

Using BPMN to Model a BPEL Process:

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ABSTRACT

The Business Process Modeling Notation (BPMN) has been developed to enable business user to develop readily understandable graphical representations of business processes. BPMN is also supported with appropriate graphical object properties that will enable the generation of executable BPEL. Thus, BPMN creates a standardized bridge for the gap between the business process design and process implementation. This paper presents a simple, yet instructive example of how a BPMN diagram can be used to generate a BPEL process.

INTRODUCTION

The Business Process Modeling Notation (BPMN) has been developed to enable business user to develop readily understandable graphical representations of business processes. BPMN is also supported with appropriate graphical object properties that will enable the generation of executable BPEL. This paper presents an example of an order shipping process, yet instructive example of how a BPMN diagram can be used to generate a BPEL process.

When mapping a BPMN diagram to BPEL (version 1.1)¹, a decision must be made as to the basic structure of the BPEL document. That is, will the BPEL format be based on the BPEL graph structure (the **flow** element) or the BPEL block structure (the **sequence** element)? This choice will affect how much of the BPMN Sequence Flow will map to BPEL **link** elements. Using a block structure as the foundation for mapping, **link** elements only are used when there is a specific section of the Process where parallel activities occur. Using the graph structure as the foundation for mapping, most Sequence Flow will map to link elements, as the entire BPEL process is contained within a **flow** element. Since the BPMN 1.0 specification² takes the approach of defining the mapping of BPMN elements to BPEL elements mainly through the use of block structures, this paper will take the approach of using the graph structure for the mapping.

THE EXAMPLE: TRAVEL BOOKING PROCESS

The example that will be used in this paper is a basic version of a travel booking process. This example will illustrate a few situations that occur within BPMN diagrams and how they map to BPEL, such as parallel flow, and loops. Figure 1 shows the original representation of the BPEL Process.³

¹ <http://www-106.ibm.com/developerworks/webservices/library/ws-bpel/>

² <http://www.bpmi.org/bpmn-spec.htm>

³ <http://publib.boulder.ibm.com/infocenter/adiehelp/index.jsp?topic=/com.ibm.etools.ctc.bpel.doc/samples/travelbooking/travelBooking.html>

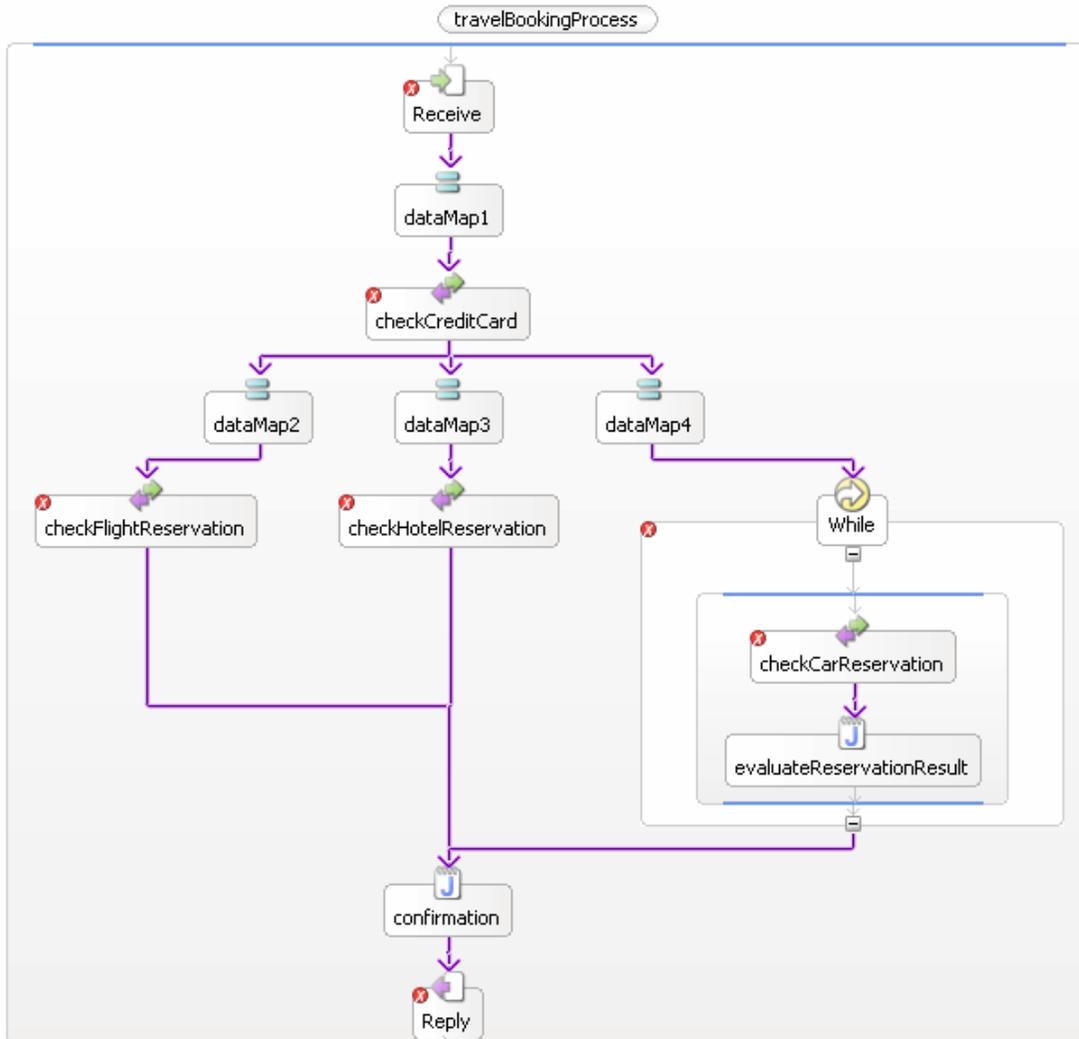


Figure 1. Travel Booking Process with WebSphere Studio

Figure 2 shows how the same process can be modeled with BPMN. It could be noted that Figure 2 shows the process model laid out in a horizontal direction, going left to right, while the original diagram in Figure 1 shows the process laid out in a vertical direction, going top to bottom. Process tools that create strictly BPEL process tend to lay out diagrams in a vertical direction. Although not universal, the difference between the two modeling techniques tends to separate business analysts, who tend to opt for horizontal diagrams, and IT specialist or software developers, who tend to opt for vertical diagrams. While BPMN does require any specific directionality, most BPMN diagrams flow horizontally.

