

# Information Visualization

## PERCEPTION and COLOR



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Let's do an experiment ...



# What is Color?

= the set of **perceptions** elicited by the spectral distribution of light

# Color Vision

- What we call color is generated by the visual brain
- There is no one to one relationship between the colors seen and wavelengths

# Functions of Color Perception

Color helps us to:

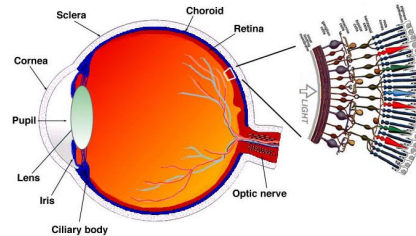
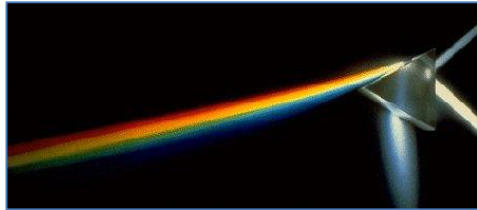
- Identify things
- Classify things

Through

- Grouping
- Background segregation



# How do we describe color?



**“Yellow”**

## Physical World

Lights, surfaces, objects

## Visual System

Eye, optic nerve, visual cortex

## Mental Models

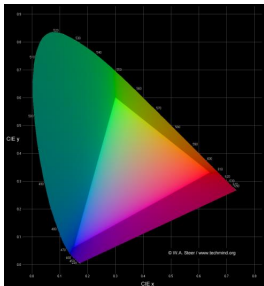
Red, green, brown

Bright, light, dark, vivid, colorful, dull

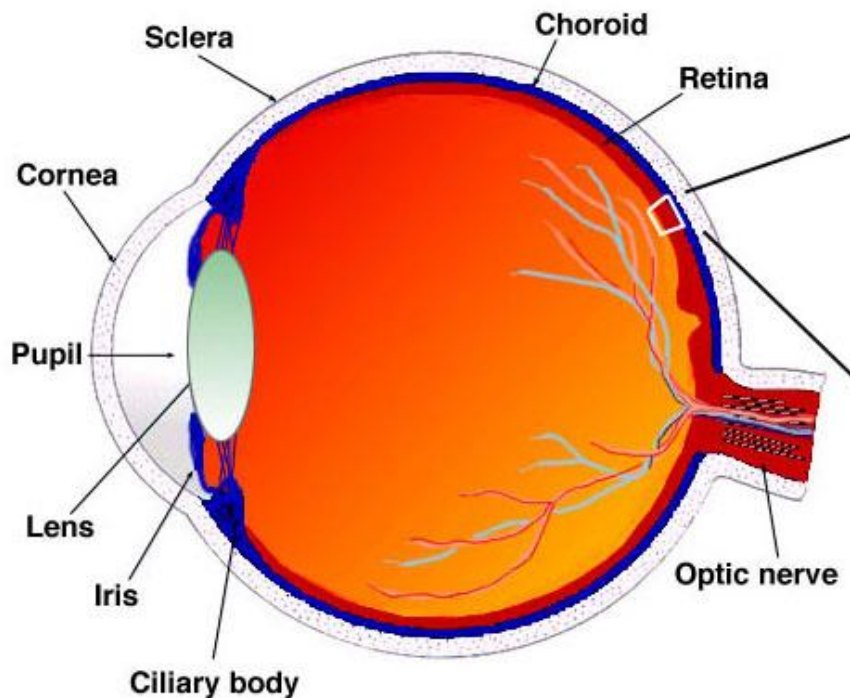
Warm, cool, bold, blah, attractive, ugly, pleasant, jarring

## Color Models

RGB, CMYK, CIE XYZ, CIE Lab, HSV/HSB, ...



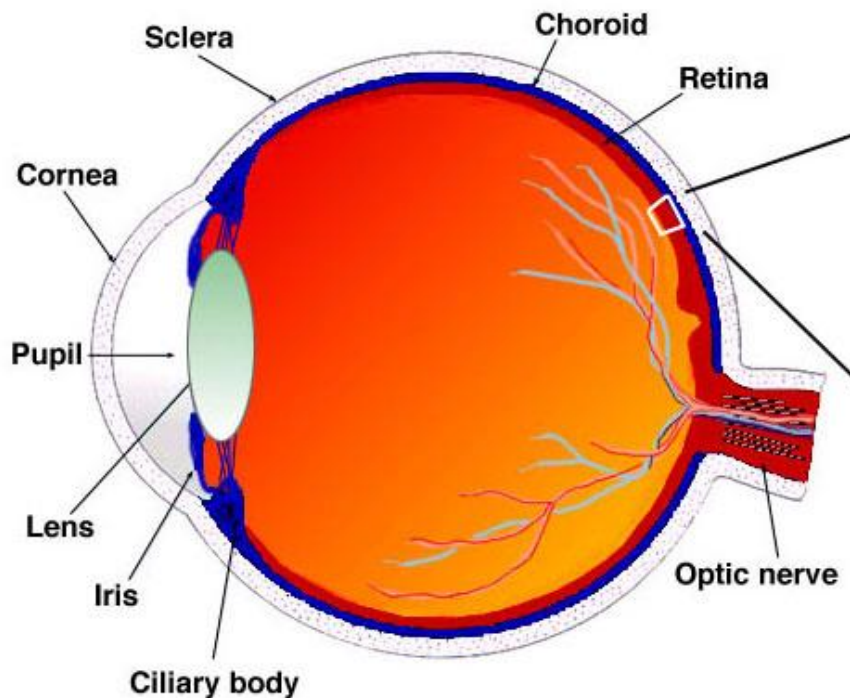
# Physical World → **Visual System**



Retina is stimulated by three factors:

- illumination (light source)
- reflectance (from object)
- transmittance (atmosphere)

# Physical World → **Visual System**



You **do not** see individual photons or light waves

- Eyes make limited measurements
- Eyes physically adapt to circumstance
- Your brain adapts in various ways
- Weird stuff happens



# Example: Lightness vs. Luminance

- LUMINANCE: an objective measurement of light intensity per unit area (e.g.  $\text{cd/m}^2$ ; physical)
- LIGHTNESS: a subjective impression of the intensity of light reflected from on object surface (no units; psychophysical)

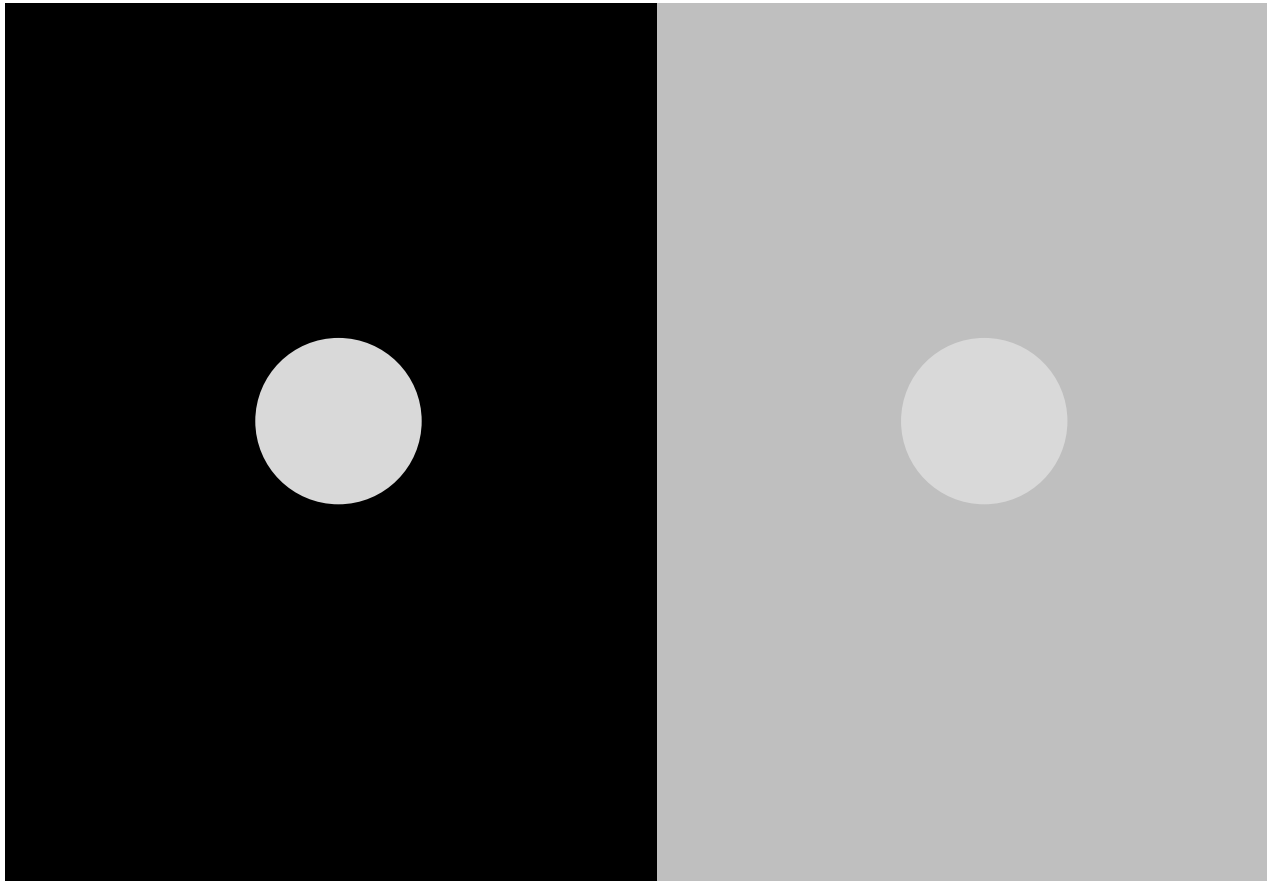


# Lightness experiment



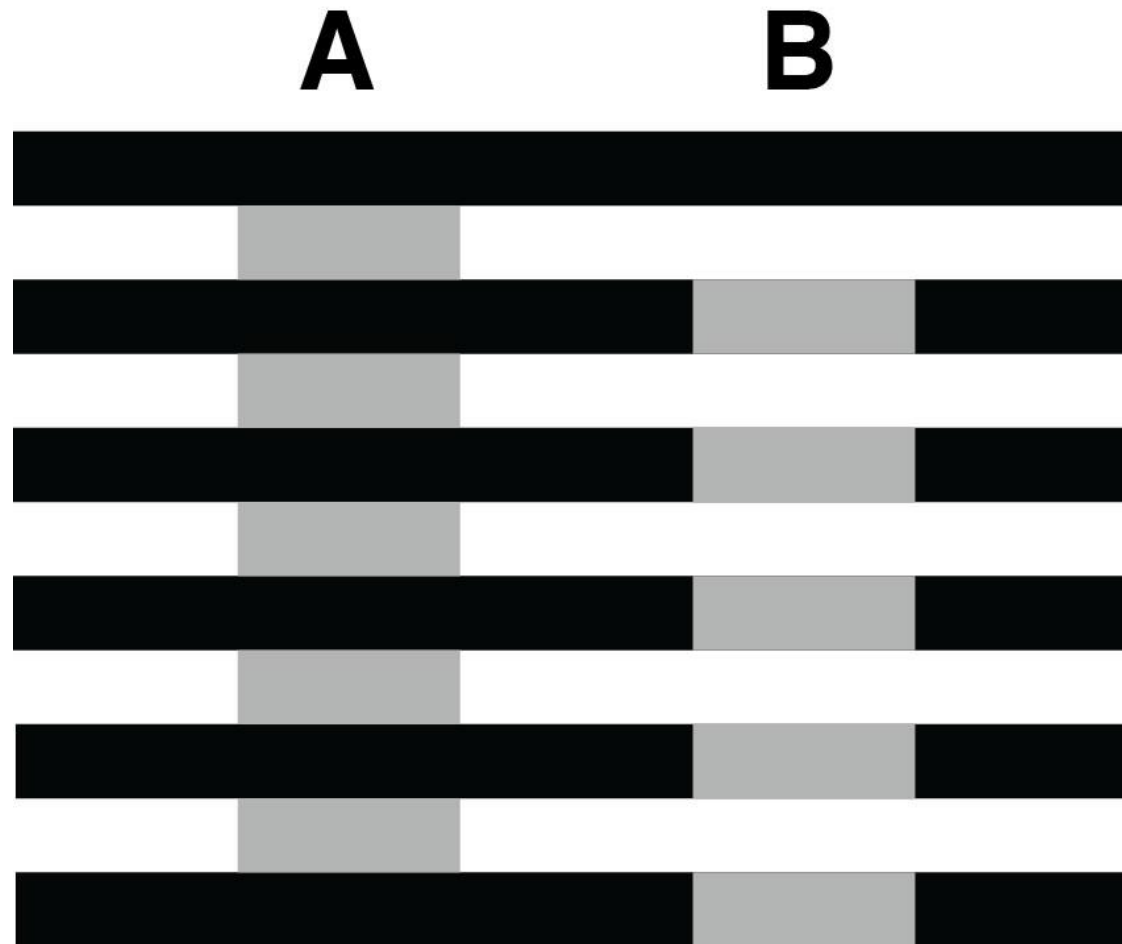
The two circles are physically the same

# Lightness experiment



The two circles are still physically the same, but the lightness you perceive is not

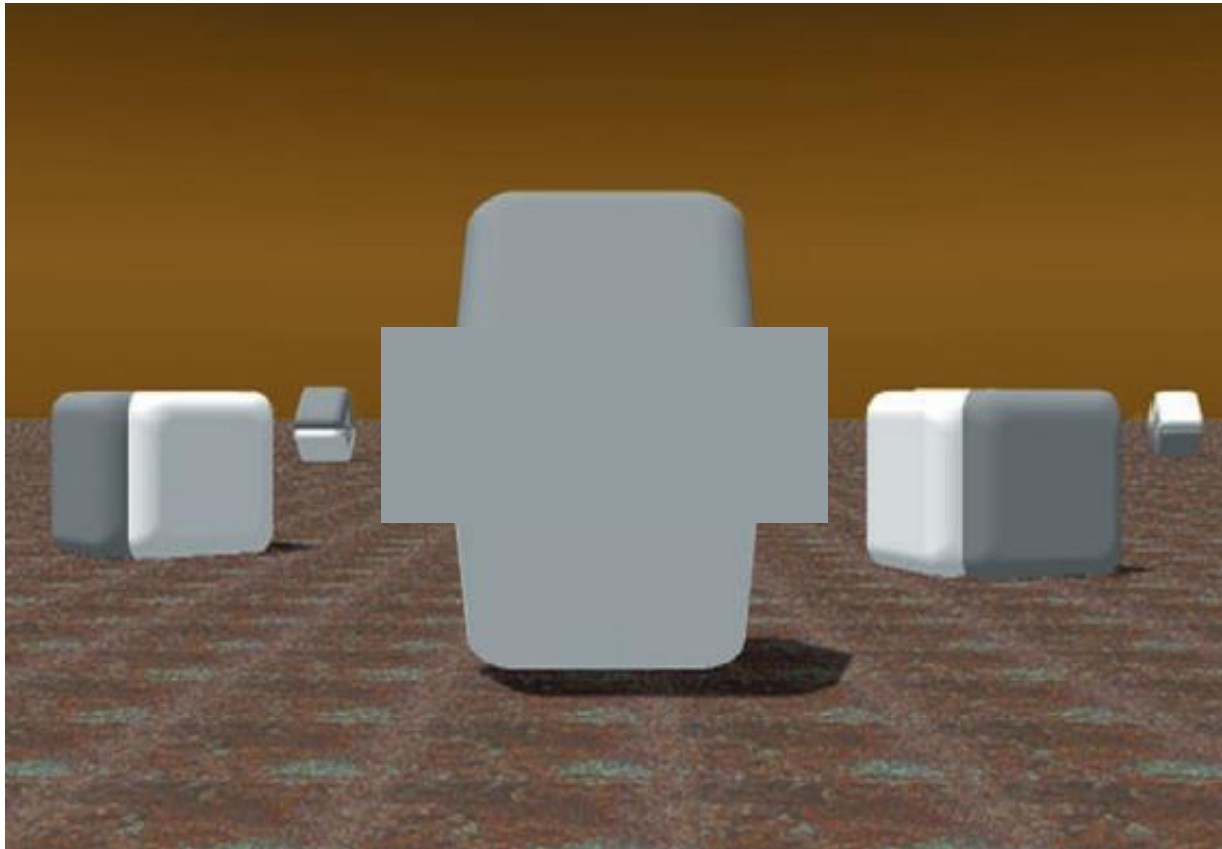
# White's illusion: the opposite effect



A is surrounded by more black but seems darker than B, which is surrounded by more white

# The Cornsweet Edge

As a result of two gradients, but why does this happen?



*Image source:* The Journal of Neuroscience, October 1, 1999, 19(19):8542–8551 [An Empirical Explanation of the Cornsweet Effect.](#)

**WHAT IS GOING ON?**

# The Inverse Problem

- What the retina receives as input (stimulus) is a combination of photons/light waves
    - From illumination sources
    - From reflectance of objects
    - From transmittance through objects
  - How do we know who contributed what?
- We have learned what the relationships are between the physical world and our perceived information are, to solve this problem

WHAT IS **COLOR**?



# Some definitions

## **Physical measurement:**

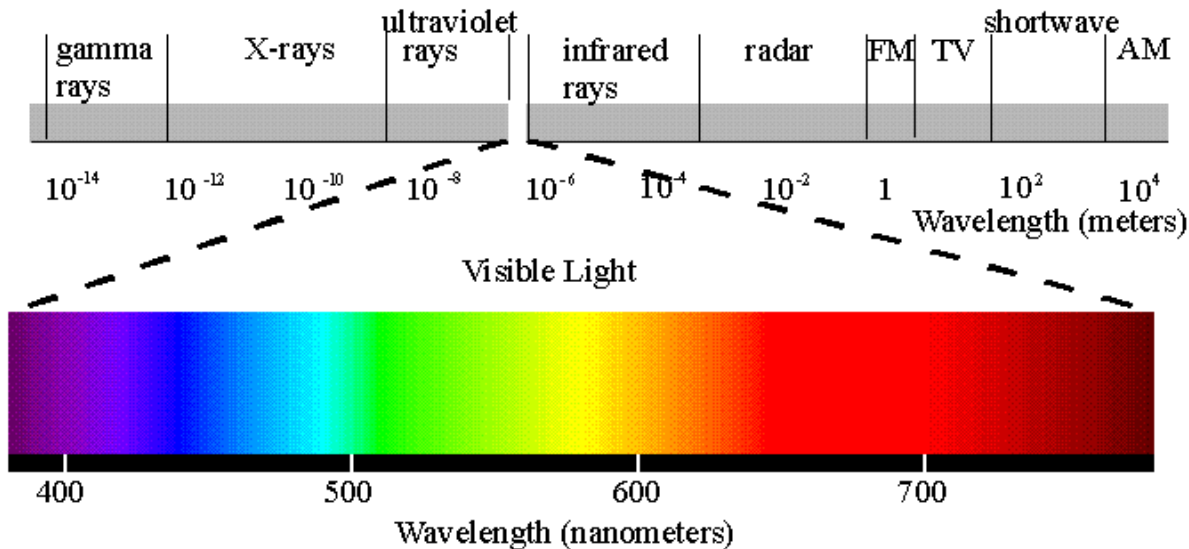
the relative intensities of wavelengths in light measured with a spectrophotometer

## **Psychophysical measurement:**

report of the **color** seen by a normal subject, typically made by comparison

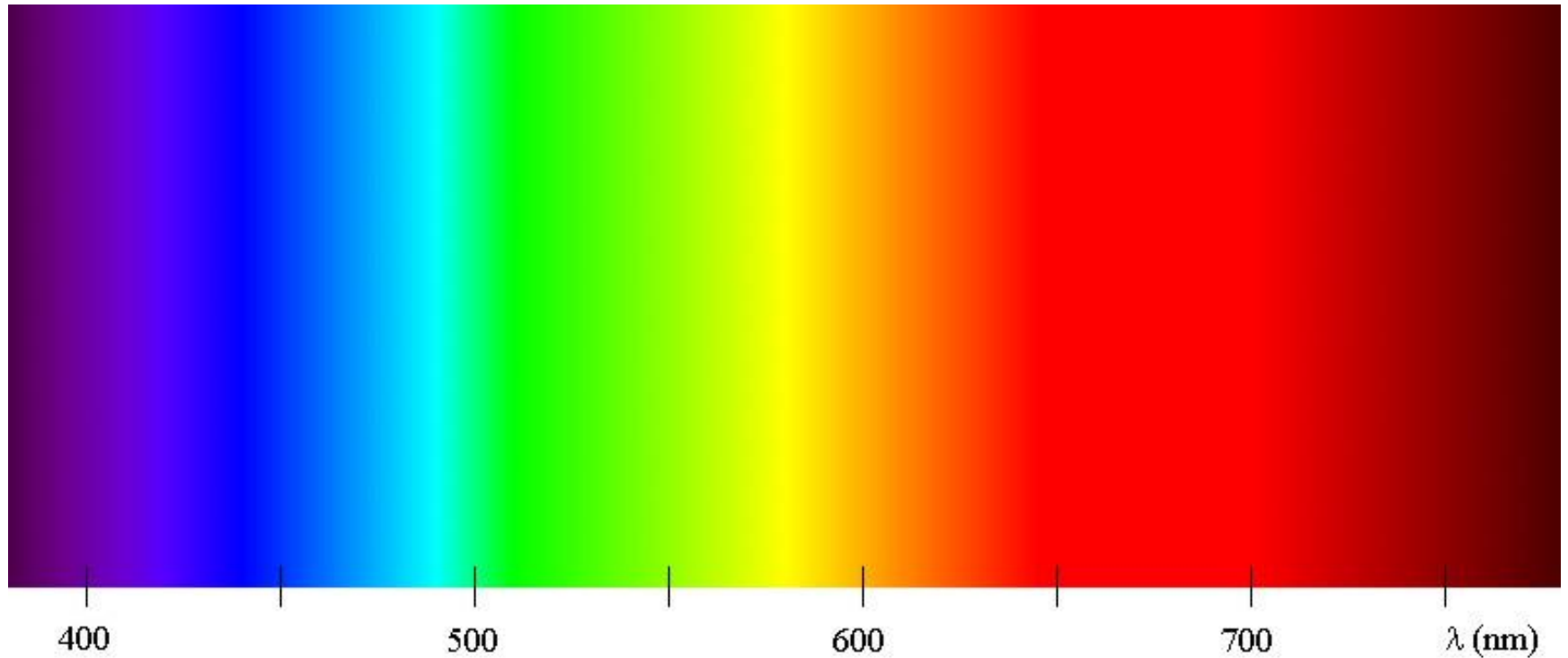
# Physical World – The Nature of Light

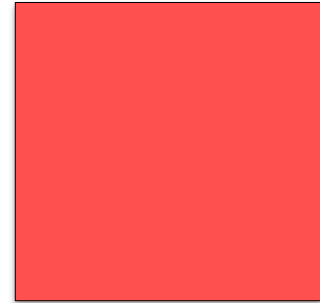
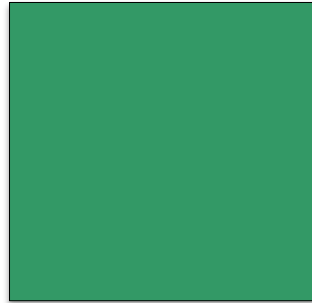
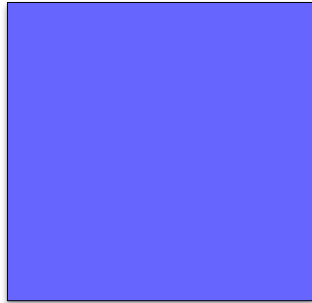
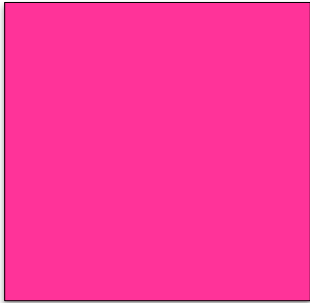
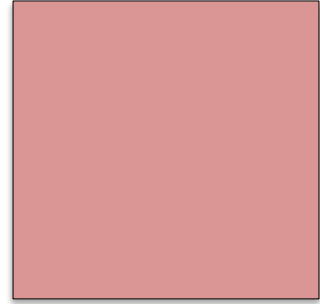
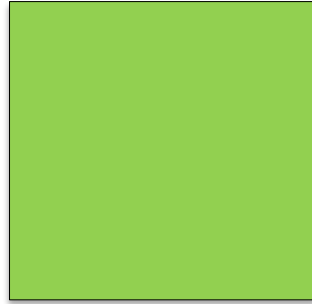
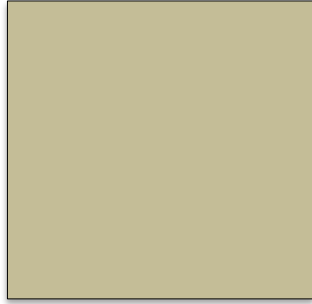
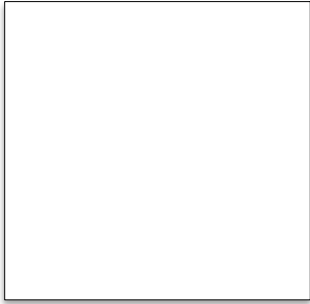
We have evolved to see a range of wavelengths: ~400 - 700nm



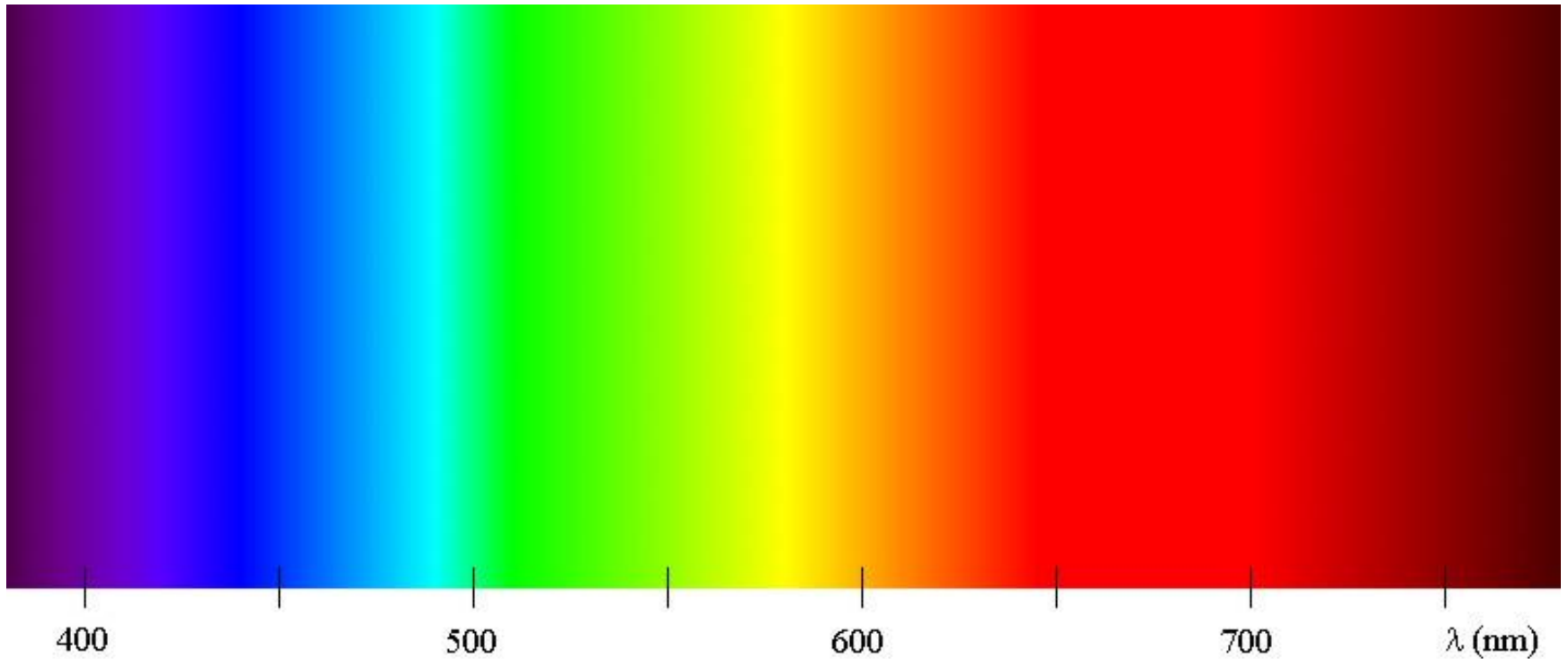
Light of a single wavelength is *monochromatic*

