

Business Processes Modelling

MPB (6 cfu, 295AA)

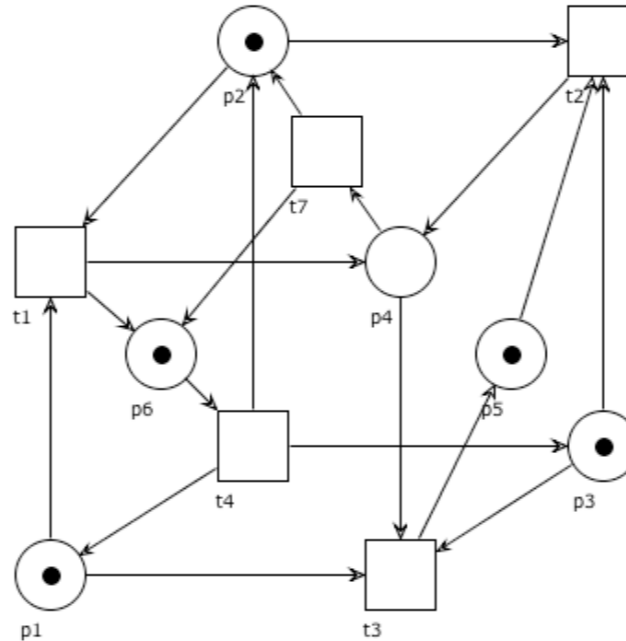
Roberto Bruni

<http://www.di.unipi.it/~bruni>

09 - Petri nets basics



Object



Formalization of the basic concepts of
Petri nets

Free Choice Nets (book, optional reading)

<https://www7.in.tum.de/~esparza/bookfc.html>

Petri nets: basic definitions



Carl Adam Petri

July 12, 1926 - July 2, 2010

http://www.informatik.uni-hamburg.de/TGI/mitarbeiter/profs/petri_eng.html

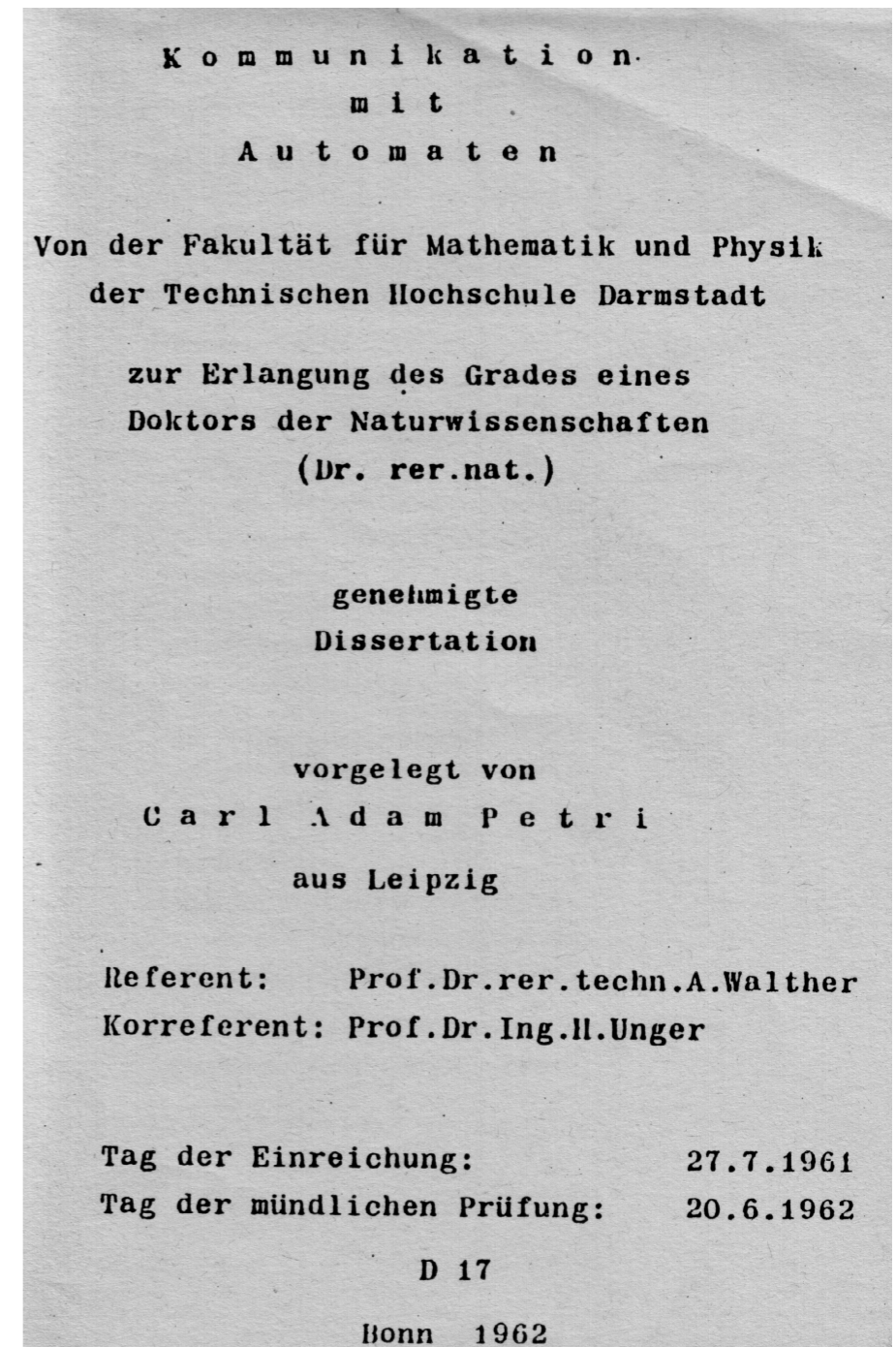
Introduced in 1962 (Petri's PhD thesis)

60's and 70's main focus on theory

80's focus on tools and applications

Now applied in several fields

Success due to simple and clean
graphical and conceptual
representation



Petri nets for us

Formal and abstract business process specification

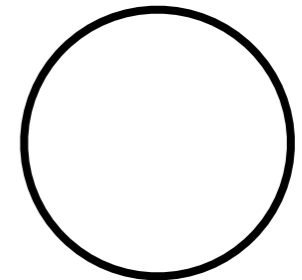
Formal: the semantics of process instances becomes well defined and not ambiguous

Abstract: execution environment is disregarded

(Remind about separation of concerns)

Places

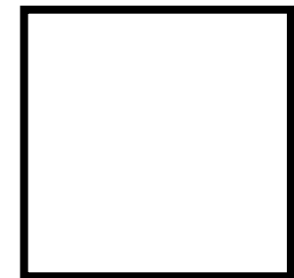
A place can stand for
a state
a medium
a buffer
a condition
a repository of resources
a type
a memory location
...



Transitions

A transition can stand for
an operation
a calculation
an evaluation
a transformation
a transportation
a task
an activity
a decision

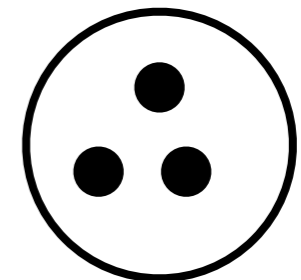
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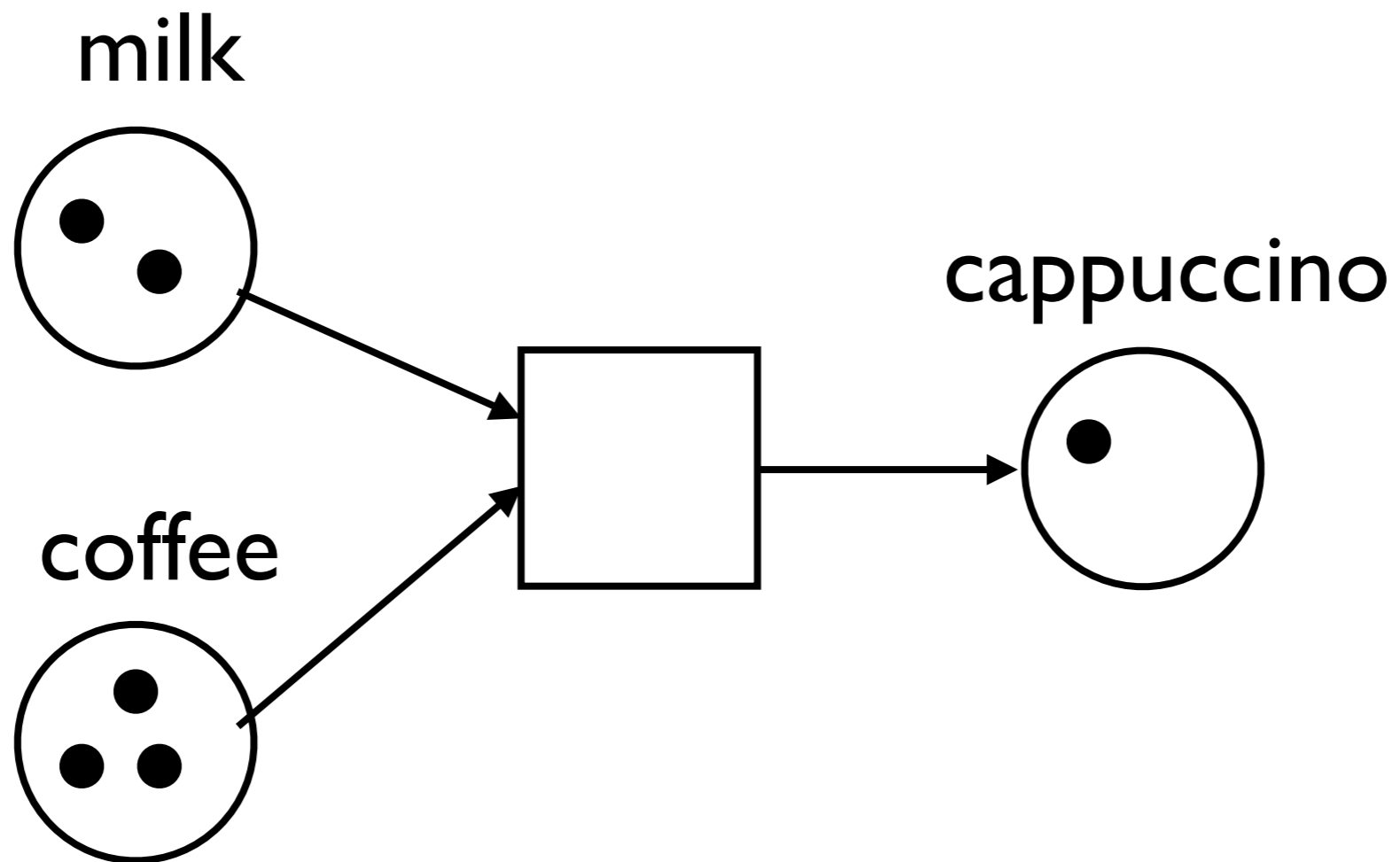
Tokens (within places)

A token can stand for
a physical object
a piece of data
a record
a resource
an activation mark
a message
a document
a case
a value

...



Example



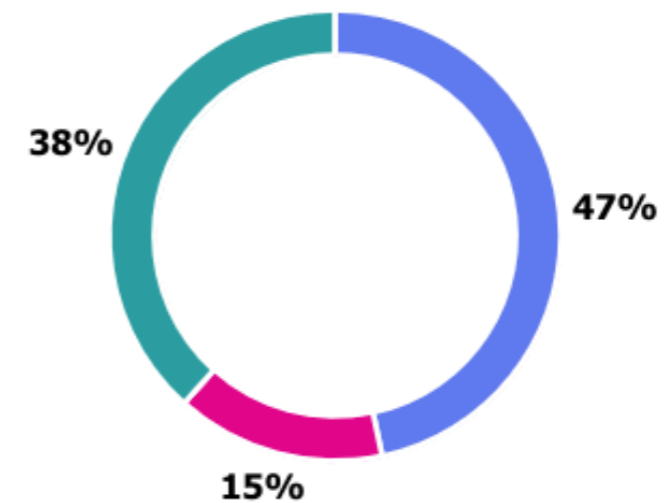
From sets to multisets

11. Do you agree that a multiset M of elements in A can be seen as a function from A to the set of natural numbers?

[Altri dettagli](#)

[Più dettagli](#)

| | |
|------------------------------------|----|
| ● Yes | 28 |
| ● No | 9 |
| ● I do not understand the question | 23 |



Notation: from sets...

Let S be a set.

Let $\wp(S)$ denote the set of sets over S .

Elements $A \in \wp(S)$ (i.e., $A \subseteq S$)
are in bijective correspondence with
functions $f : S \rightarrow \{0, 1\}$

$$x \in A \text{ iff } f_A(x) = 1$$

Sets vs Multisets

Set



Multiset



Order of elements does not matter

Each element appears at most once

Order of elements does not matter

Each element can appear multiple times

Notation: ... to multisets

Let $\mu(S)$ (or S^\oplus) denote the set of multisets over S .

Elements $M \in \mu(S)$ are in bijective correspondence with functions $M : S \rightarrow \mathbb{N}$

$f_M(x)$ is the number of instances of x in M

$x \in M$ iff $f_M(x) > 0$

Example: sets



$$f_A(\text{pen}) = 1$$

$$f_A(\text{coin}) = 1$$

$$f_A(\text{button}) = 1$$

$$f_A(\text{key}) = 0$$

Example: multisets



$$M(\text{pen}) = 4$$

$$M(\text{coin}) = 2$$

$$M(\text{button}) = 1$$

$$M(\text{key}) = 0$$

Notation: multisets

$$\text{Multiset } M = \{ k_1 x_1, k_2 x_2, \dots, k_n x_n \}$$

multiplicity
(positive, omitted if 1)

element



$$\{ 3 \text{ pen}, 2 \text{ coin}, 1 \text{ button} \}$$

or just

$$\{ 3 \text{ pen}, 2 \text{ coin}, \text{button} \}$$

Notation: multisets

Multiset $M = \{ k_1x_1, k_2x_2, \dots, k_nx_n \}$ as formal sum:

$$k_1x_1 + k_2x_2 + \dots + k_nx_n$$

$$\sum_{i=1}^n k_i x_i$$



As set is just a special case: multiplicity is either 0 or 1

$$x_{i_1} + x_{i_2} + \dots + x_{i_k}$$

$$\sum_{j=1}^k x_{i_j}$$

Marking

A **marking** $M : P \rightarrow \mathbb{N}$ denotes the number of tokens in each place

The marking of a Petri net represents its state

$M(a) = 0$ denotes the absence of tokens in place a

Notation: sets

Empty set:

$\emptyset = \{ \}$ is such that $x \notin \emptyset$ for all $x \in S$

Set inclusion:

we write $A \subseteq B$ if $x \in A$ implies $x \in B$

Set strict inclusion:

we write $A \subset B$ if $A \subseteq B$ and $A \neq B$

Set union:

$A \cup B$ is the set s.t. $x \in (A \cup B)$ iff $x \in A$ or $x \in B$

Set difference:

$A - B$ is the set s.t. $x \in (A - B)$ iff $x \in A$ and $x \notin B$

Notation: multisets

Empty multiset:

\emptyset is such that $\emptyset(x) = 0$ for all $x \in S$

Multiset containment:

we write $M \subseteq M'$ if $M(x) \leq M'(x)$ for all $x \in S$

Multiset strict containment:

we write $M \subset M'$ if $M \subseteq M'$ and $M \neq M'$

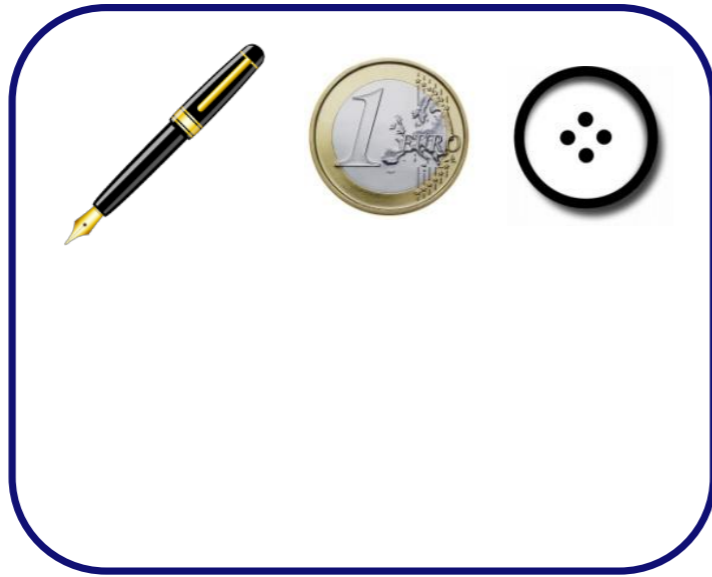
Multiset union:

$M + M'$ is the multiset s.t. $(M + M')(x) = M(x) + M'(x)$ for all $x \in S$

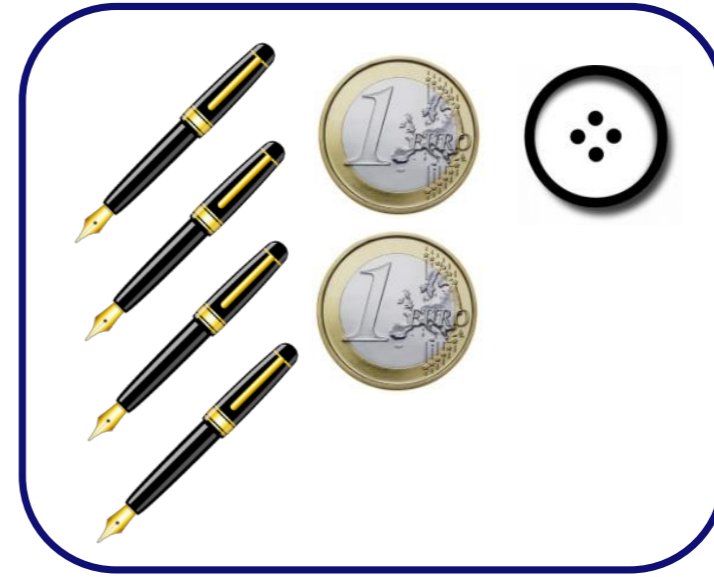
Multiset difference (defined only if $M \supseteq M'$):

$M - M'$ is the multiset s.t. $(M - M')(x) = M(x) - M'(x)$ for all $x \in S$

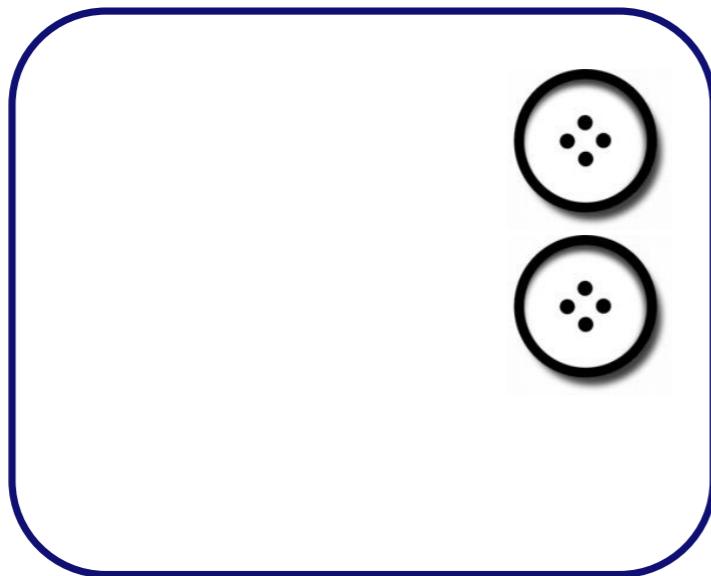
Multiset containment



\cup



\cup

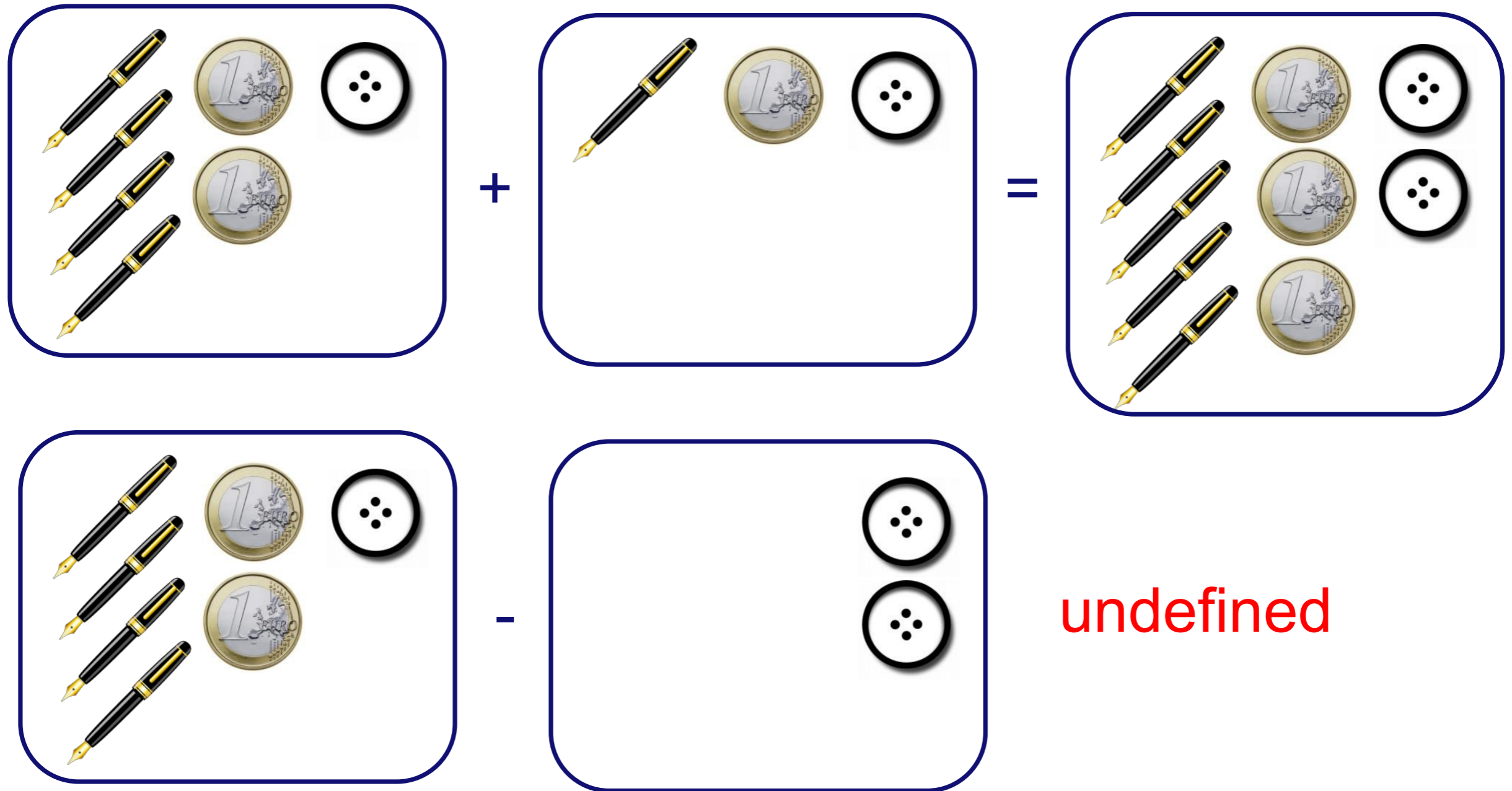


$\not\subset$

$\not\supset$



Operations on Multisets



Question time

$$3a + 2b \stackrel{?}{\subseteq} 2a + 3b + c$$

$$3a + 2b \stackrel{?}{\supseteq} 2a + 3b + c$$

$$a + 2b \stackrel{?}{\subset} 2a + 3b$$

$$(a + 2b) + (2a + c) = ?$$

$$(2a + 3b) - (2a + b) = ?$$

$$(2a + 2b) - (a + c) = ?$$

Question time

$$3a + 2b \stackrel{?}{\subseteq} 2a + 3b + c \quad \text{No}$$

$$3a + 2b \stackrel{?}{\supseteq} 2a + 3b + c \quad \text{No}$$

$$a + 2b \stackrel{?}{\subset} 2a + 3b \quad \text{Yes}$$

$$(a + 2b) + (2a + c) = ? \quad 3a + 2b + c$$

$$(2a + 3b) - (2a + b) = ? \quad 2b$$

$$(2a + 2b) - (a + c) = ? \quad \text{Not defined}$$

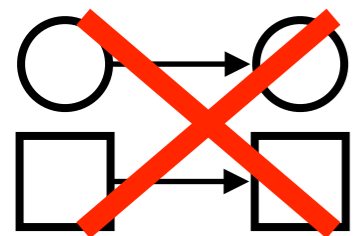
Petri nets

A **Petri net** is a tuple (P, T, F, M_0) where

- P is a finite set of **places**;

$$P \cap T = \emptyset$$

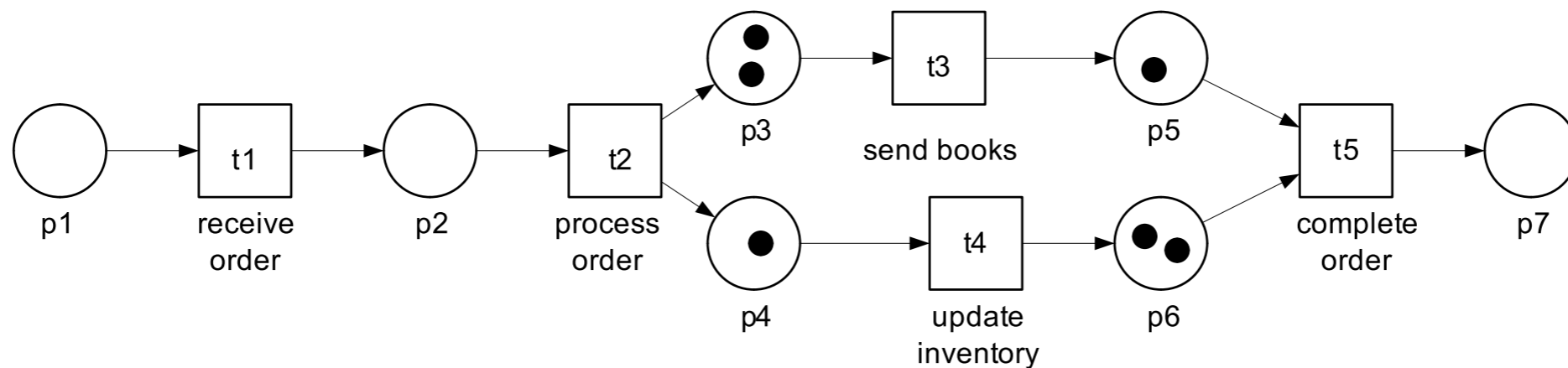
- T is a finite set of **transitions**;



- $F \subseteq (P \times T) \cup (T \times P)$ is a **flow relation**;

- $M_0 : P \rightarrow \mathbb{N}$ is the **initial marking**.
(i.e. $M_0 \in \mu(P)$)

Example



$$P = \{p_1, p_2, p_3, p_4, p_5, p_6, p_7\}$$

$$T = \{t_1, t_2, t_3, t_4, t_5\}$$

$$F = \{(p_1, t_1), (t_1, p_2), \dots ?\}$$

$$M_0 = 2p_3 + \dots ?$$

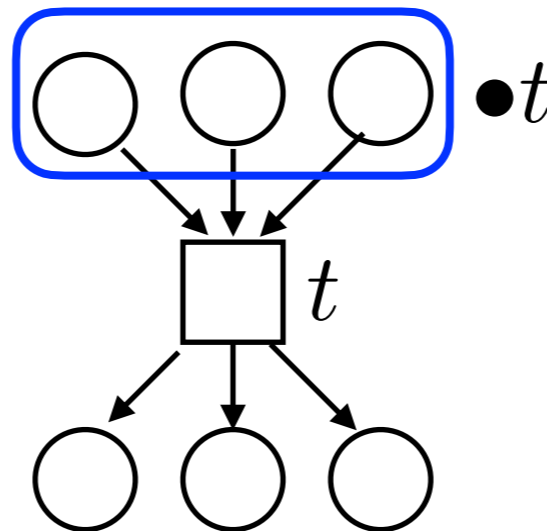
Pre-set

A place p is an input place for transition t iff

$$(p, t) \in F$$

We let $\bullet t$ denote the set of input places of t .
(pre-set of t)

tokens needed from



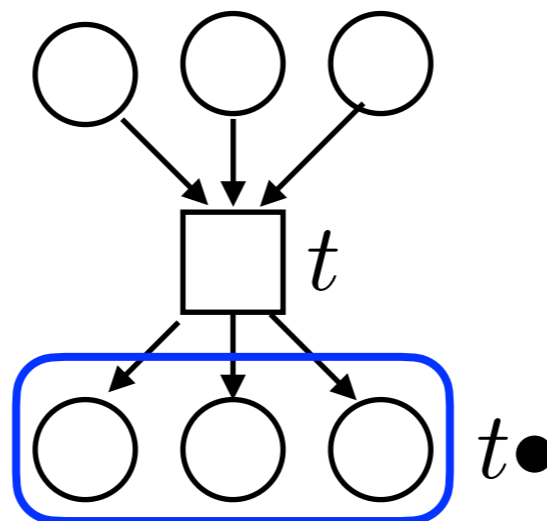
Pre-set and post-set

A place p is an output place for transition t iff

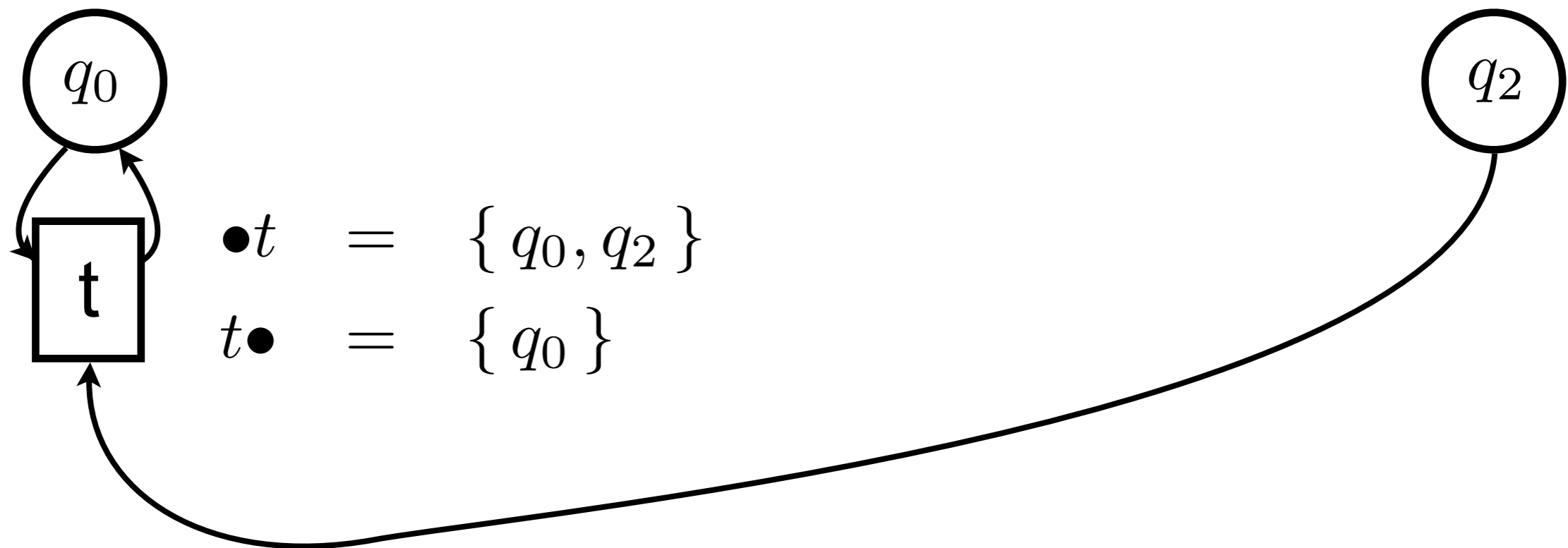
$$(t, p) \in F$$

We let $t\bullet$ denote the set of output places of t .
(post-set of t)

tokens produced in



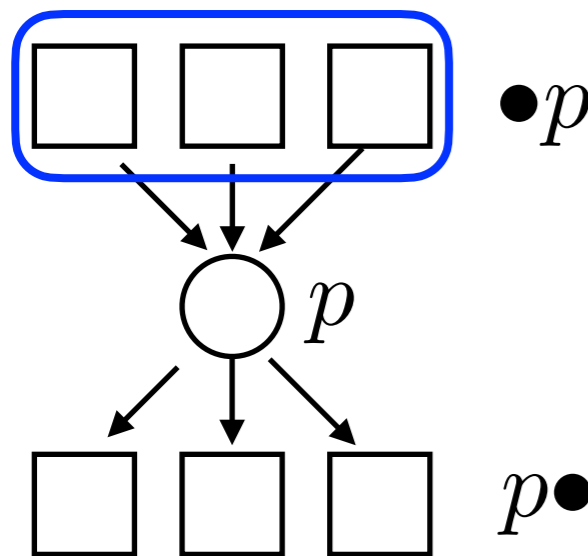
Example: pre and post



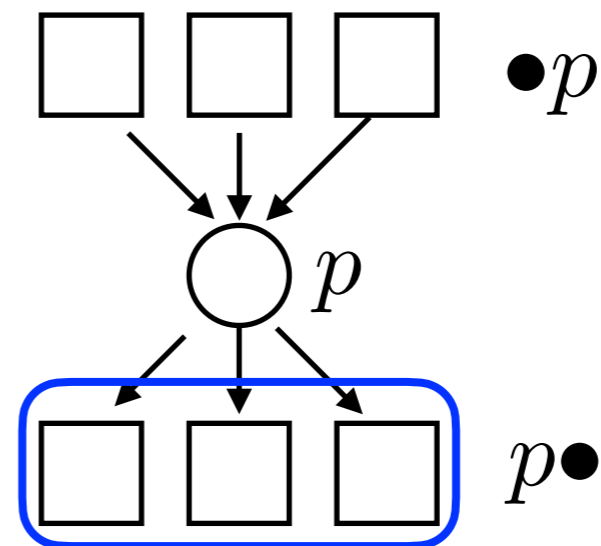
Pre-set and post-set

Analogously, we let

- p denote the set of transitions that share p as output place
- p • denote the set of transitions that share p as input place



where tokens
can come from



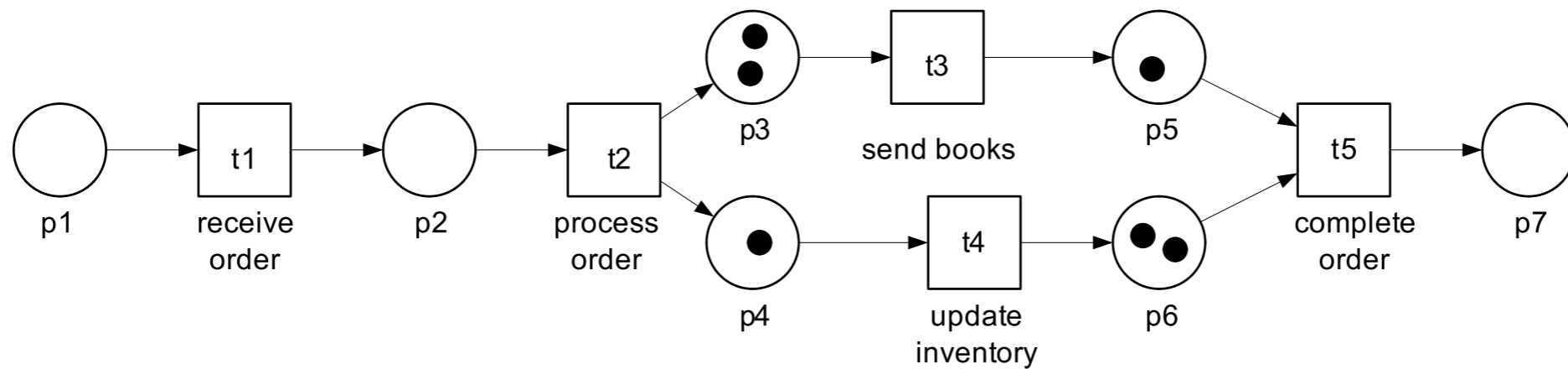
where tokens
can go to

Pre-set and post-set

Formally:

$$\begin{aligned} \bullet x &= \{ y \mid (y, x) \in F \} && \text{pre-set} \\ x \bullet &= \{ y \mid (x, y) \in F \} && \text{post-set} \end{aligned}$$

Question time



M. Weske: Business Process Management,
© Springer-Verlag Berlin Heidelberg 2007

$\bullet t_1 = ?$
 $\bullet t_2 = ?$
 $\bullet t_3 = ?$
 $\bullet t_4 = ?$
 $\bullet t_5 = ?$

$t_1 \bullet = ?$
 $t_2 \bullet = ?$
 $t_3 \bullet = ?$
 $t_4 \bullet = ?$
 $t_5 \bullet = ?$

$\bullet p_1 = ?$
 $\bullet p_2 = ?$
 $\bullet p_3 = ?$
 $\bullet p_4 = ?$
 $\bullet p_5 = ?$
 $\bullet p_6 = ?$
 $\bullet p_7 = ?$

$p_1 \bullet = ?$
 $p_2 \bullet = ?$
 $p_3 \bullet = ?$
 $p_4 \bullet = ?$
 $p_5 \bullet = ?$
 $p_6 \bullet = ?$
 $p_7 \bullet = ?$

Petri nets: enabling and firing

Enabling $M[t\rangle$

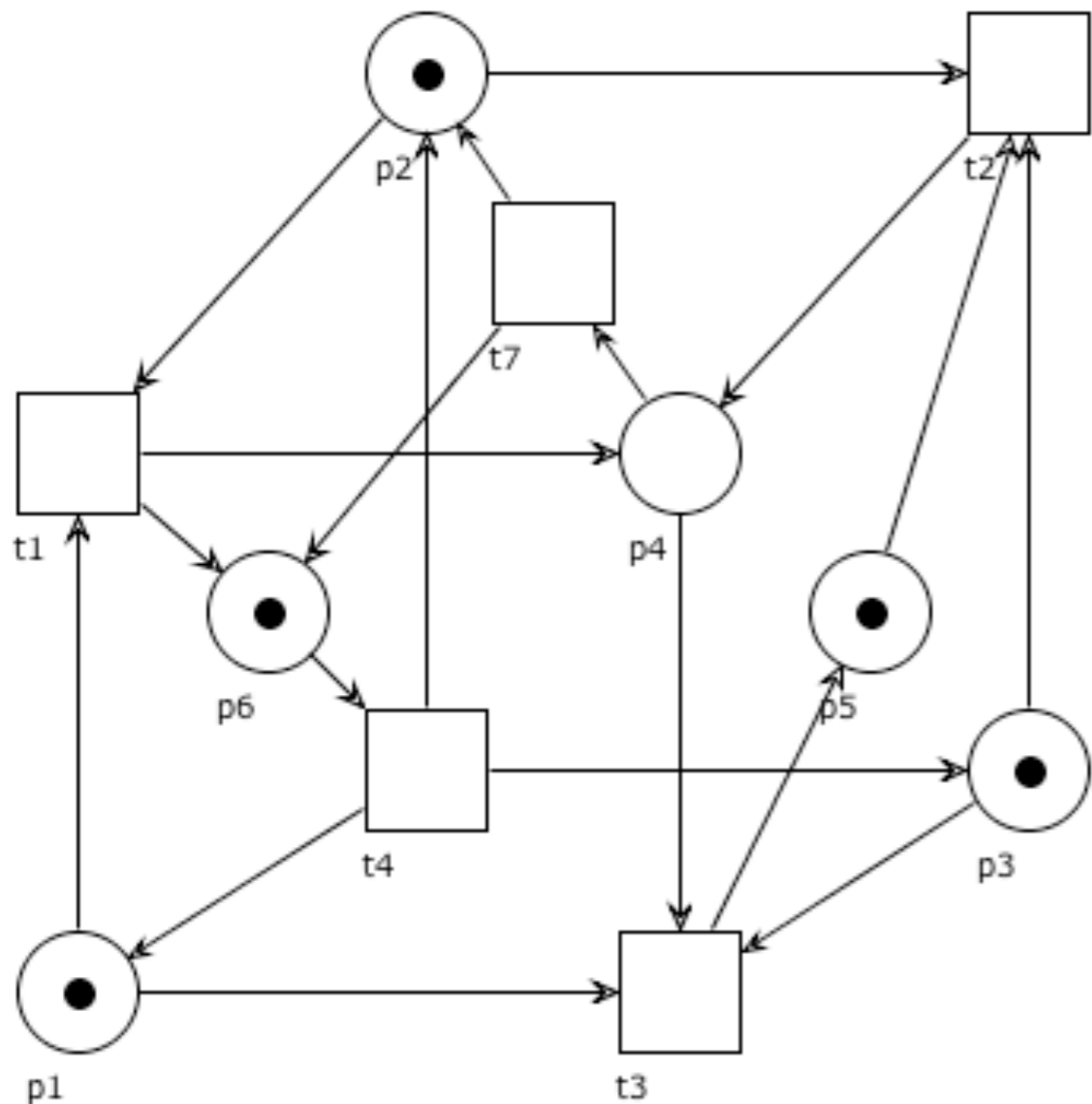
(a set can be seen
as a multiset
whose elements
have multiplicity 1)

A transition t is **enabled** at marking M iff $\bullet t \subseteq M$
and we write $M \xrightarrow{t}$ (also $M[t\rangle$)

A transition is enabled if each of its input places
contains at least one token

Question time

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$

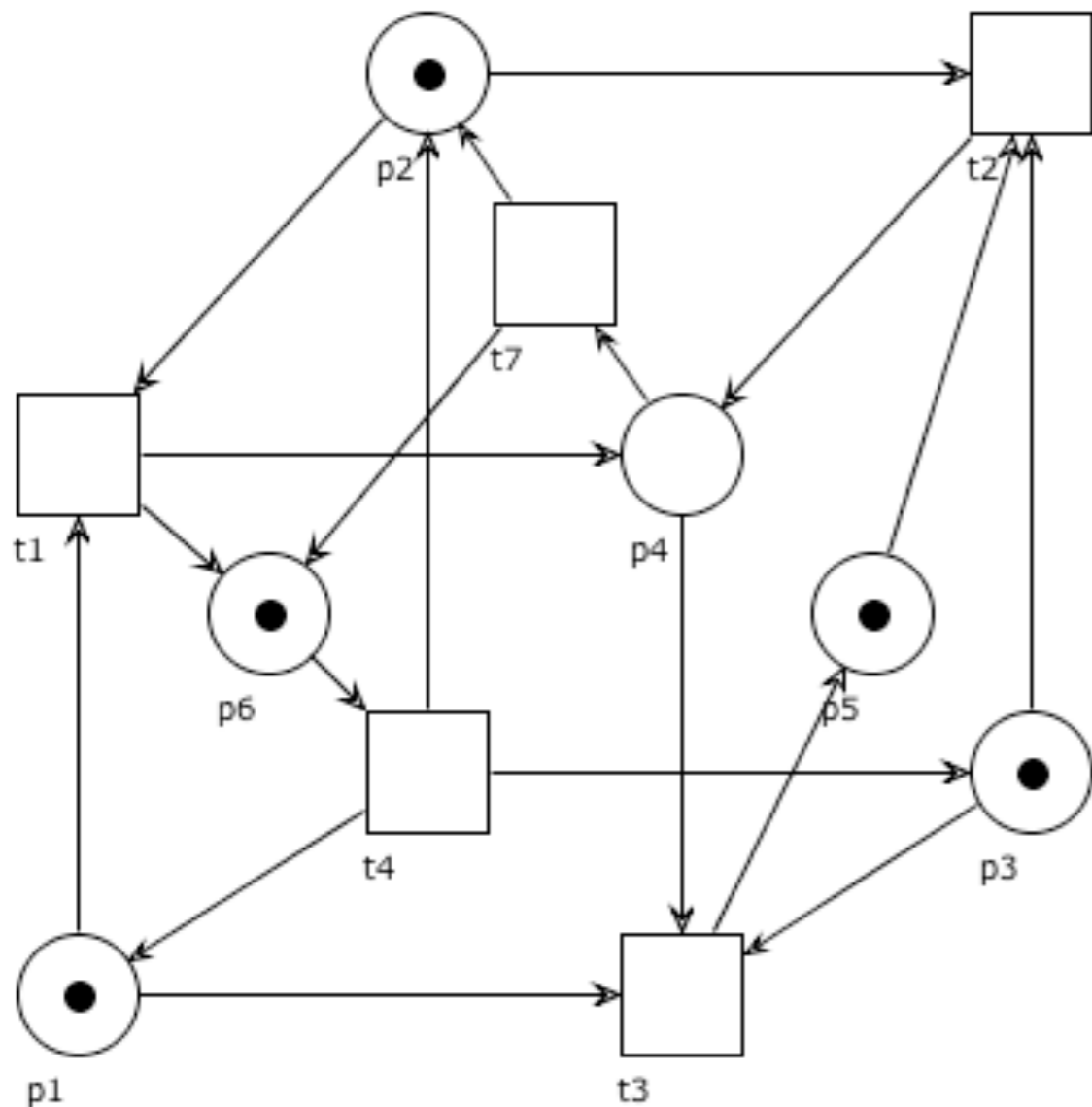


Which of the following holds true?

- $M_0 \xrightarrow{t_1}$
- $M_0 \xrightarrow{t_2}$
- $M_0 \xrightarrow{t_3}$
- $M_0 \xrightarrow{t_7}$

Question time

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$



Which of the following holds true?

- $M_0 \xrightarrow{t_1}$ Yes
- $M_0 \xrightarrow{t_2}$ Yes
- $M_0 \xrightarrow{t_3}$ No (no token in p4)
- $M_0 \xrightarrow{t_7}$ No (no token in p4)

Firing $M[t \rightarrow M'$

A transition t that is enabled at M can **fire**.

The **firing** of t at M changes the state to

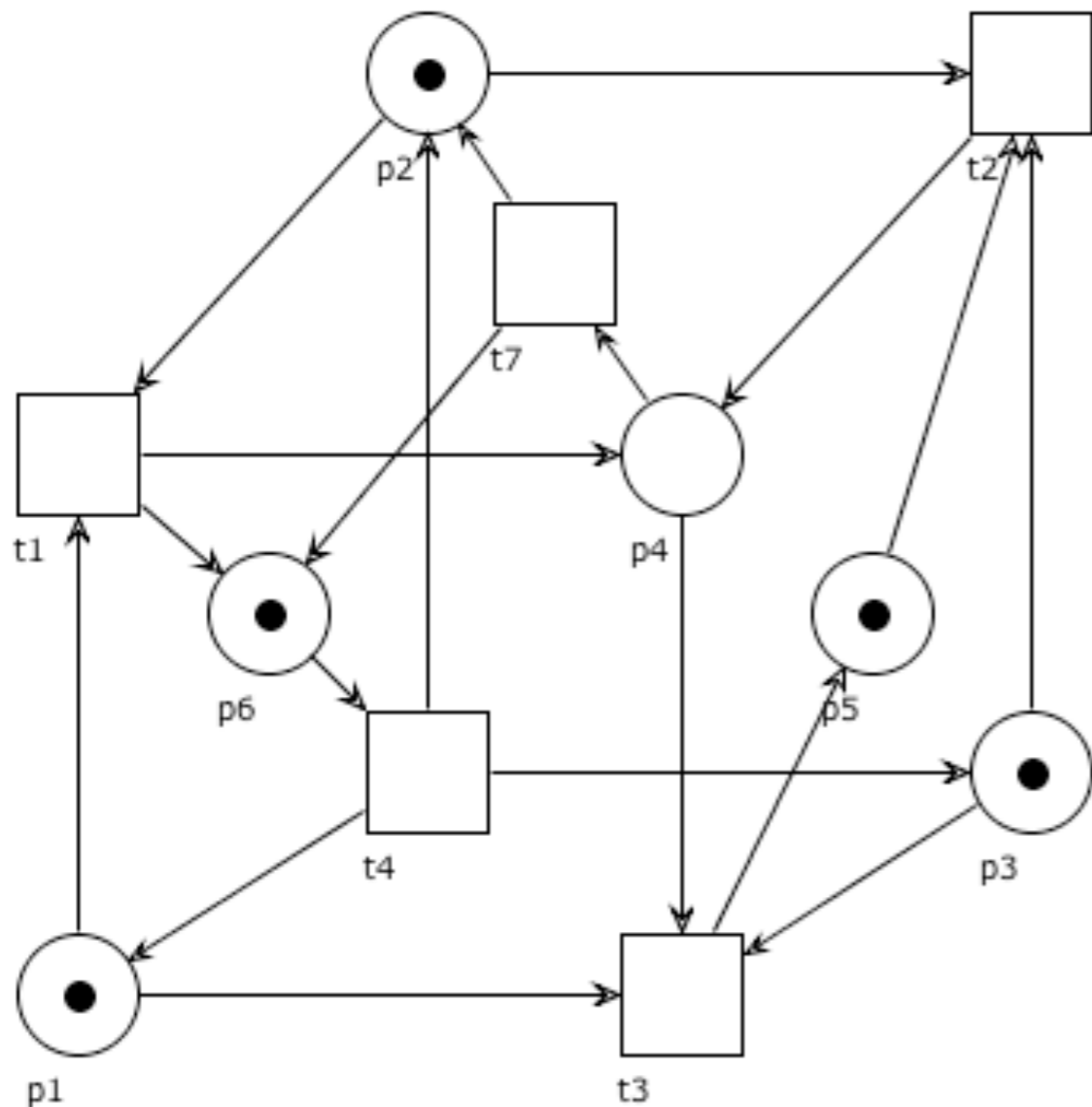
$$M' = M - \bullet t + t \bullet$$

and we write $M \xrightarrow{t} M'$ (also $M [t \rangle M'$)

When a transition fires
it consumes a token from each input place
it produces a token into each output place

Question time

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$

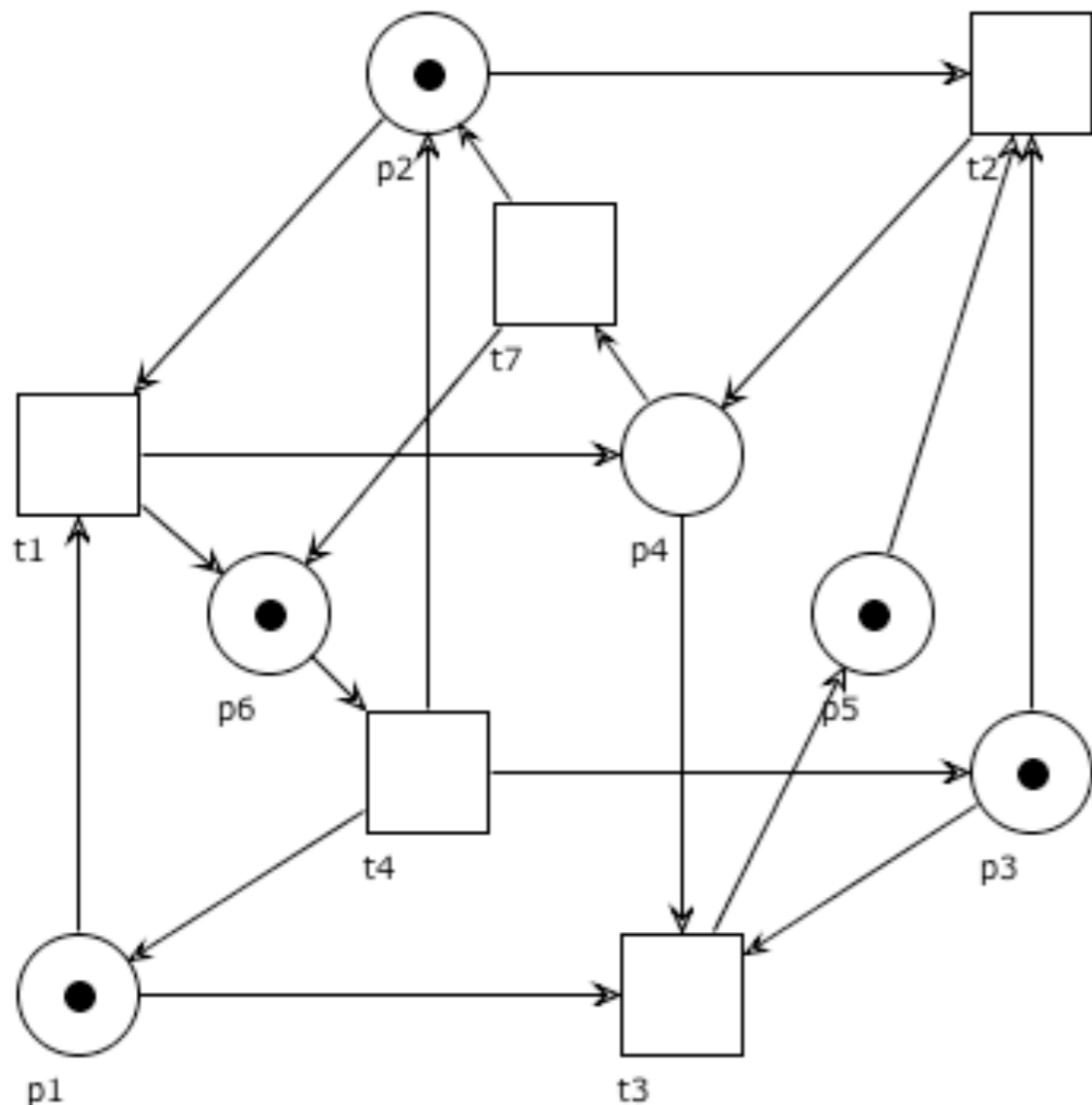


Which of the following holds true?

- $M_0 \xrightarrow{t_1} p_3 + p_4 + p_5 + p_6$
- $M_0 \xrightarrow{t_2} p_1 + p_4 + p_6$
- $M_0 \xrightarrow{t_4} 2p_1 + 2p_2 + 2p_3 + p_5$

Question time

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$



Which of the following holds true?

- $M_0 \xrightarrow{t_1} p_3 + p_4 + p_5 + p_6$ **No (2p6)**
- $M_0 \xrightarrow{t_2} p_1 + p_4 + p_6$ **Yes**
- $M_0 \xrightarrow{t_4} 2p_1 + 2p_2 + 2p_3 + p_5$ **Yes**

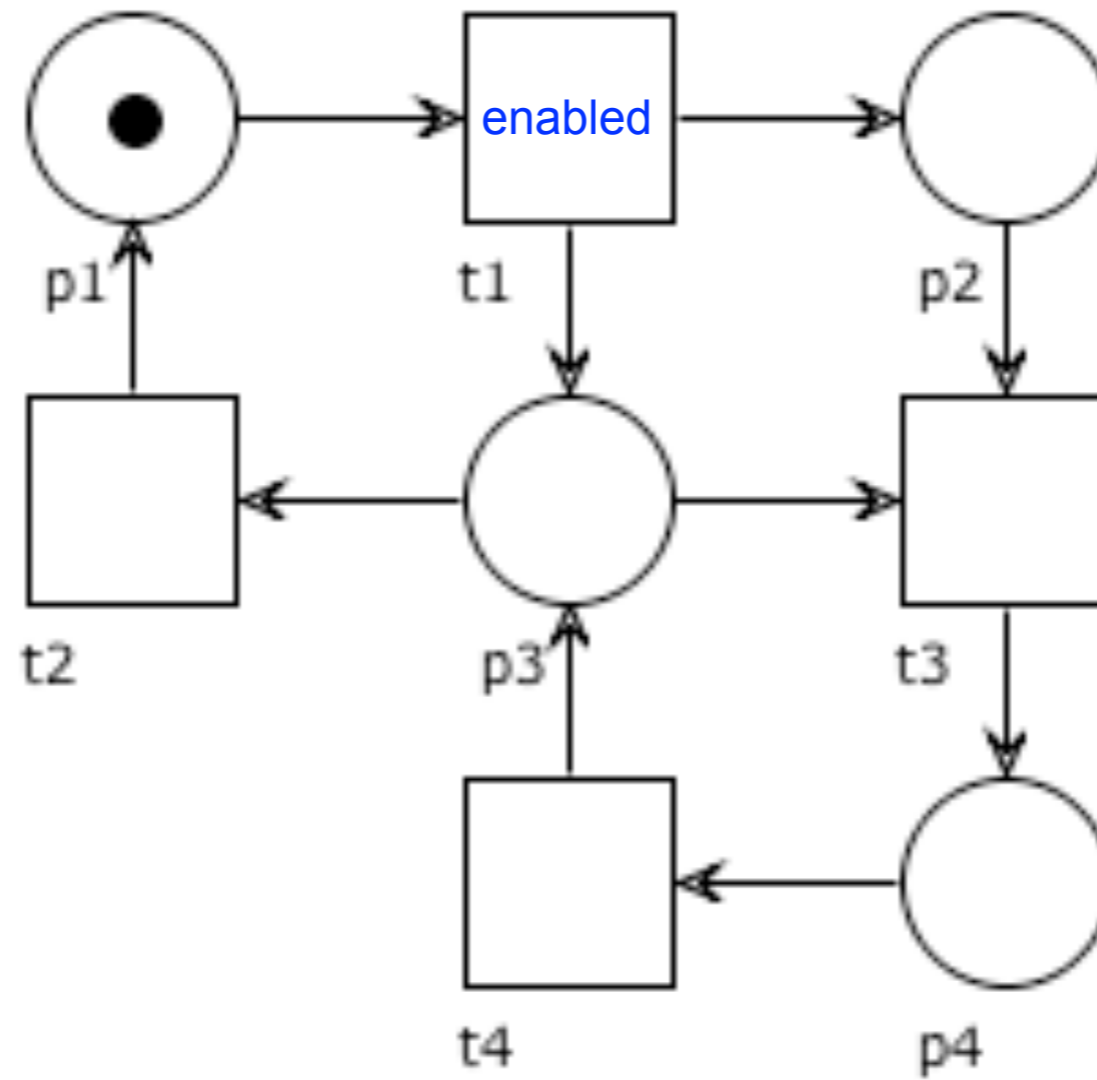
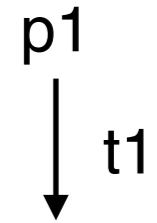
Some remarks

Firing is an atomic action

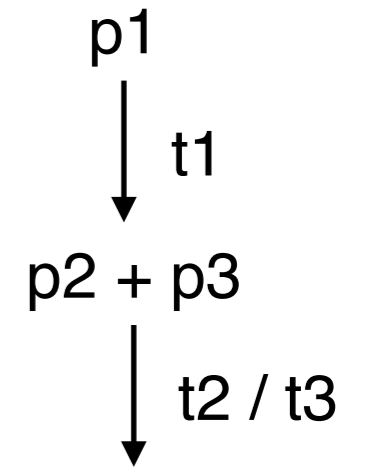
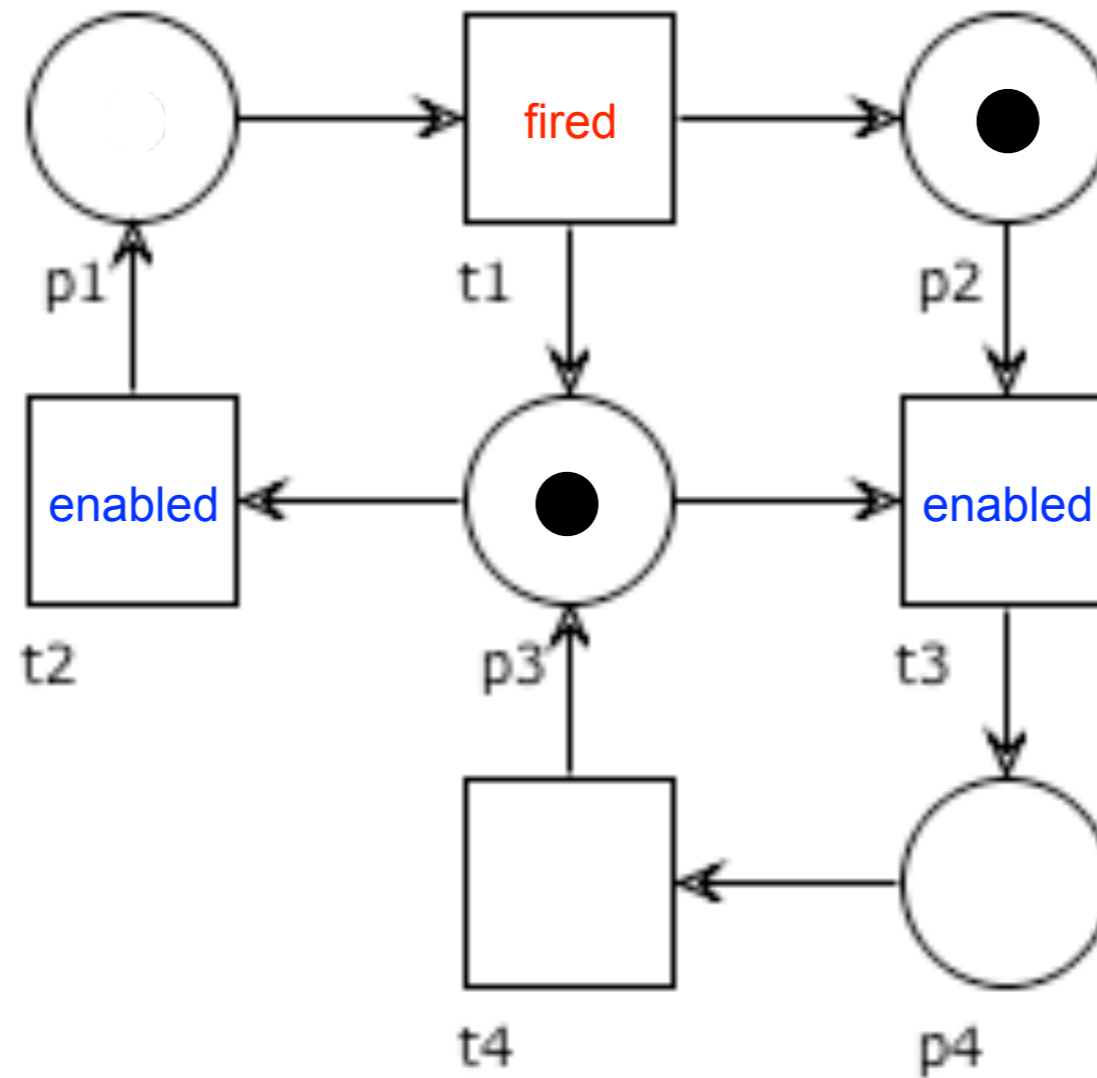
Our semantics is interleaving:
multiple transitions may be enabled,
but only one fires at a time

The network is static, but
the overall number of tokens may vary over time
(if transitions are fired for which the number of input
places is not equal to the number of output places)

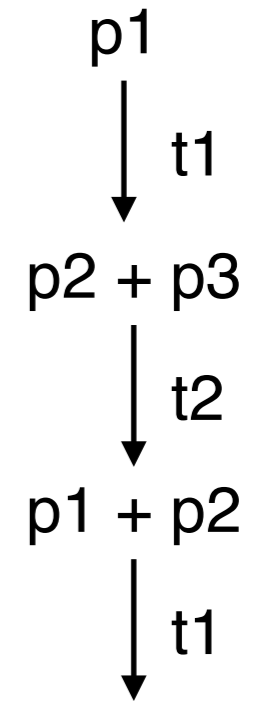
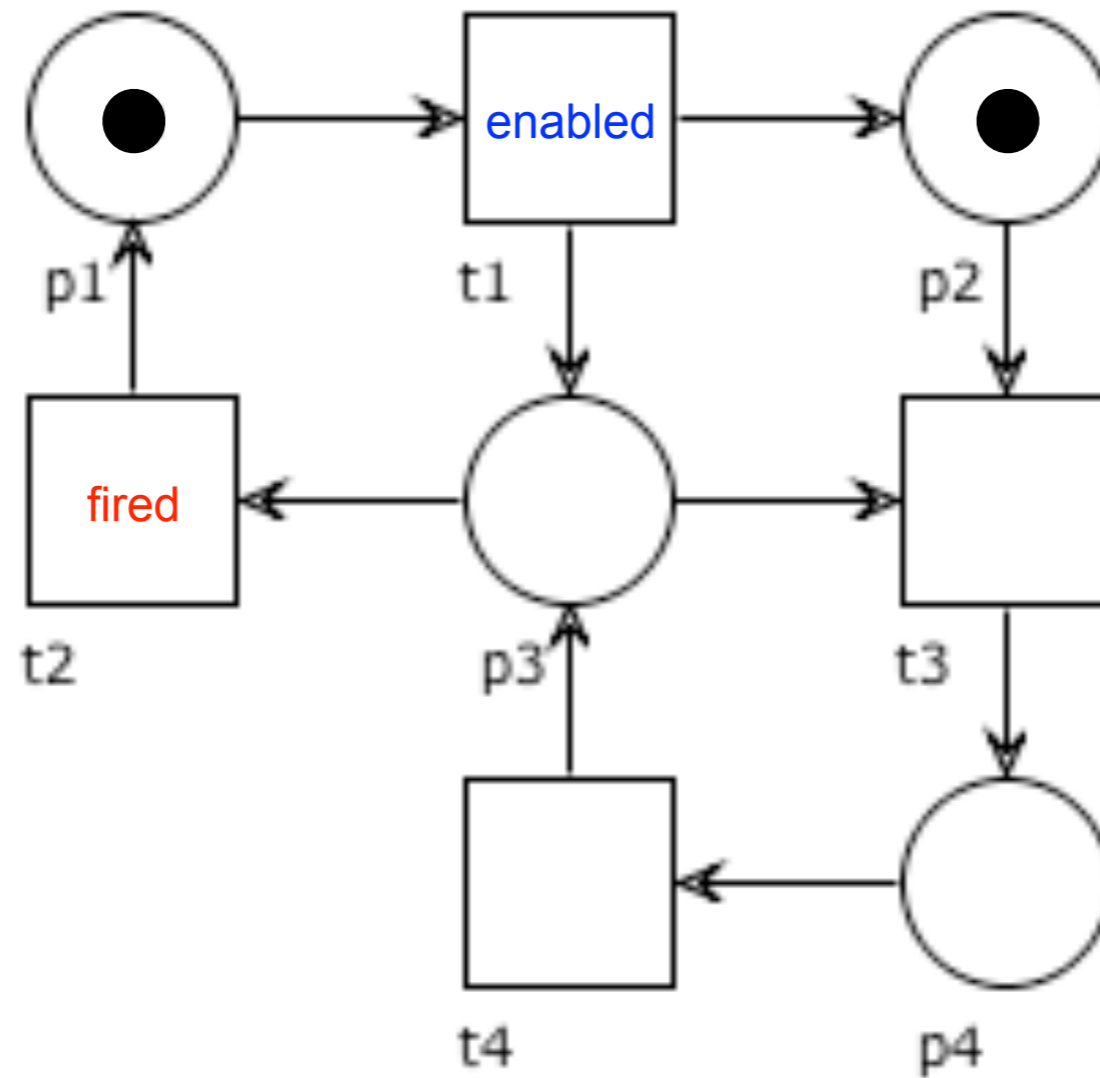
Example



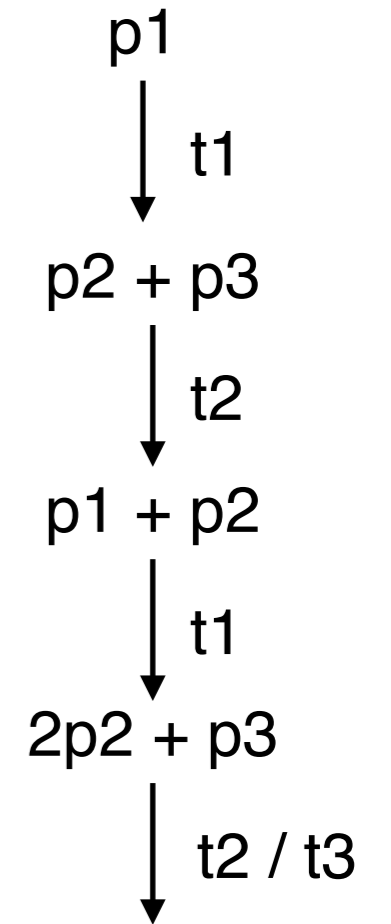
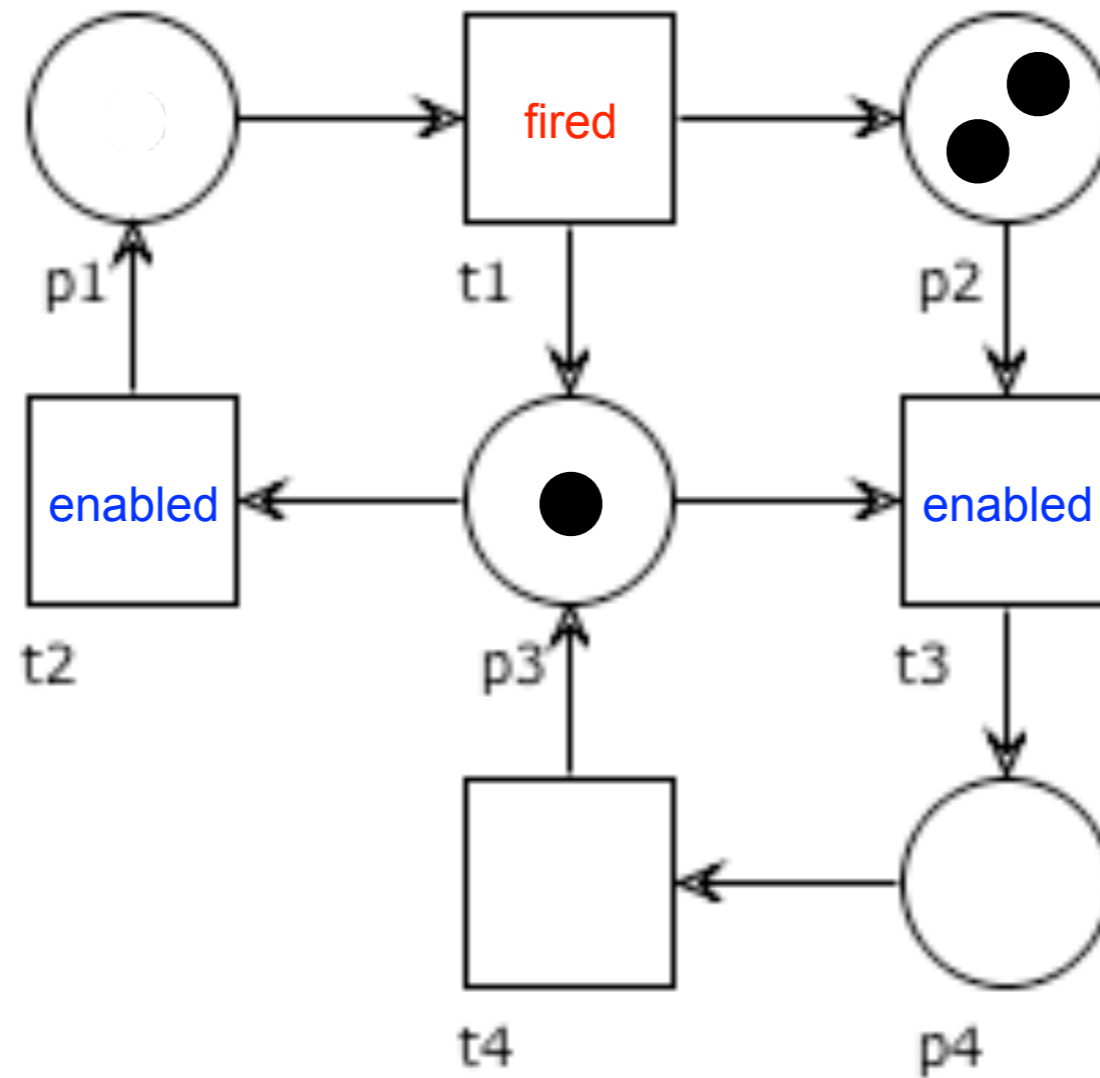
Example



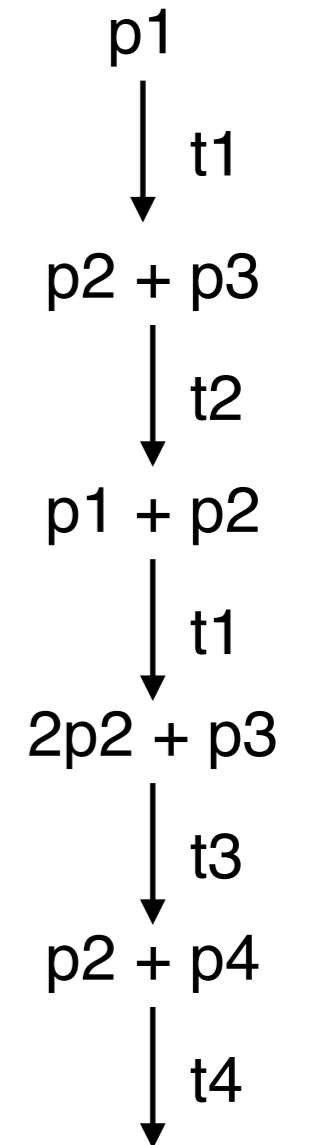
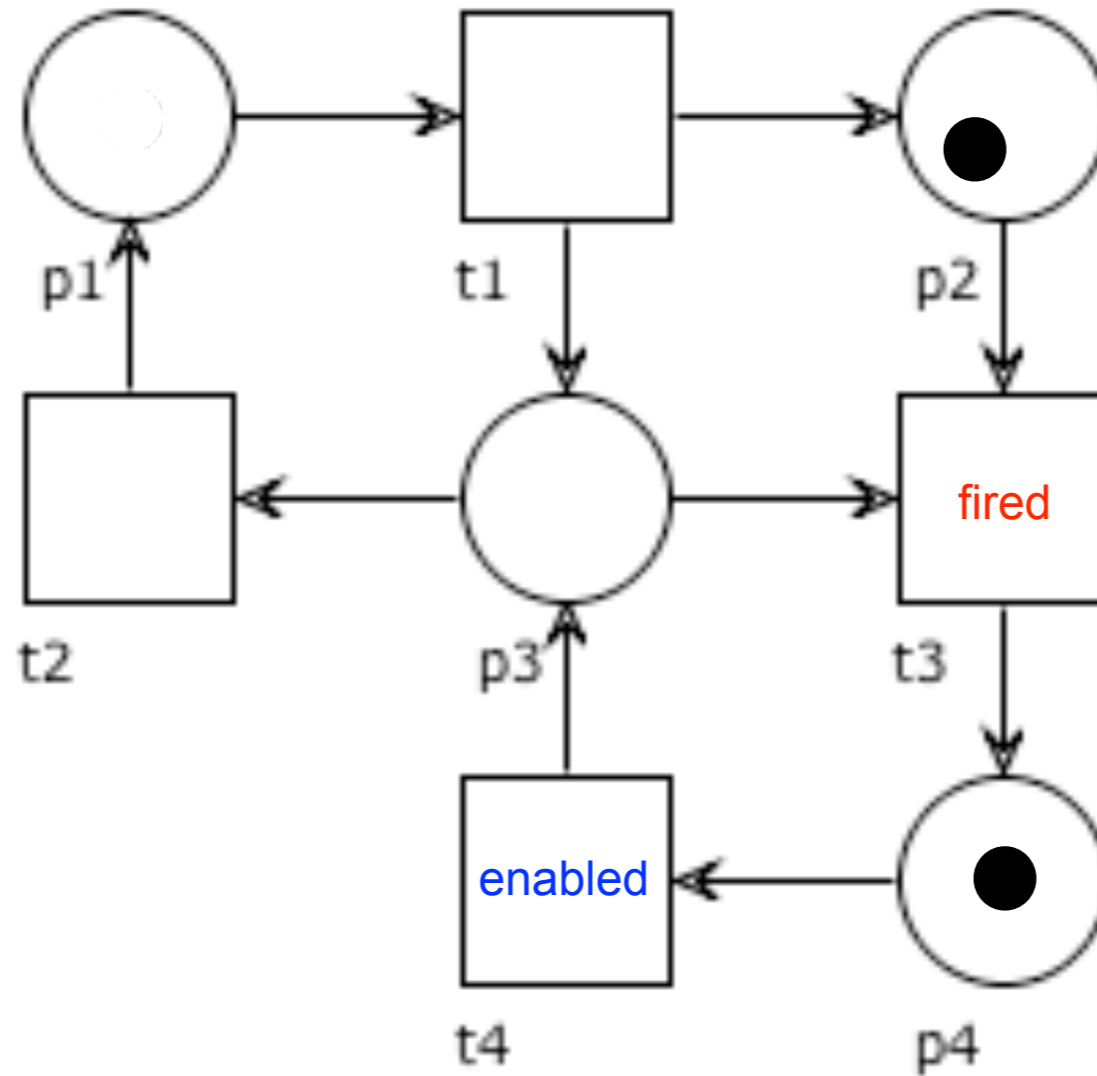
Example



