

Bitmap Storage

```
11111111 11000000
00000000 00000000
10101010 10000000
...
```

10x100
offset = 1

After Trimming

```
11111111 11
00000000 00
10101010 10
...
```

$10 \% 8 = 2$
 $8 - 2 = 6$

After Transposing

```
101...
100...
101...
...
```

After Shifting

```
1...10
0...10
1...10
...
```

old → recent