

Enumerating Pattern Matches in Texts and Trees

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³CNRS CRIL

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Problem: Finding Patterns in Text

- We have a **long text** T :

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French national. Appearance as of 2017. Auth OpenPGP. OpenId. Bitcoin. Contact Email and XMPP
a3nm@a3nm.net Affiliation Associate professor of computer science (office C201-4) in the DIG team of
Télécom ParisTech, 46 rue Barrault, F-75634 Paris Cedex 13, France. Studies PhD in computer science
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→ **How to find the pattern P efficiently in the text T ?**

Solution: Automata

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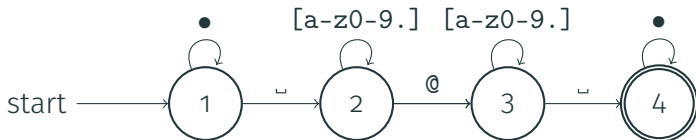
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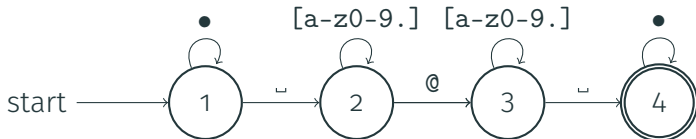
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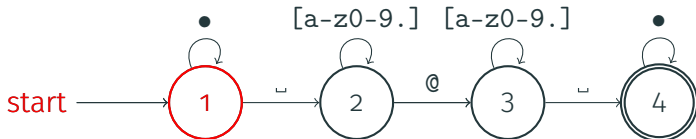


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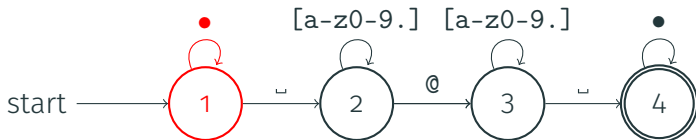
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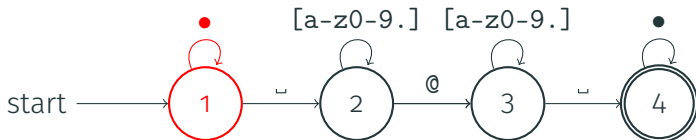
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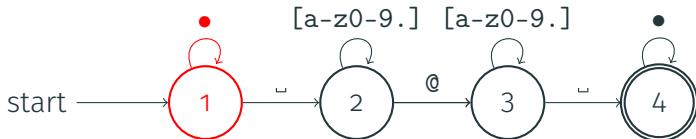
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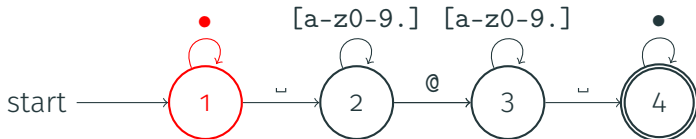
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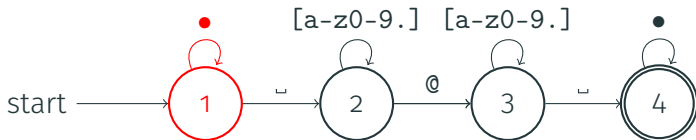
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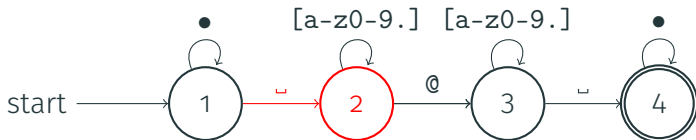
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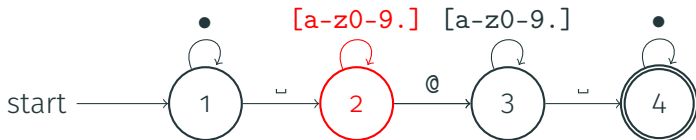
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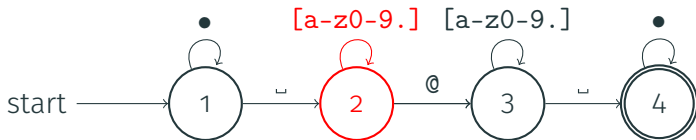
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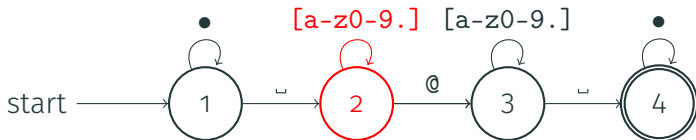
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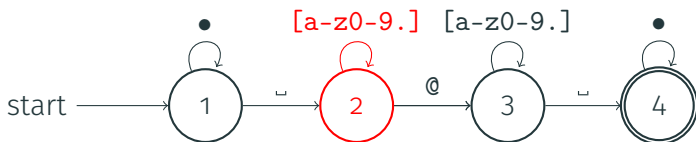
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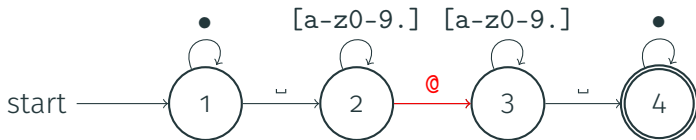
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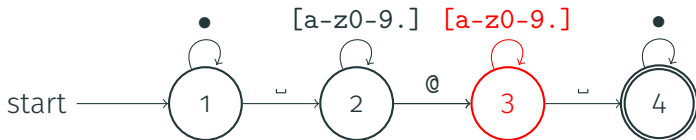
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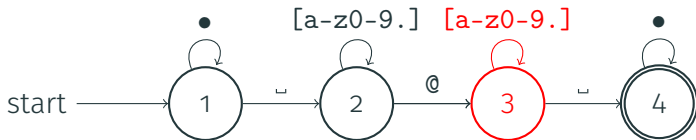
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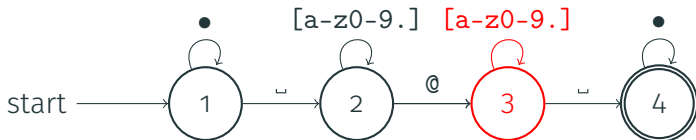
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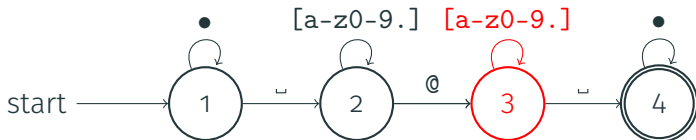
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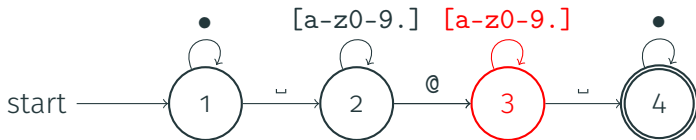
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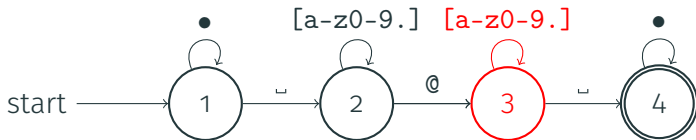
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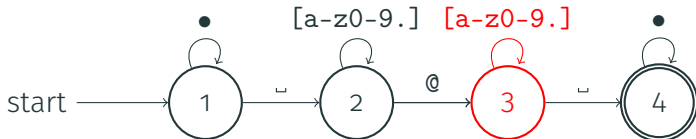
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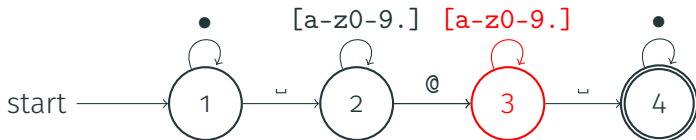
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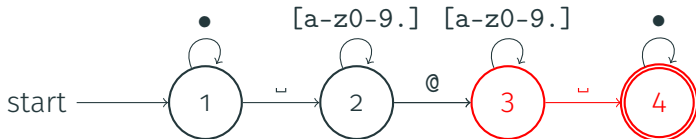
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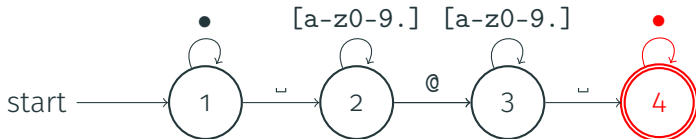
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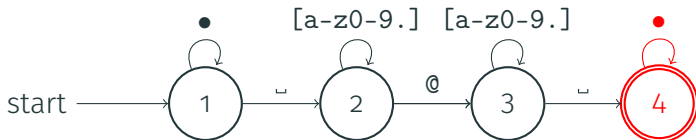
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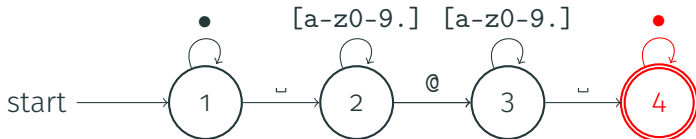
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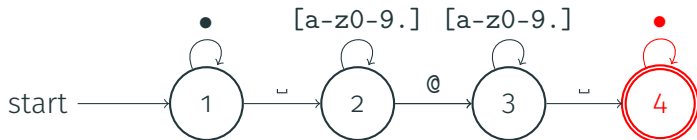
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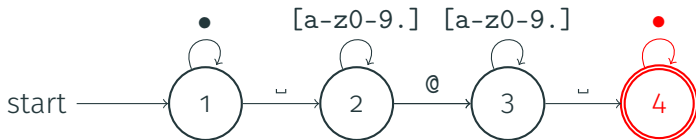
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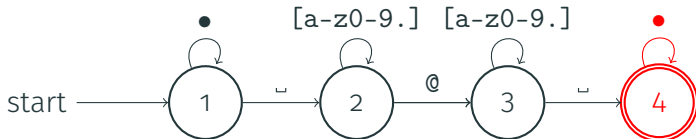
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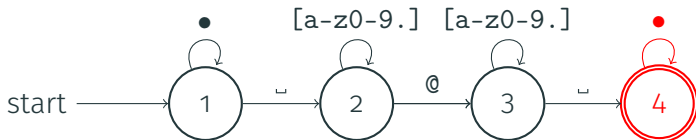
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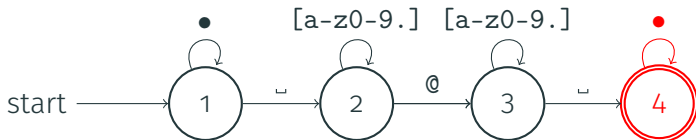
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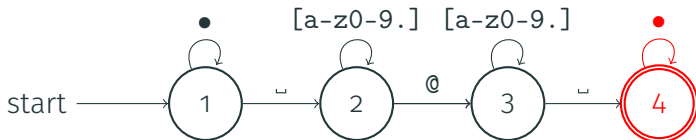
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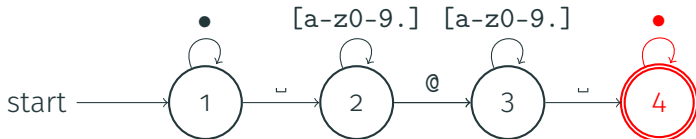
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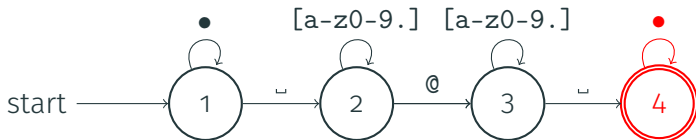
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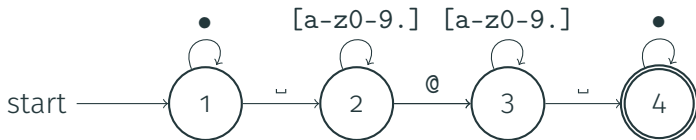
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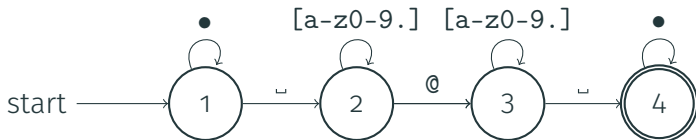
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→ This is **very efficient** in T and **reasonably efficient** in P

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→ **One match:** $[5, 20)$

