**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]