

## PROCESS MODELING FOR SIMULATION: OBSERVATIONS AND OPEN ISSUES

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### ABSTRACT

We review the state of the art of process modeling for discrete event simulation, make a number of observations and identify a number of issues that have to be tackled for promoting the use of process modeling in simulation. Process models are of particular interest in model-based simulation engineering approaches where the executable simulation model (code) is obtained with the help of textual or visual models. We present an illustrative example of model-based simulation development.

### 1 INTRODUCTION

Traditionally, in the field of *Modeling and Simulation (M&S)*, the term ‘model’ often refers to a computational model in the form of a computer program and not to a model expressed in a higher-level diagrammatic modeling language, as in the areas of *Information Systems* and *Software Engineering (IS/SE)*. In an M&S project, often no model in the sense of a conceptual model or a design model is made, or it is made in a sketchy manner, only, not using any well-defined modeling language, but rather the simulation developer jumps from her mental model, or sketches, to an implementation in some target technology platform.

Clearly, in M&S, as in IS/SE, making conceptual models and design models would be important for several reasons: as opposed to a model as code, a high-level (visual) model would be more comprehensible and easier to communicate, share, reuse, maintain and evolve, while it could still be used for obtaining platform-specific implementation code with the help of *model transformations* and *code generation*, as proposed in *model-driven engineering*.

### 2 DISCRETE EVENT SIMULATION

The term *Discrete Event Simulation (DES)* has been established as an umbrella term subsuming various kinds of computer simulation approaches, all based on the general idea of modeling a discrete dynamic system by modeling its state as being composed of ‘state variables’ provided by the attributes of ‘entities’, which are computational representations of real-world objects, and modeling its dynamics by modeling

the events that are responsible for its state changes. There is, however, no generally accepted definition of DES. Simulation textbooks and tutorials avoid defining the term “DES” in a precise way.

Two widely used characterizations of DES are given in terms of the simulation *implementation paradigms* of activity scanning, event scheduling and process-orientation (Pidd 2004), and in terms of simulation modeling *worldviews* (Pegden 2010), which are defined as follows.

**Event worldview:** The system is viewed as a series of instantaneous events that change the state of the system over time. The modeler defines the events in the system and models the state changes that take place when those events occur. According to Pegden, all DES platforms implement their internal logic using the event worldview, regardless of the worldview they present to the user.

**Processing network worldview:** The system is described as a processing network where passive entities (or work items) flow through the system and are subject to a series of processing steps performed through *activities*, possibly requiring *resources* and inducing *queues*. This approach, pioneered by the *SIMAN/Arena* framework, is still widely used today. Simulation platforms based on this paradigm may or may not support object-oriented modeling and programming. Notice that this worldview has been called ‘process worldview’ in (Pegden 2010), but we prefer to use a more specific term since it is not based on a general concept of process and since it may lead to confusion with the term ‘process-oriented’ paradigm suggested by Pidd (2004).

**Object worldview:** The system is modeled by describing the objects that make up the system. The system behavior emerges from the interaction of these objects. This paradigm has been pioneered by *SIMULA*, which triggered the development of object-oriented modeling and programming in computer science in the 1980’s and 90’s. This worldview applies to all object-oriented DES approaches, including the DES frameworks *Simio* and *AnyLogic*. It does not, however, include a general concept of events, although it is compatible with one. For instance, the event concept of *Simio* is restricted to an object context, while in the event worldview, events are first-class citizens: they may be defined independently of specific objects and they may affect several objects at the same time. Agent-based simulation approaches are often based on the object world view.

The event worldview and the object worldview can be combined in approaches that support both objects and events as first-class citizens. Such an approach seems highly desirable because (1) objects (and classes) are a must-have in today’s state-of-the-art modeling and programming, and (2) a general concept of events is fundamental in DES, as demonstrated by the classical event worldview. We use the term **object-event worldview** for any DES approach combining OO modeling and programming with a general concept of events. Notice that it’s a natural option to extend the object-event worldview by adding further concepts like activities, agents, actions, etc.

