

# High-level Petri Nets

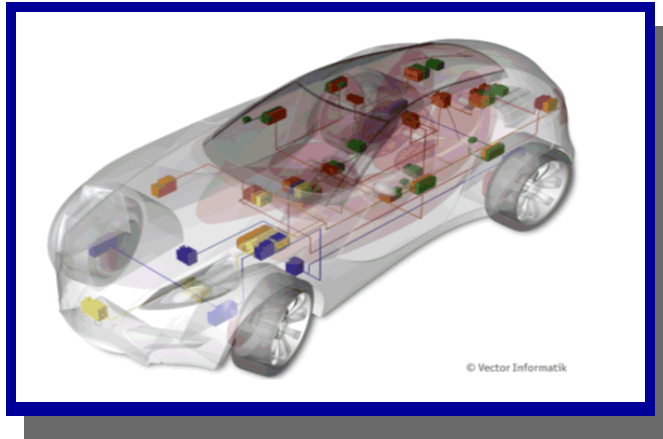
## Model-based system development

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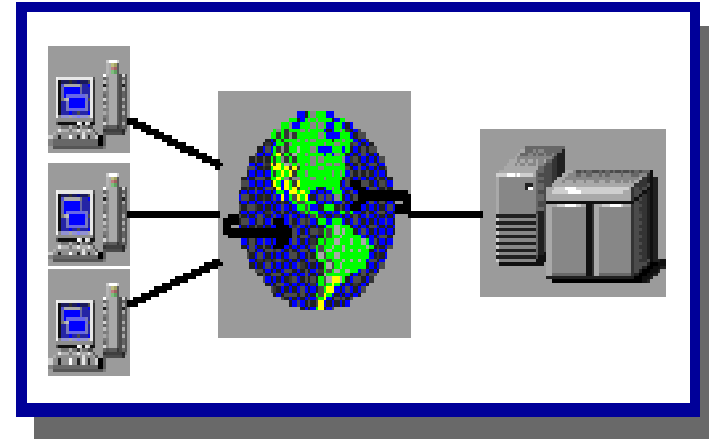
Presentation at the Carl Adam Petri Memorial  
Symposium, Berlin, February 4, 2011



# Concurrent systems are very important



- A modern car contains a large number of micro processors connected via a dedicated network.



- The Internet with WWW and a lot of other distributed applications have an enormous impact on our daily life.

# Concurrent systems are difficult to design

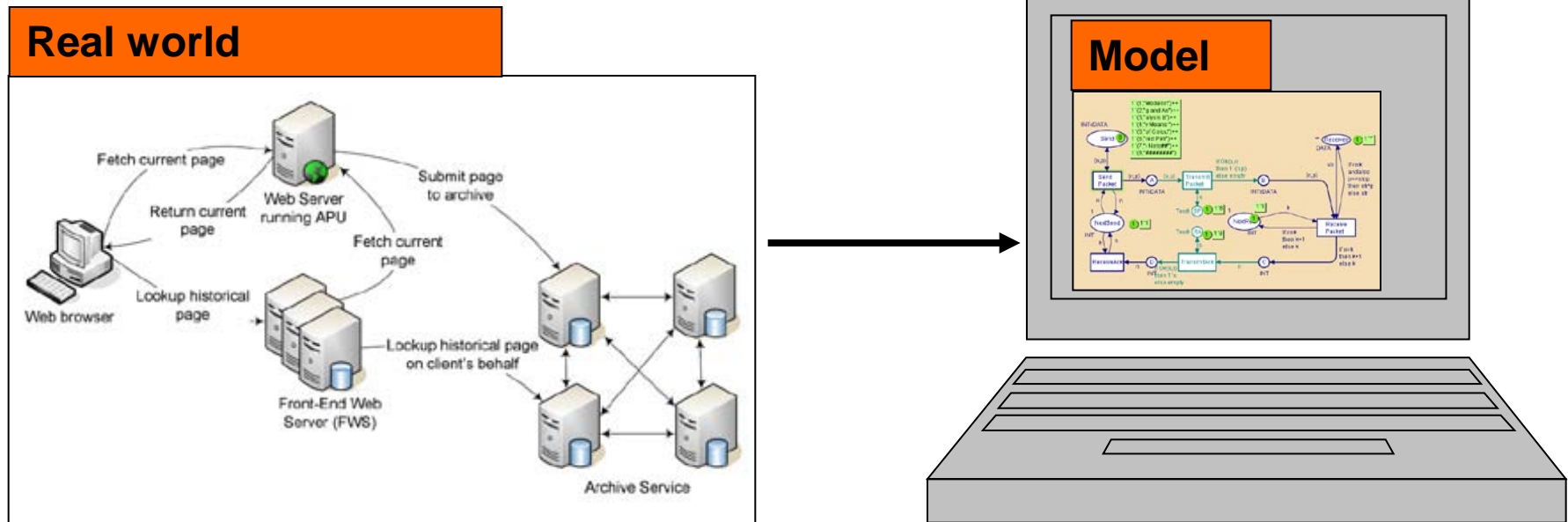
- They possess **non-determinism**.
- The **execution** may proceed in **many different ways**, e.g. depending on:
  - Whether **messages** are **lost** during transmission.
  - The **scheduling** of the individual **processes**.
  - The time at which **input** is received from the **environment**.
- Concurrent systems have an **astronomical number** of possible executions.
  - It is easy for the designer to miss **important interaction patterns**.
  - This may lead to **gaps** or **malfunctions** in the system design.

