can be specialized in M1 and instantiated at M0.
- M1 process constraints apply to M0 executions.

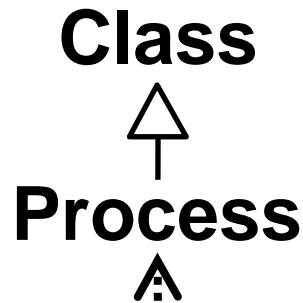
# Modeling With Execution



- **Class of all executions. Superclass of all process models. Introduces attributes such as time elapsed and resources used.**
- (Universal Behavior in BPDM)

# Modeling With Execution

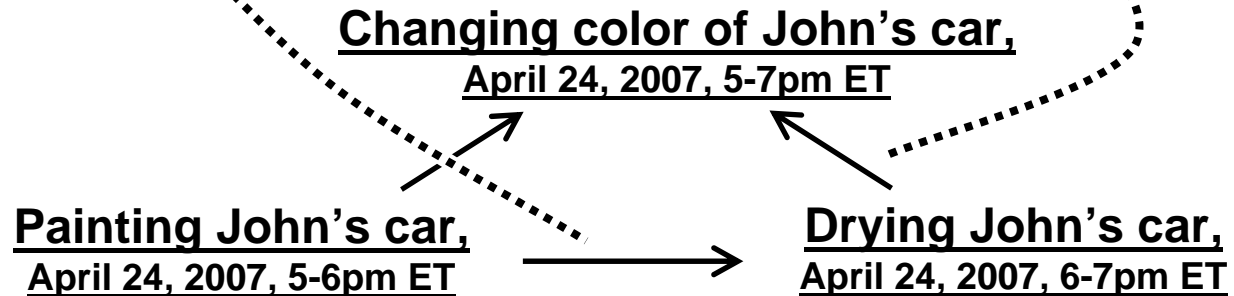
Modeling  
Language  
(M2)



Model  
(M1)



Execution  
(M0)



- The Execution class introduces temporal relations.
- Must limit happensBefore by happensDuring.<sup>27</sup>

# Execution Constraints

- Can apply class-based constraint languages (like UML's OCL):

```
context ChangeColor inv:  
    self.paintStepDuringCC.happensBefore->  
    includes(self.dryStepDuringCC)
```

- Or first order (Common Logic Interchange Format):

```
(forall (?CC ?P ?D)  
    (if (and (ChangeColor ?CC)  
            (paintStepDuringCC ?P ?CC)  
            (dryStepDuringCC ?D ?CC))  
        (happensBefore ?P ?D)))
```

- Variables are executions.
- Predicates are sets of executions or pairs of executions.

- Common enough to be promoted to modeling languages (BPMD Succession, edges<sub>8</sub> in typical graphical flow languages)

