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 $\stackrel{\mathrm{since}}{\mathrm{MCC}}$ 

# Description

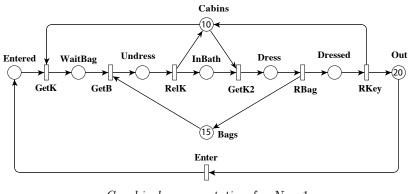
In this classical example, the director of a swimming pool has established a protocol to use the pool. The protocol is described as follows:

- $S_1$  A user gets into the building and gets a key for a cabin,
- $S_2$  He then ask for a bag to put his clothes on and then uses the cabin to undress and get his swimming suit,
- $S_3$  He then return the key and can enjoy the swimming pool,
- $S_4$  He gets out the swimming pool and ask for the key of a new cabin,

one per model instance) giving a set of properties to be checked on the model.

- $S_5$  He dresses again, and then give back his bag,
- $S_6\,$  He gives back the key of the cabin and then leaves the building.

The system has a scaling parameter N from which the numbers of cabins, bags, and persons in the swimming pool are deduced. For a given value N, we consider  $N \times 10$  cabins,  $N \times 15$  bags and  $N \times 20$  persons.



Graphical representation for N = 1

#### Scaling parameter

Parameter name	Parameter description	Chosen parameter values	
N	N, a parameter from which the numbers of cabins, bags, and persons in the pool are deduced. <sup>(a)</sup> .	N = 1, N = 2, N = 3, N = 4, N = 5, N = 6, N = 7, N = 8, N = 9, N = 10	

#### Size of the model

Although the model is parameterized, its size does not depend on parameter values.

number of places:9number of transitions:7number of arcs:20

<sup>&</sup>lt;sup>(a)</sup> These parameters affect the initial marking and thus do not impact the size of the model.

## Structural properties

ordinary — all arcs have multiplicity one
extended free choice — all transitions sharing a common input place have the same input places $X^{(c)}$
state machine — every transition has exactly one input place and exactly one output place $\dots \dots \dots$
marked graph — every place has exactly one input transition and exactly one output transition $\ldots \ldots \ldots $ (e)
connected — there is an undirected path between every two nodes (places or transitions)
strongly connected — there is a directed path between every two nodes (places or transitions)
source place(s) — one or more places have no input transitions $\dots $ (h)
sink place(s) — one or more places have no output transitions $\ldots $ $\checkmark$ (i)
source transition(s) — one or more transitions have no input places $\ldots $
sink transitions(s) — one or more transitions have no output places $\ldots \ldots \ldots$
loop-free — no transition has an input place that is also an output place $\dots \dots \dots$
conservative — for each transition, the number of input arcs equals the number of output arcs $(m)$
subconservative — for each transition, the number of input arcs equals or exceeds the number of output arcs $\dots X^{(n)}$
nested units — places are structured into hierarchically nested sequential units <sup>(o)</sup>

#### **Behavioural properties**

safe — in every reachable marking, there is no more than one token on a place
dead place(s) — one or more places have no token in any reachable marking $\ldots \ldots \ldots \ldots \ldots $ $(q)$
dead transition(s) — one or more transitions cannot fire from any reachable marking $\dots \dots \dots$
deadlock — there exists a reachable marking from which no transition can be fired
reversible — from every reachable marking, there is a transition path going back to the initial marking $\dots \dots \dots \dots \checkmark \checkmark$ (s)
live — for every transition t, from every reachable marking, one can reach a marking in which t can fire?

<sup>&</sup>lt;sup>(b)</sup> 2 arcs are not simple free choice, e.g., the arc from place "Cabins" (which has 2 outgoing transitions) to transition "GetK" (which has 2 input places).

<sup>(</sup>c) transitions "GetK" and "GetK2" share a common input place "Cabins", but only the former transition has input place "Entered".

 $<sup>^{\</sup>rm (d)}$  6 transitions are not of a state machine, e.g., transition "GetK".

<sup>&</sup>lt;sup>(e)</sup> place "Cabins" is not of a marked graph.

