



Process Modeling Techniques Job Aid



Table of Contents

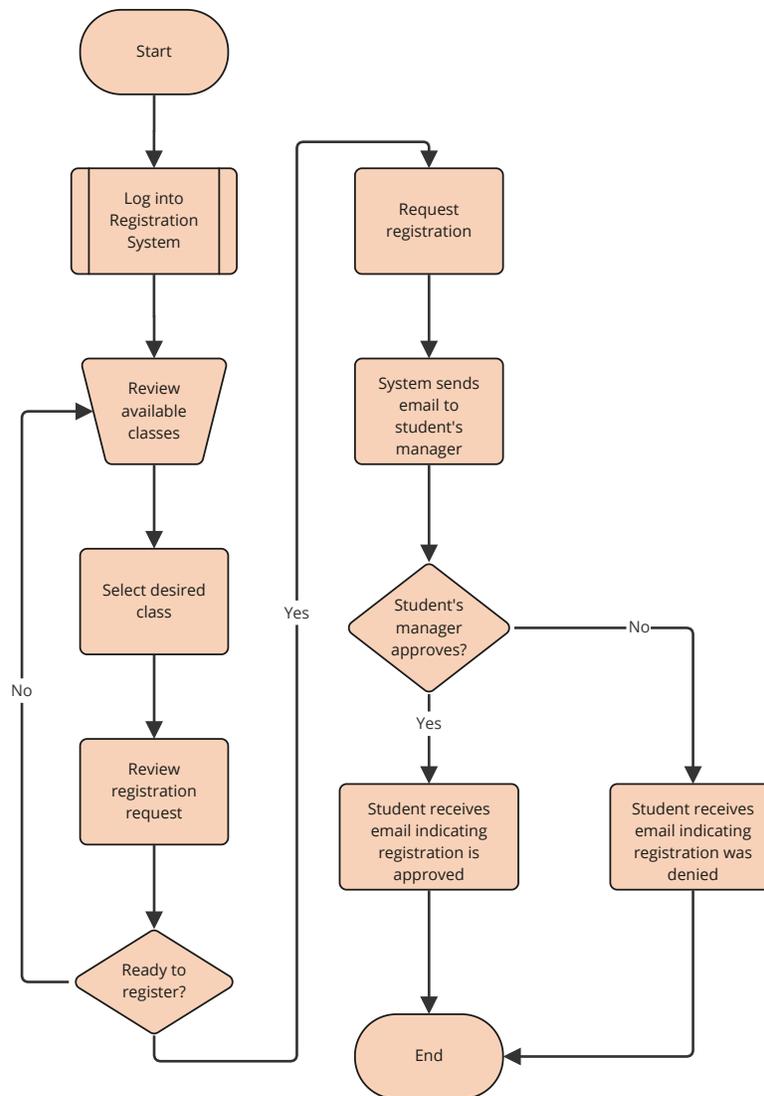
ANSI Standard Flowcharts	1
Swim Lane/Functional Diagrams	4
BPMN Process Models	5
UML Activity Diagrams	7
SIPOC Diagrams	9
Value Stream Mapping.....	10
Geographic Diagrams	15
Spaghetti Diagrams	16

ANSI Standard Flowcharts

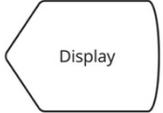
One of the most well-established diagrams used for process modeling is the American National Standards Institute (ANSI) standard flowchart.

