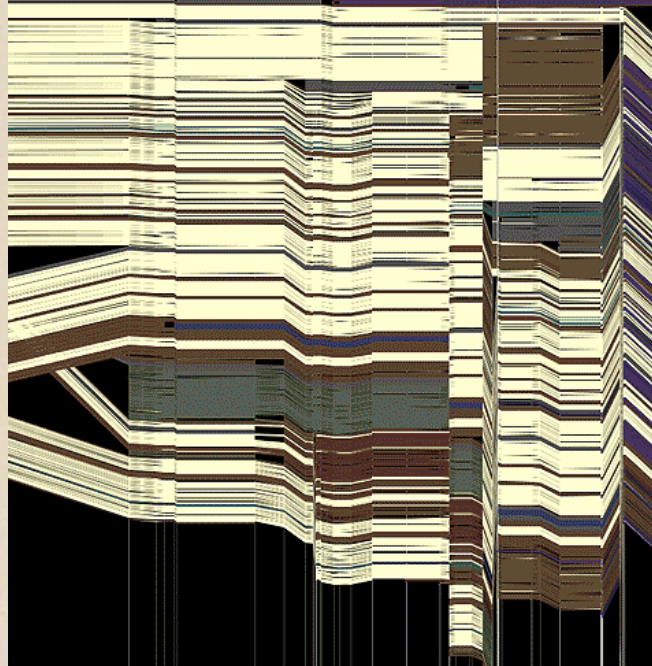
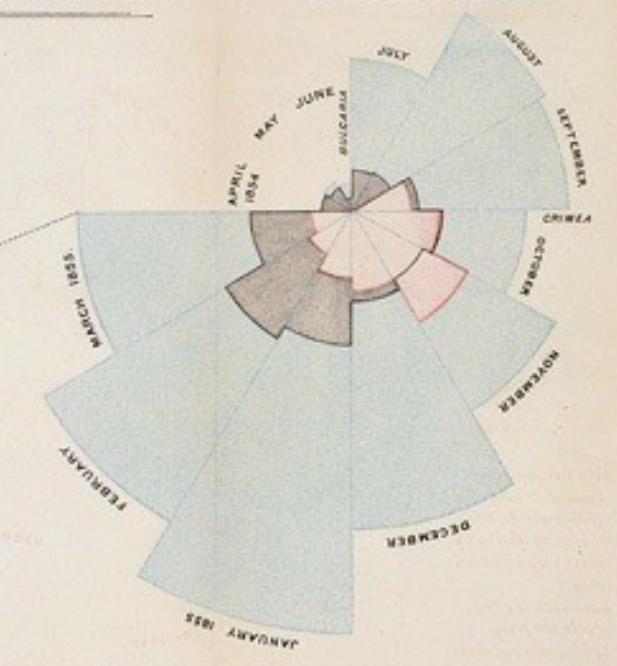


CSE 512 - Data Visualization

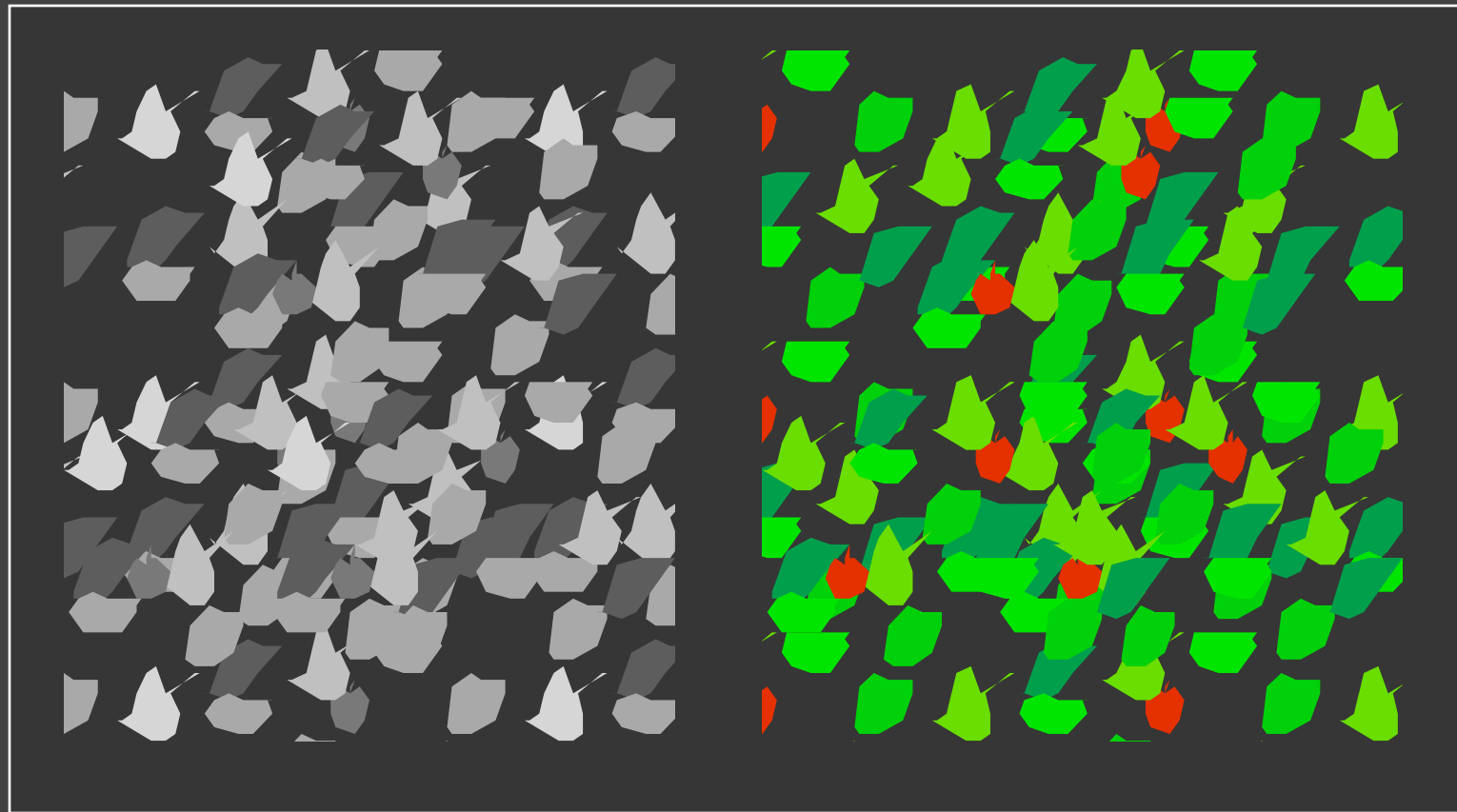
Color



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?

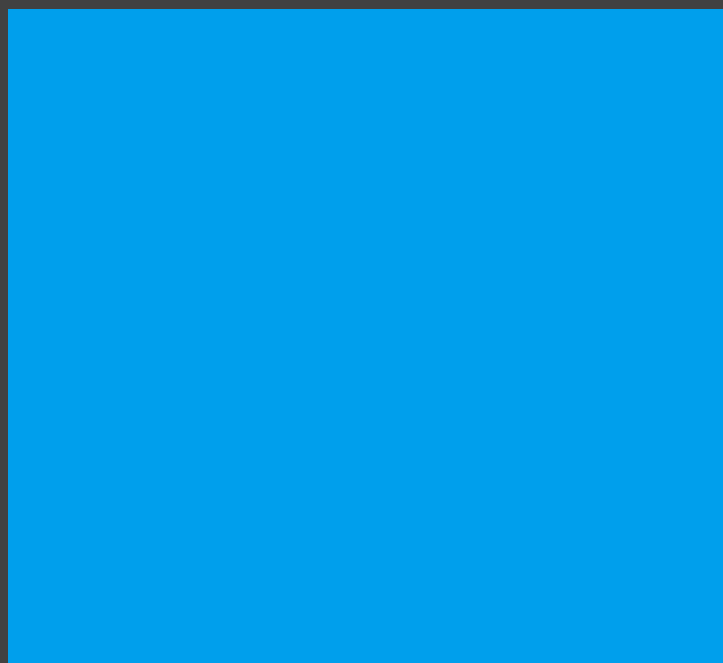


"Yellow"

What color is this?

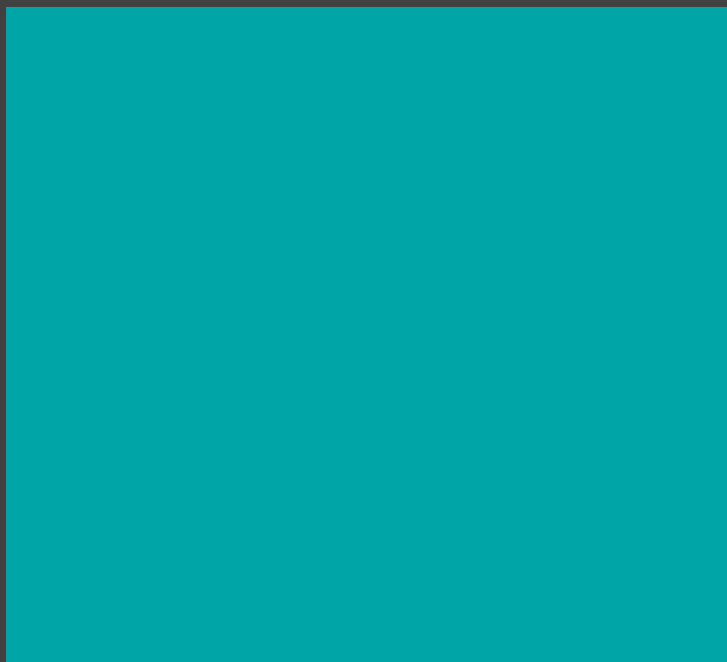


What color is this?



"Blue"

What color is this?

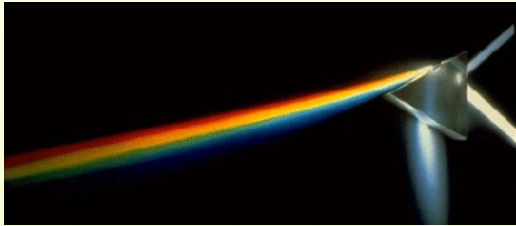


What color is this?

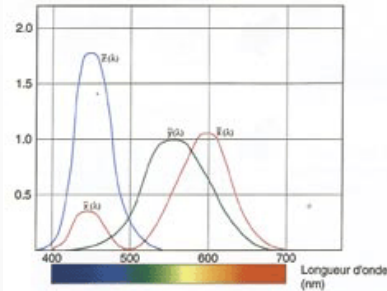


"Teal" ?

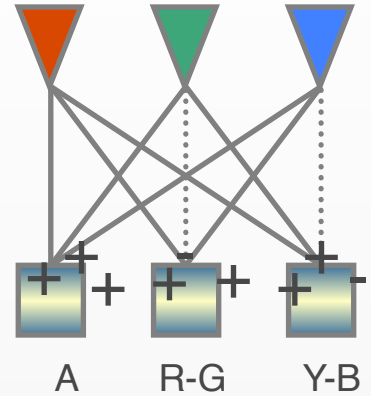
Perception of Color



Light



Cone Response



Opponent Signals

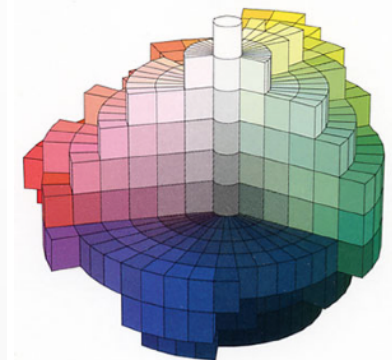
“Yellow”

Color Cognition



Mark D. Fairchild
COLOR APPEARANCE
MODELS

Color Appearance



Color Perception

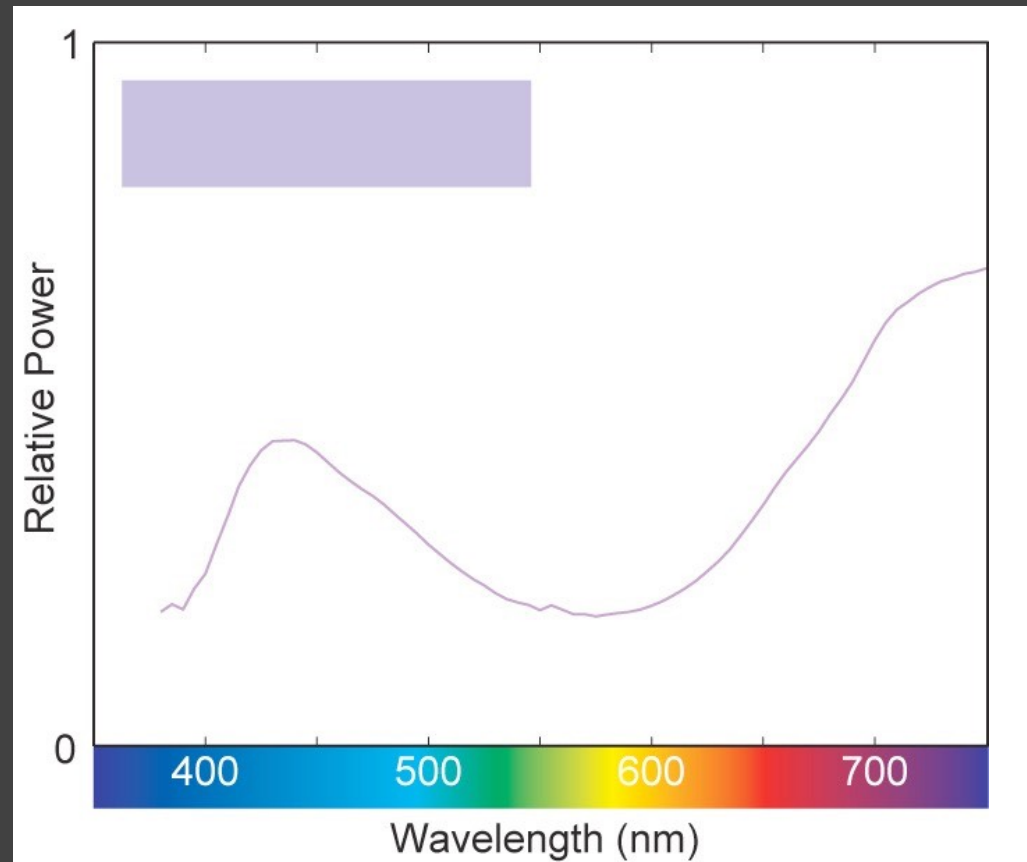
Physicist's View

Light as electromagnetic wave

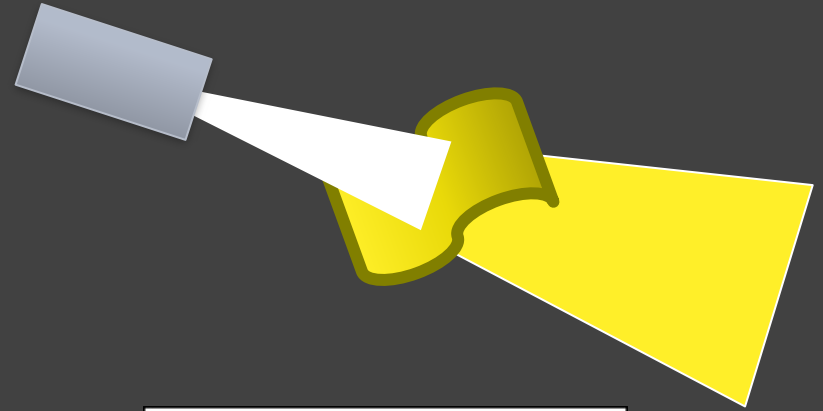
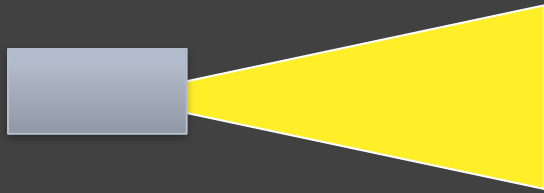
Wavelength

Energy or

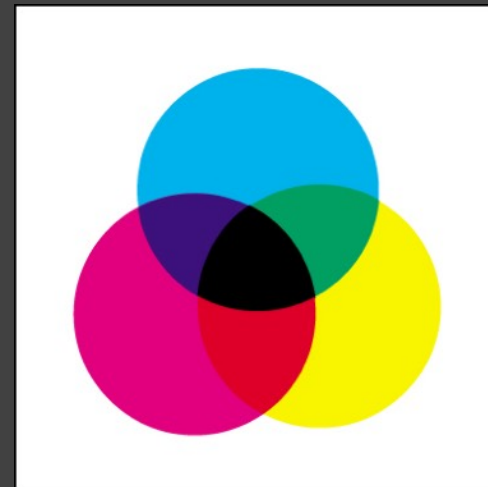
“Relative luminance”



Emissive vs. Reflective Light

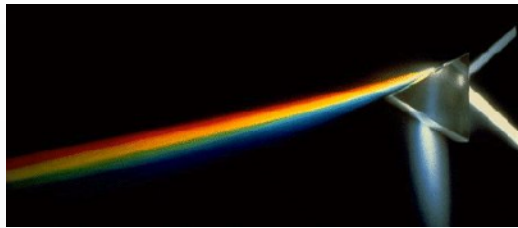


Additive
(digital displays)

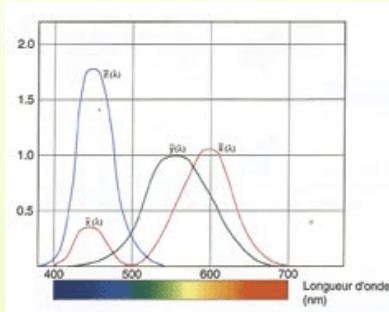


Subtractive
(print, e-paper)

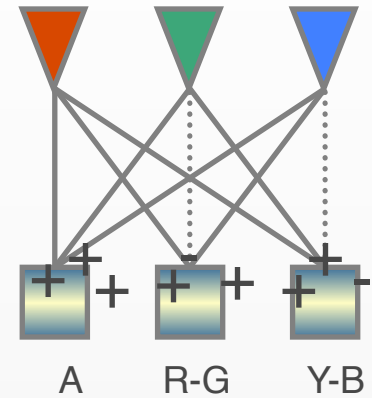
Perception of Color



Light



Cone Response



Opponent Signals

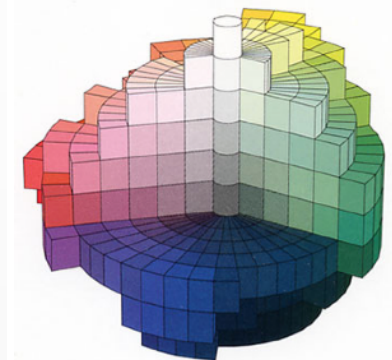
“Yellow”

Color Cognition



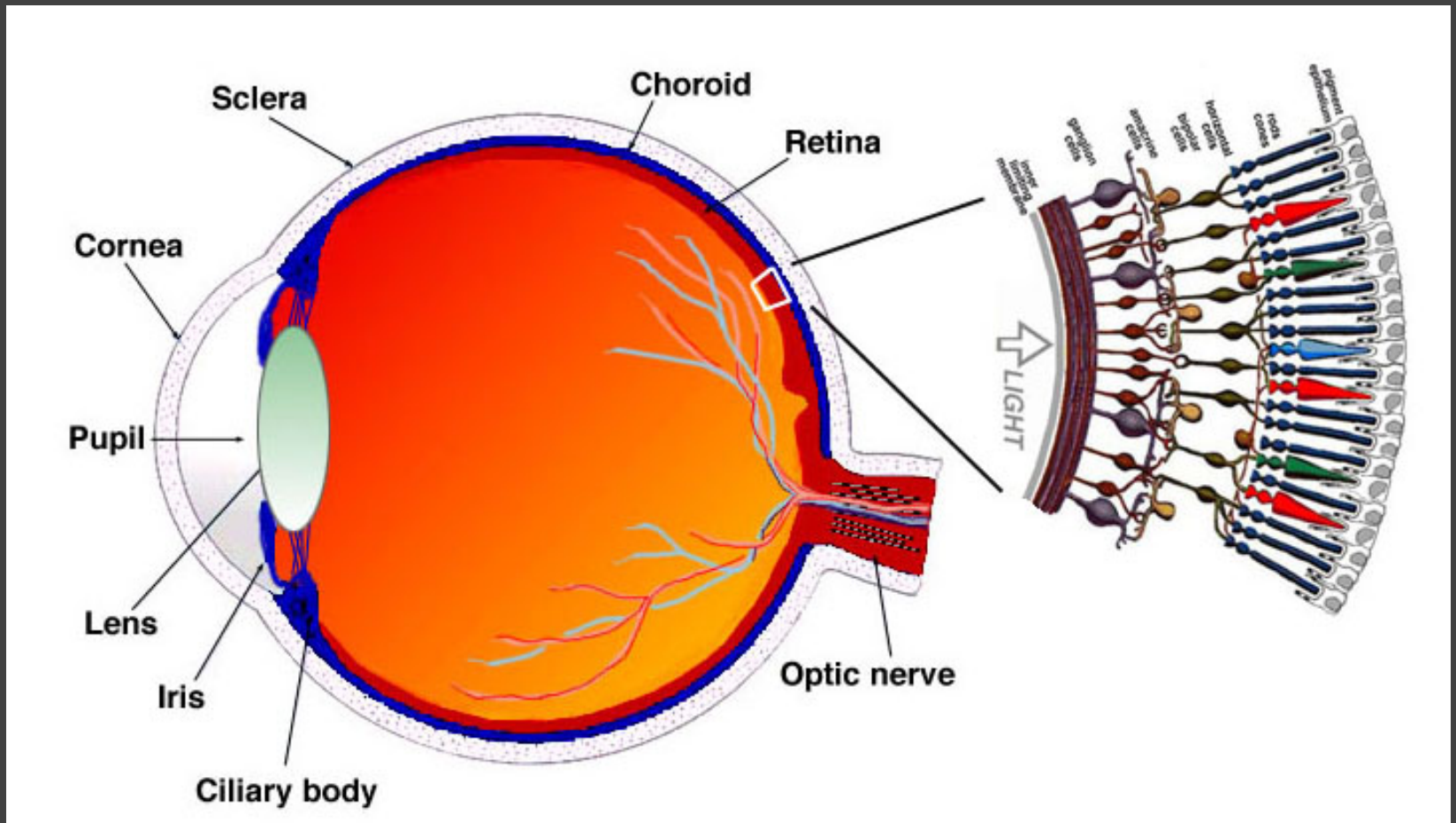
Mark D. Fairchild
COLOR APPEARANCE
MODELS

Color Appearance



Color Perception

Retina

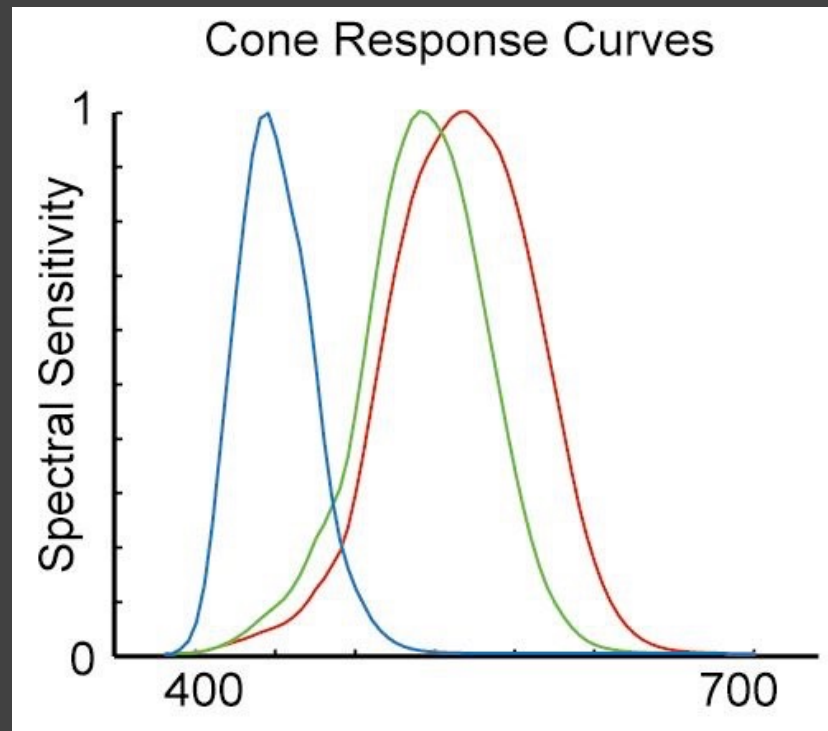


Simple Anatomy of the Retina, Helga Kolb

As light enters our retina...

LMS (Long, Middle, Short) Cones

Sensitive to different wavelength

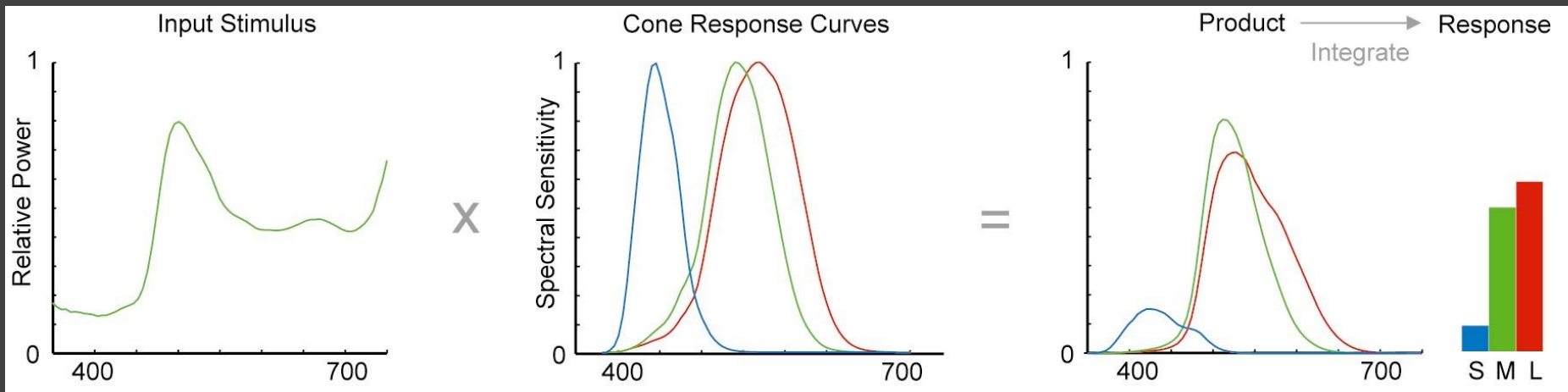


As light enters our retina...

