

Symbolic Encoding using Decision Diagrams

16.412J/6.834J Cognitive Robotics

Martin Sachenbacher
(using material from Randal Bryant,
Alan Mishchenko, and Geert Janssen)

The State Explosion Problem

- Many problems suffer from **state space explosion**: the number of states is exponential in the number of variables in the system.
- Decision diagrams (DDs): graph-based, **canonical** representation of functions that **avoids space explosion** in **many practical cases**.



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1. Single-Based Algorithms for Boolean Function Manipulation - Bryant (1986) (Correct) report
2. Optimization by Simulated Annealing - Kirkpatrick, Gelatt, Jr., Vecchi (1983) (Correct) the article we finally receive the central concepts in combinatorial optimization and its algorithm.
3. A Method for Obtaining Digital Signatures and Public-Key Cryptosystems - Rivest, Shamir, Adleman (1978) (Correct) An encryption method is presented with the novel property that publicly revealing an encryption key does not...
4. Consistent Avoidance and Control - Van Jacobson, Karsh (1988) (Correct) This paper is a broad description of (i) "AV" and the rationale behind them. We use an algorithm recently...
5. Statecharts: A Visual Formalism For Complex Systems - Harel (1987) (Correct) We present a broad extension of the conventional formalism of state machines and state diagrams, that is...

Overview

- Binary Decision Diagrams (BDDs)**
- Extensions: ADDs, MDDs, ZDDs, SBDDs
- Decision Diagram Packages
- Combining Symbolic Encoding and Search

Boolean Functions

- Binary Variables x_1, \dots, x_n
- Function $f: x_1, \dots, x_n \rightarrow \{0,1\}$

Sum of Products (DNF)

$$f = (\neg x_1 \wedge y \wedge z) \vee (x_1 \wedge \neg y \wedge z) \vee (x_1 \wedge y \wedge z)$$

Product of Sums (CNF)

$$f = (x \vee y \vee z) \wedge (x \vee y \vee \neg z) \wedge (x \vee \neg y \vee z) \wedge (\neg x \vee y \vee z) \wedge (\neg x \vee \neg y \vee z)$$

Truth Table

x	y	z	f(x,y,z)
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

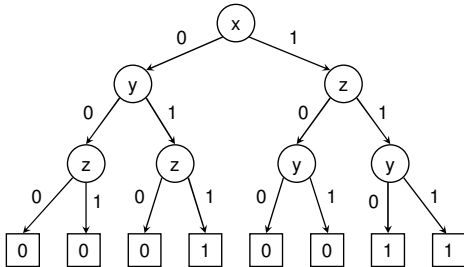
Shannon Expansion

- Consider boolean function $f(x_1, x_2, \dots, x_n)$. Then:

$$f = (\underbrace{\neg x_1 \wedge f}_{\text{Cofactor } x_1=0} |_{x_1=0}) \vee (\underbrace{x_1 \wedge f}_{\text{Cofactor } x_1=1} |_{x_1=1})$$

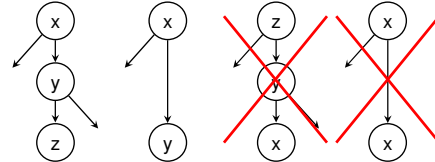
Binary Decision Trees

- Recursive Shannon expansion



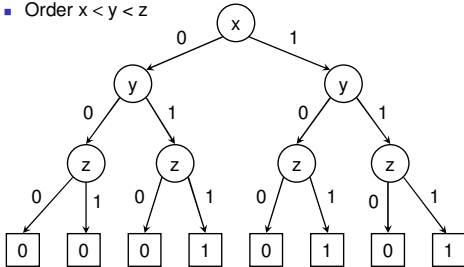
Variable Ordering

- Impose arbitrary total ordering on variables
- Variables must obey ordering along all paths
- Property: No conflicting assignments along path



