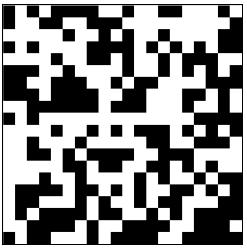
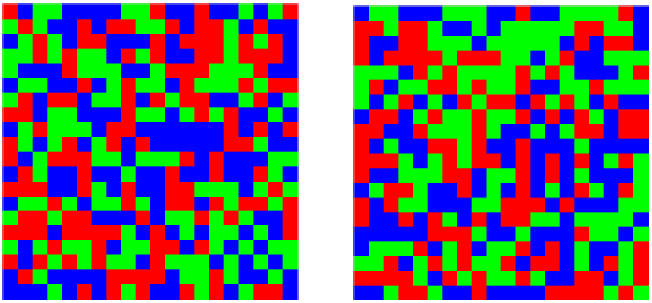
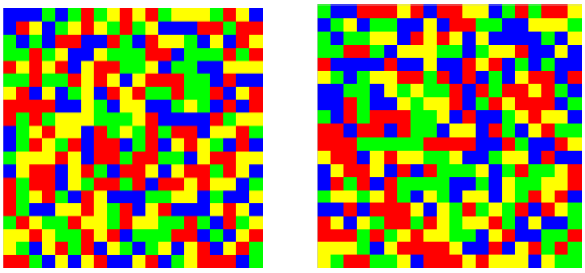
# Random Discrete Colour Sampling – Additional Results

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.

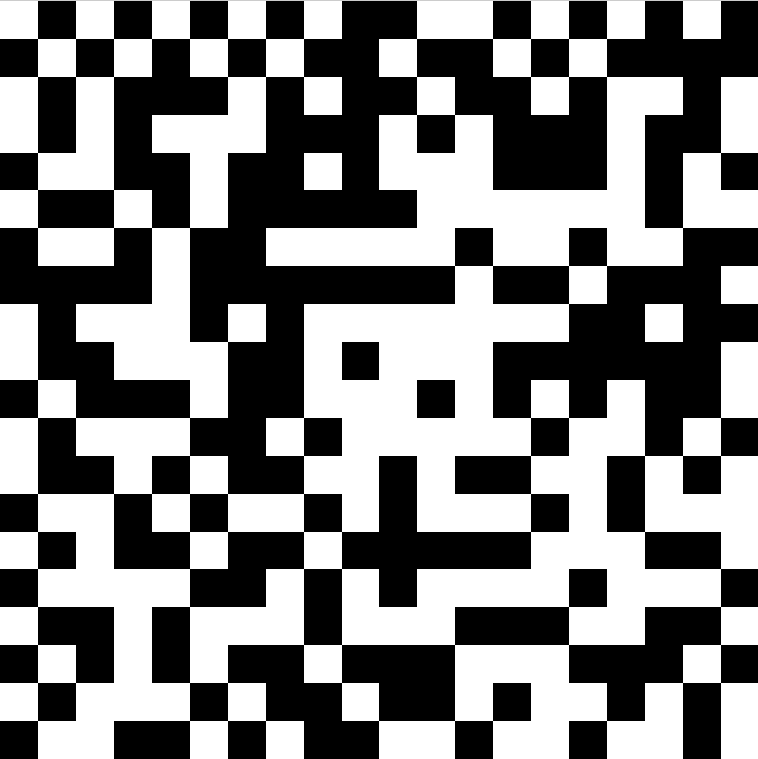
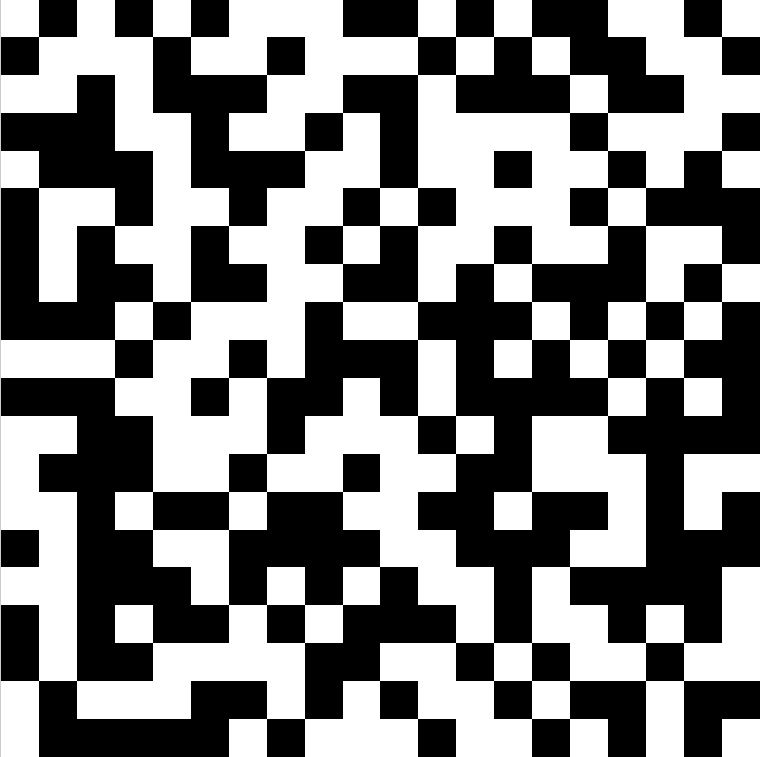
# Random-Number Generator

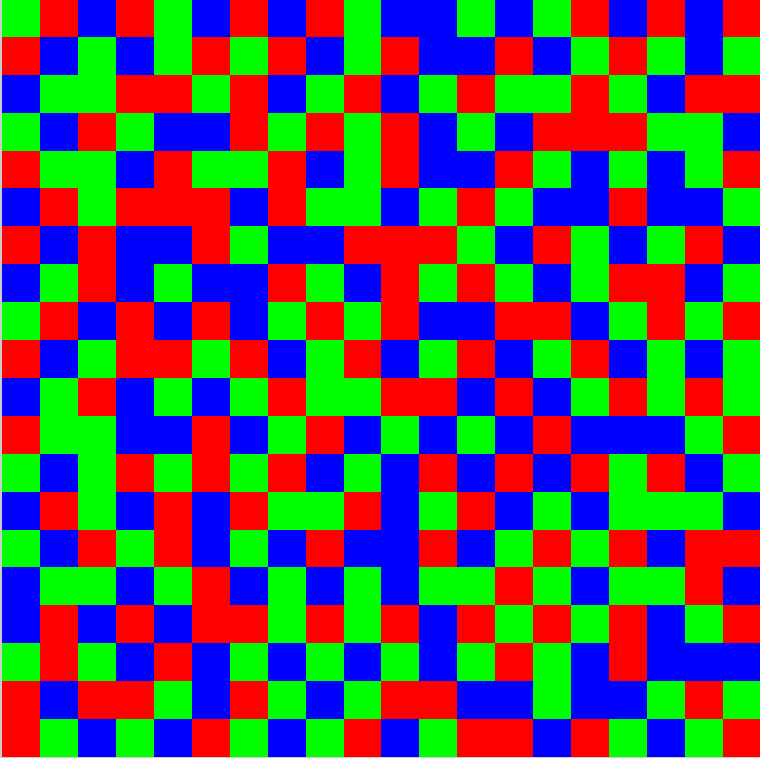
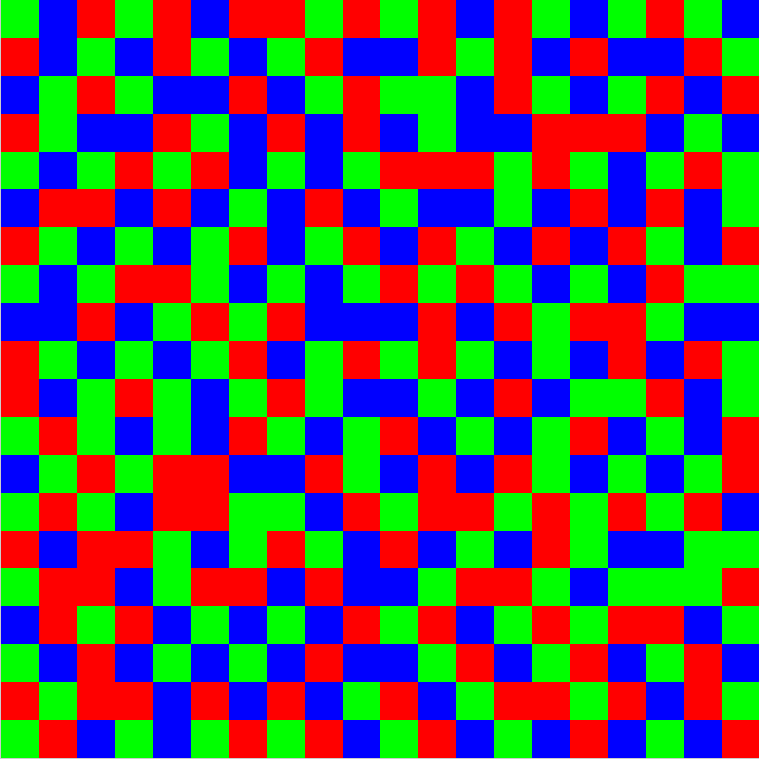


