Entity Design/ DB

08 April 2021

07:09

Text # store the process description.

* text\_ref\_id
* text(blob)
* processed\_text(blob)
* domain \_id # list of domain\_type in separate table

originated\_element # tokenize the processed text and store each sentence. Sentence can be parsed into a specified\_element and/or a flow

* text\_ref\_id
* sent\_ref\_id
* Sent
* isPassive(boolean)

Flow # child of originated\_element.used to represent the process flow and the relations of the Actions to each other. One side of the flow links to a single Action and to multiple Actions on the other side. A flow is directed and can be either defined as a “split” or a “join”. Depending on the direction, the single object either is the source or the target of that flow. Flow type determines the BPMN flow type to draw.

* flow\_direction (join or split) enumeration.
* flow\_type (concurrency, seq, choice, exception) enumeration -

# concurrency-co beginning parallelism , seq-to the connectors of strict sequence, choice- conditional, exceptional- conditional

specified\_element # child of originated\_element, represents a extracted\_object, a specifier or an action

* sent\_ref\_id
* word\_id
* head\_id #governor word
* specifers [0..\*]

specifier # child of specified \_element, are part of an object and can be used to further describe or refine it. prepositional phrases (PP), compound parts of a noun compound (NN), relative clauses (RCMOD), infinitival modifiers (INFMOD), or numeric modifiers (NUM).

* specifier\_type (PP,NN,RCMOD,INFMOD,NUM)

extractedobject #child of specified\_element, may have relationship with specifier and action elements. It represents static parts of the text extracted from noun phrases. It can also refer to an anaphoric reference in which case the Extracted Object will have to be resolved

* needsresolve(boolean)
* determiner ( string)

Actor #child of extractedObject. describes an acting entity within the text. This can be a person, a software system an organization or department. “unreal”-Actors are Actors which related to modelling concepts on a meta level (e.g., a process, a task, an activity) and or not real like a person, system or organization.

* metaActor (boolean)

Resources #child of extractedObject. They possess in an objective position within the sentence and are not related to a person, software system, organization, or department.

Action - CORE CLASS of the process model. It is an Activity extracted from the textual process specification. They can possess an Actor as subject and an Extracted Object as object. Action can link to another Action within the World Model . an Action can be supplemented with an open clausal complement, which possesses the same properties, another Action “xcomp” can be added

