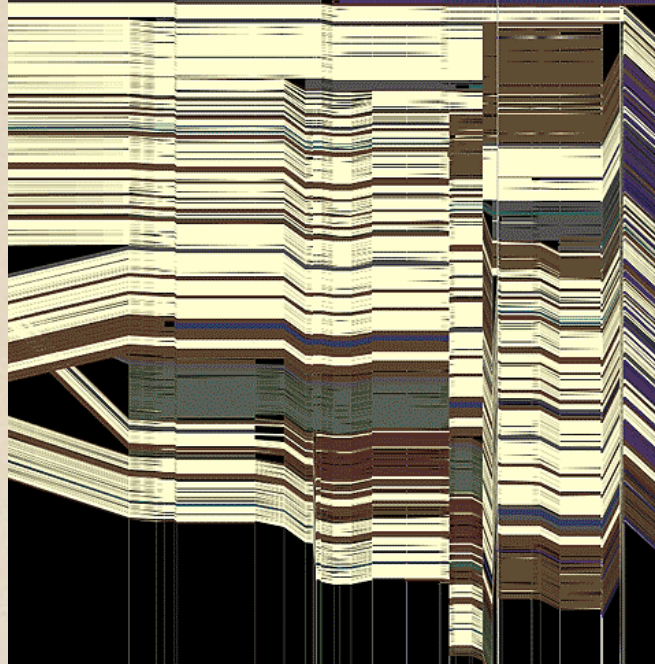
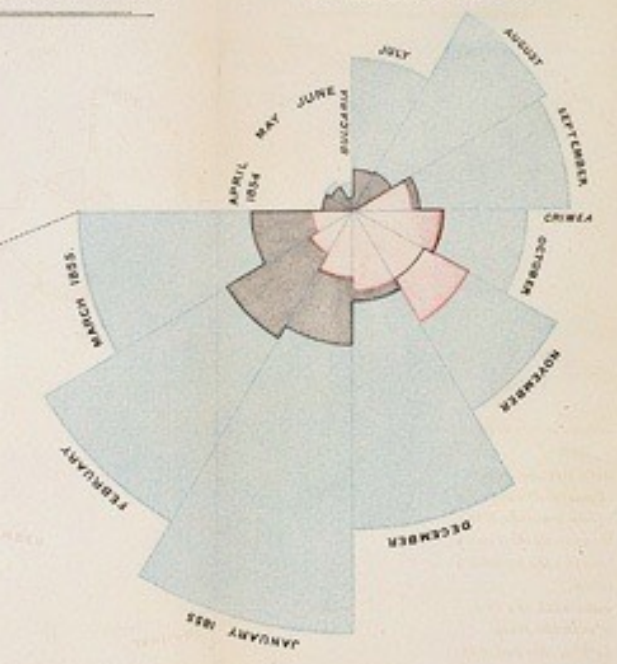


# CSE 512 - Data Visualization

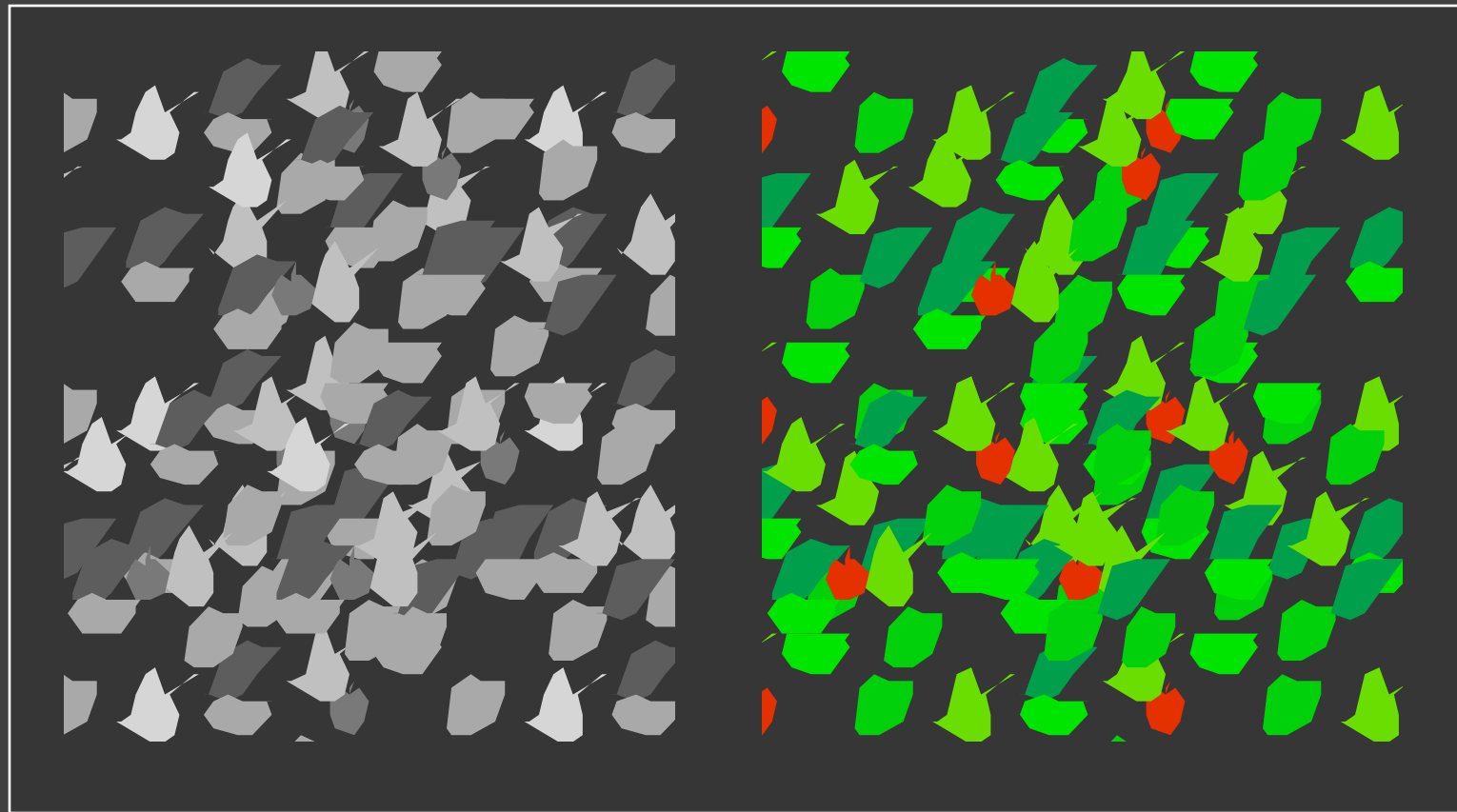
# Color



Jeffrey Heer University of Washington

# Color in Visualization

Identify, Group, Layer, Highlight



# 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**

Categorical & Quantitative encoding  
Guidelines for color palette design

# Perception of Color

What color is this?

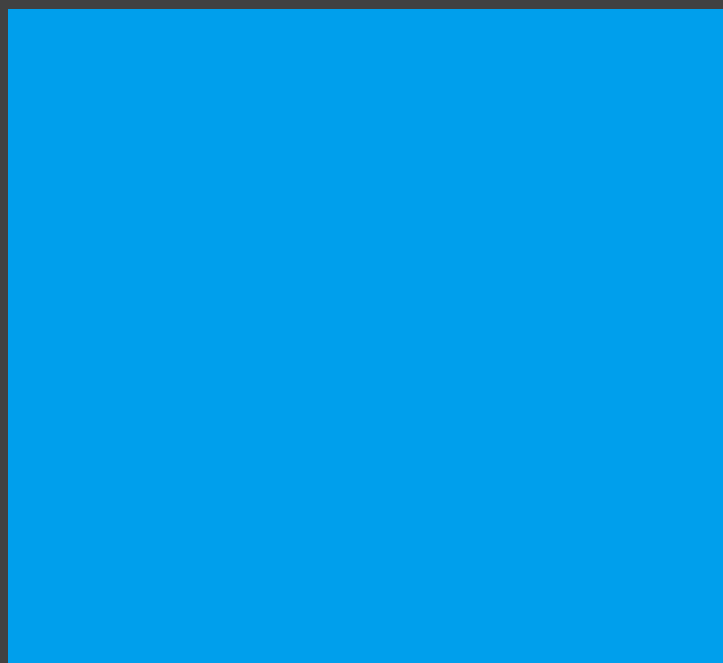


What color is this?



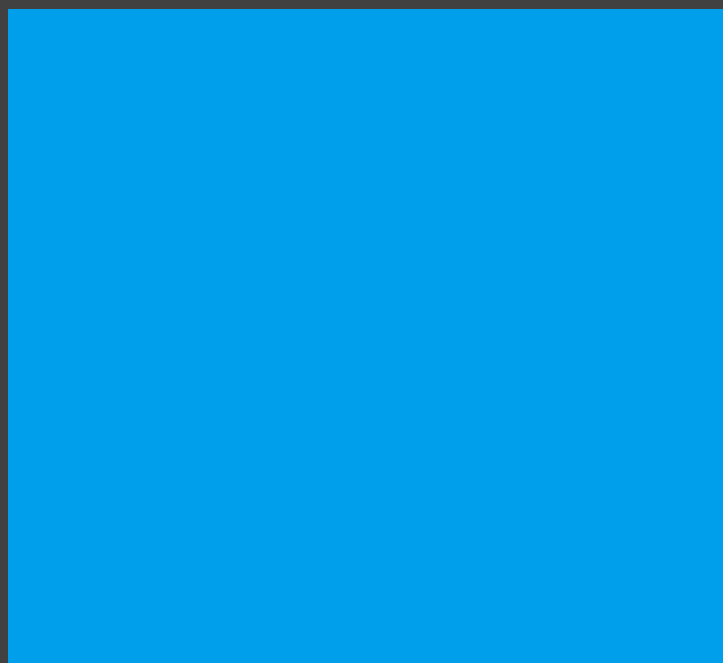
"Yellow"

What color is this?





What color is this?



"Blue"

What color is this?



What color is this?

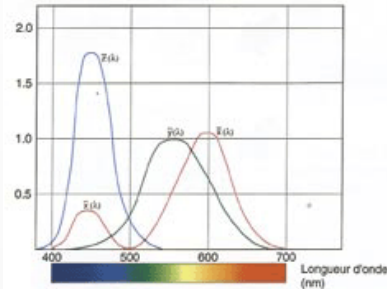


"Teal" ?

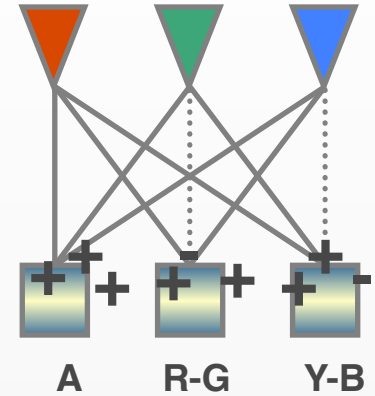
# Perception of Color



Light



Cone Response



Opponent Signals

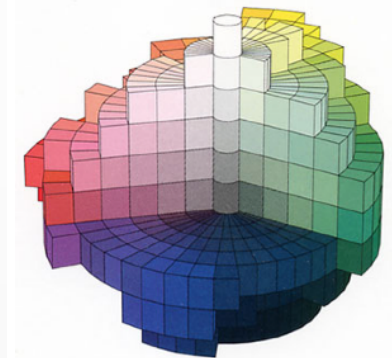
“Yellow”

Color Cognition



Mark D. Fairchild  
COLOR APPEARANCE  
MODELS

Color Appearance



Color Perception

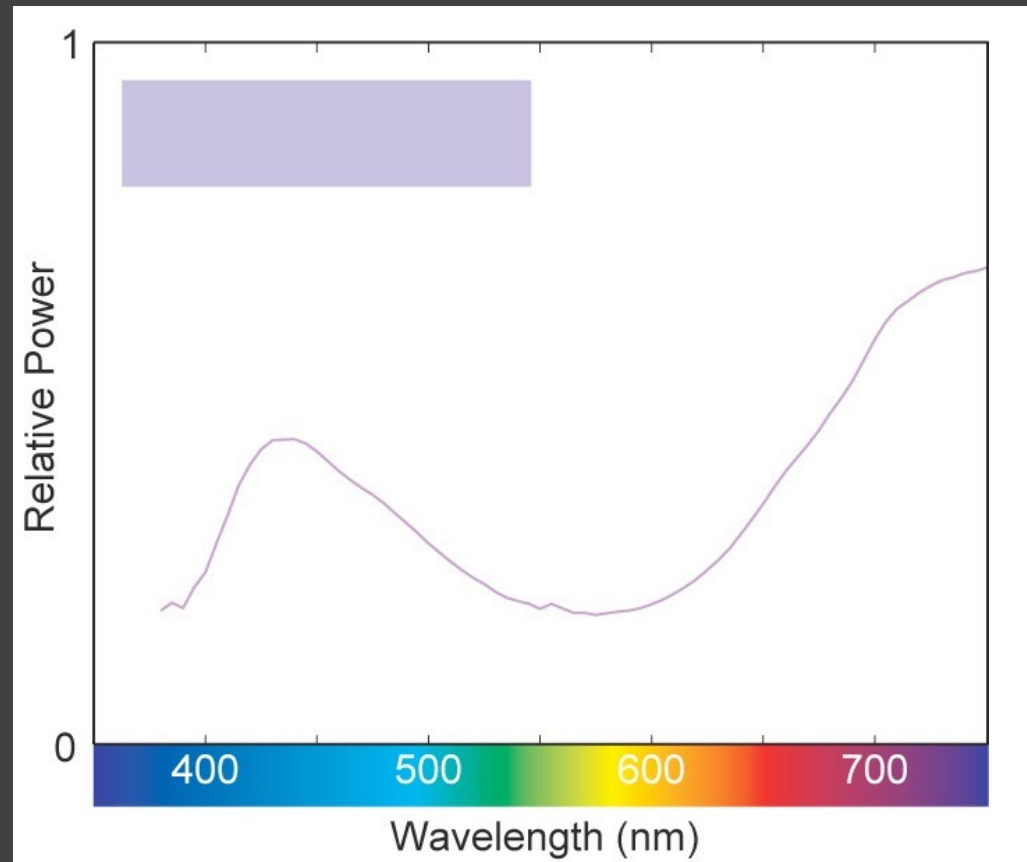
# Physicist's View

Light as electromagnetic wave

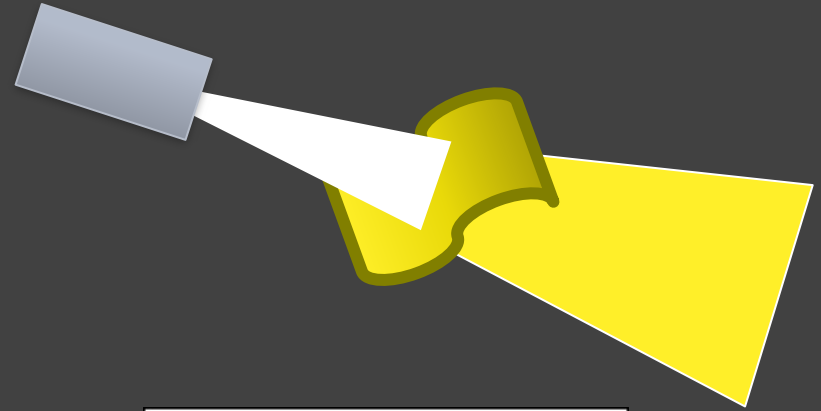
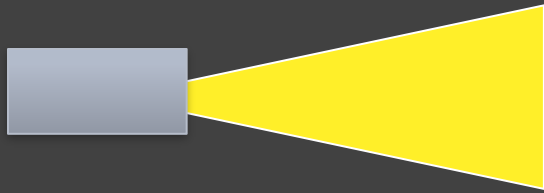
Wavelength

Energy or

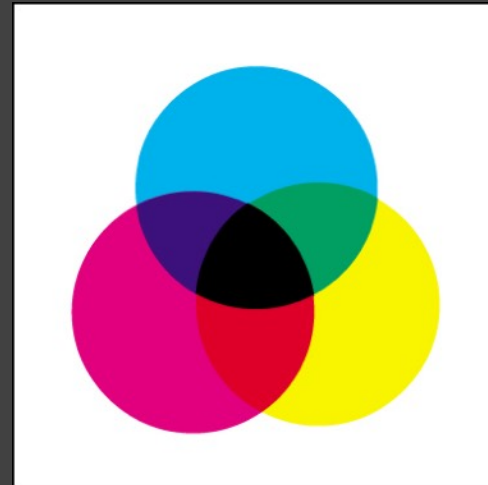
"Relative luminance"



# Emissive vs. Reflective Light



Additive  
(digital displays)

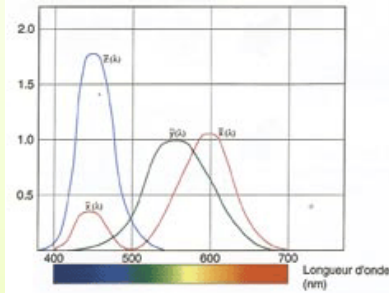


Subtractive  
(print, e-paper)

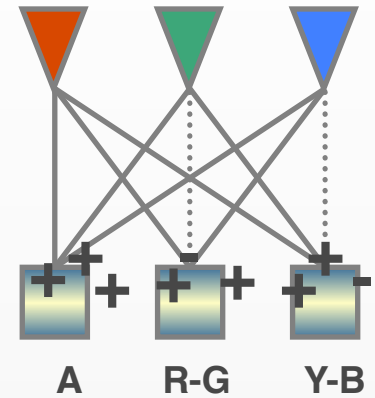
# Perception of Color



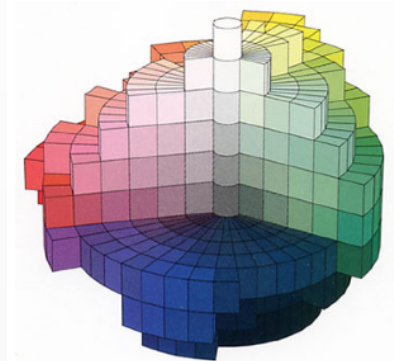
Light



Cone Response



Opponent Signals



Color Perception

“Yellow”

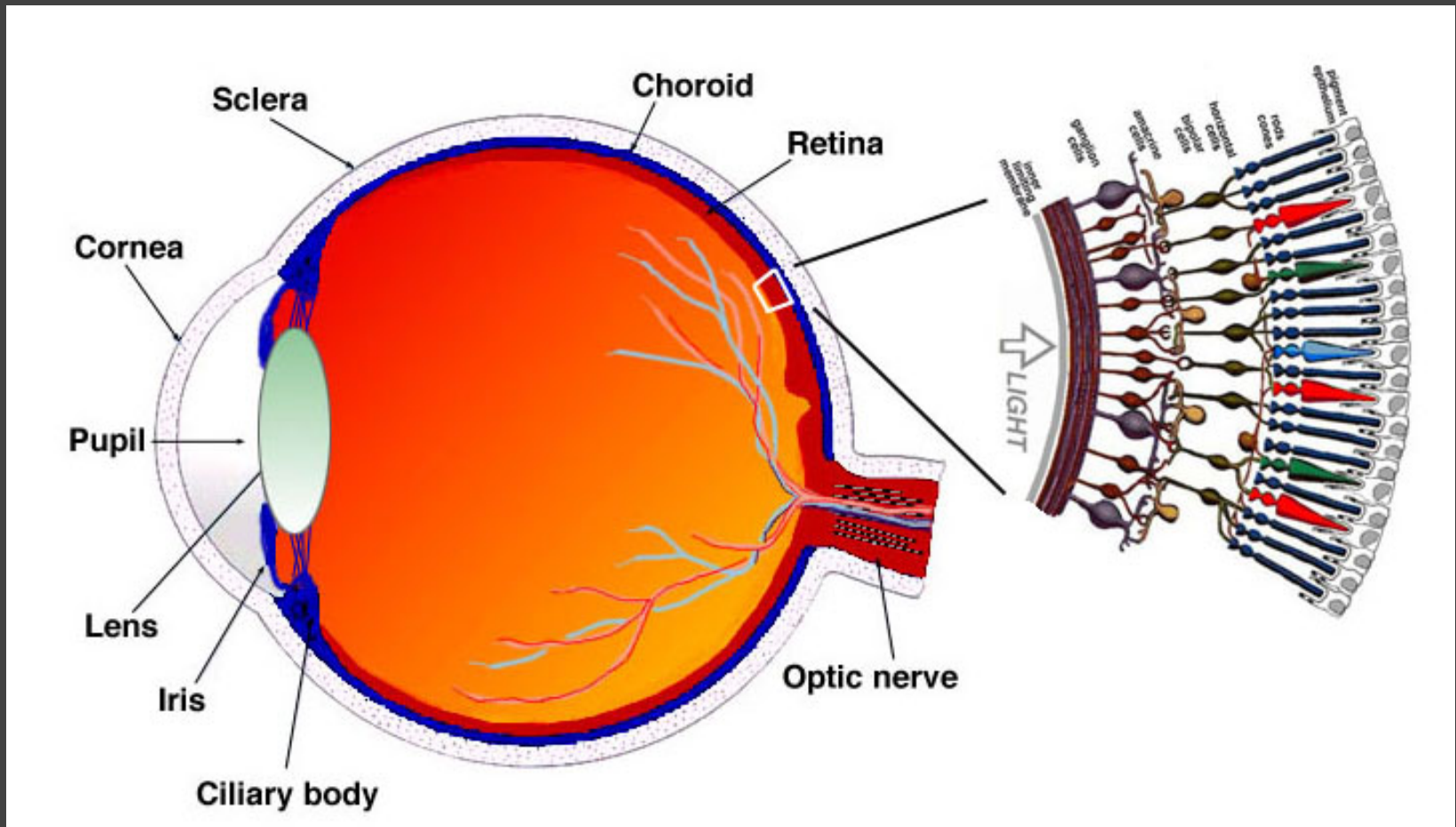
Color Cognition



Mark D. Fairchild  
COLOR APPEARANCE  
MODELS

Color Appearance

# Retina



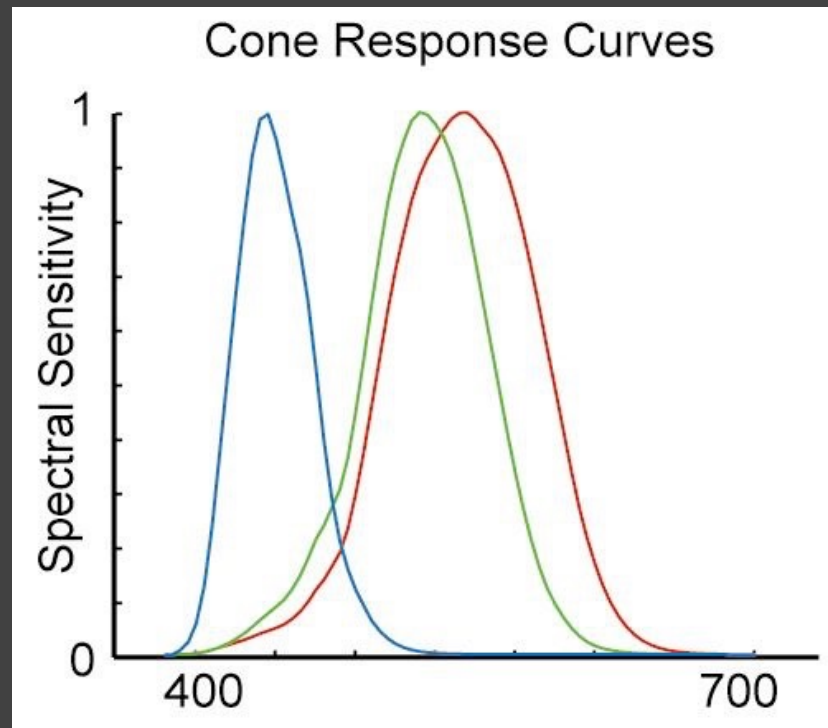
*Simple Anatomy of the Retina, Helga Kolb*



# As light enters our retina...

LMS (Long, Middle, Short) Cones

Sensitive to different wavelength

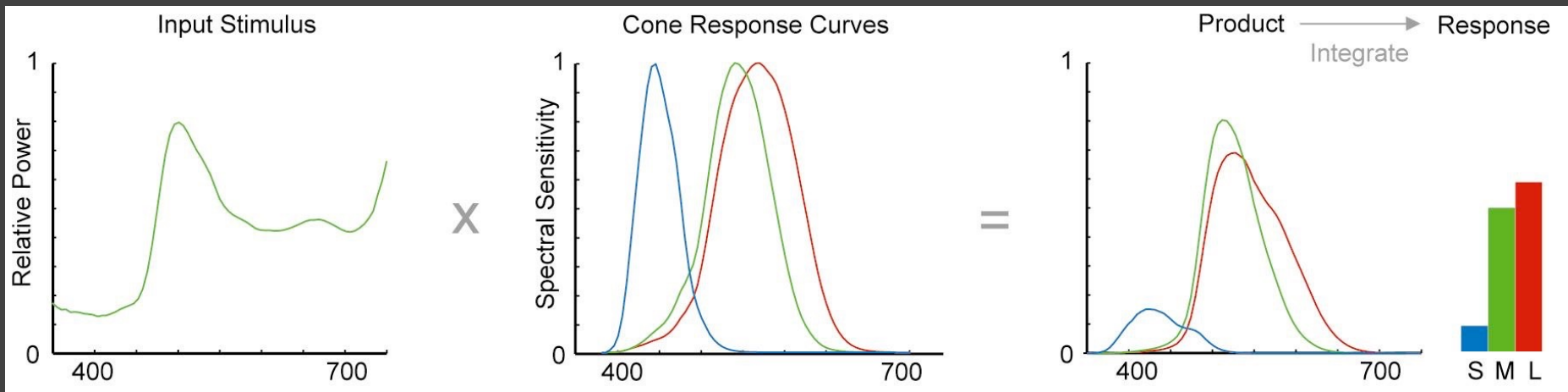


# As light enters our retina...

## LMS (Long, Middle, Short) Cones

Sensitive to different wavelength

Integration with input stimulus



# Effects of Retina Encoding

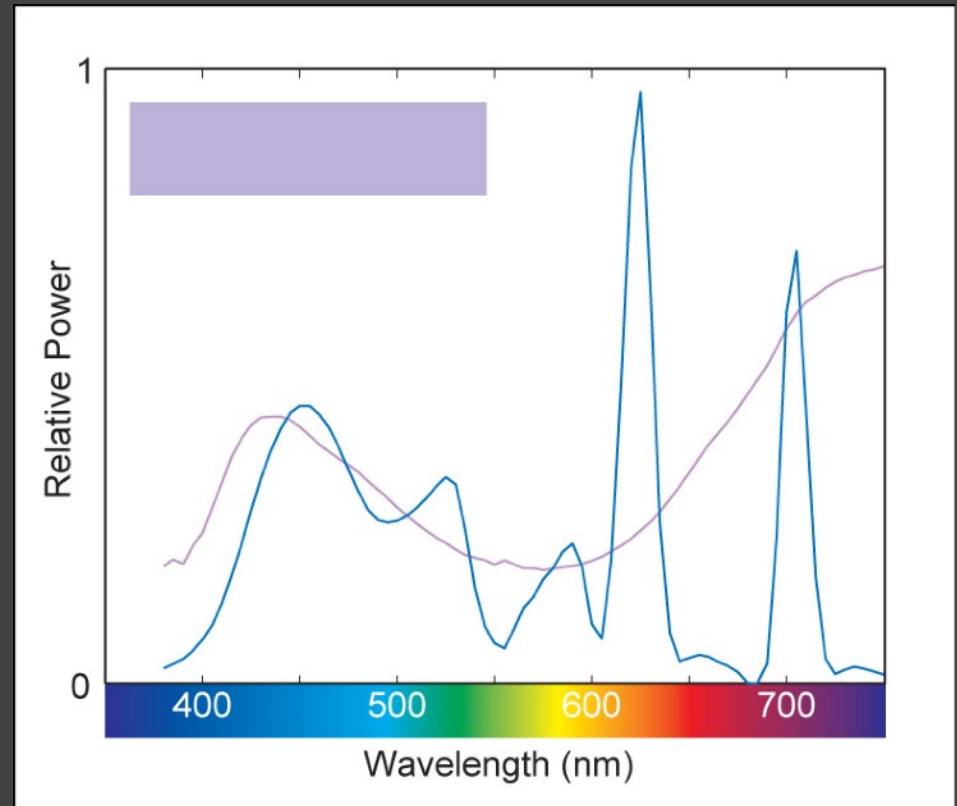
Spectra that stimulate the same LMS response are indistinguishable (a.k.a. "metamers").

