The Petri Net Markup Language: Concepts, Technology, and Tools

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Abstract. The *Petri Net Markup Language (PNML)* is an XML-based interchange format for Petri nets. In order to support different versions of Petri nets and, in particular, future versions of Petri nets, PNML allows the definition of *Petri net types*. Due to this flexibility, PNML is a starting point for a standard interchange format for Petri nets. This paper discusses the design principles, the basic concepts, and the underlying XML technology of PNML. The main purpose of this paper is to disseminate the ideas of PNML and to stimulate discussion on and contributions to a standard Petri net interchange format.

1 Introduction

It has been recognised in the Petri net community for over a decade [29, 18, 2, 19, 15] that it is useful to be able to transfer Petri net models between tools that may exist in different countries throughout the world. This would allow Petri Net tool users in geographically distributed locations to take advantage of newly developed facilities on other tools, for example, for analysis, simulation or implementation. The Petri net community would be able to exchange Petri net models that are of mutual interest, perhaps for teaching a course, or in a global development project where teams in different countries exchange design information. It would allow a library of Petri net models to be created that could be accessed worldwide via the Internet and edited, simulated and analysed on different tools. This idea can be extended to the transfer of analysis results. For example, one may wish to develop Petri net models with a tool, obtain the occurrence graph with another Petri net tool, and model check it on a third one.

To facilitate the transfer of Petri nets it is useful to develop a standard transfer format. This was recognised in the initial proposal to establish an International standard for High-level Petri nets in 1995 [12]. Three years ago, an initiative was taken to discuss the development of a standard interchange format for Petri nets by holding a workshop [1] as part of the Petri net conference in Aarhus, Denmark. The principles and objectives of such an interchange format were discussed and different proposals for XML-based interchange formats were presented. Since then, there have been several other meetings and discussions on such a format including standards meetings at the last two Petri net conferences, resulting in a mailing list being established to promote further discussion[1]. Still, there is no well-accepted interchange format for Petri nets to date.

The *Petri Net Markup Language* (PNML) [15] was one of the proposals for an interchange format at the first workshop. Though not generally accepted yet, it is currently supported by a couple of tools. Moreover, it is flexible enough to integrate different types of Petri nets and is open for future extensions. This makes it a good starting point for a future standard interchange format.

In this paper, we present the concepts of PNML, its realization in XML technology as well as some tools supporting its use. The purpose of this paper is to focus and promote the development of a standard interchange format. It will serve as a starting point for international standardization within the joint technical committee of the International Organization for Standardization and the International Electrotechnical Commission (ISO/IEC) and should stimulate the discussion of its concepts and its realization. A recent new work item proposal [14] on Petri Net techniques was accepted in 2002. It proposes the development of a 3 part standard for High-level Petri nets. Part 2 of this standard (ISO/IEC 15909-2) will develop the transfer format. (Part 1 [13] is concerned with basic concepts, definitions and graphical notation and Part 3 is reserved for extensions, such as the inclusion of time and modularity constructs.)

Though the basic concepts of PNML have been stable from its very beginning, there have been different extensions and minor changes. The current version is PNML 1.3, which will be discussed in this paper. However, due to its size, we cannot give here a complete description of PNML 1.3 and its realization in XML. For further technical details and examples, we refer the reader to the PNML homepage [24]. Here, we concentrate on the principles and concepts of PNML (Sect. 2) and its realization (Sect. 3).

One of the main guiding principles of PNML is extensibility to allow for the incorporation of future versions of Petri nets. To this end, PNML includes the definition of different *Petri Net Types*. In order to guarantee some compatibility between different Petri net types, PNML suggests an evolving *Conventions Document*, which maintains the syntax (and to some extent the semantics) of all

[1] See `http://www.informatik.hu-berlin.de/top/PNX/` for details.

available features for defining Petri net types. In Sect. 4, we discuss the structure of the Conventions Document and some of the features covered in its present version. The graphical features of PNML are considered in Sect. 5, where we give a transformation to Scalable Vector Graphics (SVG [11]) in order to provide a reference for the graphical appearance of a PNML file. In Sect. 6, we present some of the tools available for PNML and, in particular, tools that provide some support in reading and writing PNML files. Section 7 briefly discusses the issues of modularity, and the transfer of analysis results. Finally we provide some conclusions and suggestions for future work.

2 Concepts

In this section, the idea, the design principles and the concepts of PNML are explained. PNML is designed to be a Petri net interchange format that is independent of specific tools and platforms. Moreover, the interchange format needs to support different dialects of Petri nets and must be extensible. More recently, the ideas to support the exchange of analysis information was added to this list.

An early proposal [3] for a standard Petri net transfer syntax appeared in 1988. The *Abstract Petri Net Notation* [2] is a more recent (1995) proposal for such an interchange format. It tries to capture different versions of Petri nets within a single format and provides limited features to extend it. PNML goes one step further by providing an explicit concept for defining new features and new Petri net types.

2.1 Design Principles

Starting from the above ideas, the design of PNML was governed by the principles of *flexibility* and *compatibility* and the need for it to be *unambiguous*.

Flexibility means that PNML should be able to represent any kind of Petri net with its specific extensions and features. PNML should not restrict the features of some kinds of Petri nets, nor force us to ignore or to abstract from specific information of a Petri net when converting it to PNML. In order to achieve this flexibility, PNML considers a Petri net as a labelled graph, where all additional information can be stored in labels that can be attached to the net itself, to the nodes of the net or to its arcs.

Ambiguity is removed from the format by ensuring that the original Petri net and its particular type can be uniquely determined from its PNML representation. To this end, PNML supports the definition of different *Petri net types*. A *Petri net type definition* (PNTD) determines the legal labels for a particular Petri net type. By assigning a fixed type to each Petri net, the description becomes unambiguous.

