

Different create and  
construct order of BDD

# mkcount

```
private final int and_rec(int u1, int u2) {
    int l, h;
    if (v == this.getVar(u2)) {
        l = this.nstack.push(this.and_rec(this.getLow(u1), this.getLow(u2)));
        h = this.nstack.push(this.and_rec(this.getHigh(u1), this.getHigh(u2)));
    } else {
        l = this.nstack.push(this.and_rec(this.getLow(u1), u2));
        h = this.nstack.push(this.and_rec(this.getHigh(u1), u2));
    }

    if (l != h) {
        l = this.mk(v, l, h);
    }
}

private final int or_rec(int u1, int u2) {
    if (v == this.getVar(u2)) {
        l = this.nstack.push(this.or_rec(this.getLow(u1), this.getLow(u2)));
        h = this.nstack.push(this.or_rec(this.getHigh(u1), this.getHigh(u2)));
    } else {
        l = this.nstack.push(this.or_rec(this.getLow(u1), u2));
        h = this.nstack.push(this.or_rec(this.getHigh(u1), u2));
    }

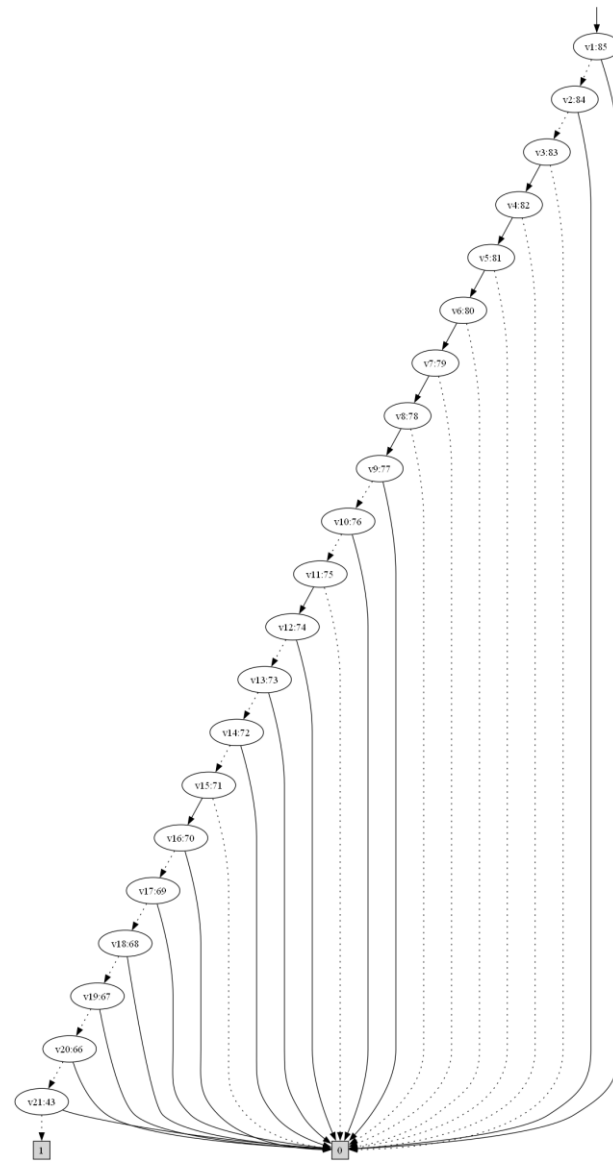
    if (l != h) {
        l = this.mk(v, l, h);
    }
}
```

<b>mkcount</b>	<b>create-rev</b>	<b>create-for</b>
construct-rev	1111699	26146
construct-for	1005654	121957

