

# Formal Specification and Verification

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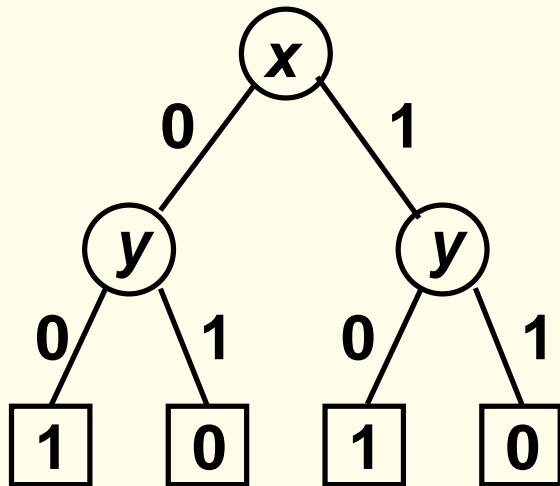
# Binary Decision Diagrams

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Formulae  $\leftrightarrow$  Boolean functions

$F$  ( $n$  Prop.Var)  $\mapsto f_F : \{0, 1\}^n \rightarrow \{0, 1\}$

Binary decision trees:



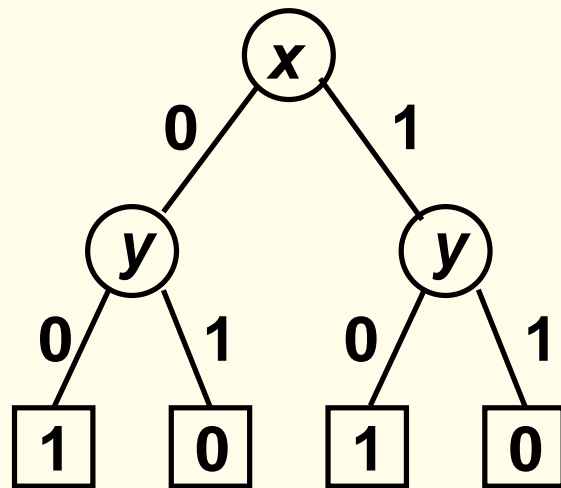
# Binary Decision Diagrams

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Formulae  $\leftrightarrow$  Boolean functions

$F$  ( $n$  Prop.Var)  $\mapsto f_F : \{0, 1\}^n \rightarrow \{0, 1\}$

Binary decision trees:



- exactly as inefficient as truth tables ( $2^{n+1} - 1$  nodes if  $n$  prop.vars.)
- optimization possible: remove redundancies

# Binary Decision Diagrams

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Optimization: remove redundancies

1. remove duplicate leaves
2. remove unnecessary tests
3. remove duplicate nodes

# Binary Decision Diagrams

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Binary decision diagram (BDD): finite directed acyclic graph with:

- a unique initial node
- terminal nodes marked with 0 or 1
- non-terminal nodes marked with propositional variables
- in each non-terminal node: two vertices (marked 0/1)

Reduced BDD: Optimizations 1-3 cannot be applied.

# Binary Decision Diagrams

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Reduced BDD: Optimizations 1-3 cannot be applied.

**Problem:** Variables may occur several times on a path.

**Solution:** Ordered BDDs.

# Ordered BDDs

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$[P_1, \dots, P_n]$  ordered list of variables (without repetitions)

Let  $B$  be a BDD with variables  $\{P_1, \dots, P_n\}$

$B$  has the order  $[P_1, \dots, P_n]$

if for every path  $v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_m$  in  $B$ ,

if -  $i < j$ ,

-  $v_i$  is marked with  $P_{k_i}$

-  $v_j$  is marked with  $P_{k_j}$

then  $k_i < k_j$ .

A **ordered BDD** (**Notation:** OBDD) is a BDD which has an order, for a certain ordered list of variables.

# Reduced OBDDs

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Let  $[P_1, \dots, P_n]$  be an order on variables.

The reduced OBDD, which represents a given function  $f$  is unique.

## **Theorem:**

Let  $B_1, B_2$  be two reduced OBDDs with the same variable ordering.

If  $B_1$  and  $B_2$  represent the same function, then  $B_1$  and  $B_2$  are equal.

