

# Logic Synthesis & Verification, Fall 2024

## Programming Assignment 1

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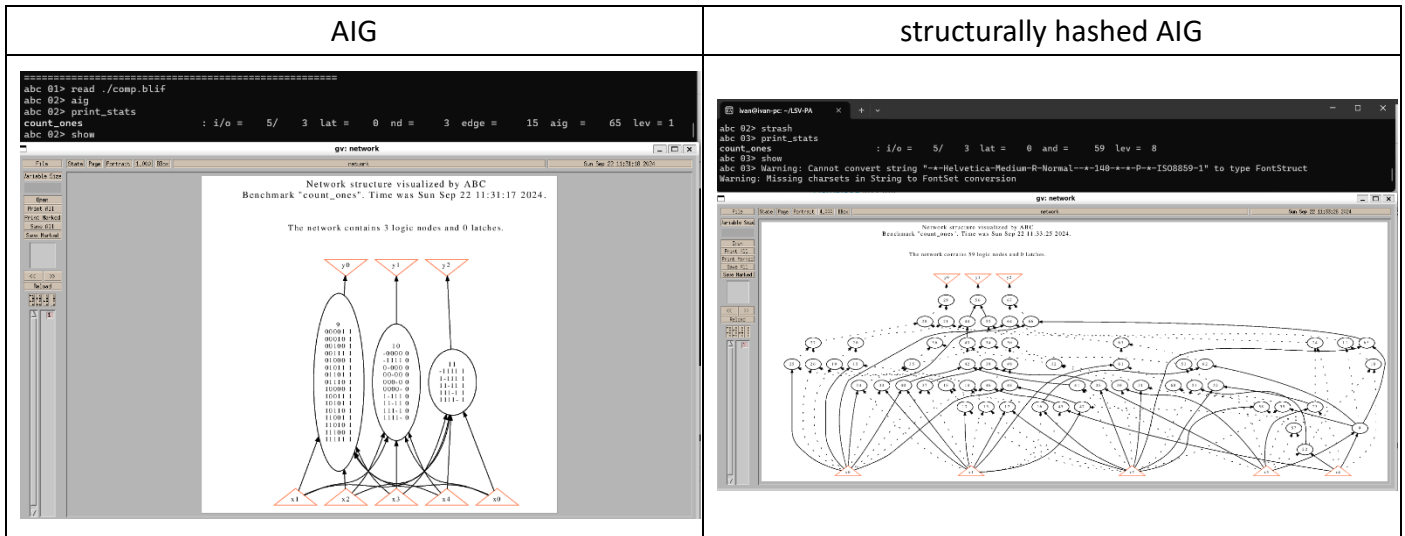
### 1. Exercise 2

Steps	Screenshots
1. read the BLIF into ABC	<pre>abc 01&gt; read ./comp.blif abc 02&gt;  </pre>
2. check statistics	<pre>abc 01&gt; read ./comp.blif abc 02&gt; print_stats count_ones          : i/o = 5/ 3 lat = 0 nd = 3 edge = 15 cube = 42 lev = 1 abc 02&gt;  </pre>
3. visualize the network structure	
4. convert to AIG	<pre>abc 02&gt; strash abc 03&gt;  </pre>
5. visualize the AIG	
6. convert to BDD	<pre>abc 03&gt; collapse abc 04&gt;  </pre>
7. visualize the BDD	

