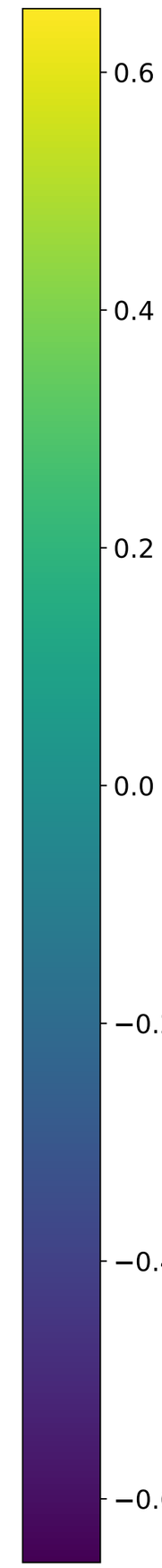
Blocksworld:on - correlation matrix - $c_{max} = 5$ CHUNK 13

	Num[And(Exists(on,<universe>),Not(Nominal(b)))]	Num[Or(Exists(on,<universe>),Not(Nominal(a)))]	Num[And(Forall(on,Nominal(b)),clear)]	Num[Or(Exists(on,Nominal(b)),Nominal(b))]	Num[Or(Exists(on,Nominal(b)),Nominal(a))]	Bool[And(Exists(on,Nominal(b)),Nominal(a))]	Num[Or(Exists(on,Nominal(b)),clear)]	Num[And(Exists(on,<universe>),Not(Nominal(a)))]	Num[Or(Forall(on,Nominal(a)),Nominal(b))]	Bool[And(Forall(on,Nominal(a)),Nominal(b))]	Num[And(Forall(on,Nominal(a)),clear)]	Num[Forall(on,Or(ontable,Nominal(a)))]	Num[Exists(on,Exists(on,ontable))]	Num[Forall(on,Forall(on,Nominal(b)))]	Num[Exists(on,Or(Nominal(a),Nominal(b)))]	Num[Exists(on,Or(ontable,Nominal(a)))]	Num[Exists(on,Forall(on,ontable))]	Num[Forall(on,Forall(on,ontable))]	Bool[Exists(on,Exists(on,Nominal(a)))]	Num[Forall(on,Exists(on,Nominal(a)))]	Num[Forall(on,Exists(on,ontable))]	Num[Exists(on,Forall(on,Nominal(b)))]	Bool[Exists(on,And(ontable,Nominal(b)))]	Num[Forall(on,Or(ontable,Nominal(b)))]	Num[Exists(on,Forall(on,Nominal(a)))]	Num[Forall(on,Forall(on,Nominal(a)))]	Bool[Exists(on,Exists(on,Nominal(b)))]	Num[Forall(on,Exists(on,Nominal(b)))]	Num[Exists(on,Or(ontable,Nominal(b)))]	Num[Forall(on,Or(Nominal(a),Nominal(b)))]	Num[Exists(Inverse(Star(on)),Nominal(a))]	Num[Forall(Inverse(Star(on)),Nominal(a))]	Num[Exists(Inverse(Star(on)),Nominal(b))]	Num[Forall(Inverse(Star(on)),Nominal(b))]	Num[Exists(Star(on),Not(Nominal(a)))]	Num[Forall(Star(on),Not(Nominal(a)))]	Num[Exists(Star(on),Not(Nominal(b)))]	Num[Forall(Star(on),Not(Nominal(b)))]	Bool[Exists(on,And(ontable,Nominal(a)))]	Dist[Nominal(a);on;Nominal(b)]
Dist[Nominal(b);on;Nominal(a)]	0.1	-0.1	-0.1	-0.1	0.0	-0.1	-0.4	0.3	0.0	-0.2	-0.2	-0.3	-0.0	-0.4	0.2	-0.1	-0.2	-0.3	0.5	-0.0	-0.3	-0.3	-0.2	-0.3	0.2	-0.2	-0.1	-0.4	-0.1	-0.2	-0.1	-0.4	0.7	-0.2	0.2	-0.7	0.4	0.1	0.3	-0.2