Example:

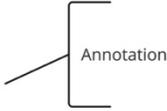
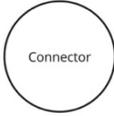
Register Student -- To-Be
Viewpoint: Student



Common symbols used in ANSI flowcharts:

Diagram Component	Symbol
Activities – rectangles that represent business tasks	
Flow of control – arrows from one activity to another	
Documents – a shape with a torn bottom half that represents a form, letter, report, fax, or other information presented on paper	
Decision points – diamond showing a question or condition and the appropriate branching. Arrows from either side of diamond show results.	
Communication link – lightning bolt (interrupted arrow) to represent the transmission of information	
Display - this represents a screen interface	

ANSI flowchart symbols (cont.):

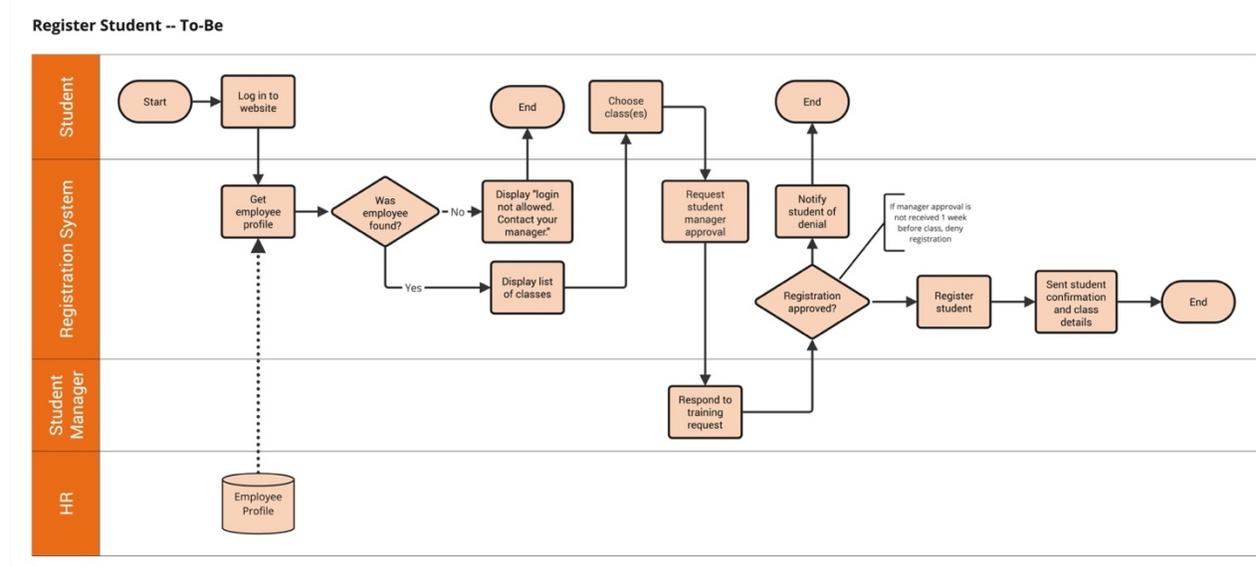
Diagram Component	Symbol
<p>Annotation – A textual description that can be connected to any other symbol on the flowchart to give the reader additional information.</p>	
<p>Terminator – an oval shape signifies the beginning and end of the sequence of tasks</p>	
<p>Database – electronic storage of information</p>	
<p>Pre-defined process – any outside system or process that will not be detailed on the current diagram. It may be represented on a flowchart of its own.</p>	
<p>Manual process – any business task that is not automated</p>	
<p>Off page connector</p>	
<p>On page connector</p>	

Swim Lane/Functional Diagrams

Functional Diagrams (also referred to as *swim lanes*) show activities grouped by the same functional area or actor.

These diagrams add a user role to a business process.

