

# On the Physical Basics of Information Flow

C.A.Petri

(modified and presented by Rüdiger Valk)

Results obtained in co-operation with  
**KONRAD ZUSE**  
1910 - 1995



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K o m m u n i k a t i o n  
m i t  
A u t o m a t e n

Von der Fakultät für Mathematik und Physik  
der Technischen Hochschule Darmstadt

zur Erlangung des Grades eines  
Doktors der Naturwissenschaften  
(Dr. rer.nat.)

genehmigte  
Dissertation

vorgelegt von  
C a r l A d a m P e t r i  
aus Leipzig

Referent: Prof.Dr.rer.techn.A.Walther  
Korreferent: Prof.Dr.ing.E.Unger

Tag der Einreichung: 27.7.1961  
Tag der mündlichen Prüfung: 29.6.1962

D 17

Darm 1962

*information & space*

*concurrency*

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*Petri's general  
interest:*

*information processing  
&  
fundamental laws in  
Physics*

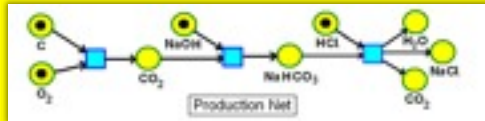


Kommunikation  
mit  
Automaten

Von der Fakultät für Mathematik und Physik  
da

information & space

The graphics, together with the rules for their coarsening and refinement, were invented in August 1939 by Carl Adam Petri - at the age of 13 - for the purpose of describing chemical processes,



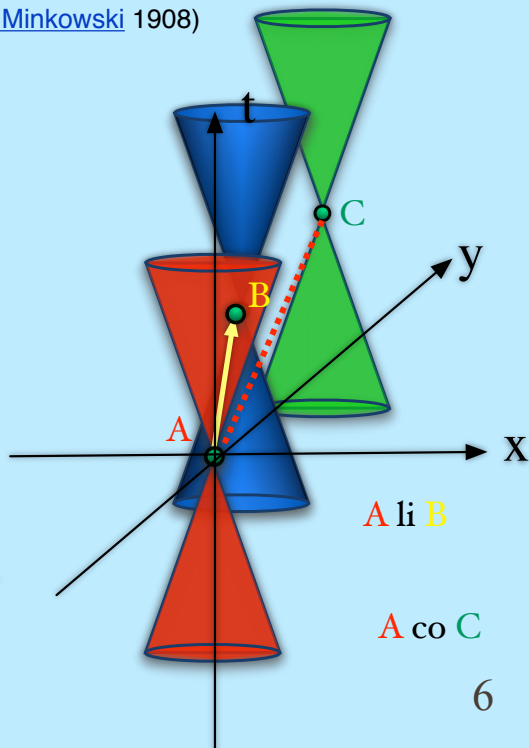
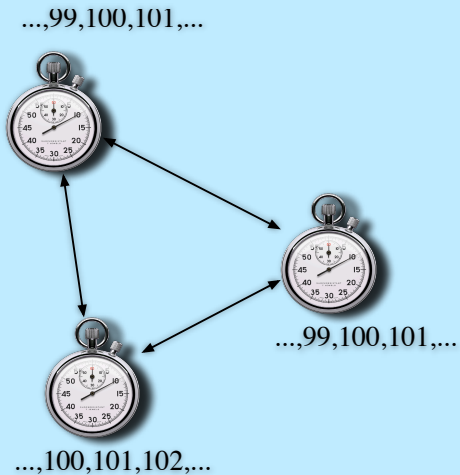
[http://www.scholarpedia.org/article/Petri\\_net](http://www.scholarpedia.org/article/Petri_net)

Tag der mündlichen Prüfung: 20.6.1962

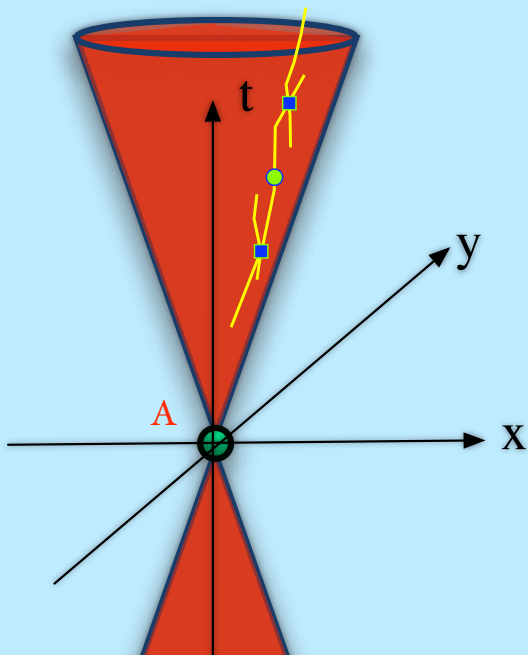
D 17

Bonn 1962

# Minkowski-Diagrams ([Hermann Minkowski](#) 1908)



## Minkowski-Diagrams ([Hermann Minkowski](#) 1908)



*Is the Universe a Computer?*





# The Universe as a big Net

## Das Universum als großes Netz

Die Arbeit von Konrad Zuse wurde in den 1960er Jahren mit der Netztheorie verteilter Systeme weiterentwickelt. Dabei gelang es, einige der Einwände gegen Zuses Konzept zuzuräumen.

Von Carl Adam Pele

Weniger als hundert Jahre nachdem man begonnen hat, das Universum als ein großes Netz von Teilchen und Kräften zu beschreiben, ist es heute ein riesiges Netz von Computern geworden. Das hat, wie ich schon sagte, Konrad Zuse, der Erfinder des ersten Computers, zu einem der wichtigsten Architekten dieses Universums gemacht.

Im Jahr 1941 baute er den ersten Computer, den Z3, in Berlin. Er war ein riesiges Netz von Relais, das aus tausenden von Relais bestand. Es war ein riesiges Netz von Relais, das aus tausenden von Relais bestand. Es war ein riesiges Netz von Relais, das aus tausenden von Relais bestand.

schon! Was die größte, modernste der Welt als größtes Computer-Netzwerk.

Seine Idee war, ein riesiges Netz von Relais zu bauen, das aus tausenden von Relais bestand. Es war ein riesiges Netz von Relais, das aus tausenden von Relais bestand. Es war ein riesiges Netz von Relais, das aus tausenden von Relais bestand.

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...  
...  
...  
...  
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Fig. 2.28  
...  
...  
...  
...  
...

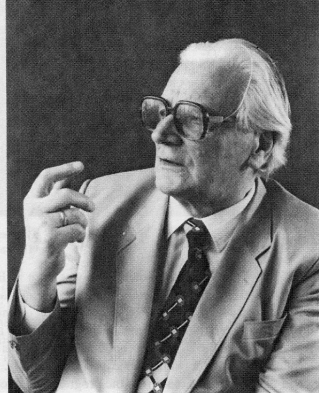


Fig. 2.28 Konrad Zuse  
Courtesy of Horst Zuse, Berlin.

Today, in the whole world Konrad Zuse is accepted as the creator / inventor of the first free programmable computer with a binary floating point and switching system, which really worked.

This machine - called Z3 - was completed in his small workshop in Berlin in 1941. First thoughts of Konrad Zuse about the logical and technical principles are even going back to 1934.

