

Solar image color tables and their perception

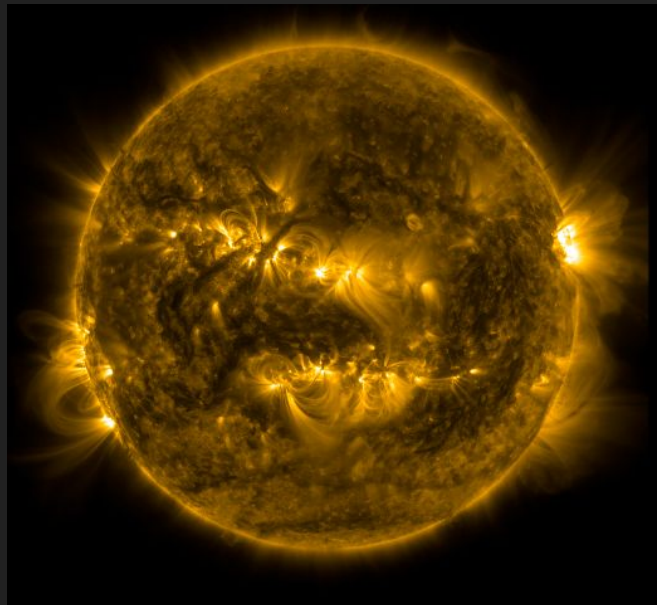
J. Ireland, M. S. Kirk

borrowing heavily from the matplotlib colormap pages

Scaling an image so it looks “good”: SSWIDL

Typically a version of the original data is plotted.

1. Clip data to some range: $c = C(x)$
2. Rescale: $y = R(c)$
3. Display using y and color table (colormap).



Scaling an image so it looks “good”: Matplotlib / Astropy / Sunpy

Original data does not have to be changed.

Colors in displayed images of data are defined by a *mapping* from the original data to colormap indices.

1. Normalize to range $[0,1]$ (can involve clipping): $y = N(x)$
2. Rescale in range $[0,1]$: $z = f(y)$
3. Mapping $x \rightarrow f(N(x))$ relates data values to a colormap index.
4. Display x using mapping $x \rightarrow f(N(x))$ and colormap.

Types of color maps

1. Sequential

- change in lightness and often saturation of color incrementally, often using a single hue; should be used for representing information that has ordering, e.g. intensity



2. Diverging

- change in lightness and possibly saturation of two different colors that meet in the middle at an unsaturated color; should be used when the information being plotted has a critical middle value, such as topography or when the data deviates around zero, e.g. magnetogram, Doppler velocity.



3. Qualitative

- often are miscellaneous colors; should be used to represent information which does not have ordering or relationships, e.g. maps of different solar features.



Perceptually uniform color maps

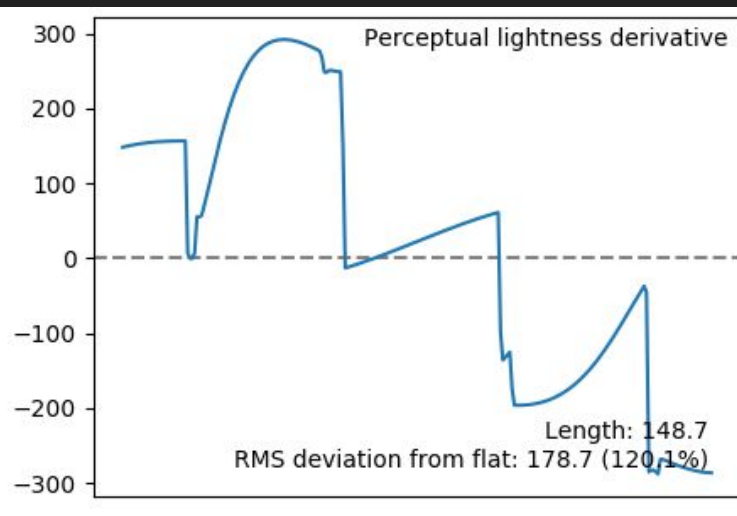
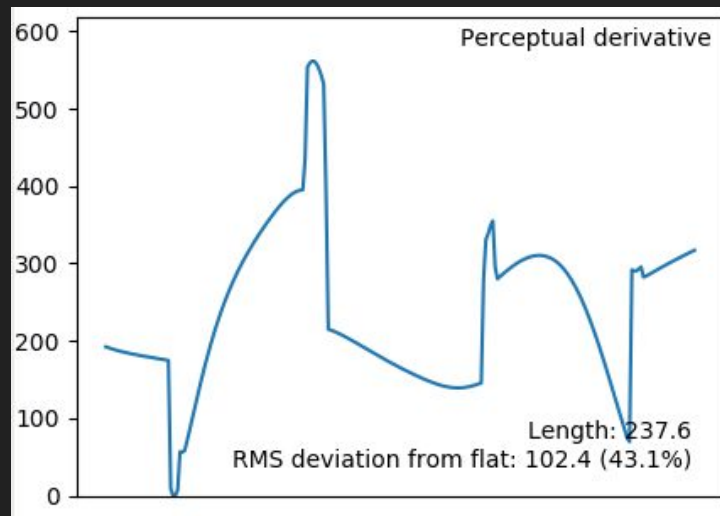
A perceptually uniform colormap has the property that if your data goes from 0.1 to 0.2, this should create about the same *perceptual change* as if your data goes from 0.8 to 0.9.



Matplotlib uses the CAM02-UCS model of perceptual distance.

