



COLOUR DISTANCE

Version 0.1
Computing
COMP120

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This algorithm can be used to determine the 'distance' between two colours. It is fundamental to a range of other algorithms in media computation.

Algorithm 1 Calculate Distance Between Two Colours

Require:

Two colours defined as a tuple of integers in 8-bit RGB format such that:

$$0 \leq r_{0..1} \leq 255$$

$$0 \leq g_{0..1} \leq 255$$

$$0 \leq b_{0..1} \leq 255$$

Ensure:

The distance between the two colours:

d

1: $d \leftarrow \sqrt{(r_1 - r_0)^2 + (g_1 - g_0)^2 + (b_1 - b_0)^2}$
2: return d
