# Developing and managing dynamic business collaborations

A rule based approach for modeling and verifying business collaboration systems

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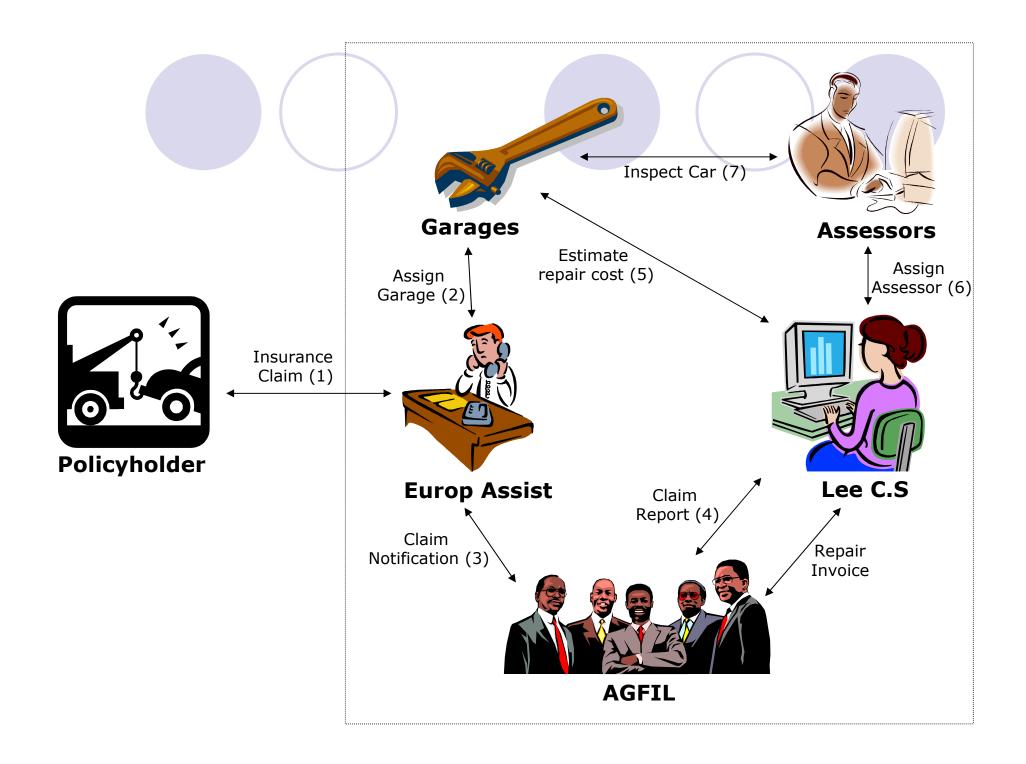
### ... And everything after

- Introducing a new order of things
- Standing on the shoulders of giants
- Realizing that context = KEY
- Creating models that are useful
- Obeying the rules and only the rules
- Arranging everything in the right place
- Performing magic
- Reasoning towards conclusions
- Predicting the future

### Nathaniel Borenstein

The most likely way for the world to be destroyed, most experts agree, is by accident.

That's where we come in, we're computer professionals. We cause accidents;



### So what do we need to know?

- What is the setting in which business collaborations take place?
- How do we describe this setting?
- What is the role of change in all this?
- Are we doing things in the right way?

### Albert Einstein

The secret of creativity is knowing how to hide your sources;

