# Time and Petri Nets - A Way for Modeling and Verification of Time-dependent Concurrent Systems

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# Outline



- Concurrency
- Petri Nets
- Metabolic Networks
- Time Petri Nets

### 3 Timed Petri Nets

- Timed Petri Nets with Fixed Durations
- Timed Petri Nets with Variable Durations
- Petri Nets with Time Windows (tw-PN)

## Conclusion

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# Concurrency



A, B, ... , N: events.



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# Concurrency



### A, B, ... , N: events.



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# Concurrency



### A, B, ... , N: events.



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# Concurrency and Time?



A, B, ... , N: events.



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# Concurrency and Time



A, B, ... , N: events.



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## finite two-coloured weighted directed graph



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# Statics:

### non initialized Petri Net



## finite two-coloured weighted directed graph



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# Statics:

## initialized Petri Net





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# Statics:

## initialized Petri Net



## initial marking: $m_0 = (0, 1, 1)$



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 $m_0 = (0, 1, 1)$ 



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 $m_0 = (0, 1, 1)$ 



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 $m_0 = (0, 1, 1)$  $m_1 = (1, 1, 0)$ 



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 $m_0 = (0, 1, 1)$  $m_1 = (1, 1, 0)$ 



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firing rule

 $m_0 = (0, 1, 1)$  $m_1 = (1, 1, 0)$  $m_2 = (2, 0, 0)$ 

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firing rule

 $m_0 = (0, 1, 1)$  $m_1 = (1, 1, 0)$  $m_2 = (2, 0, 0)$ 

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• The state space is the set of all reachable markings starting in  $m_0$ .

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• The state space is the set of all reachable markings starting in  $m_0$ .

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• The state space is the set of all reachable markings starting in  $m_0$ .

All reachable markings + firing relation



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- The state space is the set of all reachable markings starting in  $m_0$ .
- All reachable markings + firing relation = reachability graph of the PN



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### The reachability graph is finite



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### The reachability graph is infinite



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# Petri Nets and Turing Machines

#### Remark:

### Classic Petri Nets are not Turing-complete.



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PN & Systems Biology



#### **BIONETWORKS, INTRO**

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r1: A -> B





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r1: A -> B r2: B -> C + D r3: B -> D + E







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r1: A -> B r2: B -> C + D r3: B -> D + E







#### **BIONETWORKS, INTRO**

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r6: C + b -> G + c r7: D + b -> H + c



-> concurrent reactions



#### **BIONETWORKS, INTRO**

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r1: A -> B r2: B -> C + D r3: B -> D + E r4: F -> B + a r5: E + H <-> F r6: C + b -> G + c r7: D + b -> H + c r8: H <-> G



-> reversible reactions



#### **BIONETWORKS, INTRO**

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r1: A -> B r2: B -> C + D r3: B -> D + E r4: F -> B + a r5: E + H <-> F r6: C + b -> G + c r7: D + b -> H + c r8: H <-> G



-> reversible reactions - hierarchical nodes



#### **BIONETWORKS, INTRO**

PN & Systems Biology

- r1: A -> B
- $r^{2} \cdot B \rightarrow C + D$
- r3: B -> D + E
- r4: F -> B + a
- r5: E + H <-> F
- r6: C + b -> G + c
- $r7 \cdot D + b H + c$
- r8: H <-> G
- $r_{9}G + b K + c + d$
- r10: H + 28a + 29c -> 29br11: d -> 2a





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#### **BIONETWORKS, INTRO**

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- r1: A -> B
- r2: B -> C + D
- r3: B -> D + E
- r4: F -> B + a
- r5: E + H <-> F
- r6: C + b -> G + c
- r7: D + b -> H + c
- r8: H <-> G
- r9: G + b -> K + c + d
- r10: H + 28a + 29c -> 29b
- r11: d -> 2a





#### **BIONETWORKS, INTRO**

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- r1: A -> B
- r2: B -> C + D
- r3: B -> D + E
- r4: F -> B + a
- r5: E + H <-> F
- r6: C + b -> G + c
- r7.D + b -> H + c
- r8: H <-> G
- r9: G + b -> K + c + d
- r10: H + 28a + 29c -> 29b

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r11: d -> 2a





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### Aims of Analyzing in Metabolic Systems

Input: A metabolic system

- Output: Is a steady state reachable there?
  - Behavior of the metabolic system by *changing* the concentration of the substances.
  - Behavior of the metabolic system by *knocking out* of enzymes.
  - Timeframe for special series of reactions.
  - Checking the consistence of the metabolic system, etc..