<sup>&</sup>lt;sup>(f)</sup> stated by CÆSAR.BDD version 2.2 on all 10 instances (1, 2, 3, 4, 5, 6, 7, 8, 9, 10).

 $<sup>^{(</sup>g)}$  stated by CÆSAR.BDD version 2.2 on all 10 instances (1, 2, 3, 4, 5, 6, 7, 8, 9, 10).

<sup>&</sup>lt;sup>(h)</sup> stated by CÆSAR.BDD version 2.2 on all 10 instances (1, 2, 3, 4, 5, 6, 7, 8, 9, 10).

<sup>&</sup>lt;sup>(i)</sup> stated by CÆSAR.BDD version 2.2 on all 10 instances (1, 2, 3, 4, 5, 6, 7, 8, 9, 10). <sup>(j)</sup> stated by CÆSAR.BDD version 2.2 on all 10 instances (1, 2, 3, 4, 5, 6, 7, 8, 9, 10).

<sup>(</sup>k) stated by CÆSAR.BDD version 2.2 on all 10 instances (1, 2, 3, 4, 5, 6, 7, 8, 9, 10).

<sup>(1)</sup> stated by CÆSAR.BDD version 2.2 on all 10 instances (1, 2, 3, 4, 5, 6, 7, 8, 9, 10).

<sup>(</sup>m) 6 transitions are not conservative, e.g., transition "GetK".

<sup>(</sup>n) 3 transitions are not subconservative, e.g., transition "GetK".

<sup>&</sup>lt;sup>(0)</sup>the definition of Nested-Unit Petri Nets (NUPN) is available from http://mcc.lip6.fr/nupn.php

<sup>&</sup>lt;sup>(p)</sup> By construction of the model (The initial marking is not safe)..

<sup>&</sup>lt;sup>(q)</sup> stated by CÆSAR.BDD version 3.3 on all 10 instances (1,2,3,4,5,6,7,8,9,10).

<sup>&</sup>lt;sup>(r)</sup> If there are more bags than cabins only.

 $<sup>^{\</sup>rm (s)}$  If there are more bags than cabins only..

## Size of the marking graphs

Parameter	Number of reach- able markings	Number of tran- sition firings	Max. number of tokens per place	Max. number of tokens per marking
N = 1	89 621 <sup>(t)</sup>	450 003 <sup>(u)</sup>	?	$\geq 45^{(v)}$
N = 2	3 408 031 <sup>(w)</sup>	19 929 811 <sup>(x)</sup>	?	$\geq 90^{(y)}$
N = 3	?	?	?	$\geq 135^{(z)}$
N = 4	?	?	?	$\geq 180^{(aa)}$
N = 5	?	?	?	$\geq 225^{(ab)}$
N = 6	?	?	?	$\geq 270^{(\mathrm{ac})}$
N = 7	?	?	?	$\geq 315^{(\mathrm{ad})}$
N = 8	?	?	?	$\geq 360^{(\mathrm{ae})}$
N = 9	?	?	?	$\geq 405^{(af)}$
N = 10	?	?	?	$\geq 450^{(ag)}$

## Other properties

If the number of bags is greater than the number of cabins, this model does not exhibit any deadlock. Otherwise, there is a deadlock.

- $^{(x)}$  computed by PROD in December 2014.
- (y) lower bound given by the number of initial tokens.
- <sup>(z)</sup> lower bound given by the number of initial tokens. <sup>(aa)</sup> lower bound given by the number of initial tokens.

- <sup>(ac)</sup> lower bound given by the number of initial tokens.
- <sup>(ad)</sup> lower bound given by the number of initial tokens.
- (ae) lower bound given by the number of initial tokens.
- $^{\rm (af)}$  lower bound given by the number of initial tokens.  $^{\rm (ag)}$  lower bound given by the number of initial tokens.

<sup>&</sup>lt;sup>(t)</sup> computed by PROD in December 2014.

<sup>&</sup>lt;sup>(u)</sup> computed by PROD in December 2014.

 $<sup>^{(</sup>v)}$  lower bound given by the number of initial tokens.

 $<sup>^{(</sup>w)}$  computed by PROD in December 2014.

<sup>(</sup>ab) lower bound given by the number of initial tokens.