



Dirk Fahland  
Wil M.P. van der Aalst

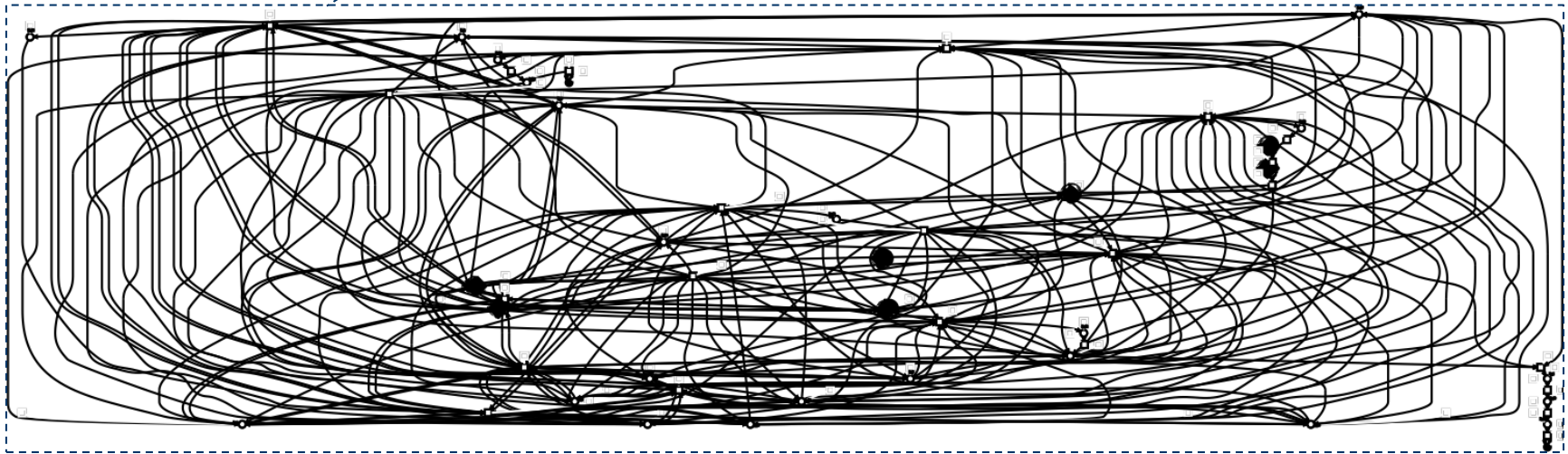
# Simplifying Mined Process Models

**TU** / **e**

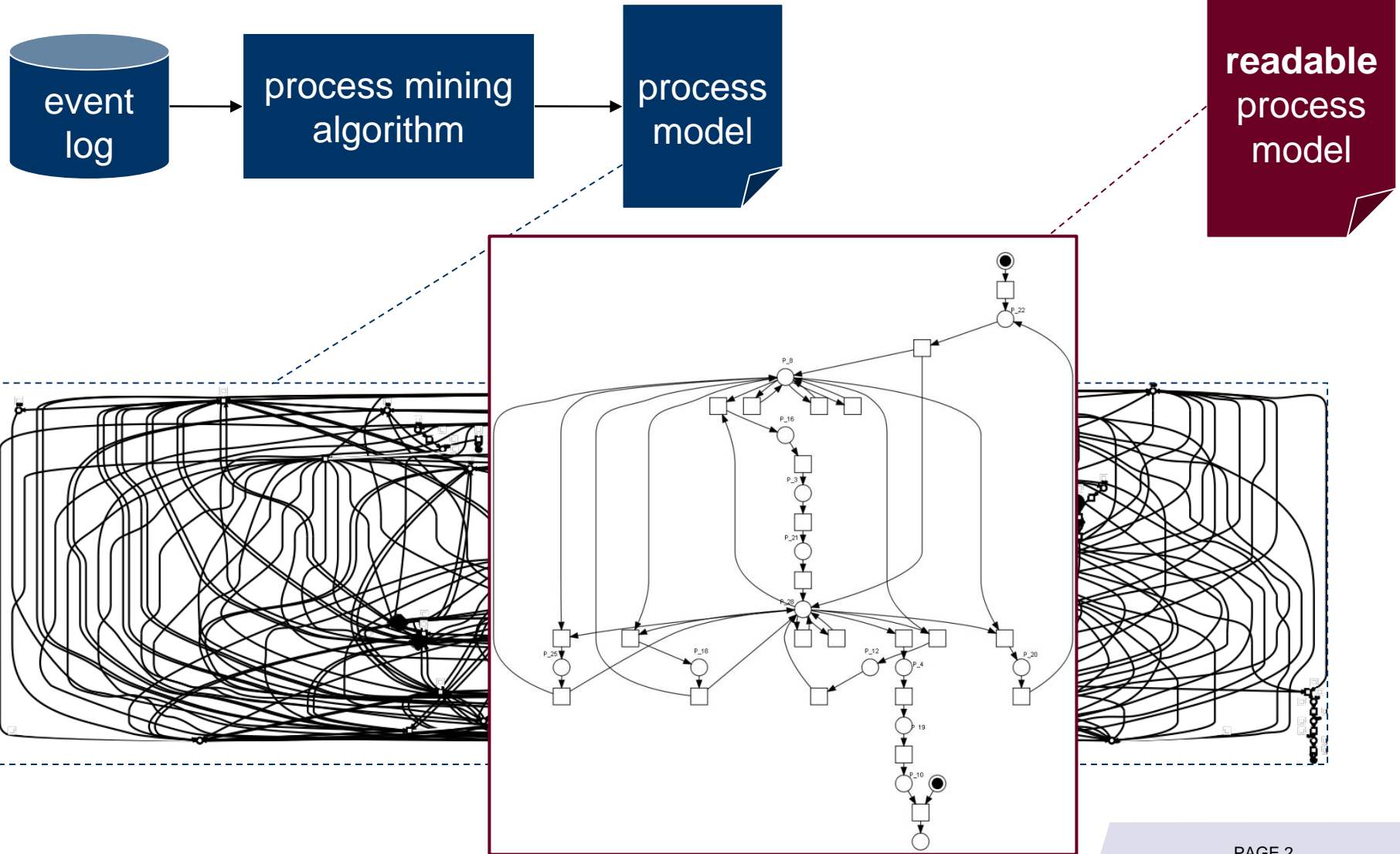
Technische Universiteit  
**Eindhoven**  
University of Technology

**Where innovation starts**

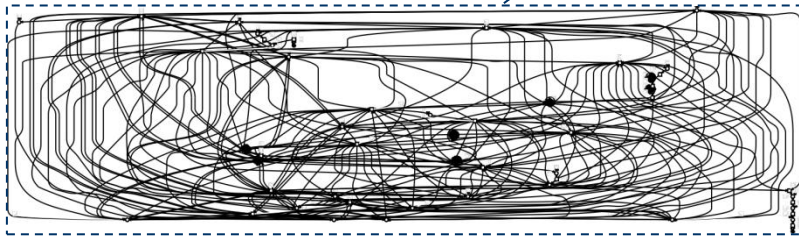
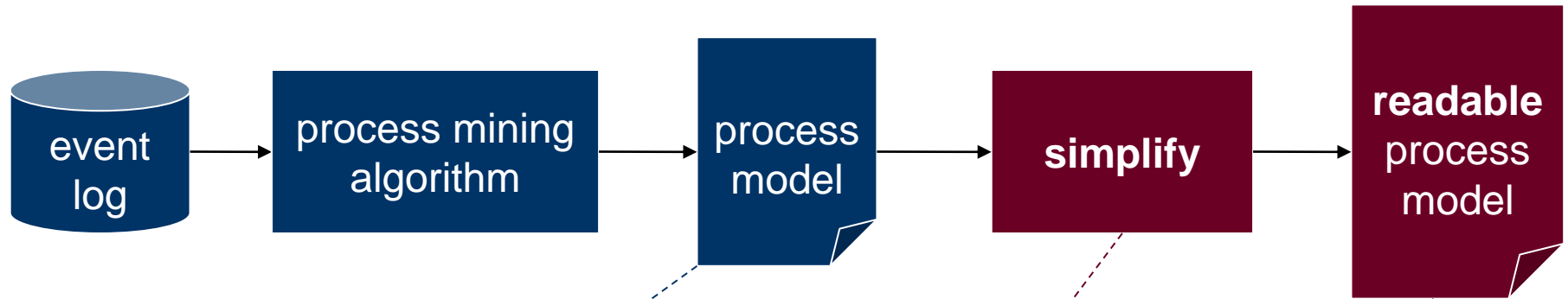
# Process Mining, Currently



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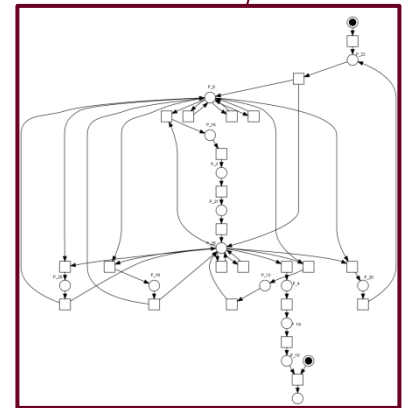
# Post-Process the Model



can replay the entire log

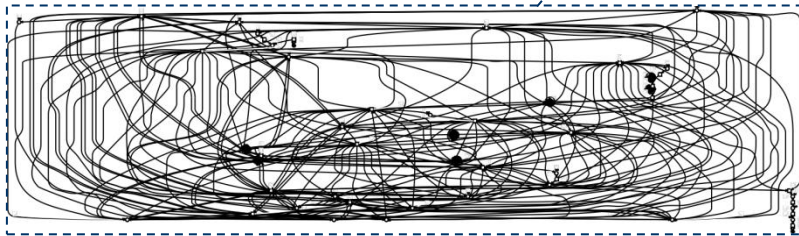
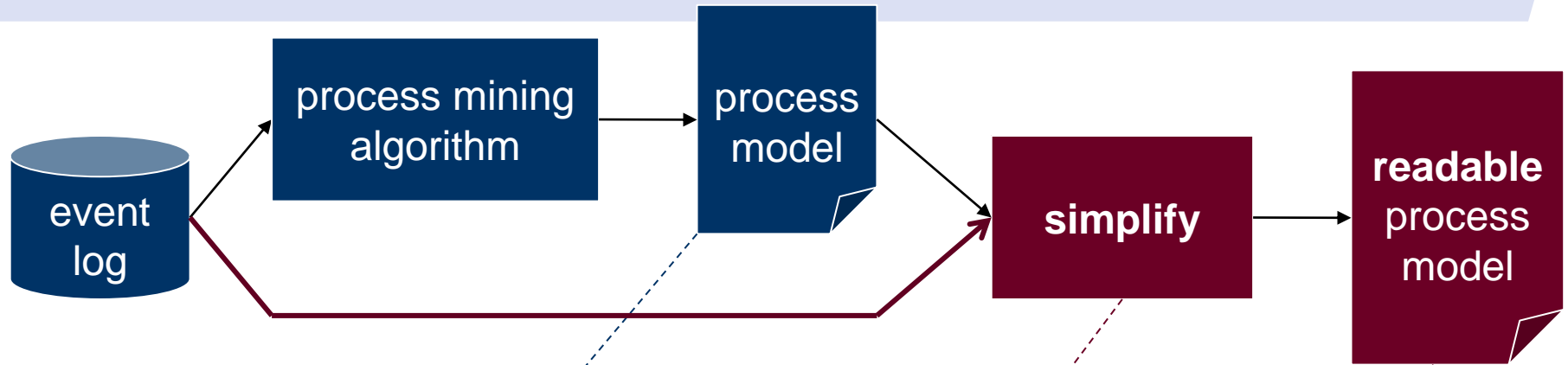