Ordered Binary Decision Tree

- Order $x < y < z$

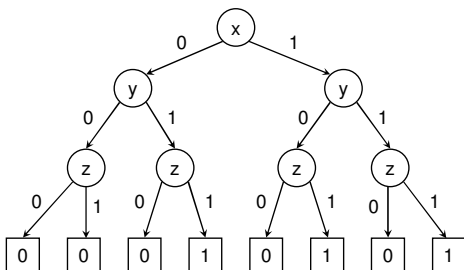


Avoiding Blow-Up

- Decision tree no more space-efficient than truth table
 - Still explicitly enumerates all the 2^n possible valuations
- Idea: Transform to **directed acyclic graph** (DAG)
 - Promotes sharing of sub-expressions

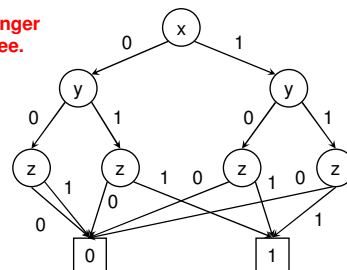


Ordered Binary Decision Tree

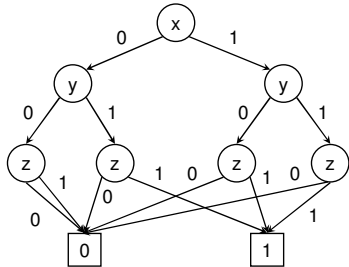


Rule 1: Collapse Leaf Nodes

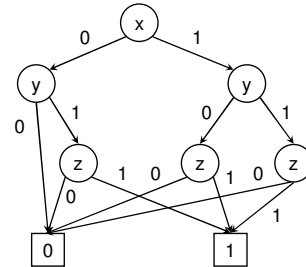
No longer a tree.



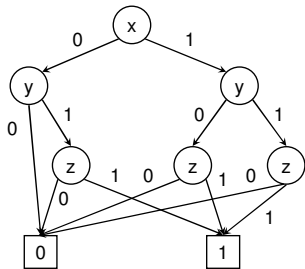
Rule 2: Remove Redundant Tests



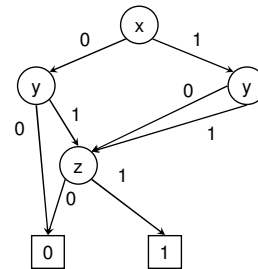
Rule 2: Remove Redundant Tests



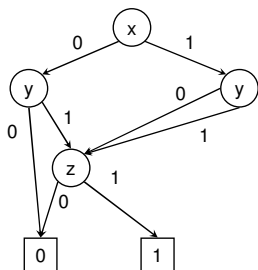
Rule 3: Isomorphic Subgraphs



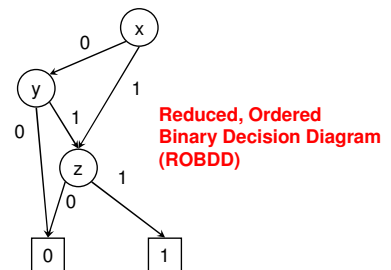
Rule 3: Isomorphic Subgraphs



Rule may become applicable again



Final Representation



OBDT to ROBDD Summary

An **ROBDD** can be obtained from an OBDT by repeatedly applying the following **reduction rules** (until none of the them can be applied anymore):

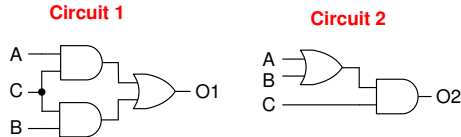
- Remove **duplicate terminal** (leaf) nodes
- Remove **duplicate non-terminal** (internal) nodes
- Remove nodes with **redundant tests**

Canonicity of ROBDDs

- Is there a **unique** DD for each boolean function?
- Theorem: DD **canonical**, iff **reduced** and **ordered**.
 - Reduced: None of the reductions applicable
 - Ordered: There is a total variable ordering
- Enables **checking equivalence** of boolean functions by checking equivalence of corresponding ROBDDs.

