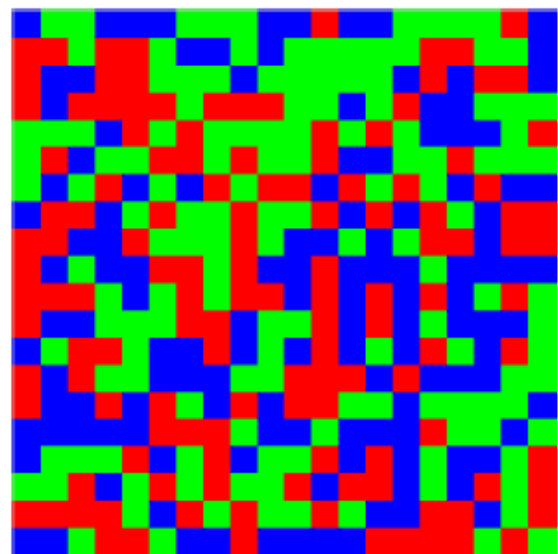
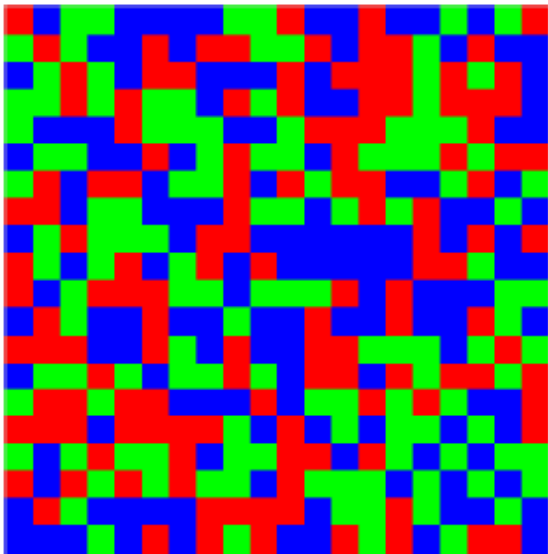
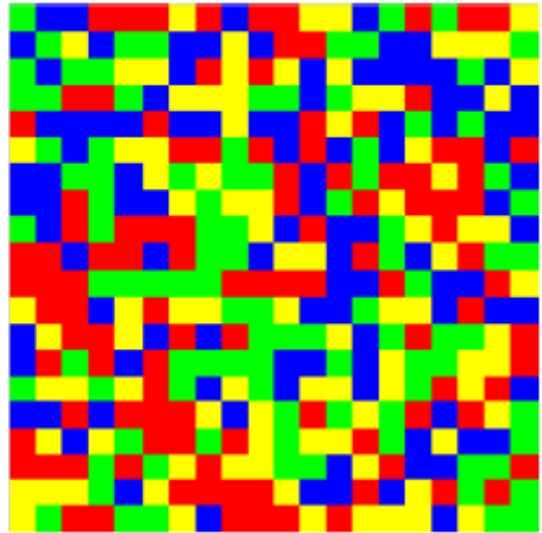
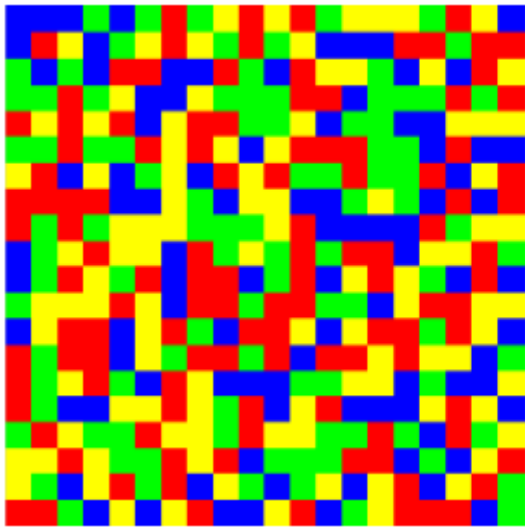


