


WORKFLOW MANAGEMENT: YAWL OVERVIEW AND ARCHITECTURE

Learning Objectives

- Be able to describe the architecture and capabilities of YAWL
- Be able to characterize the YAWL system in generic WfMS terms

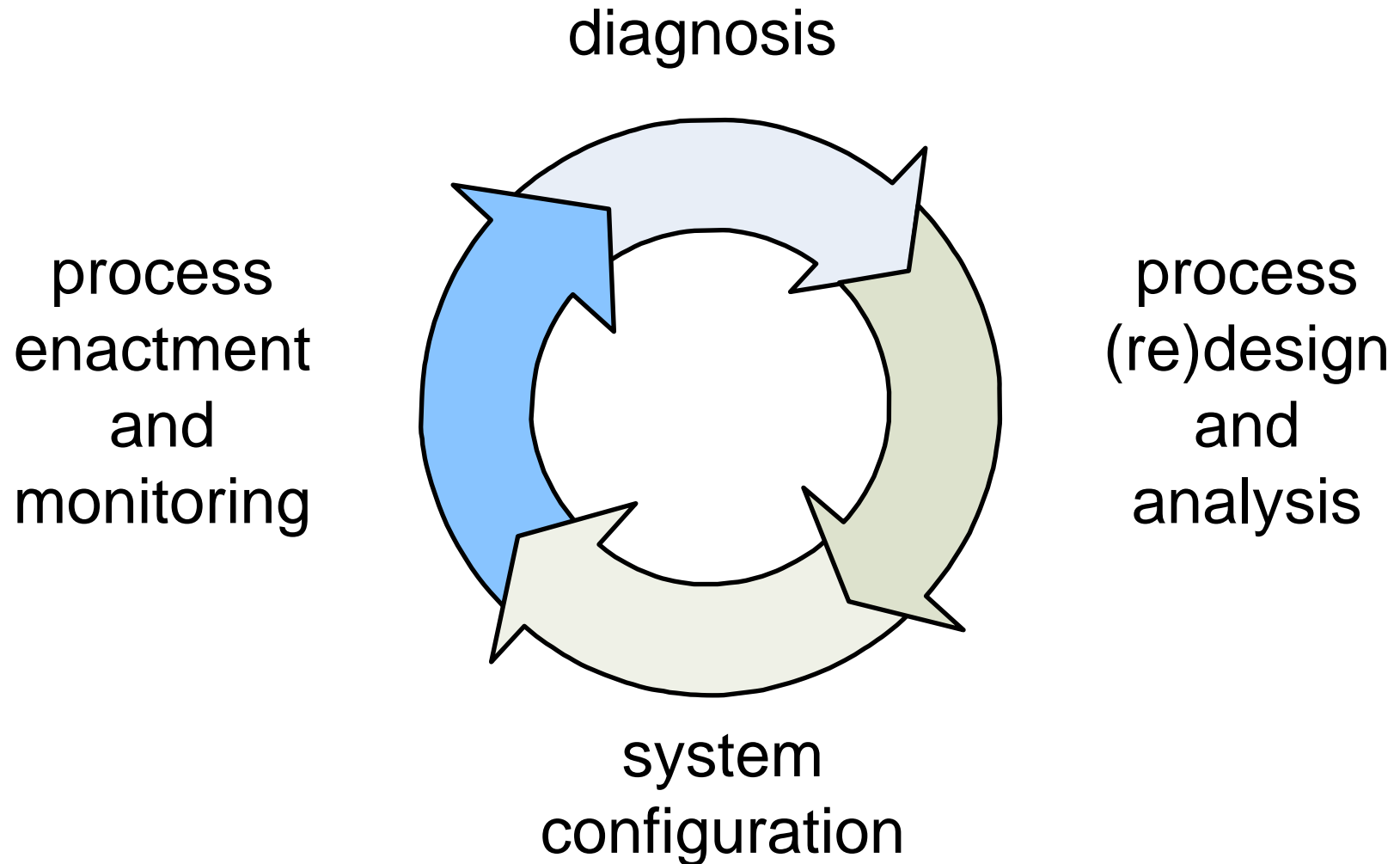


Textbook Chapter 1
Textbook Chapter 7
Textbook Chapter 23

Business Process Automation

- Compliance with process model
- Explicit representation of control-flow
 - ▣ Easier process changes
- Explicit representation of resource involvement
 - ▣ Routing of work to right resources
 - ▣ Workload and work history can be taken into account in work assignment
- Monitoring support
 - ▣ Identification and resolution of bottlenecks
- Post-execution analysis (process mining)
 - ▣ Identification of opportunities for process improvement