OBDDs have a canonical form, namely the reduced OBDD.



# The role of the ordering on variables

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Example  $(P_1 \vee P_2) \wedge (P_3 \vee P_4) \wedge \cdots \wedge (P_{2n-1} \vee P_{2n})$

$[P_1, P_2, \dots, P_{2n-1}, P_{2n}]$ : OBDD with  $2n + 2$  nodes

$[P_1, P_3, \dots, P_{2n-1}, P_2, \dots, P_{2n}]$ : OBDD with  $2^{n+1}$  nodes

# Advantages of canonical representations

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- Absence of redundant variables

If the value of  $f$  does not depend on the  $i$ -argument ( $P_i$ ) then no reduced OBDD contains the variable  $P_i$

- Equivalence test

$F_i \mapsto f_i \mapsto B_i$  (OBDDs with compatible variable ordering),  $i = 1, 2$

Reduce  $B_i$ ,  $i = 1, 2$ .  $F_1 \equiv F_2$  iff.  $B_1$  and  $B_2$  identical.

# Advantages of canonical representations

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- Validity test

$F \mapsto f \mapsto B$  (OBDD)

$F$  valid iff its reduced OBDD is  $B_1 := \boxed{1}$

- Entailment test

$F \models G$  iff the reduced OBDD for  $F \wedge \neg G$  is  $B_0 := \boxed{0}$

- Satisfiability test

$F$  satisfiable iff its reduced OBDD is not  $B_0$ .

# Operations with OBDDs

---

- Reduce

Apply reduction steps 1–3

- Apply

Boolean operations

- Restrict

Compute OBDD for  $F[0/P_i]$  and  $F[1/P_i]$

- Exists

Compute OBDD for  $\exists P_i F(P_1, \dots, P_n)$

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# Reduce

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remove redundancies

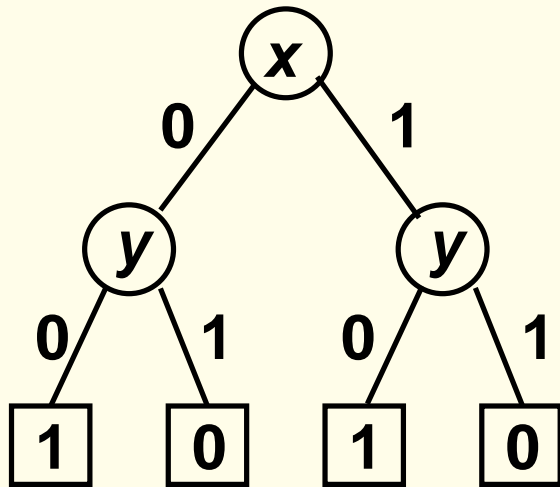
1. remove duplicate leaves
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3. remove duplicate nodes

# Reduce

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1. remove duplicate leaves

Only one copy of 0 and 1 necessary:

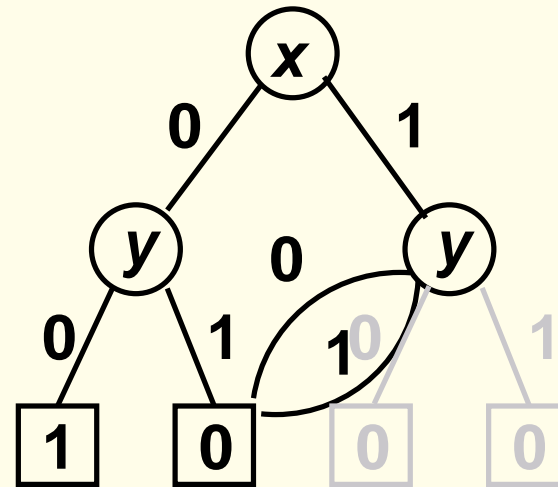
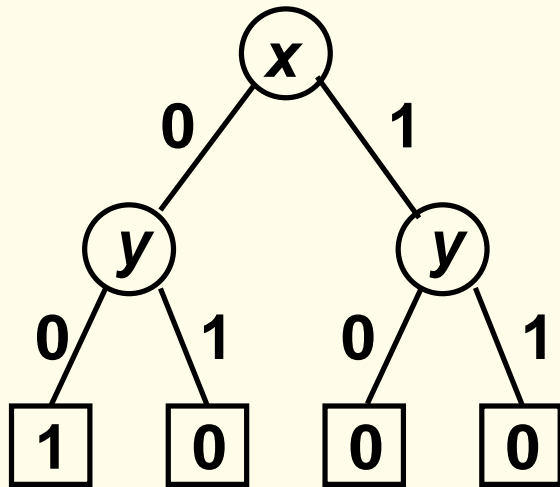


