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Abstract:

This document describes the rules of designing and creating processes using the Collaborative Business Process Discovering Blueprint available in Atlas framework.

1. Introduction

Business Process Discovery are techniques that manually or automatically construct a representation of an organization's' current business processes, and it is a crucial step for analyzing an enterprise's current business. But there are problems and challenges related to process discovery that may include: invisible tasks, loops, noises, non-free choices, duplicate tasks, and spaghetti models.

Also, when designing Business Processes different people from different departments and backgrounds participate. There is an existing language gap and a difficulty to reach a consensus.

Furthermore, the process discovery tends to become too complex when trying to connect and represent exceptions and/or situations outside the normal case of the process. Because of that there is a need for a collaborative environment to support the procedures employed to understand, share, and control organizational knowledge and experiences. And to design and represent Business Processes.

Having that in mind, and in the context of a Master Thesis I designed a tool/view in Atlas framework that allows clients to insert the information we need about a certain process. The view allows to add the actors participating in the process and within each one of them we can create and insert a sequence of activities and events that are performed by that actor (Figure x).

This business objects have properties that further will help us to extract some information we need in order to identify the DEMO transactions and to generate the BPMN models of the process.

2. Where to start?

2.1Create a new Business Process

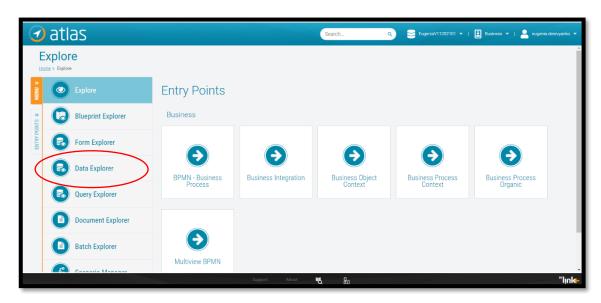
Before using the blueprint, the client needs to first create a new Business Process object in Atlas that would be empty. In order to do that we need to follow these steps:

1. Log in, on the website: https://atlas.linkconsulting.com/

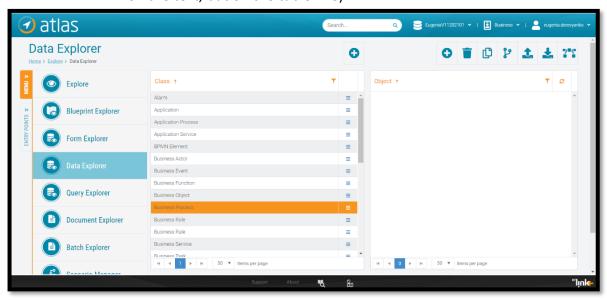
2. In Home select Explore



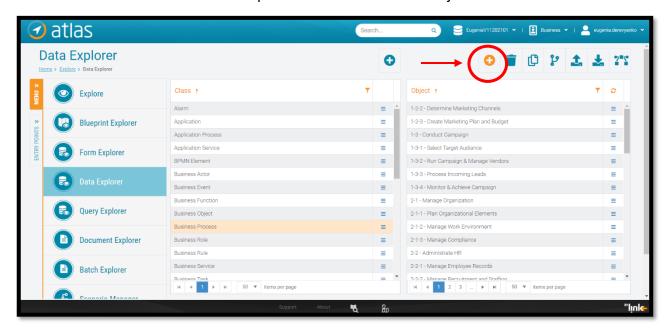
3. Click on Data Explorer in the list on the left side



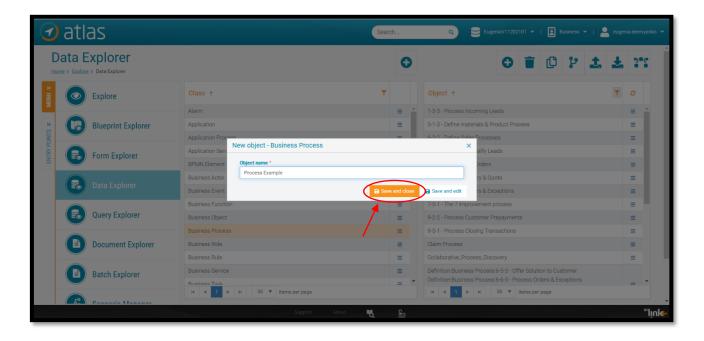
4. Search for the Class *Business Process* and click on it (note: do not click right on the text, but on the table line)



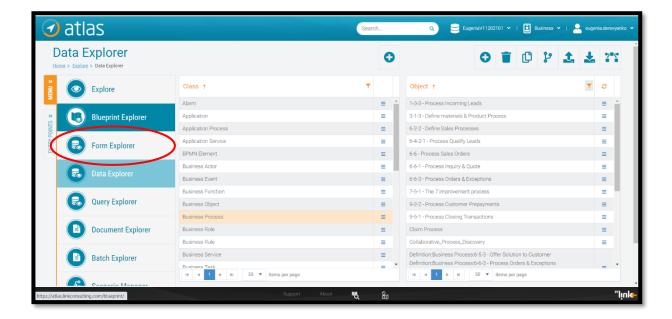
5. After clicking a list of all business process object will appear on the right side. Click on the "plus" button to add a new object.



