# Binary Decision Diagrams 

An Introduction and Some Applications

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## Binary decision tree for a truth table

| $\mathbf{x}_{1}$ | $\mathrm{x}_{\mathbf{2}}$ | $\mathrm{x}_{\mathbf{3}}$ | $\mathrm{x}_{\mathbf{4}}$ | f |
| :--- | :--- | :--- | :--- | :--- |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 1 | 1 | 1 |
| 0 | 1 | 0 | 0 | 0 |
| 0 | 1 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 | 0 |
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## Binary decision tree for a truth table



## Collapse redundant nodes



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-

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## Collapse redundant nodes



## Eliminate unnecessary nodes



## We got an ROBDD!!



## Overview

## (1) Motivating Example

(2) Introduction

(3) Constructing ROBDDs

4 Applications
(5) Conclusion

## Binary Decision Diagrams

## Definition

A Binary Decision Diagram is a rooted DAG with

- One or two terminal nodes of out-degree zero labeled 0 or 1
- A set of variable nodes of out-degree two


## Ordered Binary Decision Diagrams (OBDDs)

- A BDD is ordered if on all paths through the graph, the variables respect a given linear order.

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- An unordered BDD




## Ordered Binary Decision Diagrams (OBDDs)

- The size of a BDD depends on the variable ordering

| $\mathbf{b}_{1}$ | $\mathbf{b}_{2}$ | $\mathbf{b}_{3}$ | $\mathbf{f}$ |
| :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |



- The problem of finding the best variable ordering in OBDDs is NP-Complete


## Reduced Ordered Binary Decision Diagrams (ROBDDs)

Definition
An OBDD is reduced if it satisfies the following properties:

- Uniqueness

$$
\operatorname{low}(u)=\operatorname{low}(v) \text { and } \operatorname{high}(u)=\operatorname{high}(v) \text { implies } u=v
$$

- Non-redundant tests

$$
\operatorname{low}(u) \neq \operatorname{high}(u)
$$

We already saw an example of ROBDDs!!

## Properties of ROBDDs

- Size is correlated to amount of redundancy, NOT size of relation
- Insight: As the relation gets larger, the number of dont-care bits increases, leading to fewer necessary nodes (usually)
- Canonicity: For every Boolean function, there is exactly one ROBDD representing it
- Hence, satisfiability, tautology-check, and equivalence can be tested in deterministic time
- For Boolean expressions, this problem is NP-Complete
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## Normal forms for Boolean expressions

- Disjunctive Normal Form (DNF)
- $\left(a_{1} \wedge a_{2} \wedge \ldots \wedge a_{n}\right) \vee \ldots \vee\left(a_{1} \wedge a_{2} \wedge \ldots \wedge a_{n}\right)$
- Satisfiability: easy; Tautology check: hard



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- Satisfiability: easy; Tautology check: hard
- Conjunctive Normal Form (CNF)
- $\left(a_{1} \vee a_{2} \vee \ldots \vee a_{n}\right) \wedge \ldots \wedge\left(a_{1} \vee a_{2} \vee \ldots \vee a_{n}\right)$
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- Tautology check: easy; Satisfiability: hard
- Reduction?
- No hopes since conversion between CNF and DNF is exponential



## If-then-else Normal Form (INF)

- An If-then-else Normal Form (INF) is a Boolean expression built from the if-then-else operator and the constants 0 and 1 , such that all tests are performed only on variables.

$$
x \rightarrow y_{0}, y_{1}=\left(x \wedge y_{0}\right) \vee\left(\neg x \wedge y_{1}\right)
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- More examples

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\begin{gathered}
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x=x \rightarrow(1,0) \\
\neg x=(x \rightarrow 0,1) \\
x \vee y=(x \rightarrow 1, y) \\
x \wedge y=(x \rightarrow y, 1) \\
x \Leftrightarrow y=x \rightarrow(y \rightarrow 1,0),(y \rightarrow 0,1)
\end{gathered}
$$

## Example: $t=\left(x_{1} \Leftrightarrow y_{1}\right) \wedge\left(x_{2} \Leftrightarrow y_{2}\right)$

$$
t=x_{1} \rightarrow t_{1}, t_{0}
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## Let's move ahead

## (1) Motivating Example

(2) Introduction
(3) Constructing ROBDDs
(4) Applications
(5) Conclusion

Programming Languabos Acchitecture
and Compiers Education 1 sitcralocy

## Applications of BDDs

- Correctness of Combinational Circuits
- Equivalence of Combinational Circuits
- Model Checking
- And yes, Program Analysis!


## BDDs for representing Points-to relation

- Points-to analysis using BDDs. Berndl et al. PLDI'03.
- Let $a, b, c$ be reference variables and $A, B, C$ be object references.
- The points-to relation (a,A),(a,B),(b,A),(b,B),(c,A),(c,B),(c,C) is represented as:


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On the board.

## bddbddb

- Cloning-Based Context-Sensitive Pointer Alias Analysis Using Binary Decision Diagrams. John Whaley and Monica S. Lam. PLDI'04.


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## On the Board

(1) Represent program information using relations Express relations as BDDs

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## On the Board

(1) Represent program information using relations Express relations as BDDs
(2) Write program analyses as Datalog queries Express queries as $B D D$ operations

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## On the Board

(1) Represent program information using relations

Express relations as BDDs
(2) Write program analyses as Datalog queries

Express queries as $B D D$ operations
(3) Get solutions!

Perform operations on BDDs


## Pointers for the enthusiast

- An Introduction to Binary Decision Diagrams. Tutorial by Henrik Reif Andersen.
- Program Analysis using Binary Decision Diagrams. Ondrej Lhotak's PhD Thesis (2006).
- Context-Sensitive Pointer Analysis using Binary Decision Diagrams. John Whaley's PhD Thesis (2007).
- Fun with Binary Decision Diagrams. Video lecture by Donald Knuth.


## Conclusion

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## BDDs are very interesting and useful!