Worldviews concern the simulation models, while implementation paradigms concern the simulation engine used to execute the models. The event worldview is most naturally combined with the event scheduling paradigm.

**Observation 1:** *The event worldview is the most fundamental worldview since it corresponds directly to the concept of a discrete dynamic system. The object-event worldview is the basis of any general-purpose DES approach that can be used for modeling any kind of discrete dynamic system and implement the model with OO programming in a viable way. The processing network worldview is a special-purpose approach that is convenient for all simulation problems allowing a processing network model.*

### 3 PROCESS MODELING

Process modeling is concerned with modeling discrete processes, based on events (including actions and activities). As explained in (Guizzardi and Wagner 2013), the ontologically fundamental categories are objects and events, while actions and activities are special types of events.

Process modeling started with *Gantt charts*, which allow to model actors and their activity sequences. *Flowchart* languages combine conditional branching (“decisions”) with activity sequences. *UML Activity Diagrams* (ADs) extend flowcharts by adding parallel branching, actors (“swim lanes”), and a limited

concept of events, while the *Business Process Modeling Notation (BPMN)* extends ADs by supporting a more general concept of events (including asynchronous message events and event-based branching).

In addition to this group of activity-based process modeling languages, there are a number of diagram languages that do not support activities as first-class citizens, such as *Petri Nets*, *UML State Charts*, and *UML Sequence Diagrams*.

**Observation 2:** *While general-purpose process modeling languages that support events, such as BPMN, are required in DES approaches based on the event (or object-event) worldview, the processing network worldview allows using tailored modeling languages, called domain-specific languages (DSL) in software engineering. For instance, Arena, Simio and AnyLogic are using DSLs for creating their processing network diagrams.*

## 4 MODEL-DRIVEN ENGINEERING

*Model-driven engineering (MDE)* is a general approach that is applicable in all areas of engineering. It is based on the principle that models are the primary engineering artifacts for capturing concepts, logical designs and implementation designs for technical products.

With the success of the *Unified Modeling Language (UML)* in IS/SE, UML-based MDE has become an established approach in these fields, where information modeling is the main modeling concern (Whittle et al 2014). However, in simulation engineering, like in workflow engineering, information models have to be complemented by process models for obtaining complete models as a basis for code generation.

While MDE with UML class models is already an established engineering practice in the software industry, the use of process modeling in MDE is still a research issue that has been investigated mainly in the areas of workflow management and service engineering. In simulation engineering, MDE has not yet found much attention, due to several reasons, including a lack of established foundations and standards.

### 4.1 Model-Driven Software Engineering

In MDE, there is a clear distinction between three kinds of models as engineering artifacts resulting from corresponding modeling activities in the analysis, design and implementation phases:

1. solution-independent *domain models* (also called *conceptual models*),
2. platform-independent *design models*,
3. platform-specific *implementation models*.

Domain models are solution-independent descriptions of a *problem domain*, or of a *system under investigation*, produced in the analysis phase of a software engineering project. A domain model may include both descriptions of the domain's state structure (in conceptual *information models*) and descriptions of its processes (in conceptual *process models*). They are solution-independent, or 'computation-independent', in the sense that they are not concerned with making any system design choices or with other computational issues. Rather, they focus on the perspective and language of the subject matter experts for the domain under consideration.

In the design phase, a platform-independent design model, as a general computational solution (for a software application system or for a simulation system), is developed on the basis of the domain model. The same domain model can potentially be used to produce a number of different design models.

Then, by choosing one or more target technology platforms and by taking into consideration implementation issues such as architectural styles and nonfunctional quality criteria to be maximized (e.g., performance, adaptability), one or more platform-specific implementation models are derived from the design model. These models can be directly mapped to code.

It is an option to group different technology platforms sharing common principles, such as object-oriented (OO) programming, and consider them to form a platform class, for which a "class of platforms" model, such as an *OO model*, can be made as an intermediate step between a design model and the implementation models based on it.