LMS (Long, Middle, Short) Cones

Sensitive to different wavelength

Integration with input stimulus



Effects of Retina Encoding

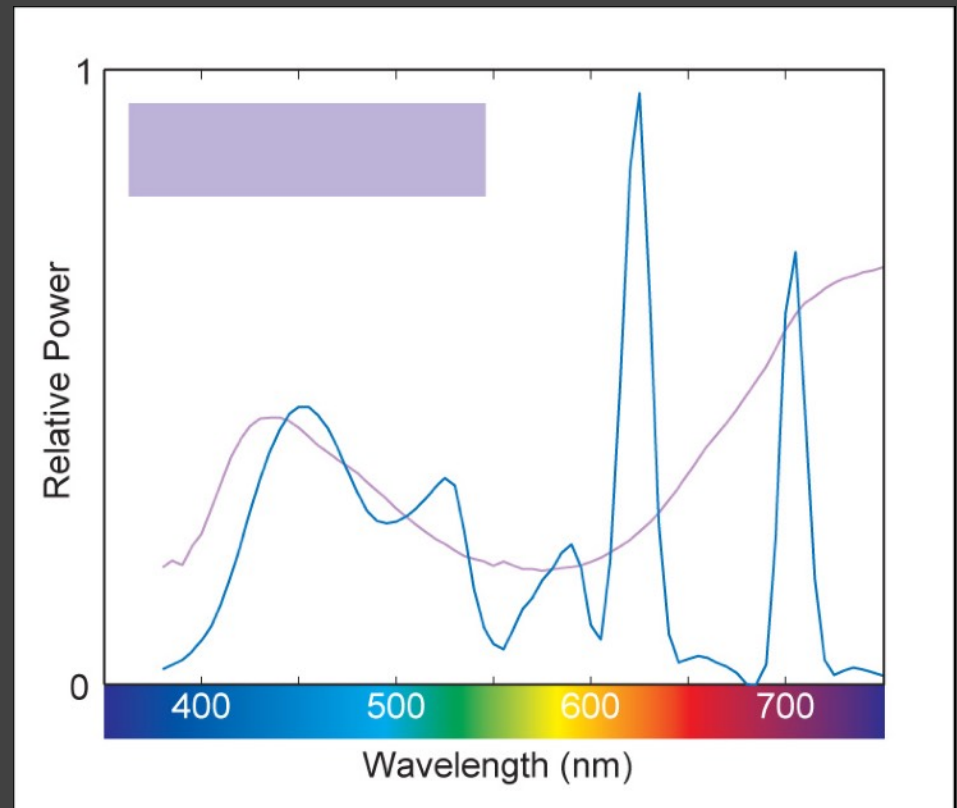
Spectra that stimulate the same LMS response are indistinguishable (a.k.a. "metamers").

"Tri-stimulus"

Computer displays

Digital scanners

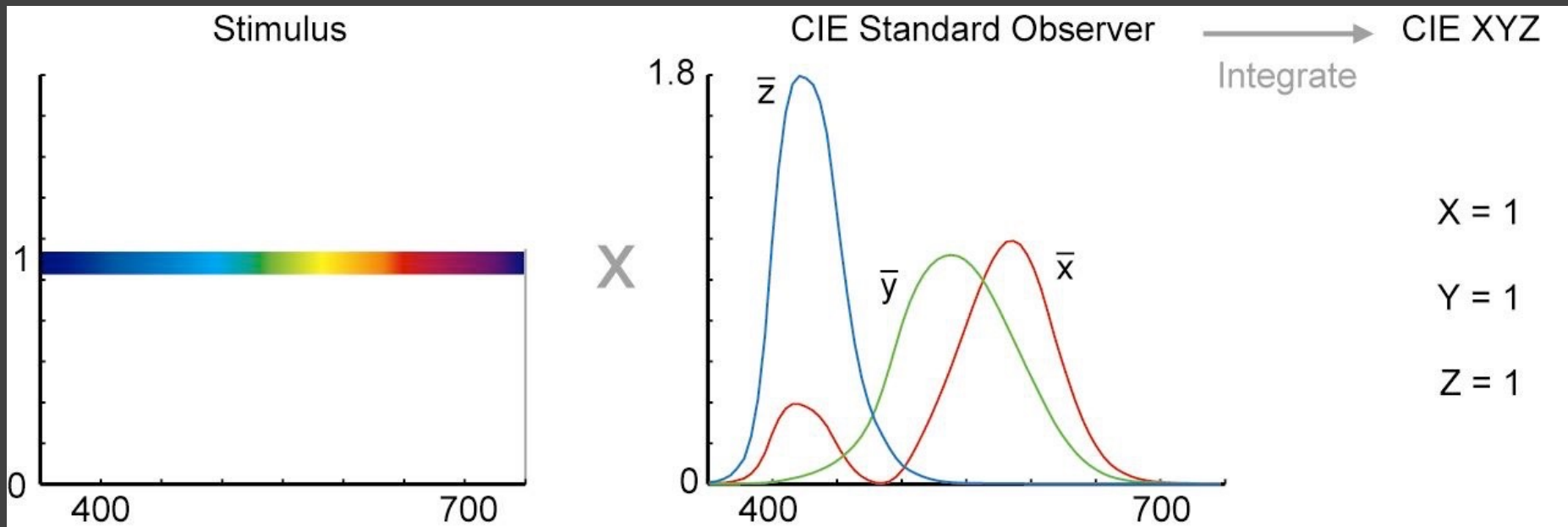
Digital cameras



CIE XYZ Color Space

Standardized in 1931 to mathematically represent tri-stimulus response.

“Standard observer” response curves

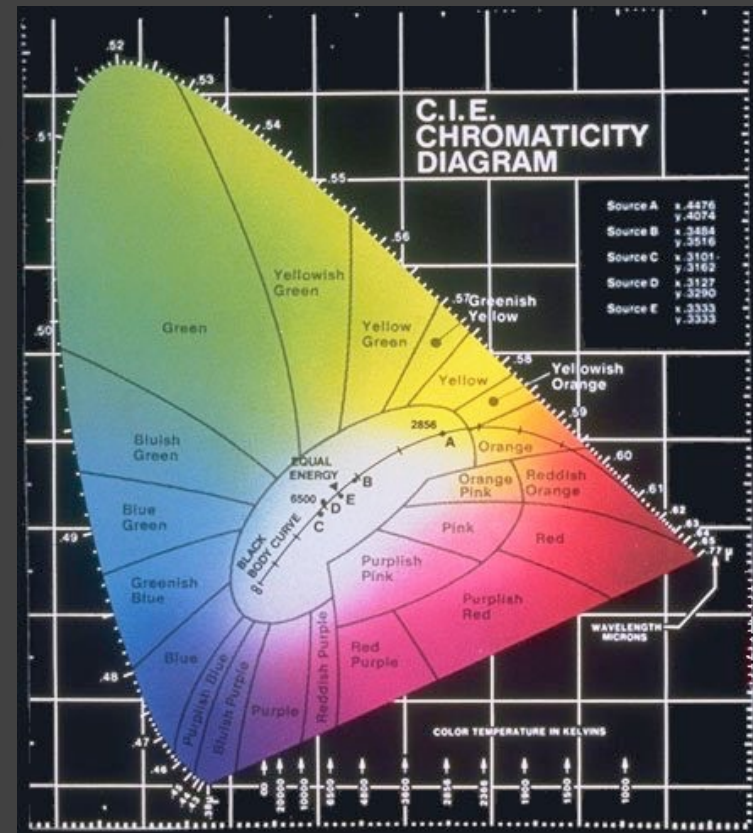


CIE Chromaticity Diagram

Colorfulness vs. Brightness

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

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

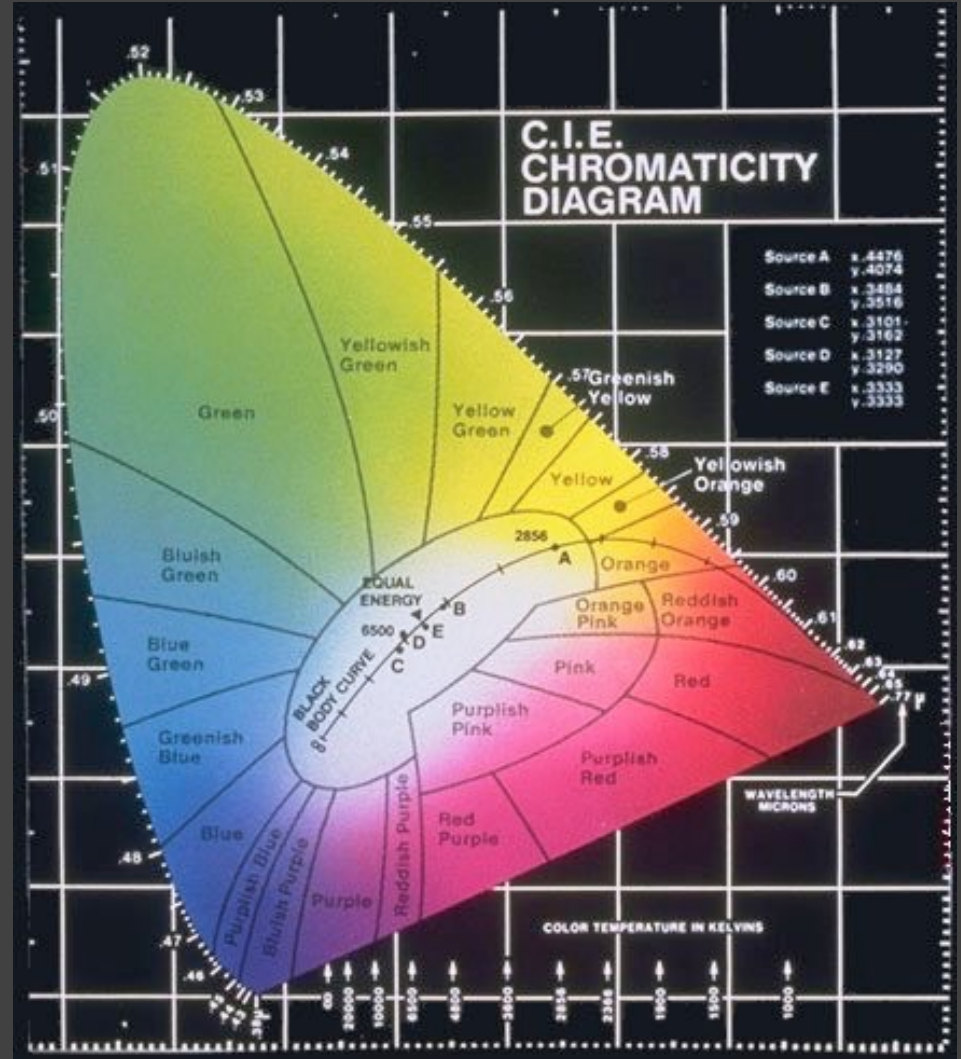


CIE Chromaticity Diagram

Spectrum locus

Purple line

Mixture of two lights appears as a straight line.

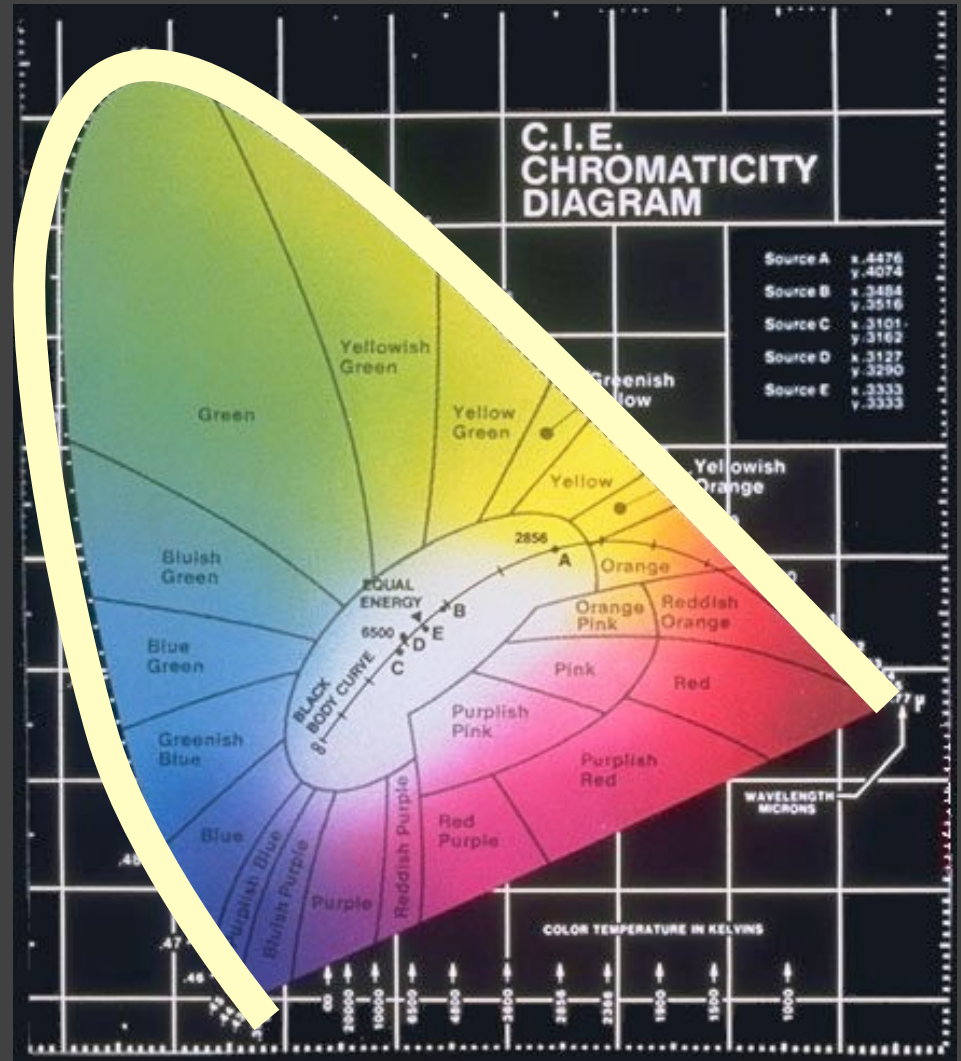


CIE Chromaticity Diagram

Spectrum locus

Purple line

Mixture of two lights appears as a straight line.

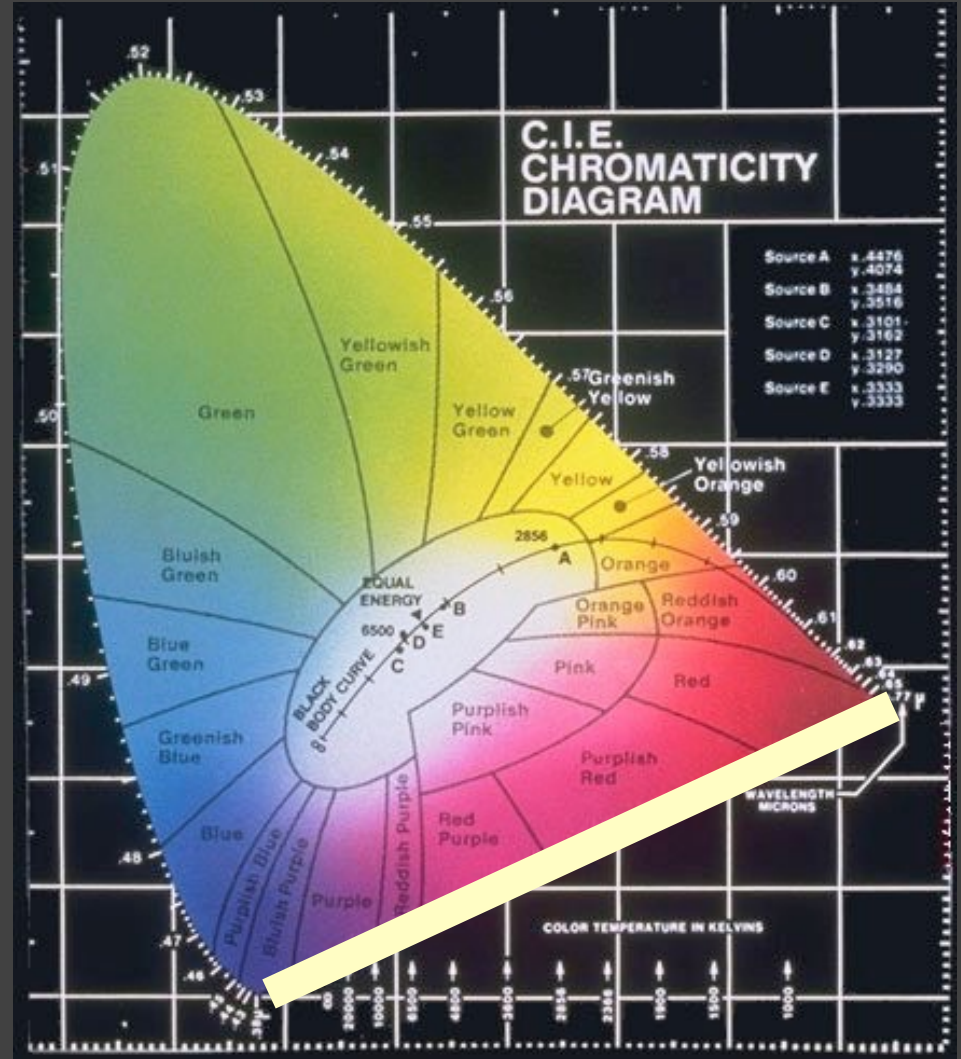


CIE Chromaticity Diagram

Spectrum locus

Purple line

Mixture of two lights appears as a straight line.

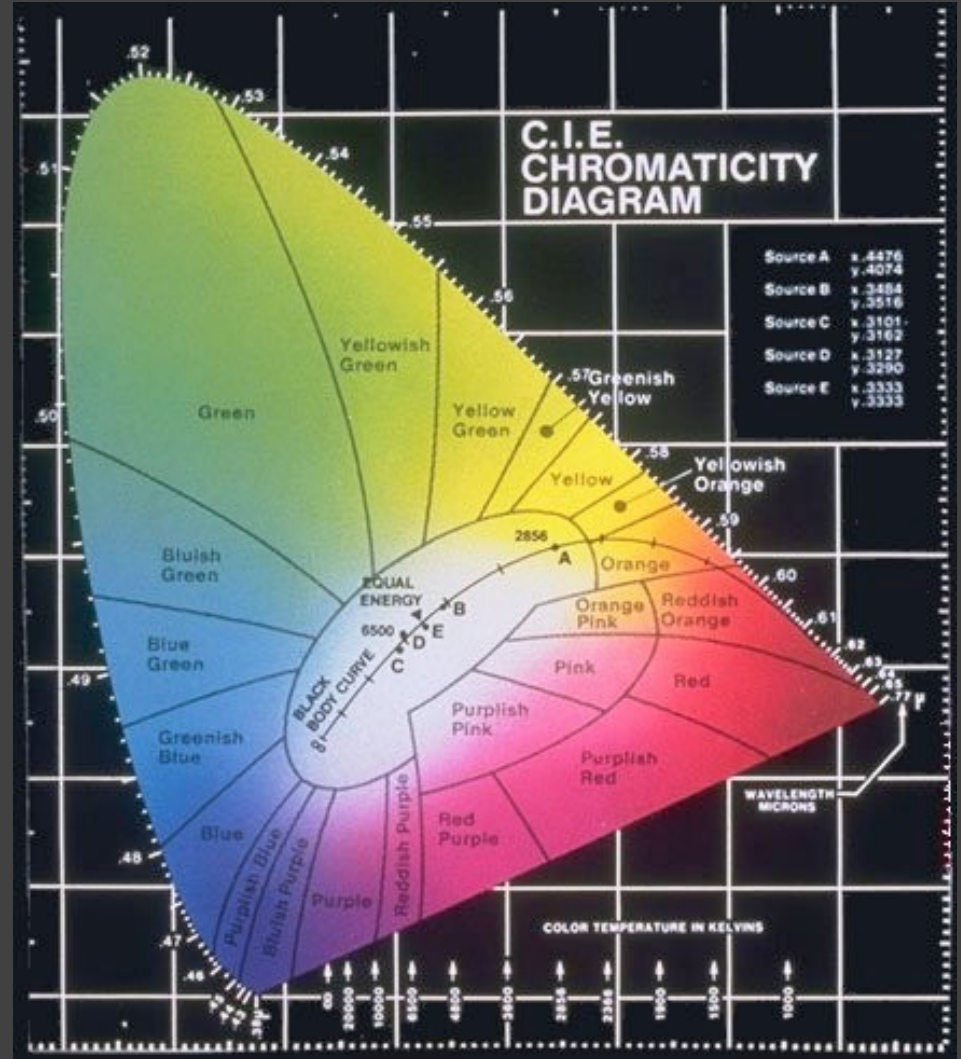


CIE Chromaticity Diagram

Spectrum locus

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Mixture of two lights appears as a straight line.

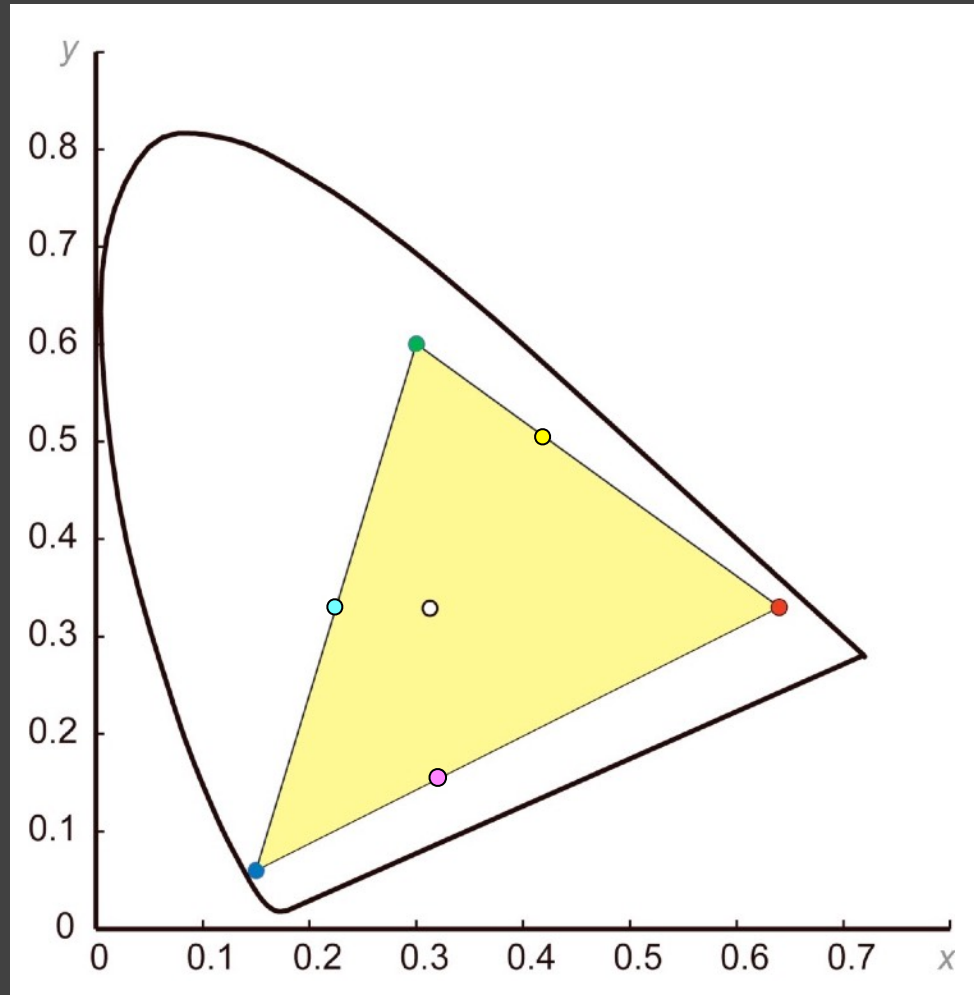


Display Gamuts

Typically defined by:

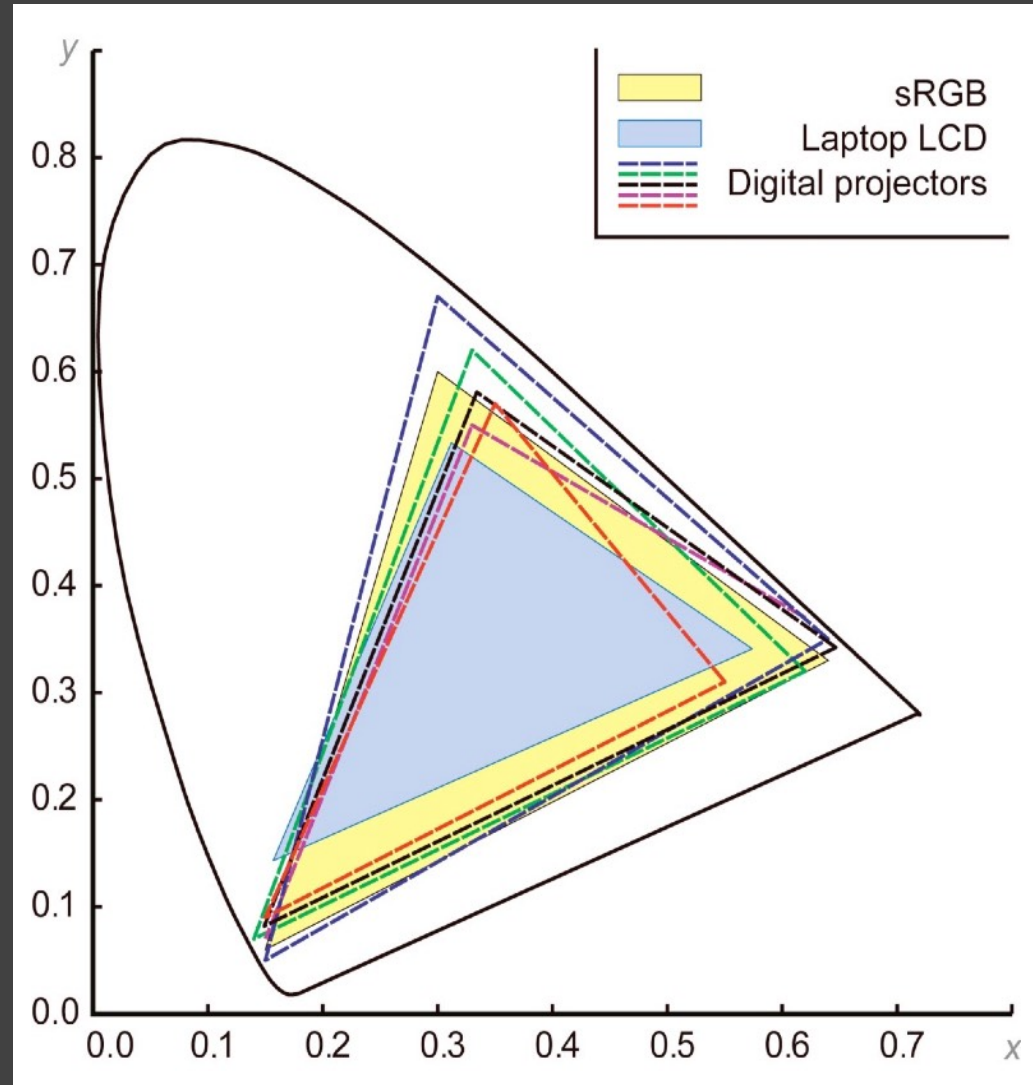
3 Colorants

Convex region



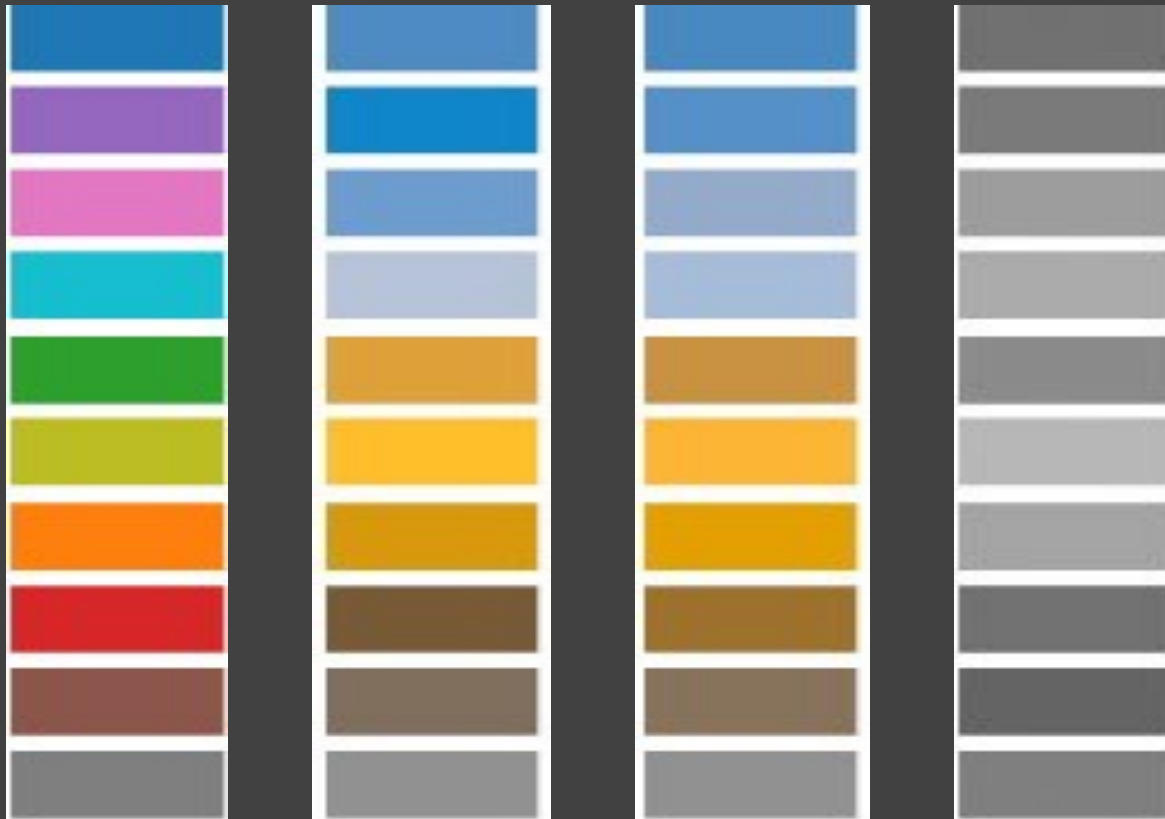
Display Gamuts

Deviations from
sRGB specification



Color Blindness

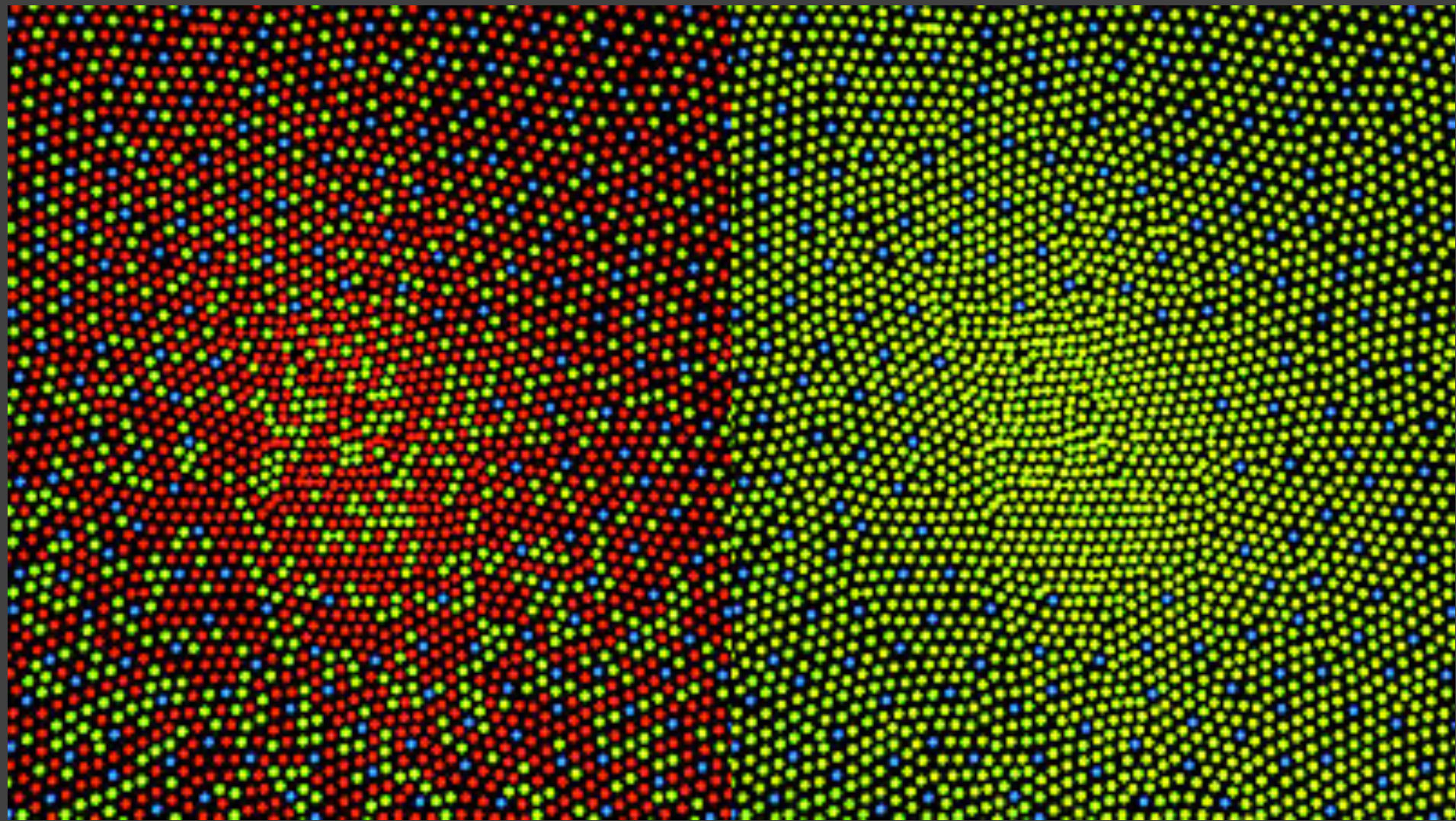
Missing one or more cones or rods in retina.



Protanope

Deuteranope

Luminance



Normal Retina

Protanopia

Color Blindness Simulators

Simulate color vision deficiencies

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

Photoshop plug-ins, etc...



Deuteranope

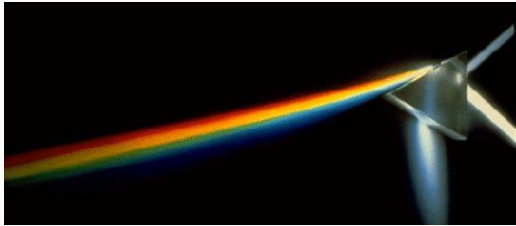


Protanope

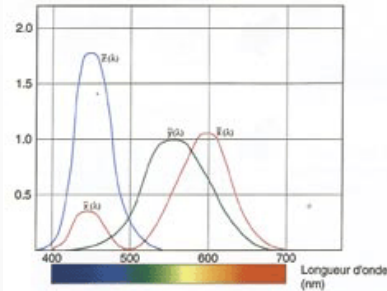


Tritanope

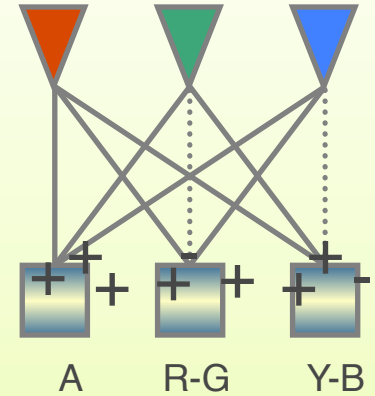
Perception of Color



Light



Cone Response



Opponent Signals

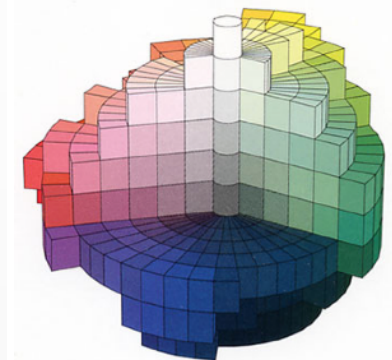
“Yellow”

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

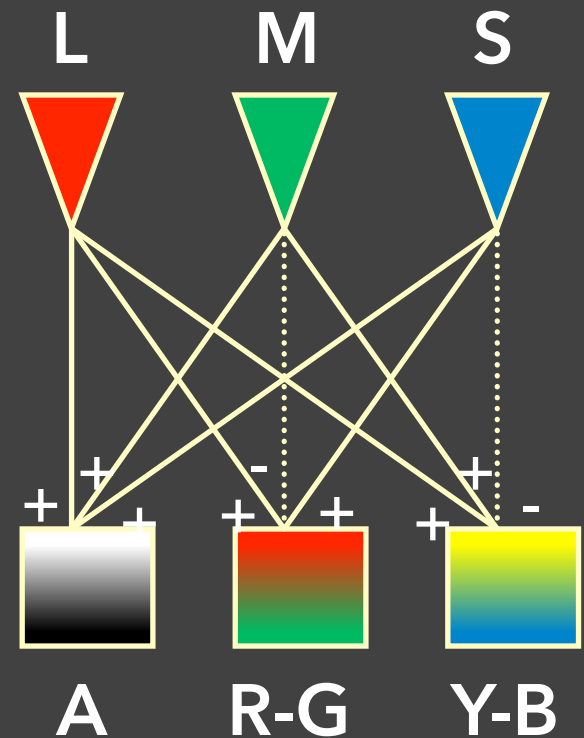
Opponent Processing

LMS are combined to create:

Lightness

Red-green contrast

Yellow-blue contrast



Fairchild

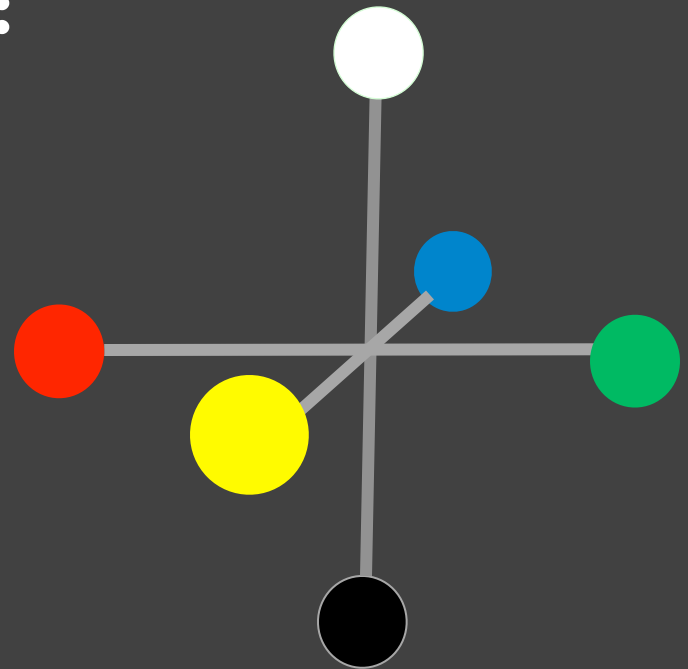
Opponent Processing

LMS are combined to create:

Lightness

Red-green contrast

Yellow-blue contrast



Opponent Processing

LMS are combined to create:

Lightness

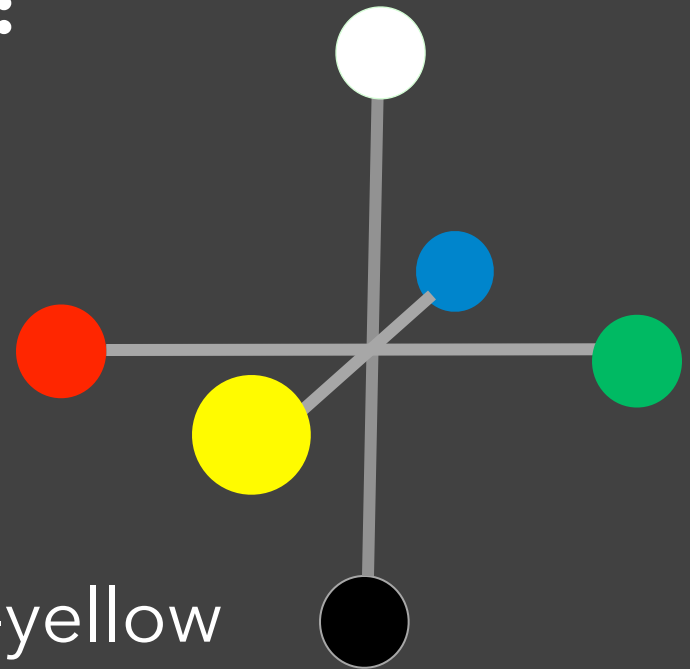
Red-green contrast

Yellow-blue contrast

Experiments:

No reddish-green, no blueish-yellow

Color after images



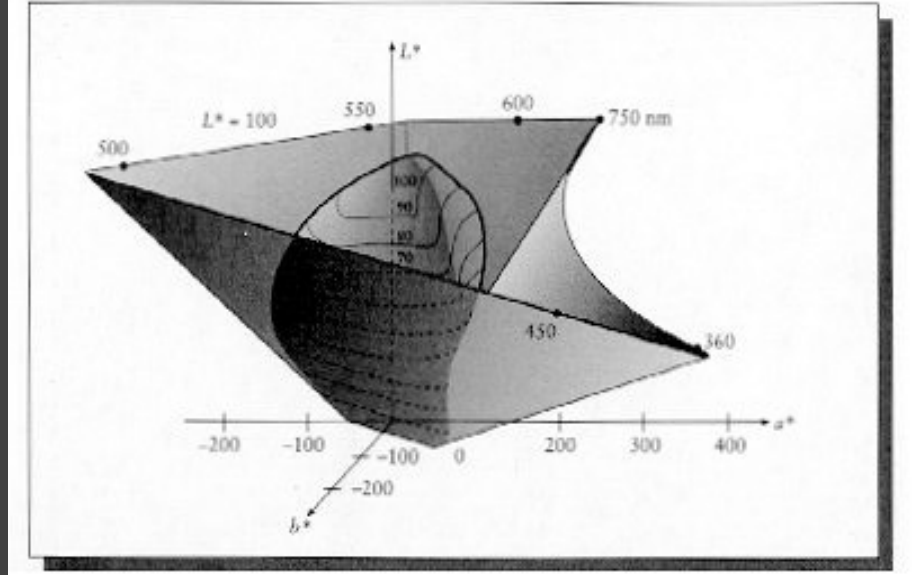
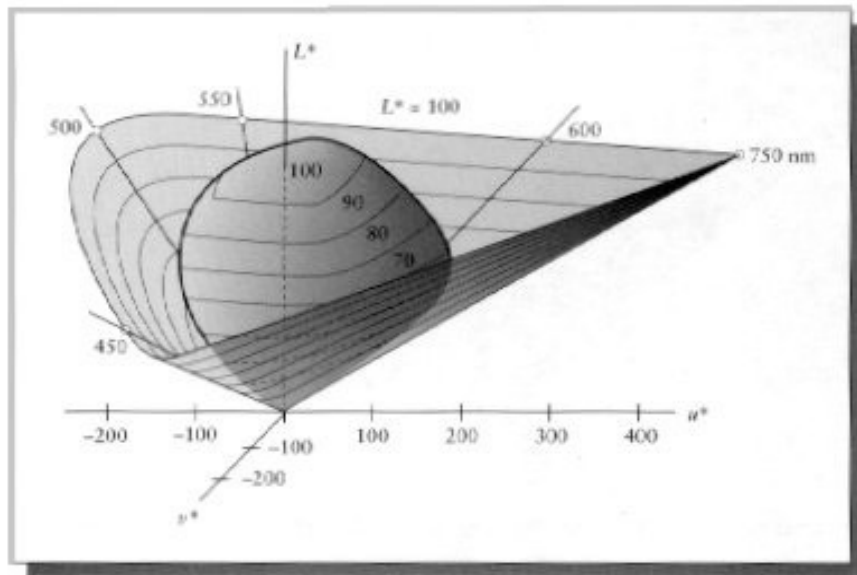




CIE LAB and LUV Color Spaces

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"

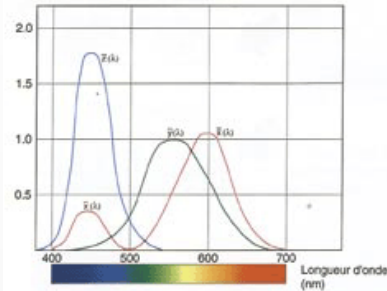
JND = Just noticeable difference (~2.3 units)

D3 includes LAB color space support!

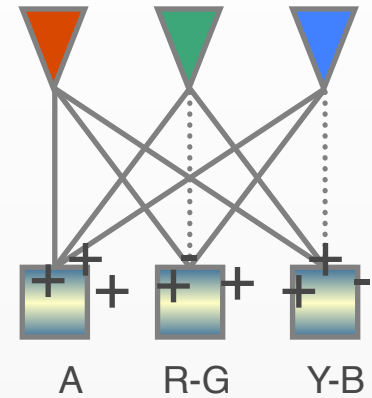
Perception of Color



Light



Cone Response



Opponent Signals

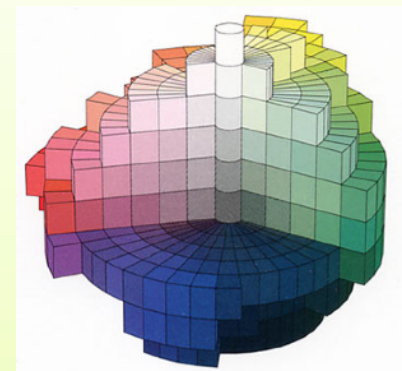
“Yellow”

Color Cognition



Mark D. Fairchild
COLOR APPEARANCE
MODELS

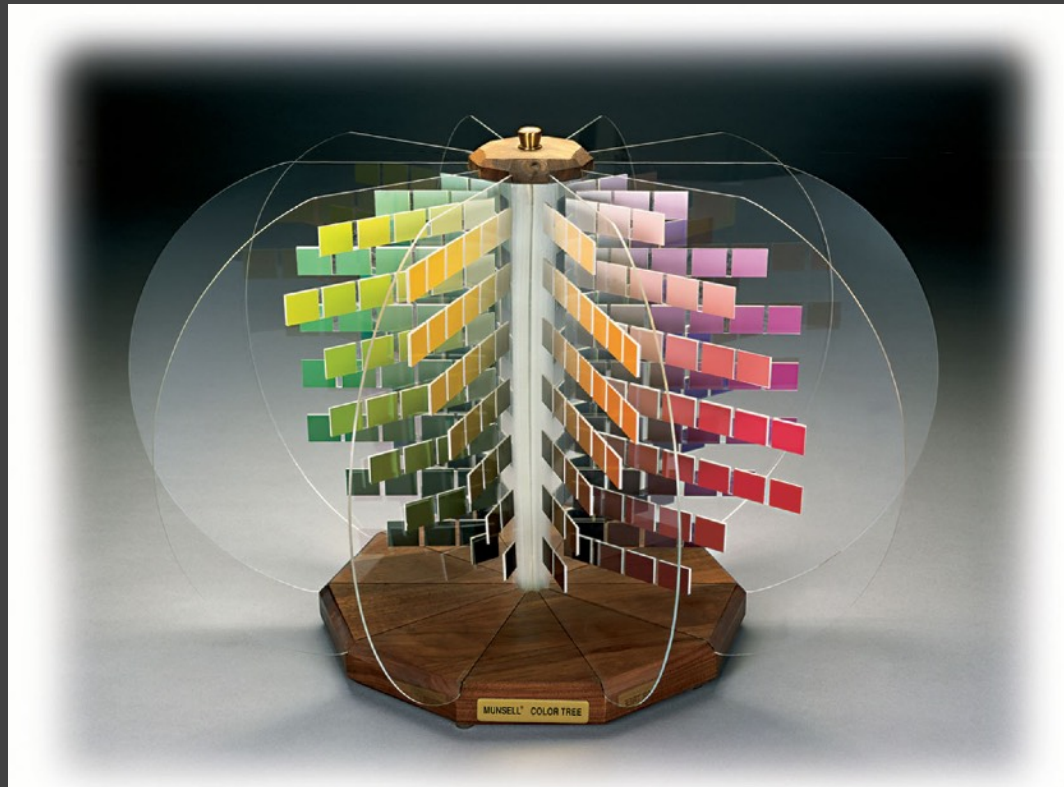
Color Appearance



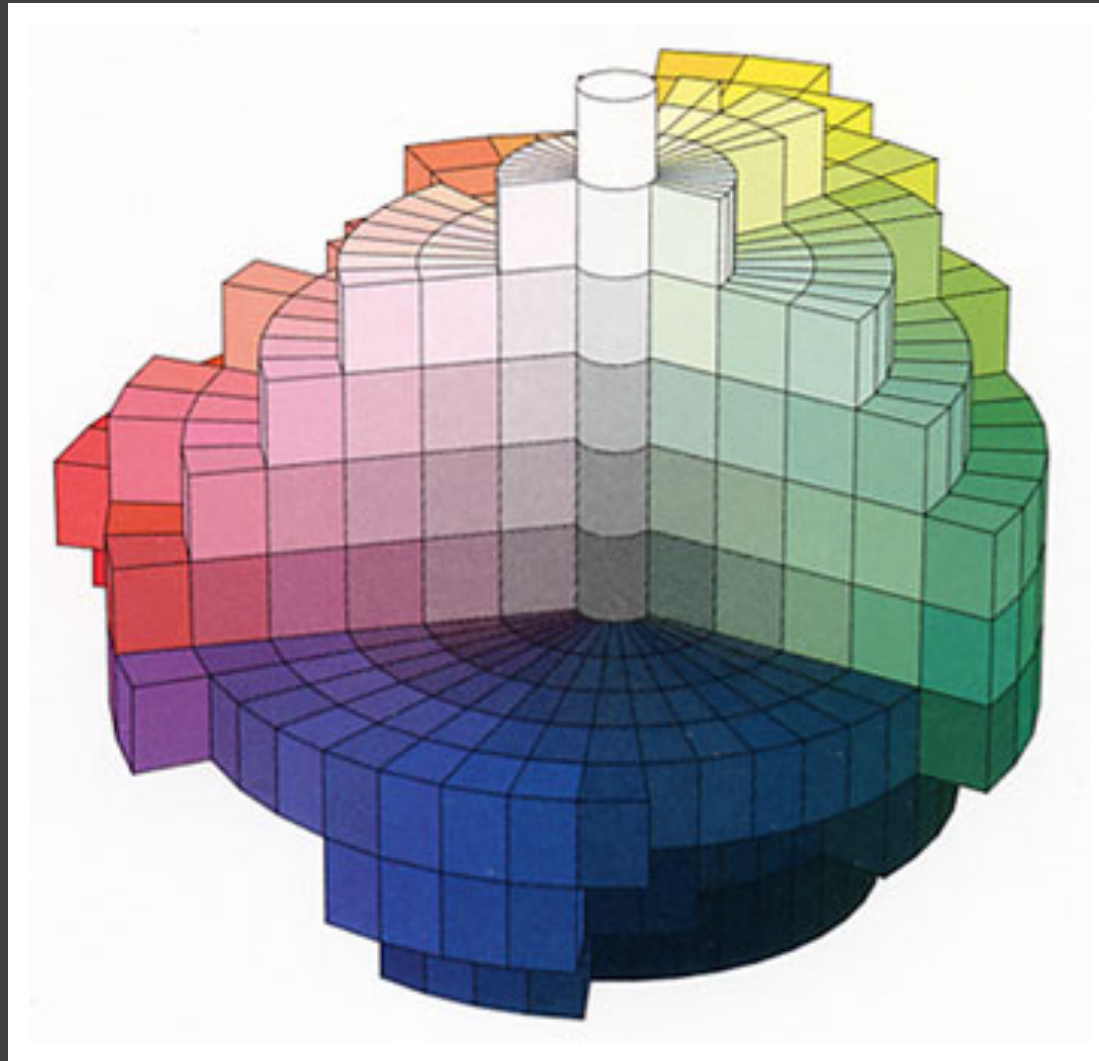
Color Perception

Albert Munsell

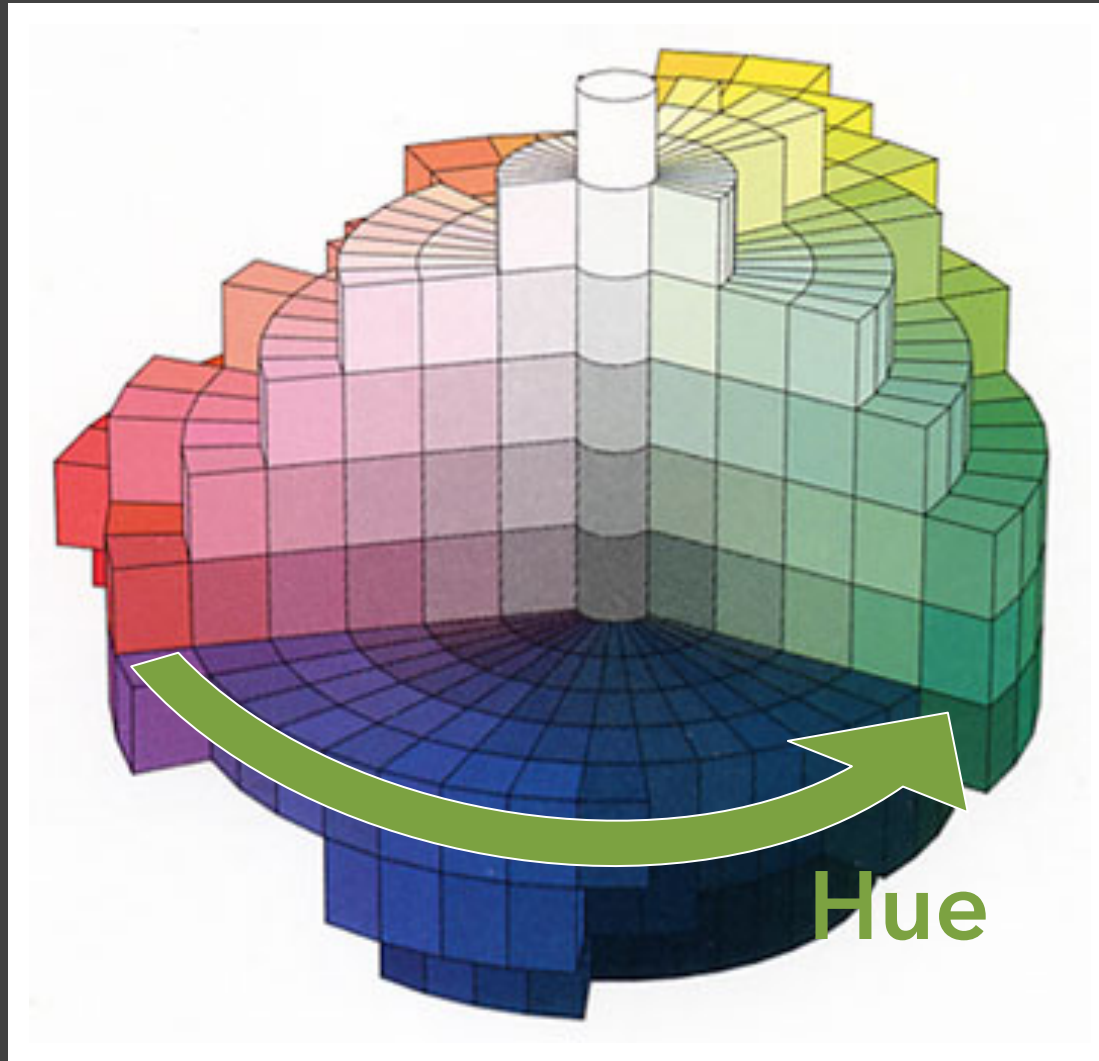
Developed the first perceptual color system based on his experience as an artist (1905).



