

Random Access on Narrow Decision Diagrams in External Memory

Steffan Christ Sølvesten, Casper Moldrup Rysgaard, and Jaco van de Pol

SPIN 2024



Adiar

I/O-efficient Decision Diagrams

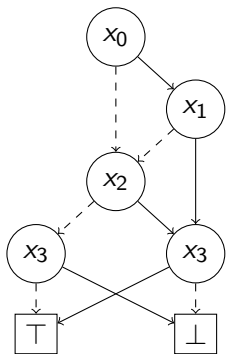
github.com/ssoelvsten/adiar

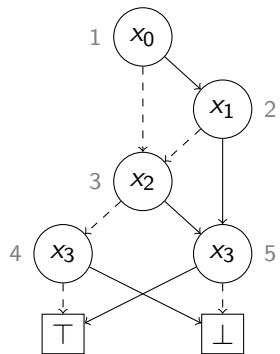
 Features

 Optimisations

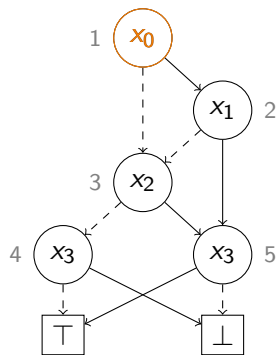
 Features

 Optimisations

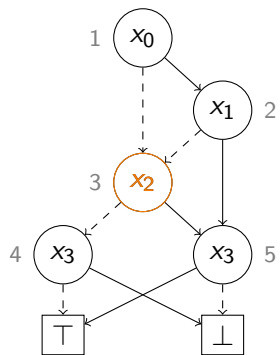




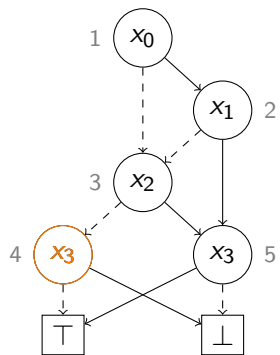
Stack



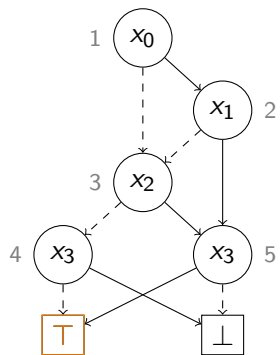
$$\frac{(\circ \rightarrow 1)}{\text{Stack}}$$



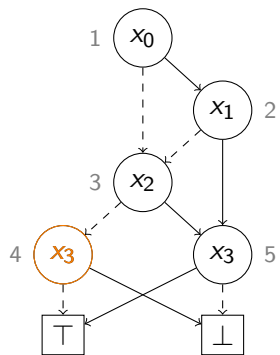
$$\frac{(1 \rightarrow 3) \quad (\circ \rightarrow 1)}{\text{Stack}}$$



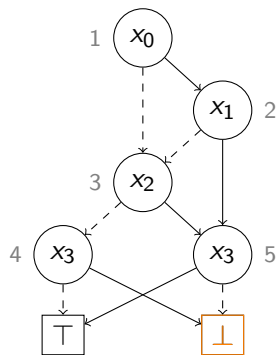
$$\begin{array}{r}
 (3 \rightarrow 4) \\
 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



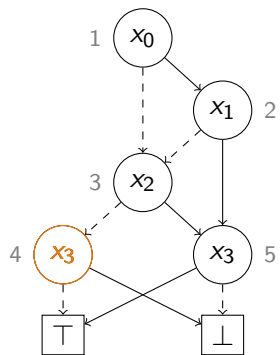
$$\begin{array}{l}
 (4 \rightarrow \top) \\
 (3 \rightarrow 4) \\
 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



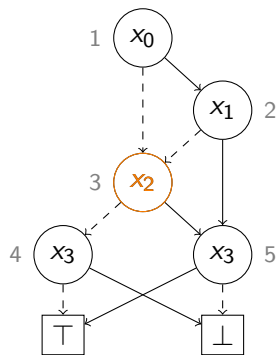
$$\begin{array}{r}
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 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