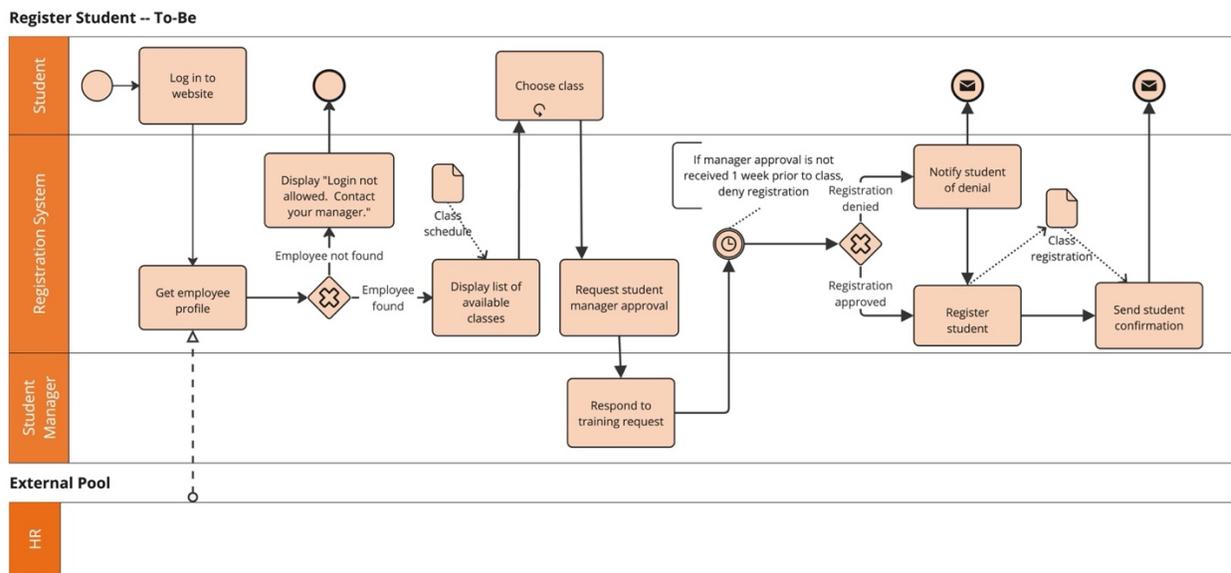
Example: Swimlane Diagram



BPMN Process Models

A Business Process Modeling Notation (*BPMN*) process model is a visual depiction of the flow or sequence of a process from the business perspective.

Example: BPMN flowchart



Common symbols used in BPMN process models:

Diagram Component	Symbol
Activities: roundtangles that represent business tasks	
Sub-processes: roundtangles with plus sign that represent composite processes	
Sequence flow: solid arrows showing the order in which tasks are performed	
Message flow: dashed line arrows showing information flow between two process participants	
Association: dotted line showing a related artifact (may use an arrowhead)	
Simple start event: open circle indicating the beginning of the process. Symbols inside the circle indicate the cause of the event. Start events cannot have incoming flows.	
Simple end event: circle indicating the end of a process	
Terminate all processes	
Intermediate event: circle that shows that something happens after a process has started and before it has ended	
Gateway: a diamond showing branching, forking, merging, and joining of sequence paths. Symbols inside the diamond indicate the type of behavior.	

