Assignment 10: Petri Nets

ETH Zurich

1 Modelling Systems as Petri Nets

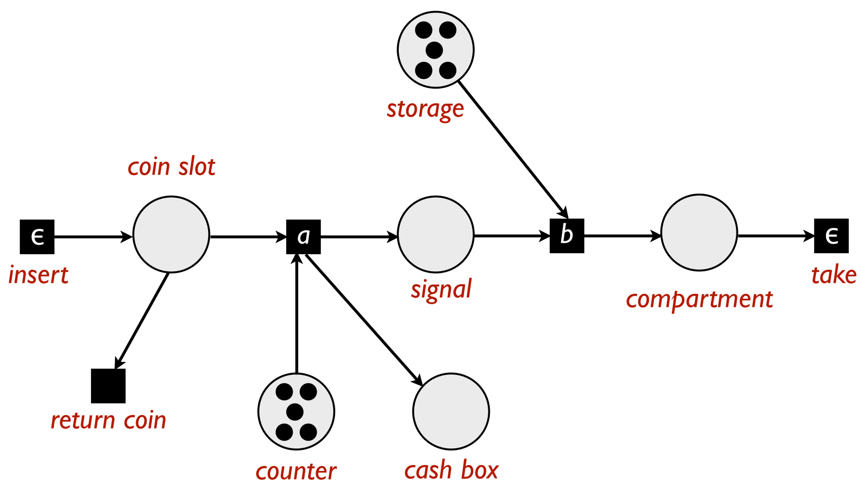
1.1 Background

These tasks have been adapted from [1] and are about *modelling* concurrent systems as Petri nets. We will use the *elementary* Petri net notation as given in the lecture slides:

http://se.inf.ethz.ch/courses/2014a_spring/ccc/lectures/11_petri-nets.pdf

1.2 Task

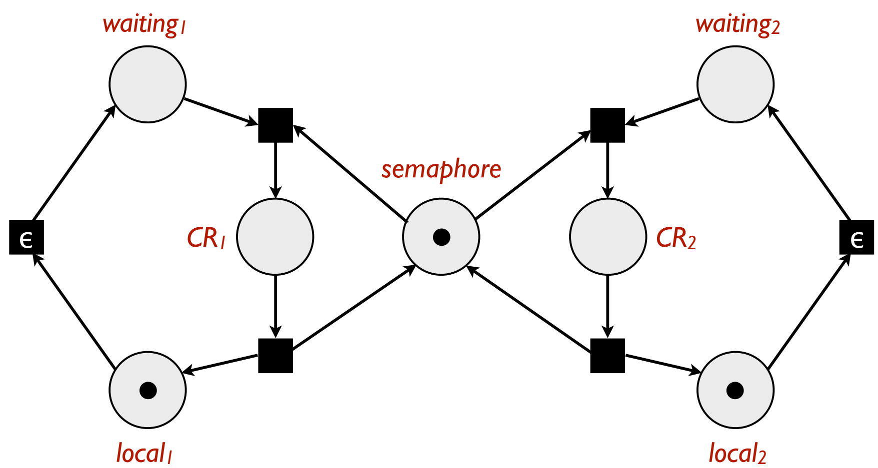
1. Consider the cookie vending machine Petri net we constructed in the lecture:



Extend the Petri net such that:

- at most one token can be in the coin slot place at any time; and
- at most one token can be in the signal place at any time.

2. Consider the Petri net we constructed for mutual exclusion:



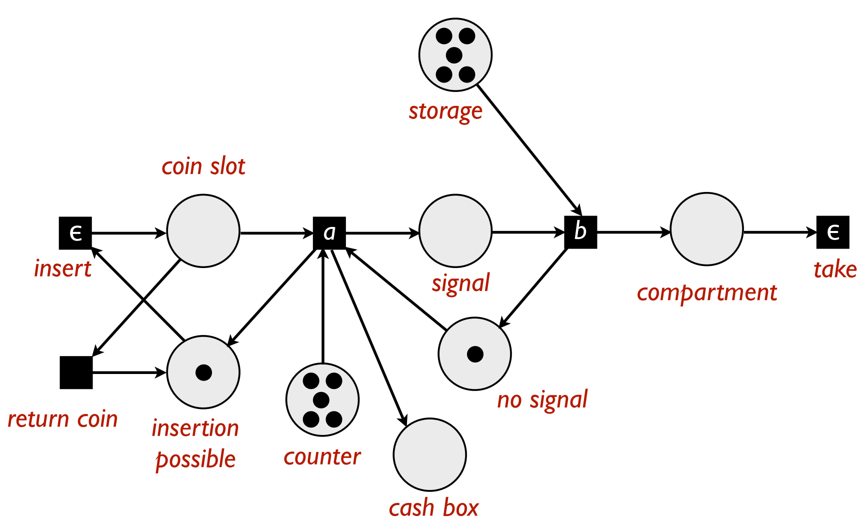
For each process i add a place noncritical$_i$ that holds a token if and only if that process i is not in its critical region.

