

# Planning and Optimization

## E1. Symbolic Search: BDDs

Malte Helmert and Gabriele Röger

Universität Basel

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# Motivation

# Dealing with Large State Spaces

- One way to explore very large state spaces is to use **selective** exploration methods (such as heuristic search) that only explore a fraction of states.
- Another method is to **concisely represent** large sets of states and deal with large state sets at the same time.

# Breadth-first Search with Progression and State Sets

## Progression Breadth-first Search

```
def bfs-progression( $V, I, O, \gamma$ ):  
     $goal := formula\text{-}to\text{-}set(\gamma)$   
     $reached_0 := \{I\}$   
     $i := 0$   
    loop:  
        if  $reached_i \cap goal \neq \emptyset$ :  
            return solution found  
         $reached_{i+1} := reached_i \cup apply(reached_i, O)$   
        if  $reached_{i+1} = reached_i$ :  
            return no solution exists  
         $i := i + 1$ 
```

↪ If we can implement operations *formula-to-set*,  $\{I\}$ ,  $\cap$ ,  $\neq \emptyset$ ,  $\cup$ , *apply* and  $=$  efficiently, this is a reasonable algorithm.

# Formulae to Represent State Sets

- We have previously considered **boolean formulae** as a means of representing sets of states.
- Compared to **explicit representations** of state sets, boolean formulae have very nice performance characteristics.

**Note:** In the following, we assume that formulae are implemented as **trees**, not **strings**, so that we can e.g. compute  $\chi \wedge \psi$  from  $\chi$  and  $\psi$  in **constant time**.

# Performance Characteristics

## Explicit Representations vs. Formulae

Let  $k$  be the **number of state variables**,  $|S|$  the **number of states** in  $S$  and  $\|S\|$  the **size of the representation** of  $S$ .

	Sorted vector	Hash table	Formula
$s \in S?$	$O(k \log  S )$	$O(k)$	$O(\ S\ )$
$S := S \cup \{s\}$	$O(k \log  S  +  S )$	$O(k)$	$O(k)$
$S := S \setminus \{s\}$	$O(k \log  S  +  S )$	$O(k)$	$O(k)$
$S \cup S'$	$O(k S  + k S' )$	$O(k S  + k S' )$	$O(1)$
$S \cap S'$	$O(k S  + k S' )$	$O(k S  + k S' )$	$O(1)$
$S \setminus S'$	$O(k S  + k S' )$	$O(k S  + k S' )$	$O(1)$
$\bar{S}$	$O(k2^k)$	$O(k2^k)$	$O(1)$
$\{s \mid s(v) = 1\}$	$O(k2^k)$	$O(k2^k)$	$O(1)$
$S = \emptyset?$	$O(1)$	$O(1)$	co-NP-complete
$S = S'?$	$O(k S )$	$O(k S )$	co-NP-complete
$ S $	$O(1)$	$O(1)$	#P-complete

# Which Operations are Important?

- **Explicit representations** such as hash tables are not suitable because their size grows linearly with the number of represented states.
- **Formulae** are very efficient for some operations, but not very well suited for other important operations needed by the progression algorithm.
  - Examples:  $S \neq \emptyset?$ ,  $S = S'?$
- One of the sources of difficulty is that formulae allow **many different representations** for a given set.
  - For example, all unsatisfiable formulae represent  $\emptyset$ .

This makes equality tests expensive.

↪ We are interested in **canonical representations**, i.e. representations for which there is only **one possible representation** for every state set.

**Binary decision diagrams** (BDDs) are an example of an efficient canonical representation.

# Performance Characteristics

## Formulae vs. BDDs

Let  $k$  be the **number of state variables**,  $|S|$  the **number of states** in  $S$  and  $\|S\|$  the **size of the representation** of  $S$ .

	Formula	BDD
$s \in S?$	$O(\ S\ )$	$O(k)$
$S := S \cup \{s\}$	$O(k)$	$O(k)$
$S := S \setminus \{s\}$	$O(k)$	$O(k)$
$S \cup S'$	$O(1)$	$O(\ S\  \ S'\ )$
$S \cap S'$	$O(1)$	$O(\ S\  \ S'\ )$
$S \setminus S'$	$O(1)$	$O(\ S\  \ S'\ )$
$\bar{S}$	$O(1)$	$O(\ S\ )$
$\{s \mid s(v) = 1\}$	$O(1)$	$O(1)$
$S = \emptyset?$	co-NP-complete	$O(1)$
$S = S'?$	co-NP-complete	$O(1)$
$ S $	#P-complete	$O(\ S\ )$

**Remark:** Optimizations allow BDDs with complementation ( $\bar{S}$ ) in constant time, but we will not discuss this here.



