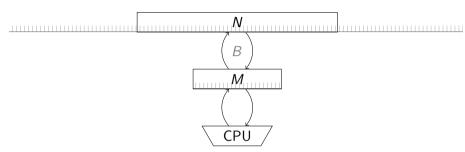
## Efficient External Memory Algorithms for Binary Decision Diagram Manipulation

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





The I/O model by Aggarwal and Vitter '87

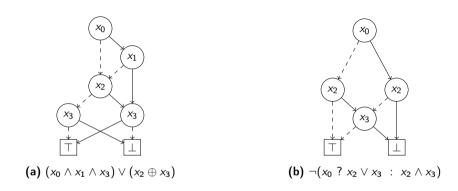
For any realistic values of N, M, and B we have that

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

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

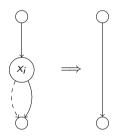
## Theorem (Arge '95)

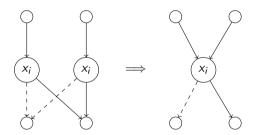
N elements can be inserted in and extracted from a Priority Queue in  $\Theta(sort(N))$  I/Os.



Examples of (Reduced Ordered) Binary Decision Diagrams.

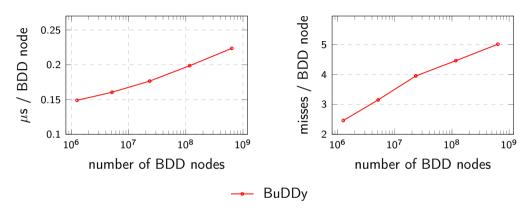
**Theorem (Bryant '86)**For a fixed variable order, if one exhaustively applies the two rules below, then one obtains the Reduced OBDD, which is a unique canonical form of the function.



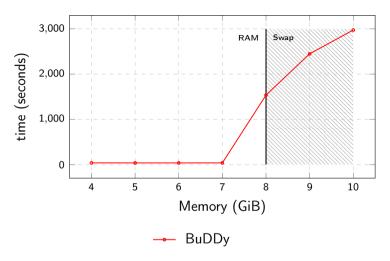


(1) Remove redundant nodes

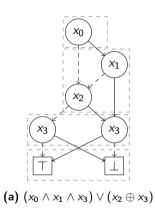
(2) Merge duplicate nodes

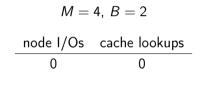


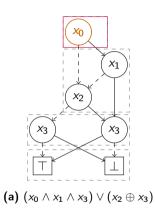
Cache behaviour for the N-Queens problem.

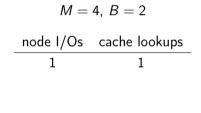


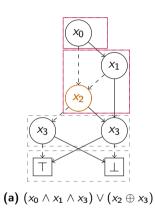
Running time for Tic-Tac-Toe with N = 21.

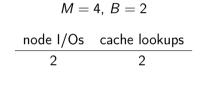


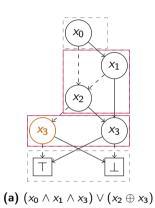


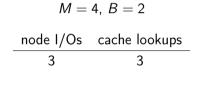


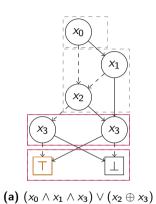




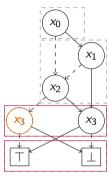






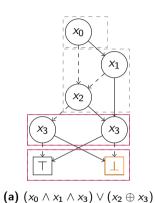


M = 4, B = 2			
node I/Os	cache lookups		
4	3		

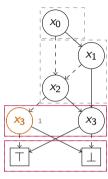


(a) 
$$(x_0 \land x_1 \land x_3) \lor (x_2 \oplus x_3)$$

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

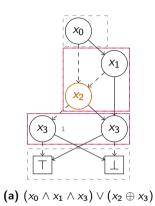


$$M = 4$$
,  $B = 2$   
node I/Os cache lookups  
4 3

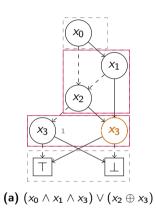


(a) 
$$(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$$

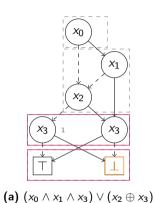
M = 4, B = 2				
node I/Os	cache lookups			
4	3			



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



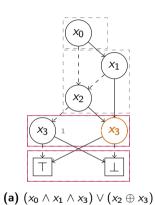
M = 4, $B = 2$			
node I/Os	cache lookups		
5 4			



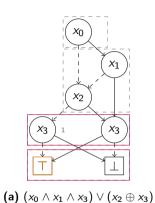
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,  $B = 2$ 

