

Workcraft

A Framework for Interpreted Graph Models

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Interpreted Graph Models

- Static graph structure
 - Nodes
 - Arcs
- Additional entities
 - Tokens
 - Node states
 - Arc states
 - Etc
- Examples:
 - Petri Nets
 - Static Data Flow Structures
 - Gate-level circuits







Workcraft — objectives

• For researchers

- define new Interpreted Graph Models
 - (such as extended Petri Nets with inhibitor arcs, timing etc.)
- inherit visual editing and simulation features from the framework

- For system designers
 - a consistent multi-formalism framework
 - convenient analysis and verification features



Petri Nets as low-level 'language'

- It is often not reasonable to develop special theory for higher-level models
- Petri Nets have richly developed theory and efficient tools
 - Petri Net Mapping approach: express high-level models in terms of PNs for analysis/verification





Technical details

- Framework is written in Java
 - Works cross-platform
- Plug-in based architecture
 - Plug-ins are Java Classes
 - Model types, node types, tools, import/export functions are plugins
- For computationally intensive functions (e.g. verification) Java tools are just an interface to external command-line tools
 - Highly efficient but still very flexible cross-platform operation



(live demo)



Use case — Static Data Flow Verification



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Use case — Asynchronous circuit verification



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Model interoperability/co-verification





More complex interoperability



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Conclusions

- Workcraft is a framework for Interpreted Graph Models
 - Provides visual editing and simulation features
 - Provides automated verification features
- Workcraft has been used for several practical applications
 - SDFS verification
 - Circuit verification (e.g. the design of a multiresource arbiter by Golubcovs et al.)
 - CPOG-based synthesis

Available free of charge for academic use at

workcraft.org

Paris





Thank you! Questions?