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#### **TRANSFORMATION, EX1**

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#### **Metabolic Networks**

#### **TRANSFORMATION, Ex2**

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#### -> properties as time-less net



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#### Adequate Aims of Analyzing in the Model

Input: A Petri net

- Output: Coverability by T-invariants?
  - Coverability by T-invariants in a time-dependent extension of the Petri net.
  - Behavior of the time-dependent Petri net by removing of subnets.
  - Length of time of special firing sequences (quantitative analysis).
  - Liveness, be deadlock-free, etc..(qualitative analysis)



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### Time Assignment

• time dependent Petri Nets with time specification at

- transitions
- places
- arcs
- tokens



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### Time Assignment

• time dependent Petri Nets with time specification at

- transitions
- places
- arcs
- tokens
- time dependent Petri Nets with
  - deterministic
  - stochastic

time assignment.

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### Time Assignment

• time dependent Petri Nets with time specification at

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  - deterministic
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time assignment.

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#### Definition (informal)





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#### Definition (informal)





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#### Definition (informal)





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#### Definition (informal)





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#### Definition (informal)





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Statics:

## Petri Net (Skeleton)





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•  $m_0 = (2, 0, 1)$ 

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•  $m_0 = (2, 0, 1)$  *p*-marking

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•  $m_0 = (2, 0, 1)$  *p*-marking •  $h_0 = (\sharp, 0, 0, 0)$  *t*-marking

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•  $m_0 = (2, 0, 1)$  *p*-marking •  $h_0 = (\sharp, 0, 0, 0)$  *t*-marking

h(t) is the time shown by the clock of t since the last enabling of t



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• 
$$z = (m, h)$$
 state





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## Time Petri Nets and Turing Machines

#### **Remark:**

#### Time Petri Nets are Turing-complete.



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#### Some Problems: The State Space



The set of all reachable states is dense.



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### Discrete Reduction of the State Space





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### (Reduced) Reachability Graph



The reachability graph is a weighted directed graph, including the time explicit.



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## Example: A finite TPN and its reachability graph





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# Example: A non-finite TPN and its reachability graph





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#### Time-dependent analysis

- qualitative analysis: using Model Checking (RG), ...
- quantitative analysis: using RG, linear programming (parametrization), ...



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## Timed Petri Net: An Informal Introduction

Statics:







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Statics:

#### **Timed Petri Net**





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Dynamics:



#### firing mode: maximal step



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Dynamics:



#### firing mode: maximal step



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Dynamics:



#### firing mode: maximal step



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Dynamics:



#### firing mode: maximal step



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Dynamics:



#### firing mode: maximal step



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## Timed Petri Nets and Turing Machines

#### **Remark:**

#### Timed Petri Nets are Turing-complete.



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## State Equation in classic PN

Let  $\ensuremath{\mathcal{N}}$  be a classic PN with

- $m_1$  and  $m_2$  two markings in  $\mathcal{N}$ ,
- $\sigma = t_1 \dots t_n$  a firing sequence, and
- $m_1 \xrightarrow{\sigma} m_2$ .

Then it holds:

$$m_2 = m_1 + C \cdot \pi_\sigma$$
, (state equation)

where *C* is the incidence matrix of  $\mathcal{N}$  and  $\pi_{\sigma}$  is the Parikh vector of  $\sigma$ .

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## State Equation in classic PN

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Then it holds:

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### Extended Form of a Place Marking





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### Extended Form of a Place Marking







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## Extended Form of a Place Marking



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## Time Dependent State Equation

#### Theorem

Let  $\mathcal D$  be a Timed Petri Net,  $z^{(0)}$  be the initial state in extended form and

$$Z^{(0)} \xrightarrow{\mathfrak{G}_1} \hat{Z}^{(1)} \xrightarrow{1} \tilde{Z}^{(1)} \xrightarrow{\mathfrak{G}_2} \hat{Z}^{(2)} \xrightarrow{1} \dots \xrightarrow{\mathfrak{G}_n} Z^{(n)}$$

be a firing sequence ( $\mathfrak{G}_i$  is a multiset for each *i*). Then, it holds:

$$m^{(n)} = m^{(0)} \cdot R^{n-1} + C \cdot \Psi_{\sigma}$$
. State equation



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$$z^{(0)} \xrightarrow{\mathfrak{G}_1} \hat{z}^{(1)} \xrightarrow{1} \tilde{z}^{(1)} \xrightarrow{\mathfrak{G}_2} \hat{z}^{(2)} \xrightarrow{1} \dots \xrightarrow{\mathfrak{G}_n} z^{(n)}$$
$$m^{(n)} = m^{(0)} \cdot R^{n-1} + C \cdot \Psi_{\sigma}. \quad \text{State equation}$$

- $m^{(n)}$  and  $m^{(0)}$  are place markings in extended form
- *R* is the progress matrix for  $\mathcal{D}$ .
- C is the incidence matrix of  $\mathcal{D}$  in extended form
- $\Psi_{\sigma}$  is the Parikh matix of the sequence  $\sigma = \mathfrak{G}_1 \mathfrak{G}_2 \ldots \mathfrak{G}_n$  of multisets of transitions.



