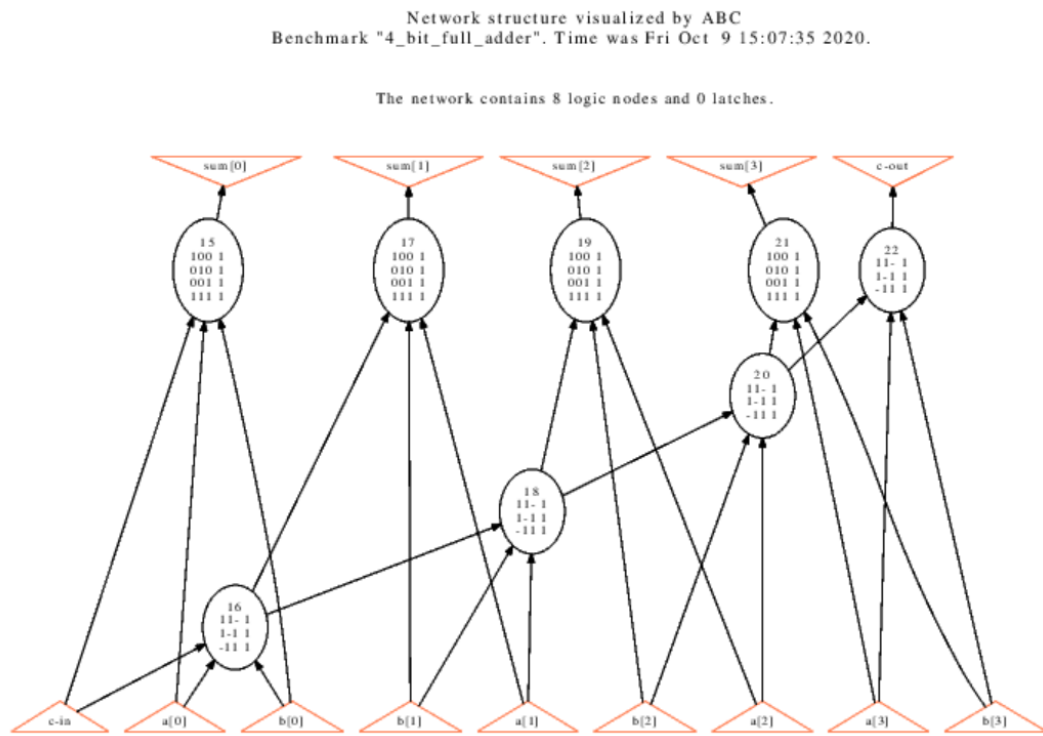
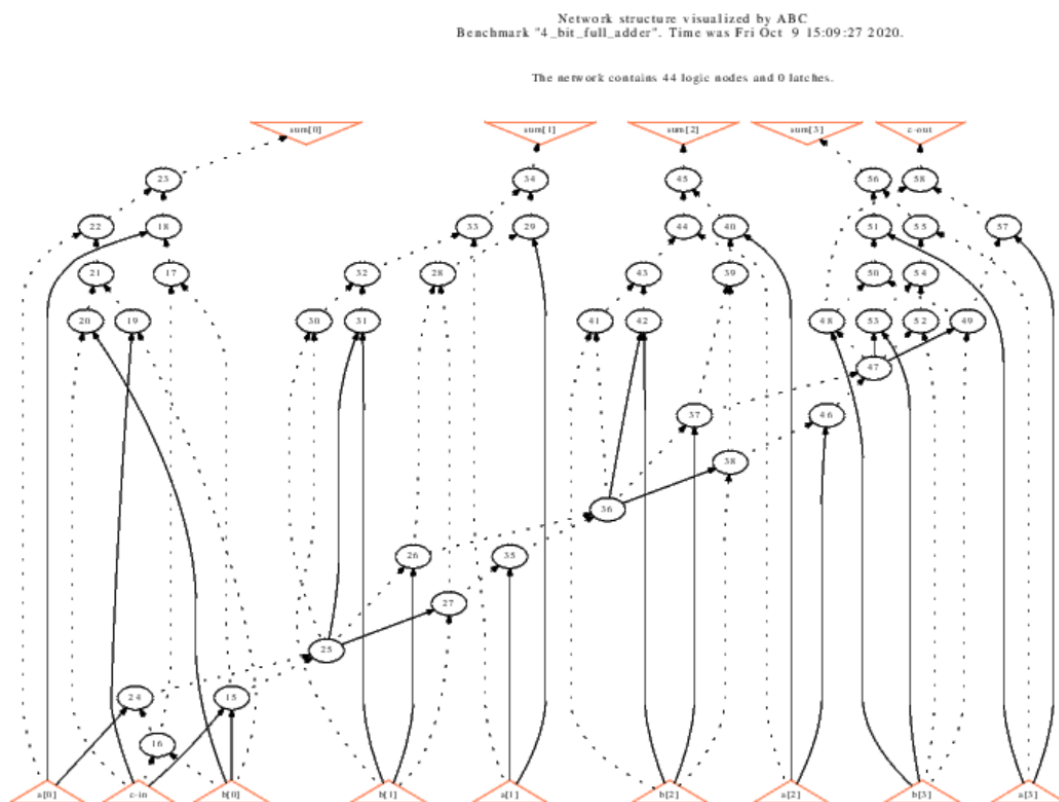


