

Process Mining

Making Sense of Processes Hidden in Big Event Data

EIS Colloquium, 7-12-2012, TU/e, Eindhoven

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www.processmining.org

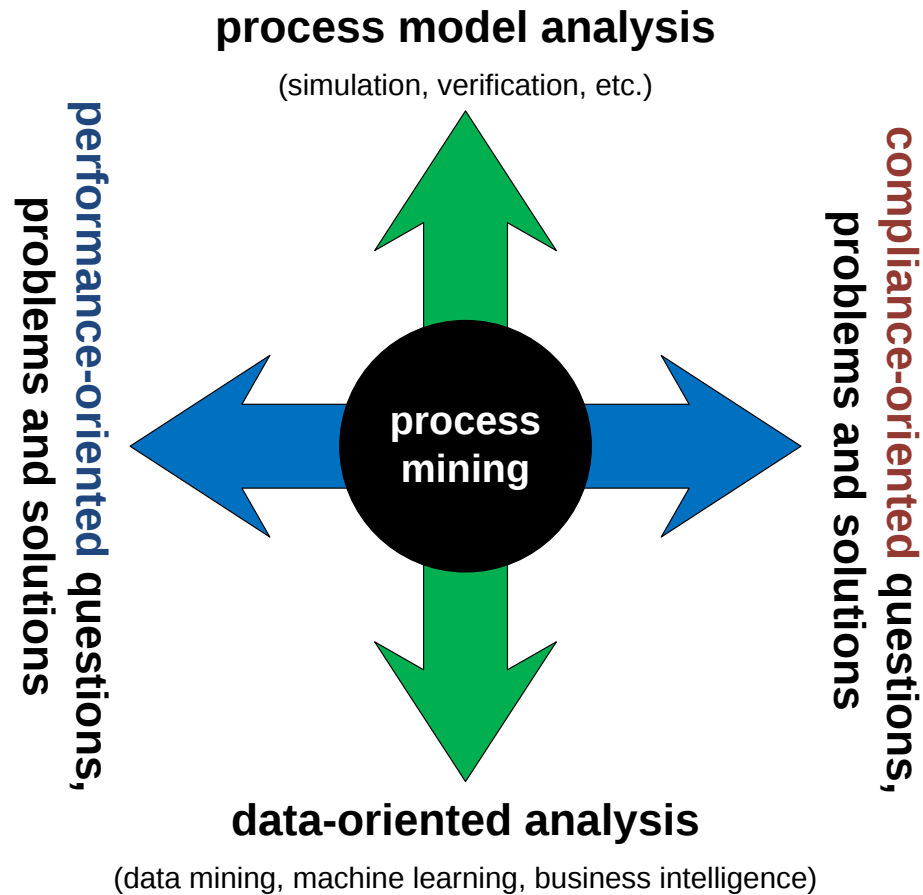


TU/e

Technische Universiteit
Eindhoven
University of Technology

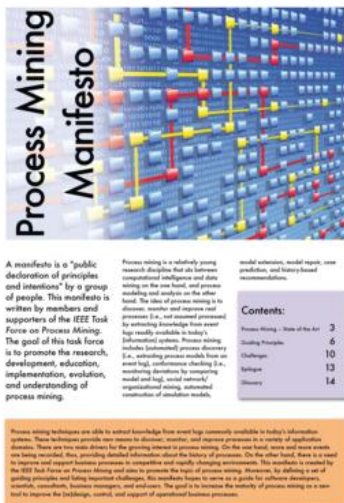
Where innovation starts

Positioning Process Mining



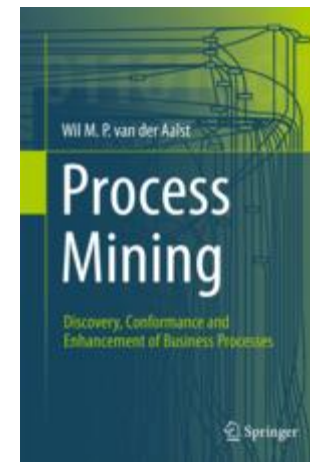
Advances in Process Mining

- Many process discovery and conformance checking algorithms and tools are available (cf. the various **ProM** packages).
- Also commercial software based on these ideas:
Disco (Fluxicon), Reflect (Futura/Percentive), BPMOne (Pallas Athena/Perceptive), ARIS Process Performance Manager (Software AG), Futura Reflect (Futura Technology), Interstage Automated Process Discovery (Fujitsu), QPR ProcessAnalyzer/Analysis (QPR Software), flow (fourspark), Discovery Analyst (StereoLOGIC), etc.
- We applied process mining in over 100 organizations.



More than 75 people involving more than 50 organizations created the **Process Mining Manifesto** in the context of the **IEEE Task Force on Process Mining**.

Available in 13 languages



What Happens in an Internet Minute?



And Future Growth is Staggering



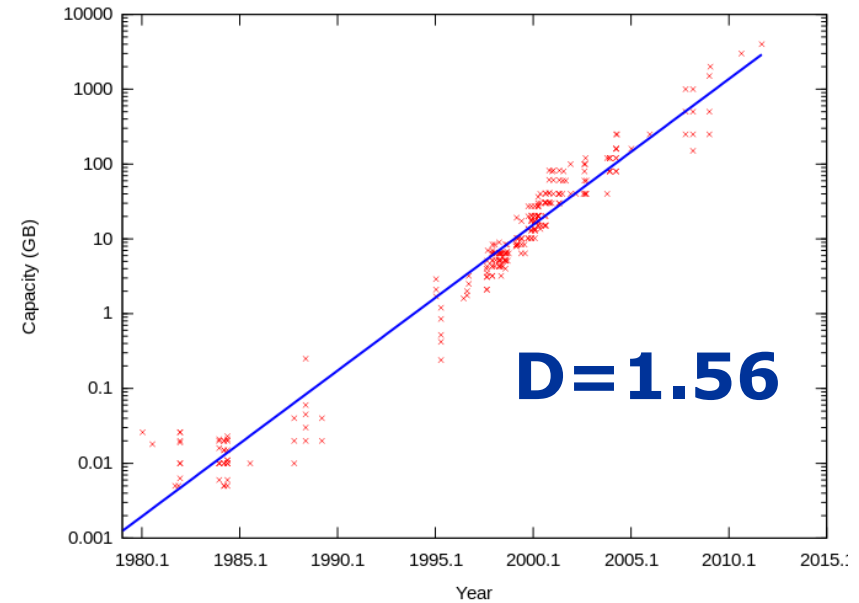
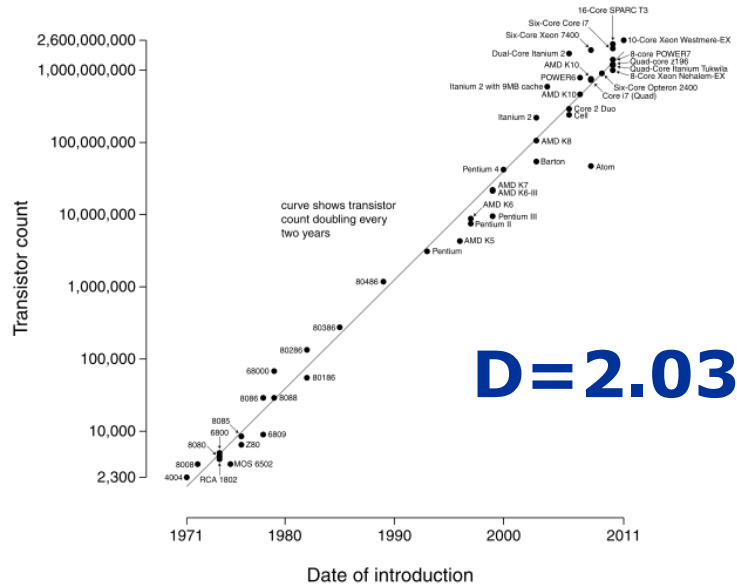
Big Data: Even Dilbert and the "pointy-haired boss" know about it ...



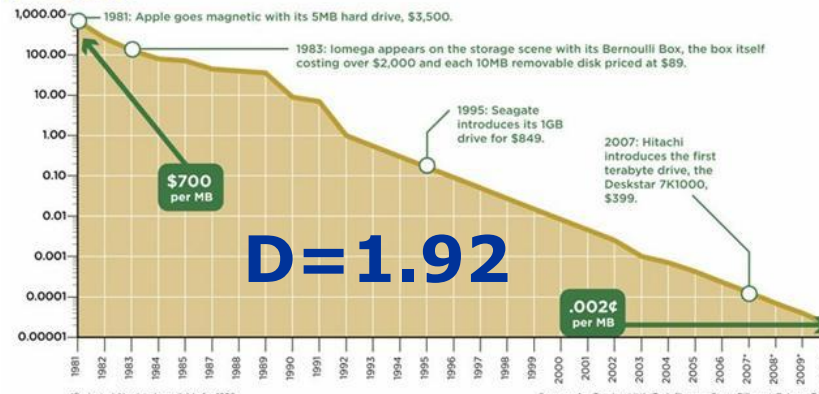
<http://dilbert.com/strips/comic/2012-07-29/>

Moore's Law

Microprocessor Transistor Counts 1971-2011 & Moore's Law



\$ per megabyte



A simple calculation



- **Starting point 2010:**
 - **Harddisk 1 Terabyte = 10^{12} bytes**
 - **Digital Universe 1.2 Zettabyte = 1.2×10^{21} bytes** (estimate in IDC's annual report, "The Digital Universe Decade – Are You Ready?" May 2010)
- **Disk needs to grow $2^{30.16} = 1.2 \times 10^9 = 1.2 \times 10^{21} / 10^{12}$ times its current size.**
- **Assuming $D=1.56$ this takes $30.16 \times 1.56 = 47.05$ years.**
- **Hence, in 2060 your laptop can contain all of today's digital universe (internet, computer files, transaction logs, movies, photos, music, books, databases, etc.)!**

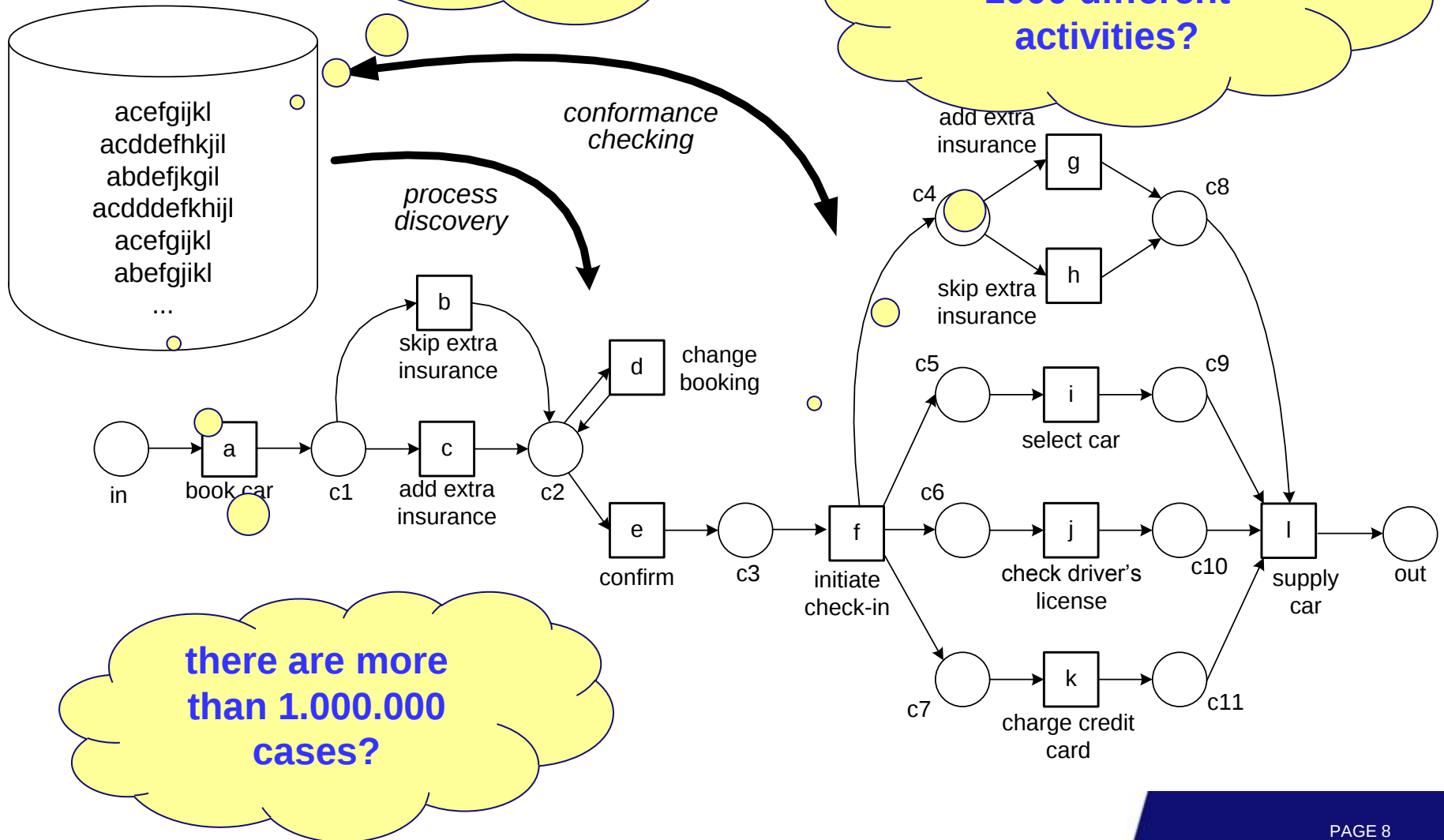
Big Data: Opportunities and Challenges



What if?

there are more
than 100.000.000
events?

there are more than
1000 different
activities?



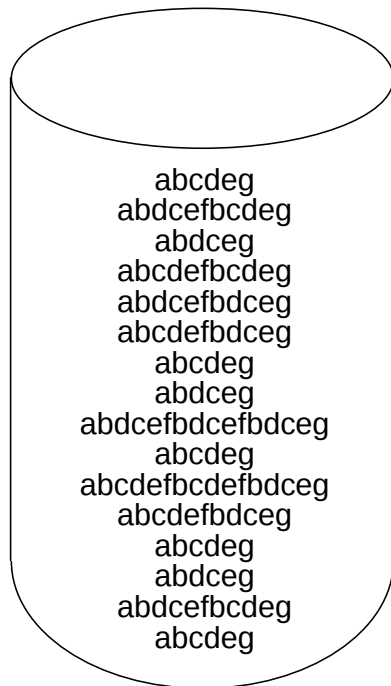
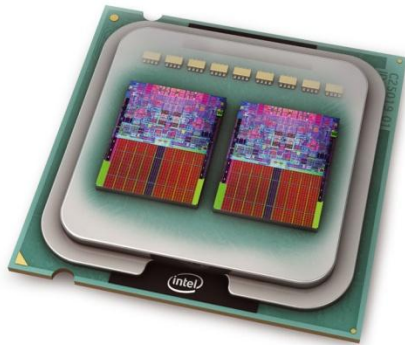
Decomposing/Distributing Process Mining Problems

This talk is not about a new algorithm!

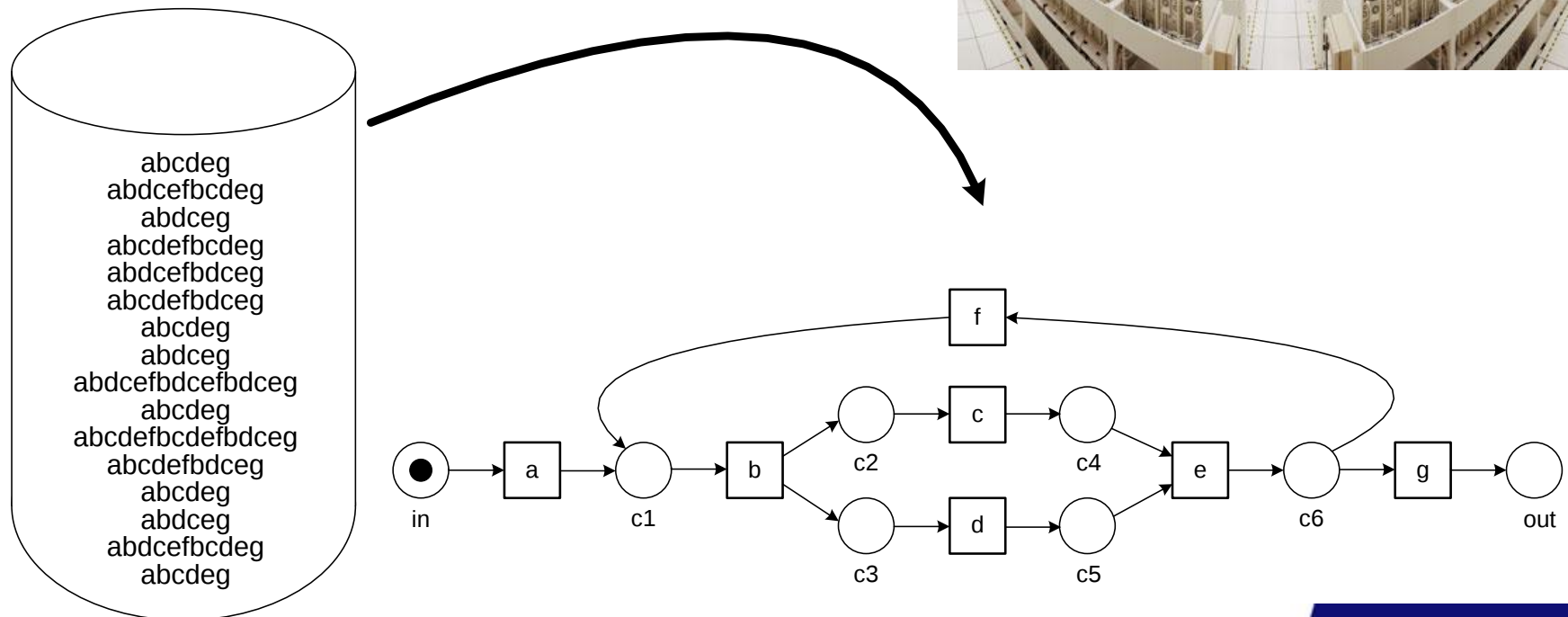
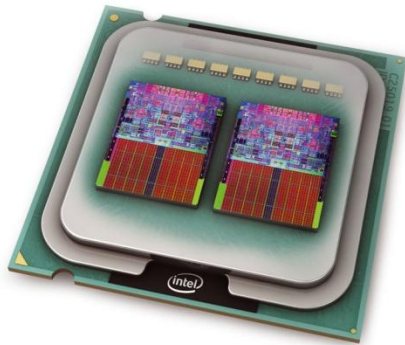


Disclaimer

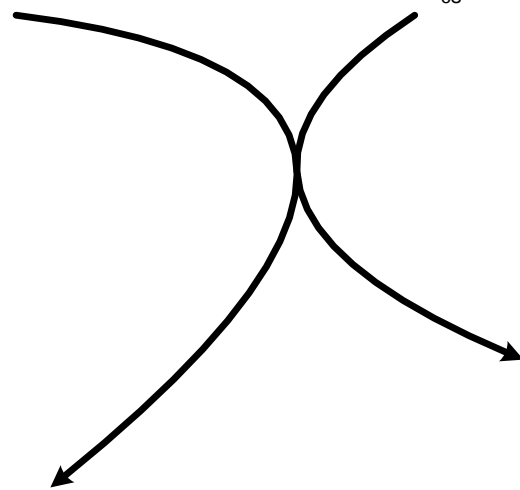
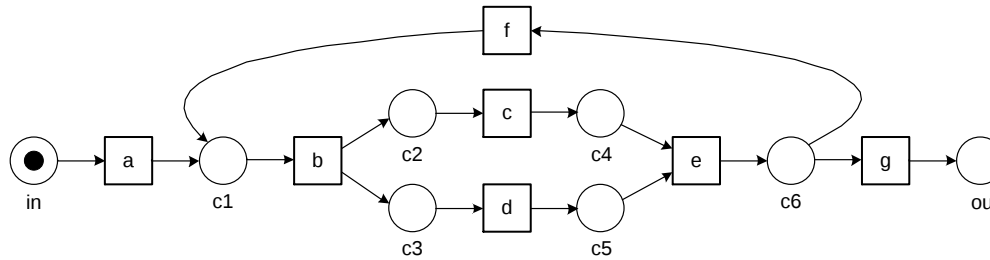
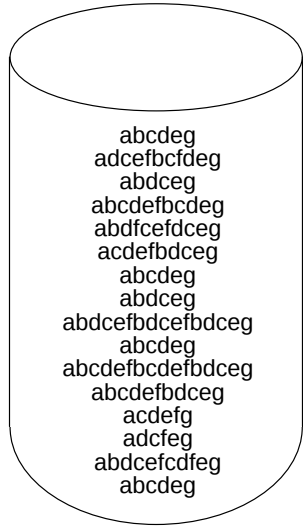
How to decompose/distribute process discovery?



How to decompose/distribute process discovery?