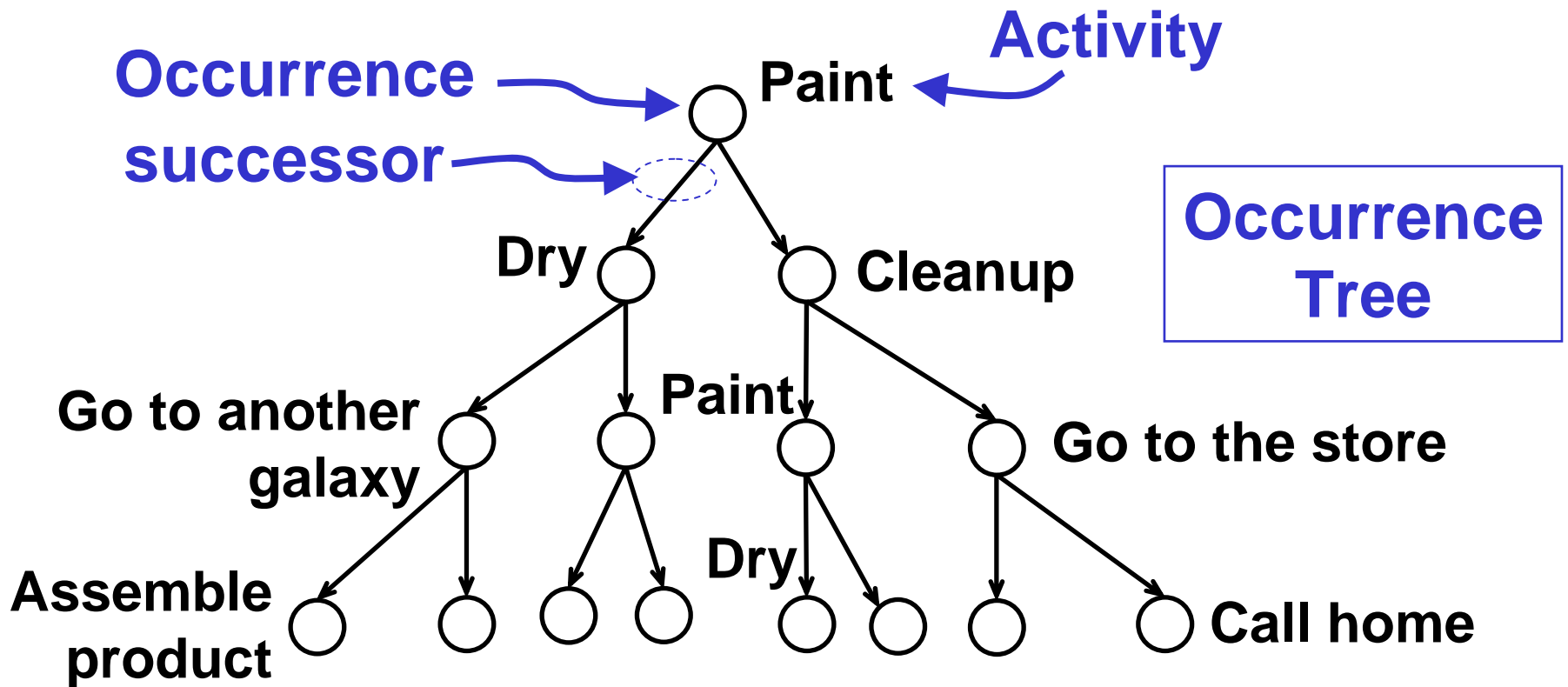
# Process Specification Language

- **An execution constraint language defined in first order (CLIF).**
- **ISO 18629 Full International Standard.**
- **Based on long period of research starting with situation calculus**
- **Applied to:**
  - **scheduling, process modeling, process planning, production planning, simulation, project management, workflow, business process reengineering, vehicle navigation, semantic interoperability.**
- **More information at <http://www.nist.gov/psl>.**

# Terminology Mapping

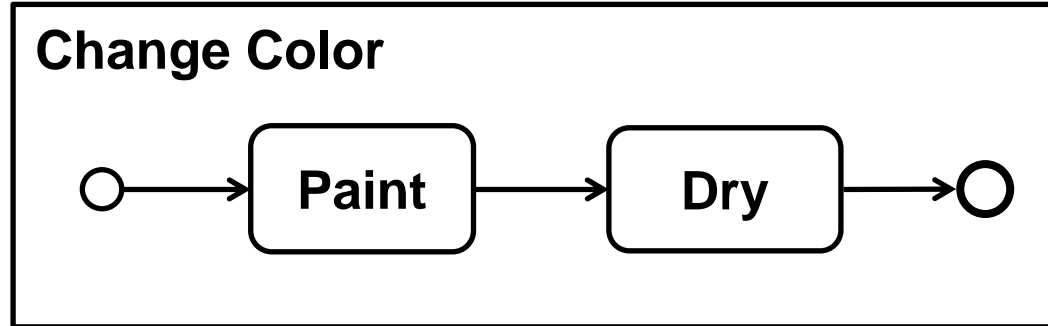
<b>This presentation</b>	<b>PSL</b>
<b>Execution</b>	<b>(complex) occurrence</b>
<b>Process (M2)</b>	<b>activity</b>
<b>happensBefore</b>	<b>earlier</b> (successor for “immediately before”)
<b>happensDuring</b> (supertype of BPDM M1 happening parts)	<b>subactivity_occurrence</b>
<b>BPDM Succession</b>	<b>min_precedes</b>
<b>Flow edge</b> (BPDM ImmediateSuccession)	<b>next_subocc</b>

# Anything Can Happen



- Tree of all possible execution sequences over entire world, including
  - not physically possible.
  - not specified by the user.
- Not stored anywhere, just referred to by constraints.