## "Tri-stimulus"

Computer displays

Digital scanners

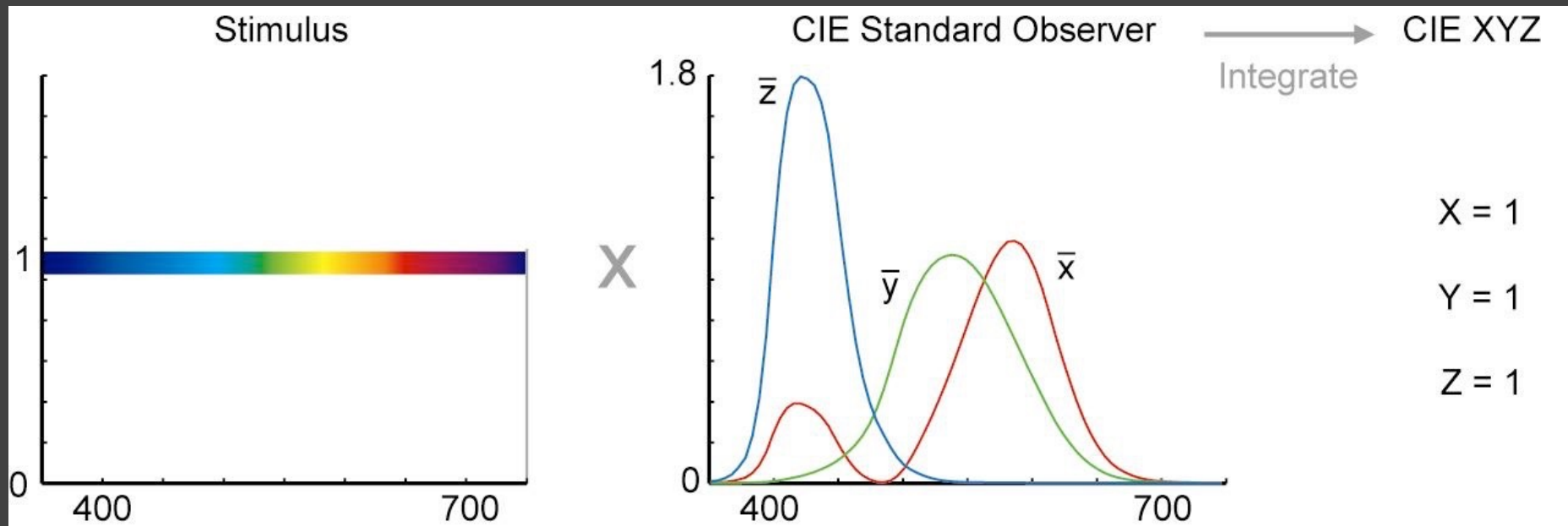
Digital cameras



# CIE XYZ Color Space

Standardized in 1931 to mathematically represent tri-stimulus response.

“Standard observer” response curves

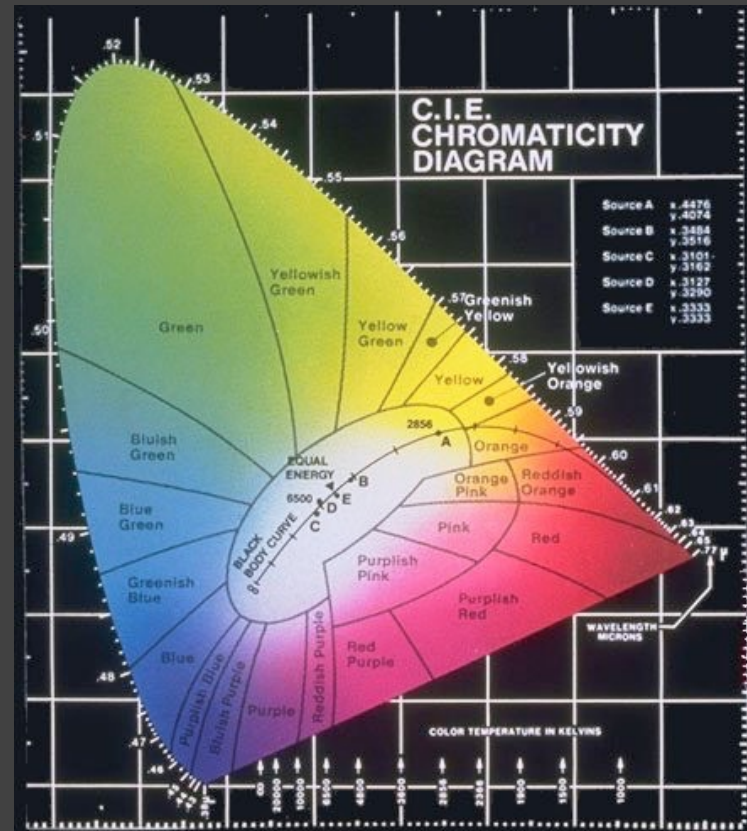


# CIE Chromaticity Diagram

Colorfulness vs. Brightness

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

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

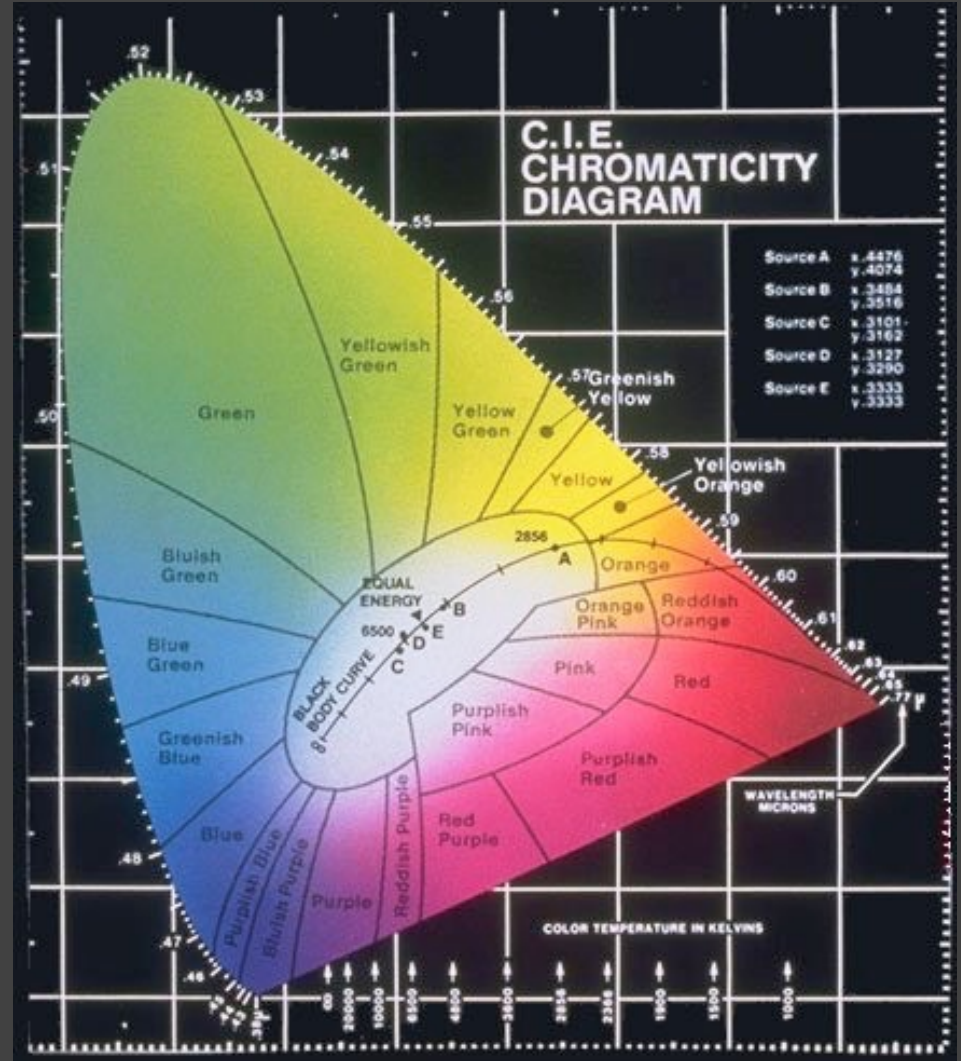


# CIE Chromaticity Diagram

Spectrum locus

Purple line

Mixture of two lights appears as a straight line.

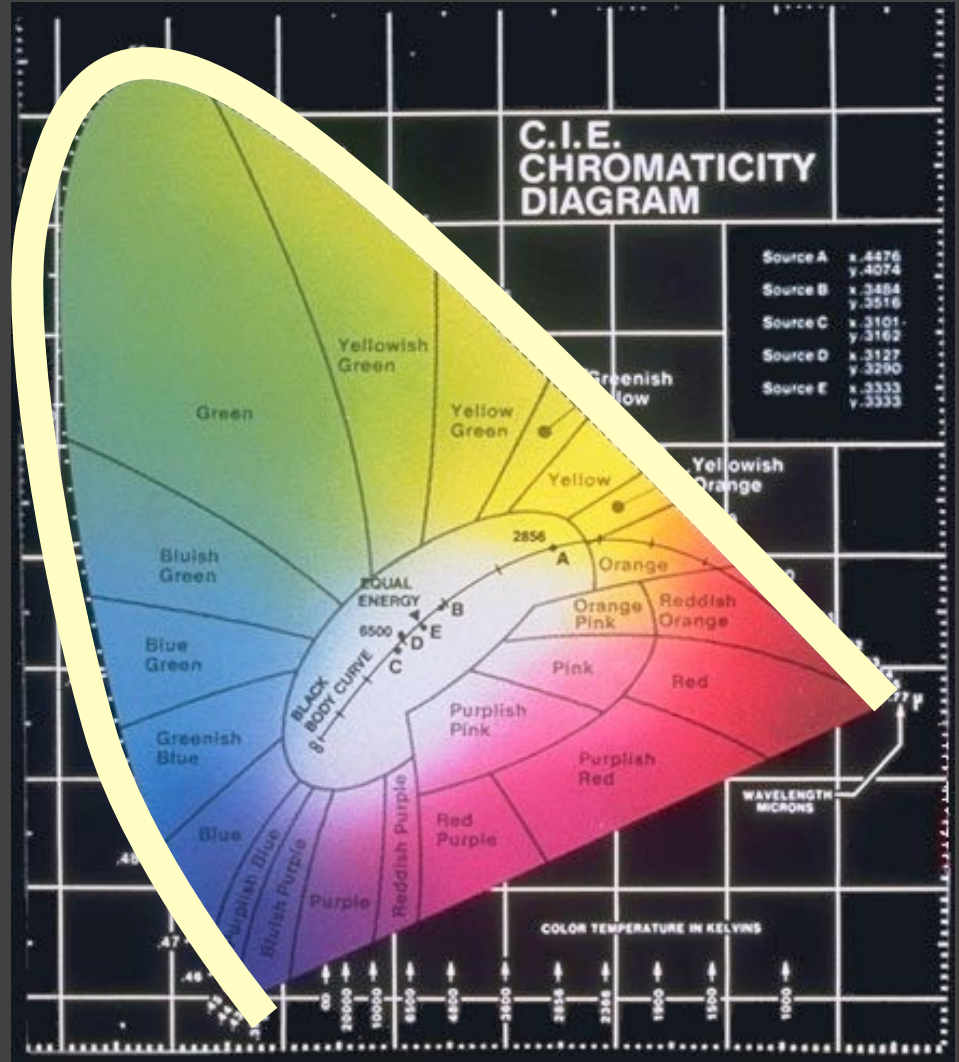


# CIE Chromaticity Diagram

Spectrum locus

Purple line

Mixture of two lights appears as a straight line.

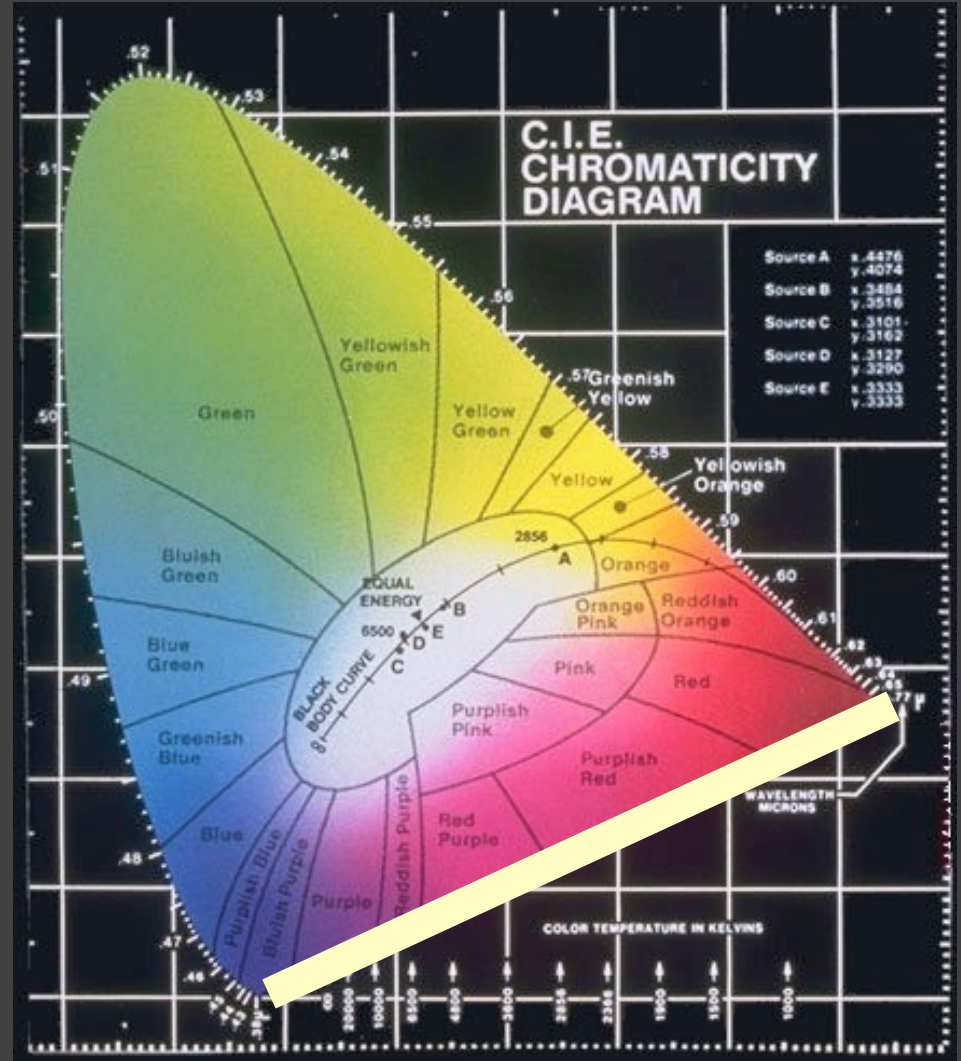


# CIE Chromaticity Diagram

Spectrum locus

Purple line

Mixture of two lights appears as a straight line.



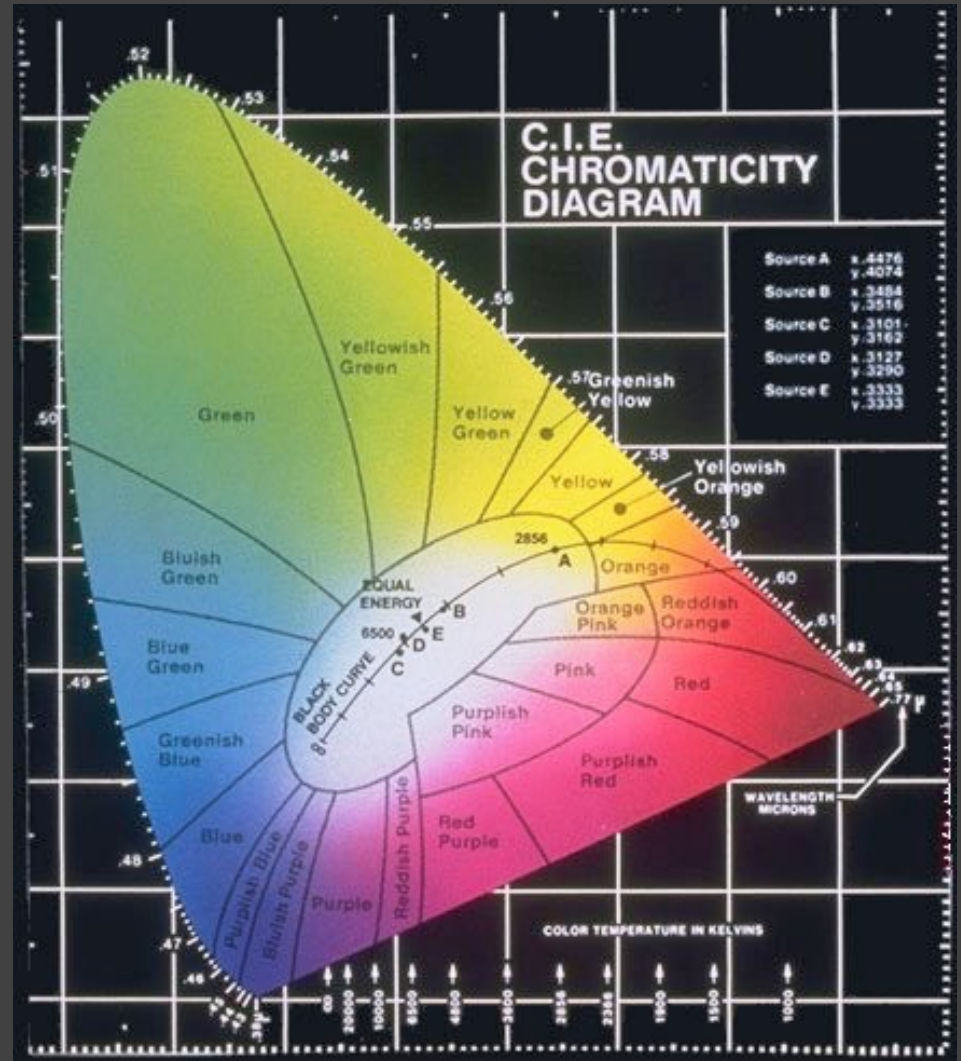


# CIE Chromaticity Diagram

Spectrum locus

Purple line

Mixture of two lights appears as a straight line.

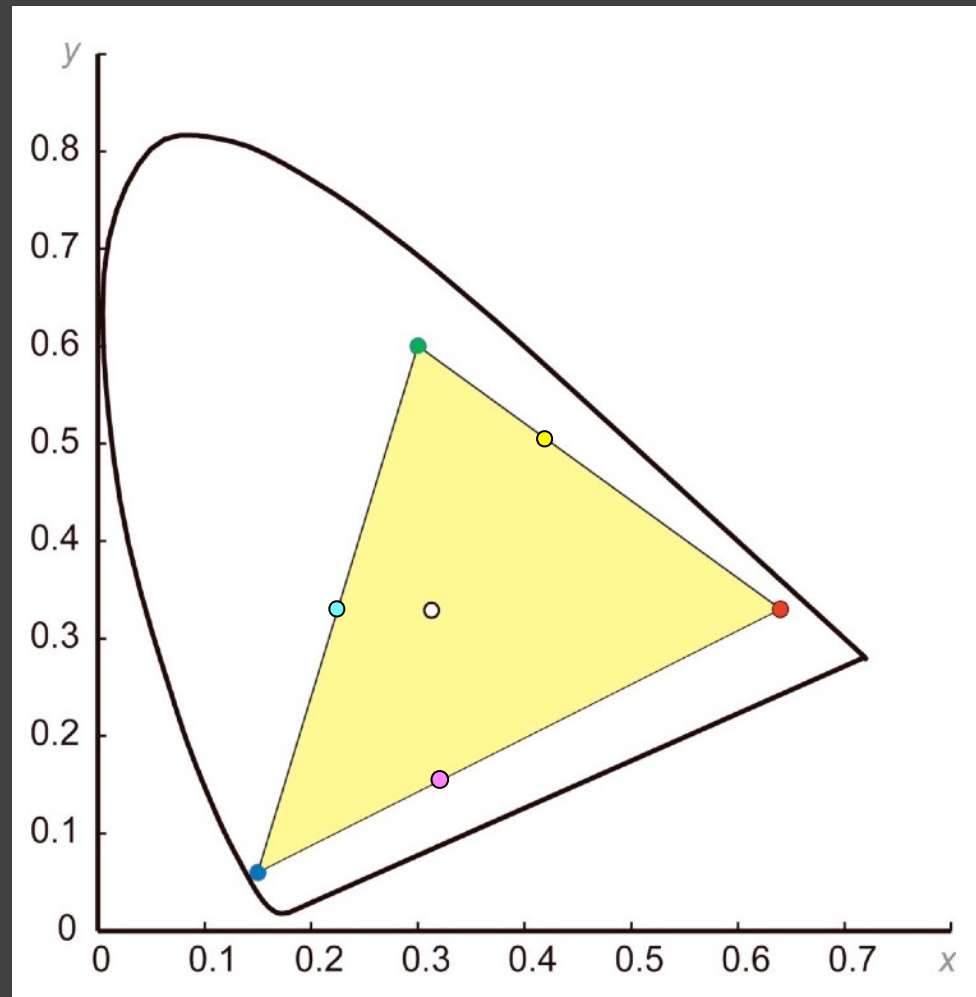


# Display Gamuts

Typically defined by:

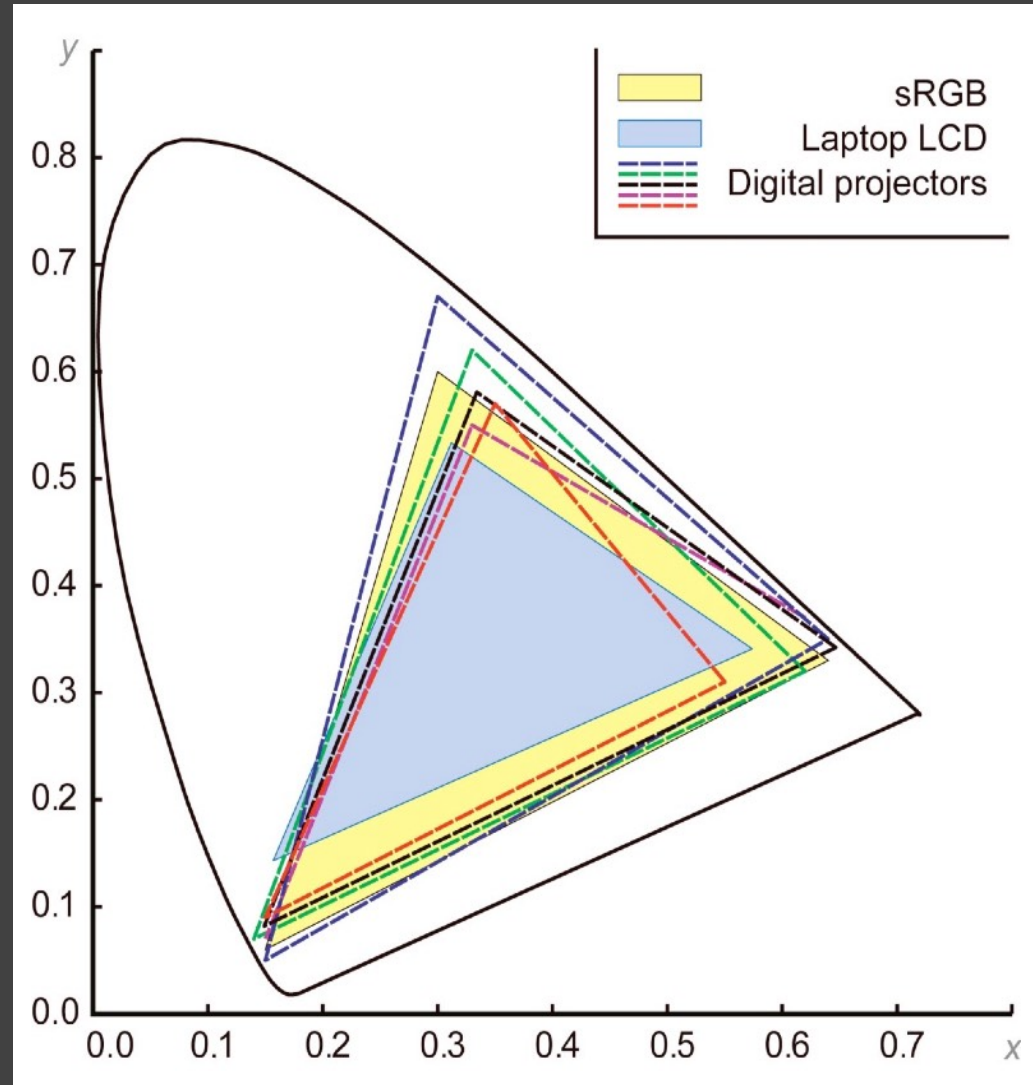
3 Colorants

Convex region



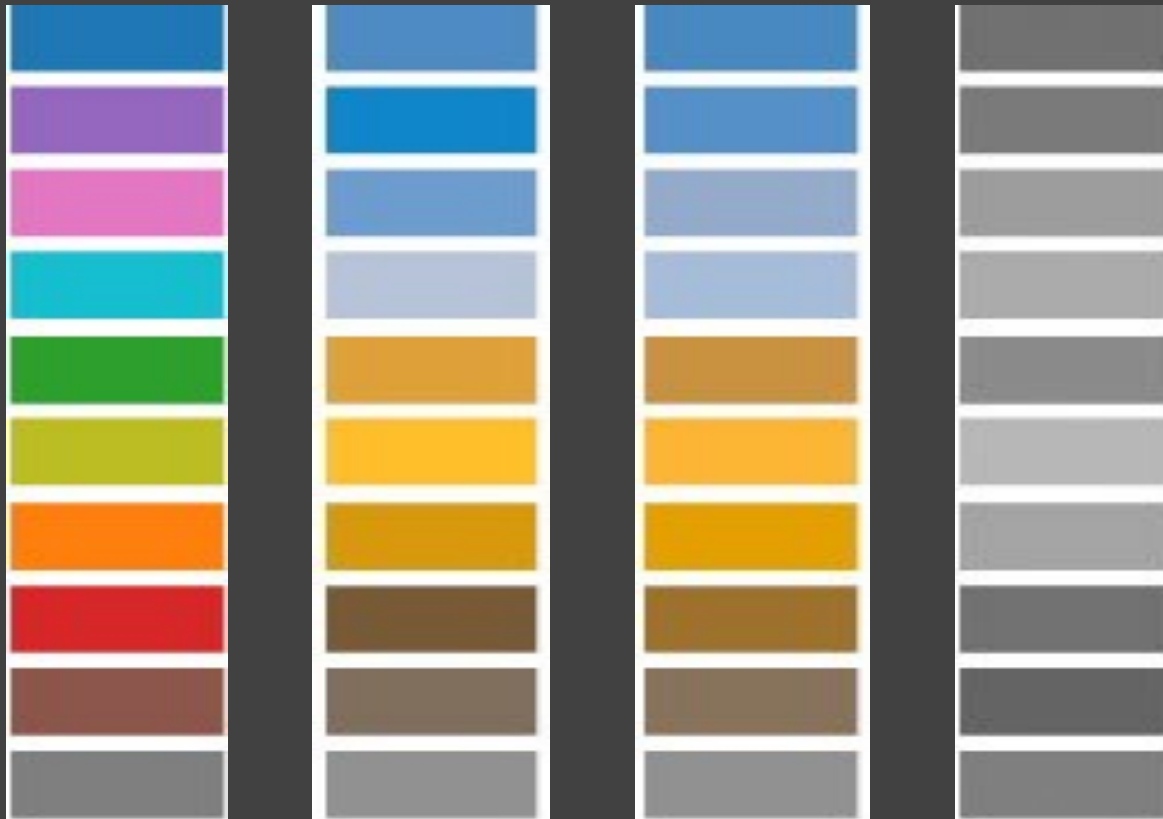
# Display Gamuts

Deviations from  
sRGB specification



# Color Blindness

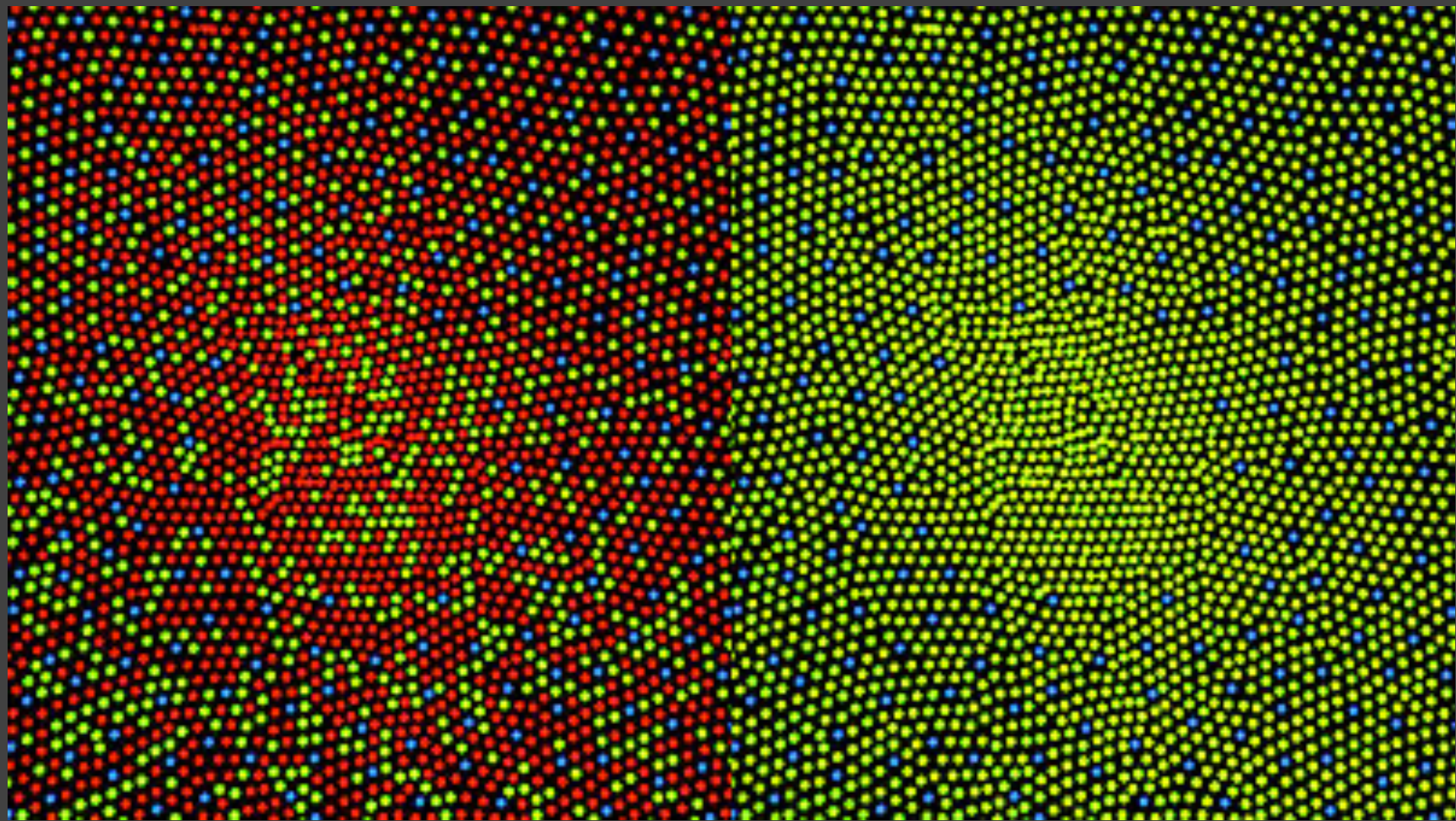
Missing one or more cones or rods in retina.