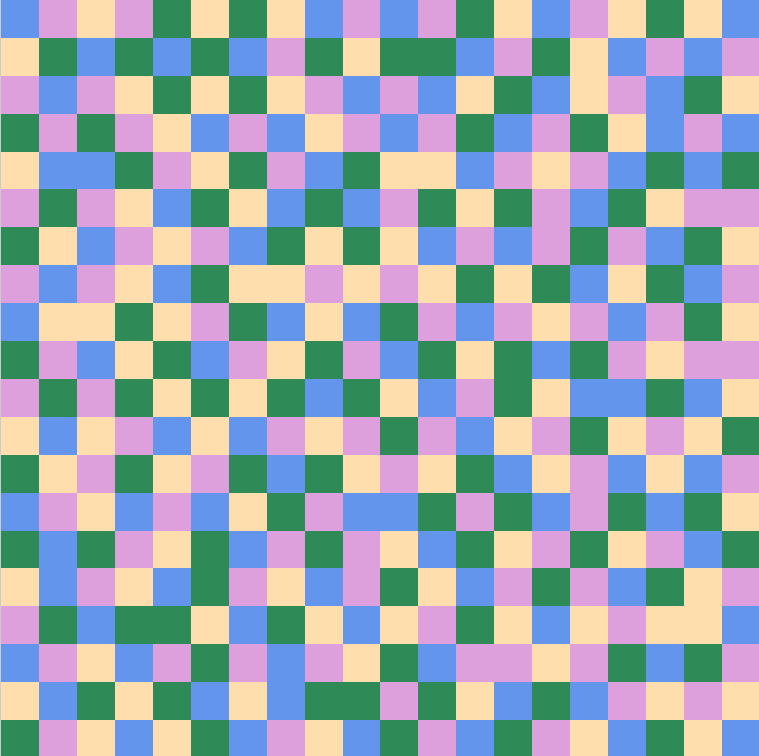
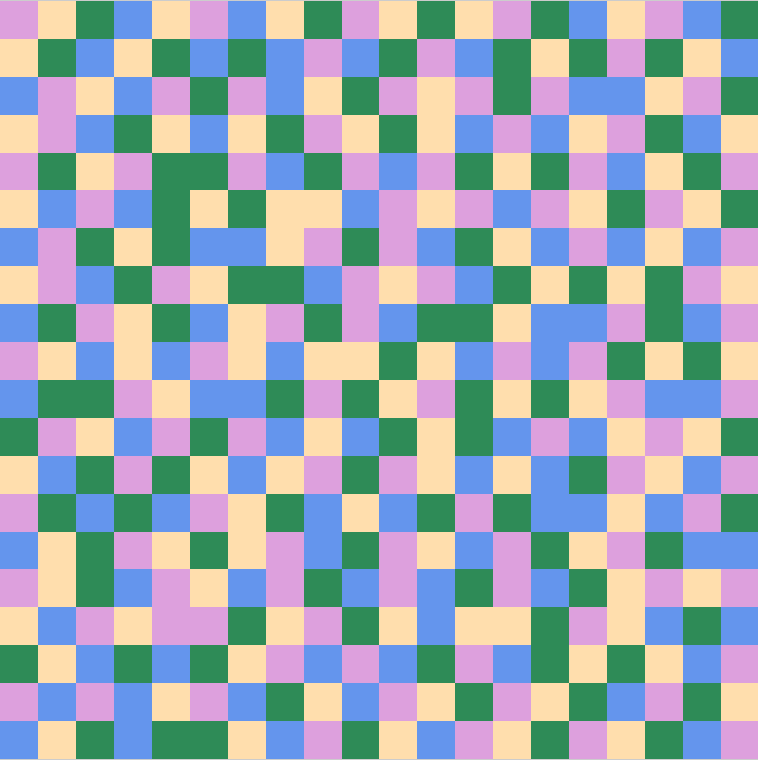


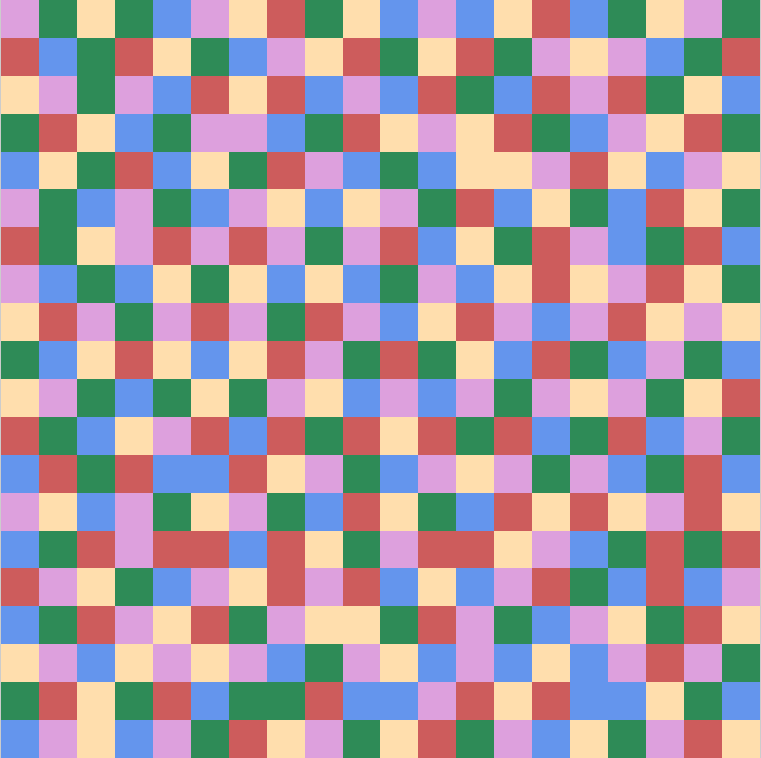
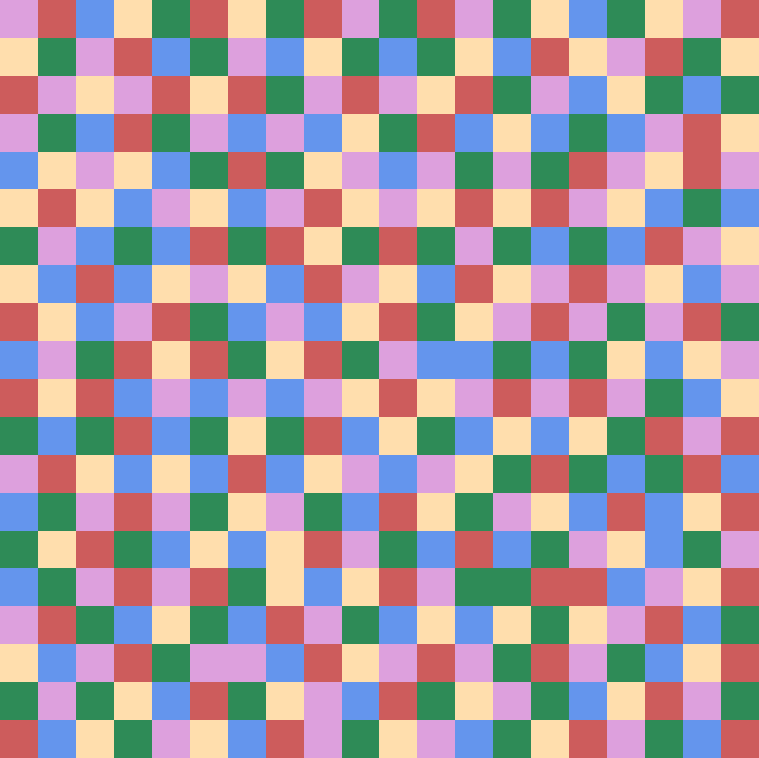


