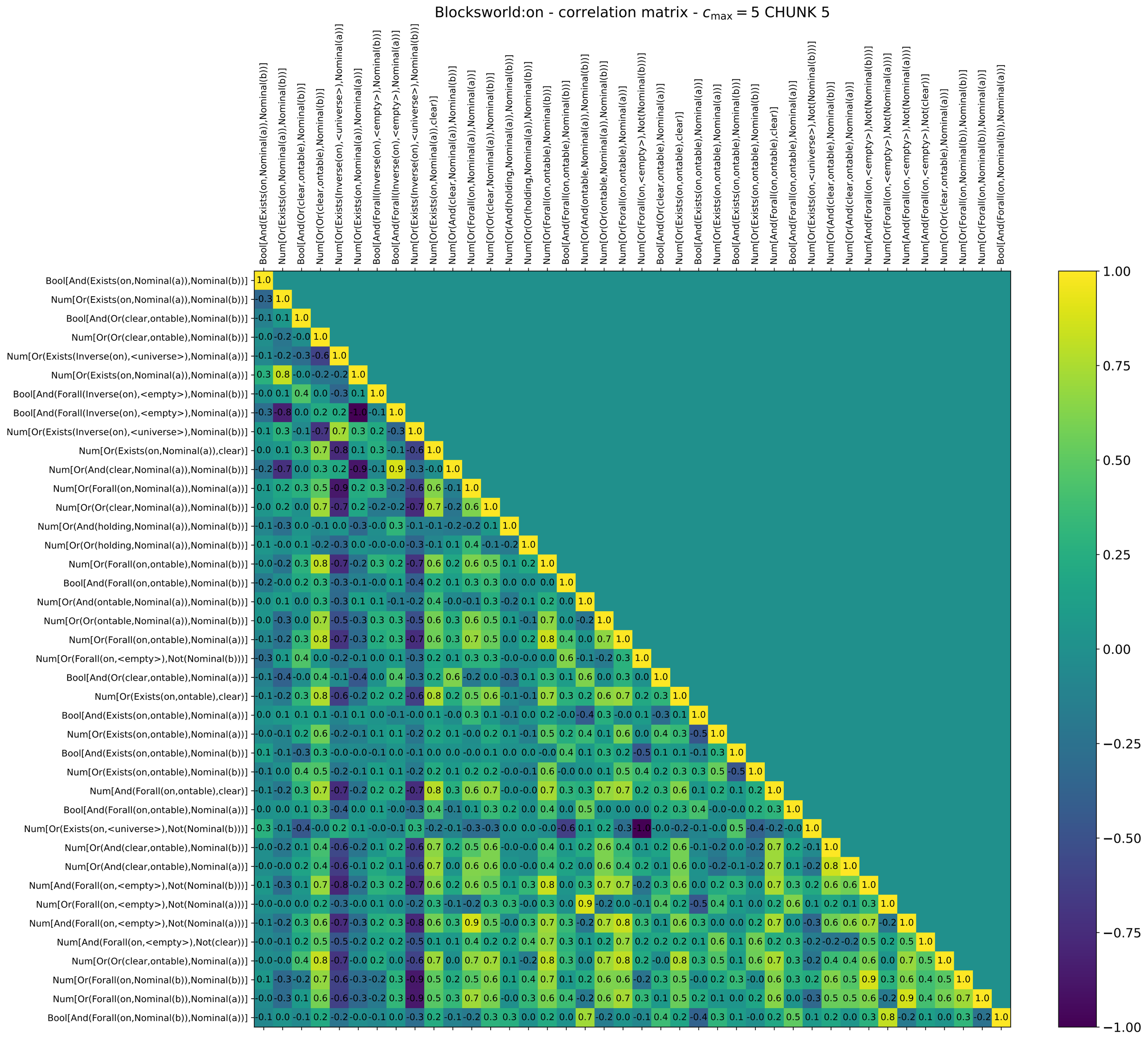
Blocksworld:on - correlation matrix - $c_{max} = 5$ CHUNK 5
Bool[And(Exists(on,Nominal(a)),Nominal(b))]
Num[Or(Exists(on,Nominal(a)),Nominal(b))]
Bool[And(Or(clear,ontable),Nominal(b))]
Num[Or(Or(clear,ontable),Nominal(b))]
Num[Or(Exists(Inverse(on),<universe>),Nominal(a))]
Num[Or(Exists(on,Nominal(a)),Nominal(a))]
Bool[And(Forall(Inverse(on),<empty>),Nominal(b))]
Bool[And(Forall(Inverse(on),<empty>),Nominal(a))]
Num[Or(Exists(Inverse(on),<universe>),Nominal(b))]
Num[Or(Exists(on,Nominal(a)),clear)]
Num[Or(And(clear,Nominal(a)),Nominal(b))]
Num[Or(Forall(on,Nominal(a)),Nominal(a))]
Num[Or(Or(clear,Nominal(a)),Nominal(b))]
Num[Or(And(holding,Nominal(a)),Nominal(b))]
Num[Or(Or(holding,Nominal(a)),Nominal(b))]
Num[Or(Forall(on,ontable),Nominal(b))]
Bool[And(Forall(on,ontable),Nominal(b))]
Num[Or(And(ontable,Nominal(a)),Nominal(b))]
Num[Or(Or(ontable,Nominal(a)),Nominal(b))]
Num[Or(Forall(on,ontable),Nominal(a))]
Num[Or(Forall(on,<empty>),Not(Nominal(b)))]
Bool[And(Or(clear,ontable),Nominal(a))]
Num[Or(Exists(on,ontable),clear)]
Bool[And(Exists(on,ontable),Nominal(a))]
Num[Or(Exists(on,ontable),Nominal(a))]
Bool[And(Exists(on,ontable),Nominal(b))]
Num[Or(Exists(on,ontable),Nominal(b))]
Num[And(Forall(on,ontable),clear)]
Bool[And(Forall(on,ontable),Nominal(a))]
Num[Or(Exists(on,<universe>),Not(Nominal(b)))]
Num[Or(And(clear,ontable),Nominal(b))]
Num[Or(And(clear,ontable),Nominal(a))]
Num[And(Forall(on,<empty>),Not(Nominal(b)))]
Num[Or(Forall(on,<empty>),Not(Nominal(a)))]
Num[And(Forall(on,<empty>),Not(Nominal(a)))]
Num[And(Forall(on,<empty>),Not(clear))]
Num[Or(Or(clear,ontable),Nominal(a))]
Num[Or(Forall(on,Nominal(b)),Nominal(b))]
Num[Or(Forall(on,Nominal(b)),Nominal(a))]
Bool[And(Forall(on,Nominal(b)),Nominal(a))]
1.00
0.75
0.50
0.25
0.00
−0.25
−0.50
−0.75
−1.00