# Concurrent systems are often critical

- For many concurrent systems it is essential that they **work correctly** from the very beginning:
  - Nuclear power-plants.
  - Aircraft control systems.
  - Hospital life support equipment.
  - Computer networks.
  - Banking systems.
- To cope with the complexity of modern concurrent systems, it is crucial to provide methods that enable **debugging** and **testing** of central parts of the system designs **prior** to **implementation** and **deployment**.

# Model-based system development

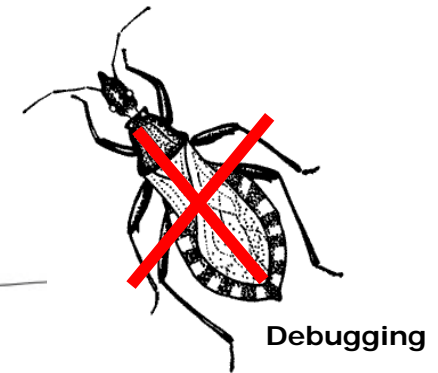
- One way to design a complex **concurrent system** is to build a **model**.
- This is an **abstract mathematical** representation which can be manipulated by means of a **computer tool**.
- We use the **model** to investigate how the **system** will behave and the properties it will have.



# Why do we make models?

We make **models** to:

- gain **insight** in the system.
- get **ideas** to improve the design.
- locate **design errors** and other shortcomings.



**Models** help us to:

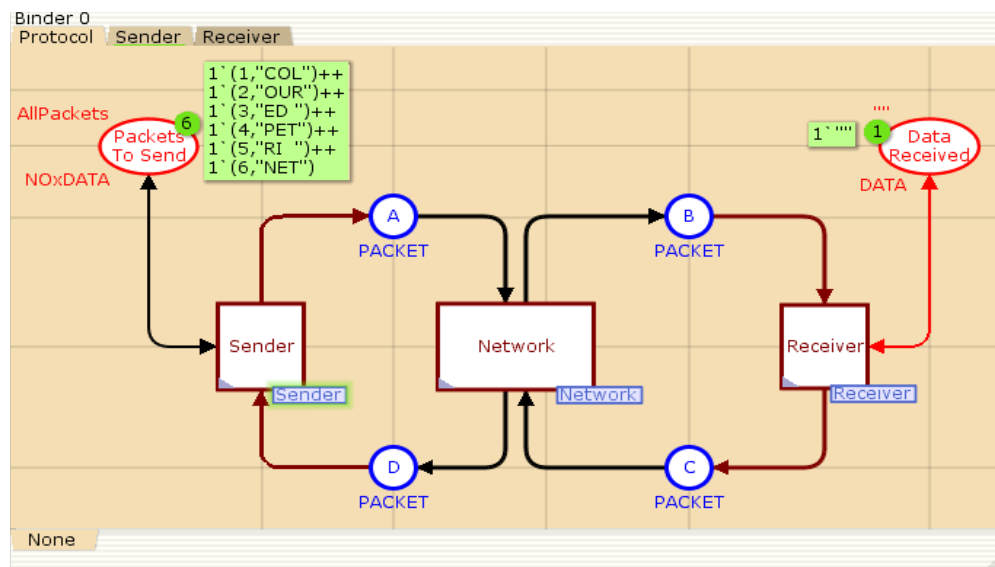
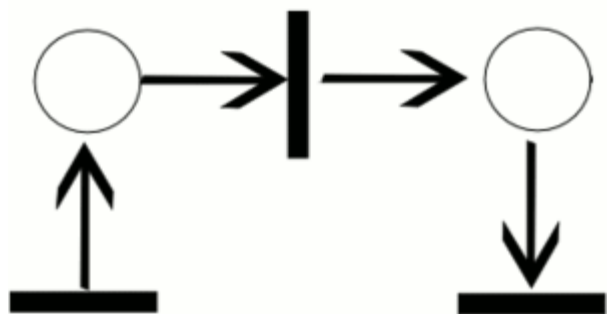
- ensure **completeness** of the design.
- improve the **correctness** of the design.



Correctness proof

# Petri Net models

- In this talk we will – for obvious reasons – focus on **models** which are built by means of **Petri Nets**.
- **Petri Net models** have turned out to be **excellent** to investigate **concurrent systems**, where we typically have:
  - a number of **processes** which
  - **communicate** and **synchronise** with each other sharing
  - a set of **common resources**.



# Remarkable foresight

- The importance of **concurrency** is quite **obvious** for us today.
- However, remember that **Carl Adam Petri** started his scientific work **around 1960**.
- That was **far ahead** of the time where:
  - distributed systems were invented,
  - computers started to have parallel processes.
- At that time programs and processing were considered to be **sequential** and **deterministic**.
- Hence, it was **extremely visionary** of **Carl Adam Petri** to predict the importance of being able to understand and characterise the **basic concepts** of **concurrency**.



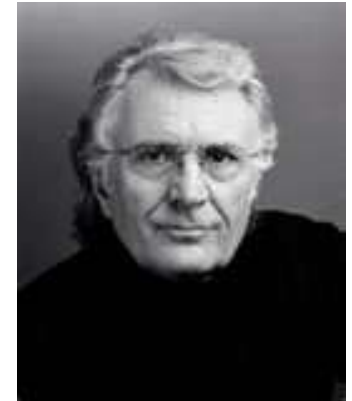
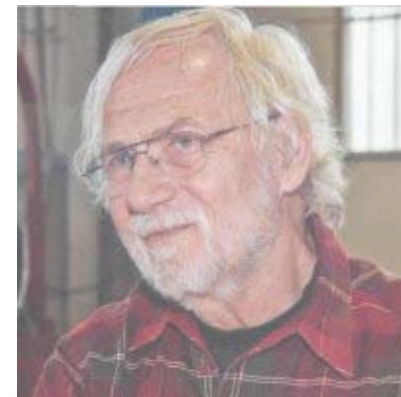


# High-level Petri Nets

- In principle, we could build our models by means of **elementary nets** or **place/transition nets**.
- However, **computer systems** (and many other kinds of systems) contain **complex data** which influences the behaviour of the system.
- This means that we need a **modelling language** which makes it possible to represent **data** in an adequate and succinct way.
- This is offered by **high-level Petri Nets**.

# Birth of high-level Petri Nets

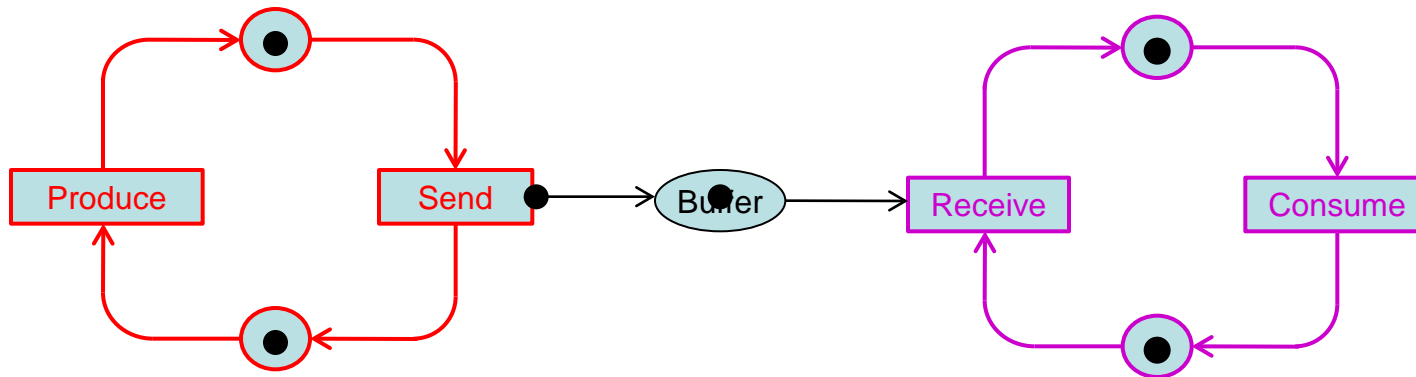
- The first successful type of high-level Petri Nets was called **Predicate/Transition Nets** (Pr/T-nets).
- This net class was developed by **Hartmann Genrich** and **Kurt Lautenbach** from Petri's group at Schloss Birlinghoven.



- The first paper was presented at a conference on **Semantics of Concurrent Computation** in 1979.
- The work was **partly based** on **earlier work**:
  - Transition nets with **coloured tokens**, Kurt Lautenbach & M. Schiffers 1977.
  - Transition nets with **complex conditions**, Robert Shapiro 1979.