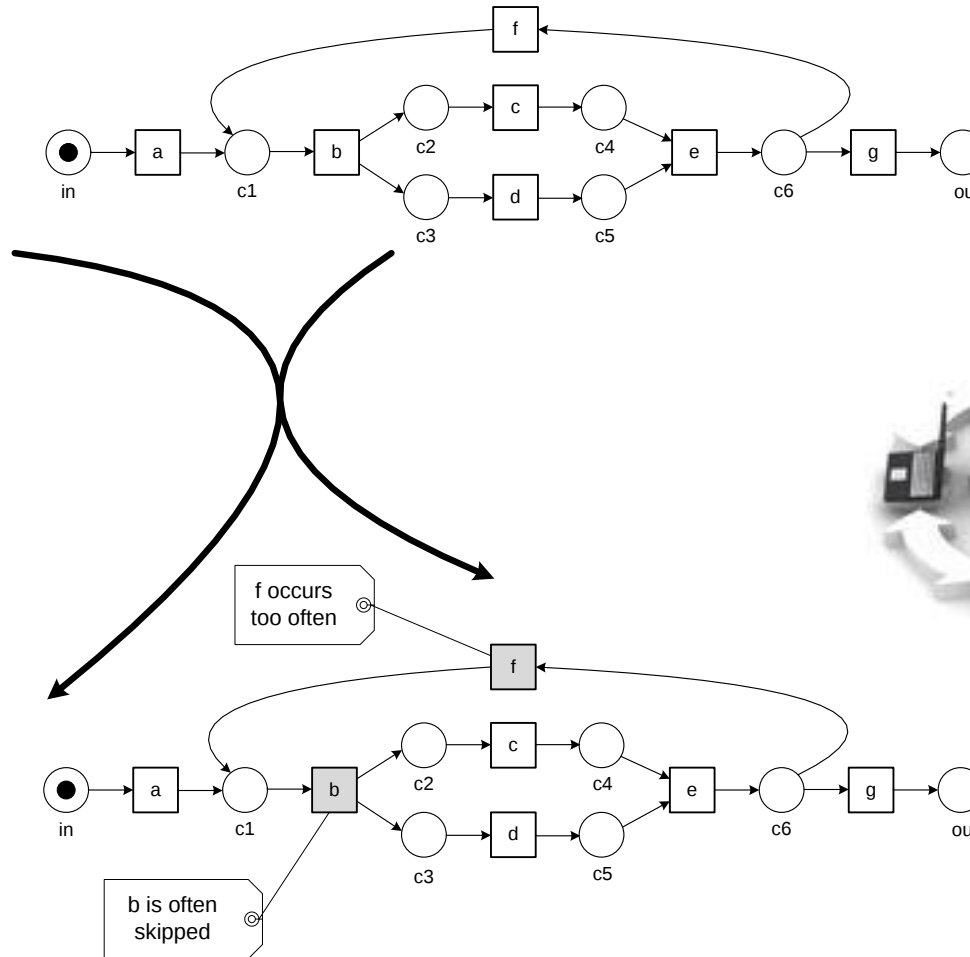
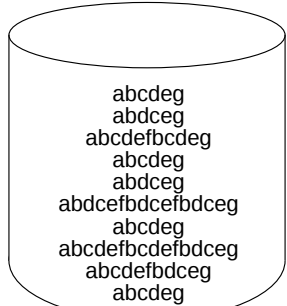
How to decompose/distribute conformance checking?



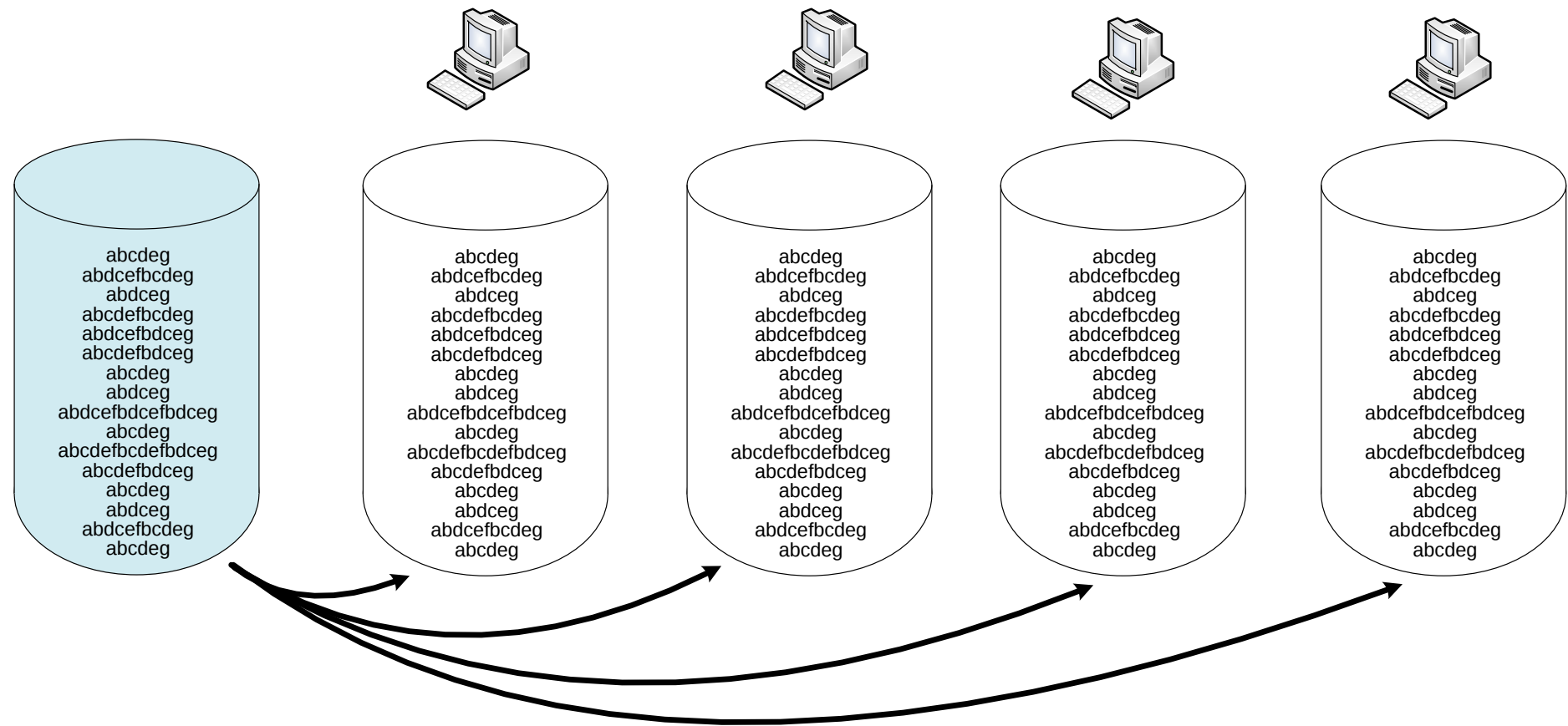
?



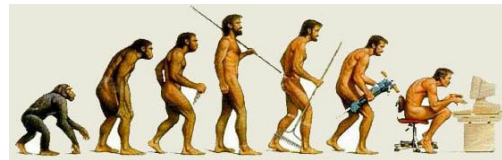
How to decompose/distribute conformance checking?



Replication: Same event log on all computing nodes



Only makes sense if random elements,
e.g., genetic process mining.



Classification based on partitioning of event log: vertical and horizontal



sets of
cases

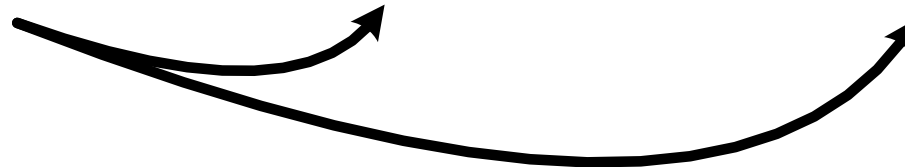
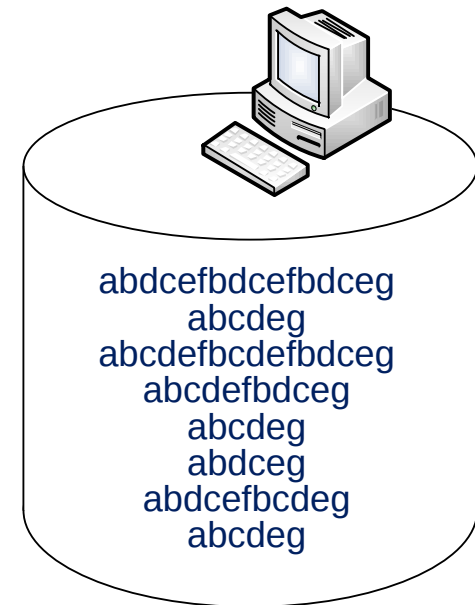
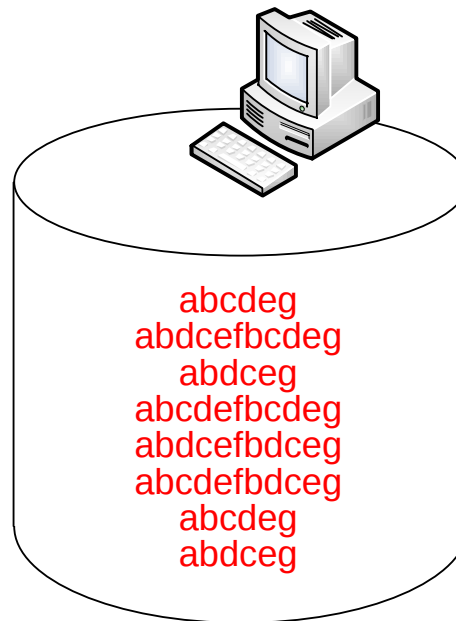
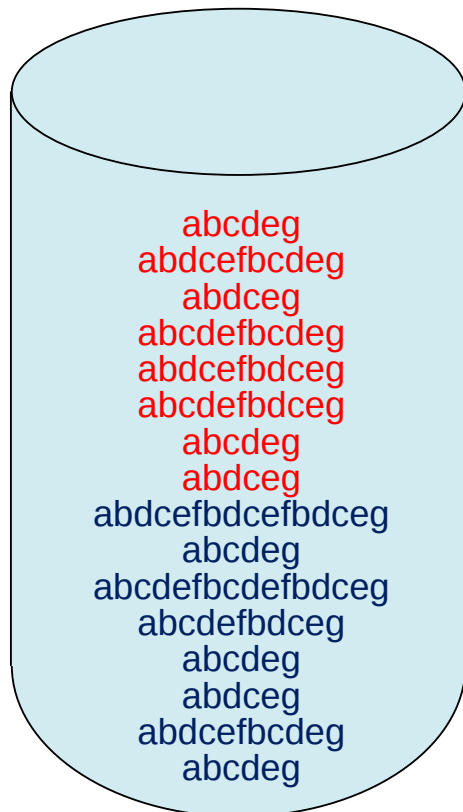
sets of
activities



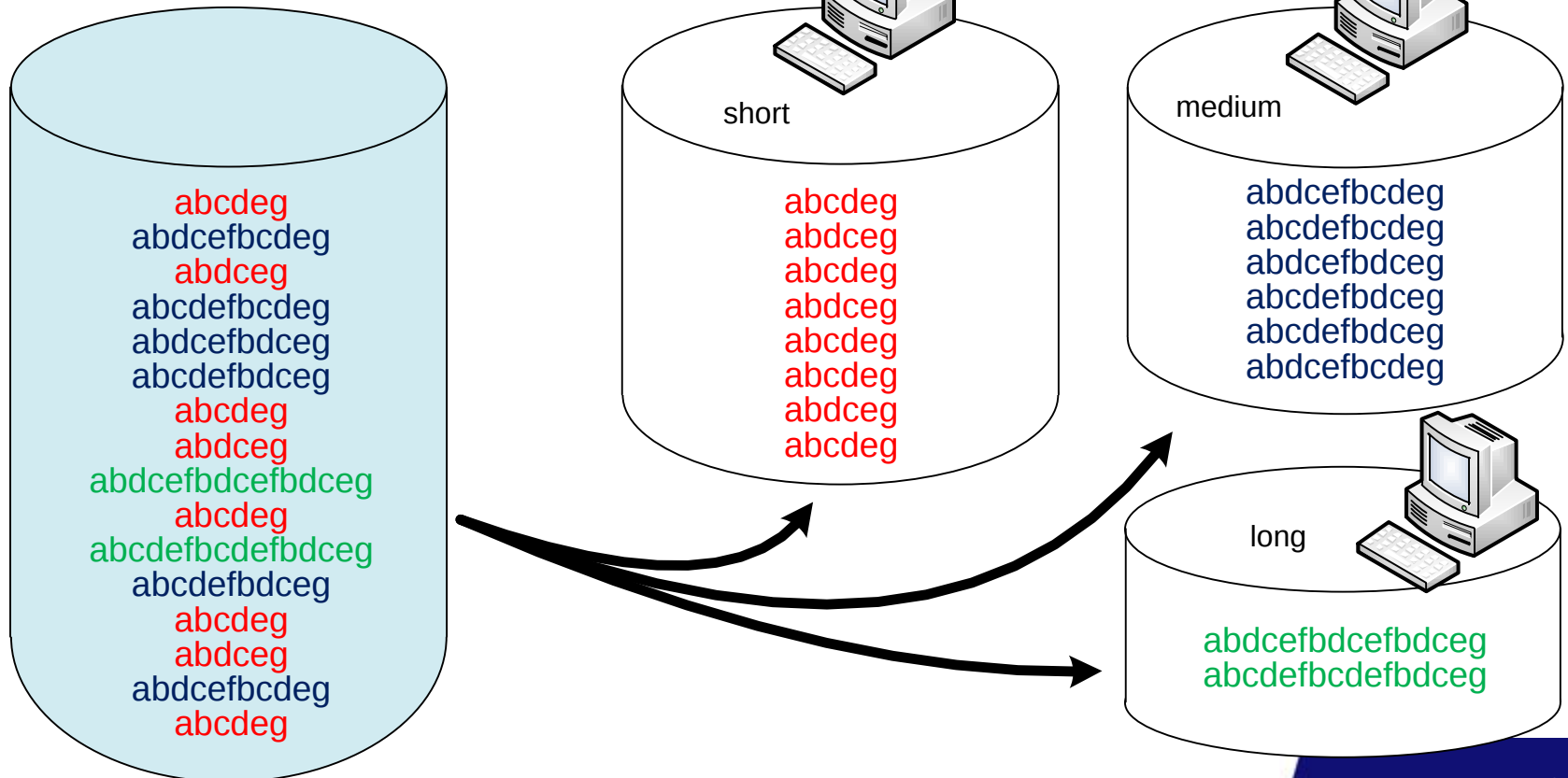
Vertical distribution I: Split cases arbitrarily



sets of
cases

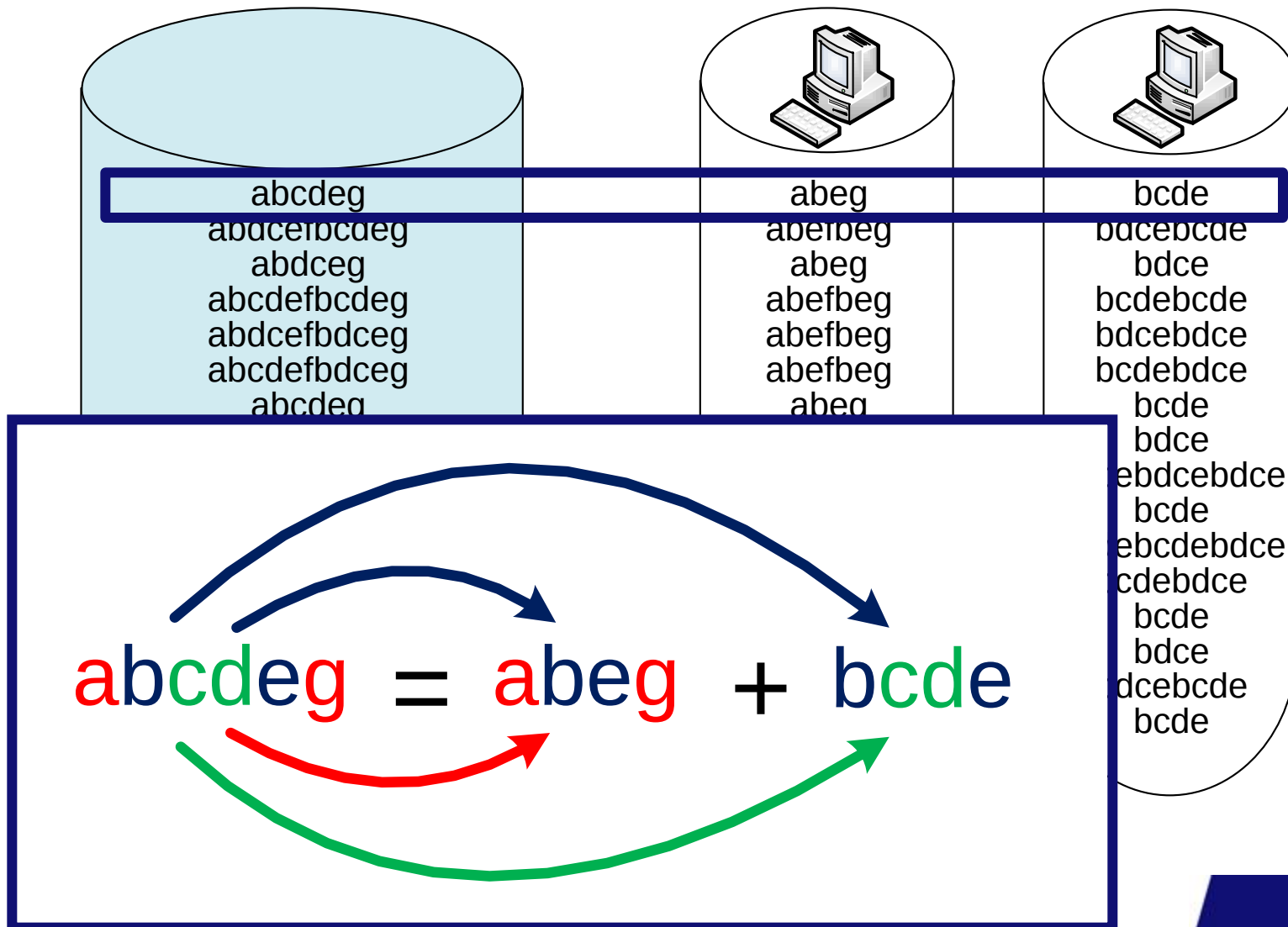


Vertical distribution II: Split cases based on a specific feature



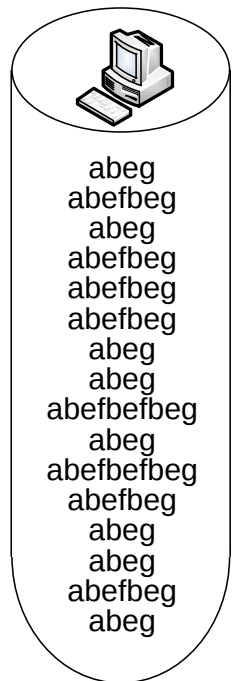
Horizontal distribution

sets of
activities

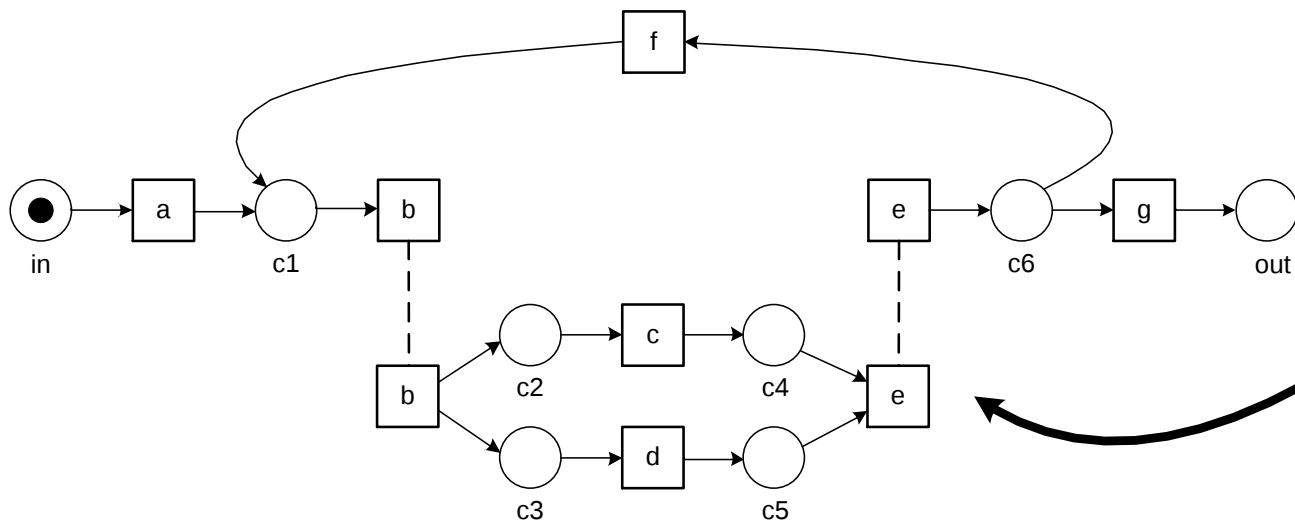
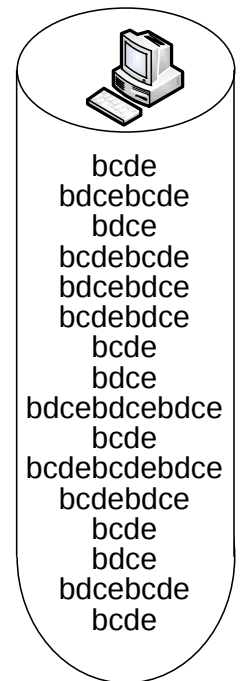