Konrad Zuse, also created the first programming language of the world, called the Plankalkül. (1942-1945)  
F. L. Bauer (University of München)

*Meetings with Zuse*

*about 1970 - 80*

*Which tenets?*

*Zuse: “Those which can be understood by an Engineer”.*

*Is the universe a gigantic computer?*





## *Which tenets?*

*Zuse: “Those which can be understood by an Engineer“.*

*But many years passed before the deterministic approach of Gerard 't Hooft (2002) made a complete elaboration of the originally conceived ideas possible, namely that of*

*Combinatorial Modelling*

# INNOVATIONS

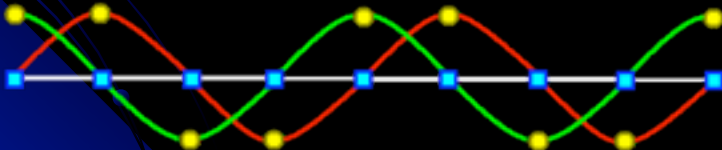
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- Revised Order Axioms for Measurement
- Synthesis of „Discrete“ and „Continuous“
- Derivation of Computing Primitives from  
smallest closed Signal Spaces

# Procedure

By means of NET modelling, we translate the main tenets of modern Physics into their **combinatorial form**.

In that form, they are **independent of scale**, and relate to **direct experience** as well as to the **sub-microscopic level of quantum foam**.



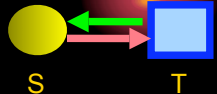
# Essentials of Net Theory

1. TWO kinds of world points:

elements: STATES and TRANSITIONS  
e.g. Substances and Reactions

2. TWO relations between world points:

arcs: GIVE and TAKE  
e.g. Creation and Annihilation



3. TWO kinds of **continuity** expressible:

Mathematical continuity (“connected and compact”)

Experienced continuity (“connected indifference”)

# The Framework for Axioms

nets

occurrence

|                     |                  |
|---------------------|------------------|
| $S \cup T \neq 0$   | $S \cap T = 0$   |
| $'x \cup x' \neq 0$ | $'x \cap x' = 0$ |

|               |                  |
|---------------|------------------|
| $E \neq 0$    | $\text{Sep2 } E$ |
| $'E = M - M'$ | $E' = M' - M$    |

|                                      |
|--------------------------------------|
| $f: A \rightarrow A' \cup \text{id}$ |
| $f: F \rightarrow F' \cup \text{id}$ |

|                         |
|-------------------------|
| $T(n+1) = S(n)$         |
| $C(n+1) \cdot C(n) = 0$ |

net morphism

piles

# Net - Topology

*transition bordered*

=

*closed set*

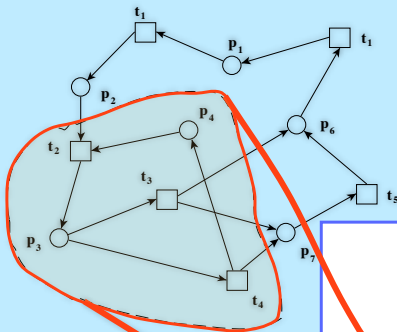


Fig. 2.11. A transition-bordered set

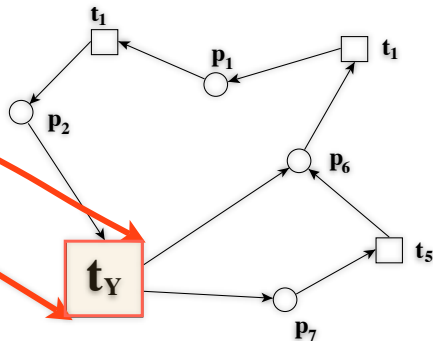


Fig. 2.12. Abstraction from the net of Figure 2.11

# 系统工程Petri网

——建模、验证与应用指南

Petri Nets for Systems Engineering

A Guide to Modelling, Verification, and Applications



[法] Claude Girault 著  
[德] Radigee Valk 著

王生原 俞 琳 富金健 译  
夏安义 审校

是开集又是闭集,例如令  $Y = P \cup T$ 。在这种情况下, $Y$  到底是被替换为一个库所还是变迁,则是由应用系统的上下文决定的。

在图 2.11 所示的网系统中,集合  $Y = \{p_3, p_4, t_2, t_3, t_4\}$  是一个变迁边界集合,可以将其抽象为一个变迁  $t_Y$ ,从而得到一个新的网系统,如图 2.12 所示。下面我们给出这个抽象操作的形式化定义:

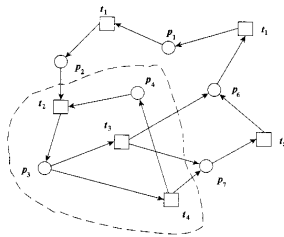


图 2.11 变迁边界集合示例

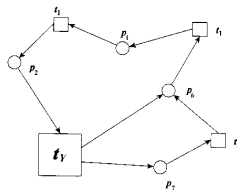


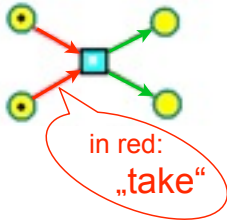
图 2.12 抽象之后的网模型

开集和闭集定义了网的拓扑,其中表示了元素和其相邻元素的信息化结构。

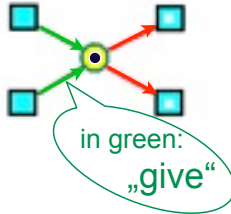
1 Open and closed sets define a topology for a net, which formalises the notion of vicinity of elements with respect to the graphical structure.

# The Elements Used in Construction

**collection**



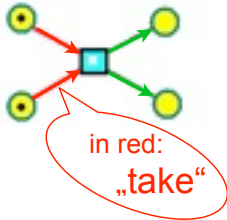
**decision**



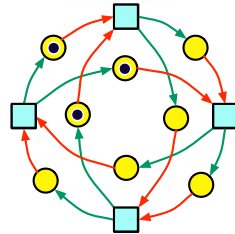
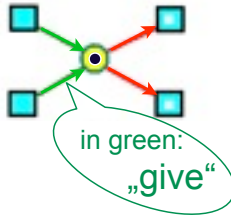


# The Elements Used in Construction

**collection**



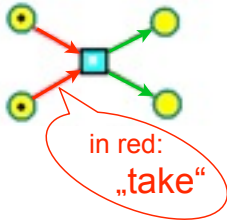
**decision**



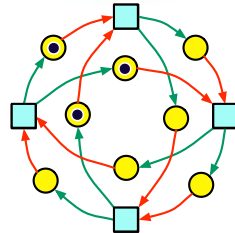
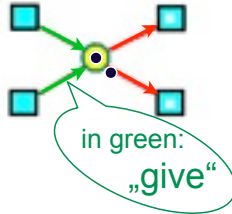
**Oscillator**

# The Elements Used in Construction

## collection

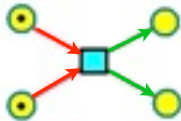


## decision



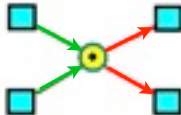
Oscillator

## NET TOPOLOGY



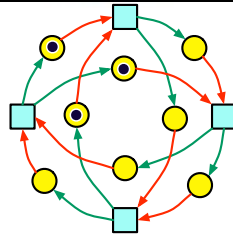
open subnet

The transition is  
completed by  
four states



closed subnet

The state is  
completed by  
four transitions

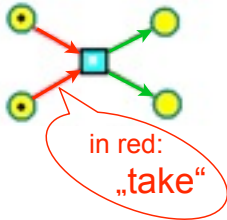


open subnet

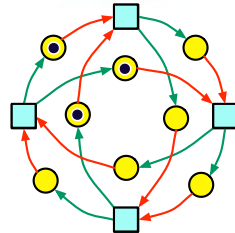
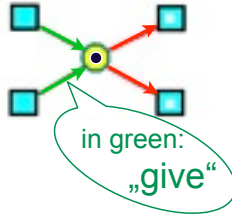
The eight uncompleted  
states form the border