Random Discrete Colour Sampling – Additional Results

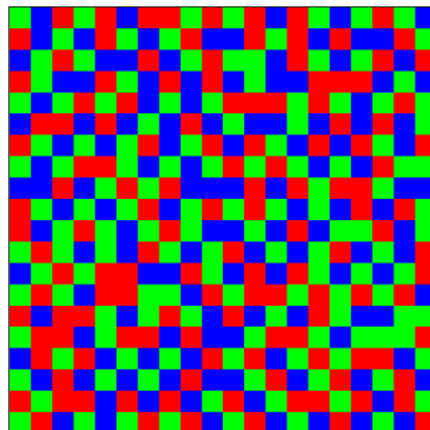
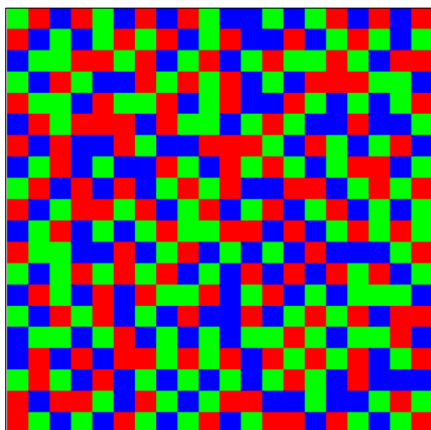
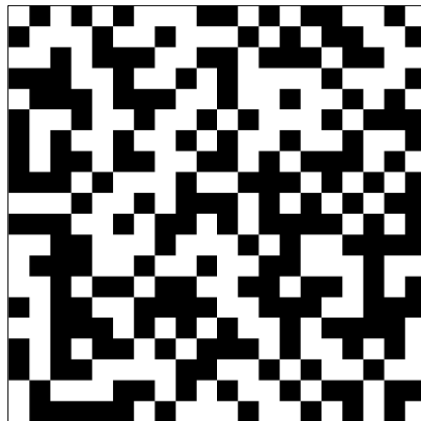
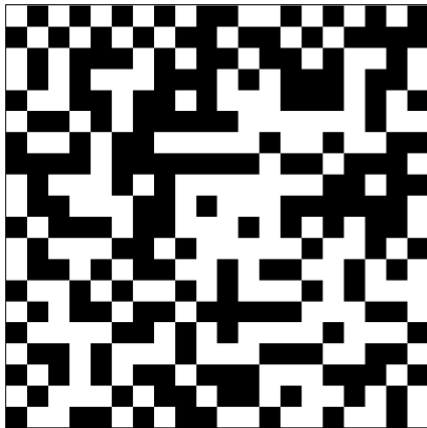
The images are randomly selected. That is, we did not find the `best`-looking results for our algorithm and the `worst`-looking results for the other approaches.

