

CMPUT 663

Variability-aware

Analysis

Sarah Nadi
University of Alberta
www.sarahnadi.org



[w/ slides by Christian Kästner & Sven Apel]

Variability = Complexity



33 optional, independent
features



a unique variant for every
person on this planet

320
optional, independent
features

more variants than estimated
atoms in the universe

Variability in Real-life



2,000 configurable options



12,000 configurable options



~2.2M apps

So how can we analyze/
test these products?

First.. What to Check For?

- Usually check for some particular specification
- A *specification* is typically a **global** property x that should hold for all variants. Examples:
 - Syntactically correct
 - Well-typed
 - No access to file system
 - Terminates within 10 seconds
 - ...

Specification Example: No Syntax Errors

```
1. // Other definitions..
2. #ifdef SPLT
3. void png_handle_sPLT(){
4.     #ifdef POINTER
5.         png_sPLT_entryp p;
6.     #endif
7.     // Lines of code..
8.     #ifdef POINTER
9.         p = palette + i;
10.        p->red = *start++;
11.    #else
12.        p = new_palette;
13.        p[i].red = *start++;
14.    #endif
15. }
16. #endif
17. // More definitions..
```

Configuration 1

```
#define SPLT
#define POINTER
```

Configuration 2

```
#undef SPLT
#define POINTER
```

Configuration 3

```
#define SPLT
#undef POINTER
```

Configuration 4

```
#undef SPLT
#undef POINTER
```



Compilation succeed



Compilation error

Specification Example: No Syntax Errors

```
1. // Other definitions..
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Configuration 2

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```
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Configuration 4

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Configuration 3

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#define SPLT  
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Configuration 4

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Compilation succeed



Compilation error

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Compilation error

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Configuration 2

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Configuration 3

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#define SPLT  
#undef POINTER
```



Configuration 4

```
#undef SPLT  
#undef POINTER
```



Compilation succeed



Compilation error

Challenge: how to test
***all** configurations?*

Brute Force

One Configuration At a Time



Product Configuration

Four thick yellow arrows point from Tux towards the top row of icons.



Conventional
Analysis

Four thick yellow arrows point from the middle row of icons towards the bottom row of icons.



One Configuration At a Time



Product Configuration

Three thick yellow arrows point from the Tux icon towards the top right, where there are icons representing a laptop, a smartphone, a server rack, and a networking device.



Conventional
Analysis

Four thick yellow arrows point downwards from the 'Conventional Analysis' text towards the bottom right, where there are icons of the same four devices (laptop, smartphone, server rack, networking device) each marked with a large blue checkmark.

Analyze all, make statements about all



320
optional, independent
features

more variants than estimated
atoms in the universe

Sampling

Sampling



Product Configuration



Conventional
Analysis



Sampling



Product Configuration



Analyze few, make statements about all

Conventional Analysis



Sampling



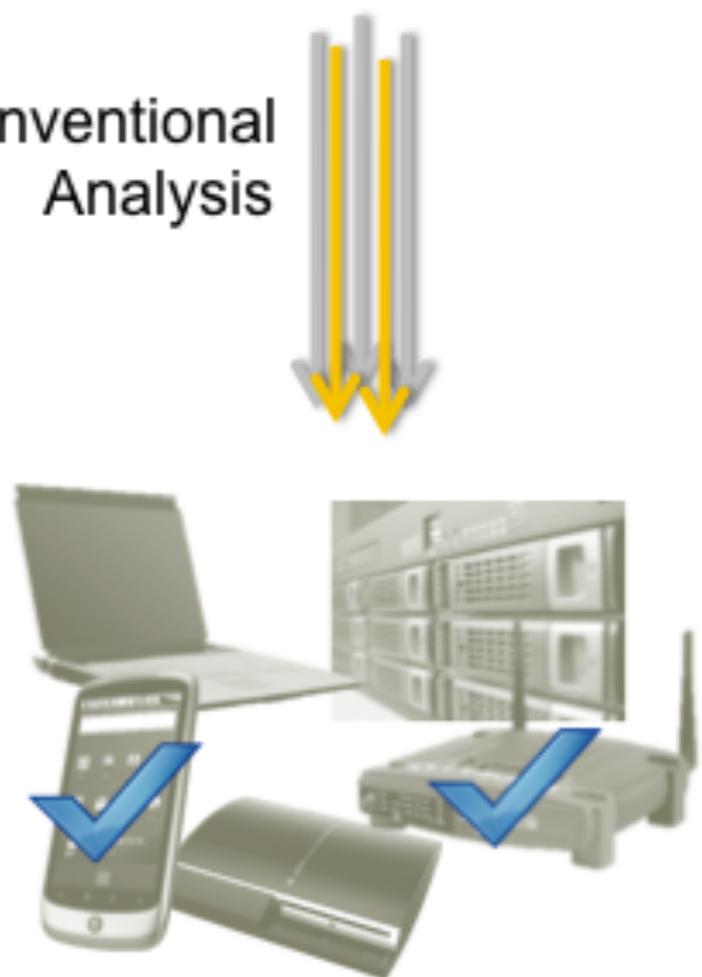
Product Configuration



Analyze few, make statements about all

- Check random configurations
- Check representative configurations
- Check maximum configuration
- Check configs used by customers
- Combinatorial interaction testing (pairwise etc.)
- Code coverage heuristics

Conventional Analysis



Various Sampling Strategies

```
#ifdef A
    // code 1
#endif

#ifndef B
    // code 2
#else
    // code 3
#endif

#ifndef C
    // code 4
#endif
```

pair-wise	one-disabled	most-enabled-disabled	statement-coverage
config-1: !A !B C config-2: !A B !C config-3: A !B !C config-4: A B C	config-1: !A B C config-2: A !B C config-3: A B !C	config-1: A B C config-2: !A !B !C	config-1: A B C config-2: A !B C
one-enabled			
config-1: A !B !C config-2: !A B !C config-3: !A !B C			

[Medeiros et al., *A Comparison of 10 Sampling Algorithms for Configurable Systems*. ICSE '16]

Various Sampling Strategies

```
#ifdef A
    // code 1
#endif

#ifndef B
    // code 2
#else
    // code 3
#endif

#ifndef C
    // code 4
#endif
```

pair-wise	one-disabled	most-enabled-disabled	statement-coverage
config-1: !A !B	config-1: !A B C	config-1: A B C	config-1: A B C
config-2: !A B	config-2: A !B C	config-2: !A !B !C	config-2: A !B C
config-3: A !B	config-3: A B !C		
config-4: A B			
one-enabled			
config-1: A !B !C			
config-2: !A B !C			
config-3: !A !B C			

[Medeiros et al., *A Comparison of 10 Sampling Algorithms for Configurable Systems*. ICSE '16]

Various Sampling Strategies

```
#ifdef A
    // code 1
#endif

#ifndef B
    // code 2
#else
    // code 3
#endif

#ifndef C
    // code 4
#endif
```

pair-wise	one-disabled	most-enabled-disabled	statement-coverage
config-1: !B C	config-1: !A B C	config-1: A B C	config-1: A B C
config-2: B !C	config-2: A !B C	config-2: !A !B !C	config-2: A !B C
config-3: !B !C	config-3: A B !C		
config-4: B C			
one-enabled			
config-1: A !B !C			
config-2: !A B !C			
config-3: !A !B C			

[Medeiros et al., *A Comparison of 10 Sampling Algorithms for Configurable Systems*. ICSE '16]

Various Sampling Strategies

```
#ifdef A
    // code 1
#endif

#ifndef B
    // code 2
#else
    // code 3
#endif

#ifndef C
    // code 4
#endif
```

pair-wise		
config-1:	!A	C
config-2:	!A	!C
config-3:	A	!C
config-4:	A	C

one-enabled		
config-1:	A	!B
config-2:	!A	B
config-3:	!A	!B

one-disabled		
config-1:	!A	B
config-2:	A	!B
config-3:	A	B
most-enabled-disabled		
config-1:	A	B
config-2:	!A	!B
statement-coverage		
config-1:	A	B
config-2:	A	!B

[Medeiros et al., *A Comparison of 10 Sampling Algorithms for Configurable Systems*. ICSE '16]

Various Sampling Strategies

```
#ifdef A
    // code 1
#endif

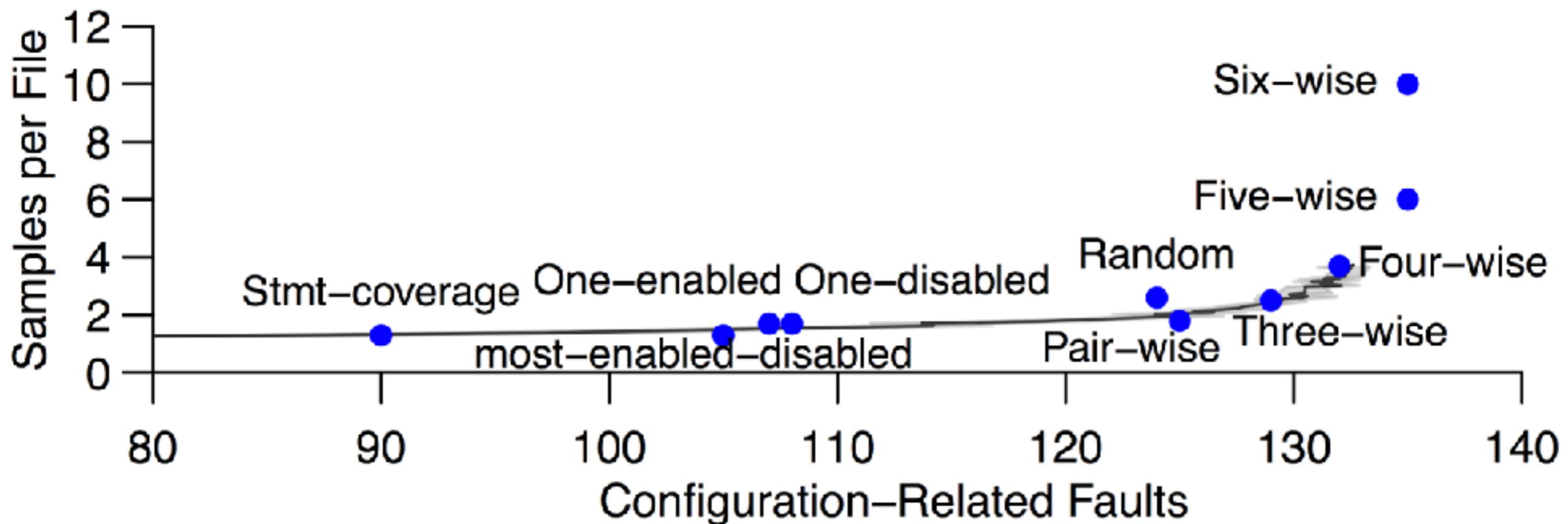
#ifndef B
    // code 2
#else
    // code 3
#endif

#ifndef C
    // code 4
#endif
```

pair-wise	one-disabled	most-enabled-disabled	statement-coverage
config-1: !A !B C config-2: !A B !C config-3: A !B !C config-4: A B C	config-1: !A B C config-2: A !B C config-3: A B !C	config-1: A B C config-2: !A !B !C	config-1: A B C config-2: A !B C
one-enabled			
config-1: A !B !C config-2: !A B !C config-3: !A !B C			

[Medeiros et al., *A Comparison of 10 Sampling Algorithms for Configurable Systems*. ICSE '16]

Comparison of Sampling Strategies



total configuration-related faults = 135

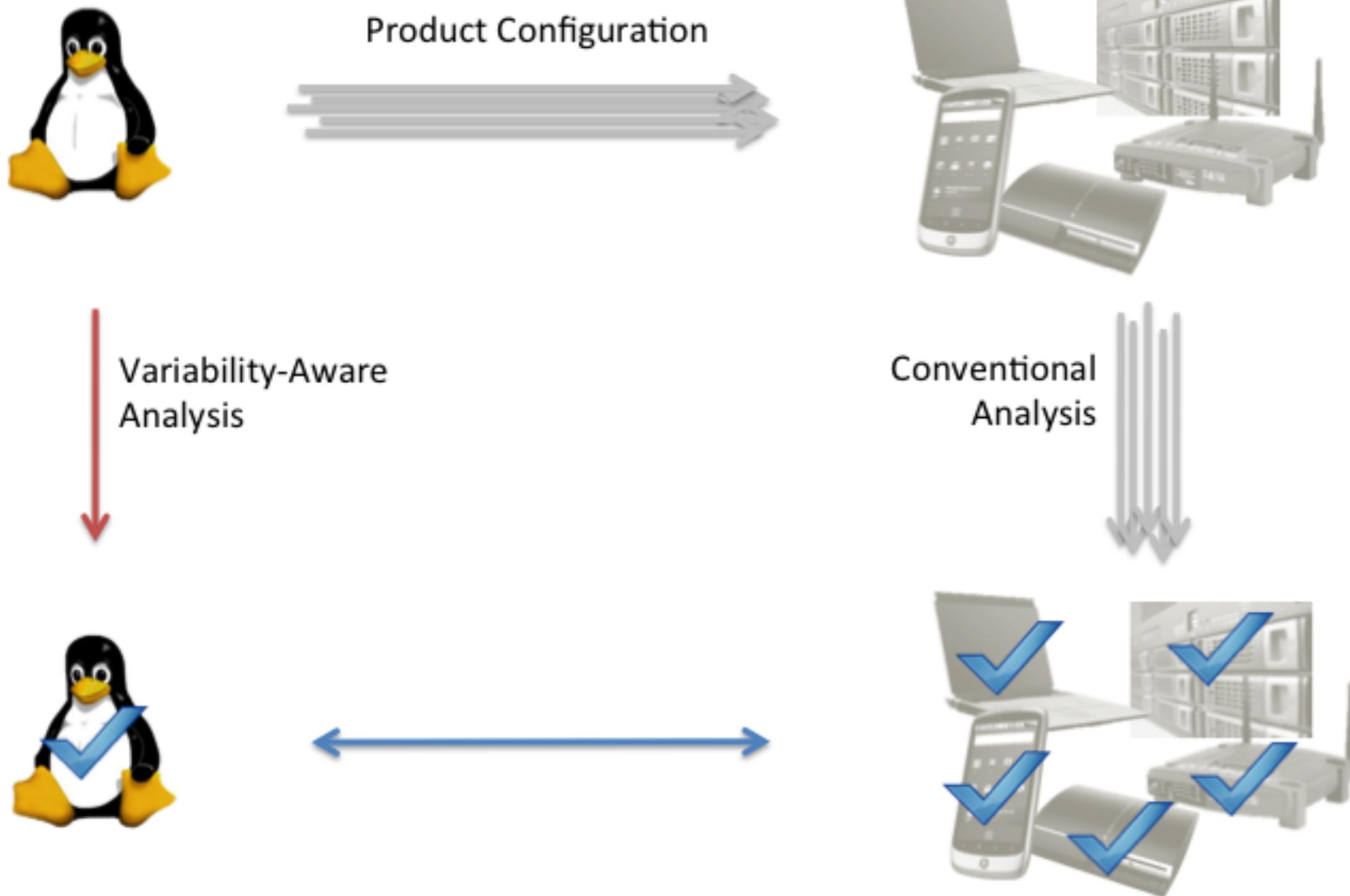
[Medeiros et al., *A Comparison of 10 Sampling Algorithms for Configurable Systems*. ICSE '16]

Sampling Challenges

- Always incomplete
- Considering constraints complicates things
- Global vs local analysis
 - local considers fewer options, but can only detect bugs within individual files
 - global needed for testing and inter-file analysis
- Best practical technique to date

Variability-aware Analysis (a.k.a family-based analysis)

Variability-aware Analysis



Variability-aware Analysis



Product Configuration



Variability-Aware
Analysis



Conventional
Analysis

Analyze “one”, make statements about all



Applications of Variability-aware Analysis

- Lexing
- Parsing
- Type checking
- Linker
- Data-flow
- Testing
- ...

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- Lexing
- Parsing
- Type checking
- Linker
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- ...

Example

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf(%s, msg);
}
```

Example

References

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf(%s, msg);
}
```

Conflicts

Example

Presence Condition (pc)	
true	
WORLD	
BYE	
true	

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf(%s, msg);
}
```

Type Checking

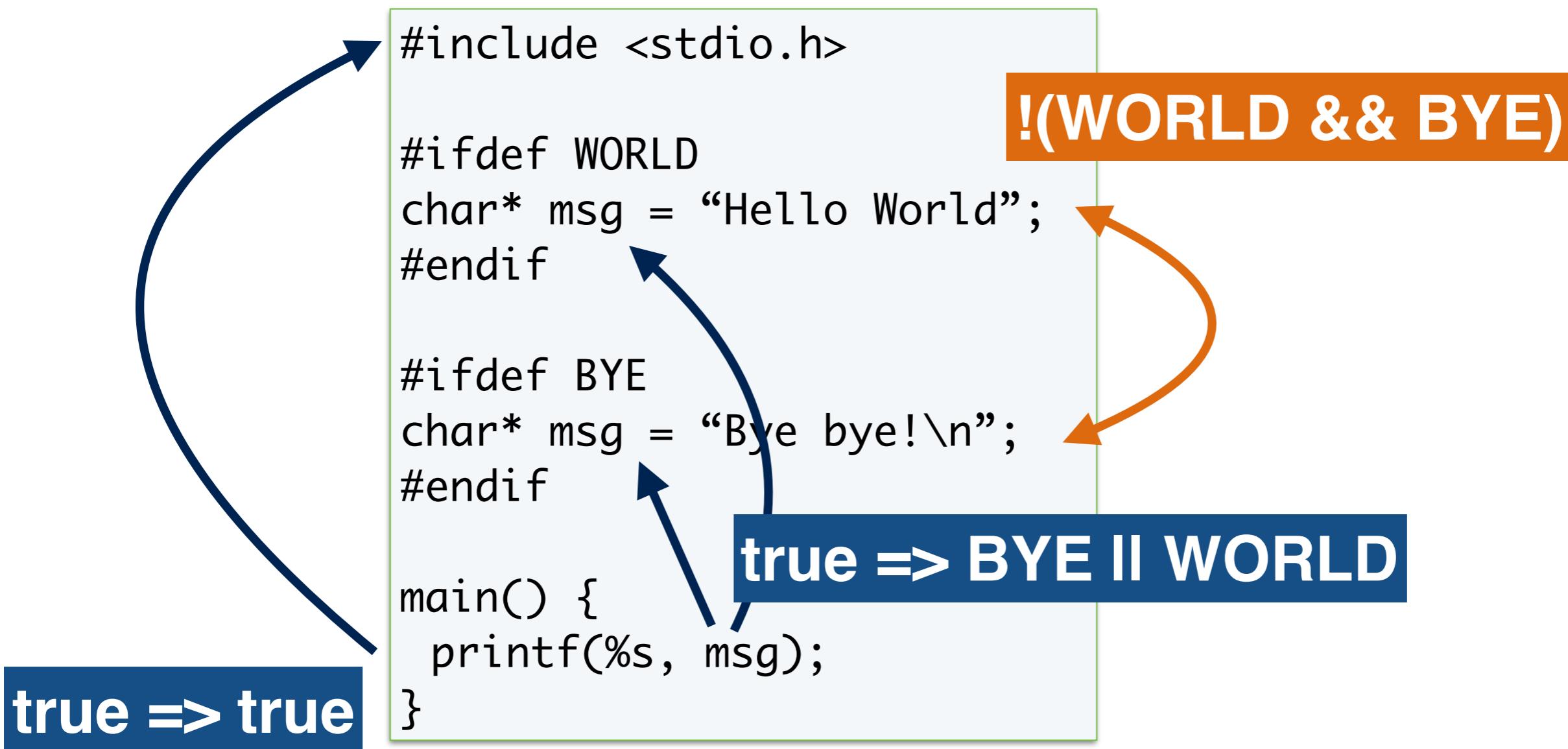
References: $\text{pc}(\text{caller}) \Rightarrow \text{pc}(\text{target})$

Conflicts: $!(\text{pc}(\text{def1}) \And \text{pc}(\text{def2}))$

Type Checking

References: pc(caller) => pc(target)

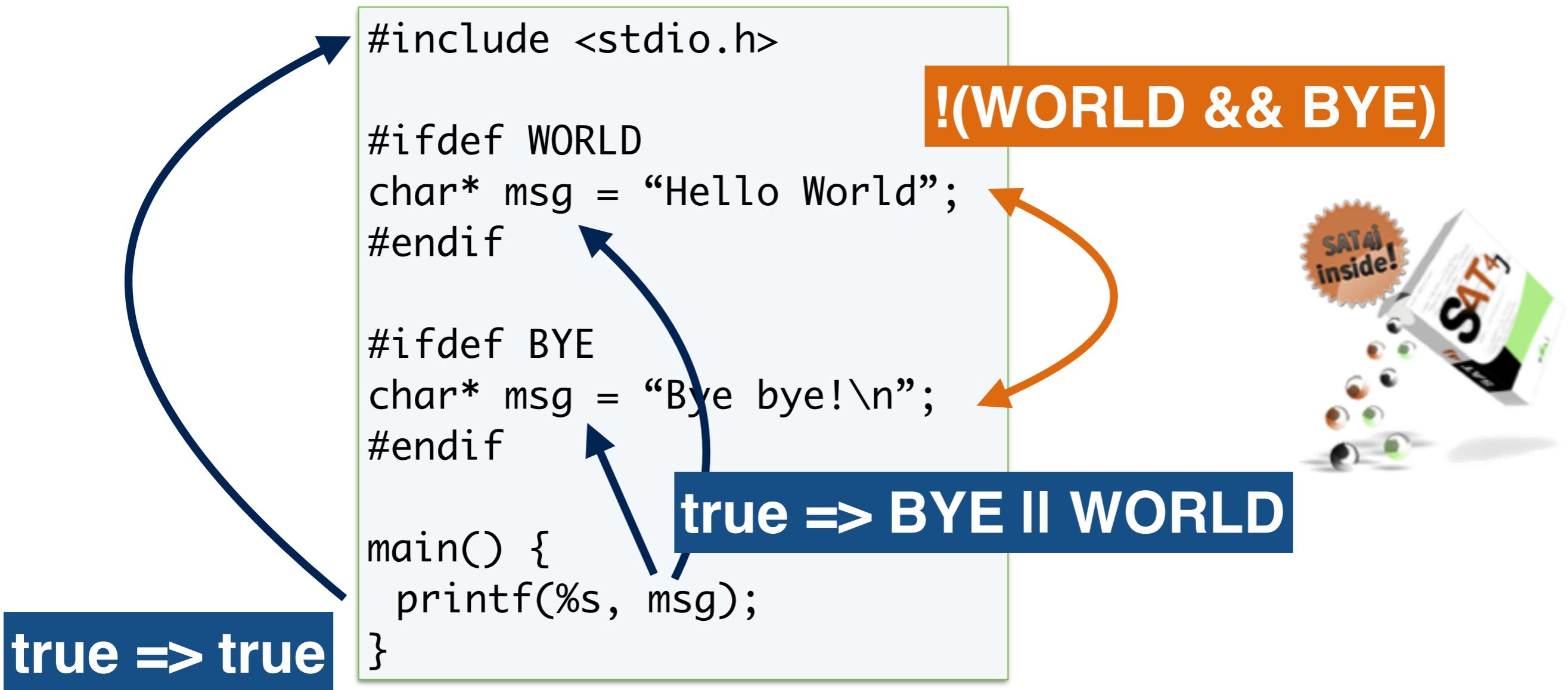
Conflicts: !(pc(def1) && pc(def2))



Type Checking

References: pc(caller) => pc(target)

Conflicts: !(pc(def1) && pc(def2))



Type Checking

References: pc(caller) => pc(target)

Conflicts: !(pc(def1) && pc(def2))

Found 2 type errors:

- [WORLD & BYE] file greet.c:7:8
redefinition of msg
- [!WORLD & !BYE] file greet.c:11:8
msg undeclared

```
#include <stdio.h>
```

```
#ifdef WORLD
char* msg = "Hello World";
#endif
```

```
#ifdef BYE
char* msg = "Bye bye!\n";
#endif
```

```
main() {
    printf("%s, msg);
}
```

!(WORLD && BYE)

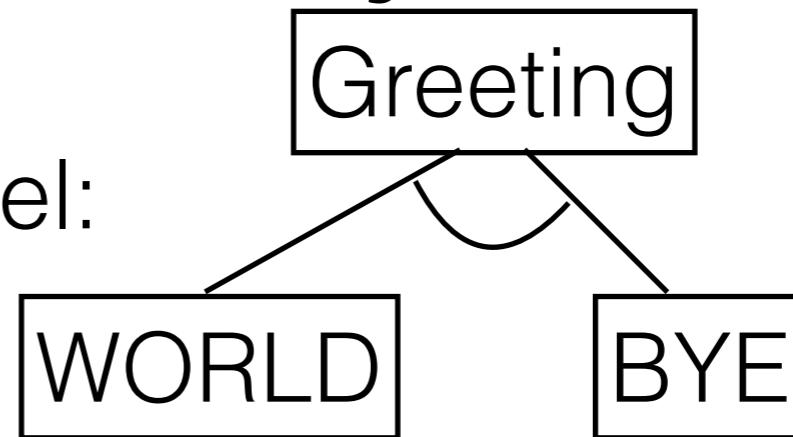
true => BYE || WORLD

true => true



Exploiting Variability Model

Variability Model:



WORLD BYE

T

T

T

F

F

T

F

F

```
#include <stdio.h>

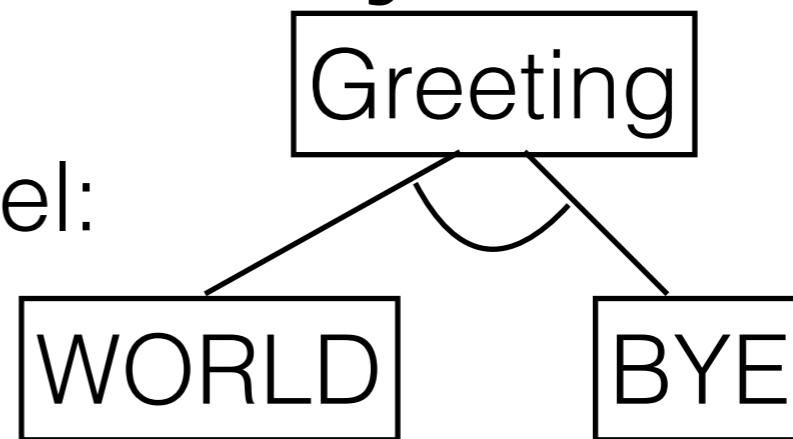
#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf(%s, msg);
}
```

Exploiting Variability Model

Variability Model:



WORLD	BYE
T	T
T	F
F	T
F	F

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
#endif

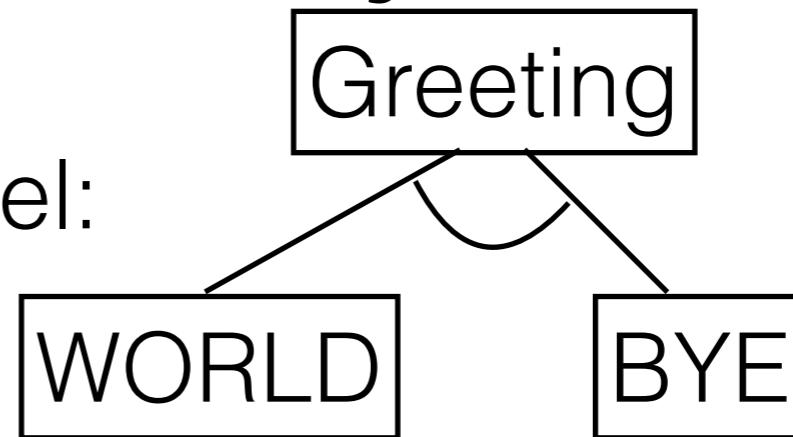
#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf(%s, msg);
}
```

Exploiting Variability Model

WORLD	BYE
T	T
T	F
F	T
F	F

Variability Model:



consistent?

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
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#endif

main() {
    printf(%s, msg);
}
```

So how does variability-aware type checking work in the background?

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Variability-aware ASTs

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf("%s", msg);
}
```

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf("%s", msg);
}
```

Preprocessing

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf("%s", msg);
}
```

WORLD
 &&
 !BYE

Preprocessing

```
#include <stdio.h>
char * msg = "Hello World";
main() {
    printf(%s, msg);
}
```

```
#include <stdio.h>
```

```
#ifdef WORLD
```

```
char* msg = "Hello World";
```

```
#endif
```

```
#ifdef BYE
```

```
char* msg = "Bye bye!\n";
```

```
#endif
```

```
main() {
```

```
    printf("%s", msg);
```

```
}
```

WORLD
 &&
 !BYE

Preprocessing

BYE
 &&
 !WORLD

```
#include <stdio.h>  
  
char * msg = "Hello World";  
  
main() {  
    printf(%s, msg);  
}
```

```
#include <stdio.h>  
  
char * msg = "Bye bye!\n";  
  
main() {  
    print(msg);  
}
```

Abstract Syntax Trees (AST)

WORLD
&&
!BYE

```
#include <stdio.h>

char * msg = "Hello World";

main() {
    printf(%s, msg);
}
```

processing

BYE
&&
!WORLD

```
#include <stdio.h>

char * msg = "Bye bye!\n";

main() {
    printf(%s, msg);
}
```

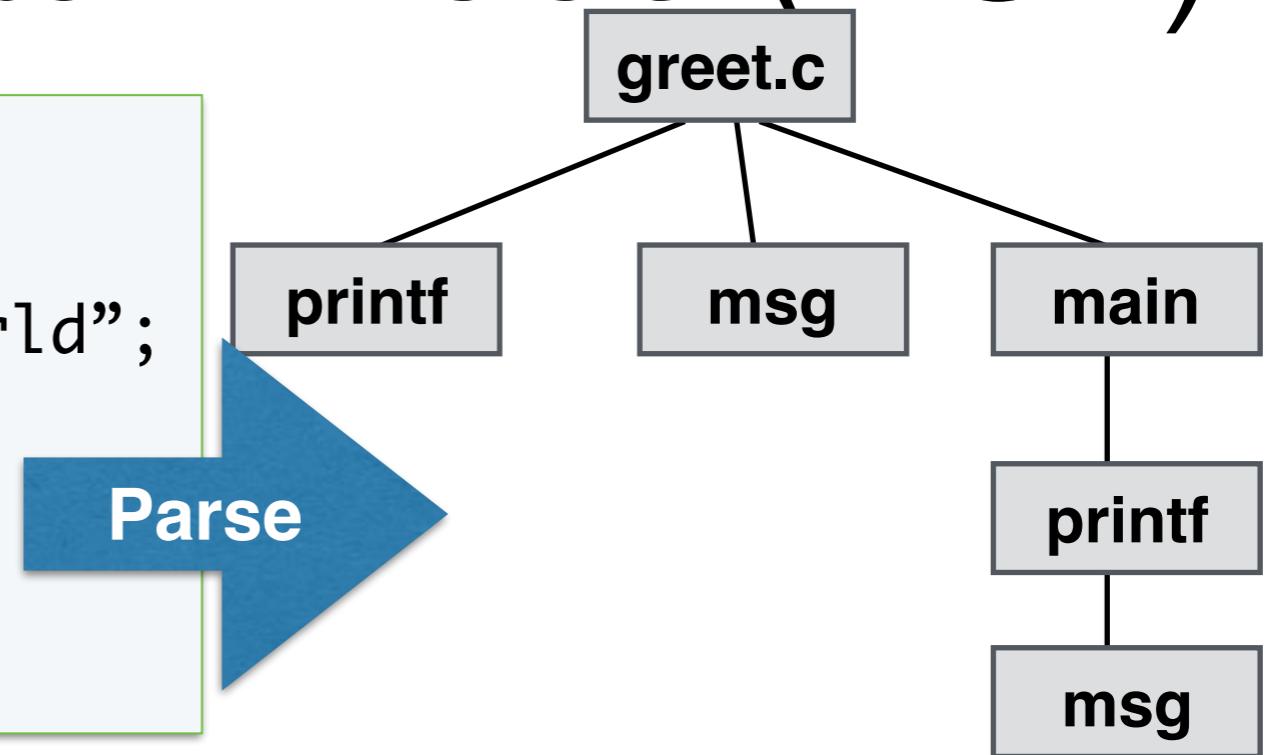
Abstract Syntax Trees (AST)

WORLD
&&
!BYE

eprocessing

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#include <stdio.h>
char * msg = "Hello World";
main() {
    printf(%s, msg);
}
```

```
#include <stdio.h>
char * msg = "Bye bye!\n";
main() {
    print(%s, msg);
}
```



Abstract Syntax Trees (AST)

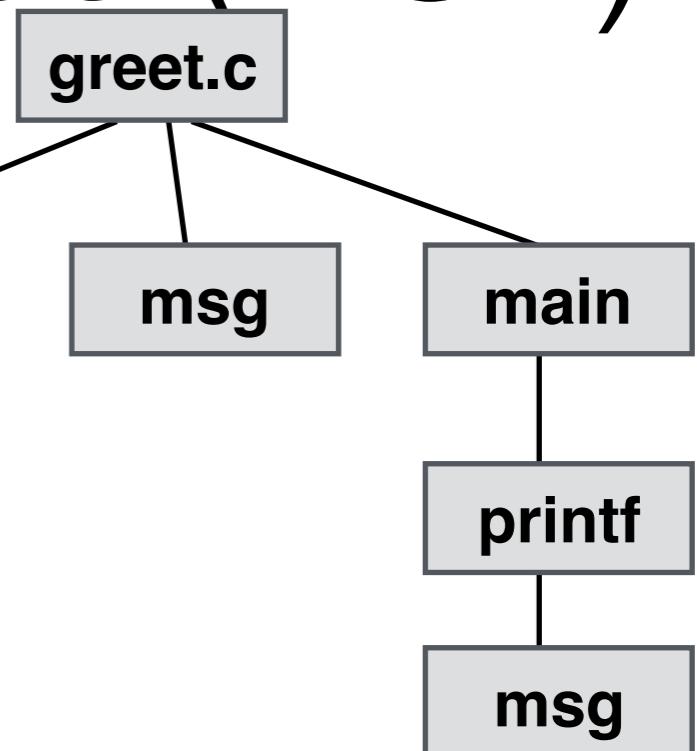
WORLD
&&
!BYE

eprocessing

BYE
&&
!WORLD

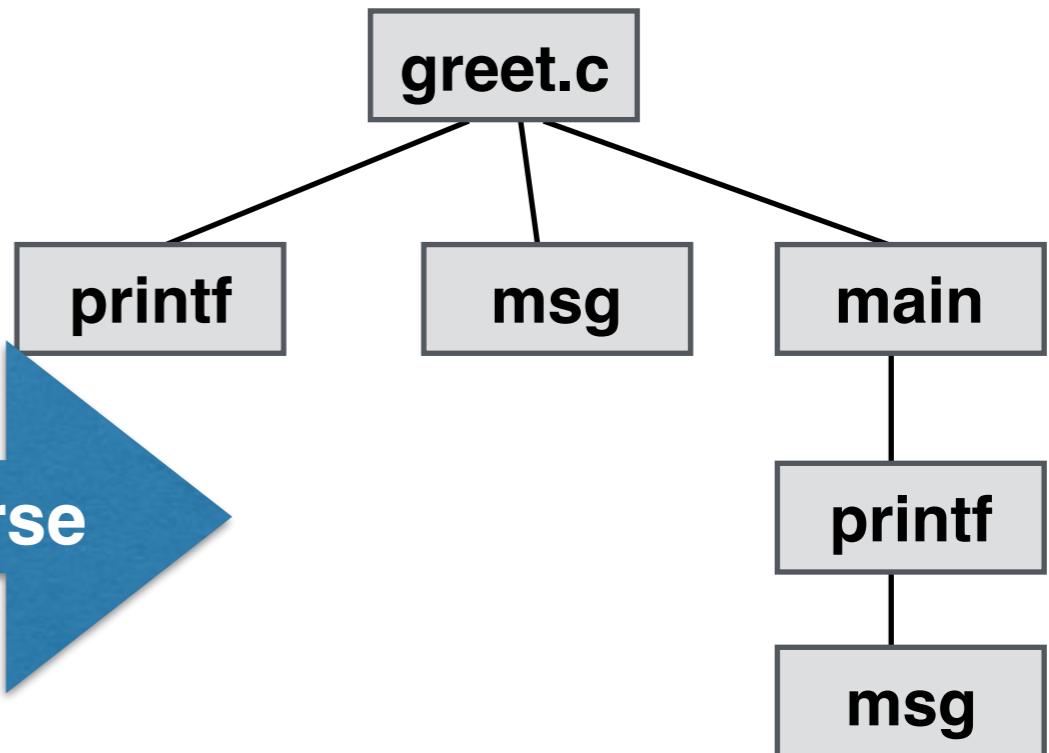
```
#include <stdio.h>
char * msg = "Hello World";
main() {
    printf(%s, msg);
}
```

Parse



```
#include <stdio.h>
char * msg = "Bye bye!\n";
main() {
    printf(%s, msg);
}
```

Parse



Variability-aware AST

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
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#endif

main() {
    printf("%s", msg);
}
```

Check <https://github.com/ckaestne/TypeChef>

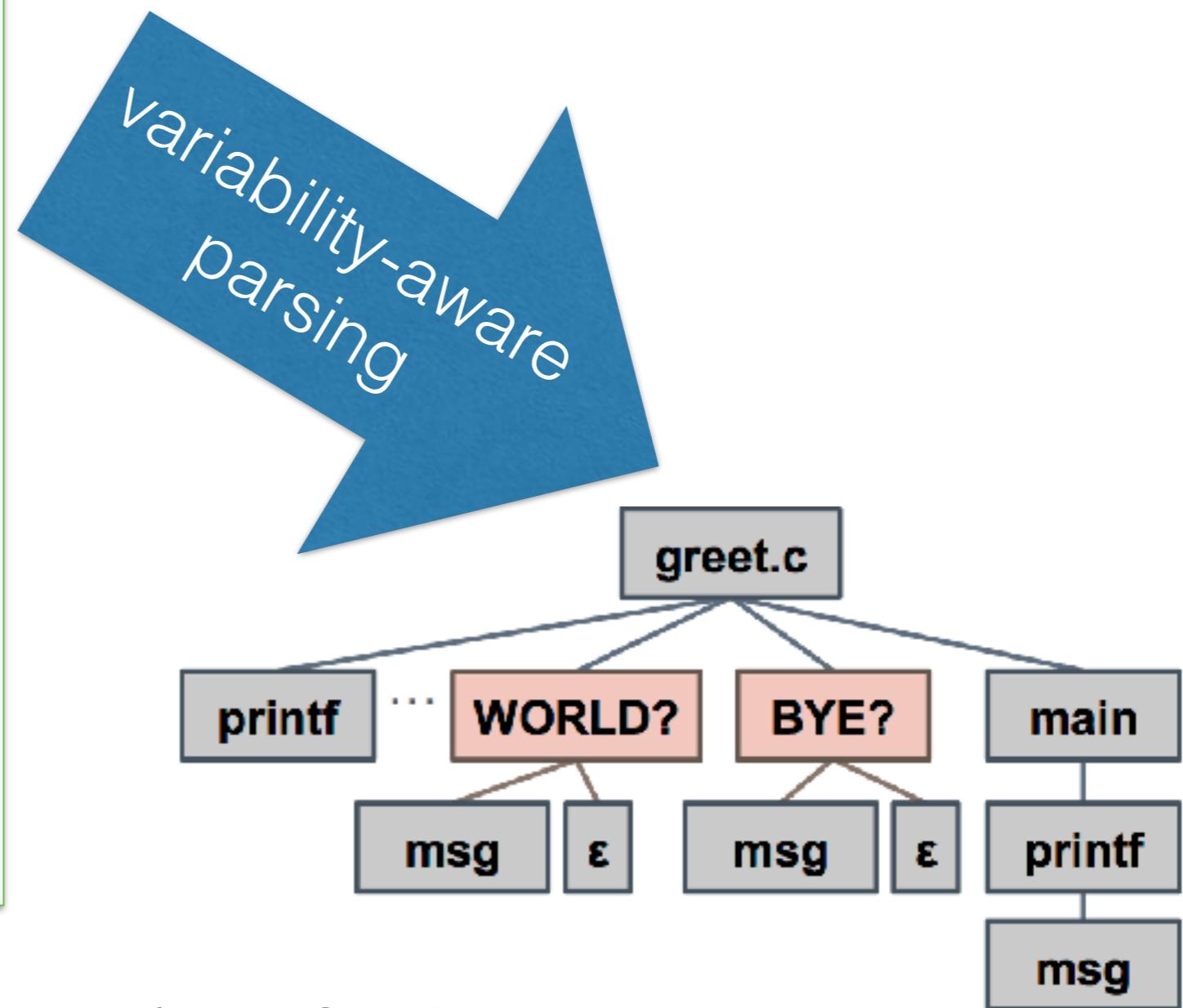
Variability-aware AST

```
#include <stdio.h>

#ifndef WORLD
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#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf("%s", msg);
}
```



Check <https://github.com/ckaestne/TypeChef>

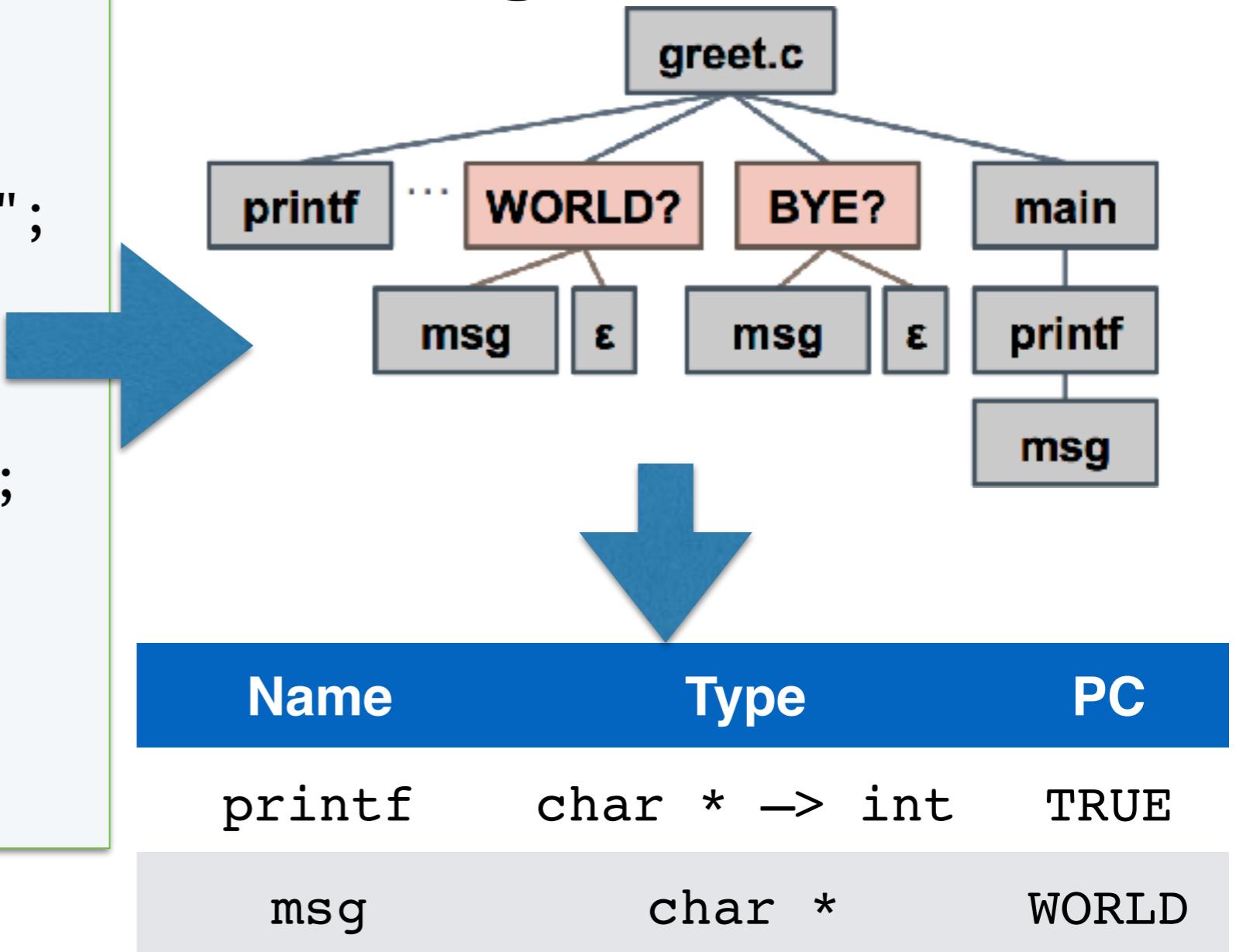
Variability-aware Type Checking

```
#include <stdio.h>

#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf("%s", msg);
}
```



