$$B_2 = Hex(b_1b_2 \begin{vmatrix} b_1 \\ b_3b_4 \end{vmatrix} b_4 \begin{vmatrix} b_2 \\ b_3 \end{vmatrix} b_4 \begin{vmatrix} B_2^1 \\ B_2^3 \end{vmatrix} B_2^4 \begin{vmatrix} B_2^2 \\ B_2^3 \end{vmatrix} B_2^4 \begin{vmatrix} B_4^1 \\ B_4^3 \end{vmatrix} B_4^4 \begin{vmatrix} B_4^2 \\ B_4^3 \end{vmatrix} B_4^4$$
The bits (b_i) or blocks B_n^i are read in a raster scan order; here n indicates the patch size and i , the bit or the block.