I will give an overview of high-level Object Petri Nets and a class of logics that have arisen from the study of Girard's Linear Logic. Both formalisms are discussed in relation to modelling of mobile multi agent systems. The talk will focus on aspects of location and mobility. With respect to Petri nets, these concern different object net semantics and their combination. The logics considered are based on Bunched Implication Logic and allow reasoning about resources and locations. Decidability issues are briefly discussed for both approaches.