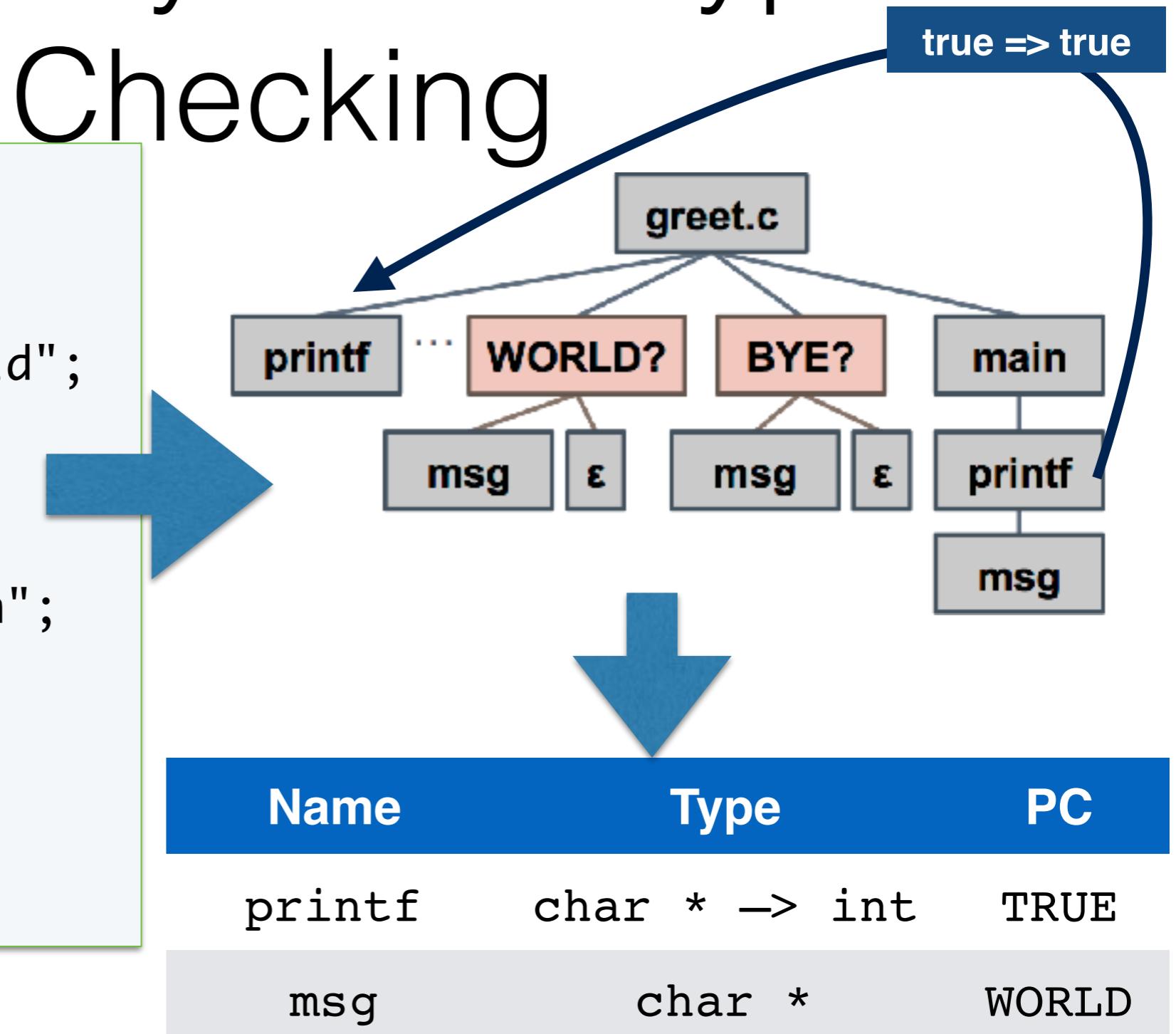
Variability-aware Type Checking

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#include <stdio.h>

#ifndef WORLD
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#endif

#ifndef BYE
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main() {
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}
```



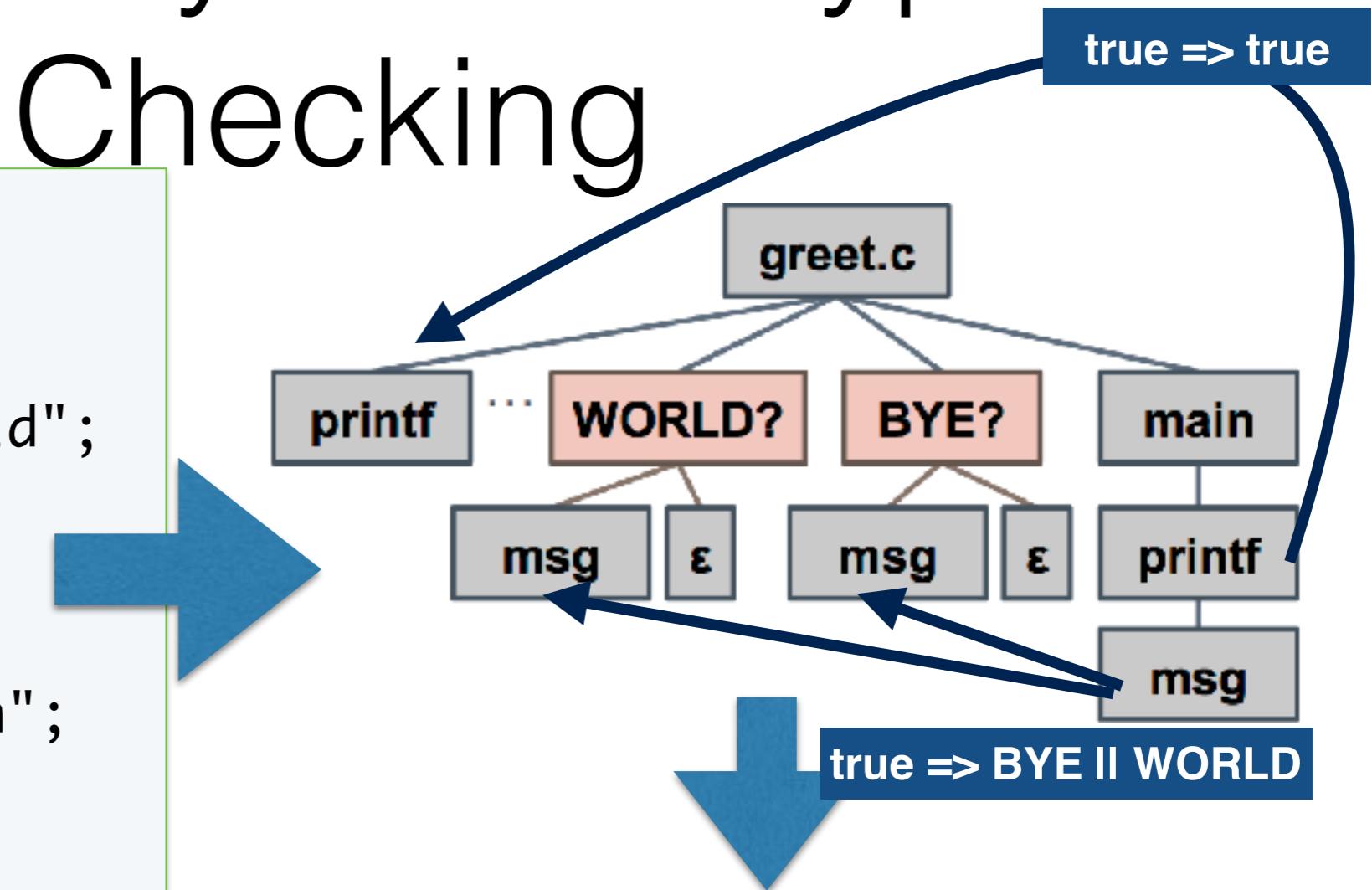
Variability-aware Type Checking

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#ifndef WORLD
char* msg = "Hello World";
#endif

#ifndef BYE
char* msg = "Bye bye!\n";
#endif

main() {
    printf("%s", msg);
}
```



Name	Type	PC
printf	char * → int	TRUE
msg	char *	WORLD
msg	char *	BYE

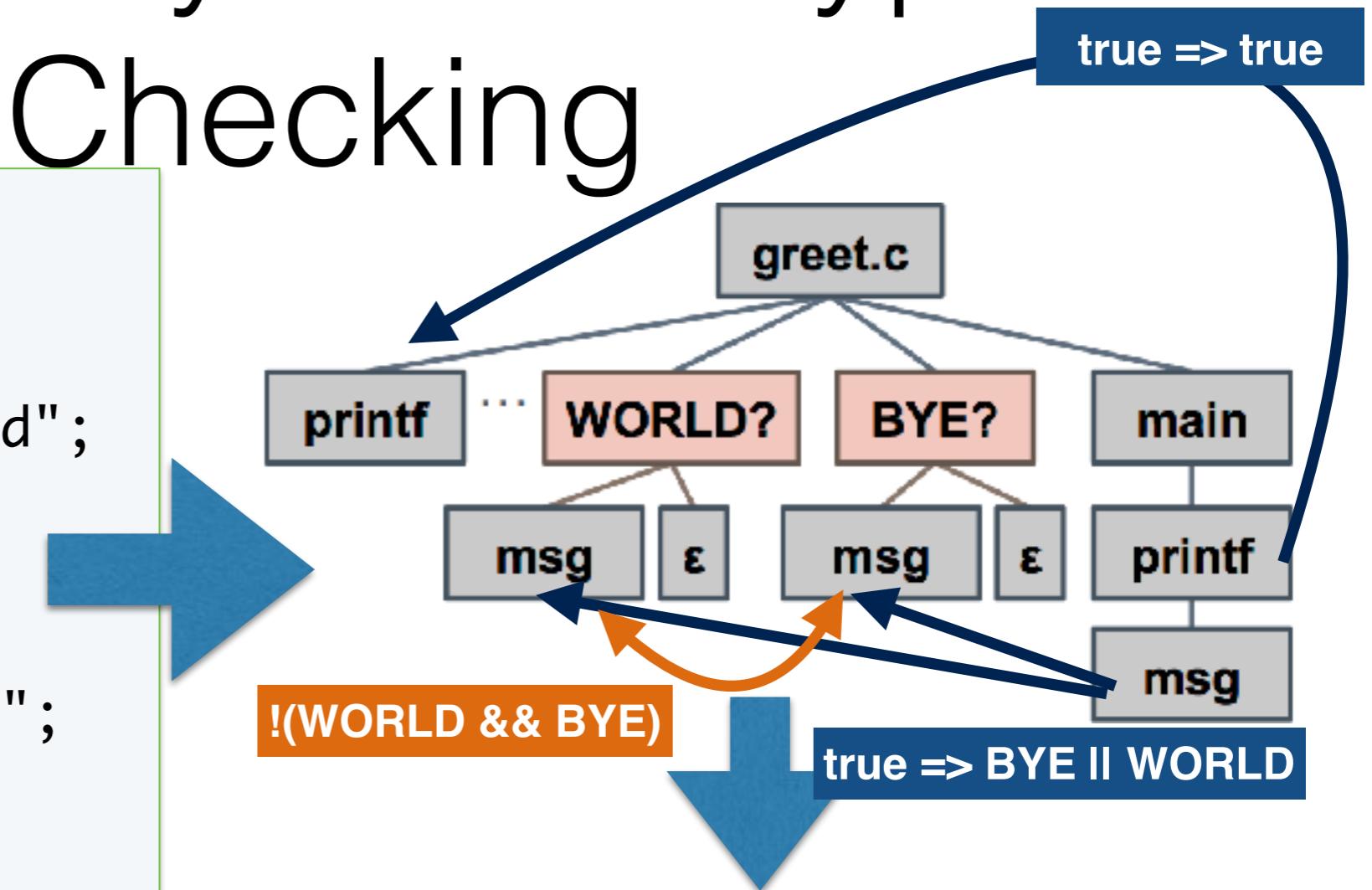
Variability-aware Type Checking

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#ifndef WORLD
char* msg = "Hello World";
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main() {
    printf("%s", msg);
}
```



Name	Type	PC
printf	char * → int	TRUE
msg	char *	WORLD
msg	char *	BYE

Variability-aware Type Checking

```
#include <stdio.h>
```

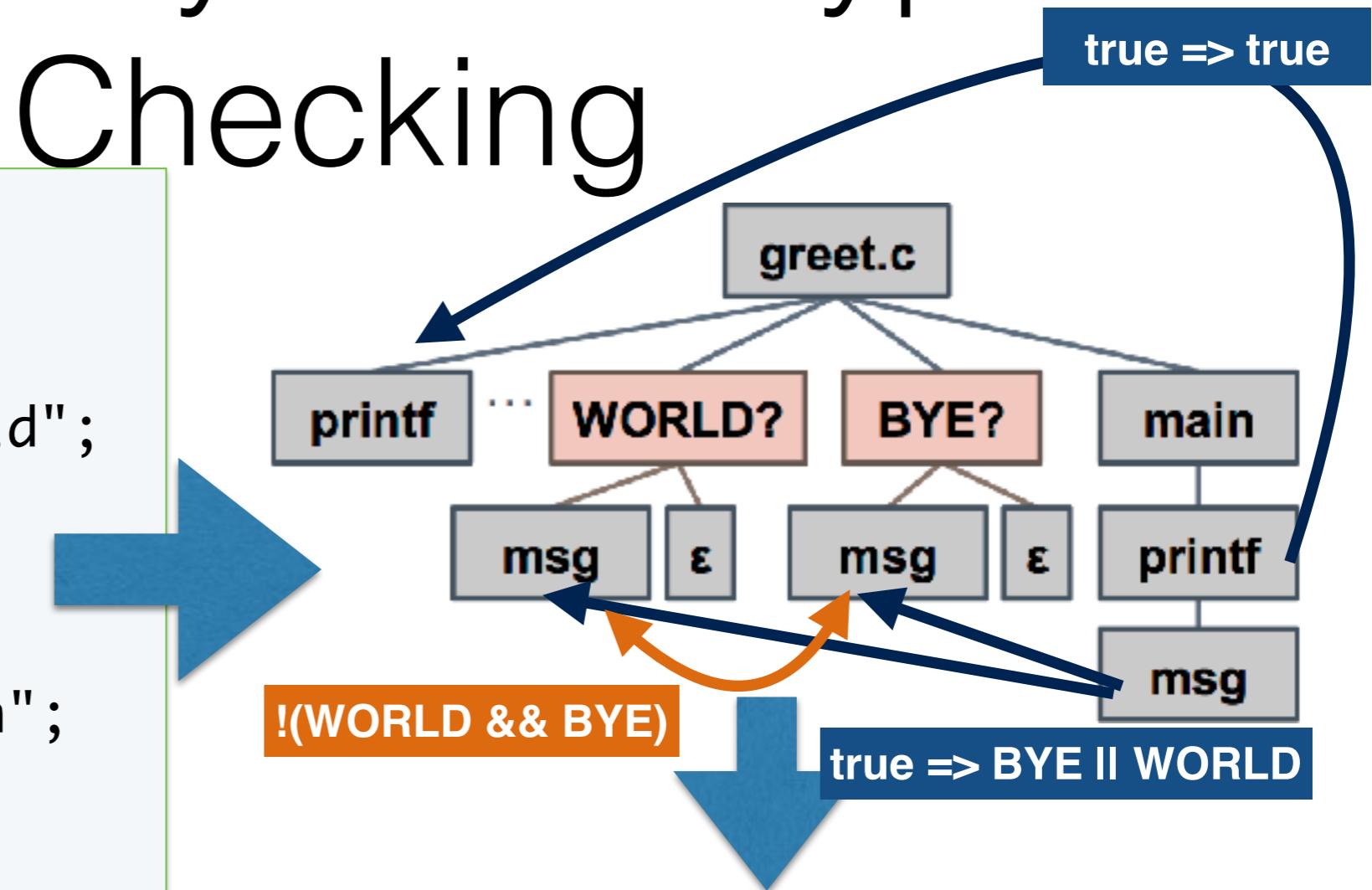
```
#ifdef WORLD
char* msg = "Hello World";
#endif
```

```
#ifdef BYE
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```
main() {
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```

Found 2 type errors:

- [WORLD & BYE] file greet.c:7:8
redefinition of msg
- [!WORLD & !BYE] file greet.c:11:8
msg undeclared



Name	Type	PC
printf	char * → int	TRUE
msg	char *	WORLD
msg	char *	BYE

Variability-aware ... (anything!)

- Idea is to keep variability information in the data structure
- Most of the code is shared so you do not need to do anything special there
- Once you hit a decision point, you can **split** the analysis results
- Once you are out of the scope of the decision point you can **join** the analysis results

Variability-aware Parsing

- Challenge is to simultaneously parse all possible paths
- Key-ideas
 - Maximize benefit of shared code
 - Split the parse tree as late as possible
 - Join the parse tree as early as possible

TypeChef



First.. Variability-aware Lexing

```
#ifdef A
#define X 4
#else
#define B
#define X 4+6
#else
#define X 6
#endif
#endif

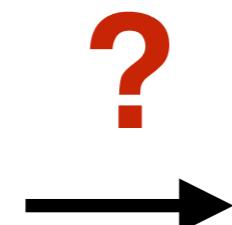
3+X;
```



(3 + 4_A (_{-A} 4_{-A[^]B} + _{-A[^]B} 6_{-A}) _{-A})

First.. Variability-aware Lexing

```
#ifdef A  
#define X 4  
#else  
#ifdef B  
#define X 4+6  
#else  
#define X 6  
#endif  
#endif  
  
3+X;
```



```
( 3 + 4A ( -A 4-A^B + -A^B 6-A )-A )
```

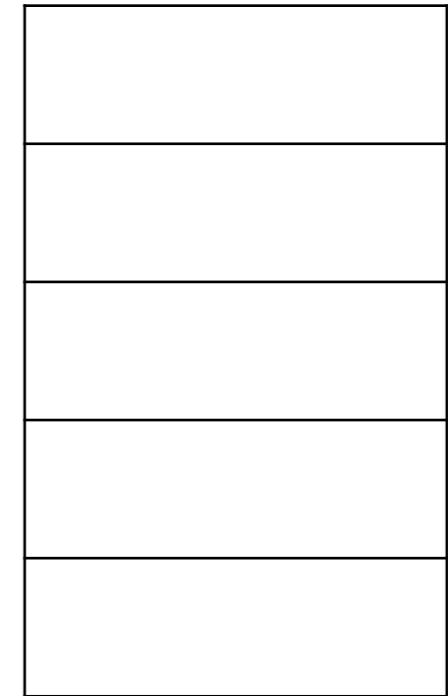
First.. Variability-aware Lexing

```
#ifdef A
    #define X 4
#else
    #ifdef B
        #define X 4+6
    #else
        #define X 6
    #endif
#endif

3+X;
```

Macro
Table

Conditional
Stack



Macro Expansion PC



First.. Variability-aware Lexing

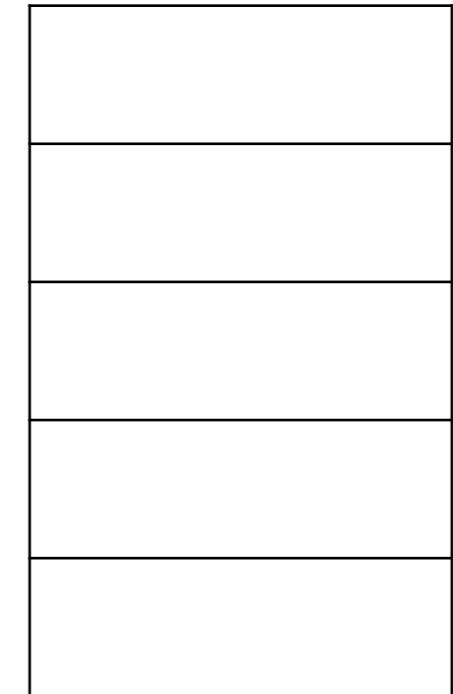


```
#ifdef A
#define X 4
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#define B
#define X 4+6
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#define X 6
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#endif

3+X;
```

Macro
Table

Conditional
Stack



Macro Expansion PC

First.. Variability-aware Lexing

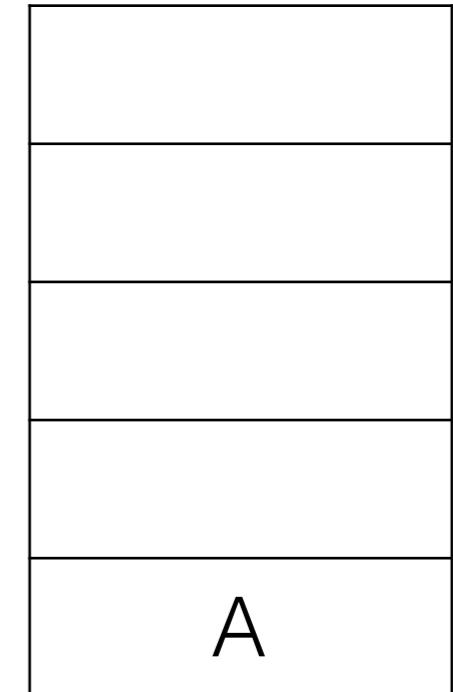


```
#ifdef A
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#endif
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3+X;
```

Macro
Table

Conditional
Stack



Macro Expansion PC

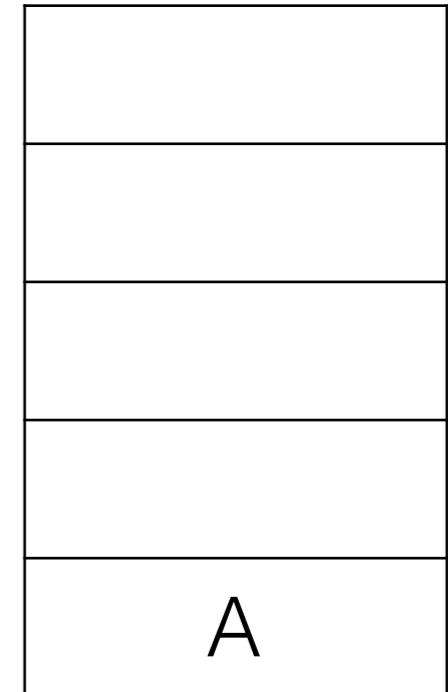
First.. Variability-aware Lexing

```
#ifdef A
    #define X 4
#else
    #ifdef B
        #define X 4+6
    #else
        #define X 6
    #endif
#endif

3+X;
```

Macro
Table

Conditional
Stack



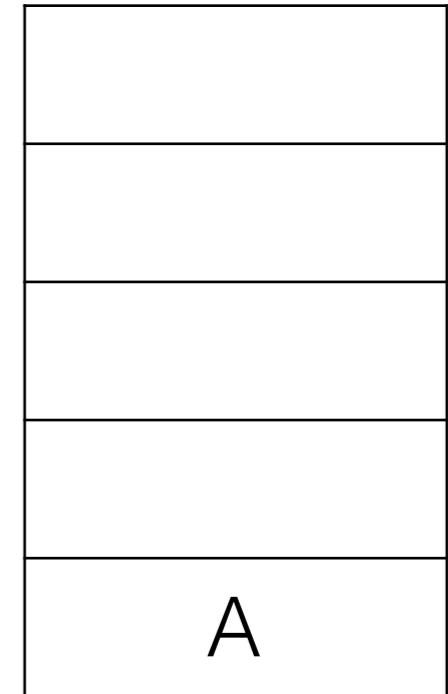
Macro Expansion PC

First.. Variability-aware Lexing

```
#ifdef A
    #define X 4
#else
    #ifdef B
        #define X 4+6
    #else
        #define X 6
    #endif
#endif
3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

X 4 A

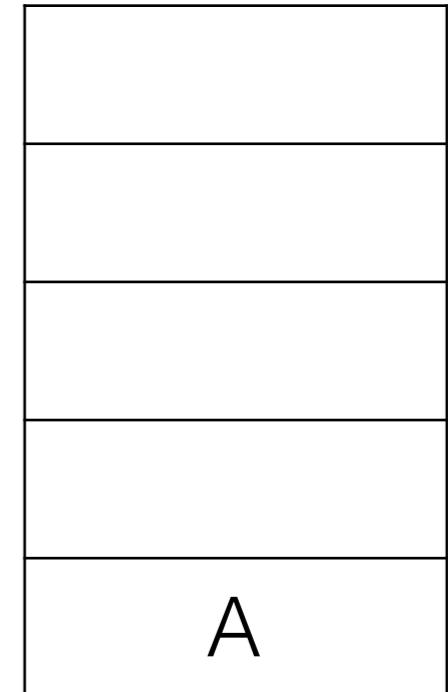
First.. Variability-aware Lexing

