

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

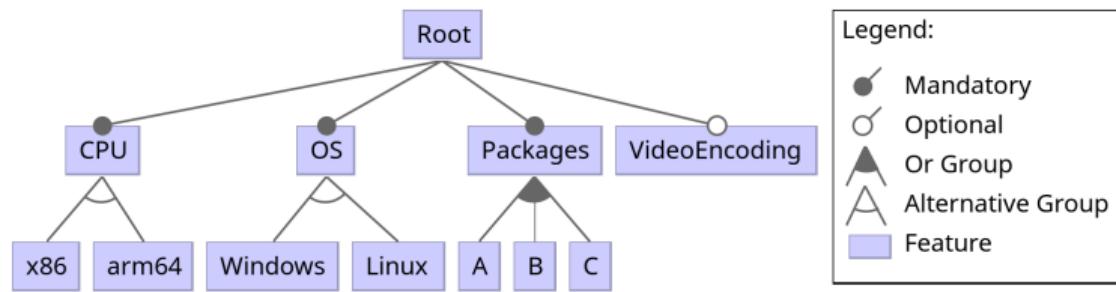


Projected d-DNNF Compilation for Feature Models

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

1. What is the problem?

Feature Models and Conjunctive Normal Forms



We can convert feature models to propositional formulas!

$$(x86 \wedge \neg\text{arm64}) \vee (\neg x86 \wedge \text{arm64}) \dots$$

Deterministic Decomposable Negation Normal Form (d-DNNF)

Any propositional formula which is:

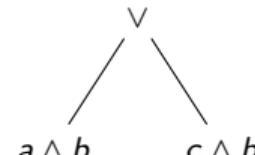
deterministic

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

Never simultaneous $A = 1$ and $B = 1$

If-then-else

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



Not a d-DNNF \times

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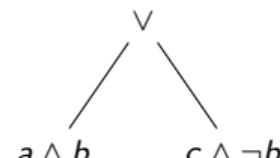
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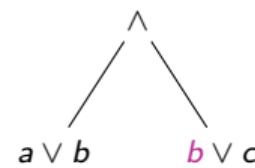
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$|F| = |A| + |B|$

Decomposable

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

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



Not a d-DNNF ✗

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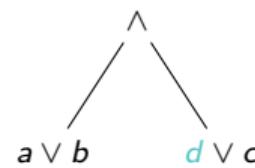
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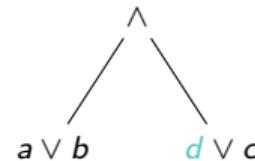
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Negation Normal Form



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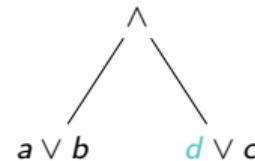
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Negation Normal Form



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

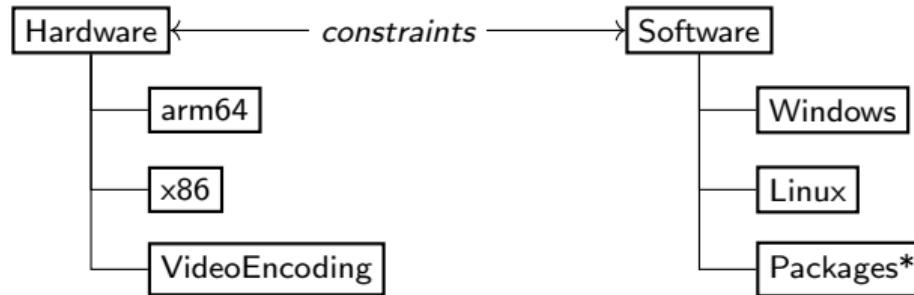
Feature-Model Slicing / Projection of Formulas

Feature Model



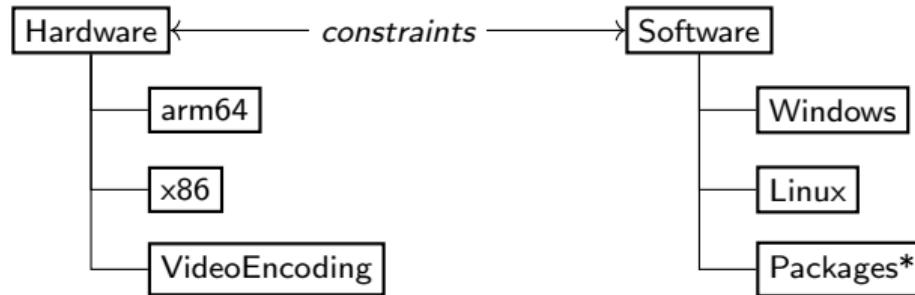
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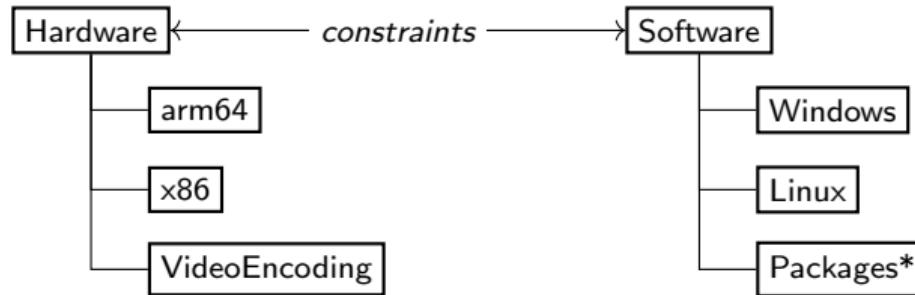


Problem

How many hardware configurations?

Feature-Model Slicing / Projection of Formulas

Feature Model



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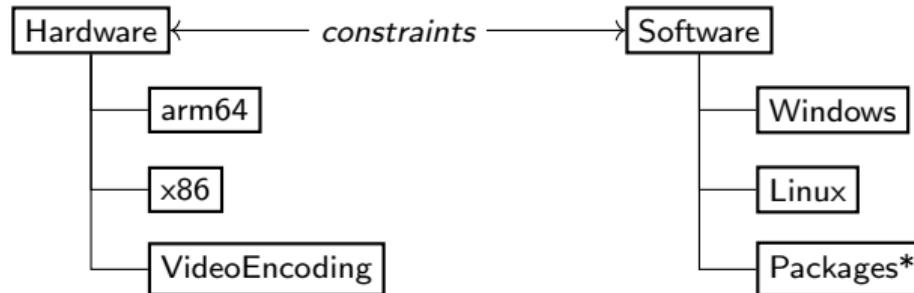
Transitive Constraints

