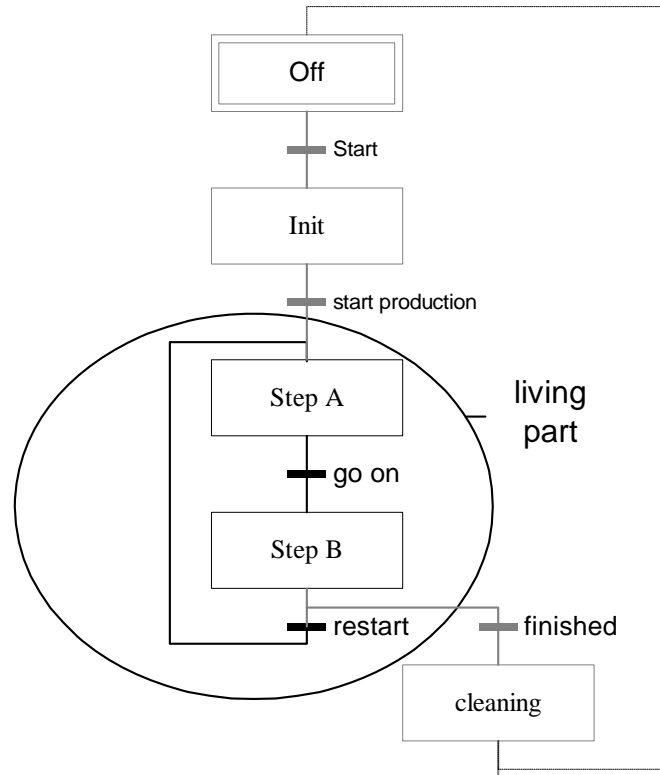


# Reachability and Liveness

**Reachability:** Marking M2 is reachable from M1, if there is a sequence of firing transitions that change the marking from M1 to M2.

**Liveness:** Any reasonable initial marking can be reached again with a sequence of firing transitions and all transitions were fired at least once

# Example



# Dead-Lock:

There is a marking, where no transition is enabled

# Example:

