

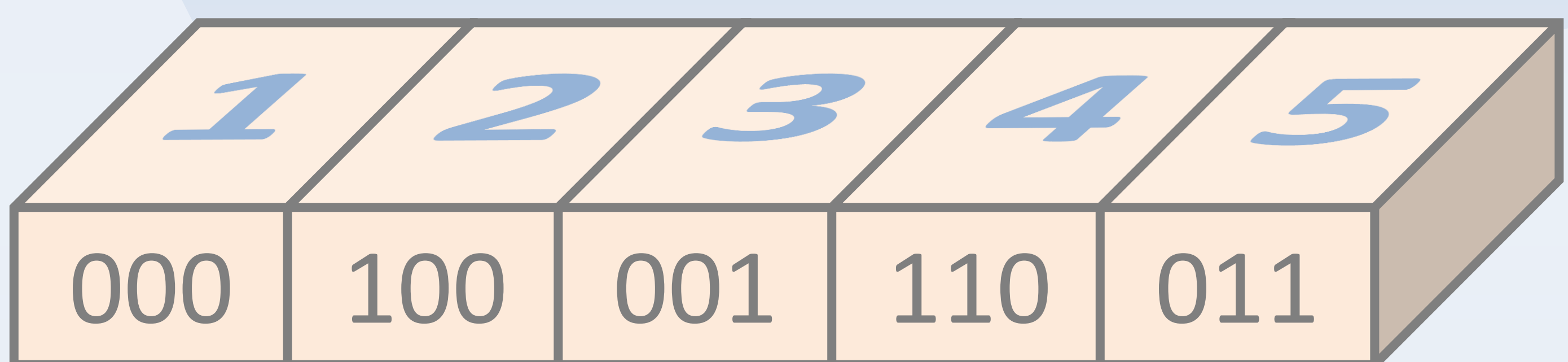
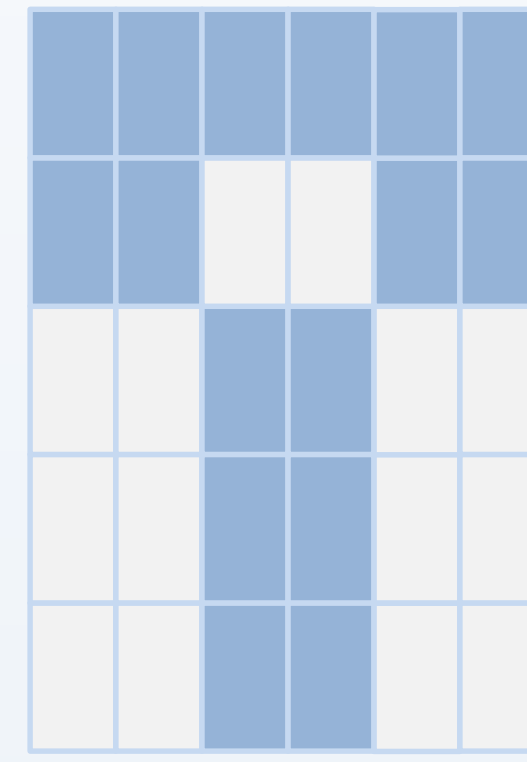
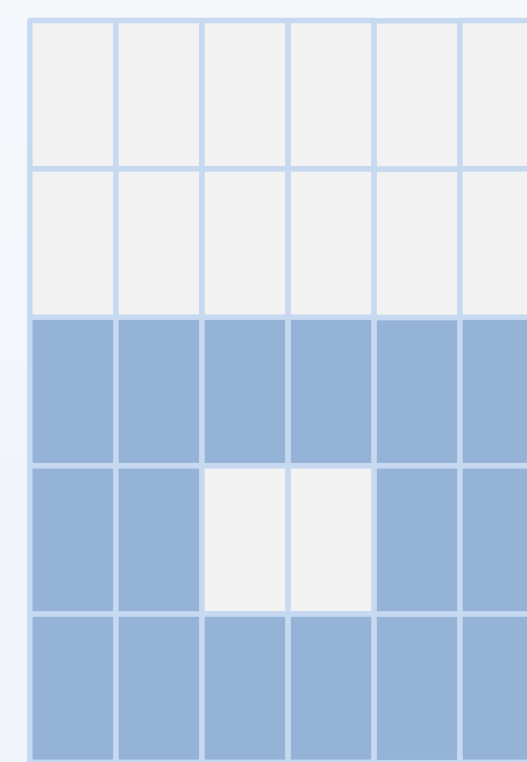
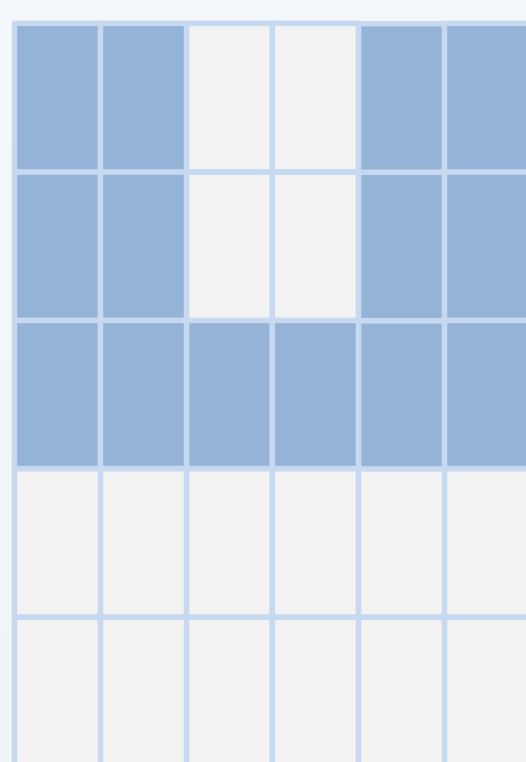
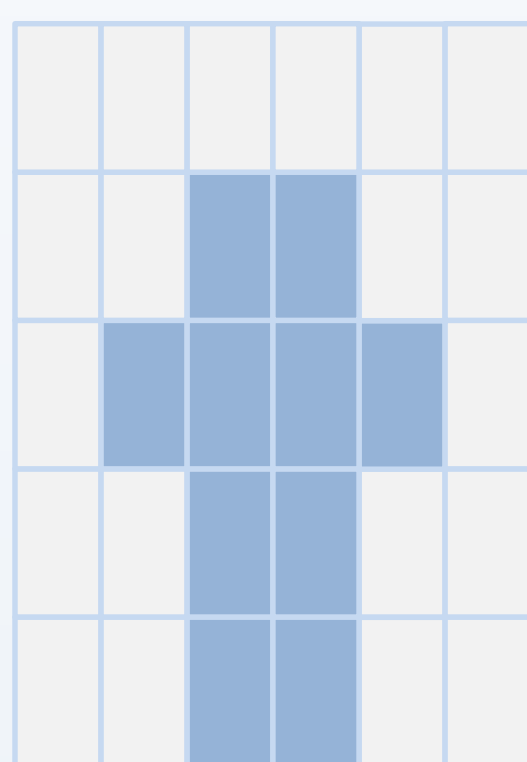
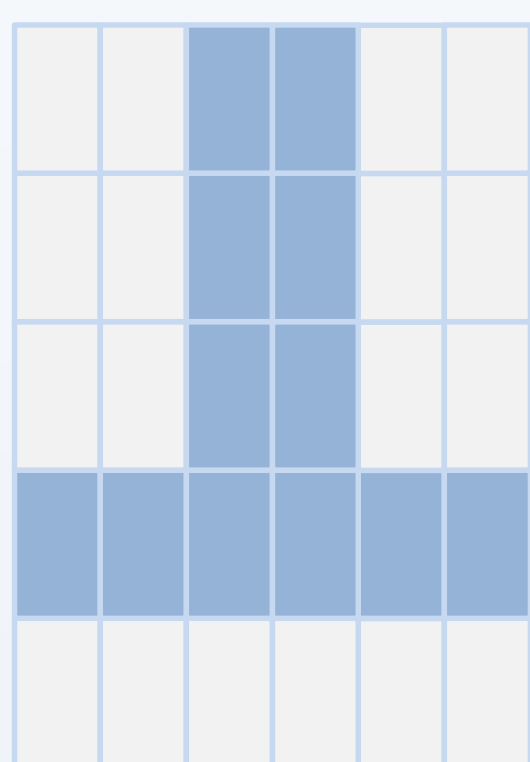
{000}