Horizontal distribution: The key idea

projected on
a,b,e,f,g

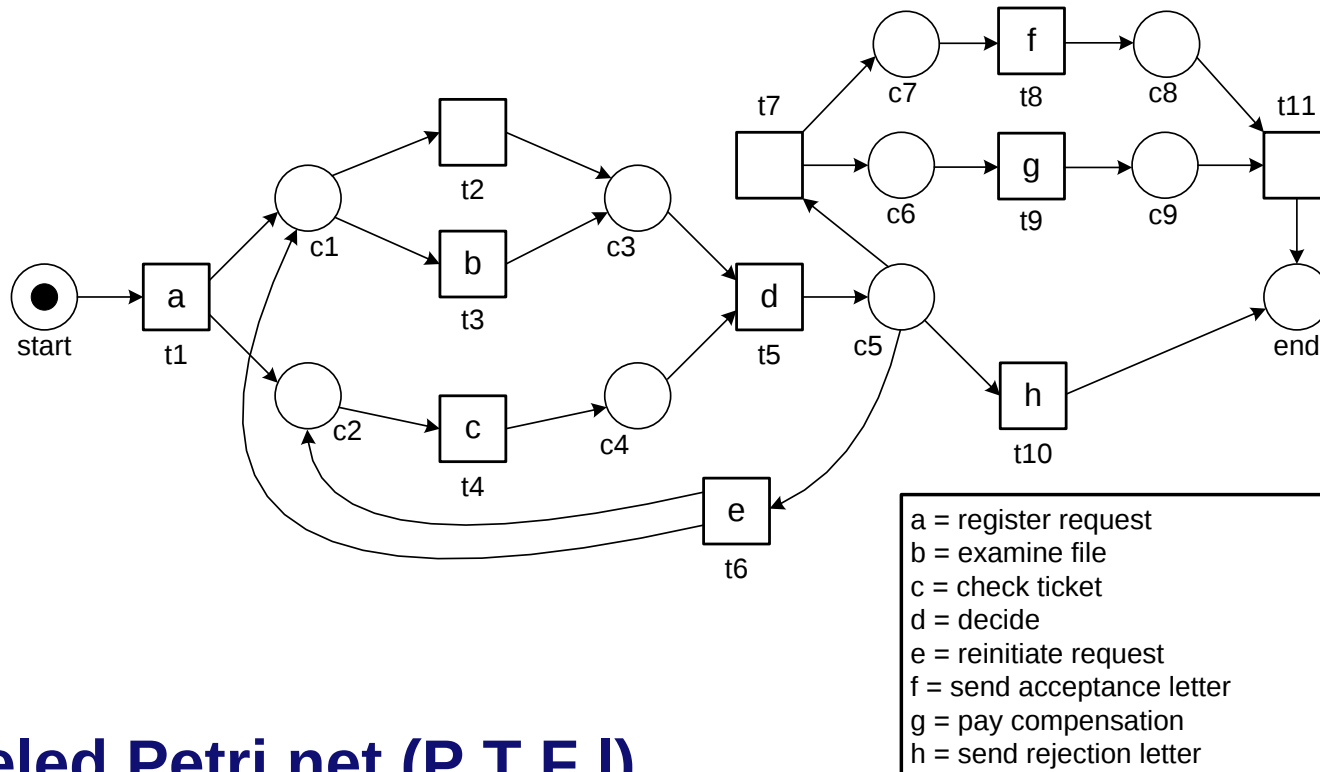


projected on
b,c,d,e



General Case

System Net

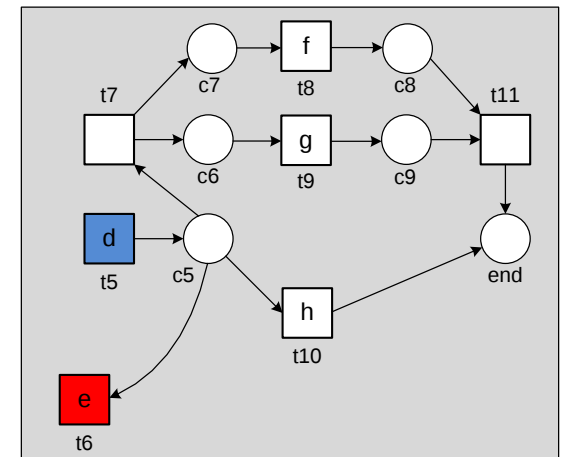
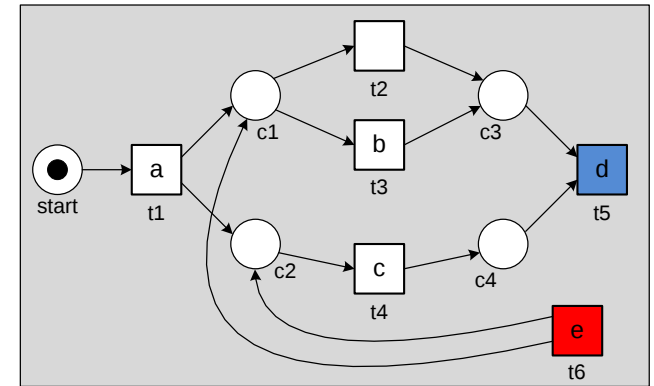
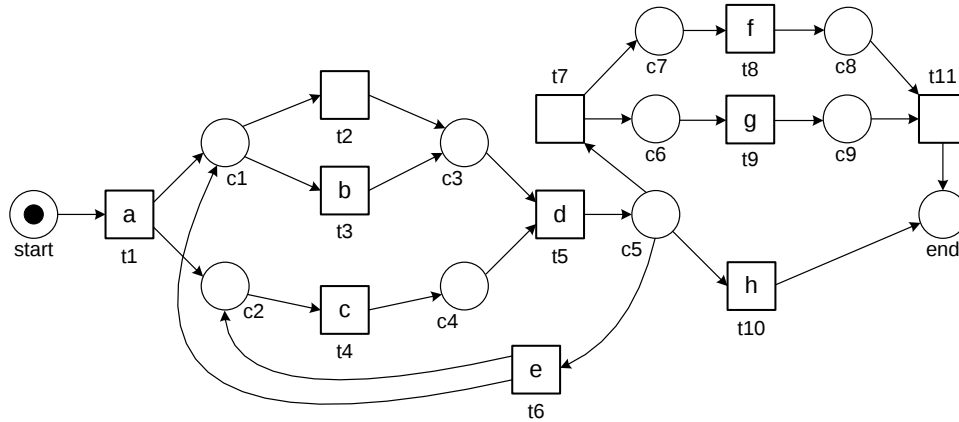


- Labeled Petri net (P,T,F,I)
- Silent transitions and visible transitions (unique or not),
- One initial marking M_{init} , one final marking M_{final}

Traces and Logs

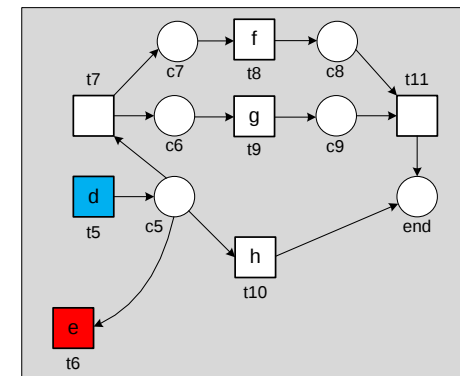
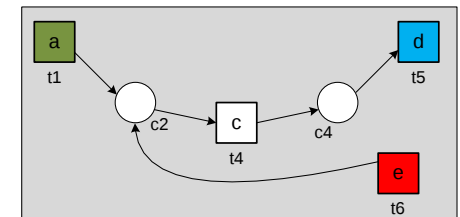
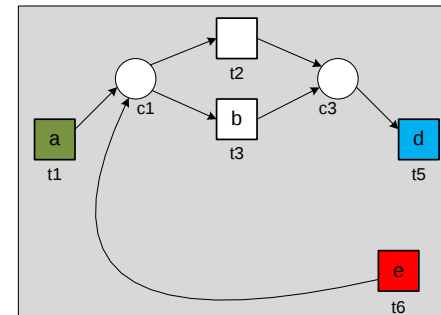
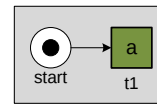
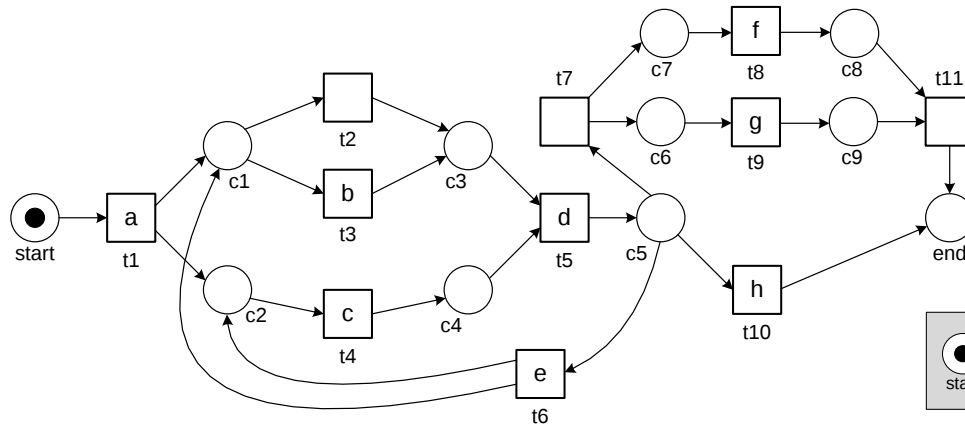
- A system net SN has a set of **possible visible traces** $\phi(\text{SN})$ starting in M_{init} and ending M_{final} only showing the visible steps.
- An **event log L** is a multiset of traces.
- Two main process mining problems:
 1. **Conformance checking**: Given L and SN, evaluate the "conformance" (e.g., fitness, precision, generalization, etc.) of L and $\phi(\text{SN})$
 2. **Process discovery**: Given L, create SN such that the conformance of L and $\phi(\text{SN})$ is "as good as possible"

Valid Decomposition



- **Union of subnets is original net**
- **No shared places**
- **Shared transitions are visible and have unique label**

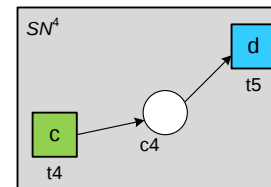
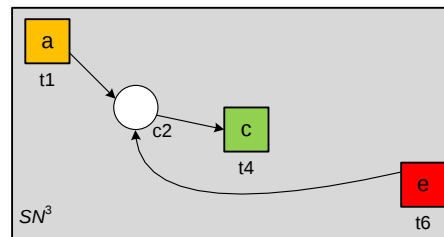
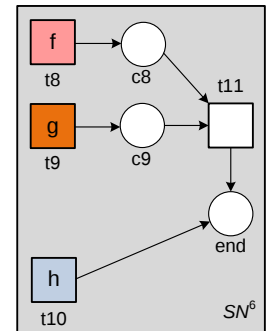
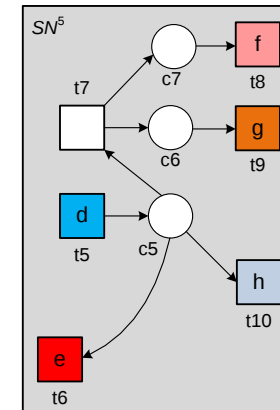
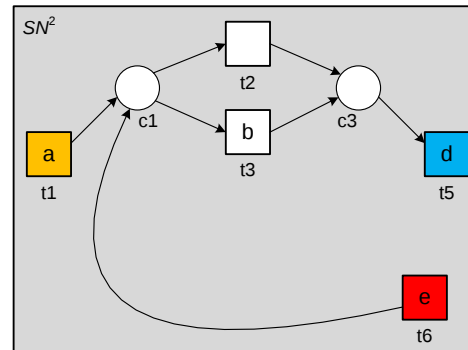
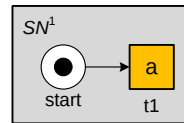
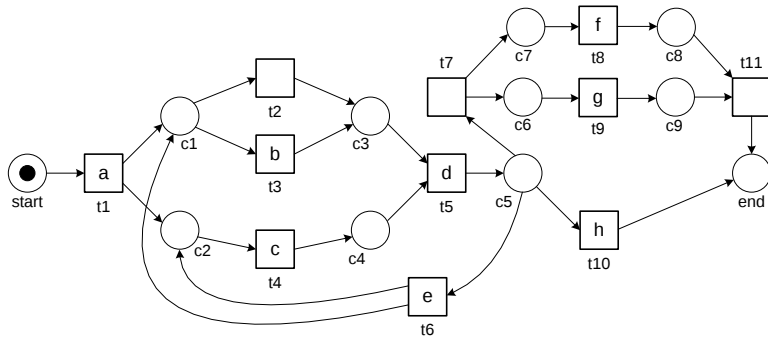
Another Decomposition



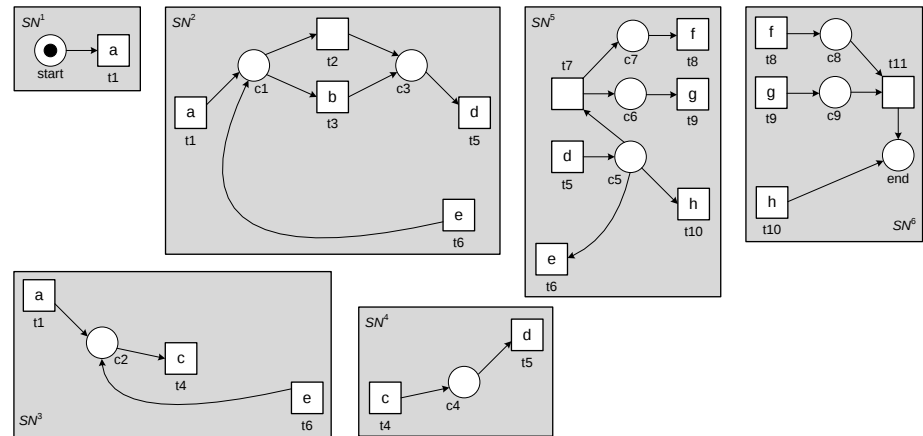
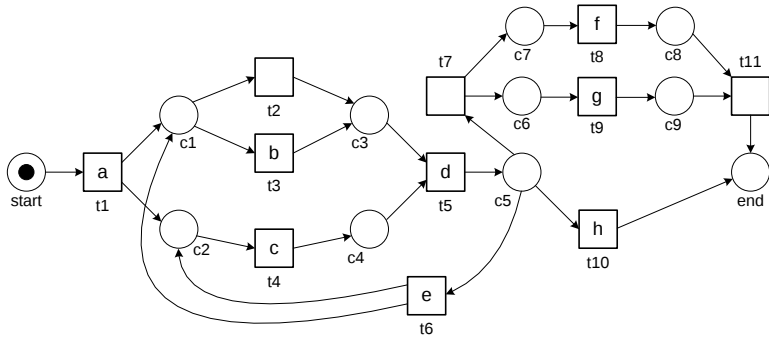
Requirement

- Union of subnets is original net
- No shared places
- Shared transitions are visible and unique

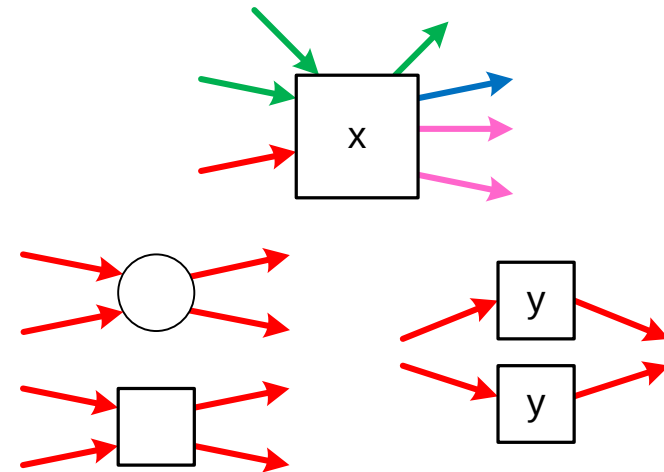
Maximal Valid Decomposition



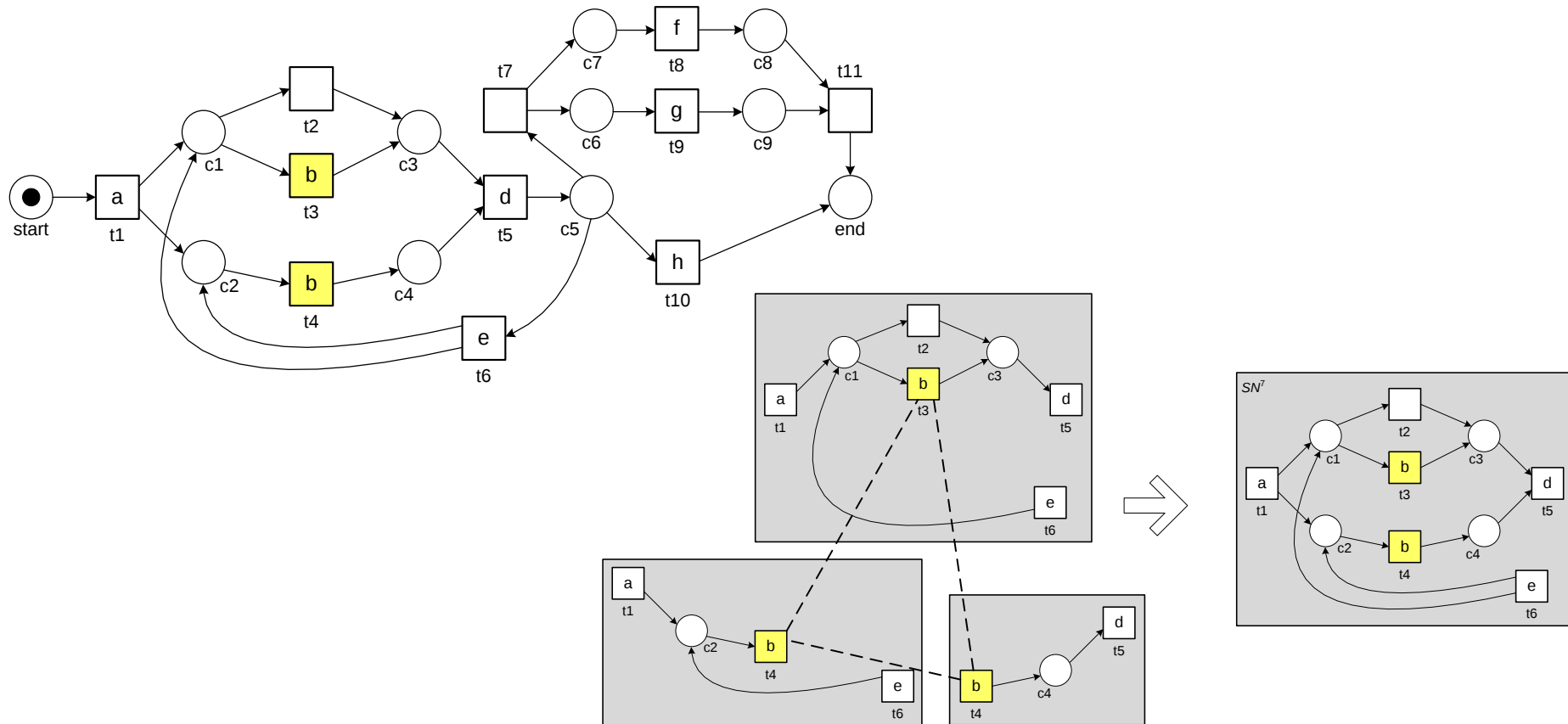
Maximal Decomposition



- **Construction: group arcs iteratively**
- **Maximal decomposition is unique and always a valid decomposition**



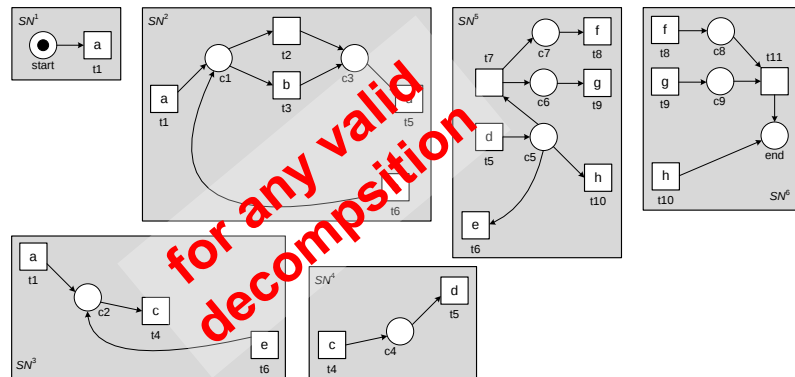
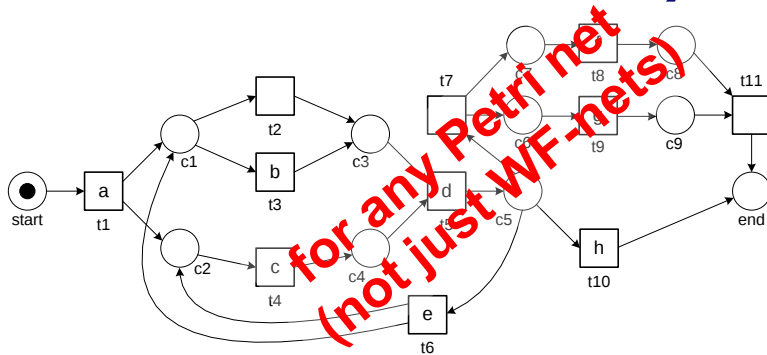
Non-unique visible labels



- Union of subnets is original net
- No shared places
- Shared transitions are visible and unique

Conformance checking can be decomposed !!!

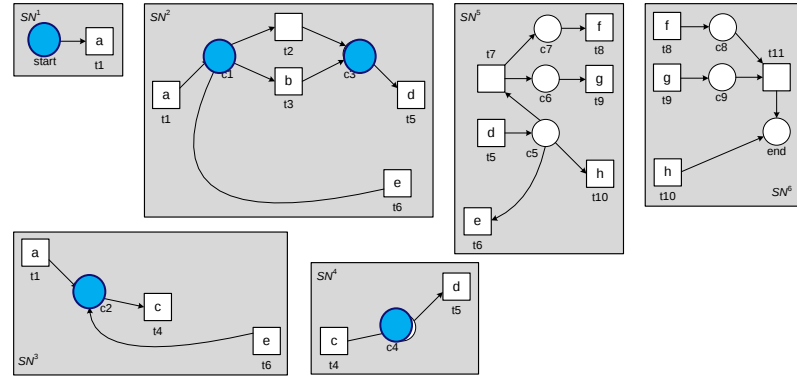
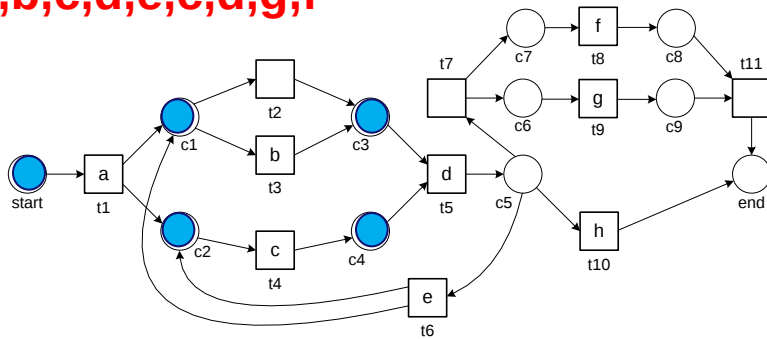
- Let L be an event log, SN a system net, and $D=\{SN^1, SN^2, \dots, SN^n\}$ a valid decomposition
- L^i is the sublog of SN^i (L projected onto visible transitions of SN^i)



**L is perfectly fitting SN
if and only if
each projected log is L^i is perfectly fitting SN^i**

Example of alignment for observed trace a,b,c,d,e,c,d,g,f

a,b,c,d,e,c,d,g,f



$\gamma_3 =$

1	2	3	4	5	6	7	8	9	10	11	12
a	b	c	d	e	c	$\gg$	d	$\gg$	g	f	$\gg$
a	b	c	d	e	c	τ	d	τ	g	f	τ
t1	t3	t4	t5	t6	t4	t2	t5	t7	t9	t8	t11

Etc.