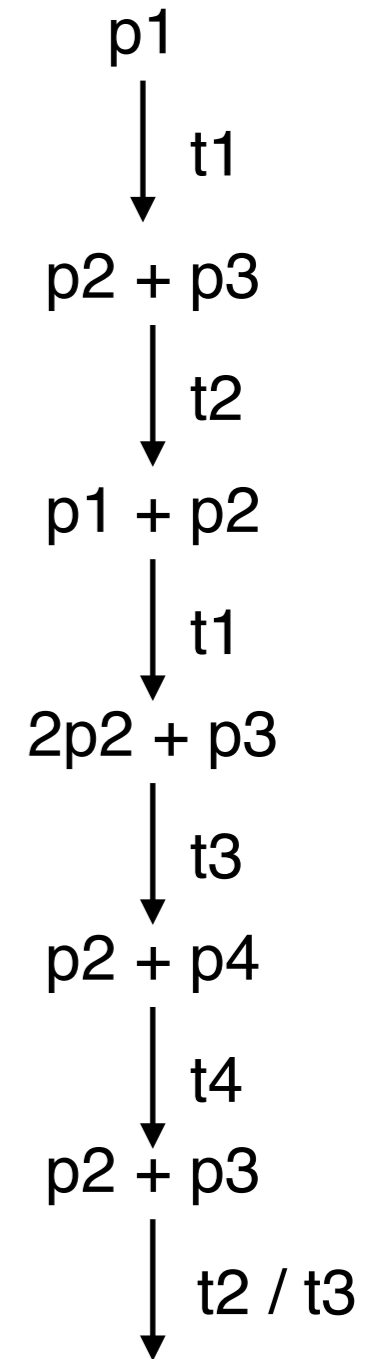
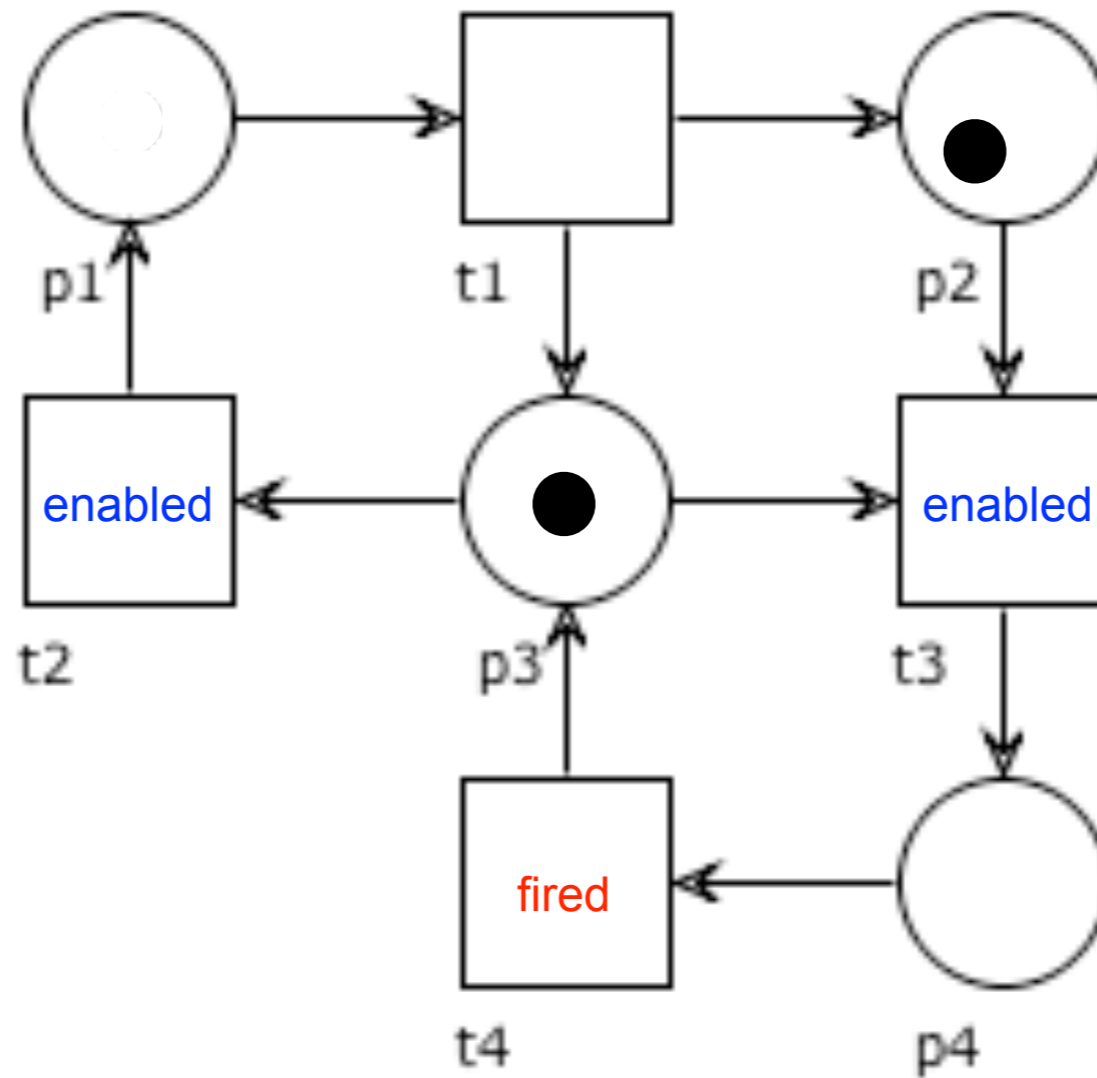
Example



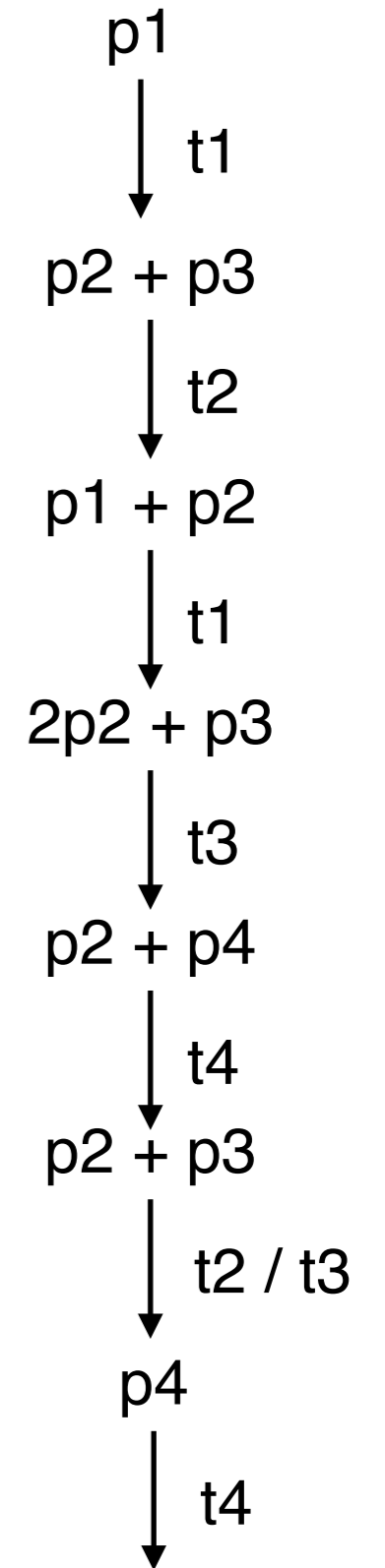
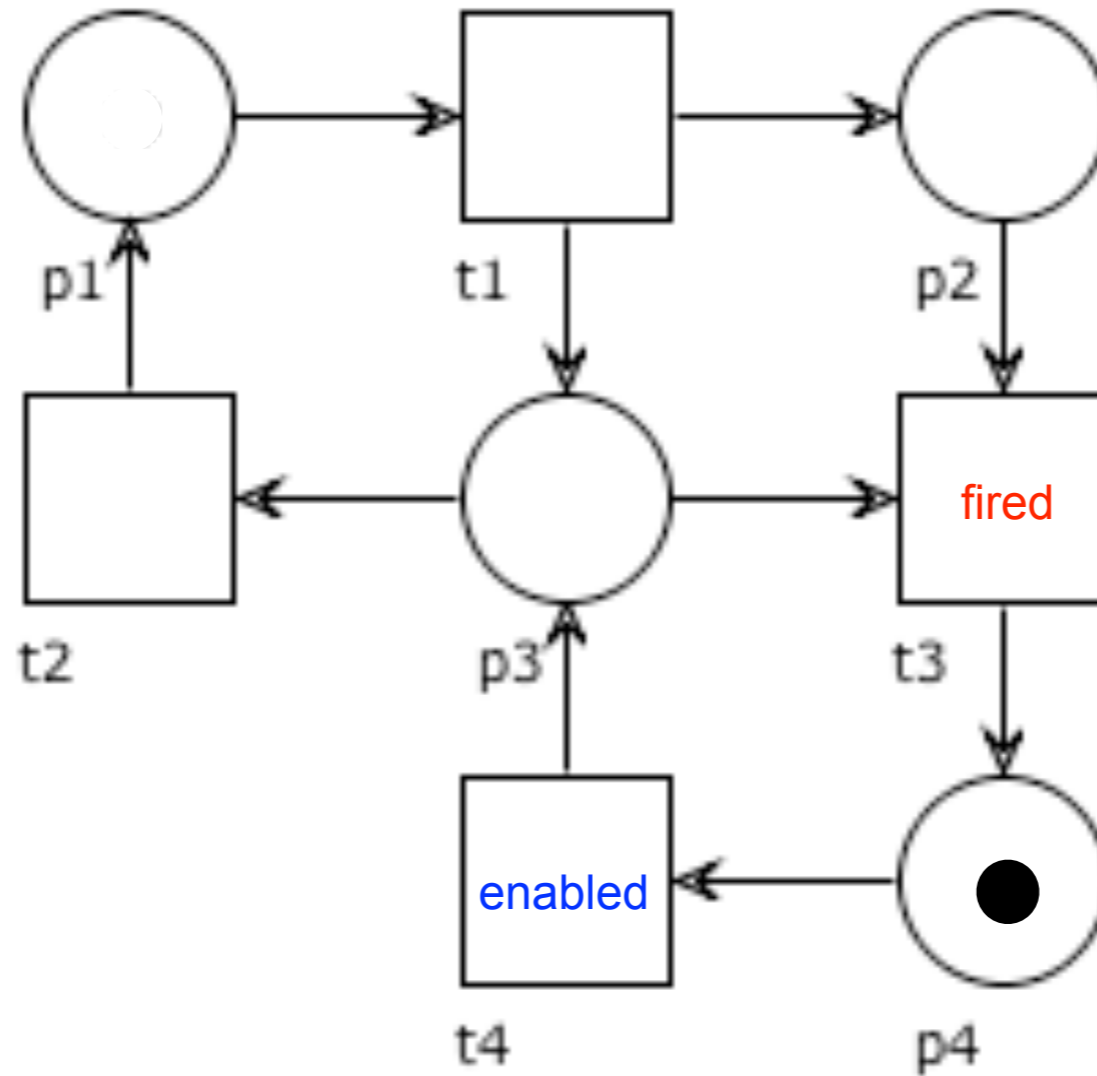
Example



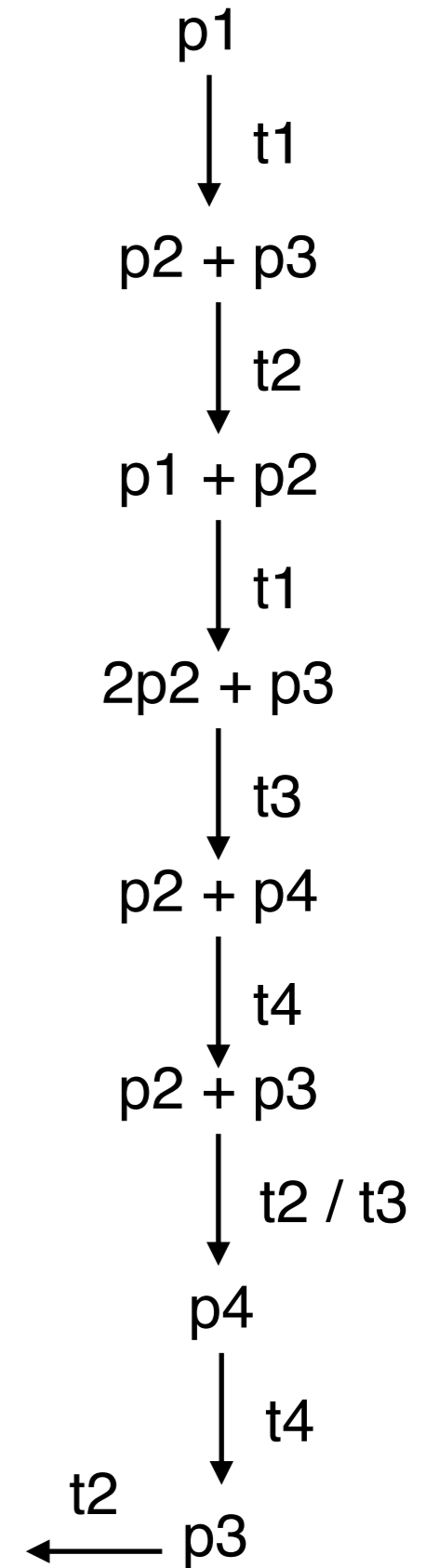
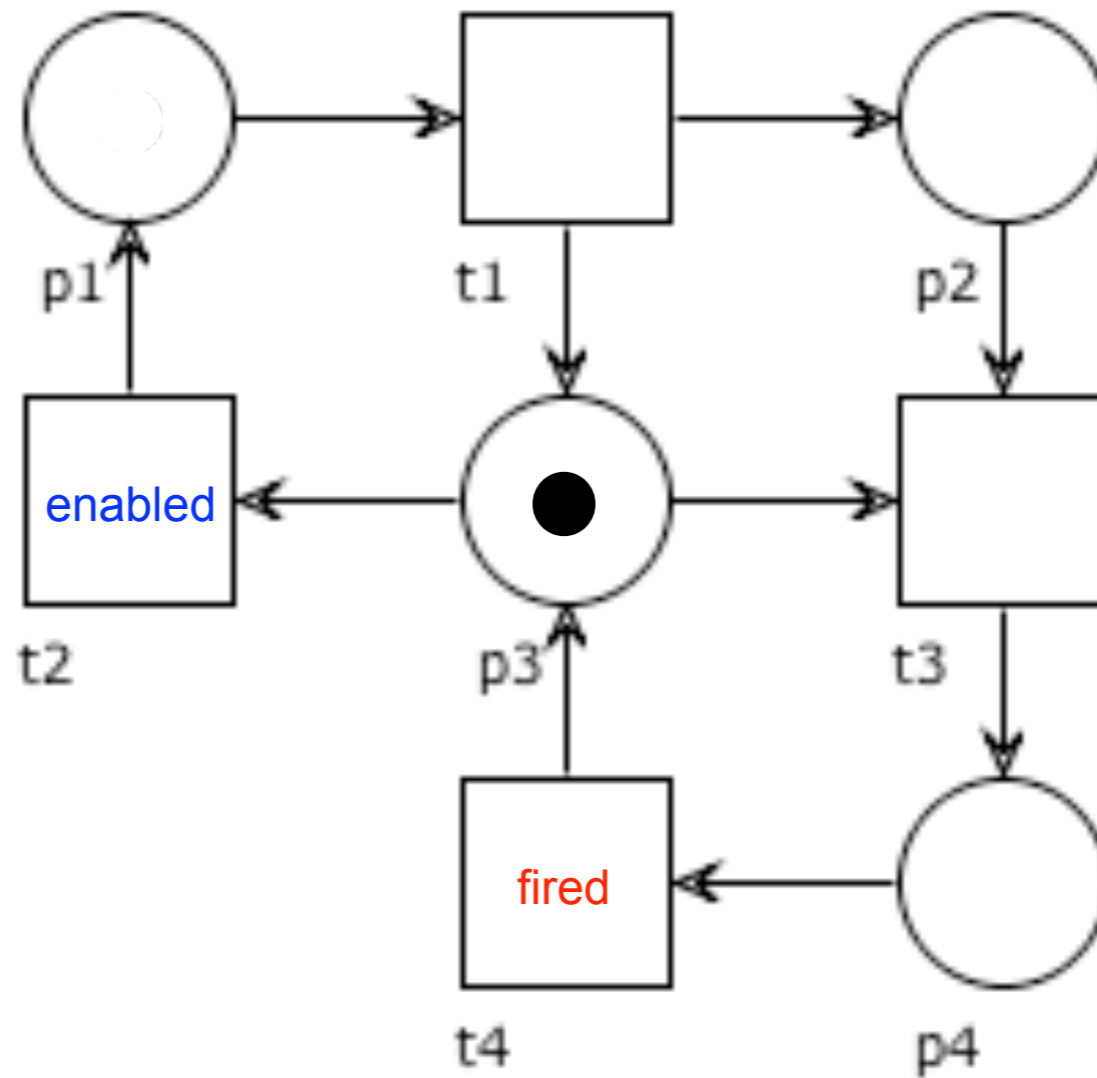
Example



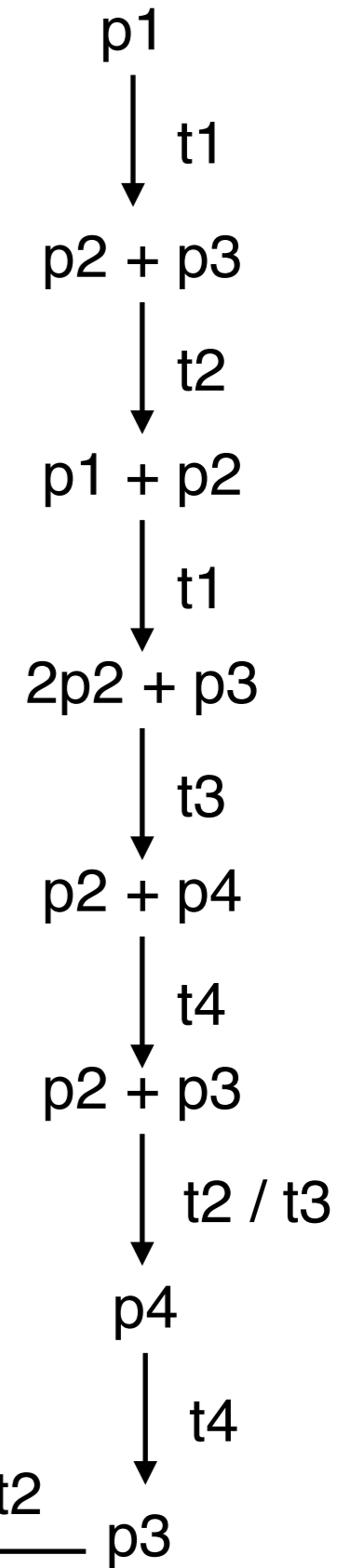
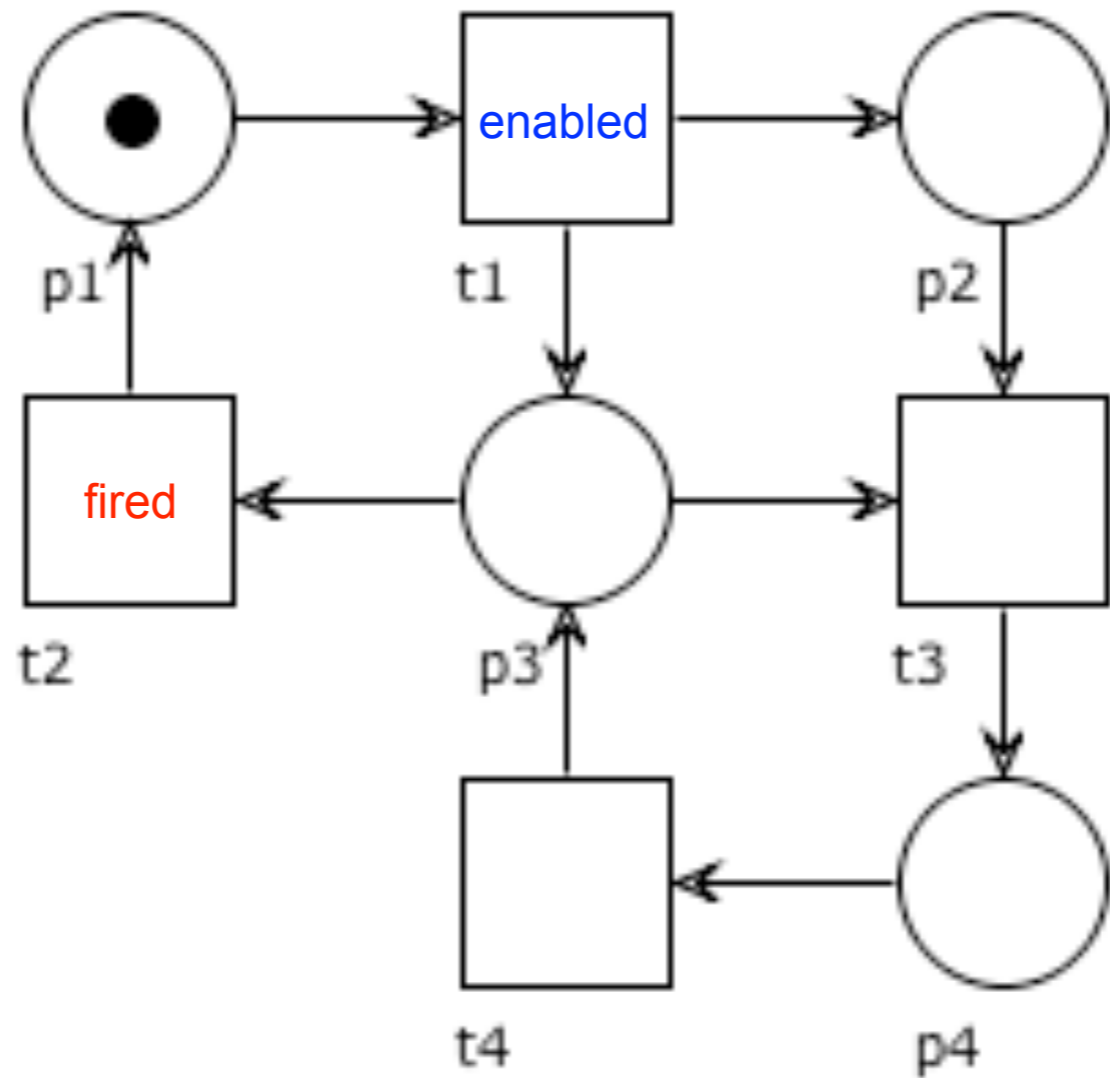
Example



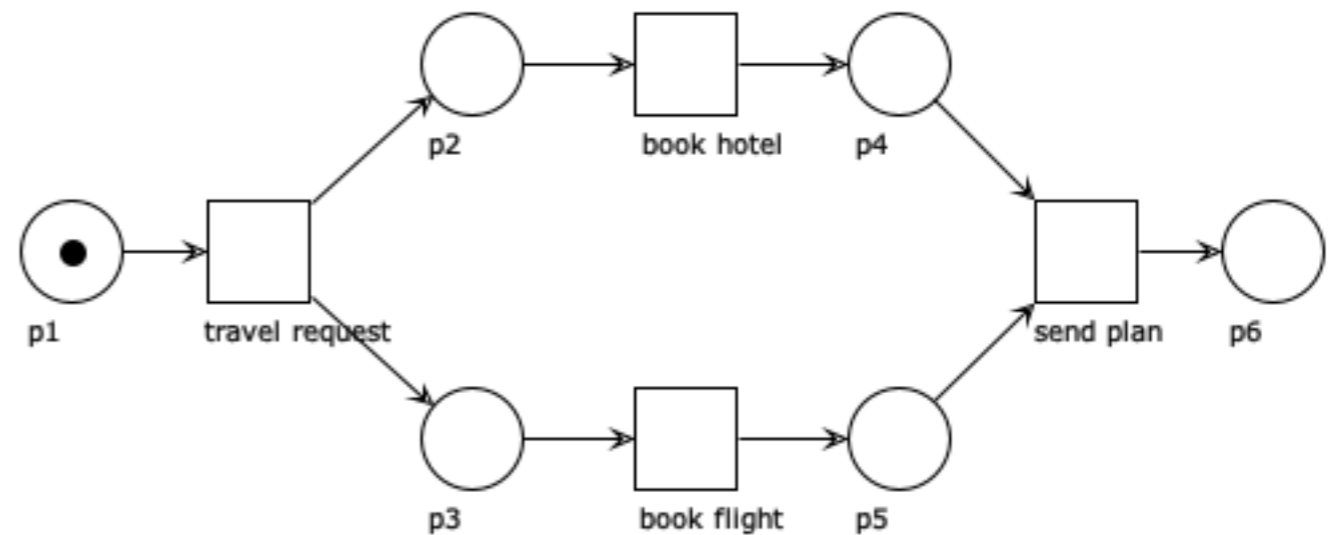
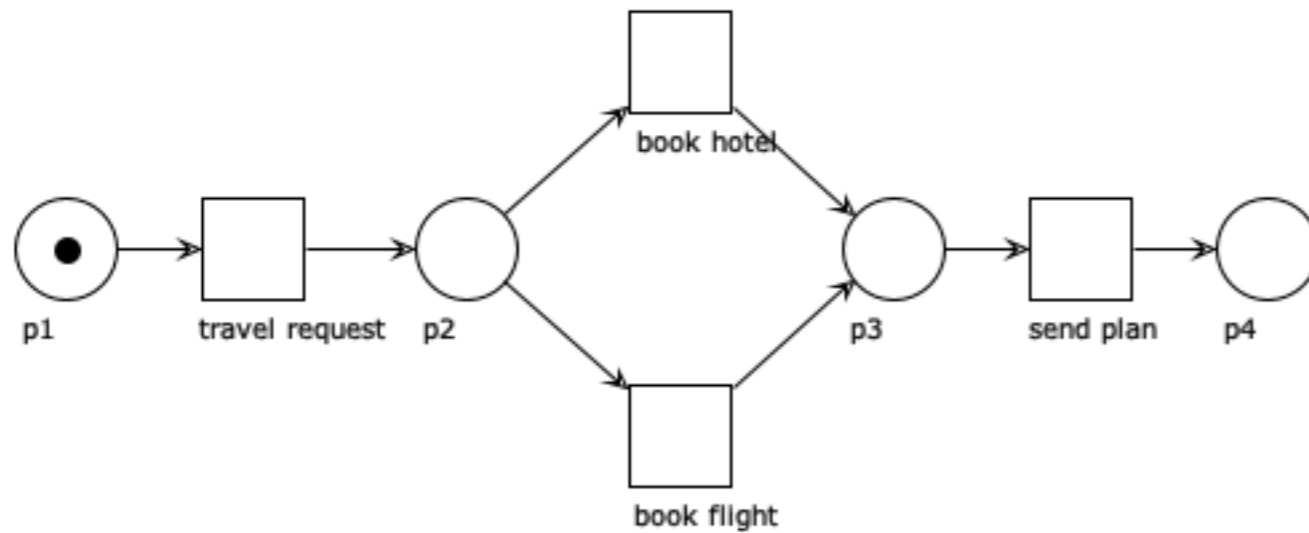
Example



Example

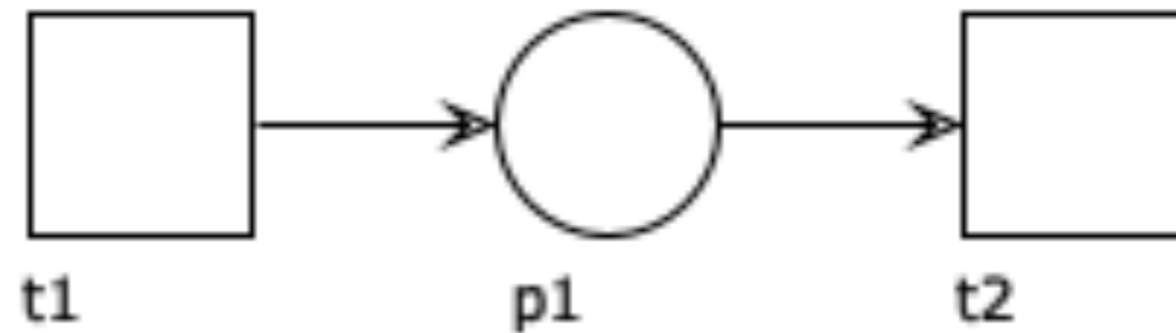


Question time

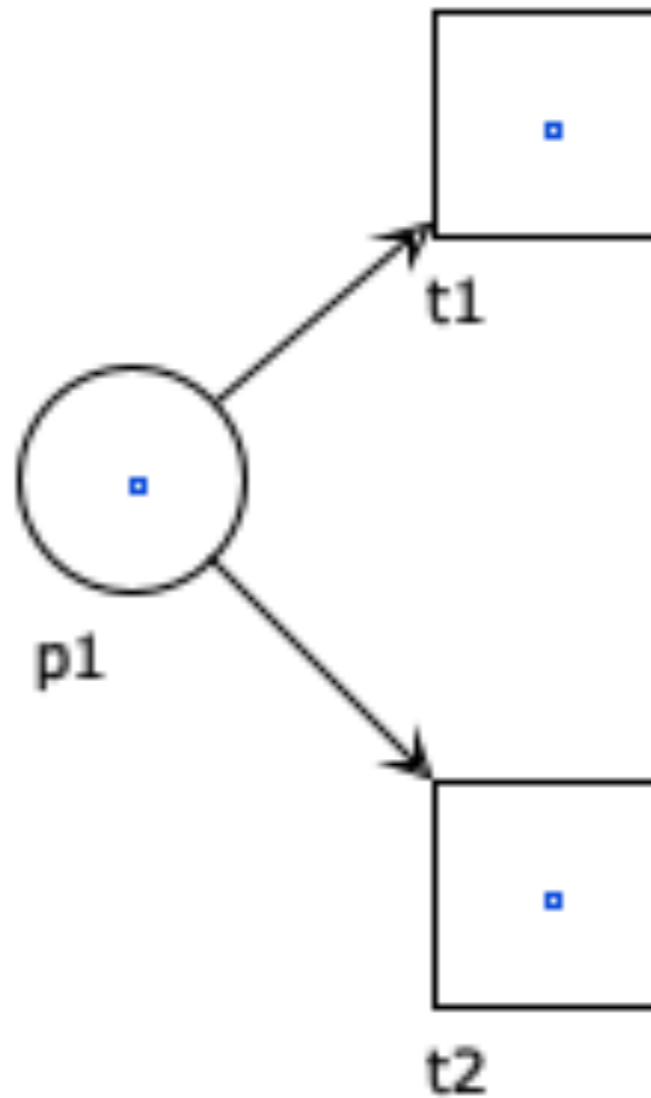


Which model looks more reasonable?

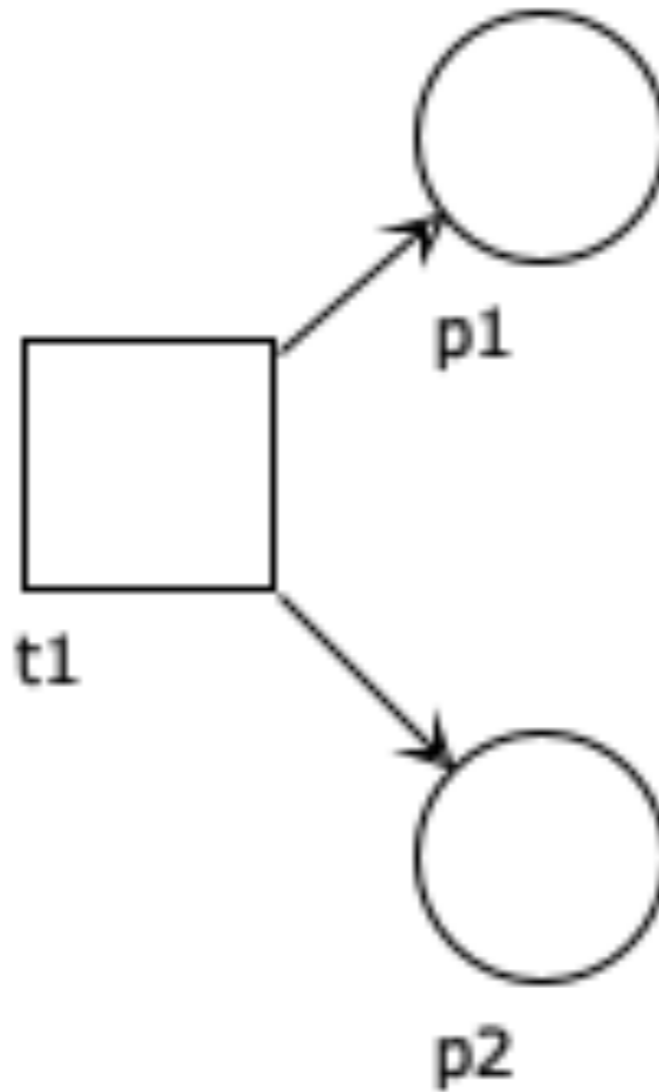
Patterns: sequence



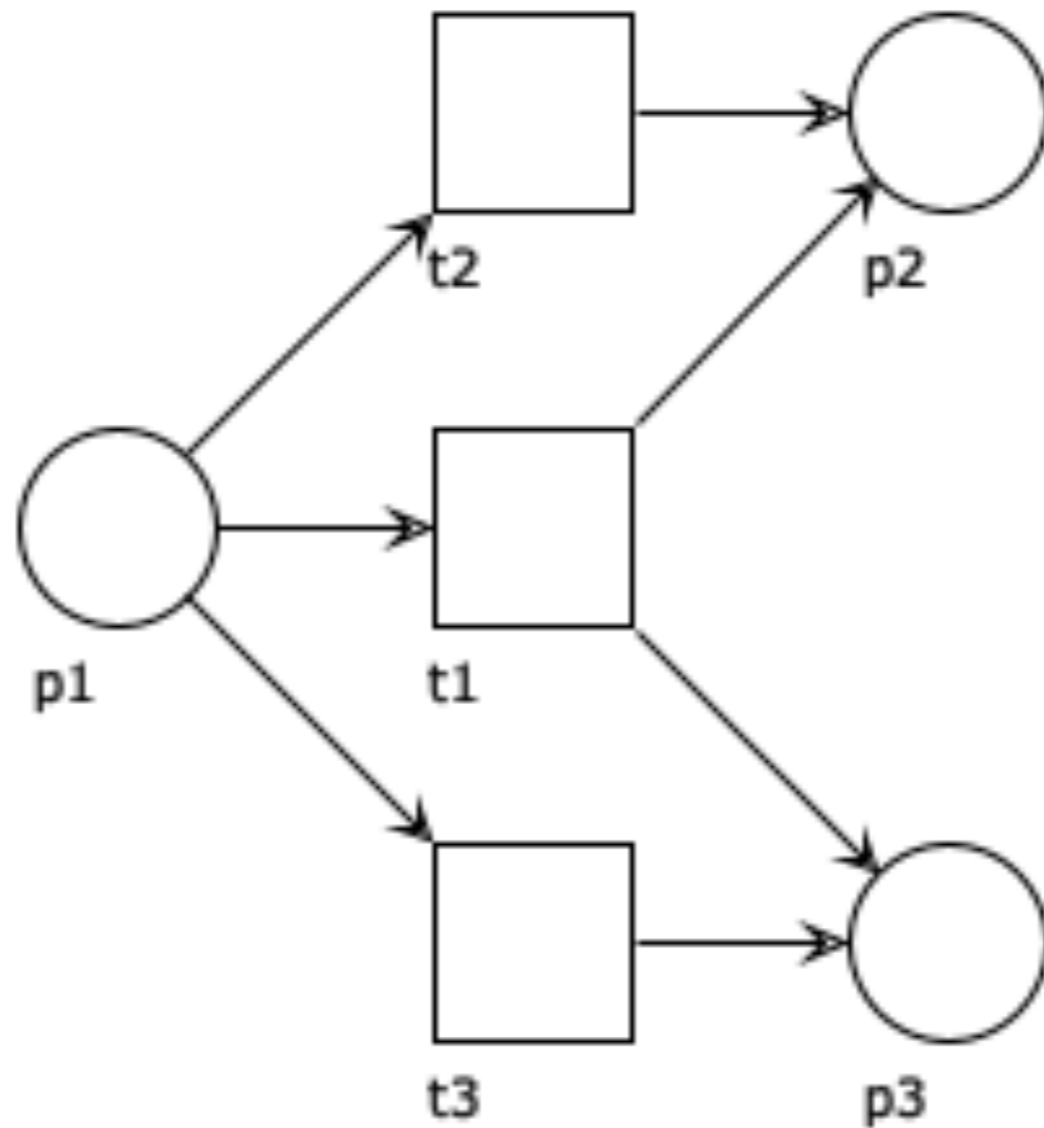
Patterns: XOR split



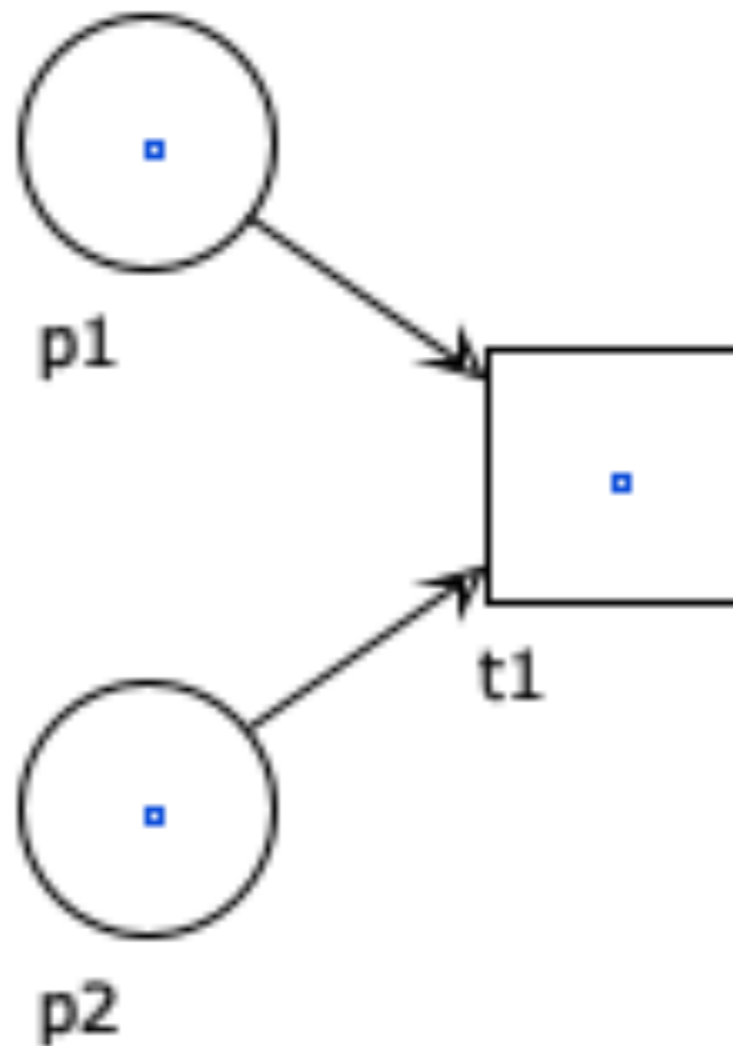
Patterns: AND split



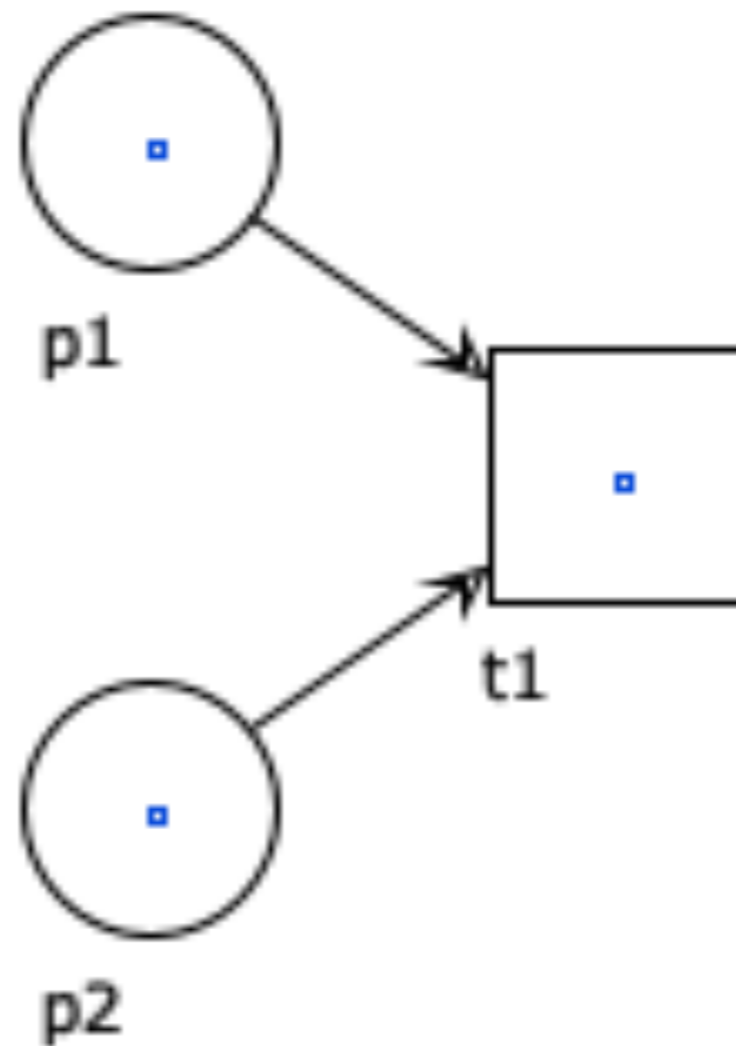
Patterns: OR split



Question time: which pattern?