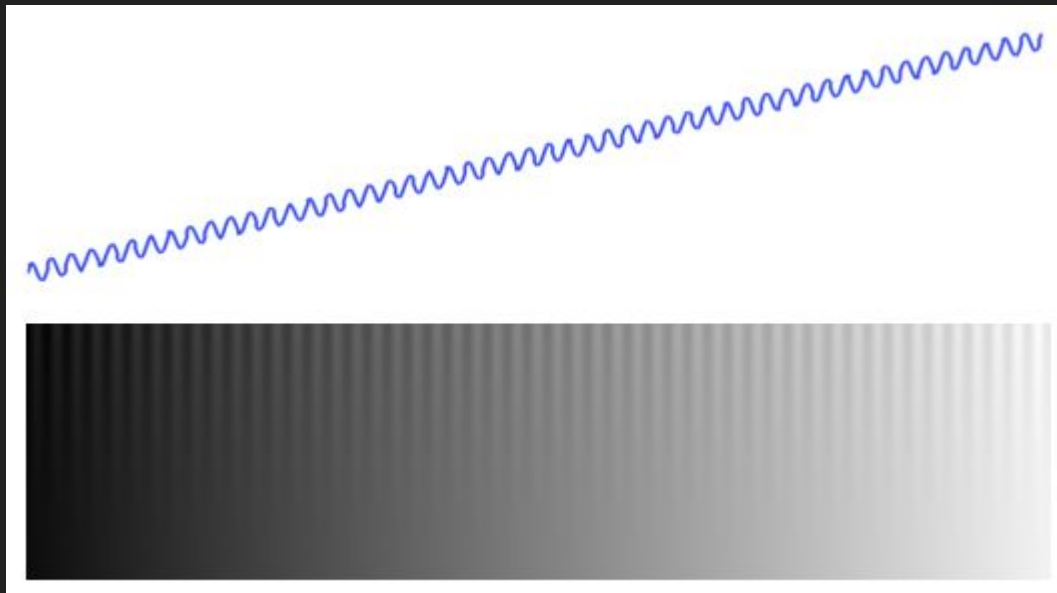
Perceptual deltas

A "perceptually uniform" colormap is one for which the "perceptual deltas" plot makes a simple horizontal line. This is essentially the derivative of the colormap in perceptual space with respect to the data.

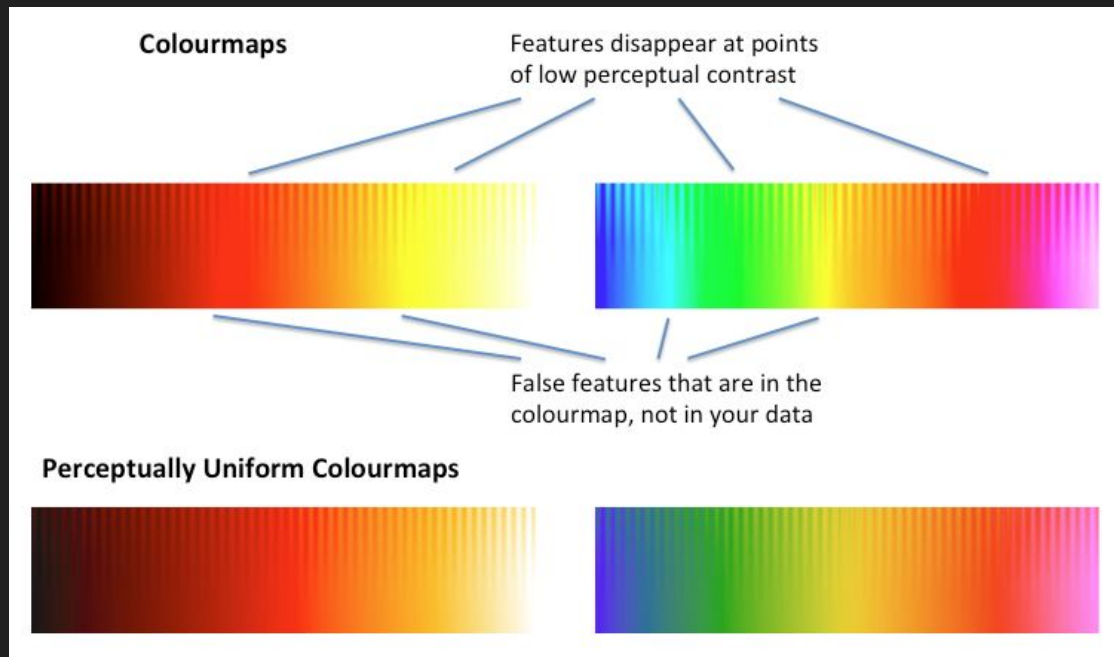


Test image: sine wave plus ramp

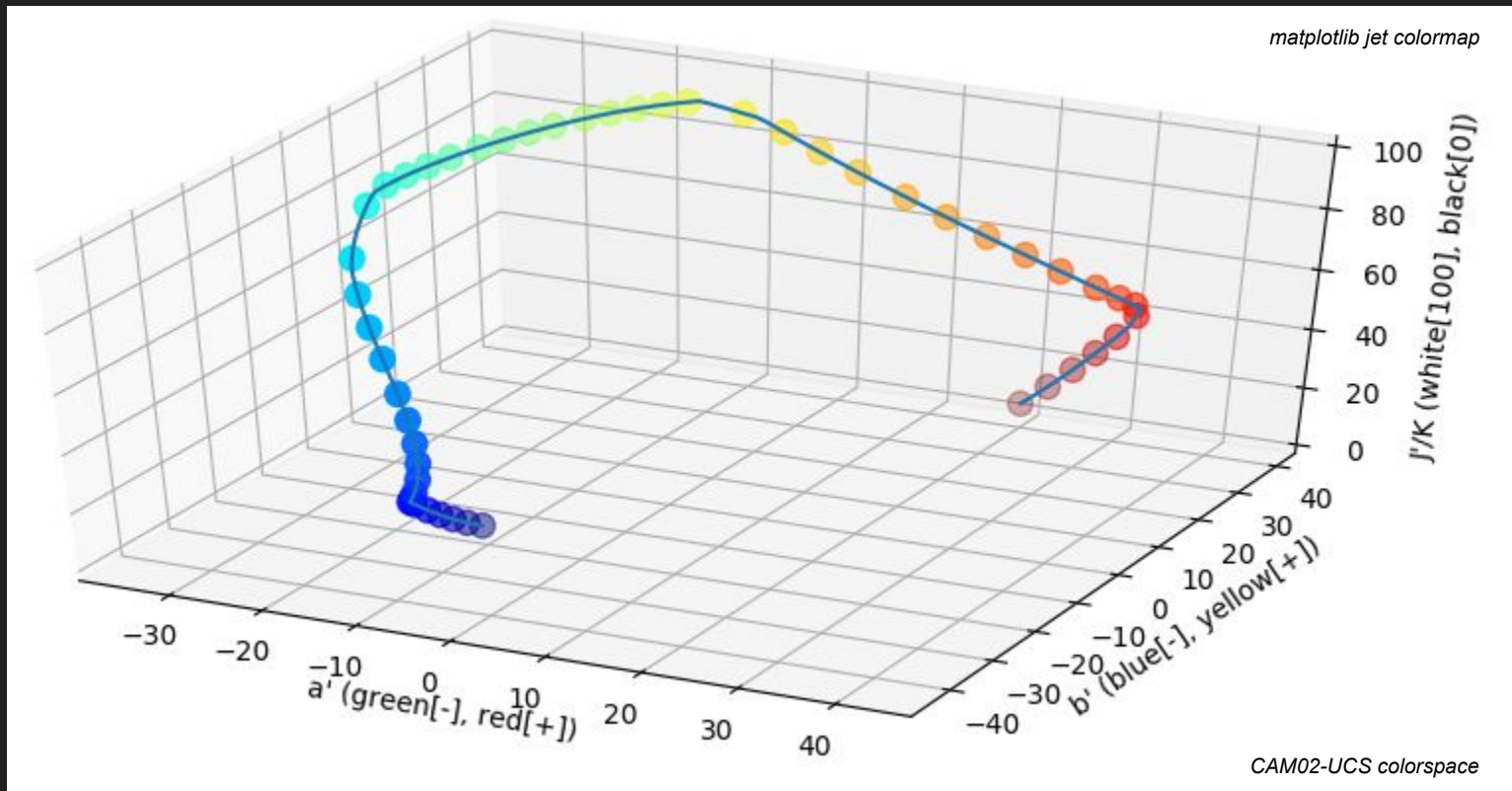
The test image consists of a sine wave superimposed on a ramp function. The sine wave amplitude is set so that the range from peak to trough represents a series of features that are 10% of the total data range. The amplitude of the sine wave is modulated from its full value at the top of the image to 0 at the bottom. Here the image is displayed using a linear grey colour map.