$\gamma_3^1 =$

1
a
a
t1

$\gamma_3^2 =$

1	2	4	5	7	8
a	b	d	e	$\gg$	d
a	b	d	e	τ	d
t1	t3	t5	t6	t2	t5

$\gamma_3^3 =$

1	3	5	6
a	c	e	c
a	c	e	c
t1	t4	t6	t4

$\gamma_3^4 =$

3	4	6	8
c	d	c	d
c	d	c	d
t4	t5	t4	t5

$\gamma_3^5 =$

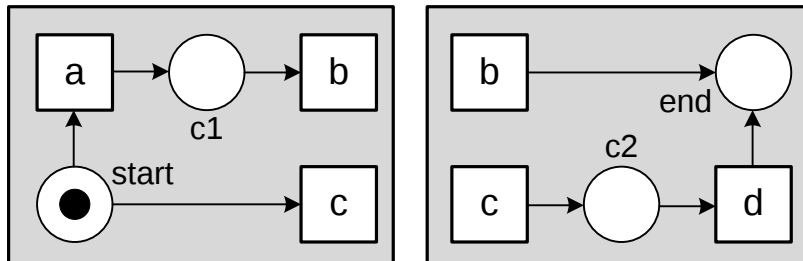
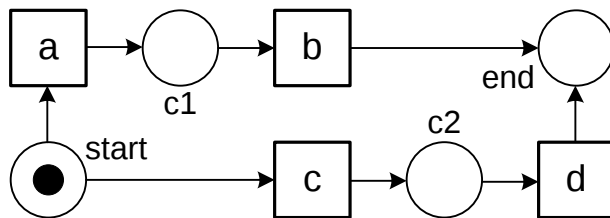
4	5	8	9	10	11
d	e	d	$\gg$	g	f
d	e	d	τ	g	f
t5	t6	t5	t7	t9	t8

$\gamma_3^6 =$

10	11	12
g	f	$\gg$
g	f	τ
t9	t8	t11

Quantifying Conformance

- Fraction of cases perfectly fitting SN **equals** the fraction of cases for which each projected log is L^i is perfectly fitting SN^i
- For fitness at the event level (costs based alignment) it is possible to compute an **optimistic** value.



a,b 😊 **c,d** 😊

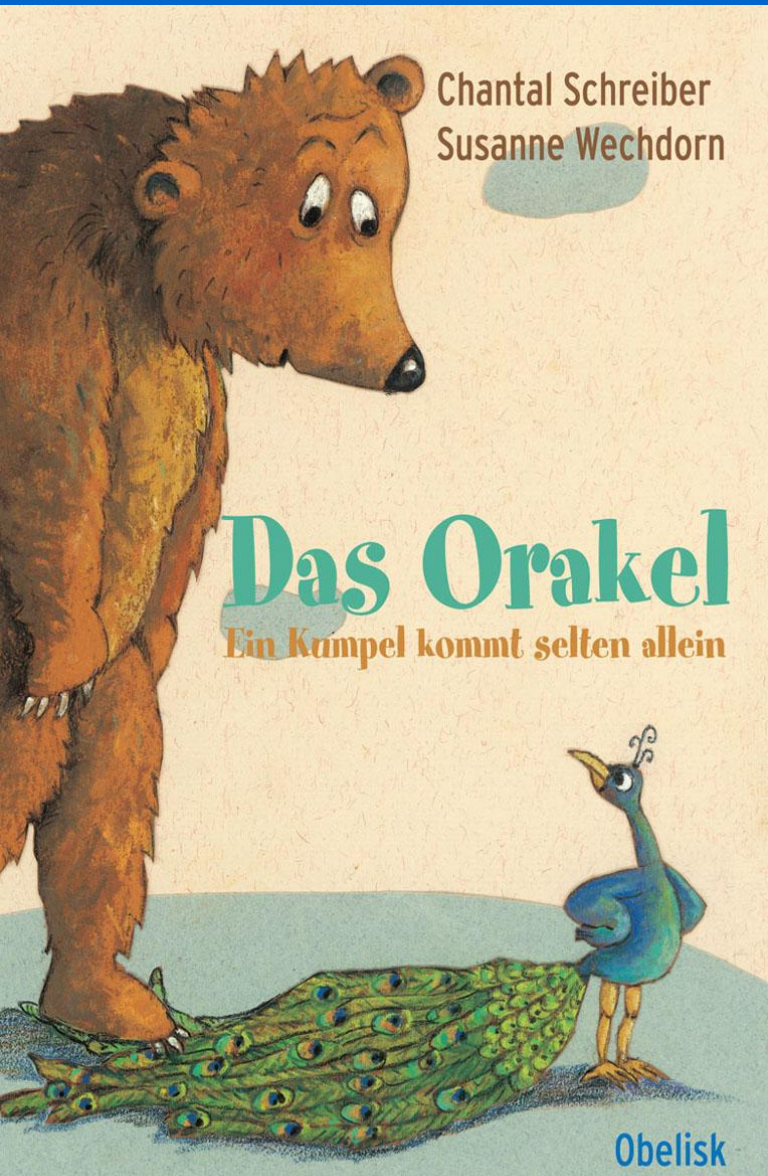
a, a, b 🤗

a, b, c, d



How about discovery?

Discovery can also be distributed!



- **Assume the set of activities is split in overlapping sets.**
- Split log L in sublogs L^i based on these sets.
- Discover a model SN^i per sublog.
- Merge the models SN^i into SN and return result.

All the earlier guarantees hold, e.g., L is perfectly fitting SN if and only if each projected log is L^i is perfectly fitting SN^i

Example

Das Orakel

$L = [\langle a, b, c, d, h \rangle^{30}, \langle a, c, b, d, e, b, c, d, j, g, f, k \rangle^{28}, \langle a, c, b, d, e, c, b, d, h \rangle^{28}, \langle a, c, b, d, e, c, b, d, j, f, g, k \rangle^{27}, \langle a, b, c, d, e, c, i, d, j, g, f, k \rangle^{26}, \langle a, b, c, d, e, i, c, d, h \rangle^{26}, \langle a, i, c, d, e, c, b, d, j, g, f, k \rangle^{25}, \langle a, i, c, d, j, f, g, k \rangle^{24}, \langle a, c, b, d, e, b, c, d, h \rangle^{24}, \langle a, b, c, d, e, b, c, d, j, g, f, k \rangle^{24}, \langle a, c, b, d, e, c, i, d, h \rangle^{22}, \langle a, b, c, d, e, c, i, d, h \rangle^{22}, \langle a, c, i, d, j, f, g, k \rangle^{21}, \langle a, c, i, d, j, g, f, k \rangle^{20}, \langle a, c, i, d, e, b, c, d, h \rangle^{18}, \langle a, c, i, d, e, c, i, d, h \rangle^{17}, \langle a, i, c, d, h \rangle^{17}, \langle a, c, b, d, j, g, f, k \rangle^{17}, \langle a, c, b, d, h \rangle^{15}, \langle a, i, c, d, e, i, c, d, j, f, g, k \rangle^{14}, \langle a, c, i, d, e, c, b, d, h \rangle^{14}, \langle a, c, i, d, e, c, b, d, j, f, g, k \rangle^{12}, \langle a, b, c, d, e, i, c, d, j, f, g, k \rangle^{12}, \langle a, b, c, d, e, c, b, d, h \rangle^{11}, \langle a, c, b, d, j, f, g, k \rangle^{10}, \langle a, i, c, d, j, g, f, k \rangle^9, \langle a, i, c, d, e, b, c, d, h \rangle^9, \langle a, i, c, d, e, c, b, d, h \rangle^9, \langle a, i, c, d, e, c, b, d, j, f, g, k \rangle^8, \langle a, c, b, d, e, b, c, d, j, f, g, k \rangle^8, \langle a, b, c, d, e, b, c, d, h \rangle^7, \langle a, c, b, d, e, i, c, d, j, g, f, k \rangle^7, \langle a, i, c, d, e, c, i, d, j, g, f, k \rangle^6, \langle a, c, i, d, h \rangle^6, \langle a, c, b, d, e, i, c, d, h \rangle^6, \langle a, i, c, d, e, b, c, d, j, g, f, k \rangle^6, \langle a, b, c, d, j, f, g, k \rangle^5, \langle a, i, c, d, e, i, c, d, h \rangle^5, \langle a, i, c, d, e, c, i, d, h \rangle^4, \langle a, c, i, d, e, i, c, d, h \rangle^4, \langle a, b, c, d, e, c, i, d, j, f, g, k \rangle^4, \langle a, b, c, d, e, c, b, d, j, g, f, k \rangle^4, \langle a, b, c, d, j, g, f, k \rangle^3, \langle a, c, i, d, e, b, c, d, j, f, g, k \rangle^3, \langle a, b, c, d, e, b, c, d, j, f, g, k \rangle^3, \langle a, i, c, d, e, b, c, d, j, f, g, k \rangle^3, \langle a, b, c, d, e, c, b, d, j, f, g, k \rangle^3, \langle a, c, i, d, e, i, c, d, j, f, g, k \rangle^2, \langle a, c, i, d, e, i, c, d, e, b, c, d, e, b, c, d, j, g, f, k \rangle^2, \langle a, b, c, d, e, i, c, d, j, g, f, k \rangle^2, \langle a, c, b, d, e, c, i, d, j, g, f, k \rangle^2, \langle a, c, i, d, e, c, i, d, j, f, g, k \rangle^2, \langle a, c, b, d, e, b, c, d, e, c, b, d, j, g, f, k \rangle^2, \langle a, c, i, d, e, c, b, d, j, g, f, k \rangle^2, \langle a, c, b, d, e, i, c, d, j, f, g, k \rangle^2, \langle a, c, i, d, e, i, c, d, e, i, c, d, j, g, f, k \rangle^1, \langle a, c, b, d, e, c, i, d, j, f, g, k \rangle^1, \langle a, i, c, d, e, c, i, d, e, c, i, d, e, i, c, d, e, i, c, d, j, g, f, k \rangle^1, \langle a, i, c, d, e, c, i, d, j, f, g, k \rangle^1, \langle a, c, i, d, e, c, i, d, j, g, f, k \rangle^1]$

$$A^1 = \{a, b, d, e, i\}$$

$$A^2 = \{a, c, d, e\}$$

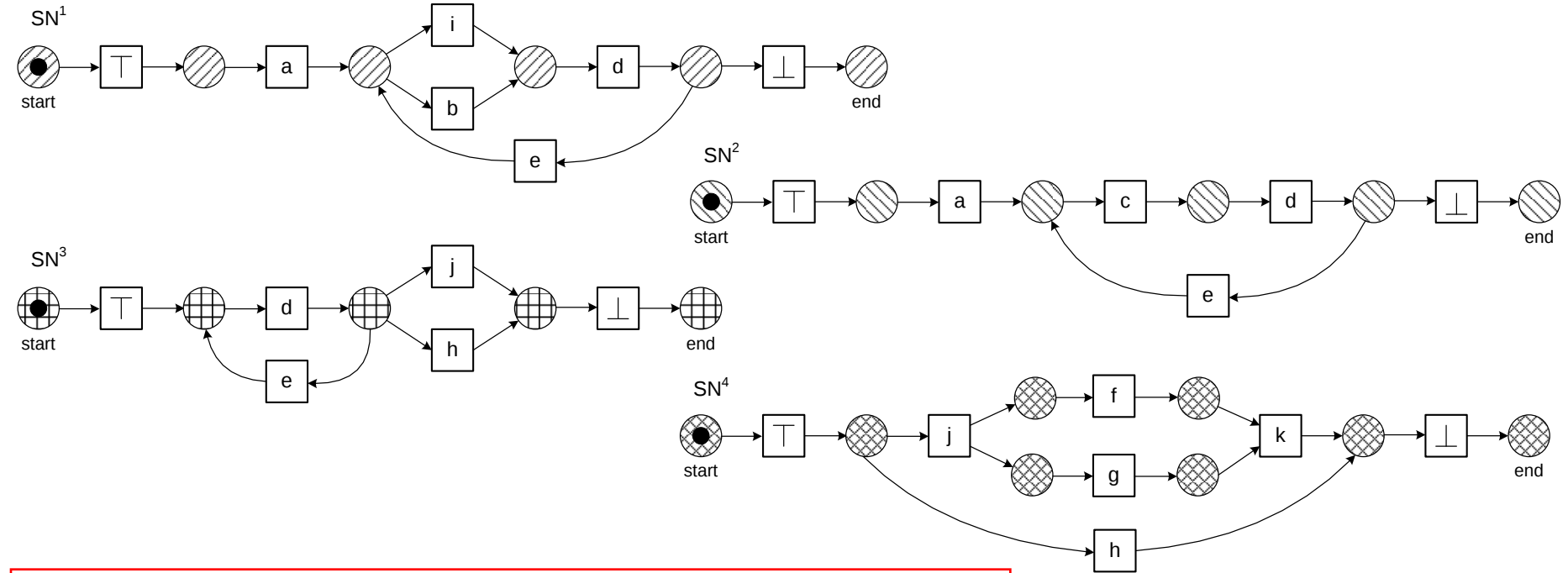
$$A^3 = \{d, e, h, j\}$$

$$A^4 = \{f, g, h, j, k\}$$

- Let's use the Alpha algorithm
- Alpha algorithm is not very suitable for discovering transition bordered subnets.
- By adding start and end activities we get (in this case) perfectly fitting subnets.

$$L' = [\langle \top \rangle \cdot \sigma \cdot \langle \perp \rangle \mid \sigma \in L_o] = [\langle \top, a, b, c, d, h, \perp \rangle^{30}, \langle \top, a, c, b, d, e, b, c, d, j, g, f, k, \perp \rangle^{28}, \langle \top, a, c, b, d, e, c, b, d, h, \perp \rangle^{28}, \langle \top, a, c, b, d, e, c, b, d, j, f, g, k, \perp \rangle^{27}, \langle \top, a, b, c, d, e, c, i, d, j, g, f, k, \perp \rangle^{26}, \dots]$$

Discover model per sublog (Alpha algorithm)



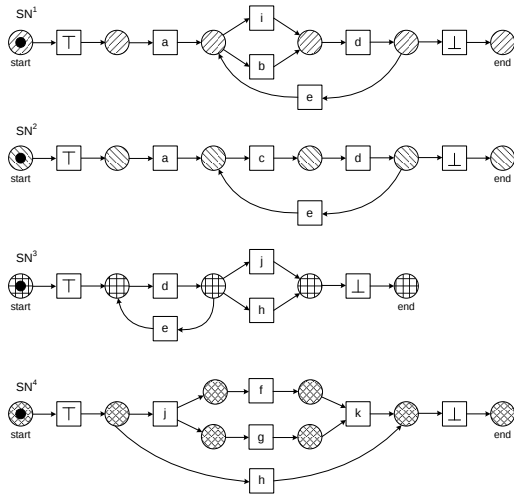
$$L^1 = [\langle \top, a, b, d, \perp \rangle^{30}, \langle \top, a, b, d, e, b, d, \perp \rangle^{28}, \langle \top, a, b, d, e, b, d, \perp \rangle^{28}, \langle \top, a, b, d, e, b, d, \perp \rangle^{27}, \langle \top, a, b, d, e, i, d, \perp \rangle^{26}, \dots]$$

$$L^2 = [\langle \top, a, c, d, \perp \rangle^{30}, \langle \top, a, c, d, e, c, d, \perp \rangle^{28}, \langle \top, a, c, d, e, c, d, \perp \rangle^{28}, \langle \top, a, c, d, e, c, d, \perp \rangle^{27}, \langle \top, a, c, d, e, c, d, \perp \rangle^{26}, \dots]$$

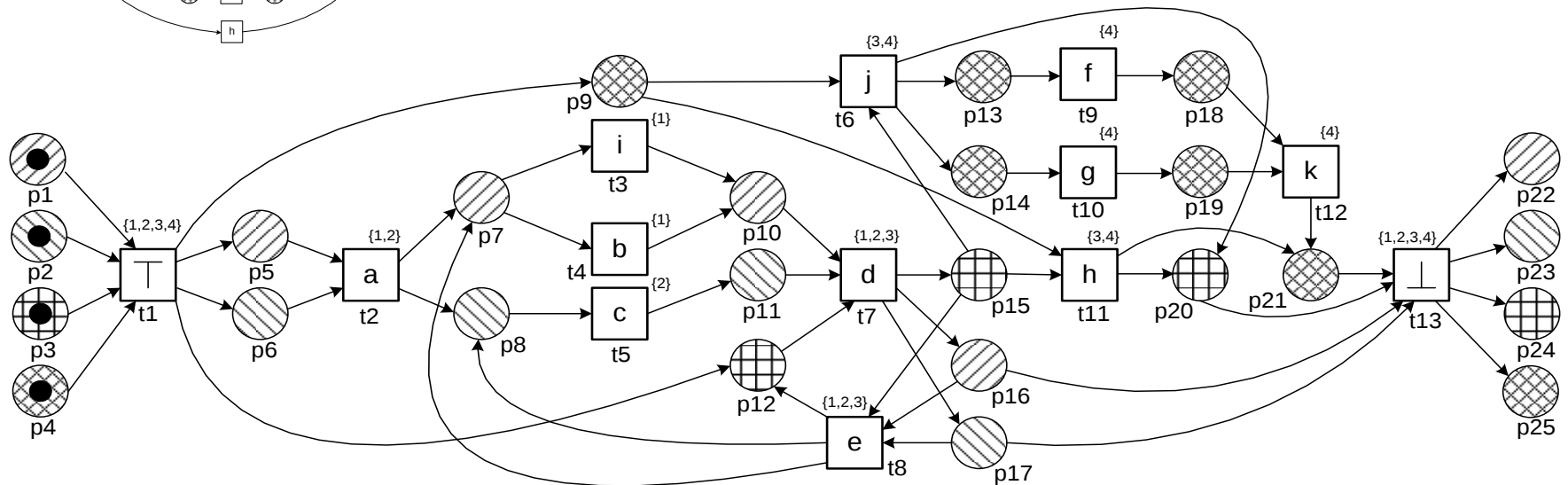
$$L_3 = [\langle \top, d, h, \perp \rangle^{30}, \langle \top, d, e, d, j, \perp \rangle^{28}, \langle \top, d, e, d, h, \perp \rangle^{28}, \langle \top, d, e, d, j, \perp \rangle^{27}, \langle \top, d, e, d, j, \perp \rangle^{26}, \dots]$$

$$L_4 = [\langle \top, h, \perp \rangle^{30}, \langle \top, j, g, f, k, \perp \rangle^{28}, \langle \top, h, \perp \rangle^{28}, \langle \top, j, f, g, k, \perp \rangle^{27}, \langle \top, j, g, f, k, \perp \rangle^{26}, \dots]$$

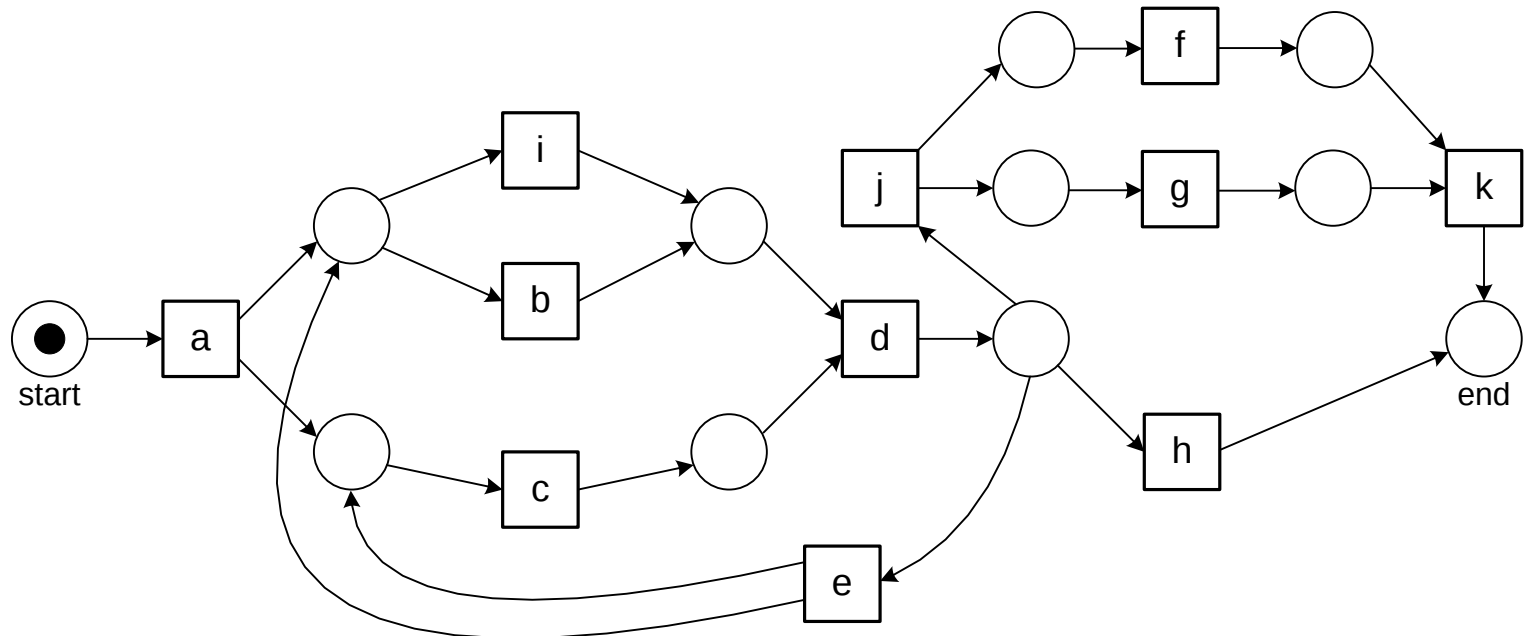
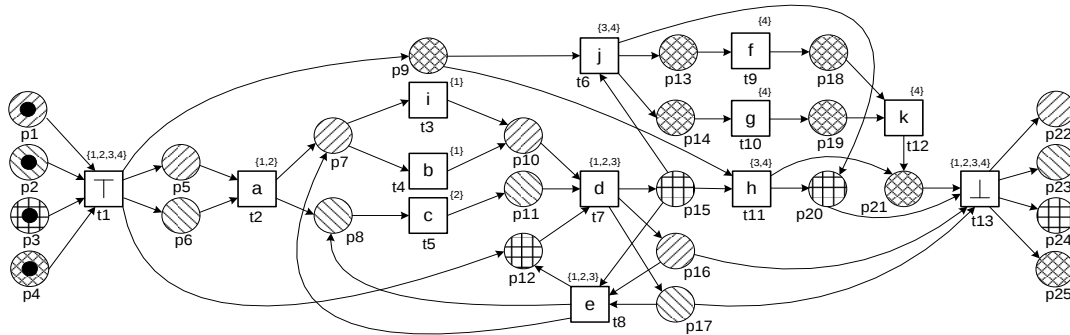
Merge models



L is perfectly fitting SN because each projected log is L^i is perfectly fitting SN^i



Simplify by removing redundant places and initialization



Log is perfectly fitting this model !





Passages

Wil van der Aalst. Decomposing Process Mining Problems Using Passages. In Petri Nets 2012, LNCS 7347 , pages 72-91. Springer, 2012.