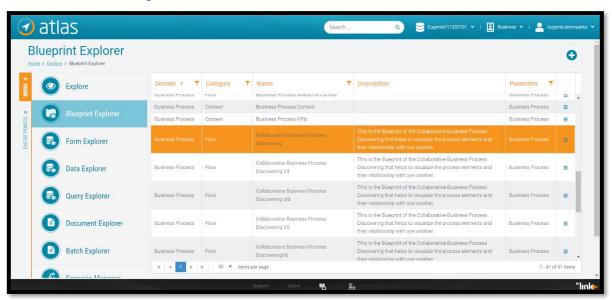
6. A new window will pop up and ask for you to name your process. Write the name and click on the button "Save and close".



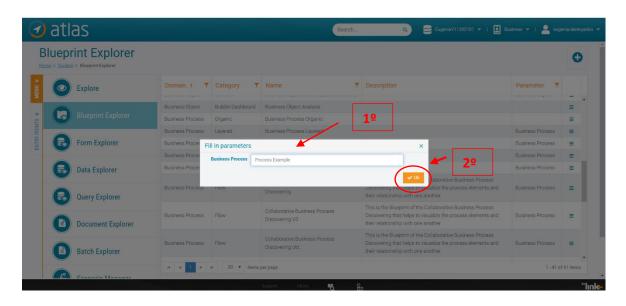
7. Now that you created a new Business Process object in the menu on the left side click on "Blueprint Explorer". This will open a list of all available blueprints.



8. In the list search for the blueprint with the name "Collaborative Business Process Discovering". Click on it. It will ask you to choose a business process in order to generate the information.

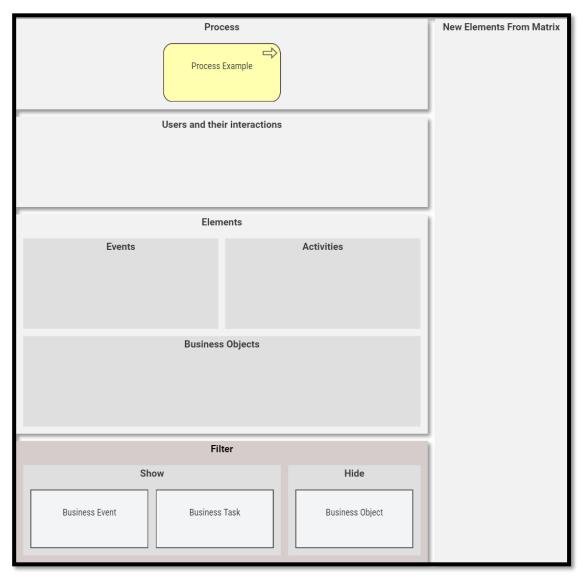


9. Write the name of the business process you created in step 6. And click "Ok".

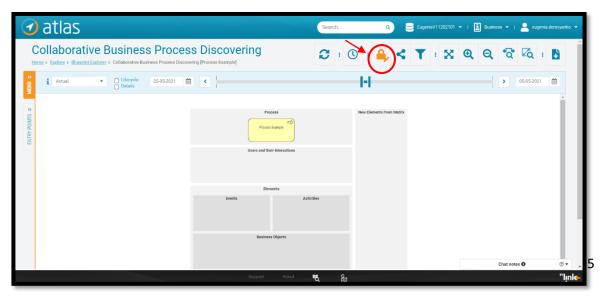


2.2 Fil containers with information about the process

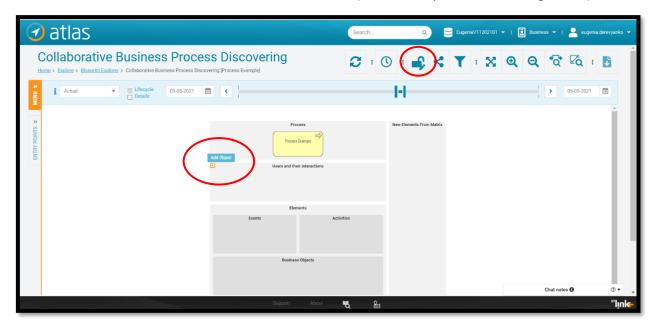
After opening the blueprint with the selected Business Process, if it's a new empty process then the window will look similar to this:



To add new elements to the model we have to unlock the "Edition Mode" by clicking in the lock button on the top right corner:



 You can add objects to some containers, more precisely to "Users and their interactions", "Events", and "Activities" (make sure you are in Editing Mode).:



Container Filter allows you to drag the object between the 'Hide' and 'Show'
options in case you want to omit some object type to make the model easier to
read.

