**Oz**

**field\vegetables**  
1. cabbage  
2. leek  
**field\row.nb\_instances**  
3. in [0, 100/3[  
4. in [100/3, 200/3]  
5. in ]200/3, 255]  
**field\row[]\length**  
6. in [10, 40[  
7. in [40, 70]  
8. in ]70, 100]  
**field\row[]\noise\_X**

9. in [0, 5/3[  
10. in [5/3, 10/3]  
11. in ]10/3, 5]

**field\row[]\noise\_Y**

12. in [0, 5/3[  
13. in [5/3, 10/3]  
14. in ]10/3, 5]

**field\row[]\disappearance\_probability**

15. in [0, 10[  
16. in [10, 20]  
17. in ]20, 30]

**field\row[]\vegetable\_density**

18. in [1, 2]  
19. 3  
20. in [4, 5]

Relation between consecutive rows (constraint **interval**), inducing subranges for the ratio **field\row[i]\length / field\row[i-1]\length**. The following subranges are counted to be covered only in field instances with **at least two crop rows**:   
21. in [0.9, 0.9 + 0.2/3[  
22. in [0.9 + 0.2/3, 0.9 + 0.4/3]  
23. in ]0.9 + 0.4/3, 1.1]

Relation between extremal rows (constraint **interval\_2**), inducing subranges for the ratio **field\row[0]\length / field\row[nb\_instances-1]\length**. The following subranges are counted to be covered only in field instances with **at least three crop rows**, so that the first and last rows are not consecutive:   
24. in [0.9, 2.9/3[  
25. in [2.9/3, 3.1/3]  
26. in ]3.1/3, 1.1]

We also require that the extremal rows take diverse values. Hence for **field\row[0]\length**:   
27. in [10.0, 40.0[  
28. in [40.0, 70.0]  
29. in ]70.0, 100.0[   
**field\weed\_area\grass\_density:**30. in [0, 5/3[  
31. in [5/3, 10/3]  
32. in [10/3, 5]  
**field\inner\_track\_width\gap:**33. in [55, 55 + 110/3[  
34. in [55 + 110/3, 55 + 220/3]  
35. in [55 + 220/3, 165]   
**mission\two\_pass:**36. true  
37. false  
**mission\is\_first\_track\_outer:**38. true  
39. false  
**mission\final\_track\_outer:**40. true  
41. false  
**mission\is\_ track\_side\_at\_left:**42. true  
43. false  
**mission\is\_ first\_uturn\_right\_side:**44. true  
45. false  
**terrain\heightmap\roughness:**46. in [0.0, 1/3[  
47. in [1/3, 2/3]  
48. in ]2/3, 1.0]  
**terrain\heightmap\persistence:**   
49. in [0.0, 0.7/3[  
50. in [0.7/3, 1.4/3]  
51. in ]1.4/3, 0.7]