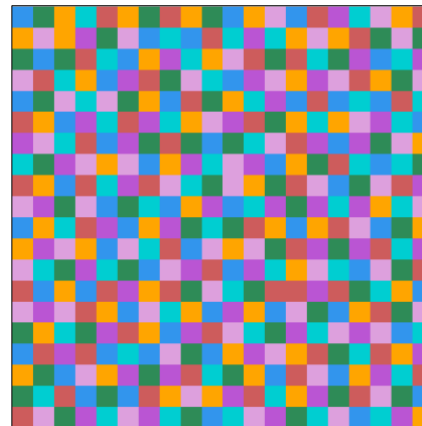
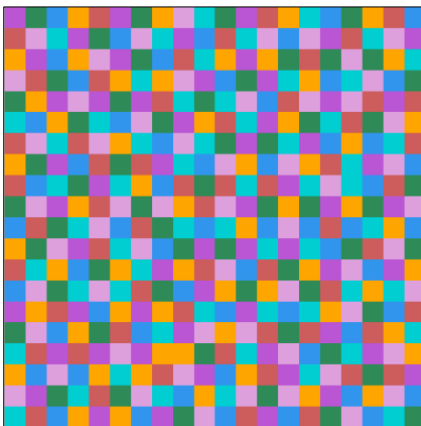
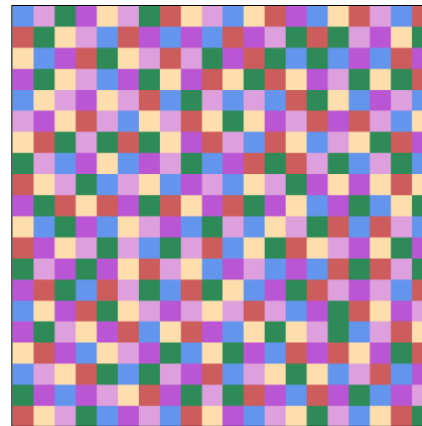
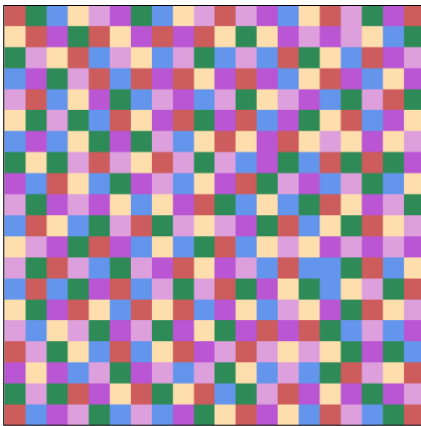
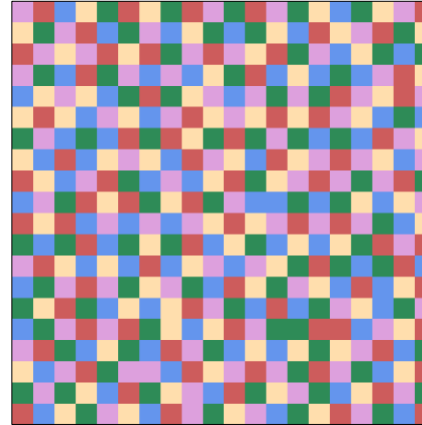
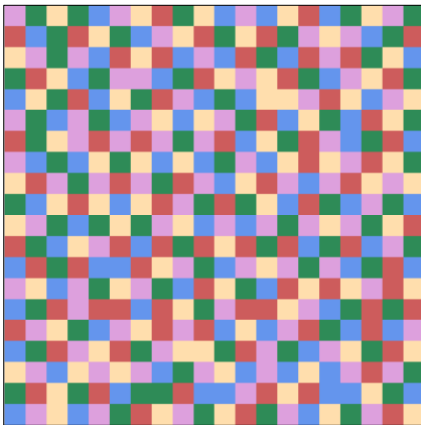
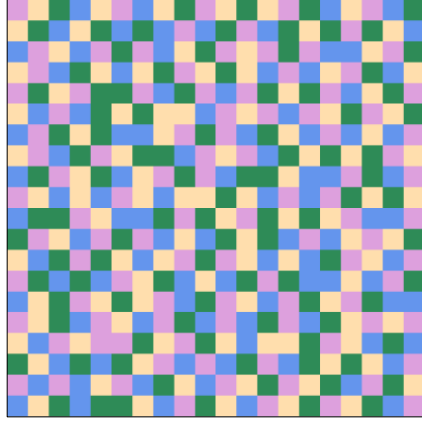
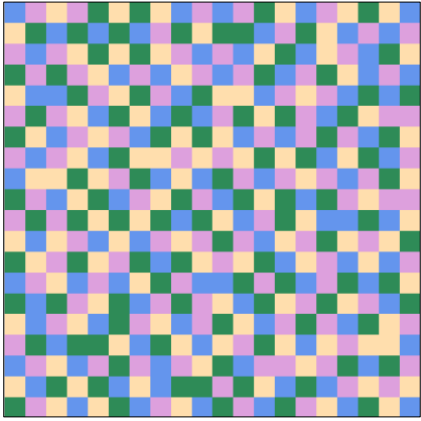
Random-Number Generator

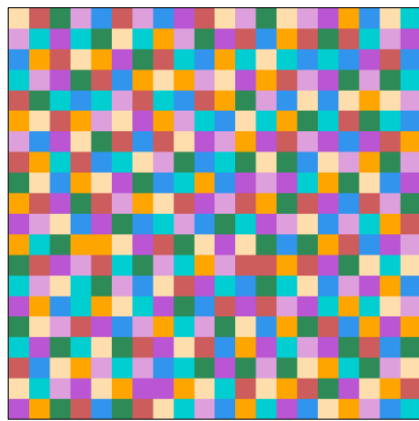
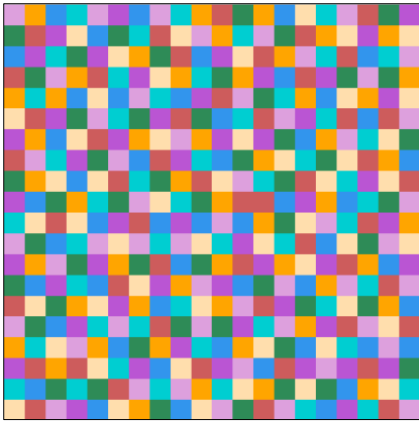




