

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

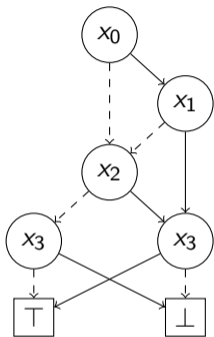
github.com/ssoelvsten/adiar

 Features

 Optimisations

 Features

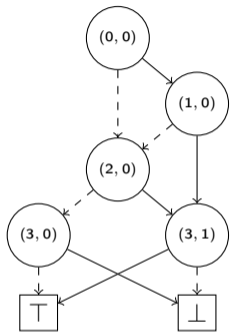
 Optimisations



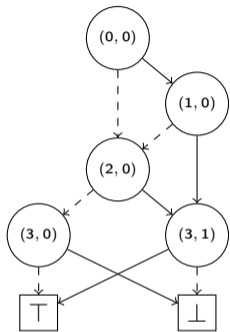
[((0, 0), (2, 0), (1, 0)) ,
 ((1, 0), (2, 0), (3, 1)) ,
 ((2, 0), (3, 0), (3, 1)) ,
 ((3, 0), T, ⊥) ,
 ((3, 1), ⊥, T)]

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

Node-based representation of prior shown BDDs



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

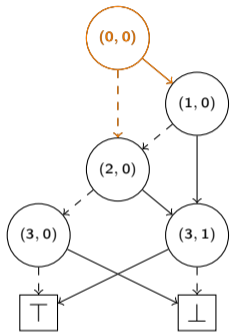


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Priority Queue: Q_{count} :

[

]

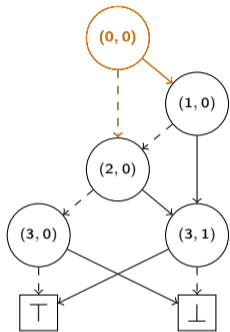


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Priority Queue: Q_{count} :

[

]

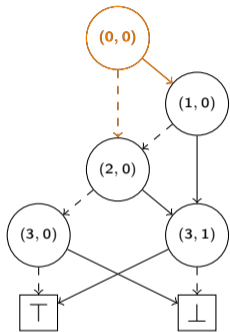


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Priority Queue: Q_{count} :

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

]



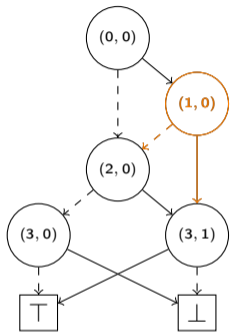
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(1, 0)	0	0

Priority Queue: Q_{count} :

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

]



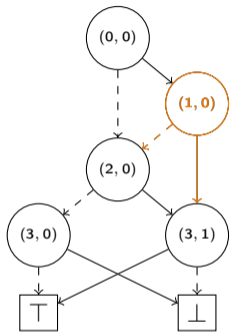
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
$(1, 0)$	0	0

Priority Queue: Q_{count} :

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

]

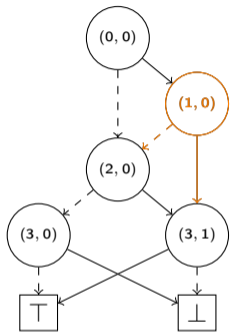


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
$(1, 0)$	1	0

Priority Queue: Q_{count} :

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

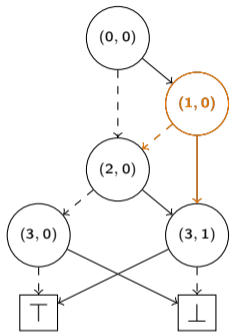


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(1, 0)	1	0

Priority Queue: Q_{count} :

[$((0, 0) \xrightarrow{\perp} (2, 0), 1)$,
	$((1, 0) \xrightarrow{\perp} (2, 0), 1)$,
	$((1, 0) \xrightarrow{\top} (3, 1), 1)$,
]

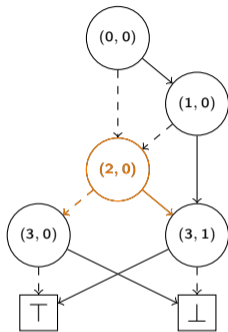


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
$(2, 0)$	0	0

Priority Queue: Q_{count} :

[$((0, 0) \xrightarrow{\perp} (2, 0), 1)$,
	$((1, 0) \xrightarrow{\perp} (2, 0), 1)$,
	$((1, 0) \xrightarrow{\top} (3, 1), 1)$,
]

