



## **BUSINESS PROCESS MANAGEMENT - EXERCISE**

DIAGRAMED MODEL QUERY LANGUAGE (DMQL)

## **RECAP: GMQL**



- Sketch out the underlying idea, before starting to model
- Stick to the correct types and number of parameters
  - Nest operators if necessary
- Make use of indents and variables, to avoid confusion
- Make sure you know what the output of a function looks like
  - Does it return a simple set or a set of sets?
  - What do the sets or subsets contain?
- Make use of the SELFUNION operator to turn a set of sets into a simple set

## DMQL - BASIC IDEA



A DMQL pattern is a graph, defined by a tuple

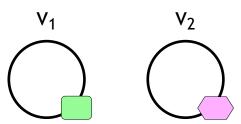
$$Q = (V_Q, E_Q, P_V, P_E, \delta, \varepsilon, G)$$

- A pattern consists of vertices (V<sub>Q</sub>) and edges (E<sub>Q</sub>)
- Vertex properties (P<sub>V</sub>) and edge properties (P<sub>E</sub>) define the vertices and edges
- ullet  $\delta$  and  $\epsilon$  are functions to assign the respective properties to the vertices and edges
- Global rules (G) can be used to formulate constraints on patterns

## **DEFINITION OF VERTICES**



- Set of vertices: {v<sub>1</sub>,...,v<sub>n</sub>}
- Properties (for each vertex):
  - VID
  - VTYPES
  - VCAPTION



 Hint: If you define specific captions for vertices, your pattern will only find parts of the process with EXACTLY these captions

## **DEFINITION OF EDGES**



- Set of edges: {e<sub>1</sub>,...,e<sub>n</sub>}
- Properties (for each edge):
  - EID
  - ECAPTION
  - DIR
  - MINL, MAXL
  - MINVO, MAXVO
  - MINEO, MAXEO
  - vtypesr, etypesr
  - vtypesf, etypesf

minimal/maximal vertex and edge overlaps

required/forbidden vertices and edges on path

#### **EDGES & PATHS**

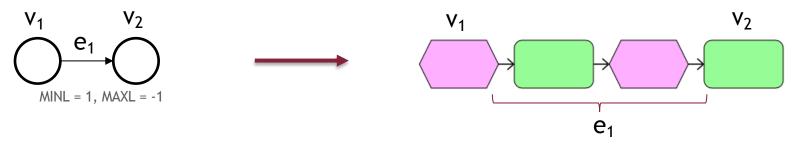


In DMQL, edges can be mapped to

an edge of length one, i.e., an edge in DMQL is mapped to exactly one edge in the original model (isomorphism)



a path, i.e., an edge in DMQL is mapped to a path of elements and edges in the original model (homeomorphism)



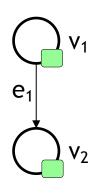
## **COMMON ERRORS: PATHS**

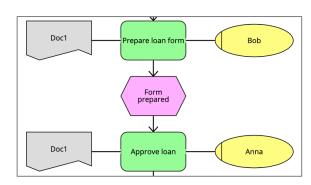


- In DMQL you can make use of paths, if you want to define edges > 1
- MINL/MAXL define the length of these paths
- Try not to "hard code" these properties based on a given (exemplary) EPC, unless you specifically need to

## Example:

If MAXL of  $e_1 = 2$ , then any pattern with a longer path would not be found





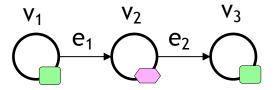
#### **EXAMPLE**



Assume we want to design a pattern, that represents the following situation: A function is directly followed by an event and later on in the process there is another function (i.e., either directly following or somewhere in the future)

$$\bullet$$
 e<sub>1</sub>: MINL = 1; MAXL = 1

$$e_2$$
: MINL = 1, MAXL = -1



#### **COMMON ERRORS: VTYPESR**



The edge property *vtypesr* defines, which elements are required on a given path

- An edge of length 1 does <u>not</u> contain any elements
- Don't include any elements in this set, unless you really require them on the path
  - Otherwise, your pattern might not find all results

#### **GLOBAL RULES**



- Global rules can be used to formulate constraints on patterns
- → relate properties of pattern elements to each other
- Examples:
  - count outgoing/incoming/undirected edges of a vertex
  - compare captions

#### **COMMON ERRORS - GENERAL**



- All vertices and edges used in the DMQL pattern have to be defined (formally or in a diagram)
- Keep in mind, that a given EPC is often just an example of something your DMQL pattern should return
  - Don't limit your query to this specific EPC, unless necessary
- Only include the minimum number of elements needed for your DMQL query
  - Otherwise, you might restrict your results too much

## **DMQL - EXAM HINTS**



• Draw a diagram with the basic vertex and edge properties (ID, caption, type)  $v_1$   $v_2$ 

 $e_1$ 

 You only have to define the properties needed for your specific pattern, everything that is not defined is assumed to be 0 or empty





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