



Interaction Models in BPMN 2.0

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These slides are based on:

■ White, S.A. and Bock, C. (2011): New Capabilities for Process Interaction in BPMN 2.0. In: Fischer, L. (ed.): BPMN 2.0 Handbook, Future Strategies Inc.

Interaction Models

- Interaction models are new in BPMN 2.0
- They allow to model B2B cooperations
- Business services are characterized by interactions between businesses and their customers and partners
 - ◆ They are usually agreed or assumed ahead of time, and do not detail the internal activities of the participants.
 - ♦ Agreements determine what information, goods, or personnel are needed by whom and at what time, how complaints and unusual situations are handled, and so on.
 - ♦ The interactions might be very short from start to end, or take place over a long period.



Interaction Diagrams

Collaboration (between pools): ত্রি Credit Request Seller

Choreography:

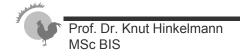


Two diagrams for interactions:

- Collaboration (already BPMN 1.x)
- Choreography

Common elements of interaction diagrams:

- Participants are the interacting agents
 - Businesses, departments, people, IT
- Messages are sent between Participants
 - These can be informational or physical, including physical things that do not carry information, such as cars or furniture.
- Messages Flows occur at certain points during the interaction, between Participants.
 - The same Message can be carried by more than one Message Flow.



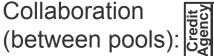


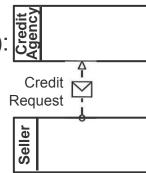
Interaction Diagrams

Choreography:



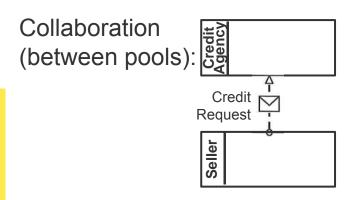
- Choreography diagrams
 - show participants as bands inside a rounded rectangle, called a Choreography Activity.
- Collaboration diagrams
 - show participants more prominently than Choreography.
 - They are useful when relationships between Participants are the primary concern.



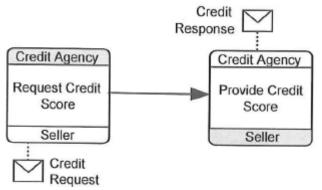




Messages in Interaction Diagrams

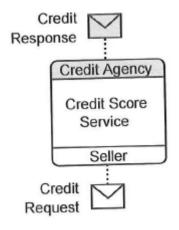


Choreography:

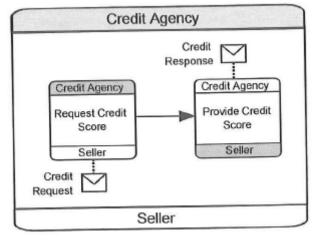


- Messages are shown as envelopes on both interaction diagrams
- In Collaboration diagrams Message Flows appear as dashed arrows with Messages optionally overlaid on them.
- In Choreography, Message Flows are shown as Choreography Activities, with Messages linked to them by dotted lines called Associations.
 - unshaded bands of Choreography Activities are Participants sending the Message
 - shaded bands are the ones receiving them.
- There can be sequences of Message Flows in Choreography

Grouping Message Flow





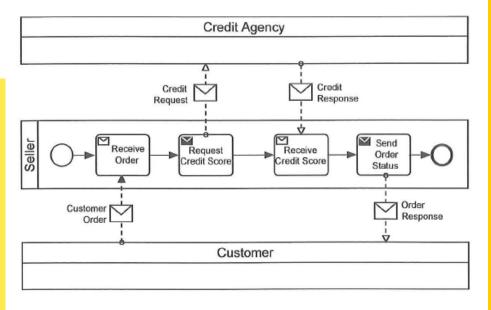


- Choreography diagrams can represent multiple Message Flows
- The above Interaction has two Message Flows without explicit sequencing
- Interactions with a [+] can be expanded; representing explicit sequencing of a Message Flow

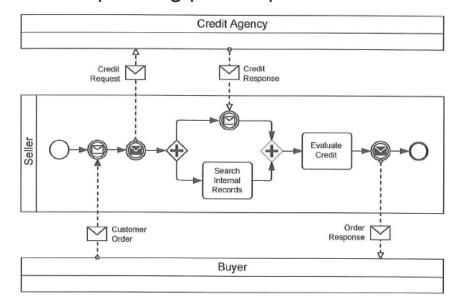


Interaction Processes: Public and Private Process in Collaborations

Process in a collaboration



Corresponding private process

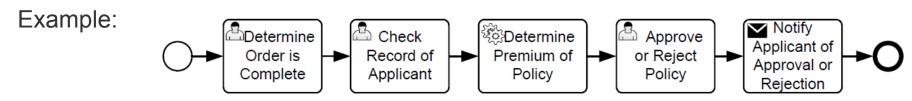


- The left process could be public, because it only sends and receives messages
- The right figure shows a possible private process containing activities that are not interactive and usually are not shown to other participants
- The Events used for sending and receiving messages have the same effects as the send and receive tasks of the left process



Public vs. Private Process

Private Processes are internal to an organisation.



A public process represents the interactions between a private Business Process and another Process or Participant (represented by a different pool):

Example:

