

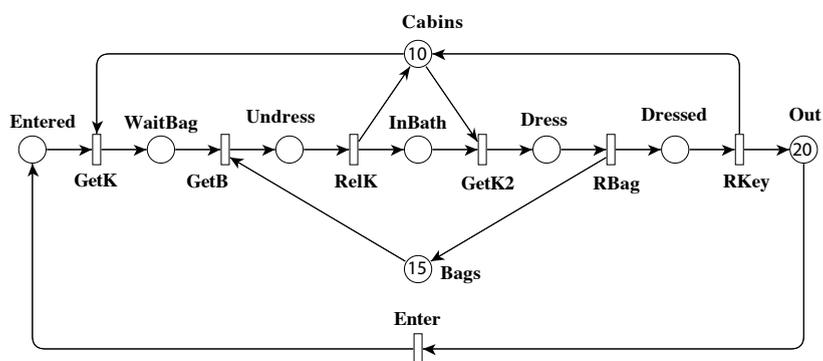
*This form is a summary description of the model entitled "SwimmingPool" proposed for the Model Checking Contest @ Petri Nets. Models can be given in several instances parameterized by scaling parameters. Colored nets can be accompanied by one or many equivalent, unfolded P/T nets. Models are given together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

## Description

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,
- $S_5$  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: 9  
 number of transitions: 7  
 number of arcs: 20

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

## Structural properties

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

## Behavioural properties

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

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

<sup>(d)</sup> 6 transitions are not of a state machine, e.g., transition “GetK”.

<sup>(e)</sup> place “Cabins” is not of a marked graph.

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

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

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

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

<sup>(n)</sup> 3 transitions are not subconservative, e.g., transition “RelK”.

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

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

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

<sup>(s)</sup> If there are more bags than cabins only..

## 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
$N = 1$	89 621 <sup>(t)</sup>	450 003 <sup>(u)</sup>	?	$\geq 45$ <sup>(v)</sup>
$N = 2$	3 408 031 <sup>(w)</sup>	19 929 811 <sup>(x)</sup>	?	$\geq 90$ <sup>(y)</sup>
$N = 3$	?	?	?	$\geq 135$ <sup>(z)</sup>
$N = 4$	?	?	?	$\geq 180$ <sup>(aa)</sup>
$N = 5$	?	?	?	$\geq 225$ <sup>(ab)</sup>
$N = 6$	?	?	?	$\geq 270$ <sup>(ac)</sup>
$N = 7$	?	?	?	$\geq 315$ <sup>(ad)</sup>
$N = 8$	?	?	?	$\geq 360$ <sup>(ae)</sup>
$N = 9$	?	?	?	$\geq 405$ <sup>(af)</sup>
$N = 10$	?	?	?	$\geq 450$ <sup>(ag)</sup>

## 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.

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

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

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

<sup>(w)</sup> computed by PROD in December 2014.

<sup>(x)</sup> computed by PROD in December 2014.

<sup>(y)</sup> 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>(ab)</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.

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

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

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