These one-to-many relationships between a conceptual model and corresponding design models, as well as between a design model and corresponding implementation models, are illustrated in Figure 1.

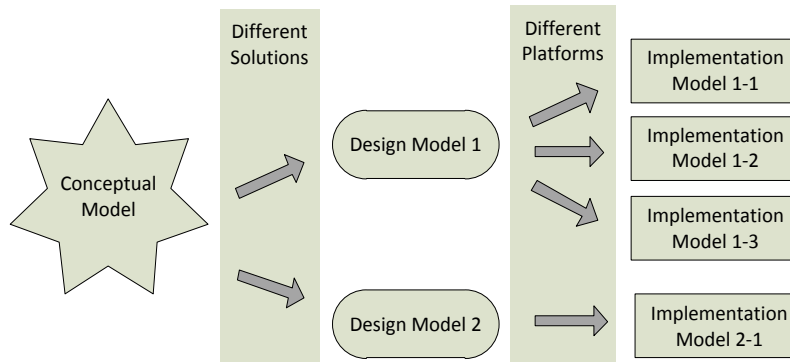


Figure 1: From a conceptual model via design models to implementation models.

In the implementation phase, an implementation model is coded in the programming language of the target platform, either manually or by means of an automated model-to-code transformation. Finally, after testing and debugging, the implemented solution is then deployed in a target environment.

A model for a (software) system, which may be called a ‘(software) system model’, does not consist of just one model diagram including all viewpoints or aspects of the system to be developed (or to be described). Rather it consists of a set of models, one (or more) for each different viewpoint. The two most important viewpoints, crosscutting all three modeling levels: conceptualization, design and implementation, are

1. **information modeling**, which is concerned with the state structure of the domain or the system under investigation (SUI);
2. **process modeling**, which is concerned with the dynamics of the domain or SUI.

Examples of widely used languages for information modeling are *Entity Relationship (ER) Diagrams* and *UML Class Diagrams*. Since the latter subsume the former, UML class diagrams can be used for making all kinds of information models, including SQL database models. Examples of widely used languages for process modeling are *Petri Nets*, *UML State Charts*, *UML Activity Diagrams* and the *Business Process Modeling Notation (BPMN)*.

Notice that there is more agreement on the right concepts for information modeling than for process modeling, as indicated by the much larger number of different process modeling languages. This seems to indicate that there is a lower degree of understanding the nature of events and processes compared to understanding objects and their relationships.

Some modeling languages, such as UML Class Diagrams and BPMN, can be used on all three modeling levels in the form of tailored variants. Other languages have been designed for being used on one or two of these three levels only. E.g., Petri Nets cannot be used for conceptual process modeling, since they lack the required expressivity.

We illustrate the distinction between the different modeling levels with an information modeling example in Figure 2 below. In a simple conceptual information model of people, expressed as a UML class diagram, we describe people (as an object type) with the attributes “name”, “date of birth”, “age” and “income”, where “age” is a derived attribute (indicated by the slash prefix), and require that any person has exactly one mother, expressed by a corresponding binary many-to-one association (for simplicity, we omit the corresponding *father* association).