# Reduce

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1. remove duplicate leaves

Only one copy of 0 and 1 necessary:

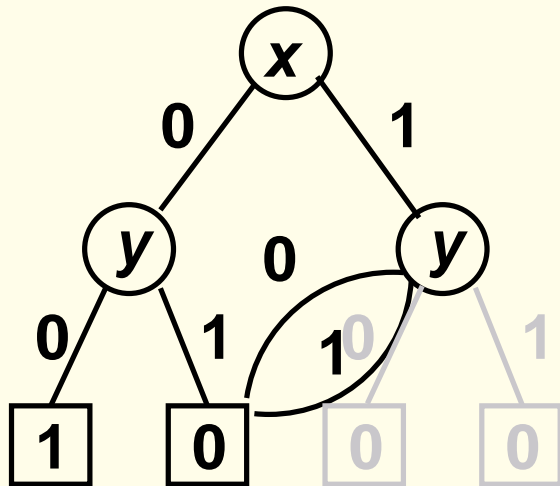




# Reduce

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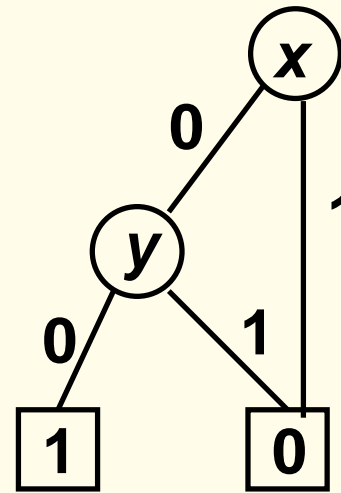
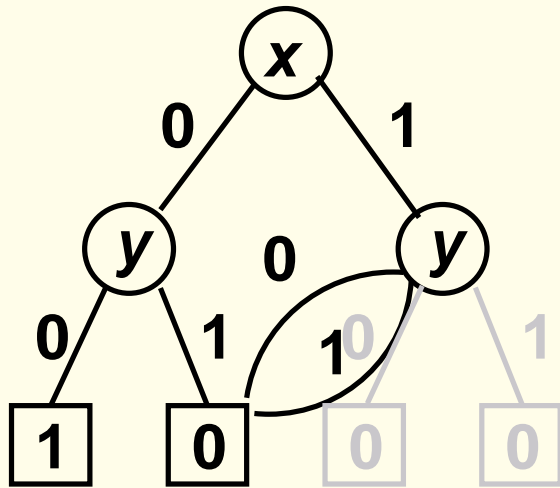
2. remove unnecessary tests



# Reduce

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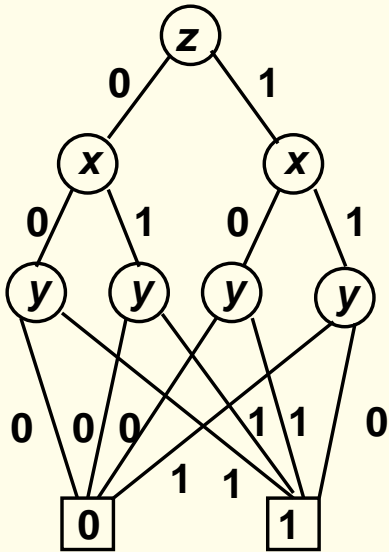
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# Reduce

