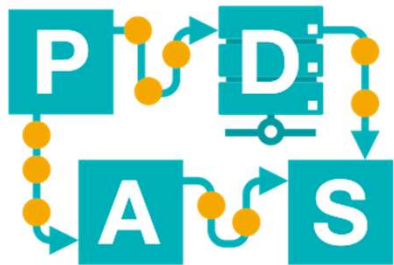


Business Process Intelligence (BPI) course

ILP-Miner, Inductive Miner

Nina Graves

BPI-Instruction 6



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Language-based regions



Language

Question 1

Create the inequation system

$$c \cdot \mathbf{1} + A' \cdot x - A \cdot y \geq 0$$

for the following logs:

a) $L = [\langle a, c, d \rangle, \langle b, c, e \rangle]$

b) $L = [\langle a, b, d, e \rangle, \langle a, c, d, e \rangle, \langle a, d, b, e \rangle, \langle a, d, c, e \rangle]$

Language

Solution Q1

a) $L = [\langle a, c, d \rangle, \langle b, c, e \rangle]$

$$c \cdot \mathbf{1} + A' \cdot x - A \cdot y \geq 0$$

transition occurrences including the last activity

$$A = \begin{matrix} & a & b & c & d & e \\ \langle a \rangle & 1 & 0 & 0 & 0 & 0 \\ \langle b \rangle & 0 & 1 & 0 & 0 & 0 \\ \langle a, c \rangle & 1 & 0 & 1 & 0 & 0 \\ \langle b, c \rangle & 0 & 1 & 1 & 0 & 0 \\ \langle a, c, d \rangle & 1 & 0 & 1 & 1 & 0 \\ \langle b, c, e \rangle & 0 & 1 & 1 & 0 & 1 \end{matrix}$$

transition occurrences before the last activity

$$A' = \begin{matrix} & a & b & c & d & e \\ \langle a \rangle & 0 & 0 & 0 & 0 & 0 \\ \langle b \rangle & 0 & 0 & 0 & 0 & 0 \\ \langle a, c \rangle & 1 & 0 & 0 & 0 & 0 \\ \langle b, c \rangle & 0 & 1 & 0 & 0 & 0 \\ \langle a, c, d \rangle & 1 & 0 & 1 & 0 & 0 \\ \langle b, c, e \rangle & 0 & 1 & 1 & 0 & 0 \end{matrix}$$

Language

Solution Q1

a) $L = [\langle a, c, d \rangle, \langle b, c, e \rangle]$

$$c \cdot \mathbf{1} + A' \cdot x - A \cdot y \geq 0$$

$$\begin{array}{c} \text{Initial marking} \\ c \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} + \begin{pmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix} \cdot \begin{pmatrix} x_a \\ x_b \\ x_c \\ x_d \\ x_e \end{pmatrix} - \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} y_a \\ y_b \\ y_c \\ y_d \\ y_e \end{pmatrix} \geq \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \\ \begin{array}{c} \text{transition occurrences before the last activity} \end{array} \qquad \begin{array}{c} \text{Incoming transitions} \qquad \text{transition occurrences including the last activity} \qquad \text{outgoing transitions} \qquad \text{the place has no negative tokens} \end{array} \end{array}$$



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Language

Solution Q1

a) $L = [\langle a, c, d \rangle, \langle b, c, e \rangle]$

$$c - y_a \geq 0$$

$$c - y_b \geq 0$$

$$c + x_a - y_a - y_c \geq 0$$

$$c + x_b - y_b - y_c \geq 0$$

$$c + x_a + x_c - y_a - y_c - y_d \geq 0$$

$$c + x_b + x_c - y_b - y_c - y_e \geq 0$$

Every valid solution
corresponds to a
feasible place!

Language

Solution Q1

b) $L = [\langle a, b, d, e \rangle, \langle a, c, d, e \rangle, \langle a, d, b, e \rangle, \langle a, d, c, e \rangle]$

$$A = \begin{matrix} & \begin{matrix} a & b & c & d & e \end{matrix} \\ \begin{matrix} \langle a \rangle \\ \langle a, b \rangle \\ \langle a, c \rangle \\ \langle a, d \rangle \\ \langle a, b, d \rangle \\ \langle a, c, d \rangle \\ \langle a, d, b \rangle \\ \langle a, d, c \rangle \\ \langle a, b, d, e \rangle \\ \langle a, c, d, e \rangle \\ \langle a, d, b, e \rangle \\ \langle a, d, c, e \rangle \end{matrix} & \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 \end{pmatrix} \end{matrix}$$

$$A' = \begin{matrix} & \begin{matrix} a & b & c & d & e \end{matrix} \\ \begin{matrix} \langle a \rangle \\ \langle a, b \rangle \\ \langle a, c \rangle \\ \langle a, d \rangle \\ \langle a, b, d \rangle \\ \langle a, c, d \rangle \\ \langle a, d, b \rangle \\ \langle a, d, c \rangle \\ \langle a, b, d, e \rangle \\ \langle a, c, d, e \rangle \\ \langle a, d, b, e \rangle \\ \langle a, d, c, e \rangle \end{matrix} & \begin{pmatrix} 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \end{pmatrix} \end{matrix}$$

Language

Solution Q1

b) $L = [\langle a, b, d, e \rangle, \langle a, c, d, e \rangle, \langle a, d, b, e \rangle, \langle a, d, c, e \rangle]$

$$c \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} + \begin{pmatrix} 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} x_a \\ x_b \\ x_c \\ x_d \\ x_e \end{pmatrix} - \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 \end{pmatrix} \cdot \begin{pmatrix} y_a \\ y_b \\ y_c \\ y_d \\ y_e \end{pmatrix} \geq \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

Language

Solution Q1

b) $L = [\langle a, b, d, e \rangle, \langle a, c, d, e \rangle, \langle a, d, b, e \rangle, \langle a, d, c, e \rangle]$

$$c - y_a \geq 0$$

$$c + x_a - y_a - y_b \geq 0$$

$$c + x_a - y_a - y_c \geq 0$$

$$c + x_a - y_a - y_d \geq 0$$

$$c + x_a + x_b - y_a - y_b - y_d \geq 0$$

$$c + x_a + x_c - y_a - y_c - y_d \geq 0$$

$$c + x_a + x_d - y_a - y_b - y_d \geq 0$$

$$c + x_a + x_d - y_a - y_c - y_d \geq 0$$

$$c + x_a + x_b + x_d - y_a - y_b - y_d - y_e \geq 0$$

$$c + x_a + x_c + x_d - y_a - y_c - y_d - y_e \geq 0$$

$$c + x_a + x_b + x_d - y_a - y_b - y_d - y_e \geq 0$$

$$c + x_a + x_c + x_d - y_a - y_c - y_d - y_e \geq 0$$



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Language-based Regions

Question 2

Consider the following solutions to an inequation system

$$c \cdot \mathbf{1} + A' \cdot x - A \cdot y \geq 0$$

and give the corresponding places:

a) $c=1, x_a=0, x_b=0, x_c=1, y_a=1, y_b=0, y_c=1$

b) $c=2, x_a=0, x_b=0, x_c=0, y_a=1, y_b=0, y_c=1$

Language-based Regions

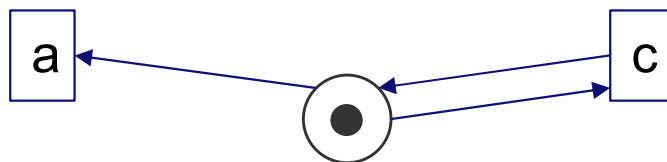
Solution Q2

Consider the following solutions to an inequation system

$$c \cdot \mathbf{1} + A' \cdot x - A \cdot y \geq 0$$

and give the corresponding places:

a) $c=1, x_a=0, x_b=0, x_c=1, y_a=1, y_b=0, y_c=1$



b, d are not connected to the place

Bonus question: Can this place ever be part of a sound workflow net?

Language-based Regions

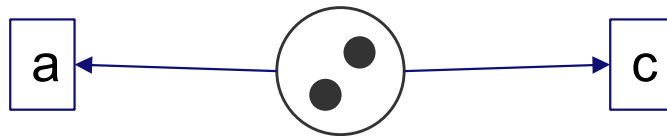
Solution Q2

Consider the following solutions to an inequation system

$$c \cdot \mathbf{1} + A' \cdot x - A \cdot y \geq 0$$

and give the corresponding places:

b) $c=2, x_a=0, x_b=0, x_c=0, y_a=1, y_b=0, y_c=1$



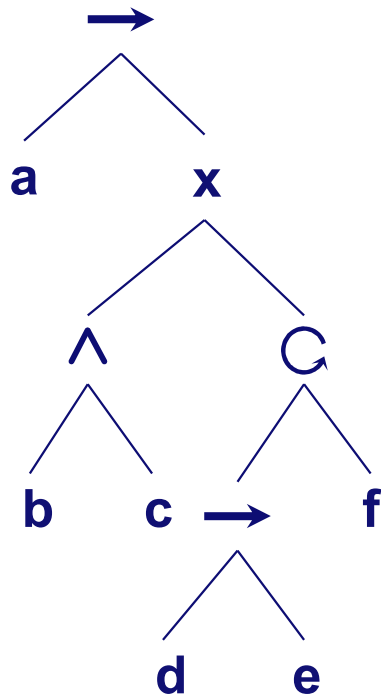
b is not connected to the place

Inductive Miner Questions



Inductive Miner

Question 1



Consider the process tree on the left.