Protanope

Deuteranope

Luminance



Normal Retina

Protanopia

# Color Blindness Simulators

Simulate color vision deficiencies

Browser plug-ins (NoCoffee, SEE, ...)

Photoshop plug-ins, etc...



Deuteranope

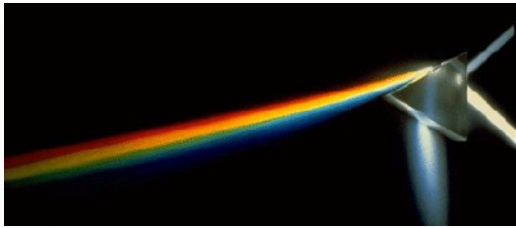


Protanope

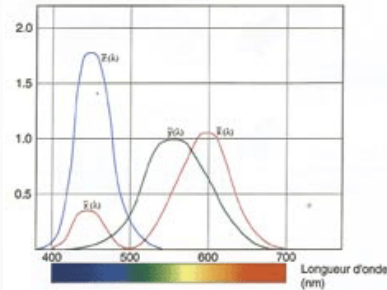


Tritanope

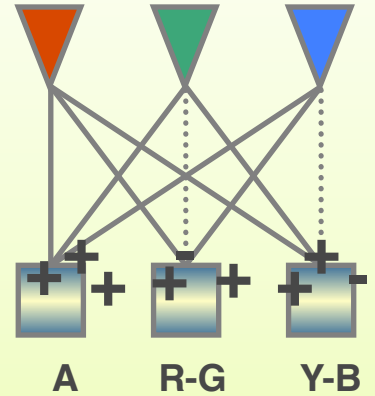
# Perception of Color



Light



Cone Response



Opponent Signals

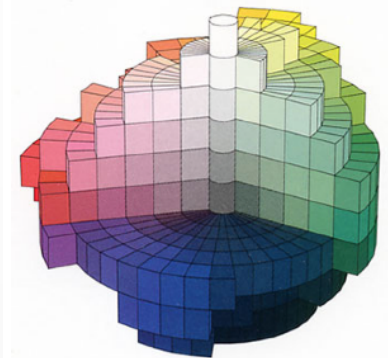
“Yellow”

Color Cognition



Mark D. Fairchild  
COLOR APPEARANCE  
MODELS

Color Appearance



Color Perception

# Primary Colors

To paint "all colors":

Leonardo da Vinci, circa 1500 described in his notebooks a list of simple colors...

**Yellow**

**Blue**

**Green**

**Red**



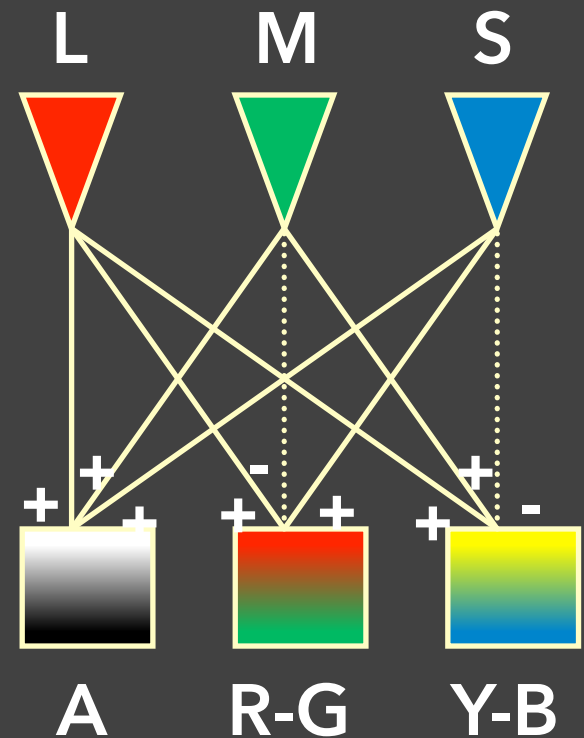
# Opponent Processing

**LMS are combined to create:**

Lightness

Red-green contrast

Yellow-blue contrast



Fairchild

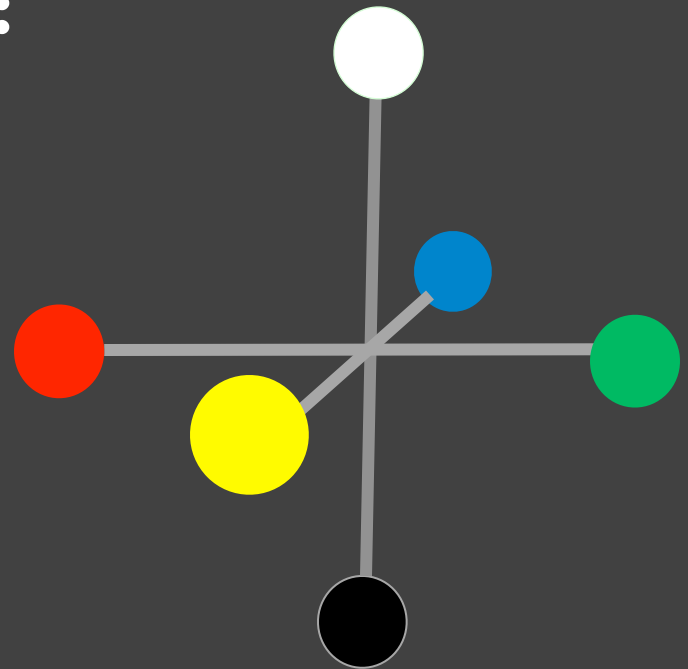
# Opponent Processing

**LMS are combined to create:**

Lightness

Red-green contrast

Yellow-blue contrast



# Opponent Processing

**LMS are combined to create:**

Lightness

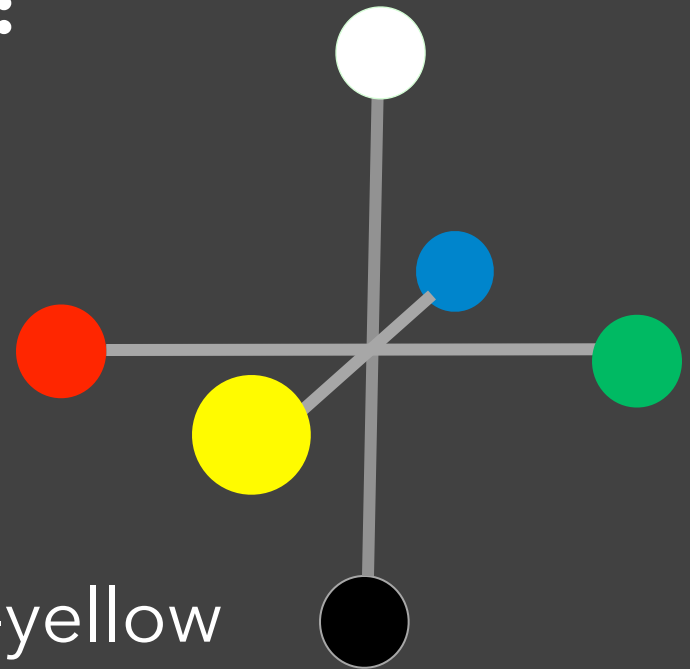
Red-green contrast

Yellow-blue contrast

**Experiments:**

No reddish-green, no blueish-yellow

Color after images



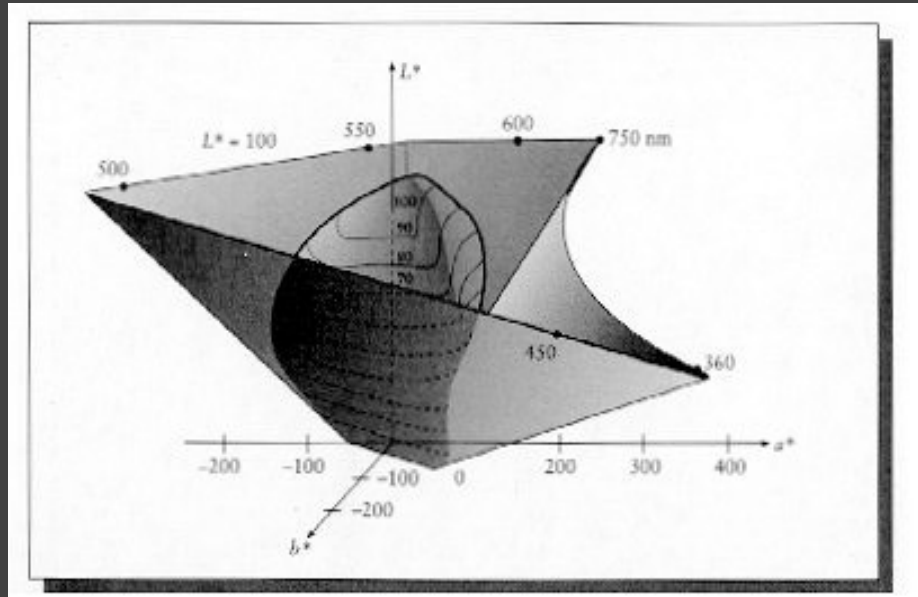
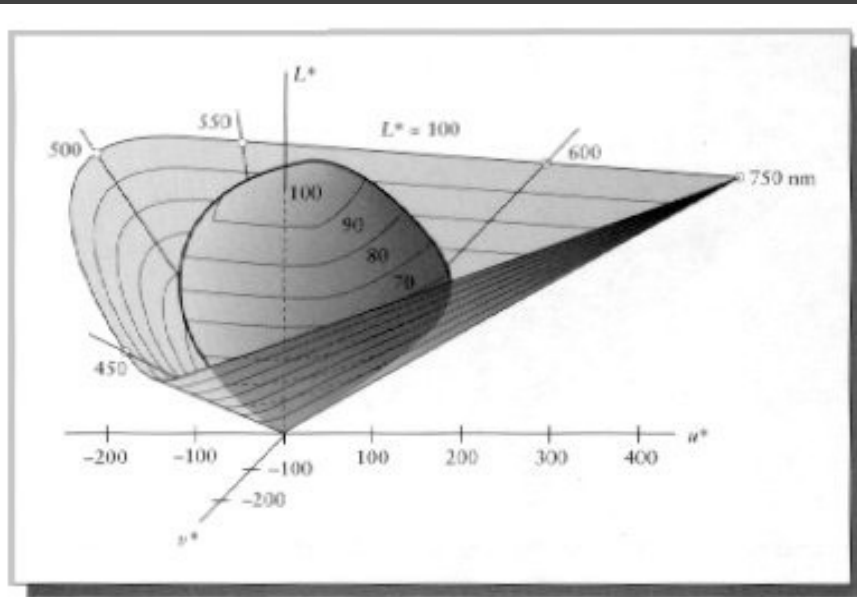




# CIE LAB and LUV Color Spaces

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"

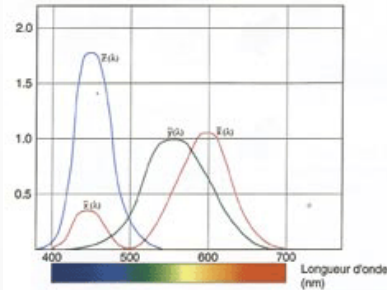
JND = Just noticeable difference (~2.3 units)

D3 includes LAB color space support!

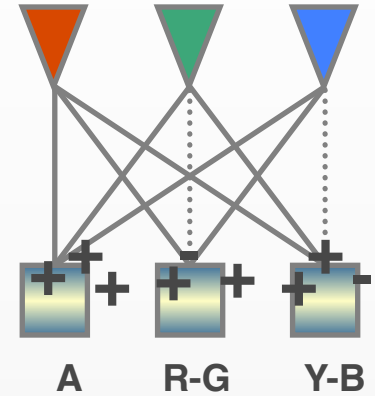
# Perception of Color



Light



Cone Response



Opponent Signals

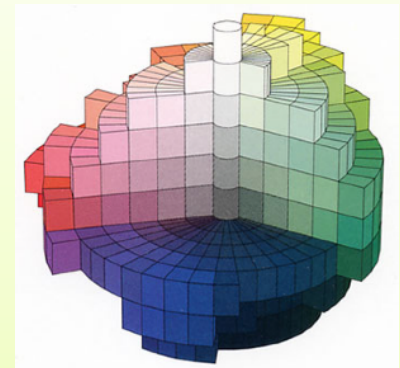
“Yellow”

Color Cognition



Mark D. Fairchild  
COLOR APPEARANCE  
MODELS

Color Appearance

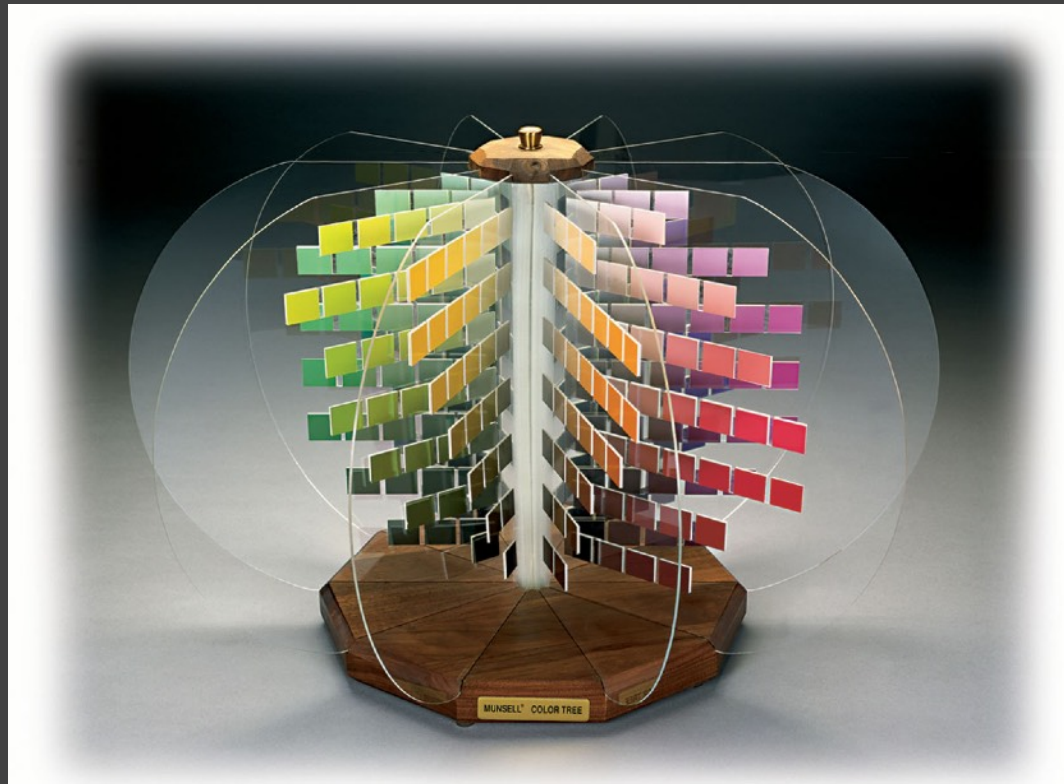


Color Perception

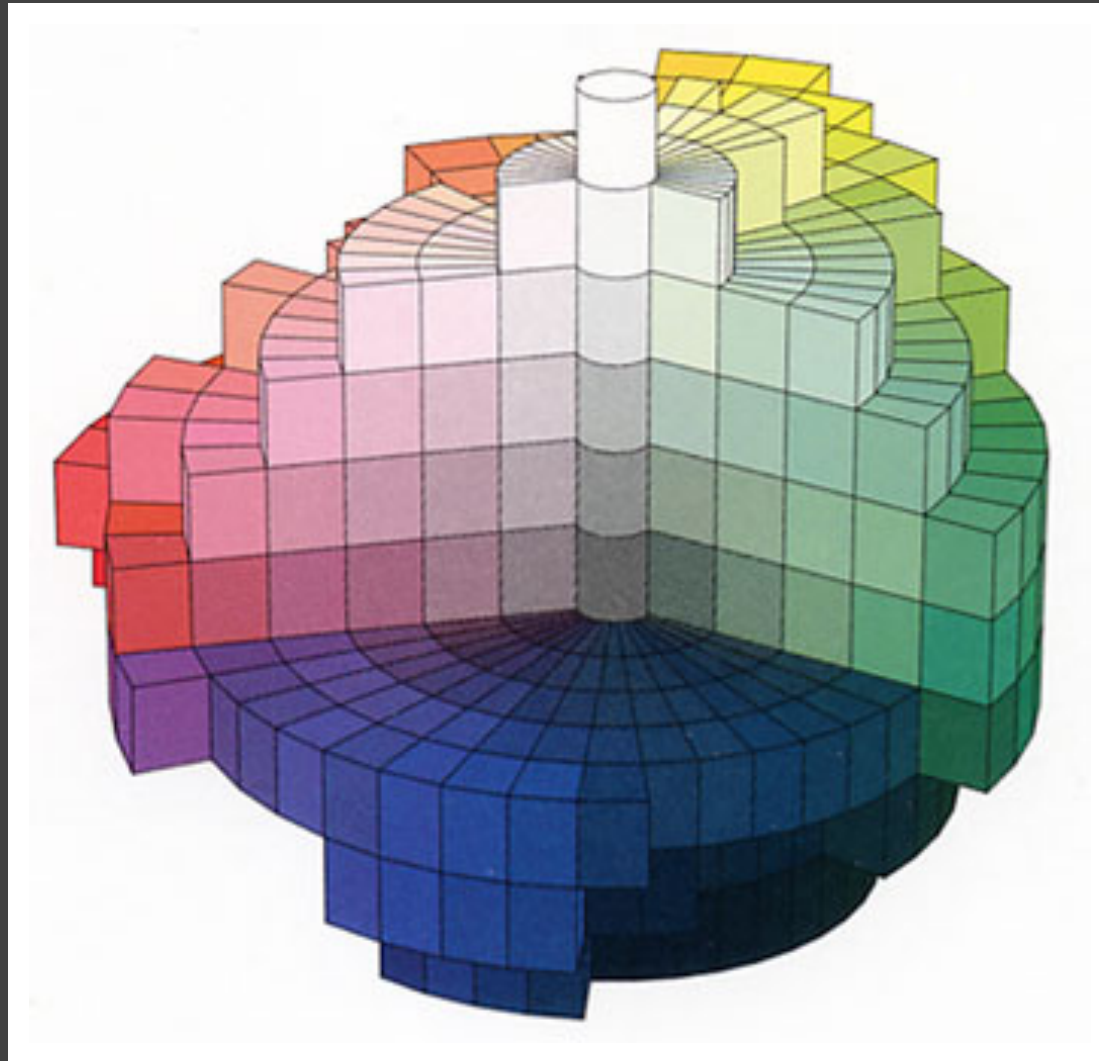


# Albert Munsell

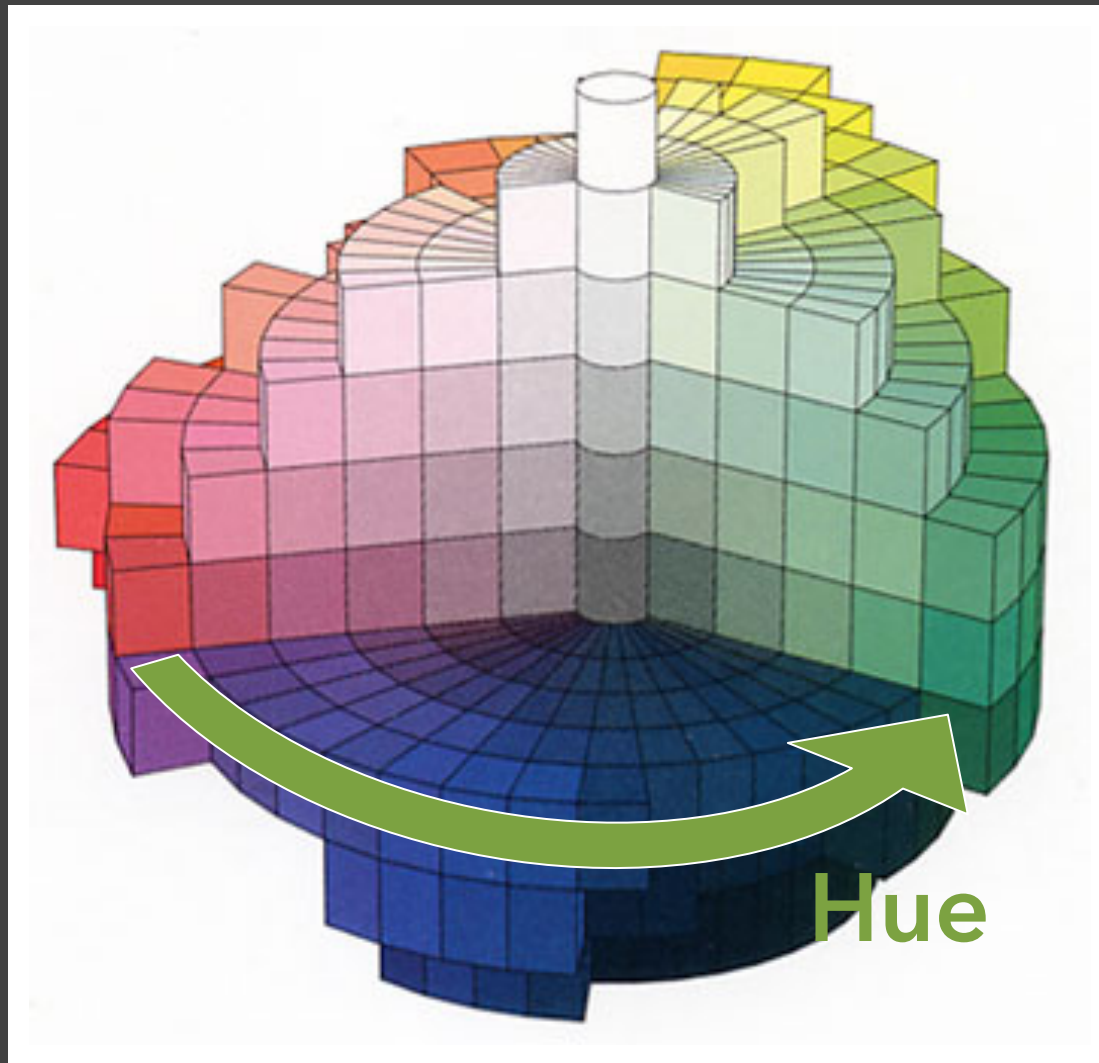
Developed the first perceptual color system based on his experience as an artist (1905).



