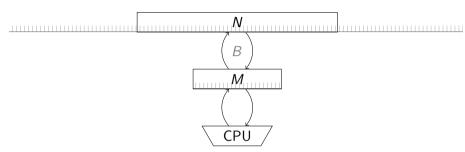
Efficient External Memory Algorithms for Binary Decision Diagram Manipulation

Steffan Christ Sølvsten, Jaco van de Pol, Anna Blume Jakobsen, and Mathias Weller Berg Thomasen 25th of April, 2021





The I/O model by Aggarwal and Vitter '87

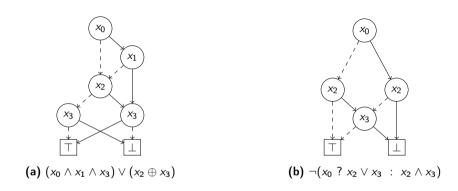
For any realistic values of N, M, and B we have that

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

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

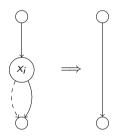
Theorem (Arge '95)

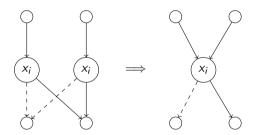
N elements can be inserted in and extracted from a Priority Queue in $\Theta(sort(N))$ I/Os.



Examples of (Reduced Ordered) Binary Decision Diagrams.

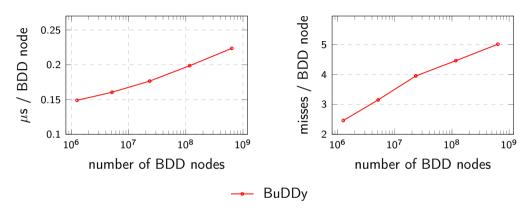
Theorem (Bryant '86)For a fixed variable order, if one exhaustively applies the two rules below, then one obtains the Reduced OBDD, which is a unique canonical form of the function.



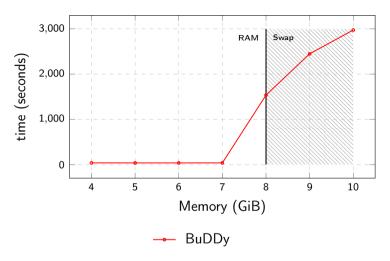


(1) Remove redundant nodes

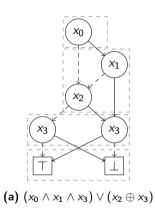
(2) Merge duplicate nodes

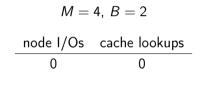


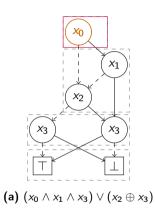
Cache behaviour for the N-Queens problem.

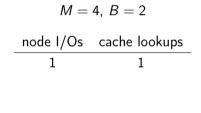


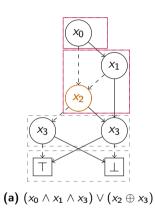
Running time for Tic-Tac-Toe with N = 21.

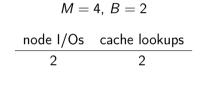


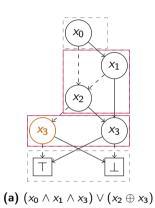


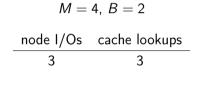


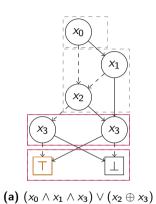




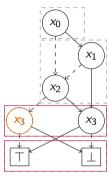






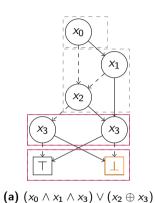


M = 4, B = 2			
node I/Os	cache lookups		
4	3		

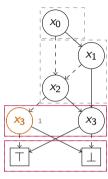


(a)
$$(x_0 \land x_1 \land x_3) \lor (x_2 \oplus x_3)$$

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

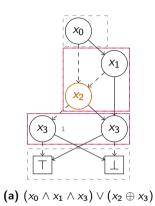


$$M = 4$$
, $B = 2$
node I/Os cache lookups
4 3

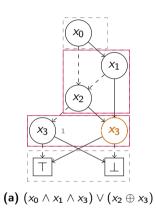


(a)
$$(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$$

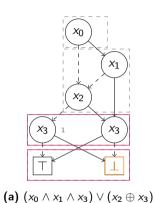
M = 4, B = 2				
node I/Os	cache lookups			
4	3			



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



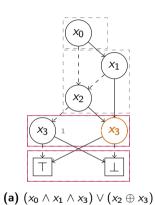
M = 4, $B = 2$			
node I/Os	cache lookups		
5 4			