Atom[handempty] Num[clear]	0.0	0.0	0.3	0.0	0.0	0.0	0.5	0.0	-0.0	-0.0	0.3	0.1	0.1	0.1	0.0	0.2	0.3	0.2	-0.1	-0.0	0.0	0.2	0.1	0.1	0.2	0.1	-0.1	-0.0	0.2	-0.0	-0.1	0.0	-0.1	0.0	-0.0	0.1	-0.0	0.1	0.1	-0.1
Atom[handempty] Bool[holding]	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan
Atom[handempty] Num[Not(holding)]	0.4	0.1	0.0	0.1	0.1	0.0	0.2	0.4	-0.3	-0.1	0.0	-0.2	0.2	-0.2	0.2	0.2	0.2	-0.2	0.1	-0.4	-0.3	0.2	0.0	-0.2	0.2	-0.2	0.1	-0.4	0.2	-0.3	0.1	-0.4	0.1	-0.4	0.4	-0.1	0.4	-0.1	0.0	0.1
Atom[handempty] Num[Not(ontable)]	0.5	0.2	-0.1	0.2	0.1	0.0	-0.0	0.5	-0.5	-0.1	-0.1	-0.4	0.2	-0.4	0.3	0.2	0.2	-0.4	0.2	-0.5	-0.5	0.2	0.0	-0.4	0.2	-0.4	0.2	-0.5	0.2	-0.5	0.2	-0.5	0.2	-0.5	0.5	-0.2	0.5	-0.2	0.0	0.2
Atom[handempty] Num[Exists(on,<universe>)]	0.5	0.2	-0.1	0.2	0.1	0.0	-0.0	0.5	-0.5	-0.1	-0.1	-0.4	0.2	-0.4	0.3	0.2	0.2	-0.4	0.2	-0.5	-0.5	0.2	0.0	-0.4	0.2	-0.4	0.2	-0.5	0.2	-0.5	0.2	-0.5	0.2	-0.5	0.5	-0.2	0.5	-0.2	0.0	0.2
Atom[handempty] Num[Forall(on,<empty>)]	0.0	0.0	0.3	0.0	0.0	0.0	0.5	0.0	-0.0	-0.0	0.3	0.1	0.1	0.1	0.0	0.2	0.3	0.2	-0.1	-0.0	0.0	0.2	0.1	0.1	0.2	0.1	-0.1	-0.0	0.2	-0.0	-0.1	0.0	-0.1	0.0	-0.0	0.1	-0.0	0.1	0.1	-0.1
Atom[handempty] Num[Or(holding,Nominal(a))]	0.4	0.1	0.0	0.1	0.1	0.0	0.2	0.4	-0.3	-0.1	0.0	-0.2	0.2	-0.2	0.2	0.2	0.2	-0.2	0.1	-0.4	-0.3	0.2	0.0	-0.2	0.2	-0.2	0.1	-0.4	0.2	-0.3	0.1	-0.4	0.1	-0.4	0.4	-0.1	0.4	-0.1	0.0	0.1
Atom[handempty] Num[And(clear,ontable)]	-0.2	-0.1	0.6	-0.1	-0.1	-0.0	0.5	-0.2	0.2	0.1	0.6	0.1	-0.1	0.1	-0.1	-0.1	-0.1	0.1	-0.1	0.3	0.2	-0.1	-0.0	0.1	-0.1	0.1	-0.1	0.3	-0.1	0.2	-0.1	0.2	-0.1	0.2	-0.2	0.1	-0.2	0.1	-0.0	-0.1
Atom[handempty] Bool[And(clear,Nominal(a))]	0.0	0.1	0.2	0.1	0.1	0.0	0.3	-0.1	-0.3	-0.1	0.0	-0.1	0.0	0.1	-0.4	-0.1	0.1	0.1	-0.4	-0.2	0.0	0.2	0.1	0.1	-0.1	-0.1	0.0	0.0	0.2	-0.3	0.2	0.2	-0.1	-0.0	0.1	0.4	-0.0	-0.0	-0.3	0.1
Atom[handempty] Num[Or(clear,Nominal(a))]	0.1	0.0	0.2	0.0	0.0	0.0	0.4	0.1	-0.0	-0.0	0.2	0.1	0.1	0.0	0.1	0.3	0.3	0.1	0.1	-0.1	-0.1	0.2	0.0	0.0	0.3	0.1	-0.0	-0.1	0.2	-0.0	-0.1	-0.1	0.0	-0.1	0.1	-0.1	0.1	0.0	0.1	-0.1