$\text{VideoEncoding} \implies \text{Windows}$

$\text{Windows} \implies \text{x86}$

Feature-Model Slicing / Projection of Formulas

Feature Model



Problem

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Transitive Constraints

$$\text{VideoEncoding} \implies \text{Windows}$$

$$\text{Windows} \implies \text{x86}$$

Sliced: $\text{VideoEncoding} \implies \text{x86}$

Feature-Model Slicing / Projection of Formulas

[Krieter et al. SPLC16]

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

Resolving Two Clauses

$$(\neg \text{VideoEncoding} \vee \text{Windows}), (\text{x86} \vee \neg \text{Windows}) \rightarrow (\neg \text{VideoEncoding} \vee \text{x86})$$

Feature-Model Slicing / Projection of Formulas

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$$(a_1 \vee a_2 \vee \dots \vee v), (b_1 \vee b_2 \vee \dots \vee \neg v) \rightarrow (a_1 \vee a_2 \vee \dots \vee b_1 \vee b_2 \vee \dots)$$

Feature-Model Slicing / Projection of Formulas

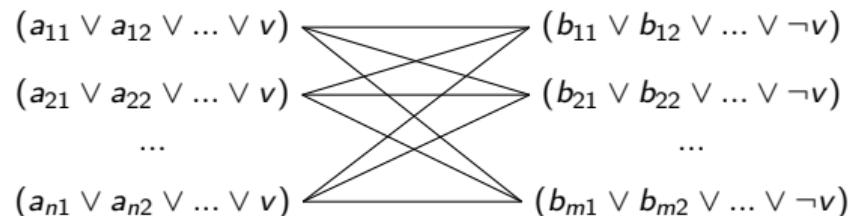
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Resolving Many Clauses



Exponential clause count increase for multiple variables.

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 ...

Is it novel?

Projection + Compilation = Projected Compilation



Is it novel?

Projection + Compilation = Projected Compilation

Projected d-DNNF Compilation

Projected variables = a, b, d

Sliced variables = c, e

$$(a \vee b \vee c) \wedge (\neg a \vee b \vee \neg d) \wedge (c \vee e)$$

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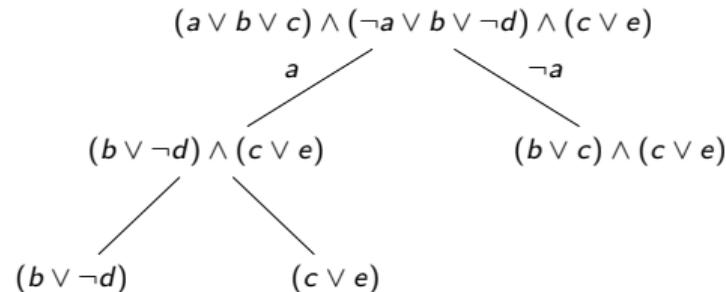
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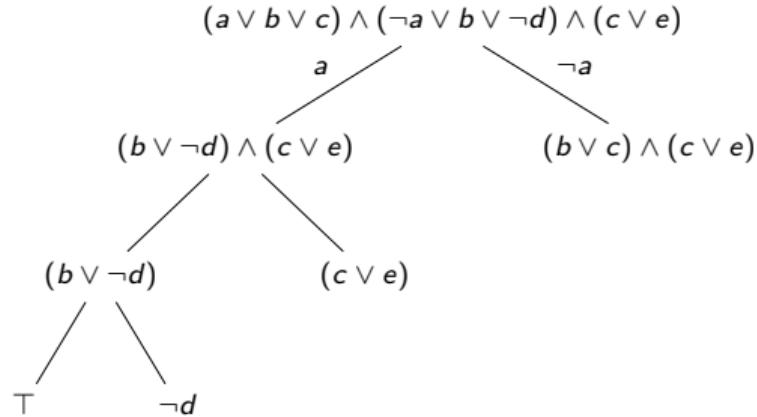
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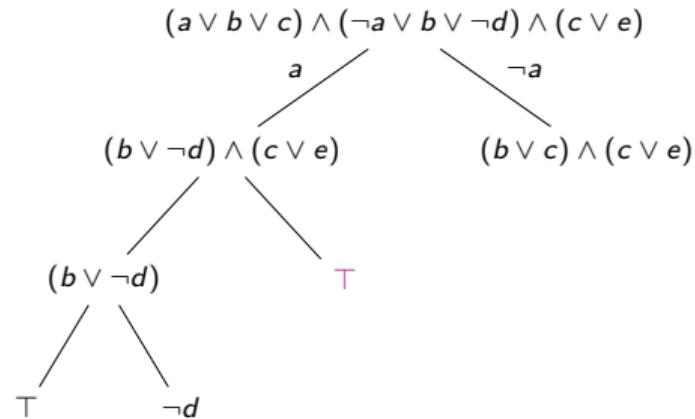
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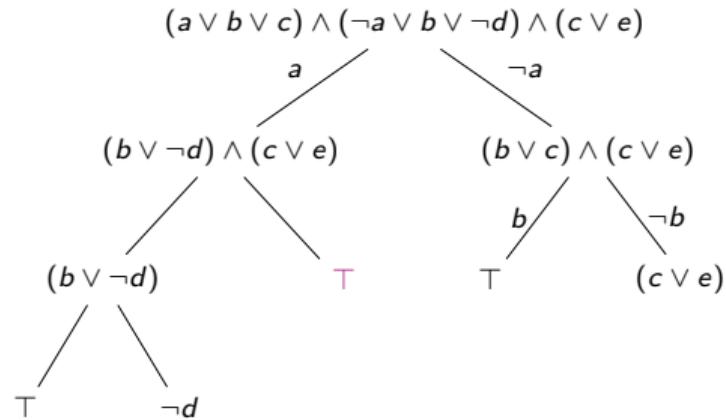
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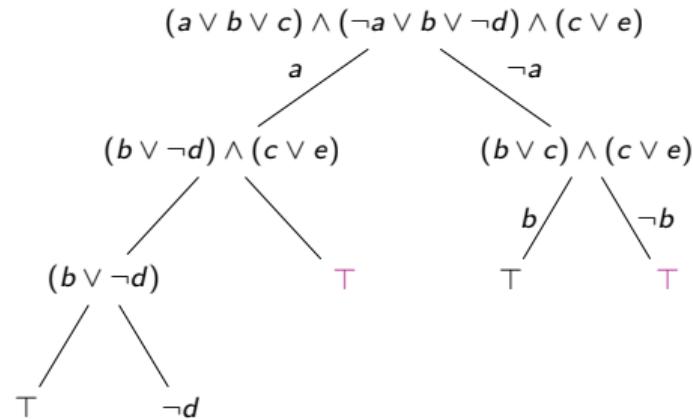
Is it novel?