- a) *Is the following trace in accordance with the model?
Explain your answer.*

$$\sigma = \langle a, c, b, e, d \rangle$$

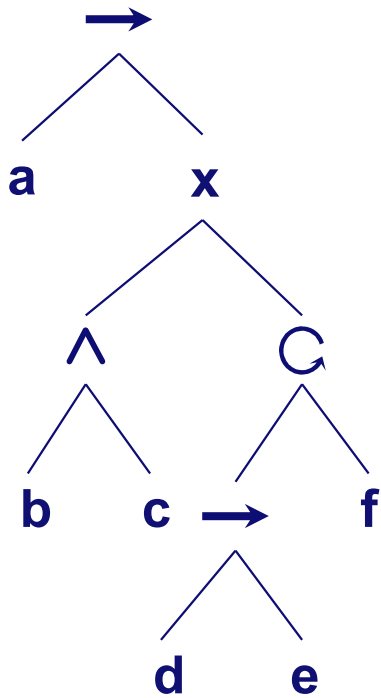
- b) *Is the following trace in accordance with the model?
Explain your answer.*

$$\sigma = \langle a, d, e, f, d, e, f \rangle$$

- c) *Provide two traces described by the model.*
d) *Convert the process tree into a petri net.*

Inductive Miner

Solution Q1 a-c)



a) No, valid traces must either contain b and c or d and e . Also, d must be performed before e .

b) No, the loop must always end with the “do” part.

c) The model describes the following three traces (among others):

$$\sigma_1 = \langle a, b, c \rangle$$

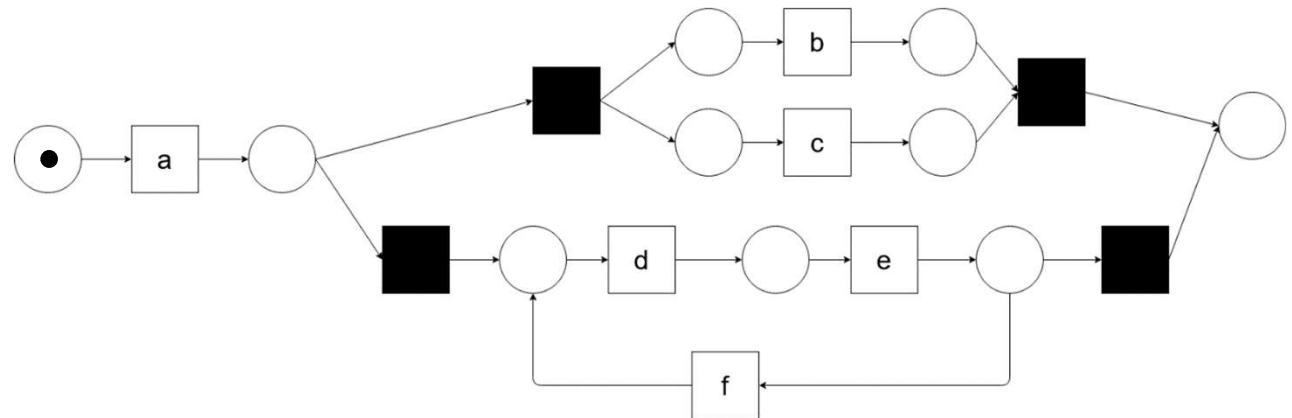
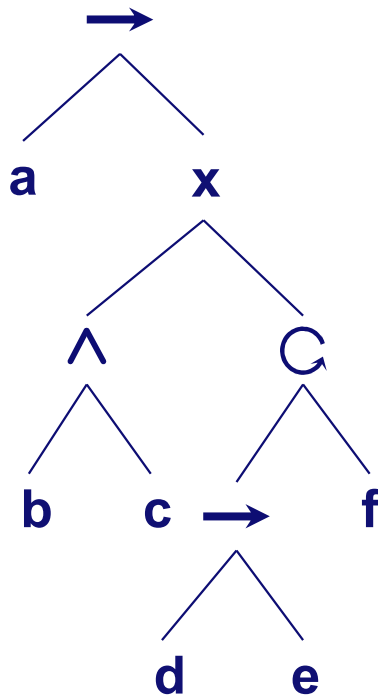
$$\sigma_2 = \langle a, d, e, \rangle$$

$$\sigma_3 = \langle a, d, e, f, d, e, f, d, e \rangle$$

Inductive Miner

Solution Q1 d)

Convert the process tree to a Petri net.



Inductive Miner

Question 2

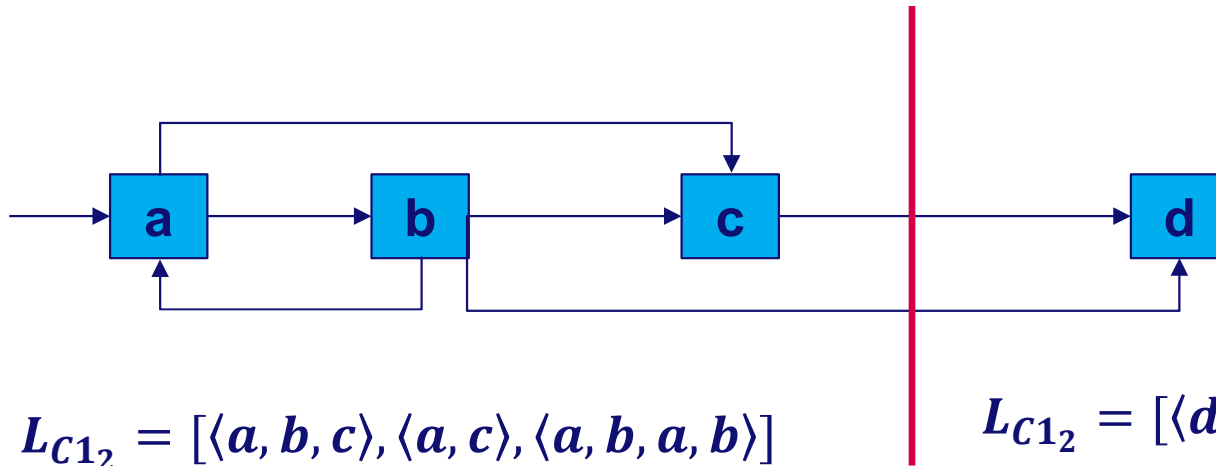
Consider the following event log and perform the inductive miner algorithm on it.

$$L = [\langle a, b, c, d \rangle, \langle a, c, d \rangle, \langle a, b, a, b, d \rangle]$$

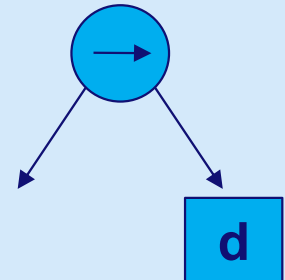
Inductive Miner

Solution Q2

$$L = [\langle a, b, c, d \rangle, \langle a, c, d \rangle, \langle a, b, a, b, d \rangle]$$



Process Tree

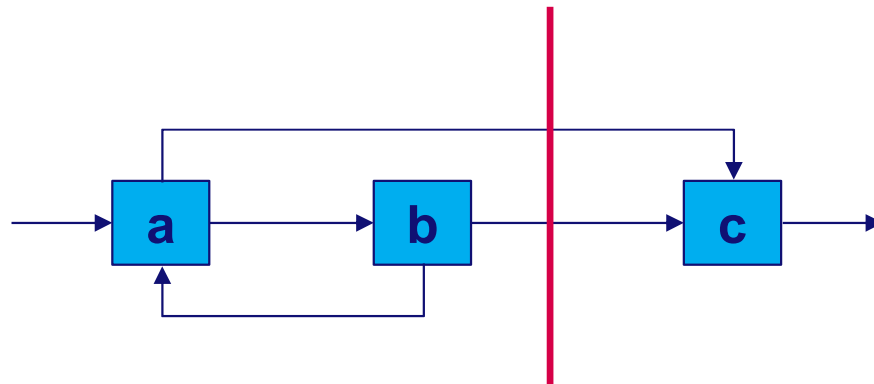


Base Case! Only entries of one type with max 1 activity.

