

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
0.2	0.6	0.2
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

4	2	3	1
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painting
sequence

2	3	1
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slicing
order

orientation
decoder

$0.3_H \ 0.2_V \ 0.5_*$ $0.2_H \ 0.6_V \ 0.2_*$ $0.7_H \ 0.2_V \ 0.1_*$	1) add lower index
$0.3_H \ 0.2_V \ 0.5_*$ $0.2_H \ 0.6_V \ 0.2_*$ $0.7_H \ 0.2_V \ 0.1_*$	2) select row max
* V H	3) get lower index of row max

*	V	H
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orientations