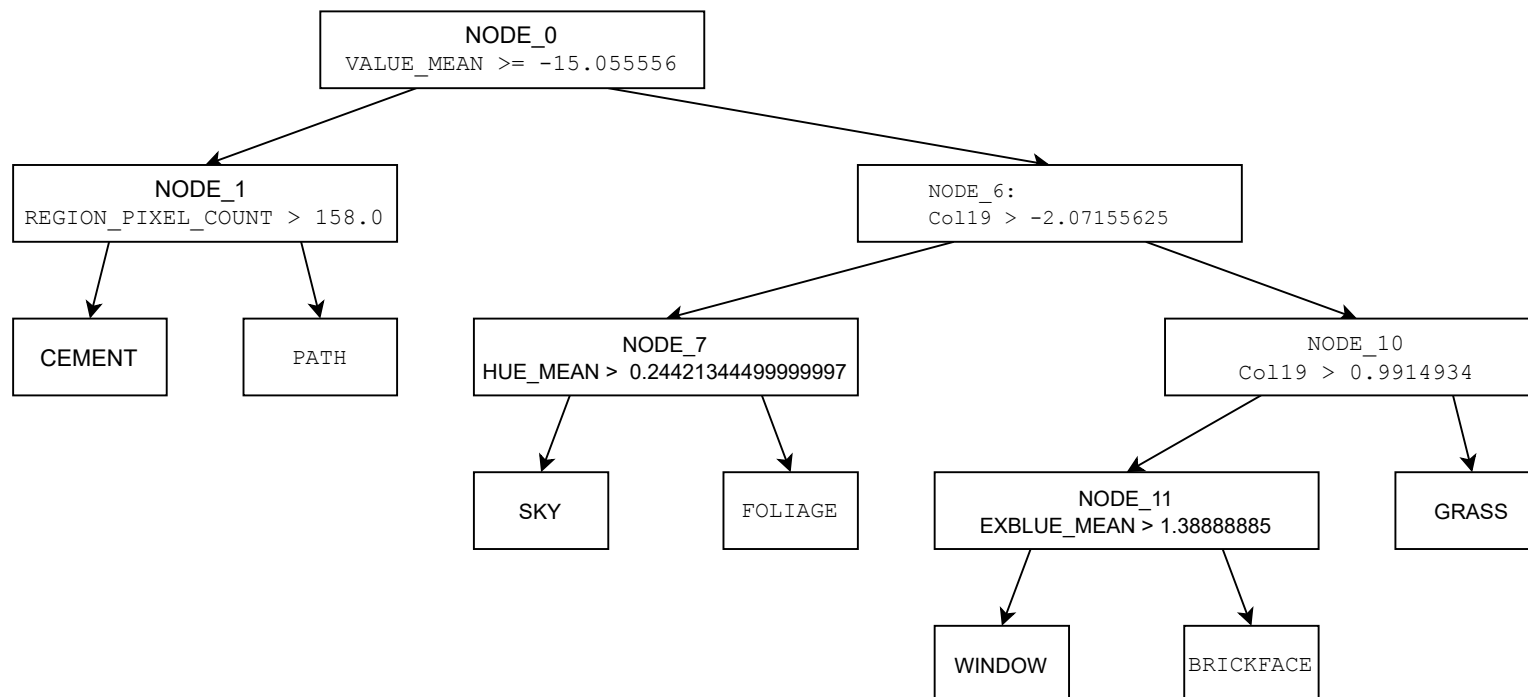


TREE\_1:  
True is always on the right



CEMENT = ~Node\_0 & ~Node\_1

PATH = ~Node\_0 & Node\_1

SKY = Node\_0 & ~Node\_6 & ~Node\_7

FOLIAGE = Node\_0 & ~Node\_6 & Node\_7

GRASS = Node\_0 & Node\_6 & Node\_10

WINDOW = Node\_0 & Node\_6 & ~Node\_10 & ~Node\_11

BRICKFACE = Node\_0 & Node\_6 & ~Node\_10 & Node\_11