3. Model as an elementary Petri net a gambling machine that has the following characteristics:

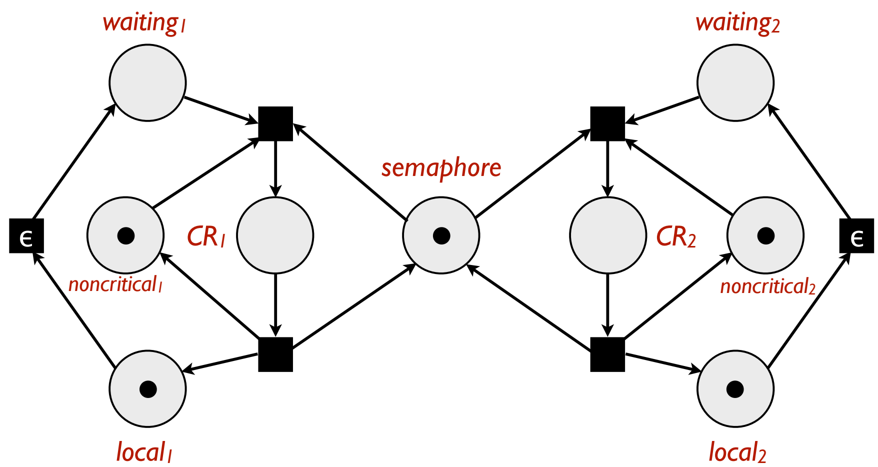
- a player can insert a coin, which should reach a "cash box";
- at this stage, the machine enters a state in which it pays out a coin from the (same) cash box an arbitrary number of times (including zero); and
- eventually, the machine stops giving out coins and becomes ready for another game.

1.3 Sample Solutions

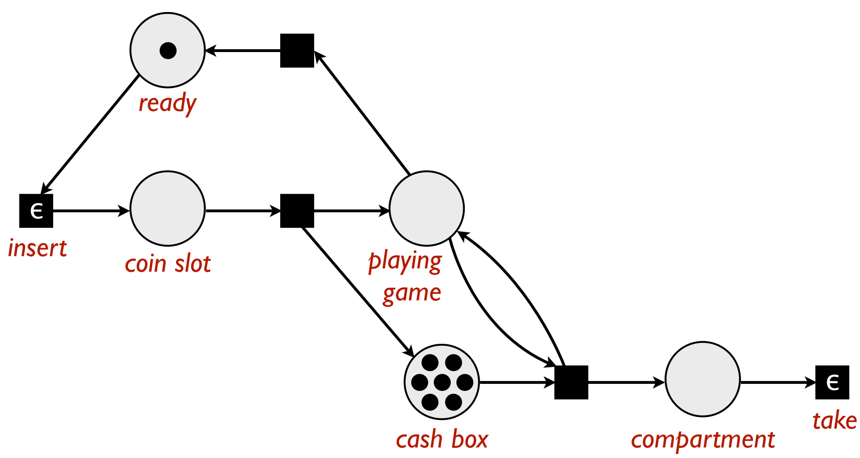
1. We add two new places which both contain a token in the initial marking:



2. A possible solution:



3. Below is a possible solution. The specification does not specify an initial number of coins, so we arbitrarily chose 7:



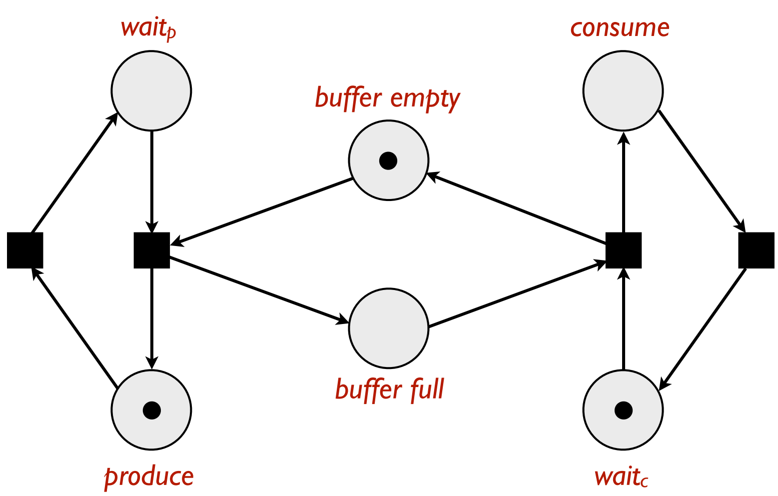
2 Reachability Graphs and Unfoldings

2.1 Background

These tasks have been partly adapted from [2], and are about the two semantics we assigned to Petri nets in the lecture: first, the semantics based on interleaving; second, the semantics based on true concurrency.

