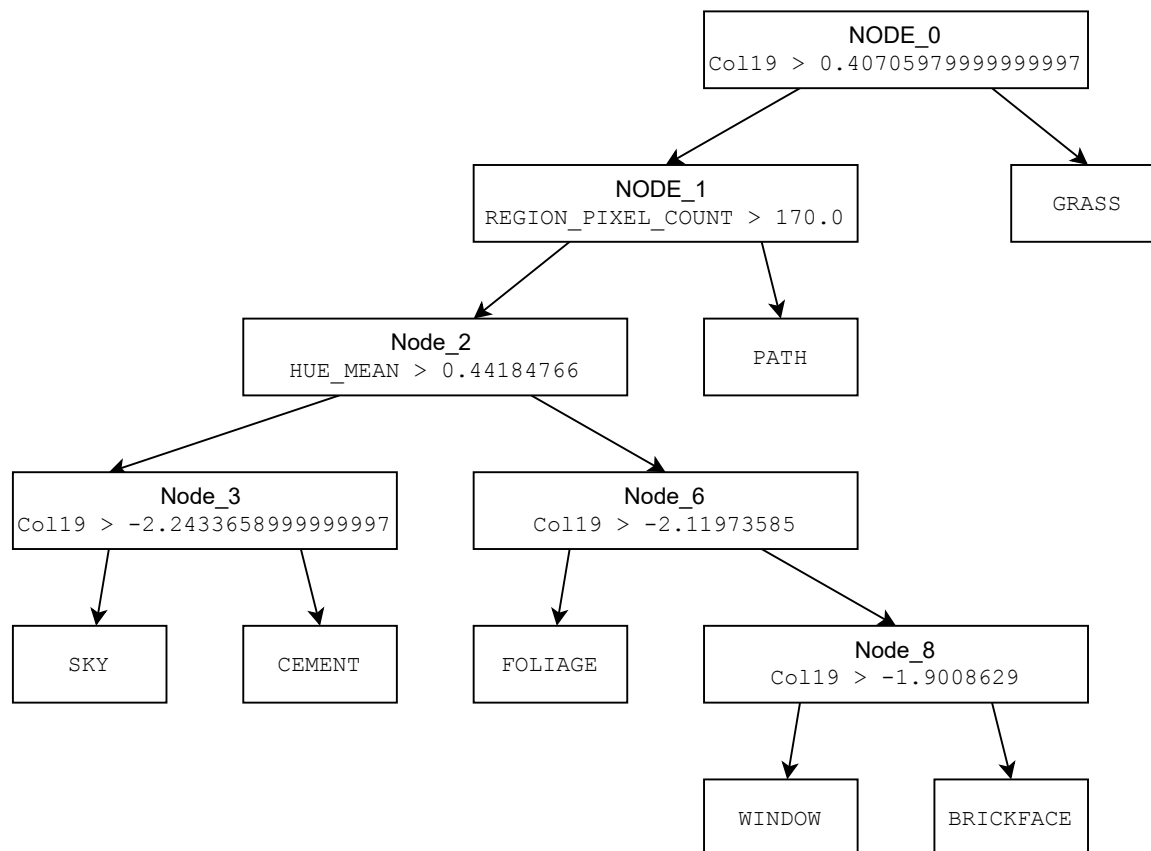


TREE_5:
True is always on the right



GRASS : Node_0

PATH = ~Node_0 & Node_1

SKY = ~Node_0 & ~Node_1 & ~Node_2 & ~Node_3

CEMENT = ~Node_0 & ~Node_1 & ~Node_2 & Node_3

FOLIAGE = ~Node_0 & ~Node_1 & Node_2 & ~Node_6

WINDOW = ~Node_0 & ~Node_1 & Node_2 & Node_6 & ~Node_8

BRICKFACE = ~Node_0 & ~Node_1 & Node_2 & Node_6 & Node_8