

LSV-PA1 Report

2.

(a) See “alu.blif”.

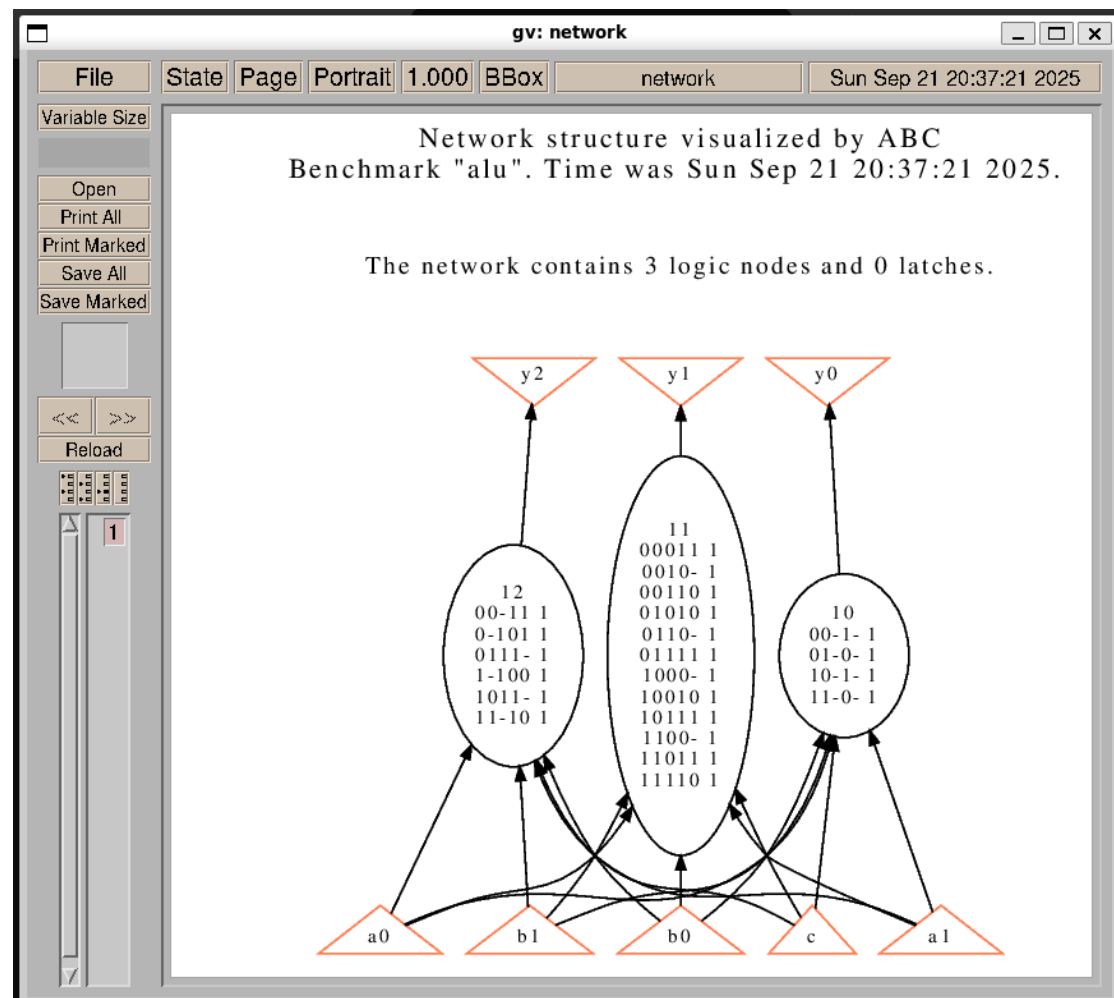
(b)

Commands:

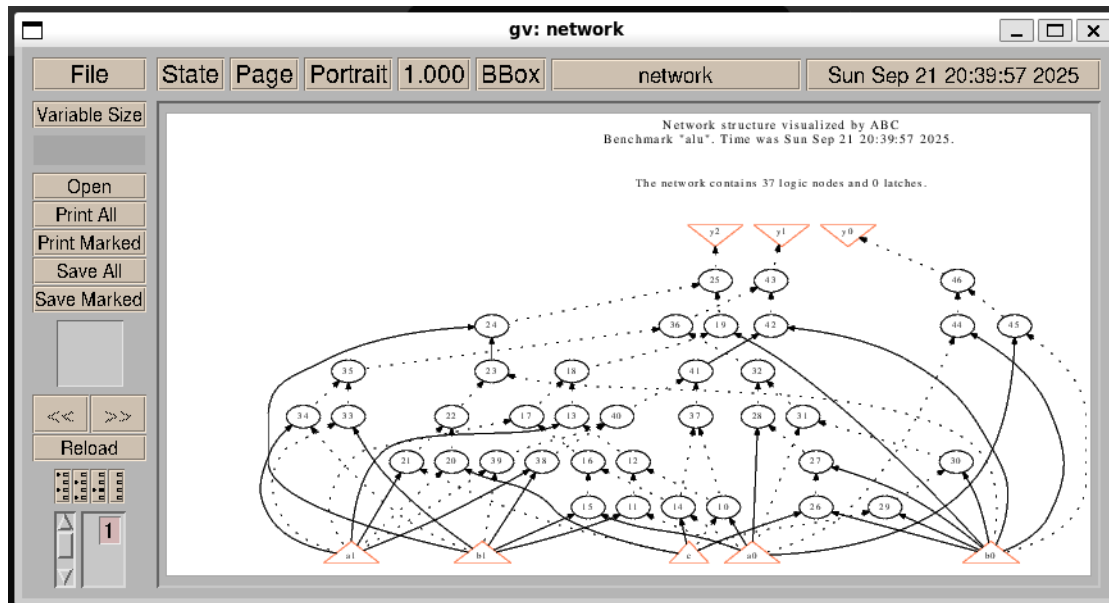
```
=====
abc 01> read_blif alu.blif
abc 02> print_stats
alu                               : i/o =   5/   3  lat =   0  nd =   3  edge =   15  cube =   22  lev = 1
abc 02> show
abc 02> Warning: Missing charsets in String to FontSet conversion
strash
abc 03> show
abc 03> Warning: Missing charsets in String to FontSet conversion

abc 03> collapse
abc 04> show_bdd -g
abc 04> Warning: Missing charsets in String to FontSet conversion
```