Compatibility means that as much information as possible can be exchanged between different types of Petri nets. In order to achieve compatibility, PNML comes with conventions on how to define a label with a particular meaning. In a *Conventions Document*, the syntax as well as the intended meaning of all kinds of extensions are predefined. When defining a new Petri net type, the labels can be chosen from this Conventions Document. When a new Petri net type complies with these conventions for defining its own labels, the meaning of its labels is well-defined. This allows other Petri net tools to interpret the net even if they do not know the new Petri net type itself.

2.2 PNML Structure

The different parts of PNML and their relationships are shown in Fig. 1. The *meta model* defines the basic structure of a PNML file; the *type definition interface* allows the definition of new Petri net types that restrict the legal files of the meta model; and the *feature definition interface* allows the definition of new features for Petri nets. These three parts are fixed once and for all. Another part of PNML, the *Conventions Document*, evolves. It contains the definition of a set of standard features of Petri nets, which are defined according to the feature definition interface. Moreover, there will be several *Standard Petri Net Types*, using some features from the Conventions Document and possibly others. New features can be added to the Conventions Document and new Petri net types to the standard types when they are of common interest. Due to their evolving nature, these documents are best published and maintained via a web site.

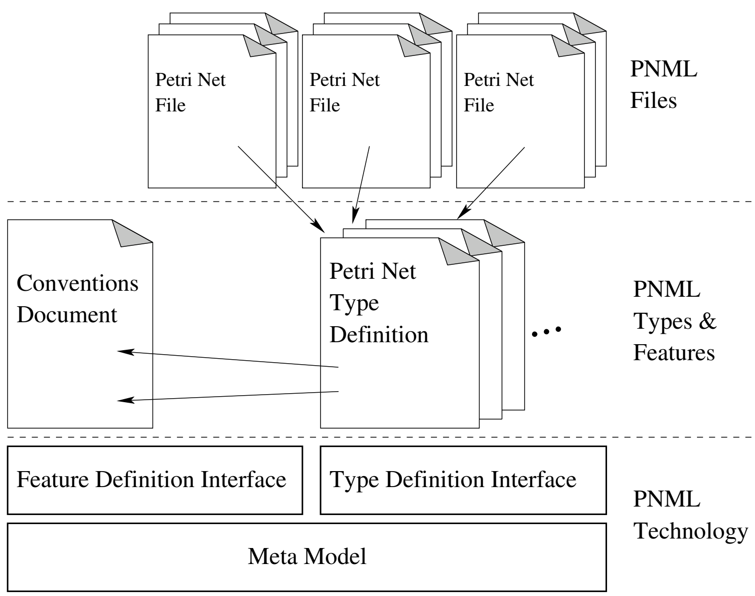

Fig. 1. Overview of the parts of PNML

2.3 Meta Model

Figure 2 shows the meta model of PNML in UML notation. We start with a discussion of the meta model of *basic PNML*, which consists of the classes with thick outlines. The other classes belong to *structured PNML* and will be explained later in this section.

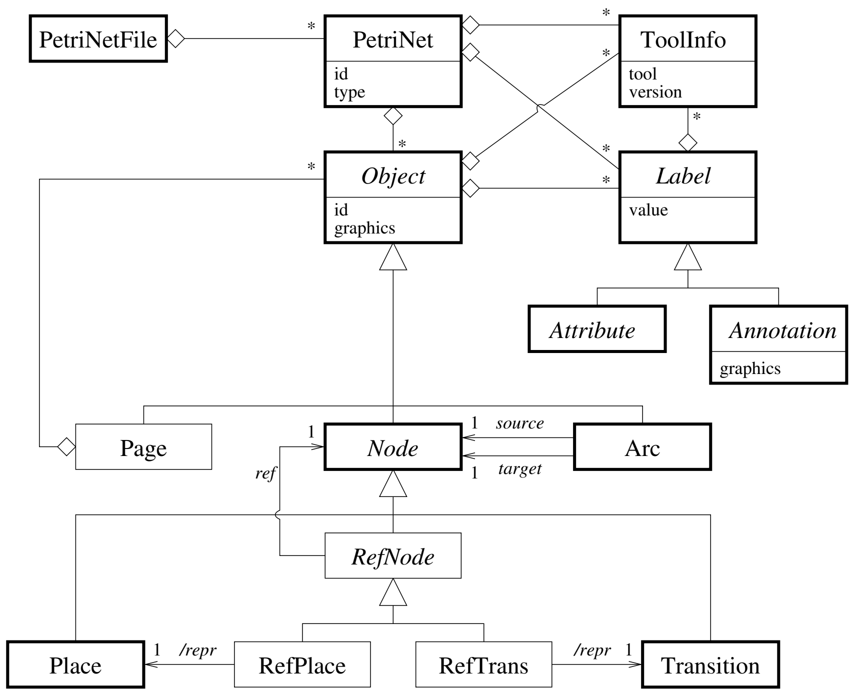

Fig. 2. The PNML meta model

Petri nets and objects. A file that meets the requirements of PNML is called a *Petri net file*; it may contain several *Petri nets*. Each Petri net consists of *objects*, which, basically, represent the graph structure of the Petri net[2]. Each object within a Petri net file has a unique *identifier*, which can be used to refer to this object. In basic PNML, an object is a *place*, a *transition* or an *arc*. For convenience, a place or a transition is called a *node*.

Labels. In order to assign further meaning to an object, each object may have *labels*. Typically, a label represents the name of a node, the initial marking of a place, the guard of a transition, or the inscription of an arc. In addition, the Petri net itself may have some labels. For example, the declarations of functions and variables that are used in the arc inscriptions could be labels of a high-level Petri net. The legal labels and the legal combinations of labels are defined by

[2] Note that the PNML meta model allows arcs between nodes of the same kind. The reason is that there are Petri net types with such arcs. Since Petri net types only restrict the meta model, the meta model should not forbid such arcs.

the Petri net type. The type of a Petri net is defined by a reference to a unique *Petri net type definition* (PNTD), which will be discussed in Sect. 3.2.

