

A Rust Library For Manipulating Sentential Decision Diagrams

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February 3, 2025

Motivation

- What is knowledge compilation?
 - *Knowledge compilation* is the process of translating a *knowledge base* into a *target compilation language* [3]
 - Target compilation language should be *tractable* and *succinct*
- Why is it important?
 - Model-based diagnosis & model-checking
 - Explainability in AI & neurosymbolic reasoning
 - Medical diagnostic systems

Why Sentential Decision Diagrams?

- Tractable and succinct representation
- Strict superset of Ordered Decision Binary Diagrams (OBDDs)
- SDDs are exponentially more succinct than OBDDs [7]

Vtrees

- A *vtree* for a set of variables $\mathbf{Z}$ is a full, rooted binary tree whose leaves are in one-to-one correspondence with the variables in $\mathbf{Z}$ [6]
- A *vtree* dissects a total variable order π if and only if left-to-right traversal of the *vtree* visits the variables in the same order as π

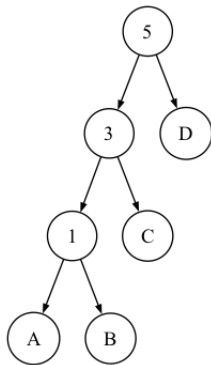


Figure 1: A chosen *vtree* dissecting order (A, B, C, D) .

X-Partitions

An **X**-partition [2] is a structured way to decompose a Boolean function f with respect to a given variable set $\mathbf{X}$. It is a set of pairs (p_i, s_i) such that $f = \bigvee_i (p_i \wedge s_i)$ where

- Primes form a partition
- Each prime is consistent
- Every pair of distinct primes is mutually exclusive (strong determinism)
- The disjunction of all primes is valid

Sentential Decision Diagrams

- SDD is a rooted, directed acyclic graph characterized by *vtrees* representing a Boolean function [2]
- Nodes of the graph are either terminals or *X-partitions* branching on formulas
- Can be efficiently queried and combined (when *not canonical*)

Example I: SDD Normalized for Left-Linear Vtree

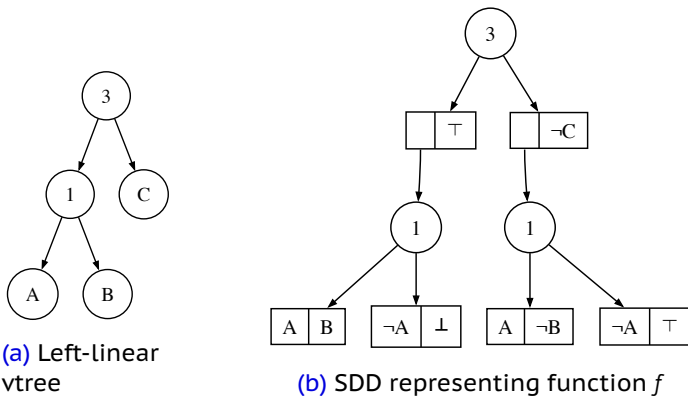
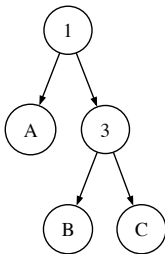
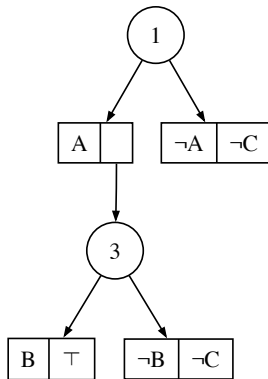


Figure 2: SDD representing $f = (A \wedge B) \vee \neg C$ normalized for left-linear vtree.

Example II: SDD Normalized for Right-Linear Vtree



(a)
Right-linear
vtree



(b) SDD representing
function f

Figure 3: SDD representing $f = (A \wedge B) \vee \neg C$ normalized for right-linear vtree.

