

[Magic Stones] Combinatorial Logic Models

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Primitives

- **I/O:** getColor, getShape, bind
- **Logical:** not, equal
- **Rule:** if

Generative style

For each participant, loop through all generalization tasks to find consistent trees.

Constructive style

Build a sub-space from the learning task.

Exceptions

If no trees can be found, try allow some level of errors.