Passages

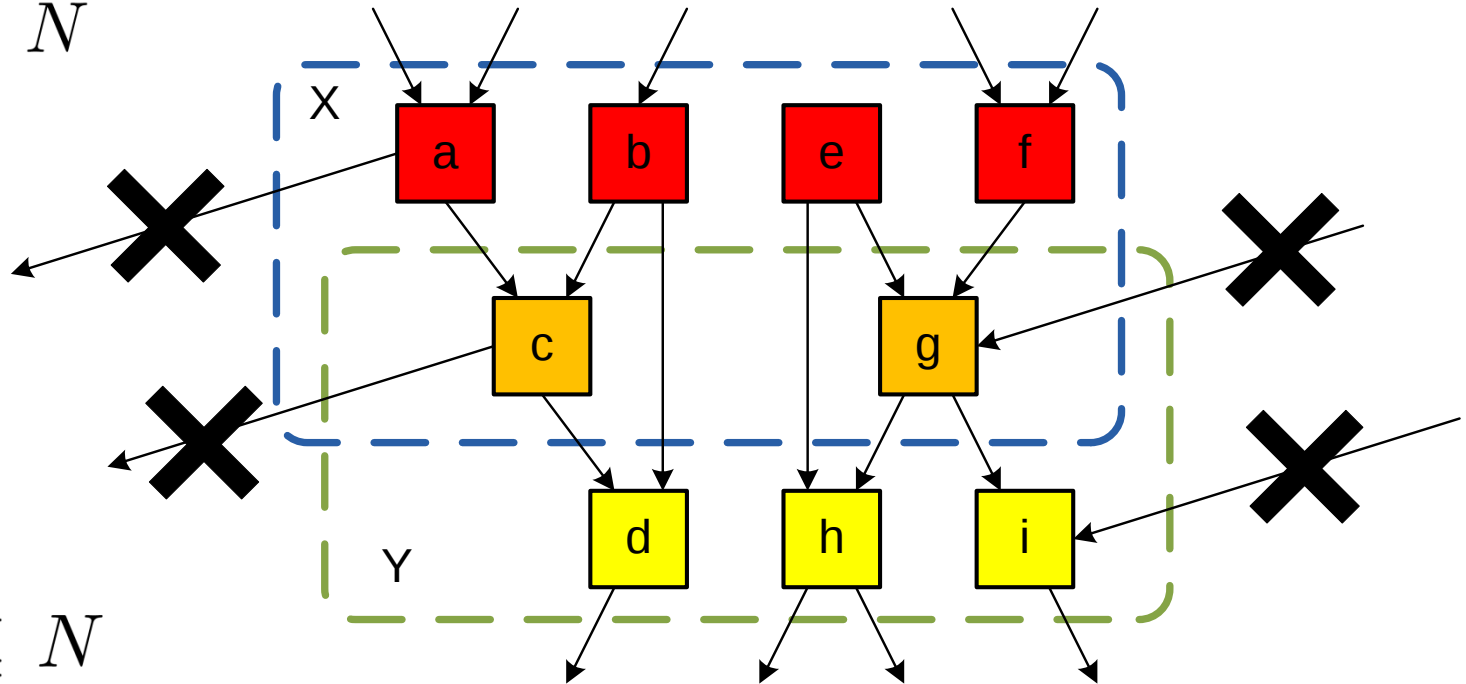
Moscow GUM



Passage $P=(X,Y)$

causal dependency:
may trigger or enable

$$\emptyset \neq X \subseteq N$$

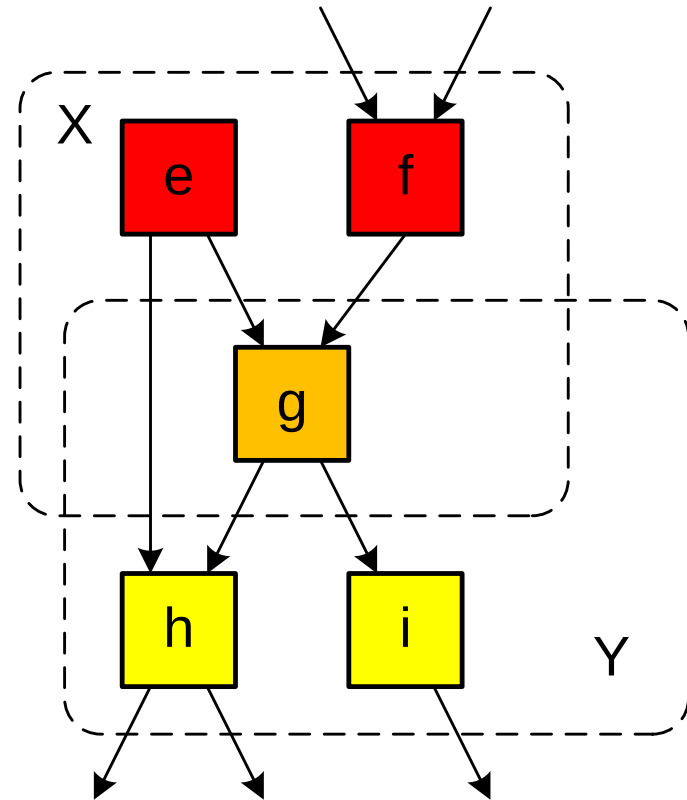
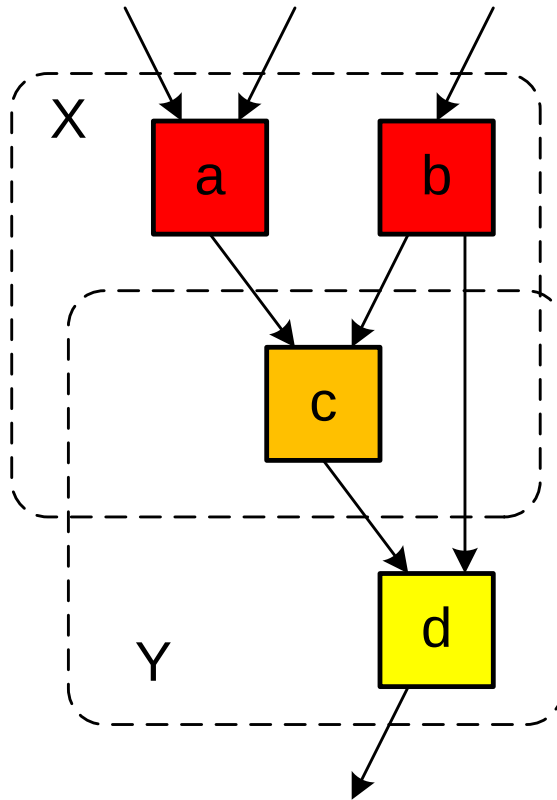


$$\emptyset \neq Y \subseteq N$$

$$X \overset{G}{\bullet} = Y$$

$$X = \overset{G}{\bullet} Y$$

Minimal passages

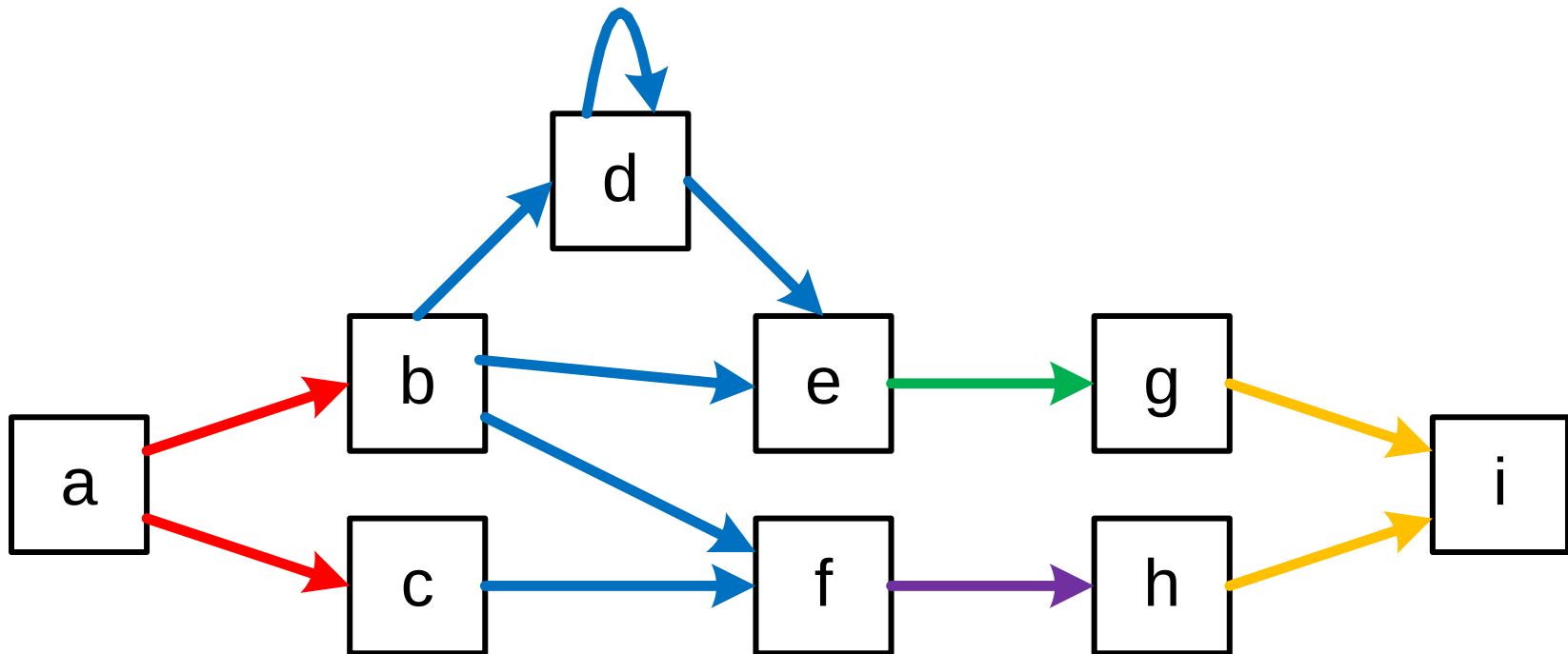


$$X \overset{G}{\bullet} = Y$$

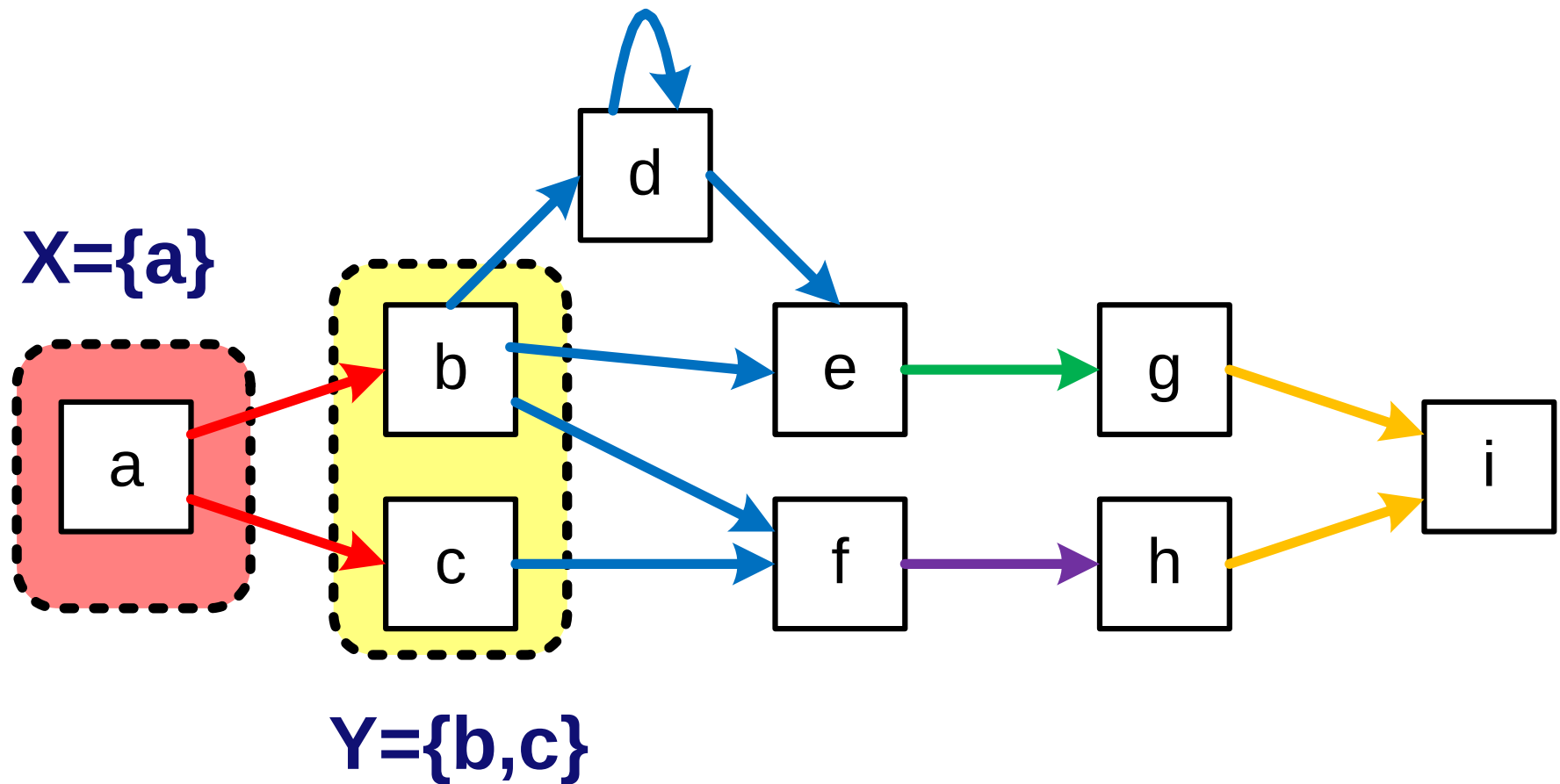
$$X = \overset{G}{\bullet} Y$$

a passage is minimal if it does not contain smaller passages

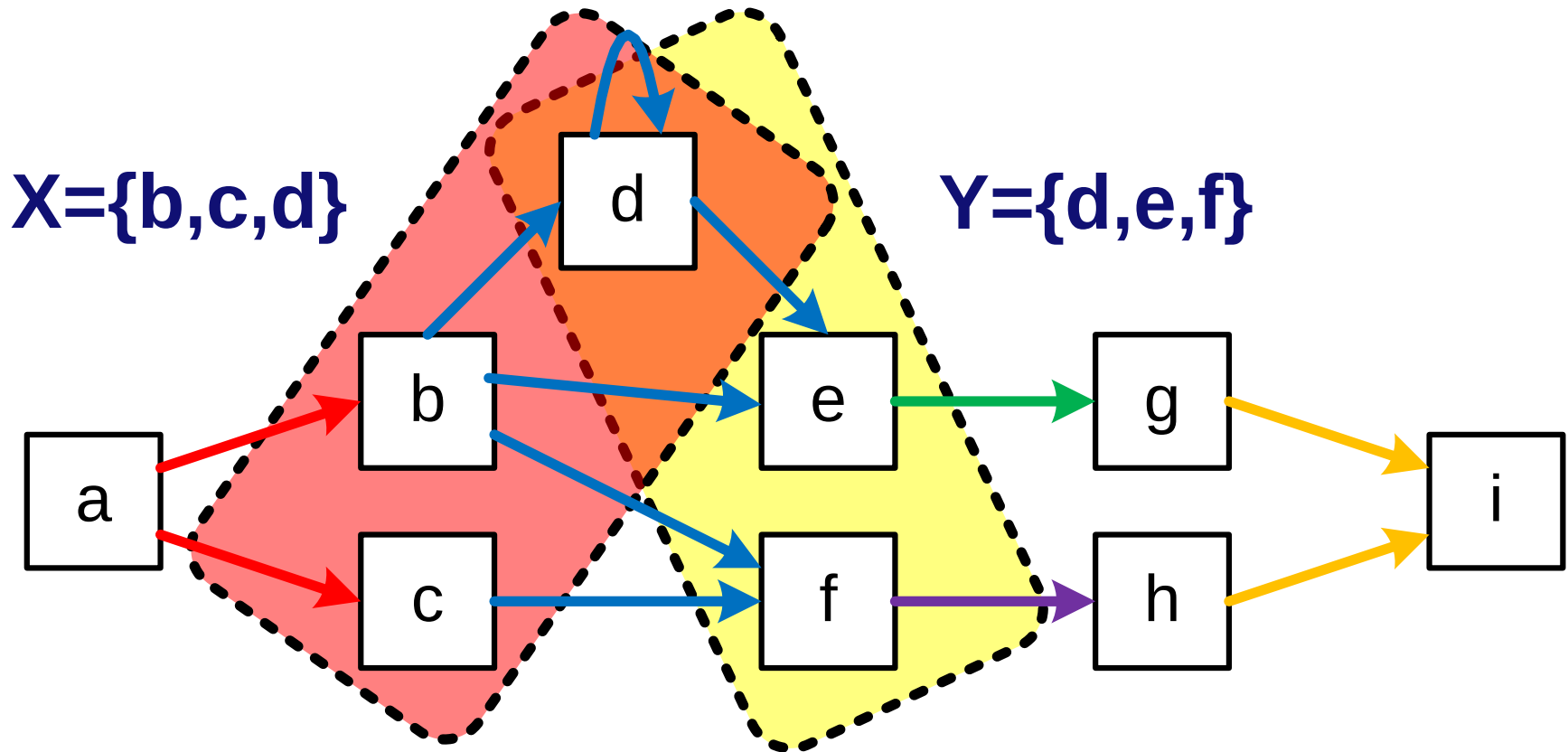
Passages define an equivalence relation on the edges in the graph



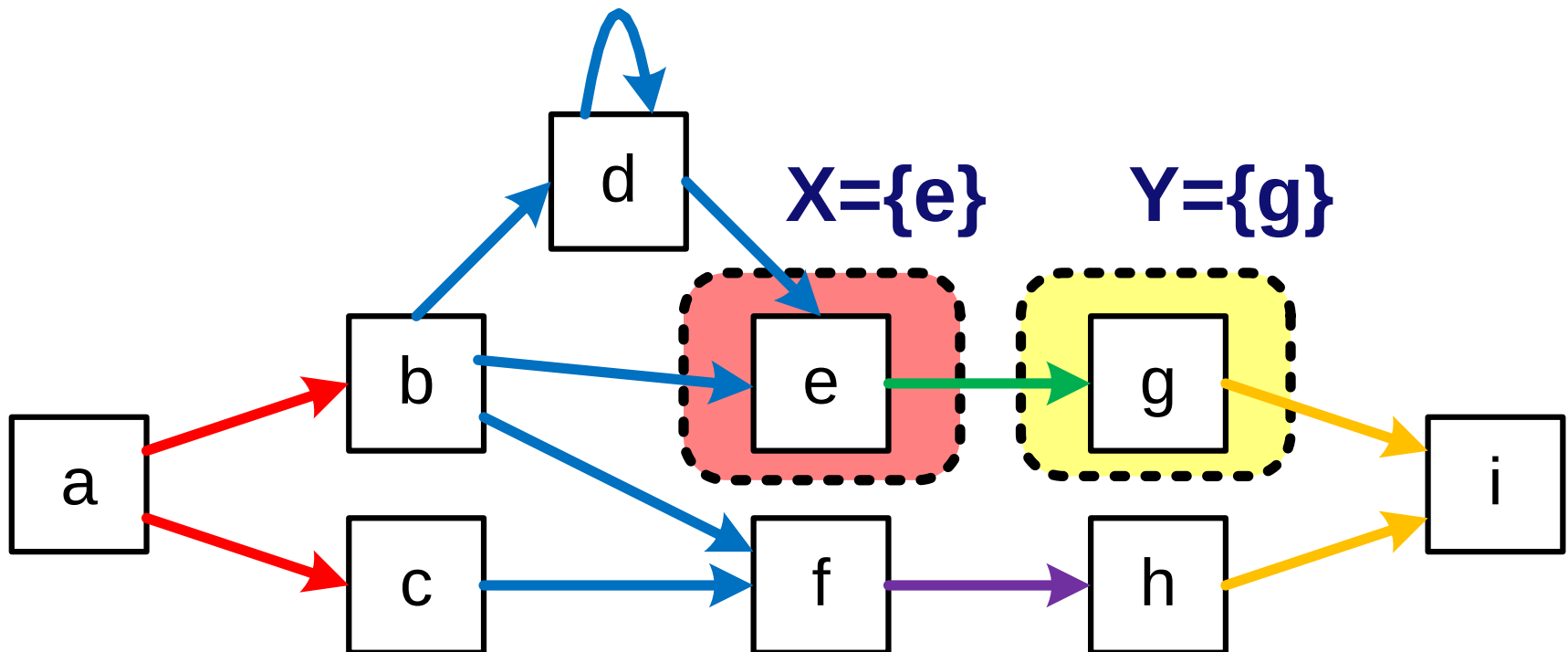
Minimal passage 1: $(X,Y) = (\{a\},\{b,c\})$



