

Tutorial 1 – Generate a neat place

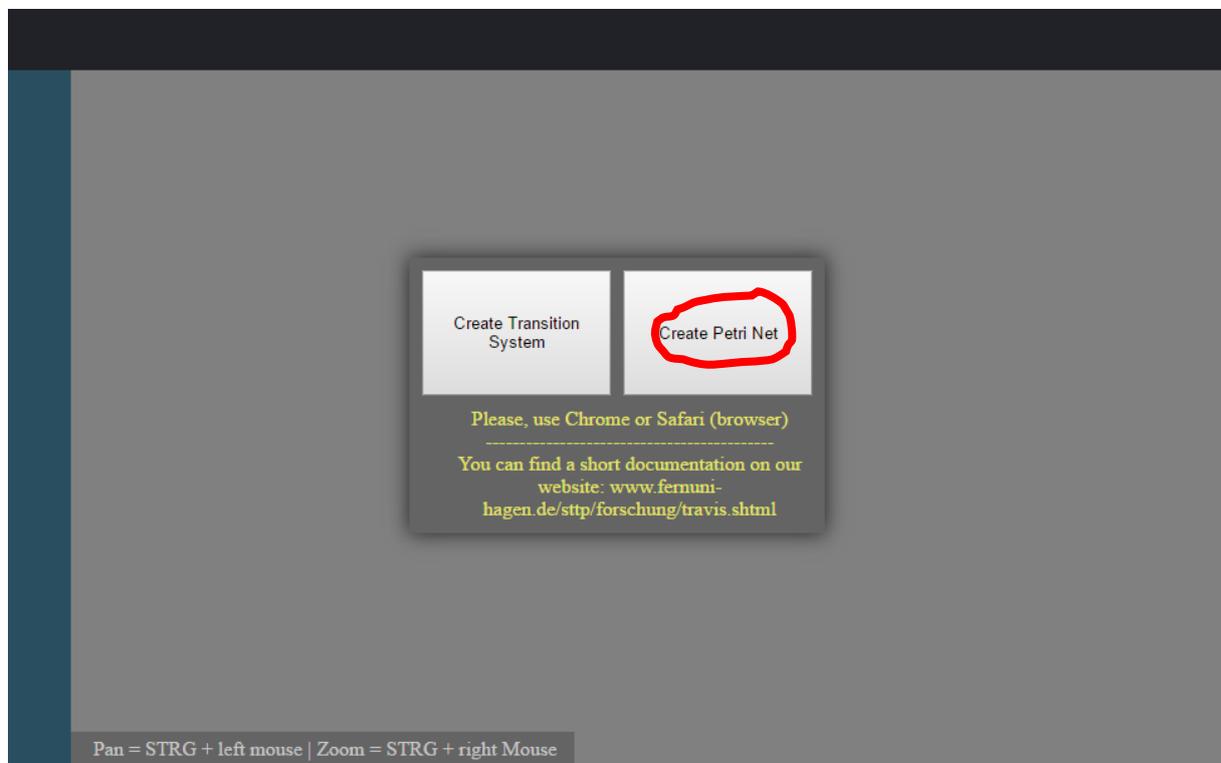
In this tutorial, we will load an example Petri net with two final states and generate a neat place for this net.

Step 1

Start *travis* via: <http://www.fernuni-hagen.de/sttp/travis/travis.html>.

Step 2

From the start window, choose “Create Petri Net” to create a new Petri Net.



Step 3

We are now in the Petri net editor. We will load the example Petri net PNML-file. You can get it from our website: <http://www.fernuni-hagen.de/sttp/forschung/travis>.

