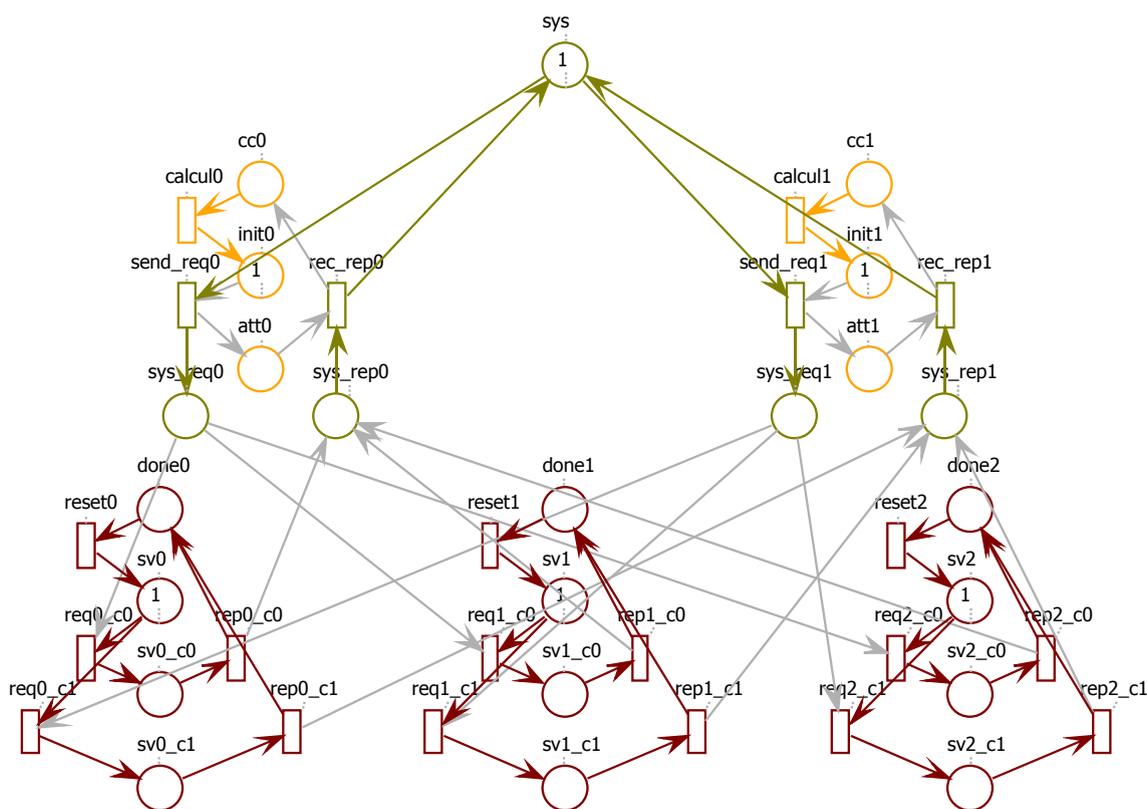


*This form is a summary description of the model entitled "ServersAndClients" proposed for the Model Checking Contest @ Petri Nets. Models can be given in several instances parameterized by scaling parameters. Colored nets can be accompanied by one or many equivalent, unfolded P/T nets. Models are given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

## Description

This is a simple model of a Client server system produced from a Petri net generator to explore simple communication configurations. This was one of the Tra My Nguyen's exercices during her bachelor.



*Graphical representation for nbc = 2 and nbs = 3*

## Scaling parameter

Parameter name	Parameter description	Chosen parameter values
$nbc, nbs$	$nbc$ is the number of clients, $nbs$ is the number of servers	(100,020), (100,040), (100,080), (100,160), (100,320), (200,040), (200,080), (200,160), (200,320), (400,080), (400,160)

## Size of the model

Parameter	Number of places	Number of transitions	Number of arcs	Number of units	HWB code
$nbc = 100, nbs = 20$	2 421	4 200	12 800	123	1-122-139
$nbc = 100, nbs = 40$	4 441	8 200	24 800	143	1-142-160
$nbc = 100, nbs = 80$	8 481	16 200	48 800	183	1-182-201
$nbc = 100, nbs = 160$	16 561	32 200	96 800	263	1-262-281
$nbc = 100, nbs = 320$	32 721	64 200	192 800	423	1-422-442
$nbc = 200, nbs = 40$	8 841	16 400	49 600	243	1-242-262
$nbc = 200, nbs = 80$	16 881	32 400	97 600	283	1-282-303
$nbc = 200, nbs = 160$	32 961	64 400	193 600	363	1-362-383
$nbc = 200, nbs = 320$	65 121	128 400	385 600	523	1-522-544
$nbc = 400, nbs = 80$	33 681	64 800	195 200	483	1-482-505
$nbc = 400, nbs = 160$	65 761	128 800	387 200	563	1-562-585