### It has all been done before

Context

### Levels

Business/technical, strategic/operational, CIM/PIM/PSM

### Aspects

private/public, global/local, interfaces/protocols

### Other

Security, quality payment, logging transaction, legal issues

#### Facets

functional/data/ control/organization/ structure/behavior/ information

### Modeling

### BPM

BPML, BPSS, Workflow, EPC

### **Formal**

Petri nets,
Process algebras
State machines

### Semantic

DFD, CFD, OO, DAML-S, OWL

### WS

BPEL, WSDL, WS-TX, WSMF

### E-contracts

WS-Agreement, WS-Policy, CPA/CPP, WSLA, WSOL

#### Other

WS-Security, XAML, WS-TX, And etceteras

### Change

# Formal Adaptability

Backward/ forward, fault handle

### **Flexibility**

Meta-model/ open-point, model generating

### Dynamism

Abort/ continue, migrate

### Verification

**Constraint** satisfaction

XSRL, e-contracts

### Model checking

FSMs, Petri Nets, Actor Model, process algebra

### Theorem proving

Situation logic, linear logic programming

# But then maybe not quite

No overall picture of context

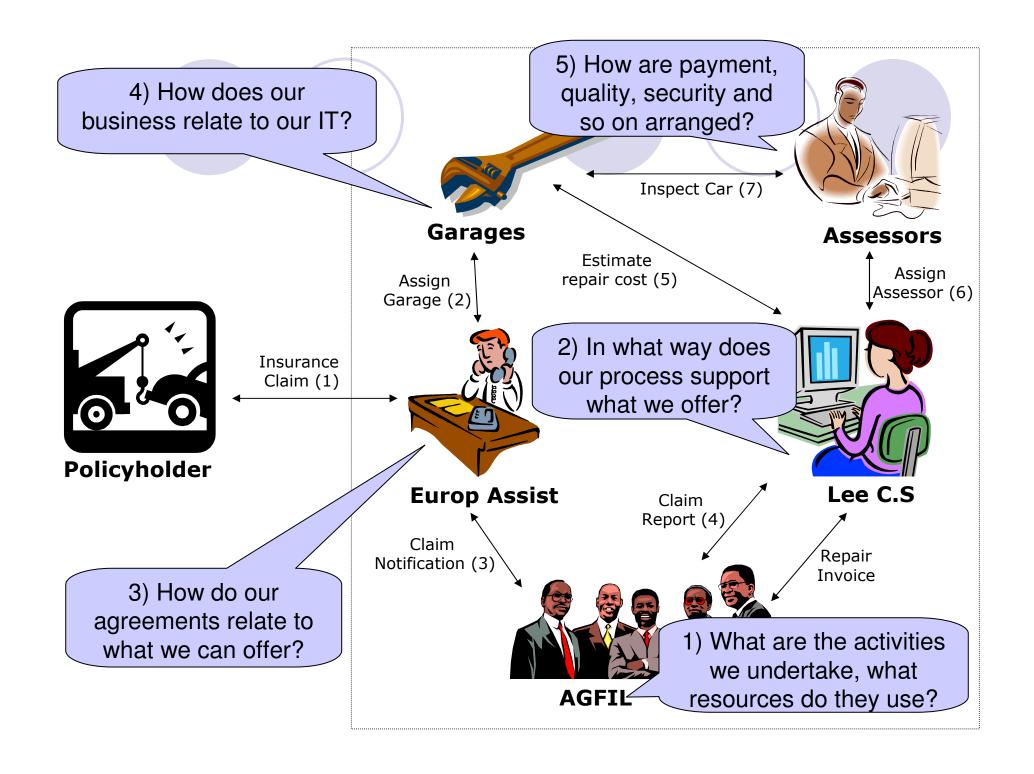
No coherent modeling approach

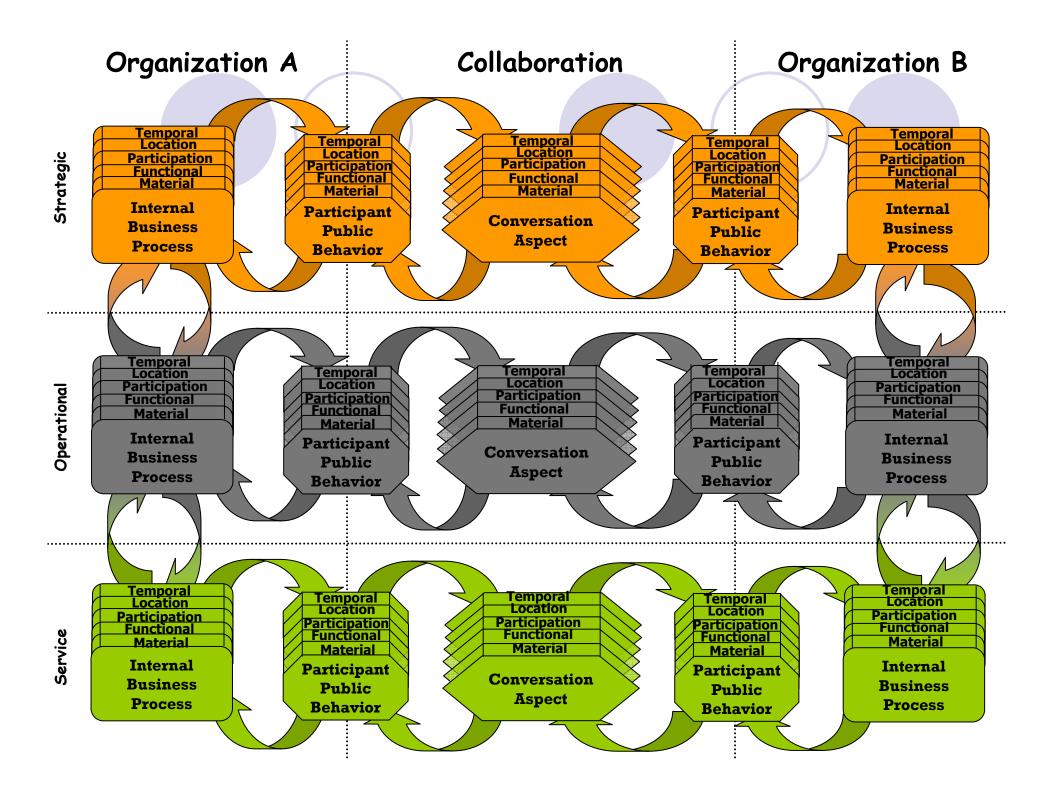
No generic change mechanism

No generic verification solution

# Christopher Alexander

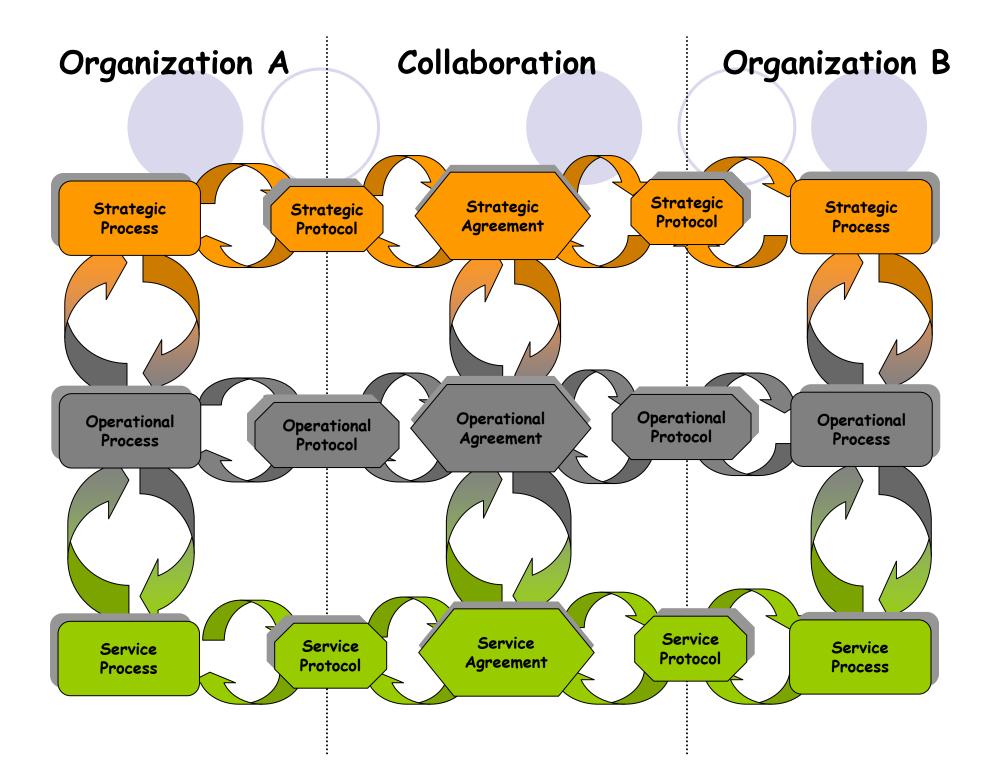
We are searching for some kind of harmony between two intangibles: a form which we have not yet designed and a context which we cannot properly describe;

