Spring compression

Spring Algorithm Introduce:

I want introduce new compression I called Spring compression I didn't find such compression I get up this algorithm compression and name it Spring. This spring compression book written by Jurijus Pacalovas.

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Spring written in Python.
Here is my algorithm Spring:
Number_of_the_file=((((Number_of_the_file*2**y)+Add)//3)*M)//Divided
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Divided_corrdiates=int(University_file[0:(X2*8)],2) Times_12=int(University_file[(X2*8):(X2*8)+8],2)
Times_10=int(University_file[(X2*8)+8:(X2*8)+16],2)
Times 11=int(University file[(X2*8)+16:(X2*8)+24],2)
N_5=int(University_file[(X2*4)+24:(X2*4)+32],2)
Times_7=int(University_file[(X2*8)+32:(X2*8)+40],2)
X+=1
counts+=1
Times repeat this
check equal numbers to Number_of_the_file
size of long
and counts
spin it up
k1+=1
k2+=1
X2=X1
C11="0"+str(((4*X2)+20))+"b"
if University>(2**((4*X1)+20)-1):
University=0
k1=-1
k2=0 counts=-1
X1+=1
if X1>XN:
University=0
X1=1
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X2=1
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University_file=format(University,C11)

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save it:

lenf=len(File_information5_17) Time_Real3=bin(lenf2)[2:] T1=len(Time_Real3)
Time_Real4=format(T1,'06b') long_file=Time_Real4+Time_Real3 C1=bin(X1)[2:] C5=len(C1) C2=C5//8
C4=C5%8 if C4!=0: C3=(C2+1)*8 else: C3=C2*8 C="0"+str(C3)+"b" Time_Real3=format(X1,C)
T1=len(Time_Real3) Time_Real1=bin(T1)[2:] T2=len(Time_Real1) Time_Real4=format(T2,'06b')
XN=Time_Real4+Time_Real1+Time_Real3 C1=bin(counts)[2:] C5=len(C1) C2=C5//8 C4=C5%8 if
C4!=0: C3=(C2+1)*8 else: C3=C2*8 C="0"+str(C3)+"b" Time_Real3=format(counts,C)
T1=len(Time_Real3) Time_Real1=bin(T1)[2:] T2=len(Time_Real1) Time_Real4=format(T2,'06b')
Counts=Time_Real4+Time_Real1+Time_Real3

extract

lenf6=len(File_information5) ascii_string = "" while File_information5[:8]!="00101111":
a_binary_string=File_information5[:8] binary_values = a_binary_string. split() for binary_value in binary_values: an_integer = int(binary_value, 2) ascii_character = str(chr(an_integer)) ascii_string += ascii_character File_information5=File_information5[8:] File_information5=File_information5[8:] while File_information5[:1]!="1": if File_information5[:1]=="0":
File_information5=File_information5[1:] File_information5=File_information5[1:]
#print(File_information5) #print(Extract_info) Real_C=int(File_information5[0:6],2)
File_information5=File_information5[Real_C1] Real_C1=int(File_information5[:Real_C1],2)
File_information5=File_information5[Real_C1:] Real_C=int(File_information5[0:6],2)
File_information5=File_information5[6:] Real_C1=int(File_information5[:Real_C],2)
File_information5=File_information5[Real_C1:] Extract_info=int(File_information5[:Real_C1],2)
File_information5=File_information5[Real_C1:] Extract_info=int(File_information5[:Real_C1],2)
File_information5=File_information5[Real_C1:] Extract_info=int(File_information5[:Real_C1],2)
File_information5=File_information5[Real_C1:] Extract_info=int(File_information5[:Real_C1],2)
File_information5=File_information5[Real_C1:] Extract_info=int(File_information5[:Real_C1],2)

I want say that I started writing my compression 13 years ago. I made my first version Spring-1.0.0.0: 2 years ago it was. I use banachii encoding. I use algorithm in version 1.0.0.0 pi algorithm.

After in other versions I used reverse (change information) and compression it and after reverse it back.