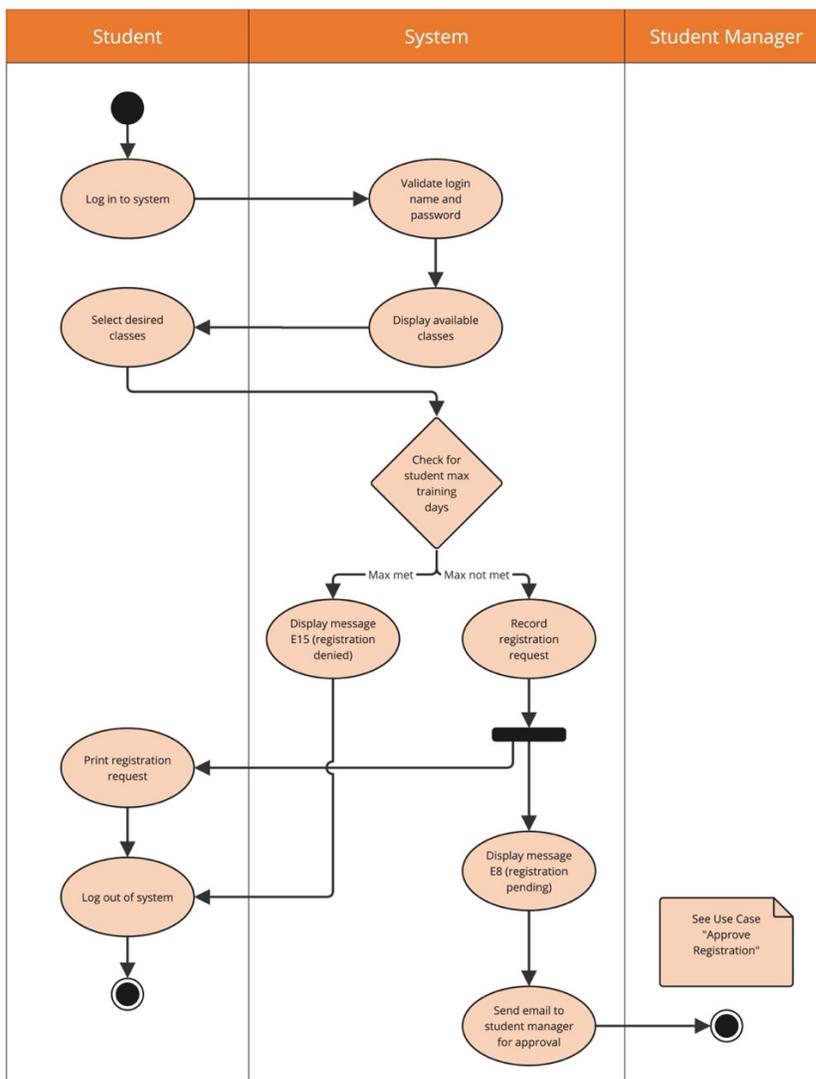
UML Activity Diagrams

A diagram similar in function to an ANSI flowchart is the Unified Modeling Language (UML) activity diagram.

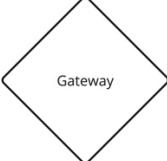
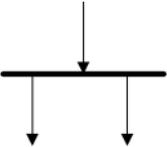
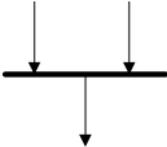
UML activity diagrams may be used for both manual and automated processes.

Example: UML Activity Diagram

Register for Class To-Be
Perspective: Student



Common symbols used in UML Activity Diagrams:

Diagram Component	Symbol
Initial state – This is the starting point of the activity diagram and coincides with the preconditions described in the path.	
Use Case – Tasks done by the actor or by the system (ovals or rectangles)	
Flows – Arrows showing transitions from one activity to another	
Decision node – Each branch should have a Condition.	
Conditions – Square brackets containing text next to an activity or decision point.	
Fork – Point at which the flow breaks into two or more parallel paths	
Join – Point at which the paths come back together. Forks and Joins should be balanced.	
Final state – The ending point of the diagram coincides with the scenario's post condition and is shown with a bull's eye	

