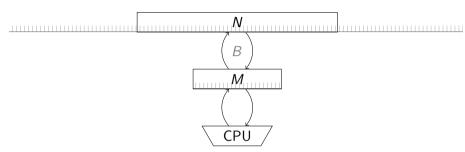
## Efficient External Memory Algorithms for Binary Decision Diagram Manipulation

**Steffan Christ Sølvsten**, Jaco van de Pol, Anna Blume Jakobsen, and Mathias Weller Berg Thomasen March 14, 2022





The I/O model by Aggarwal and Vitter '87

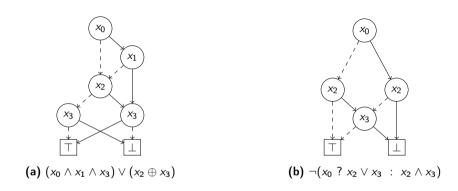
For any realistic values of N, M, and B we have that

$$N/B < \operatorname{sort}(N) \triangleq N/B \cdot \log_{M/B} N/B \ll N$$
,

Theorem (Aggarwal and Vitter '87) N elements can be sorted in  $\Theta(sort(N))$  I/Os.

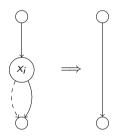
## Theorem (Arge '95)

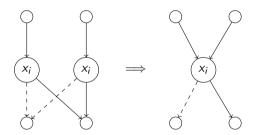
N elements can be inserted in and extracted from a Priority Queue in  $\Theta(sort(N))$  I/Os.



Examples of (Reduced Ordered) Binary Decision Diagrams.

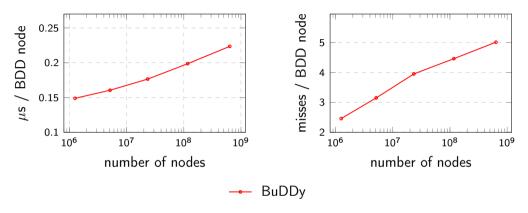
**Theorem (Bryant '86)**For a fixed variable order, if one exhaustively applies the two rules below, then one obtains the Reduced OBDD, which is a unique canonical form of the function.



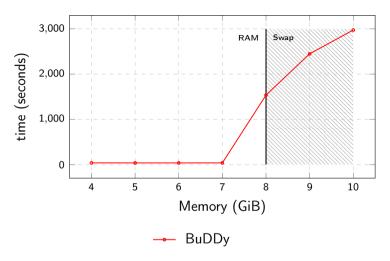


(1) Remove redundant nodes

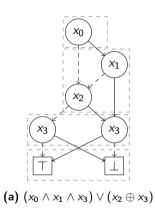
(2) Merge duplicate nodes

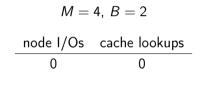


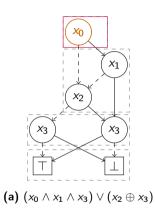
Cache behaviour for the N-Queens problem.

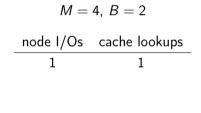


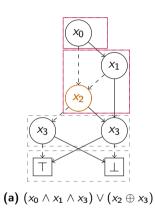
Running time for Tic-Tac-Toe with N = 21.

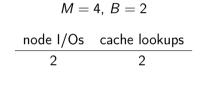


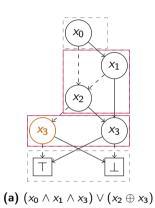


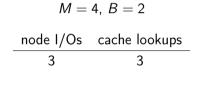


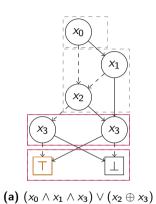




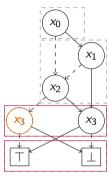






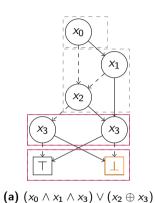


M = 4, B = 2			
node I/Os	cache lookups		
4	3		

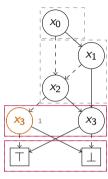


(a) 
$$(x_0 \land x_1 \land x_3) \lor (x_2 \oplus x_3)$$

M = 4, $B = 2$				
node I/Os	cache lookups			
4 3				

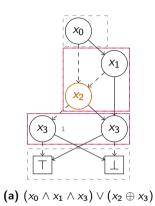


$$M = 4$$
,  $B = 2$   
node I/Os cache lookups  
4 3

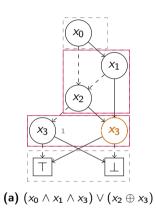


(a) 
$$(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$$

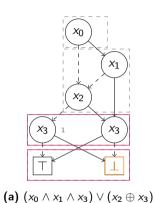
M = 4, B = 2				
node I/Os	cache lookups			
4	3			



$$M = 4$$
,  $B = 2$ 
node I/Os cache lookups
$$5 3$$



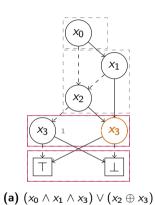
M = 4, $B = 2$			
node I/Os	cache lookups		
5 4			



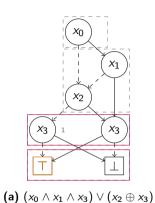
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,  $B = 2$ 

