It looks like each rule gives nearly the same results, however rule 4 (Calic) gives many more single digit numbers. Single digit numbers are smaller to encode and therefore gets better compression.

Smooth.pgm

|  |  |
| --- | --- |
| Rule 1 | smoothgraphrule1.pngsmoothgraphrule2.pngsmoothgraphrule3.pngsmoothgraphrule4.png |
| Rule 2 |
| Rule 3 |
| Rule 4 - calic |

Smooth2.pgm

|  |  |
| --- | --- |
| Rule 1 | smooth2graphrule1.pngsmooth2graphrule2.pngsmooth2graphrule3.pngsmooth2graphrule4.png |
| Rule 2 |
| Rule 3 |
| Rule 4 - Calic |

Boat

|  |  |
| --- | --- |
| Rule 1 | boatsgraphrule1.pngboatsgraphrule2.pngboatsgraphrule3.pngboatsgraphrule4.png |
| Rule 2 |
| Rule 3 |
| Rule 4 - Calic |

Camera.raw.pgm

|  |  |
| --- | --- |
| Rule 1 | cameragraphrule1.pngcameragraphrule2.png  cameragraphrule3.pngcameragraphrule4.png |
| Rule 2 |
| Rule 3 |
| Rule 4 - Calic |