# Binary Decision Diagrams EECS 4315

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Drawback: the state space of interesting systems is usually too large to represent explicitly. • Explicit: states and transitions are represented explicitly.

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• *Symbolic*: (sets of) states and (sets of) transitions are represented symbolically.

Key idea: exploit the fact that the state space of most systems is not random.

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• *Symbolic*: (sets of) states and (sets of) transitions are represented symbolically.

Key idea: exploit the fact that the state space of most systems is not random.

We focus on one symbolic approach:

BDD based

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#### Cook's theorem

Satisfiability checking of Boolean expressions is NP-complete.

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- recipient of the ACM Turing award (1982)
- fellow of the Royal Society of London (1998)
- fellow of the Royal Society of Canada (1984)
- member of the National Academy of Sciences (1985)
- member of the American Academy of Arts and Sciences (1986)



Source: Jiri Janicek

#### Theorem

Tautology checking of Boolean expressions is co-NP-complete.

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## Definition

A literal is a variable or its negation.

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Notation		
0	:	false
1	:	true
$x \to t_1, t_0$	:	$(x \wedge t_1) \lor (\neg x \wedge t_0)$

### Definition

The set of Boolean expressions in *if-then-else normal form* (*INF*) is defined by

$$t ::= \mathbf{0} \mid \mathbf{1} \mid \mathbf{x} \to t, t$$

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### Question

Give a Boolean expression in INF equivalent to  $x_1 \land (\neg x_2 \lor x_3)$ .

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Give a Boolean expression in INF equivalent to  $x_1 \land (\neg x_2 \lor x_3)$ .

#### Answer

$$\begin{array}{rcl}t &=& x_1 \rightarrow t_1, t_0\\t_0 &=& x_2 \rightarrow t_{01}, t_{00}\\t_1 &=& x_2 \rightarrow t_{11}, t_{10}\\t_{00} &=& x_3 \rightarrow 0, 0\\t_{01} &=& x_3 \rightarrow 0, 0\\t_{10} &=& x_3 \rightarrow 1, 1\\t_{11} &=& x_3 \rightarrow 1, 0\end{array}$$

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## Shannon's expansion theorem

For every Boolean expression t and variable x,

$$t = x \rightarrow t[1/x], t[0/x].$$

### Proposition

Any Boolean expression is equivalent to one in INF.

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Boolean expressions in INF can be viewed as binary trees known as *decision trees*.

Two types of leaves: 0 and 1



One type of internal nodes:  $x \rightarrow t_1, t_0$ 



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## **Decision trees**

## Question

Draw the decision tree for the Boolean expression in INF equivalent to  $x_1 \land (\neg x_2 \lor x_3)$ .

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## If-then-else normal form

$$\begin{array}{rcl}t &=& x_1 \to t_1, t_0\\t_0 &=& x_2 \to t_{01}, t_{00}\\t_1 &=& x_2 \to t_{11}, t_{10}\\t_{00} &=& x_3 \to 0, 0\\t_{01} &=& x_3 \to 0, 0\\t_{10} &=& x_3 \to 1, 1\\t_{11} &=& x_3 \to 1, 0\end{array}$$

## Question

Identify all equal subexpressions.

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Identify all equal subexpressions.

#### Answer

There are multiple occurrences of 0 and 1. Furthermore,  $t_{00}$  and  $t_{01}$  are equal.

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# Binary decision diagram

## Question

Identify the equal subtrees in the decision tree for the Boolean expression in INF equivalent to  $x_1 \land (\neg x_2 \lor x_3)$ .

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### Answer



## Definition

A *binary decision diagram (BDD)* is a rooted directed acyclic graph where

- two (external) nodes where have out-degree zero and are labelled 0 and 1,
- and all other (internal) nodes have out-degree two, with one outgoing edge called the low edge and the other called the high edge, and are labelled with a variable.

### Notation

Let *u* be an internal node.

var(u) denotes the variable with which node u is labelled. low(u) denotes the successor of node u along its low edge (corresponding to the case that value of var(u) is low, that is, 0). high(u) denotes the successor of node u along its high edge (corresponding to the case that value of var(u) is high, that is, 1).

## Ordered binary decision diagrams

## Definition

A BDD is *ordered* if on all paths through the graph the variables respect a given linear order  $x_1 < x_2 < \cdots < x_n$ .



## Definition

### An ordered BDD is reduced if

• *unique*: no two distinct internal nodes *u* and *v* have the same variable, low- and high-successor, that is,

if var(v) = var(u), low(v) = low(u), and high(v) = high(u)then u = v.

• *non-redundant*: no internal node *u* has identical low- and high-successor, that is,

 $low(u) \neq high(u).$ 

## Reduced ordered binary decision diagrams



## Reduced ordered binary decision diagrams

## Question

What is the corresponding reduced ordered BDD?

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#### Lemma

For a Boolean expression *t* with variables  $x_1, x_2, ..., x_n$  and a linear order  $x_1 < x_2 < \cdots < x_n$ , there exists a unique reduced ordered BDD which is equivalent to *t*.

For the remainder, we restrict our attention to reduced ordered BDDs and simply call them BDDs.

## Randal Bryant

- member of the National Academy of Engineering (2003),
- recipient of the Paris Kanellakis Theory and Practice Award (1997)
- recipient of the IEEE Emanuel R. Piore Award (2007)
- his paper on BDDs is one of the most cited computer science papers (more than 9660 citations)



Source: Randal Bryant

## Proposition

Satisfiability checking of BDDs is constant time.

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Tautology checking of BDDs is constant time.

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## Question

Draw the BDD corresponding to

$$(x_1 \wedge x_2) \vee (x_3 \wedge x_4) \vee (x_5 \wedge x_6)$$

for the variable ordering

$$x_1 < x_2 < x_3 < x_4 < x_5 < x_6$$

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#### Theorem

Deciding whether a given variable order is optimal is NP-hard.

Heuristics are used to find good variable orderings. For more details, see, for example,

I. Wegener. Branching Programs and Binary Decision Diagrams: Theory and Applications. 2000.

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