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```
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
E m a i l _ a 3 n m @ a 3 n m . n e t _ A f f i l i a t i o n
```

→ **One match:** $[5, 20)$

Formal Problem Statement

- Problem description:

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 - Input:
 - A text T

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[186, 200), [483, 500), ...

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[186, 200), [483, 500), ...

- **Goal:** be **very efficient** in T and **reasonably efficient** in P

Measuring the Complexity

- **Naive algorithm:** Run the automaton A on **each substring** of T

1 o 1

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→ We need a **different way** to measure complexity

Enumeration Algorithms

Idea: In real life, we do not want to compute **all the matches** we just need to be able to **enumerate** matches quickly

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

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

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

Enumeration Algorithms

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

...

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→ Formalization: **enumeration algorithms**

Formalizing Enumeration Algorithms

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```

Text T

□ [a-z0-9.]*@

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Pattern P

Formalizing Enumeration Algorithms

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Phase 1:
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Formalizing Enumeration Algorithms

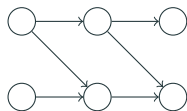
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Phase 1:
Preprocessing



Index structure

Formalizing Enumeration Algorithms

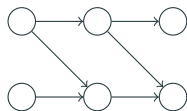
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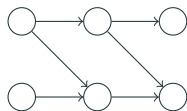
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$\{[42, 57]\}$,

Results

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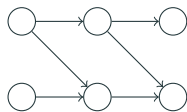
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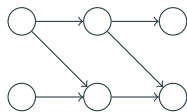
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Index structure

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Results

Two ways to measure performance:

- Total time for phase 1
 - Delay between two results in phase 2
- ... as a function of the text and pattern

Complexity of Enumeration Algorithms

- Recall the **inputs** to our problem:
 - A **text** T

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→ i.e. $O(|T|^2 \times |A|)$, e.g., if only the **beginning** and **end** match

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→ Can we do **better**?

Results for Enumerating Pattern Matches

- Existing work has shown the best possible bounds:

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Theorem [Florenzano et al., 2018]

We can enumerate all matches of a pattern P on a text T with:

- Preprocessing *linear* in T
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→ **Problem:** They only measure the complexity **as a function of T !**

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Theorem

We can enumerate all matches of a pattern P on a text T with:

- Preprocessing in **$O(|T| \times \text{Poly}(P))$**
- Delay **polynomial** in P and **independent** from T

Automaton Formalism

- We use automata that read letters and **capture variables**

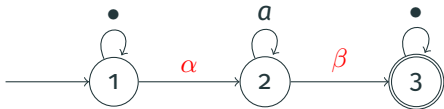
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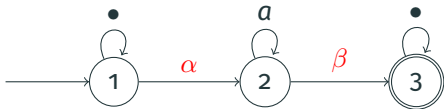
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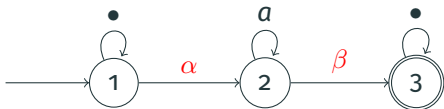


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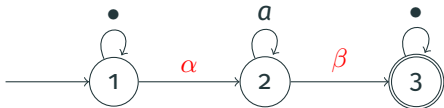


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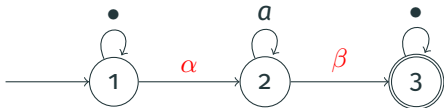


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- Assumption:** There is no run for which **A** reads the same **capture variable** twice at the same **position**
- Challenge:** Because of **nondeterminism** we can have many different runs of **A** producing the same tuple!

