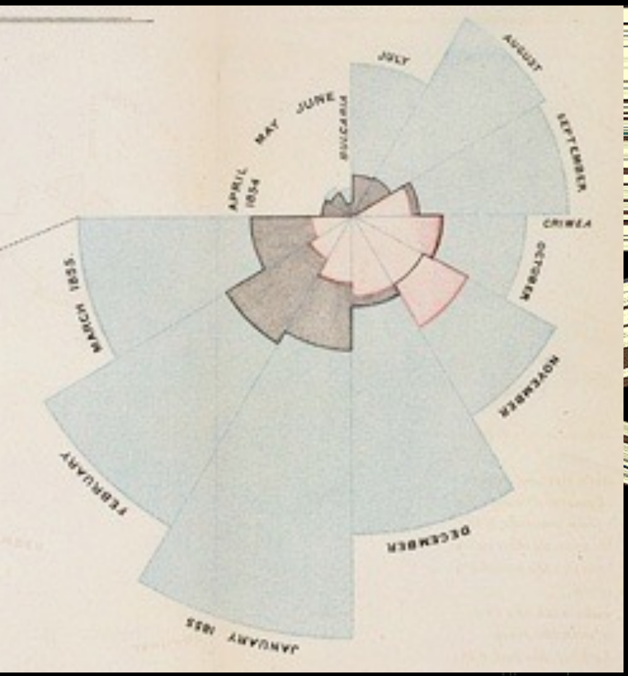
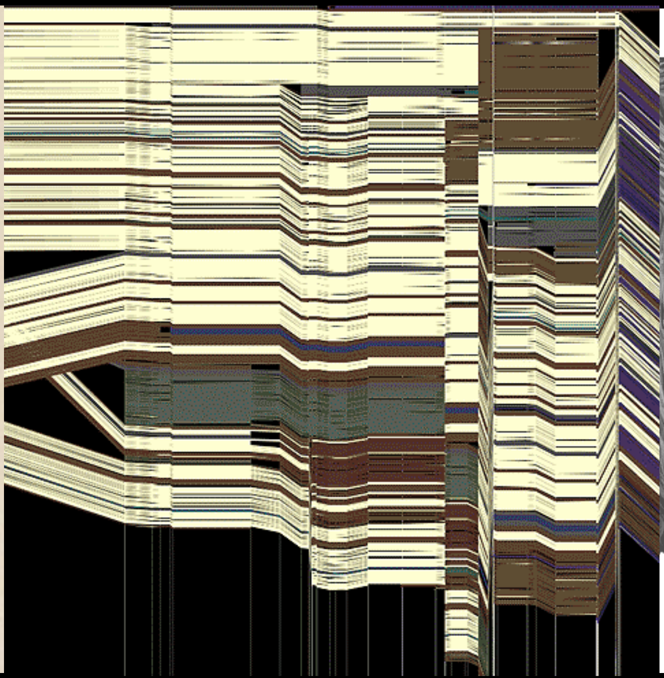
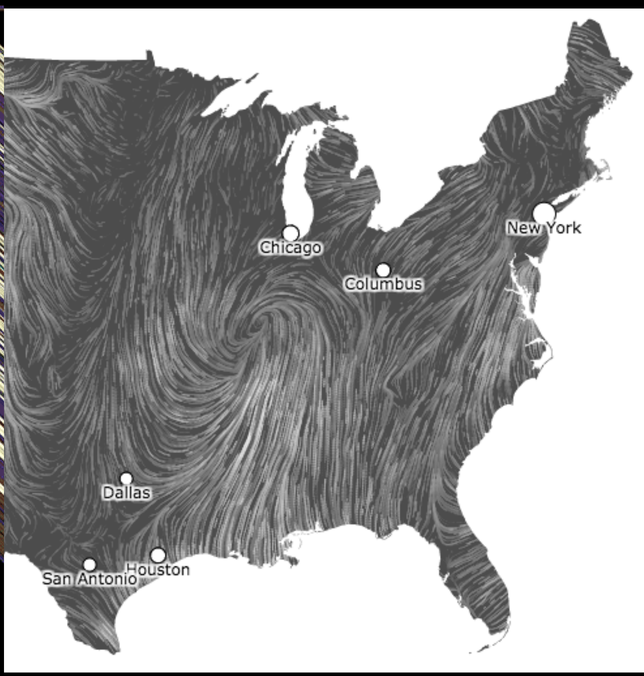
CSE 442 - Data Visualization

Color



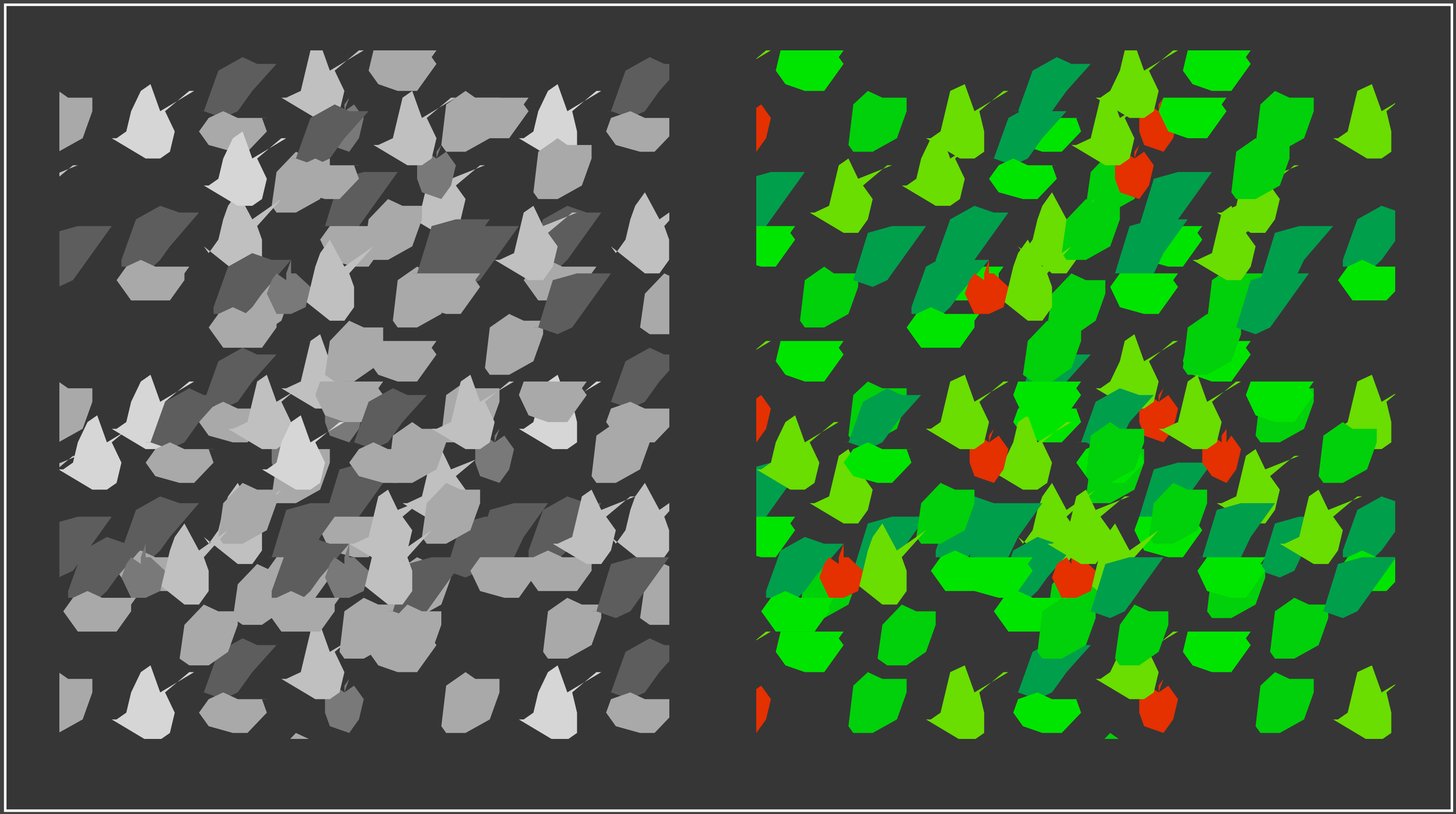




Jeffrey Heer University of Washington

Color in Visualization

Identify, Group, Layer, Highlight



Colin Ware

Purpose of Color

To label
To measure
To represent and imitate
To enliven and decorate

"Above all, do no harm."
- Edward Tufte

Topics

Perception of Color

Light, Visual system, Mental models

Color in Information Visualization

Nominal, Ordinal & Quantitative encoding

Guidelines for color palette design

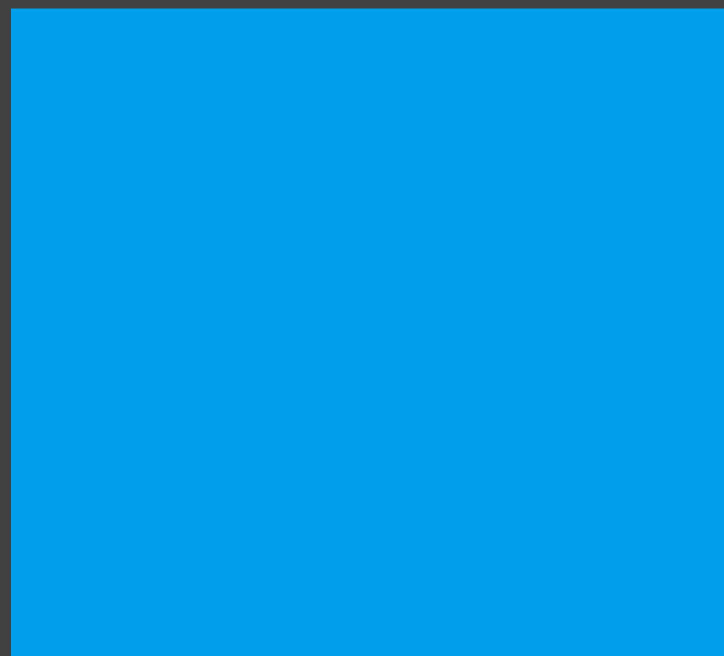
Perception of Color

What color is this?

What color is this?

"Yellow"

What color is this?



What color is this?

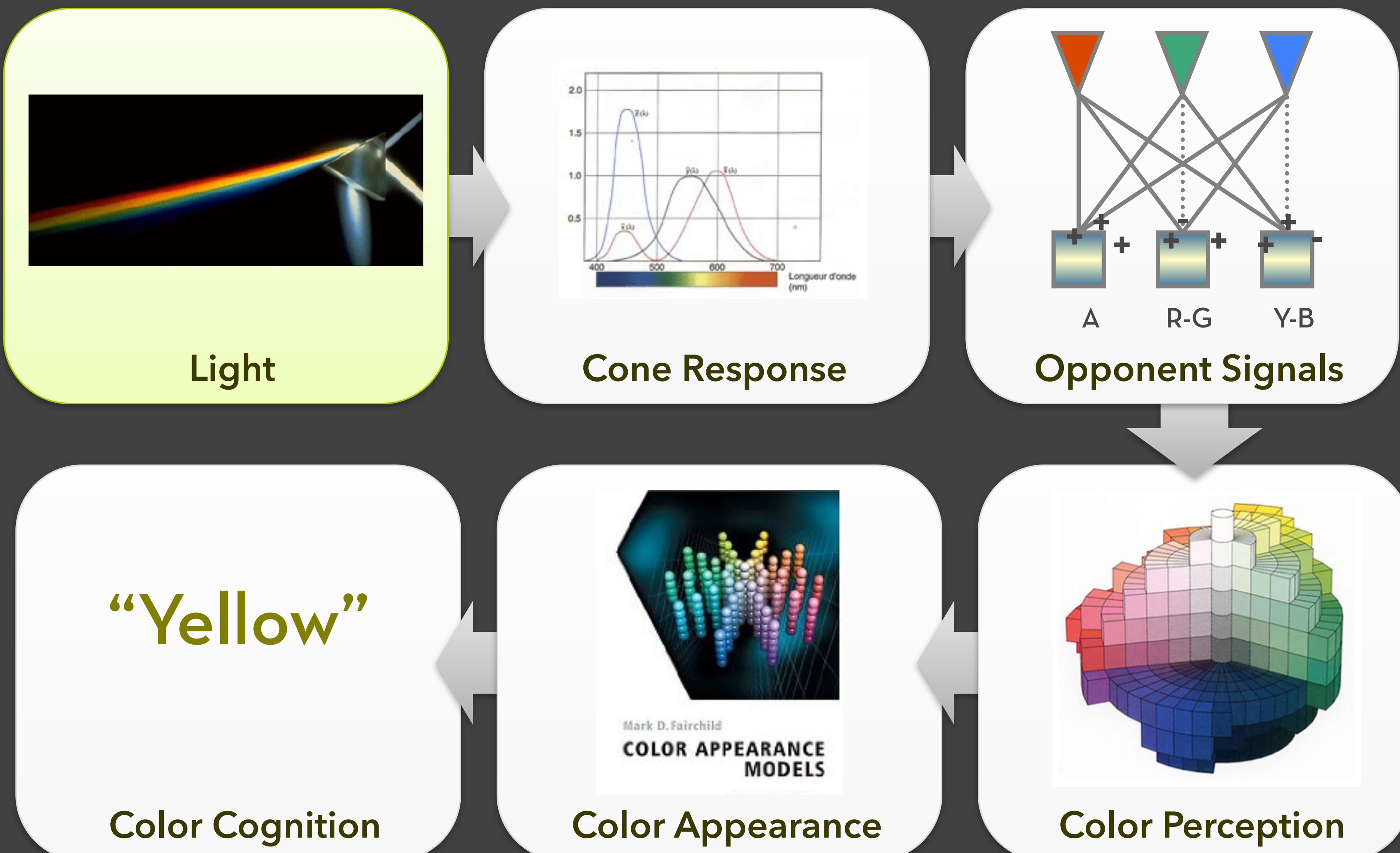
"Blue"

What color is this?

What color is this?

"Teal" ?

Perception of Color



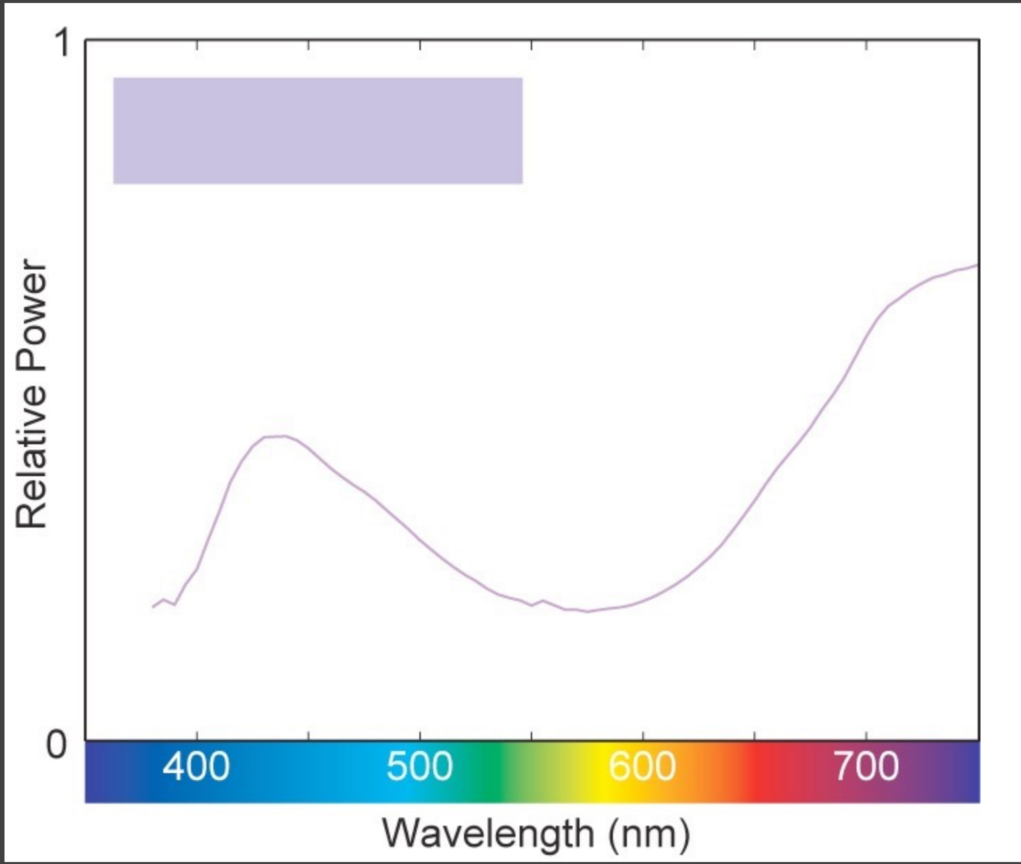
Physicist's View

Light as electromagnetic wave

Wavelength

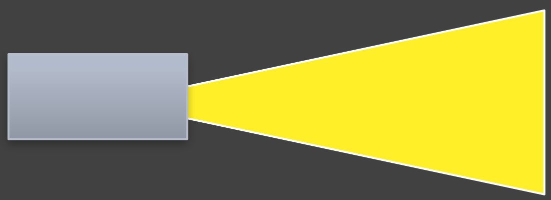
Energy or

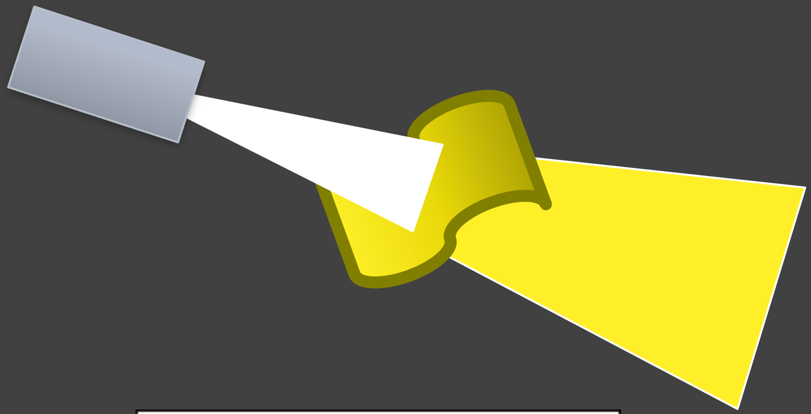
"Relative luminance"



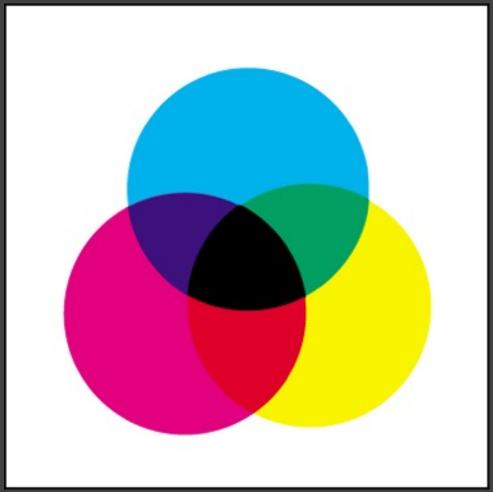
A Field Guide to Digital Color, M. Stone

Emissive vs. Reflective Light



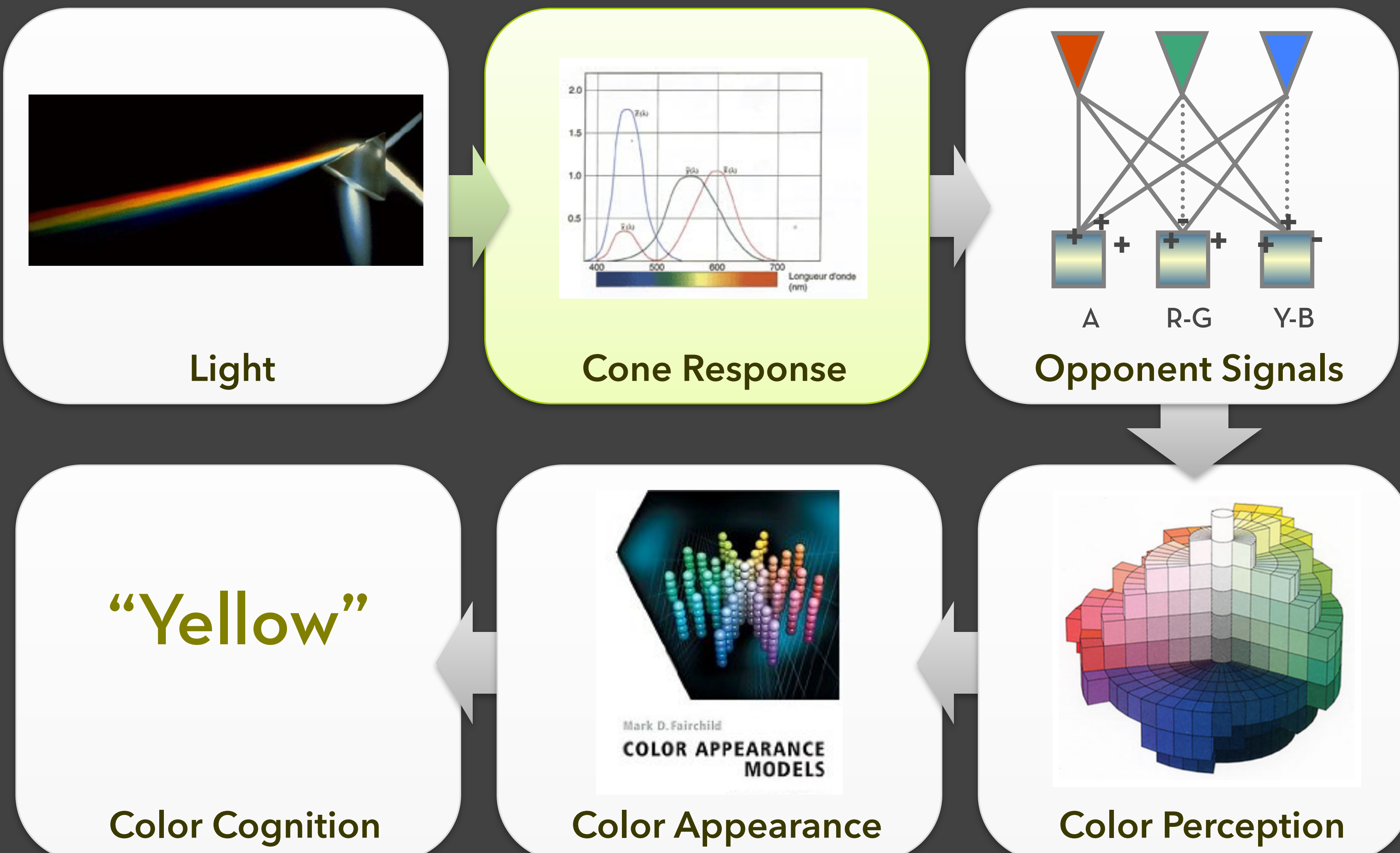


Additive
(digital displays)

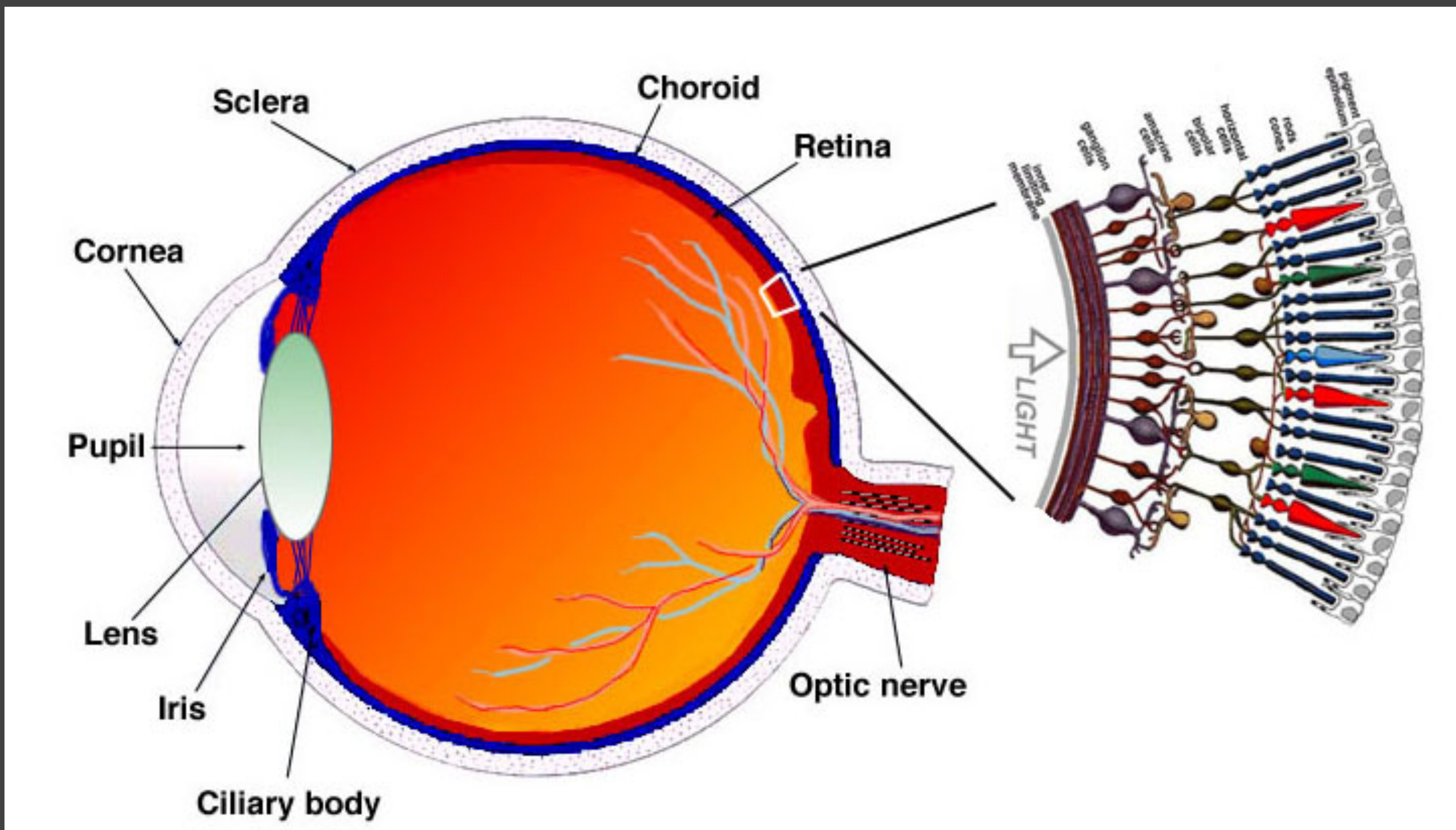


Subtractive
(print, e-paper)

Perception of Color



Retina

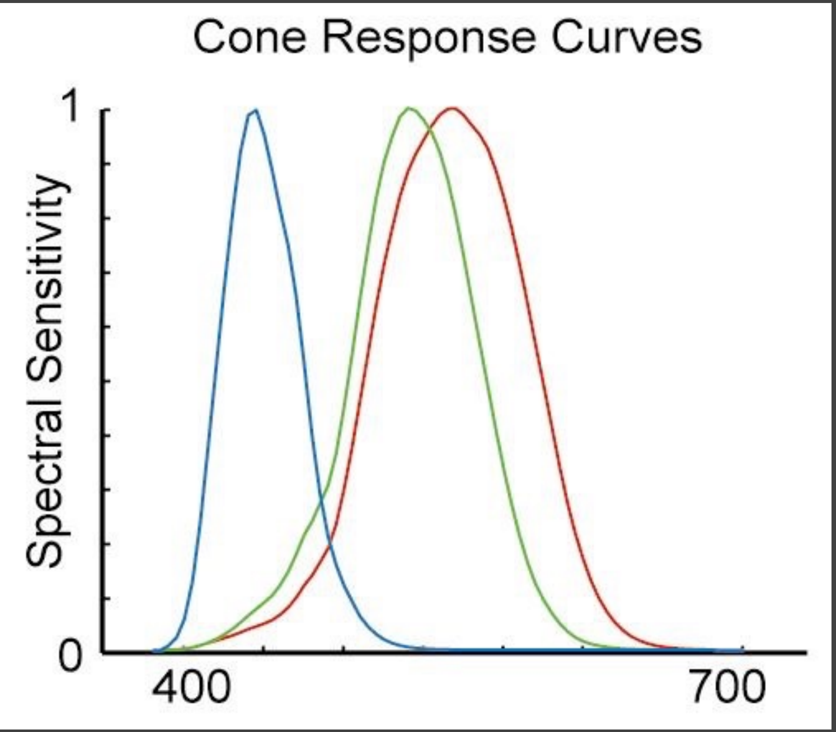


Simple Anatomy of the Retina, Helga Kolb

As light enters our retina…

LMS (Long, Middle, Short) Cones

Sensitive to different wavelength



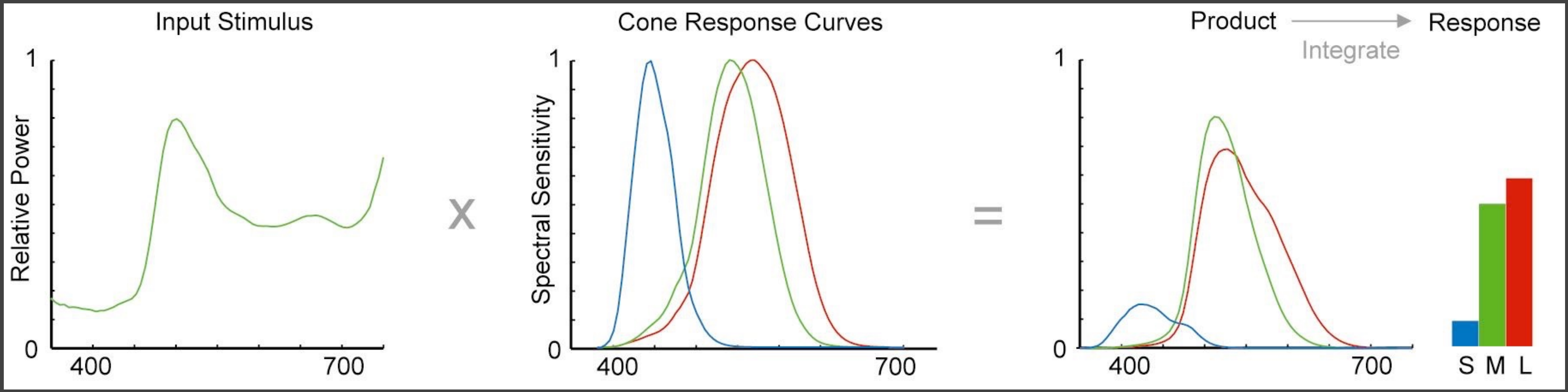
A Field Guide to Digital Color, M. Stone

As light enters our retina…

LMS (Long, Middle, Short) Cones

Sensitive to different wavelength

Integration with input stimulus



A Field Guide to Digital Color, M. Stone

Effects of Retina Encoding

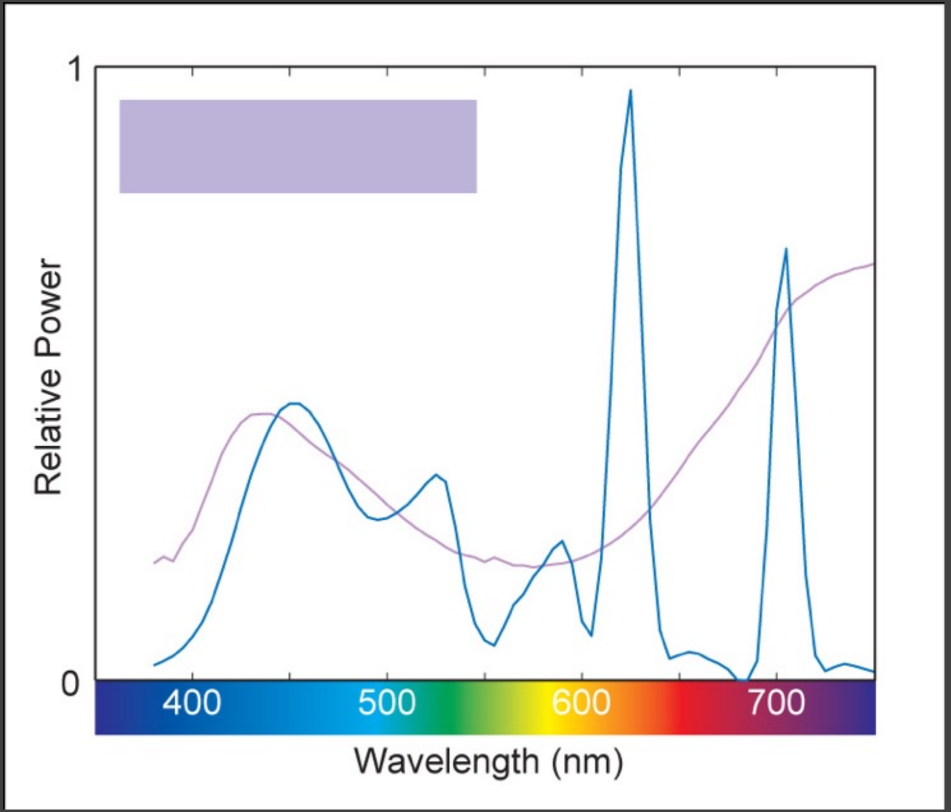
Spectra that stimulate the same LMS response are indistinguishable (a.k.a. "metamers").

"Tri-stimulus"

Computer displays

Digital scanners

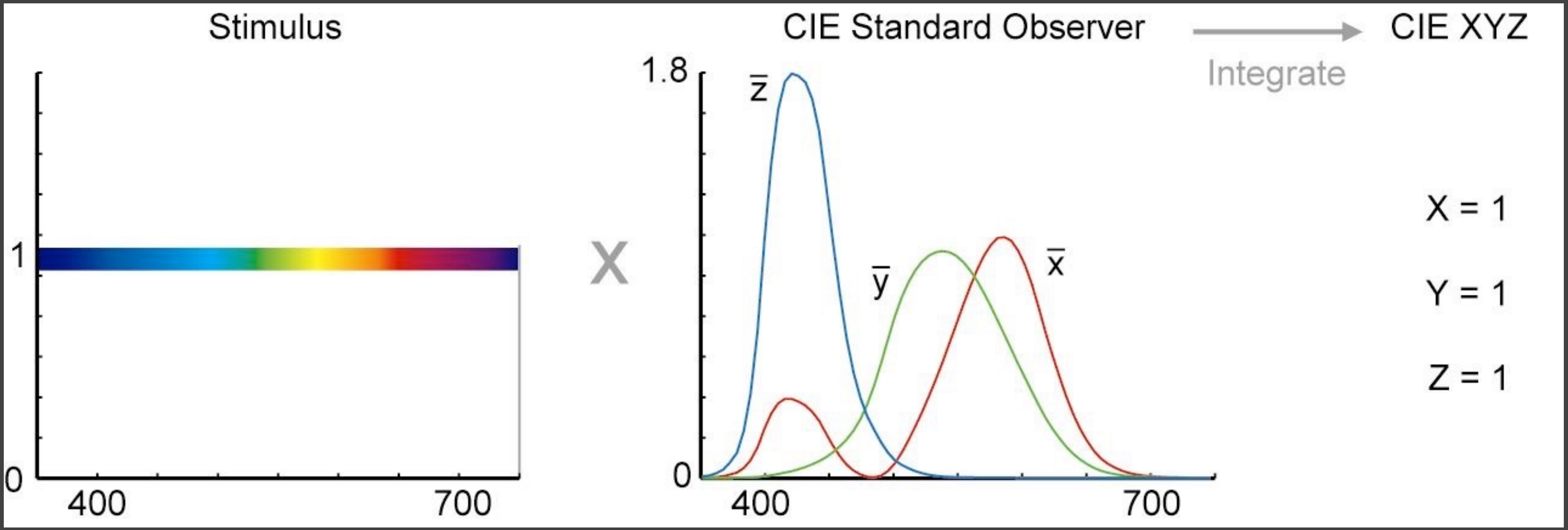
Digital cameras



CIE XYZ Color Space

Standardized in 1931 to mathematically represent tri-stimulus response.

"Standard observer" response curves

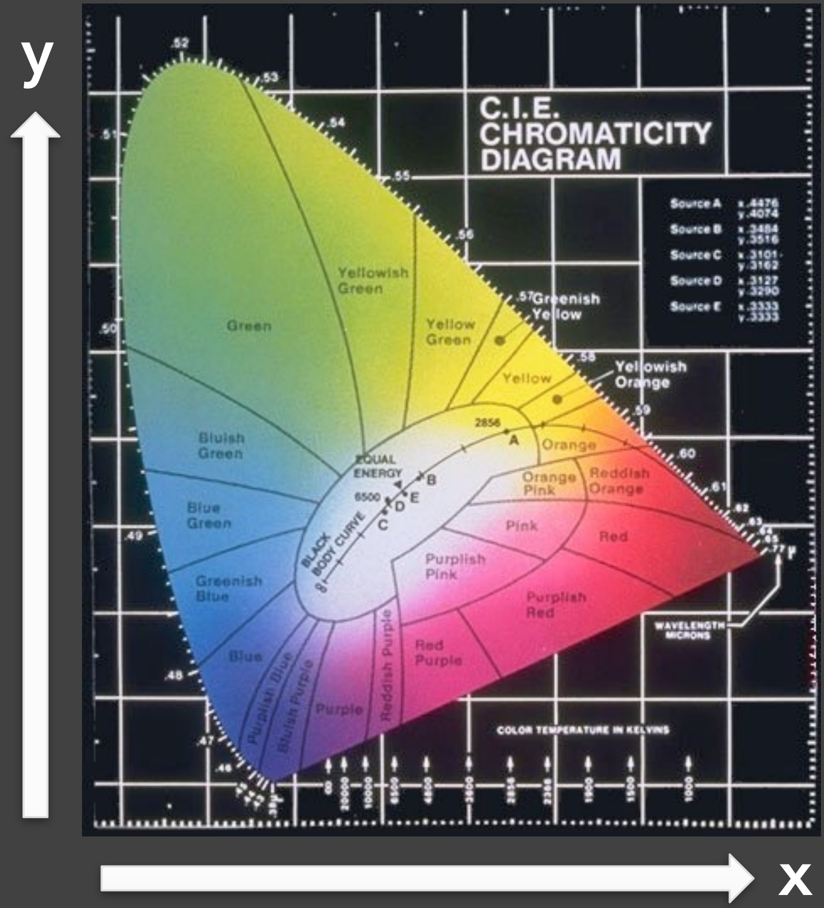


CIE Chromaticity Diagram

Colorfulness vs. Brightness

$x = X/(X+Y+Z)$

$y = Y/(X+Y+Z)$

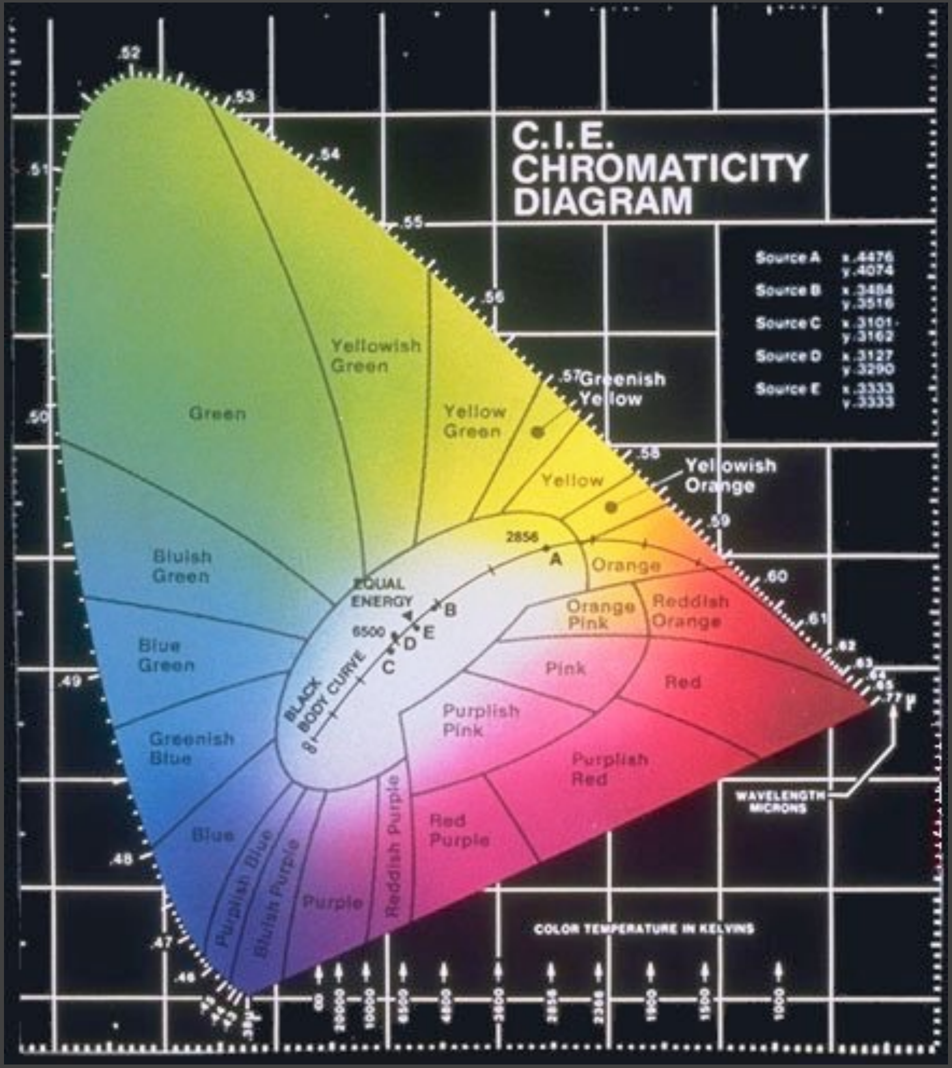


CIE Chromaticity Diagram

Spectrum locus

Purple line

Mixture of two lights appears as a straight line.



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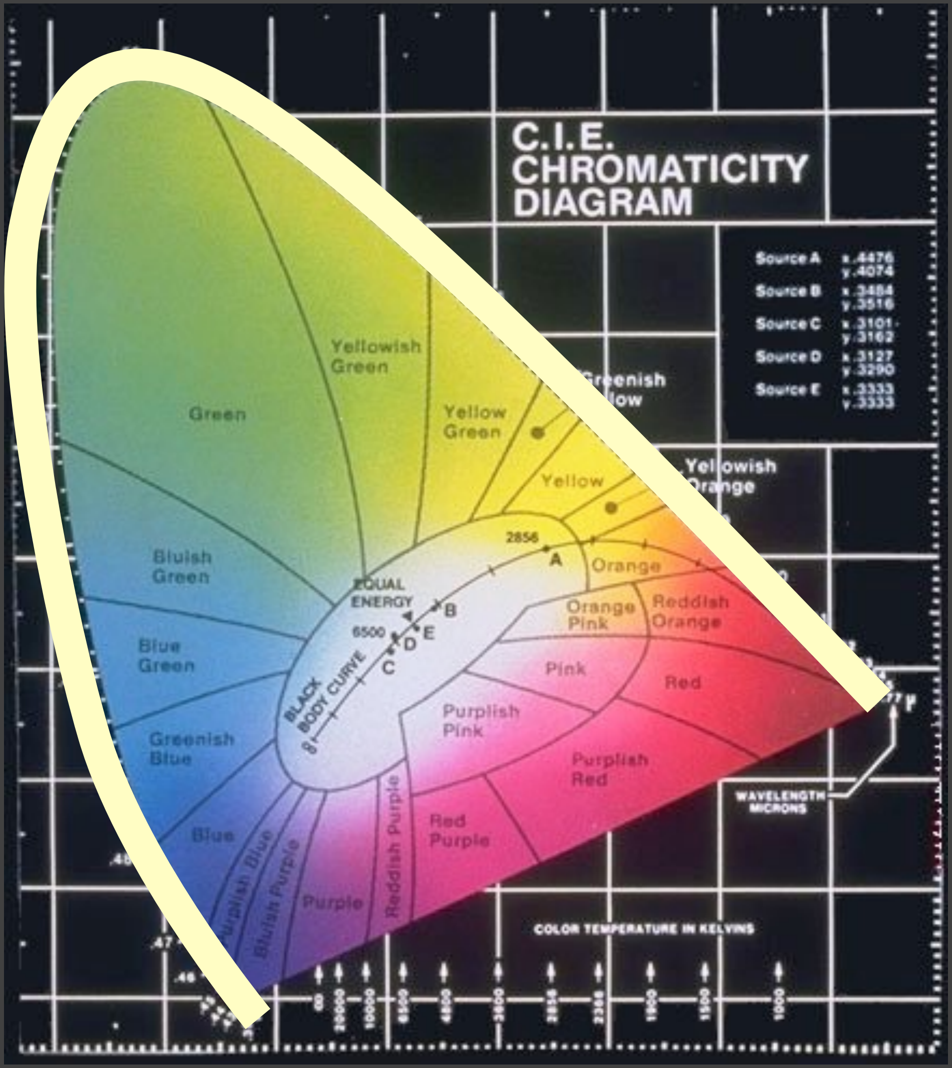

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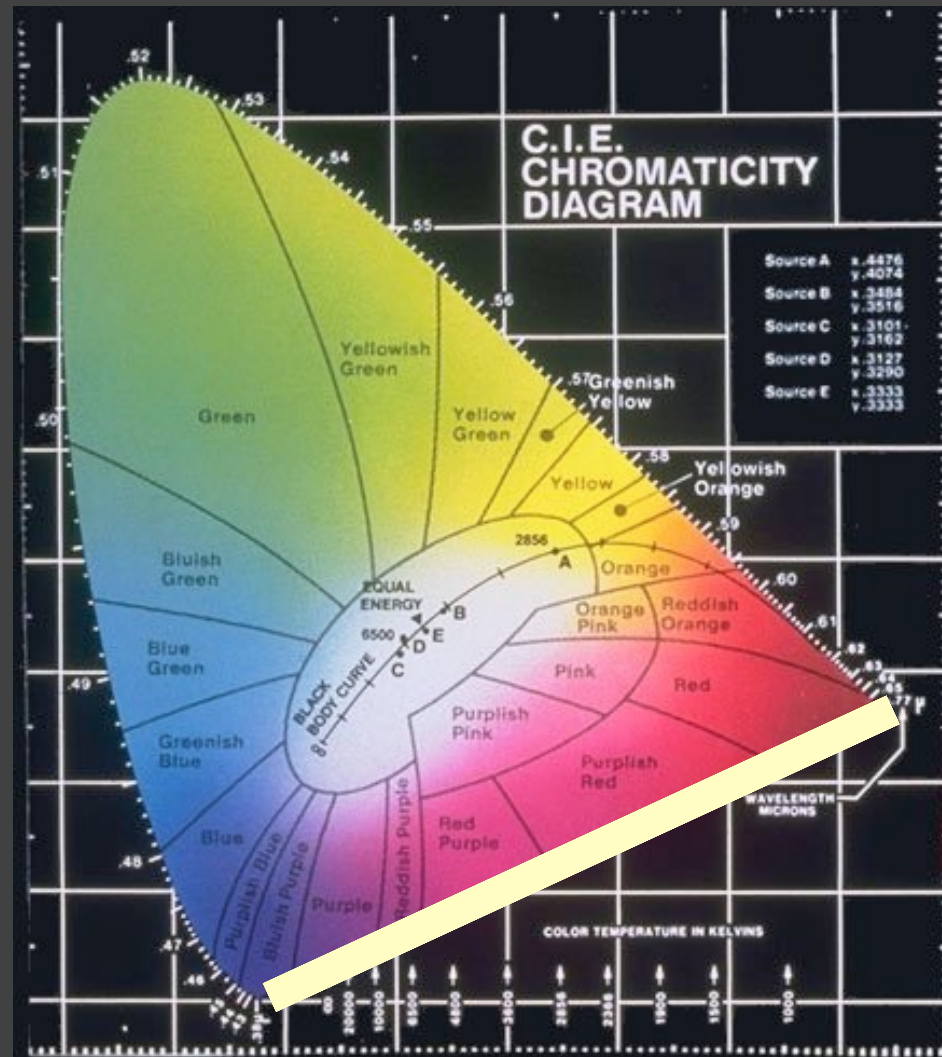

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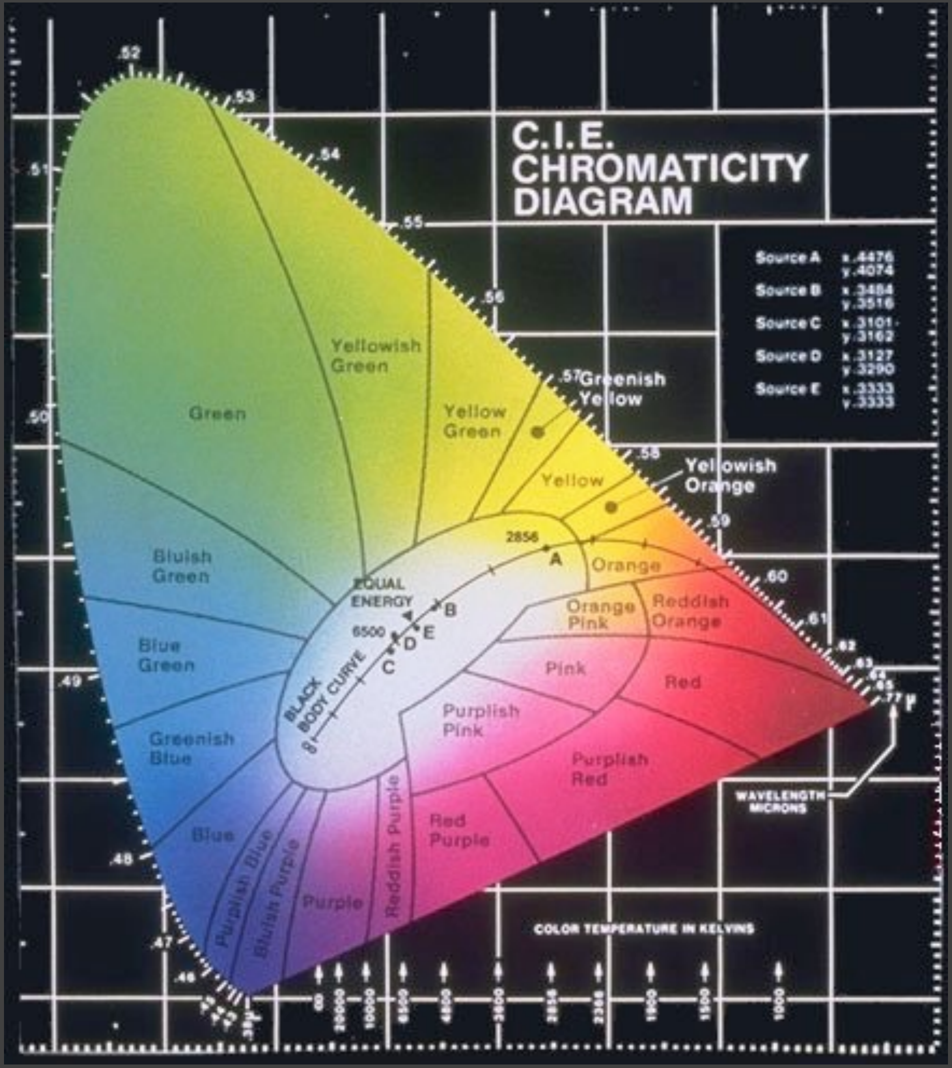
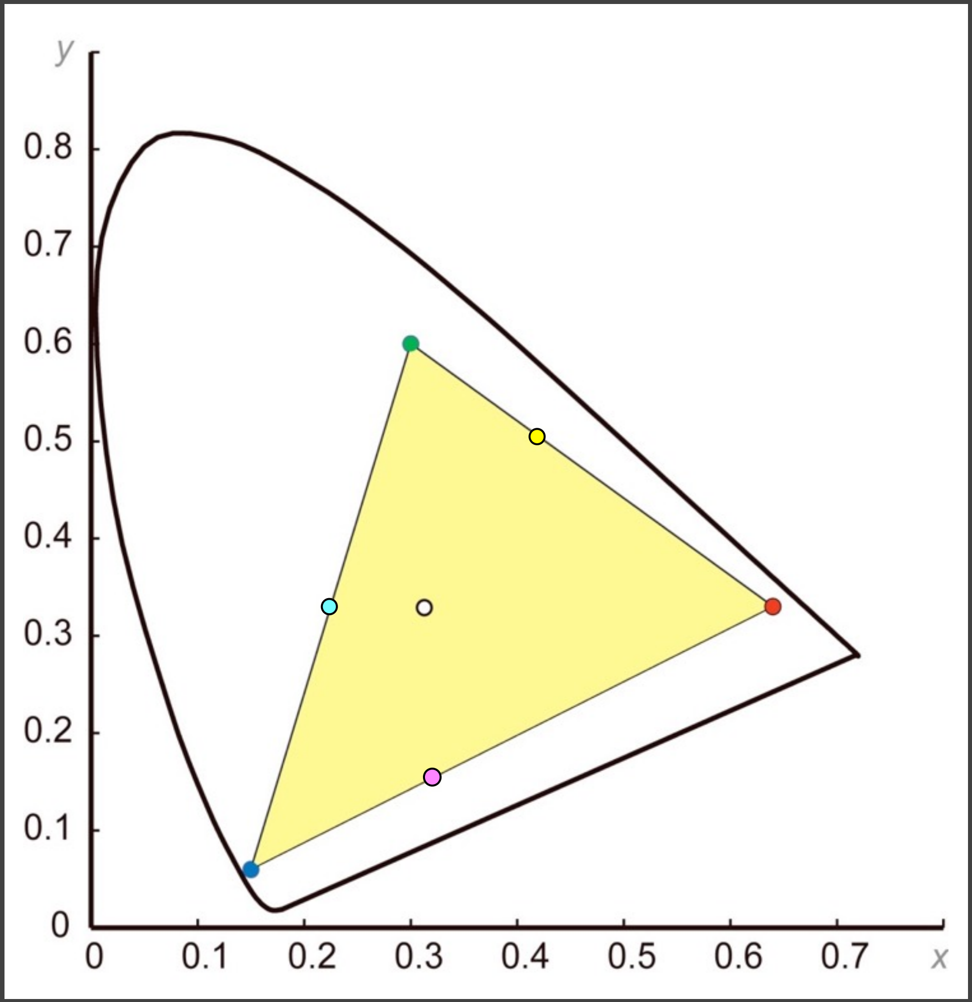


Display Gamuts

Typically defined by:

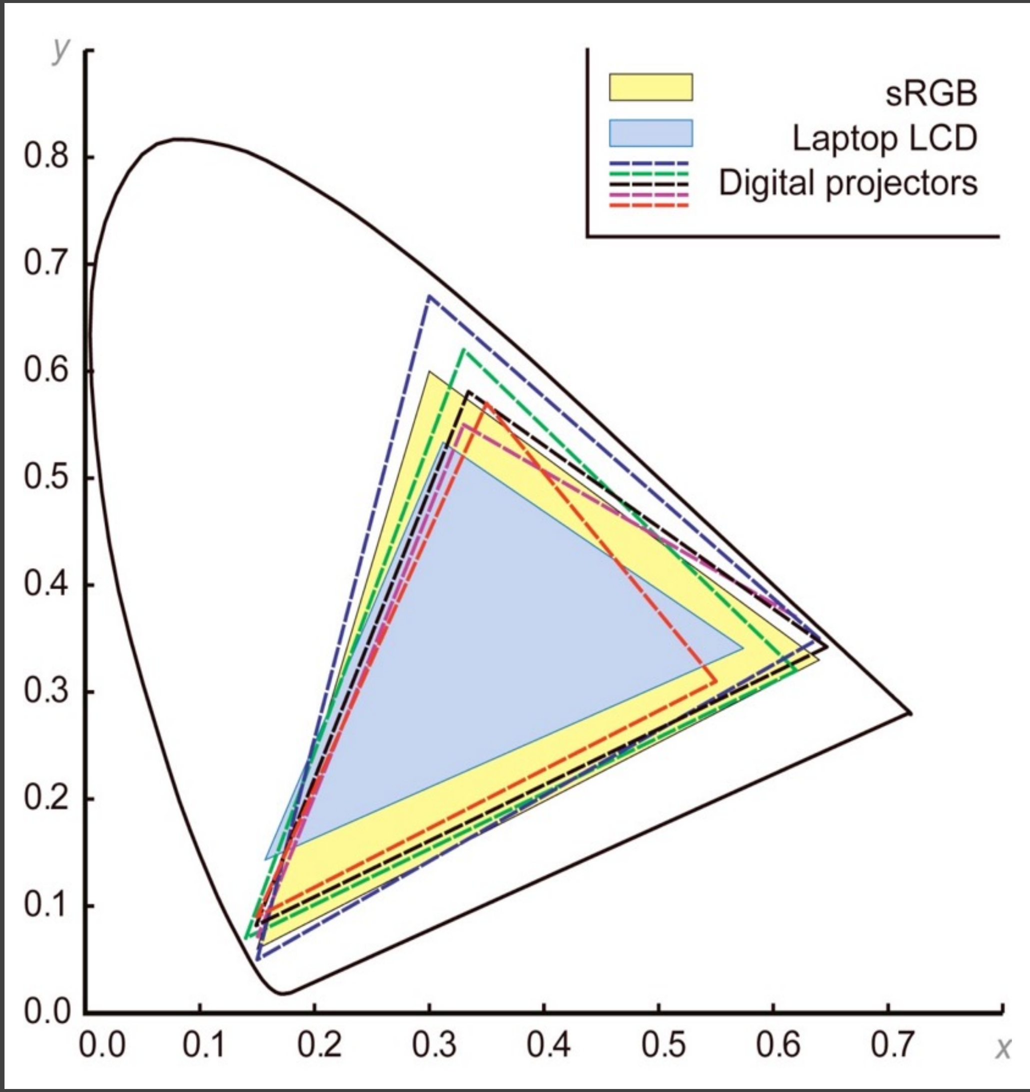
3 Colorants

Convex region



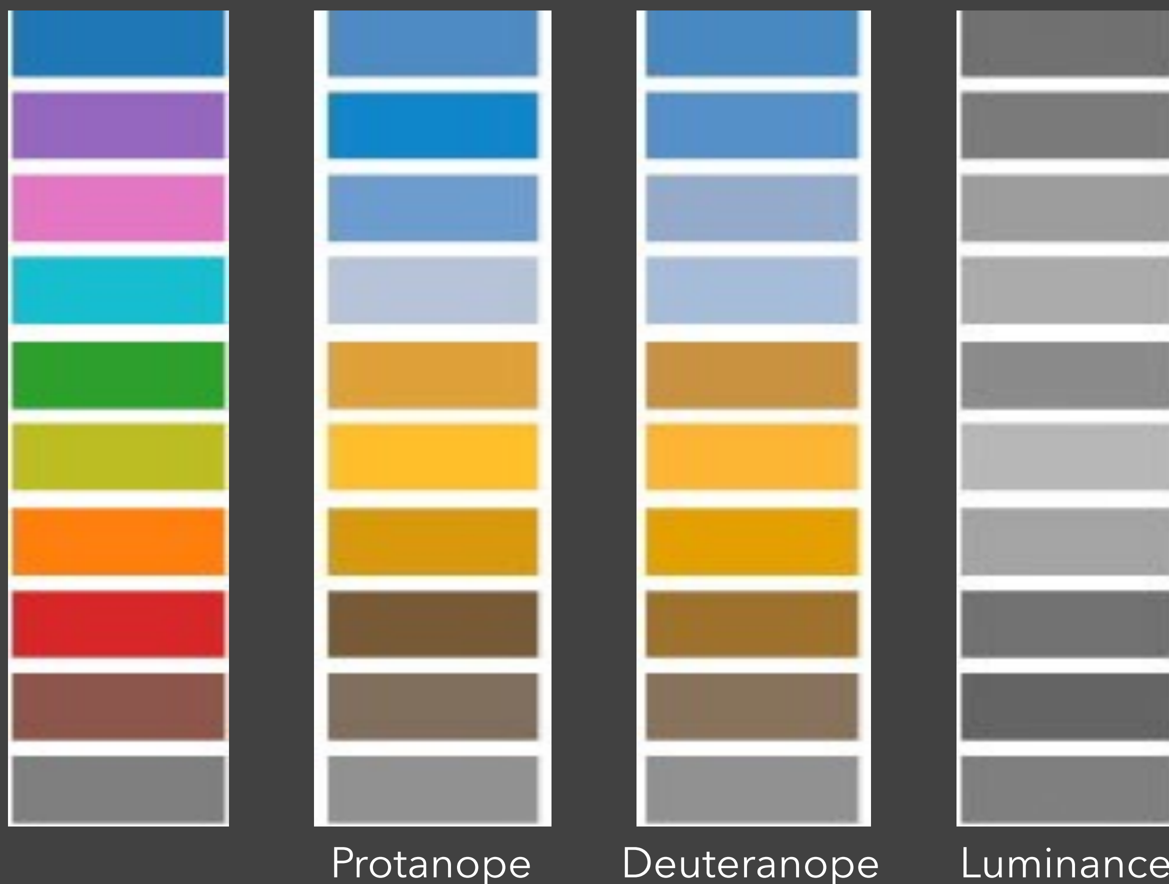
Display Gamuts

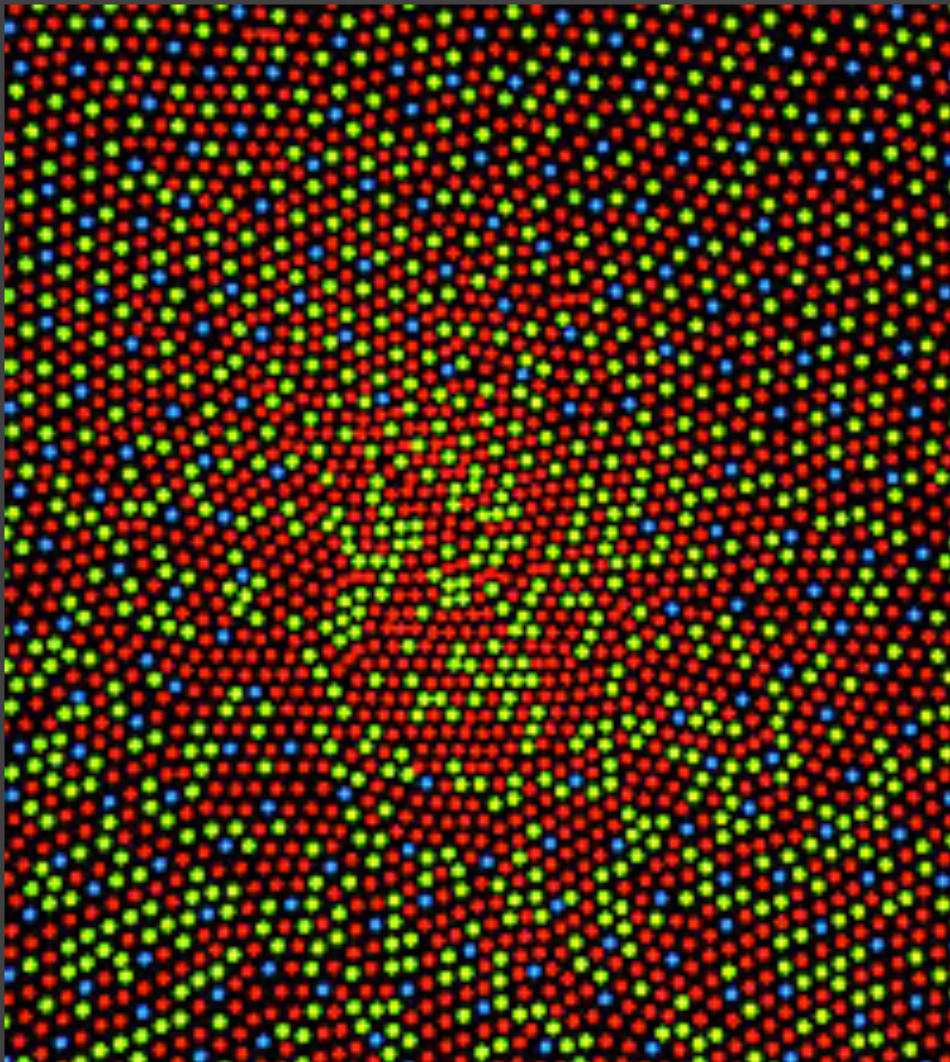
Deviations from sRGB specification



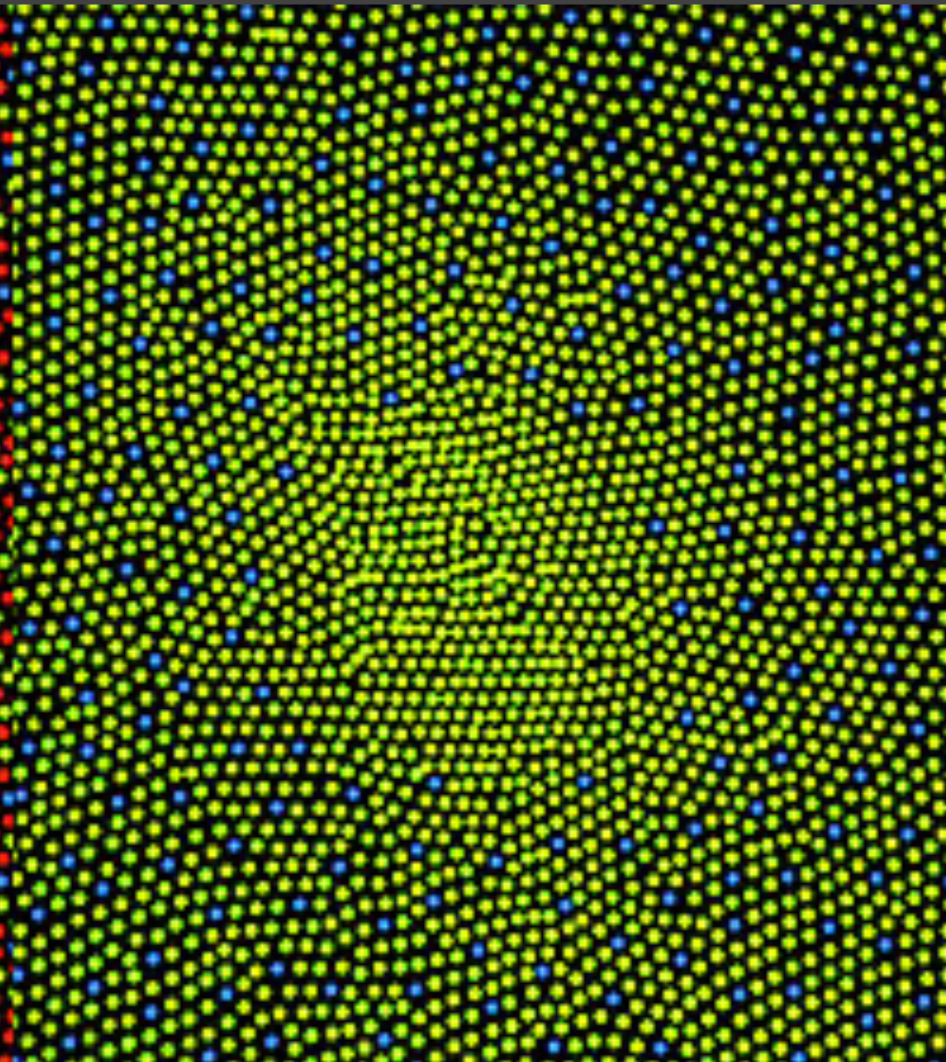
Color Blindness

Missing one or more cones or rods in retina.





Normal Retina



Protanopia

Color Blindness Simulators

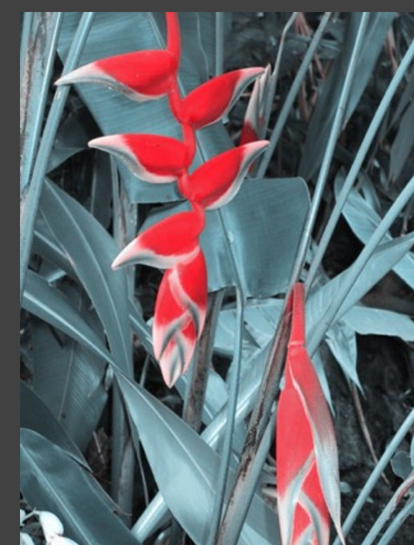
Simulate color vision deficiencies

Browser plug-ins (NoCoffee, SEE, …)

Photoshop plug-ins, etc…

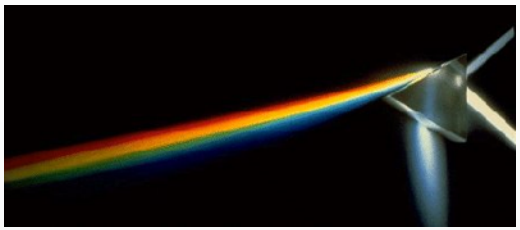
Deuteranope

Protanope

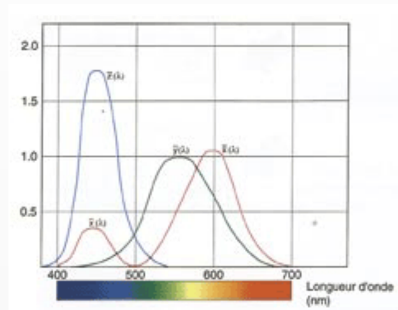


Tritanope

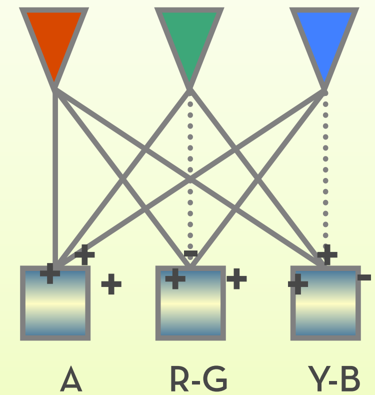
Perception of Color



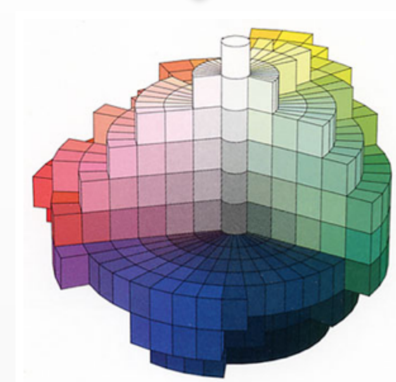
Light



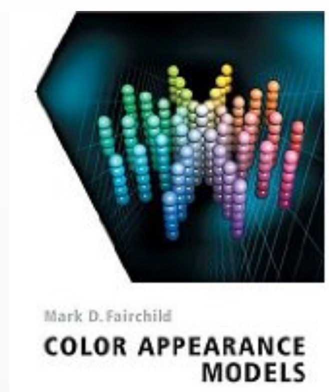
Cone Response



Opponent Signals



Color Perception



Color Appearance

"Yellow"

Color Cognition

Primary Colors

To paint "all colors":
Leonardo da Vinci, circa 1500 described in his notebooks a list of simple colors…

Yellow
Blue
Green
Red

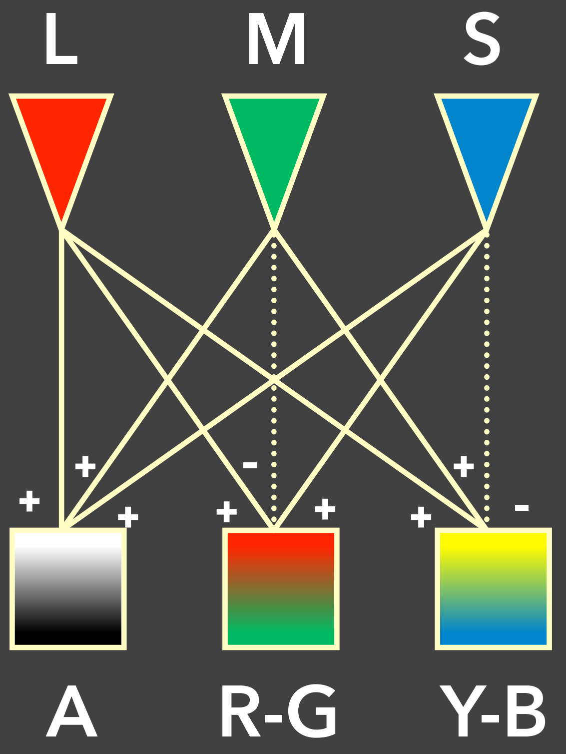
Opponent Processing

LMS are combined to create:

Lightness

Red-green contrast

Yellow-blue contrast



Fairchild

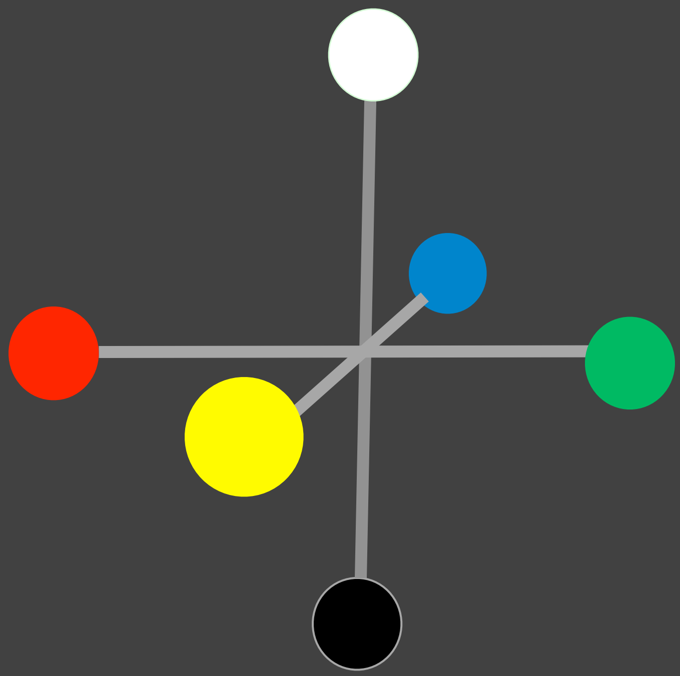
Opponent Processing

LMS are combined to create:

Lightness

Red-green contrast

Yellow-blue contrast



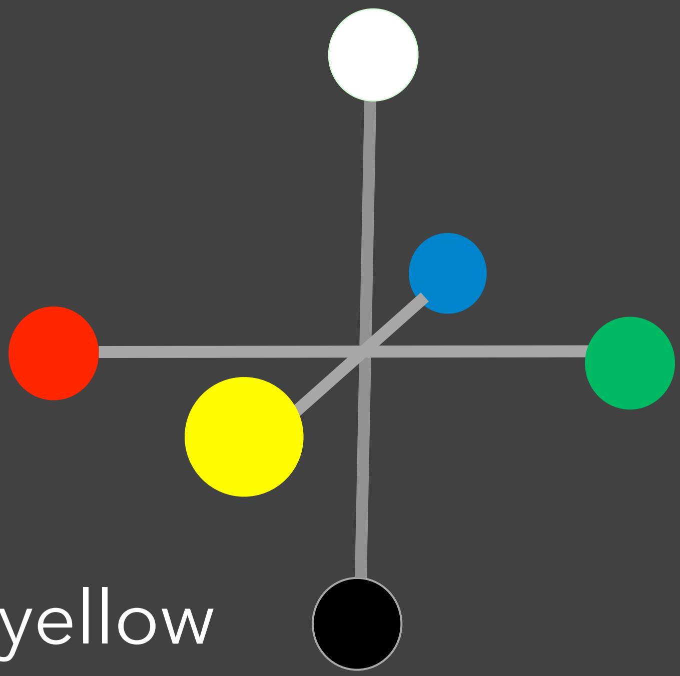
Opponent Processing

LMS are combined to create:

Lightness

Red-green contrast

Yellow-blue contrast



Experiments:

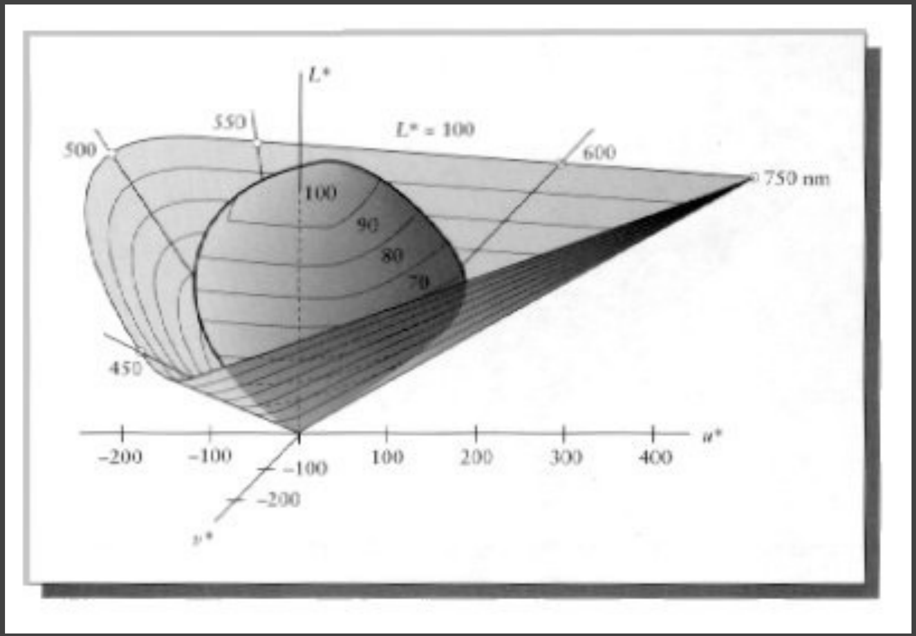
No reddish-green, no blueish-yellow

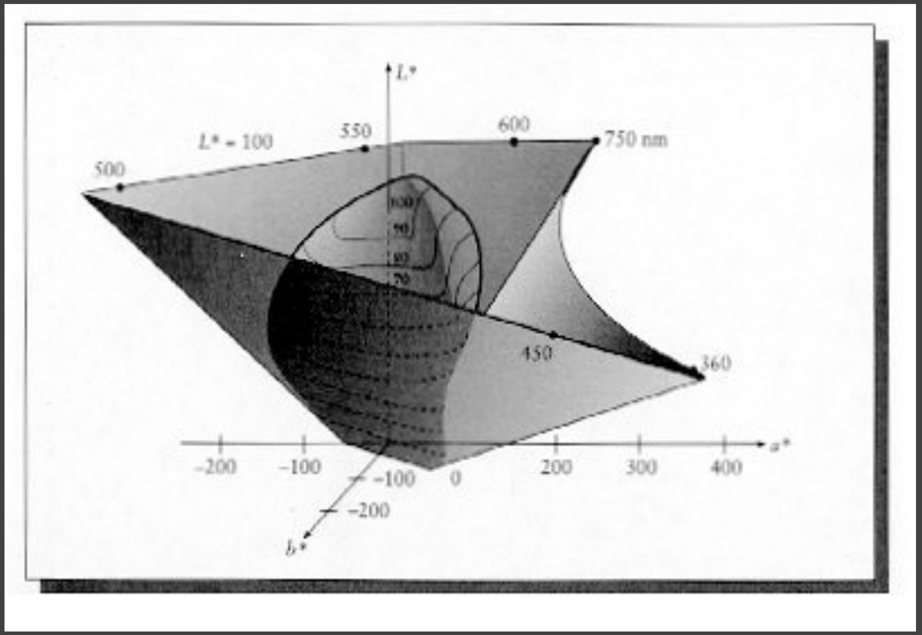
Color after images

CIE LAB and LUV Color Spaces

Standardized in 1976 to mathematically represent opponent processing theory.

Non-linear transformation of CIE XYZ





CIE LAB Color Space

Axes correspond to opponent signals

L* = Luminance

a* = Red-green contrast

b* = Yellow-blue contrast

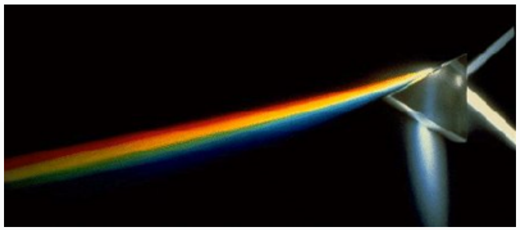
Much more perceptually uniform than sRGB!

Scaling of axes to represent "color distance"

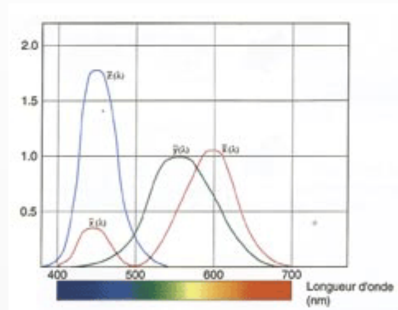
JND = Just noticeable difference (~2.3 units)

D3 includes LAB color space support!

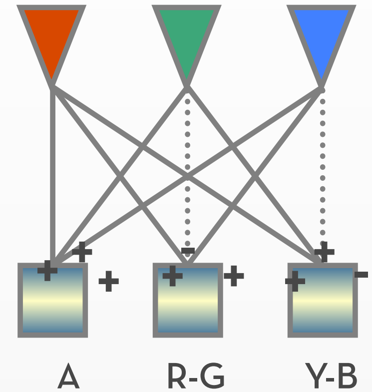
Perception of Color



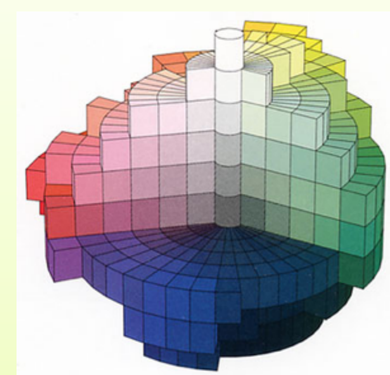
Light



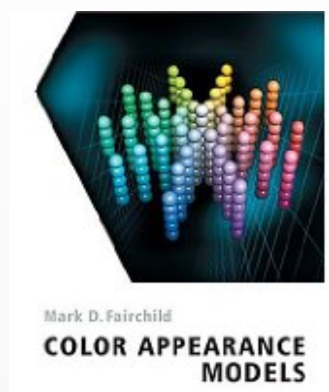
Cone Response



Opponent Signals



Color Perception



Color Appearance

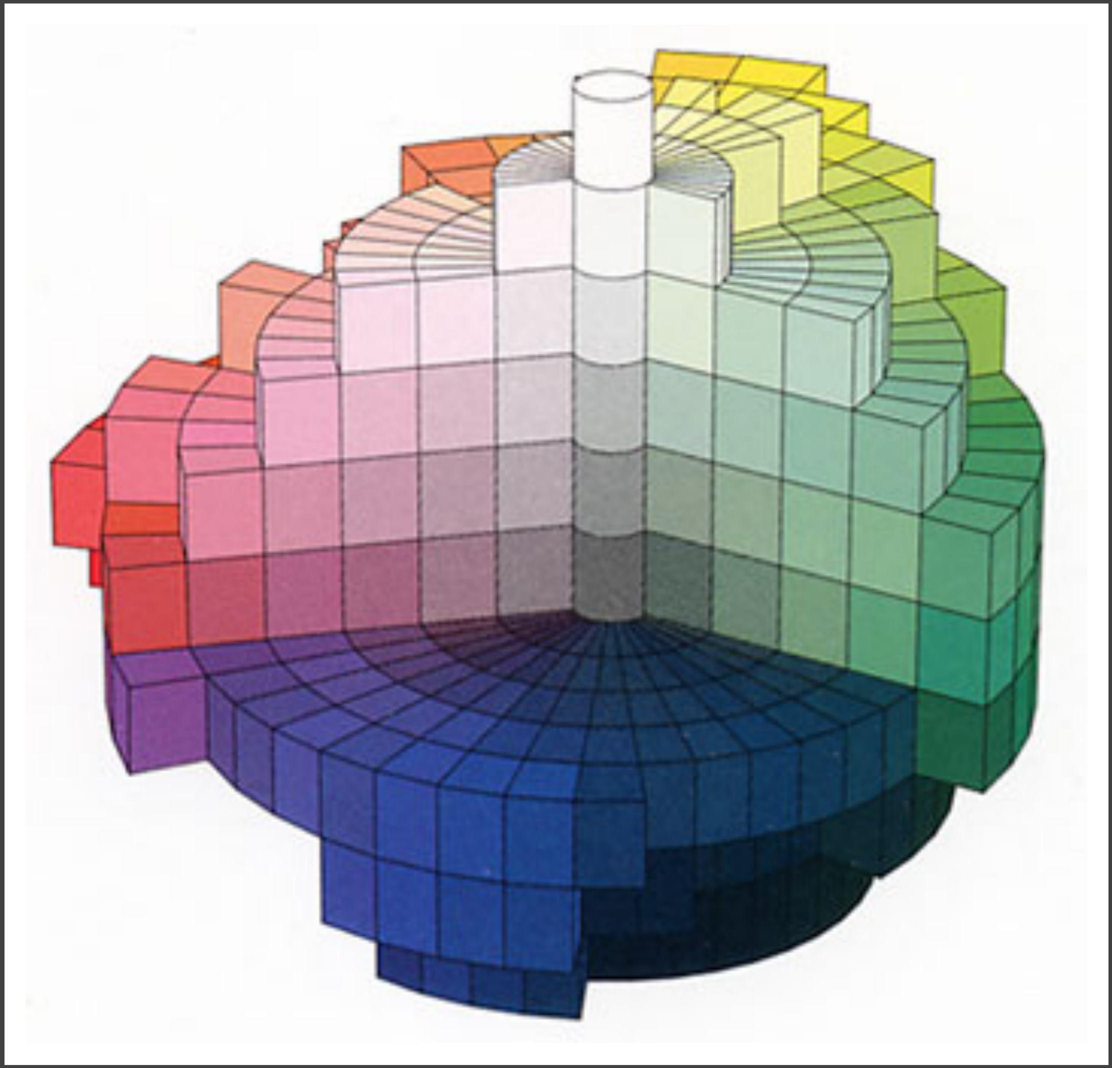
“Yellow”

