

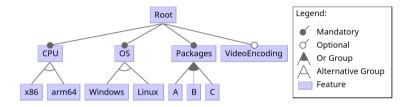
**Projected d-DNNF Compilation for Feature Models** 

Master's Thesis | Jacob Loth | December 12, 2023



# 1. Motivation

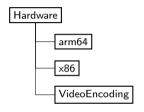
### **Feature Models**

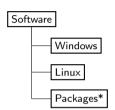


We can convert feature models to propositional formulas!

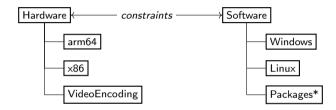
(x86 
$$\land \neg arm64$$
)  $\lor$  ( $\neg x86 \land arm64$ )...

#### Feature Model

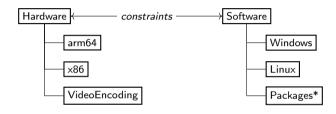




#### Feature Model

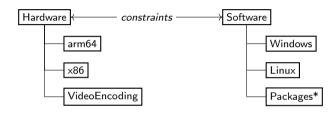


#### Feature Model



### **Problem**

#### Feature Model



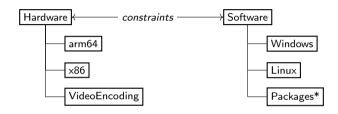
### **Problem**

How many hardware configurations?

### Transitive Constraints

```
\begin{array}{c} {\sf VideoEncoding} \implies {\sf Windows} \\ {\sf Windows} \implies {\sf x86} \end{array}
```

#### Feature Model



### **Problem**

How many hardware configurations?

#### Transitive Constraints

VideoEncoding  $\Longrightarrow$  Windows Sliced: VideoEncoding  $\Longrightarrow$  x86 Windows  $\Longrightarrow$  x86

# **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|.

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

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- Counting the number of satisfiable assignments of a propositional formula F. Denoted as |F|.

p	q	$F = a \wedge b$
1	1	1
1	0	0
0	1	0
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Counts the number of solutions of a propositional formula. Worst-case exponential complexity!

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|



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### **D**ecomposable

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

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



Not a d-DNNF 🗡

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Negation Normal Form



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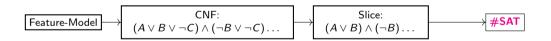
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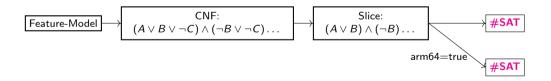
### Negation Normal Form

d-DNNF formulas allow linear-time model counting d-DNNF Compilation:  $\text{CNF} \to \text{d-DNNF}$  Knowledge-Compilation: It's still just a formula

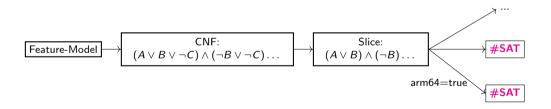
#### **Problem**



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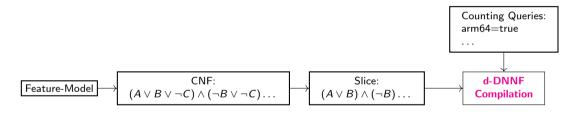
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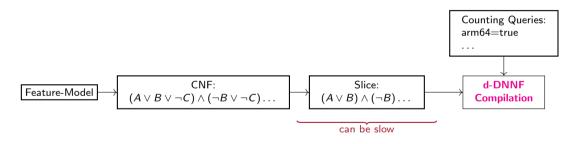
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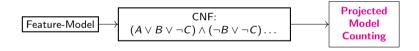
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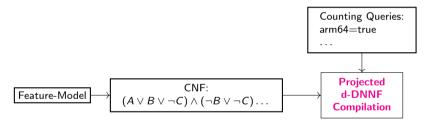
#### Problem



#### **Problem**



#### **Problem**



# Slicing Implementation<sup>1</sup>

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

Resolving Two Clauses

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

<sup>&</sup>lt;sup>1</sup>Comparing Algorithms for Efficient Feature-Model Slicing, Krieter et al.

