

3D Support for Business Process Simulation

Institute of Applied Informatics and Formal Description Methods
Universität Karlsruhe (TH)

Daniel Eichhorn, Agnes Koschmider, Yu Li, Andreas Oberweis,
Peter Stürzel, Ralf Trunko

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Overview

- **Introduction and Motivation**
- **3D Representation of Data and Process Objects**
- **Forming Data and Process Objects in 3D Simulation Environment**
- **Analysis of Simulation Results**
- **Conclusion and Future Work**

Introduction



- **About simulation:**

- key technique for design and redesign of business processes,
- way to test decisions prior to their implementation in real business environment.

- **What simulation allows:**

- integration of variability and uncertainty,
- introduction of dynamic process parameters,
- measurement of process performance [ABGK06][FNSE99].

Motivation

- **What tools provide:**
 - a variety of analysis possibilities for simulation runs based on standard process performance metrics [JaNe06].
- **What is the problem yet:**
 - increasing complexity of business processes hampers quick visual allocation of weak points.
- **What is our aim:**
 - compact visualization of business process simulation and result by adding a third dimension.

Motivation

- **Why third dimension:**
 - supports users to quickly identify weak points of modeled business processes,
 - supports the human visual intuition [BaES00].
- **How to get there:**
 - enhance concept for spatial visualization of Petri net diagrams with a third modeling dimension,
 - enables interactive 3D animations of business process models,
 - statistical analyses of simulation results based on volume changes of 3D process and data objects.

3D Representation of Data and Process Objects

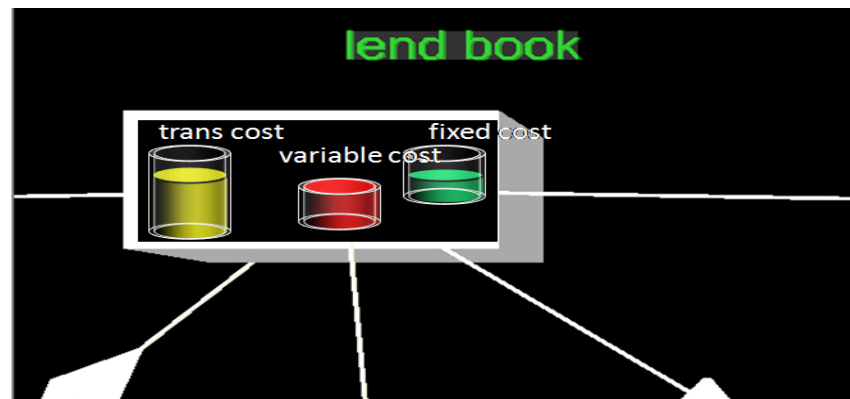
- objects in business processes are classified into data objects and process objects [AaBe01].
- *data objects* refer to flowing objects conveying data that are manipulated and delivered across a process net.
- *process objects* are non-flowing objects used to construct the control flow or serving as parameterized indicators.
- discuss following process objects:
 - transition cost, transition time, resources, and place capacity.

3D Representation of Data and Process Objects

- **Transition Cost:**

$$C_{\text{trans}}(t,i) = C_{\text{fix}}(t) + C_{\text{var}}(t,i) \text{ with } t \in T, i \in J$$

- height of the cylinder varies according to current values of its corresponding cost indicators.
- cost cylinder is included in a transparent cylinder that controls the increase/decrease of cost factors.