Color Cognition

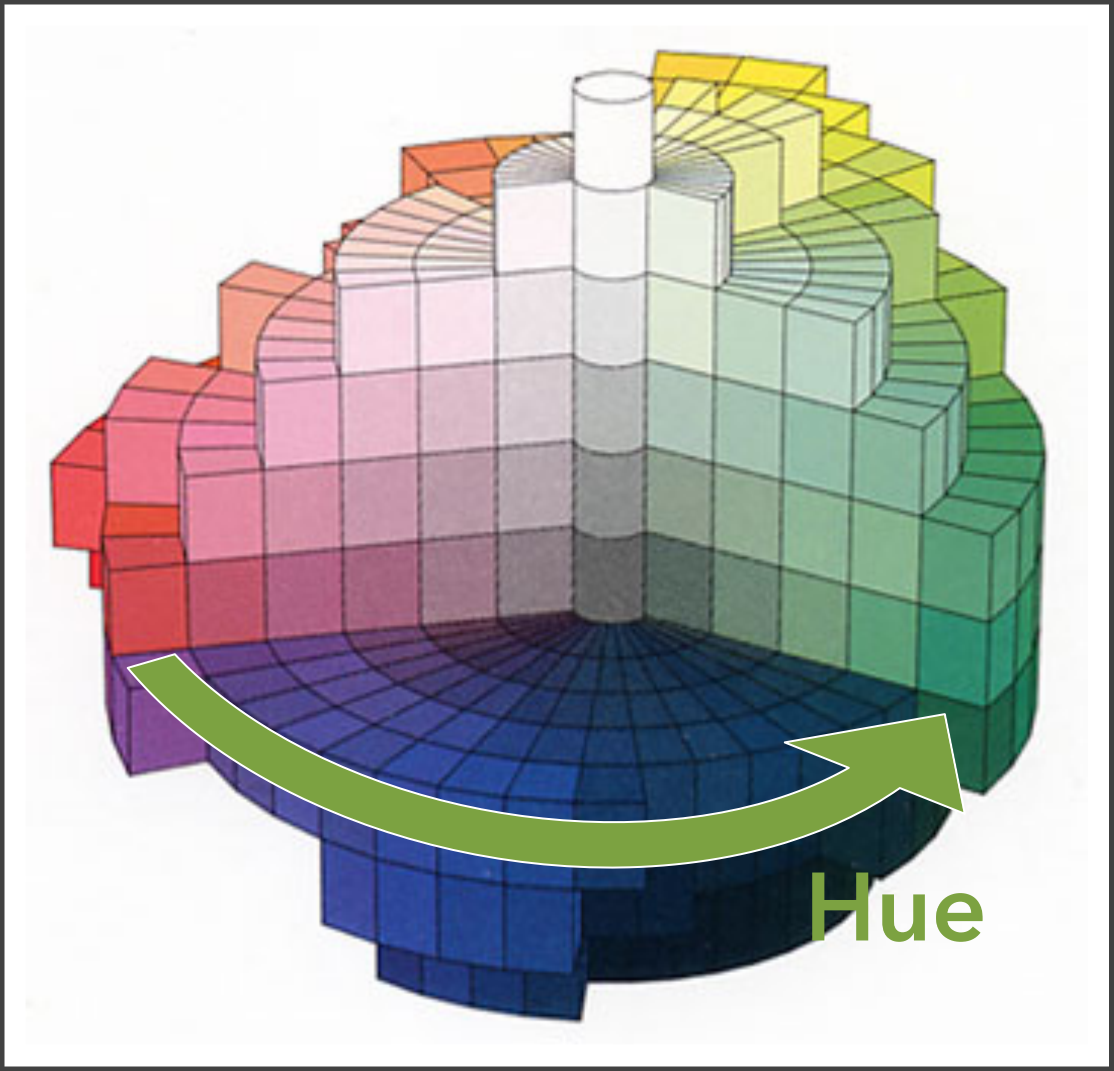
Albert Munsell

Developed the first perceptual color system based on his experience as an artist (1905).

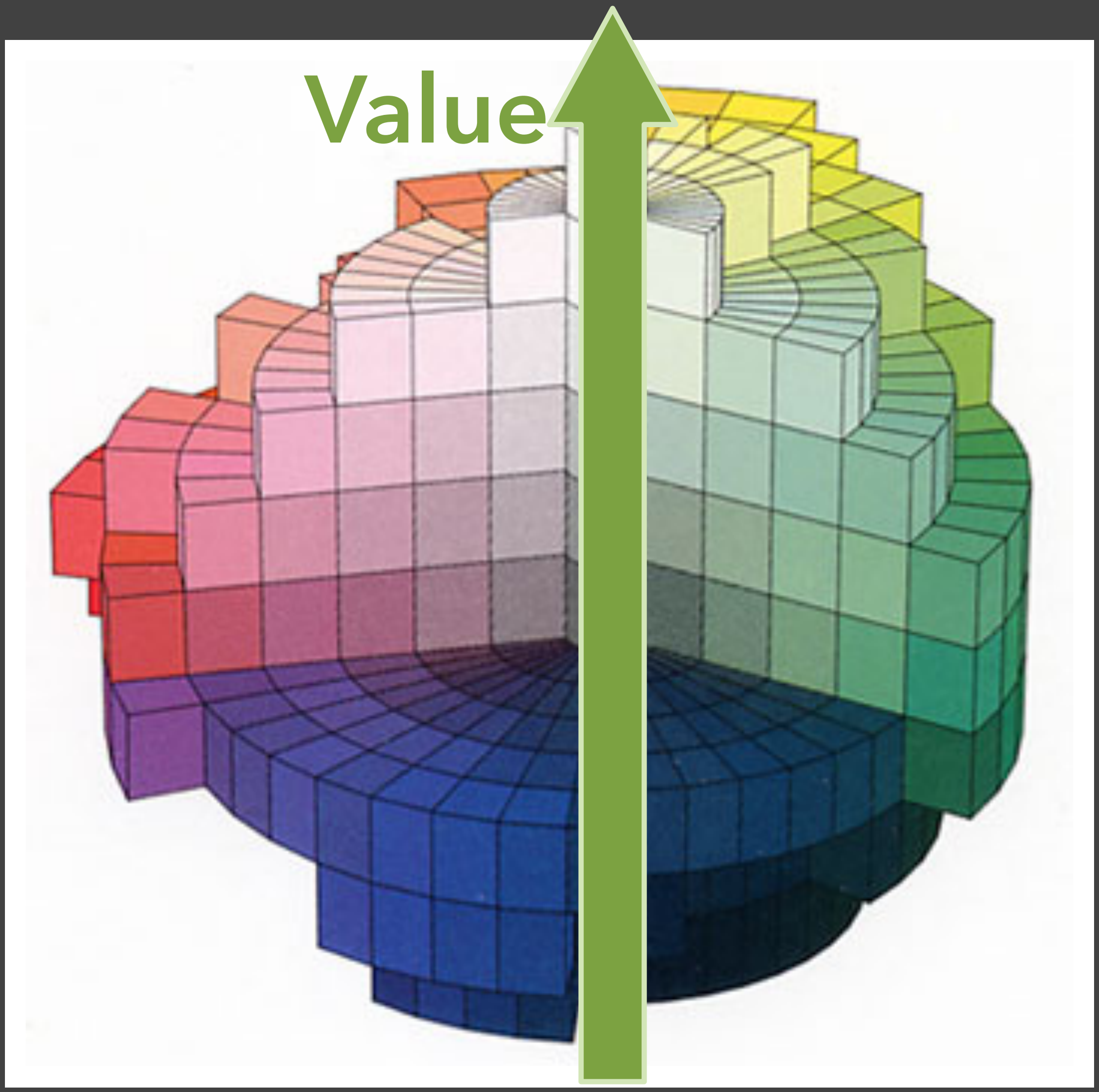
Hue, Value and Chroma



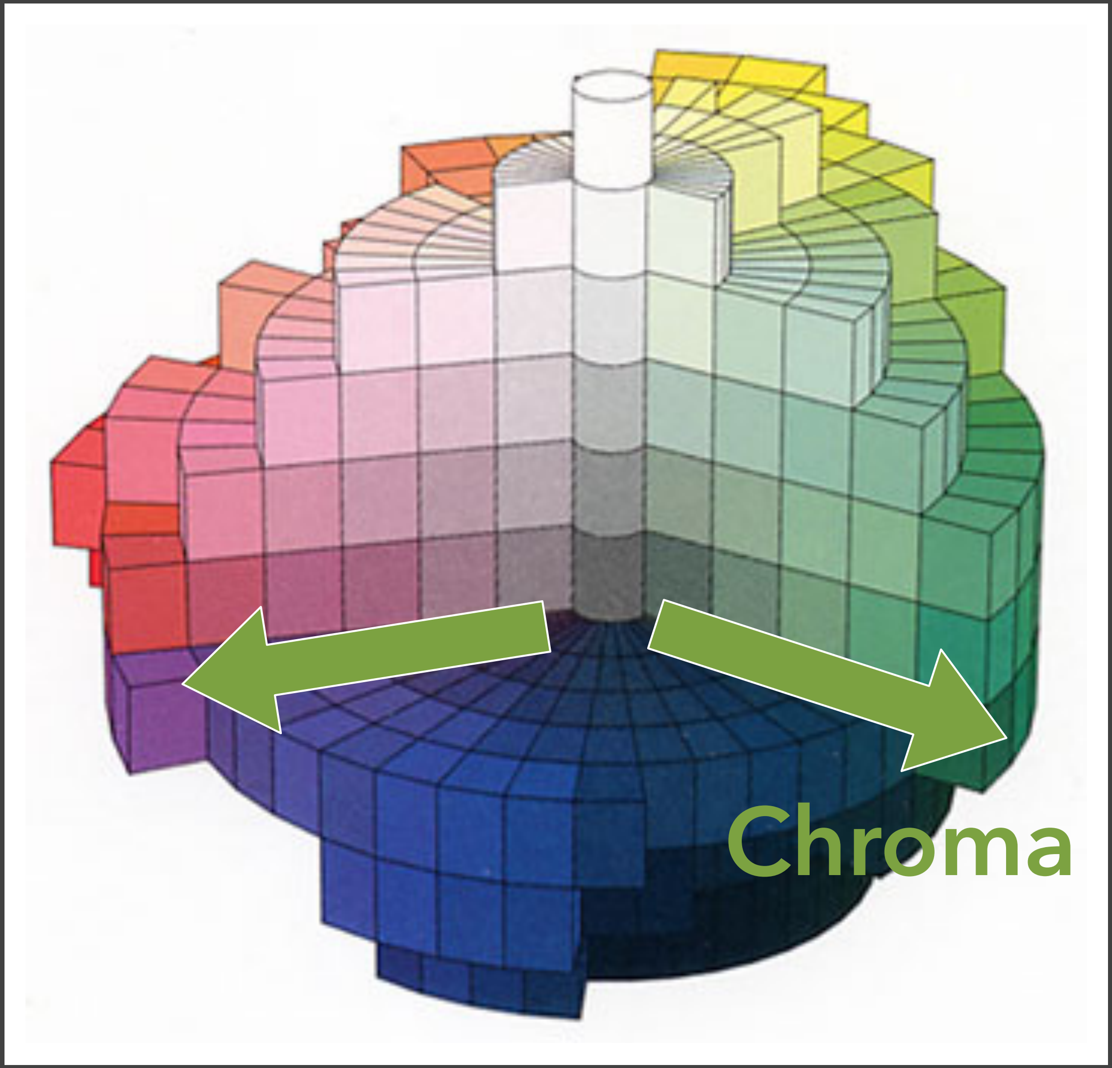
Hue, Value and Chroma



Hue, Value and Chroma



Hue, Value and Chroma



Munsell Color System

Perceptually-based

Precisely reference a color

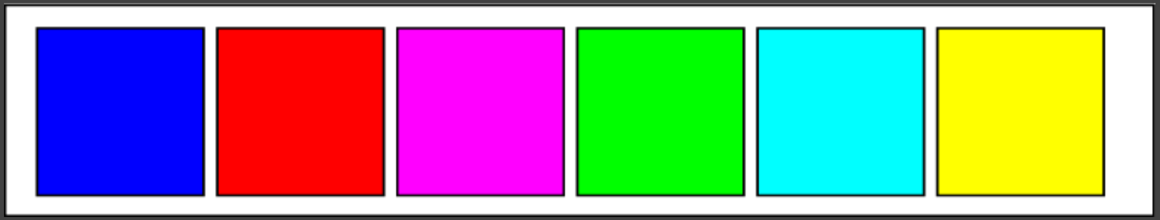
Intuitive dimensions

Look-up table (LUT)

Munsell Color System

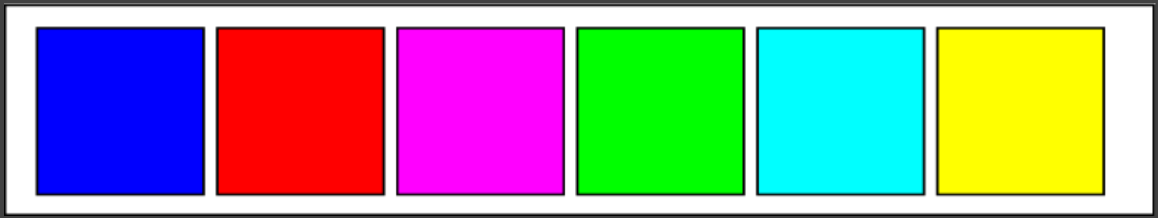
Perceptual Brightness

Color palette



Perceptual Brightness

Color palette



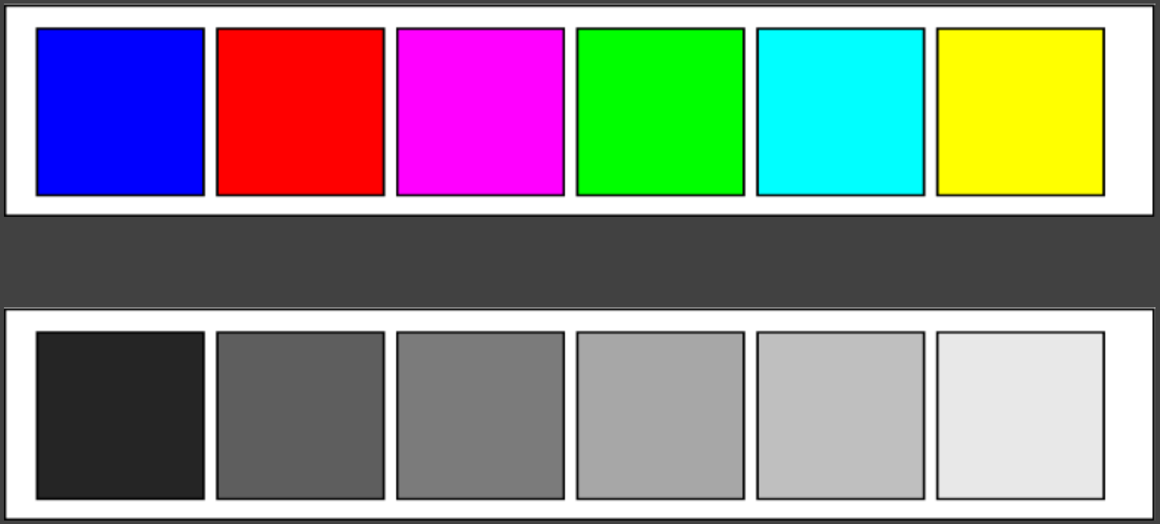
HSL Lightness

(Photoshop)

Perceptual Brightness

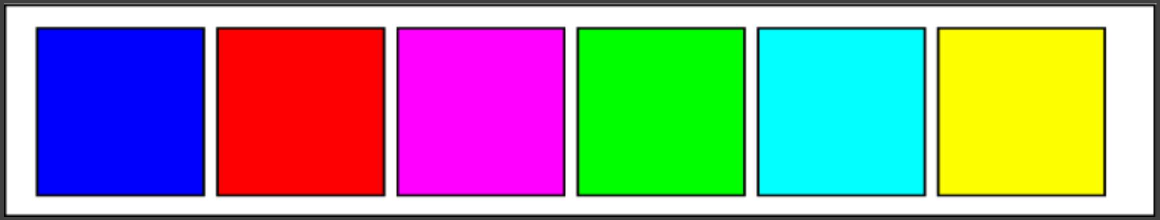
Color palette

Luminance Y
(CIE XYZ)



Perceptual Brightness

Color palette

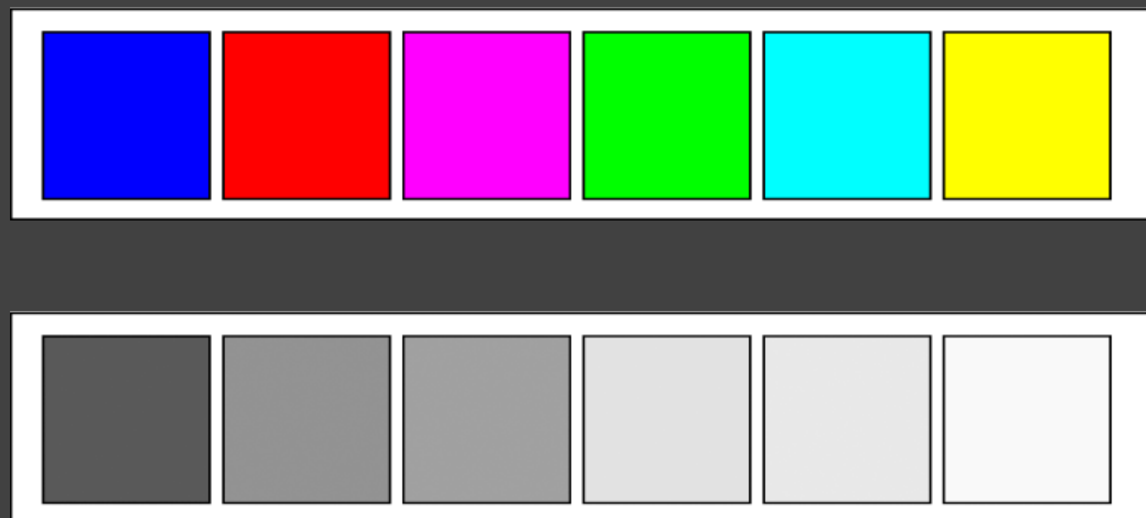


Munsell Value

Perceptual Brightness

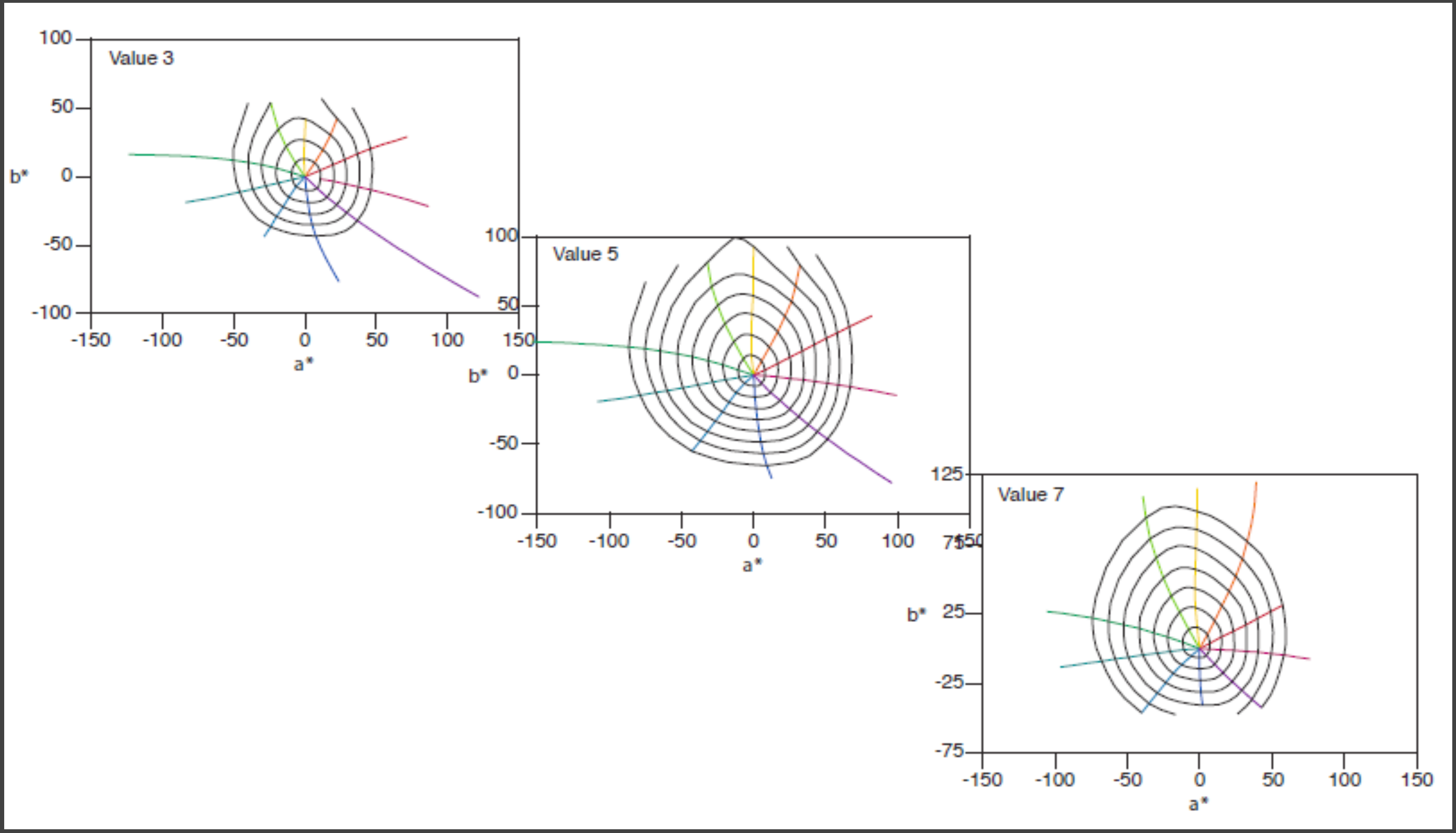
Color palette

Munsell Value
L* (CIE LAB)



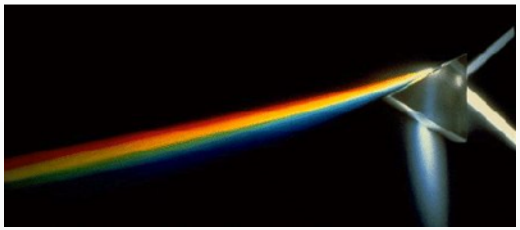
Perceptually-Uniform Color Space

Munsell colors in CIE LAB coordinates

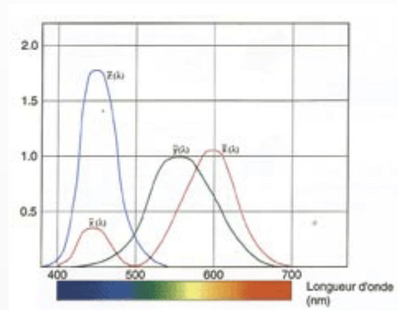


Mark Fairchild

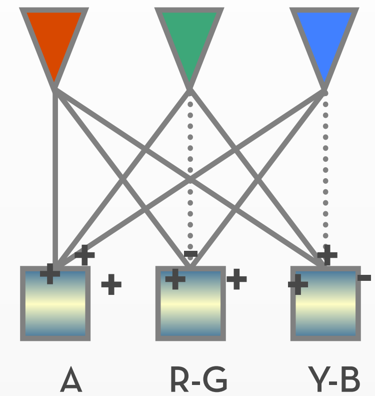
Perception of Color



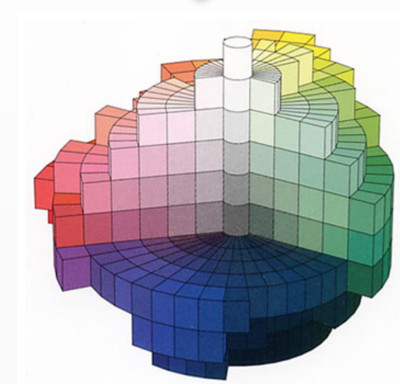
Light



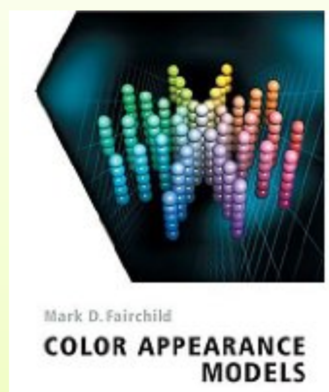
Cone Response



Opponent Signals



Color Perception



Color Appearance

“Yellow”

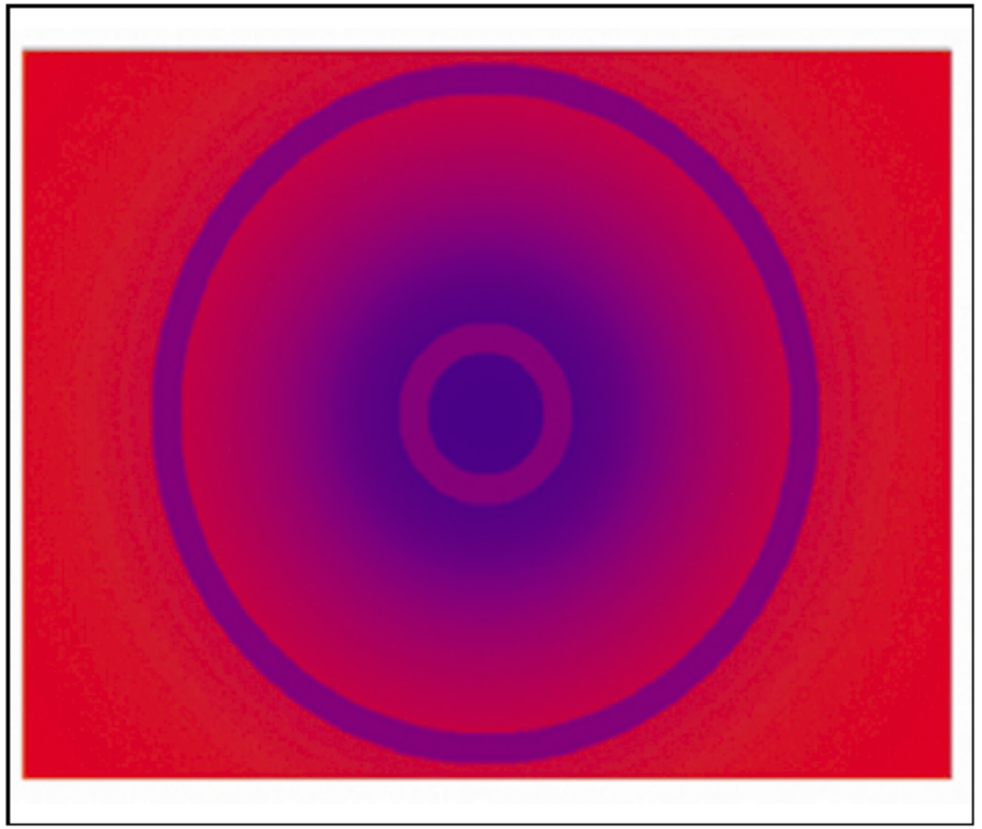
Color Cognition

Color Appearance

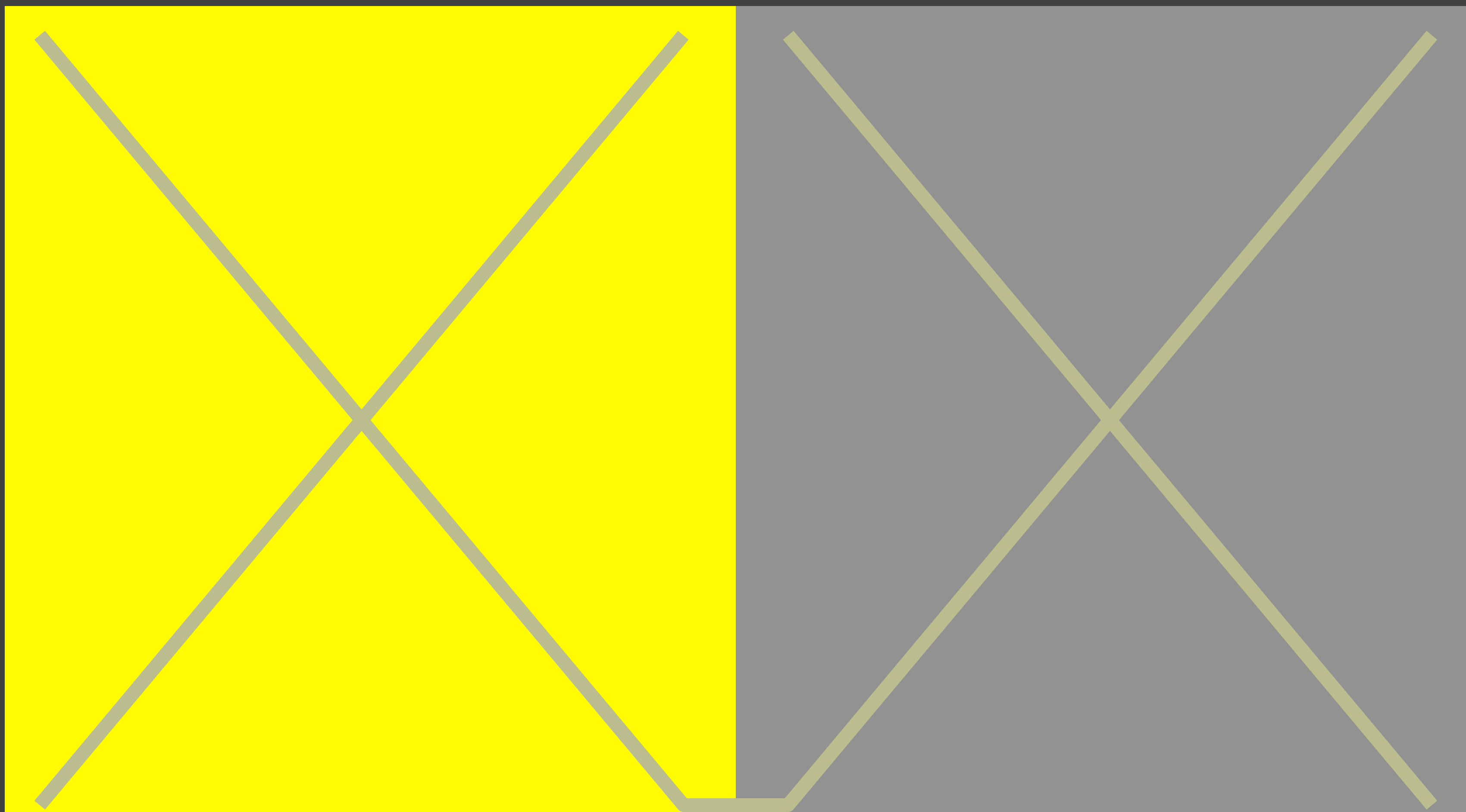
If we had a perceptually-uniform color space, can we predict how we perceive colors?

