

## Part 1:

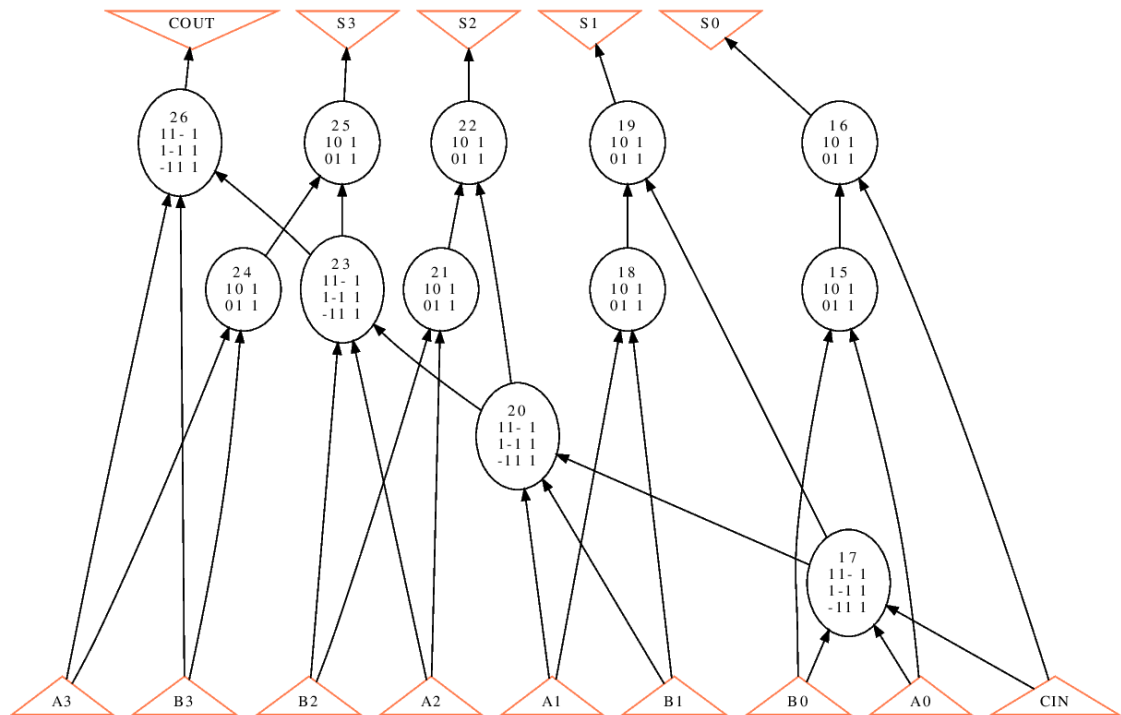
- BLIF檔案:

```
1 .model 4bitadder
2 .inputs A3 A2 A1 A0 B3 B2 B1 B0 CIN
3 .outputs COUT S3 S2 S1 S0
4 .subckt fulladder a=A0 b=B0 cin=CIN s=S0 cout=CARRY1
5 .subckt fulladder a=A1 b=B1 cin=CARRY1 s=S1 cout=CARRY2
6 .subckt fulladder a=A2 b=B2 cin=CARRY2 s=S2 cout=CARRY3
7 .subckt fulladder a=A3 b=B3 cin=CARRY3 s=S3 cout=COUT
8 .end
9 .model fulladder
10 .inputs a b cin
11 .outputs s cout
12 .names a b k
13 10 1
14 01 1
15 .names k cin s
16 10 1
17 01 1
18 .names a b cin cout
19 11- 1
20 1-1 1
21 -11 1
22 .end
```

- Results of `show` and `show_bdd`:
  - the first `show`

Network structure visualized by ABC  
Benchmark "4bitadder". Time was Thu Oct 15 11:18:52 2020.