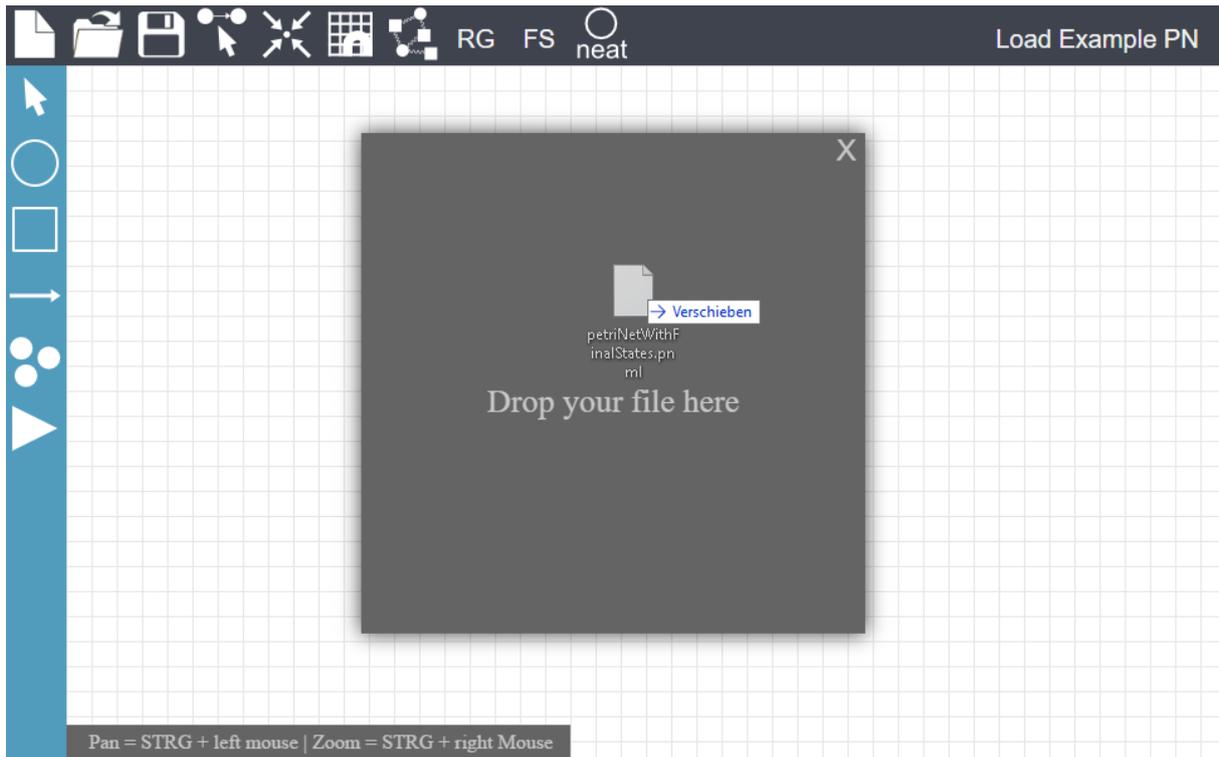
Download the file “Petri net with Final States without Neat Place ...”.

Step 4

Now, we want to load the saved PNML-file. Click on the “load a Petri net” button in the upper toolbar.



You see a “Drop your file here” popup window. Just drag and drop the file from your computer into this popup window in the browser.

