

Systemes hybrides : Réseaux de Petri continus et hybrides

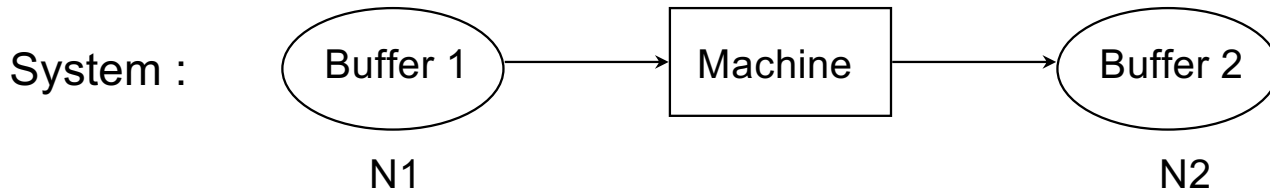
Formation sur les Systemes à Événements Discrets (SED)

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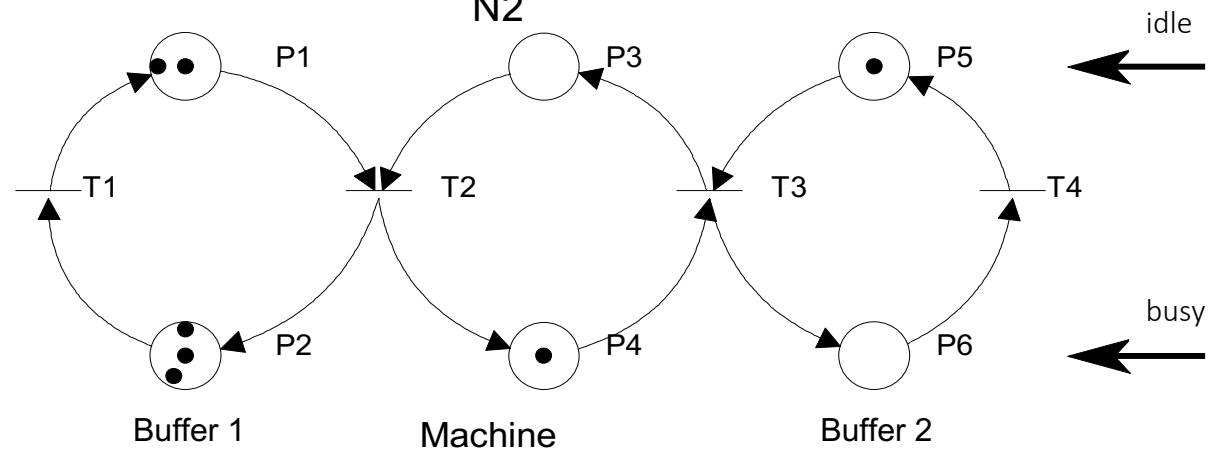


Introduction

State explosion : from Discrete PN to Continuous PN



Discrete PN model:



Number of reachable states: $N = (N1 + 1) (N2 + 1) 2$

For $N1 = N2 = 10$, $N = 242$. For a production line composed of 10 buffers and 9 machines, $N > 10^{13}$ states.

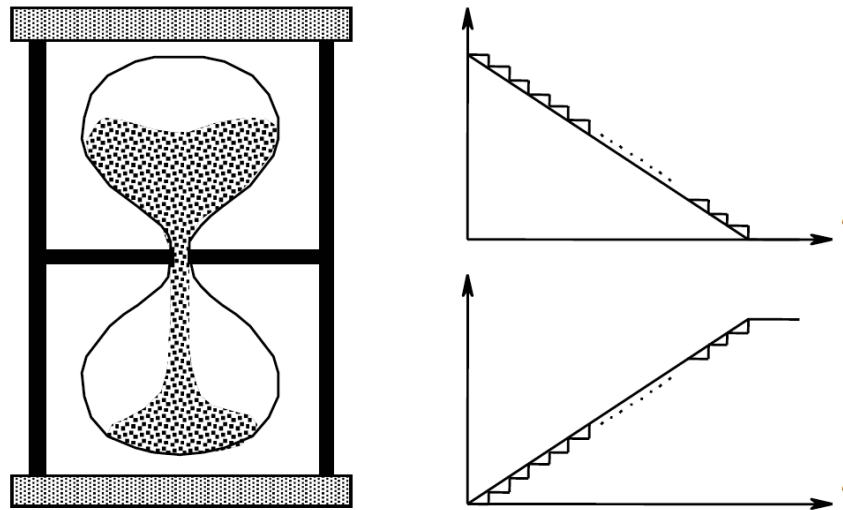
Motivations: define a model that is a good approximation of the discrete model and for which the number of reachable states is more reduced.



Study of marking flows

Motivation

Large numbers: [continuous approximation](#) may be convenient.

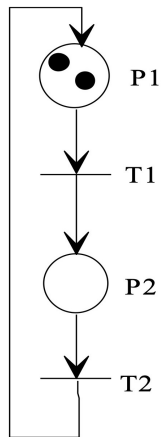


From discrete PN to autonomous continuous PN

Autonomous continuous PNs are introduced as a limiting case of autonomous discrete PNs.