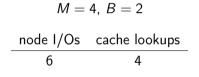
node I/Os cache lookups

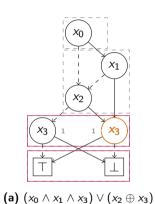
 $6$ 
 $4$ 



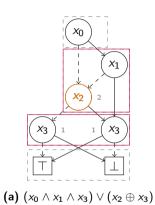
M = 4, B = 2			
node I/Os	cache lookups		
6	4		



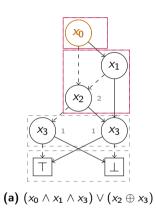




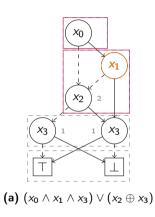
$$M = 4$$
,  $B = 2$   
node I/Os cache lookups  
6 4

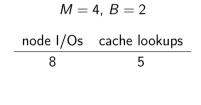


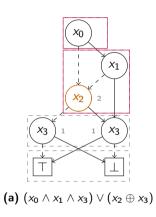
$$M = 4$$
,  $B = 2$   
node I/Os cache lookups  
7 4



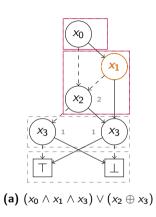
M = 4, B = 2				
node I/Os	cache lookups			
8 4				



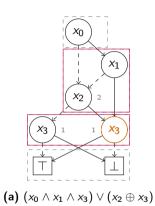




M = 4, B = 2				
node I/Os	cache lookups			
8 6				



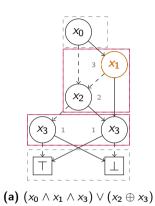
M = 4, B = 2			
node I/Os	cache lookups		
8	6		

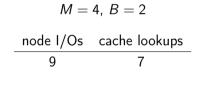


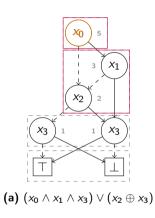
$$M = 4$$
,  $B = 2$ 

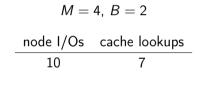
node I/Os cache lookups

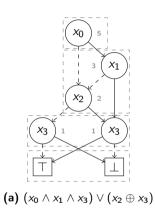
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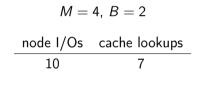


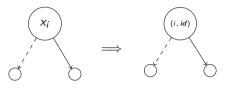


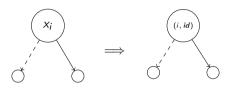




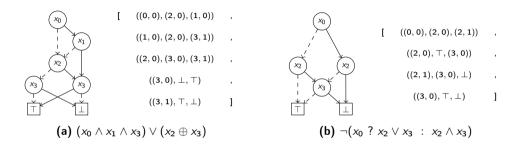




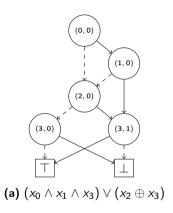


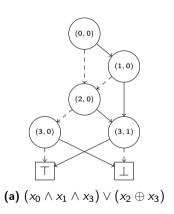


$$(i_1, id_1) < (i_2, id_2) \equiv i_1 < i_2 \lor (i_1 = i_2 \land id_i < id_j)$$

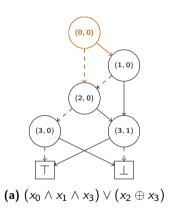


Node-based representation of prior shown BDDs

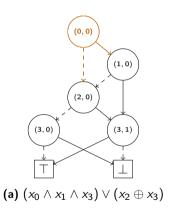




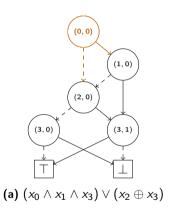
Priority Queue: *Q<sub>count</sub>:* 

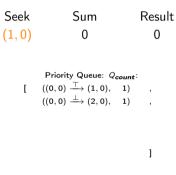


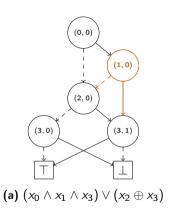
Priority Queue: *Q<sub>count</sub>:* [

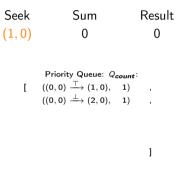


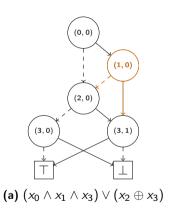
]

