


⇒ Process Mining

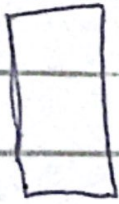
Petri-Nets:-



graphical representation for the discrete system analysis. dynamic

⇒ Simulation :-

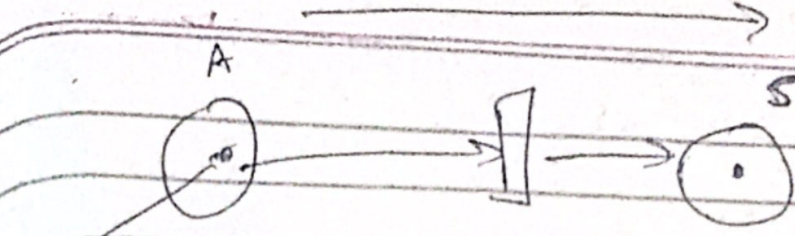
↳ Replay , ↳ plugin ↳ play-art

1) places  entity location or Activity

2) Transition  AND/OR
↳ firing a process between places.

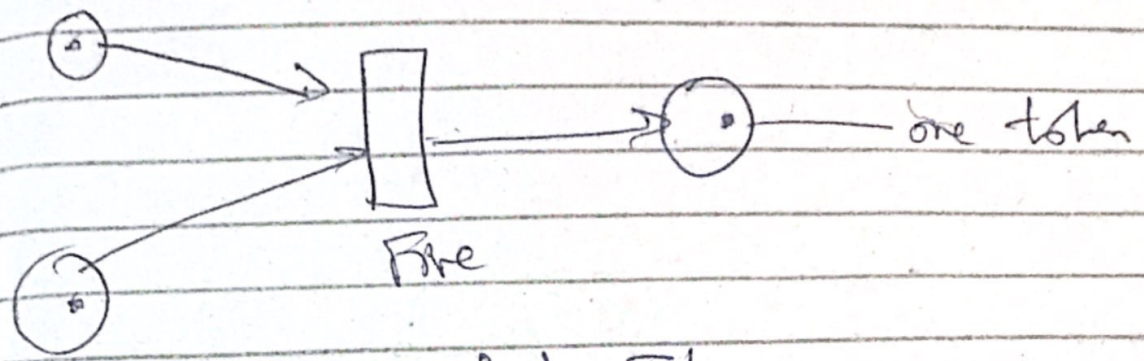
3) edge / Arc 


4) Tokens : values



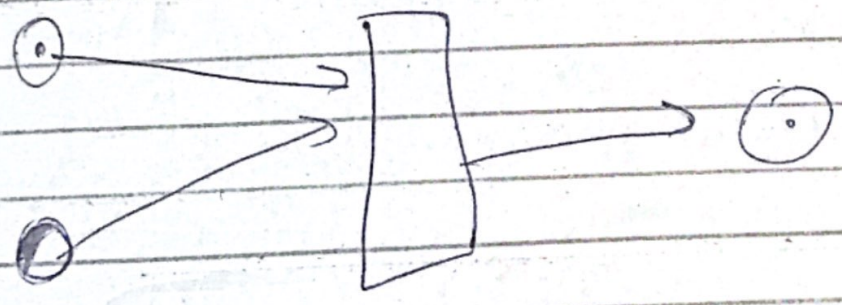
A to S
firing concept
Transition
leads to go
from A to
S here.

AND



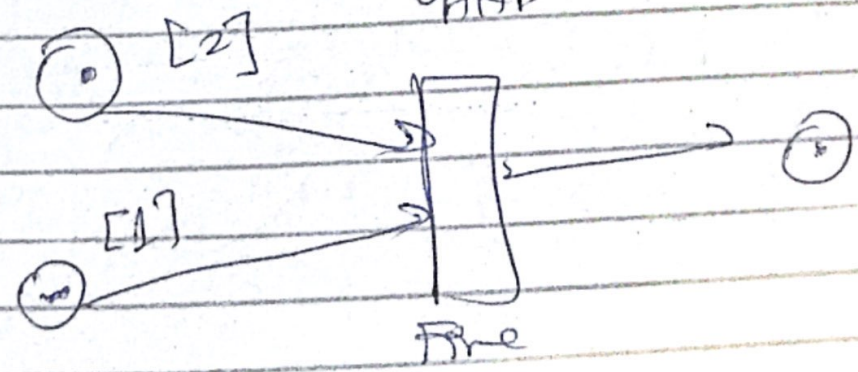
both should include Token.

OR



Now writing constraints.