# Processes in PSL

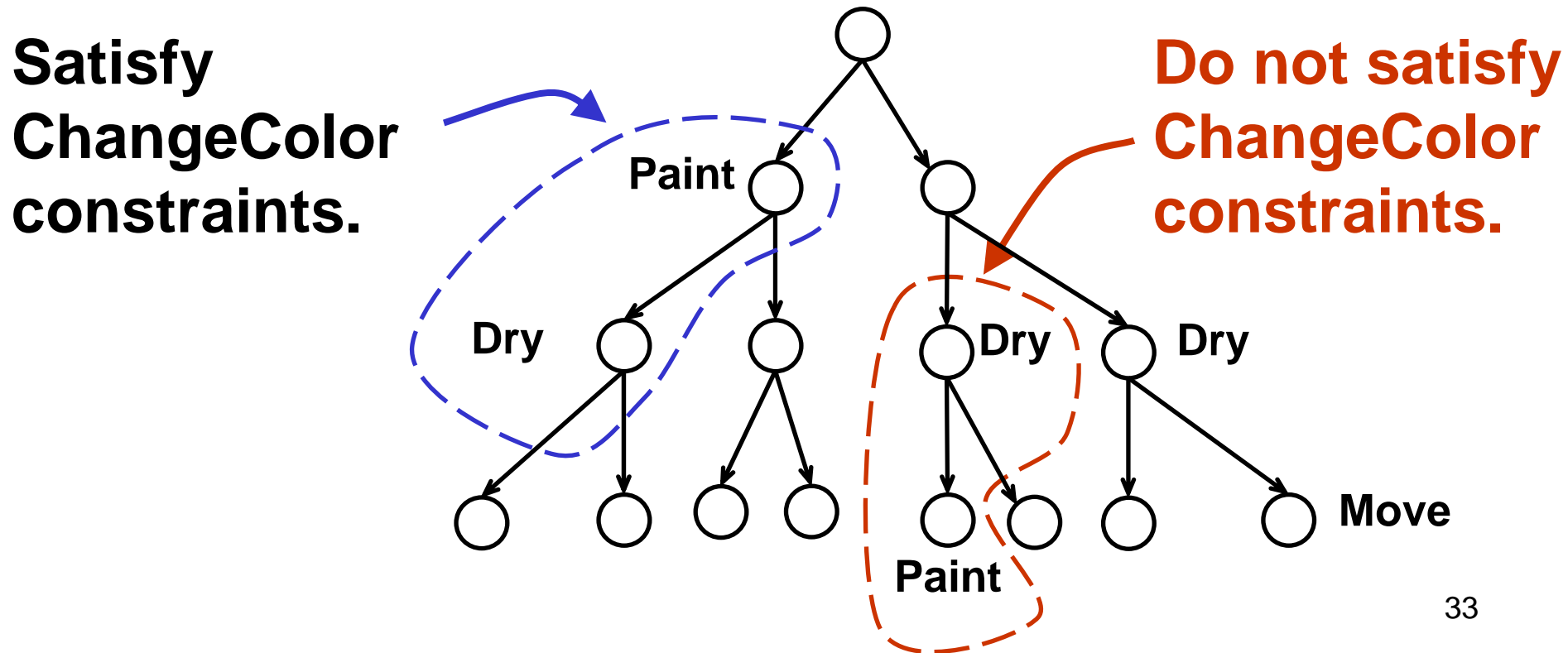


```
(forall (?occChangeColor)
  (implies
    (occurrence_of ?occChangeColor ChangeColor)
    (exists (?occPaint ?occDry)
      (and (occurrence_of ?occPaint Paint)
           (occurrence_of ?occDry Dry)
           (subactivity_occurrence ?occPaint ?occChangeColor)
           (subactivity_occurrence ?occDry ?occChangeColor)
           (min_precedes ?occPaint ?occDry
                        ChangeColor))))))
```



# Processes in PSL

- Portions of the occurrence tree (complex occurrences) will satisfy the constraints or not.