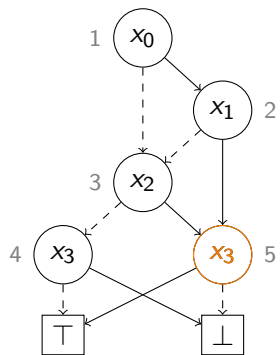
$$\begin{array}{l}
 (4 \rightarrow \perp) \\
 (3 \rightarrow 4) \\
 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



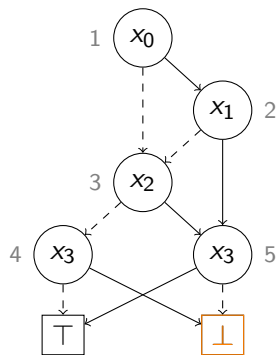
$$\begin{array}{l}
 (3 \rightarrow 4) \\
 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



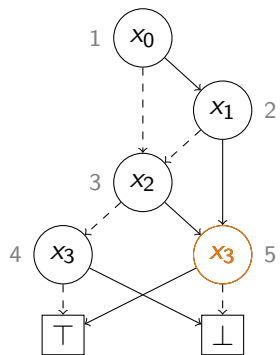
$$\frac{(1 \rightarrow 3) \quad (\circ \rightarrow 1)}{\text{Stack}}$$



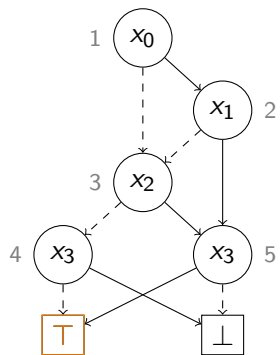
$$\begin{array}{r}
 (3 \rightarrow 5) \\
 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



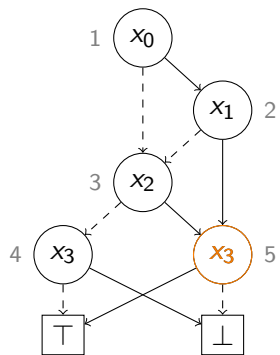
$$\begin{array}{l}
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 (3 \rightarrow 5) \\
 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



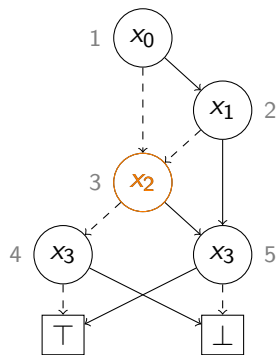
$$\begin{array}{r}
 (3 \rightarrow 5) \\
 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



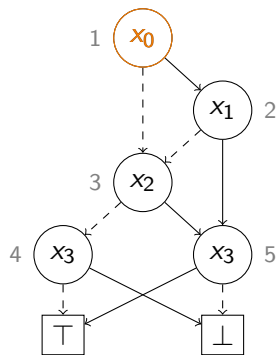
$$\begin{array}{l}
 (5 \rightarrow \top) \\
 (3 \rightarrow 5) \\
 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



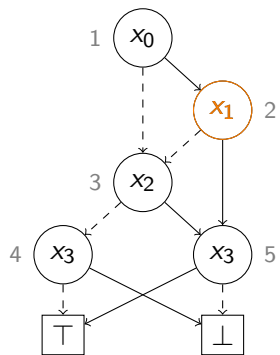
$$\begin{array}{r}
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 (1 \rightarrow 3) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



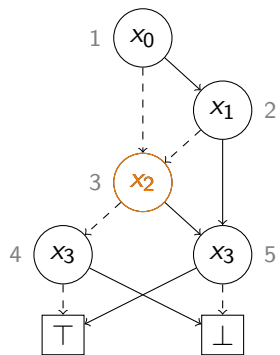
$$\frac{(1 \rightarrow 3) \quad (\circ \rightarrow 1)}{\text{Stack}}$$



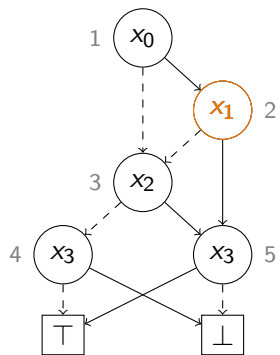
$$\frac{(\circ \rightarrow 1)}{\text{Stack}}$$



