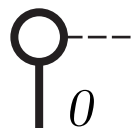


Proximity
Order (PO)

0

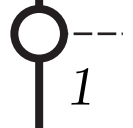


|1110



|1100

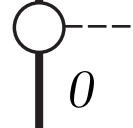
1



0|010

0|001

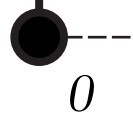
2



01|10

01|11

3



010|0

depth = 2

*nearest
neighbours*