introduce:  
**post-processing  
operations on the  
mined model**

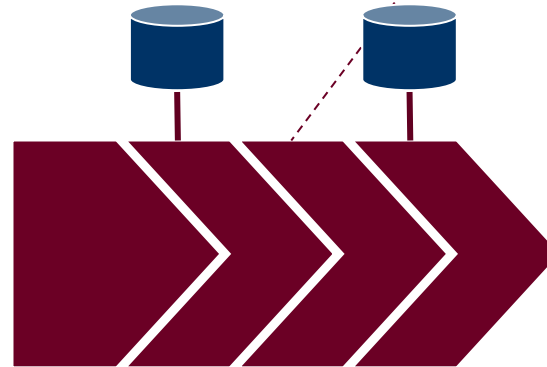


can replay  
the entire log

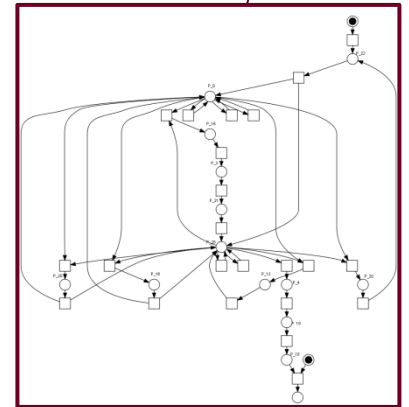
# ...Based on Original Event Log



can replay the entire log

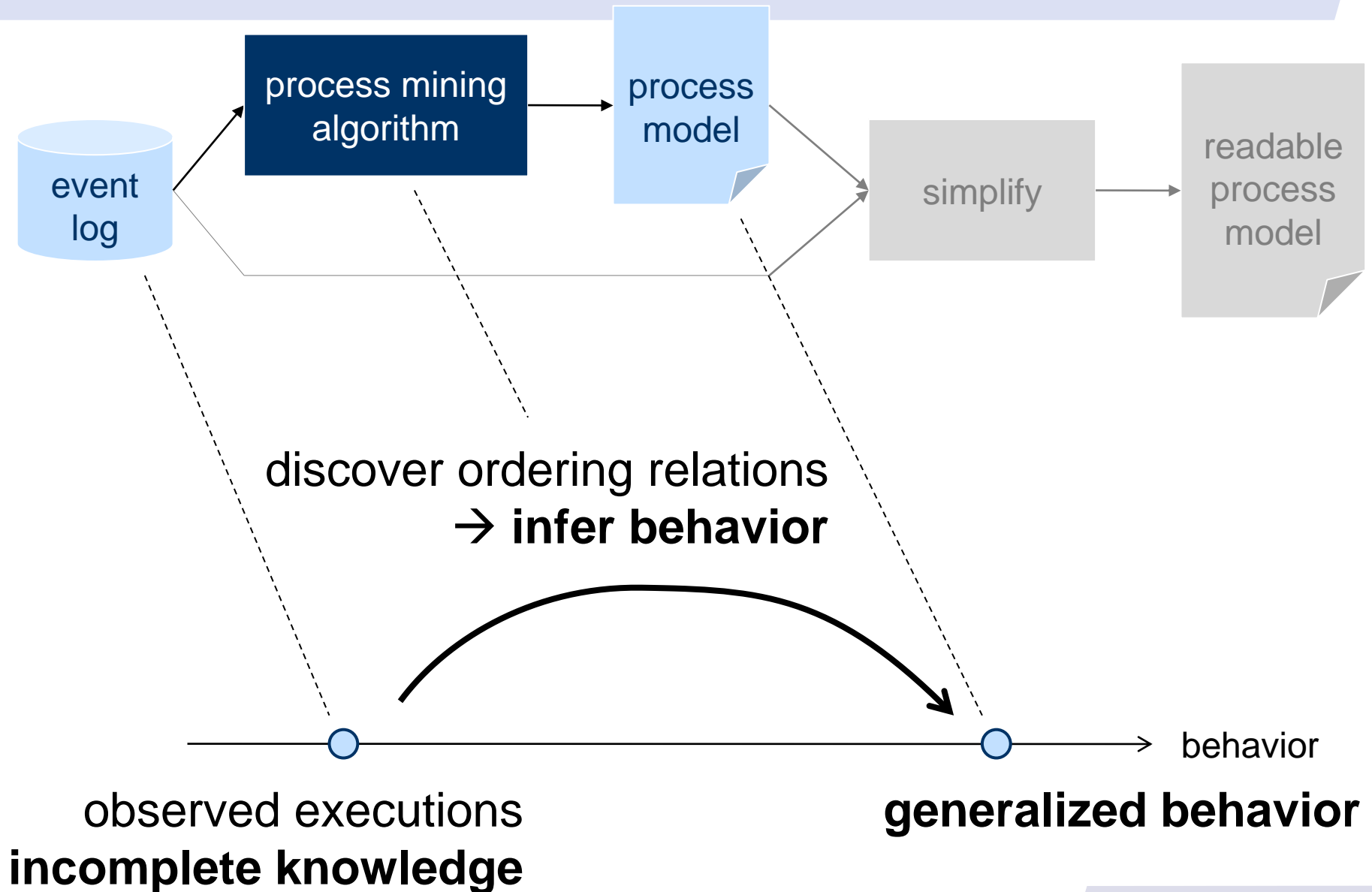


introduce:  
**post-processing  
operations on the  
mined model**

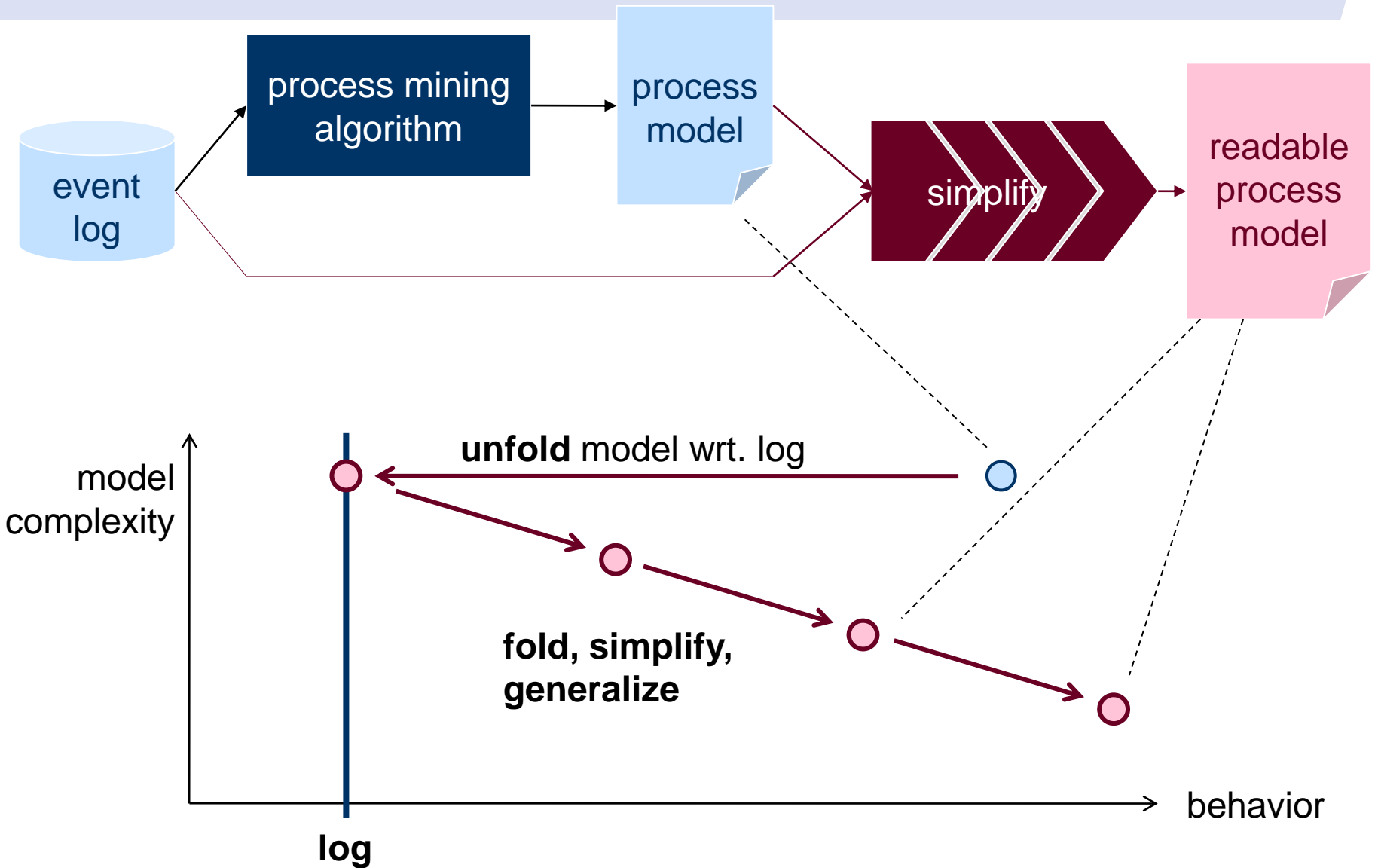


can replay  
the entire log

# Analysis

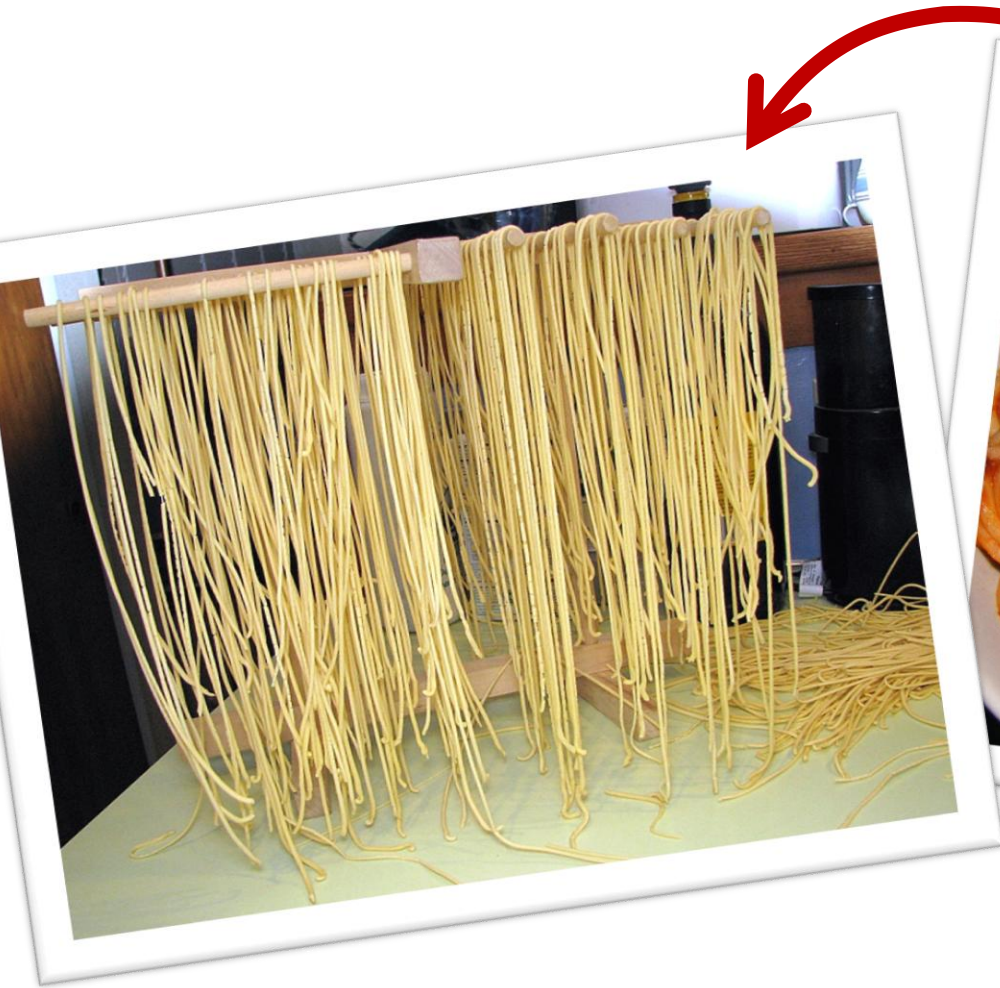