Proof Idea: Product DAG

Compute a **product DAG** of the text T and of the automaton A

Proof Idea: Product DAG

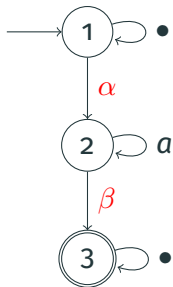
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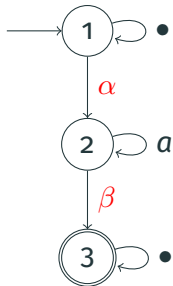


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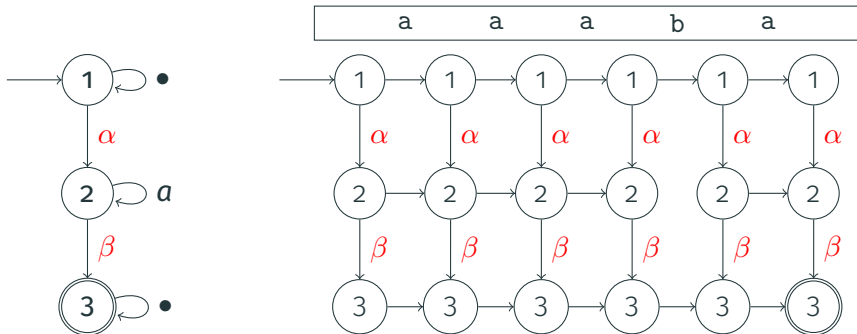
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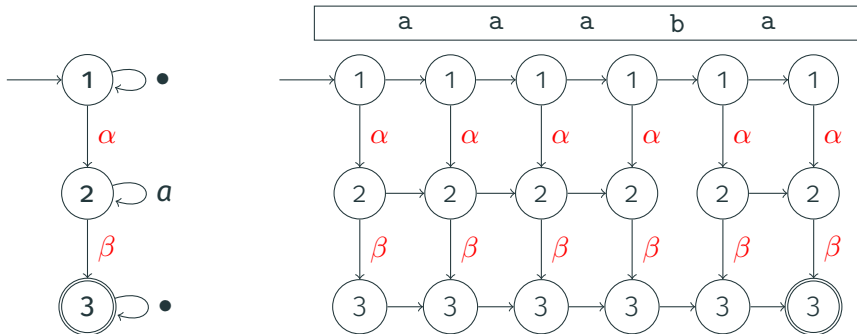
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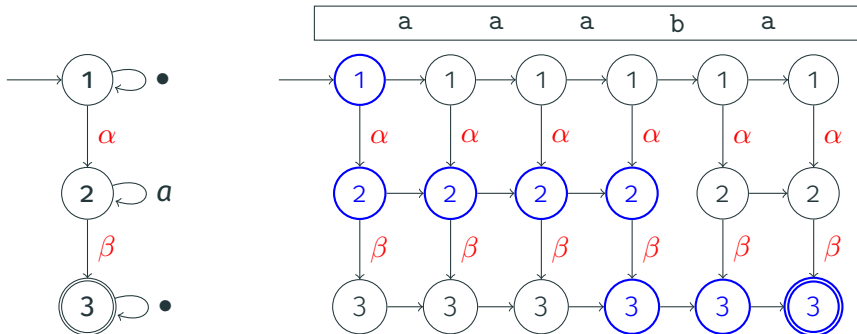


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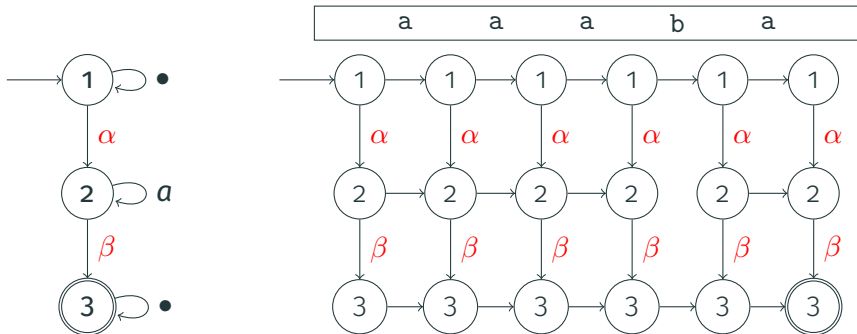


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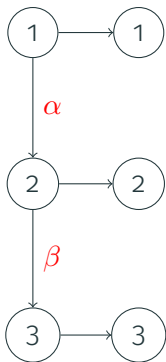
→ Each **path** in the **product DAG** corresponds to a **match**

→ **Challenge:** Enumerate paths but avoid **duplicate matches** and do not **waste time** to ensure constant delay

Proof idea: on-the-fly computation to avoid duplicates

i $i+1$

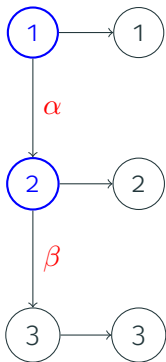
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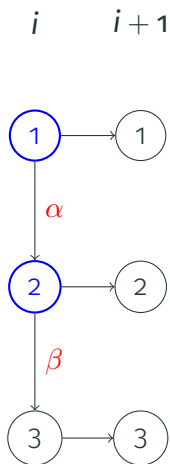
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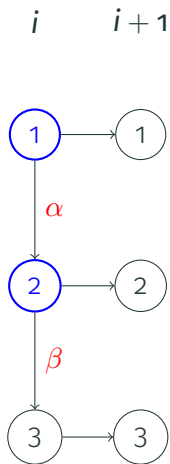


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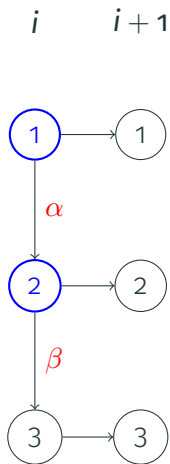
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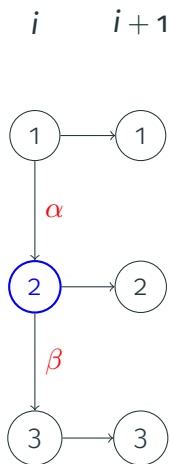
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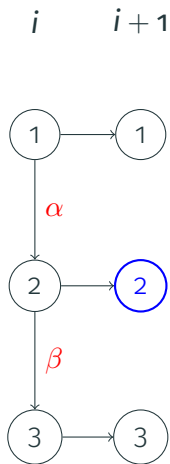
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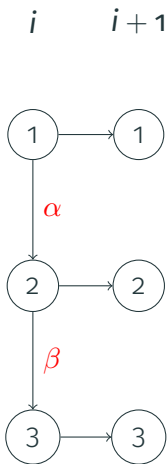
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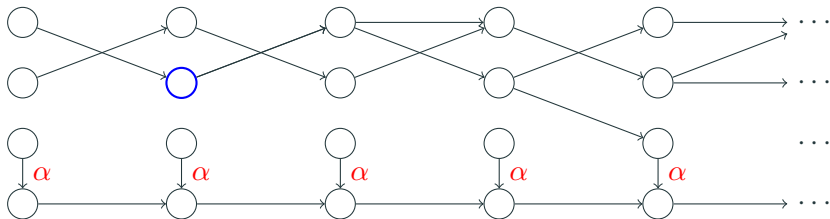
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- We must have **preprocessed** the DAG to make sure that we can always finish the run