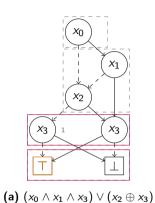
$$M = 4$$
, $B = 2$

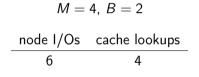
node I/Os cache lookups

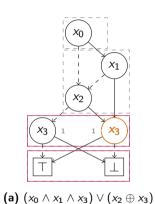
 6
 4



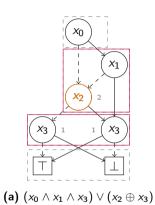
M = 4, B = 2			
node I/Os	cache lookups		
6	4		



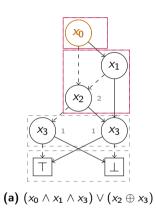




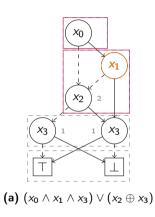
$$M = 4$$
, $B = 2$
node I/Os cache lookups
6 4

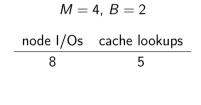


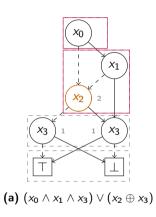
$$M = 4$$
, $B = 2$
node I/Os cache lookups
7 4



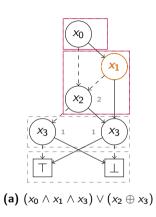
M = 4, B = 2				
node I/Os	cache lookups			
8 4				



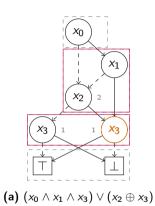




M = 4, B = 2				
node I/Os	cache lookups			
8 6				



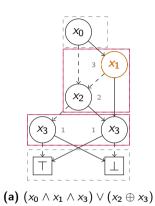
M = 4, B = 2			
node I/Os	cache lookups		
8	6		

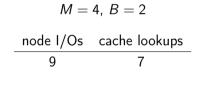


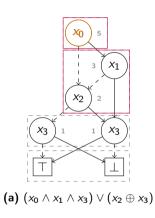
$$M = 4$$
, $B = 2$

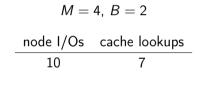
node I/Os cache lookups

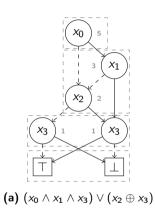
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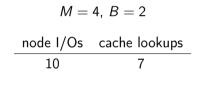


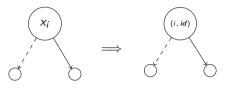


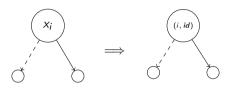




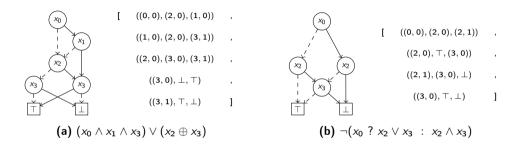




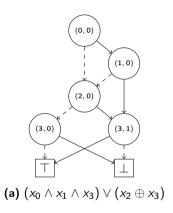


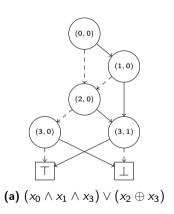


$$(i_1, id_1) < (i_2, id_2) \equiv i_1 < i_2 \lor (i_1 = i_2 \land id_i < id_j)$$

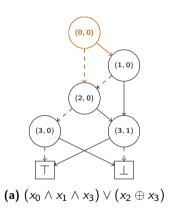


Node-based representation of prior shown BDDs

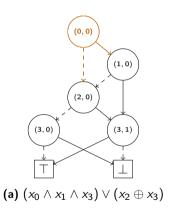




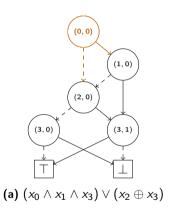
Priority Queue: *Q_{count}:*

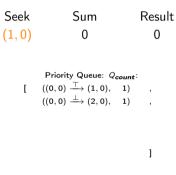


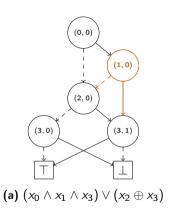
Priority Queue: *Q_{count}:* [

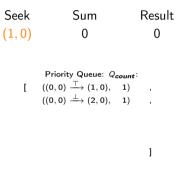


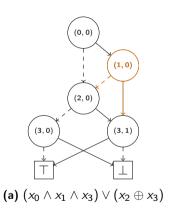
]

