Projected d-DNNF Compilation for Feature Models

1. What is the problem?

Feature Models and Conjunctive Normal Forms d-DNNF

Feature-Model Slicing / Projection of Formulas Scalability Issues with State-of-the-Art Reasoning

2. Why should you care about this thesis?

Is it novel?

Is it significant?

Is it sound?

Is it verifiable?

Is it clear?

3. More details wanted?

Model Counting

Projected Model Counting

d-DNNF Compilation

Heuristics

Heuristics: Dual Hypergraph

Integration and Optimization in D4

Dual Weighted Hypergraph Partitioning

Partial Resolution

Generated Projection for Feature Models (Table)

The End



Projected d-DNNF Compilation for Feature Models

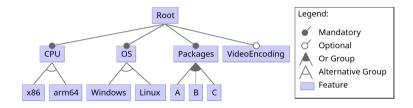
Master's Thesis by Jacob Loth, supervised by Chico Sundermann \mid Thomas Thüm \mid April 9, 2024





1. What is the problem?

Feature Models and Conjunctive Normal Forms



We can convert feature models to propositional formulas!

$$(x86 \land \neg arm64) \lor (\neg x86 \land arm64)...$$

Any propositional formula which is:

deterministic

Exclusive or-operators $F = A \lor B$

Never simultaneous A = 1 and B = 1

If-then-else

$$|F| = |A| + |B|$$



Not a d-DNNF X

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Decomposable

And-operands $F = A \wedge B$ never share variables

$$|F| = |A| * |B|$$



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Negation Normal Form

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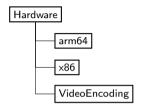
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Negation Normal Form

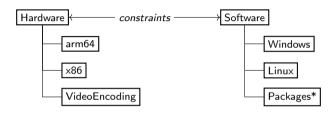
d-DNNF formulas allow linear-time model counting d-DNNF compilation: CNF \rightarrow d-DNNF

Feature Model

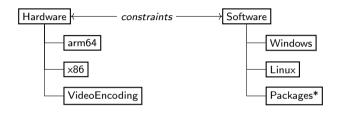




Feature Model



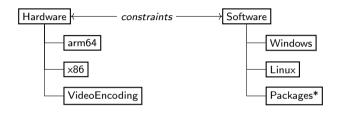
Feature Model



Problem

How many hardware configurations?

Feature Model



Problem

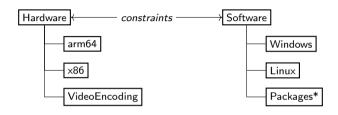
How many hardware configurations?

Transitive Constraints

VideoEncoding ⇒ Windows

Windows \implies x86

Feature Model



Problem

How many hardware configurations?

Transitive Constraints

VideoEncoding ⇒ Windows Windows \implies x86

Sliced: VideoEncoding ⇒ ×86

[Krieter et al. SPLC16]

Resolve all clauses with v with all clauses with $\neg v$ Resolving Two Clauses

 $(\neg VideoEncoding \lor Windows), (x86 \lor \neg Windows) \rightarrow (\neg VideoEncoding \lor x86)$

[Krieter et al. SPLC16]

Resolve all clauses with v with all clauses with $\neg v$ Resolving Two Clauses

[Krieter et al. SPLC16]

Resolve all clauses with v with all clauses with $\neg v$

Resolving Two Clauses

$$(\neg VideoEncoding \lor Windows), (x86 \lor \neg Windows) \rightarrow (\neg VideoEncoding \lor x86)$$
$$(a_1 \lor a_2 \lor ... \lor v), (b_1 \lor b_2 \lor ... \lor \neg v) \rightarrow (a_1 \lor a_2 \lor ... \lor b_1 \lor b_2 \lor ...)$$

Resolving Many Clauses

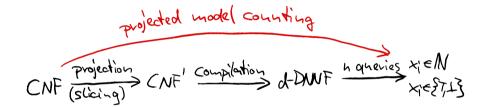
$$\begin{array}{c|c} (a_{11} \vee a_{12} \vee ... \vee v) \\ (a_{21} \vee a_{22} \vee ... \vee v) \\ & ... \\ (a_{n1} \vee a_{n2} \vee ... \vee v) \\ \end{array}$$

Exponential clause count increase for multiple variables.