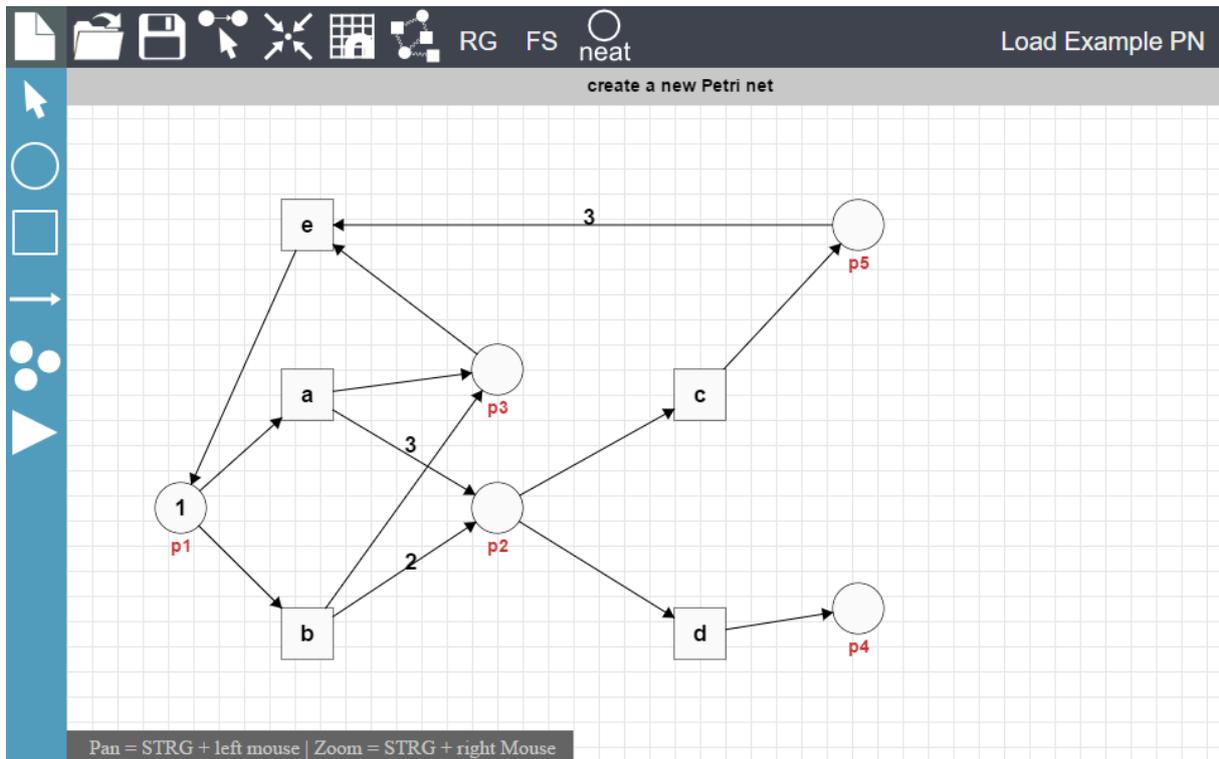


Step 4a (alternative)

Alternatively, you can click on the “Load Example PN” on the right side of the upper toolbar. This also loads the example Petri net into the editor.