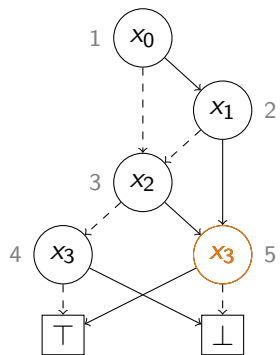
$$\begin{array}{r}
 (1 \rightarrow 2) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



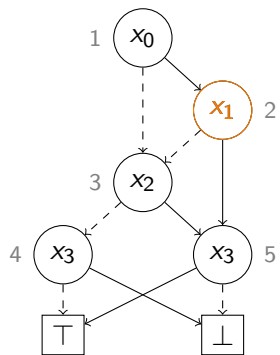
$$\begin{array}{r}
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 (1 \rightarrow 2) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



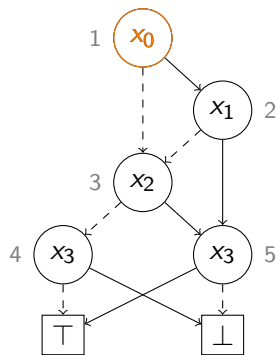
$$\begin{array}{r}
 (1 \rightarrow 2) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



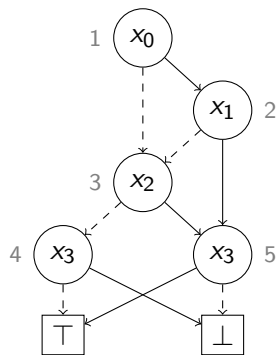
$$\begin{array}{r}
 (2 \rightarrow 5) \\
 (1 \rightarrow 2) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



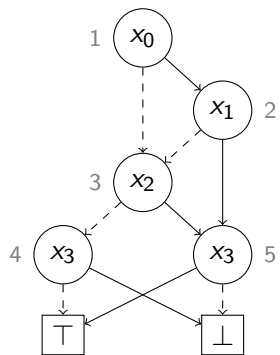
$$\begin{array}{r}
 (1 \rightarrow 2) \\
 (\circ \rightarrow 1) \\
 \hline
 \text{Stack}
 \end{array}$$



