Bitmap

row.nb_instances
1. in [10, 10 + 90/3[
2. in [10 + 90/3, 10 + 180/3]
3. in]10 + 180/3, 50[
row[]\pixel[]\gray
4. in [0, 255/3[
5. in [255/3, 510/3]
6. in]510/3, 255]
padding
7. 0
8. 1
9. 2
10. 3

min(row[]\pixel[]\gray)
11. in [0, 255/3[
12. in [255/3, 510/3]
13. in]510/3, 255]
max(row[]\pixel[]\gray)
14. in [0, 255/3[
15. in [255/3, 510/3]
16. in]510/3, 255]
horizontal_border (row[nb_instances - 1]\pixel[]\gray - row[0]\pixel[]\gray)
17. in [0, 255/3[
18. in [255/3, 510/3]
19. in]510/3, 255]
vertical_border (row[]\pixel[nb_instances - 1]\gray - row[]\pixel[0]\gray)
20. in [0, 255/3[
21. in [255/3, 510/3]
22. in]510/3, 255]
horizontal_interval (row[]\pixel[i+1]\gray - row[]\pixel[i]\gray)
23. in [0, 255/3[
24. in [255/3, 510/3]
25. in]510/3, 255]
vertical_interval (row[i+1]\pixel[]\gray - row[i]\pixel[]\gray)
26. in [0, 255/3[
27. in [255/3, 510/3]
28. in]510/3, 255]