# What do you notice?





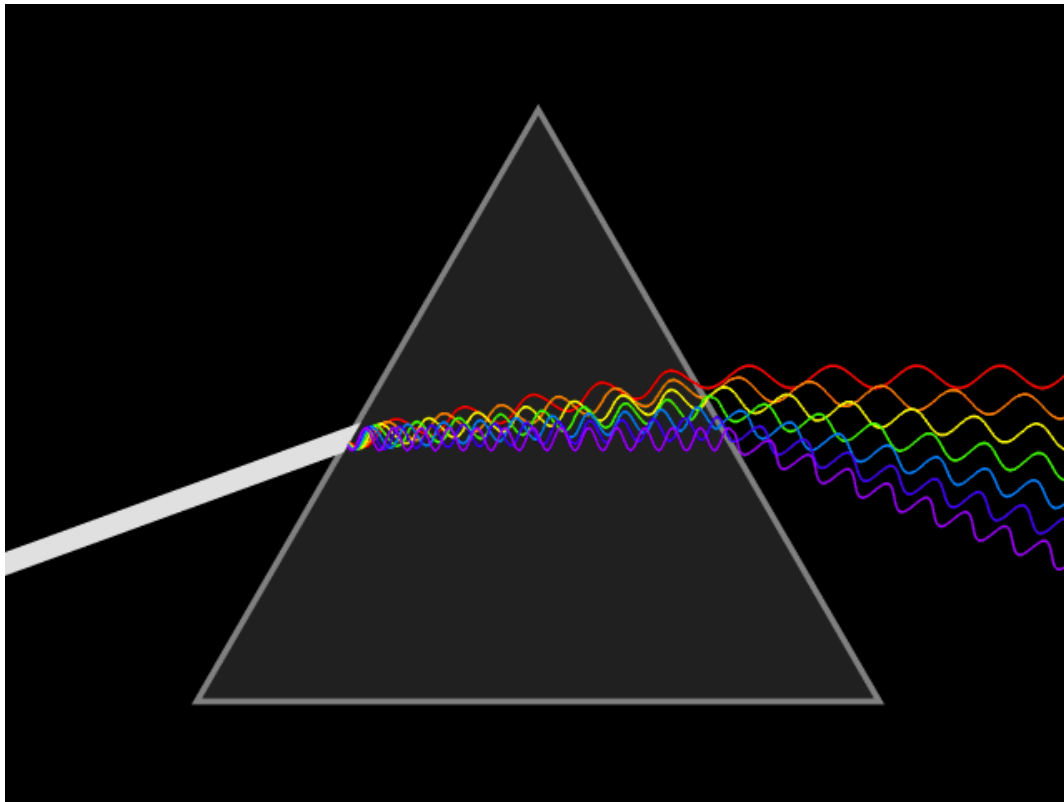
# Monochromatic colors



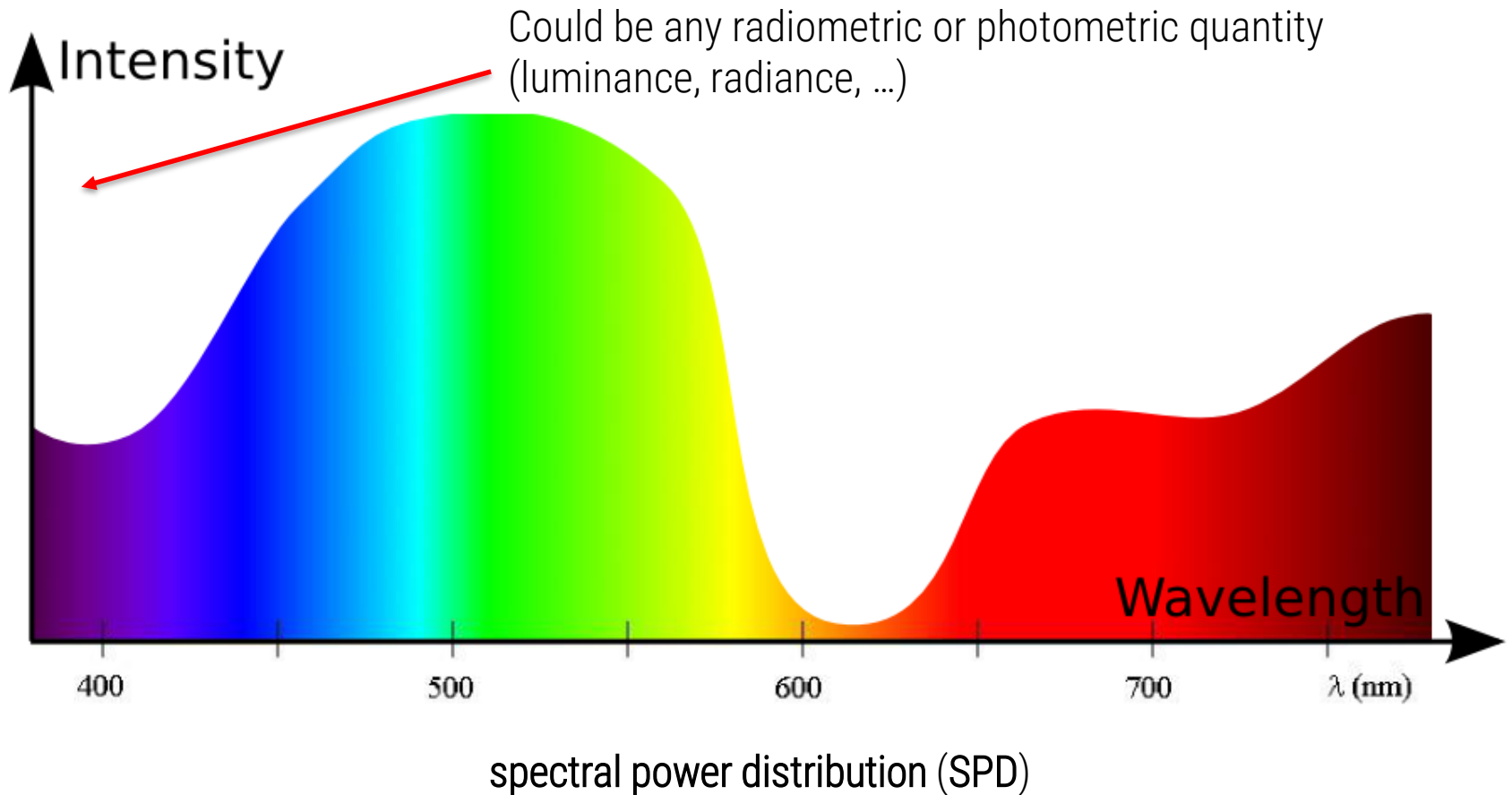
Can be obtained with one or more rays of light with a single wavelength

BUT...

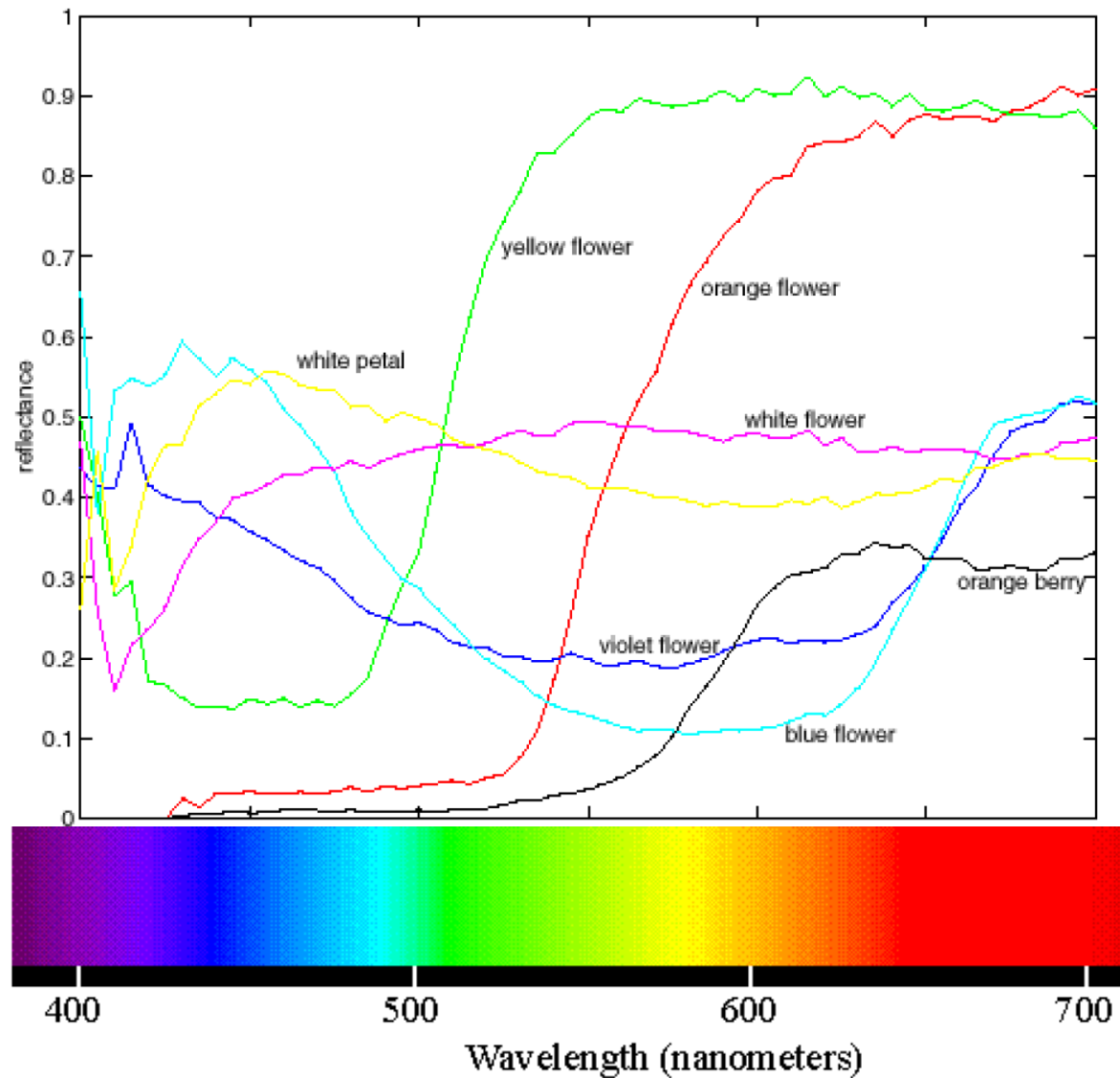
Light rays are typically composed of multiple wavelengths



# How do we describe a beam of light?

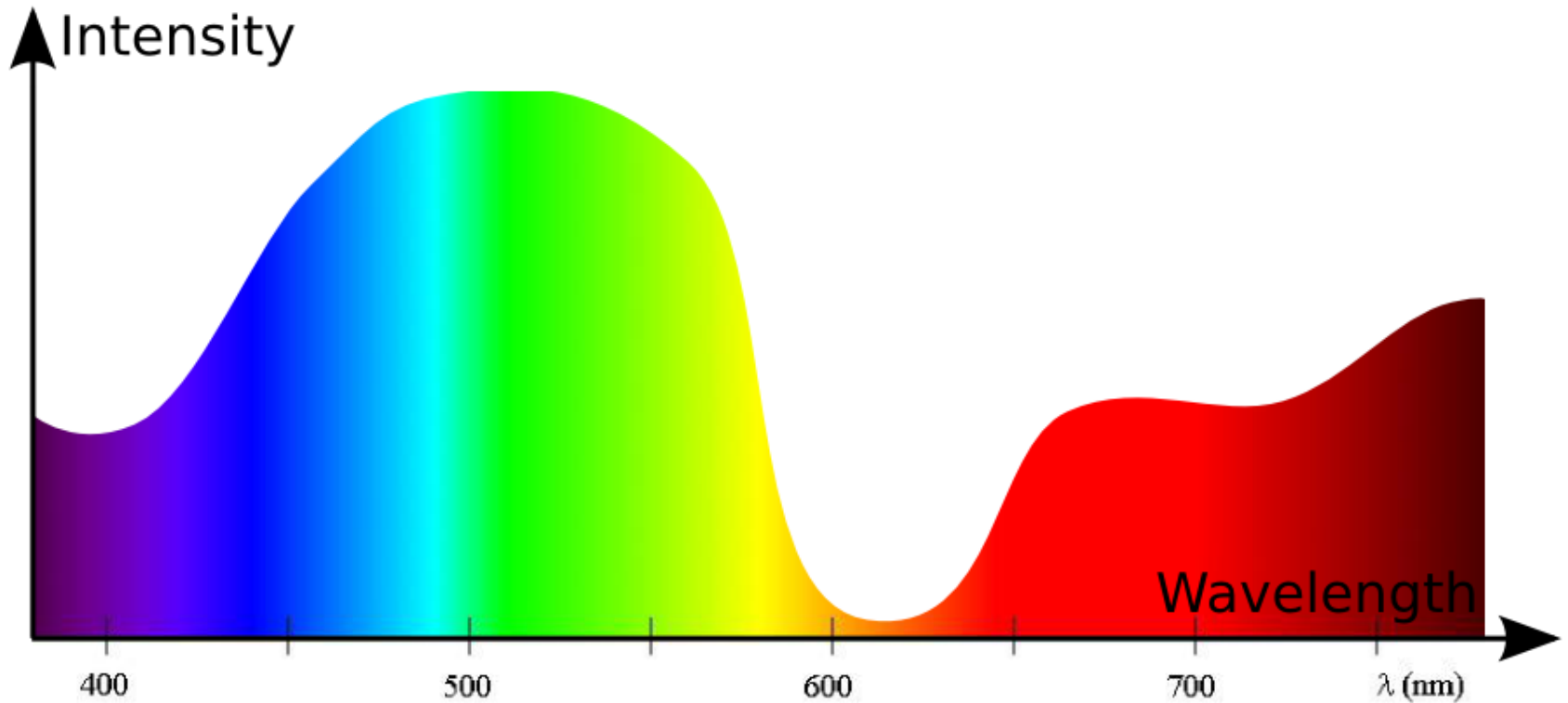


# Non-monochromatic color spectra





# How do we know which color this would be?

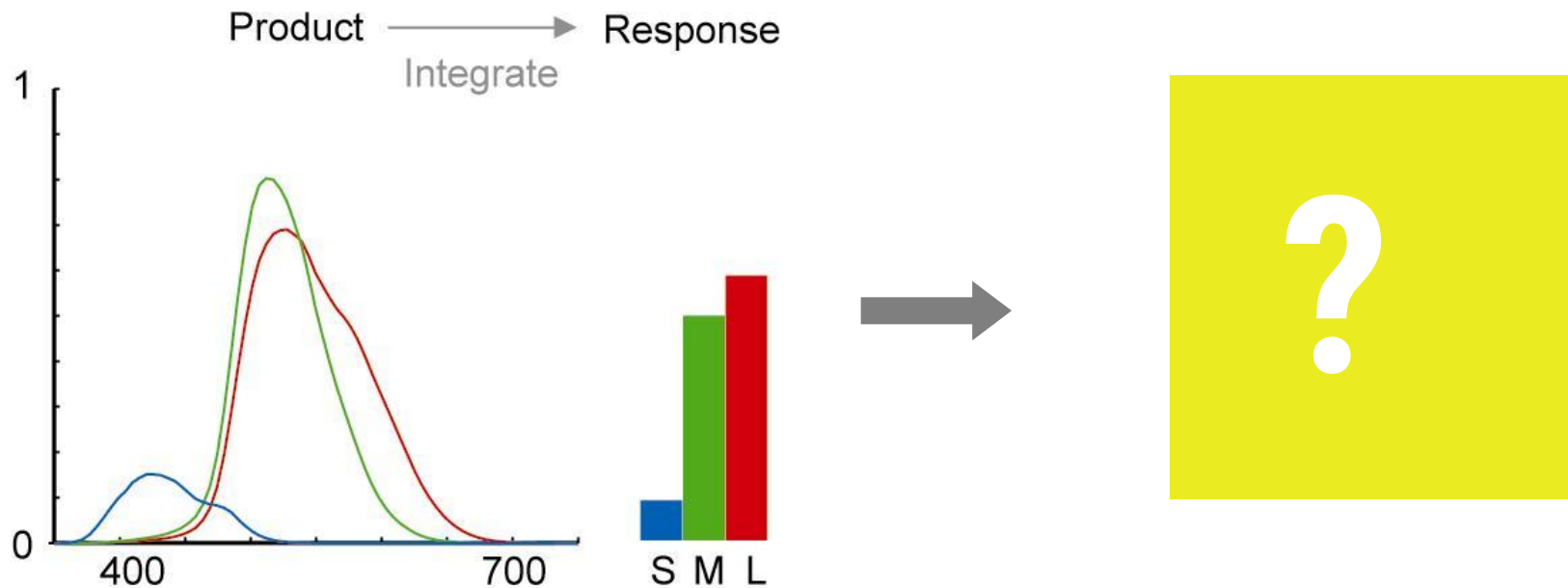


# Physically speaking

If you want to see different wavelengths at different energies across the spectrum

→ you need to have multiple photo receptors that can be compared

# Visual System → Color Models



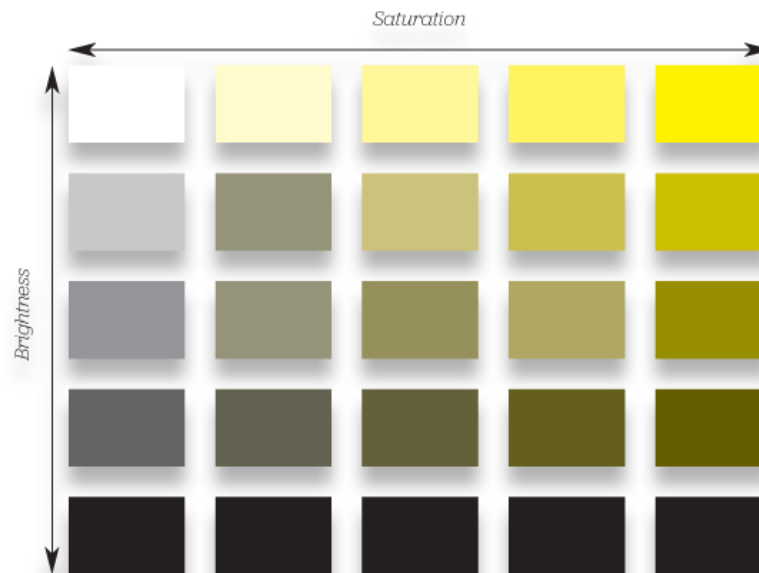
This is the color the eye sees

This is not necessarily the color the brain sees!

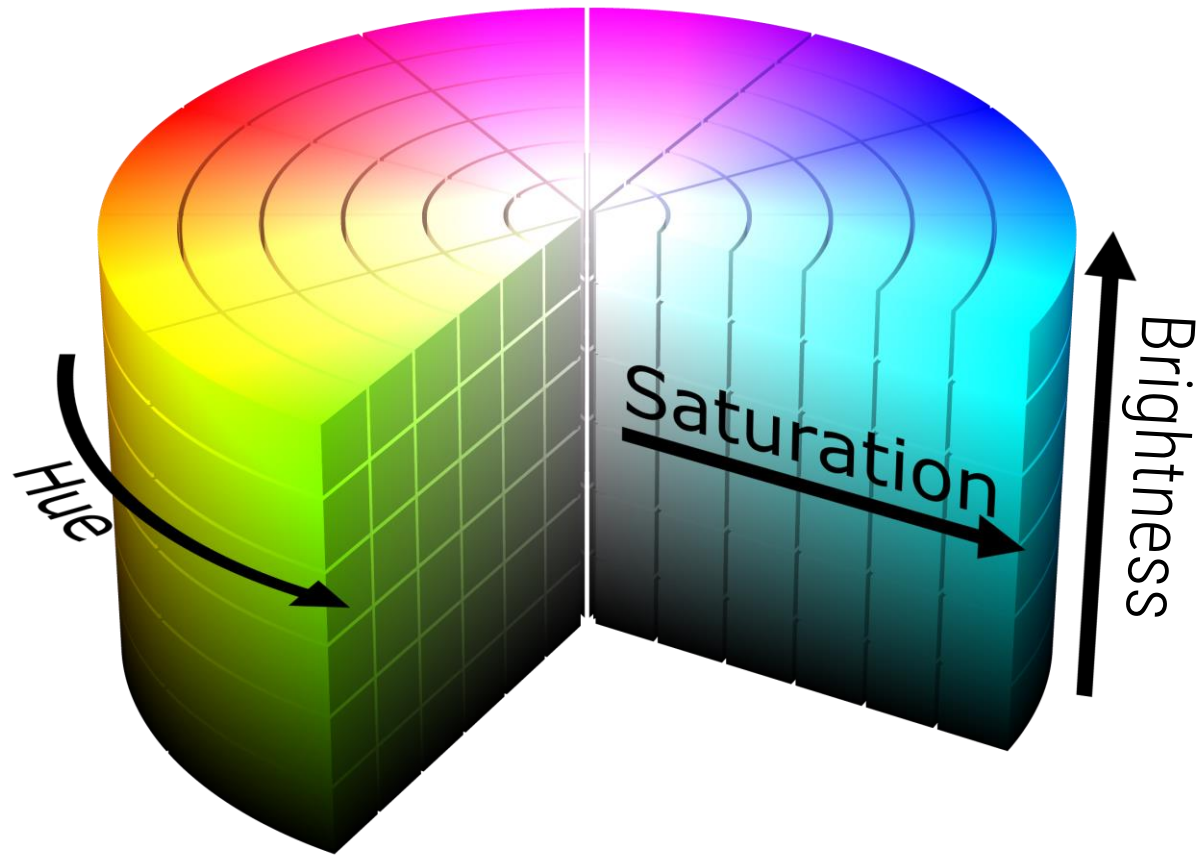
# **HOW TO DESCRIBE COLOR PERCEPTION**

# Color Terms

- Hue: Color we see (red, green, blue, ...)
- Saturation: degree to which hue differs from neutral gray
- Lightness/Brightness: the intensity of a colored surface or source



# Color Spaces



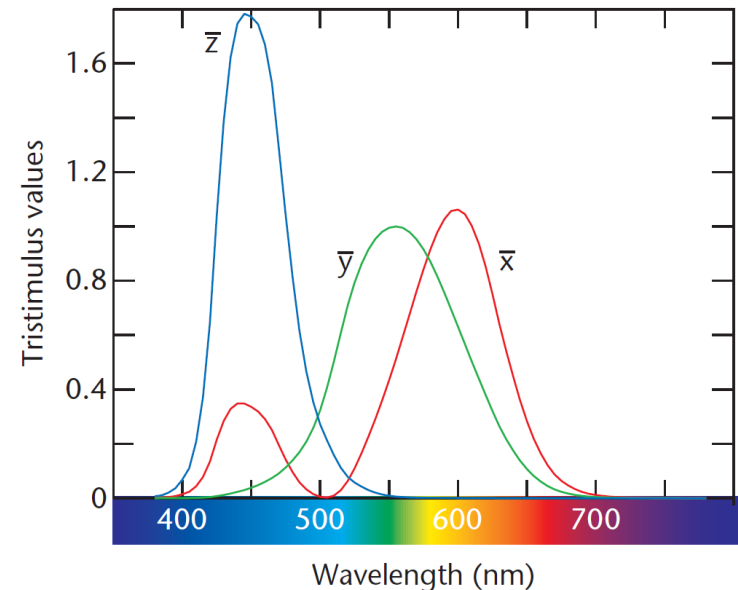
# XYZ Color Model

- created by the International Commission on Illumination (CIE) in 1931
- Derived from color perception experiments
  - Relates physical wavelengths to physiologically perceived colors in human color vision.
- Seldom used directly but acts as a basis for color descriptions and transformations

# XYZ Color Model

## definition of three primary colors: X, Y, Z

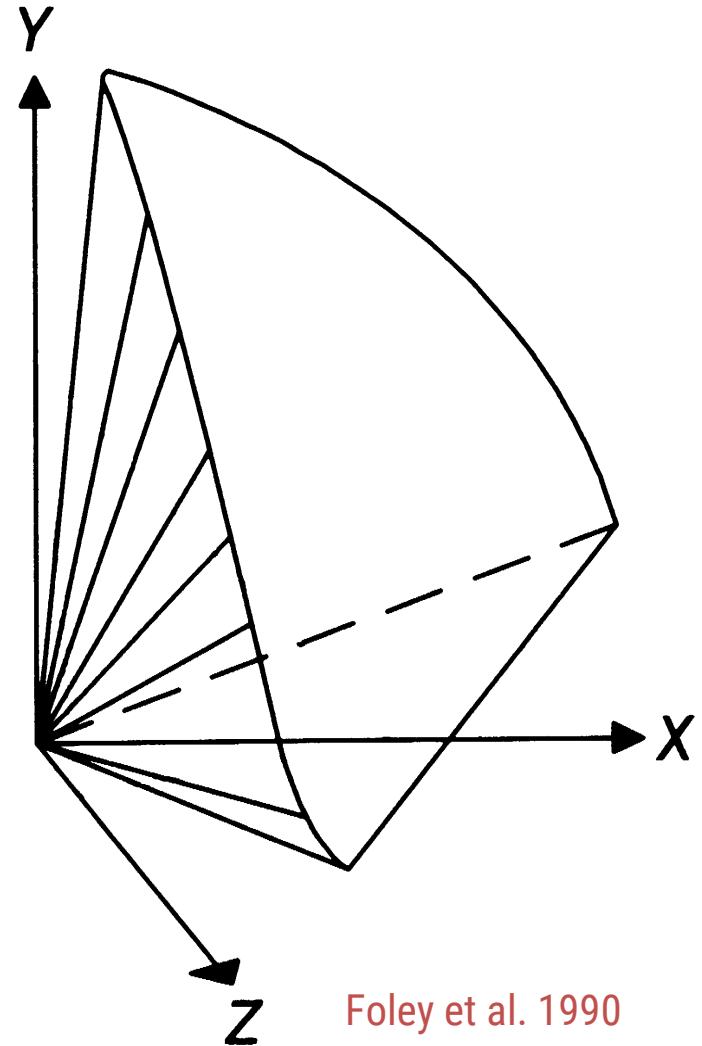
- color-matching functions (the numerical description of the chromatic response of the *observer*)
  - here non-negative
- Y follows the standard human response to luminance, i.e., the Y value represents perceived brightness
- can represent all perceivable colors





# XYZ CIE Color Space

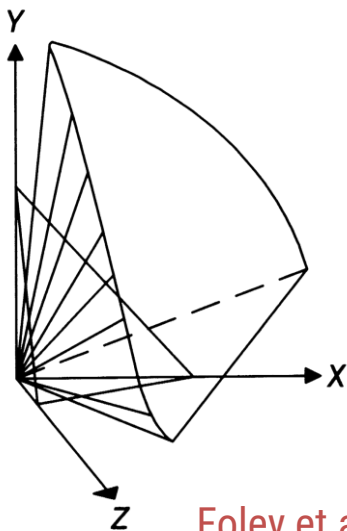
- plotting XYZ space in 3D
- all colors that are perceivable by humans form a deformed cone
- $X$ ,  $Y$ , and  $Z$ -axes are outside this cone



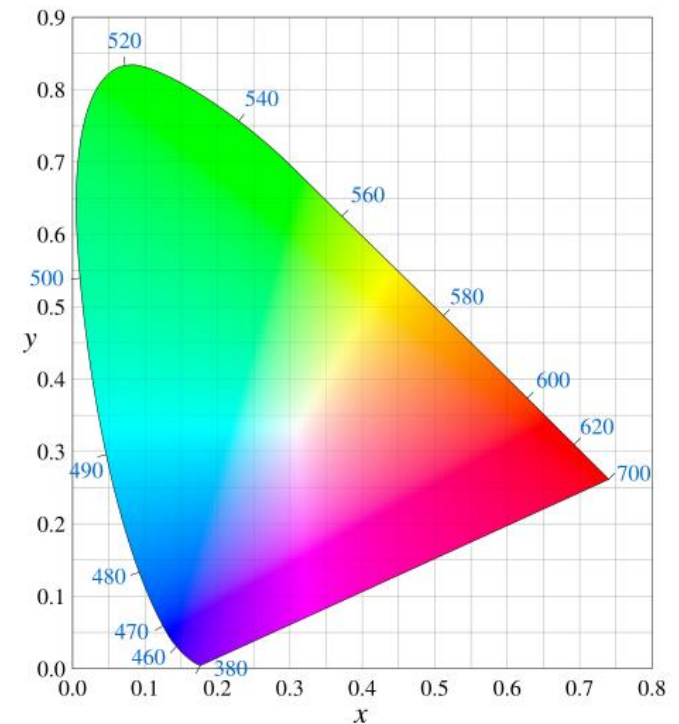
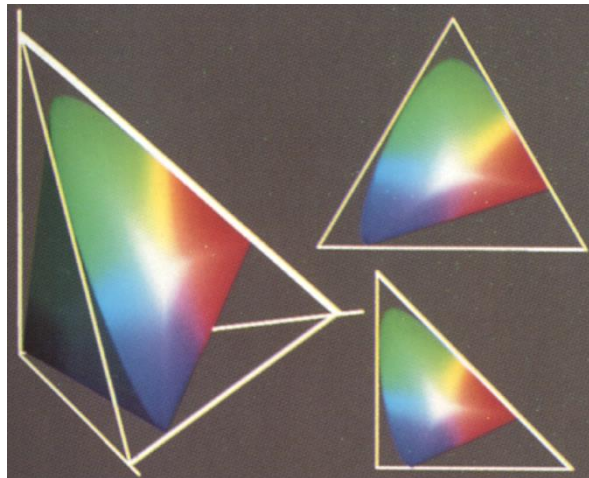
Foley et al. 1990