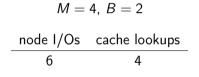
node I/Os cache lookups

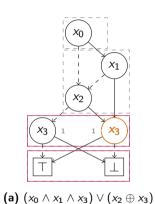
 $6$ 
 $4$ 



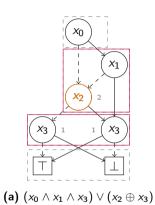
M = 4, B = 2			
node I/Os	cache lookups		
6	4		



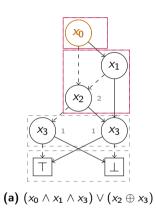




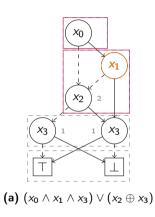
$$M = 4$$
,  $B = 2$   
node I/Os cache lookups  
6 4

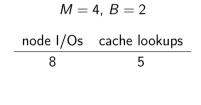


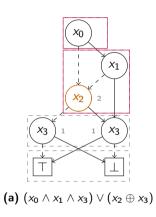
$$M = 4$$
,  $B = 2$   
node I/Os cache lookups  
7 4



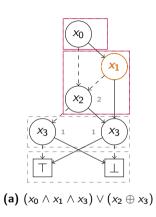
M = 4, B = 2				
node I/Os	cache lookups			
8 4				



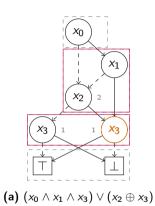




M = 4, B = 2				
node I/Os	cache lookups			
8 6				



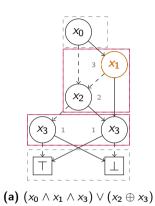
M = 4, B = 2			
node I/Os	cache lookups		
8	6		

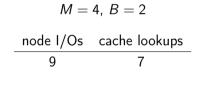


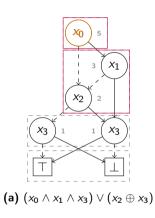
$$M = 4$$
,  $B = 2$ 

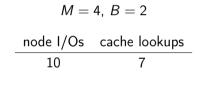
node I/Os cache lookups

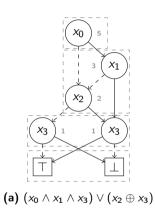
 $7$ 

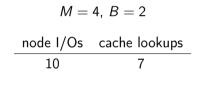


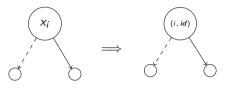


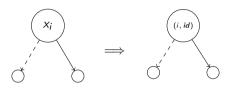




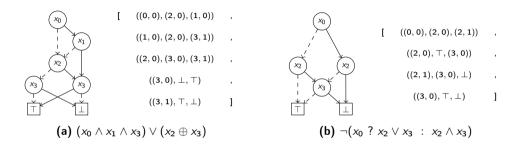




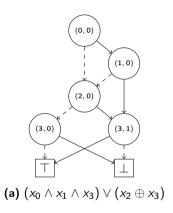


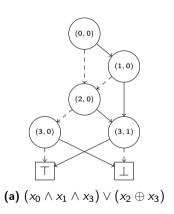


$$(i_1, id_1) < (i_2, id_2) \equiv i_1 < i_2 \lor (i_1 = i_2 \land id_i < id_j)$$

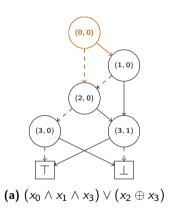


Node-based representation of prior shown BDDs

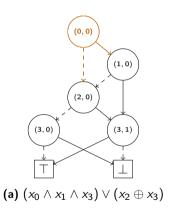




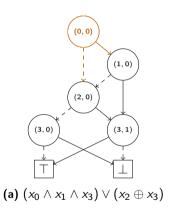
Priority Queue: *Q<sub>count</sub>:* 

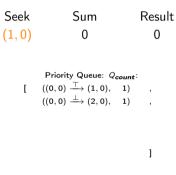


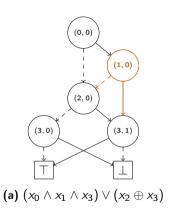
Priority Queue: *Q<sub>count</sub>:* [

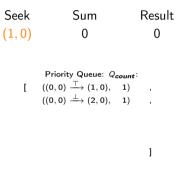


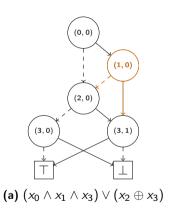
]

