This form is a summary description of the model entitled "AI Planning" proposed for the Model Checking Contest @ Petri Nets. Models can be given in several instances parameterized by scaling parameters. Colored nets can be accompanied by one or many equivalent, unfolded P/T nets. Models are given together with property files (possibly, one per model instance) giving a set of properties to be checked on the model.

 $\stackrel{\mathrm{since}}{\mathrm{MCC}}$  2012

## Description

The net models the equipment (displays, canvases, documents, and lamps) of a smart conference room of the University of Rostock. It was derived from a proprietary description format that was used by an AI planning tool to generated plans to bring the room in a desired state, for instance displaying a document on a certain canvas while switching off the lights. This problem can be expressed as a reachability problem.

An example for a reachable marking is

$$\begin{split} & \text{LightOn.} < \text{Lamp1} | \text{TRUE} > = 1 \text{ AND} \\ & \text{LightOn.} < \text{Lamp2} | \text{TRUE} > = 1 \text{ AND} \\ & \text{DocShown.} < \text{Doc1} | \text{LW3} | \text{TRUE} > = 1 \text{ AND} \\ & \text{DocShown.} < \text{Doc2} | \text{LW1} | \text{TRUE} > = 1 \text{ AND} \\ & \text{CanvasDown.} < \text{VD1} | \text{TRUE} > = 1 \end{split}$$



# Scaling parameter

This model is not parameterized.

### Size of the model

number of places:	126
number of transitions:	128
number of arcs:	652

### Structural properties

ordinary — all arcs have multiplicity one	🗸
simple free choice — all transitions sharing a common input place have no other input place	. <b>X</b> (a)
extended free choice — all transitions sharing a common input place have the same input places	. 🗡 (b)
state machine — every transition has exactly one input place and exactly one output place	. <b>X</b> (c)
marked graph — every place has exactly one input transition and exactly one output transition	. <b>X</b> (d)
connected — there is an undirected path between every two nodes (places or transitions)	. <b>X</b> (e)
strongly connected — there is a directed path between every two nodes (places or transitions)	. <b>X</b> (f)
source place(s) — one or more places have no input transitions	. 🗡 (g)
sink place(s) — one or more places have no output transitions	. 🖌 (h)
source transition(s) — one or more transitions have no input places	. 🗡 (i)
sink transitions(s) — one or more transitions have no output places	. 🗡 (j)
<b>loop-free</b> — no transition has an input place that is also an output place	. 🗡 (k)
conservative — for each transition, the number of input arcs equals the number of output arcs	<b>(</b> 1)
subconservative — for each transition, the number of input arcs equals or exceeds the number of output arcs	<b>X</b> (m)
$nested \ units - places \ are \ structured \ into \ hierarchically \ nested \ sequential \ units^{(n)} \ \dots $	X

#### **Behavioural properties**

${f safe}$ — in every reachable marking, there is no more than one token on a place $\ldots$	K (o)
dead place(s) — one or more places have no token in any reachable marking $\dots$	<b>(</b> p)
dead transition(s) — one or more transitions cannot fire from any reachable marking	<b>K</b> (q)
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	?
live — for every transition t, from every reachable marking, one can reach a marking in which t can fire	?

#### Size of the marking graph

number of reachable markings:	$\geq 4.97832e + 16$ (r)
number of transition firings:	?
max. number of tokens per place:	?
max. number of tokens per marking:	$\geq 77$

 $<sup>^{(</sup>a)}$  240 arcs are not simple free choice, e.g., the arc from place "p1" (which has 8 outgoing transitions) to transition "t41" (which has 2 input places).

<sup>&</sup>lt;sup>(b)</sup> transitions "t48" and "t41" share a common input place "p1", but only the former transition has input place "p70".

 $<sup>^{\</sup>rm (c)}$  84 transitions are not of a state machine, e.g., transition "t1".

<sup>&</sup>lt;sup>(d)</sup> 90 places are not of a marked graph, e.g., place "p1".

<sup>(</sup>e) 12 places are not connected to place "p10", e.g., place "p27"; 12 transitions are not connected to place "p10", e.g., transition "t127".

<sup>&</sup>lt;sup>(f)</sup> the net is not connected and, thus, not strongly connected.

<sup>(</sup>g) stated by CÆSAR.BDD version 1.7.

<sup>&</sup>lt;sup>(h)</sup> there exist 26 sink places, e.g., place "p111".

<sup>&</sup>lt;sup>(i)</sup> stated by CÆSAR.BDD version 1.7.

<sup>&</sup>lt;sup>(j)</sup> stated by CÆSAR.BDD version 1.7.

 $<sup>^{\</sup>rm (k)}$  68 transitions are not loop free, e.g., transition "t1".

<sup>&</sup>lt;sup>(1)</sup> 68 transitions are not conservative, e.g., transition "t1".

<sup>&</sup>lt;sup>(m)</sup> 68 transitions are not subconservative, e.g., transition "t1".

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

<sup>&</sup>lt;sup>(o)</sup> firing transition "t20" puts a token in place "p88" although this place already has a token in the current marking.

<sup>(</sup>p) stated by CÆSAR.BDD version 3.3.

 $<sup>^{\</sup>rm (q)}$  stated by CÆSAR.BDD version 2.0.

<sup>(</sup>r) stated by CÆSAR.BDD version 3.3.