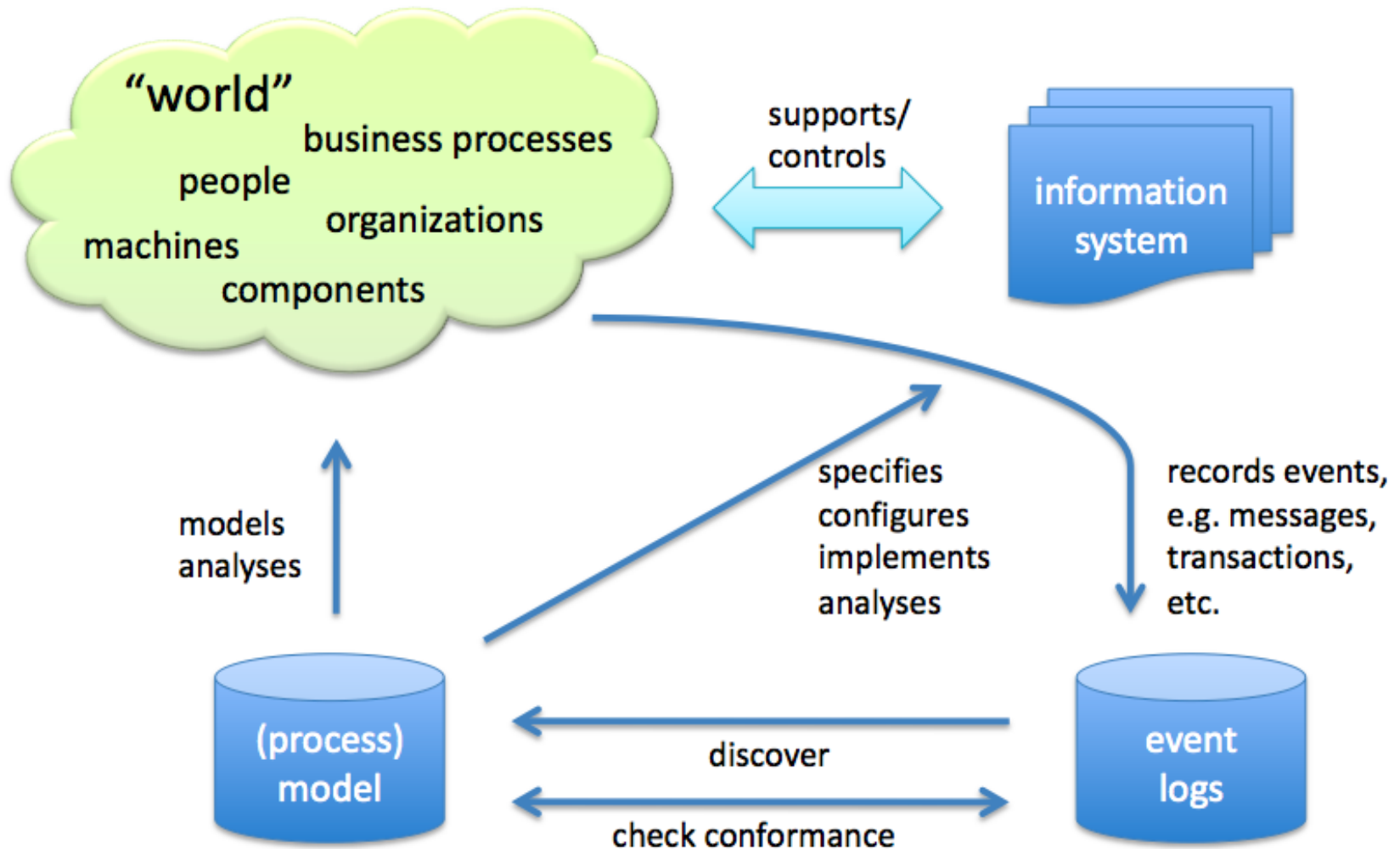
Process Automation Life-Cycle



Process Models

- Insight and understanding
- Analysis
 - Performance
 - Correctness
- Execution

Role of Process Models



Business Process Management

- Many approaches for describing process
 - Not all support automation
- Process complexity
 - Process modeling languages lack necessary concepts
- Lack of standardization
 - Incompatible and inconsistent interpretation
- YAWL as an independent, complete language