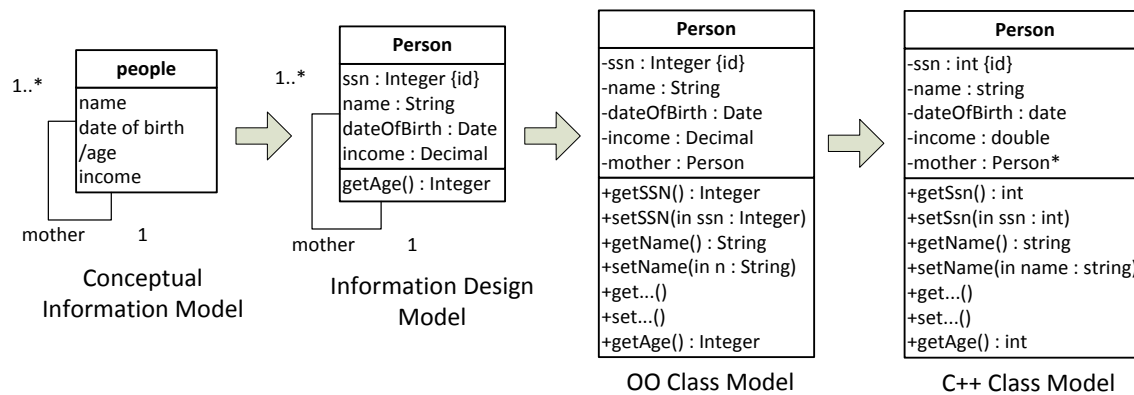


Figure 2: From a conceptual information model via a design model to OO and C++ class models.

In the design and implementation models of Figure 2, we follow standard naming conventions for class and attribute names (e.g., a class name is a singular capitalized noun, such as `Person`). In the design model, we define a range for all attributes (using platform-independent datatype names) and map the derived attribute “age” to a “getAge” operation that computes the age of a person on demand from their date of birth. In the OO class model, we make all attributes private, add public *get* and *set* methods for them, and map the *mother* association to a corresponding reference property. In the C++ class model, we map platform-independent datatypes (such as `Integer` and `Decimal`) to C++-specific datatypes (such as `int` and `double`), and use pointer types (such as `Person*`) for reference properties.

## 4.2 Model-Driven Simulation Engineering

Since simulation engineering can be viewed as a special case of software engineering, it is natural to apply the ideas of MDE also to simulation engineering. There have been several proposals of using an MDE approach in M&S, see, e.g., the overview in Cetinkaya and Verbraeck (2011).

Model-driven simulation engineering is based on the same types of models as model-driven software engineering: going from a *domain model* via a *simulation design model* to a *simulation implementation model* for the simulation platform of choice (or to several implementation models if there are several target simulation platforms). The specific concerns of simulation engineering, like, e.g., the concern to model random variations in the form of random variables, do not affect the applicability of the MDE approach, but the modeling languages to be used.

We list a number of simulation-specific modeling concerns:

1. In simulation, we need to model event types (including activity types), in addition to object types. Both can be modeled in the form of corresponding classes in UML class models, while the dynamics implied by events is modeled with the help of process models.
2. When making a simulation design model, the choices to be made include specifying random variables for modeling random variations and suitable output statistics.

We follow the IS/SE usage of the term ‘conceptual model’ as a synonym of ‘domain model’. However, in the M&S literature there are diverging proposals how to define the term ‘conceptual model’, see, e.g., (Robinson et al 2015).

Unlike a conceptual domain model, a design model depends on the purpose of the simulation project. If the purpose is answering certain research questions, then the design is being tailored such that these questions can be answered with the help of simulation output statistics. If the purpose is education or entertainment, the design needs to support suitable user interfaces for runtime statistics, visualization and user interaction.

## 5 A PROCESS MODELING EXAMPLE

As an illustrative example for using process modeling in model-based simulation engineering, we consider the case of a toll collection system called “Easy Pass”. The system narrative, based on Chapter 6 of (Sokolowski and Banks 2010), is as follows:

*The “Easy Pass” toll collection system will be placed on a two-lane highway with sufficient space to add double bypass lanes with a two-lane toll booth area. The toll booths will provide cash and credit toll payment on a 24 h basis. The lanes of the main highway will be equipped with the new Easy Pass electronic toll collection system. Cars signed up for Easy Pass will remain on the main highway lanes and maintain the posted speed limit. Their Easy Pass accounts will be automatically credited as the cars pass by identifying them with the help of sensors.*

Since conceptually events depend on the objects that participate in them, a process model depends on an underlying information model, which associates event types with those types of objects that participate in them. Consequently, process models need to be combined with information models.

