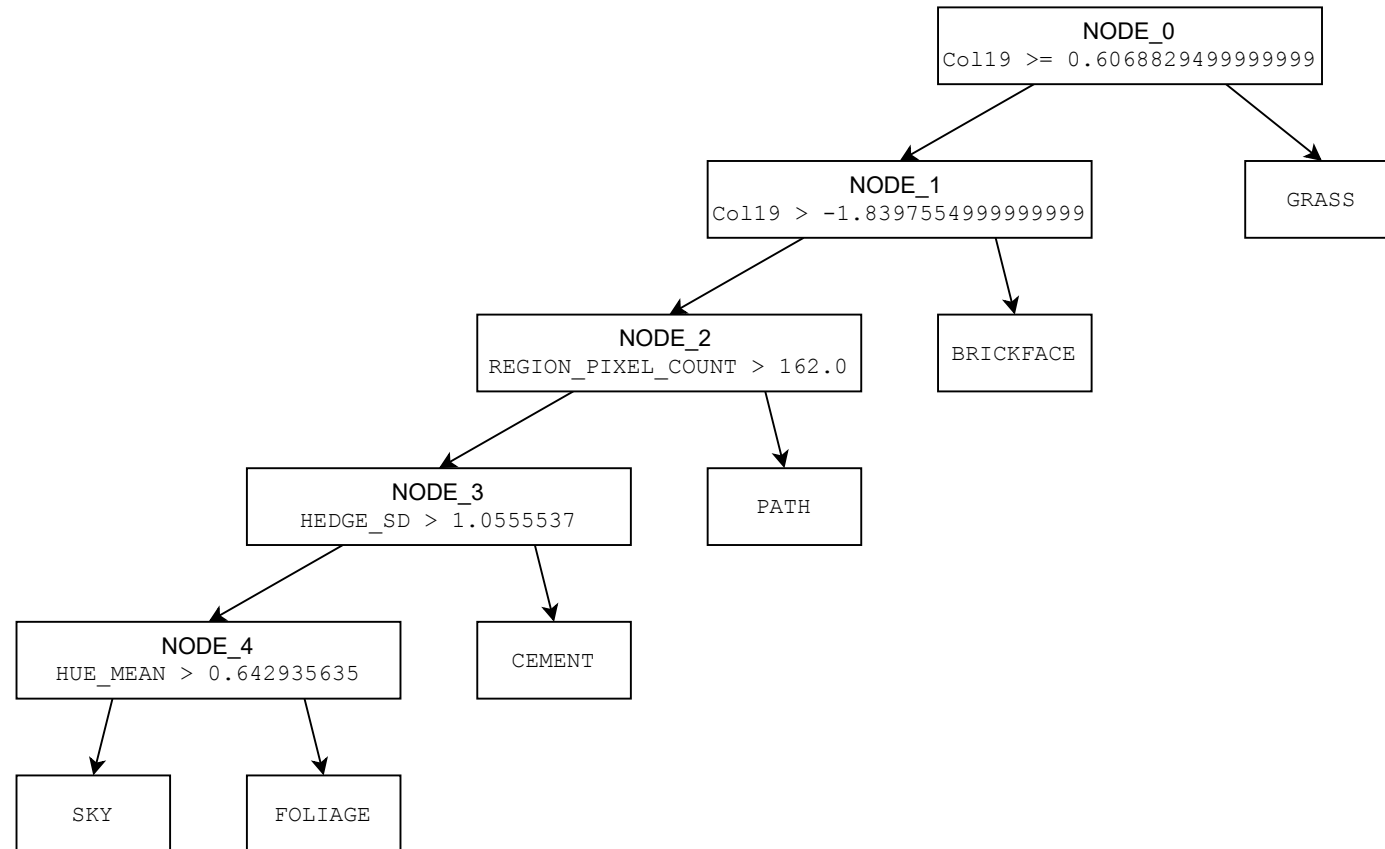


TREE_2:
True is always on the right



GRASS : Node_0

BRICKFACE = \sim Node_0 & Node_1

PATH = \sim Node_0 & \sim Node_1 & Node_2

CEMENT = \sim Node_0 & \sim Node_1 & \sim Node_2 & Node_3

FOLIAGE = \sim Node_0 & \sim Node_1 & Node_2 & \sim Node_3 & Node_4

SKY = \sim Node_0 & \sim Node_1 & Node_2 & \sim Node_3 & \sim Node_4