

Concurrency Theory, 16 Aug 2019

Net $N = (P, T, F)$ $F \subseteq (P \times T) \cup (T \times P)$

For $t \in T$, $\bullet t = \{P \mid (P, t) \in F\}$ "predot"
 $t \bullet = \{P \mid (t, P) \in F\}$ "postdot"

Equivalently $\bullet P, P \bullet$

Marking $M: P \rightarrow \mathbb{N}_0$ - global state

Firing rule: t is enabled at M , $M \xrightarrow{t}$

$M(p) \geq 1$ for all $p \in \bullet t$

$$M \xrightarrow{t} M'$$

$$M'(p) = M(p) - 1 \text{ if}$$

$$p \in \bullet t \setminus t \bullet$$

$$= M(p) + 1 \text{ if}$$

$$p \in t \bullet \setminus \bullet t$$

$$= M(p) \text{ otherwise}$$

Typically, assume

$$\bullet t, t \bullet \neq \phi$$

$$\square \rightarrow \circ$$

always enabled!

$$\circ \rightarrow \square$$

tokens disappear

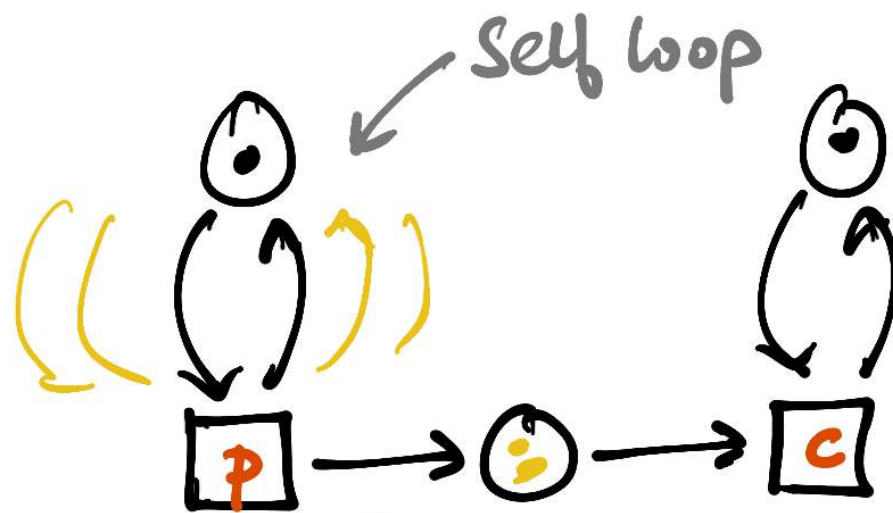
$N = (P, T, F)$ is just a graph

Net system is a net with an initial marking

$$NS = (N, M_{in})$$

Typically no final markings

Producer-Consumer

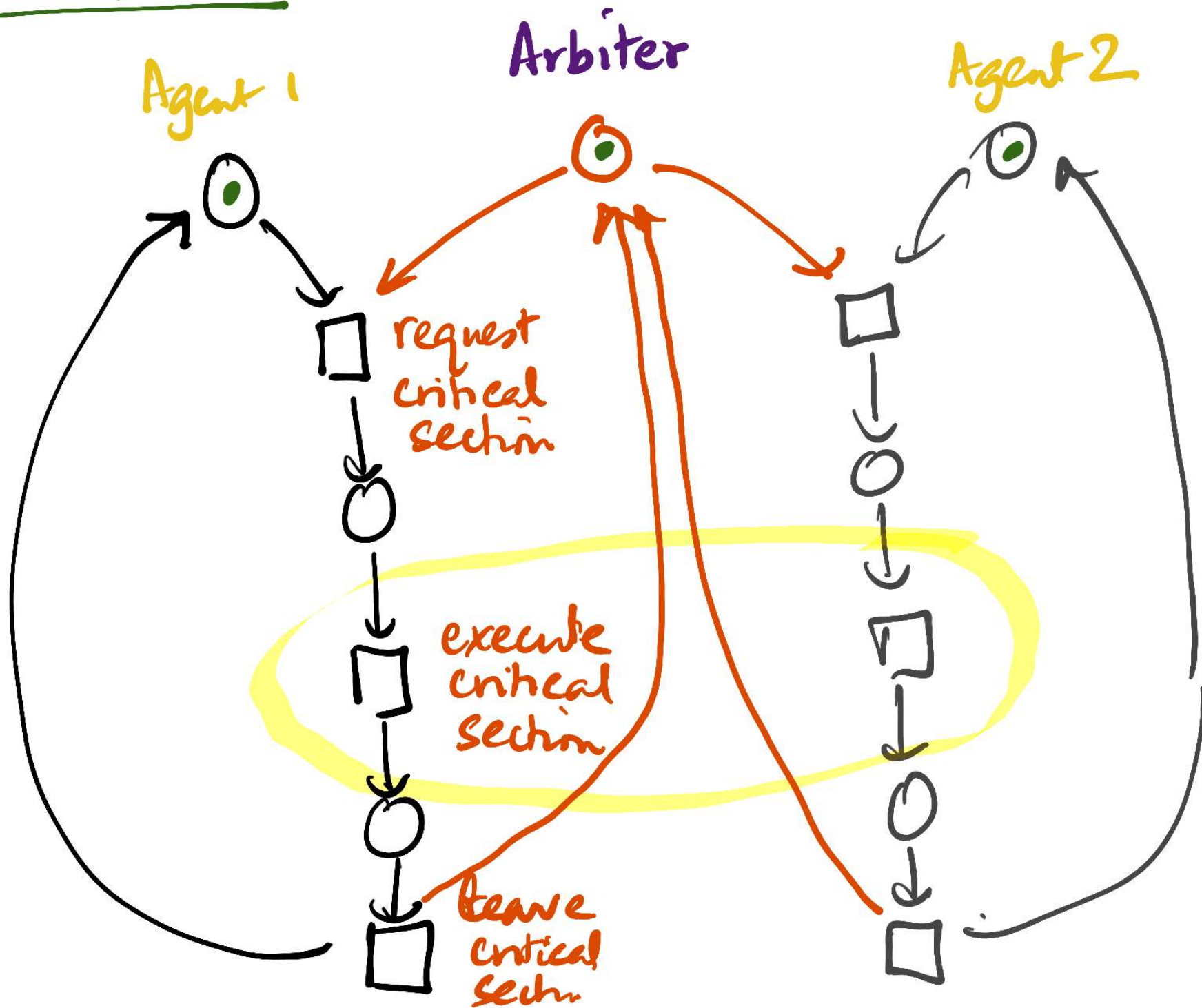


pcpcpc...
ppccpcpc...

$$\#p \geq \#c$$

Infinite state - states = markings

Mutual Exclusion



State Space of NS = $(N = (P, T, F), Min)$

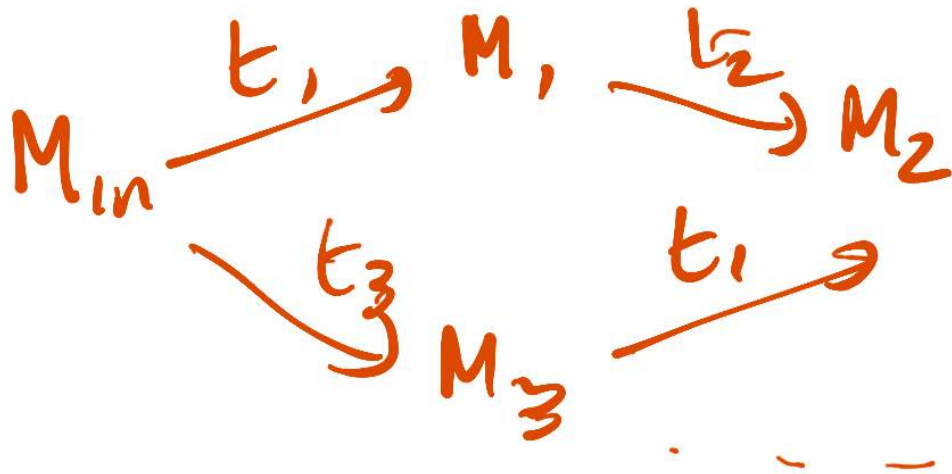
Define set of reachable states (markings)

Reach(Min) smallest set of markings s.t.

