

Introduction

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You know about Place/Transition Petri nets:

- about their structure
- about their marking
- about their reachability graph

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Let's have a deeper look on this now

- Level 1: PNs characterised by places which can **represent boolean values**,
 - ▶ i.e. a place is marked by at most *one unstructured token*,
 - ▶ Condition/Event (C/E) Systems, Elementary Net (EN) Systems, 1-safe Systems.

¹Made by *Monika Trompedeller* in 1995 (based on a survey by *L. Bernardinello* and *F. De Cindio* from 1992)

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- Level 3: PNs characterised by places which can **represent high-level values**,
 - ▶ i.e. a place is marked by *a multiset of structured tokens*.
 - ▶ Coloured Petri Nets, Algebraic Petri Nets, Symmetric Nets (a.k.a Well-Formed Nets),...

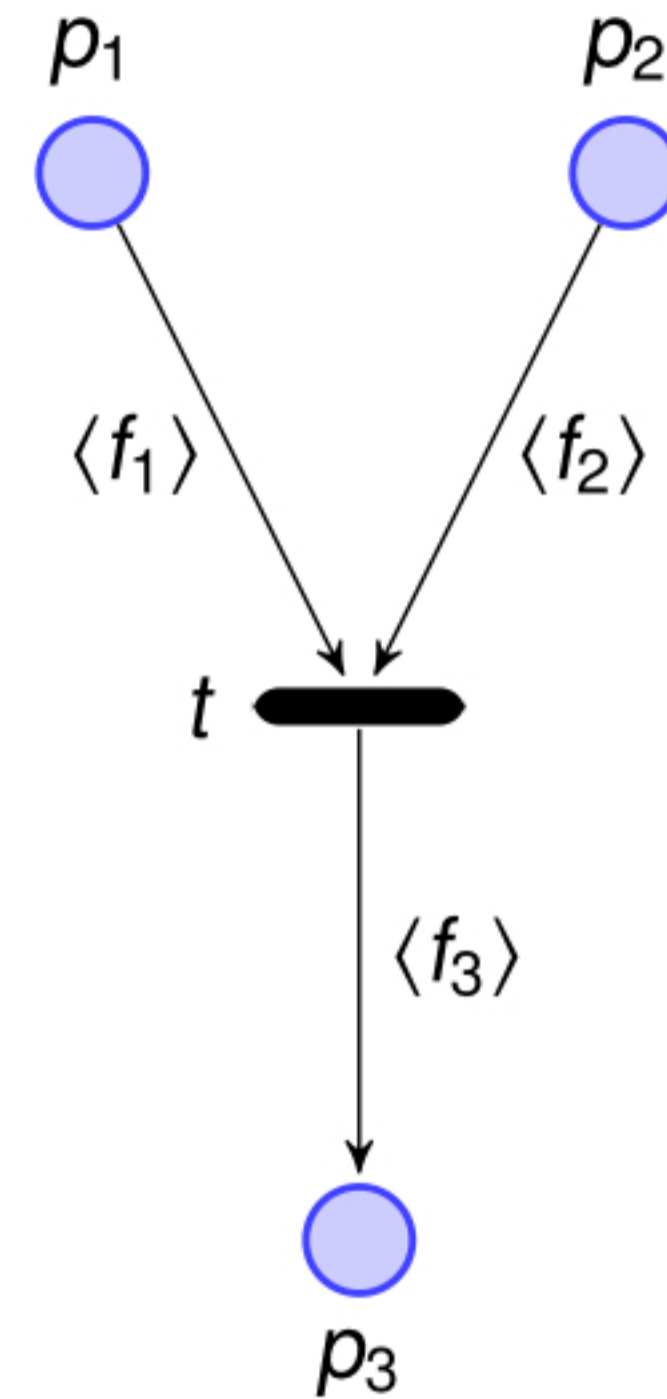
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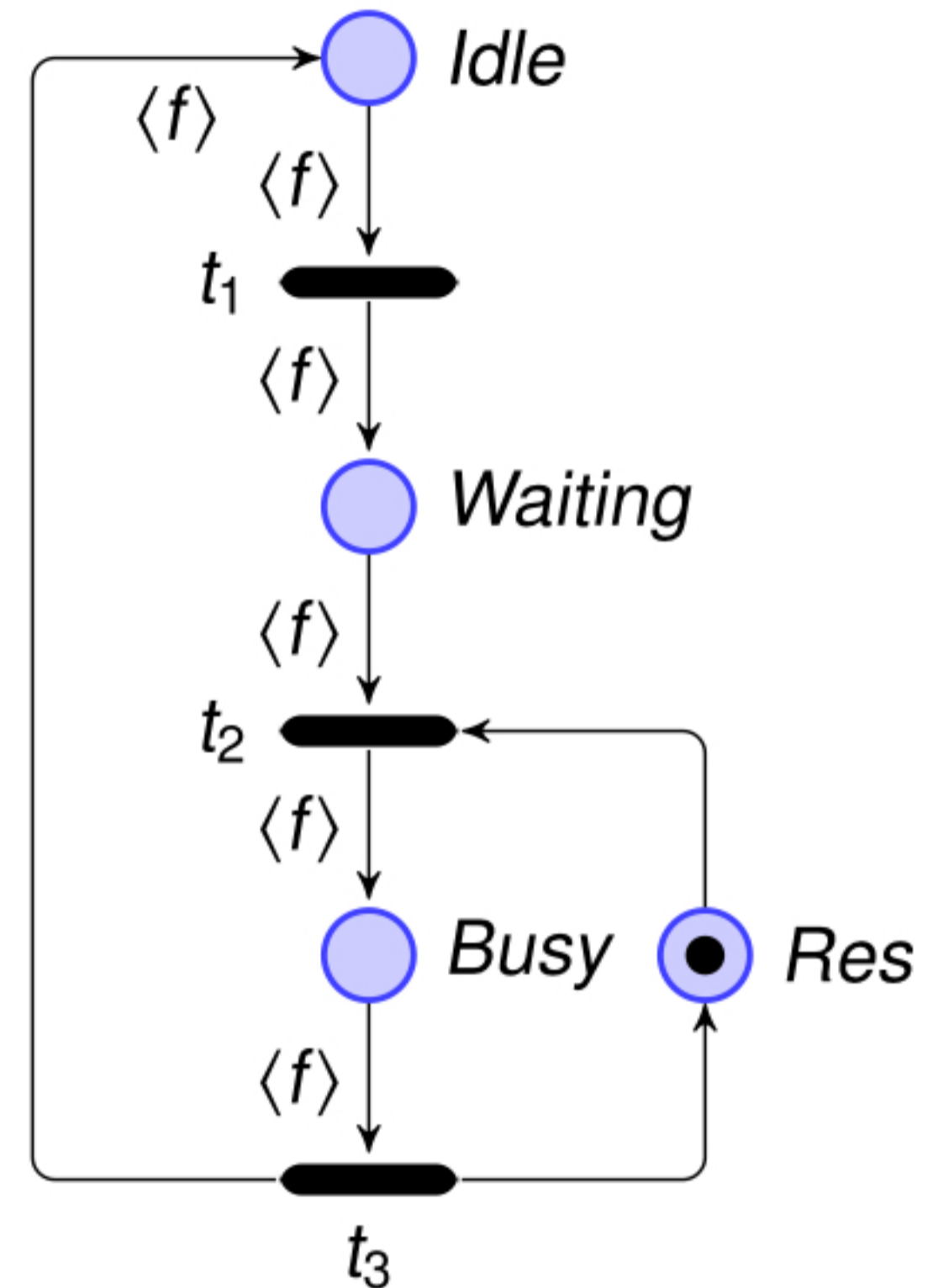
Symmetric Nets (SN): an informal definition

