

Petri Nets

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Brief History

Introduced in 1962 by Carl Adam Petri.

Introduced as a model of concurrency in the setting of parallel and distributed computing.

Biological and chemical systems are very often inherently concurrent.

Definition - syntax

A directed bipartite graph with round vertices (**places**) and square vertices (**transitions**).

The edges (**arcs**) are labelled by a **weight** function.

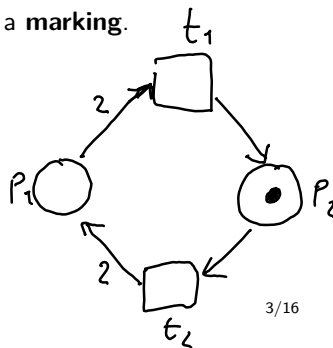
The places may contain **tokens**, representing available resources.

The distribution of tokens over all places constitutes a **marking**.

$\underbrace{(P, T, F, W, M_0)}_{\text{Petri net structure } N}$

P ... finite set of places

T ... finite set of transitions



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$$F \subseteq P \times T \cup T \times P$$

$$W: T \rightarrow \mathbb{N}$$

$$M_0: P \rightarrow \mathbb{N}_0$$

$$M_0 = (2, 0)$$

$$(N, M_0)$$

$$\forall x \in P \cup T \quad \bullet x = \{y \in P \cup T \mid (y, x) \in F\}$$

"pre set"

$$\forall x \in P \cup T \quad x \bullet = \{y \in P \cup T \mid (x, y) \in F\}$$

"post set"

Definition - semantics

A transition is **enabled** in a marking, if each of the input places has at least as many tokens as indicated by the arc weights.

An enabled transition may **fire**, removing tokens from the source places and producing tokens in the target places, according to the weight function.

$$t \in T \text{ is enabled in } M \Leftrightarrow \forall p \in {}^\bullet t, M(p) \geq W(p, t) \\ M \vdash t \quad (\text{non-standard})$$

Firing $t \in T$ in M leads to M' $M \xrightarrow{t} M'$

$$\forall p \in P \quad M'(p) = \begin{cases} M(p) - W(p, t) + W(t, p) & \text{if } p \in {}^\bullet t \cap t^\bullet \\ M(p) + W(t, p) & \text{if } p \in t^\bullet \setminus {}^\bullet t \\ M(p) - W(p, t) & \text{if } p \in {}^\bullet t \setminus t^\bullet \\ M(p) & \text{if } p \notin {}^\bullet t \cup t^\bullet \end{cases}$$

${}^\bullet t = \emptyset$ "source"

$t^\bullet = \emptyset$ "sink"

Reachability

A sequence of transitions which can be fired in order is called a **firing sequence**.

A marking is **reachable**, if there exists a firing sequence producing it.

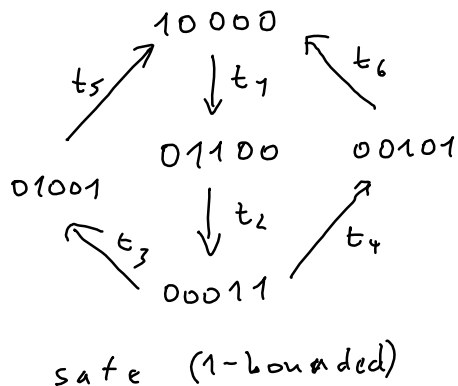
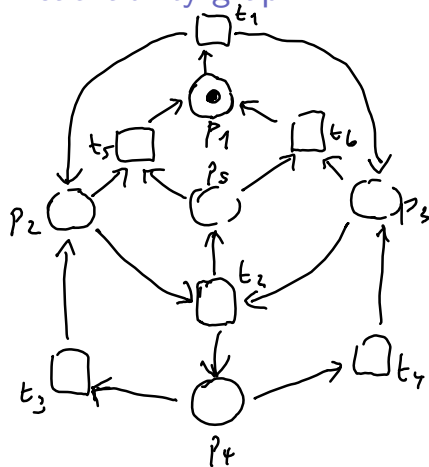
$$\sigma = (t_1, \dots, t_k)$$

$$M \xrightarrow{t_1} M_1 \xrightarrow{t_2} \dots \xrightarrow{t_k} M_k \quad M \xrightarrow{\sigma} M_k$$