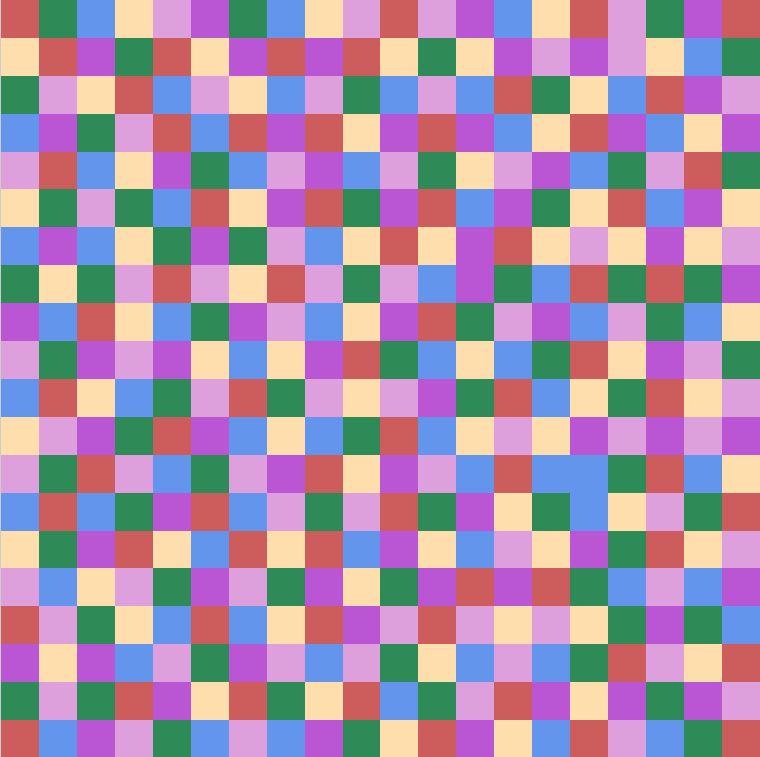
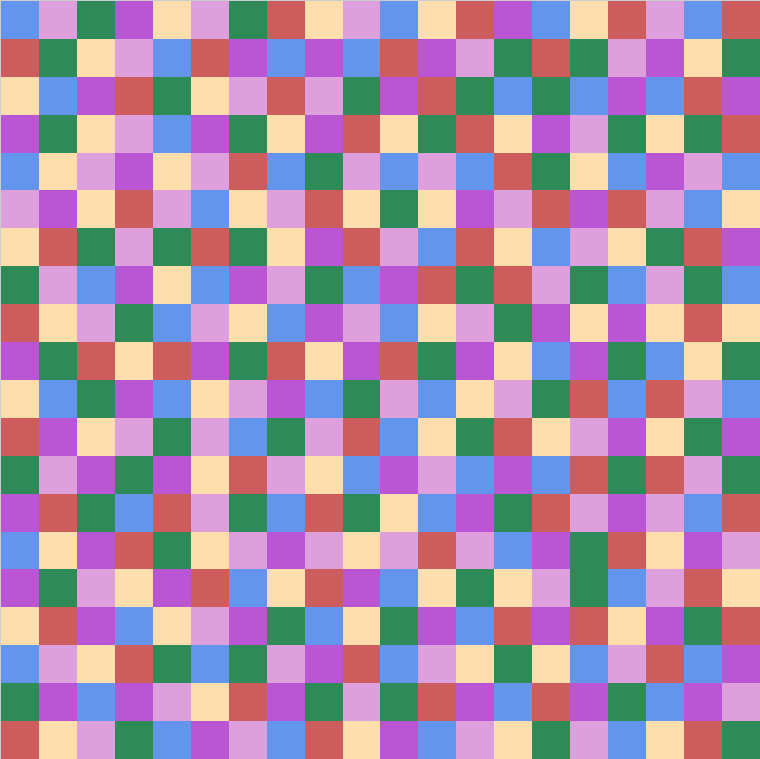
# Wei (2010) – Hard Disk

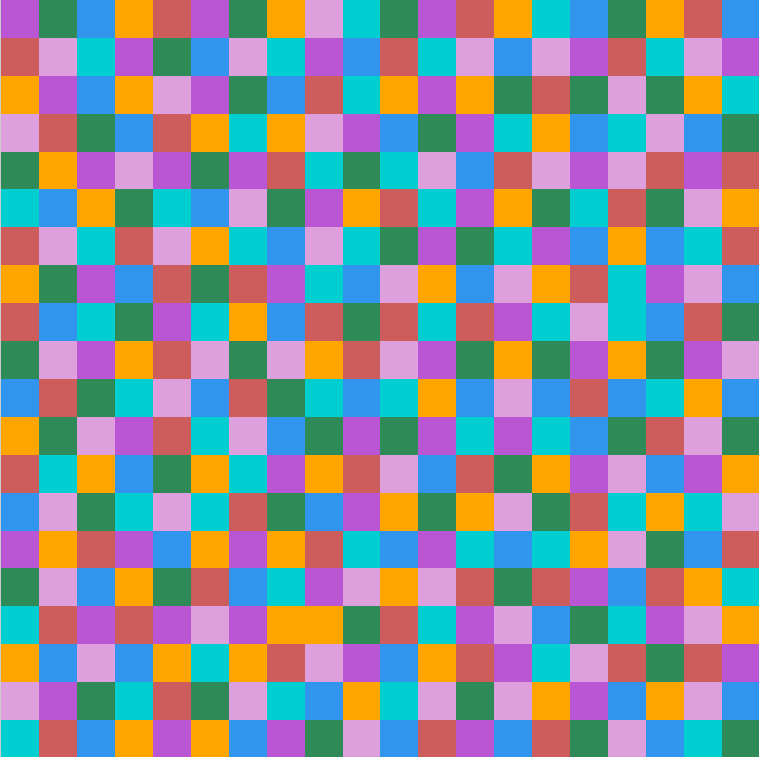
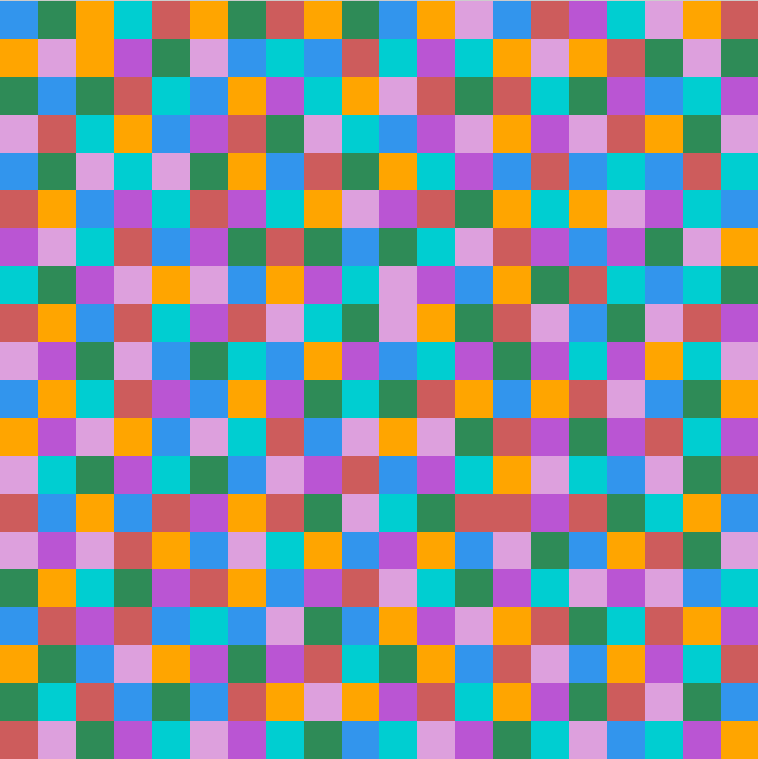
 