# Producer

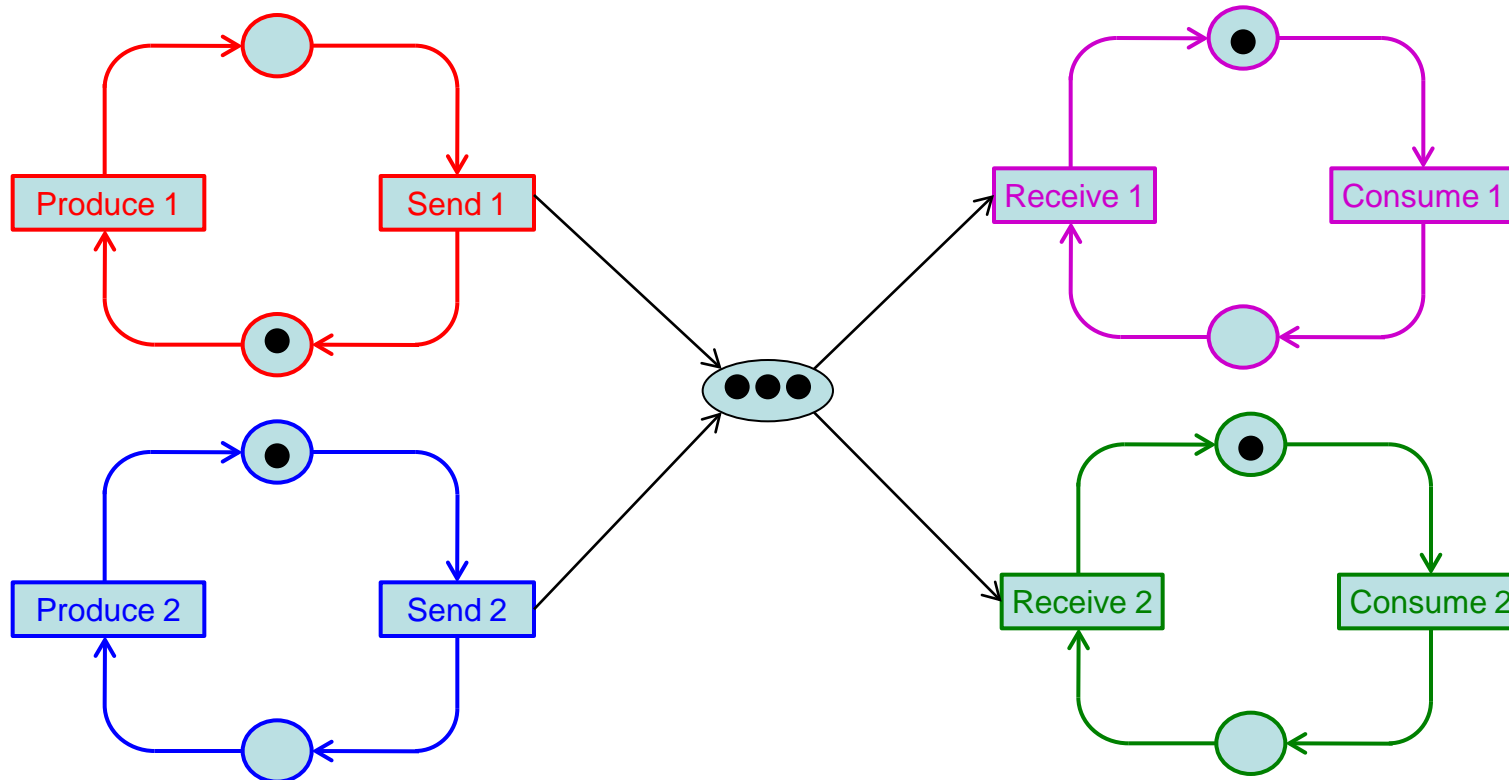
# Consumer



- Producer: Produces data which are Sent to a Buffer.
- Consumer: Receives data from the Buffer and Consumes them.
- Solid dots ● called tokens are used to represent:
  - The states of the producer and the consumer.
  - The data packets at the buffer.
- There is only **one kind** of tokens.

# More producers and consumers

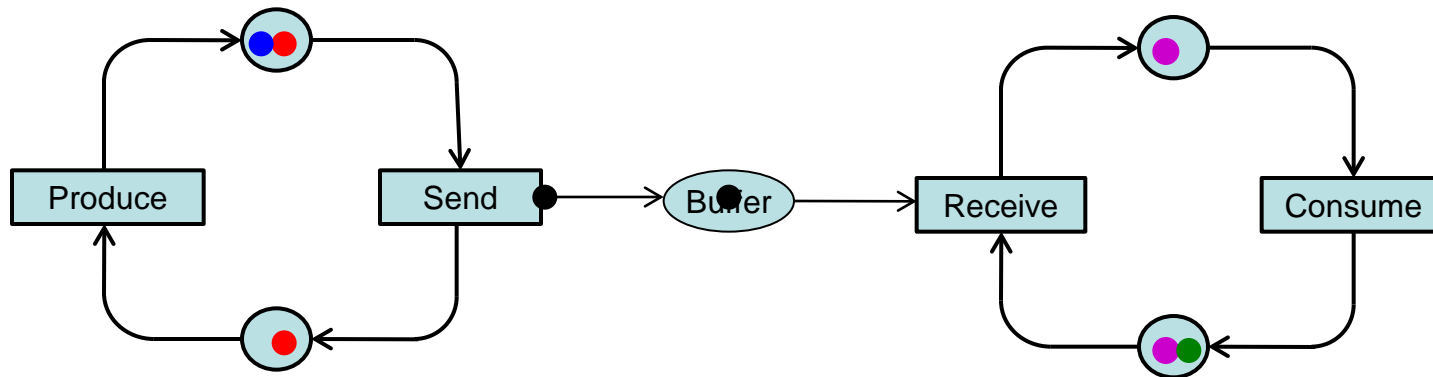
- Now we have two producers and two consumers communicating via a single buffer.



- What happens if we have 12 producers and 8 consumers?