- Each place p is characterised by a colour domain $C(p)$.
- A token of p is an element of $C(p)$.
- Each transition t is characterised by a colour domain $C(t)$.
- The colour domain of a transition characterises the signature of the transition.
- The colour functions on arcs determine the instances of tokens that are consumed and produced during the firing of a transition.



Symmetric Nets (SN): an example

- Processes of class $Cl = \{p_1, \dots, p_n\}$, in mutual exclusion on a untyped resource.
- A process is either in an **Idle** state, or in a **Waiting** state, or in a **Busy** state.
- To move from the **Waiting** state to the **Busy** state, a process needs the **resource**.



$$C(\text{Idle}) = C(\text{Waiting}) = C(\text{Busy}) = Cl$$

$$C(\text{Res}) = \{\epsilon\}$$

$$C(t_1) = C(t_2) = C(t_3) = Cl$$

$$f : Cl \rightarrow Cl$$

$$M_0(\text{Idle}) = Cl.All$$

Symmetric Nets (SN): another example

- n_1 processes of class $Cl_p = \{p_1, \dots, p_{n_1}\}$, in mutual exclusion on n_2 resources of class $Cl_r = \{r_1, \dots, r_{n_2}\}$.
- To move from **Waiting** to **Busy**, a process p_i needs a resource r_j .