# Idea: Re-Adjust Generalization





# Unfold a Spaghetti-Model

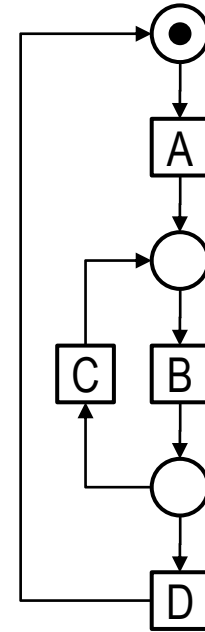




# Unfold Model wrt. a Log

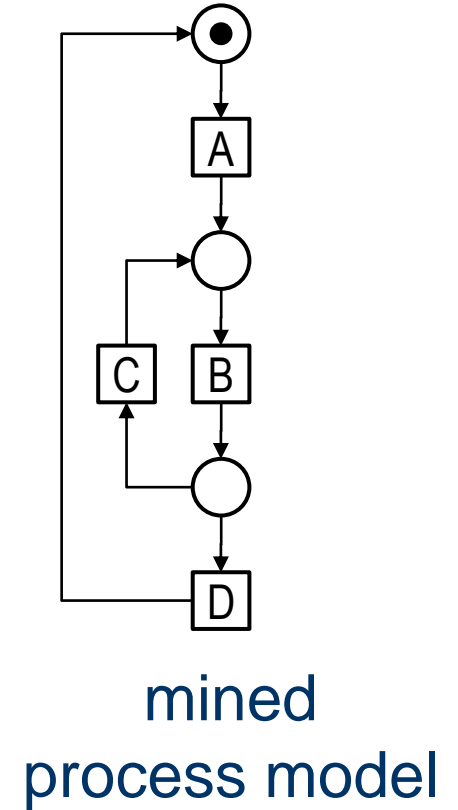
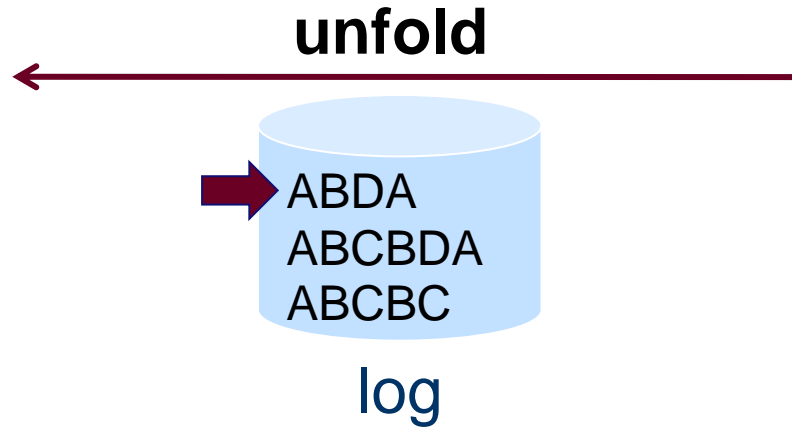
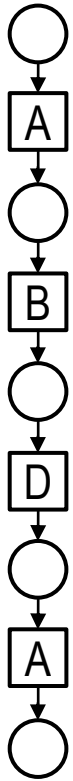


log

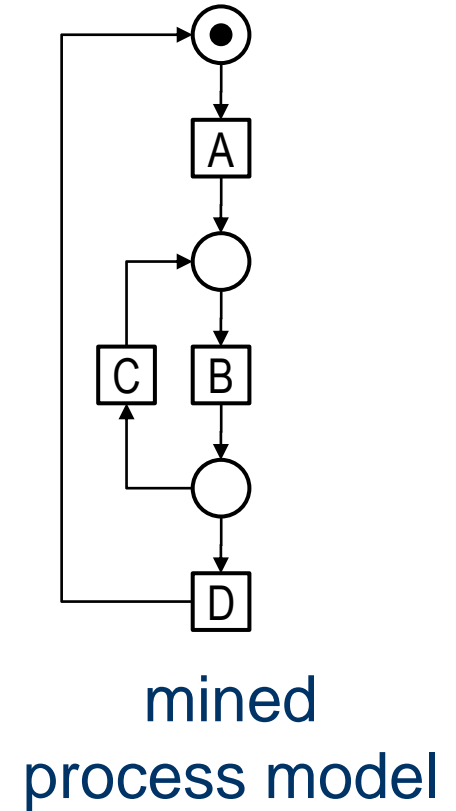
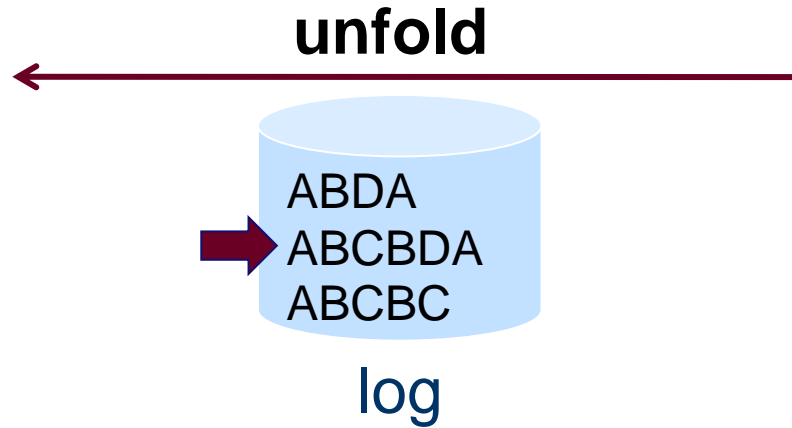
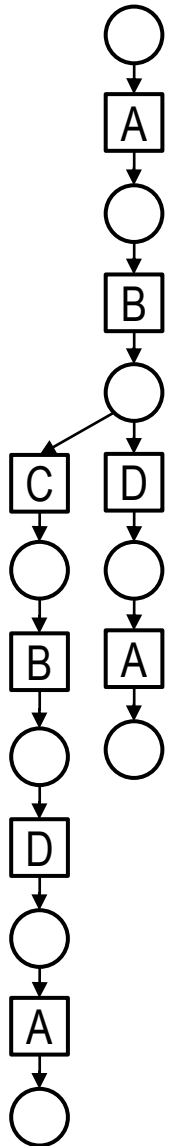


mined  
process model

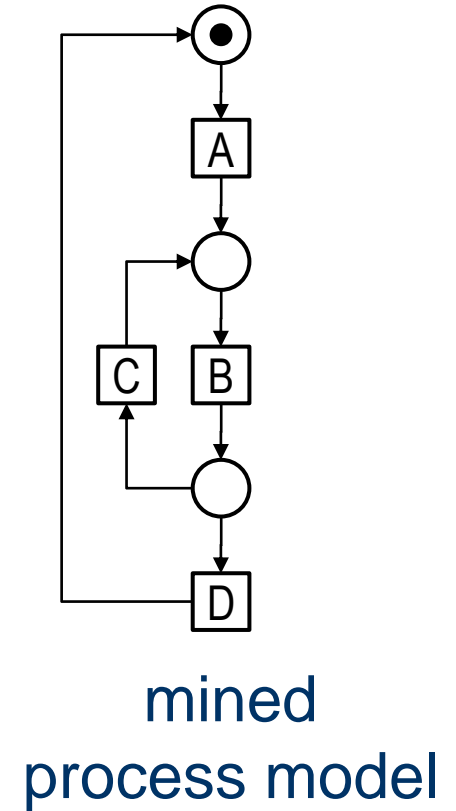
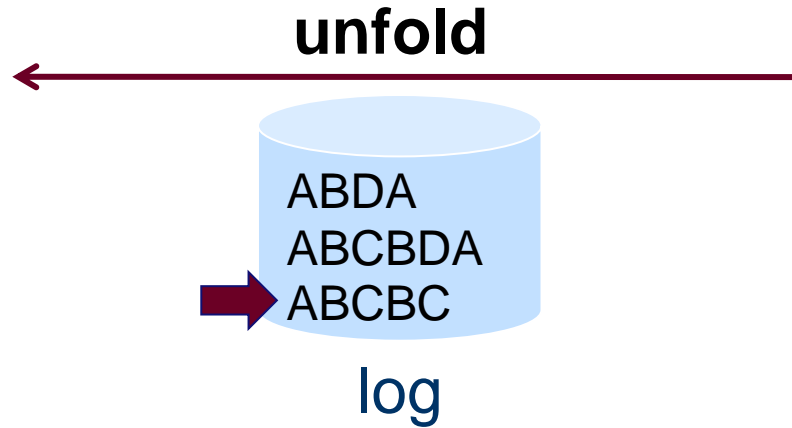
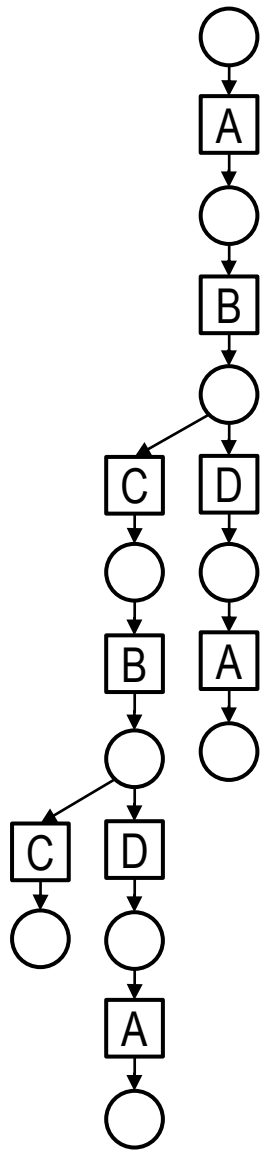
# Unfold Model wrt. a Log