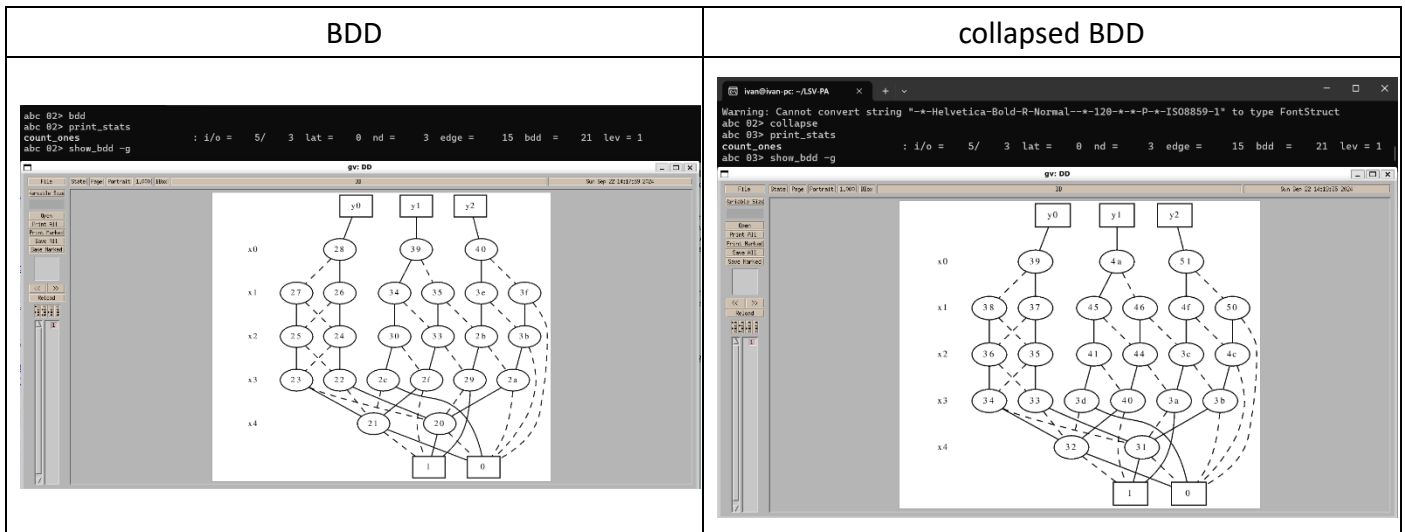
## 2. Exercise 3

(a)

- (1) The structurally hashed AIG has more levels(8 instead of 1), more edges(above 20 instead of 15), less gates(59 instead of 65) and same number of latches(both 0) compared to the origin logic network in AIG.



- (2) The collapsed BDD has the same stats and also the same structure with the origin logic network in BDD, I think the reason is that the “collapse” command produce one BDD for each primary output, which coincides the way I implement my “comp.blif” file.



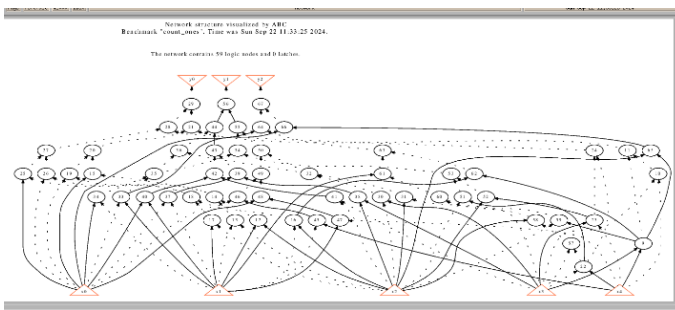
(b) The commands I use: “write\_blif [file]” => “read [file]” => sop

Since we cannot directly transform a hashed AIG to SOP, I first output the AIG file and read it as a logic network. Then, I can directly use “sop” command to convert the graph.

### Commands

```
ivan@ivan-pc: ~/LSV-PA
show
=====
abc 01> read comp.blif
abc 02> strash
abc 03> print_stats
count_ones           : i/o =   5/   3 lat =   0 and =   59 lev =   8
abc 03> write_blif hash_aig.blif
abc 03> read hash_aig.blif
abc 04> sop
abc 04> print_stats
count_ones           : i/o =   5/   3 lat =   0 nd =   59 edge =  118 cube =   59 lev =   8
```

### hashed AIG



### SOP