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# Timed Petri Nets with Variable Durations: An Informal Introduction





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# Petri Nets with Time Windows (tw-PN): An Informal Introduction



A Petri Net with Time Windows  $\mathcal{P} = (\mathcal{N}, \mathcal{I})$  is a Petri net  $\mathcal{N}$ 



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# Petri Nets with Time Windows (tw-PN): An Informal Introduction



A Petri Net with Time Windows  $\mathcal{P} = (\mathcal{N}, \mathcal{I})$ is a Petri net  $\mathcal{N}$ with time intervals (windows) attached to the places.



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## Initial Time Marking (Example)



The initial time marking is given by

$$M_{0} = (\overbrace{0}^{M(p_{1})}, \overbrace{\varepsilon}^{M(p_{2})}; \overbrace{\varepsilon}^{M(p_{3})}; \overbrace{\varepsilon}^{M(p_{4})})$$

the initial (timeless) marking by

$$m_{M_0} = (1; 0; 0; 0) = m_0$$



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## Example: Firing a transition t





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#### Example: Firing a transition t



"enough" tokens on pre-places of t  $\Rightarrow$  transition t enabled



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### Example: Firing a transition t



"enough" tokens on pre-places of t  $\Rightarrow$  transition t enabled all needed tokens "old enough"  $\Rightarrow$  transition t ready to fire



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### Example: Firing a transition t



"enough" tokens on pre-places of t  $\Rightarrow$  transition t enabled all needed tokens "old enough"  $\Rightarrow$  transition t ready to fire  $M_0 = (0, \varepsilon, \varepsilon, \varepsilon)$  $\Rightarrow$   $t_2$  and  $t_3$ : enabled and ready to fire



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### Example: Firing a transition t





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### Example: Firing a transition t







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#### Example: Firing a transition t



$$\begin{array}{l} M_0 \xrightarrow{t_2} M_1 = (\varepsilon, 0, 0, \varepsilon) \\ M_1 \xrightarrow{1} M_2 = (\varepsilon, 1, 1, \varepsilon) \end{array}$$

A transition is not forced to fire!



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### Example: Firing a transition t



$$\begin{array}{l} M_0 \xrightarrow{t_2} M_1 = (\varepsilon, 0, 0, \varepsilon) \\ M_1 \xrightarrow{1} M_2 = (\varepsilon, 1, 1, \varepsilon) \end{array}$$

A transition is not forced to fire! The age is reset when the retention time is greater than upper time bound.



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## Example: Firing a transition t



$$\begin{array}{l} M_0 \xrightarrow{t_2} M_1 = (\varepsilon, 0, 0, \varepsilon) \\ M_1 \xrightarrow{1} M_2 = (\varepsilon, 1, 1, \varepsilon) \\ M_2 \xrightarrow{0.5} M_3 = (\varepsilon, 0.5, 1.5, \varepsilon) \end{array}$$

A transition is not forced to fire! The age is reset when the retention time is greater than upper time bound.



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## tw-Petri Nets and Turing Machines

#### **Remark:**

#### The tw-PNs are not Turing-complete.



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# Reachability Graph: Natural Numbers vs. Real Numbers



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# Reachability Graph: Natural Numbers vs. Real Numbers

There is no "leaf" in the integer reachability graph!





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# Reachability Graph: Natural Numbers vs. Real Numbers



#### Consider $\sigma(\tau) = t_1 \ 1.5 \ t_1$



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# Reachability Graph: Natural Numbers vs. Real Numbers



Consider  $\sigma(\tau) = t_1 \ 1.5 \ t_1 \ 0.5 \ 1.0 \ 0.5 \ 1.0$  $\Rightarrow t_2 \text{ is in } M = (\varepsilon, 3.0 \ 1.5) \text{ in a t-DL}$ 



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#### Properties

#### Property "Reachability"

# A marking *M* is reachable in a tw-PN $\mathcal{P}$ iff $m_M$ is reachable in $S(\mathcal{P})$ .



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#### Properties

#### Property "Reachability"

A marking *M* is reachable in a tw-PN  $\mathcal{P}$  iff  $m_M$  is reachable in  $S(\mathcal{P})$ .

#### **Property "Liveness"**

There is not a correlation between the liveness behaviors of a tw-PN and its skeleton.



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**Time and Petri Nets** 

- Given: Time dependent Petri Net
- Aim: Analysis of the time dependent Petri Net
- Problem: Infinite (dense) state space, Turing-completeness

#### • Solution:

- Parametrisation and discretisation of the state space.
- Definition of an reachability graph.
- Structurally restricted classes of time dependent Petri Nets.
- Time dependent state equation.
- Remark: The time is not the reason for Turing-completeness of a time-dependent Petri net.







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