

method	mean ($^{\circ}$)	median ($^{\circ}$)	trimean ($^{\circ}$)
do nothing	8.28	6.70	7.25
Low-level statistics-based methods			
Gray-world (GW)	7.87	6.97	7.14
White-Patch (WP)	6.80	5.30	5.77
Shades-of-Gray	6.14	5.33	5.51
General Gray-World	6.14	5.33	5.51
1st-order Gray-Edge	5.88	4.65	5.11
2nd-order Gray-Edge	6.10	4.85	5.28
Learning-based methods			
Pixel-based gamut	7.07	5.81	6.12
Edge-based gamut	6.81	5.81	6.03
Intersection-based gamut	6.93	5.80	6.05
Natural Image Statistics	5.19	3.93	4.31
Exemplar-based learning	4.38	3.43	3.67
Color Tiger (proposed)	5.61	3.39	4.31
Color Cat (CC)	4.22	3.17	3.46
Color Dog _{WP, GW}	5.27	3.71	4.16
Smart Color Cat (SCC)	4.62	3.52	3.80
Color Dogs _{SCC}	4.80	3.08	3.71
Color Dog _{CC}	4.50	2.86	3.50