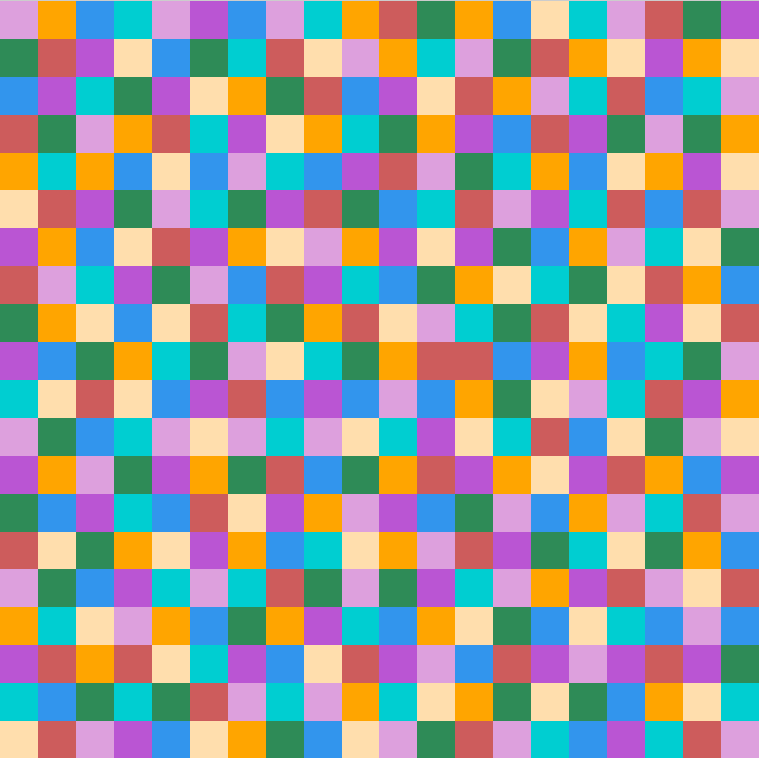
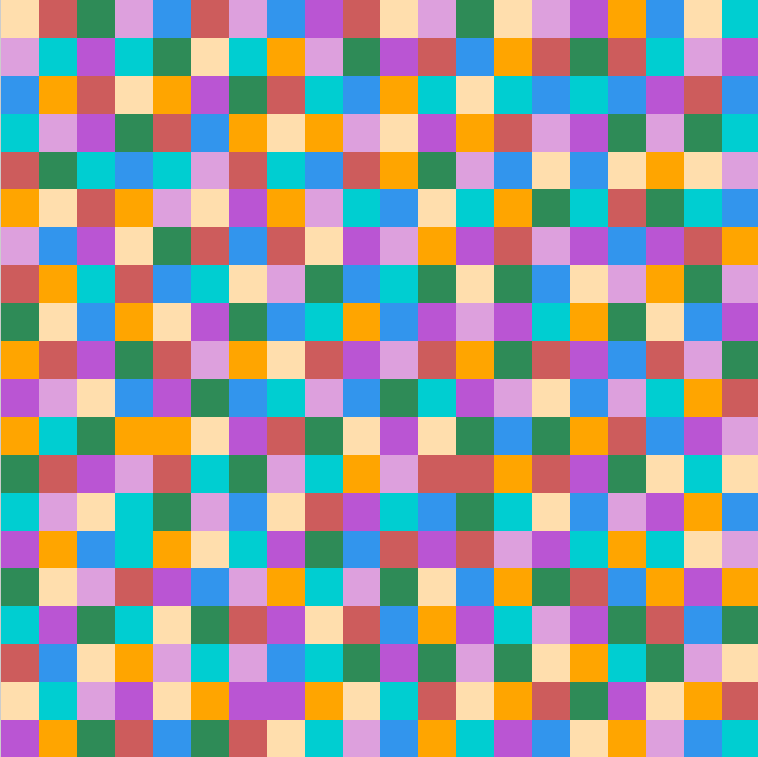
 

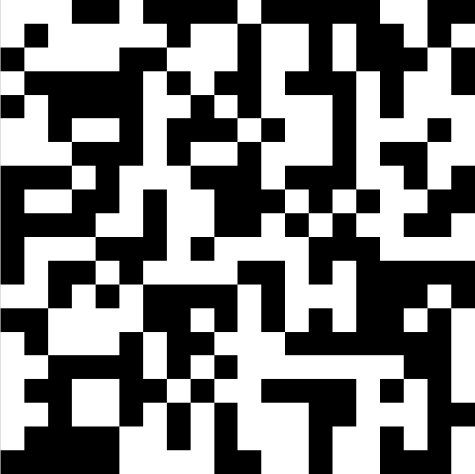
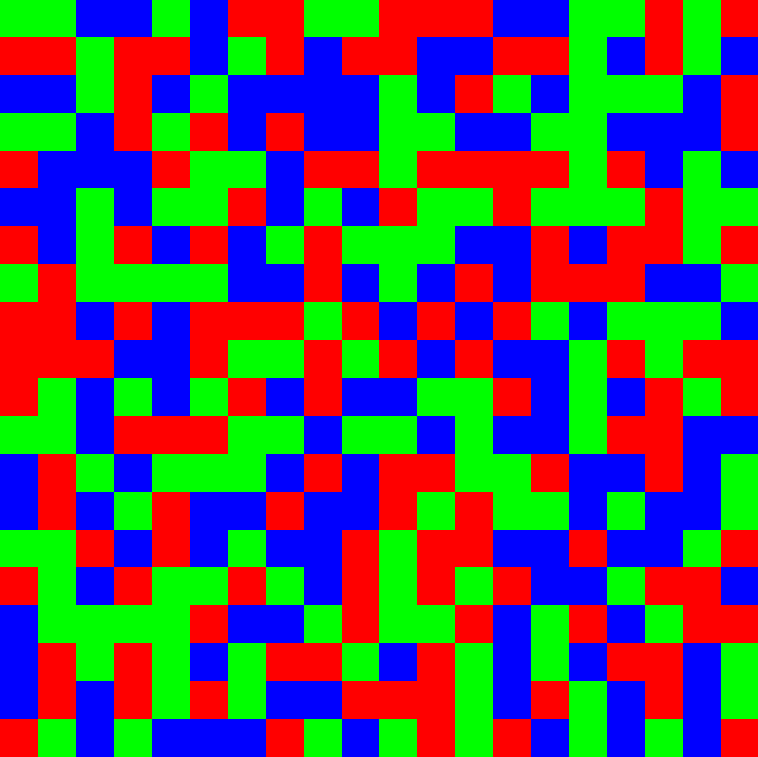
 