Projection + Compilation = Projected Compilation

Projected d-DNNF Compilation

Projected variables = a, b, d

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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

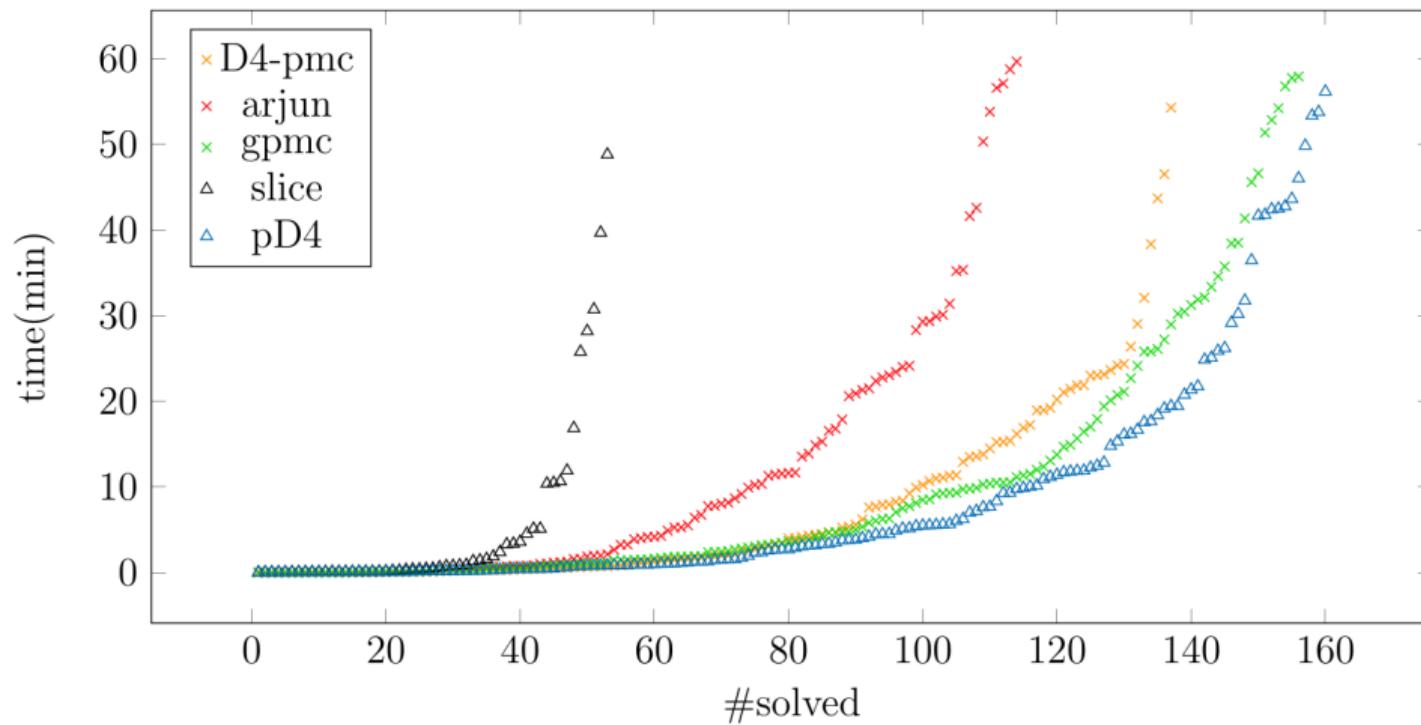
- **Industrial Projection**: Real feature model slicing problems
- **Generated Projection**: Adding randomly selected projected variables to real feature models
- **MC2022**: Private+public instances from the MC2022 (many unknown sources...)

Questions

Compare runtime performance (and d-DNNF size)

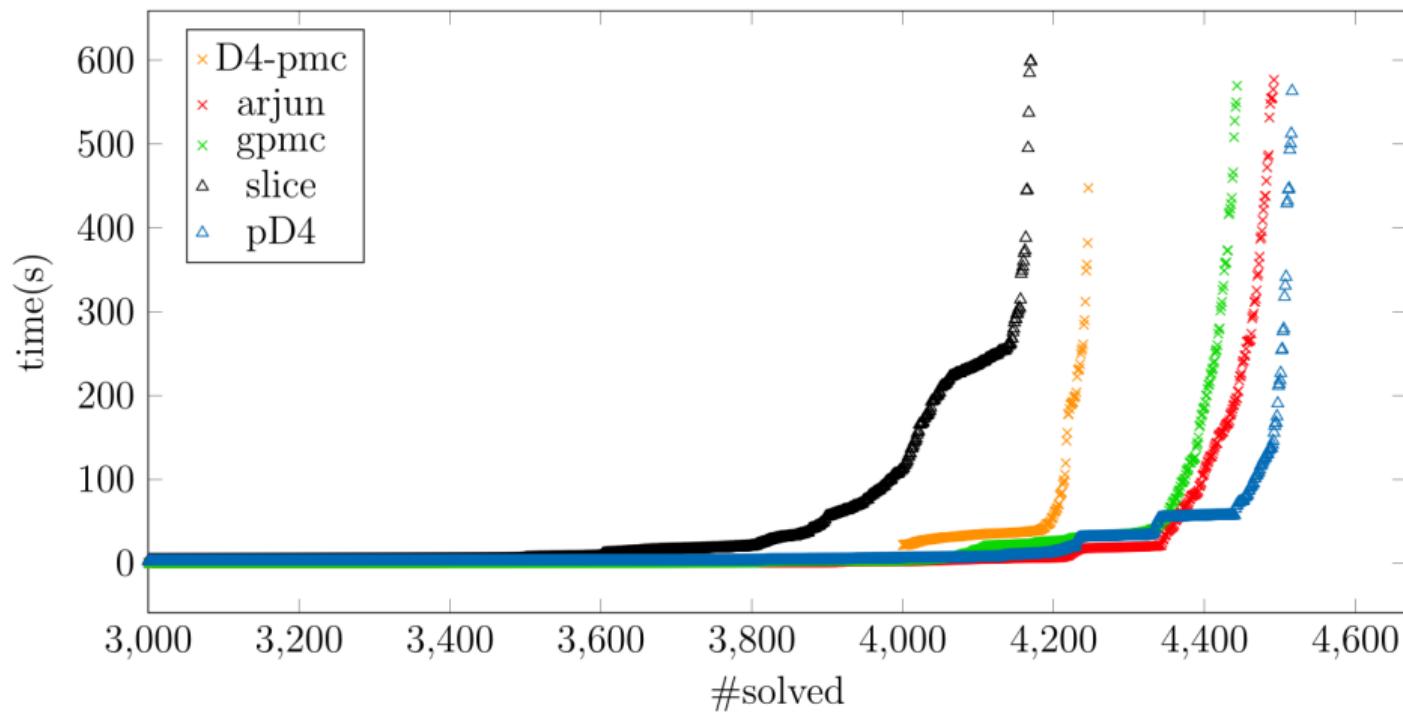
Is it significant?