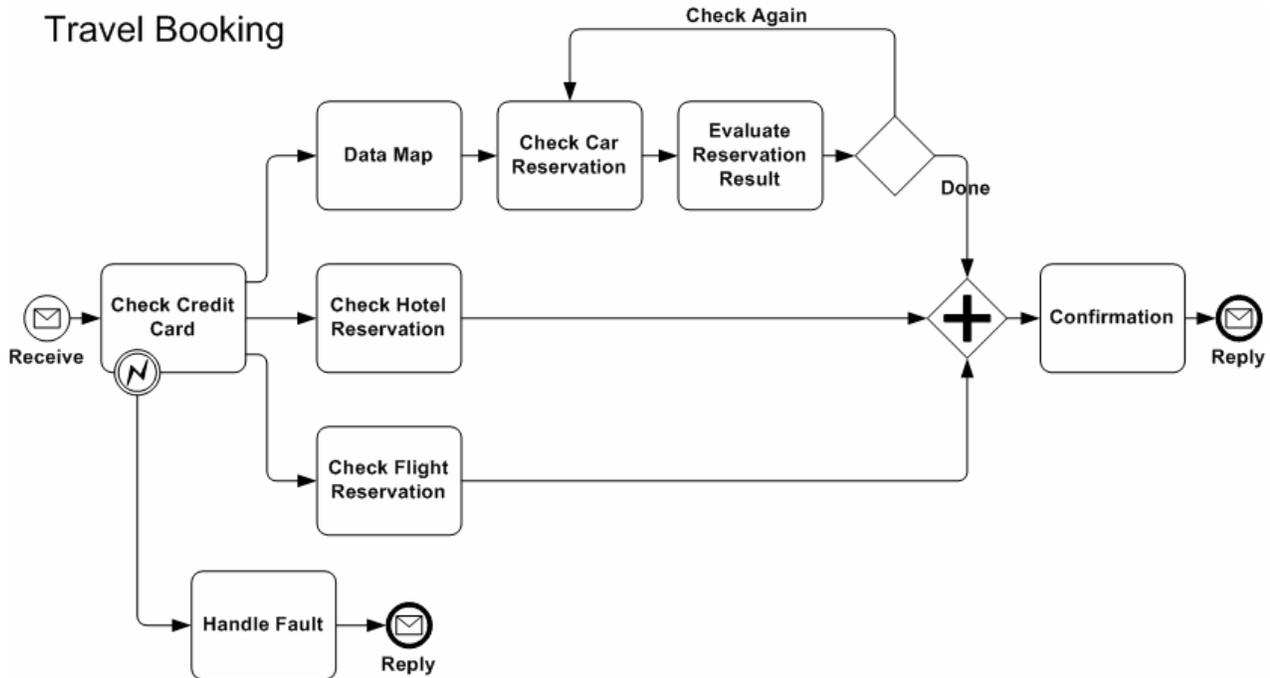


Figure 2. Travel Booking Process with BPMN

The Process begins with the receipt of a request for a travel booking. After a check on the credit card, reservations are made for a flight, a hotel, and a car. The car reservation may take more than one attempt before it is successful. After all three reservations are confirmed, a reply is sent.

Setting up the BPEL Information

BPMN Diagrams, such as the one seen in Figure 2, can be used within many methodologies and for many purposes, from high-level descriptive modeling to detailed modeling intended for process execution. When one of the purposes of the process model is to define process execution and create the BPEL file for this purpose, then the process model will have to be developed with a modeling tool designed for this purpose. The diagram itself will not display all the information required to create a valid BPEL file. A diagram with all that information would be too cluttered to be readable. A BPMN diagram is intended to display the basic structure and flow of activities and data within a business process. Therefore, a modeling tool is necessary to capture the additional information about the process that is necessary to create an executable BPEL file. In the sections that follow, the details behind the diagram objects will be highlighted, and it will be shown how they provide the content for the mapping to BPEL.

The modeling tool will need to define some basic types of information about the Process itself to fill in attributes of a BPEL `process` element of the BPEL document.

Example 1 displays how basic information collected about the BPMN Diagram and the *Travel Booking Process* within the diagram will be mapped to set up the preliminary BPEL information.

BPMN Object/Attribute	BPEL Element/Attribute
Business Process Diagram	See next row... mapped to attributes of a <code>process</code> element
ExpressionLanguage = "Java"	<code>expressionLanguage="Java"</code>
Business Process	The <code>process</code> element
Name = "Travel Booking Process"	<code>name="travelBookingProcess"</code>
ProcessType = "Private"	<code>abstractProcess="no"</code> or not included
SupressJoinFailure = "Yes"	<code>suppressJoinFailure="yes"</code>

Example 1. Mapping Basic attributes of the Business Process

The tool that creates the BPEL file will need to define parameters, such as `targetNamespace`, the location of the supporting WSDL files, and other parameters, including those specific to the operating environment, to enable the BPEL file to function properly. This information will be based on the configuration of the environment for that modeling tool

The `partnerLink` elements are defined prior to the definition of the `process`, but the information about these elements will be found in the Properties of the Tasks of the BPMN Process. The Tasks of the Process that are of type Service and implemented as a Web service will define the Participant of the Web Service. The Participants and their Properties will map to the `partnerLink` elements.

Example 2 displays two examples of how the Properties defined for the implementation of a Web service for a Task will map to the `partnerLink` elements that will be defined at the head of the BPEL document.

BPMN Object/Attribute	BPEL Element/Attribute
Implementation = "Web service"	Invoke, but some properties, below, will map to a <code>partnerLink</code>
Participant = "ProcessStarter"	<code>name="ProcessStarter"</code> <code>partnerLinkType="ProcessStarterPLT"</code>
BusinessRole = "TravelProcessRole"	<code>myRole="TravelProcessRole"</code>
Participant = "HotelReservationService"	<code>name="HotelReservationService"</code> <code>partnerLinkType="HotelReservationServicePLT"</code>
BusinessRole = "HotelReservationRole"	<code>myRole="HotelReservationRole"</code>

Example 2. Mapping Web Service Properties to `partnerLink`

The BPEL code for the `partnerLink` definitons can be seen in Example 3.

```
<partnerLinks>
  <partnerLink myRole="travelProcessRole" name="ProcessStarter" partnerLink-
Type="wsdl5:travelProcess"/>
  <partnerLink name="HotelReservationService" partnerLinkType="wsdl5:HotelReservationPartnerPLT"
  partnerRole="HotelReservationRole"/>
  <!-- Another 3 partnerLinks are defined -->
</partnerLinks>
```

Example 3. Setting up the `partnerLink` Elements for the `process`.