Two kinds of labels are distinguished: *annotations* and *attributes*. An annotation comprises information that is typically displayed as text near the corresponding object. Examples are names, initial markings, arc inscriptions, transition guards, and timing or stochastic information. In contrast, an attribute specifies a graphical property of an object such as colour, style, form or line thickness. For example, an attribute *arc type* could have domain `normal`, `read`, `inhibitor`, `reset`. Another example is an attribute for classifying the nodes of a net as proposed by Mailund and Mortensen [20]. PNML does not define how this is done, although the Conventions Document may provide directions.

Graphical information. Each object and each annotation is equipped with graphical information. For a node, this includes its position; for an arc, it includes a list of positions that define intermediate points of the arc; for an annotation, it includes its relative position with respect to the corresponding object[3]. There can be additional information concerning size, colour, and shape of nodes or arcs, or concerning colour, font, and font size of labels (see Sect. 3 and 5 for details).

Tool specific information. For some tools, it might be necessary to store tool specific information, which is not supposed to be used by other tools. In order to store this information, each object and each label may be equipped with such *tool specific information*. Its format depends on the tool and is not specified by PNML. PNML provides a mechanism for clearly marking tool specific information along with the name and the version of the tool adding this information. Therefore, other tools can easily ignore it, and adding tool specific information will never compromise a Petri net file.

Pages and reference nodes. Up to now, only basic PNML has been discussed. For structuring a Petri net, there is the more advanced *structured PNML*. Structured PNML allows us to separate different parts of a net into separate *pages* as known from several Petri net tools (e. g. Design/CPN [10]). A page is an object that may consist of other objects – it may even consist of other pages. An arc, however, may connect nodes on the same page only[4]. A *reference node*, which can be either a *reference transition* or a *reference place* represents an appearance of a node. It can refer to any node on any page of the Petri net as long as there are no cyclic references; this guarantees that, ultimately, each reference node refers to exactly one place or transition of the Petri net.

Reference nodes may have labels but these labels can only specify information about their appearance. They cannot specify any information about the referenced node itself, which already has its own labels for this purpose.

[3] For an annotation of the net itself, the position is absolute.

[4] The reason is that an arc cannot be drawn from one sheet of paper to another when printing the different pages.

Basic PNML is PNML without pages or reference nodes. A fixed transformation can "flatten" any PNML net to a semantically equivalent basic PNML net. To do so, the reference nodes are merged with the nodes they refer to and page borders are ignored (see [17] for details). This transformation can be achieved by a simple XSLT stylesheet [6]. By applying this stylesheet, a tool supporting only basic PNML can be used for arbitrary PNML nets[5]. A more powerful structuring mechanism, *modular PNML* [17], allows different PNML documents to reference each other. Modular PNML will be briefly discussed in Sect. 7.

2.4 Discussion of the Use of PNML

In this section, we briefly discuss the use of Petri net types and the definition of Petri net features to achieve our design goals. Every Petri net file has a unique type, which is a reference (a URI – Uniform Resource Identifier) to the corresponding Petri net type definition. This way, the syntax is unambiguously defined by the PNML meta model and the type definition. To be interpreted unambiguously, each Petri net type definition must have a formal semantics that is known by each tool that uses it.

The description of the semantics of Petri net features and Petri net types is not formalized yet. A formalism for defining the semantics of features and for combining the semantics of features to a semantics of a Petri net type is far from trivial. Working out such a formalism is a long-term project. The concepts of PNML provide a starting point for this work.

But what about compatibility? There are times when it would be very useful to be able to import a net, even when the semantics of the Petri net type is unknown. For example, when we have a hard copy of a net describing a complex system in a net dialect that our own tool does not support, but we wish to input the net. Manual input of the net would be very time consuming. A transferred file would go a long way to alleviating this problem. In this case, a tool might try to extract as much information as possible from the net type by guessing the meaning of some labels from their names, which may result in wrong interpretations. In order to allow the tool some more "educated guesses" on the meaning of labels, PNML provides the *features definition interface*. Each feature fixes the syntax for the corresponding labels along with a description of their semantics. Standard features defined according to this interface will be maintained in the Conventions Document. A new Petri net type definition may choose its features from these conventions by a reference to the Conventions Document (see Sect. 3.2 for details). If the Petri net type chooses all its features from the Conventions Document, a tool not knowing the new type, but knowing the feature from the Conventions Document, knows the meaning of the corresponding labels. Then it can try to extract all the relevant information and convert the net to a Petri net type it knows – possibly losing some information of the original net.

[5] It is also possible to use basic PNML with extra information to represent the page structure, and a pair of XSLT sheets for the conversion. This allows the page structure to be preserved even after processing a net with a tool that only supports basic PNML, if that tool supports the extra information.

3 PNML Technology

In this section, we will discuss how the concepts of PNML can be implemented in XML. Though the use of XML has some disadvantages[6], the advantages of XML clearly prevail. Aside from its popularity, it is platform independent, and there are many tools available for reading, writing and validating XML documents.

There are different XML technologies that could be used for implementing PNML. *RELAX NG* [7] was chosen for defining the structure of a PNML document, because it was one of the first technologies[7] with a module concept and a validator supporting it. This module concept was necessary for clearly separating the PNML meta model from the type definitions (PNTDs). Today, there is also tool support for XML Schema [26]. So PNML could be easily realized in XML Schema[8].