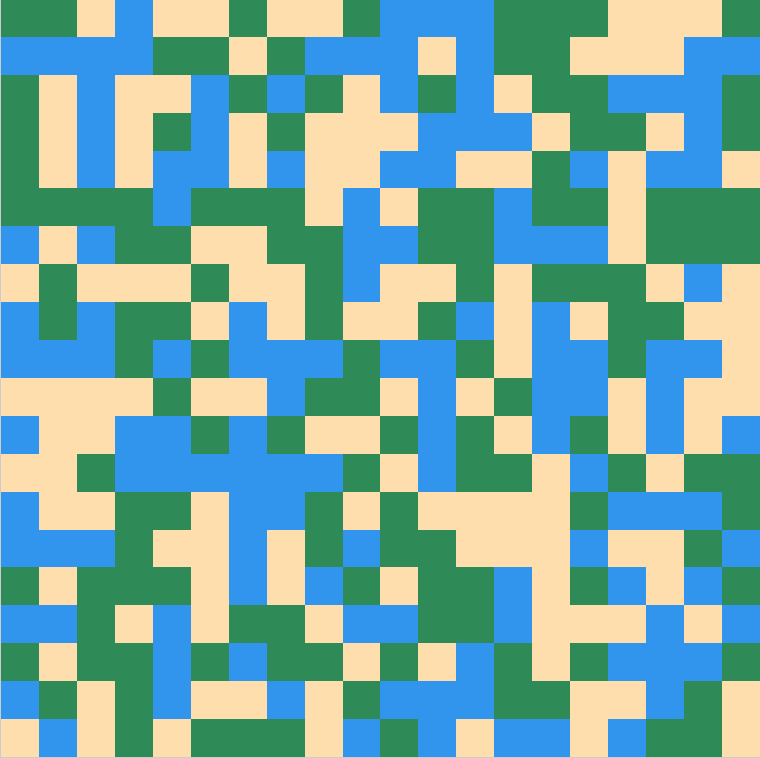
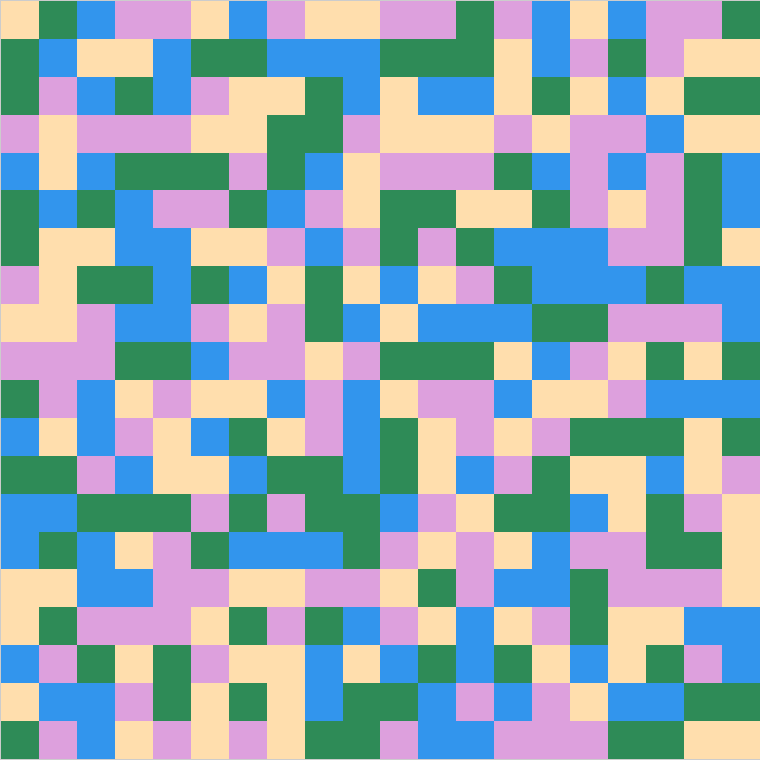
 

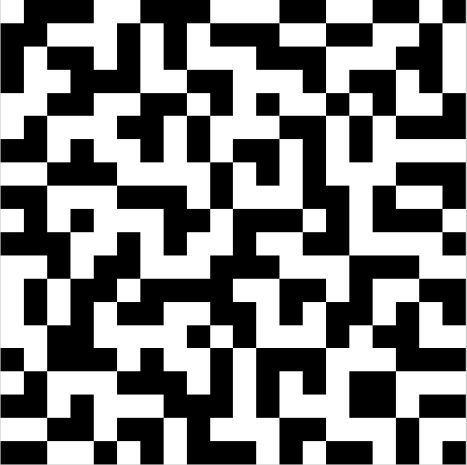
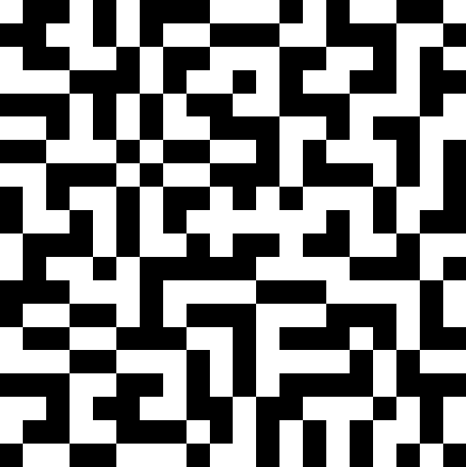
 

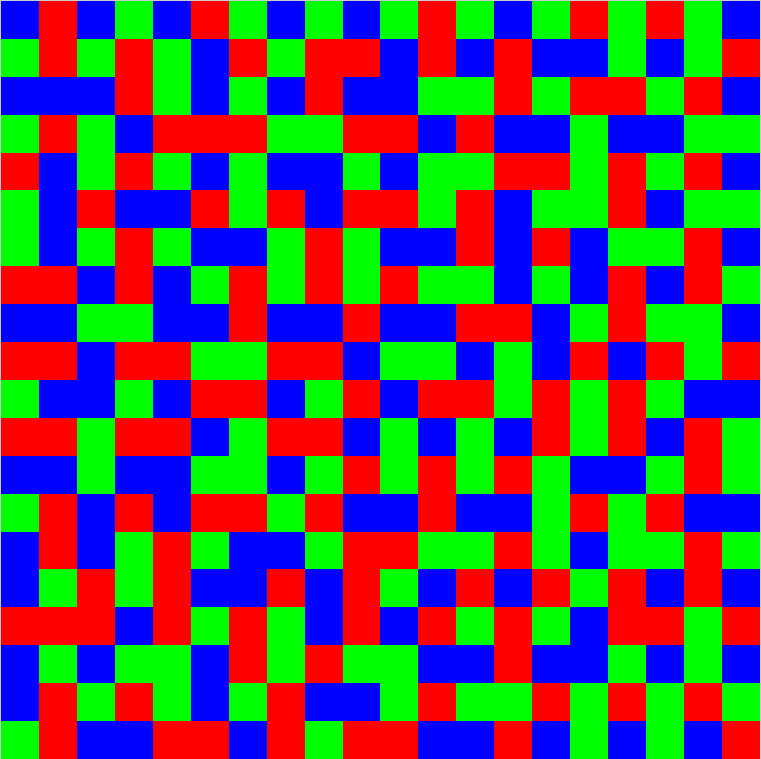
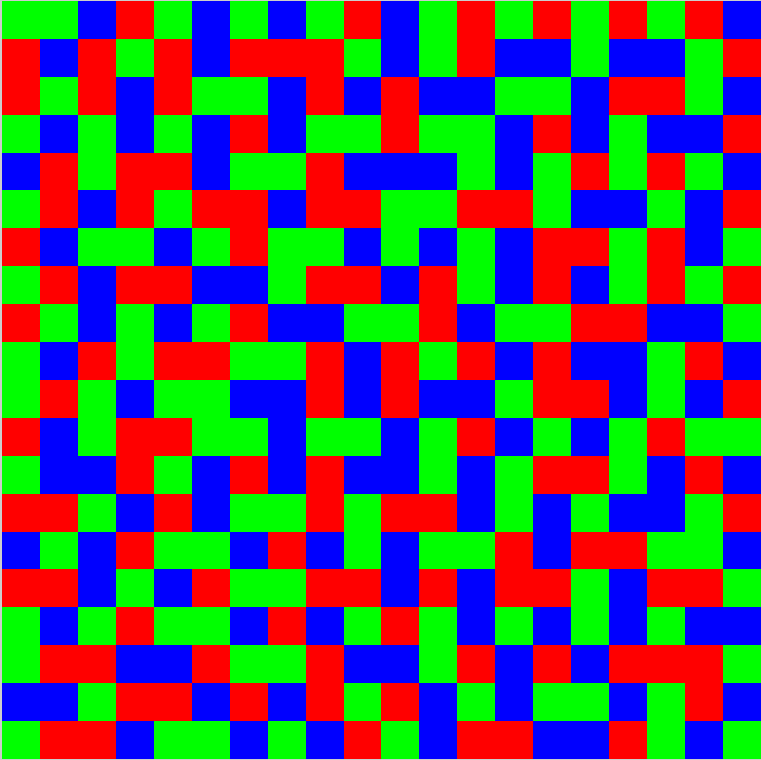
# Wei (2010) – Soft Disk