BPM Standards

- XPDL
- BPEL
- BPMN
- EPC
- UML

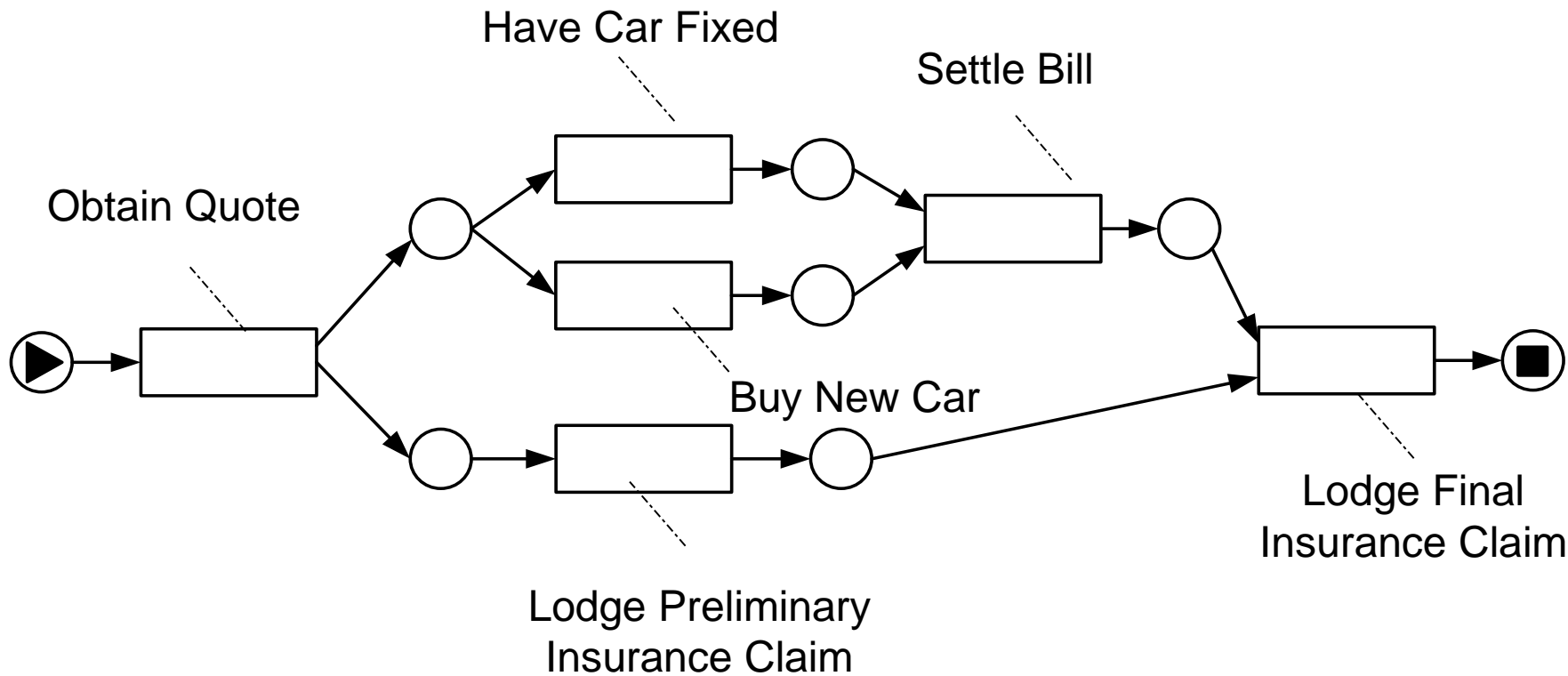
Workflow Pattern Initiative

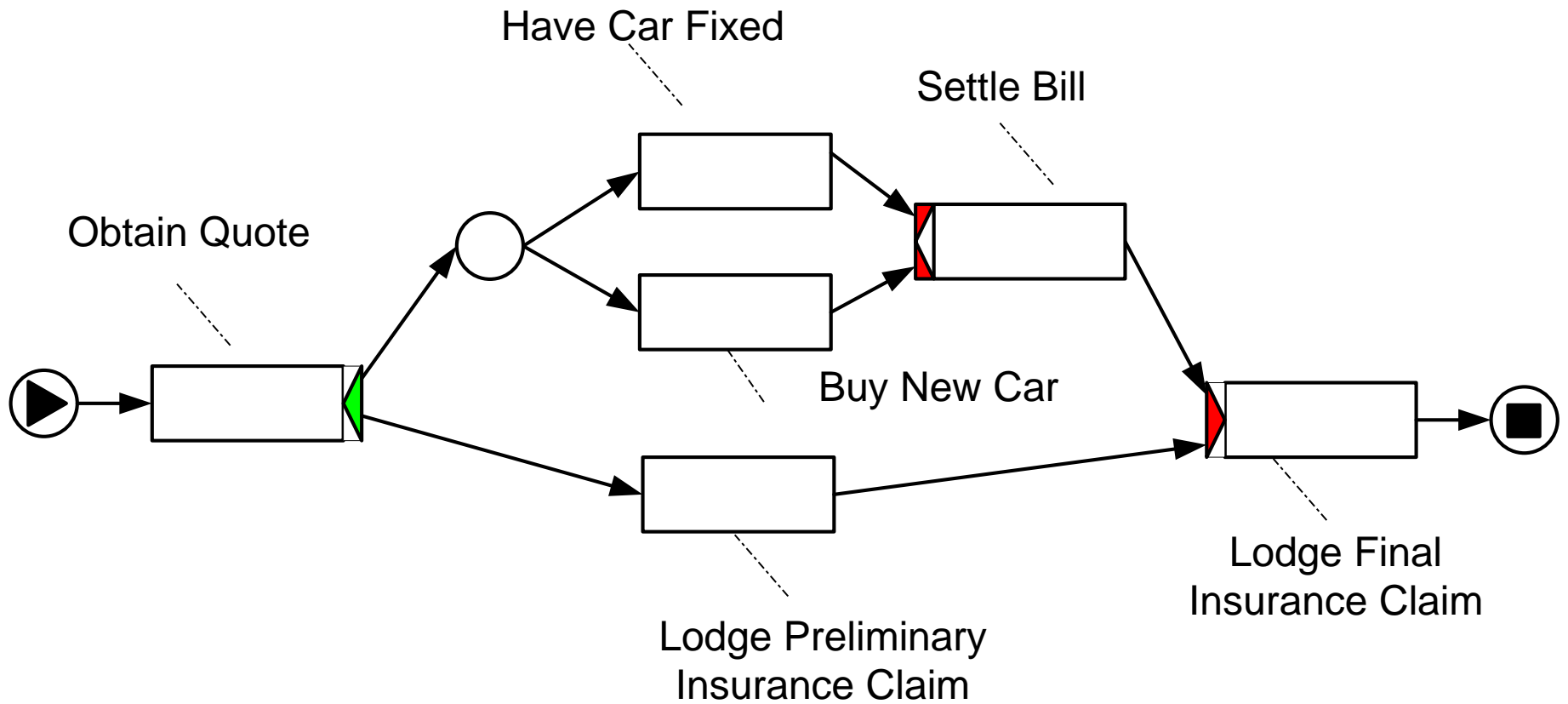


- Standard language
- Based on existing workflow systems
- Identifies necessary elements
- Evaluation and comparison of workflow modeling language and workflow systems