Proof idea: jump pointers to save time

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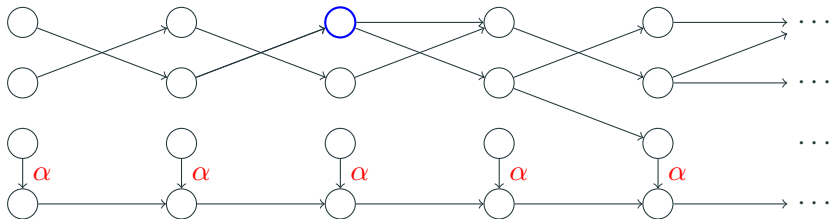
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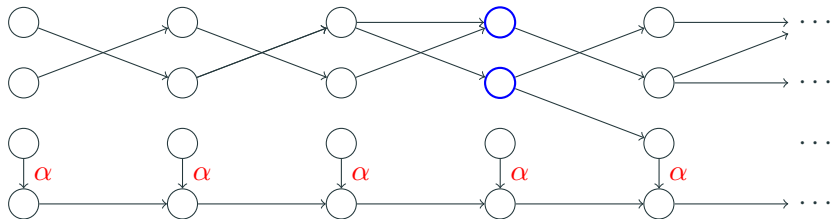
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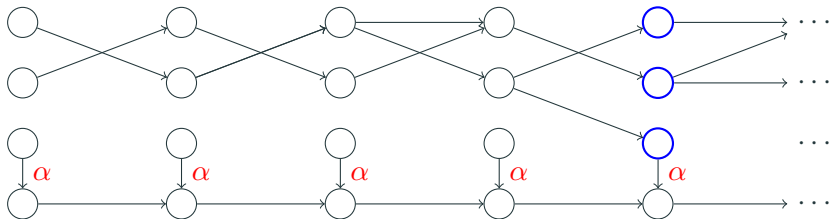
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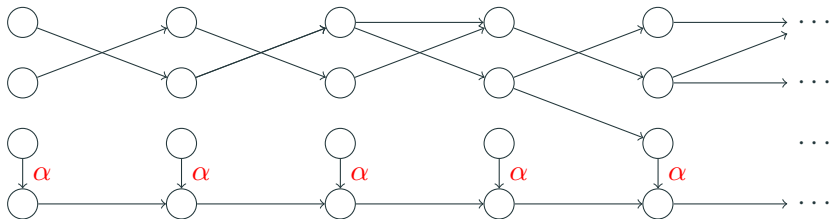
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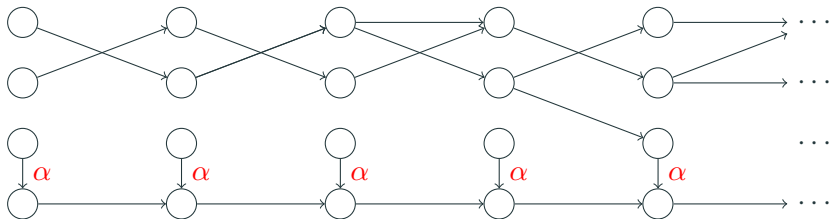
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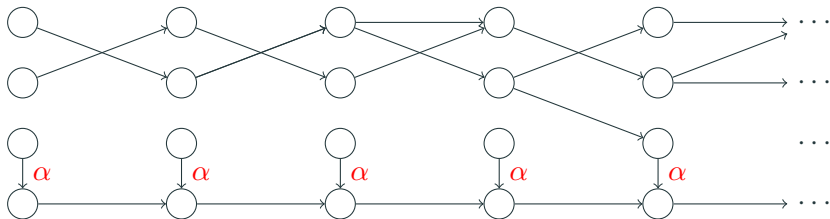
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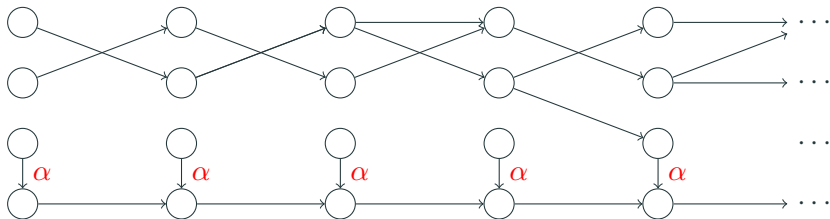
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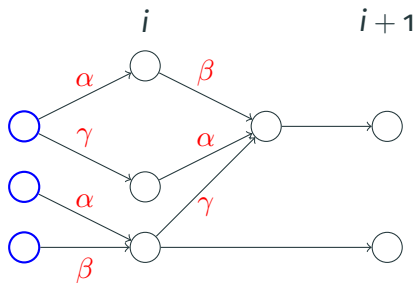
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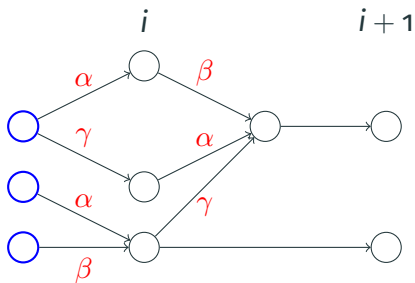
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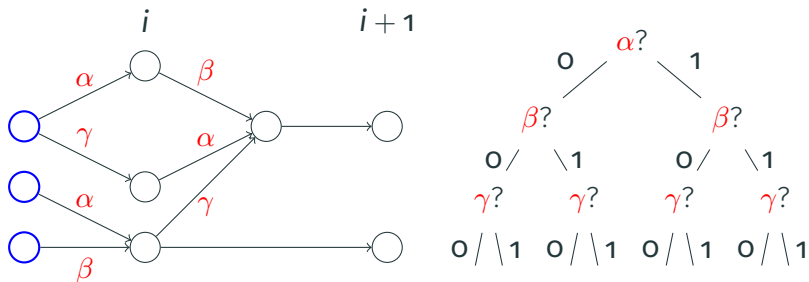
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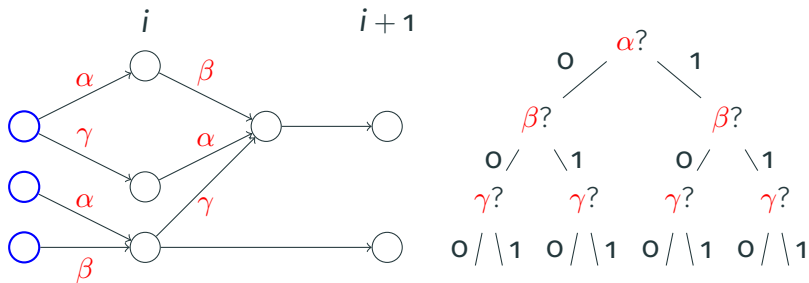
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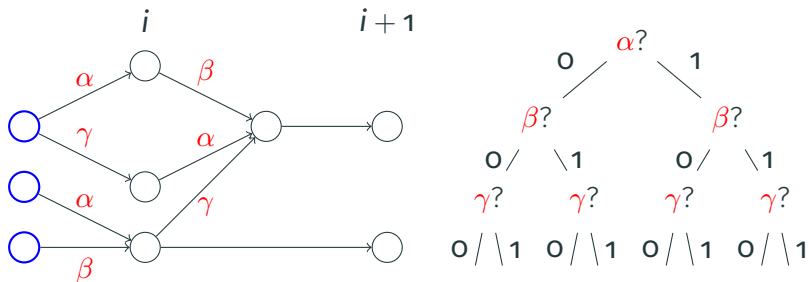
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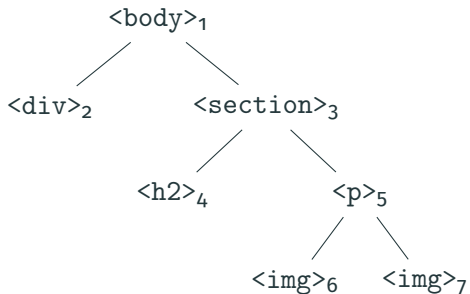


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→ **Assumption:** we don't see the same variable **twice** on a path

Extension: From Text to Trees

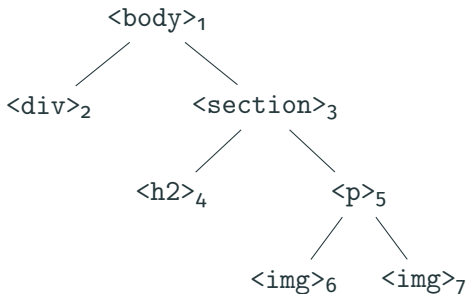
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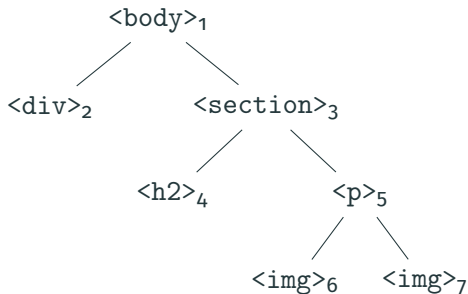
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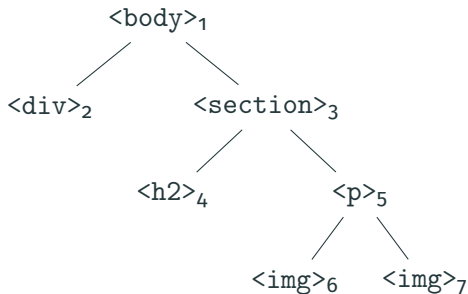
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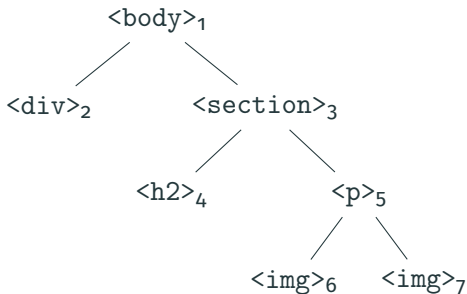
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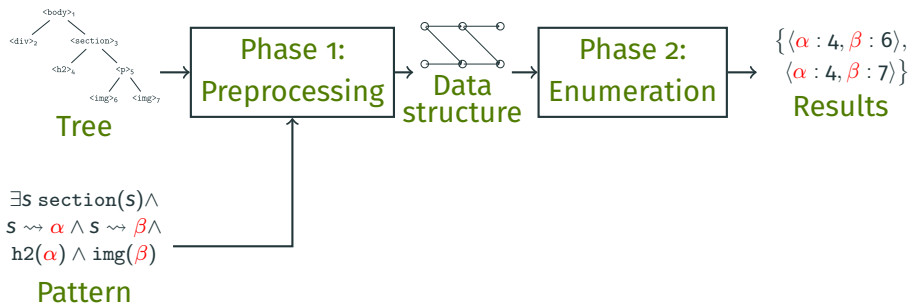