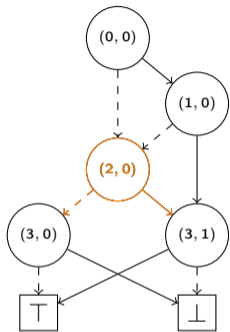


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
$(2, 0)$	0	0

Priority Queue: Q_{count} :

[$((0, 0) \xrightarrow{\perp} (2, 0), 1)$,
	$((1, 0) \xrightarrow{\perp} (2, 0), 1)$,
	$((1, 0) \xrightarrow{\top} (3, 1), 1)$,
]

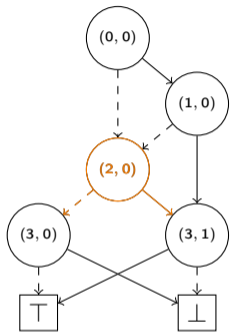


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(2, 0)	1	0

Priority Queue: Q_{count} :

[
 $((1, 0) \xrightarrow{\perp} (2, 0), 1)$,
 $((1, 0) \xrightarrow{\top} (3, 1), 1)$,
]

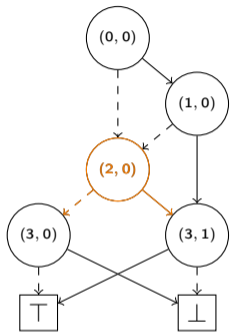


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(2, 0)	2	0

Priority Queue: Q_{count} :

[
 $((1, 0) \xrightarrow{T} (3, 1), 1)$,
]



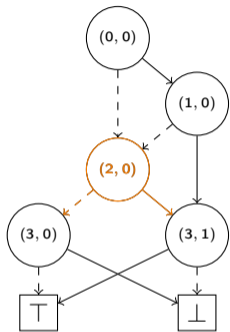
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(2, 0)	2	0

Priority Queue: Q_{count} :

[

$((2, 0) \xrightarrow{\perp} (3, 0), 2)$,
 $((1, 0) \xrightarrow{T} (3, 1), 1)$,
 $((2, 0) \xrightarrow{T} (3, 1), 2)$]



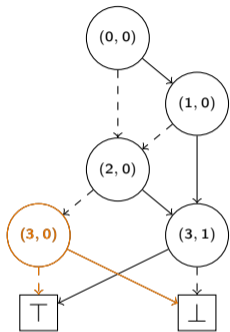
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(3, 0)	0	0

Priority Queue: Q_{count} :

[

$((2, 0) \xrightarrow{\perp} (3, 0), 2)$,
 $((1, 0) \xrightarrow{\top} (3, 1), 1)$,
 $((2, 0) \xrightarrow{\top} (3, 1), 2)$]



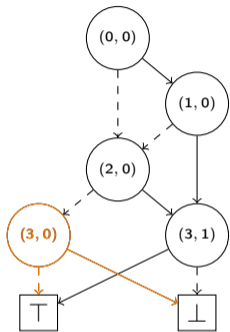
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(3, 0)	0	0

Priority Queue: Q_{count} :

[

$((2, 0) \xrightarrow{\perp} (3, 0), 2)$,
 $((1, 0) \xrightarrow{\top} (3, 1), 1)$,
 $((2, 0) \xrightarrow{\top} (3, 1), 2)$]



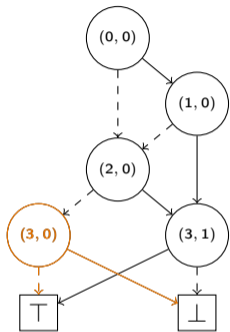
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
$(3, 0)$	2	0

Priority Queue: Q_{count} :

[

$((1, 0) \xrightarrow{T} (3, 1), 1)$,
 $((2, 0) \xrightarrow{T} (3, 1), 2)$]



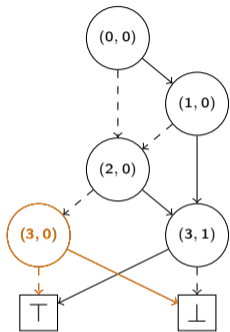
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(3, 0)	2	2

Priority Queue: Q_{count} :

[

$((1, 0) \xrightarrow{T} (3, 1), 1)$,
 $((2, 0) \xrightarrow{T} (3, 1), 2)$]

