Assumptions made in generating the predicates for bigraph:

* **Entity names** of assets, resources, actors, and activities are **unique**.
* Name of a predicate: the name of a predicate consists of the following:
  + ConditionName\_TypeOfConditions\_ActivityName
  + E.g.,: Pred1\_Precondition\_Activity1
  + This should be a unique name as long as the assumption that activity names are unique
* Predicate names are inserted after the last **ctrl** (or variation e.g., **atomic ctrl**) statement in the bigraph file
* Predicates are defined in the definition of a bigraph (i.e. under **begin brs** ) after the **rules** definition.
  + This is done because a bigraph should define first the **init** (i.e. initial bigraph) and the [reaction] **rules**
  + If the **preds** are already defined, then defined preds will be added to the generated preds.
* It is assumed that statement in a bigraph file are separated by a new line, especially in the definition of a bigraph.
  + The elements in a bigraph file are ordered as follows (but not necessarily): ctrl-> reaction rules -> bigraph definition (e.g., **begin brs**)