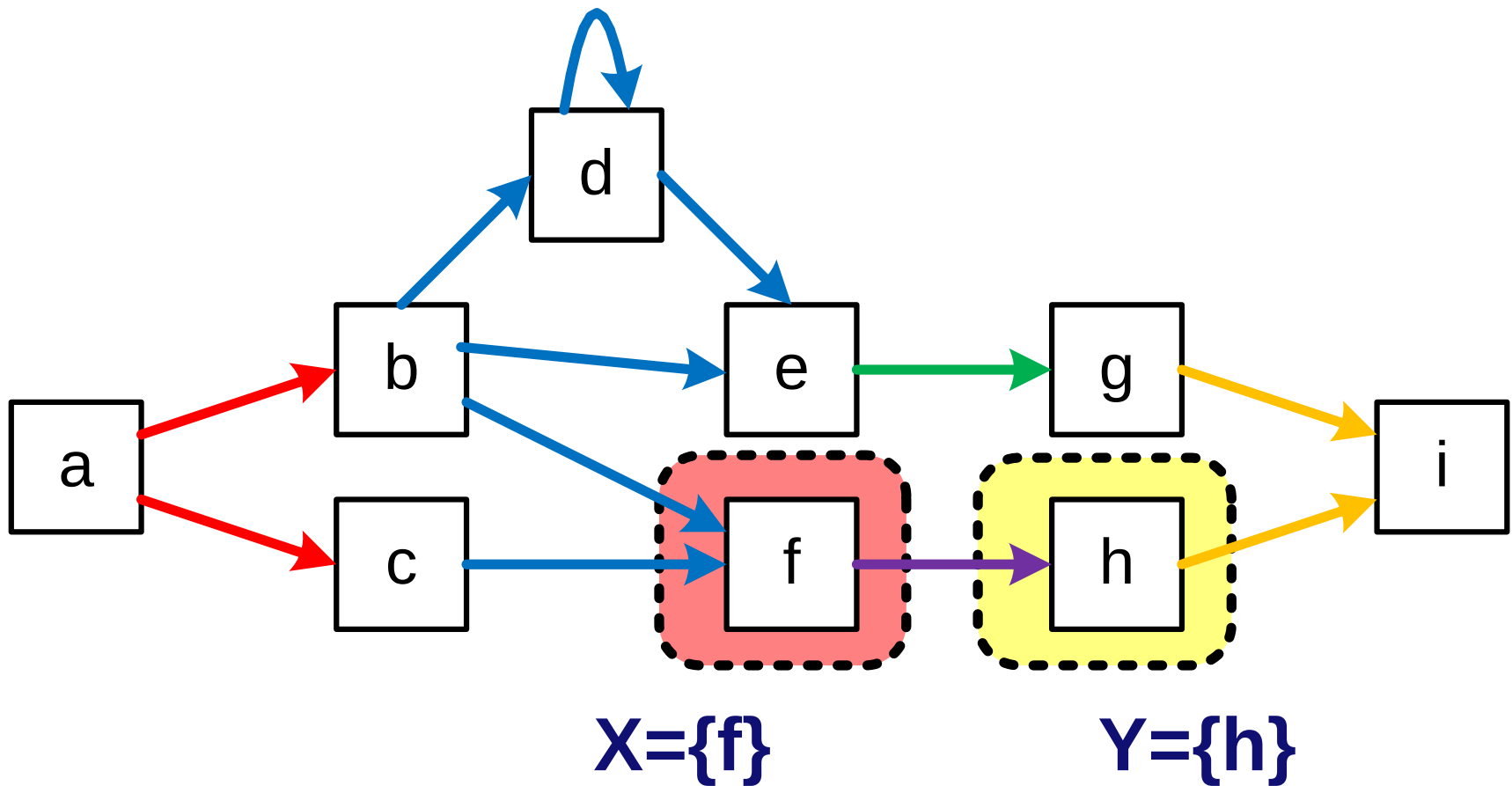
Minimal passage 2: $(X,Y) = (\{b,c,d\},\{d,e,f\})$



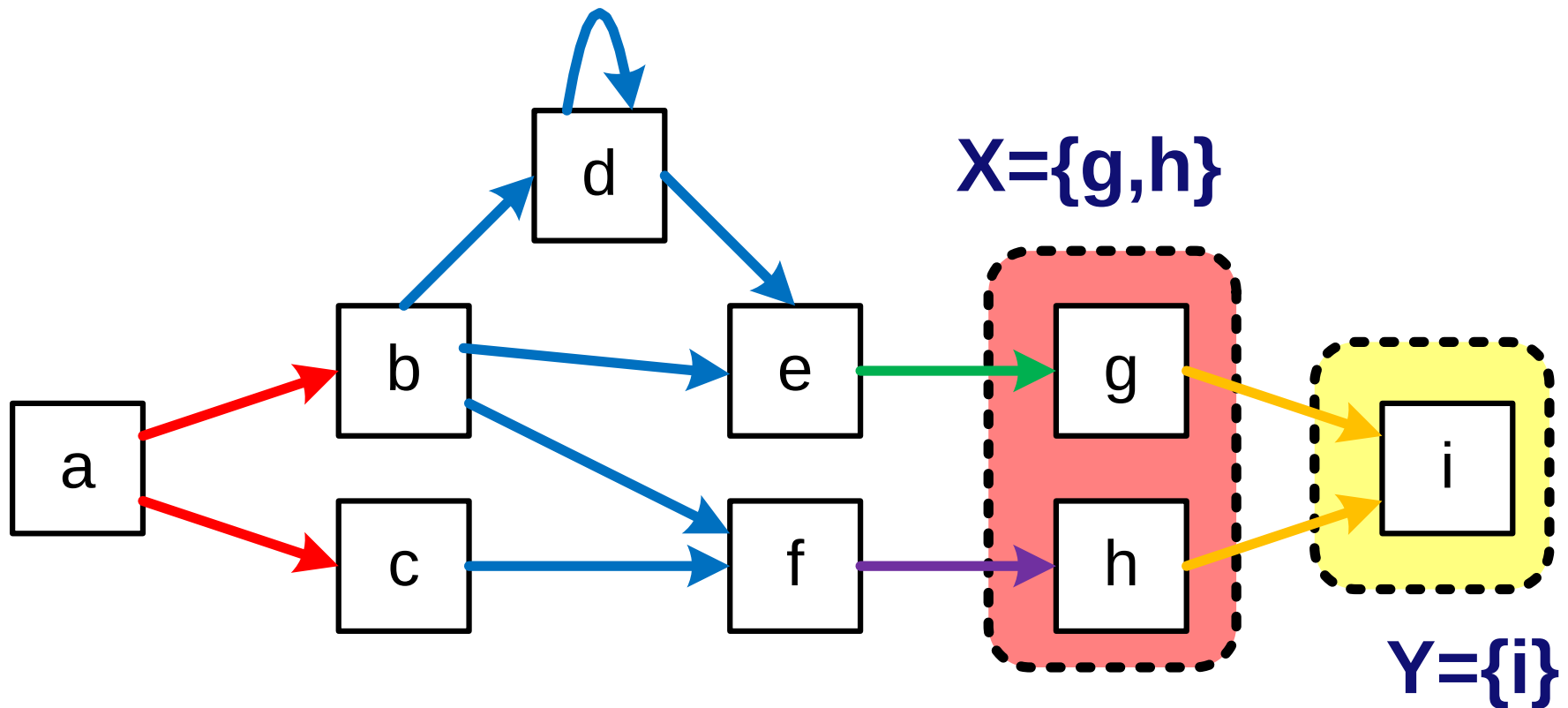
Minimal passage 3: $(X,Y) = (\{e\},\{g\})$



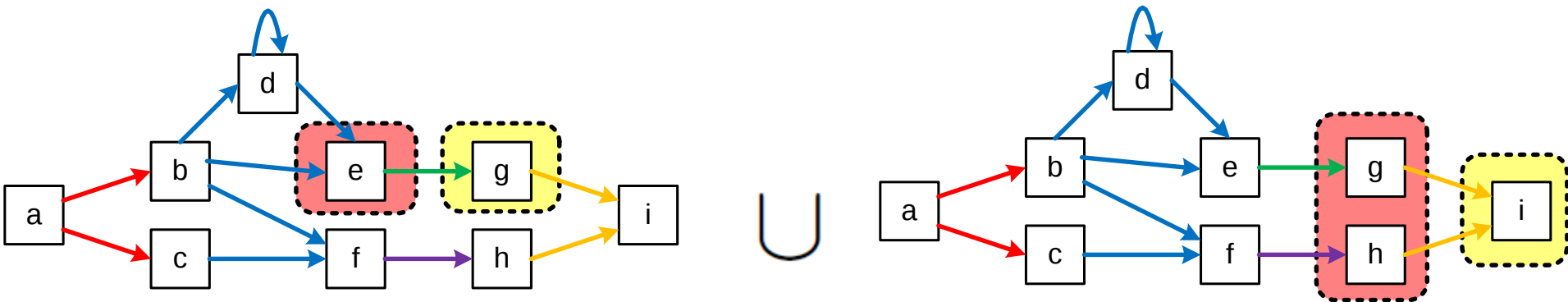
Minimal passage 4: $(X,Y) = (\{f\},\{h\})$



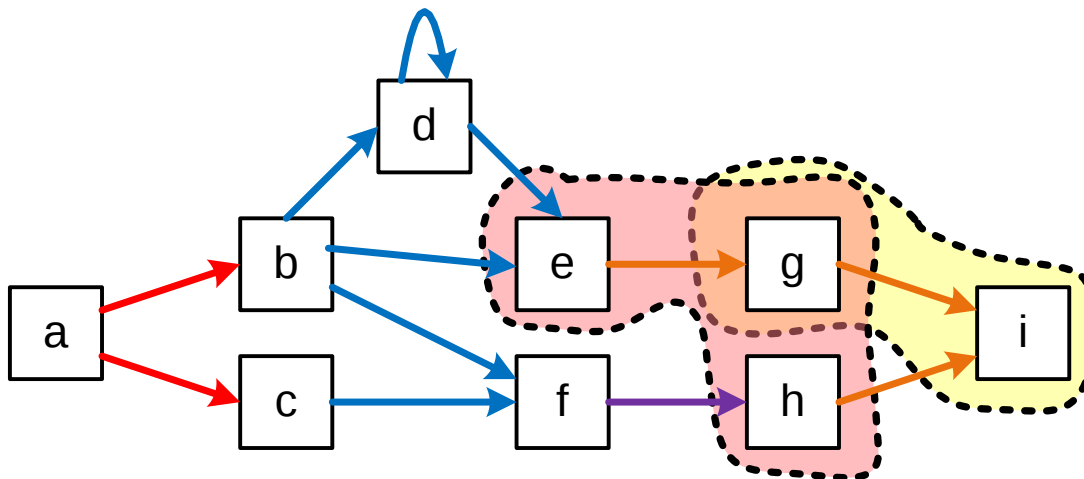
Minimal passage 5: $(X,Y) = (\{g,h\},\{i\})$



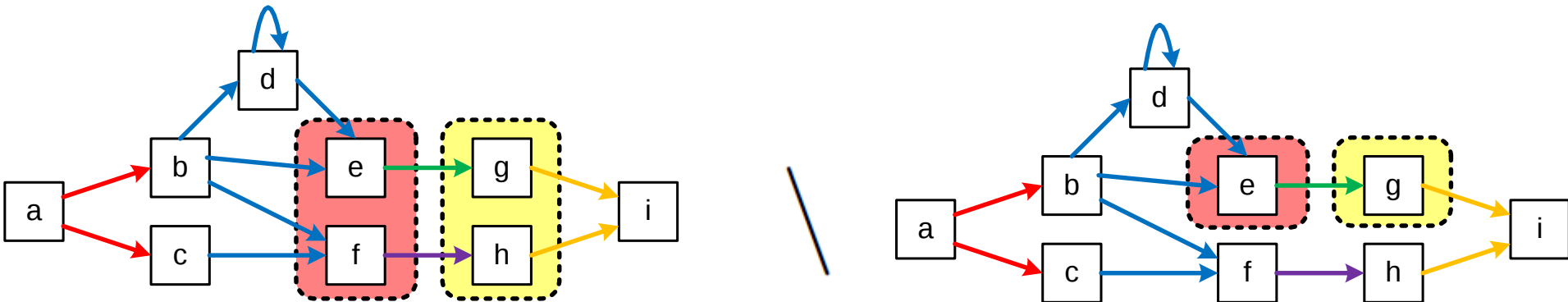
Union of two passages



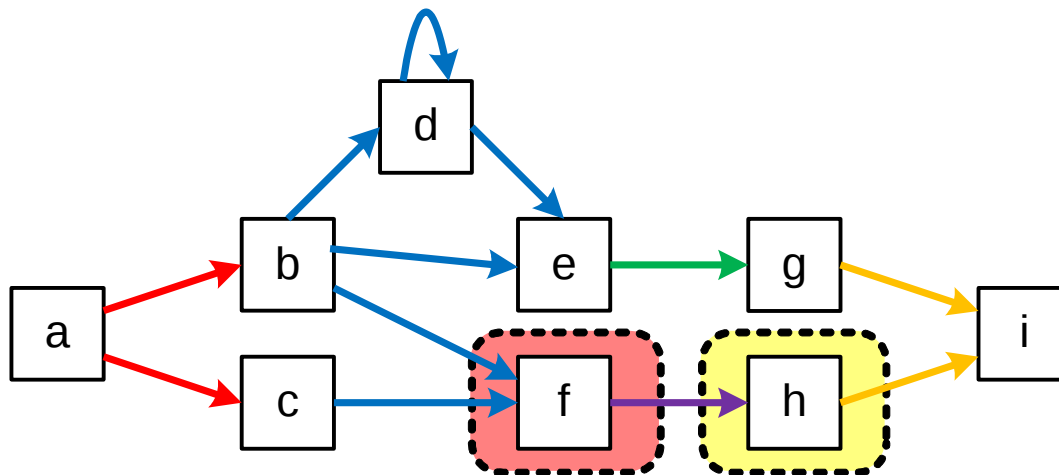
$$P_1 \cup P_2 = (X_1 \cup X_2, Y_1 \cup Y_2)$$



Difference of two passages



$$P_1 \setminus P_2 = (X_1 \setminus X_2, Y_1 \setminus Y_2)$$



Properties of passages

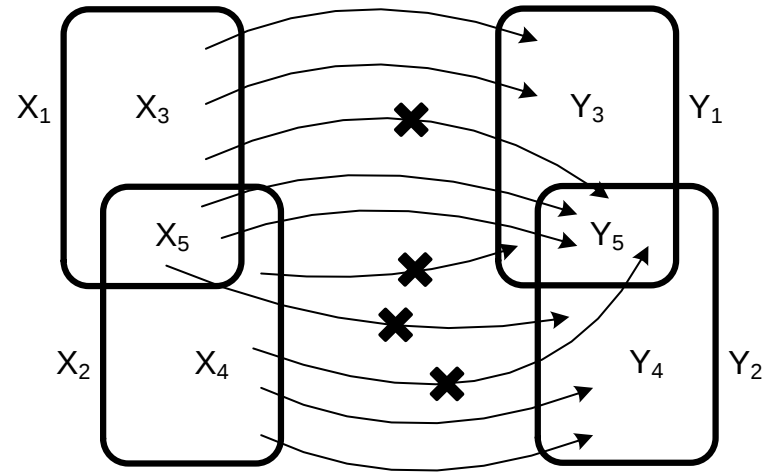
If

$$P_1 = (X_1, Y_1) \in pas(G)$$

$$P_2 = (X_2, Y_2) \in pas(G)$$

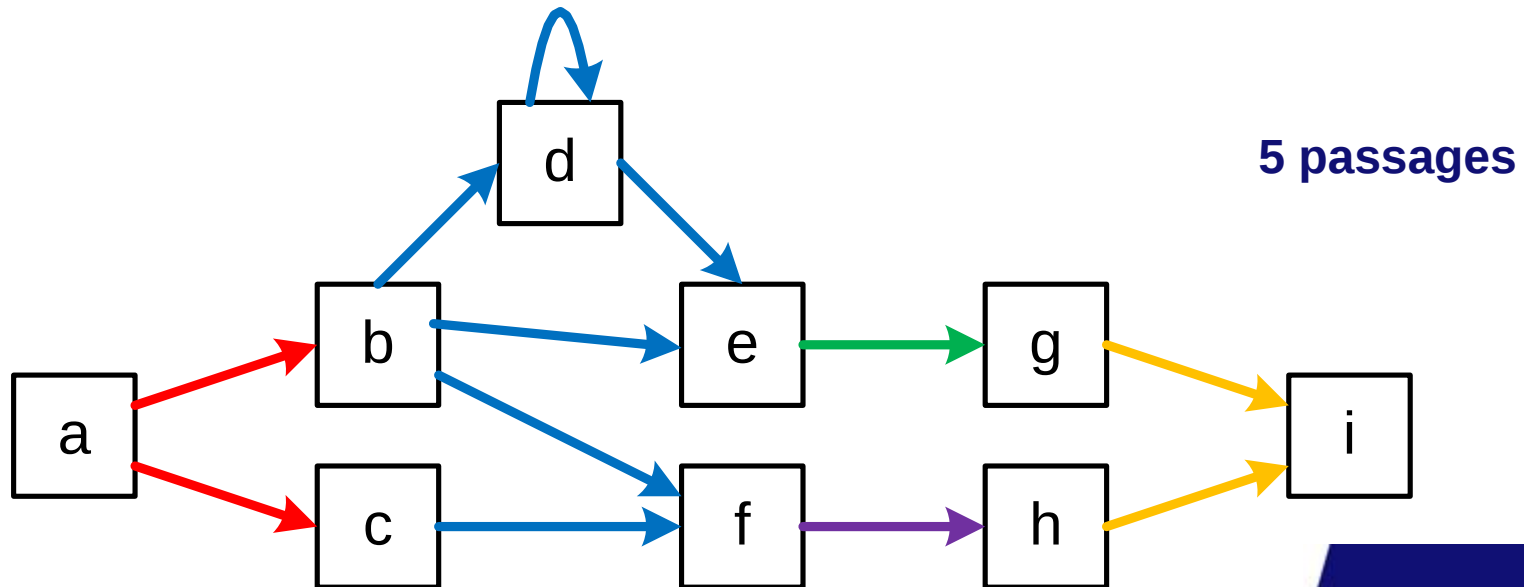
then:

$P_3 = P_1 \setminus P_2$ is a passage if $P_3 \neq (\emptyset, \emptyset)$,
 $P_4 = P_2 \setminus P_1$ is a passage if $P_4 \neq (\emptyset, \emptyset)$,
 $P_5 = P_1 \cap P_2$ is a passage if $P_5 \neq (\emptyset, \emptyset)$, and
 $P_6 = P_1 \cup P_2$ is a passage.

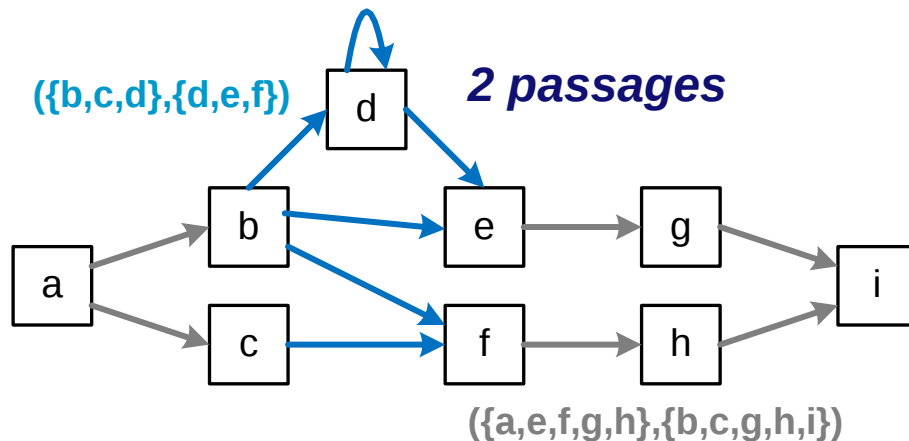
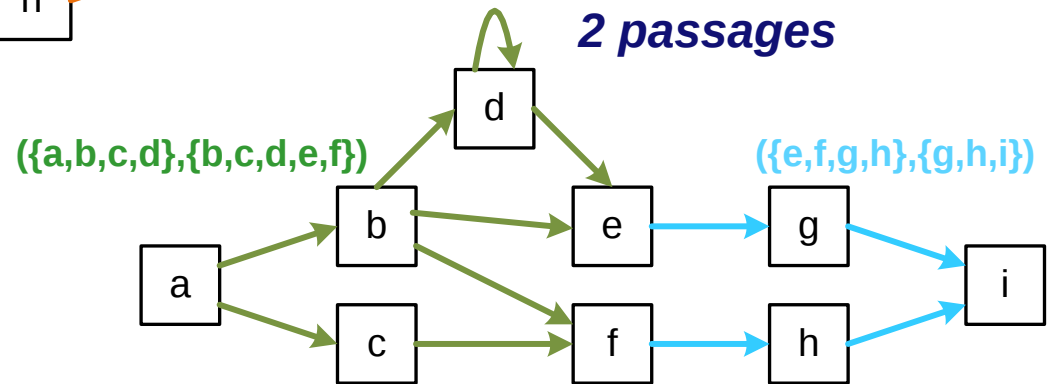
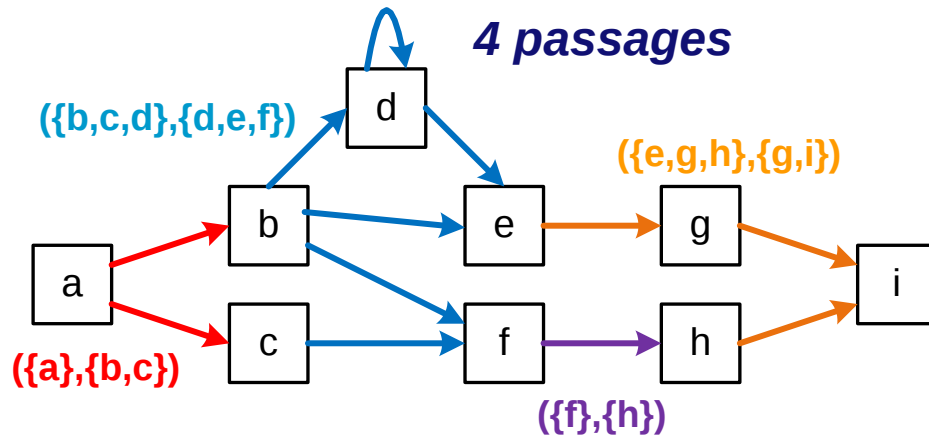


Passage partitioning

- $P_1, P_2, \dots, P_n$ is a passage partitioning if and only if
 - $P_1, P_2, \dots, P_n$ are passages,
 - the passages are disjoint, and
 - the passages cover all edges.

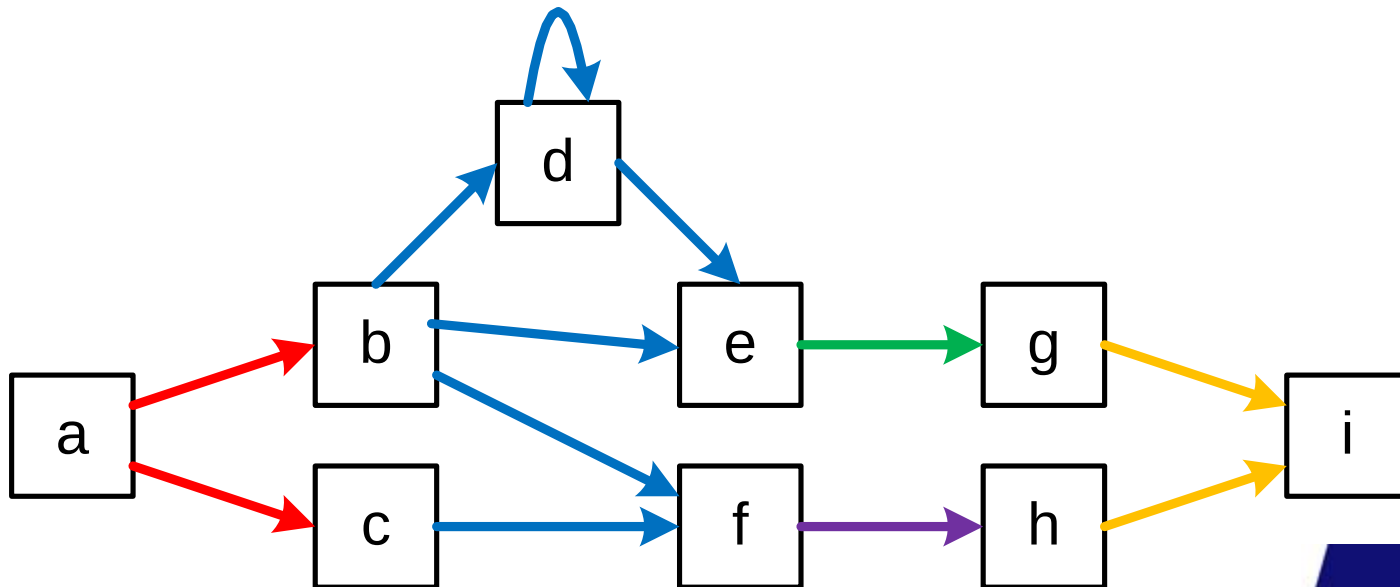


More examples of passage partitionings



Minimal passages

- A passage is minimal if it does not contain smaller passages.
- Each edge is involved in precisely one minimal passage.
- Passages are composed of minimal passages.
- The minimal passages form a passage partitioning.