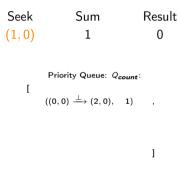


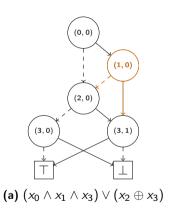


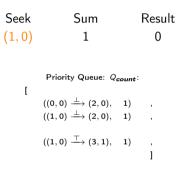


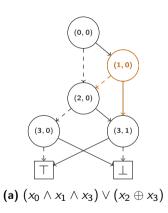


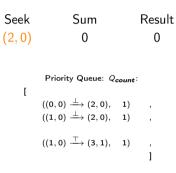


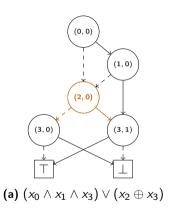


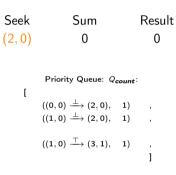


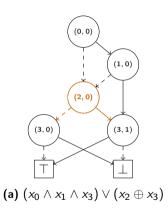


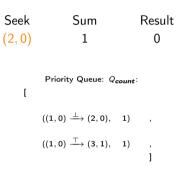


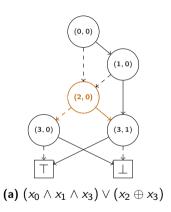


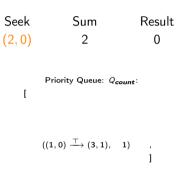


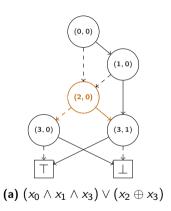


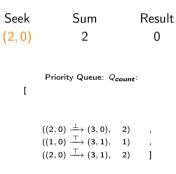


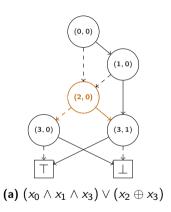


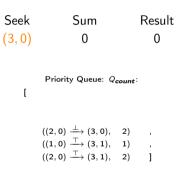


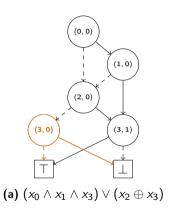


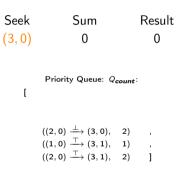


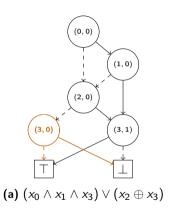


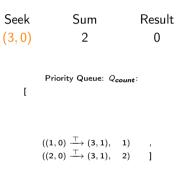


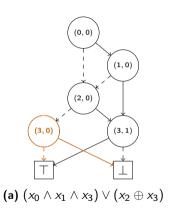


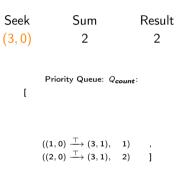


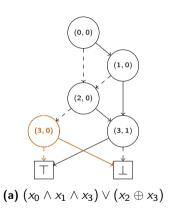


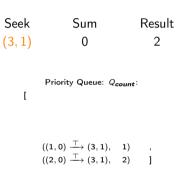


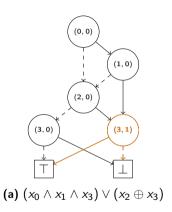


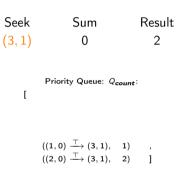


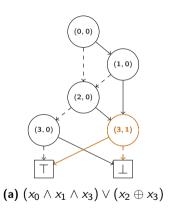


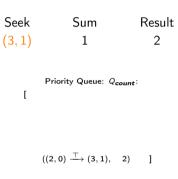


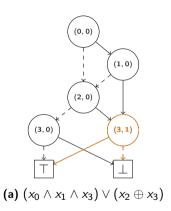


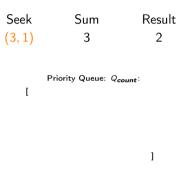


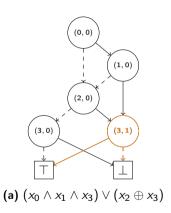


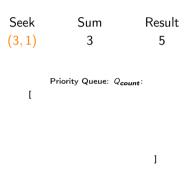


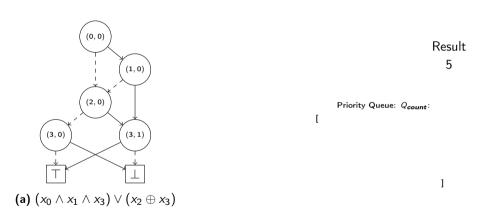


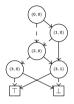








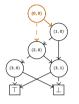




(a)  $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$ 



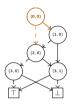
(b)  $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$ 



(a)  $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$ 



(b)  $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$ 



Priority Queue: Qapp:1:

- [  $(0,0) \xrightarrow{\top} ((1,0),(2,1))$  ,
  - $(0,0) \xrightarrow{\perp} ((2,0),(2,0))$

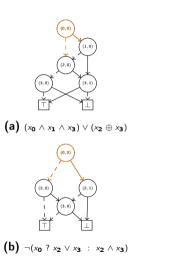
(0,0)

(a)  $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$ 

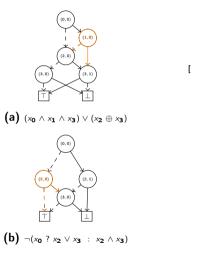


(b)  $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$ 

.



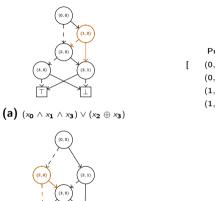
```
Seek:
    min((1,0),(2,1))
Priority Queue: Qapp:1:
(0,0) \xrightarrow{\top} ((1,0),(2,1))
(0,0) \xrightarrow{\perp} ((2,0),(2,0))
```



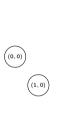
Seek:  $\min((1,0),(2,1))$ Priority Queue:  $Q_{app,1}$ :

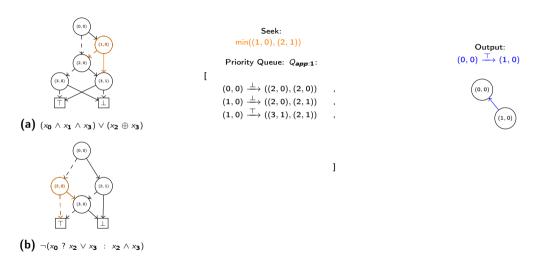
[  $(0,0) \xrightarrow{\top} ((1,0),(2,1))$  ,  $(0,0) \xrightarrow{\bot} ((2,0),(2,0))$  .