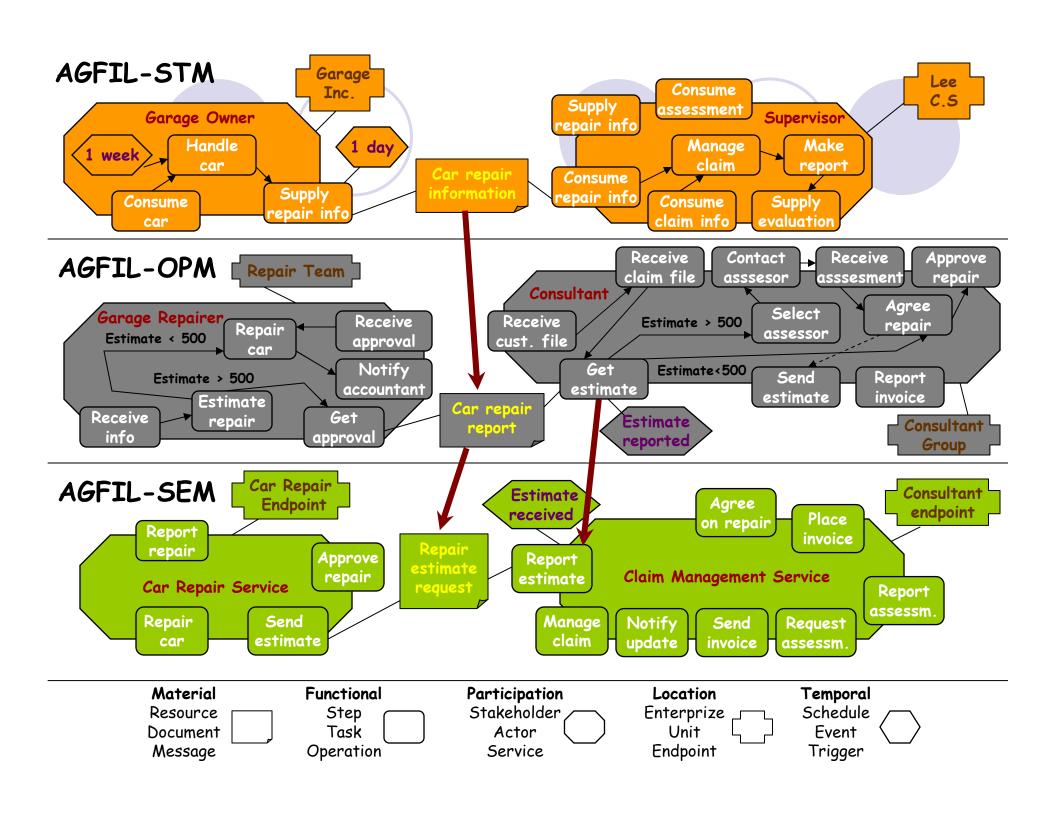


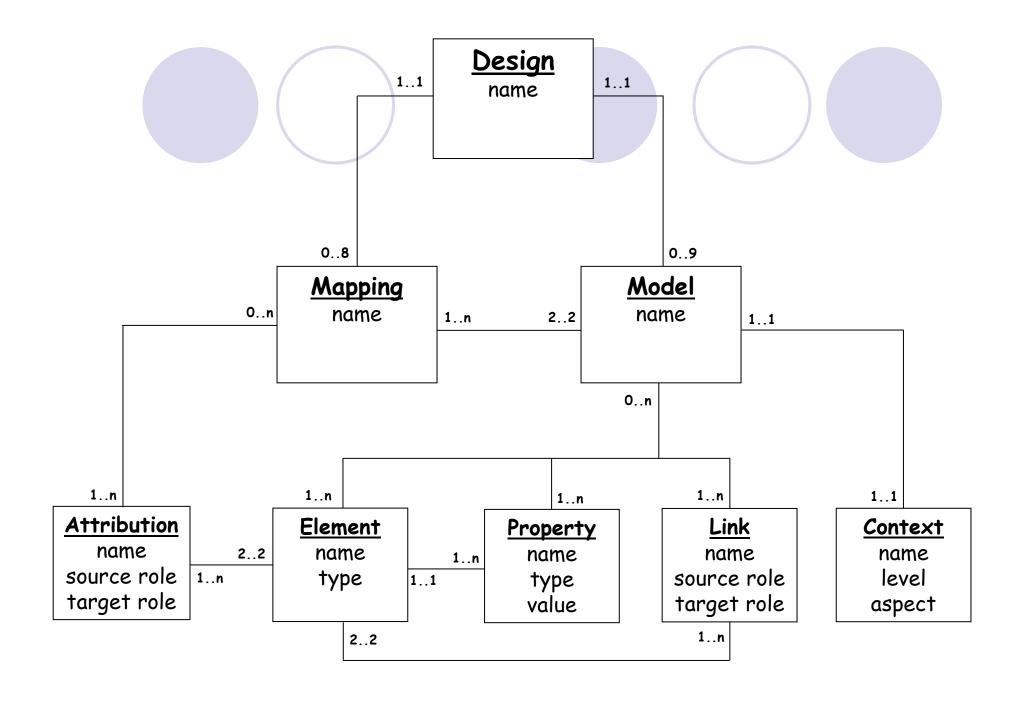


### Paulina Porizkova

When I model I'm pretty blank. You can't think