Compilation & Minimization Methods

SDDs can be compiled either in a *bottom-up* or *top-down* [5] manner.

- Bottom-up: incremental building of the knowledge base
- Top-down: facts are compiled at once

SDDs can be minimized either *statically* or *dynamically* [1].

- Static minimization: construct appropriate vtree before compilation
- Dynamic minimization: adjust vtree as needed during compilation

sddrs: Bottom-up SDD Compiler

- A bottom-up SDD compiler with dynamic minimization written in Rust¹
- Available as a library² or an executable
- Supports
 - Tractable model counting, model enumeration, equivalence checking, and validity and consistency checking
 - Incremental compilation of facts into canonical SDDs
 - Dynamic minimization (via fragments)
 - Garbage collection

¹<https://github.com/jsfpdn/sdd-rs/>

²<https://crates.io/crates/sddrs>

Compiler Architecture

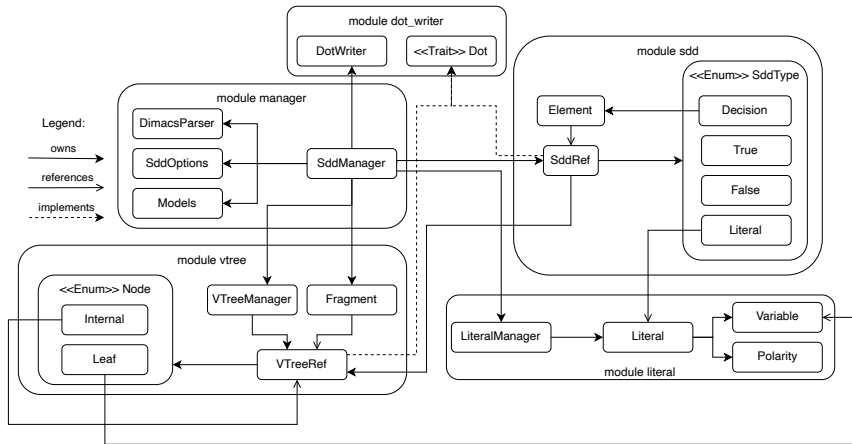


Figure 4: High-level decomposition of the compiler into individual modules. The most important structures and their relationships are presented for each module.

Dynamic Minimization via Fragments

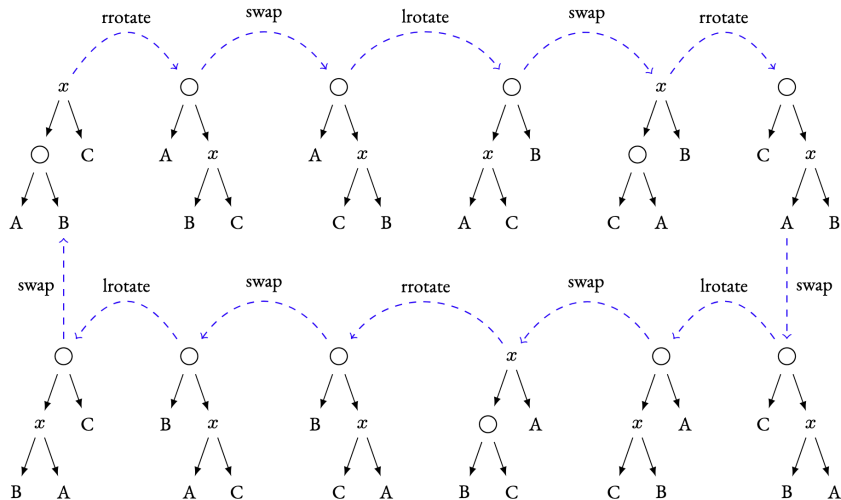


Figure 5: Exploration of all fragment states using swap and rotate operations.