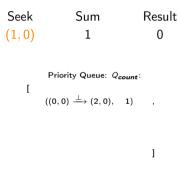


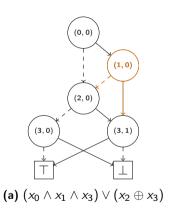


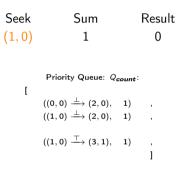


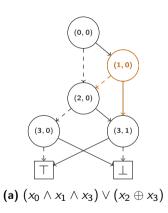


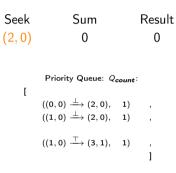


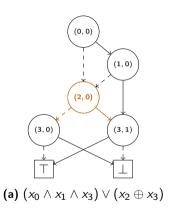


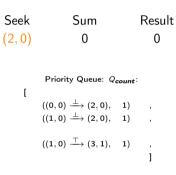


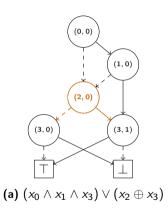


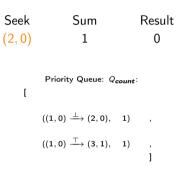


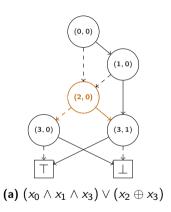


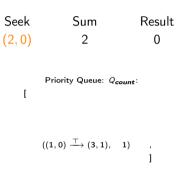


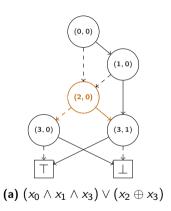


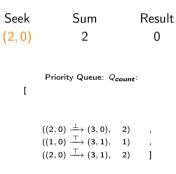


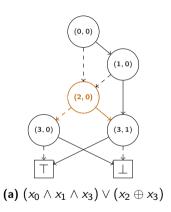


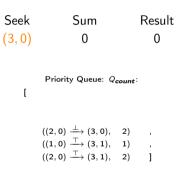


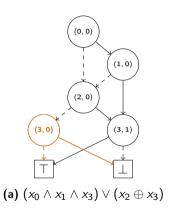


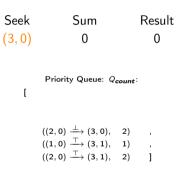


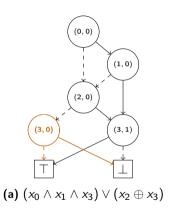


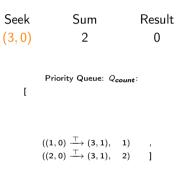


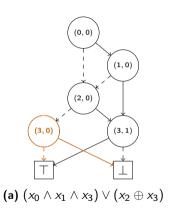


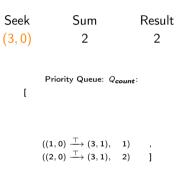


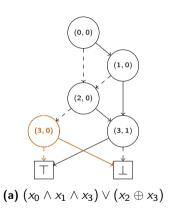


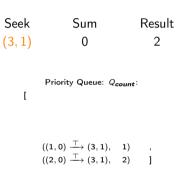


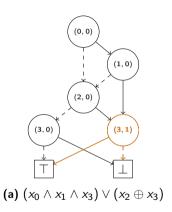


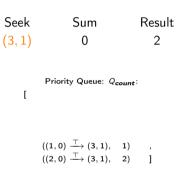


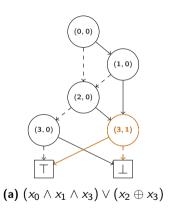


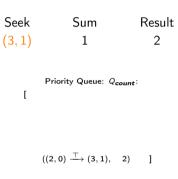


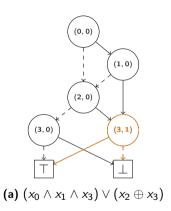


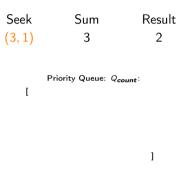


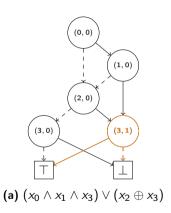


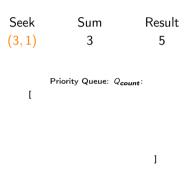


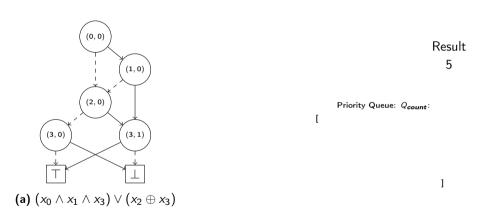


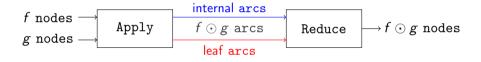


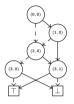








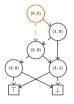




(a)  $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$ 



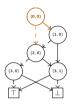
(b)  $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$ 



(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:

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

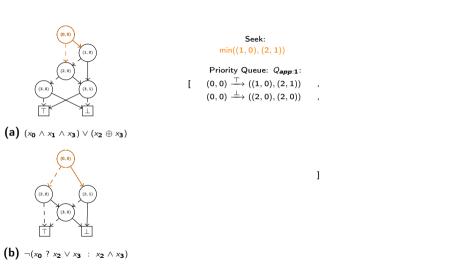
(0,0)

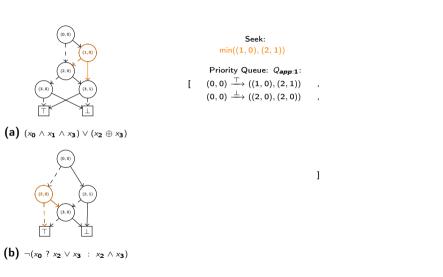
(a)  $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$ 



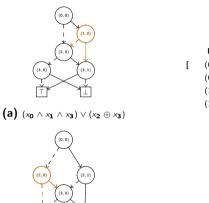
(b)  $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$ 

.

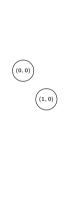


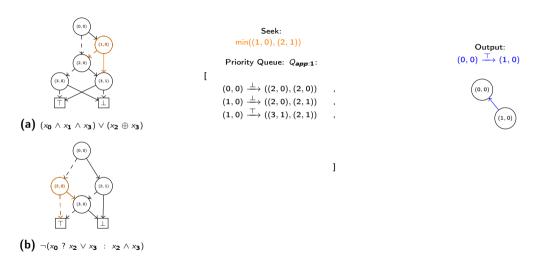


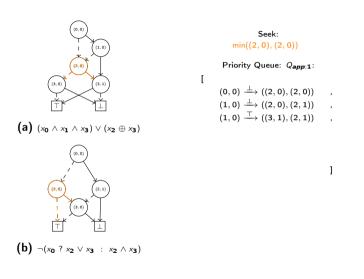
**(b)**  $\neg (x_0 ? x_2 \lor x_3 : x_2 \land x_3)$ 



```
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))
```

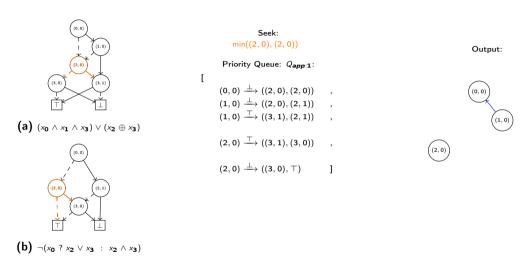


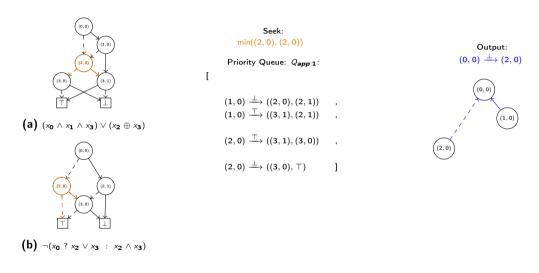


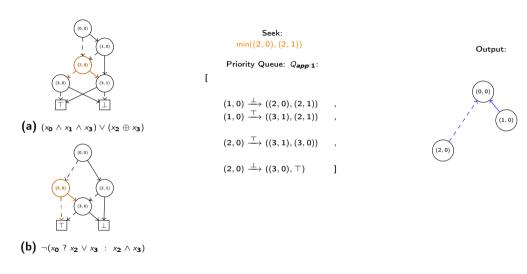


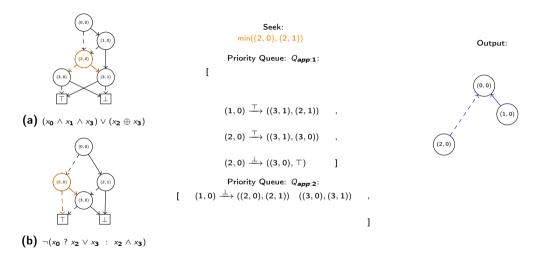
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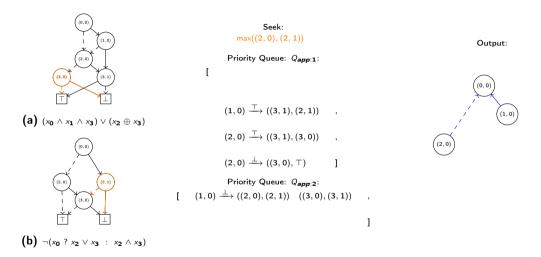