# Solution: use different tokens

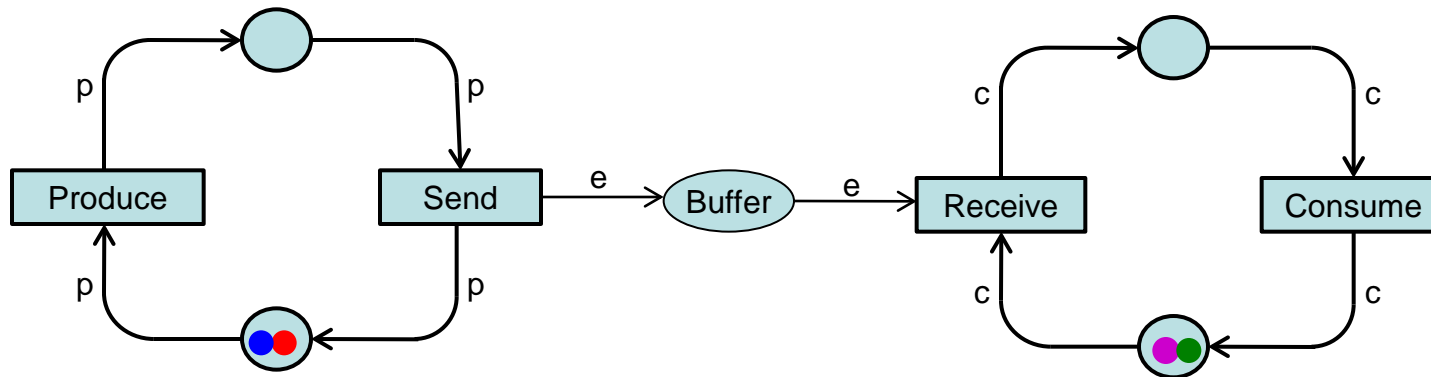
- Instead of having **different nets** for the producers, we use a **single net** with **different kinds of tokens**.
- Analogously for the consumers.



- It can be **proved** that this model has the **same behaviour** as the previous one (in which we duplicated the subnets for producers and consumers).
- Now we can **easily change** the **number** of producers and consumers (by adding or removing tokens).

# Main idea behind Predicate/Transition Nets

- Tokens can be distinguished from each other.
- They are said to be coloured – in contrast to the tokens of place/transition nets which are indistinguishable and drawn as black dots.



- Transitions can occur in many different ways – depending on the token colours of the available input tokens.
- Arc expressions and guards are used to specify enabling conditions and the effects of transition occurrences.

# Limitations of Predicate/Transition Nets

- The invention of **token colours** was a **gigantic** step forward – but it still had some limitations.
- There was only **one** class of **tokens colours** – represented by a set  $D$ .
- $D$  and Cartesian products of  $D$  ( $D \times D$ ,  $D \times D \times D$ , etc.) had to be used to represent **all** different kinds of **data** in the system, e.g.:
  - identity of producer processes.
  - identity of consumer processes.
  - detailed data in the packets.

# More general colour sets

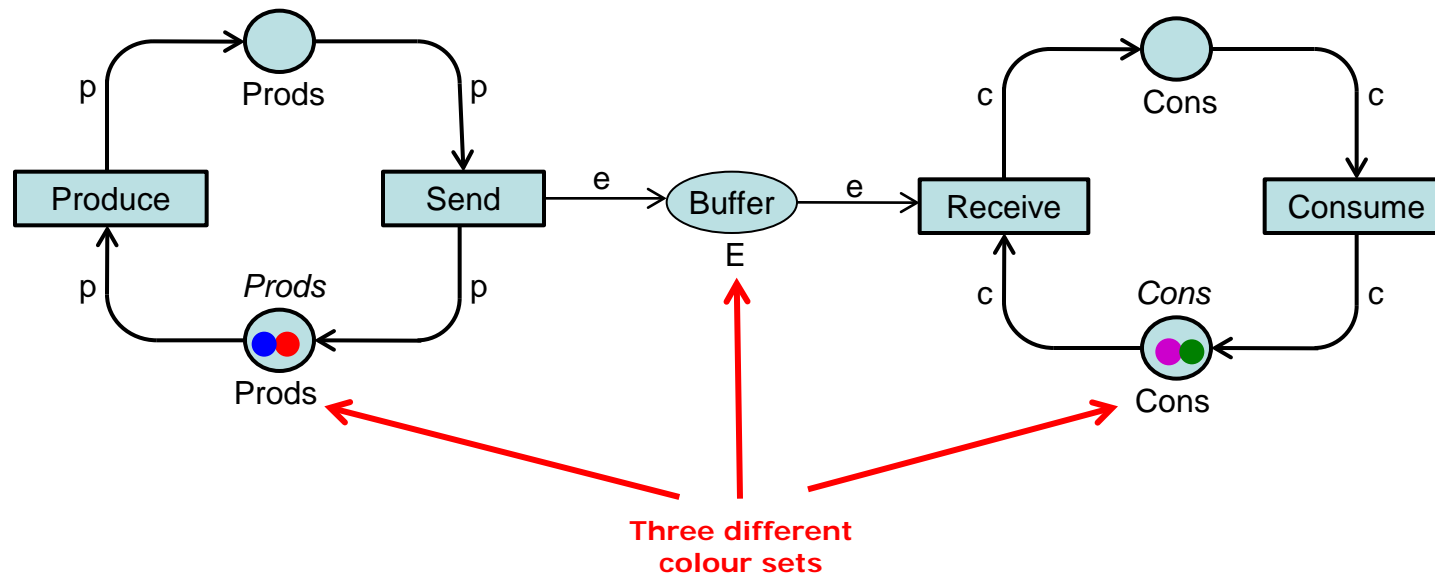
- The next step forwarded was achieved by the development of **Coloured Petri Nets** at **Aarhus University**, Denmark in 1979.
  - They allowed the use of **a number** of **different** sets of colours.
  - Hence it became possible, e.g., to distinguish between token colours used to model producers, consumers and packet data.
- It gradually turned out that it was convenient to define the colour sets by means of **data types** known from **programming languages**, such as products, records, lists, enumerations, etc.
  - Tokens colours became **structured** (and hence much more powerful).
  - **Type checking** became possible (making it much easier to locate modelling errors).
  - Colour sets, arc expressions and guards could be specified by the **syntax** and **semantics** known from **programming languages**.