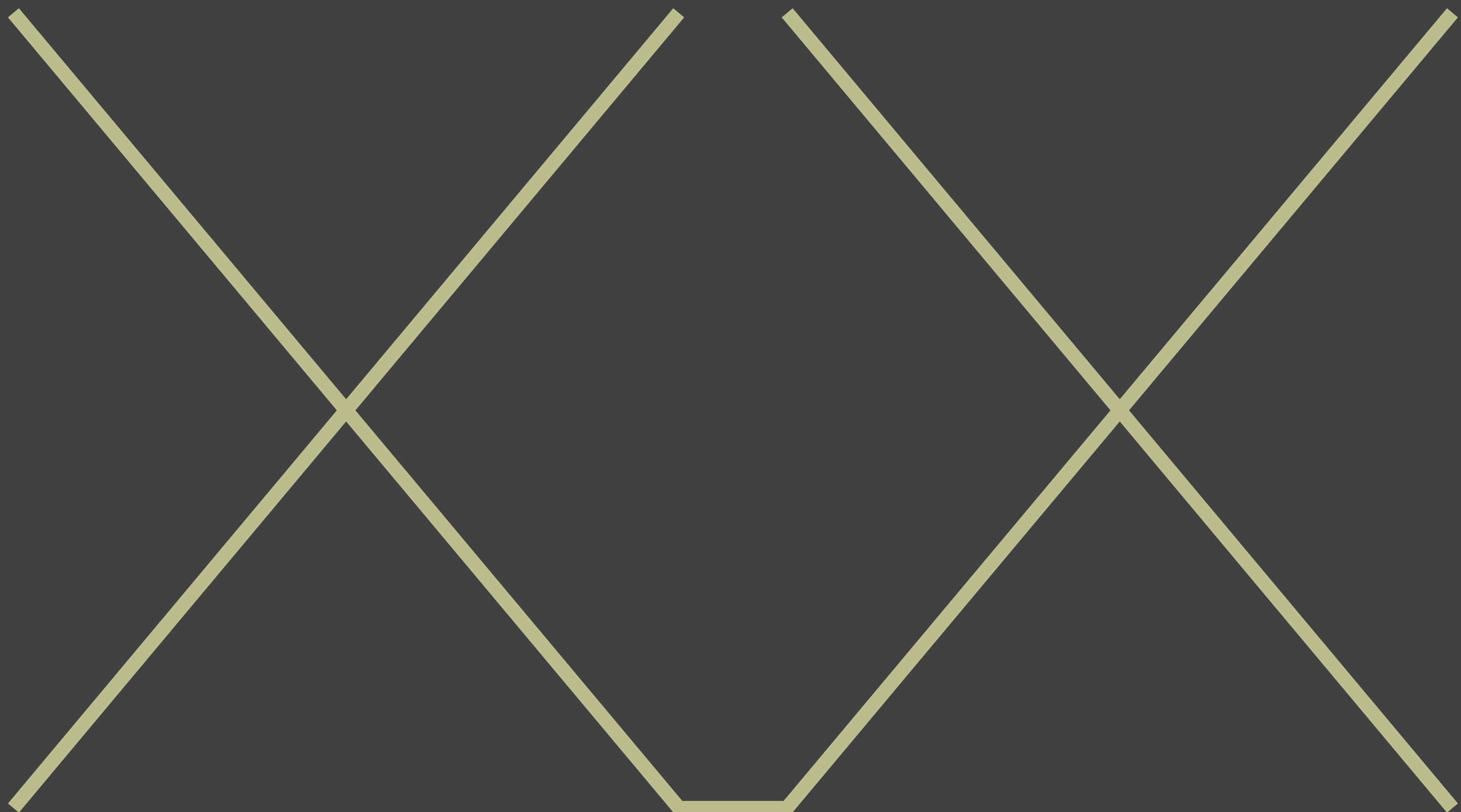
Simultaneous Contrast

The inner and outer thin rings are in fact the same physical purple.

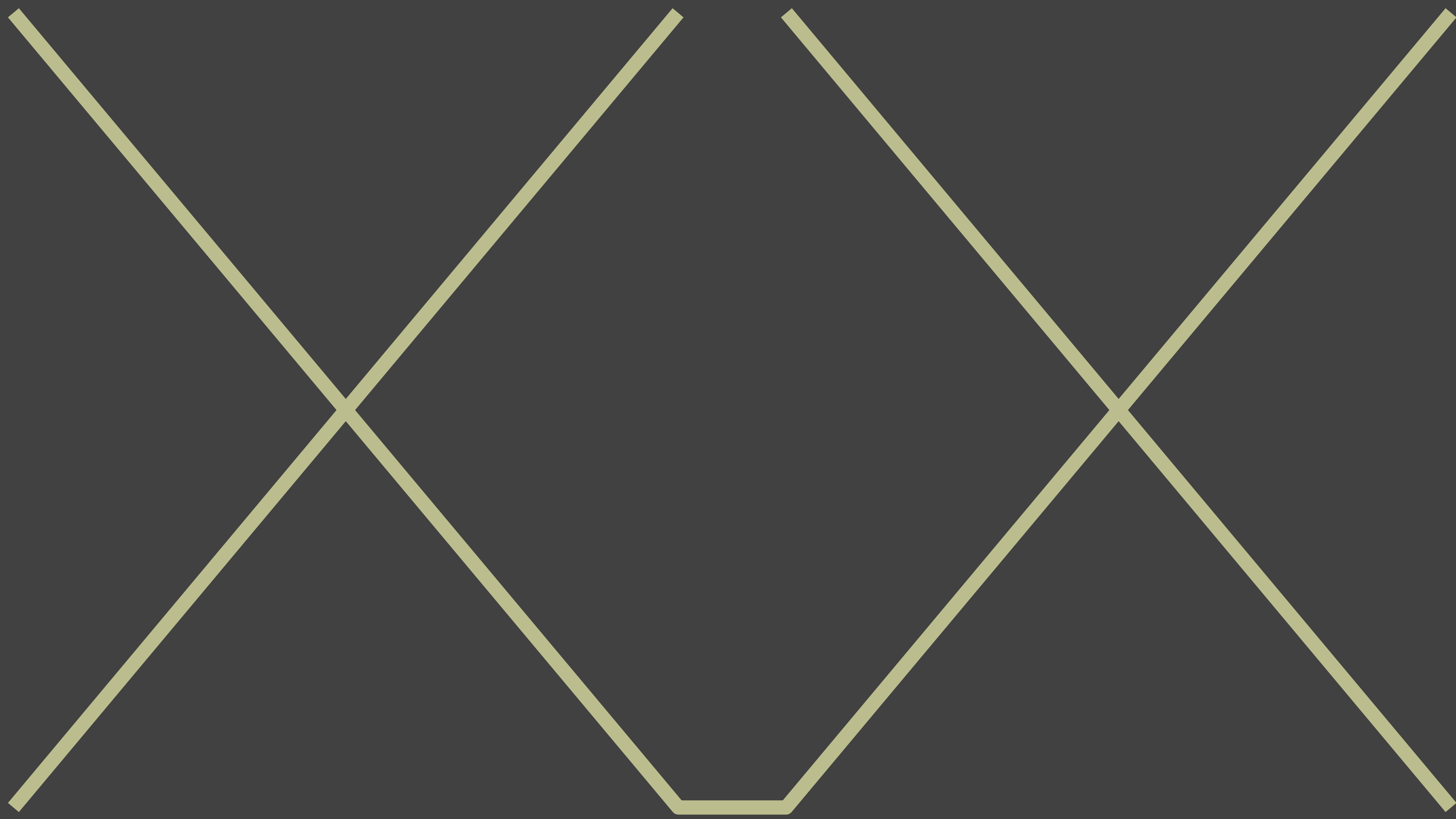


Donald MacLeod



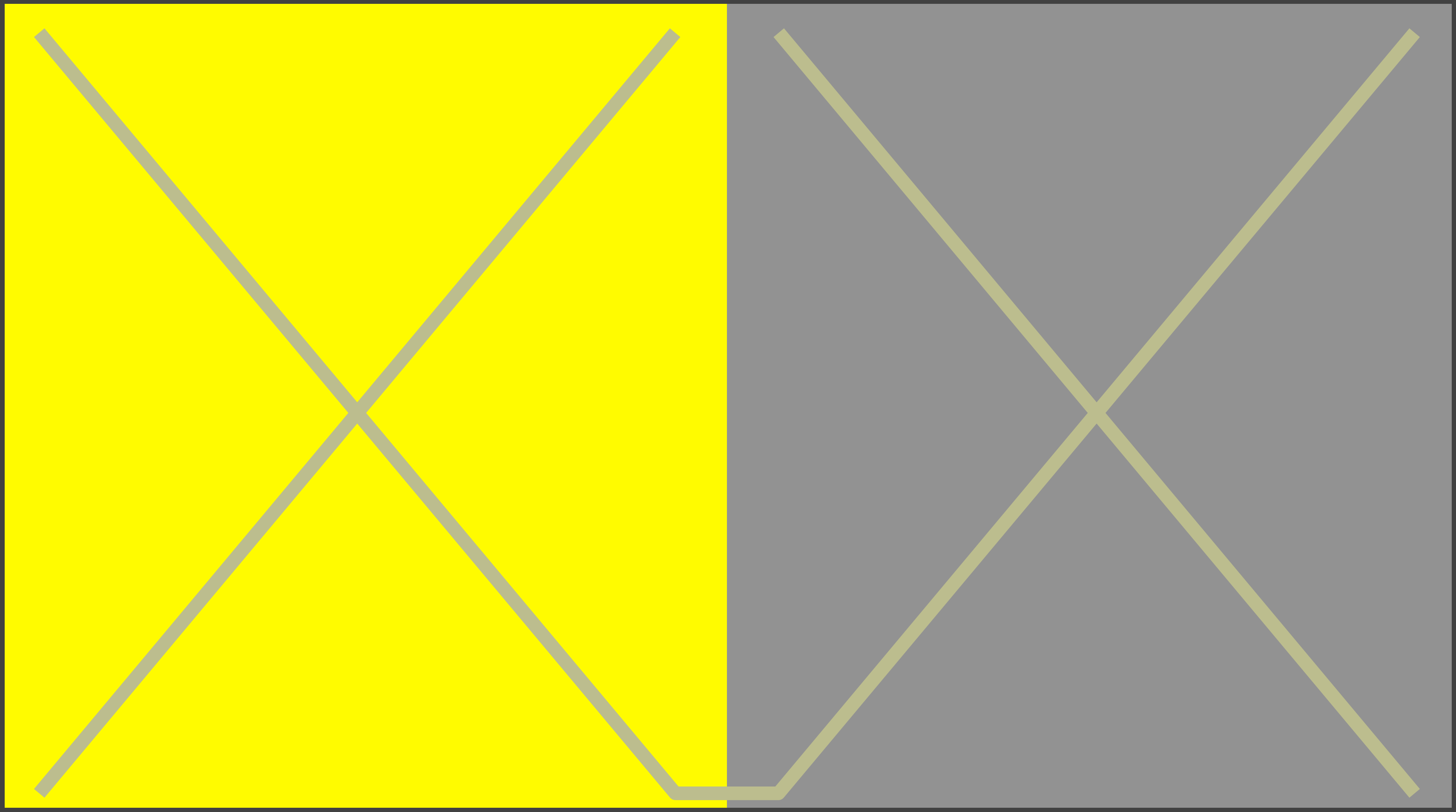


Simultaneous Contrast



Josef Albers

Simultaneous Contrast



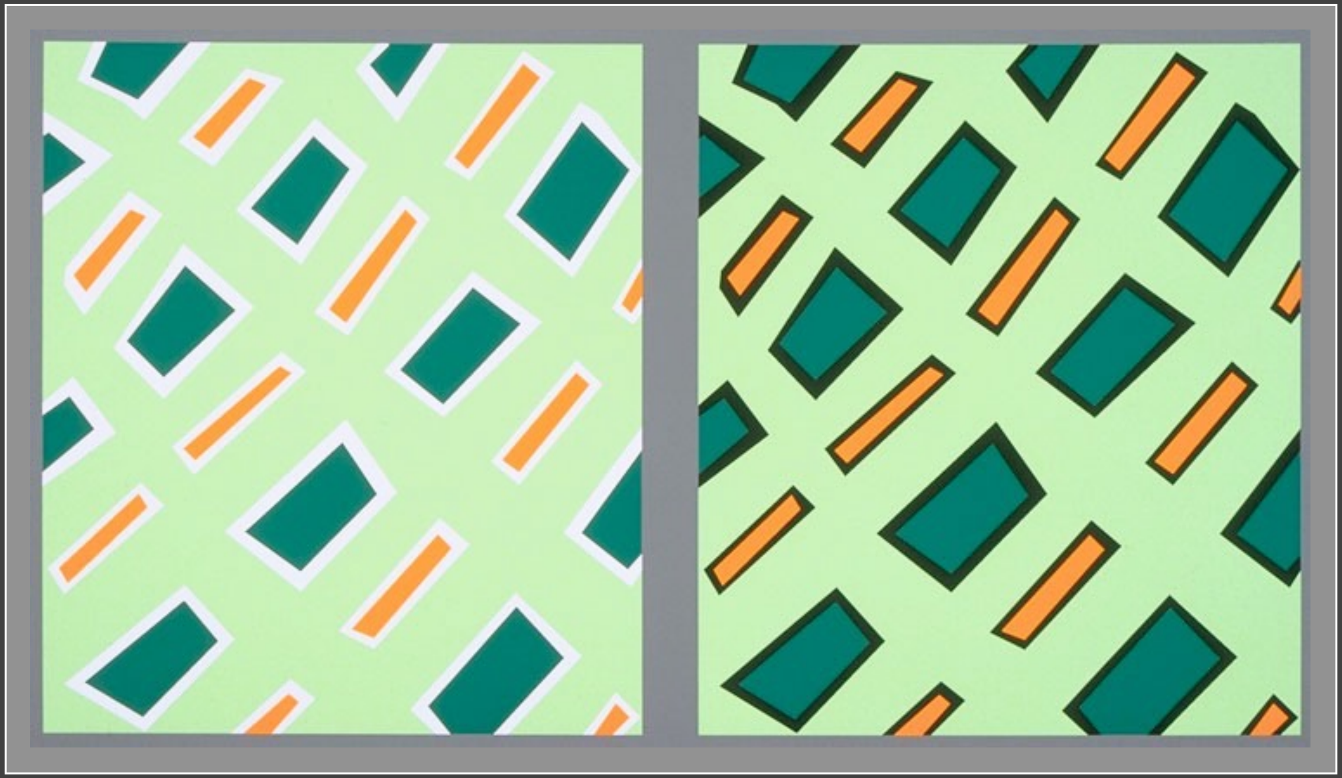
Josef Albers

Chromatic Adaptation

Chromatic Adaptation

Bezold Effect

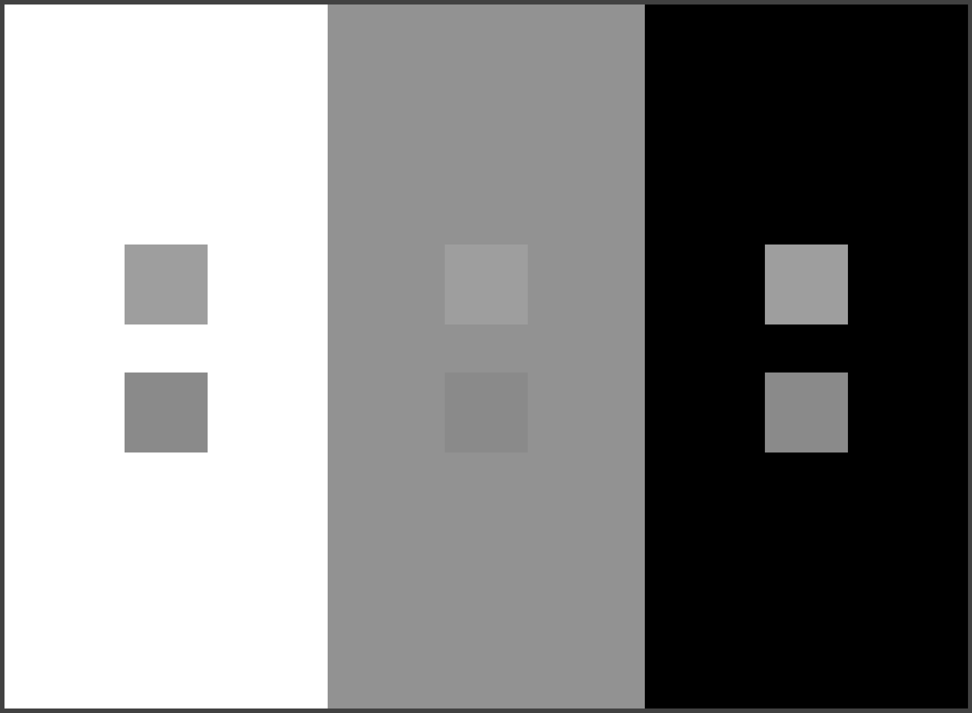
Color appearance depends on adjacent colors



Color Appearance Tutorial by Maureen Stone

Crispening

Perceived difference depends on background



Color Appearance Models, Fairchild

Spreading

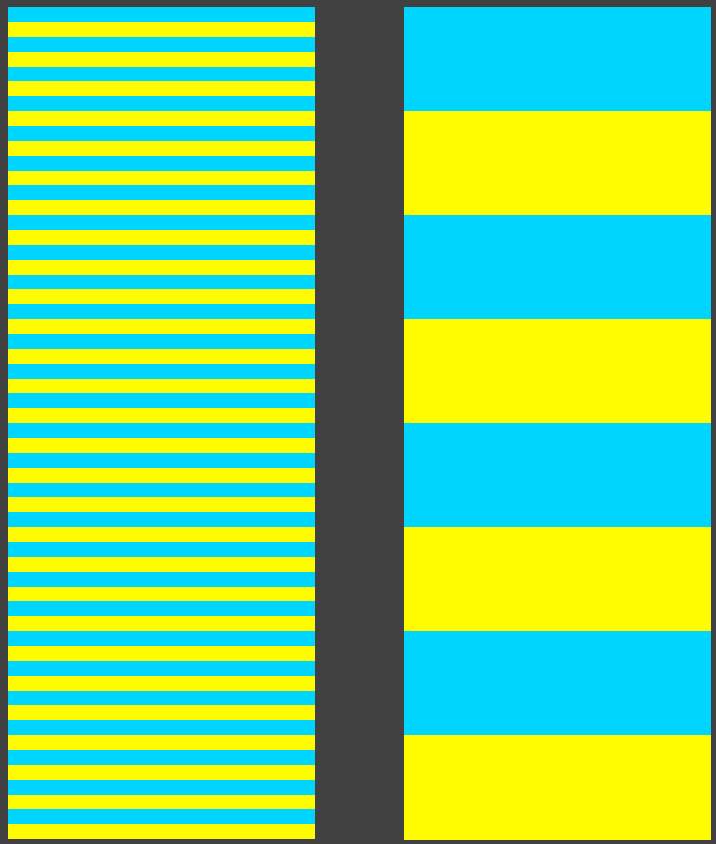
Spatial frequency

The paint chip problem

Small text, lines, glyphs

Image colors

Adjacent colors blend



Foundations of Vision, Brian Wandell

Color Appearance

If we had a perceptually-uniform color space, can we predict how we perceive colors?

Chromatic adaptation

Luminance adaptation

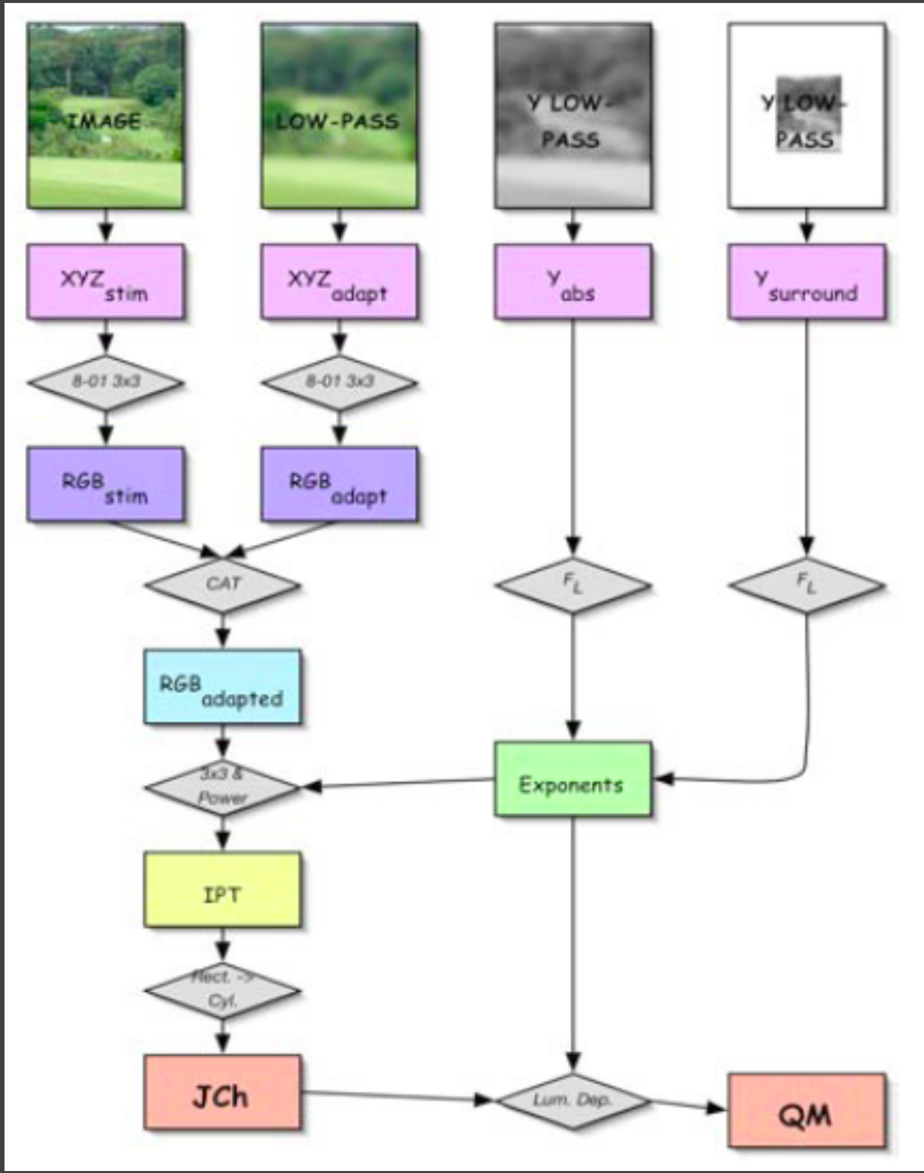
Simultaneous contrast

Spatial effects

Viewing angle

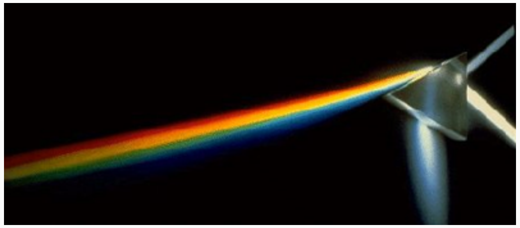
iCAM

iCAM (2002) models:
Chromatic adaptation
Appearance scales
Color difference
Crispening
Spreading
HDR tone mapping
(see also **CIECAM02**)

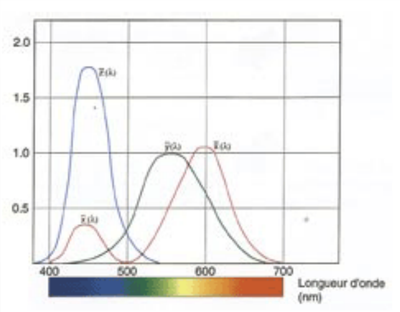


Mark Fairchild

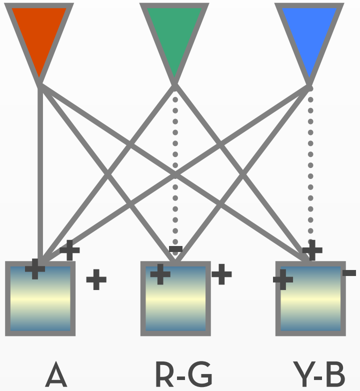
Perception of Color



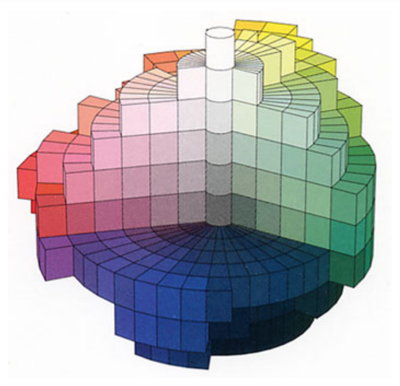
Light



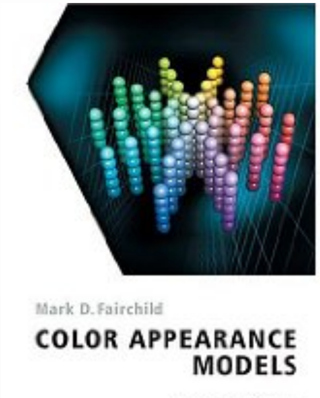
Cone Response



Opponent Signals



Color Perception



Color Appearance

“Yellow”

Color Cognition

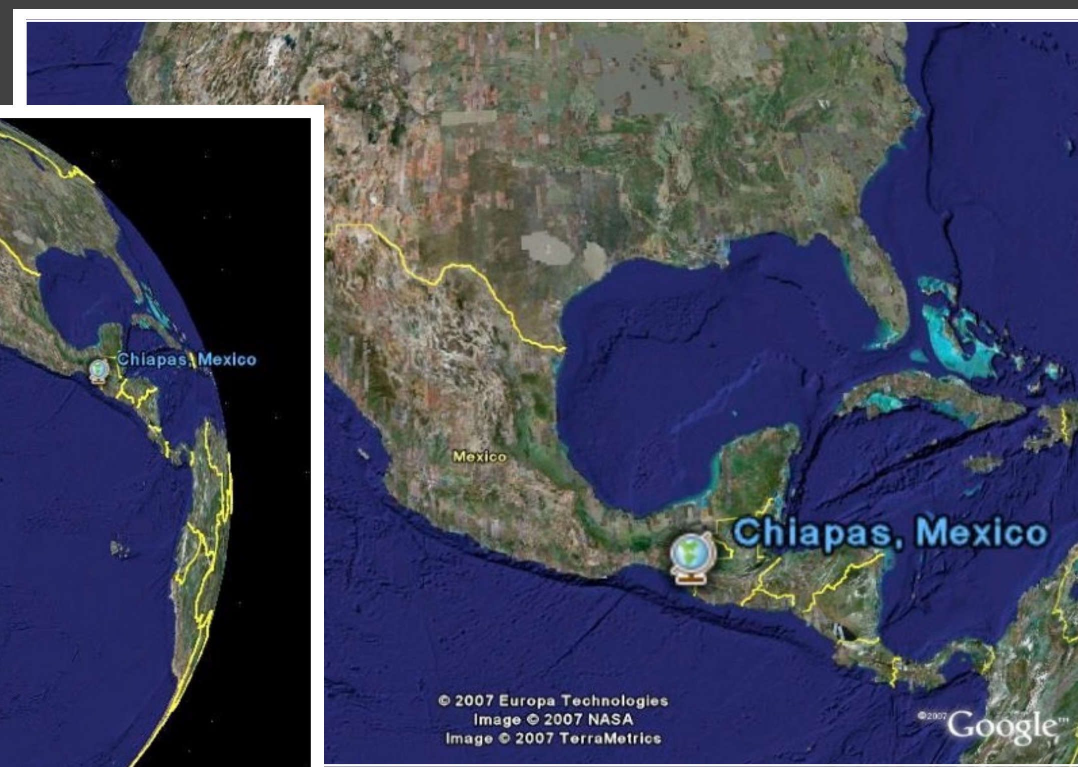
Colors according to XKCD…

Basic Color Terms

Chance discovery by Brent Berlin and Paul Kay.