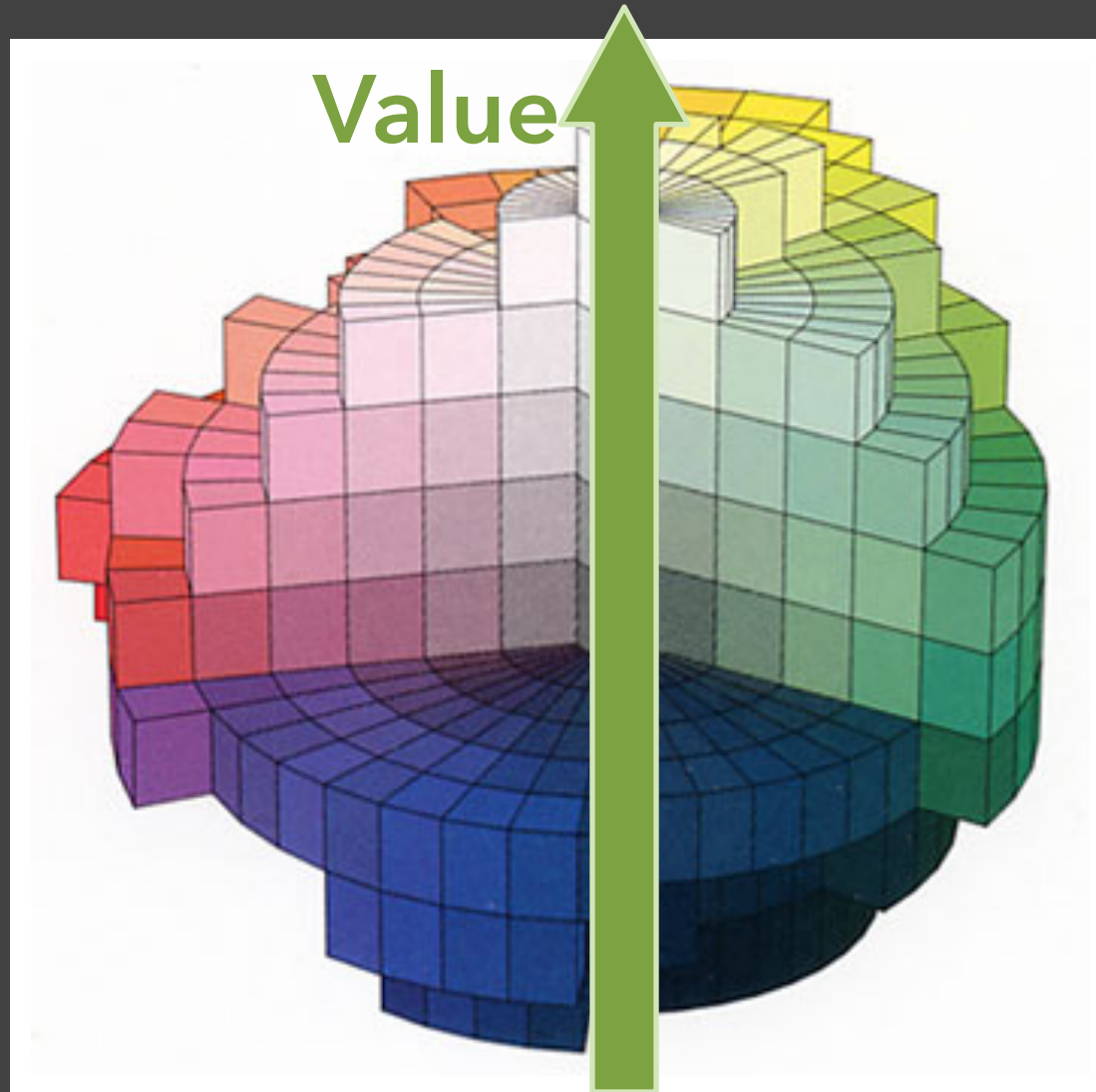
Hue, Value and Chroma



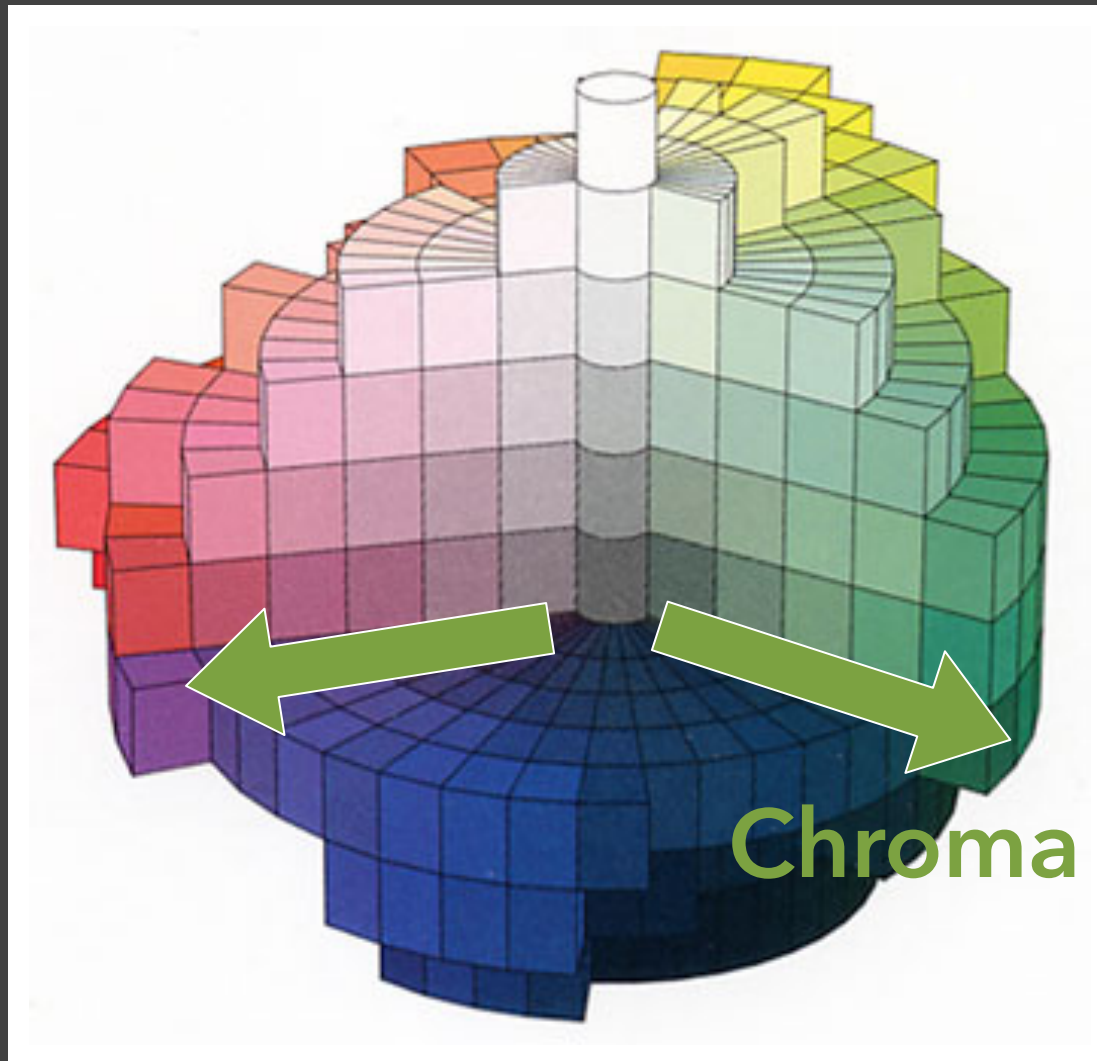
Hue, Value and Chroma



Hue, Value and Chroma



Hue, Value and Chroma



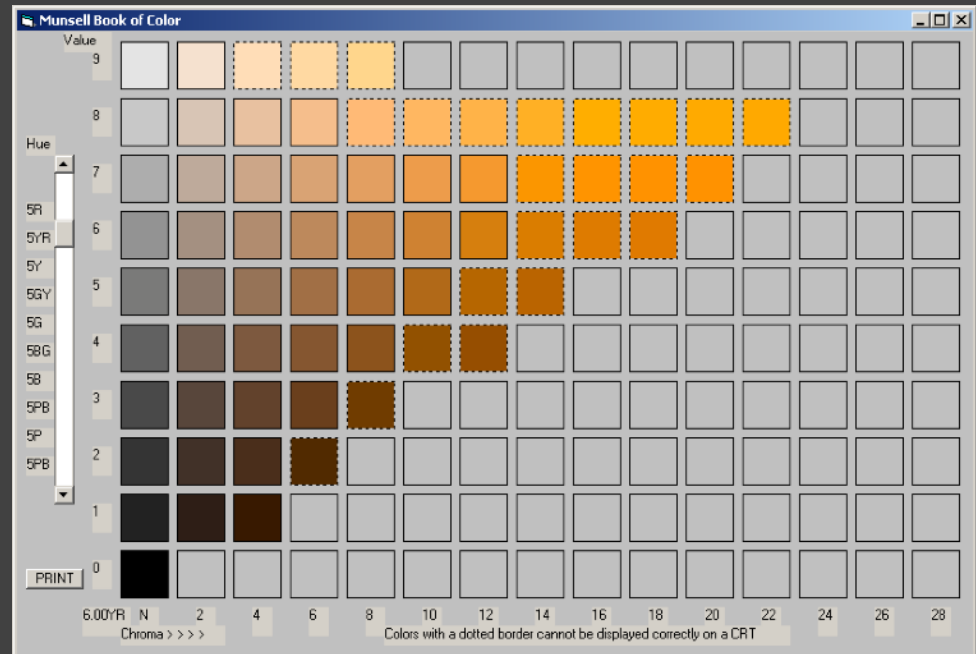
Munsell Color System

Perceptually-based

Precisely reference a color

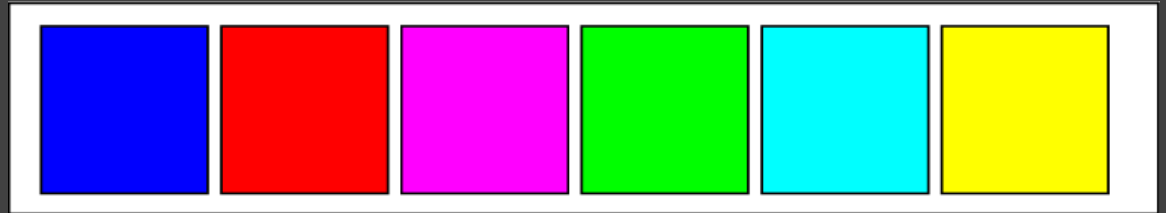
Intuitive dimensions

Look-up table (LUT)



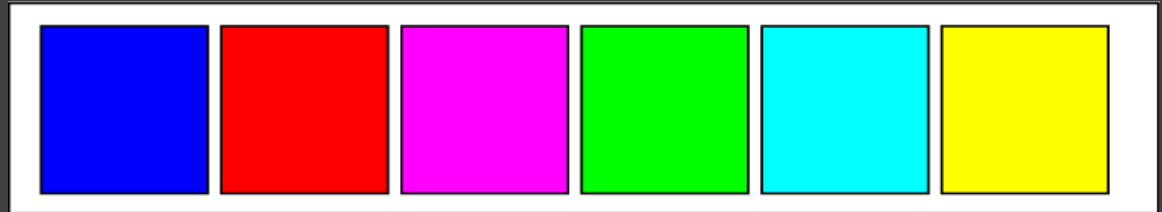
Perceptual Brightness

Color palette



Perceptual Brightness

Color palette

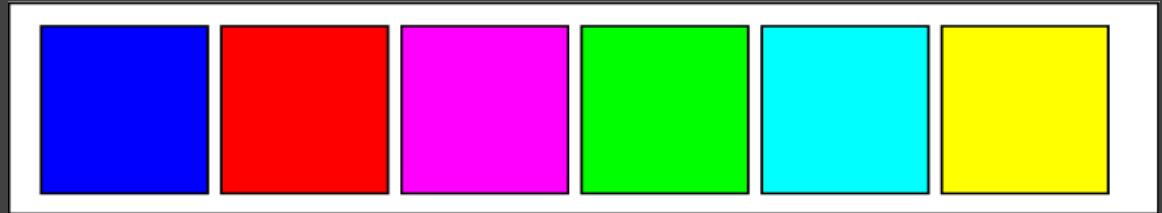


HSL Lightness
(Photoshop)



Perceptual Brightness

Color palette

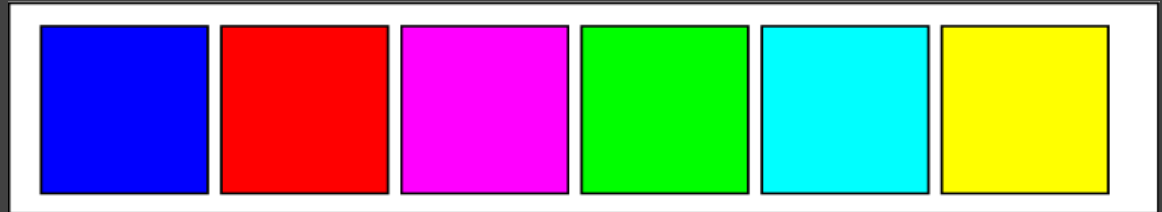


Luminance Y
(CIE XYZ)



Perceptual Brightness

Color palette

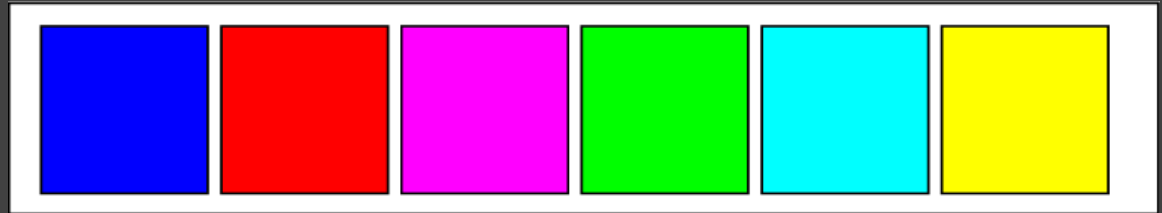


Munsell Value



Perceptual Brightness

Color palette

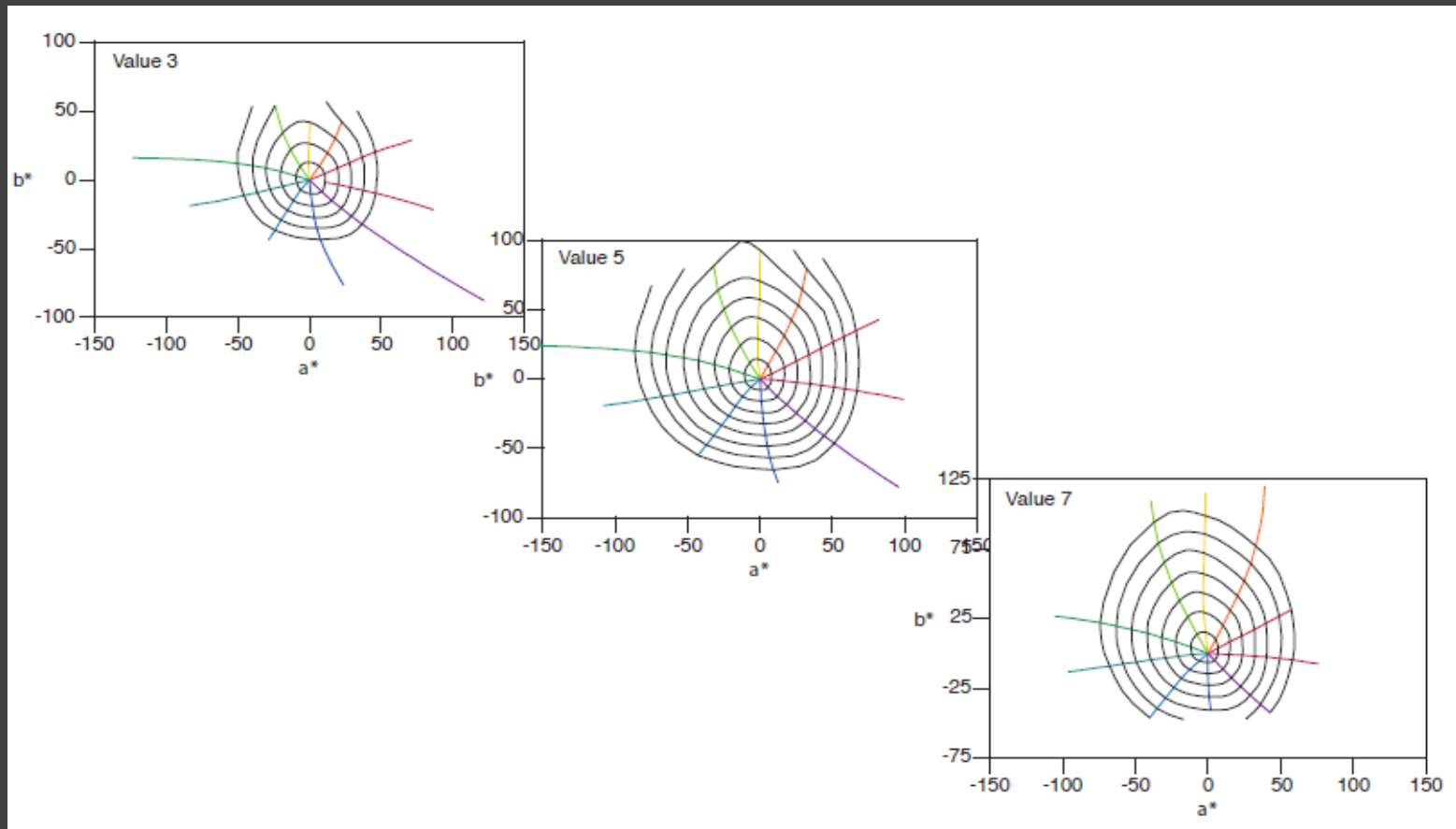


Munsell Value
 L^* (CIE LAB)

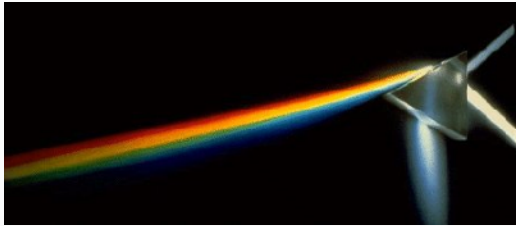


Perceptually-Uniform Color Space

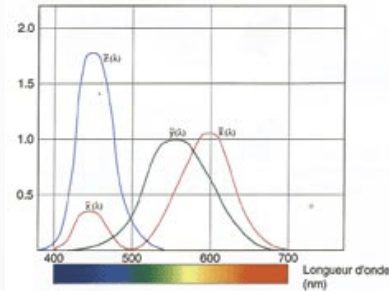
Munsell colors in CIE LAB coordinates



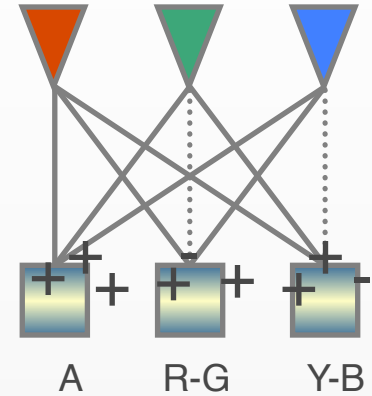
Perception of Color



Light



Cone Response



Opponent Signals

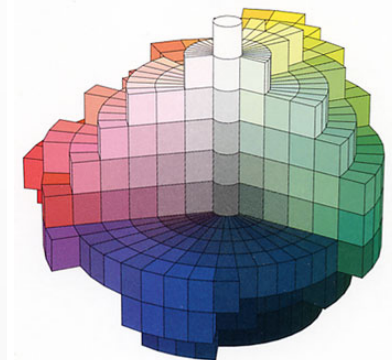
“Yellow”

Color Cognition



Mark D. Fairchild
COLOR APPEARANCE
MODELS

Color Appearance



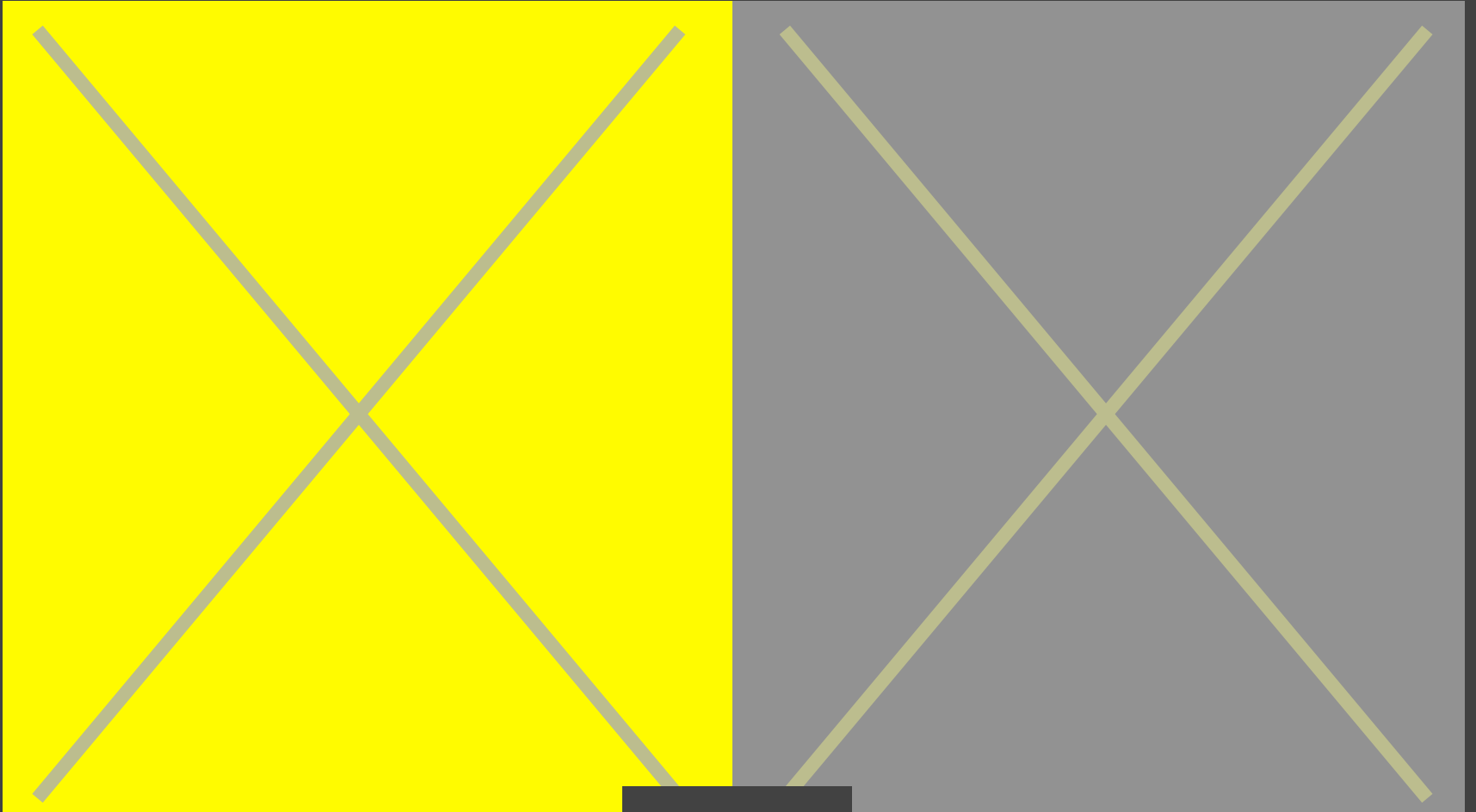
Color Perception

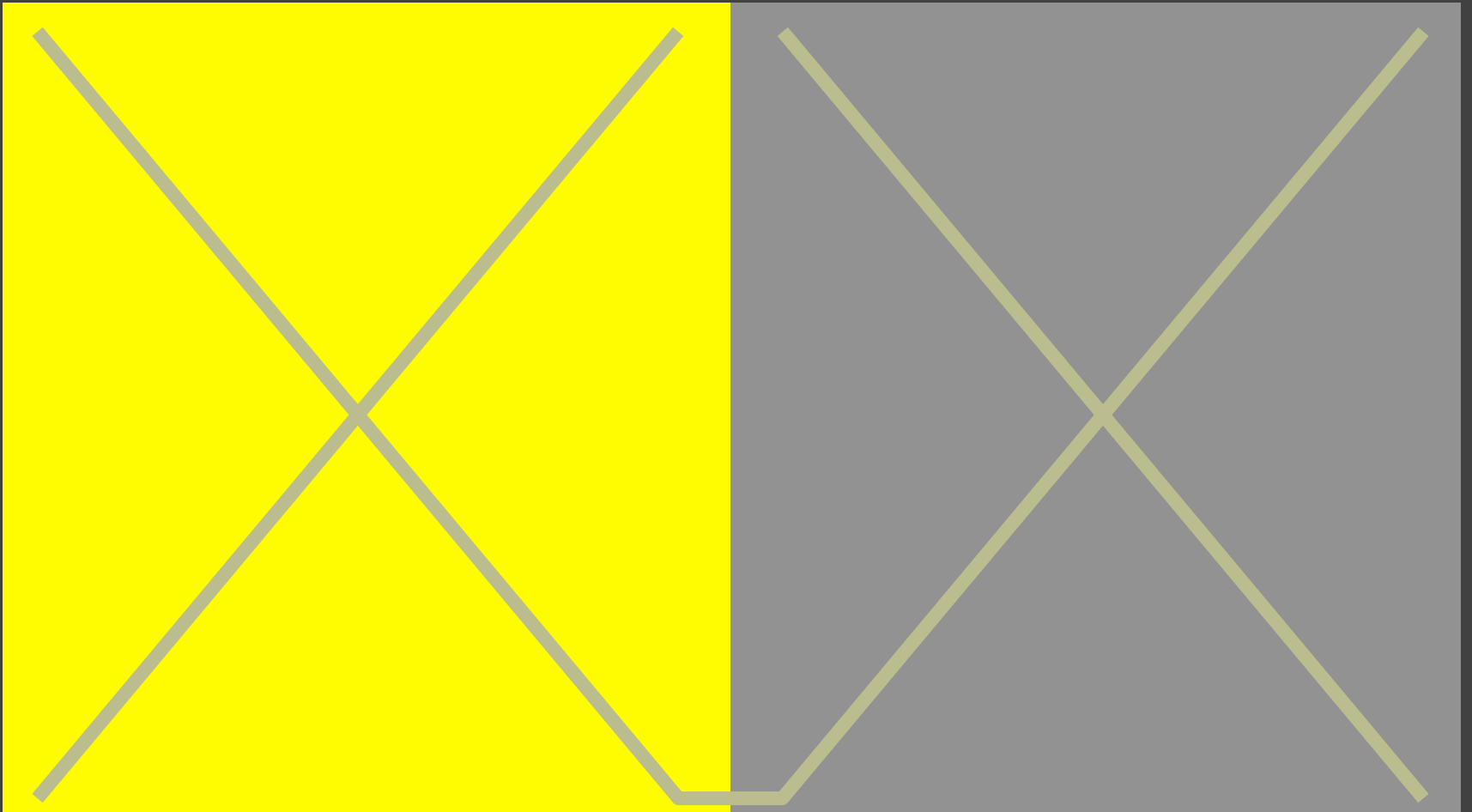
Color Appearance

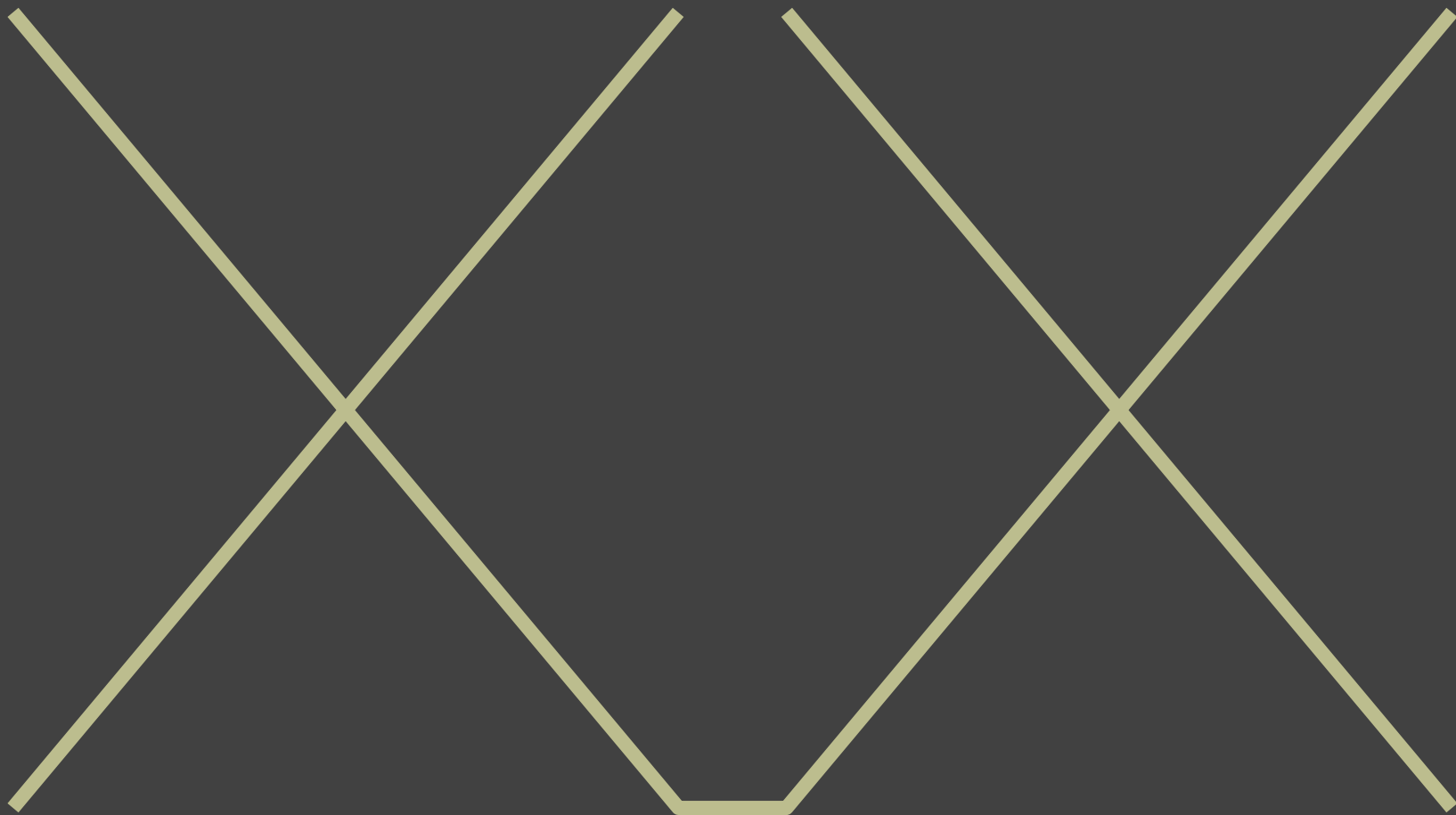
If we have a perceptually-uniform color space,
can we predict how we perceive colors?