Projected Model Counting Competition 2022



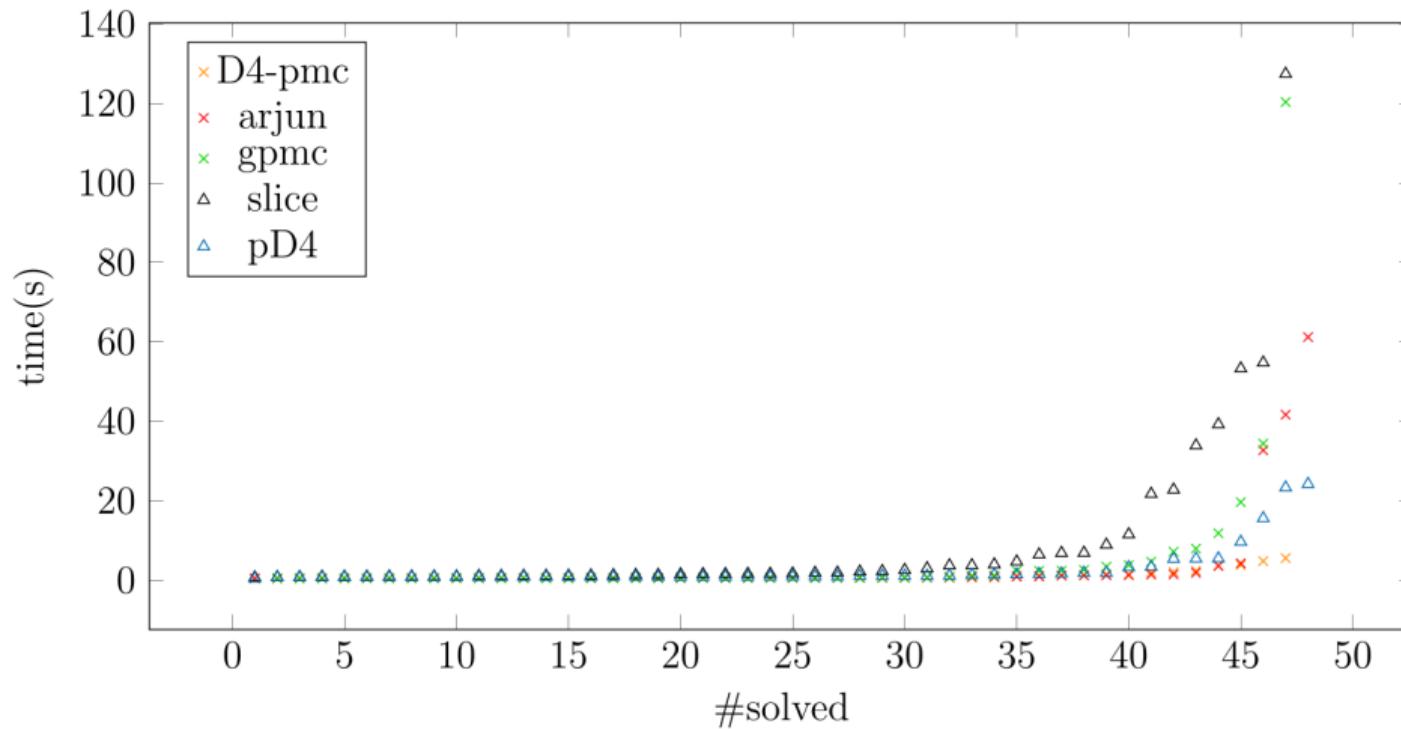
Is it sound?

Random Projections on Feature Models



Is it sound?

Real Projections from Automotive Industry



Is it verifiable?

pD4 on Github



Replication Package



Is it clear?

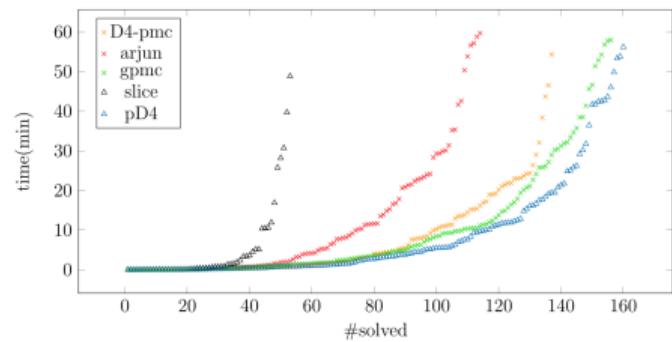
Projected d-DNNF Compilation for Feature Models



Projected Compilation = Projection + Compilation

projected d-DNNF compilation ...

- is faster than projection / 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 (expected)
- produces d-DNNFs of comparable/smaller size
- 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

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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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Model Counting

Problem

- How many hardware configurations?
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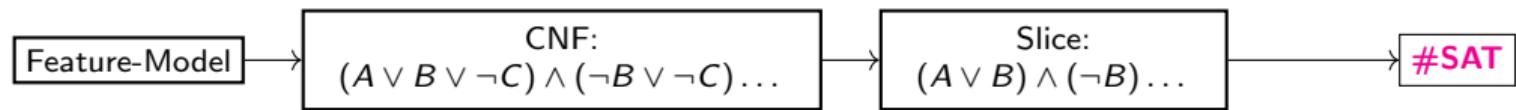
#SAT

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

Projected Model Counting

Problem

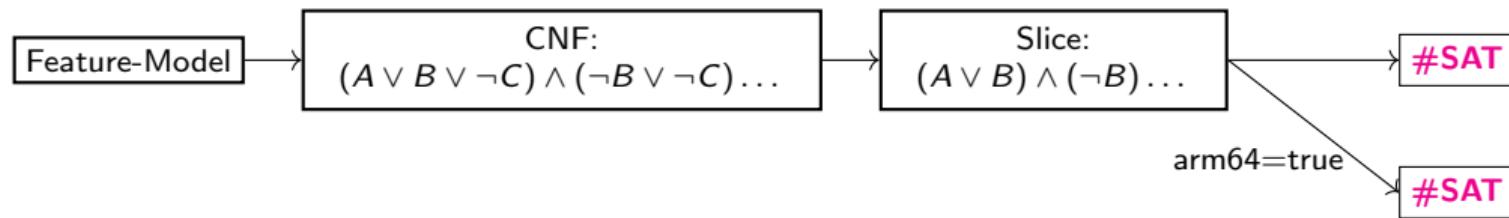
How many hardware configurations?