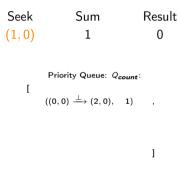


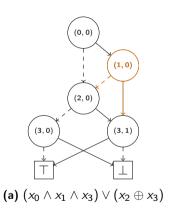


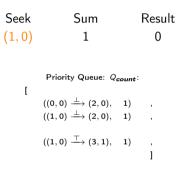


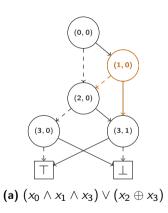


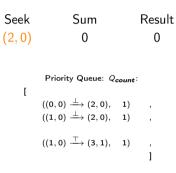


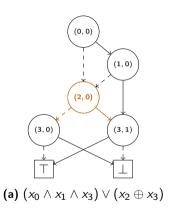


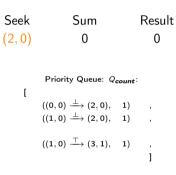


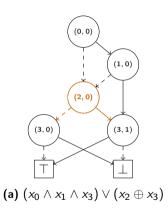


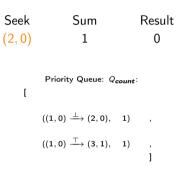


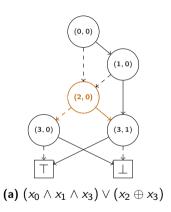


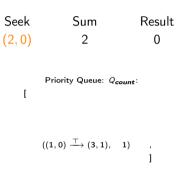


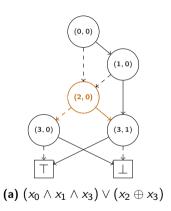


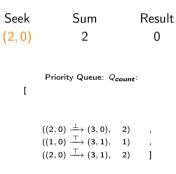


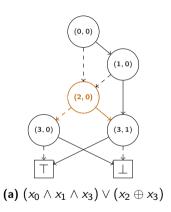


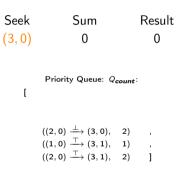


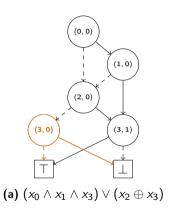


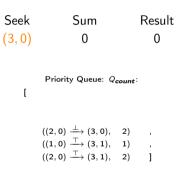


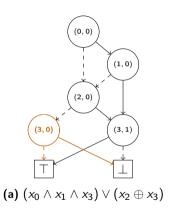


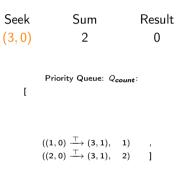


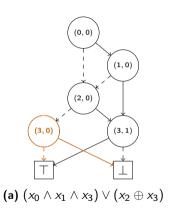


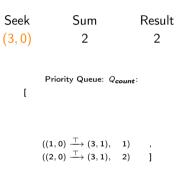


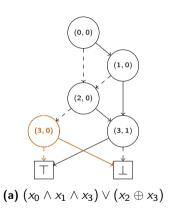


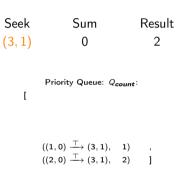


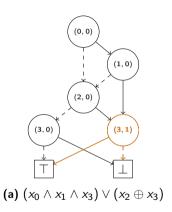


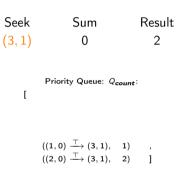


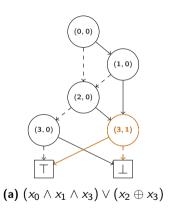


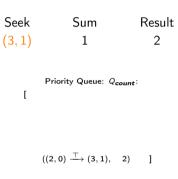


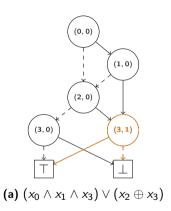


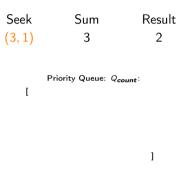


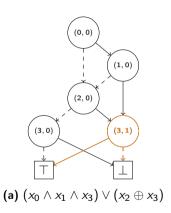


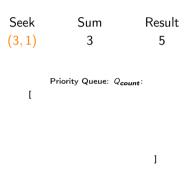


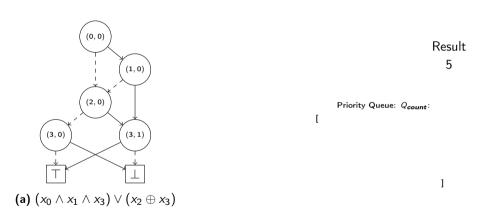


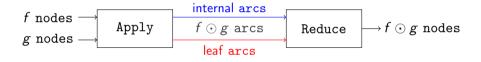


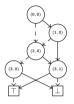








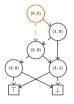




(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$



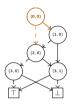
(b) $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$



(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:

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

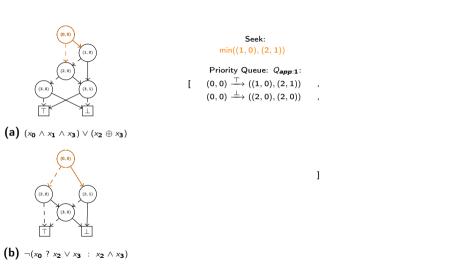
(0,0)

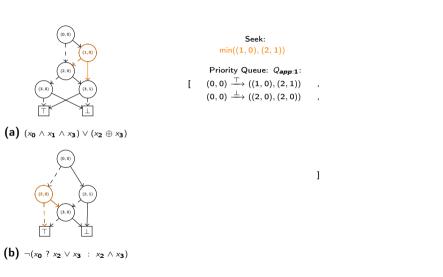
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$



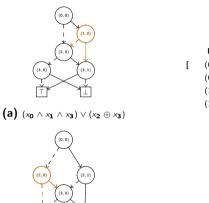
(b) $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$

.

