Dependent and Conflicting Change Operations of Process Models

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Abstract. Version management of models is common for structural diagrams such as class diagrams but still challenging for behavioral models such as process models. For process models, conflicts of change operations are difficult to resolve because often dependencies to other change operations exist. As a consequence, conflicts and dependencies between change operations must be computed and shown to the user who can then take them into account while creating a consolidated version. In this paper, we introduce the concepts of dependencies and conflicts of change operations for process models and provide a method how to compute them. We then discuss different possibilities for resolving conflicts. Using our approach it is possible to enable version management of process models with minimal manual intervention of the user.

1 Introduction

Version management of models is a crucial technique for enabling modeling in distributed modeling scenarios and has recently been identified as one challenge in model management [9]. In general, it requires to compute and visualize changes that have been performed on a common source model while creating different versions. Based on this, version management capabilities then have to enable the user to create a consolidated model, by accepting or rejecting changes and thereby modifying the original source model.

A key requirement for consolidation of changed models is that it should impose minimal manual overhead on the user: Otherwise, a straightforward solution would be that the user remodels all changes manually. Nowadays, version management is a common functionality of mainstream modeling tools such as the IBM Rational Software Architect [18]. However, for behavioral models such as process models, inspecting and accepting or rejecting changes can involve quite some overhead if the changes to be dealt with are numerous. One reason for this is that the semantics of behavioral models is usually more complex than for structural models. A straightforward approach to compute all changes on model elements (called elementary changes) and display them is difficult to handle for the user: typically, elementary changes cannot be considered in isolation but must be aggregated to compound changes [16,27].

To enable a high degree of automation within consolidation of changes, it is important to understand dependencies and conflicts of changes. Informally, if two changes are

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dependent, then the second one requires the application of the first one. If two changes are in conflict, then only one of the two can be applied. Other than in structural models, in behavioral models changes are often dependent on one another. As a consequence, an approach for computing dependent and conflicting compound changes is required. Further, once conflicts have been computed, techniques for resolving conflicts are needed that take into account the characteristics of the modeling language.

In this paper, we study dependencies and conflicts of compound changes for process models. We first capture each of our compound change operations as a model transformation and then compute critical pairs [3,10,11] which can be used for detecting dependent and conflicting transformations. We then show how the results from critical pair analysis can be encoded as conditions which enable fast checks for dependencies and conflicts. We extend dependencies and conflicts to change sequences and provide a means of breaking up a change sequence into individual subsequences such that they can be dealt with separately in the conflict resolution process. For conflict resolution, we propose several resolution options that take into account characteristics of compound change operations. Using our approach, dependencies and conflicts of compound change operations in change logs can be computed and displayed to the user. In an evaluation we show that our approach leads to considerable less dependencies and conflicts and also to less user intervention for inspecting and resolving changes compared to an approach based on elementary changes.

The paper is structured as follows. First, in Section 2 we introduce our example scenarios that we obtain when performing process modeling in a distributed environment. In Section 3, we discuss how dependencies and conflicts of change operations can be defined and computed. In Section 4, we extend the notion of dependency and conflict to change sequences and in Section 5 we present our approach to conflict resolution. Section 6 reports on tool support and an evaluation of our approach. Finally, we discuss related work and future work.

2 Background

In this section, we introduce our case study motivated by process modeling in the IBM WebSphere Business Modeler [1]. Figure 1 shows an example business process model V from the insurance domain. The language supported by IBM WebSphere Business Modeler has similarities to UML 2.0 Activity Diagrams [22]: Nodes can be *Actions* or *ControlNodes* where *ControlNodes* contain Decision and Merge, Fork and Join, InitialNodes and FinalNodes. Nodes are connected by control flow as it is known from UML Activity Diagrams. In the example in Figure 1, an insurance claim is first checked, then it is recorded and then a decision is made whether to settle or reject it.

In a distributed modeling scenario, the process model V might have been created by the process model representative in an enterprise and then given to two colleagues for further elaboration. During this elaboration period, one colleague creates model V_1 and the other one model V_2. Afterwards, the process model representative is faced with the task of inspecting each change and then either accepting or rejecting it.

A common approach for version management of models is to capture possible operations performed on the model. For behavioral models such as process models, it is

possible to design compound change operations that transform a model from one consistent state into a new consistent state. Following this idea, we have previously proposed compound change operations for process models [16] as follows: *InsertAction*, *DeleteAction* or *MoveAction* operations allow to insert, delete or modify actions and always produce a connected process model as output. Each of the operations consists of several elementary changes such as creating a new action and redirecting source and targets of the edges. Similarly, *InsertFragment*, *DeleteFragment* and *MoveFragment* operations can be used for inserting, deleting or moving a complete fragment of the process model. Here, a fragment can either be an alternative fragment consisting of a Decision and a Merge node, a concurrent fragment consisting of a Fork and a Join node or further types of fragments including unstructured or complex fragments which allow to express all combinations of control nodes [16].