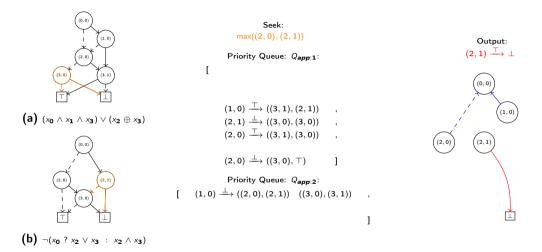


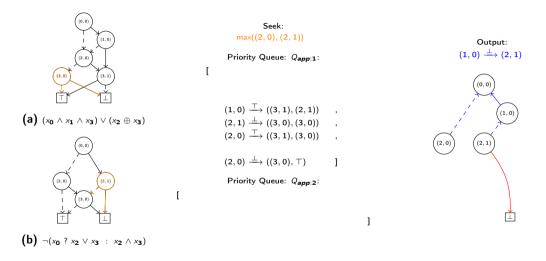


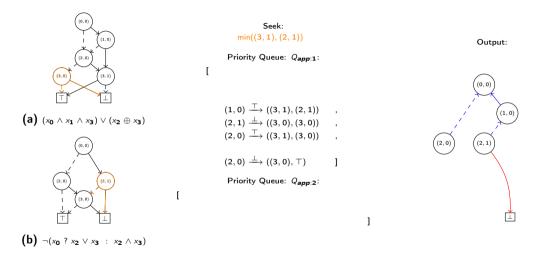


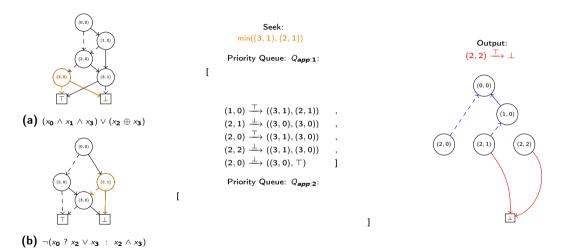


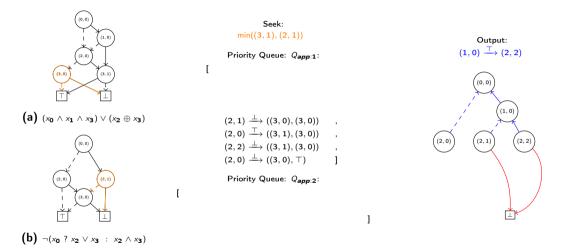


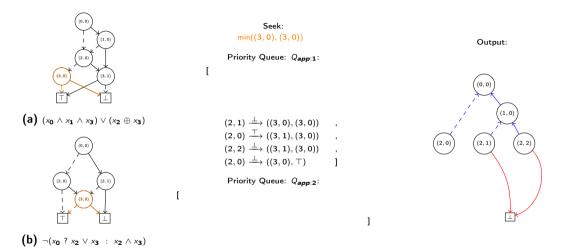


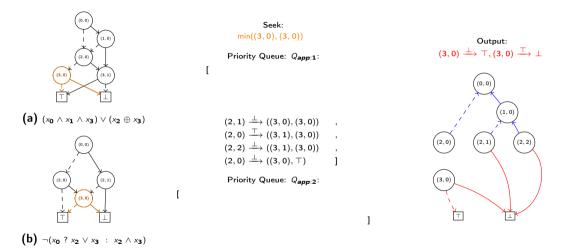


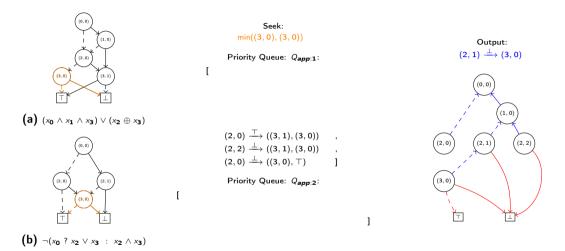


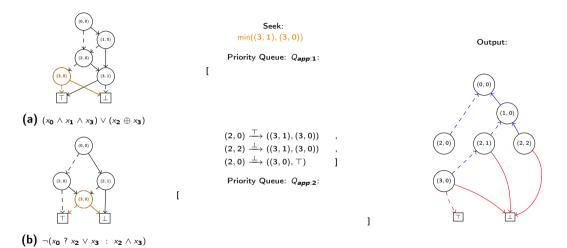


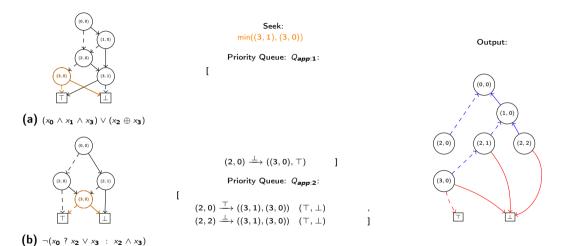


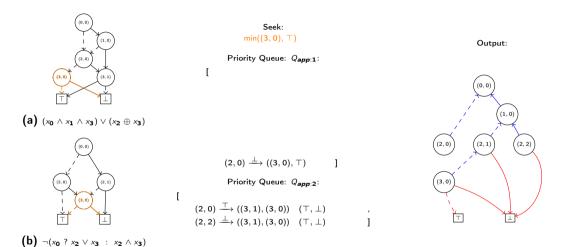


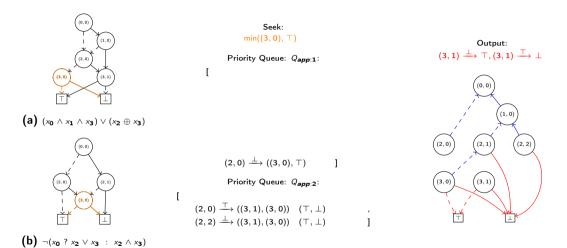


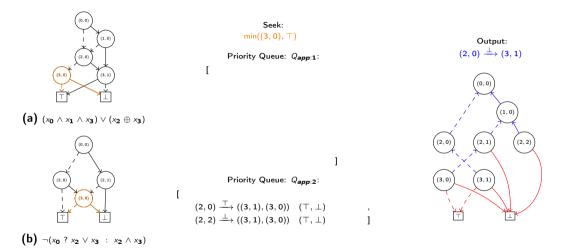


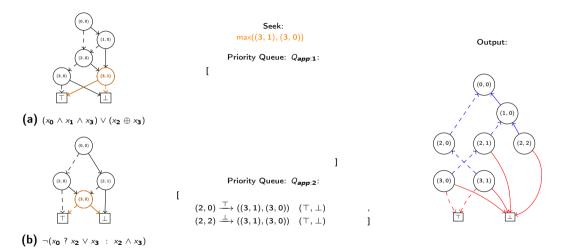


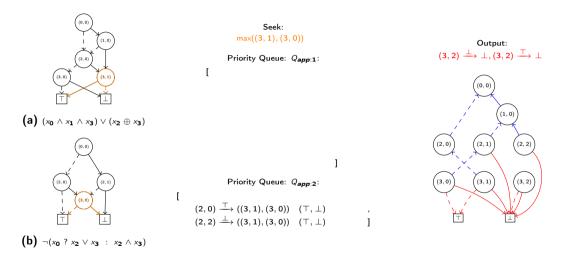


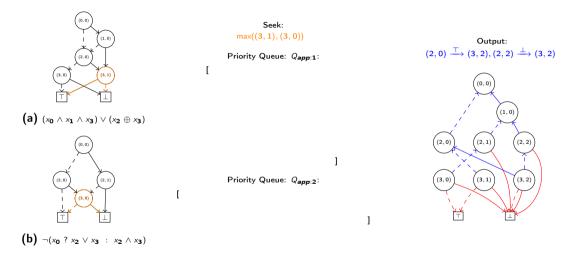