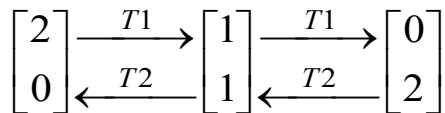
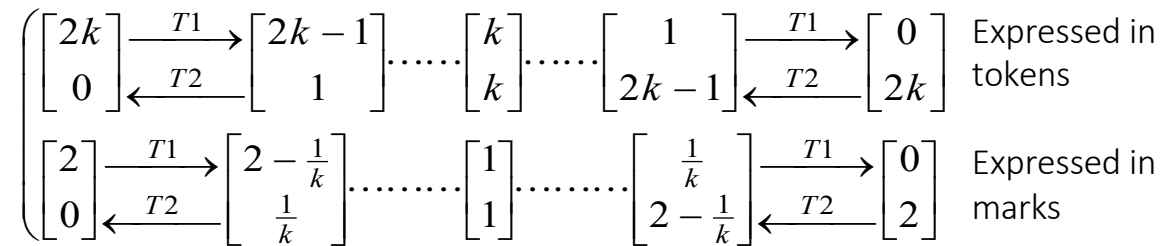
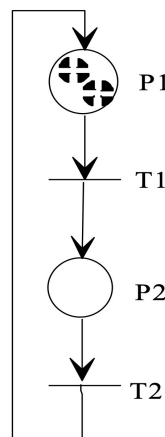
Transformation: dividing each mark into k equal parts (tokens)

$R = \langle Q, M \rangle$



Each mark is split into k tokens ($k = 4$)

$R'_{(k)} = \langle Q, M'(k) \rangle$

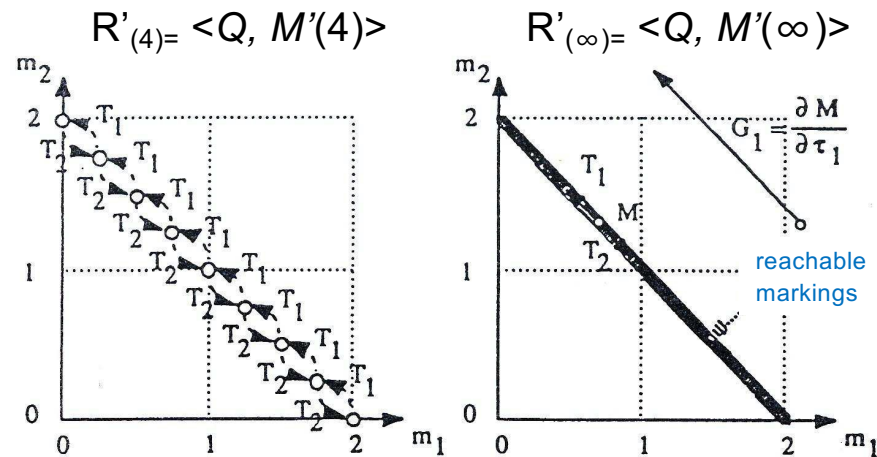


- ⇒ Expressed in tokens (m'_i), the marking is an integer.
- ⇒ Expressed in marks (m_i), the marking is a rational number.

$$m_i = m'_i / k$$

Autonomous continuous PN

When k tends to infinity, we obtain an **autonomous continuous Petri net**.



The **marking gradient** G_1 represents the marking variation of the autonomous continuous PN when transition T_1 is fired.

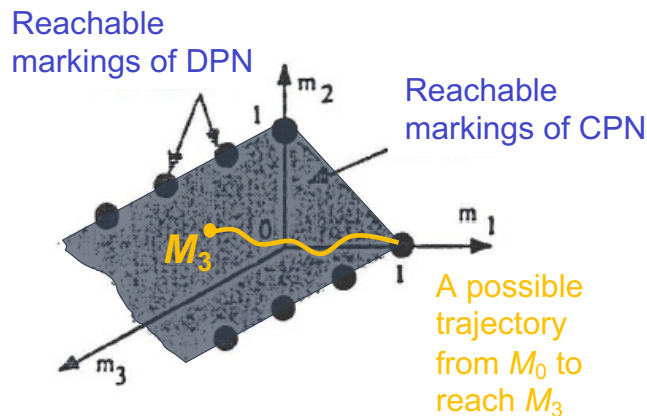
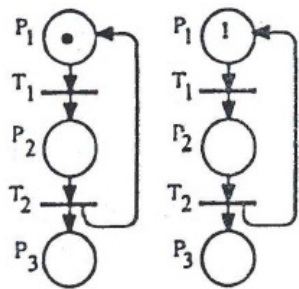
τ_1 is called **firing quantity**.

The gradients of marking M with respect to T_1 and T_2 are the vectors: $G_1 = \frac{\partial M}{\partial \tau_1} = (-1, 1)$ and $G_2 = \frac{\partial M}{\partial \tau_2} = (1, -1)$

Autonomous continuous PN - trajectories

- In a discrete PN, starting from marking M , a firing sequence S gives a sequence of successive markings.
- In a continuous PN, starting from marking M , a firing sequence gives a **trajectory** (corresponding to a sequence of successive markings).

Example.