Overview of Benchmarks

- Compiled datasets from the SATLIB benchmark suite [4]
- Measured compilation time and size of compiled SDDs
- Benchmarked various configurations of `sdd-package`, `rsdd`, and `sddrs`

Results

configuration	dataset name						
	uf20	uf50	uf75	gcp	plan_a	plan_m	pigeon
sddrs-static-gc-rl	0.073	X	X	72.140	0.149	X	4.260
rsdd-comp-linear	0.002	2.030	X	0.510	0.002	0.052	0.009
sdd-package-rl	0.038	12.404	2291.530	0.494	0.169	3.032	0.264

Table 1: SDD compilation times in seconds.

configuration	dataset name						
	uf20	uf50	uf75	gcp	plan_a	plan_m	pigeon
sddrs-static-gc-rl	288	X	X	69732	94	X	0
rsdd-comp-linear	104	156	X	5674	94	384	0
sdd-package-rl	182	187	1744	2196	136	582	0

Table 2: Sizes of compiled SDDs (sums of sizes of X-partitions).

Conclusion

- Developed a bottom-up compiler for Sentential Decision Diagrams, featuring dynamic minimization and garbage collection
- Designed an extensible API to support user-defined heuristics for both dynamic minimization and garbage collection
- Demonstrated the compiler's competitive performance in specific configurations on smaller datasets

Bibliography I

- [1] Arthur Choi and Adnan Darwiche. “Dynamic Minimization of Sentential Decision Diagrams”. In: *Proceedings of the AAAI Conference on Artificial Intelligence* 27.1 (June 2013), pp. 187–194.
- [2] Adnan Darwiche. “SDD: A new canonical representation of propositional knowledge bases”. In: *Twenty-Second International Joint Conference on Artificial Intelligence*. 2011.
- [3] Adnan Darwiche and Pierre Marquis. “A knowledge compilation map”. In: *Journal of Artificial Intelligence Research* 17 (2002), pp. 229–264.
- [4] Holger H Hoos and Thomas Stützle. “SATLIB: An online resource for research on SAT”. In: *Sat 2000* (2000), pp. 283–292.

Bibliography II

- [5] Umut Oztok and Adnan Darwiche. “A top-down compiler for sentential decision diagrams”. In: *Twenty-Fourth International Joint Conference on Artificial Intelligence*. 2015.
- [6] Knot Pipatsrisawat and Adnan Darwiche. “New Compilation Languages Based on Structured Decomposability.”. In: *AAAI*. Vol. 8. 2008, pp. 517–522.
- [7] Yexiang Xue, Arthur Choi, and Adnan Darwiche. “Basing decisions on sentences in decision diagrams”. In: *Proceedings of the AAAI Conference on Artificial Intelligence*. Vol. 26. 1. 2012, pp. 842–849.

Library Usage

```
let options = options::SddOptions::builder()
    .vtree_strategy(options::VTreeStrategy::RightLinear)
    .garbage_collection(options::GarbageCollection::Automatic)
    .variables(["A".to_string(), "B".to_string(), "C".to_string()])
    .build();
let manager = SddManager::new(&options);

let a = manager.literal("A", Polarity::Positive).unwrap();
let b = manager.literal("B", Polarity::Positive).unwrap();
let n_c = manager.literal("C", Polarity::Negative).unwrap();

let a_and_b_or_nc = manager.disjoin(&manager.conjoin(&a, &b), &n_c);

let model_count = manager.model_count(&a_and_b_or_nc);
let models = manager.model_enumeration(&a_and_b_or_nc);
```

Binary Usage

```
sddrsc \  
  --dimacs-path ./datasets/easy.cnf \  
  --vtree right-linear \  
  --minimize-after-k-clauses 2 \  
  --collect-garbage \  
  --count-models \  
  --enumerate-models \  
  --print-statistics \  
  --sdd.dot
```

```
4  
  1  2  3  4  
-----  
  0  1  1  1  
  1  0  0  1  
  1  1  0  1  
  1  1  1  1  
compilation time: 148.00us  
model count time: 20.00us  
sdd size      : 10  
all sdds      : 22
```