Question time: which pattern?



AND join

<http://woped.dhbw-karlsruhe.de/woped/>

WoPeD

Workflow Petri Net Designer

Download WoPeD at sourceforge!



WoPeD 3.2.0

Analyze View Options & Help Community

Tokengame Operator coloring Semantical analysis Capacity planning Quantitative simulation Coverability graph

Analysis tools Process metrics

Show metrics Metrics mass analysis Metrics builder

08-cube.pnml

Process Resources BPEL preview

Horizontal Zoom: 100% Saved

08-cube.pnml

Notation

We write $M \rightarrow$ if $M \xrightarrow{t}$ for some transition t

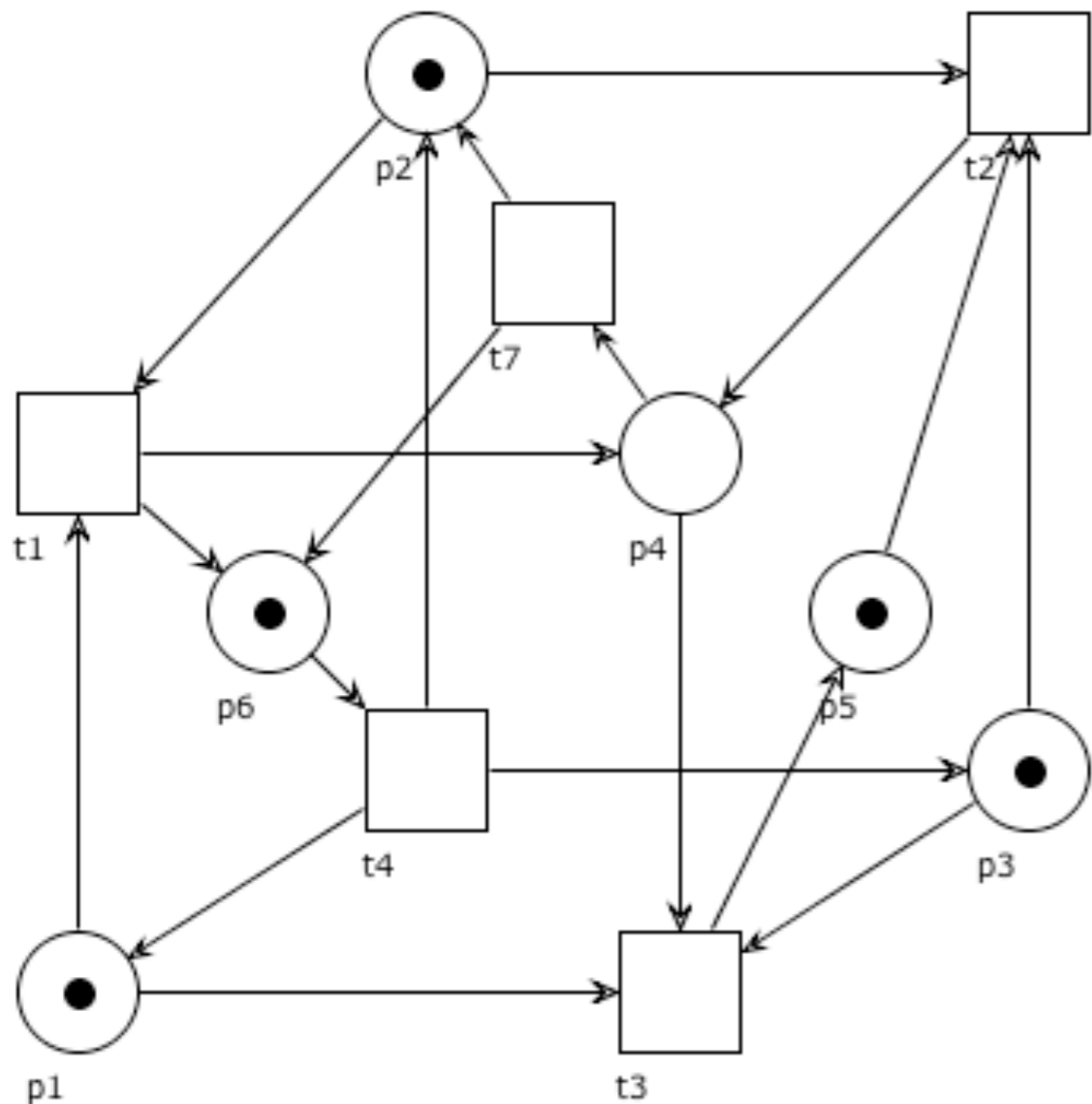
We write $M \rightarrow M'$ if $M \xrightarrow{t} M'$ for some transition t

We write $M \not\xrightarrow{t}$ if transition t is not enabled at M

We write $M \not\rightarrow$ if no transition is enabled at M

Example

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$



We can write that

- $M_0 \longrightarrow$ (there are enabled transitions, e.g., t1)
- $M_0 \longrightarrow p_1 + p_4 + p_6$ (by firing t2)
- $M_0 \not\stackrel{t_7}{\longrightarrow}$
- $p_1 + p_5 \not\longrightarrow$

Firing sequence

Let $\sigma = t_1 t_2 \dots t_{n-1} \in T^*$ be a sequence of transitions.

We write $M \xrightarrow{\sigma} M'$ (and $M \xrightarrow{\sigma}$) if:

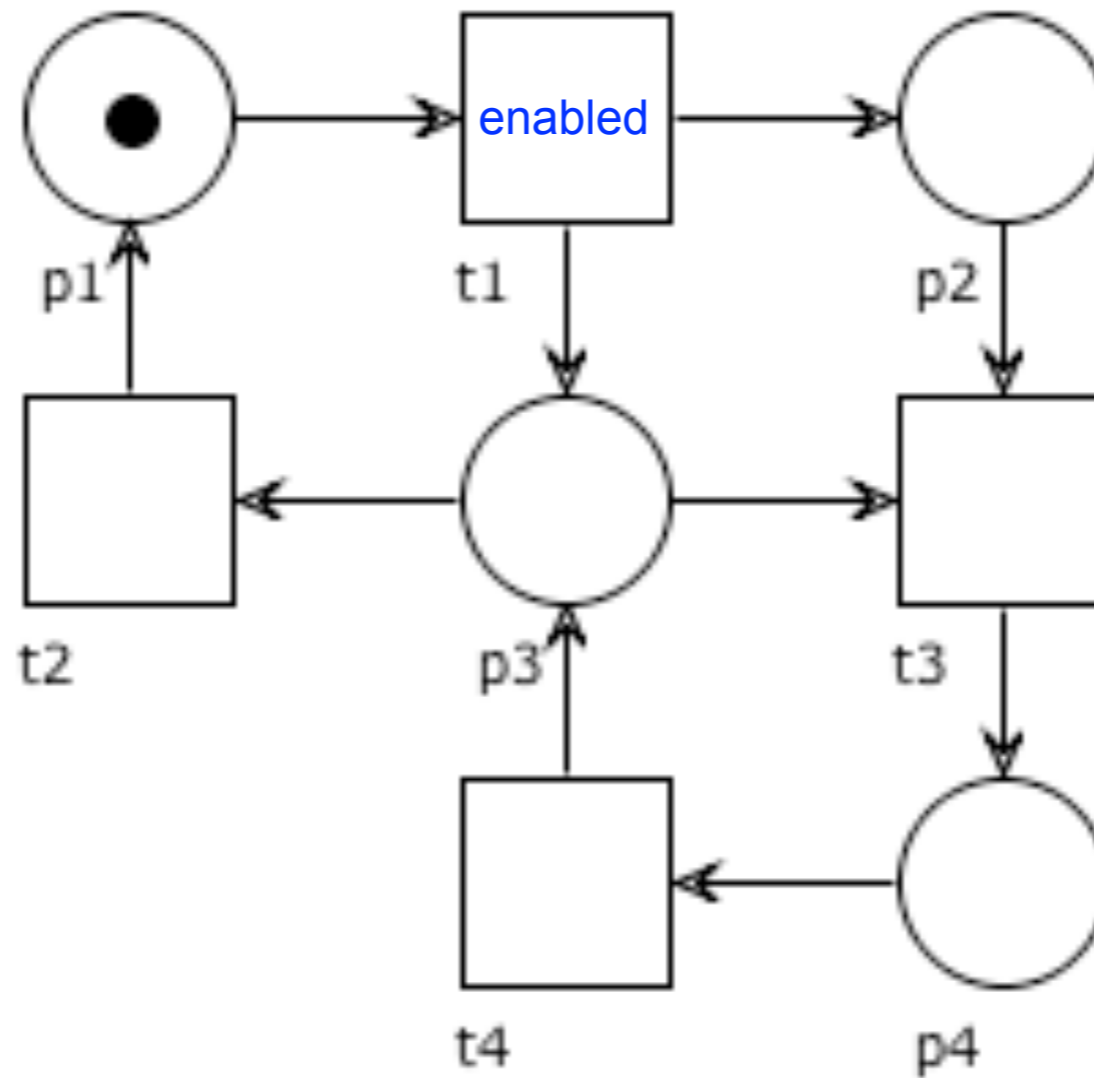
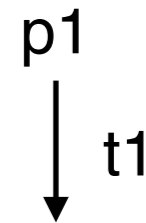
there is a sequence of markings M_1, \dots, M_n

with $M = M_1$ and $M' = M_n$

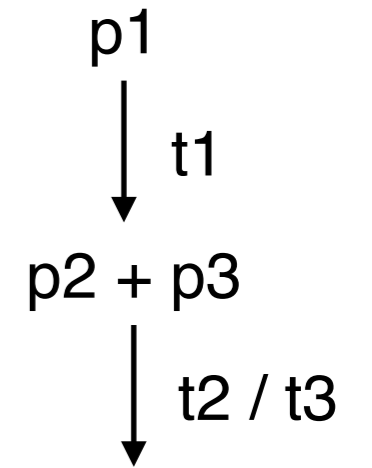
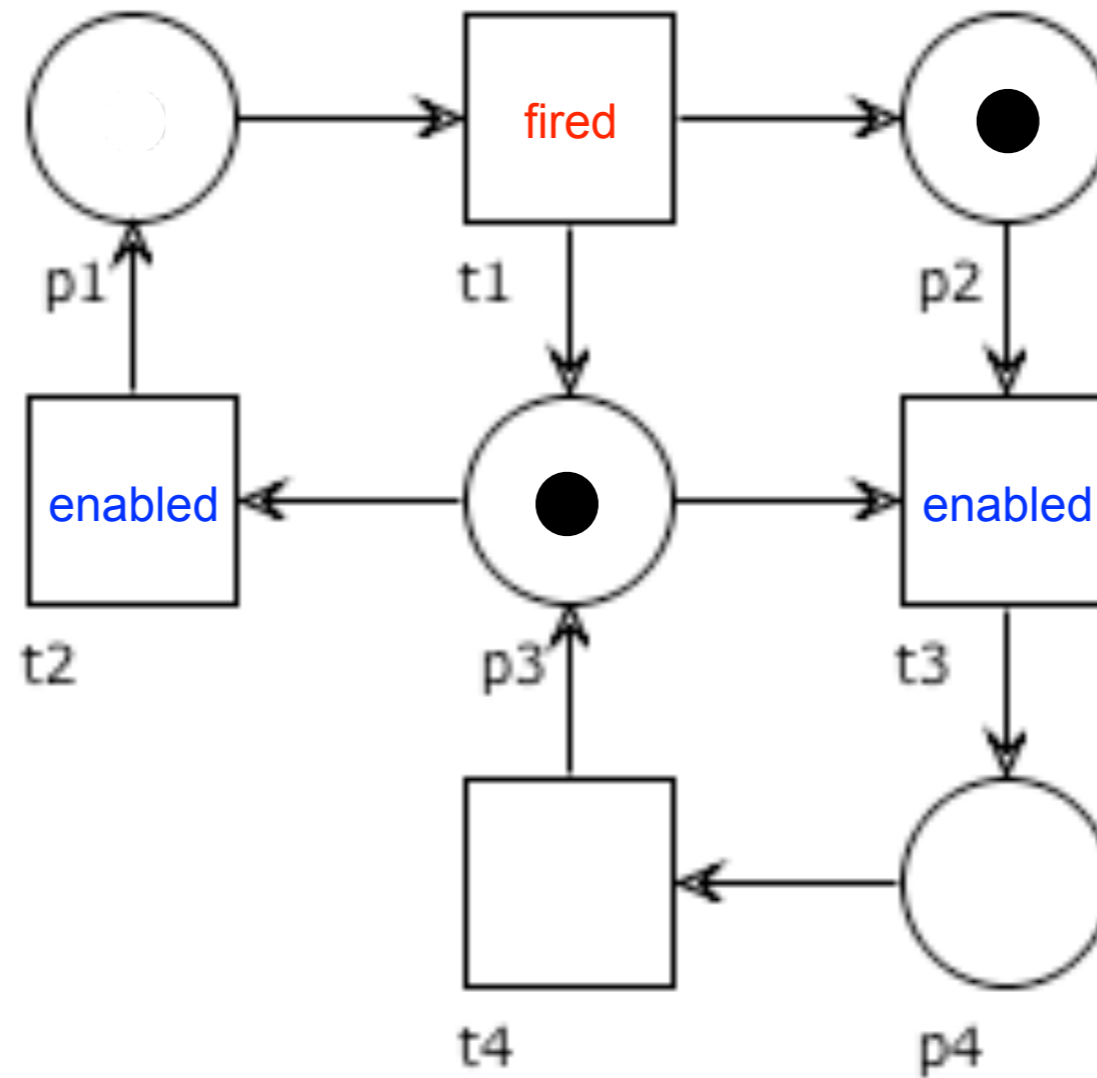
and $M_i \xrightarrow{t_i} M_{i+1}$ for $1 \leq i < n$

(i.e. $M = M_1 \xrightarrow{t_1} M_2 \xrightarrow{t_2} \dots \xrightarrow{t_{n-1}} M_n = M'$)

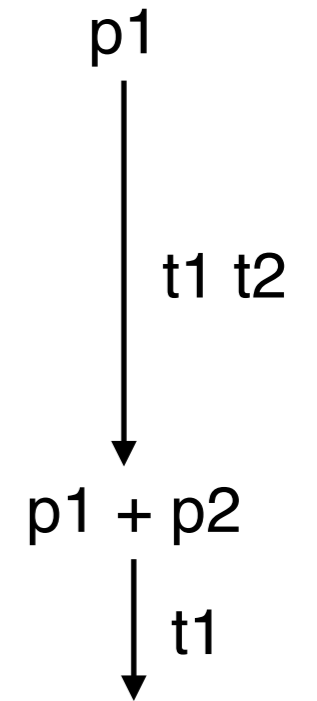
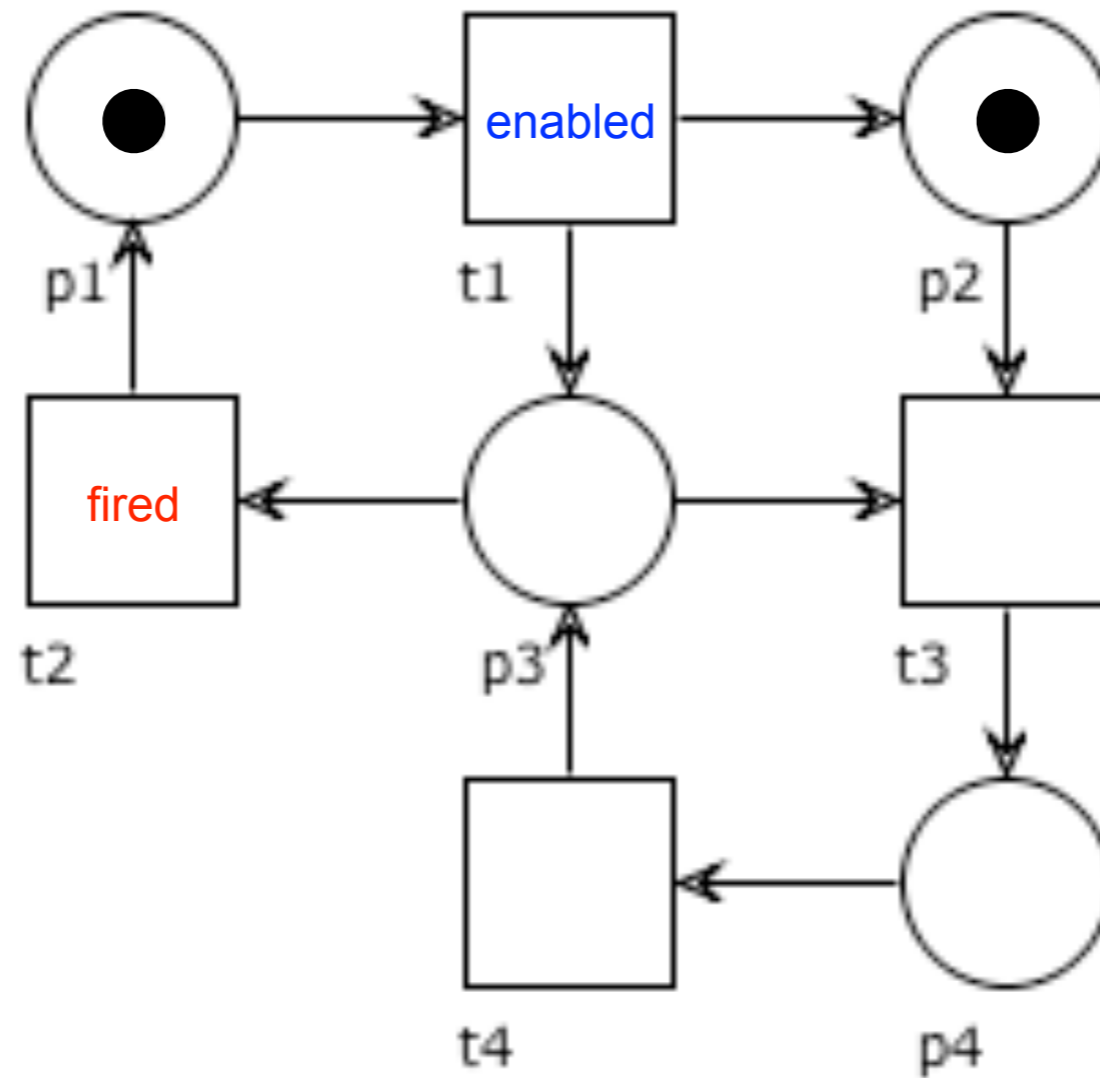
Example



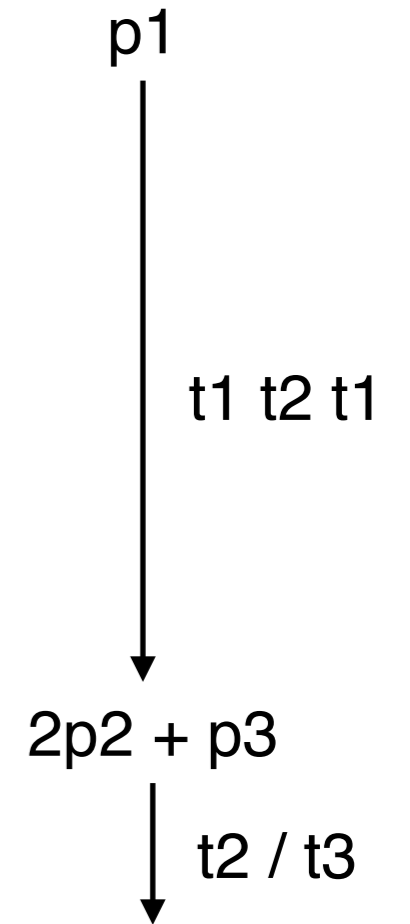
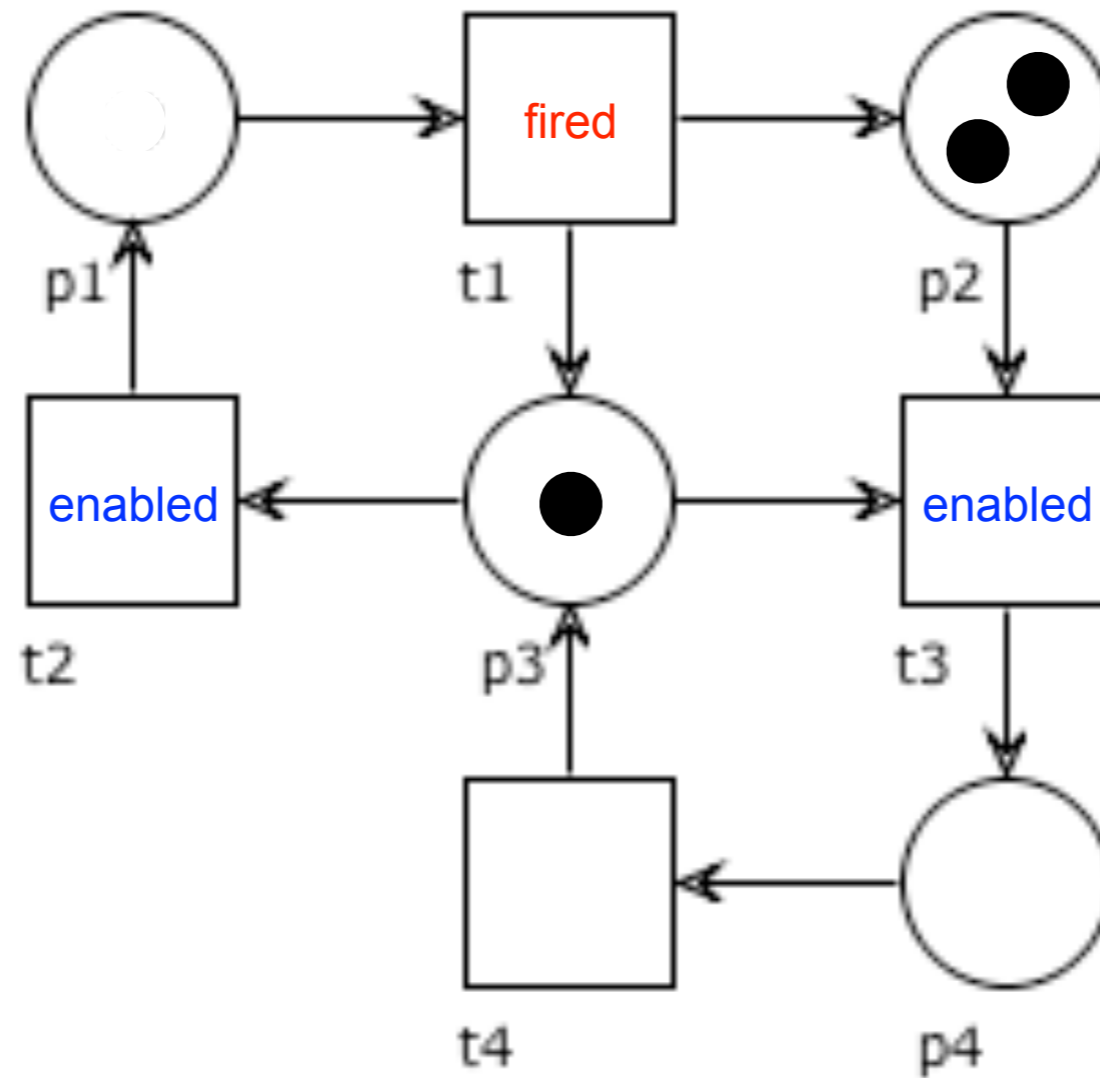
Example



Example



Example



Reachable markings $[M\rangle$

We write $M \xrightarrow{*} M'$ if $M \xrightarrow{\sigma} M'$ for some $\sigma \in T^*$

A marking M' is **reachable from** M if $M \xrightarrow{*} M'$

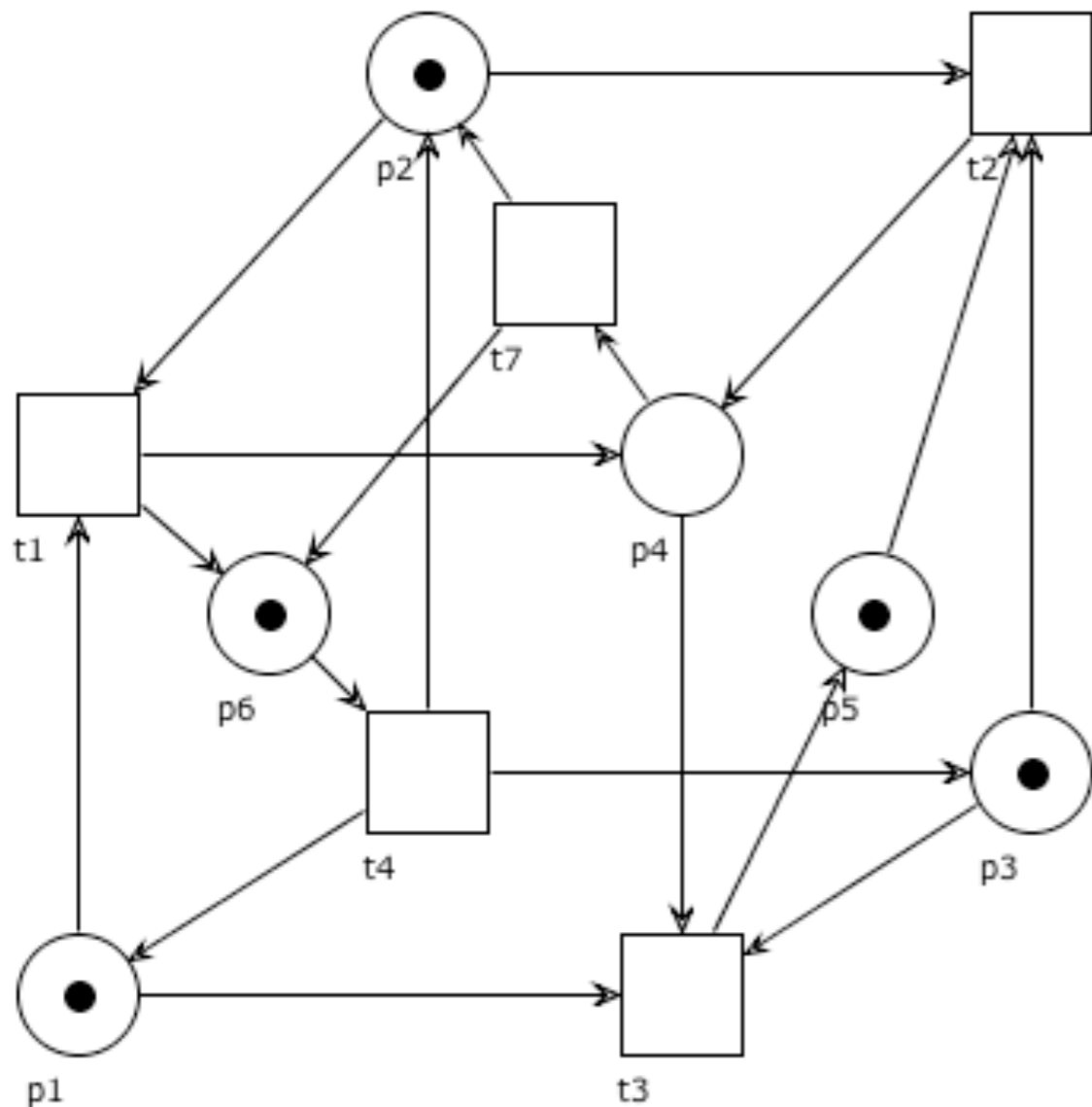
Note that $M \xrightarrow{\epsilon} M$ for ϵ the empty sequence

The set of markings reachable from M is often denoted:

$reach(M)$ or also $[M\rangle$

Question time

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$

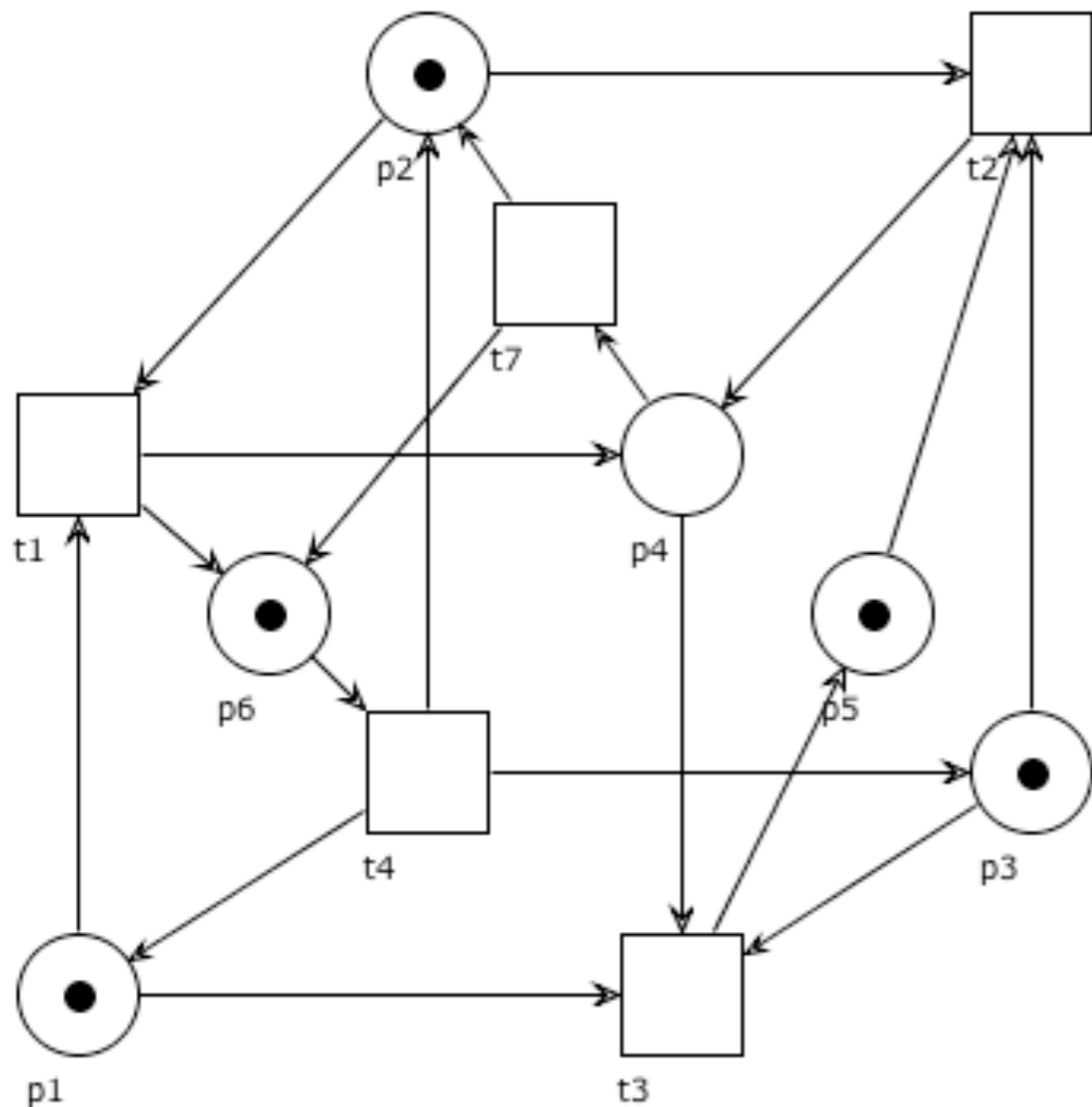


Which of the following holds true?

- $M_0 \xrightarrow{t_1 t_4 t_2 t_3}$
- $M_0 \xrightarrow{t_2 t_7 t_4}$
- $M_0 \xrightarrow{t_1 t_2 t_7}$
- $M_0 \xrightarrow{t_1 t_4 t_2 t_1}$

Question time

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$

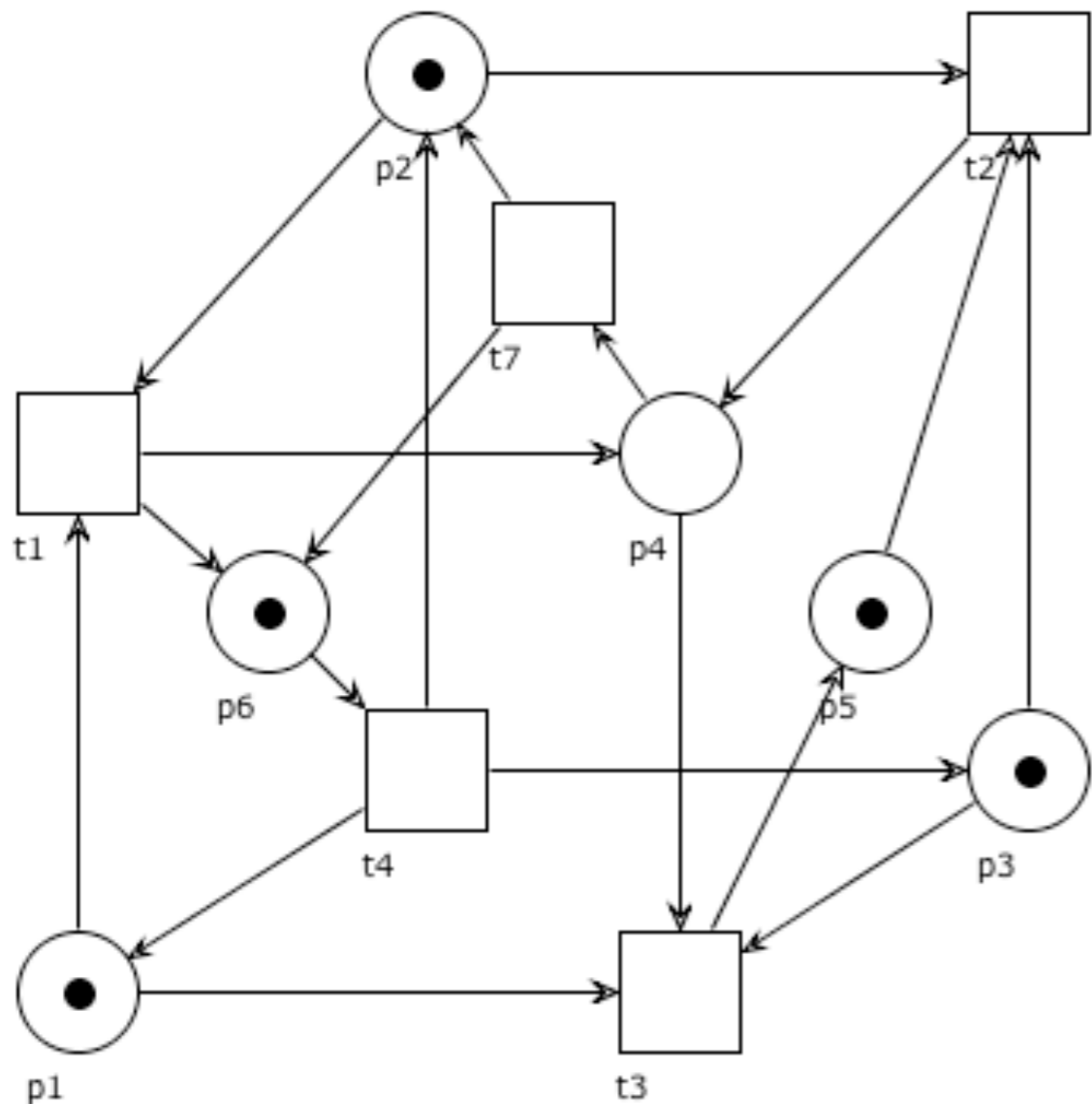


Which of the following holds true?

- $M_0 \xrightarrow{t_1 t_4 t_2 t_3}$ Yes
- $M_0 \xrightarrow{t_2 t_7 t_4}$ Yes
- $M_0 \xrightarrow{t_1 t_2 t_7}$ No (t_2 not enabled)
- $M_0 \xrightarrow{t_1 t_4 t_2 t_1}$ No (t_1 not enabled)

Example

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$



We have that

- $M_0 \xrightarrow{t_1 t_4 t_2 t_3} p_4 + p_5 + p_6$
- $M_0 \xrightarrow{t_2 t_7 t_4} 2p_1 + 2p_2 + p_3 + p_6$
- $M_0 \xrightarrow{t_1 t_4 t_3 t_2 t_7} p_2 + p_5 + 2p_6$

Infinite sequence

Let $\sigma = t_1 t_2 \dots \in T^\omega$ be an infinite sequence of transitions.