{100}

{001}

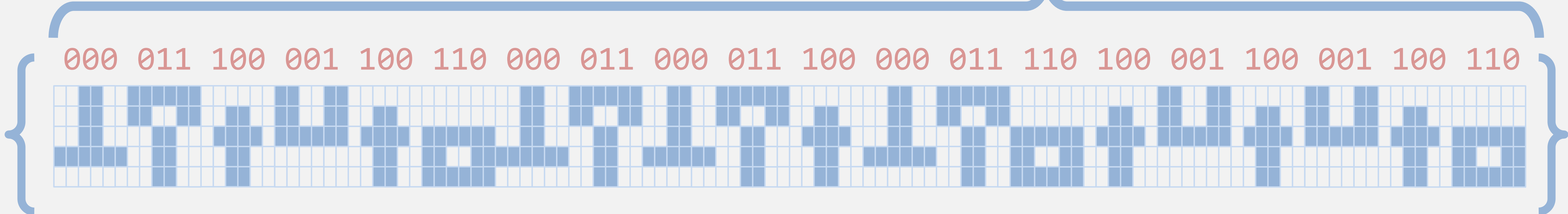
{110}

{011}



60 bits
20 bytes

{
0000111000011001100000110
0001110000001111010000110
0001100110
}



600 bits
200 bytes

The alien text measured in alien bytes. The top of the figure shows five hypothetical characters in a 2D formation of 5×6 bits. Below the representations are the 3-bit codes that can be associated with these object characters. Just below the 3-bit codes, the characters are displayed using colors instead of 0s and 1s. The abstract box representation shows the 3-bit code and the character code associated with the symbols. On the bottom of the figure, an "alien" phrase of 20 characters is shown. The meaning of the phrase is not important. There, the comparison is made between the size of the 20 characters (200 bytes) and the size of the encoding (20 bytes). Thus, the "alien" example indicates the role of character encoding in reducing size without information loss. Note that in this example, an "alien" byte represents a 3-bit sequence.