# The Elements Used in Construction

## collection

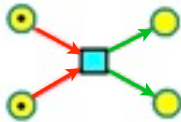


## decision



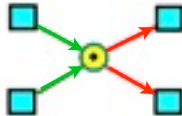
Oscillator

## NET TOPOLOGY



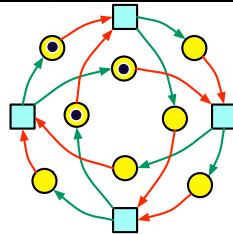
open subnet

The transition is  
completed by  
four states



closed subnet

The state is  
completed by  
four transitions



open subnet

The eight uncompleted  
states form the border

# Measurement

in the classical sense  
as related to  
the Uncertainty Principle

# Four Theses on Measurement

- Every act of Measurement occurs in a Time Window.
- Measurement is, in essence, equivalent to Counting. \*)
- Continuous change (e.g. motion) goes unnoticed if not articulated by perceptible non-zero changes.
- Counting leads to a unique result only if the set of objects to be counted and the Time Window are under complete control.

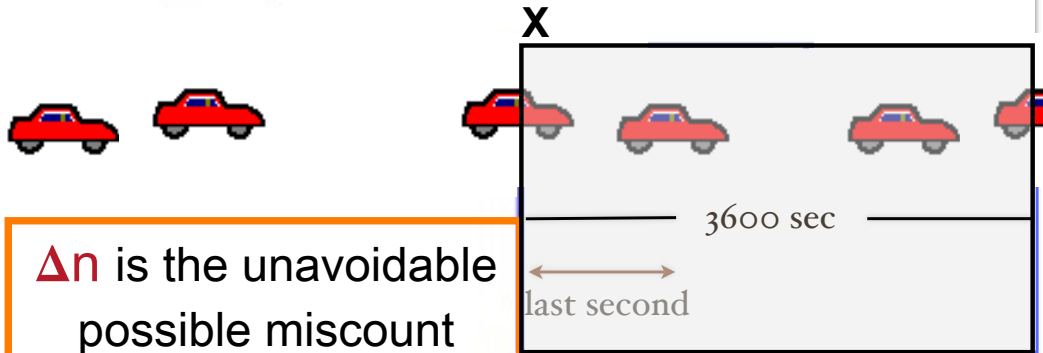
\*) SI: 1 second := 9 192 631 770 periods (  $^{133}\text{Cs}$  line) 25

# Law of Uncertainty of Counting

of independent events:

$$\Delta n \geq 1$$

Traffic Statistics: How many cars pass point X in one hour?



names

1

2

3

4

5

6

7 ...

scale



object

indicator



reading:

"4 or 5"

Classical Scale

combinatorial image:



observable states  
beyond observation  
observable states

momentum  $p$   
position  $q$

Correspondence to Heisenberg's Law:

$$p = \cos t$$

$$q = \sin t$$



Choice of  
Observer

He can observe  
either  $p$  or  $q$

When the position is distinct, the momentum is indistinct etc

names  
double-

3

4

5

6 ...

5

4.5

5.5

reading:  
"4.5"

time

momentum

position

oscillator



# The Main Principles of Modern Physics

$$c = c'$$

Invariance Speed of Light

$$\Delta p \cdot \Delta x \geq h/4\pi$$

Uncertainty Relation

$$E = mc^2$$

Equivalence of Energy and Mass

$$E = h\nu$$

Quantization of Energy

Relativity

Quantum Physics

$$x' = \frac{(x - vt)}{\sqrt{1 - \frac{v^2}{c^2}}} \quad y' = y \quad z' = z \quad t' = \frac{(t - \frac{vx}{c^2})}{\sqrt{1 - \frac{v^2}{c^2}}} \quad n$$

$$\mathbf{x}' = L(\mathbf{x} - \mathbf{v}t)$$

$$t' = L(t - \mathbf{w} \cdot \mathbf{x})$$

Invariance Speed of Light

no mention of  $c$  !

$$L = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}}$$

$$w := \frac{v}{c^2}$$

*slowness*

$$\left[ \frac{\text{sec}}{m} \right]$$

*These results pertain also to macroscopic levels!*

# Slowness Effects



This motion proceeds fastest if there is just one gap in front.

Otherwise, we define SLOWNESS  $w$  as the quotient

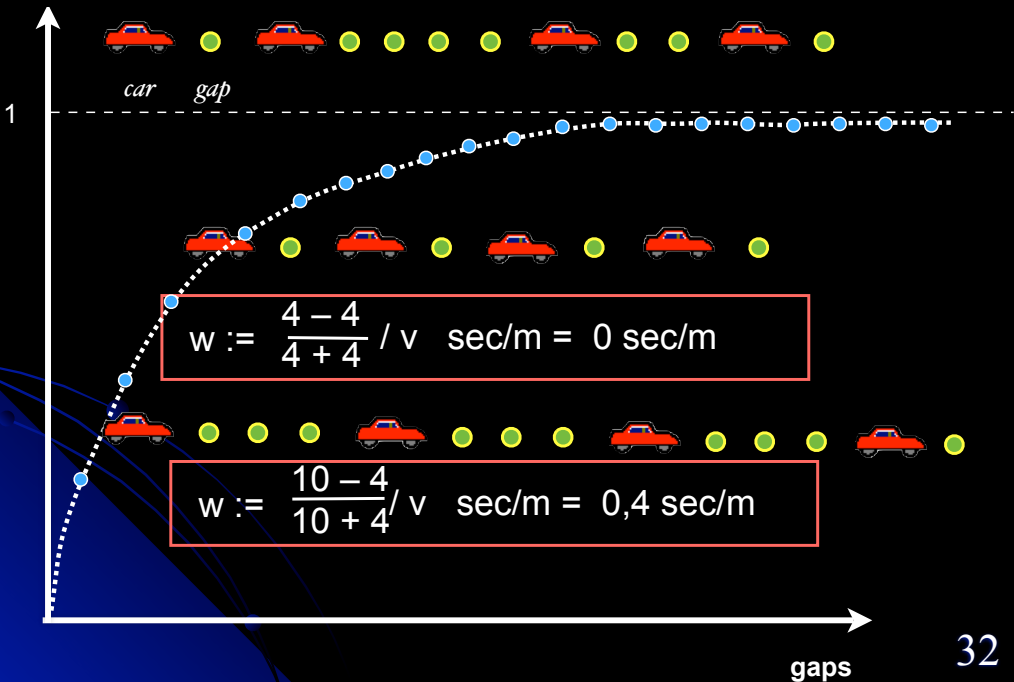
$$w := \frac{\text{gaps} - \text{cars}}{\text{gaps} + \text{cars}} / v \text{ (cars)} \quad \text{sec/m}$$

$$w := \frac{8 - 4}{8 + 4} / v \text{ sec/m} = 1/3 \text{ sec/m}$$

The concept of slowness is a key to understanding repetitive GROUP behaviour. It can be applied to Organization, to Work Flow ( **Just-in-time Production** ), and to Physical Systems. 31

