



# A Circuit-Based Approach to Efficient Enumeration

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<sup>3</sup>Université Grenoble-Alpes

<sup>4</sup>CNRS CRIL

# **Problem statement**

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## Problem: Enumerating large result sets



Input

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Algorithm

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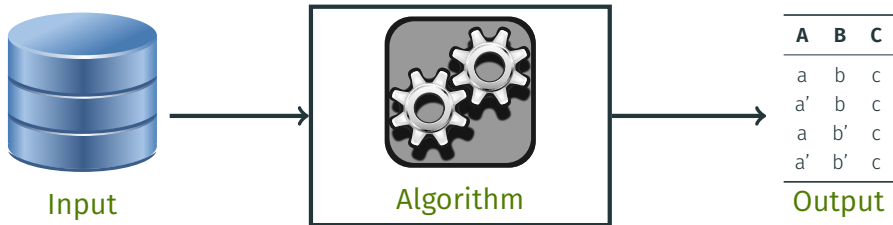
Algorithm



A	B	C
a	b	c
a'	b	c
a	b'	c
a'	b'	c

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## Problem: Enumerating large result sets



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Results **1 - 20** of **10,514**



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View (previous 20 | [next 20](#)) ([20](#) | [50](#) | [100](#) | [250](#) | [500](#))

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→ **Solution:** Enumerate solutions **one after the other**

# Enumeration algorithm



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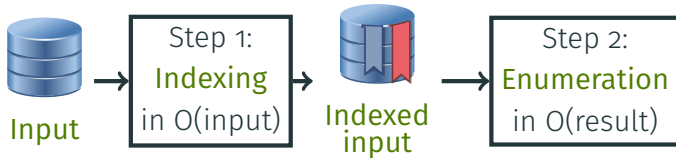
# Enumeration algorithm



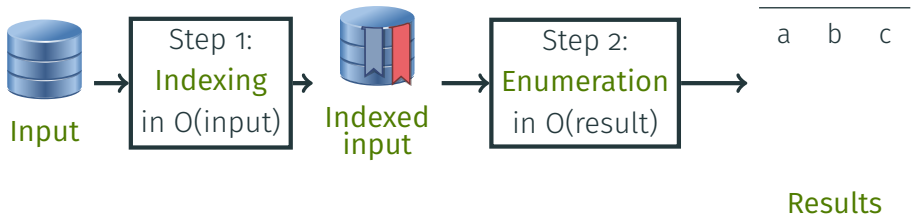
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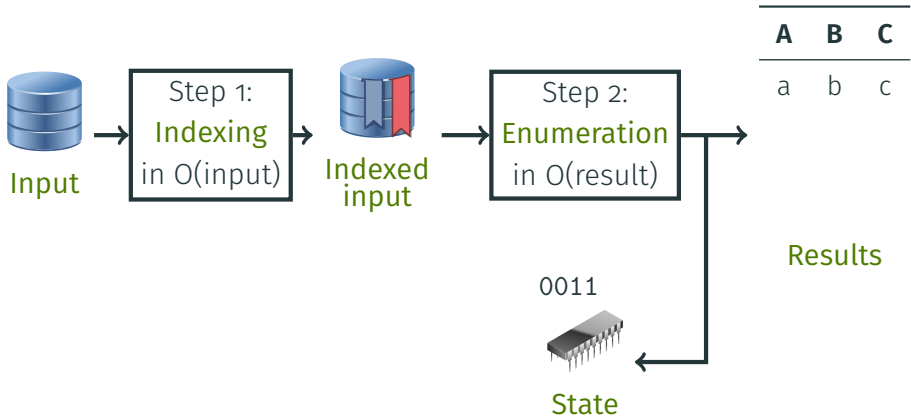


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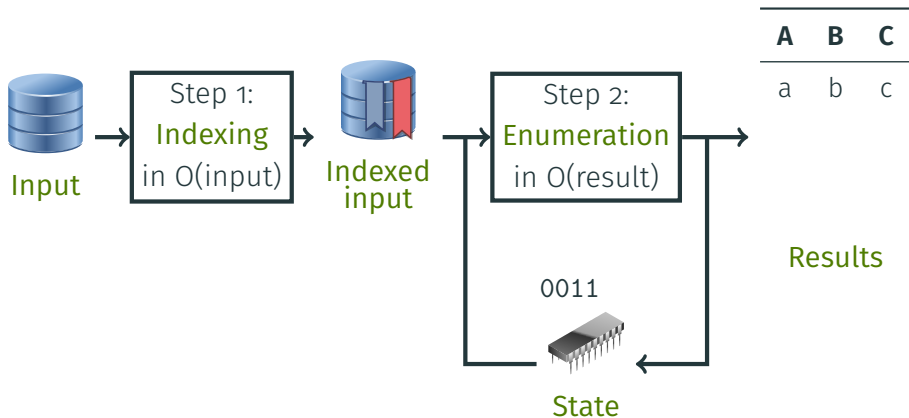