"In order to use color effectively it is necessary to recognize that it deceives continually."

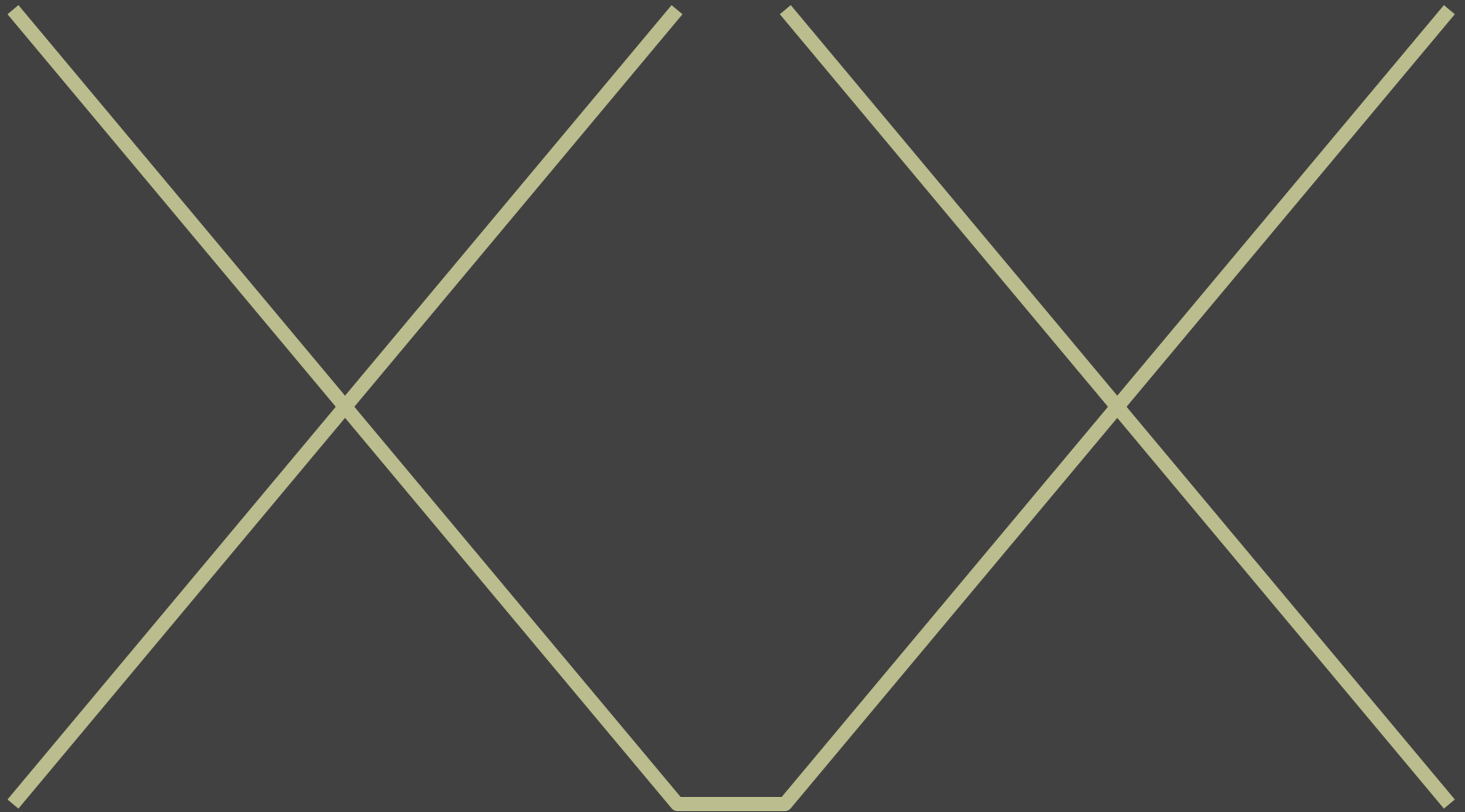
- Josef Albers, *Interaction of Color*





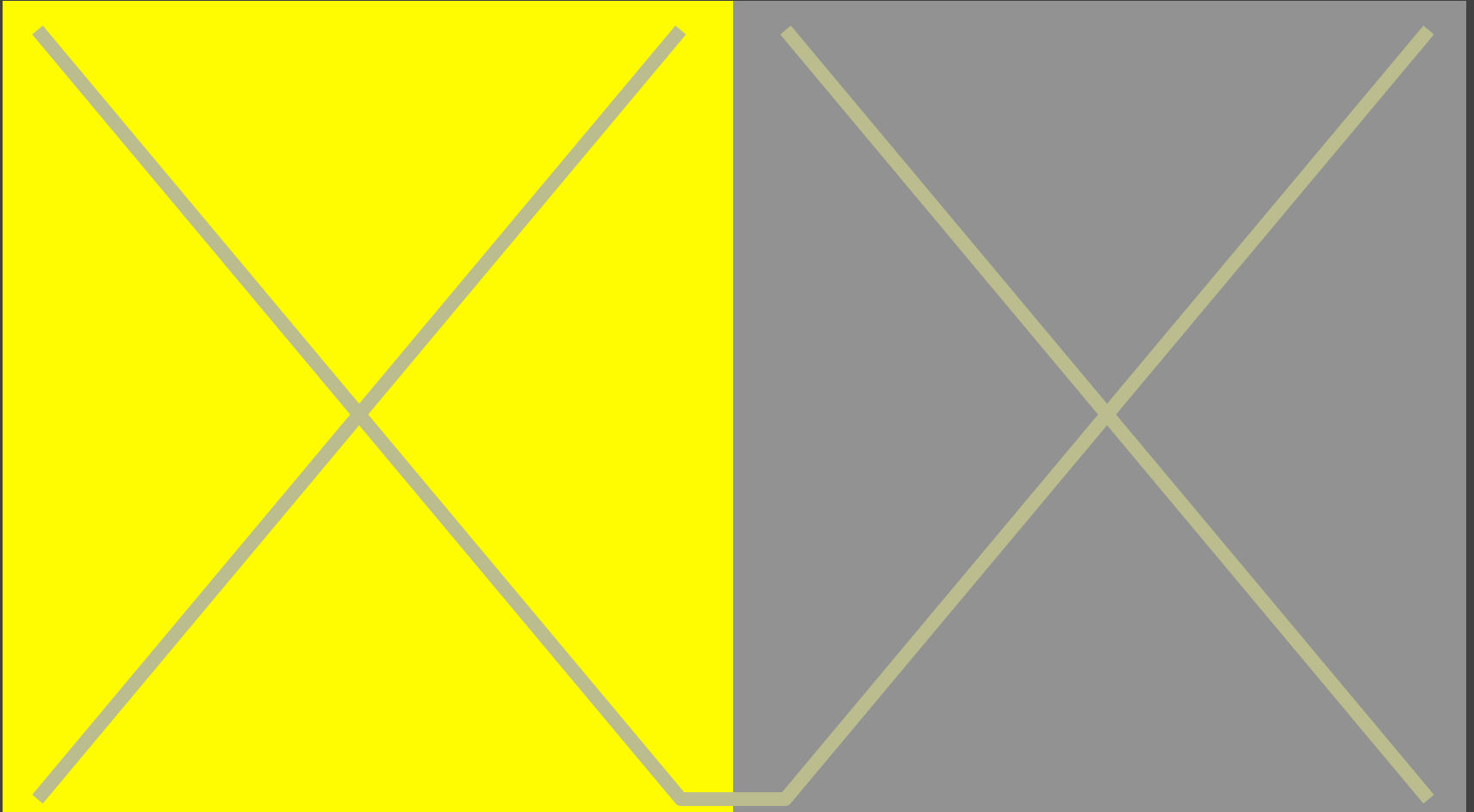


Simultaneous Contrast



Josef Albers

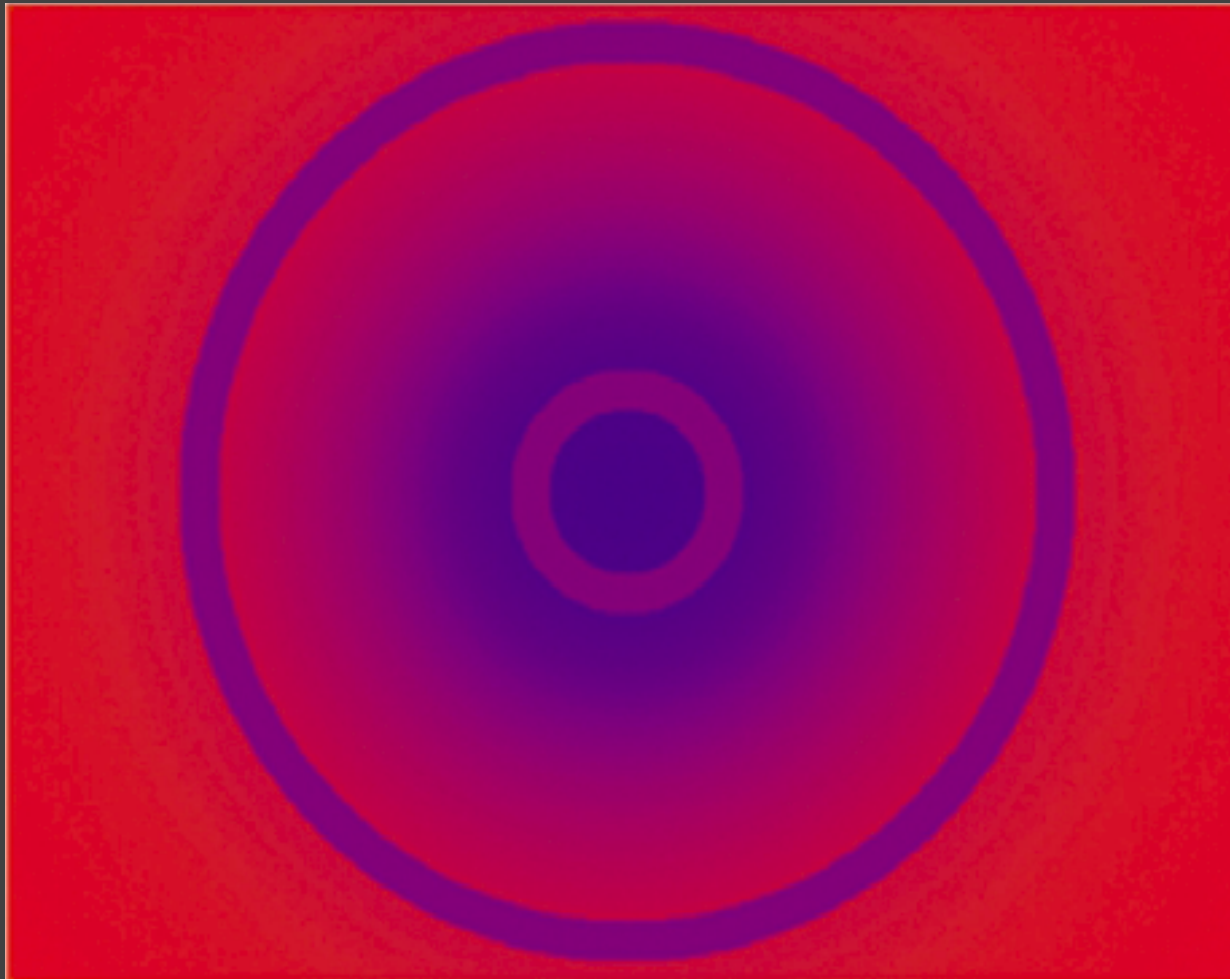
Simultaneous Contrast



Josef Albers

Simultaneous Contrast

Inner & outer rings are the same physical purple.



Donald
MacLeod

Chromatic Adaptation

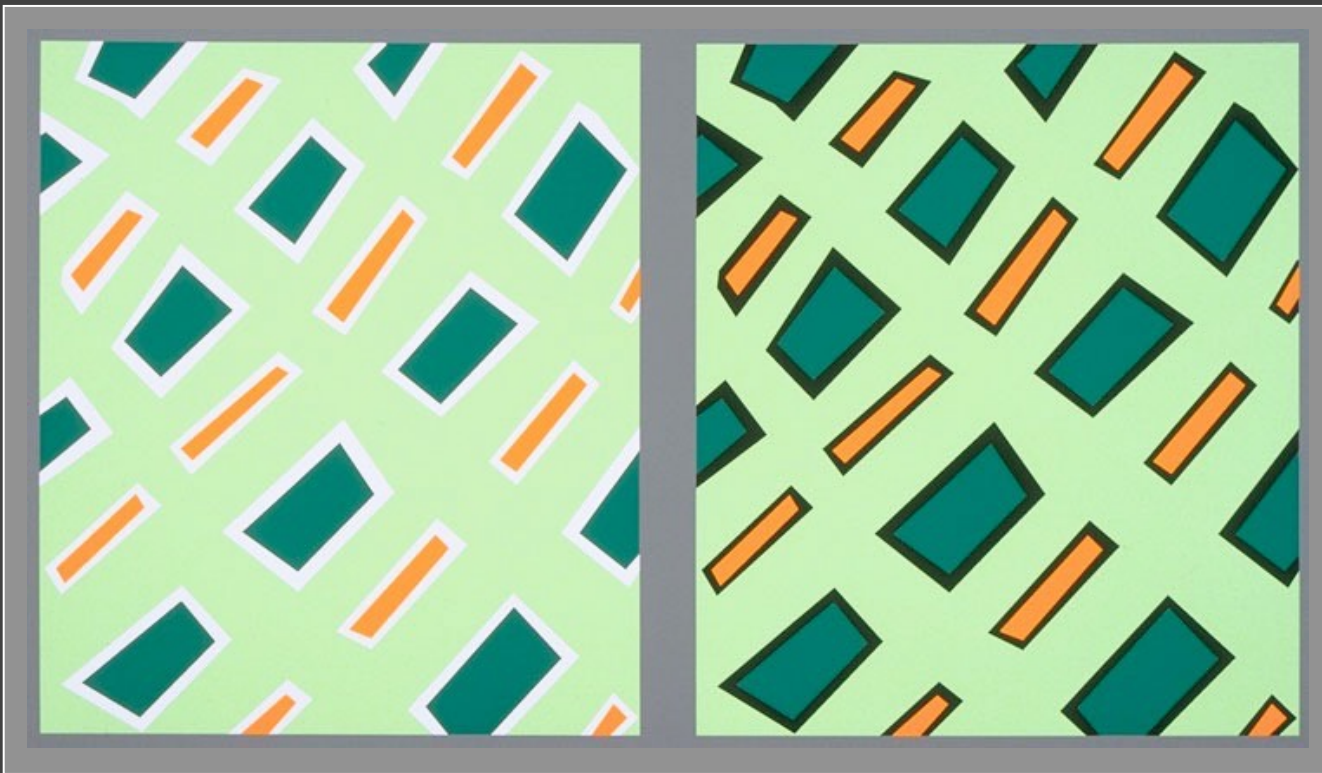


Chromatic Adaptation



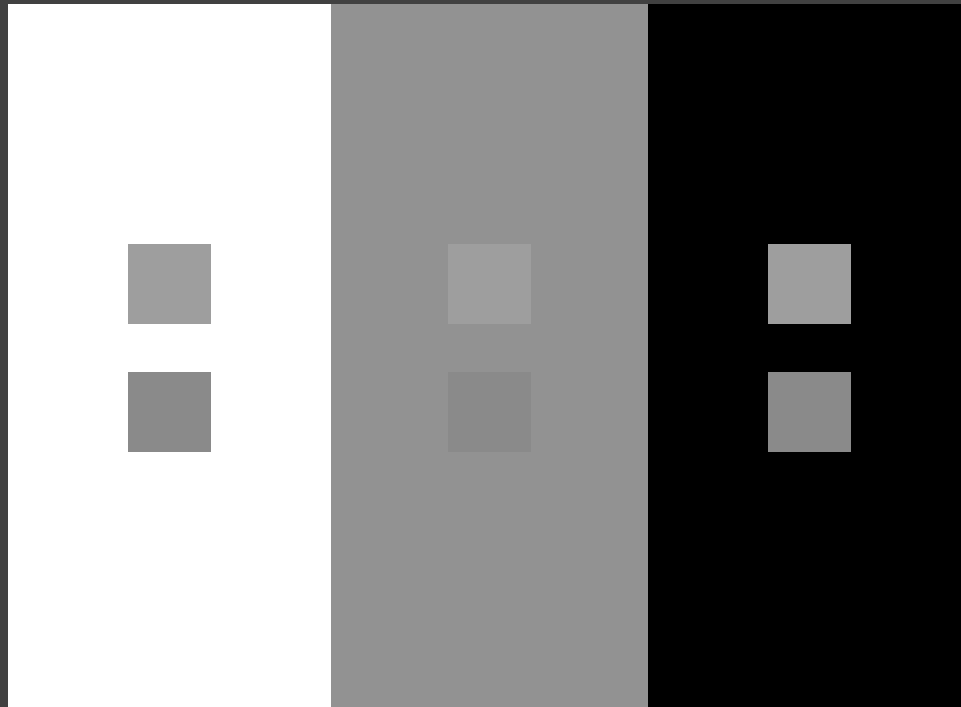
Bezold Effect

Color appearance depends on adjacent colors



Crispening

Perceived difference depends on background



Color Appearance Models, Fairchild

Spreading

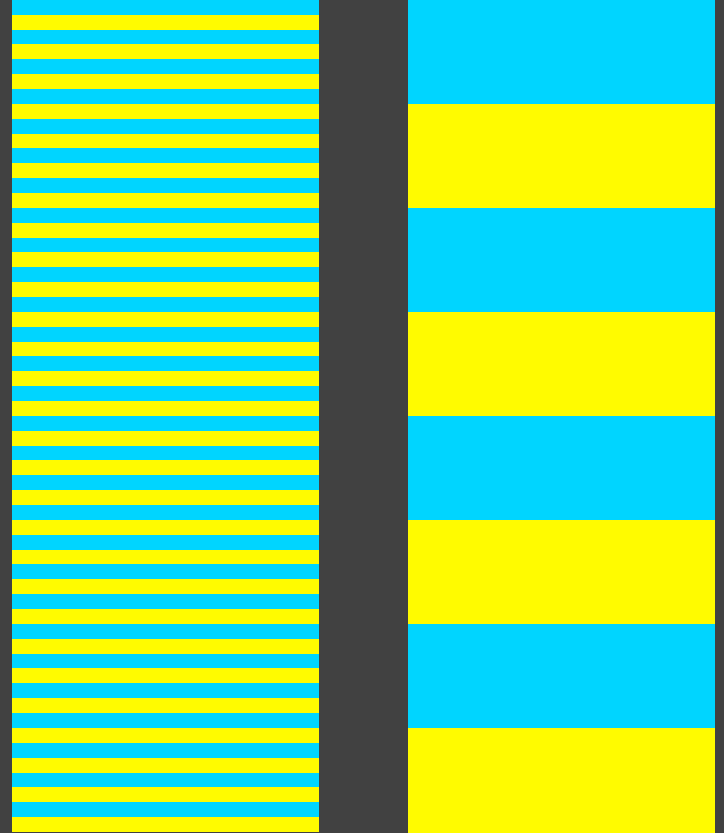
Spatial frequency

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

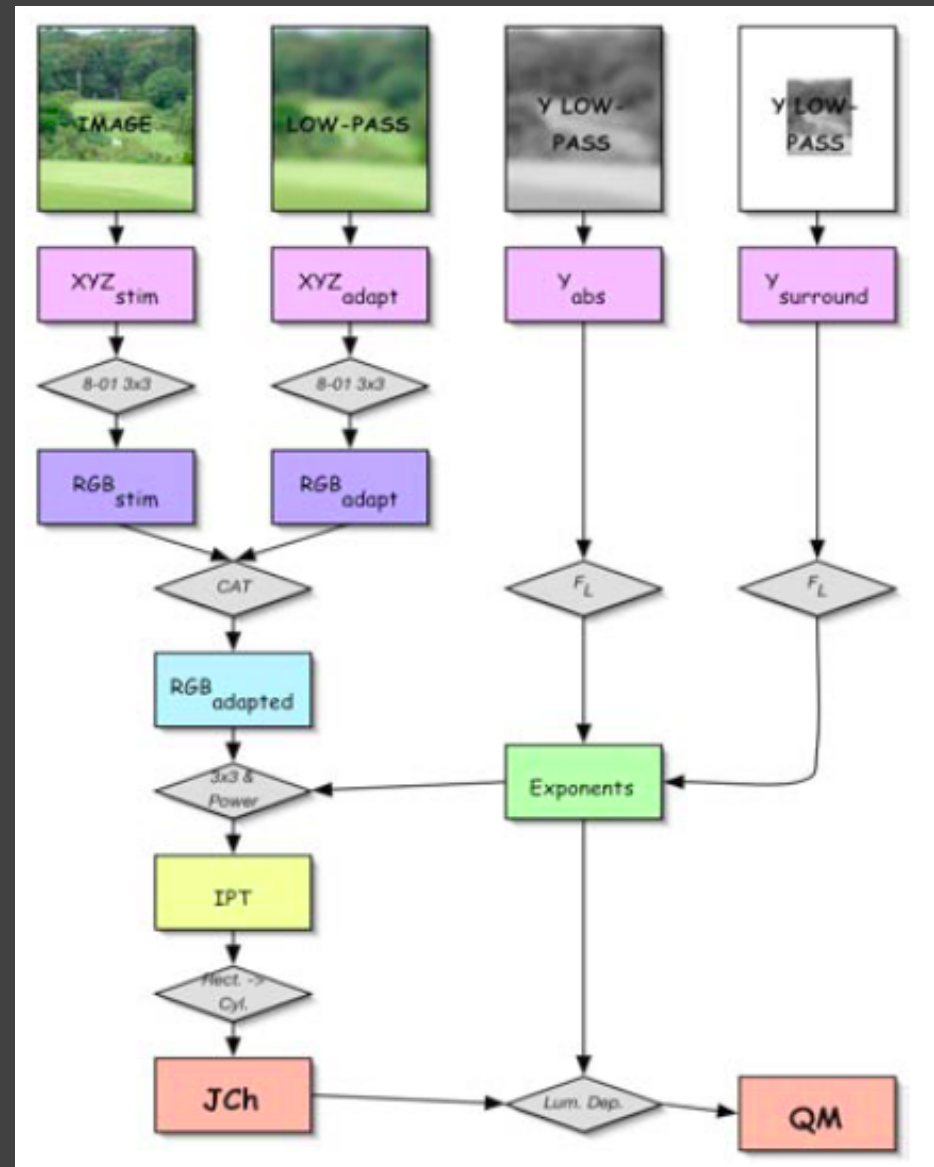
Spatial effects

Viewing angle

iCAM

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

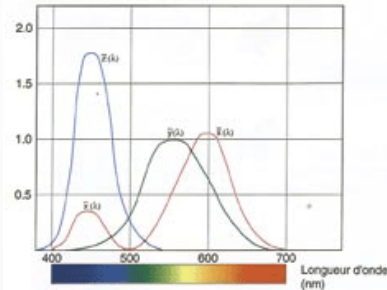
Mark Fairchild



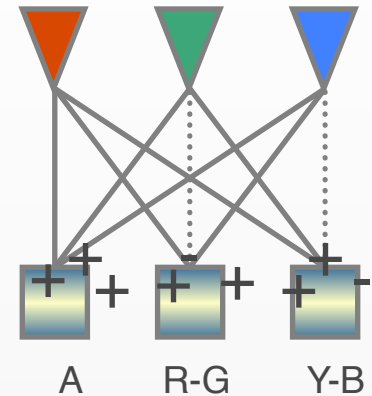
Perception of Color



Light



Cone Response



Opponent Signals

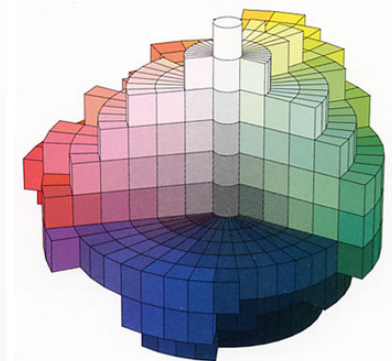
“Yellow”

Color Cognition



Mark D. Fairchild
COLOR APPEARANCE
MODELS

Color Appearance



Color Perception

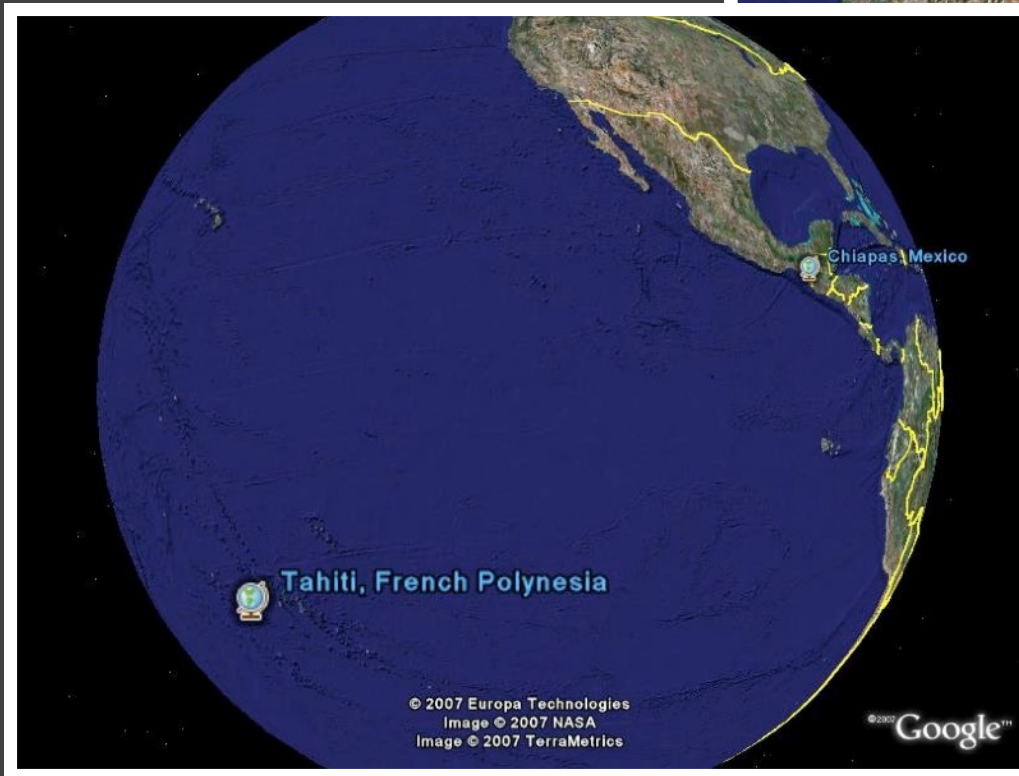
Basic Color Terms

Chance discovery by Brent Berlin and Paul Kay.



