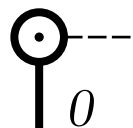


Proximity  
Order (PO)

0

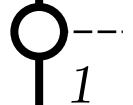


|1110



|1100

1

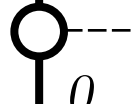


0|010



0|001

2



01|10



01|11

3



010|0

*depth = 2*

*nearest  
neighbours*