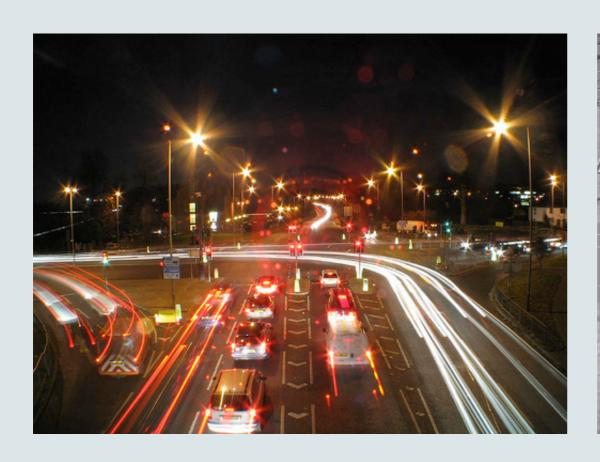
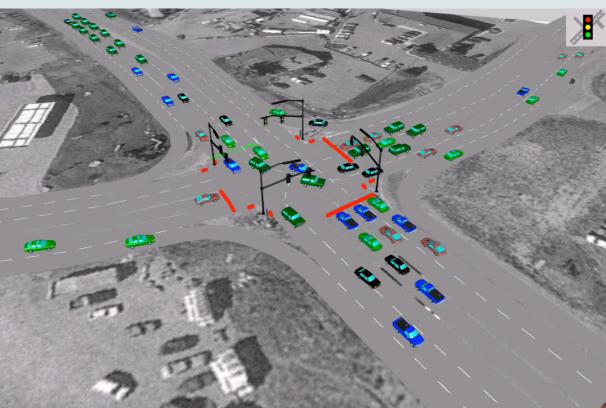
## Workflow Simulation for Operational Decision Support

A. Rozinat, M.T. Wynn, W.M.P. van der Aalst, A.H.M. ter Hofstede, and C.J. Fidge



#### **Motivation**





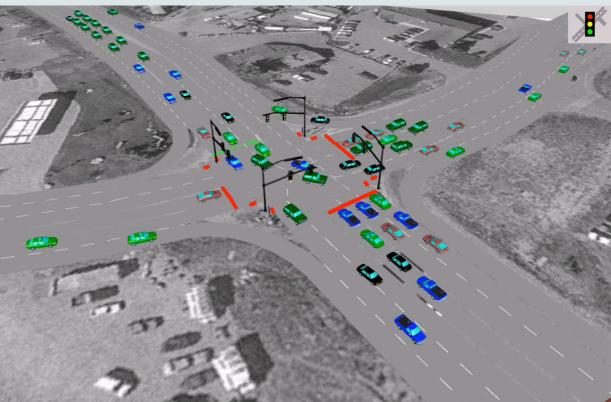
- Simulation enables "what-if" analysis (flow time, service level, utilization, ..., waiting time)
- Exploration of process redesigns by simulating their effects



"Despite the interest in business process simulation - the actual use by end-users is limited. Why is this?"

#### **Motivation**





- Simulation enables "what-if" analysis (flow time, service level, utilization, ..., waiting time)
- Exploration of process redesigns by simulating their effects

- 1. Three Common Pitfalls
- 2. Our Approach
- 3. Realization through YAWL and ProM
- 4. Discussion

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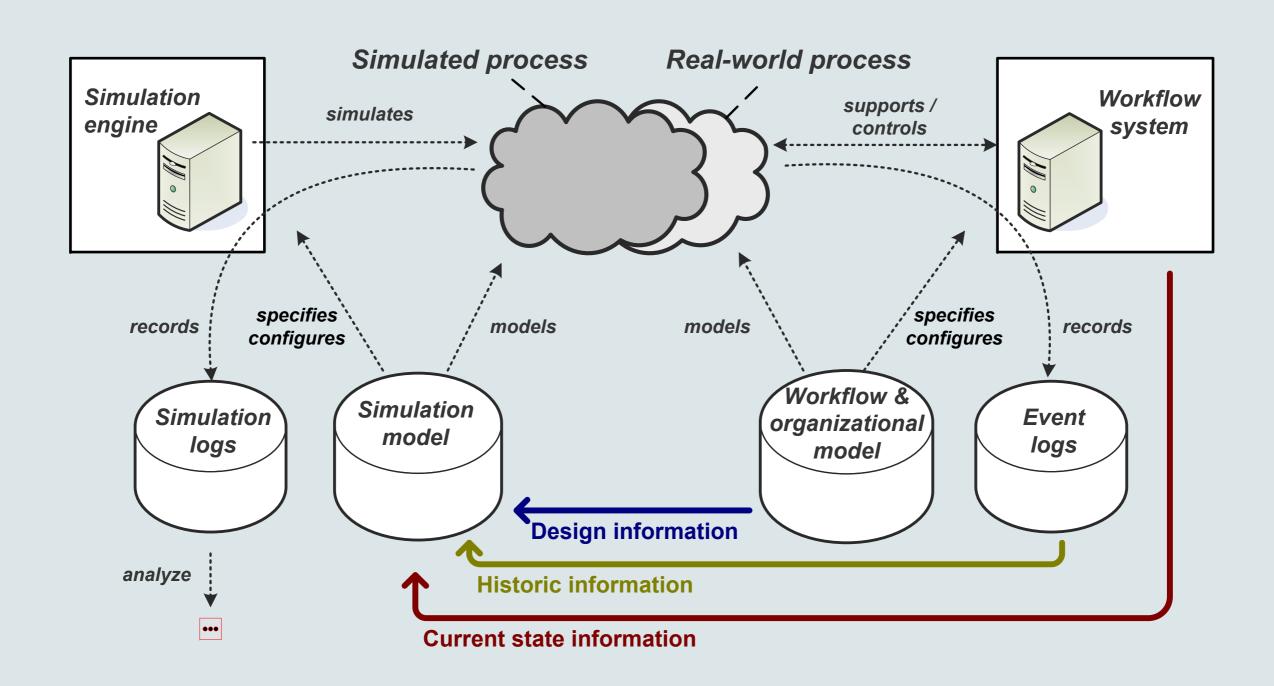
#### 1. Three Common Pitfalls

- 1) Modeling from scratch
- 2) Incorrect modeling of resources
- 3) Focus on design rather than operational decision making
- → Here we address 1) and 3) by
  - integrating existing artifacts that can be extracted from a workflow system
  - incorporating the current state of a workflow system

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### 2. Our Approach





### 2. Our Approach

#### Design information

and organization model used to configure the workflow system)

- control and data flow (activities and causalities)
- organizational model (roles, resources, etc.)
- initial data values
- roles per task

#### Historic information

(obtained from the workflow) (extracted from event logs) containing information on the actual execution of cases)

- data value range distributions
- execution time distributions
- case arrival rate
- availability patterns of resources

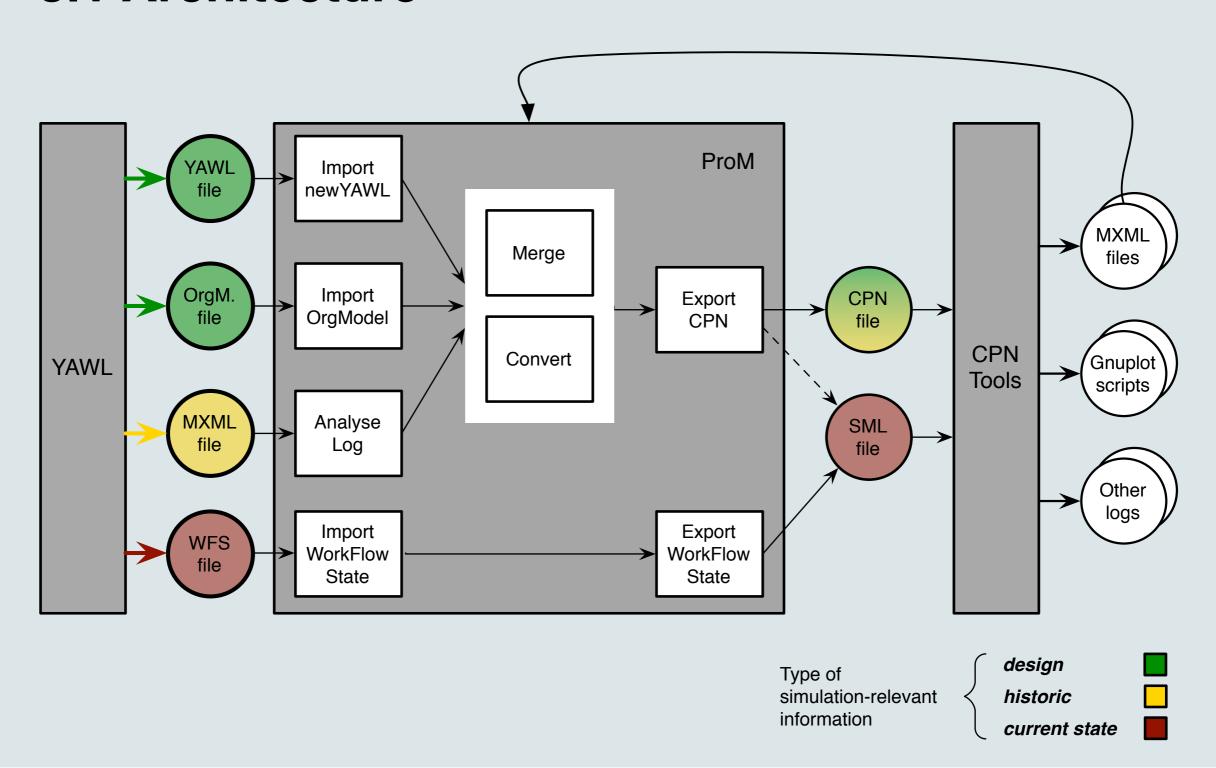
#### State information

(based on information about cases currently being enacted using the workflow system)

- progress state of cases (state markers)
- data values for running cases
- busy resources
- run times for cases

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  - 1. Architecture
  - 2. Extracting simulation-relevant information
  - 3. Generating the simulation model
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#### 3.1 Architecture





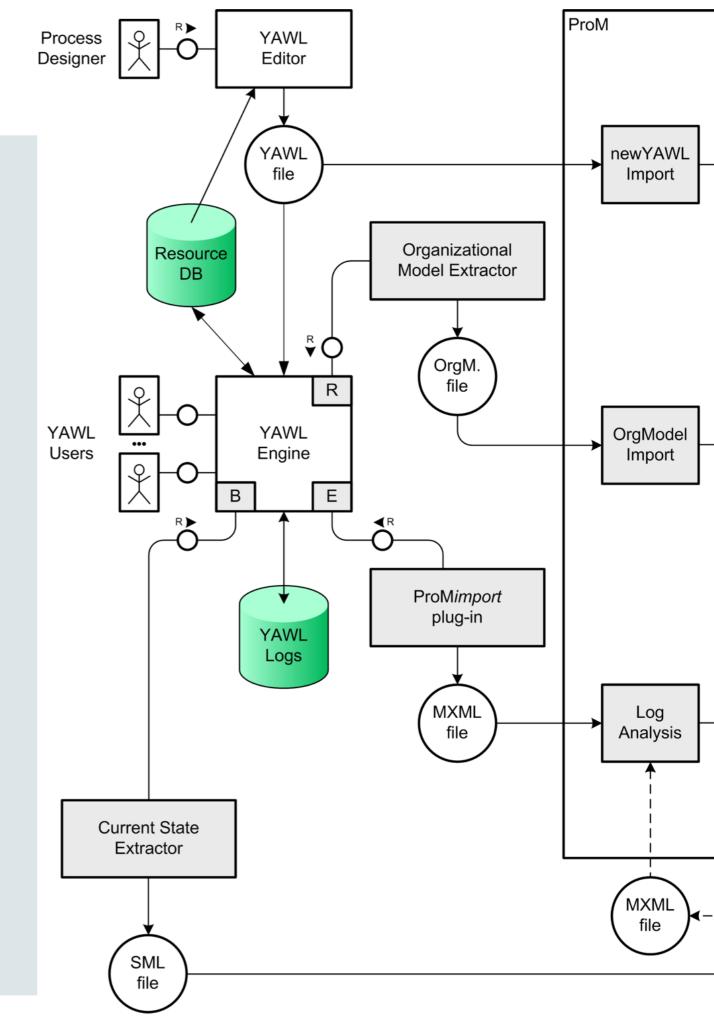
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# 3.2 Extracting Simulation-relevant Information