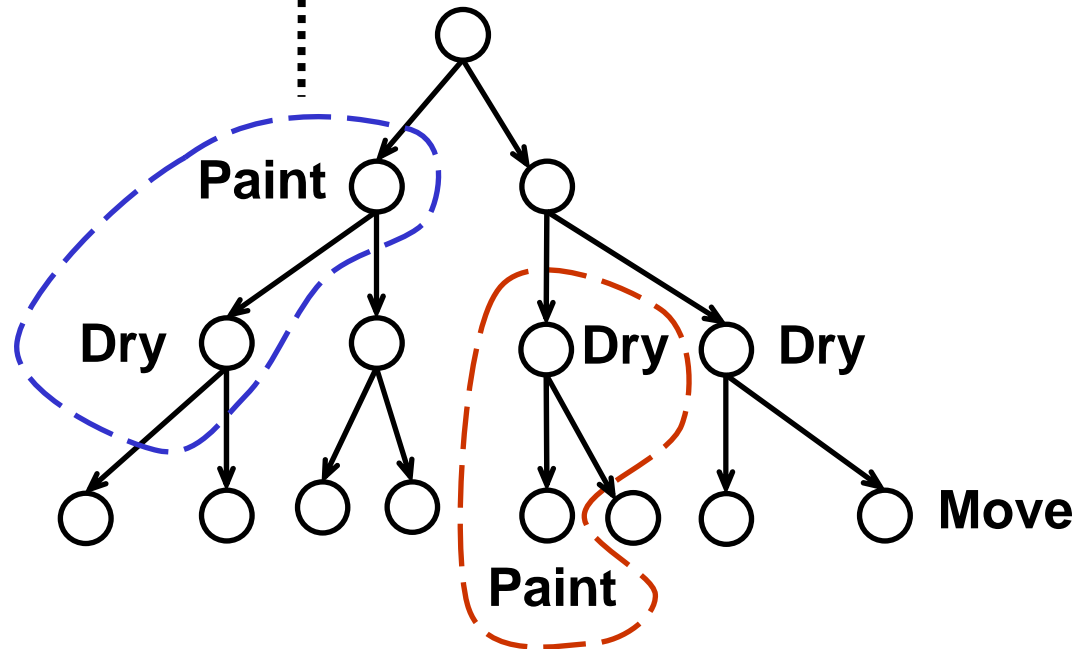


# Process Modeling and PSL

Model  
(M1)