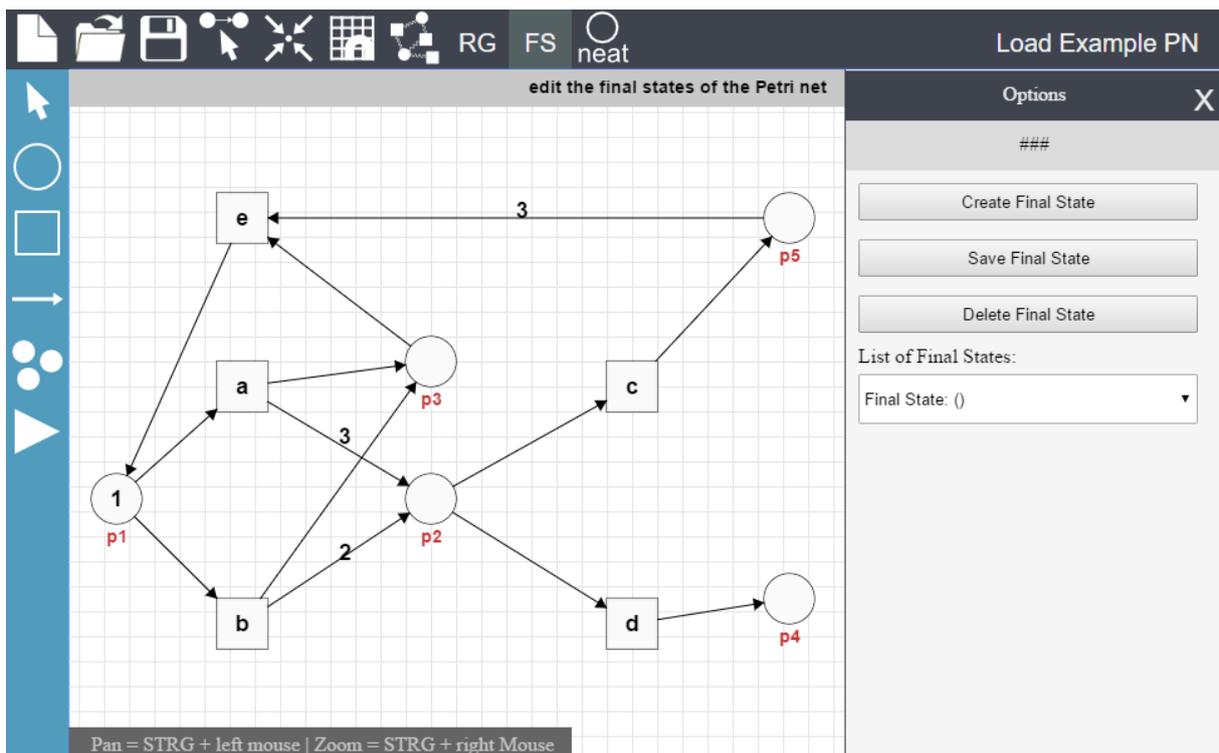
Step 5

You can now see the example Petri net in the Petri net editor.