Passages are special case of decomposition

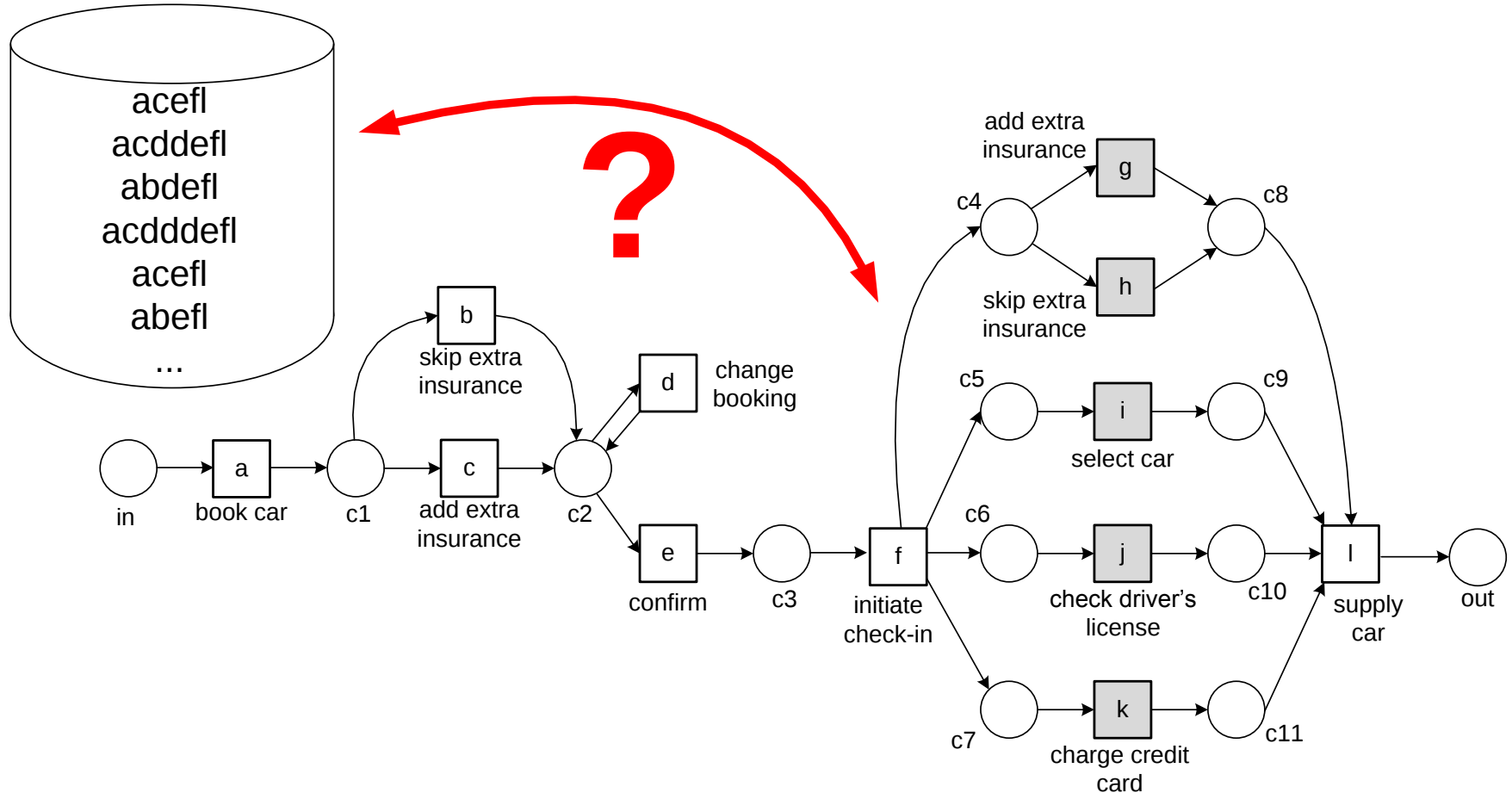
- **Conformance checking:**

1. Compute causal structure from Petri net
2. Compute (minimal) passages and construct corresponding subnets
3. Subnets provide a valid decomposition
4. Hence, conformance checking* can be decomposed/distributed!

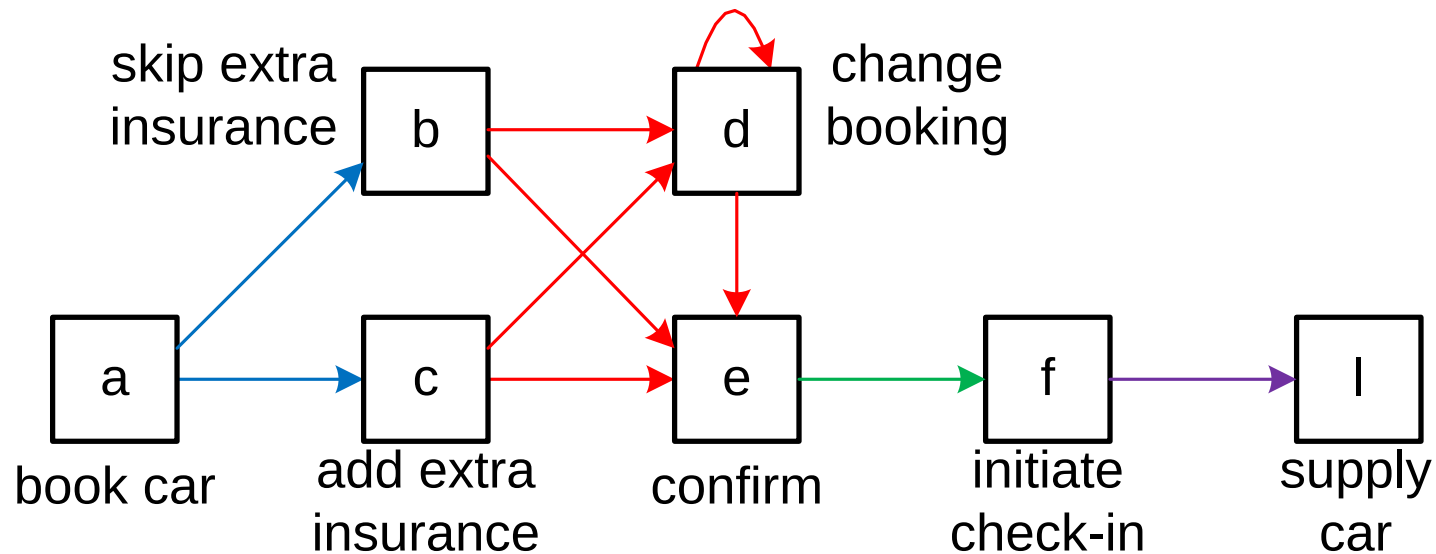
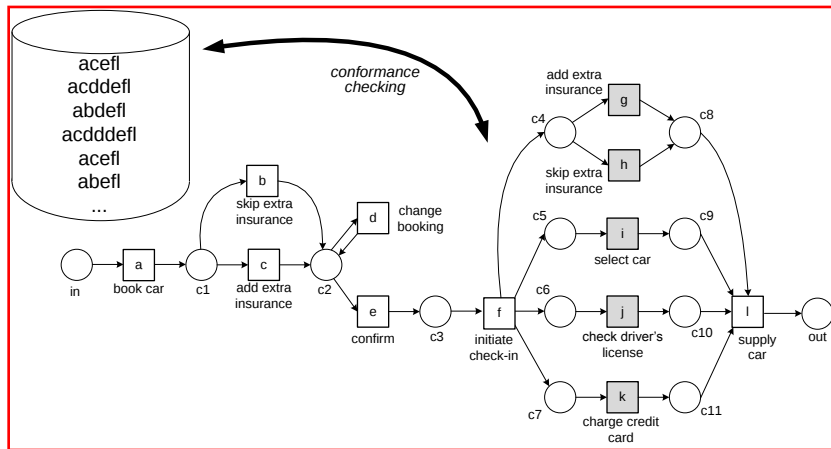
- **Process discovery:**

1. Compute causal structure from event log*
2. Compute (minimal) passages and construct corresponding sublogs
3. Discover subnets for sublogs*
4. Merge subnets into overall model

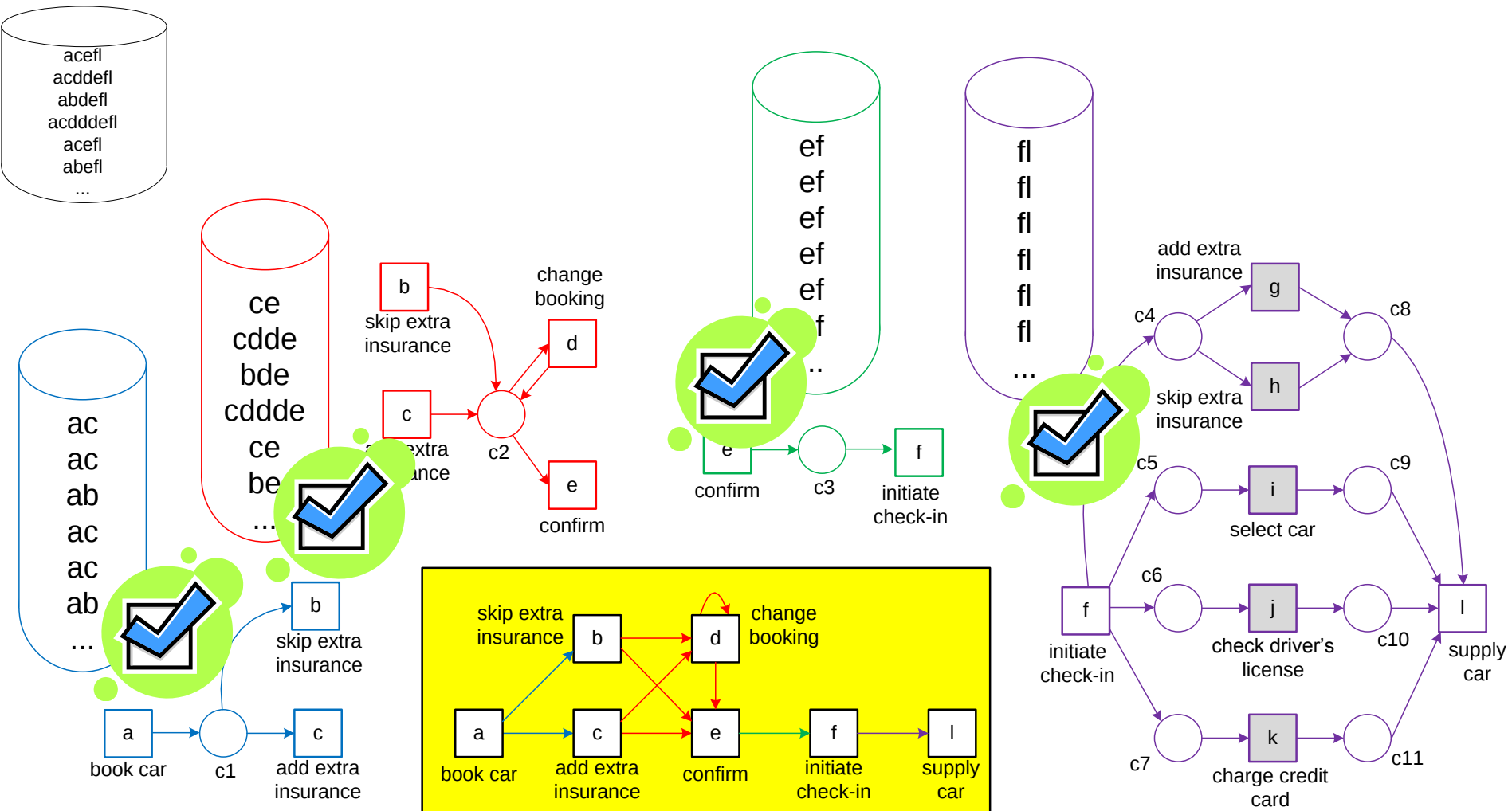
Conformance checking



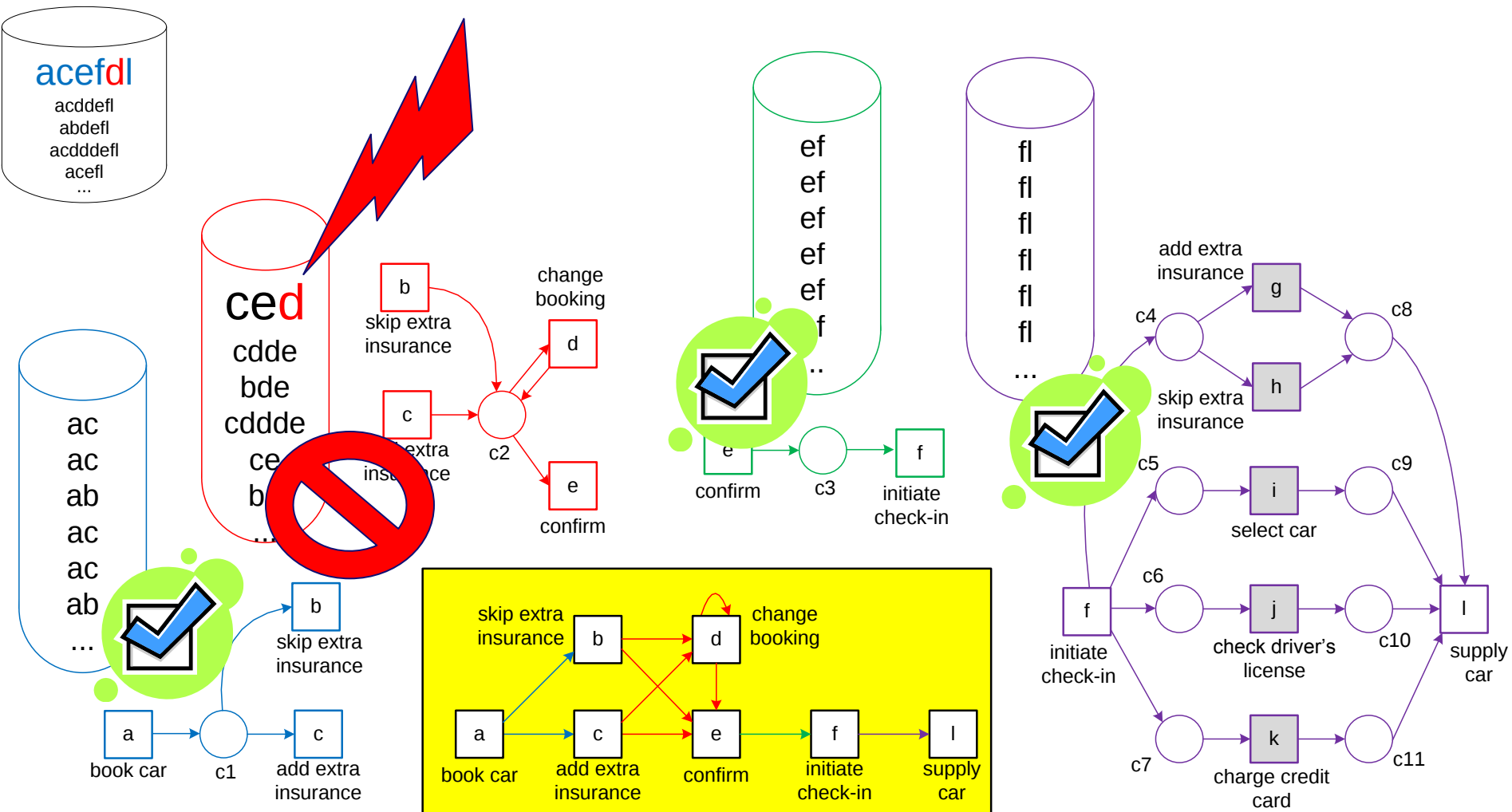
Create Skeleton



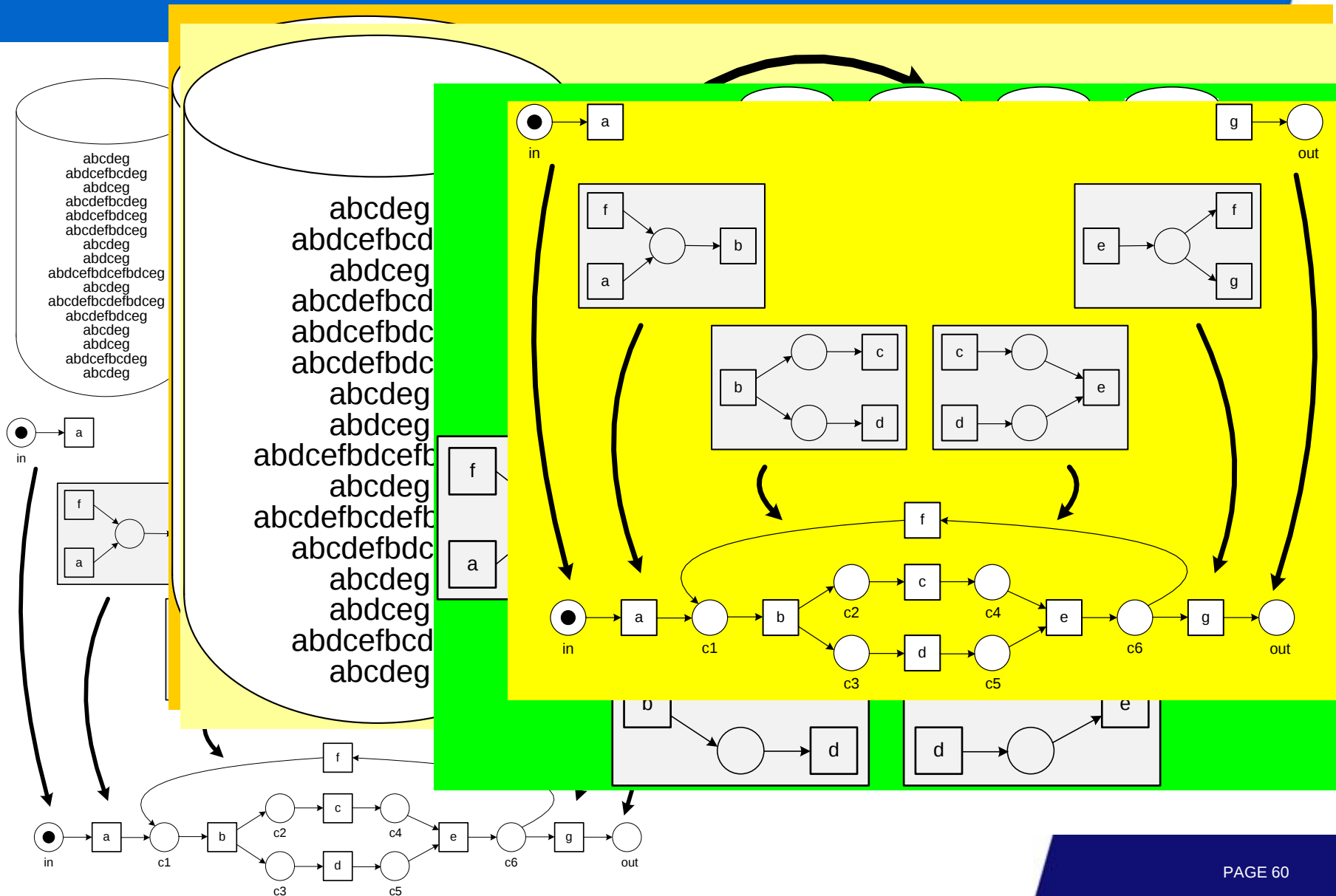
Net fragments per passage



Suppose d is executed too late



Discovery example



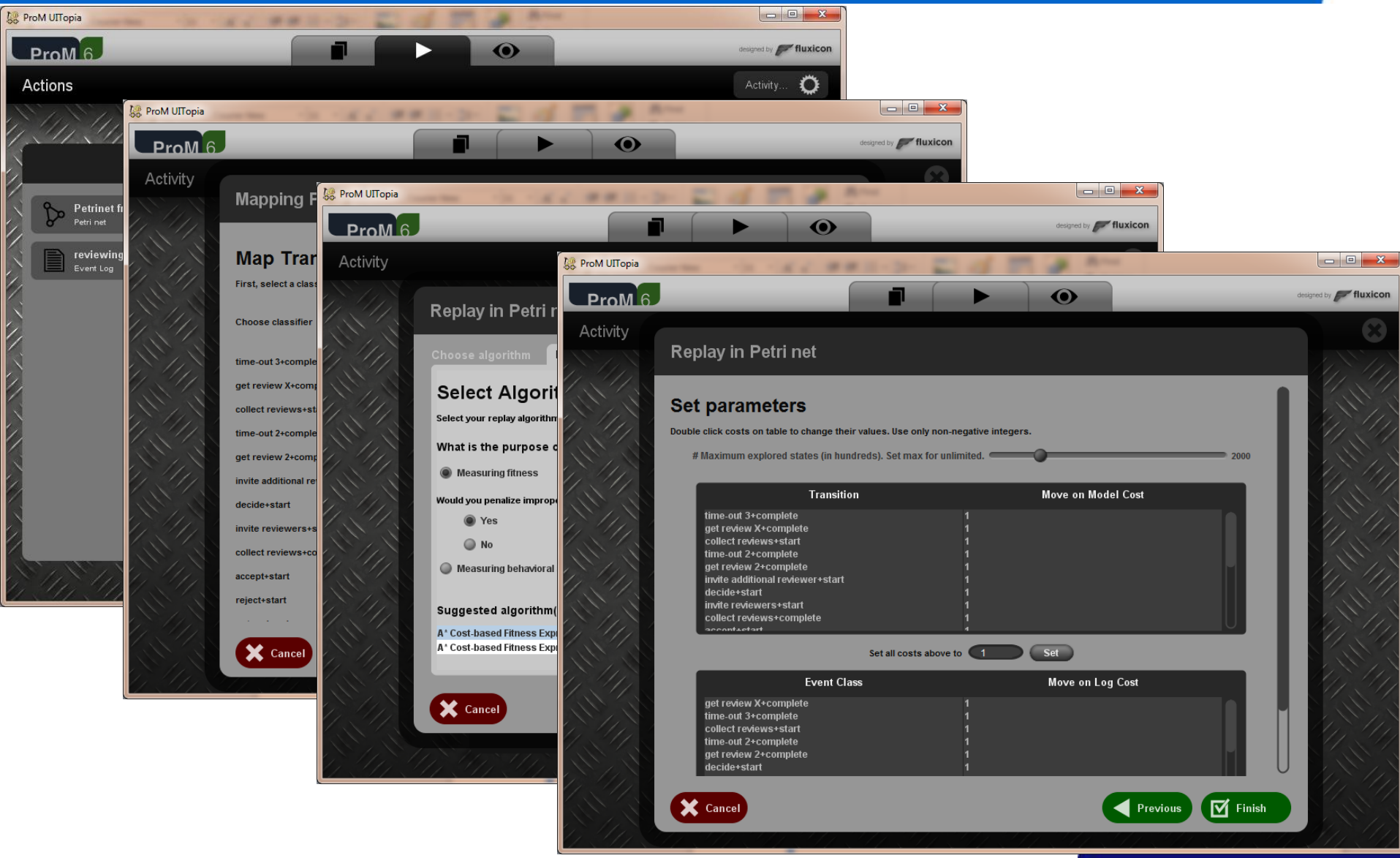
Tool Support in ProM

Tool Support in ProM

(implemented by Eric Verbeek)