### 5.1 Making a Conceptual Simulation Model

We follow the approach proposed in (Wagner 2014), which is based on the concept of *event rules* for modeling the causal regularities of a discrete dynamic system. An event rule corresponds to the notion of an *event routine* in the event scheduling approach. It defines what happens when an event (of a certain type) occurs, or, more specifically, which state changes and which follow-up events are caused by an event of that type by triggering dispositions of affected real-world objects, as discussed in (Guizzardi and Wagner 2013).

We start the modeling effort by making a conceptual information model describing all relevant object types and event types implied by the system narrative and other available requirements documents. Notice that such a conceptual model is a (solution-independent) description of the real-world system under investigation, and not a software design model.

As a first step, we make a textual model in the form of two lists: one describing the relevant types of objects, and the other one describing the relevant types of events, together with the types of objects that participate in them. For simplicity, we ignore the sensor-controlled main highway lanes and focus on the toll booth area. This leaves us with the following types of objects and events:

- Object types: cars, toll booth lanes, toll booths, toll booth clerks.
- Event types: car arrivals at the toll booth area (involving cars), car arrivals at a toll booth lane (involving cars and toll booth lanes), toll payments (involving cars and toll booth clerks), car departures (involving cars and toll booths).

Such a list can be turned into a UML class diagram, as shown in Figure 3 below, where we only consider a fragment of the textual model and mark classes as either object or event types (using UML stereotypes).

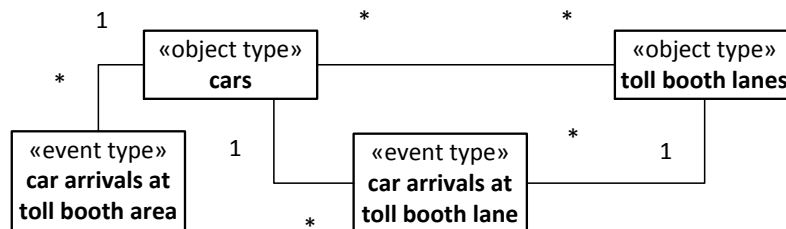


Figure 3: A conceptual information model.

Notice that in the conceptual information model, we can also describe the relevant attributes possessed by object types and event types (we’ve omitted them for a lack of space). For instance, cars have a license plate number, while all events have an occurrence time.

After identifying the relevant event types in the conceptual information model, we go on with modeling the process of the toll collection system by modeling an event rule for each event type of the information model. We can make the process model in a textual or visual (diagrammatic) form. A textual process model could be made in the form of an event rule table, as shown in Table 1.

Table 1: A conceptual process model in the textual form of an *event rule table*.

<i>ON (event type)</i>	<i>DO (event routine)</i>
Car arrival at toll booth area	Choose a toll booth lane. Drive to lane.
Car arrival at toll booth lane	IF the toll booth is busy, queue up. ELSE go to toll booth and start toll payment.

The textual model of Table 1 above, defining two event rules, can be visualized in the form of two BPMN Process Diagrams, one for each rule, as shown in Figures 4 and 5. In these event rules diagrams, event types are expressed in the form of circles, while actions and activities are expressed in the form of rectangles with rounded corners, and decision/branching nodes (called “gateways” in BPMN) in the form of large diamonds where the outgoing arrows may be annotated with conditions.



Figure 4: A conceptual process model for “car arrival at toll booth area” events.

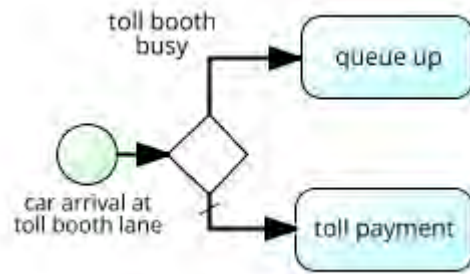


Figure 5: A conceptual process model for “car arrival at toll booth lane” events.