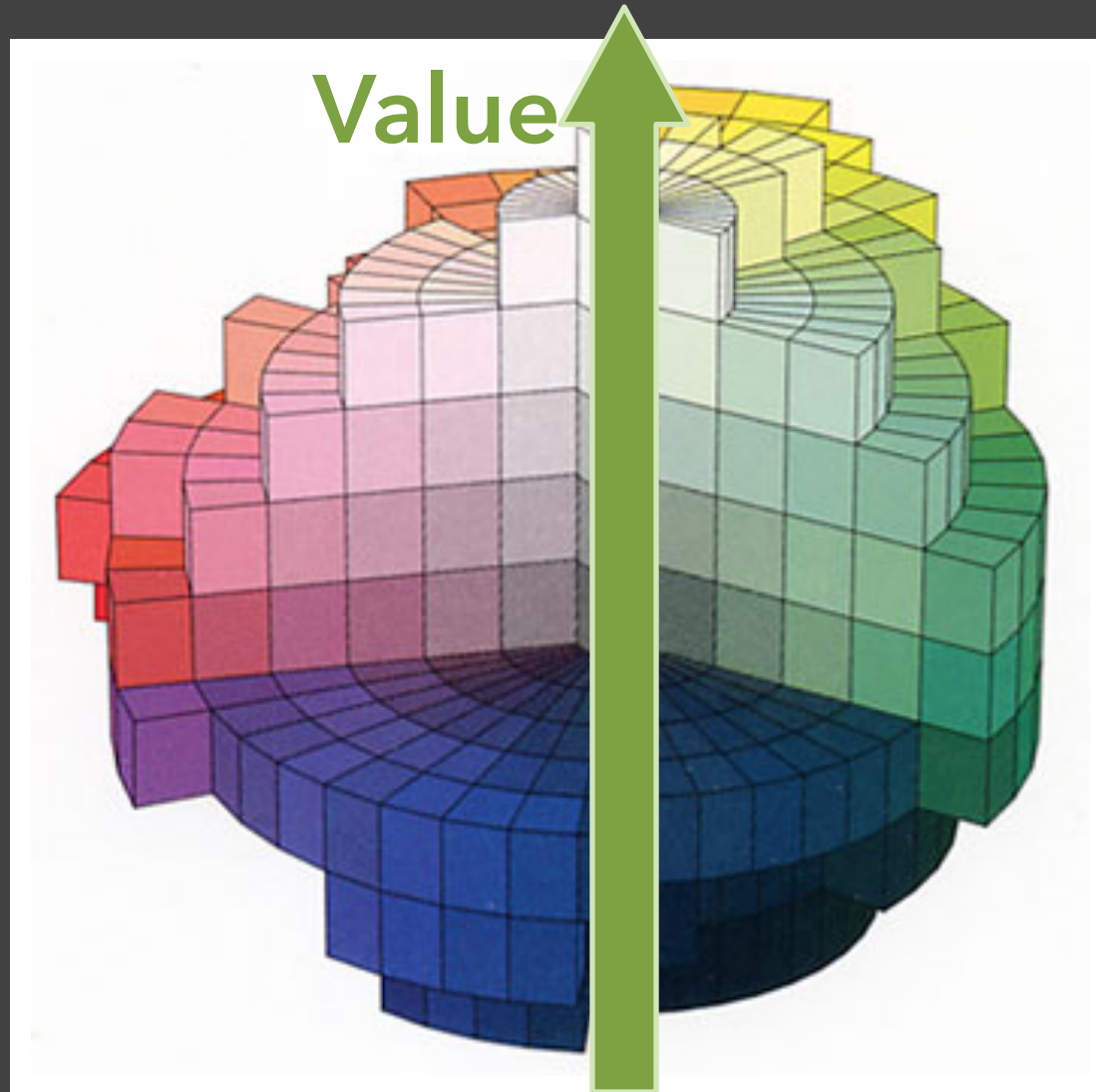
# Hue, Value and Chroma



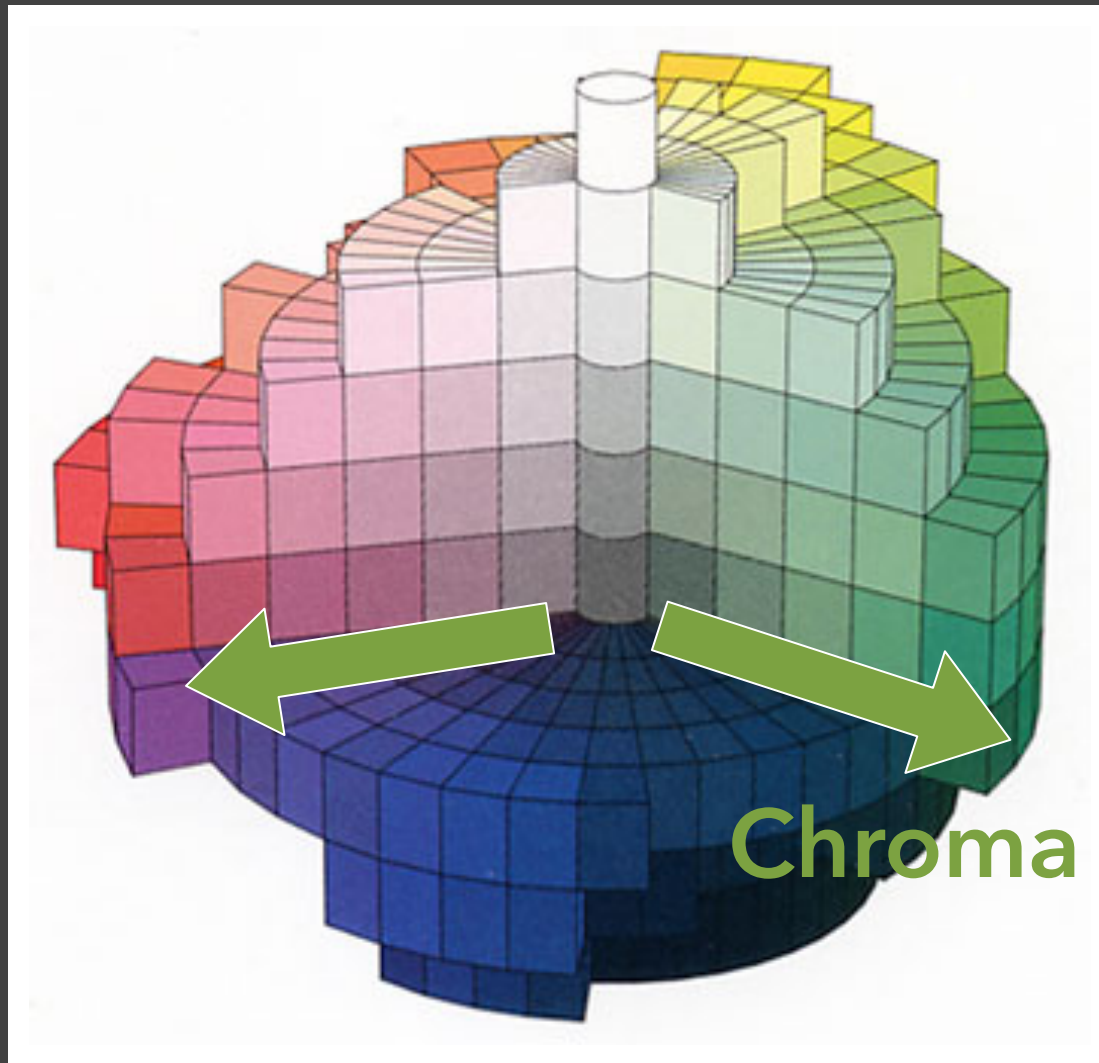
# Hue, Value and Chroma



# Hue, Value and Chroma



# Hue, Value and Chroma



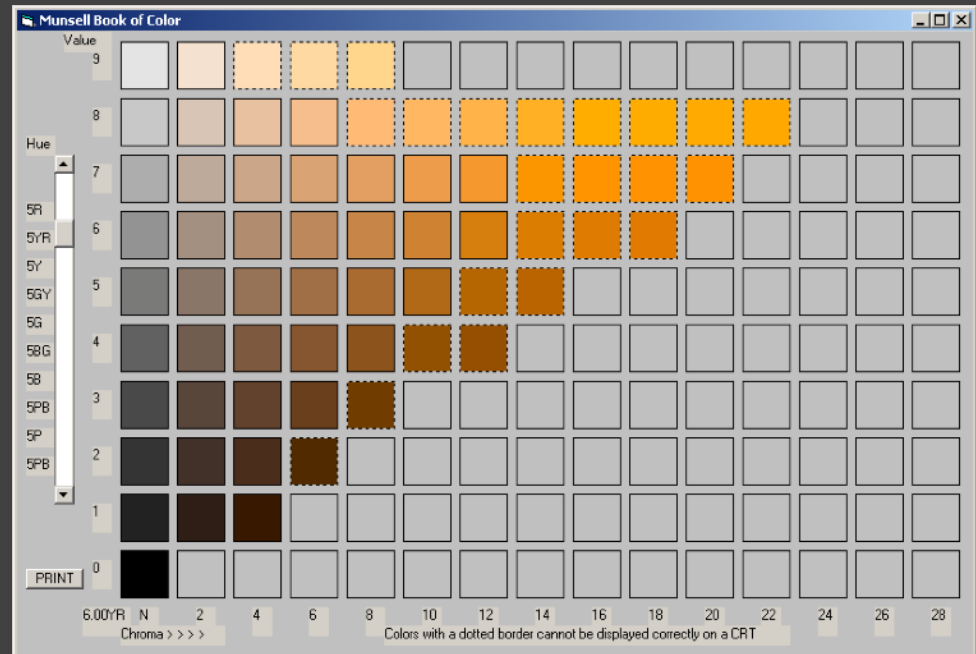
# Munsell Color System

Perceptually-based

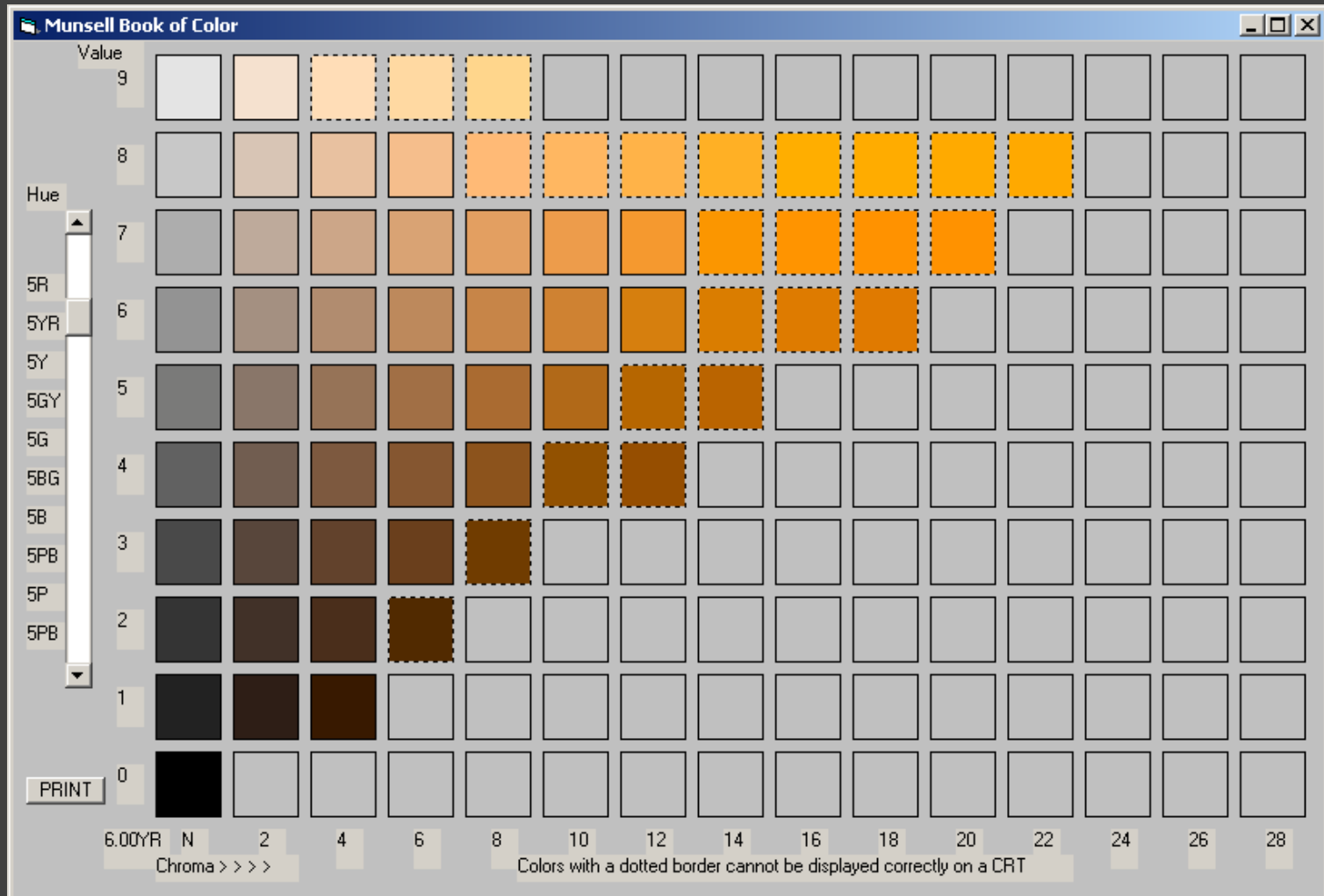
Precisely reference a color

Intuitive dimensions

Look-up table (LUT)

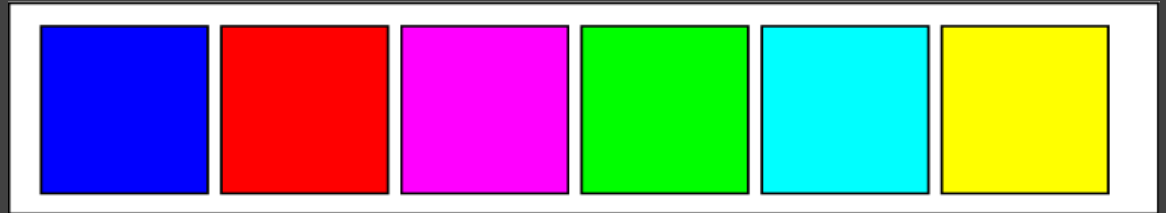


# Munsell Color System



# Perceptual Brightness

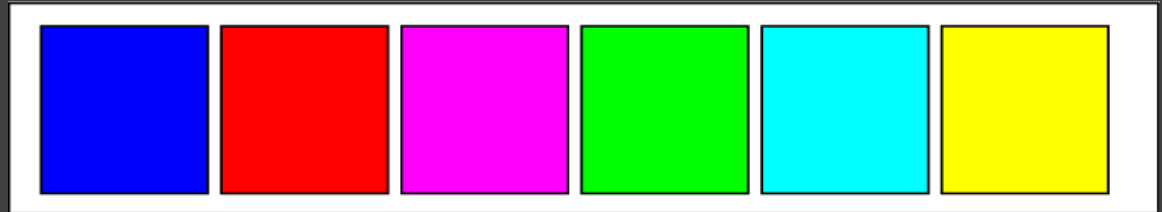
Color palette





# Perceptual Brightness

Color palette

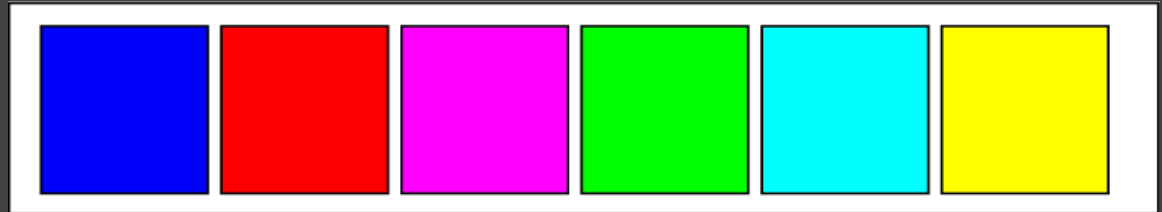


HSL Lightness  
*(Photoshop)*



# Perceptual Brightness

Color palette

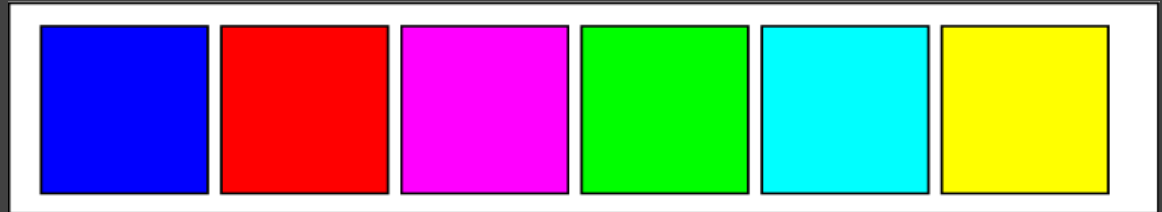


Luminance Y  
(*CIE XYZ*)



# Perceptual Brightness

Color palette

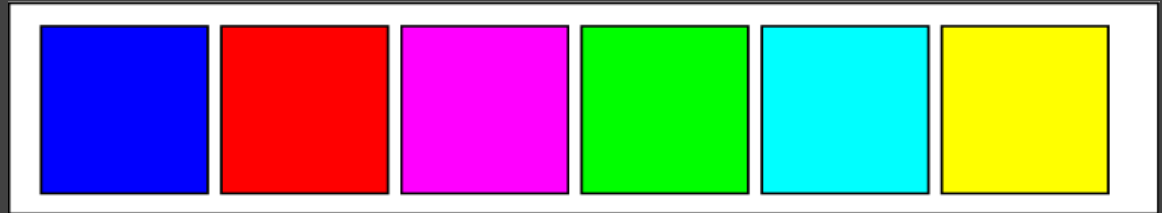


Munsell Value



# Perceptual Brightness

Color palette

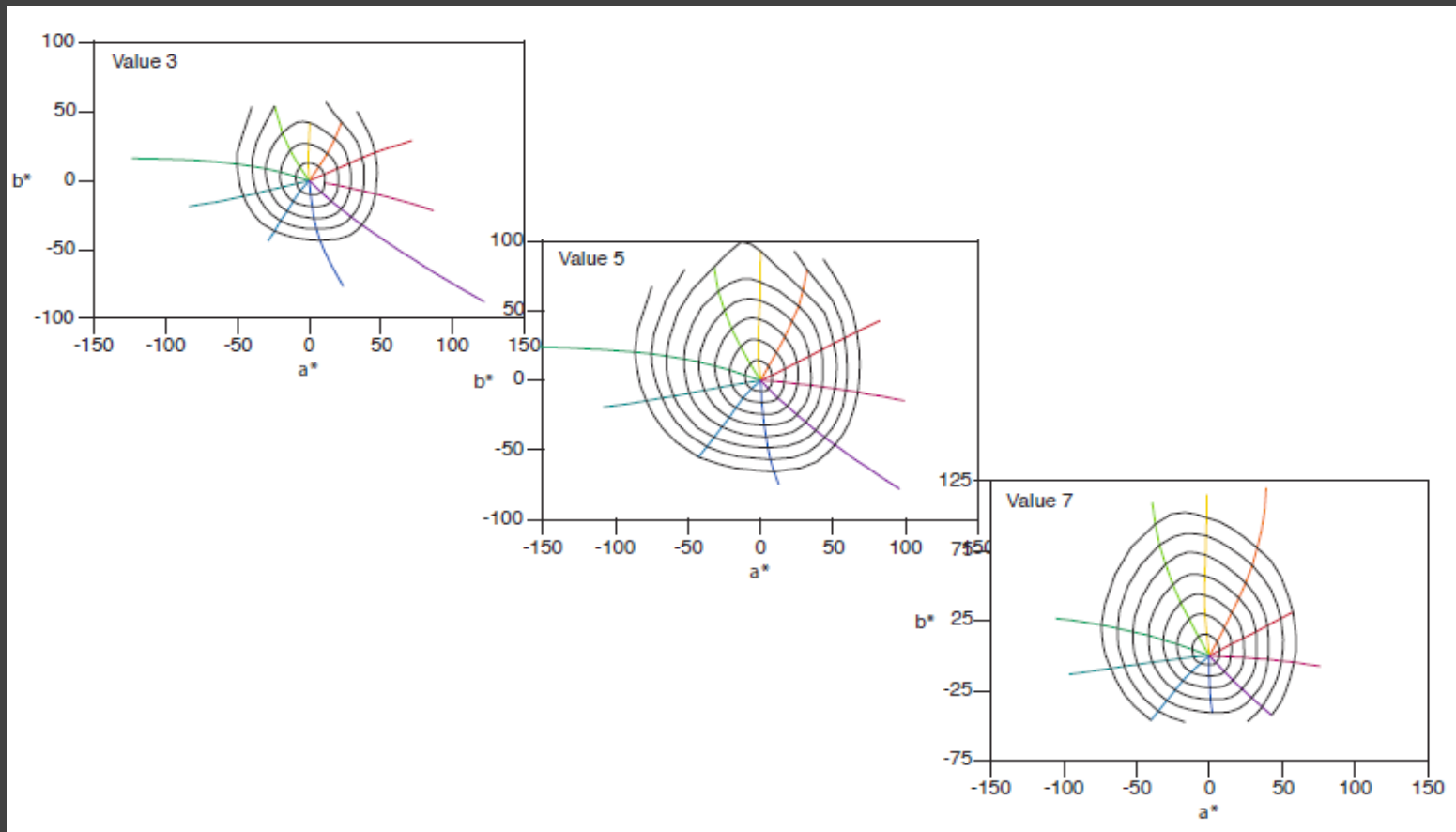


Munsell Value  
 $L^*$  (CIE LAB)

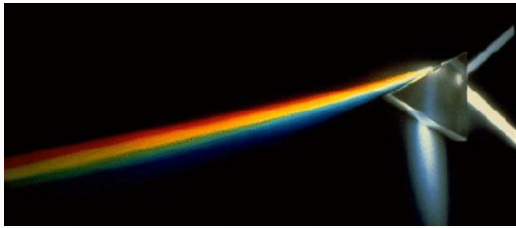


# Perceptually-Uniform Color Space

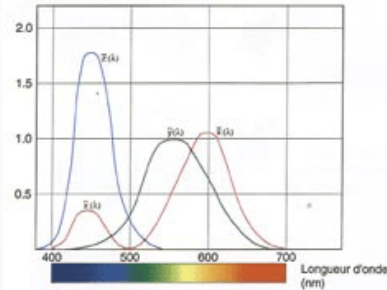
Munsell colors in CIE LAB coordinates



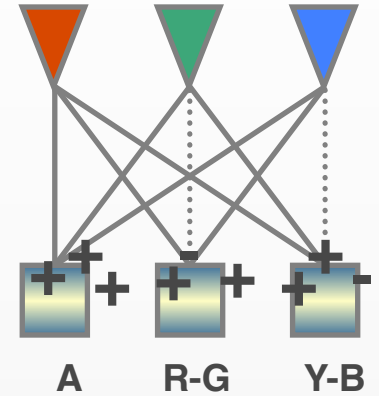
# Perception of Color



Light



Cone Response



Opponent Signals

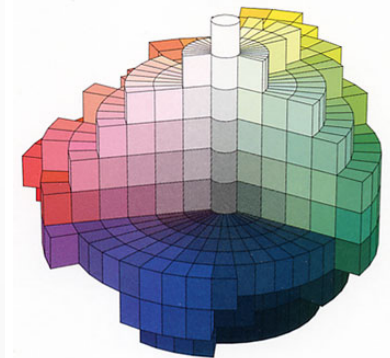
“Yellow”

Color Cognition



Mark D. Fairchild  
COLOR APPEARANCE  
MODELS

Color Appearance



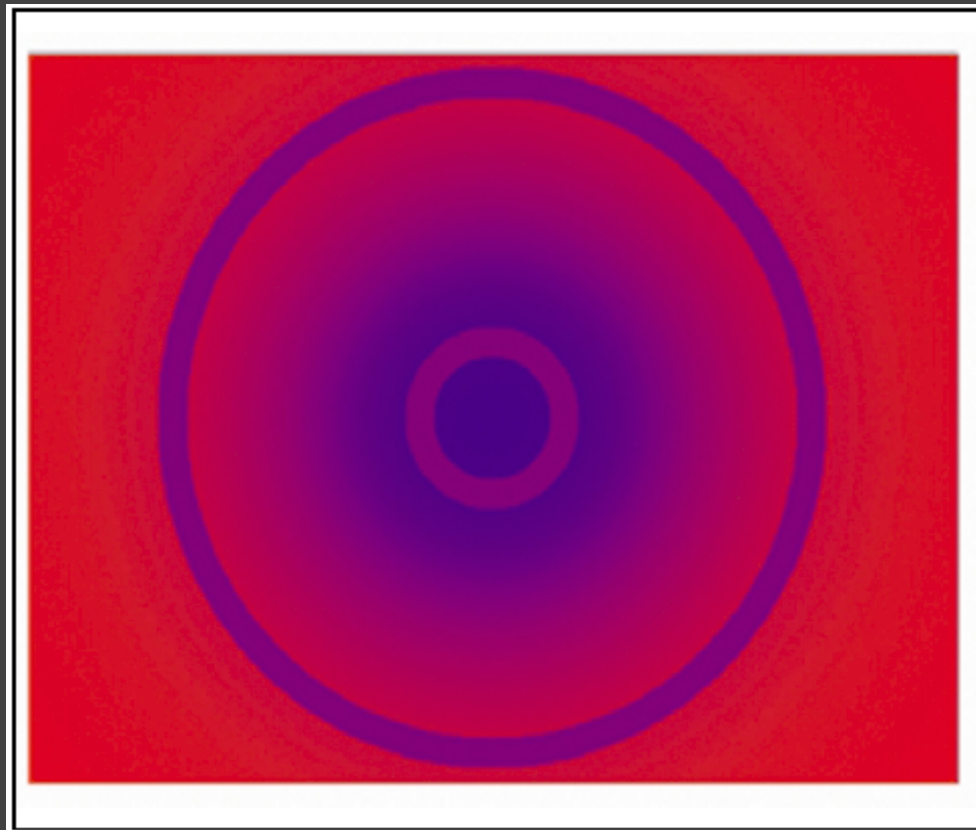
Color Perception

# Color Appearance

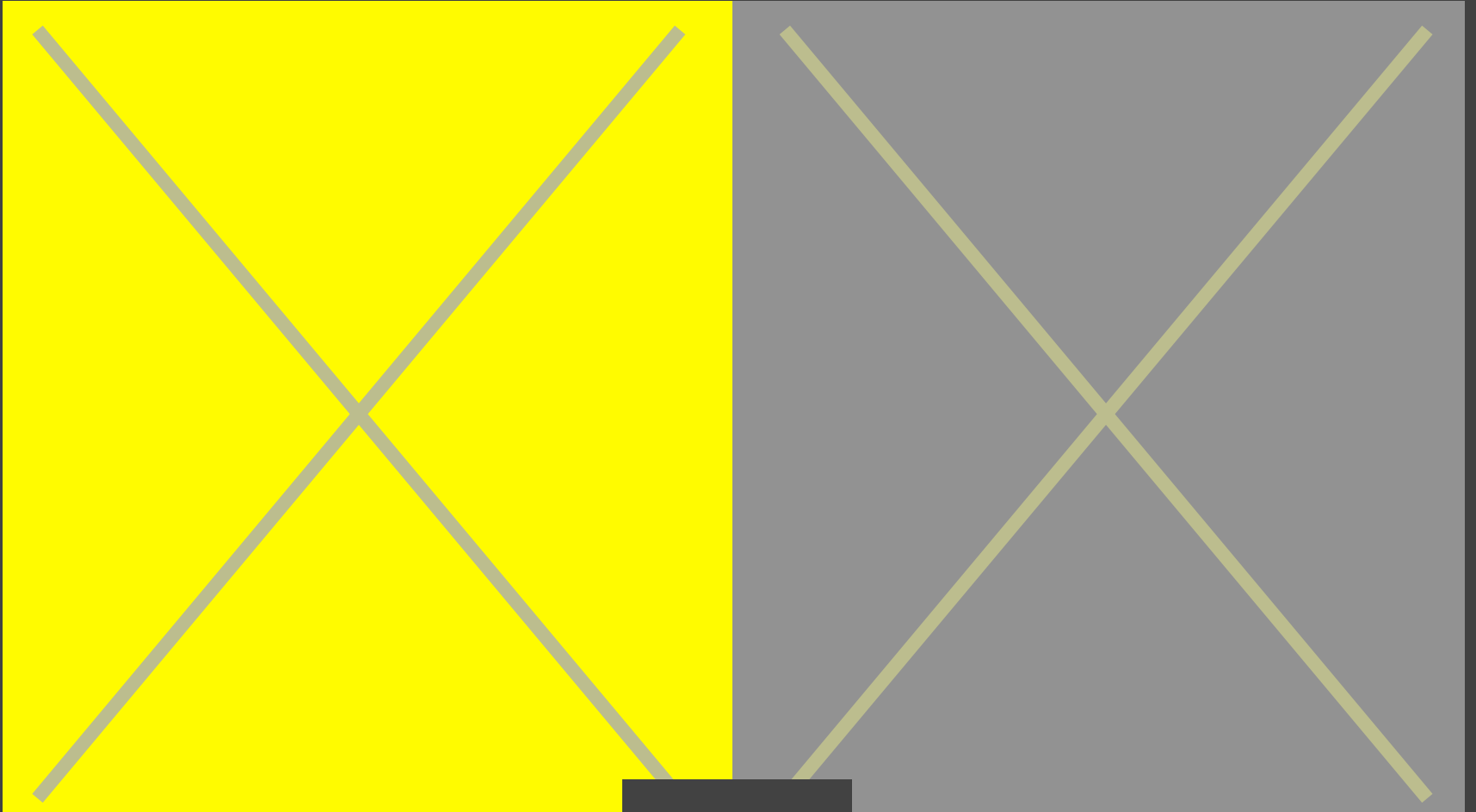
If we have a perceptually-uniform color space,  
can we predict how we perceive colors?