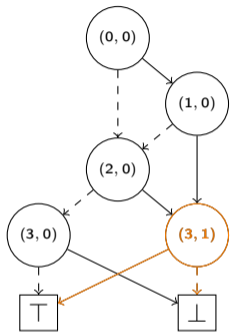


(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(3, 1)	0	2

Priority Queue: Q_{count} :

[
 $((1, 0) \xrightarrow{T} (3, 1), 1)$,
 $((2, 0) \xrightarrow{T} (3, 1), 2)$]



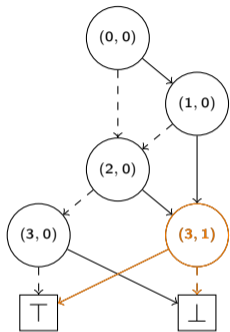
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(3, 1)	0	2

Priority Queue: Q_{count} :

[

$((1, 0) \xrightarrow{T} (3, 1), 1)$,
 $((2, 0) \xrightarrow{T} (3, 1), 2)$]



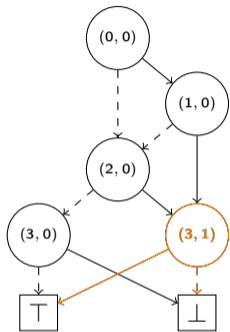
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(3, 1)	1	2

Priority Queue: Q_{count} :

[

$((2, 0) \xrightarrow{T} (3, 1), 2) \]$



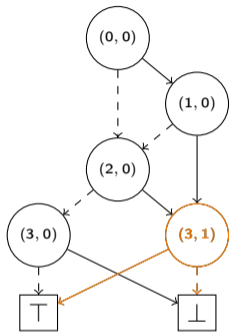
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(3, 1)	3	2

Priority Queue: Q_{count} :

[

]



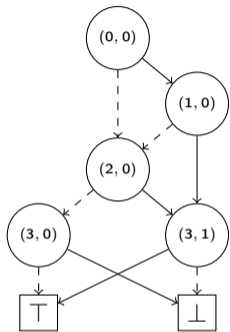
(a) $(x_0 \wedge x_1 \wedge x_3) \vee (x_2 \oplus x_3)$

Seek	Sum	Result
(3, 1)	3	5

Priority Queue: Q_{count} :

[

]



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

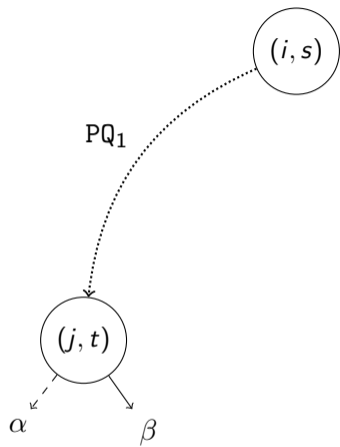
Result
5

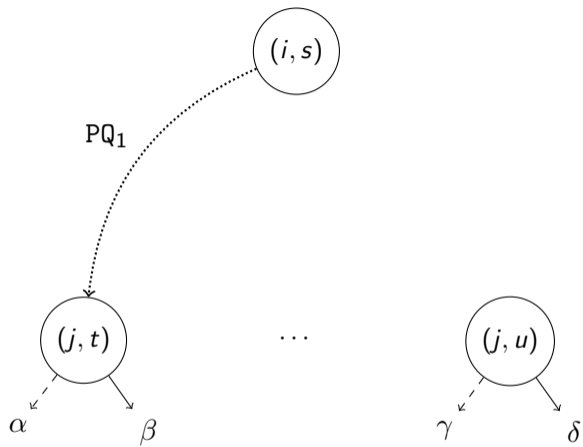
Priority Queue: Q_{count} :

