

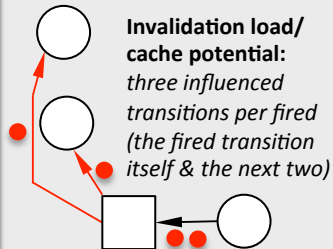
Legend



Scale load/size:
eight transitions



Base load per transition:
two places, each three tokens



**Invalidation load/
cache potential:**
*three influenced
transitions per fired
(the fired transition
itself & the next two)*

Constraints:

- 1) *base load per transition ≥ 0*
- 2) *$2 \leq \text{invalidation load} \leq \text{scale load}$*