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- We are **working on** proving the following:

Conjecture

- Preprocessing in $O(|T| \times \text{Poly}(P))$
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Proof Idea for Trees: Structure

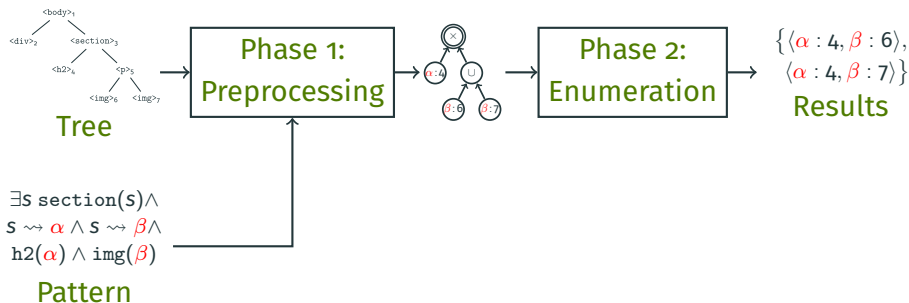
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Proof Idea for Trees: Structure

Similar structure to the previous proof, but with a **circuit**:

- **Preprocessing:** Compute a **circuit representation** of the answers
- **Enumeration:** Apply a **generic algorithm** on the circuit



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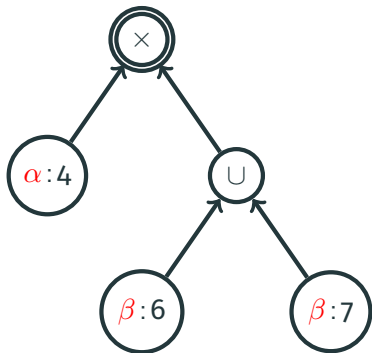
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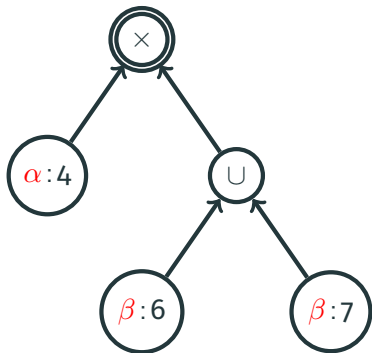
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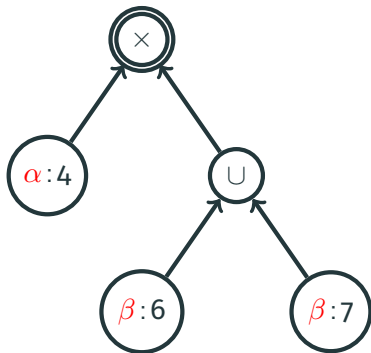
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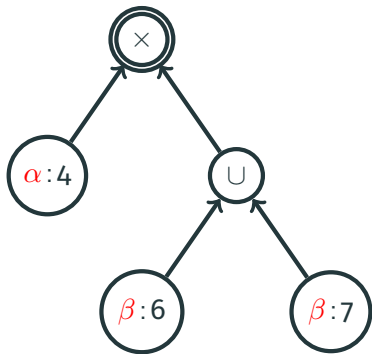
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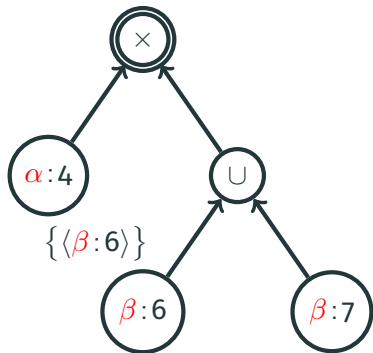
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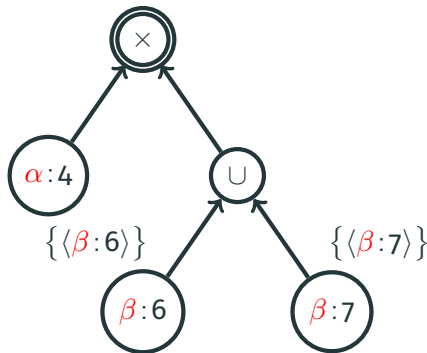
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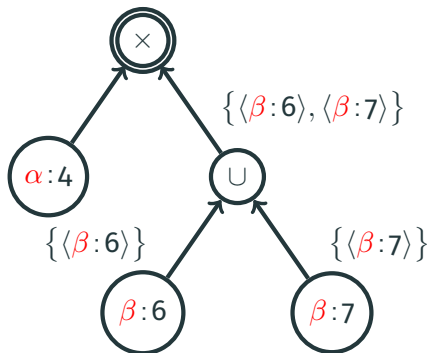
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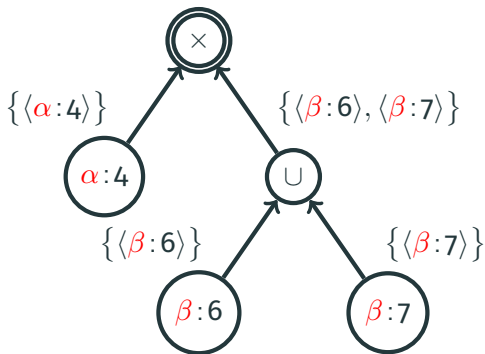
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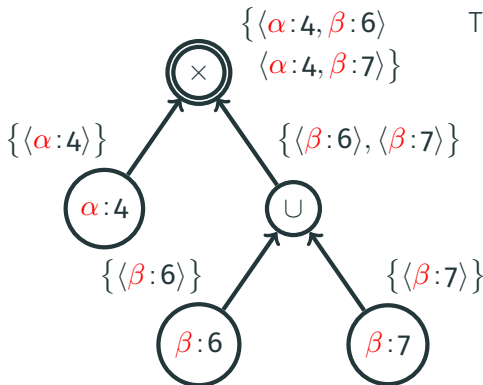
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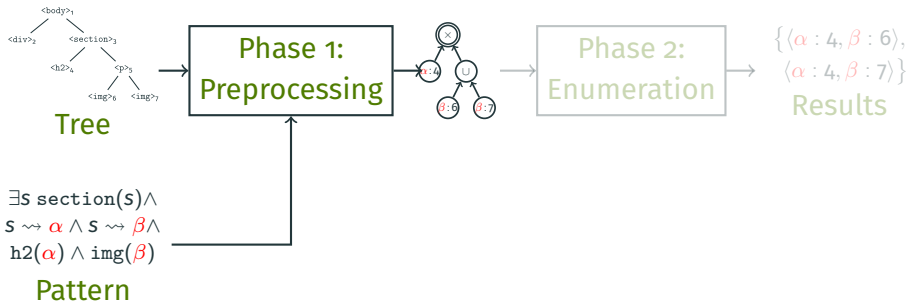
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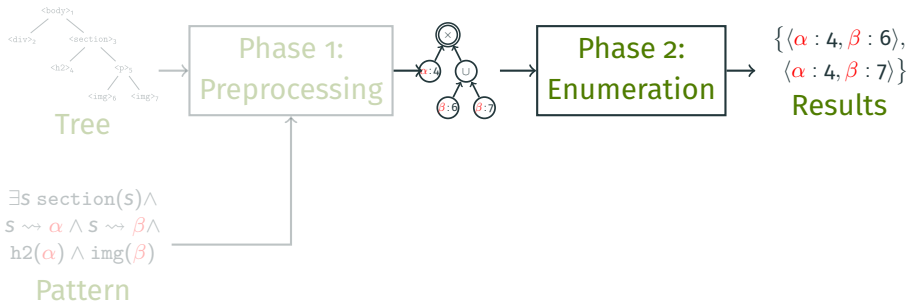
Proof Idea for Trees: Results



Theorem

