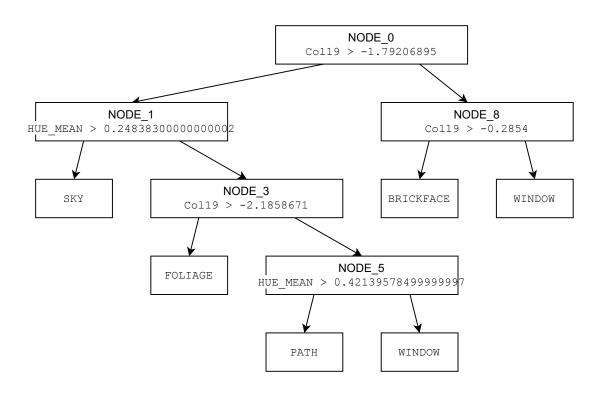
TREE_6:
True is always on the right



```
SKY = ~Node_0 & ~Node_1

BRICKFACE = Node_0 & ~Node_1

WINDOW = (Node_0 & Node_1) | (~Node_0 & Node_1 & Node_3 & Node_5)

FOLIAGE = ~Node_0 & Node_1 & ~Node_3

PATH = ~Node_0 & Node_1 & Node_3 & ~Node_5
```