

# From Decision Models To User-Guiding Configurators Using SMT



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Configuring this is more like generating test data for software.



### What are we dealing with?

Var1	Var2	Action 1	Action 2
> 10	CP 12*	Var1 = 5	
= 10	CP 13*	Var3 = 20	
= 10		Var2 = 20	Var3 = 40

```
def dg1(v):
    if v['Var1'] > 10 and re.match('12.*', v['Var2']): v['Var1'] = 5
    elif v['Var1'] == 10 and re.match('13.*', v['Var2']): v['Var3'] = 20
    elif v['Var1'] == 10:
        v['Var2'] = 20
        v['Var3'] = 40
```

# Mapping to Decision Models and to our Contribution

We describe PropDM in terms of *Decision Models*, as this is the closest from the literature. Differences to the literature:

- No decision variables, instead all variables global.
- Every variable may be overridden at any point.
- Peculiarities of PropDM: GOTOs, special variables, different types of DGs.



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We built a user guiding non-linear configurator for this system using our contributions:

- An SMT-Encoding of these semantics and
- a method of using it to build such a configurator.



# **Our DMalizer Framework**





# **Processing and Transpilation**

- 1. Parsing a DMX file into our IR
- 2. Optimizing the IR and deducting sorts
- 3. Transpiling to different languages





# **DMalizer Execution Modes**



Figure 1: Transpiling a DM into Common Lisp or Python



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Figure 2: Emulating a run of PropDM

Figure 3: Interactive Artifact Configuration



Encoding structure:

- Declaring variables in single-static-assignment form (SSA)
- Asserting active decision groups
- Decisions in ite structure
- Linking variables (inside and between decision groups)
- Inactive implication chain
- Asserting values
- Calling the solver



### Decisions

(ite (and 
$$\alpha_{j}^{i} p_{j}^{i}$$
)  
(and  $\tau(a_{j}^{i})$  (not  $\alpha_{j+1}^{i}$ ) (=  $S^{i+1} a_{j}^{i}(S^{i})$ )  
(=>  $\alpha_{j}^{i} \alpha_{j+1}^{i}$ )))

### **Decision Groups**

(and (ite 
$$\alpha_0^i \ \alpha_1^i$$
 (not  $\alpha_1^i$ ))  
 $D[i,1] \ D[i,2] \dots D[i,|DG^i|]$   
(=> (not  $\alpha_1^i$ ) (not  $\alpha_2^i$ )) (=> (not  $\alpha_2^i$ ) (not  $\alpha_3^i$ ))  
... (=> (not  $\alpha_{|DG^i|}^i$ ) (not  $\alpha_{|DG^i|+1}^i$ ))  
(=> (or (not  $\alpha_0^i$ )  $\alpha_{|DG^i|+1}^i$ ) (=  $S^{i+1} \ S^i$ )))



# **Bikeshop Decision Model**

```
def RUL_TYPE(v):
    if v['TYPE'] == 'city': v['FORK'] = 'no suspension'
def RUL_UPGRADE(v):
    if v['TYPE'] == 'gravel' and v['BASKET'] == 'front':
        v['ERROR'] = 1
elif v['TYPE'] == 'gravel' and v['BASKET'] == 'front and back':
        v['ERROR'] = 1
```

- Variables with only one choice are implied directly
- Gravel choice is not in the Python code because it implies no fork choice





### Decisions in ite structure

```
(ite (and ACTIVE_1 (and (= PRE_TYPE "city")))
 (and (not ACTIVE_2)
  (and (= PRE_TYPE POST_TYPE)
   (= POST_FORK "no suspension")))
  (=> ACTIVE_1 ACTIVE_2))
```

- · If decision is active and predicate is true, execute action
- Else imply next decision (active implication chain)



```
Linking variables inside decision groups
```

```
(=> (or (not ACTIVE) ACTIVE_2)
  (and (= PRE_TYPE POST_TYPE)
  (= PRE_FORK POST_FORK)))
```

• If decision group is inactive or no matching decision applied, link variables from last to next state

#### Inactive implication chain

(and (=> (not ACTIVE\_1) (not ACTIVE\_2)))

· If first decision is inactive, next decisions are inactive

```
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```

# Check it out!



maximaximal.pages.sai.jku.at/vamos24

- SMT encoding for linear decision models
- Enhance decision models with non-linear and user-guiding configuration
- Scales to (at least) hundreds of decisions





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