Projected Model Counting

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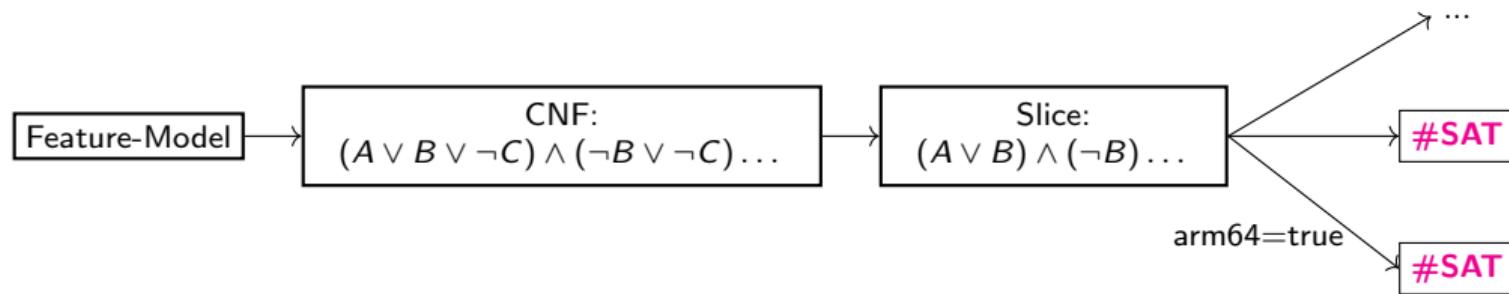
How many hardware configurations **with arm64?**



Projected Model Counting

Problem

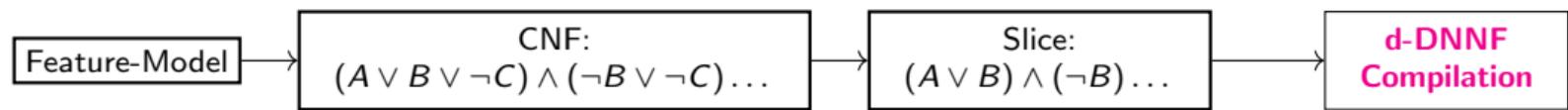
How many hardware configurations **with X** ?



Projected Model Counting

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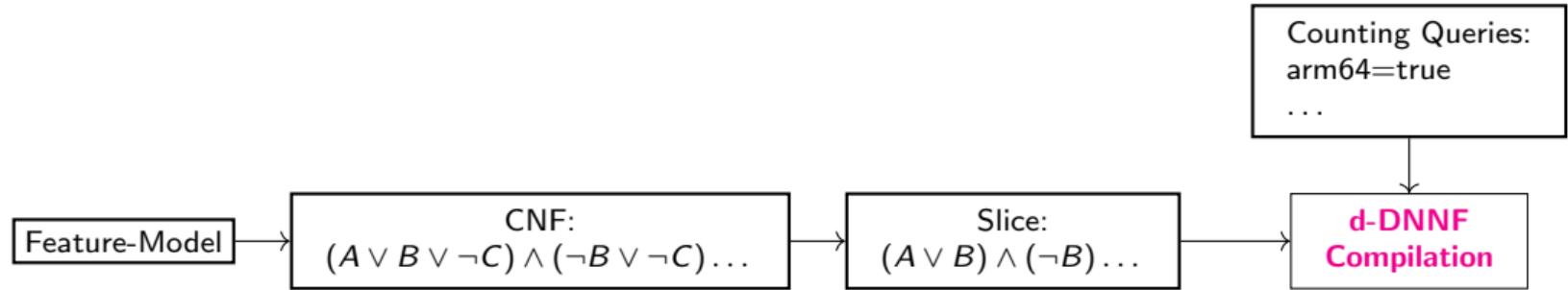
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Projected Model Counting

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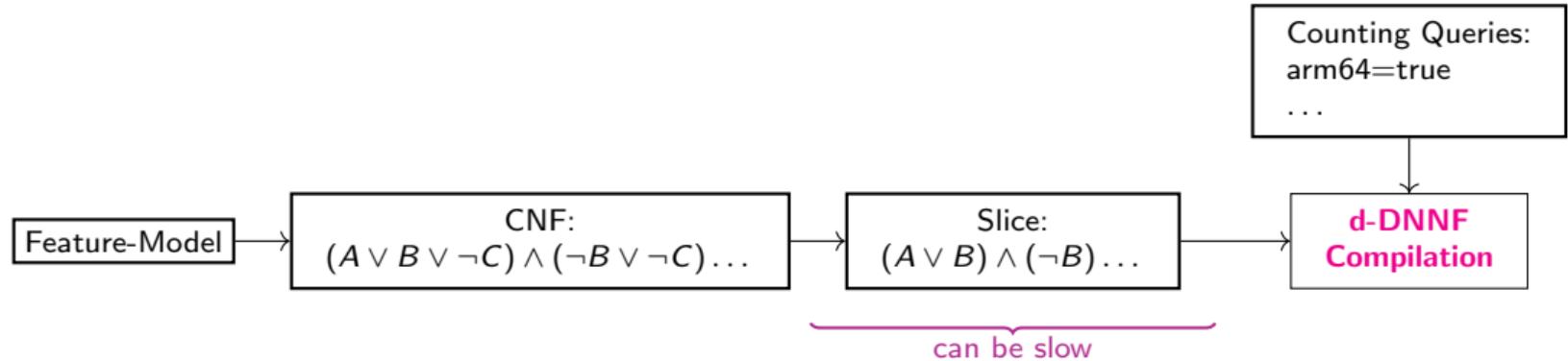
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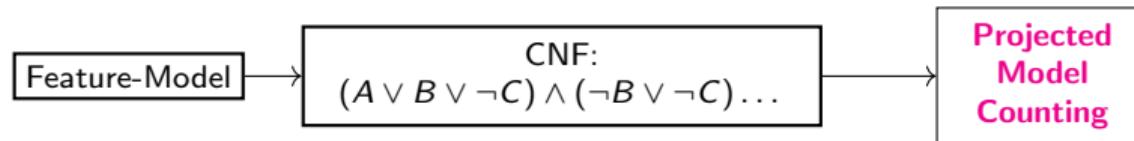
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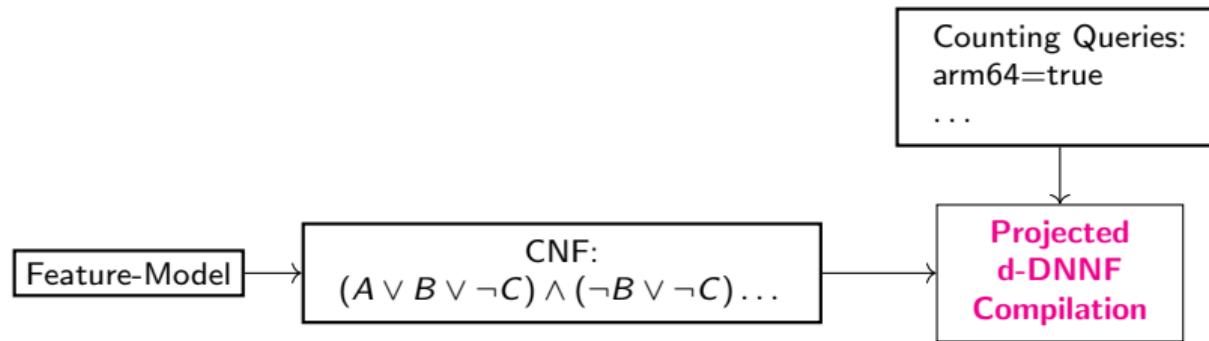
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d-DNNF Compilation