We write $M \xrightarrow{\sigma}$ if:

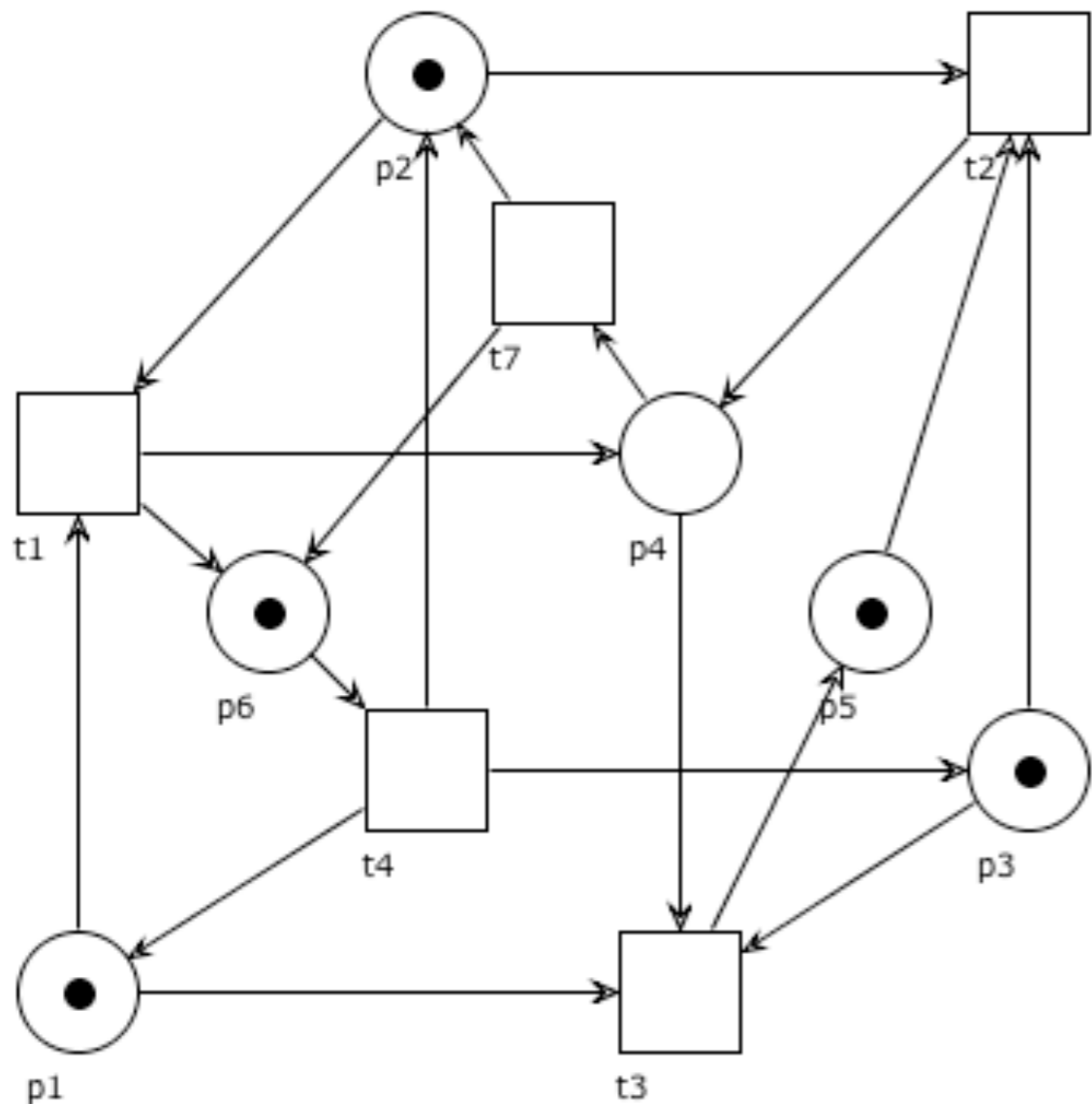
there is an infinite sequence of markings M_1, M_2, \dots

with $M = M_1$ and $M_i \xrightarrow{t_i} M_{i+1}$ for $1 \leq i$

(i.e. $M = M_1 \xrightarrow{t_1} M_2 \xrightarrow{t_2} \dots$)

Example

$$M_0 = p_1 + p_2 + p_3 + p_5 + p_6$$



We have that

- $M_0 \xrightarrow{t_1 t_4 t_1 t_4 t_1 t_4 \dots}$
- $M_0 \xrightarrow{t_1 t_4 t_7 t_1 t_4 t_7 t_1 t_4 t_7 \dots}$

Enabled sequence

We say that an occurrence sequence σ is **enabled** if $M \xrightarrow{\sigma}$

(σ can be finite or infinite)

Note that an infinite sequence can be represented as a map $\sigma : \mathbb{N} \rightarrow T$, where $\sigma(i) = t_i$

More on sequences: concatenation & prefix

Concatenation:

finite + finite = finite

for $\sigma_1 = a_1 \dots a_n$ and $\sigma_2 = b_1 \dots b_m$, we let $\sigma_1 \sigma_2 = a_1 \dots a_n b_1 \dots b_m$

for $\sigma_1 = a_1 \dots a_n$ and $\sigma_2 = b_1 b_2 \dots$, we let $\sigma_1 \sigma_2 = a_1 \dots a_n b_1 b_2 \dots$

finite + infinite = infinite

σ is a **prefix** of σ' if $\sigma = \sigma'$ or $\sigma \sigma'' = \sigma'$ for some $\sigma'' \neq \epsilon$

σ is a **proper prefix** of σ' if $\sigma \sigma'' = \sigma'$ for some $\sigma'' \neq \epsilon$

Example: prefixes

$t_1 t_4 t_2 t_3$

sequence

$t_1 t_4 t_7 t_1 t_4 t_7 t_1 t_4 t_7 \dots$

ϵ

t_1

$t_1 t_4$

$t_1 t_4 t_2$

$t_1 t_4 t_2 t_3$

prefixes

ϵ

t_1

$t_1 t_4$

$t_1 t_4 t_7$

$t_1 t_4 t_7 t_1$

$t_1 t_4 t_7 t_1 t_4$

\dots

Enabledness

Proposition: $M \xrightarrow{\sigma}$ iff $M \xrightarrow{\sigma'}$ for every prefix σ' of σ

(\Rightarrow) immediate from definition

(\Leftarrow) trivial if σ is finite (σ itself is a prefix of σ)

When σ is infinite: taken any $i \in \mathbb{N}$ we need to prove that $t_i = \sigma(i)$ is enabled after the firing of the prefix $\sigma' = t_1 t_2 \dots t_{i-1}$ of σ .

But this is obvious, because

$$M \xrightarrow{t_1} M_1 \xrightarrow{t_2} \dots \xrightarrow{t_{i-1}} M_{i-1} \xrightarrow{t_i} M_i$$

is also a finite prefix of σ and therefore $M_{i-1} \xrightarrow{t_i}$

More on sequences: projection

Restriction: (also extraction / projection)
given $T' \subseteq T$ we inductively define $\sigma|_{T'}$ as:

$$\epsilon|_{T'} = \epsilon \quad (t\sigma)|_{T'} = \begin{cases} t(\sigma|_{T'}) & \text{if } t \in T' \\ \sigma|_{T'} & \text{if } t \notin T' \end{cases}$$

Example

$$(t_1 t_4 t_7 t_1 t_4 t_7) |_{\{t_1, t_4\}} = t_1 (t_4 t_7 t_1 t_4 t_7) |_{\{t_1, t_4\}}$$

$$= t_1 t_4 (t_7 t_1 t_4 t_7) |_{\{t_1, t_4\}}$$

$$= t_1 t_4 (t_1 t_4 t_7) |_{\{t_1, t_4\}}$$

$$= t_1 t_4 t_1 (t_4 t_7) |_{\{t_1, t_4\}}$$

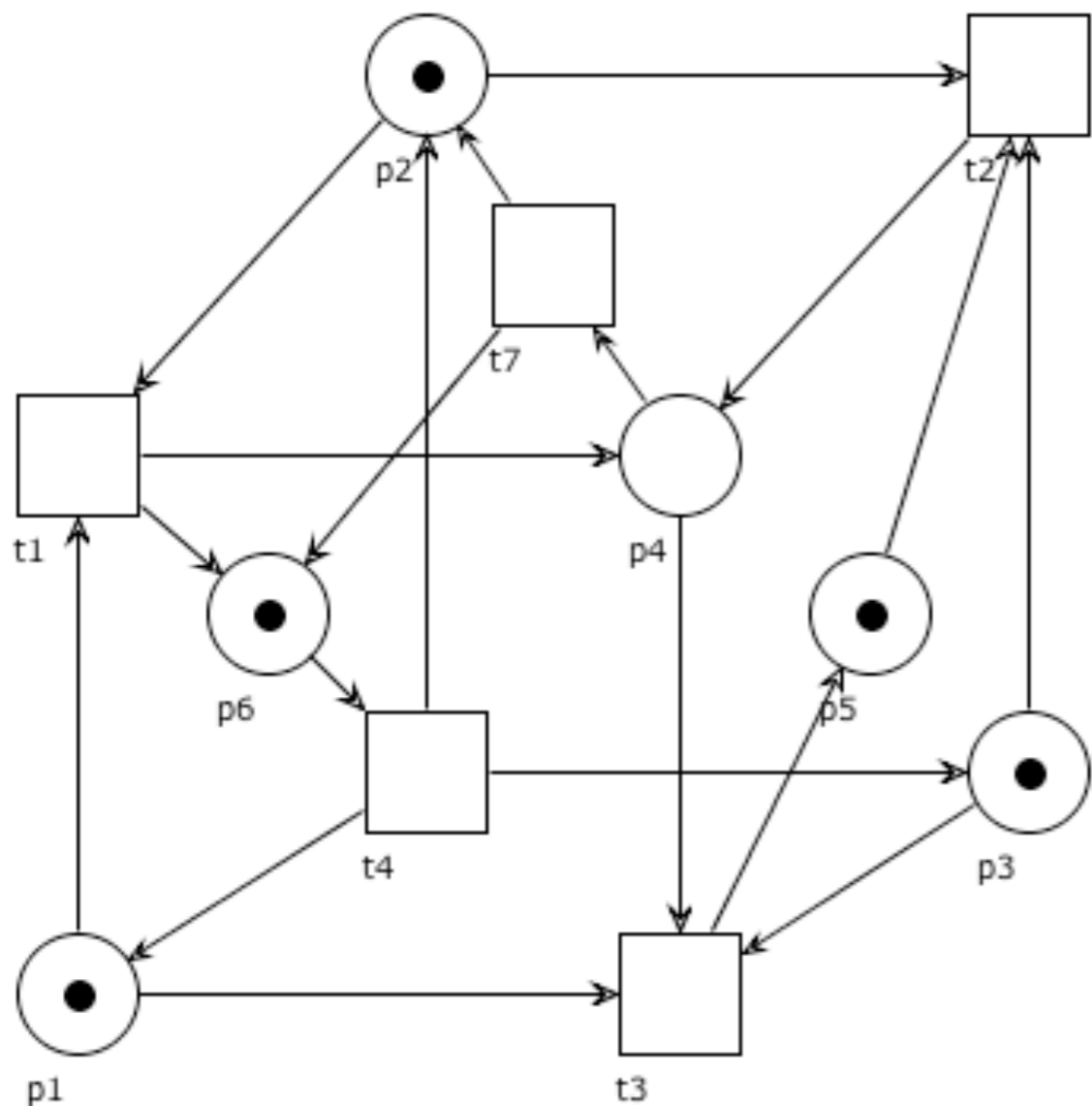
$$= t_1 t_4 t_1 t_4 (t_7) |_{\{t_1, t_4\}}$$

$$= t_1 t_4 t_1 t_4 (t_7 \epsilon) |_{\{t_1, t_4\}}$$

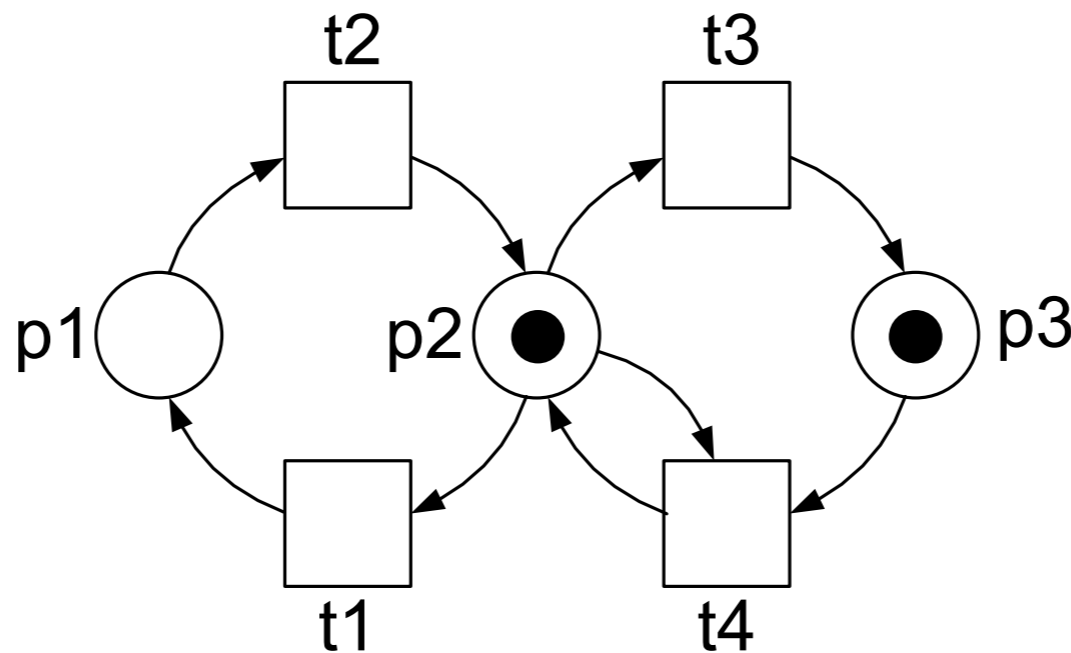
$$= t_1 t_4 t_1 t_4 (\epsilon) |_{\{t_1, t_4\}}$$

$$= t_1 t_4 t_1 t_4 \epsilon$$

$$= t_1 t_4 t_1 t_4$$



Exercises



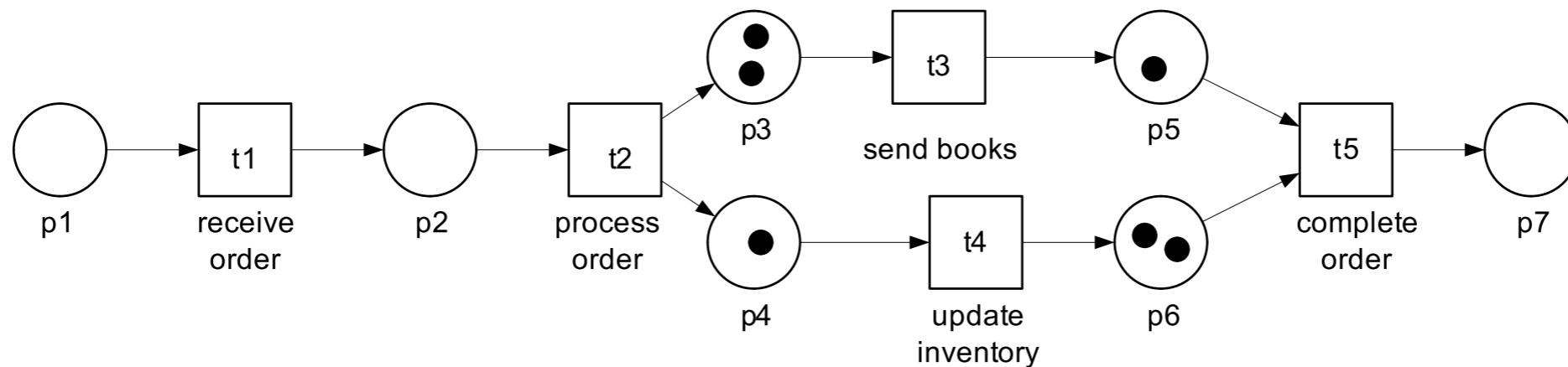
Determine the pre- and post-set of each element

Which are the currently enabled transitions?

For each of them, which state would the firing lead to?

What are the reachable states?

Exercises



M. Weske: Business Process Management,
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Which are the currently enabled transitions?

For each of them, which state would the firing lead to?

What are the reachable states?

Petri nets: occurrence graph

Occurrence graph (aka Reachability graph)

The reachability graph is a graph that represents all possible occurrence sequences of a net

Nodes of the graphs = reachable markings
Arcs of the graphs = firings

Formally, $OG(N) = ([M_0], A)$ where $A \subseteq [M_0] \times T \times [M_0]$ s.t.

$$(M, t, M') \in A \quad \text{iff} \quad M \xrightarrow{t} M'$$

How to compute $OG(N)$

Adding one arc at the time:

1. Initially $R = \{ M_0 \}$ and $A = \emptyset$
2. Take a marking $M \in R$ and a transition $t \in T$ such that
 1. M enables t and there is no arc labelled t leaving from M
3. Let $M' = M - \cdot t + t \cdot$
4. Add M' to R and (M, t, M') to A
5. Repeat steps 2,3,4 until no new arc can be added

How to compute $OG(N)$

Adding all exiting arcs each time: markings to explore

1. $Nodes = \{\}, Arcs = \{\}, Todo = \{M_0\}$

2. $M = next(Todo)$ select one marking to explore

3. $Nodes = Nodes \cup \{M\}, Todo = Todo \setminus \{M\}$ update nodes

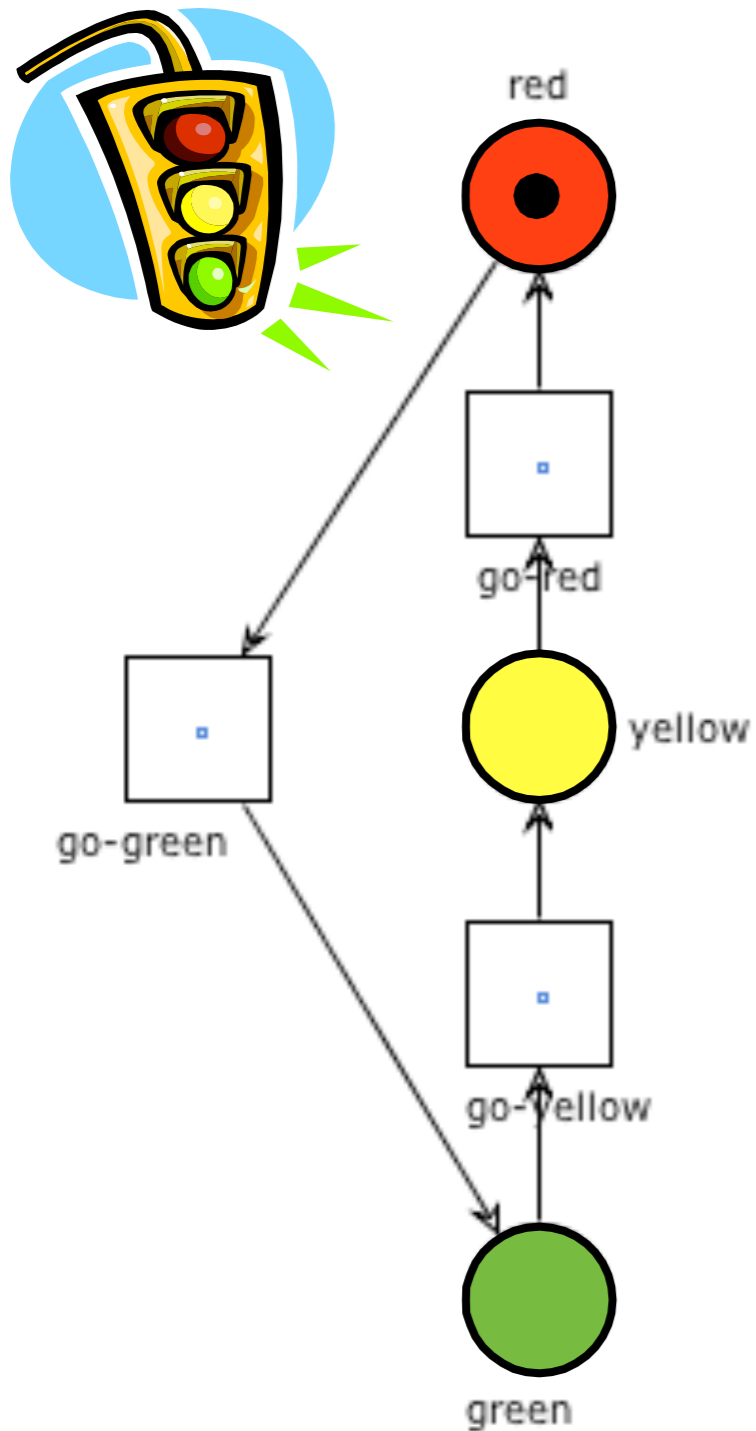
4. $Firings = \{(M, t, M') \mid \exists t \in T, \exists M' \in \mu(P), M \xrightarrow{t} M'\}$
collect all firings from M

5. $New = \{M' \mid (M, t, M') \in Firings\} \setminus (Nodes \cup Todo)$
find new markings to explore

6. $Todo = Todo \cup New, Arcs = Arcs \cup Firings$ update nodes and arcs

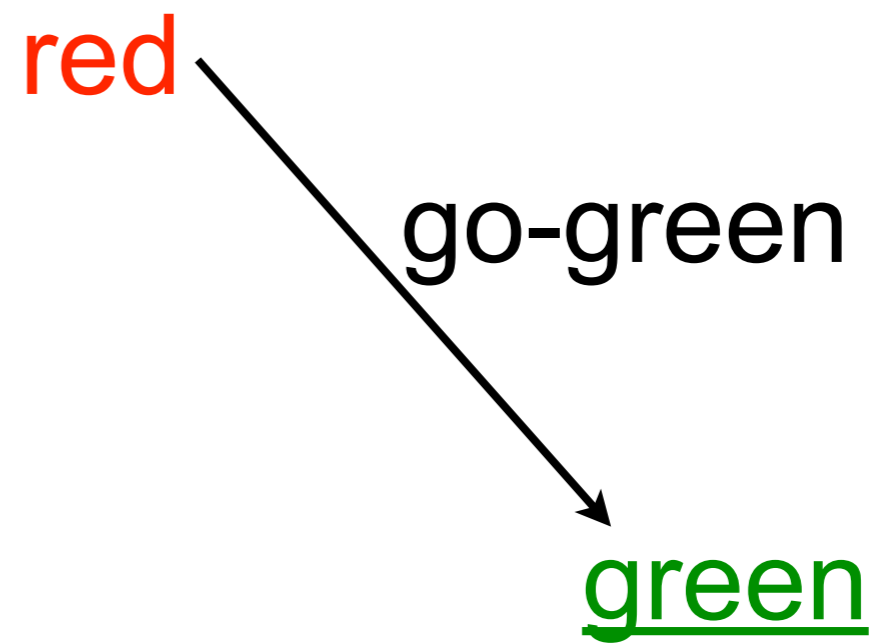
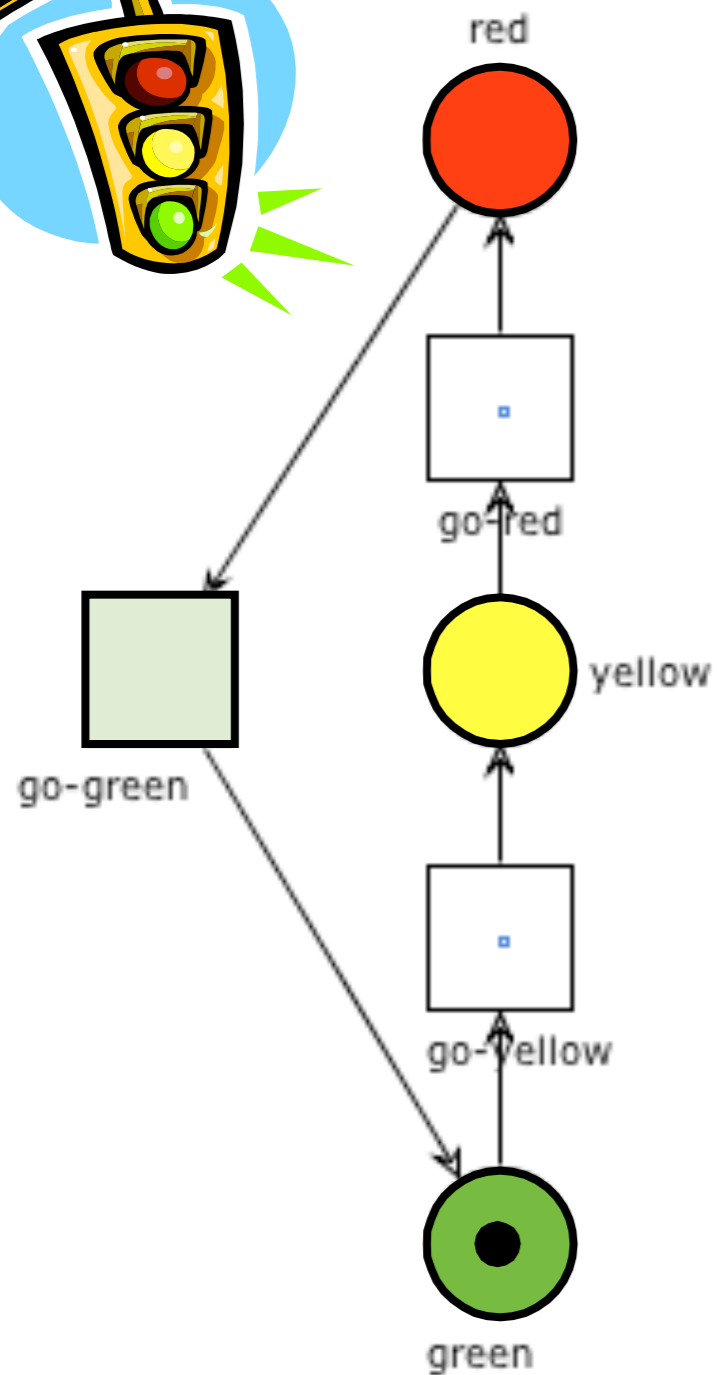
7. $isEmpty(Todo) ? stop : goto 2$ repeat if there are still markings to be explored

Example: traffic light

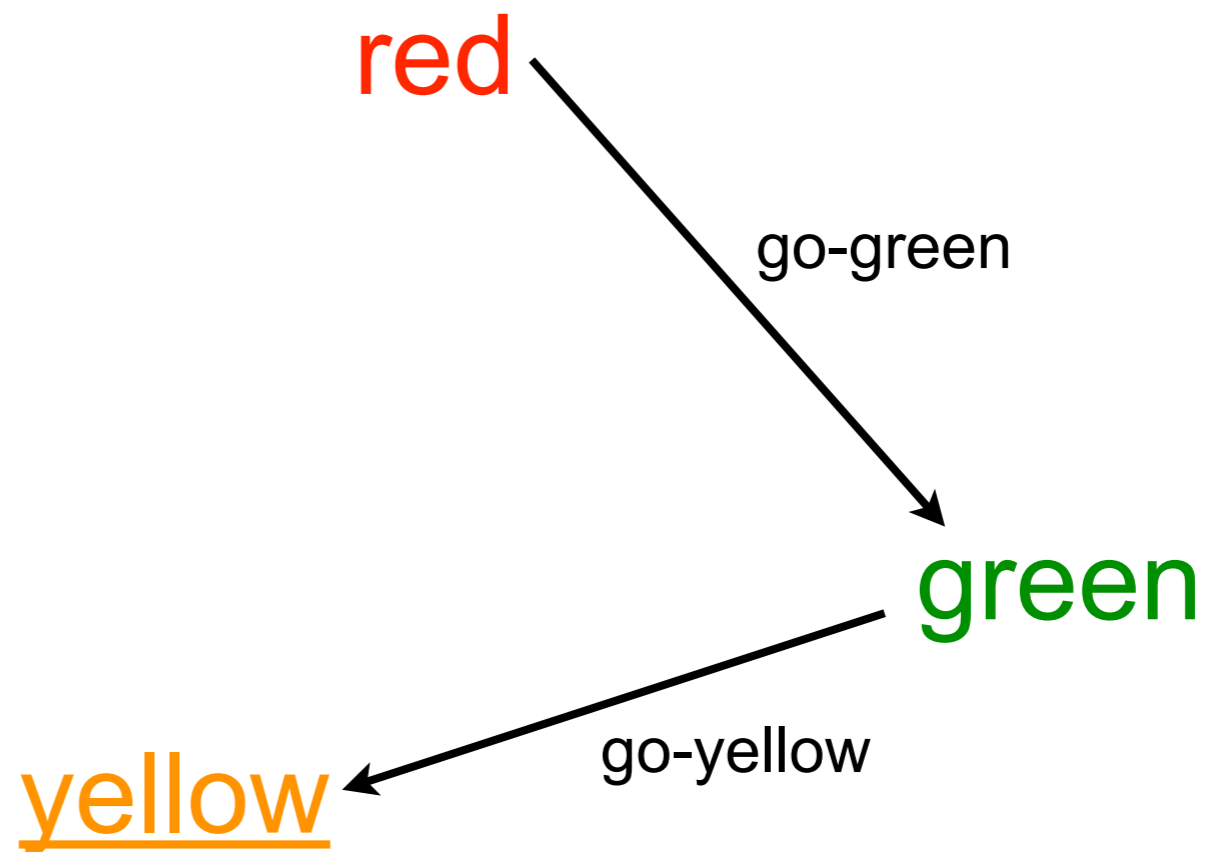
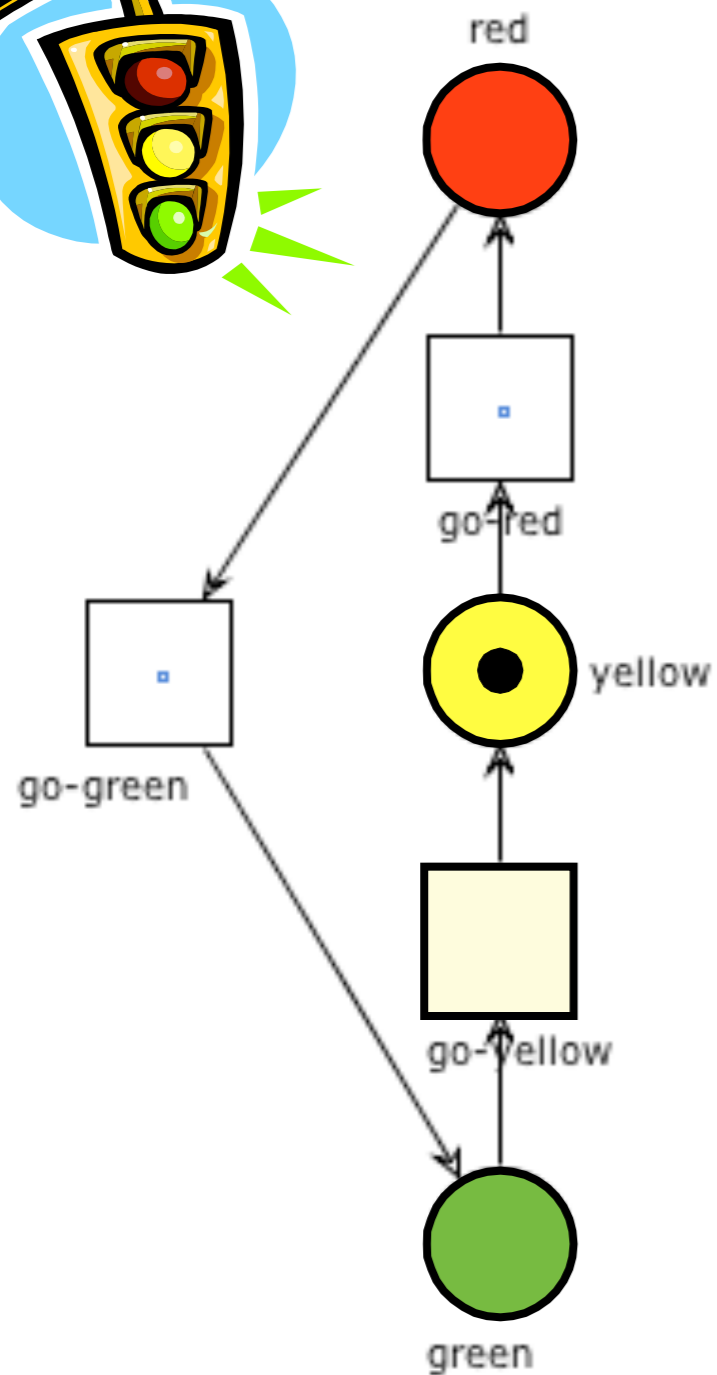


red

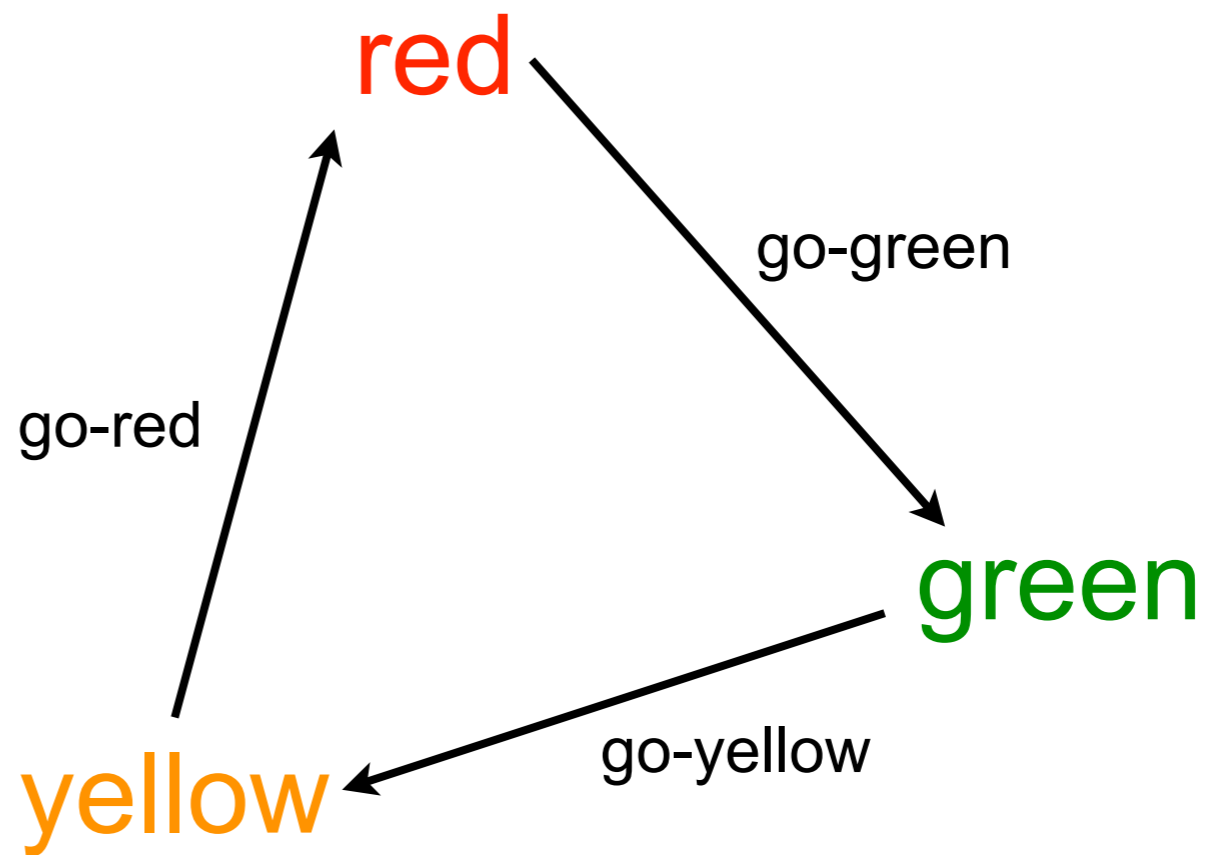
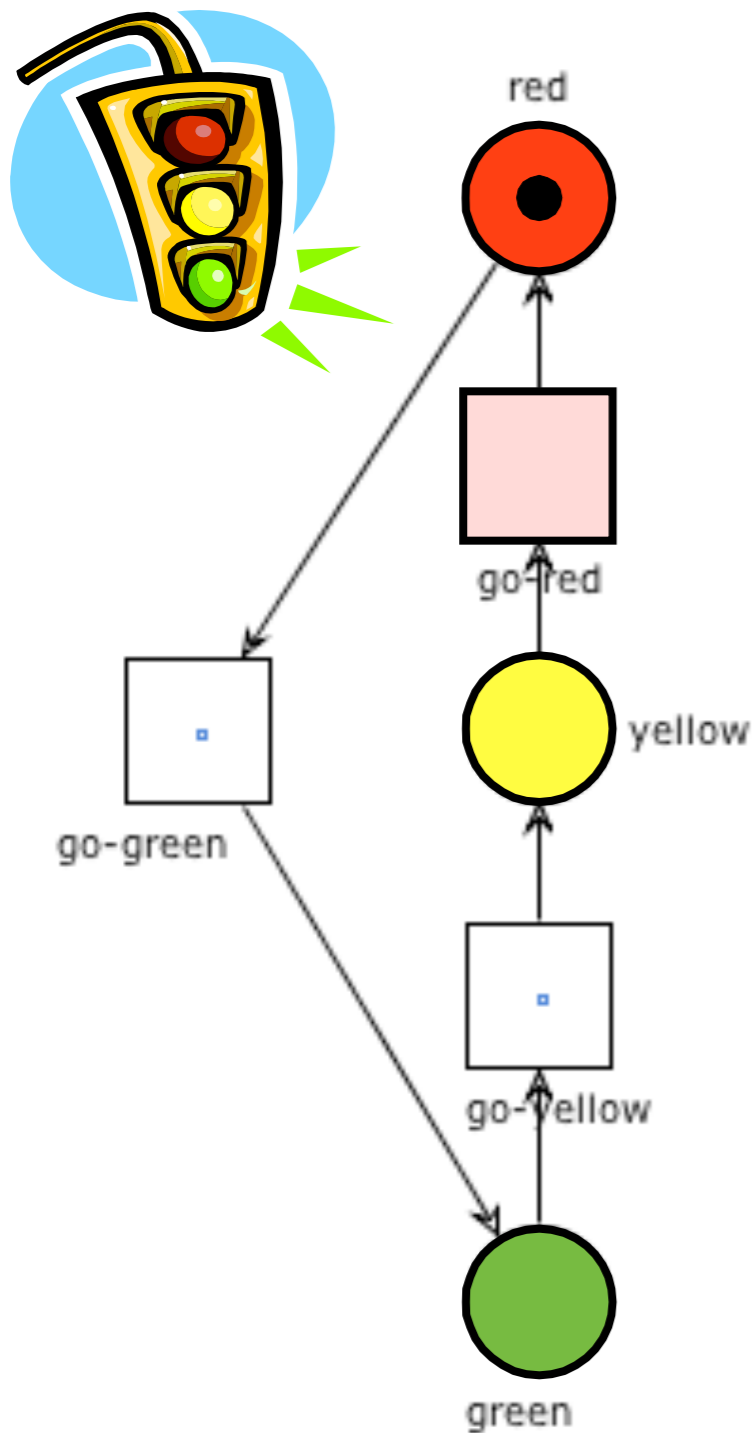
Example: traffic light