# Slowness Effects

$w(\text{gaps})$





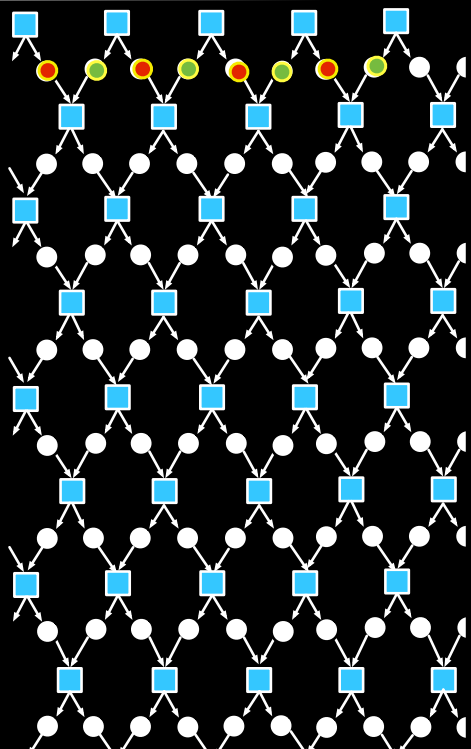
x



*cars*



*gaps*



from

**Minkowski Space**

to

**Petri's  
„natural coordinates“**

$$w = 0$$



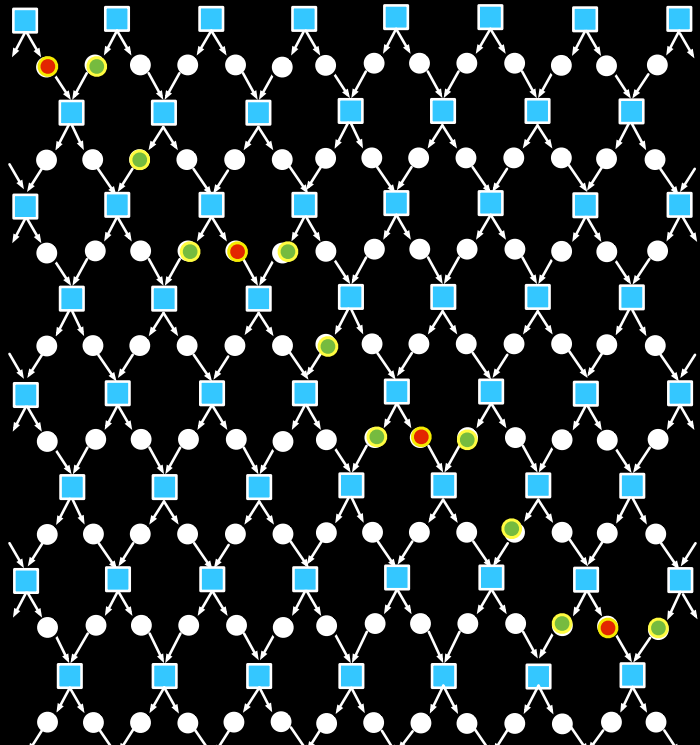
x



*cars*



*gaps*



$w = 0.5$

We saw:

The concept of SLOWNESS has its origin in Physics:

It appears in the symmetrical Lorentz Transformation

$$x' := L ( x - v t ) ; \quad t' := L ( t - w x ) ; \quad w := v / c^2$$

$w$  is measured in seconds (lost) per meter

$v$  is measured in meters (gained) per second

It is the inverse  $w = 1 / u$  of the superluminal phase velocity  $u$  of material waves, and it is relevant to the movement of electrons in a semiconductor as they interchange places with gaps.



*Hence, we saw an example of translation to macroscopic level.*

# Determinism

Petri and Zuse saw no chance to implement their **deterministic** approach to Information on the level of Quantum Mechanics, because Observation and Measurement have unpredictable outcomes there.

Therefore, they ended the co-operation.

## Re-started in 2002:

Petri saw a new chance for completing their work by following the guidelines of Nobel Laureate Gerard 't Hooft who proposes a **deterministic** model on an essentially finer scale.





Gerard 't Hooft

writes in „Determinism beneath Quantum Mechanics“ (2002):

*“Contrary to common belief, it is not difficult to construct  
deterministic models where stochastic behaviour is correctly  
described by quantum mechanical amplitudes,  
in precise accordance with the Copenhagen-Bohr-Bohm  
doctrine. ....*



*Gerard 't Hooft*

writes in „Determinism beneath Quantum Mechanics“ (2002):

*“Theories of this kind would not only be appealing from a philosophical point of view, but may also be essential for understanding causality at Planckian distance scales.*



*Gerard 't Hooft*

*Conclusions of Gerard 't Hooft:*

*Our view towards the quantum mechanical nature of the world can be summarized as follows:*

**Nature's fundamental laws are defined at the Planck scale.**

**At that scale, all we have is bits of information.**



**Determinism** excludes the **Creation** of Information.

We (Petri) go one **tentative** step further and forbid the **Destruction** of Information, in order to establish a

## **Law of Conservation of Information**

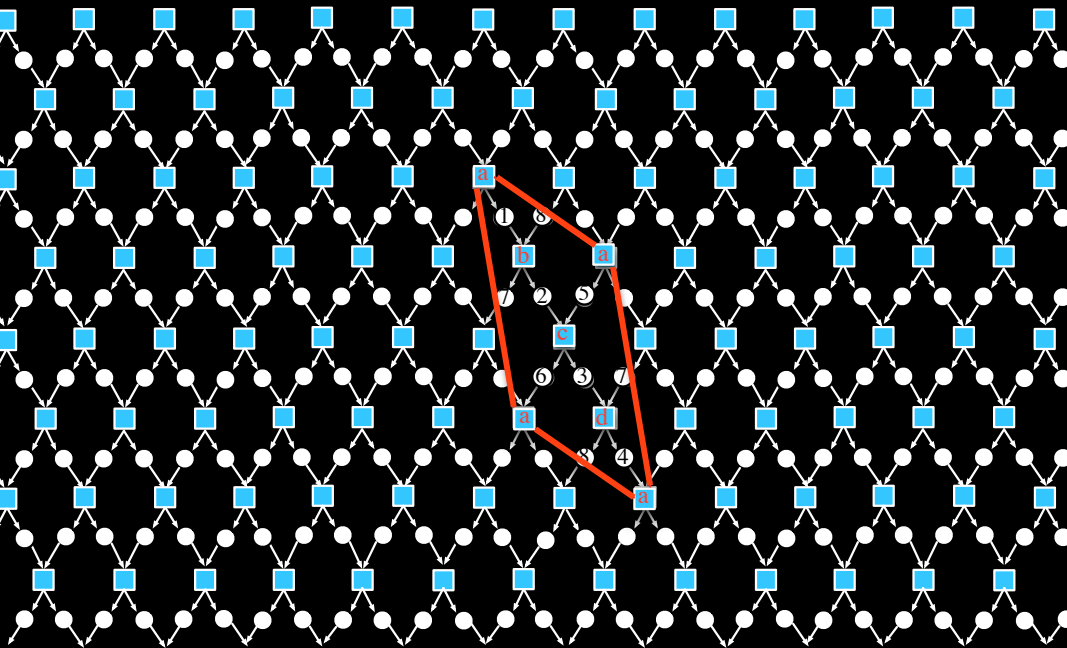
as a prototype of Conservation Laws in general.