Passage-Based Conformance Checking



Result

ProM UITopia

ProM 6

designed by fluxicon

Result of replaying log reviewing_with_fewer_errors_and_ Create new...

invite reviewers+start invite additional reviewer+start accept+start time-out X+complete reject+start invite additional reviewer+complete

Passage graph decide+start get review 3+complete decide+complete invite reviewers+complete collect reviews+start

PIP

Zoom

11 passages

passage graph

Export

```
graph TD; A((invite reviewers+start)) --> B((invite additional reviewer+start)); A --> C((accept+start)); A --> D((time-out X+complete)); A --> E((reject+start)); A --> F((invite additional reviewer+complete)); B --> G((decide+start)); C --> H((get review 3+complete)); D --> I((decide+complete)); E --> J((invite reviewers+complete)); F --> K((collect reviews+start)); G --> L((PIP)); H --> L; I --> L; J --> L; K --> L; L --> M((invite reviewers+start)); L --> N((invite additional reviewer+start)); L --> O((accept+start)); L --> P((time-out X+complete)); L --> Q((reject+start)); L --> R((invite additional reviewer+complete)); M --> S((decide+start)); N --> T((get review 3+complete)); O --> U((decide+complete)); P --> V((invite reviewers+complete)); Q --> W((collect reviews+start)); S --> X((PIP)); T --> X; U --> X; V --> X; W --> X; X --> Y((invite reviewers+start)); X --> Z((invite additional reviewer+start)); X --> AA((accept+start)); X --> AB((time-out X+complete)); X --> AC((reject+start)); X --> AD((invite additional reviewer+complete)); Y --> AE((decide+start)); Z --> AF((get review 3+complete)); AA --> AG((decide+complete)); AB --> AH((invite reviewers+complete)); AC --> AI((collect reviews+start)); AE --> AJ((PIP)); AF --> AK((PIP)); AG --> AL((PIP)); AH --> AM((PIP)); AI --> AN((PIP)); AJ --> AO((invite reviewers+start)); AK --> AP((invite additional reviewer+start)); AL --> AQ((accept+start)); AM --> AR((time-out X+complete)); AN --> AS((reject+start)); AO --> AT((invite additional reviewer+complete)); AP --> AU((decide+start)); AQ --> AV((get review 3+complete)); AR --> AW((decide+complete)); AS --> AX((invite reviewers+complete)); AT --> AY((collect reviews+start)); AU --> AZ((PIP)); AV --> BA((PIP)); AW --> BB((PIP)); AX --> BC((PIP)); AY --> BD((PIP)); BA --> BE((invite reviewers+start)); BB --> BF((invite additional reviewer+start)); BC --> BG((accept+start)); BD --> BH((time-out X+complete)); BE --> BI((reject+start)); BF --> BJ((invite additional reviewer+complete)); BG --> BK((decide+start)); BH --> BL((get review 3+complete)); BI --> BM((decide+complete)); BJ --> BN((invite reviewers+complete)); BK --> BO((collect reviews+start)); BL --> BP((PIP)); BM --> BQ((PIP)); BN --> BR((PIP)); BO --> BS((PIP)); BP --> BT((invite reviewers+start)); BQ --> BU((invite additional reviewer+start)); BR --> BV((accept+start)); BS --> BW((time-out X+complete)); BT --> BX((reject+start)); BU --> BY((invite additional reviewer+complete)); BV --> BZ((decide+start)); BW --> BC2((get review 3+complete)); BX --> BD2((decide+complete)); BY --> BE2((invite reviewers+complete)); BZ --> BF2((collect reviews+start)); BC2 --> BG2((PIP)); BD2 --> BH2((PIP)); BE2 --> BI2((PIP)); BF2 --> BJ2((PIP)); BG2 --> BK2((invite reviewers+start)); BH2 --> BL2((invite additional reviewer+start)); BI2 --> BM2((accept+start)); BJ2 --> BN2((time-out X+complete)); BK2 --> BO2((reject+start)); BL2 --> BP2((invite additional reviewer+complete)); BM2 --> BU2((decide+start)); BN2 --> BV2((get review 3+complete)); BO2 --> BW2((decide+complete)); BP2 --> BX2((invite reviewers+complete)); BQ2 --> BY2((collect reviews+start)); BR2 --> BZ2((PIP)); BS2 --> BA2((PIP)); BT2 --> BB2((PIP)); BU2 --> BC2((PIP)); BV2 --> BD2((PIP)); BW2 --> BE2((invite reviewers+start)); BX2 --> BF2((invite additional reviewer+start)); BY2 --> BG2((accept+start)); BZ2 --> BH2((time-out X+complete)); BA2 --> BI2((reject+start)); BB2 --> BJ2((invite additional reviewer+complete)); BC2 --> BK2((decide+start)); BD2 --> BL2((get review 3+complete)); BE2 --> BM2((decide+complete)); BF2 --> BN2((invite reviewers+complete)); BG2 --> BO2((collect reviews+start)); BH2 --> BP2((PIP)); BI2 --> BQ2((PIP)); BJ2 --> BR2((PIP)); BK2 --> BS2((PIP)); BL2 --> BT2((invite reviewers+start)); BM2 --> BU2((invite additional reviewer+start)); BN2 --> BV2((accept+start)); BO2 --> BW2((time-out X+complete)); BP2 --> BX2((reject+start)); BQ2 --> BY2((invite additional reviewer+complete)); BR2 --> BZ2((decide+start)); BS2 --> BC2((get review 3+complete)); BT2 --> BD2((decide+complete)); BU2 --> BE2((invite reviewers+complete)); BV2 --> BF2((collect reviews+start)); BW2 --> BG2((PIP)); BX2 --> BH2((PIP)); BY2 --> BI2((PIP)); BZ2 --> BJ2((PIP));
```

Example Passage

The screenshot displays the ProM UITopia software interface, which is used for analyzing process logs. The main window is titled "Result of replaying log reviewing_with_fewer_errors_and_". The interface is divided into several sections:

- Top Bar:** Includes the ProM 6 logo, a "designed by fluxicon" credit, and a search bar.
- Navigation Tabs:** Located at the top, including "invite reviewers+start", "invite additional reviewer+start", "accept+start", "time-out X+complete", "reject+start", "invite additional reviewer+complete", and "collect reviews+start".
- Left Panel:** Contains a "Petri net" section with a "Replay results" button and a "Zoom" slider.
- Main Content Area:** Titled "Log-model Alignments", it displays a list of cases with their respective statistics. Each case entry includes a "Goto Case ID" button, a dropdown for the case ID, and a table of statistics.
- Right Panel:** Contains a "LEGEND" section with color-coded markers for different event classes, a "STATS FROM RELIABLE ALIGNMENTS" section with a table of statistics, and an "ALIGNMENT STATISTICS" section with a table of statistics.

Log-model Alignments Data:

Case id(s)	Num. Cases	Is Alignment Reliable?	Raw Fitness Cost	Alignment
4	7	Yes	0	4 events
28	6	Yes	0	4 events
10	5	Yes	0	4 events
11	4	Yes	0	4 events

STATS FROM RELIABLE ALIGNMENTS:

Statistic	Value
#Cases replayed	100
#Synchronous ev.class (log+model)	400
#Skipped ev.class	0
#Unobservable ev.class	0
#Inserted ev.class	0
#Violating synchronous ev.class	0
Raw Fitness Cost	0.543...
Queued States	19.0

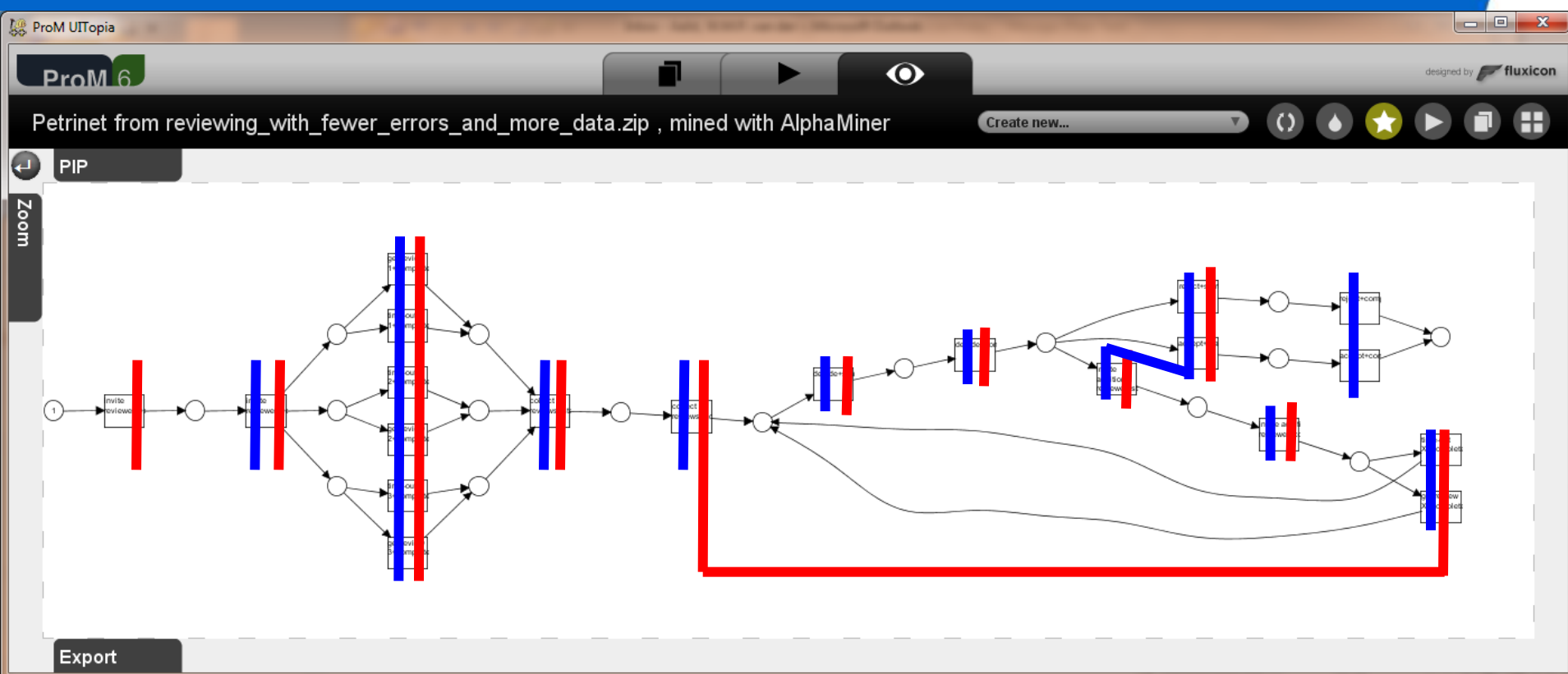
ALIGNMENT STATISTICS:

Statistic	Value
Average/case	0.00
Max.	0.00
Min.	0
Std. Deviation	0.00
#Cases with value 1.00	0

STATS INCLUDING UNRELIABLE ALIGNMENTS:

Statistic	Value
#Cases replayed	100
#Synchronous ev.class (log+model)	400
#Skipped ev.class	0
#Unobservable ev.class	0

Process Model has 11 Passages



(X, Y)

Diagnostics per Passage

ProM 6

Result of replaying log CpnToolsLog on Petrinet from reviewing_with_fewer_errors_and_more_

Passage graph

Log-model Alignments

Goto Case ID <type case id here>

Case id(s): 1

Num. Cases 6
Is Alignment Reliable? Yes
Raw Fitness Cost 0

Alignment 4 events

Case id(s): 13

Num. Cases 6
Is Alignment Reliable? Yes
Raw Fitness Cost 0

Alignment 4 events

Case id(s): 9

Num. Cases 6
Is Alignment Reliable? Yes
Raw Fitness Cost 0

Alignment 4 events

Case id(s): 11

Num. Cases 6
Is Alignment Reliable? Yes
Raw Fitness Cost 0

Alignment 4 events

Case id(s): 15

Num. Cases 6
Is Alignment Reliable? Yes
Raw Fitness Cost 0

Alignment 4 events

LEGEND

- Synchronous move (move log+model)
- Unobservable move (move model only)
- Skipped event class (move model only)
- Inserted event class (move log only)
- Move log+model with missing tokens

STATS FROM RELIABLE ALIGNMENTS

#Cases replayed	100
#Synchronous ev.class (log+model)	400
#Skipped ev.class	0
#Unobservable ev.class	0
#Inserted ev.class	0
#Violating synchronous ev.class	0
Raw Fitness Cost	1 148...

no problems

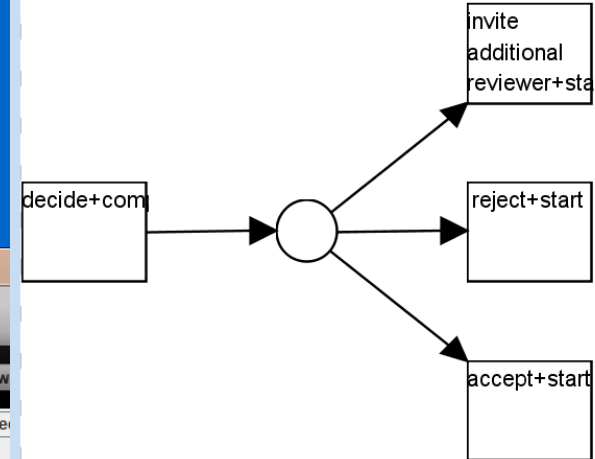
Problematic Passage

ProM 6

Result of replaying log CpnToolsLog on Petrinet from reviewing_with_fewer_errors_and_more_ Create new

invite reviewers+complete invite additional reviewer+complete collect reviews+start get review 1+complete accept+start decide+complete de

Passage graph invite additional reviewer+start invite reviewers+start



Petri net
Replay results

Log-model Alignments

Goto Case ID <type case id here>

Case id(s)	Num. Cases	Is Alignment Reliable?	Raw Fitness Cost	Alignment
7	12	Yes	1	1 events
1	8	Yes	1	1 events

Case id(s): 7

Num. Cases	12
Is Alignment Reliable?	Yes
Raw Fitness Cost	1

Alignment 1 events

decide+complete

Raw Fitness Cost

LEGEND

- Synchronous move (move log+model)
- Unobservable move (move model only)
- Skipped event class (move model only)
- Inserted event class (move log only)
- Move log+model with missing tokens

STATS FROM RELIABLE ALIGNMENTS

#Cases replayed	51
#Synchronous ev.class (log+model)	30
#Skipped ev.class	0
#Unobservable ev.class	0
#Inserted ev.class	49
#Violating synchronous ev.class	0
Raw Fitness Cost	0.98
Queued States	5.204...

ALIGNMENT STATISTICS

Raw Fitness Cost

0.96
3
0
0.63
34

ALIGNMENTS

51
30
0
0
49
0

Discovery (no initial model, just events)

ProM 6.10.0 (Fluxicon)

ProM 6.10.0

Activity

Tasks

Passage Miner

Select gammaC

- Alpha Miner
- Basic Log Relations
- Heuristics Miner
- Flower Miner
- Flower and ILP Miner with Proper Completion

Select gammaP

- Alpha Miner
- ILP Miner
- ILP Miner with Proper Completion

discovery algorithm (applied per passage)

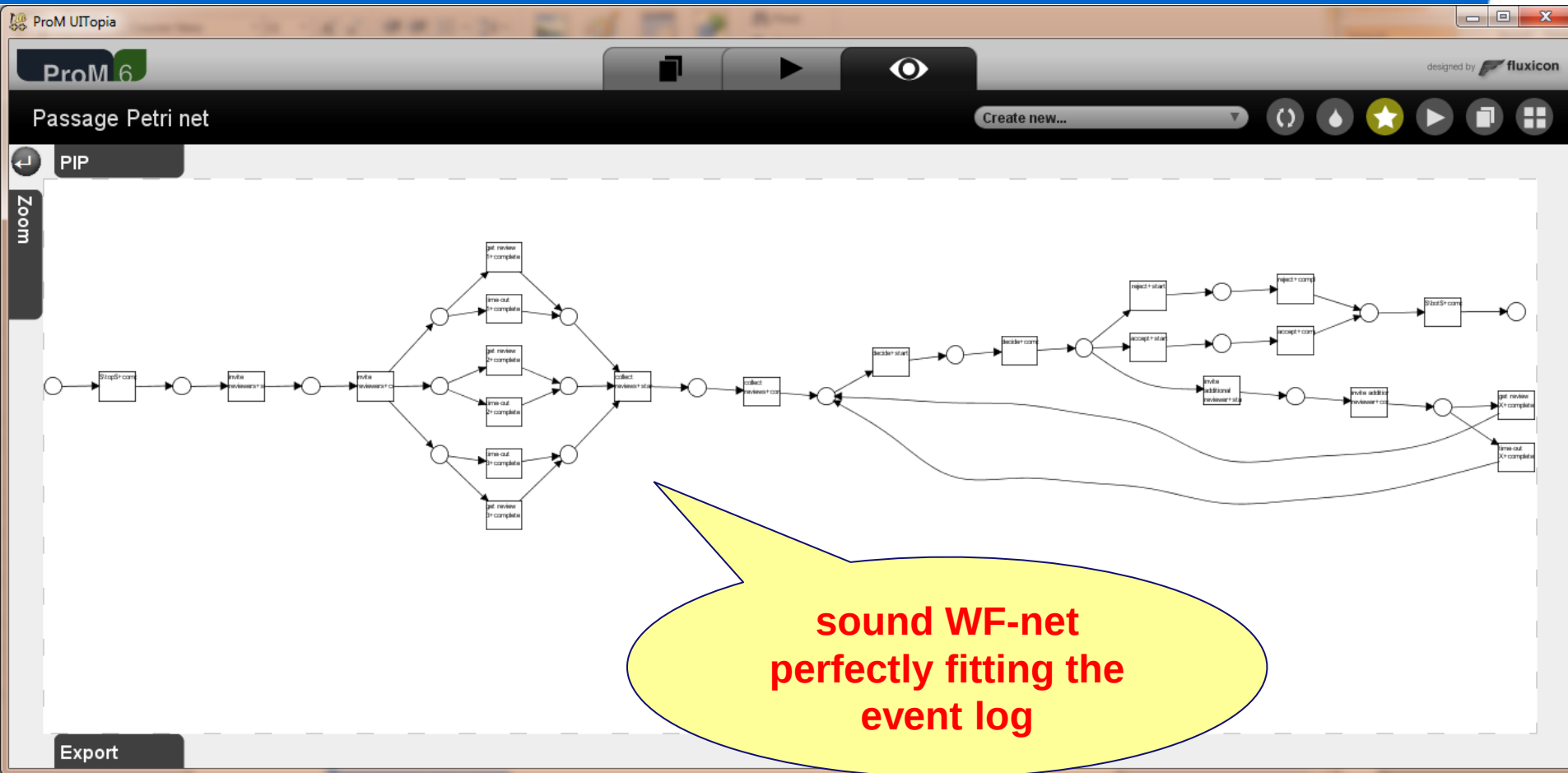
algorithm used to derive causal graph (to determine passages)

Previous Finish

Replay Passages

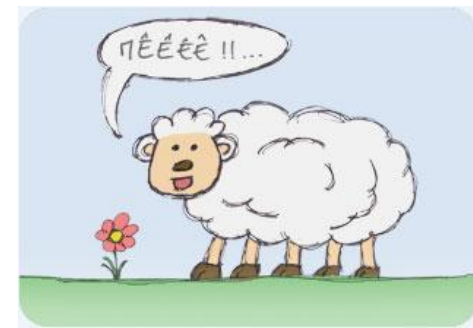
In total 15032 arcs were traversed.

Result (alpha + ILP with proper completion)



Conclusion

- **Process discovery and conformance checking can be decomposed!**
- **Generic approach with various formal guarantees independent of the techniques used.**
- **Open issues:**
 - Experimental evaluation (in progress, see Eric's presentation)
 - Better algorithms for computing a causal structure are needed (independent of decomposition)
 - We are still missing sheep with five legs





energy
efficient

politically
correct

1

formal
(not just a
picture)

2

fast
(should not
take years)

ability to balance
all conformance
dimensions
(fitness, precision,
generalization, and
simplicity) incl.
noise

3

4

sound
(result should
at least be free
of deadlocks,
etc.)

5

provide
guarantees
(not just a best
effort)

Today's sheep have only 1.5-3.5 legs



	formal	fast	balance	sound	guaran.
alpha	+	+	-	-	-
heuristic	+	+	+/-	-	-
genetic AK	+	-	+/-	-	+/-
genetic JB	+	-	+	+	+/-
fuzzy miner	-	+	+/-	-	-
Disco	-	+	+/-	-	-
regions SB	+	-	-	+	+
regions LB	+	-	-	+	+
alpha ++	+	+	-	-	-
alpha #	+	+	-	-	-
SMT	+	-	-	+	+
MFM	+	+	-	-	+