For DPN: sequence $S_1 = T_1 T_2 T_1$ (i.e., $\underline{S}_1 = (2, 1)$) from $M_0 = (1, 0, 0)$ reaches $M_1 = (0, 1, 1)$

For CPN, from M_0 to reach M_1 , possible sequences are:

$$S_2 = (T_1)^{0.5} (T_1)^{0.5} (T_2)^{0.5} (T_2)^{0.5} (T_1)^{0.5} (T_1)^{0.5} = ((T_1)^{0.5})^2 ((T_2)^{0.5})^2 ((T_1)^{0.5})^2$$

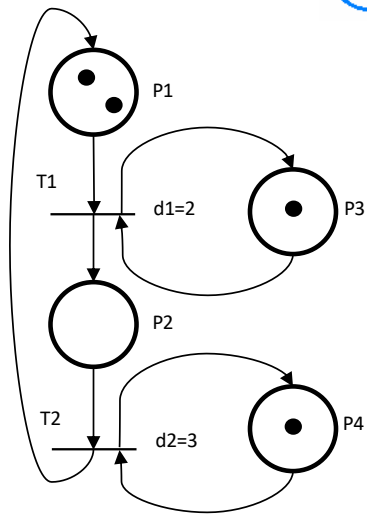
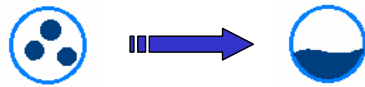
$$S_3 = (T_1)^{0.8} (T_2)^{0.6} (T_1)^{0.5} (T_2)^{0.4} (T_1)^{0.7} \quad \text{with } 0.8+0.5+0.7 = 2 \text{ and } 0.6+0.4 = 1$$

Characteristic vector of a trajectory: vector where each component is a real number corresponding to the firing quantity of the corresponding transition. $M' = M + W \cdot \underline{S}$

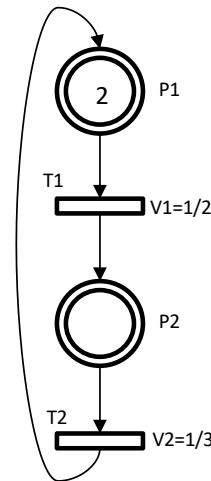
Remark. There is an infinite number of trajectories which have the same characteristic vector.

Liveness: yes or not?: lim-reachability (!)

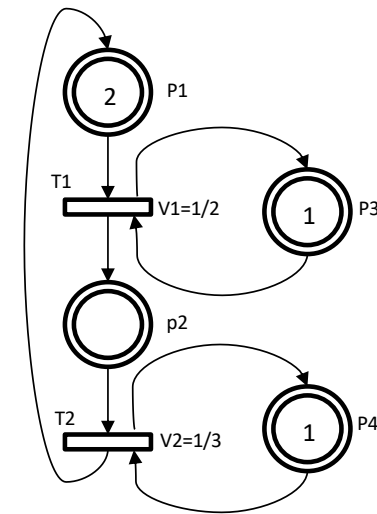
From T-Timed discrete PN to Timed continuous PN



- Timed T discrete PN with k server semantics



- **Constant continuous PN (CCPN)**
or CPN with finite servers semantics
 $v_1 = V_1 = k / d_1$
 $v_2 = V_2 = k / d_2$



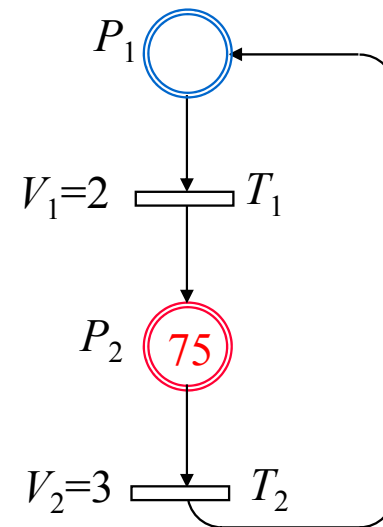
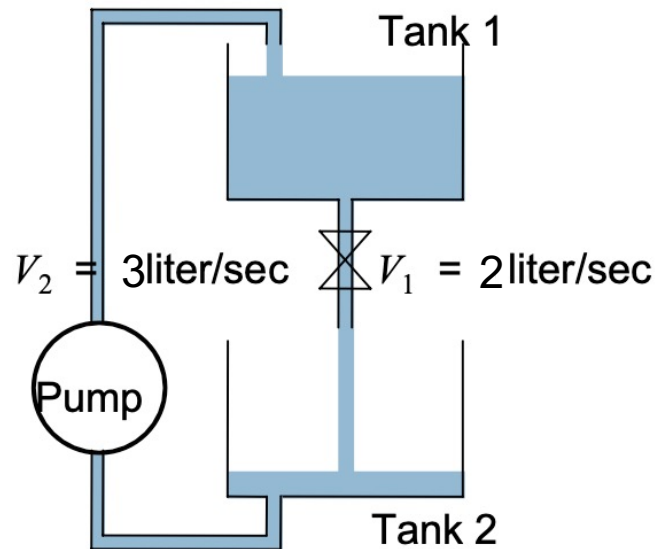
- **Variable continuous PN (VCPN)** or CPN with infinite servers semantics
 $v_1 = V_1 \min(m_1, m_3)$
 $v_2 = V_2 \min(m_2, m_4)$

Constant Continuous Petri nets

Constant Continuous PN (or CPN with finite server semantics)

- **Continuous place P_i :** m_i is a non negative real
- **Continuous transition T_j :** V_j is called **maximal speed** and v_j is called **instantaneous firing speed**.

Example.