$$\frac{(\circ \rightarrow 1)}{\text{Stack}}$$

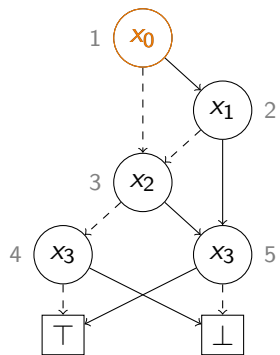


Priority Queue



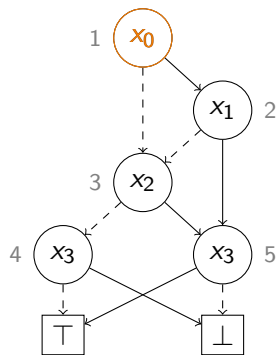
Priority Queue

 $(\circ \rightarrow 1)$

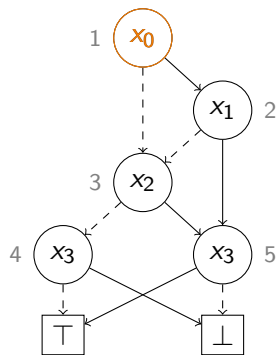


Priority Queue

 $(\circ \rightarrow 1)$



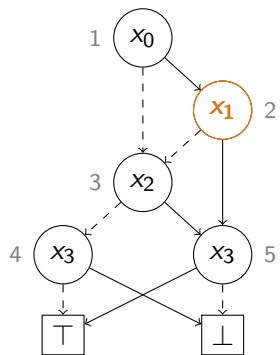
Priority Queue



Priority Queue

$(1 \rightarrow 2)$

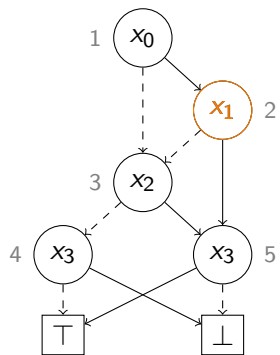
$(1 \rightarrow 3)$



Priority Queue

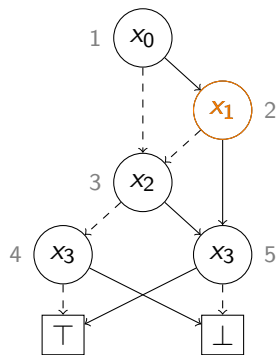
$(1 \rightarrow 2)$

$(1 \rightarrow 3)$



Priority Queue

 $(1 \rightarrow 3)$

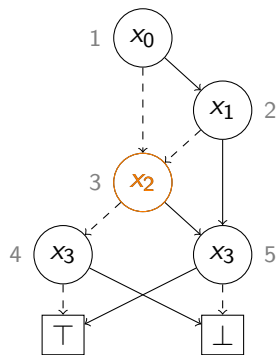


Priority Queue

$(1 \rightarrow 3)$

$(2 \rightarrow 3)$

$(2 \rightarrow 5)$

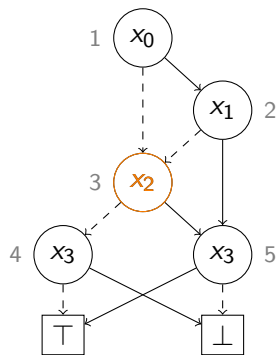


Priority Queue

$(1 \rightarrow 3)$

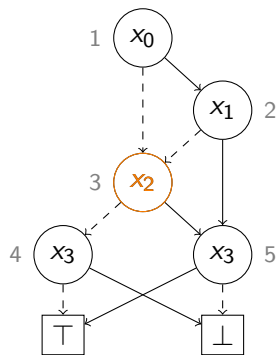
$(2 \rightarrow 3)$

$(2 \rightarrow 5)$



Priority Queue

 $(2 \rightarrow 5)$

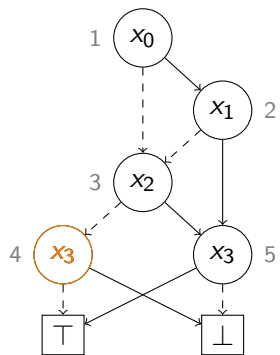


Priority Queue

$(3 \rightarrow 4)$

$(2 \rightarrow 5)$

$(3 \rightarrow 5)$

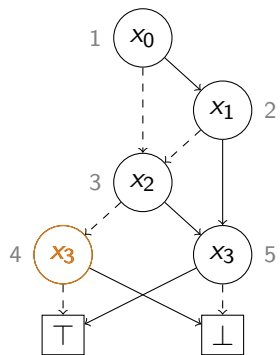


Priority Queue

(3 \rightarrow 4)

(2 \rightarrow 5)

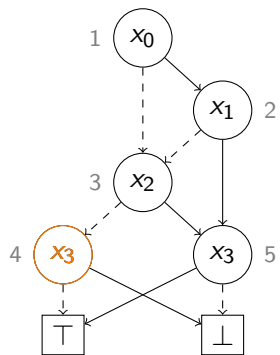
(3 \rightarrow 5)