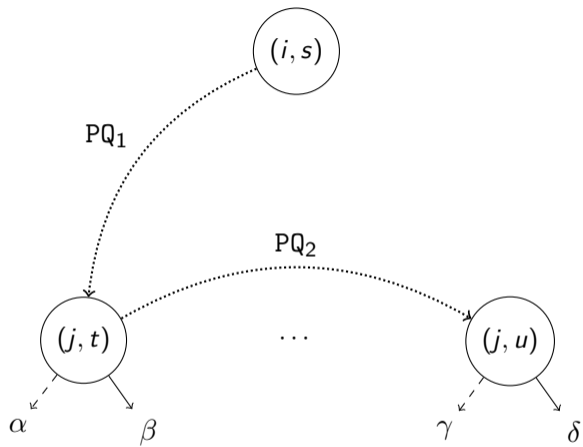
[

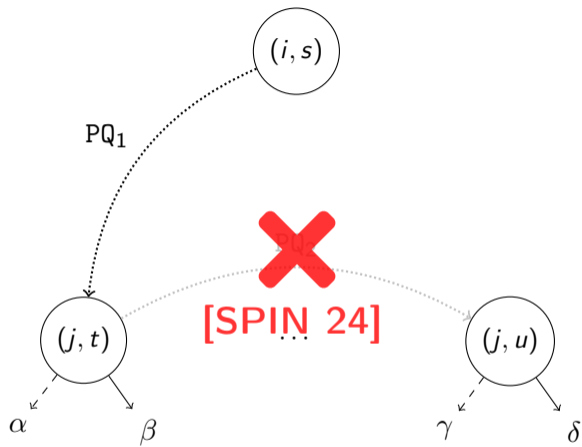
]

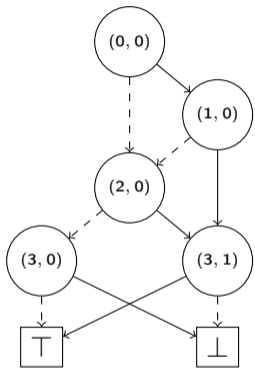
(i, s)