Enabling of a transition

- A continuous place is **fed** at a time t if this place has a null marking but has at least one input transition with a non-zero instantaneous firing speed.

$$m_i(t) = 0 \quad P_i \text{ is fed if : } \exists T_j \in {}^\circ P_i \text{ and } v_j(t) \neq 0$$

- *Enabling conditions for a continuous transition:*

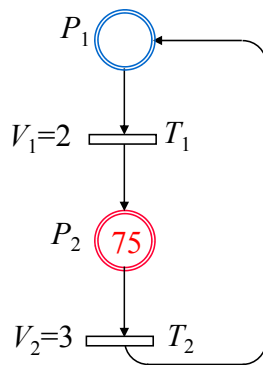
- ✧ A continuous transition is **strongly enabled** at time t if the marking of all its input places is strictly positive.

$$T_j \text{ is strongly enabled if } \forall P_k \in {}^\circ T_j / m_k(t) > 0$$

- ✧ A continuous transition is **weakly enabled** at time t if each of its input places that has a null marking is fed.

$$T_j \text{ is weakly enabled if } \exists P_k \in {}^\circ T_j / m_k(t) = 0 \text{ and } P_k \text{ is fed.}$$

Example.



For the initial marking, $M_0 = (0, 75)$, at time t_0 :

T_2 is strongly enabled $\Rightarrow v_2(t_0) \neq 0$

Thus place P_1 is fed.

T_1 is then weakly enabled.

Instantaneous firing speed

- The **dynamic balance** B_i of place P_i corresponds to the marking gradient:

$$B_i(t) = \dot{m}_i(t) = \sum_{k=1}^n Post(P_i, T_k) \cdot v_k(t) - \sum_{k=1}^n Pre(P_i, T_k) \cdot v_k(t)$$

It represents the increasing or decreasing variation of the marking and cannot be negative.

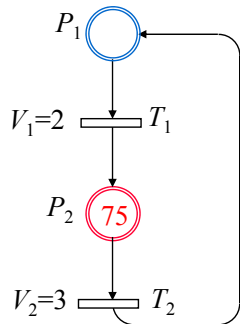
- Instantaneous firing speed of a continuous transition:*

- ✧ For a **not enabled transition**: $v_j(t) = 0$

- ✧ For a **strongly enabled transition**: $v_j(t) = V_j$

- ✧ For a **weakly enabled transition**: $v_j(t) = \min [V_j, \min_{P_i \in \text{Pre}(T_j)} (B_i(t) + Pre(P_i, T_j) \cdot v_j(t))]$
 $m_i(t) = 0$

Example.



T_2 is strongly enabled
 P_1 is fed

$$\Rightarrow v_2(t_0) = V_2 = 3$$

$$\Rightarrow B_1(t_0) = v_2(t_0) - v_1(t_0) = 3 - v_1(t_0)$$

T_1 is weakly enabled

$$\Rightarrow v_1(t_0) = \min (V_1, 3 - v_1(t_0) + v_1(t_0)) = \min (2, 3) = 2.$$

Consequently, $B_1(t_0) = 1$ and $B_2(t_0) = -1$.

State equation

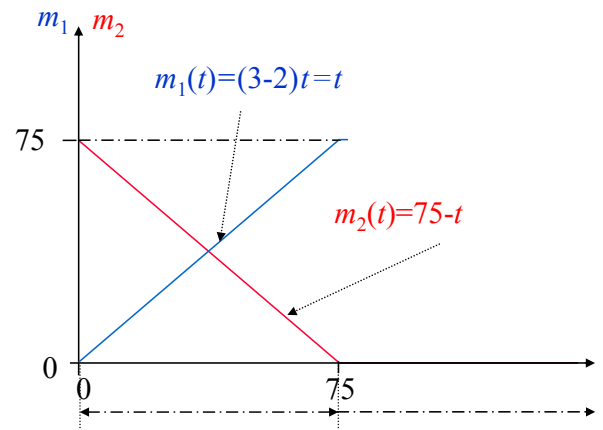
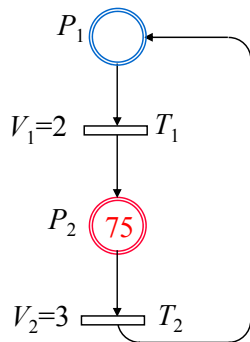
The **firing of transition** T_j at time $(t+dt)$ leads to the new marking such that:

$$\begin{aligned} \exists P_i \in {}^\circ T_j & \quad m_i(t+dt) = m_i(t) - v_j(t) \cdot \text{Pre}(P_i, T_j) \cdot dt \\ \exists P_i \in T_j^\circ & \quad m_i(t+dt) = m_i(t) + v_j(t) \cdot \text{Post}(P_i, T_j) \cdot dt \end{aligned}$$

○ **State equation** $M(t) = M(t_0) + W \cdot \int_{t_0}^t v(u) du$ or $\frac{dM(u)}{du} \Big|_t = W \cdot v(t) = B(t)$

⚠ **Implicite equation => use fixed point iterative method or linear programming**

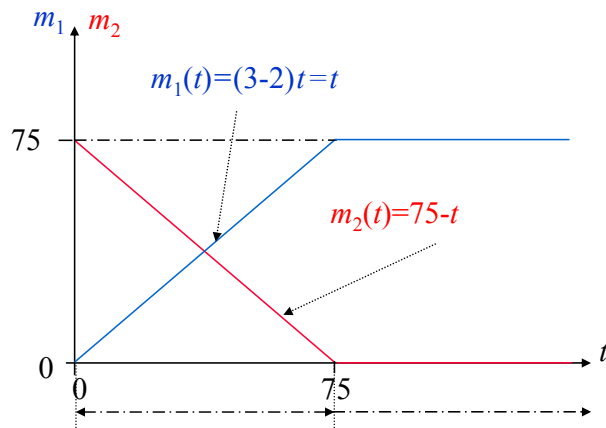
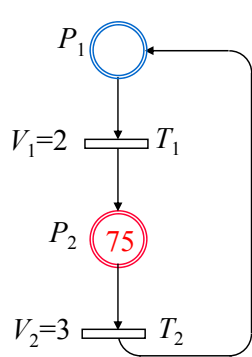
Example.