Accordingly, we describe the physical Universe in terms of **Signal Flow** and – equivalently – of **Information Flow**.

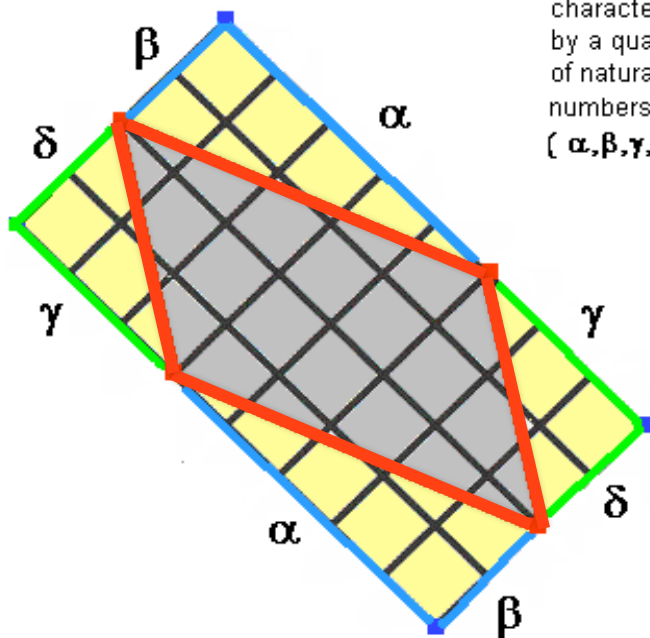
We derive the **Information Operators** from the idea of space-time periodic movement of Signals in an

**INTEGER MINKOWSKI SPACE**  
Petri's „natural coordinates“

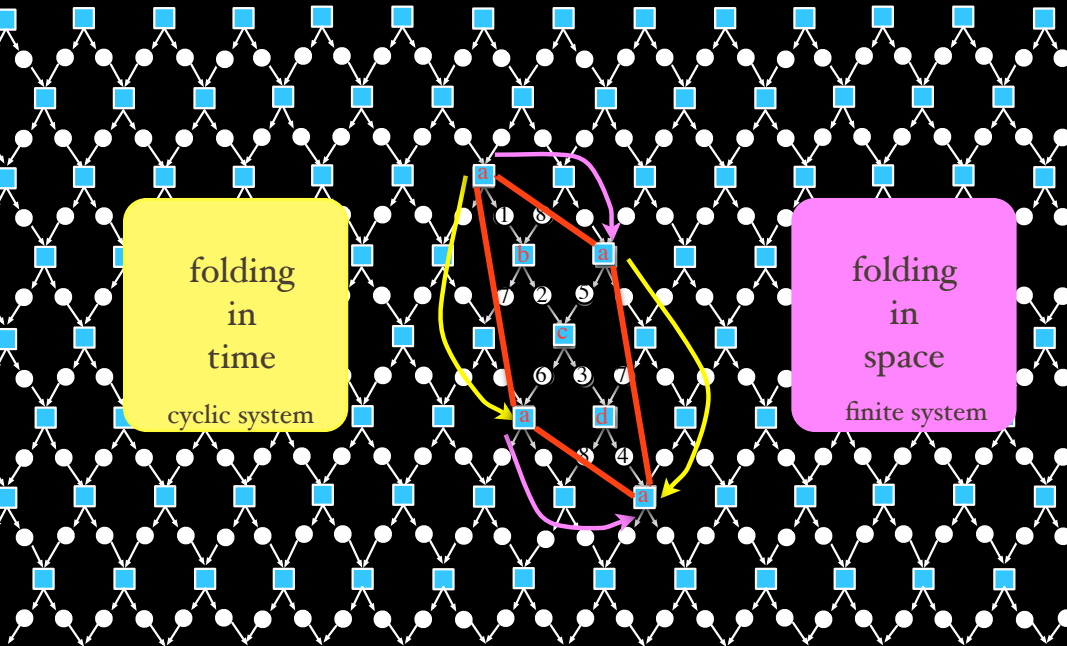
# Petri's „natural coordinates“



Repetitive  
behaviour is  
characterized  
by a quadruple  
of natural  
numbers:  
(  $\alpha, \beta, \gamma, \delta$  )



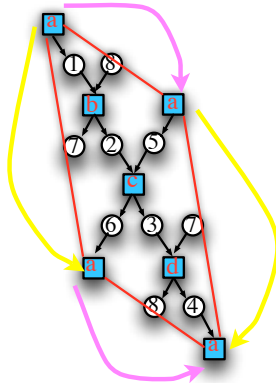
# Petri's „natural coordinates“



# Petri's „natural coordinates“

folding  
in  
time

cyclic system

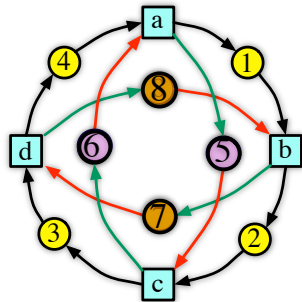


folding  
in  
space

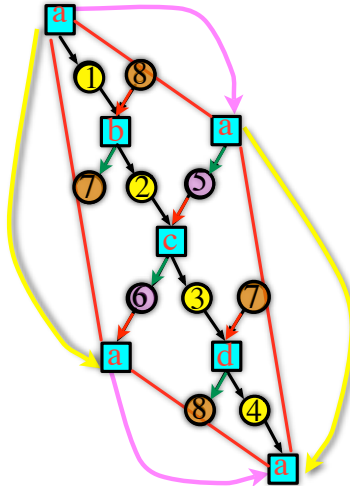
finite system



## Petri's „natural coordinates“



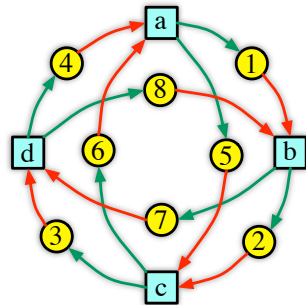
## Oscillator!



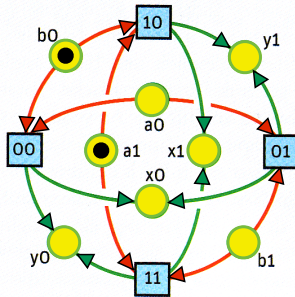
Folding the Space-Time image of a parallelogram to a „Cycloid“ represents signal movement periodic in space and time.

Petri's „natural coordinates“

*New orientation of arrows!*



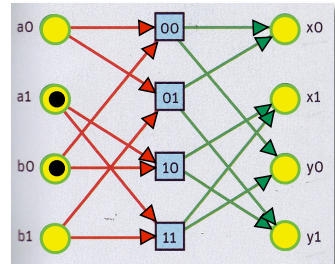
*oscillator*



$x = a$

$y = a \text{ XOR } b$

Exclusive OR



*isomorphic graph*

We derive the **Information Operators** from the idea of space-time periodic movement of Signals in an **INTEGER MINKOWSKI SPACE**

Petri's „natural coordinates“

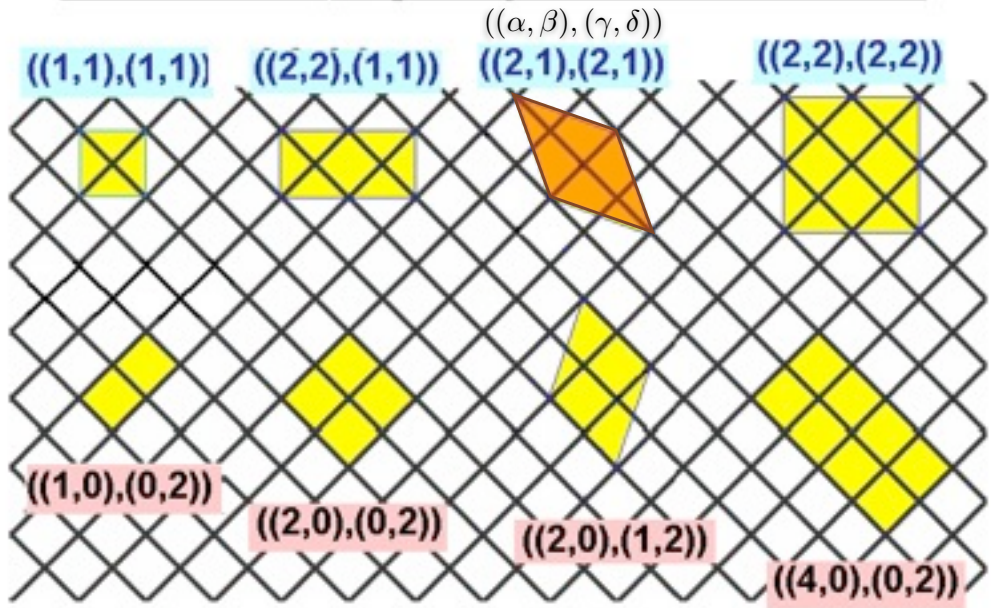
*A central idea of Combinatorial Modelling:*

We use the **Trajectories of Particles**



as **NATURAL COORDINATES**

# The smallest regular patterns of behavior



LT-compatible and degenerate Cycloids 48

# The smallest lossfree Boolean Transfer

$((\alpha, \beta), (\gamma, \delta))$

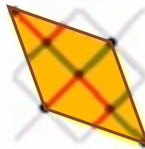
**Bit-pair-Equality**



**Synchronizer, Bit Exchange**



**XOR-Transfer**



**Majority Transfer**



$((4, 0), (0, 2))$



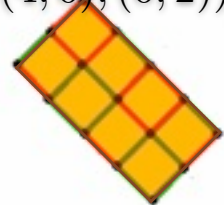
**Dual of the  
two-state  
Automaton  
(not a net!)**



**Synchronizer, Bit Exchange**

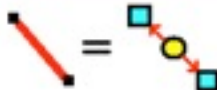


**XOR-Transfer**



**Quine Transfer  
= conditional  
Bit Exchange**

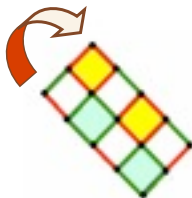
**Legend:**



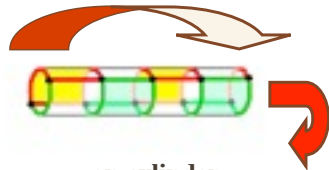
# How the Net constructs can be generated from the rough images



Quine Transfer  
= conditional  
Bit Exchange



input- and output  
squares

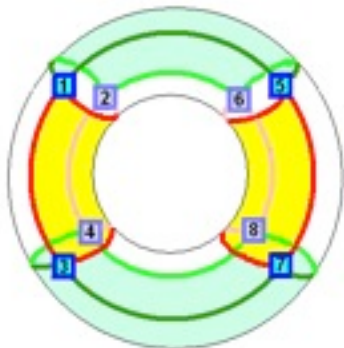


on cylinder

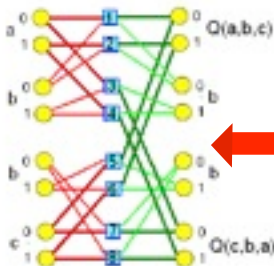
Quine's Function  $Q(a,b,c)$

means

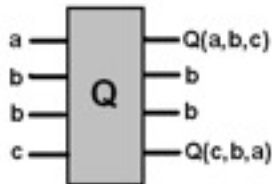
if  $b = 0$  then  $a$  else  $c$



on torus



apply legend  
and unfold  
define usage



block image

Information  
Flow Graph

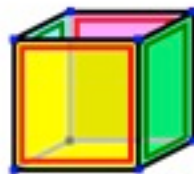
# How the Net constructs can be generated from the rough images



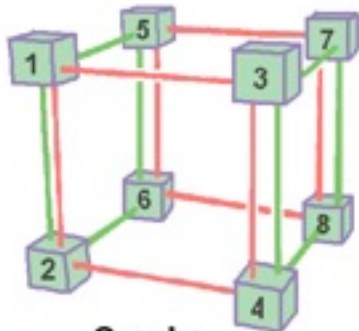
Quine Transfer  
= conditional  
Bit Exchange