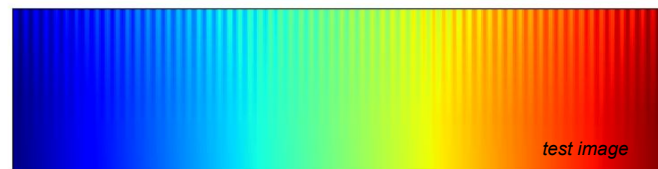
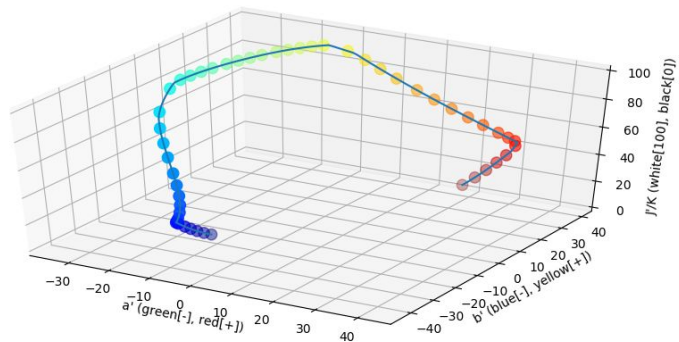
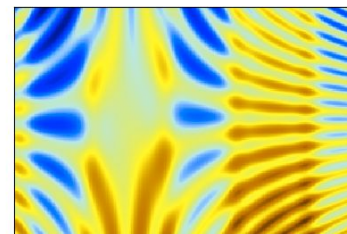
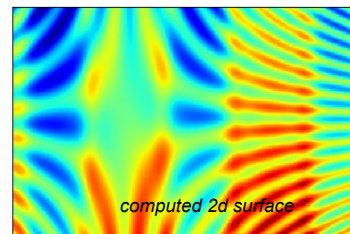
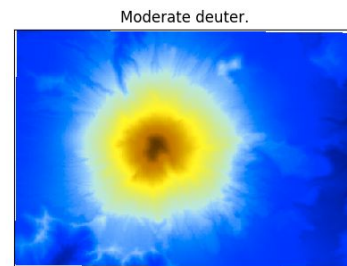
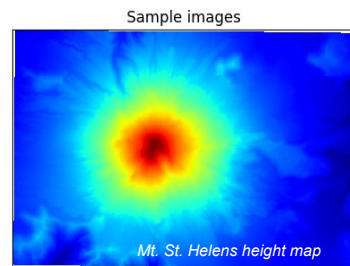
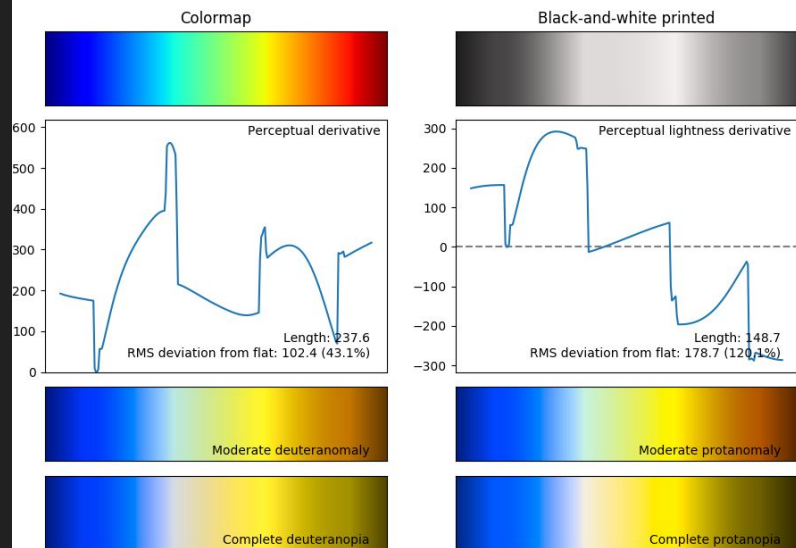
Test image with colormaps