- Export information:
  - (a) design

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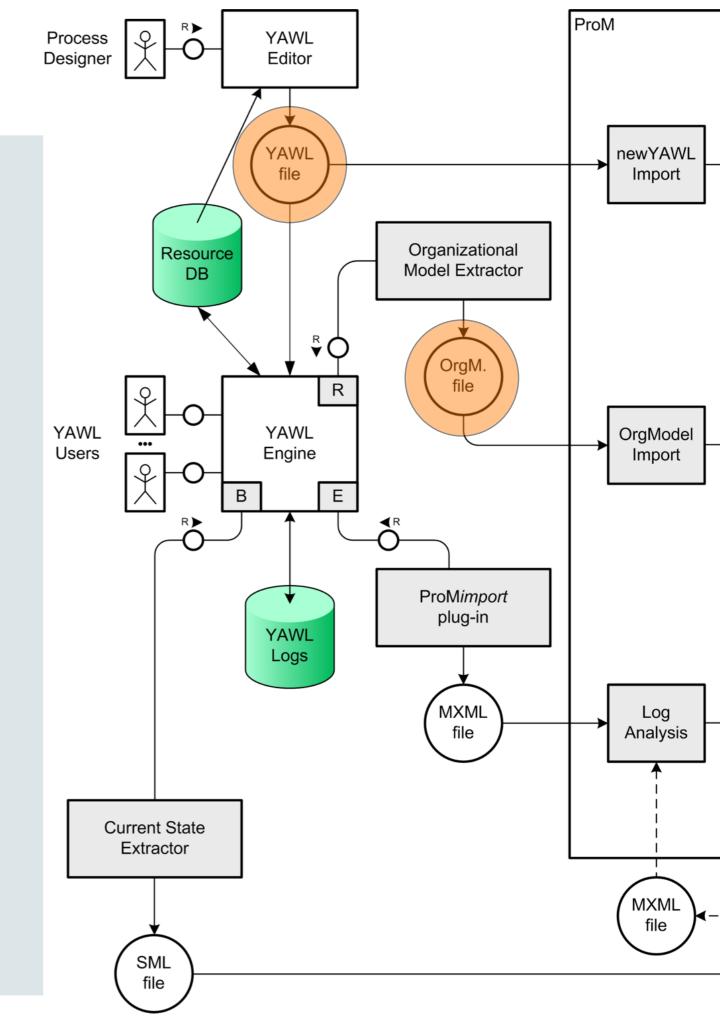
- (b) historic
- (c) current state
- Using interfaces to YAWL engine: R, B, and E



# TU/e

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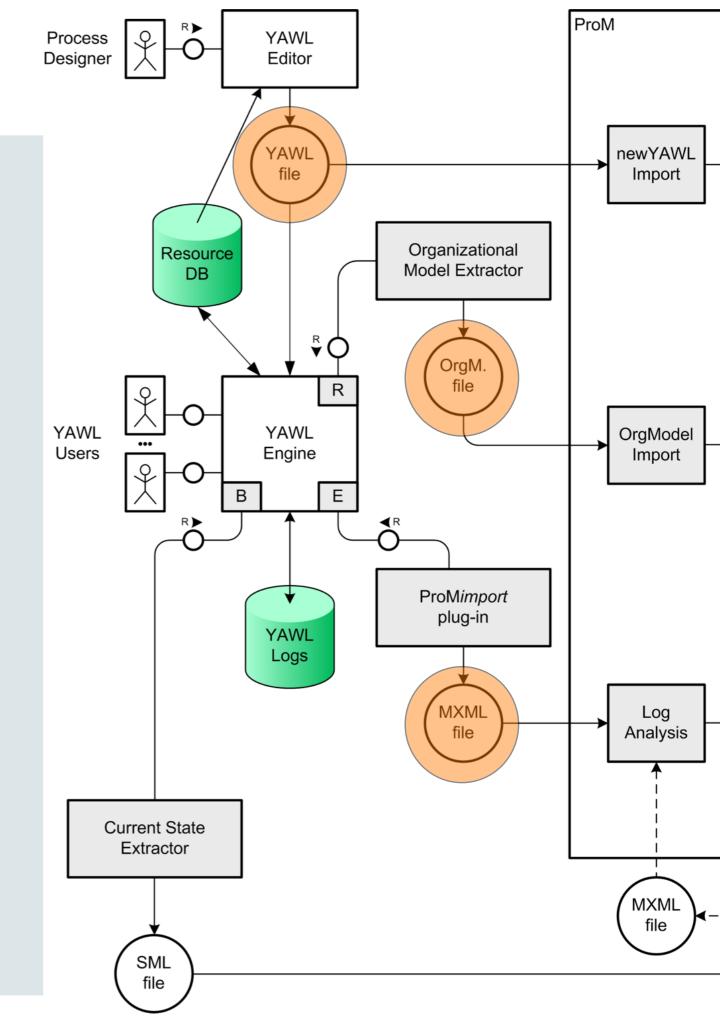
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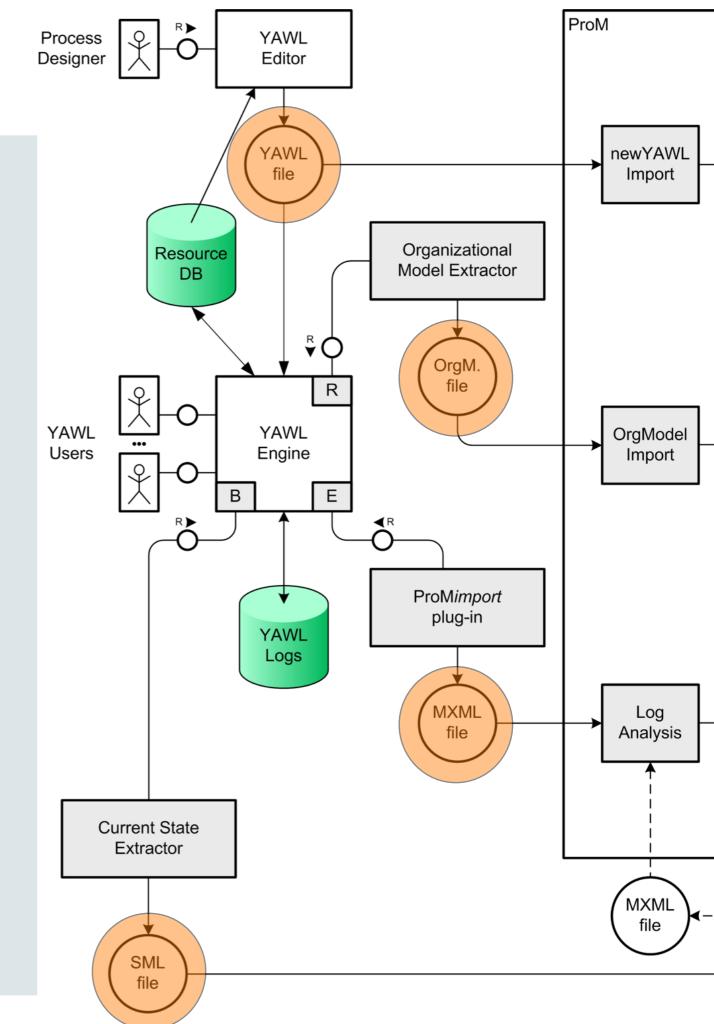
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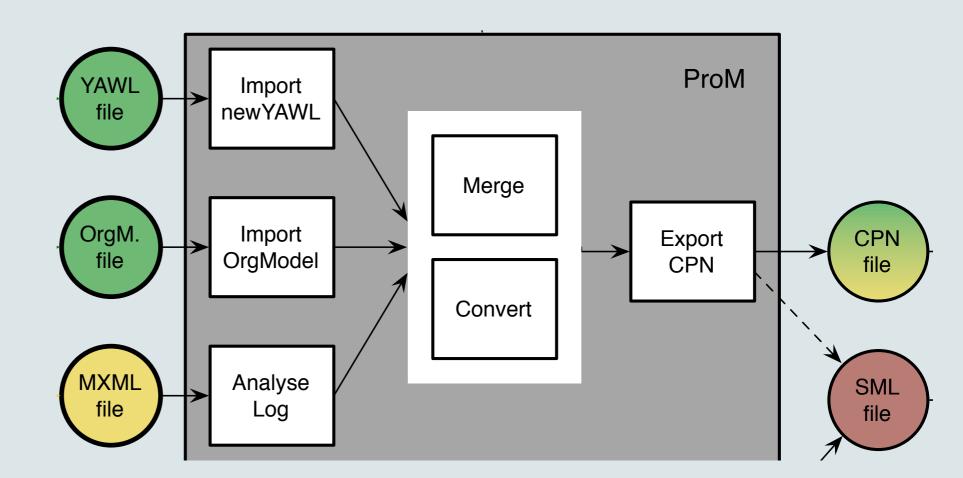
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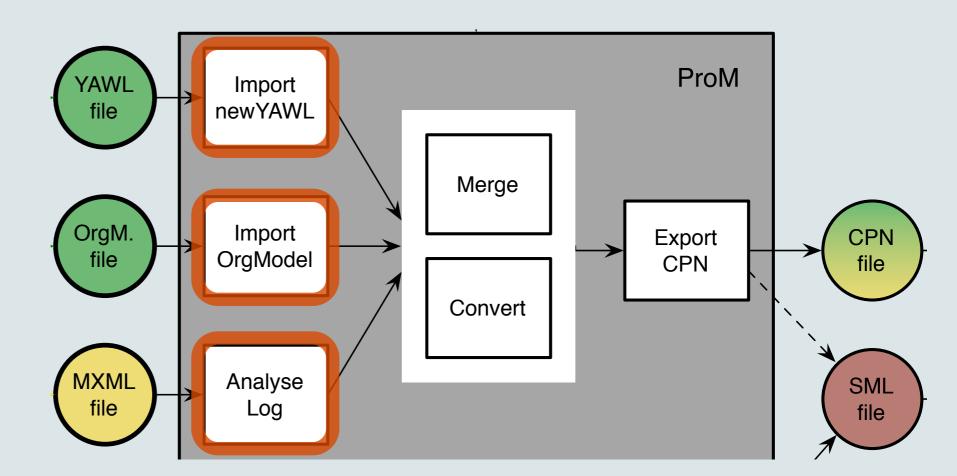


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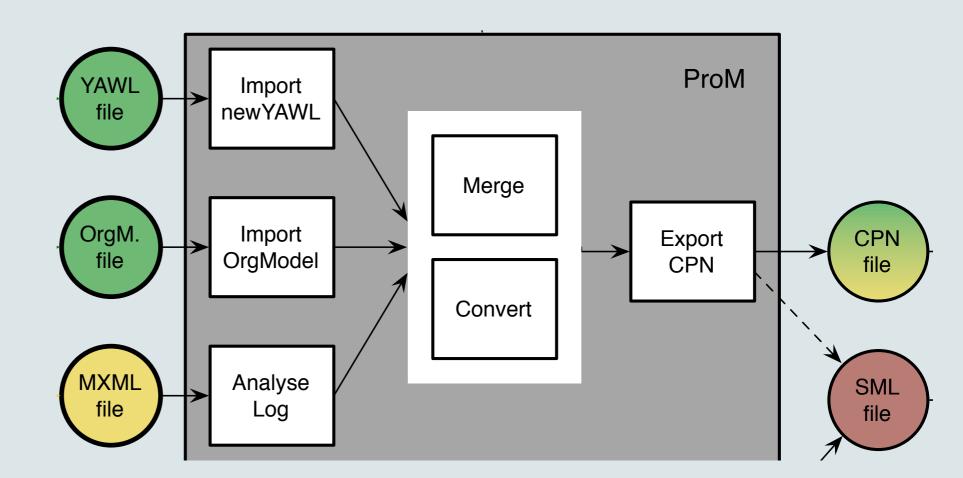
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  - event log
- 2. Merge
- 3. Convert
- 4. Export