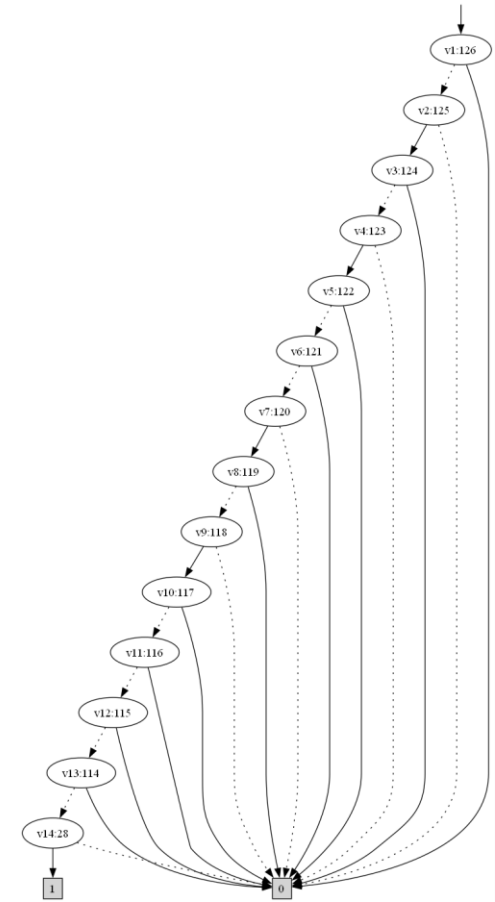
<b>Run time</b>	<b>create-rev</b>	<b>create-for</b>
construct-rev	181602000	9247100
construct-for	151002200	22744400

# Create

Forward:

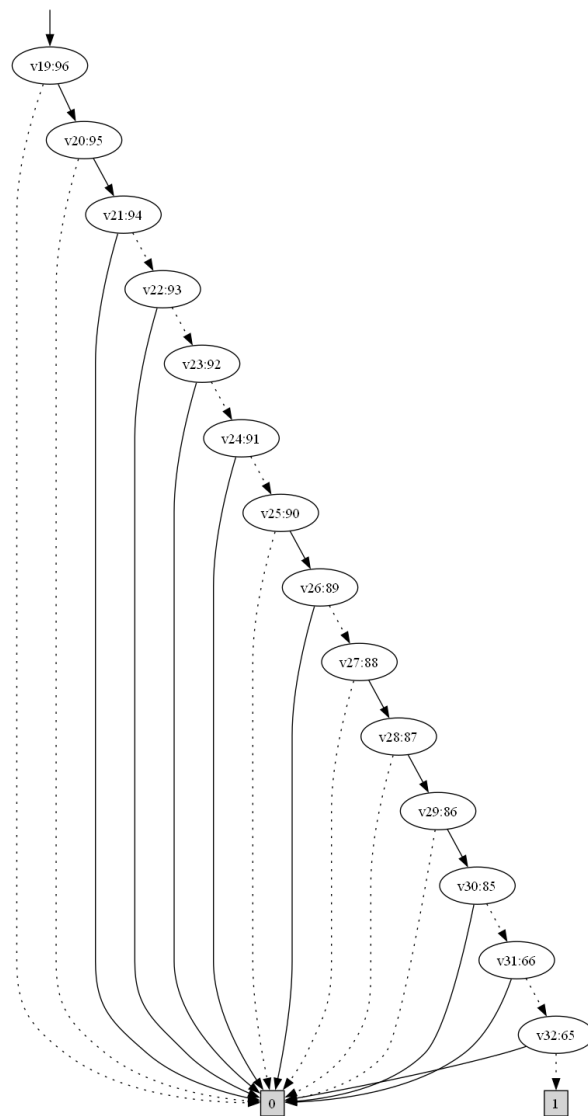


OR

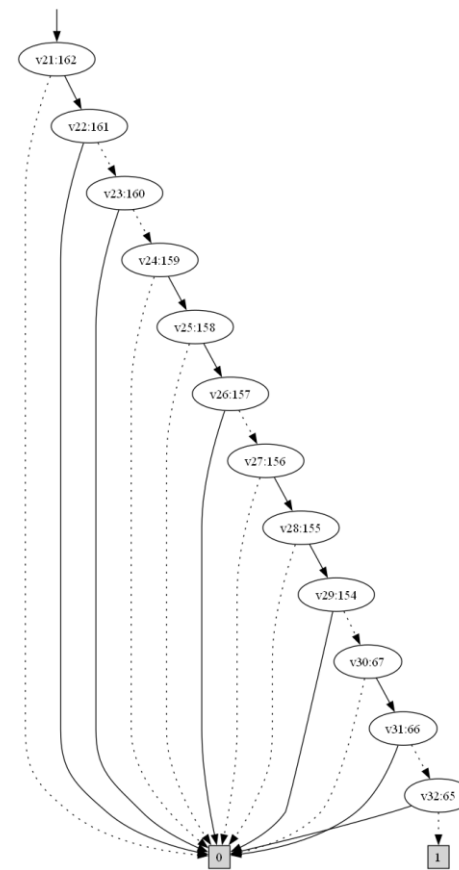


# Create

Reverse:

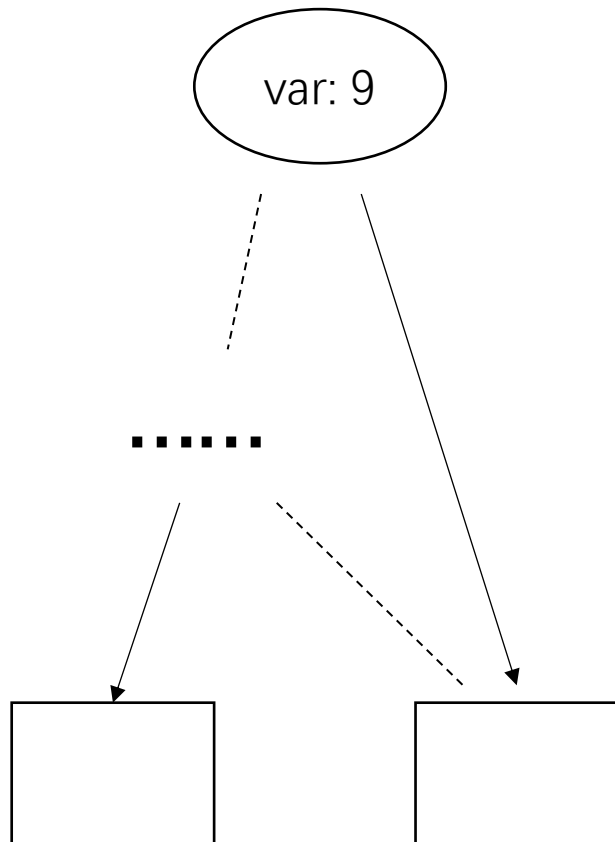


OR

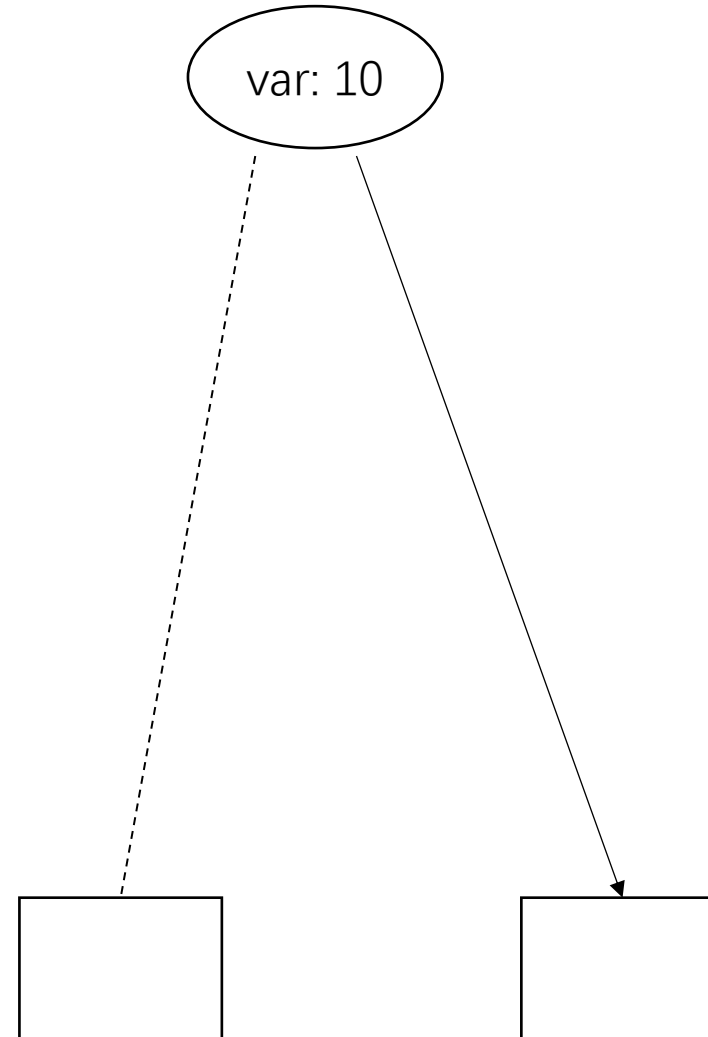


# Construct

Opposite:



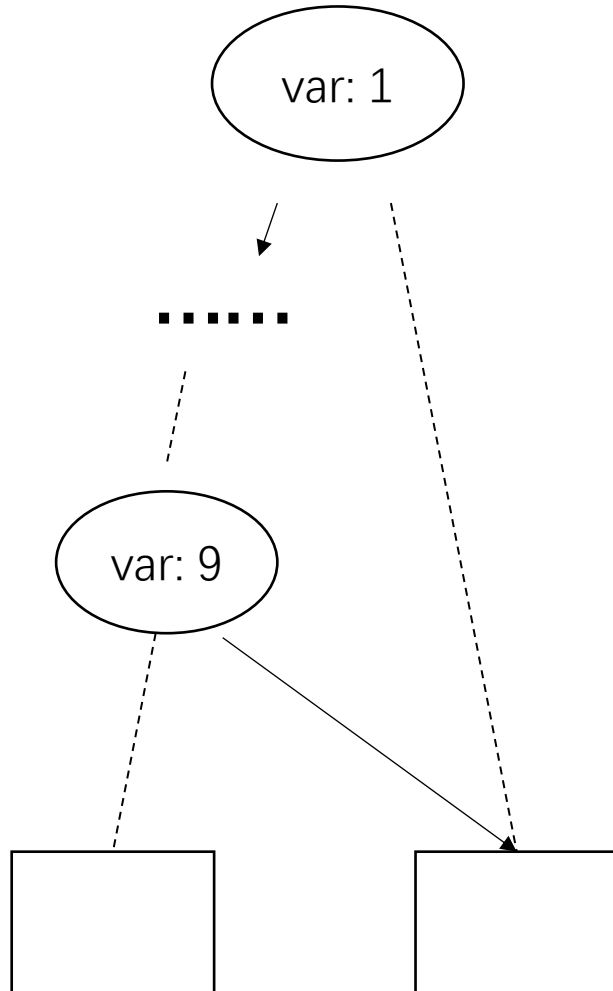
AND



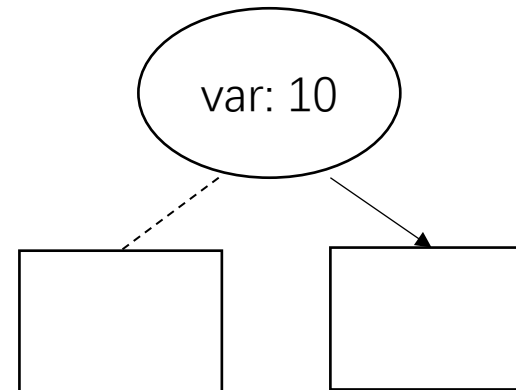
Total mkcount+1

# Construct

Same:



AND



Total mkcount+9