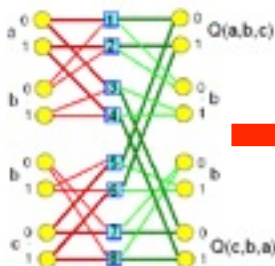
Input- and output  
squares



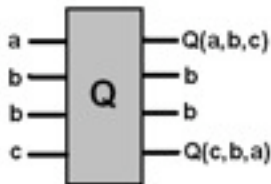
on a cube



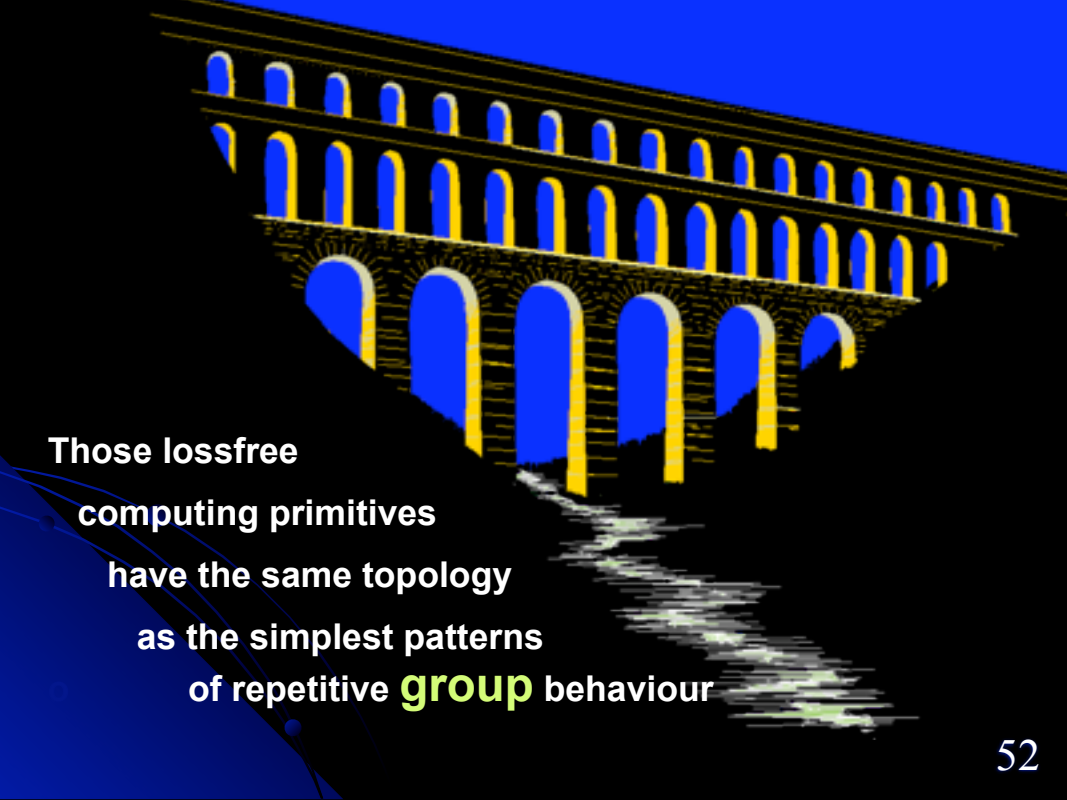
Q cube



apply legend  
and unfold  
define usage



block image  
Information  
Flow Graph

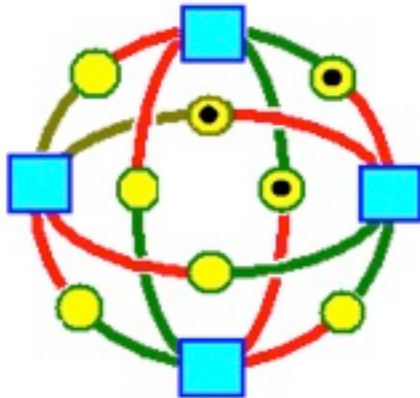


Those lossfree  
computing primitives  
have the same topology  
as the simplest patterns  
of repetitive **group** behaviour



# Different structures - same topology:

OSCILLATOR



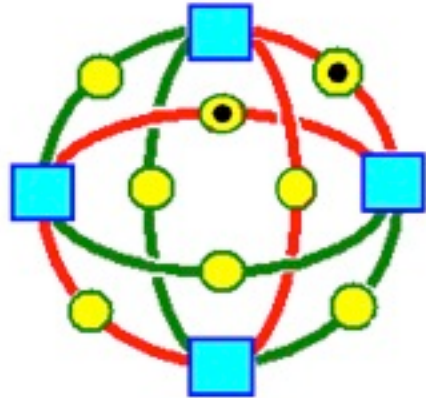
TAKE

GIVE

T-input

T-output

XOR



TAKE

GIVE

T-input

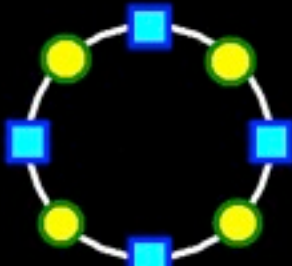
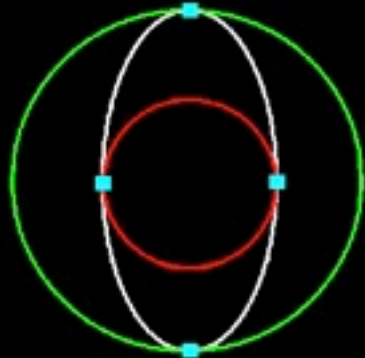
T-output

# CONTINUOUS SPACES

continuous := connected and compact

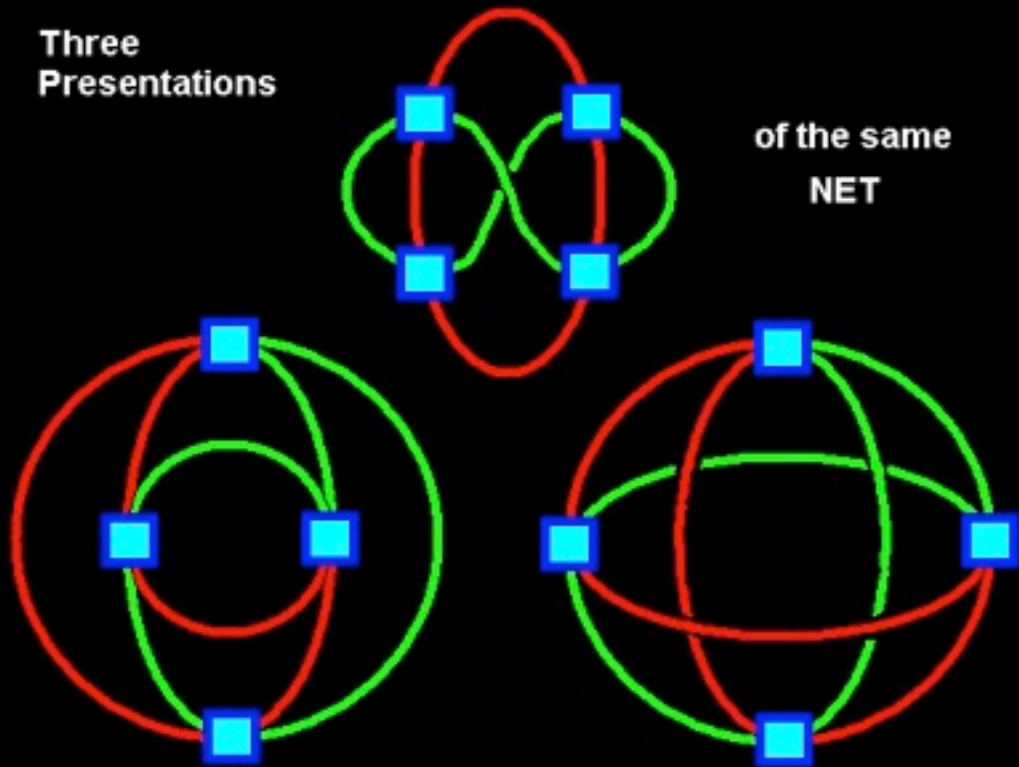
| Structure                                 | infinite    | finite      |
|---|-------------|-------------|
| $(\mathbb{R}, <)$ Real Numbers            | Not Contin. | Not Contin. |
| $[0,1] \subset \mathbb{R}$ "Continuum"    | Continuous  | Not Contin. |
| $\mathbb{R} \cup \{\infty\}$ compactified | Continuous  | Not Contin. |
| $(S,T,F)$ Nets                            | Not Contin. | Continuous  |