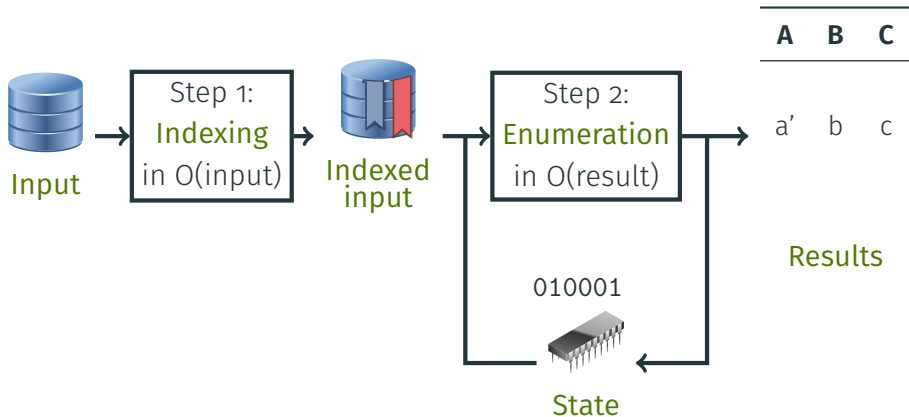
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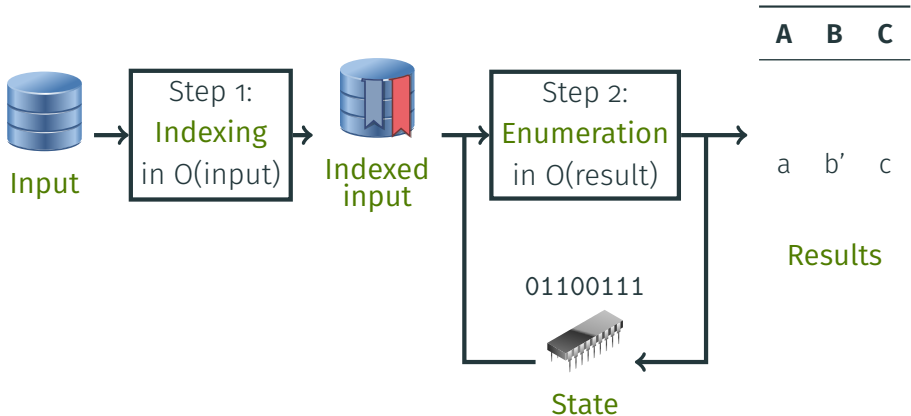
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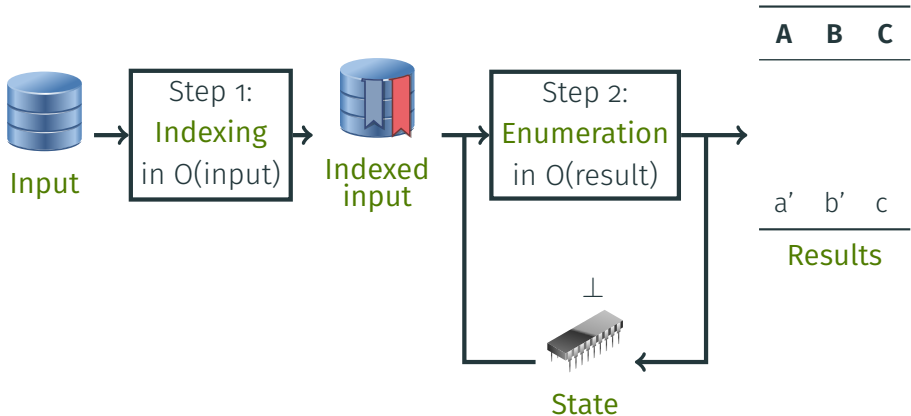
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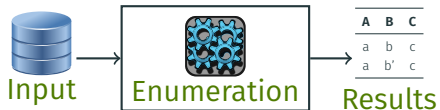


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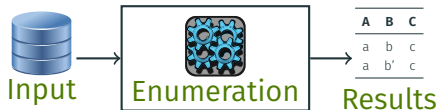
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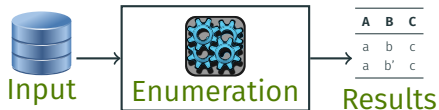
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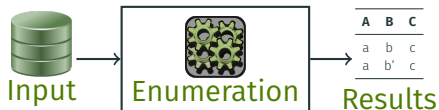
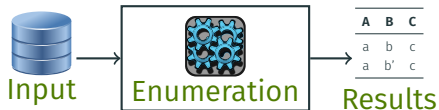
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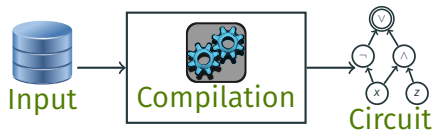


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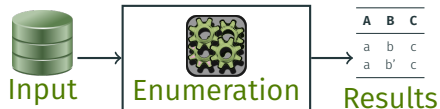
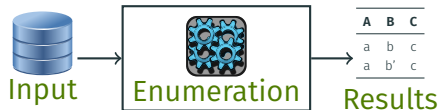


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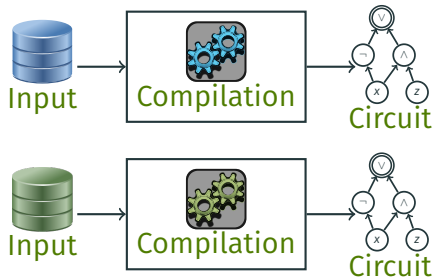