The `variable` elements are also defined prior to the definition of the `process`. These will be created from Properties associated with a Process within a BPMN diagram. A modeling tool will allow the modeler to define these Properties. Properties of type `structure` will be used to group sets of Properties into packages that will map to the BPEL `message` elements. The `message` elements will actually be defined

in a WSDL document that supports the BPEL document. The **variable** elements will be defined in the BPEL document and will reference the **message** elements.

Example 4 displays two examples of how the Properties defined for a Process will map to the **variable** and **message** elements that will be defined at the head of the BPEL document and in supporting WSDL documents.

BPMN Object/Attribute	BPEL Element/Attribute
Property	BPEL variable and WSDL message
Name = "input"	For BPEL variable : <code>name="input" messageType="input"</code> For WSDL message : <code>name="input"</code>
Type = "structure"	The sub-Properties of the structure will map to the WSDL message elements
Property	For WSDL message , in the part element:
Name = "airline"	<code>name="airline"</code>
Type = "string"	<code>type="xsd:string"</code>
Property	For WSDL message , in the part element:
Name = "arrival"	<code>name="arrival"</code>
Type = "string"	<code>type="xsd:string"</code>
Eleven more sub-Properties are included	Eleven more part elements are included
Ten more structure Properties are included	Ten more BPEL variable elements and WSDL message elements will be included

Example 4. Mapping Process Properties to BPEL *variable* and *message*

The BPEL code for the **variable** definitions can be seen in Example 5.

```
<variables>
  <variable messageType="wsdl0:input" name="input"/>
  <variable messageType="wsdl4:doCreditCardCheckingRequest" name="checkCreditCardRequest"/>
  <variable messageType="wsdl4:doCreditCardCheckingResponse" name="checkCreditCardResponse"/>
  <variable messageType="wsdl4:Exception" name="creditCardFault"/>
  <variable messageType="wsdl1:doCarReservationRequest" name="carReservationRequest"/>
  <!-- Another 6 variables are defined -->
</variables>
```

Example 5. Setting up the *variable* Elements for the process.

The WSDL code for the **message** definitions can be seen in Example 6.

```
<message name="input">
  <part name="airline" type="xsd:string"/>
  <part name="arrival" type="xsd:string"/>
  <part name="departure" type="xsd:string"/>
  <!-- Another 10 parts are defined -->
</message>
<message name="doFlightReservationRequest">
  <part name="airline" type="xsd:string"/>
  <part name="arrival" type="xsd:string"/>
  <part name="departure" type="xsd:string"/>
  <!-- Another four parts are defined -->
</message>
<!-- Another nine messages are defined -->
```

Example 6. Setting up the *message Elements* for the WSDL Document

All the Sequence Flow that are seen in Figure 2, except four, will map to BPEL *link* elements. In addition, the *process* will require three *link* elements that are not represented by Sequence Flow within Figure 2. These exceptions will be explained below. When the *flow* element for the *process* is defined, the *link* definitions will precede the definitions of the *process* activities. The BPEL code for the *link* definitions can be seen in Example 7. The *name* for each *link* will be automatically generated by the modeling tool.

```
<flow name="Flow" wpc:id="1"/>
  <links>
    <link name="link1"/>
    <link name="link2"/>
    <link name="link3"/>
    <link name="link4"/>
    <link name="link5"/>
    <link name="link6"/>
    <link name="link7"/>
    <link name="link8"/>
    <link name="link9"/>
    <link name="link10"/>
    <link name="link11"/>
    <link name="link12"/>
  </links>
  <!-- The Main Process will be place here -->
</flow>
```

Example 7. Setting up the *link Elements* for the *flow*.

The Start of the Process

The Process is started with the receipt of a message request for the booking of a travel itinerary through a Message Start Event (see Figure 3). After the request has been received, a check for the validity of the submitted Credit Card information is performed. As can be seen above in Figure 2, the *Check Credit Card* Task has an Error Intermediate Event attached to its boundary. This Event will be used for handling an incorrect credit card number. The mapping for this type of fault handling will be shown in the section entitled "**Error (Fault) Handling**" below.

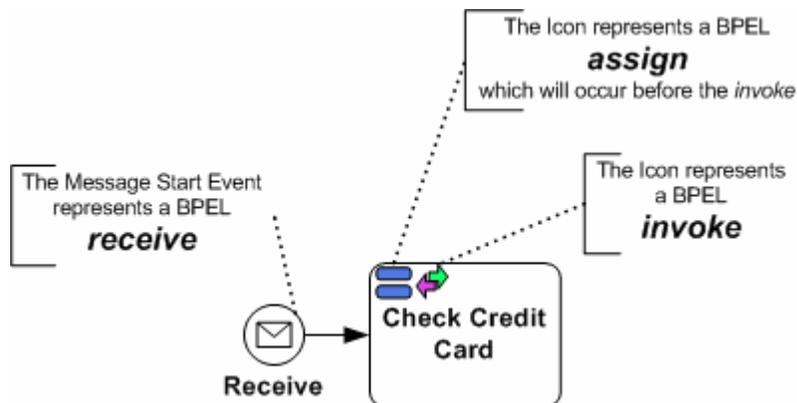


Figure 3. The Beginning of the Travel Booking Process

The *Receive* Message Start Event is the mechanism that initiates the Process through the receipt of a message. This will map to a BPEL *receive* element.

Example 8 displays the properties of the *Receive Message Start Event* and how these properties map to the attributes of the `receive` element.

BPMN Object/Attribute	BPEL Element/Attribute
Start Event (EventType: Message)	<code>receive</code>
Name = "Receive"	<code>name="Receive"</code>
Instantiate = "True"	<code>createInstance="yes"</code>
Message = "input"	<code>variable="input"</code>
Implementation = "Web service"	See next three rows...
Participant = "ProcessStarter"	<code>partnerLink="ProcessStarter"</code>
Interface = "travelPort"	<code>portType="wsdl0:travelPort"</code>
Operation = "book"	<code>operation="book"</code>

Example 8. Mapping of the Message Start Event

Example 9 displays the resulting BPEL code that will be generated for the *Receive Message Start Event*.

```
<receive createInstance="yes" operation="book" name="Receive" wpc:displayName="Receive"
  portType="wsdl0:travelPort" variable="input" wpc:id="2">
  <source linkName="link1" />
</receive>
```

Example 9. BPEL code for the "Receive" Start Event

Note that the *Check Credit Card Task* in Figure 3 contains small icons in the upper right corner of its shape. These icons are used to provide a graphical indication as to the type of Task that will be performed. Figure 3 and the figures below will display these type of icons. The icons are not part of the standard BPMN notation, but are part of extensibility of BPMN. It is expected that process modeling tools will utilize such icons as fit the capabilities and expected usage of the tool. The location of the icons within the Task shape is at the discretion of the modeler or modeling tool. For the purposes of this paper, these icons will aid in showing how the diagram maps to BPEL.