too much or it doesn't work;

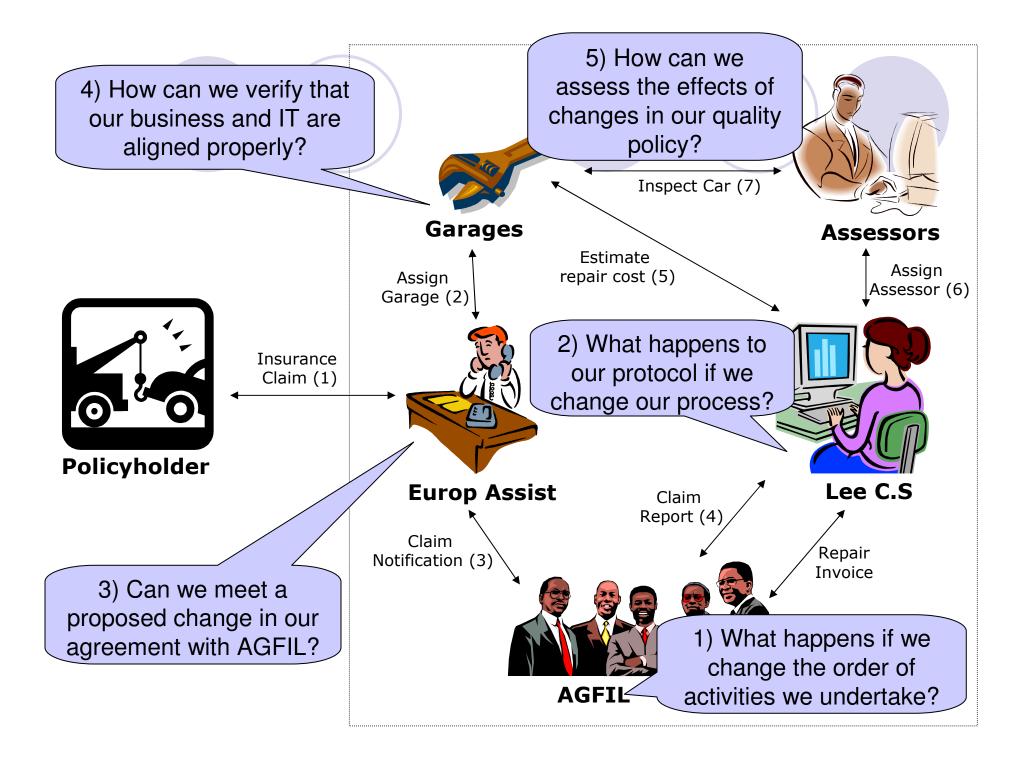






## Bernard Traven

Rules. We don't need no stinking rules (adapted version);