YAWL

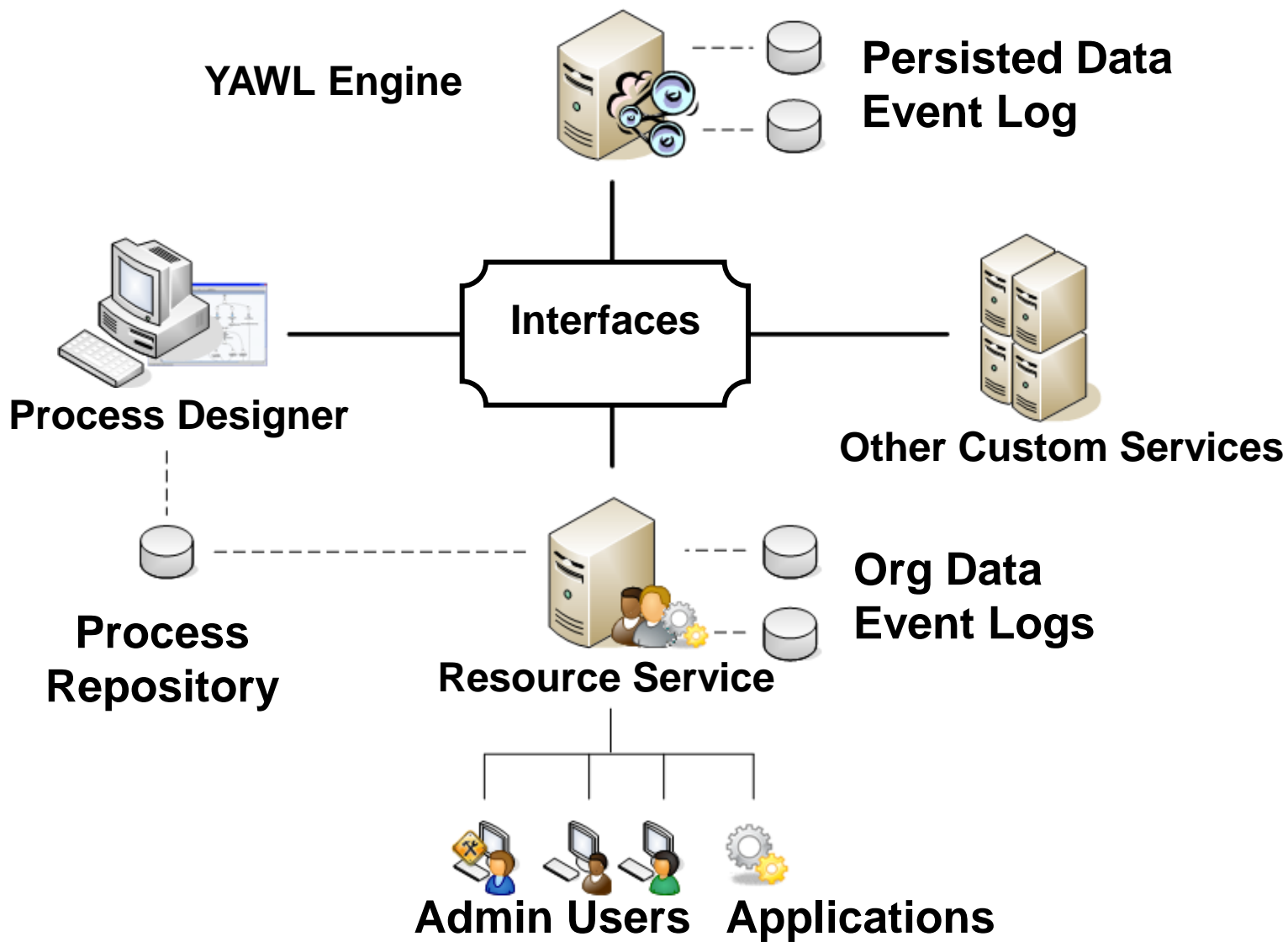
- Extension of Petri Nets and Workflow nets
- Cancellations (“Reset nets”)
- Multiple instances
- Synchronization of active branches (“OR”)
- Formal and precise semantics