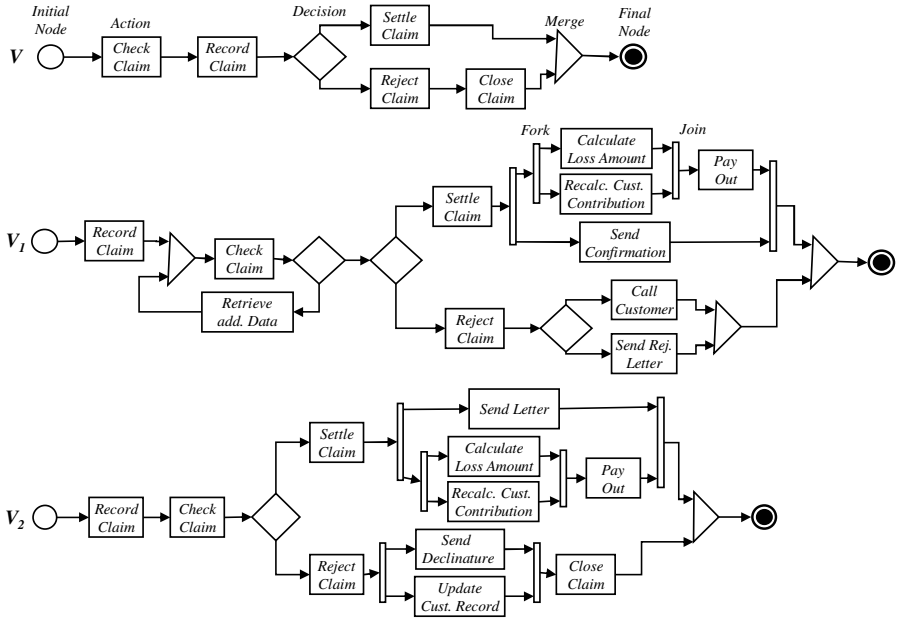

Fig. 1. Example

For the following discussions, we assume knowledge about newly introduced action nodes that are supposed to be identical in different versions, captured by a mapping of identical actions shown in Figure 2.

In addition, we assume that each sequence of change operations is recorded in a change log. This change log describes the change operations performed on the source model to obtain the target model and can either be logged during editing or reconstructed by comparing source and target model, proposed in [16].

Action Mapping (V_1, V_2)
- "Retrieve add. Data" – ""
- "Calculate Loss Amount" – "Calculate Loss Amount"
- "Recalc. Cust. Contribution" – "Recalc. Cust. Contribution"
- "Pay Out" – "Pay Out"
- "Send Confirmation" – "Send Letter"
- "Call Customer" – ""
- "Send Rej. Letter" – "Send Declinature"
- "" – "Update Cust. Record"

Fig. 2. Action mapping between V_1 and V_2

We further assume that this change log is clean, i.e. it does not contain unnecessary change operations that are later in the change log overridden [23]. In Figure 3, two change logs are given: $\Delta(V, V_1)$ describes the sequence of change operations for obtaining V_1 from V and $\Delta(V, V_2)$ describes the sequence of change operations for obtaining V_2 from V. For example, *InsertAlt.Fragment*(F_A, *"Reject Claim"*, *"Close Claim"*) introduces a new alternative fragment called F_A between the nodes *"Reject Claim"* and *"Close Claim"*.

$\Delta(V, V_1)$:

< InsertAlt.Fragment(F_A, "Reject Claim", "Close Claim"),
DeleteAction("Close Claim", F_A, Merge^2),
InsertCon.Fragment(F_{C1}, "Settle Claim", Merge^1),
InsertAction("Pay Out", Fork$^1_{FC1}$, Join$^1_{FC1}$),
InsertAction("Send Conf.", Fork$^2_{FC1}$, Join$^2_{FC1}$),
InsertCyclicFragment(F_{Cy}, "Record Claim", Decision),
MoveAction("Check Claim", InitialNode, "Record Claim",
Merge$_{FCy}$, Decision$_{FCy}$),
InsertCon.Fragment(F_{C2}, Fork$^1_{FC1}$, "Pay Out"),
InsertAction("Ret. add. Data", Decision$^2_{FCy}$, Merge$^2_{FCy}$),
InsertAction("Calc. Loss Amount", Fork$^1_{FC2}$, Join$^1_{FC2}$),
InsertAction("Call Customer", Decision$^1_{FA}$, Merge$^1_{FA}$),
InsertAction("Send. Rej. Letter", Decision$^2_{FA}$, Merge$^2_{FA}$),
InsertAction("Recalc. Cust. Contrib.", Fork$^2_{FC2}$, Join$^2_{FC2}$) >

$\Delta(V, V_2)$:

< InsertCon.Fragment(F_{C3}, "Reject Claim", "Close Claim"),
InsertCon.Fragment(F_{C4}, "Settle Claim", Merge^1),
InsertCon.Fragment(F_{C5}, Fork$^2_{FC4}$, Join$^2_{FC4}$),
InsertAction("Send Letter", Fork$^1_{FC4}$, Join$^1_{FC4}$),
InsertAction("Pay Out", F_{C5}, Join$^2_{FC4}$),
MoveAction("Check Claim", InitialNode, "Record Claim",
"Record Claim", Decision),
InsertAction("Send Declinature", Fork$^1_{FC3}$, Join$^1_{FC3}$),
InsertAction("Calc. Loss Amount", Fork$^1_{FC5}$, Join$^1_{FC5}$),
InsertAction("Update Cust. Record", Fork$^2_{FC3}$, Join$^2_{FC3}$),
InsertAction("Recalc. Cust. Contrib.", Fork$^2_{FC5}$, Join$^2_{FC5}$) >

Fig. 3. Change logs $\Delta(V, V_1)$ and $\Delta(V, V_2)$

For the following discussion, we distinguish between two scenarios: In the *single user scenario*, a sequence of change operations is performed on a model V, obtaining model V_1. Afterwards this sequence of change operations needs to be displayed to the user and for each change the user either has to confirm or reject it. In the *multi-user scenario*, two sequences of change operations are performed concurrently on V, leading to V_1 and V_2. Afterwards, all change operations are reconsidered and either rejected or confirmed.