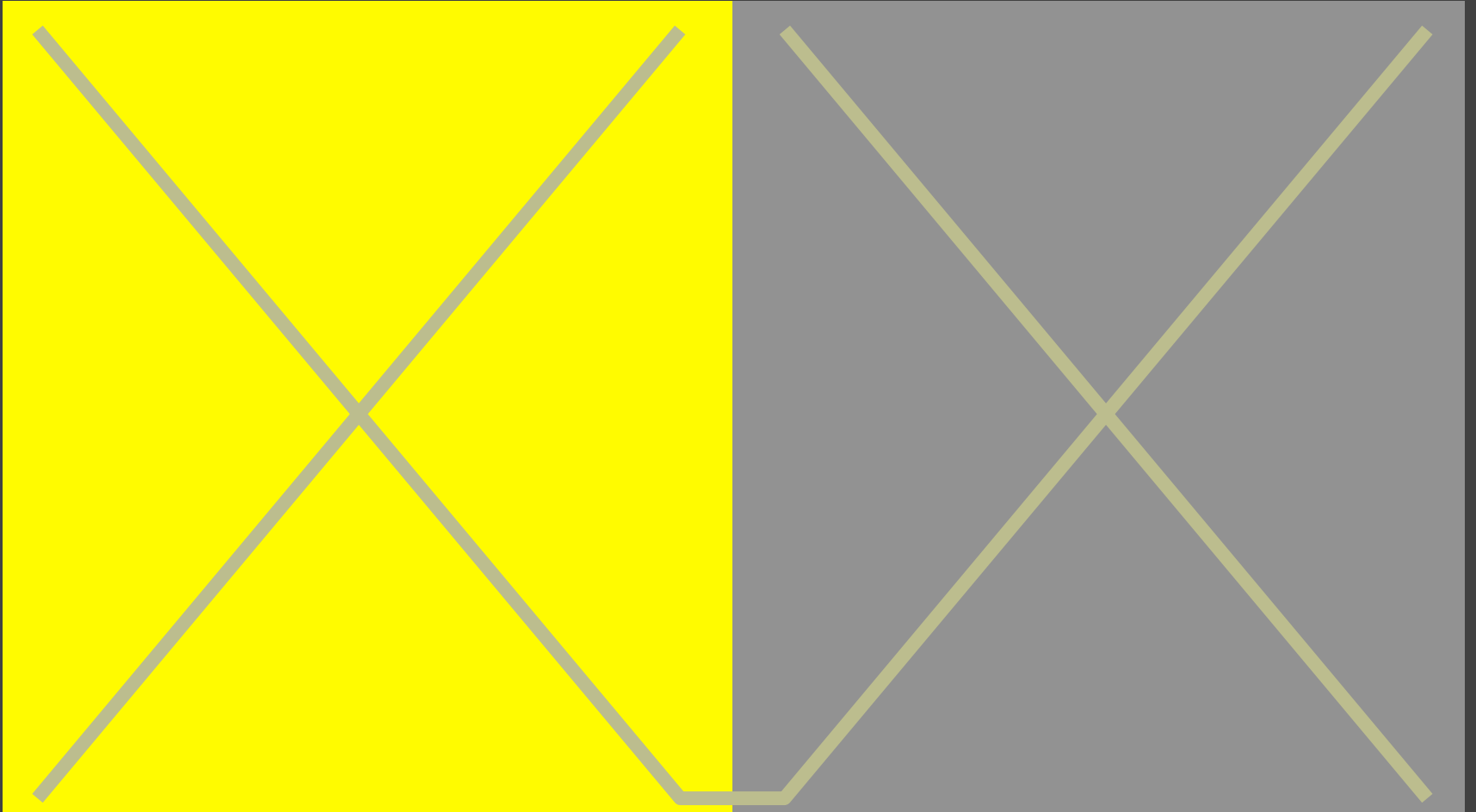
# Simultaneous Contrast

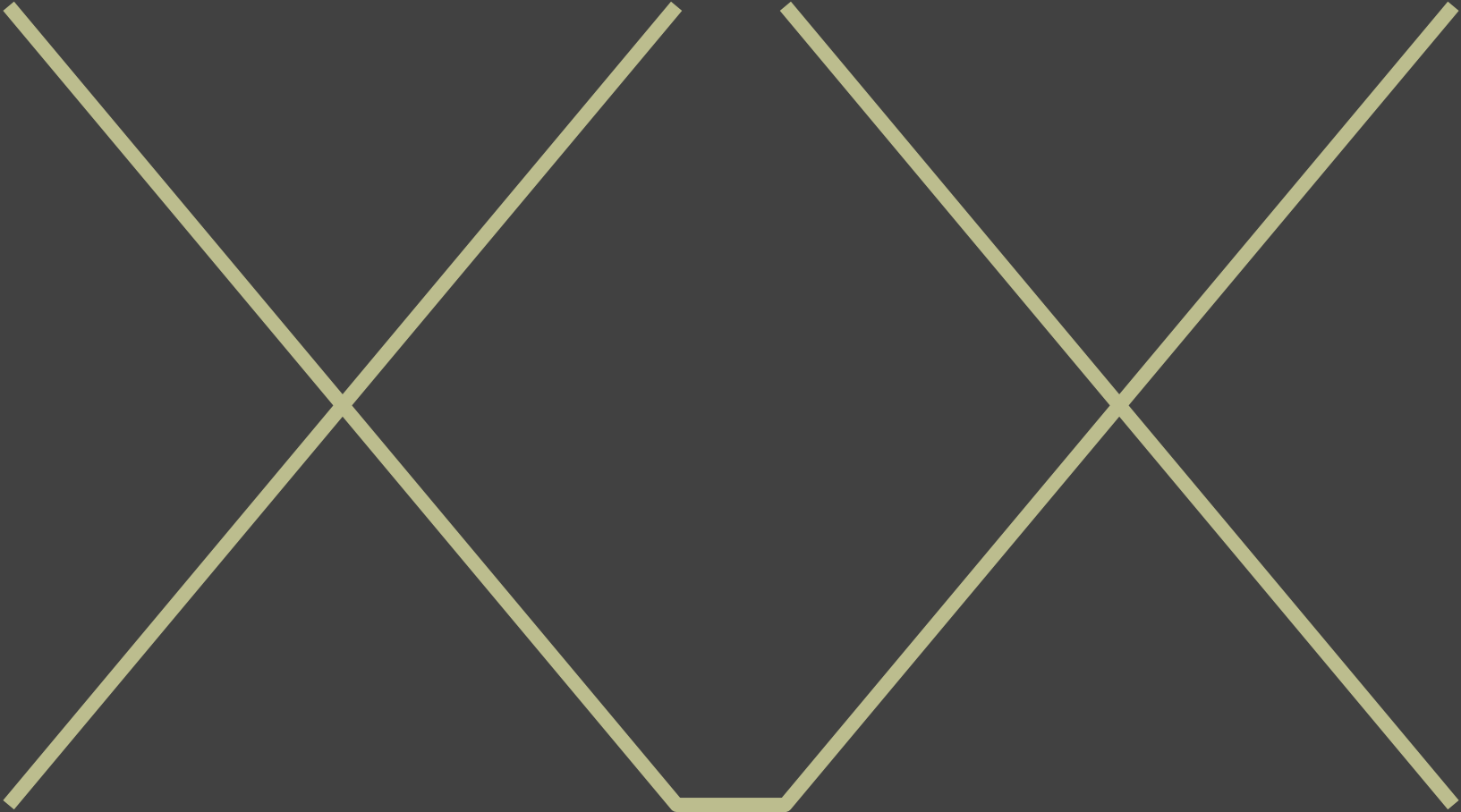
The inner and outer thin rings are in fact the same physical purple.



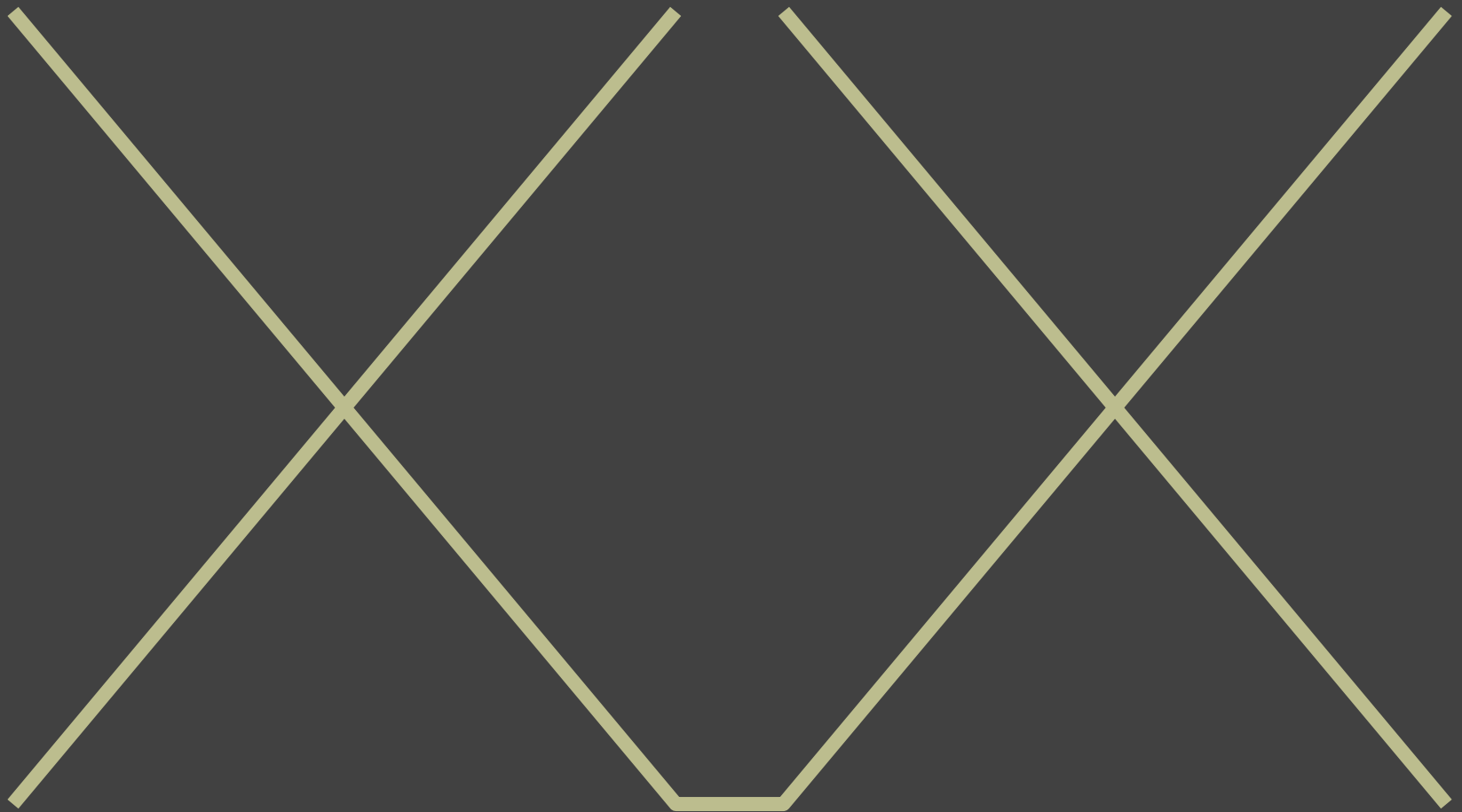






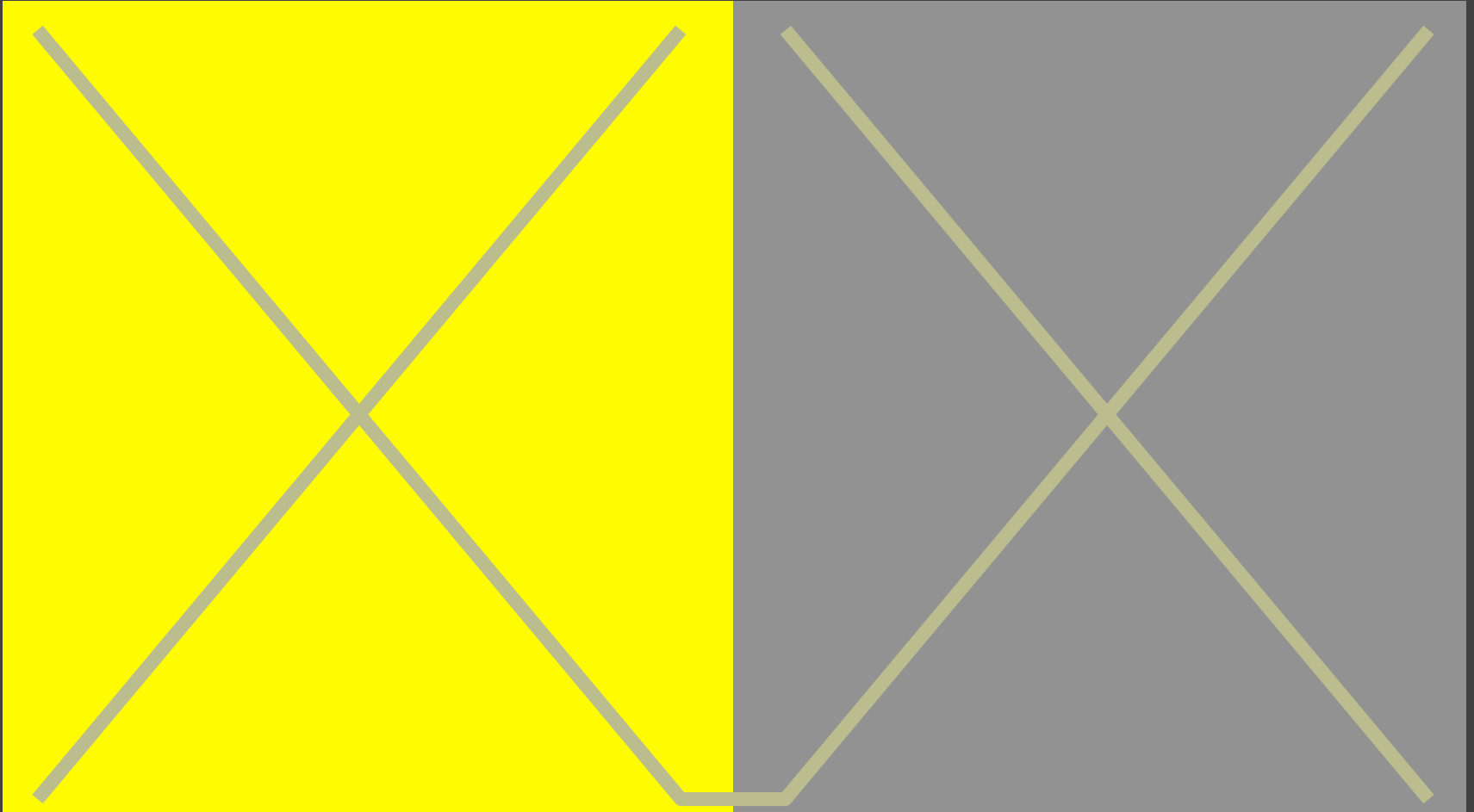


# Simultaneous Contrast



Josef Albers

# Simultaneous Contrast



Josef Albers

# Chromatic Adaptation



# Chromatic Adaptation



# Bezold Effect

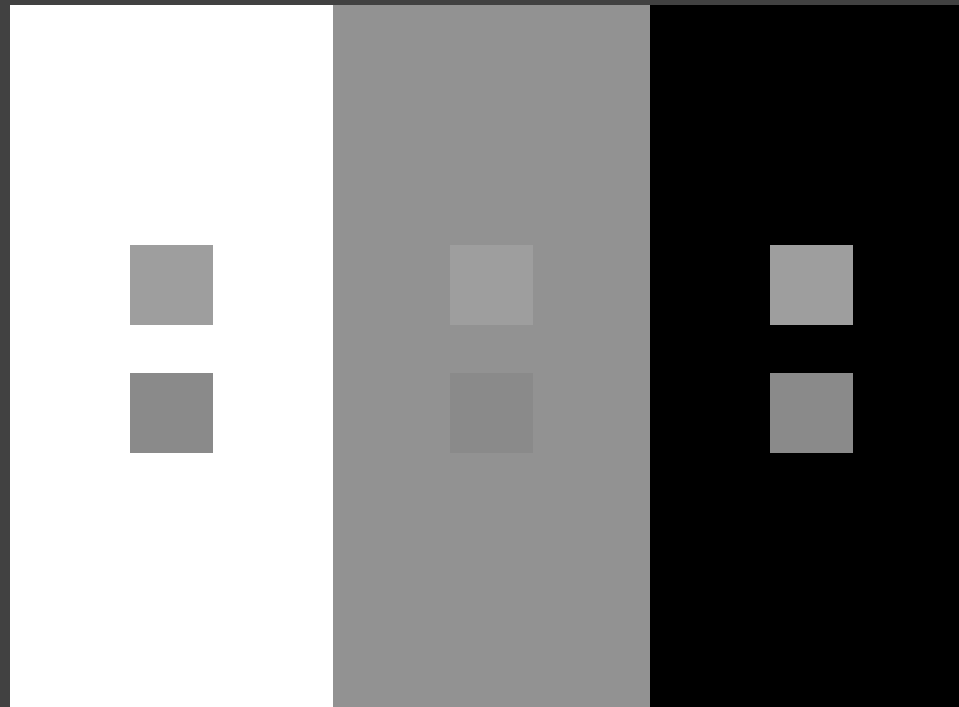
Color appearance depends on adjacent colors





# Crispening

Perceived difference depends on background



*Color Appearance Models, Fairchild*

# Spreading

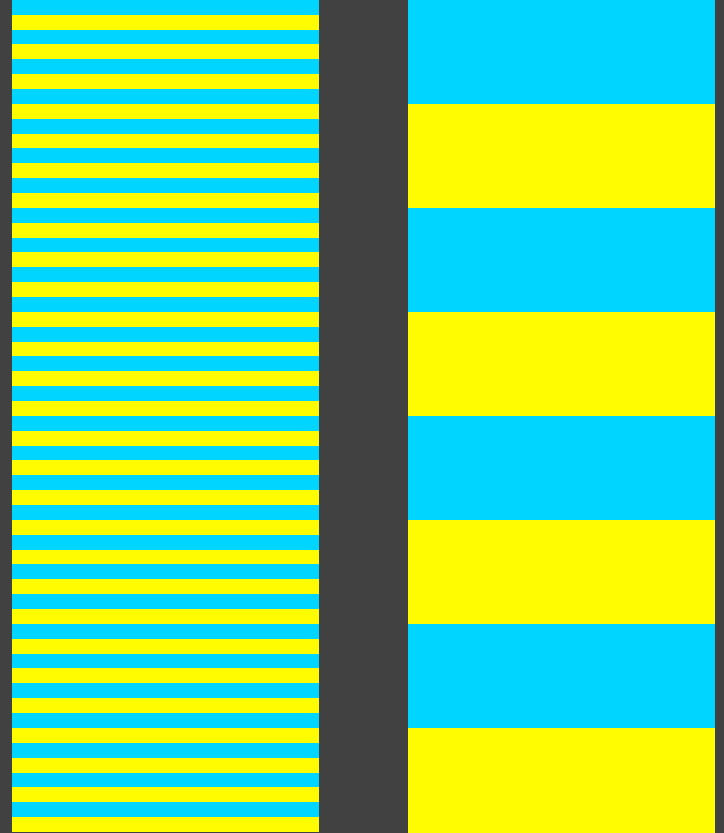
## **Spatial frequency**

The paint chip problem

Small text, lines, glyphs

Image colors

## **Adjacent colors blend**



*Foundations of Vision*, Brian Wandell

# Color Appearance

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

Chromatic adaptation

Luminance adaptation

Simultaneous contrast

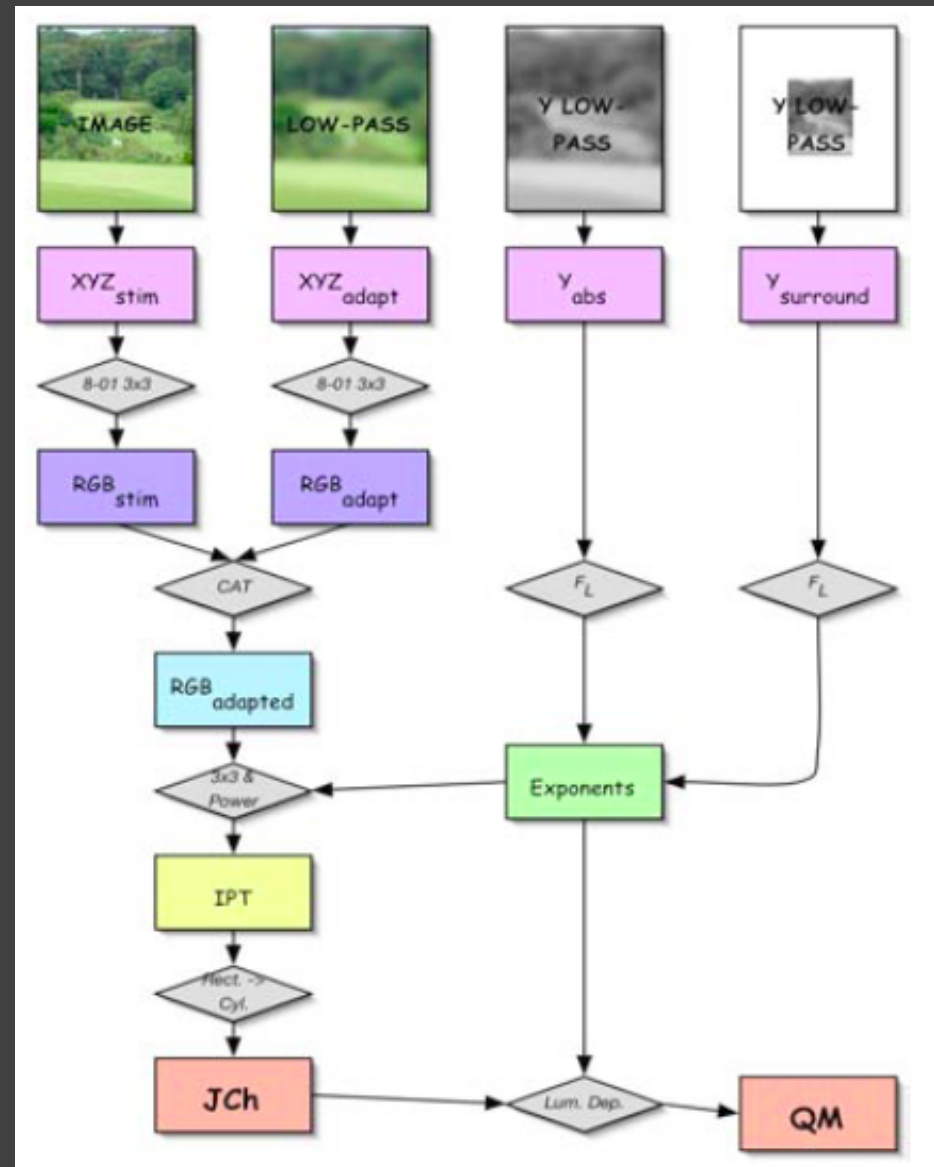
Spatial effects

Viewing angle

# iCAM

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

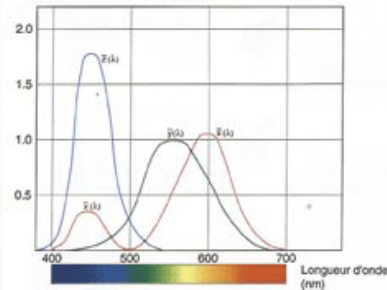
Mark Fairchild



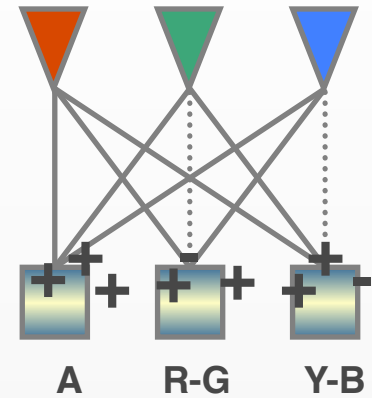
# Perception of Color



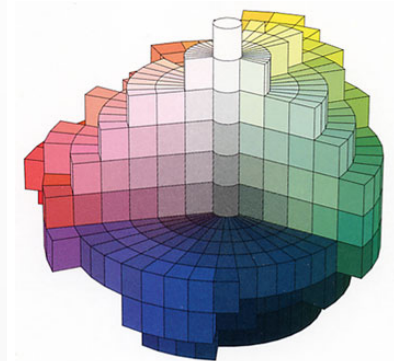
Light



Cone Response



Opponent Signals



Color Perception

“Yellow”

Color Cognition



Mark D. Fairchild  
COLOR APPEARANCE  
MODELS

Color Appearance

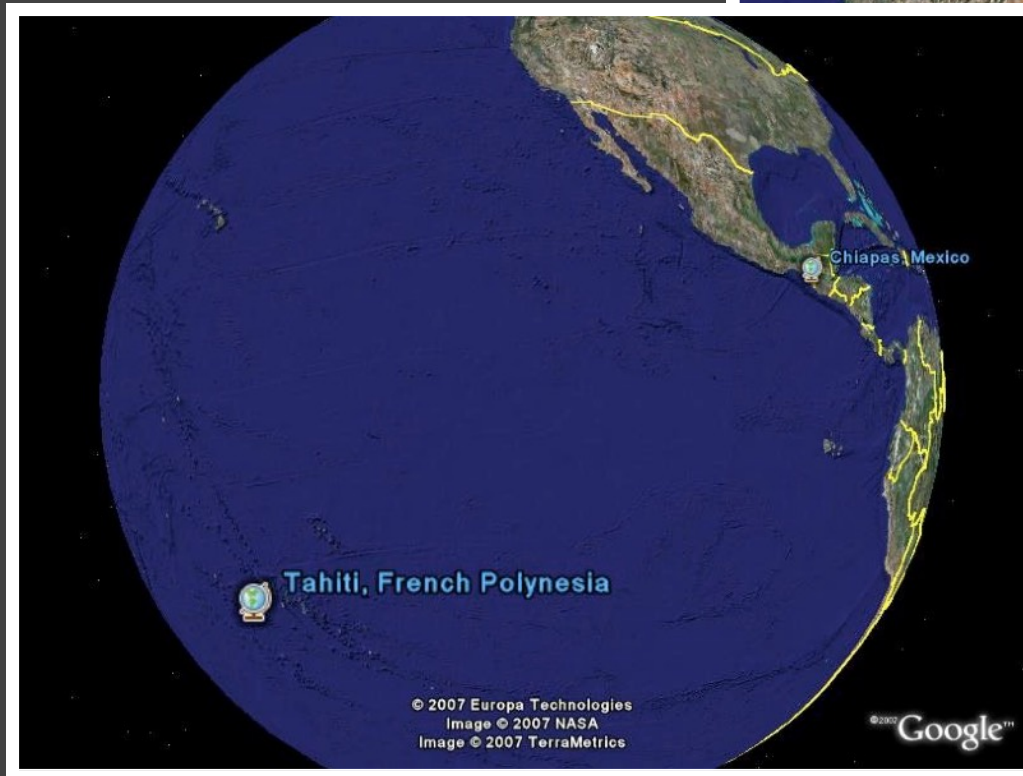
# Basic Color Terms

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.