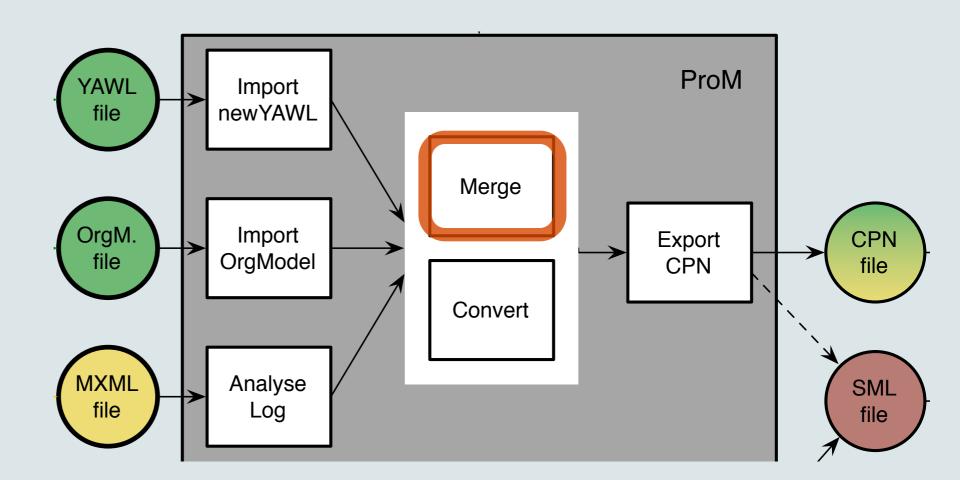
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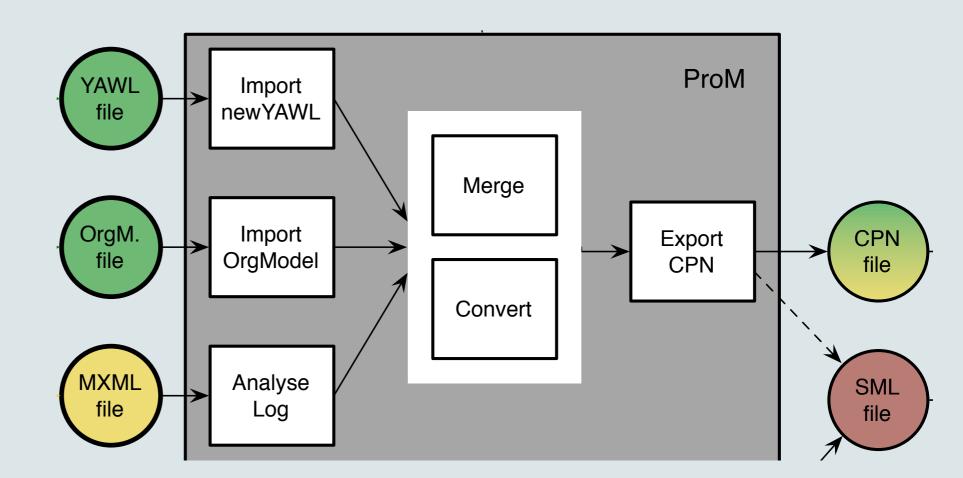
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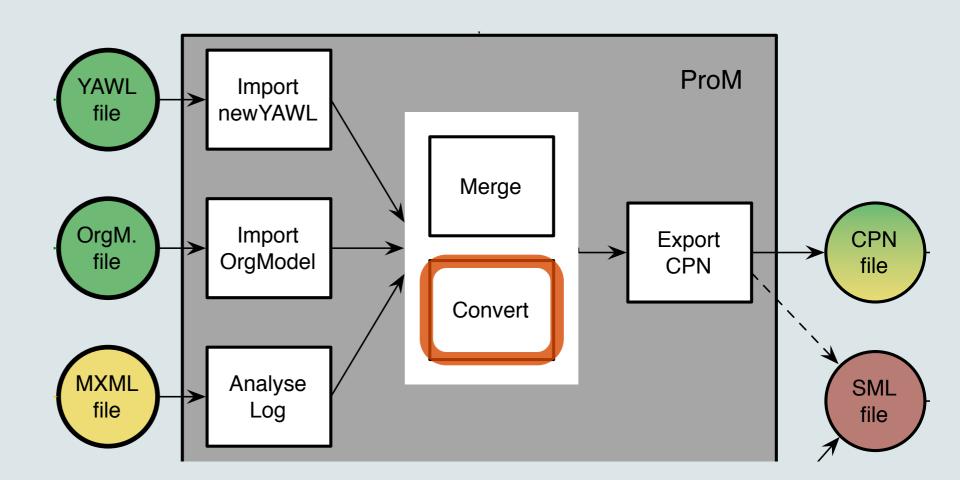
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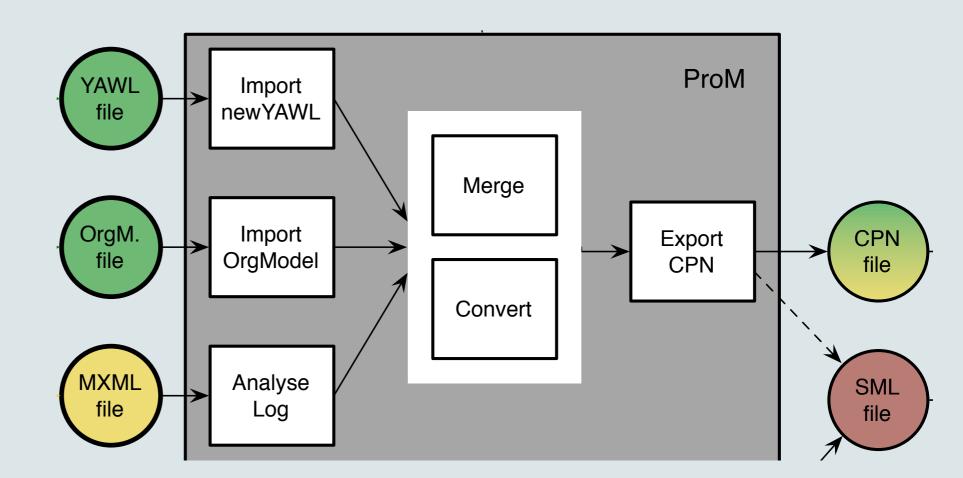
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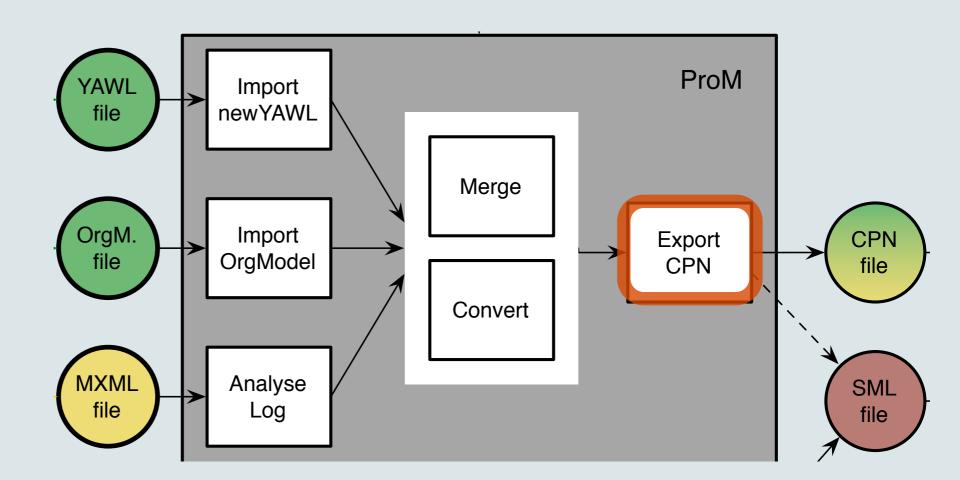
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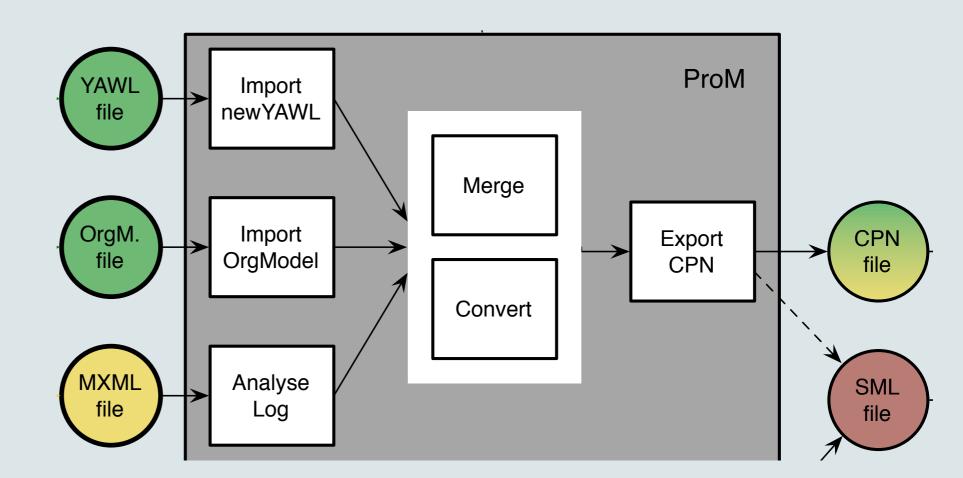
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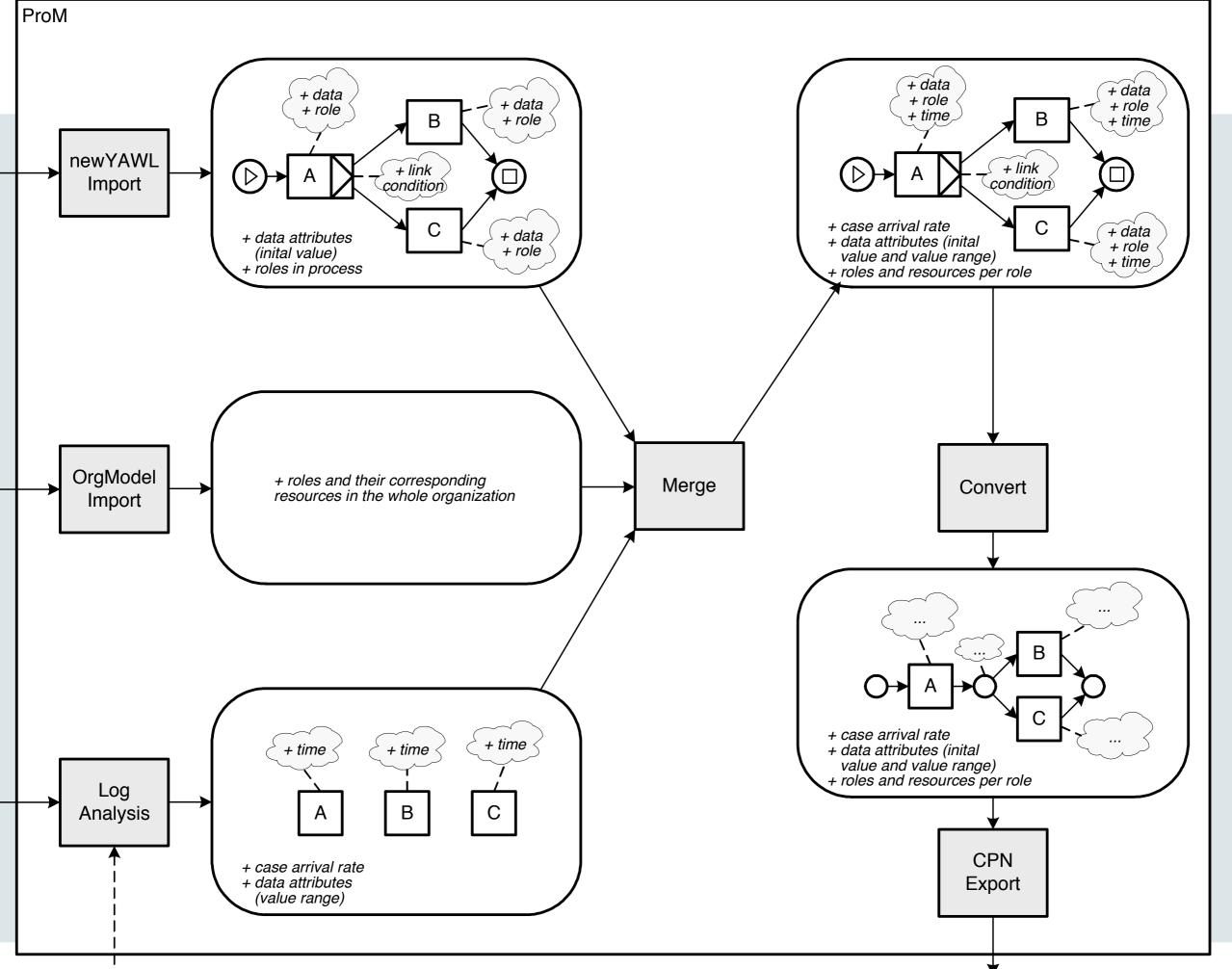