3.1 PNML Meta Model

The PNML meta model is translated into XML syntax in a straightforward manner. Technically, the syntax of PNML 1.3 is defined by a RELAX NG grammar, which can be found on the PNML web site [24].

PNML elements. Here, not the full grammar, but a more compact translation is presented: basically, each concrete class[9] of the PNML meta model is translated into an XML element. This translation along with the attributes and their data types is given in Tab. 1. These XML elements are the *keywords* of PNML and are called *PNML elements* for short. For each PNML element, the aggregations of the meta model define in which elements it may occur as a child element. We have omitted the Graphics class from the meta model shown in Fig. 2 so as not to clutter the diagram. The classes with associated graphical information are instead indicated by an attribute "graphics".

The data type ID in Tab. 1 describes a set of unique identifiers within the PNML document. The data type IDRef describes the same set, now as references to the elements of ID. The set of references is restricted to a denoted subset. For instance, a reference place transitively refers with its attribute `ref` to a place of the same net.

Labels. There are no PNML elements for labels because the meta model does not define any concrete ones. Concrete labels are defined by the Petri net types. An XML element that is not defined by the meta model (i. e. not occurring in

[6] One disadvantage is storage waste. But, this can be easily avoided by using a compressed XML format, which is supported by most XML APIs.

[7] RELAX NG replaces TREX (*Tree Regular Expressions for XML*) [5], which was used when first defining PNML.

[8] There are converters providing translation between several XML schema languages.

[9] A class in a UML diagram is concrete if its name is not displayed in italics.

Table 1. Translation of the PNML meta model into PNML elements

Class	XML element	XML Attributes
PetriNetFile	<pnml>	
PetriNet	<net>	id: ID
		type: anyURI
Place	<place>	id: ID
Transition	<transition>	id: ID
Arc	<arc>	id: ID
		source: IDRef (Node)
		target: IDRef (Node)
Page	<page>	id: ID
RefPlace	<referencePlace>	id: ID
		ref: IDRef (Place or RefPlace)
RefTrans	<referenceTransition>	id: ID
		ref: IDRef (Transition or RefTrans)
ToolInfo	<toolspecific>	tool: string
		version: string
Graphics	<graphics>	

Tab. 1) is considered as a label of the PNML element in which it occurs. For example, an <initialMarking> element could be a label for a place, which represents its initial marking. Likewise <name> could represent the name of an object, and <inscription> an arc inscription. A legal element for a label may consist of further elements. The value of a label appears as a string in a <text> element. Furthermore, the value may be represented as an XML tree in a <structure> element[10]. An optional PNML <graphics> element defines its graphical appearance, and further optional PNML <toolspecific> elements may add tool specific information to the label.

Graphics. PNML elements and labels include graphical information. The structure of the PNML <graphics> element depends on the element in which it appears. Table 2 shows the elements which may occur in the substructure of a <graphics> element. The <position> element defines an absolute position and is required for each node, whereas the <offset> element defines a relative position and is required for each annotation. The other sub-elements of <graphics> are optional. For an arc, the (possibly empty) sequence of <position> elements defines its intermediate points. Each absolute or relative position refers to Cartesian coordinates (x, y). As for many graphical tools, the x-axis runs from left to right and the y-axis from top to bottom. More details on the effect of the graphical features can be found in Sect. 5.1.

[10] In order to be compatible with earlier versions of PNML, the text element <value> may occur alternatively to the <text> <structure> pair.

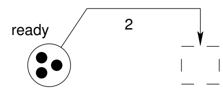

Fig. 3. A simple P/T-system

Listing 1. PNML code of the example net in Fig. 3

```
<pnml xmlns="http://www.example.org/pnml">
  <net id="n1" type="http://www.example.org/pnml/PTNet">
    <name>
      <text>An example P/T-net</text>
    </name>
    <place id="p1">
      <graphics>
        <position x="20" y="20"/>
      </graphics>
      <name>
        <text>ready</text>
        <graphics>
          <offset x="-10" y="-8"/>
        </graphics>
      </name>
      <initialMarking>
        <text>3</text>
      </initialMarking>
    </place>
    <transition id="t1">
      <graphics>
        <position x="60" y="20"/>
      </graphics>
      <toolspecific tool="PN4all" version="0.1">
        <hidden/>
      </toolspecific>
    </transition>
    <arc id="a1" source="p1" target="t1">
      <graphics>
        <position x="30" y="5"/>
        <position x="60" y="5"/>
      </graphics>
      <inscription>
        <text>2</text>
        <graphics>
          <offset x="15" y="-2"/>
        </graphics>
      </inscription>
    </arc>
  </net>
</pnml>
```

Table 2. Elements in the <graphics> element depending of the parent element

Parent element class	Sub-elements of <graphics>
Node, Page	<position> (required)
	<dimension>
	<fill>
	<line>
Arc	<position> (zero or more)
	<line>
Annotation	<offset> (required)
	<fill>
	<line>
	<font>

Listing 2. Label definition

```
<define name="PTMarking"
  xmlns:pnml="http://www.informatik.hu-berlin.de/top/pnml">
  <element name="initialMarking">
    <interleave>
      <element name="text">
        <data type="nonNegativeInteger"
          datatypeLibrary="http://www.w3.org/2001/XMLSchema-datatypes"/>
      </element>
      <ref name="pnml:StandardAnnotationContent"/>
    </interleave>
  </element>
</define>
```

Example. In order to illustrate the structure of a PNML file, we consider the simple example net shown in Fig. 3. Listing 1 shows the corresponding PNML code. It is a straightforward translation, where we have labels for the names of objects, for the initial markings, and for arc inscriptions. Note that we assume that the dashed outline of the transition results from the tool specific information <hidden> from an imaginary tool *PN4all*.

3.2 Petri Net Types

When defining a Petri net type, we firstly need to explain how labels are defined.

