

## FACULTATEA DE AUTOMATICĂ ȘI CALCULATOARE

# PROJECT REPORT

Distributed Control Systems

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## 1. Introduction:

This project purposes to model and control two intersections with the use of OETPN which communicate via network.

The intersections modelled in this project are:

- https://www.google.com/maps/place/47°04'15.9"N+21°55'12.2"E/@47.07
   1094,21.920067,17z/data=!3m1!4b1!4
   m4!3m3!8m2!3d47.071094!4d21.9200
   67?entry=ttu
- https://www.google.com/maps/searc h/47.069259,+21.924812?entry=tts

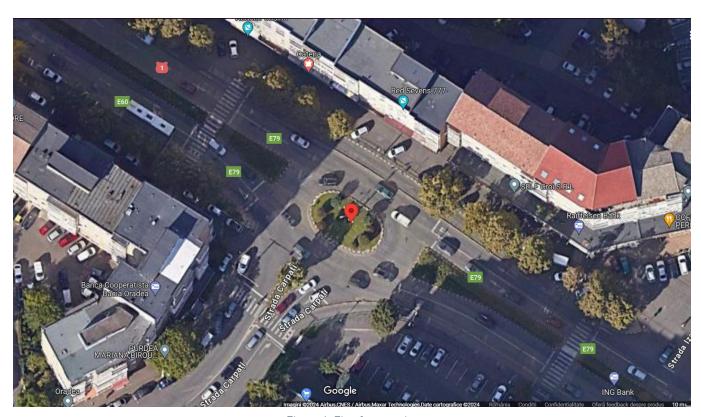


Figure 1: First Intersection



Figure 2: Second Intersection

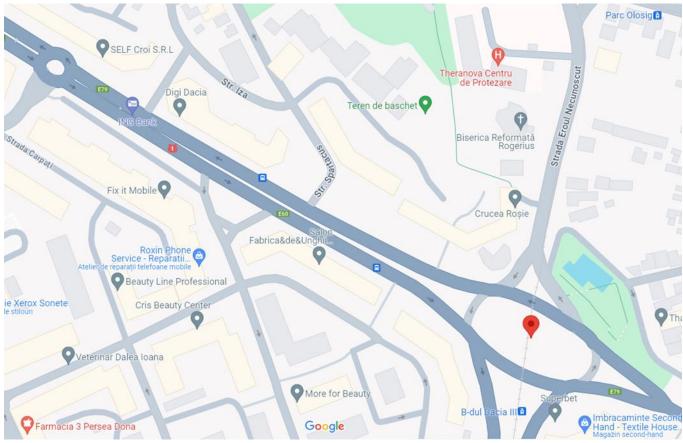


Figure 3: Both intersection with the middle street

## 2. Petri Nets:

The Petri Nets for both intersection, middle street and the controller are presented bellow.

### A. First Intersection:

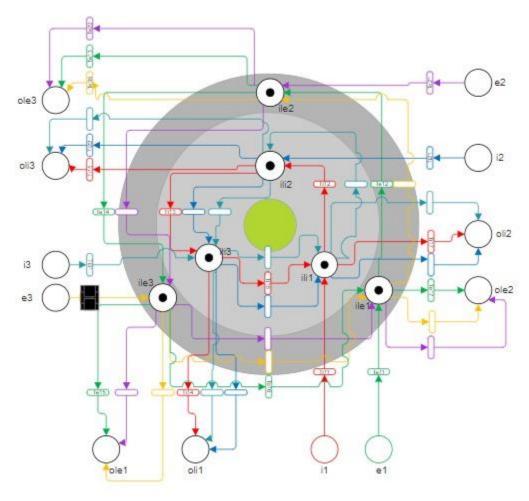
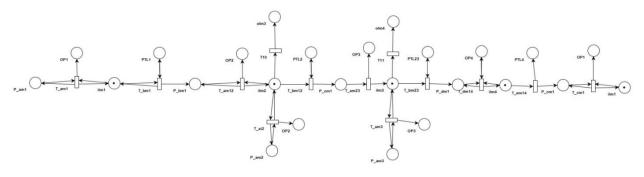
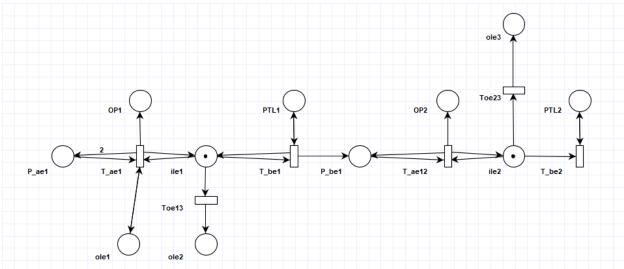