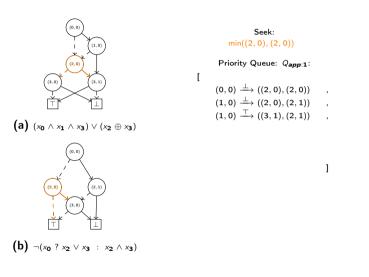
**(b)**  $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$ 



Seek: min((1,0),(2,1))Priority Queue: Qapp:1:  $(0,0) \xrightarrow{\top} ((1,0),(2,1))$  $(0,0) \xrightarrow{\perp} ((2,0),(2,0))$  $(1,0) \xrightarrow{\perp} ((2,0),(2,1))$  $(1,0) \xrightarrow{\top} ((3,1),(2,1))$ 

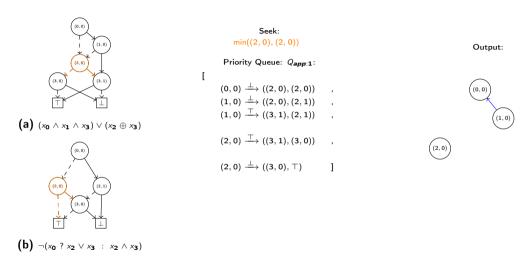


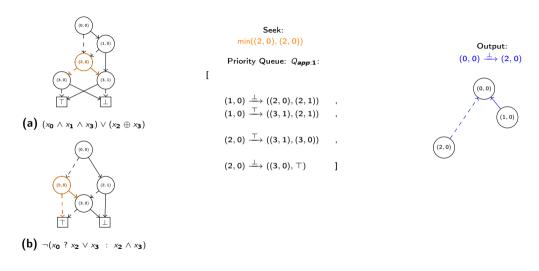


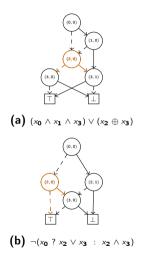


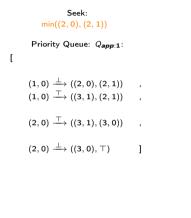
Output:

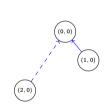




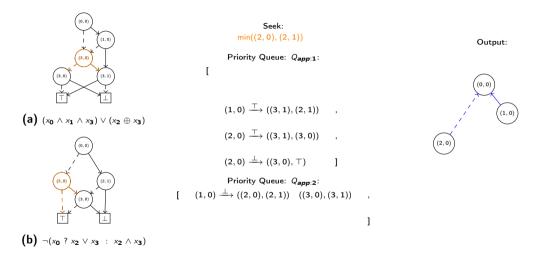


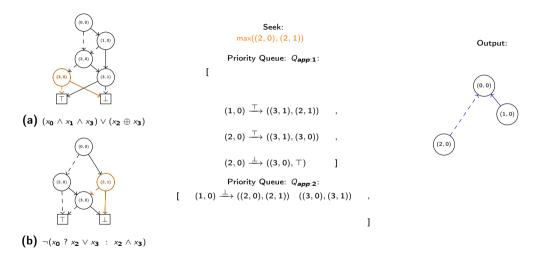


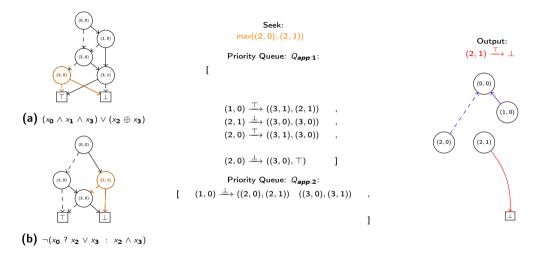


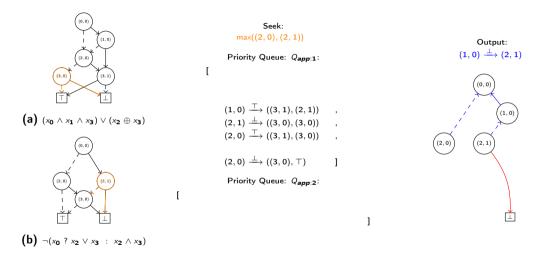


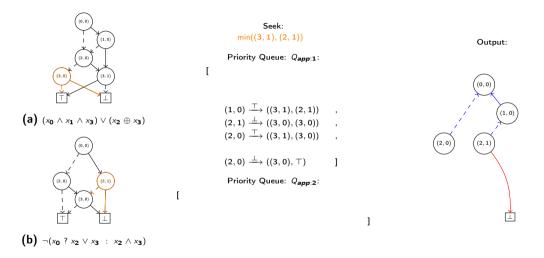
Output:

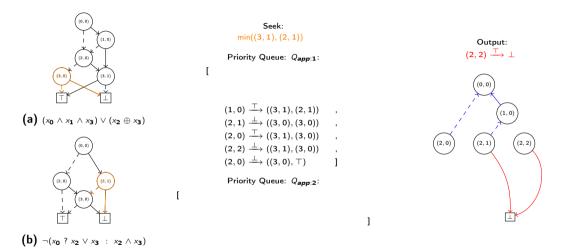


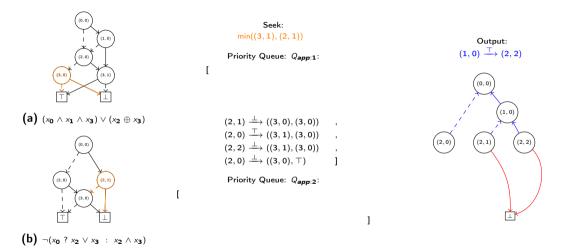


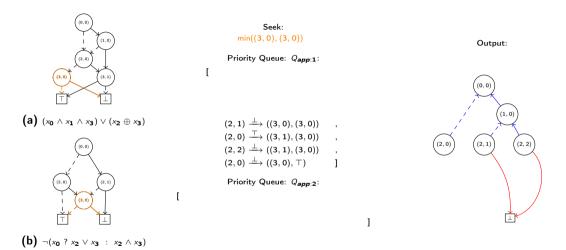


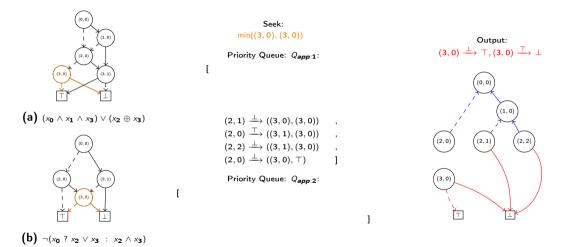


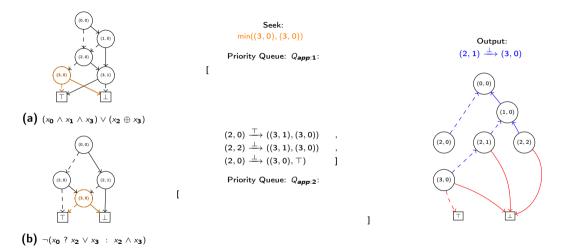


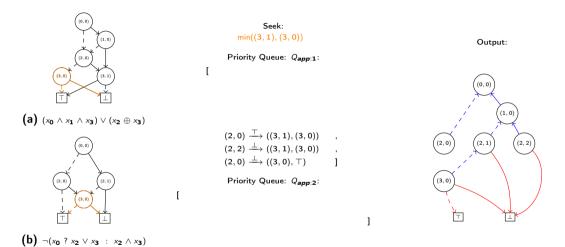


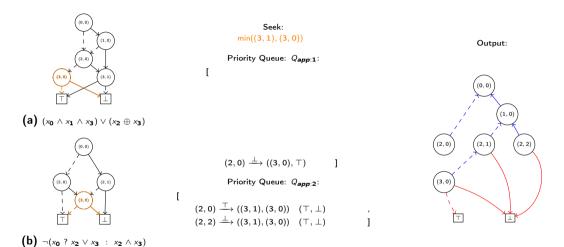


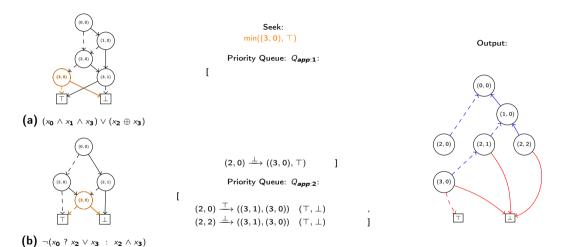


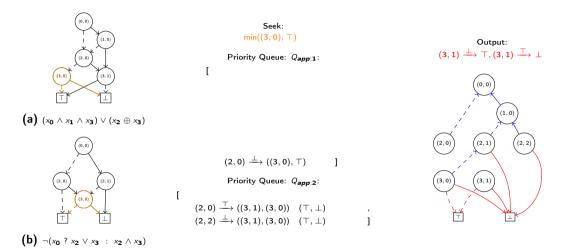


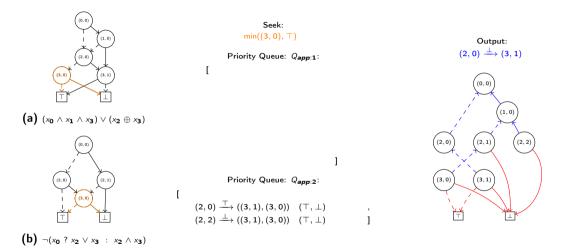


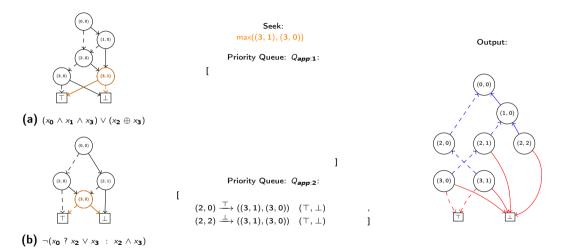


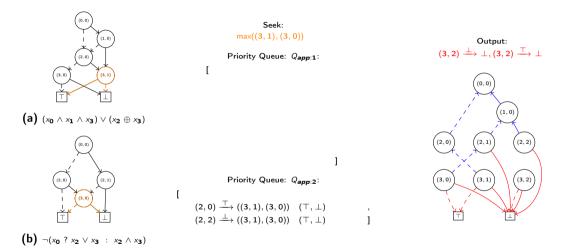


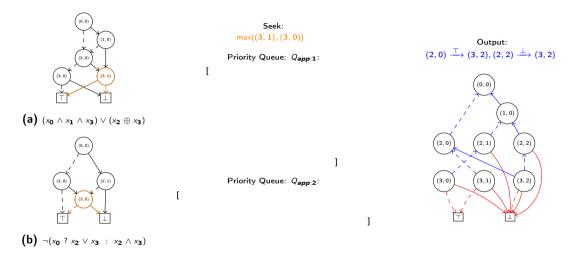