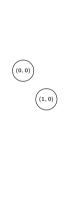


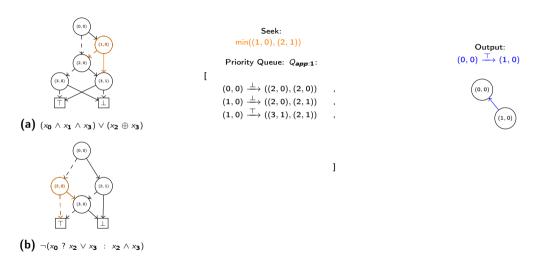


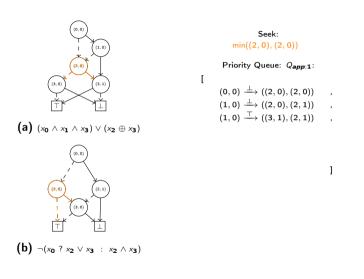
(b) $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$



```
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))
```

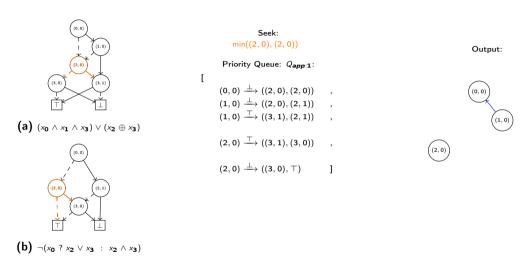


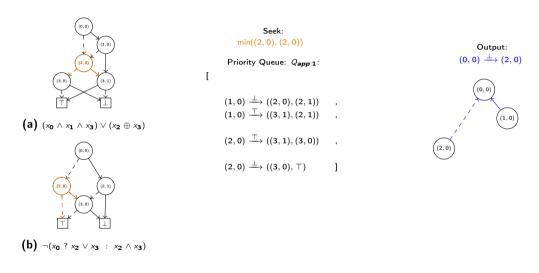


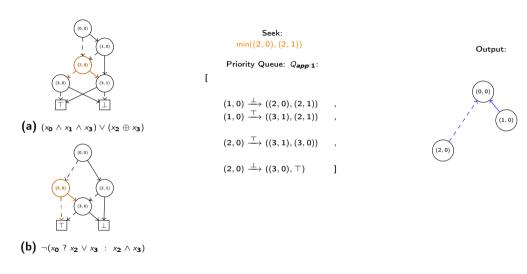


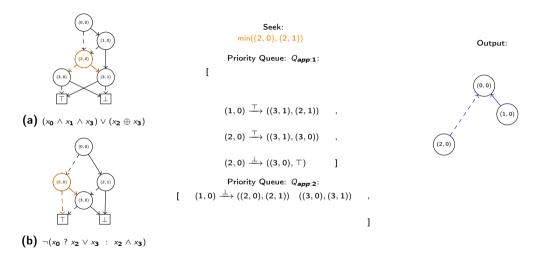
Output:

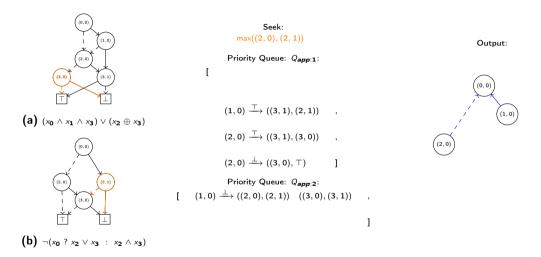


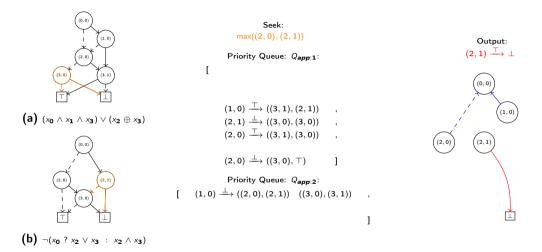


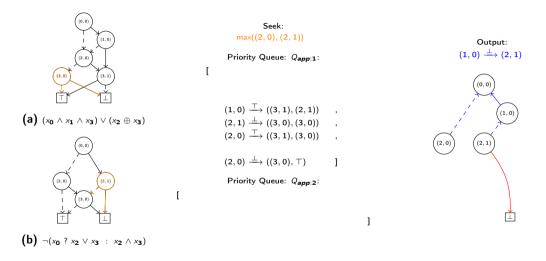


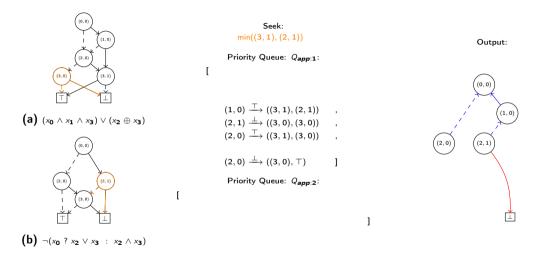


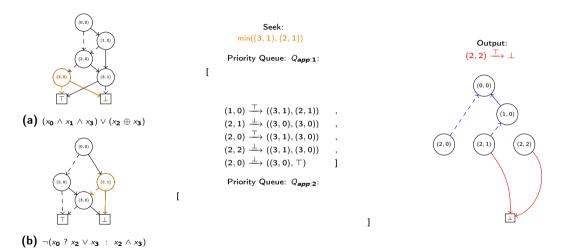


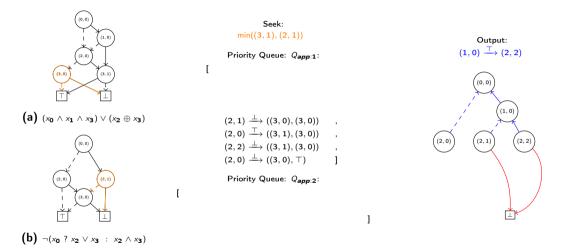


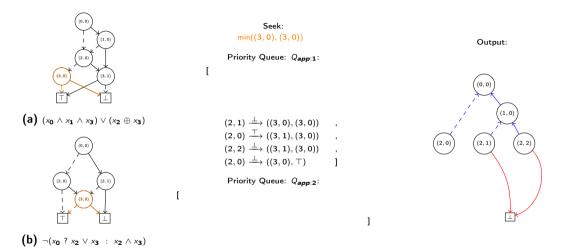


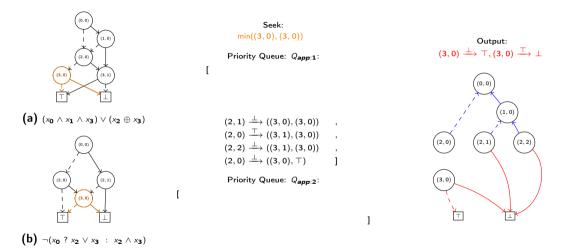


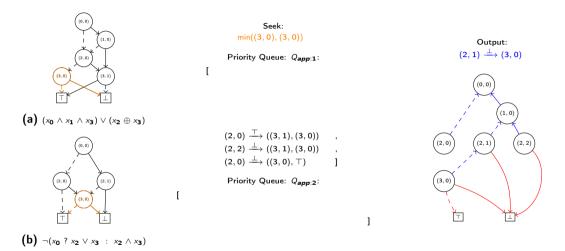


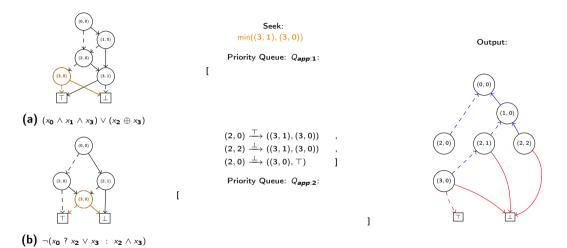


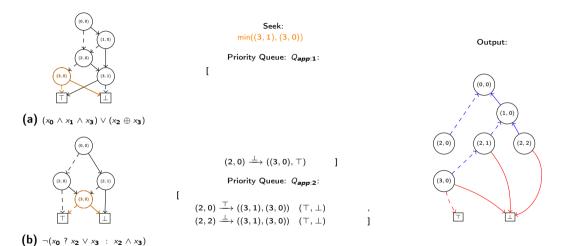


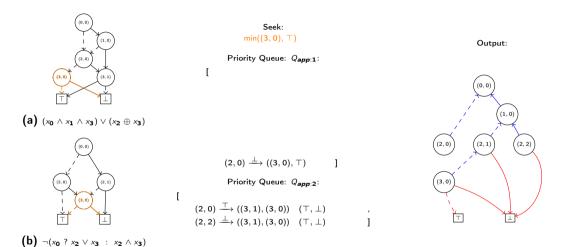


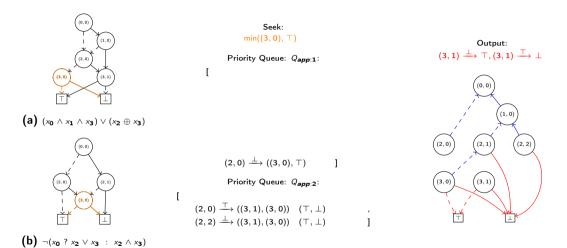


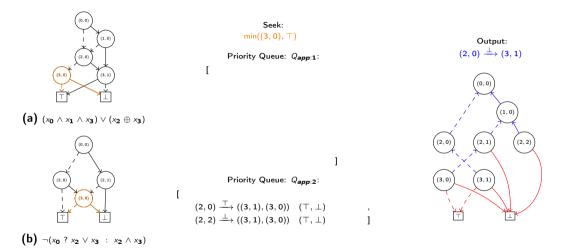


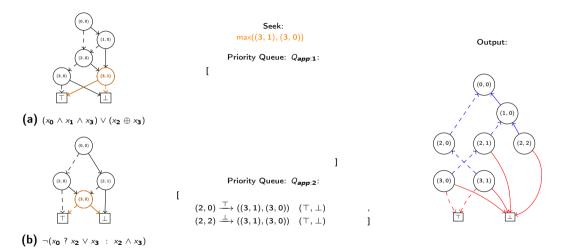


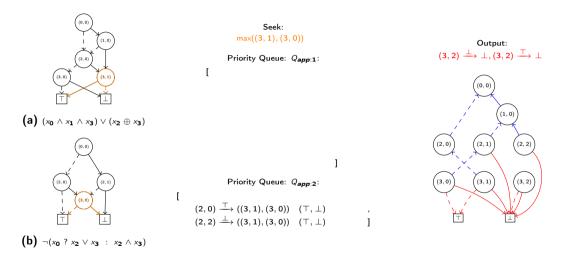