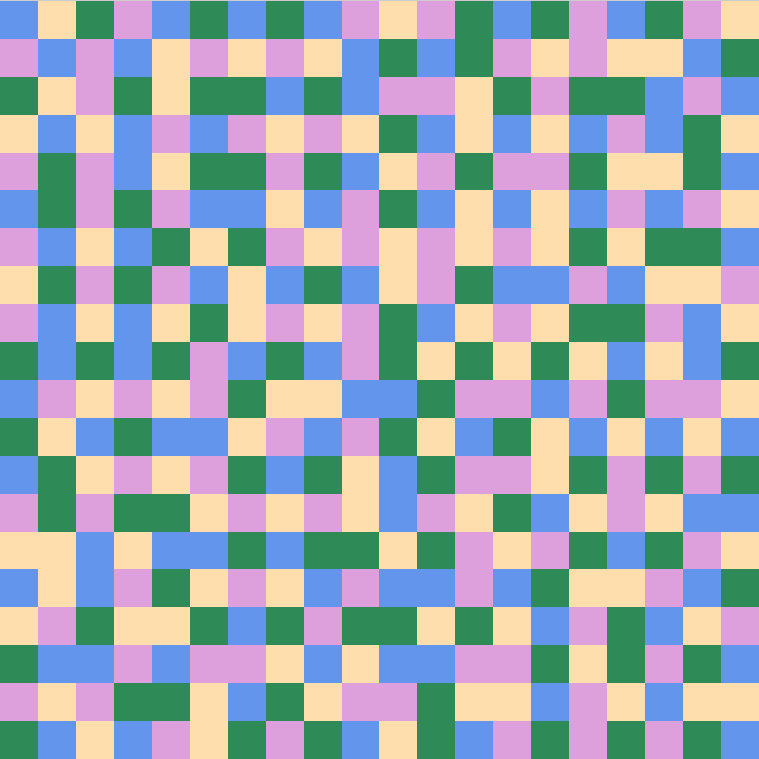
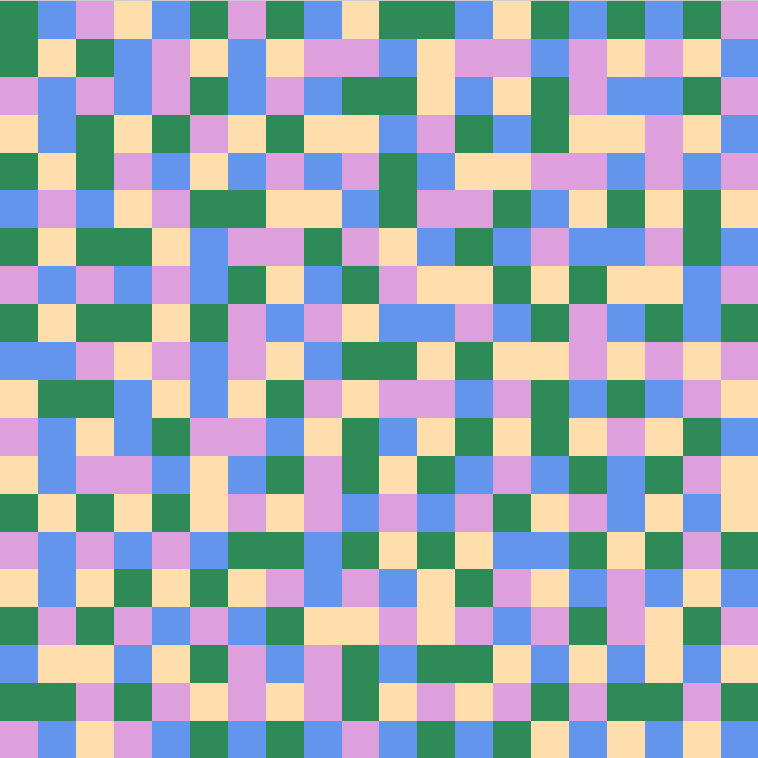
 

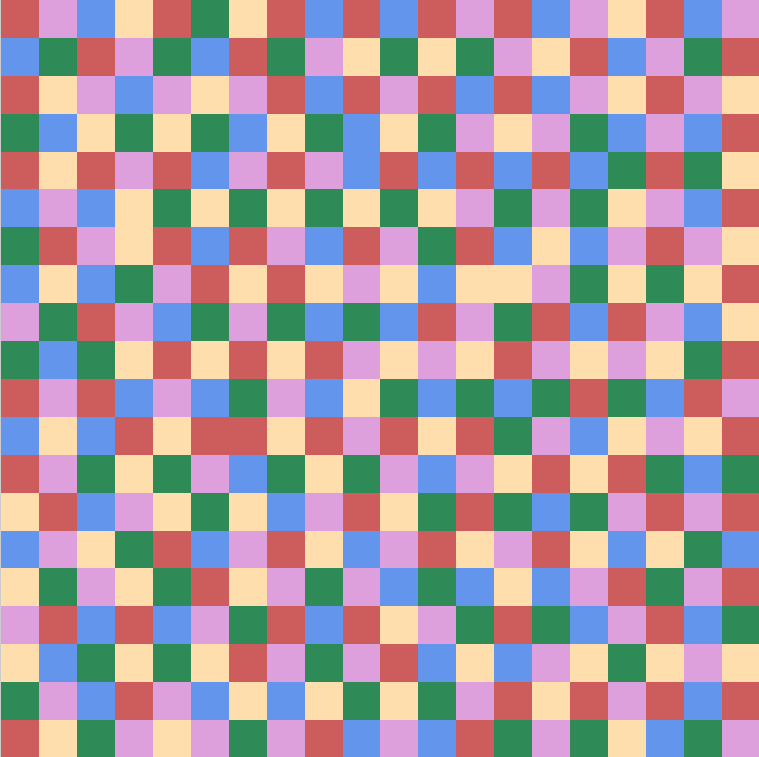
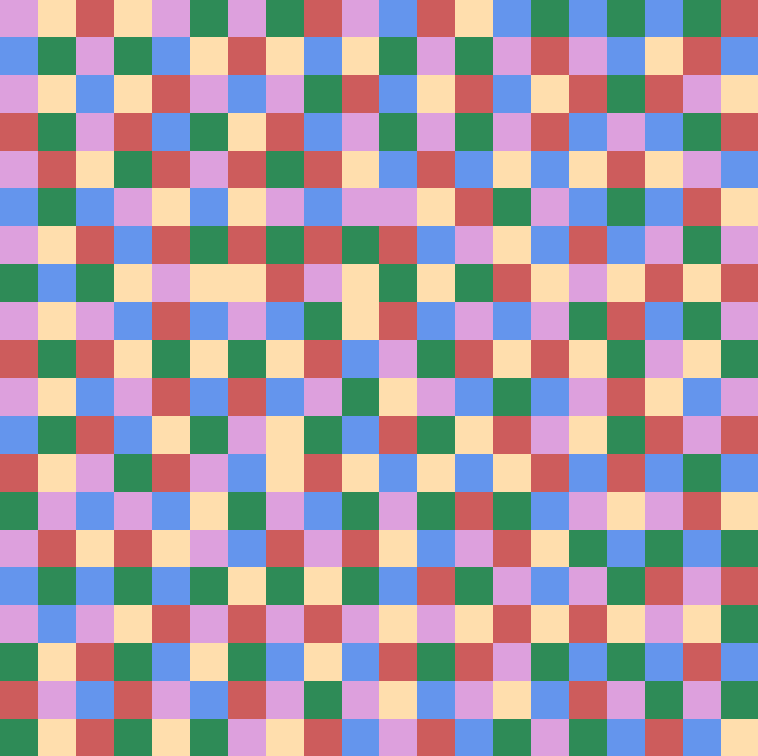
 

