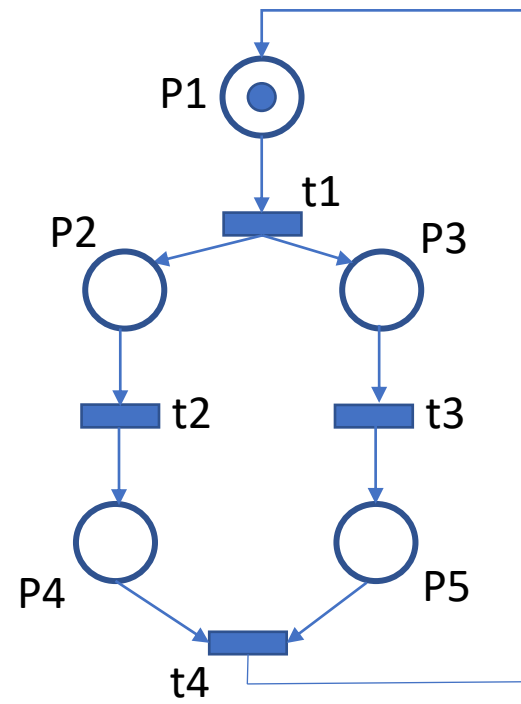


Lab 5 . Evolutia marcajului retelelor Petri

Cuprins

1. Reprezentarea matematica a unei RP
2. Matricea de incidenta
3. Admisibilitatea si executia tranzitiilor pornind din marcajul/starea current/a
4. Calcularea starii urmatoare pornind dintr-o stare data
5. Ce este marcajul din punct de vedere matematic?

Retele Petri



Retele Petri

$$N = (P, T, Pre, Post)$$

N = Retea (Network)

P = Locatii (Places)

T = Tranzitii (Transitions)

$Pre, Post$ = Matrici de incidenta inainte/dupa

$$PN = (N, M_0)$$

M_0 = Marcajul initial (starea initiala) este un vector care contine ca elemente numarul de jetoane din fiecare locatie a retelei

$M_0 = \{M(P_1), M(P_2), \dots, M(P_n)\}$

Matricea de incidenta

Matricea de incidenta se foloseste pentru determinarea evolutiei marcajului (comportament)

$$C = \text{Post} - \text{Pre}$$

$$C_{ij} = \text{Post}(t_j, p_i) - \text{Pre}(p_i, t_j), i = 1..m, j = 1..n$$

m=nr. de locatii

n=nr. de tranzitii

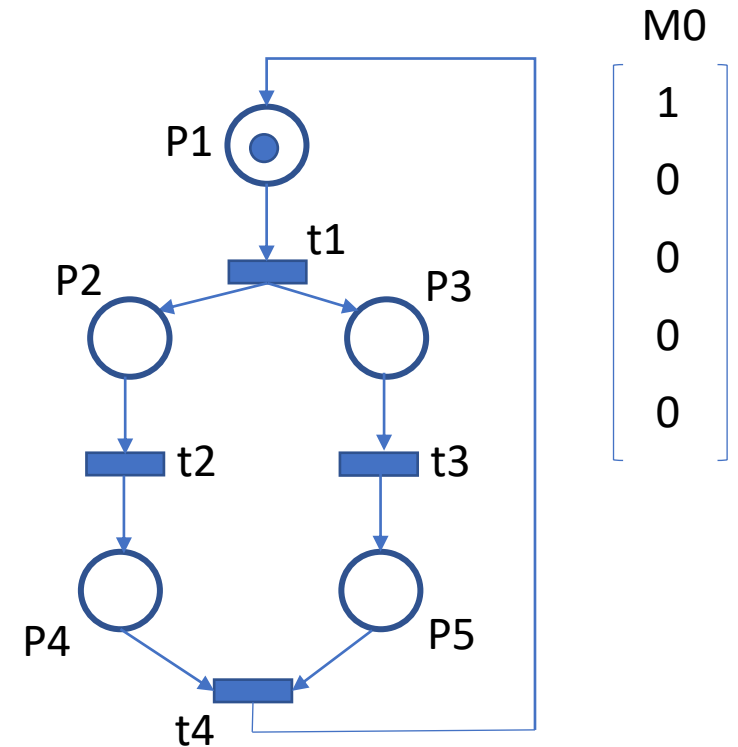
Matricea de incidenta

$$\text{Pre} = \begin{bmatrix} \text{t1} & \text{t2} & \text{t3} & \text{t4} \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{matrix} P1 \\ P2 \\ P3 \\ P4 \\ P5 \end{matrix}$$

Arcele care intra in tranzitii
 $N = 4$ (nr. de tranzitii)
 $M = 5$ (nr. De locatii)

$$\text{Post} = \begin{bmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

Arcele care ies din tranzitii

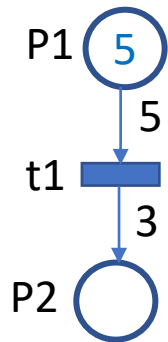


Matricea de incidenta

$$C = \text{Post} - \text{Pre} = \begin{bmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} - \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} -1 & 0 & 0 & 1 \\ 1 & -1 & 0 & 0 \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \\ 0 & 0 & 1 & -1 \end{bmatrix}$$

Executia tranzitiilor

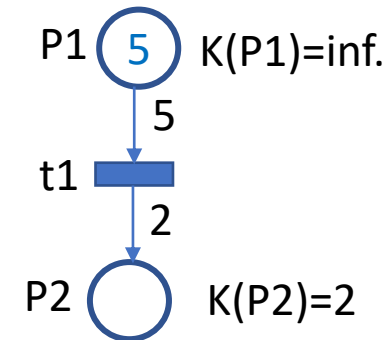
1. Regula nestricta



$$M(P) \geq \text{Pre}(p, t)$$

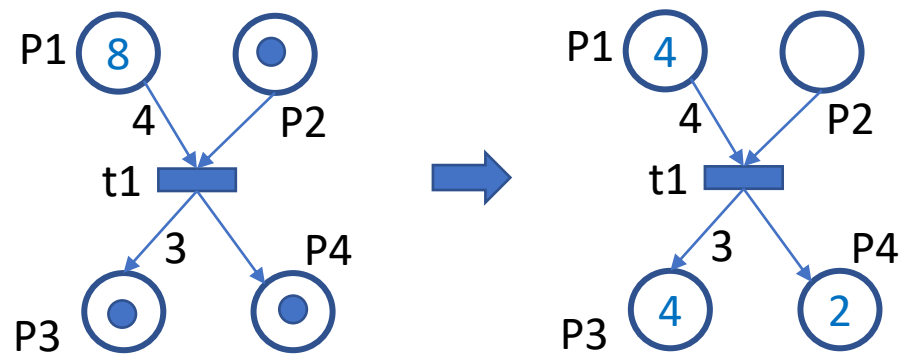
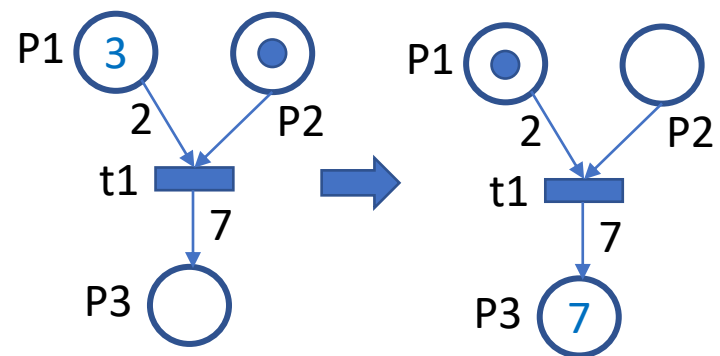
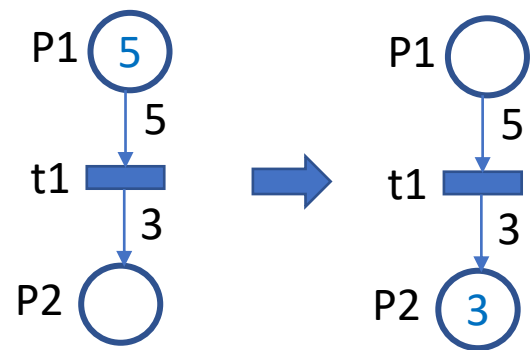
Marcajul current acopera coloana corespunzatoare tranzitiei din matricea de incidenta inainte

2. Regula stricta



$$K(P) \geq M(P) + \text{Post}(t, p) - \text{Pre}(t, p)$$

Capacitatea locatiilor trebuie sa acopere marcajul urmator



Marcajul urmator

Ecuatiile de stare ne ajuta sa calculam marcajul urmator:

$$1) M_2(P) = M_1(P) + \text{Post}_{(t,p)} - \text{Pre}_{(p,t)}$$

$$2) M_2(P) = M_1(P) + \text{Colt}(C)$$

M_1 = marcaj curent

M_2 = marcaj urmator

$$M_1(P) = M_0(P) + \text{Colt}_1(C) =$$

M_0 = marcaj initial

M_1 = marcaj urmator

$$\begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} -1 \\ 1 \\ 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 1 \\ 0 \\ 0 \end{bmatrix}$$

$$M_2(P) = M_1(P) + \text{Colt}_2(C) =$$

$$\begin{bmatrix} 0 \\ 1 \\ 1 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ -1 \\ 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}$$

$$M_3(P) = M_1(P) + \text{Colt}_3(C) =$$

$$\begin{bmatrix} 0 \\ 1 \\ 1 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ -1 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

Cerinte

- 1) Se identifica marcajul initial (care este dat)
- 2) Matrice de incidenta C (Pre, Post), marcaj initial/curent
- 3) Se identifica tranzitiile executabile folosind regulile de admisibilitate
- 4) Pentru fiecare tranzitie executabila din marcajul actual se calculeaza marcajul urmator folosind una din ecuatiile de stare
- 5) Se repeta 3 si 4 pentru fiecare marcaj nou obtinut (cel putin 5 executii de tranzitii pentru fiecare retea)