# Binary Decision Diagrams

# Binary Decision Diagrams: Definition

## Definition (BDD)

Let  $V$  be a set of propositional variables.

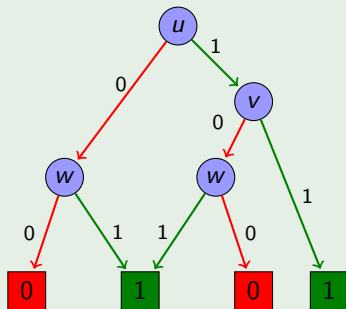
A **binary decision diagram (BDD)** over  $V$  is a directed acyclic graph with labeled arcs and labeled vertices satisfying the following conditions:

- There is exactly one node without incoming arcs.
- All sinks (nodes without outgoing arcs) are labeled **0** or **1**.
- All other nodes are labeled with a variable  $v \in V$  and have exactly two outgoing arcs, labeled **0** and **1**.

# BDD Example

## Example

Possible BDD for  $(u \wedge v) \vee w$



# Binary Decision Diagrams: Terminology

## BDD Terminology

- The node without incoming arcs is called the **root**.
- The labeling variable of an internal node is called the **decision variable** of the node.
- The nodes reached from node  $n$  via the arc labeled  $i \in \{0, 1\}$  is called the  **$i$ -successor** of  $n$ .
- The BDDs which only consist of a single sink are called the **zero BDD** and **one BDD**, respectively.

**Observation:** If  $B$  is a BDD and  $n$  is a node of  $B$ , then the subgraph induced by all nodes reachable from  $n$  is also a BDD.

- This BDD is called the **BDD rooted at  $n$** .

# BDD Semantics

## Testing whether a BDD Includes a Variable Assignment

```
def bdd-includes( $B$ : BDD,  $a$ : variable assignment):  
    Set  $n$  to the root of  $B$ .  
    while  $n$  is not a sink:  
        Set  $v$  to the decision variable of  $n$ .  
        Set  $n$  to the  $a(v)$ -successor of  $n$ .  
    return true if  $n$  is labeled 1, false if it is labeled 0.
```

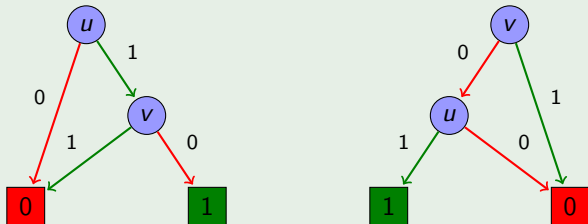
## Definition (Set Represented by a BDD)

Let  $B$  be a BDD over variables  $V$ . The **set represented by  $B$** , in symbols  $r(B)$  consists of all variable assignments  $a : V \rightarrow \{0, 1\}$  for which  $bdd\text{-includes}(B, a)$  returns true.

# Ordered BDDs: Motivation

In general, BDDs are not a canonical representation for sets of valuations. Here is a simple counter-example ( $V = \{u, v\}$ ):

Example (BDDs for  $u \wedge \neg v$  with Different Variable Order)



Both BDDs represent the same state set, namely the singleton set  $\{\{u \mapsto 1, v \mapsto 0\}\}$ .

# Ordered BDDs: Definition

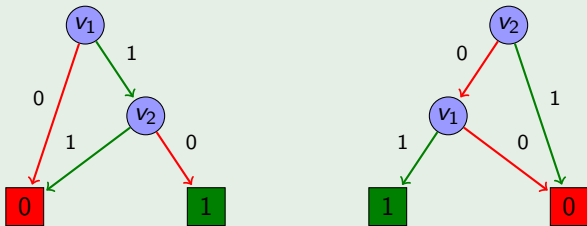
- As a first step towards a canonical representation, we will in the following assume that the set of variables  $A$  is **totally ordered** by some ordering  $\prec$ .
- In particular, we will only use variables  $v_1, v_2, v_3, \dots$  and assume the ordering  $v_i \prec v_j$  iff  $i < j$ .

## Definition (Ordered BDD)

A BDD is **ordered** iff for each arc from an internal node with decision variable  $u$  to an internal node with decision variable  $v$ , we have  $u \prec v$ .

