

## Aleph parameters

The number of new variables that can be introduced in the body of the rule was set to 2, and the maximum number of atoms in a clause was set to 5. Building a rule that rejects all the negative examples is often too constrained in real-life applications. In the same way building a set of rules that cover all the positive examples may lead to build very specific rules. The minimum number of positive examples that a clause must cover was set to 2, whereas the maximum number of negative examples that a clause is allowed to cover was set to 15. We used the  $m$ -estimate evaluation function, which is a Bayesian estimation of the accuracy of a clause; the value of  $m$  is automatically set to be the maximum likelihood estimate of the best value of  $m$ .

Several variants of the learning method used by Aleph to score a clause have been defined. *Induce\_cover* is a variant of *induce*, the method used by default, that does not remove positive examples covered by a clause when scoring a new clause. *Induce\_max* is another variant that performs the loop on all positive examples and not only on the positive examples not yet covered. We chose to use the last strategy as it returns a set of rules, which does not depend on the order of the positive examples.