## 5.2 Deriving a Simulation Design Model from the Conceptual Model

While the conceptual model describes the real world system under investigation, the design model based on it specifies a computational design of the software solution to be built for our simulation project. Since we are more free in our choices in design modeling, compared to conceptual modeling, we try to exploit all opportunities for simplifying the design.

A design model needs to be computationally complete. In the case of an information design model in the form of a class diagram, this implies that the class diagram must contain range definitions for all properties of classes, such that these classes can be translated into corresponding class definitions of an OO programming language. In such a model we would no longer use the domain vocabulary of subject matter experts, like “car arrival” or “toll booth”, but rather follow naming conventions in programming, which leads to class names like “CarArrival” or “TollBooth”.

In the case of a process design model, computational completeness means that it must represent an executable specification. This requires to associate an event variable with every event type of the BPMN rule model, and providing unambiguous pseudo-code for all activities of the conceptual model, with

variables that are bound either to an object instantiating an attached object type or to an expression containing only bound variables. It also requires to choose suitable probability distributions for all simulation (input) variables that are modeled as random variables, such as the recurrence time of exogenous events like car arrivals.

As an opportunity for simplification, we merge the two conceptual event rule models shown in Figures 4 and 5 above into the event rule design model shown in Figure 6.

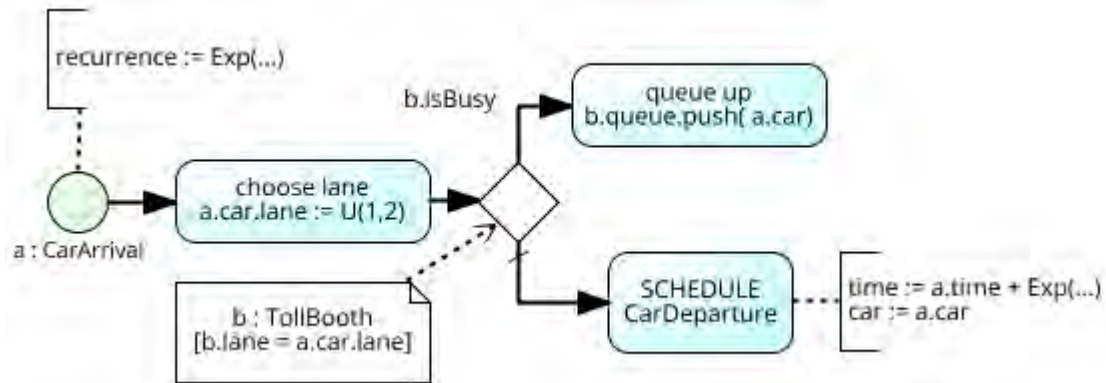


Figure 6: A BPMN process diagram specifying a design for a *CarArrival* event rule.

The *CarArrival* event rule design model shown in Figure 6 can be directly implemented in any target simulation platform supporting object types, event types and event scheduling, such as the DESMO-J simulation framework of Page and Kreutzer (2005), with its predefined `Event` class and `eventRoutine` method.

### 5.3 Process Models Based on Event Rules

It is interesting to note that in many other works, including (Banks et al 2005), (Page and Kreutzer 2005), (Law 2007) and (Ingalls 2008), an approach with making one process model diagram per event type has been used, in line with the approach that we have used for modeling the event rules of the Toll Collection System above. This observation raises the following issues.

**Open Issue 1:** *Does BPMN (or any other well-defined process modeling language) allow to express a set of event rules in an integrated way within a single process model instead of expressing each of them in a separate process model?*

**Open Issue 2:** *Does an integrated event rule model have any advantage over a corresponding set of single event rule models, except greater conciseness?*

## 6 A SHORT SURVEY OF THE USE OF PROCESS MODELING

The purpose of this short survey is to collect evidence for how process modeling is used in DES.

### 6.1 Process Modeling in Simulation Tutorials and Textbooks

It seems that simulation tutorials up to the mid-1990's did not typically involve process modeling (Harell and Leavy 1993, Maria 1997). Shruben (1990) presents a DES tutorial involving several process models in the form of Event Graphs for process design.