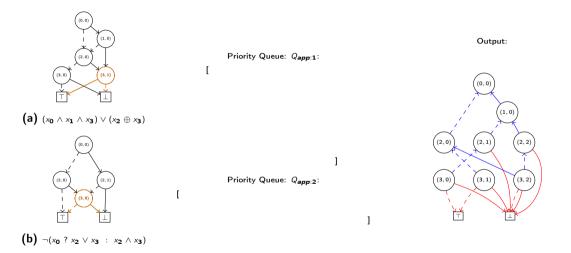


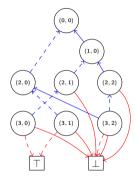


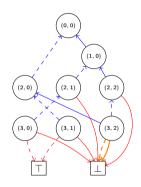




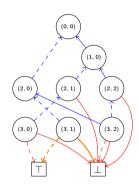


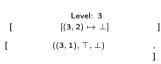


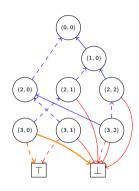




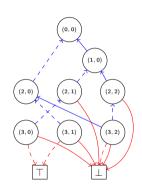
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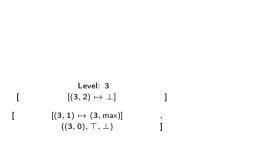




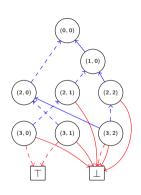


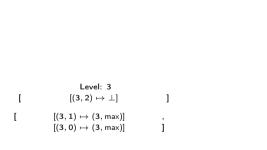
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Level: 3 [ ((3,2)\mapsto \bot] [ ((3,1), \top, \bot) ((3,0), \top, \bot) ]
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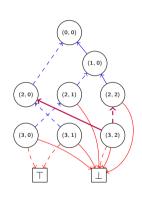