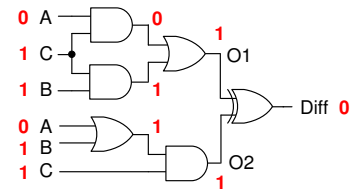
Equivalence Checking Example

- Do two circuits compute an **identical function**?
 - Basic task in formal hardware verification
 - Compare new design to known "good" design



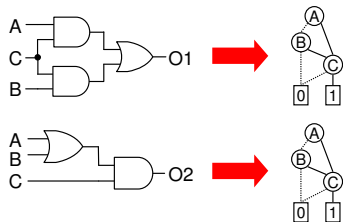
Solution by Combinatorial Search

- Prove **all assignments fail** to check equivalence
- Typically, must explore significant fraction of inputs
- Exponential** time complexity



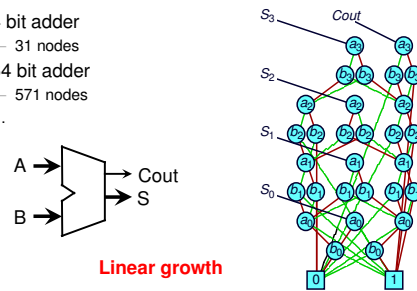
Solution using ROBDDs

- Functions equal iff **ROBDDs identical**
 - Never enumerate explicit function values
 - Exploit structure and regularity of functions



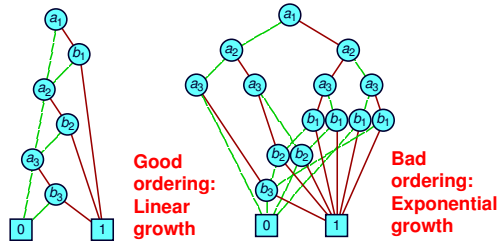
Example ROBDDs

- 4 bit adder
 - 31 nodes
- 64 bit adder
 - 571 nodes
- ...



Influence of Variable Ordering

- Function $f = (a_1 \wedge b_1) \vee (a_2 \wedge b_2) \vee (a_3 \wedge b_3)$



Variable Ordering

- ROBDD size depends **strongly** on variable ordering
- Finding variable ordering that produces **minimal** ROBDD size is **intractable** 😞
 - But, heuristics exist for finding good variable orderings 😊
- Functions exist whose ROBDD has **exponential** size for **any variable ordering** 😞
 - But, such functions are rarely encountered 😊

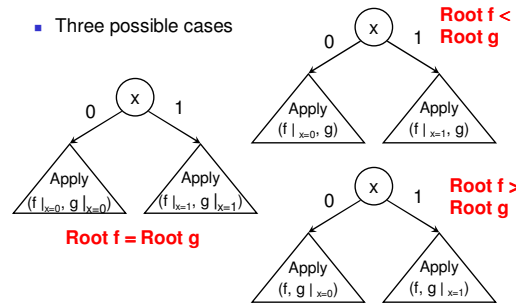
Manipulating ROBDDs

- Procedure **Apply(f,g)** for implementing all the $2^4 = 16$ two-argument logical operations on boolean functions

$$\text{Apply}(f,g) = (\neg x \wedge \underbrace{\text{Apply}(f|_{x=0}, g|_{x=0})}_{\text{Recursive descent into subtrees } x=0}) \vee (x \wedge \underbrace{\text{Apply}(f|_{x=1}, g|_{x=1})}_{\text{Recursive descent into subtrees } x=1})$$