## Part 1

visualize the network structure (command show)

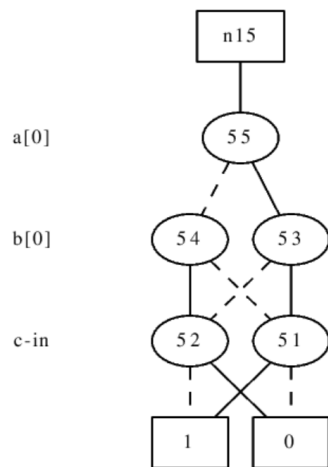


visualize the AIG (command show)

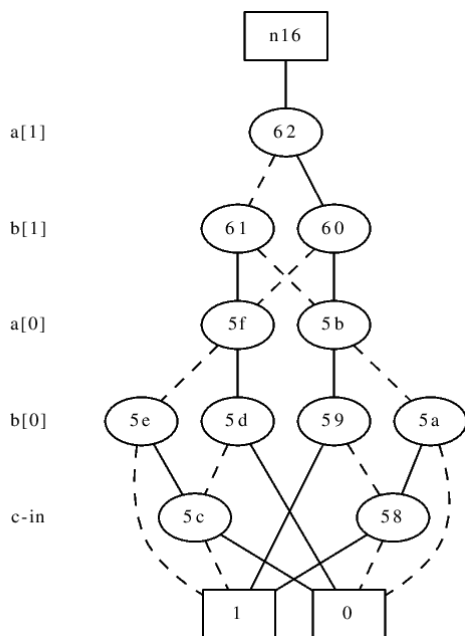


visualize the BDD (command show\_bdd)

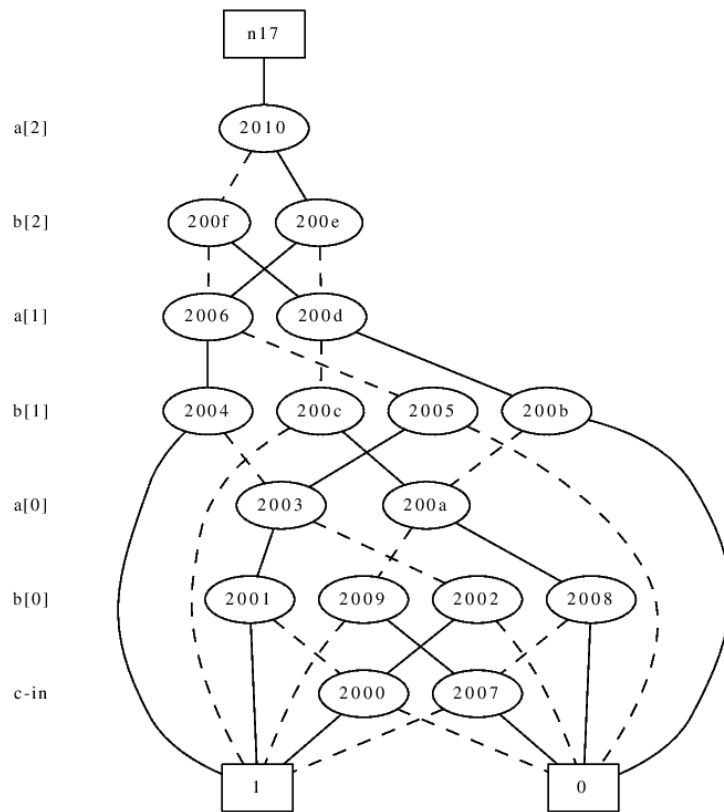
sum[0]



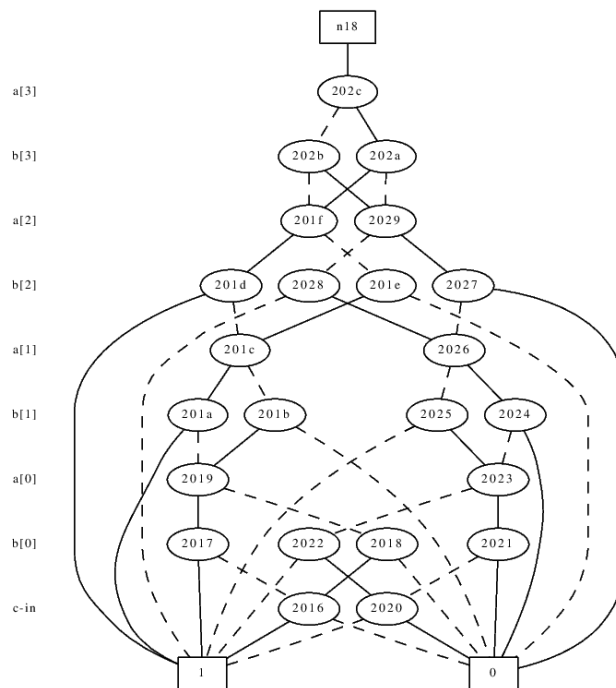
sum[1]