AND

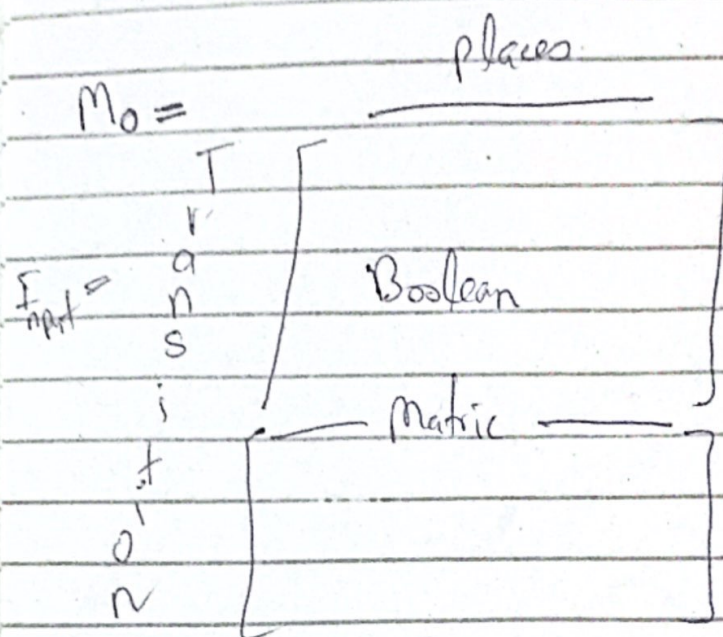


set a well defined collection of distinct objects

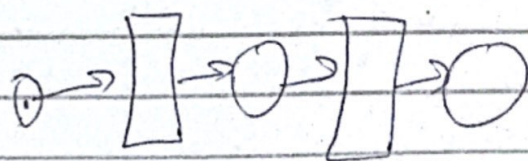
P represents places

$P = \{ \text{set of places} \}$

$T = \{ \text{set of Transitions} \}$ unique places



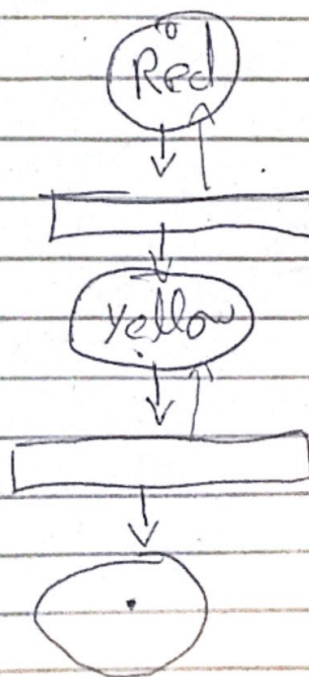
output \Rightarrow



$P = \{ p_1, p_2, p_3 \}$

$T = \{ t_1, t_2 \}$

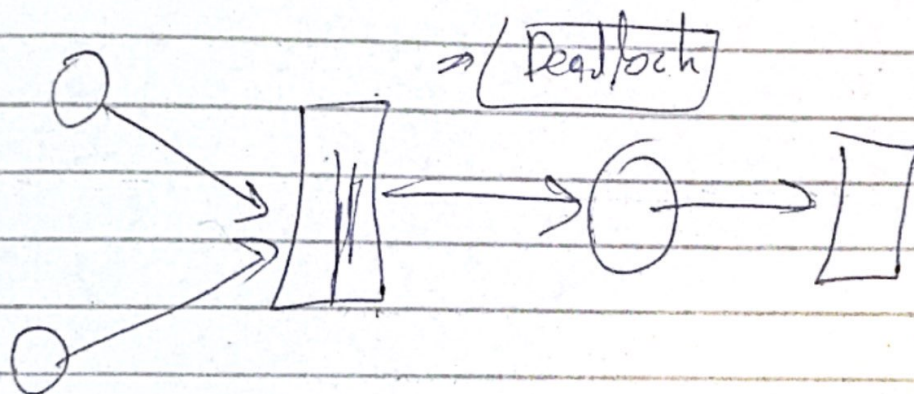
$m_0 = [p_0] = \{ 1, 0, 0 \}$



Input	P ₁	P ₂	P ₃
T ₁	1	0	0

T ₂	0	1	0
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output	P ₁	P ₂	P ₃
T ₁	0	1	0
T ₂	0	0	1



⇒ Alpha -

login homepage

- | | | | | |
|--------------|--------|-------|---------|---|
| (1) casual | a | a > b | , b > a | X |
| (2) parallel | a b | a > b | , b > a | |
| (3) choice | a > b | X | b > a | X |
- a ≠ b