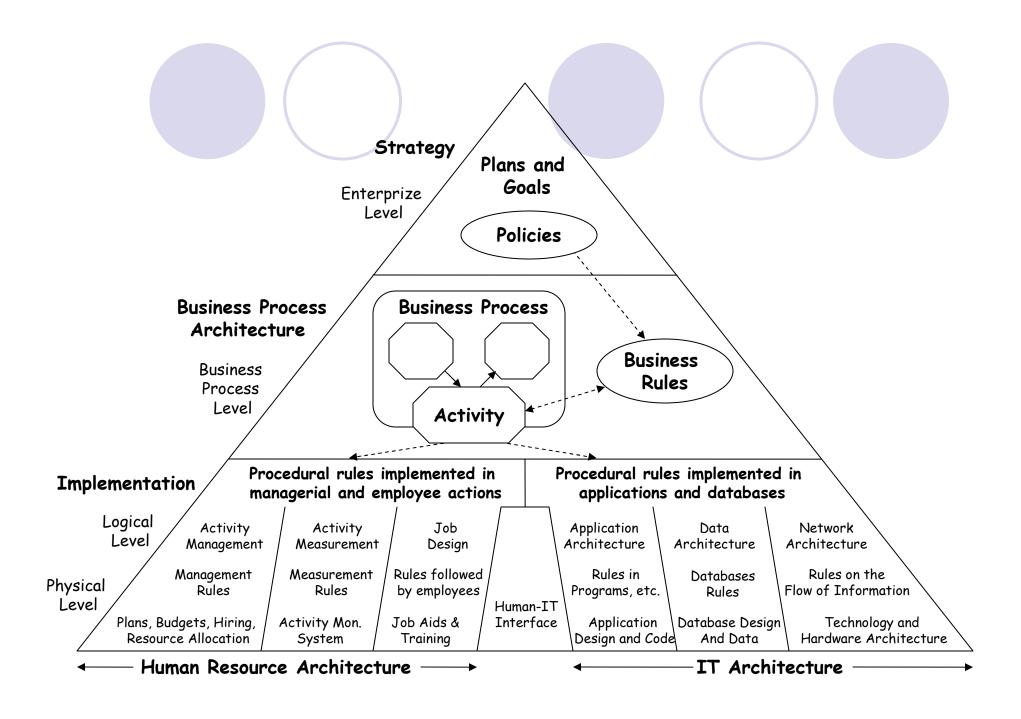


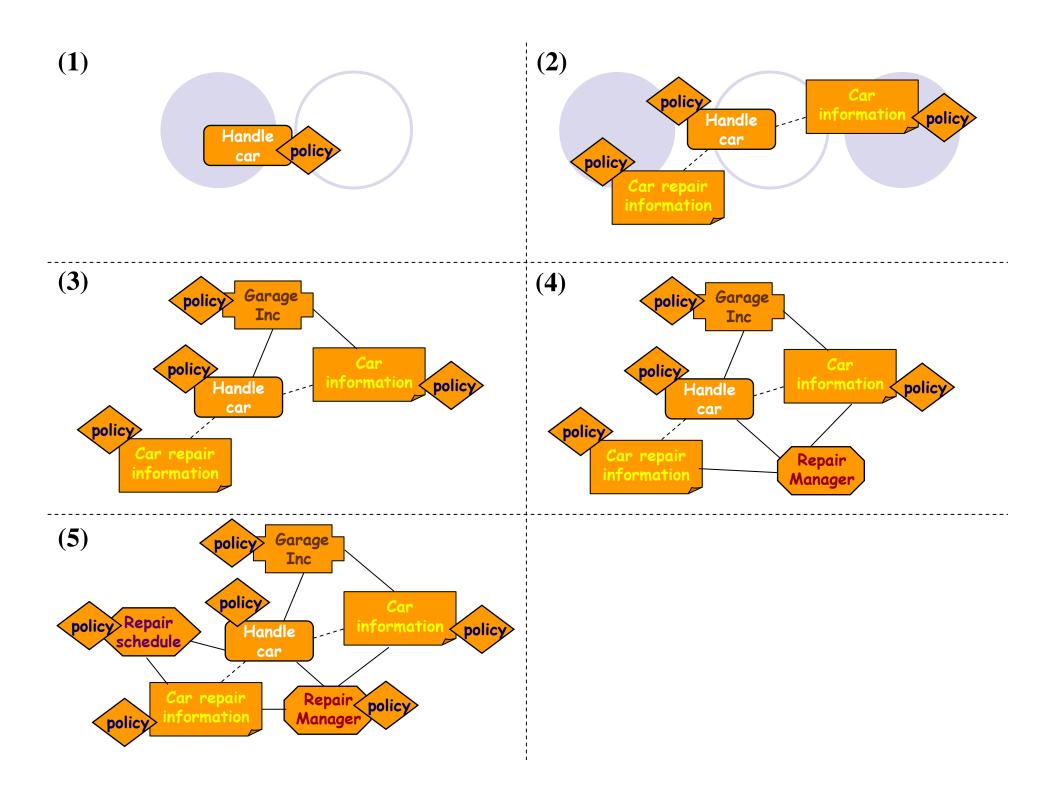
### The magic bullet is made of rules

 Capturing requirements in an explicit and thus manageable form

 Ensuring conformance of models to given organizational requirements

 Verifying and validating business collaboration system models





# Douglas Adams

A common mistake that people make when trying to design something completely foolproof is to underestimate the ingenuity of complete fools;