Apply Operator

- Three possible cases



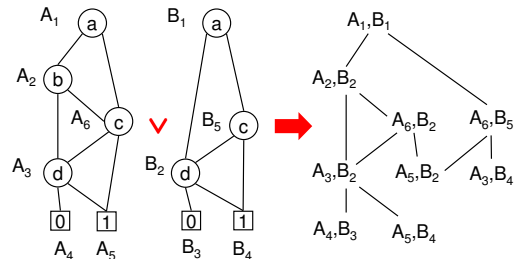
Apply Operator Pseudocode

```

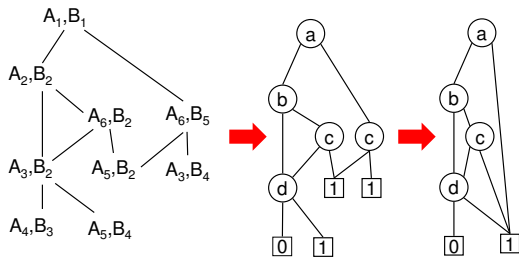
Function Apply( F, G )
  if ( AlreadyComputed( F, G ) ) return the result
  elseif ( F ∈ {0,1} and G ∈ {0,1} ) return oper( F, G )
  elseif ( Var( F ) = Var( G ) )
    u ← CreateNode( Var(F), Apply(Fx',Gx'), Apply(Fx,Gx) );
  elseif ( Var( F ) < Var( G ) )
    u ← CreateNode( Var(F) , Apply(Fx', G ) , Apply(Fx,G ) );
  else /* ( Var( F ) > Var( G ) ) */
    u ← CreateNode( Var(G) , Apply(F, Gx' ) , Apply(F,Gx ) );
  InsertComputed( F,G,u );
  return u;
    
```

Complexity: $O(|F|*|G|)$

Apply Operator Example

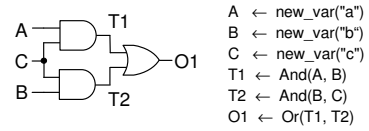


Apply Operator Example

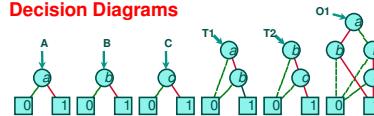


Generating ROBDDs Incrementally

- Network of components as ROBDD



Decision Diagrams



ROBDDs Summary

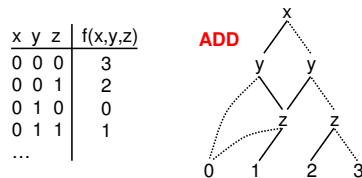
- Exploit **structure** and **regularities** of functions
- Exponential** number of discrete states can be captured in **polynomial-size** ROBDD
- Satisfiability, Tautology, Complement **constant**
- Apply (and, or, etc.) **polynomial** in ROBDD size
- Variable **ordering** important, but difficult to find

Overview

- Binary Decision Diagrams (BDDs)
- Extensions: ADDs, MDDs, ZDDs, SBDDs**
- Decision Diagram Packages
- Combining Symbolic Encoding and Search

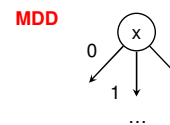
Algebraic DDs (ADDs) [Bahar 93]

- Extension to functions with **non-binary values**
- Canonicity of representation (as for BDDs)
- Applications in combinatorial optimization



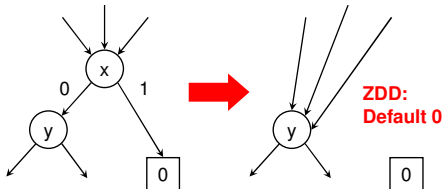
Multi-Valued DDs (MDDs) [Kam 90]

- Extension to functions with **non-binary variables**
- Canonicity of representation (as for ROBDDs)
- However, **binary encoding** of domains often better



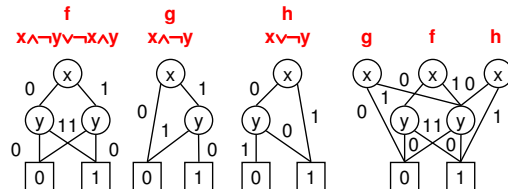
Zero-suppressed DDs (ZDDs) [Minato 93]

- Adapted to **sparse functions** (many 0's in on-set)
- Modified rule 2: Remove node if 1-edge points to 0



