

...	a	d	a	b	r	a	r	r	a	r	r	a	d	...
-----	---	---	---	---	---	---	---	---	---	---	---	---	---	-----



...	a	d	a	b	r	a	r	r	a	r	r	a	d	...
-----	---	---	---	---	---	---	---	---	---	---	---	---	---	-----

Match Pointer

$p=4$



...	a	d	a	b	r	a	r	r	a	r	r	a	d	...
-----	---	---	---	---	---	---	---	---	---	---	---	---	---	-----

...	a	d	a	b	r	a	r	r	a	r	r	a	d	...
-----	---	---	---	---	---	---	---	---	---	---	---	---	---	-----

Ponteiro Referencia para Codificação

$e = 3$

Parte sendo codificada

$x(r)$