Inductive Miner

Solution Q2

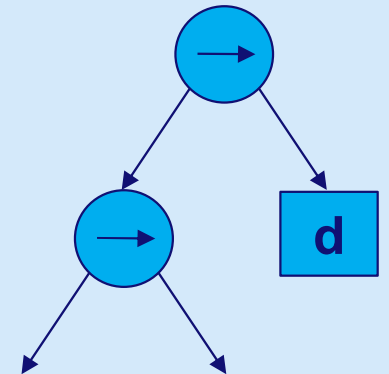
$$L_{C1_2} = [\langle a, b, c \rangle, \langle a, c \rangle, \langle a, b, a, b \rangle]$$



$$L_{C2_1} = [\langle a, b \rangle, \langle a \rangle, \langle a, b, a, b \rangle]$$

$$L_{C2_2} = [\langle c \rangle, \langle c \rangle, \langle \rangle]$$

Process Tree



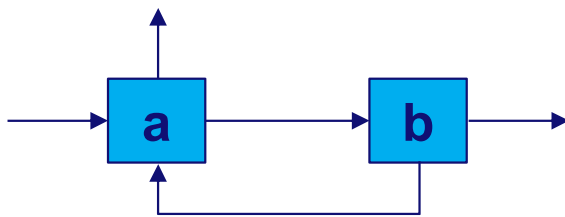
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Inductive Miner

Solution Q2

$$L_{C2_1} = [\langle a, b \rangle, \langle a \rangle, \langle a, b, a, b \rangle]$$



XOR: Arcs between both activities.

Sequence: End activities in both parts.

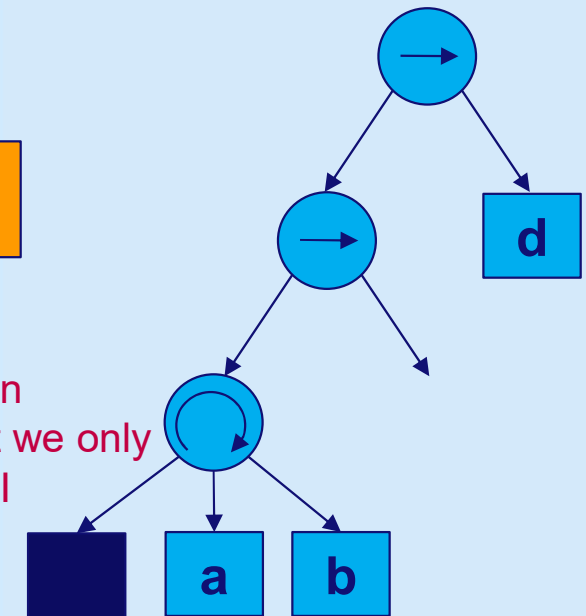
Parallel: *b* is not a start activity.

Loop: End activities in both partitions.

Fall through!

Can be modelled in different ways, but we only use this one in BPI

Process Tree



Inductive Miner

Solution Q2

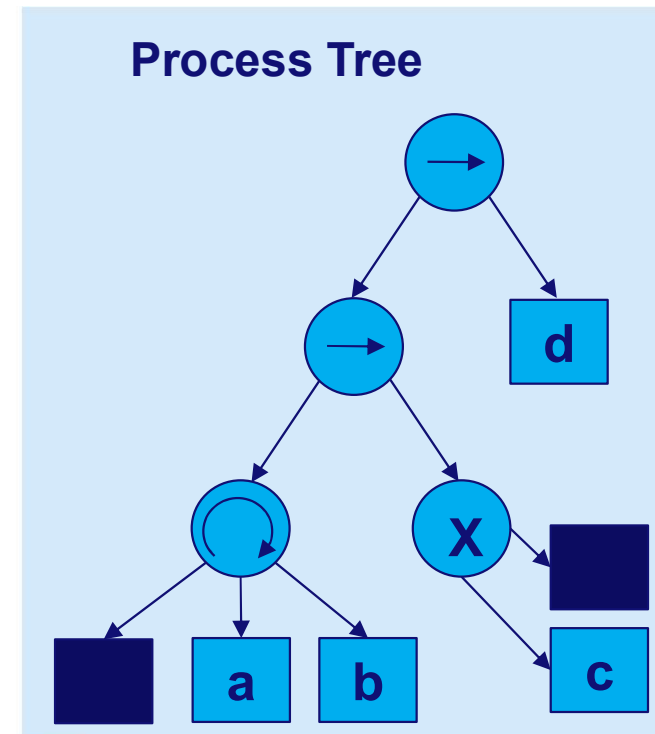
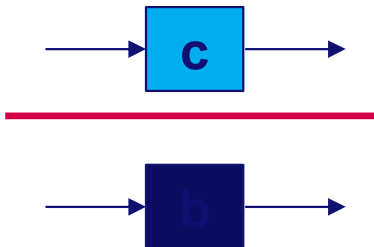
$$L_{C2_1} = [\langle c \rangle, \langle c \rangle, \langle \rangle]$$

Base Case! Only entries of one type with max 1 activity.

$$L_{C3_1} = [\langle c \rangle, \langle c \rangle]$$

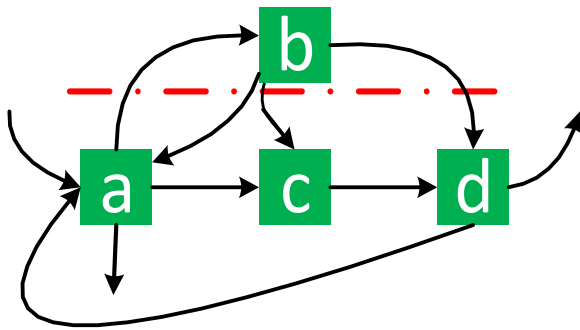
$$L_{C3_2} = [\langle \rangle, \langle \rangle, \langle \rangle]$$

Base Case! Only entries of one type with max 1 activity.



Inductive Miner

Question 3



Given the following event log and the corresponding directly follows graph:

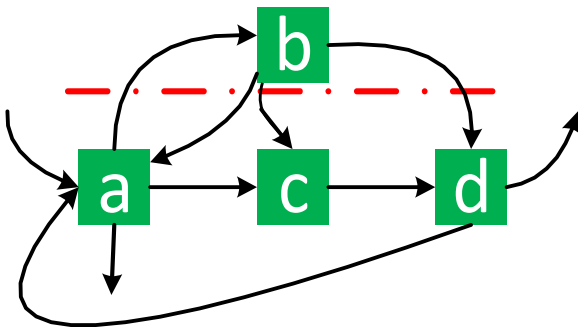
$$L = [\langle a, b, a, c, d \rangle, \langle a, b, c, d \rangle, \langle a, b, d, a \rangle]$$

Name the cut and make the projection on the event log.

Inductive Miner

Solution Q3

$$L = [\langle a, b, a, c, d \rangle, \langle a, b, c, d \rangle, \langle a, b, d, a \rangle]$$

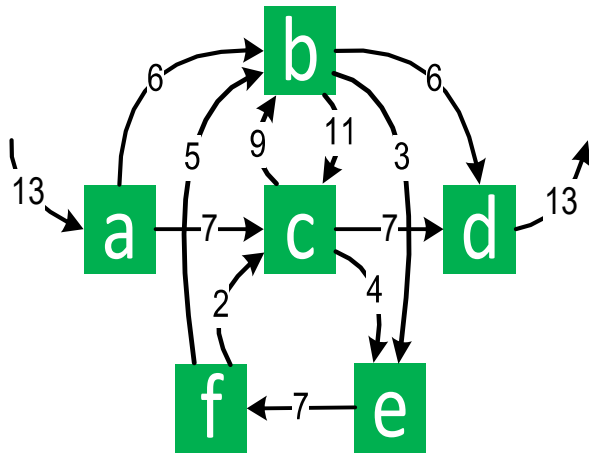


No Cut! → Fall through

(You do not need to know all fallthroughs or how to apply them. You do need to identify situations where a standard cut is not possible.)

Inductive Miner

Question 4



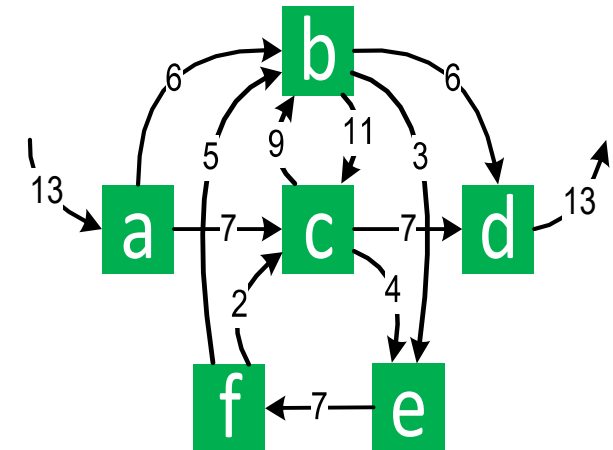
Execute the Inductive Miner on the given directly follows graph without log projections (i.e., re-use the partitions in the DFG for recursion without considering the log projections and re-drawing the DFG).

Give the resulting process tree.