Label definition. Listing 2 shows the RELAX NG definition of the label <initialMarking>, which represents the initial marking of a place of a P/T-system (cf. List. 1). Its value (in a <text> element) should be a natural number, which is formalized by referring to the corresponding data type

Listing 3. PNTD for P/T-Systems

```
<grammar ns="http://www.example.org/pnml"
         xmlns="http://relaxng.org/ns/structure/1.0"
         xmlns:conv="http://www.informatik.hu-berlin.de/top/pnml/conv">
  <include href="http://www.informatik.hu-berlin.de/top/pnml/pnml.rng"/>
  <include href="http://www.informatik.hu-berlin.de/top/pnml/conv.rng"/>
  <define name="NetType" combine="replace">
    <text>http://www.example.org/pnml/PTNet</text>
  </define>
  <define name="Net" combine="interleave">
    <optional><ref name="conv:Name"/></optional>
  </define>
  <define name="Place" combine="interleave">
    <interleave>
      <optional><ref name="conv:PTMarking"/></optional>
      <optional><ref name="conv:Name"/></optional>
    </interleave>
  </define>
  <define name="Arc" combine="interleave">
    <optional><ref name="conv:PTArcInscription"/></optional>
  </define>
</grammar>
```

`nonNegativeInteger` of the data type system of XML Schema. Note that the optional graphical and tool specific information do not occur in this label definition; this is not necessary, because these standard elements for annotations are inherited from the standard annotation of PNML. Such label definitions can either be given explicitly for each Petri net type, or they can be included in the Conventions Document, such that Petri net type definitions can refer to these definitions. Some of the available labels in the Conventions Document will be discussed in Sect. 4.

Petri Net Type Definitions (PNTDs) Listing 3 shows the Petri Net Type Definition (PNTD) for P/T-Systems as a RELAX NG grammar. Firstly, it includes both the definitions for the meta model of PNML (`pnml.rng`) and the definitions of the Conventions Document (`conv.rng`) (Sect. 4), which, in particular, contains the definition from List. 2, a similar definition for arc inscriptions of P/T-systems, and a definition for names.

Secondly, the PNTD defines the legal labels for the whole net and the different objects of the net. In our example, the net and the places may have an annotation for names. Furthermore, the places are equipped with an initial marking and the arcs are equipped with an arc inscription. Note that all labels are optional in this type. The labels are associated with the net objects by giving a reference to the corresponding definitions in the Conventions Document. Technically, the definition extends the original definition of the net, places and arcs of the RELAX NG grammar for PNML.

3.3 High-level Petri Nets

One of the driving forces for developing PNML was the standardisation process of high-level Petri nets [13]. This standard defines *High-Level Petri Net Graphs* (HLPNGs) as a syntactic representation of high-level Petri nets. Here, we will briefly sketch the idea of a PNTD for HLPNGs. Note that this definition is an example for having a textual as well as a structural representation of the value of a label.

The PNTD defines labels for the corresponding concepts of HLPNGs: *signatures*, *variables*, *initial markings*, *arc-inscriptions*, and *transition guards*. Arc-inscriptions and transition guards are *terms* over the signature and the variables of the HLPNG. No concrete syntax is defined, but terms are defined in the usual inductive manner, providing an abstract syntax.

In the PNTD for HLPNGs, the value of a label may be represented by using a concrete or abstract syntax. The value in a concrete syntax is represented as pure text within the label's `<text>` element, the value in an abstract syntax is represented within the label's `<structure>` element. An XML substructure within the `<structure>` element represents the inductive construction of a term from its subterms. This way, we can exchange high-level nets between two tools that use different concrete syntaxes, but have the same underlying structure (which is fixed for HLPNGs). Tools are not required to export or import abstract syntax, but if they do, interoperability with other tools is increased.

4 Conventions

The Conventions Document comprises the definitions of all standard labels, in order to guarantee compatibility among different Petri net types.

Technically, the Conventions Document consists of a sequence of more or less independent label definitions as discussed in Sect. 3.2. Each label definition in the Conventions Document must be assigned a unique *name*. In our example from List. 2, a label with name `PTMarking` has been defined. Note that it is not necessarily the name of the corresponding XML element. In the example from List. 2, the label `PTMarking` is defined as the XML element `<initialMarking>`. For each label, the Conventions Document gives a reference to its meaning and states in which PNML elements it may occur. The definitions in the Conventions Document can be used by referring to the name of a label in the Conventions Document as shown in List. 3.

Table 3 gives some examples of labels defined in the Conventions Document. The first column gives the name of the label. The second column gives the corresponding XML element. The third column gives the data type of the label. If it is a simple data type, the value of the label must be text in the XML element `<text>`. More complex data types (indicated by "structured" in Tab. 3),

Table 3. Content of the Conventions Document

Label name	XML element	Domain	Meaning
`Name`	`<name>`	`string`	user given identifier of an element describing its meaning
`PTMarking`	`<initialMarking>`	`nonNegativeInteger`	initial marking of places in nets like P/T-nets
`ENMarking`	`<initialMarking>`	—	initial marking of places in nets like EN-systems
`HLMarking`	`<initialMarking>`	structured	term describing the initial marking of a place in a high-level net schema
`PTCapacity`	`<capacity>`	`nonNegativeInteger`	annotation describing the capacity of a place in nets similar to P/T-nets
`HLSort`	`<sort>`	structured	description of the sort of tokens on a place in high-level net schemas

are represented both as strings in the element `<text>` and as an XML tree in the `<structure>` element of the annotation. The last column gives a short description of the label's meaning.

Note that different labels in the Conventions Document can be represented by the same XML element. In the examples from Tab. 3, this applies to the labels `PTMarking`, `ENMarking`, and `HLMarking`. This is not a problem since these labels cannot be used within the same net anyway, and the name of the corresponding label definition in the Conventions Document can be retrieved[11] from the Petri Net Type Definition.