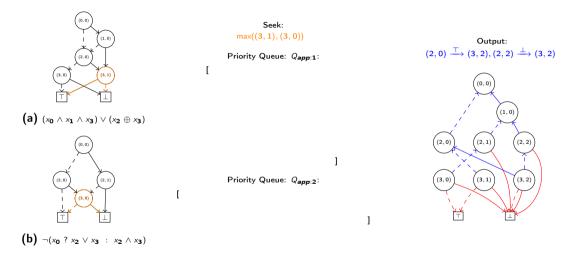


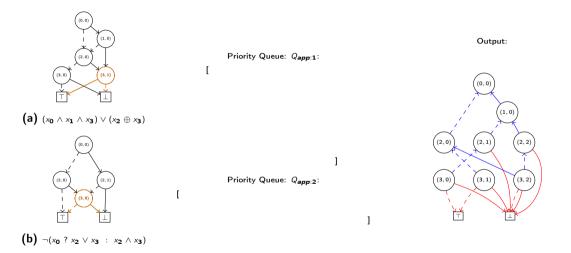


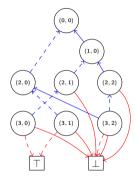


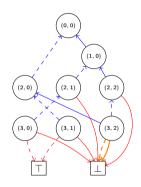




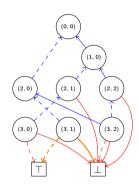


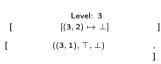


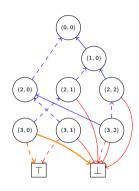




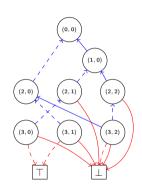
Level: 3 $[(3,2)\mapsto \bot]$

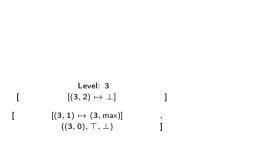




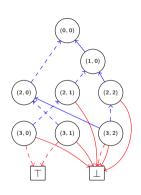


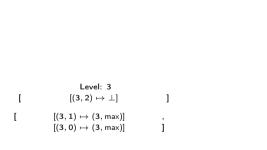
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Level: 3 [ ((3,2)\mapsto \bot] [ ((3,1), \top, \bot) ((3,0), \top, \bot) ]
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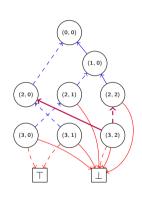