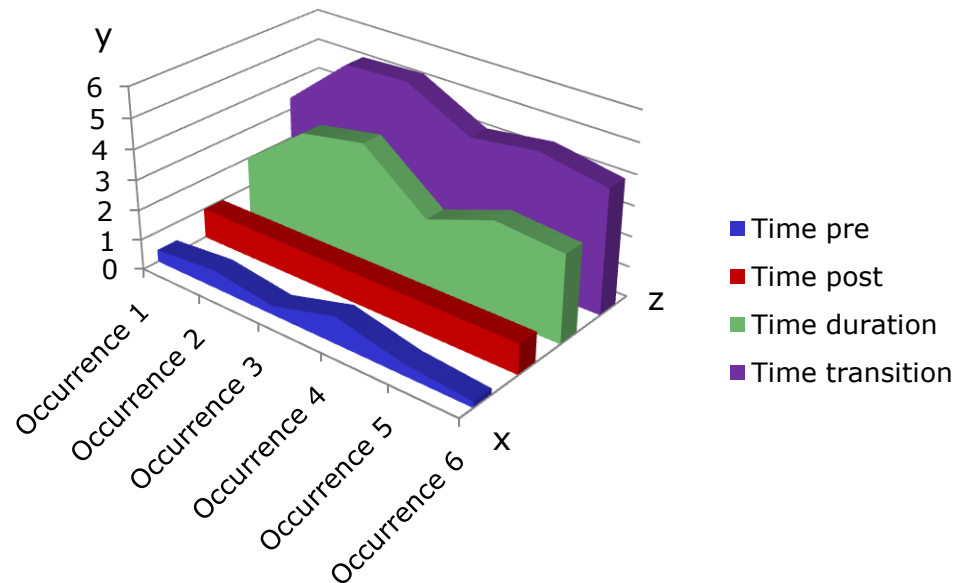
3D representation of costs

3D Representation of Data and Process Objects

- **Transition Time:**

$$T_{\text{trans}}(t,i) = T_{\text{pre}}(t,i) + T_{\text{dur}}(t,i) + T_{\text{post}}(t,i) \text{ with } t \in T, i \in J$$

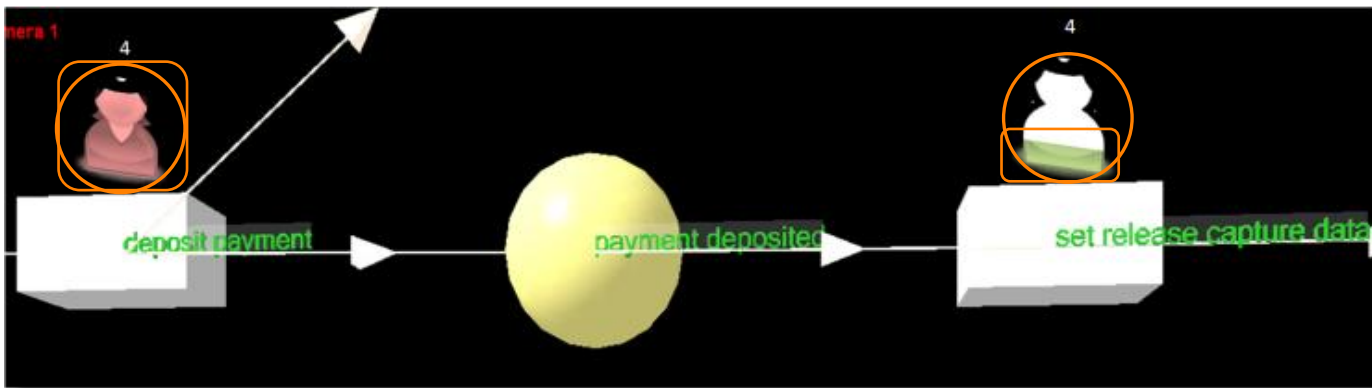
- area diagrams can be rotated for different view perspectives.