# CIE Chromaticity Diagram

- projection of XYZ space onto  $X+Y+Z = 1$   
(to factor out a color's brightness):  
 $x = X/(X+Y+Z)$        $y = Y/(X+Y+Z)$
- monochromatic colors  
on curved boundary

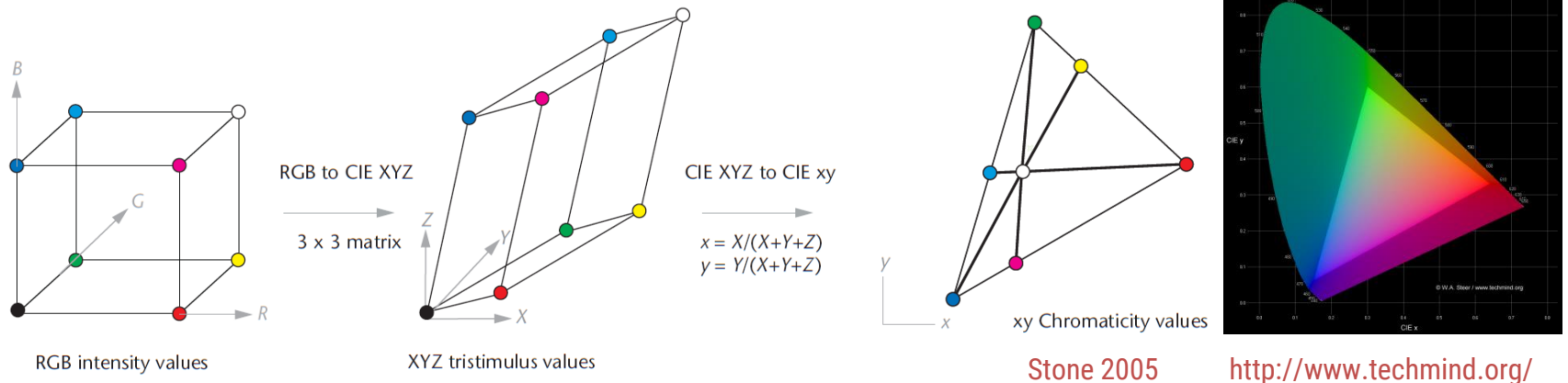


Foley et al. 1990

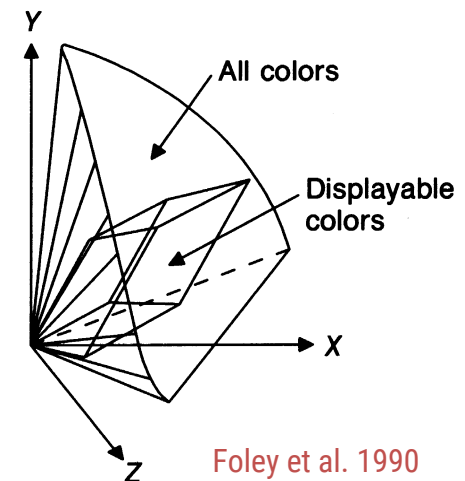


# RGB and XYZ

- RGB to XYZ conversion

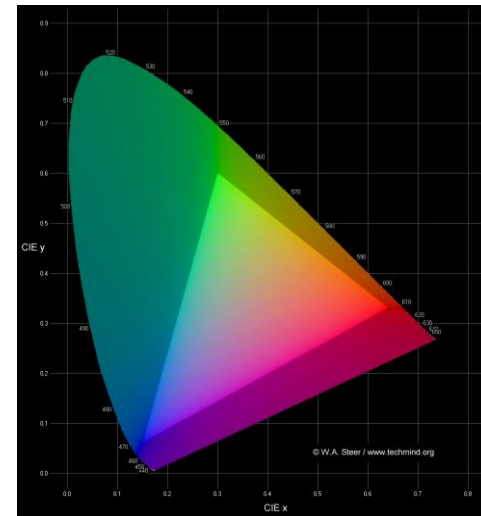


- RGB space: distorted cube
- black: origin of XYZ and projection center
- RGB projected to triangle



# Can RGB Represent All Visible Colors?

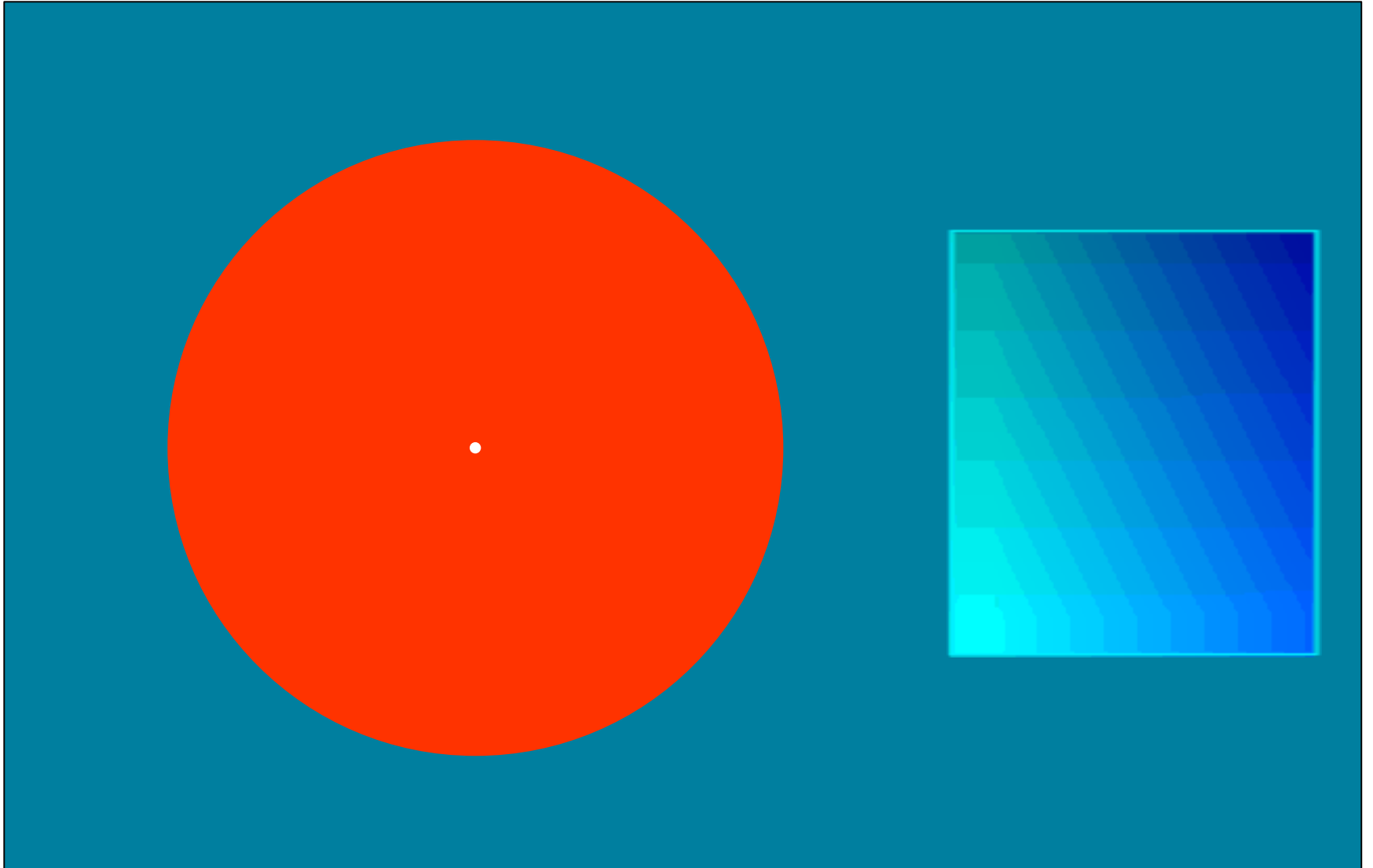
- no, because all colors form horseshoe shape in CIE chromaticity diagram and RGB gamut is triangular



<http://www.techmind.org/>

- But my shiny new 30" UHD OLED is state-of-the-art, it can surely show all colors!"
- → Let's see a color that it cannot show ...

Let's see REAL cyan ...



**THE STRANGE WAYS WE  
EXPERIENCE COLOR...**

# Color Perception → Color Naming



What color is this?

"Yellow"

# Color Perception → Color Naming



What color is this?

“Blue”



# Color Perception → Color Naming

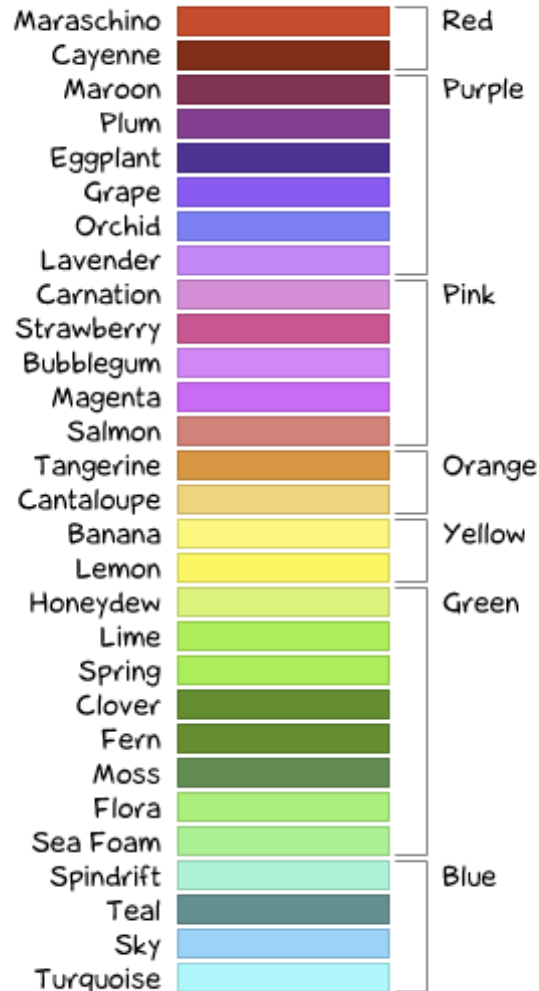


What color is this?

*“Turquoise ?” “Blue-Green ?” “Sarcelle ?”*

# Color according to gender?

Color names if  
you're a girl...



Color names if  
you're a guy...

Doghouse Diaries  
"We take no as an answer."

# Color according to XKCD



A crowdsourced color-labeling game

~5 million colors

~222,500 user sessions

<http://blog.xkcd.com/2010/05/03/color-survey-results/>

# Color according to XKCD

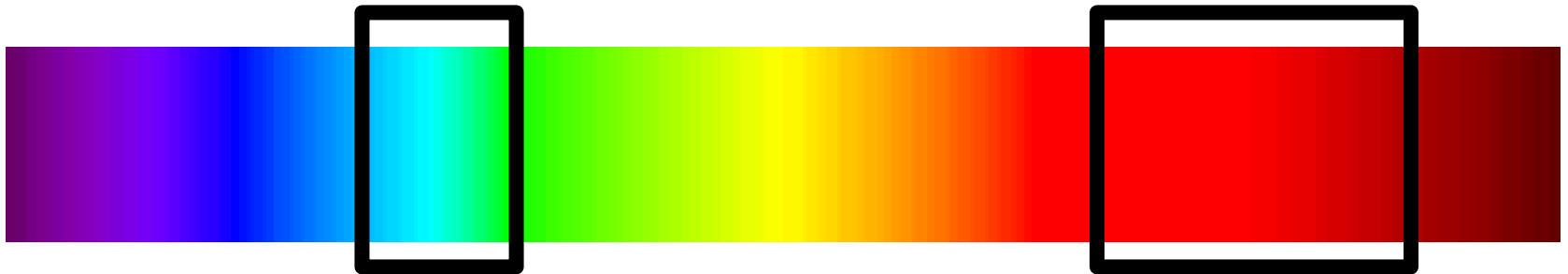
*Actual* color names  
if you're a girl ...

*Actual* color names  
if you're a guy ...

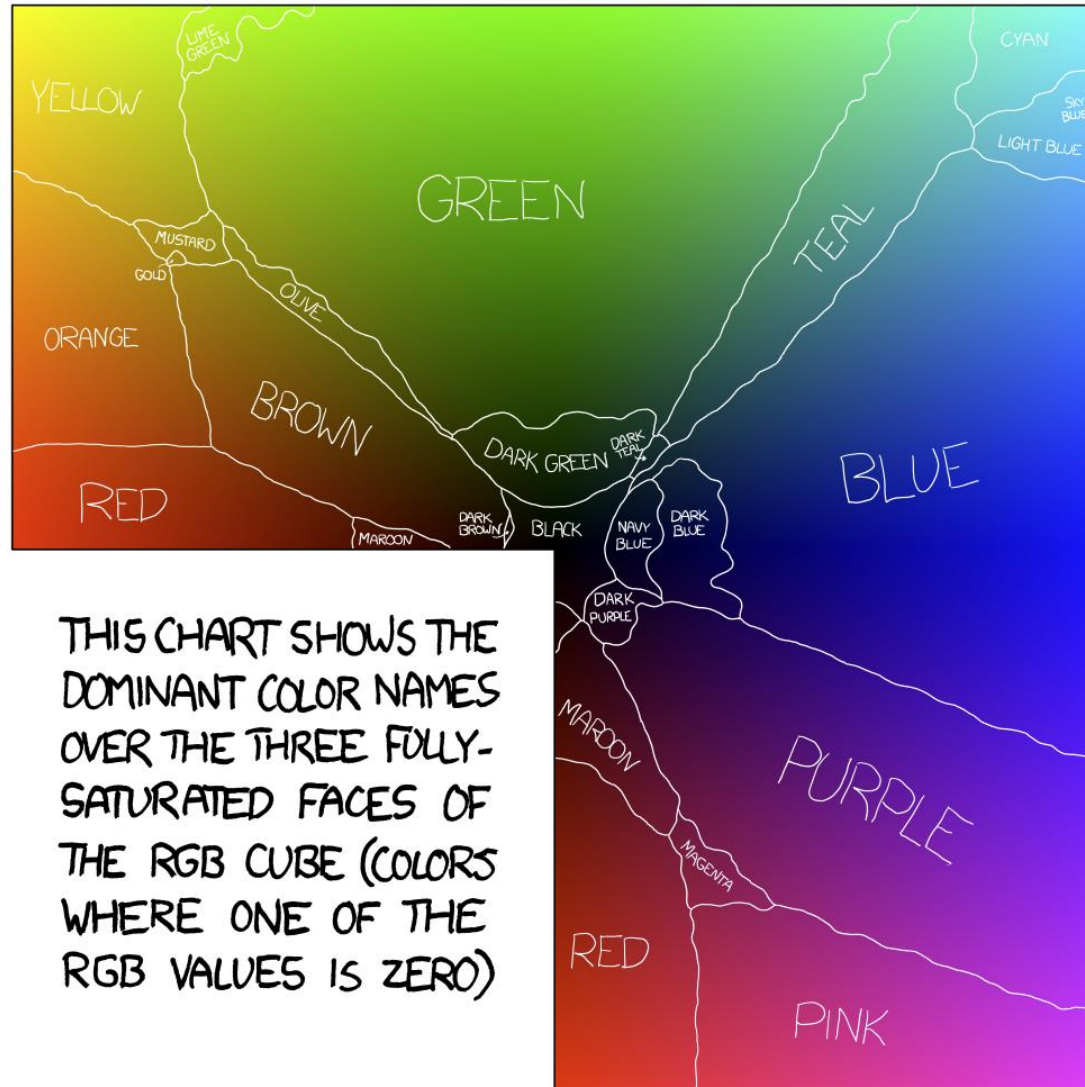


# Color Naming

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

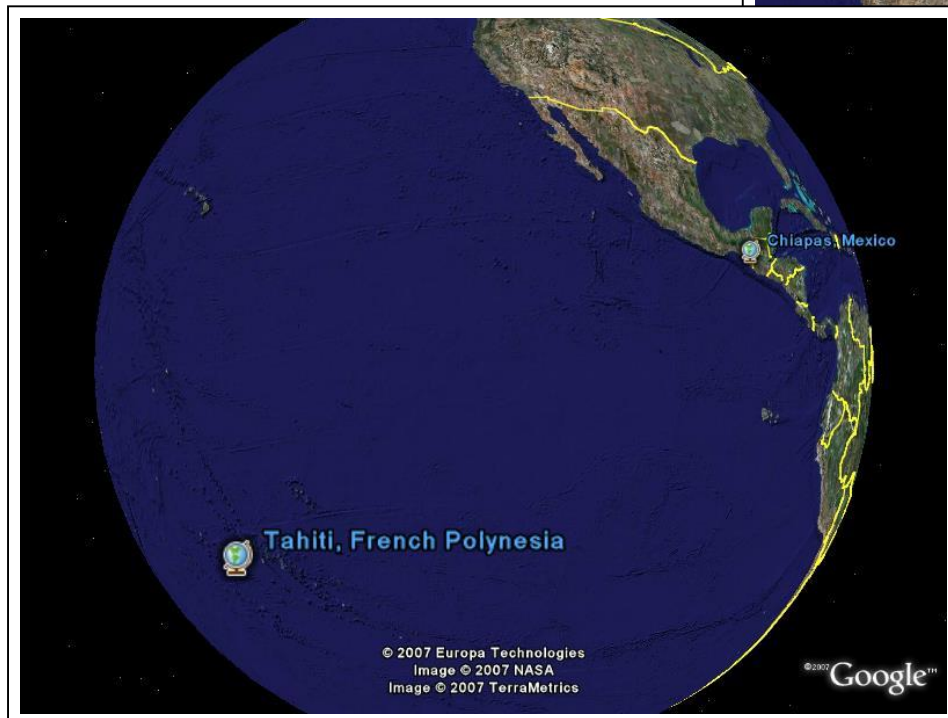


# Are there natural boundaries?



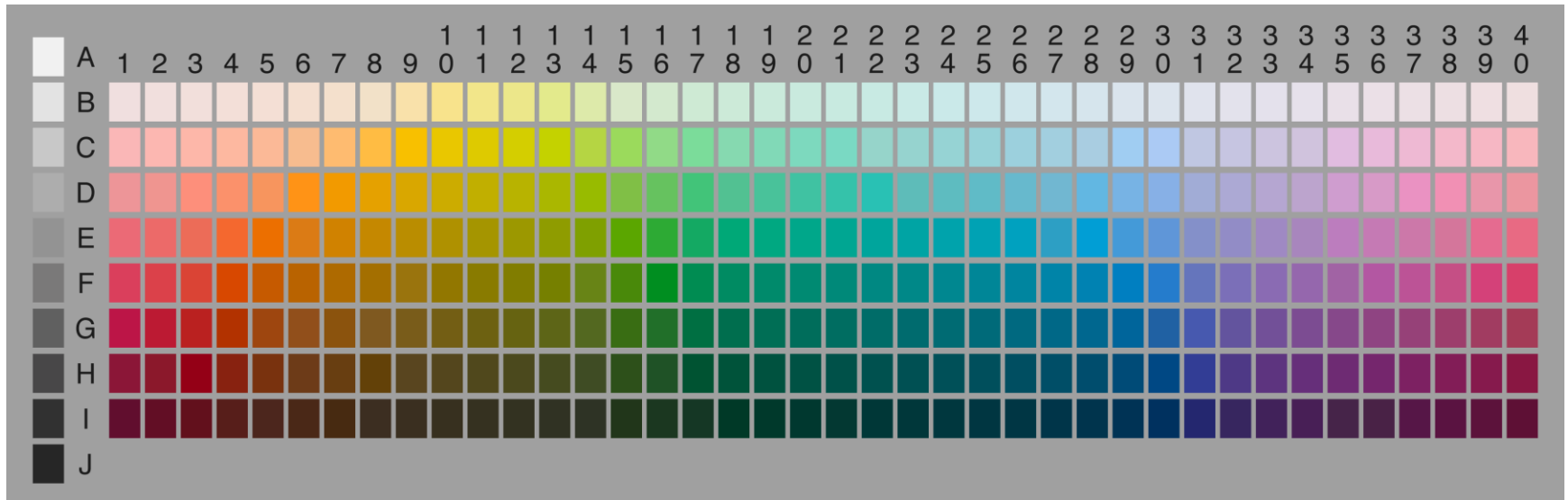
# Basic Color Terms

- Brent Berlin & Paul Kay 1969
- let's look at two specific places



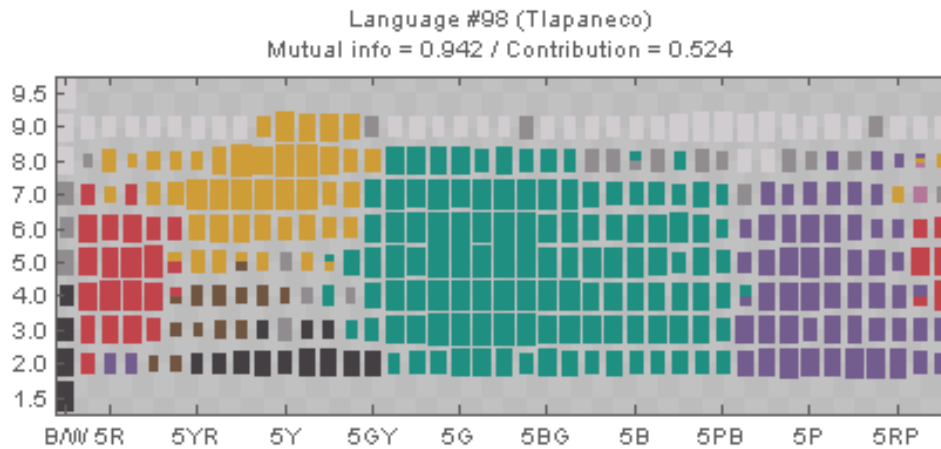
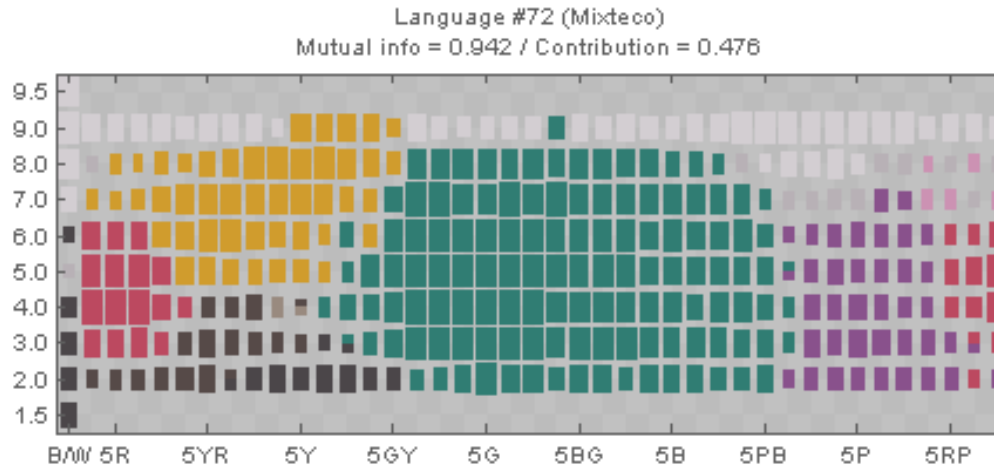
# World Color Survey

Surveyed 2616 speakers of 110 languages using 330 different color chips

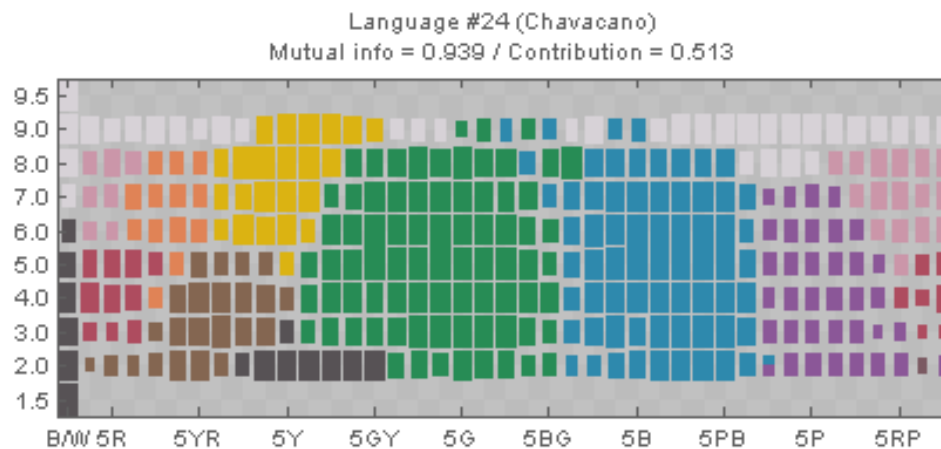
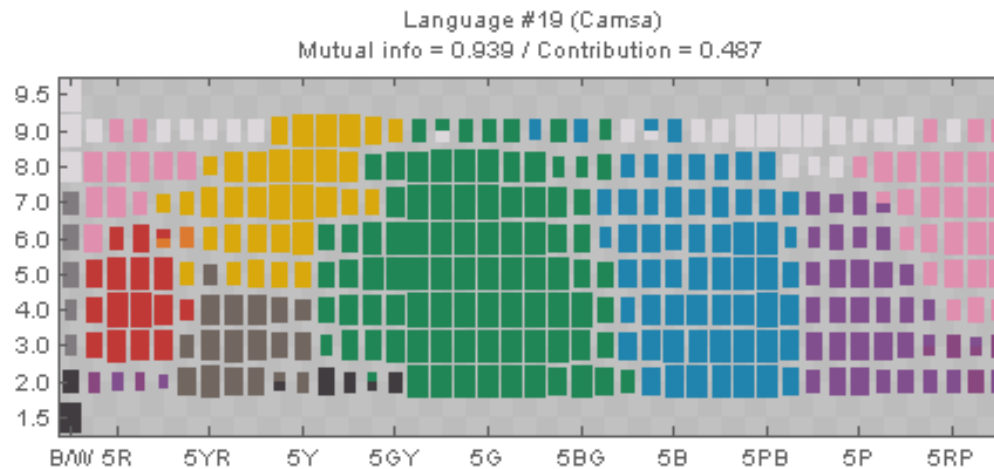




## Results from WCS (Mexico)



# Results from WCS (South Pacific)



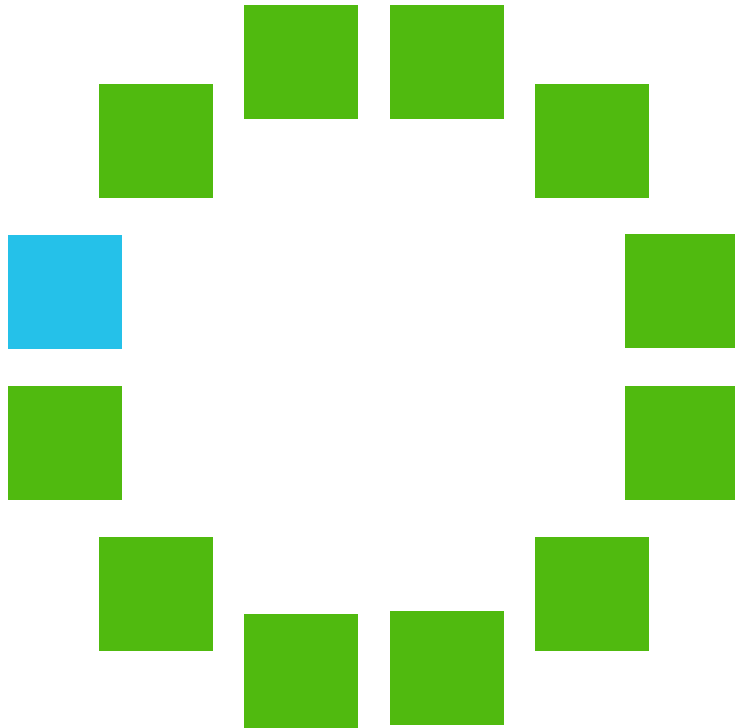
# But language-color interaction

- Himba tribe in Namibia – only few color words:
  - **zoozu**: most dark colors (red, blue, green, violet)
  - **vapa**: white, also some yellow
  - **borou**: some green and blue colors
  - **dumbu**: many green but also red colors



# But language-color interaction

- experiment: how long to find a differing color?