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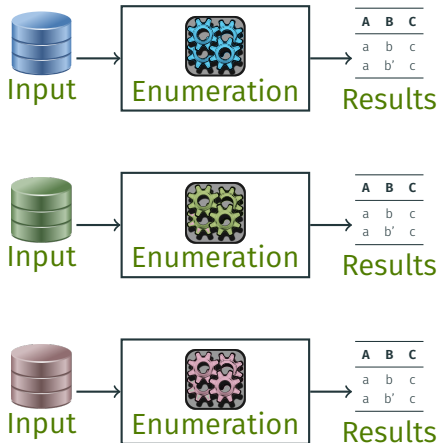


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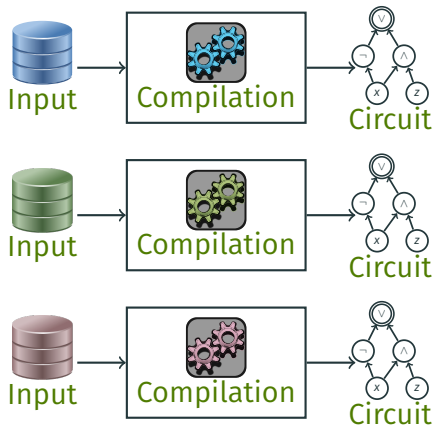


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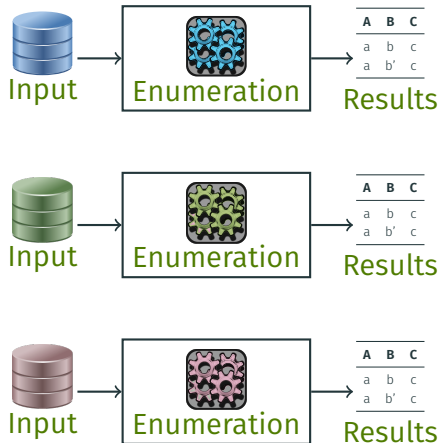


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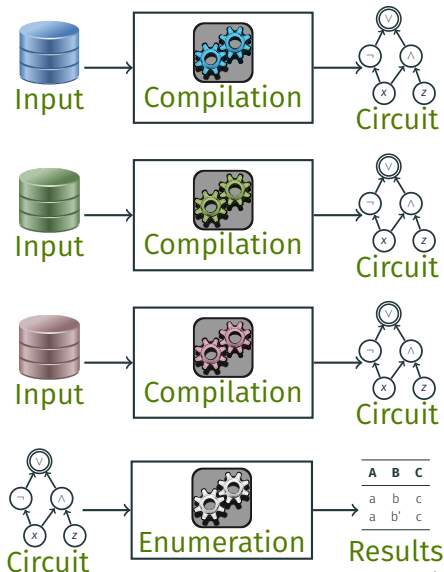


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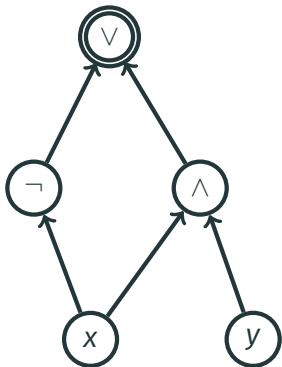
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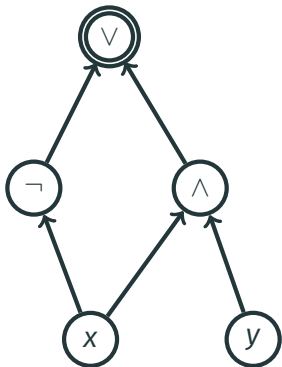


# Boolean circuits



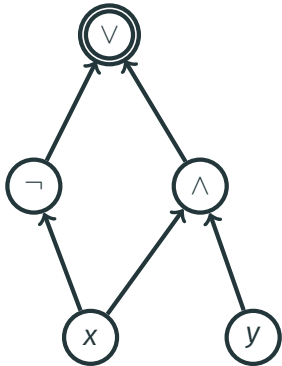
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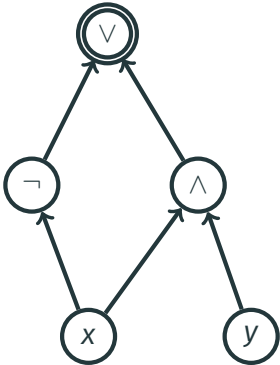
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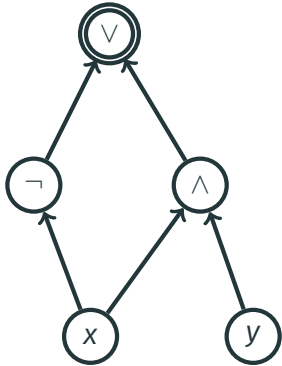
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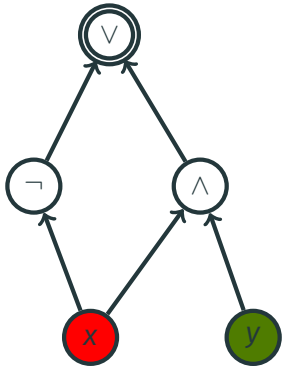







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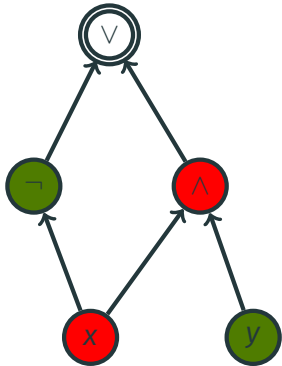
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Example:  $\nu = \{x \mapsto 0, y \mapsto 1\}$ ...