Priority Queue

$(2 \rightarrow 5)$

$(3 \rightarrow 5)$



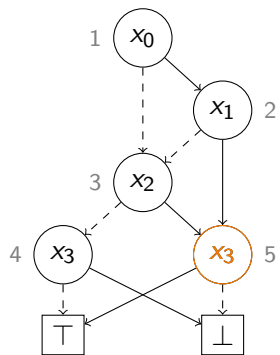
Priority Queue

$(2 \rightarrow 5)$

$(3 \rightarrow 5)$

$(4 \rightarrow \top)$

$(4 \rightarrow \perp)$



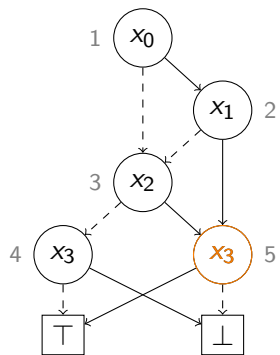
Priority Queue

$(2 \rightarrow 5)$

$(3 \rightarrow 5)$

$(4 \rightarrow \top)$

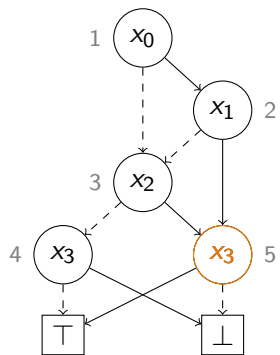
$(4 \rightarrow \perp)$



Priority Queue

$(4 \rightarrow \top)$

$(4 \rightarrow \perp)$



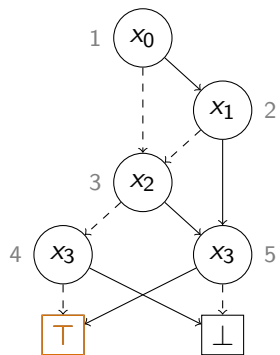
Priority Queue

$(4 \rightarrow \top)$

$(5 \rightarrow \top)$

$(4 \rightarrow \perp)$

$(5 \rightarrow \perp)$



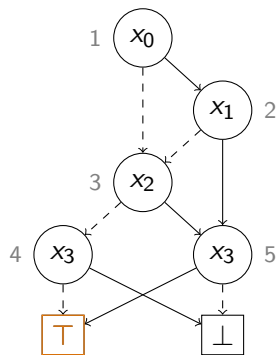
Priority Queue

$(4 \rightarrow \top)$

$(5 \rightarrow \top)$

$(4 \rightarrow \perp)$

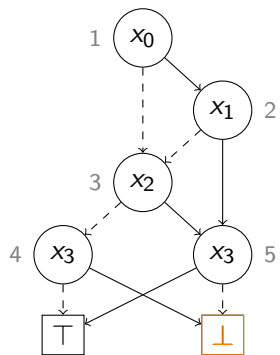
$(5 \rightarrow \perp)$