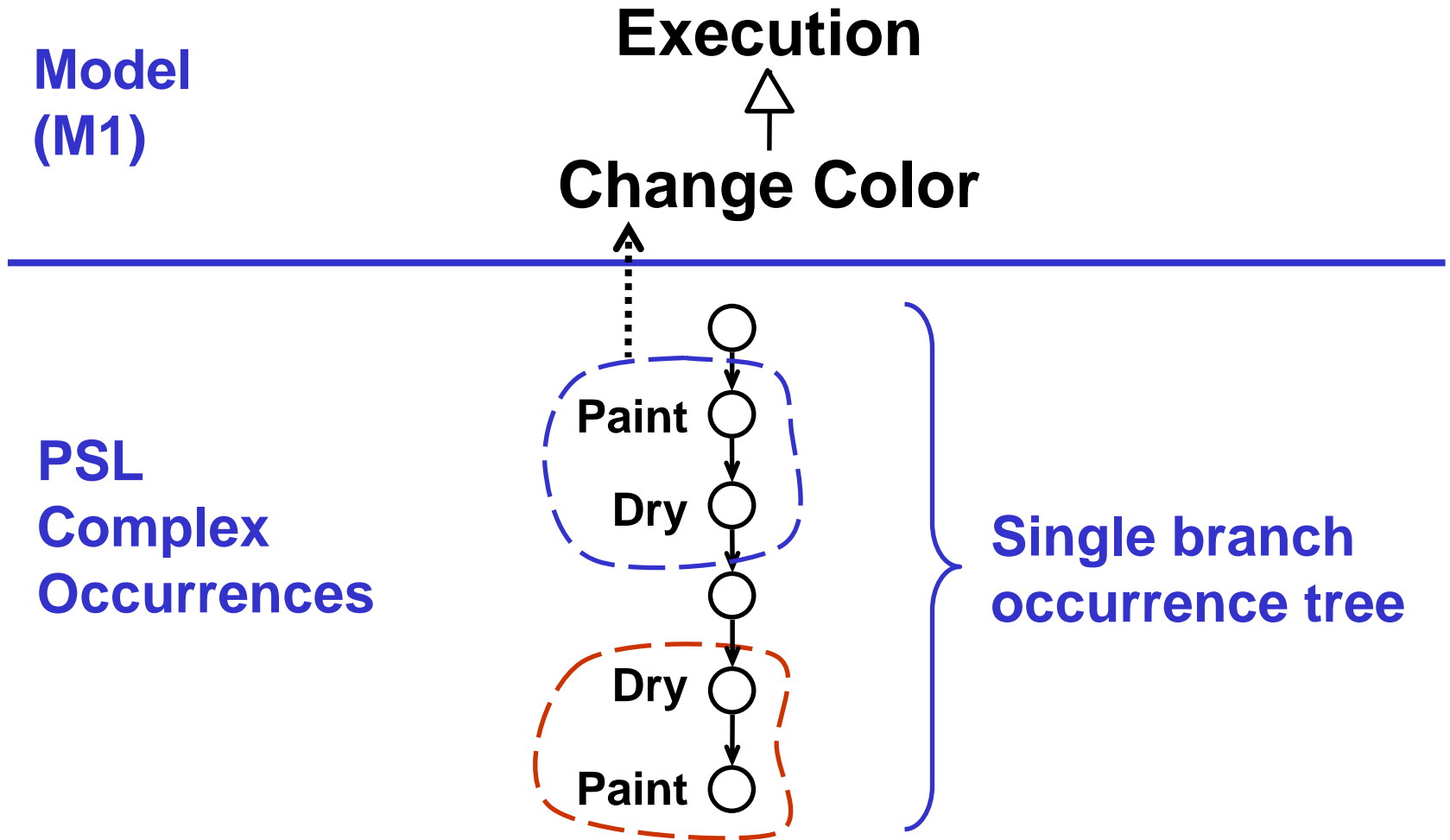
Execution  
↑  
Change Color

PSL  
Complex  
Occurrences



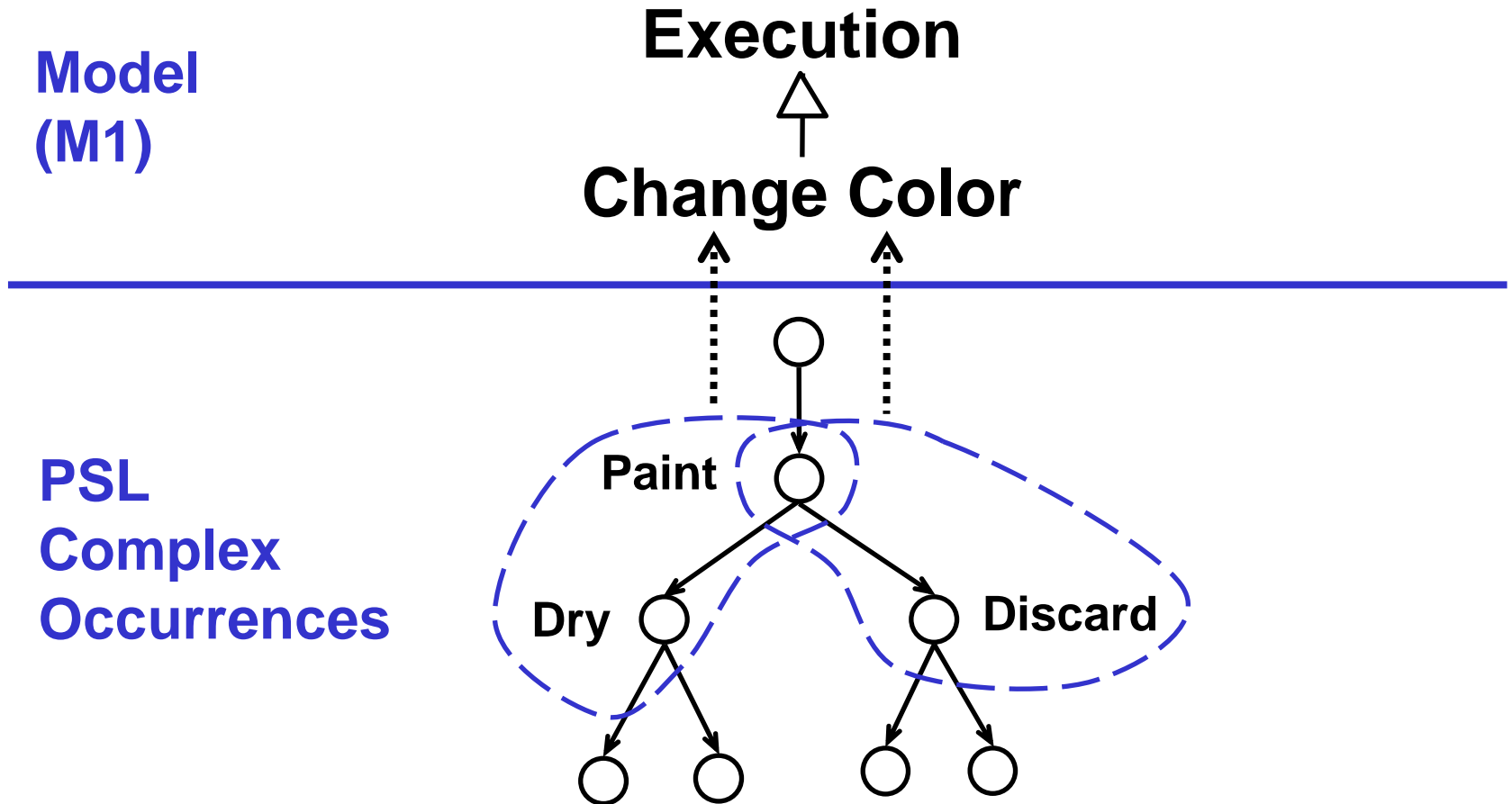
- PSL complex occurrences “satisfy” process models (or not).

