

0%*%/*%0%*%
 .#.,(,@,.,./&*.
 (,&*,@,.,*%&*.
 /%*,.*%*,.*%*%/*%
 .,@@/././././././%
 &#,**&#(,&%,*%
 @&*%*,.*%*,.*%*,*%
 %&#*,(,*%*,%*,#*%*,*%
 %&%,@,.,./@@@&#
 /&&*&*,@%*,&/
 %&@%#%,**%*

What is the smallest amount of symbols we need in order to still think of Akatsiku when we see the image?

Hunter x Hunter
One Piece
Bleach
One Punch Man
Haikyuu
Hajime no Ippo
My Hero Academia
Sword Art Online

```
00000000
00010000
00111000
01111100
00020000
00000000
```

```
for v in x:
    # lookup symbol from number
    r += rs[v]

return r
```

This is called RunLength Encoding. To decode simply do the reverse operation.

```
for i in range(0, len(x), 2):
    for k in range(x[i]):
        r.append(x[i+1])

return r
```

Now we can runlength encode it:

```
[1, 1, 1, 2, 1, 0, 9, 1]
```

To go back to the original list first we need to run length decode and then to delta decode.

DELTA ENCODING

```
return r
```

REDUCE INFORMATION

Its ugly, but it .. kind of looks like

REDUCE INFORMATION

```
return r
```

FILTERS

Take the pixels and manipulate them.

FILTERS

```
return r
```

[illegible][illegible]

SYMBOL TABLE

```
{
    ".": 0,
    "@": 1,
    "+": 2,
    "(": 3,
    "*": 4,
    "&": 5,
    "/": 6,
    "%": 7
}
```

```

rle(encoded)

size: 216

213 0 2 1 9 2 2 1 24 0
1 1 16 2 1 1 21 0 1 1
19 2 1 1 18 0 1 3 11 2
1 4 8 2 1 15 0 2 1 1
12 2 1 1 8 2 1 1 2 2
1 5 1 1 10 0 1 1 1 6
17 2 4 1 1 7 7 2 1 1
8 0 1 1 31 2 1 1 7 0
1 1 11 2 1 1 19 2 1 1
7 0 1 1 11 2 1 1 18 2
1 1 10 0 1 1 8 2 2 1
16 2 1 1 14 0 6 1 1 7
20 2 1 1 12 0 1 1 18 2
1 1 1 5 7 2 1 1 12 0
1 1 15 2 1 1 10 2 1 1
14 0 2 1 12 2 1 1 9 2
1 1 21 0 1 7 9 2 1 1
1 6 2 2 3 1 24 0 1 1
13 2 1 3 27 0 1 1 10 2
1 1 30 0 1 1 7 2 1 1
31 0 1 1 4 2 2 1 32 0
2 1 1 6 257 0

```

[illegible][illegible]

```

-> 20 <-
rle(blur(encoded))

      size: 172
213  0   3   1   6   2   3   1 24  0
   3   1 15   2 21  0   3   1 18  2
 18  0   3   1 18   2   3   1 15  0
   3   1   9   2   3   1   6   2   3   1
   3   2   9  0 18   2   6   1   3   3
   3   2   3   1   9  0 30   2   3   1
   6   0   3   1   9   2   3   1 15  2
   3   1   6  0   3   1   9   2   3   1
 15  2   3   1   9  0   3   1   6   2
   3   1 15   2   3   1 15  0   3   1
   3   3 18   2   3   1 12  0 27  2
 12  0   3   1 12   2   3   1   9   2
   3   1 15  0 12   2   3   1   6   2
   3   1 18  0 12   2   3   3   3   1
 24  0   3   1 12   2   3   1 24  0
   3   1   9   2 30  0   3   1   6   2
 33  0   3   2   3   1 33  0   3   2
258  0

```

```

> squeeze(encoded,5)
size: 248
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 2 1 0 0 0 0 0
1 2 2 1 0 0 0 0 2 2
2 1 0 0 0 1 2 2 2 1
0 0 0 1 2 1 2 1 1 0
1 2 2 2 1 2 1 0 0 2
2 2 2 2 2 0 0 2 2 1
2 2 2 0 0 2 2 1 2 2
1 0 0 1 1 1 2 2 1 0
0 0 2 2 2 2 1 0 0 1
2 2 2 2 2 0 0 0 2 2
1 2 2 0 0 0 1 2 1 2
1 0 0 0 0 2 2 2 0 0
0 0 0 1 2 2 1 0 0 0
0 0 2 2 0 0 0 0 0 0
1 1 0 0 0 0 0 0 1 0
0 0 0 0 0 0 1 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0

```

```

> rle(squeeze(encoded,5))
      size: 144
43  0   1   2   1   1   5   0   1   1
 2  2   1   1   4   0   3   2   1   1
 3  0   1   1   3   2   1   1   3   0
 1  1   1   2   1   1   1   2   2   1
 1  0   1   1   3   2   1   1   1   2
 1  1   2   0   6   2   2   0   2   2
 1  1   3   2   2   0   2   2   1   1
 2  2   1   1   2   0   3   1   2   2
 1  1   3   0   4   2   1   1   2   0
 1  1   5   2   3   0   2   2   1   1
 2  2   3   0   1   1   1   2   1   1
 1  2   1   1   4   0   3   2   5   0
 1  1   2   2   1   1   5   0   2   2
 6  0   2   1   6   0   1   1   7   0
 1  1  51   0