Requirements for both scenarios are that the application of changes should be automatic and involve minimal user interaction. This requires that the change operations can be executed automatically and requires the validity of their parameters: If the parameters are invalid then a change operation becomes non-applicable. For this purpose, it is important that dependencies between change operations in the change sequences are known: The rejection of one operation can turn other operations non-applicable. For example, the rejection of an *InsertAlt.Fragment* operation leads to the non-applicability of all operations operating on this fragment. In addition, in the multi-user scenario, conflicts need to be identified because it is impossible to apply both operations that are in conflict without adaptation. For example, *InsertAlt.Fragment*(F_A, *"Reject Claim"*, *"Close Claim"*) and *InsertCon.Fragment*(F_{C3}, *"Reject Claim"*, *"Close Claim"*) are in conflict because either an alternative or a concurrent fragment is inserted at the same position. This means that once one of the change operations has been chosen the other one becomes non-applicable. In the following, we first provide a concept for dependencies and conflicts of change operations and then proceed to conflict resolution.

3 Dependencies and Conflicts of Change Operations

In this section, we establish the notions of dependencies and conflicts of change operations and discuss how to compute them. We first formalize change operations using graph transformations and then compute potential dependencies and conflicts of change operations.

3.1 Metamodel and Change Operations

Change operations can be formalized over a process model metamodel as has been done previously for other model transformation rules. We assume a business process model defined by the simplified metamodel shown in Figure 4 consisting of nodes connected by edges. Nodes can be *Actions* or *ControlNodes* or *Fragments*. *ControlNodes* contain Decision and Merge, Fork and Join, InitialNodes and FinalNodes. We assume that the metamodel is restricted by constraints and in particular that for *Actions*, only at most one incoming and outgoing edge is allowed. Fragments are an extension that allow us to represent a decomposition of the process model which can be computed using existing algorithms [26]. Fragments can be used for various analysis purposes such as control and data flow analysis but are also beneficial in the context of version management because they allow to detect and specify compound changes [16].

Each change operation c on a model V can be viewed as a model transformation rule which can be formalized as a typed attributed graph transformation rule [11,14,21] where the type graph represents the metamodel. A typed graph transformation rule $p : L \to R$ consists of a pair of typed instance graphs L, R such that the union is defined. A graph transformation step from a graph G to a graph H, denoted by $G \overset{p(o)}{\Longrightarrow} H$, is given by a graph homomorphism $o : L \cup R \to G \cup H$, called occurrence, such that the left hand side is embedded into G and the right hand side is embedded into H and precisely that part of G is deleted which is matched by elements of L not belonging to R, and, that part of H is added which is matched by elements new in R. For a rule p, an inverse rule p^{-1} can be constructed that inverts the transformation defined by p.

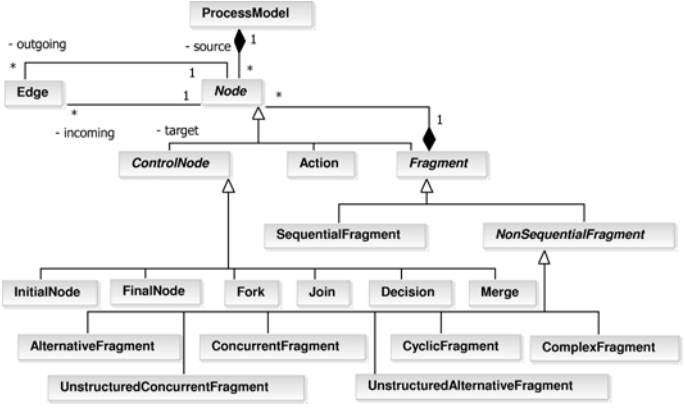

Fig. 4. Metamodel for process models

The change operations used in Figure 3 are specified as graph transformation rules in Figure 5. Here, new elements and deleted elements are visualized using dashed lines

and dotted lines, respectively. The *InsertAction* operation inserts a new *Action* between two existing nodes and also reconnects the process model such that it stays connected. For this purpose, the left hand side of the rule matches a fragment f and two nodes a and b connected by an edge e. It then creates a new *Action* x and a new edge $e2$ and redirects the target of the edge $e1$ to be the new *Action*. In a similar way, *DeleteAction* and *MoveAction* delete an action or move an action, respectively. Fragment operations are used for inserting, deleting or moving a fragment of the process model. Note that fragments can be concurrent fragments or alternative fragments or of a further type. Details about the fragment structure are left out here for simplification.