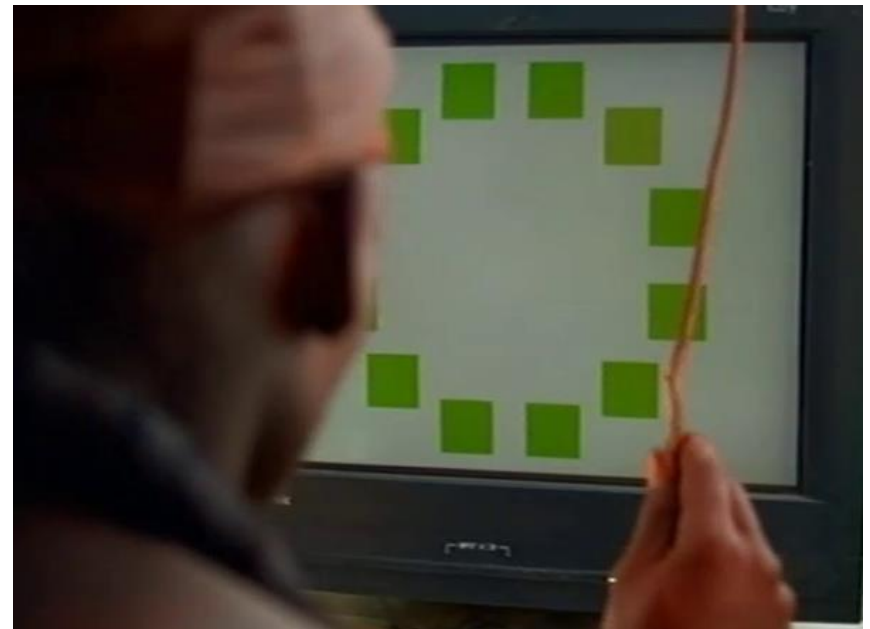
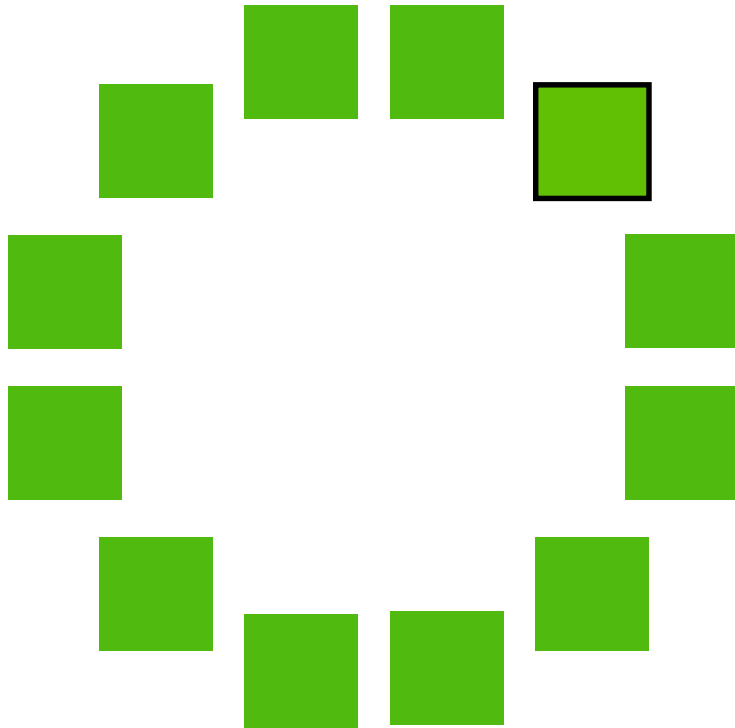


© BBC

difficult to impossible for Himba people

# But language-color interaction

- experiment: how long to find a differing color?



© BBC

easy for Himba people: different words for both types of green

# Universal (?) Basic Color Terms

Basic color terms recur across languages



**White**



**Red**



**Pink**



**Grey**



**Yellow**



**Brown**



**Black**



**Green**



**Orange**



**Blue**



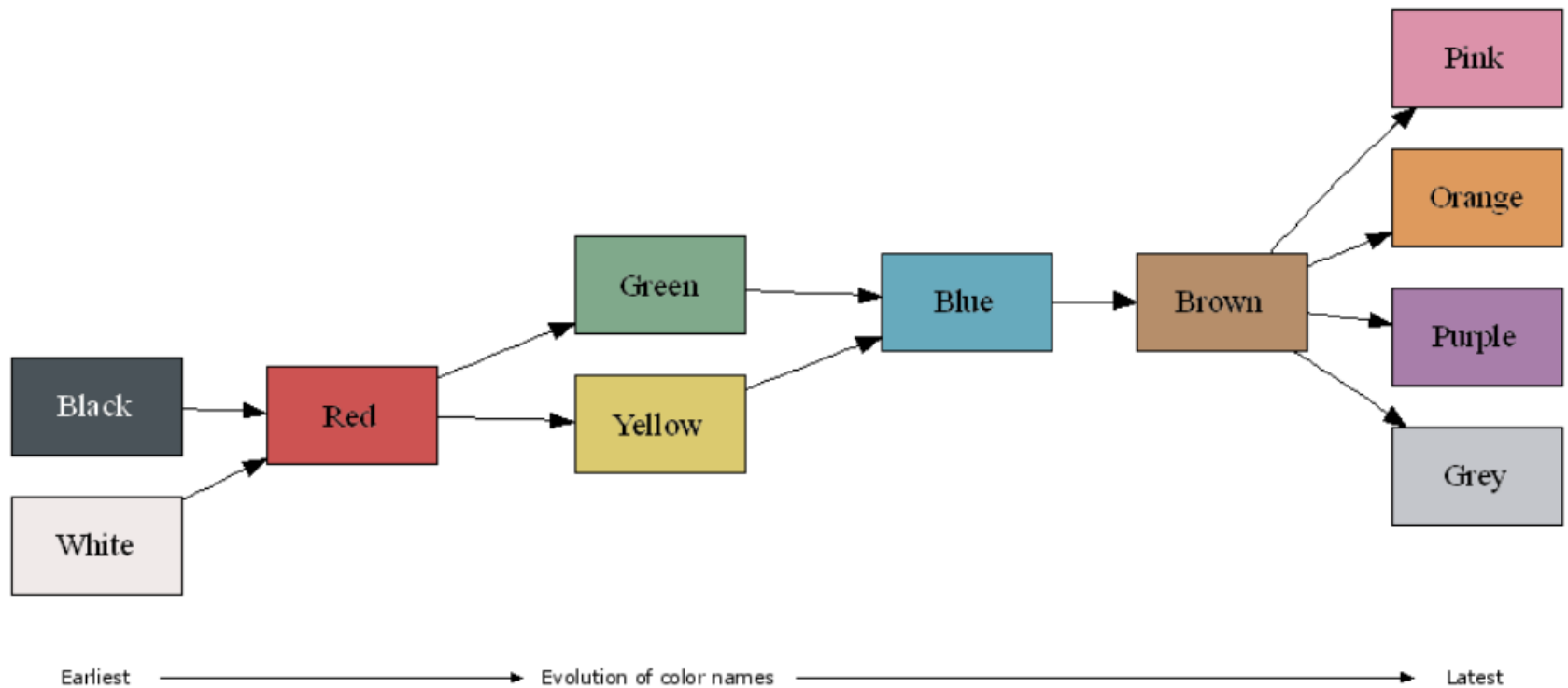
**Purple**



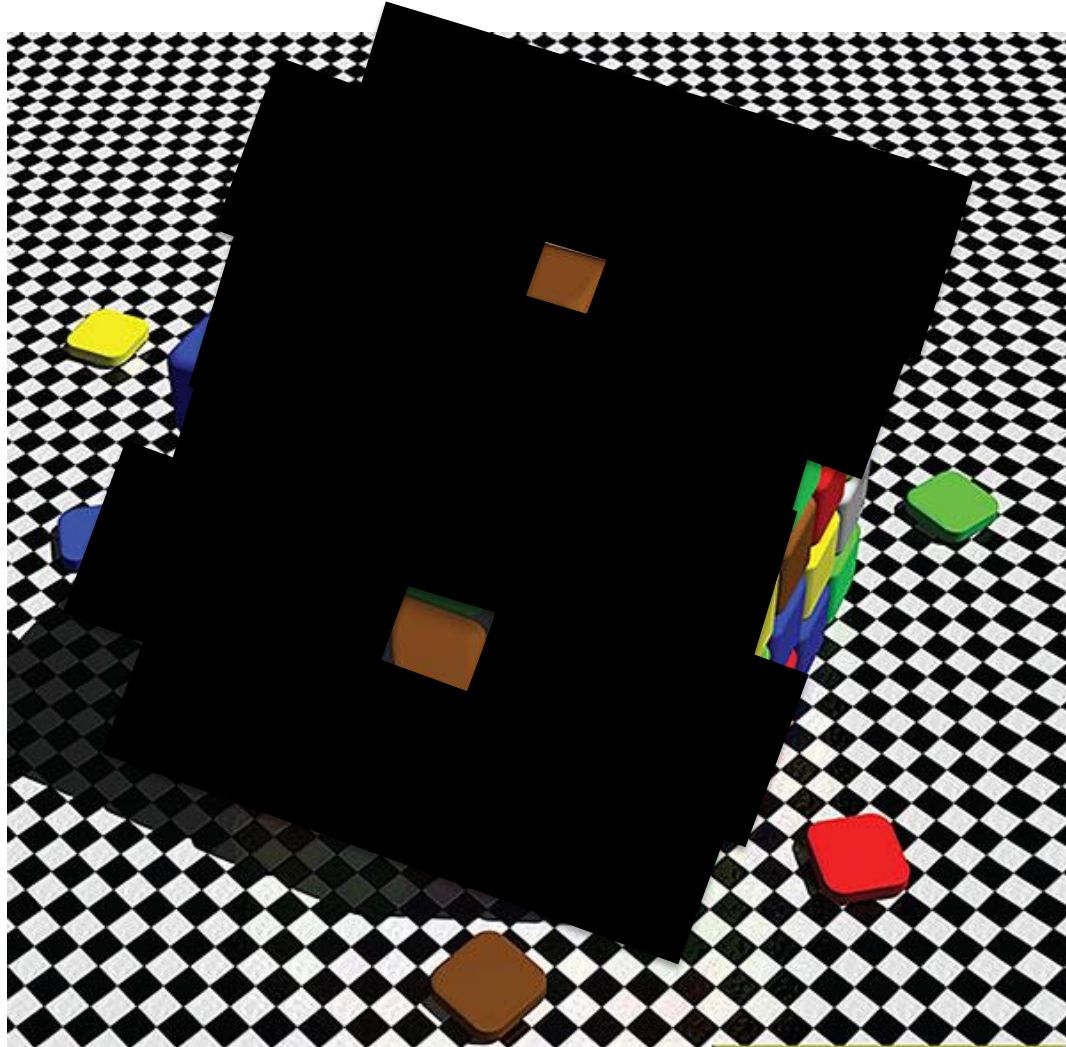
Interesting factoid: Cartographers found out that they need 4 unique hues to unambiguously distinguish all areas on an arbitrarily complex map

# Evolution of Basic Color Terms

Proposed universal evolution of color names across languages.



# Some other color usage problems

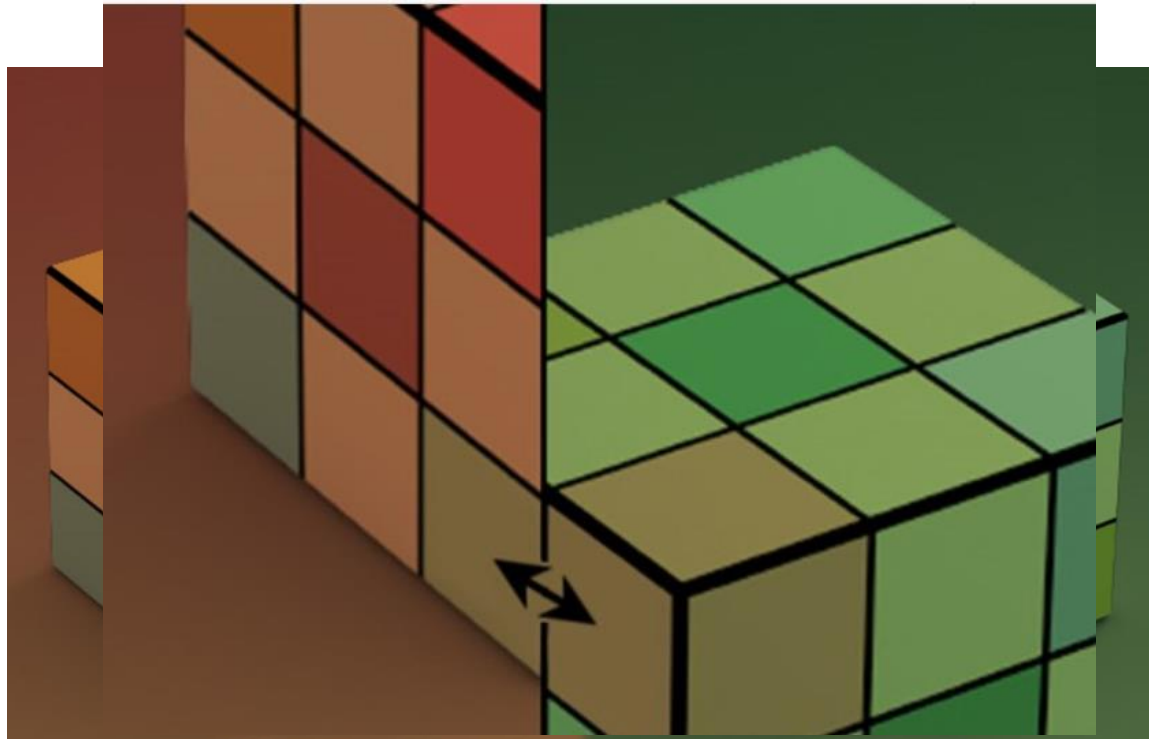


This one is called COLOR CONTRAST: the same spectral input can appear as a different color



# Color Constancy

- Background color and lighting have a big effect on how we see color
- Two different color spectra may look identical



# CONCLUSION

- Color vision (just like brightness) does not correspond to physical measurements
- Be mindful in how you apply color in your computer-generated scenes!

# **COLOR FOR VISUALIZATION**

# Why are color choices important?

## Example: The Rainbow Color Scale

- Represent data by varying hue across (approximately) the full range of visible wavelengths
- One of the most common color scales in use today



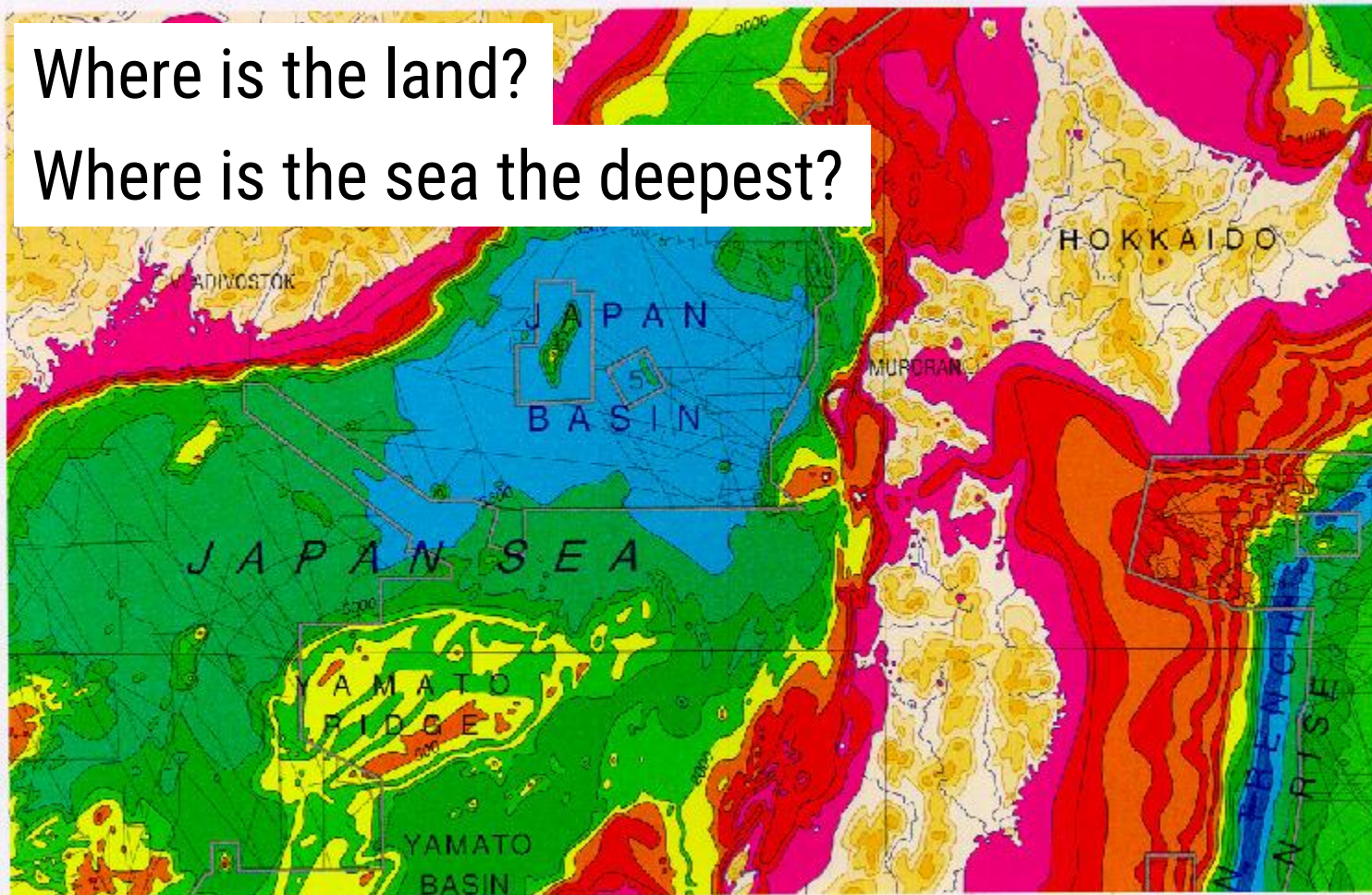
**And it's (usually) a huge mistake!**

# General Bathymetric Chart of the Ocean

Every color mark signals:  
longitude, latitude, sea/land, depth/altitude

Where is the land?

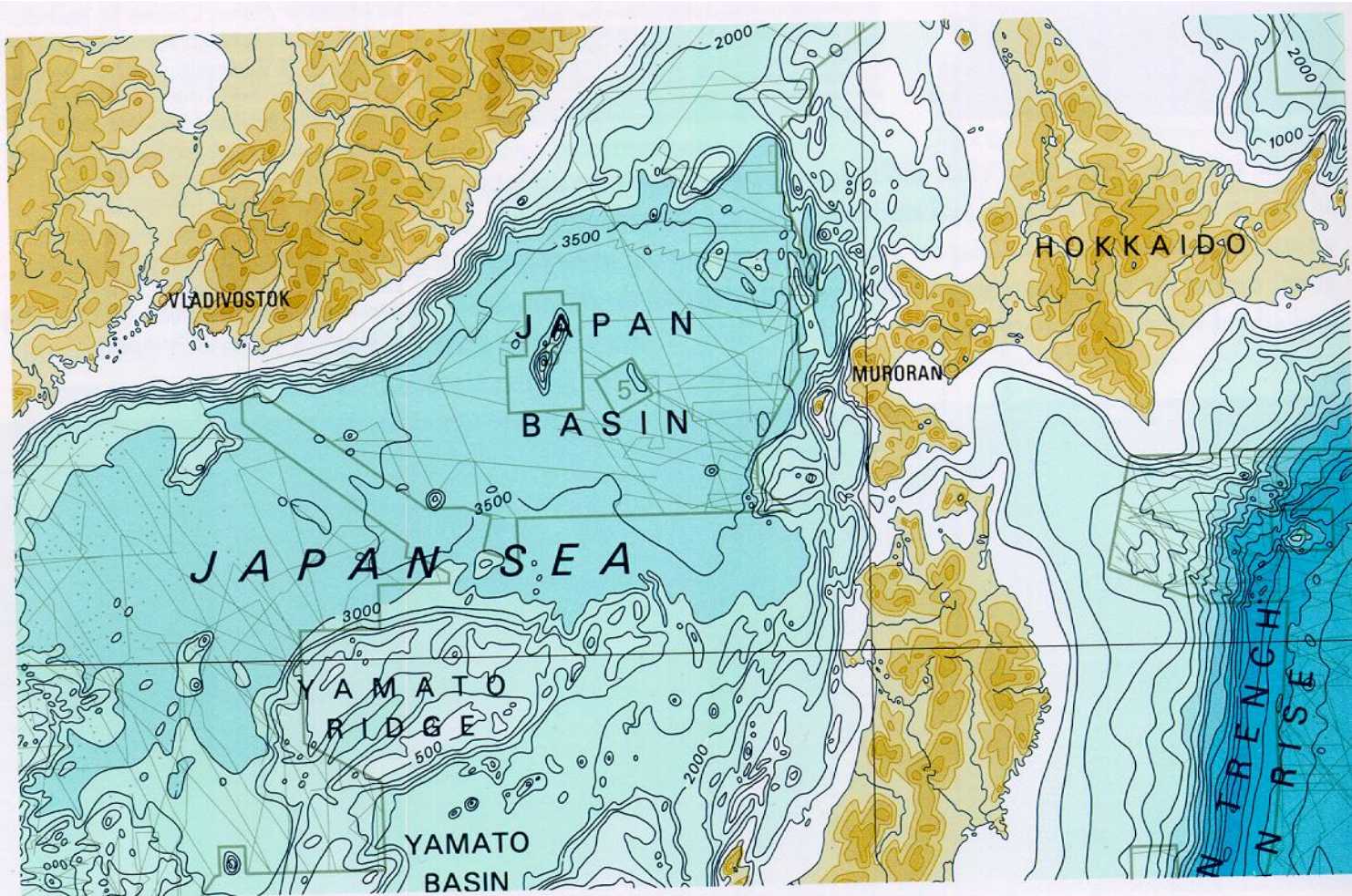
Where is the sea the deepest?



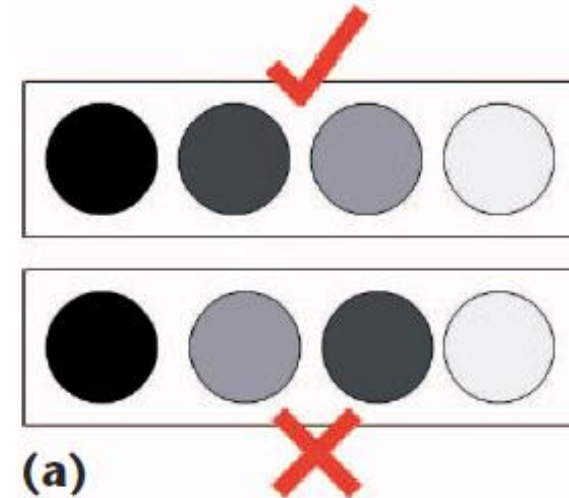
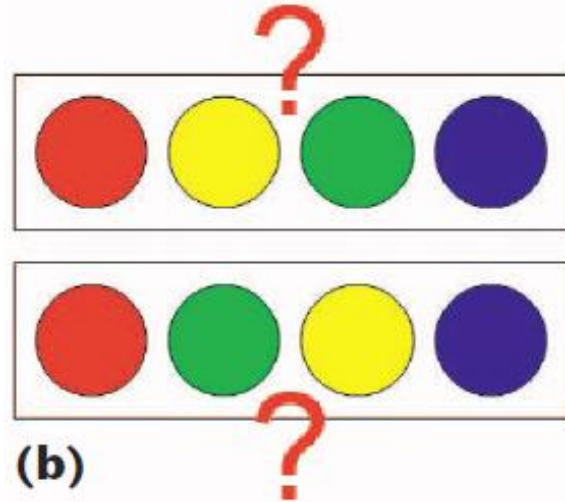


## General Bathymetric Chart of the Ocean

Now describe what kind of color scale was possibly used here



# Perceptual Ordering



## Rainbow Color Scale

- Is ordered by wavelength
- Is **not** perceptually ordered

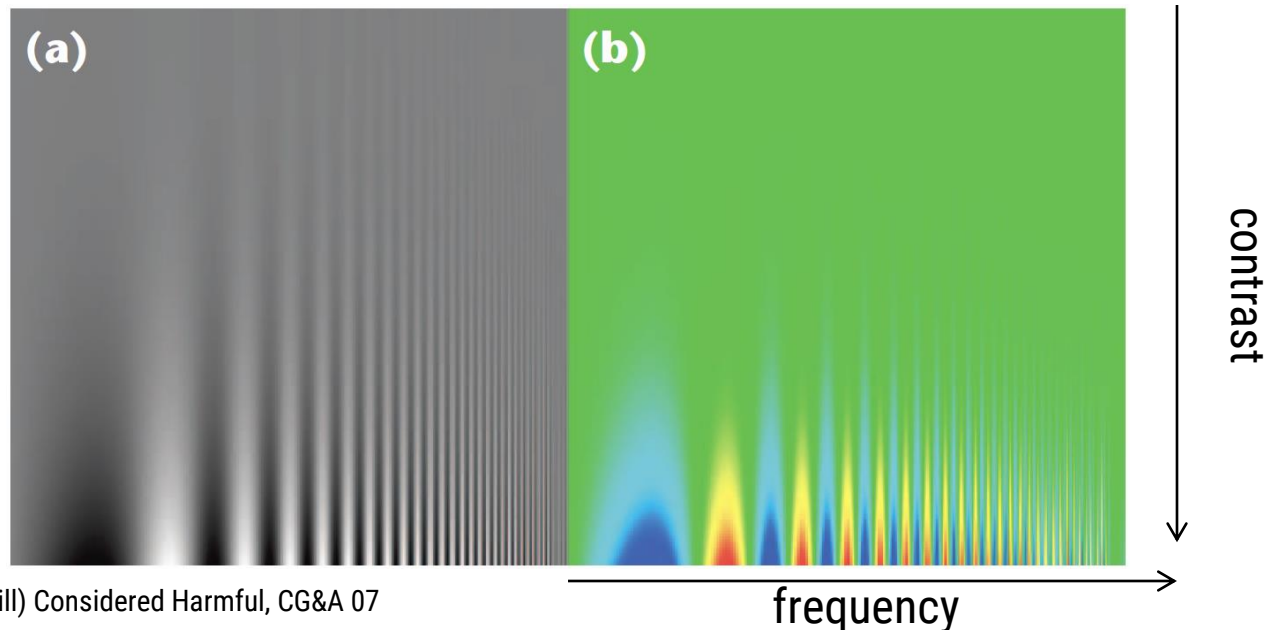
## Gray Scale

- Increases luminance (value) from dark to light
- Is perceptually ordered

# Color Scale Luminance

## Rainbow Color Scale

- The visual system perceives high spatial frequencies through changes in luminance
- Is isoluminant (for large portions), changes only appear at color boundaries
- Obscures small details in the data

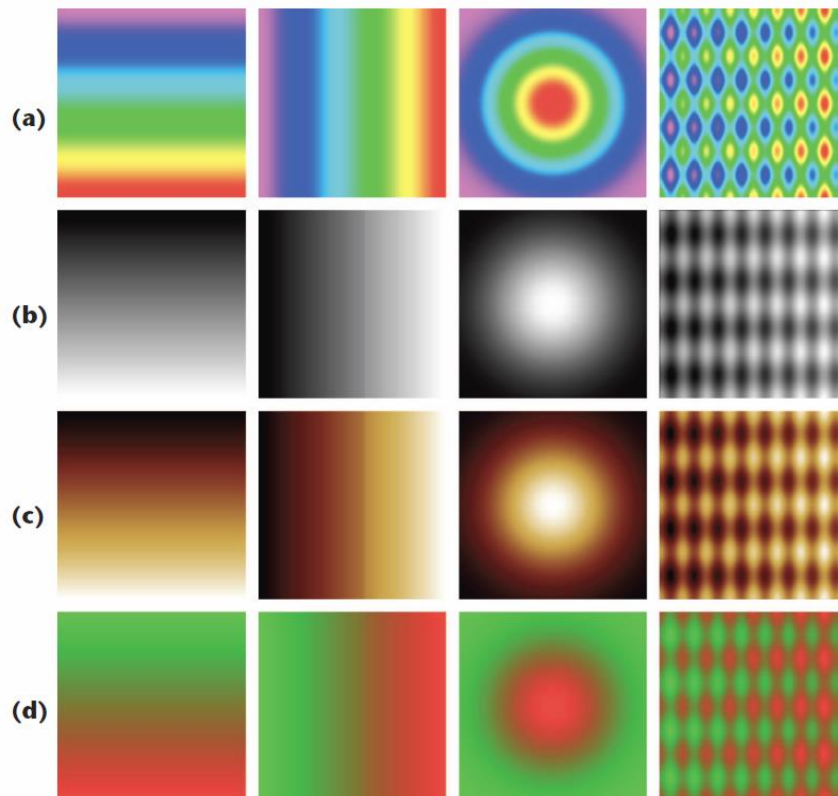




# Color Scale Transitions

## Rainbow color scale

- appears separated into bands of almost constant hue
- sharp transitions between hues are perceived as sharp transitions in the data



rainbow color scale

gray scale

heated color scale

isoluminant green-red scale

# HOW TO PICK COLORS

# A Few General Rules

- Always have **high luminance contrast** between foreground and background
- Use **only a few distinct colors**



> **12** colors will likely not work  
~**5** colors recommended

# Using Color to Label

**(For groups, categories, highlights, etc.)**

Colors should be distinctive and named



“Blue”













“Blue-er?”