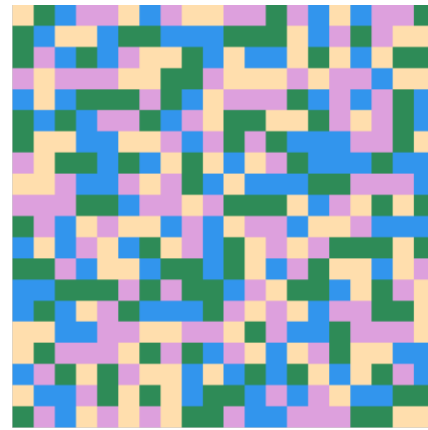
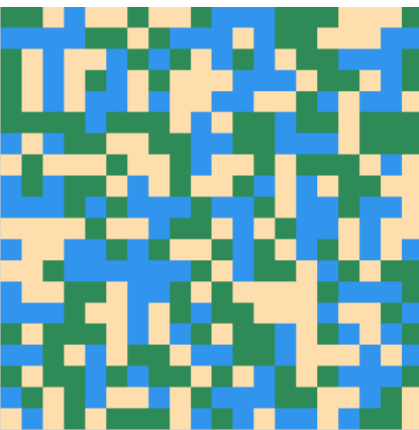
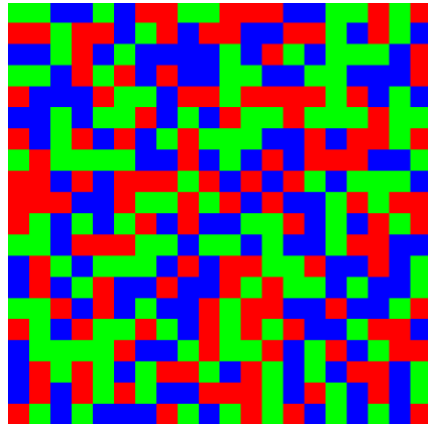
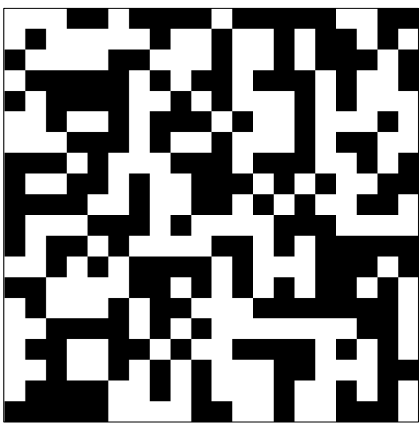
Wei (2010) - Hard Disk



