#### RISHIK SAHA-2022CS11932 | PARTH VERMA-2022CS11936

# COL215-SOFTWARE\_2 REPORT

## **PART-B**

## **ALGORITHM:**

Here we utilize the data stored in the "data" dictionary (as developed in part\_a). We then assign the delay\_constraint in the form of required delays to the circuit outputs (primary outputs and the signal going into D Flip Flops)

Initially we assign all gates with their fastest implementation (that is the implementation with maximum area and then aim to minimize the total area)

We use the function "calc\_delayB" which was developed in part\_b of Software Assignment 1, The function utilizes the forward connected graph representation of the circuit and recursively evaluates the maximum time till which each signal in the circuit should be ready for the outputs (primary outputs and

signals going into D Flip Flops) to be available at delay constraint time. This particular maximal time for each signal is maintained by a map "threshold".

Post this operation, we call a function called "Calc\_delayA\_new" which utilizes the backward directed graph representation of the circuit.

The function starts its control flow from the inputs (primary inputs and the signal coming out from a DFF) and via DFS visits all the signals.

At a signal the function searches for the implementation of the corresponding gate with minimum area while ensuring that it does not cause its input delay to exceed threshold. This best fit implementation of the gate (corresponding to the signal) is assigned to it and the flow of the function moves forward thereby giving all gates their best possible implementation (that is one with minimum area) and simultaneously respecting the delay\_constraint. The function is called on each output signals so that we cover the whole circuit.

Further we traverse over all the gates summing up their areas and finally we print the minimized area in "minimum\_area.txt" file.

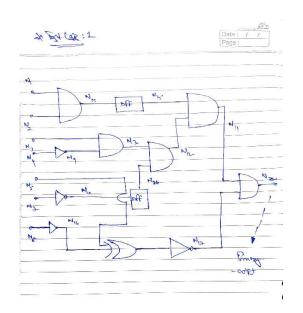
# **TIME COMPLEXITY:**

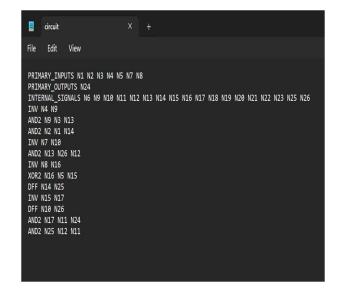
The time complexity of the above algorithm will be O(E+V) where E and V are the no of edges and vertices in the graph.

# **TESTING STRATEGY:**

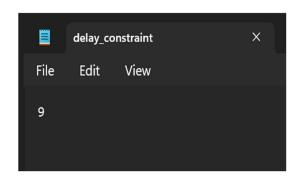
#### **Test Cases:**

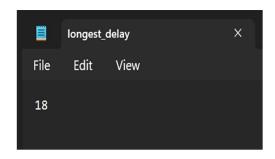
#### Test Case 1:





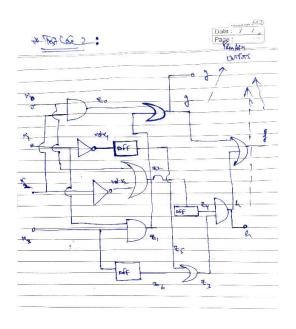


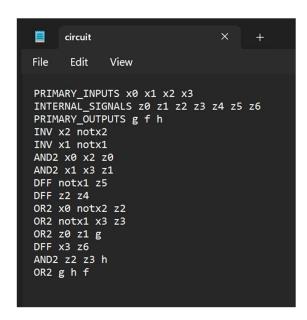


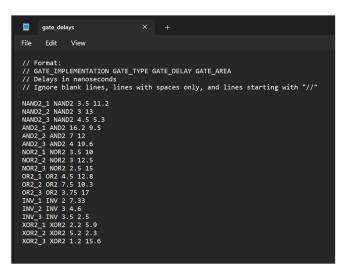


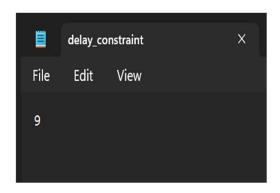


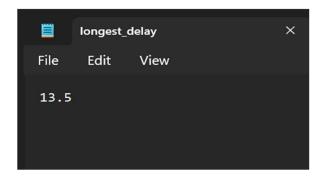
#### Test Case2:

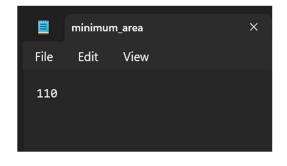




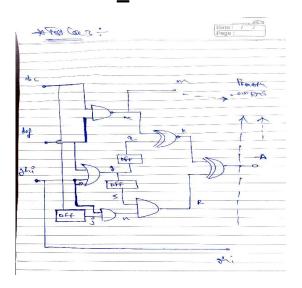


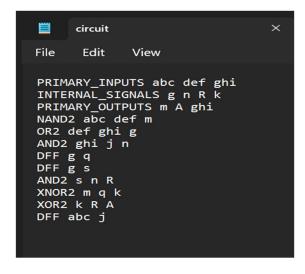


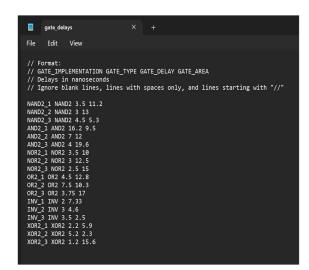


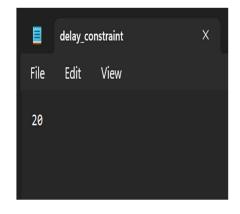


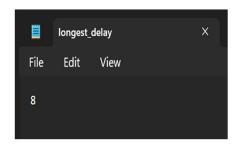
# Test Case \_3:

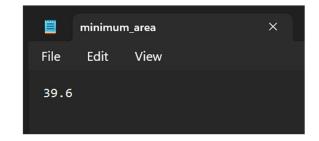




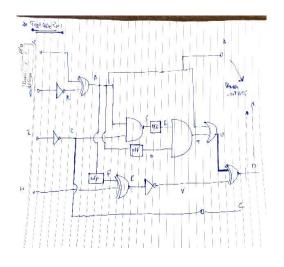


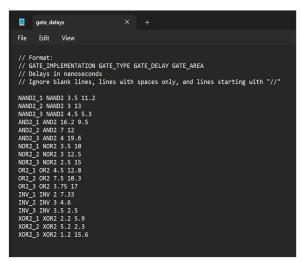


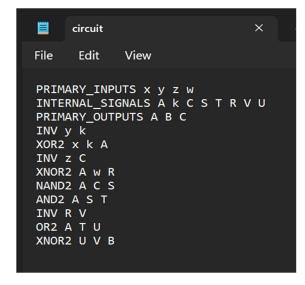


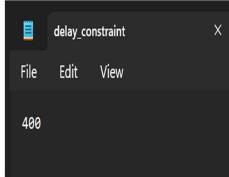


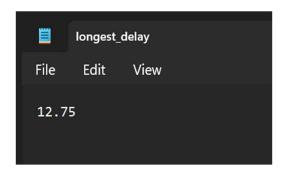
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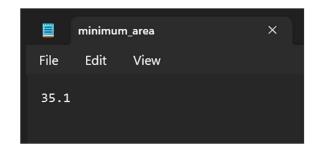












# Reason for choosing the above Test Cases:

The above testcases were chosen for testing the algorithm in different scenarios.

The test cases ensured that our algorithm manages sufficiently high no of nodes and complex graphs.

The signals were given variable names (multi-character) to ensure there is no error in reading of input files.

All possible gates including (XOR2, XNOR2) were introduced in the test cases.

The test cases were designed so that a node is connected to multiple nodes (in both forward and backward directed graphs) which was essential in testing the recursive algorithm.

The output signals were taken from all the regions of the circuit (input stage, middle region, ending region) of the graph.