# Typical patterns we have considered:



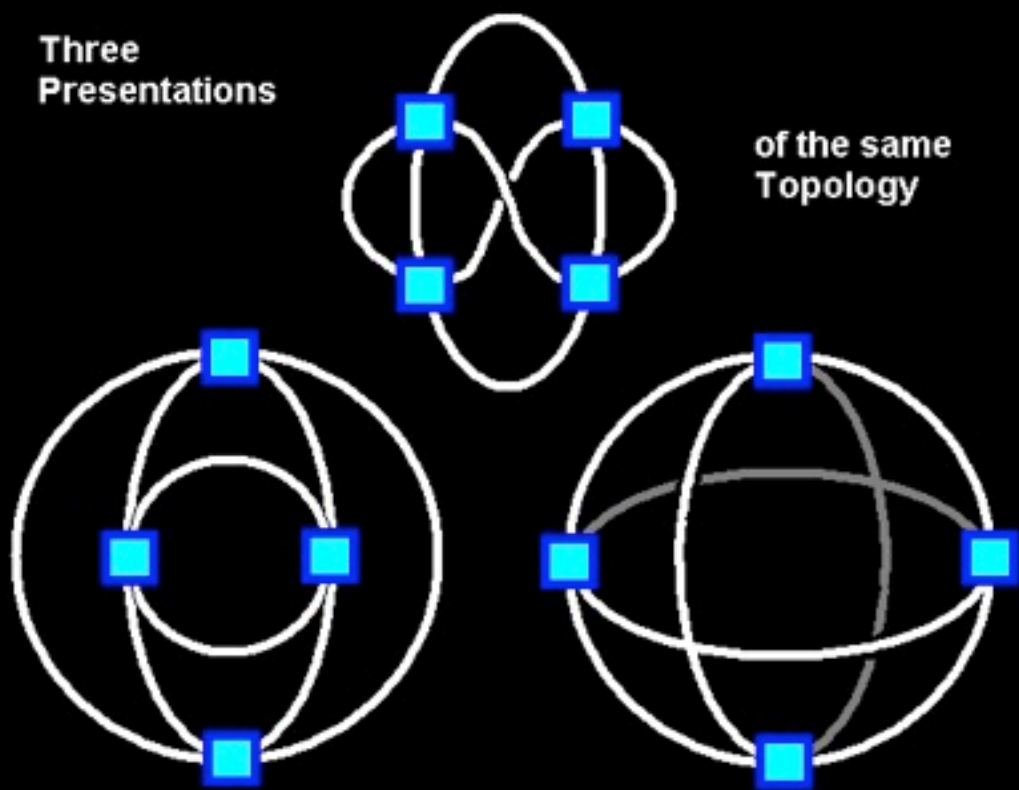
Three  
Presentations

of the same  
NET



Three  
Presentations

of the same  
Topology



# Combinatorial Topologies

( such as connected Nets and Net Piles )

are Continuous Spaces  
if and only if they are **Finite**.

that is, they share the properties  
„connected“ and „compact“  
with the Continuum of Real Numbers  $[0,1]$

## What follows from this main result ?

It follows that, if we base our models on the combinatorial concepts of signal flow suggested by Informatics, and **insist on continuity** (as Zuse did), we end up inevitably with a model of a Finite Universe.

Albert Einstein uttered the suspicion that the use of Real Numbers in general might **rest on an illusion**.

Many years later, Stephen Hawking adduced very strong reasons to confirm Einstein's doubt.

Today, there is a growing number of authors arguing in the direction of finite models of the univers!

## What follows from this main result ?

In a finite world, can we use Analysis with a clean conscience?

Definitely yes, if we do not forget that it is an **extrapolation of what can be experienced**.

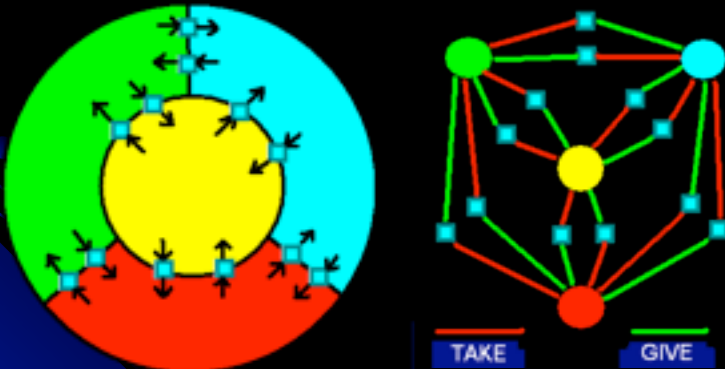
We must not believe that we have  
„Command and Control of the Infinite“.

We have to reject infinite results, and to consider the results of Analysis as good approximations of reality and **not** – contrary to widespread opinion – as more precise than observed reality.



# Continuity in Finite Structures

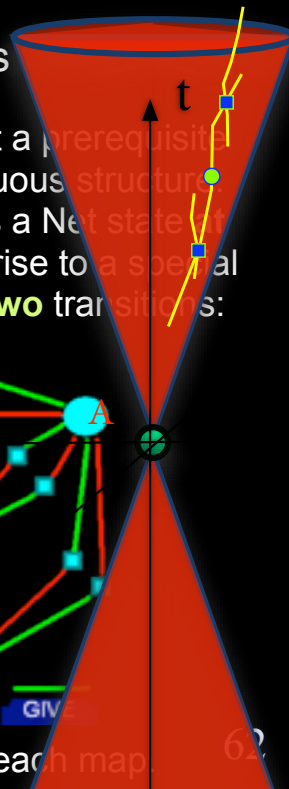
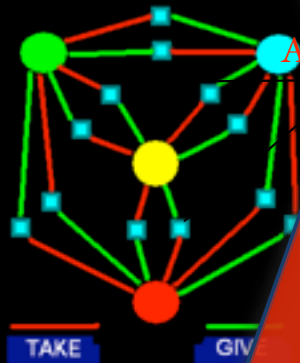
Contrary to widespread opinion, Infinity is not a prerequisite for Continuity. E.g. a political map is a continuous structure: Each state begins/ends at its borders, just as a Net state at the neighbouring transitions. The map gives rise to a special type of Net, and each piece of borderline to **two** transitions:



Any FINITE refinement can be applied to each map.

# Continuity in Finite Structures

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Any FINITE refinement can be applied to each map.

For Zuse's „Computing Universe“,  
this result suggests to assume a **Finite  
Continuous Space without Boundary**

The Signal Flow Image is a 2-in 2-out  
Net of size  $2^{2^{2^{2^2}}} < 10^{20000}$

„without Boundary“  
means  
open *and* closed



for once, not digital.

For Zuse's „Computing Universe“,  
this result suggests to assume a **Finite  
Continuous Space without Boundary**.

The Information Flow Image is a smaller  
Net: an S-arc graph of size  $< 2^{2^{2^{2^2}}}$

„without Boundary“  
means  
open *and* closed



The Behaviour Net of this „Universe“ is **periodic** because of the finiteness of that Universe. Its size can be estimated as  $2^{2^{2^{2^{2^2}}}}$ .

It consists of cyclic  
**Signal Histories**  
over all time

If Information loss occurs, the Behaviour Net is not periodic, nor are the Signal Paths cyclic. **Determinism is still holding.**

‘t Hooft likes that better ... And you ?  
It is easy to **merge** some state pairs !





*Konrad Zuse disputing with Carl Adam Petri*  
*about 1975*





Sceptical  
audience  
inspecting  
Universe

80

67



Tobias  
Petri

This lecture was based on the article

# „Das Universum als großes Netz“

( in German ) published in

**SPEKTRUM DER WISSENSCHAFT**

Special issue on the topic

„Ist das Universum ein Computer?“

**SPEZIAL 3/07 (Nov. 2007)**

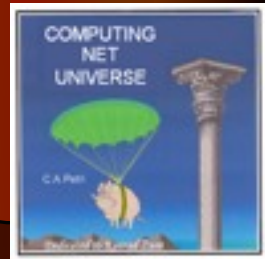


Copies of full text of Petri's original lecture and  
of a original much extending  
presentation ( in English )

„COMPUTING NET UNIVERSE“-

A continuation of the work of Konrad Zuse

available on CD  
after this Lecture



THANK YOU !