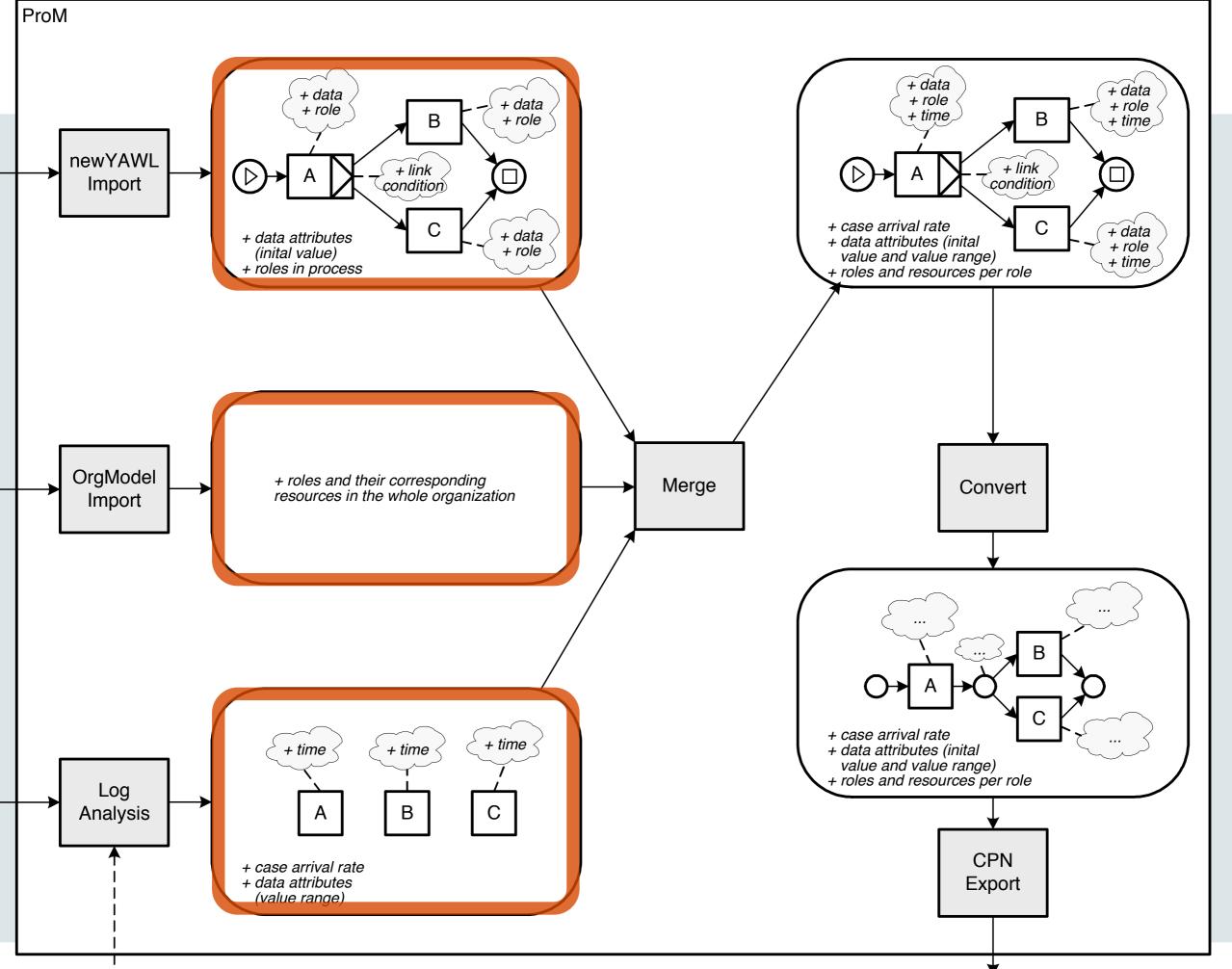
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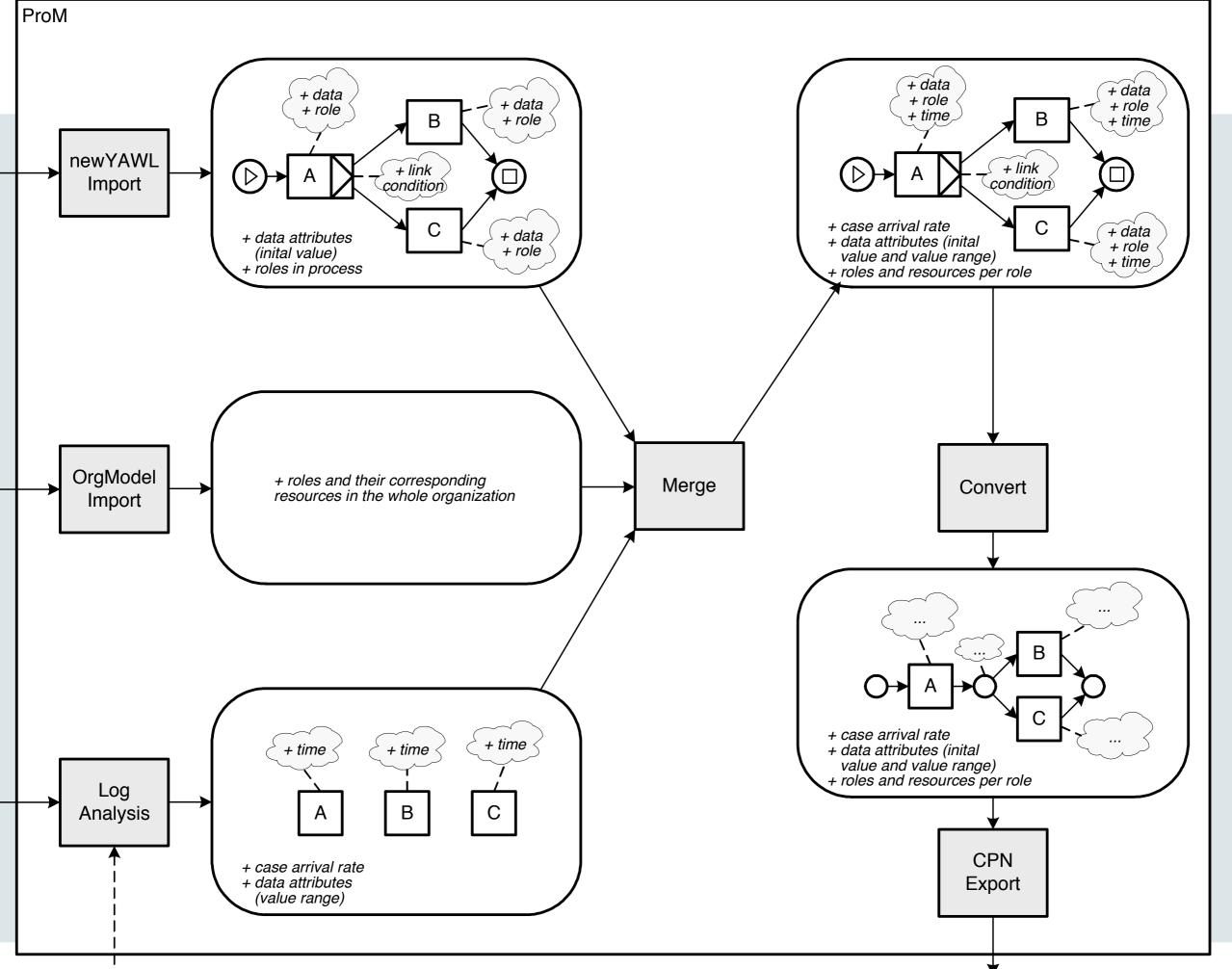