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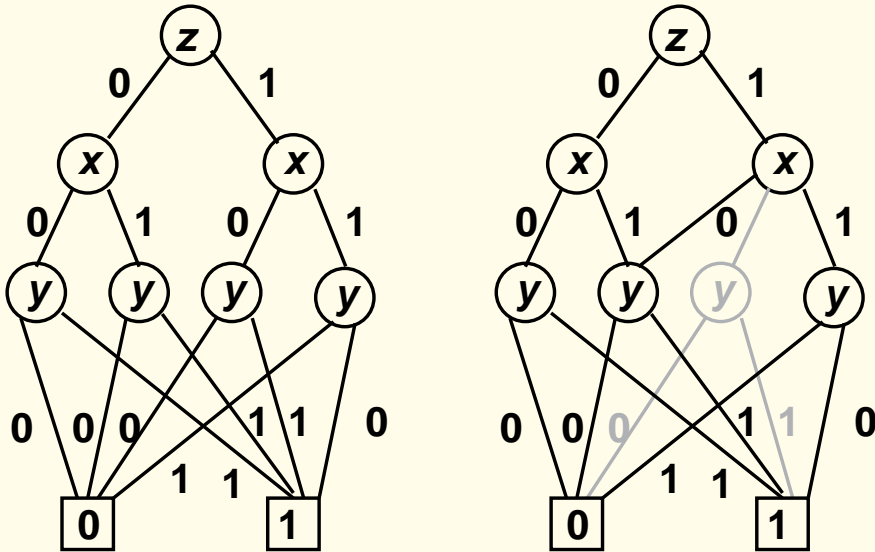
3. remove duplicate non-terminal nodes:



# Reduce

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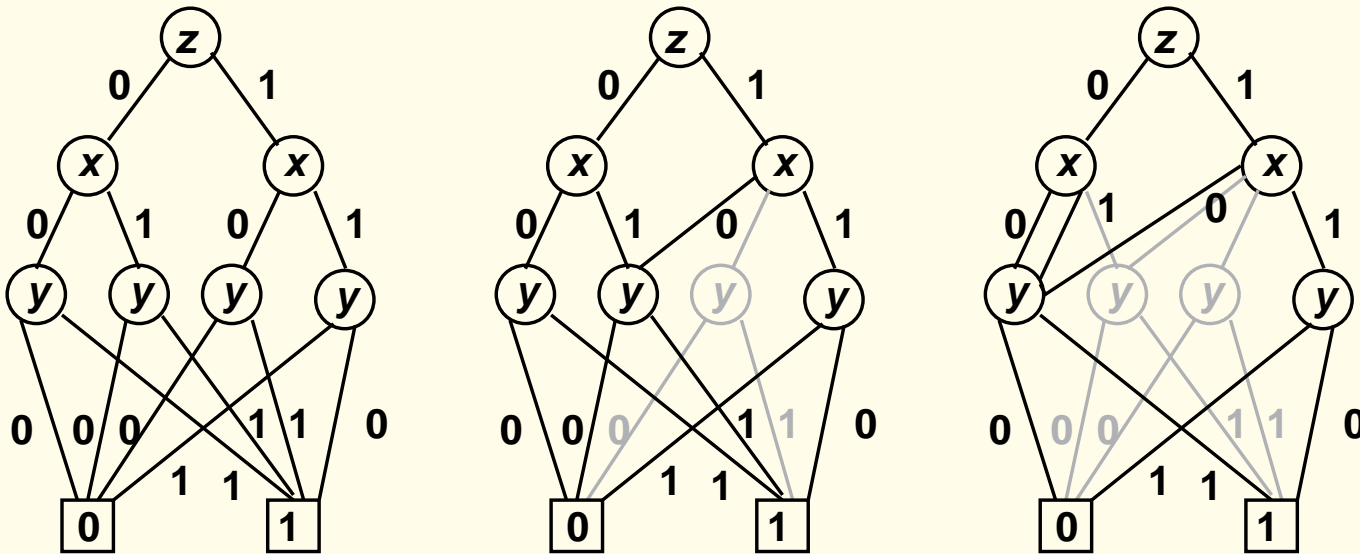
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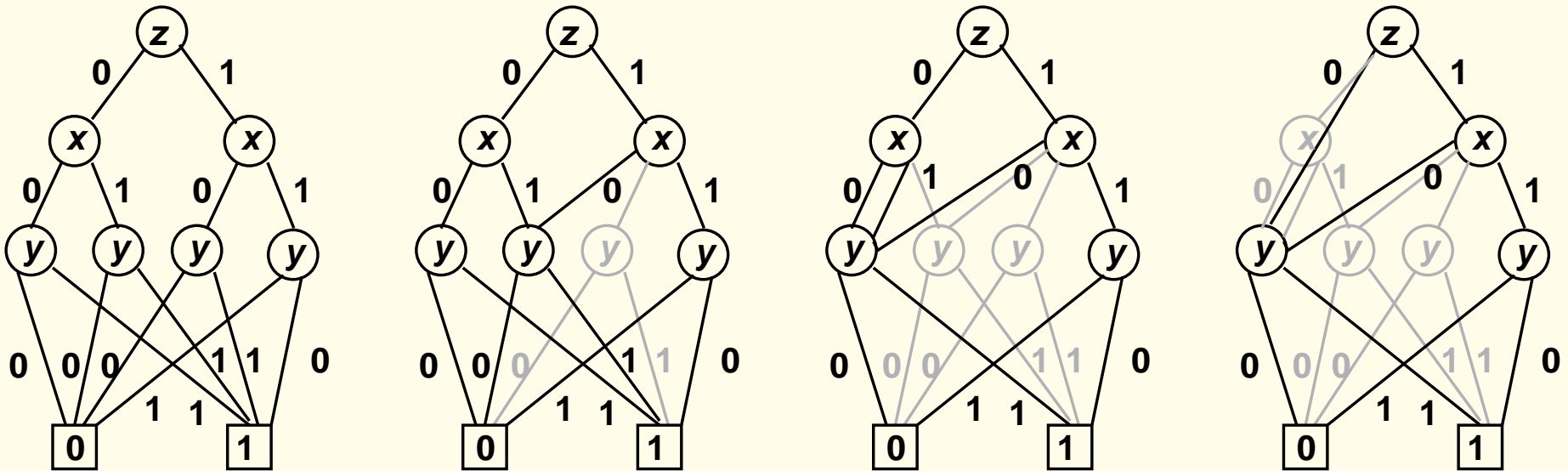
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# Reduce

