```
ghost::Constraint<
Building, WallinDomain >
# variables
# domain
+ Constraint()
+ cost()
+ simulateCost()
 ghost::WallinConstraint
 + WallinConstraint()
 + cost()
 + simulateCost()
 + v_cost()
 + v simulateCost()
 # isWall()
      ghost::Overlap
   + Overlap()
   + v cost()
    + v simulateCost()
```