DPLL

$$(a \vee b \vee c) \wedge (\neg a \vee b \vee \neg d) \wedge (c \vee e)$$

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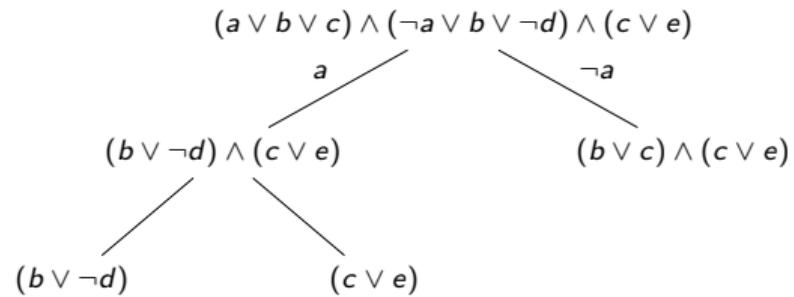
d-DNNF Compilation

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$$(a \vee b \vee c) \wedge (\neg a \vee b \vee \neg d) \wedge (c \vee e)$$
$$\begin{array}{ccc} & a & \\ & \diagdown & \diagup \\ (b \vee \neg d) \wedge (c \vee e) & & (\neg a \vee b \vee c) \wedge (c \vee e) \end{array}$$

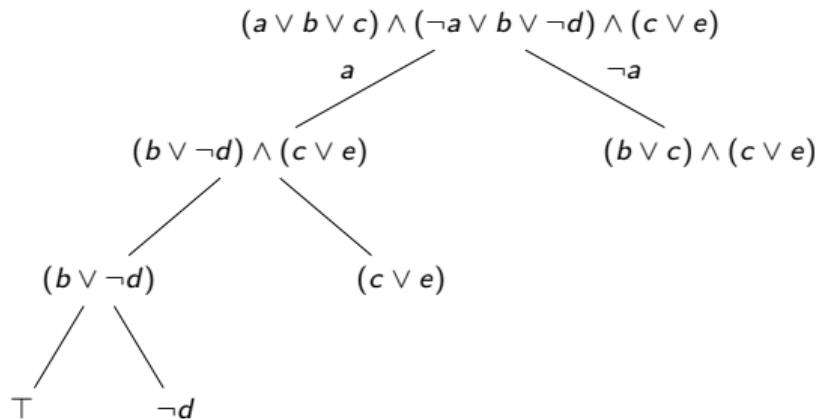
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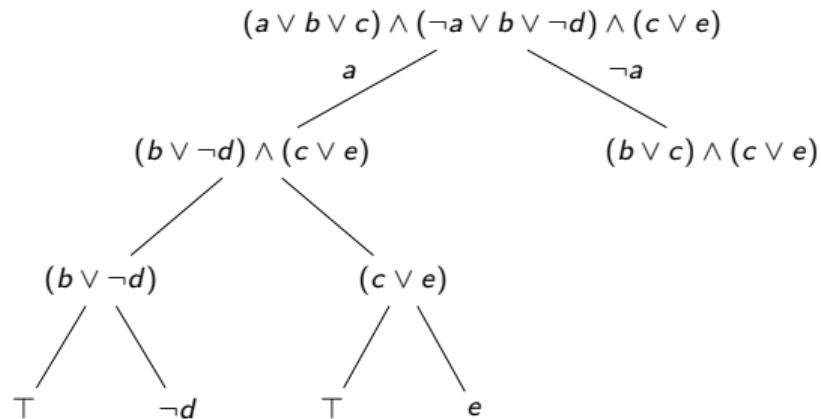
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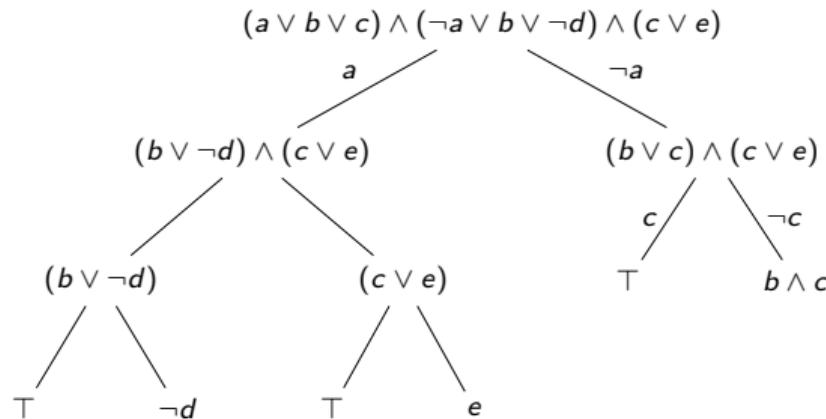
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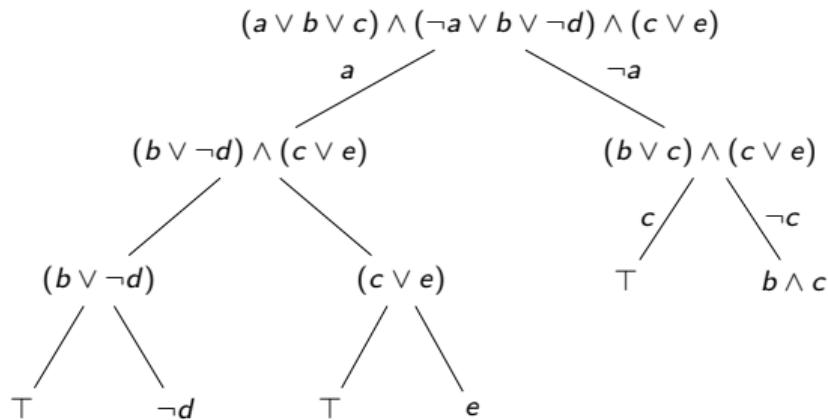
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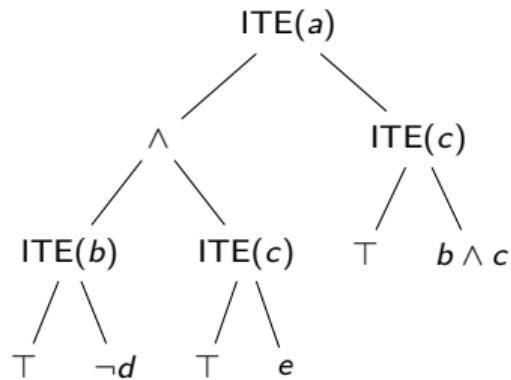