In Spring-160 I used compression algorithm Spring.

Spring algorithm:

Use formula and it repeat many times:

Formula:

Number_of_the_file=((((Number_of_the_file*2**y)+Add)//3)*Multiplayer)//Divided_corrdiates

Number_of_the_file= for count numbers of the file Divide corrdiates.

T_Real it's about our reality where used to multiply numbers.

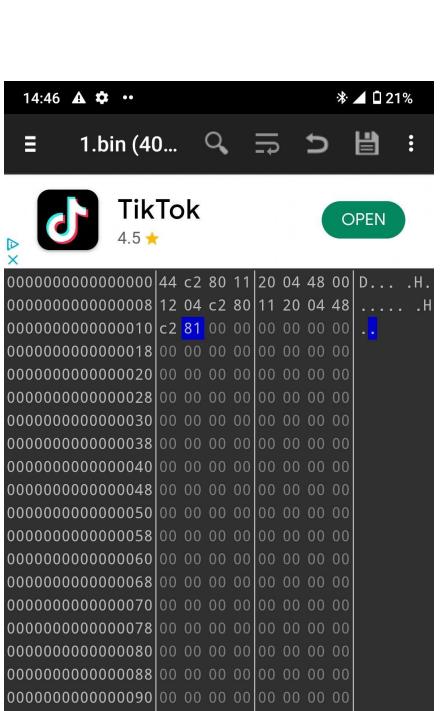
I have names it real because it let compression random data good question why need division it need for find little bit small number variation to compression

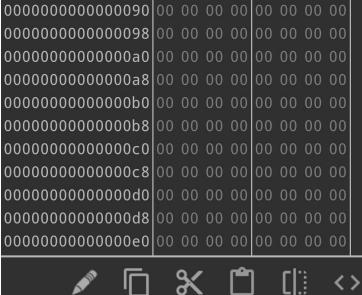
So how could compress by around numbers we need to use this formula try to get this number to out number we take all version and calculate it while we get our variation the shorted order so it's compressed by this formula shorter how we can with seven numbers. You saw why trace jumping like you said because that is banachii encoding. After we reverse it back.

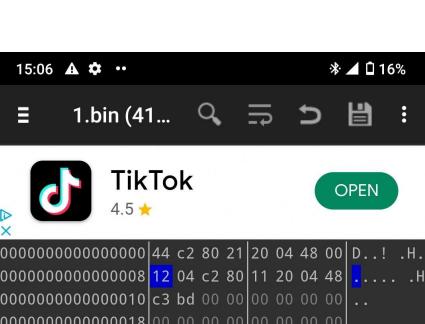
So I use this formula to extract by the same combination put this number that we get from formula end extract it back but after I use encoding banachii because it looks compression encoding to secure information after it extract back. Also I compress zeroes by used encoding zeroes and after save it. Like 40 bits. It's saving how many bits. I use banachii to encoding and decoding it.

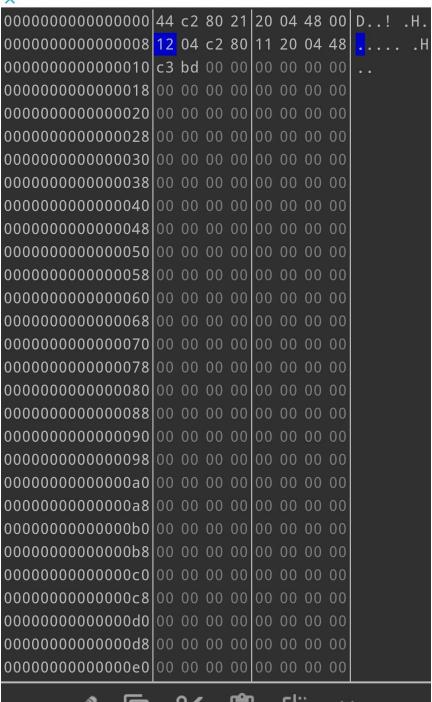
Here is compression file

2b and 2) ff



















It's can compress random files and extract it back.