NODE_0
SATURATION_MEAN > 100.944445

NODE_1
SATURATION_MEAN > 36.7222225

SKY

NODE_2
Col19 > -2.1246078

PATH

FOLIAGE

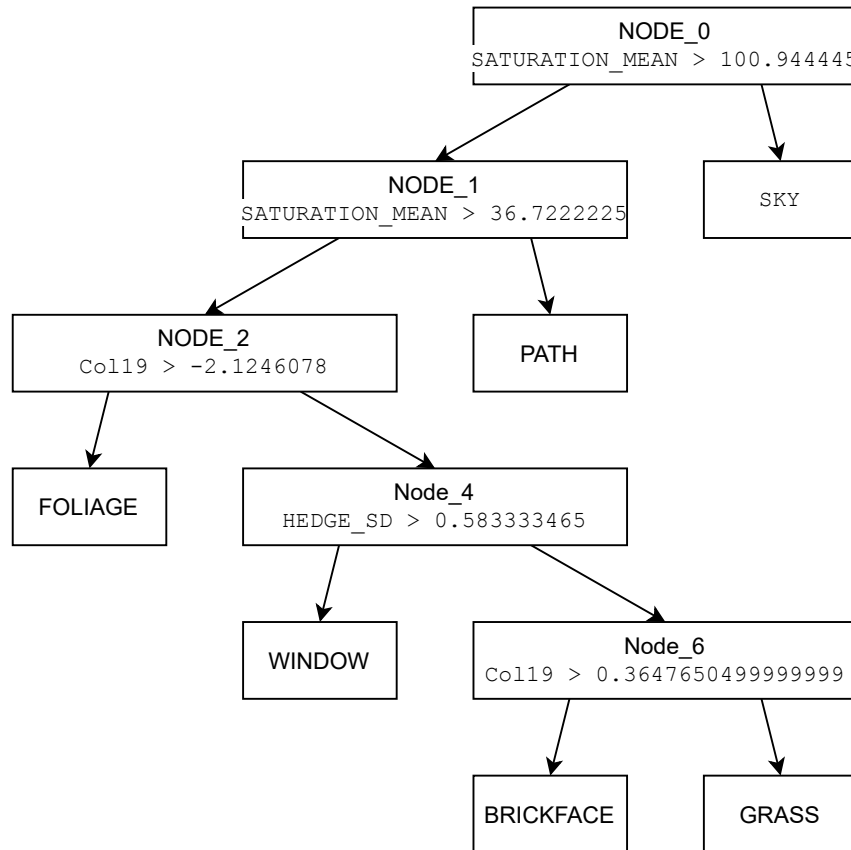Node_4
HEDGE_SD > 0.583333465

WINDOW

Node_6
Col19 > 0.3647650499999999

BRICKFACE

GRASS

PATH = ~Node_0

GRASS = Node_0 & Node_4

CEMENT = Node_0 & ~Node_4 & Nìode_5

FOLIAGE = Node_0 & ~Node_4 & ~Nìode_5 & ~Node_6

WINDOW = Node_0 & ~Node_4 & ~Nìode_5 & Node_6