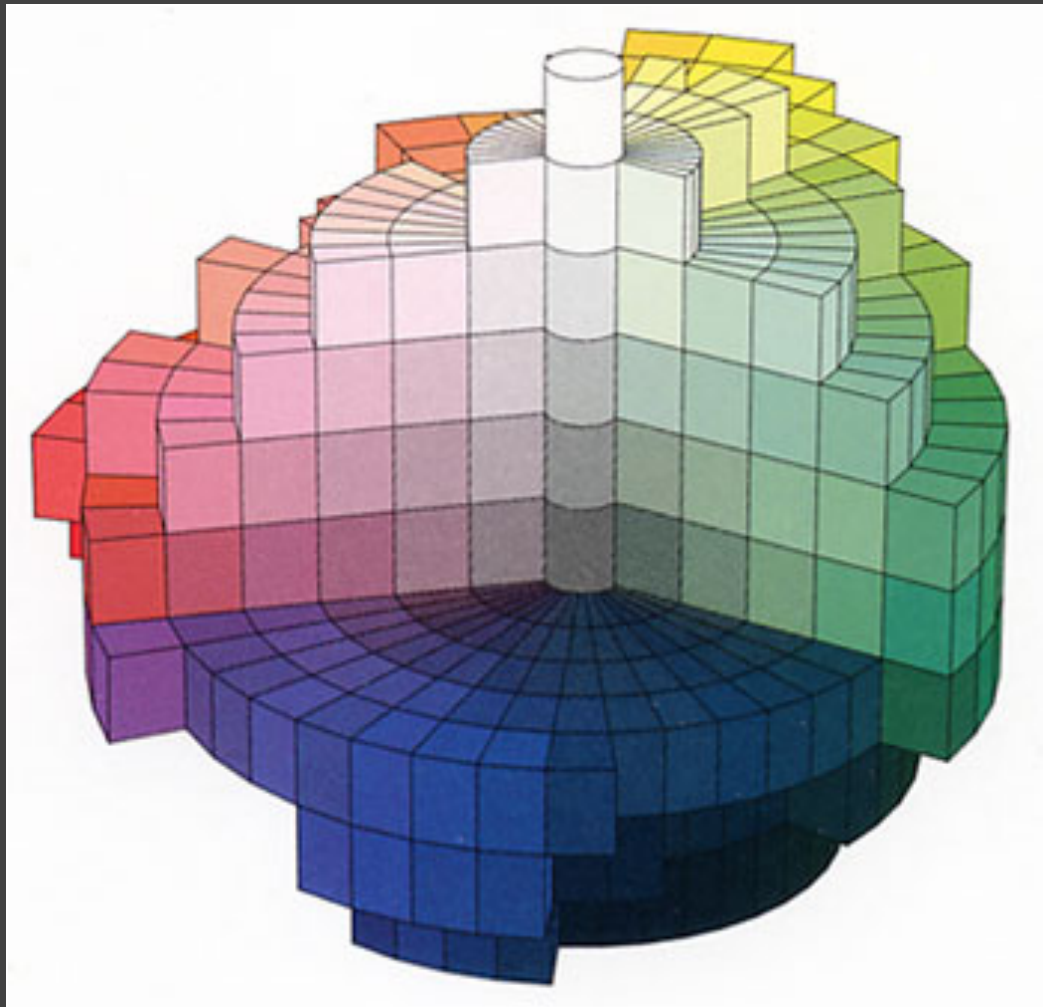
Initial study in 1969

Surveyed speakers from 20 languages

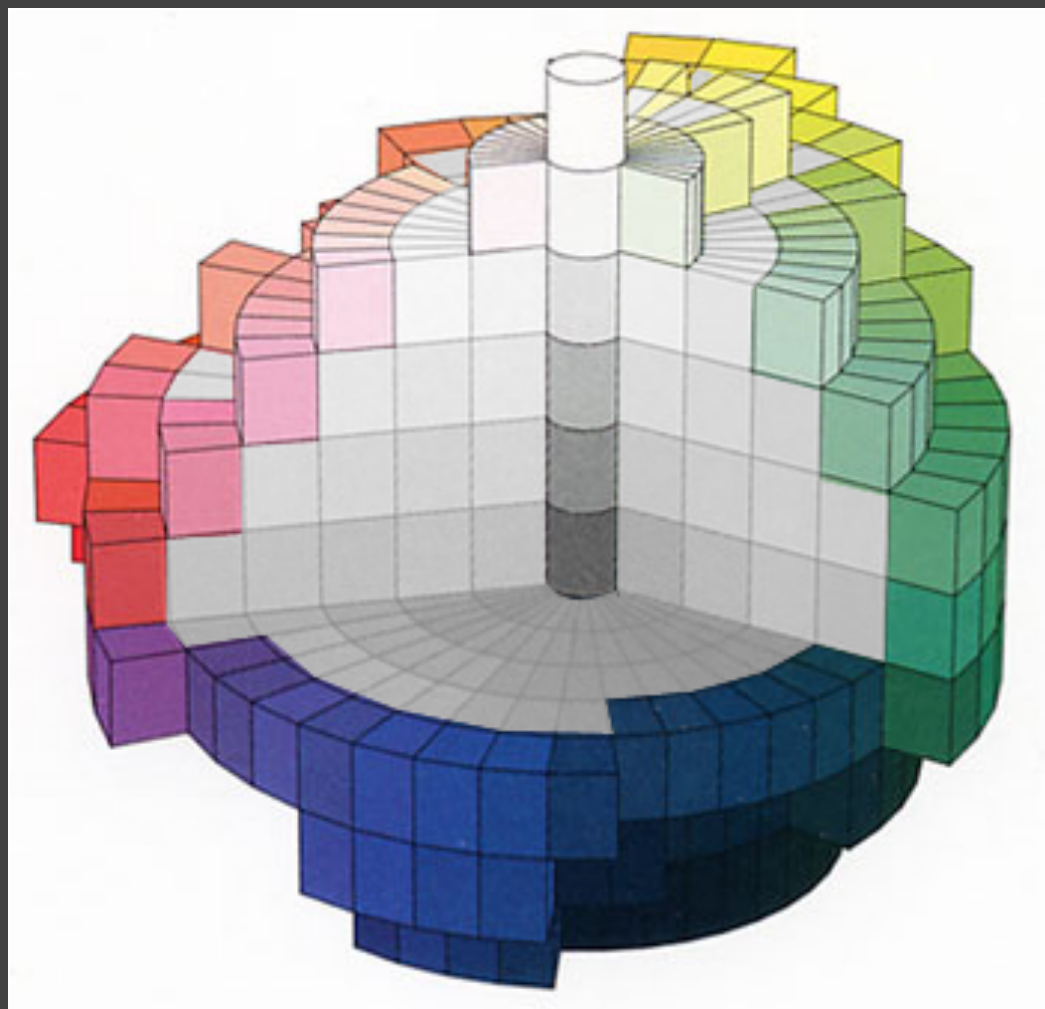
Literature from 69 languages



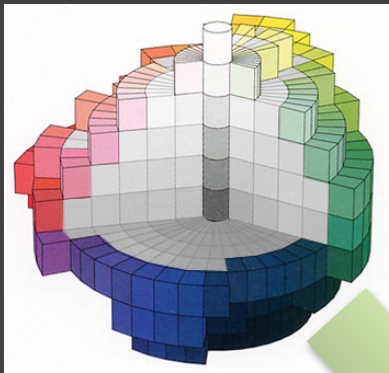
# World Color Survey



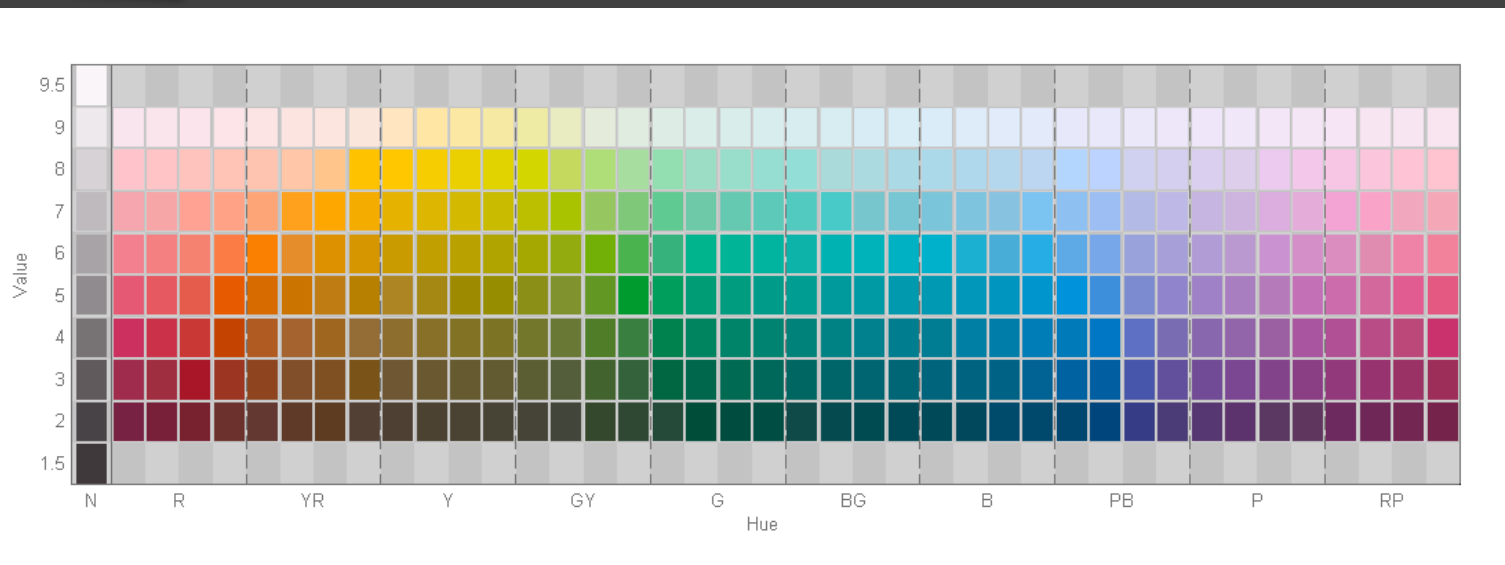
# World Color Survey



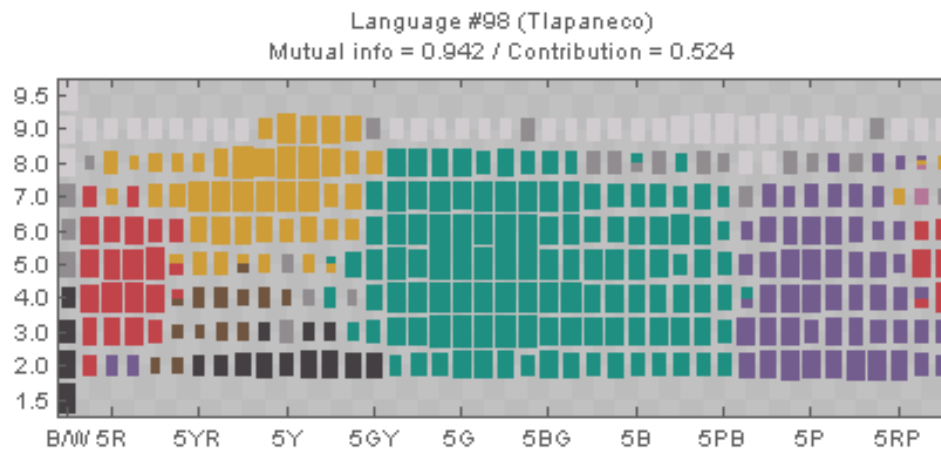
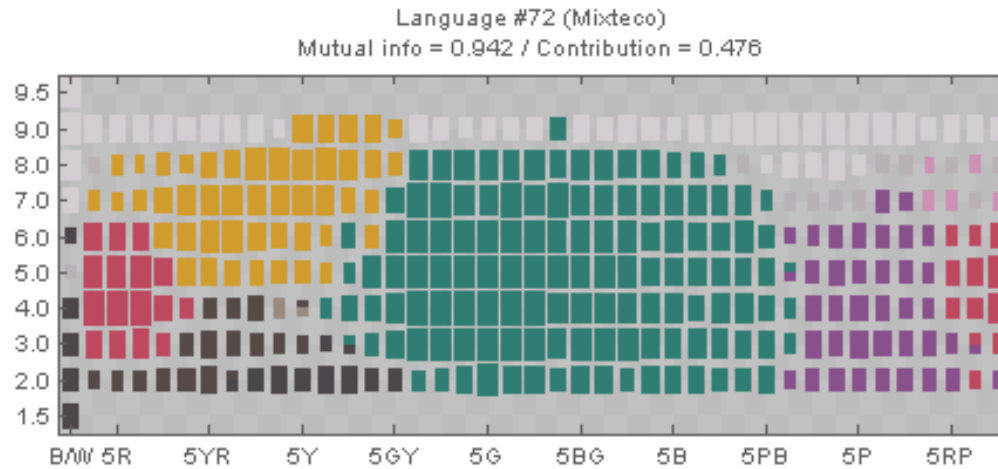
# World Color Survey



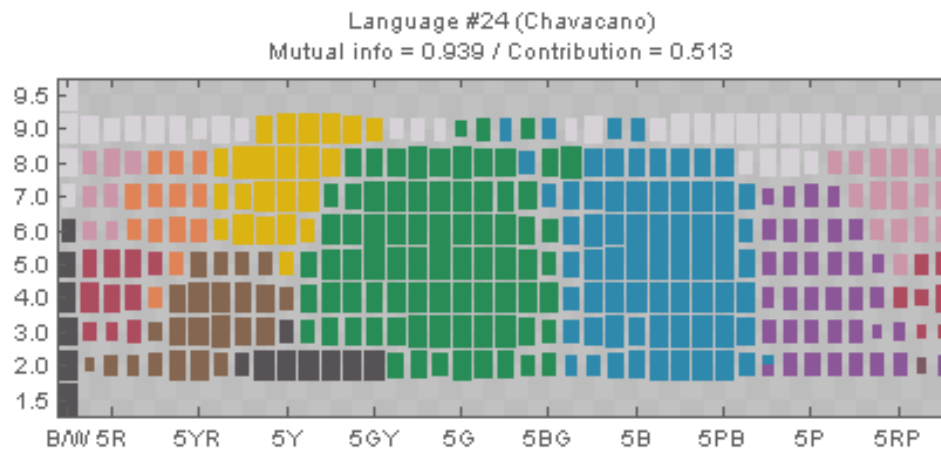
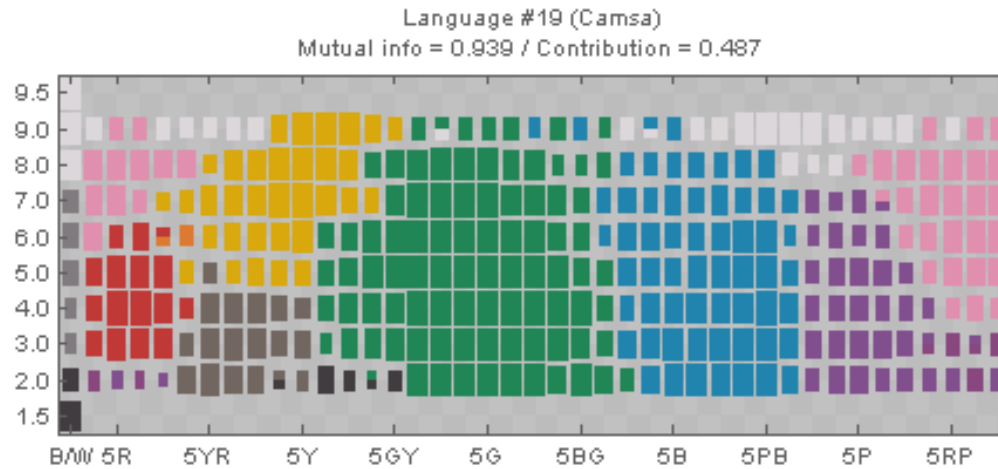
Naming information from 2616 speakers from 110 languages on 330 Munsell color chips



# Results from WCS



# Results from WCS



# Universal (?) Basic Color Terms

Basic color terms recur across languages.

 **White**

 **Red**

 **Pink**

 **Grey**

 **Yellow**

 **Brown**

 **Black**

 **Green**

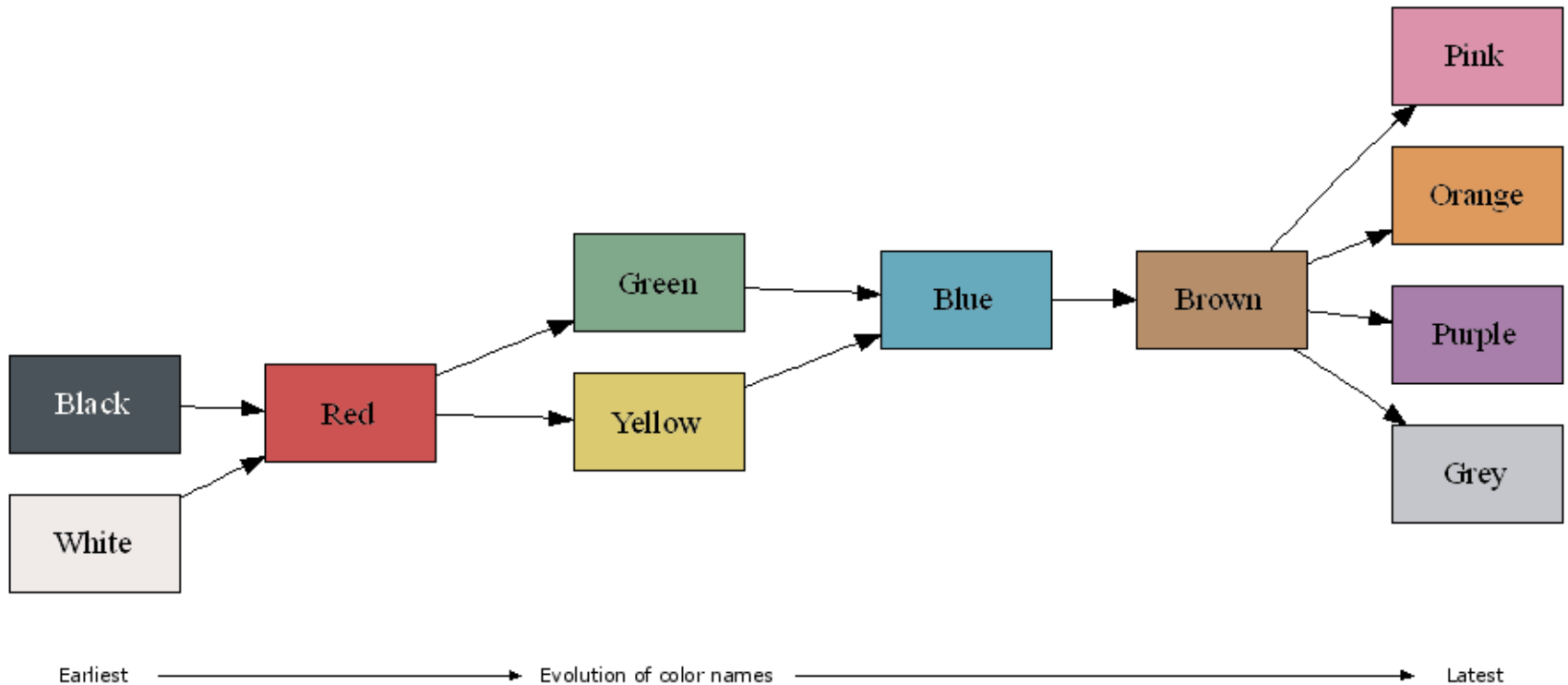
 **Orange**

 **Blue**

 **Purple**

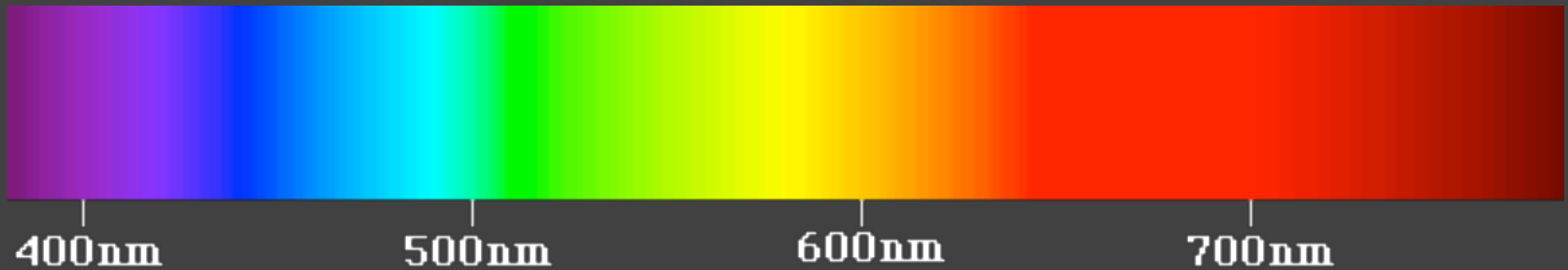
# Evolution of Basic Color Terms

Proposed universal evolution across languages.



# Rainbow Color Map

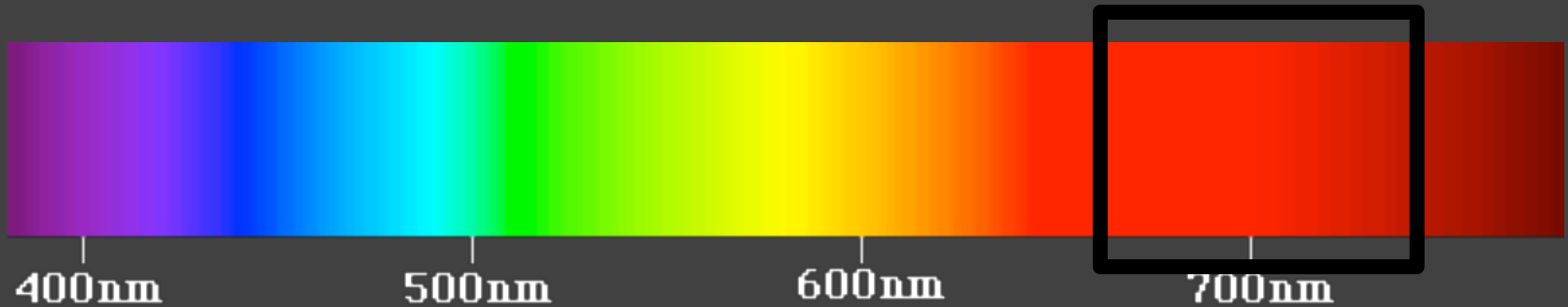
We associate and group colors together, often using the name we assign to the colors.





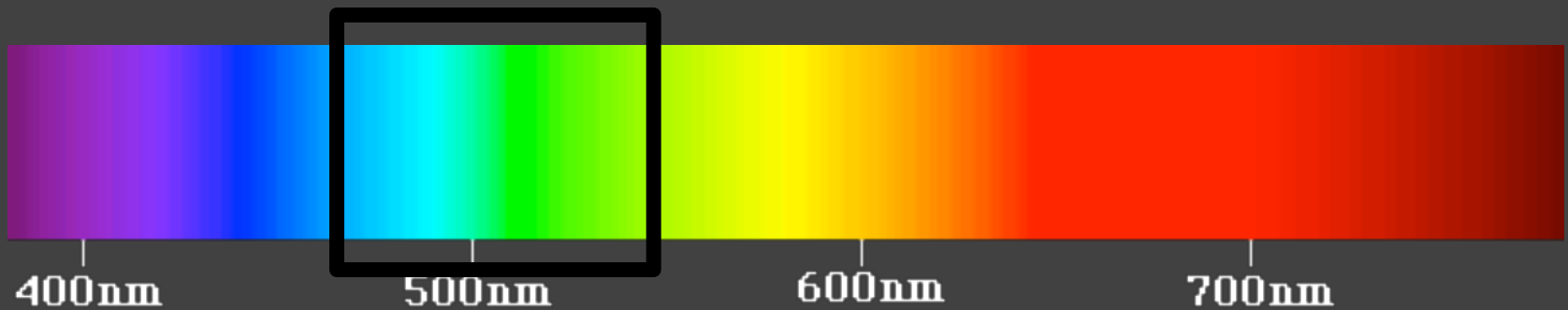
# Rainbow Color Map

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



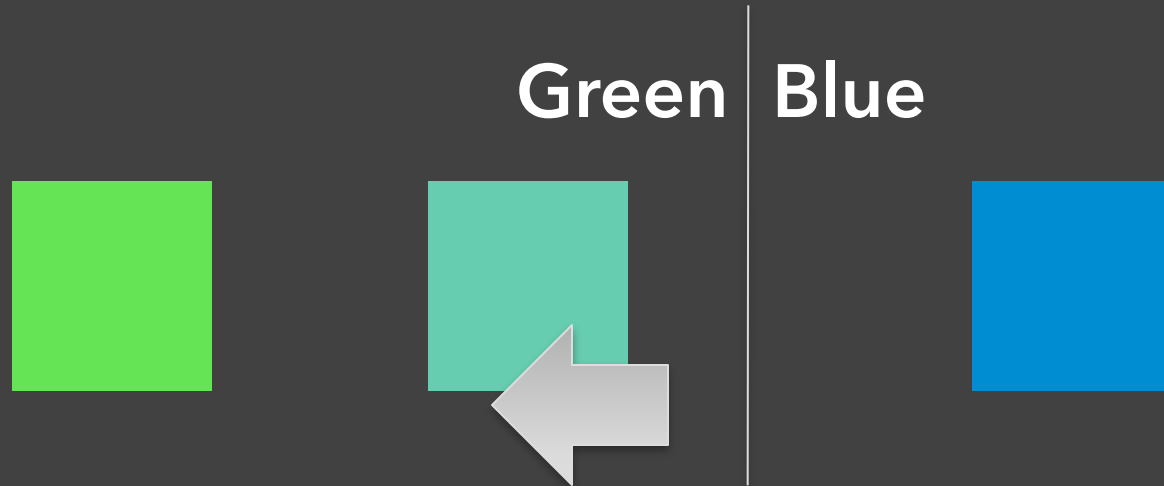
# Rainbow Color Map

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



# Naming Effects Color Perception

Color name boundaries



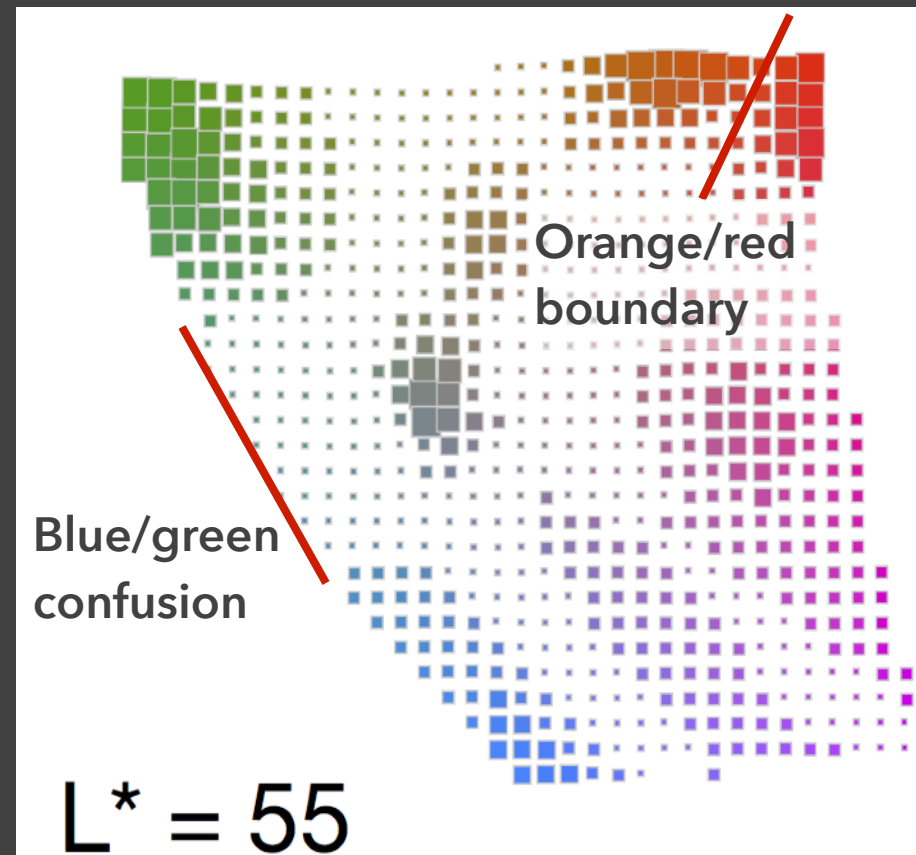
# Color Naming Models [Heer & Stone '12]

Model 3 million responses from XKCD survey

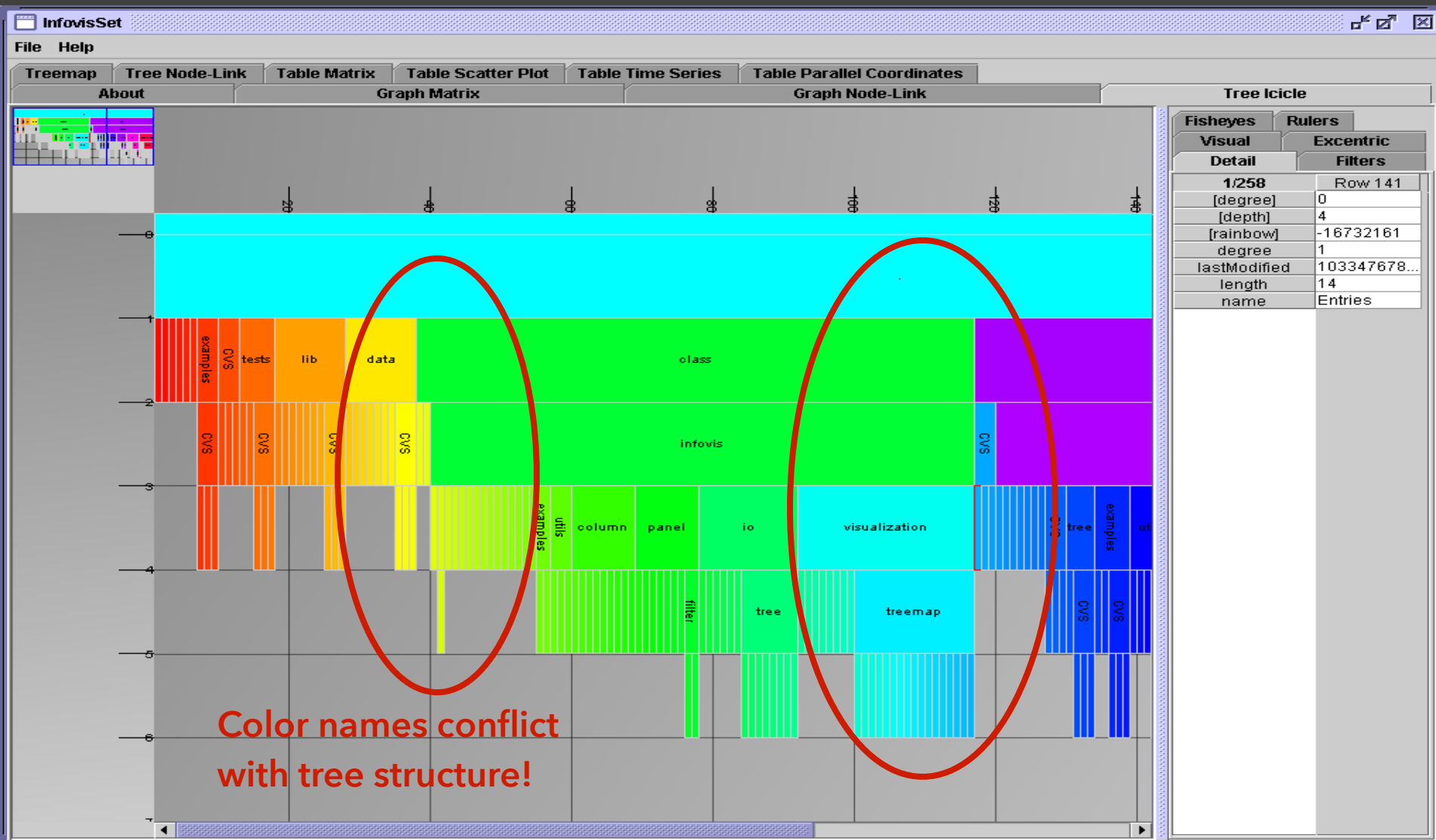
Bins in LAB space  
sized by *saliency*:

How much do people  
agree on color name?