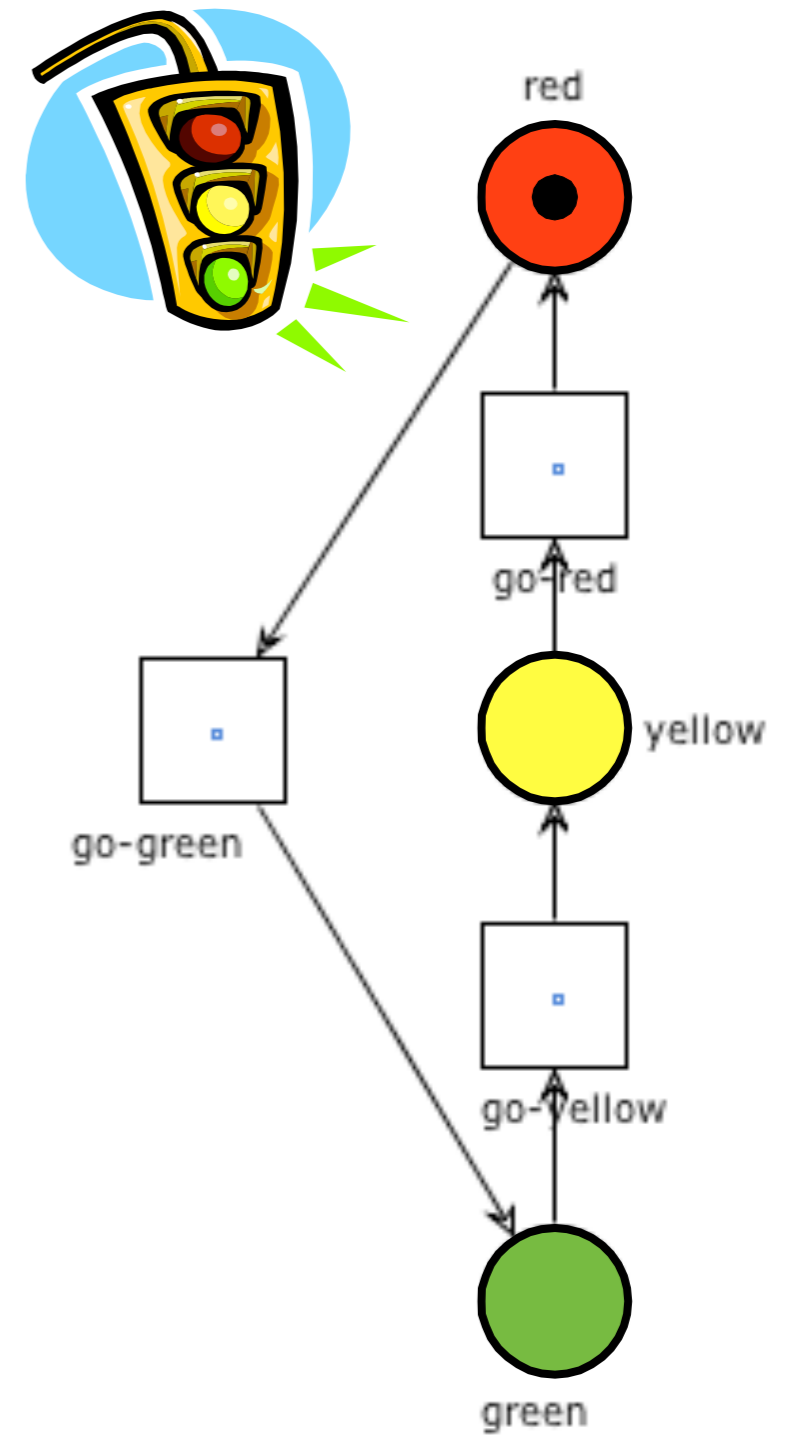
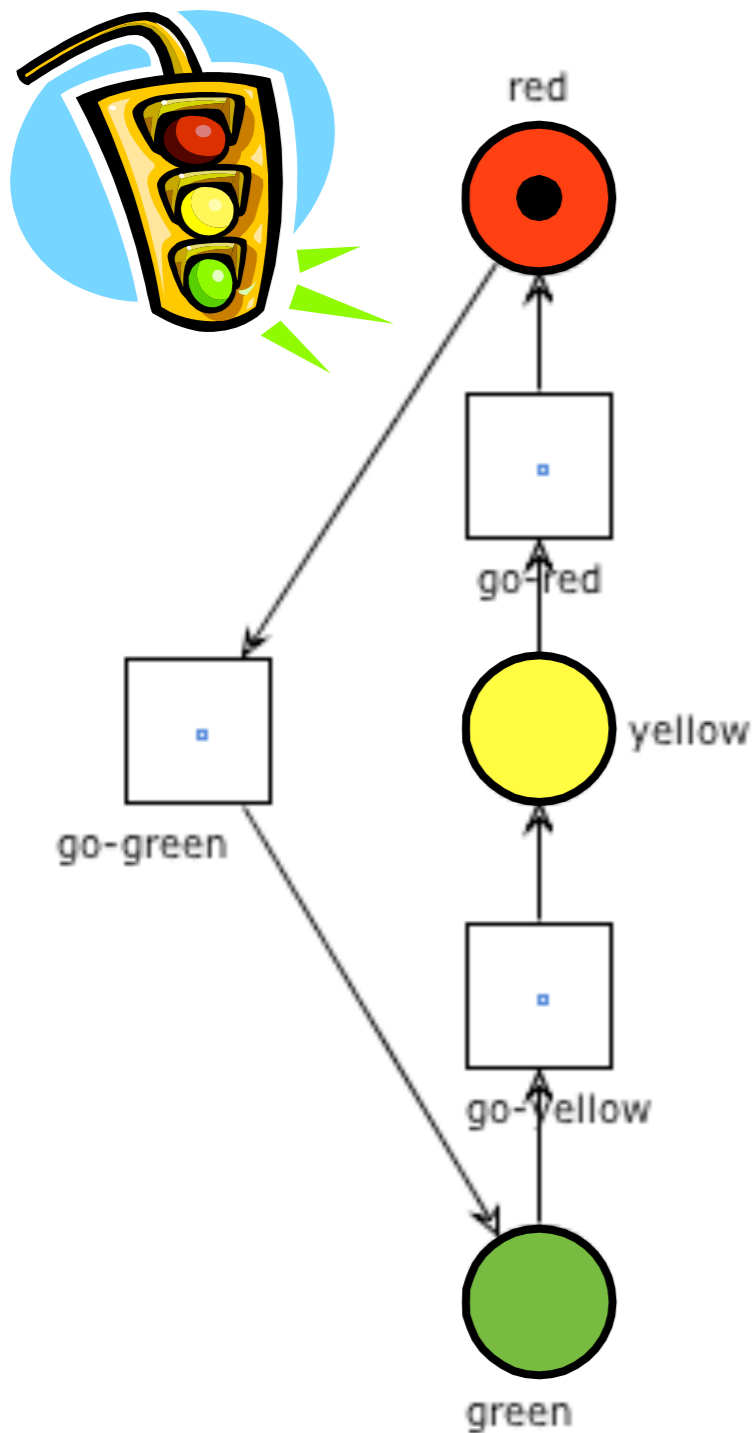
Example: traffic light



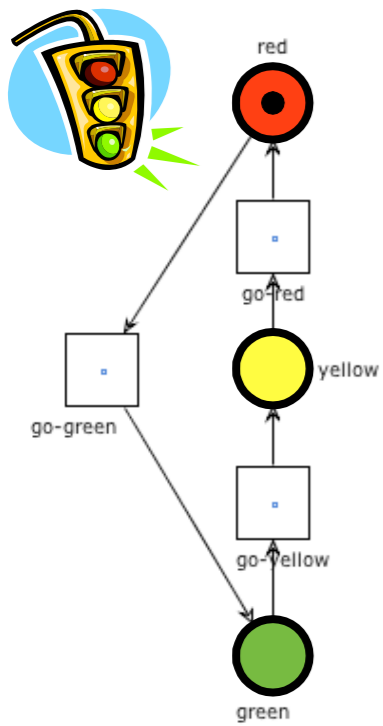
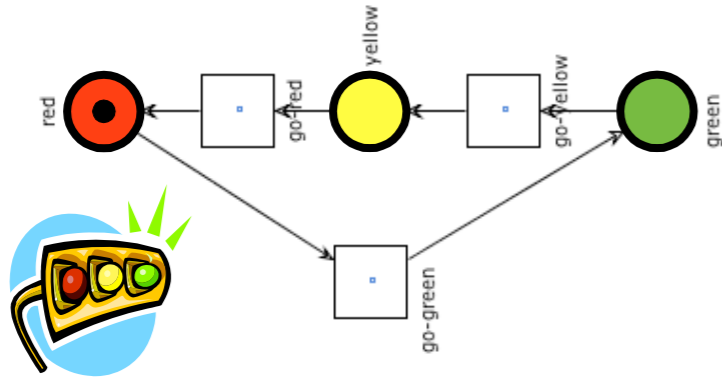
Example: traffic light



Example: two traffic lights



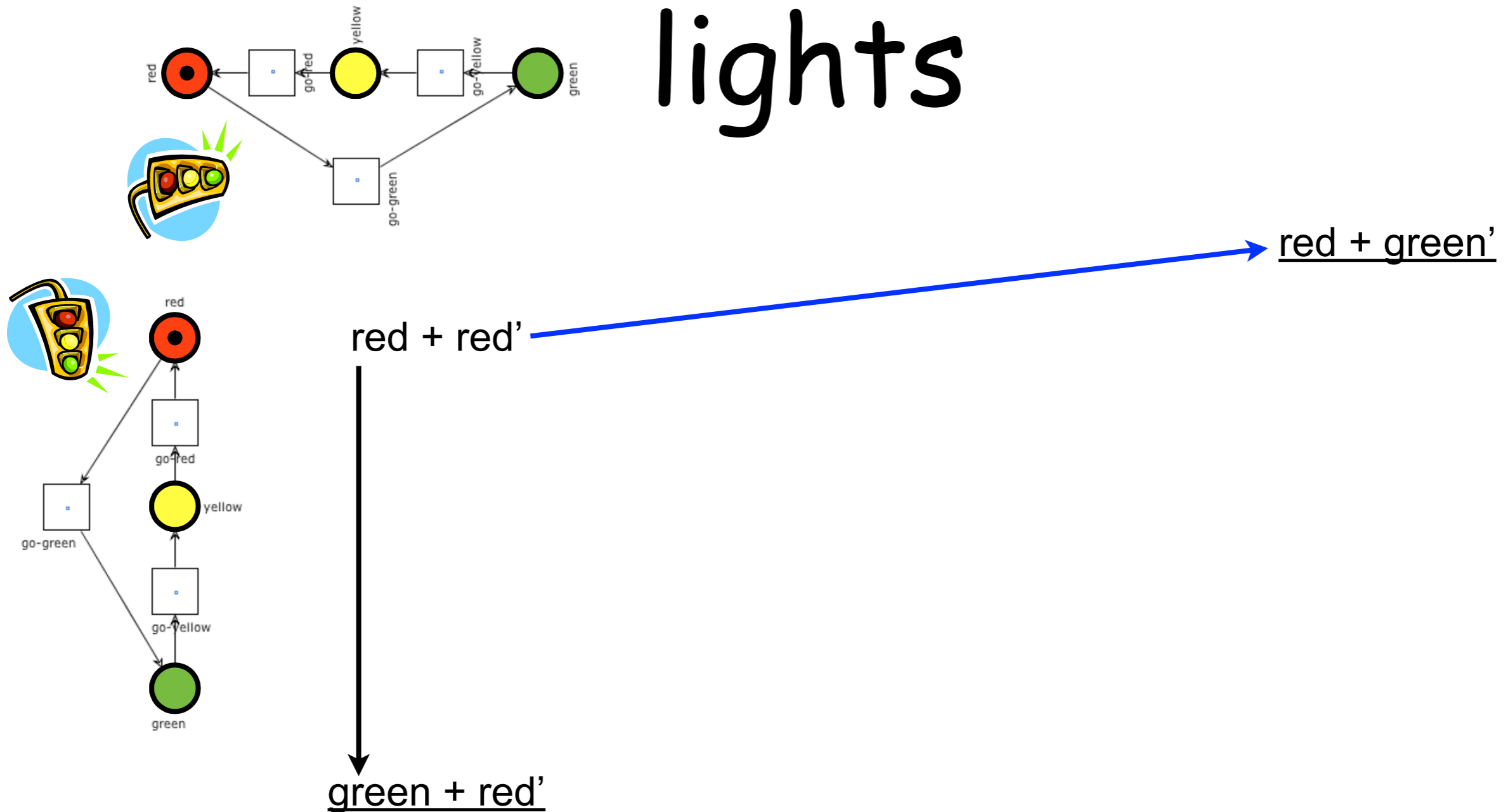
Example: two traffic lights



red + red'

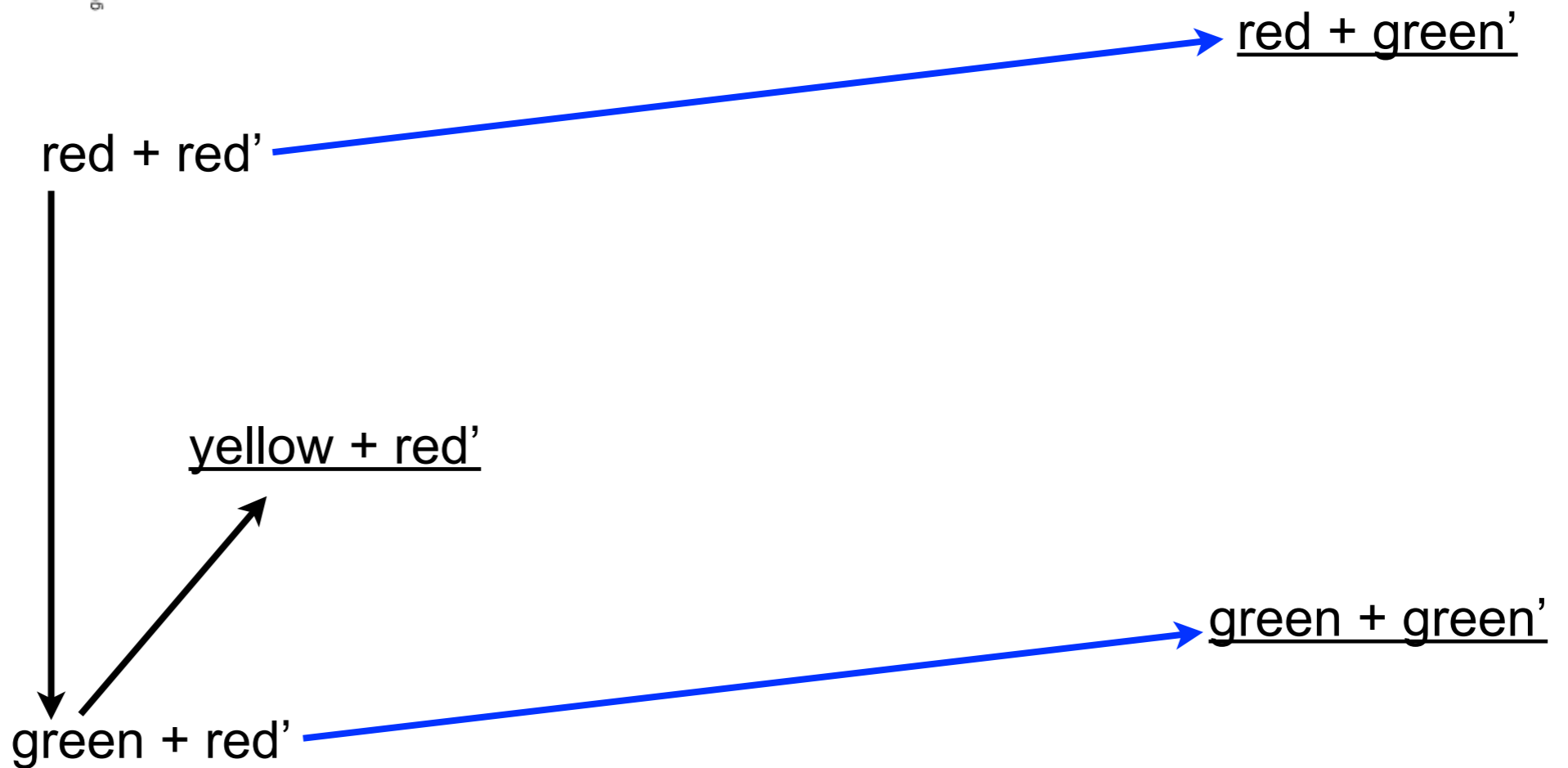
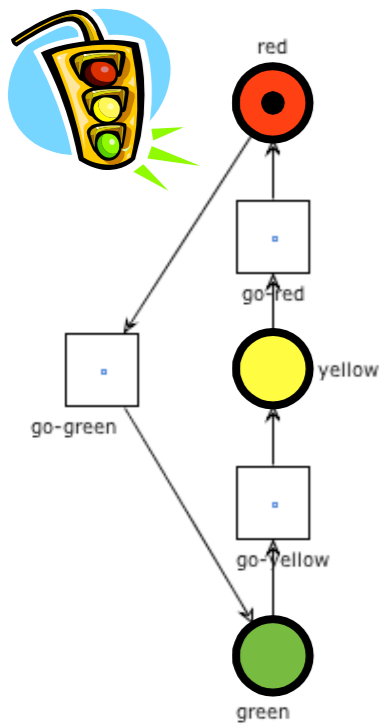
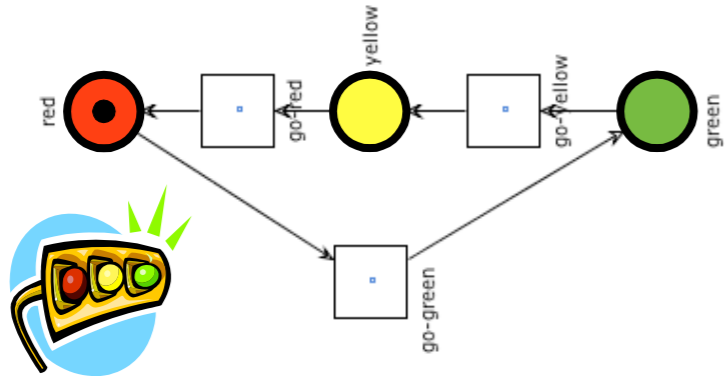
(we omit arc labels for readability issues)

Example: two traffic lights



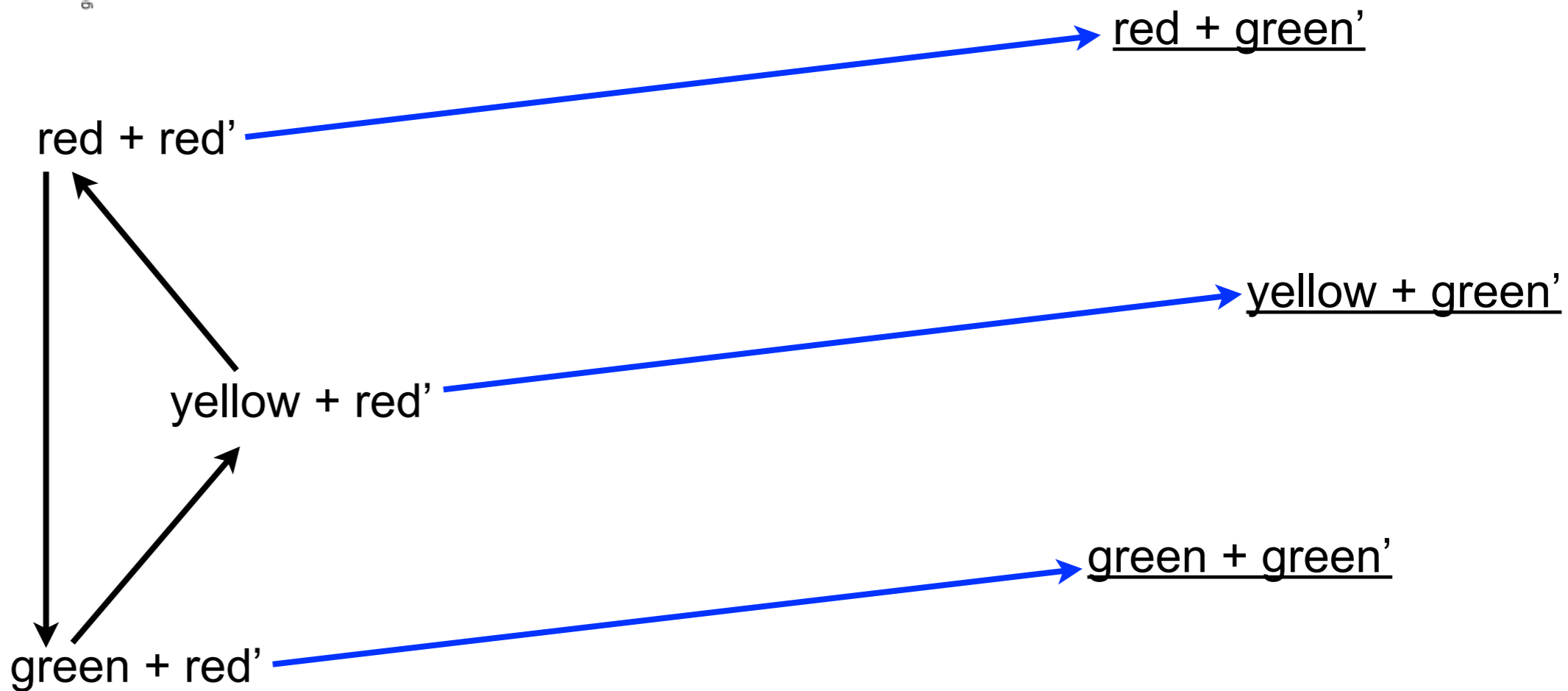
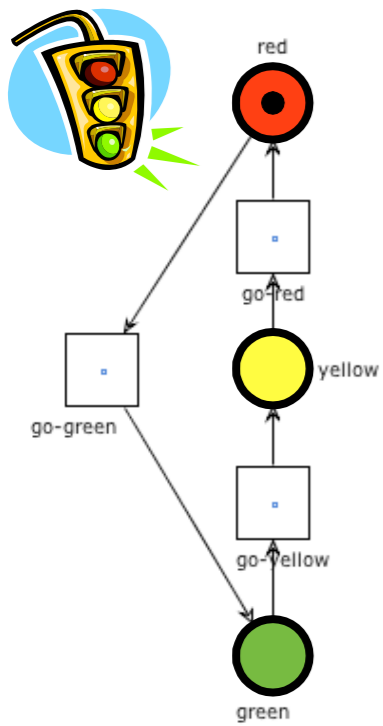
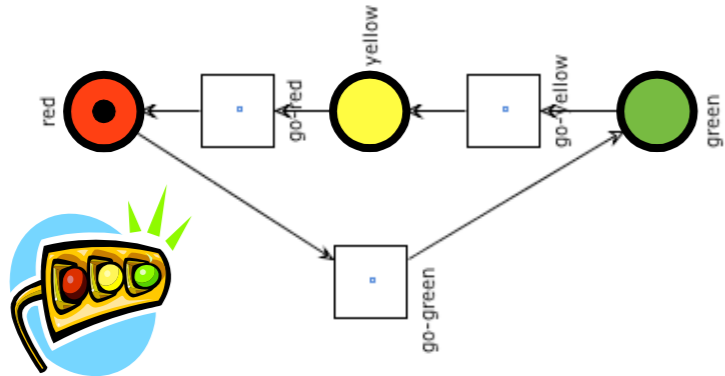
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Example: two traffic lights



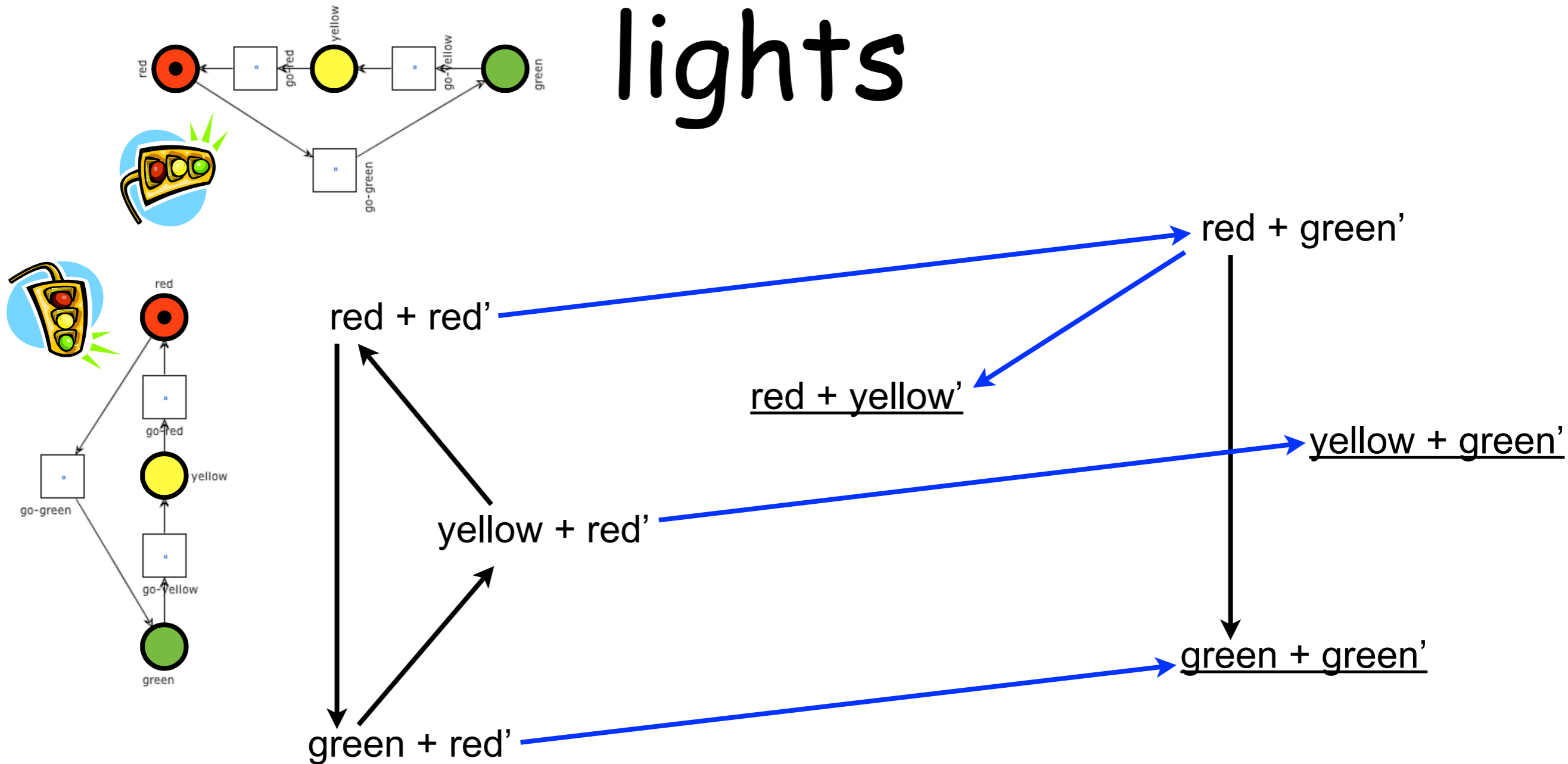
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Example: two traffic lights



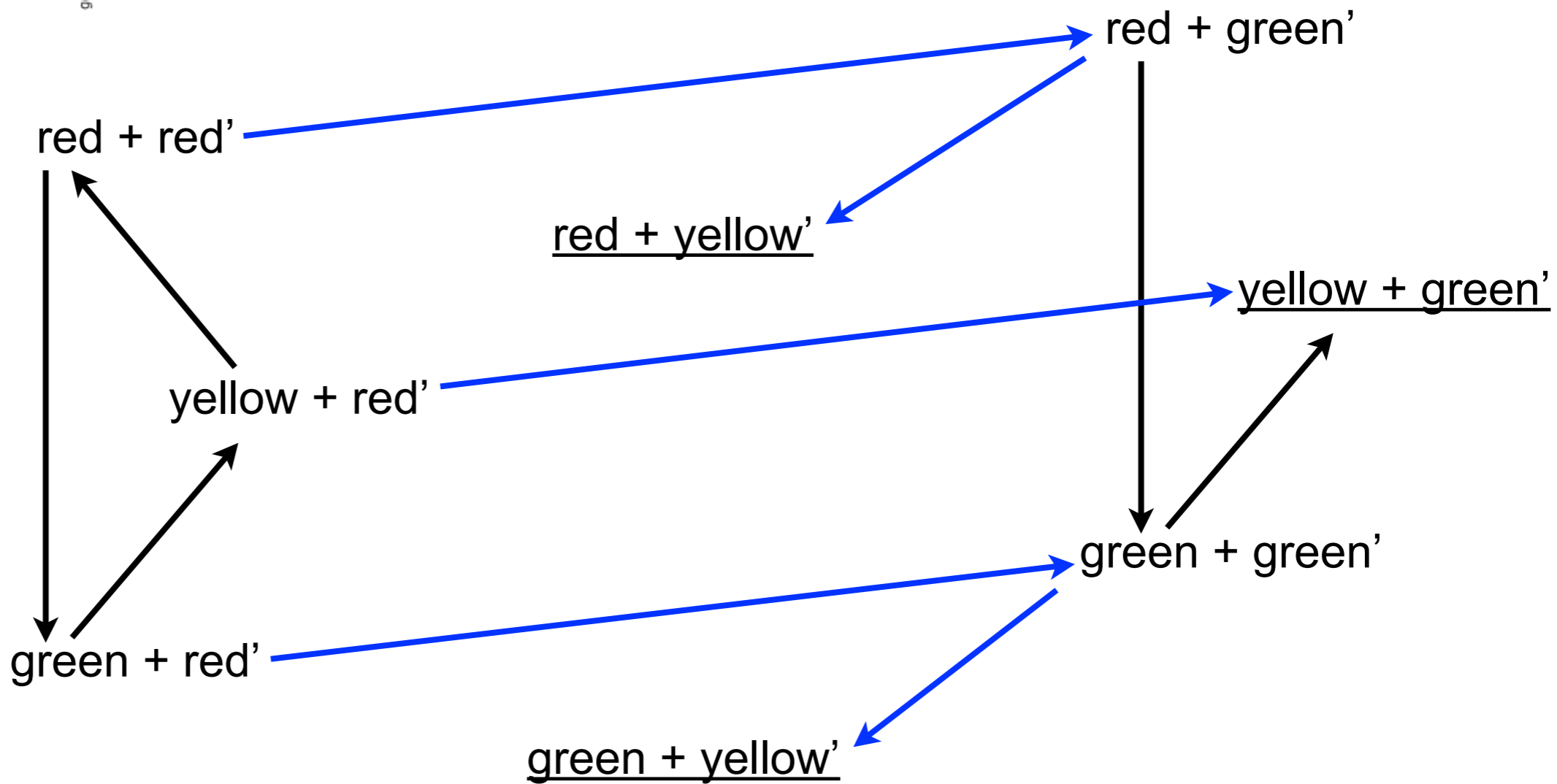
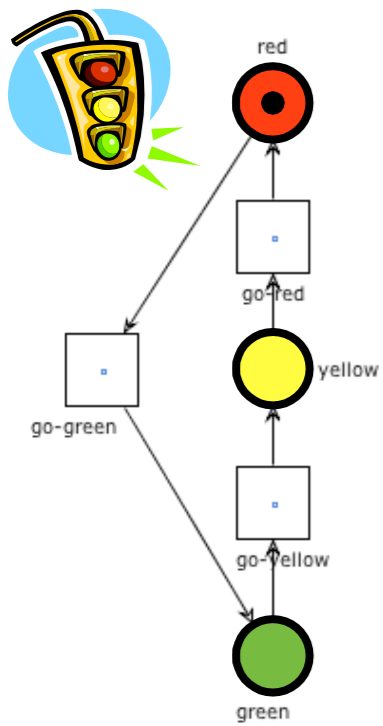
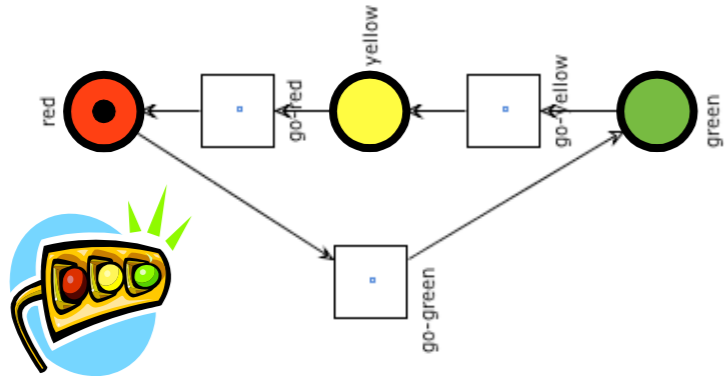
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Example: two traffic lights



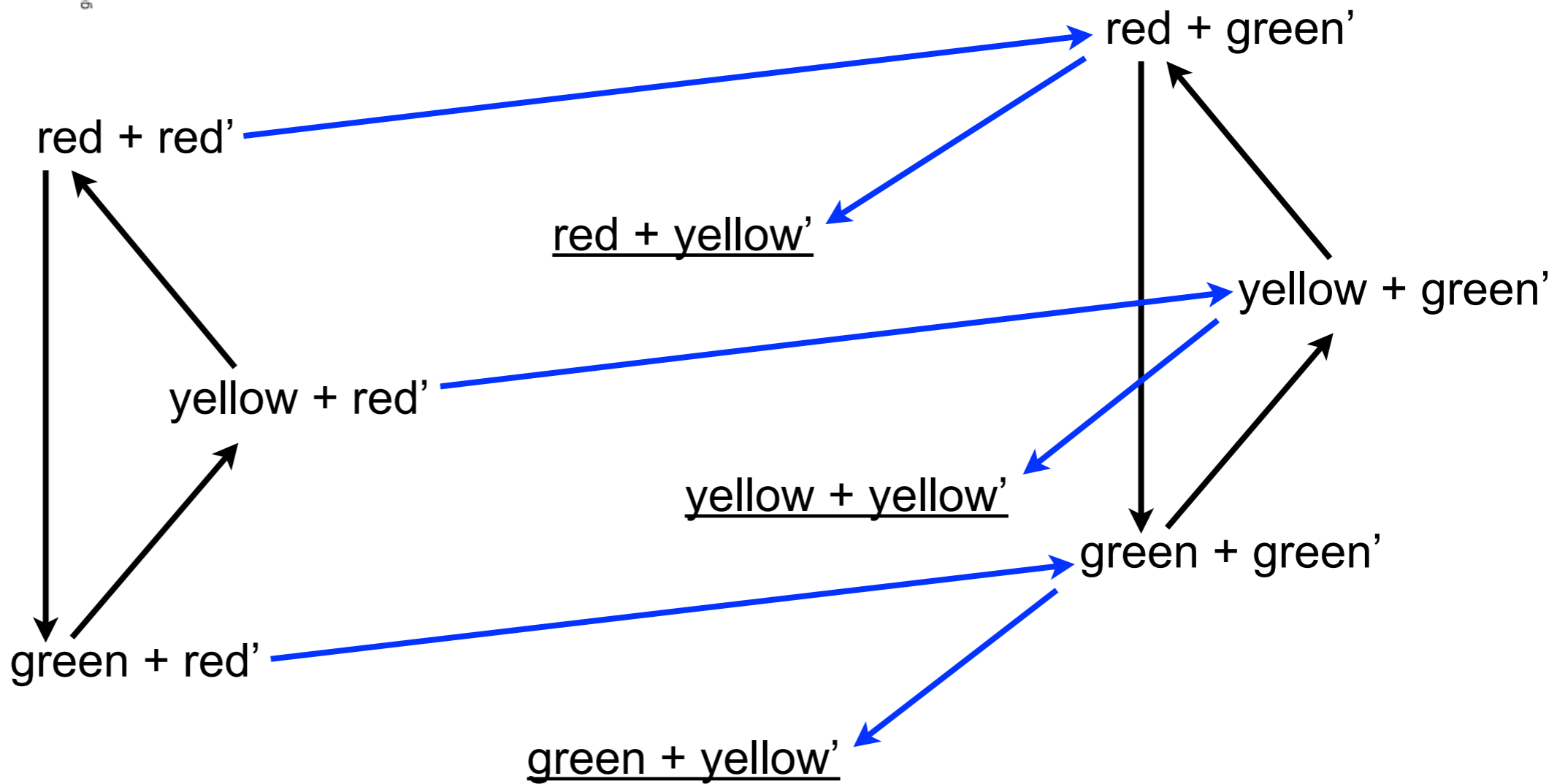
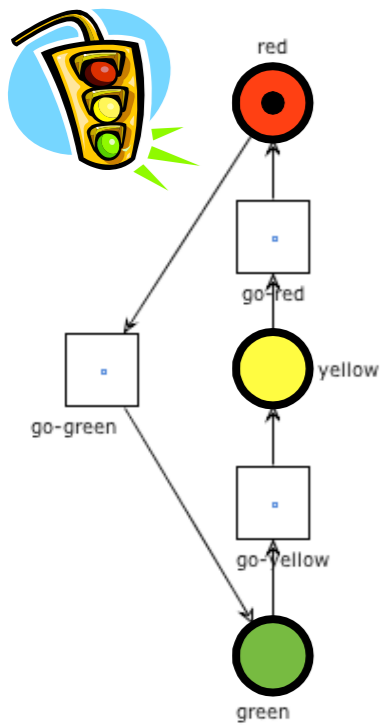
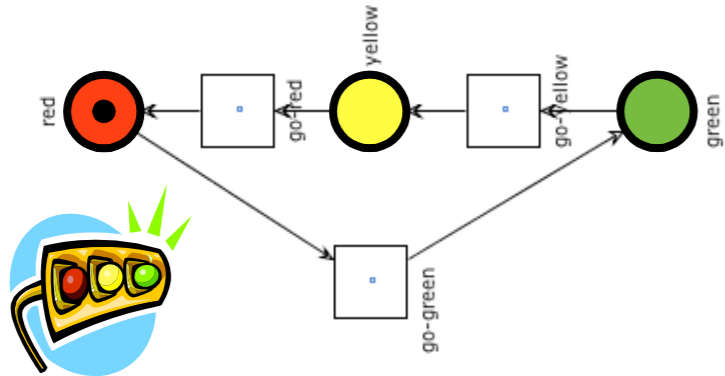
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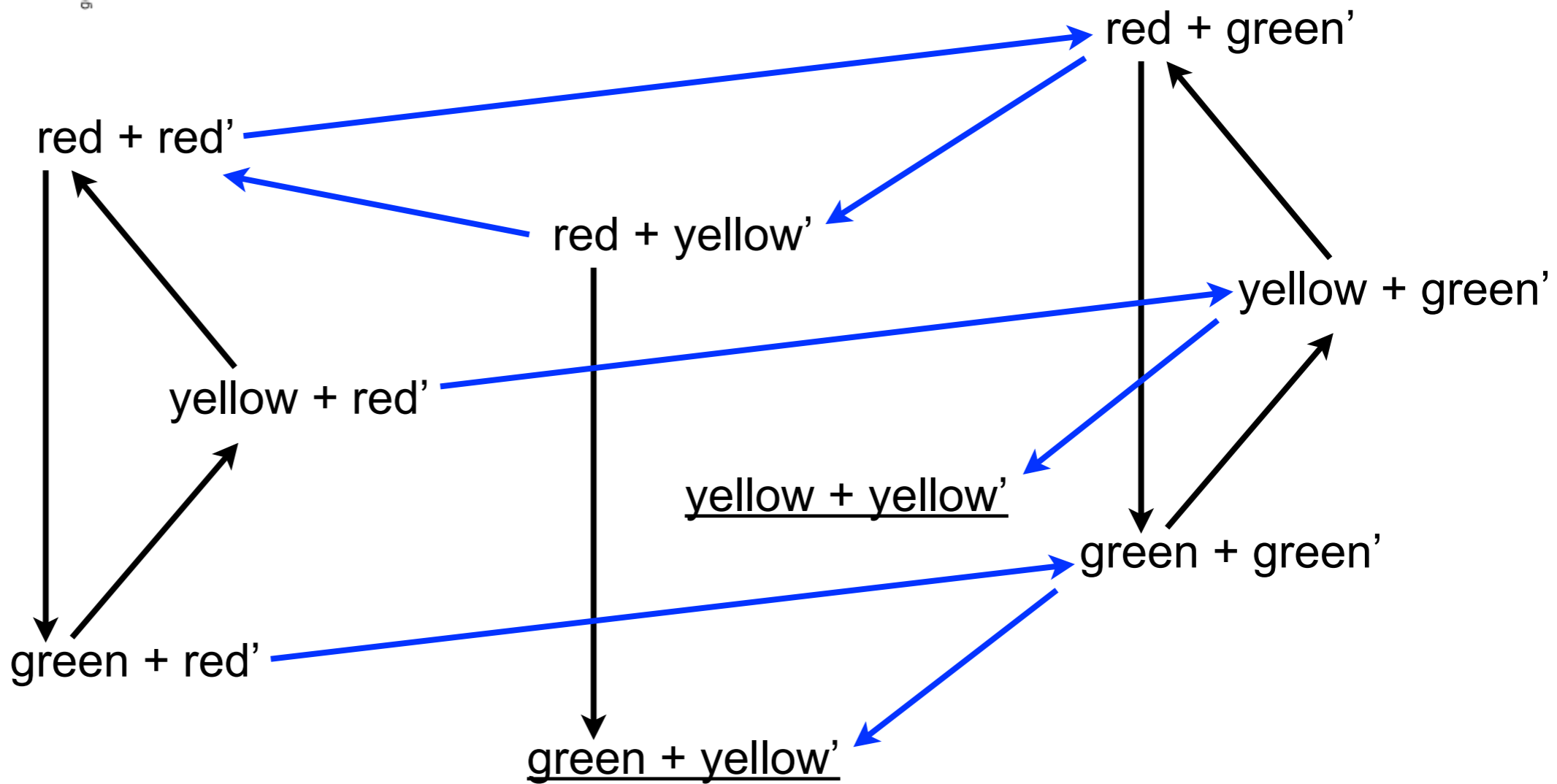
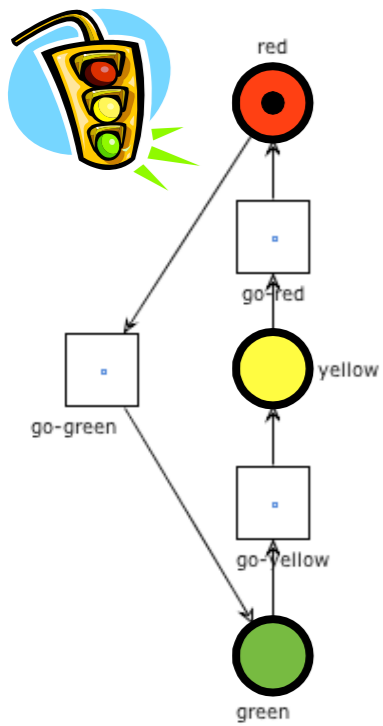
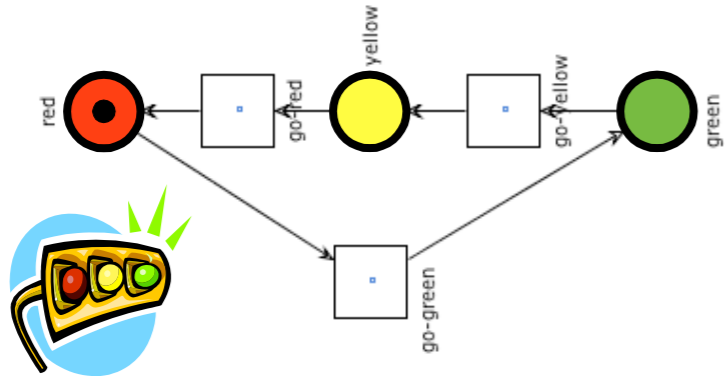
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Example: two traffic lights