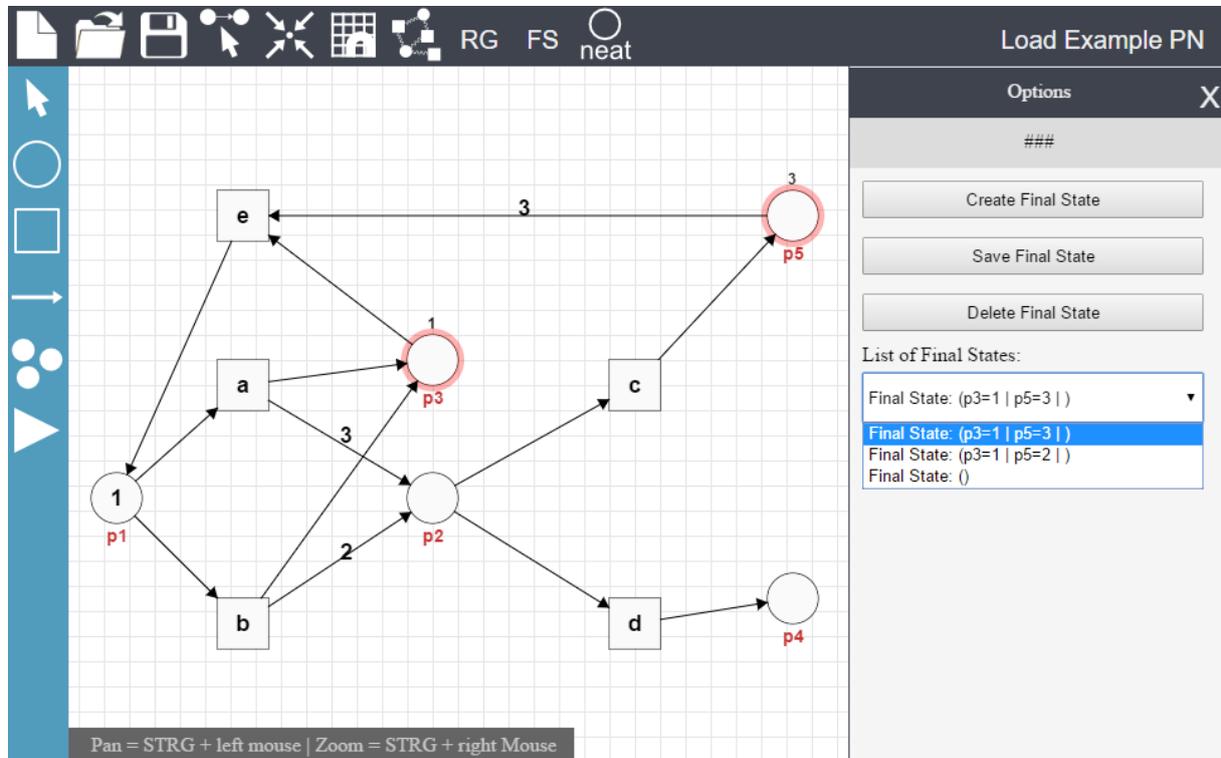
Step 6

Click on the "FS"-button in the upper toolbar. This opens the options dialog for the final states of the Petri net. In the PNML file there are already two final states included for the net.



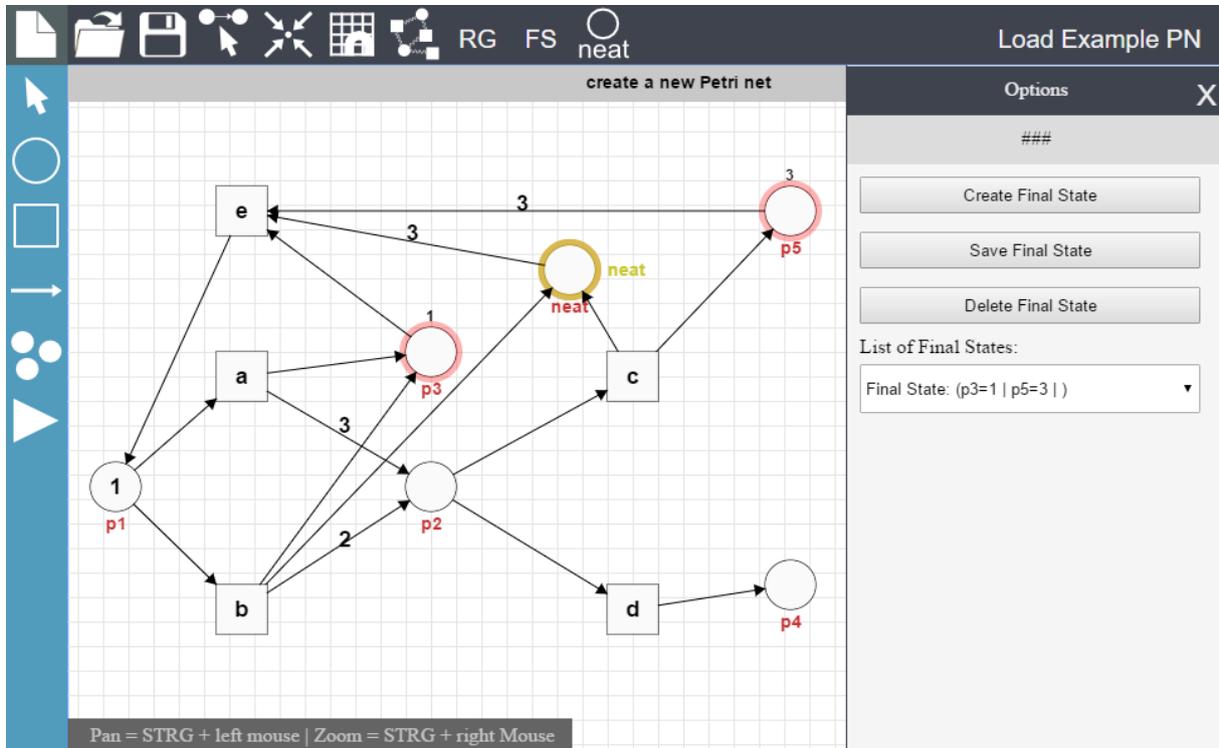
Step 7

In the final states options dialog, you find a dropdown list of all final states of the net. Open the list and choose the first final state ($p3=1 \mid p5=3$). In the editor you can see, that places $p3$ and $p5$ are highlighted. In this first final states, place three has a multiplicity of 1 and place five has a multiplicity of 3. The multiplicities are indicated via the small numbers at the top of each place.