For any **tree automaton** A with capture variables $\alpha_1, \dots, \alpha_k$, given a **tree** T , we can build in $O(|T| \times |A|)$ a **set circuit** capturing exactly the set of tuples $\{ \langle \alpha_1 : n_1, \dots, \alpha_k : n_k \rangle \}$ in the output of A on T

Proof Idea for Trees: Results



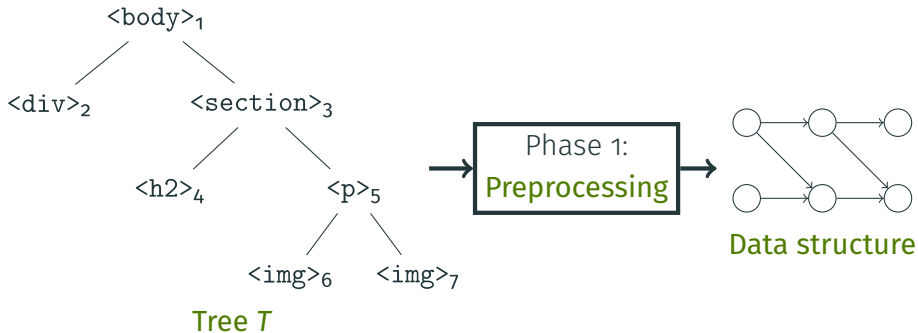
Theorem

Given a set circuit *satisfying some conditions*, we can enumerate all tuples that it captures with linear preprocessing and constant delay

E.g., for $\{ \langle \alpha : 4, \beta : 6 \rangle, \langle \alpha : 4, \beta : 7 \rangle \}$: enumerate $\langle \alpha : 4, \beta : 6 \rangle$ then $\langle \alpha : 4, \beta : 7 \rangle$

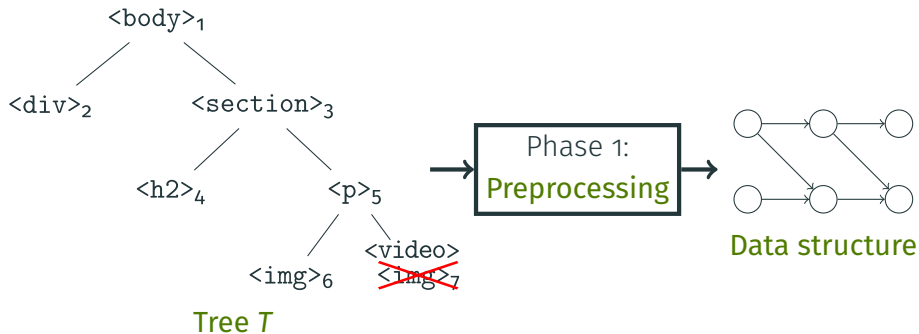
Extension: Supporting Updates

Updates



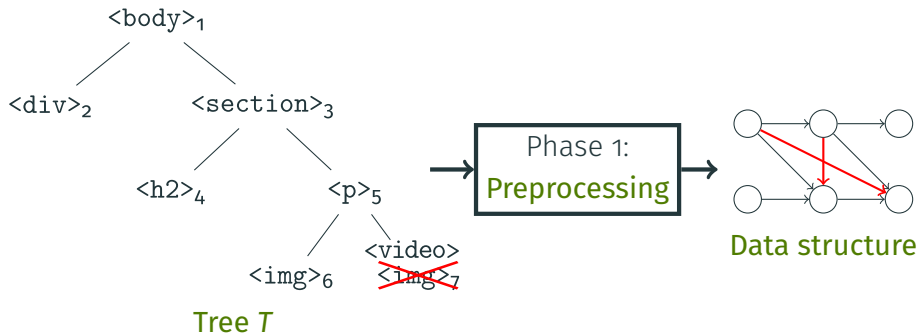
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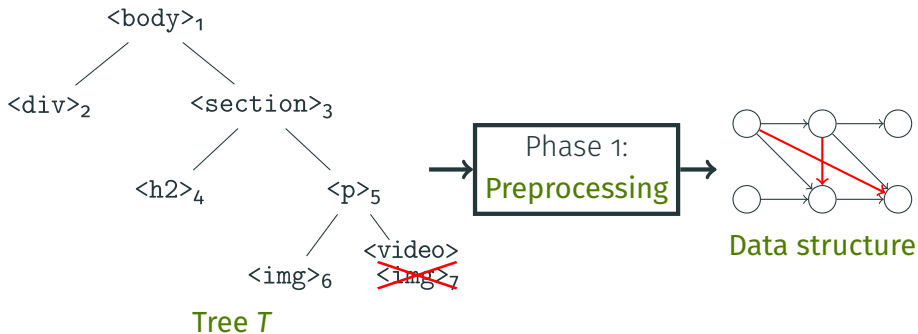
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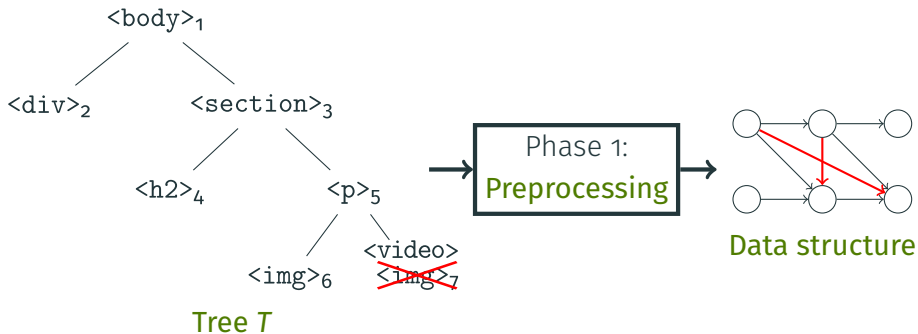
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- Can we **do better**?

Known results on dynamic trees

All these results are on **data complexity** in T (for a fixed pattern):

Work	Data	Preproc.	Delay	Updates
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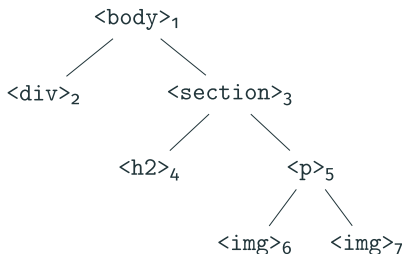
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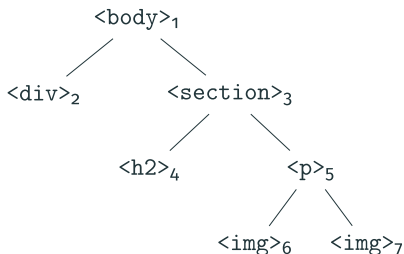
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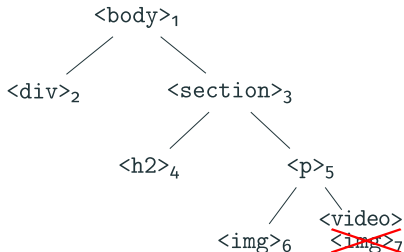
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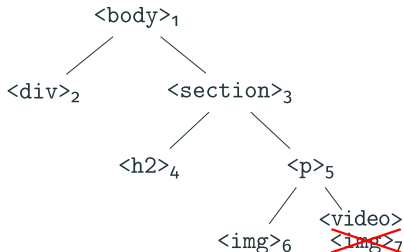
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- The tree's **structure** never changes

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- Current proof uses **hybrid circuits** but we want to simplify it
- Remaining **open questions**:
 - Does this hold for more **general updates** (insert/delete, etc.)?