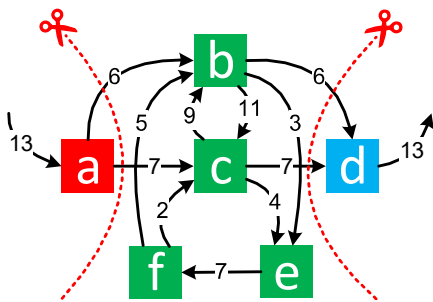
Inductive Miner

Solution Q4

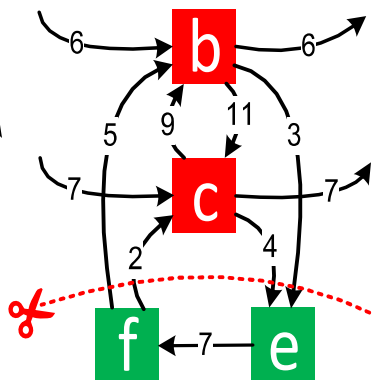
1. **Sequence cut:** $\rightarrow(\{a\}, \{b, c, f, e\}, \{d\})$
2. **Loop cut:** $\rightarrow(a, \oslash (\{b, c\}, \{f, e\}), d)$
3. **AND cut:** $\rightarrow(a, \oslash (\wedge (b, c)), \{f, e\}), d)$
4. **Sequence cut:** $\rightarrow(a, \oslash (\wedge (b, c)), \rightarrow (f, e), d)$



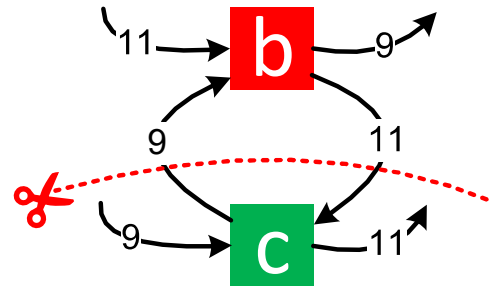
Sequence



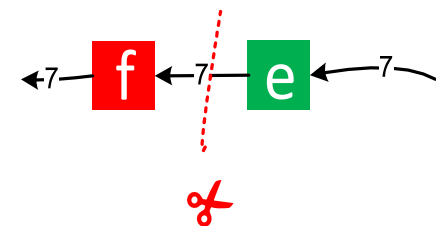
Loop



And

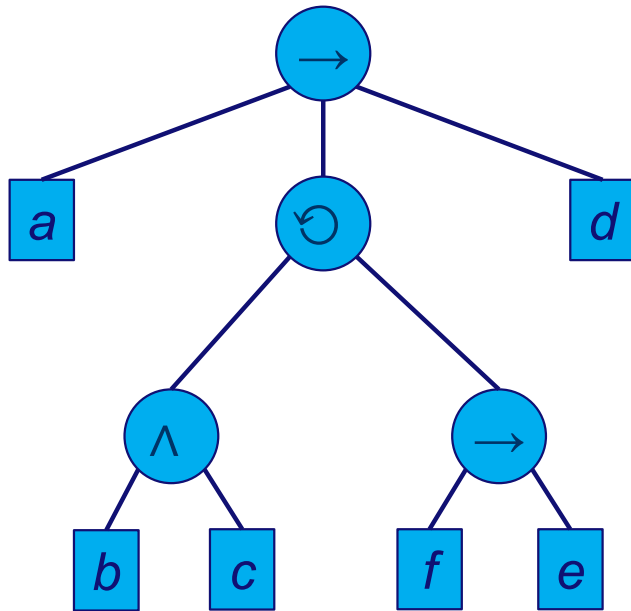


Sequence



Inductive Miner

Solution Q4



Sequence cut: $\rightarrow(\{a\}, \{b, c, f, e\}, \{d\})$

Loop cut: $\rightarrow(a, \oslash (\{b, c\}, \{f, e\}), d)$

AND cut: $\rightarrow(a, \oslash (\wedge (b, c), \{f, e\}), d)$

Sequence cut: $\rightarrow(a, \oslash (\wedge (b, c), \rightarrow (f, e)), d)$



$\rightarrow(a, \oslash (\wedge (b, c), \rightarrow (f, e)), d)$

Inductive Miner

Question 5

Discover a process tree using the Inductive Miner for event logs given below, and give a trace that is possible according to the tree but has not been seen in the event log (if possible).

a) Without log projections.

b) With log projections.

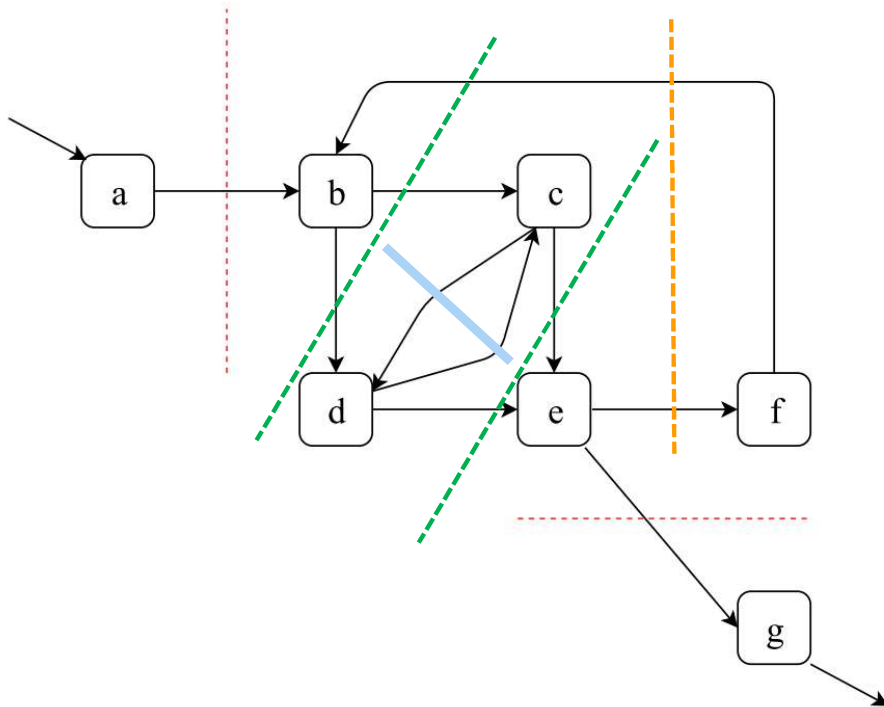
- i) $L = \{ \langle a, b, c, d, e, f, b, d, c, e, g \rangle, \langle a, b, d, c, e, g \rangle, \langle a, b, c, d, e, f, b, c, d, e, f, b, d, c, e, g \rangle \}$
- ii) $L = \{ \langle a, d, e, f, h \rangle, \langle a, e, d, b, f, h \rangle, \langle g, h \rangle, \langle a, b, c, d, f, h \rangle, \langle a, c, b, d, f, h \rangle, \langle a, b, d, c, e, f, h \rangle, \langle a, e, b, e, c, f \rangle \}$
- iii) $L = \{ \langle a, c, d, e \rangle, \langle a, d, c, e \rangle, \langle a, d, e, c, f, d, e \rangle, \langle b, d, e, c \rangle, \langle b, c, d, e, f, d, e \rangle, \langle b, d, e, f, c, d, e \rangle \}$
- iv) $L = \{ \langle a, b, c, d, f \rangle, \langle a, c, b, d, f \rangle, \langle a, b, d, c, f \rangle, \langle a, c, d, b, f \rangle, \langle a, d, e, f \rangle, \langle a, e, d, f \rangle \}$

Inductive Miner

Solution Q5 a i)

Solution for **a)** (without log projection):

i. $L = \{\langle a, b, c, d, e, f, b, d, c, e, g \rangle, \langle a, b, d, c, e, g \rangle, \langle a, b, c, d, e, f, b, c, d, e, f, b, d, c, e, g \rangle\}$



$\rightarrow(\{a\}, \{b, c, d, e, f\}, \{g\})$

$\rightarrow(a, \bigcirc (\{b, c, d, e\}, \{f\}), g)$

$\rightarrow(a, \bigcirc (\rightarrow(\{b\}, \{c, d\}, \{e\}), f), g)$

$\rightarrow(a, \bigcirc (\rightarrow(b, \wedge (\{c\}, \{d\}), e), f), g)$

$\rightarrow(a, \bigcirc (\rightarrow(b, \wedge (c, d), e), f), g)$

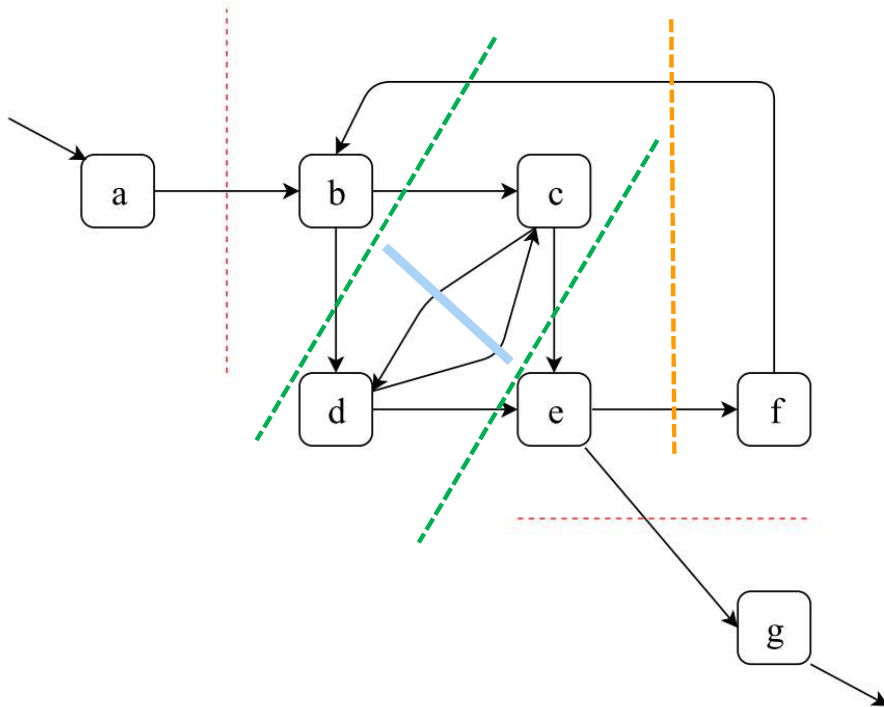
Trace in tree but not in log:
 $\langle a, b, c, d, e, g \rangle$