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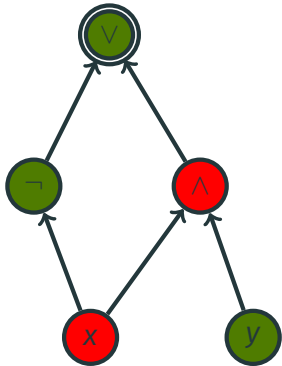
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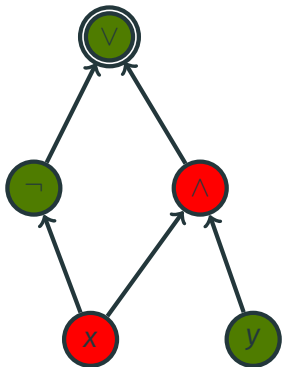
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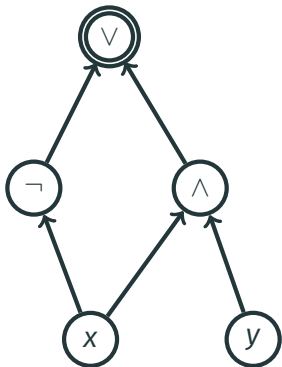
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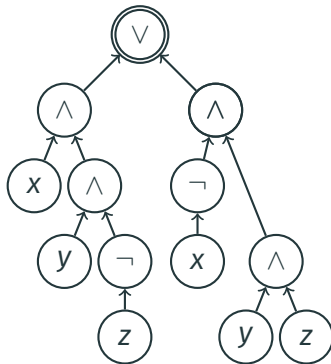
**Our task:** Enumerate all **satisfying assignments** of an input circuit

# Circuit restrictions

## d-DNNF:

- $\bigvee$  are all **deterministic**:

The inputs are **mutually exclusive**  
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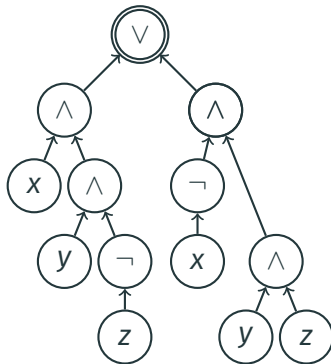
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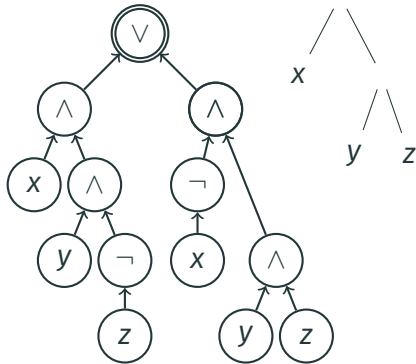
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**v-tree:**  $\bigwedge$ -gates follow a **tree** on the variables



# Main results

## Theorem

Given a *d-DNNF circuit*  $C$  with a *v-tree*  $T$ , we can enumerate its *satisfying assignments* with preprocessing *linear in*  $|C| + |T|$  and delay *linear in each assignment*

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Also: restrict to assignments of *constant size*  $k \in \mathbb{N}$   
(at most  $k$  variables are set to 1):

## Theorem

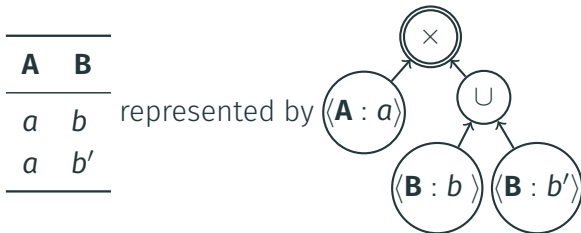
Given a *d-DNNF circuit*  $C$  with a *v-tree*  $T$ , we can enumerate its *satisfying assignments* of size  $\leq k$  with preprocessing *linear in*  $|C| + |T|$  and *constant delay*

## Application 1: Factorized databases

- **Factorized databases:** implicit representation of database tables

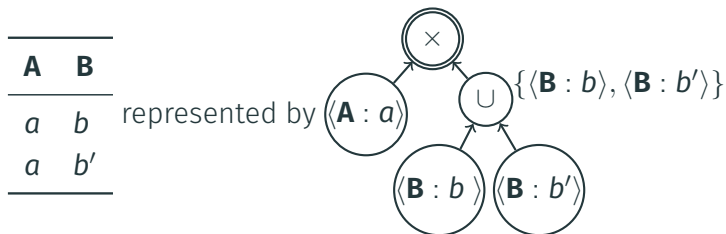
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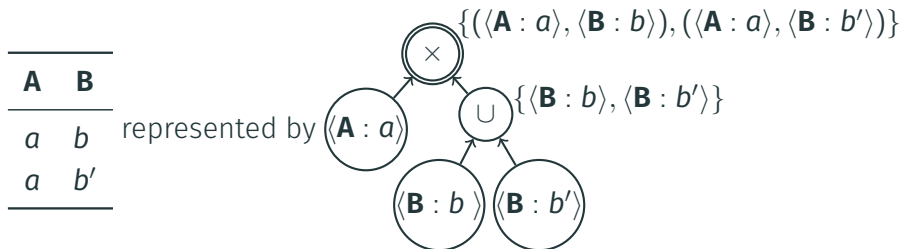
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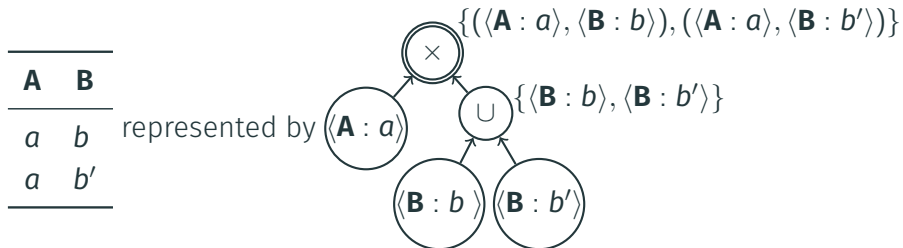
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- Relational product



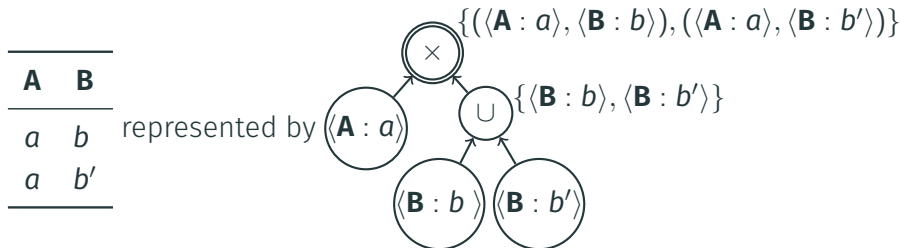
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- **Relational product**



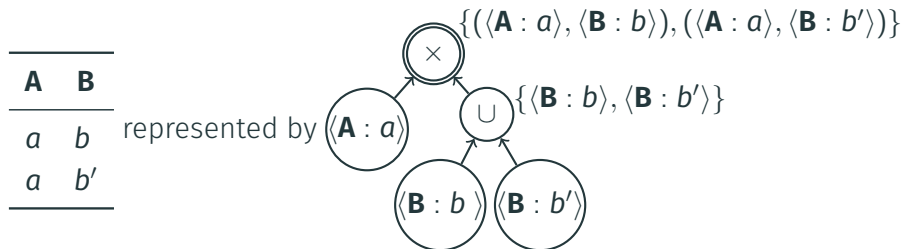
- **Relational union**



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# Application 1: Factorized databases

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- **Relational union**



- **Deterministic:** We do not obtain the same tuple multiple times

**Theorem (Strengthened result of [Olteanu and Závodný, 2015])**

Given a deterministic factorized representation, we can enumerate its tuples with **linear preprocessing** and **constant delay**

## Application 2: Query evaluation

- Compute the results  $(a, b, c)$  of a query  $Q(x, y, z)$  on a database  $D$

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→ We can construct a **d-DNNF** that describes the query results

**Theorem (Recaptures [Bagan, 2006], [Kazana and Segoufin, 2013])**

*For any constant  $k \in \mathbb{N}$  and fixed MSO query  $Q$ ,  
given a database  $D$  of treewidth  $\leq k$ , the results of  $Q$  on  $D$   
can be enumerated with **linear preprocessing** in  $D$  and **linear delay**  
in each answer (→ **constant delay** for free first-order variables)*

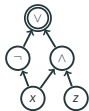
# Proof techniques

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# Proof overview

## Preprocessing phase:



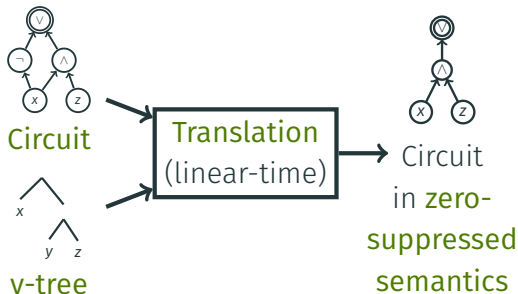
Circuit



v-tree

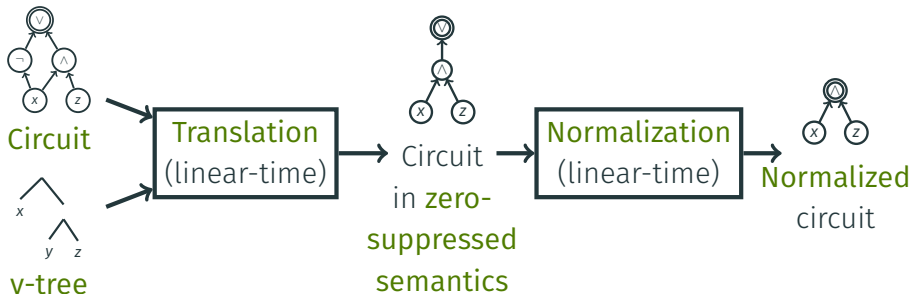
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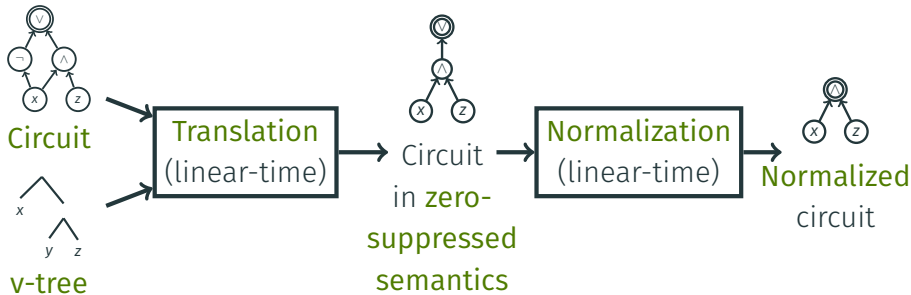
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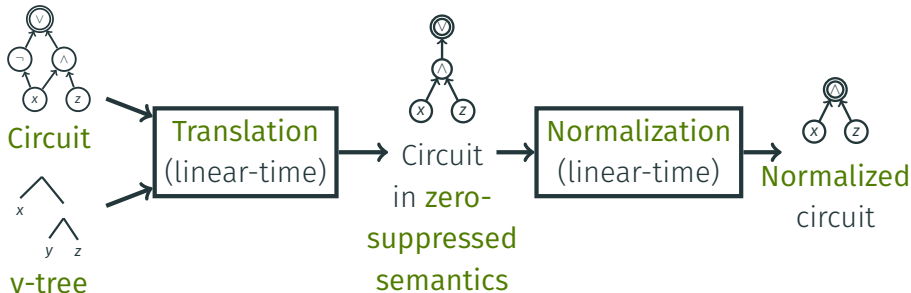
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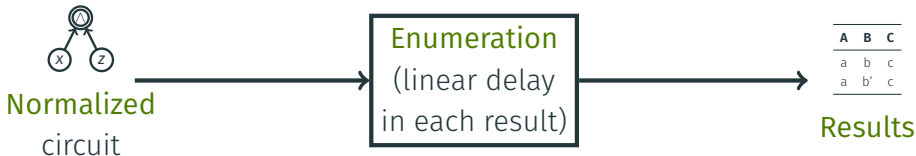
Normalized  
circuit

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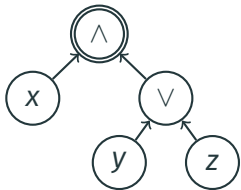
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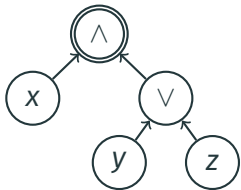


# Zero-suppressed semantics



Special **zero-suppressed semantics** for circuits:

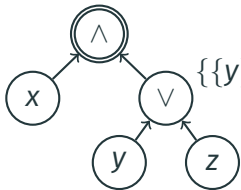
# Zero-suppressed semantics



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- Each gate **captures** a set of assignments
- **Bottom-up** definition with  $\times$  and  $\cup$

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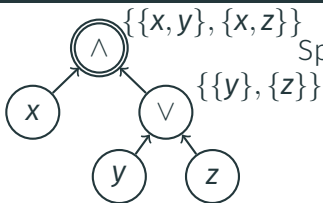
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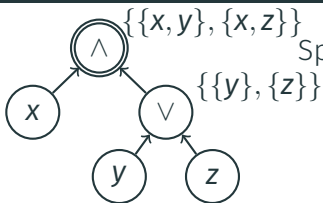
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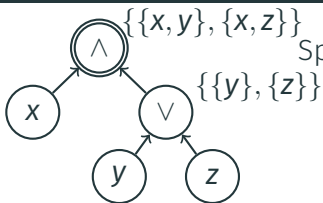
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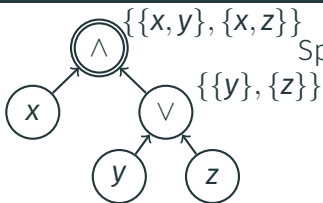
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Many **equivalent ways** to understand this:

- Generalization of **factorized representations**
- Analogue of **zero-suppressed OBDDs** (implicit negation)
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**Simplification**: rewrite circuits to arity-two (fan-in  $\leq 2$ )

# Enumerating assignments in the zero-suppressed semantics

**Task:** Enumerate the elements of the set  $S(g)$  captured by a gate  $g$

→ E.g., for  $S(g) = \{\{x, y\}, \{x, z\}\}$ , enumerate  $\{x, y\}$  and then  $\{x, z\}$

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**Base case:** variable  $\bigcirc x$  :

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→ E.g., for  $S(g) = \{\{x, y\}, \{x, z\}\}$ , enumerate  $\{x, y\}$  and then  $\{x, z\}$

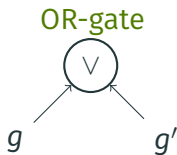
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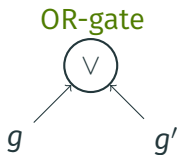