d-DNNF Compilation

DPLL



d-DNNF



$\text{ITE} = \text{If Then Else}$

Heuristics

Vanilla DPLL is very slow

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Variable Ordering

$$\begin{array}{c} (a \vee b \vee c) \wedge (\neg a \vee b \vee \neg d) \wedge (c \vee e) \\ \diagup \qquad \diagdown \\ (b \vee \neg d) \wedge (c \vee e) \qquad (b \vee c) \wedge (c \vee e) \end{array}$$

Heuristics

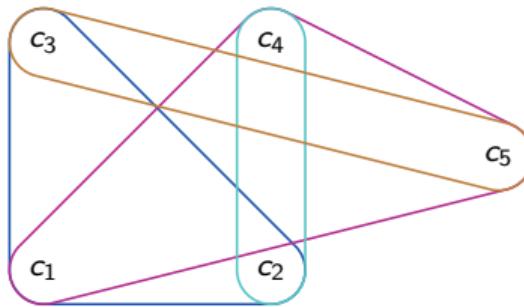
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Variable Ordering

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The diagram shows a CNF formula with three clauses: $(a \vee b \vee c)$, $(\neg a \vee b \vee \neg d)$, and $(c \vee e)$. The variable d is chosen for branching. The left branch leads to the simplified formula $(a \vee b \vee c) \wedge (\neg a \vee b) \wedge (c \vee e)$, and the right branch leads to $(a \vee b \vee c) \wedge (c \vee e)$.

Heuristics: Dual Hypergraph

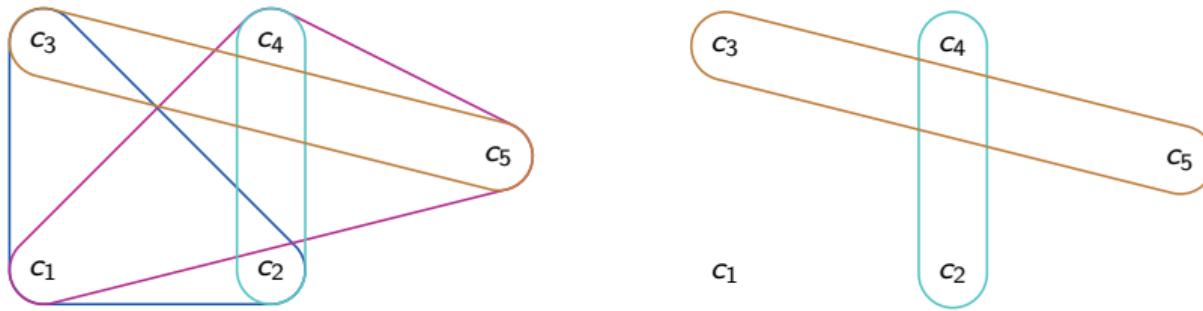


Construction

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

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

Heuristics: Dual Hypergraph



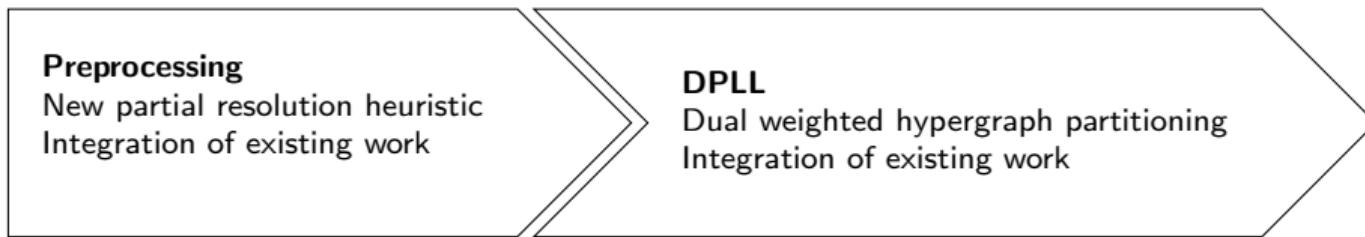
Construction

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

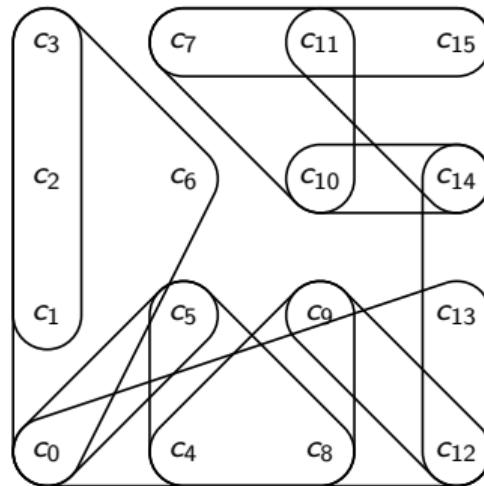
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Integration and Optimization in D4

[An Improved Decision-DNNF Compiler, Lagniez et al.]