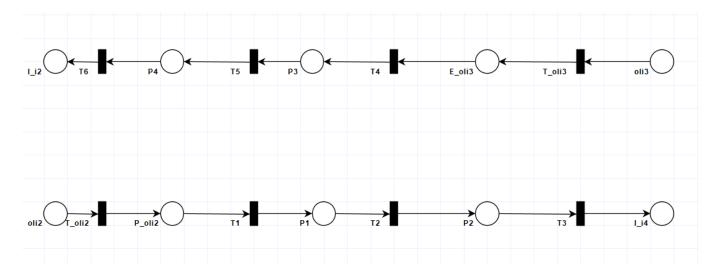
Figure 4: Petri Net of the First Intersection

## B. Second Intersection:

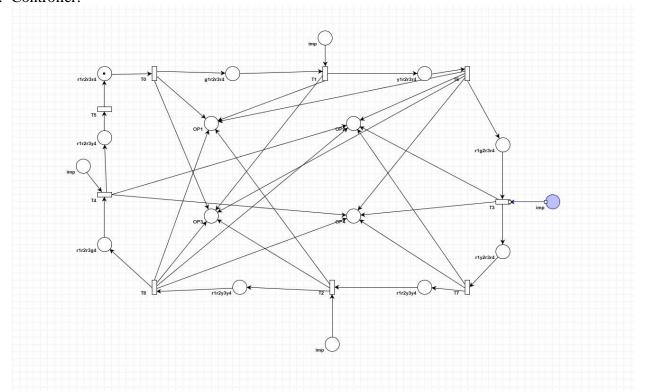




## C. Middle Street:



### D. Controller:



## 3. Guards & maps:

### A. First Intersection:

### **Place types:**

• **DataCar:** i1, e1, i2, e2, i3, e3, oli1, ole1, oli2, ole2, oli3, ole3

• DataCarQueue: ili1, ile1, ili2, ile2, ili3, ile3

• **DataTransfer:** P\_oli2

### Guard & Map:

Ti11

(i1 != null) & (ili1.CanAddCars) ili1.AddElement(i1)

• Ti12

(ili1.HaveCarForMe) & (ili2.CanAddCars) Ili2.PopElementWithTargetToQueue(ili1)

• Ti13

(ili2.HaveCarForMe) & (ili3.CanAddCars)
Ili3. PopElementWithTargetToQueue (ili2)

• Ti14

(ili3.HaveCarForMe)

Ili3.PopElementWithTarget(oli1)

• Ti15

```
(ili2.HaveCarForMe)
       Ili2.PopElementWithTarget(oli3)
Ti16
(ili3.HaveCarForMe) & (ili1.CanAddCars)
       Ili1. PopElementWithTargetToQueue (ili3)
Ti17
(ili1.HaveCarForMe)
       Ili1.PopElementWithTarget(oli2)
Te11
(e1 != null) & (ile1.CanAddCars)
       Ile1.AddElement(e1)
Te12
(ile1.HaveCarForMe) & (ile2.CanAddCars)
       Ile2. PopElementWithTargetToQueue (ile1)
Te13
(ile2.HaveCarForMe)
       Ile2.PopElementWithTarget(ole3)
Te14
(ile2.HaveCarForMe) & (ile3.CanAddCars)
       Ile3. PopElementWithTargetToQueue (ile2)
Te15
(ile3.HaveCarForMe)
       Ile3.PopElementWithTarget(ole1)
Te16
(ile3.HaveCarForMe) & (ile1.CanAddCars)
       Ile1. PopElementWithTargetToQueue (ile3)
Te17
(ile1.HaveCarForMe)
       Ile1.PopElementWithTarget(ole2)
Ti21
(i2 != null) & (ili2.CanAddCars)
       Ili2.AddElement(i2)
Ti22
(ili2.HaveCarForMe)
       Ili2.PopElementWithTarget(oli3)
Te21
(e2 != null) & (ile2.CanAddCars)
       Ile2.AddElement(e2)
Te22
(ile2.HaveCarForMe)
       Ile2.PopElementWithTarget(ole3)
Ti31
(i3 != null) & (ili3.CanAddCars)
       Ili3.AddElement(i3)
Te31
(e3 != null) & (ile3.CanAddCars)
       Ile3.AddElement(i3)
```