```
#ifdef A
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#else
#define X 6
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#endif

3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

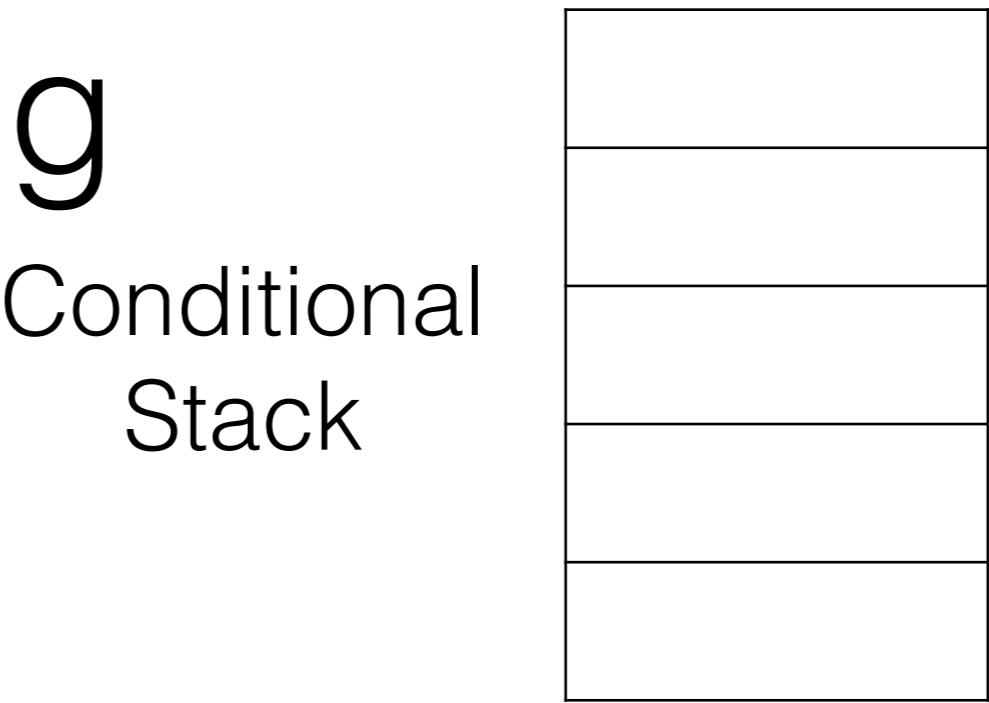
X 4 A

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#ifdef A  
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```

Macro Table

Macro	Expansion	PC
X	4	A



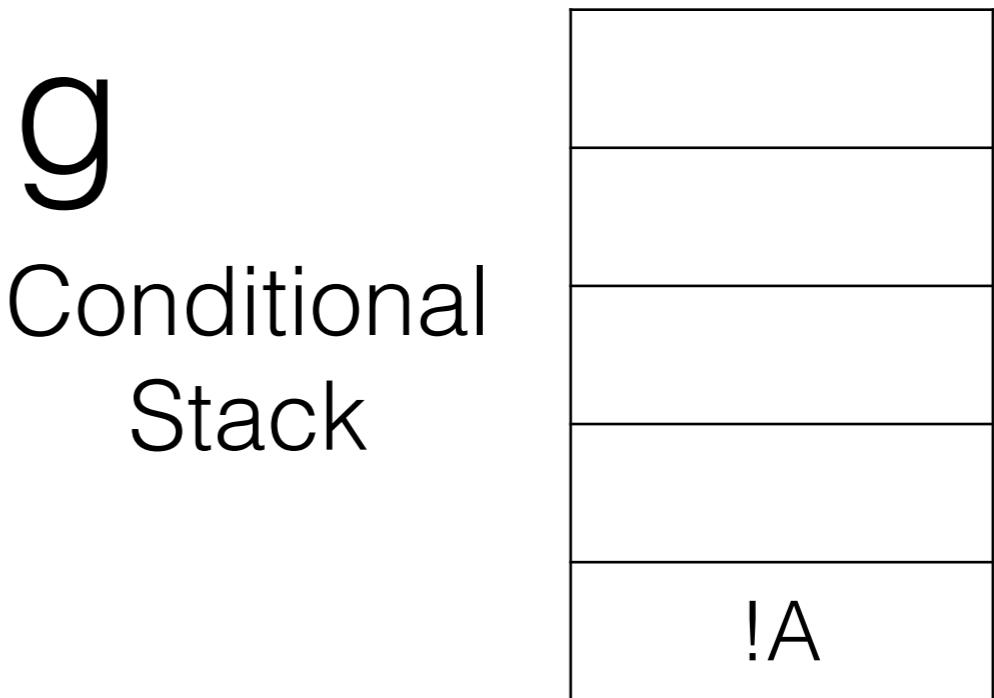
First.. Variability-aware Lexing

```
#ifdef A
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#define X 4+6
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#endif

3+X;
```

Macro Table

Macro	Expansion	PC
X	4	A

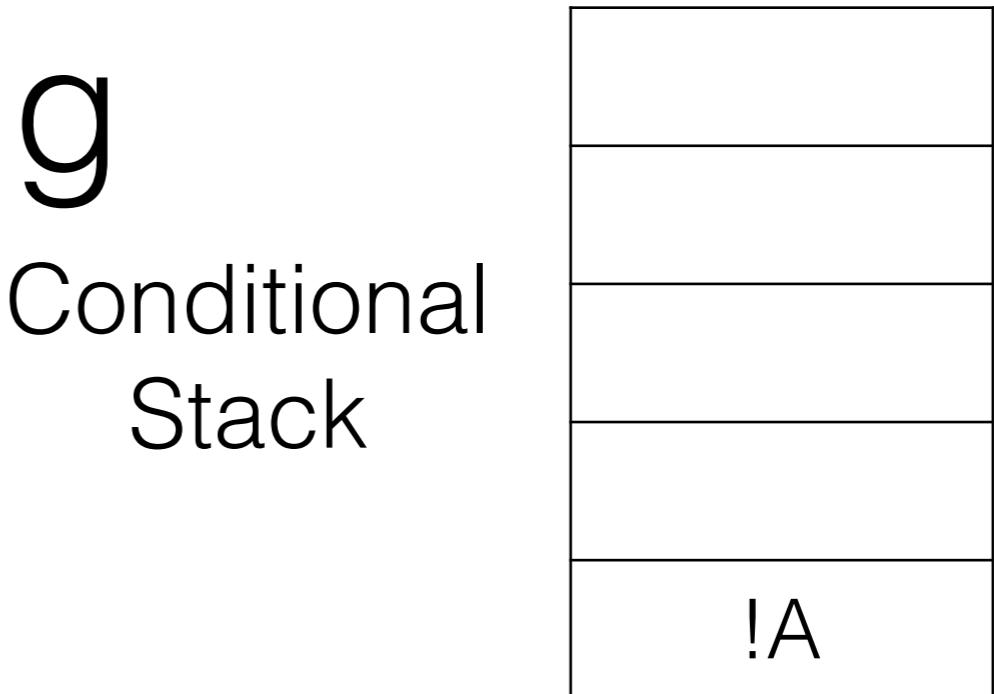


First.. Variability-aware Lexing

```
#ifdef A  
    #define X 4  
#else  
    #ifdef B  
        #define X 4+6  
    #else  
        #define X 6  
    #endif  
#endif  
  
3+X;
```

Macro Table

Macro	Expansion	PC
X	4	A

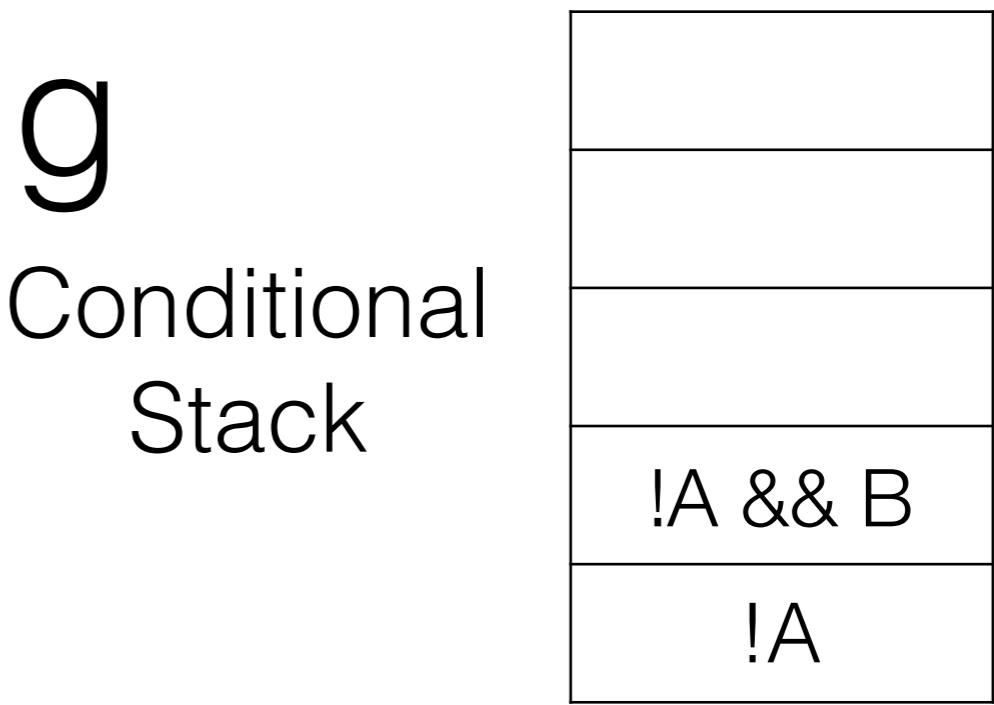


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#ifdef A  
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    #else  
        #define X 6  
    #endif  
#endif  
  
3+X;
```

Macro Table

Macro	Expansion	PC
X	4	A

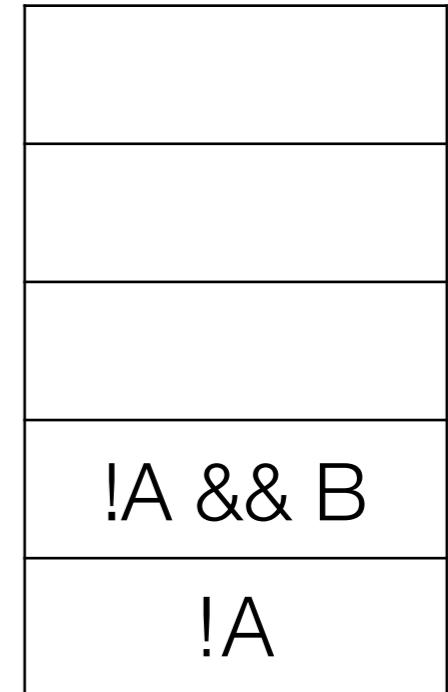


First.. Variability-aware Lexing

```
#ifdef A  
    #define X 4  
#else  
    #ifdef B  
        #define X 4+6  
    #else  
        #define X 6  
    #endif  
#endif  
  
3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

X

4

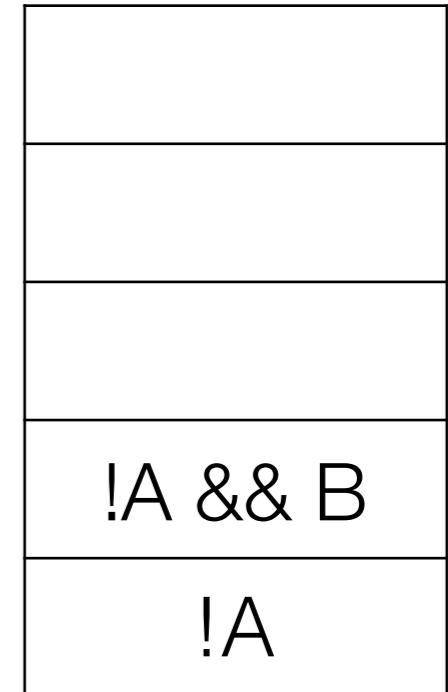
A

First.. Variability-aware Lexing

```
#ifdef A  
    #define X 4  
#else  
    #ifdef B  
        #define X 4+6  
    #else  
        #define X 6  
    #endif  
#endif  
  
3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

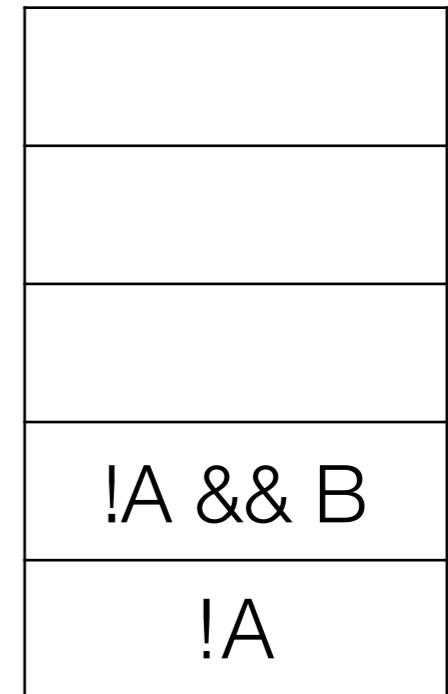
Macro	Expansion	PC
X	4	A
X	4 + 6	!A && B

First.. Variability-aware Lexing

```
#ifdef A  
    #define X 4  
#else  
    #ifdef B  
        #define X 4+6  
    #else  
        #define X 6  
    #endif  
#endif  
  
3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

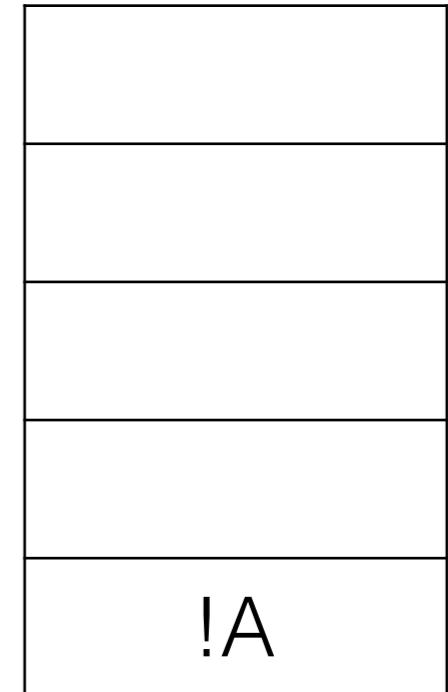
Macro	Expansion	PC
X	4	A
X	4 + 6	!A && B

First.. Variability-aware Lexing

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#ifdef A  
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Macro Table

Conditional Stack



Macro Expansion PC

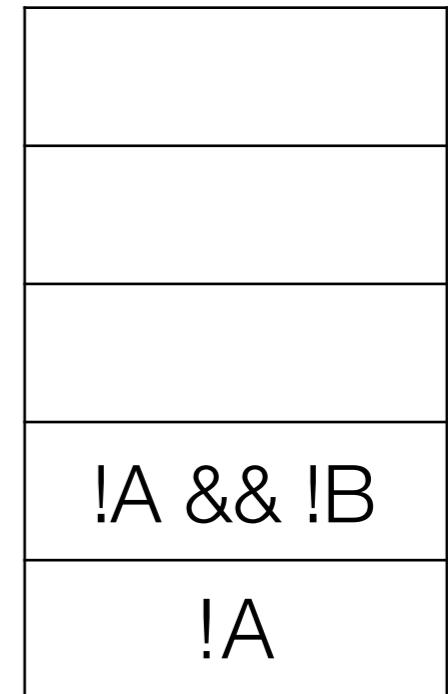
Macro	Expansion	PC
X	4	A
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        #define X 6  
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```

Macro Table

Conditional Stack



Macro Expansion PC

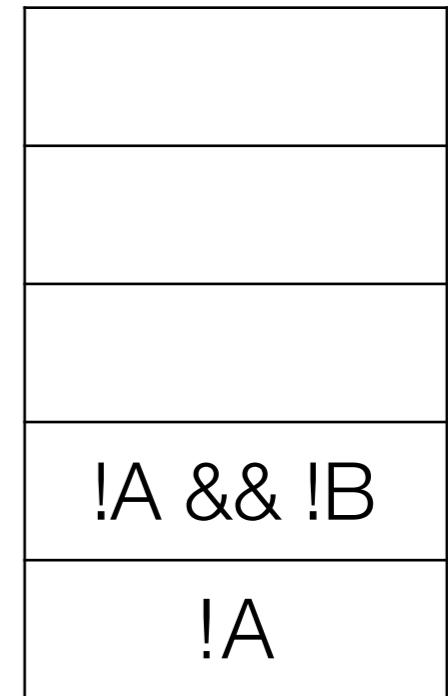
Macro	Expansion	PC
X	4	A
X	4 + 6	!A && B

First.. Variability-aware Lexing

```
#ifdef A  
    #define X 4  
#else  
    #ifdef B  
        #define X 4+6  
    #else  
        #define X 6  
    #endif  
#endif  
  
3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

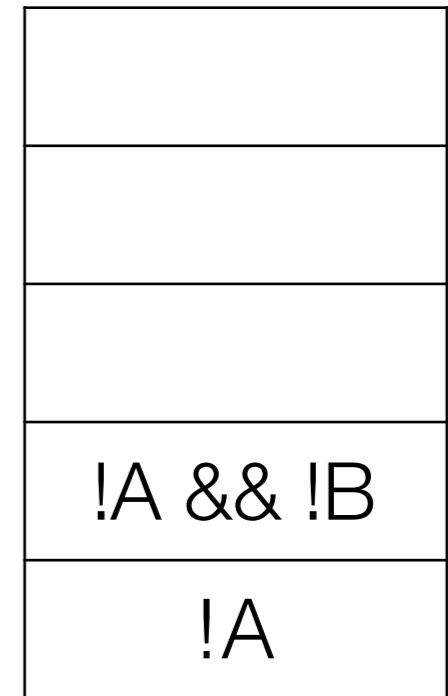
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X	4	A
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        #define X 6  
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#endif  
  
3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

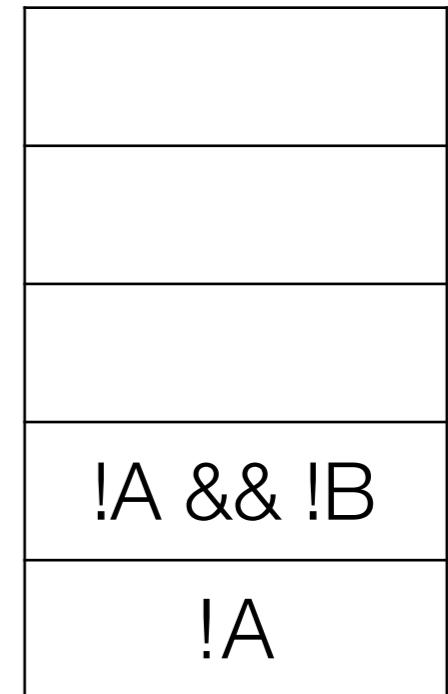
X	4	A
X	4 + 6	!A && B
X	6	!A && !B

First.. Variability-aware Lexing

```
#ifdef A  
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```

Macro Table

Conditional Stack



Macro Expansion PC

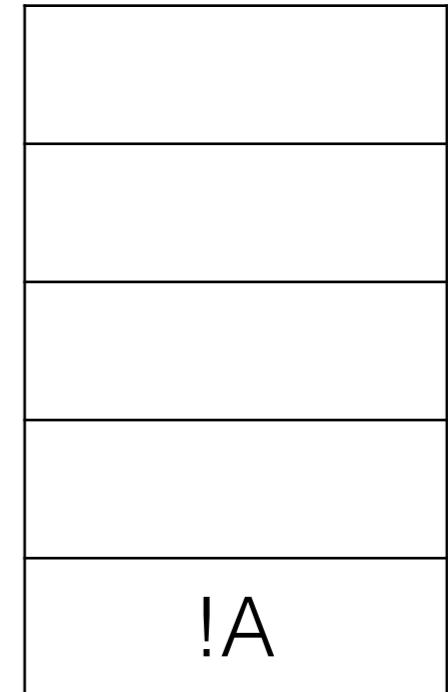
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3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

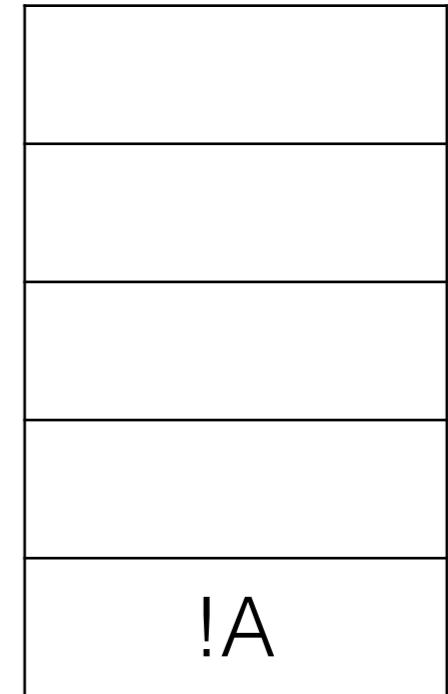
X	4	A
X	4 + 6	!A && B
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Macro Table

Conditional
Stack



Macro Expansion PC

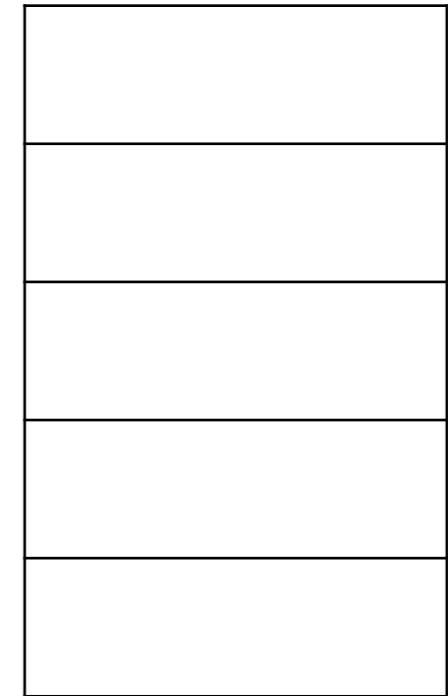
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Macro Table