 - Can we also achieve **tractable combined complexity**?

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Thanks for your attention!

References i

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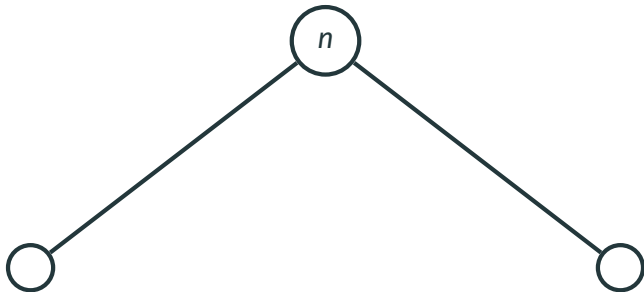
To appear.

Proof idea for trees: set circuit construction (details)

- **Automaton:** “Select all node pairs (α, β) ”
- **States:** $\{\emptyset, \alpha, \beta, \alpha\beta\}$

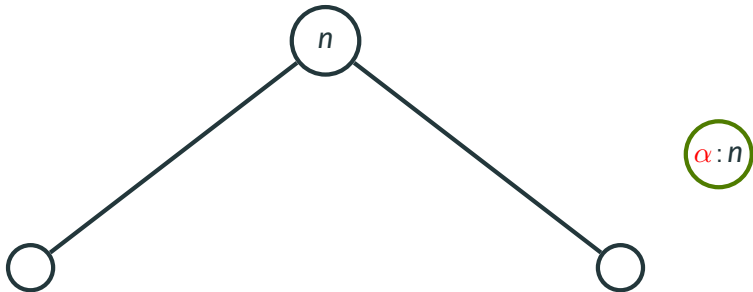
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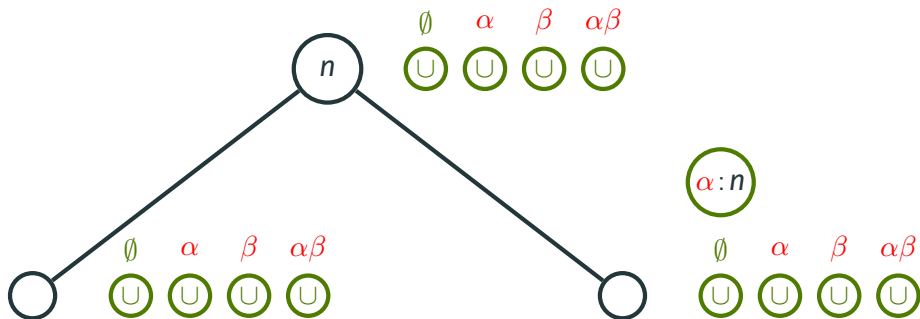
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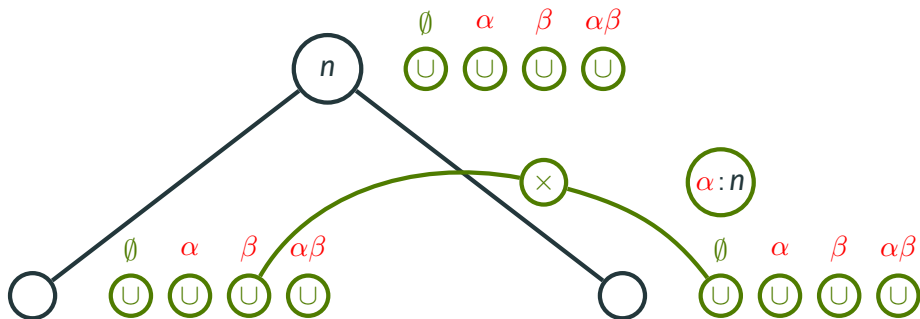
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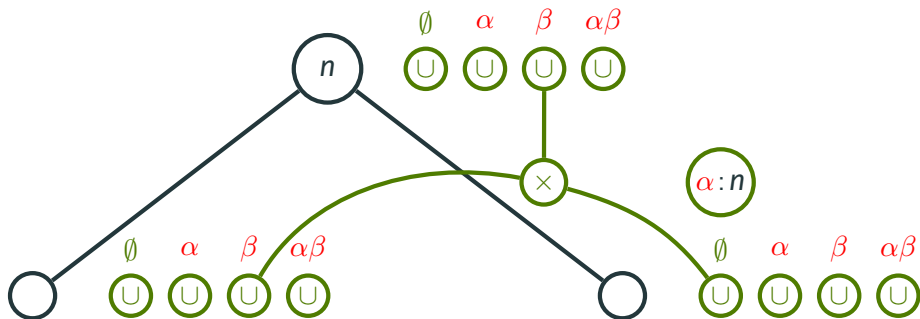
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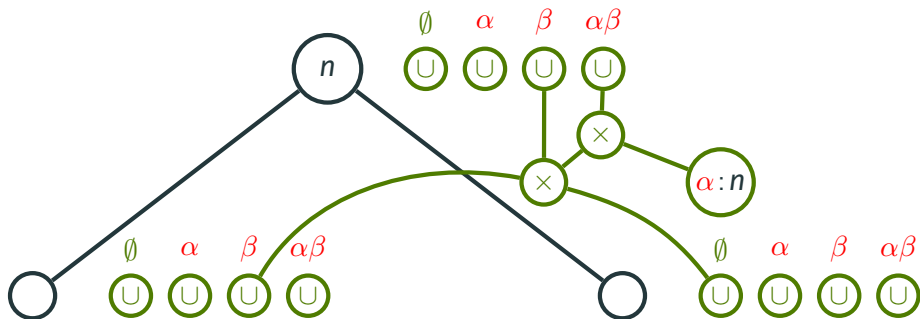
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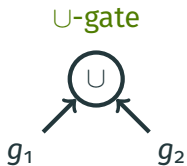
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U-gate



×-gate

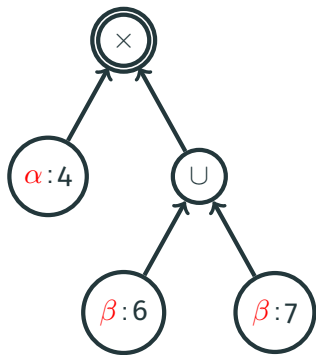


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Lexicographic product:
for every t_1 in $T(g_1)$:
for every t_2 in $T(g_2)$:
output $t_1 + t_2$

Proof idea for trees: circuit conditions

Enumeration relies on some **conditions** on the input circuit (d-DNNF):



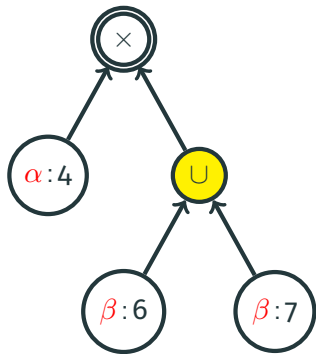
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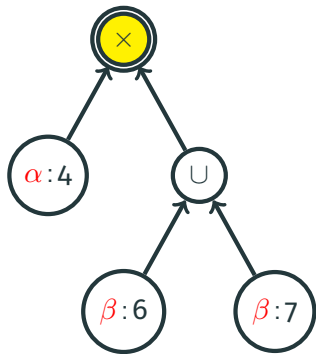
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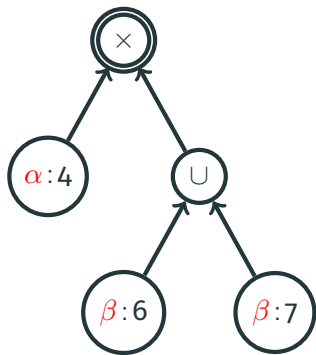
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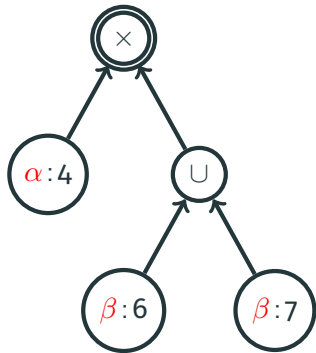
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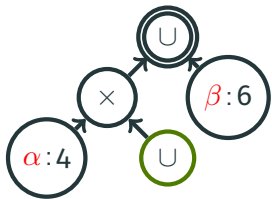
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- Also an additional **upwards-determinism** condition
- Our circuit satisfies these thanks to **automaton determinism**

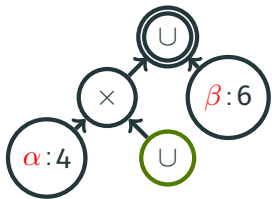


Proof idea for trees: enumeration subtleties



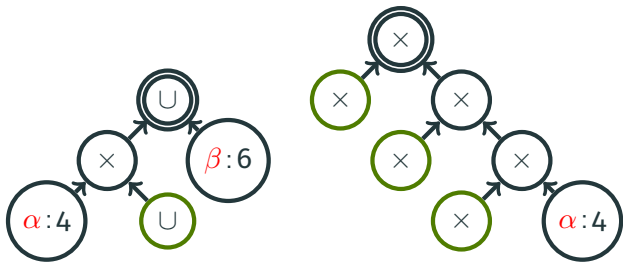
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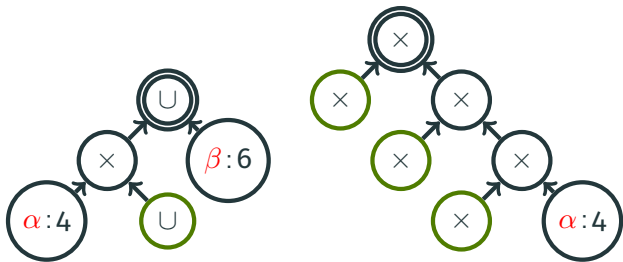