### **B. Second Intersection:**

### **Place Types:**

- DataCar:
  - o P\_ai1, P\_bi1, P\_am1, P\_bm1, P\_ae1, P\_be1
  - o P\_ai2, P\_am2, P\_ae2
  - o P\_ai3, P\_am3, P\_ae3
  - o P\_ai4, P\_am4, P\_ae4
  - o oli1, olm1, ole1
  - o oli2, olm2, ole2
  - o oli3, olm3, ole3
  - o oli4, olm4, ole4
  - o P\_ci1
  - o P\_di1, P\_dm1, P\_de1
  - o P\_ei1, P\_em1, P\_ee1
- DataCarQueue:
  - o ili1, ilm1, ile1
  - o ili2, ilm2, ile2
  - o ili3, ilm3, ile3
  - o ili4, ilm4, ile4
- DataString: green, full, P\_TL1, P\_TL2, P\_TL3, P\_TL4
- DataTransfer: OP1, OP2, OP3, OP4, E\_oli3

#### Guards & maps:

- T ai1
  - (P\_ai1 != null) & (ili1.CanAddCars)
    - Ili1.AddElement(P\_ai1)
  - $(P\_ai1 != null) & (ili1.CanNotAddCars)$ 
    - OP1.SendOverNetwork(full) P\_ai1.Copy(P\_ai1)
- T bi1
  - (P\_TL1 == green) & (ili1.HaveCar) P\_bi1.PopElementWithoutTarget(ili1)
    - P TL1.Move(P TL1)
- T\_ai2
  - $(P_ai2 != null) & (ili2.CanAddCars)$ 
    - Ili2.AddElement(P\_ai2)
  - (P\_ai2 != null) & (ili2.CanNotAddCars)
    - OP2.SendOverNetwork(full)
    - P\_ai2.Copy(P\_ai2)
- T\_ai3
  - (P\_ai3 != null) & (ili3.CanAddCars)
    - Ili3.AddElement(P\_ai3)
  - (P\_ai3 != null) & (ili3.CanNotAddCars)
    - OP3.SendOverNetwork(full)
    - P\_ai3.Copy(P\_ai3)

```
T ai4
   (P_ai4 != null) & (ili4.CanAddCars)
          Ili4.AddElement(P_ai4)
   (P ai4 != null) & (ili4.CanNotAddCars)
          OP4.SendOverNetwork(full)
          P_ai4.Copy(P_ai4)
   T_am1
   (P_am1 != null) & (ilm1.CanAddCars)
          Ilm1.AddElement(P_am1)
   (P_am1 != null) & (ilm1.CanNotAddCars)
          OP1.SendOverNetwork(full)
          P am1.Copy(P am1)
   T_bm1
   (P TL1 == green) & (ilm1.HaveCar)
          P bm1.PopElementWithoutTarget(ilm1)
          P_TL1.Move(P_TL1)
   T am2
   (P am2 != null) & (ilm2.CanAddCars)
          Ilm2.AddElement(P am2)
   (P_am2 != null) & (ilm2.CanNotAddCars)
          OP2.SendOverNetwork(full)
          P_am2.Copy(P_am2)
• T bm2
   (P TL2 == green) & (ilm2.HaveCar)
          P_cm1.PopElementWithoutTarget(ilm2)
          P_TL2.Move(P_TL2)
   T am3
   (P am3 != null) & (ilm3.CanAddCars)
          Ilm3.AddElement(P am3)
   (P am3 != null) & (ilm3.CanNotAddCars)
          OP3.SendOverNetwork(full)
          P_am3.Copy(P_am3)
   T am4
   (P_am4 != null) & (ilm4.CanAddCars)
          Ilm4.AddElement(P am4)
   (P_am4 != null) & (ilm4.CanNotAddCars)
          OP4.SendOverNetwork(full)
          P am4.Copy(P am4)
   T ae1
   (P ae1 != null) & (ile1.CanAddCars)
          Ile1.AddElement(P_ae1)
   (P_ae1 != null) & (ile1.CanNotAddCars)
          OP1.SendOverNetwork(full)
          P ae1.Copy(P ae1)
   T_be1
   (P TL1 == green) & (ile1.HaveCar)
          P be1.PopElementWithoutTarget(ile1)
```

```
P_TL1.Move(P_TL1)
T ae2
(P ae2 != null) & (ile2.CanAddCars)
       Ile2.AddElement(P ae2)
(P_ae2 != null) & (ile2.CanNotAddCars)
       OP2.SendOverNetwork(full)
       P_ae2.Copy(P_ae2)
T_be2
(P_TL2 == green) & (ile2.HaveCar)
       P_ce1.PopElementWithoutTarget(ile2)
       P_TL2.Move(P_TL2)
T ae3
(P_ae3 != null) & (ile3.CanAddCars)
       Ile3.AddElement(P_ae3)
(P ae3!= null) & (ile3.CanNotAddCars)
       OP3.SendOverNetwork(full)
       P_ae3.Copy(P_ae3)
T_ae4
(P_ae4 != null) & (ile4.CanAddCars)
       Ile4.AddElement(P ae3)
(P_ae4 != null) & (ile4.CanNotAddCars)
       OP4.SendOverNetwork(full)
       P_ae4.Copy(P_ae4)
T ai12:
(P bi1 != null) & (ili2.CanAddCars)
       Ile2.AddElement(P_ bi1)
(P_ bi1!= null) & (ili2.CanNotAddCars)
       OP2.SendOverNetwork(full)
       P_bi1.Copy(P_bi1)
T_bi12:
(P_TL2 == green) & (ili2. HaveCarForMe)
       P_ci1.PopElementWithoutTarget(ili2)
       P_TL2.Move(P_TL2)
T ai23
(P_ci1 != null) & (ili3.CanAddCars)
       Ili3.AddElement(P ci1)
(P_ ci1!= null) & (ili3.CanNotAddCars)
       OP3.SendOverNetwork(full)
       P_ci1.Copy(P_ci1)
T bi23
(P TL3 == green) & (ili3. HaveCarForMe)
       P_di1.PopElementWithoutTarget(ili3)
       P_TL3.Move(P_TL3)
T di14
(P_di1 != null) & (ili4.CanAddCars)
       Ili4.AddElement(P_ di1)
```