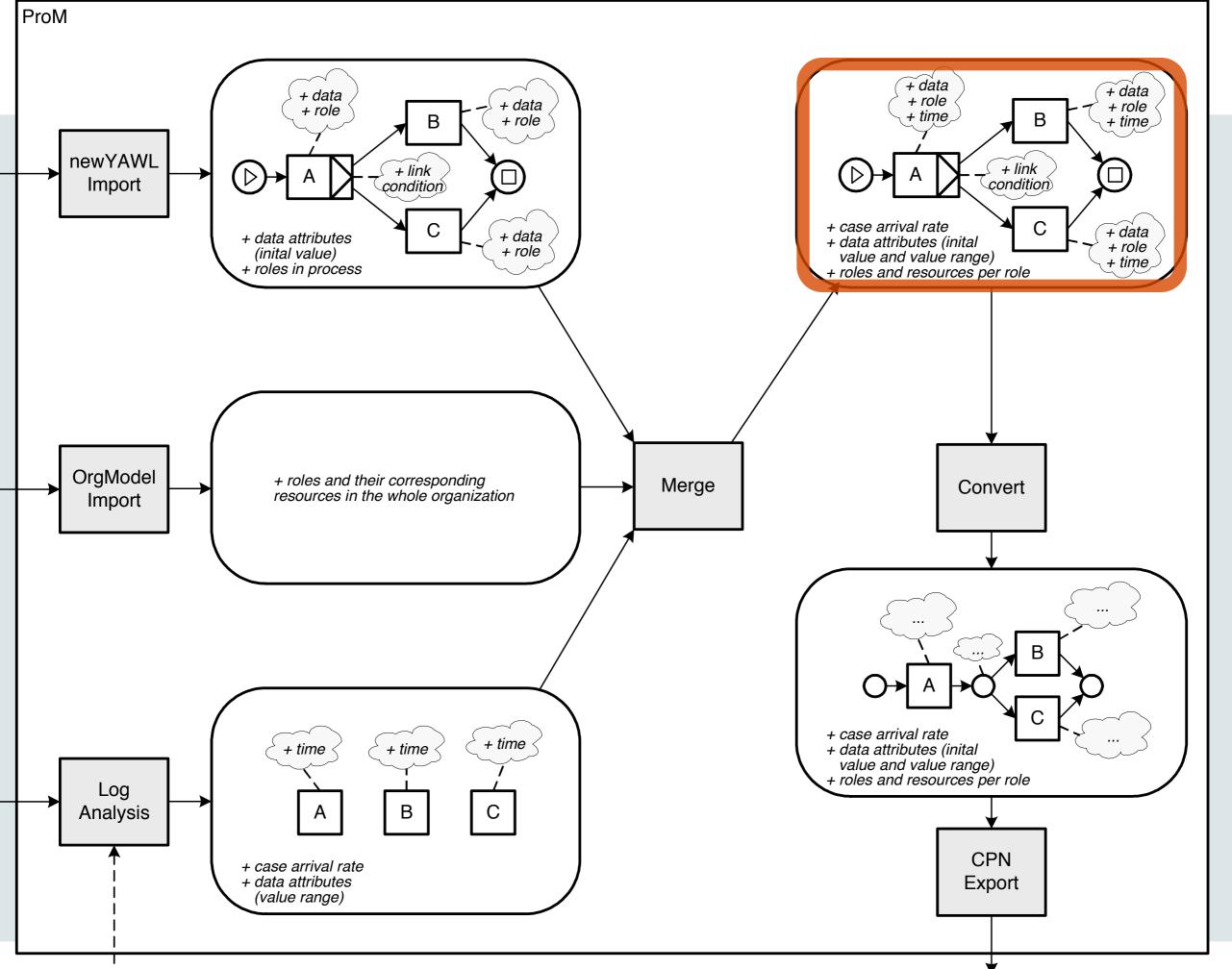
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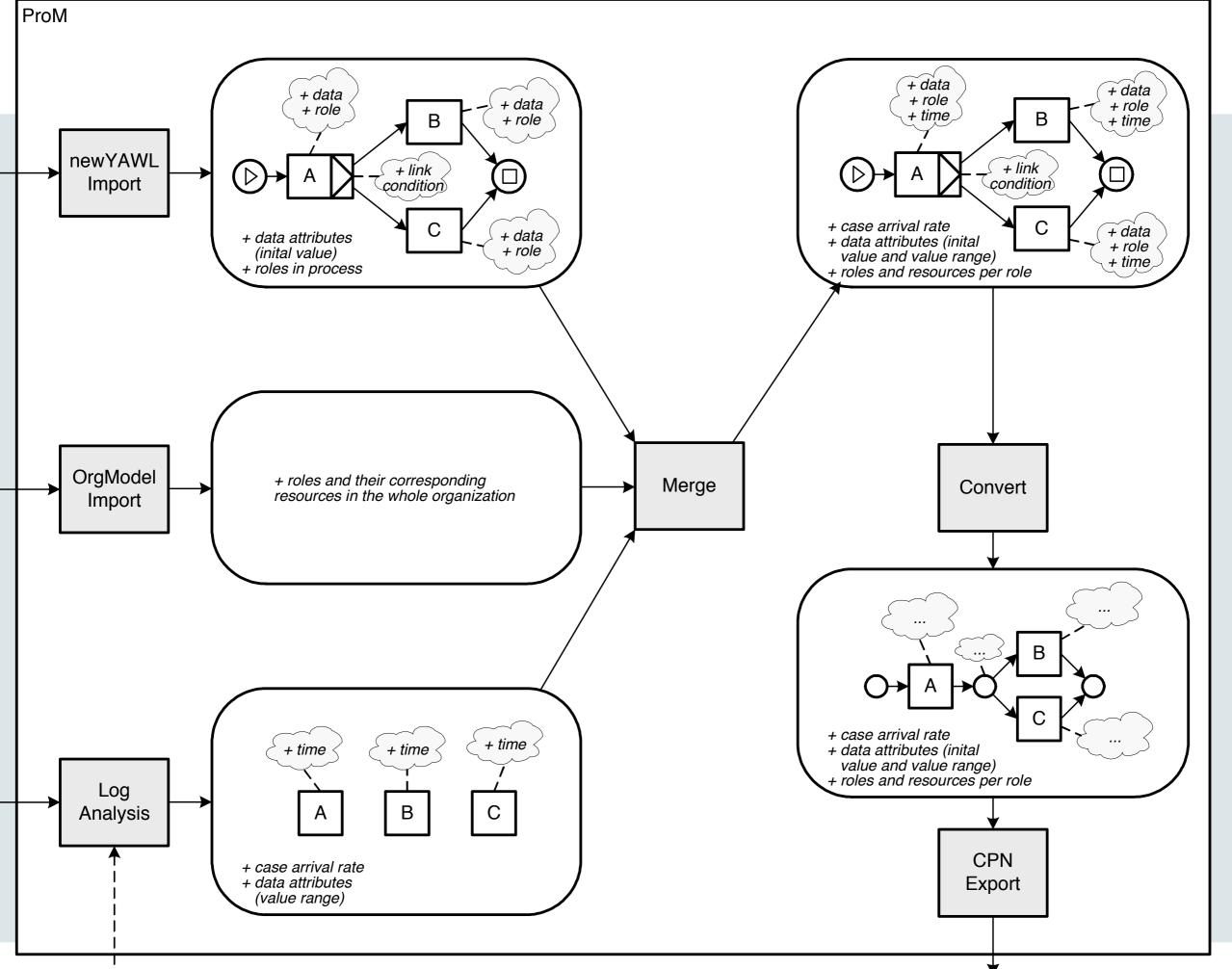