Atom[handempty] Bool[And(clear,Nominal(b))]	-0.1	-0.0	0.0	-0.6	-0.5	-0.2	0.0	0.0	0.1	-0.1	0.2	0.1	0.0	-0.1	-0.4	0.2	0.1	0.1	0.0	0.0	0.0	-0.1	-0.3	-0.1	0.2	0.1	-0.4	-0.2	-0.1	-0.3	-0.1	-0.0	0.2	0.2	-0.0	-0.0	0.1	0.4	0.1	-0.2
Atom[handempty] Num[Or(clear,Nominal(b))]	0.1	0.0	0.2	0.2	0.1	0.0	0.4	0.1	-0.1	-0.0	0.2	0.0	0.1	0.1	0.1	0.2	0.3	0.1	-0.0	-0.1	-0.1	0.3	0.1	0.1	0.2	0.0	0.1	-0.1	0.3	-0.0	0.0	-0.1	-0.1	-0.1	0.1	0.0	0.1	-0.1	0.0	0.0
Atom[handempty] Bool[And(holding,Nominal(a))]	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan
Atom[handempty] Bool[And(holding,Nominal(b))]	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan	nan
Atom[handempty] Num[Or(holding,Nominal(b))]	0.4	0.1	0.0	0.1	0.1	0.0	0.2	0.4	-0.3	-0.1	0.0	-0.2	0.2	-0.2	0.2	0.2	0.2	-0.2	0.1	-0.4	-0.3	0.2	0.0	-0.2	0.2	-0.2	0.1	-0.4	0.2	-0.3	0.1	-0.4	0.1	-0.4	0.4	-0.1	0.4	-0.1	0.0	0.1
Atom[handempty] Bool[And(ontable,Nominal(a))]	-0.1	-0.6	0.2	-0.0	0.1	-0.2	0.2	0.3	0.1	-0.1	0.1	-0.1	0.0	0.1	0.1	-0.1	0.1	0.1	0.1	0.1	0.0	0.1	-0.1	0.1	0.2	0.1	-0.0	-0.0	0.2	0.0	-0.4	-0.1	0.0	0.0	-0.2	-0.2	0.0	0.1	0.5	-0.2
Atom[handempty] Num[Or(ontable,Nominal(b))]	0.0	0.0	0.2	0.0	0.0	0.0	0.4	0.1	-0.0	-0.1	0.2	0.0	0.1	0.0	0.0	0.2	0.3	0.1	-0.0	-0.1	-0.1	0.2	-0.1	0.1	0.2	0.0	-0.0	-0.1	0.3	-0.1	-0.0	-0.1	0.1	-0.1	0.1	-0.0	0.1	0.1	0.1	-0.1
Atom[handempty] Num[Or(clear,ontable)]	0.1	0.0	0.2	0.0	0.0	0.0	0.4	0.1	-0.1	-0.0	0.2	0.1	0.1	0.1	0.0	0.3	0.4	0.2	-0.0	-0.1	-0.0	0.3	0.1	0.1	0.3	0.1	-0.0	-0.1	0.3	-0.1	-0.0	-0.1	-0.0	-0.1	0.1	0.0	0.1	0.0	0.1	-0.0
Atom[handempty] Num[Or(ontable,Nominal(a))]	0.1	0.2	0.2	0.0	0.0	0.0	0.4	0.0	-0.1	-0.0	0.2	0.1	0.1	0.0	0.0	0.3	0.3	0.1	-0.0	-0.1	-0.1	0.2	0.1	0.0	0.2	0.0	-0.0	-0.1	0.2	-0.1	0.1	-0.1	-0.0	-0.1	0.1	0.1	0.1	-0.0	-0.1	0.0
Atom[handempty] Bool[And(ontable,Nominal(b))]	0.3	0.1	0.1	0.1	0.1	0.0	0.3	-0.1	-0.3	0.5	0.2	0.1	0.0	0.1	0.1	0.2	0.1	0.1	-0.0	-0.0	0.0	0.2	0.5	-0.1	0.1	0.1	0.1	0.1	-0.1	0.0	0.0	0.0	-0.4	-0.1	0.0	0.1	-0.2	-0.2	-0.1	0.1
Atom[handempty] Num[Forall(on,Nominal(b))]	0.1	0.0	0.2	0.2	0.1	0.0	0.4	0.1	-0.1	-0.0	0.2	0.0	0.1	0.1	0.1	0.2	0.3	0.1	-0.0	-0.1	-0.1	0.3	0.1	0.1	0.2	0.0	0.1	-0.1	0.3	-0.0	0.0	-0.1	-0.1	-0.1	0.1	0.0	0.1	-0.1	0.0	0.0