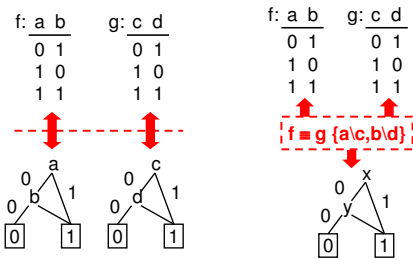
Shared BDDs (SBDDs) [Minato 90]

- Global table** storing unique nodes
- Equivalence check for functions becomes constant



DD Templates [Goel Hasteer Bryant 03]

- Share not only functions, but also **function types**:



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Decision Diagram Packages

Code	Name	Author(s)	Affiliation
ABC	ABCD 0.3	Armin Biere	ETH Zurich
BUD	BuDDy 1.9	Jørn Lind-Nielsen	ITU, Denmark
CAL	CAL	Rajeev Ranjan	UC Berkeley
CMU	CMU	David Long	CMU/ATT
CUD	CUDD 2.3.1	Fabio Somenzi	Boulder, CO
EST	EST 1ed	Robert Meolic	Maribor, Slovenia
IBM	IBM	Geert Janssen	IBM Watson
MON	MONA	Anders Møller	ATT/BRICS
PDT		Cusinato/Corno	Politecnico di Torino
STA	StaticBdd 1.0	Stefan Edelkamp	Freiburg, Germany
TGR	TiGeR 3.0?	Coudert/Madre/Touati	Bull/DEC/Xorix
TUD	TUDD 0.8.3a	Stefan Höreth	Darmstadt, Germany

Package Characteristics

Code	Name of the package	Vmax	Maximum # of variables
Lang	Programming language	P	Unique table per variable
T	Type (Pointers/Indices)	GC	Ref. Count or Mark-Sweep
R	Traversal (Depth/Breadth)	CT	Computed table shared
M	Supports Managers	DV	Dynamic Variable ordering
Nmax	Maximum # of nodes	Ext	# of functions in API
Siz	Size of a node in bytes	Year	First year when available
64	Size increases on 64-bit	Pro	Quality of code

Source: [Janssen 2002]

Comparing Packages

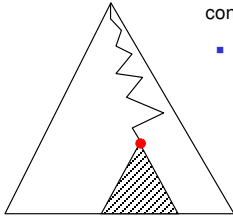
Code	Lang	T	R	M	Nmax	Siz	64	Vmax	P	GC	CT	DV	Ext	Year	Pro
ABC	C	I	D	Y	2^25	8	-	2^10	N	MS	S	N	44	1997	B
BUD	C/C++	I	D	N	2^32	20	N	2^21	N	MS	M	Y	116	1996	B
CAL	C	P	B	Y	2^28	16	Y	2^16	Y	RC 8	S	Y	237	1994	C
CMU	C	P	D	Y	2^29	16	Y	2^16	Y	RC 8	S	Y	75	1993	C
CUD	C/C++	P	D	Y	2^28	16	Y	2^16	N	RC16	S	Y	287	1995	B
EST	C	P	D	N	2^32	36	Y	2^32	N	RC32	M	N	72	2000	A
IBM	C	I	D	Y	2^30	16	N	2^24	N	MS	S	Y	169	1999	A
MON	C	I	D	Y	2^24	16	N	2^16	N	MS	M	N	40	1997	D
PDT	C	I	D	N	2^31	24	N	2^16	N	MS	M	N	34	1993	C
STA	C++	I	D	N	2^23	8	N	2^9	N	MS	S	N	66	1999	C
TGR	C	P	D	Y	2^30	16	Y	2^16	Y	RC16	M	Y	90	1994	?
TUD	C	I	D	Y	2^30	20	N	2^16	Y	RC16	S	Y	44	1998	B

Source: [Janssen 2002]

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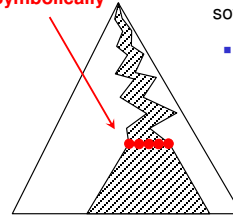
Branch-and-Bound Search



- Each search node is a soft constraint subproblem
- Lower Bound (lb):** Optimistic estimate of best solution in subtree
- Upper Bound (ub):** Best solution found so far
- Prune, if $lb \geq ub$.