Colormap in the color space

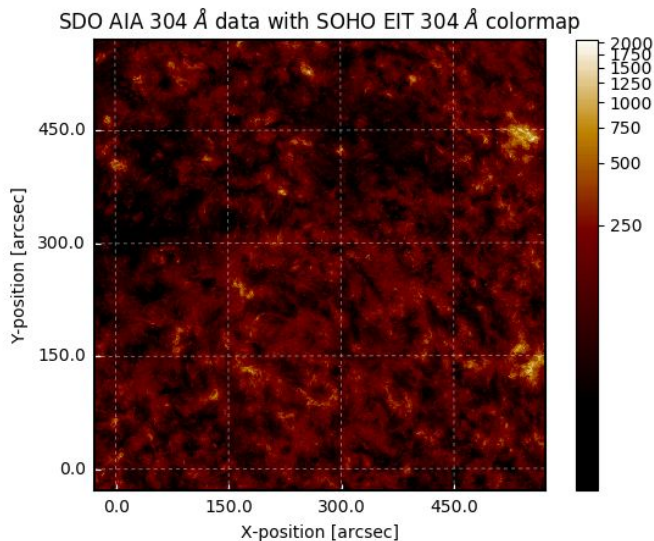


Colormap evaluation: jet

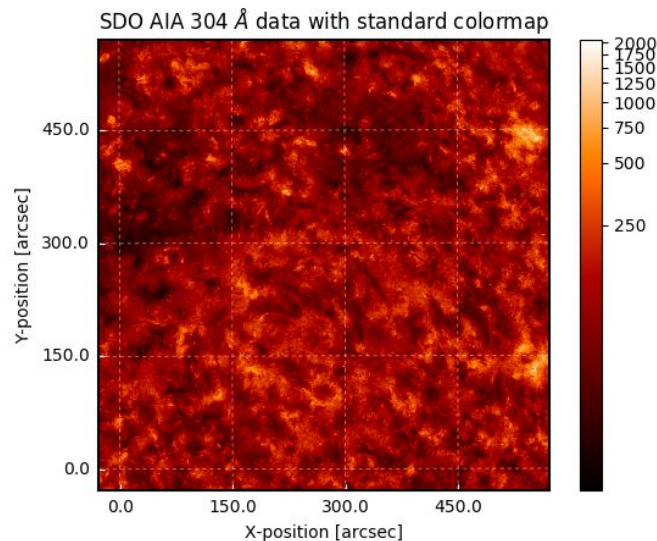


Same data, image scaling, different color table

*Stark demarcation between
light and dark features*



*Smooth gradation between
features is accentuated*



Identical AIA 304 image from July 26, 2010

Colormap evaluation: sohoeit304

Colormap



Black-and-white printed



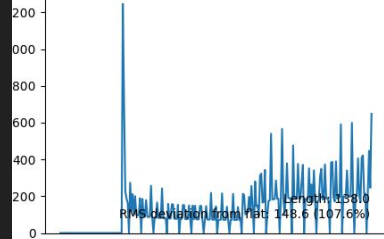
Sample images



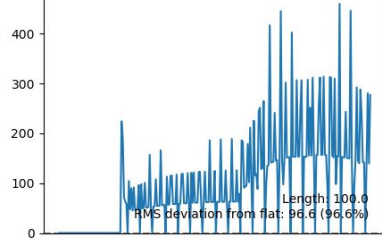
Moderate deuter.



Perceptual derivative



Perceptual lightness derivative



Moderate deuteranomaly



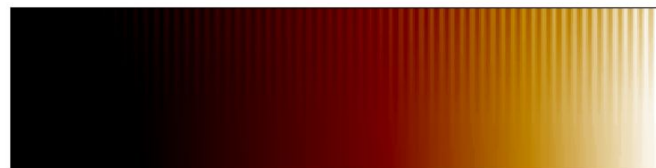
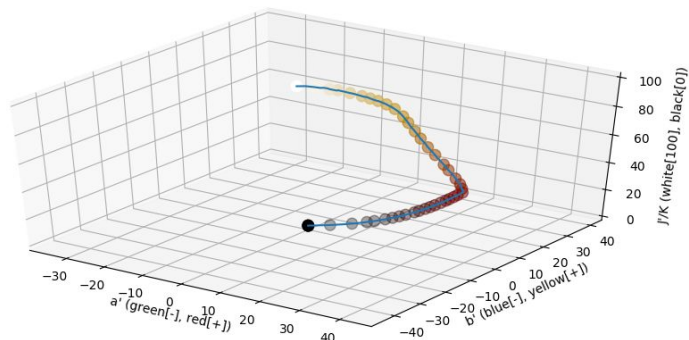
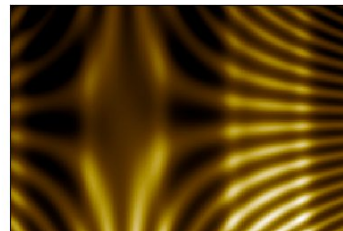
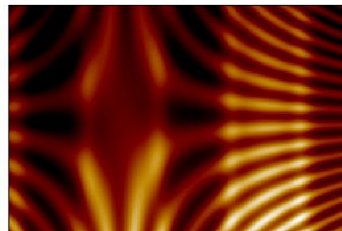
Moderate protanomaly



Complete deuteranopia



Complete protanopia



Colormap evaluation: sdoaia304

Colormap



Black-and-white printed



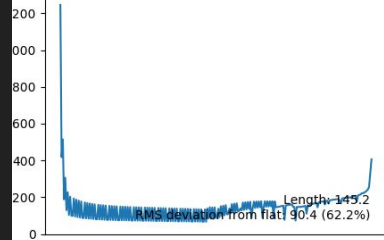
Sample images



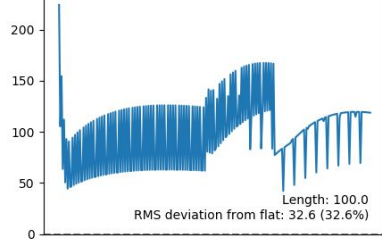
Moderate deuter.