“Other Blue???”

Use cultural conventions & appreciate symbolism

Fruits	Brands
 Apple	 Apple
 Banana	 AT&T
 Blueberry	 Home Depot
 Cherry	 Kodak
 Grape	 Starbucks

Lin et al. (2013) Selecting  
Semantically-Resonant Colors  
for Data Visualization

Beware of bad interactions

**CONTRAST**

You can make this work if you consider value

# CONTRAST

# Using Color for Scales

## (For ordinal or quantitative data)

Use a scale that varies **lightness** in addition to color  
Shades of **gray** or shades of **a single color** are easiest



For **diverging scales**, use a lighter, desaturated value for the critical mid-point and darker hues for the ends



# ColorBrewer

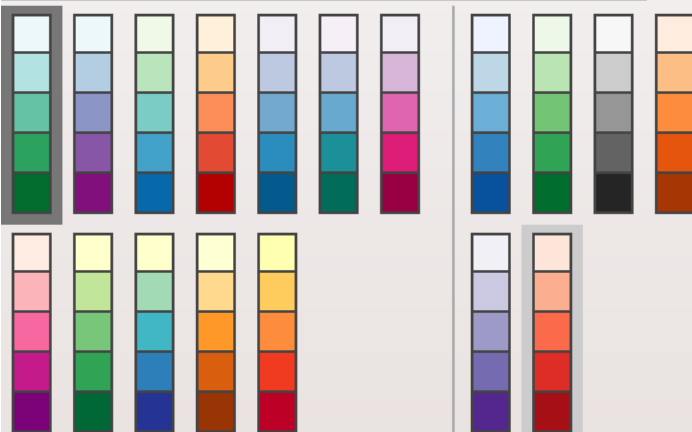
number of data classes on your map

3 ▼ [learn more >](#)

the nature of your data

sequential ▼ [learn more >](#)

pick a color scheme: BuGn



multihue

single hue

(optional) only show schemes that are:

☐ colorblind safe ☐ print friendly

☐ photocopy-able [learn more >](#)

**Highly recommended!**

Designed originally for maps  
but will also work well for other  
types of visualizations

<http://colorbrewer2.org/>




number of data classes on your map

5 [learn more >](#)

the nature of your data

qualitative [learn more >](#)

pick a color scheme: Paired

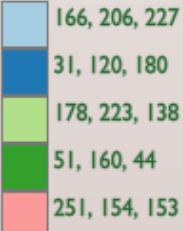


(optional) only show schemes that are:

☐ colorblind safe ☐ print friendly

☐ photocopy-able [learn more >](#)

pick a color system



166, 206, 227

31, 120, 180

178, 223, 138

51, 160, 44

251, 154, 153

☒ RGB ☐ CMYK ☐ HEX

adjust map context

☐ roads ☐ cities ☒ borders

select a background

☒ solid color ☐ terrain

color transparency

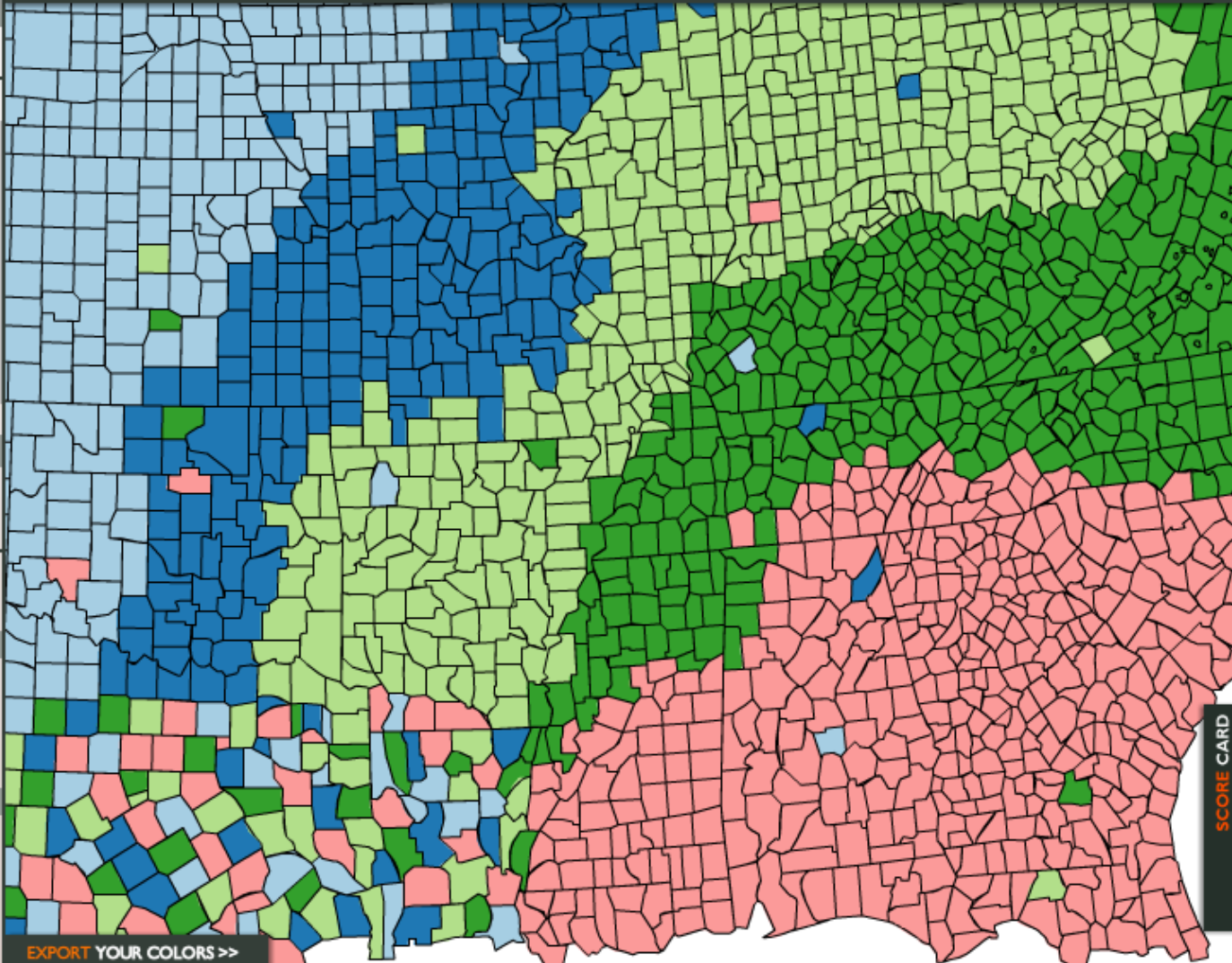
[learn more >](#)

EXPORT YOUR COLORS >>

how to use | updates | credits

# COLORBREWER 2.0

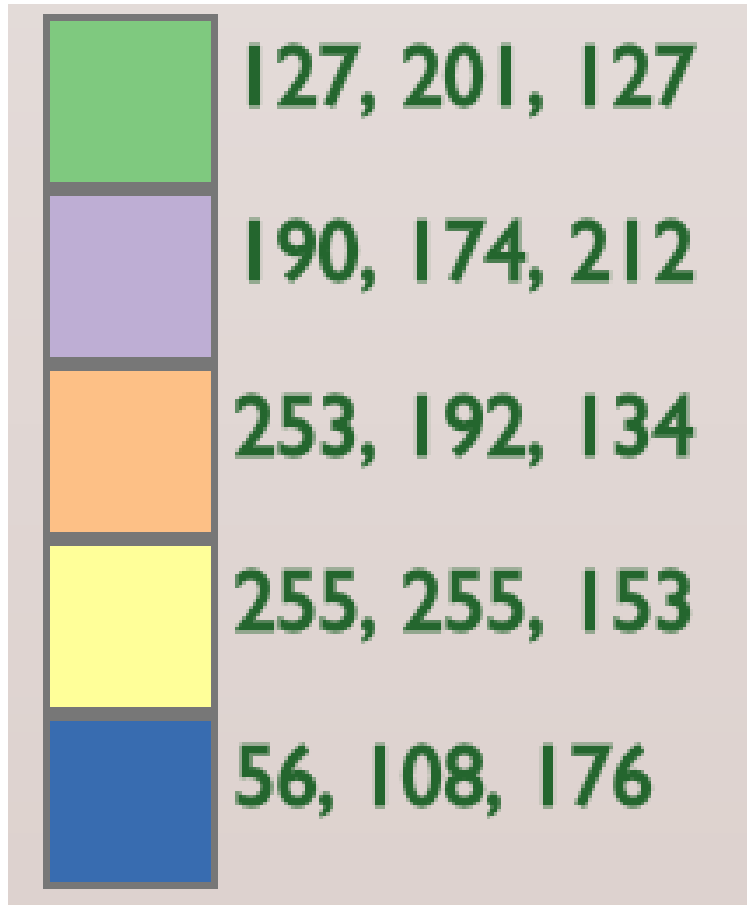
color advice for cartography



SCORE CARD

<http://colorbrewer2.org/>

# ColorBrewer

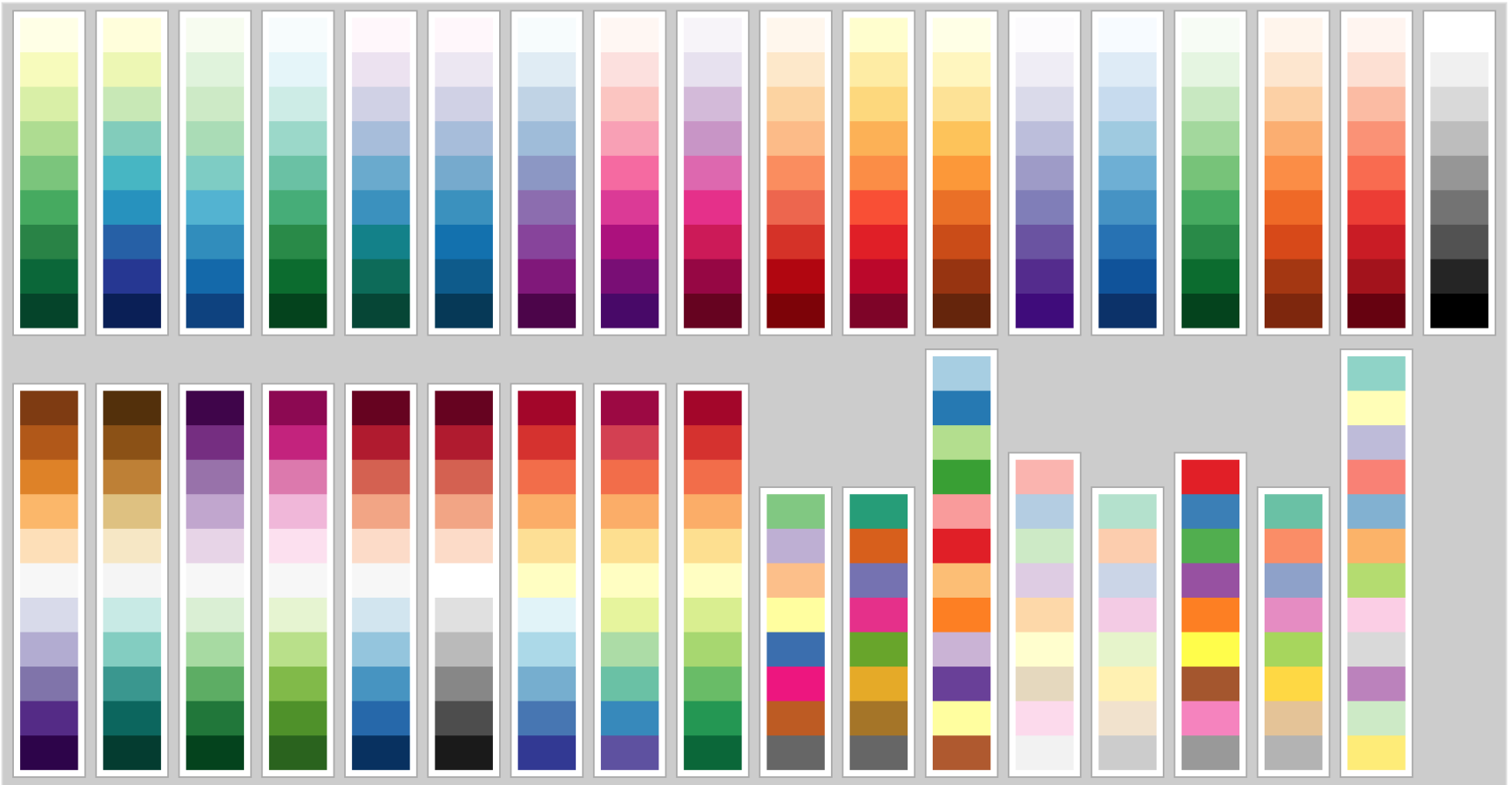


(RGB)



(Hex)

# Every ColorBrewer Scale



For CSS and JavaScript (by Mike Bostock)

<http://bl.ocks.org/mbostock/5577023>

7% of the viewers may not see anything if you use red-green,

# **ONE WARNING ABOUT RED-GREEN**

# Color Vision Deficiency



normal color vision

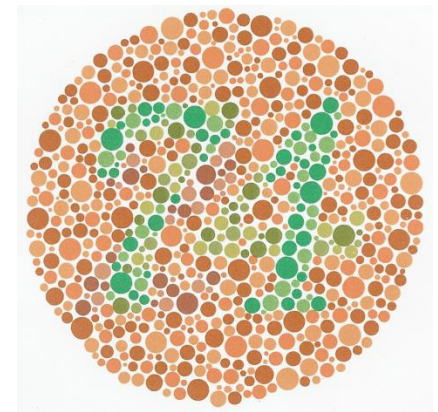
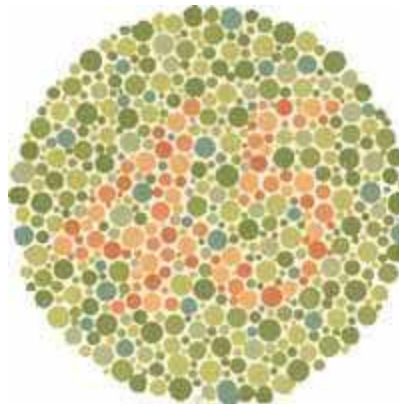
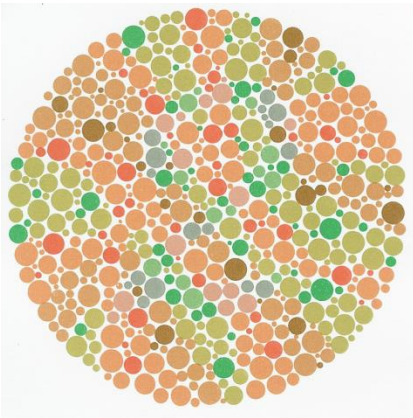
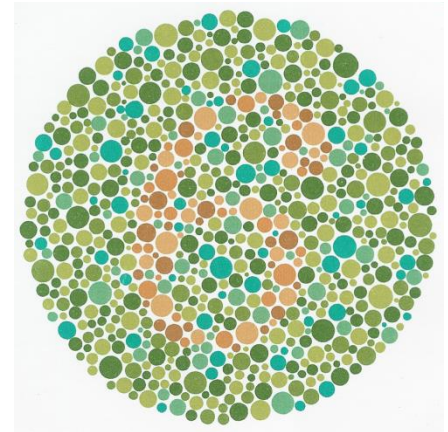
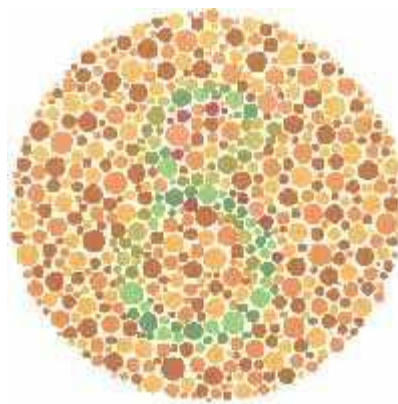
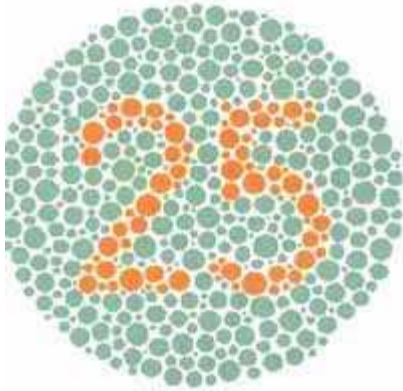


**simulation** of color contrast  
for deuteranopic color vision  
(green receptors absent)

approx. 7% of male population color-deficient

mostly red-green color deficiency (deuteranopia or protanopia) – but other forms exist as well

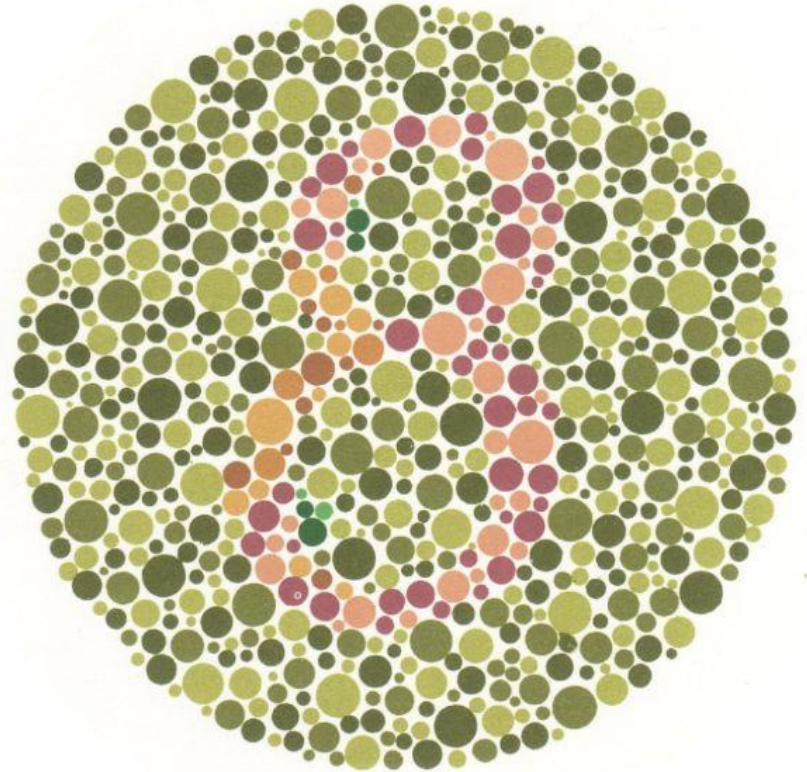
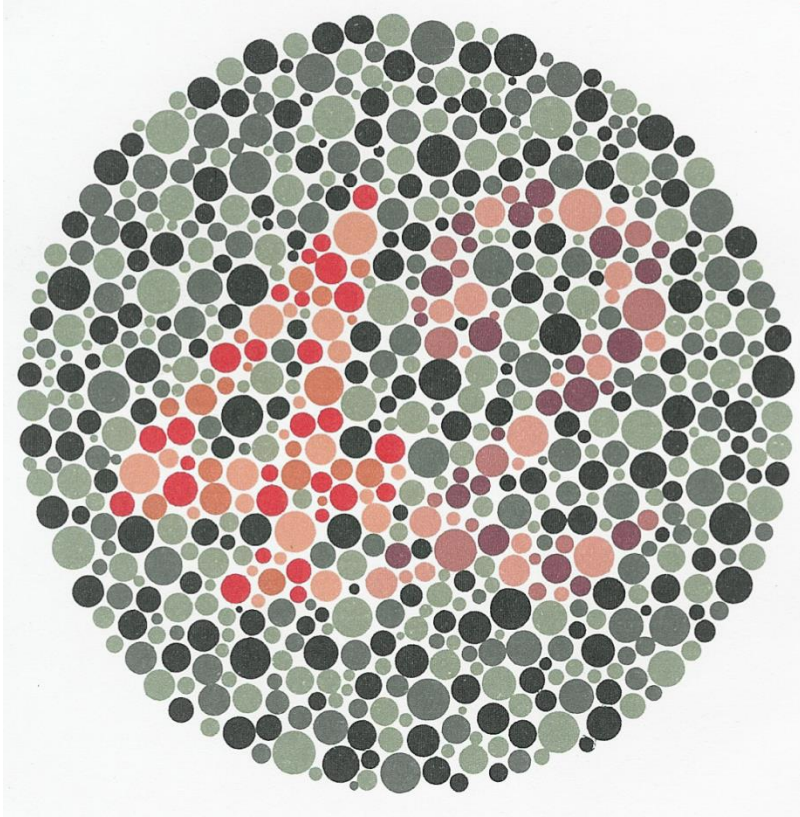
# Color Deficiency Test (Ishihara Test)



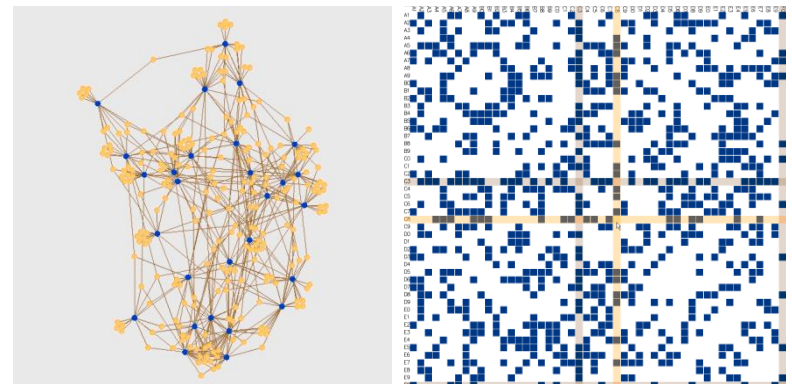
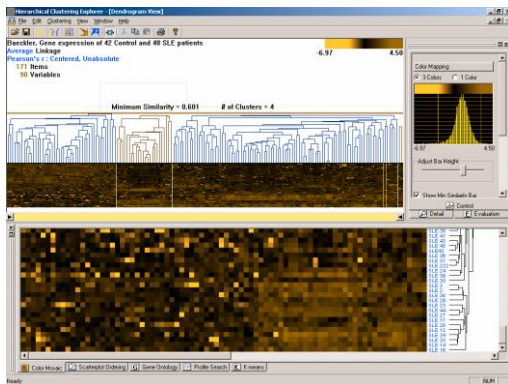
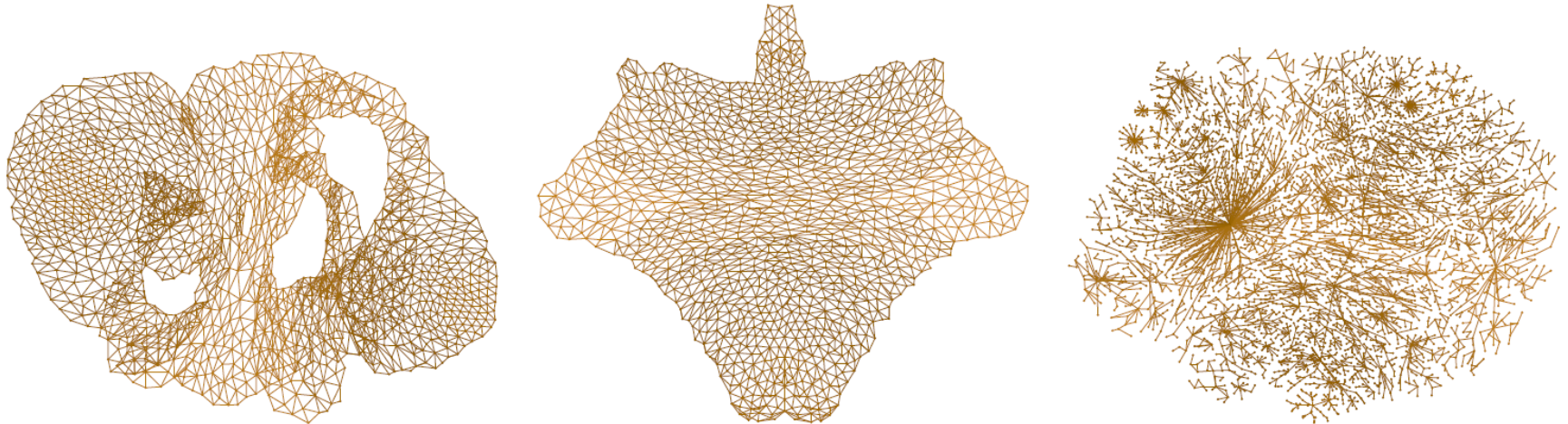
This likely won't work correctly here given the uncalibrated projector



# Color Deficiency Test

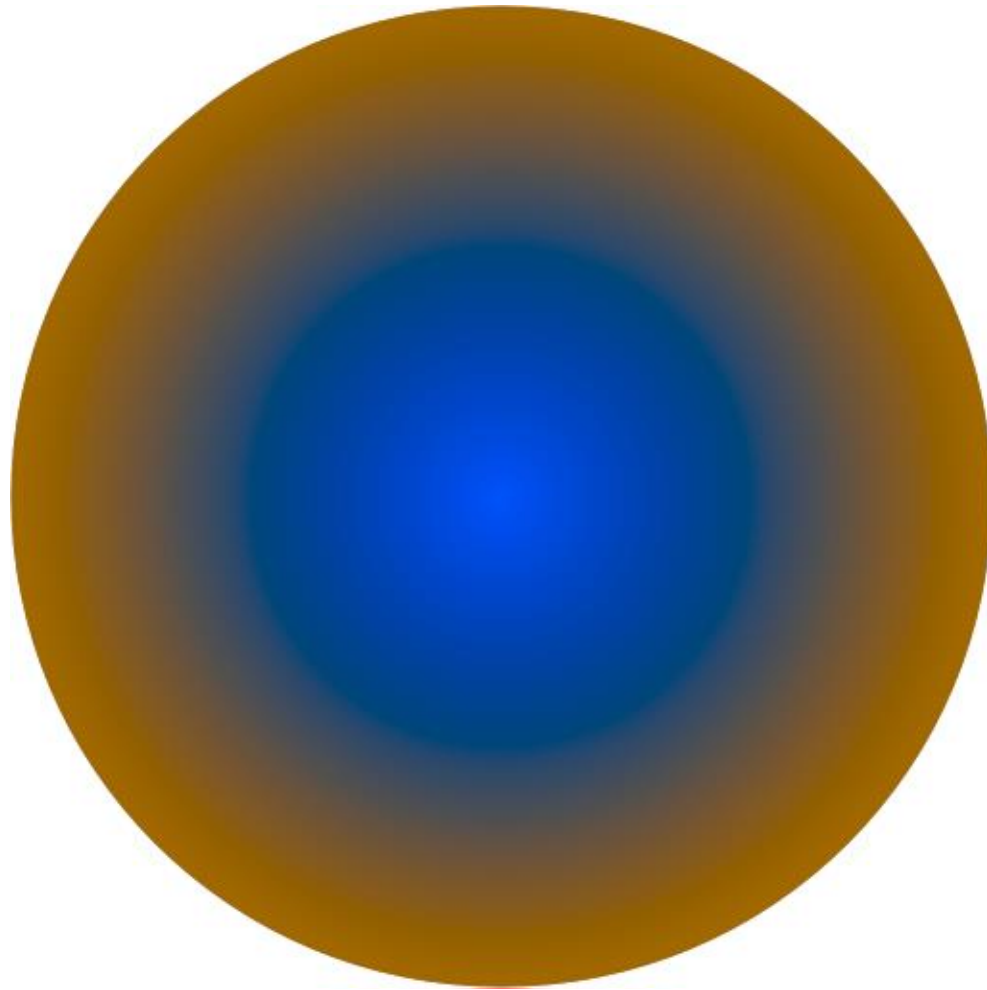


# Examples from VIS/InfoVis 2004



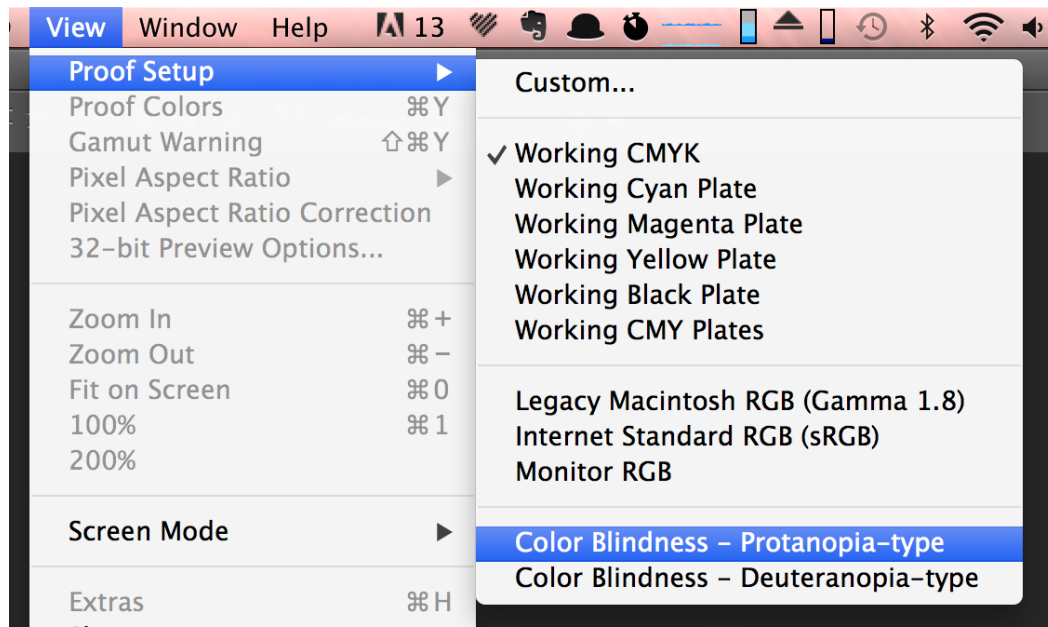


Better: Red-Blue Contrast



# Check Your Visualizations!

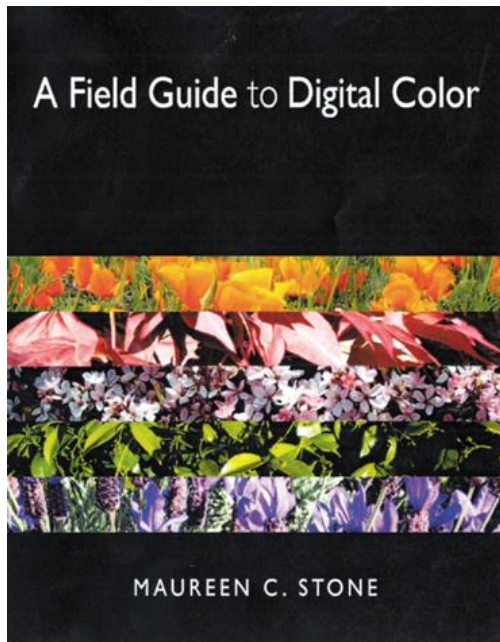
When possible, avoid red-green color contrasts for visualization purposes.