Evolution graph

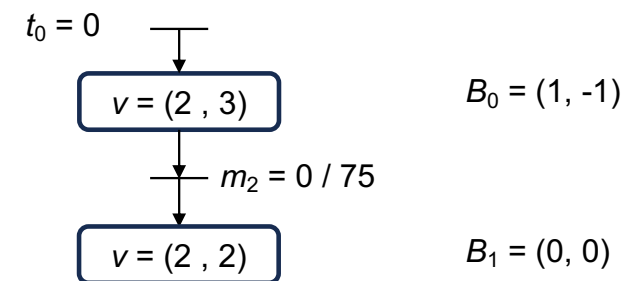
- An **invariant-state behaviour** (IB-state) is defined by the instantaneous firing speed vector that remains constant during two timed events.
- An **event occurs** when a marking of a place (with a negative balance) becomes equal to zero.

Example.



$$M_0 = (0, 75)$$

$$M_1 = (75, 0)$$



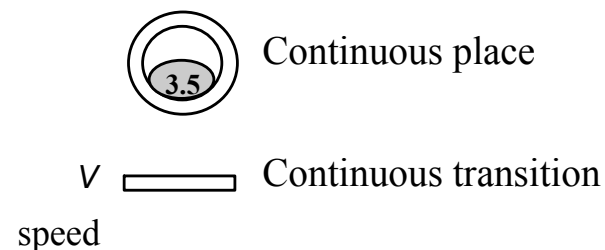
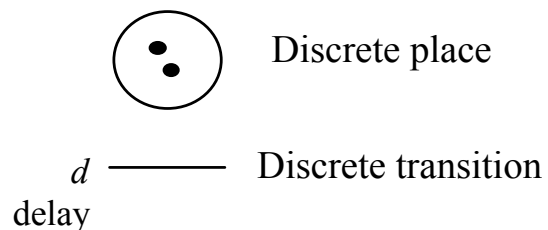
Hybrid Petri nets

Hybrid Petri nets

(Timed) Hybrid Petri net = T-timed discrete PN \cup Constant continuous PN

An **hybrid Petri net** is defined by $H = \langle R, f, M_0, Tempo \rangle$ where:

- 1) R is a Petri net defined by: $R = \langle P, T, Pre, Post \rangle$
- 2) $f: P \cup T \rightarrow \{D, C\}$ called "**hybrid function**", indicates whether each node is discrete or continuous.
- 3) M_0 is the initial marking.
- 4) $Tempo$ is the application that associates a non-negative rational number with each transition.



Fundamental equation

Marking

$$M(t) = \begin{pmatrix} M^D(t) \\ M^C(t) \end{pmatrix} = \begin{pmatrix} m_1^D(t) \\ \vdots \\ m_{n_d}^D(t) \\ m_1^C(t) \\ \vdots \\ m_{n_c}^C(t) \end{pmatrix} \in \begin{pmatrix} [\mathbb{N}^{n_d}] \\ [\mathbb{R}^{+n_c}] \end{pmatrix}$$

Remark: reserved policy, i.e., the marking is decomposed into a reserved marking M^r and a non reserved marking M^n

$$m_i(t) = m_i^r(t) + m_i^n(t)$$

Fundamental equation

$$M(t) = M(t_0) + W \cdot \left(\sigma(t) + \int_{t_0}^t v(u) du \right)$$

with $\sigma(t)$: firing vector
 $v(t)$: instantaneous firing speed vector

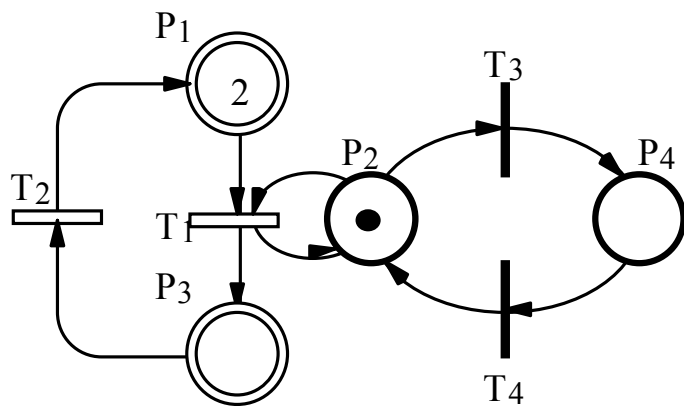
Incidence matrix

$$W = \begin{matrix} & \begin{matrix} P^D \\ P^C \end{matrix} \\ \begin{matrix} T^D \\ T^C \end{matrix} & \begin{bmatrix} W^{DD} & 0 \\ W^{CD} & W^{CC} \end{bmatrix} \end{matrix}$$