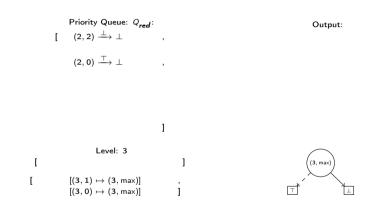
Output: $((3, max), \top, \bot)$

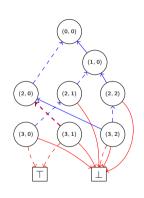


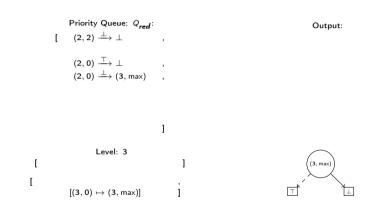


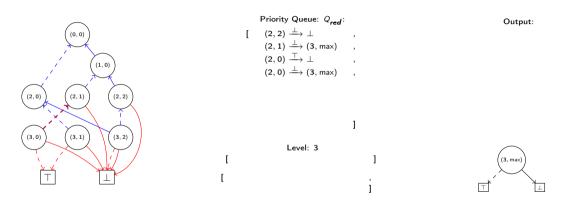


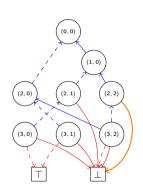


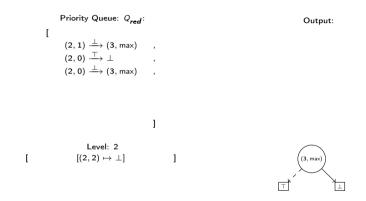


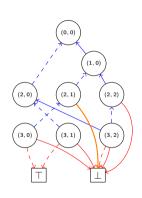


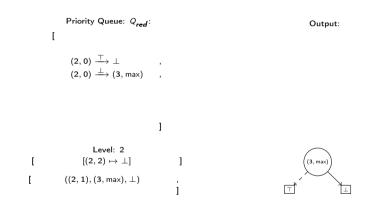


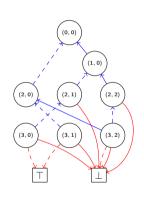


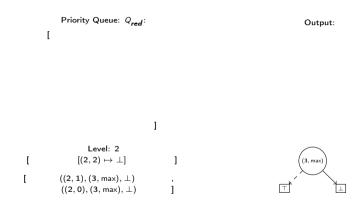


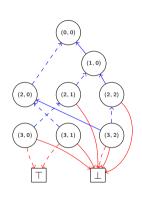


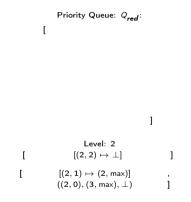


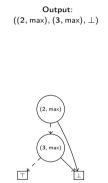


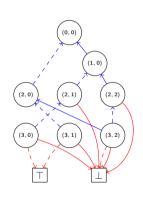


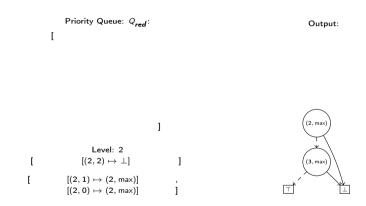


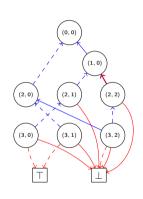


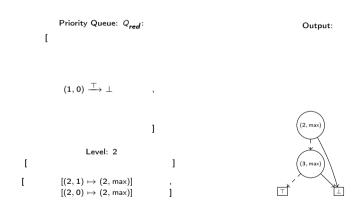


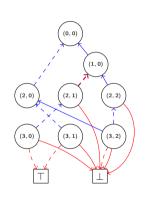


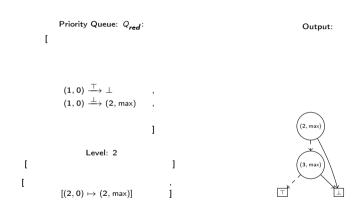


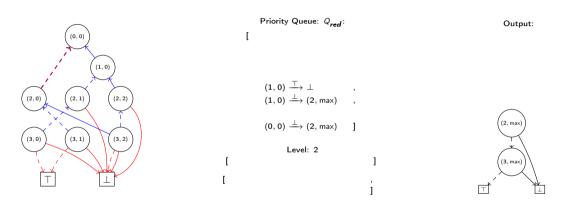


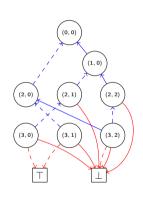


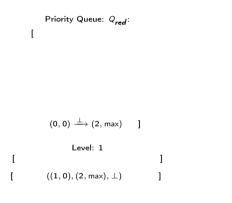


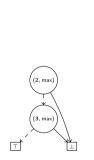




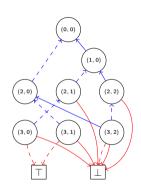


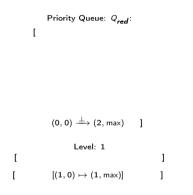


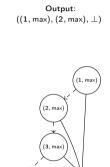


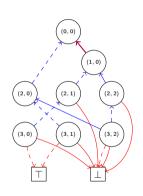


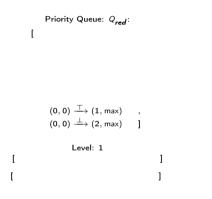
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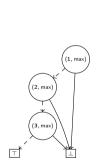




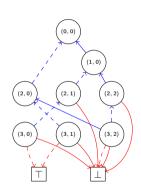


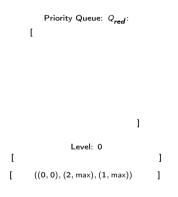


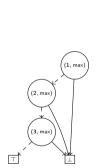




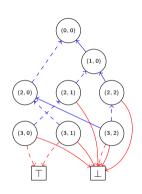
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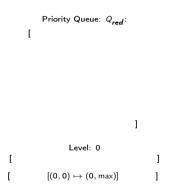