# Coloured Petri Nets

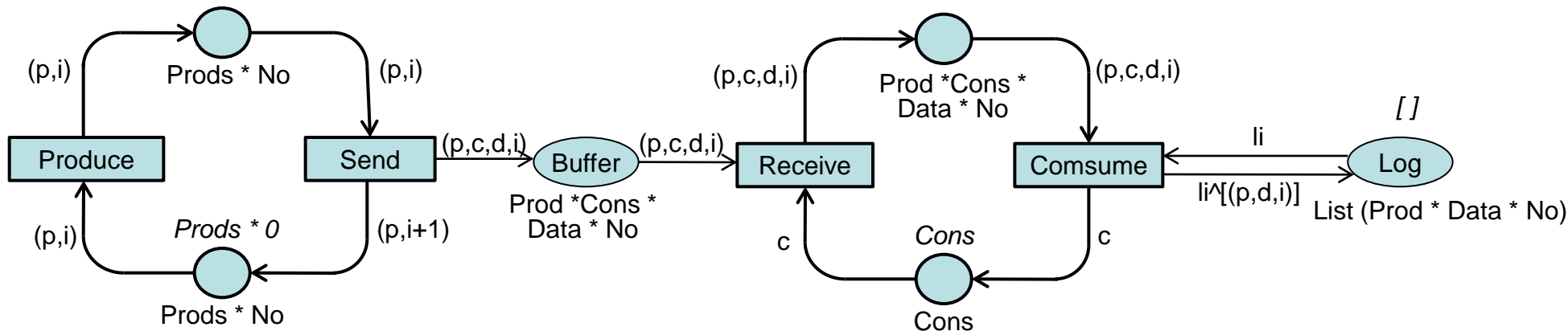
Main idea behind Coloured Petri Nets:

- Allow each place to have its own set of possible token colours.
- Use types to specify the colour sets.



# Much more modelling power

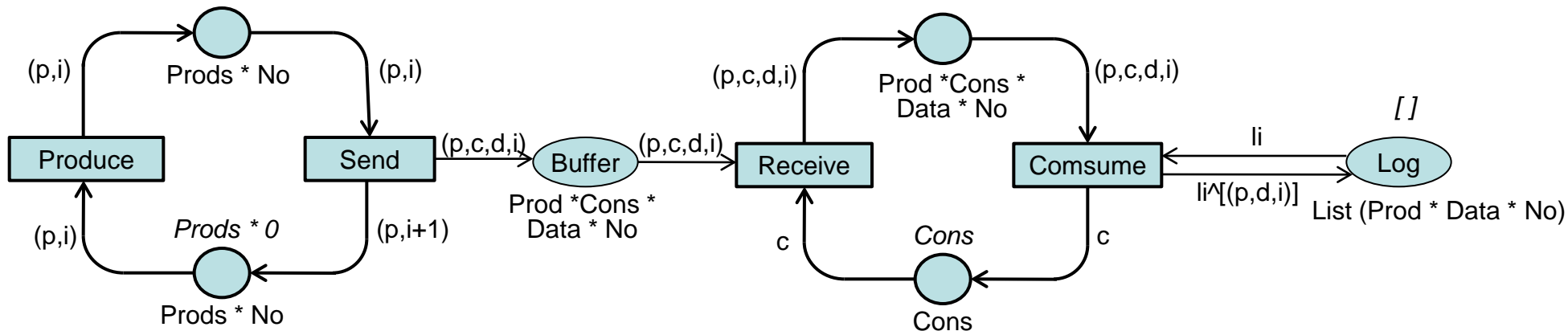
- Net structure and token positions specify the **control flow**.
- Token colours specify **data values**.



- Each **message** in the **buffer** contains **four** elements which specify:
  - the sending producer **p** and the receiving consumer **c**.
  - a text string to be transmitted as data **d**.
  - the sequence number of the packet **i**.
- The **consumers** keep a **log** with a **list** of all received messages.

# Much more modelling power

- Net structure and token positions specify the **control flow**.
- Token colours specify **data values**.