Conditional Stack



Macro Expansion PC

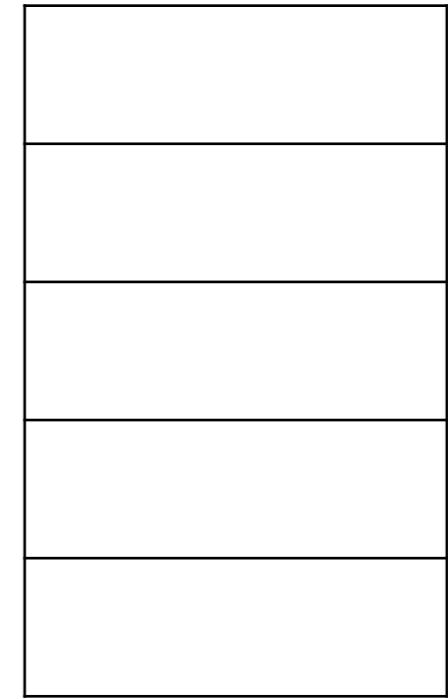
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X	4 + 6	!A && B
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First.. Variability-aware Lexing

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#ifdef A  
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    #ifdef B  
        #define X 4+6  
    #else  
        #define X 6  
    #endif  
#endif  
  
3+X;
```

Macro Table

Conditional Stack



Macro Expansion PC

X 4 A

X 4 + 6 !A && B

X 6 !A && !B

(3 + 4_A (¬A) 4_{¬A^B} +_{¬A^B} 6_{¬A})_{¬A})

```
#ifdef A
    #define X 4
#else
    #ifdef B
        #define X 4+6
    #else
        #define X 6
    #endif
#endif

3+X;
```

```
#ifdef A
    #define X 4
#else
    #ifdef B
        #define X 4+6
    #else
        #define X 6
    #endif
#endif

3+X;
```



(3 + 4_A (¬A 4_{¬A^{¬B}} +_{¬A^{¬B}} 6_{¬A})_{¬A})

```

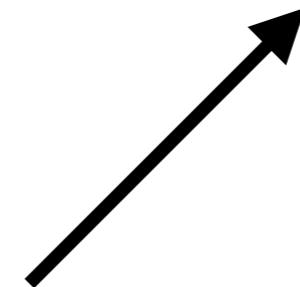
#define A
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#define X 4+6
#else
#define X 6
#endif
#endif

3+X;

```



(3 + 4_A (¬A) 4_{¬A ∧ B} +_{¬A ∧ B} 6_{¬A})_{¬A})

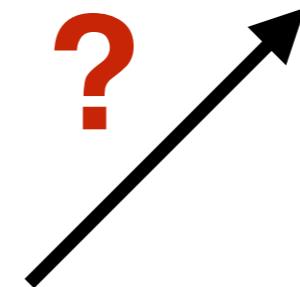


```
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    #else
        #define X 6
    #endif
#endif

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(3 + 4_A (¬A) 4_{¬A ∧ B} +_{¬A ∧ B} 6_{¬A})_{¬A})

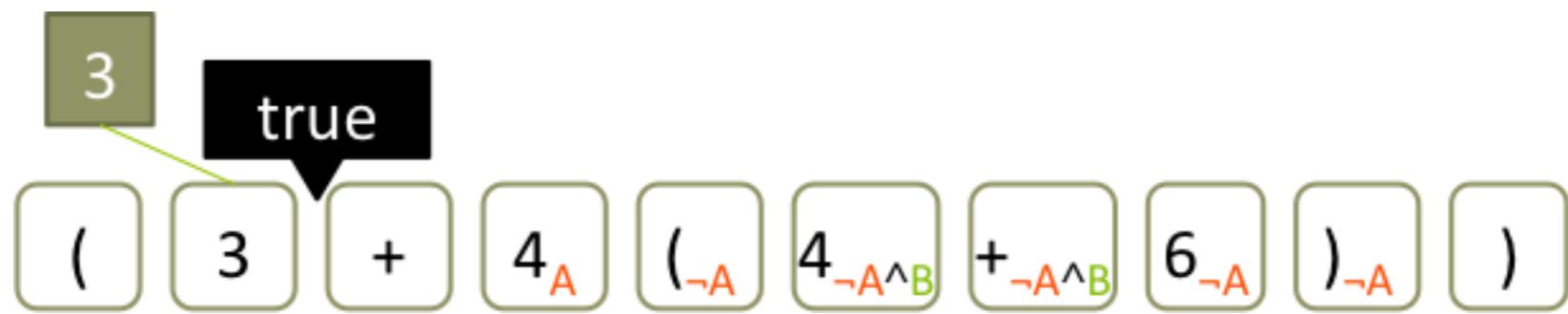


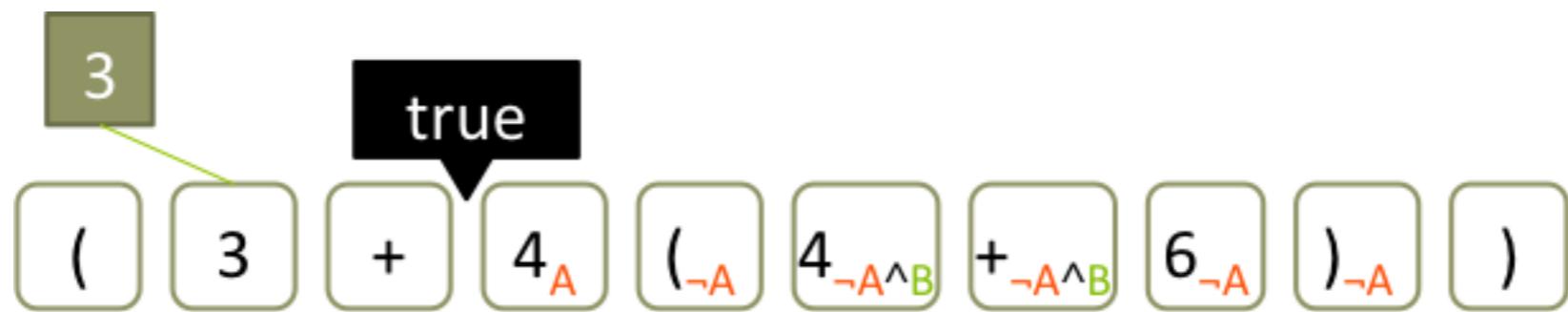
true

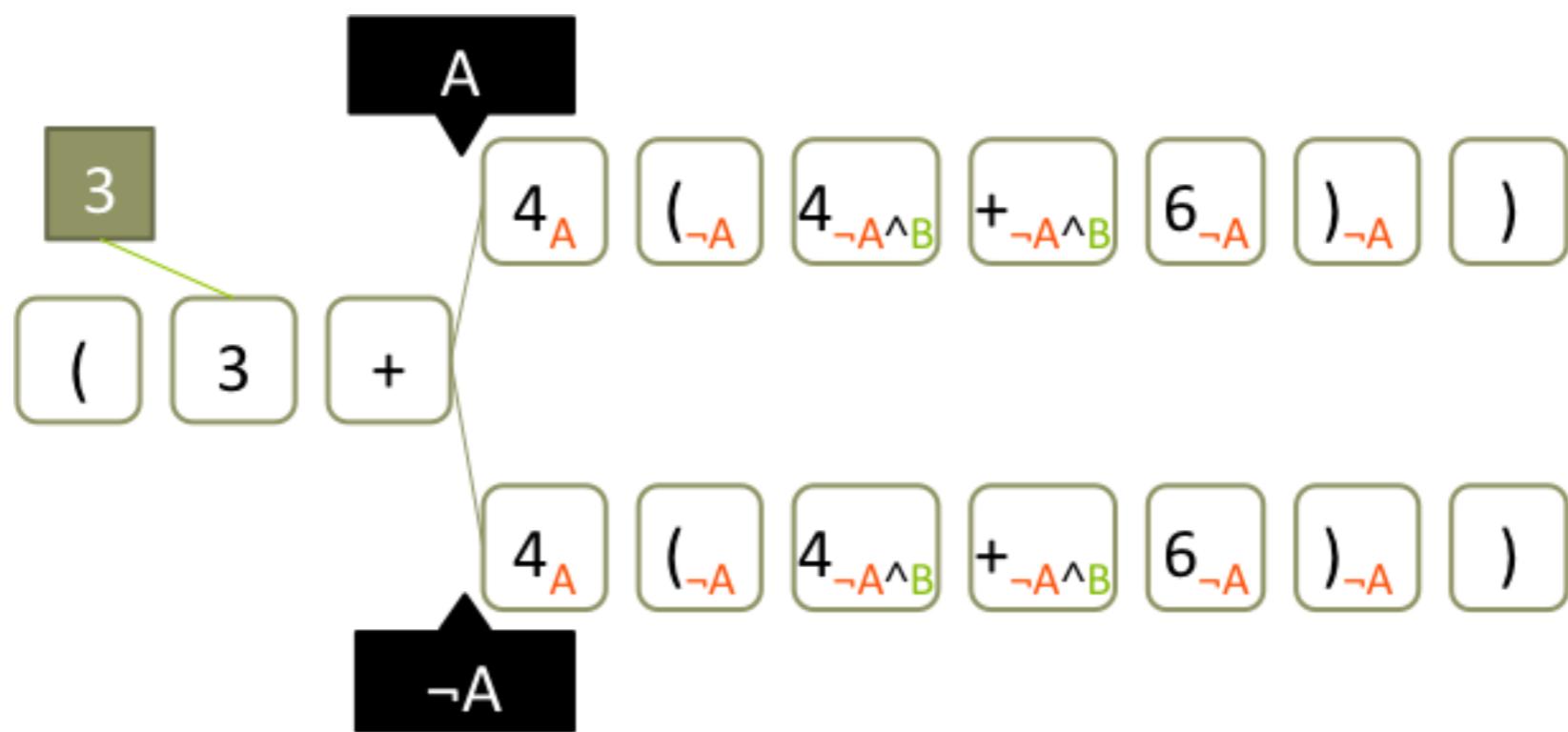
(3 + 4_A (¬A 4_{¬A^{¬B}} +_{¬A^{¬B}} 6_{¬A})_{¬A})

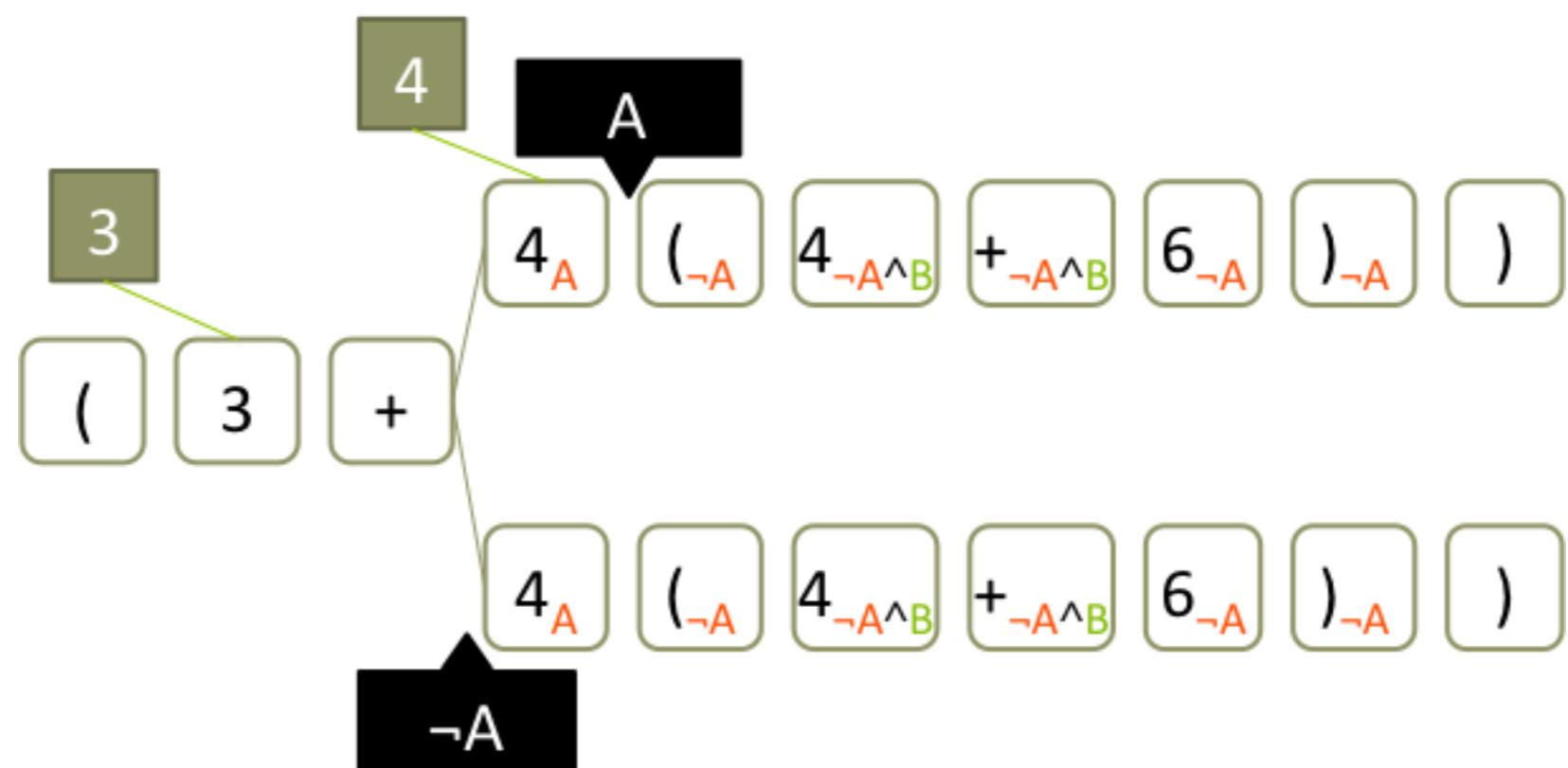
true

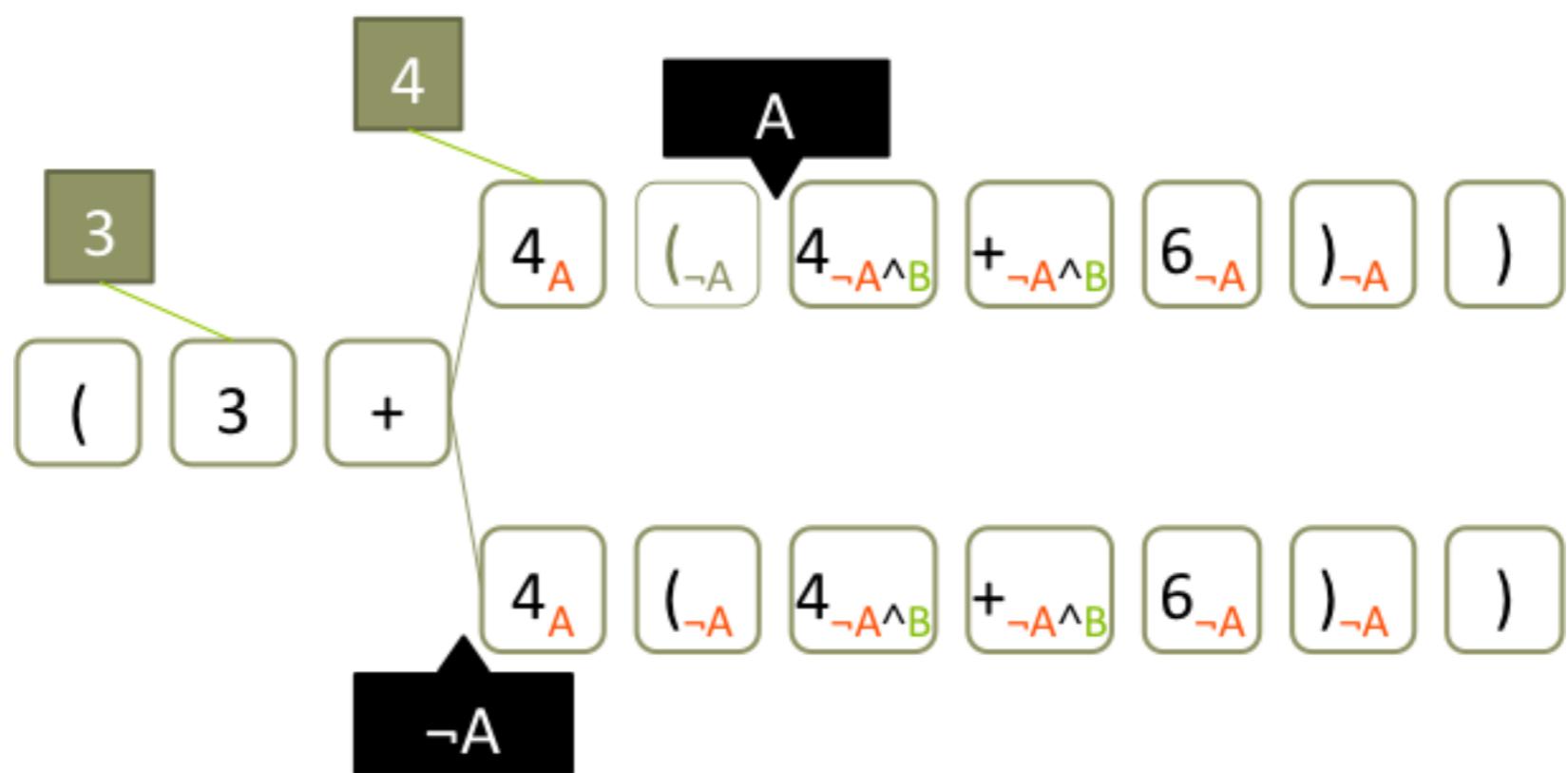
(3 + 4_A (¬A 4_{¬A^{¬B}} +_{¬A^{¬B}} 6_{¬A})_{¬A})

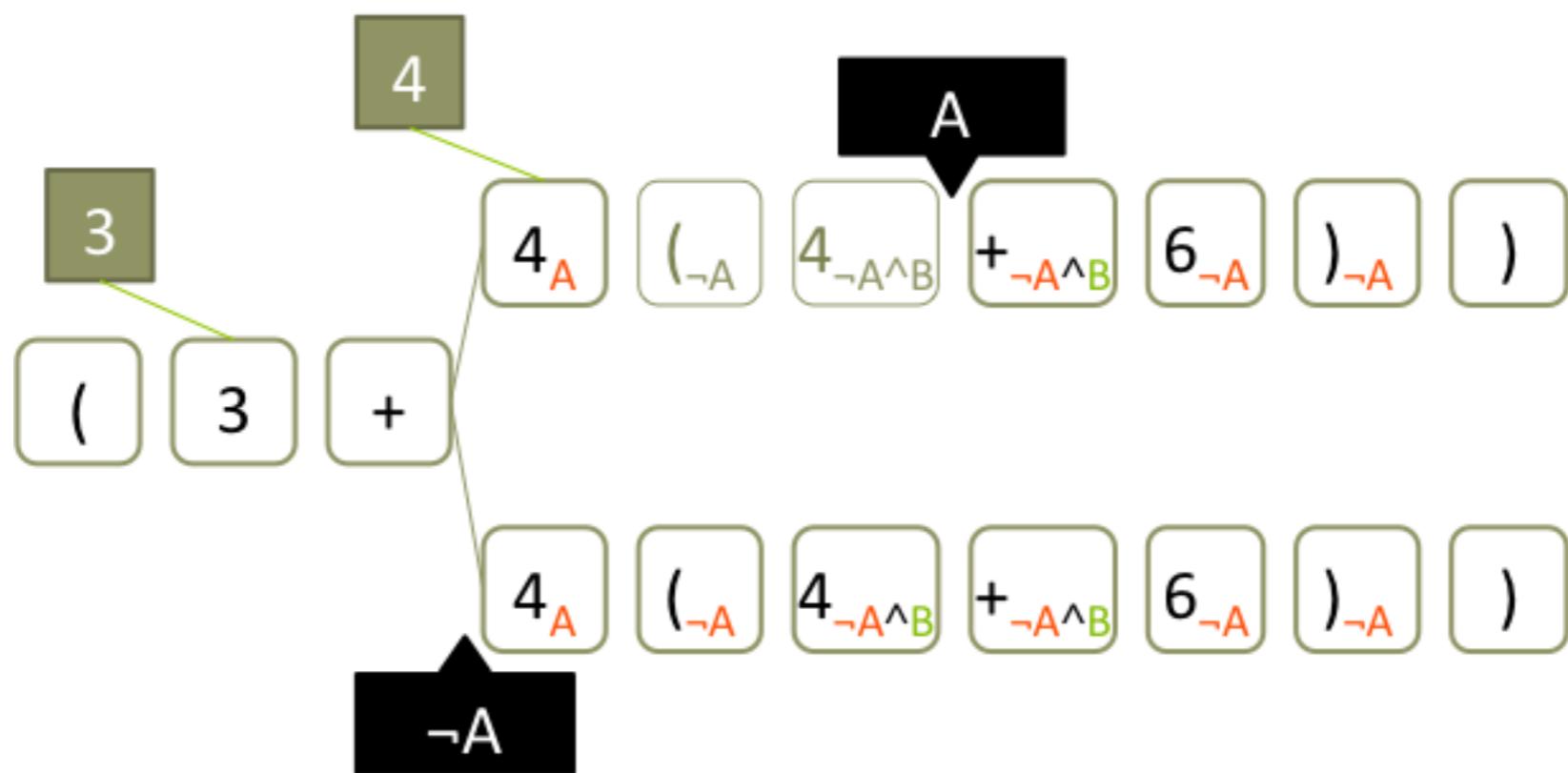


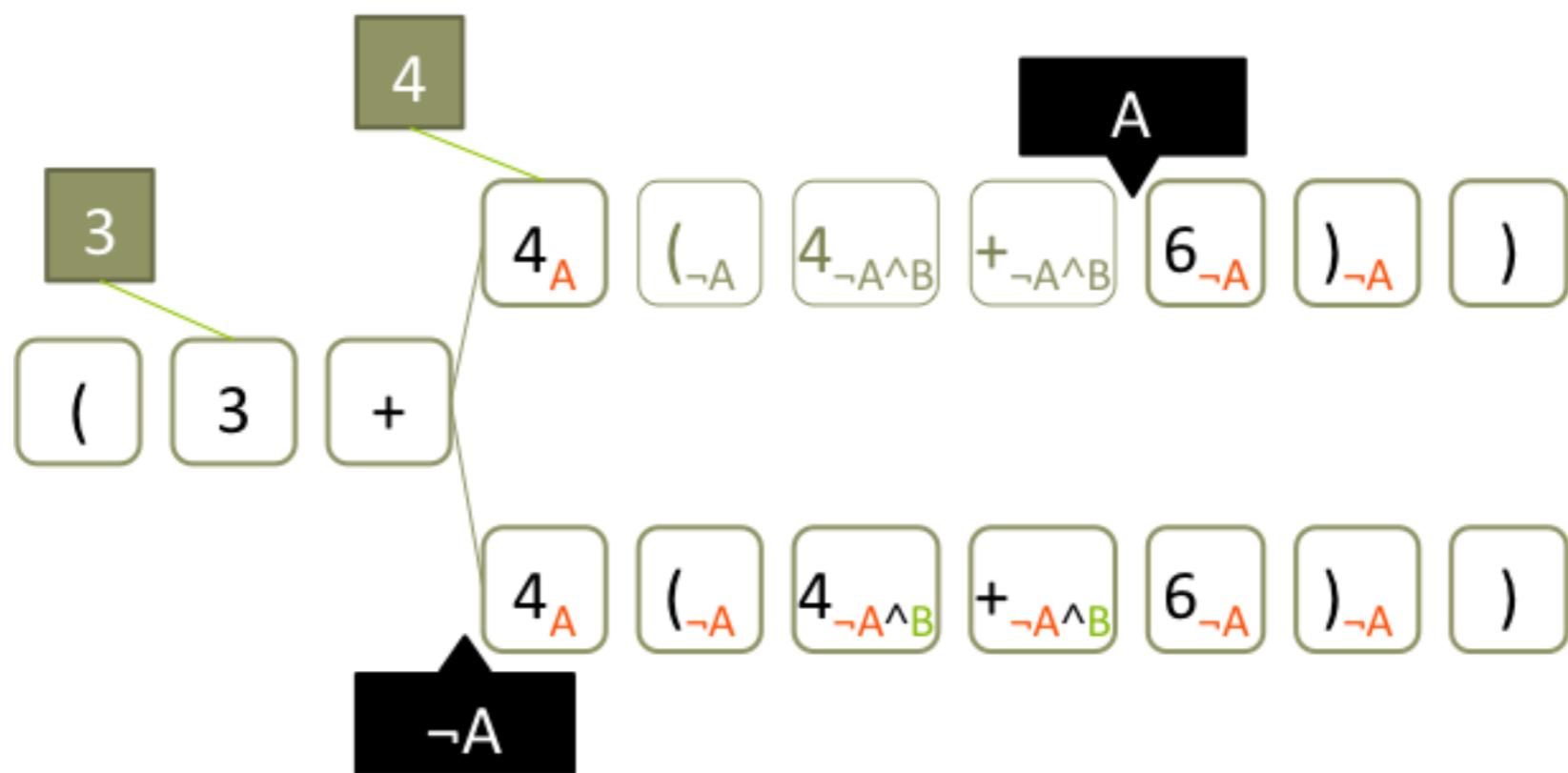


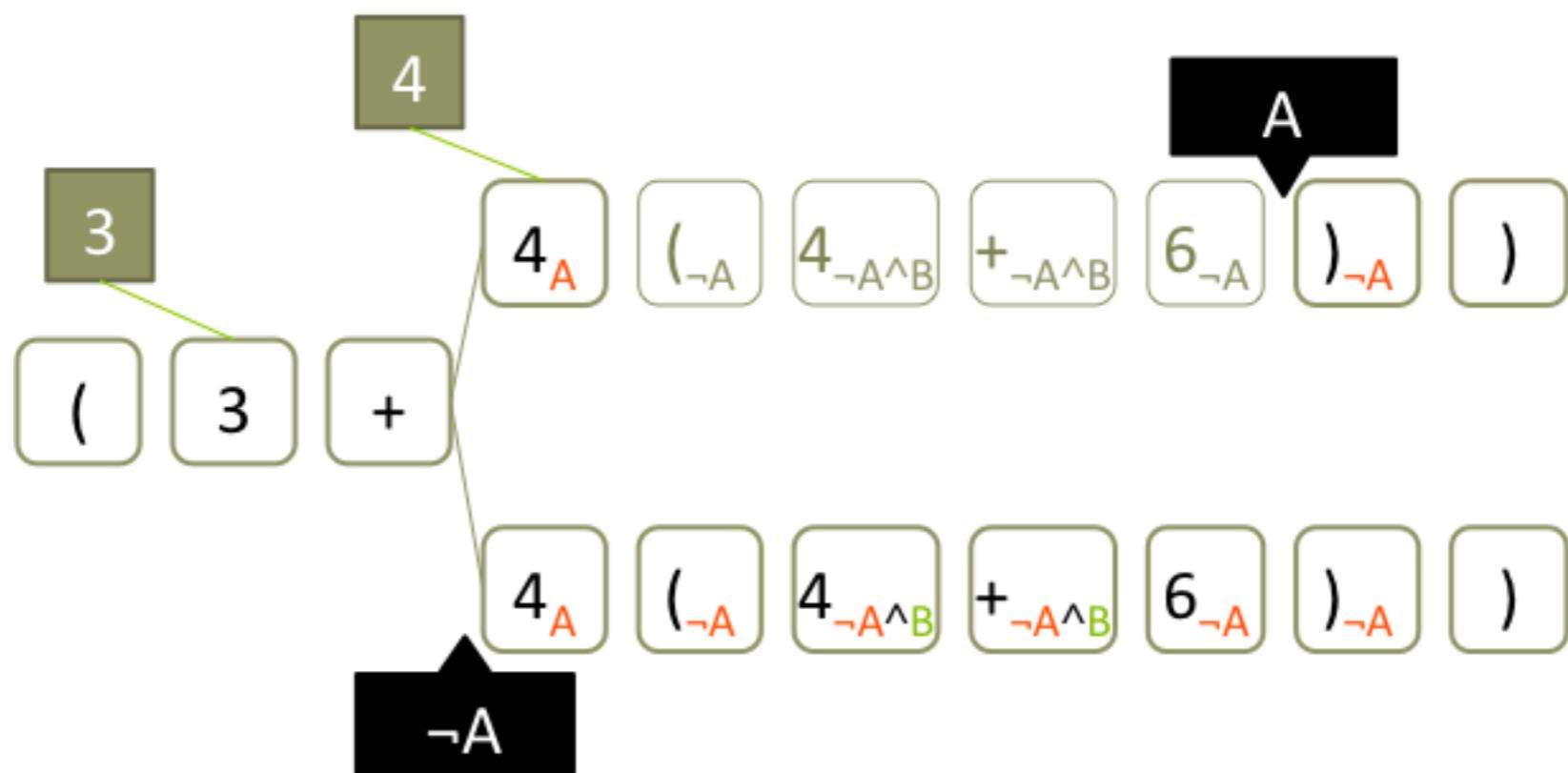


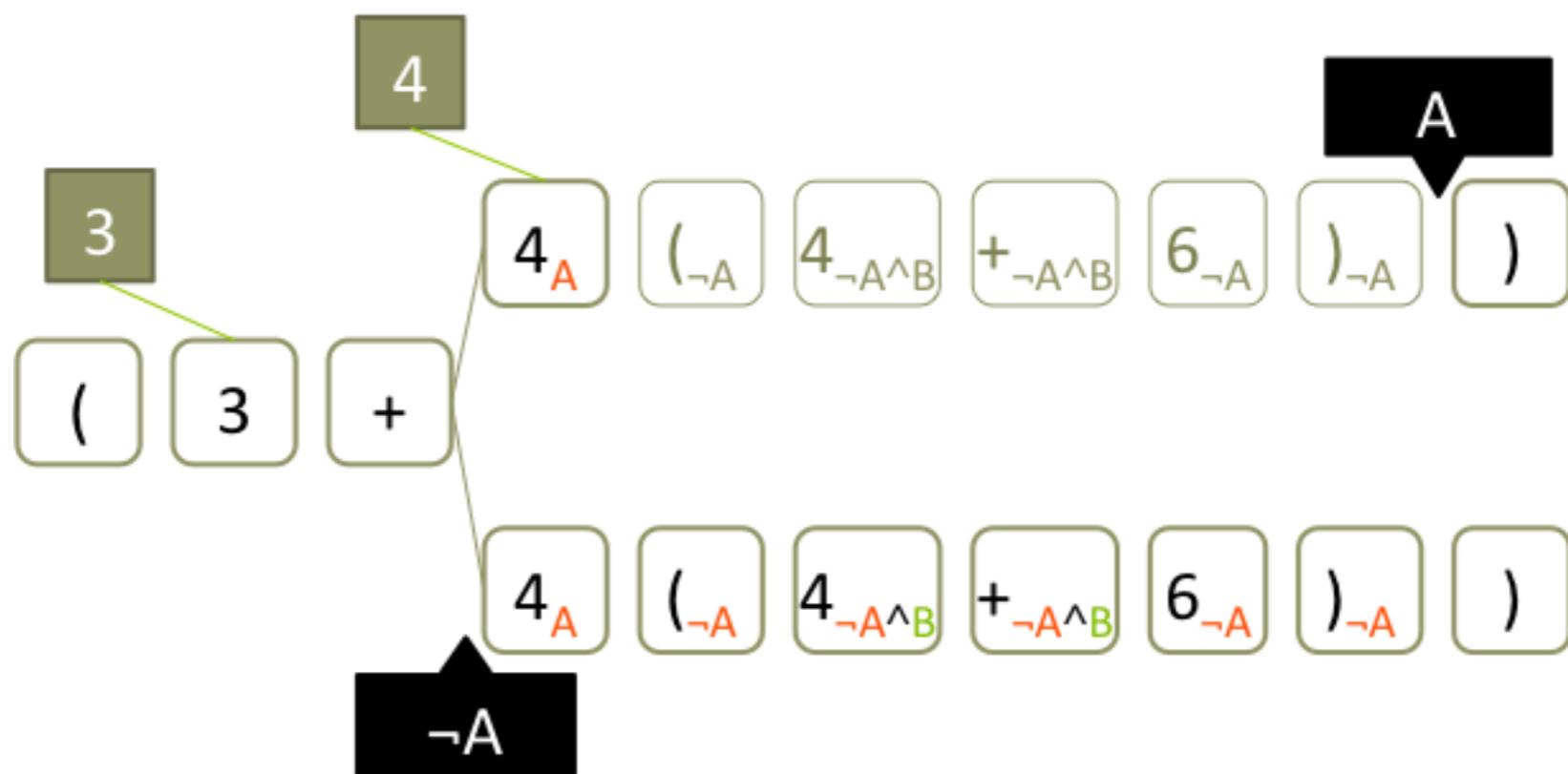


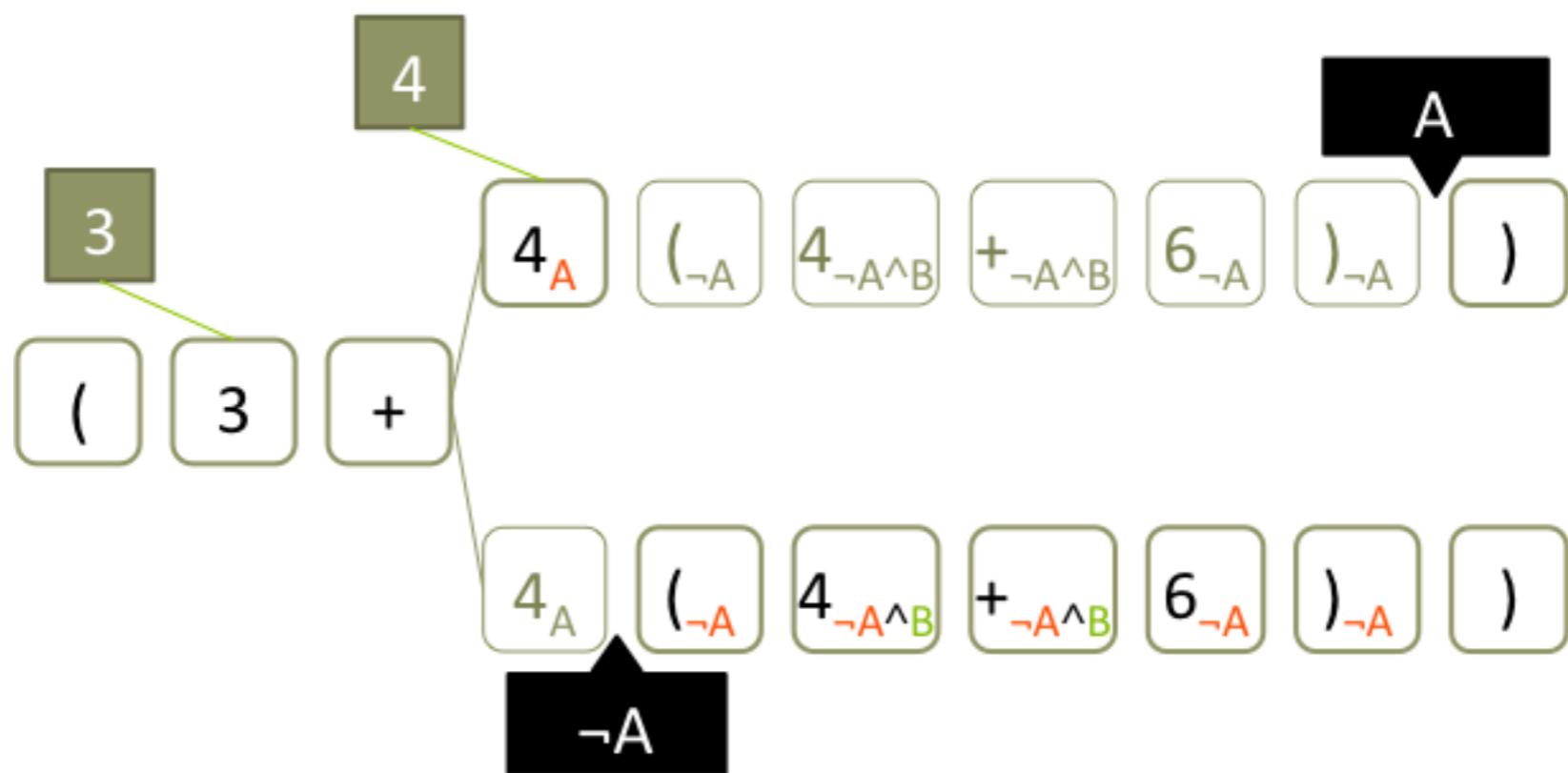


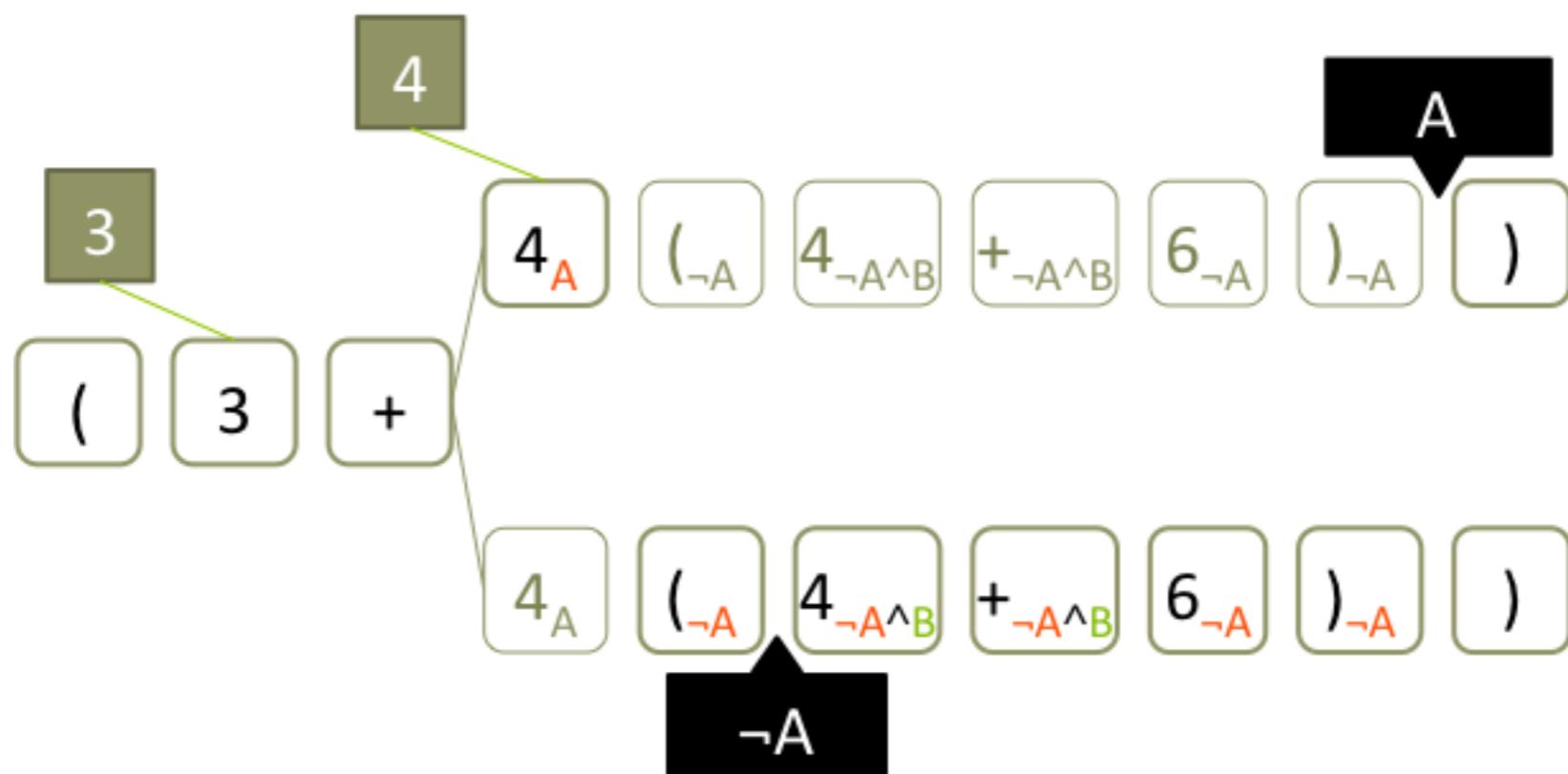


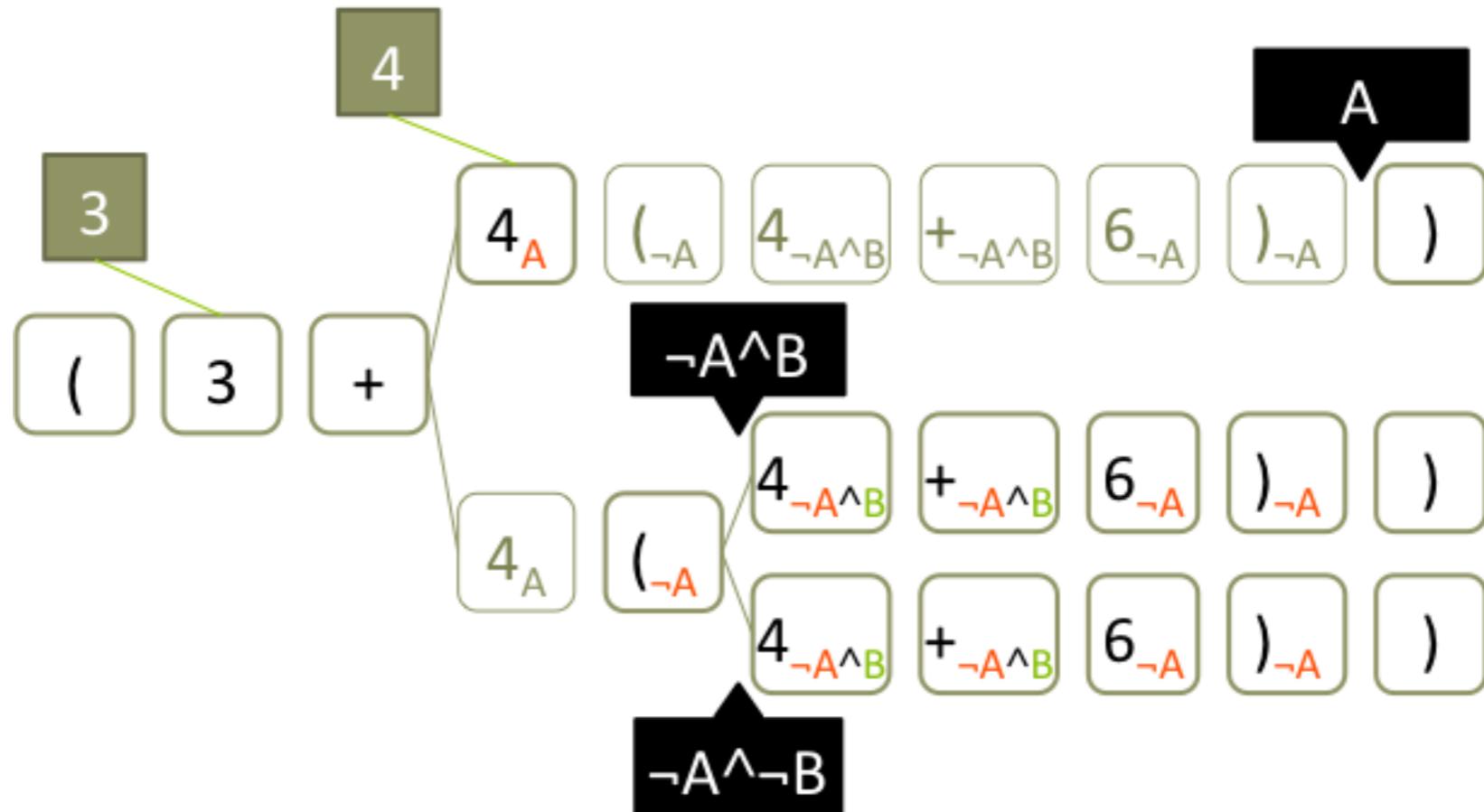


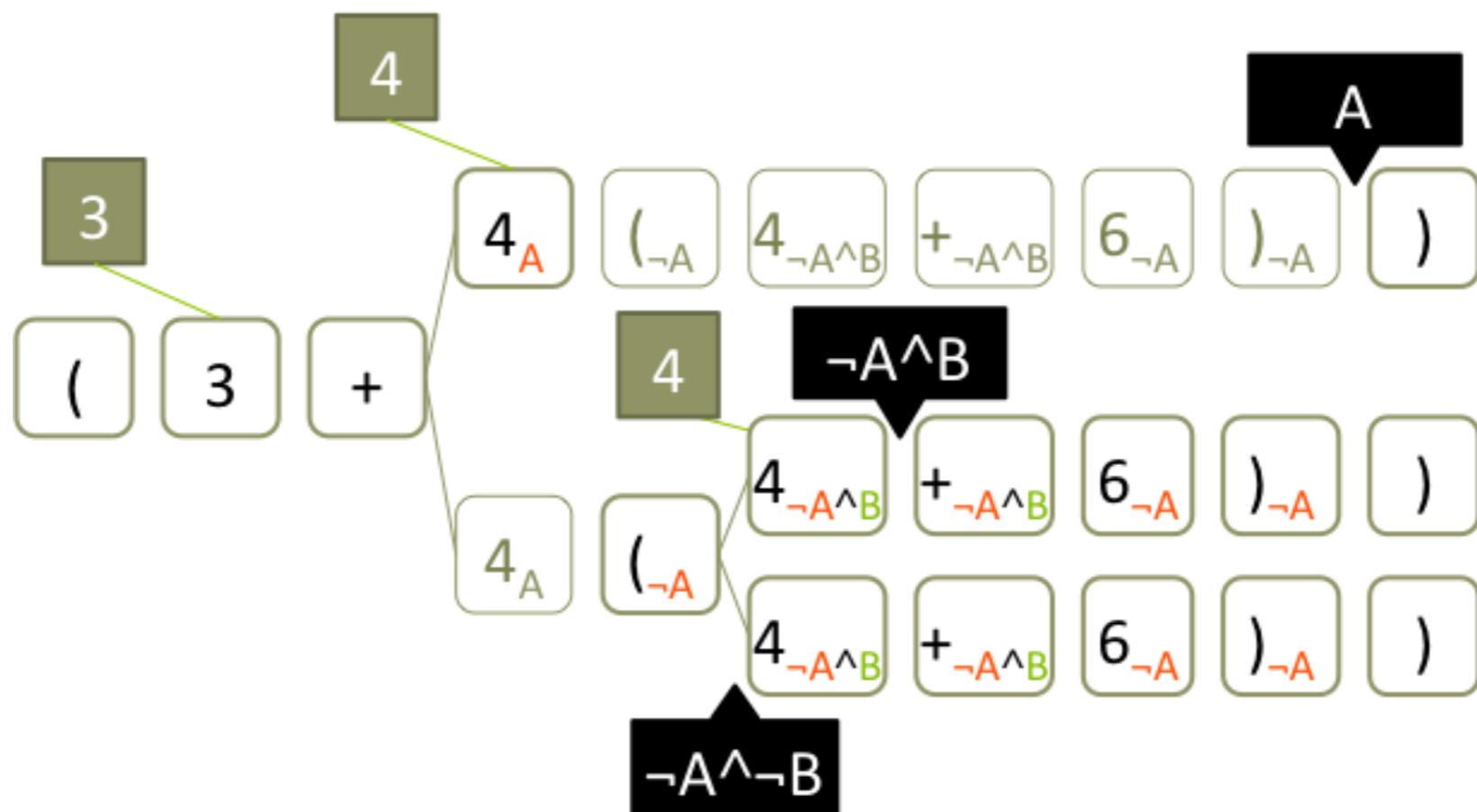


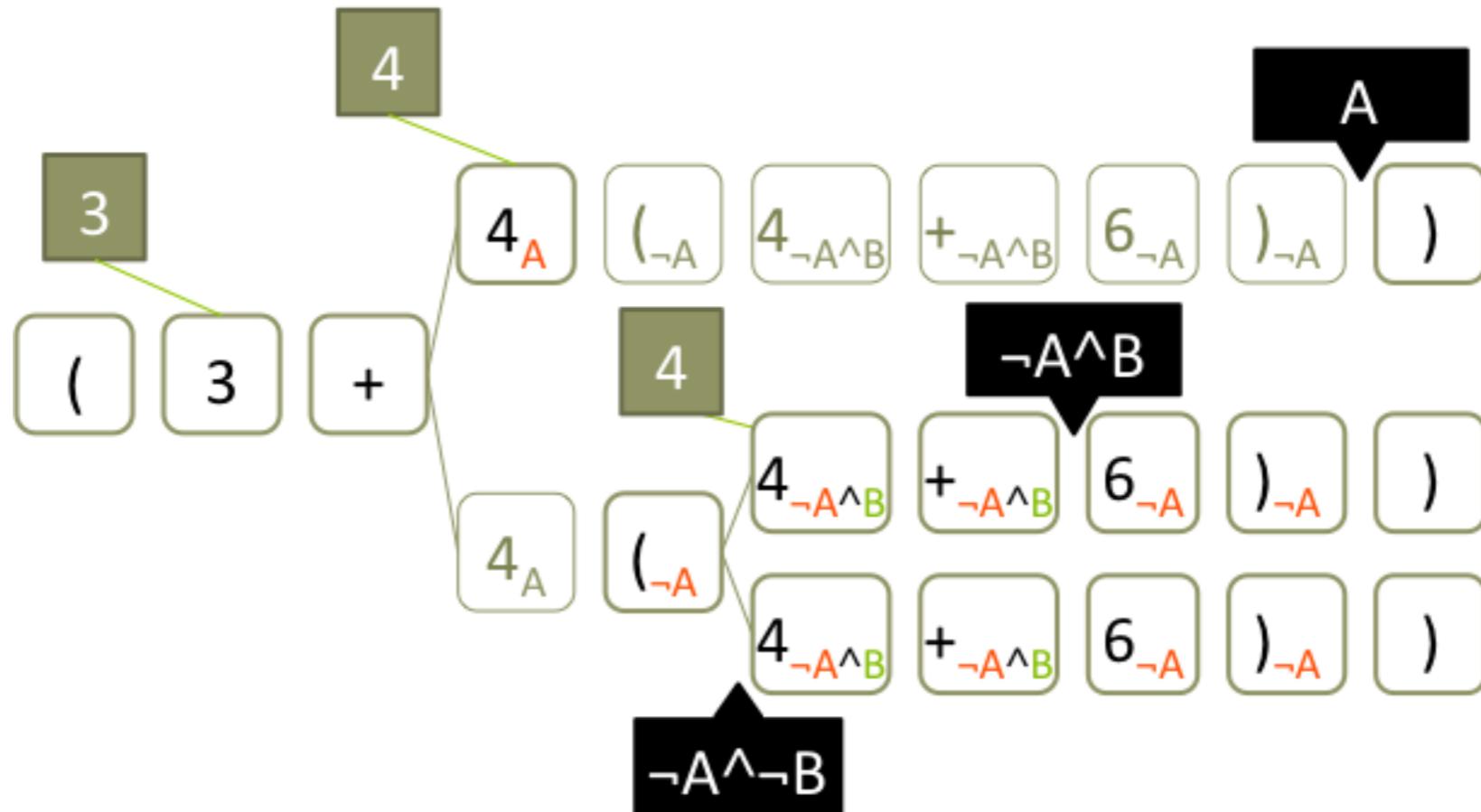


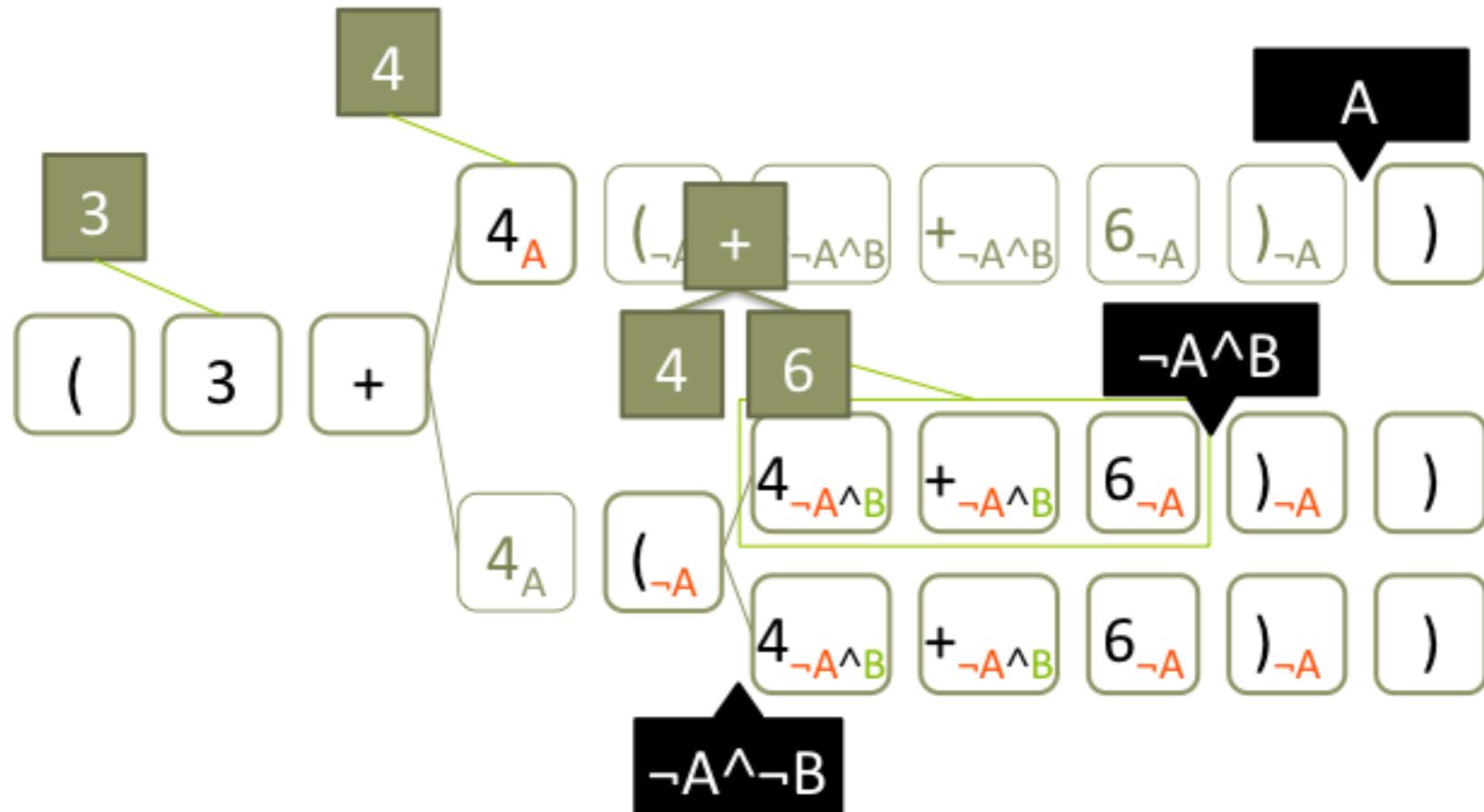


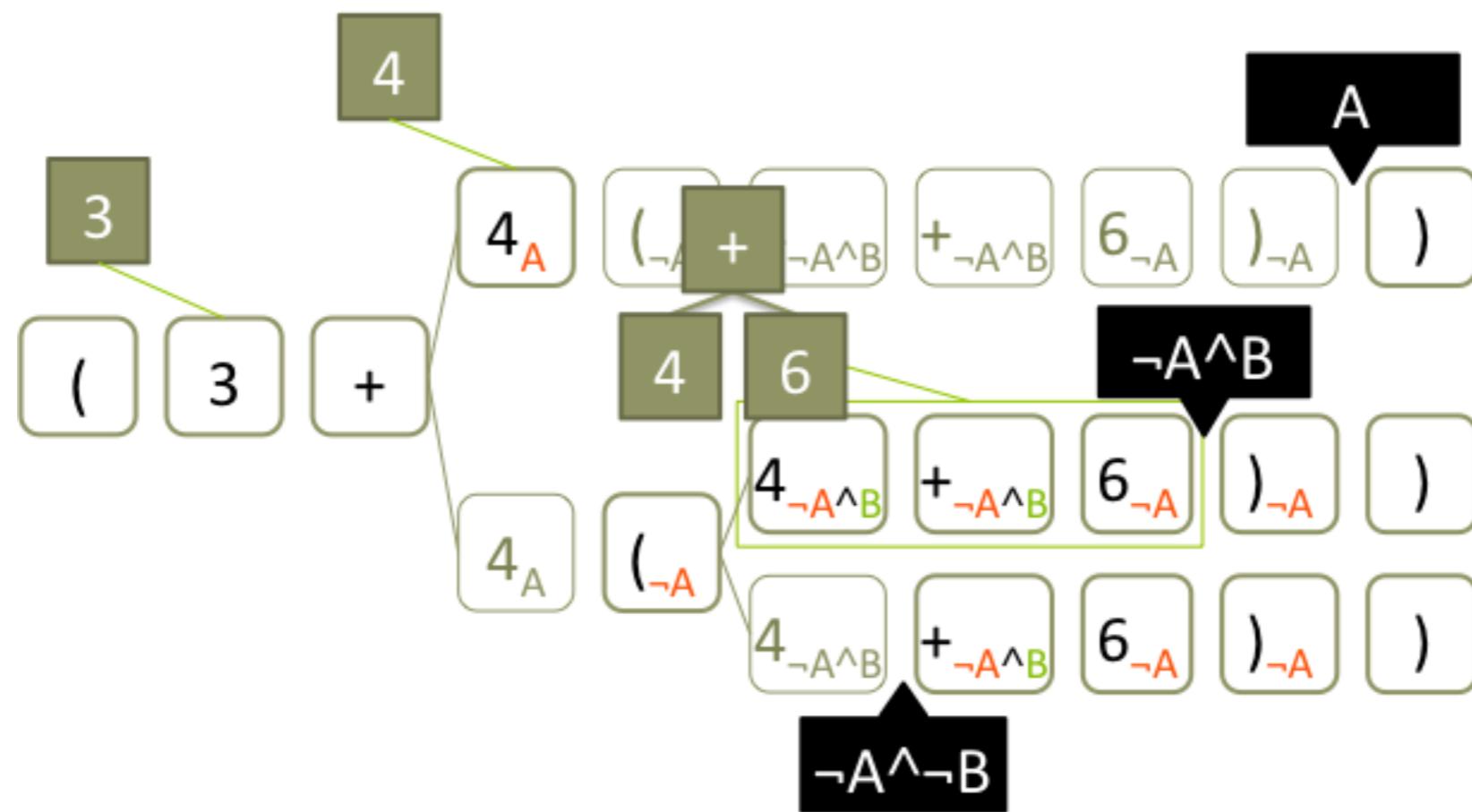


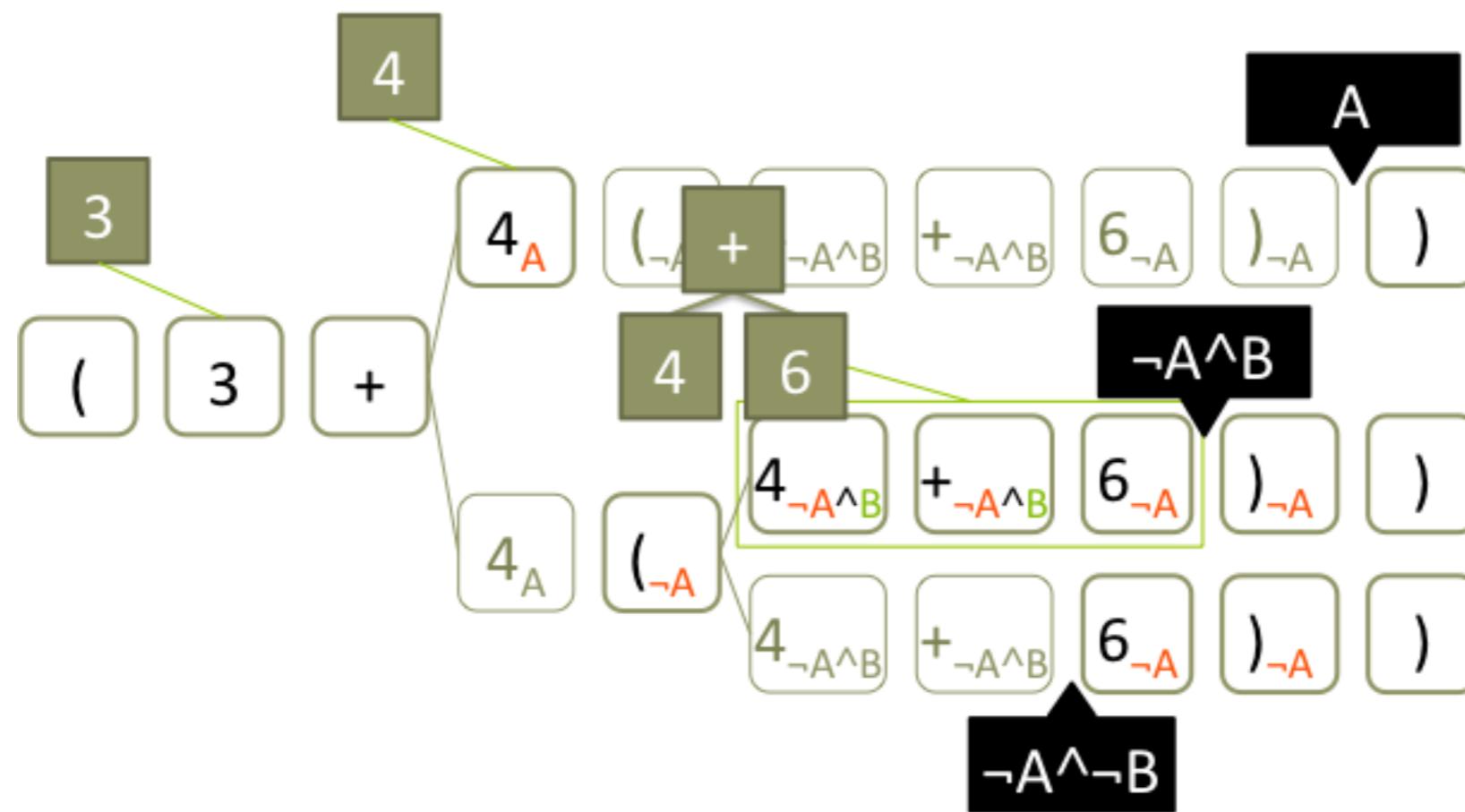


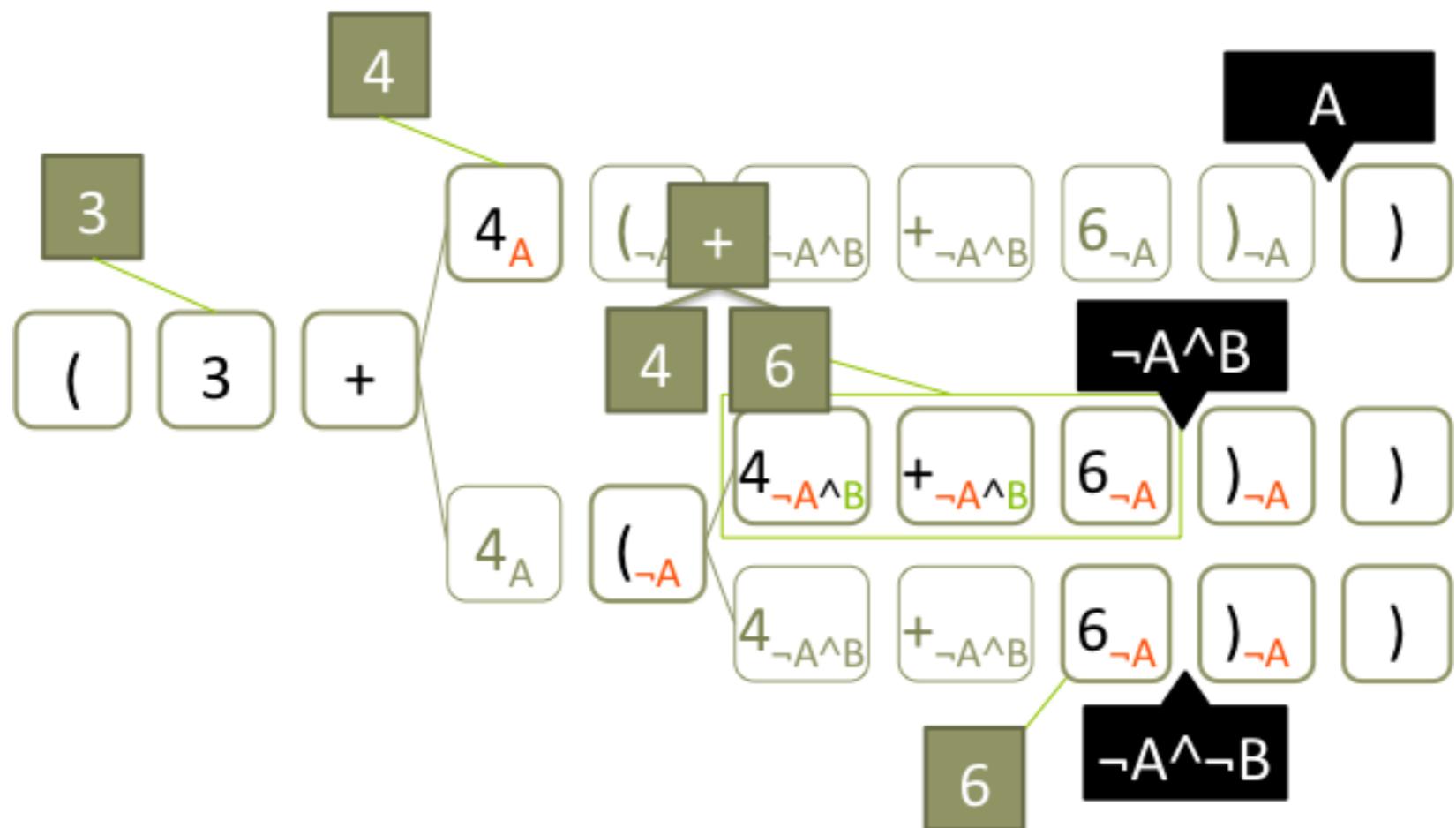


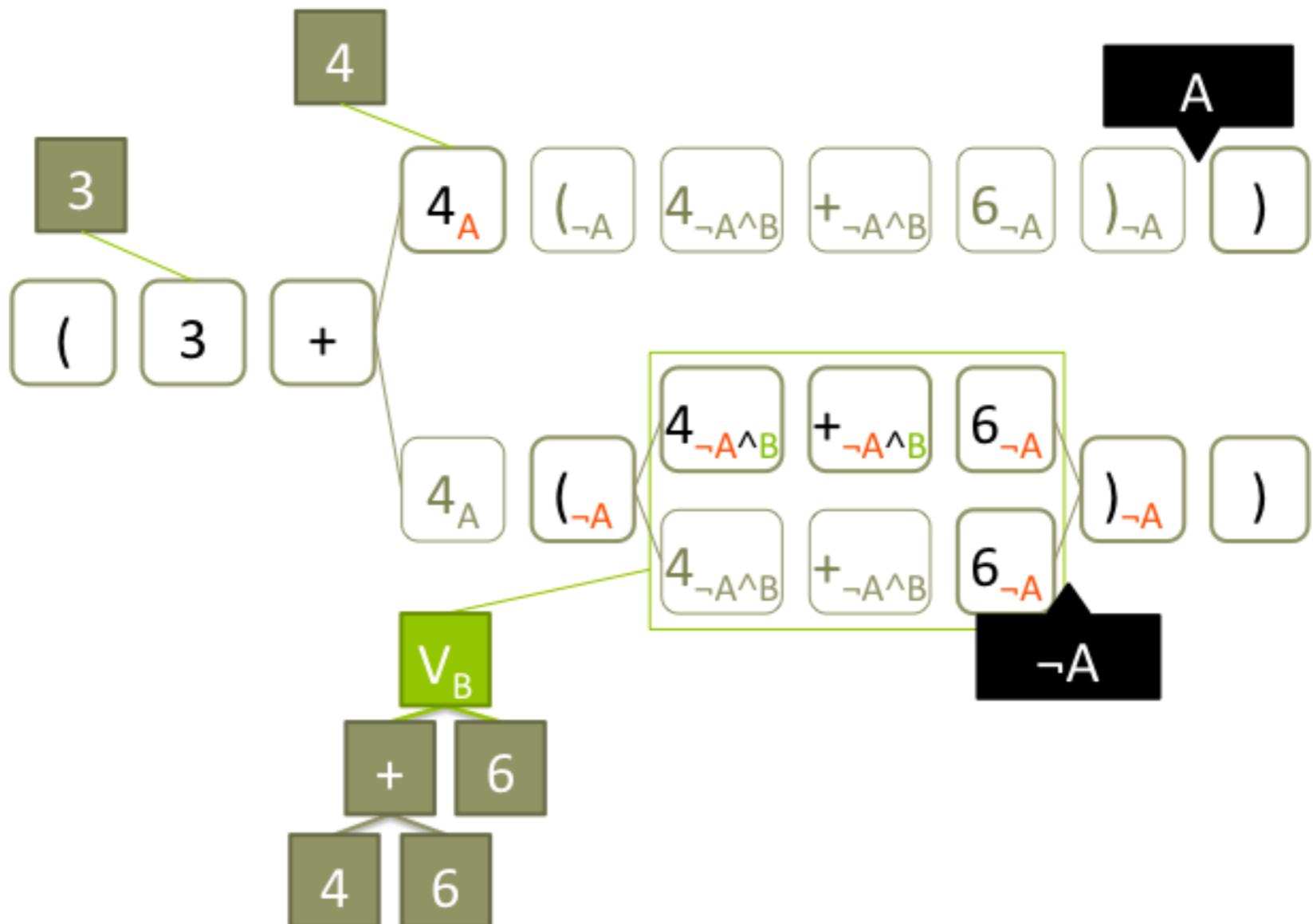