# Process Modeling and PSL



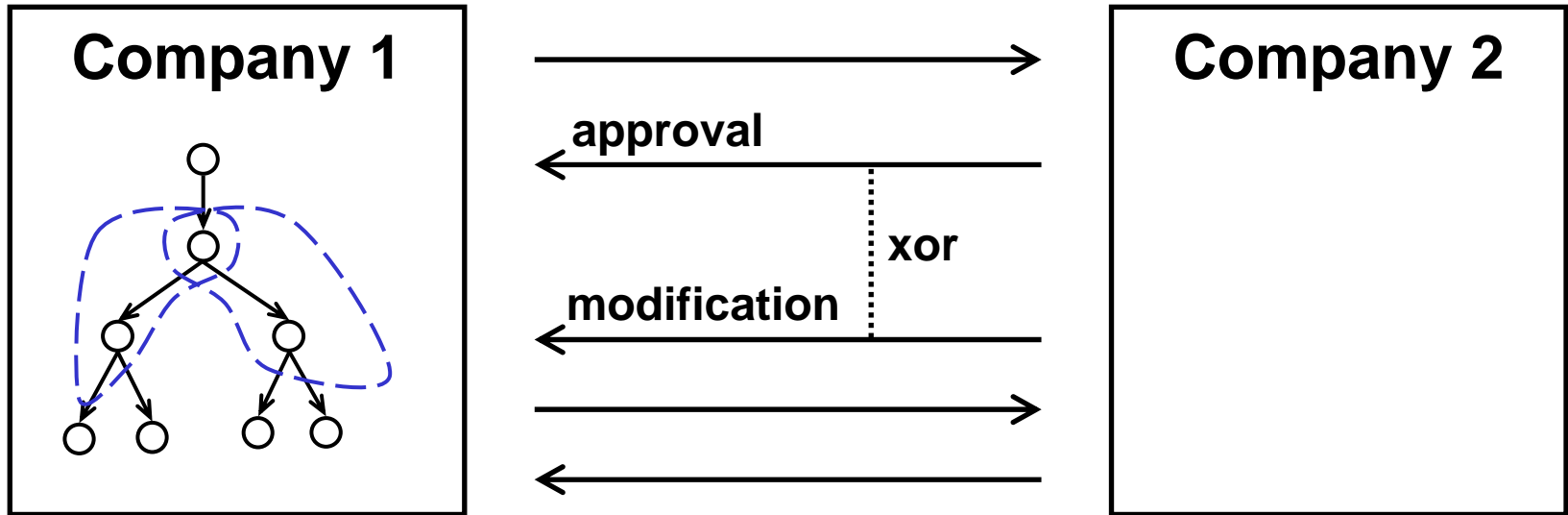
- **Without possibilities.**

# Process Modeling and PSL



- Required nondeterminism, due to uncertainty about effects.

# Process Modeling and PSL



Interaction is a process  
(execution constraint)

- Required nondeterminism applicable to service-level agreements, and choreography generally.
- Expressible in single-branch occurrence tree<sup>3?</sup>

# Process Modeling and PSL

- **Translation of process models available:**
  - **incremental (fragments to small axioms)**
  - **handles loops, unstructured flows, input/output via parameters and messages, reaction to changes.**
  - **[http://www.mel.nist.gov/msidlibrary/doc/NISTIR\\_7310.pdf](http://www.mel.nist.gov/msidlibrary/doc/NISTIR_7310.pdf)**
- **U Toronto working on another approach.**
- **Best to combine the above.**

# Summary

- **Models are shorthands for commonly used constraints on “instances” of the model.**
- **Process instances are executions.**
- **Extend metalanguages to incorporate executions into process modeling languages (BPDM) <http://www.omg.org/cgi-bin/doc?dtd/07-11-01>.**
- **Integrate PSL with process models by:**
  - **Constraint language for BPDM.**
    - **PSL complex occurrences as “instances”.**
  - **Direct translation from models to PSL constraints.**