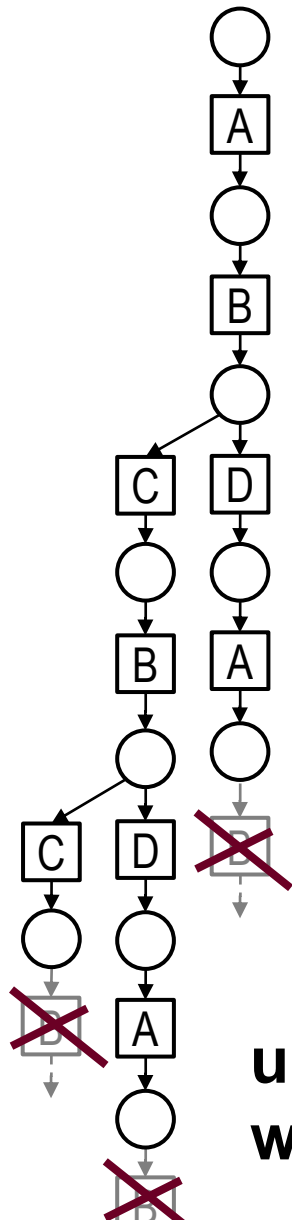
# Unfold Model wrt. a Log



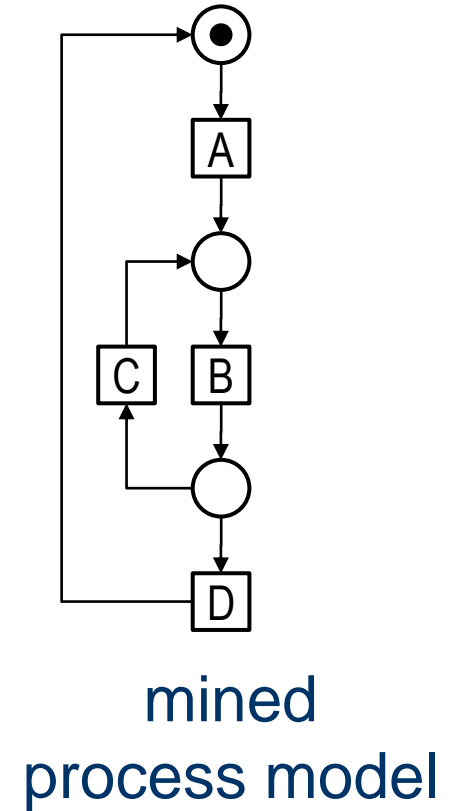
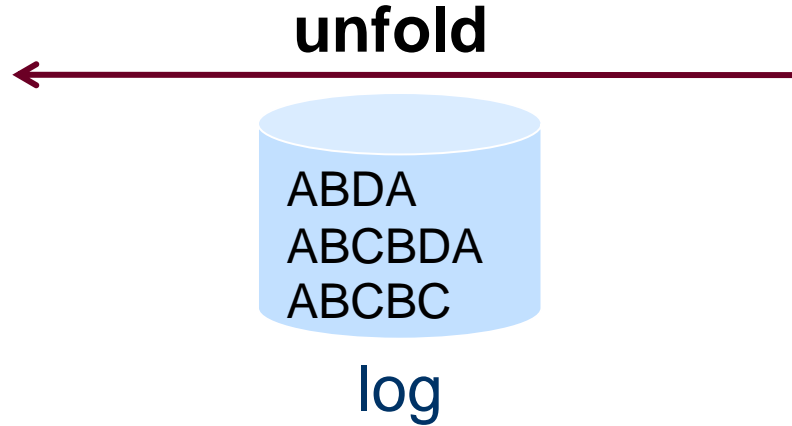
# Unfold Model wrt. a Log



# Unfold Model wrt. a Log

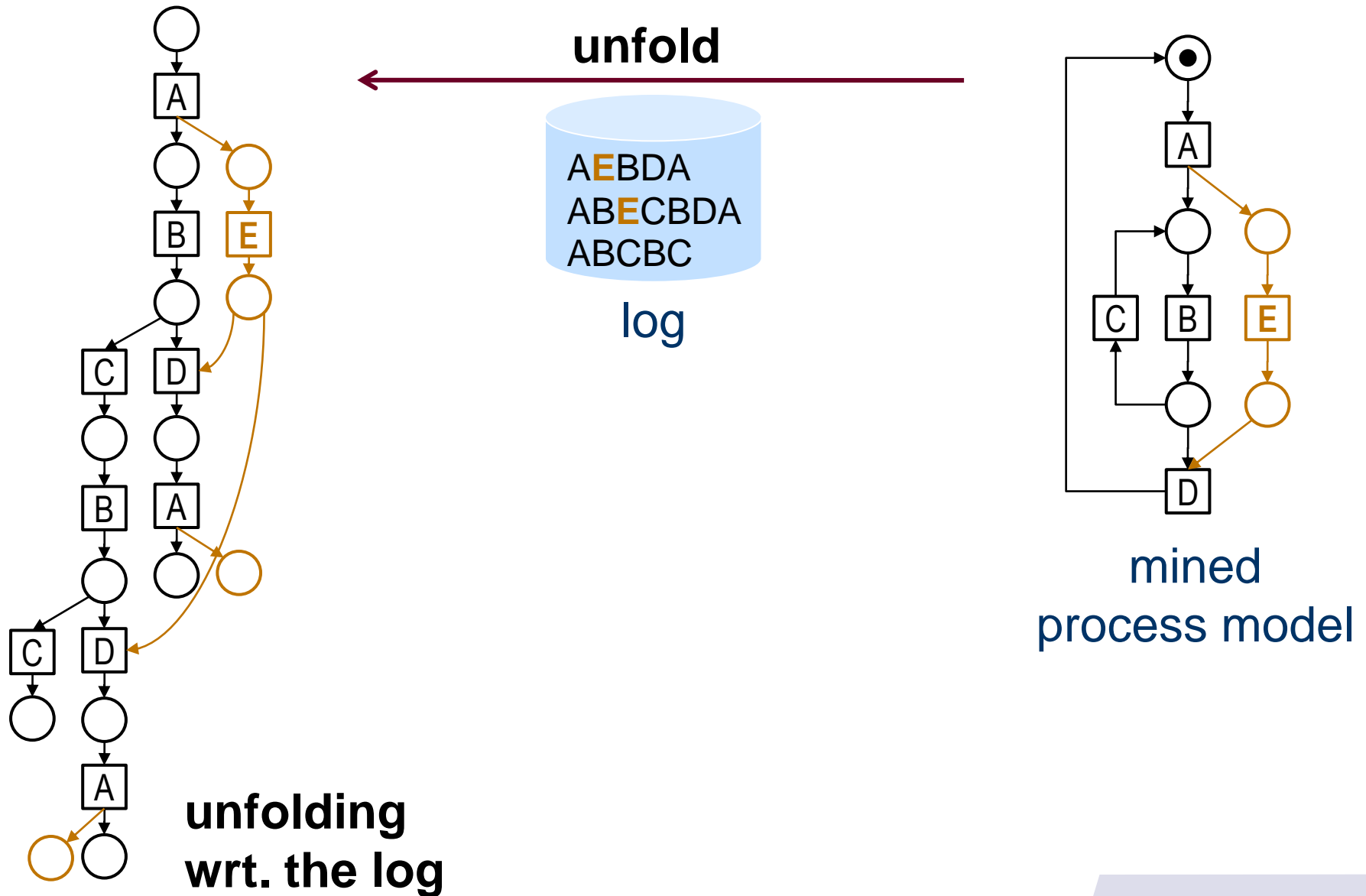


**unfolding  
wrt. the log**



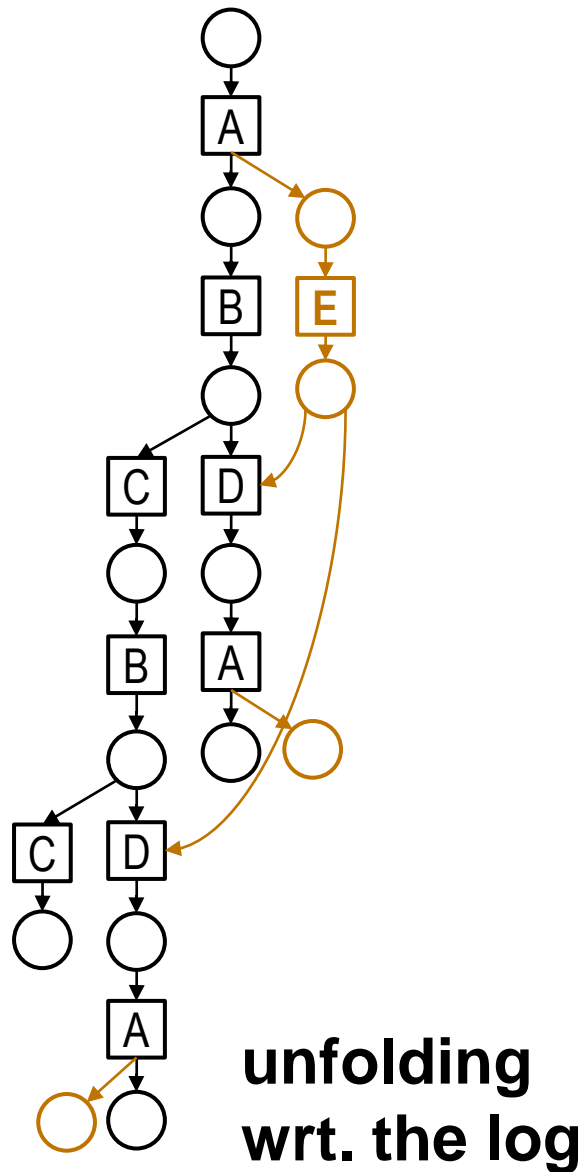
**mined  
process model**

# Represents Concurrency



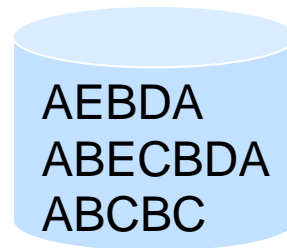
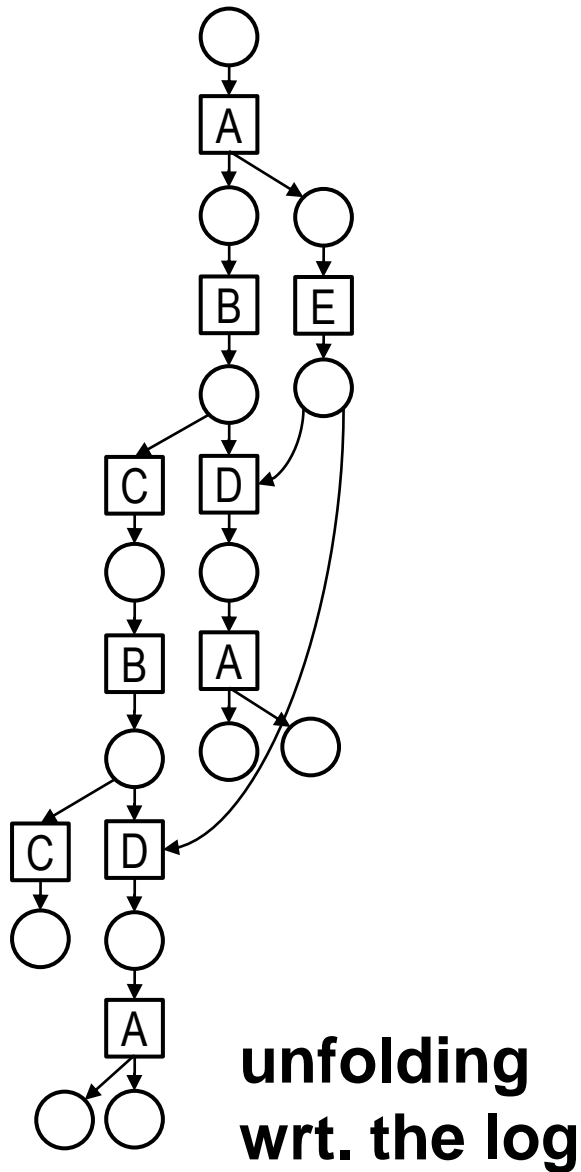