Basic Color Terms

Chance discovery by Brent Berlin and Paul Kay.



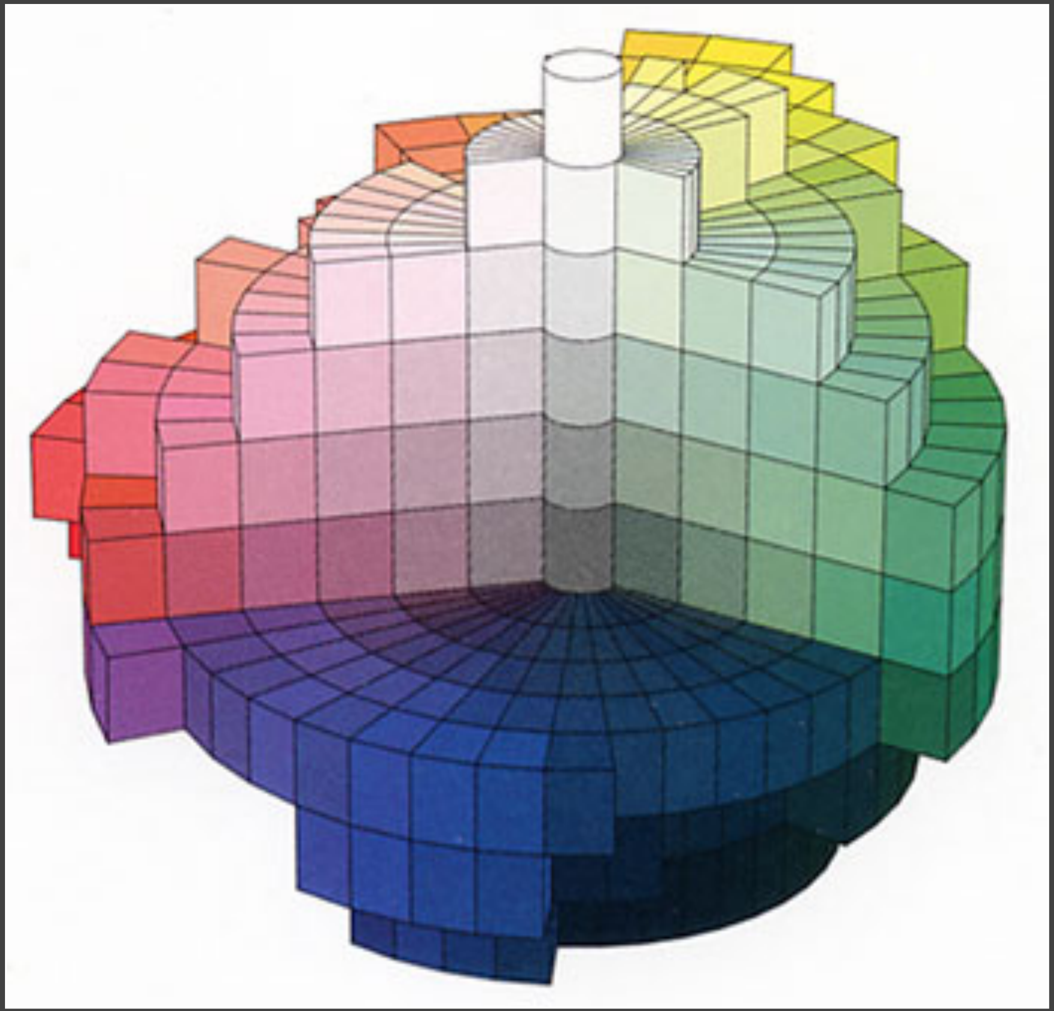
Basic Color Terms

Chance discovery by Brent Berlin and Paul Kay.

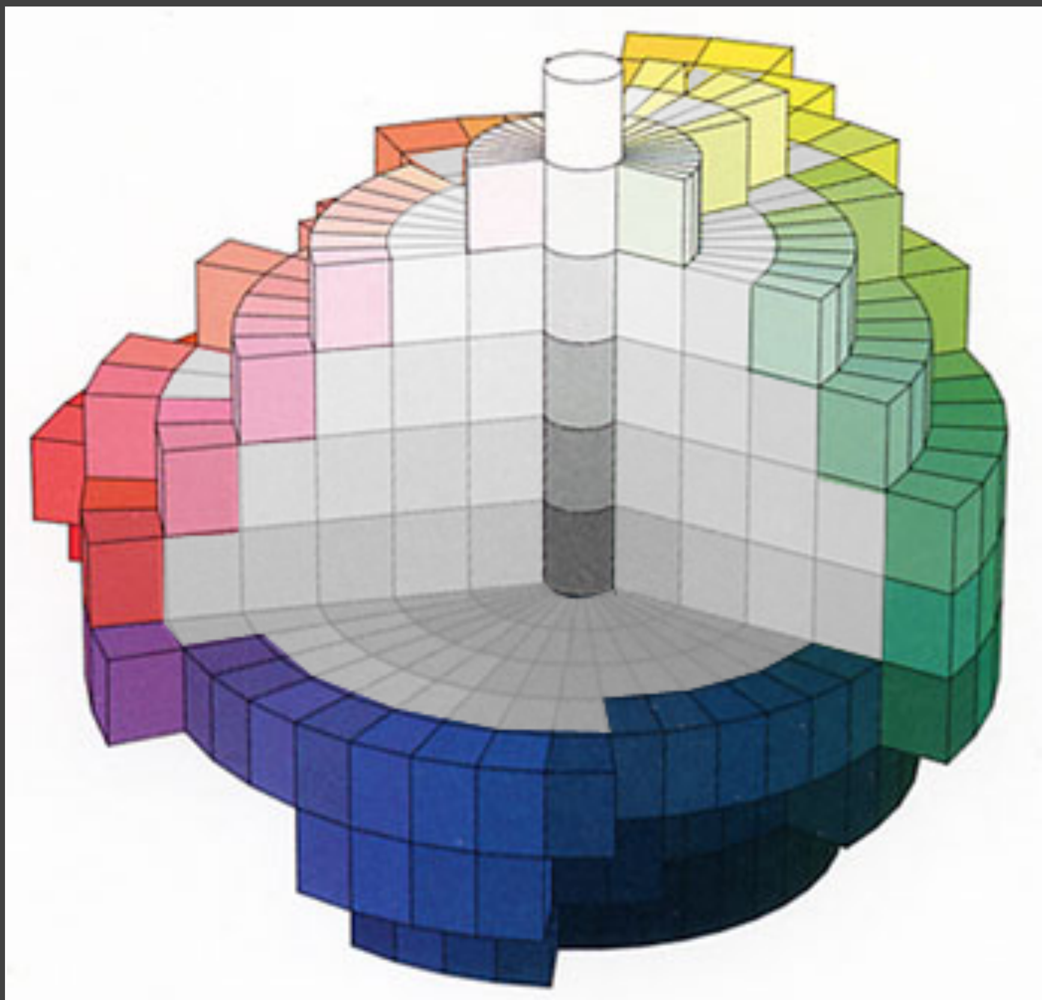
Initial study in 1969

- Surveyed speakers from 20 languages
- Literature from 69 languages

World Color Survey



World Color Survey



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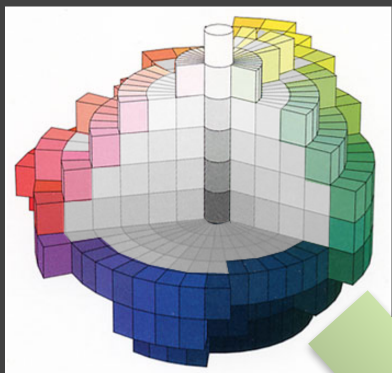
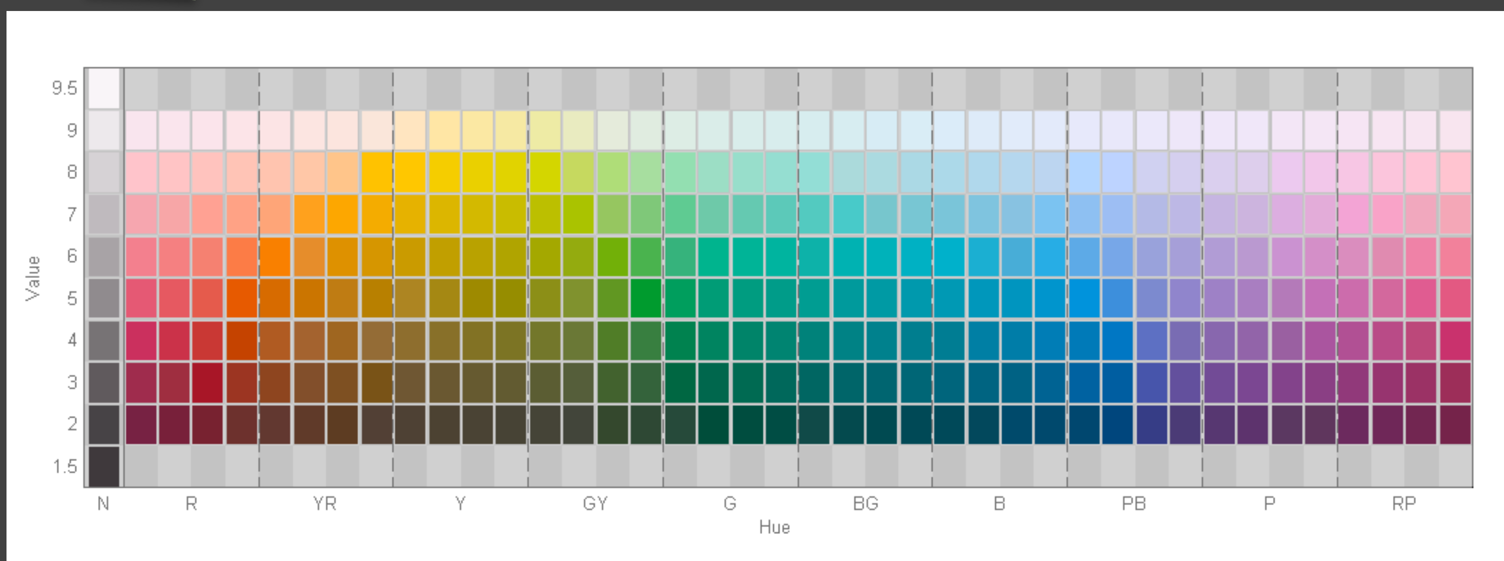
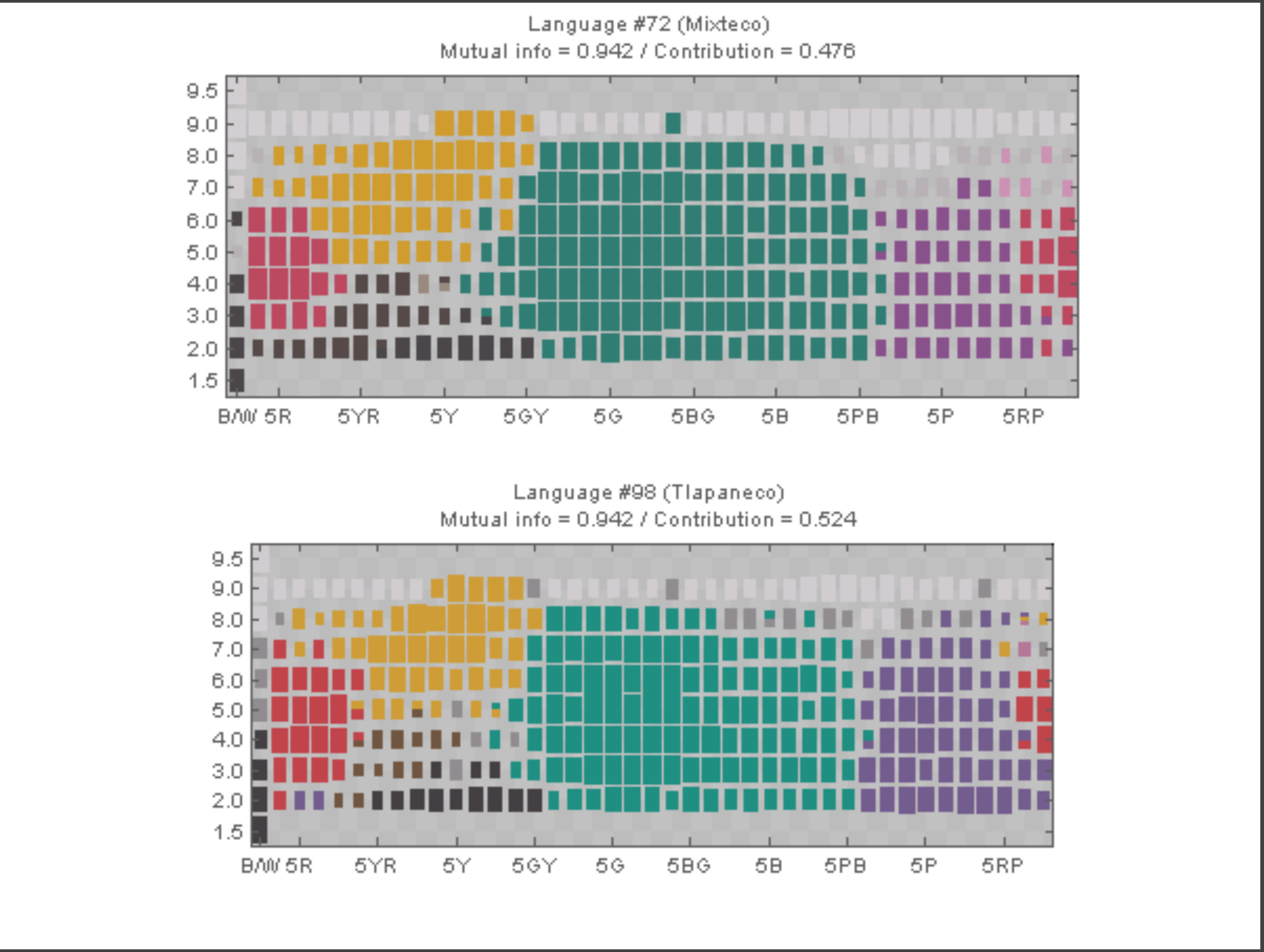


Naming information from 2616 speakers from 110 languages on 330 Munsell color chips



Results from WCS



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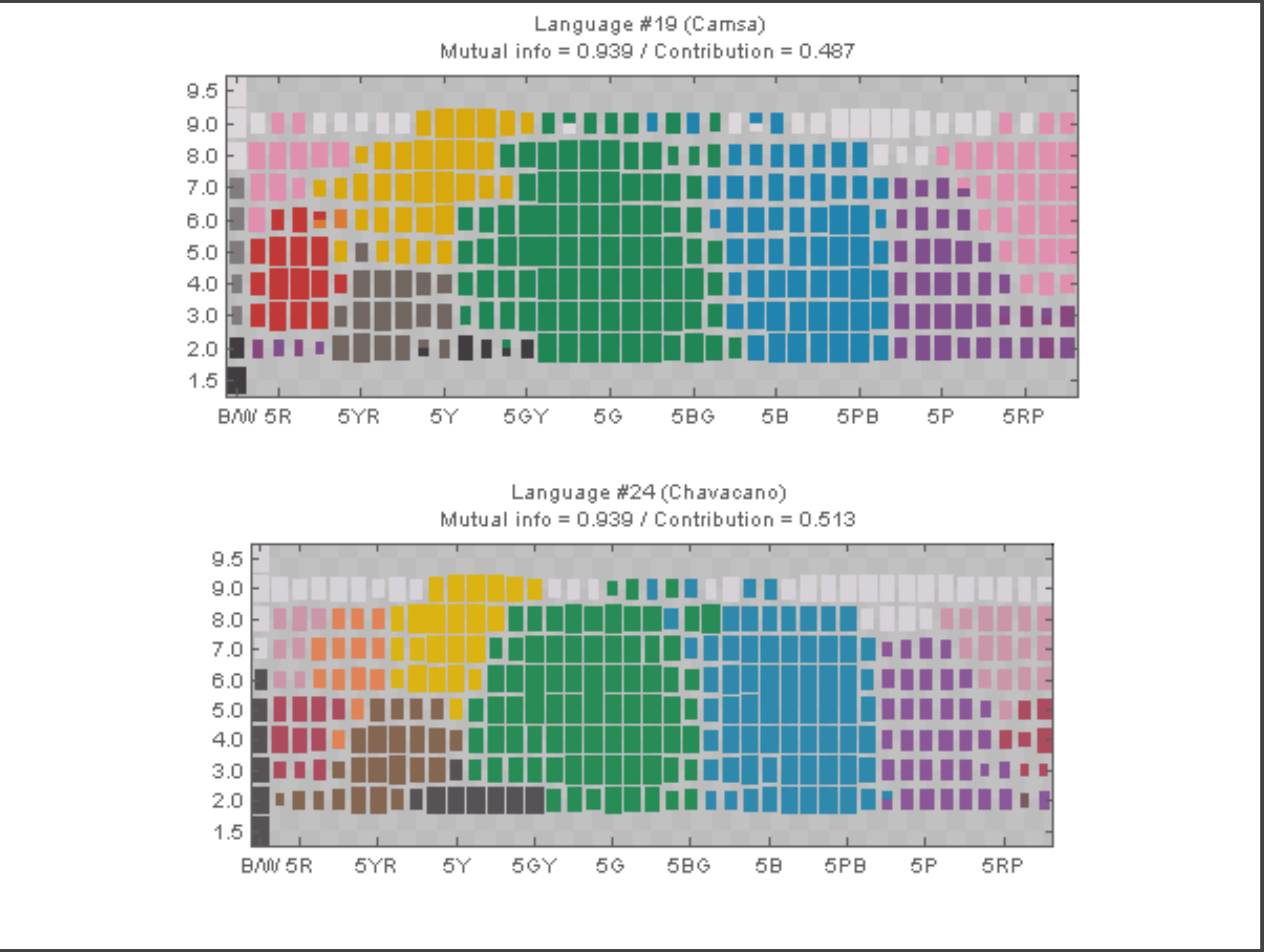


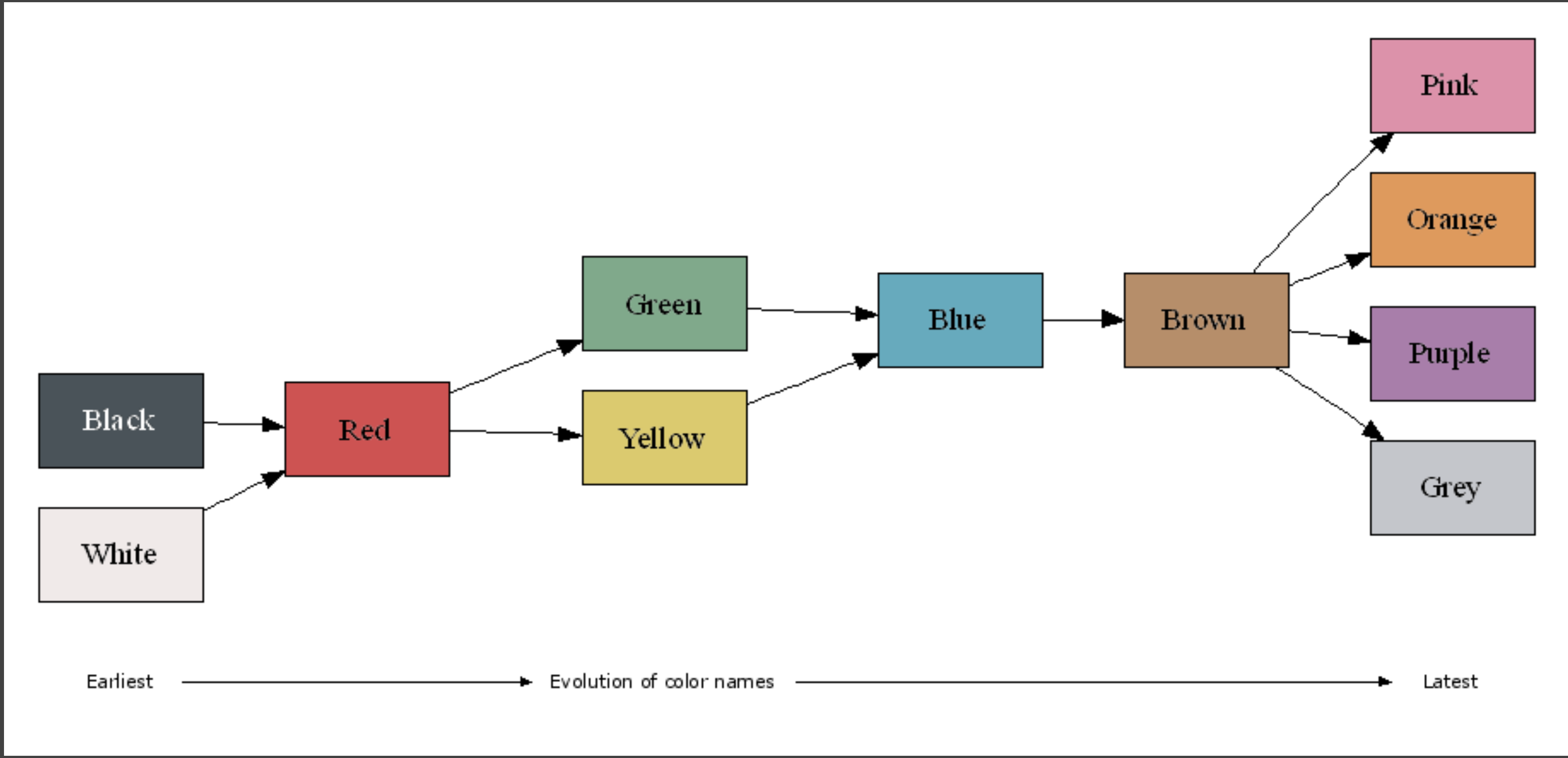
Universal (?) Basic Color Terms

Basic color terms recur across languages.

- White
- Grey
- Black
- Red
- Yellow
- Green
- Blue
- Pink
- Brown
- Orange
- Purple

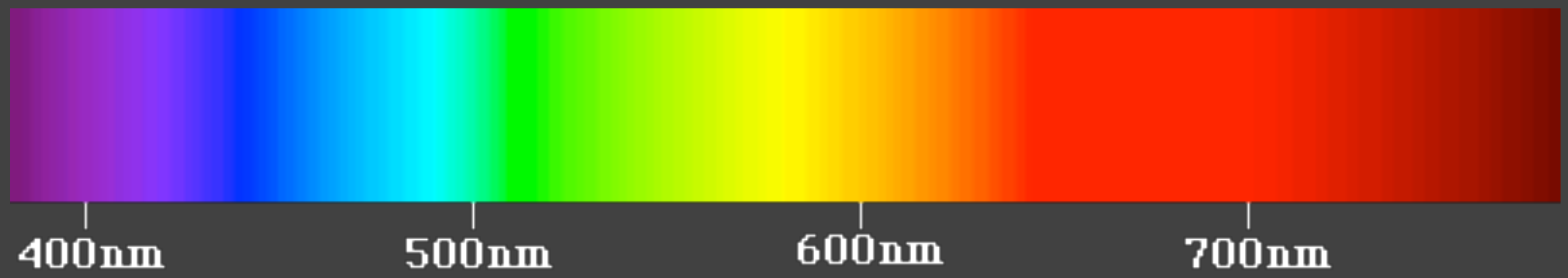
Evolution of Basic Color Terms

Proposed universal evolution across languages.



Rainbow Color Map

We associate and group colors together, often using the name we assign to the colors.