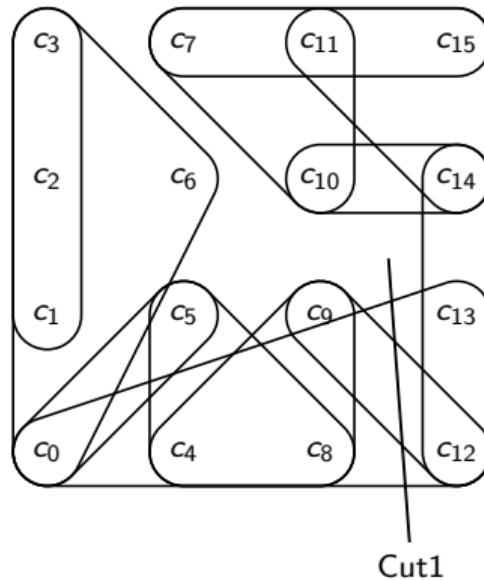


Dual Weighted Hypergraph Partitioning



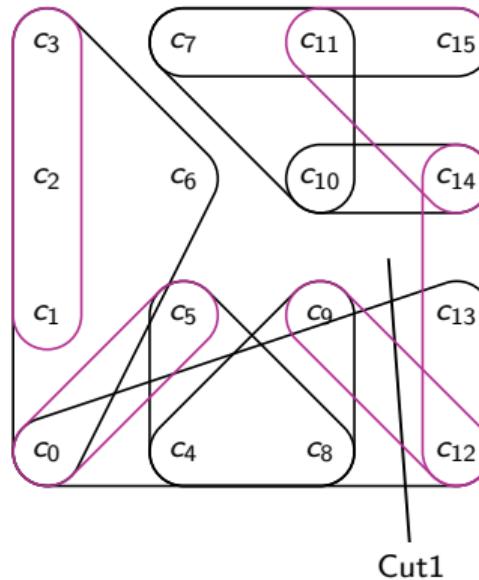
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Dual Weighted Hypergraph Partitioning



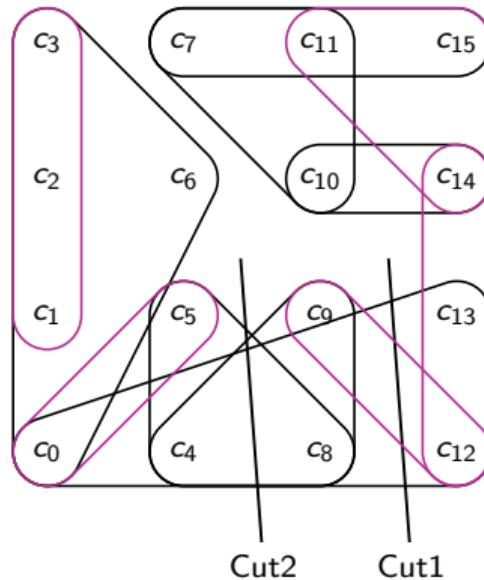
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Partial Resolution

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

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Clause Ratio

$$F = (a \vee b \vee c) \wedge (\neg a \vee b \vee \neg d) \wedge (c \vee e)$$

Sliced variables = c, e

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

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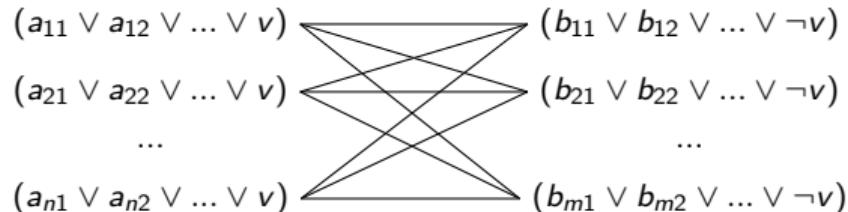
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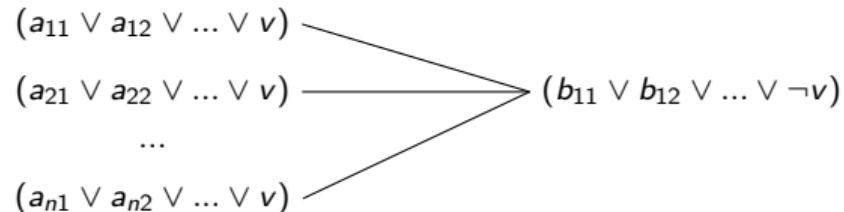
Greedily resolve "easy" sliced variables until the clause count increases

Clause Ratio

$$F = (a \vee b \vee c) \wedge (\neg a \vee b \vee \neg d) \wedge (c \vee e)$$

Sliced variables = c, e

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



Partial Resolution

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

Connectivity

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

Partial Resolution

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

Connectivity

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

Simplicial Variable¹: neighbors form a clique through clauses

¹from GPMC source code

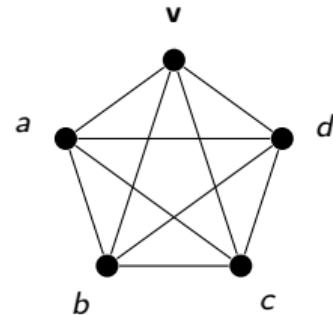
Partial Resolution

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

Connectivity

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

Simplicial Variable¹: neighbors form a clique through clauses



¹from GPMC source code

Partial Resolution

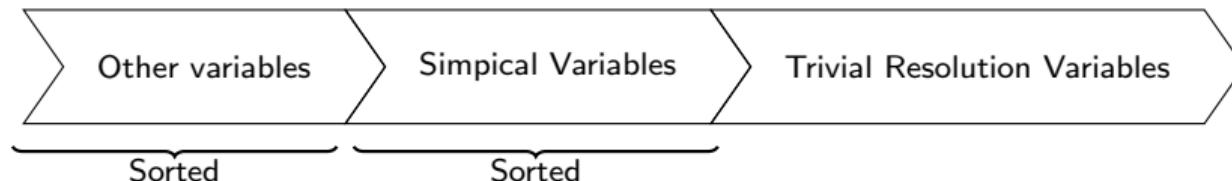
Greedily resolve "easy" sliced variables until the clause count increases

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
<i>Smarch.2.6.32-2var</i>	0	0	0	0	0
<i>Smarch.2.6.28.6-icse11</i>	0	0	0	0	0
<i>Smarch.freetz</i>	0	42	65	0	36
<i>Smarch.buildroot</i>	0	92	100	0	93
<i>KConfig.linux-2.6.33.3</i>	27	90	96	63	55
<i>Smarch.embtoolkit</i>	20	100	100	0	100
<i>Smarch.freebsd-icse11</i>	100	69	56	23	60
<i>Smarch.uClinux-config</i>	100	100	100	85	100
<i>automotive02.automotive2_4</i>	100	100	100	100	100



Projected d-DNNF Compilation for Feature Models

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