

* Keynote

Smart data, decisions and processes

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Research and teaching:

Data & Process analytics Business rules, processes and information Decision models and tables Smart Business

*Bysiness Process Modeling

To visualize/improve the Business

- Document agreement on what the Business wants to accomplish
- Remove **ambiguity**
- Enable the "Big Picture" view of the Business

To automate the Business

- Driving software development with models
- Creating software directly from models.

*Business Process Modeling

A business process model is a collection of related, structured activities that produce a specific service or product (serve a particular goal)



Objectives: (1) descriptive, (2) prescriptive, (3) explanatory

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Business process concerns

Decisions and processes

Decision model & notation

Decision tables

Decision processes



* What should be in the process model?



Exceptions? Timers? Happy path? Decisions? Decision logic? Roles? Messages? Notifications? Triggers? Conditions?

...

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*Observation 1: what to model?

Decisions are important for business, not only processes. Why would we only model the processes?

- * Where is the decision? How is the decision logic modeled?
- * Model the Decision activity: **Decide acceptance**



*Recisions and modeling

Strategic decisions

- Do we enter the insurance market?
- Should we sell travel insurance?

Tactical decisions

- Which products will we promote?
- How to measure and manage performance?

Operational decisions

- How to handle routine cases?
- Follow known rules

Decision execution

- Handle the cases
- Execute the model

*Nested decision paths



*Observation 2: decision paths?

Decision trees should not be process paths

- * Do not hardcode decision rules into the process model
- * Separating (decision) rules from the process simplifies the process
- * Simplify nested decision paths: Decide applicant type
 - Applicant type depends on:
 - Age
 - (and in some cases also Medical Record)



* Separate the rules from the process



*Observation 3: multiple decisions



* <u>Recisions and process are equal</u> partners



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IC3K

*Observation 4: model decisions

Decision(s) (rules) need to be modeled

- * A standard for processes (BPMN) is not enough
- * Upcoming Decision Modeling & Notation standard (DMN)





* Observation 5: proven techniques

Good decision table models are a proven technique to represent decision rules

Consistency, completeness and correctness by design

Appl	icant Risk Rating			
U				
	Applicant Age	Medical History	Applicant Risk Rating	
1	> 60	good	Medium	
2	> 00	bad	High	
3	[2560]	-	Medium	
4		good	Low	
5	< 25	bad	Applicant Risk Rating Medium High Medium Low Medium	



* Observation 6: the decision process

Sometimes the entire process is about a decision

- * Model the decision first, and then think about how to execute it
- * The same decision can be processed in many ways
- * The process of making a decision depends on the desired criteria

(throughput, efficiency, customer comfort, ...)



*Observation 7: business rules

There are many more business rules than decision rules

Behavioral rules & constraints, timing rules, task allocation rules, ...

If all you have is a hammer ...



Separate rules and processes

BPMN really stands for "Business People May Not...understand" (Jim Sinur's blog "Burn Baby Burn, August 2010)





*Observation 8: the continuum

Business rules constrain and guide the process(es)

- * The Process Rule continuum
- * Declarative process modeling, smart BPM, smart decisions, smart business

Figure 1. Axis of Adaptability н Explicit Constraint-Rules Based **Goal-Directed Dynamic Orchestration** Dynamic Intelligent Degree of Dynamic Nature Processes Processes Adaptive Case Management Event-Based **Case Management** Social/Collaborative Ad Hoc Rigid Processes Processes Т **Degree of Unstructured Nature** н

Source: Gartner (May 2013)

*Multiple models



(Cartoon G. Renee Guzlas, artist).



* Recisions need to be modeled





*Why separate decisions-processes?

*The process can be rather stable

*But the decision rules can change all the time





*Why separate decisions-processes?

- *Simpler processes
- *Different responsibilities, different stakeholders
- *Different timing of changes
- *Improved agility (change decision and keep process)
- *Simpler decision modeling and discovery
- *Reuse decisions across processes
- *Improved visibility and focus
- *Automate manual decisions





*RMN components



* Recision Requirements Graph



*What to do, or how to do it?

*What is to be decided? Possible outcomes?



*Example: decision model



*Recision logic

* Natural language

- * Unclear, ambiguous
- * Logic
 - * Powerful, unambiguous, but not for business people

* Structured English Rules

- * Subset of natural English
- * Trade-off between:
 - * easy of use (but not very powerful)
 - * powerful (but difficult to use)

* Decision trees, tables, graphs, diagrams

* Different representations for different purposes: acquisition, V&V, decision making, dependencies, impact analysis

* Object Constraint Language

- * Part of UML
- * Useful for pre- and postconditions





*Kim Clijsters' Tennis Banking

"Clijsters becomes the world's number one if she reaches the final, OR If Davenport doesn't reach the final, OR Mauresmo doesn't win the tournament.

Lindsay Davenport stays number one if she wins the tournament AND Clijsters doesn't reach the final, OR she looses the final (against another player than Mauresmo) AND Clijsters looses in the semi-finals.

Amélie Mauresmo becomes number one if she wins the tournament and Clijsters looses in the quarter-finals. "

(translated from <u>www.sporza.be</u>, ...)