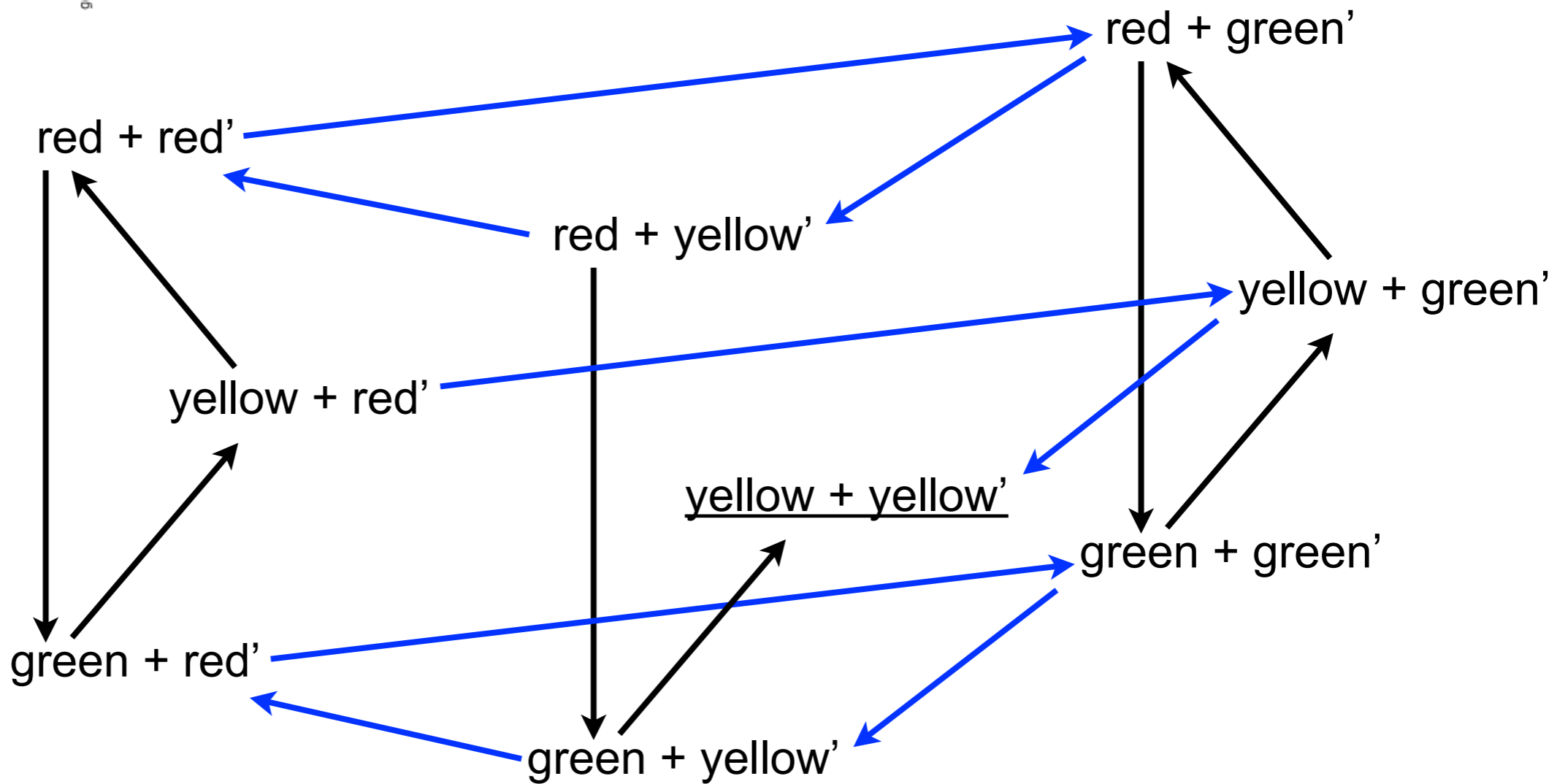
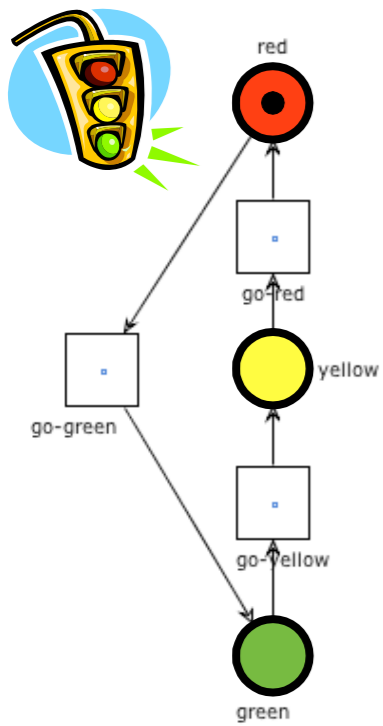
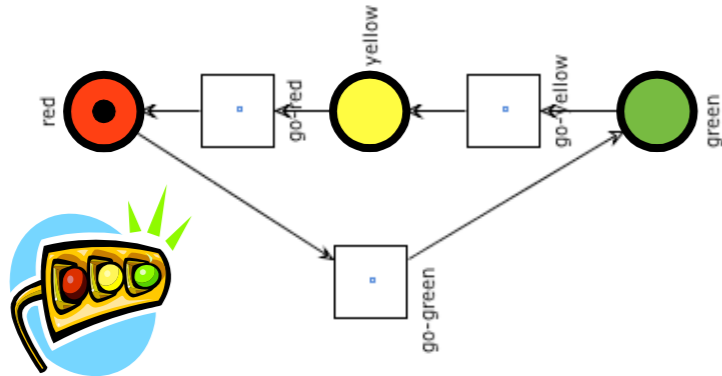
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Example: two traffic lights



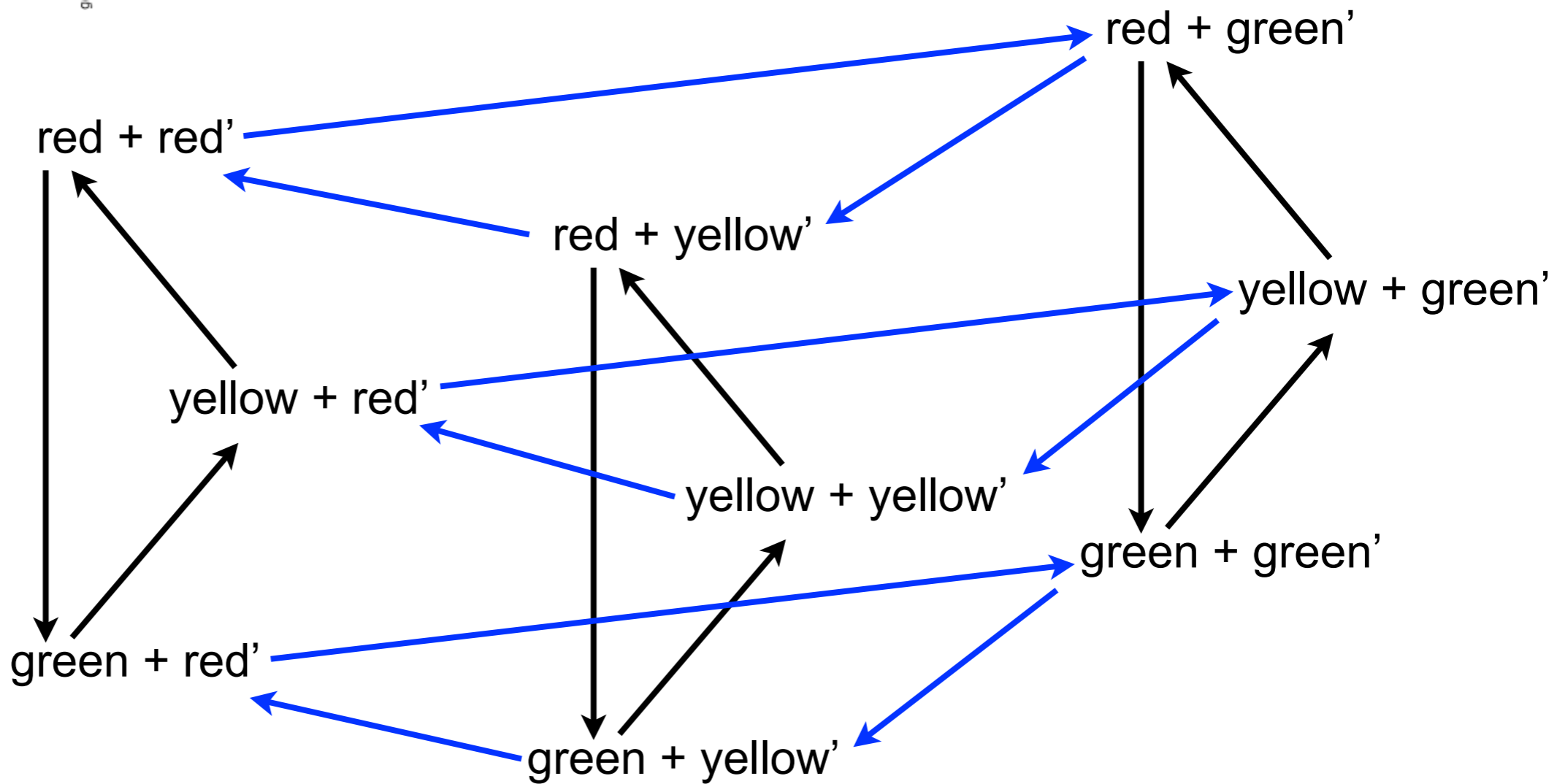
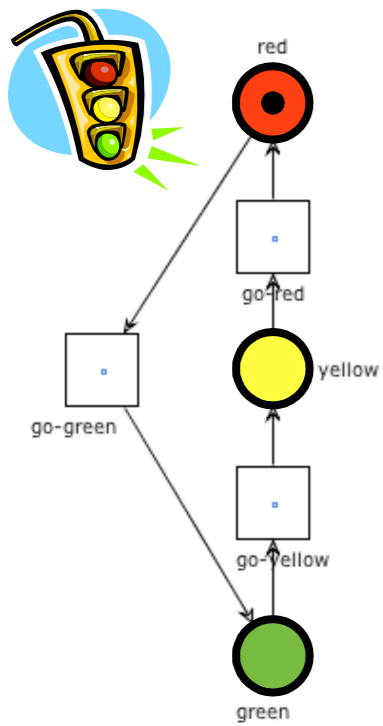
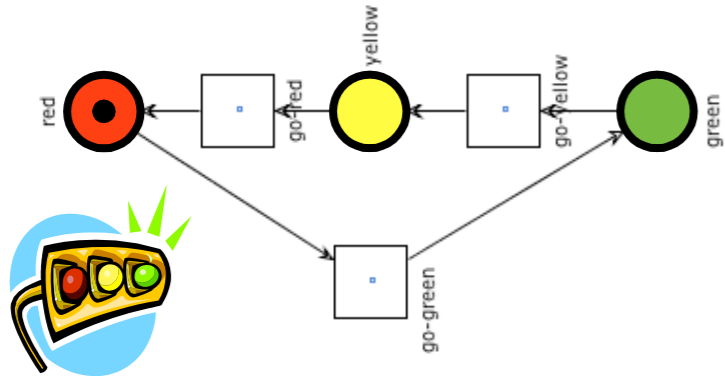
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Example: two traffic lights



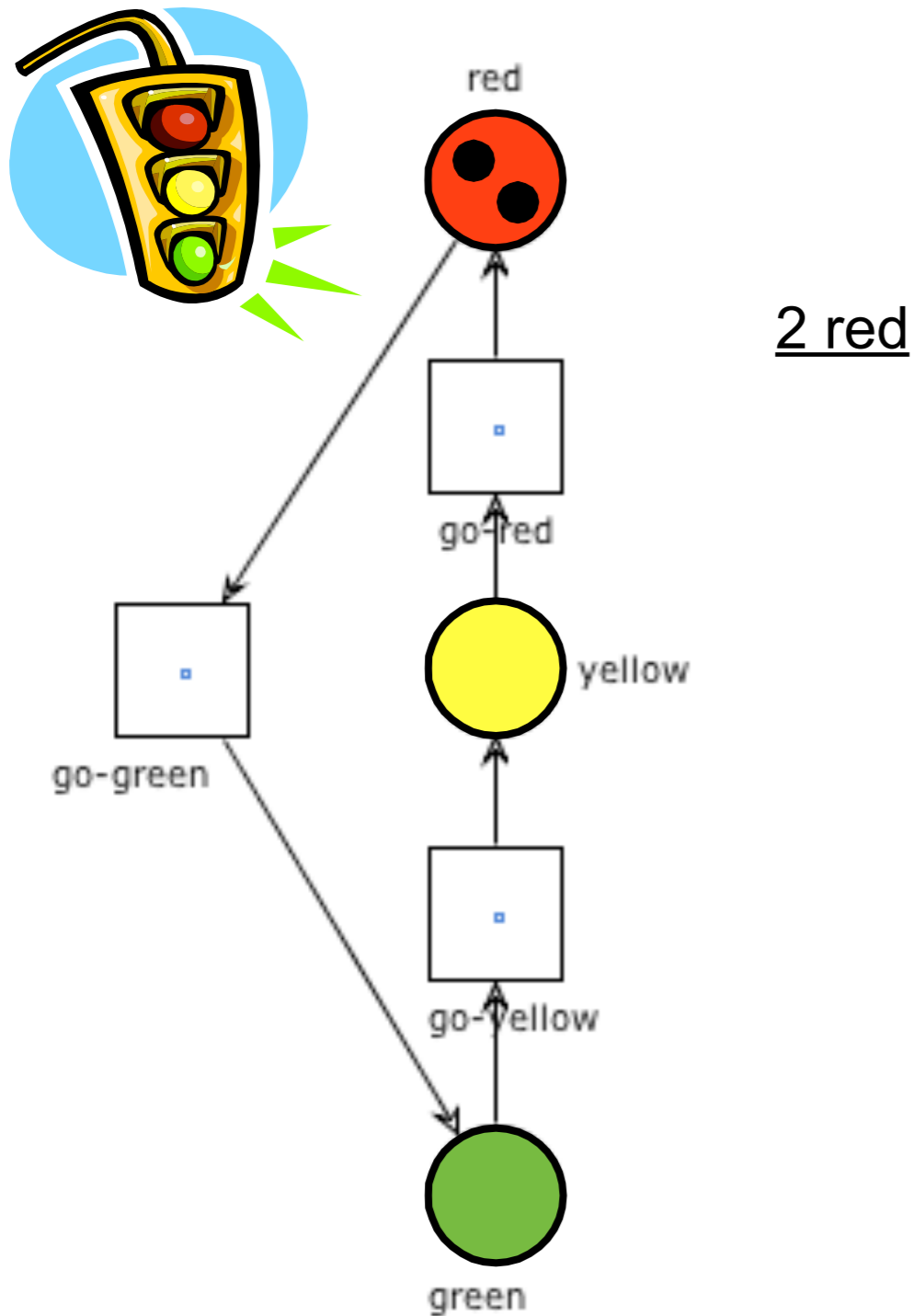
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Example: two traffic lights

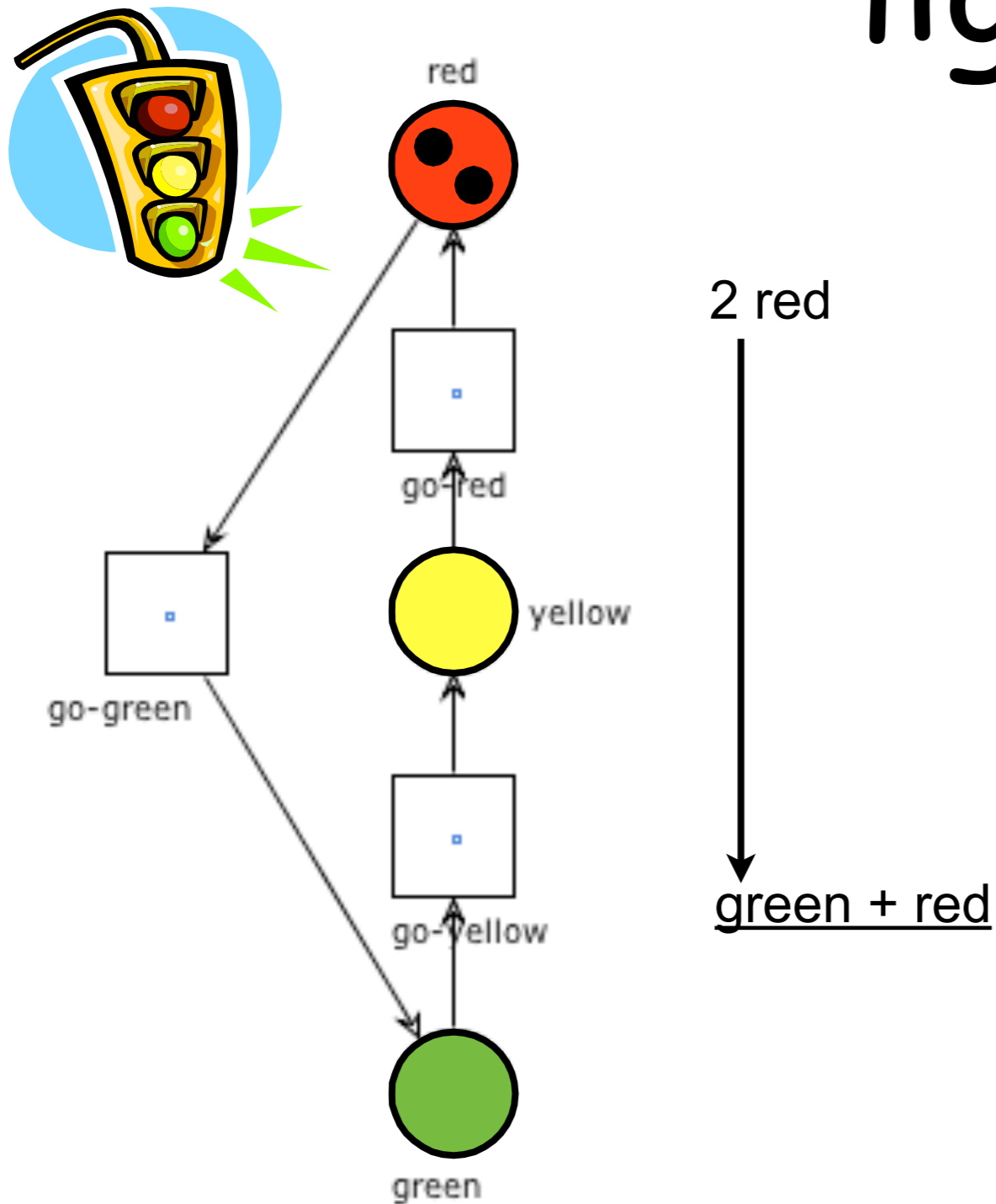


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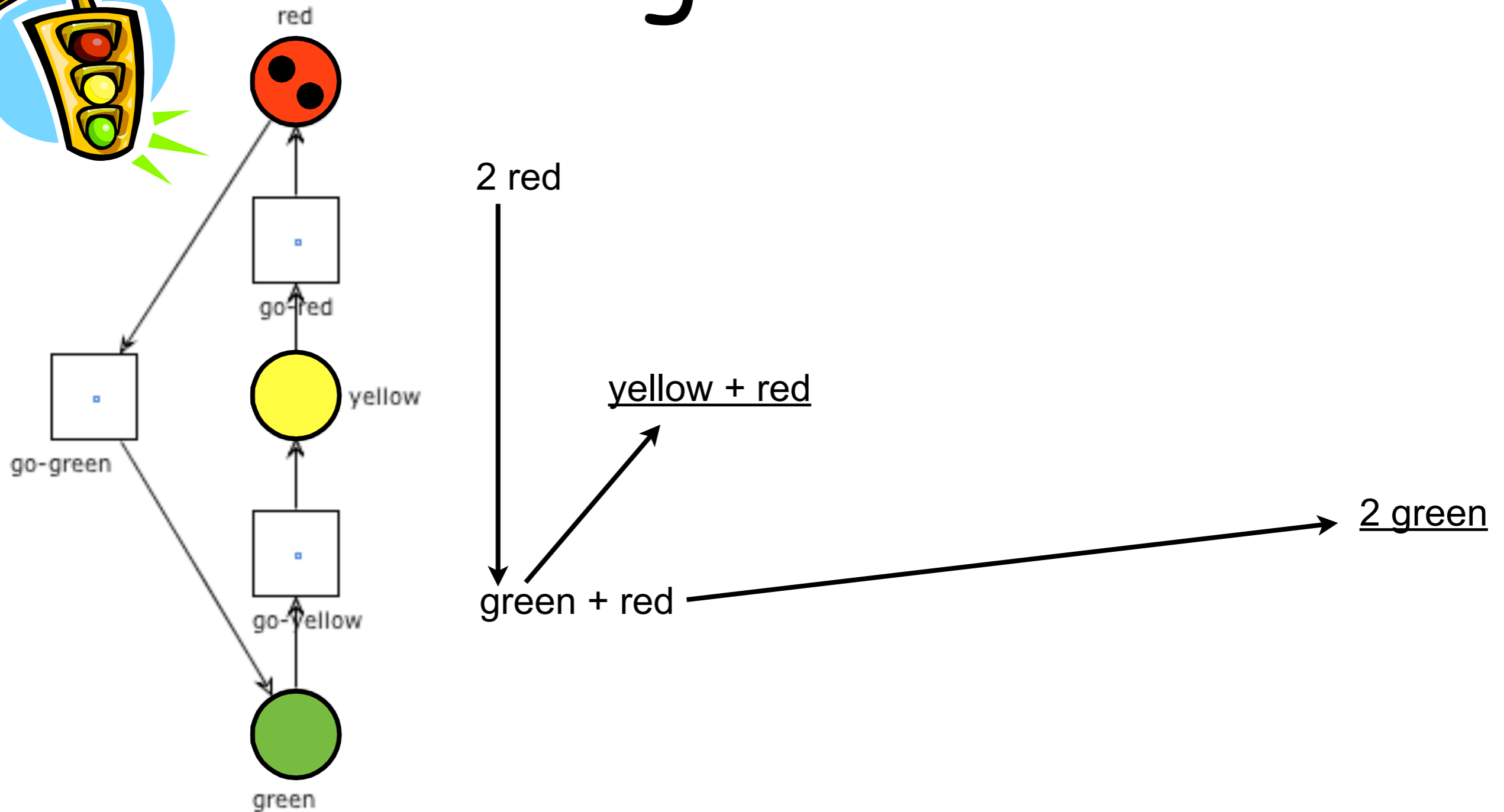
Example: two traffic lights



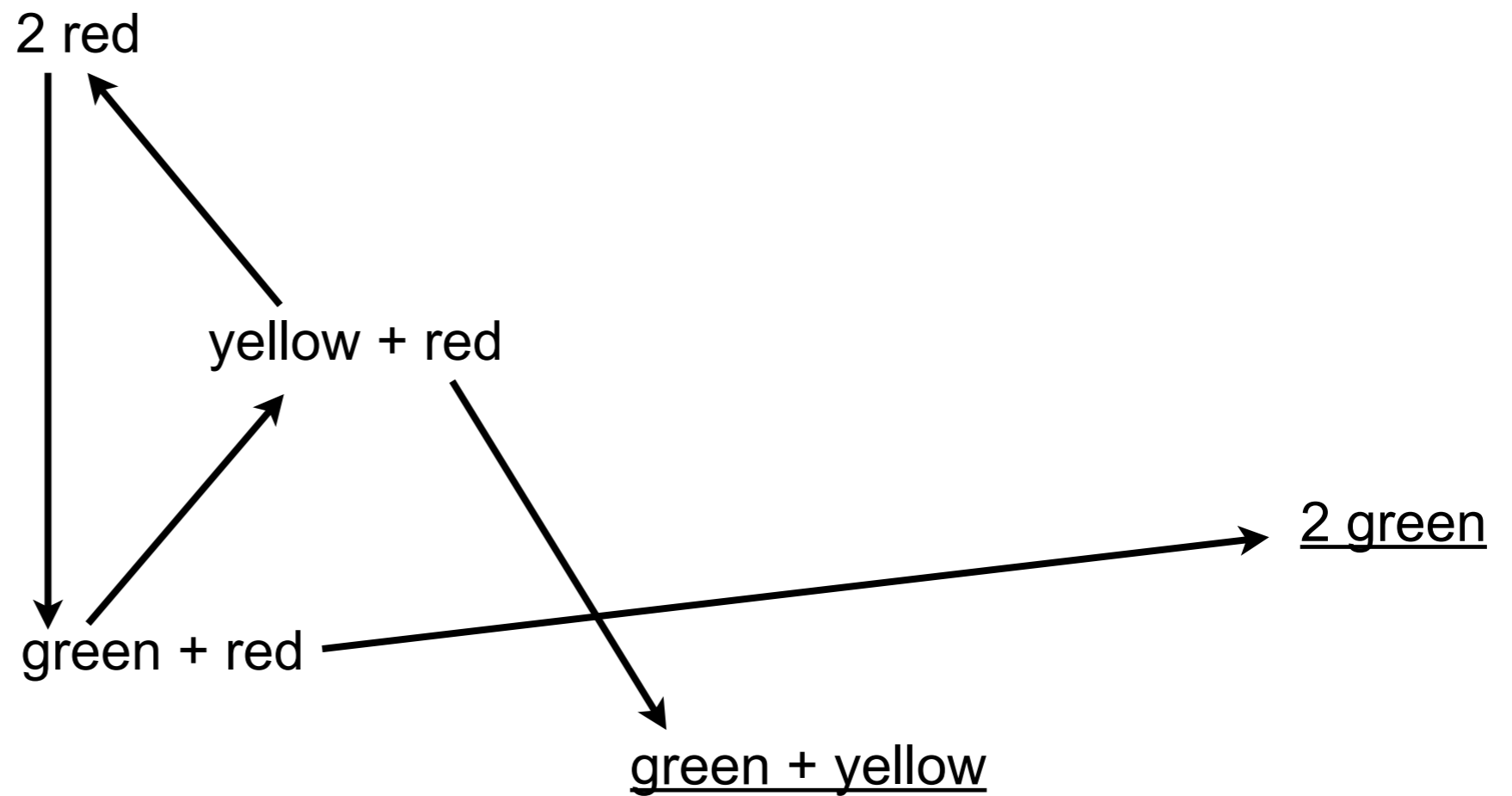
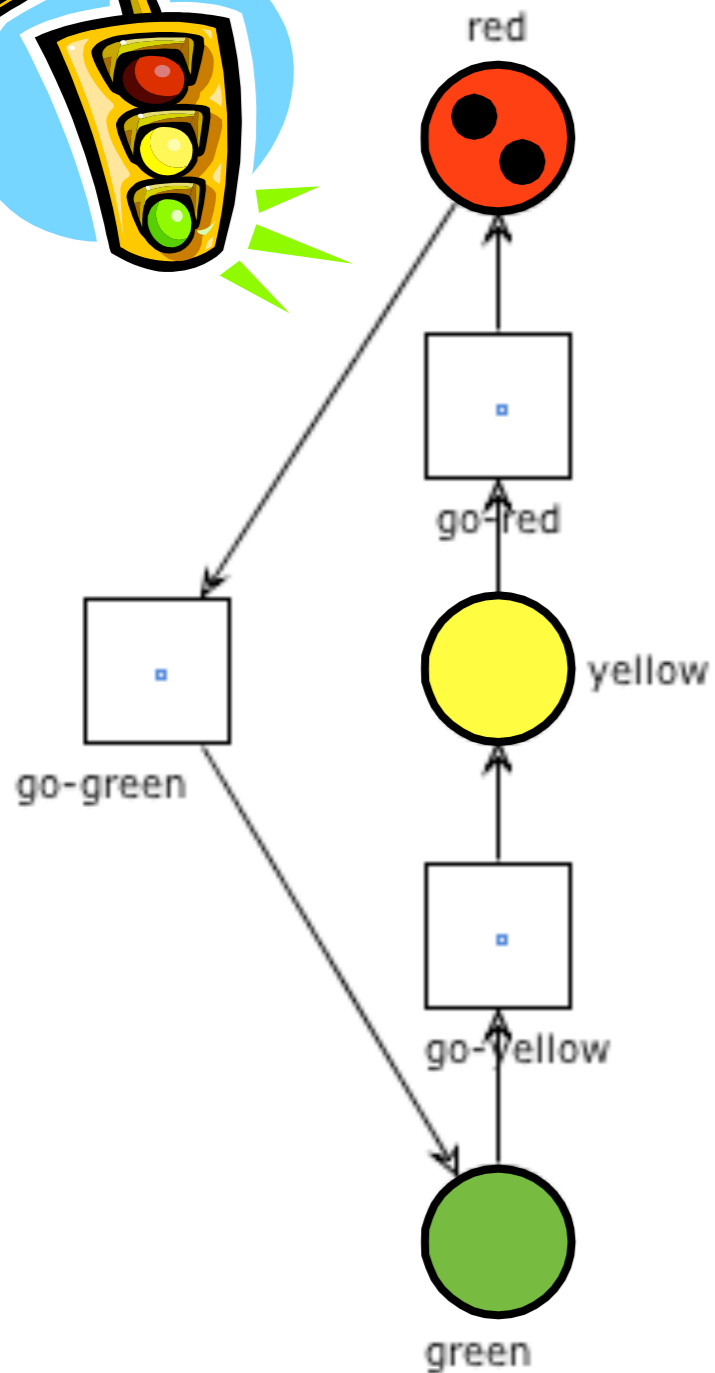
Example: two traffic lights



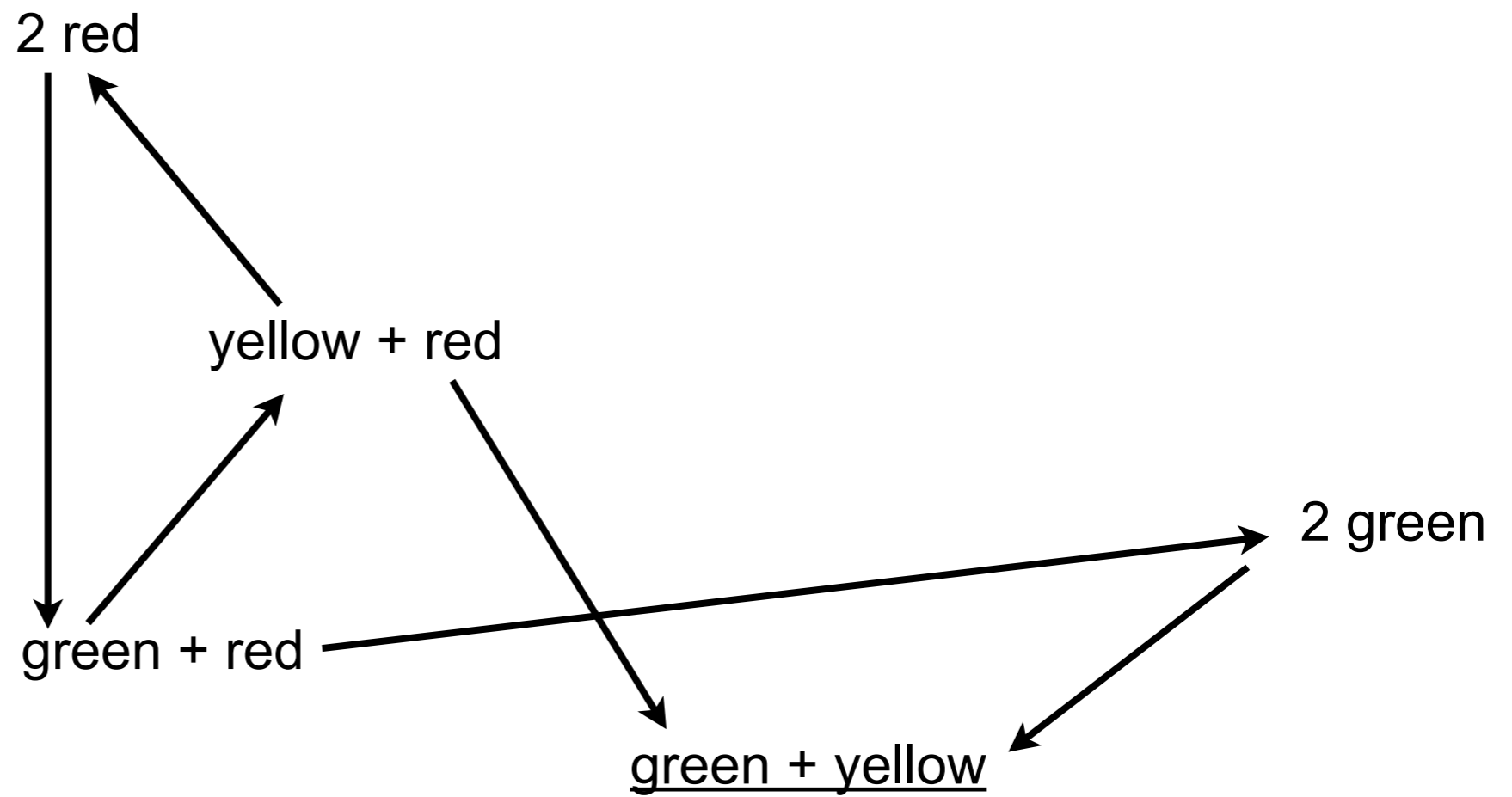
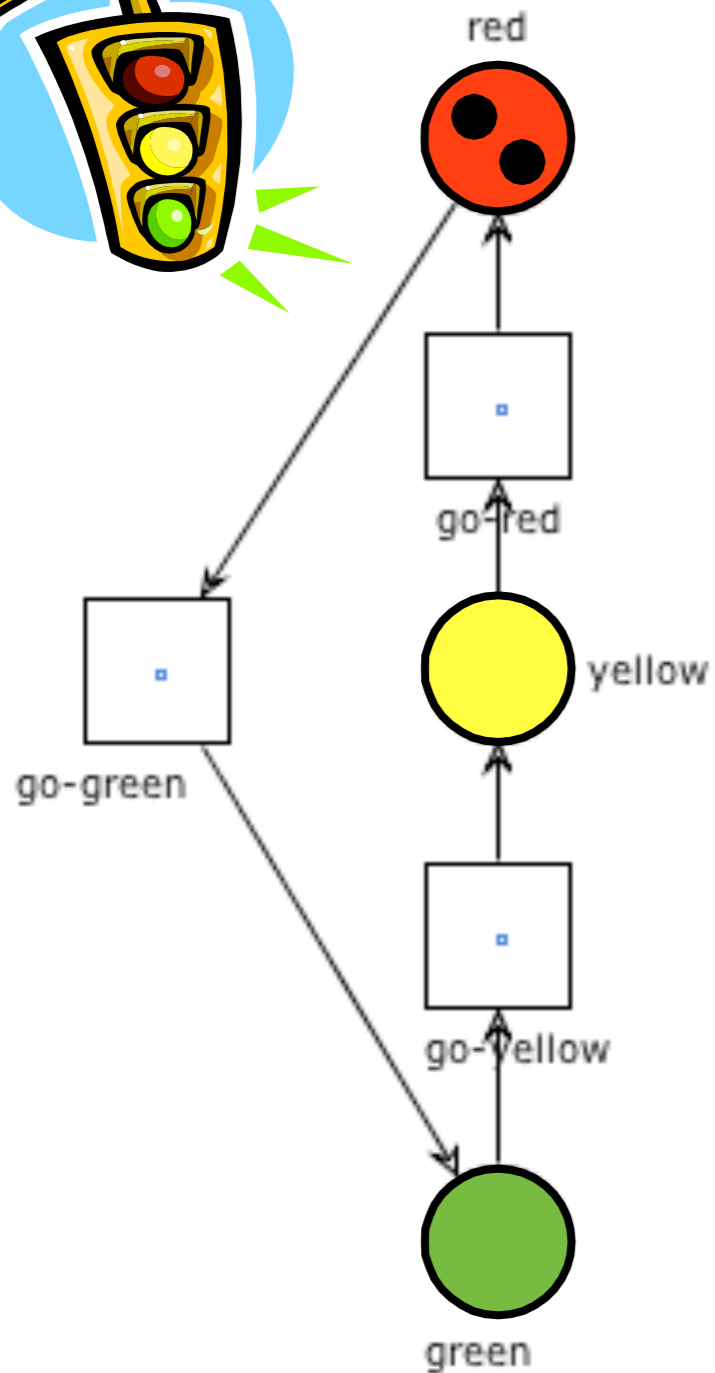
Example: two traffic lights