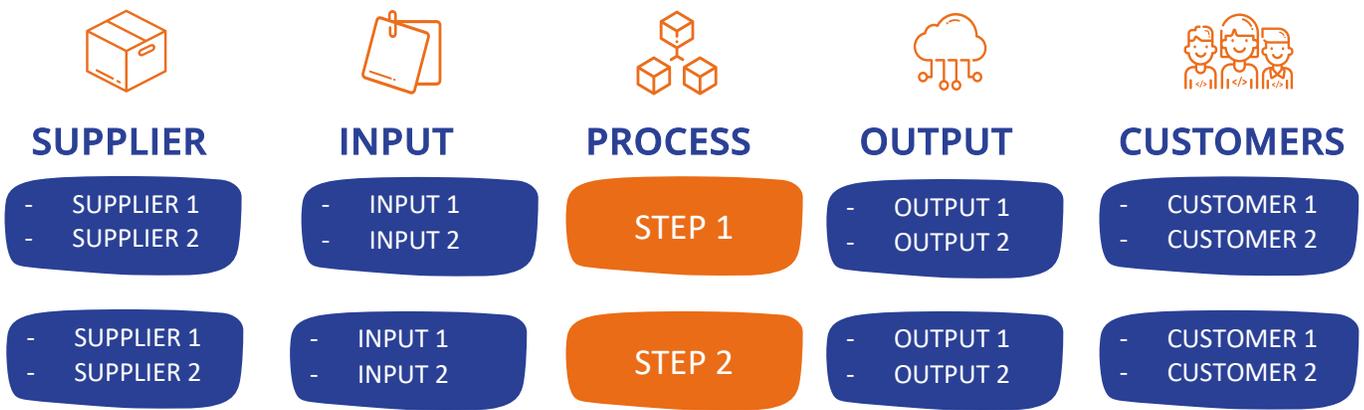
SIPOC Diagrams

Six Sigma uses a *Supplier – Input – Process – Output – Customer* (SIPOC) diagram to evaluate processes.

Processes transform inputs into higher value outputs. The outputs of a process should have higher value than the inputs. If not, the process is not adding business value.

This diagram is generally used as a communication tool for the project team to discuss processes with executive management.

SIPOC format:

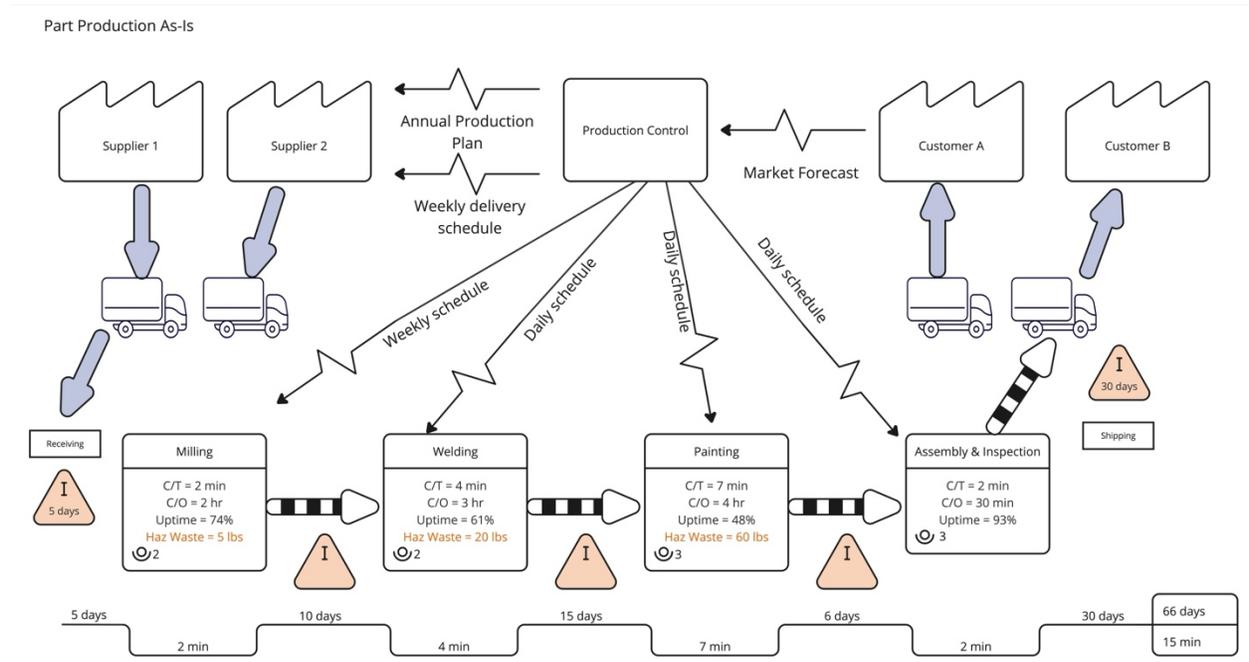


Value Stream Mapping

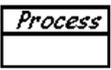
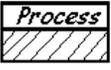
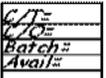
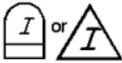
Value Stream Mapping (VSM) is a visual means to depict and improve the flow of a process, as well as the information that controls the flow of materials through the process.