# Slicing Implementation<sup>1</sup>

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$$(\neg VideoEncoding \lor Windows), (x86 \lor \neg Windows) \rightarrow (\neg VideoEncoding \lor x86)$$
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Resolving Two Clauses

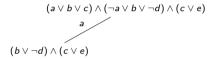
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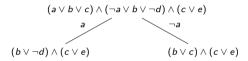
### Resolving Many Clauses

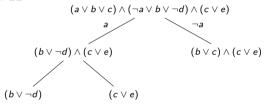
Exponential clause count increase for multiple variables.

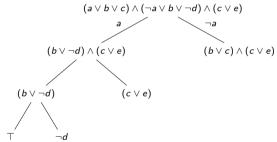
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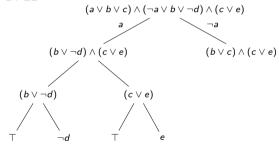
$$(a \lor b \lor c) \land (\neg a \lor b \lor \neg d) \land (c \lor e)$$

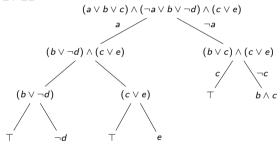




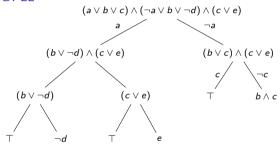




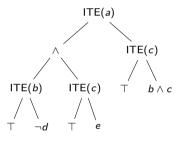




#### **DPLL**



### d-DNNF



ITE = If Then Else

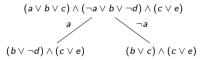
### **Heuristics**

Vanilla DPLL is very slow

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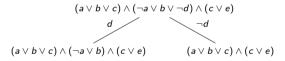
Variable Odering



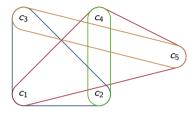
### **Heuristics**

Vanilla DPLL is very slow

Variable Odering



### **Heuristics: Dual Hypergraph**

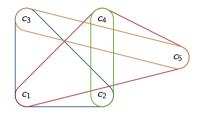


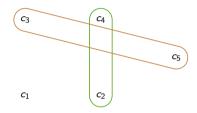
### Construction

$$F = (\underset{c_1}{a \vee b}) \wedge (\underset{c_2}{a \vee \neg c}) \wedge (\underset{c_3}{a \vee \neg d}) \wedge (\underset{c_4}{b \vee \neg c}) \wedge (\underset{c_5}{b \vee \neg d})$$

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

### **Heuristics: Dual Hypergraph**





### Construction

$$F = (\underset{c_1}{a \vee b}) \wedge (\underset{c_2}{a \vee \neg c}) \wedge (\underset{c_3}{a \vee \neg d}) \wedge (\underset{c_4}{b \vee \neg c}) \wedge (\underset{c_5}{b \vee \neg d})$$

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

# 2. Our Contributions

### Concept

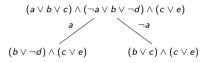
$$(a \lor b \lor c) \land (\neg a \lor b \lor \neg d) \land (c \lor e)$$

### Concept

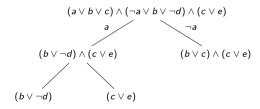
$$(a \lor b \lor c) \land (\neg a \lor b \lor \neg d) \land (c \lor e)$$

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

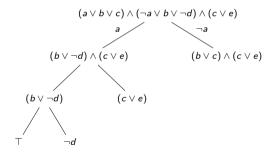
### Concept



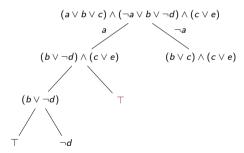
### Concept



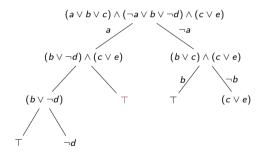
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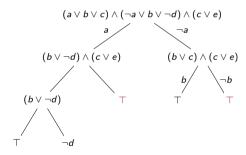
### Concept