# Ordered BDDs: Example

## Example (Ordered and Unordered BDD)

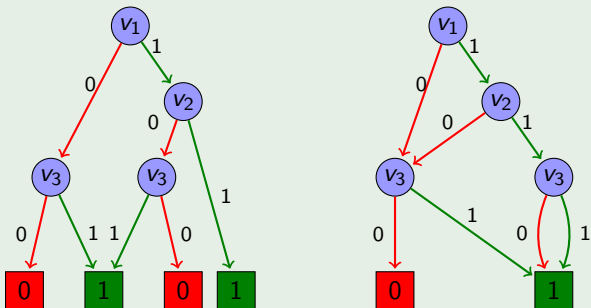


The left BDD is ordered, the right one is not.



# Reduced Ordered BDDs: Are Ordered BDDs Canonical?

## Example (Two equivalent BDDs that can be reduced)



- Ordered BDDs are not canonical: Both ordered BDDs represent the same set.
- However, ordered BDDs can easily be **made** canonical.

# Reduced Ordered BDDs: Reductions (1)

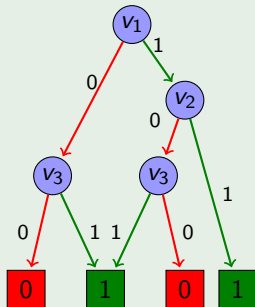
There are two important operations on BDDs that do not change the set represented by it:

## Definition (Isomorphism Reduction)

If the BDDs rooted at two different nodes  $n$  and  $n'$  are **isomorphic**, then all incoming arcs of  $n'$  can be redirected to  $n$ , and all parts of the BDD no longer reachable from the root removed.

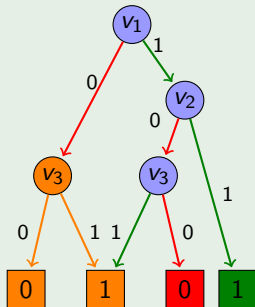
# Reduced Ordered BDDs: Reductions (2)

## Example (Isomorphism Reduction)



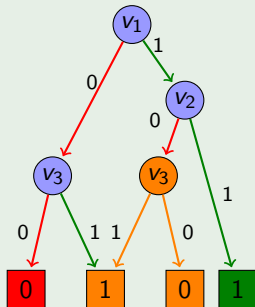
# Reduced Ordered BDDs: Reductions (2)

## Example (Isomorphism Reduction)



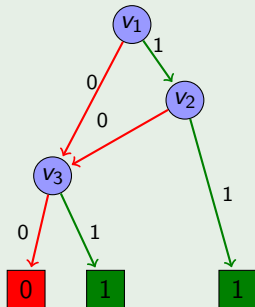
# Reduced Ordered BDDs: Reductions (2)

## Example (Isomorphism Reduction)



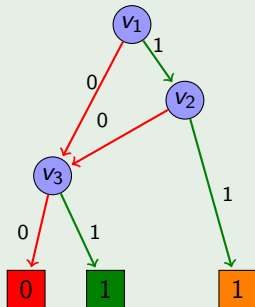
# Reduced Ordered BDDs: Reductions (2)

## Example (Isomorphism Reduction)



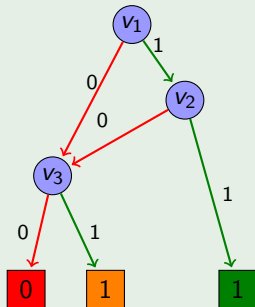
# Reduced Ordered BDDs: Reductions (2)

## Example (Isomorphism Reduction)



# Reduced Ordered BDDs: Reductions (2)

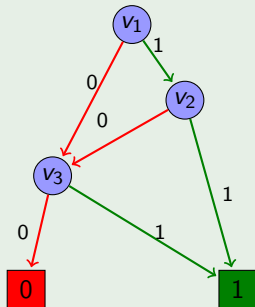
## Example (Isomorphism Reduction)





# Reduced Ordered BDDs: Reductions (2)

## Example (Isomorphism Reduction)



## Reduced Ordered BDDs: Reductions (3)

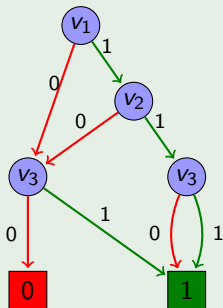
There are two important operations on BDDs that do not change the set represented by it:

### Definition (Shannon Reduction)

If both outgoing arcs of an internal node  $n$  of a BDD lead to the same node  $m$ , then  $n$  can be removed from the BDD, with all incoming arcs of  $n$  going to  $m$  instead.