Perceptual derivative



Perceptual lightness derivative



Moderate deuteranomaly



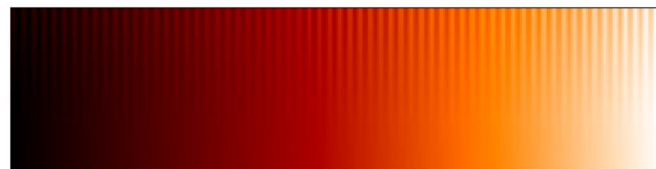
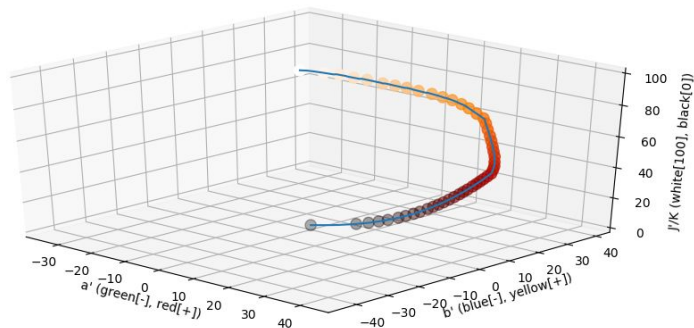
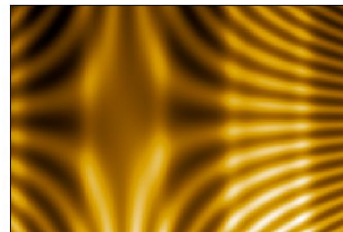
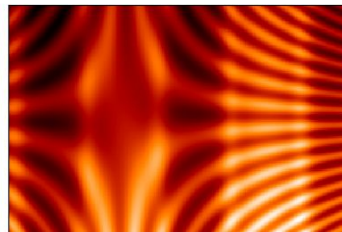
Moderate protanomaly



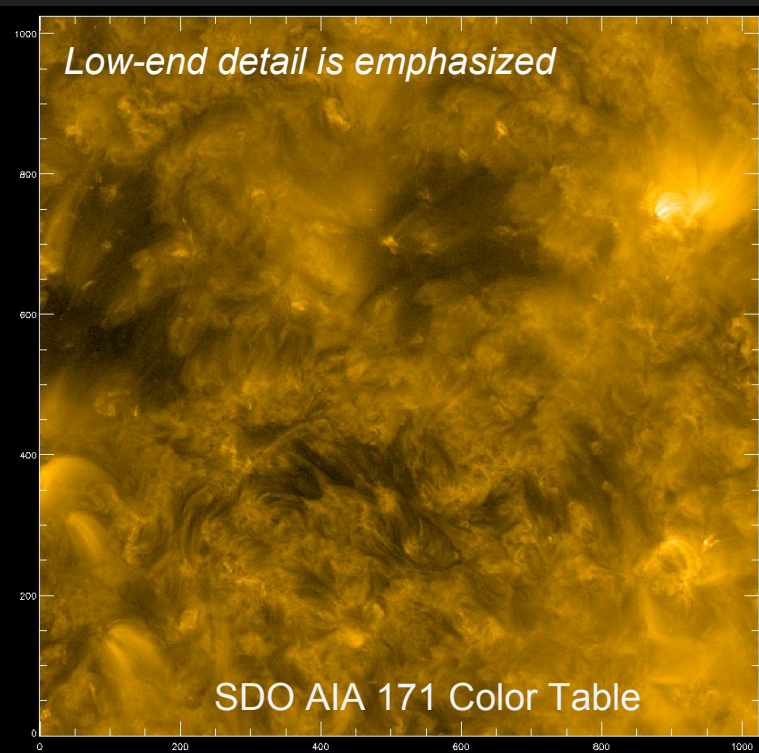
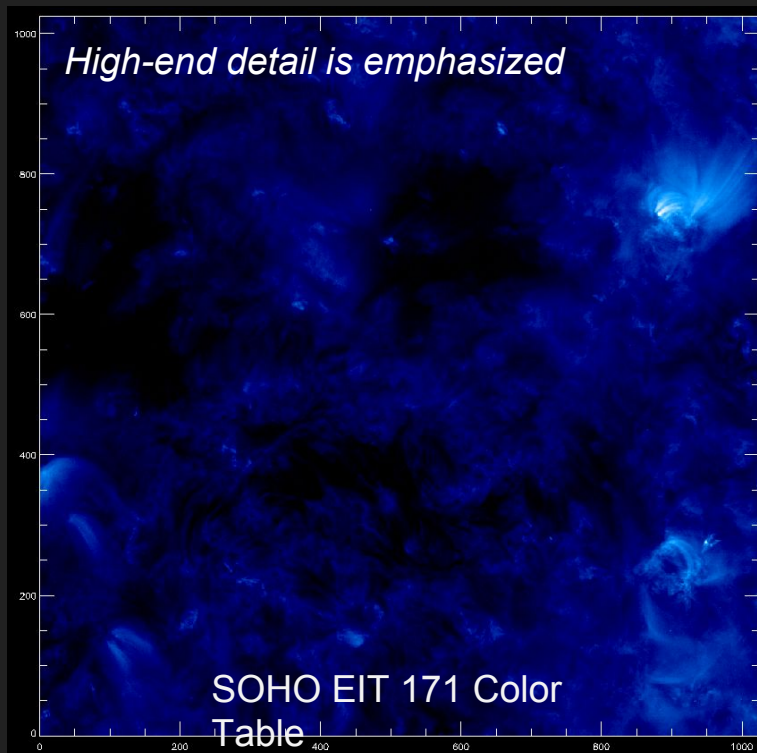
Complete deuteranopia



Complete protanopia



Same data, image scaling, different color table (2)



Identical AIA 171 Image from July 26, 2010

Colormap evaluation: sohoeit171

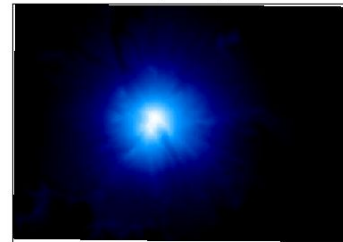
Colormap



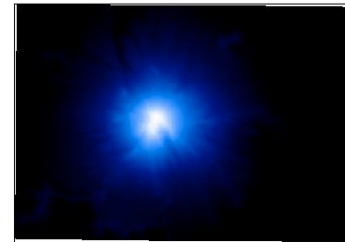
Black-and-white printed



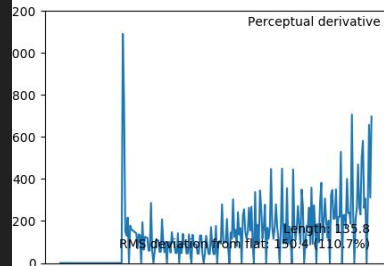
Sample images



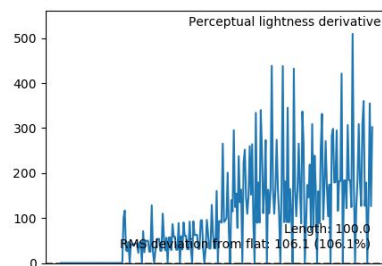
Moderate deuter.



