$B_2 = Hex(b_1 b_2 b_3 b_4)$

b_1	b_2
b_3	b_4

B_2^1	B_2^2
B_2^3	B_2^4

$B_4 = B_2^1 B_2^2 B_2^3 B_2^4$

B_4^1	B_4^2
B_4^3	B_4^4

$B_8 = B_4^1 B_4^2 B_4^3 B_4^4$

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.