In contrast to PNML technology, the Conventions Document is a "living document", which requires some maintenance and continuous standardization. This requires both a maintenance policy and a team to maintain this Conventions Document. One policy should be that changes are always upward and downward compatible. This, basically, means that, once a label definition is in the Conventions Document, it cannot be changed anymore. Therefore, a definition should only be added to the Conventions Document when its definition is stable.

5 Layout

In this section, we discuss the graphical features of PNML and their effect on the graphical presentation of a PNML document. Section 5.1 gives an informal

[11] An alternative to this solution would be to use different namespaces. But, this would result in quite complex definitions. Moreover, namespaces would be necessary even for simple Petri net types such as P/T-Systems. In order to keep PNML for simple Petri net types as simple as possible, the extensive use of namespaces is avoided.

overview of all graphical features. In Sect. 5.2, we discuss a precise description of the graphical presentation of a PNML document, i.e. an XSLT transformation [6] from PNML to the *Scalable Vector Graphics* (SVG) [11]. SVG is a standard for two-dimensional vector graphics based on XML. In combination with a standard SVG viewer, this XSLT transformation provides us with a standard viewer for PNML documents.

5.1 Graphical Information in PNML

Table 4 lists the graphical elements that may occur in the PNML `<graphics>` element along with their attributes. The domain of the attributes refers to the data types of either XML Schema [26], or Cascading Stylesheets 2 (CSS2) [4], or is given by an explicit enumeration of the legal values.

Table 4. PNML graphical elements

XML element	Attribute	Domain
`<position>`	x	decimal
	y	decimal
`<offset>`	x	decimal
	y	decimal
`<dimension>`	x	nonNegativeDecimal
	y	nonNegativeDecimal
`<fill>`	color	CSS2-color
	image	anyURI
	gradient-color	CSS2-color
	gradient-rotation	{vertical, horizontal, diagonal}
`<line>`	shape	{line, curve}
	color	CSS2-color
	width	nonNegativeDecimal
	style	{solid, dash, dot}
`<font>`	family	CSS2-font-family
	style	CSS2-font-style
	weight	CSS2-font-weight
	size	CSS2-font-size
	decoration	{underline, overline, line-through}
	align	{left, center, right}
	rotation	decimal

The `<position>` element defines the absolute position of a net node or a net annotation, where the x-coordinate runs from left to right and the y-coordinate from top to bottom. The `<offset>` element defines the position of an annotation relative to the position of the object.

For an arc, there may be a (possibly empty) list of `<position>` elements. These elements define intermediate points of the arc. Altogether, the arc is a path from the source node of the arc to the destination node of the arc via the intermediate points. Depending on the value of attribute `shape` of element <line>, the path is displayed as a polygon or as a (quadratic) Bezier curve, where points act as line connectors or Bezier control points.

The <dimension> element defines the height and the width of a node. Depending on the ratio of height and width, a place is displayed as an ellipse rather than a circle.

The two elements <fill> and <line> define the interior and outline colours of the corresponding element. The value assigned to a colour attribute must be a RGB value or a predefined colour as defined by CSS2. When the attribute `gradient-color` is defined, the fill colour continuously varies from color to gradient-color. The additional attribute `gradient-rotation` defines the orientation of the gradient. If the attribute `image` is defined, the node is displayed as the image at the specified URI, which must be a graphics file in JPEG or PNG format. In this case, all other attributes of <fill> and <line> are ignored.

For a label, the <font> element defines the font used to display the text of the label. The complete description of possible values of the different attributes can be found in the CSS2 specification. Additionally, the `align` attribute defines the justification of the text with respect to the label coordinates, and the `rotation` attribute defines a clockwise rotation of the text.

Figure 4 shows an example of a PNML net, which uses most of the graphical features of PNML.

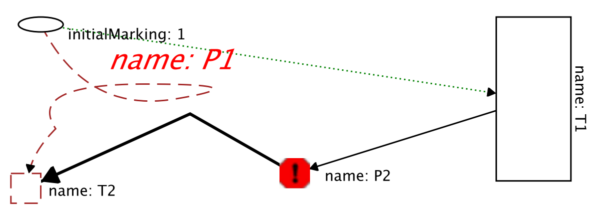

Fig. 4. Example of PNML graphical features

5.2 Portable Visualization Scheme

In order to give a precise description of the graphical presentation of a PNML document with all its graphical features, we define a translation to SVG. Petri net tools that support PNML can visualise Petri nets using other means than SVG, but the SVG translation can act as a reference model for such visualisations. Technically, this translation is done by means of an XSLT stylesheet. The basic idea of this transformation was already presented in [27]. A complete XSLT stylesheet can be found on the PNML web pages [24].

Transformations for basic PNML. The overall idea of the translation from PNML to SVG is to transform each PNML object to some SVG object, where the attributes of the PNML element and its child elements are used to give the SVG element the intended graphical appearance.

As expected, a place is transformed into an ellipse, while a transition is transformed into a rectangle. Their position and size are calculated from the `<position>` and `<dimension>` elements. Likewise, the other graphical attributes from `<fill>` and `<line>` can be easily transformed to the corresponding SVG attributes.

An annotation is transformed to SVG text such as `name: someplace`. The location of this text is automatically computed from the attributes in `<offset>` and the position of the corresponding object. For an arc, this reference position is the centre of the first line segment. If there is no `<offset>` element, the transformation uses some default value, while trying to avoid overlapping.

An arc is transformed into a SVG path from the source node to the target node – possibly via some intermediate points – with the corresponding attributes for its shape. The start and end points of a path may be decorated with some graphical object corresponding to the nature of the arc (e.g. inhibitor). The standard transformation supports arrow heads as decorations at the end, only. The arrow head (or another decoration) should be exactly aligned with the corresponding node. This requires computations using complex operations that are neither available in XSLT nor in SVG – the current transformation uses recursive approximation instead.

