

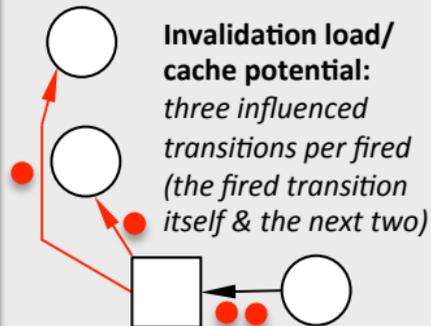
## Legend



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