* Features:
  + Balance: ['balance-hard', 'balance-soft', 'balance-hard-mean', 'balance-hard-max', 'balance-hard-min', 'balance-hard-std’, 'balance-soft-mean', 'balance-soft-max', 'balance-soft-min', ‘balance-soft-std’]
  + General: [ 'nhard\_len\_stats.ave’, 'nhard\_len\_stats.max’, 'nhard\_len\_stats.min’, 'nhard\_len\_stats.stddev’, 'nhards’, 'nsoft\_len\_stats.ave’, 'nsoft\_len\_stats.max’, 'nsoft\_len\_stats.min’, 'nsoft\_len\_stats.stddev’, 'nsoft\_wts’, 'nsofts’, 'soft\_wt\_stats.ave’, 'soft\_wt\_stats.max’, 'soft\_wt\_stats.min’, 'soft\_wt\_stats.stddev’, 'instance’, 'ncls’, 'nvars’] (from the comments)
  + Graph: ['VG-mean', 'VG-max', 'VG-min', 'VG-std', 'VCG-mean', 'VCG-max', 'VCG-min', 'VCG-std’]
  + Horn: ['Horn-fraction', 'Horn-V-mean', 'Horn-V-max', 'Horn-V-min', 'Horn-V-std']
  + To do:
    - Entropy
    - Variation coefficient(?)
    - Fraction of binary and ternary clauses
    - Ratio of positive and negative occurrences of each variable
    - Separate VCG statistics
* Preprocessing:
  + Remove features with < n unique values
  + Normalize
  + To do:
    - Greedy forward selection
    - PCA(?)
* Regressor:
  + Decision Tree Regressor
  + SVR
  + Random Forest
  + Ridge regressor