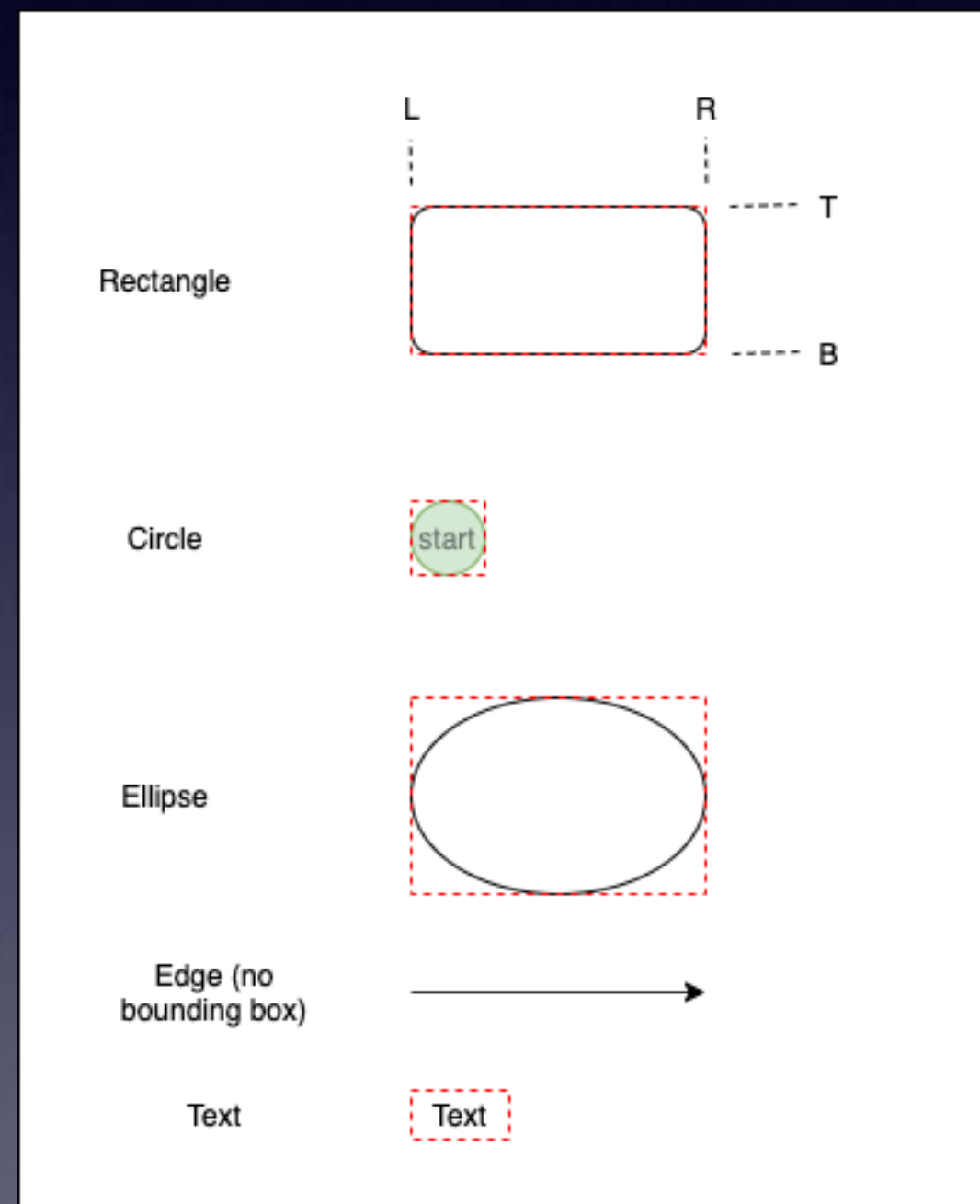


# Simple Inferences

- 1. Bounding Boxes
- 2. Containment
- 3. Ports
- 4. Connections
- 5. Design Rules

# Bounding Boxes

- l(id,NN)
- t(id,NN)
- r(id,NN)
- b(id,NN)



```
makebb(CellID):-  
    vertex(CellID,_),  
    x(CellID,X),  
    y(CellID,Y),  
    width(CellID,Width),  
    height(CellID,Height),  
    format("l(~w,~w).~n",[CellID,X]),  
    format("t(~w,~w).~n",[CellID,Y]),  
    R is X + Width,  
    format("r(~w,~w).~n",[CellID,R]),  
    Bottom is Y + Height,  
    format("b(~w,~w).~n",[CellID,Bottom]).
```