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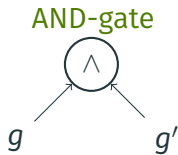
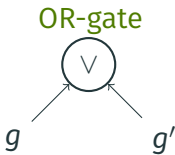
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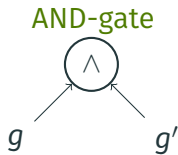
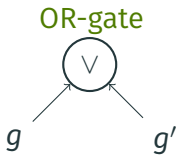
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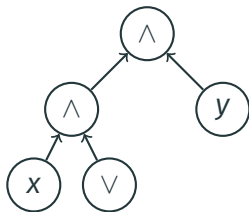
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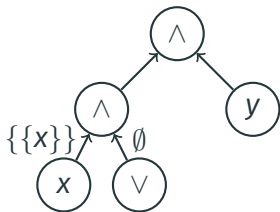
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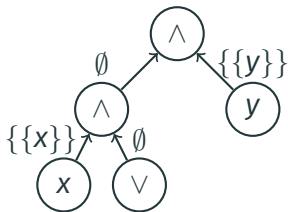
## Normalization: handling $\emptyset$



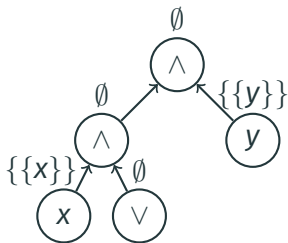
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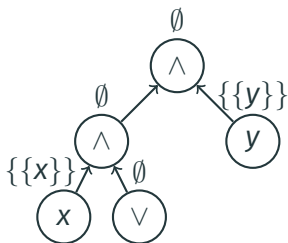
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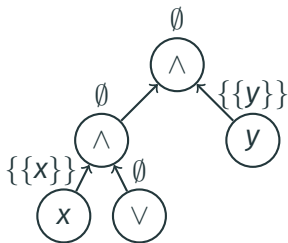
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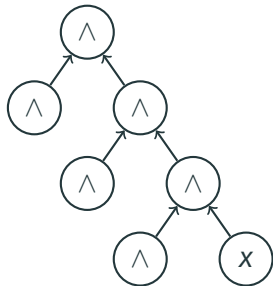


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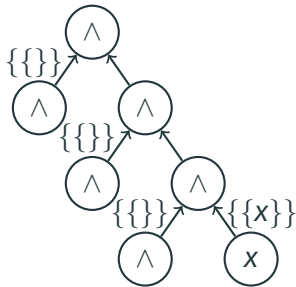


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- **Solution:** compute **bottom-up** if  $S(g) = \emptyset$

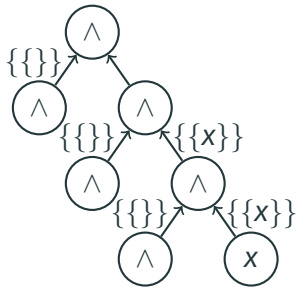
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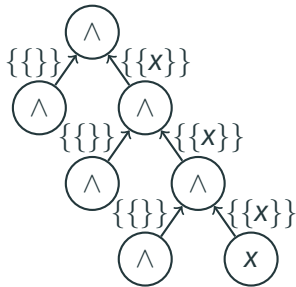
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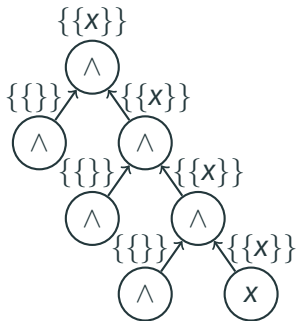
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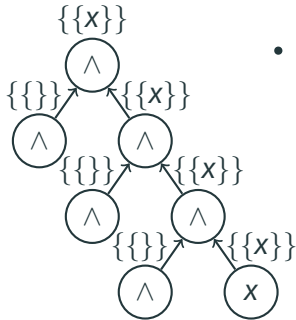
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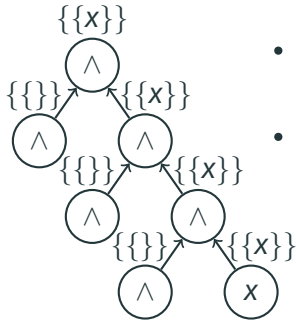


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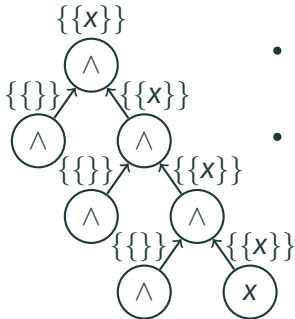
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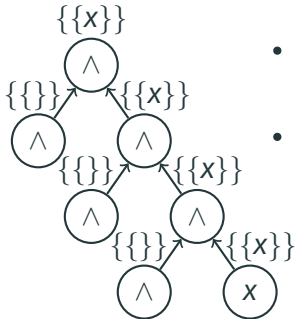