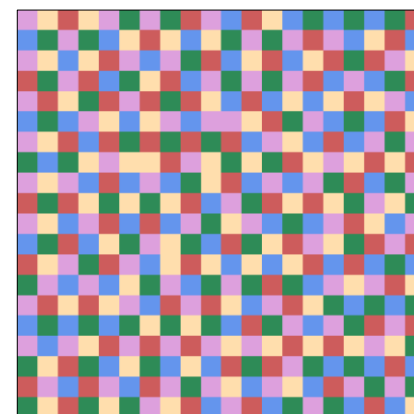
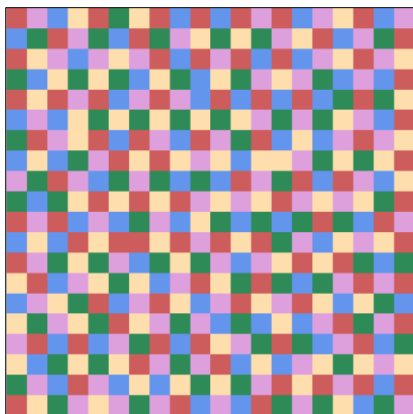
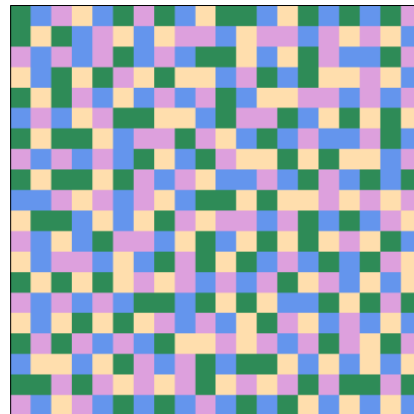
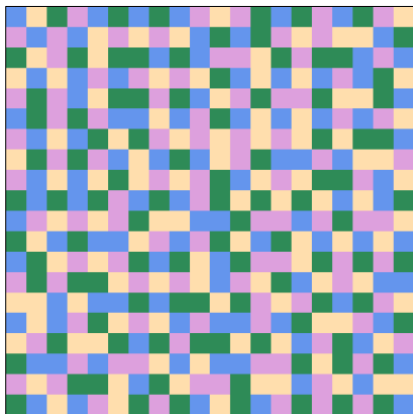
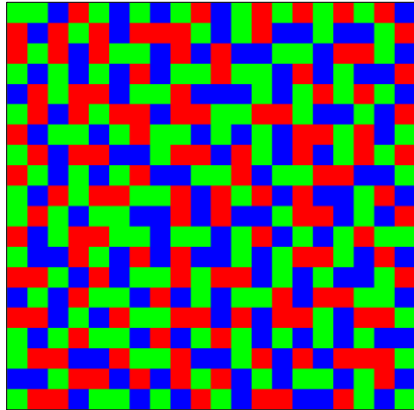
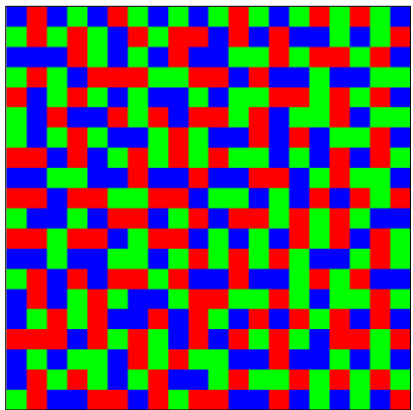
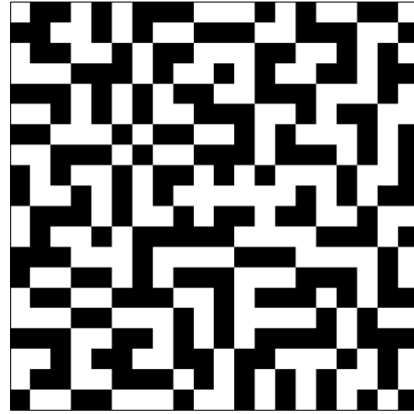
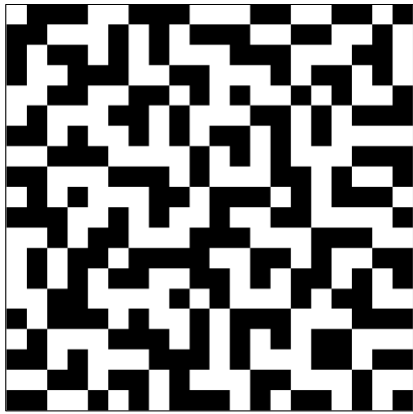