The *Check Credit Card Task* follows the Start Event through a connection of a Sequence Flow. The Sequence Flow indicates a dependency relationship between the BPEL elements mapped from the Start Event and then the Task. Since all the BPEL activities are contained within a `flow`, the dependency will take the form of a BPEL `link` element ("link1") seen in Example 7). The `link` element will be connected to the activities with the inclusion of a `source` element added to the `receive` element (Example 9) and a `target` element added to the first element mapped from *Check Credit Card Task* (an `assign` activity in Example 11 below).

The "*Check Credit Card*" Task will map to a BPEL `invoke` element. But this Task, as seen in Figure 3, has two icons in the upper right corner. The first icon (two blue bars stacked) indicates that a data mapping is required for the main Task to be performed. Some of the data that has been received from the input to the Process (the Message Start Event) will be mapped to the data structure of the message for the credit card checking service. As can be seen in Figure 1, the original process included a separate activity each time that a data mapping was required. However, many business process methodologies do not consider such data mapping as a separate Task that would warrant its own shape and space on the diagram. Such data mapping is usually included as pre- or post-activity functions for a business Task, although it may be used as a stand-alone Task in some situations, as we shall see later in the process. As a group, this data mapping will be defined as properties of the Task and will be mapped to a BPEL `assign` element. The individual property mappings will be combined to be sets of `copy` elements within the `assign` element.

The second icon (purple and green arrows pointing in different directions) indicates that the main function of the Task will be a Service type of Task, implemented through a Web service, which maps to a BPEL `invoke` element.

Example 10 displays the properties of the “*Check Credit Card*” Task and how these properties map to the attributes of the **assign** and the **invoke**.

BPMN Object/Attribute	BPEL Element/Attribute
Task (TaskType: Service)	invoke
Name = “Check Credit Card”	name ="checkCreditCardRequest"
InMessage	inputVariable ="checkCreditCardRequest"
OutMessage	outputVariable ="checkCreditCardResponse"
Implementation = Web service	See next three rows...
Participant	partnerLink ="creditCardCheckingService"
Interface	portType ="wsdl4:creditCardCheckingServiceImpl"
Operation	operation ="doCreditCardChecking"
Assignment	assign. The name attribute is automatically generated by the tool creating the BPEL document.
From = input.cardNumber	within a copy element, paired with the next row from part ="cardNumber" variable ="input"
To = checkCreditCardRequest. cardNumber	within a copy element, paired with the previous row to part ="cardNumber" variable ="checkCreditCardRequest"
AssignTime = Start	This means that the assign element will precede the invoke
From = input.cardType	within a copy element, paired the next row: from part ="cardType" variable ="input"
To = checkCreditCardRequest. cardType	within a copy element, paired the previous row to part ="cardType" variable ="checkCreditCardRequest"
AssignTime = Start	This means that the assign element will precede the invoke . All Assignments with an AssignTime of “Start” will be combined for one assign element.

Example 10. Mapping of the “*Check Credit Card*” Task

Example 11 displays the resulting BPEL code that will be generated for the *Check Credit Card* Task.

```

<assign name="DataMap1" wpc:displayName="DataMap1" wpc:id="20">
  <target linkName="link1"/>
  <source linkName="link2"/>
  <copy>
    <from part="cardNumber" variable="input"/>
    <to part="cardNumber" variable="checkCreditCardRequest"/>
  </copy>
  <copy>
    <from part="cardType" variable="input"/>
    <to part="cardType" variable="checkCreditCardRequest"/>
  </copy>
</assign>
<invoke inputVariable="checkCreditCardRequest" name="checkCreditCard" operation="doCreditCardChecking"
  outputVariable="checkCreditCardResponse" partnerLink="CreditCardCheckingService"
  portType="wsdl4:CreditCardCheckingServiceImpl" wpc:displayName="Check Credit Card"
wpc:id="5">
  <target linkName="link2"/>
  <source linkName="link3"/>
  <source linkName="link6"/>
  <source linkName="link9"/>
</invoke>

```

Example 11: BPEL code for the “*Check Credit Card*” Task

There is a sequential relationship where the **assign** element must precede the **invoke** element as determined by the assignment properties of the Task. This relationship will result in a BPEL **link** ("link2") element. In this case, there is no corresponding Sequence Flow in the BPMN diagram as there was for the "link1" link.

Creating Parallel Flow

After the *Check Credit Card* Task, three main activities will occur. They will involve the checking of car, hotel, and flight reservations (see Figure 4). These activities are not dependent on each other so they can be performed at the same time, in parallel. The checking of the car reservation is more complicated and will be dealt with in the next section; only a data mapping activity, which precedes the check for the car, will be seen in this section.

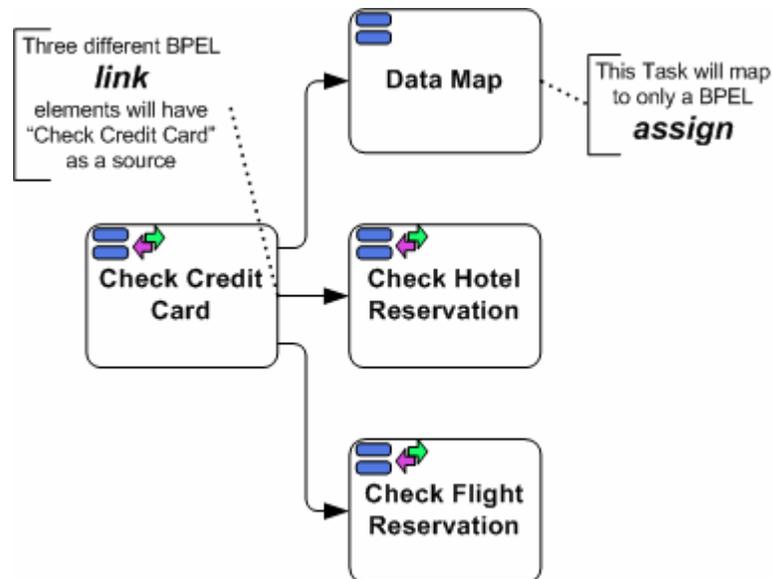


Figure 4. Parallel Flow within the Process

The parallelism in the Process is indicated by the three outgoing Sequence Flow from the *Check Credit Card* Task. The three target activities for these Sequence Flow are available to be performed at the same time. Each of the three Sequence Flow will result in three BPEL **link** elements ("link3," "link6," and "link9"). The three **link** elements will be included within **source** elements in the "checkCreditCard" **invoke** element (see Example 11). There will be a corresponding **target** element in each of the three **assign** elements defined below in this section (see Example 12, Example 13, and Example 15).