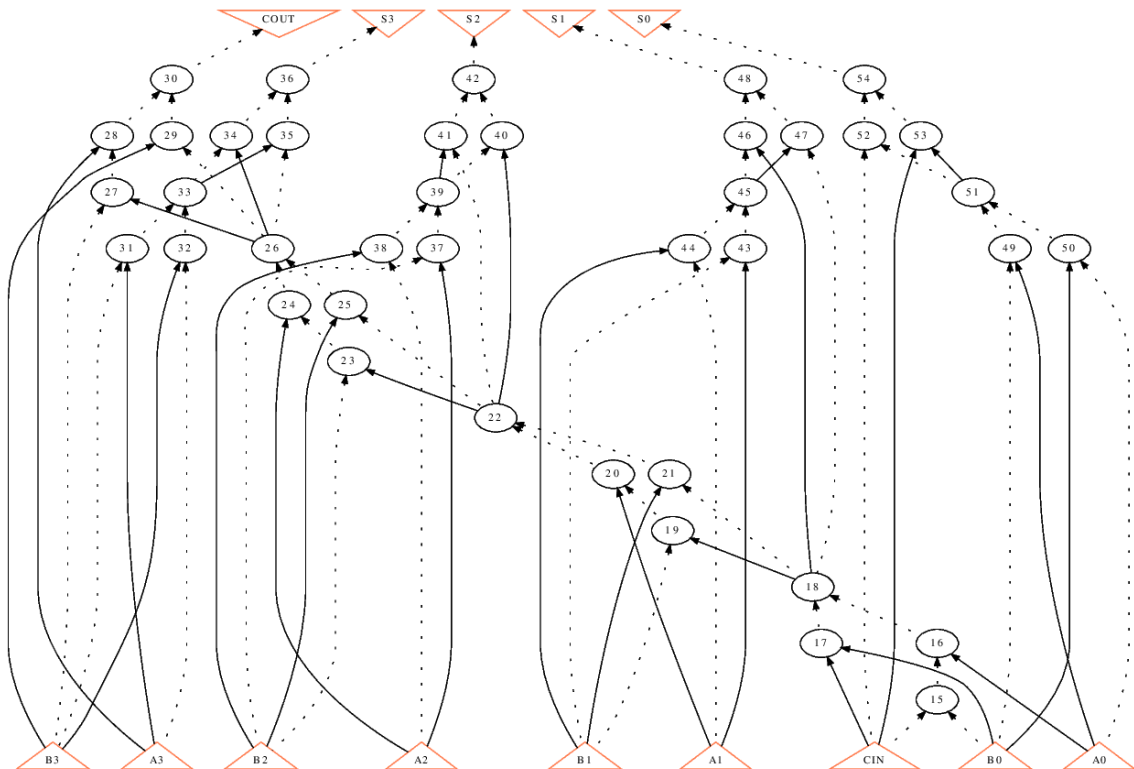
The network contains 12 logic nodes and 0 latches.



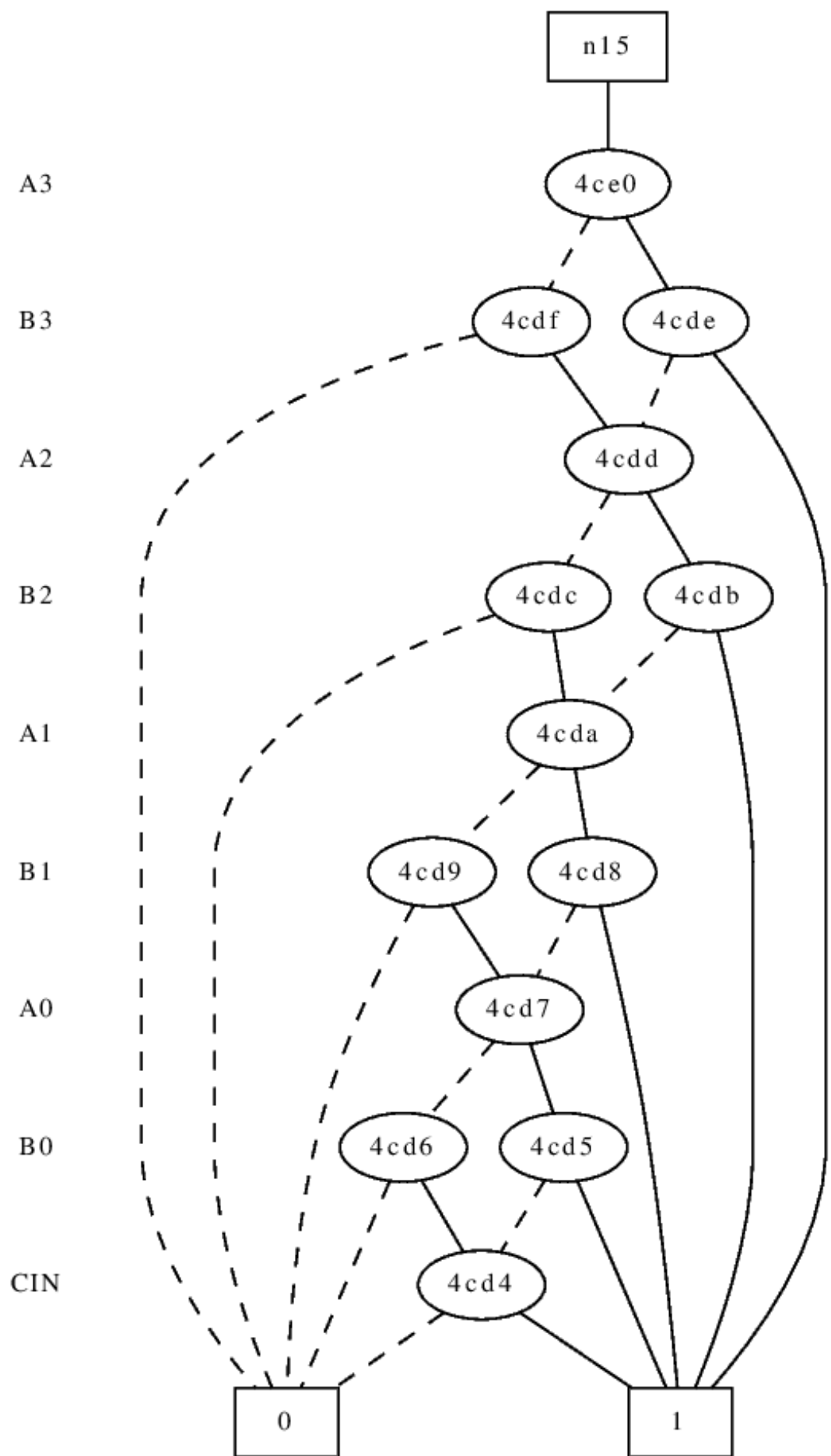
o the second [show](#)