# But how do we develop rules?

- Classic rule issues:
  - Ambivalence
  - Circularity (with negation)
  - Deficiency
  - Redundancy
- Additional issues:
  - Versioning
  - Life cycle management
  - Reuse

### And once we have rules, how to apply them?

- Generate models:
  - Only use active rules
  - Flow based rule processing
  - Conflict resolution handling

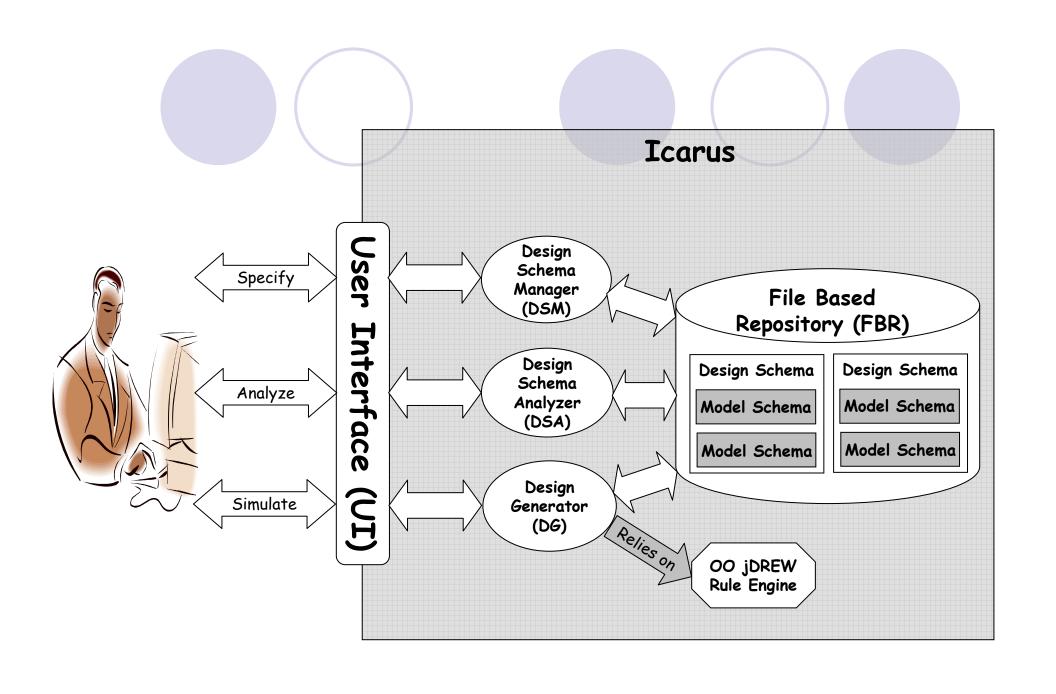
- Check resulting models:
  - No parts missing
  - No incorrect information defined
  - No conflicting details specified