To test your visualizations, use proofing modes in PhotoShop and GIMP, or try VisCheck

<http://www.vischeck.com/>

# Color Resources



## Maureen Stone's Resources

*A Field Guide to Digital Color*

<http://www.stonesc.com>

## Cindy Brewer's *ColorBrewer*

<http://colorbrewer2.org>

For CSS and JavaScript

<http://bl.ocks.org/mbostock/5577023>

## Community Palette Sharing

<http://www.colourlovers.com>

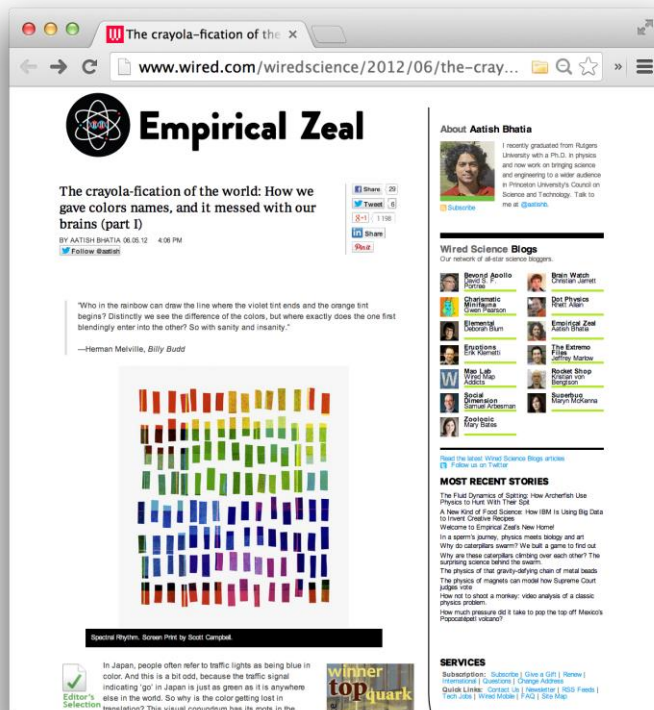
<http://kuler.adobe.com>

# (Fun) Color Resources!

## Wired “The Crayola-fication of the World”

by Aatish Bhatia

<http://www.wired.com/wiredscience/2012/06/the-crayola-fication-of-the-world-how-we-gave-colors-names-and-it-messed-with-our-brains-part-i/>



## RadioLab “Colors”

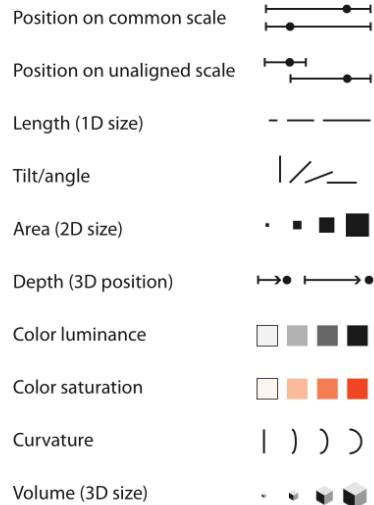
WNYC Podcast

<http://www.radiolab.org/story/211119-colors/>

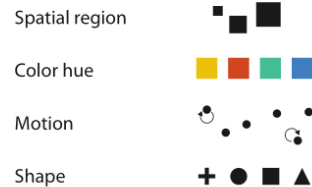
# **EFFECTIVENESS OF VISUAL ENCODINGS**

# Perception of Visual Encodings

## ➡ Magnitude Channels: Ordered Attributes



## ➡ Identity Channels: Categorical Attributes



There are **lots** of possible visual encodings

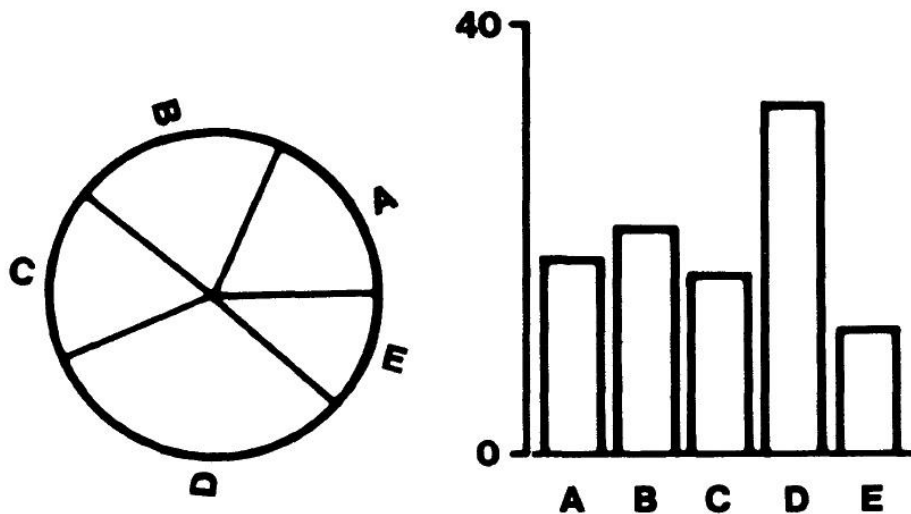
Their **effectiveness** is related to how they are handled by our perceptual system

how close is human perceptual judgement to some objective measurement of the stimulus?

## **1) ACCURACY**

# Elementary Graphical Perception Tasks

William S. Cleveland (1980s)



*Figure 3. Graphs from position-angle experiment.*

Performed **controlled experiments** to determine how effectively people could judge **changes in visual features**

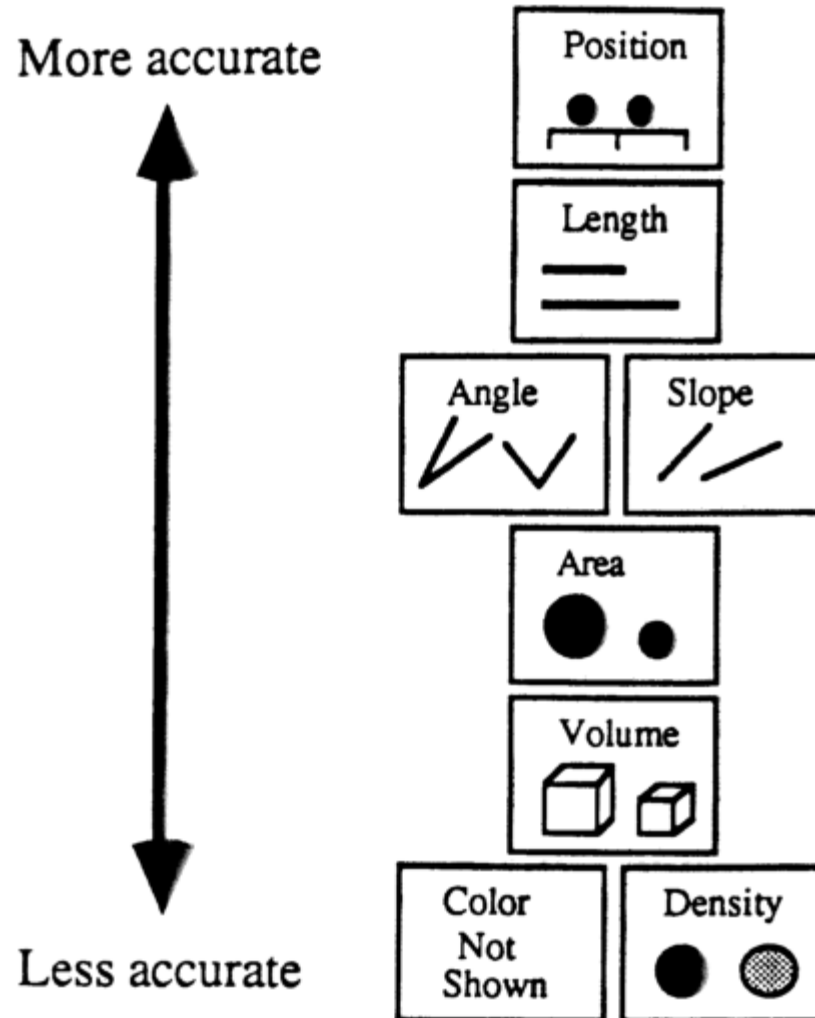
Focus on **quantitative information**

**Variables used:** angle, area (size), color hue, color saturation, density (value), length, position, slope, volume



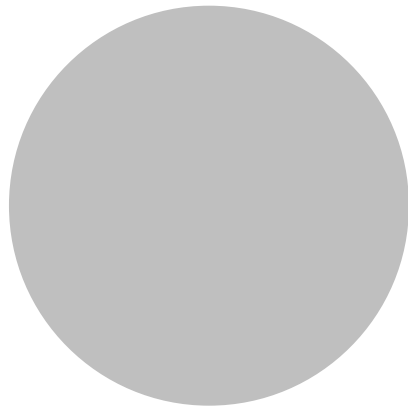
# Elementary Graphical Perception Tasks

William S. Cleveland (1980s)

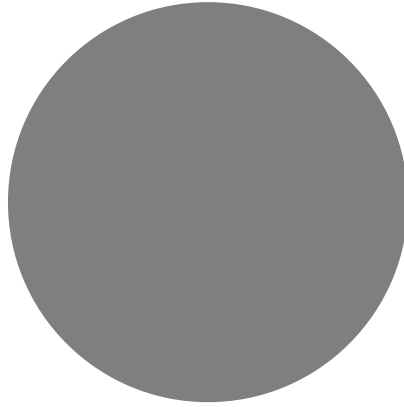


# Color Value

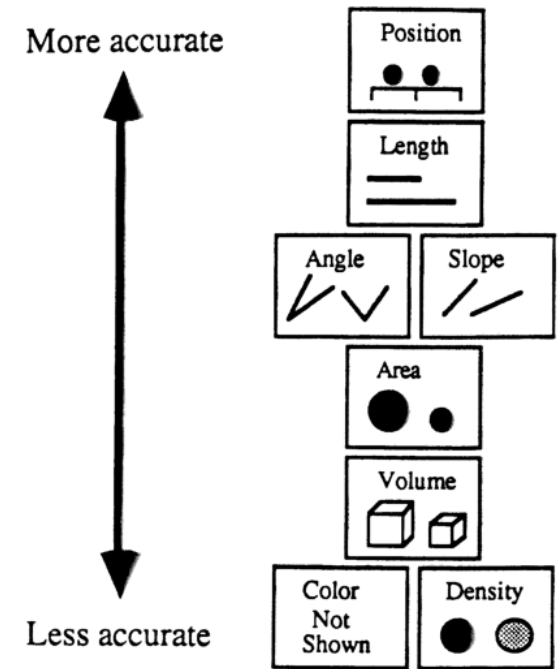
What percentage in value is the right from the left?



100%

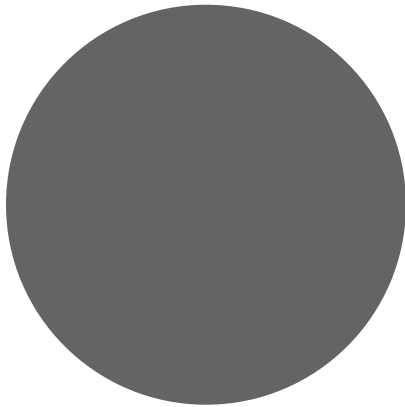


66%

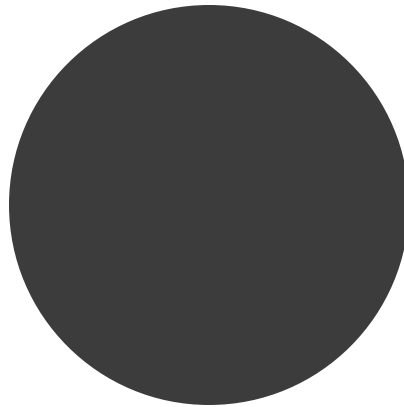


# Color Value

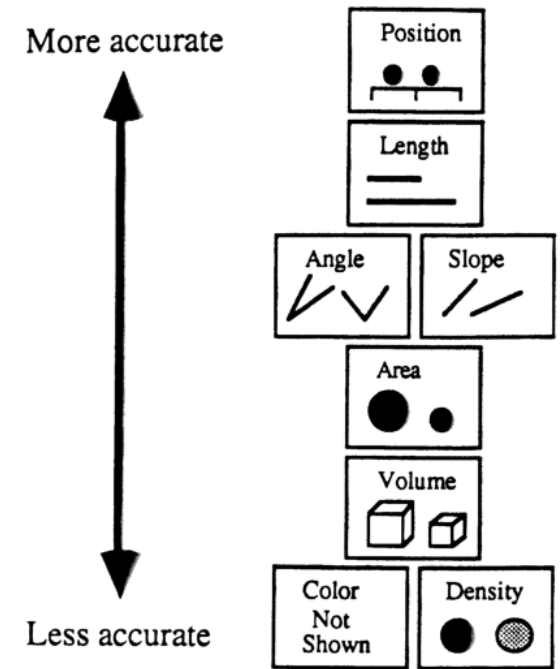
- What percentage in value is the right from the left?



100%

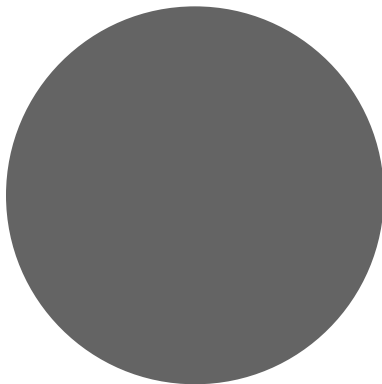


60%

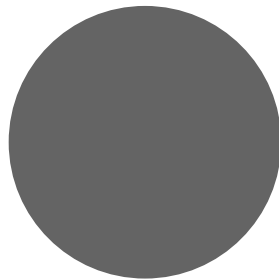


# Area

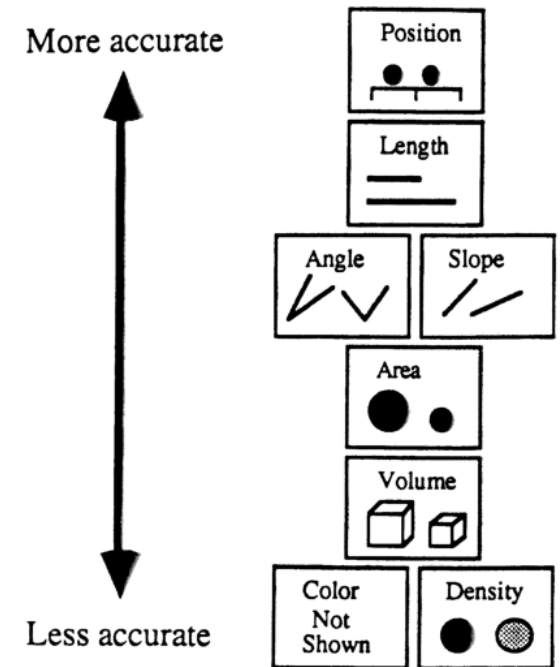
What percentage in size is the right from the left?



100%

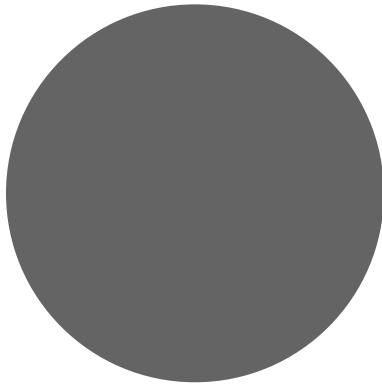


52%

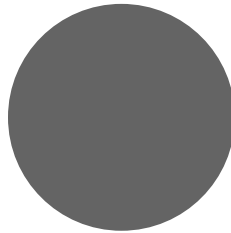


# Area

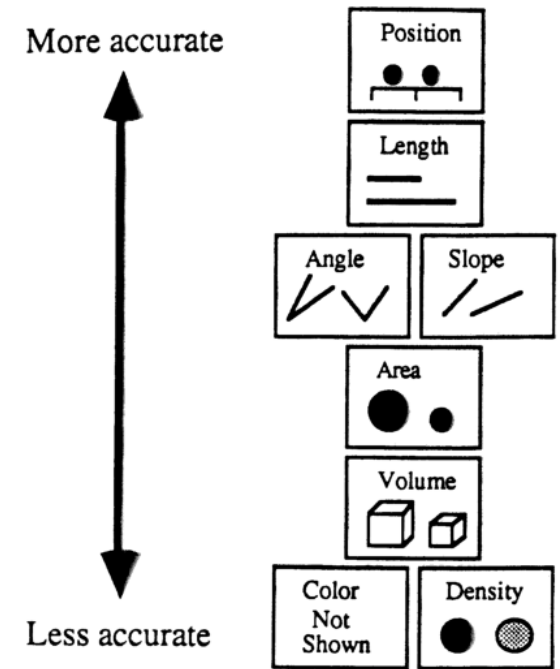
What percentage in size is the right from the left?



100%

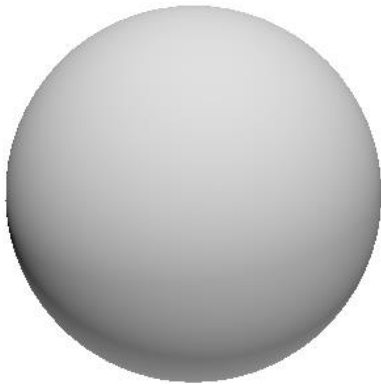


36%

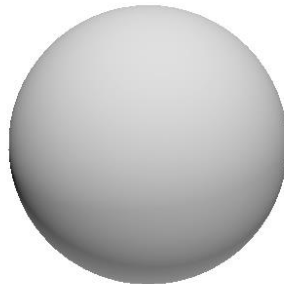


# Volume

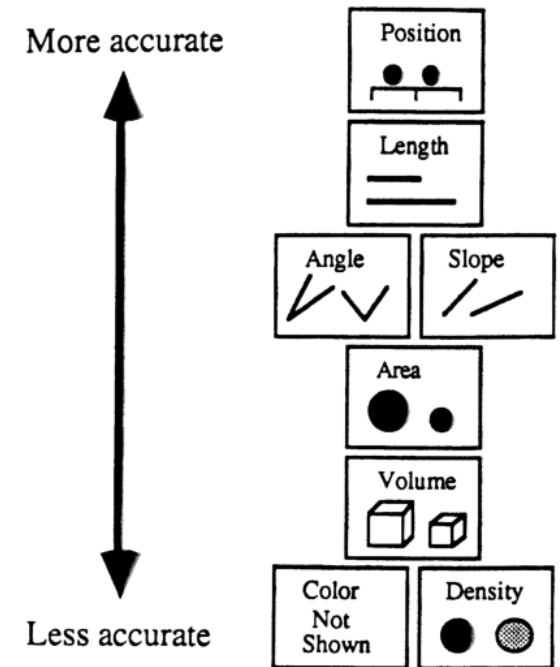
What percentage in size is the right from the left?



100%



40%

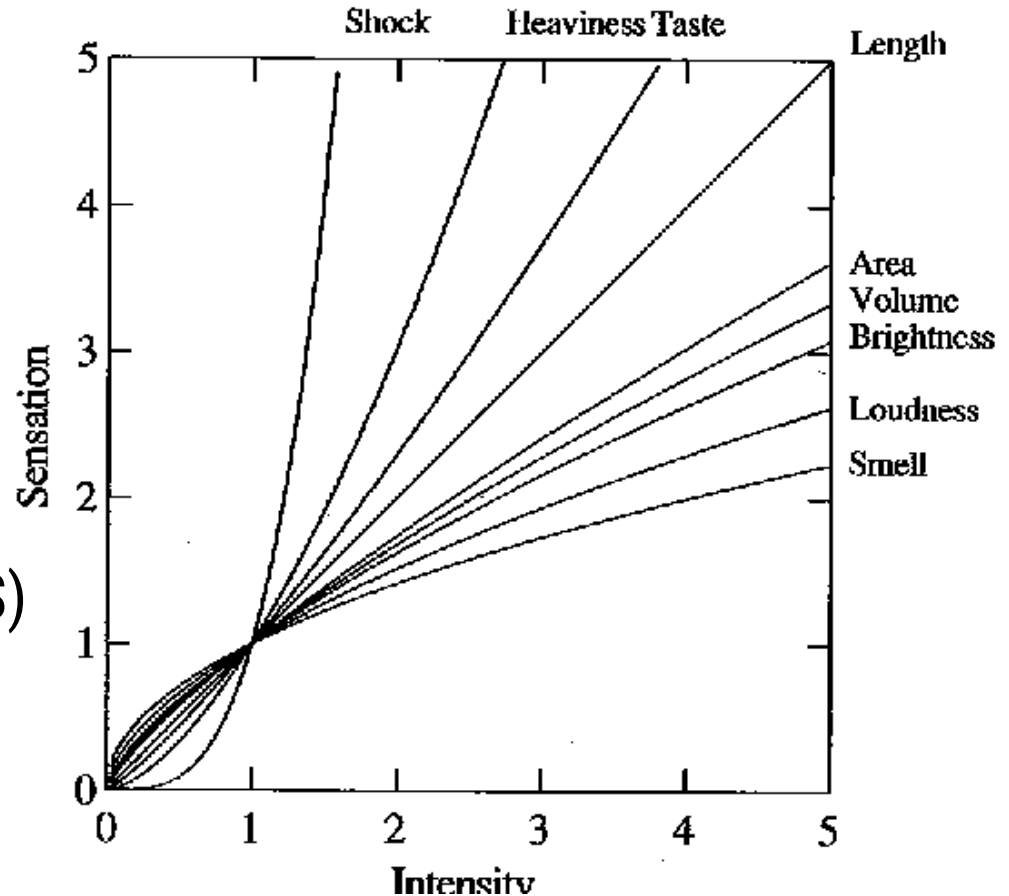


# Why are people so bad at this?

Relationship between stimulus and perception **isn't always linear!**

## Stevens' power law

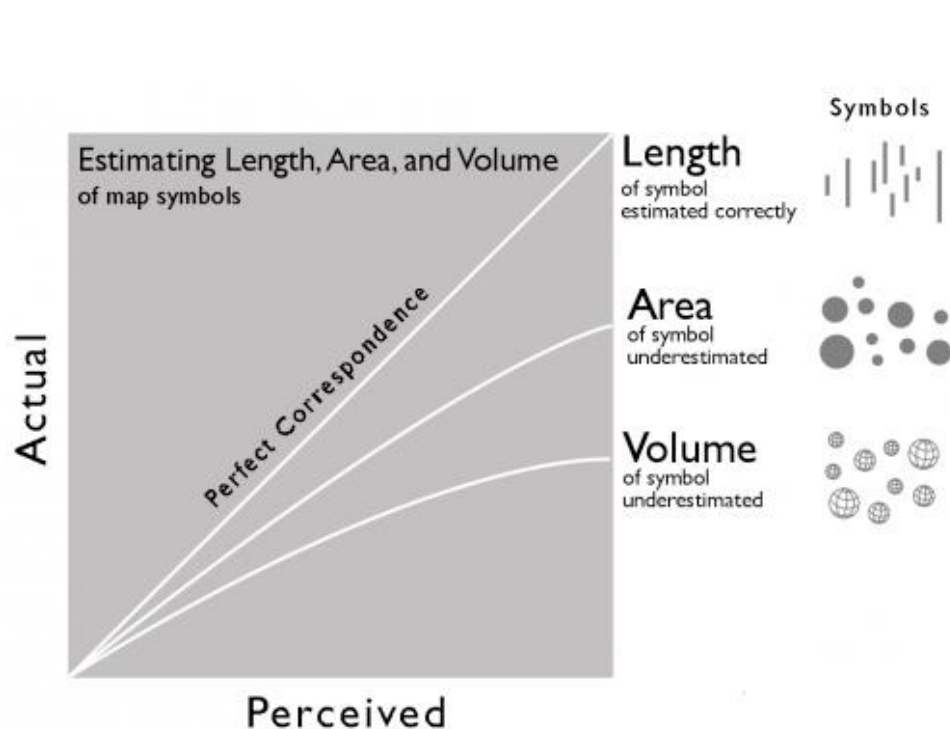
describes a relationship between a physical stimulus (S) and its **perceived** intensity or strength (P)



# Perception

People tend to **correctly estimate lengths**

They tend to **underestimate areas and volumes.**

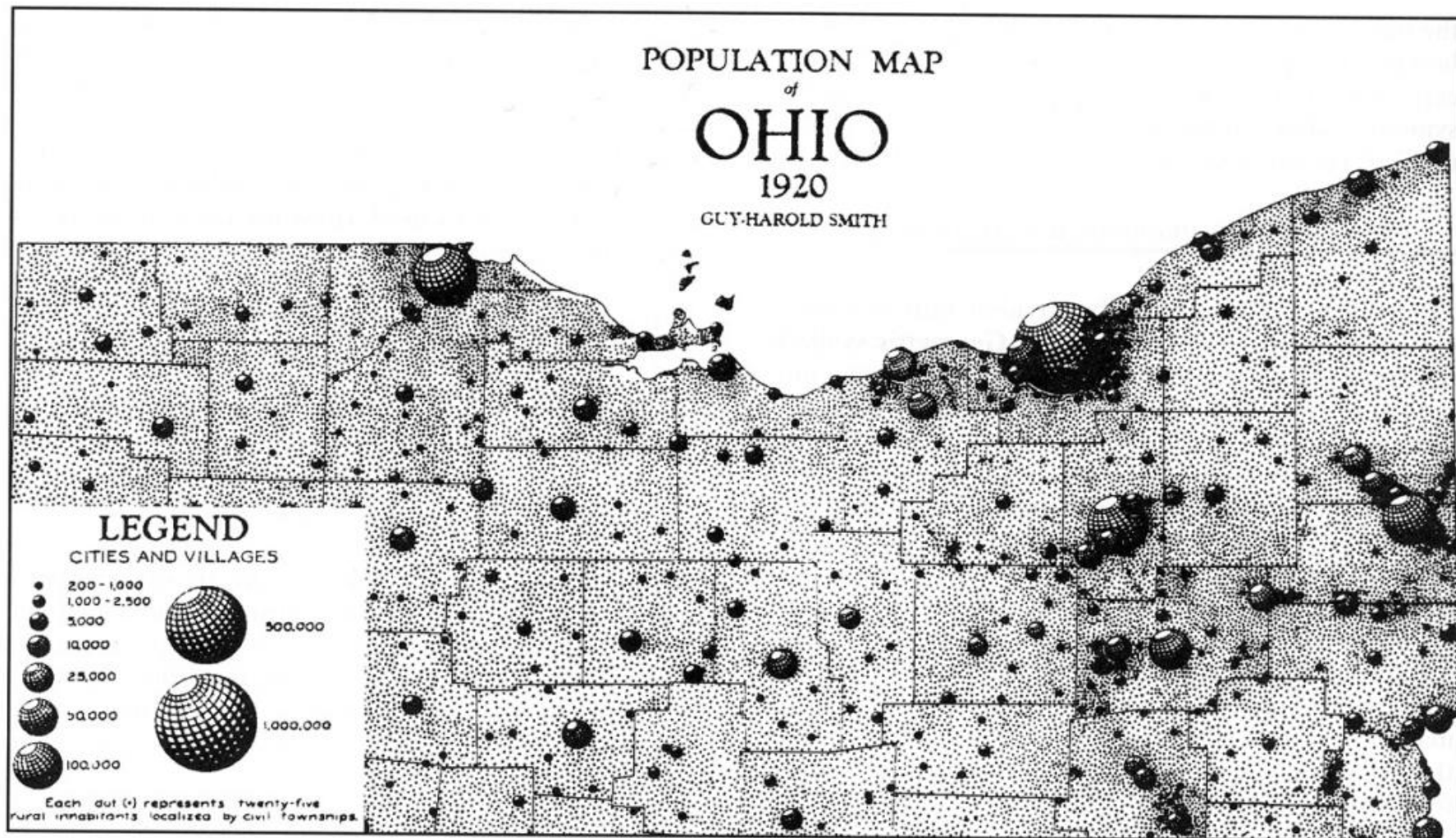


When asked to pick a circle **2 times** the size, people tend to pick a circle **~1.8 times** larger.