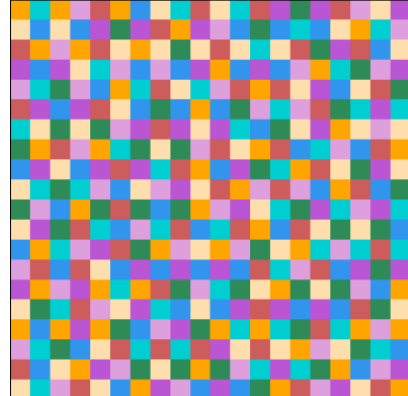
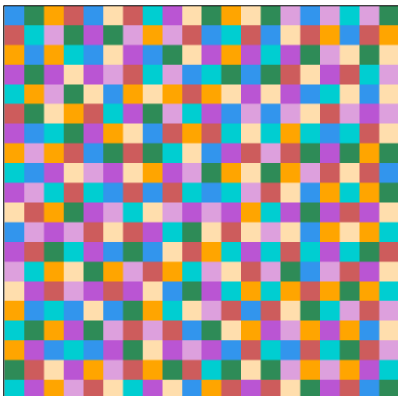
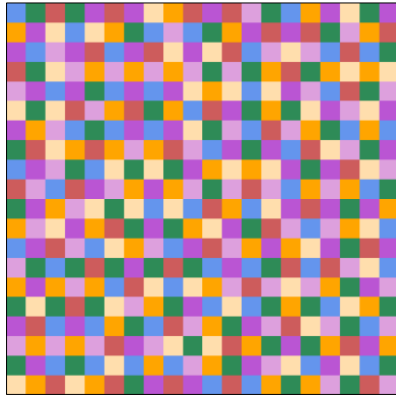
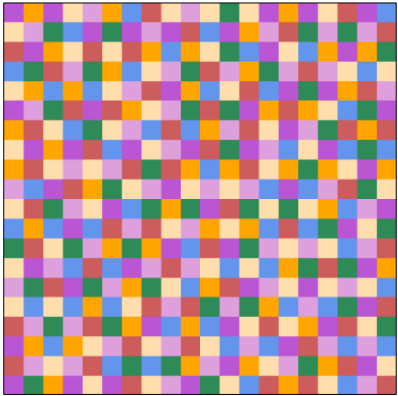
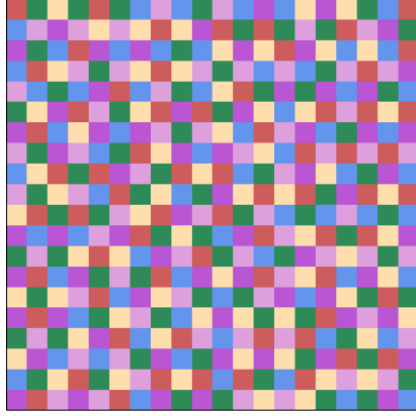
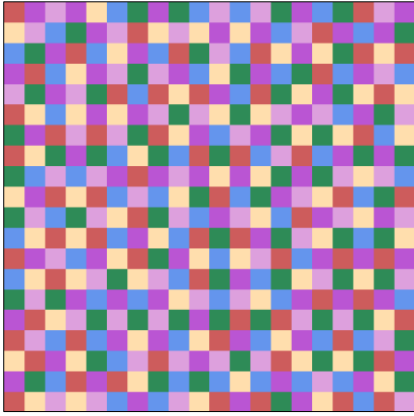