Starting from the bottom of Figure 4, the mapping of the *Check Flight Reservation* Task and its Properties is very similar to the mapping of the *Check Credit Card* Task (see Example 10). In this case too, the mapping results in an **assign** element that will precede an **invoke** element. A **link** element ("link4") that does not have a corresponding Sequence Flow must be added to create the sequential dependency between the **assign** and **invoke**.

Example 12 displays the resulting BPEL code that will be generated for the *Check Flight Reservations* Task.

```
<assign name="DataMap2" wpc:displayName="DataMap2" wpc:id="21">
  <target linkName="link3"/>
  <source linkName="link4"/>
  <copy>
    <from part="airline" variable="input"/>
    <to part="airline" variable="flightReservationRequest"/>
  </copy>
  <!-- Six additional copy elements are not shown -->
</assign>
```

```

</assign>
<invoke inputVariable="flightReservationRequest" name="checkFlightReservation"
        operation="doFlightReservation" outputVariable="flightReservationResponse"
        partnerLink="FlightReservationService" portType="wsdl3:FlightReservationServiceImpl"

        wpc:displayName="Check Flight Reservation" wpc:id="10">
  <target linkName="link4"/>
  <source linkName="link5"/>
</invoke>

```

Example 12. BPEL code for the “Check Flight Reservations” Task

Moving up the stack of Tasks in Figure 4, the mapping of the *Check Hotel Reservation* Task and its Properties is also very similar to the mapping of the *Check Flight Reservation* Task in that an **assign** element will also precede an **invoke** element. Again, a **link** element ("link7") must also be created to create the sequential dependency between the **assign** and **invoke**.

Example 13 displays the resulting BPEL code that will be generated for the *Check Hotel Reservations* Task.

```

<assign name="DataMap3" wpc:displayName="DataMap3" wpc:id="22">
  <target linkName="link6"/>
  <source linkName="link7"/>
  <copy>
    <from part="hotelCompany" variable="input"/>
    <to part="name" variable="hotelReservationRequest"/>
  </copy>
  <!-- Six additional copy elements are not shown -->
</assign>
<invoke inputVariable="hotelReservationRequest" name="checkHotelReservation"
        operation="doHotelReservation" outputVariable="hotelReservationResponse"
        partnerLink="HotelReservationService" portType="wsdl2:HotelReservationServiceImpl"
        wpc:displayName="Check Hotel Reservation" wpc:id="9">
  <target linkName="link7"/>
  <source linkName="link8"/>
</invoke>

```

Example 13. BPEL code for the “Check Hotel Reservations” Task

The Task at the top of Figure 4 is there to prepare data for the *Check Car Reservation* Task (see Figure 5). The other Tasks in Figure 4 have hidden the data mapping, as indicated by the icon in the upper right of the shape. This is not possible for the car reservation, since the Task for checking the reservation is included within a loop. The data mapping is only needed once, while the checking of the reservation may happen many times. Thus, the data mapping is placed in a separate Task that does nothing except the data mapping.

Example 14 displays the properties of the *Data Map* Task and how these properties map to the attributes of the `assign` element.

BPMN Object/Attribute	BPEL Element/Attribute
Task (TaskType: None)	None, but assignment properties will create a mapping to an <code>assign</code> . Otherwise a BPEL <code>empty</code> element would have been created.
Name = "Data Map"	None.
Assignment	<code>assign</code> . The <code>name</code> attribute is automatically generated by the tool creating the BPEL document.
From = input.carCompany	within a <code>copy</code> element, paired the next row <code>from part="carCompany" variable="input"</code>
To = carReservationRequest. company	within a <code>copy</code> element, paired the previous row <code>to part="company" variable="carReservationRequest"</code>
AssignTime = Start	This doesn't have any direct effect since the Task is of type "None." All Assignments with an AssignTime of "Start" will be combined for one <code>assign</code> element.
There are four other From/To Assignments that are not shown	These will map to additional <code>from</code> and <code>to</code> elements within a <code>copy</code> .

Example 14. Mapping of the "Data Map" Task

Example 15 displays the resulting BPEL code that will be generated for the *Data Map* Task.

```
<assign name="DataMap4" wpc:displayName="Data Map" wpc:id="23">
  <target linkName="link9"/>
  <source linkName="link10"/>
  <copy>
    <from part="carCompany" variable="input"/>
    <to part="company" variable="carReservationRequest"/>
  </copy>
  <!-- Four additional copy elements are not shown -->
</assign>
```

Example 15. BPEL code for the "Data Map" Task

Mapping a Loop

A loop occurs in the part of the Process where the car reservation is checked and then evaluated (see Figure 5).

