### Discrete and continuous dynamic systems PIPE Petri net editor and analysis tool

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# PIPE - Platform Independent Petri Net Editor

- Source
  - https://sourceforge.net/projects/pipe2/files/PIPEv4/ PIPEv4.3.0/ (lates stable version)
- Constructing Petri nets
  - simple Petri nets
  - places with capacity
  - arc weights, inhibitor arcs
  - timed, prioritized transitions
  - "colored" tokens NOT CPN!
- Simulation
  - •
- Analysis
  - Incidence matrix, invariant analysis
  - Reachability graph
  - State space analysis (boundedness, safeness, deadlocks)
- Documentation:

http://sarahtattersall.github.io/PIPE/user\_guide.html

### User interface



# Constructing a Petri net



To Transition Editor

properties of a place: name, default tokens, capacity

P0 I Edit Weight Ivset Point Delete

properties of an arc: weight, bend points properties of a transition: name, (weight), timing, priority

#### Simulation

- Enabled transitions are highlighted with red color
- Simulation modes:
  - manually fire a transition by clicking on it
  - randomly fire a transition
  - fire a given number of transitions



# Analysis I

#### Consider the example on the previous slide:

Invariant Analysis				
Source net Use current net Filename:				
Results				
Petri net invariant analysis	s results			
T-Invariants				
T0 T1 T2				
The net is not covered by positive T-Invariants, th if it is bounded and live.	erelore we do not kno			
P-Invariants				
P0 P1 P2				
The net is not covered by positive P-Invariants, the	erefore we do not kno			
if it is bounded.				
P-Invariant equations				
M(P1) + M(P2) = 1				
Analysis time: 0.001s				
Copy Save				

# Analysis II

#### • Reachability graph

			😑 🗉 😣
	Reachability/Coverability Graph 🧧	▶ + Zoom: 125% ▼ Rotate: 0° ▼	
Sourc	e net		
🗹 Use	e current net Filename: Browse	S1	
Result	ts	T1	
	Reachability/Coverability Graph Results	T2 50	
	Generating Reachability graph took 0.105s Constructing it took 0.294s Total time was 0.399s	4 T0 52 T1 4 T2 53	
	Copy Save	Vanishing State (Initial State) Vanishing State	. v
	Generate Reachability/Coverability Graph		Þ
M	Display initial state(S0) in a different shape	Marking corresponds to {P0, P1, P2} Hover mouse over nodes to view state marking	

# Analysis III

٢	State	space	ana	lysis

State Space Analysis 🛛 😣					
Source net					
Use current net Filename: Browse					
Results					
Petri net state space analysis results					
Bounded true					
Safe true					
Deadlock faise					
Copy Save					
Analyse					

• Conservativity? Liveness?



#### Consider the following unbounded net:



• Generate the reachability/coverability graph

Bugs... II



• Hover the mouse over the nodes. The unbouded places have large number of tokens at the beginning...

- Construct the Petri net of the coffee automaton, given in the tutorials. Take care of the place capacities!
- Simulate the model! Try different initial markings!
- Analyse the model (boundedness, safety, deadlock, reachability graph)