Transformations for structured PNML. Different pages of a net should be written to different SVG files since SVG does not support multi-image files. Unfortunately, XSLT does not support output to different files yet, but XSLT 2.0 will. Hence, a transformation of structured PNML to SVG will be supported once XSLT 2.0 is available.

The transformations for reference places and reference transitions are similar to those for places and transitions. In order to distinguish reference nodes from other nodes, reference nodes are drawn slightly translucent and an additional label gives the name of the referenced object.

Type specific transformations. Above, we have discussed a transformation that works for all PNML documents, where all annotations are displayed as text. For some Petri net types, one would like to have other graphical representations for some annotations. This can be achieved with customized transformations. The technical details of customized transformations are not yet fixed. Due to the rule-based transformations of XSLT, equipping the Type Definition Interface and the Feature Definition Interface of PNML with some information on their graphical appearance seems to be feasible. Basically, each new feature can be assigned its own transformation to SVG. Adding these transformations to the standard ones for PNML gives us a customized transformation for this Petri net type.

6 Tools and Reference Implementation

In this section, we describe how PNML can be used in Petri net tools, how they implement PNML and how XML techniques can help to validate and to parse PNML documents. Several Petri net tools inspired the development of PNML. The Petri Net Kernel (Sect. 6.2) implements an object model of Petri nets similar to PNML. Renew (Sect. 6.3) was the first tool that implemented a version of PNML. PEP (Sect. 6.4) features a Petri net based collection of tools. Design/CPN (Sect. 6.5) was one of the first Petri net tools that implemented an XML based file format. Currently, there are several Petri net tools implementing PNML as one (or as the only) file format (e. g. Renew [25], PNK [23], PEP [22], VIPtool [9]).

6.1 XML Techniques

Implementing a new file format such as PNML for an existing tool requires some extra work. Fortunately, there are different tools and Application Programming Interfaces (APIs) for implementing parsers for XML documents on different platforms and for different programming languages. Basically, there are two techniques supporting the parsing of XML documents, SAX and DOM. SAX is a lightweight, event-driven interface, which is well-suited for streaming large XML documents with minor modifications. SAX is not well-suited for implementing I/O-interfaces and, in particular, for implementing PNML. DOM (Document Object Model) provides a parser for XML documents. Then, a program has full access to the document and all its elements in a tree-like structure. Moreover, it provides a powerful reference mechanism for accessing the elements of the XML document.

The current version of PNML, the PNTDs, and the Conventions Document are defined in the XML schema language RELAX NG [7]. There are several tools for validating an XML document against a RELAX NG specification (e. g. Jing[12]). Some special features of PNML, however, cannot be expressed in RELAX NG yet. This concerns the correct use of a PNTD in a PNML document and the correctness of references. For example, a reference place must refer to a place or a reference place; it must not refer to a transition or to a reference transition. Moreover, references must not be cyclic. Currently, we are developing a Jing-based validator that takes the special features of PNML into account. See the PNML Web pages [24] for more details.

Another task is the validation of the syntactical correctness of the string values of labels. If the domain of a label is defined in a known data type system (e. g. the RELAX NG internal system or the XML Schema Datatype Library), Jing can validate these string values. Other more specific values must be validated by external tools.

[12] See URL `http://www.thaiopensource.com/relaxng/jing.html` for more details.

6.2 Petri Net Kernel

PNML has been strongly influenced by the development of the Petri Net Kernel (PNK) [28, 23]. PNK is an infrastructure for building Petri net tools. Thus, it provides methods to manage Petri nets of different types. PNK implements a data model for Petri nets that is similar to that of PNML. Each place, transition, arc, or even the net may contain several labels according to the Petri net type. Standard operations on labels (e. g. setting a value, storing a string as an external representation of the label value, loading, etc.) are implemented in the API of PNK. Label specific operations (e. g. parsing the string representing the label value, operating on a label, etc.), however, are implemented by the label developer.

PNK stores one or more Petri nets in a PNML file. It uses the string representation of the current label values, which is stored in the `<value>` tag of the appropriate PNML label. PNK is able to read a PNML file even if it does not find a PNK implementation of the Petri net type. In this case, PNK assumes that all labels are simple string labels without special semantics. Therefore, PNK provides a universal editor for all Petri net types. Moreover, PNK provides an API for loading a net and for accessing its objects, and thus can be seen as a Document Object Model for PNML.

6.3 Renew

Renew [25] was one of the first Petri net tools to provide XML-based export and import. While its main focus lies on reference nets (object-based Petri nets), Renew was designed as a multi-formalism tool right from the start.

In order to keep the higher levels independent of the actual Petri net type, inscriptions are always edited textually and interpreted by a configurable net compiler later on. This approach was quite successful. As it is conceptually almost identical to the label concept of PNML, it gives credibility to the claim that labels are indeed expressive enough for practical purposes.

One special feature is that Renew distinguishes inscriptions syntactically, whenever possible. For instance, whether a label is a place type or an initial marking is not explicitly stored; that distinction is made by the compiler. If we want to conform to the PNML standard more closely, the actual type of a label must be computed at export time, so that the correct label element can be created.

It was evaluated whether a simple DTD suffices for the description of the format. A DTD that permitted all intended constructs was quickly given. But it turned out that certain important constraints were not easily expressible, so that they had to be checked by an external tool later on. This may be acceptable or not, but it justifies the use of more powerful grammars for the definition of PNML.

