

painting
sequence
random key

0.3	0.2	0.4	0.1
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slicing
order
random key

0.6	0.1	0.3
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orientation
probabilities

0.3	0.2	0.5
0.1	0.2	0.7
0.7	0.2	0.1

random key
decoder

1) add lower index	0.3 ₁ 0.2 ₂ 0.4 ₃ 0.1 ₄	0.6 ₁ 0.1 ₂ 0.3 ₃
2) sort	0.1 ₄ 0.2 ₂ 0.3 ₁ 0.4 ₃	0.1 ₂ 0.3 ₃ 0.6 ₁
3) get lower index	4 2 1 3	2 3 1

orientation
decoder

0.3 _H 0.2 _V 0.5 _* 0.1 _H 0.2 _V 0.7 _* 0.7 _H 0.2 _V 0.1 _*	1) add lower index
0.3 _H 0.2 _V 0.5_* 0.1 _H 0.2 _V 0.7_* 0.7_H 0.2 _V 0.1 _*	2) select row max
* * H	3) get lower index of row max

4	2	3	1
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painting
sequence

2	3	1
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slicing
order

*	*	H
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orientations