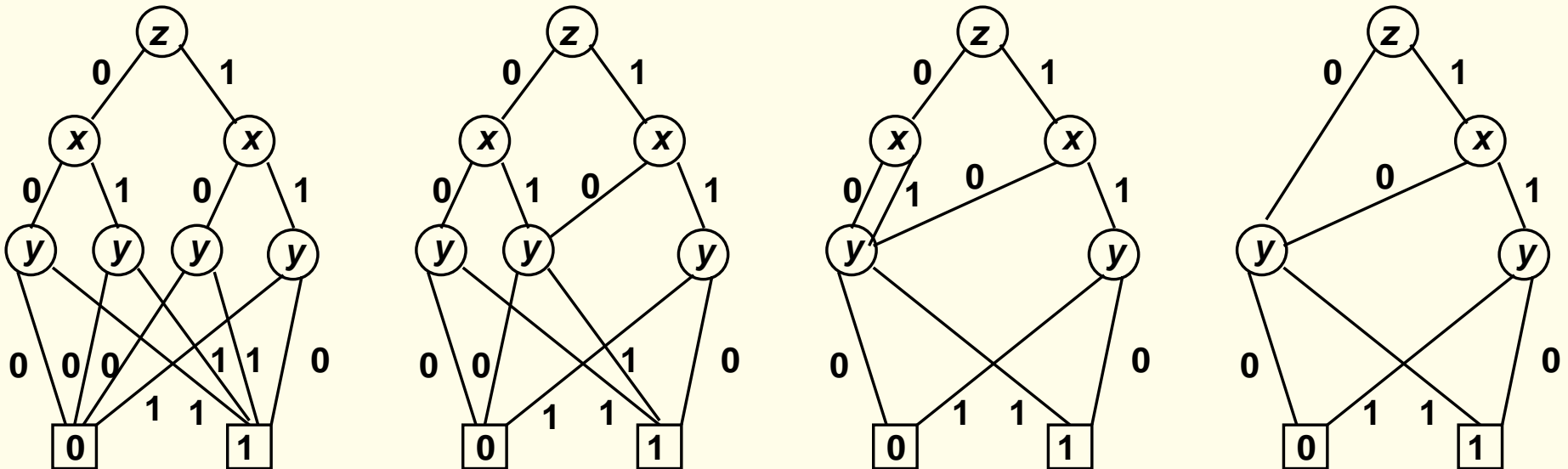
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# Reduce

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3. remove duplicate non-terminal nodes:



# Reduce

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The algorithm `reduce` traverses an OBDD  $B$  layer by layer in a bottom-up fashion, beginning with the terminal nodes.