Wei (2010) - Soft Disk



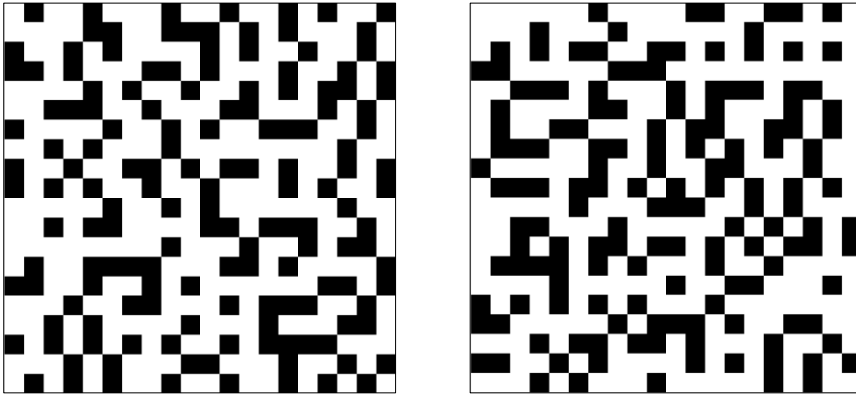
Our Energy Minimisation Algorithm



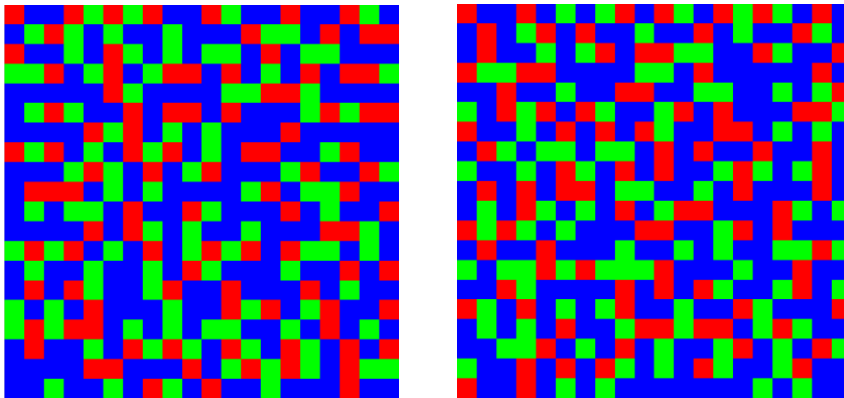


Energy Minimisation with sample control

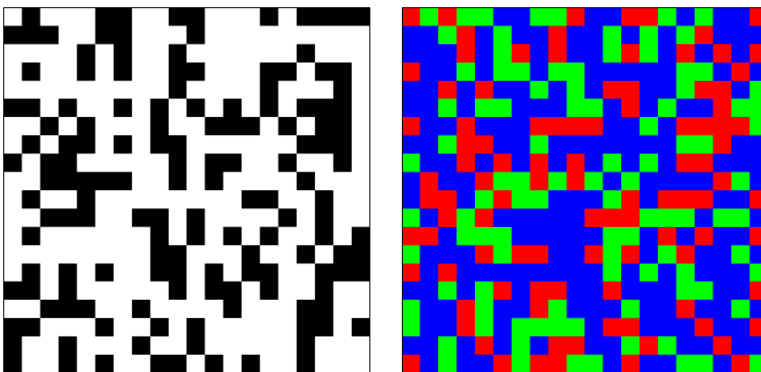
TWO COLOURS: [150 250]; $n = 10$; $\omega_p = 1$



THREE COLOURS: [100 100 200]; $n = 10$; $\omega_p = 1$

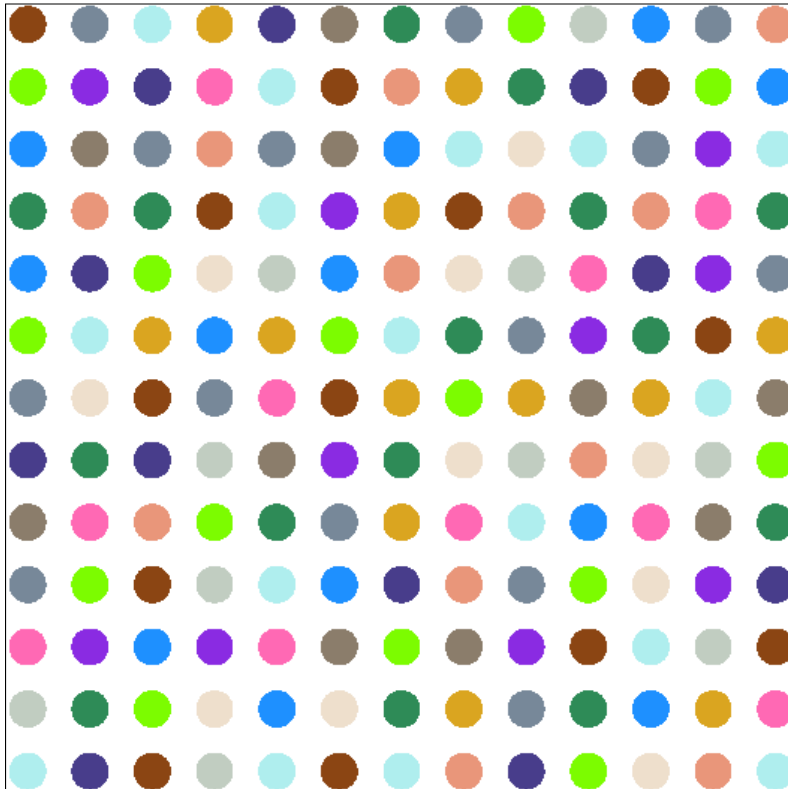


Wei's Soft-Sampling, 2 and 3 colours:



Energy Minimisation: Penalising similar colours

$$\sigma^2 = 50; a = 50$$



$$\sigma^2 = 100; a = 100$$