Symbolic Branch-and-Bound

Encode Symbolically

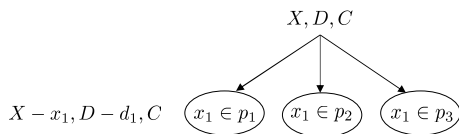


- Each search node is a **set** of soft constraint subproblems
- Lower Bound Function (f_{lb}):** Optimistic estimates of best solutions in subtree
- Upper Bound (ub):** Best solution found so far
- Prune, if $f_{lb} \geq ub$.

Domain Splitting

Generalize to search over **sets**:

- Partition domains into sets $P_i, \cup_{p \in P_i} = d_i$
- Choose **subset** $p \in P_i$ for unassigned variable x_i
- Combine all completely assigned constraints



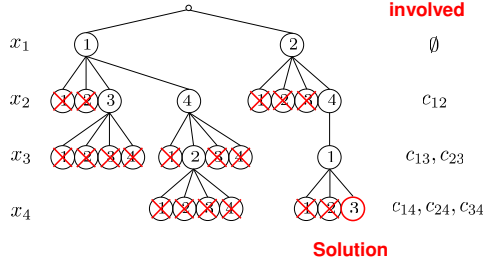
Example: 4-Queens

- Variables: Rows x_1, x_2, x_3, x_4
- Domains: Columns 1, 2, 3, 4
- Constraints: $c_{12}(x_1, x_2), c_{13}(x_1, x_3), c_{14}(x_1, x_4), c_{23}(x_2, x_3), c_{24}(x_2, x_4), c_{34}(x_3, x_4)$

$c_{12} : x_1 x_2$		1	2	3	4
1 3	x_1		Q		
1 4	x_2				Q
2 4	x_3	Q			
3 1	x_4			Q	
4 1					
4 2					

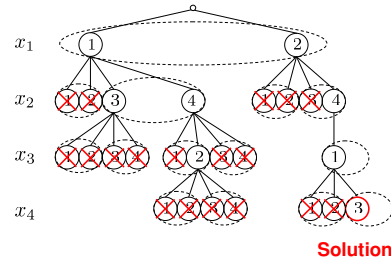
Example

- Search Tree



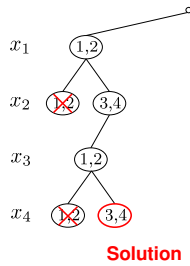
Example

- Domain splitting with partitions $P_i = \{\{1,2\}, \{3,4\}\}$



Example

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Sinking Operation

- $\text{sink}(c_j, \alpha)$ is a new constraint where all values of tuples $\succeq \alpha$ have been replaced by \top
- Generalizes the test $lb < ub$ to functions

Constraint	Constraint $\text{sink}(c_{e2}, 0.05)$
$c_{e2} : e_2 \ u$	$e_2 \ u$
G 0 .95	G 0 .95
B 0 .05	B 0 0
B 1 .05	B 1 0

Symbolic Branch-and-Bound

- Function $\text{SDFBB}(f_t : \text{assignments}, ub : \text{value}) : \text{value}$
 - $f_{lb} \leftarrow lb(f_t)$
 - $f_t \leftarrow \text{sink}(f_{lb}, ub)$ **Distance lower bound: lb = identity.**
 - if $f_t \neq \top$ then
 - if $\text{var}(f_t) = n$ then return $f_t \downarrow \emptyset$
 - let x_i be an unassigned variable
 - for each $p \in P_i$ do
 - $ub \leftarrow \min(ub, \text{SDFBB}(f_t \oplus (x_i \in p), ub))$
 - return ub
 - return \top **Encode functions f_t, f_{lb} as decision diagrams.**