Basic Color Terms

Chance discovery by Brent Berlin and Paul Kay.



Basic Color Terms

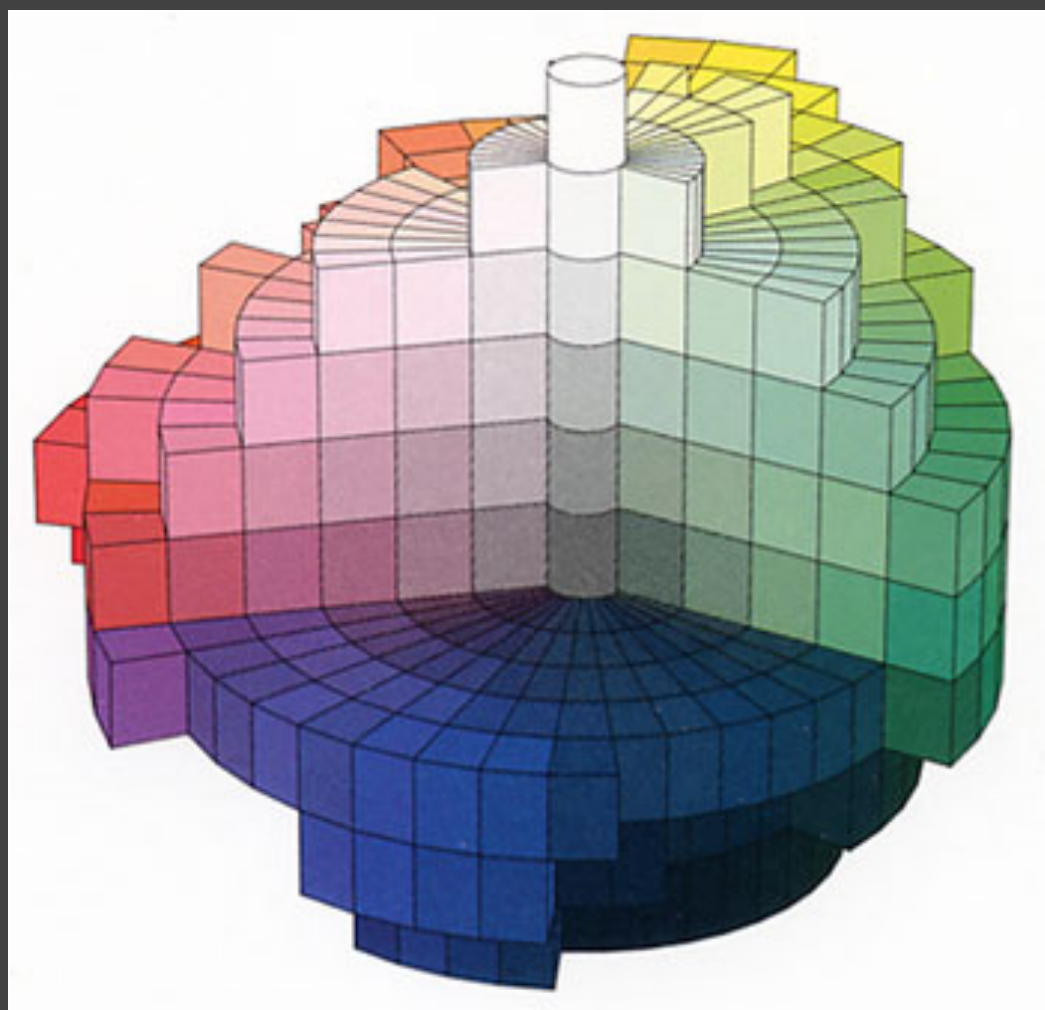
Chance discovery by Brent Berlin and Paul Kay.

Initial study in 1969

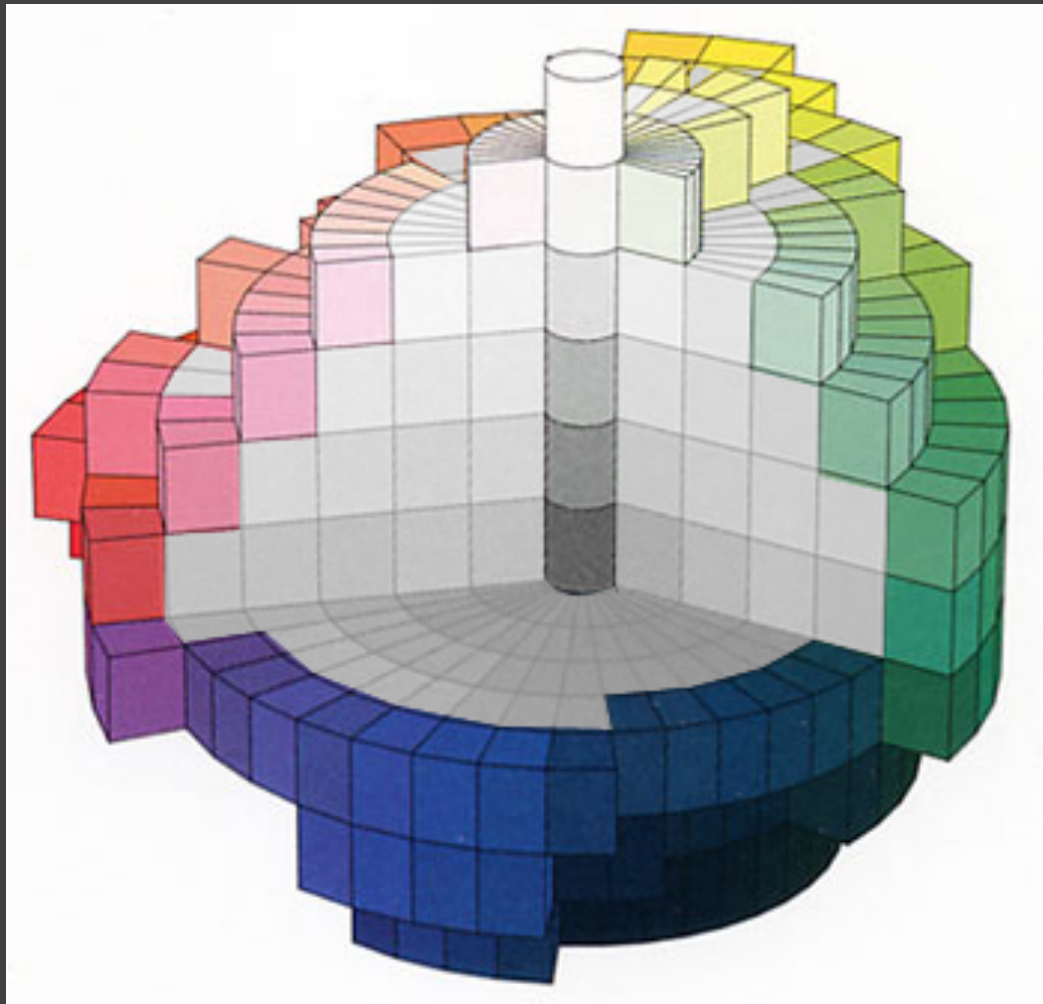
Surveyed speakers from 20 languages

Literature from 69 languages

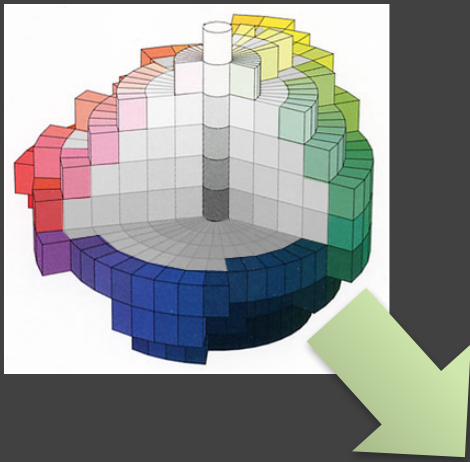
World Color Survey



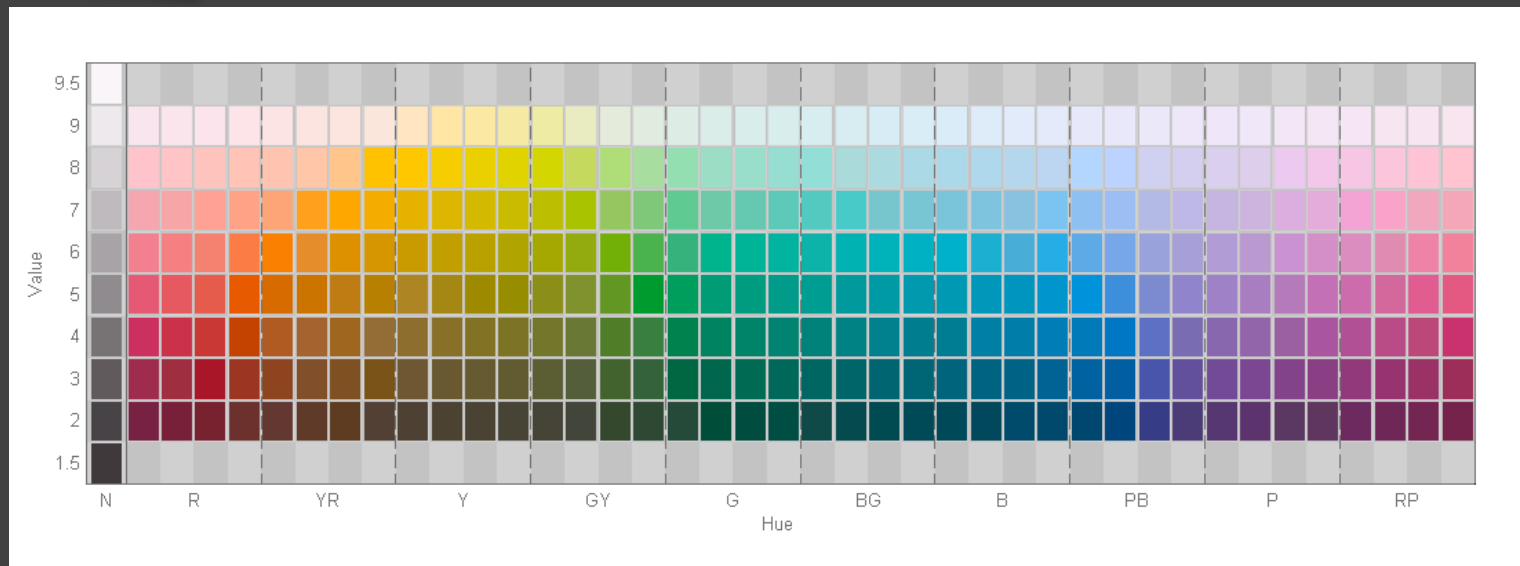
World Color Survey



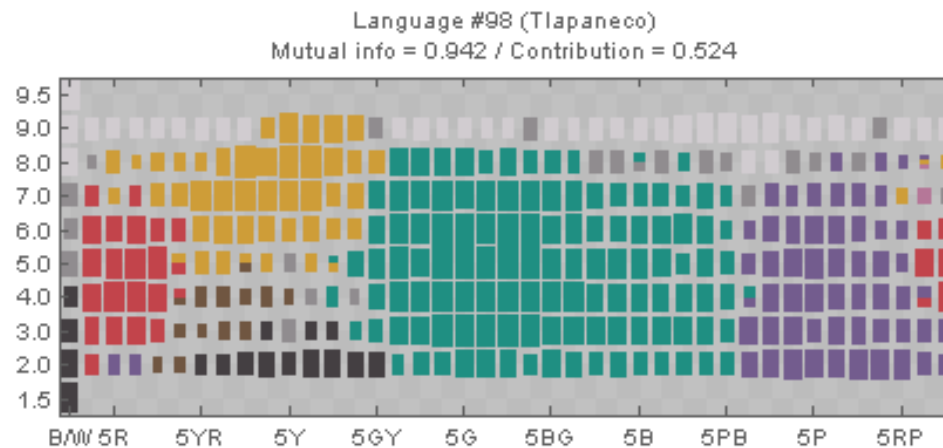
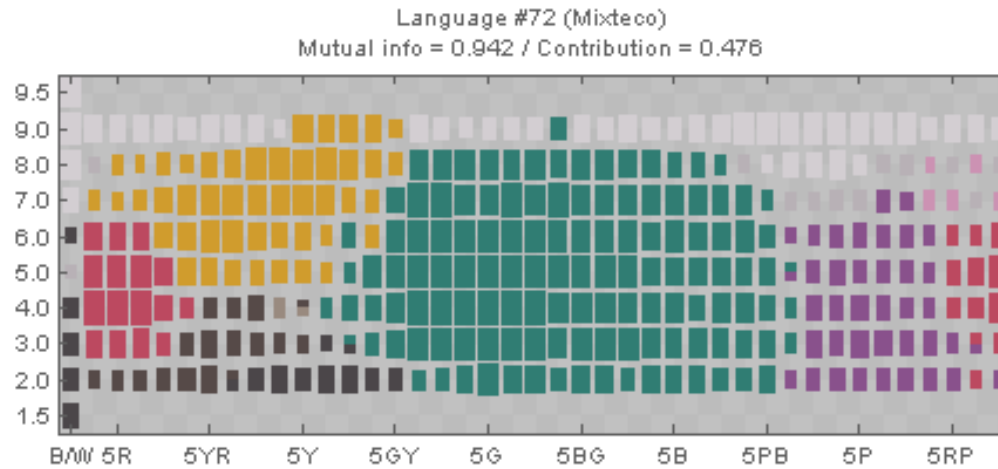
World Color Survey



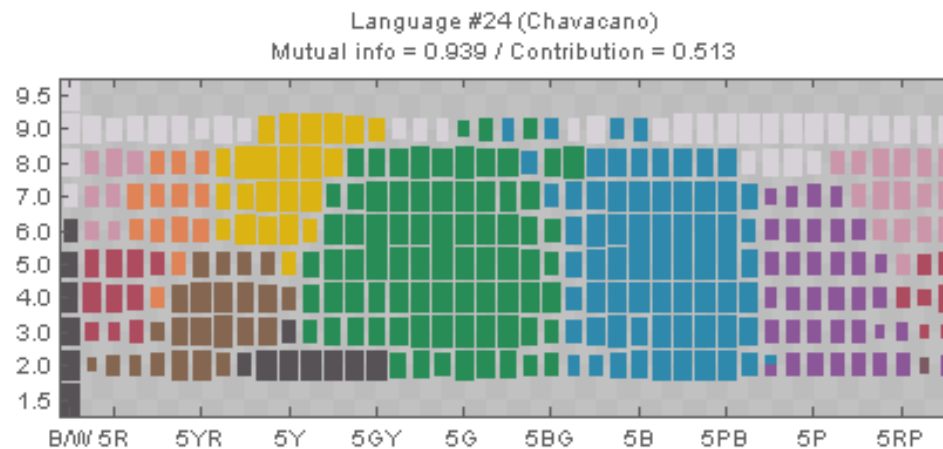
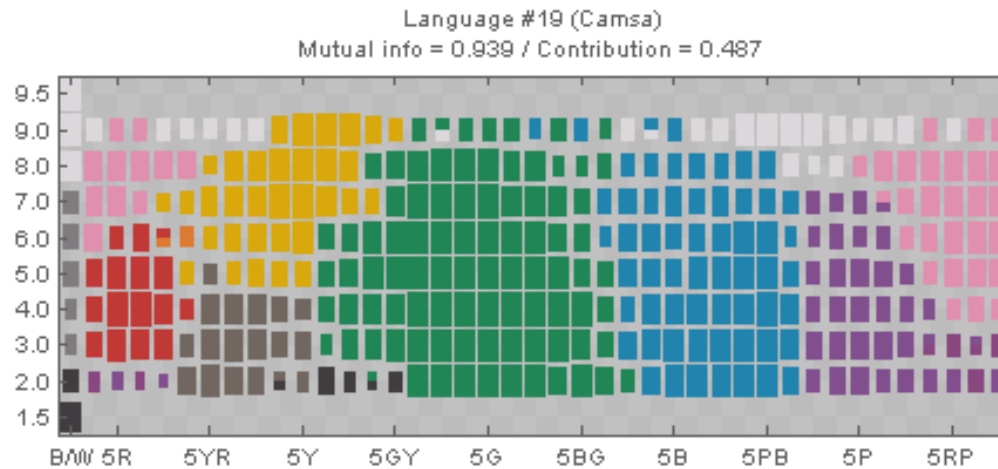
Naming information from 2616 speakers from 110 languages on 330 Munsell color chips



Results from WCS



Results from WCS



Universal (?) Basic Color Terms

Basic color terms recur across languages.

 **White**

 **Red**

 **Pink**

 **Grey**

 **Yellow**

 **Brown**

 **Black**

 **Green**

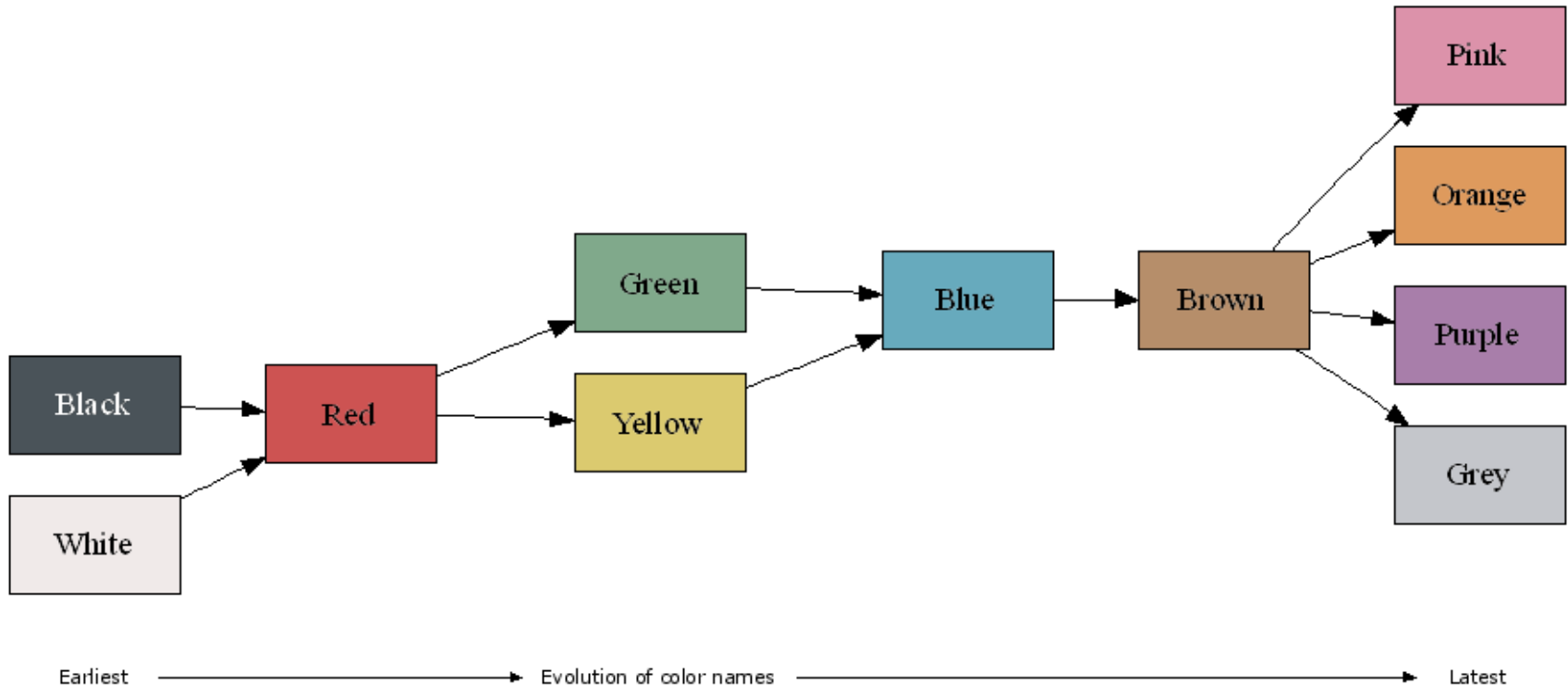
 **Orange**

 **Blue**

 **Purple**

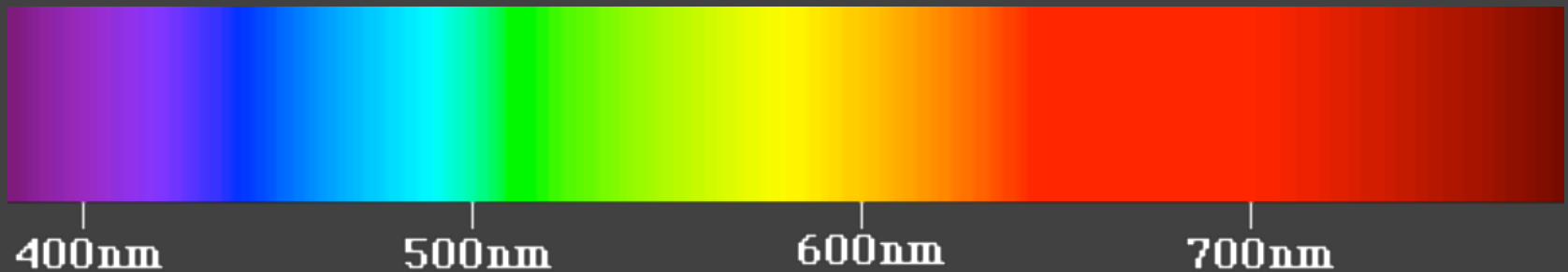
Evolution of Basic Color Terms

Proposed universal evolution across languages.