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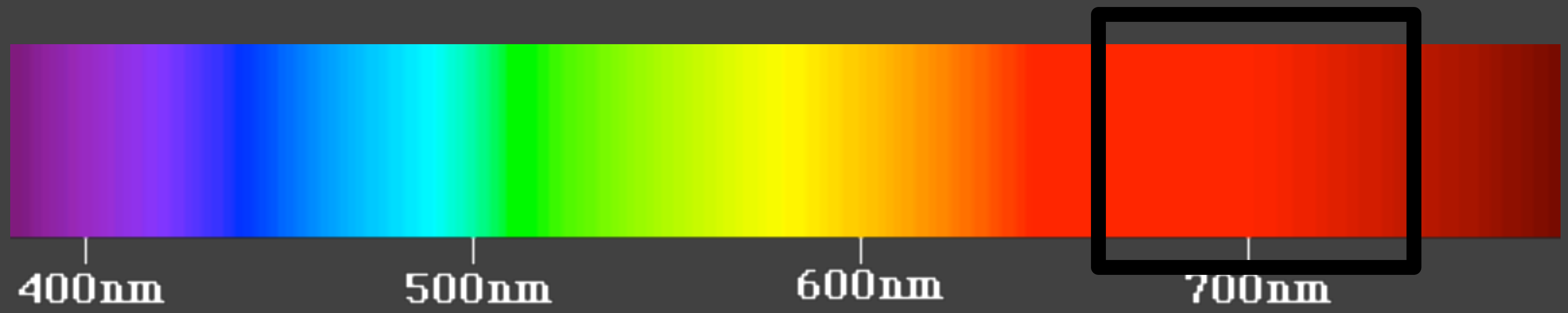

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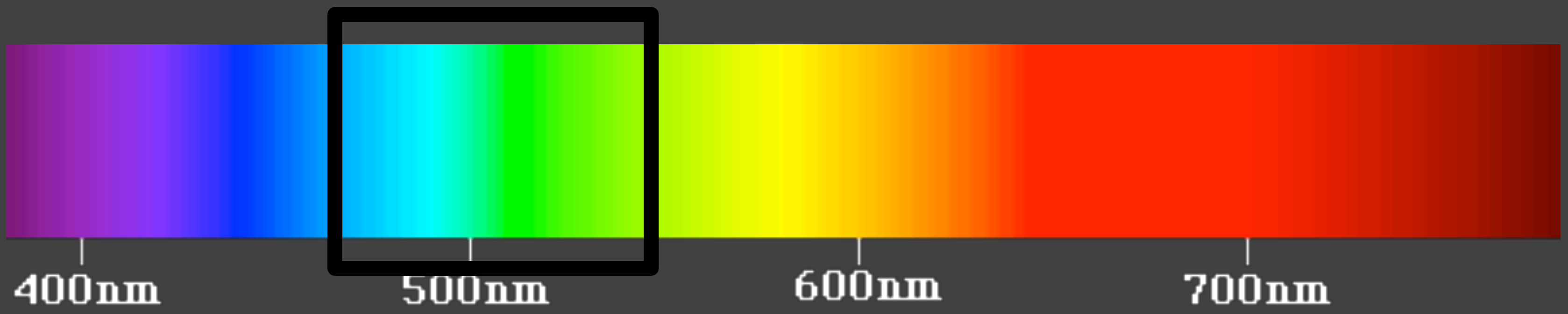
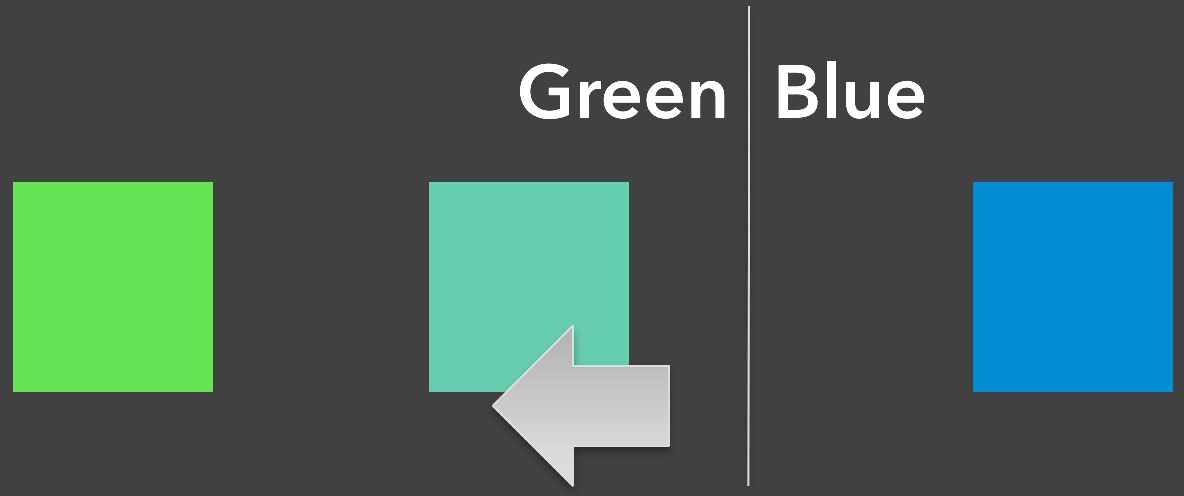


Naming Effects Color Perception

Color name boundaries



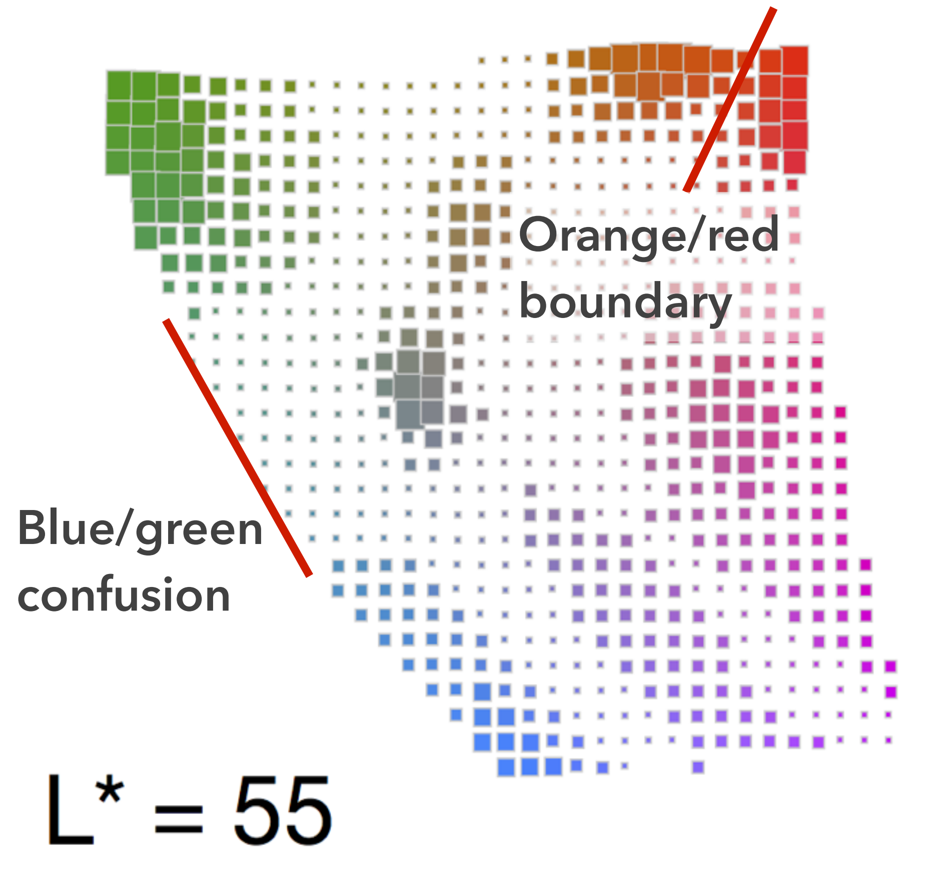
Color Naming Models [Heer & Stone '12]

Model 3 million responses from XKCD survey

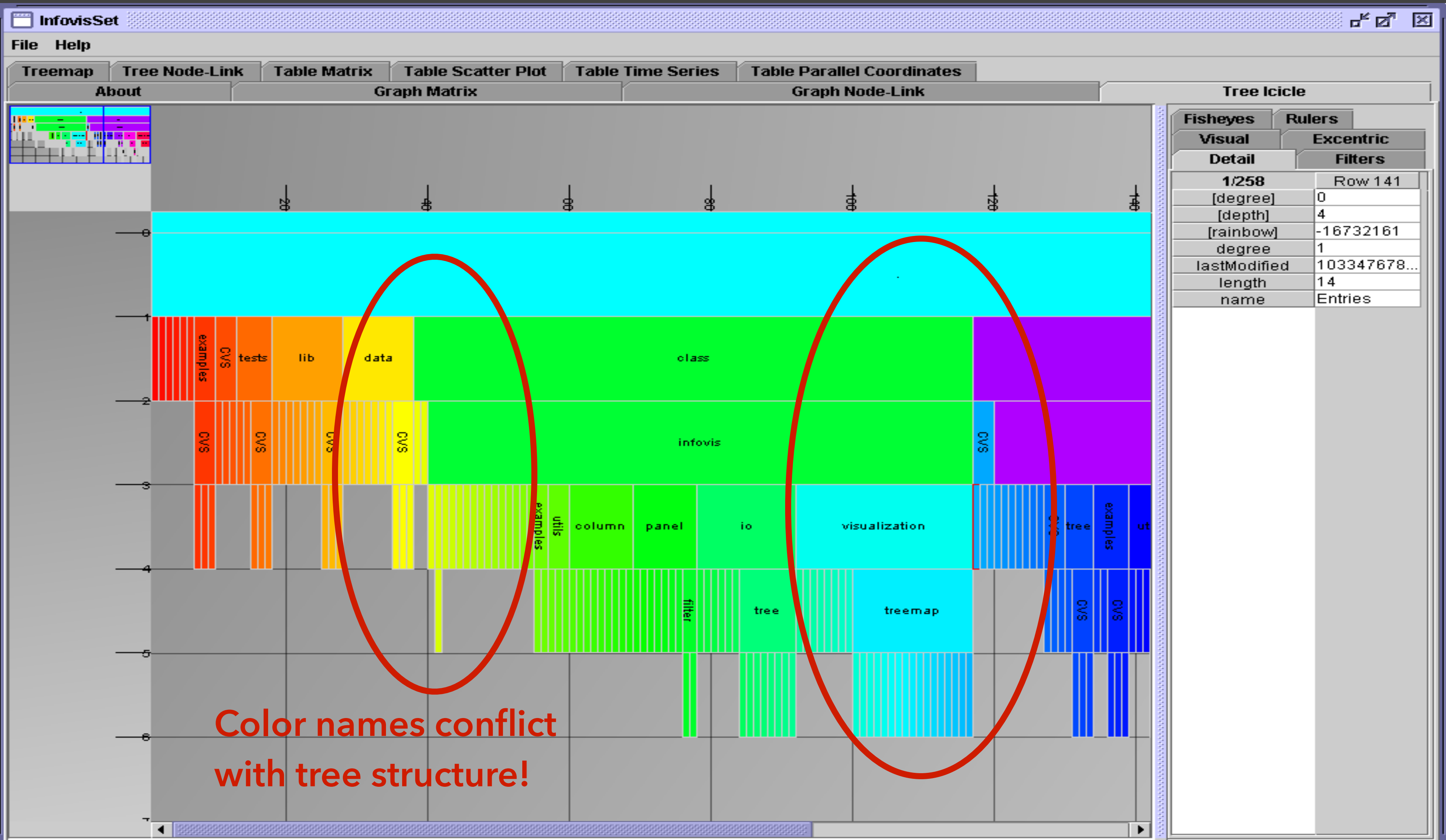
Bins in LAB space sized by *saliency*:

How much do people agree on color name?

Modeled by entropy of *p(name | color)*

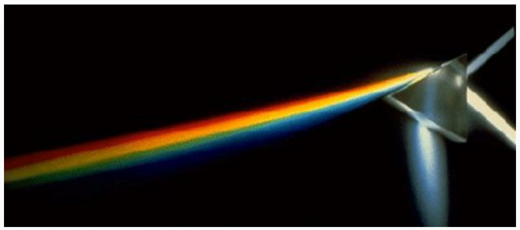


Icicle Tree with Rainbow Coloring

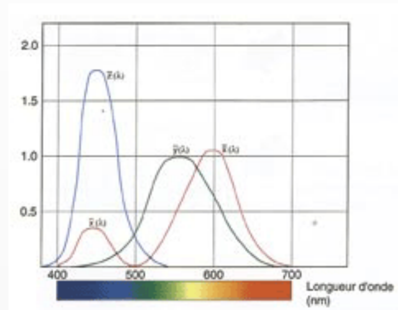


Color names conflict with tree structure!

Perception of Color



Light



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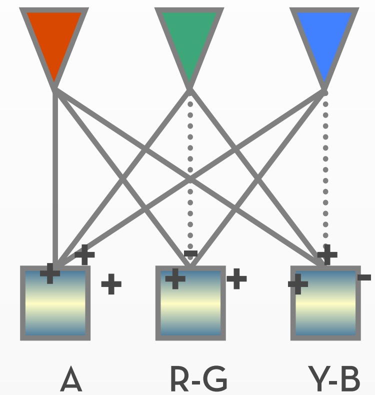
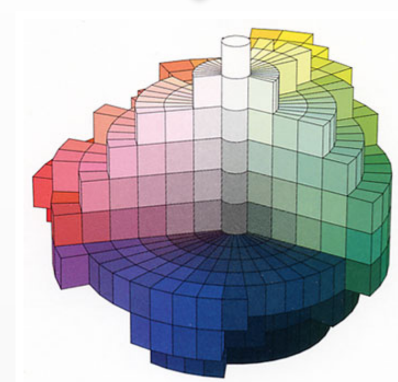
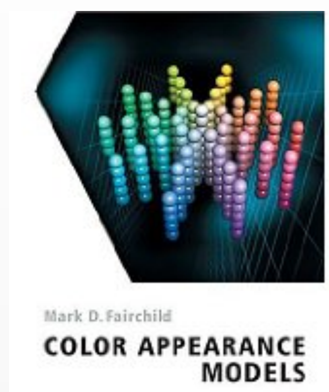


Opponent Signals



Color Perception



Color Appearance

“Yellow”

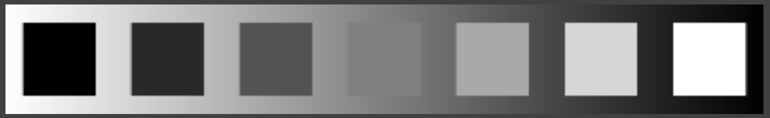
Color Cognition

Color Encodings

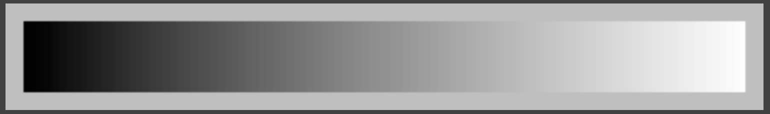
Encoding Data with Color

Value is perceived as ordered

∴ Encode ordinal variables (O)



∴ Encode continuous variables (Q) [not as well]

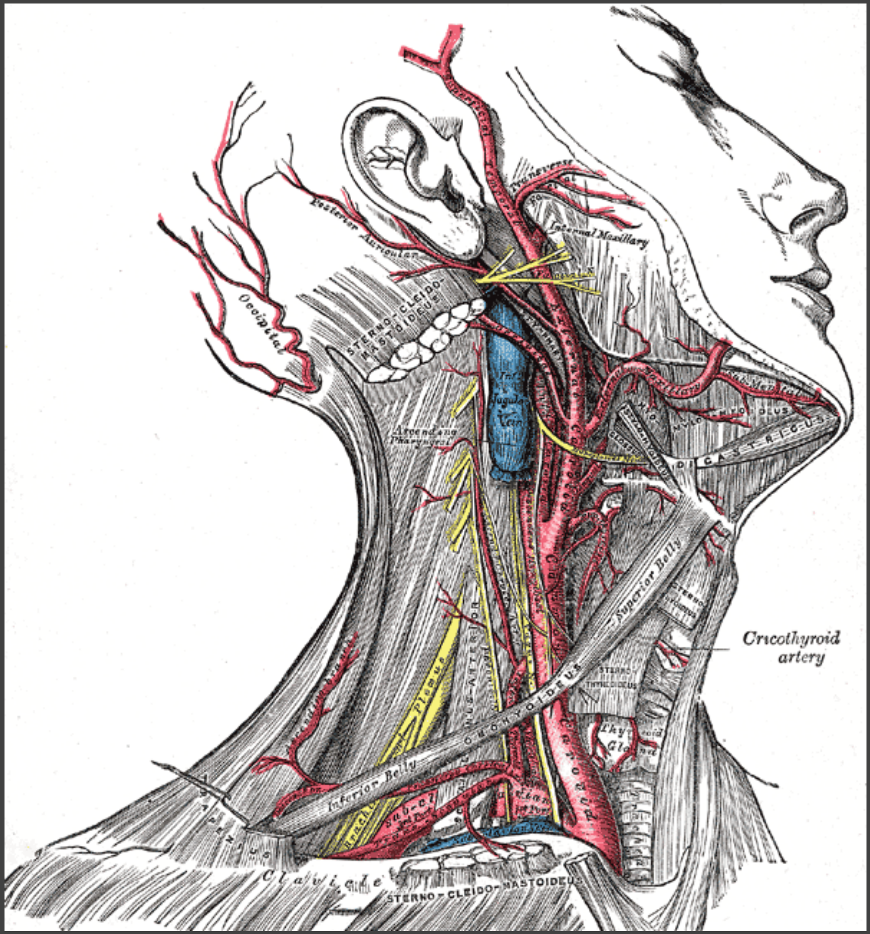


Hue is normally perceived as unordered

∴ Encode nominal variables (N) using color

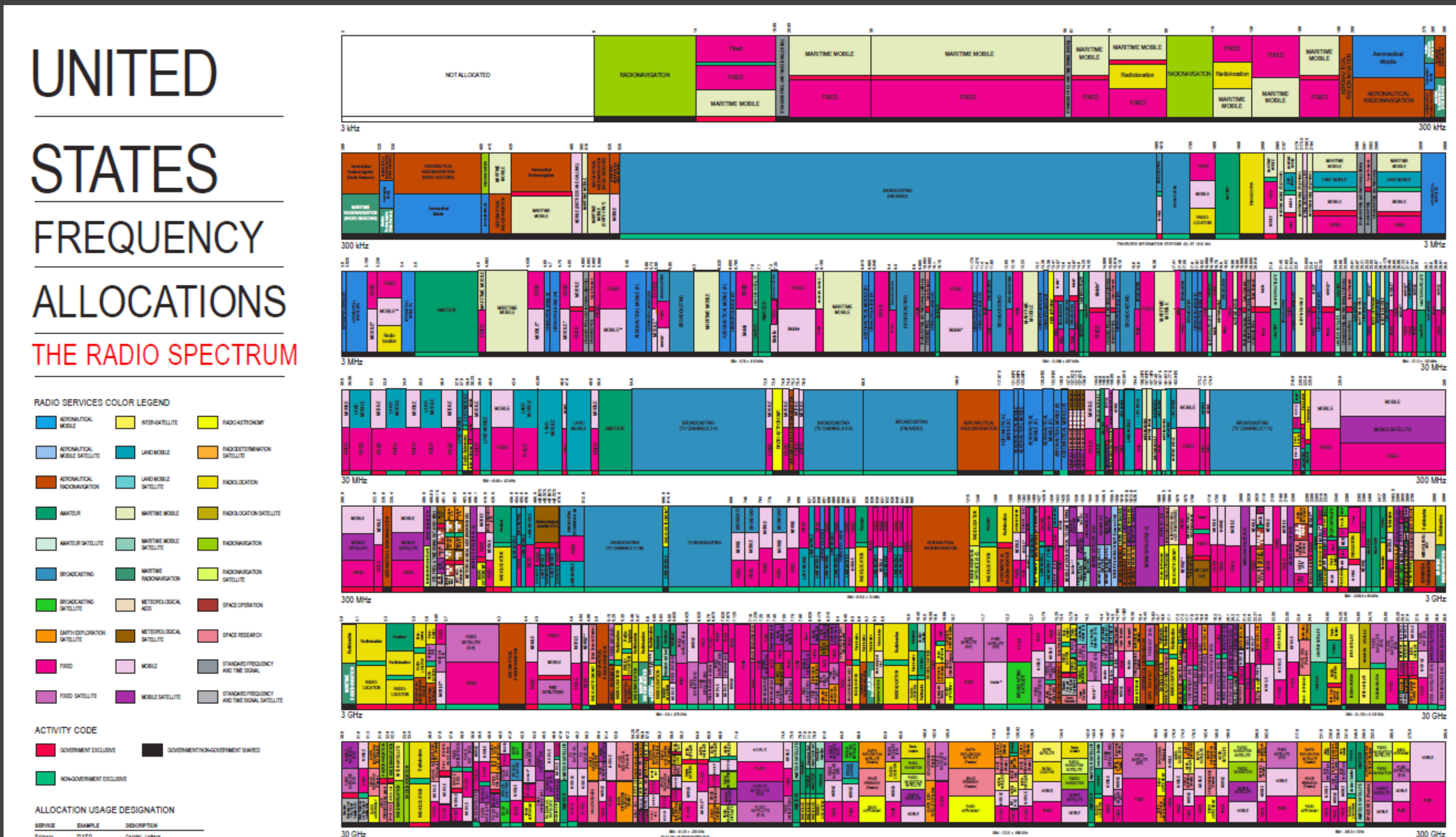
Categorical Color

Gray's Anatomy



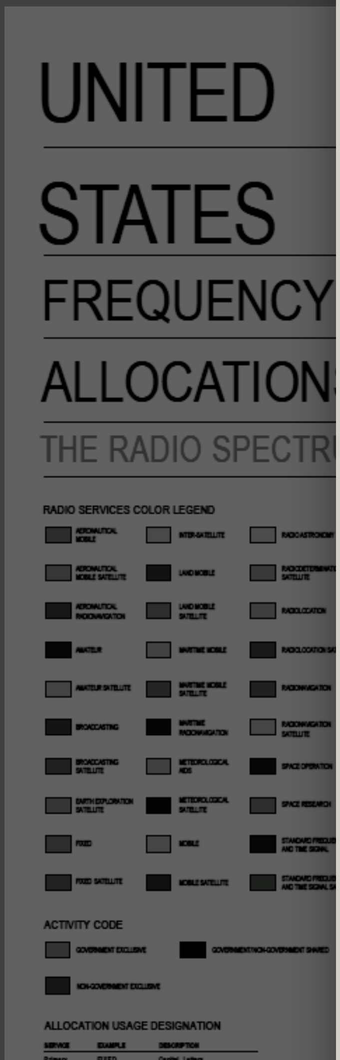
Superficial dissection of the right side of the neck, showing the carotid and subclavian arteries. (http://www.bartleby.com/107/illus520.html)

Allocation of the Radio Spectrum



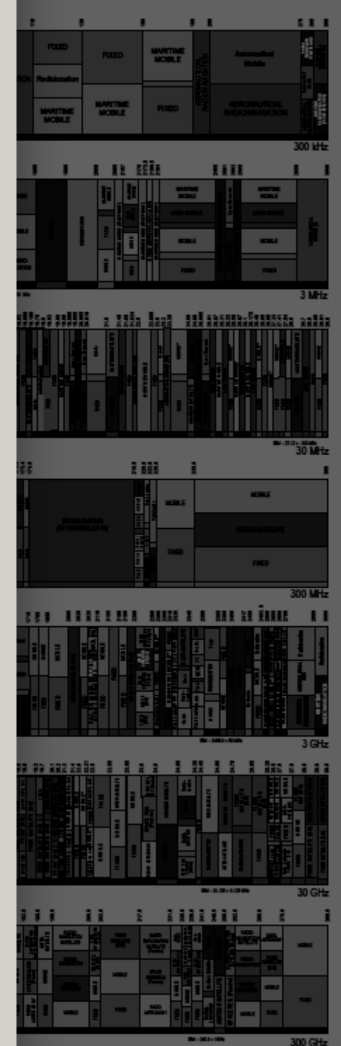
http://www.ntia.doc.gov/osmhome/allochrt.html

Alloc … rum



RADIO SERVICES COLOR LEGEND

AERONAUTICAL MOBILE	INTER-SATELLITE	RADIO ASTRONOMY
AERONAUTICAL MOBILE SATELLITE	LAND MOBILE	RADIODETERMINATION SATELLITE
AERONAUTICAL RADIONAVIGATION	LAND MOBILE SATELLITE	RADIOLOCATION
AMATEUR	MARITIME MOBILE	RADIOLOCATION SATELLITE
AMATEUR SATELLITE	MARITIME MOBILE SATELLITE	RADIONAVIGATION
BROADCASTING	MARITIME RADIONAVIGATION	RADIONAVIGATION SATELLITE
BROADCASTING SATELLITE	METEOROLOGICAL AIDS	SPACE OPERATION
EARTH EXPLORATION SATELLITE	METEOROLOGICAL SATELLITE	SPACE RESEARCH
FIXED	MOBILE	STANDARD FREQUENCY AND TIME SIGNAL
FIXED SATELLITE	MOBILE SATELLITE	STANDARD FREQUENCY AND TIME SIGNAL SATELLITE



ACTIVITY CODE

Palette Design & Color Names

Minimize overlap and ambiguity of colors.

Color Name Distance

										Salience	Name
0.00	1.00	1.00	1.00	0.98	1.00	1.00	1.00	1.00	0.20	.47	**blue** 62.9%
1.00	0.00	1.00	0.97	1.00	1.00	1.00	1.00	0.96	1.00	.90	**orange** 93.9%
1.00	1.00	0.00	1.00	1.00	1.00	1.00	1.00	0.90	0.99	.67	**green** 79.8%
1.00	0.97	1.00	0.00	1.00	0.95	0.99	1.00	1.00	1.00	.66	**red** 80.4%
0.98	1.00	1.00	1.00	0.00	0.96	0.91	0.97	1.00	0.99	.47	**purple** 51.4%
1.00	1.00	1.00	0.95	0.96	0.00	0.97	0.93	0.98	1.00	.37	**brown** 54.0%
1.00	1.00	1.00	0.99	0.91	0.97	0.00	1.00	1.00	1.00	.58	**pink** 71.7%
1.00	1.00	1.00	1.00	0.97	0.93	1.00	0.00	1.00	1.00	.67	**grey** 79.4%
1.00	0.96	0.90	1.00	1.00	0.98	1.00	1.00	0.00	1.00	.18	**yellow** 31.2%
0.20	1.00	0.99	1.00	0.99	1.00	1.00	1.00	1.00	0.00	.25	**blue** 25.4%
Tableau-10								*Average*	*0.97*	.52	

http://vis.stanford.edu/color-names

Palette Design & Color Names

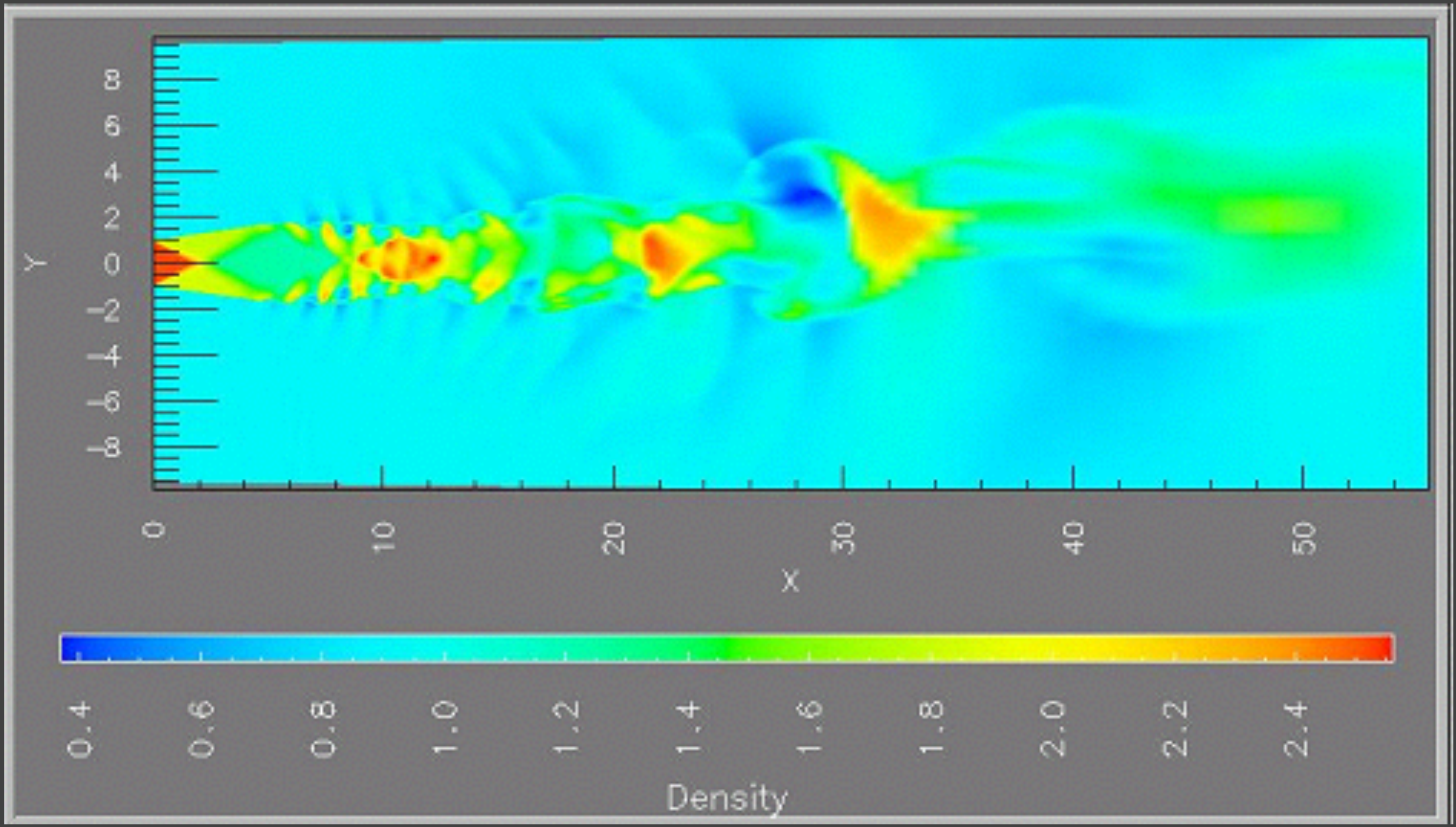
Minimize overlap and ambiguity of colors.