It is a tool for identifying the inherent waste and losses within an operation.

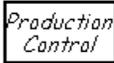
Example:



Common symbols used Value Stream Maps:

Diagram Component	Symbol
Customer/Supplier Icon: represents the Supplier when in the upper left, customer when in the upper right, the usual end point for material	
Dedicated Process flow Icon: a process, operation, machine or department, through which material flows. It represents one department with a continuous, internal fixed flow.	
Shared Process Icon: a process, operation, department or workcenter that other value stream families share.	
Data Box Icon: it goes under other icons that have significant information/data required for analyzing and observing the system.	
Workcell Icon: indicates that multiple processes are integrated in a manufacturing workcell.	
Inventory Icons: show inventory between two processes	
Shipments Icon: represents movement of raw materials from suppliers to the Receiving dock/s of the factory. Or, the movement of finished goods from the Shipping dock/s of the factory to the customers	
Push Arrow Icon: represents the “pushing” of material from one process to the next process.	
Supermarket Icon: an inventory “supermarket” (kanban stockpoint).	
Material Pull Icon: supermarkets connect to downstream processes with this “Pull” icon that indicates physical removal.	

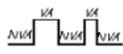
Common symbols used Value Stream Maps (cont.):

Diagram Component	Symbol
<p>FIFO Lane Icon: First-In-First-Out inventory. Use this icon when processes are connected with a FIFO system that limits input.</p>	
<p>Safety Stock Icon: represents an inventory “hedge” (or safety stock) against problems such as downtime, to protect the system against sudden fluctuations in customer orders or system failures.</p>	
<p>External Shipment Icon: shipments from suppliers or to customers using external transport</p>	
<p>Production Control Icon: This box represents a central production scheduling or control department, person or operation.</p>	
<p>Manual Info Icon: A straight, thin arrow shows general flow of information from memos, reports, or conversation. Frequency and other notes may be relevant.</p>	
<p>Electronic Info Icon: This wobble arrow represents electronic flow such as electronic data interchange (EDI), the Internet, Intranets, LANs (local area network), WANs (wide area network). You may indicate the frequency of information/data interchange, the type of media used ex. fax, phone, etc. and the type of data exchanged.</p>	
<p>Production Kanban Icon: This icon triggers production of a pre-defined number of parts. It signals a supplying process to provide parts to a downstream process.</p>	

Common symbols used Value Stream Maps (cont.):

Diagram Component	Symbol
<p>Withdrawal Kanban Icon: This icon represents a card or device that instructs a material handler to transfer parts from a supermarket to the receiving process. The material handler (or operator) goes to the supermarket and withdraws the necessary items.</p>	
<p>Signal Kanban Icon: used whenever the on-hand inventory levels in the supermarket between two processes drops to a trigger or minimum point. It is also referred as “one-per-batch” kanban.</p>	
<p>Kanban Post Icon: a location where kanban signals reside for pickup. Often used with two-card systems to exchange withdrawal and production kanban.</p>	
<p>Sequenced Pull Icon: represents a pull system that gives instruction to subassembly processes to produce a predetermined type and quantity of product, typically one unit, without using a supermarket.</p>	
<p>Load Leveling Icon: a tool to batch kanbans in order to level the production volume and mix over a period of time.</p>	
<p>MRP/ERP Icon: scheduling using MRP/ERP or other centralized systems.</p>	
<p>Go See Icon: gathering of information through visual means.</p>	
<p>Verbal Information Icon: represents verbal or personal information flow.</p>	
<p>Kaizen Burst Icon: used to highlight improvement needs and plan kaizen workshops at specific processes that are critical to achieving the Future State Map of the value stream.</p>	

Common symbols used Value Stream Maps (cont.):