$$C(\text{Idle}) = C(\text{Waiting}) = Cl_p$$

$$C(\text{Res}) = Cl_r$$

$$C(\text{Busy}) = Cl_p \times Cl_r$$

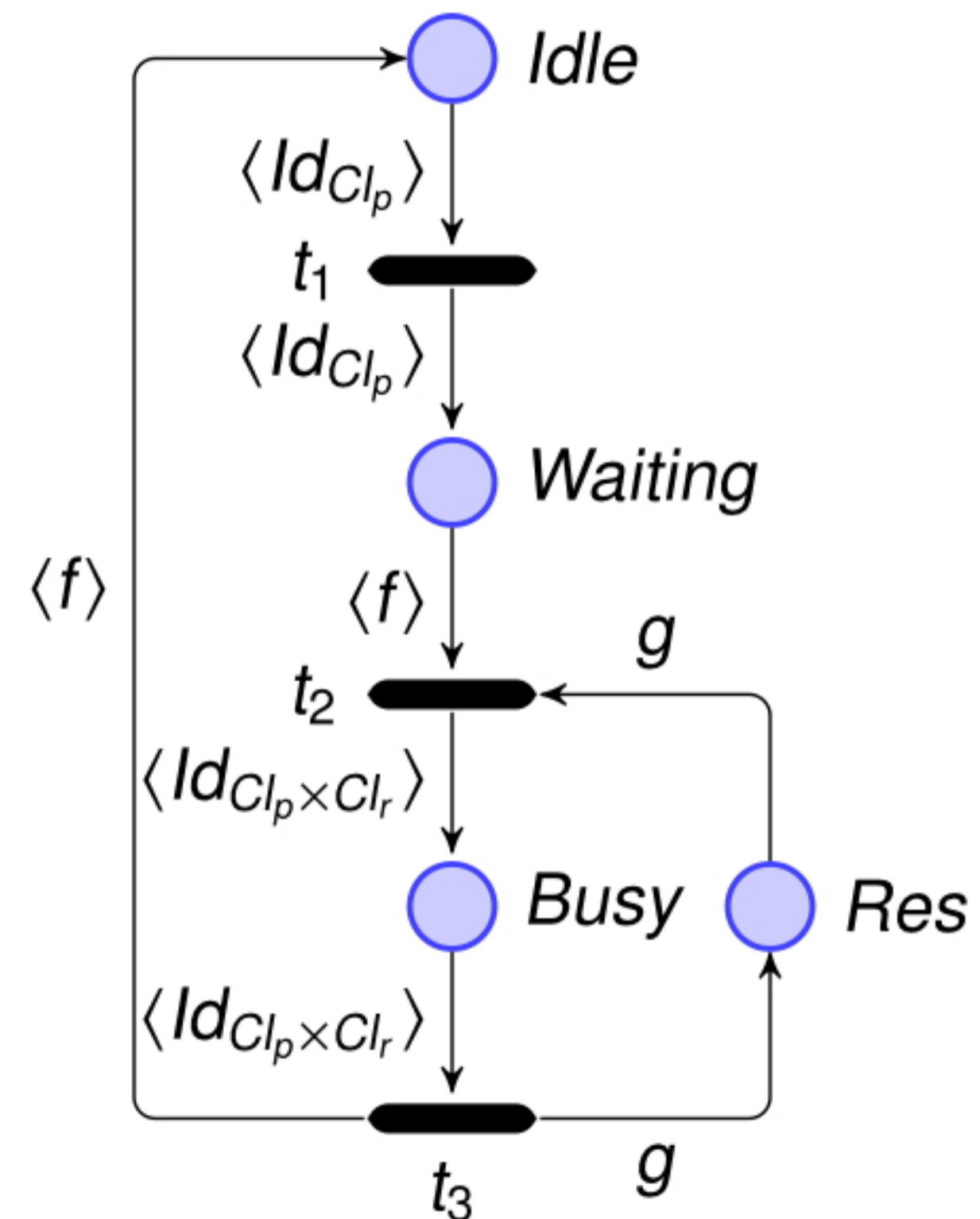
$$C(t_1) = Cl_p$$

$$C(t_2) = C(t_3) = Cl_p \times Cl_r$$

$$f : Cl_p \times Cl_r \rightarrow Cl_p$$

$$g : Cl_p \times Cl_r \rightarrow Cl_r$$

$$M_0(\text{Idle}) = Cl_p.All ; M_0(\text{Res}) = Cl_r.All$$



Conclusion

At this stage:

- you have an idea on Coloured Nets in general . . .
- . . . and Symmetric Nets in particular

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Let's go for a more precise semantics (next sequence)