

# CS477 Formal Software Dev Methods

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Slides based in part on previous lectures  
by Mahesh Vishwanathan, and by Gul Agha

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- Algorithms exist with good performance in general practice
- BDDs are one such

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  - For each path (branch) in the tree, each atomic proposition may label at most one vertex of that path.

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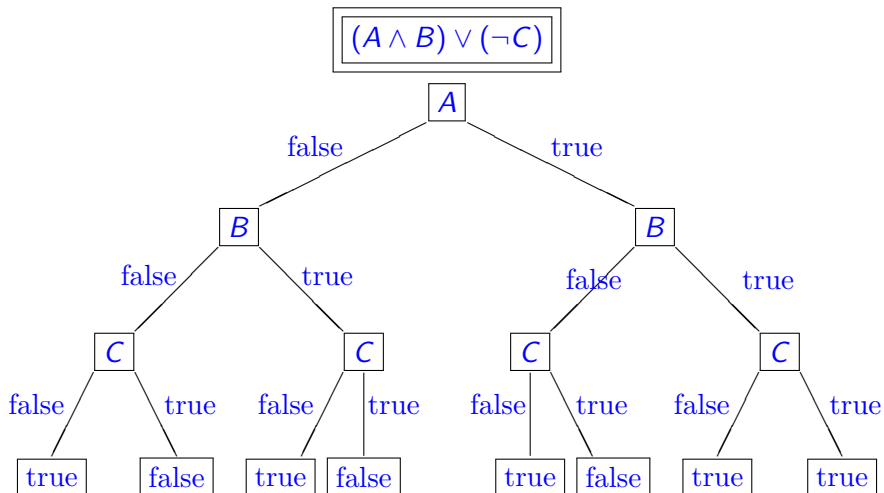
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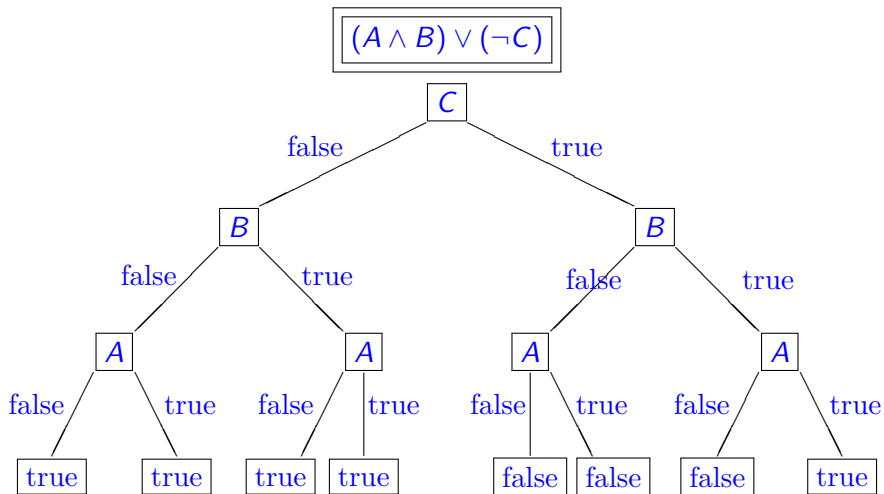
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    - Is a model (**true**, the tree accepts the valuation)
    - Or not a model (**false**, the tree rejects the valuation)
  - Each valuation matches exactly one branch
  - More than one valuation may (will) match a given branch

# Example:

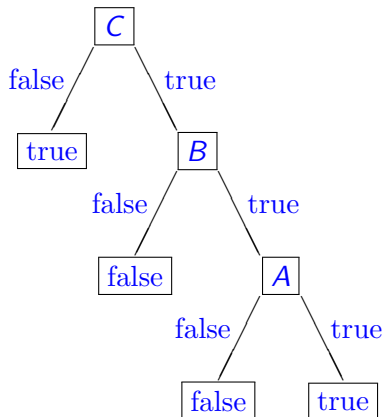
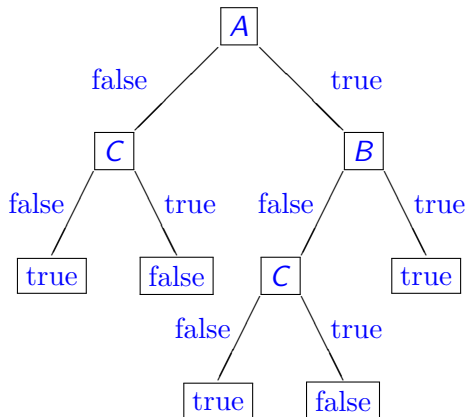