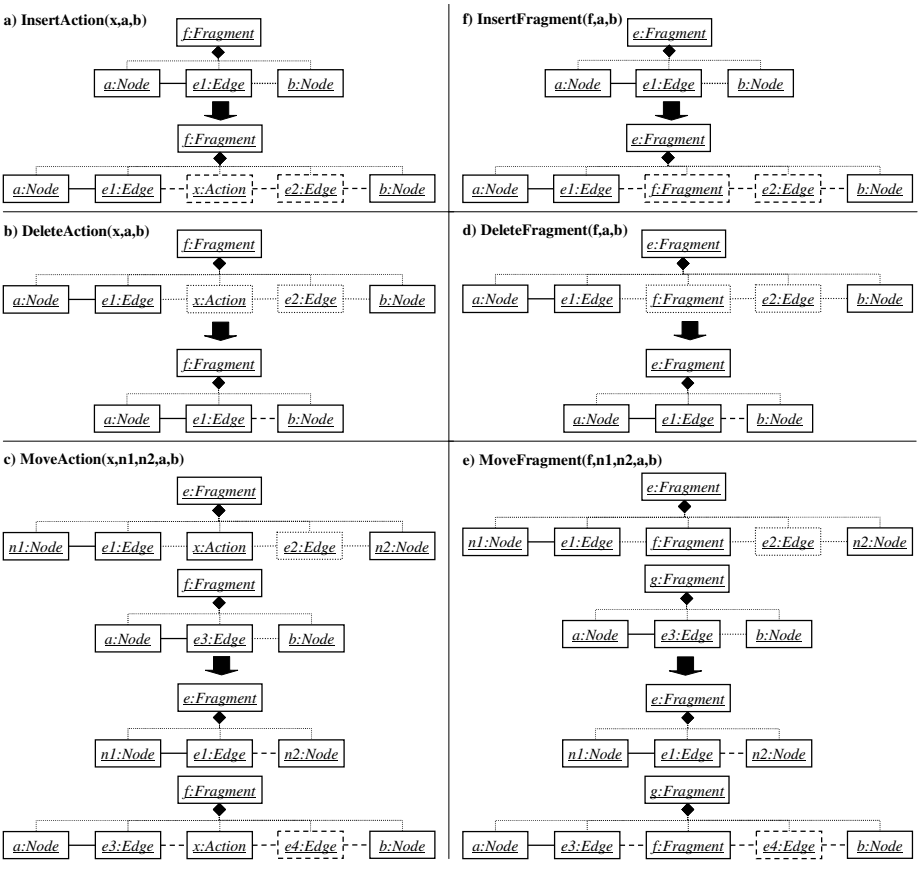

Fig. 5. Specification of operations dealing with Actions and Fragments

3.2 Dependencies and Conflicts of Changes

For graph transformation, dependencies and conflicts have been defined [5,10,21]: Formally, given a sequence of graph transformations $G \overset{p_1(o_1)}{\Longrightarrow} H_1 \overset{p_2(o_2)}{\Longrightarrow} X$, $H_1 \overset{p_2(o_2)}{\Longrightarrow} X$ is *(weakly sequential) independent* of $G \overset{p_1(o_1)}{\Longrightarrow} H_1$ if the occurrence $o_2(L_2)$ is already

present before the application of p_1. This is the case if $o_2(L_2)$ does not overlap with objects created by p_1. If in addition p_2 does not delete objects that are needed for the application of p_1, then p_1 and p_2 can be exchanged and are called sequentially independent.

Formally, given two graph transformations $G \overset{p_1(o_1)}{\Longrightarrow} H_1$ and $G \overset{p_2(o_2)}{\Longrightarrow} H_2$, $G \overset{p_1(o_1)}{\Longrightarrow} H_1$ is *(weakly parallel) independent* of $G \overset{p_2(o_2)}{\Longrightarrow} H_2$ if the occurrence $o_1(L_1)$ of the left-hand side of p_1 is preserved by the application of p_2. This is the case if $o_1(L_1)$ does not overlap with objects that are deleted by p_2. If the two transformations are mutually independent, they can be applied in any order yielding the same result. In this case we speak of *parallel independence*. Otherwise, if one of two alternative transformations is not independent of the second, the second will disable the first. In this case, the two steps are *in conflict*. According to the Local Church Rosser Theorem [5][1], parallel independence of two transformation steps induces their sequential independence and vice versa (with adapted occurrences).

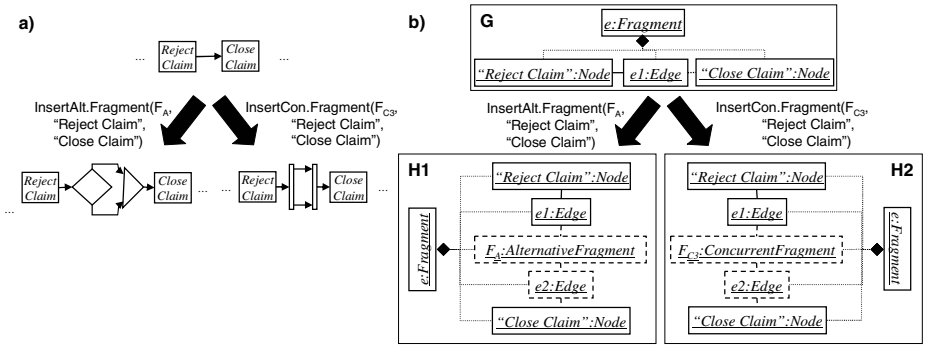

Fig. 6. A conflict between two changes

Often, we are not only interested to know whether two particular transformation steps are parallel or sequentially independent but also whether two transformation rules are parallel or sequentially independent. Related work (e.g. [10]) already discusses the notion of *potential* conflicts and dependencies. Given two rules p_1, p_2, a potential conflict or dependency occurs if there exist transformation steps such that a conflict or sequential dependency occurs. Given two rules p_1 and p_2, the computation of potential conflicts and dependencies can be done using critical pairs. A critical pair is a pair of transformation steps $H_1 \overset{p_1(o_1)}{\Longleftarrow} G \overset{p_2(o_2)}{\Longrightarrow} H_2$ which are in conflict and with the property that G is minimal.

Critical pairs of two rules p_1 and p_2 can be computed by overlapping the left hand sides of p_1 and p_2 in all possible ways such that there exists at least one object that is deleted by one of the rules and both rules are applicable. Figure 6 a) shows two conflicting changes in concrete syntax from our example and Figure 6 b) shows the

[1] The Local Church Rosser Theorem has been proven for typed attributed graph transformation in [8].

critical pair for this situation. Here, both changes insert a fragment at the same position in G. If one of the changes is applied, the other one will not be applicable anymore.

