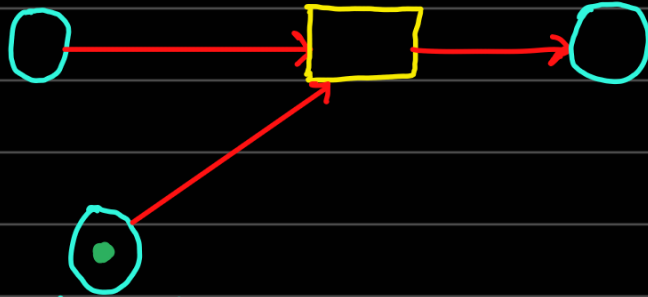


Every Petri Net is a graph that is made of 'places', 'edges', 'transitions' and 'tokens'.



→ Each transition 'fires' only if all input places have tokens. the firing sends one token to each output.

→ Read edges :



Edges that do not send tokens  
Equivalent to AND gate

→ Inhibitor edges :



Edges that do not send tokens  
Equivalent to NOT gate.

Note :



does not fire.

→ Refer to handout for examples.