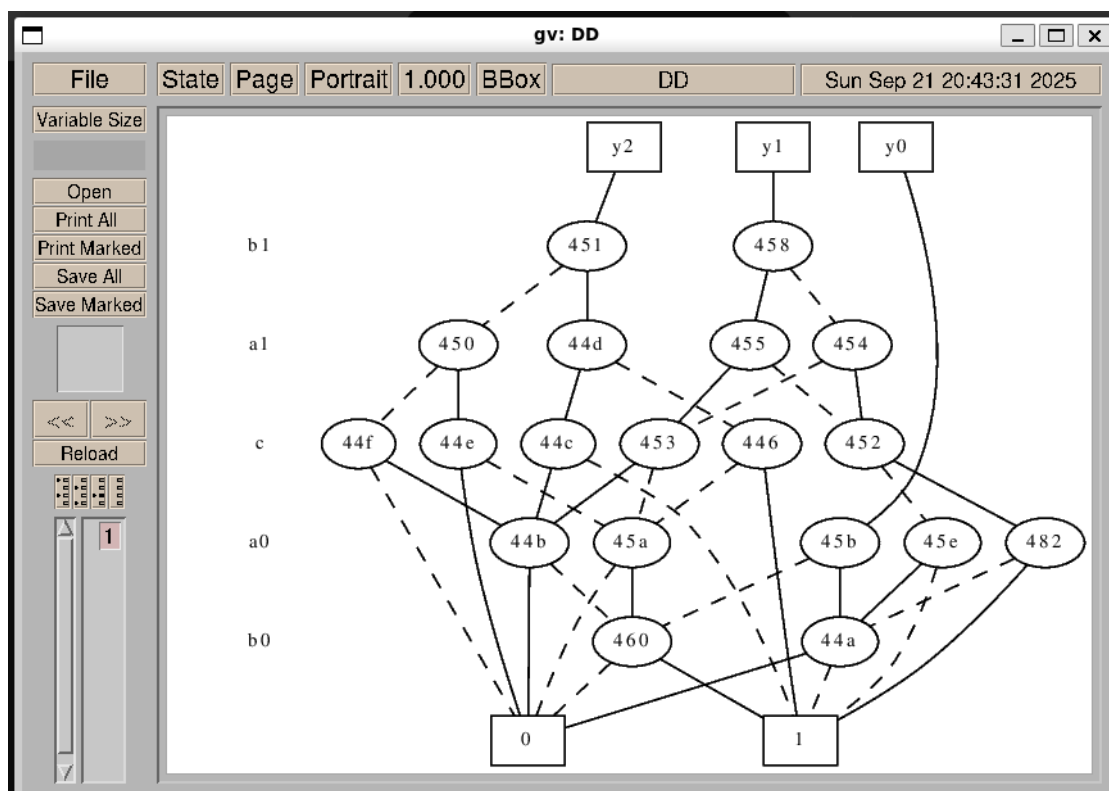
Network structure:



AIG:



BDD:



3.

(a)

logic network in AIG:

```
abc 01> read_blif alu.blif
abc 02> print_stats
alu          : i/o =   5/   3  lat =   0  nd =   3  edge =   15  cube =   22  lev = 1
abc 02> aig
abc 02> print_stats
alu          : i/o =   5/   3  lat =   0  nd =   3  edge =   15  aig =   39  lev = 1
```

structurally hashed AIG:

```
abc 01> read_blif alu.blif
abc 02> strash
abc 03> print_stats
alu          : i/o =   5/   3  lat =   0  and =   37  lev = 6
```

The **strash** command optimizes the AIG, which generates the AIG with fewer nodes and edges.

logic network in BDD:

```
abc 01> read_blif alu.blif
abc 02> bdd
abc 02> print_stats
alu          : i/o =   5/   3  lat =   0  nd =   3  edge =   15  bdd =   21  lev = 1
```

collapsed BDD:

```
abc 01> read_blif alu.blif
abc 02> collapse
abc 03> print_stats
alu          : i/o =   5/   3  lat =   0  nd =   3  edge =   12  bdd =   18  lev = 1
```

The **collapse** command optimizes the BDD, which generates the BDD with fewer nodes and edges.

(b)

command sequence:

```
abc 01> read_blif alu.blif
abc 02> print_stats
alu          : i/o =   5/   3  lat =   0  nd =   3  edge =   15  cube =   22  lev = 1
abc 02> strash
abc 03> logic
abc 04> print_stats
alu          : i/o =   5/   3  lat =   0  nd =   37  edge =   74  cube =   37  lev = 6
abc 04> show
abc 04> Warning: Missing charsets in String to FontSet conversion
abc 04> write_blif alu_sop.blif
```

The command **logic** transforms an AIG into a logic network with SOPs.

The resulting logic network is represented by “alu_sop.blif”.

The resulting logic network:

