* Check if two blocks are conflicting.
*
* Requires: $have\_common\_ancestor(chain1, chain2, node\_state)$
*
* @type: ($block, $block, $commonNodeState) $\Rightarrow$ Bool;

$$
\begin{aligned}
are\_conflicting(chain1, chain2, node\_state) \triangleq \\
\land \neg PRECOMPUTED\_\_is\_ancestor\_descendant\_relationship(chain1, \\
chain2, node\_state) \\
\land \neg PRECOMPUTED\_\_is\_ancestor\_descendant\_relationship(chain2, \\
chain1, node\_state)
\end{aligned}
$$