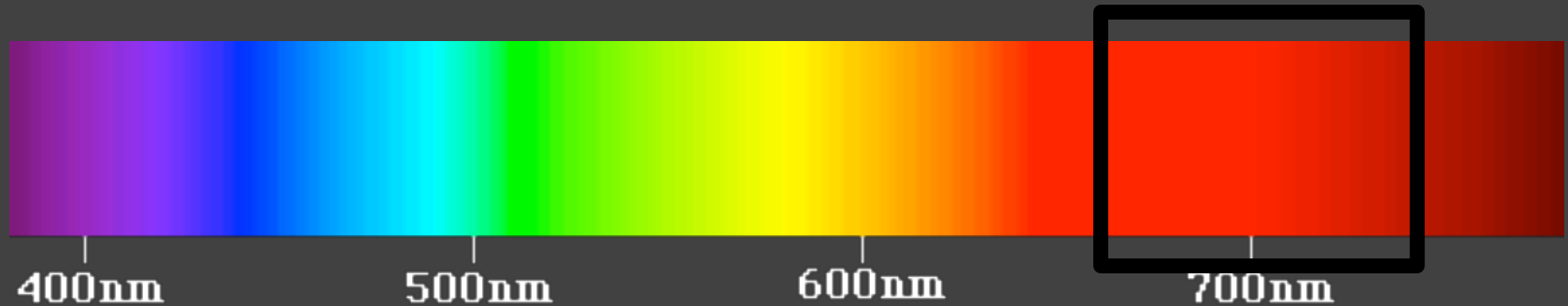
Rainbow Color Map

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



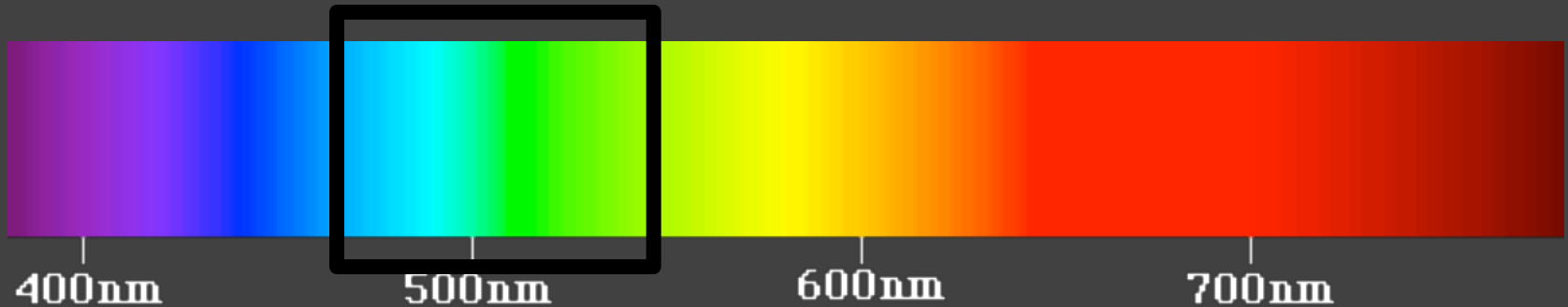
Rainbow Color Map

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



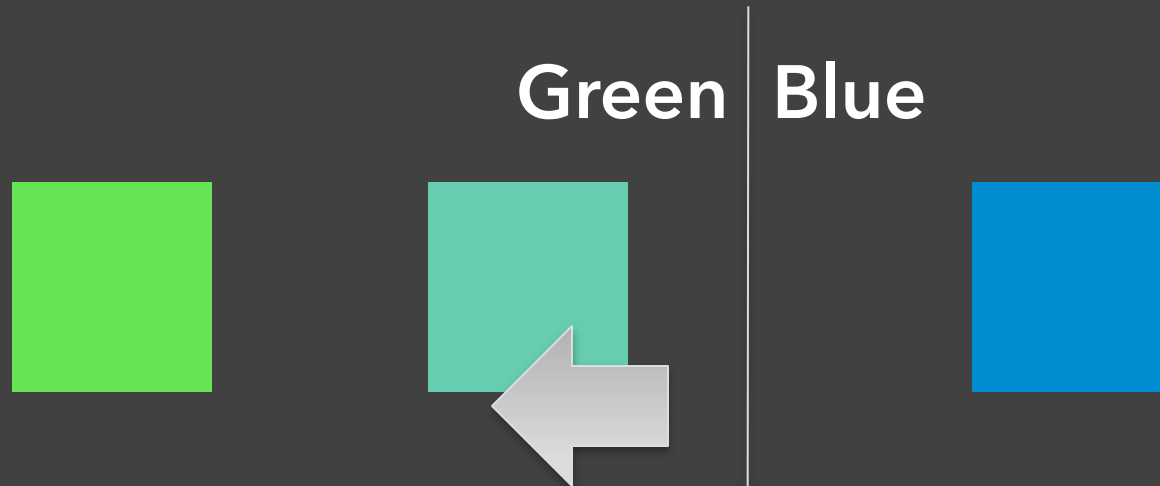
Rainbow Color Map

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

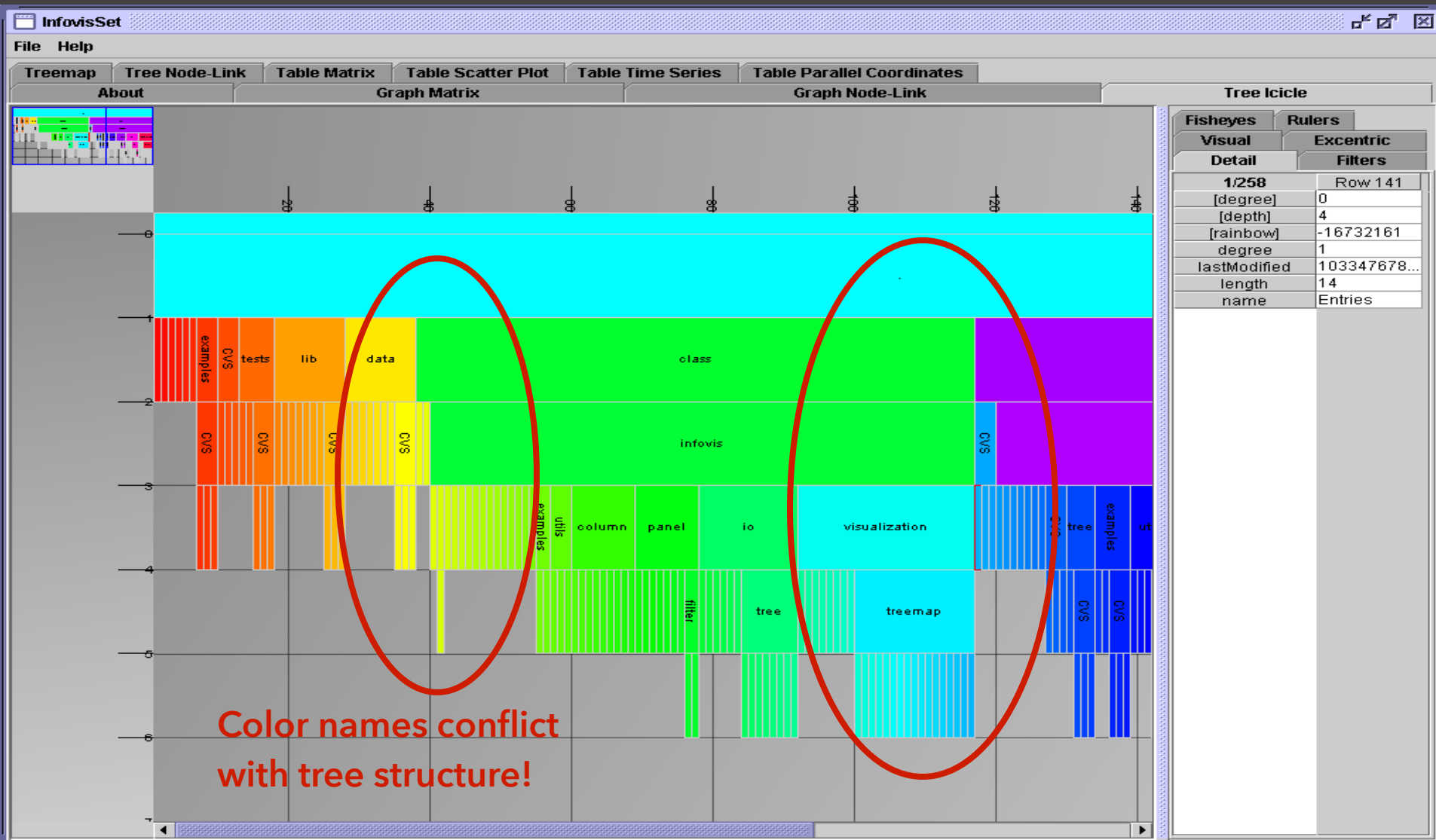


Naming Effects Color Perception

Color name boundaries



Icicle Tree with Rainbow Coloring



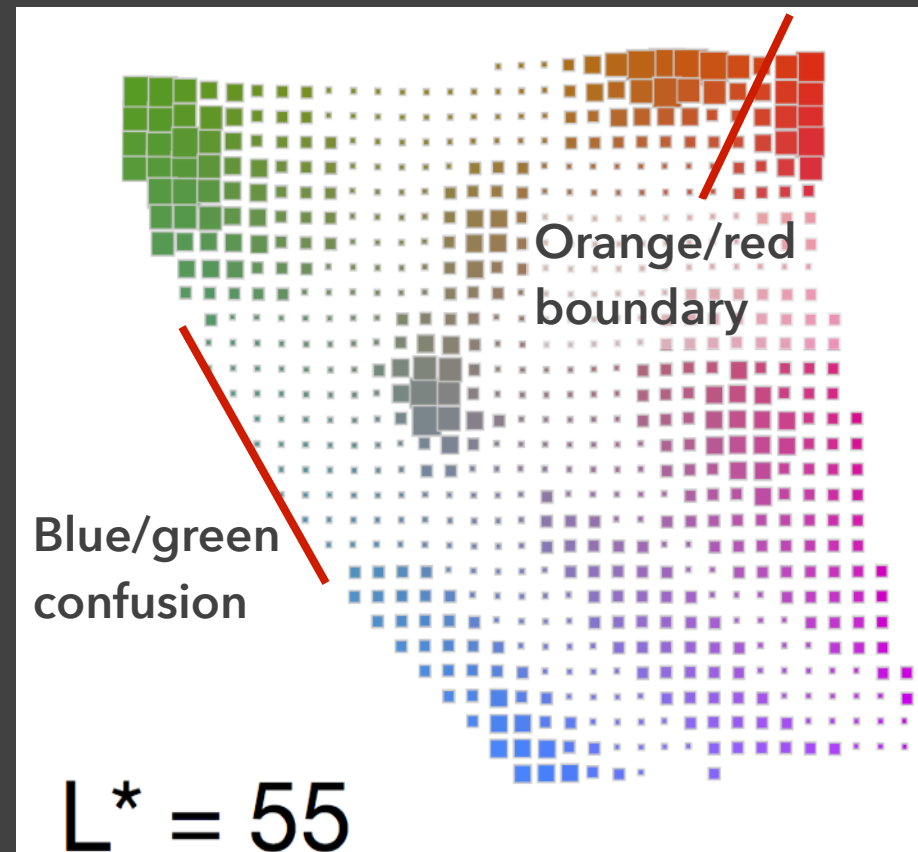
Color Naming Models [Heer & Stone '12]

Model 3 million responses from XKCD survey

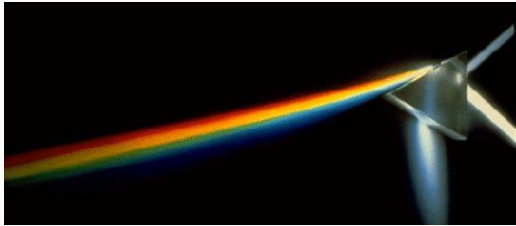
Bins in LAB space
sized by *saliency*:

How much do people
agree on color name?

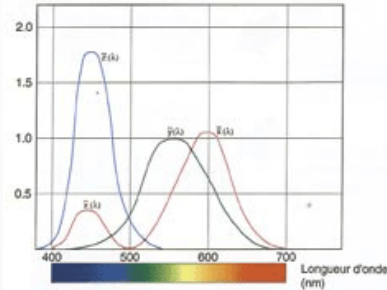
Modeled by entropy
of $p(\text{name} \mid \text{color})$



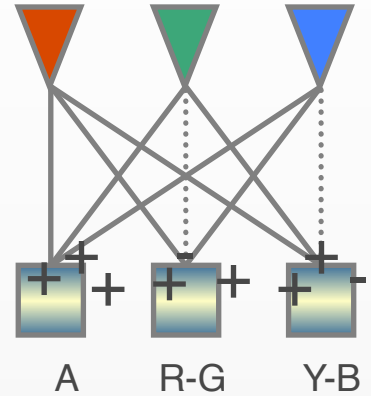
Perception of Color



Light



Cone Response



Opponent Signals

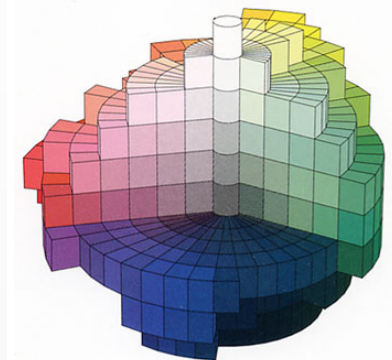
“Yellow”

Color Cognition



Mark D. Fairchild
COLOR APPEARANCE
MODELS

Color Appearance

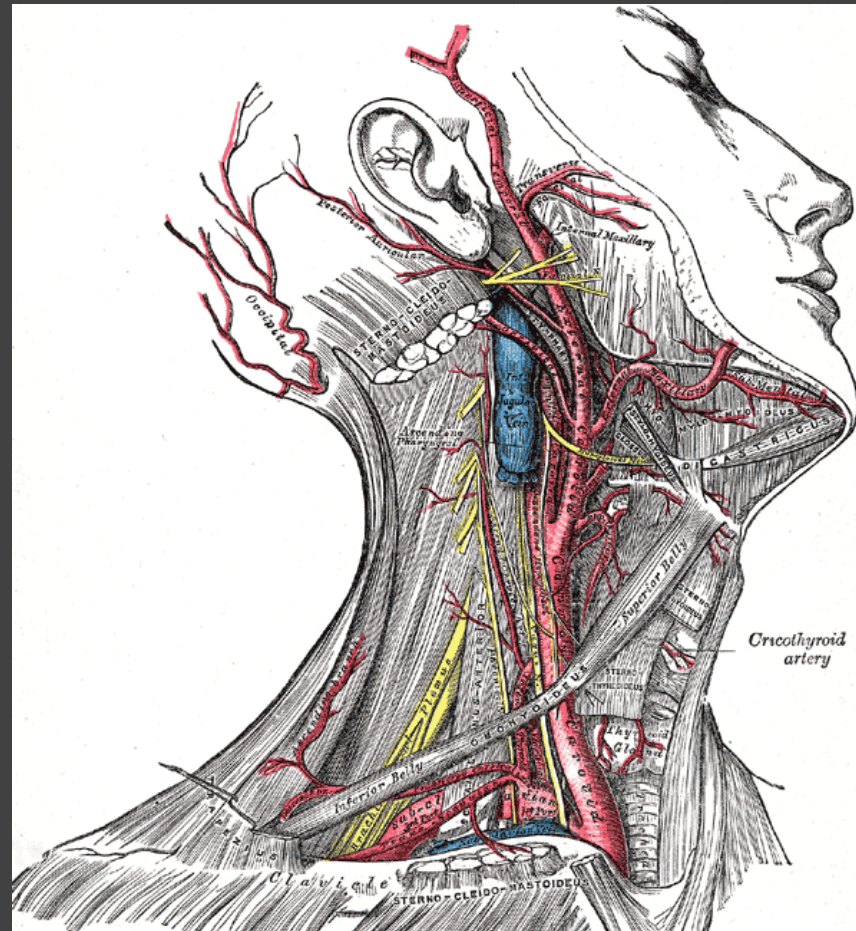


Color Perception

Designing Colormaps

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

- | | | |
|-------------------------------|---------------------------|--|
| AERONAUTICAL MOBILE | HYPER-SATELLITE | RADIO ASTRONOMY |
| AERONAUTICAL MOBILE SATELLITE | LAND MOBILE | RADIO DETERMINATION SATELLITE |
| AERONAUTICAL RADIO NAVIGATION | LAND MOBILE SATELLITE | RADIO LOCATION |
| AMATEUR | MARITIME MOBILE | RADIO LOCATION SATELLITE |
| AMATEUR SATELLITE | MARITIME MOBILE SATELLITE | RADIO NAVIGATION |
| BROADCASTING | MARITIME RADIO NAVIGATION | RADIO NAVIGATION SATELLITE |
| BROADCASTING SATELLITE | METEOROLOGICAL AID | SPACE OPERATION |
| EARTH DEPLOYMENT 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/NON-GOVERNMENT SHARED |
| NON-GOVERNMENT EXCLUSIVE | |

ALLOCATION USE DESIGNATION

SERVICE	EXAMPLE	DESCRIPTION
Primary	FIXED	Capital Letters
Secondary	FIXED	Small 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	 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

RADIO SERVICES COLOR LEGEND

<input type="checkbox"/> AERONAUTICAL MOBILE	<input type="checkbox"/> INTER-SATELLITE	<input type="checkbox"/> RADIO ASTRONOMY
<input type="checkbox"/> AERONAUTICAL MOBILE SATELLITE	<input type="checkbox"/> LAND MOBILE	<input type="checkbox"/> RADIODETERMINATION SATELLITE
<input type="checkbox"/> AERONAUTICAL RADIONAVIGATION	<input type="checkbox"/> LAND MOBILE SATELLITE	<input type="checkbox"/> RADIOLOCATION
<input type="checkbox"/> AMATEUR	<input type="checkbox"/> MARITIME MOBILE	<input type="checkbox"/> RADIOLOCATION SATELLITE
<input type="checkbox"/> AMATEUR SATELLITE	<input type="checkbox"/> MARITIME MOBILE SATELLITE	<input type="checkbox"/> RADIONAVIGATION
<input type="checkbox"/> BROADCASTING	<input type="checkbox"/> MARITIME RADIONAVIGATION	<input type="checkbox"/> RADIONAVIGATION SATELLITE
<input type="checkbox"/> BROADCASTING SATELLITE	<input type="checkbox"/> METEOROLOGICAL AIDS	<input type="checkbox"/> SPACE OPERATION
<input type="checkbox"/> EARTH EXPLORATION SATELLITE	<input type="checkbox"/> METEOROLOGICAL SATELLITE	<input type="checkbox"/> SPACE RESEARCH
<input type="checkbox"/> FIXED	<input type="checkbox"/> MOBILE	<input type="checkbox"/> STANDARD FREQUENCY AND TIME SIGNAL
<input type="checkbox"/> FIXED SATELLITE	<input type="checkbox"/> MOBILE SATELLITE	<input type="checkbox"/> STANDARD FREQUENCY AND TIME SIGNAL SATELLITE

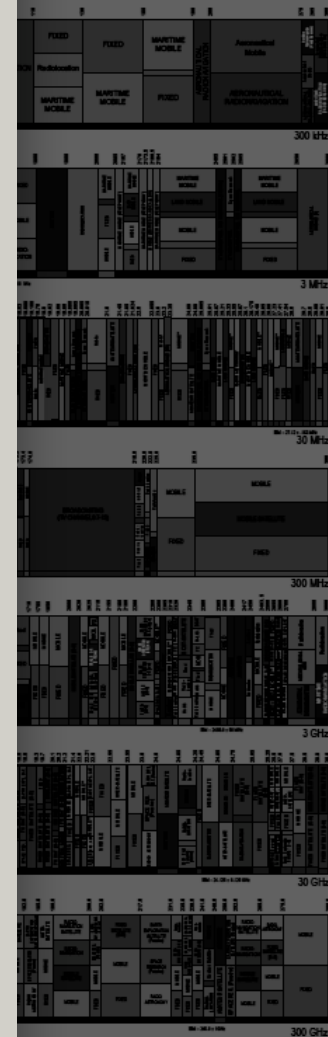
ACTIVITY CODE

<input type="checkbox"/> GOVERNMENT EXCLUSIVE	<input type="checkbox"/> GOVERNMENT-GOVERNMENT SHARED
<input type="checkbox"/> NON-GOVERNMENT EXCLUSIVE	

ALLOCATION USAGE DESIGNATION

SERVICE	EXAMPLE	DESCRIPTION
Primary	F2E2	Coastal Station
Secondary	F2E2	Coastal Station

rum



Palette Design & Color Names

Minimize overlap and ambiguity of colors.

Color Name Distance

0.00	1.00	1.00	1.00	0.98	1.00	1.00	1.00	1.00	0.20
1.00	0.00	1.00	0.97	1.00	1.00	1.00	1.00	0.96	1.00
1.00	1.00	0.00	1.00	1.00	1.00	1.00	1.00	0.90	0.99
1.00	0.97	1.00	0.00	1.00	0.95	0.99	1.00	1.00	1.00
0.98	1.00	1.00	1.00	0.00	0.96	0.91	0.97	1.00	0.99
1.00	1.00	1.00	0.95	0.96	0.00	0.97	0.93	0.98	1.00
1.00	1.00	1.00	0.99	0.91	0.97	0.00	1.00	1.00	1.00
1.00	1.00	1.00	1.00	0.97	0.93	1.00	0.00	1.00	1.00
1.00	0.96	0.90	1.00	1.00	0.98	1.00	1.00	0.00	1.00
0.20	1.00	0.99	1.00	0.99	1.00	1.00	1.00	1.00	0.00

Saliency

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

Name

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

Tableau-10

Average 0.97

.52

Palette Design & Color Names

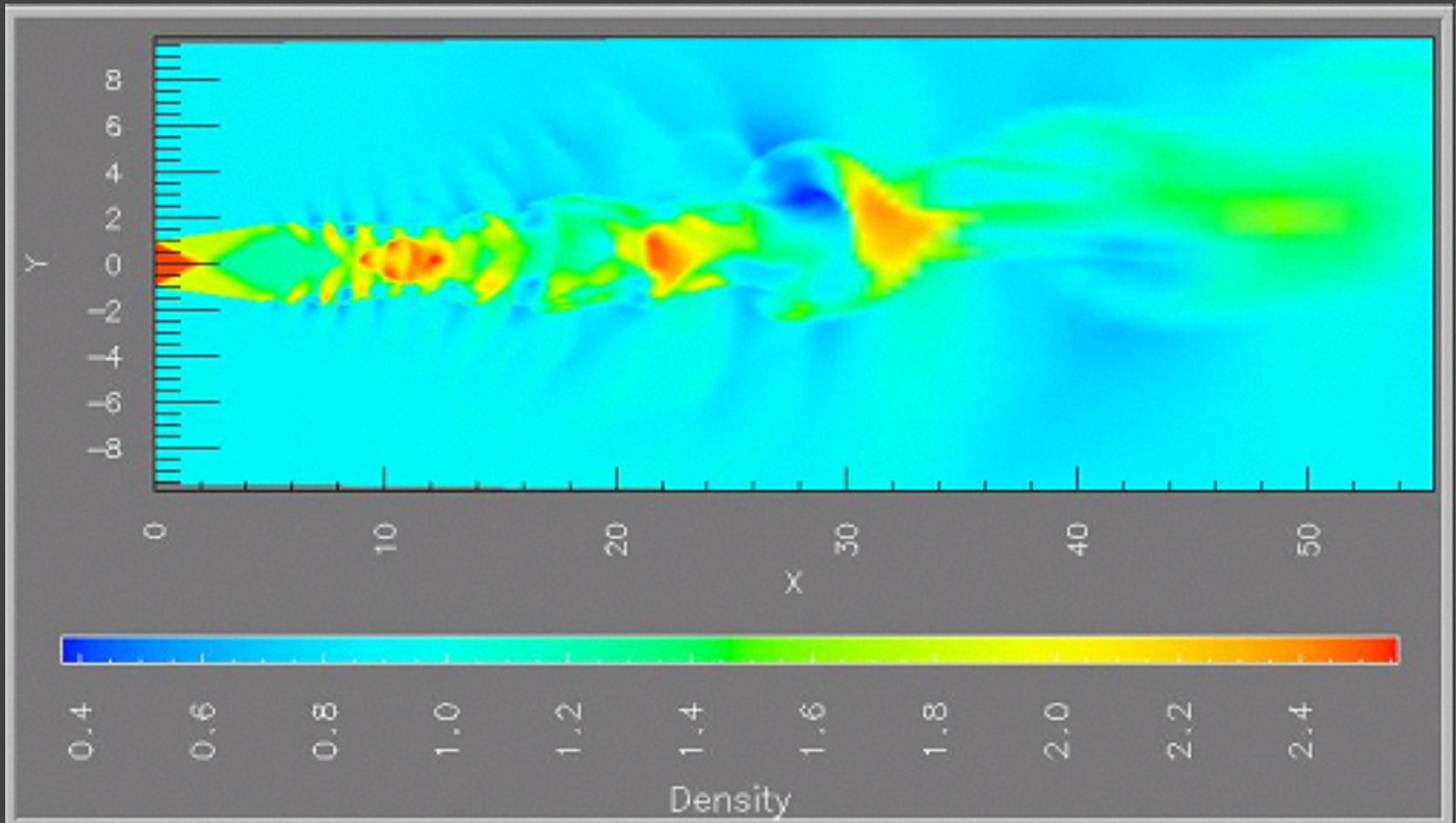
Minimize overlap and ambiguity of colors.

Color Name Distance

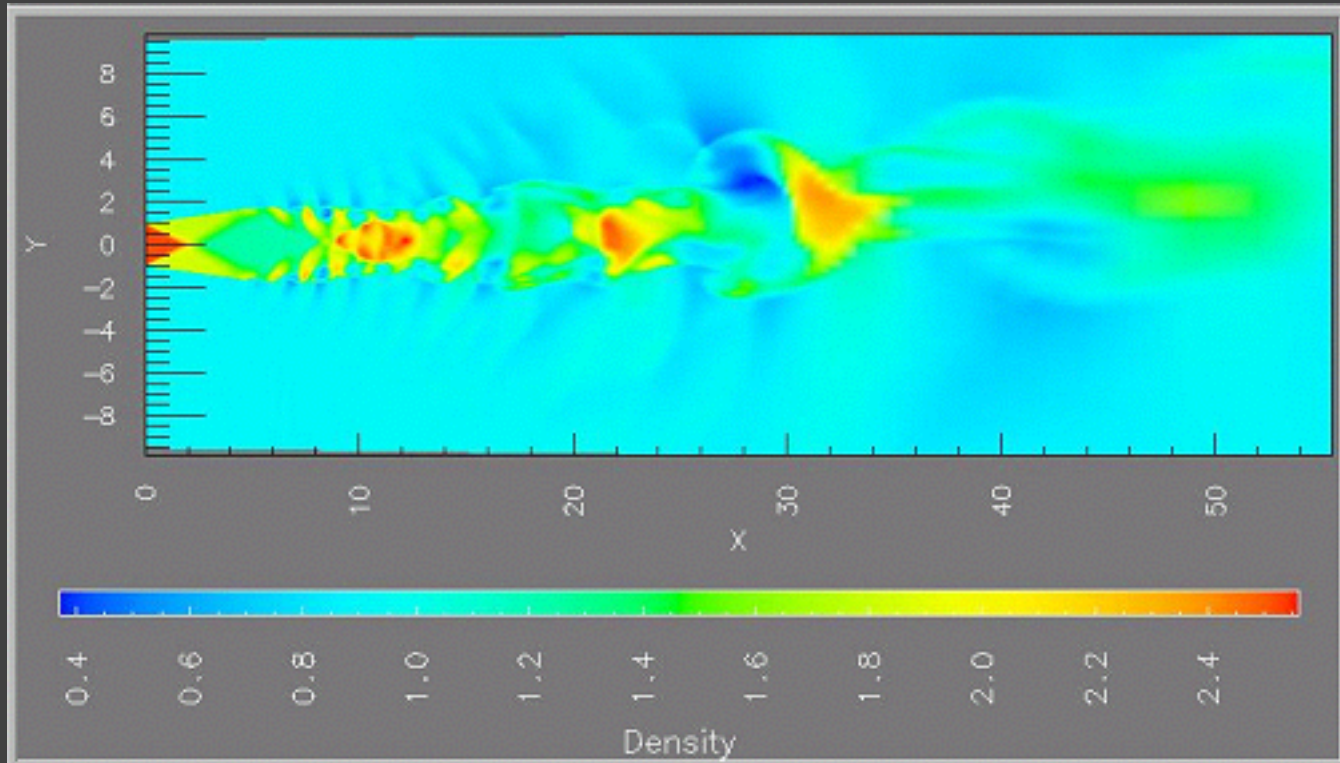
Color Name Distance										Saliency	Name	
0.00	1.00	1.00	0.89	0.07	1.00	0.35	0.99	1.00	0.89	.30	blue 50.5%	
1.00	0.00	0.99	1.00	1.00	0.92	1.00	0.84	0.98	0.99	.21	red 27.8%	
1.00	0.99	0.00	1.00	0.98	1.00	1.00	1.00	0.17	1.00	.34	green 36.8%	
0.89	1.00	1.00	0.00	0.98	1.00	0.71	0.93	1.00	0.32	.55	purple 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										<i>Average</i>	0.87	.27

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 >](#)

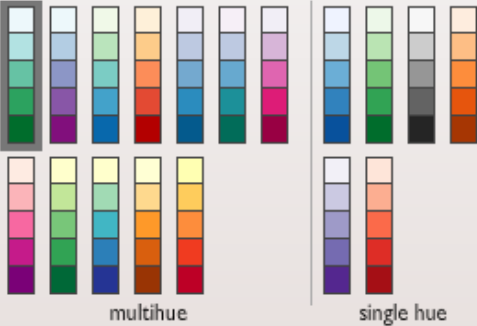
[how to use](#) | [updates](#) | [credits](#)