Modeled by entropy  
of  $p(\text{name} \mid \text{color})$



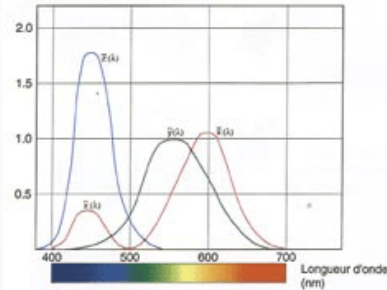
# Icicle Tree with Rainbow Coloring



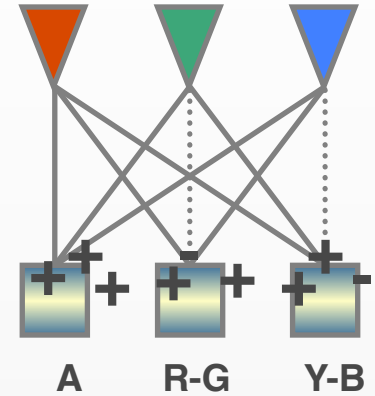
# Perception of Color



Light



Cone Response



Opponent Signals

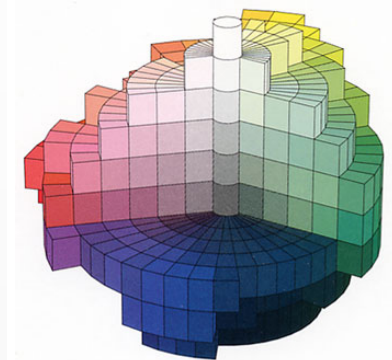
“Yellow”

Color Cognition



Mark D. Fairchild  
COLOR APPEARANCE  
MODELS

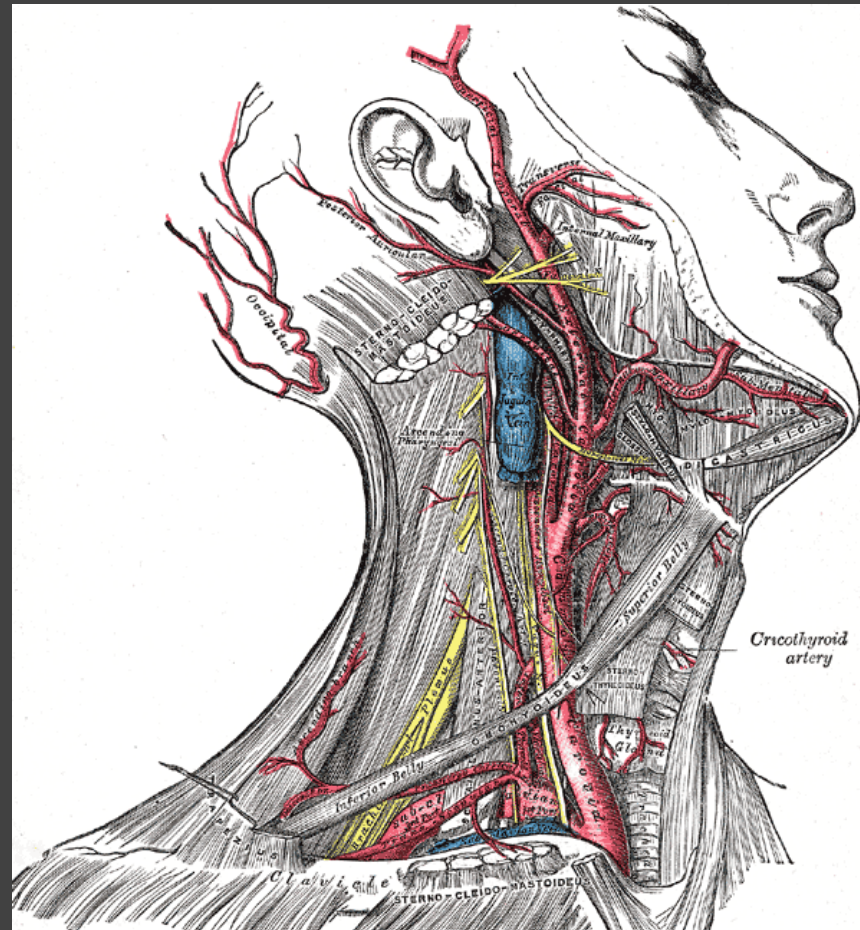
Color Appearance



Color Perception

# 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

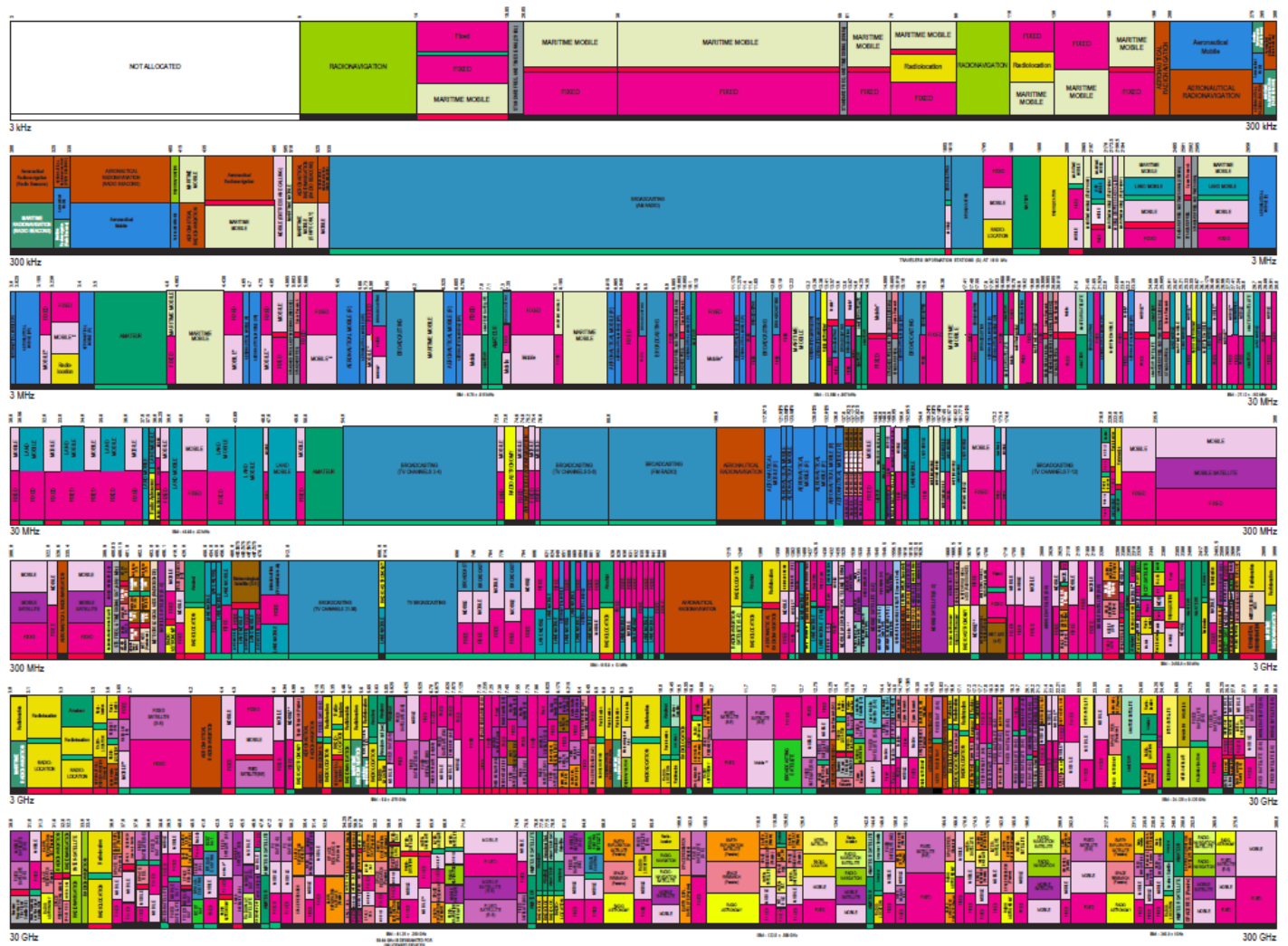
## UNITED STATES FREQUENCY ALLOCATIONS THE RADIO SPECTRUM

### RADIO SERVICES COLOR LEGEND


### ACTIVITY CODE


### ALLOCATION USAGE DESIGNATION

SERVICE	EXAMPLE	DESCRIPTION
Primary	F1ED	Capital Letters
Secondary	F1ED	Capital Letters



# Alloc

# UNITED STATES FREQUENCY ALLOCATION THE RADIO SPECTRUM

## RADIO SERVICES COLOR LEGEND

AERONAUTICAL MOBILE	INTER-SATELLITE	RADIO ASTRONOMY
AERONAUTICAL MOBILE SATELLITE	LAND MOBILE	RADIO DETERMINATION 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

GOVERNMENT EXCLUSIVE	GOVERNMENT-GOVERNMENT SHARED
NON-GOVERNMENT EXCLUSIVE	

### ALLOCATION USAGE DESIGNATION

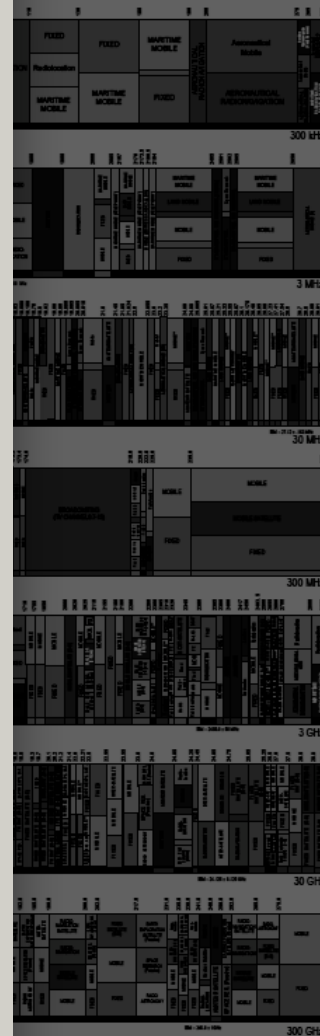
SERVICE	EXAMPLE	DESCRIPTION
Primary	FIXED	Capital Letters
Secondary	MOBILE	Capital Letters

## RADIO SERVICES COLOR LEGEND

AERONAUTICAL MOBILE	INTER-SATELLITE	RADIO ASTRONOMY
AERONAUTICAL MOBILE SATELLITE	LAND MOBILE	RADIO DETERMINATION 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

# rum




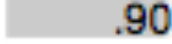
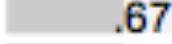





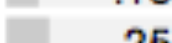

# Palette Design & Color Names

Minimize overlap and ambiguity of colors.

Color Name Distance

<b>0.00</b>	1.00	1.00	1.00	0.98	1.00	1.00	1.00	1.00	1.00	<b>0.20</b>
1.00	<b>0.00</b>	1.00	0.97	1.00	1.00	1.00	1.00	0.96	1.00	
1.00	1.00	<b>0.00</b>	1.00	1.00	1.00	1.00	1.00	0.90	0.99	
1.00	0.97	1.00	<b>0.00</b>	1.00	0.95	0.99	1.00	1.00	1.00	
0.98	1.00	1.00	1.00	<b>0.00</b>	0.96	0.91	0.97	1.00	0.99	
1.00	1.00	1.00	0.95	0.96	<b>0.00</b>	0.97	0.93	0.98	1.00	
1.00	1.00	1.00	0.99	0.91	0.97	<b>0.00</b>	1.00	1.00	1.00	
1.00	1.00	1.00	1.00	0.97	0.93	1.00	<b>0.00</b>	1.00	1.00	
1.00	0.96	0.90	1.00	1.00	0.98	1.00	1.00	<b>0.00</b>	1.00	
<b>0.20</b>	1.00	0.99	1.00	0.99	1.00	1.00	1.00	1.00	<b>0.00</b>	

Saliency

 .47
 .90
 .67
 .66
 .47
 .37
 .58
 .67
 .18
 .25

Name

<b>blue</b> 62.9%
<b>orange</b> 93.9%
<b>green</b> 79.8%
<b>red</b> 80.4%
<b>purple</b> 51.4%
<b>brown</b> 54.0%
<b>pink</b> 71.7%
<b>grey</b> 79.4%
<b>yellow</b> 31.2%
<b>blue</b> 25.4%

Tableau-10

Average 0.97

.52

# Palette Design & Color Names

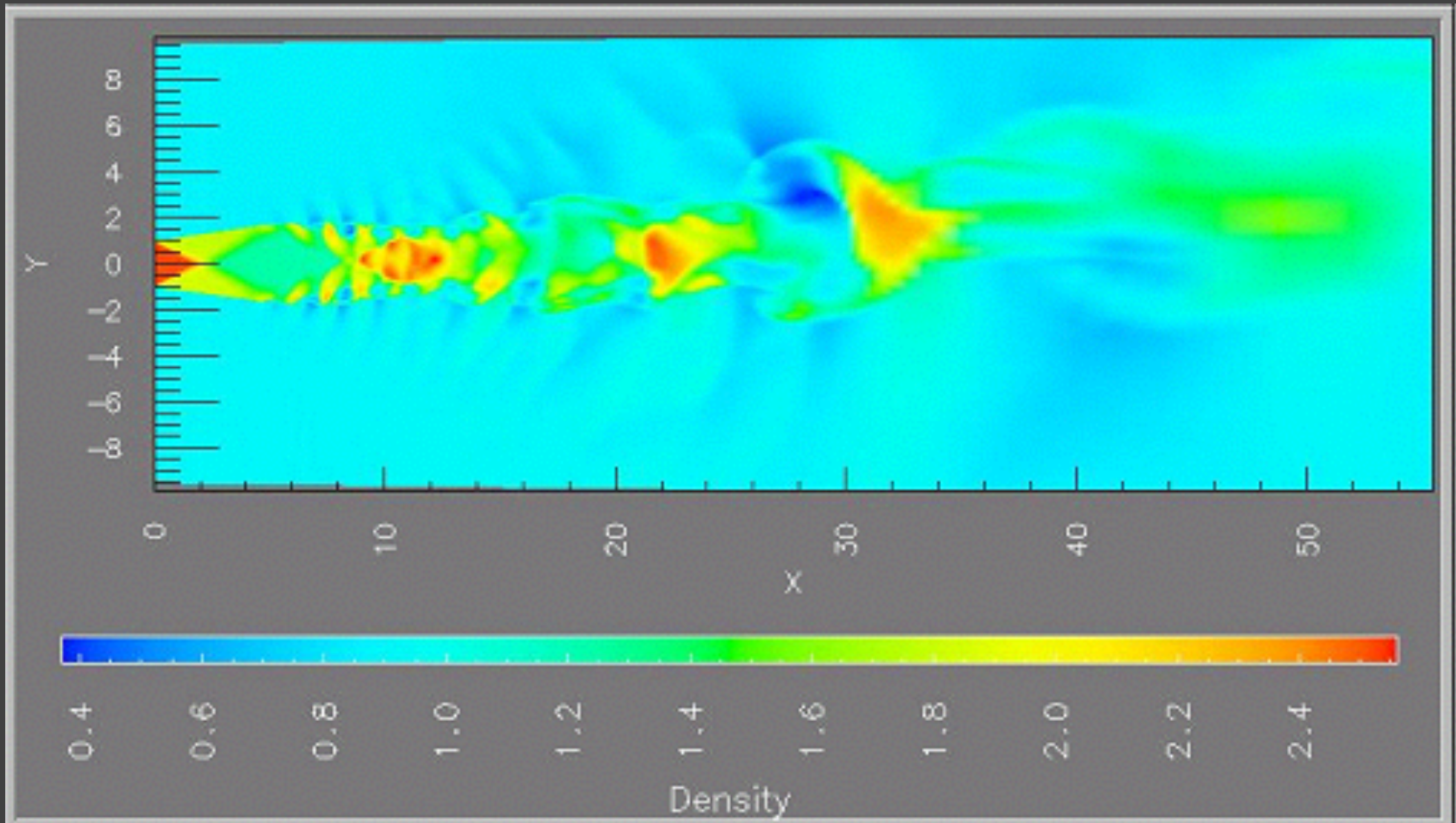
Minimize overlap and ambiguity of colors.

Color Name Distance

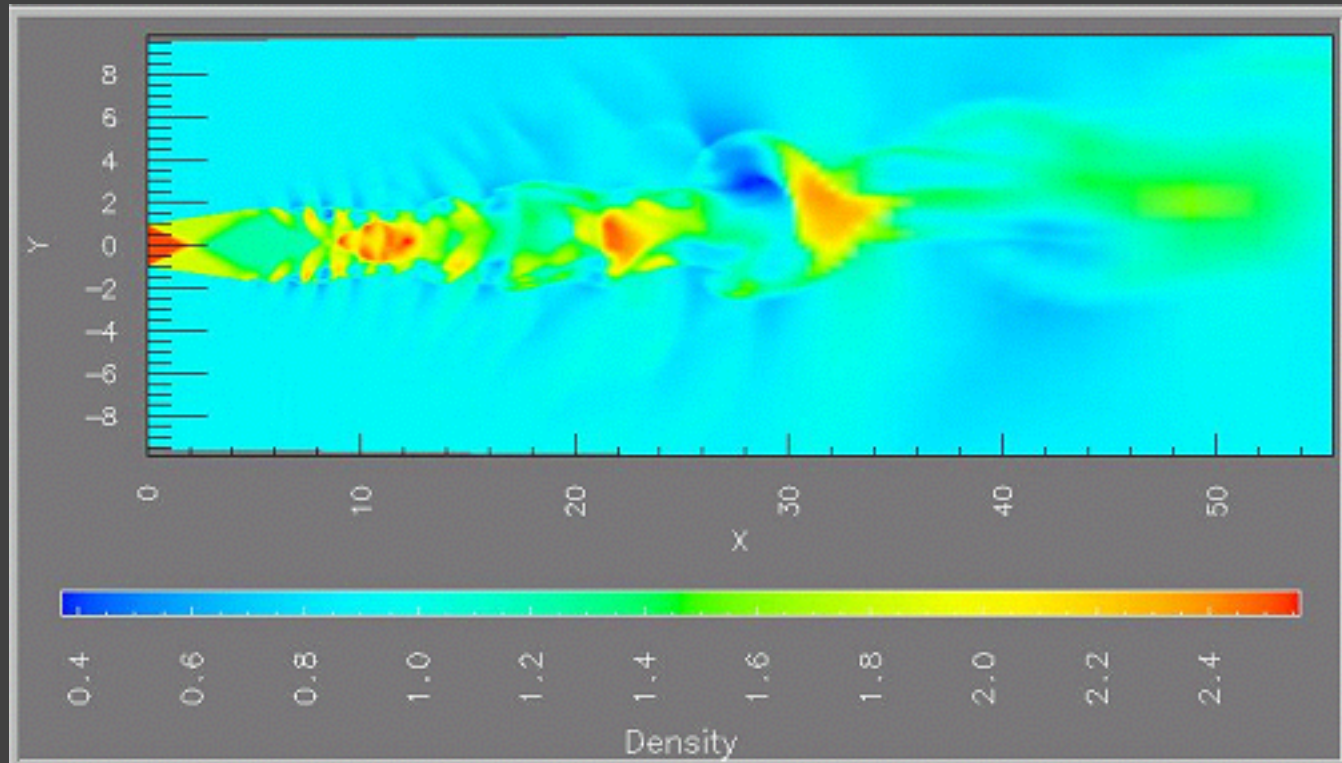
Color Name Distance										Saliency	Name	
<b>0.00</b>	1.00	1.00	0.89	<b>0.07</b>	1.00	<b>0.35</b>	0.99	1.00	0.89		<b>blue</b> 50.5%	
1.00	<b>0.00</b>	0.99	1.00	1.00	0.92	1.00	<b>0.84</b>	0.98	0.99		<b>red</b> 27.8%	
1.00	0.99	<b>0.00</b>	1.00	0.98	1.00	1.00	1.00	<b>0.17</b>	1.00		<b>green</b> 36.8%	
0.89	1.00	1.00	<b>0.00</b>	0.98	1.00	<b>0.71</b>	0.93	1.00	<b>0.32</b>		<b>purple</b> 67.3%	
<b>0.07</b>	1.00	0.98	0.98	<b>0.00</b>	1.00	<b>0.36</b>	1.00	0.97	0.95		<b>blue</b> 36.6%	
1.00	0.92	1.00	1.00	1.00	<b>0.00</b>	1.00	0.97	0.99	1.00		<b>orange</b> 51.9%	
<b>0.35</b>	1.00	1.00	<b>0.71</b>	<b>0.36</b>	1.00	<b>0.00</b>	0.95	0.92	<b>0.42</b>		<b>blue</b> 15.7%	
0.99	<b>0.84</b>	1.00	0.93	1.00	0.97	0.95	<b>0.00</b>	0.98	<b>0.85</b>		<b>pink</b> 29.4%	
1.00	0.98	<b>0.17</b>	1.00	0.97	0.99	0.92	0.98	<b>0.00</b>	0.97		<b>green</b> 21.7%	
0.89	0.99	1.00	<b>0.32</b>	0.95	1.00	0.42	0.85	0.97	<b>0.00</b>		<b>purple</b> 23.9%	
<b>Excel-10</b>										<i>Average</i>	<b>0.87</b>	<b>.27</b>

# Quantitative Color

# Rainbow Color Maps



# Be Wary of Rainbows!



1. Hues are not naturally ordered
2. People segment colors into classes, perceptual banding
3. Naive rainbows are unfriendly to color blind viewers
4. Some colors are less effective at high spatial frequencies

# Color Brewer: Palettes for Maps

number of data classes on your map

3 [learn more >](#)

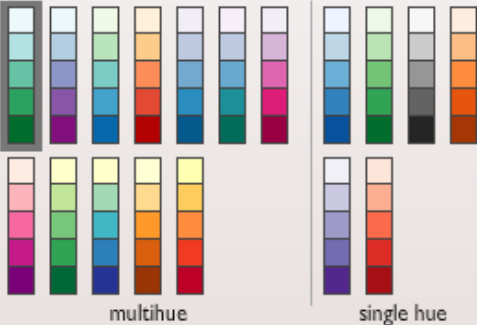
[how to use](#) | [updates](#) | [credits](#)

**COLORBREWER** 2.0  
color advice for cartography

the nature of your data

sequential [learn more >](#)

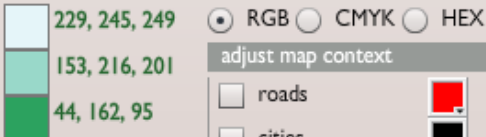
pick a color scheme: BuGn



(optional) only show schemes that are:

- colorblind safe
- print friendly
- photocopy-able [learn more >](#)

pick a color system

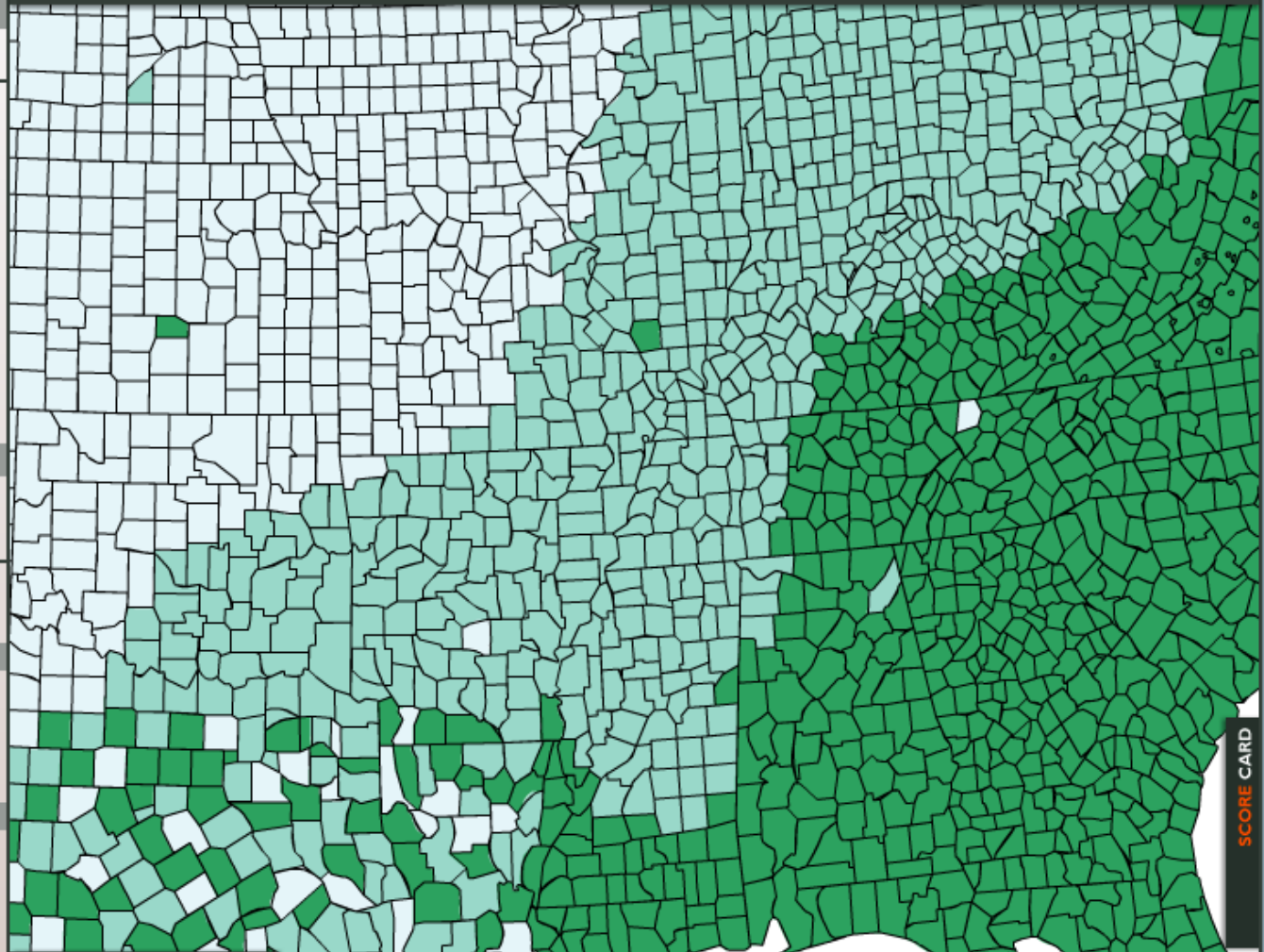


adjust map context

- roads
- cities
- borders

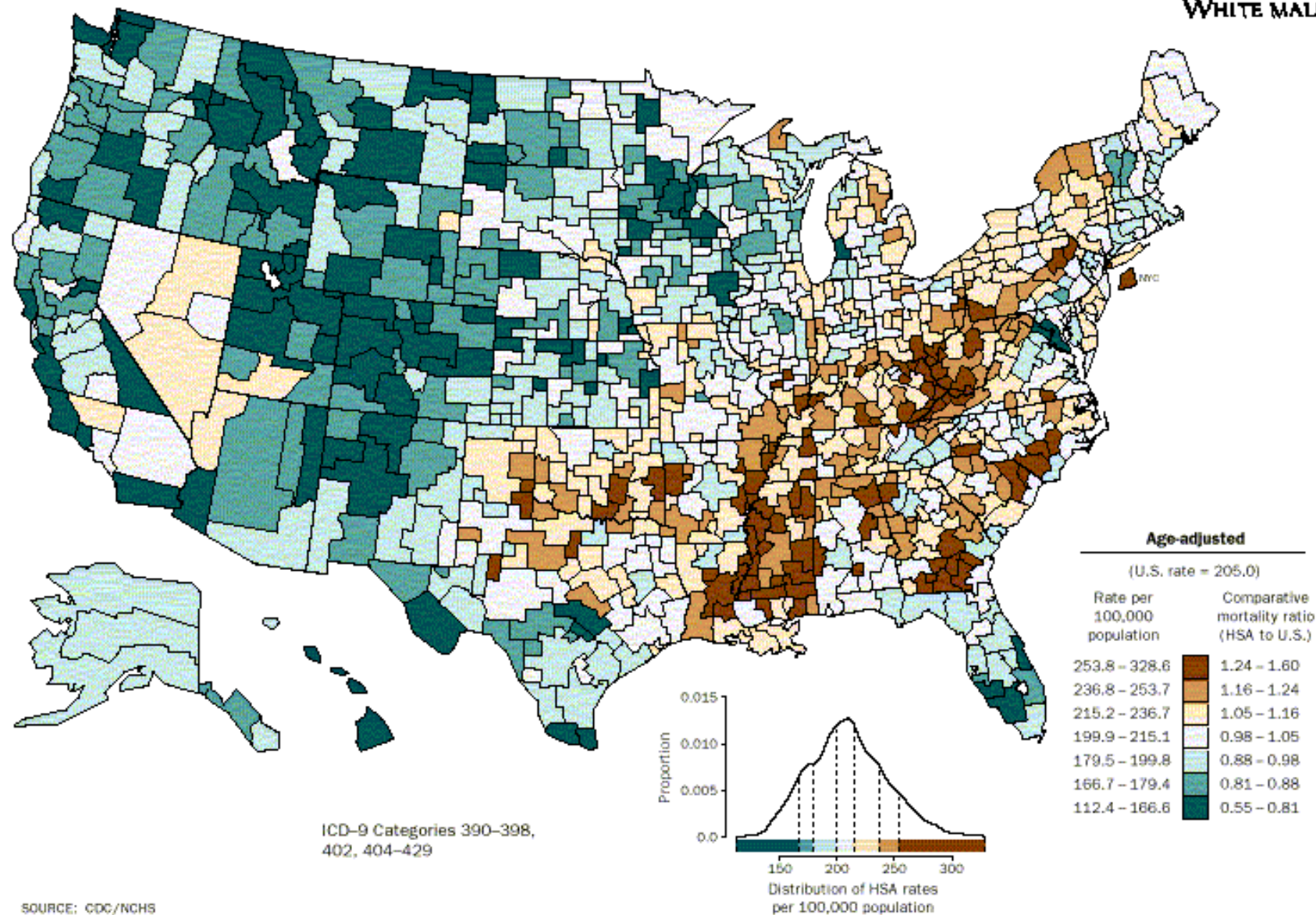
select a background

- solid color
- terrain

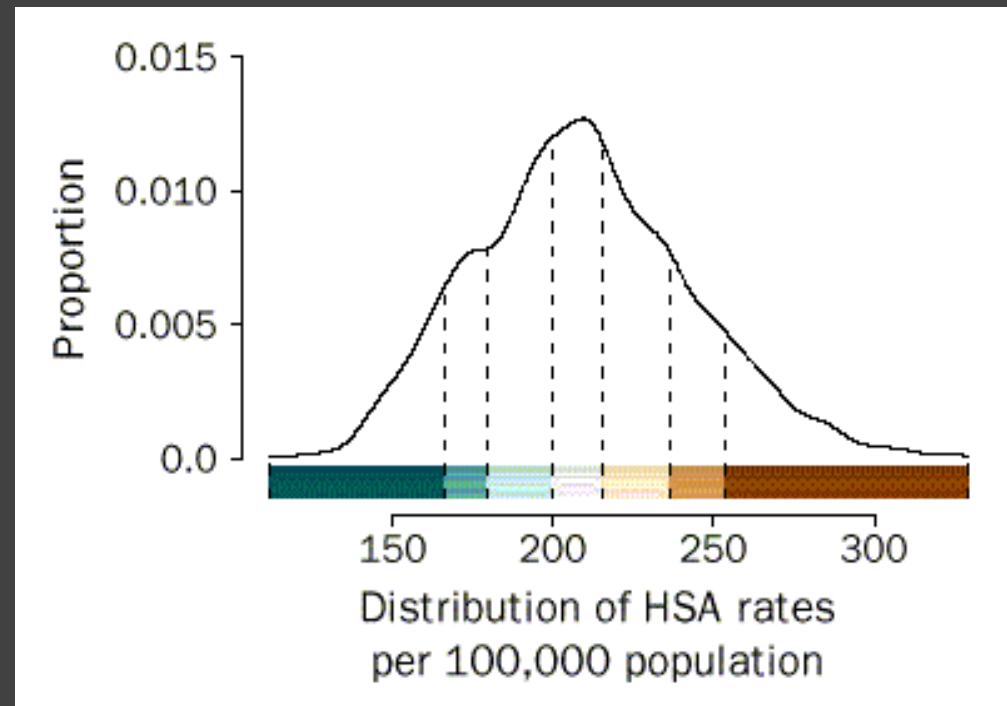
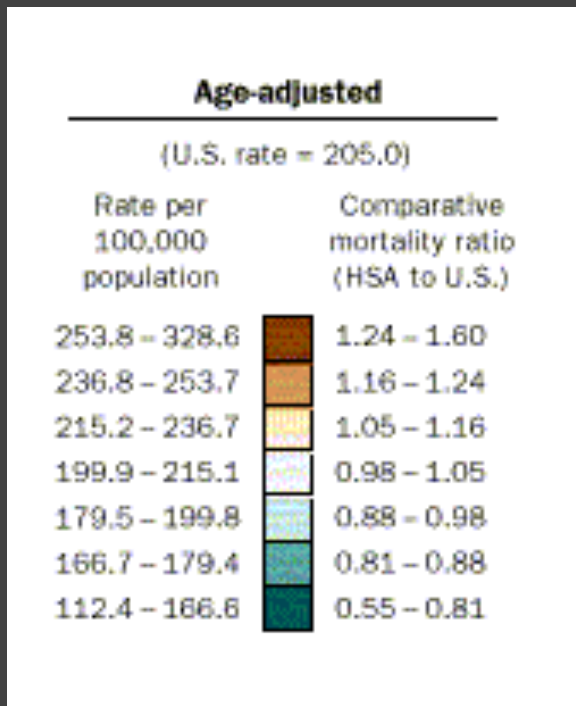




## AGE-ADJUSTED DEATH RATES BY HSA, 1988-92

HEART DISEASE  
WHITE MALE

# 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

Ramp in luminance, possibly also hue

Typically higher values map to darker colors



# Quantitative Color Encoding

## Sequential color scale

Ramp in luminance, possibly also hue

Typically higher values map to darker colors



## Diverging color scale

Useful when data has meaningful "midpoint"

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

Use saturated colors for endpoints



# Quantitative Color Encoding

## Sequential color scale

Ramp in luminance, possibly also hue

Typically higher values map to darker colors



## Diverging color scale

Useful when data has meaningful "midpoint"

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

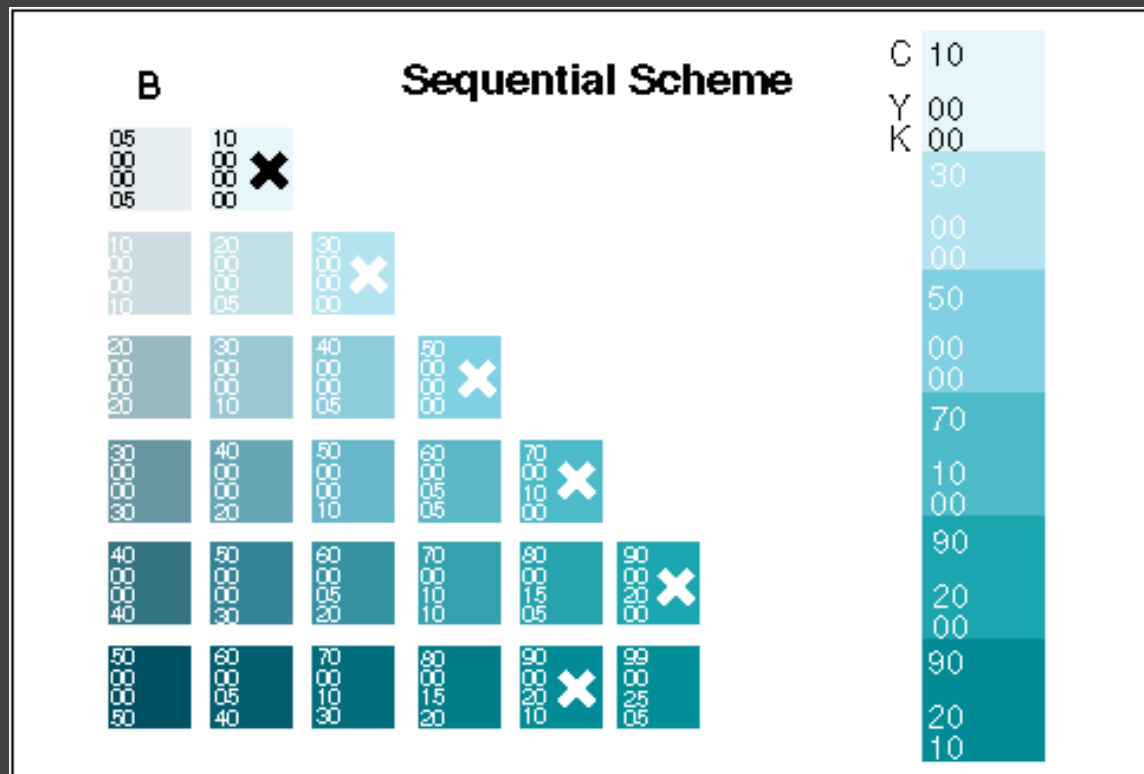
Use saturated colors for endpoints



**Limit number of steps in color to 3-9**

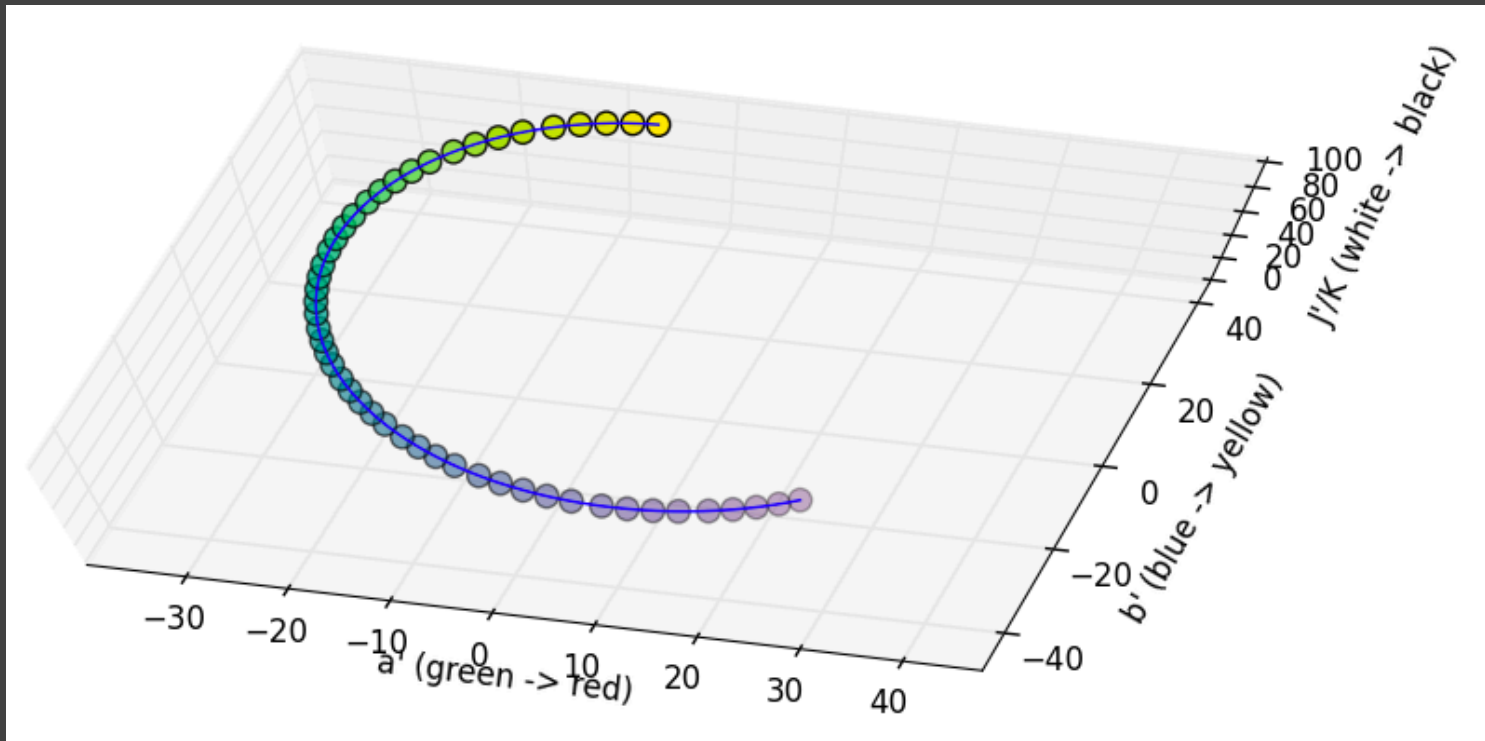
# Sequential Scales: Single-Hue

Ramp primarily in luminance, subtle hue difference



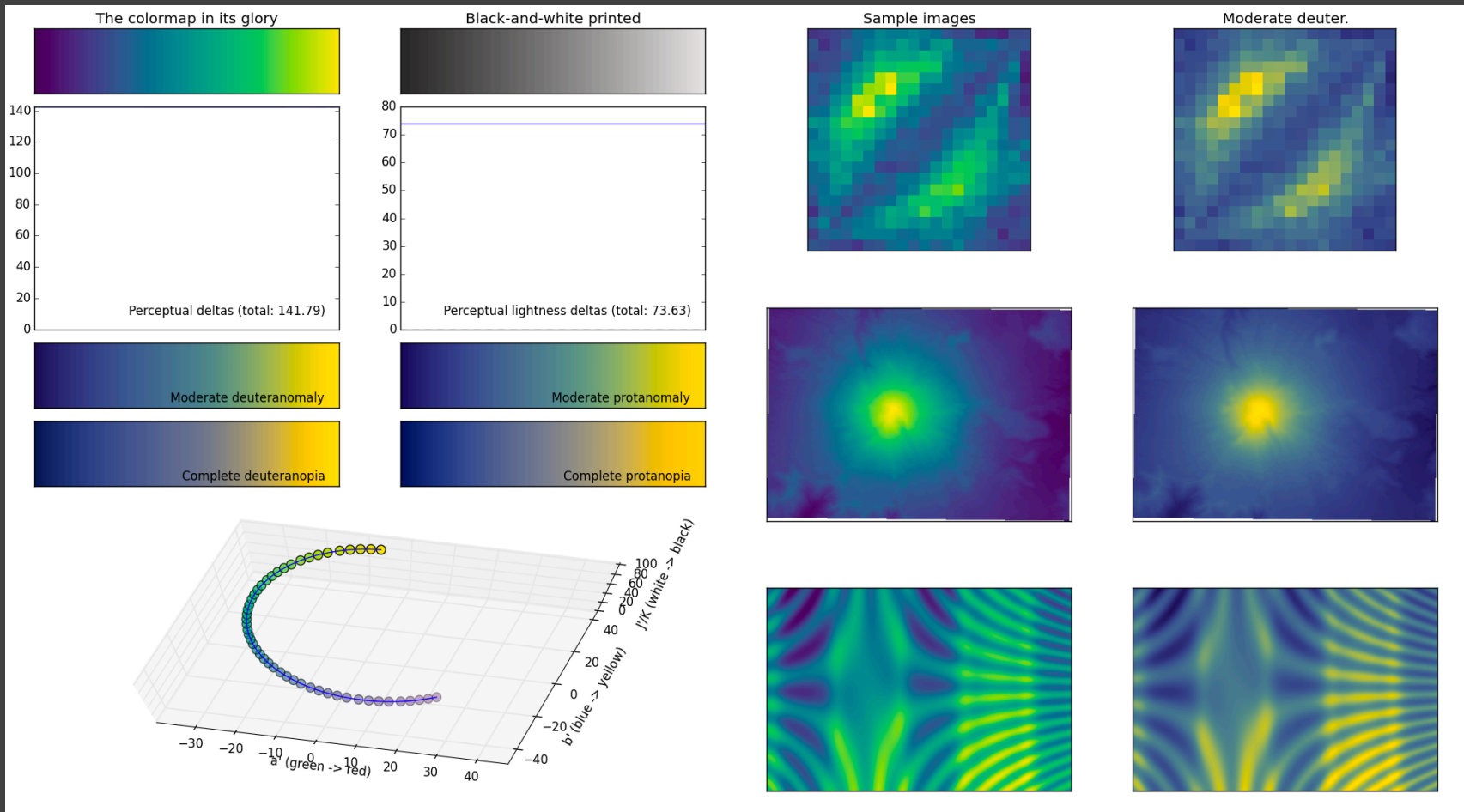
# Sequential Scales: Multi-Hue

Ramp luminance & hue in perceptual color space  
Avoid contrasts subject to color blindness!

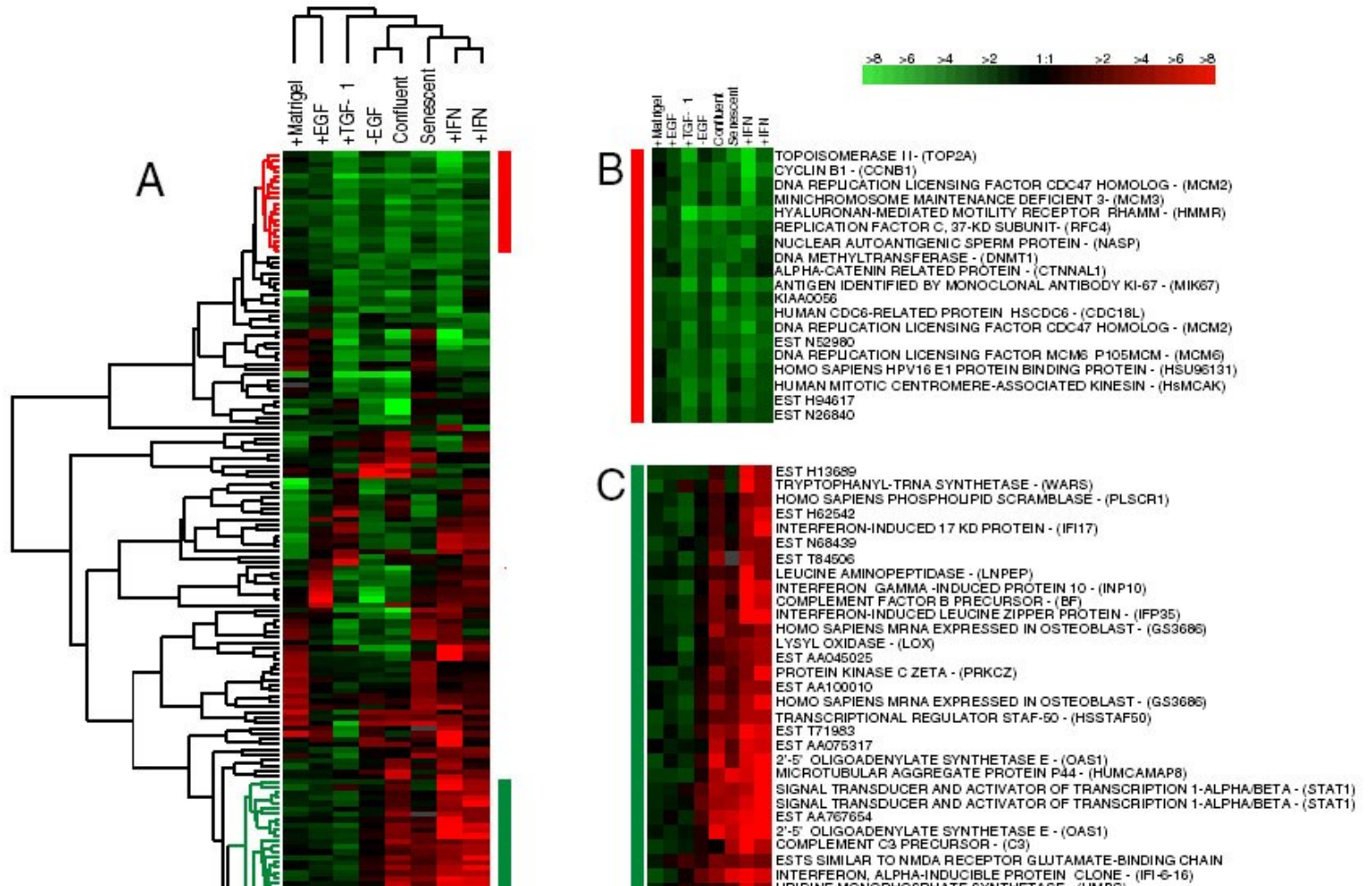




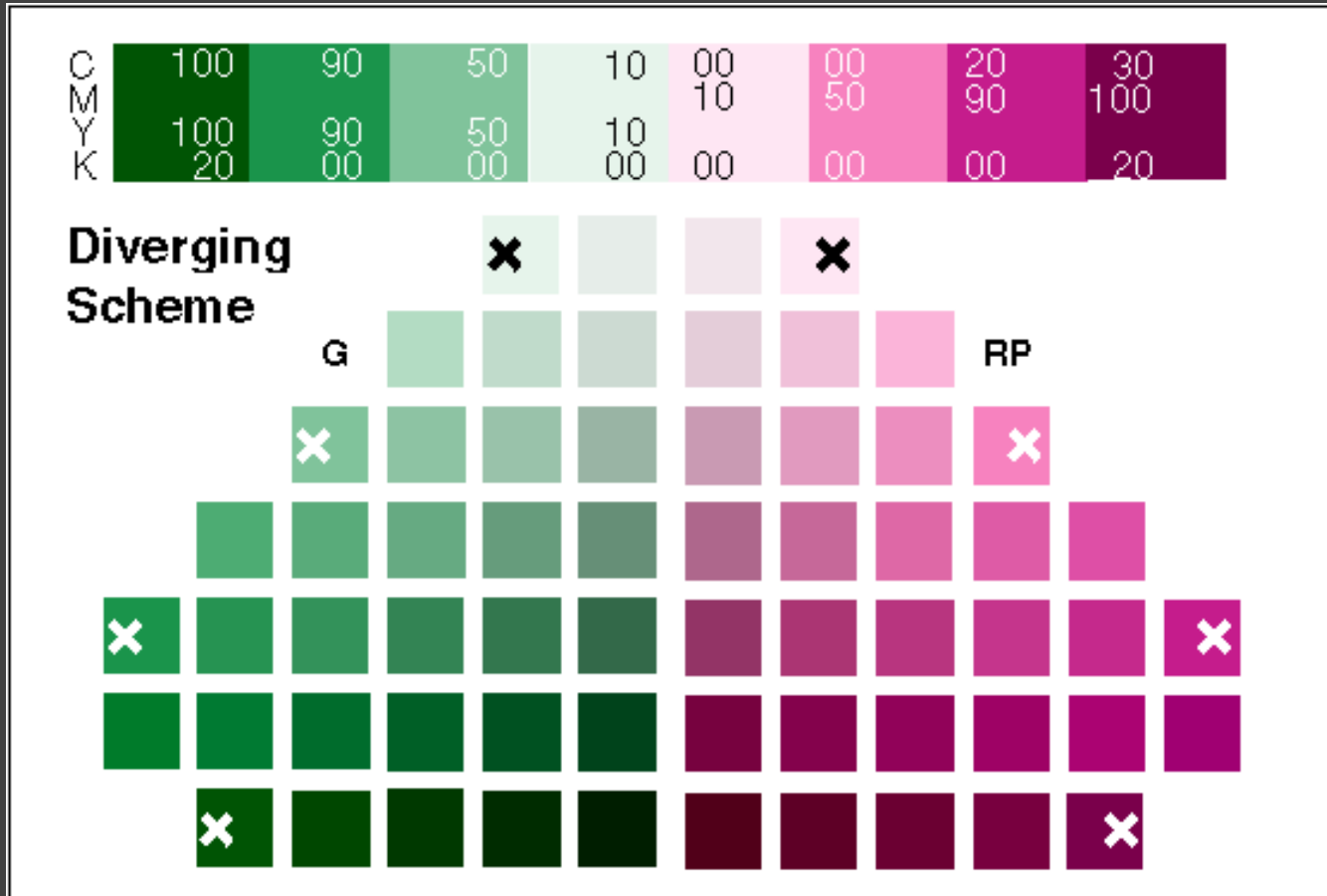
# Sequential Scales: Multi-Hue



# Diverging Color Scheme



# Designing Diverging Scales



# 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

# Hints for the Colorist

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

# Hints for the Colorist

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

Colors should be **distinctive** and **named**

# Hints for the Colorist

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

Colors should be **distinctive** and **named**

Strive for color **harmony** (natural colors?)



# Hints for the Colorist

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

Colors should be **distinctive** and **named**

Strive for color **harmony** (natural colors?)

Use **cultural conventions**; appreciate symbolism

# Hints for the Colorist

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

Colors should be **distinctive** and **named**

Strive for color **harmony** (natural colors?)

Use **cultural conventions**; appreciate symbolism

Get it right in **black and white**

# Hints for the Colorist

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

Colors should be **distinctive** and **named**

Strive for color **harmony** (natural colors?)

Use **cultural conventions**; appreciate symbolism

Get it right in **black and white**

Respect the **color blind**

# Hints for the Colorist

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

Colors should be **distinctive** and **named**

Strive for color **harmony** (natural colors?)

Use **cultural conventions**; appreciate symbolism

Get it right in **black and white**

Respect the **color blind**

Take advantage of **perceptual color spaces**