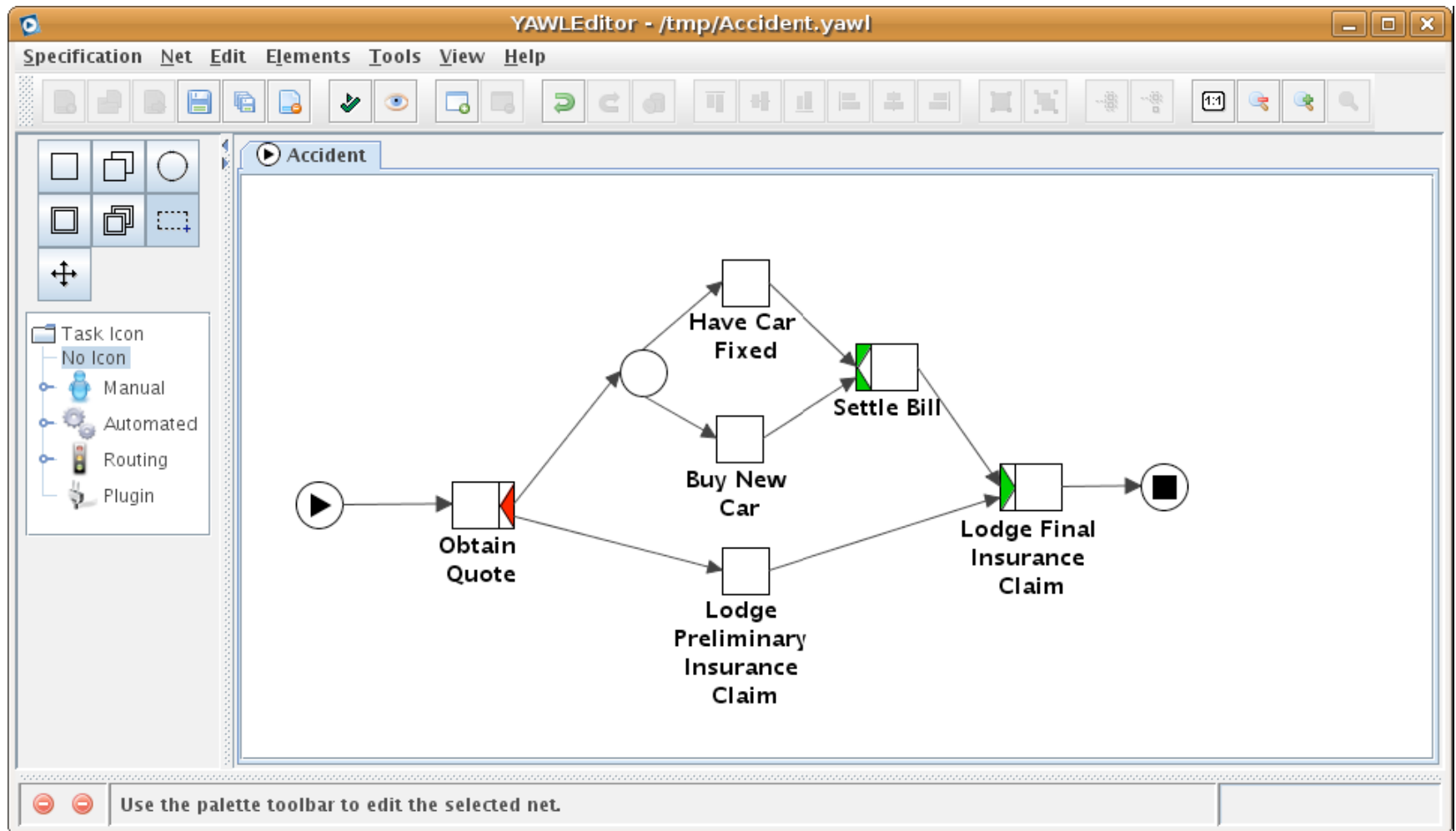




YAWL System

- Build Time
 - Editor
- Run Time
 - Execution engine (control flow and data)
 - Resource service (resources)
 - External services (codelets, web-services)
- Open source, multi-platform
- Flexible (exceptions, declarative workflows,...)





Work Queues

Edit Profile

Logout

Offered (3)

Allocated (0)

Started (0)

Suspended (0)