6.4 PEP

PEP [22] features a collection of tools and formalisms useful for the verification and development of concurrent systems, combined beneath a graphical user interface. PEP supports a number of different modelling languages, each of them having a Petri net semantics. Simulation and verification is based on its Petri net core. PEP uses stand-alone tools for most of the transformation and analysis tasks available. This allows easy extensions by new modelling languages or verification tools, but introduces a large number of interfaces for different file types.

PEP uses a common I/O library for accessing Petri net files in different formats. Thus, an extension to PNML files for all separate tools developed for PEP was easy to integrate. Although the original PEP file formats for Petri nets were not XML based, their structure was comparable to PNML. The implementation was therefore straightforward, once the Petri net types and the API support (by `libxml2` library [30]) had been fixed.

Writing PNML files is supported by `libxml2` with special output functions to adhere to XML encoding. For reading PNML, the syntax tree of the document is automatically generated. Further processing is based on user defined functions which perform the gathering of the current node's data and all of its subnodes. Parts of this processing may be delegated to further functions, allowing reuse of code for frequently used tags in PNML, e.g. `<graphics>`. Thus only one function `parseGraphics` is needed, which is called for any `<graphics>` element found in the input document. When a node is completely read, its data is stored in the internal data structure of the program. To resolve references, e.g. start and end coordinates of arcs, all possible reference targets are stored in a lookup table, allowing random access to any such element.

A converter was implemented to simplify access for tools, which use their own implementation of the original PEP file format. The converter is based on the functions from PEP's I/O library. The scripts which control these external tools now also take care of appropriate conversions, if necessary.

6.5 Design/CPN and CPN Tools

Design/CPN [10] and CPN Tools [8] both support Coloured Petri nets. Design/CPN has been available since 1989 and is being replaced by CPN Tools. Both tools support an XML based file format. Design/CPN exports and imports an external XML format, whereas CPN Tools has a native XML based file format. A DTD for both of these formats is publicly available. Petri net models are transferred between the two tools using an external file format converter.

Coloured Petri nets are hierarchical and tokens are complex data values. Arc inscriptions and guards comprise terms with variables, and the operations involved and the types of variables are defined as annotations of the net. This means that the XML format must be tailored to this information. CPN Tools will support PNML with a PNTD for Coloured Petri nets, most likely using an external converter.

7 Modularity and Analysis Issues

There are two other issues that are important to raise in this paper. They are *modular PNML*, and the integration of analysis results (such as net properties or occurrence graphs and related automata) with the net that is being analysed.

Modular PNML [17] allows Petri net modules to be defined where a module's interface definition is clearly separated from its implementation. This facilitates the modular construction of Petri nets from instances of the modules. Like PNML itself, this module concept for PNML is independent of the Petri net type. Moreover, a Petri net in modular PNML can be transformed into a Petri net in structured PNML by a simple XSLT stylesheet (similar to the transformation from structured PNML to basic PNML).

The second issue is *properties* and *analysis results*. For a net, we would like to represent its properties and analysis results in a uniform way. This would allow us to use different tools with different capabilities more efficiently, because one tool could use the results of others. For example, the analysis of a high-level Petri net might be too complex to perform. In this case, a way of obtaining partial results consists of analysing the net's skeleton (i.e. the Petri net obtained by removing the terms). Sufficient conditions (e.g. for deadlock analysis) can be checked by transferring the skeleton to a fast dedicated Petri net tool, and returning the results. PNML provides a technical hook for this purpose: an element `<properties>` that could contain this additional information. A uniform representation of Petri net properties and analysis results, however, is beyond the scope of this paper. This is an interesting and important research direction. The VeriTech project [16] and the Munich Model-Checking Kit [21] can serve as guidelines for this work.

8 Conclusion

In this paper, we have presented the principles and concepts of PNML and have sketched its realization with XML technology. We have discussed the need for the format to be extensible, to cater for evolving Petri net dialects and to include analysis results (such as occurrence graphs). This flexibility has been obtained by considering the objects that we wish to transfer as labelled directed graphs. We have introduced the notion of Petri net type definitions (PNTDs) to accommodate different Petri net dialects (and analysis results). PNTDs contain the set of legal labels for a particular net type. The concept of a Conventions Document that contains all the features for the various PNTDs and their semantics has been suggested as a mechanism for increasing compatibility between different type definitions and hence different tools. The paper does not address the difficult issue of providing a formal semantics for each feature and combining them to provide a semantics for each Petri net type. This is seen as important future work.

The work presented in this paper provides a starting point for experimenting with using PNML to transfer Petri nets between tools. We encourage the Petri net community to participate in these experiments and provide the full details of PNML [24] for this purpose. The experience gained in experimenting with the transfer format will lead to formulating a set of requirements and a relatively mature baseline document needed for the development of an International Standard within the work of project ISO/IEC 15909. Although not addressing the problem of combining features, the current Final Committee Draft of the Standard for High-level Petri Nets [13] does include an example of how the semantics of a Petri net type (in this case High-level Petri Net Graphs) may be provided (see clause 9). The work on semantics will need to be harmonised with ISO/IEC 15909.

Moreover, there are many other matters that will require significant future work. These include: user definable defaults for the graphical information of PNML elements; the realization of type specific graphical representations for PNML elements; and the policy and procedures required for maintaining the Conventions Document.

Acknowledgements. Many people from the Petri net community have contributed to the concepts of PNML during discussions of earlier versions, by making proposals, and by asking questions. Here is an incomplete list of those who contributed: Matthias Jüngel, Jörg Desel, Erik Fischer, Giuliana Franceschinis, Nisse Husberg, Albert Koelmans, Kjeld Høyer Mortensen, Wolfgang Reisig, Stephan Roch, Karsten Schmidt, as well as all former members of the DFG research group "Petri Net Technology". Thanks to all of them. Moreover, we would like to thank the DFG (German Research Council) for supporting the work on PNML.

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