# Represents Concurrency

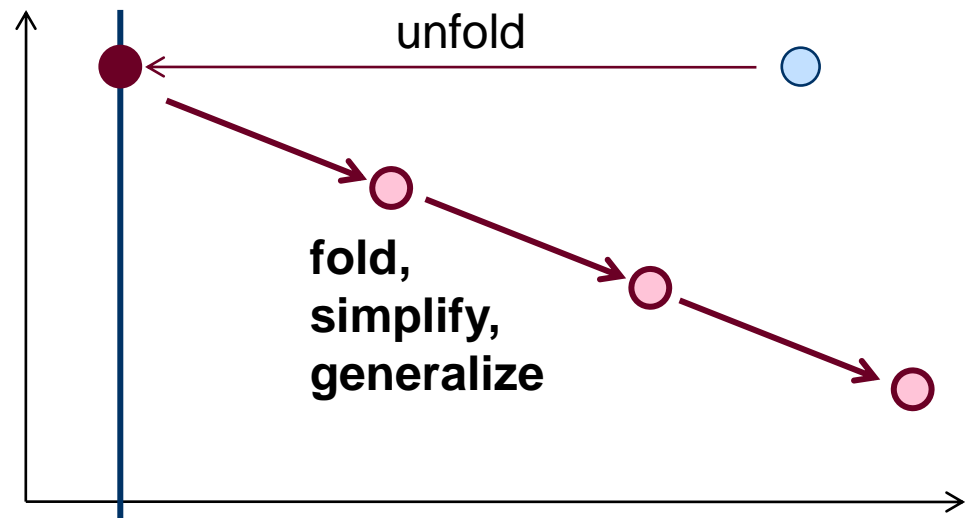


- **is a process model**
- contains only behavior in the log
- is acyclic
- represents concurrency explicitly
- labeled  
(several tasks with same label)

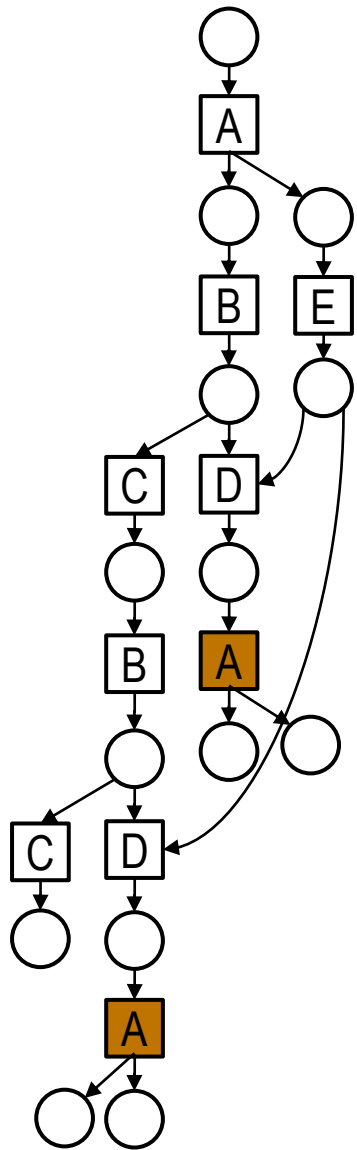
# Represents Concurrency



log



# Fold an unfolded model

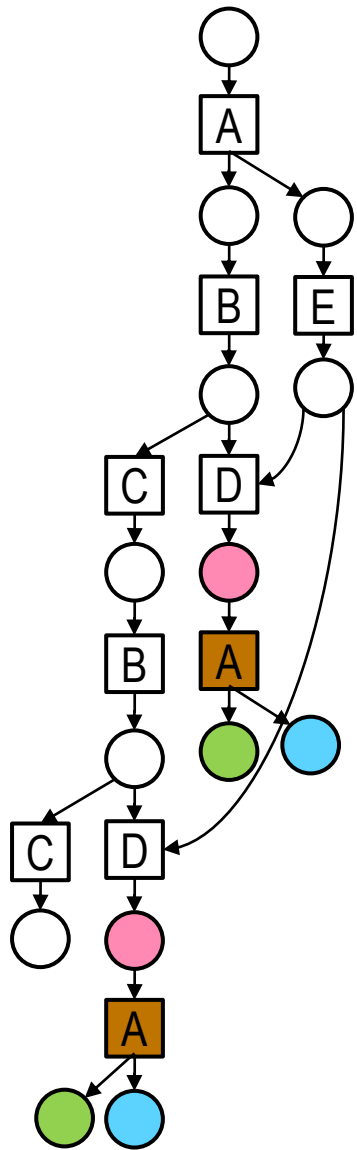


merge **equivalent** nodes

**necessary condition** on equivalent **transitions**

- same label

# Fold an unfolded model



merge **equivalent** nodes

**necessary condition** on equivalent **transitions**

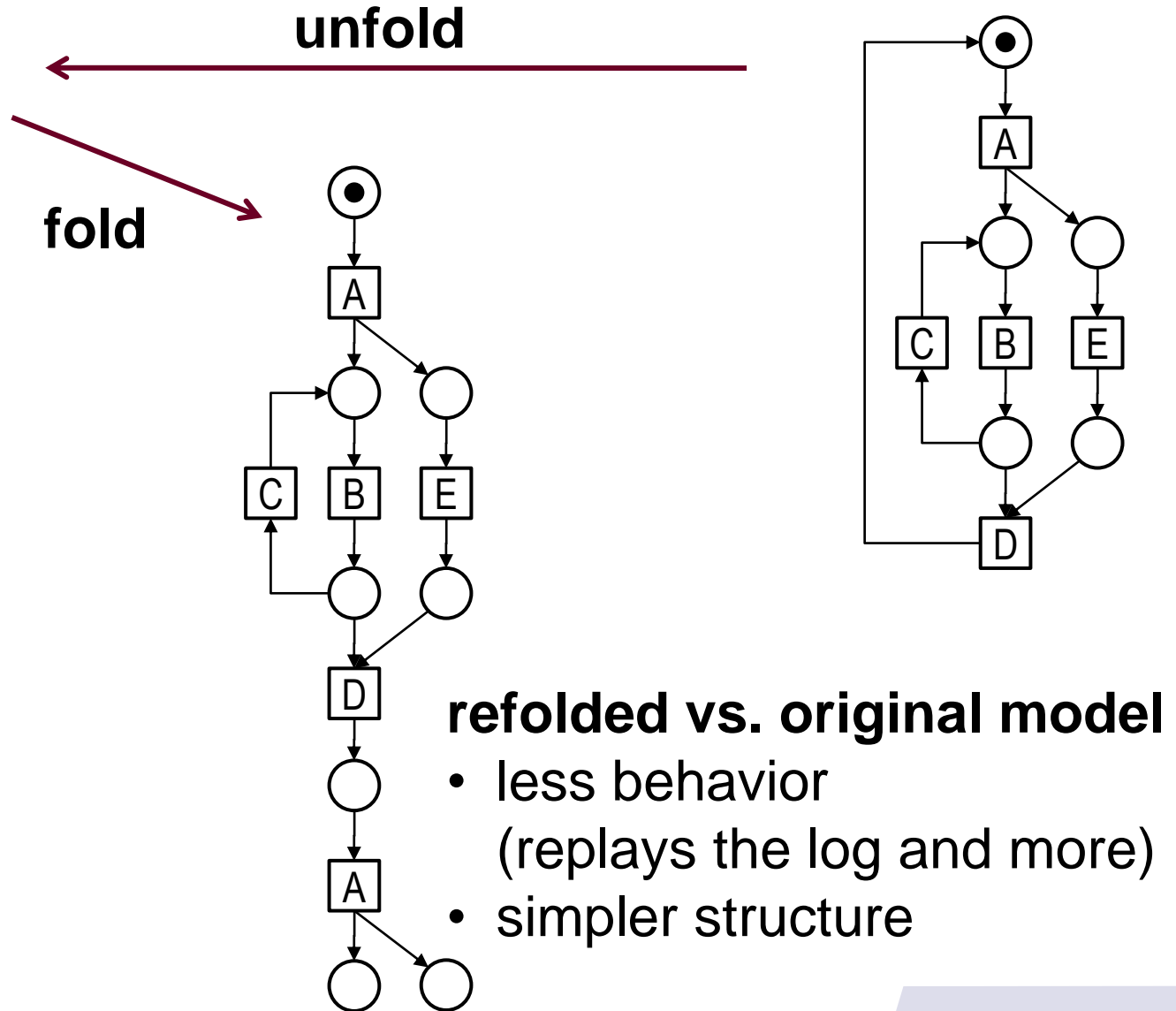
- same label
- equivalent pre-/post-places