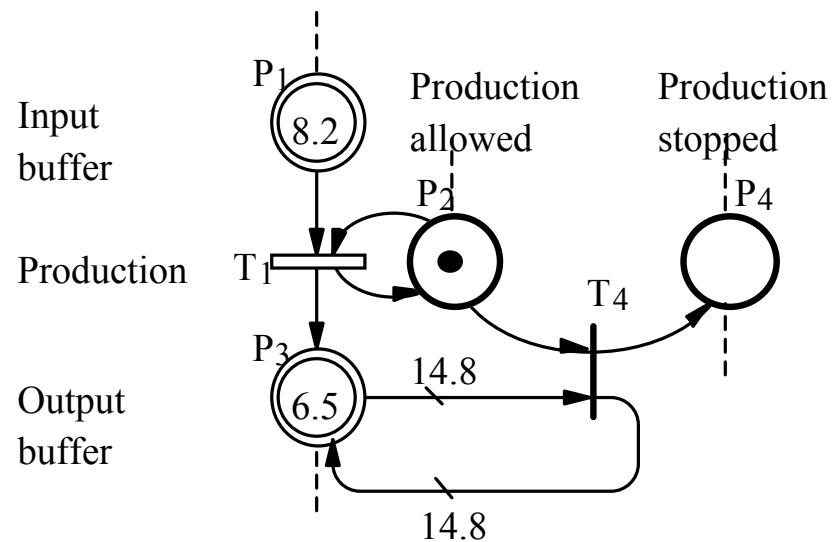
Remark: if $f(P_i) = D$ and $f(T_j) = C$ then $Pre(P_i, T_j) = Post(P_i, T_j)$. This structural condition ensures that the marking of discrete places remains an integer, whatever the evolution that occurs.