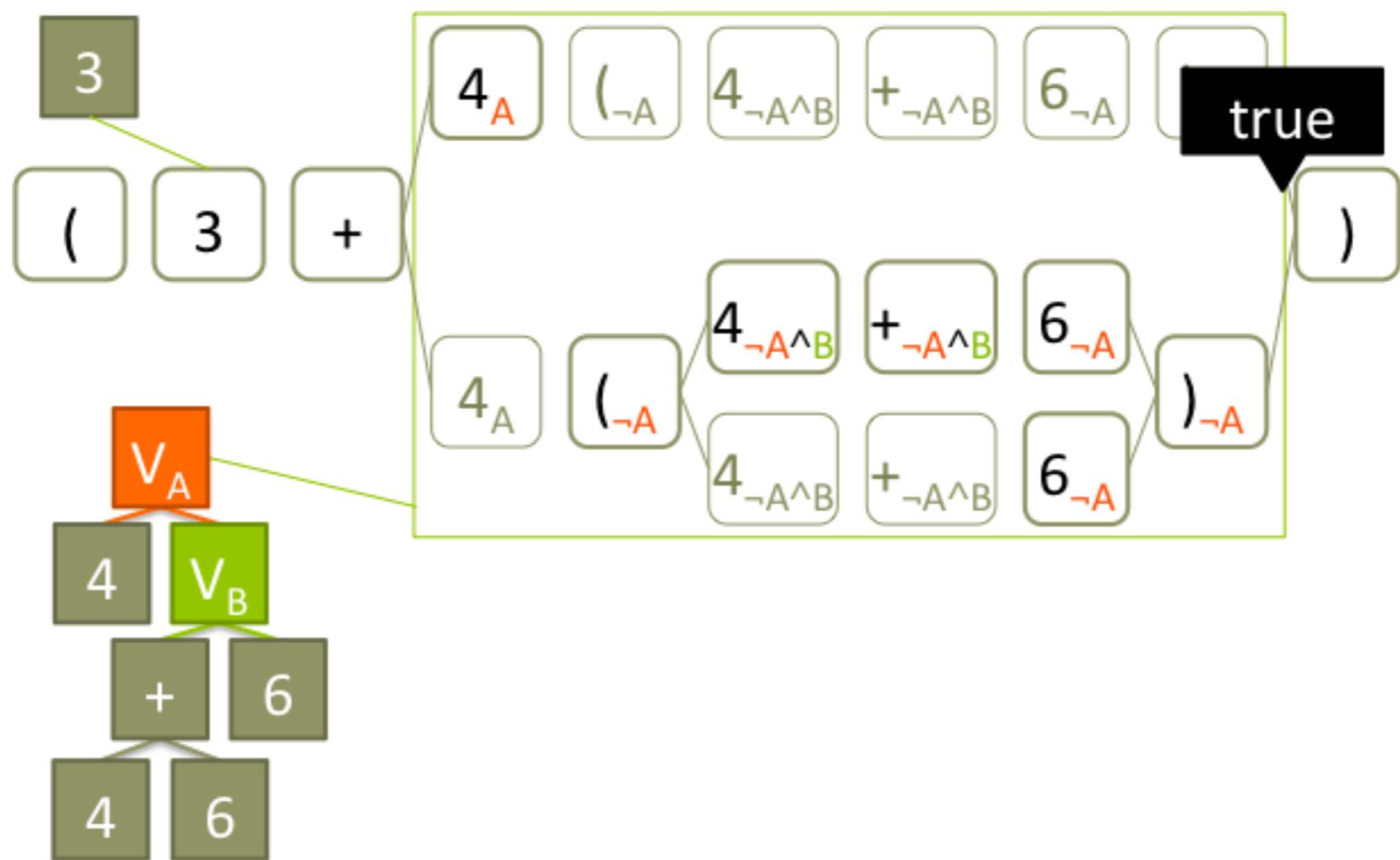


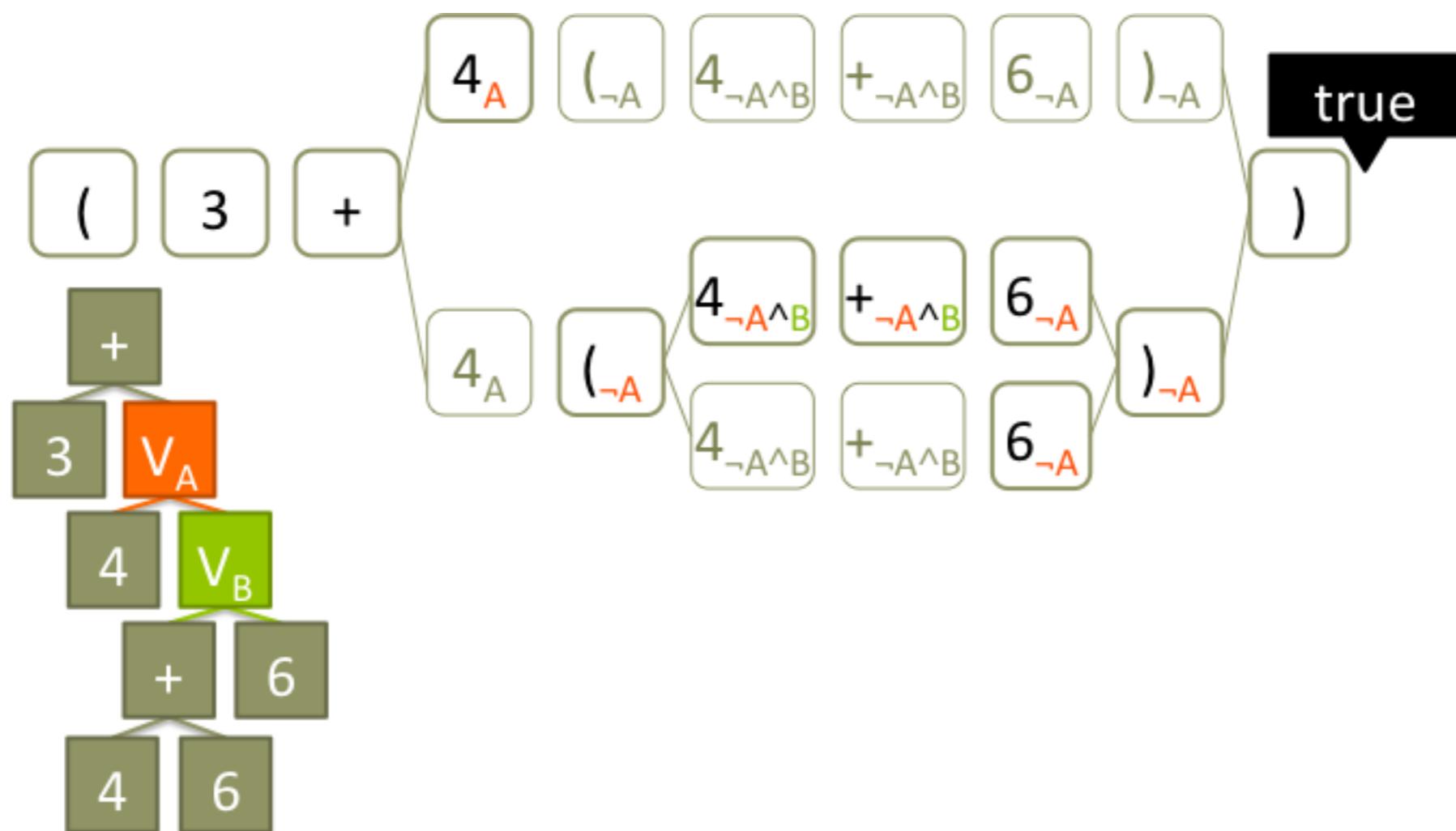


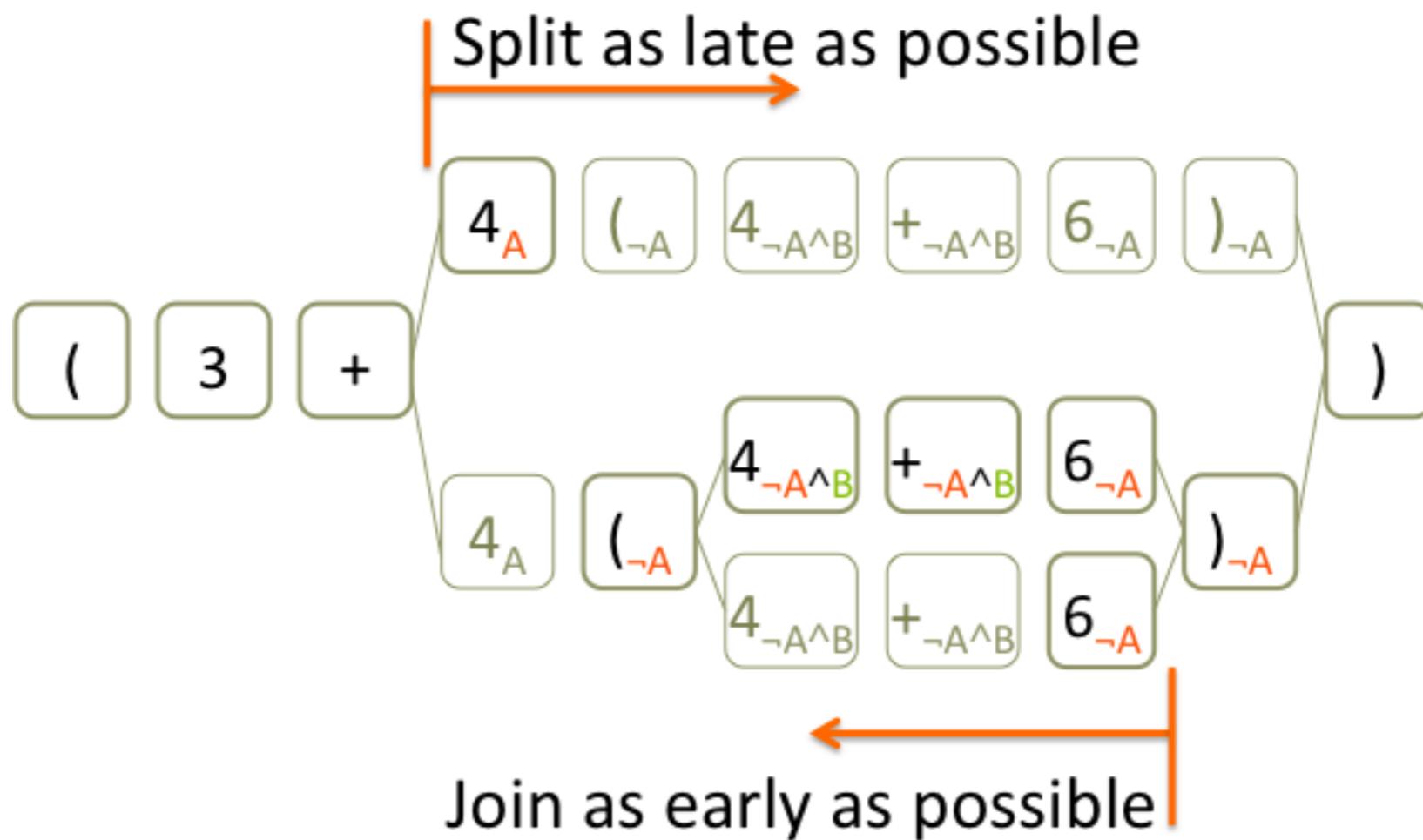












Can avoid splitting for invalid combinations,
if variability model exists

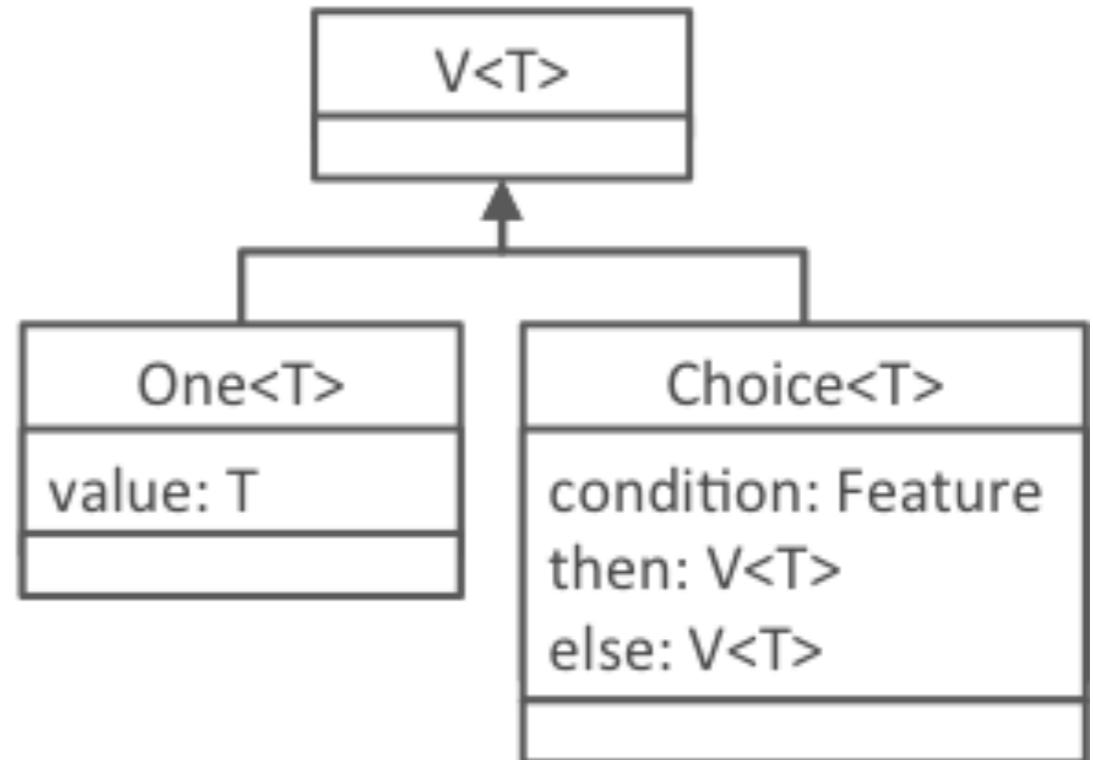
Short TypeChef Demo

Underlying Variational Data Structures

```
abstract class V[T]

case class One[T] (
    value: T
) extends V[T]

case class Choice[T] (
    condition: Feature,
    then: V[T],
    else: V[T]
) extends V[T]
```

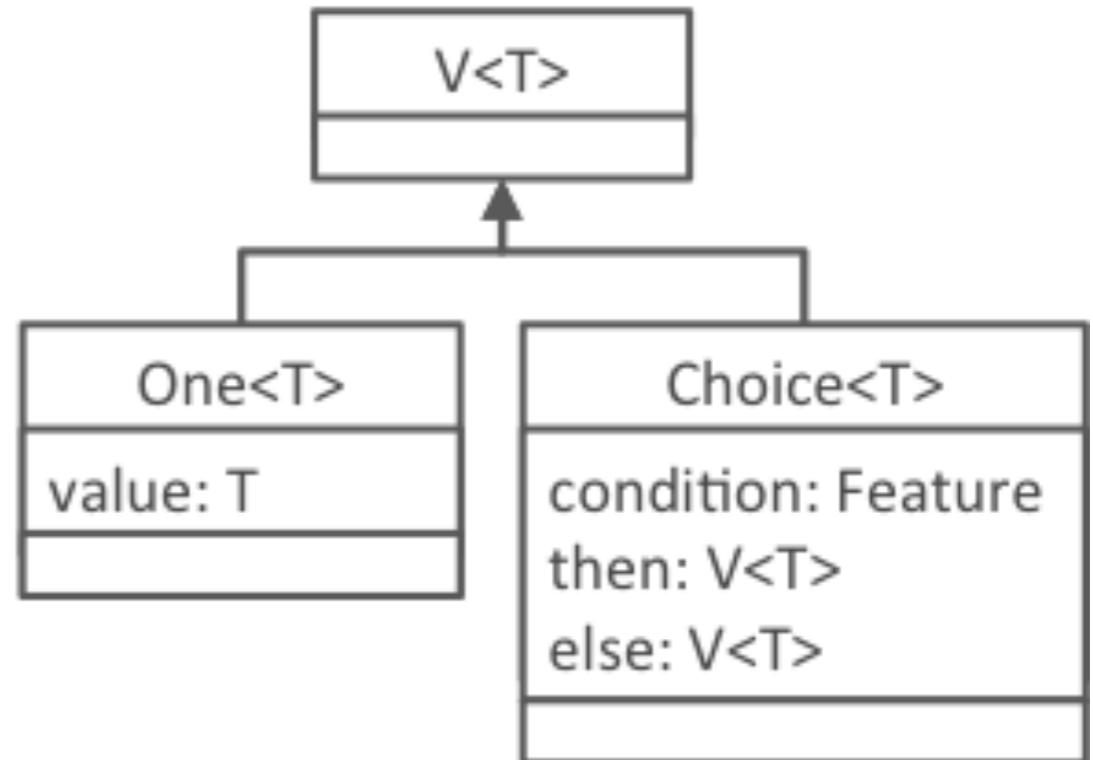


Underlying Variational Data Structures

```