2.2.1. Container Users and Their interactions

In this container we add all the actors participating in the process.

2.2.2. Container Elements

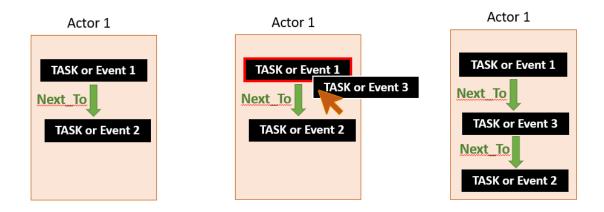
Here for each type of elements we can add all the events and activities that occur in the process that will be linked to a certain actor in the 'Actors and their interactions' container'.

2.3 Rules of Drawing

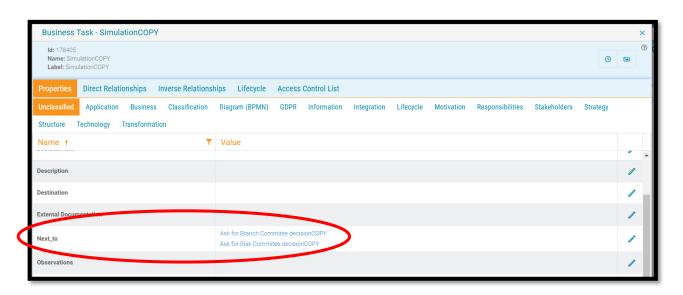
- It is crucial to fil ALL the tasks that might be classified as "Request" ("Pedido") or "Answer" ("Resposta"). So, confirm that all of them are classified! (In the property "Classification") AND that the classification is well written; should be "Pedido" or "Resposta". Other variants are not plausible: such as "PEDIDO", "pedido", "PeDiDo", etc etc.
- 2. A task classified as "Pedido" or "Resposta" always goes to an <u>Event Object</u> that receives it, where we fil the property "Destination" for the relation 'Flows To' with the name of the Event.
- 3. When we drag and element (event or activity) and drop it inside the actor, the order of that element will be just alphabetical.

- 4. When we drag and element (event or activity) and drop it inside an actor and upon another element the relations created are the follows:
 - 4.1 The Next_to of the element we are dropping upon, will be the name of our new element that we are dragging.
 - 4.2 The Next_To of our new element will be the previous Next_To of the element we are dropping upon.

Example:

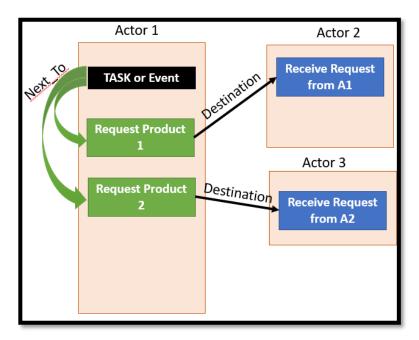


5. If we want to have an element (activity) that points to 2 or more other objects the dragging option will not work, since it only allows for you to have 1 Next_To elements, and in that case we need to manually change the Next_To property in elements details and add the other ones:



6. For a task with both properties 'Next_To' and 'Destination' filled, the solution will give priority for the property "Destination" and for that reason if we have a

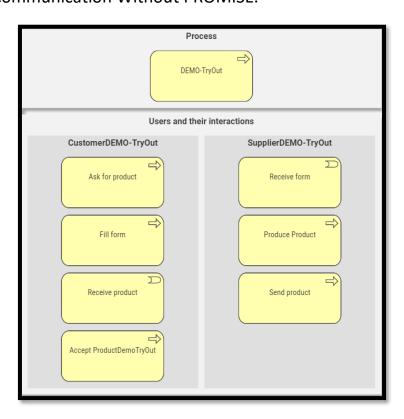
task "Pedido" followed by another task "Pedido", we need to have a task before the first one that points to BOTH (and works as a gateway). Example:



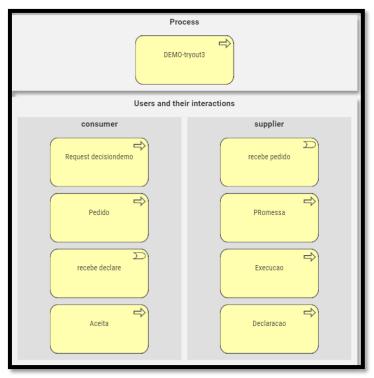
7. Actors' names CANNOT have an apostrophe in it. Example: "Branch's"; "Customer's" ...