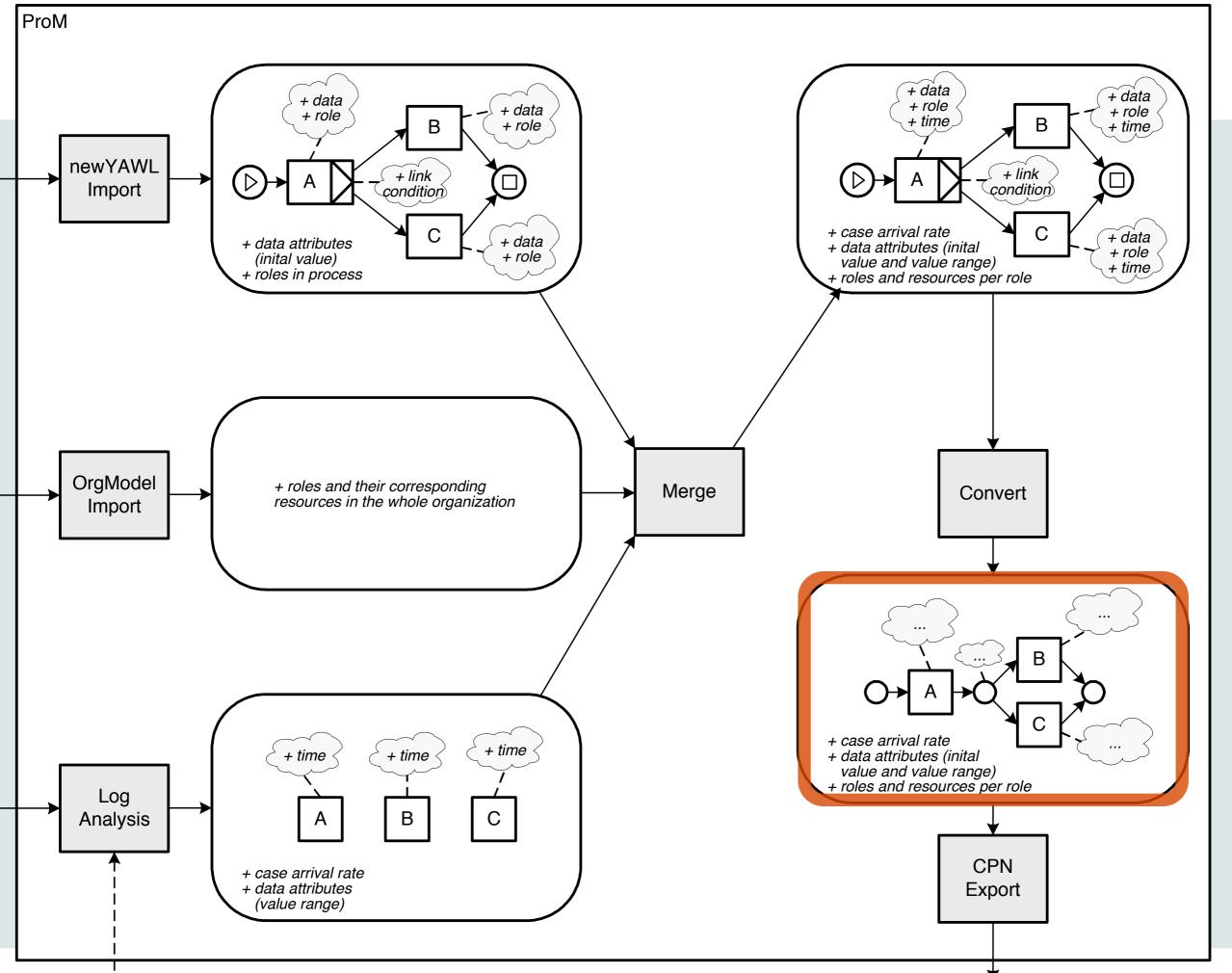


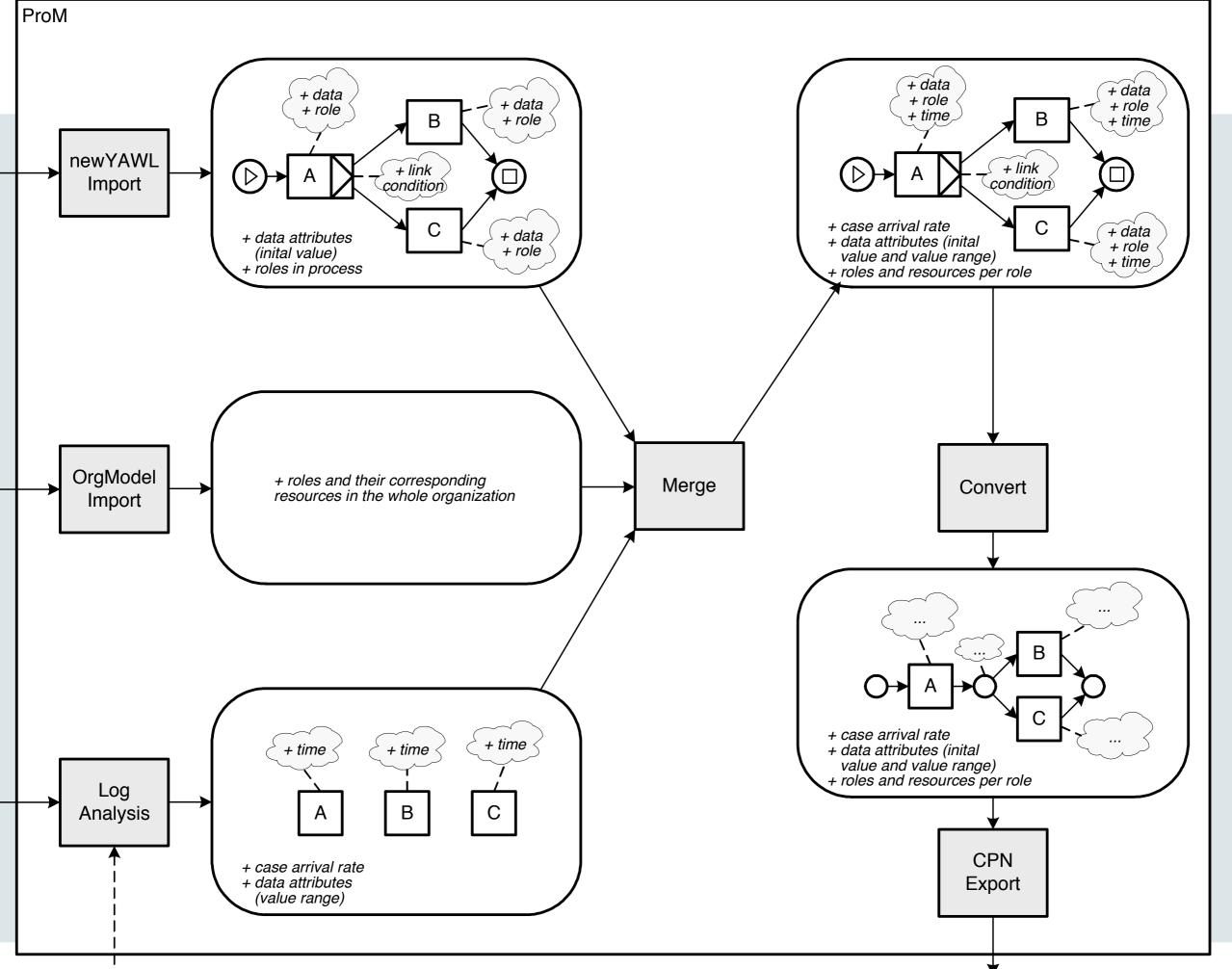














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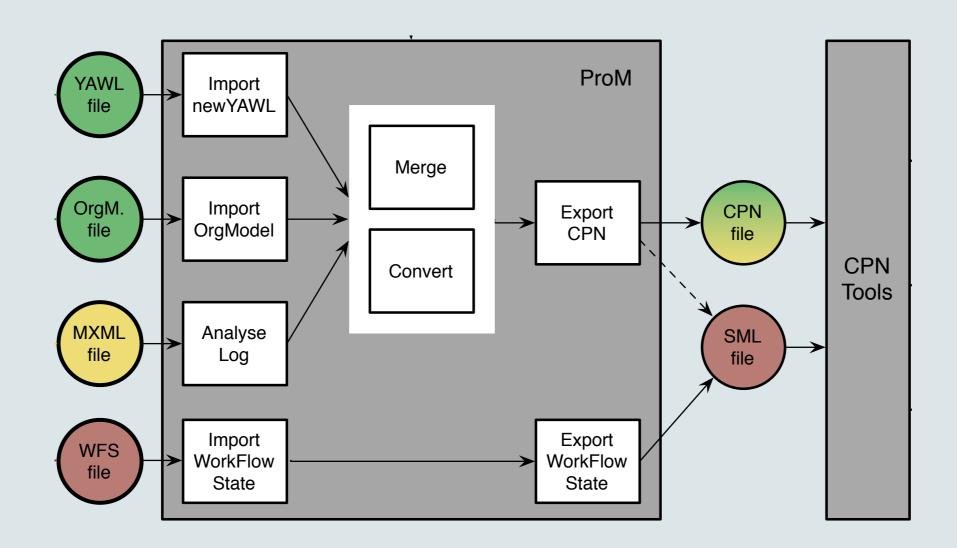
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### 3.4 Loading the Current State

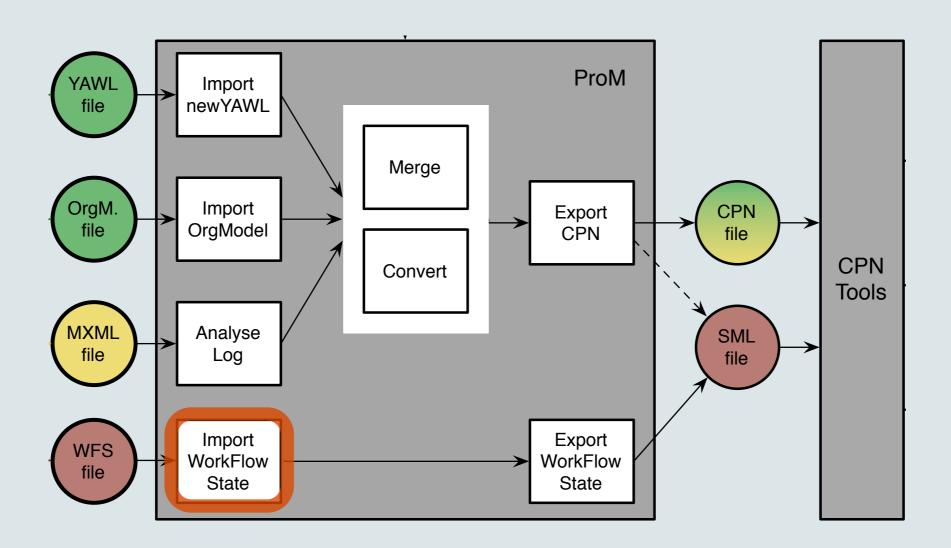
Current state can be updated without changing the simulation model





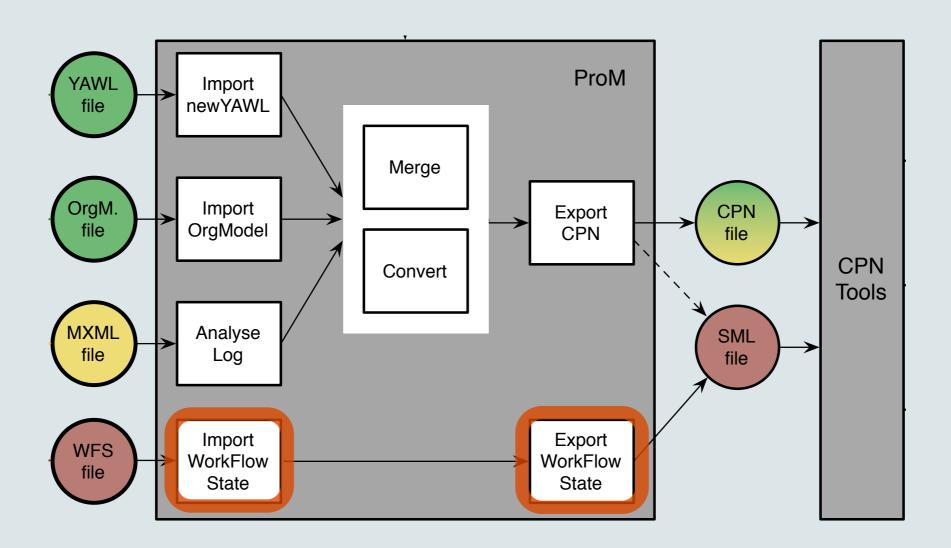
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Current state can be updated without changing the simulation model