Color Name Distance										Salience	Name
0.00	1.00	1.00	0.89	0.07	1.00	0.35	0.99	1.00	0.89	.30	**blue** 50.5%
1.00	0.00	0.99	1.00	1.00	0.92	1.00	0.84	0.98	0.99	.21	**red** 27.8%
1.00	0.99	0.00	1.00	0.98	1.00	1.00	1.00	0.17	1.00	.34	**green** 36.8%
0.89	1.00	1.00	0.00	0.98	1.00	0.71	0.93	1.00	0.32	.55	**purple** 67.3%
0.07	1.00	0.98	0.98	0.00	1.00	0.36	1.00	0.97	0.95	.20	**blue** 36.6%
1.00	0.92	1.00	1.00	1.00	0.00	1.00	0.97	0.99	1.00	.39	**orange** 51.9%
0.35	1.00	1.00	0.71	0.36	1.00	0.00	0.95	0.92	0.42	.13	**blue** 15.7%
0.99	0.84	1.00	0.93	1.00	0.97	0.95	0.00	0.98	0.85	.16	**pink** 29.4%
1.00	0.98	0.17	1.00	0.97	0.99	0.92	0.98	0.00	0.97	.12	**green** 21.7%
0.89	0.99	1.00	0.32	0.95	1.00	0.42	0.85	0.97	0.00	.30	**purple** 23.9%
Excel-10								*Average*	*0.87*	.27	

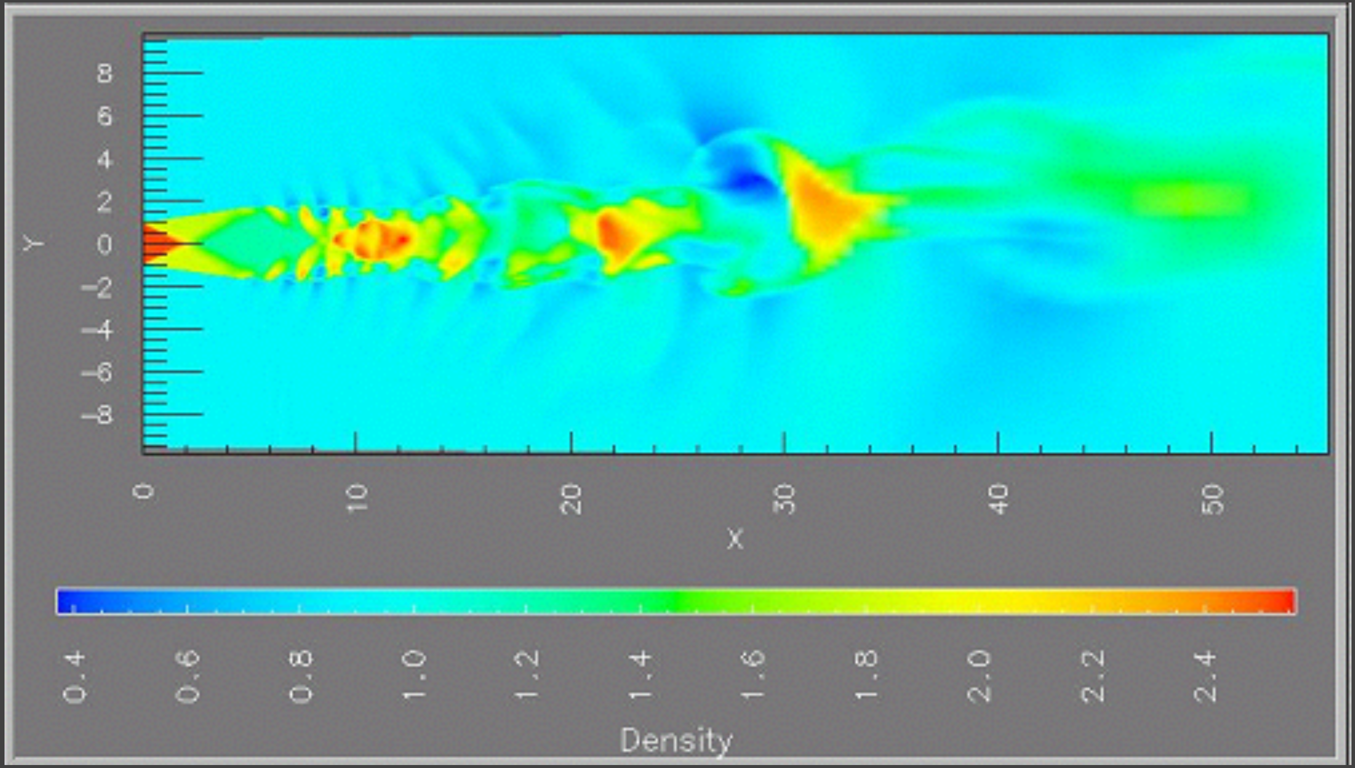
http://vis.stanford.edu/color-names

Quantitative Color

Rainbow Color Maps

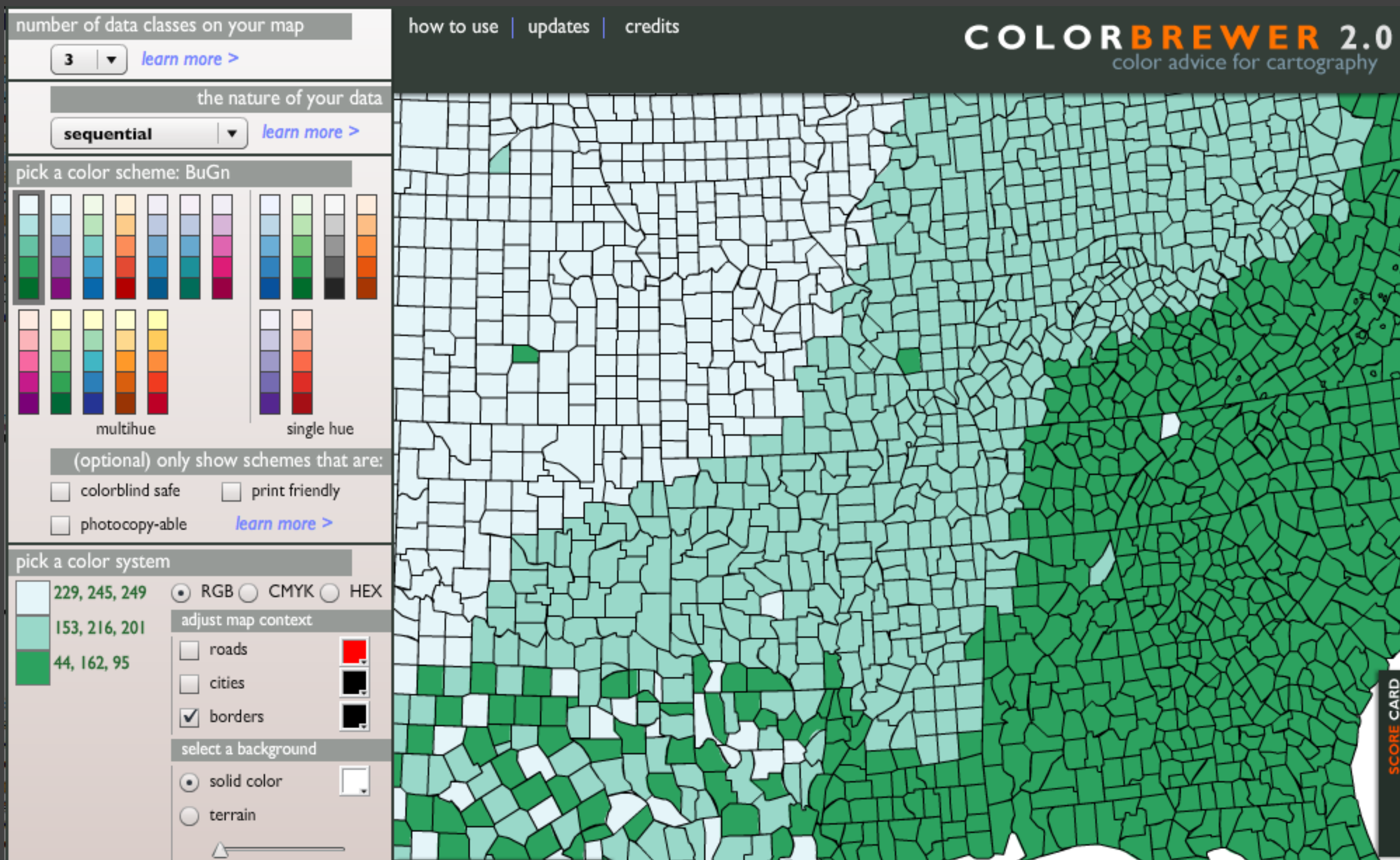


Be Wary of Rainbows!



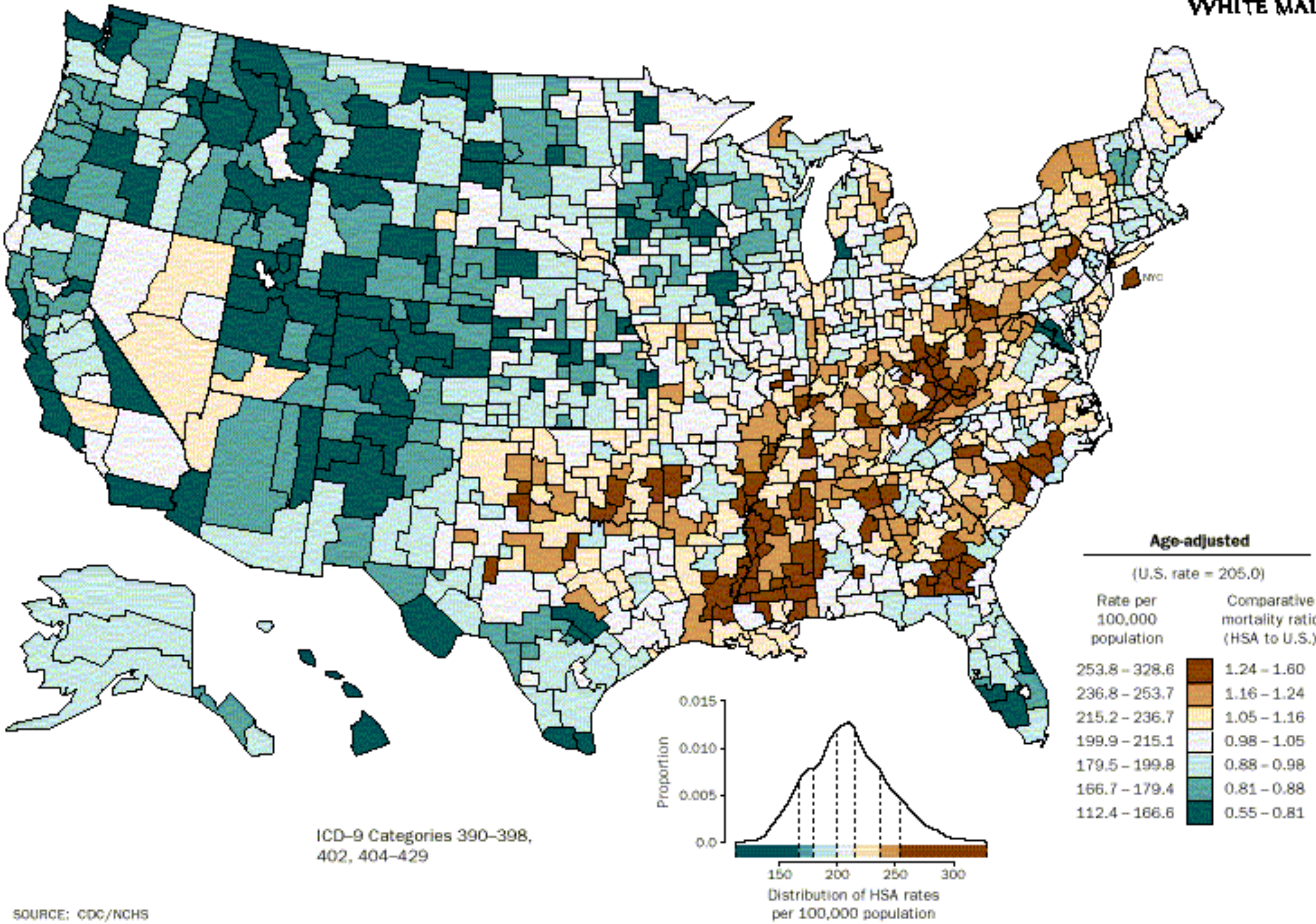
1. People segment colors into classes
2. Hues are not naturally ordered
3. Different lightness emphasizes certain scalar values
4. Low luminance colors (blue) hide high frequencies

Color Brewer: Palettes for Maps



Age-adjusted death rates by HSA, 1988-92

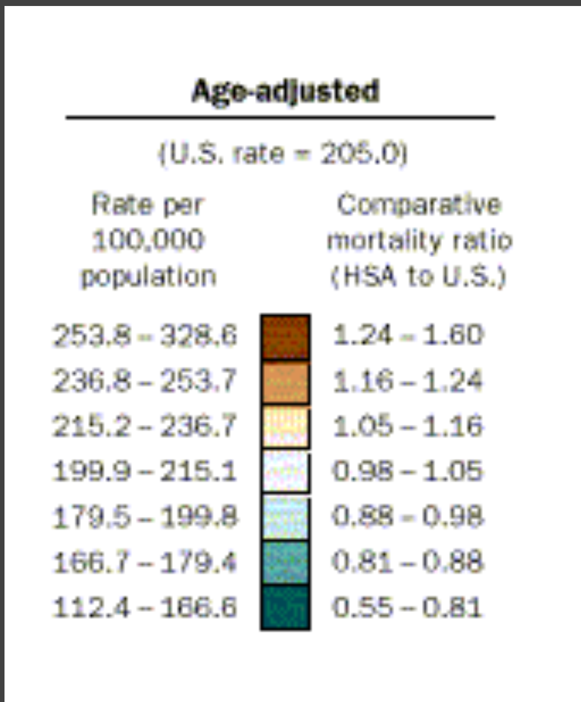
Heart disease
White male

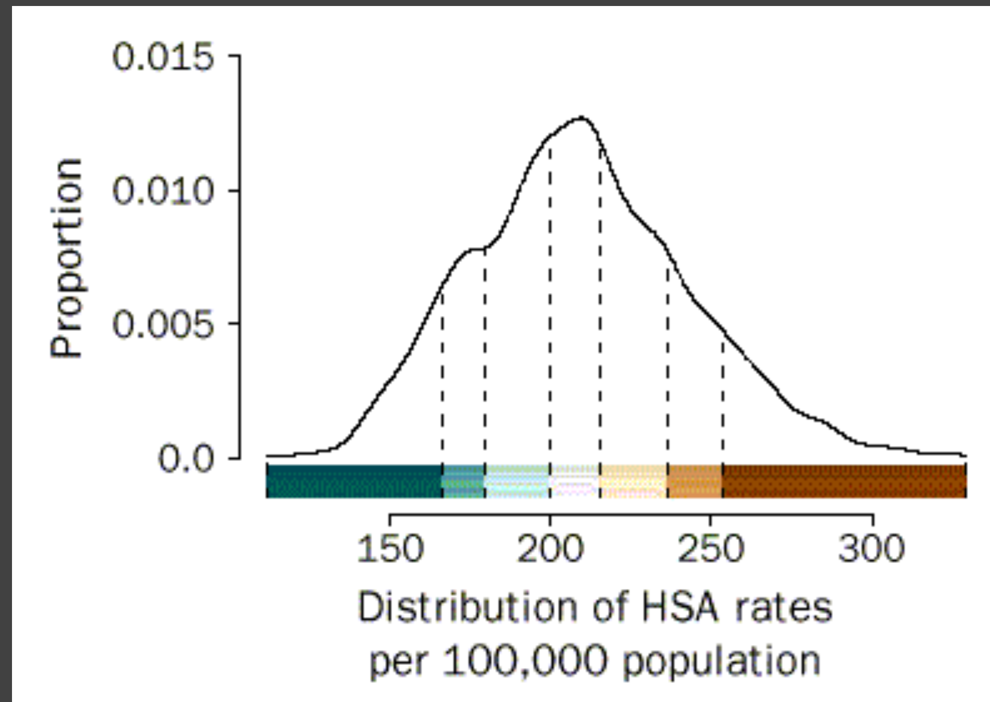


ICD–9 Categories 390–398, 402, 404–429

SOURCE: CDC/NCHS

Classing Quantitative Data





Age-adjusted mortality rates for the United States.
Common option: break into 5 or 7 quantiles.

Classing Quantitative Data

1. Equal interval (arithmetic progression)
2. Quantiles *(**recommended**)*
3. Standard deviations
4. Clustering (Jenks' natural breaks / 1D K-Means)

   Minimize within group variance

   Maximize between group variance

Quantitative Color Encoding

Sequential color scale

Constrain hue, vary luminance/saturation

Map higher values to darker colors

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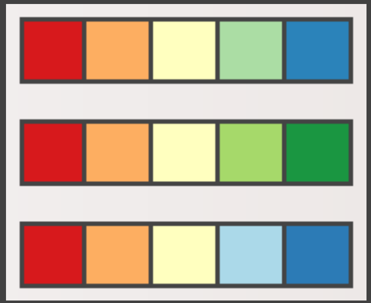
Diverging color scale

Useful when data has meaningful "midpoint"

Use neutral color (e.g., grey) for midpoint

Use saturated colors for endpoints



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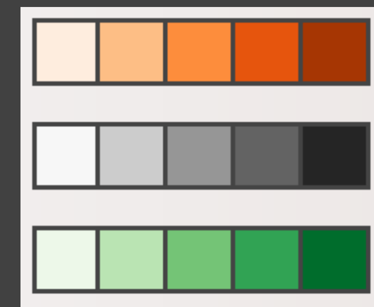

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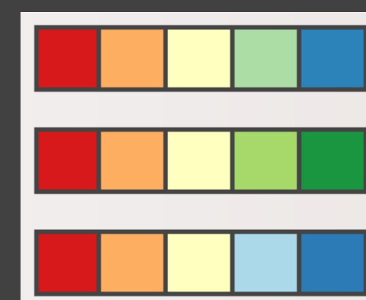
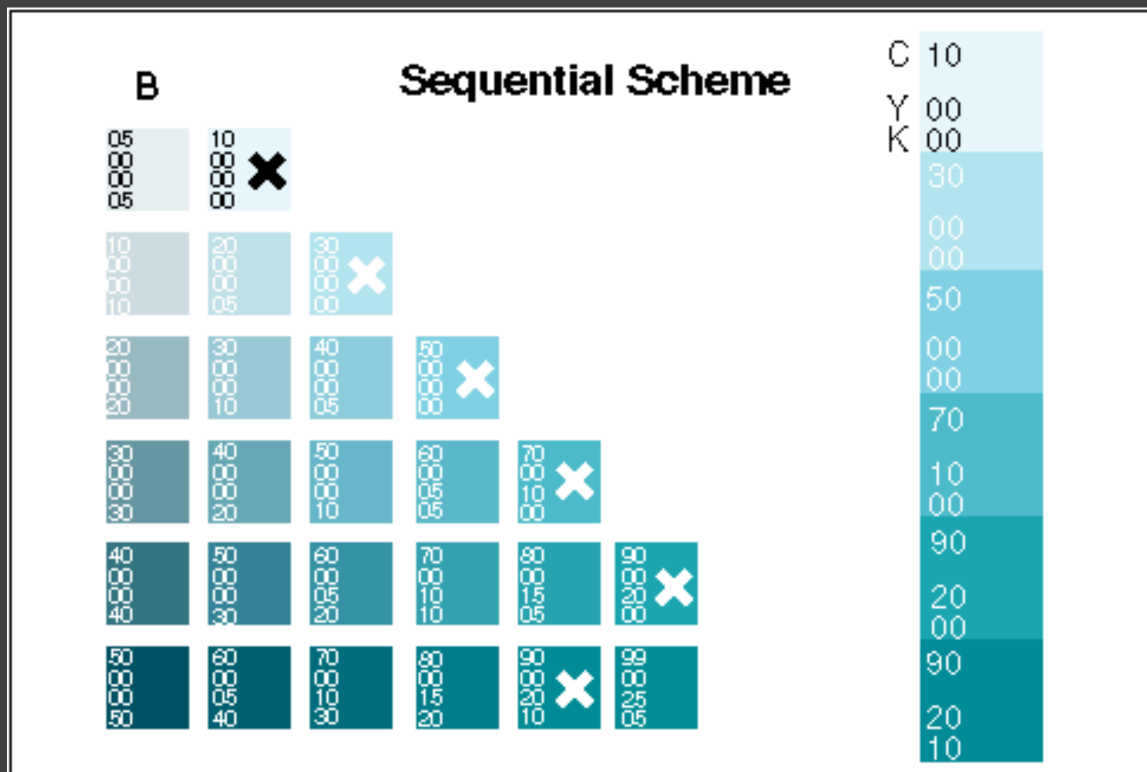


Limit number of steps in color to 3-9

Designing Sequential Scales



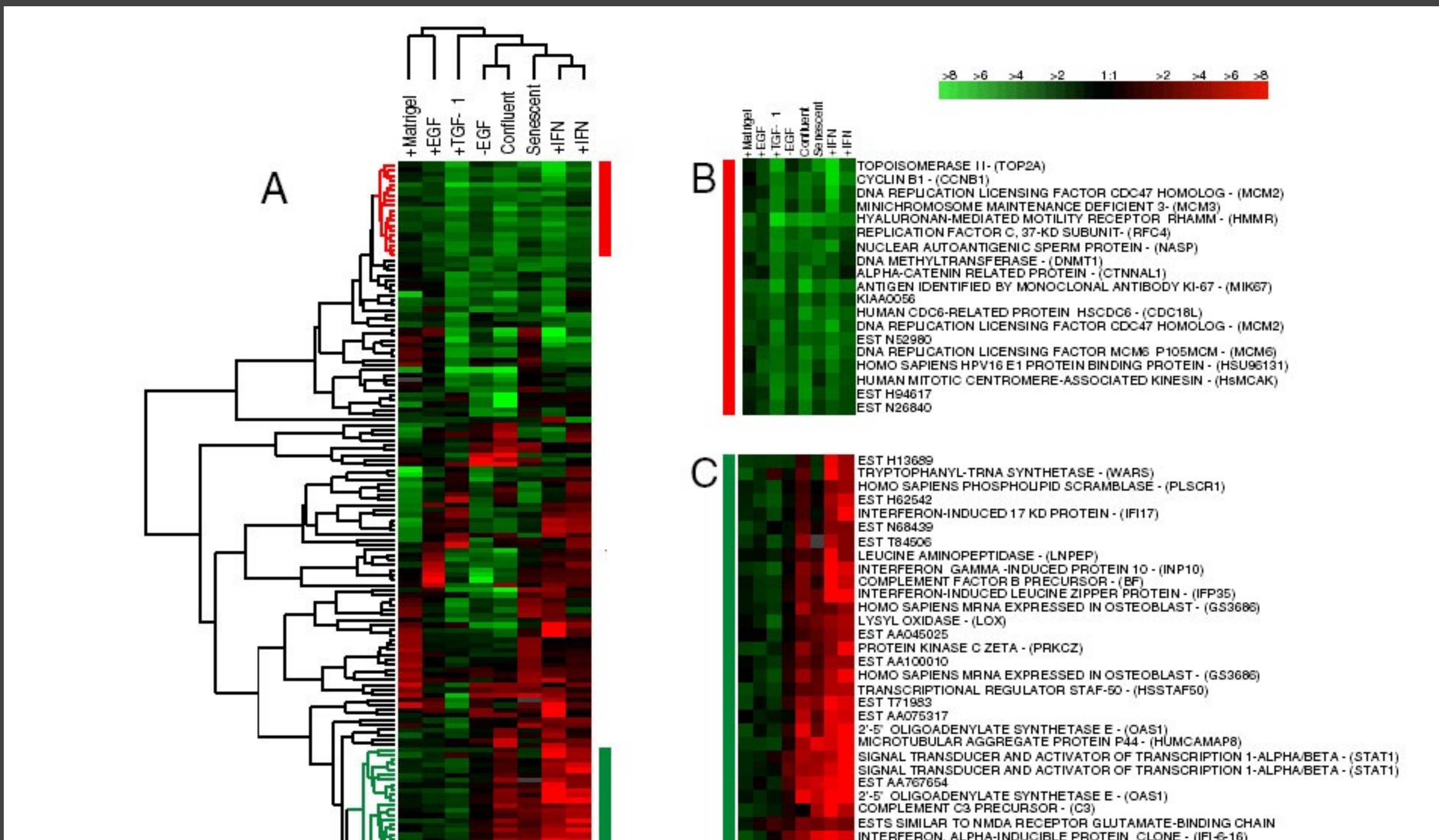
http://www.personal.psu.edu/faculty/c/a/cab38/ColorSch/Schemes.html

Designing Sequential Scales

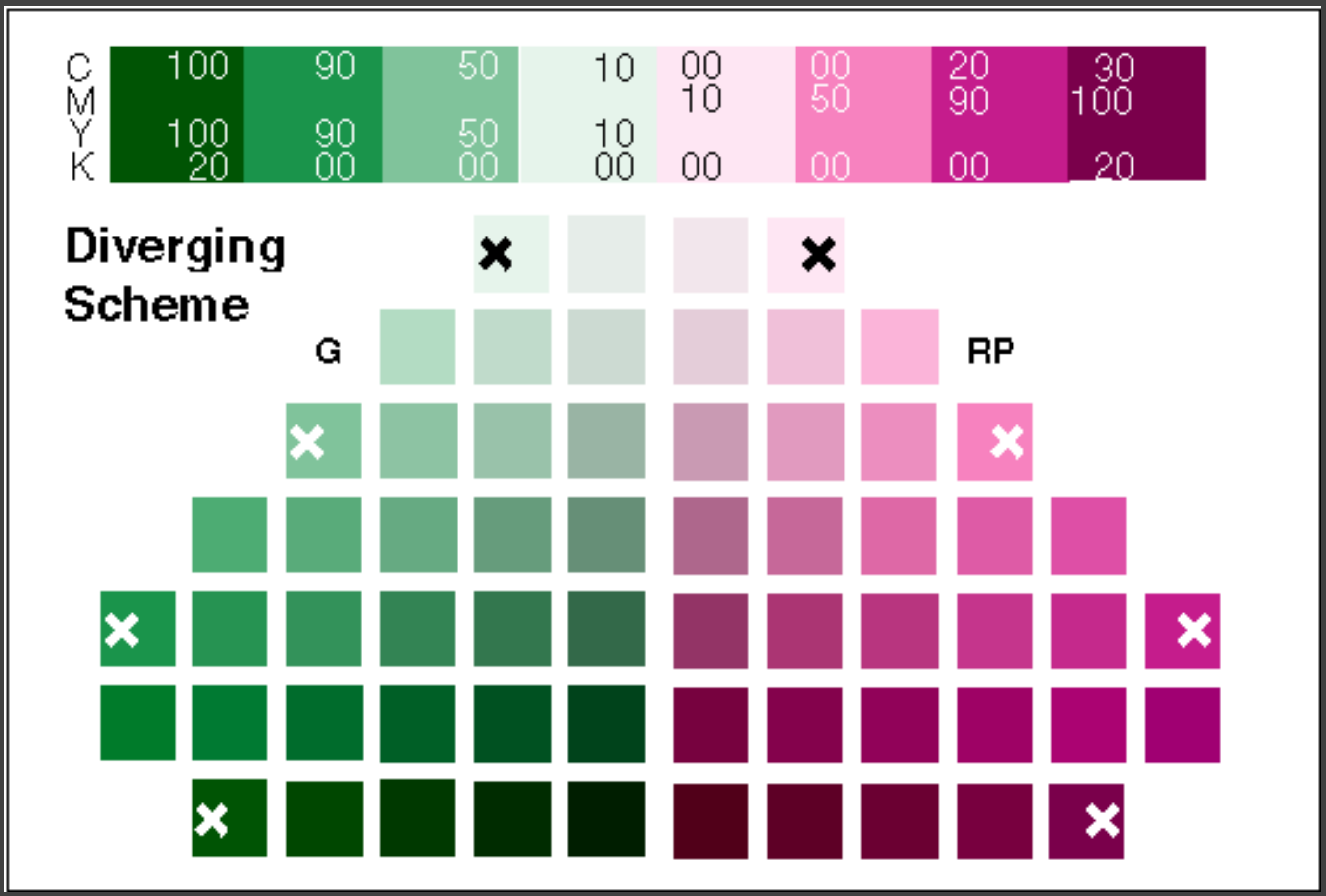
Hue-Lightness *(Recommended)*
Higher values mapped to darker colors
ColorBrewer schemes have 3-9 steps

Hue Transition
Two hues
Neighboring hues interpolate better
Couple with change in lightness

Diverging Color Scheme



Designing Diverging Scales



http://www.personal.psu.edu/faculty/c/a/cab38/ColorSch/Schemes.html

Designing Diverging Scales

Hue Transition

Carefully Handle Midpoint

Choose classes of values

Low, Average, High - Average should be gray

Critical Breakpoint

Defining value e.g., 0

Positive & negative should use different hues

Extremes saturated, middle desaturated

Hints for the Colorist

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Use **only a few** colors (~6 ideal)

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Get it right in **black and white**

Respect the **color blind**

Take advantage of **perceptual color spaces**