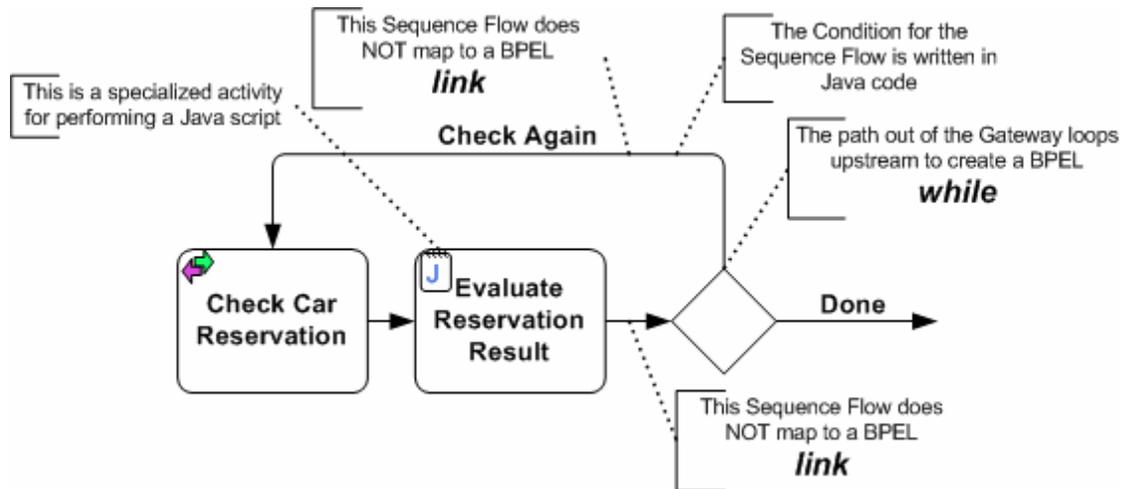


Figure 5. A Loop within the Process

The two Tasks can be done multiple times if the evaluation determines that the reservation does not meet the specified criteria. The loop is constructed by a decision Gateway that splits the flow based on the evaluation results. The *Check Again* Sequence Flow starts at the Gateway and then connects to an *upstream* object, creating the loop. It is the configuration of this section of the Process, its connections through Sequence Flow, which determines how it is mapped to BPEL, rather than the strict dissection of the objects and mapping them, as has been shown above.

For Gateways that are not involved in a loop – and this Process does not have such an example – the mapping to BPEL will depend on whether the mapping is based on a graph structure (*flow*) or block structure (*sequence*).

For a block structure mapping, the Gateway would be mapped to a *switch*. Each of the outgoing Sequence Flow from the Gateway would map to a *case* element within the *switch* and the Expression for the Sequence Flow would map to the *condition* of the *case*.

For a graph structure mapping, each of the outgoing Sequence Flow from the Gateway will map to separate *link* elements (the incoming Sequence Flow to the Gateway does not map to a BPEL element). The Condition for each of these Sequence Flow will be the *transitionCondition* of the *source* element in the activity that precedes the Gateway. In this case, it would have been the mapped *invoke* from *Evaluate Reservation Result* Task.

However, since a loop is created by the Sequence Flow from the Gateway and, due to the acyclical nature of the *flow*, *link* elements cannot be used in a *target* element that is in an upstream activity within a *flow*, this means that a *while* element must be created to handle the loop. The contents of the *while* will be determined by the boundaries set by the Gateway and the target activity that is upstream from the Gateway. As can be seen in Figure 5, the *Check Car Reservation* and *Evaluated Reservation Result* Tasks are within the loop and will map to the contents of the BPEL *while*. Consistent with the decision for mapping the whole Process, the contents of the *while* will be mapped to the graph structured elements. This means that the main element of the *while* will be a *flow*, and the BPMN Task mappings will fit with that *flow*.

The BPMN *Check Again* Sequence Flow, which connects to the upstream *Check Car Reservation* Task, has a branching Condition. This Condition would typically map to as the *condition* attribute for the *while*. In this case, however, the condition is written with the Java programming language, and an extension in the form of a *condition* element is used to hold the Java code.

Example 16 displays the resulting BPEL code that will be generated for the Loop from the Gateway.

```
<while condition="DefinedByJavaCode" name="While" wpc:id="11">
  <wpc:condition>
    <wpc:javaCode><![CDATA[
      boolean condition = false;
      try {
        if (getCarReservationResponse().getBooleanPart("result")) {
          condition = false;
        } else {
          condition = true;
        }
      } catch (Exception e) {
        e.printStackTrace();
      }
      return condition;
    ]]>
  </wpc:javaCode>
</wpc:condition>
<target linkName="link10"/>
<source linkName="link11"/>
<flow wpc:id="16">
  <links>
    <link name="link13"/>
  </links>
  <!-- Two invoke elements are place here, and shown below -->
</flow>
</while>
```

Example 16. BPEL code for the Loop from the Gateway

The *Check Car Reservation* Task and its Properties have a straightforward mapping to an *Invoke* element. Example 17 displays the resulting BPEL code that will be generated for the *Check Car Reservations* Task.

```
<invoke inputVariable="carReservationRequest" name="checkCarReservation" operation="doCarReservation"
  outputVariable="carReservationResponse" partnerLink="CarReservationService"
  portType="wsdl1:CarReservationServiceImpl" wpc:displayName="Check Car Reservation"
  wpc:id="13">
  <source linkName="link13"/>
</invoke>
```

Example 17. BPEL code for the “Check Car Reservation” Task

The *Evaluate Reservation Result* Task is different from the previous Tasks in this Process. For BPMN, it is a Task of type *Script*. This means that when the Task is reached in the Process, a service will not be called, but the engine that is executing the Process will perform a script that has been defined for the Task. In this case, the script is written in the Java programming language. The script will check the results of the three reservation checks (flight, hotel, and car) and determine whether all three were successful or whether the trip could not be booked as planned.

To enable the performance of the script, the BPEL *invoke* activity will be extended to hold the Java code that the Process engine will perform. The extension will be the addition of a *script* element that contains a *javaCode* element that holds the script code.

Example 18 displays the properties of the *Evaluate Reservation Result* Task and how these properties map to the attributes of the `invoke` element.

BPMN Object/Attribute	BPEL Element/Attribute
Task (TaskType: Script)	Invoke Since the TaskType is "Script" these attributes are automatically set: <code>partnerLink="null"</code> <code>portType="wpc:null"</code> <code>operation="null"</code> <code>inputVariable</code> is not used <code>outputVariable</code> is not used
Name = "Evaluate Reservation Result"	<code>Name="evaluateReservationRequest"</code>
Script = [Java Script]	The <code>Invoke</code> element is extended to add the <code>wpc:script</code> element, which contains a <code>wpc:javaCode</code> element. The Java code is included within the <code>wpc:javaCode</code> element.

Example 18. Mapping of the "Evaluate Reservation Result" Task

Example 19 displays the resulting BPEL code that will be generated for the *Evaluate Reservation Result* Task.

```
<invoke name="evaluateReservationRequest" operation="null" partnerLink="null" portType="wpc:null"
      wpc:displayName="Evaluate Reservation Request" wpc:id="14">
  <wpc:script>
    <wpc:javaCode><![CDATA[
      <!-- Java Code Inserted here -->
    ]]>
  </wpc:javaCode>
</wpc:script>
<target linkName="link13"/>
</invoke>
```

Example 19. BPEL code for the "Evaluate Reservation Result" Task

In Figure 5, there is a Sequence Flow between the *Check Car Reservation* Task and the *Evaluate Reservation Result* Task. This Sequence Flow will map to a `link` element ("link13"), which will be named in the `source` element of the "carReservationRequest" `invoke` and the `target` element in the "evaluateReservationRequest" `invoke`. The Sequence Flow between the *Evaluate Reservation Result* Task and the Gateway marks the end of the loop, thus the end of the `while`. Therefore, a `link` element is not required.