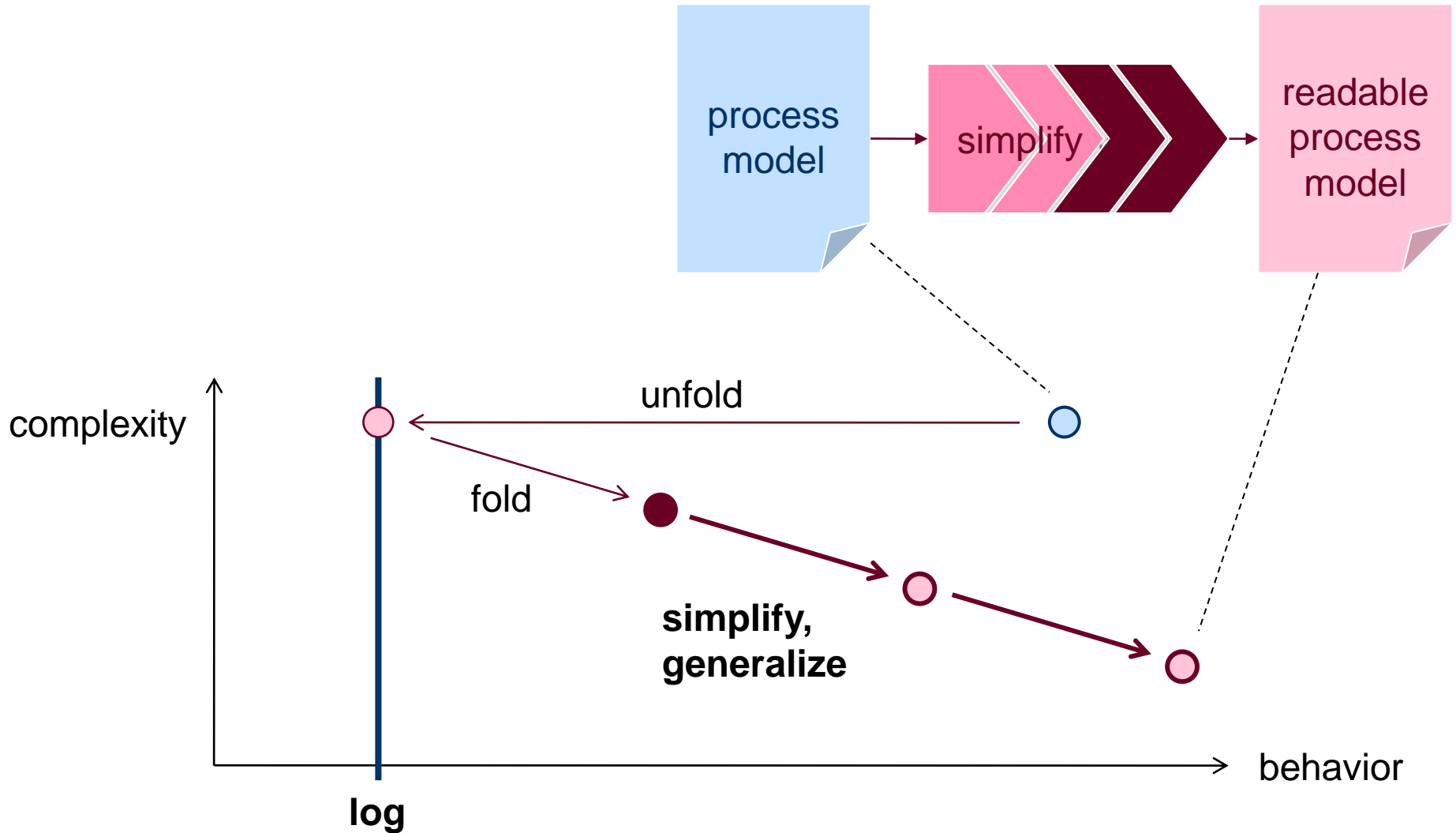




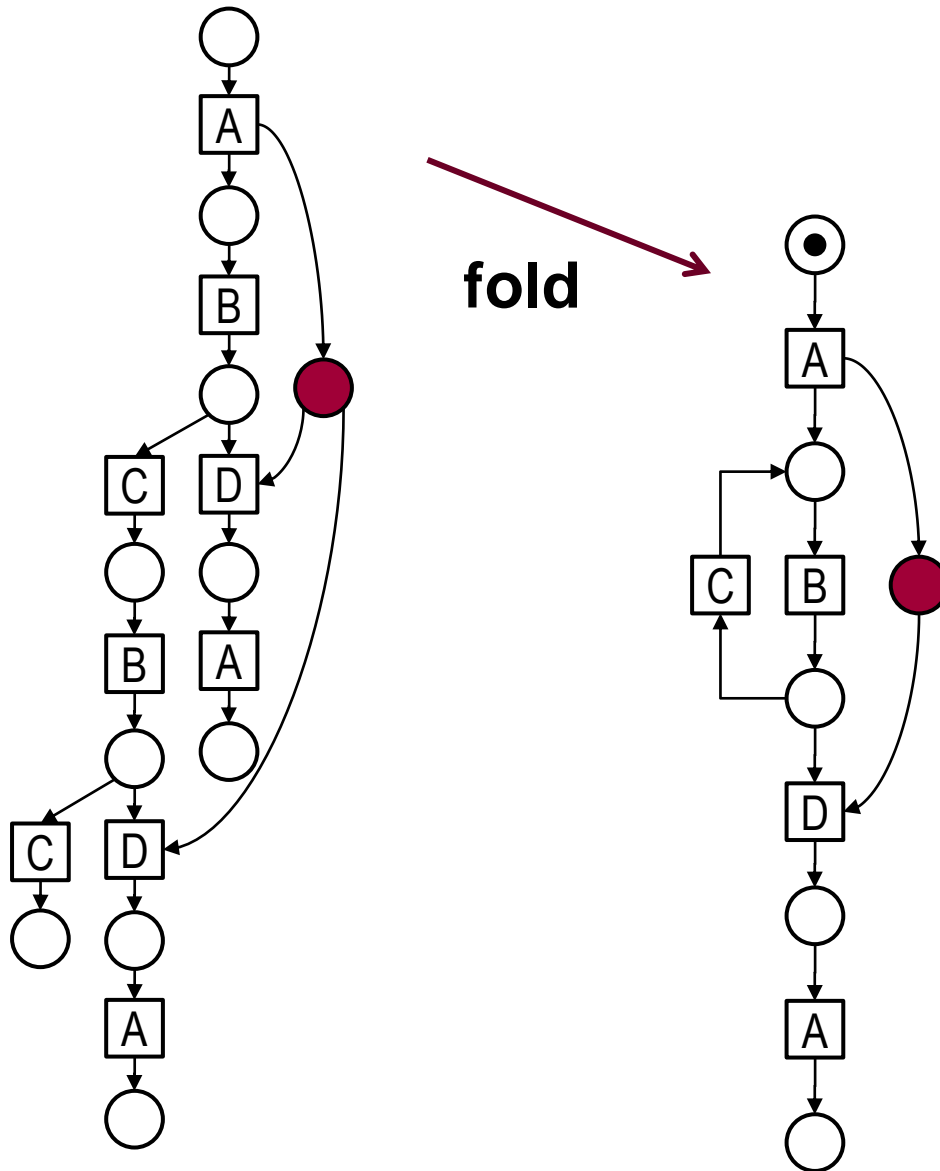
# Unfolding and Refolding



# Next: Simplifying and Generalizing



# Implied Places



## implied place

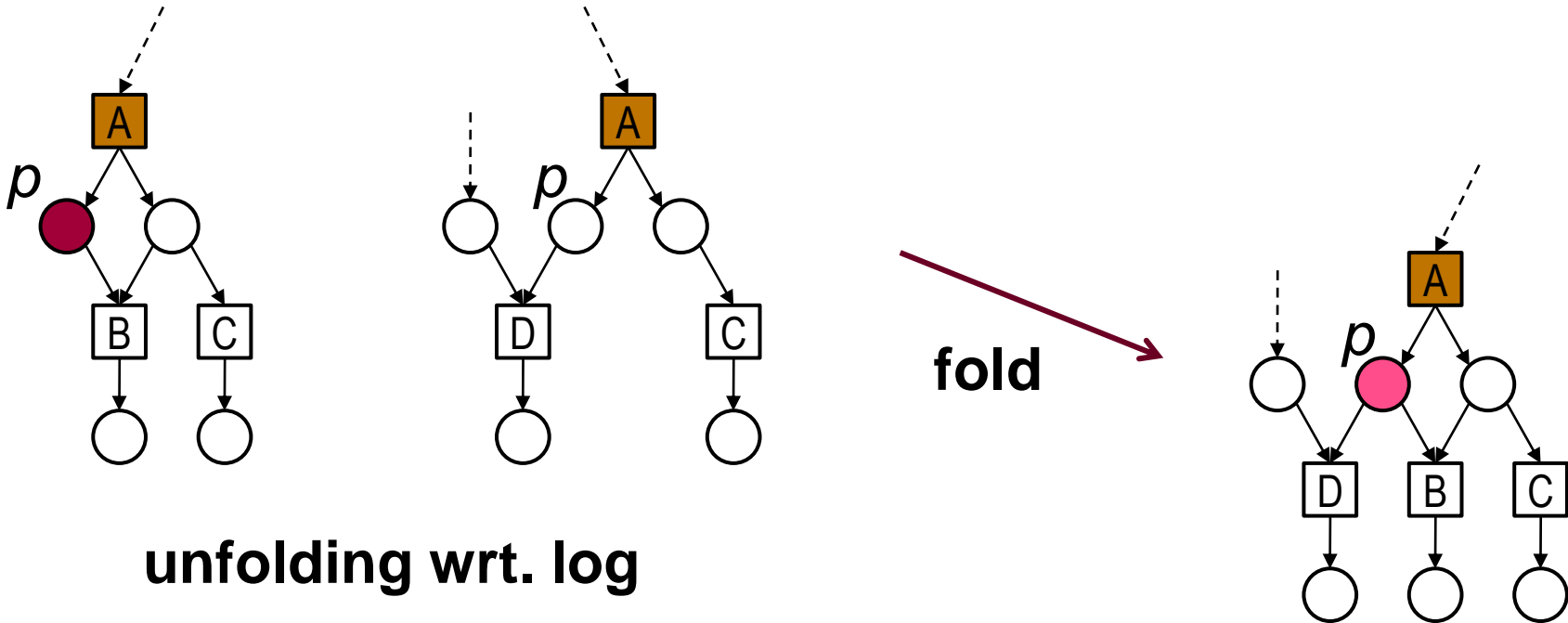
- does not restrict transitions

## remove from folded model

- simpler model
- same behavior

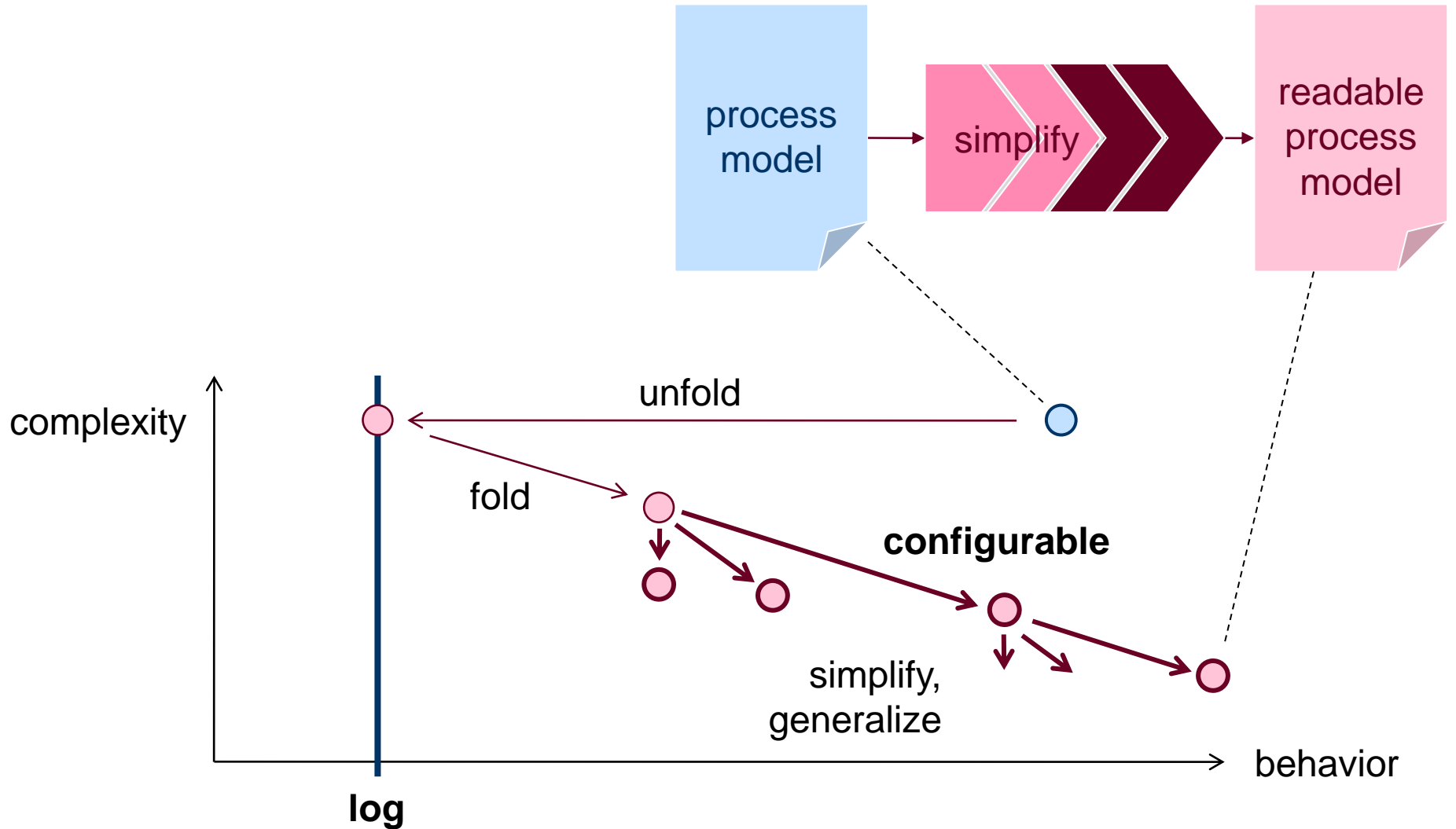
various techniques to find implied places

# Special: Implied Places and Folding



- folding may merge implied and non-implied places