In the following, we discuss the results of critical pair analysis obtained for the different scenarios. In the single-user scenario it is important to know which changes can be independently rejected/confirmed. This can be achieved by studying compound operations for sequential independence. The idea is here to determine when compound operations are sequentially independent based on the parameters they have. As an example, an *InsertFragment* operation followed by an *InsertAction* operation into the fragment leads to a dependency. This means that if the *InsertFragment* operation is rejected, also the (dependent) *InsertAction* operation needs to be rejected.

In order to compute the sequential dependencies between compound changes, given two rules p_1 and p_2, we compute critical pairs of p_1 and p_2^{-1} and p_1^{-1} and p_2 [10]. The critical pairs obtained are then encoded by specifying conditions on the parameters of the operations and captured in a dependency matrix[2]. An excerpt of the dependency matrix is shown in Figure 7 (a)[3] specifying dependent configurations for *InsertAction* operations. For example, $\mathit{InsertAction}(X1, A, B)$ and $\mathit{InsertFragment}(F2, C, D)$ are sequentially dependent if $C = X1 \vee D = X1$.

In the multi-user scenario, given two rules p_1 and p_2, we compute the critical pairs of p_1 and p_2 for all combinations of change operations. Critical pairs obtained are then encoded by specifying conditions on the parameters of p_1 and p_2, partially shown in a conflict matrix in Figure 7 (b)[5] for our *InsertAction* operations.

(a) Sequential Dependencies	InsertAction (X2,C,D)	DeleteAction (X2,C,D)	MoveAction (X2,oQ,oT,nQ,nT)	InsertFragment (F2,C,D)
InsertAction (X1,A,B)	[IA(X1), IA(X2)]: C = X1 v D = X1	[IA(X1), DA(X2)]: X2 = X1 v (D = X1 & X2 = A) v (C = X1 & X2 = B)	[IA(X1), MA(X2)]: (nQ = A & nT = X1) v (nQ = X1 & nT = B) v (X2 = A & oT = B) v (oQ = X1 & X2 = B) v (oQ=A & X2=X1 & oT=B)	[IA(X1), IF(F2)]: C = X1 v D = X1

(b) Conflicts	InsertAction (X2,C,D)	DeleteAction (X2,C,D)	MoveAction (X2,oQ,oT,nQ,nT)	InsertFragment (F2,C,D)
InsertAction (X1,A,B)	(C = A & D = B)	(C = A & X2 = B) v (X2 = A & D = B)	(nQ = A & nT = B) v (X2 = A & oT = B) v (oQ = A & X2 = B)	(C = A & D = B)

Fig. 7. Configurations of compound operations that lead to sequential dependencies **(a)** and conflicts **(b)**

4 Dependencies and Conflicts of Change Sequences

Until now we have studied dependencies and conflicts of change operations in isolation. We now extend our concept of dependencies and conflicts to change sequences in order to deal with change logs as introduced above.

[2] We used the AGG tool [25] to partially compute and validate the entries of the matrices. However, AGG does currently not support inheritance in the type graph which required a simplification of rules.

[3] The complete dependency and conflict matrices are given in [15].

4.1 Dependencies of Change Sequences

For the following discussion, we assume that a change sequence $\Delta = \langle t_1(o_1), .., t_n(o_n)\rangle$ consists of a sequence of transformation steps t_i at an occurrence o_i such that the transformation $G = S_0 \overset{t_1(o_1)}{\Longrightarrow} S_1..S_{n-1} \overset{t_n(o_n)}{\Longrightarrow} S_n = H$ exists. Informally, a change sequence Δ can be considered as a concatenation of model transformations and represents a change log as introduced before. As a shorthand, we also write $\Delta = \langle t_1, .., t_n\rangle$.

Given a change sequence $\Delta = \langle t_1, .., t_n\rangle$, we are interested in sequential dependencies because these are the changes that cannot be resolved in any order. Potential dependencies that can occur between two changes have been captured in the dependency matrix, shown partially in Figure 7. Based on this, a given change sequence $\Delta = \langle t_1, .., t_n\rangle$ can be broken up into subsequences c_i such that the following holds:

- each subsequence c_i consists of a sequence of change operations $t_i \in \Delta$, i.e. $c_k = \langle t_l, .., t_r\rangle$ with the property that t_i is not dependent of any change operation not contained in c_k, and
- for two subsequences c_k and c_l, the change operations contained are disjoint.

These subsequences can be computed as follows: Given a Δ, we compute for each pair of compound changes t_i and t_j sequential dependencies. Thereby we check whether operations t_i and t_j with their concrete parameters form a critical pair according to the dependency matrix given in [15]. If t_i and t_j are dependent, they belong to the same subsequence.

The dependency matrix can only indicate a sequential dependency between two operations whose signatures overlap. There are cases where a sequential dependency exists and signatures do not overlap. These dependencies will be detected in a transitive way. For instance, the sequential dependency of *InsertAction*(*"Calc. Loss Amount"*, $Fork^1_{FC5}$, $Join^1_{FC5}$) on *InsertConcurrentFragment*(F_{C4}, *"Settle Claim"*, $Merge^1$) (fragment F_{C4}) will be detected transitively since the insertion of the action *"Calc. Loss Amount"* is dependent on *InsertConcurrentFragment*(F_{C5}, $Fork^2_{FC4}$, $Join^2_{FC4}$) (fragment F_{C5}) which is in turn dependent on the insertion of fragment F_{C4}.