# Example: Different Variable Ordering - Different Tree



# Example: Many Logically Equivalent Trees

$$(A \wedge B) \vee (\neg C)$$



# Alternate Syntax for Propositional Logic

- Still have constants  $\{\mathbf{T}, \mathbf{F}\}$
- Still have countable set  $AP$  of **propositional variables** a.k.a. **atomic propositions**
- Only one ternary connective: the conditional **if\_then\_else\_**
  - First argument only a variable
  - Second and third arguments propositions
  - Example

*if C then if B then if A then **T** else **F** else **F** else **T***

- Represents the last tree above

# Semantics for Conditional Propositional Logic

- Define when a valuation  $v$  satisfies a conditional proposition by

$$v \models \mathbf{T}$$

$$v \not\models \mathbf{F}$$

$$v \models \text{if } A \text{ then } P_t \text{ else } P_f \text{ iff}$$
$$v(A) = \text{true and } v \models P_t \text{ or}$$
$$v(A) = \text{false and } v \models P_f$$

- Example: let  $v = \{A \mapsto \text{true}, B \mapsto \text{true}, C \mapsto \text{true}\}$

$$v \models \text{if } C \text{ then if } B \text{ then if } A \text{ then } \mathbf{T} \text{ else } \mathbf{F} \text{ else } \mathbf{F} \text{ else } \mathbf{T}$$

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# Translating Original Propositions into if\_then\_else

- Start with proposition  $P_0$  with variables  $v_1, \dots, v_n$
- $P[c/v]$  is the proposition resulting from replacing all occurrences of variable  $v$  with constant  $c$
- Let  $\overline{P}$  be the result of evaluating every subexpression of  $P$  containing no variables
- Let  $P_1 = \text{if } v_1 \text{ then } \overline{P_0[\mathbf{T}/v_1]} \text{ else } \overline{P_0[\mathbf{F}/v_1]}$
- Let  $P_i = \text{if } v_i \text{ then } \overline{P_{i-1}[\mathbf{T}/v_i]} \text{ else } \overline{P_{i-1}[\mathbf{F}/v_i]}$
- $P_n$  is logically equivalent to  $P$ , but only uses if\_then\_else..
  - Valuation satisfies  $P$  if and only if it satisfies  $P_n$
  - $P_n$  depends on the order of variables  $v_1, \dots, v_n$
  - $P_n$  directly corresponds to a binary decision tree

## Example:

$P = (A \wedge B) \vee (\neg C)$ , variables  $\{A, B, C\}$ ,  $A < B < C$

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$P_1 = \text{if } \textcolor{red}{A} \text{ then } (\textcolor{red}{T} \wedge B) \vee (\neg C) \text{ else } (\textcolor{red}{F} \wedge B) \vee (\neg C)$

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## Example, cont.

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$P_3$  corresponds to second binary decision tree given earlier

- Any proposition in strict `if_then_else` form corresponds directly to a binary decision tree that accepts exactly the valuations that satisfy (model) the proposition.

# Binary Decision Diagram

- Binary decision trees may contain (much) redundancy
- Binary Decision Diagram (BDD): Replace trees by (rooted) directed acyclic graphs
- Require all other conditions still hold
- Generalization of binary decision trees
- Allows for sharing of common subtrees.
- Accepts / rejects valuations as with binary decision trees.

# Example

# Reduced Ordered Binary Decision Diagrams

- Problem: given proposition may correspond to many different BDDs
- How to create a (compact) canonical BDD for a proposition such that two different propositions are logically equivalent if and only if they have the same (isomorphic) canonical BDD
- Start: order propositional variables  $v_i < v_j$ .
- Bryant showed you can obtain such a canonical BDD by requiring
  - Variables should appear in order on each path for root to leaf
  - No distinct duplicate (isomorphic) subtrees (including leaves)

# Achieving Canonical Form

- Start with an Ordered BDD (all edges in correct order)
- Repeat following until none apply
- **Remove duplicate leaves:** Eliminate all but one leaf with a given label and redirect all edges to the eliminated leaves to the remaining one
- **Remove duplicate nonterminals:** If node  $n$  and  $m$  have the same variable label, their left edges point to the same node and their right edges point to the same node, remove one and redirect edges that pointed to it to the other
- **Remove redundant tests:** If both out edges of node  $n$  point to node  $m$ , eliminate  $n$  and redirect all edges coming into  $n$  to  $m$
- Bryant gave procedure to do the above that terminates in linear time

# Example