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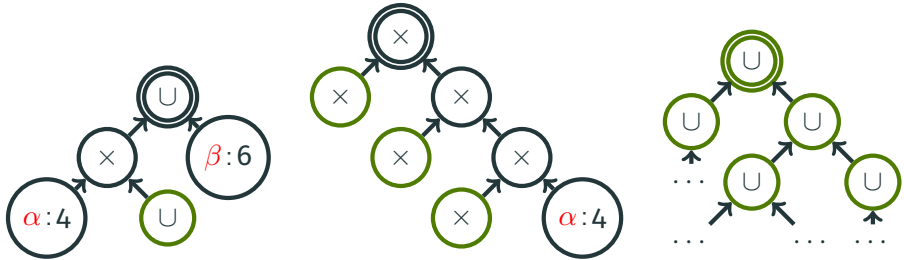
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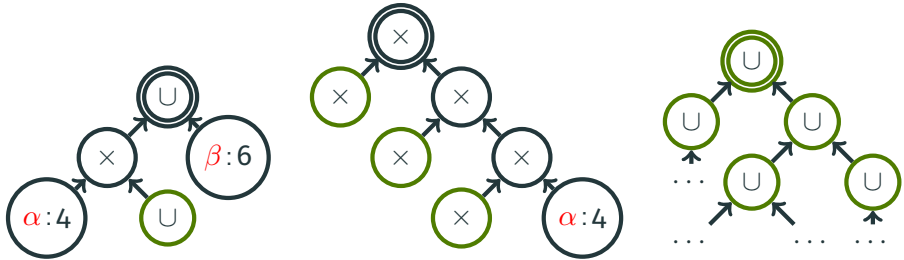
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→ Precompute a **reachability index** (uses **upwards-determinism**)

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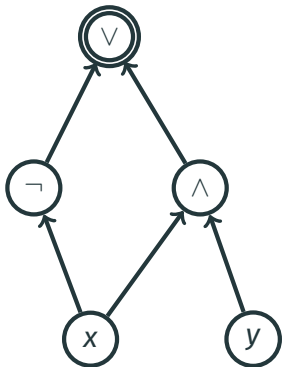
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- **Task:** Given a **Boolean circuit**, how to efficiently enumerate its **satisfying valuations**?

Boolean circuits



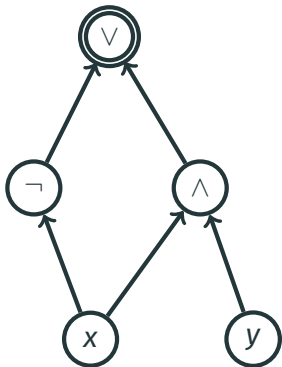
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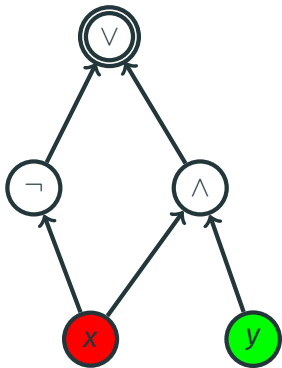
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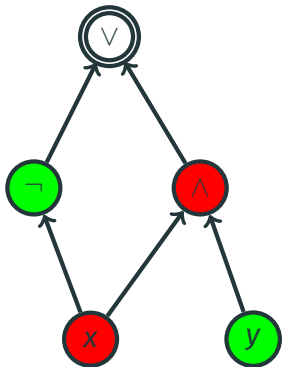
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Example: $\nu = \{x \mapsto 0, y \mapsto 1\} \dots$

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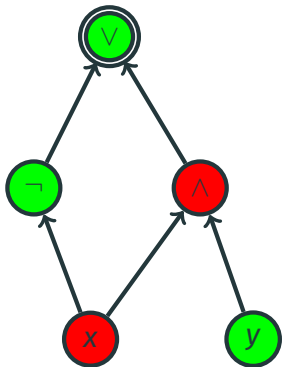
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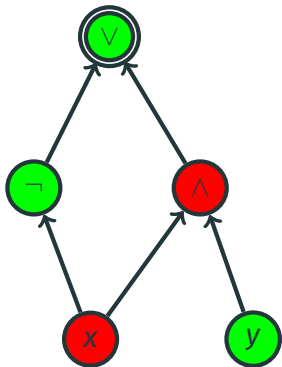
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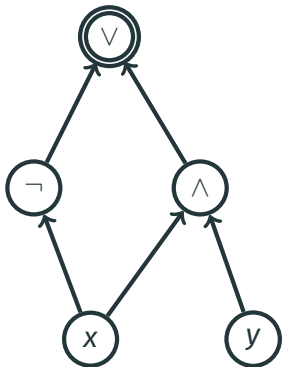
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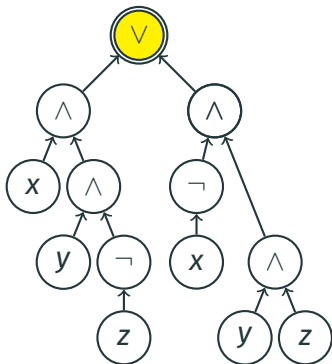
Our task: Enumerate all **satisfying assignments** of an input circuit

Circuit restrictions

d-DNNF:

- \vee are all **deterministic**:

The inputs are **mutually exclusive**
(= no valuation ν makes two inputs simultaneously evaluate to 1)



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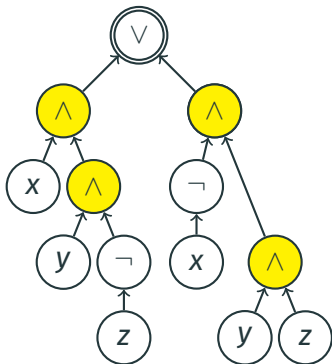
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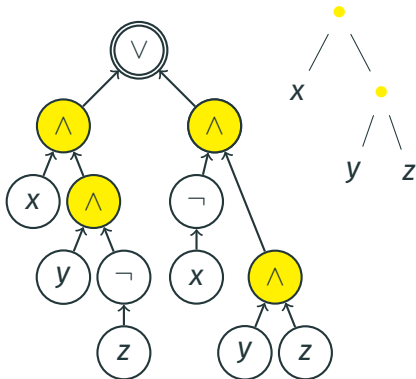
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v-tree: \bigwedge -gates follow a **tree**
on the variables



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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(at most k variables are set to 1):

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Subtleties: Must *complete* to a set circuit; memory usage problems