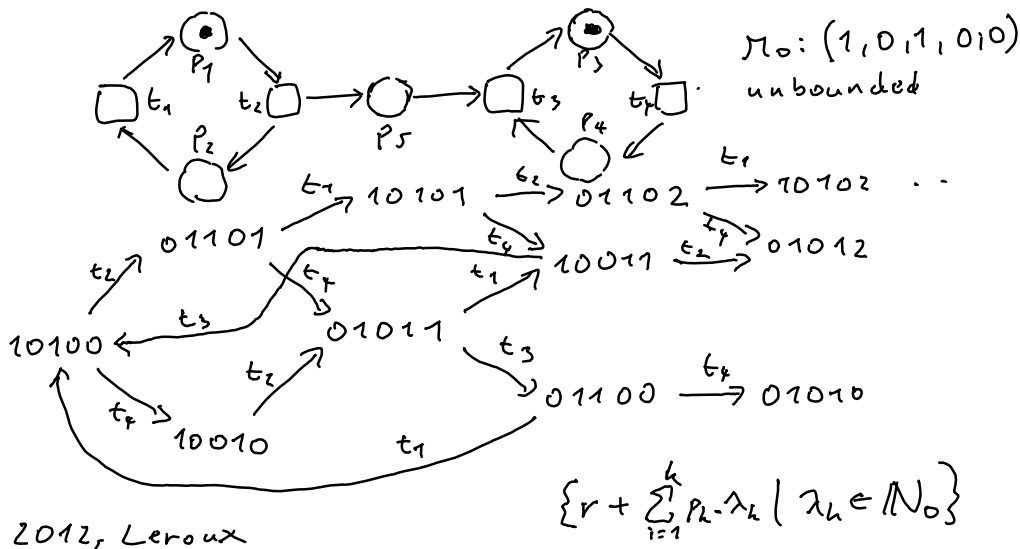
Set of reachable markings $R(N, M_0) =$

$$= \{ M \mid \exists \sigma, M_0 \rightarrow M \}$$

Reachability graph



$$M_0: (1, 0, 0, 0, 1, 0)$$



Coverability graph

A M is coverable $\Leftrightarrow \exists M' \in R(N, M_0)$ such that $M' \geq M$

Monotonicity property: $M_1 \leq M_2 \Rightarrow R(N, M_1) \subseteq R(N, M_2)$

ω -markings:

$$M: P \rightarrow \mathbb{N}_0 \cup \{\omega\} \quad \forall x \in \mathbb{N}_0: x < \omega$$

$$x + \omega = \omega$$

$$\omega - x = \omega$$

$M_2 \in R(N, M_0) \quad \exists M_1 \in R(N, M_0) \wedge \exists \sigma_2$ such that

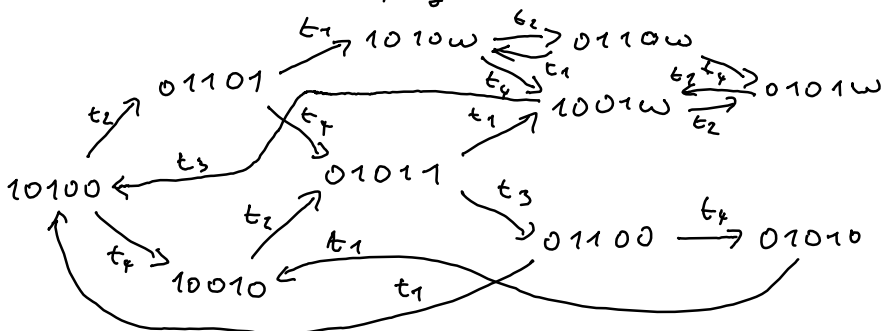
$$M_0 \xrightarrow{\sigma_1} M_1 \xrightarrow{\sigma_2} M_2 \quad \wedge \quad M_1 \leq M_2$$

then we introduce an ω -marking M'_2 defined as

$$\forall p \in P \quad M'_2(p) = \begin{cases} \omega & \text{if } M_2(p) > M_1(p) \\ M_2(p) & \text{otherwise} \end{cases}$$

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This follows from σ_2 being firable from M_2 as well, thus "pumping" tokens into places $M_2(p) > M_1(p)$



Boundedness

A Petri net is **k-bounded** if in every reachable marking, the number of tokens in every place is at most k .

A Petri net is **bounded** if it k -bounded for some $k \in \mathbb{N}$.

1-bounded Petri nets are also known as (1-)safe Petri nets.

for $k \in \mathbb{N}$
 $p \in P$ is k -bounded $\Leftrightarrow \forall M \in R(N, M_0), M(p) \leq k$
 (N, M_0) is k -bounded $\Leftrightarrow \forall p \in P$ p is k -bounded

safe Petri nets are qualitative, as opposed to quantitative.

Deadlocks

Deadlock is a marking that enables no transitions.

A Petri net is **deadlock-free** if no reachable marking is a deadlock.

$M \in R(N, M_0)$ is a deadlock $\Leftrightarrow \forall t \in T, M \nVdash t$

(N, M_0) is deadlock-free $\Leftrightarrow \nexists M \in R(N, M_0)$

M is not a deadlock

In bio/chem. a deadlock is "steady state"