(P\_ di1!= null) & (ili4.CanNotAddCars) OP4.SendOverNetwork(full)

```
P_di1.Copy(P_di1)
T_ei14
(P TL4 == green) & (ili4. HaveCarForMe)
       P_ei1.PopElementWithoutTarget(ili3)
       P_TL4.Move(P_TL4)
T ei1
(P_ei1 != null) & (ili1.CanAddCars)
       Ili1.AddElement(P_ ei1)
(P_ ei1!= null) & (ili1.CanNotAddCars)
       OP3.SendOverNetwork(full)
       P_ei1.Copy(P_ei1)
T am12
(P_bm1 != null) & (ilm2.CanAddCars)
       Ilm2.AddElement(P_ bm1)
(P bm1!= null) & (ilm2.CanNotAddCars)
       OP2.SendOverNetwork(full)
       P_bm1.Copy(P_bm1)
T_bm23
(P TL3 == green) & (ilm3.HaveCarForMe)
       P_dm1.PopElementWithoutTarget(ilm3)
       P_TL3.Move(P_TL3)
T_dm14
(P_dm1 != null) & (ilm4.CanAddCars)
       Ilm4.AddElement(P_ dm1)
(P_ dm1!= null) & (ilm4.CanNotAddCars)
       OP4.SendOverNetwork(full)
       P_dm1.Copy(P_dm1)
T em14
(P_TL4 == green) & (ilm4.HaveCarForMe)
       P_em1.PopElementWithoutTarget(ilm4)
       P TL4.Move(P TL4)
T ae12
(P_be1 != null) & (ile2.CanAddCars)
       Ile2.AddElement(P be 1)
(P be 1!= null) & (ile2.CanNotAddCars)
       OP2.SendOverNetwork(full)
       P_ be 1.Copy(P_ be 1)
T_be23
(P_TL3 == green) & (ile3.HaveCarForMe)
       P_de1.PopElementWithoutTarget(ile3)
       P_TL3.Move(P_TL3)
T_de14
(P_de1 != null) & (ile4.CanAddCars)
       Ile4.AddElement(P_de1)
(P_ de1!= null) & (ile4.CanNotAddCars)
       OP4.SendOverNetwork(full)
       P_de1.Copy(P_de1)
T ee14
(P_TL4 == green) & (ile4.HaveCarForMe)
```

```
P_ee1.PopElementWithoutTarget(ile4)
P_TL4.Move(P_TL4)
```