Network structure visualized by ABC  
Benchmark "4bitadder". Time was Thu Oct 15 11:20:20 2020.

The network contains 40 logic nodes and 0 latches.



o [show\\_bdd](#)



**PART 2:**

- Compare the following differences with the four-bit adder example.

- `print_stats` can easily see the difference:

```
(base) yen-hsiang@yenhsiang-MS-7889:~/Desktop/LSV-PA$ ./abc
UC Berkeley, ABC 1.01 (compiled Oct 14 2020 22:37:15)
abc 01> read adder.blif
Warning: Constant-0 drivers added to 4 non-driven nets in network "4bitadder":
S3, S2, S1, A4 ...
Hierarchy reader flattened 4 instances of logic boxes and left 0 black boxes.
abc 02> aig
abc 02> print_stats
4bitadder          : i/o =   9/   5 lat =   0 nd =   16 edge =   28 aig =   40 lev =  4
abc 02> strash
abc 03> print_stats
4bitadder          : i/o =   9/   5 lat =   0 and =   19 lev = 10
abc 03> bdd
Error: Converting to BDD is possible only for logic networks.
abc 03>
abc 03> q
(base) yen-hsiang@yenhsiang-MS-7889:~/Desktop/LSV-PA$ ./abc
UC Berkeley, ABC 1.01 (compiled Oct 14 2020 22:37:15)
abc 01> read adder.blif
Warning: Constant-0 drivers added to 4 non-driven nets in network "4bitadder":
S3, S2, S1, A4 ...
Hierarchy reader flattened 4 instances of logic boxes and left 0 black boxes.
abc 02> bdd
abc 02> print_stats
4bitadder          : i/o =   9/   5 lat =   0 nd =   16 edge =   28 bdd =   32 lev =  4
abc 02> collapse
abc 03> print_stats
4bitadder          : i/o =   9/   5 lat =   0 nd =    5 edge =   11 bdd =   14 lev =  1
abc 03>
```

- `command summary` in <https://people.eecs.berkeley.edu/~alanmi/abc/> says that

- `aig` – Converts local functions of the nodes to AIGs.
- `strash` – Transforms the current network into an AIG by one-level structural hashing.
- `bdd` – Converts local functions of the nodes to BDDs.
- `collapse` – Recursively composes the fanin nodes into the fanout nodes resulting in a network, in which each CO is produced by a node, whose fanins are CIs.

It means that:

1. the difference between `aig` and `strash` :

`aig` only convert local functions of the nodes to **AIGs**, so the circuit remains a **logic network**.

However, `strash` will convert the entire circuit to **AIGs**.

2. the difference between `bdd` and `collapse` :

`bdd` only convert local functions of the nodes to **BDDs**, so the circuit remains a **logic network**.

However, `collapse` will convert the entire circuit to **BDDs**.

- Given a structurally hashed AIG, find a sequence of ABC command(s) to covert it to a logic network with node function expressed in sum-of-products (SOP).

- `logic`