In the end, each t_i belongs to exactly one subsequence and the operations in different subsequences are sequentially independent. According to the Local Church Rosser Theorem this induces parallel independence for operations in disjoint subsequences as well.

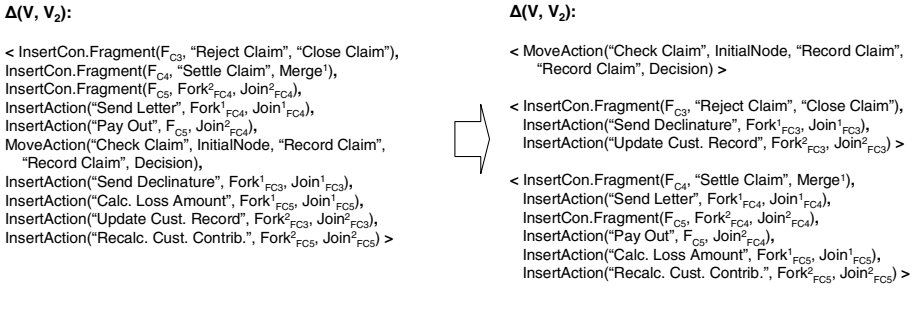

Fig. 8. Independent subsequences in $\Delta(V, V_2)$

Figure 8 shows the sequence of changes applied on our example model V in order to obtain V_2 and the decomposition of these changes into parallel independent subsequences. The parallel independent subsequences for change sequences are important for several reasons: firstly, they show which changes are dependent which is important for the single-user scenario. Secondly, for the multi-user scenario, the parallel independent subsequences will be used for computing conflicts.

4.2 Conflicts of Change Sequences

Given two change sequences $\Delta_1 = \langle t_1, .., t_n \rangle$ and $\Delta_2 = \langle s_1, .., s_m \rangle$, we first compute the parallel independent subsequences of each change sequence as described previously. Given two subsequences $c_k = \langle t_i, ..t_j \rangle \in \Delta_1$ and $d_l = \langle s_m, .., s_n \rangle \in \Delta_2$ we are then interested in conflicts because these must be taken into account when rejecting or accepting changes in the multi-user scenario.

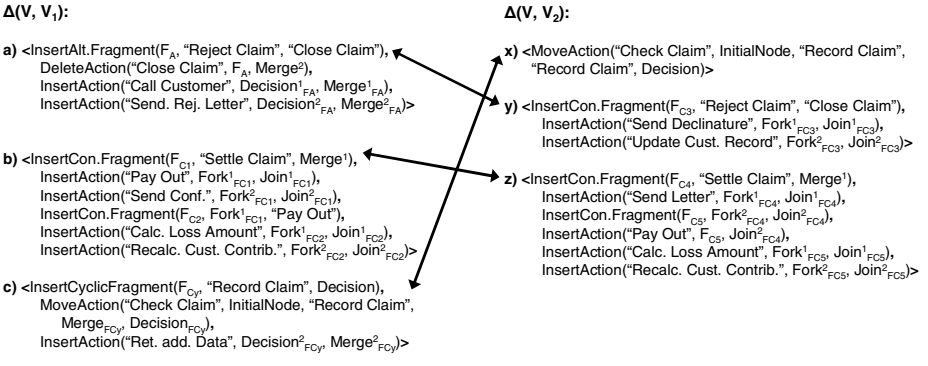

Fig. 9. Computation of conflicts between subsequences of change sequences

Conflicts can be computed based on the results of critical pair analysis which determines potential conflicts, shown partially in Figure 7. For computation of conflicts, the operations in two change sequences are analyzed pairwise for conflicts. Figure 9 shows the result of this computation for our example. Here, three conflicts occur, indicated by the arrows. Once conflicts have been determined, conflicts need to be resolved. For this, different options exist that will be discussed in the next section.

After resolving a conflict between c_k and d_l, new conflicts between Δ_1 and Δ_2 can occur. For identifying these, we recompute conflicts after each conflict resolution. Optimizations of this procedure where recomputation of conflicts is restricted to certain subsequences is left for future work. Resolving a conflict can also lead to less conflicts if an operation together with its subsequence is rejected and its dependent operations also become non-applicable. In the following section, we will elaborate on conflict resolution.

5 Conflict Resolution

In this section, we discuss the different options for conflict resolution. For the following discussion, we assume that two change sequences Δ_1 and Δ_2 exist that have been

divided into parallel independent subsequences as previously explained. For a given conflict, conflict resolution can consist of (at least) the following choices:

- *selection of the subsequence to adopt*, meaning that the complete other subsequence is discarded and not considered further,
- performing a *combination of the two operations or unifying the two operations*. The operations in conflict have a similar type or are structurally very similar. In such a case, the conflict can be resolved by performing one operation and establishing a mapping between the elements used. If the operations cannot be unified directly, i.e. one operation inserts a fragment with six branches, the other one with only two branches, then a common superset or subset can be chosen.
- *both operations are performed* by modifying one or both operations, leading e.g. to a sequential or parallel insertion of fragments or actions.

The choice which type of conflict resolution to adopt is made by the user, usually based on his or her domain knowledge of the models, and cannot be automated.

In many cases, the decision about conflict resolution influences the change operations that are dependent on the conflicting operations. In the case of combination using unification, the parameters of the dependent operations have to be recomputed by replacing the unified parameters of the conflicting operations. In the case of a combination by introducing a new operation, this also yields to recomputation of parameters.

In the case that one of the two subsequences is adopted and the other one is discarded, it is important to know about possible conflicts that occur within the adopted subsequence. By adoption, all the operations inside the subsequence will also be adopted, meaning that in case of a conflict this type of conflict resolution will be chosen for contained operations as well.