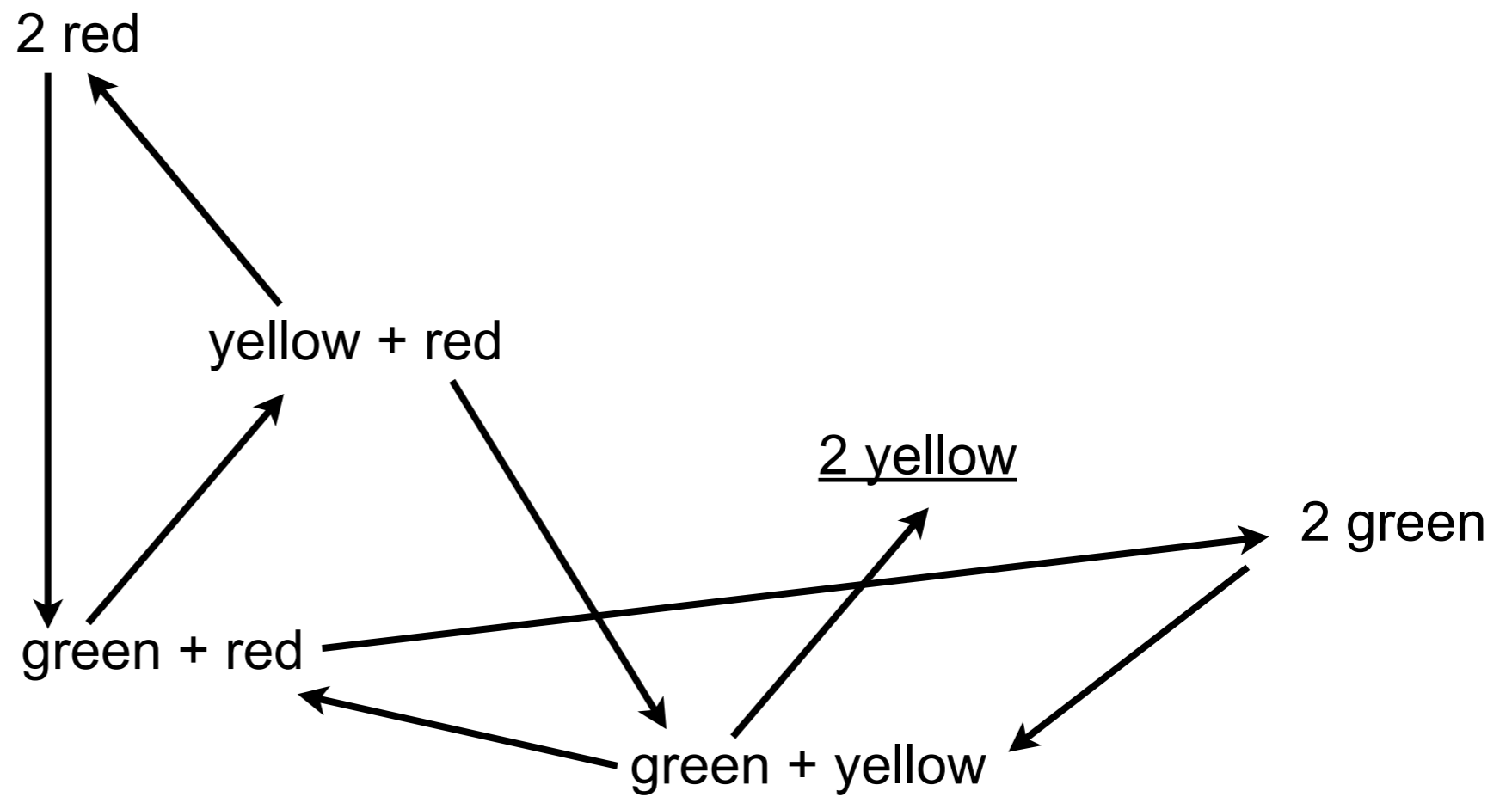
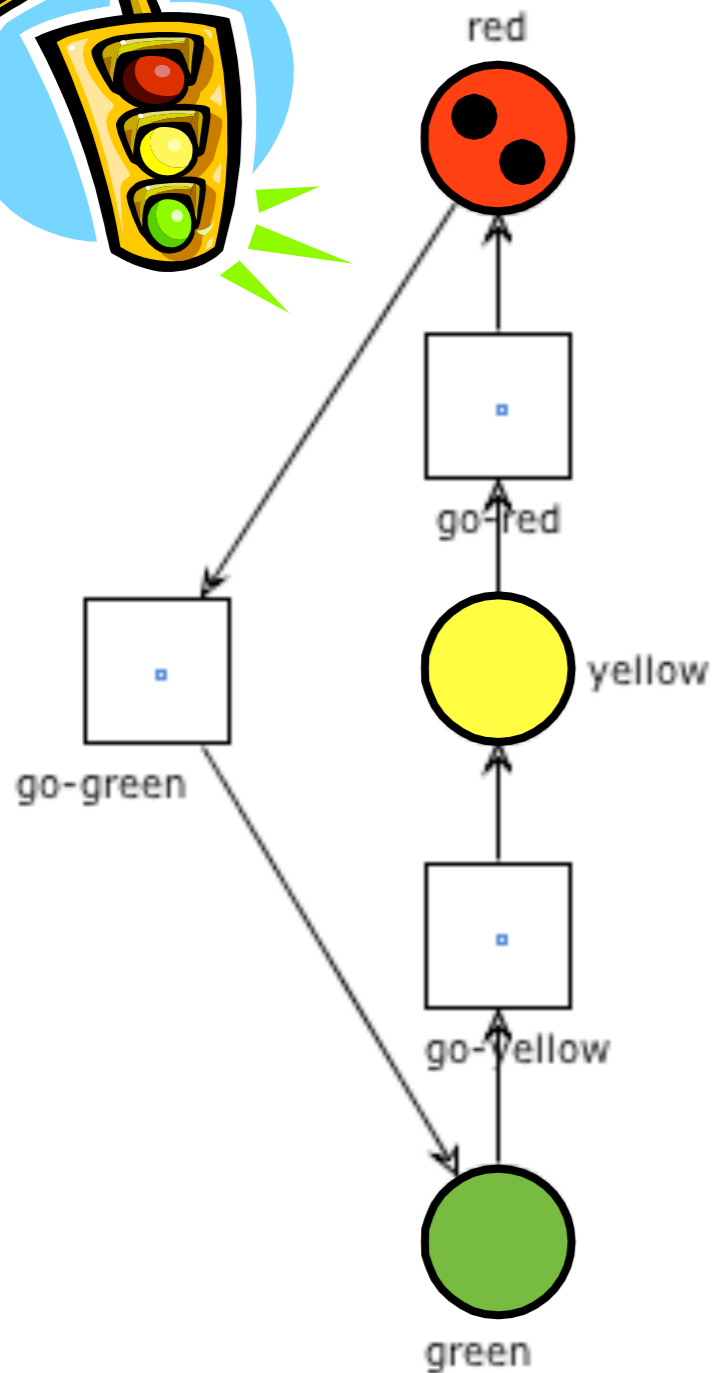
Example: two traffic lights



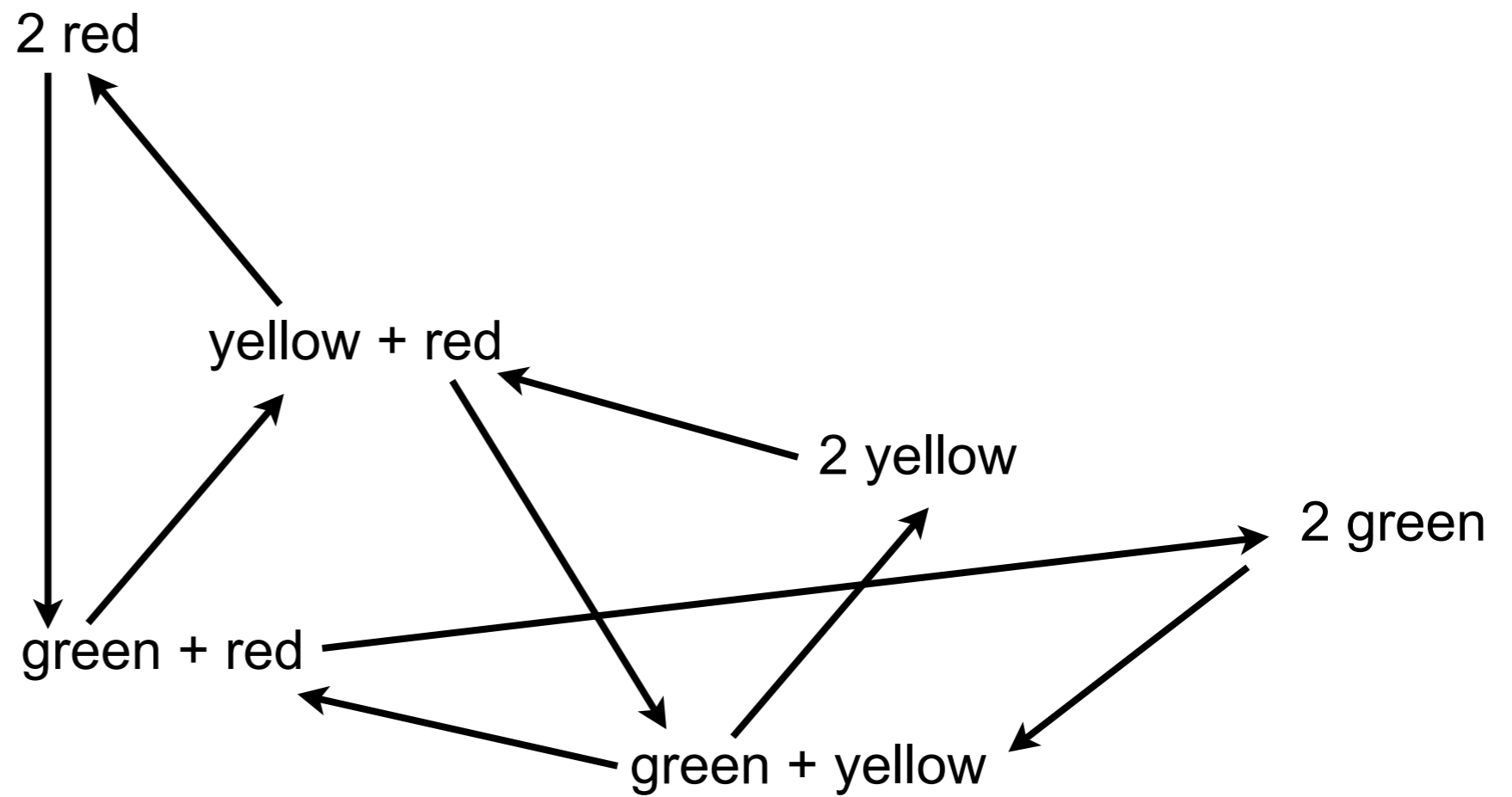
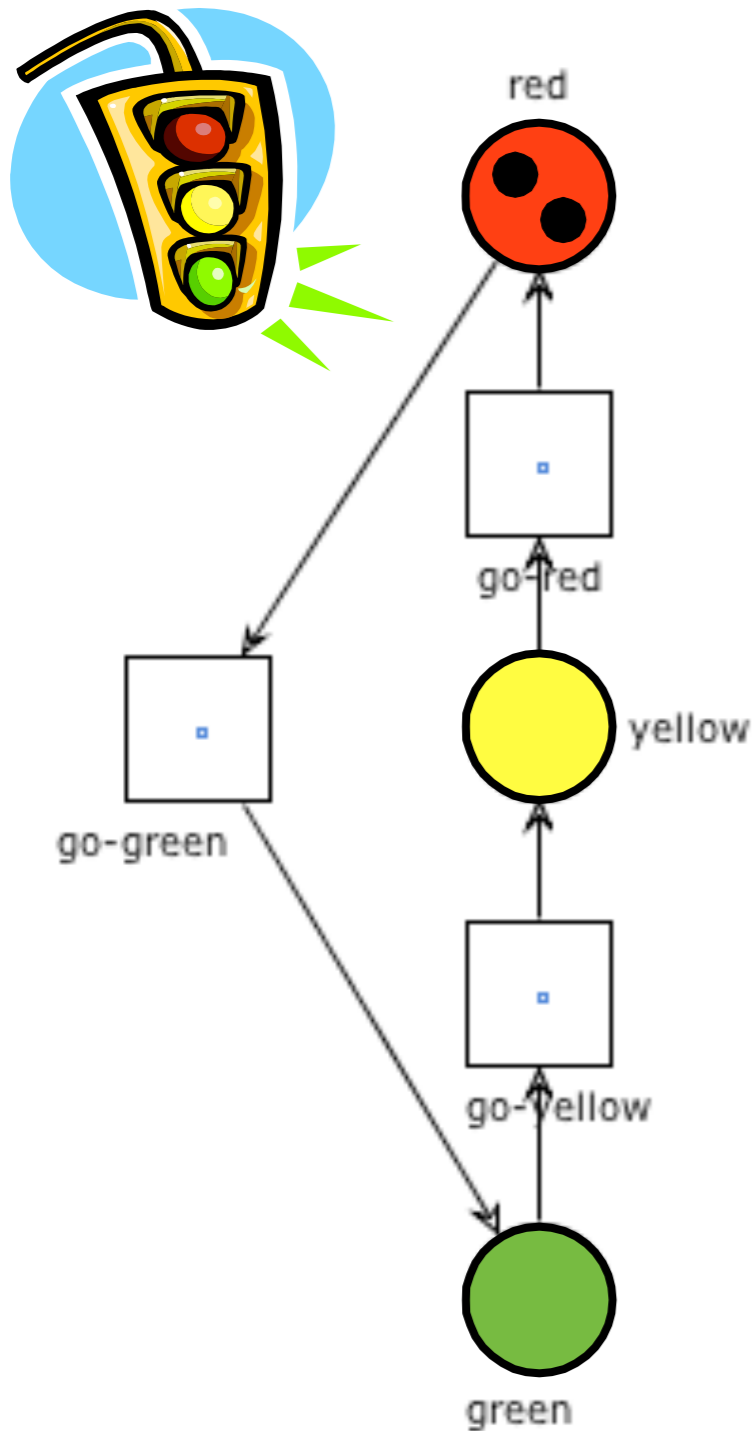
Example: two traffic lights



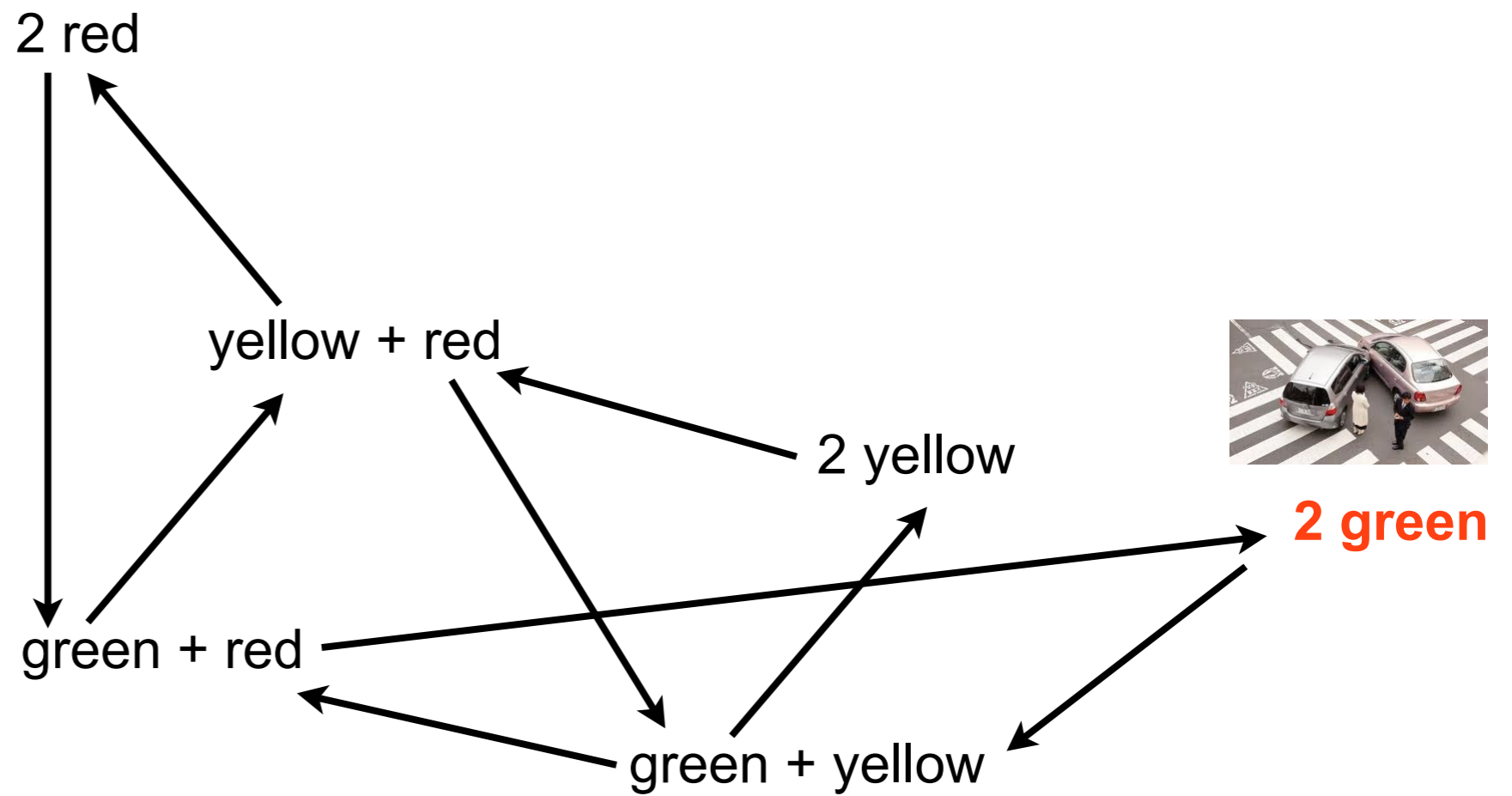
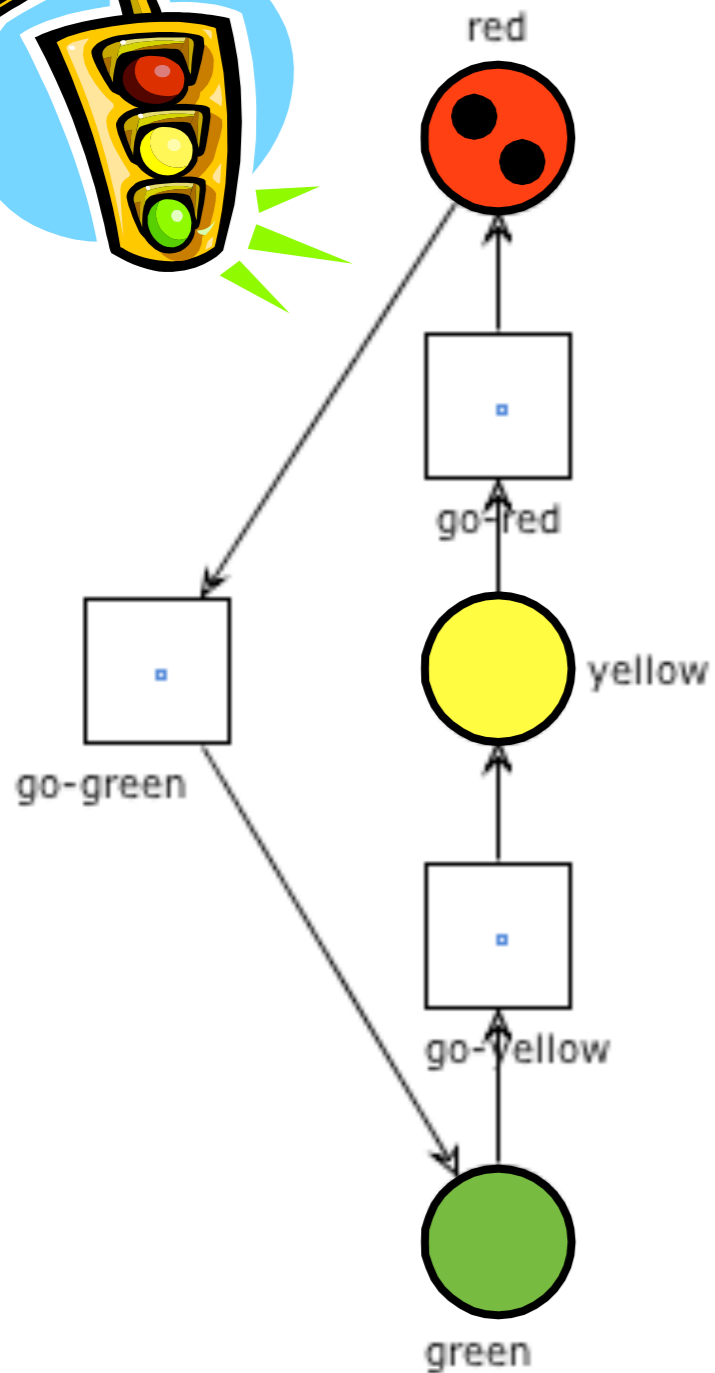
Example: two traffic lights



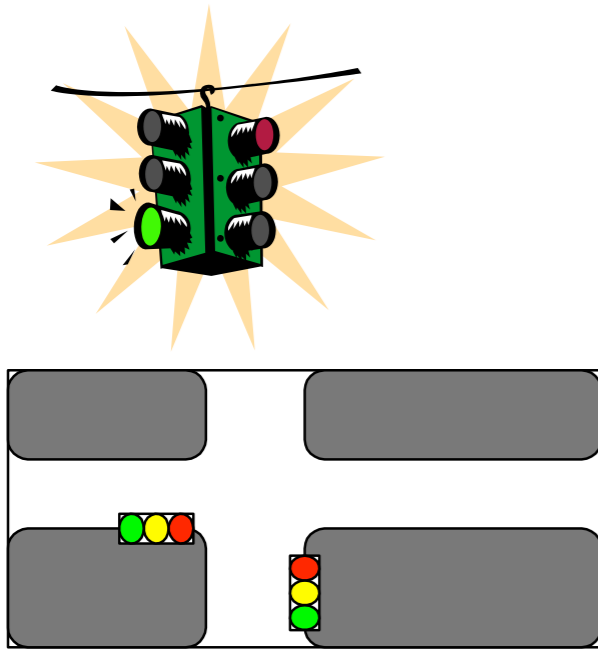
Example: two traffic lights



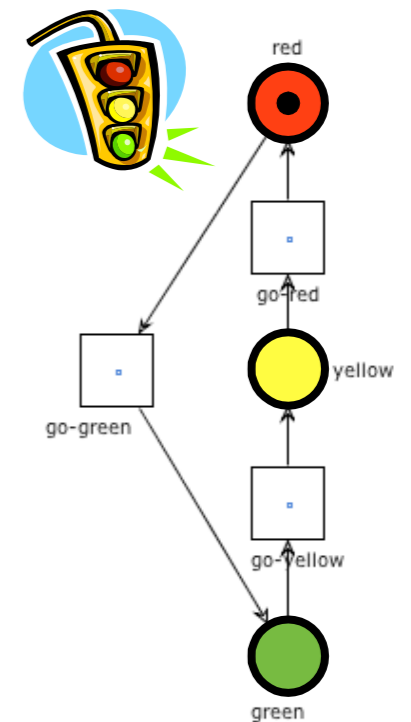
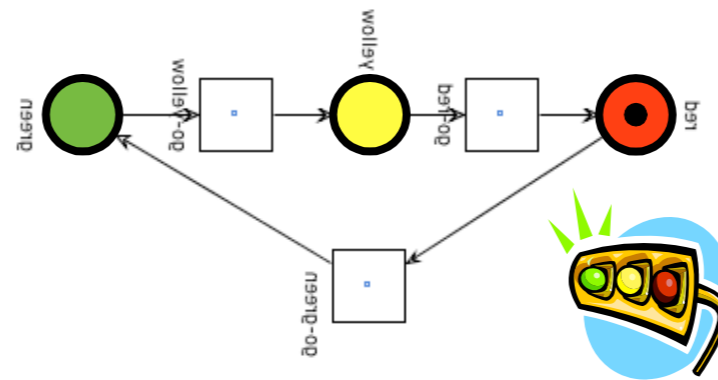
Example: two traffic lights



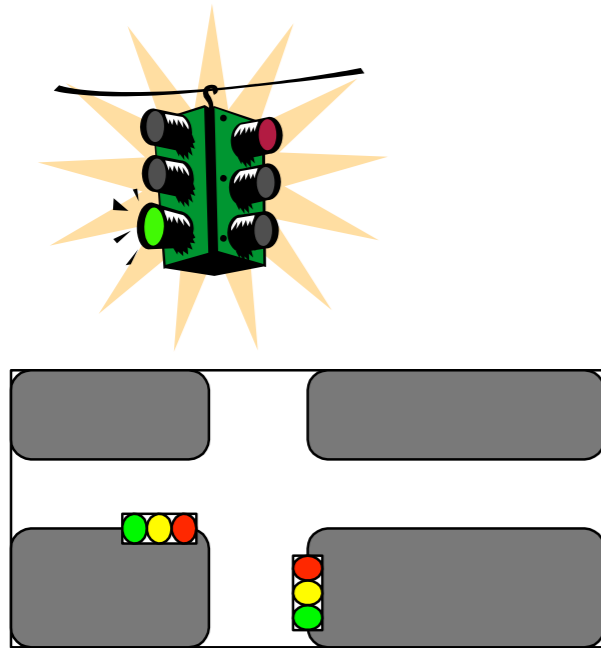
Question time



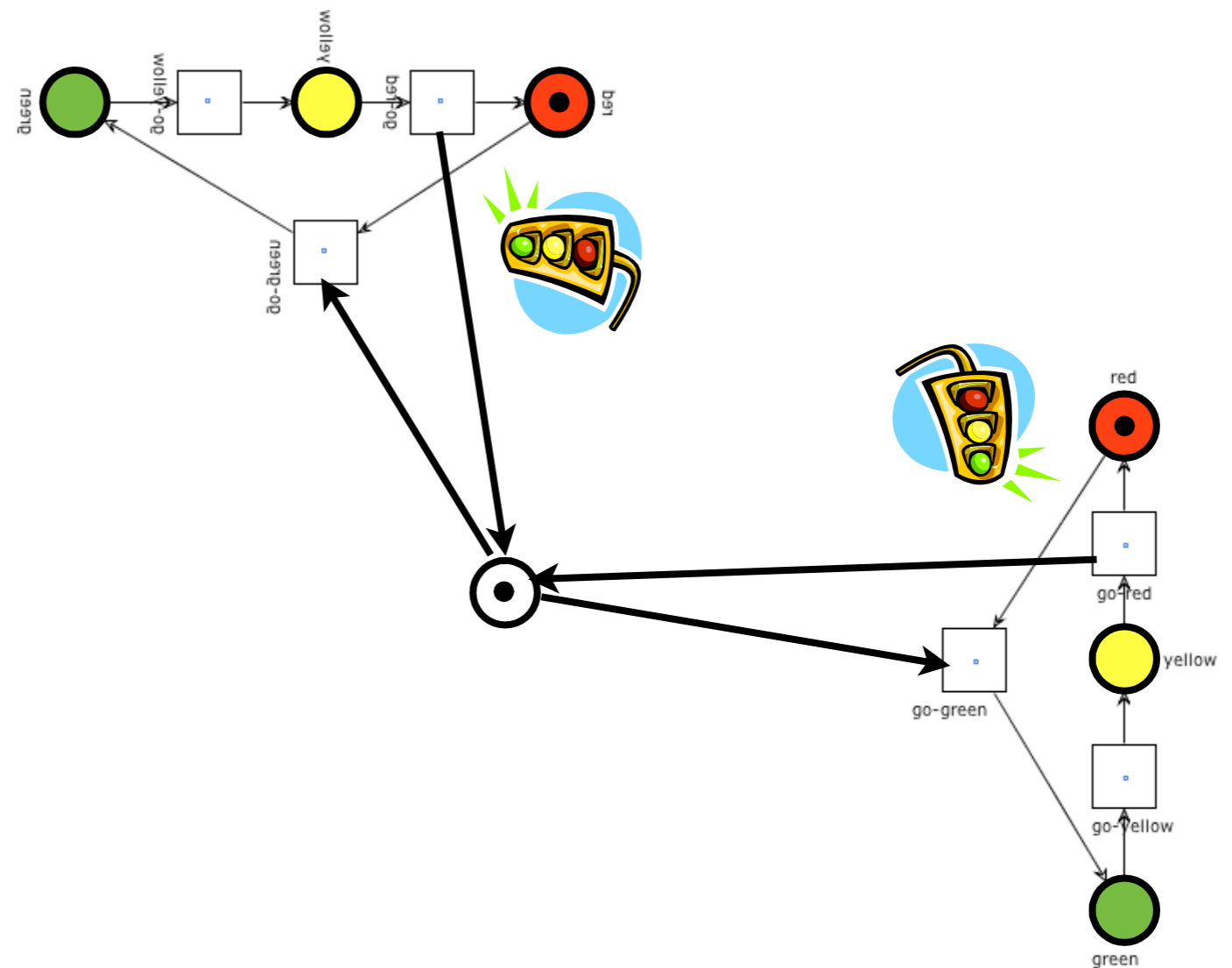
Complete the net in such a way that the two lights can never be green at the same time



Question time



Complete the net in such a way that the two lights can never be green at the same time

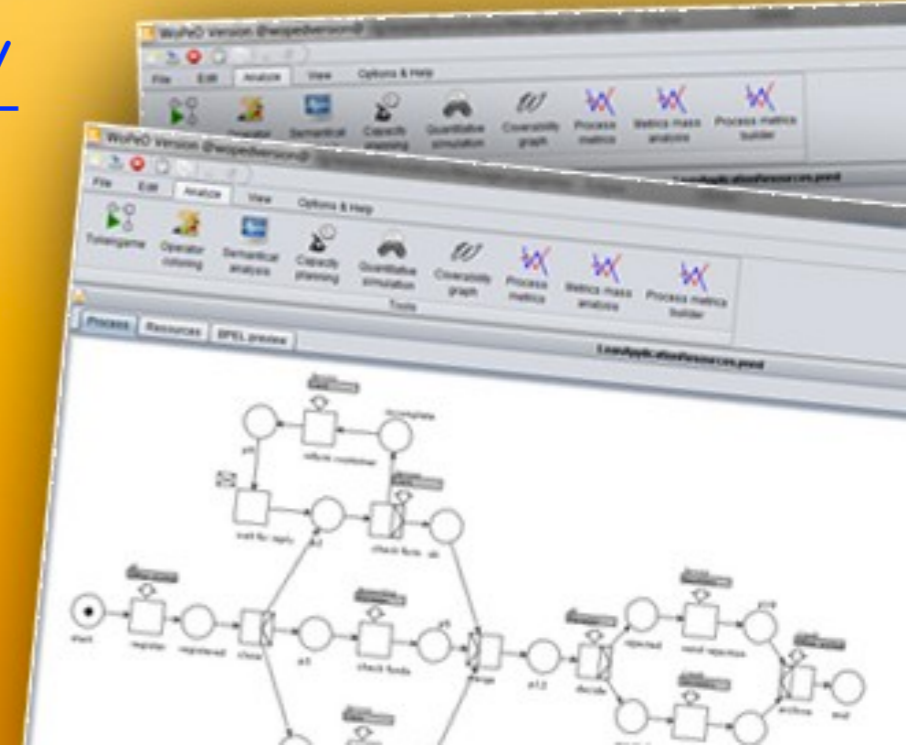


<http://woped.dhbw-karlsruhe.de/woped/>

WoPeD

Workflow Petri Net Designer

Download WoPeD at sourceforge!



WoPeD 3.2.0

File Edit Analyze View Options & Help Commu

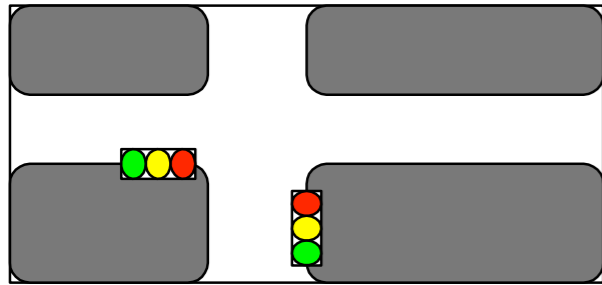
Analysis tools: Tokengame, Operator coloring, Semantical analysis, Capacity planning, Quantitative simulation, **Coverability graph**, Show metrics, Metrics mass analysis, Metrics builder

Process Resources BPEL preview

08-cube.pnml

Horizontal Zoom: 100%

08-cube.pnml

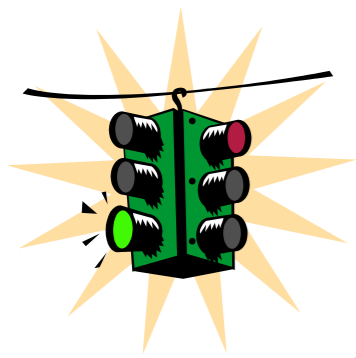


Exercises

Draw the reachability graph of the last net

Modify the net so to guarantee that green alternate on the two traffic lights and then draw the reachability graph

Play the “token games” on the above nets using Workflow Petri net Designer:
<http://www.woped.org>



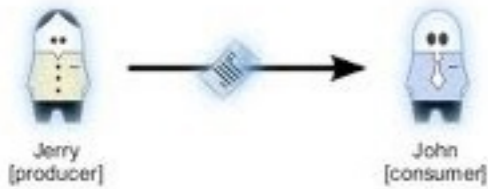
Exercise:

German traffic lights

German traffic lights have an extra phase:
traffic lights do not turn suddenly from red to green but
give a red light together with a yellow light before turning to green.

Identify the possible states and model the automaton that lists all
possible states and state transitions.

Design a Petri net that behaves exactly like a German traffic light.
There should be three places indicating the state of each light and
make sure that the Petri net does not allow state transitions which
should not be possible.



Exercise:

Producer and consumer

Model a process with one **producer** and one **consumer**:

Each one is either **busy** or **free**.

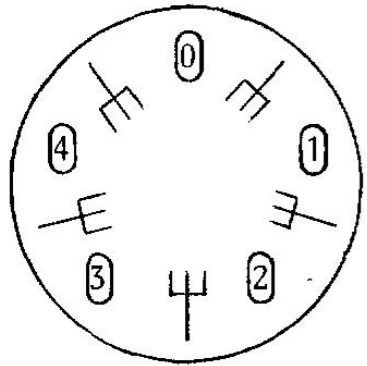
Each one alternates between these two states

After every production cycle the producer puts a product in a **buffer** and the consumer consumes one product from this buffer (when available) per cycle.

Draw the reachability graph

How to model 4 producers and 3 consumers connected through a single buffer?

How to limit the size of the buffer to 2 items?

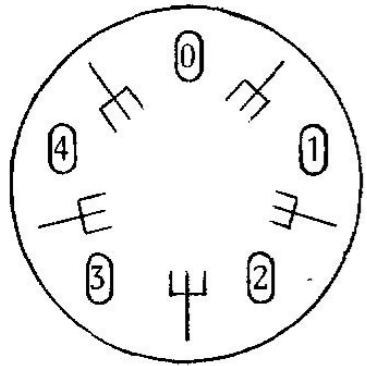


Exercise:

Dining philosophers

The problem is originally due to E.W. Dijkstra (and soon elaborated by T. Hoare) as an examination question on a synchronization problem where five computers competed for access to five shared tape drive peripherals.

It can be used to illustrate several important concepts in concurrency (mutual exclusion, deadlock, starvation)



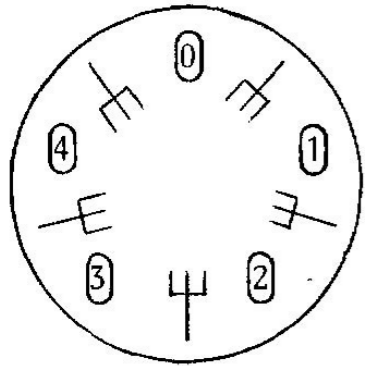
Exercise:

Dining philosophers

The life of a philosopher consists of an alternation of **thinking** and **eating**

Five philosophers are living in a house where a table is laid for them, each philosopher having his own place at the table

Their only problem (besides those of philosophy) is that the dish served is a very difficult kind of spaghetti, that has to be eaten with two forks. There are **two forks next to each plate**, so that presents no difficulty: as a consequence, however, no two neighbours may be eating simultaneously.



Exercise:

Dining philosophers

Design a net for representing the dining philosophers problem, then use WoPeD to compute the reachability graph

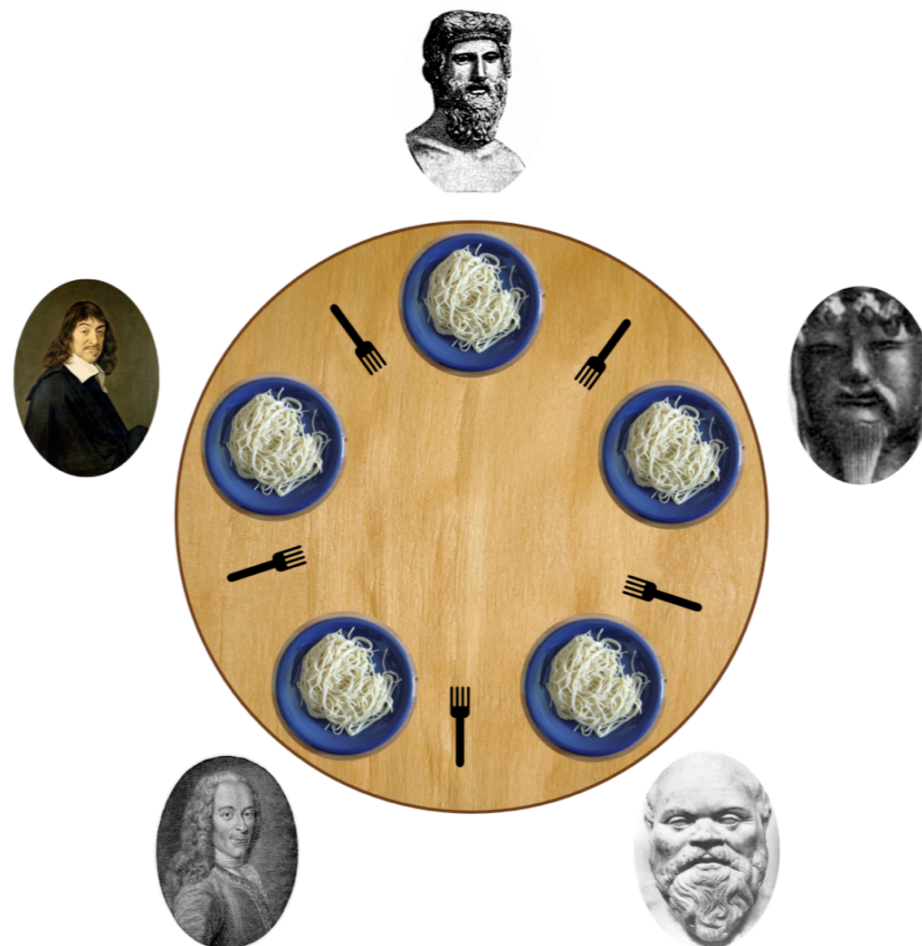


image taken from wikipedia
philosophers clockwise from top:
Plato, Konfuzius, Socrates,
Voltaire and Descartes



Exercise:

Railway system

Use a Petri net to model a circular railway system with **four stations** (st_1, st_2, st_3, st_4) and **one train**

At each station passengers may
"**hop on**" or "**hop off**"
(this is impossible when the train is moving)

The train has a **capacity of 50 persons**
(if the train is full no passenger can hop on,
if the train is empty no passenger can hop off)

What is the number of reachable states?