Inductive Miner

Solution Q5 b i)

Solution for **b)** (with log projection) same as for **a)**:

i. $L = \{\langle a, b, c, d, e, f, b, d, c, e, g \rangle, \langle a, b, d, c, e, g \rangle, \langle a, b, c, d, e, f, b, c, d, e, f, b, d, c, e, g \rangle\}$



$\rightarrow (\{a\}, \{b, c, d, e, f\}, \{g\})$

$L_a = [\langle a \rangle], L_g = [\langle g \rangle]$

$L_1 = [\langle b, c, d, e, f, b, d, c, e \rangle, \langle b, d, c, e \rangle, \langle b, c, d, e, f, b, c, d, e, f, b, d, c, e \rangle]$

$\rightarrow (a, \oslash (\{b, c, d, e\}, \{f\}), g)$

$L_f = [\langle f \rangle]$

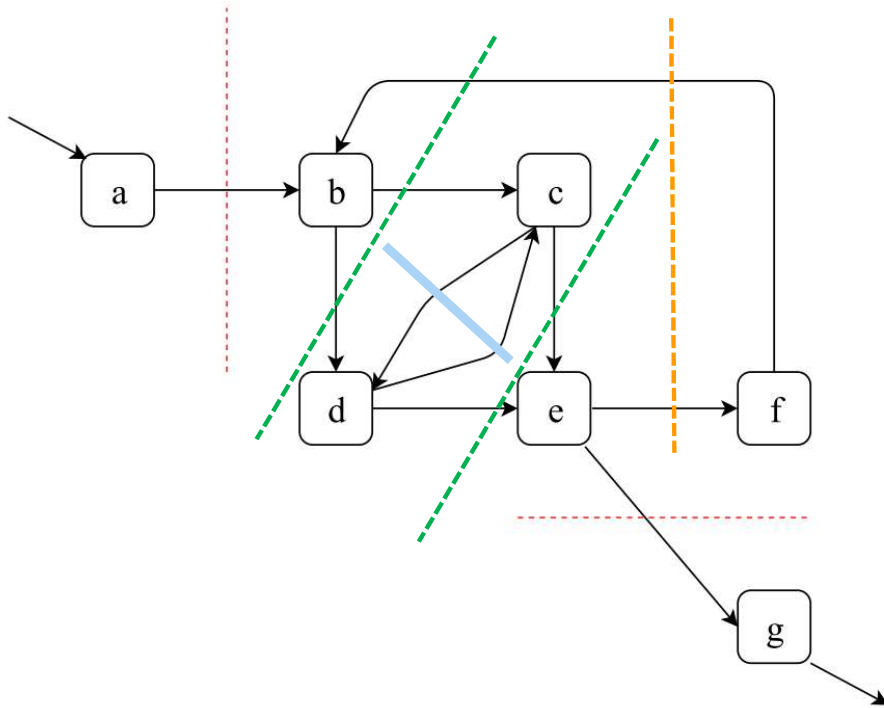
$L_2 = [\langle b, c, d, e \rangle, \langle b, d, c, e \rangle]$

Inductive Miner

Solution Q5 b i)

Solution for **b)** (with log projection) same as for **a)**:

i. $L = \{\langle a, b, c, d, e, f, b, d, c, e, g \rangle, \langle a, b, d, c, e, g \rangle, \langle a, b, c, d, e, f, b, c, d, e, f, b, d, c, e, g \rangle\}$



$\rightarrow(a, \bigcirc (\{b, c, d, e\}, \{f\}), g)$

$L_2 = [\langle b, c, d, e \rangle, \langle b, d, c, e \rangle]$

$\rightarrow(a, \bigcirc (\neg(\{b\}, \{c, d\}, \{e\}), f), g)$

$L_b = [\langle b \rangle], L_e = [\langle e \rangle], L_3 = [\langle c, d \rangle, \langle d, c \rangle]$

$\rightarrow(a, \bigcirc (\neg(b, \wedge (\{c\}, \{d\}), e), f), g)$

$L_c = [\langle c \rangle], L_d = [\langle d \rangle]$

$\rightarrow(a, \bigcirc (\neg(b, \wedge (c, d), e), f), g)$

Inductive Miner

Solution Q5 a ii)

Solution for **a)** (without log projection):

ii. $L = \{\langle a, d, e, f, h \rangle, \langle a, e, d, b, f, h \rangle, \langle g, h \rangle, \langle a, b, c, d, f, h \rangle, \langle a, c, b, d, f, h \rangle, \langle a, b, d, c, e, f, h \rangle, \langle a, e, b, e, c, f \rangle\}$

$\rightarrow(\{a, b, c, d, e, f, g\}, \{h\})$

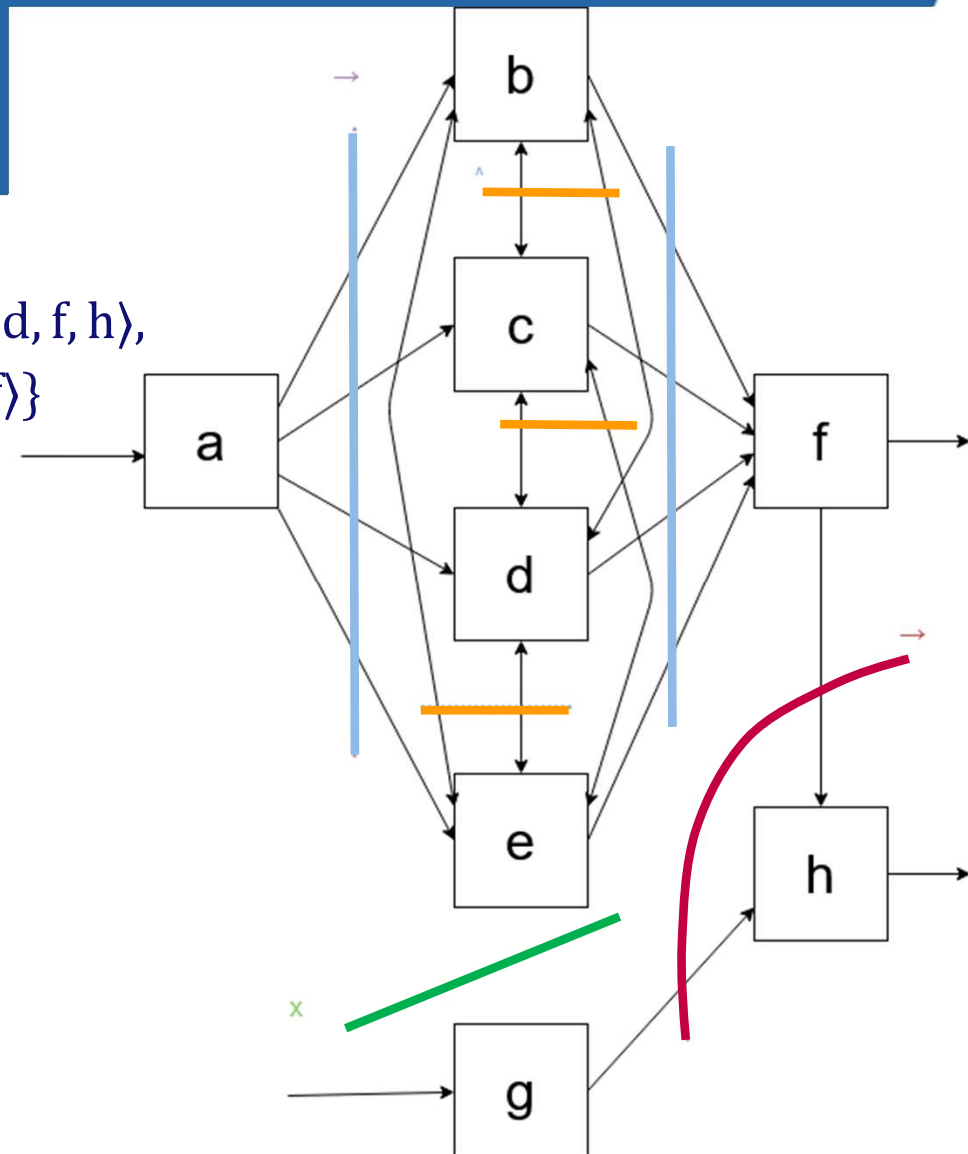
$\rightarrow(x(\{a, b, c, d, e, f\}, \{g\}), h)$

