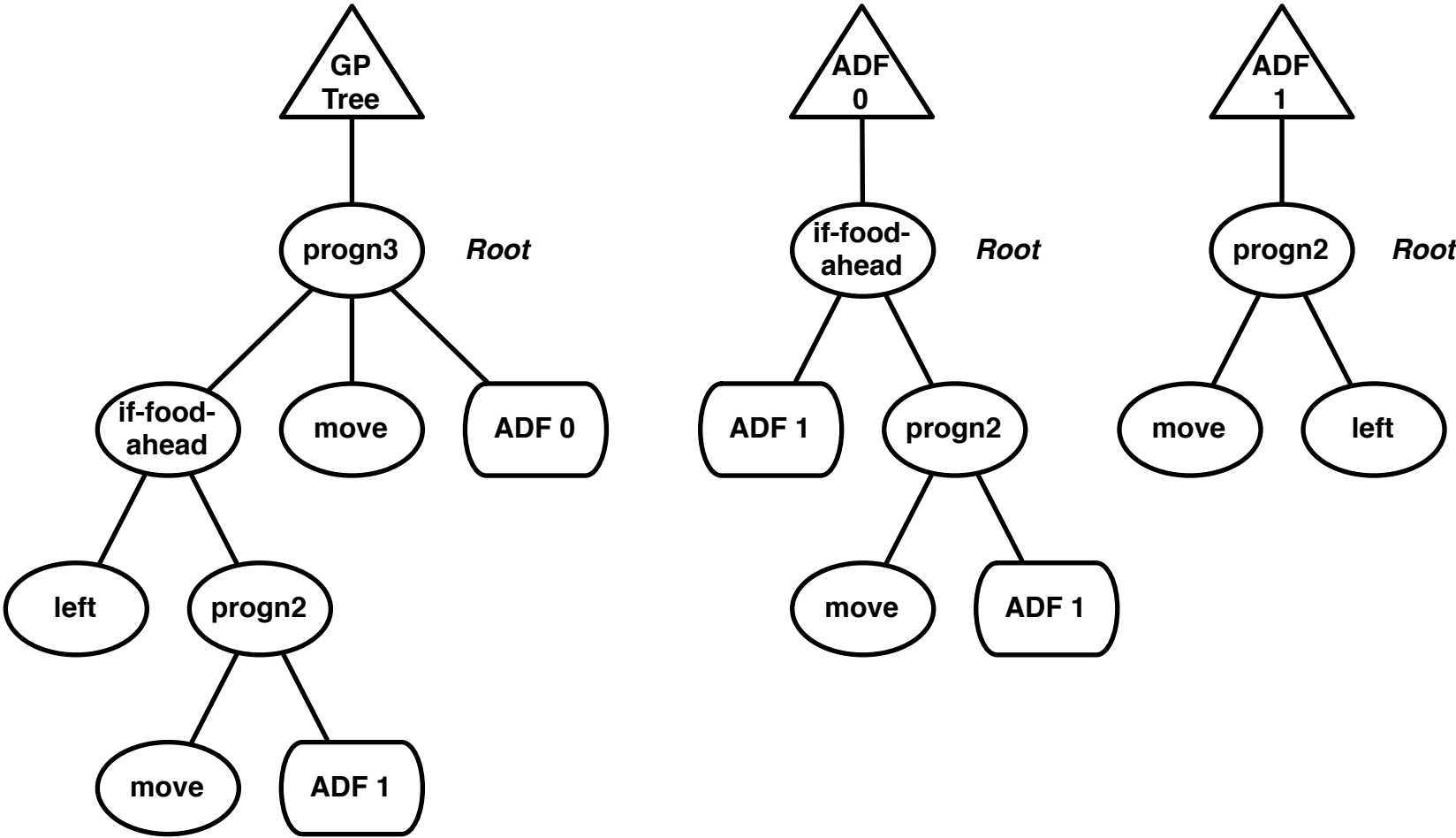
GP Tree
progn3
Root
if-food-ahead
move
ADF 0
left
progn2
move
ADF 1
ADF 0
if-food-ahead
Root
ADF 1
progn2
move
ADF 1
ADF 1
progn2
Root
move
left