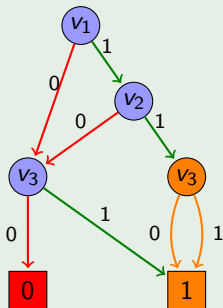
# Reduced Ordered BDDs: Reductions (4)

## Example (Shannon Reduction)



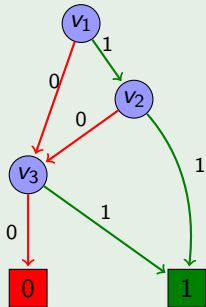
# Reduced Ordered BDDs: Reductions (4)

## Example (Shannon Reduction)



# Reduced Ordered BDDs: Reductions (4)

## Example (Shannon Reduction)



# Reduced Ordered BDDs: Definition

## Definition (Reduced Ordered BDD)

An ordered BDD is **reduced** iff it does not admit any isomorphism reduction or Shannon reduction.

## Theorem (Bryant 1986)

*For every state set  $S$  and a fixed variable ordering, there exists exactly one reduced ordered BDD representing  $S$ .*

*Moreover, given any ordered BDD  $B$ , the equivalent reduced ordered BDD can be computed in linear time in the size of  $B$ .*

↔ Reduced ordered BDDs are the canonical representation we were looking for.

From now on, we simply say **BDD** for **reduced ordered BDD**.

# BDD Implementation

# Efficient BDD Implementation: Ideas

- Earlier, we showed some BDD performance characteristics.
  - Example:  $S = S'$ ? can be tested in time  $O(1)$ .
- The critical idea for achieving this performance is to **share structure** not only within a BDD, but also between **different BDDs**.

## BDD Representation

- Every BDD (including sub-BDDs)  $B$  is represented by a single natural number  $id(B)$  called its **ID**.
  - The zero BDD has ID  $-2$ .
  - The one BDD has ID  $-1$ .
  - Other BDDs have IDs  $\geq 0$ .
- The BDD operations must satisfy the following invariant:  
Two BDDs with different ID are **never** identical.

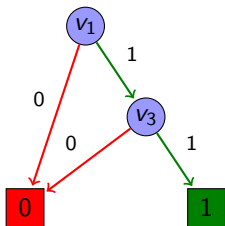


# Efficient BDD Implementation: Data Structures

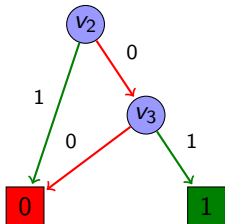
## Data Structures

- There are three global vectors (dynamic arrays) to represent information on non-sink BDDs with ID  $i \geq 0$ :
  - $var[i]$  denotes the decision variable.
  - $low[i]$  denotes the ID of the 0-successor.
  - $high[i]$  denotes the ID of the 1-successor.
- There is some mechanism that keeps track of IDs that are currently unused (garbage collection, reference counting).
  - This can be implemented without amortized overhead.
- There is a global hash table *lookup* which maps, for each ID  $i \geq 0$  representing a BDD in use, the triple  $\langle var[i], low[i], high[i] \rangle$  to  $i$ .
  - Randomized hashing allows constant-time access in the **expected case**. More sophisticated methods allow deterministic constant-time access.

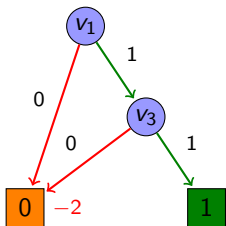
# Efficient BDD Implementation: Data Structures Example



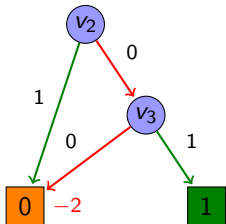
formula	ID $i$	$var[i]$	$low[i]$	$high[i]$
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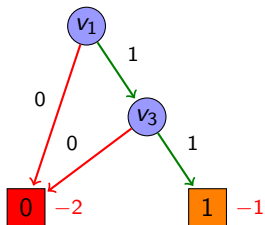
## Efficient BDD Implementation: Data Structures Example



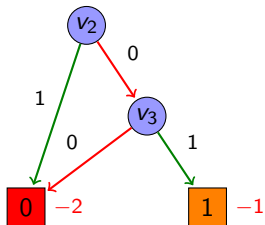
formula	ID $i$	$var[i]$	$low[i]$	$high[i]$
$\perp$	-2	-	-	-



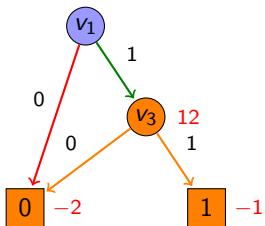
## Efficient BDD Implementation: Data Structures Example



