

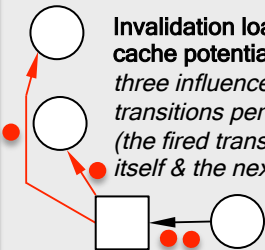
## Legend



**Scale load/size:**  
*eight transitions*



**Base load per transition:**  
*two places, each three tokens*



**Invalidation load/cache potential:**  
*three influenced transitions per fired (the fired transition itself & the next two)*

### Constraints:

- 1) *Base load per transition  $\geq 0$*
- 2) *Invalidation load  $\geq 2$   
 $\leq$  scale load*