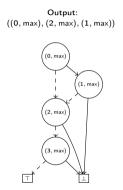


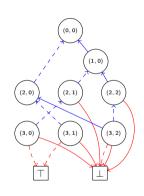


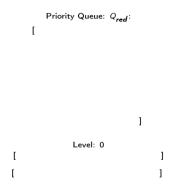
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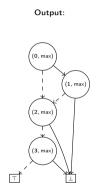








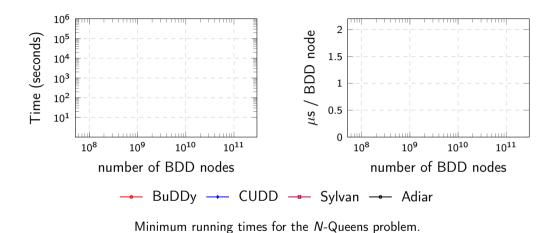


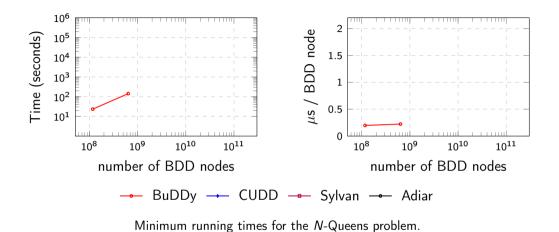


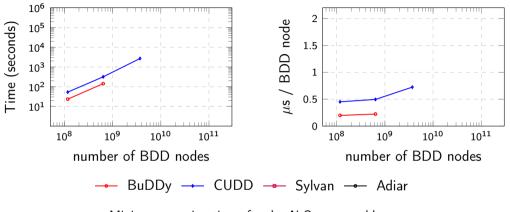
Algorithm		Depth-first	Time-forwarded		
Reduce		O(N)	$O(\operatorname{sort}(N))$		
BDD Manipulation					
Apply	f⊙g	$O(N_f \cdot N_g)$	$O(\operatorname{sort}(N_f \cdot N_g))$		
If-Then-Else	f ? g : h	$O(N_f \cdot N_g \cdot N_h)$	$O(\operatorname{sort}(N_f \cdot N_g \cdot N_h))$		
Restrict	$f _{x_i=v}$	O(N)	$O(\operatorname{sort}(N))$		
Negation	$\neg f$	O(1)	O(1)		
Quantification	$\exists / \forall v : f _{x_i = v}$	$O(N^2)$	$O(\operatorname{sort}(N^2))$		
Counting					
Count Paths	#paths in f to $ op$	O(N)	$O(\operatorname{sort}(N))$		
Count SAT	#x:f(x)	O(N)	$O(\operatorname{sort}(N))$		
Other					
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)		

Adiar

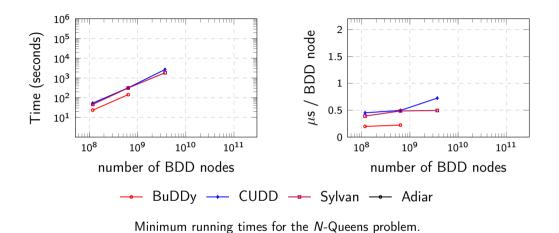
github.com/ssoelvsten/adiar

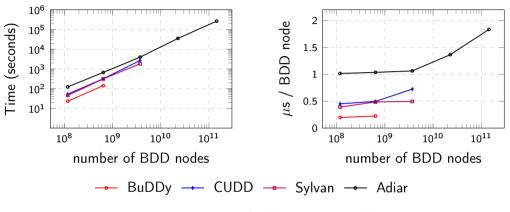




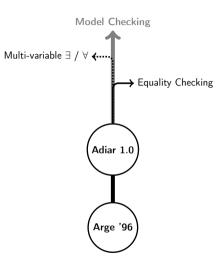


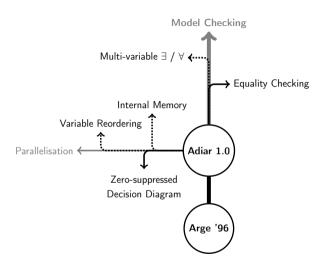
Minimum running times for the $\it N$ -Queens problem.

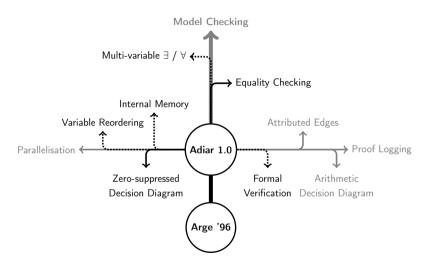




Minimum running times for the *N*-Queens problem.







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- @ssoelvsten

Adiar

- github.com/ssoelvsten/adiar
- ssoelvsten.github.io/adiar