### • Toe42

(P\_TL1 == green) & (ile1.HaveCarForMe)
Ole1.PopElementWithoutTarget(ile1)
P\_TL1.Move(P\_TL1)

#### • Toe13

(P\_TL1 == green) & (ile1.HaveCarForMe)
Ole2.PopElementWithoutTarget(ile1)
P\_TL1.Move(P\_TL1)

#### Toi23

(P\_TL2 == green) & (ili2.HaveCarForMe)
Oli3.PopElementWithoutTarget(ili2)
P\_TL2.Move(P\_TL2)

#### • Tom23

(P\_TL2 == green) & (ilm2.HaveCarForMe)
Olm3.PopElementWithoutTarget(ilm2)
P\_TL2.Move(P\_TL2)

#### • Toe22

(P\_TL2 == green) & (ile2.HaveCarForMe)
Oli2.PopElementWithoutTarget(ile2)
P\_TL2.Move(P\_TL2)

#### Toe33

(P\_TL3 == green) & (ile3.HaveCar) Ole2.PopElementWithTarget(ile3) P\_TL3.Move(P\_TL3)

#### Toe44

(P\_TL4 == green) & (ile4.HaveCarForMe)
Ole4.PopElementWithoutTarget(ile4)
P\_TL4.Move(P\_TL4)

#### Toi34

(P\_TL3 == green) & (ili3.HaveCarForMe) Oli4.PopElementWithoutTarget(ili3) P\_TL3.Move(P\_TL3)

#### • Tom34

(P\_TL3 == green) & (ilm3.HaveCarForMe) Oli4.PopElementWithoutTarget(ilm3) P\_TL3.Move(P\_TL3)

#### Toe34

(P\_TL3 == green) & (ile3.HaveCarForMe)
Ole4.PopElementWithoutTarget(ile3)
P\_TL3.Move(P\_TL3)

#### Toi41

(P\_TL4 == green) & (ili4.HaveCarForMe)
Oli1.PopElementWithoutTarget(ili4)
P\_TL4.Move(P\_TL4)

#### • Tom41

(P\_TL4 == green) & (ilm4.HaveCarForMe) Olm1.PopElementWithoutTarget(ilm4)

```
P_TL4.Move(P_TL4)
```

(P\_TL4 == green) & (ile4.HaveCarForMe)
Ole1.PopElementWithoutTarget(ile4)
P\_TL4.Move(P\_TL4)

• T\_oli3 (oli3 != null)

Toe41

E\_oli3.SendOverNetwork(oli3)

### C. Middle Street:

### **Place Types:**

• DataCar: P\_oli2, P1, E\_oli3, P4

DataCarQueue: P1, P3DataTransfer: I\_i4, I\_i2

### Guards & maps:

- T1
  (P\_oli2 != null) & (P1.CanAddCars)
  P1.AddElement(P\_oli2)
- T2
  (P1.HaveCar)
  P2.PopElementWithoutTarget(P1)
- T3
  (P2 != null)
  I\_i4.SendOverNetwork(P2)
- T4
  (E\_oli3 != null) & (P3.CanAddCars)
  P3.AddElement(E\_oli3)
- T5
  (P3.HaveCar)
  P4.PopElementWithoutTarget(P3)
- T6
   (P4 != null)
   I\_i2.SendOverNetwork(P4)

#### **D.** Controller:

### **Place Types:**

- **DataString:** ini, in1, in2, red, green, yellow, r1r2r3r4, g1r2r3r4, y1r2r3r4, r1g2r3r4, r1y2r3r4, r1r2g3r4, r1r2y3r4, r1r2r3g4, r1r2r3y4
- **DataTransfer:** op1, op2, op3, op4
- **DataInteger:** Two