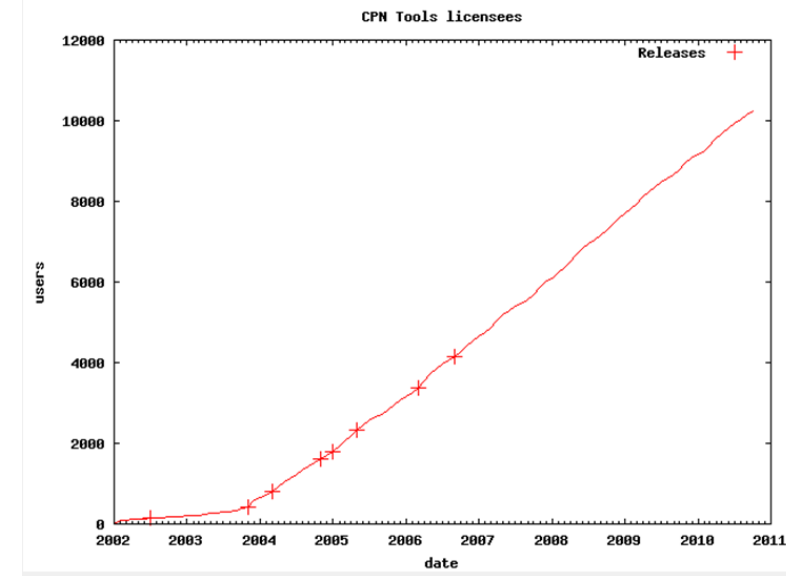
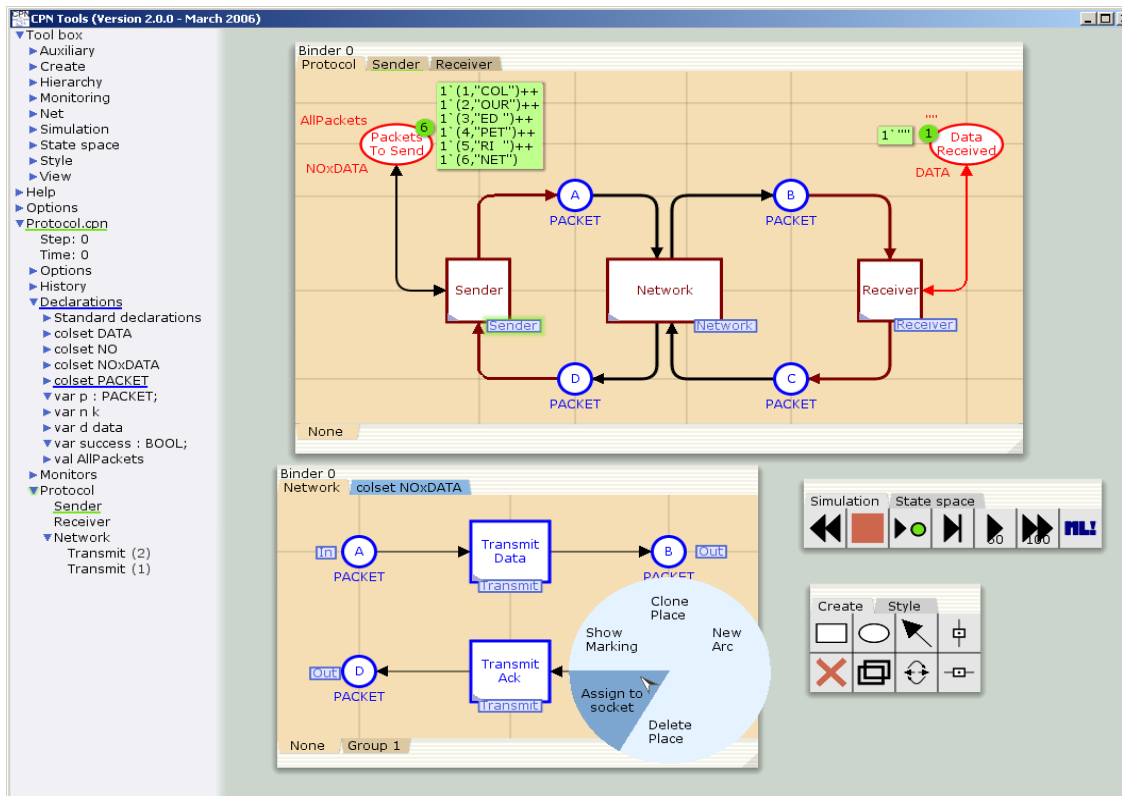
- In practice, it would be totally **impossible** to model **all these details** by means of elementary nets, place/transition nets or Predicate/Transition Nets.

# High-level Petri Nets

- The relationship between high-level Petri Nets and low-level Petri Nets is analogous to the relationship between a **high-level programming language** and **assembly code**.
- The high-level versions are obtained by adding **types** (token colours) and **structuring facilitates** (modules).
- In theory, the two levels have the **same computational power**.
  - Each high-level Petri Net can be **translated** into a **behavioural equivalent** low-level Petri Net (and vice versa).
  - This means that also **high-level Petri Nets** benefit from the work of **Carl Adam Petri** to establish the **basic concepts** of Petri Nets.
- In practice, the high-level languages have much more **modelling power** and hence they are much more **convenient** for human beings.