In traversing  $B$ , it assigns an integer label  $id(n)$  to each node  $n$  of  $B$ , in such a way that the subOBDDs with root nodes  $n$  and  $m$  denote the same boolean function iff,  $id(n) = id(m)$ .



# Reduce

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## Terminal nodes:

Since reduce starts with the layer of terminal nodes, it assigns the first label (say 0) to the first 0-node it encounters. All other terminal 0-nodes denote the same function as the first 0-node and therefore get the same label (compare with reduction 1).

Similarly, the 1-nodes all get the next label, say 1.

# Reduce

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## Non-terminal nodes

Now let us inductively assume that reduce has already assigned integer labels to all nodes of a layer  $> i$  (i.e. all terminal nodes and  $P_j$ -nodes with  $j > i$ ).

We describe how nodes of layer  $i$  (i.e.  $P_i$ -nodes) are being handled.

$n \mapsto lo(n)$  node reached on branch labelled with 0

$hi(n)$  node reached on branch labelled with 1

Given an  $P_i$ -node  $n$ , there are three ways in which it may get its label:

- If  $id(lo(n)) = id(hi(n))$ , we set  $id(n)$  to be that label (reduction 2)
- If there is another node  $m$  s.t.  $n$  and  $m$  have same variable  $P_i$ , and  $id(lo(n)) = id(lo(m))$  and  $id(hi(n)) = id(hi(m))$ , then we set  $id(n) := id(m)$  (reduction 3)
- Otherwise, we set  $id(n)$  to the next unused integer label.

# Operations with OBDDs

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- Reduce

Apply reduction steps 1–3

- Apply

Boolean operations

- Restrict

Compute OBDD for  $F[0/P_i]$  and  $F[1/P_i]$

- Exists

Compute OBDD for  $\exists P_i F(P_1, \dots, P_n)$

# Reminder: BDDs

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$f \mapsto B_f$  (BDD associated with  $f$ )

$g \mapsto B_g$  (BDD associated with  $g$ )

BDD for  $f \wedge g$ : replace all 1-leaves in  $B_f$  with  $B_g$

BDD for  $f \vee g$ : replace all 0-leaves in  $B_f$  with  $B_g$

BDD for  $\neg f$ : replace all 1-leaves in  $B_f$  with 0-leaves and all 0-leaves with 1 leaves.

# Reminder: BDDs

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$f \mapsto B_f$  (BDD associated with  $f$ )

$g \mapsto B_g$  (BDD associated with  $g$ )

BDD for  $f \wedge g$ : replace all 1-leaves in  $B_f$  with  $B_g$

BDD for  $f \vee g$ : replace all 0-leaves in  $B_f$  with  $B_g$

BDD for  $\neg f$ : replace all 1-leaves in  $B_f$  with 0-leaves and all 0-leaves with 1 leaves.

If applied to OBDDs, the resulting BDD is not ordered!

# Apply

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**Idea:** Use the Shannon expansion for  $F$ .

$$F \equiv (\neg P \wedge F[0/P]) \vee (P \wedge F[1/P])$$

The function **apply** is based on the Shannon expansion for  $F \text{ op } G$ :

$$F \text{ op } G = (\neg P_i \wedge (F[0/P_i] \text{ op } G[0/P_i])) \vee (P_i \wedge (F[1/P_i] \text{ op } G[1/P_i])).$$

# Apply

---

This is used as a control structure of apply which proceeds from the roots of  $B_F$  and  $B_G$  downwards to construct nodes of the OBDD  $B_{F \text{ op } G}$ .

Let  $r_f$  be the root node of  $B_F$  and  $r_g$  the root node of  $B_G$ .

1. If both  $r_f, r_g$  are terminal nodes with labels  $l_f$  and  $l_g$ , respectively (0 or 1), we compute the value  $l_f \text{ op } l_g$  and let the resulting OBDD be  $B_0$  if the value is 0 and  $B_1$  otherwise.