### Guards & maps:

```
Init:
(init != null)
       Ini.SendOverNetwork(OP1)
       Ini.SendOverNetwork(OP2)
       Ini.SendOverNetwork(OP3)
       Ini.SendOverNetwork(OP4)
       Ini.MakeNull(ini)
T1
(r1r2r3r4 != null)
       g1r2r3r4.Move(r1r2r3r4)
       OP1.SendOverNetwork(green)
       OP3. SendOverNetwork(green)
T2
(g1r2r3r4 != null) & (in1 == null)
       r1r2r3r4.Move(g1r2r3r4)
       OP1.SendOverNetwork(yellow)
       OP3. SendOverNetwork(yellow)
       T2 = DynamicDelay(Two)
T3
(y1r2r3r4 != null)
       r1g2r3r4.Move(y1r2r3r4)
       OP1.SendOverNetwork(red)
       OP3. SendOverNetwork(red)
       OP2. SendOverNetwork(green)
       OP4. SendOverNetwork(green)
T4
(r1g2r3r4 != null) & (in2 == null)
       r1y2r3r4.Move(r1g2r3r4)
       OP2. SendOverNetwork(yellow)
       OP4. SendOverNetwork(yellow)
       T4 = DynamicDelay(Two)
T5
(r1y2r3r4 != null)
       r1r2g3r4.Move(r1y2r3r4)
       OP2. SendOverNetwork(red)
       OP4. SendOverNetwork(red)
       OP1. SendOverNetwork(green)
       OP3. SendOverNetwork(green)
T6
(r1r2g3r4 != null) & (in1 == null)
       r1r2y3r4.Move(r1r2g3r4)
       OP1. SendOverNetwork(yellow)
       OP3. SendOverNetwork(yellow)
       T6 = DynamicDelay(Two)
T7
(r1r2y3r4 != null)
```

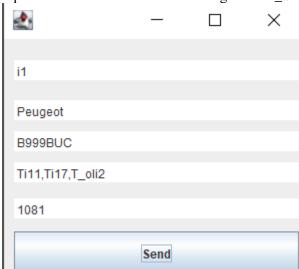
```
r1r2r3g4.Move(r1r2y3r4)
       OP1. SendOverNetwork(red)
       OP3. SendOverNetwork(red)
       OP2. SendOverNetwork(green)
       OP4. SendOverNetwork(green)
T8
(r1r2r3g4 != null) & (in2 == null)
       r1r2r3y4.Move(r1r2r3g4)
       OP2. SendOverNetwork(yellow)
       OP4. SendOverNetwork(yellow)
       T8 = DynamicDelay(Two)
T9
(r1r2r3y4 != null)
       r1r2r3r4.Move(r1r2r3y4)
       OP2. SendOverNetwork(red)
       OP4. SendOverNetwork(red)
```

### 4. Component Diagram

## 5. Testing

#### • First Test:

The first intersection (the Round About), got an input in "i1" place, that exit the round about in "oli2". From here, it goes through the middle street and enters as an input in the second intersection through the "P ai4" input.



PlaceList [i1(Null) e1(Null) i2(Null) e2(Null) i3(Null) e3(Null) oli1(Null) ole1(Null) oli2(Null) ole2(Null) oli3(Null) ole3(Null) ili1|(NULL)| ile1|()| ili2|()| ile2|()| ili3|()| ile3|()| P\_oli2(localhost-1084-P\_oli2)]

 $\begin{array}{l} {\rm ExecutionList} \ [T\_oli2 \ Temp \ Marking} \ [oli2(Peugeot-B999BUC)]] \\ {\rm PlaceList} \ [i1(Null) \ e1(Null) \ i2(Null) \ e2(Null) \ i3(Null) \ e3(Null) \ oli1(Null) \ ole1(Null) \ \underline{oli2(Peugeot-B999BUC)} \\ {\rm Pg99BUC)} \ ole2(Null) \ oli3(Null) \ ole3(Null) \ ili1|(NULL)| \ ile1|()| \ ile2|()| \ ile3|()| \ ile3|()| \\ {\rm P\_oli2(localhost-1084-P\_oli2)}] \\ \end{array}$ 