```

```
> Z3 <
rle(bw(squeeze(encoded,5)))

size: 82

43  0  2  1  5  0  4  1  4  0
 4  1  3  0  5  1  3  0  6  1
 1  0  7  1  2  0  6  1  2  0
 6  1  2  0  6  1  2  0  6  1
 3  0  5  1  2  0  6  1  3  0
 5  1  3  0  5  1  4  0  3  1
 5  0  4  1  5  0  2  1  6  0
 2  1  6  0  1  1  7  0  1  1
51  0
```

[illegible]

[illegible]

43	0	2	1	5	0	1	1	2	2
5	0	1	1	2	2	1	1	4	0
3	2	1	1	3	0	1	1	1	2
4	1	1	0	1	1	3	2	1	1
1	2	1	1	2	0	5	2	1	1
2	0	1	1	1	2	1	1	2	2
1	1	2	0	1	2	2	1	2	2
1	1	2	0	3	1	2	2	1	1
3	0	4	2	1	1	3	0	5	2
3	0	2	2	1	1	1	2	1	1
3	0	1	1	1	2	3	1	4	0
3	2	5	0	1	1	2	2	1	1
5	0	1	1	1	2	6	0	2	1
6	0	1	1	7	0	1	1	52	0

43	0	1	1	1	0	1	-1	4	0
2	1	1	0	1	-2	4	0	2	1
1	0	2	-1	3	0	1	2	2	0
2	-1	2	0	2	1	1	-1	3	0
1	-1	2	1	2	0	1	-1	1	1
2	-1	1	0	1	2	4	0	2	-1
1	0	2	1	1	-1	1	1	1	0
2	-1	1	0	1	2	1	-1	1	0
1	1	1	0	2	-1	1	0	1	1
2	0	1	1	1	0	2	-1	2	0
1	2	3	0	2	-1	2	0	1	2
4	0	1	-2	2	0	1	2	1	0
1	-1	1	1	2	-1	2	0	2	1
1	-1	2	0	1	-1	3	0	1	2
2	0	1	-2	4	0	2	1	1	0
2	-1	4	0	2	1	1	-2	5	0
1	1	1	0	1	-1	5	0	1	1
1	-1	6	0	1	1	1	-1	51	0

[illegible]

0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	1	0	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	0	1	0	1
0	1	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0							

14	0	1	1	1	0	1	1	1	0
18	1	1	0	1	1	1	0	1	1
1	0	1	1	21	0				

14	0	1	1	1	-1	1	1	1	-1
1	1	17	0	1	-1	1	1	1	-1
1	1	1	-1	1	1	1	-1	20	0

[illegible]

--> 41 <

0	0	0	0	0	0	0	0	1	1
1	1	1	1	1	1	1	1	1	0
0	0	0	0	0	0	0	0	0	0
0	0								

--> 42 <

8 0 11 1 13 0

43 < - -

8 0 1 1 10 0 1 -1 12 0

[illegible]

--> 45 <

[illegible]

- -> 46 <

[illegible]

```
size: 82
```

213	0	13	1	24	0	18	1	21	0
21	1	18	0	22	1	15	0	28	1
10	0	32	1	8	0	33	1	7	0
33	1	7	0	32	1	10	0	28	1
14	0	28	1	12	0	29	1	12	0
28	1	14	0	25	1	21	0	17	1
24	0	15	1	27	0	12	1	30	0
9	1	31	0	7	1	32	0	3	1
257	0								

> 48 <--

[illegible]

- -> 49 <-

[illegible]

--> 50

```
rle(invert(bw(encoded)))
```

```
size: 82
```

213	1	13	0	24	1	18	0	21	1
21	0	18	1	22	0	15	1	28	0
10	1	32	0	8	1	33	0	7	1
33	0	7	1	32	0	10	1	28	0
14	1	28	0	12	1	29	0	12	1
28	0	14	1	25	0	21	1	17	0
24	1	15	0	27	1	12	0	30	1
9	0	31	1	7	0	32	1	3	0
257	1								

-> 51 <

[illegible]

> 52 <

[illegible]

--> 53 <--

```
rle(bw(blur(encoded)))
```

```
size: 82
```

213	0	12	1	24	0	18	1	27	0
21	1	18	0	24	1	15	0	21	0
9	0	33	1	9	0	33	1	6	0
33	1	6	0	33	1	9	0	30	1
15	0	27	1	12	0	27	1	12	0
30	1	15	0	24	1	18	0	18	1
24	0	18	1	24	0	12	1	30	0
9	1	33	0	6	1	33	0	3	1
258	0								

--> 54

[illegible]

-> 55 <

[illegible]