3. Examples

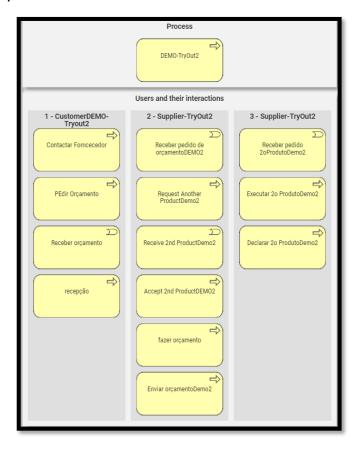
3.1 Example 1: "DEMO-TryOut" in Atlas. 2 actors with a simple communication Without PROMISE.



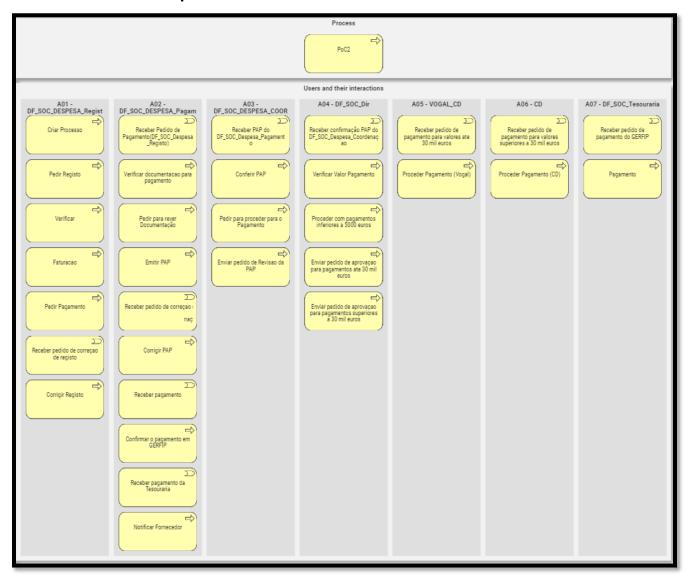
3.2Example 2: "DEMO-TryOut3" in Atlas. 2 actors, simple communication, With PROMISE.



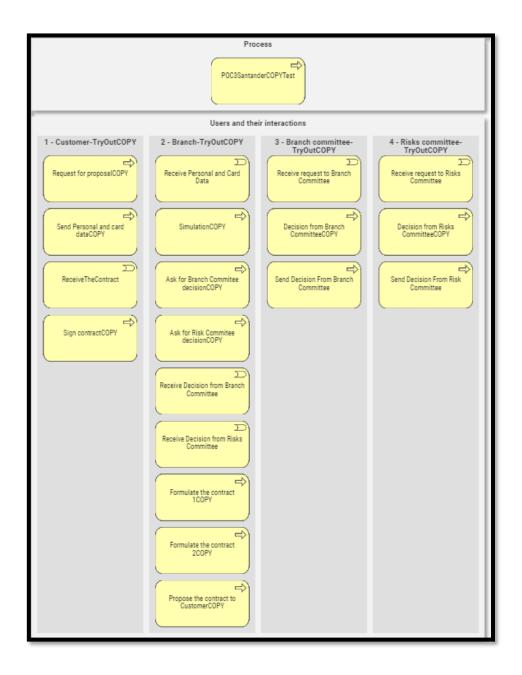
3.3 **Example 3: "**DEMO-TryOut2" in Atlas. 3 Actors, 2 Transactions. Request After Promise Model



3.4 Example 4: POC2



3.5 Examples 5: POC3



Here we can see the relations 'Flow to' from the property 'Destination':

Users and their interactions

1 - Customer-TryOutCOPY
Request for proposalOOPY
Receive Personal and Card
Data

SimulationCOPY
Receive TryOutCOPY

Send Personal and Card
Committee

Decision from Risks
Committee
Committee

Send Decision From Branch
Committee
Committee

Formulate the contract
100PY

Propose the contract to
CustomerCOPY

Here we can see the relations 'Links to' from the property 'Next_To':