ExecutionList [Ti17 Temp Marking []]

PlaceList [i1(Null) e1(Null) i2(Null) e2(Null) i3(Null) e3(Null) oli1(Null) ole1(Null) oli2(Null) ole2(Null) oli3(Null) ole3(Null) ili1|(ili1(Peugeot-B999BUC))| ile1|()| ili2|()| ile2|()| ili3|()| P oli2(localhost-1084-P oli2)]

ExecutionList [Ti17 Temp Marking []]

PlaceList [i1(Null) e1(Null) i2(Null) e2(Null) i3(Null) e3(Null) oli1(Null) ole1(Null) oli2(Null) ole2(Null) oli3(Null) ole3(Null)  $\underline{ili1|(ili1(Peugeot-B999BUC))|}$  ile1|()| ili2|()| ile2|()| ile3|()| P oli2(localhost-1084-P oli2)]

ExecutionList [Ti11 Temp Marking [i1(Peugeot-B999BUC)]]

PlaceList [i1(Peugeot-B999BUC) e1(Null) i2(Null) e2(Null) i3(Null) e3(Null) oli1(Null) ole1(Null) oli2(Null) ole2(Null) oli3(Null) ole3(Null) ili1|()| ile1|()| ili2|()| ile2|()| ili3|()| ile3|()| P oli2(localhost-1084-P oli2)]

PlaceList [P\_oli2(Null) P1|(NULL)| P2(Null) I\_i4(localhost-1082-P\_ai4) E\_oli3(Null) P3|()| P4(Null) I i2(localhost-1081-i2)]

ExecutionList [T3 Temp Marking [P2(Peugeot-B999BUC)]]

PlaceList [P\_oli2(Null) P1|(NULL)| **P2(Peugeot-B999BUC)** I\_i4(localhost-1082-P\_ai4) E\_oli3(Null) P3|()| P4(Null) I i2(localhost-1081-i2)]

ExecutionList [T2 Temp Marking []]

PlaceList [P\_oli2(Null) P1|(P1(Peugeot-B999BUC))| P2(Null) I\_i4(localhost-1082-P\_ai4) E\_oli3(Null) P3|()| P4(Null) I i2(localhost-1081-i2)]

ExecutionList [T1 Temp Marking [P\_oli2(Peugeot-B999BUC)]]

PlaceList [ $\underline{P\_oli2(Peugeot-B999BUC)}$  P1|()| P2(Null) I\_i4(localhost-1082-P\_ai4) E\_oli3(Null) P3|()| P4(Null) I\_i2(localhost-1081-i2)]

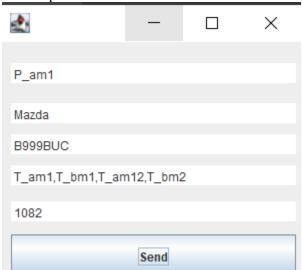
#### ConstantPlaceList [full(full)]

ExecutionList [T\_ai4 Temp Marking [P\_ai4(Peugeot-B999BUC)]]

PlaceList [P\_ai1(Null) ili1|()| P\_bi1(Null) P\_am1(Null) ilm1|()| P\_bm1(Null) P\_ae1(Null) ile1|()| P\_be1(Null) OP1(localhost-1082-in1) P\_TL1(Null) P\_ai2(Null) ili2|()| P\_am2(Null) ilm2|()| P\_ae2(Null) ile2|()| OP2(localhost-1082-in2) P\_TL2(Null) P\_ai3(Null) ili3|()| P\_am3(Null) ilm3|()| P\_ae3(Null) ile3|()| P\_TL3(Null) OP3(localhost-1082-in1) P\_ai4(Peugeot-B999BUC) ili4|()| P\_am4(Null) ilm4|()| P\_ae4(Null) ile4|()| OP4(localhost-1082-in2) P\_TL4(Null) oli1(Null) olm1(Null) ole1(Null) ole2(Null) ole2(Null) oli3(Null) olm3(Null) ole3(Null) oli4(Null) olm4(Null) ole4(Null) P\_ci1(Null) P\_di1(Null) P\_dm1(Null) P\_de1(Null) P\_ei1(Null) P\_em1(Null) P\_ee1(Null) E\_oli3(localhost-1084-E\_oli3)]

#### Second Test:

The second test was performed to test how the second intersection works with the controller. It receives an input from "P\_am1", enters the queue in "ilm1" and waits for the green light at the traffic light. Then, it enters the "ilm2" queue and waits for the second traffic light to turn green. After, it exists the intersection through the "olm3" place.