- $Min \in \text{Reach}(Min)$

- If $M \in \text{Reach}(Min)$, $M \xrightarrow{t} M'$

$\Rightarrow M' \in \text{Reach}(Min)$



Transition system $TS = ((S, \rightarrow, s_{in}), \Sigma)$

$$\rightarrow \subseteq S \times S$$

$$\text{or } \rightarrow \subseteq S \times \Sigma \times S$$

↑
labelled

LTS

LTS for (N, Min)

$(Reach(Min), \rightarrow, Min, T)$

LTS for (N, Min) could have infinitely many states

Finite state nets - every place has an upper bound on the no. of tokens it can have

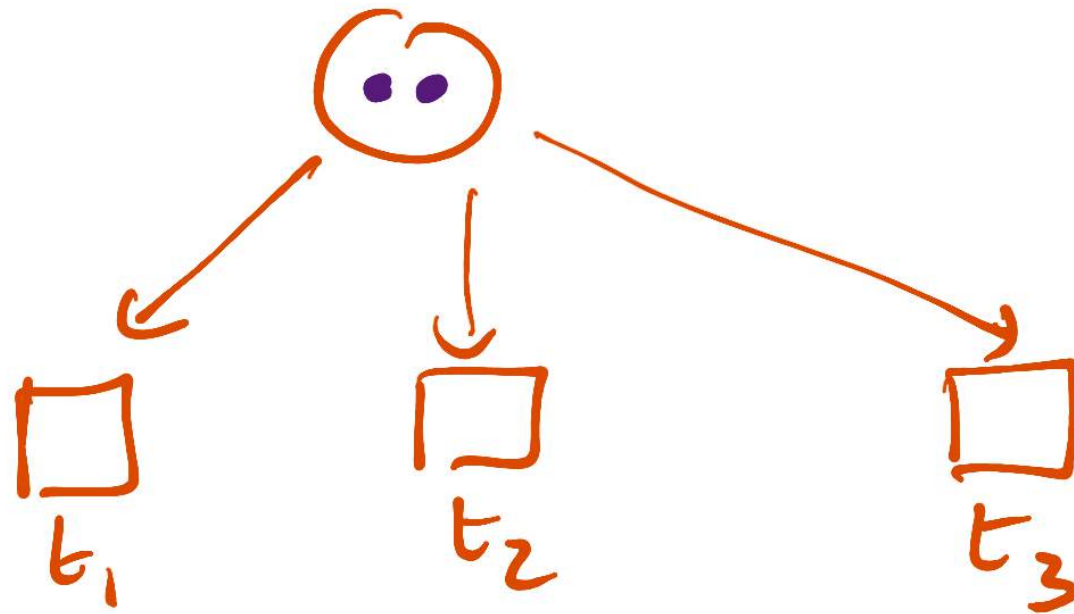
k-safe : $\forall M \in \text{Reach}(\text{Min}), \forall p \in P,$
 $M(p) \leq k$

Trivial : $\text{Reach}(\text{Min})$ is finite iff
 (N, Min) is k -safe for some k

1-safe (just safe)

Effectively $M: P \rightarrow \{0, 1\}$

Why allow k -safe, $k > 1$?



2 out of 3 can fire

"There are two printers on the network
& 3 users"

Elementary Net Systems

1-safe by definition

$$N = (P, T, F)$$

Marking: $M: P \rightarrow \{0, 1\}$

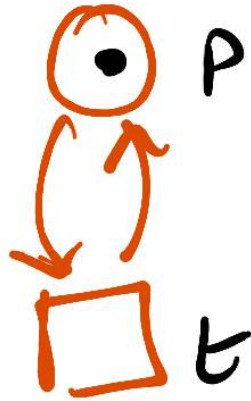
equivalently $M \subseteq P$

Change firing rule

t is enabled at M if $\bullet t \subseteq M$

and $t^\circ \cap M = \emptyset$

Self loops can never fire



$$t \circ nM \neq \emptyset$$

Fundamental relations between actions

Choice / Conflict

Independence / Concurrency

Formally Given M, t_1, t_2 s.t.

$$M \xrightarrow{t_1} \text{ and } M \xrightarrow{t_2}$$

- t_1 & t_2 are independent at M if
$$(\bullet t_1 \cup t_1^\bullet) \cap (\bullet t_2 \cup t_2^\bullet) = \emptyset$$

(and $\bullet t_1 \subseteq M$ and $\bullet t_2 \subseteq M$)
- t_1 & t_2 are in conflict at M otherwise

Causality

$$M \xrightarrow{t_1} M_1 \xrightarrow{t_2} M_2$$

t_2 is causally dependent on t_1

$$\text{if } t_1 \cap t_2 \neq \emptyset$$

Can we extract this information from the reachability graph?