# Apply

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This is used as a control structure of apply which proceeds from the roots of  $B_F$  and  $B_G$  downwards to construct nodes of the OBDD  $B_{F \text{ op } G}$ .

Let  $r_f$  be the root node of  $B_F$  and  $r_g$  the root node of  $B_G$ .

In the remaining cases, at least one of the root nodes is a non-terminal.

2. Suppose that both root nodes are  $P_i$ -nodes.

Then we create an  $P_i$ -node  $n$  with

- the edge labelled with 0 to  $\text{apply}(\text{op}, \text{lo}(r_f), \text{lo}(r_g))$
- the edge labelled with 1 to  $\text{apply}(\text{op}, \text{hi}(r_f), \text{hi}(r_g))$



# Apply

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This is used as a control structure of apply which proceeds from the roots of  $B_F$  and  $B_G$  downwards to construct nodes of the OBDD  $B_{F \text{ op } G}$ .

Let  $r_f$  be the root node of  $B_F$  and  $r_g$  the root node of  $B_G$ .

3. If  $r_f$  is a  $P_i$ -node, but  $r_g$  is a terminal node or a  $P_j$ -node with  $j > i$ , then we know that there is no  $P_i$ -node in  $B_G$  (because the two OBDDs have a compatible ordering of boolean variables).

Thus,  $G$  is independent of  $P_i$  ( $G \equiv G[0/P_i] \equiv G[1/P_i]$ ).

Therefore, we create a  $P_i$ -node  $n$  with: - the 0-edge to  $\text{apply}(\text{op}, \text{lo}(r_f), r_g)$  and  
- the 1-edge to  $\text{apply}(\text{op}, \text{hi}(r_f), r_g)$ .

4. The case in which  $r_g$  is a non-terminal, but  $r_f$  is a terminal or a  $P_j$ -node with  $j > i$ , is handled symmetrically to case 3.

# Apply

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The result of this procedure might not be reduced; therefore apply finishes by calling the function reduce on the OBDD it constructed.

# Operations with OBDDs

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- Reduce

Apply reduction steps 1–3

- Apply

Boolean operations

- Restrict

Compute OBDD for  $F[0/P_i]$  and  $F[1/P_i]$

- Exists

Compute OBDD for  $\exists P_i F(P_1, \dots, P_n)$

# Restrict

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Given an OBDD  $B_F$  representing a boolean formula  $F$ , we need an algorithm `restrict` such that:

– `restrict(0,  $P$ ,  $B_F$ )` computes the reduced OBDD for  $F[0/P]$  using the same variable ordering as  $B_F$ .

The algorithm works as follows.

For each node  $n$  labelled with  $P$ , incoming edges are redirected to  $lo(n)$  and  $n$  is removed.

Then we call `reduce` on the resulting OBDD.

The call `restrict(1,  $P$ ,  $B_F$ )` proceeds similarly, only we now redirect incoming edges to  $hi(n)$ .

# Operations with OBDDs

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Compute OBDD for  $F[0/P_i]$  and  $F[1/P_i]$

- Exists

Compute OBDD for  $\exists P_i F(P_1, \dots, P_n)$

# Exists

---

A boolean function can be thought of as putting a constraint on the values of its argument variables.

It is useful to be able to express the relaxation of the constraint on a subset of the variables concerned.

To allow this, we write  $\exists P.F$  for the boolean function  $F$  with the constraint on  $P$  relaxed.

Formally,  $\exists P.F$  is defined as  $F[0/P] \vee F[1/P]$

that is,  $\exists P.F$  is true if  $F$  could be made true by putting  $P$  to 0 or to 1.

# Exists

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Formally,  $\exists P.F$  is defined as  $F[0/P] \vee F[1/P]$

that is,  $\exists P.F$  is true if  $F$  could be made true by putting  $P$  to 0 or to 1.

Therefore the **exists** algorithm can be implemented in terms of the algorithms **apply** and **restrict** as:

$$\text{exists}(P, F) := \text{apply}(\vee, \text{restrict}(0, P, B_F), \text{restrict}(1, P, B_F))$$