Atom[handempty] Bool[Exists(on,Nominal(b))]	0.4	0.1	0.0	0.6	0.5	0.2	0.1	0.4	-0.4	-0.0	-0.1	-0.3	0.2	-0.2	0.5	0.1	0.1	-0.3	0.1	-0.4	-0.4	0.3	0.3	-0.2	0.1	-0.3	0.4	-0.2	0.3	-0.1	0.2	-0.3	-0.0	-0.5	0.4	-0.1	0.3	-0.5	-0.0	0.3
Atom[handempty] Num[Exists(on,ontable)]	0.2	0.1	-0.0	0.1	0.0	0.0	0.2	0.2	-0.2	-0.0	-0.0	0.1	0.2	0.1	0.1	0.4	0.5	0.1	-0.0	-0.2	-0.1	0.4	0.1	0.1	0.4	0.1	-0.0	-0.2	0.4	-0.2	-0.0	-0.2	-0.0	-0.2	0.2	0.0	0.2	0.0	0.1	-0.0
Atom[handempty] Num[Forall(on,ontable)]	0.1	0.0	0.2	0.0	0.0	0.0	0.4	0.1	-0.1	-0.0	0.2	0.1	0.1	0.1	0.0	0.3	0.4	0.2	-0.0	-0.1	-0.0	0.3	0.1	0.1	0.3	0.1	-0.0	-0.1	0.3	-0.1	-0.0	-0.1	-0.0	-0.1	0.1	0.0	0.1	0.0	0.1	-0.0
Atom[handempty] Bool[Exists(on,Nominal(a))]	0.4	0.0	-0.1	0.0	0.0	0.0	-0.1	0.4	-0.1	-0.0	0.0	-0.2	0.2	-0.3	0.5	0.3	0.1	-0.3	0.4	-0.2	-0.4	0.1	-0.0	-0.3	0.3	-0.2	0.1	-0.4	0.1	-0.1	-0.0	-0.5	0.2	-0.3	0.3	-0.5	0.4	-0.1	0.3	-0.0
Atom[handempty] Num[Forall(on,Nominal(a))]	0.1	0.0	0.2	0.0	0.0	0.0	0.4	0.1	-0.0	-0.0	0.2	0.1	0.1	0.0	0.1	0.3	0.3	0.1	0.1	-0.1	-0.1	0.2	0.0	0.0	0.3	0.1	-0.0	-0.1	0.2	-0.0	-0.1	-0.1	0.0	-0.1	0.1	-0.1	0.1	0.0	0.1	-0.1
Bool[holding] Num[clear]	-0.5	-0.2	0.2	-0.2	-0.1	-0.0	0.1	-0.5	0.5	0.1	0.2	0.4	-0.3	0.4	-0.3	-0.2	-0.2	0.4	-0.2	0.6	0.5	-0.2	-0.0	0.4	-0.2	0.4	-0.2	0.6	-0.2	0.5	-0.2	0.6	-0.2	0.6	-0.6	0.2	-0.6	0.2	-0.0	-0.1
Bool[holding] Num[Not(holding)]	-0.4	-0.1	-0.0	-0.1	-0.1	-0.0	-0.2	-0.4	0.3	0.1	-0.0	0.2	-0.2	0.2	-0.2	-0.2	-0.2	0.2	-0.1	0.4	0.3	-0.2	-0.0	0.2	-0.2	0.2	-0.1	0.4	-0.2	0.3	-0.1	0.4	-0.1	0.4	-0.4	0.1	-0.4	0.1	-0.0	-0.1
Bool[holding] Num[Not(ontable)]	-0.2	-0.1	-0.1	-0.1	-0.1	-0.0	-0.3	-0.2	0.2	0.1	-0.1	0.1	-0.1	0.1	-0.1	-0.2	-0.2	0.1	-0.0	0.3	0.2	-0.2	-0.0	0.1	-0.2	0.1	-0.0	0.3	-0.2	0.2	-0.1	0.2	-0.1	0.2	-0.2	0.1	-0.2	0.1	-0.0	-0.0
Bool[holding] Num[Exists(on,<universe>)]	-0.2	-0.1	-0.2	-0.1	-0.1	-0.0	-0.3	-0.2	0.2	0.1	-0.2	0.1	-0.1	0.1	-0.1	-0.2	-0.2	0.0	-0.0	0.2	0.2	-0.2	-0.0	0.1	-0.2	0.1	-0.0	0.2	-0.2	0.2	-0.1	0.2	-0.1	0.2	-0.2	0.1	-0.2	0.1	-0.0	-0.0