1. Clijsters	goes out before semi-final				
2. Davenport	goes out before final		runner-up	runner-up	
3. Mauresmo	does not win tourn.	es not win tourn. wins tourn. does not win tourn. wins tourn.		-	
1. Cijsters number 1	Х	Х	Х		Х
2. Davenport number 1	-				х
3. Mauresmo number 1		Х		Х	
	1	2	3	4	5

1. Clijsters	looses semi-final			runner-up or wins	
2. Davenport	goes out before final	runner-up or wins tourn.		-	
3. Mauresmo	-	does not win tourn. wins tourn.		-	
1. Cijsters number 1	Х	Х		Х	
2. Davenport number 1		х			
3. Mauresmo number 1					
	6	7	8	9	

* Tables, methodology and standard

*Decision tables (DT)

* Decision rules in a tabular format

*Decision table methodology (DTM)

- * How to use a constrained form of decision tables in order to model decisions
- * Goal-oriented decision modeling network
- * Good decision table design
- * Single hit tables (complete, consistent and correct), relations between tables, table notation, contraction, optimization, normalization.

*Decision Modeling & Notation (DMN) standard

- * Standard syntax and notation for exchange
- * Recognize other forms of tables
- * Combine tables with other concepts in decision modeling
- * Standard expression language

*Modeling Issues

• The global model

Decision table hierarchy

A condition subtable returns the outcome of a decision and uses it in another table



The detailed model

Decision table construction Kinds of tables

	Car group	Booked >= 3 days in advance	Duration (D=Daily, W=Weekly, M=Monthly)	Discount 10%	Discount €50.00
1	Compact	Y	•	×	
2		N	-		
3	Mid-sized, Full	Y	D	×	
4	Sport, Utility,		W	×	×
5	Minivan		M or (other)	×	
6		N	D	•	
7			W	•	×
8			M or (other)	•	
9	(other)	Y	•	×	
10		N	•		

* RMN Recision Logic

*Decision tables

*Single hit (returns 1 rule with outcome(s))

* Default: If rules are non-overlapping: unique hit

* Recognize others: If rules are overlapping, the 1 rule has to be selected: any hit, first hit, priority hit

*Multiple hit (returns a list of rules)

* RMN Types of tables (single hit)

DMN identifies different table types, indicated by the first letter:

- * **unique hit** tables: every input case is included in one rule only. There is no overlap between rules.
- * any hit tables: every input case may be included in more than one rule, but the outcomes are equal. Rules are allowed to overlap.
- * **priority hit** tables: multiple rules can match, with different outcome values. This policy returns the matching rule with the highest output value priority (e.g. highest discount).

* first hit tables: multiple (overlapping) rules can match, with different outcome values. The first hit by rule order is returned (and evaluation can halt). This is a common usage, because it resolves inconsistencies by forcing the first hit.

It is important to distinguish this type of table from others because the meaning depends on the sequence of the rules. Because of this sequence, the table is hard to validate manually and therefore has to be used with care.

Good

Ugly

Bad

Tables with redundancy (ugly)

Overlapping rows (but with the same conclusion)

	TypeOfOrder	CustomerLocation	TypeofCustomer	SpecialDiscount
1	Web	US	Wholesaler	10%
2	Phone			Not Applicable
3		non-US		Not Applicable
4			Retailer	Not Applicable

-> multiple rows can apply: what if one is changed? Contradiction This is a list of rules, not a good decision table (where is Phone, non-US?)

The better version:

	TypeOfOrder	CustomerLocation	TypeOfCustomer	SpecialDiscount
1	Web		Wholesaler	10%
2		03	Retailer	Not Applicable
3		non-US	-	Not Applicable
4	Phone	-	-	Not Applicable

First-hit tables (bad)

First hit table (overlapping rows but with different conclusions)

	TypeOfOrder	CustomerLocation	TypeofCustomer	SpecialDiscount
1	Web	US	Wholesaler	10%
2	Phone			Not Applicable
3		non-US		Not Applicable
4			Retailer	5%

-> multiple rows can apply: take the first hit (requires sequence!) Hard to validate. This is a list of rules, not a good decision table

The better version:

	TypeOfOrder	CustomerLocation	TypeOfCustomer	SpecialDiscount
1	Web		Wholesaler	10%
2		03	Retailer	5%
3		non-US	-	Not Applicable
4	Phone	-	-	Not Applicable

* The decision table as relation

Exclusivity



Completeness

1. Customer?	Good	Good	Not Good	Net Good
2. Quantity Ordered	Q<10	Q>=10	Q<10	Q>=20
1. Discount := 5×	-	×	-	-
2. Discount := 2×	×	-	×	-
3. Discount := 0×	-	-	-	x
	4	9	2	4



2011: Gwen (from insurance):

"Jan, I attended your presentation last year, and we applied the ideas you told us. I must thank you. What used to take 5 people for 5 months is now done by 1 person in 2 weeks or less. And ..."

2012: Gwen & Kate : *Actually, it saves the company* 2.9 million \$

... a year

2013: Hey Jan, good news, we got promoted this year.





*Issues RMN solves

*Separating decisions and processes



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* Issues RMN solves

*Separating decision structure and decision logic

* Allows to model decision relations, even if not all logic is expressed in tables.



*Issues RMN solves

* Decision modeling methodology

* **Good** decision table models are a proven technique to represent decision rules Consistency, completeness and correctness **by design**

*Decision table types

* Recognize, and unambiguously exchange.

* Standard notation for exchange and implementation

- * Strict notation and simple expression language ((S-)FEEL).
- * FEEL ("Friendly Enough Expression Language) implements the required mechanisms
- * S-FEEL ("Simple FEEL") is a basic subset of FEEL designed to cover the essential requirements of Decision Table-based DMN models



*From decisions to processes



Group customer contacts

*The basic message

*First make it correct

- * Overview, Consistency, Format, Verification, Business View, Analysis, ...
- * Make sure the business can do it

*Then you can make it efficient, optimal * If it executes automatically, fine * If the execution is optimized, even better





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