$\rightarrow(x(\rightarrow(\{a\}, \{b, c, d, e\}, \{f\}), g), h)$

$\rightarrow(x(\rightarrow(a, \wedge(\{b\}, \{c\}, \{d\}, \{e\}), f), g), h)$

$\rightarrow(x(\rightarrow(a, \wedge(b, c, d, e), f), g), h)$

Trace in tree but not in log:
 $\langle a, b, c, d, e, f, h \rangle$



Inductive Miner

Solution Q5 b ii)

Solution for **b)** (with log projection):

ii. $L = \{\langle a, d, e, f, h \rangle, \langle a, e, d, b, f, h \rangle, \langle g, h \rangle, \langle a, b, c, d, f, h \rangle, \langle a, c, b, d, f, h \rangle, \langle a, b, d, c, e, f, h \rangle, \langle a, e, b, e, c, f \rangle\}$

$\rightarrow (\{a, b, c, d, e, f, g\}, \{h\})$

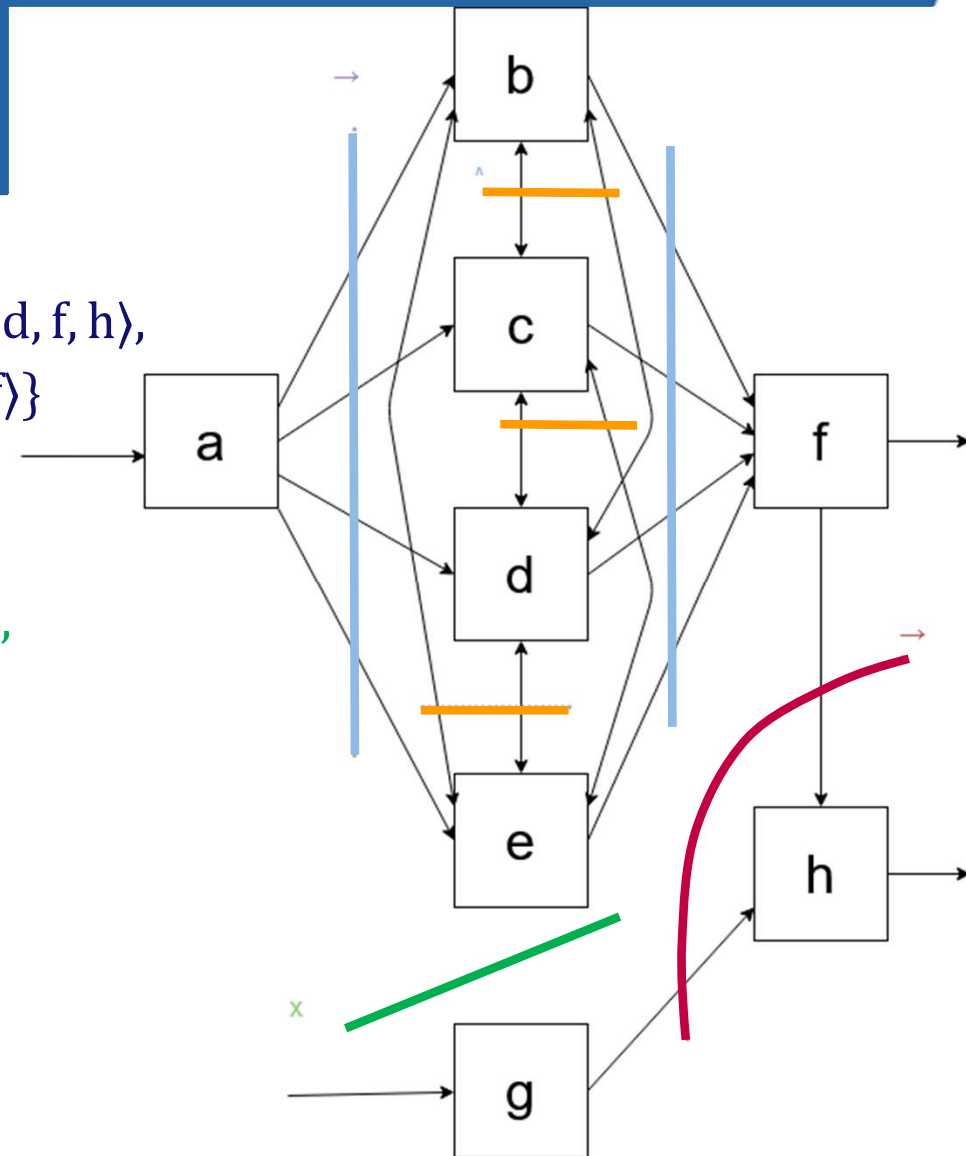
$L_1 = \{\langle a, d, e, f \rangle, \langle a, e, d, b, f \rangle, \langle g \rangle, \langle a, b, c, d, f \rangle, \langle a, c, b, d, f \rangle, \langle a, b, d, c, e, f \rangle, \langle a, e, b, e, c, f \rangle\}$

$L_2 = \{\langle h \rangle, \langle \rangle\}$

$\rightarrow (x(\{a, b, c, d, e, f\}, \{g\}), x(h, \tau))$

$L_3 = \{\langle a, d, e, f \rangle, \langle a, e, d, b, f \rangle, \langle a, b, c, d, f \rangle, \langle a, c, b, d, f \rangle, \langle a, b, d, c, e, f \rangle, \langle a, e, b, e, c, f \rangle\}$

$L_4 = \{\langle g \rangle\}$



Inductive Miner

Solution Q5 b ii)

Solution for **b)** (with log projection):

ii. $L = \{\langle a, d, e, f, h \rangle, \langle a, e, d, b, f, h \rangle, \langle g, h \rangle, \langle a, b, c, d, f, h \rangle, \langle a, c, b, d, f, h \rangle, \langle a, b, d, c, e, f, h \rangle, \langle a, e, b, e, c, f \rangle\}$

$\rightarrow (\mathbf{x}(\{a, b, c, d, e, f\}, g), \mathbf{x}(h, \tau))$

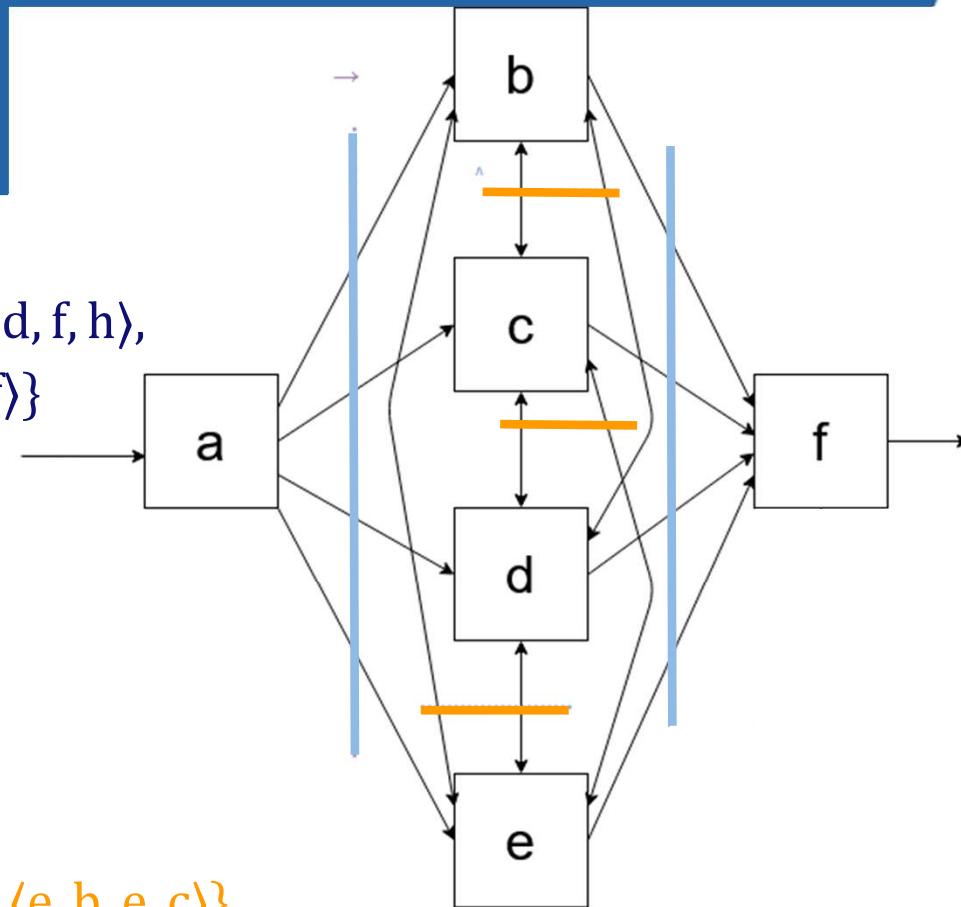
$L_3 = \{\langle a, d, e, f \rangle, \langle a, e, d, b, f \rangle, \langle a, b, c, d, f \rangle, \langle a, c, b, d, f \rangle, \langle a, b, d, c, e, f \rangle, \langle a, e, b, e, c, f \rangle\}$