Scalability Issues with State-of-the-Art Reasoning

Scalability Issues with State-of-the-Art Reasoning

Scalability Issues with State-of-the-Art Reasoning



2. Why should you care about this thesis?

Why should you care about this thesis?

Standard Evaluation Criteria

- 1. Novelty
- 2. Significance
- 3. Soundness
- 4. Verifyability
- 5. Clarity

Let me try to convince you ...

Projection + Compilation = Projected Compilation

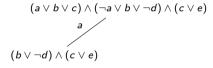
Is it novel? Projection + Compilation = Projected Compilation

Projected d-DNNF Compilation Projected variables = a, b, dSliced variables = c, e

$$(a \lor b \lor c) \land (\neg a \lor b \lor \neg d) \land (c \lor e)$$

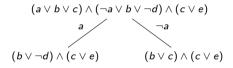
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Projected d-DNNF Compilation



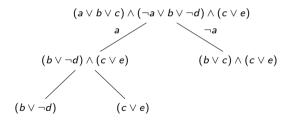
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Projected d-DNNF Compilation



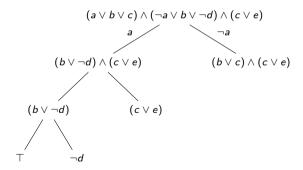
Projection + Compilation = Projected Compilation

Projected d-DNNF Compilation



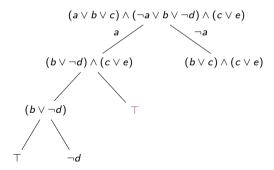
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Projected d-DNNF Compilation



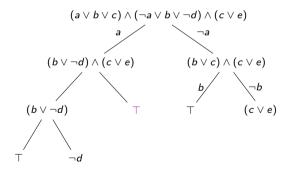
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Projected d-DNNF Compilation



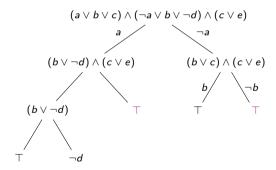
Projection + Compilation = Projected Compilation

Projected d-DNNF Compilation



Projection + Compilation = Projected Compilation

Projected d-DNNF Compilation



Is it significant?

Experimental Design

Solvers

- pD4: Our approach
- slice: Slicing followed by d-DNNF compilation
- gpmc: 1st place projected model counter in MC2022
- D4-pmc: 2nd place projected model counter in MC2022
- arjun: 3rd place projected model counter in MC2022

Data

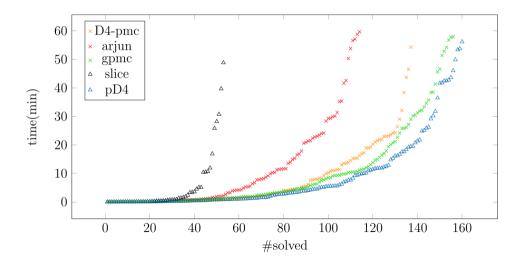
- MC2022: Private+public instances from the MC2022 (many unknown sources...)
- Generated Projection: Adding randomly selected projected variables to real feature models
- Industrial Projection: Real feature model slicing problems

Questions

Compare runtime performance (and d-DNNF size)

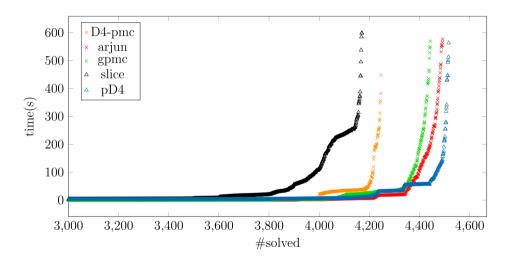
Is it significant?

Projected Model Counting Competition 2022



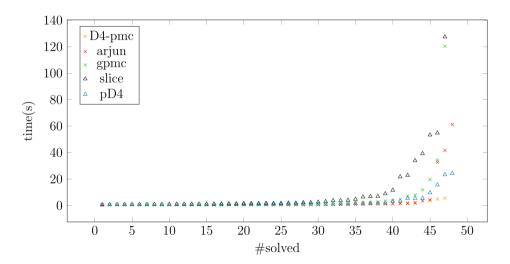
Is it sound?