Whenever t_1 & t_2 are independent

$$\forall M. M_0 \xrightarrow{t_1} M_1 \xrightarrow{t_2} M_2 \Rightarrow M_0 \xrightarrow{t_1} M_1 \xrightarrow{t_2} M_2$$

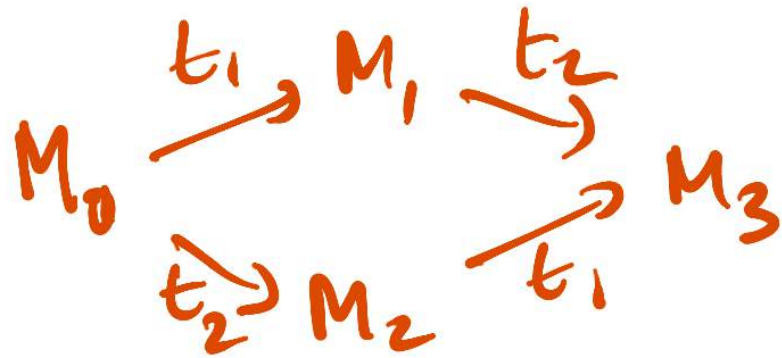
"Sideways Diamond" $t_2 \searrow M_1 \nearrow t_1$

$$\forall M. M_0 \xrightarrow{t_1} M_1 \quad \Rightarrow \quad M_0 \xrightarrow{t_1} M_1 \quad \begin{array}{l} \xrightarrow{t_2} \\ \xrightarrow{t_1} \end{array} M_2 \quad \begin{array}{l} \xrightarrow{t_2} \\ \xrightarrow{t_1} \end{array} M_3$$

"Forward Diamond"

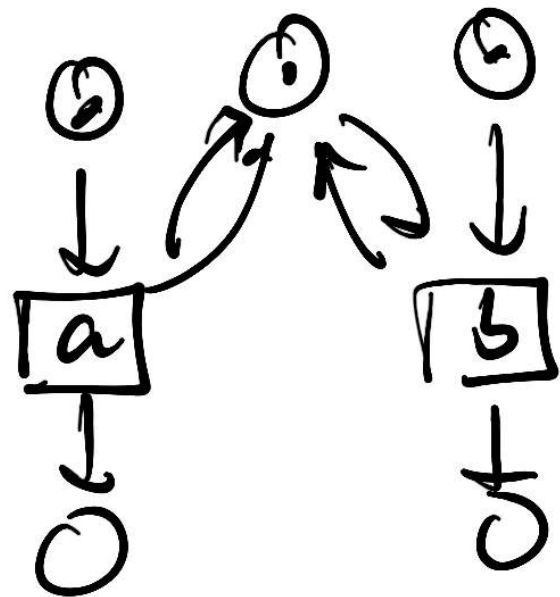
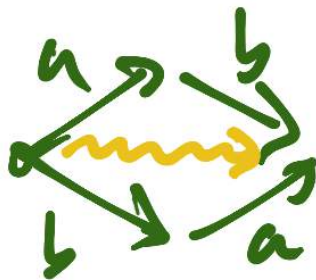
In an ENS, converse is true:

If Reach(Min) contains

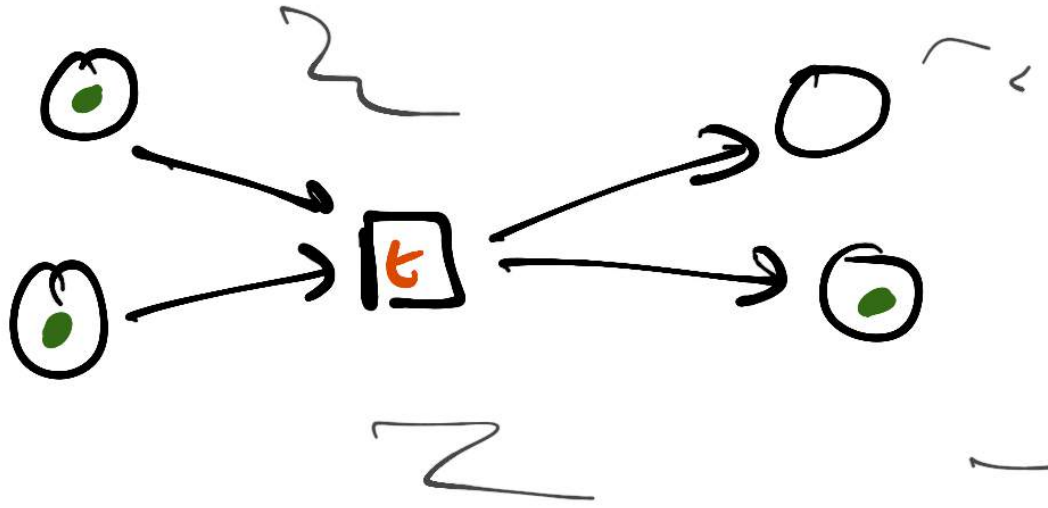


then t_1 & t_2 must be independent

This is not true in general.



In ENS



"Contact"

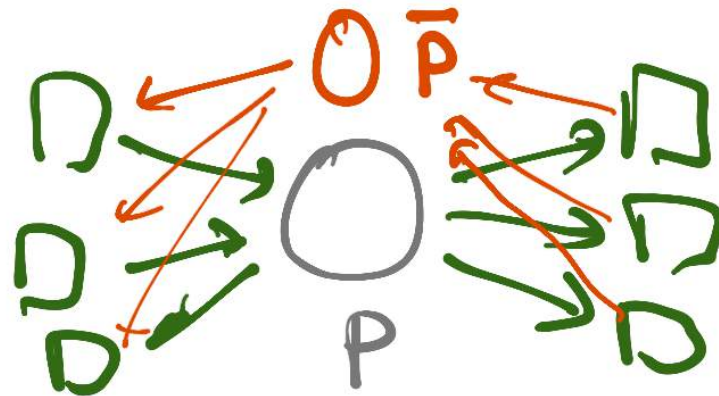
$t \in M$

but $t \cap M \neq \emptyset$

Construct a "complementary" place for

each $p \in P$

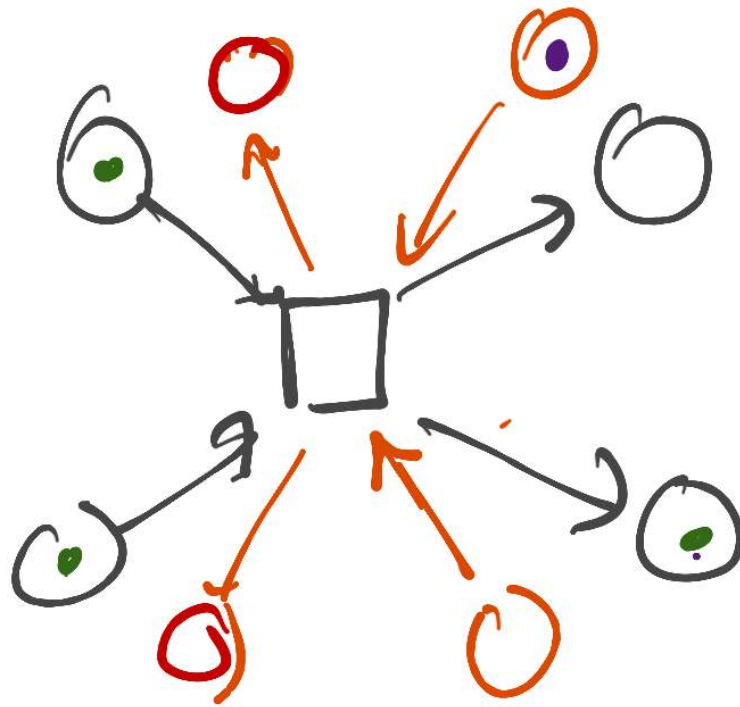
Reverse connections
wrt " $p \cup \bar{p}$ "



$$M_{in}(p) = \overline{M_{in}(\bar{p})}$$

Start with $((P, T, F), Min)$

Saturate with complementary places



Check that

- No contact!
- Isomorphic reach (Min)

Self loop