- remove  $p$ : simpler model, more behavior (generalization)
- **let user decide**

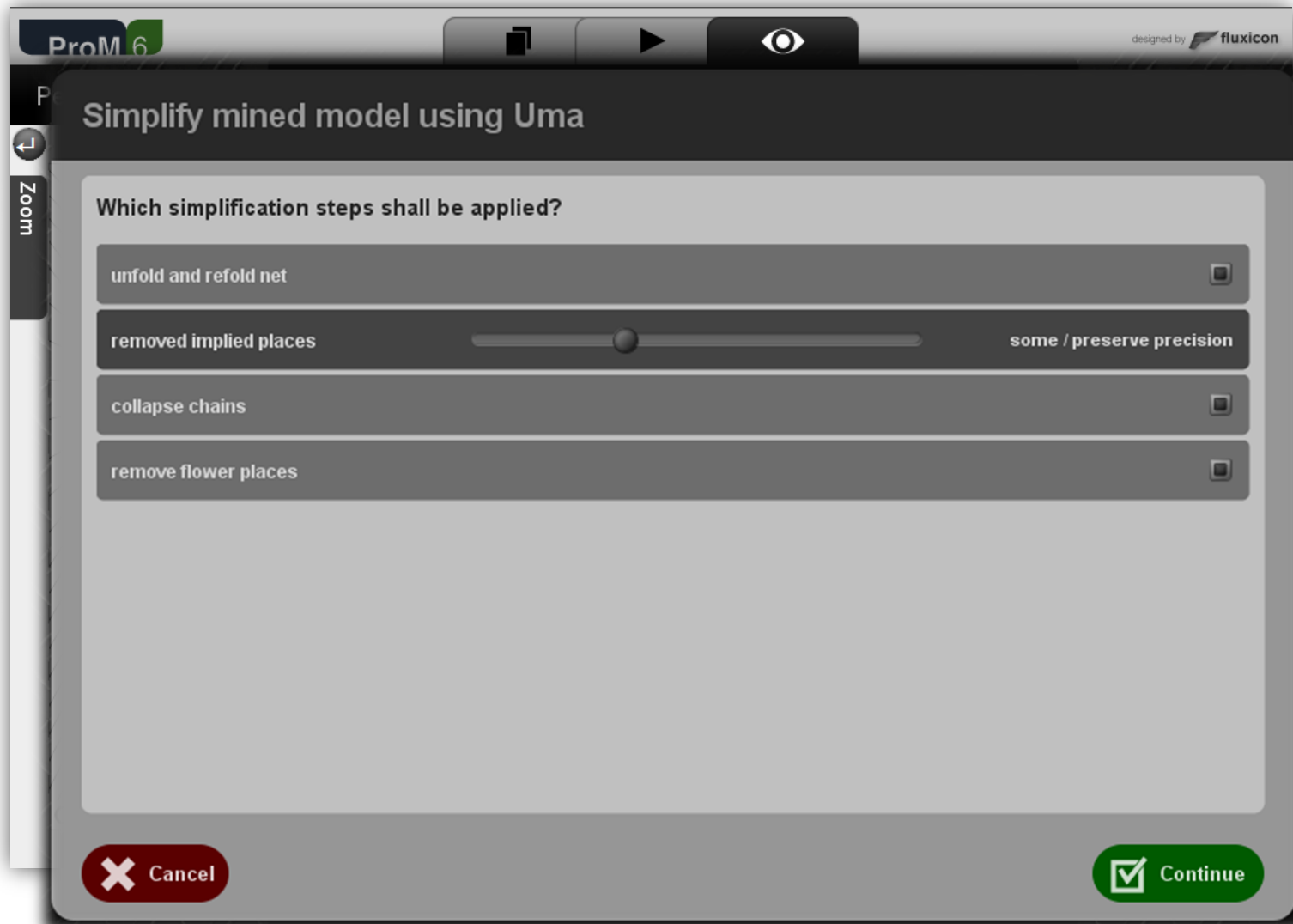
# Configurable Simplification







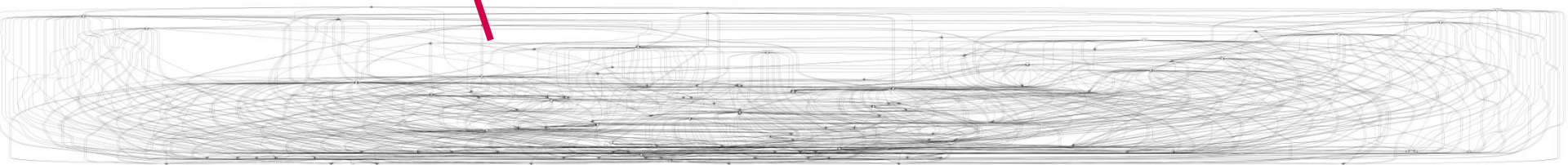
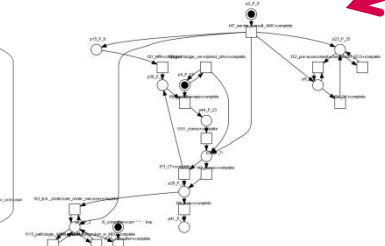
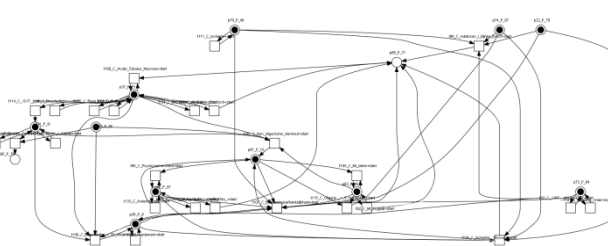
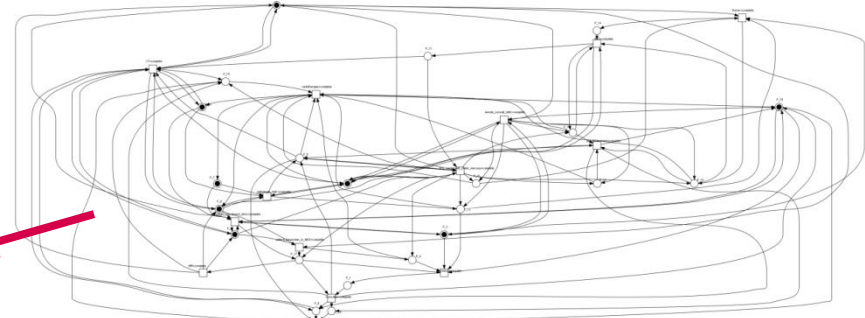
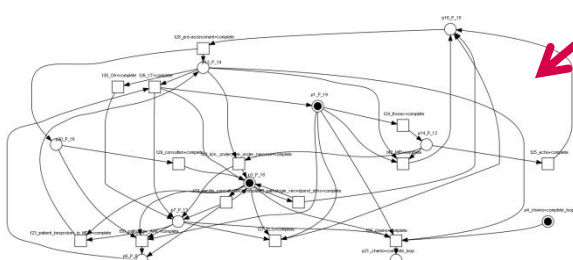
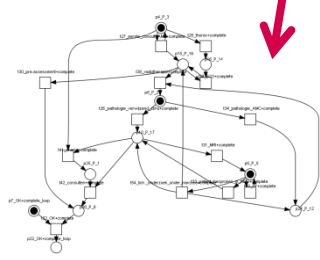
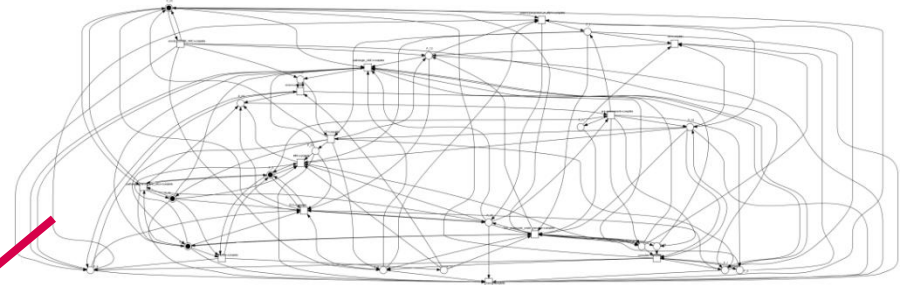
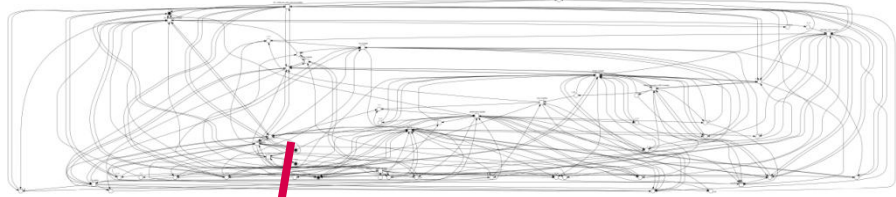
# ProM6 / Uma > [www.processmining.org](http://www.processmining.org)