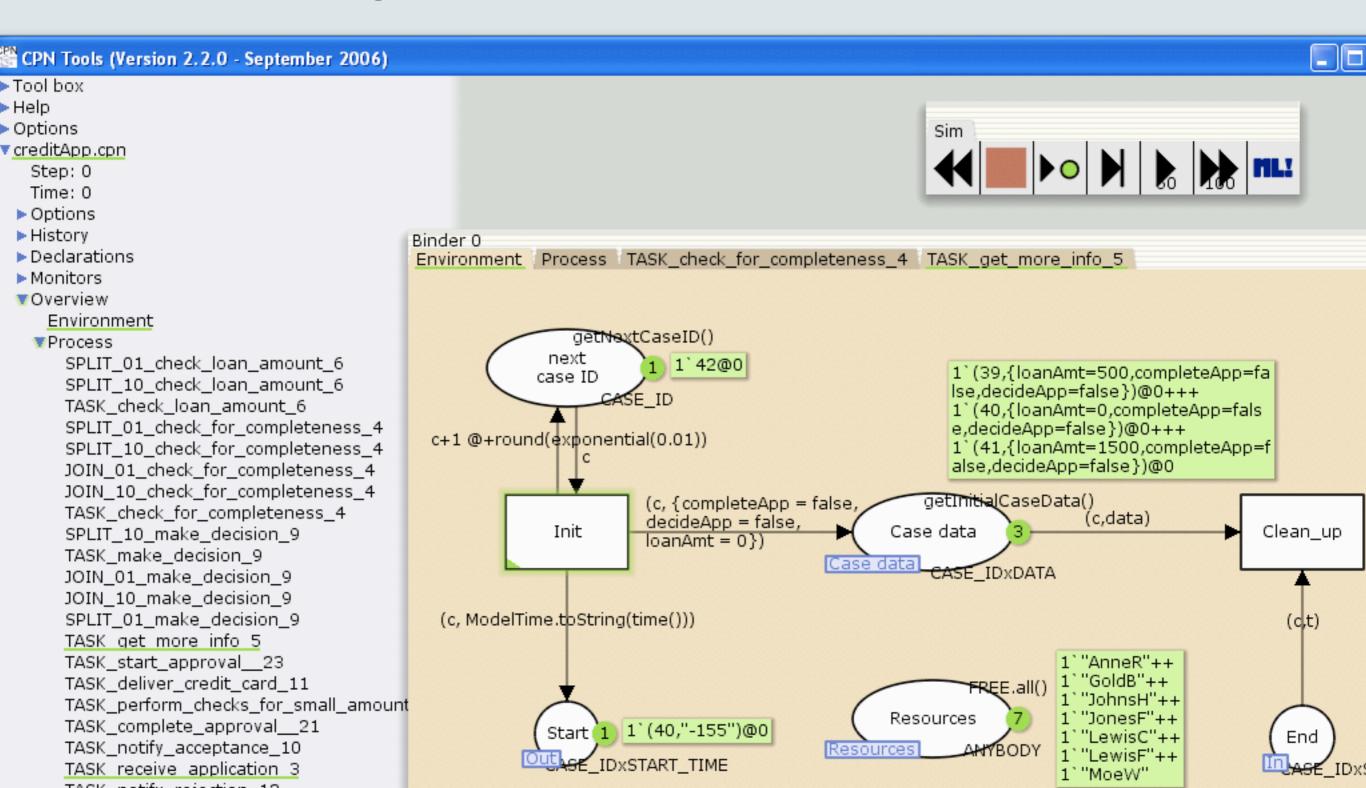




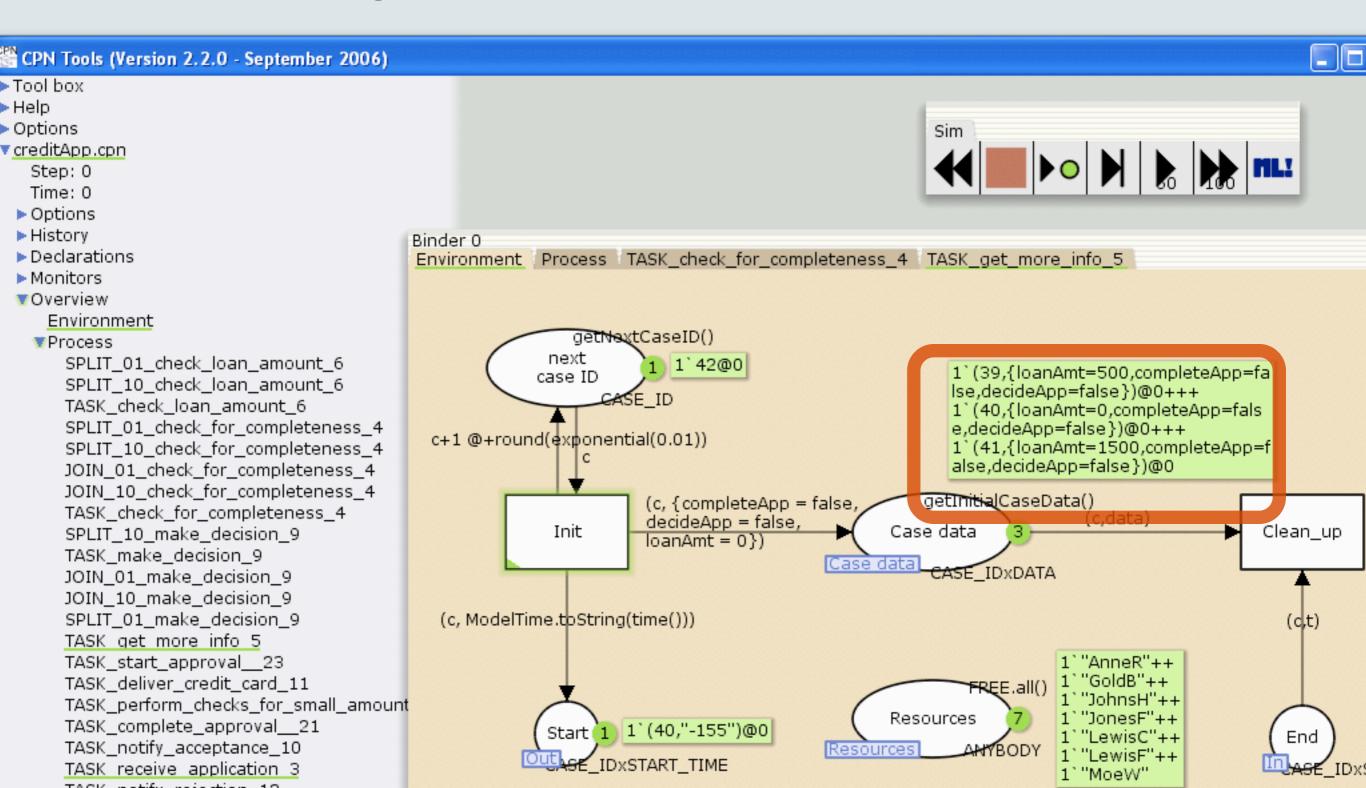
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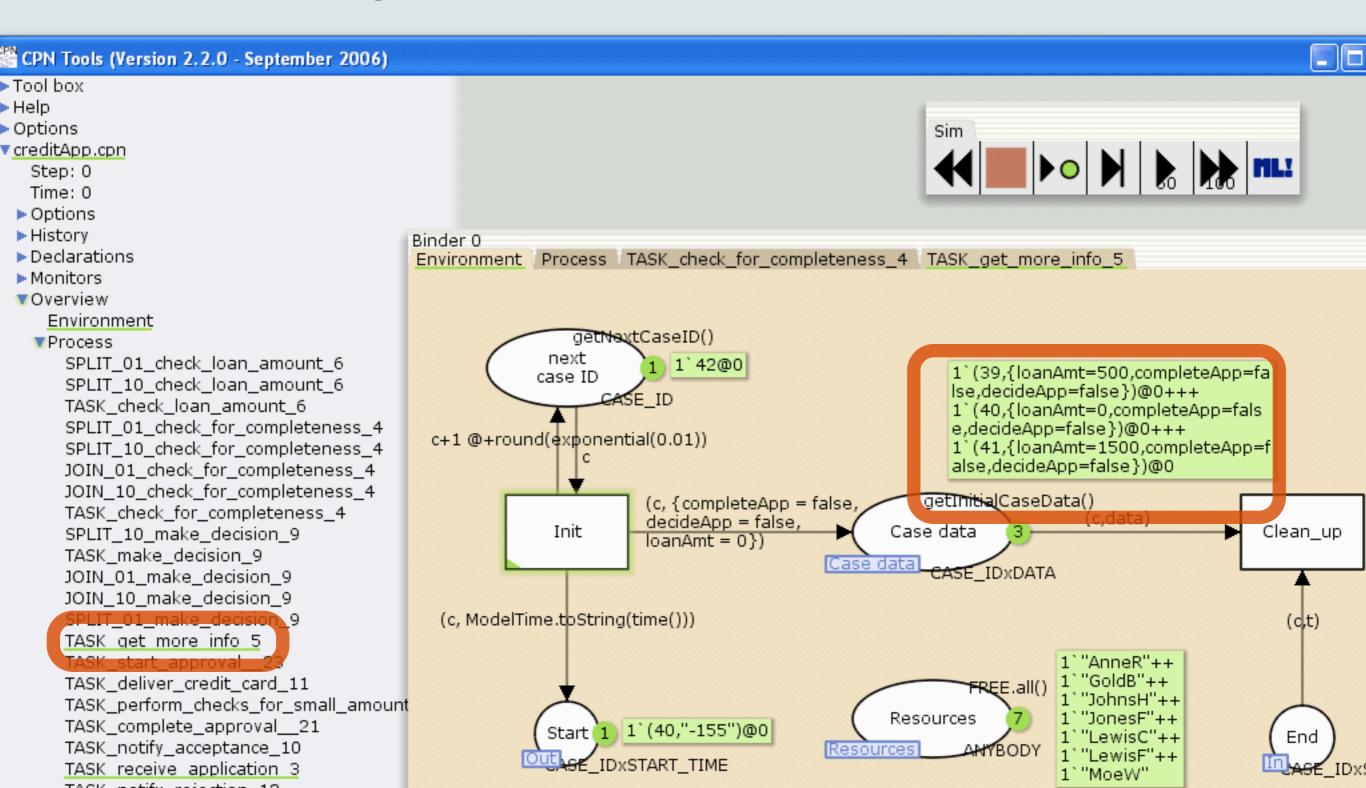