# High-level Petri Nets have made a significant impact

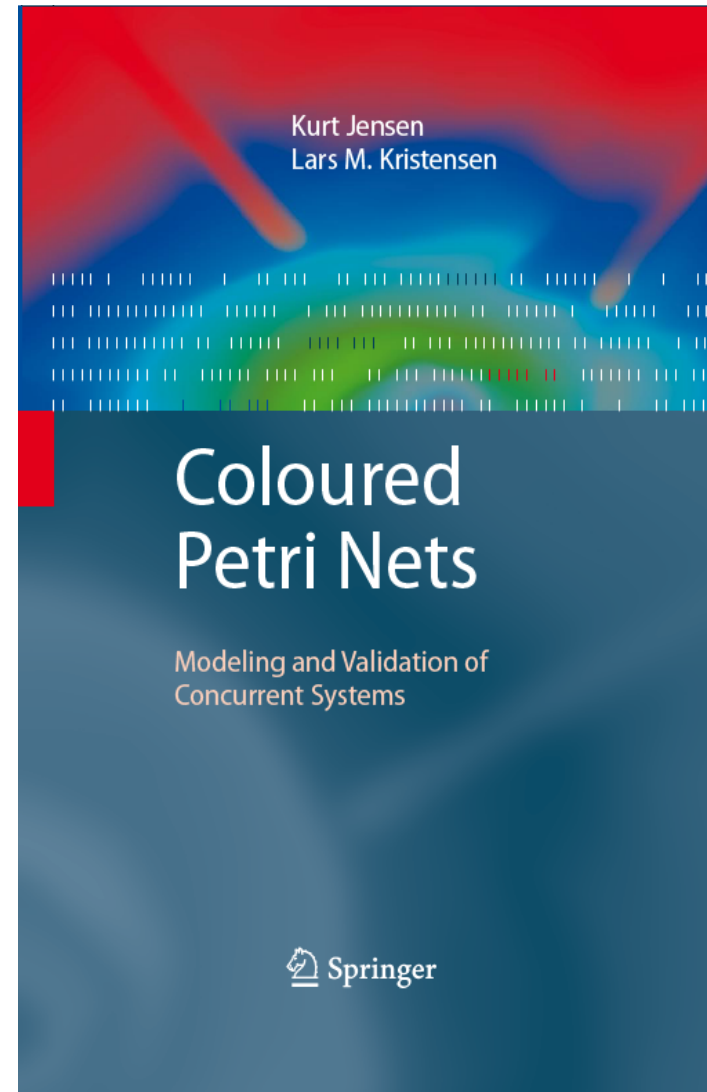
- The most popular computer tool for Coloured Petri Nets have more than 10,000 licenses in nearly 150 countries.



# Impact (2)

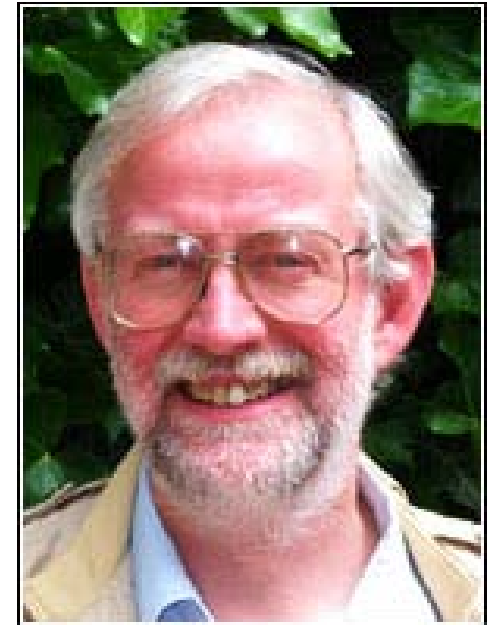
- The books and research papers defining Coloured Petri Nets have close to 10,000 citations.

Newest CPN book from 2009



# Impact (3)

- High-level Petri Nets has become an **international ISO/IEC standard**.
  - **Jonathan Billington**: ISO/IEC 15909-1:2004, Software and System Engineering – High-level Petri Nets - Part 1: Concepts, Definitions and Graphical notation.
- High-level Petri Nets has been used in numerous **industrial projects** of which a considerable number have been **documented** in published **peer-reviewed papers**.
  - References to more than **100 papers** can be found at <http://cs.au.dk/cpnets/industrial-use/>



# Carl Adam Petri's contribution to high-level Petri Nets and computer tools for Petri Nets

- Carl Adam Petri was a **theoretician** and **mathematician**.
- However, he was **extremely interested** in **practical applications** and understood at a very early stage that these could only be done by building **adequate tool support**.
  - The **first computer tool** for Petri Nets was built in Carl Adam Petri's group at Schloss Birlinghoven by **Robert Shapiro** in 1982-83.
  - This tool became the **ancestor** and **source of inspiration** for all succeeding computer tools within the area.





# Carl Adam Petri's impact on people

- Carl Adam Petri was a very **positive** and **accommodating** person.
- He has been a **mentor** and a **spiritual farther** for a lot of young students.
- He always had the **time** and **patience** to explain complicated mathematical concepts.
- Personally, I have **benefitted enormously** from his **hospitality** and **open mindedness** – both when I visited his group as a young PhD student and when I met him as an established researcher within the Petri Net area.
- I am very **grateful** for having had the opportunity to know Carl Adam Petri. Without that **my professional career** is likely to have taken a very **different** and probably less exciting direction.

I want to finish this talk  
with a **very large** and  
**heartfelt thank-you** to  
Carl Adam Petri

and a thank-you to **all of**  
**you** for your attention.