Influences Discrete - Continuous

Influence of the discrete part on continuous part

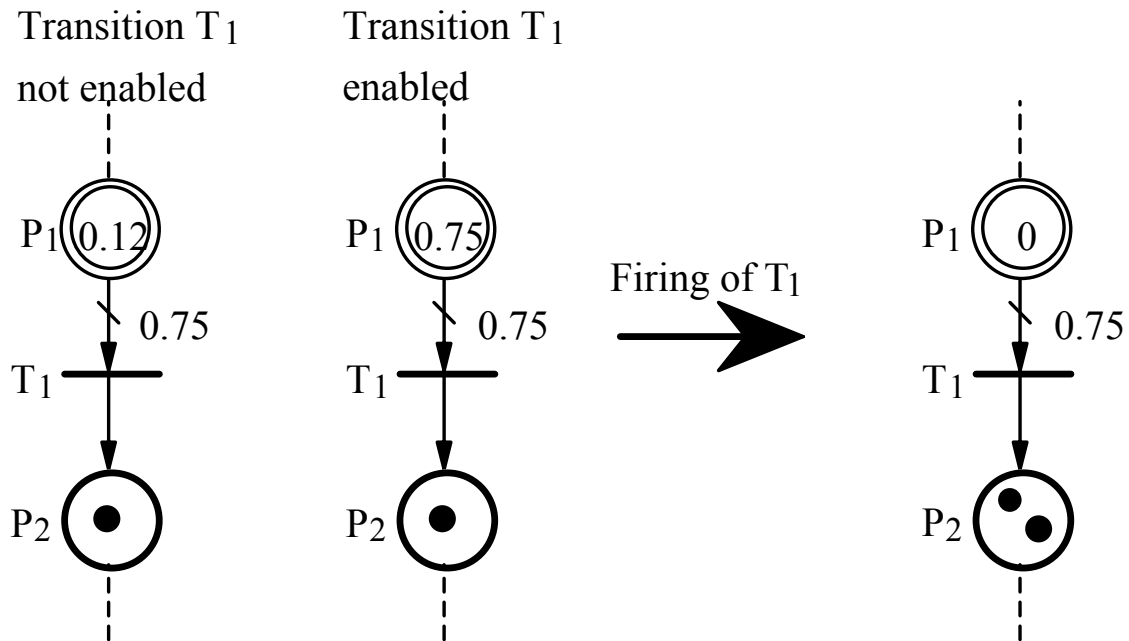


Influence of the continuous part on the discrete part

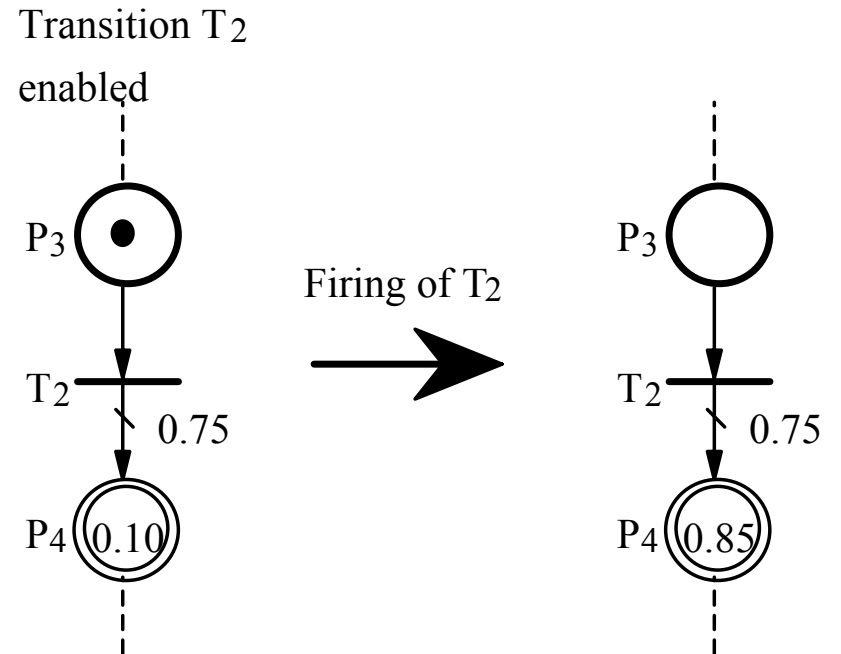


Transformations Discrete - Continuous

Transformation continuous marking into discrete one

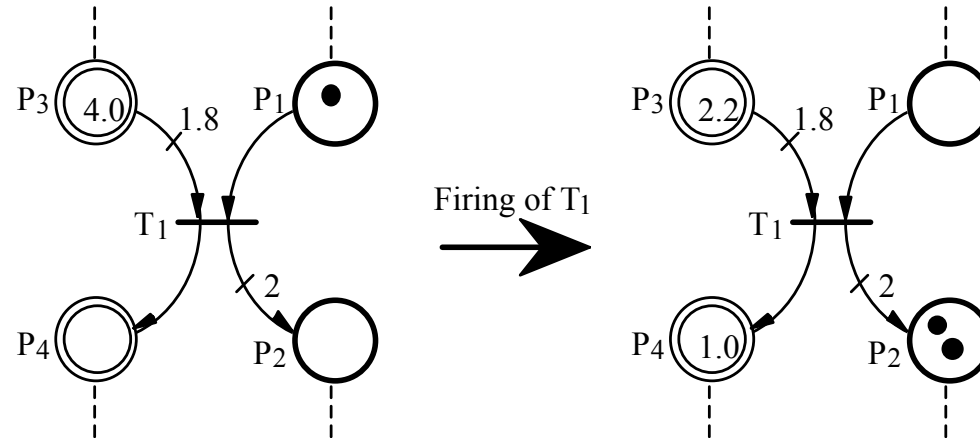


Transformation discrete marking into continuous one

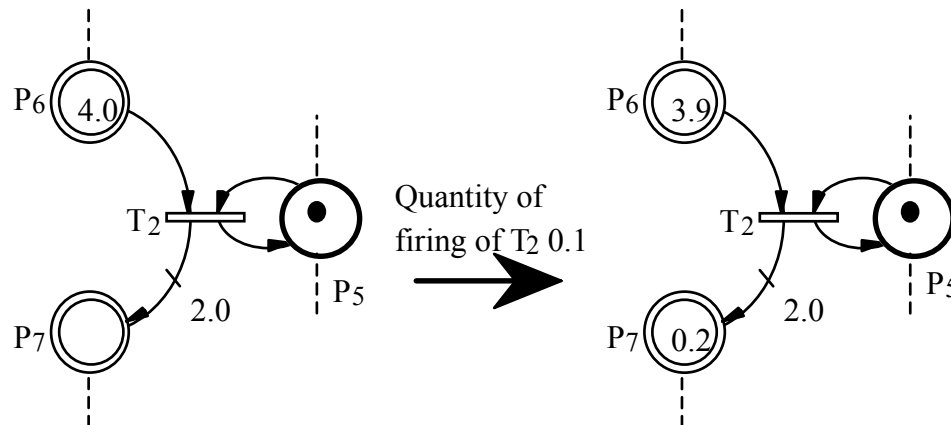


General case

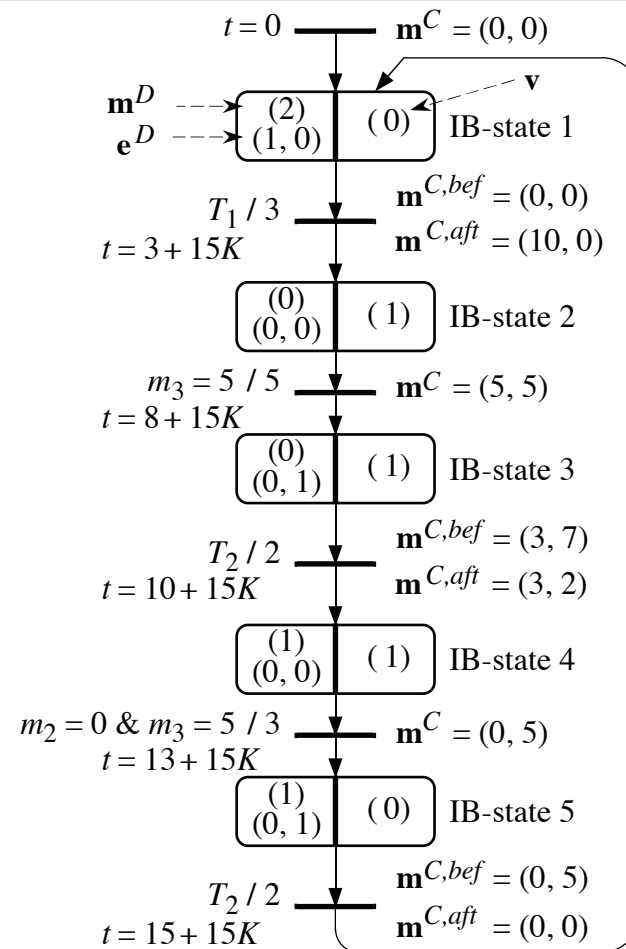
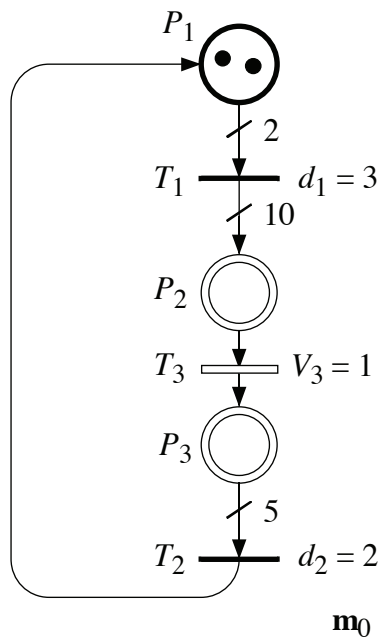
Firing of a discrete transition