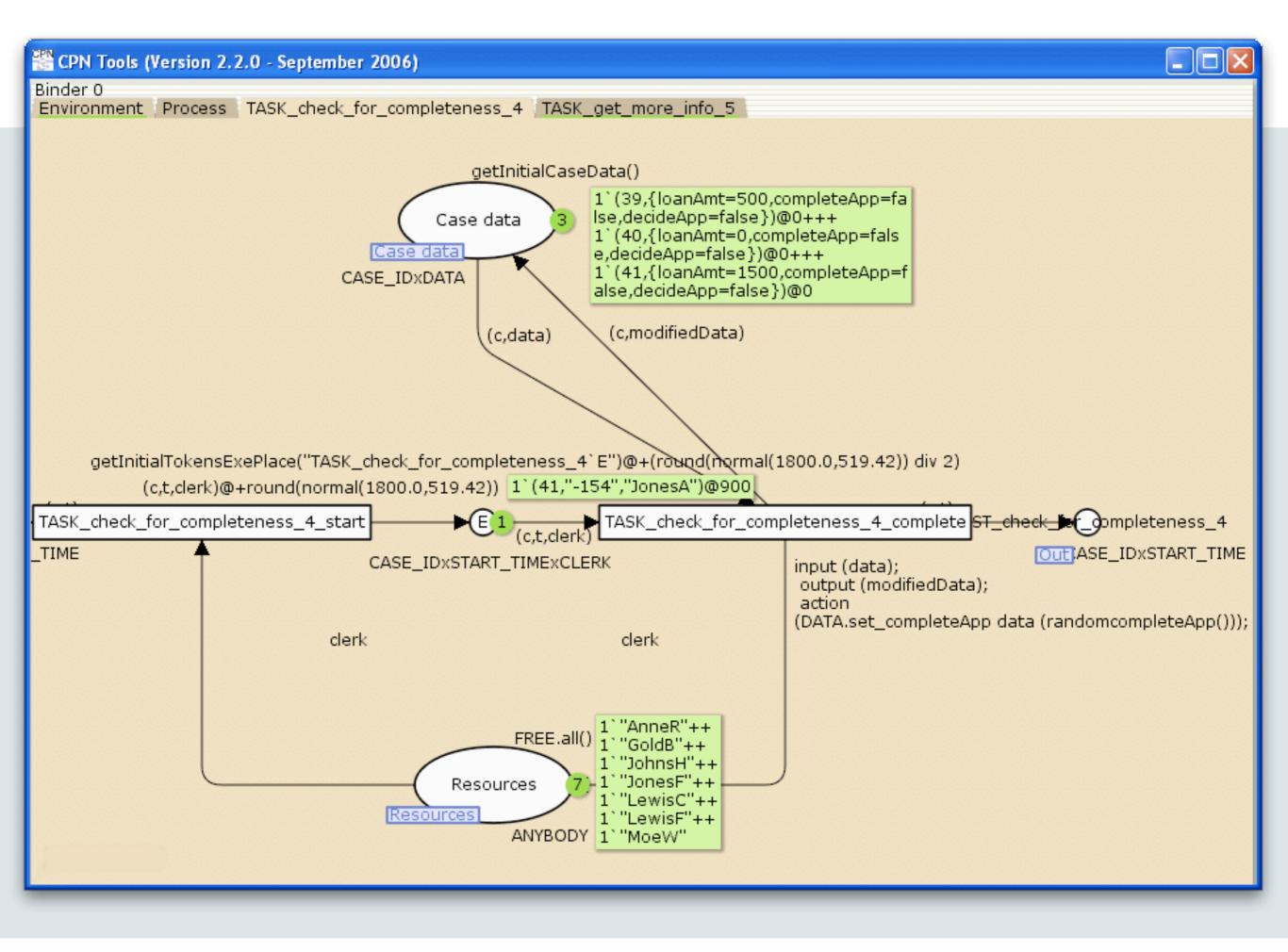


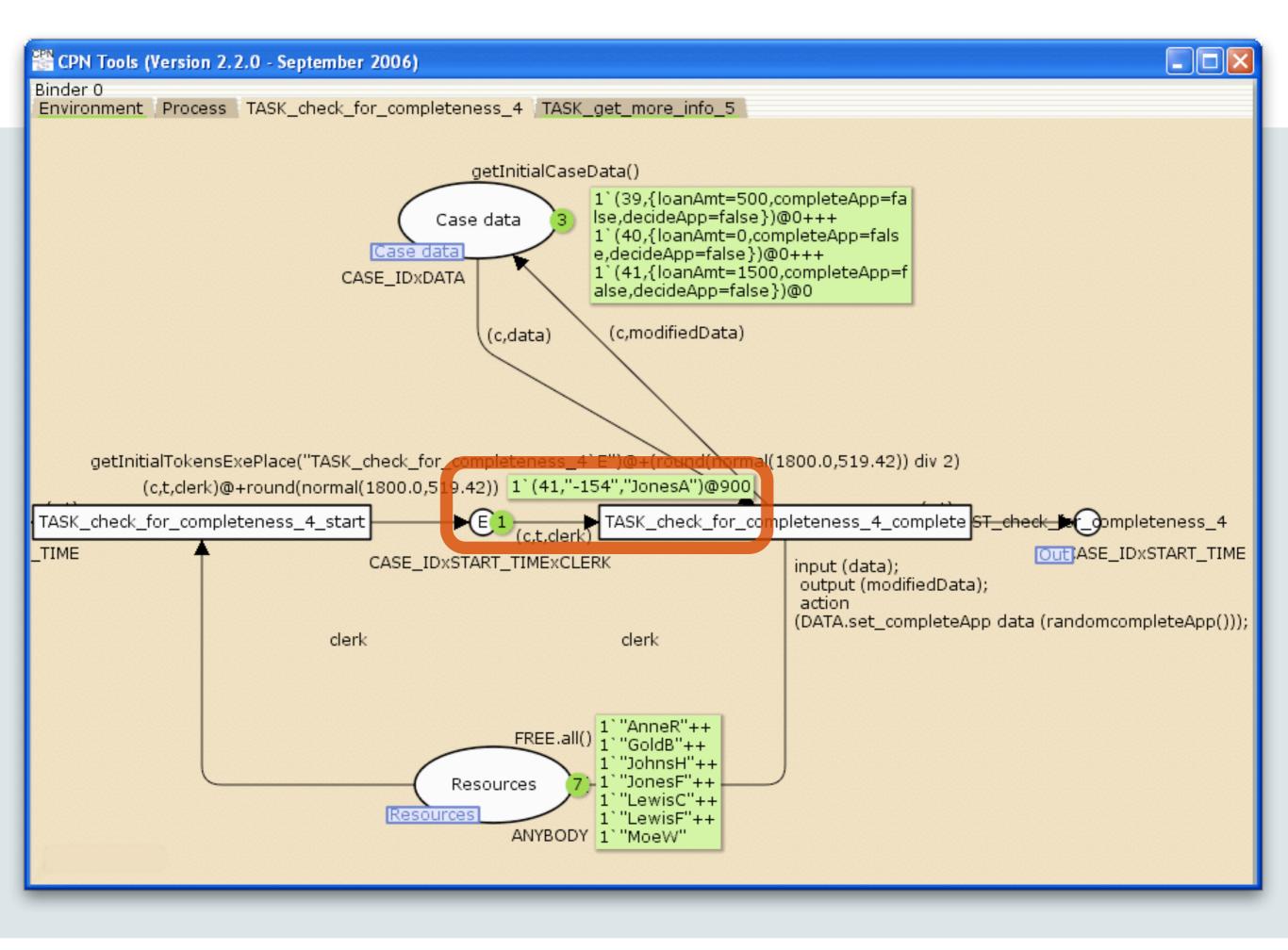














### **Outline**

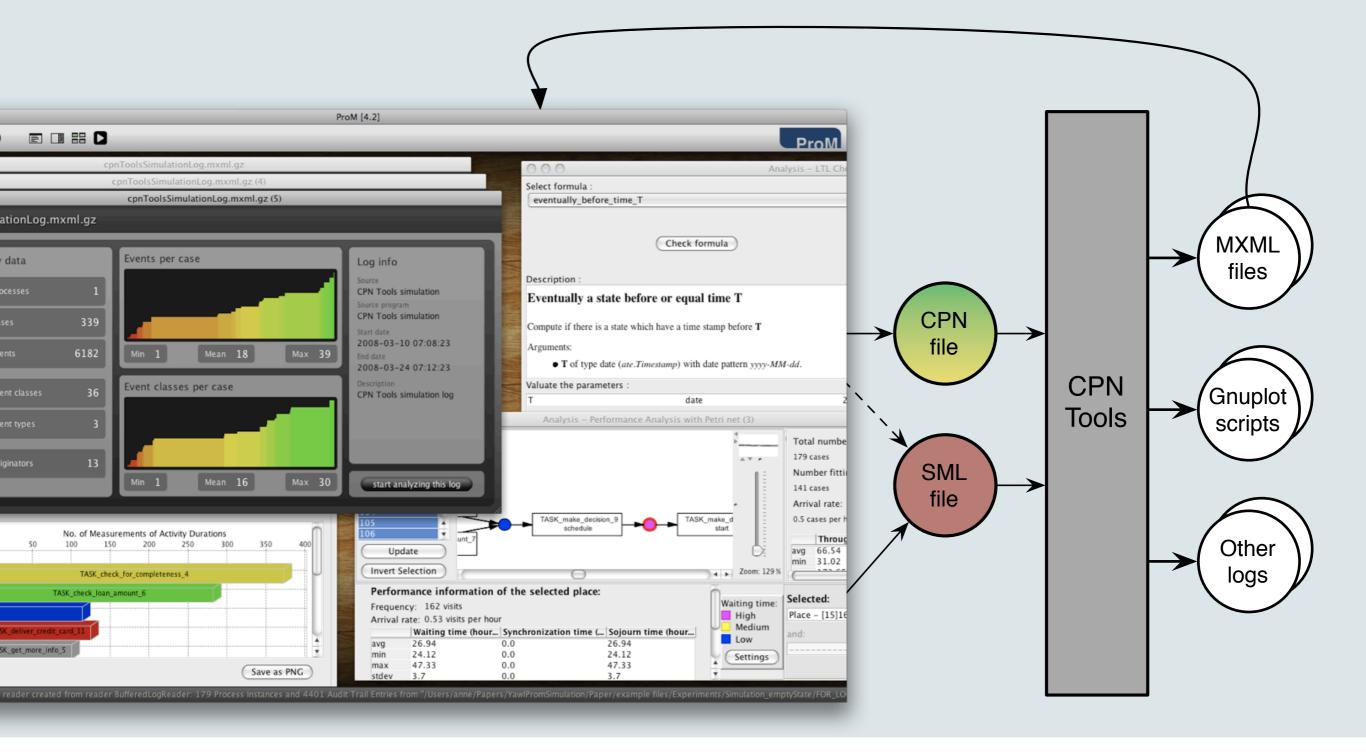
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# 3.5 Analyzing Simulation Logs

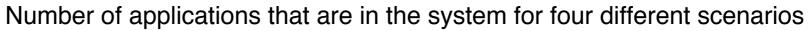


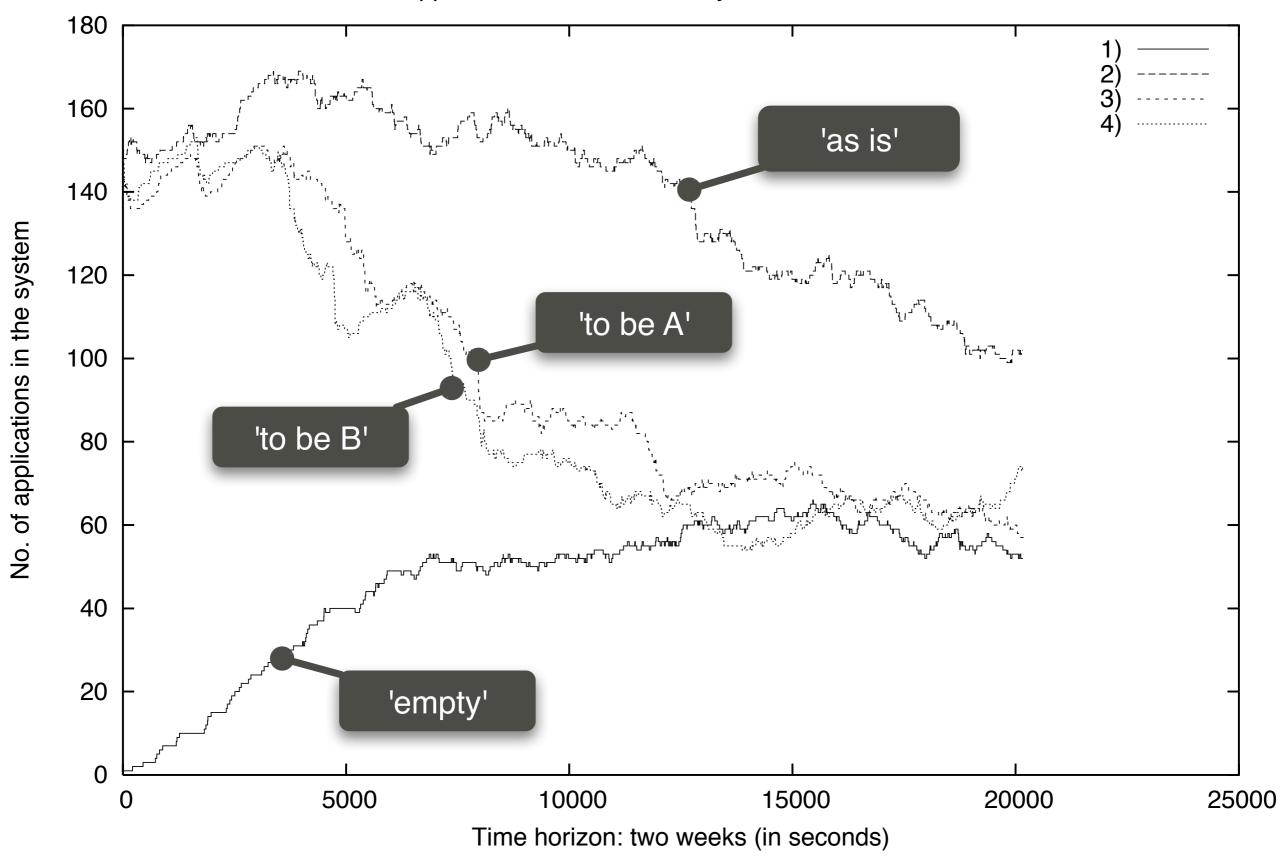


# 3.5 Analyzing Simulation Logs

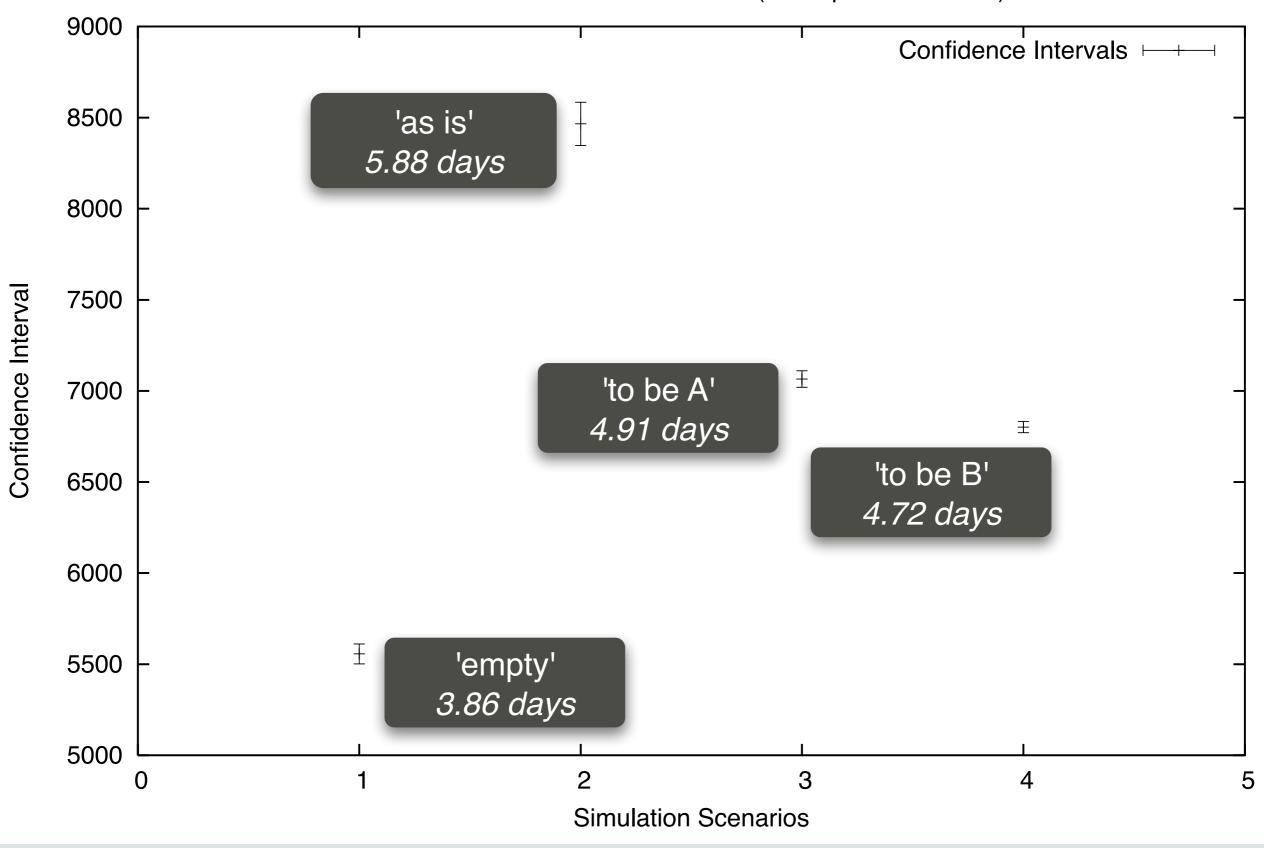
Example: 4 different simulation scenarios:

- 1. An empty initial state ('empty')
- 2. After loading the **current state** file with the 150 applications currently in the system ('as is')
- 3. After loading the current state file but adding **four extra resources** ('to be A')
- 4. After loading the current state file and adding eight extra resources ('to be B')





95 % Confidence Intervals Average Throughput Time in Min for the Four Simulation Scenarios (50 Replications each)



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### 5. Discussion

- Faithful simulation models
  - ★making use of existing artifacts (e.g., process history)
  - But: modeling human behavior remains challenging
- Short-term simulation
  - ★operational decision making based on current state
  - But: tool integration can be improved (feedback)
- Viewing real and simulated process in unified manner
  - ★simulation analysis results can be more easily related to initial properties of the process