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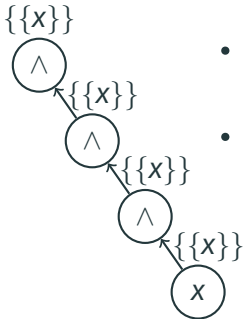
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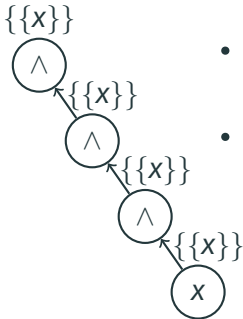
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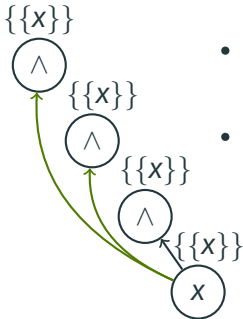
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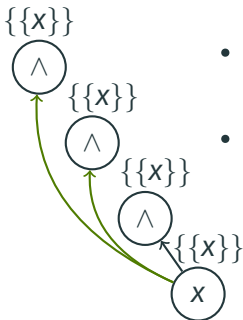
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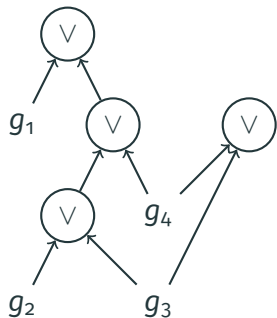
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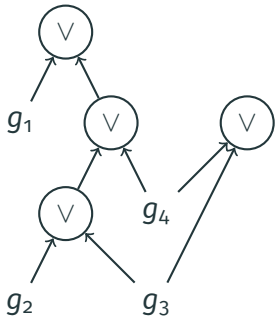
→ Now, traversing an **AND-gate** ensures that we make progress: it **splits** the assignments non-trivially

# Normalization: handling OR-hierarchies



- **Problem:** we waste time in OR-hierarchies to find a **reachable exit** (non-OR gate)

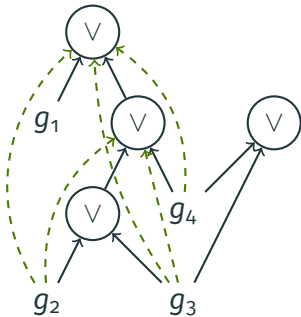
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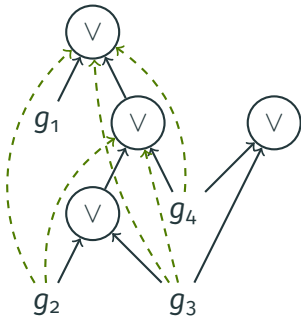


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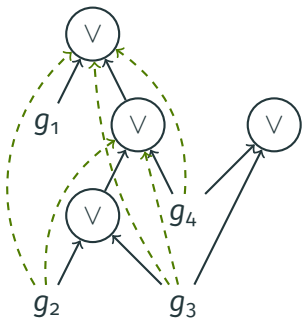
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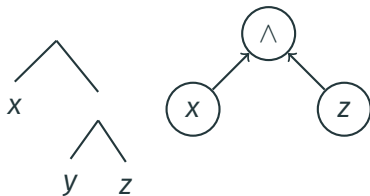
## Solution:

- **Determinism** ensures we have a **multitree** (we cannot have the pattern at the right)
- **Custom** constant-delay reachability index for multitrees



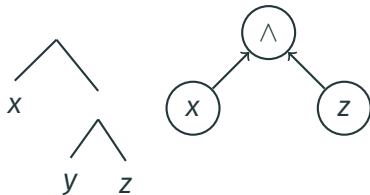
# Translating to zero-suppressed semantics

- This is where we use the **v-tree**



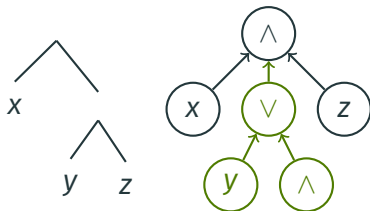
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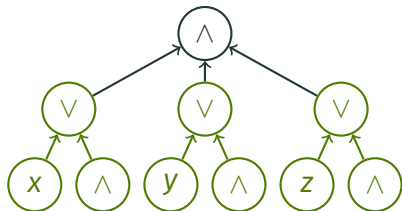
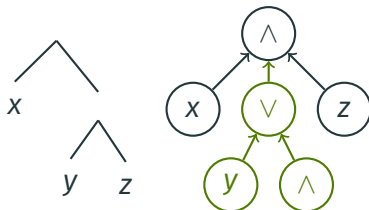
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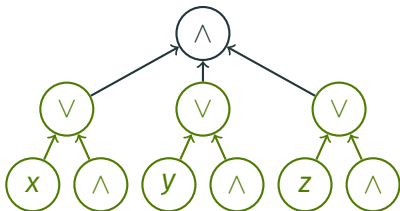
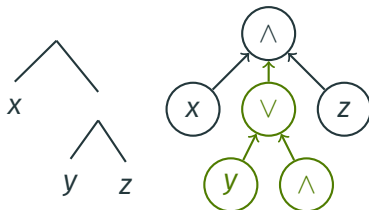
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- **Problem:** quadratic blowup

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- **Problem:** quadratic blowup
- **Solution:**
  - **Order**  $<$  on variables in the v-tree ( $x < y < z$ )
  - **Interval**  $[x, z]$
  - **Range gates** to denote  $\vee[x, z]$  in constant space



## Conclusion

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Thanks for your attention!



# References



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*TODS*, 40(1).