 $\label{eq:point_$ 

 $\begin{array}{l} {\rm ExecutionList} \ [T\_am12 \ Temp \ Marking} \ [P\_bm1(Mazda-B999BUC)]] \\ {\rm PlaceList} \ [P\_ai1(Null) \ ili1|()| \ P\_bi1(Null) \ P\_am1(Null) \ ilm1|(NULL)| \ \underline{P\_bm1(Mazda-B999BUC)} \\ {\rm P\_ae1(Null) \ ile1|()| \ P\_be1(Null) \ OP1(localhost-1082-in1) \ P\_TL1(green) \ P\_ai2(Null) \ ili2|()| } \end{array}$ 

 $P_{am2}(Null) \ ilm2|()| \ P_{ae2}(Null) \ ile2|()| \ OP2(localhost-1082-in2) \ P_{TL2}(red) \ P_{ai3}(Null) \ ili3|()| \ P_{am3}(Null) \ ilm3|()| \ P_{ae3}(Null) \ ile3|()| \ P_{TL3}(green) \ OP3(localhost-1082-in1) \ P_{ai4}(Null) \ ili4|()| \ P_{am4}(Null) \ ilm4|()| \ P_{ae4}(Null) \ ile4|()| \ OP4(localhost-1082-in2) \ P_{TL4}(red) \ oli1(Null) \ olm1(Null) \ ole1(Null) \ ole2(Null) \ ole2(Null) \ ole3(Null) \ ole3(Null) \ oli4(Null) \ olm4(Null) \ ole4(Null) \ P_{ci1}(Null) \ P_{di1}(Null) \ P_{di1}(Null) \ P_{de1}(Null) \ P_{ei1}(Null) \ ili3|()| \ P_{ei1}(Null) \ ili3|()| \ P_{ei1}(Null) \ ili3|()| \ P_{ei1}(Null) \ ili3|()| \ P_{ei1}(Null) \ ili4|()| \ P_{ei1}(Null) \ ole2(Null) \ ili4|()| \ P_{ei1}(Null) \ ole3(Null) \ ole3(Null) \ ole4(Null) \ ole4(Null) \ ole4(Null) \ ole4(Null) \ P_{ei1}(Null) \ P_{ei1}$ 

ExecutionList [T\_am1 Temp Marking [P\_am1(Mazda-B999BUC)]]

ExecutionList [T bm1 Temp Marking [P TL1(green)]]

PlaceList [P\_ai1(Null) ili1|()| P\_bi1(Null) P am1(Mazda-B999BUC) ilm1|()| P\_bm1(Null) P\_ae1(Null) ile1|()| P\_be1(Null) OP1(localhost-1082-in1) P\_TL1(red) P\_ai2(Null) ili2|()| P\_am2(Null) ilm2|()| P\_ae2(Null) ile2|()| OP2(localhost-1082-in2) P\_TL2(red) P\_ai3(Null) ili3|()| P\_am3(Null) ilm3|()| P\_ae3(Null) ile3|()| P\_TL3(red) OP3(localhost-1082-in1) P\_ai4(Null) ili4|()| P\_am4(Null) ilm4|()| P\_ae4(Null) ile4|()| OP4(localhost-1082-in2) P\_TL4(red) oli1(Null) olm1(Null) ole1(Null) oli2(Null) ole2(Null) oli3(Null) olm3(Null) ole3(Null) oli4(Null) olm4(Null) ole4(Null) P\_ci1(Null) P\_di1(Null) P\_dm1(Null) P\_de1(Null) P\_ei1(Null) P\_em1(Null) P\_ee1(Null) E\_oli3(localhost-1084-E\_oli3)]

\$\$\$\$\$\$\$\$\$\$\$\$ I got an Input From NetWork for P\_TL4 \$\$\$\$\$\$\$\$\$\$\$\$ I got an Input From NetWork for P\_am1 \$\$\$\$\$\$\$\$\$\$\$\$\$ I got an Input From NetWork for P\_TL3