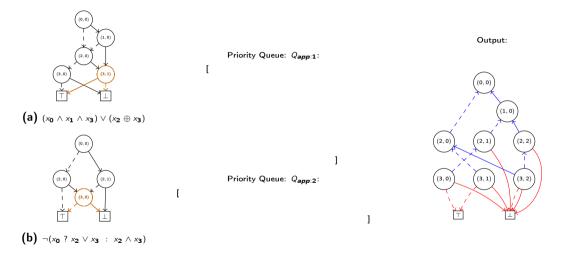


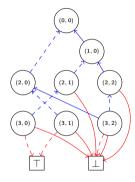


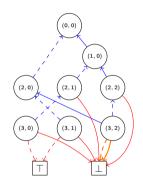




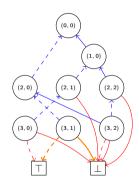




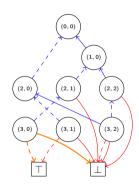




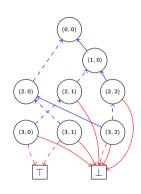
Level: 3 [ $(3,2)\mapsto \bot$ ]

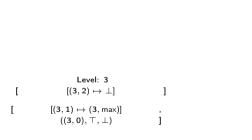


```
Level: 3  [(3,2) \mapsto \bot]   [(3,1), \top, \bot)
```

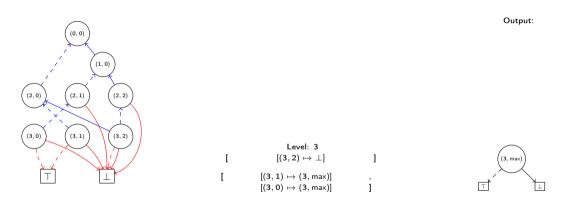


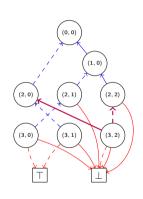
```
Level: 3  [ (3,2) \mapsto \bot ]   [ ((3,1), \top, \bot) \\ ((3,0), \top, \bot) ]
```