$\rightarrow (\mathbf{x}(\neg(\{a\}, \{b, c, d, e\}, \{f\})), g), \mathbf{x}(h, \tau))$

$L_5 = \{\langle a \rangle\}$

$L_6 = \{\langle d, e \rangle, \langle e, d, b \rangle, \langle b, c, d \rangle, \langle c, b, d \rangle, \langle b, d, c, e \rangle, \langle e, b, e, c \rangle\}$

$L_7 = \{\langle f \rangle\}$



Inductive Miner

Solution Q5 b ii)

Solution for **b)** (with log projection):

ii. $L = \{\langle a, d, e, f, h \rangle, \langle a, e, d, b, f, h \rangle, \langle g, h \rangle, \langle a, b, c, d, f, h \rangle, \langle a, c, b, d, f, h \rangle, \langle a, b, d, c, e, f, h \rangle, \langle a, e, b, e, c, f, h \rangle\}$

$\rightarrow (\mathbf{x}(\rightarrow(a, \{b, c, d, e\}, f), g), \mathbf{x}(h, \tau))$

$L_6 = \{\langle d, e \rangle, \langle e, d, b \rangle, \langle b, c, d \rangle, \langle c, b, d \rangle, \langle b, d, c, e \rangle, \langle e, b, e, c \rangle\}$

$\rightarrow (\mathbf{x}(\rightarrow(a, \wedge(\{b\}, \{c\}, \{d\}, \{e\}), f), g), \mathbf{x}(h, \tau))$

$L_b = \{\langle \rangle, \langle b \rangle\}$

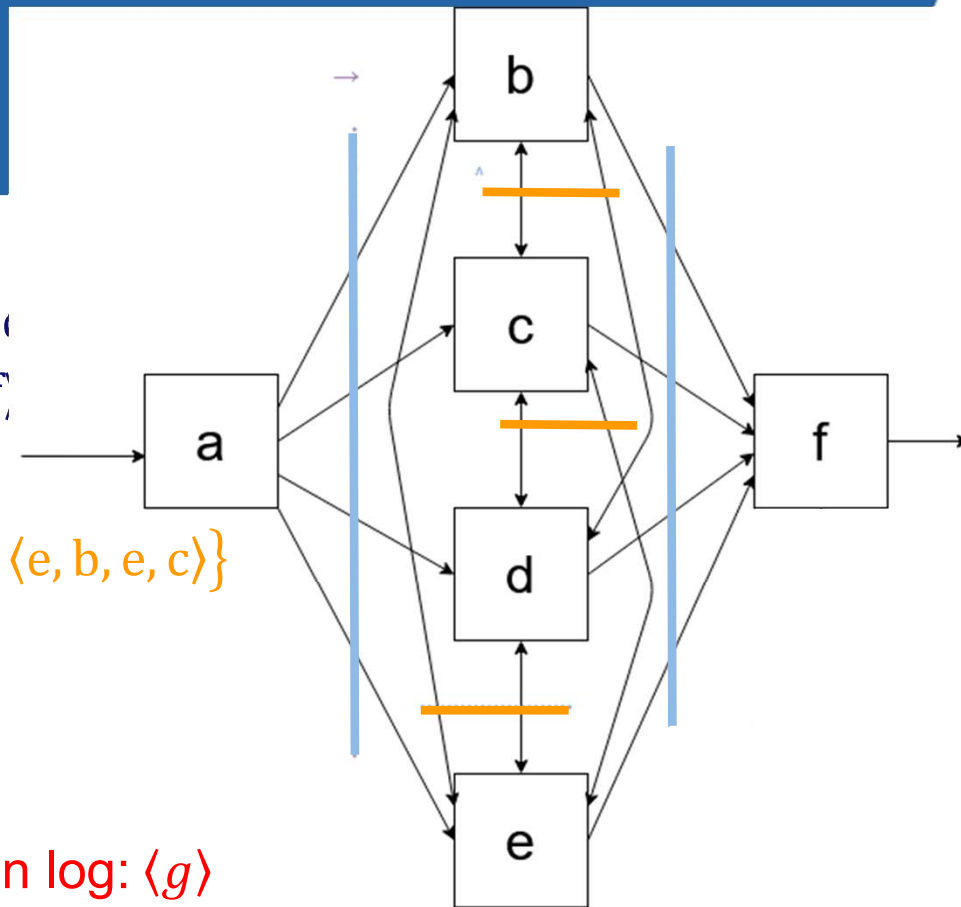
$L_c = \{\langle \rangle, \langle c \rangle\}$

$L_d = \{\langle d \rangle, \langle \rangle\}$

$L_e = \{\langle e \rangle, \langle \rangle, \langle e, e \rangle\}$

Trace in tree but not in log: $\langle g \rangle$

$\rightarrow (\mathbf{x}(\rightarrow(a, \wedge(\mathbf{x}(b, \tau), \mathbf{x}(c, \tau), \mathbf{x}(d, \tau), \mathbf{x}(\bigvee(e, \tau), \tau)), f), g), \mathbf{x}(h, \tau))$



Inductive Miner

Solution Q5 a/b iii)

Solution Part 1 for a) and b) (with and without log projection):

iii. $L = \{ \langle a, c, d, e \rangle, \langle a, d, c, e \rangle, \langle a, d, e, c, f, d, e \rangle, \langle b, d, e, c \rangle, \langle b, c, d, e, f, d, e \rangle, \langle b, d, e, f, c, d, e \rangle \}$

$\rightarrow (\{a, b\}, \{c, d, e, f\})$

$L_1 = \{ \langle a \rangle, \langle b \rangle \}$

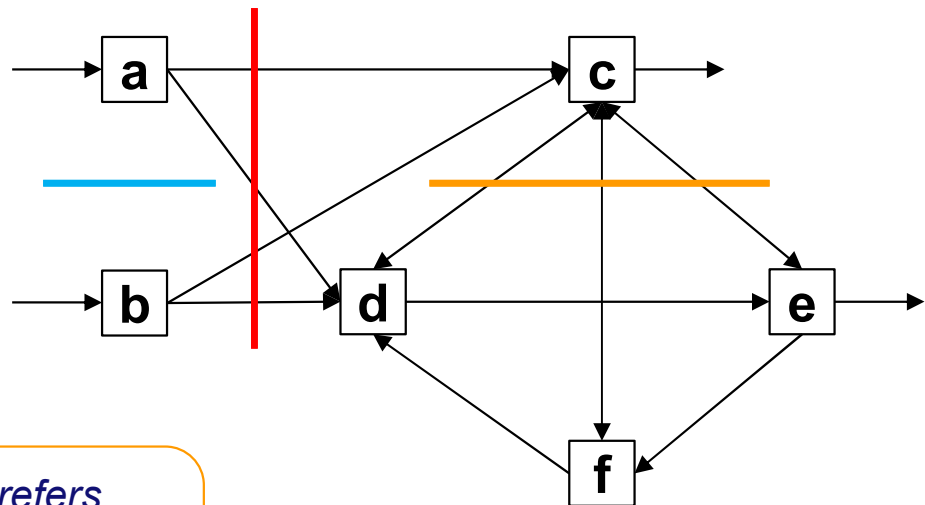
$L_2 = \{ \langle c, d, e \rangle, \langle d, c, e \rangle, \langle d, e, c, f, d, e \rangle, \langle d, e, c \rangle, \langle c, d, e, f, d, e \rangle, \langle d, e, f, c, d, e \rangle \}$

$\rightarrow (\times (\{a\}, \{b\}), \wedge (\{c\}, \{d, e, f\}))$

$L_a = \{ \langle a \rangle \}, L_b = \{ \langle b \rangle \}, L_c = \{ \langle c \rangle \}$

$L_3 = \{ \langle d, e \rangle, \langle d, e, f, d, e \rangle \}$

IM prefers
parallel cut over
loop cut (both
possible on L_2)



Inductive Miner

Solution Q5 a iii)

Solution Part 2 for **a)** (with log projection):

iii. $L = \{ \langle a, c, d, e \rangle, \langle a, d, c, e \rangle, \langle a, d, e, c, f, d, e \rangle, \langle b, d, e, c \rangle, \langle b, c, d, e, f, d, e \rangle, \langle b, d, e, f, c, d, e \rangle \}$

→ $(\times (\{a\}, \{b\}), \wedge (\{c\}, \{d, e, f\}))$

$L_a = \{ \langle a \rangle \}, L_b = \{ \langle b \rangle \}, L_c = \{ \langle c \rangle \}$

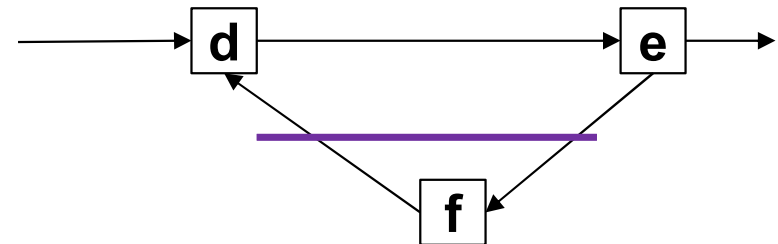
$L_3 = \{ \langle d, e \rangle, \langle d, e, f, d, e \rangle, \}$

→ $(\times (a, b), \wedge (c, \oslash (\{d, e\}, \{f\})))$

$L_4 = \{ \langle d, e \rangle \}$

$L_f = \{ \langle f \rangle \}$

DFG based on projected event log L_3 allows for **loop cut**:



Inductive Miner

Solution Q5 a iii)

Solution Part 2 for **a)** (with log projection):

iii. $L = \{ \langle a, c, d, e \rangle, \langle a, d, c, e \rangle, \langle a, d, e, c, f, d, e \rangle, \langle b, d, e, c \rangle, \langle b, c, d, e, f, d, e \rangle, \langle b, d, e, f, c, d, e \rangle \}$

$\rightarrow (\times (a, b), \wedge (c, \oslash (\{d, e\}, \{f\})))$

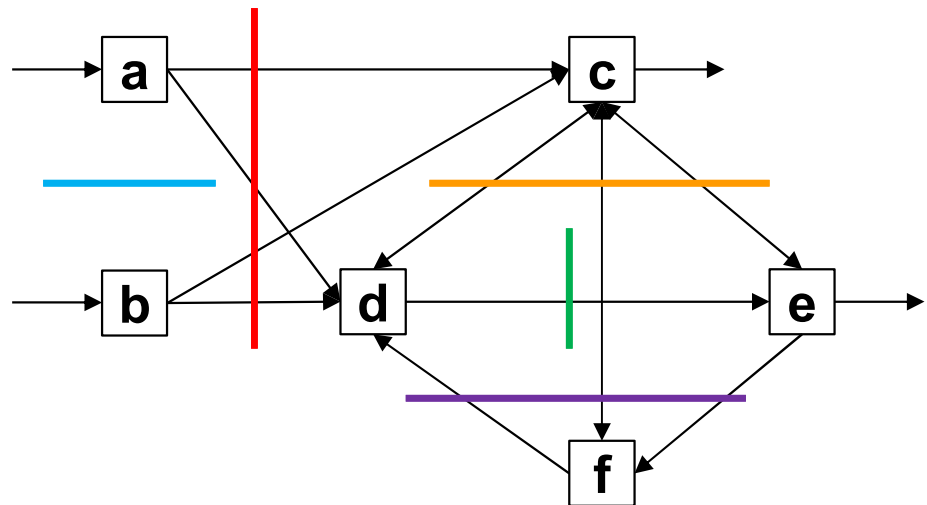
$L_d = \{ \langle d, e \rangle \}$

$L_f = \{ \langle f \rangle \}$

$\rightarrow (\times (a, b), \wedge (c, \oslash (\rightarrow (\{d\}, \{e\}), f)))$

$L_d = \{ \langle d \rangle \}, L_e = \{ \langle e \rangle \}$

$\rightarrow (\times (a, b), \wedge (c, \oslash (\rightarrow (d, e), f)))$



Inductive Miner

Solution Q5 b iii)

Solution Part 2 for **b)** (without log projection):

iii. $L = \{ \langle a, c, d, e \rangle, \langle a, d, c, e \rangle, \langle a, d, e, c, f, d, e \rangle, \langle b, d, e, c \rangle, \langle b, c, d, e, f, d, e \rangle, \langle b, d, e, f, c, d, e \rangle \}$

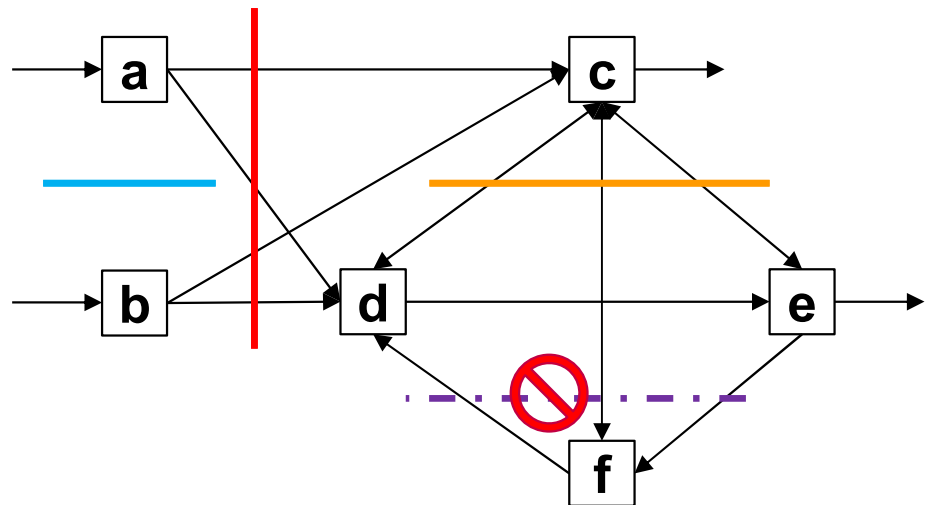
→ $(\times(\{a\}, \{b\}), \wedge(\{c\}, \{d, e, f\}))$

$L_a = \{ \langle a \rangle \}, L_b = \{ \langle b \rangle \}, L_c = \{ \langle c \rangle \}$

$L_3 = \{ \langle d, e \rangle, \langle d, e, f, d, e \rangle, \}$

With the basic techniques introduced in the lecture, the loop cut cannot be discovered without redrawing the DFG (because f is a start activity).

Note, that the 'real' Inductive Miner includes strategies to discover this loop cut (not relevant for the exam).

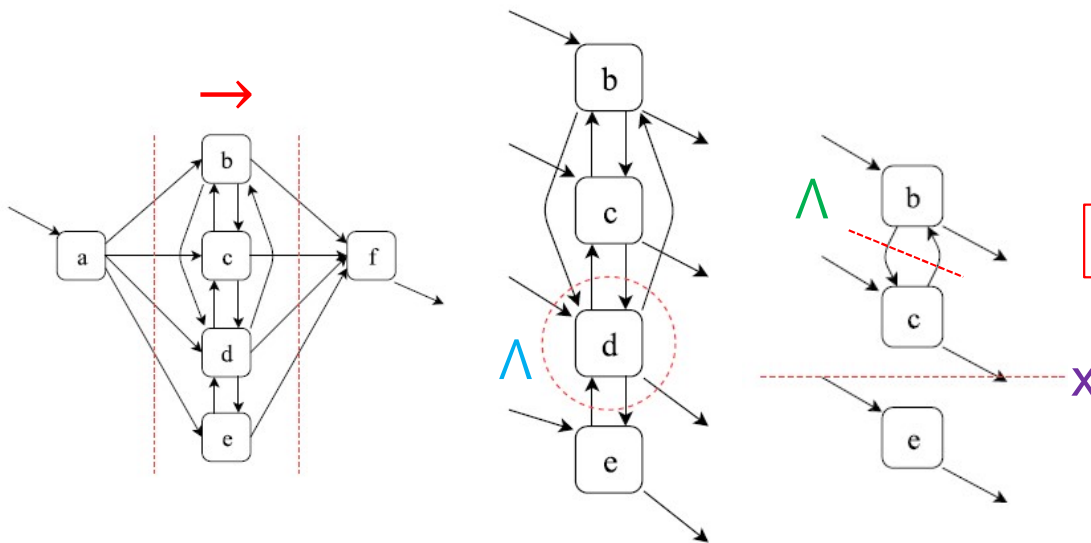


Inductive Miner

Solution Q5 a/b iv)

Solution for a) and b) (with and without log projection):

iv. $L = \{\langle a, b, c, d, f \rangle, \langle a, c, b, d, f \rangle, \langle a, b, d, c, f \rangle, \langle a, c, d, b, f \rangle, \langle a, d, e, f \rangle, \langle a, e, d, f \rangle\}$



$\rightarrow (\{a\}, \{b, c, d, e\}, \{f\})$
 $\rightarrow (a, \wedge(\{b, c, e\}, \{d\}), f)$
 $\rightarrow (a, \wedge(x(\{b, c\}, \{e\}), d), f)$
 $\rightarrow (a, \wedge(x(\wedge(\{b\}, \{c\}), e), d), f)$
 $\rightarrow (a, \wedge(x(\wedge(b, c), e), d), f)$