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

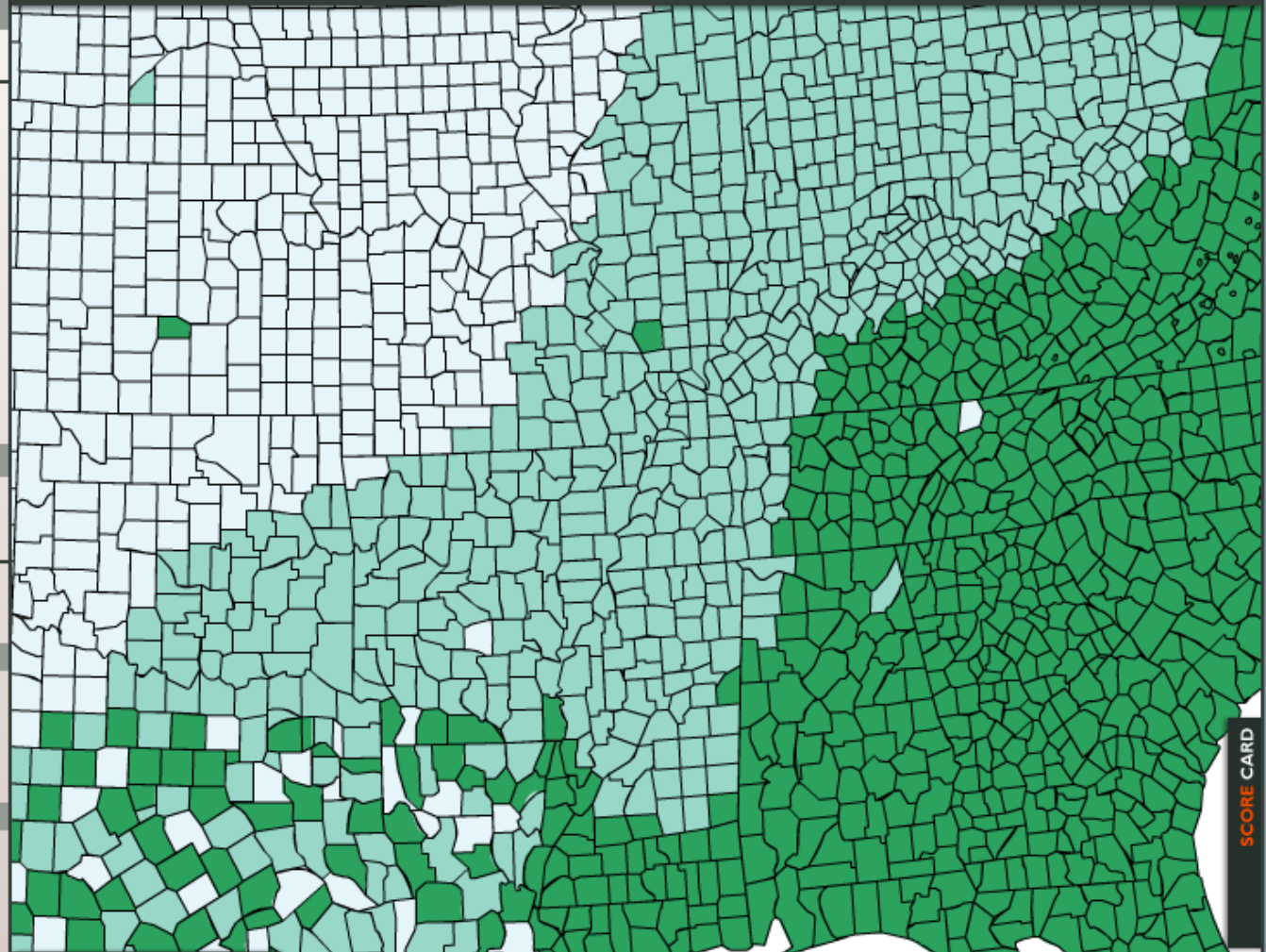
229, 245, 249 RGB CMYK HEX
153, 216, 201
44, 162, 95

adjust map context

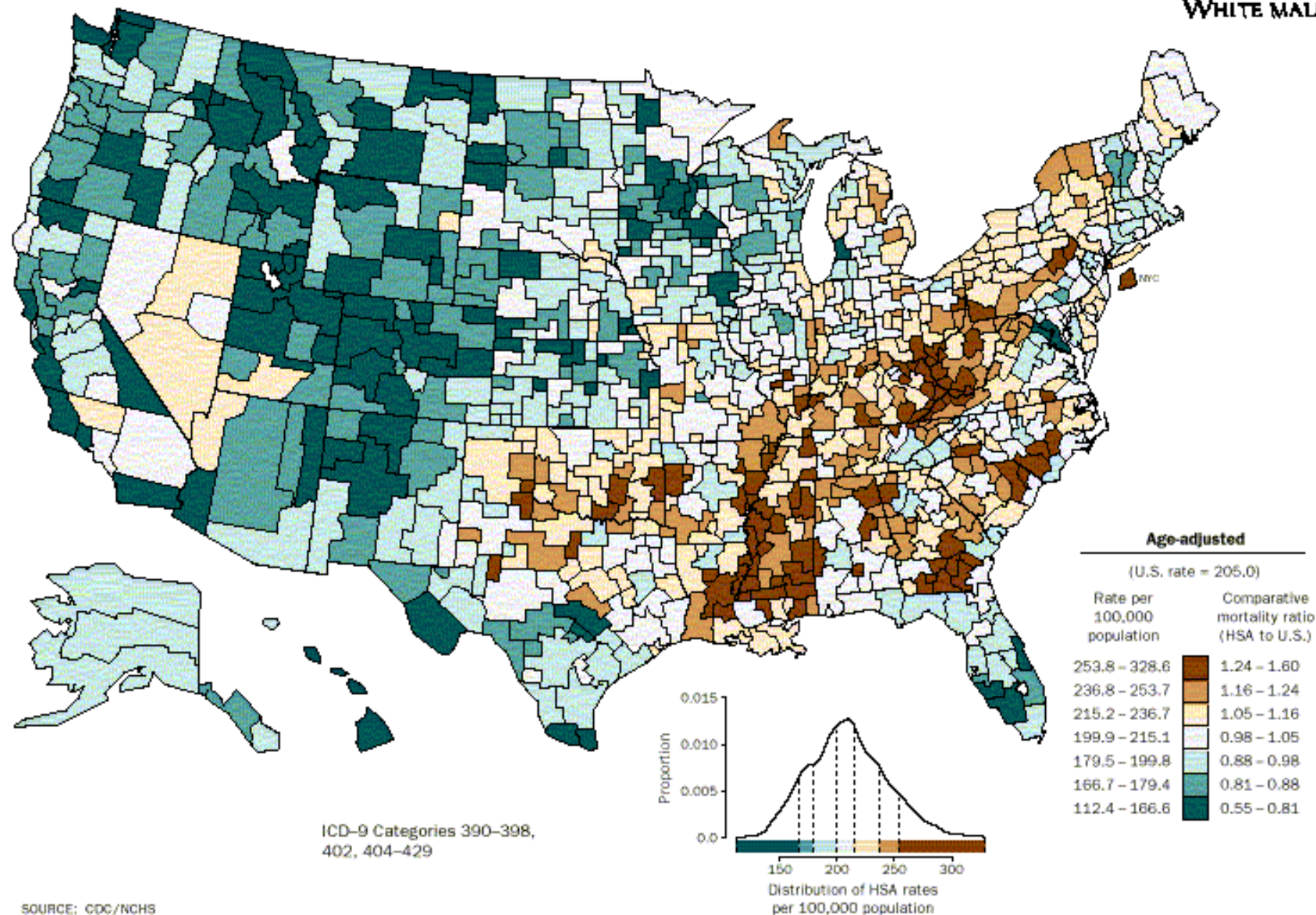
- roads
- cities
- borders

select a background

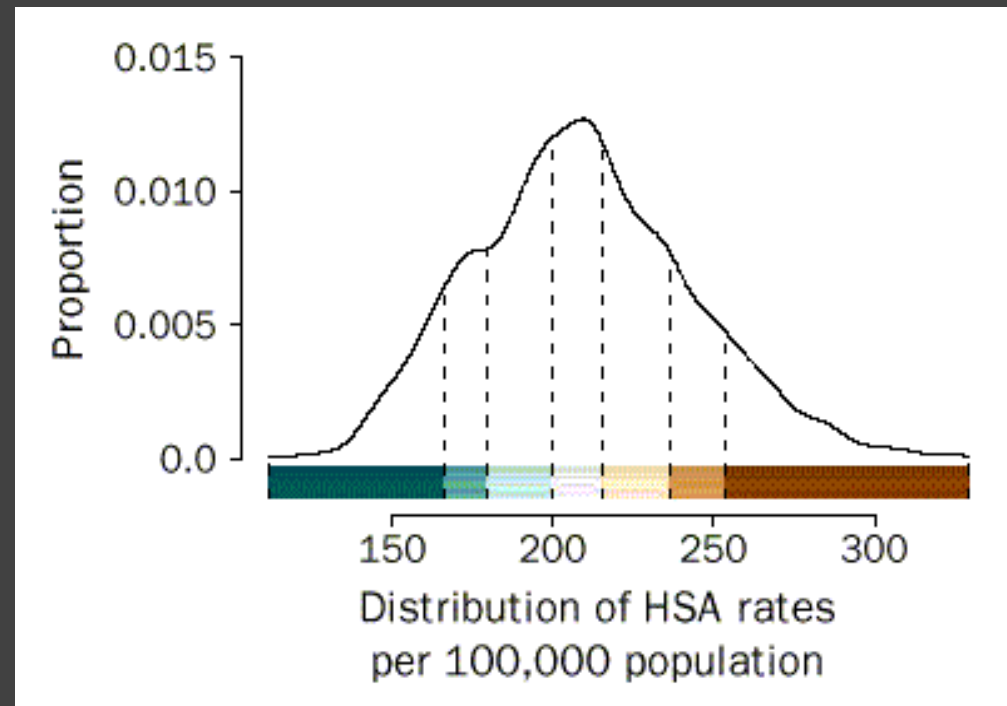
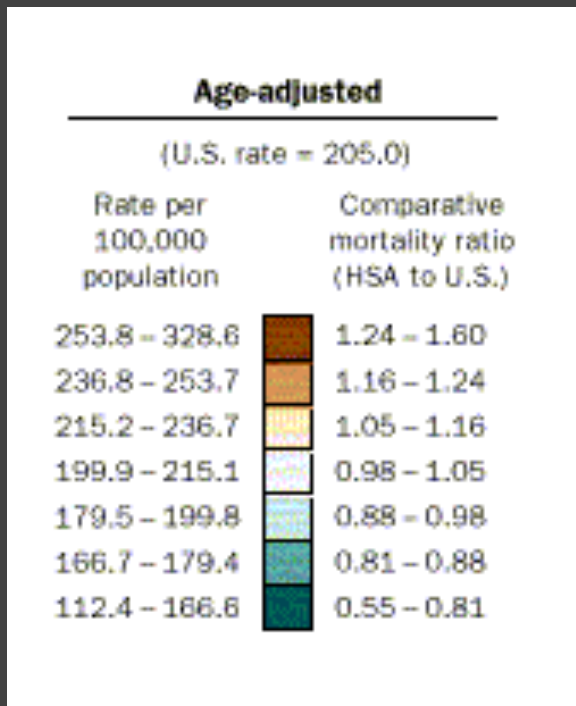
- solid color
- terrain



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

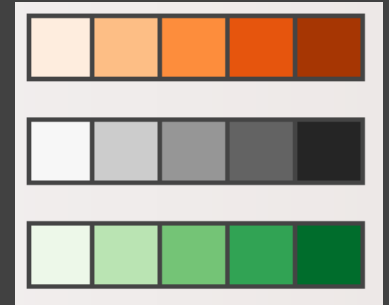
1. Equal interval (arithmetic progression)
2. Quantiles (***recommended***)
3. Standard deviations
4. Clustering (Jenks' natural breaks / 1D K-Means)
 - Minimize within group variance
 - Maximize between group variance

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

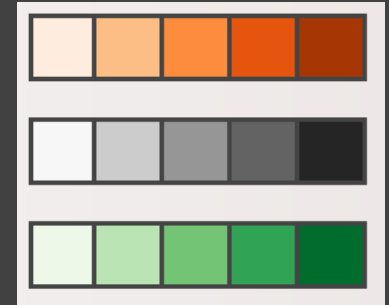


Quantitative Color Encoding

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

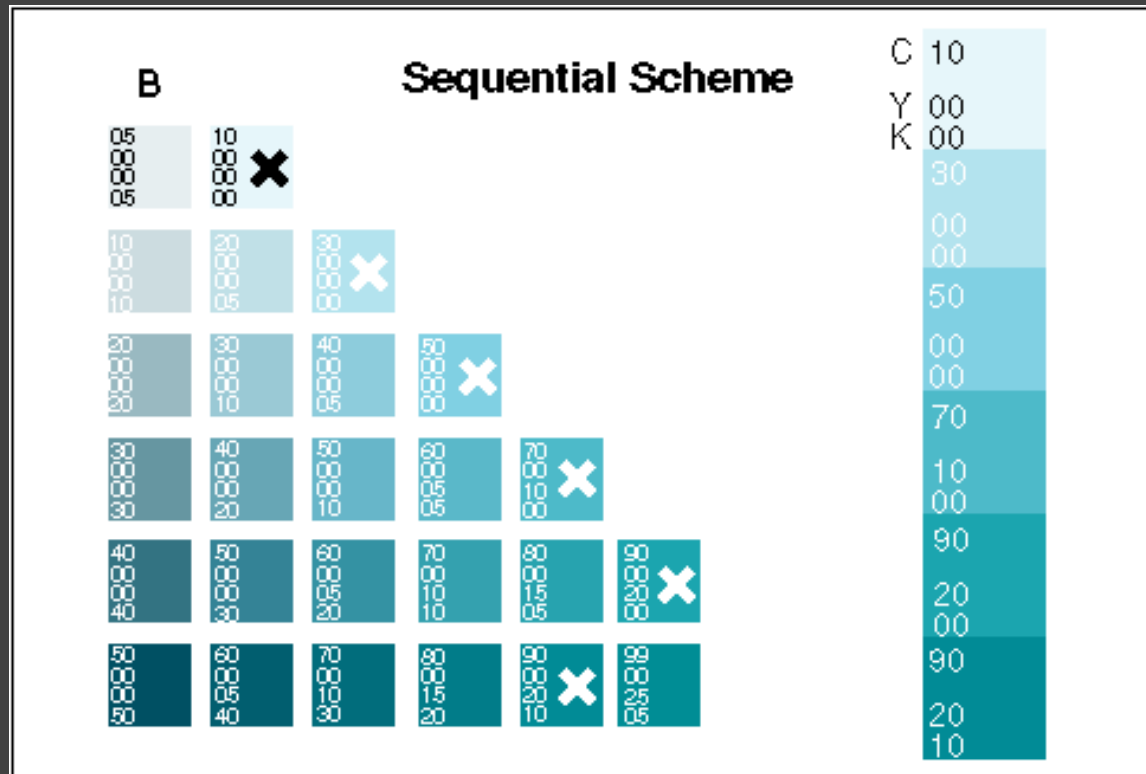
Use saturated colors for endpoints



Limit number of steps in color to 3-9

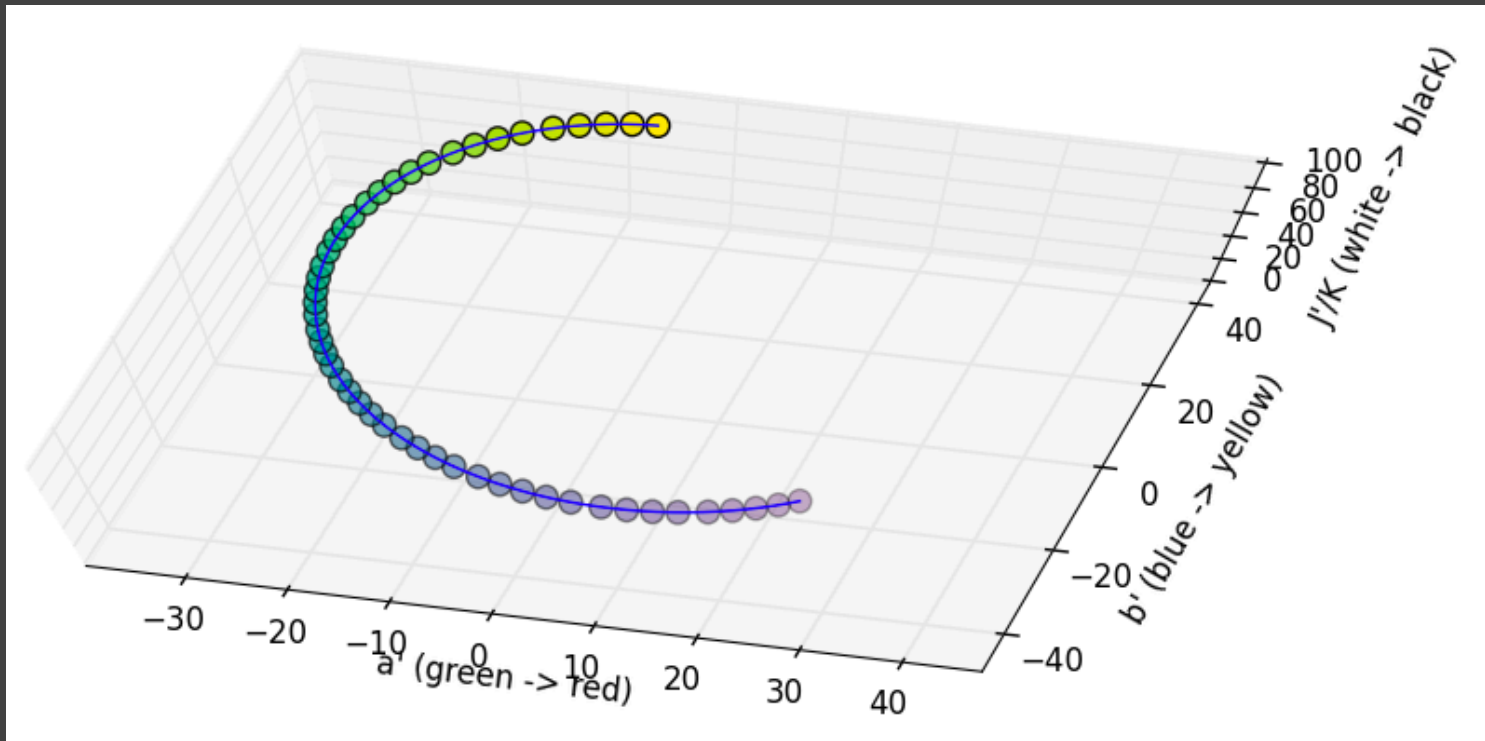
Sequential Scales: Single-Hue

Ramp primarily in luminance, subtle hue difference

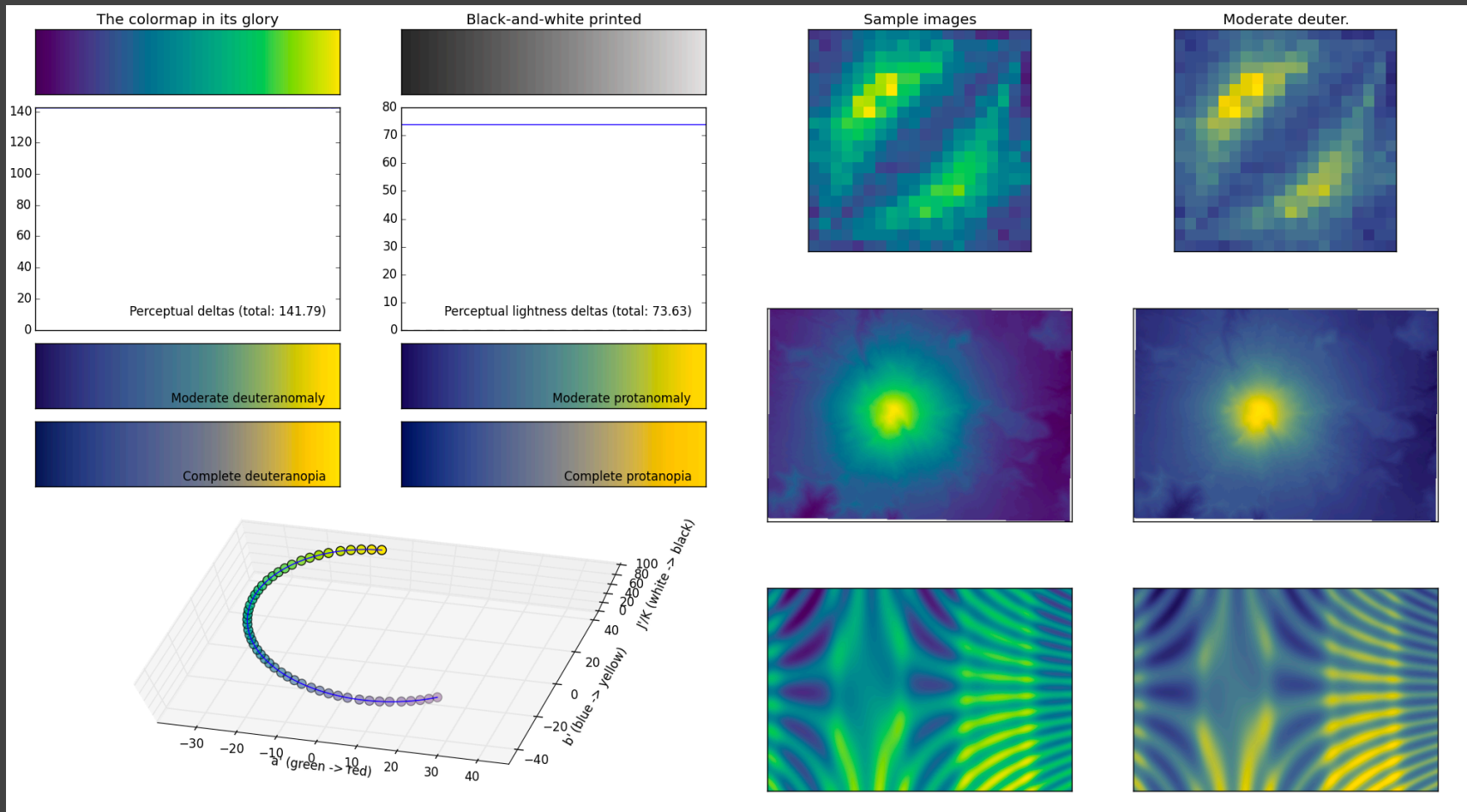


Sequential Scales: Multi-Hue

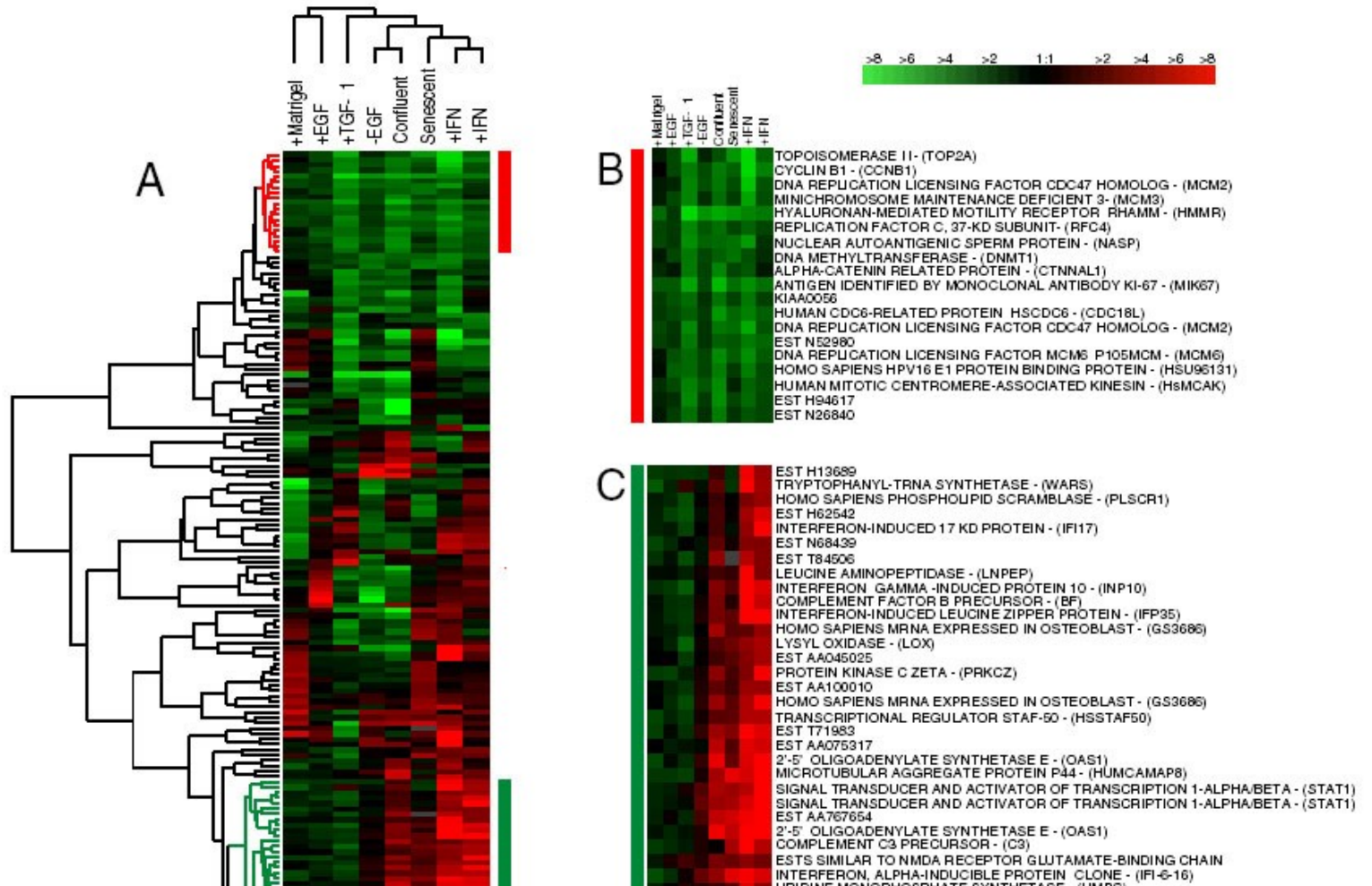
Ramp luminance & hue in perceptual color space
Avoid contrasts subject to color blindness!



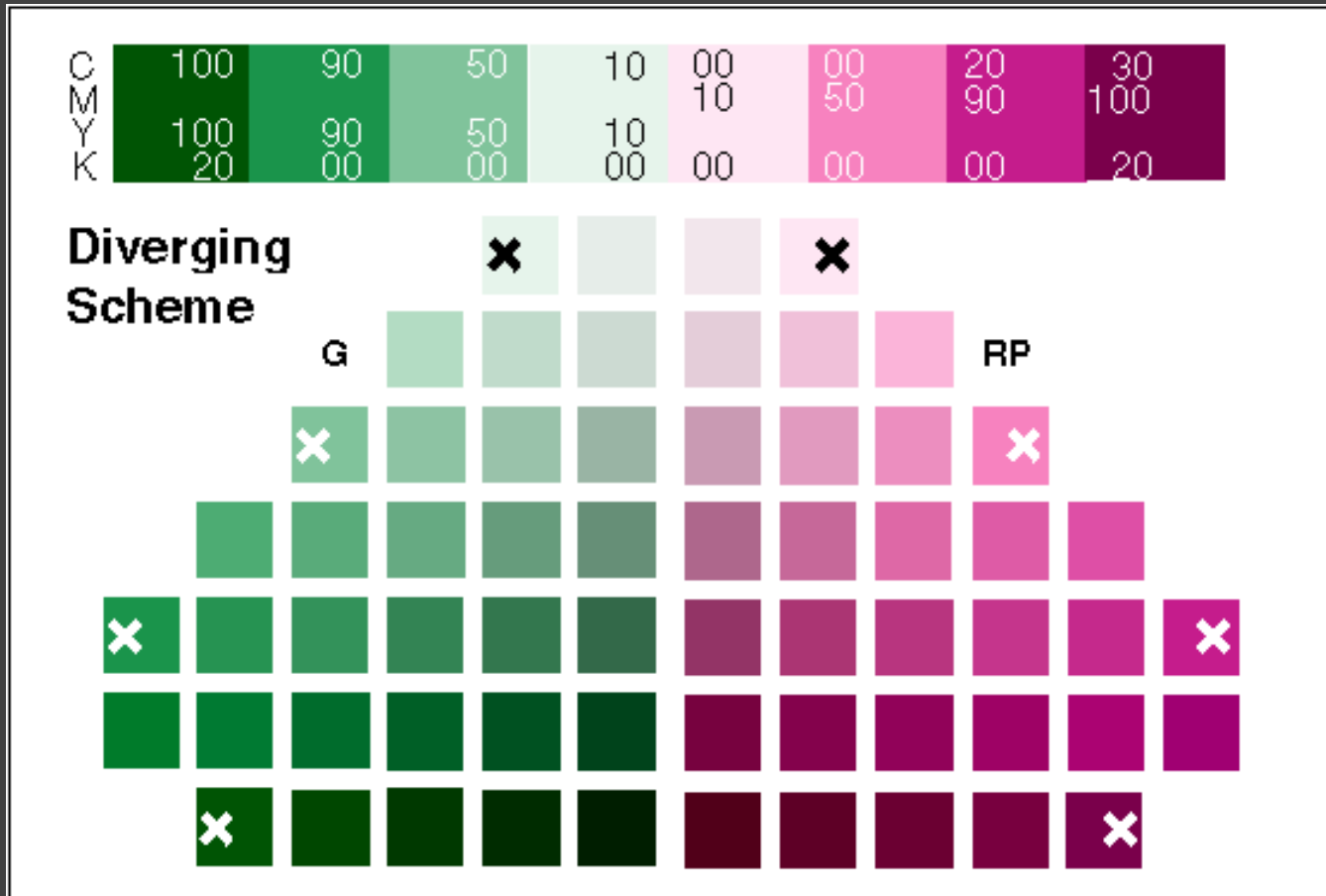
Sequential Scales: Multi-Hue



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

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**