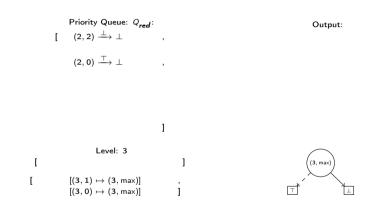
Output:  $((3, max), \top, \bot)$ 

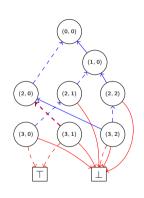


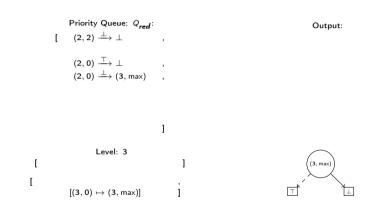


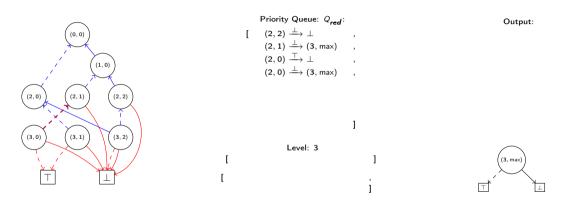


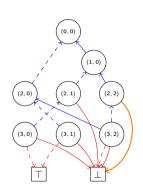


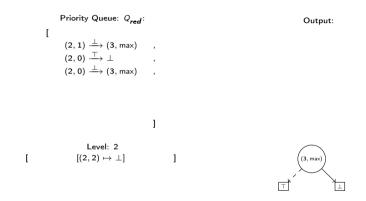


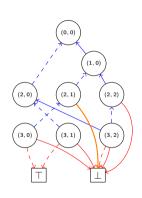


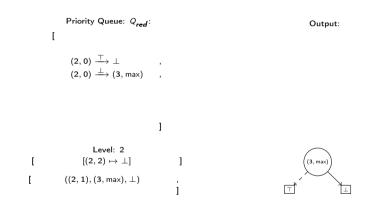


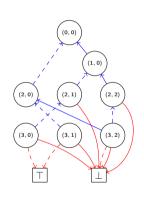


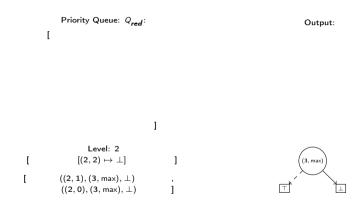


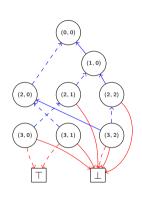


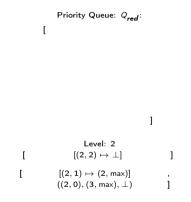


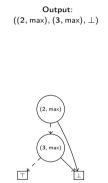


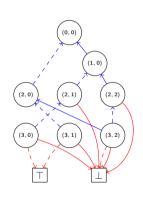


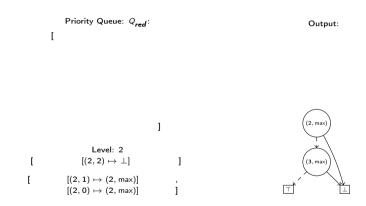


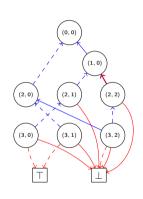


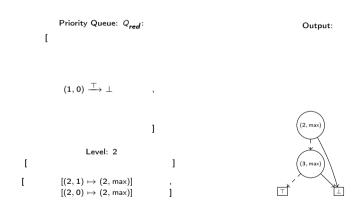


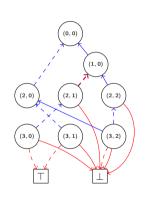


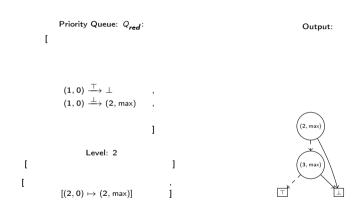


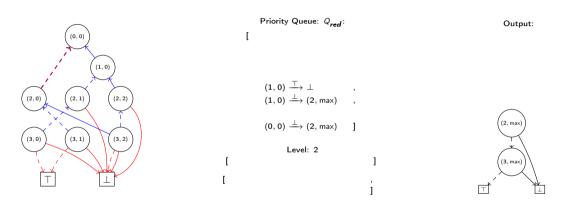


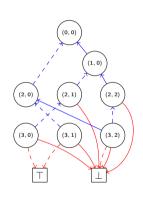


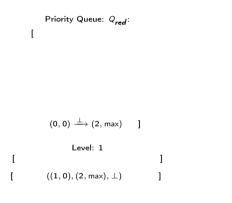


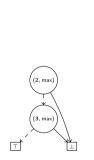




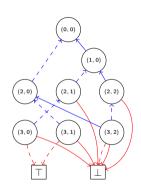


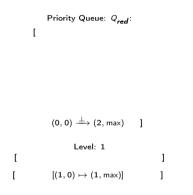


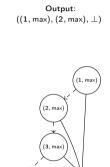


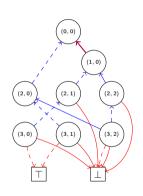


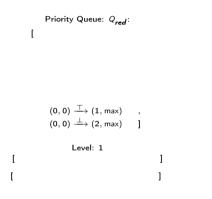