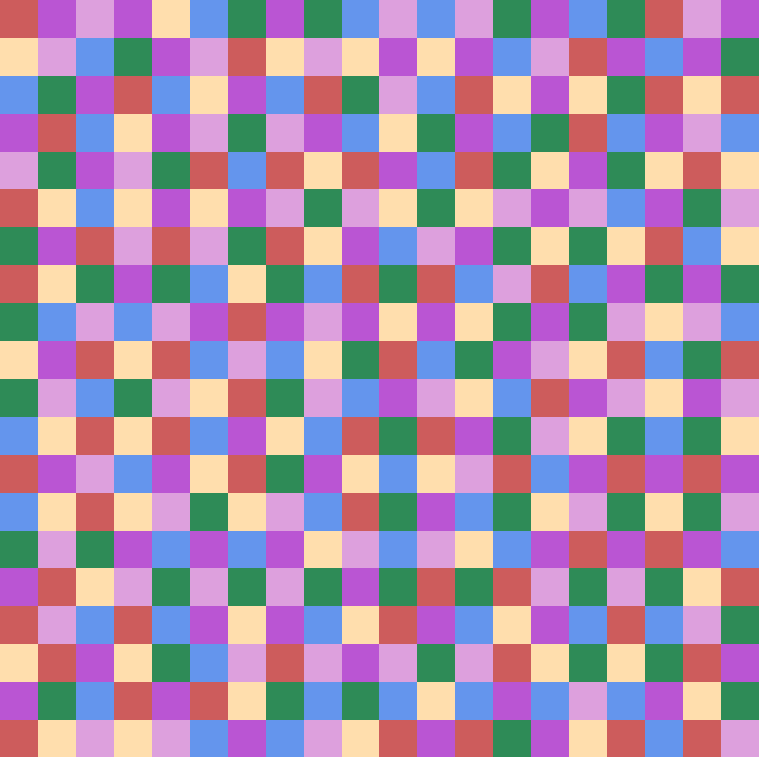
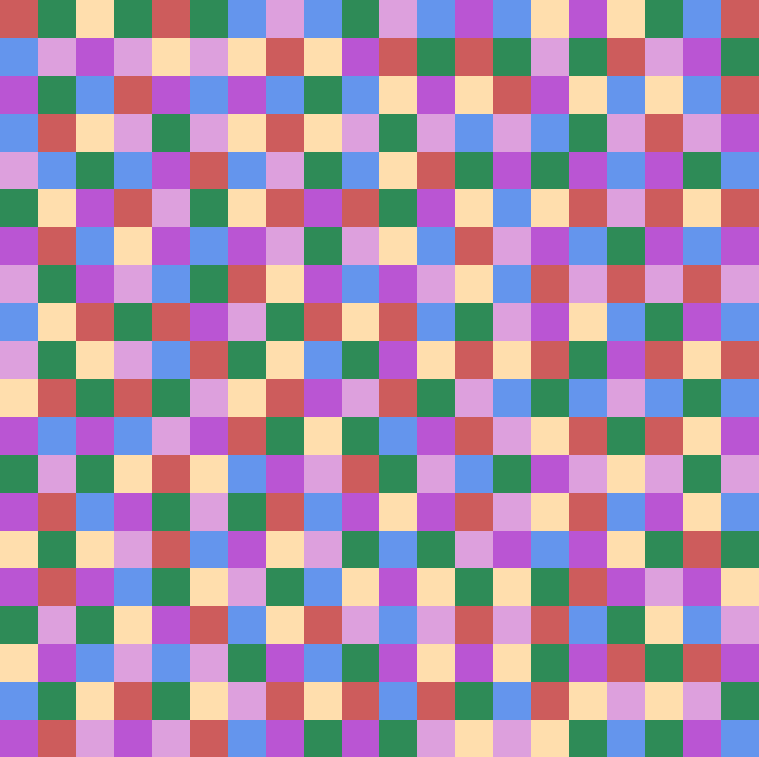
# Our Energy Minimisation Algorithm

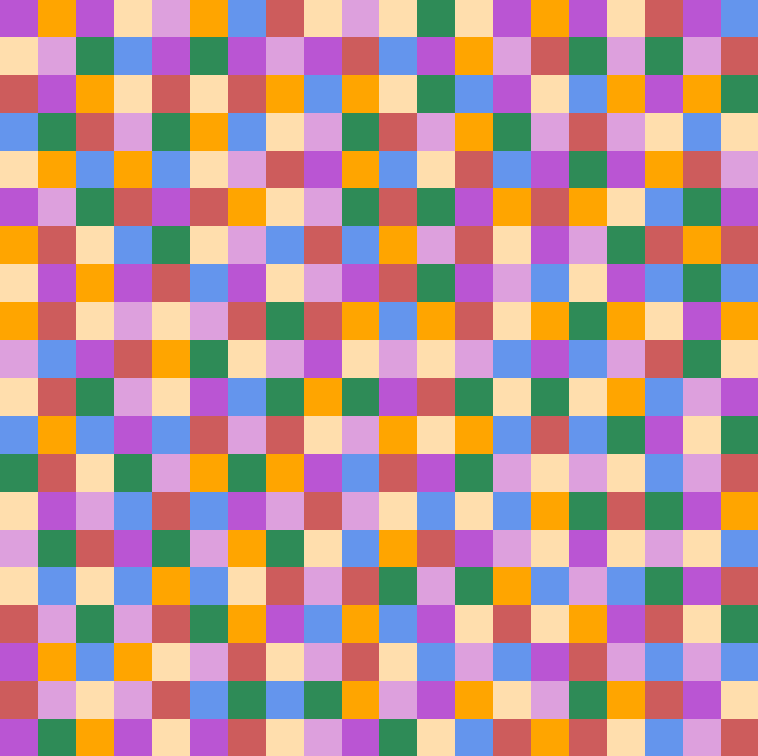
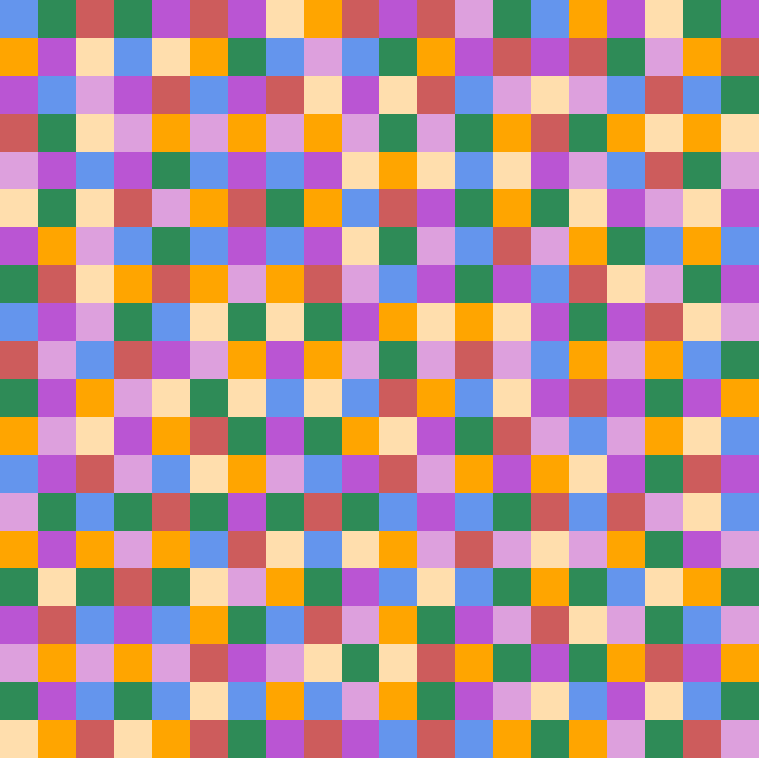
 