3D representation of transition time

3D Representation of Data and Process Objects

- **Resources:**



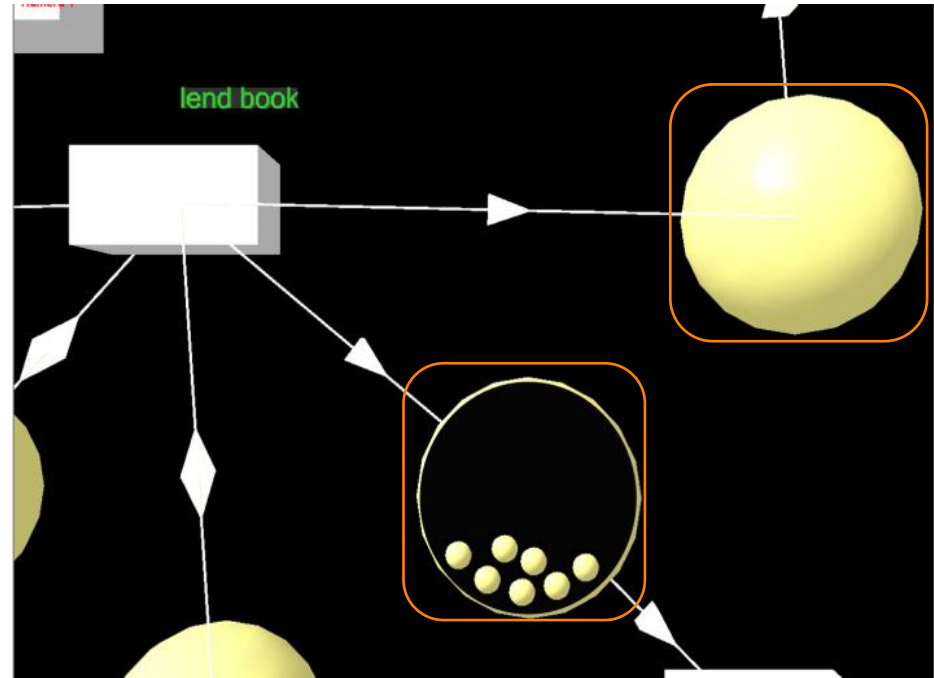
Assignment of Resources to Activities

- are displayed over each transition icon, representing resources with their time attributes,
- size of the icon is proportional to the value of available time for a transition and remains constant in a simulation.
- each icon is filled with colors for warning purpose,
- filling level varies according to load of the resource.

3D Representation of Data and Process Objects

- **Place Capacity:**

- Place capacity restricts number of tokens that are allowed to be contained in a place.
- Infinite capacity places are displayed as non-transparent spheres.
- Transparent places are filled with tokens that are displayed as small balls.
- for alerting capacity bottlenecks, tokens are colored green, yellow or red.



3D Representation of Capacity

Forming Data and Process Objects in 3D Simulation Environment

- **Size and Volume**
- **Monitoring**
- **Metrics**

Forming Data and Process Objects in 3D Simulation Environment

- **Size and Volume**

- visualize weak points of the process design by changing volume v or size s of the representation of the objects.

- **Monitoring**

- **Metrics**

Forming Data and Process Objects in 3D Simulation Environment

- Size and Volume

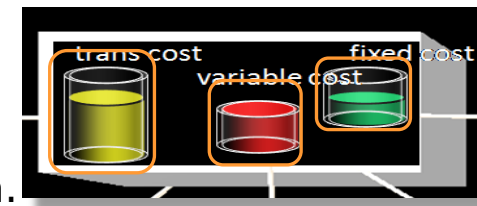
- **Monitoring**

- each formula defines changes s or v of the figures in simulation.
- each figure has a default size and volume computed from its corresponding default *parameters* (e.g., height, length). The modification for each p is defined by:

$$\text{modification } p = \frac{c * \Delta \text{ objectUnit}}{\text{objectUnit}}$$

- current status of an objectUnit is monitored with three colors for the size or volume:

- **Green:** the value is performing well,
- **Yellow:** warning that a value indicates a critical degree,
- **Red:** alarming that a value indicates an impact problem.