abstract class V[T]

case class One[T] (
    value: T
) extends V[T]

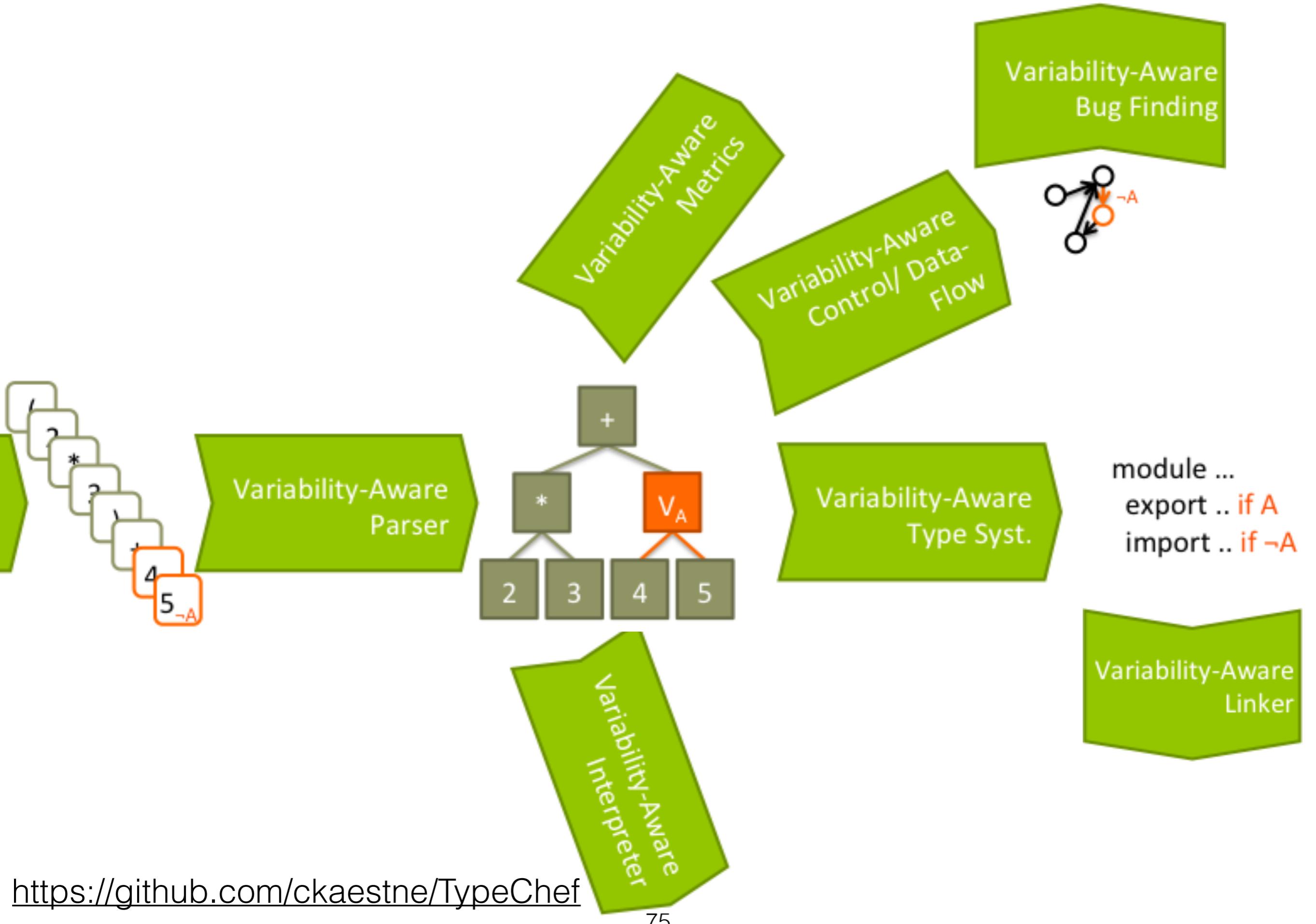
case class Choice[T] (
    condition: Feature,
    then: V[T],
    else: V[T]
) extends V[T]
```



`Choice(A, One(2), One(3))`

`Choice(A, One(2), Choice(B, One(4), One(5)))`





Further Readings

- Kastner et al., Variability-Aware Parsing in the Presence of Lexical Macros and Conditional Compilation, OOPSLA '11
- Walkingshaw et al., Variational Data Structures: Exploring Tradeoffs in Computing with Variability, Onward! '14
- Also check out the references cited in those papers