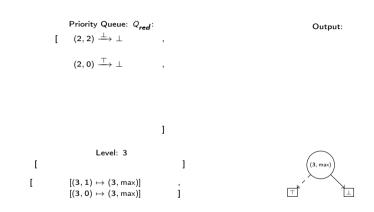


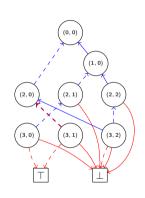


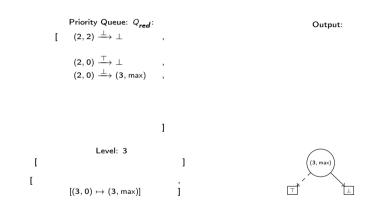


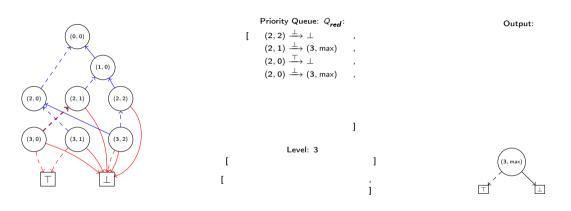


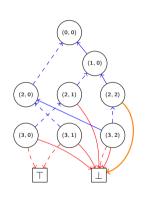


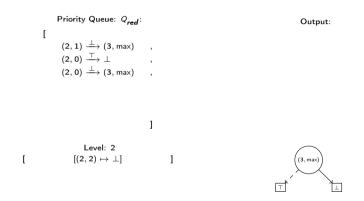


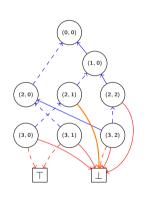


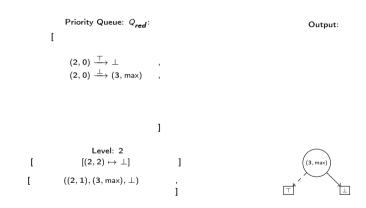


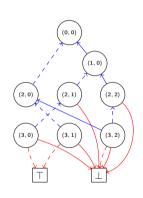


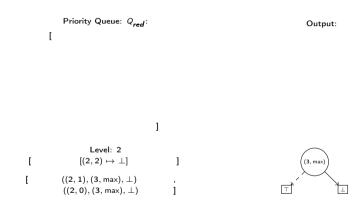


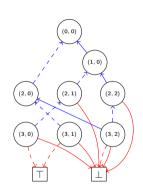


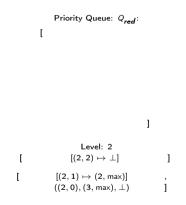


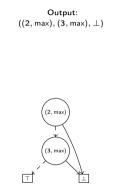


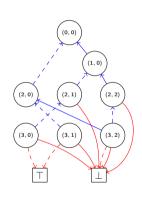


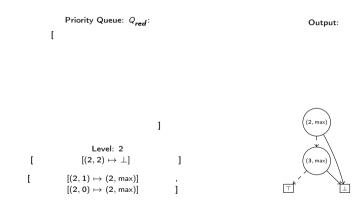


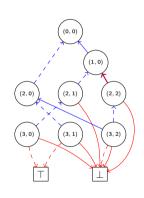


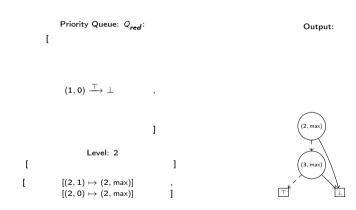


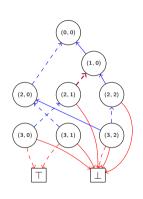


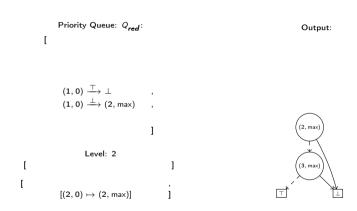


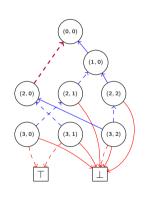


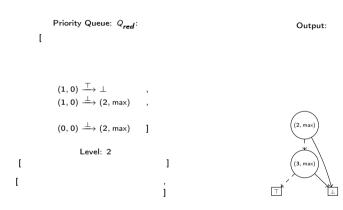


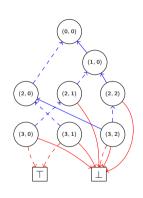


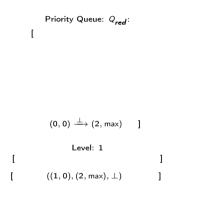


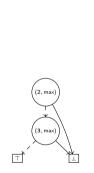




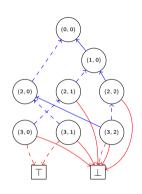


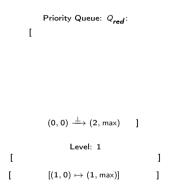


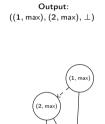




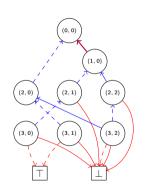
Output:

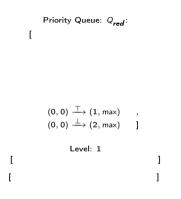


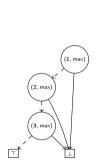




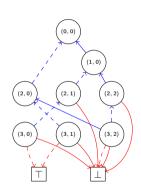
(3, max)

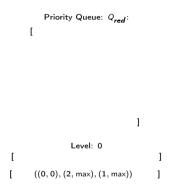


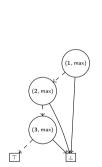




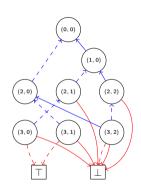
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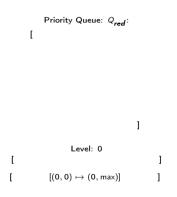


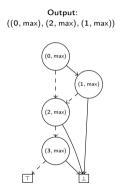


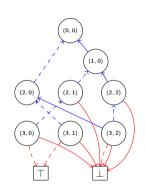


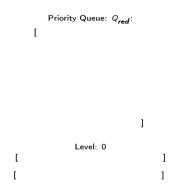
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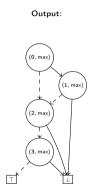












Level: 1 Level: 2 Level: 3

$$\left[ (0,0) \xrightarrow{\top} ((1,0),(2,1)) \right]$$

$$[ (0,0) \xrightarrow{\perp} ((2,0),(2,0)) ,$$

Level: 1

$$\left[ (0,0) \xrightarrow{\top} ((1,0),(2,1)) \right]$$

Level: 2

$$\left[ (0,0) \xrightarrow{\perp} ((2,0),(2,0)) \quad , \quad (1,0) \xrightarrow{\perp} ((2,0),(2,1)) \quad , \quad (1,0) \xrightarrow{\top} ((3,1),(2,1)) \quad \right]$$

Level: 3

Level: 1

Level: 2

 $\left[ \quad (0,0) \xrightarrow{\bot} ((2,0),(2,0)) \quad , \quad (1,0) \xrightarrow{\bot} ((2,0),(2,1)) \quad , \quad (1,0) \xrightarrow{\top} ((3,1),(2,1)) \quad \right]$ 

Level: 3

Level: 1

Level: 3

$$\left[ \begin{array}{ccc} (2,0) \xrightarrow{\bot} ((3,0),\top) & , & (2,0) \xrightarrow{\top} ((3,1),(3,0)) & , \end{array} \right.$$

Level: 1

1

Level: 2

,  $(1,0) \xrightarrow{\perp} ((2,0),(2,1))$  ,  $(1,0) \xrightarrow{\top} ((3,1),(2,1))$ 

Level: 3

 $\left[ \begin{array}{ccc} (2,0) \stackrel{\bot}{\longrightarrow} ((3,0),\top) & , & (2,0) \stackrel{\top}{\longrightarrow} ((3,1),(3,0)) \end{array} \right. ,$ 