### Concept



### Concept



# **Integration and Optimization in D4**<sup>2</sup>

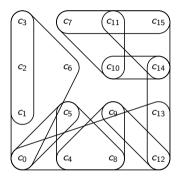
#### Preprocessing

New partial resolution heuristic Integration of existing work

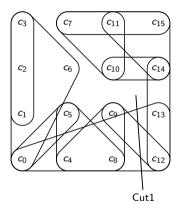
#### **DPLL**

Dual weighted hypergraph partitioning Integration of existing work

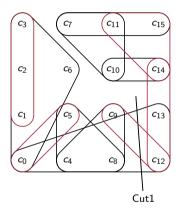
<sup>&</sup>lt;sup>2</sup>An Improved Decision-DNNF Compiler, Lagniez et al.



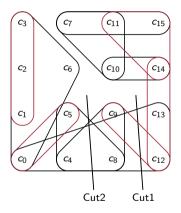
$$F = c_0 \wedge c_1 \wedge ... \wedge c_{15}$$



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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

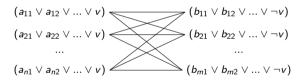
Resolution of c and e is trivial  $\implies F = (\neg a \lor b \lor \neg d)$ 

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

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Sliced variables = c.e

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

$$(a_{11} \lor a_{12} \lor ... \lor v)$$

$$(a_{21} \lor a_{22} \lor ... \lor v)$$

$$...$$

$$(a_{n1} \lor a_{n2} \lor ... \lor v)$$

$$(b_{11} \lor b_{12} \lor ... \lor \neg v)$$

Greedily resolve "easy" sliced variables until the clause count increases  $\mbox{\sc Connectivity}$ 

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

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

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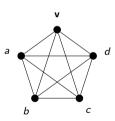
Simpical Variable 1: neighbors form a clique through clauses

<sup>1</sup> from GPMC source code

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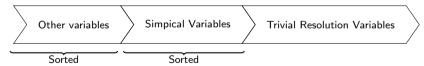
<sup>&</sup>lt;sup>1</sup>from GPMC source code

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



### Results

#### 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

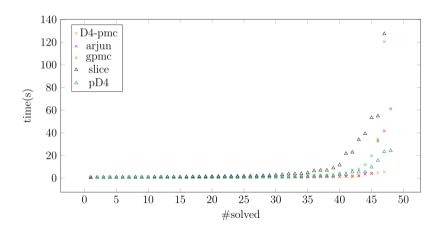
#### Data

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

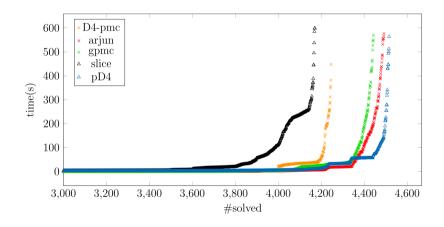
#### Questions

Compare runtime performance and d-DNNF size

## **Experiment1: Industrial Projection**



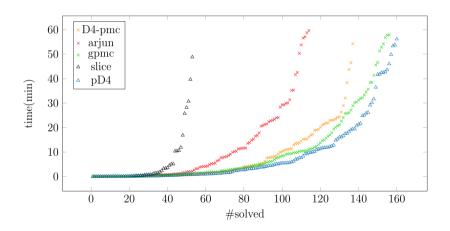
# **Experiment2: Generated Projection**



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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

# Experiment3: MC2022



### Recap

• Combine slice and d-DNNF compilation

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- Combine slice and d-DNNF compilation
- New heuristics for good performance

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- Combine slice and d-DNNF compilation
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### Recap

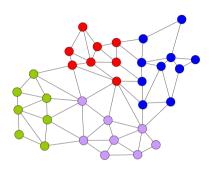
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#### **Future Work**

Lots of new possible heuristics...

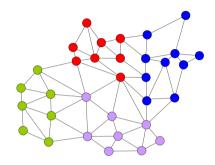


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### Recap

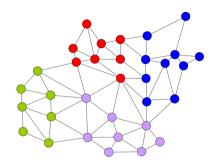
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Hardware acceleration...

More applications for projected output d-DNNF







# The End