Perceptual derivative



Perceptual lightness derivative



Moderate deuteranomaly



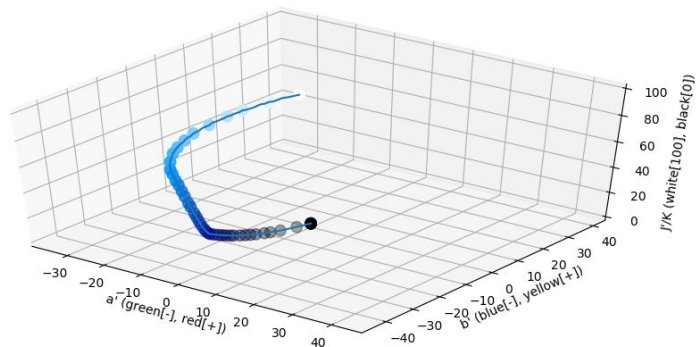
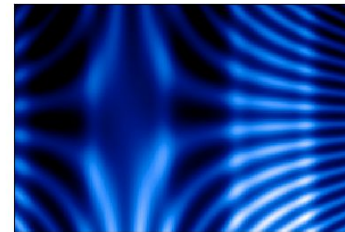
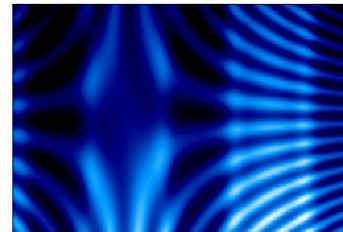
Moderate protanomaly



Complete deuteranopia



Complete protanopia

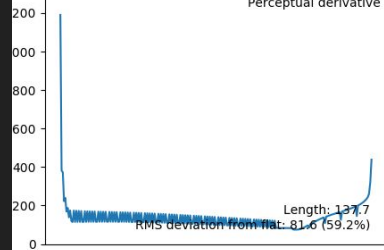


Colormap evaluation: sdoaia171

Colormap



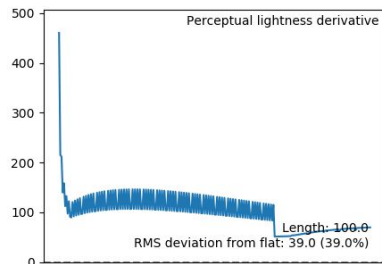
Perceptual derivative



Black-and-white printed



Perceptual lightness derivative



Sample images



Moderate deuter.



Moderate deuteranomaly



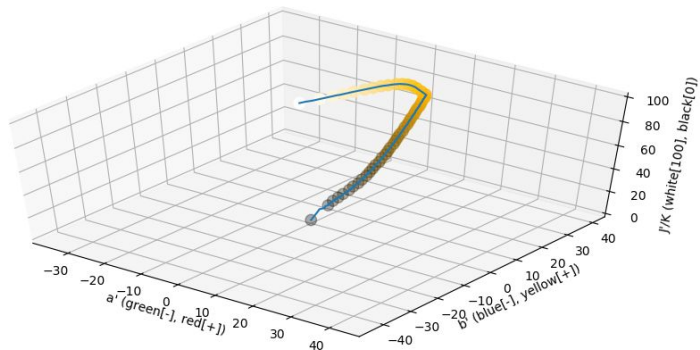
Moderate protanomaly



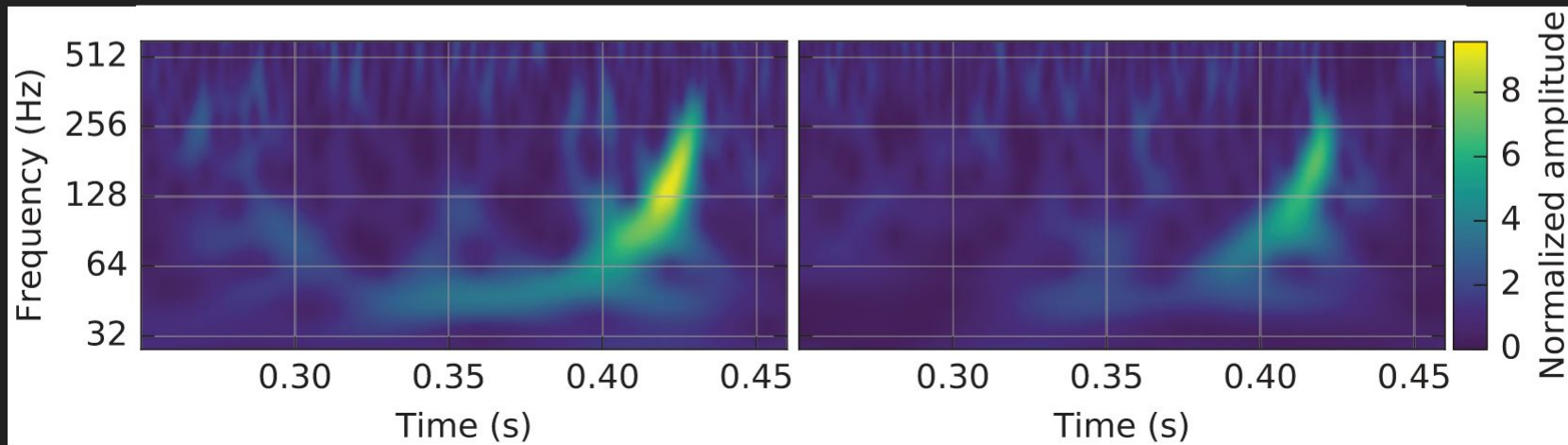
Complete deuteranopia



Complete protanopia



Other data...