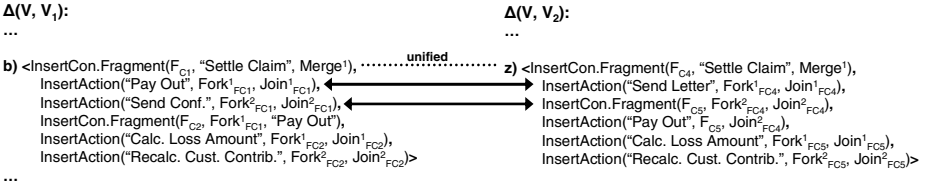

Fig. 10. Unification of two conflicts

In our example, a conflict which is likely to be resolved by a unification is the conflict between subsequence b) and z) shown in Figure 10. After the unification of *InsertCon.Fragment*$(F_{C1}, ...)$ and *InsertCon.Fragment*$(F_{C4}, ...)$ the parameters and conflicts for the changes that are dependent on the unified changes are recomputed. In this case, F_{C1} and F_{C4} are unified as well as the nodes $Fork_{FC1}$ and $Fork_{FC4}$ and $Join_{FC1}$ and $Join_{FC4}$. This leads to two additional conflicts between *InsertAction*$(Pay\ Out, ...)$ and *InsertAction*$(Send\ Letter, ...)$ as well as *InsertAction*$(Send\ Conf., ...)$ and *InsertCon.Fragment*$(F_{C5}, ...)$, because due to the unification the dependent changes are now applied in the same concurrent fragment and their parameters overlap.

Conflict resolution entails the application of one or both conflicting, possibly modified or adapted, change operations. After this, conflicts between the following operations are recomputed and displayed to the modeler, leading to a iterative resolution process.

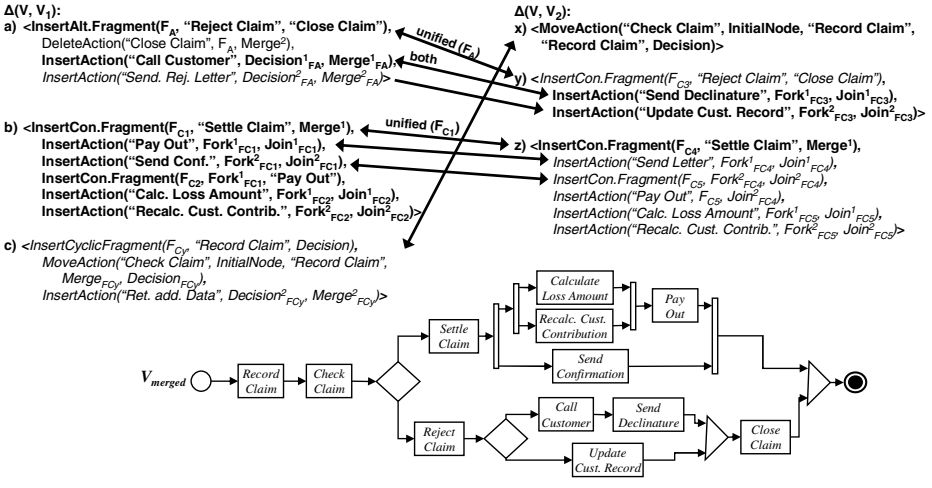

Fig. 11. A possible merged process model based on V and the modifications made in V_1 and V_2

Figure 11 illustrates one possible resulting process model V_{merged} based on the modifications made in V_1 and V_2. In order to visualize the conflict resolution process, applied compound changes are printed in bold letters and rejected changes in italic letters. We start the conflict resolution by unifying the conflict between subsequence a) and y) and applied $InsertAlt.Fragment(F_A, ...)$ on model V. By the unification, all occurrences of $Fork^*_{FC3}$ and $Join^*_{FC3}$ in the signatures of the remaining operations are substituted by $Decision^*_{FA}$ and $Merge^*_{FA}$. Thereby, two new conflicts between the *InsertAction* operations in subsequence a) and y) arise. In case of the conflict between $InsertAction("Call\ Customer", ...)$ and $InsertAction("Send\ Declinature", ...)$, we select both operations for application, leading to a sequential insertion of the two actions. In the other case, we apply $InsertAction("Update\ Cust.\ Record", ...)$ and reject $InsertAction("Send\ Rej.\ Letter", ...)$. Finally, we apply $DeleteAction("Close\ Claim", ...)$. Further, we resolve the conflict between b) and z) by unification as described previously and then apply only operations in b). For the resolution of the conflict between subsequence c) and x), we decide to adopt only subsequence x) and rejected all operations contained in subsequence c). This example shows that using our approach it is possible to resolve conflicts between change sequences in an iterative way with minimal manual intervention such that a consolidated process model is constructed.