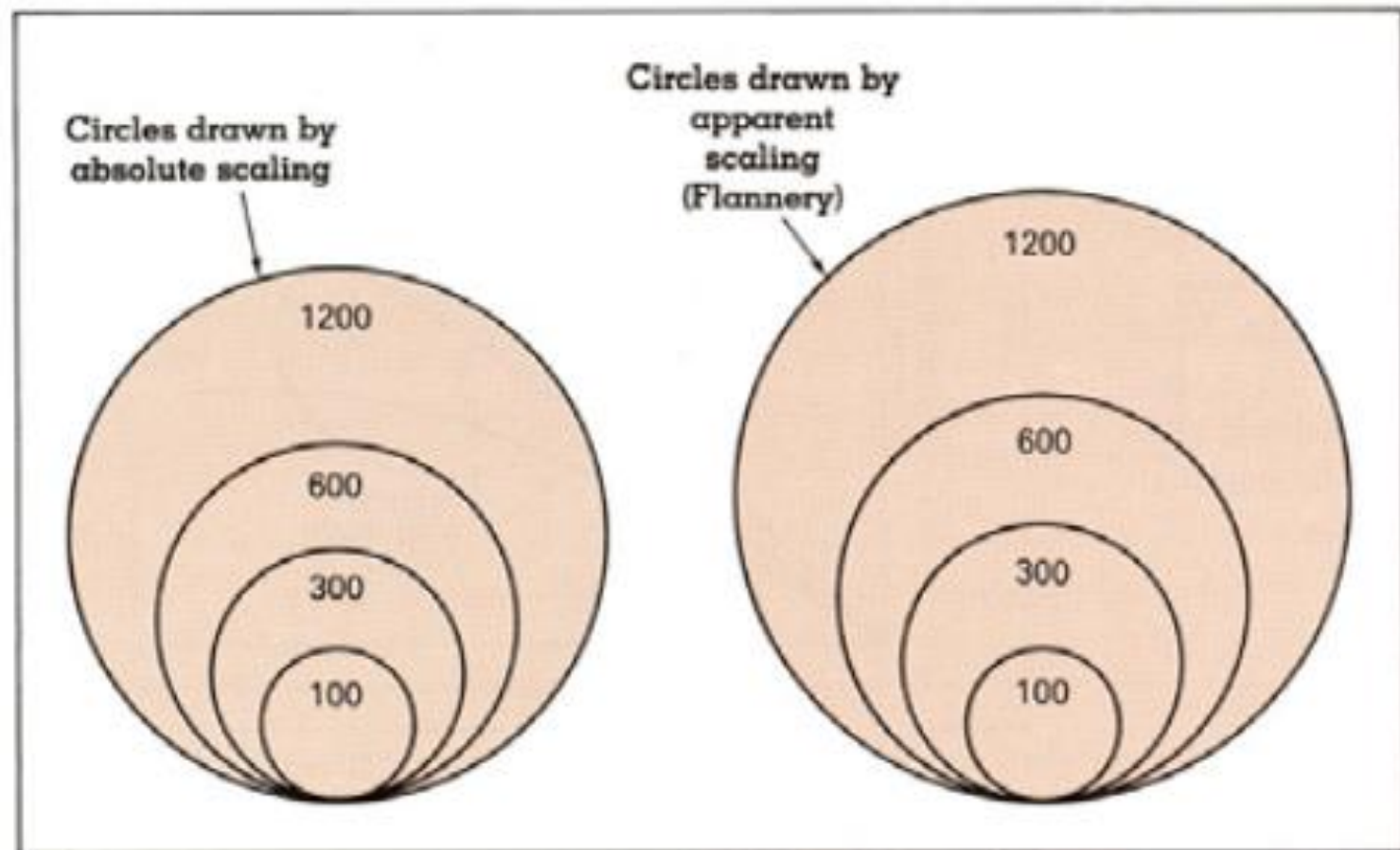
This tendency **gets worse** as area grows.

**Volume is even worse!**





**FIGURE 7.4.** An eye-catching map created using three-dimensional geometric symbols. (After Smith, 1928. First published in *The Geographical Review*, 18(3), plate 4. Reprinted with permission of the American Geographical Society.)

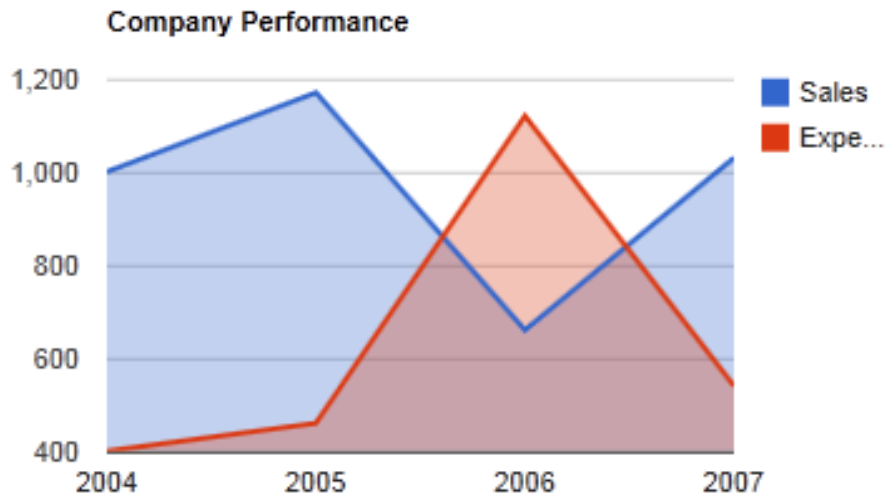


[Cartography: Thematic Map Design, Figure 8.6, p. 170, Dent, 96]

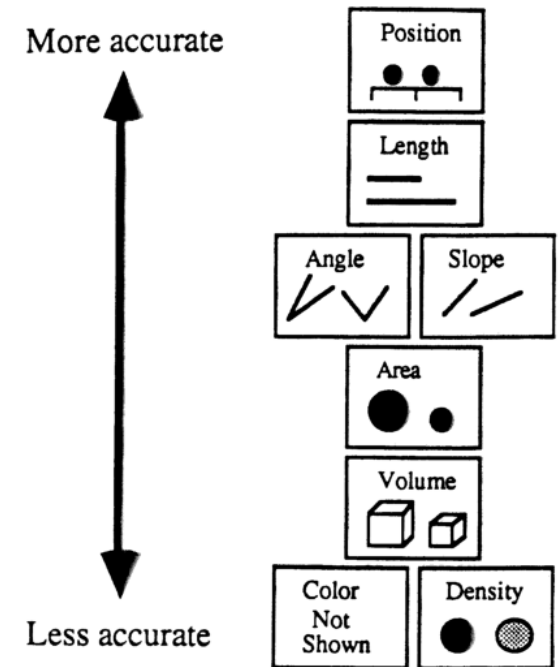
$$S = 0.98A^{0.87} \text{ [from Flannery 71]}$$

# Area

- What percentage in size is the red from the blue (=100%)?



no idea – this is very difficult



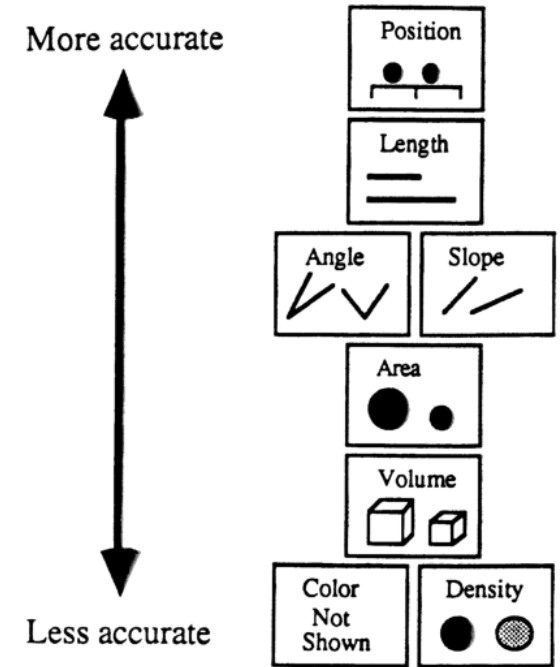
# Length

What percentage in length is the right from the left?

100%



75%



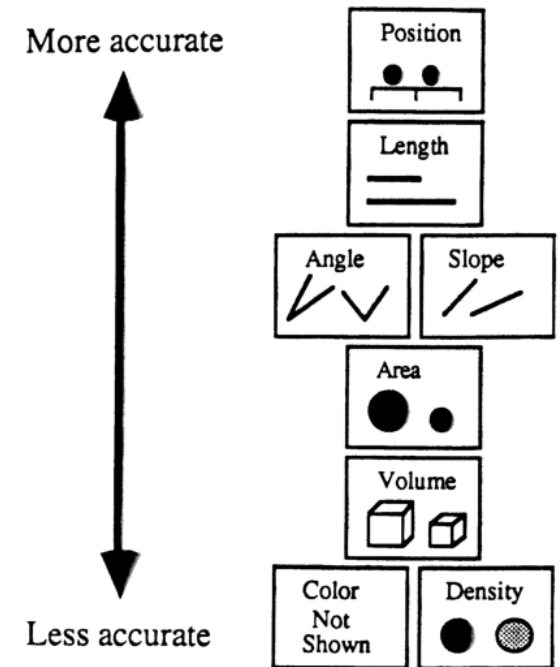
# Length / Position

What percentage in length is the right from the left?

100%



25%

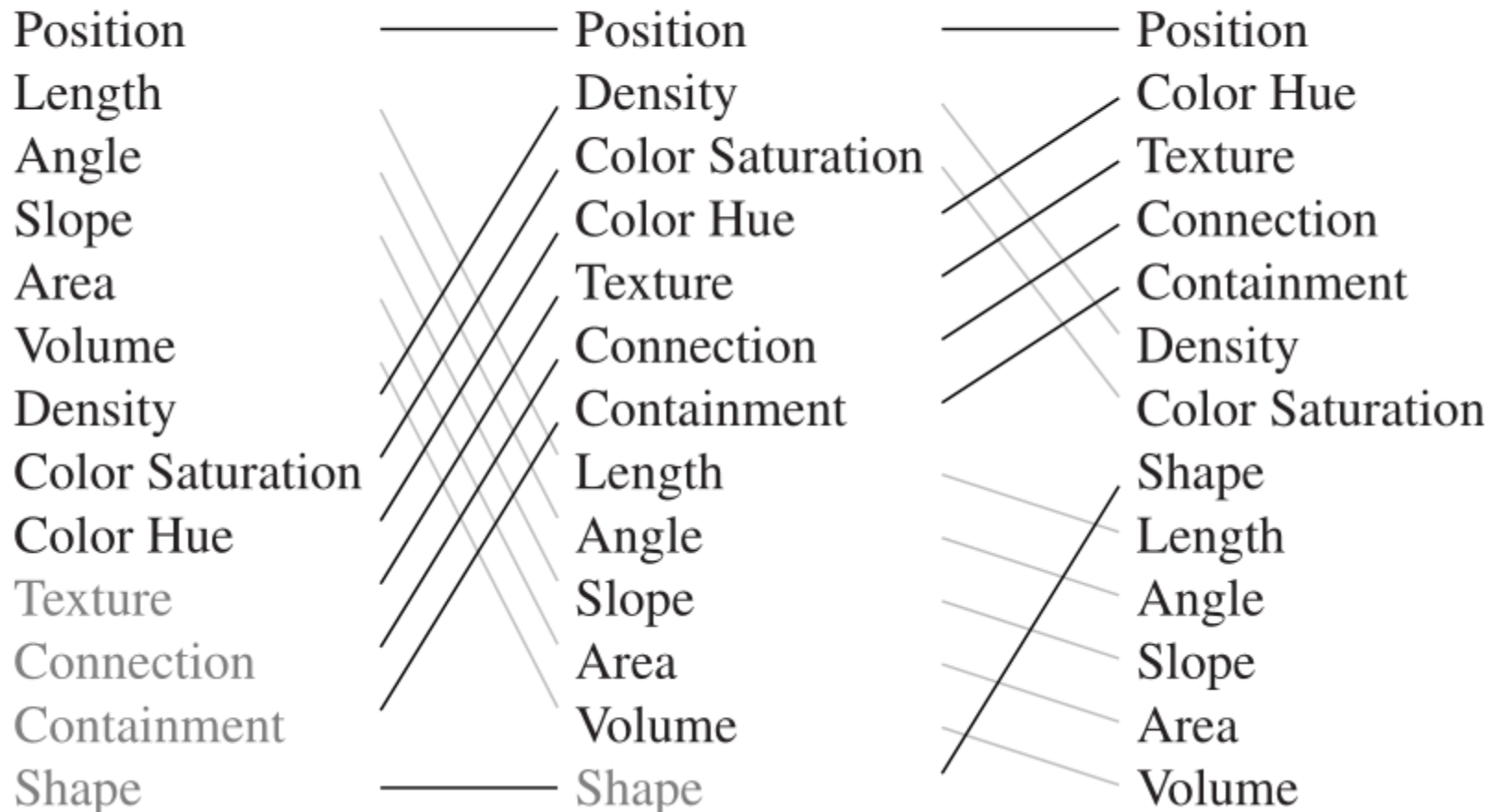


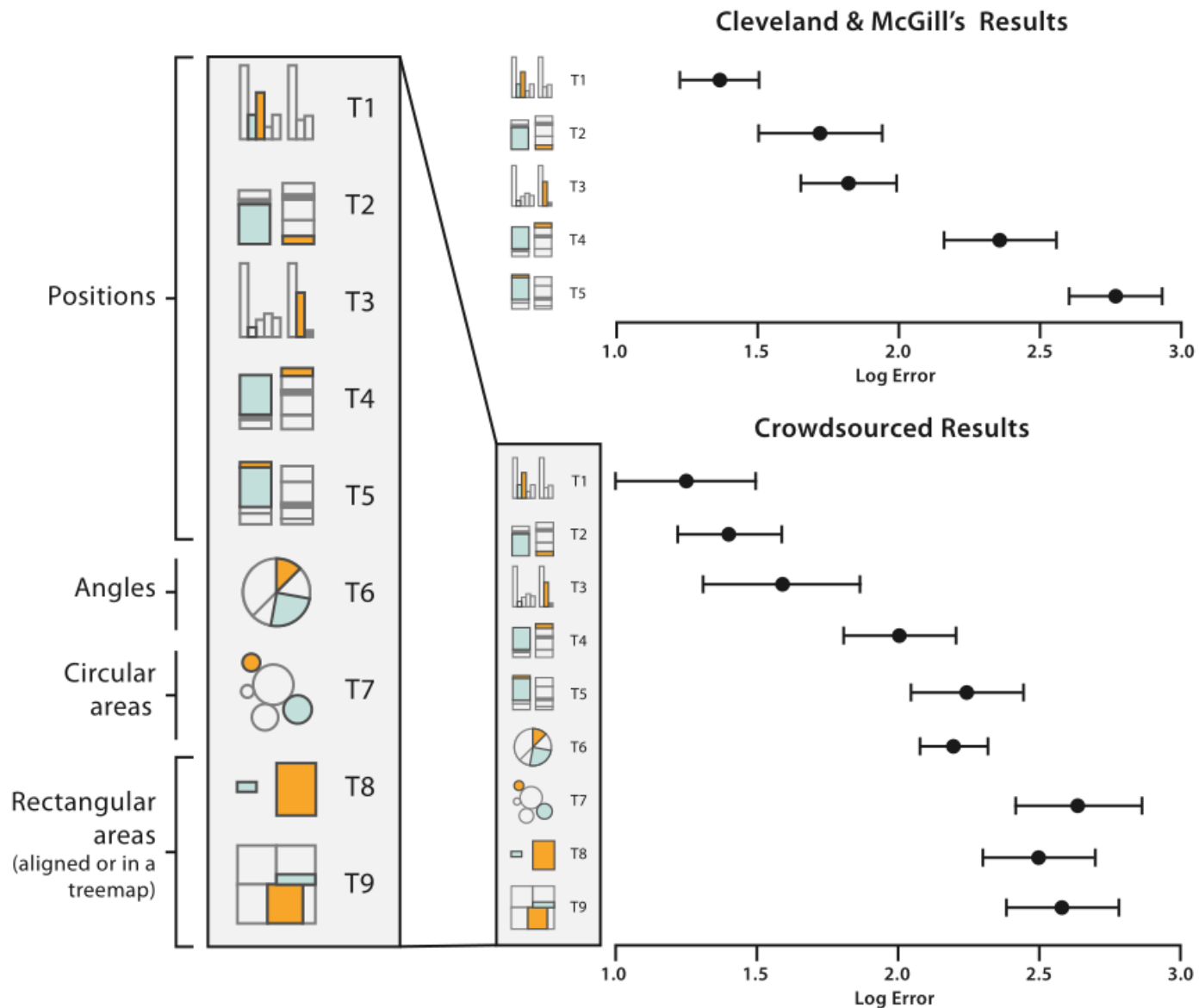
# Effectiveness of Data Encodings (Conjecture)

## Quantitative

## Ordinal

## Nominal





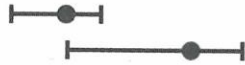
Jeffrey Heer and Michael Bostock. "Crowdsourcing Graphical Perception: Using Mechanical Turk to Assess Visualization Design." In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI), pp. 203–212. ACM, 2010. DOI 10.1145/1753326.1753357

## ➔ Magnitude Channels: Ordered Attributes

Position on common scale



Position on unaligned scale



Length (1D size)



Tilt/angle



Area (2D size)



Depth (3D position)



Color luminance



Color saturation



Curvature



Volume (3D size)



Same

Same

Most

Effectiveness

Least

## ➔ Identity Channels: Categorical Attributes

Spatial region



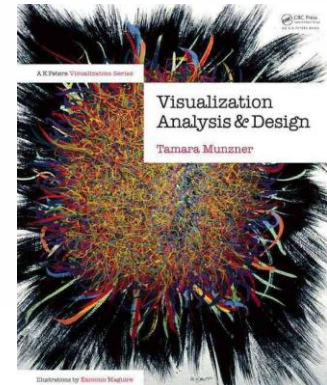
Color hue



Motion



Shape

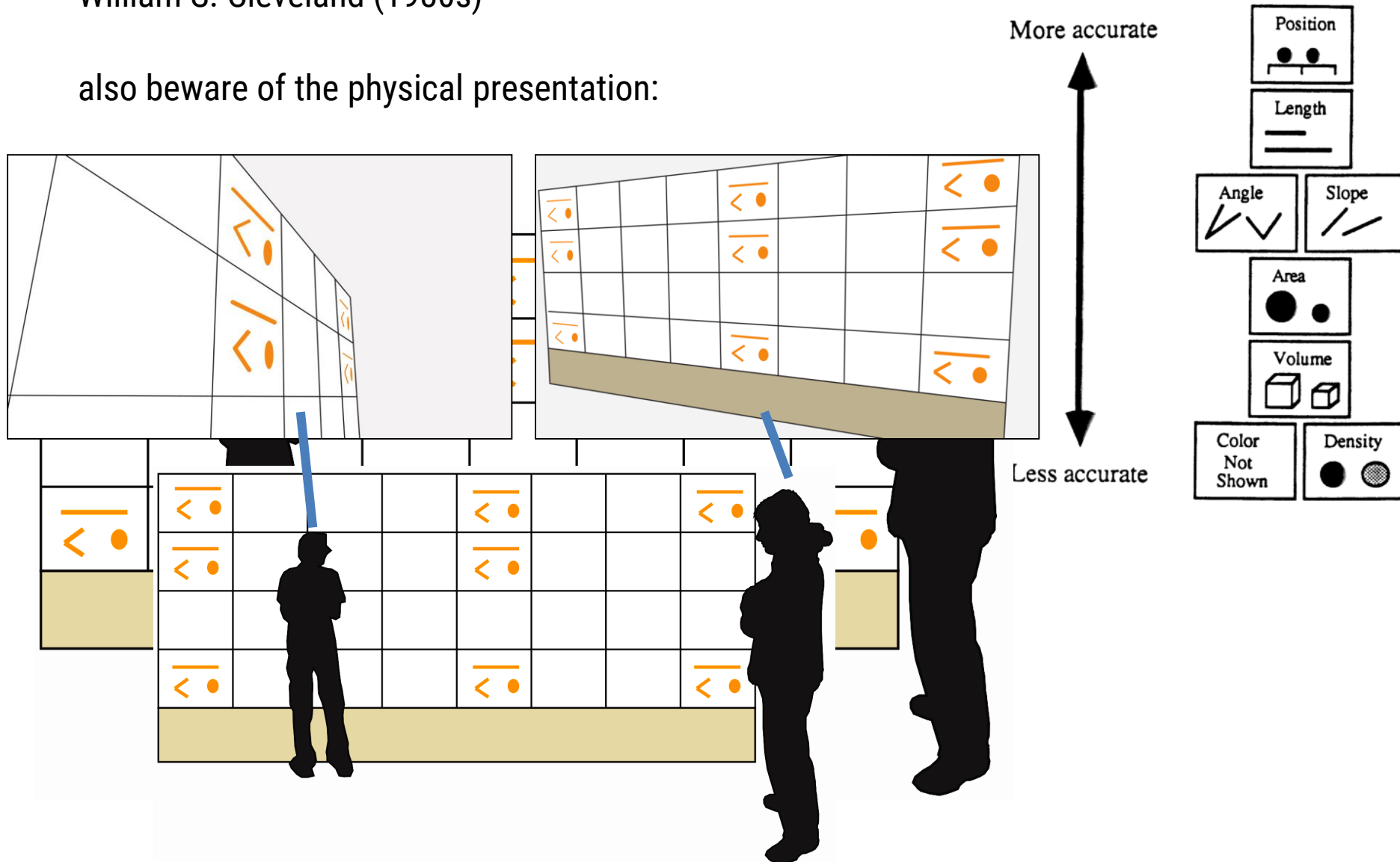




# Elementary Graphical Perception Tasks

William S. Cleveland (1980s)

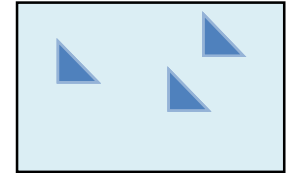
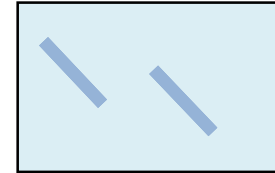
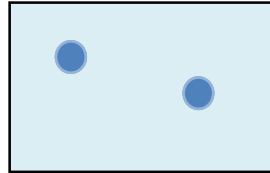
also beware of the physical presentation:



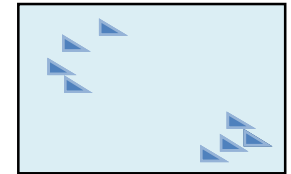
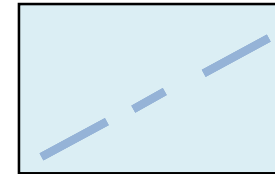
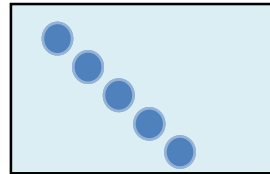
## **2) DISCRIMINABILITY**

# POSITION

Very high

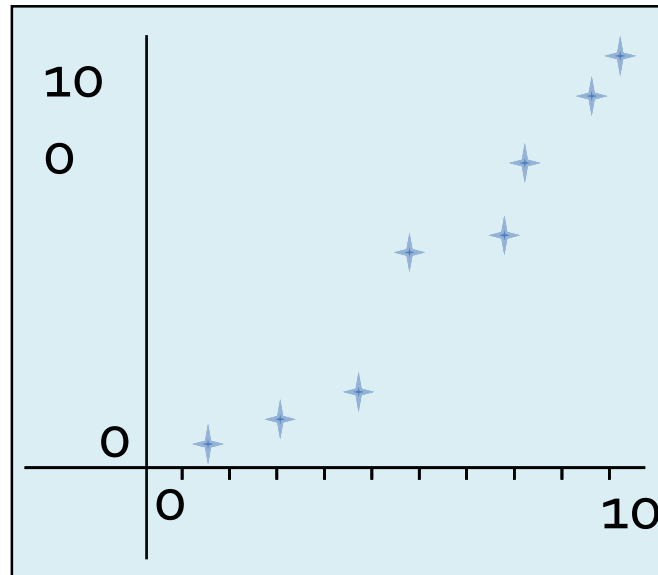


Depends on:



\* Resolution

\* Visual acuity



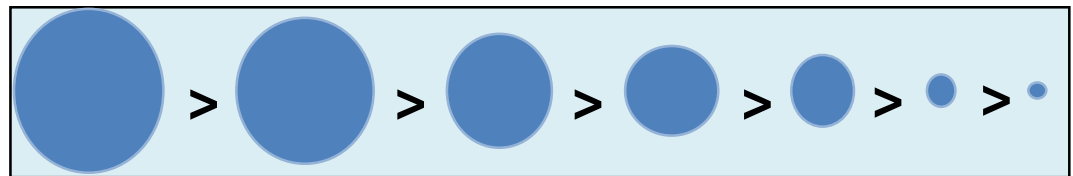
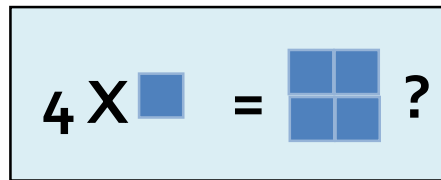
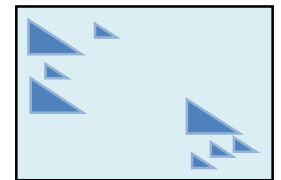
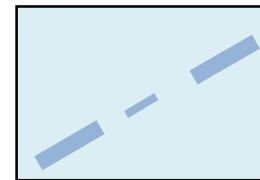
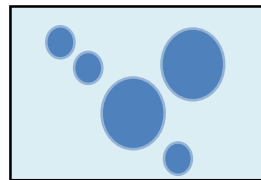
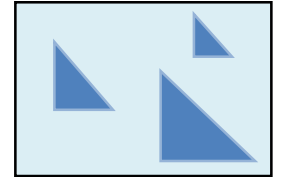
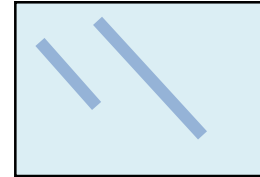
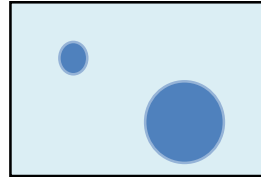
# SIZE

Very high

Depends on:

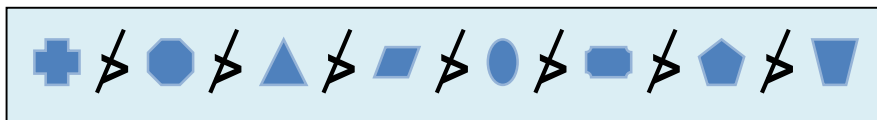
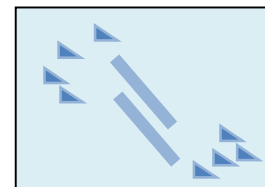
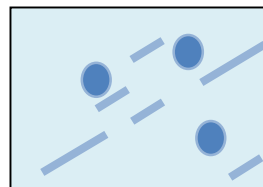
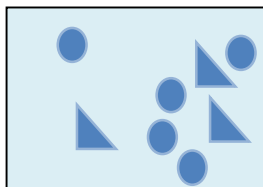
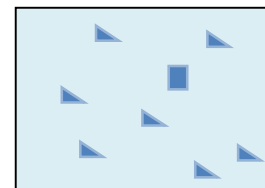
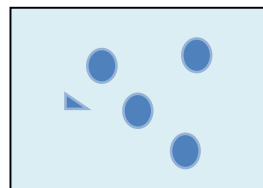
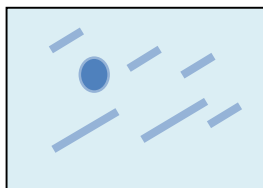
\* Resolution

\* Visual acuity



# SHAPE

Theoretically  
infinite

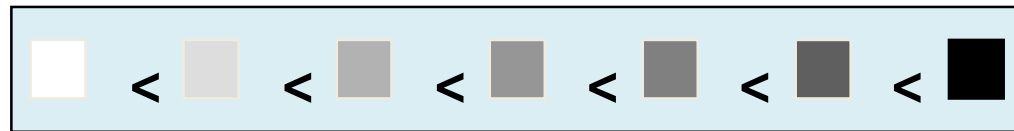
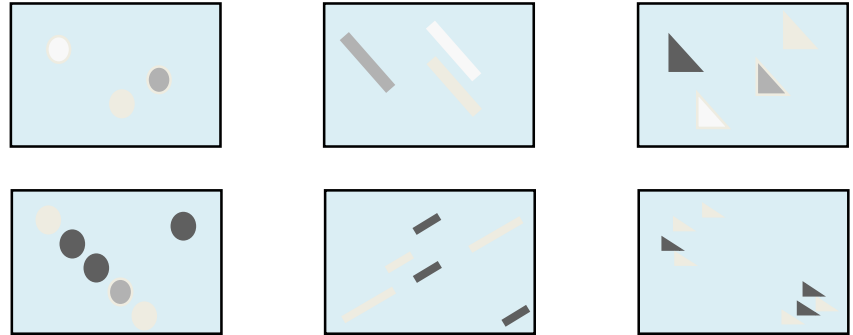


# VALUE

Theoretically infinite  
but practically limited

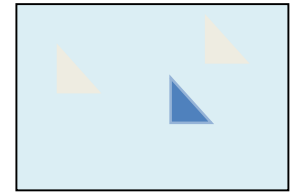
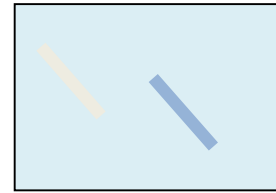
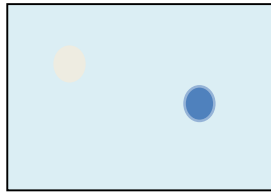
association and  
selection  $\sim < 7$

distinction  $\sim 10$

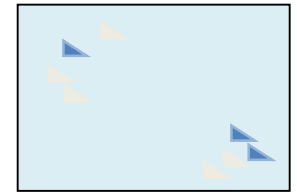
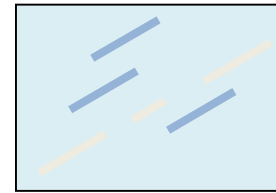
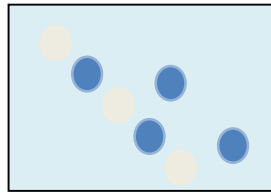


# COLOR HUE

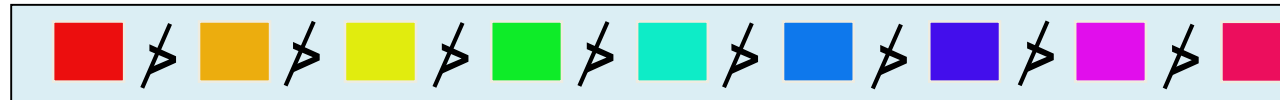
Theoretically infinite  
but practically limited



association and  
selection  $\sim < 7$



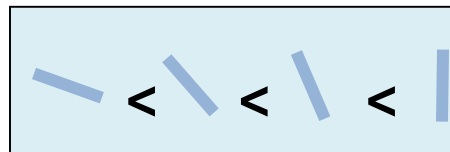
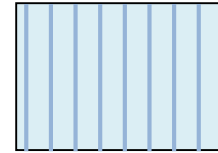
distinction  $\sim 10$



# ORIENTATION

Resolution dependent

~5 in 2D; ? in 3D



?