Level: 1

Level: 2

 $\left[\begin{array}{cccc} (1,0) \xrightarrow{\perp} ((2,0),(2,1)) & , & (1,0) \xrightarrow{\top} ((3,1),(2,1)) \end{array}\right]$ 

Level: 3

Level: 1

Level: 2

 $(1,0) \xrightarrow{\top} ((3,1),(2,1))$ 

Level: 3

$$(2,0) \xrightarrow{\perp} ((3,0), \exists$$

Level: 1

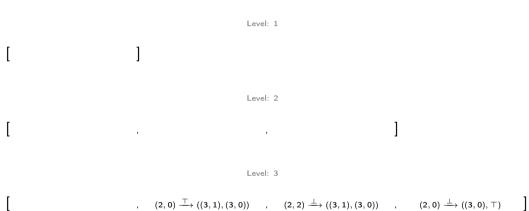
Level: 2

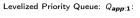
 $(1,0) \xrightarrow{\top} ((3,1),(2,1))$ 

Level: 3

Level: 1 Level: 2 Level: 3

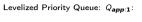
Level: 1 Level: 2 Level: 3 





Level: 1 Level: 2 Level: 3

 $\left[ \begin{array}{cccc} & & & & \\ & & & \\ & & & \end{array} \right. \quad (2,2) \xrightarrow{\perp} \left( (3,1), (3,0) \right) \quad , \qquad (2,0) \xrightarrow{\perp} \left( (3,0), \top \right) \quad \left. \right]$ 



Level: 1 Level: 2 Level: 3

,  $(2,0) \xrightarrow{\perp} ((3,0),\top)$ 

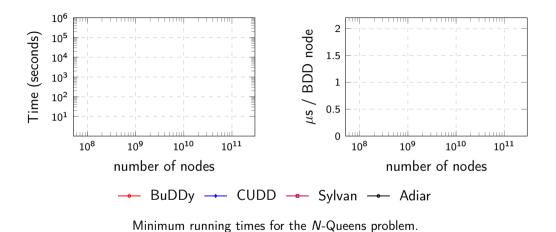
Level: 1 Level: 2 Level: 3 The unique identifier of nodes and leaves can be represented in a single 64-bit integer.

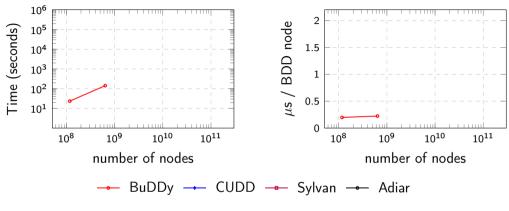


The f bit-flag is used to store the is\_high boolean inside of the source of an arc.

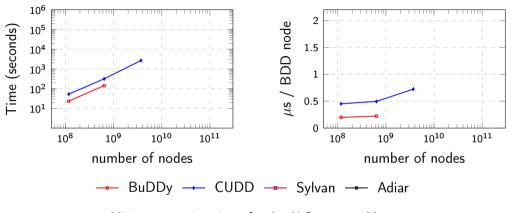
# Adiar

github.com/ssoelvsten/adiar

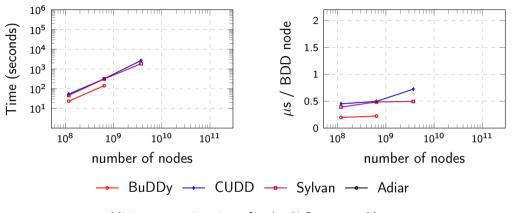




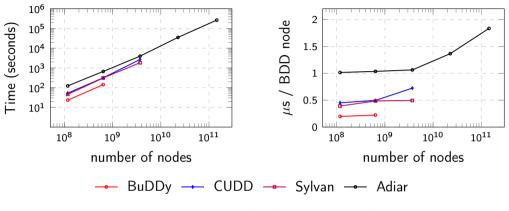
Minimum running times for the N-Queens problem.



Minimum running times for the N-Queens problem.



Minimum running times for the N-Queens problem.



Minimum running times for the N-Queens problem.

Algorithm		Depth-first	Time-forwarded		
Reduce	Reduce		$O(\operatorname{sort}(N))$		
	BDD Manipulation				
Apply	f⊙g	$O(N_f \cdot N_g)$	$O(\operatorname{sort}(N_f \cdot N_g))$		
If-Then-Else	f ? g : h	$O(N_f \cdot N_g \cdot N_h)$	$O(\operatorname{sort}(N_f \cdot N_g \cdot N_h))$		
Restrict	$f _{x_i=v}$	O(N)	$O(\operatorname{sort}(N))$		
Negation	$\neg f$	O(1)	O(1)		
Quantification	$\exists / \forall v : f _{x_i = v}$	$O(N^2)$	$O(\operatorname{sort}(N^2))$		
	Coi	unting			
Count Paths	#paths in $f$ to $ op$	O(N)	$O(\operatorname{sort}(N))$		
Count SAT	#x:f(x)	O(N)	$O(\operatorname{sort}(N))$		
	0	ther			
Equality	$f \equiv g$	O(1)	$O(\operatorname{sort}(N))$		
Evaluate	f(x)	O(L)	O(N/B)		
Min/Max SAT	$\min / \max\{x \mid f(x)\}$	O(L)	O(N/B)		