Random Projections on Feature Models



Is it sound?

Real Projections from Automotive Industry



Is it verifiable?





Is it clear?

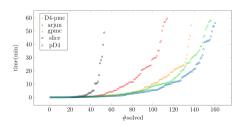
Projected d-DNNF Compilation for Feature Models



Projected Compilation = Projection + Compilation

projected d-DNNF compilation . . .

- is faster than slicing (our goal)
- slicing Linux feasible if slice small enough
- is faster than projected model counting (unexpected, due to many optimizations)
- is much faster for multiple queries
- is the first instance of projected compilation





Projected d-DNNF Compilation for Feature Models

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3. More details wanted?

Model Counting

Problem

• How many hardware configurations?

Model Counting

Problem

- How many hardware configurations?
- Counting the number of satisfiable assignments of a propositional formula F. Denoted as |F|.

р	q	$F = a \wedge b$
1	1	1
1	0	0
0	1	0
0	0	0

Model Counting

Problem

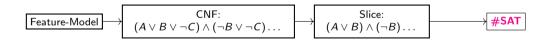
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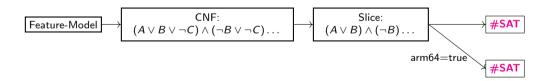


Counts the number of solutions of a propositional formula. Worst-case exponential complexity!

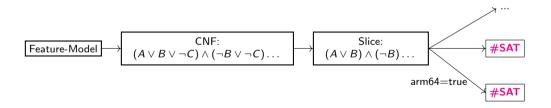
Problem



Problem



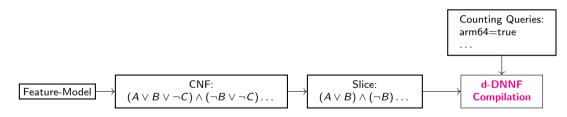
Problem



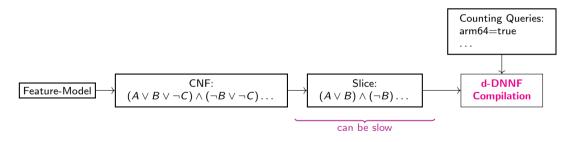
Problem



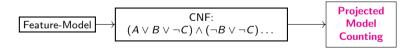
Problem



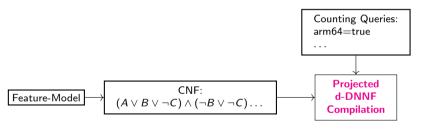
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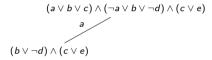
Problem

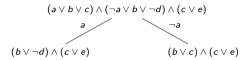


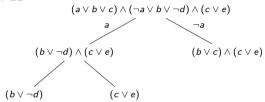
Problem

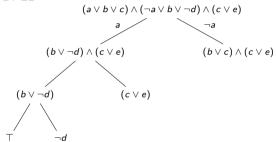


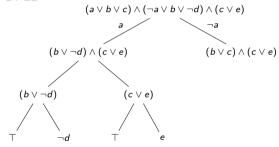
$$(a \lor b \lor c) \land (\neg a \lor b \lor \neg d) \land (c \lor e)$$

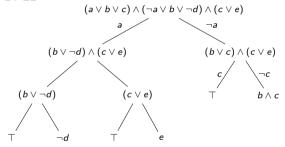




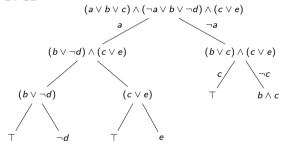




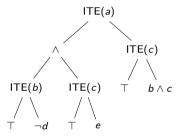








d-DNNF



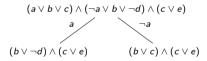
ITE = If Then Else

Heuristics

Vanilla DPLL is very slow

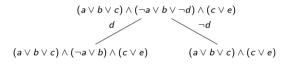
Heuristics

Vanilla DPLL is very slow Variable Odering

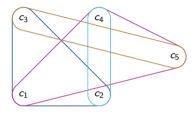


Heuristics

Vanilla DPLL is very slow Variable Odering



Heuristics: Dual Hypergraph



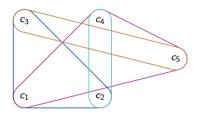
Construction

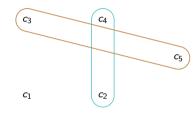
$$F = (a \lor b) \land (a \lor \neg c) \land (a \lor \neg d) \land (b \lor \neg c) \land (b \lor \neg d)$$