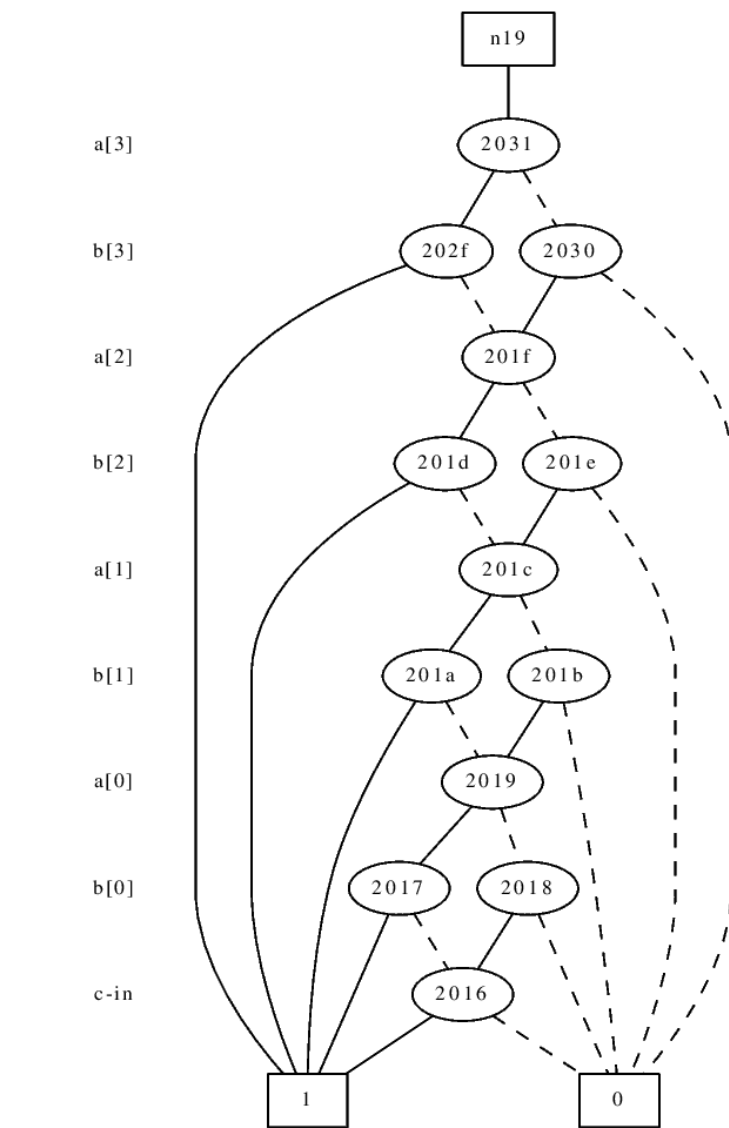
sum[2]



sum[3]



c-out



## Part 2

(a)

1.

*aig* locally converts the representation of each node of the logic network to AIG.

```
abc 01> read lsv/pal/4-bit_full_adder.blif
abc 02> aig
abc 02> ps
4_bit_full_adder      : i/o =   9/   5  lat =   0  nd =   8  edge =   24  aig =   52  lev = 4
```

*strash* globally transforms combinational logic into AIG.

```
abc 02> read lsv/pal/4-bit_full_adder.blif
abc 03> strash
abc 04> ps
4_bit_full_adder      : i/o =   9/   5  lat =   0  and =   44  lev = 13
```

2.

*bdd* locally converts the representation of each node of the logic network to BDD.

```
abc 02> read lsv/pal/4-bit_full_adder.blif
abc 03> bdd
abc 03> ps
4_bit_full_adder      : i/o =   9/   5  lat =   0  nd =   8  edge =   24  bdd =   28  lev = 4
```

*collapse* collapses the network by constructing global BDDs.

```
abc 03> read lsv/pal/4-bit_full_adder.blif
abc 04> collapse
abc 05> ps
4_bit_full_adder      : i/o =   9/   5  lat =   0  nd =   5  edge =   33  bdd =   43  lev = 1
```

(b)

*logic* can convert a structurally hashed AIG to a logic network with the SOP representation of the two-input AND-gates.

```
abc 08> read lsv/pal/4-bit_full_adder.blif
abc 09> strash
abc 10> ps
4_bit_full_adder      : i/o =   9/   5  lat =   0  and =   44  lev = 13
abc 10> logic
abc 11> ps
4_bit_full_adder      : i/o =   9/   5  lat =   0  nd =   44  edge =   88  cube =   44  lev = 13
```