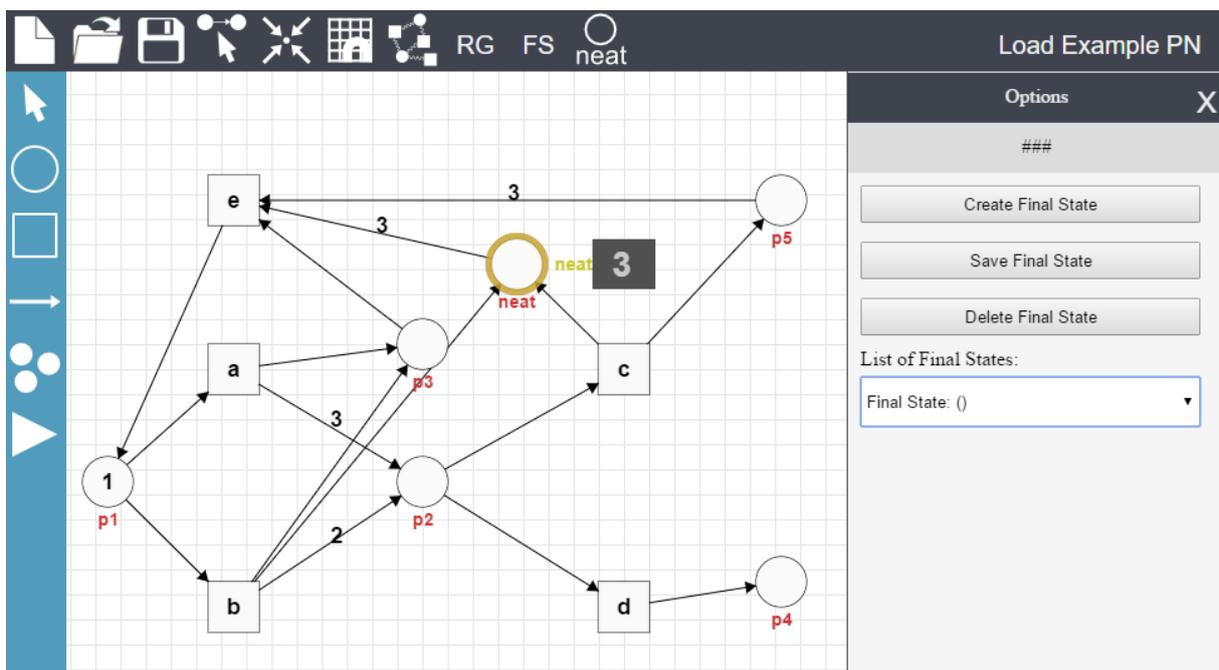
Step 8

Now, we would like to generate a neat place for this net. Just click on the “neat”-button in the upper toolbar and a neat place will be generated and added to the Petri net. If the neat place has a “bad” position, you can just move it around by dragging it in the editor.



Step 9

When you hover the mouse over the neat place, a small popup dialog shows a number (or a set of numbers). This number (these numbers) indicated that the Petri net is in a final state whenever the neat place holds three tokens.



Step 10

We have created a neat place for a Petri net with two final states. Whenever the neat place carries three tokens, the net is in a final state.

You can check it, using the “token game”-button on the bottom of the side toolbar (looks like a play button). Just left-click on an enabled transition to fire it. With a right-click, you can do a reverse firing.