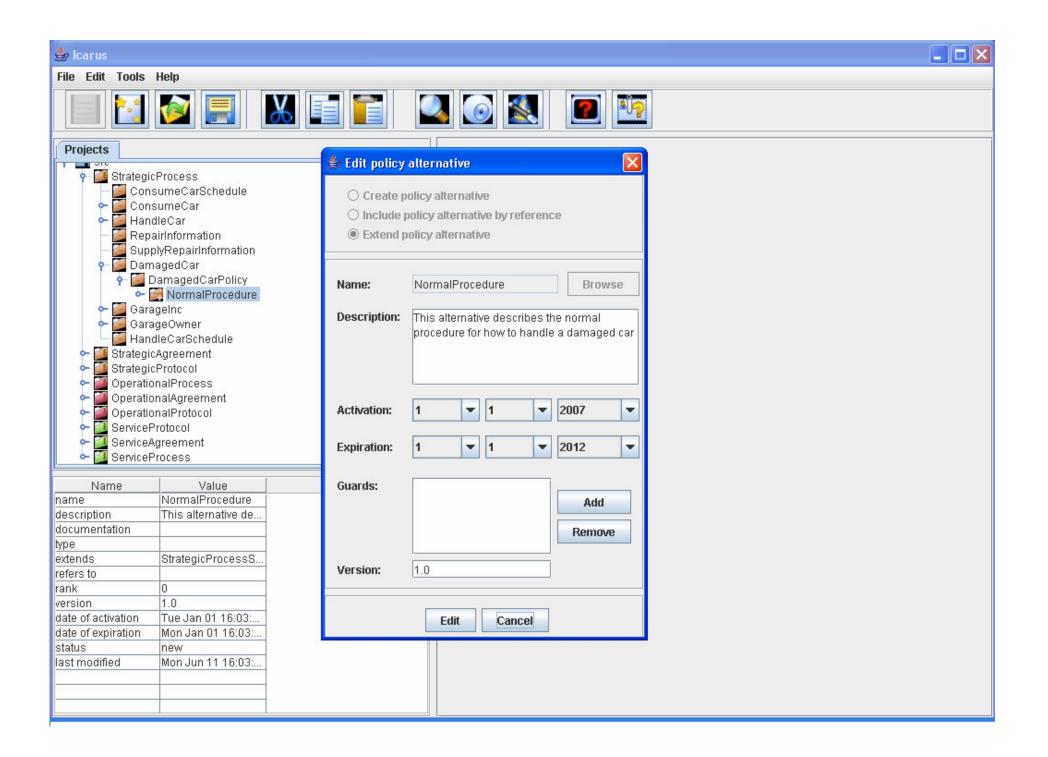
### And what is our prize?

- Flexible at design and runtime:
  - Defining different rules leads to different models
  - Changing existing rules
- Adaptive at design and runtime:
  - Specifying rules to deal with expected events
  - Introducing rules to handle unexpected events

### Rich Cook

Programming today is a race between software engineers striving to build bigger and better idiot-proof programs, and the Universe trying to produce bigger and better idiots. So far, the Universe is winning;





# Arthur Bloch

A conclusion is the place where you get tired of thinking;

### So what did we learn?

 Information systems for business collaborations are complex

 They require extensive modeling covering multiple dimensions

 The resulting models must be verifiable and manageable in order to cope with change

# Some more things we learned

- Rule based development and management seems viable
- Allows changes to be made and their effects to be managed
- Enables verification of business collaboration systems

### John Sladek

The future, according to some scientists, will be exactly like the past, only far more expensive;

# Are we there yet?

- Incorporate additional advanced requirements
- Introduce more perspectives
- More sophisticated rules may be needed
- Embrace semantic oriented solutions

# Henry Wadsworth Longfellow

Great is the art of beginning, but greater is the art of ending;