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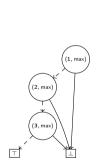




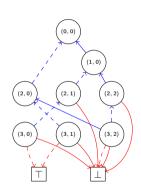


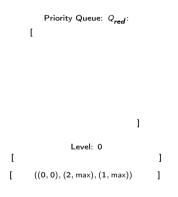


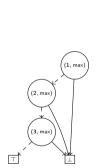




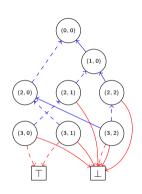
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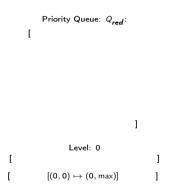


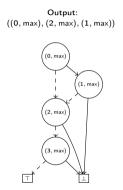


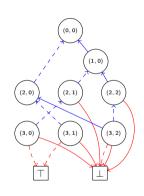


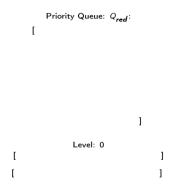
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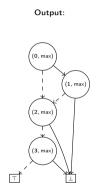








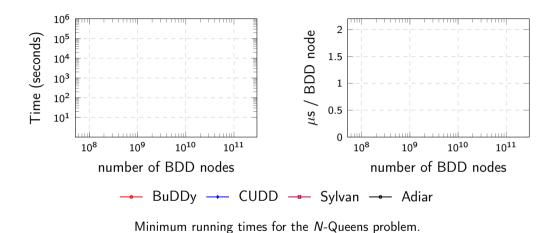


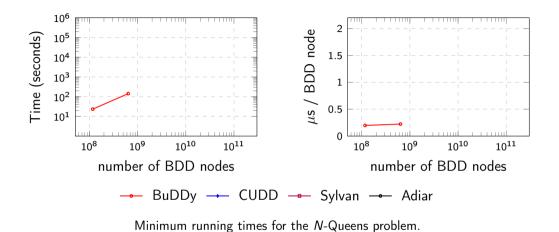


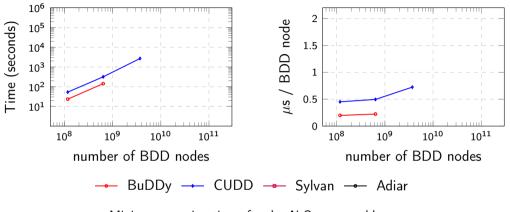
Algorithm		Depth-first	Time-forwarded		
Reduce		O(N)	$O(\operatorname{sort}(N))$		
BDD Manipulation					
Apply	f⊙g	$O(N_f \cdot N_g)$	$O(\operatorname{sort}(N_f \cdot N_g))$		
If-Then-Else	f ? g : h	$O(N_f \cdot N_g \cdot N_h)$	$O(\operatorname{sort}(N_f \cdot N_g \cdot N_h))$		
Restrict	$f _{x_i=v}$	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

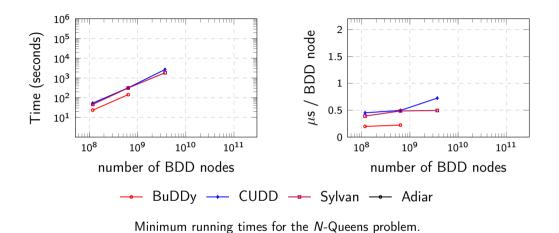
github.com/ssoelvsten/adiar

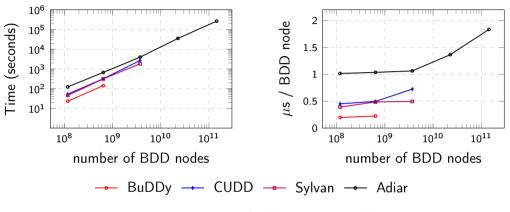






Minimum running times for the  $\it N$ -Queens problem.





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