## Structural properties

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

<sup>(a)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(b)</sup> transitions “send\_req0” and “send\_req1” share a common input place “sys”, but only the former transition has input place “init0”.  
<sup>(c)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(d)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(e)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(f)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(g)</sup> By construction, all involved processes have cyclic behavior; confirmed by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(h)</sup> By construction, all involved processes have cyclic behavior; confirmed by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(i)</sup> By construction, all involved processes have cyclic behavior; confirmed by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(j)</sup> By construction, all involved processes have cyclic behavior; confirmed by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(k)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(l)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(m)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).  
<sup>(n)</sup> the definition of Nested-Unit Petri Nets (NUPN) is available from <http://mcc.lip6.fr/nupn.php>

## Behavioural properties

- safe** — *in every reachable marking, there is no more than one token on a place* .....yes <sup>(o)</sup>  
**dead place(s)** — *one or more places have no token in any reachable marking* .....no <sup>(p)</sup>  
**dead transition(s)** — *one or more transitions cannot fire from any reachable marking* .....no <sup>(q)</sup>  
**deadlock** — *there exists a reachable marking from which no transition can be fired* .....no <sup>(r)</sup>  
**reversible** — *from every reachable marking, there is a transition path going back to the initial marking* .....yes <sup>(s)</sup>  
**live** — *for every transition  $t$ , from every reachable marking, one can reach a marking in which  $t$  can fire* .....yes <sup>(t)</sup>

## Size of the marking graphs

Parameter	Number of reachable markings	Number of transition firings	Max. number of tokens per place	Max. number of tokens per marking
$nbc = 100, nbs = 20$	2 201 <sup>(u)</sup>	4 200 <sup>(v)</sup>	1	$\in [121, 122]$ <sup>(w)</sup>
$nbc = 100, nbs = 40$	4 201 <sup>(x)</sup>	8 200 <sup>(y)</sup>	1	$\in [141, 142]$ <sup>(z)</sup>
$nbc = 100, nbs = 80$	8 201 <sup>(aa)</sup>	?	1	$\in [181, 182]$ <sup>(ab)</sup>
$nbc = 100, nbs = 160$	16 201 <sup>(ac)</sup>	?	1	$\in [261, 262]$ <sup>(ad)</sup>
$nbc = 100, nbs = 320$	32 201 <sup>(ae)</sup>	?	1	$\in [421, 422]$ <sup>(af)</sup>
$nbc = 200, nbs = 20$	8 401 <sup>(ag)</sup>	16 400 <sup>(ah)</sup>	1	$\in [241, 242]$ <sup>(ai)</sup>
$nbc = 200, nbs = 40$	16 401 <sup>(aj)</sup>	32 400 <sup>(ak)</sup>	1	$\in [281, 282]$ <sup>(al)</sup>
$nbc = 200, nbs = 160$	32 401 <sup>(am)</sup>	?	1	$\in [361, 362]$ <sup>(an)</sup>
$nbc = 200, nbs = 320$	64 401 <sup>(ao)</sup>	?	1	$\in [521, 522]$ <sup>(ap)</sup>
$nbc = 400, nbs = 80$	32 801 <sup>(aq)</sup>	?	1	$\in [481, 482]$ <sup>(ar)</sup>
$nbc = 400, nbs = 160$	64 801 <sup>(as)</sup>	?	1	$\in [561, 562]$ <sup>(at)</sup>

<sup>(o)</sup> By construction, only one token should be located in places; confirmed by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).

<sup>(p)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).

<sup>(q)</sup> stated by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).

<sup>(r)</sup> By construction, all involved processes have cyclic behavior; confirmed by [CÆSAR.BDD](#) version 3.5 on all 11 instances (see all aforementioned parameter values).

<sup>(s)</sup> By construction, all involved processes have cyclic behavior.

<sup>(t)</sup> By construction, all involved processes have cyclic behavior.

<sup>(u)</sup> computed by PROD in January 2021; confirmed by [CÆSAR.BDD](#) version 3.5.

<sup>(v)</sup> computed by PROD in January 2021.

<sup>(w)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(x)</sup> computed by PROD in January 2021; confirmed by [CÆSAR.BDD](#) version 3.5.

<sup>(y)</sup> computed by PROD in January 2021.

<sup>(z)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(aa)</sup> stated by [CÆSAR.BDD](#) version 3.5.

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

<sup>(ac)</sup> stated by [CÆSAR.BDD](#) version 3.5.

<sup>(ad)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(ae)</sup> stated by [CÆSAR.BDD](#) version 3.5.

<sup>(af)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(ag)</sup> computed by PROD in January 2021; confirmed by [CÆSAR.BDD](#) version 3.5.

<sup>(ah)</sup> computed by PROD in January 2021.

<sup>(ai)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(aj)</sup> computed by PROD in January 2021; confirmed by [CÆSAR.BDD](#) version 3.5.

<sup>(ak)</sup> computed by PROD in January 2021.

<sup>(al)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(am)</sup> stated by [CÆSAR.BDD](#) version 3.5.

<sup>(an)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(ao)</sup> stated by [CÆSAR.BDD](#) version 3.5.

<sup>(ap)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(aq)</sup> stated by [CÆSAR.BDD](#) version 3.5.

---

<sup>(ar)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.

<sup>(as)</sup> stated by [CÆSAR.BDD](#) version 3.5.

<sup>(at)</sup> lower bound given by the number of initial tokens and upper bound given by the number of leaf units.