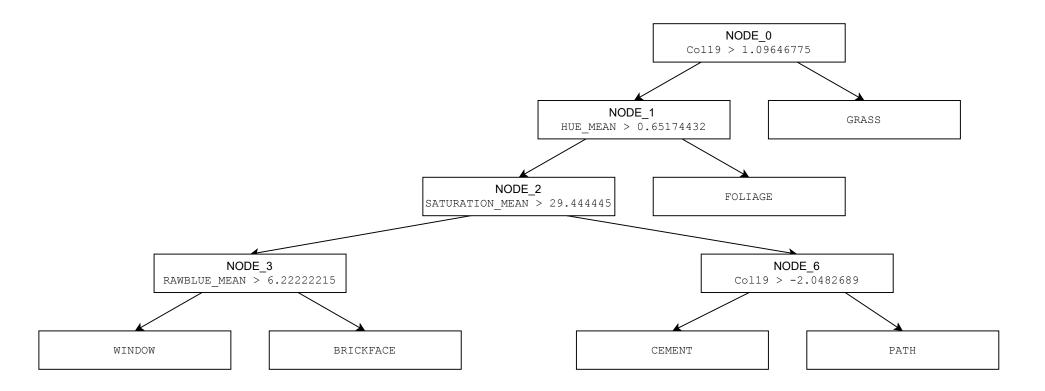
TREE_0: True is always on the right



GRASS: NODE_0

FOLIAGE: ~NODE_0 & NODE_1

WINDOW: ~NODE_0 & ~NODE1 & ~NODE_2 & ~NODE_3

BRICKFACE: ~NODE_0 & ~NODE_1 & ~NODE_2 & NODE_3

CEMENT: ~NODE_0 & ~NODE_1 & NODE_2 & ~NODE_6

PATH: ~NODE_0 & ~NODE_1 & ~NODE_2 & NODE_6