# Experimental Results

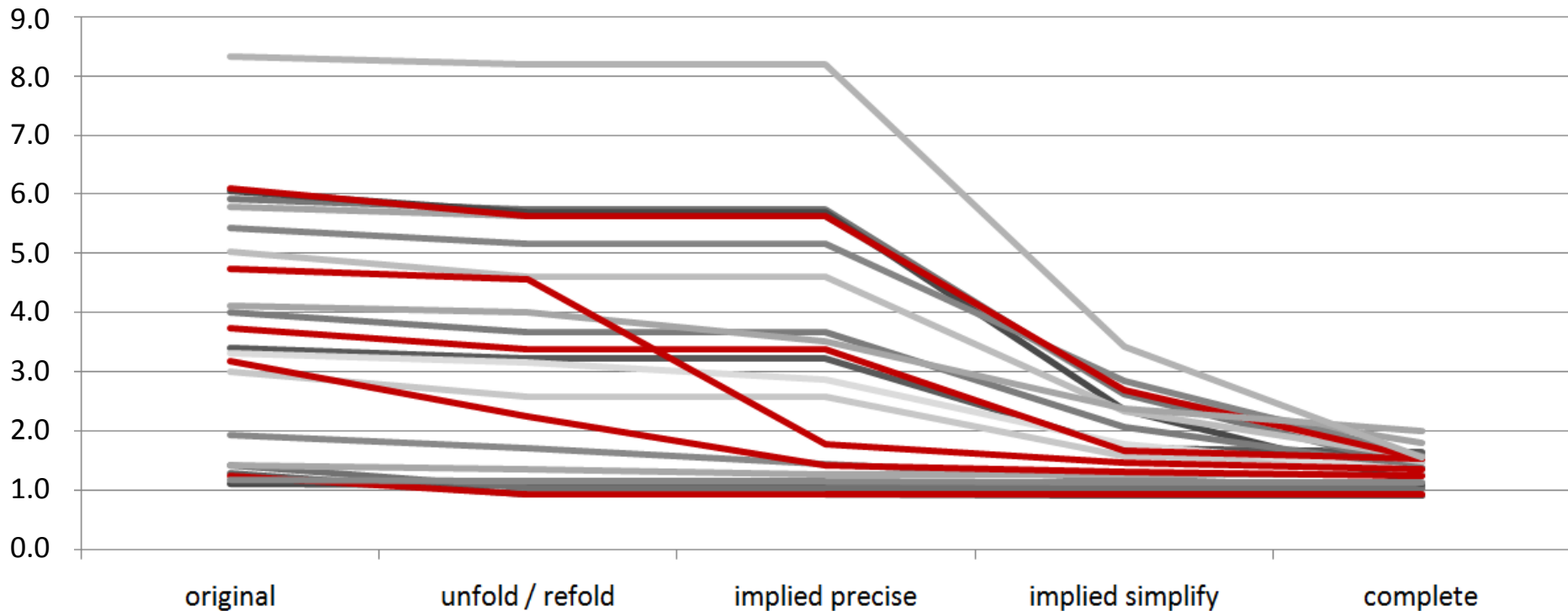
- 15 benchmark logs, 6 industrial logs  
[[www.promtools.org/prom5/](http://www.promtools.org/prom5/)]



# Experimental Results

- 15 benchmark logs, 6 industrial logs  
[[www.promtools.org/prom5/](http://www.promtools.org/prom5/)]

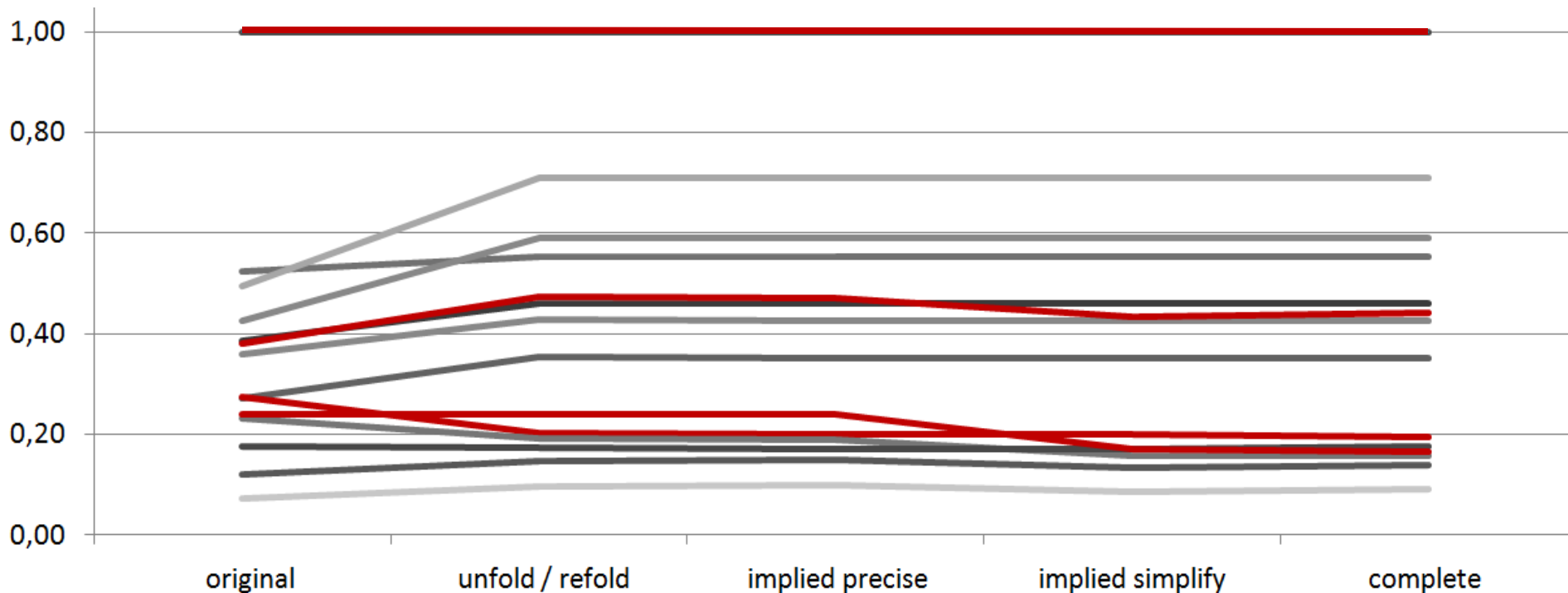
**model complexity** = #arcs / #nodes



**time < 1 sec for industrial logs**

# Experimental Results

- **precision:** traces allowed by model and not in log
- 1.0 = only log behavior allowed



- rises/falls **within limits** (can be controlled)





**from spaghetti to lasagna?**







from  
spaghetti

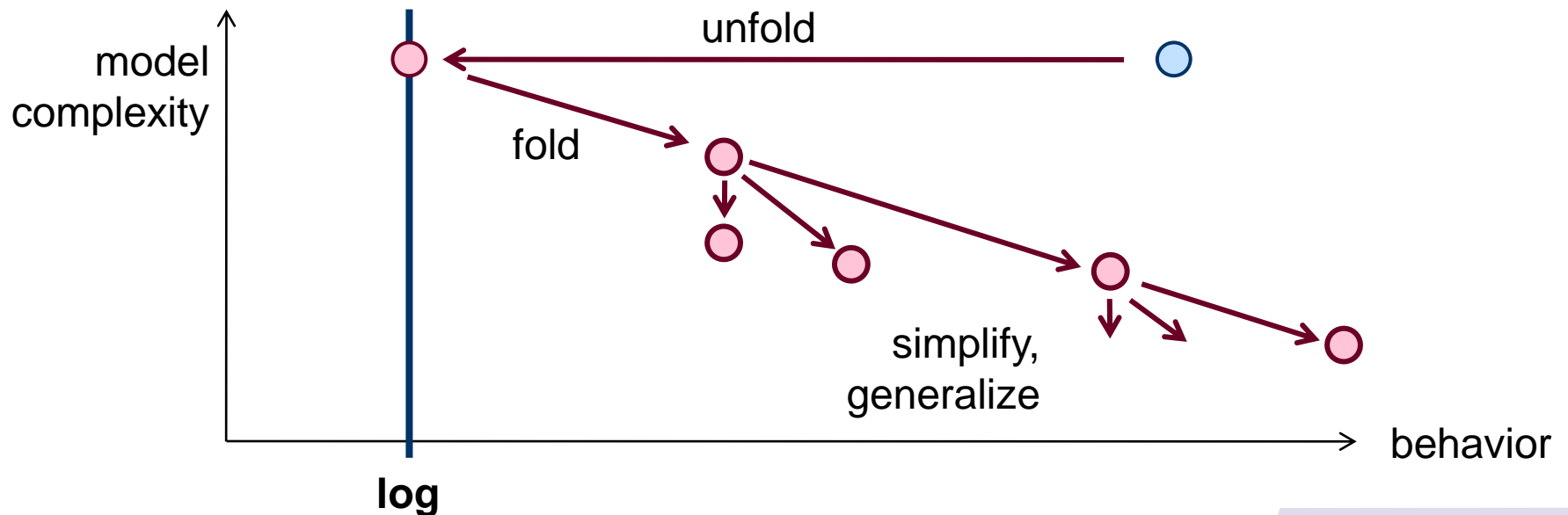


to less complex  
spaghetti



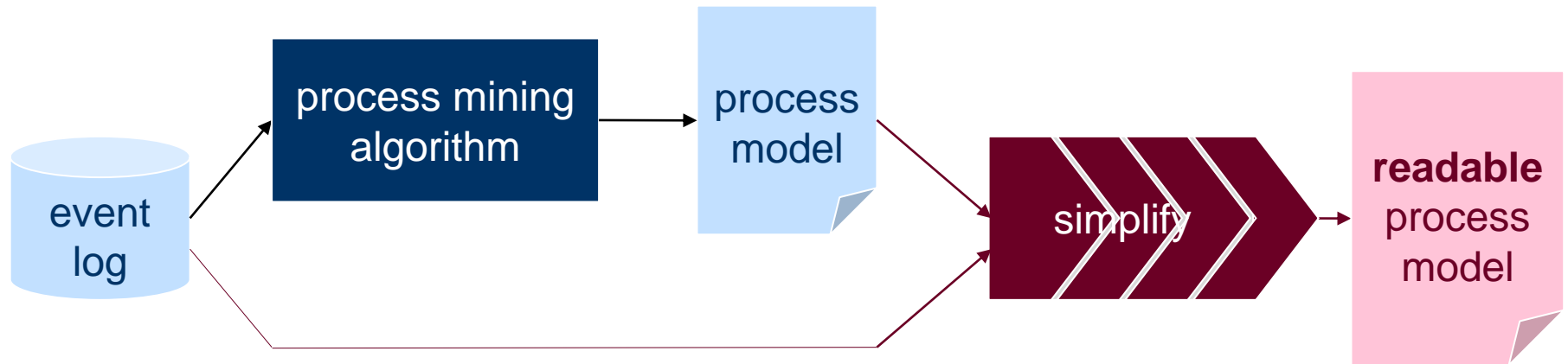
# Lessons Learned

- techniques to navigate the **model/behavior space**
- use **model and log together**
- use **model unfoldings**
- break a rule and see what happens





# And next?



- **process views**

most simple model covering 80% of the log

- **improve mining algorithms?**

we showed: there is room for improvement



Dirk Fahland  
[about.me/dirk.fahland](https://about.me/dirk.fahland)

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