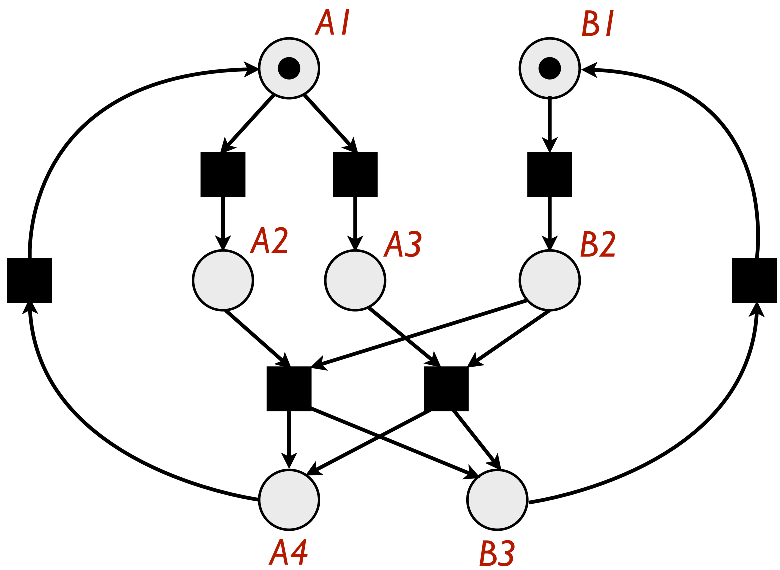
2.2 Task

1. Consider the Petri net below that models a producer-consumer scenario for a bounded buffer of capacity 1:

   Construct a reachability graph for the Petri net, and prove that the buffer is never both full and empty.

2. For the Petri net below, iteratively construct its unfolding until there are 9 transitions:

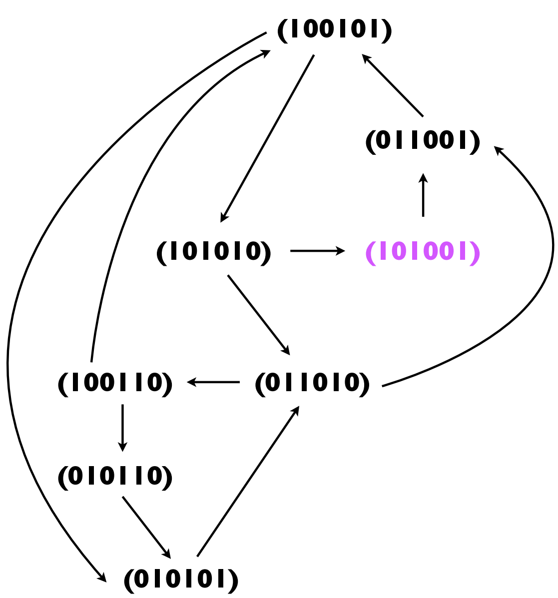


2.3 Sample Solutions

1. Let a marking M of the Petri net be expressed by the vector:

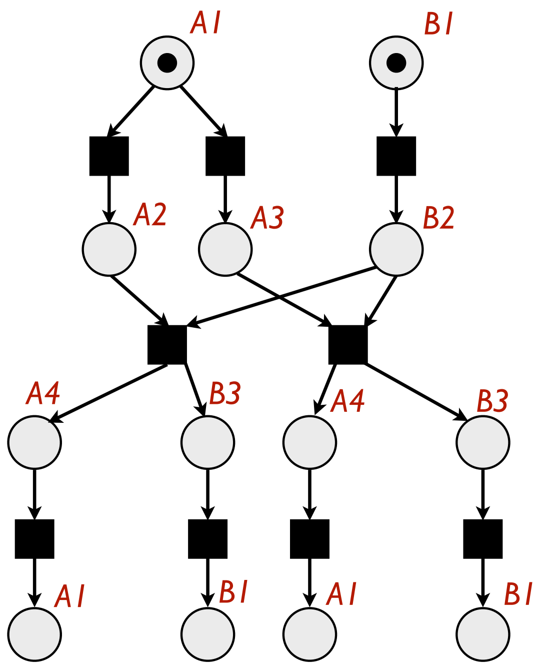
$$(\; M(\text{produce}) \; M(\text{wait}_p) \; M(\text{buffer\_empty}) \; M(\text{buffer\_full}) \; M(\text{consume}) \; M(\text{wait}_c) \;) \,.$$

For such an encoding, we get the following reachability graph:



The buffer is never both full and empty because the graph contains no marking with $M(\text{buffer\_empty}) = M(\text{buffer\_full}) = 1$.

2. The unfolding, cut off after nine iterations, is as below:



(Note that there are other solutions, e.g. if reachable markings are searched for in a "depth-first" manner.)

References

[1] Wolfgang Reisig. Understanding Petri Nets: Modeling Techniques, Analysis Methods, Case Studies. Springer, 2013.

[2] Javier Esparza and Keijo Heljanko. Unfoldings: A Partial-Order Approach to Model Checking. Springer, 2008.