Work Items

35:Lodge_Preliminary_Insurance_Claim_7
35:Buy_New_Car_6
35:Have_Car_Fixed_5

Specification

Accident.yawl

Task

Lodge Preliminary
Insurance Claim

Accept Offer

Accept & Start

Chain

Case

35

Status

Enabled

Created

Nov:22, 2008 19:28:00

Age

0:00:00:22

YAWL Architecture

Client

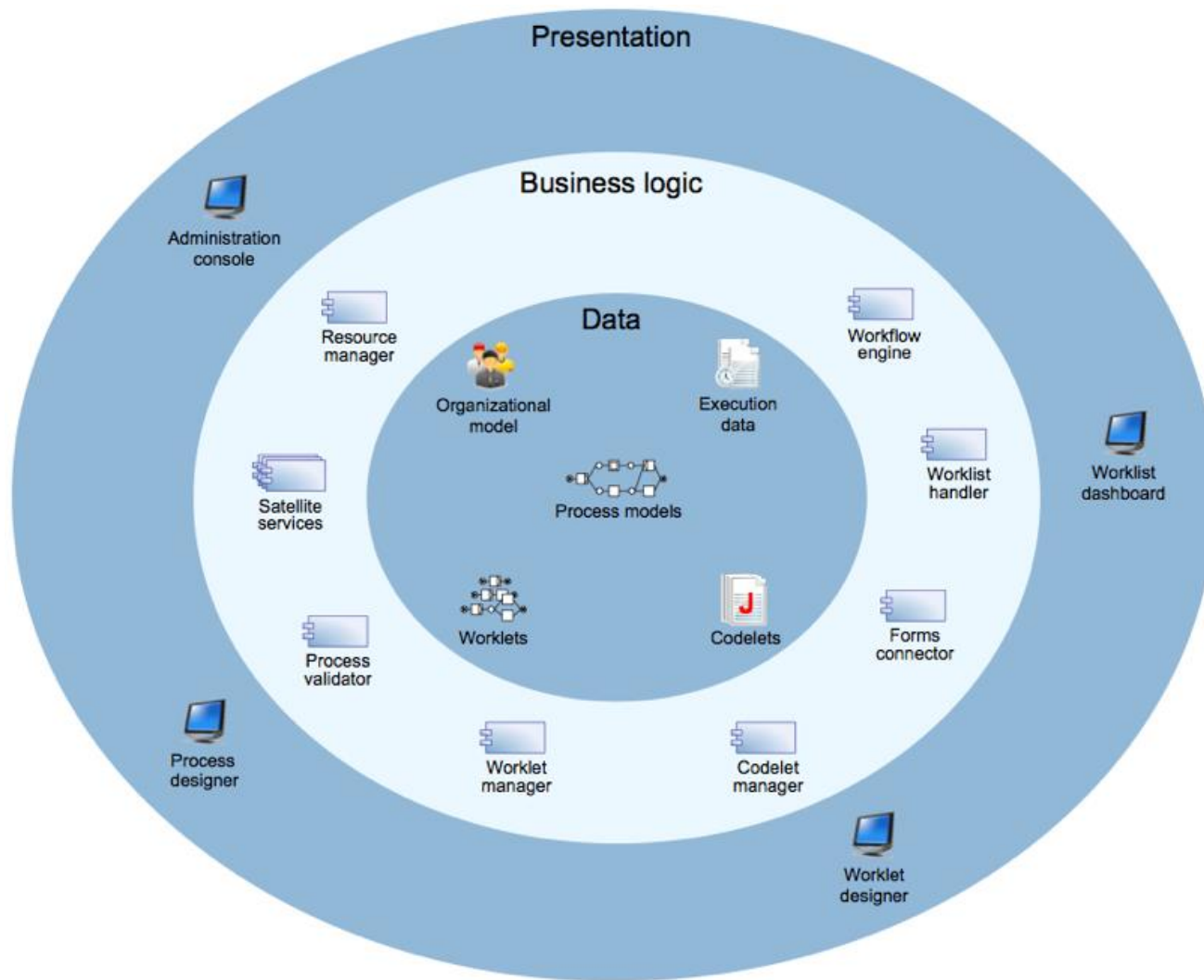


Server

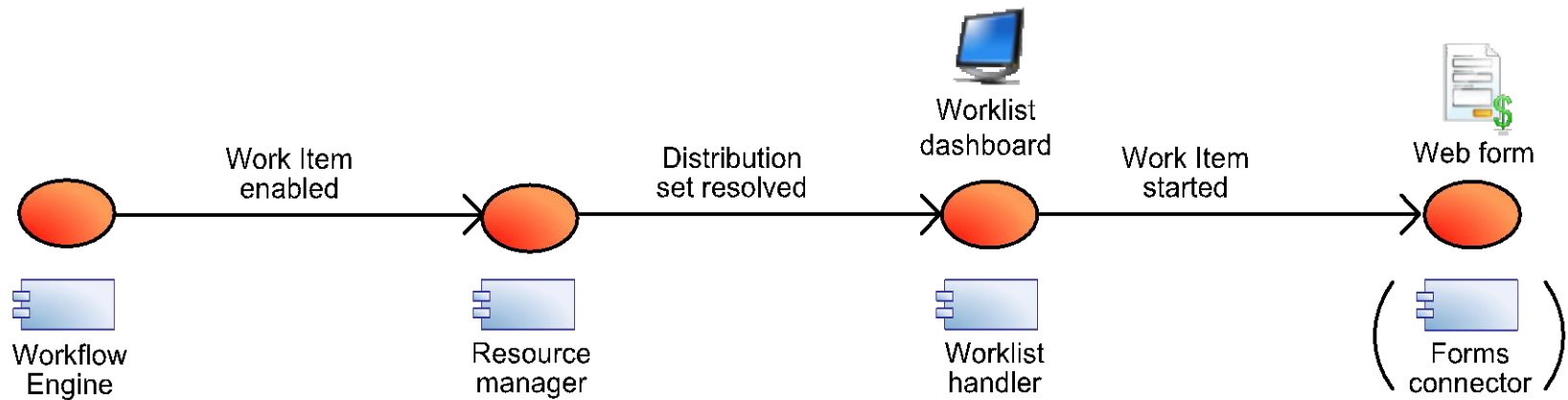


request

response



Typical Work Item Execution Path



The YAWL Engine

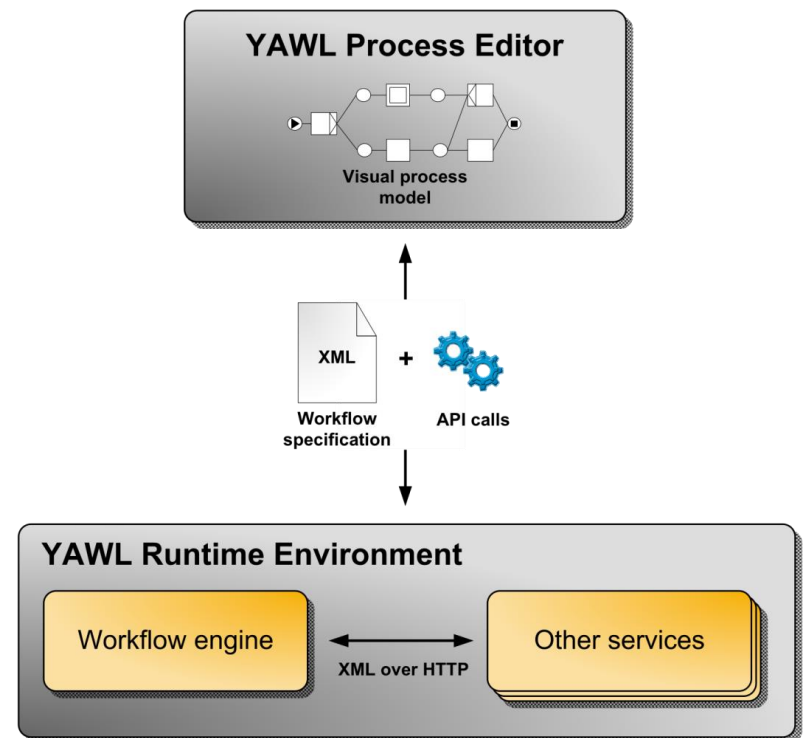
- The Engine manages the execution of instances (cases)
 - Each case is progressed according to its current state and control-flow description
 - Performs the specified data mappings between the case and its tasks as required
- At each stage of a process, the Engine determines which work items should be offered, and which events should be announced to the environment
 - Each task in a process instance is associated at design time with a YAWL Service (either explicitly or, if not specified, is implicitly associated with the default worklist handler).

The Yawl Editor

- The YAWL Editor is a Java desktop application for the creation and verification of YAWL process specifications.
- It communicates with a running Engine through *Interface A*, to obtain a list of the YAWL Services currently registered with the Engine.
- It also communicates with a running Resource Service through *Interface R*, to obtain lists of the various organizational resources and codelets currently available, so that selected resources can be associated with particular tasks.

The YAWL Editor

- The Editor provides a tool palette from which modeling elements (such as tasks or conditions) may be chosen.
- At any time, a process may be verified and analyzed to ensure completeness, soundness and so on.
- When complete, the process definition may be saved to a disk file, in XML format



The Resource Service

- Provides the resource perspective for specifications
 - Completely separate from the engine
- Basic role is to allocate work items to resources for processing
- It has four primary components:
 - **Resource Manager:** handles all the resource patterns
 - **Worklist:** a web-based user interface
 - **Forms Connector:** show either custom designed or dynamically generated forms for work items
 - **Codelet Server:** for executing codelets