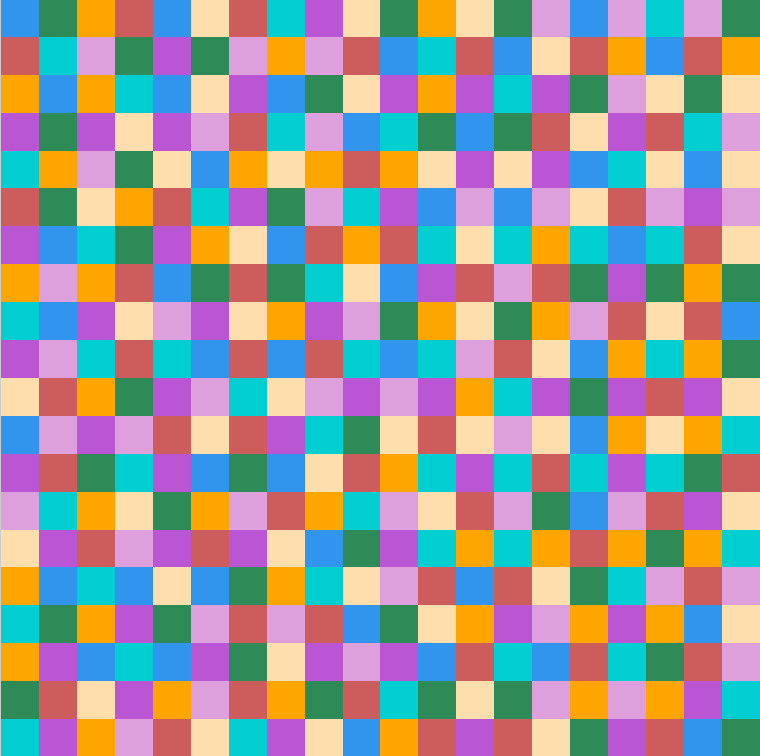
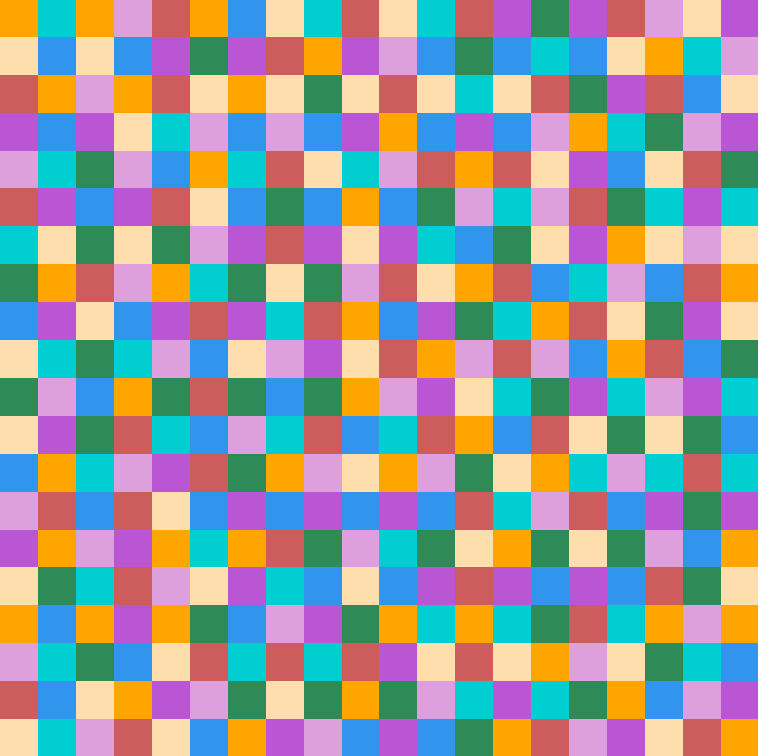
 

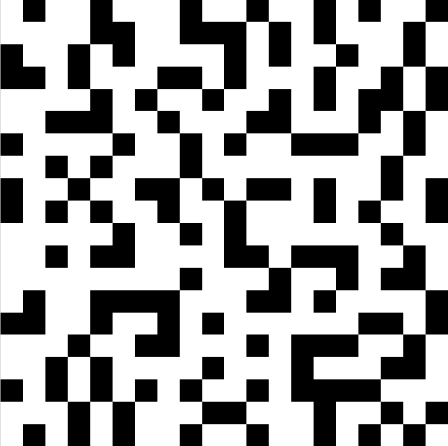
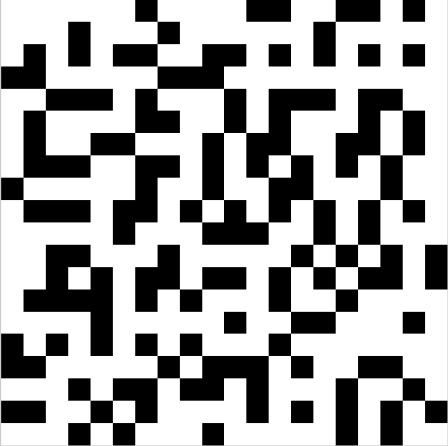
 

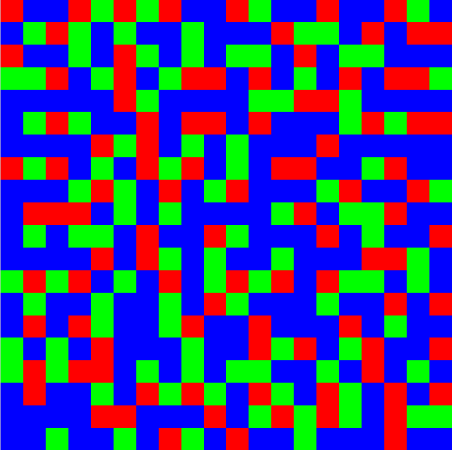
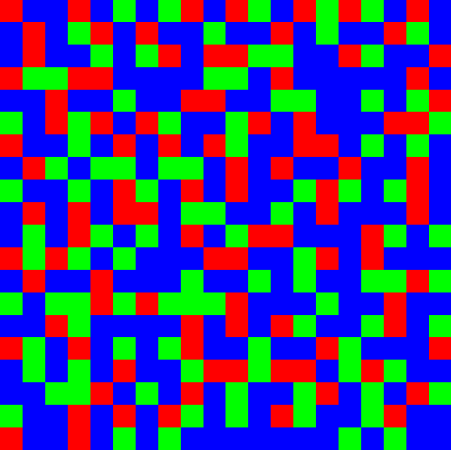
 

# Energy Minimisation with sample control

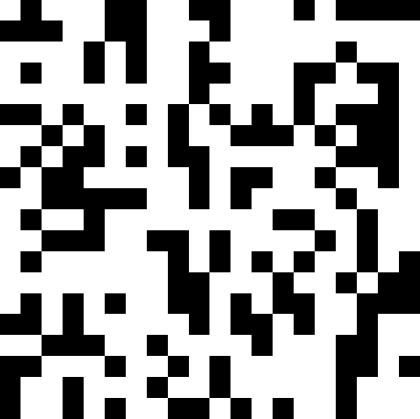
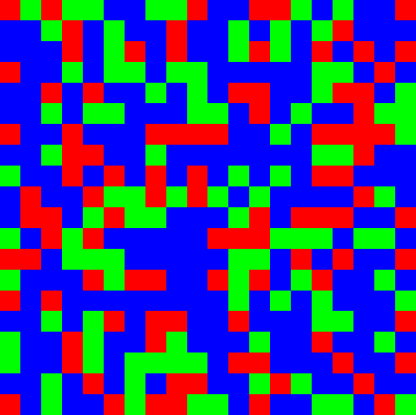
TWO COLOURS: [150 250];

THREE COLOURS: [100 100 200];

Wei’s Soft-Sampling, 2 and 3 colours:

# Energy Minimisation: Penalising similar colours

