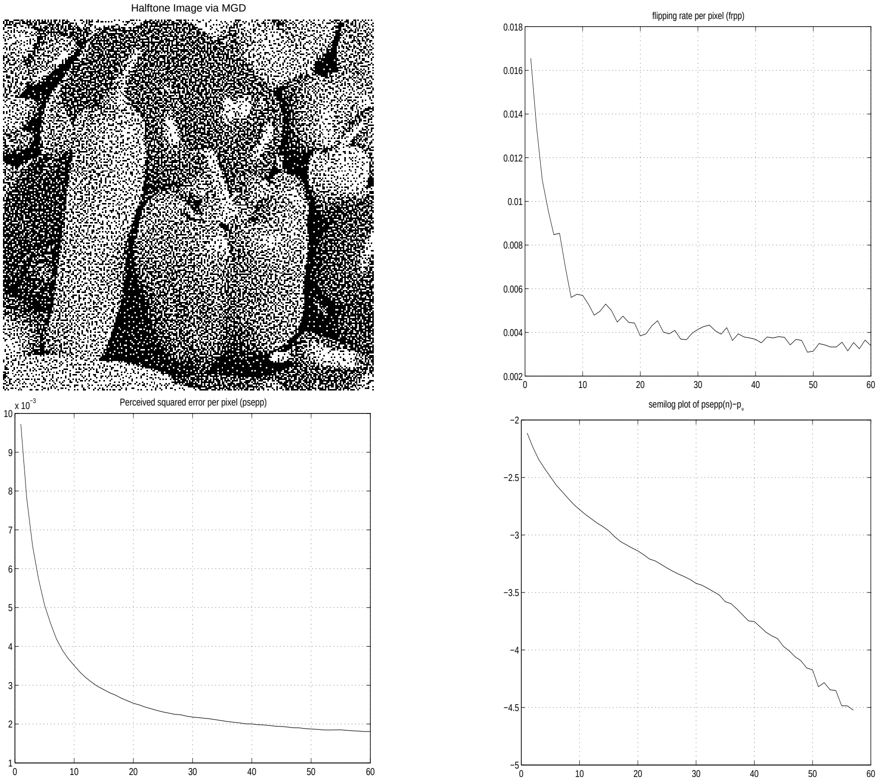

Figure 3: Monitoring the LS-MGD algorithm: Halftoned peppers (upper left), the curve of *flipping rate per pixel* frpp(n) at each step n defined in Eqn. (32) (upper right), and the curve of *perceived square error per pixel* psepp(n) at each step n defined in Eqn. (33) (lower left), and its semilog plot $\log_{10}(\text{psepp}(n) - p_*)$ (lower right) with p_* denoting the limiting value. An frpp(n) of 0.004, for example, means that *on average* b^{n+1} differs from b^n only on 4 pixels within any 32×32 window. Due to the stochastic nature of the LS-MGD algorithm, absolute convergence with a zero flipping rate should not be expected. The last plot hints an approximately linear convergence rate.