

# Contents

<b>1</b>	<b>Introduction to Modelling and Validation</b> .....	1
1.1	Modelling and System Development .....	1
1.2	Coloured Petri Nets .....	3
1.3	Abstraction and Visualisation .....	5
1.4	Formal Modelling and Verification .....	6
1.5	CPN Tools .....	8
1.6	Industrial Applications .....	11
<b>2</b>	<b>Non-hierarchical Coloured Petri Nets</b> .....	13
2.1	A Simple Example Protocol .....	13
2.2	Net Structure and Inscriptions .....	14
2.3	Enabling and Occurrence of Transitions .....	17
2.4	Second Model of the Protocol .....	24
2.5	Concurrency and Conflict .....	29
2.6	Guards .....	34
2.7	Interactive and Automatic Simulation .....	35
<b>3</b>	<b>CPN ML Programming</b> .....	43
3.1	Functional Programming .....	43
3.2	Colour Sets .....	45
3.3	Expressions and Types .....	56
3.4	Functions .....	60
3.5	Recursion and Lists .....	65
3.6	Patterns .....	70
3.7	Computation of Enabled Binding Elements .....	73
<b>4</b>	<b>Formal Definition of Non-hierarchical Coloured Petri Nets</b> .....	79
4.1	Multisets .....	80
4.2	Net Structure and Inscriptions .....	83
4.3	Enabling and Occurrence of Steps .....	87

<b>5</b>	<b>Hierarchical Coloured Petri Nets</b> .....	95
5.1	Modules and Interfaces .....	95
5.2	Module Instances and Hierarchy .....	100
5.3	Instance Folding and Module Parameterisation .....	105
5.4	Model Parameterisation .....	112
5.5	Fusion Sets .....	116
5.6	Unfolding Hierarchical CPN Models .....	124
<b>6</b>	<b>Formal Definition of Hierarchical Coloured Petri Nets</b> .....	127
6.1	Modules .....	127
6.2	Module Composition .....	131
6.3	Instances and Compound Places .....	136
6.4	Enabling and Occurrence of Steps .....	141
<b>7</b>	<b>State Spaces and Behavioural Properties</b> .....	151
7.1	Protocol for State Space Analysis .....	152
7.2	State Spaces .....	153
7.3	Strongly-Connected-Component Graphs .....	160
7.4	Behavioural Properties .....	163
7.5	Error Diagnostics and Counterexamples .....	180
7.6	Limitations of State Spaces .....	185
<b>8</b>	<b>Advanced State Space Methods</b> .....	189
8.1	State Space Reduction Methods .....	189
8.2	Sweep-Line Method .....	191
8.3	Symmetry Method .....	194
8.4	Equivalence Method .....	198
<b>9</b>	<b>Formal Definition of State Spaces and Behavioural Properties</b> .....	203
9.1	Directed Graphs .....	203
9.2	State Spaces .....	209
9.3	Reachability Properties .....	211
9.4	Basic Boundedness Properties .....	213
9.5	Generalised Boundedness Properties .....	216
9.6	Home Properties .....	219
9.7	Liveness Properties .....	222
9.8	Fairness Properties .....	227
<b>10</b>	<b>Timed Coloured Petri Nets</b> .....	231
10.1	First Timed Model of the Protocol .....	232
10.2	Second Timed Model of the Protocol .....	243
10.3	State Space Analysis of Timed Models .....	247
10.4	Time Equivalence Method .....	252

<b>11 Formal Definition of Timed Coloured Petri Nets</b> .....	257
11.1 Timed multisets .....	257
11.2 Net Structure and Inscriptions .....	264
11.3 Enabling and Occurrence of Steps .....	265
<b>12 Simulation-based Performance Analysis</b> .....	273
12.1 Timed Protocol for Performance Analysis .....	274
12.2 Data Collection from the Occurring Binding Elements .....	278
12.3 Data Collection from the Markings Reached .....	281
12.4 Collecting Data from the Final Marking .....	286
12.5 Simulation Output .....	287
12.6 Conducting Simulation Experiments .....	291
12.7 Model Parameters and Configurations .....	295
<b>13 Behavioural Visualisation</b> .....	303
13.1 Message Sequence Charts .....	304
13.2 System-Specific Interaction Graphics .....	308
<b>14 Examples of Industrial Applications</b> .....	313
14.1 Protocol Design at Ericsson Telebit .....	314
14.2 Requirements Engineering at Systematic .....	329
14.3 Embedded-System Design at Bang and Olufsen .....	338
14.4 Scheduling Tool for Australian Defence Forces .....	350
<b>15 Teaching Coloured Petri Nets</b> .....	363
15.1 Course Context and Aims .....	363
15.2 Intended Learning Outcomes .....	364
15.3 Teaching and Assessment Methods .....	367
15.4 Example of a Student Project from the Course .....	370
15.5 Experiences from Teaching the CPN Course .....	372
<b>References</b> .....	375
<b>Index</b> .....	381