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## 1 This algorithm calculates the luminance of a pixel.

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### Algorithm 1 Luminance

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**Require:**

A colour defined as a tuple of integers in 8-bit RGB format such that:  
 $0 \leq c_{0..2} \leq 255$

**Ensure:**

The luminance:  
L

$$L \leftarrow \frac{\sum_{i=0}^2 c_i}{3}$$

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