Priority Queue

$(4 \rightarrow \perp)$

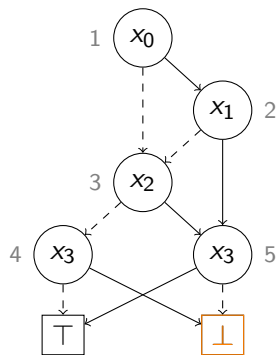
$(5 \rightarrow \perp)$



Priority Queue

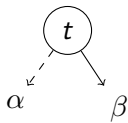
$(4 \rightarrow \perp)$

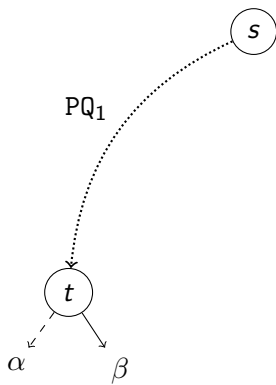
$(5 \rightarrow \perp)$

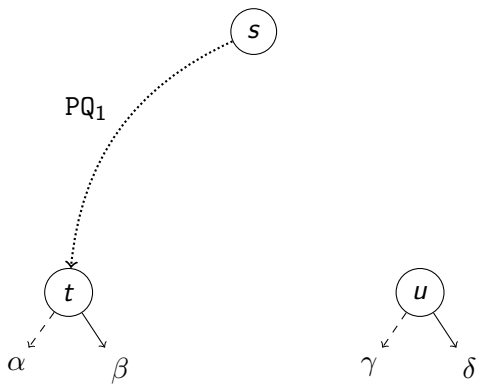


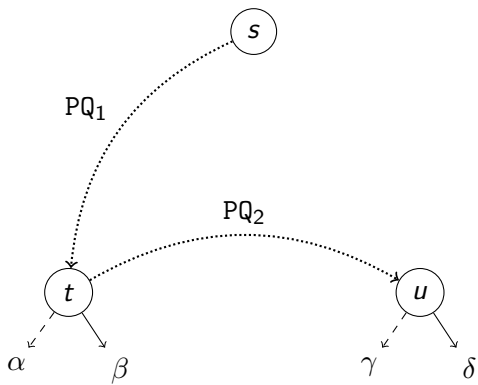
Priority Queue

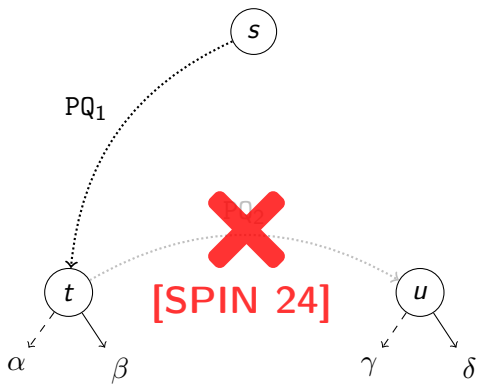


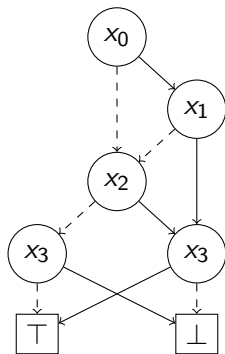


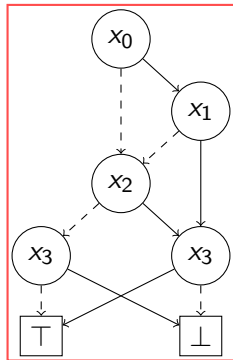


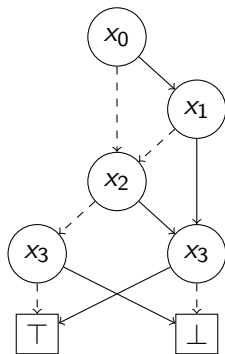


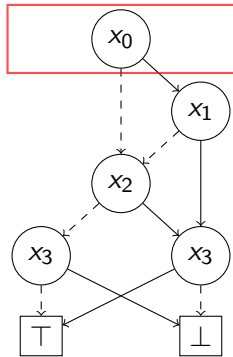


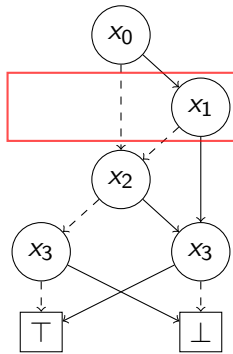


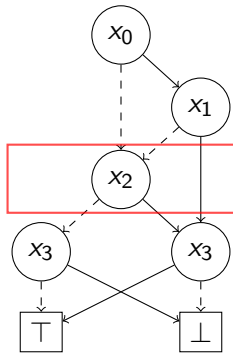


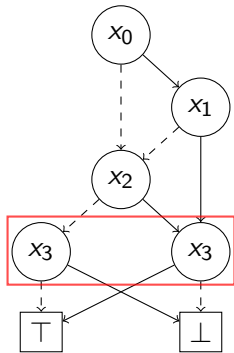


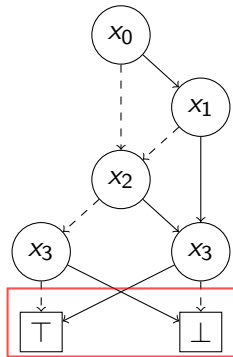


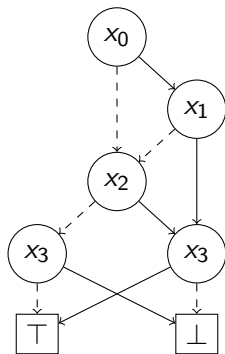


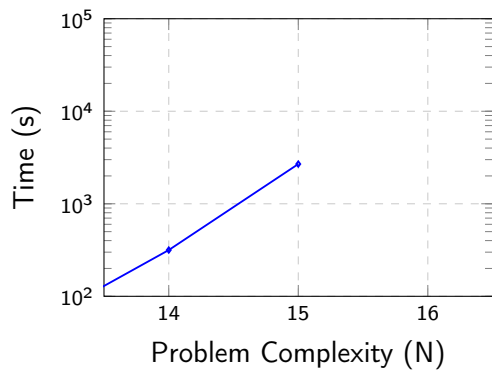