6 Tool Support and Evaluation

In this section, we report on tool support and evaluation of our approach. The dependency and conflict detection approach has been implemented as a prototype for IBM

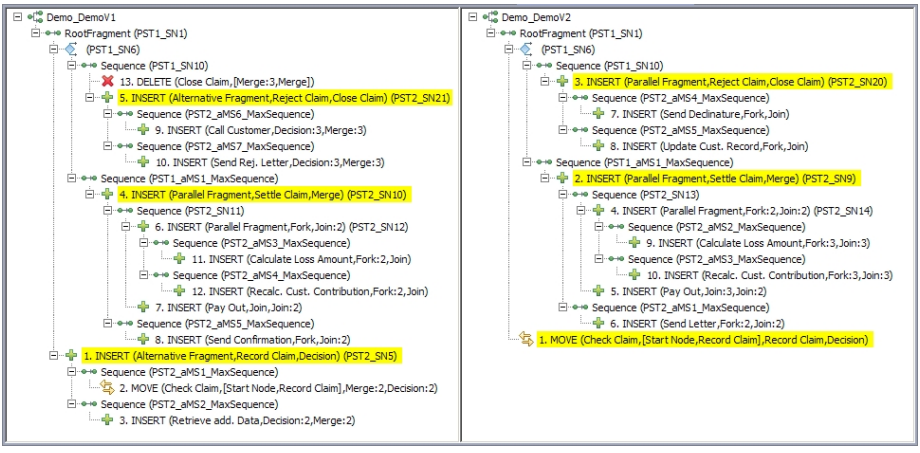

Fig. 12. Business Process Merging Prototype in the IBM WebSphere Business Modeler

WebSphere Business Modeler. Figure 12 shows a screenshot of the extension with the example and computed conflicts.

One goal of our evaluation was to show that our approach leads to less conflicts and dependencies than an approach relying on elementary change operations. Another goal was to show that our approach then also leads to less required user intervention than an approach based on elementary operations. Figure 13 provides an overview of our results. Detailed results of our evaluation and the case study can be found in [15].

	Elementary Changes		**Compound Changes**	
	Δ(V, V1)	**Δ(V, V2)**	**Δ(V, V1)**	**Δ(V, V2)**
# of Change Operations	42	33	13	10
# of Dependencies	45	36	10	7
# of initial Conflicts	23		3	
# of Work Units for Sample Resolution	22		7	

Fig. 13. Evaluation results for approaches based on elementary and compound operations

We can distinguish between application of operations, conflict examination and conflict resolution. On average, the number of elementary operations is three times the number of compound operations which means that for application of operations the user intervention triples (unless further optimizations are implemented for the elementary operations). The relation of conflicts for the elementary and compound operations cannot be estimated. In our example, we obtain the number of conflicts as indicated in the table. The user intervention required for conflict resolution depends on the support given by the modeling tool. In [15] we give a detailed comparison of the required user intervention for one conflict resolution example. The results of this (measured in work units, see Figure 13) show that the user intervention again almost triples.

Our evaluation has also shown that compound operations can be used to realize advanced functionality such as change operation unification which is difficult to realize for elementary operations, unless they are grouped again to compound operations. In addition, compound operations enable to always create a connected and well-formed model during conflict resolution whereas using elementary operations elements often have to be reconnected manually.

7 Related Work

Mens et al. [21] analyze refactorings for structural conflicts using critical pair analysis. They first express refactorings as graph transformations and then detect conflicts using the AGG tool [25]. Hausmann et al. [10] analyze functional requirements in a use-case driven software development approach for conflicts and dependencies. Further approaches including critical pair analysis include work by Mens et al. [20] for transformation dependency analysis. Lambers et al. [17] study rule sequences and formulate sufficient criteria for their applicability. All of these approaches are similar to ours with regards to the analysis of syntactic conflicts and dependencies and the formalization using graph transformation. However, there are also differences: Firstly, we analyze process model refactorings and elaborate on breaking up change sequences into independent ones. Further, our analysis is performed after the changes have been made for resolving conflicts whereas in the related work conflicts should be avoided up front.

Another area of related work is concerned with model composition and model versioning. Alanen and Porres [2] describe an algorithm how to compute elementary change operations in a similar setting as ours. Kolovos et al. [13] describe the Epsilon merging language which can be used to specify how models should be merged. Kelter et al. [12] present a generic model differencing algorithm. All these approaches aim at providing generic support for merging different models but do not focus on dependencies and conflicts of change operations. In contrast to these approaches, we provide a selection of conflict resolution techniques which is language-specific to process models, showing that there is a need for these domain-specific approach to dependency and conflict detection. As such, our approach can be categorized as an operation-based, tree-based and syntactic approach to software merging [19]. In the IBM Rational Software Architect [18] or using the EMF Compare technology [7], dependencies and conflicts between versions are computed based on elementary changes. The underlying conflict analysis can be customized by self-defined algorithms which can make use of our approach for establishing a conflict and a dependency matrix.

Cicchetti et al. [4] have recently proposed a metamodel for representing conflicts which can be used for specifying both syntactic as well as semantic conflicts. One key difference to our work is that we do not specify conflicts for compound operations but we compute them by using the critical pair approach. Finally, within the process modeling community, Dijkman [6] has categorized differences of process models in the context of process integration where models do not originate from a common source model. Rinderle et al. [24] have studied disjoint and overlapping process model changes in the context of the problem of migrating process instances but have not considered dependencies and conflicts between change sequences and different forms of conflict resolution.

8 Conclusion and Future Work

When modeling in a distributed environment, changes performed on models can be conflicting or sequentially dependent. In order to consolidate different models, conflicting changes must be computed and manually resolved. In this paper, we have shown how change operations can be analyzed for conflicts and dependencies. Based on this, we presented an approach for breaking up a sequence of change operations into subsequences such that change operations from different subsequences are independent. Our approach allows to make dependencies explicit and resolve conflicts in a versioning scenario with special language-specific conflict resolution choices. Our evaluation has shown that our approach leads to less user interaction than using elementary change operations.

There are several directions for future work: Firstly, we would like to validate our approach also for other behavioral models such as statecharts where compound change operations need to be designed and then analyzed for conflicts and dependencies in a similar way. Another area of future work is to take into account the semantics of process models in order to be able to identify those syntactic conflicts which do not represent a semantic conflict.

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