Synchronizing Parallel Flow

The Process has three parallel paths that follow the *Check Credit Card* Task. These three paths converge and are synchronized before the *Confirmation* Task, as represented by the Parallel Gateway (see Figure 6). This synchronization means that all three paths must complete at that point before the flow of the Process can continue.

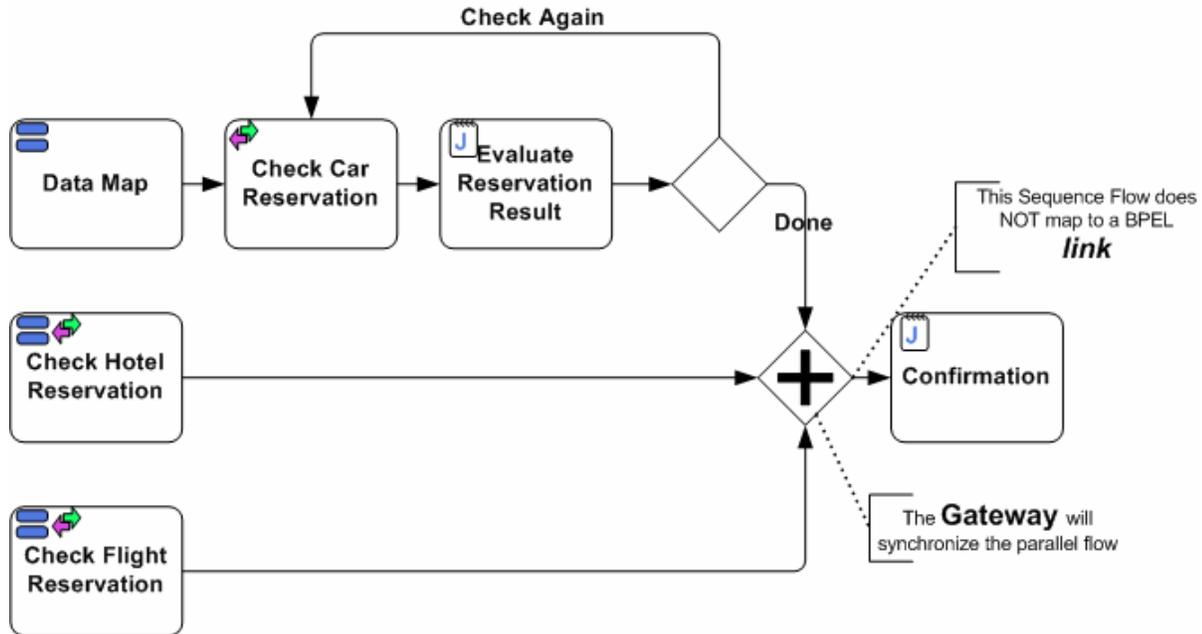


Figure 6. Flow Synchronization within the Process

The *Confirmation* Task is another Task that defines a script written in Java. Thus, the mapping to BPEL will be similar to the mapping of the *Evaluate Reservation Result* Task and its Properties (see Example 18).

Example 20 displays the resulting BPEL code that will be generated for the *Confirmation* Task.

```
<invoke name="Confirmation" operation="null" partnerLink="null" portType="wpc:null"
  wpc:displayName="Confirmation" wpc:id="12">
  <wpc:script>
    <wpc:javaCode><![CDATA[
      <!-- Java Code Inserted here -->
    ]]>
  </wpc:javaCode>
</wpc:script>
<target linkName="link9"/>
<target linkName="link10"/>
<target linkName="link11"/>
<source linkName="link12"/>
</invoke>
```

Example 20. BPEL code for the “Confirmation” Task

Within the BPEL code for the *process*, the actual synchronization of the paths will occur in the “Confirmation” *invoke*. There is not a separate synchronization element, such as the Parallel Gateway in BPMN. BPEL uses the *link* elements within a *flow* to create dependencies, including synchronization, between activities. Because the “Confirmation” *invoke* has three *target* elements (for “link9,” “link10,” and “link11”—see Example 20), this *invoke* must wait until it receives a signal from all three *link* elements before it can be performed. The *source* elements for these elements are within the “flightReservationRequest” *invoke*, the “hotelReservationRequest” *invoke*, and the *while* activity, respectively.

The lack of a *joinCondition* for the “Confirmation” *invoke* means that there must be at least one positive signal, but the fact that there must be all three signals, positive or negative, requires that all three preceding activities must have been completed, thus synchronizing the flow.

It should be noted that the *Done* Sequence Flow from the Gateway, which maps to the "link12" link element, has a Condition which is used for the branching from the Gateway. Thus, the source element that names "link12" could have a transitionCondition defined. This really is not needed, however, since the "link12" link will not be triggered until the while, its source, has completed. This means that for any transitionCondition for that link will always be true when it is triggered. If there had been another outgoing Sequence Flow from the Gateway, then the Conditions for the Sequence Flow would have an effect on the flow of the Process.

The End of the Flow

After the Confirmation Task, the Process ends with a reply being sent back to the initiator of the Process (see Figure 7). The reply is bundled into a Message End Event.

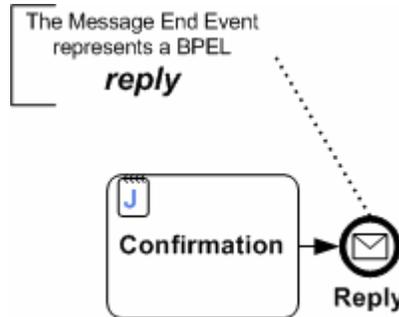


Figure 7. The Conclusion of the Process

The Message End Event will map to a reply element. Also, the Sequence Flow from the Confirmation Task to the Reply End Event will map to a link element ("link12"), with the source and target naming the link in the respective BPEL activities.

Example 21 displays the properties of the Reply Message End Event and how these properties map to the attributes of the reply element.