Ingalls (2008) provides an elaborate discussion of a DES example, using a conceptual process model in the form of some sort of flowchart, but no design models and no implementation models.

In (Banks et al 2005), seven DES examples are presented, but only for two of them some form of process modeling has been used: two flowcharts for a basic queueing system (one for arrival events and one for departure events), and an "activity network" diagram for a project simulation example. In both



cases, the process model diagrams represent design sketches. In the remaining chapters of the book, no further process models are presented. The book does not contain any conceptual process model.

Page and Kreutzer (2005) propose to use several UML diagrams languages (state charts, sequence diagrams and activity diagrams) for making process design models, in addition to using class diagrams for class design modeling. They do not use conceptual process models.

Law (2007) presents 6 examples of DES models, with process design, but no conceptual, models for 4 of them in the form of flowcharts.

In (Sokolowski and Banks 2010), three DES examples are discussed, but without any process models.

Ivanov (2016) presents four DES examples. For three of them, *SIMAN/Arena*-style processing network diagrams are used for documenting/visualizing the *AnyLogic* implementation, and for an event-based model *AnyLogic*'s Action Charts are used for documenting/visualizing the implementation.

In (Kelton et al 2013), seven DES examples are presented, but only four of them come with process implementation models in the form of *Simio*'s object-based PN diagrams (also called "Facility Views") and *Simio*'s activity-based PN diagrams.

Table 2: An overview of the use of process models in DES tutorials and textbooks.

<i>Tutorial/textbook</i>	<i># Ex.</i>	<i># Process Models</i>	<i>Types and use of process models</i>
Shruben 1990	1	1	• Event Graphs as design sketch
Ingalls 2008	1	1	• Flowcharts as conceptual models
Banks et al 2005	7	2	• Flowcharts as design sketch • 'activity network' diagram as design sketch
Page and Kreutzer 2005	3	2	• UML Activity Diagrams as design sketch • UML Statechart as design sketch
Law 2007	6	4	• Flowcharts as design sketches
Sokolowski and Banks 2010	3	0	–
Kelton et al 2013	7	4	• Flowcharts as design sketch • <i>Simio</i> 's object-based PN diagrams ("Facility Views") and <i>Simio</i> 's activity-based PN diagrams as implementation documentation
Ivanov 2016	4	4	• <i>AnyLogic</i> PN diagrams and <i>AnyLogic</i> Action Charts as implementation documentation

**Observation 3:** *There is no established best practice for making process models in DES, while information models are hardly used at all, except by Page and Kreutzer (2005). In many tutorials and textbooks, certain forms of flowcharts are used for making design sketches, which miss many items required for a computationally complete design. Generally, there is no awareness about the IS/SE distinction between a conceptual model and a design model.*

## 6.2 Process Modeling in DES Frameworks

We consider a number of DES frameworks (or platforms) listed in Table 3.

Table 3: An overview of the use of process models in simulation frameworks.

<i>DES framework</i>	<i>Reference</i>	<i>Supported diagram languages</i>
Arena	www.arenasimulation.com	Arena PN diagrams
AnyLogic	Ivanov 2016	AnyLogic PN diagrams, AnyLogic Action Charts
Simio	Kelton et al 2013	Simio object-based PN diagrams ("Facility Views") and

		activity-based PN diagrams
Simul8	www.simul8.com	Simul8 PN diagrams, BPMN process diagrams

**Observation 4:** *DES frameworks use their own (DSL-based) process diagram language for visualizing and documenting their simulation programs. Typically, they use some form of Processing Network (PN) diagrams based on the processing network worldview. Some platforms also support business process simulation with BPMN. The relationship between PN diagrams and BPMN diagrams is not clear.*

### 6.3 Process Modeling in DES Methodology Research

Explicit process modeling construed as an analysis or design activity in preparation for making an executable model is more common in DES research than it is in the general practice of DES. Several authors have underlined the importance of conceptual modeling, often by means of process models in the development of DES models. In (Cetinkaya et al 2015), a survey of simulation methodology publications (e.g., Fishwick 1995; Robinson 2004; Sargent 2010; Balci 2012) shows that the overwhelming majority of authors advocate the use of process models. However, there is no agreement on the choice of a modeling language in the proposed methodologies. As a consequence of these limitations, it is shown that achieving model continuity throughout the steps of a simulation methodology is a challenge.