Firing of a continuous transition

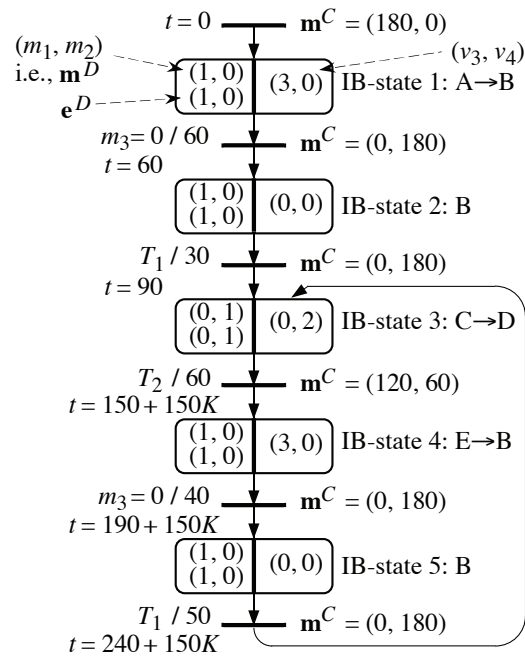
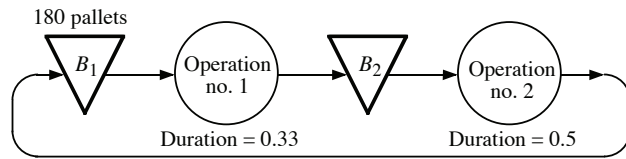


Evolution graph

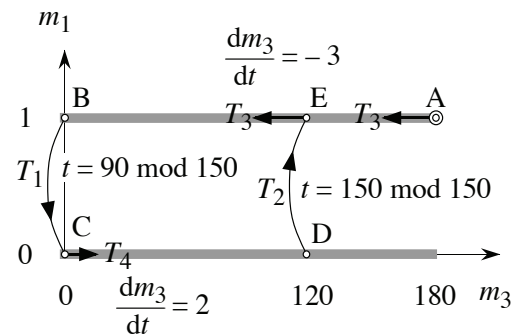
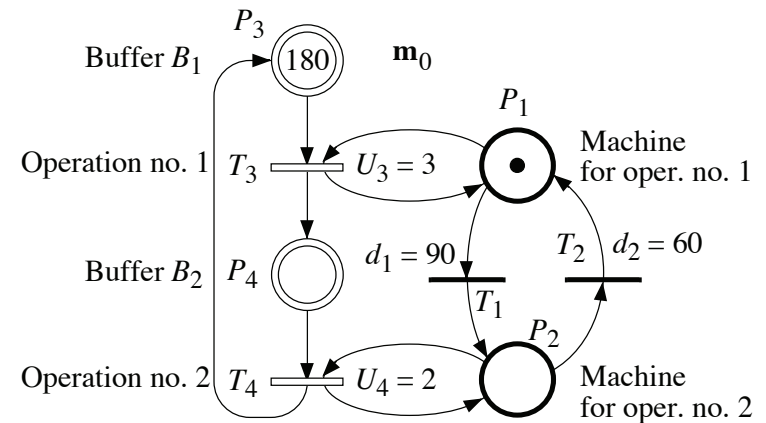


Example of hybrid PN

Production system with one machine for both operations:



Hybrid PN model



Conclusions

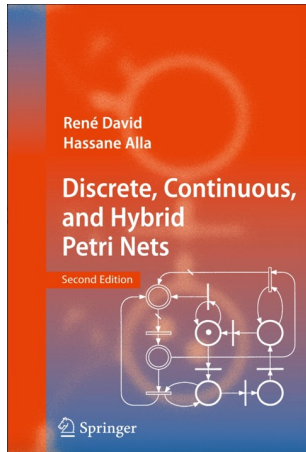
Conclusions

Several type of Petri nets:

- **autonomous**
- labeled
- synchronized
- **timed, time**
- stochastics
- colored, object, fuzzy
- **continuous, hybrid**, batch
- etc.

Références bibliographiques

Peers and fathers in continuous and hybrid PNs



David, R. and Alla, H. (2010).
Discrete, Continuous, and Hybrid Petri Nets.
Springer.



René David
(1939-2022)



Hassan Alla
(1952 -)



Manuel Silva
(1951-2022)

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Équipe pédagogique

Auteurice : Isabel Demongodin

Intervenante : Isabel Demongodin

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