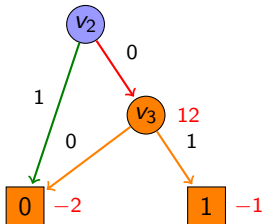
formula	ID $i$	$var[i]$	$low[i]$	$high[i]$
$\perp$	-2	-	-	-
$\top$	-1	-	-	-



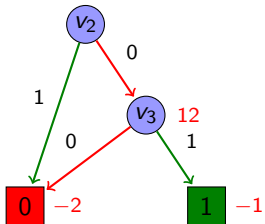
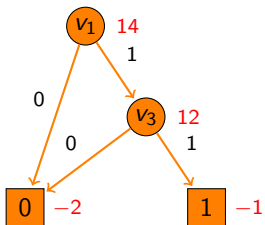
## Efficient BDD Implementation: Data Structures Example



formula	ID $i$	$var[i]$	$low[i]$	$high[i]$
$\perp$	-2	-	-	-
$\top$	-1	-	-	-
$v_3$	12	3	-2	-1

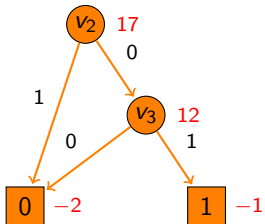
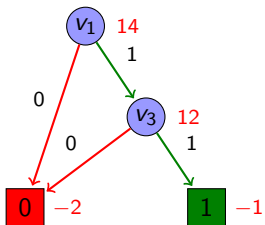


## Efficient BDD Implementation: Data Structures Example



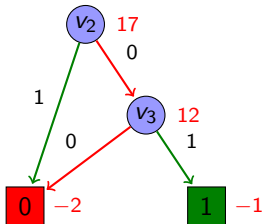
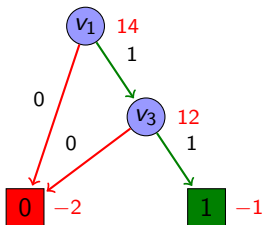
formula	ID $i$	$var[i]$	$low[i]$	$high[i]$
$\perp$	-2	-	-	-
$\top$	-1	-	-	-
$v_3$	12	3	-2	-1
$v_1 \wedge v_3$	14	1	-2	12

## Efficient BDD Implementation: Data Structures Example



formula	ID $i$	$var[i]$	$low[i]$	$high[i]$
$\perp$	-2	-	-	-
$\top$	-1	-	-	-
$v_3$	12	3	-2	-1
$v_1 \wedge v_3$	14	1	-2	12
$\neg v_2 \wedge v_3$	17	2	12	-2

## Efficient BDD Implementation: Data Structures Example



formula	ID $i$	$var[i]$	$low[i]$	$high[i]$
$\perp$	-2	-	-	-
$\top$	-1	-	-	-
$v_3$	12	3	-2	-1
$v_1 \wedge v_3$	14	1	-2	12
$\neg v_2 \wedge v_3$	17	2	12	-2



# Building BDDs (1)

## Building the Zero BDD

```
def zero():  
    return -2
```

## Building the One BDD

```
def one():  
    return -1
```

## Building BDDs (2)

### Building Other BDDs

```
def bdd(v: variable, l: ID, h: ID):  
    if l = h:  
        return l  
    if  $\langle v, l, h \rangle \notin \text{lookup}$ :  
        Set i to a new unused ID.  
        var[i], low[i], high[i] := v, l, h  
        lookup[ $\langle v, l, h \rangle$ ] := i  
    return lookup[ $\langle v, l, h \rangle$ ]
```

We only create BDDs with **zero**, **one** and **bdd** (i.e., function `bdd` is the only function writing to `var`, `low`, `high` and `lookup`). Thus:

- BDDs are guaranteed to be reduced.
- BDDs with different IDs always represent different sets.

# BDD Operations

This representation allows to implement all operations so that the following performance characteristics are met.

	BDD
$s \in S?$	$O(k)$
$S := S \cup \{s\}$	$O(k)$
$S := S \setminus \{s\}$	$O(k)$
$S \cup S'$	$O(\ S\  \ S'\ )$
$S \cap S'$	$O(\ S\  \ S'\ )$
$S \setminus S'$	$O(\ S\  \ S'\ )$
$\bar{S}$	$O(\ S\ )$
$\{s \mid s(v) = 1\}$	$O(1)$
$S = \emptyset?$	$O(1)$
$S = S'?$	$O(1)$
$ S $	$O(\ S\ )$

Implementation details in next chapter.

# Summary

# Summary

- **Binary decision diagrams** are a data structure to compactly represent and manipulate sets of variable assignments.
- **Reduced ordered** BDDs are a **canonical representation** of such sets.
- An efficient implementation shares structure between BDDs.