matplotlib viridis colormap

Colormap evaluation: viridis

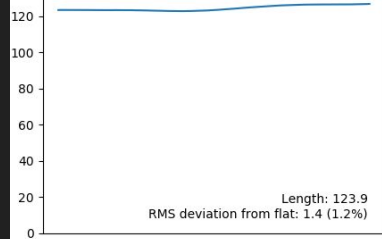
Colormap



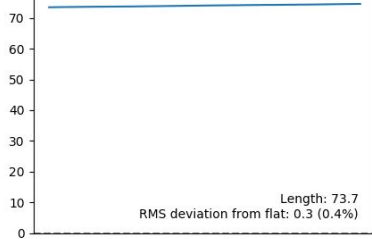
Black-and-white printed



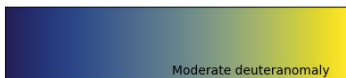
Perceptual derivative



Perceptual lightness derivative



Moderate deuteranomaly



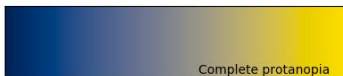
Moderate protanomaly



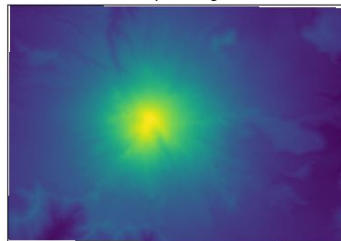
Complete deuteranopia



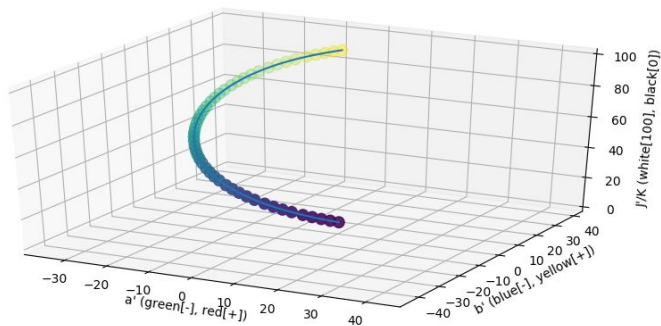
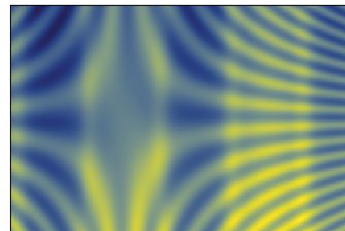
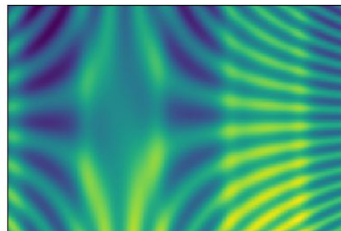
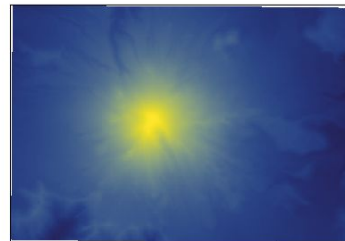
Complete protanopia



Sample images



Moderate deuter.



Try it for yourself

1. Follow the SunPy installation instructions on sunpy.org
2. *git clone <https://github.com/wafels/viscm>*
3. Change directory to where you cloned the git repository above
4. *git checkout -b sunpy*
5. *python setup.py install*
6. *python -m viscm view sdoaia171*

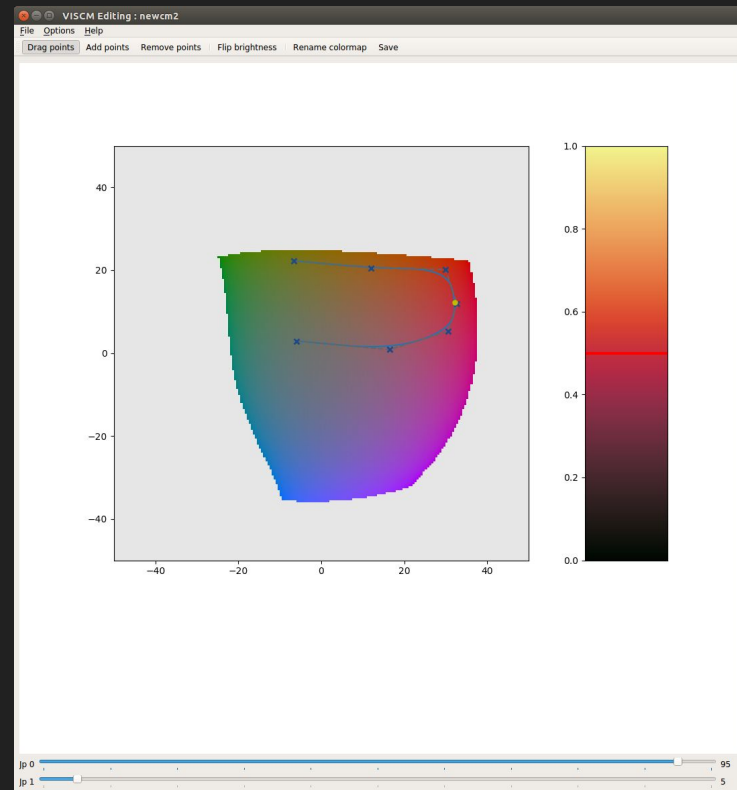
The main repository <https://github.com/matplotlib/viscm> contains much more information about the perception of colormaps and how to **make your own perceptually uniform colormaps**.

Design your own AIA 304Å scaling function and colormap

Requirements

1. Reddish-orangey colors (because that's what the community expects now).
2. As perceptually uniform as we can make it.

python -m viscm edit



Colormap evaluation: Test Colormap

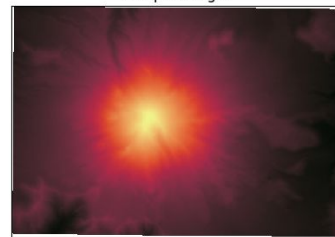
Colormap



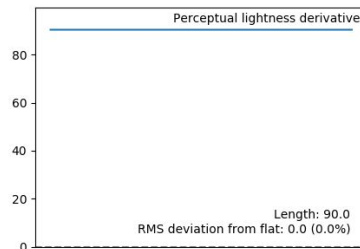
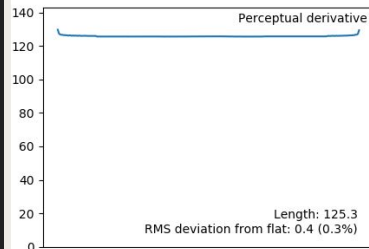
Black-and-white printed



Sample images



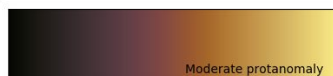
Moderate deuter.



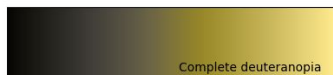
Moderate deuteranomaly



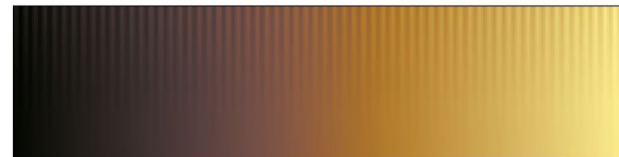
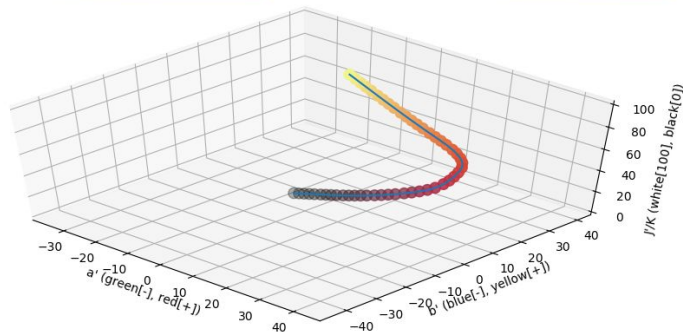
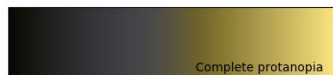
Moderate protanomaly



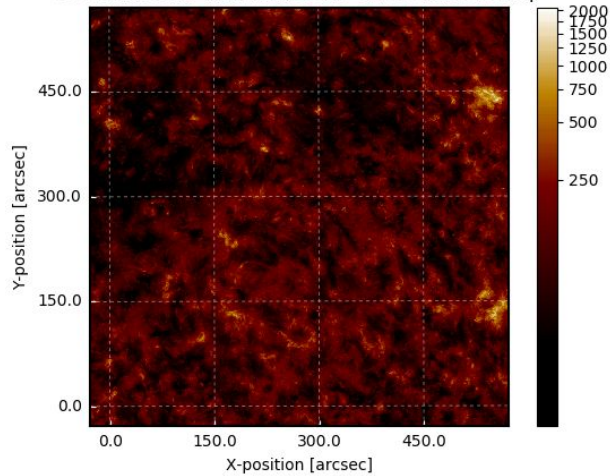
Complete deuteranopia



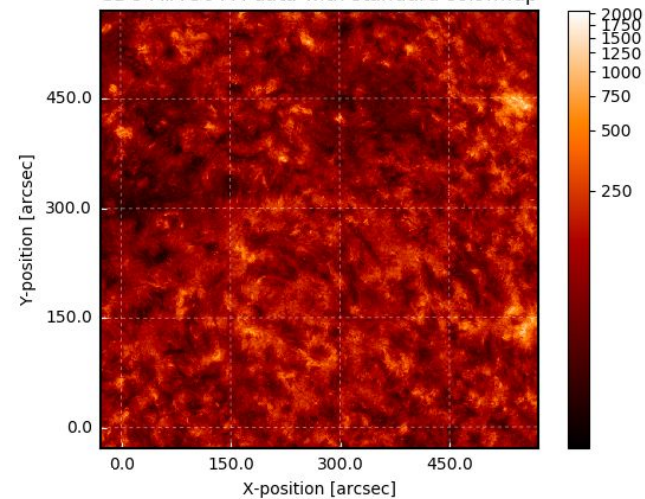
Complete protanopia



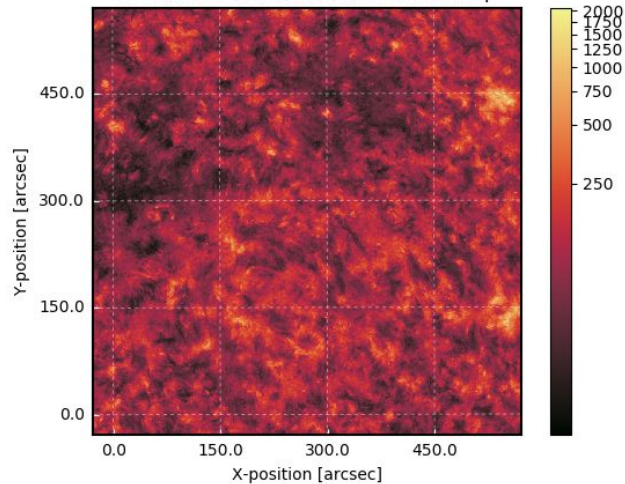
SDO AIA 304 Å data with SOHO EIT 304 Å colormap



SDO AIA 304 Å data with standard colormap




SDO AIA 304 Å data with test colormap



Conclusions

- Many colormaps used in solar physics have large variation in their perception.
- Advice is available on the selection of colormaps to best display your data, taking into account common types of colorblindness.
- Tools are available to test and design colormaps using their *perception* as a criterion.
- We can understand how the colormap is biasing our perception.

More information

- <http://matplotlib.org/users/colormaps.html>
- <https://bokeh.github.io/colorcet/>
- <http://www.kennethmoreland.com/color-advice/>
- <https://gist.github.com/endolith/2719900#id7>
- <https://mycarta.wordpress.com/2012/10/14/the-rainbow-is-deadlong-live-the-rainbow-part-4-cie-lab-heated-body/>
- http://ccom.unh.edu/sites/default/files/publications/Ware_1988_CGA_Color_sequences_univariate_maps.pdf
- <http://www.research.ibm.com/people/l/lloyd/color/color.HTM>
- https://en.wikipedia.org/wiki/CIE_1931_color_space
- https://en.wikipedia.org/wiki/Lab_color_space
- <https://en.wikipedia.org/wiki/CIECAM02>
- http://dba.med.sc.edu/price/irf/Adobe_tg/models/cielab.html
- <https://www.youtube.com/watch?v=xAoljeRJ3IU> 
- <https://www.youtube.com/watch?v=TojFwkglCKs>
- <https://bids.github.io/colormap/>
- <http://peterkovesi.com/projects/colourmaps/>
- <http://colour-science.org/>
- <http://python-colormath.readthedocs.io/en/latest/>
- <https://pypi.python.org/pypi/ciecam02/>
- <http://markkness.net/colorpy/ColorPy.html>

Updates to this presentation

Any updates to this presentation will be made here:

<https://docs.google.com/presentation/d/1nFfxHEDEIUu3tQtQgxjnWw6FvWTGCN1UUGA/enAQelk/edit?usp=sharing>

End