Ryan and Heavey (2006) point out that the issue of using process models for requirements gathering during the analysis phase of a simulation project has been neglected in M&S. Based on a certain set of requirements for process models, they argue that none of the process formalisms Petri Nets, DEVS, State Charts, and Activity Cycle Diagrams, and none of a number of business process modeling languages considered (including IDEF0/IDEF3, CIMOSA, and UML Activity Diagrams) are sufficiently expressive for requirements gathering, or conceptual modeling (notice that they did not consider BPMN). As a consequence, they propose their own modeling language, called *Simulation Activity Diagrams*, for which they do not provide a well-defined syntax and semantics, though.

Birta and Arbez (2013) propose an *Activity-Based Conceptual modelling* framework, called *ABCmod*, for modeling discrete dynamic systems in the form of “interaction amongst some collection of objects” that populate a system. ABCmod is not built upon an established modelling language, but rather comes with its own (peculiar) language, based on “entity categories” for information (or state structure) modeling and on activities and actions for process modeling.

Furian et al (2015) presents a conceptual modeling framework for discrete event simulation. The paper laments the inadequacy of existing conceptual modeling approaches and proposes a hierarchical conceptual model that involves a structural and control and behavioral part. The proposed conceptual approach does not impose a specific process modeling language, but cites UML/SysML activity diagrams, as well as state charts or sequence diagrams, business process diagrams, flow charts, or event graphs, as potential candidates. The paper does not provide a criterion upon which to base this choice.

There is a special class of DES projects where BPMN process models are used as the starting point: for business process (BP) simulation. This approach is supported by the BPSim standard (WFMC 2013), which facilitates the interoperability between BP modeling tools and simulation tools (e.g., Simul8 is able to import a BPMN/BPSim process specification and run corresponding simulations).

In (García et al 2014), a DES metamodel and a set of rules for generating DES design models from BPMN process models enriched with certain annotations, and for generating simulation programs (coded, e.g., in *AnyLogic* ) from such a DES design model, are proposed for supporting business process simulation. However, the restrictions on BPMN necessary to allow a model transformation based on the proposed DES metamodel are not discussed.

In (Bisogno et al. 2016), a BPMN modeling tool with BPSim support is used for modeling a pre-operative patient flow in a healthcare simulation project. It is argued that the use of BPMN has facilitated stakeholder participation. However, the authors do not discuss the limitations of BPMN with respect to simulation modeling.

**Observation 5:** *There is not much DES methodology research on conceptual and design modeling, and it mostly ignores the results achieved in IS/SE.*

**Observation 6:** *The standard semantics of BPMN, based on token flows, only supports case-handling business processes, but not business system processes, consisting of a multitude of business processes performed in parallel and interacting with each other (e.g., via competition for resources), as needed in DES. Also BPMN's event syntax, with the fixed event roles start/intermediate/end, seems to be a problem for integrated business system models.*

**Open Issue 3:** *In which way can BPMN be modified, such that it does not only support business process simulation, but all kinds of discrete event simulations?*

## 7 CONCLUSIONS

We have made 6 observations and identified 3 open issues. Compared to the limited attention it gets in today's simulation engineering practice, process modeling could play a much more prominent role and promote model-based simulation development. We have shown one promising way of using BPMN diagrams for modeling event rules in DES approaches based on the object-event worldview. But there may be many other opportunities how to benefit from using an expressive process modeling language like BPMN in simulation engineering.

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