#include<bits/stdc++.h>

using namespace std;

unordered\_map<string,bool> mp;

bool scram(string s1,string s2){

if(s1==s2){

string key = s1+"$"+s2;

return mp[key] = true;

}

if(s1.size()<=1 || s2.size()<=1){

string key = s1+"$"+s2;

return mp[key] = false;

}

int n = s1.size();

string key = s1+"$"+s2;

if(mp.find(key)!=mp.end()){

return mp[key];

}

for(int i=1;i<n;i++){

if((scram(s1.substr(0,i),s2.substr(0,i))==true && scram(s1.substr(i,n-i),s2.substr(i,n-i)))

|| scram(s1.substr(0,i),s2.substr(n-i,i))==true && scram(s1.substr(i,n-i),s2.substr(0,n-i))){

return mp[key] = true;

}

}

return mp[key] = false;

}

int main(){

int n;

string s1,s2;

cin>>s1>>s2;

if(s1.size()==0 && s2.size()==0) cout<<"YES";

if(s1.size()!=s2.size()) cout<<"NO";

if(scram(s1,s2)) cout<<"YES";

else cout<<"NO";

return 0;

}