- **Metrics**

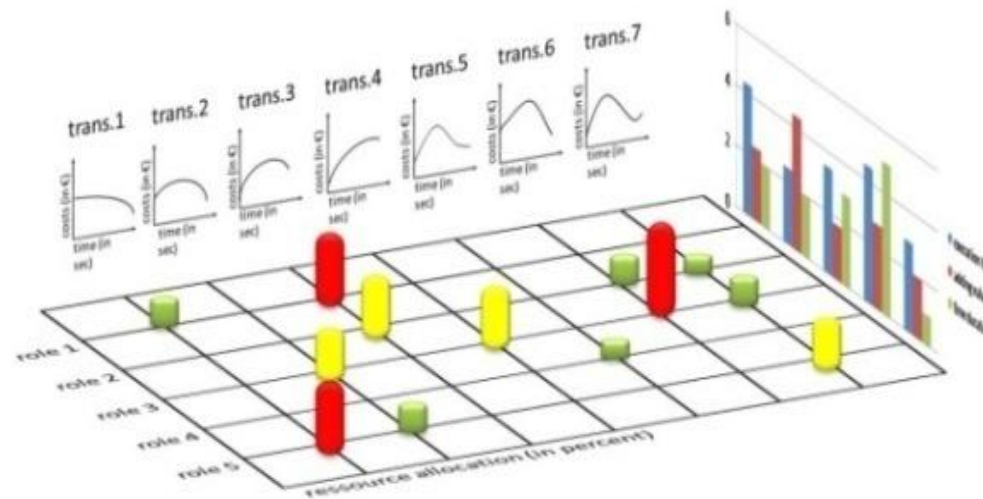
Analysis of Simulation Results

- **Analysis and Monitoring**

- the aim of a 3D representation of analysis results is a quicker understanding of the simulation data set.

- **Customization of Analysis Results**

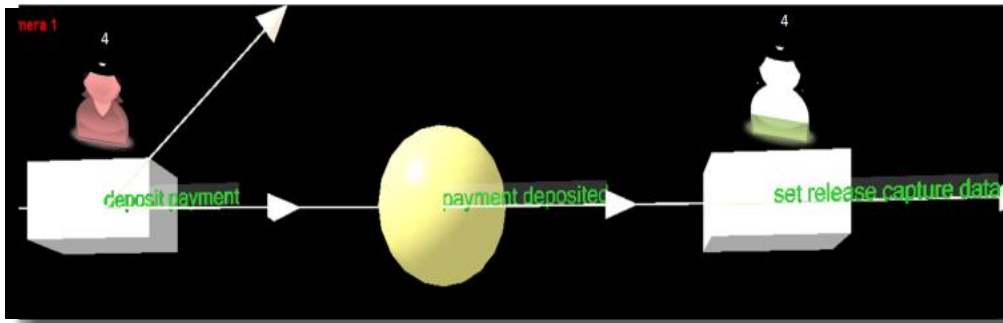
- possibility to display the right diagram in the middle for a better recognition of the details.



3D Analysis of Role Performances

Conclusion

- ✓ added a third dimension into the graphical representation of process objects.

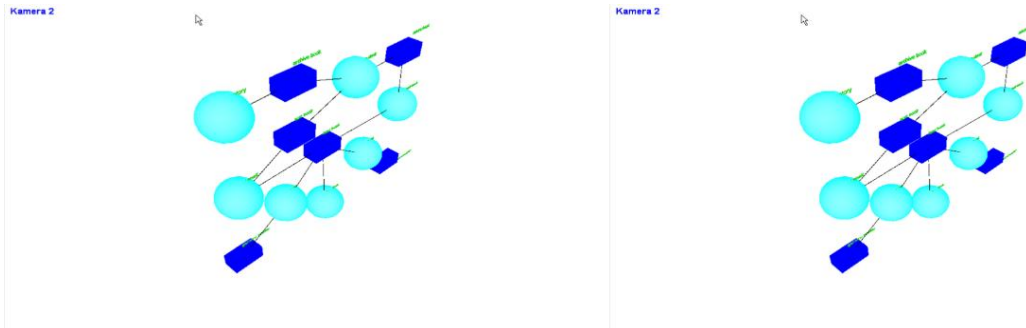


- ✓ benefit is a statistical analysis of simulation results based on volume and size changes.
- ✓ by 3D environment, different views can examine and gather easily process-specific information.

=> visualizing of weak points is more easy.

Future Work

- integration of the implemented prototype into HORUS,
- execution of simulation runs of different process models,
- analysis of the results,
- discussion of our approach with selected test users,
- 3D visualization and animation of other process objects,
- 3D representation concerning the data flow of processes (e.g. XML documents in high level Petri nets).



References

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Thanks for Your Attention

Questions?