Bool[holding] Num[Forall(on,<empty>)]	-0.5	-0.2	0.1	-0.2	-0.1	-0.0	0.0	-0.5	0.4	0.1	0.1	0.4	-0.2	0.4	-0.2	-0.2	-0.2	0.3	-0.2	0.5	0.5	-0.2	-0.0	0.4	-0.2	0.4	-0.2	0.5	-0.2	0.4	-0.2	0.5	-0.2	0.5	-0.5	0.2	-0.5	0.2	-0.0	-0.1
Bool[holding] Num[Or(holding,Nominal(a))]	-0.3	-0.0	-0.0	-0.1	-0.1	-0.0	-0.2	-0.4	0.3	0.1	-0.0	0.2	-0.2	0.2	-0.1	-0.2	-0.2	0.2	-0.0	0.4	0.3	-0.2	-0.0	0.2	-0.2	0.2	-0.1	0.4	-0.2	0.3	-0.1	0.4	-0.1	0.3	-0.4	0.1	-0.3	0.1	0.0	-0.1
Bool[holding] Num[And(clear,ontable)]	-0.5	-0.2	0.5	-0.2	-0.1	-0.0	0.3	-0.5	0.5	0.1	0.5	0.3	-0.3	0.3	-0.3	-0.3	-0.3	0.3	-0.1	0.6	0.5	-0.3	-0.0	0.3	-0.3	0.3	-0.1	0.6	-0.3	0.5	-0.2	0.5	-0.2	0.5	-0.5	0.2	-0.5	0.2	-0.0	-0.1
Bool[holding] Bool[And(clear,Nominal(a))]	-0.3	0.1	0.1	-0.0	-0.0	0.0	0.1	-0.4	0.1	0.0	0.0	0.1	-0.1	0.2	-0.4	-0.2	-0.1	0.2	-0.3	0.2	0.3	-0.1	0.0	0.2	-0.2	0.1	-0.1	0.3	-0.1	0.1	0.1	0.5	-0.1	0.3	-0.2	0.4	-0.3	0.1	-0.2	0.1
Bool[holding] Num[Or(clear,Nominal(a))]	-0.5	-0.2	0.1	-0.2	-0.1	-0.1	0.0	-0.5	0.5	0.1	0.2	0.4	-0.2	0.4	-0.2	-0.1	-0.2	0.3	-0.1	0.5	0.5	-0.2	-0.0	0.4	-0.1	0.4	-0.2	0.5	-0.2	0.5	-0.2	0.5	-0.2	0.5	-0.5	0.1	-0.5	0.2	0.0	-0.1
Bool[holding] Bool[And(clear,Nominal(b))]	-0.4	-0.1	0.0	-0.5	-0.4	-0.1	-0.1	-0.3	0.3	-0.1	0.1	0.2	-0.1	0.1	-0.4	-0.1	-0.1	0.2	-0.1	0.3	0.3	-0.2	-0.2	0.1	-0.1	0.2	-0.3	0.2	-0.2	0.1	-0.1	0.3	0.1	0.5	-0.3	0.1	-0.2	0.4	0.0	-0.2
Bool[holding] Num[Or(clear,Nominal(b))]	-0.5	-0.2	0.2	-0.1	-0.1	-0.0	0.0	-0.5	0.4	0.2	0.1	0.4	-0.2	0.4	-0.2	-0.2	-0.2	0.3	-0.2	0.5	0.5	-0.1	0.0	0.4	-0.2	0.4	-0.1	0.5	-0.1	0.5	-0.2	0.5	-0.2	0.5	-0.5	0.2	-0.5	0.1	-0.0	-0.1
Bool[holding] Bool[And(holding,Nominal(a))]	-0.1	-0.3	0.0	0.0	0.1	-0.1	-0.0	0.0	-0.0	-0.1	-0.1	0.0	-0.1	0.1	-0.2	-0.2	-0.1	0.1	-0.2	0.0	0.1	-0.0	0.0	0.1	-0.2	0.0	-0.0	0.1	-0.0	-0.0	-0.2	0.1	-0.0	0.1	-0.1	0.2	-0.1	0.0	-0.1	-0.1
Bool[holding] Bool[And(holding,Nominal(b))]	0.0	0.0	-0.1	-0.3	-0.3	-0.1	-0.1	-0.1	-0.0	0.3	0.0	0.1	-0.1	0.0	-0.2	-0.0	-0.1	0.1	-0.0	0.1	0.1	-0.2	-0.1	0.0	-0.0	0.1	-0.2	0.0	-0.2	-0.0	-0.0	0.1	-0.2	0.1	-0.1	0.0	-0.1	0.2	0.0	-0.1