# ECE 641 Advanced Topics in Supervisory Control for Discrete Event Systems

Lecture 11

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PhD Course in Electronic and Communication Engineering Credits (3/0/3) Course webpage: http://ece641.cankaya.edu.tr/

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Petri Net Languages

Petri Net Properties

Supervisory Control

## Petri Net Languages: Non-Regular Languages

### Non-regular Petri Net Languages

Petri Nets can generate non-regular languages
 ⇒ Petri Nets generate context-sensitive languages

#### Example

# Petri Net Properties: Reachability

### Definition (Reachable States)

Let (N, m) be a marked Petri Net with N = (P, T, A, W) and |P| = n. The set of reachable states of (N, m) is given as

 $R(N,m) = \{y \in \mathbb{N}^n | \exists s \in T^* \text{ such that } s \text{ is enabled from } m \text{ and reaches } y\}$ 

#### Remark

• R(N, m) is the set of markings that are reachable from the initial marking along paths with enabled transitions

### **Reachability Tree**

- Root is the initial marking m
- Tree of reachable markings from the initial marking
- Stops if already discovered marking is reached again
  - $\Rightarrow$  Reachability tree shows all reachable markings

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# Petri Net Properties: Reachability

### Example

## Petri Net Properties: Boundedness

#### Definition (Boundedness)

Let (N, m) be a marked Petri Net with N = (P, T, A, W). A place  $p \in P$  of (N, m) is k-bounded if it holds for all  $m' \in R(N, m)$  that  $m'[p] \leq k \cdot p$  is safe if it is 1-bounded.

#### Remarks

- *p* is *k*-bounded if it does not have more than *k* tokens for any reachable marking
- *p* is safe if there is at most one token in *p* for any reachable marking

Gap 3

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# Petri Net Properties: Boundedness

#### **Example**

## Petri Net Properties: Liveness

#### Definition (Liveness)

Let (N, m) be a marked Petri Net with N = (P, T, A, W). A transition  $t \in T$  of (N, m) is live if it possible to reach a marking from where t can be fired from any marking in R(N, m). (N, m) is live if all transitions in T are live.

#### Remarks

• t is live if it is possible to fire t again from any reachable marking

Gap 5

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# Petri Net Properties: Deadlock

#### Definition (Deadlock)

Let (N, m) be a marked Petri Net with N = (P, T, A, W). A reachable marking m' is a deadlock if no transition can fire from m'.

#### Remarks

• If there is a deadlock, then no transition is live!

# Petri Net Properties: Siphons and Traps

#### Definition (Siphon)

Let (N, m) be a marked Petri Net with N = (P, T, A, W). A set of places  $S \subseteq P$  is a siphon if  ${}^{\bullet}S \subseteq S^{\bullet}$ .

#### Definition (Trap)

Let (N, m) be a marked Petri Net with N = (P, T, A, W). A set of places  $S \subseteq P$  is a trap if  $S^{\bullet} \subseteq {}^{\bullet}S$ .

#### Remarks

- Siphon: For each incoming arc, there is an outgoing arc
  ⇒ If a siphon has no tokens, no tokens will ever enter the siphon
- Trap: For each outgoing arc, there is an incoming arc
  ⇒ If a trap has a token, it will never become empty

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# Petri Net Properties: Siphons and Traps

#### Example

# Petri Net Properties: Siphons and Deadlocks

Definition (Ordinary Petri Net)

Let (N, m) be a marked Petri Net with N = (P, T, A, W). (N, m) is ordinary if all weights are 1.

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A deadlocked Petri Net with marking m' has at least one siphon S such that  $\forall p \in S$ ,  $\exists t \in p^{\bullet}$  with W(p, t) > m'[p].

Gap 8

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## Supervisory Control: Motivation

#### Example

## Supervisory Control: Place Invariant

Definition (Ordinary Petri Net)

Let (N, m) be a marked Petri Net with N = (P, T, A, W) and the incidence matrix C. A vector x is called a place invariant if x C = 0.

#### Remarks

• For any marking m': x m' = x (m + C e) = x m + x C e = x m

 $\Rightarrow$  Weighted number of tokens remains constant for place invariant!

#### Computation

Gap 10

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# Supervisory Control: Derivation

### Computation

# Supervisory Control: Derivation

### Computation

Gap 12

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# Supervisory Control: Procedure

#### Given

- Incidence matrix C, initial marking m
- Generalized mutual exclusion constraint:  $x m' \leq b$

#### **Control Place**

- Introduce new control place  $p_c$
- Initial marking of  $p_c$ :  $m(p_c) = b x m$
- Modified incidence matrix  $C_c = \begin{vmatrix} C \\ d \end{vmatrix}$
- Compute d = −x C
  ⇒ Connection of control place to remaining places

# Supervisory Control: Example

## Computation

Gap 13

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