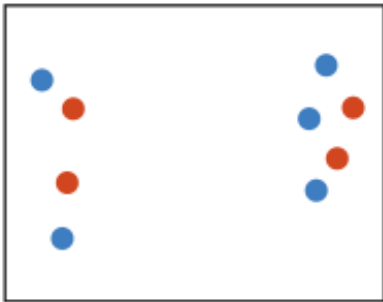


### **3) SEPARABILITY**

# SEPARABILITY

There are dependencies and interferences between visual channels

Position  
+ Hue (Color)



Fully separable

Size  
+ Hue (Color)



Some interference

Width  
+ Height



Some/significant  
interference

Red  
+ Green



Major interference

a distinct item stands out from many others immediately

## **4) POPOUT**

# How many 3's do you see?

1281768756138976546984506985604982826762  
9809858458224509856458945098450980943585  
9091030209905959595772564675050678904567  
8845789809821677654876364908560912949686

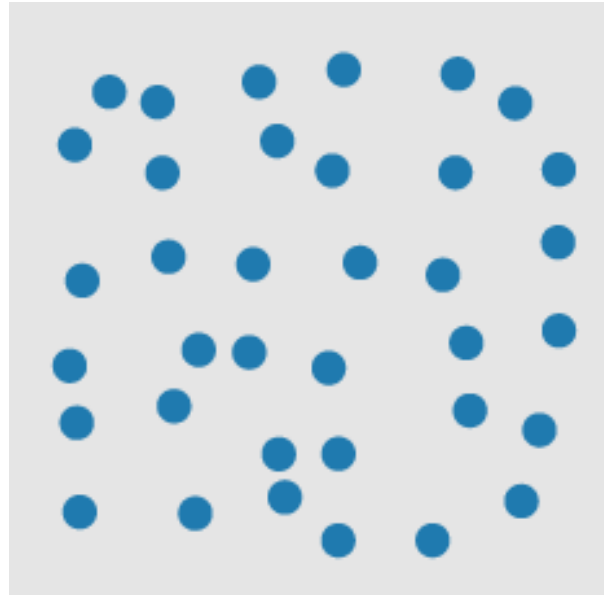
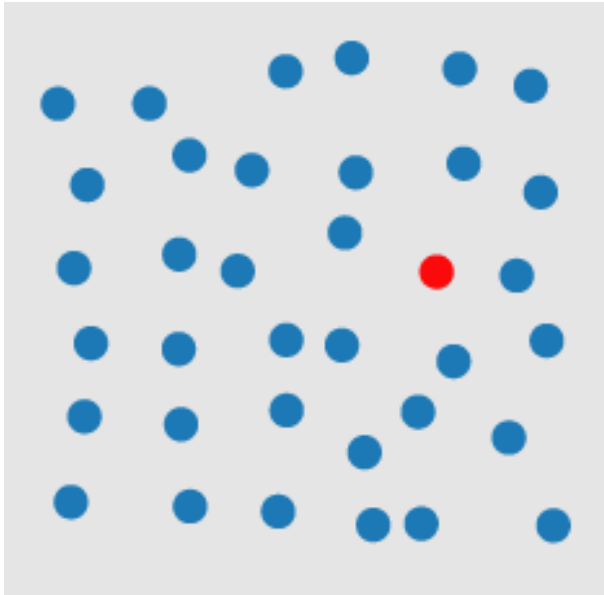
# How about now?

12817687561**3**8976546984506985604982826762  
980985845822450985645894509845098094**3**585  
90910**3**0209905959595772564675050678904567  
8845789809821677654876**3**64908560912949686

Visual encodings influence **preattentive** processing

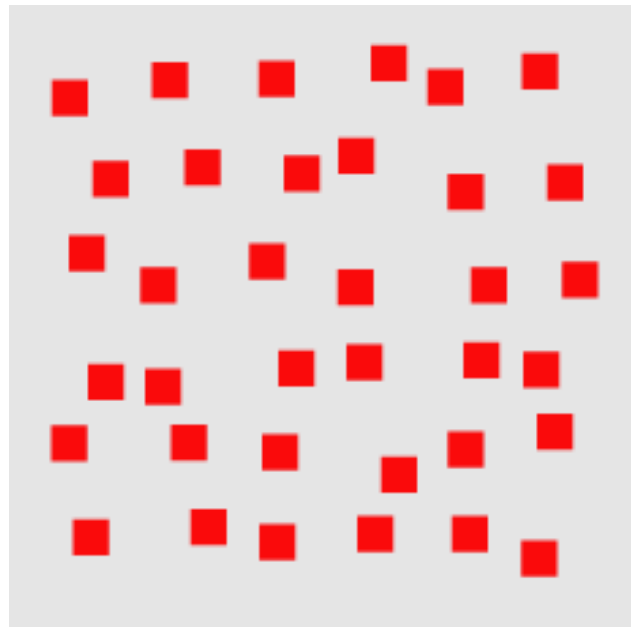
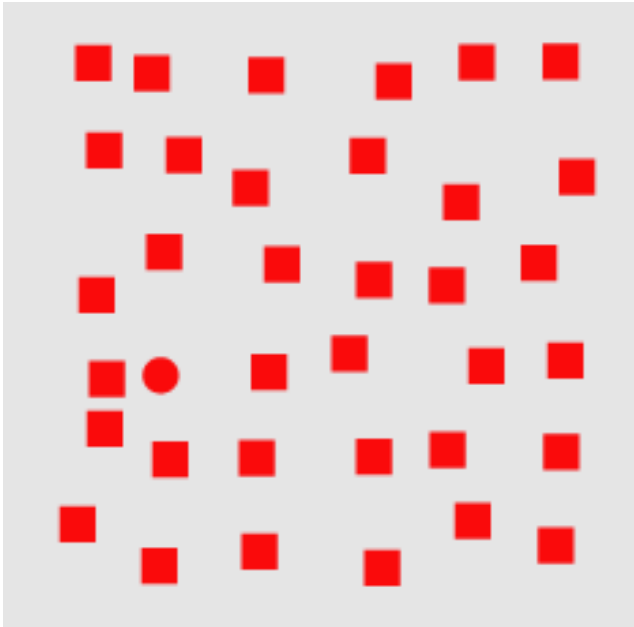
**DETERMINE IF A RED CIRCLE  
IS PRESENT**

# Hue



Hue pops out, no matter if we have 15 or 50 blue circles

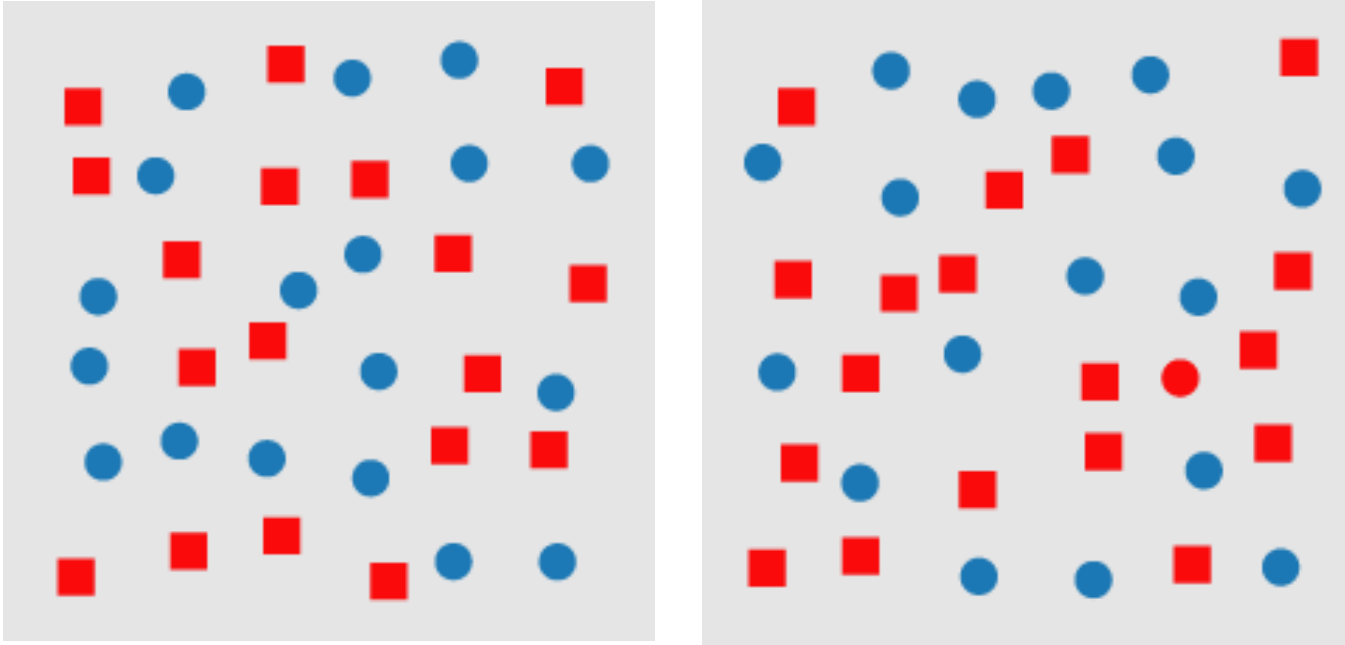
# Shape



Yes, can be done quickly but a bit more slowly than before

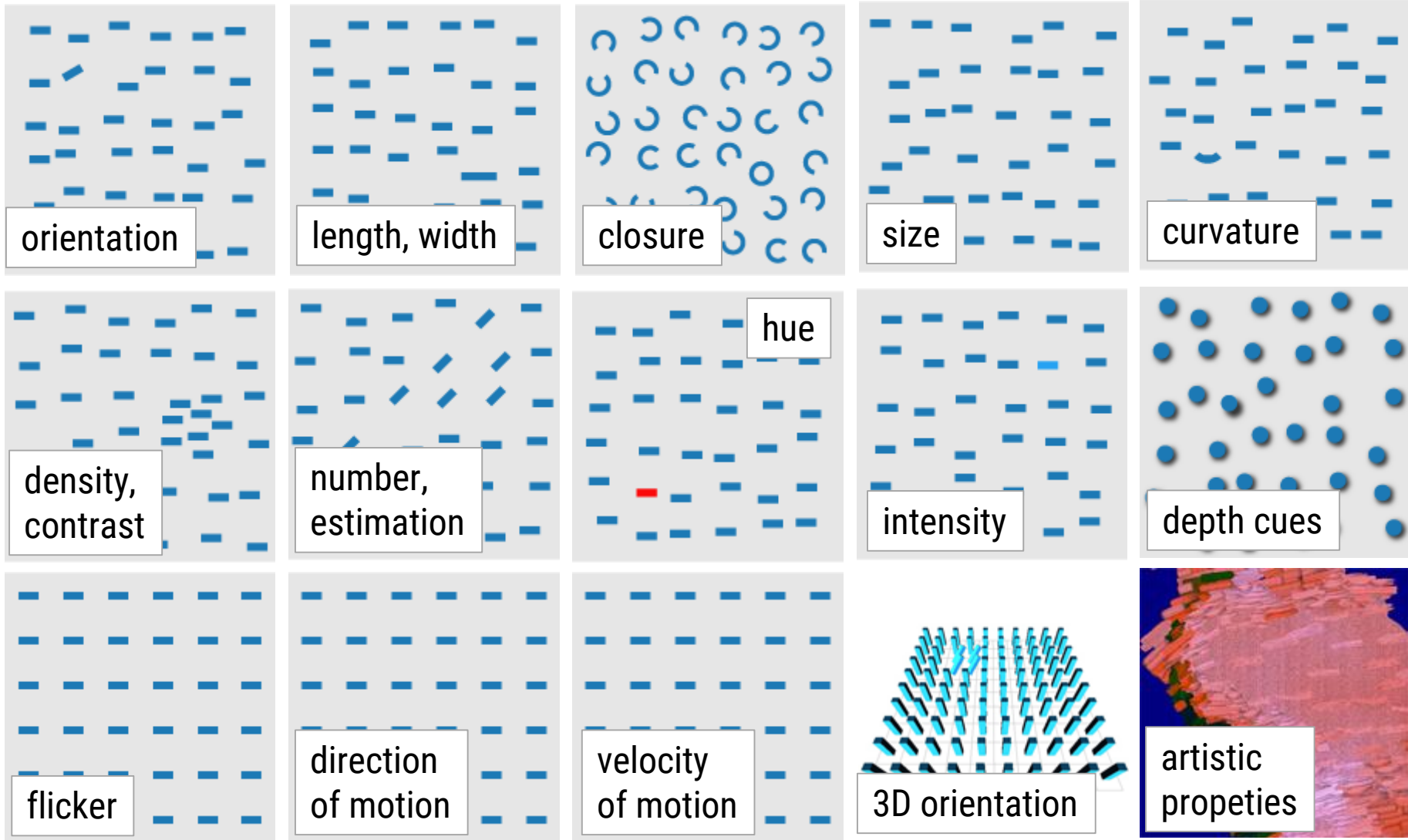


# Hue and Shape

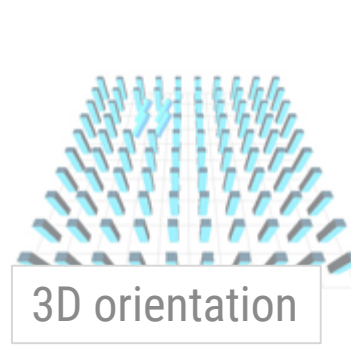
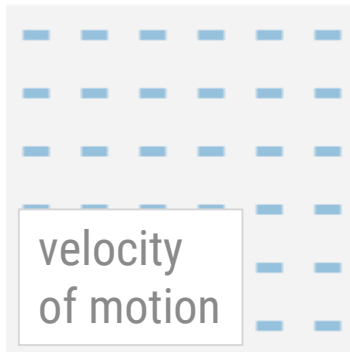
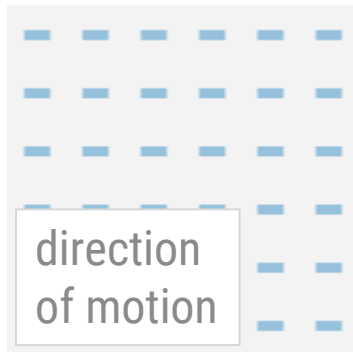
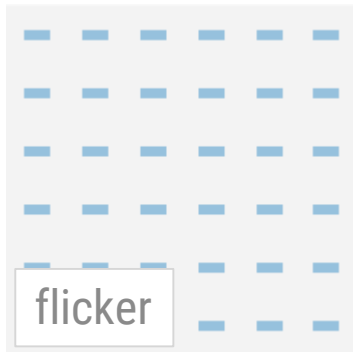
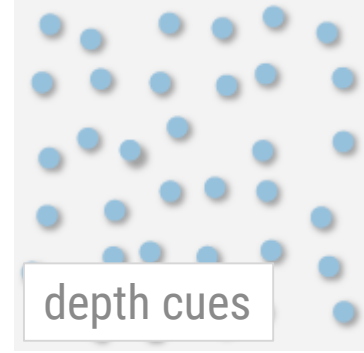
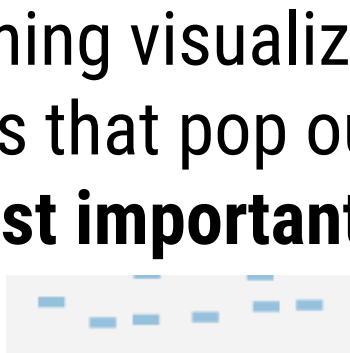
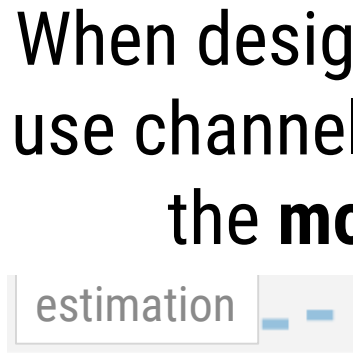
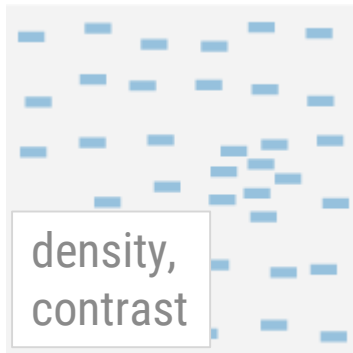
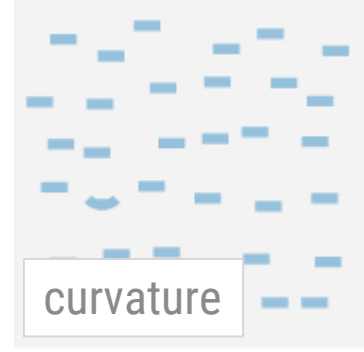
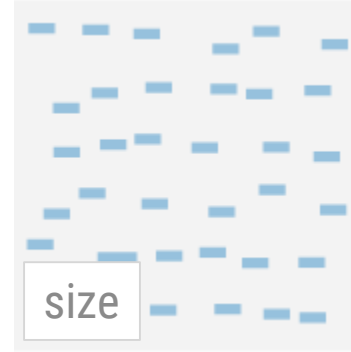
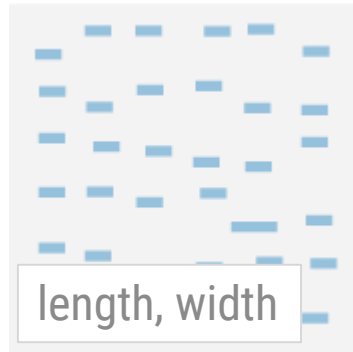
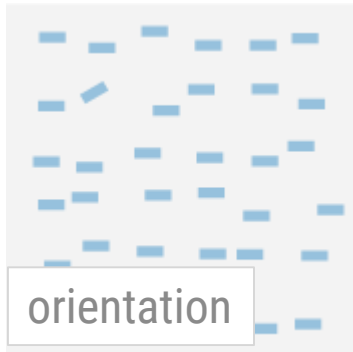


Cannot be done quickly due to the  
**conjunction** of shape and hue  
→ need to search

# Channels that support popout (some)



# Channels that support popout (some)



When designing visualizations, try to use channels that pop out to support the **most important tasks**.

- Most pairs of channels do not support popout
  - A few do: space & color, motion & shape
- No popout possible with 3 or more channels
- Count on using popout for a single channel at a time

## **5) GROUPING**

# GROUPING

How do you show that items belong together effectively?

## 1+2) Explicit Links

### ➔ Containment



Strongest cue

### ➔ Connection



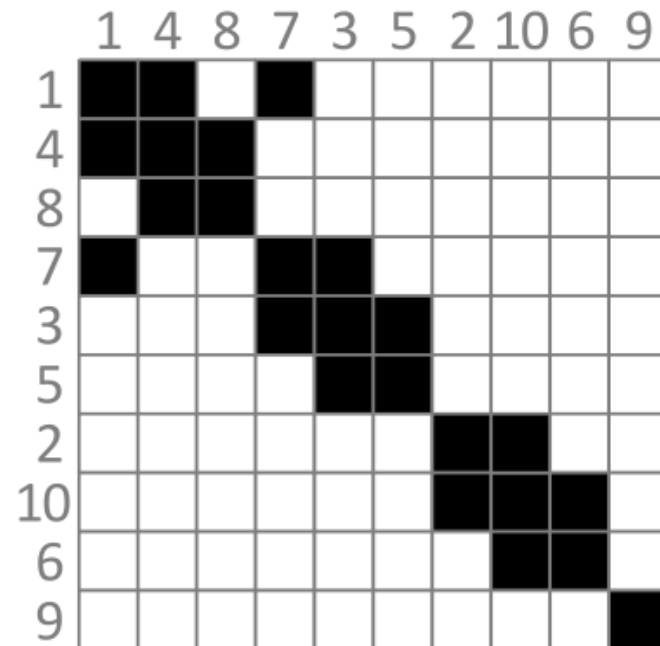
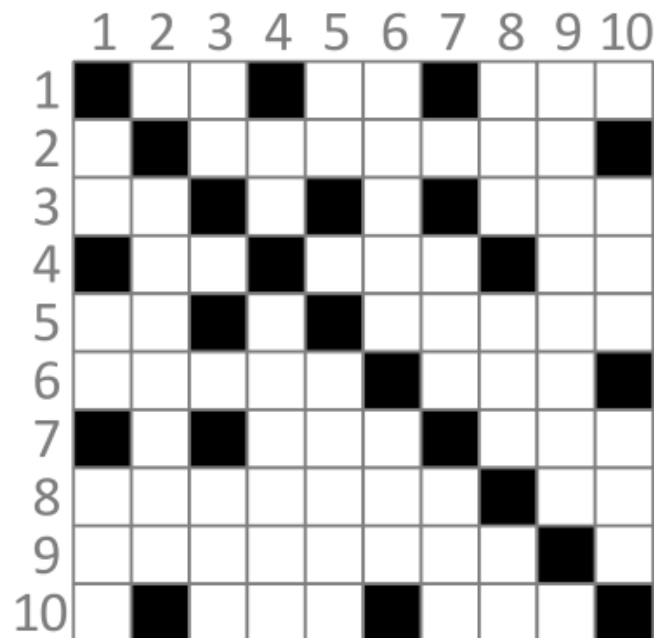
Second strongest cue



# GROUPING

How do you show that items belong together effectively?

## 3) Proximity





# GROUPING

How do you show that items belong together effectively?

## 3) Categorical Channels

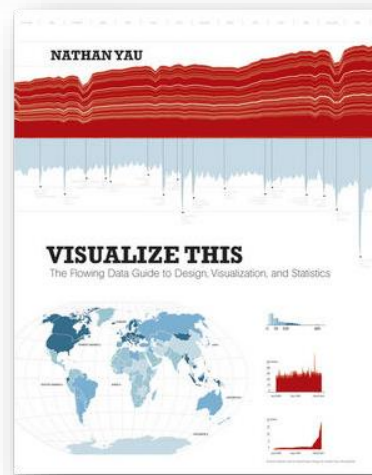
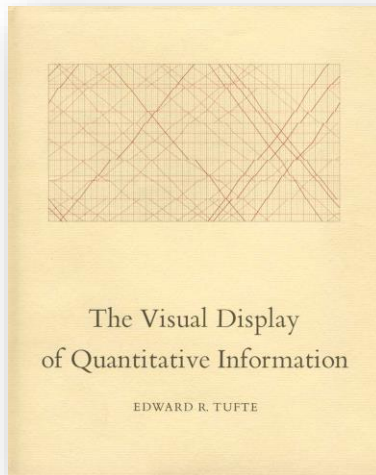
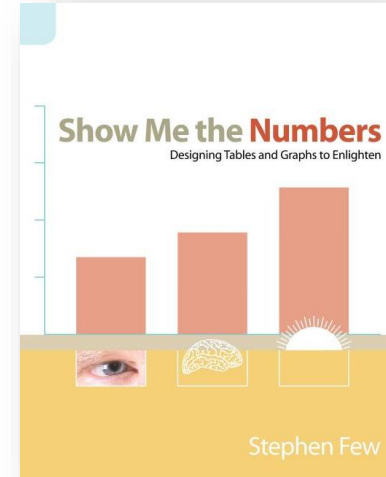
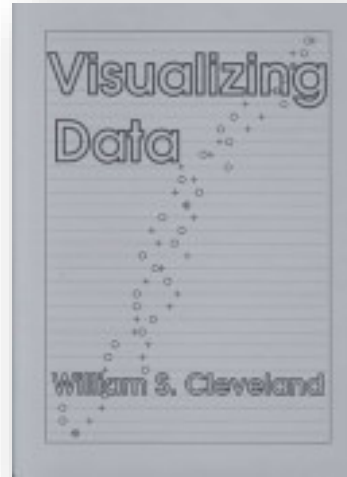
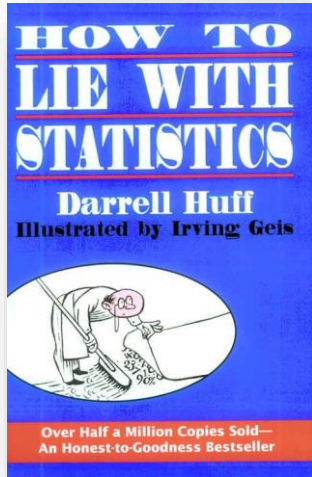
Hue

Motion

Shape

*these are all difficult to use, be careful of interactions*

# Many more useful guidelines!



# Summary

## Today you learned

Details about the **perception of color** and a few **other visual variables**

Saw that the vision system is **quicker and better** at detecting certain visual variables

Learned how to **critique visualizations (theoretically)**

# Müller-Lyer Sinusoidal Waves

*New variant by Gianni A. Sarcone*

Though the **blue** and **red** segments seem to oscillate, they are always the **same length!** **Nothing moves except the arrows** at the endpoints of each color segment...