BPMN Object/Attribute	BPEL Element/Attribute
End Event (EventType: Message)	reply
Name = "Reply"	name="Reply"
Message = "output"	variable="output"
Implementation = "Web service"	See next three rows...
Participant = "ProcessStarter"	partnerLink="ProcessStarter"
Interface = "travelPort"	portType="wsdl0:travelPort"
Operation = "book"	operation="book"

Example 21. Mapping of the "Reply" End Event

Example 22 displays the resulting BPEL code that will be generated for the Reply Message End Event.

```
<reply name="Reply" operation="book" wpc:displayName="Reply" partnerLink="ProcessStarter"
portType="wsdl0:travelPort" variable="output" wpc:id="3">
  <target linkName="Link12"/>
</reply>
```

Example 22. BPEL code for the "Reply" Message End Event

Error (Fault) Handling

As can be seen in Figure 8, the Check Credit Card Task has an Error Intermediate Event attached to its boundary. The Intermediate Event will react to a specific error (fault) trigger, interrupt the Task, and direct

the flow to its outgoing Sequence Flow. The error will be triggered if the entered credit card number is invalid.

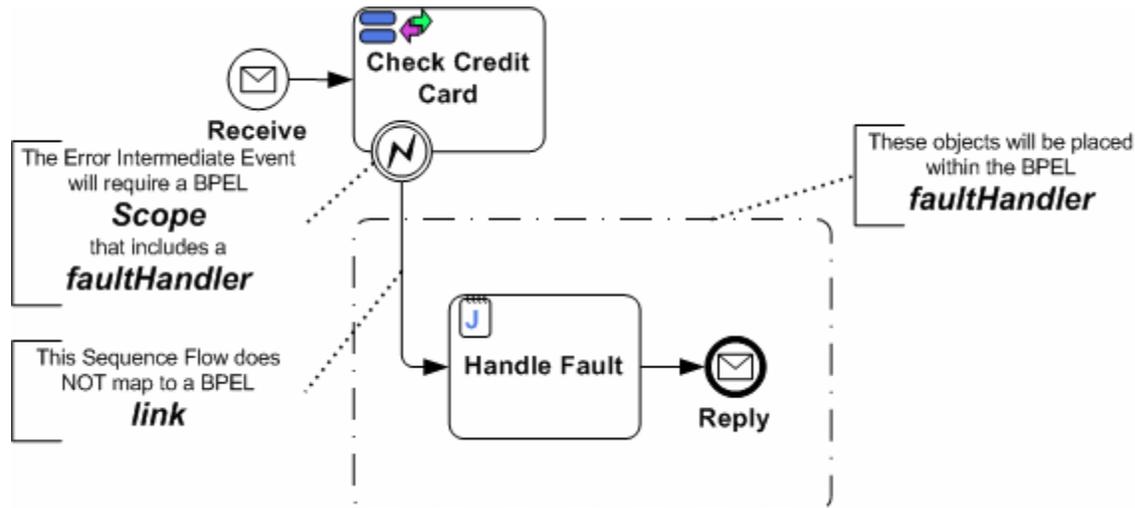


Figure 8. Fault Handling for the Process

If the error occurs, then the *Handle Fault* Task will process the information and prepare the message that will be sent back. The *Reply* Message End Event will send the message. This means that the Process will end and all the other activities in the Process will not occur. Thus, the Intermediate Event, as it leads to an End Event without merging back into the rest of the Process, interrupts the entire Process. The BPEL mechanism for interrupting the Process will be a **faultHandlers** element within a **scope**. This **scope** will envelope the entire contents of the **process**, which means that the main process **flow** (see Example 7) will actually be contained within the **scope** – along with the **faultHandlers**. The **flow** will run within the **scope** until it completes normally, unless the **faultHandlers** is triggered, thereby interrupting the **flow**.

The contents of the **faultHandlers** will be the activities that will be performed if the **faultHandlers** is triggered. This means that the *Handle Fault* Task and the *Reply* Message End Event mappings will be placed within the **faultHandlers**. The *Handle Fault* Task is a script Task and its mapping to BPEL will be similar to that of the *Evaluate Reservation Result* Task (see Example 18). The *Reply* End Event will be mapped the same way as the *Reply* End Event of the main part of the Process (see Example 22).

Consistent with the way that the main Process and the loop were mapped to BPEL, the fault handling section will be placed within a **flow** (within the **faultHandlers**). The Sequence Flow from the Error Intermediate Event to the *Handle Fault* Task will not be reflected with a **link** element since the mapping of the *Handle Fault* Task will be the first activity within the **flow** of the **faultHandlers**. However, the Sequence Flow from the *Handle Fault* Task to the *Reply* End Event will map to a **link** ("link14") with the **source** and **target** naming the **link** in the respective BPEL activities.

Example 23 displays the resulting BPEL code that will be generated for the Process Fault Handling, including the code for the *Handle Fault* Task and the *Reply* End Event.

```
<scope wpc:id="15">
  <faultHandlers>
    <catch faultName="wsdl4:Exception" faultVariable="creditCardFault">
      <flow wpc:id="17">
        <links>
          <link name="Link14"/>
        </links>
        <invoke name="HandleFault" operation="null" wpc:displayName="handleFault"
          partnerLink="null" portType="wpc:null" wpc:id="18">
          <wpc:script>
            <wpc:javaCode><![CDATA[
```

```

                                <!-- Java Code Inserted here -->
                                ]]>
                                </wpc:javaCode>
                                </wpc:script>
                                <source linkName="Link14"/>
                                </invoke>
                                <reply name="Reply" operation="book" wpc:displayName="Reply" partner
                                  Link="ProcessStarter" portType="wsdl0:travelPort" variable="output" wpc:id="19">
                                  <target linkName="Link14"/>
                                </reply>
                                </flow>
                                </catch>
                                </faultHandlers>
                                <flow wpc:id="15">
                                  <!-- The main process as shown above is placed here -->
                                </flow>
                                </scope>

```

Example 23. Mapping of the Fault Handling for the Process

CONCLUSION

This paper provides an example of how a BPMN Business Process Diagram can be used to represent an executable process. To create the executable process, the diagram objects and their properties are dissected and then mapped into the appropriate BPEL elements. Although this paper is not intended to cover all aspects of mapping BPMN diagrams to BPEL, it takes a step by step illustration of the specific objects of a travel booking process and their mapping to BPEL. Thus, this example shows how a BPMN diagram can serve the dual purpose of providing a business-level view of a business process and allow the generation of process executable code through BPEL.

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