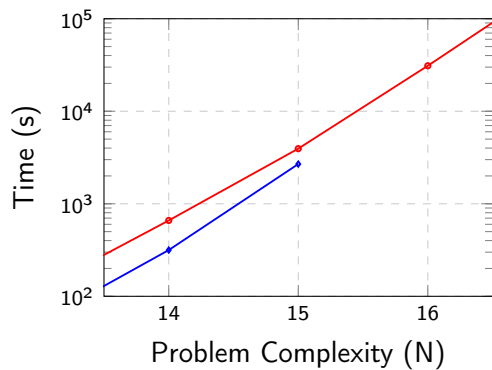







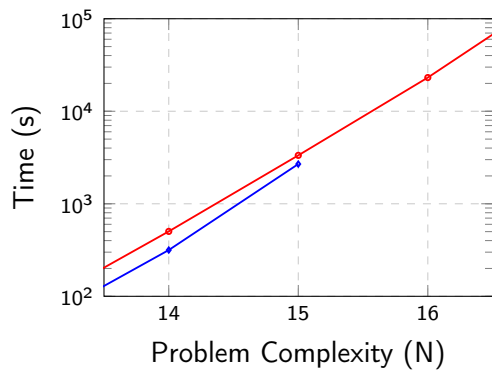
Queens | 300 GiB of RAM


 $N = 15$
◇ CUDD v3.0 : 44.8 min






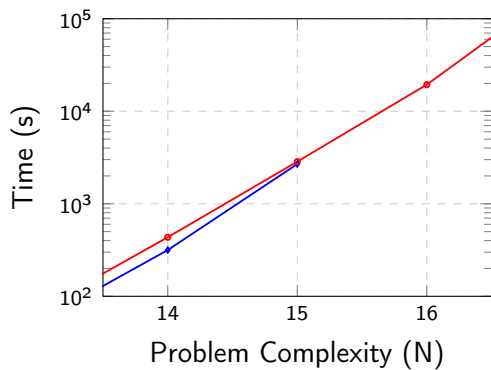
Queens | 300 GiB of RAM

<div>  </div> <div>$N = 15$</div>			
◇	CUDD	v3.0	: 44.8 min
○	Adiar	v1.0	: 66.7 min



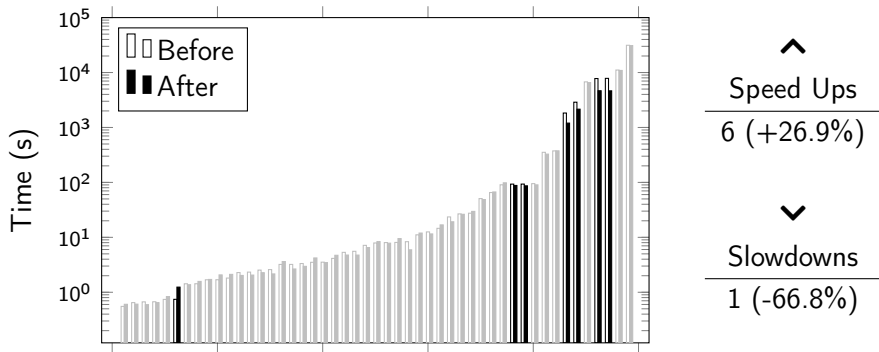
Queens | 300 GiB of RAM

<div>  </div> <div>$N = 15$</div>			
	CUDD v3.0	:	44.8 min
	Adiar v1.0	:	66.7 min
	+ cuts	:	56.8 min



Queens | 300 GiB of RAM

<div>🕒</div> <div>$N = 15$</div>			
◇	CUDD v3.0	:	44.8 min
○	Adiar v1.0	:	66.7 min
	+ cuts	:	56.8 min
	+ random access	:	47.2 min



EPFL Circuit Verification | 300 GiB of RAM

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🌐 ssoelvsten.github.io

Adiar

🔗 github.com/ssoelvsten/adiar

📖 ssoelvsten.github.io/adiar

