2 philosophers Aristotle and Bertrand want to eat spaghetti. This is a simplified dining philosophers problem with only 2 philosophers and 2 forks. Thinking is an implicit action that can happen any time the philosopher are not eating.

Places named illustratively to model preconditions. Transitions named to model actions that can occur in the system. The only property we care about in this simple currently is that it does not deadlock when model checked.

```
3 places and 6 transitions per philosopher
 1 state per fork (1 per philosopher)
Places \triangleq \{
      "left_fork_down",
      "right_fork_down",
      "A_has_left_fork"
      "A_has_right_fork",
      "A_is_eating",
      "B_has_left_fork",
      "B_has_right_fork",
      "B_is_eating"
} Transitions \triangleq \{
     "A_grabs_left_fork"
      "A_grabs_right_fork",
      "A_drops_left_fork",
      "A_drops_right_fork",
      "A_starts_eating",
      "A_stops_eating",
      "B_grabs_left_fork",
      "B_grabs_right_fork",
      "B_drops_left_fork",
      "B_drops_right_fork"
      "B\_starts\_eating"\,,
     "B_stops_eating"
Arcs \stackrel{\Delta}{=} \lceil
     left\_fork\_down \mapsto \{ \text{``A\_grabs\_left\_fork''}, \text{``B\_grabs\_left\_fork''} \},
     right\_fork\_down \mapsto \{ \text{``A\_grabs\_right\_fork''}, \text{``B\_grabs\_right\_fork''} \},
       Aristotle
     \overline{A\_has\_left\_fork} \mapsto \{ \text{``A\_drops\_left\_fork''}, \text{``A\_starts\_eating''} \},
     A\_has\_right\_fork \mapsto \{ \text{``A\_drops\_right\_fork''}, \text{``A\_starts\_eating''} \},
     A\_is\_eating \mapsto \{ \text{``A\_stops\_eating''} \},
     A\_grabs\_left\_fork \mapsto \{ \text{``A\_has\_left\_fork''} \},
```

```
A\_grabs\_right\_fork \mapsto \{ \text{``A\_has\_right\_fork''} \},
     A\_drops\_left\_fork \mapsto \{ \text{"left\_fork\_down"} \},
     A\_drops\_right\_fork \mapsto \{ \text{"right\_fork\_down"} \},
      A\_starts\_eating \mapsto \{ \text{``A\_is\_eating''} \},
      A\_stops\_eating \mapsto \{ \text{"left\_fork\_down"}, \text{"right\_fork\_down"} \},
       Bertrand
      B\_has\_left\_fork \mapsto \{ \text{``B\_drops\_left\_fork''}, \text{ ``B\_starts\_eating''} \},
      B\_has\_right\_fork \mapsto \{ \text{"B\_drops\_right\_fork"}, \text{"B\_starts\_eating"} \},
      B\_is\_eating \mapsto \{ \text{"B\_stops\_eating"} \},
      B\_grabs\_left\_fork \mapsto \{ \text{"B\_has\_left\_fork"} \},
     B\_grabs\_right\_fork \mapsto \{ \text{``B\_has\_right\_fork''} \},
      B\_drops\_left\_fork \mapsto \{ \text{"left\_fork\_down"} \},
      B\_drops\_right\_fork \mapsto \{\text{"right\_fork\_down"}\},\
      B\_starts\_eating \mapsto \{ \text{"B\_is\_eating"} \},
      B\_stops\_eating \mapsto \{ \text{"left\_fork\_down"}, \text{"right\_fork\_down"} \}
ArcWeights \stackrel{\Delta}{=} \langle \rangle Unspecified arc weights default to 1.
InitialMarking \stackrel{\triangle}{=} [left\_fork\_down \mapsto 1, right\_fork\_down \mapsto 1]
VARIABLE Marking
vars \triangleq \langle Marking \rangle
PN \stackrel{\triangle}{=} \text{INSTANCE } PetriNet  Instantiate it within a namespace.
M^* \triangleq PN!^*(M)
Spec \triangleq PN!Spec
Invariants \triangleq PN!Invariants
```