

Contents

| | |
|---|-----------|
| Introduction | 1 |
| 1 Principles of System Design with Nets | 5 |
| 1.1 An Example | 5 |
| 1.2 Passive and Active Components | 7 |
| 1.3 The Change to Dynamic Behavior | 9 |
| 1.4 Relationships Between Net Representations | 10 |
| 2 Condition-Event Nets | 11 |
| 2.1 An Example | 11 |
| 2.2 Rules | 13 |
| 2.3 Conflicts | 14 |
| 2.4 Contacts and Their Avoidance Through Complementation | 16 |
| 2.5 Processes of Condition-Event Nets | 18 |
| 2.6 Further Examples | 22 |
| 3 Place-Transition Nets | 25 |
| 3.1 An Example | 25 |
| 3.2 Arrow Weights | 29 |
| 3.3 Rules | 29 |
| 3.4 Contacts and Their Avoidance Through Complementation | 30 |
| 3.5 Further Examples | 32 |
| 4 Individual-Token Nets | 35 |
| 4.1 An Example of Constant Arrow Labels | 35 |
| 4.2 Rules for Nets with Individual Tokens and Constant Arrow Labels | 38 |
| 4.3 Further Possibilities for Constant Arrow Labels | 38 |
| 4.4 An Example of Variable Arrow Labels | 42 |
| 4.5 Rules for Nets with Individual Tokens and Variable Arrow Labels | 45 |
| 4.6 Further Possibilities for Variable Arrow Labels | 47 |
| 4.7 Individual-Token Nets | 55 |

| | | |
|----------|---|------------|
| 5 | Channel-Agency Nets | 61 |
| 5.1 | An Example | 61 |
| 5.2 | Rules | 62 |
| 5.3 | Further Examples | 62 |
| 6 | Refinement and Embedding | 65 |
| 6.1 | Refinement | 65 |
| 6.2 | Token-Preserving Refinement | 68 |
| 6.3 | Embedding | 72 |
| 7 | Nets as a Design Method | 73 |
| 7.1 | Preliminary Considerations for the Design of Computer-Integrated Systems | 73 |
| 7.2 | An Example | 74 |
| 7.3 | The Switch to Other Net Models | 78 |
| 7.4 | Additions to the Example | 80 |
| | Solutions | 85 |
| | References | 117 |
| | Index | 119 |