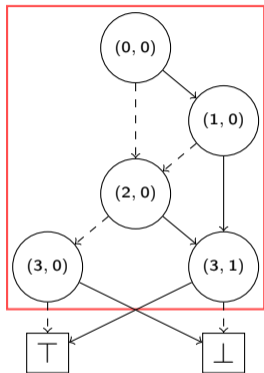


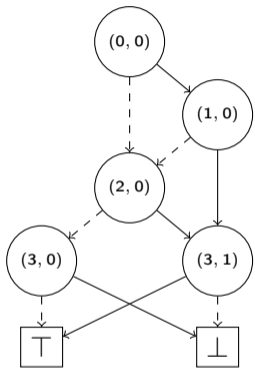


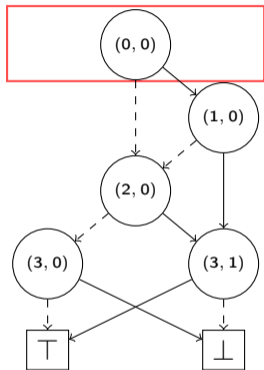


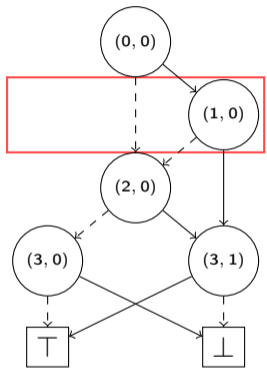


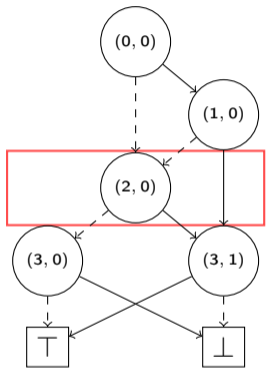


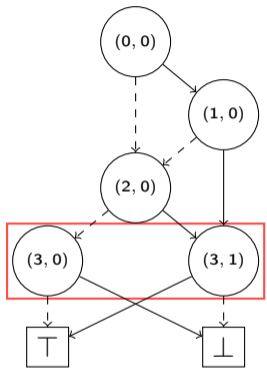


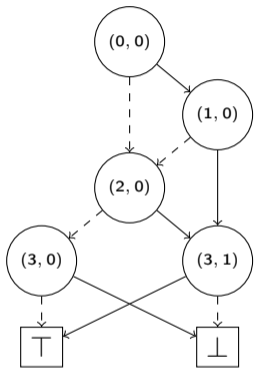


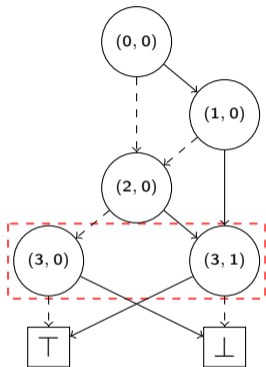






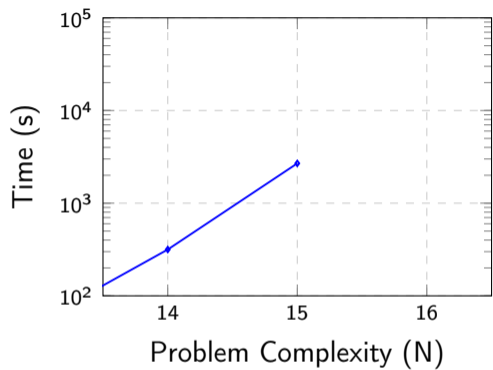







Width

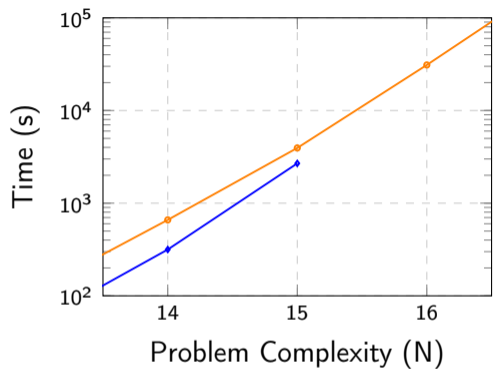
2




 $N = 15$

◇ CUDD v3.0 : 44.8 min

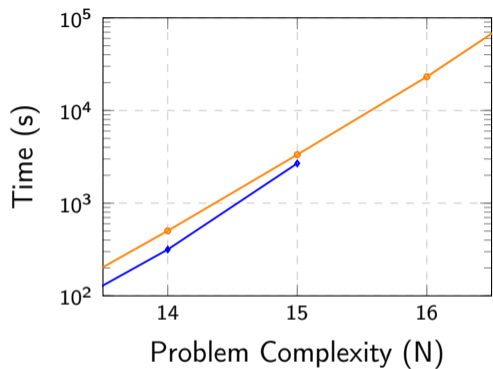
Queens | 300 GiB of RAM



🕒
 $N = 15$

◇	CUDD	v3.0	:	44.8 min
○	Adiar	v1.0	:	66.7 min

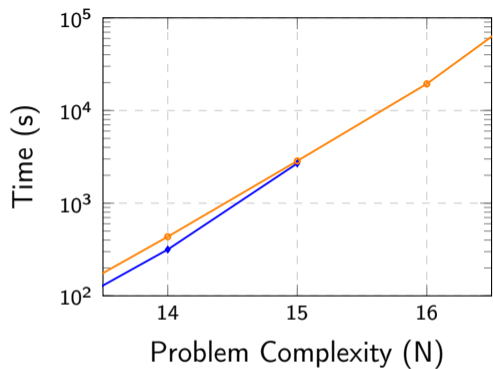
Queens | 300 GiB of RAM



⌚
 $N = 15$

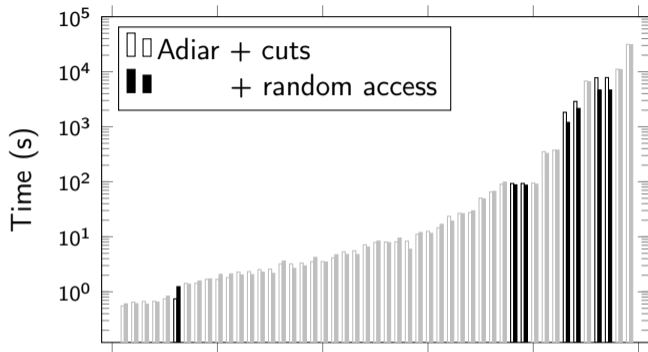
◇	CUDD v3.0	:	44.8 min
○	Adiar v1.0	:	66.7 min
	+ cuts	:	56.8 min

Queens | 300 GiB of RAM



			i
			$N = 15$
◇	CUDD v3.0	:	44.8 min
○	Adiar v1.0	:	66.7 min
	+ cuts	:	56.8 min
	+ random access	:	47.2 min

Queens | 300 GiB of RAM



^
Speed Ups
6 (+26.9%)

v
Slowdowns
1 (-66.8%)

EPFL Circuit Verification | 300 GiB of RAM

Steffan Christ Sølvsten

✉ soelvsten@cs.au.dk

🌐 ssoelvsten.github.io

Adiar

📄 github.com/ssoelvsten/adiar

📖 ssoelvsten.github.io/adiar