$$c_1 \qquad c_2 \qquad c_3 \qquad c_4 \qquad c_5$$

Split formula into independent sub-problems of roughly equal size.

Heuristics: Dual Hypergraph





Construction

$$F = (a \lor b) \land (a \lor \neg c) \land (a \lor \neg d) \land (b \lor \neg c) \land (b \lor \neg d)$$

$$c_1 \qquad c_2 \qquad c_3 \qquad c_4 \qquad c_5$$

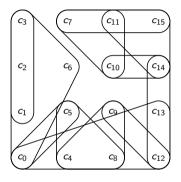
Split formula into independent sub-problems of roughly equal size.

Preprocessing

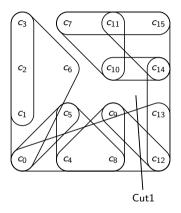
New partial resolution heuristic Integration of existing work

DPLL

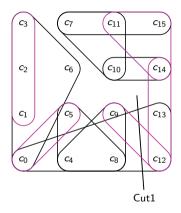
Dual weighted hypergraph partitioning Integration of existing work



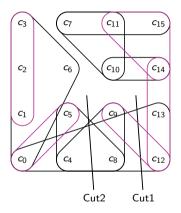
$$F = c_0 \wedge c_1 \wedge ... \wedge c_{15}$$



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Greedily resolve "easy" sliced variables until the clause count increases

Greedily resolve "easy" sliced variables until the clause count increases

Clause Ratio

$$F = (a \lor b \lor c) \land (\neg a \lor b \lor \neg d) \land (c \lor e)$$

Sliced variables = c, e

Resolution of c and e is trivial $\implies F = (\neg a \lor b \lor \neg d)$

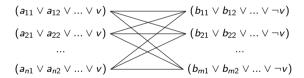
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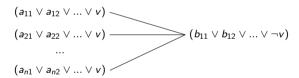
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Greedily resolve "easy" sliced variables until the clause count increases

Connectivity

$$(\neg a \lor b \lor v), (a \lor b \lor \neg v) \rightarrow (\neg a \lor b \lor b \lor c) \equiv \top$$

Greedily resolve "easy" sliced variables until the clause count increases

Connectivity

$$(\neg a \lor b \lor v), (a \lor b \lor \neg v) \rightarrow (\neg a \lor b \lor b \lor c) \equiv \top$$

Simpical Variable 1: neighbors form a clique through clauses

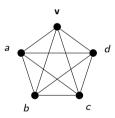
¹ from GPMC source code

Greedily resolve "easy" sliced variables until the clause count increases

Connectivity

$$(\neg a \lor b \lor v), (a \lor b \lor \neg v) \to (\neg a \lor b \lor b \lor c) \equiv \top$$

Simpical Variable 1: neighbors form a clique through clauses



¹ from GPMC source code

Greedily resolve "easy" sliced variables until the clause count increases

New Combined Heuristic

Group by:

- 1. Trivial resolution variables
- 2. Simpical variables
- 3. Other variables

Sort by: $v_p * v_n$ and average clause length



Generated Projection for Feature Models (Table)

Model	d4-pmc	arjun	pD4	slice	gpmc
Smarch.2.6.32- $2var$	0	0	0	0	0
Smarch.2.6.28.6-icse11	0	0	0	0	0
Smarch.freetz	0	42	65	0	36
Smarch.buildroot	0	92	100	0	93
KConfig.linux-2.6.33.3	27	90	96	63	55
Smarch.embtoolkit	20	100	100	0	100
Smarch.freebsd-icse11	100	69	56	23	60
Smarch.uClinux-config	100	100	100	85	100
$automotive 02. automotive 2_4$	100	100	100	100	100



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