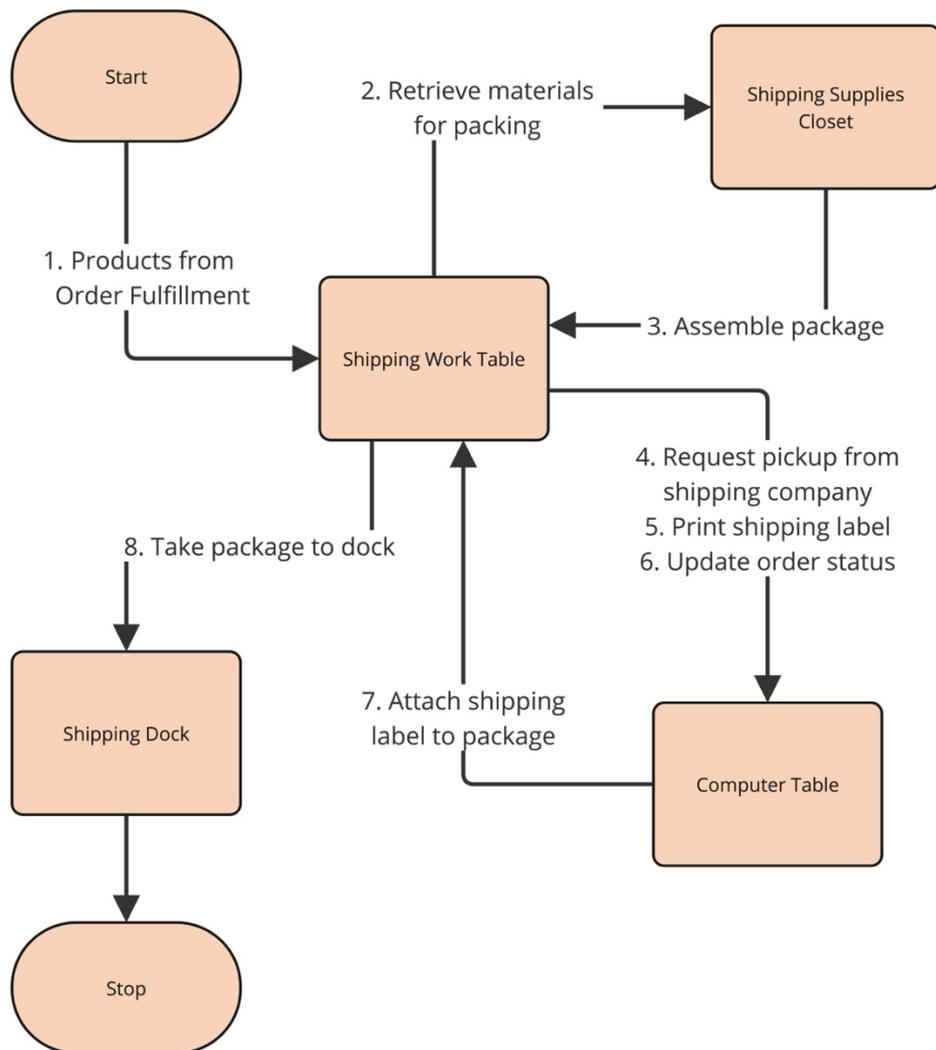
Diagram Component	Symbol
<p>Operator Icon: represents an operator. It shows the number of operators required to process the VSM family at a particular workstation.</p>	
<p>Other Icon: other useful or potentially useful information.</p>	
<p>Timeline Icon: shows value added times (Cycle Times) and nonvalue added (wait) times. Use this to calculate Lead Time and Total Cycle Time.</p>	

Geographic Diagrams

Geographic diagrams use maps, floor plans or office layouts to show where work is accomplished.

Example:

Pack Order - As-Is
Office Supplies Shipping Area



Spaghetti Diagrams

Spaghetti diagrams use a continuous-flow line tracing the path of an item or activity between the physical locations in a process.

Example:

