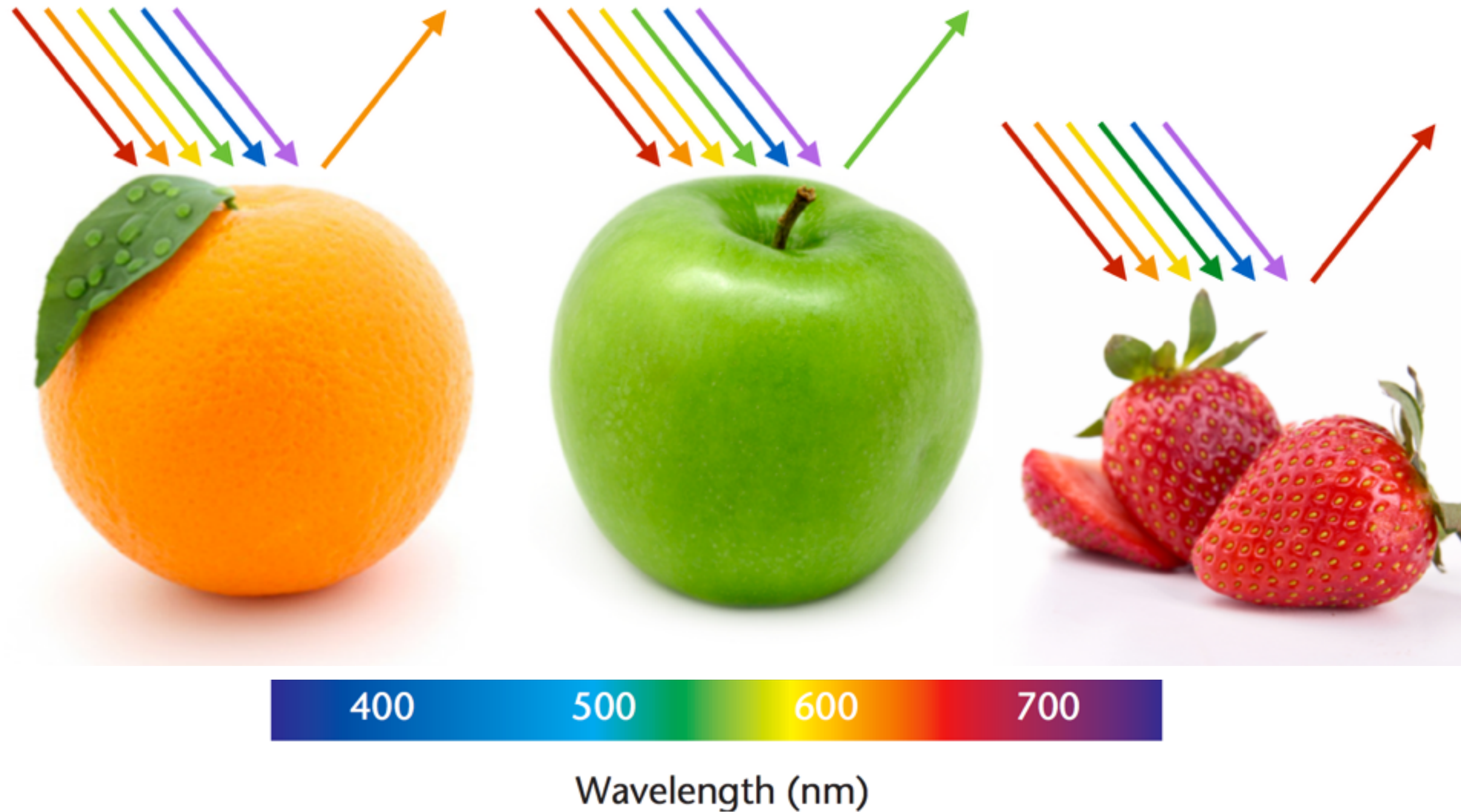


Data Visualization (CSCI 627/490)

Colormaps

Dr. David Koop

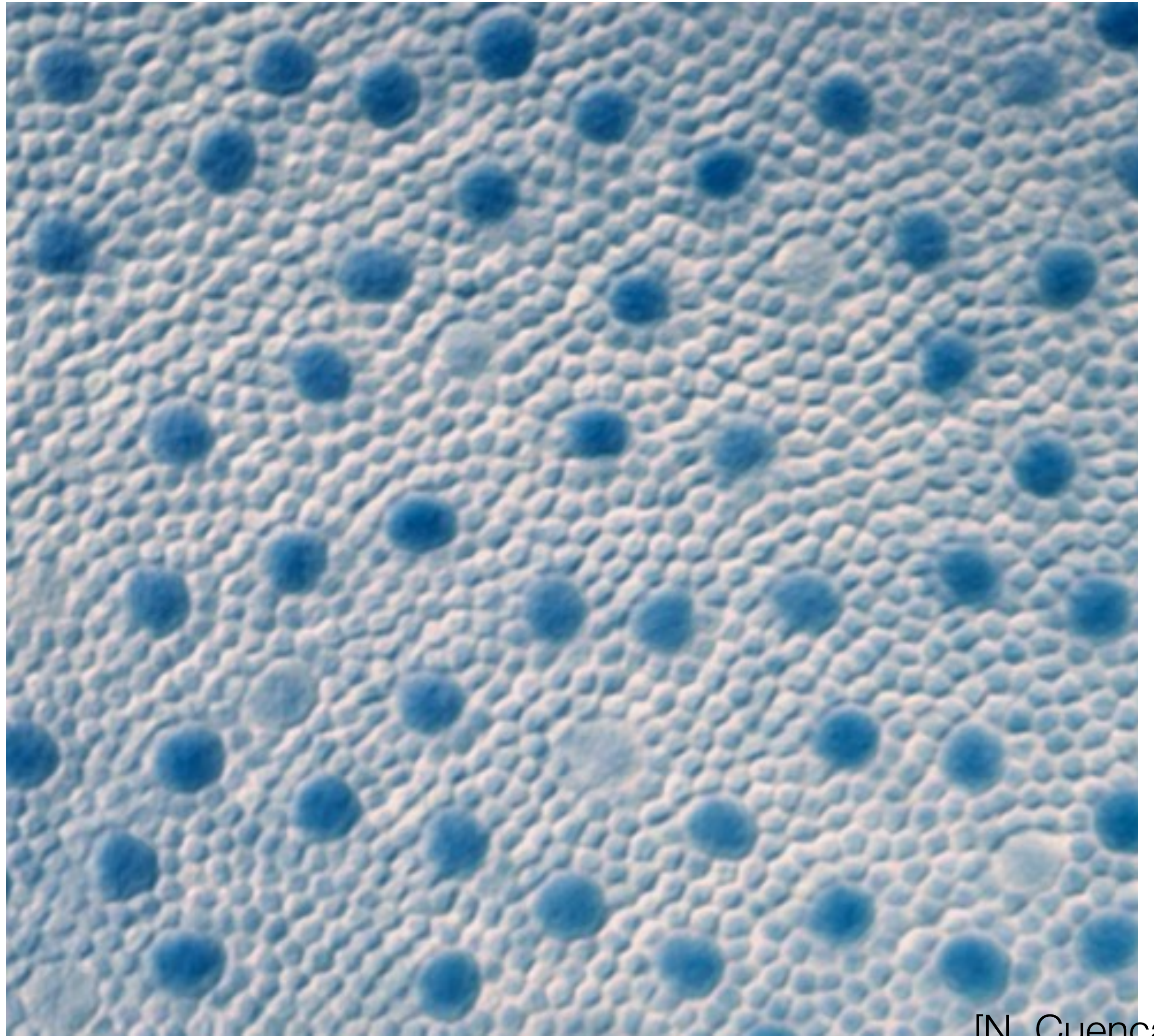
Light Reflection & Absorption



[via M. Meyer]

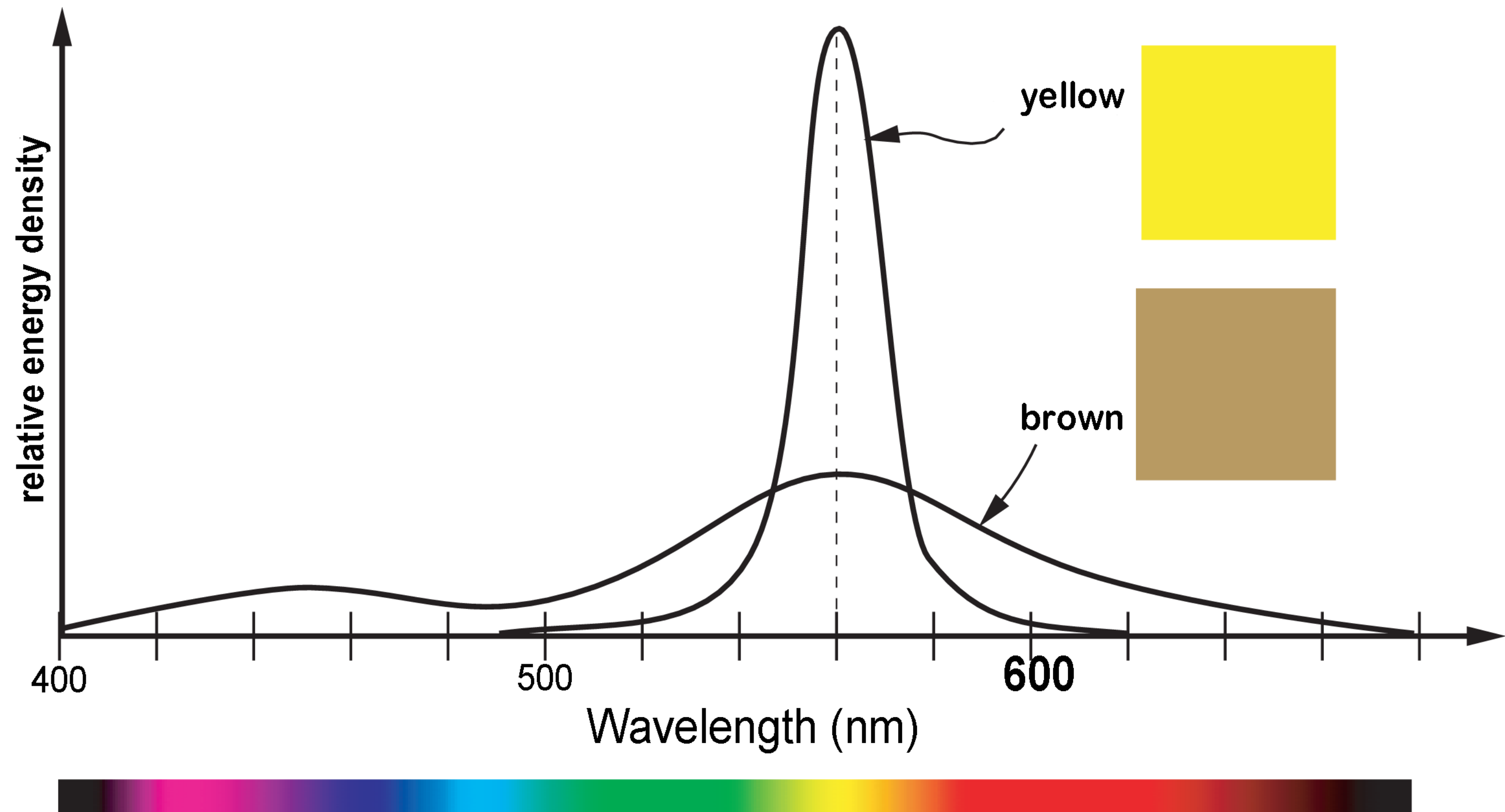
Human Color Perception

- Humans **do not** detect individual wavelengths of light
- Use **rods** and **cones** to detect light
 - rods capture intensity
 - cones capture color



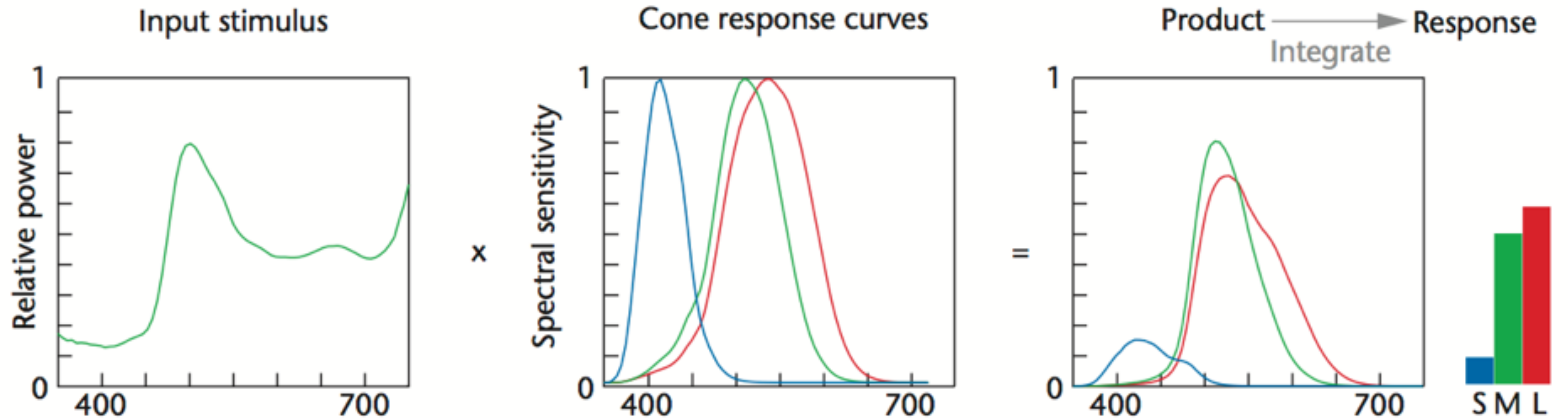
[N. Cuenca]

Color \neq Wavelength



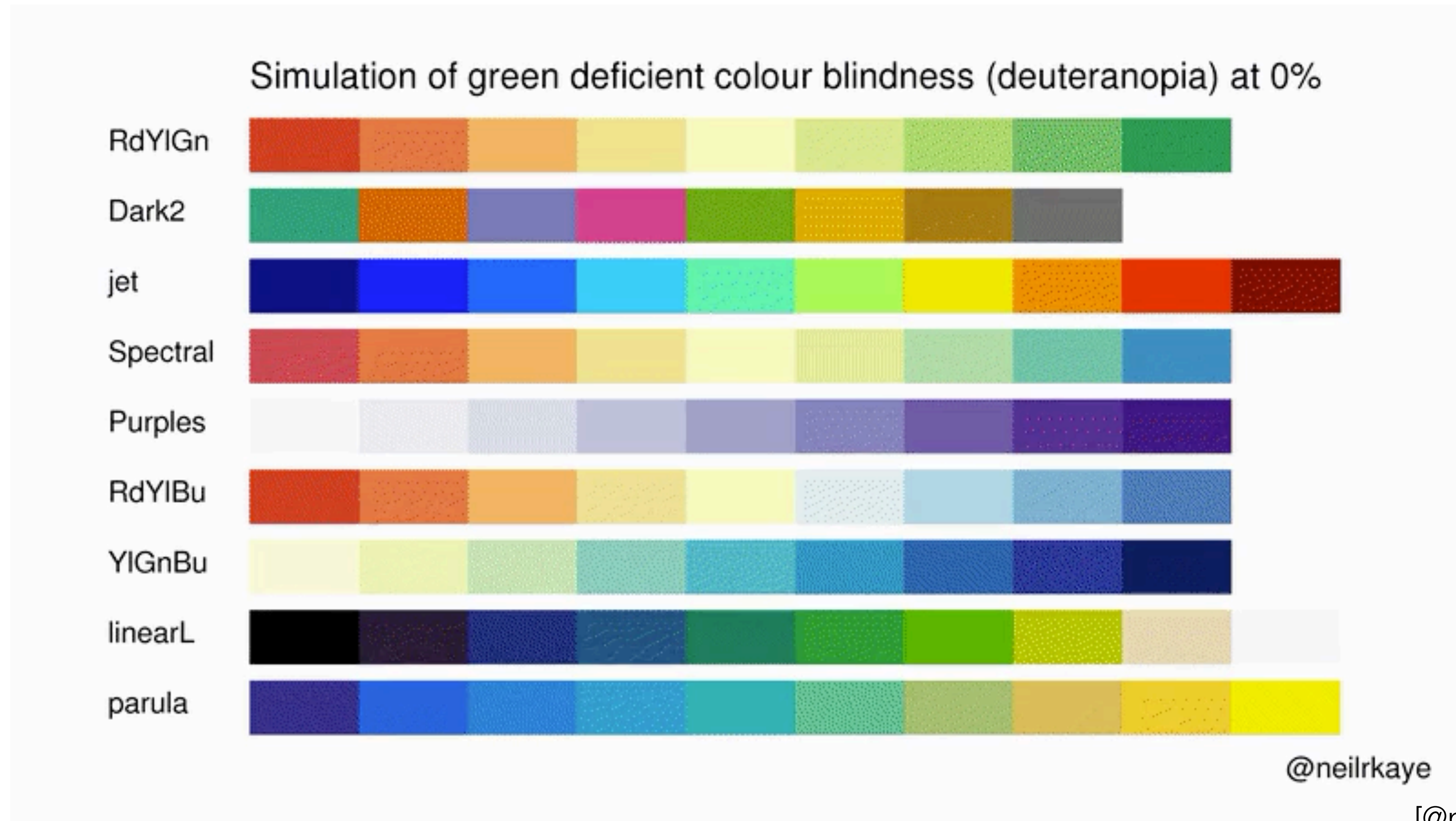
[via M. Meyer]

Human Color Perception

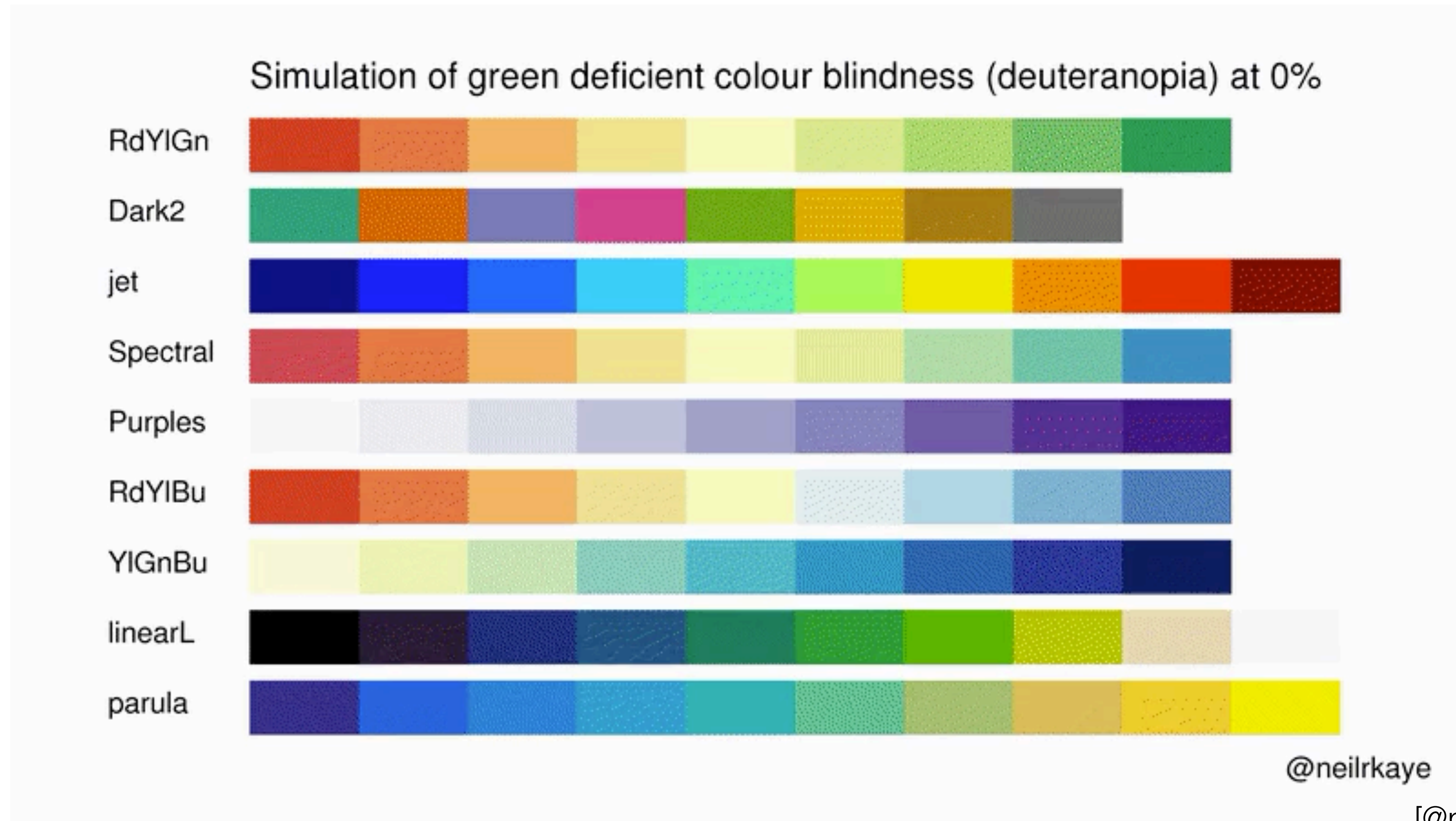


[via M. Meyer]

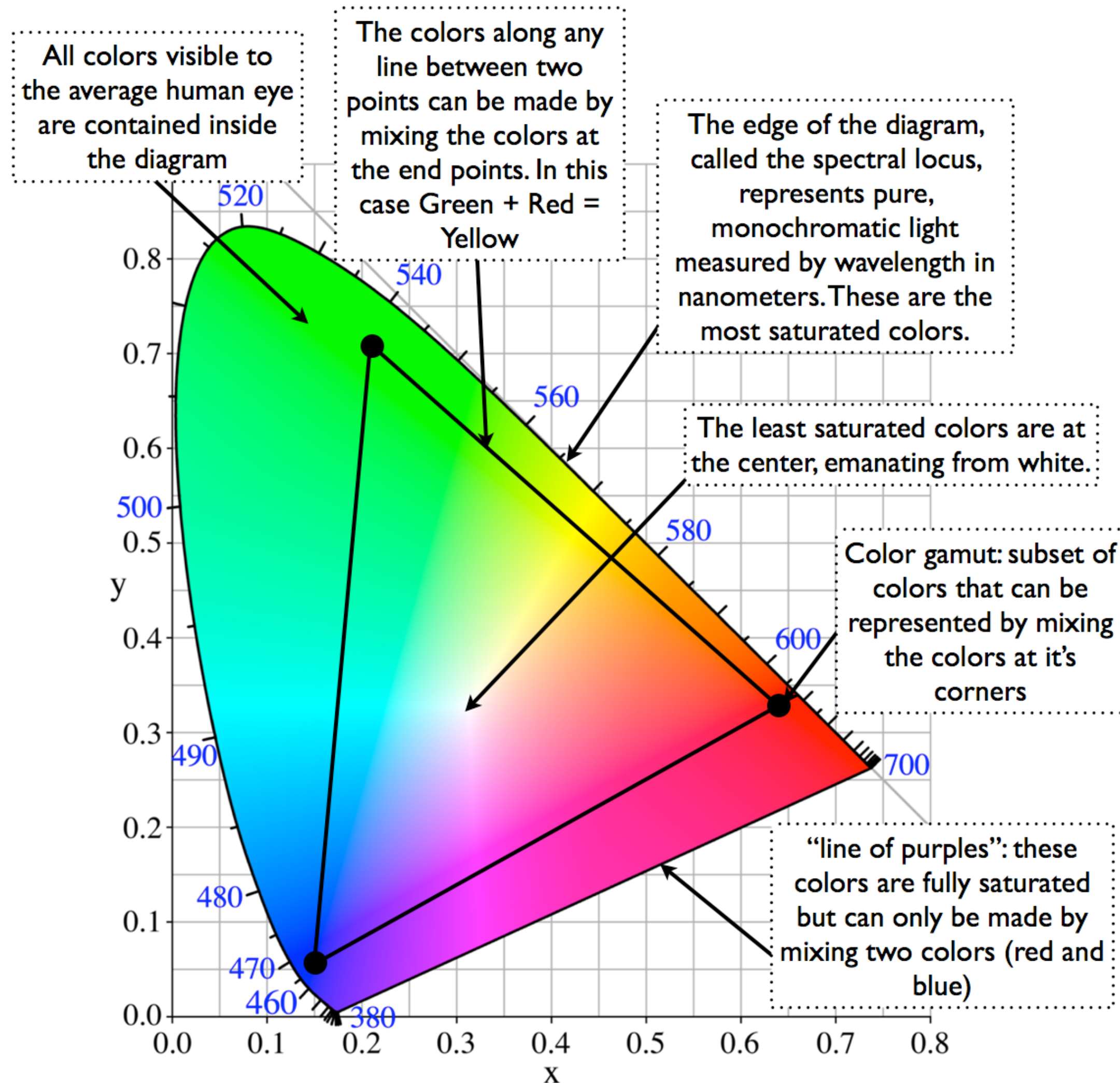
Simulating Deuteranopia (Colormaps)



Simulating Deuteranopia (Colormaps)



Color Spaces and Gamuts



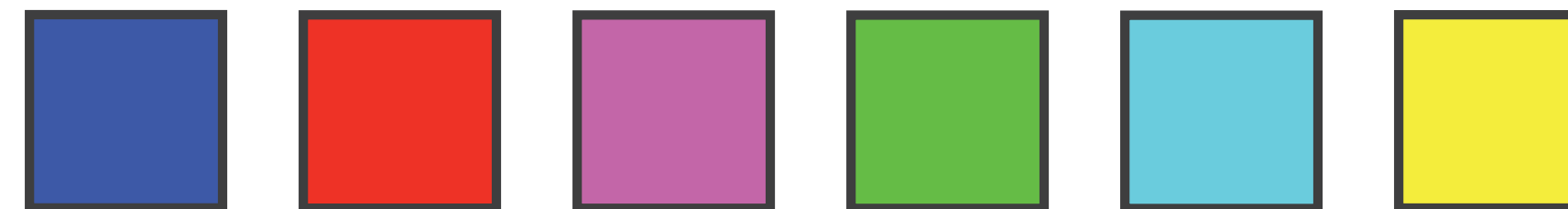
- **Color space:** the organization of all colors in space
 - Often human-specific, what we can see (e.g. CIELAB)
- **Color gamut:** a subset of colors
 - Defined by corners of color space
 - What can be produced on a monitor (e.g. using RGB)
 - What can be produced on a printer (e.g. using CMYK)
 - The gamut of your monitor != the gamut of someone else's or a printer

[Anatomy of a CIE Chromaticity Diagram]

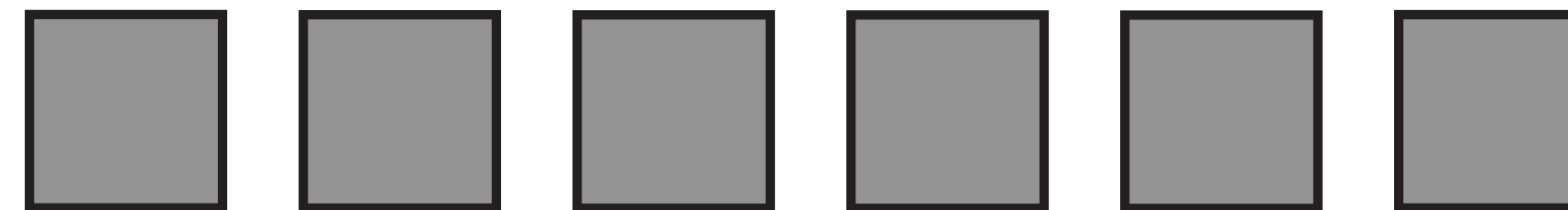
Luminance

- HSL does not truly reflect the way we perceive color
- Even though colors have the same lightness, we perceive their luminance differently
- Our perception (L^*) is **nonlinear**

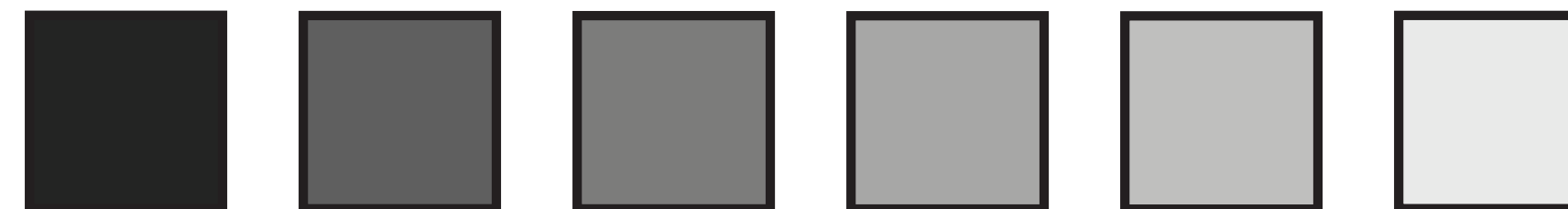
Corners of the RGB
color cube



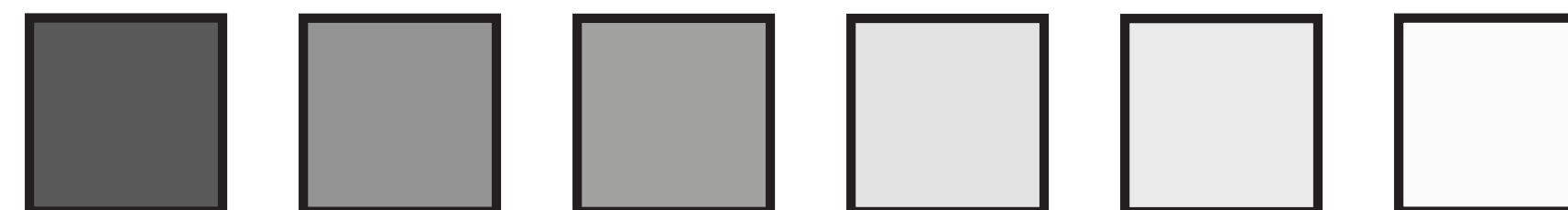
L from HSL
All the same



Luminance

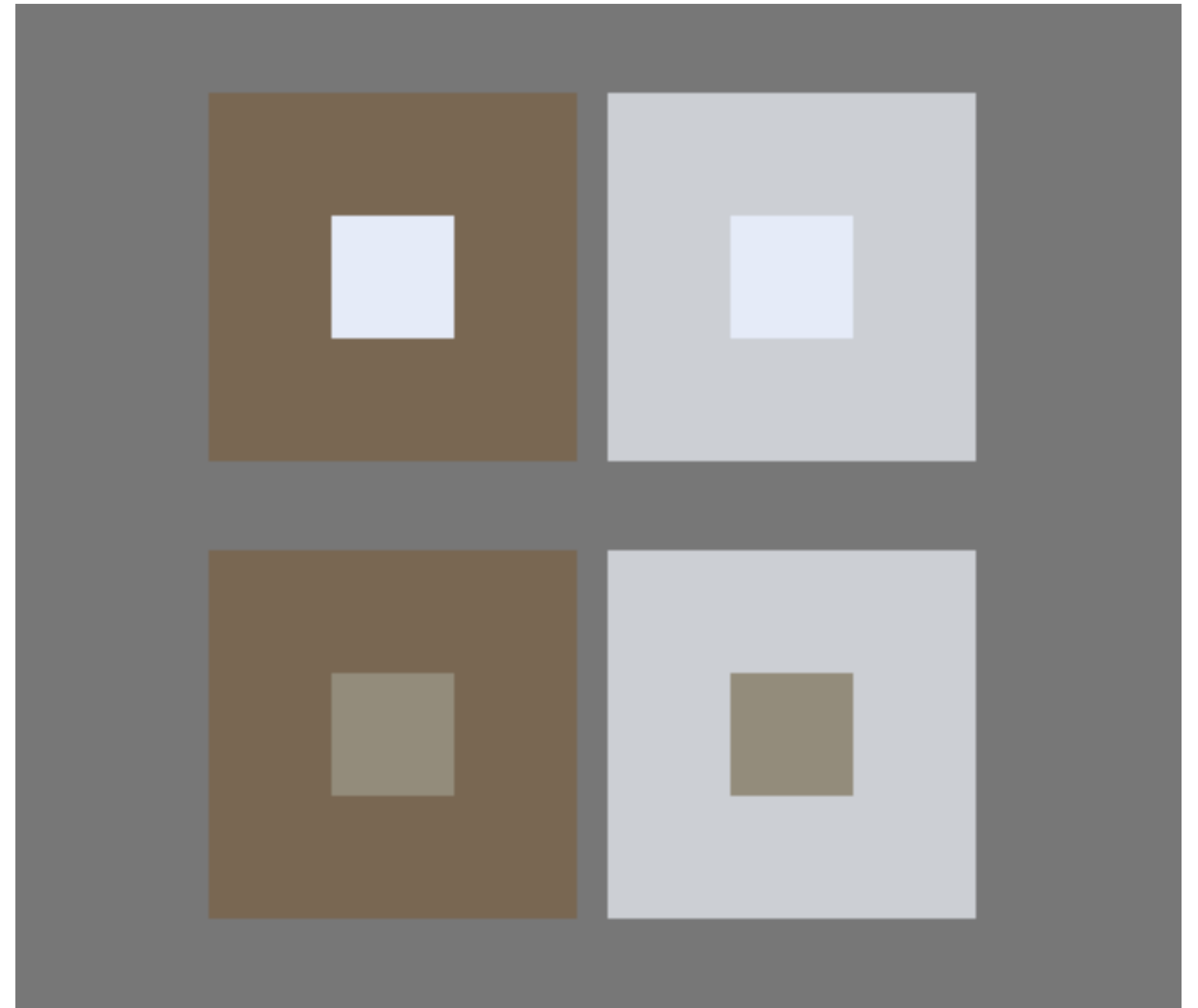


L^*

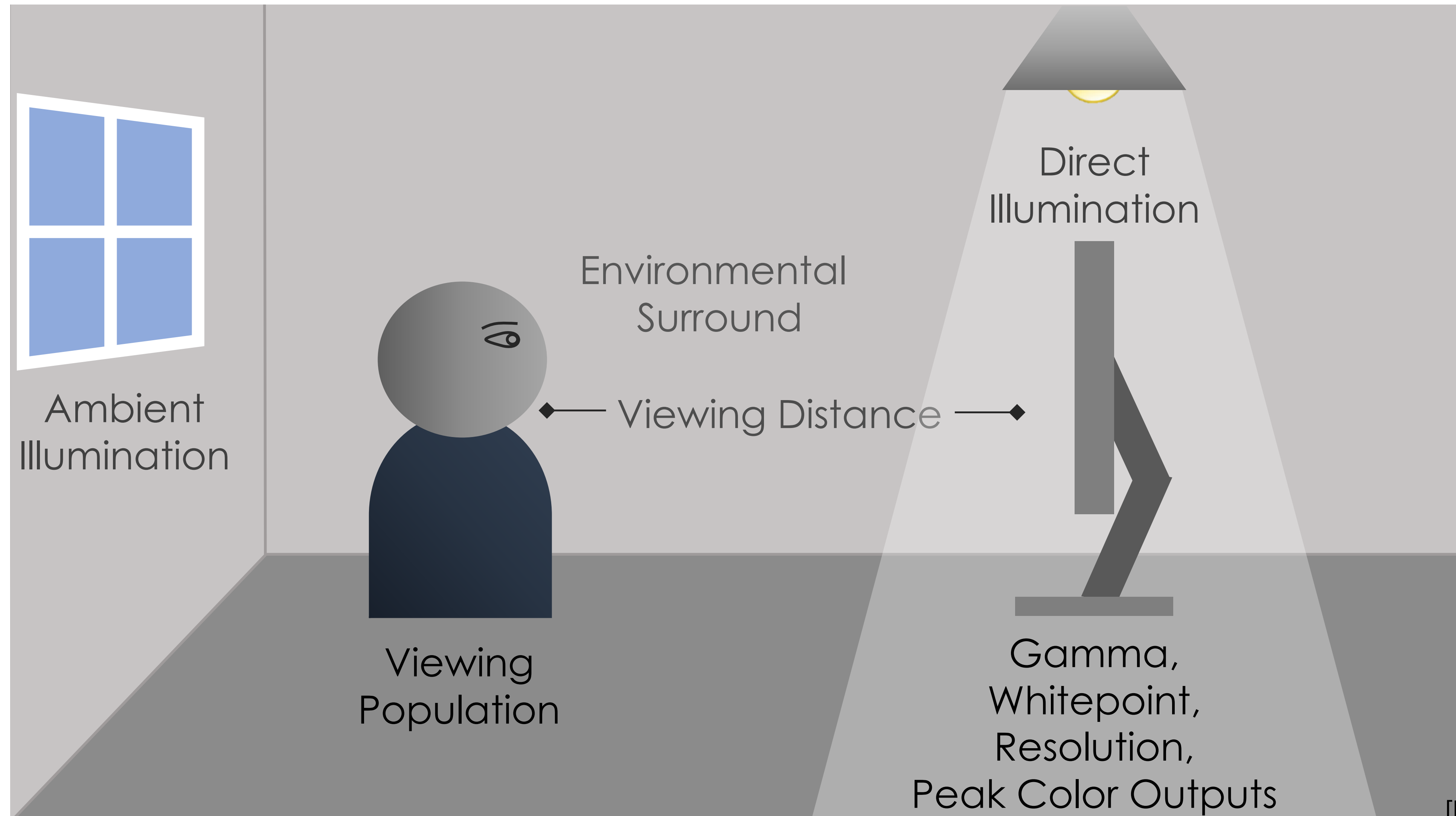


[Munzner (ill. Maguire), 2014 (based on Stone, 2006)]

Simultaneous Contrast

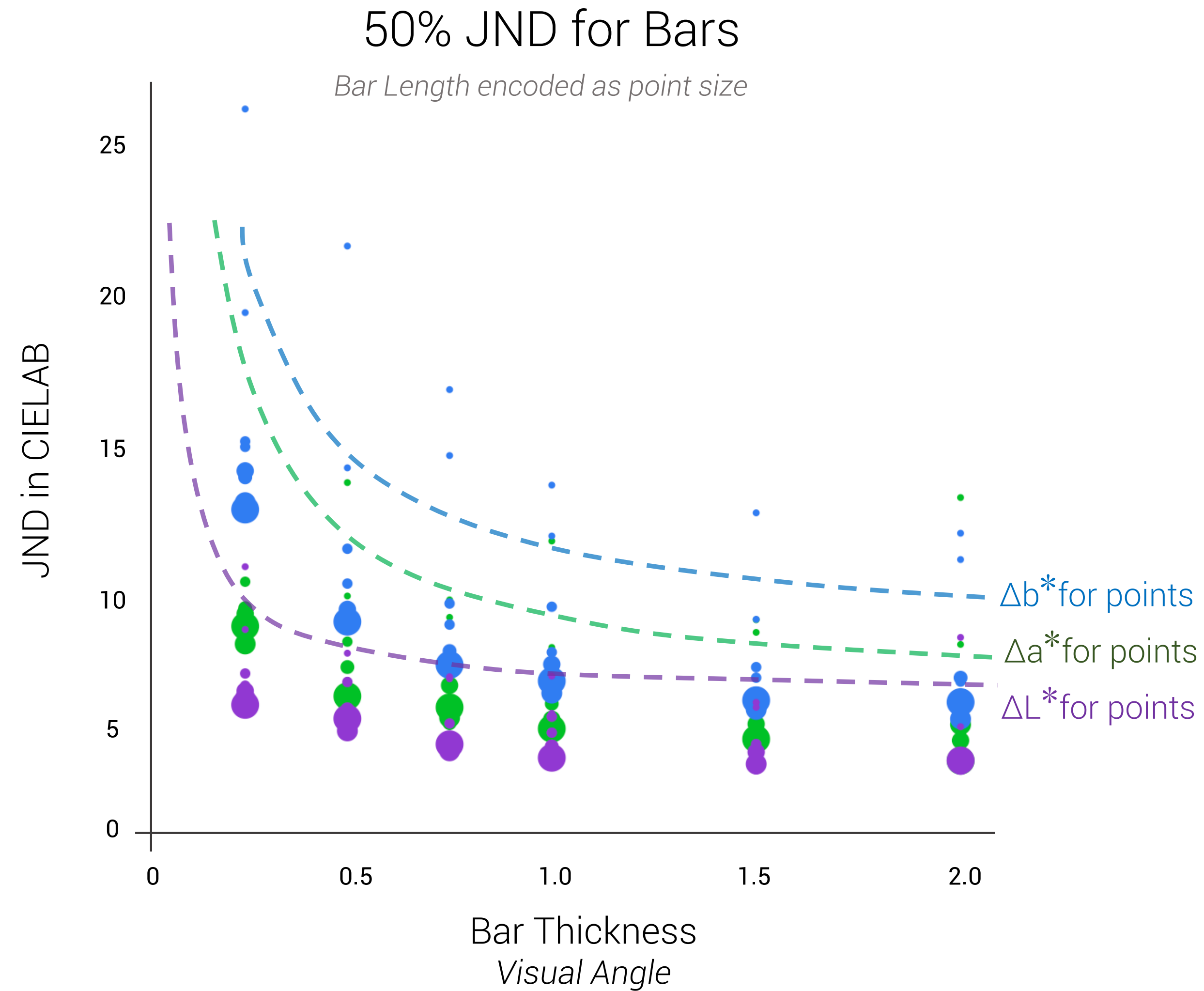


Problems with Simple World Assumption



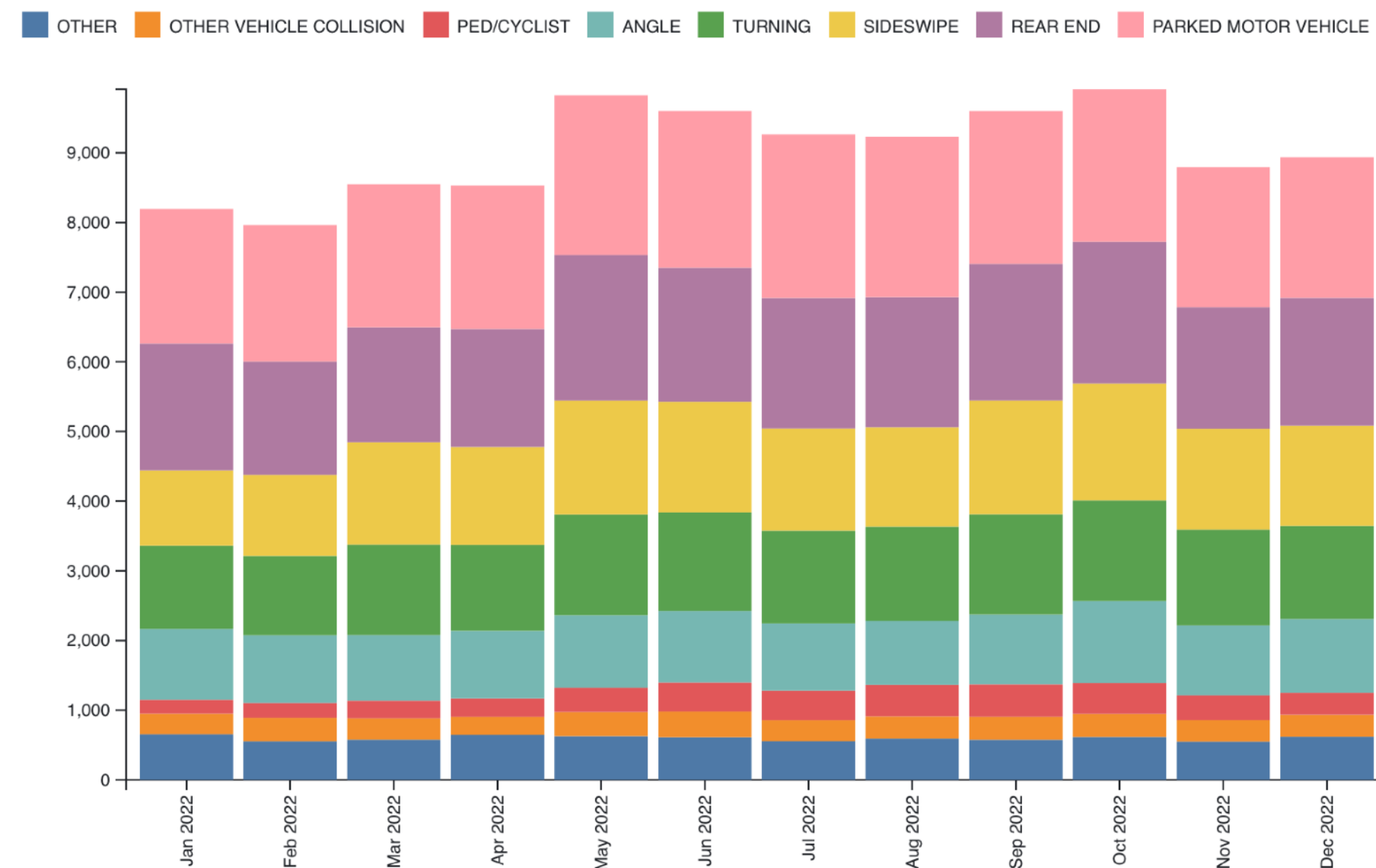
[D. Szafir, 2017]

Bar Thickness and Length: longer bars help



[D. Szafir, 2017]

Assignment 3



- Due Today
- Chicago Traffic Crashes
- Create the same stacked bar chart using
 - Tableau Public
 - Observable Plot
 - D3
- D3 Stacked Bar Chart:
 - Required for CSCI 627 students
 - CSCI 490 students can just do counts

Project

- Start thinking about project dataset and questions
- Working on posting some example datasets
- Goal: Less explored datasets (more opportunity for design/questions)
- If you are doing research and can tie this project in, please talk with me

Next Two Weeks

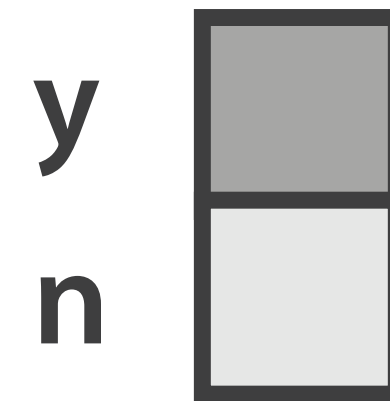
- Monday: Normal Lecture
- Wednesday: No Lecture
- Monday, Oct. 23: Midterm Exam
- Wednesday, Oct. 25: Synchronous Zoom Lecture

Colormaps

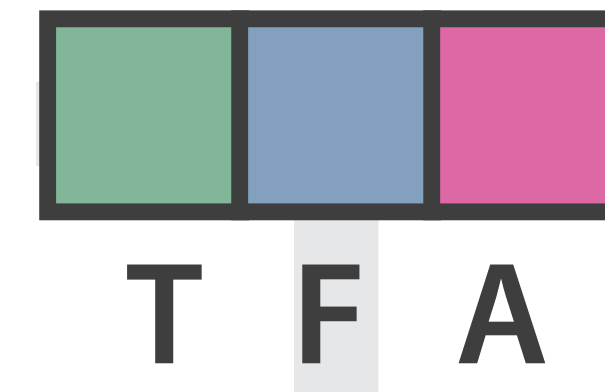
Colormap

- A colormap specifies a mapping between colors and data values
- Colormap should follow the expressiveness principle
- Types of colormaps:

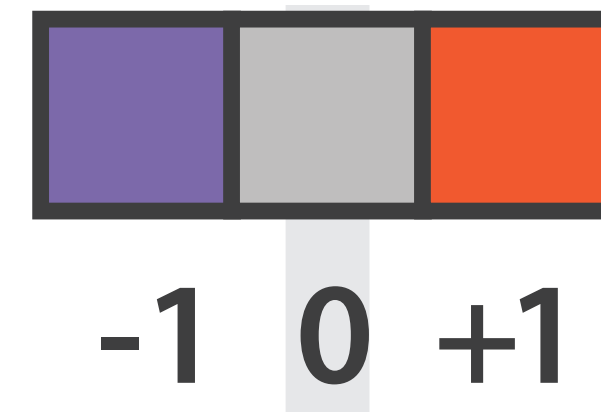
Binary



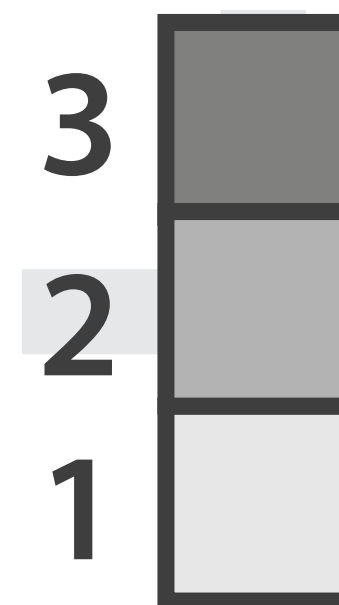
Categorical



Diverging



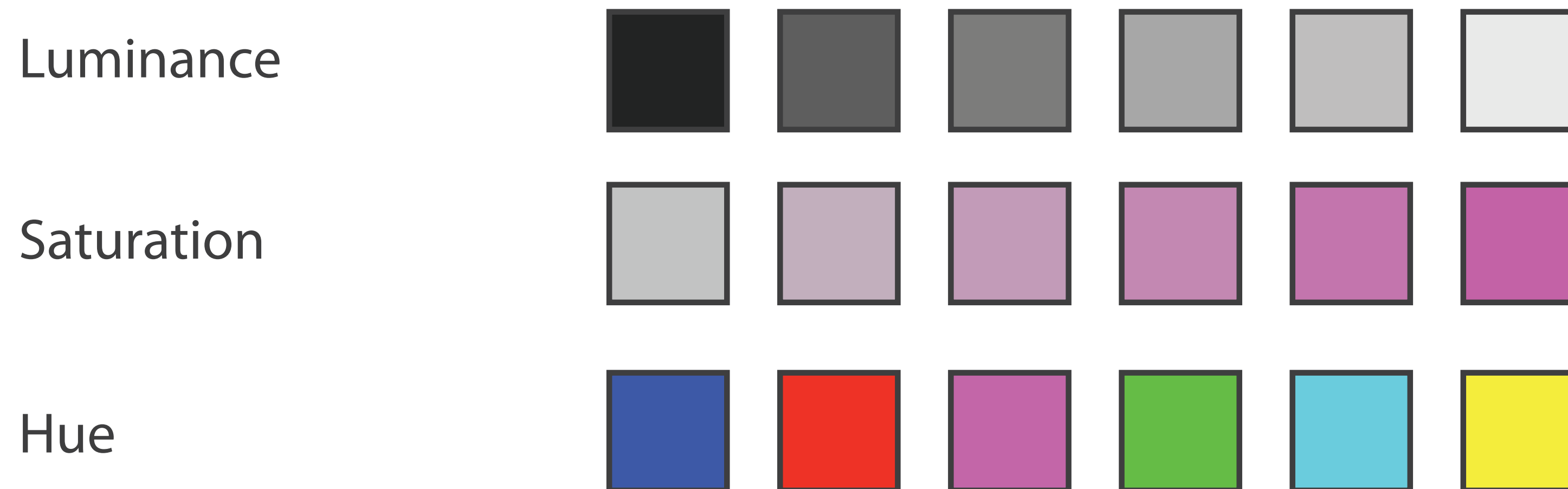
Sequential



[Munzner (ill. Maguire), 2014]

Categorical vs. Ordered

- Hue has no implicit ordering: use for categorical data
- Saturation and luminance do: use for ordered data

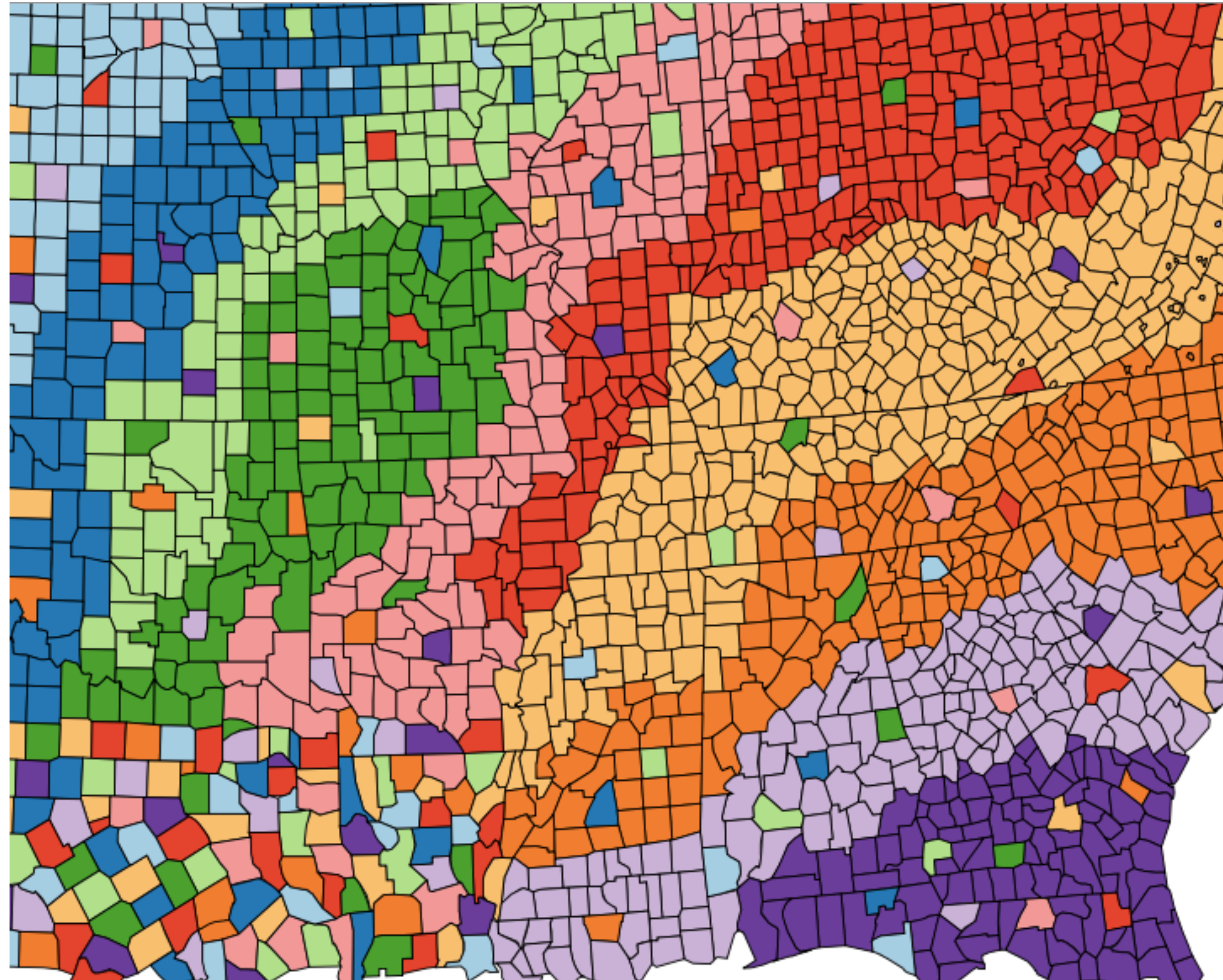


[Munzner (ill. Maguire), 2014]

Categorical Colormap Guidelines

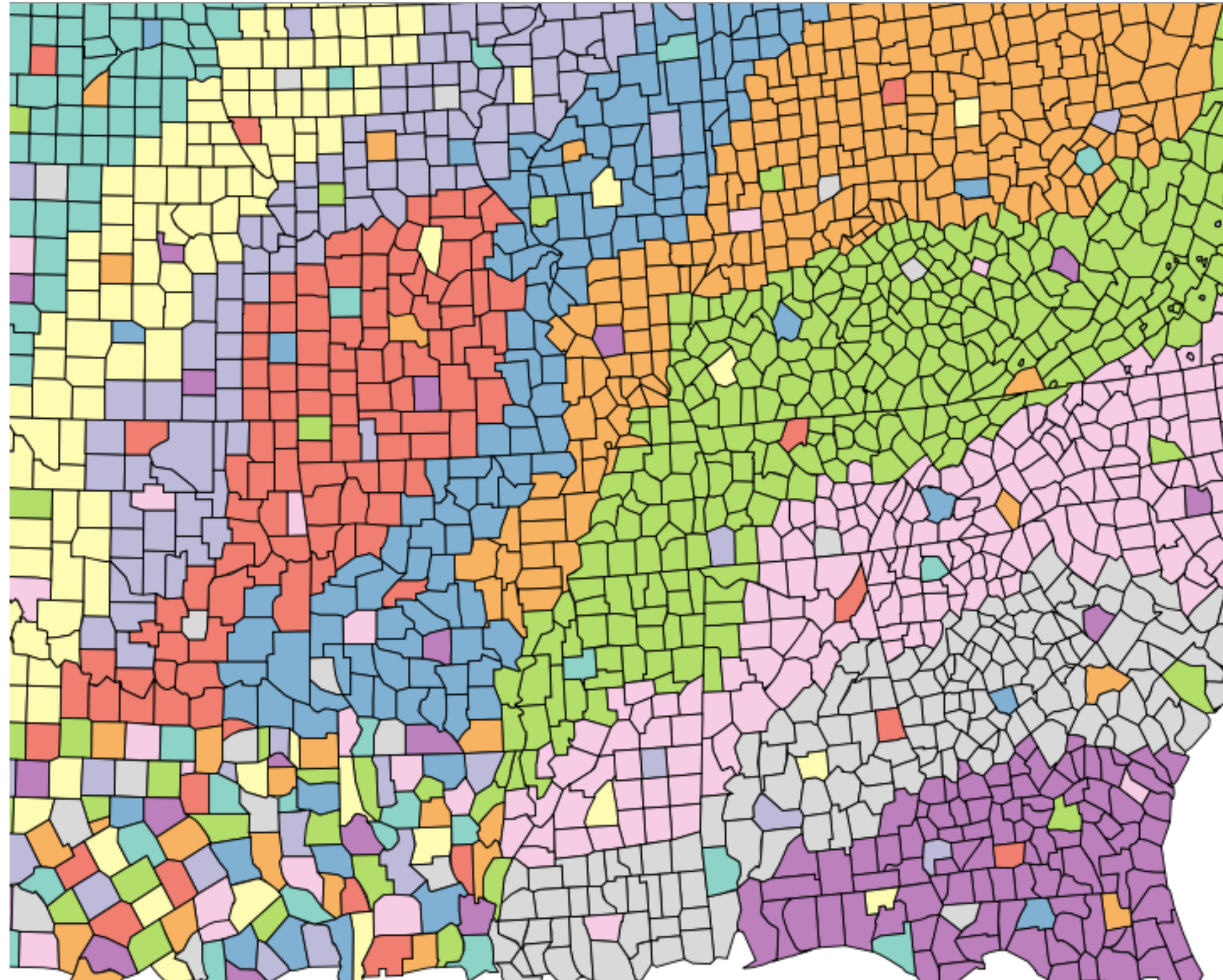
- Don't use too many colors (~12)
- Remember your background has a color, too
- Nameable colors help
- Be aware of luminance (e.g. difference between blue and yellow)
- Think about other marks you might wish to use in the visualization

Categorical Colormaps



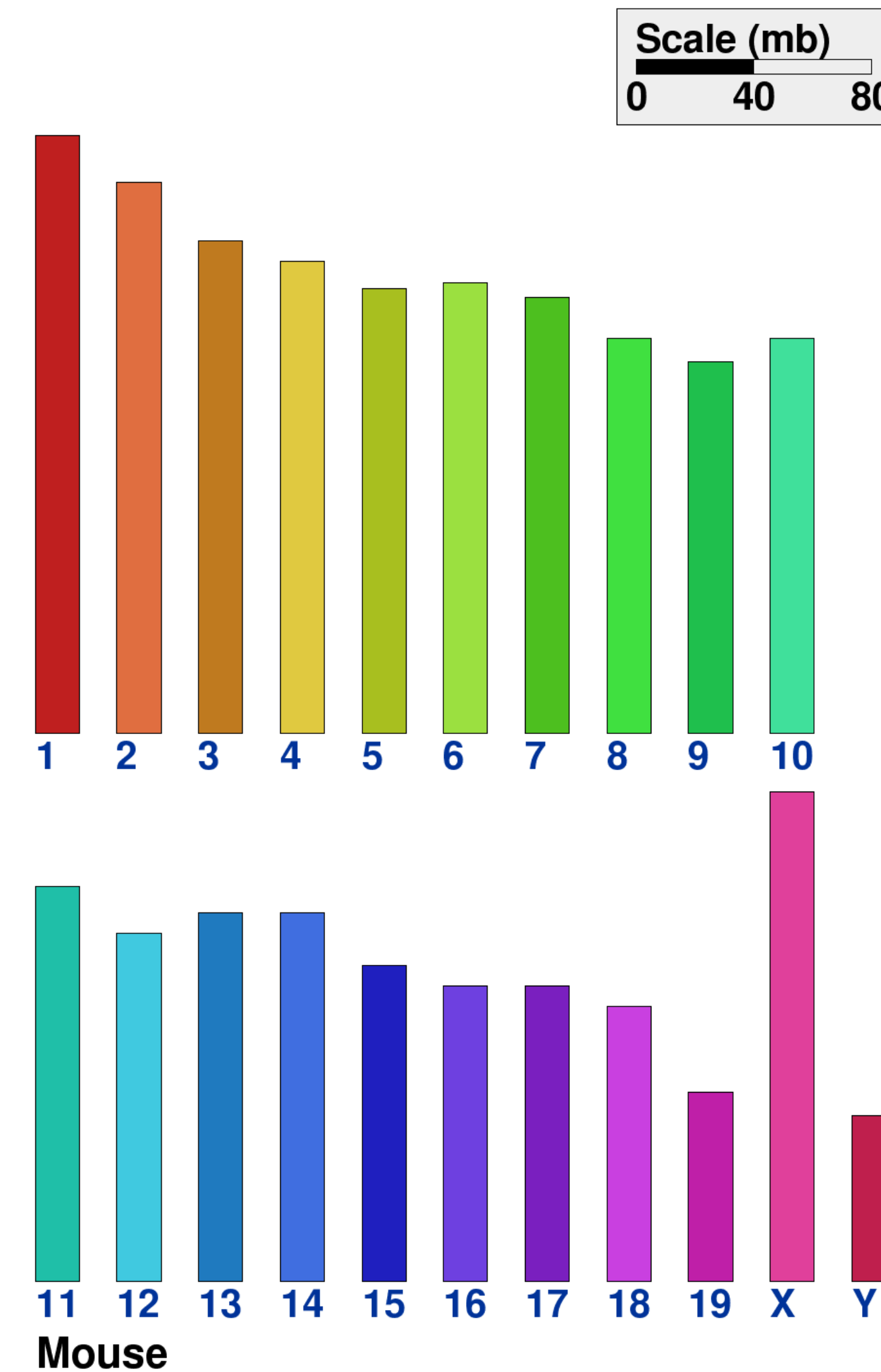
[colorbrewer2.org]

Categorical Colormaps



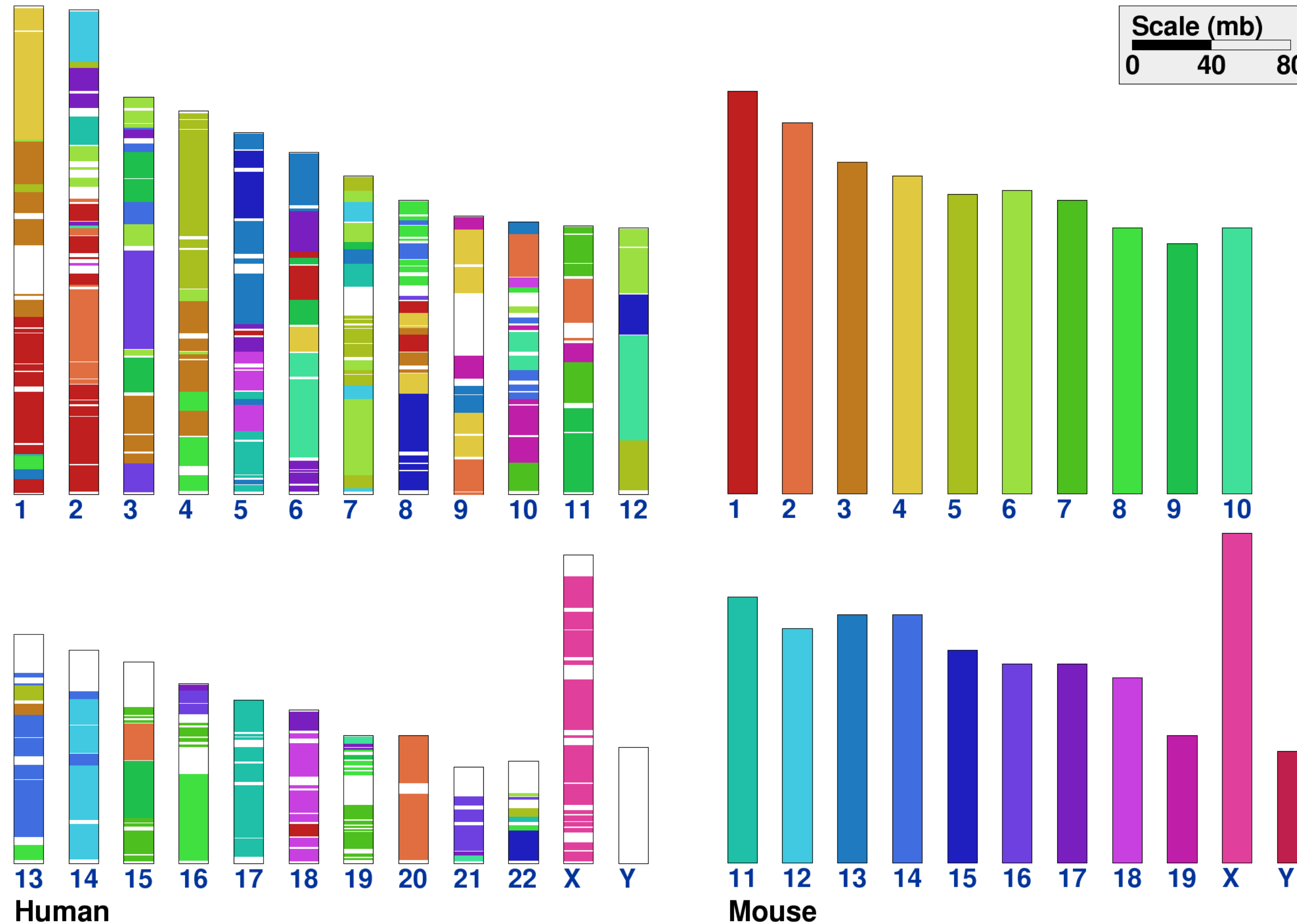
[colorbrewer2.org]

Number of distinguishable colors?



[Sinha & Meller, 2007]

Number of distinguishable colors?



[Sinha & Meller, 2007]

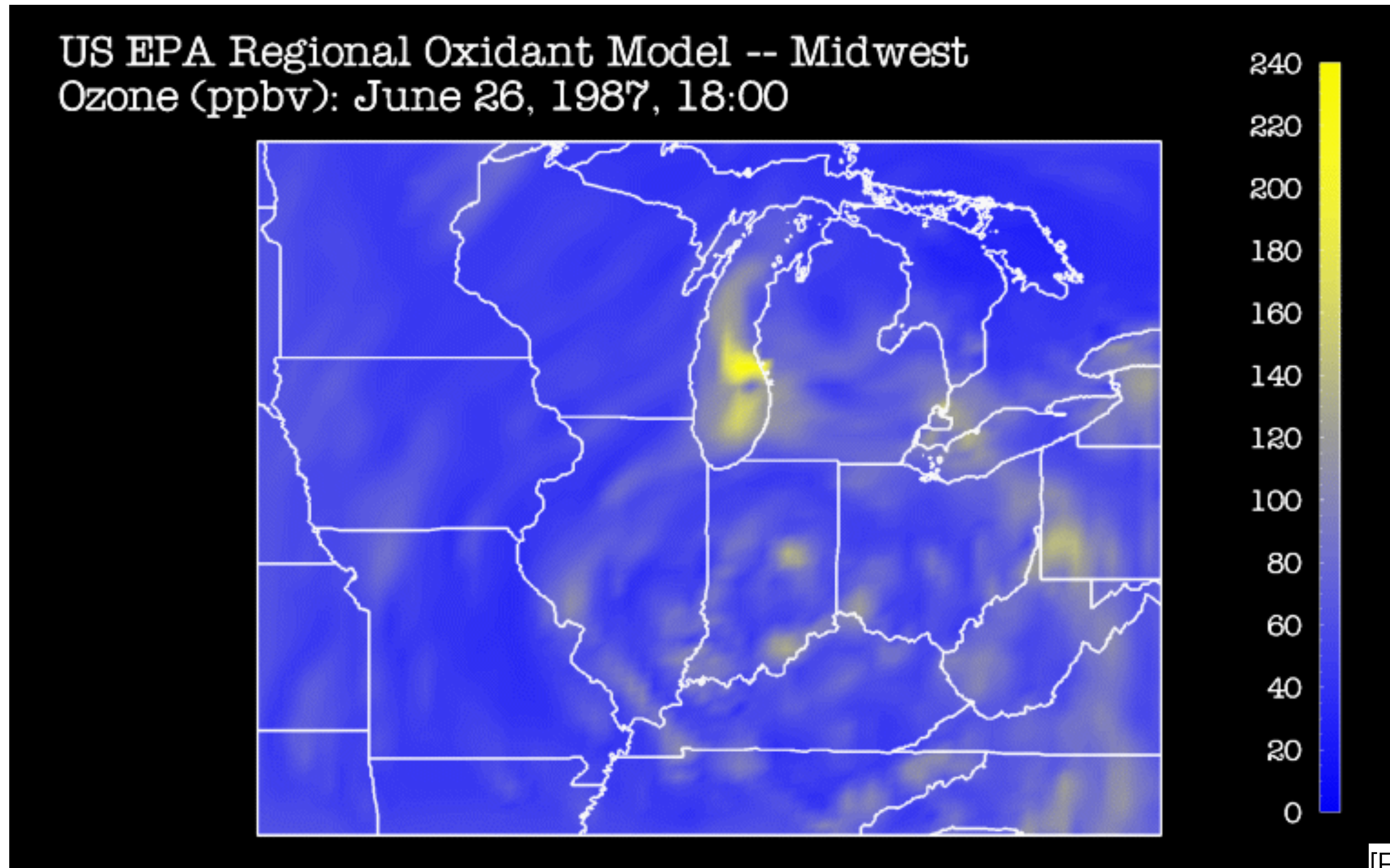
Discriminability

- Often, fewer colors are better
- Don't let viewers combine colors because they can't tell the difference
- Make the combinations yourself
- Also, can use the "Other" category to reduce the number of colors

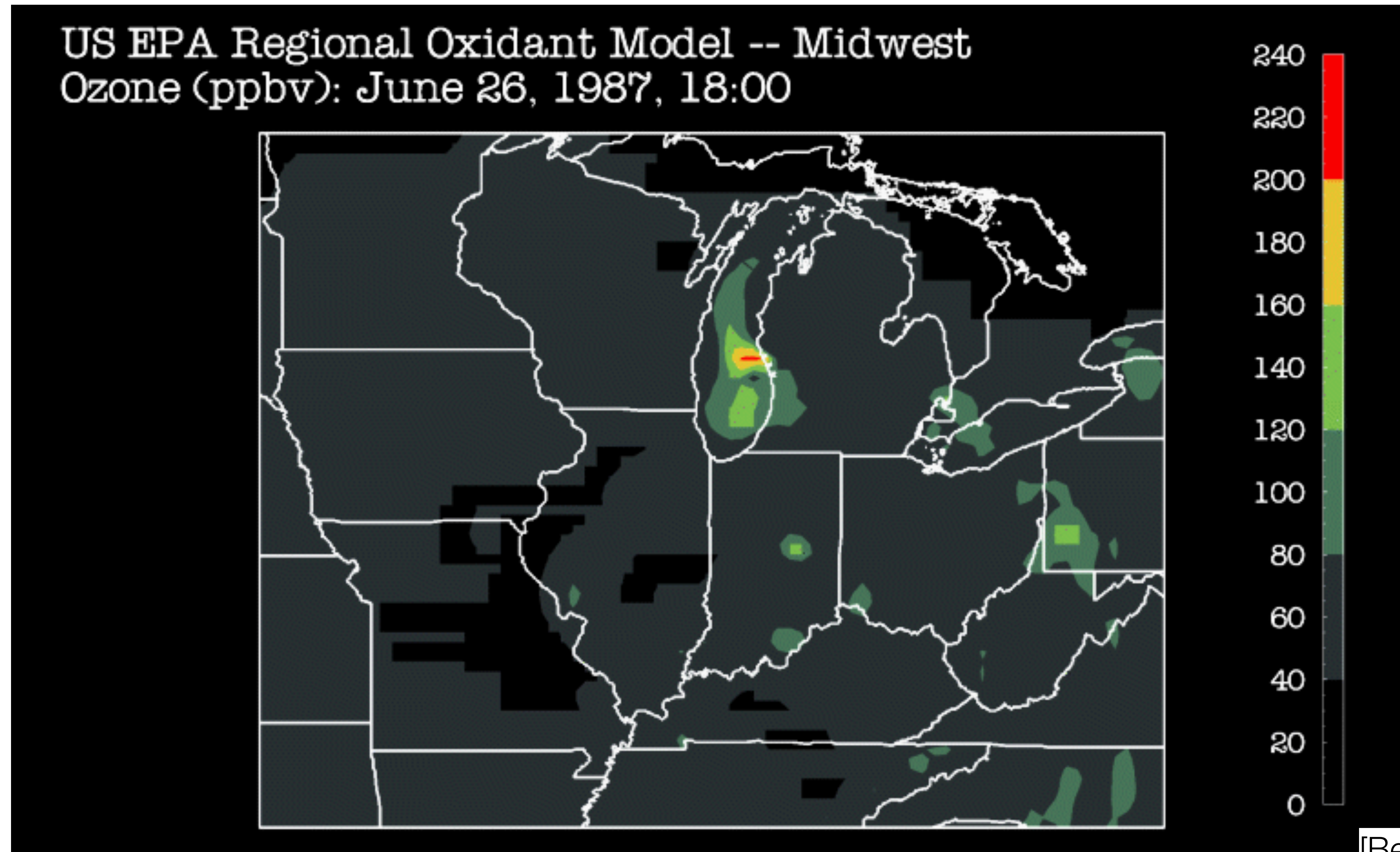
Ordered Colormaps

- Used for ordinal or quantitative attributes
- $[0, N]$: Sequential
- $[-N, 0, N]$: Diverging (has some meaningful midpoint)
- Can use hue, saturation, and luminance
- Remember hue is not a magnitude channel so be careful
- Can be **continuous** (smooth) or **segmented** (sharp boundaries)
 - Segmented matches with ordinal attributes
 - Can be used with quantitative data, too.

Continuous Colormap



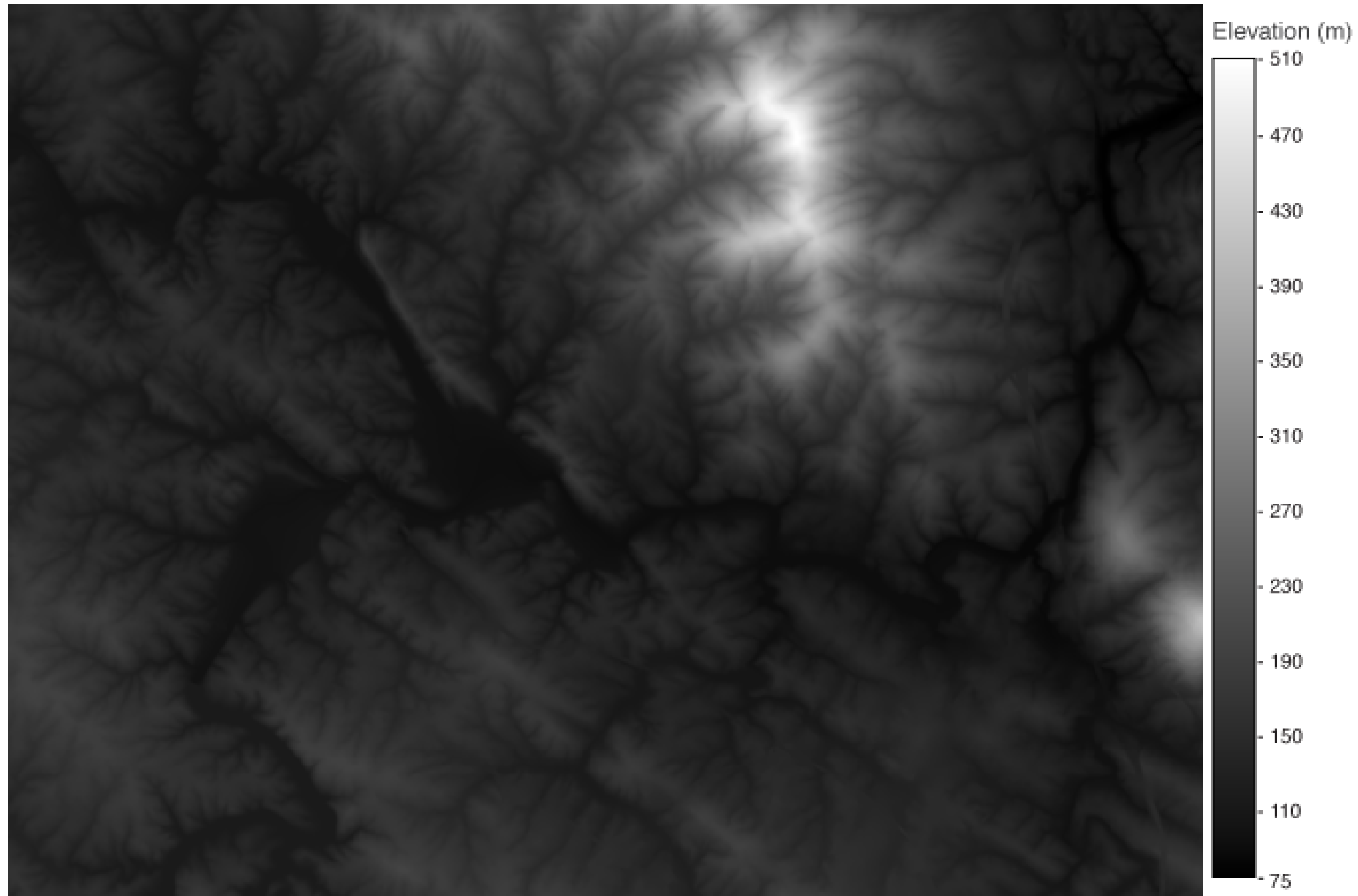
Segmented Colormap



[Bergman et al., 1995]

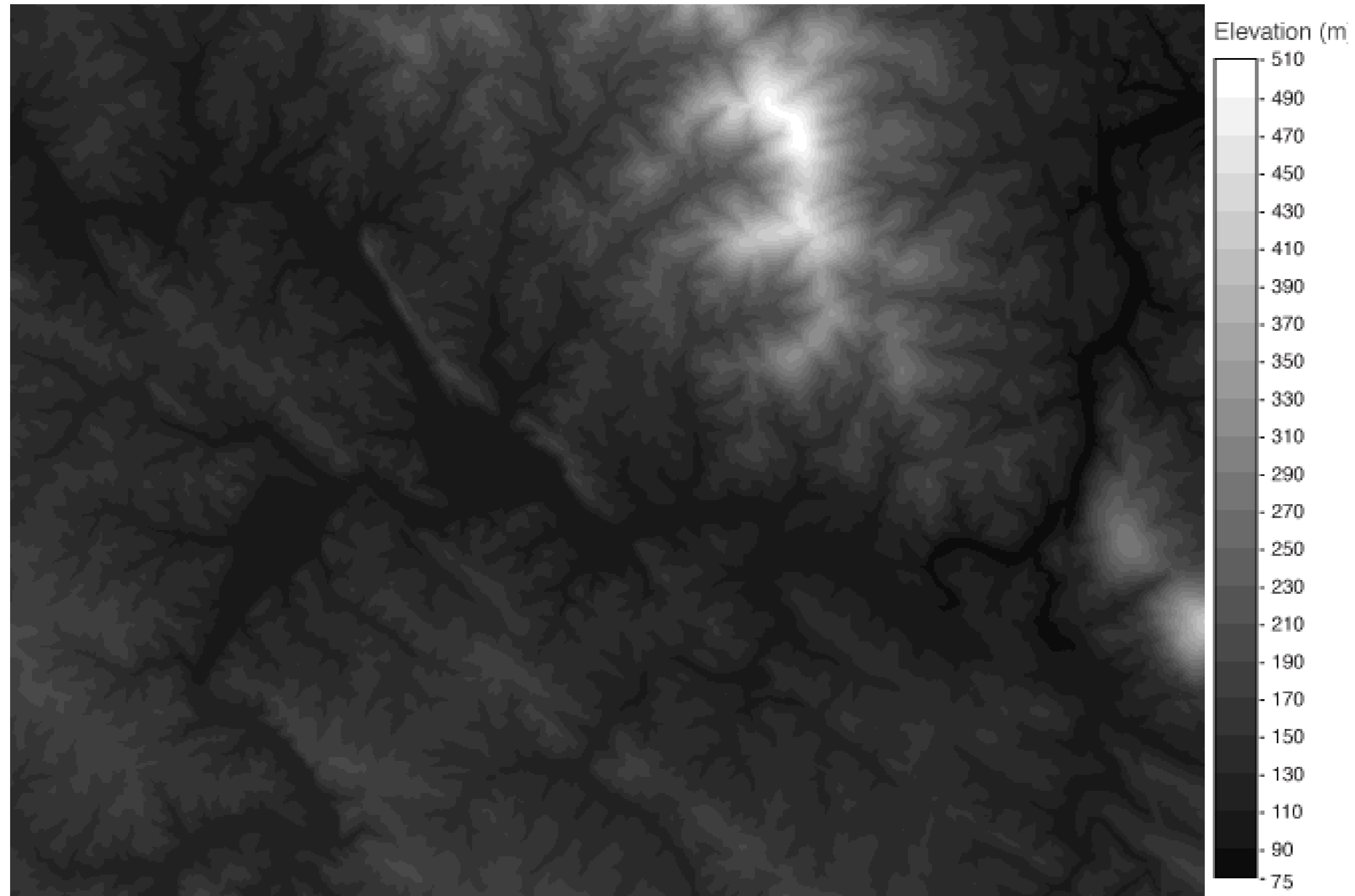
Is continuous better than segmented?

Continuous



[Padilla et al., 2017]

Many Segments



[Padilla et al., 2017]

Fewer Segments



[Padilla et al., 2017]

Types of Tasks

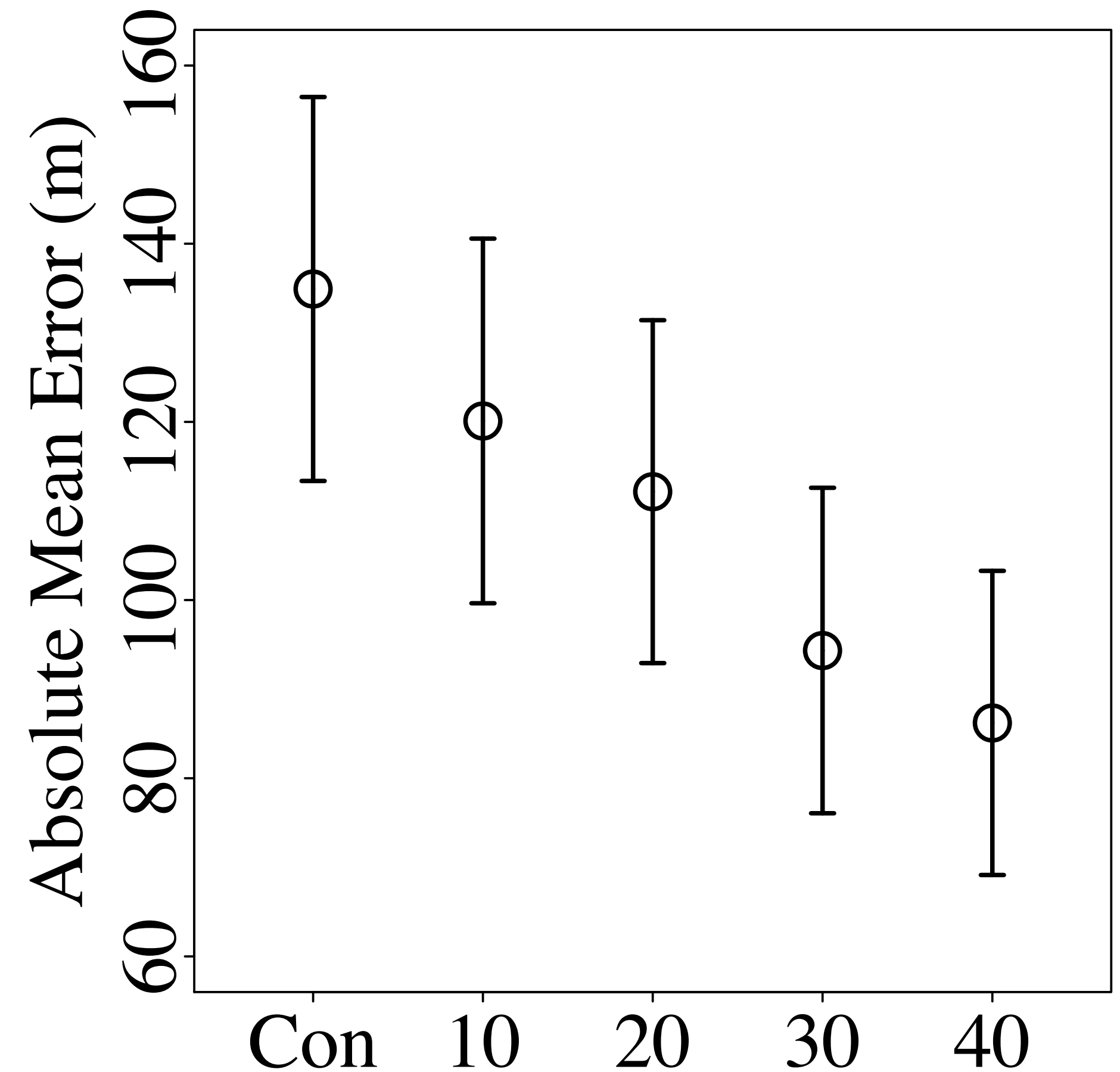
- Locate/Explore & Identify: Highest Point (Global, In Region), 275m
- Locate/Explore & Compare: Height Compare/Rank
- Explore & Identify: Steepest
- Lookup & Identify: Lookup
- Explore & Compare: Steepness Compare/Rank
- Browse & Summarize: Average Height
- Browse & Compare: Compare Average Height
- Combination: Steepest at 355m

[Padilla et al., 2017]

Results

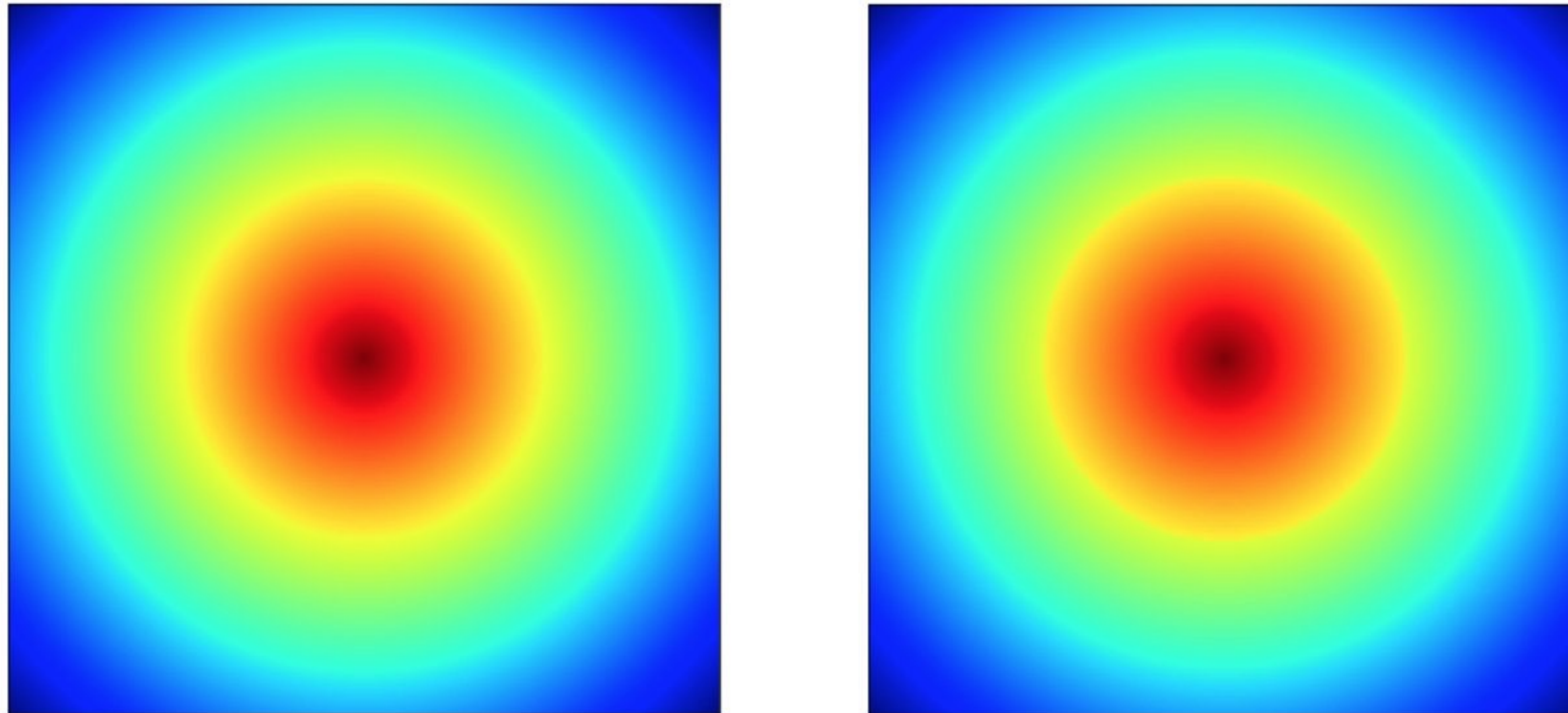
- "[C]ontrary to the expressiveness principle, no cases were found in which a continuous encoding of 2D scalar field data was advantageous for task accuracy, and for some tasks, specific binned encodings facilitated accuracy."
- "[S]upport for the counterintuitive finding that decisions with binned encoding were slower than those made with continuous encoding"
- Word of caution: single image!

Lookup Task (Lower)



[Padilla et al., 2017]

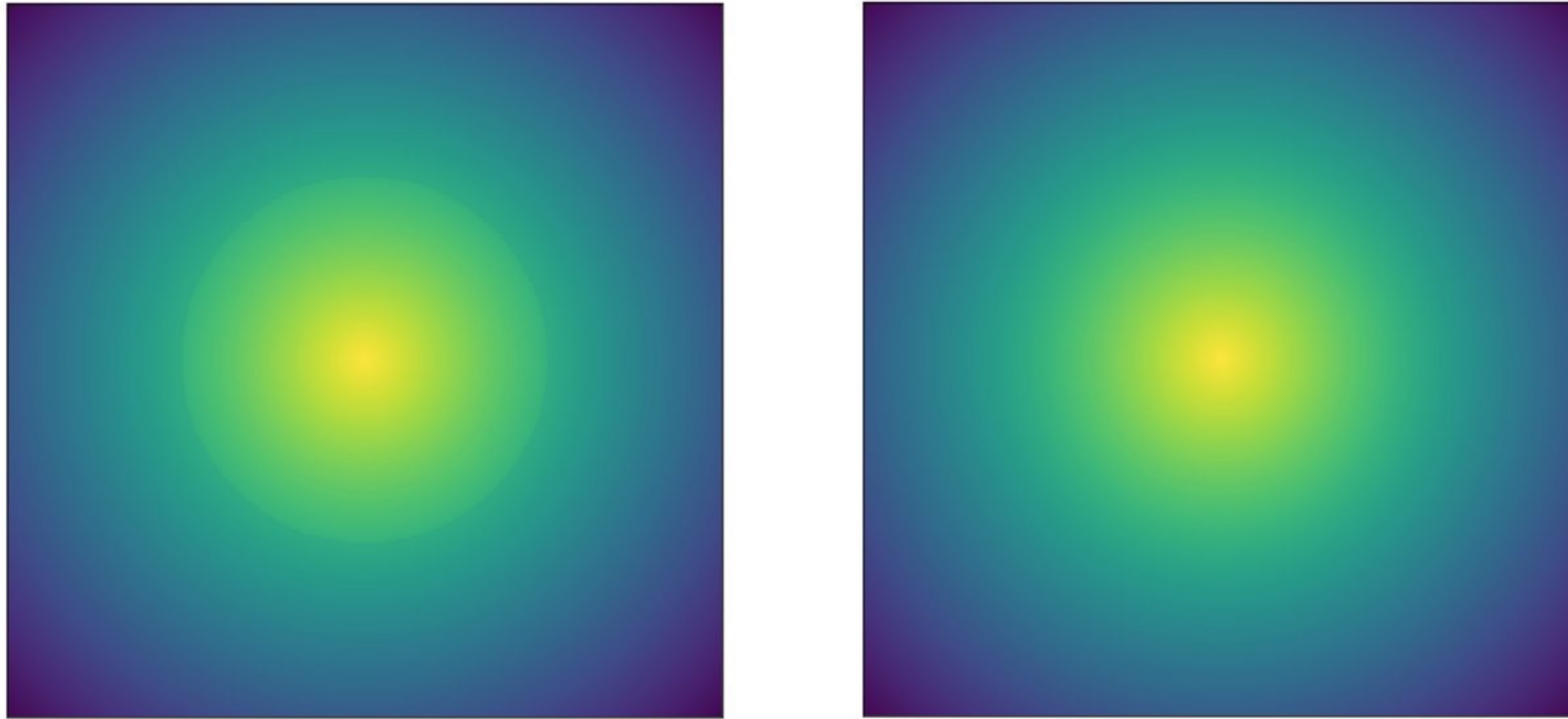
Don't Use Rainbow Colormaps



Which has a discontinuity?

[M. Bussonnier]

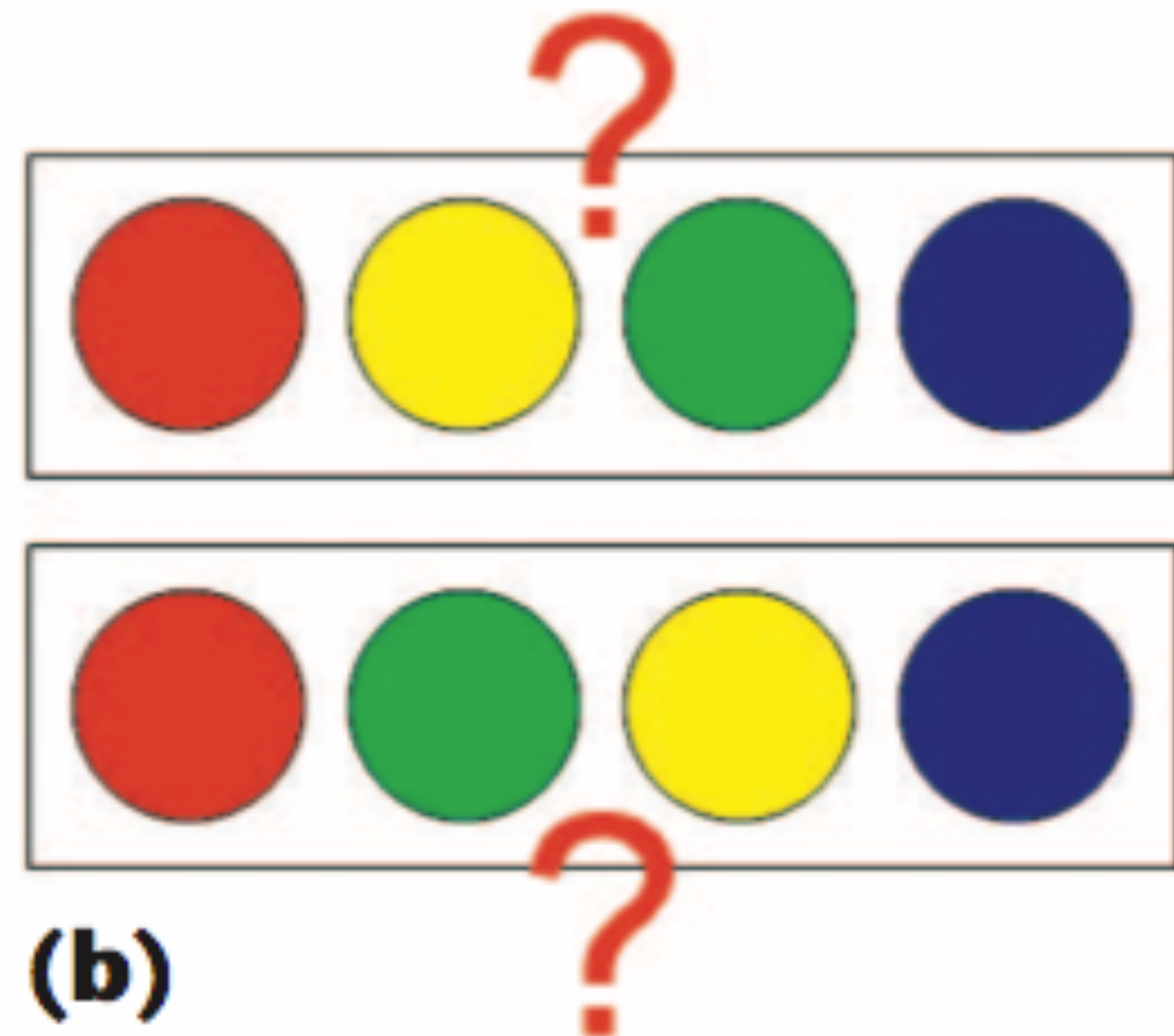
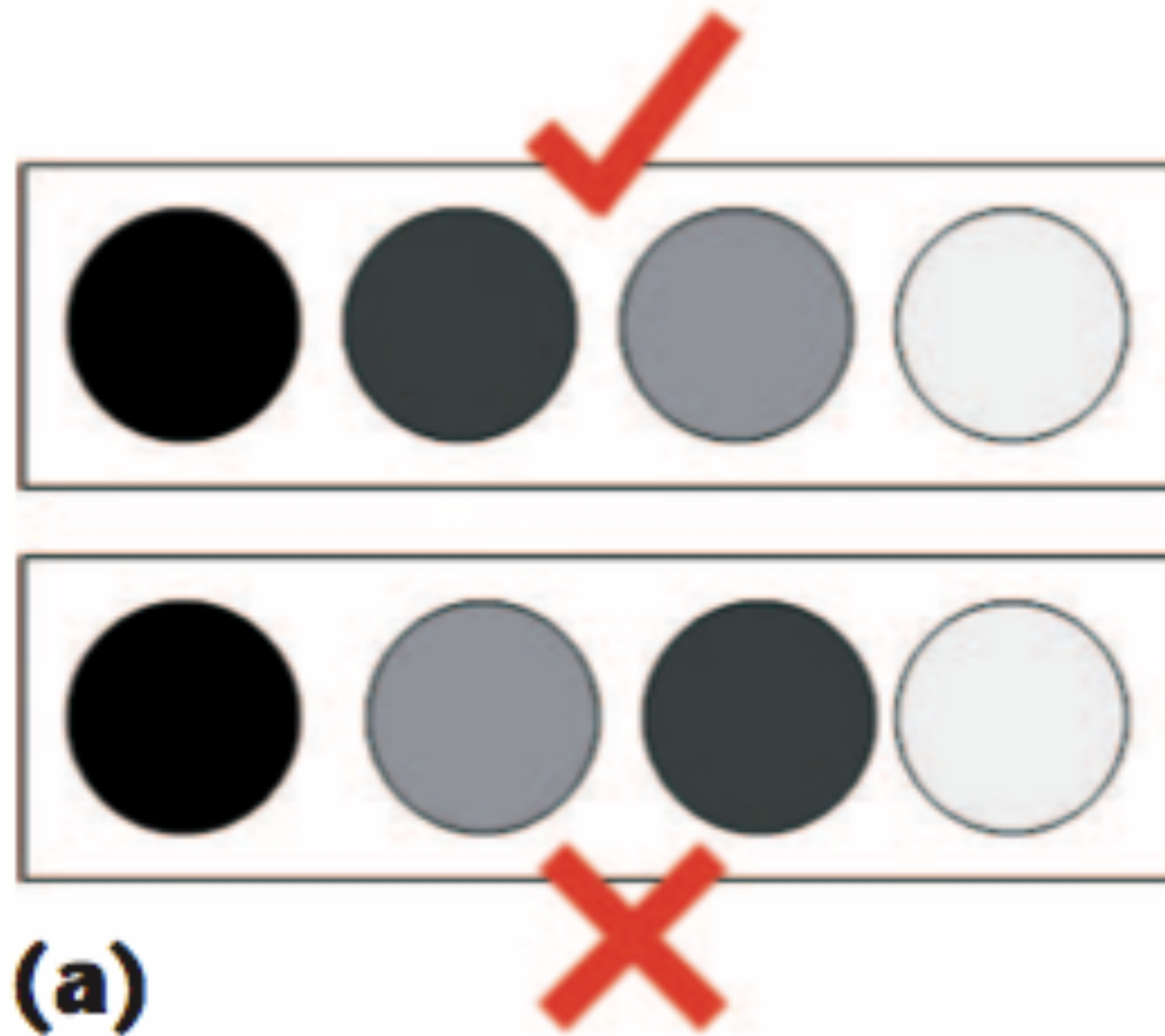
Other Colormaps Work Better



Which has a discontinuity?

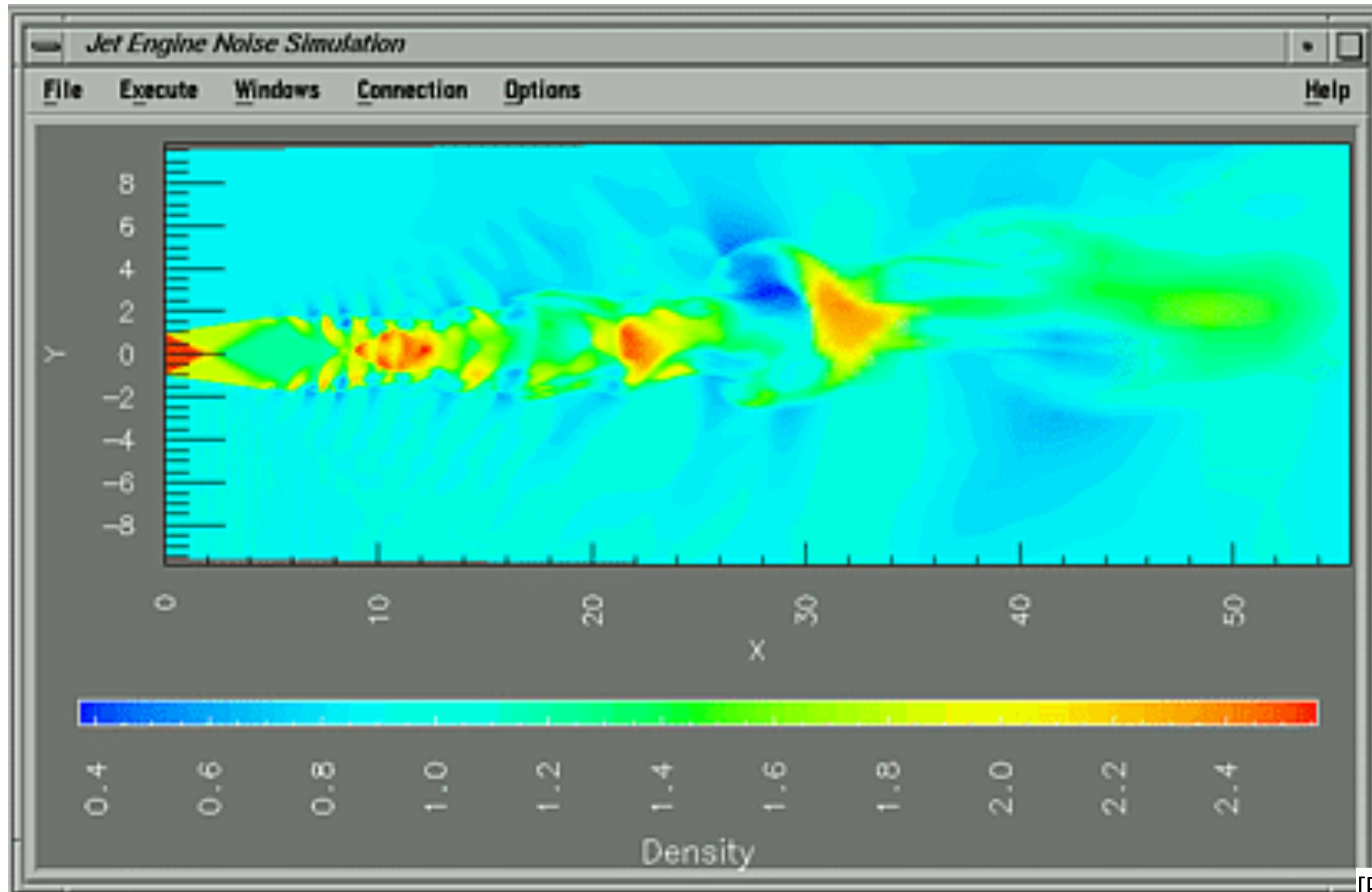
[M. Bussonnier]

Ordering Color?



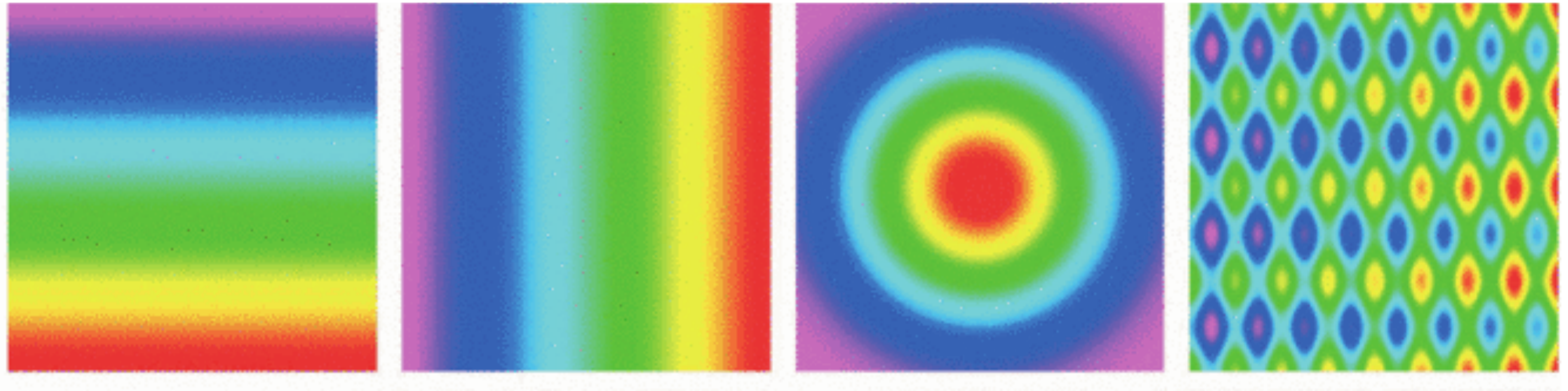
[Borland & Taylor, 2007]

Rainbow Colormap



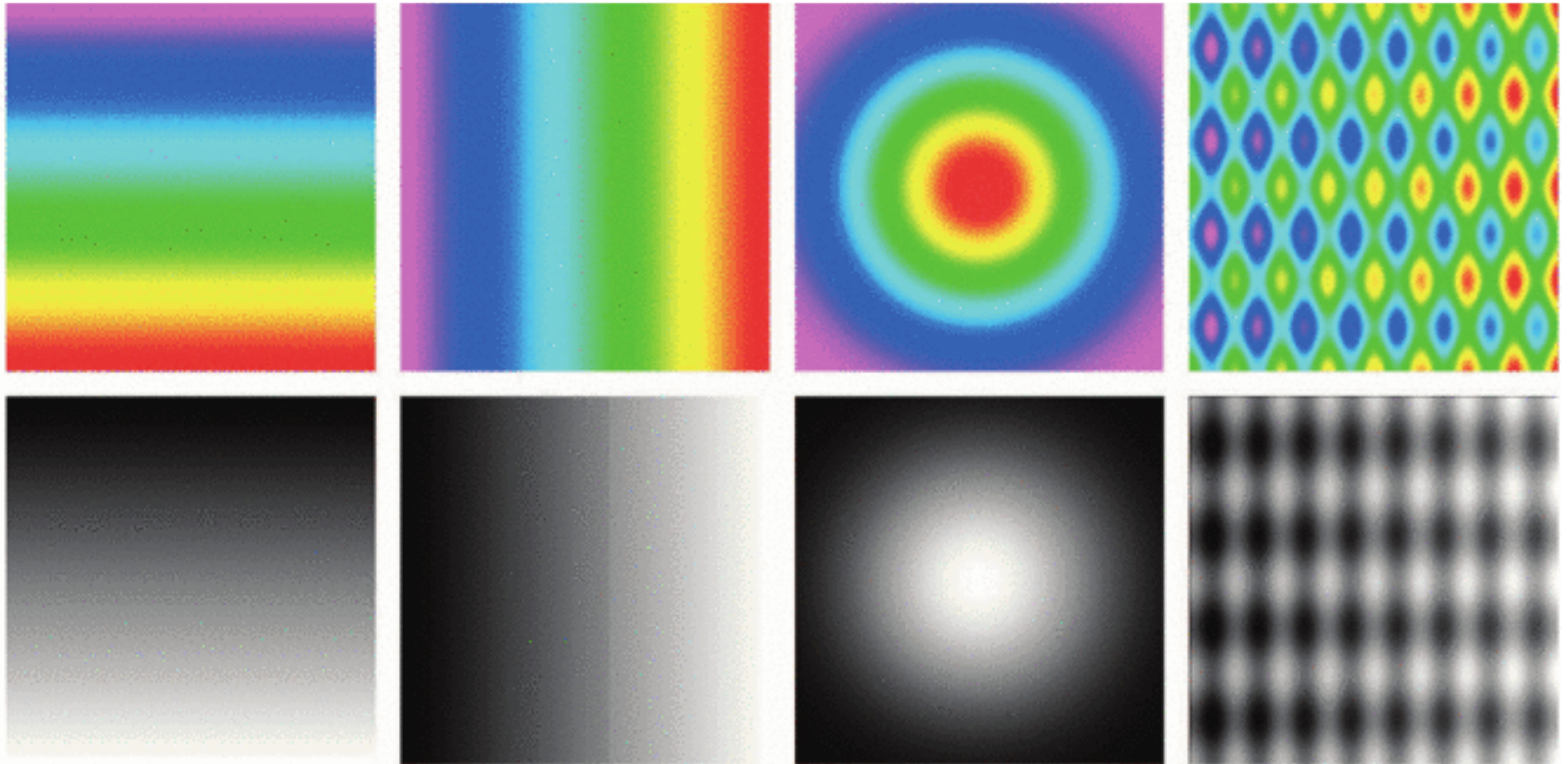
[Bergman et al., 1995]

Artifacts from Rainbow Colormaps



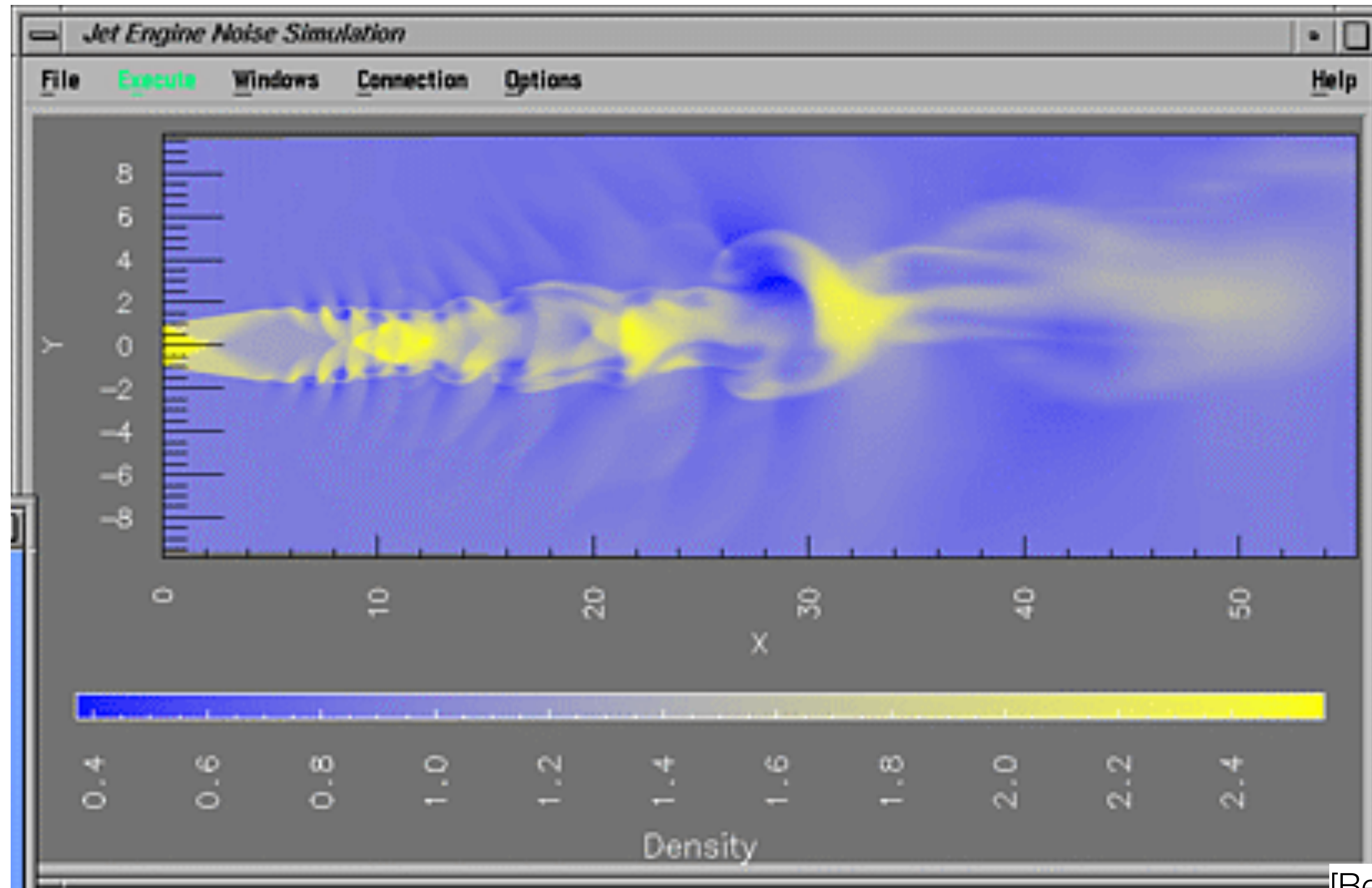
[Borland & Taylor, 2007]

Artifacts from Rainbow Colormaps



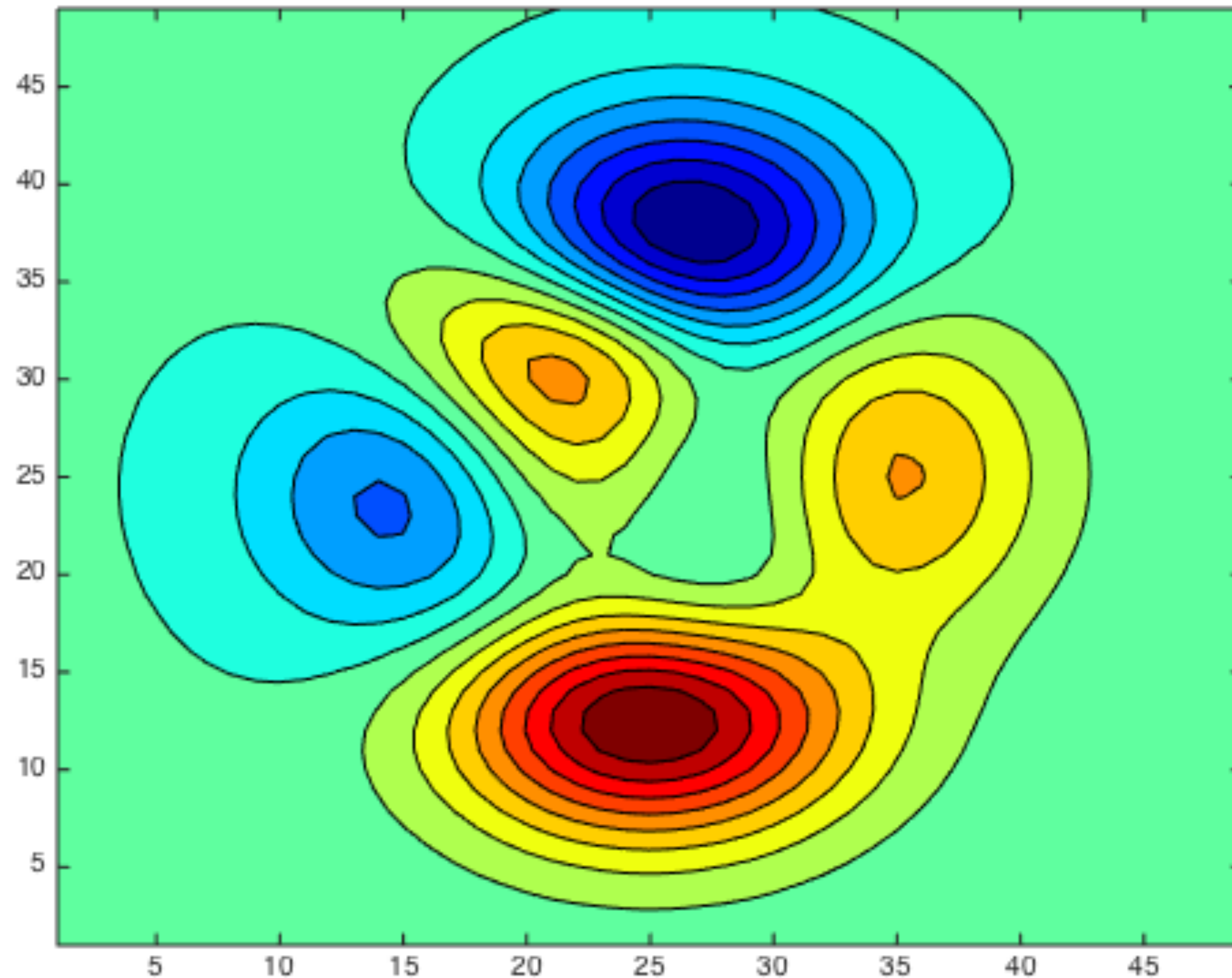
[Borland & Taylor, 2007]

Two-Hue Colormap



[Bergman et al., 1995]

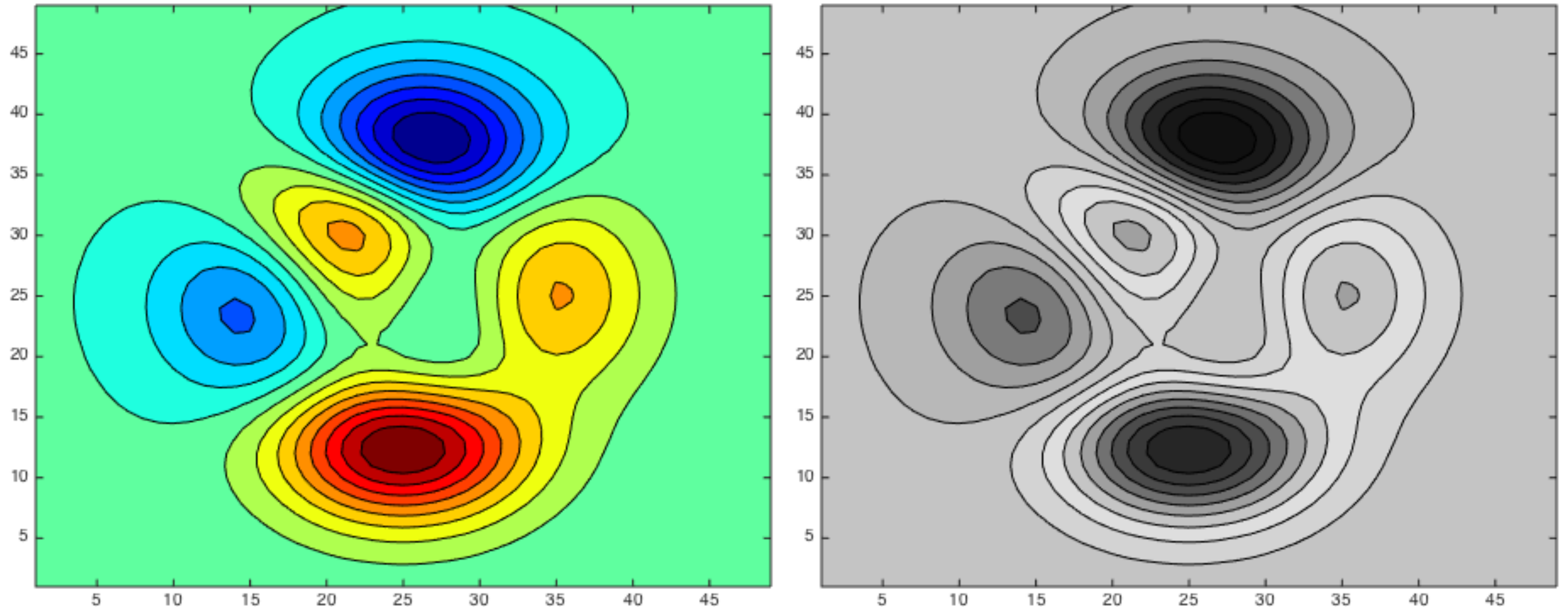
"Get It Right in Black and White" - M. Stone



jet colormap

[S. Eddins ([Matlab Blog](#)), 2014]

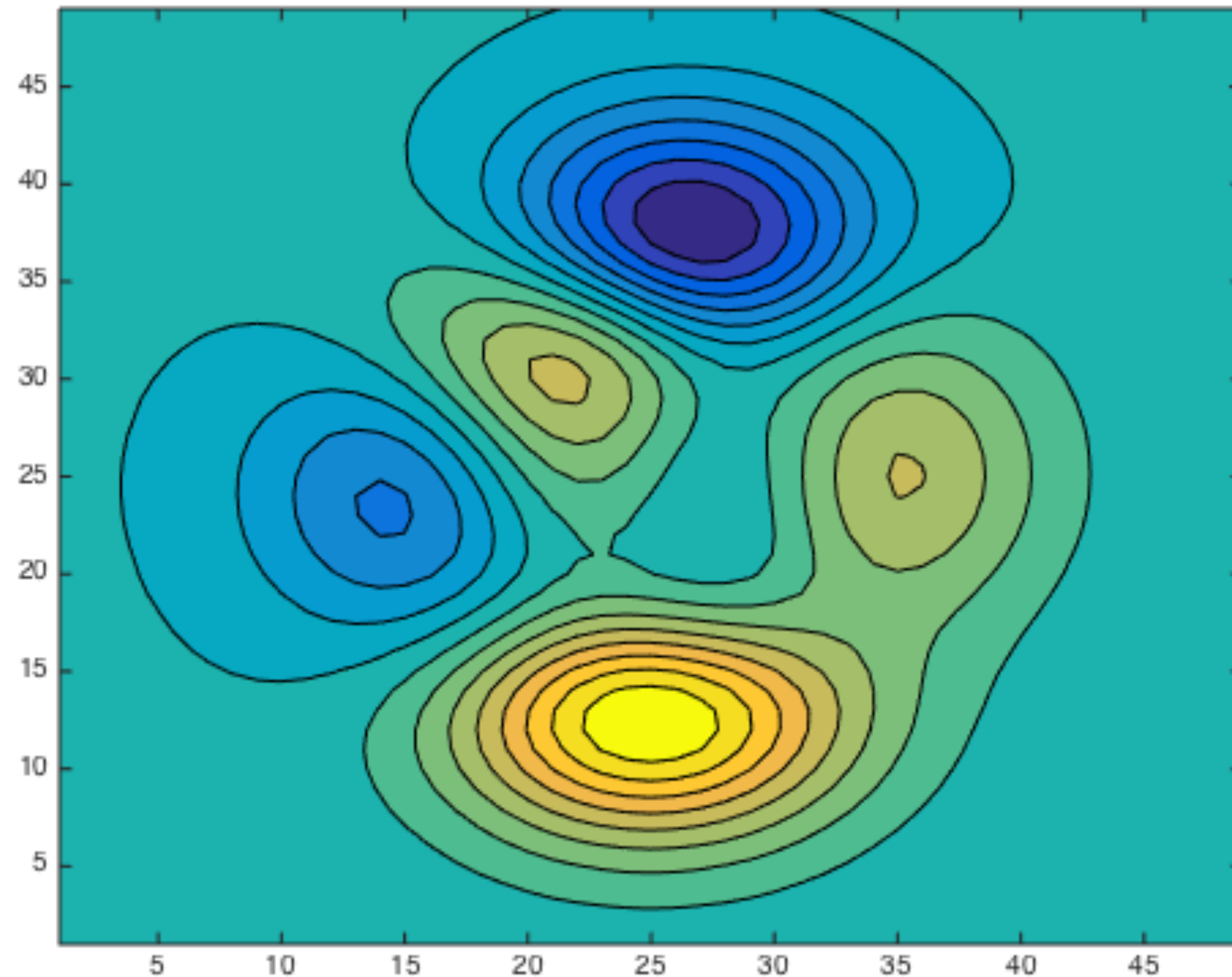
"Get It Right in Black and White" - M. Stone



jet colormap

[S. Eddins ([Matlab Blog](#)), 2014]

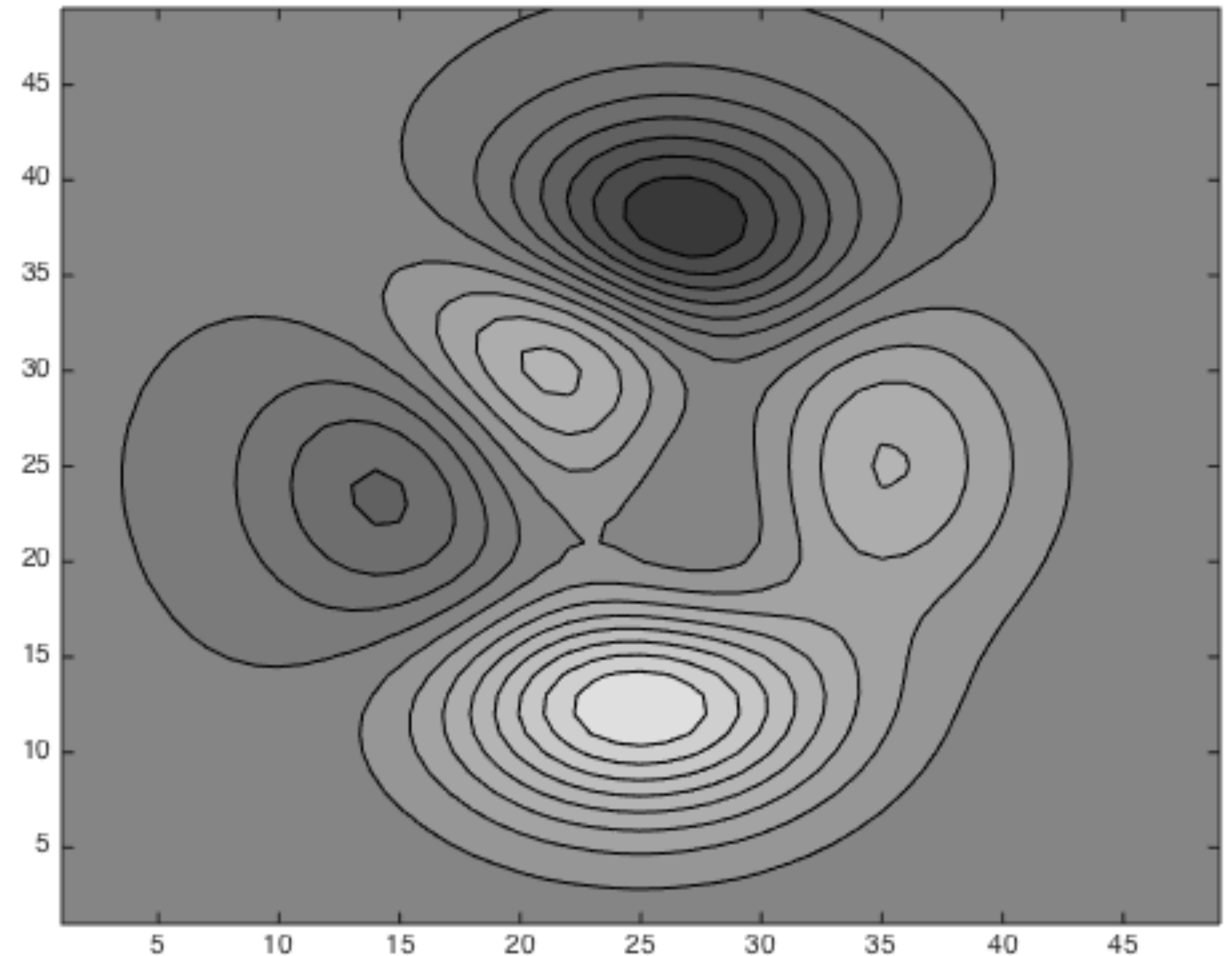
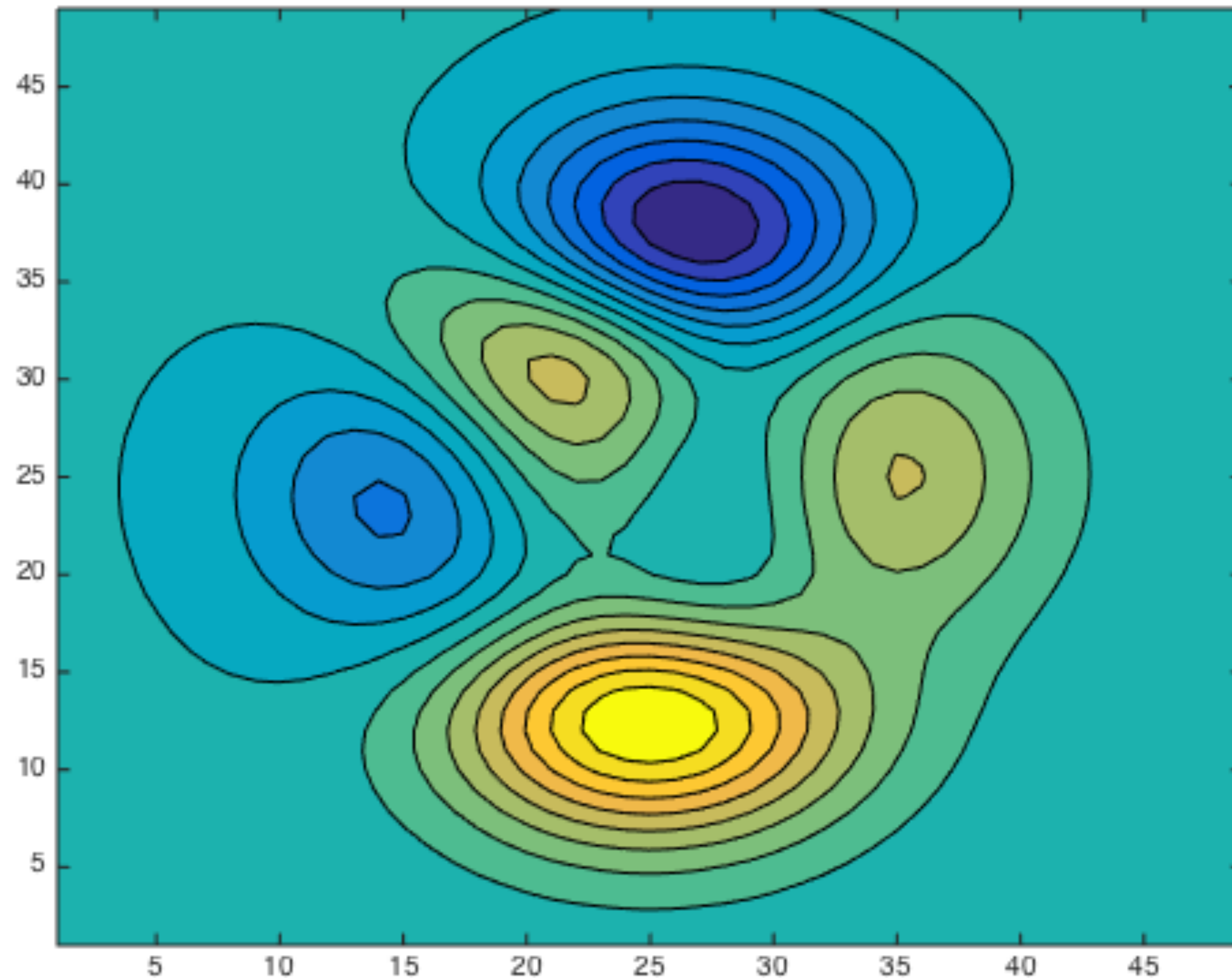
"Get It Right in Black and White" - M. Stone



parula colormap

[S. Eddins ([Matlab Blog](#)), 2014]

"Get It Right in Black and White" - M. Stone



parula colormap

[S. Eddins ([Matlab Blog](#)), 2014]

Isoluminant Rainbow Colormap



Original



Isoluminant

[Kindlmann et al., 2002]

Turbo Colormap (August 2019)

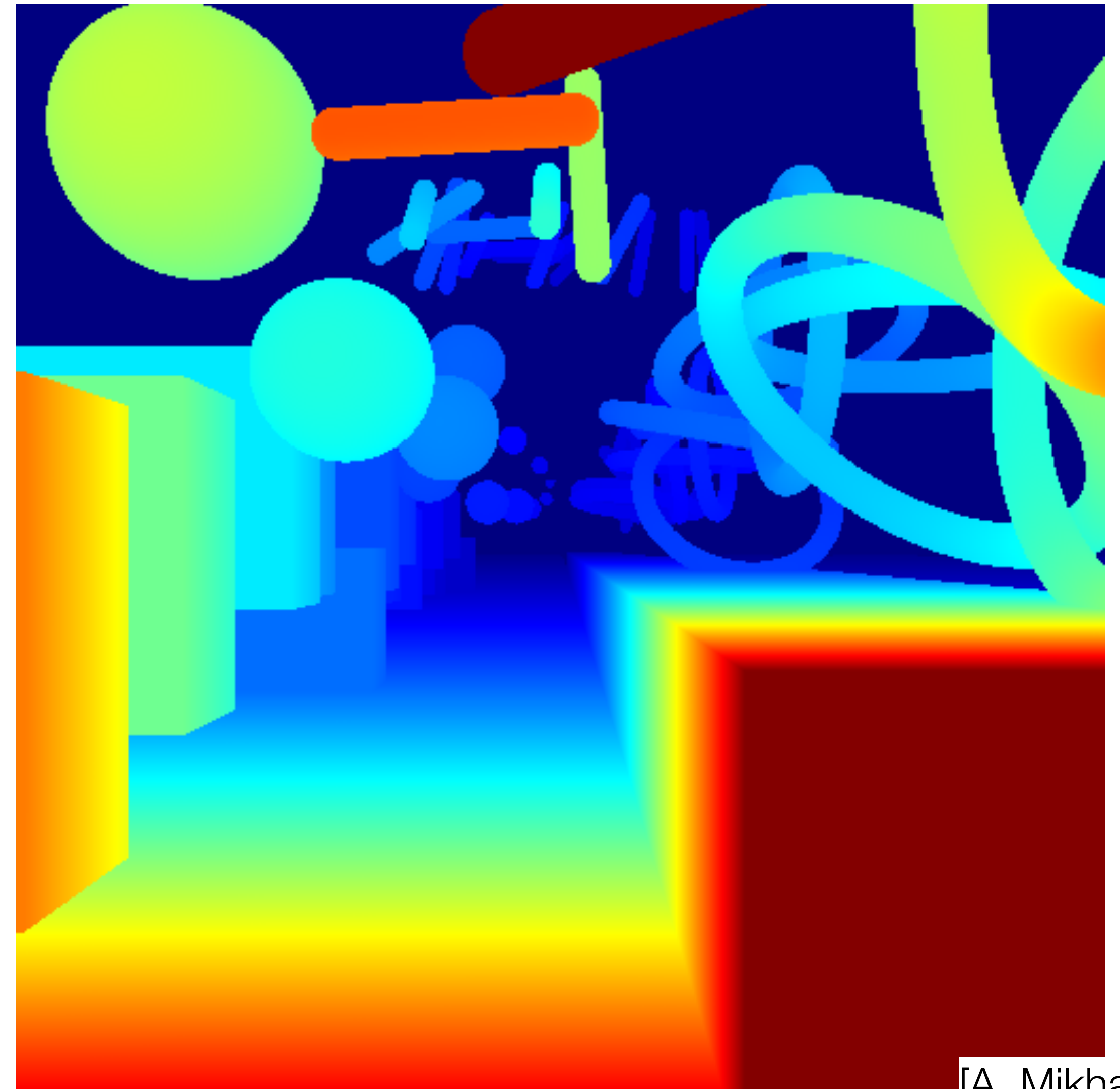
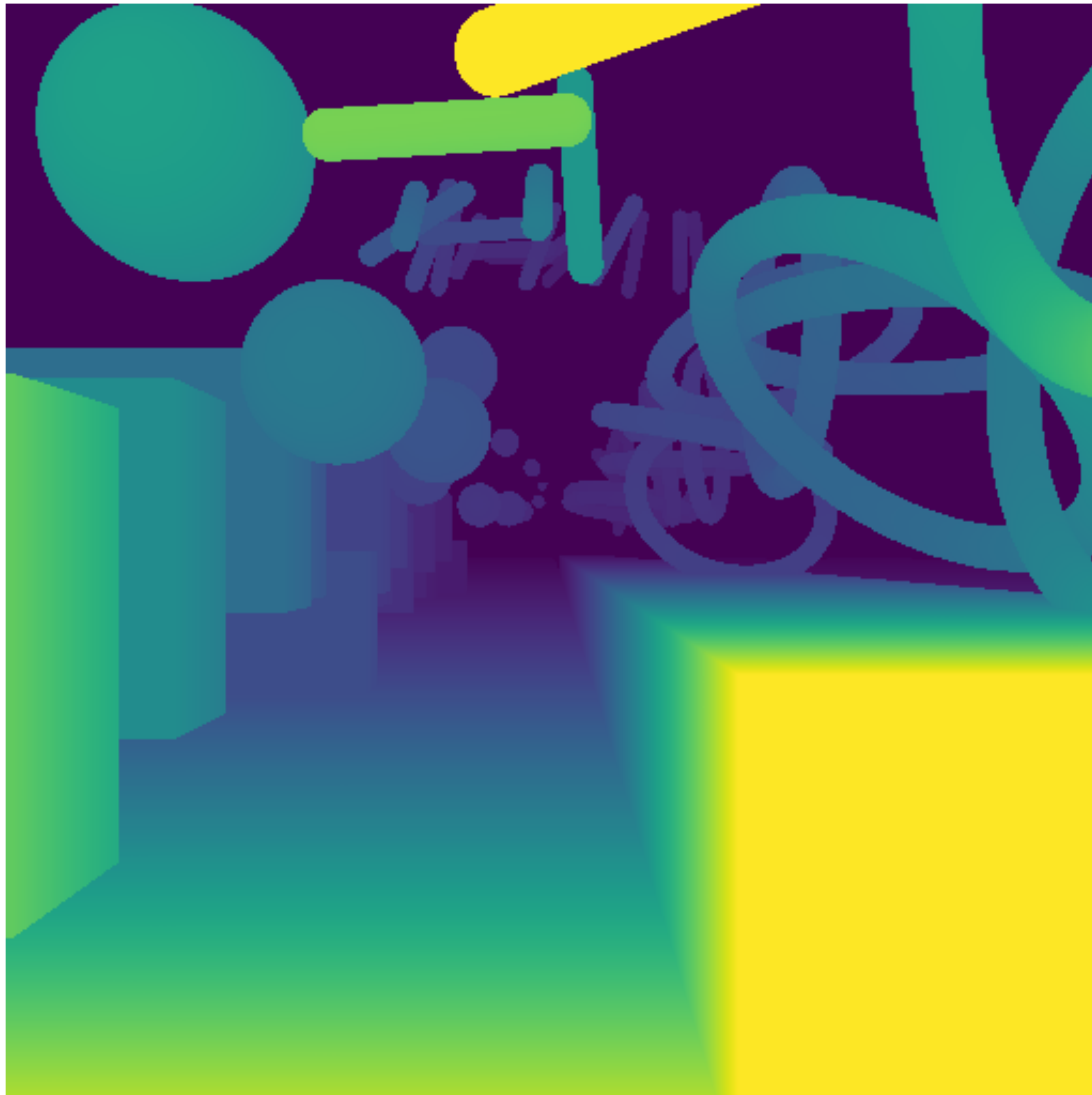


Jet



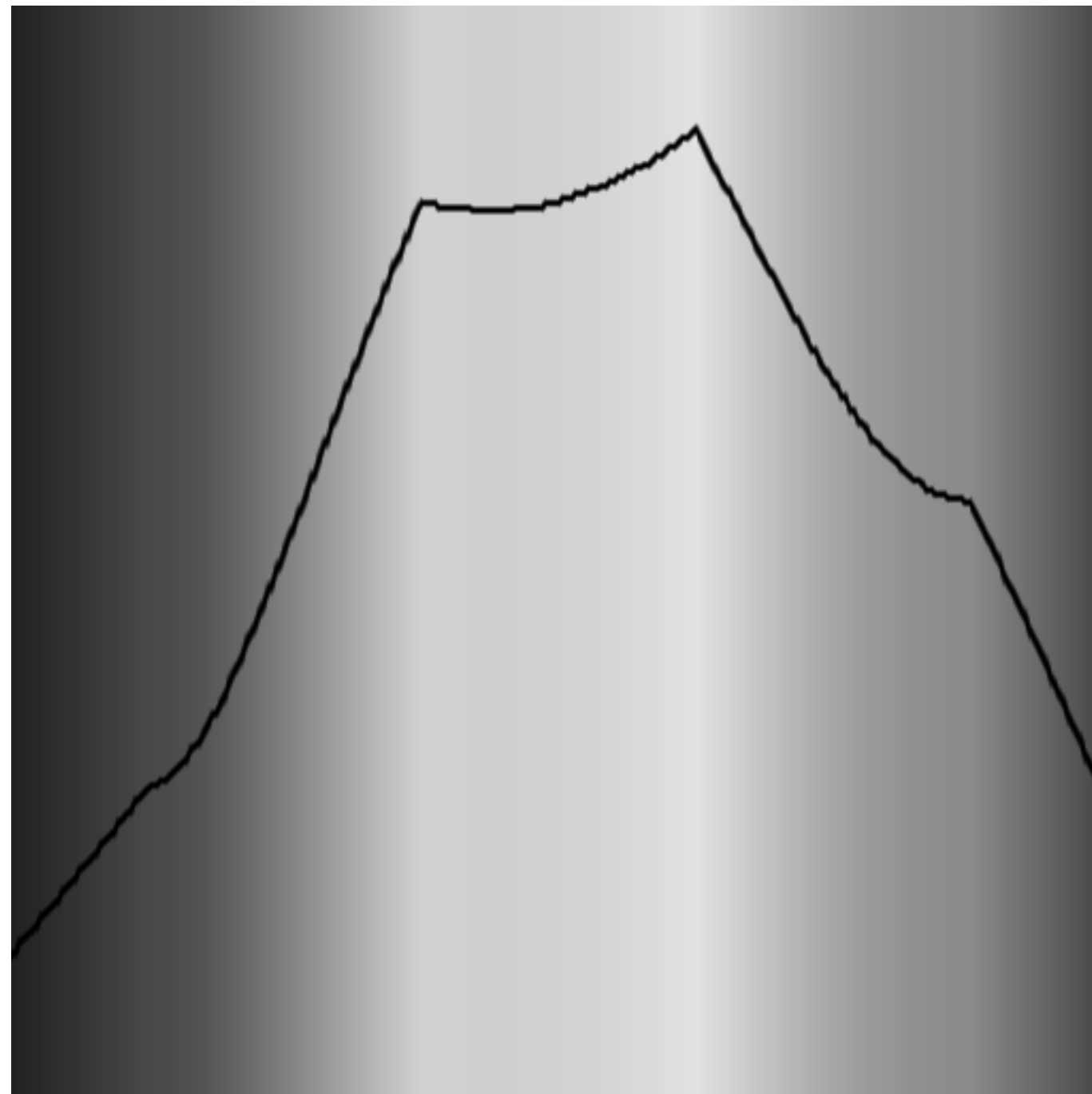
Turbo

Turbo: More Detail in Disparity Maps?

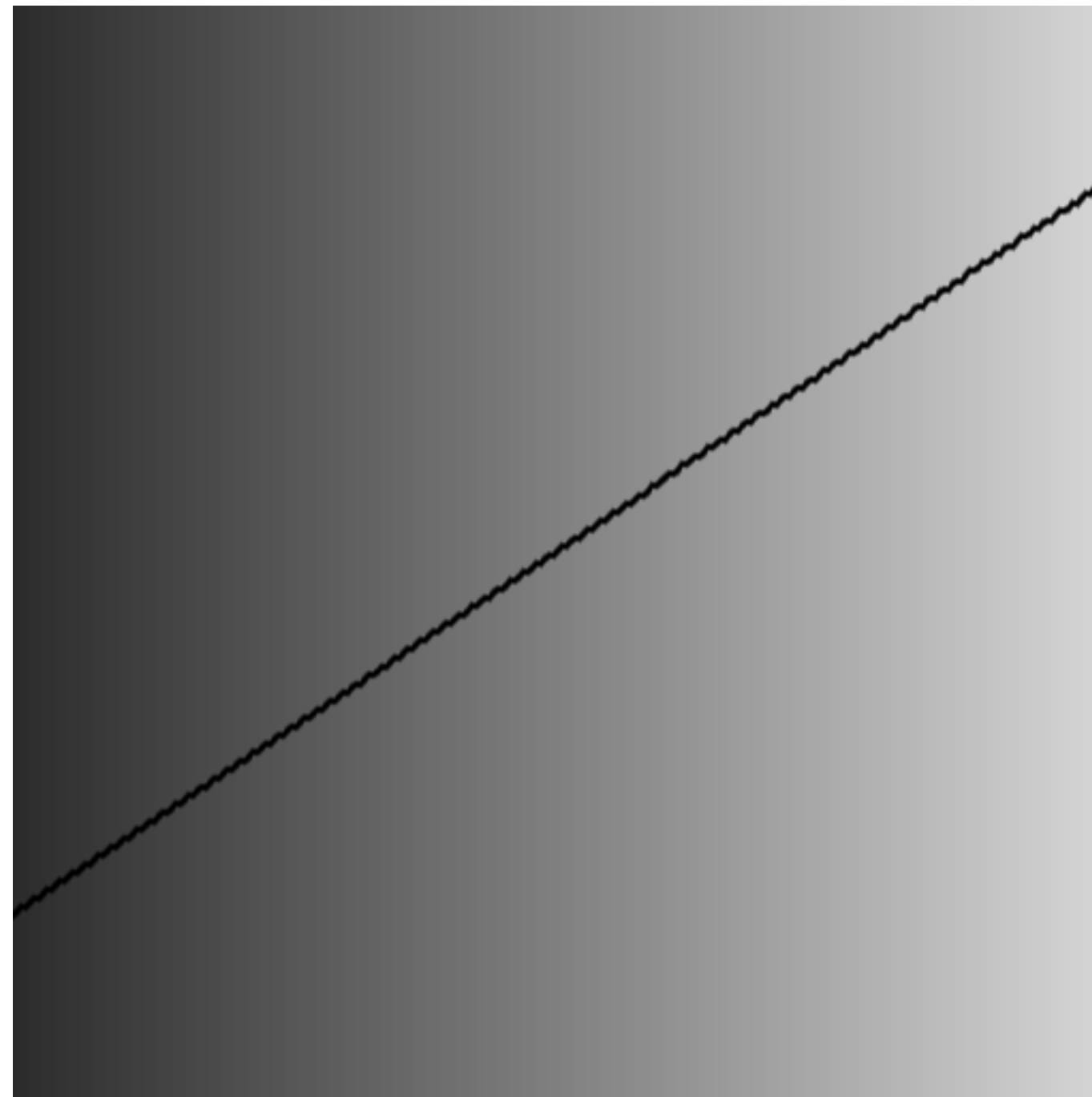


[A. Mikhailov]

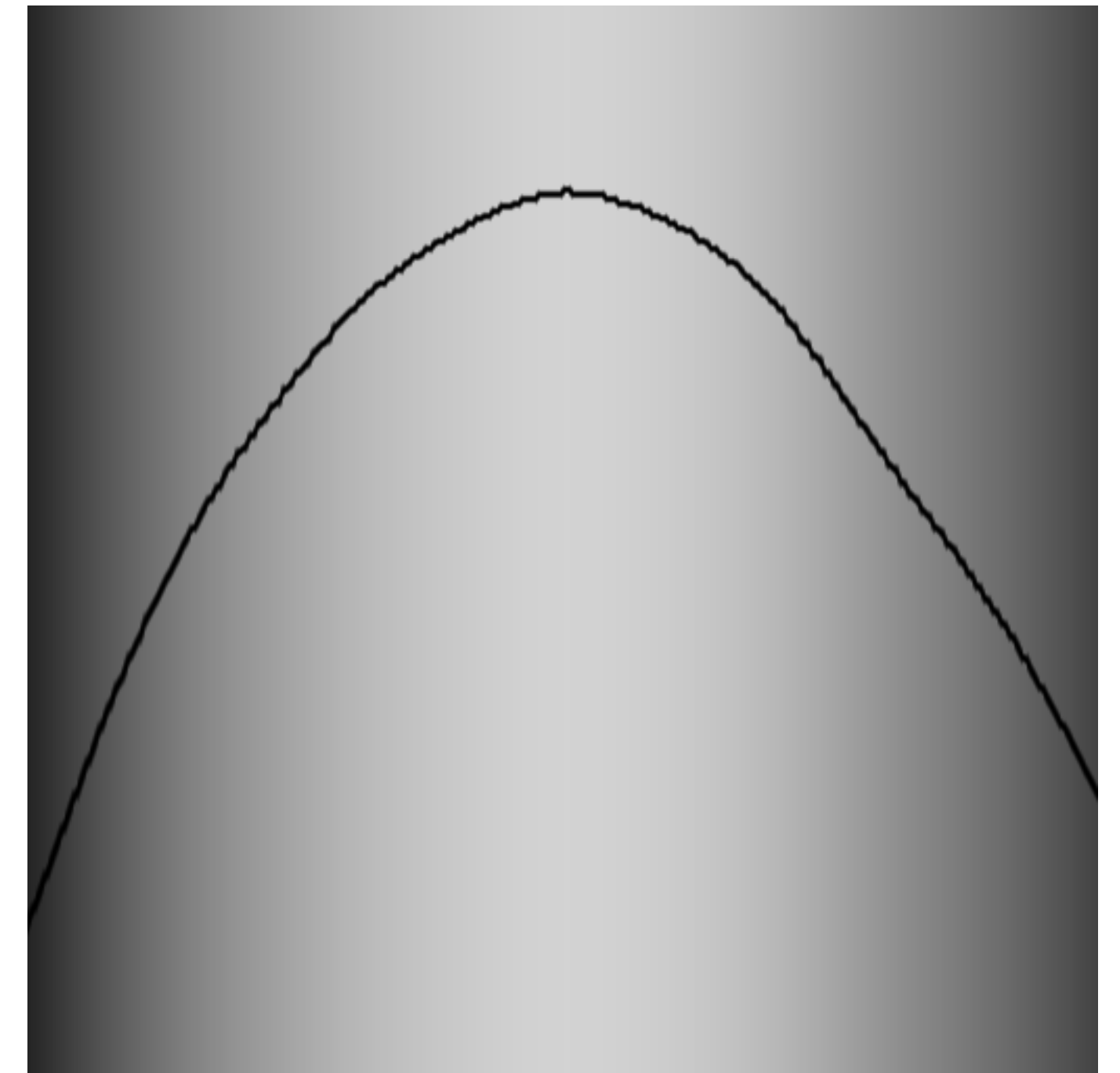
Turbo: Lightness Profiles



Jet



Viridis



Turbo

[A. Mikhailov]

Turbo Discussion

- Turbo is an improvement over jet
- Some fields (e.g. meteorology) have long used rainbow-like colormaps
- Argument is that segments are more easily located
- Turbo post claims that hue is prioritized in attention, but this seems to misinterpret the study...
- Brightness and saturation are more important than hue in attracting attention [Camgöz et al., 2004 h/t J. Stevens]

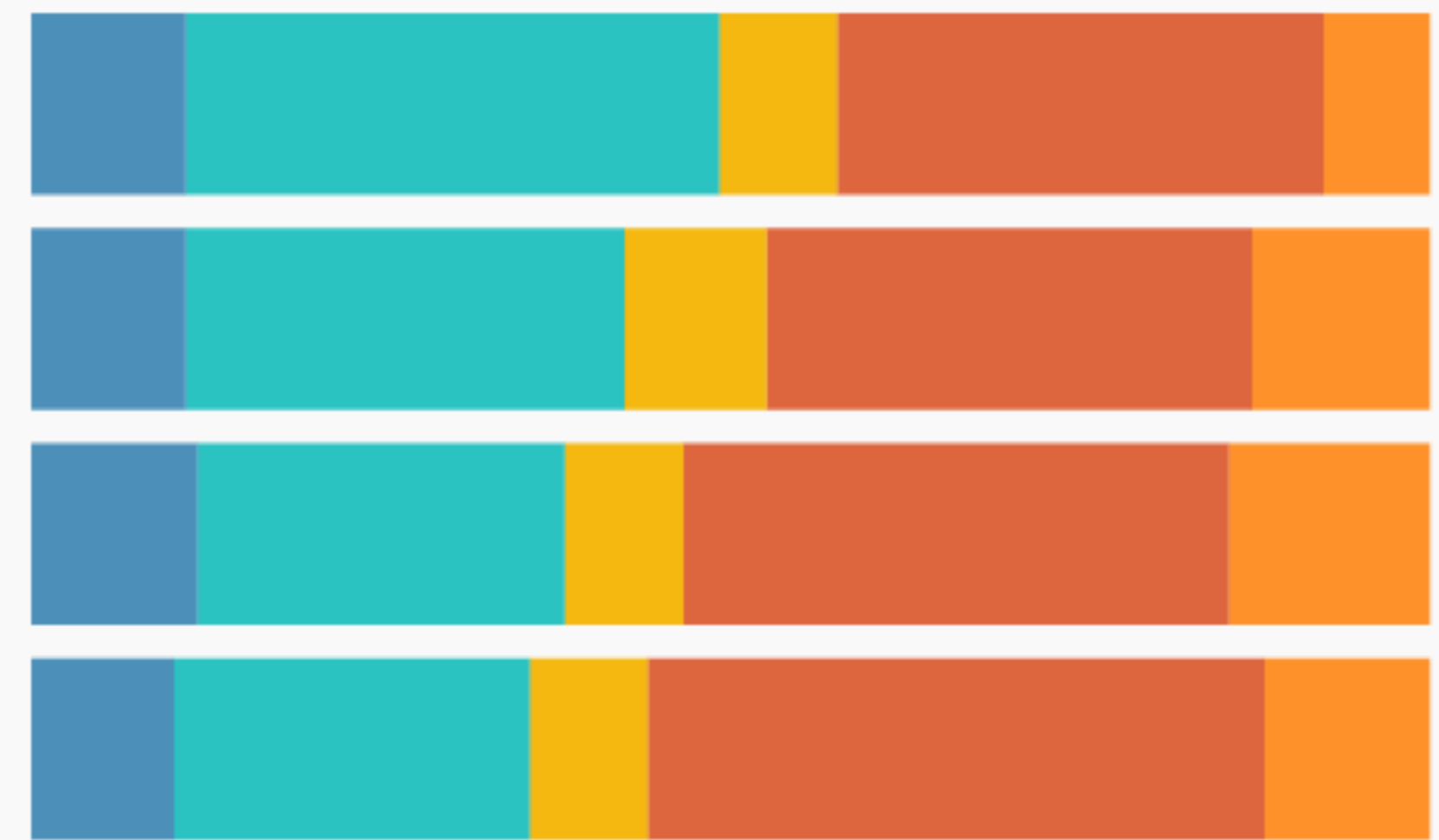
More Guidelines

- Nice set of articles by Lisa Charlotte Rost:
 - <https://blog.datawrapper.de/colorguide/>
 - <https://blog.datawrapper.de/beautifulcolors/>
- Her guidelines on choosing colors:
 - 1. Copy from others**
 - 2. Use Tools**
 3. ...

Don't Dance Around the Color Wheel



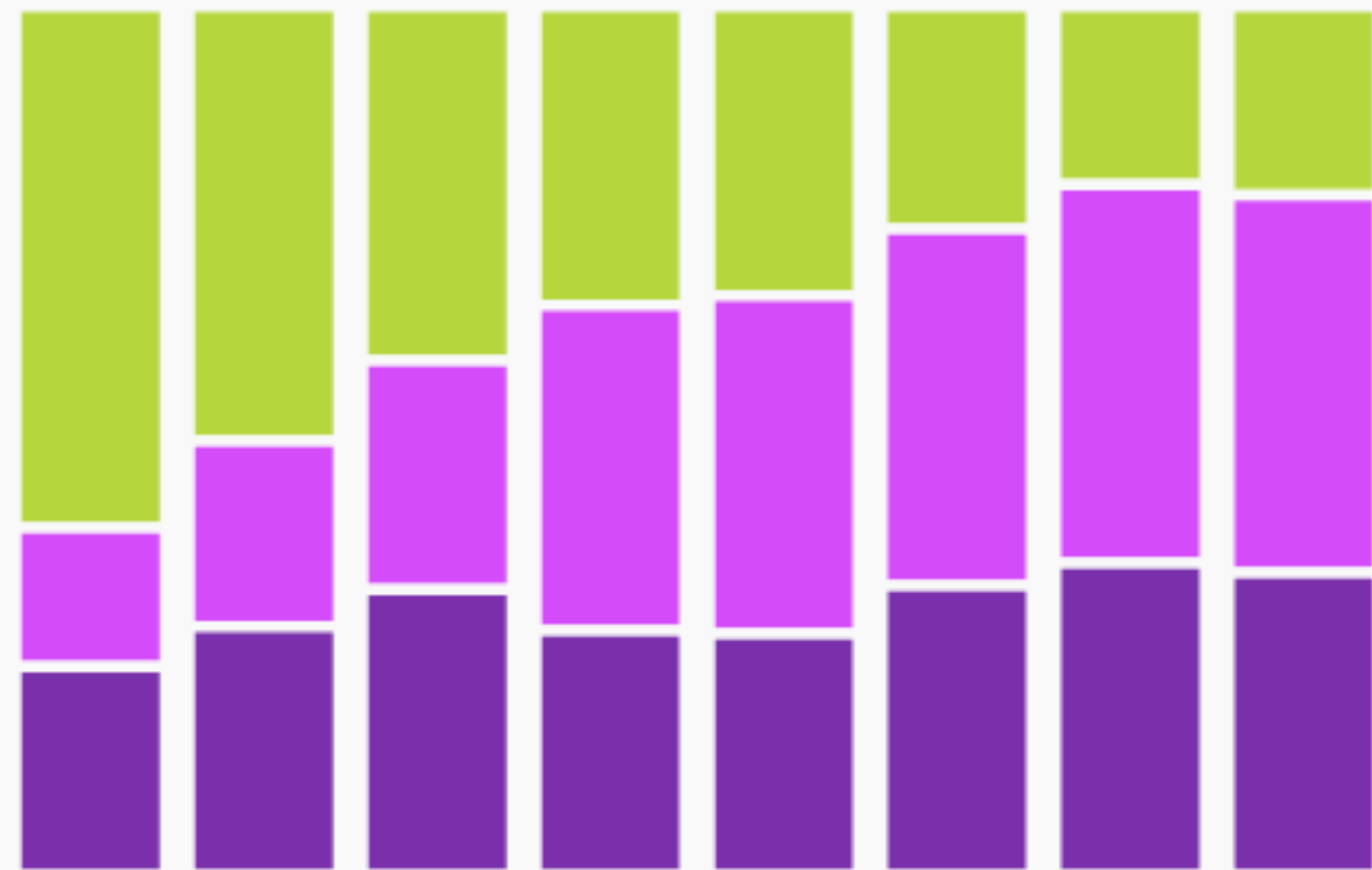
NOT IDEAL



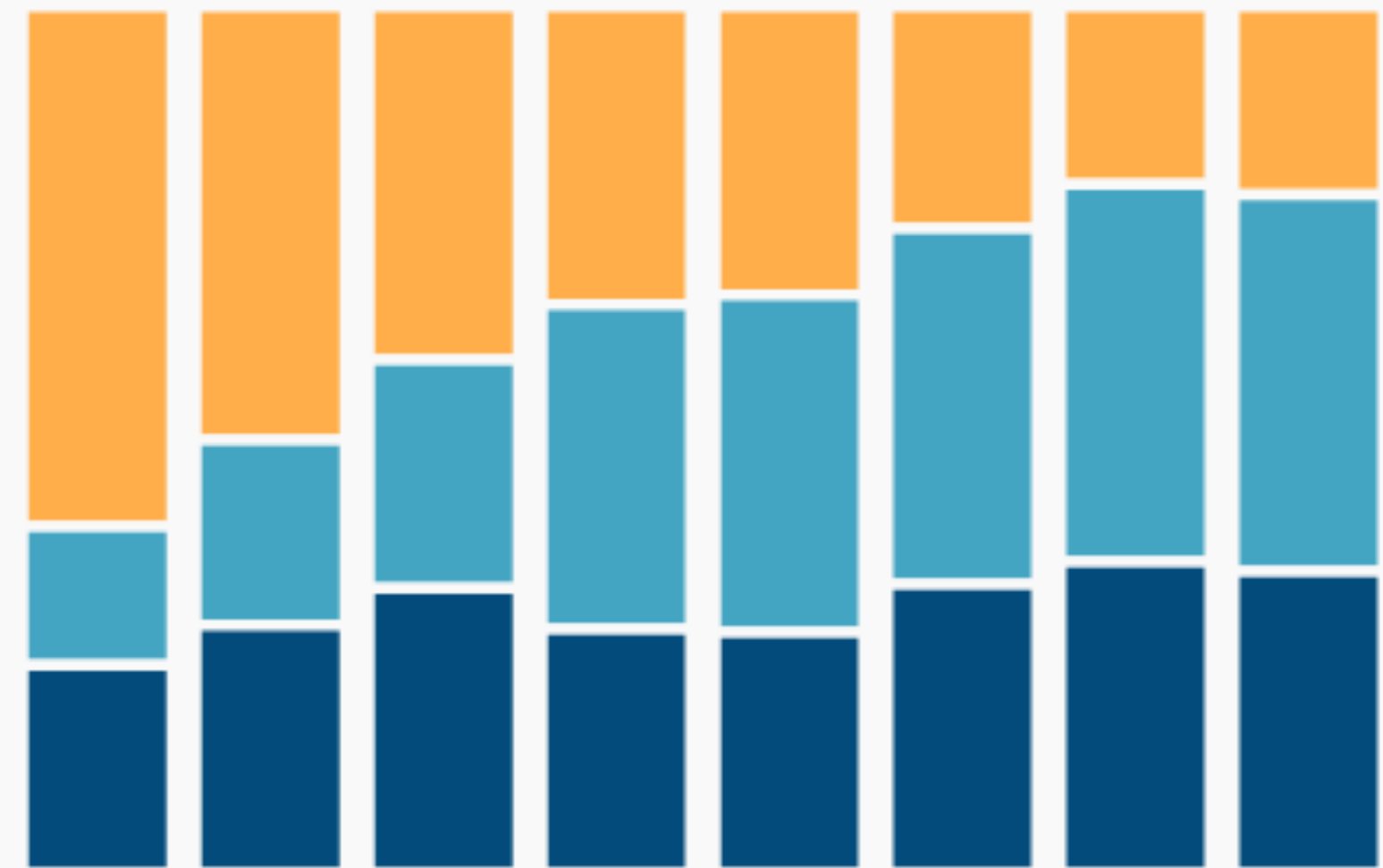
BETTER

[L. C. Rost]

Use Warm Colors & Blue



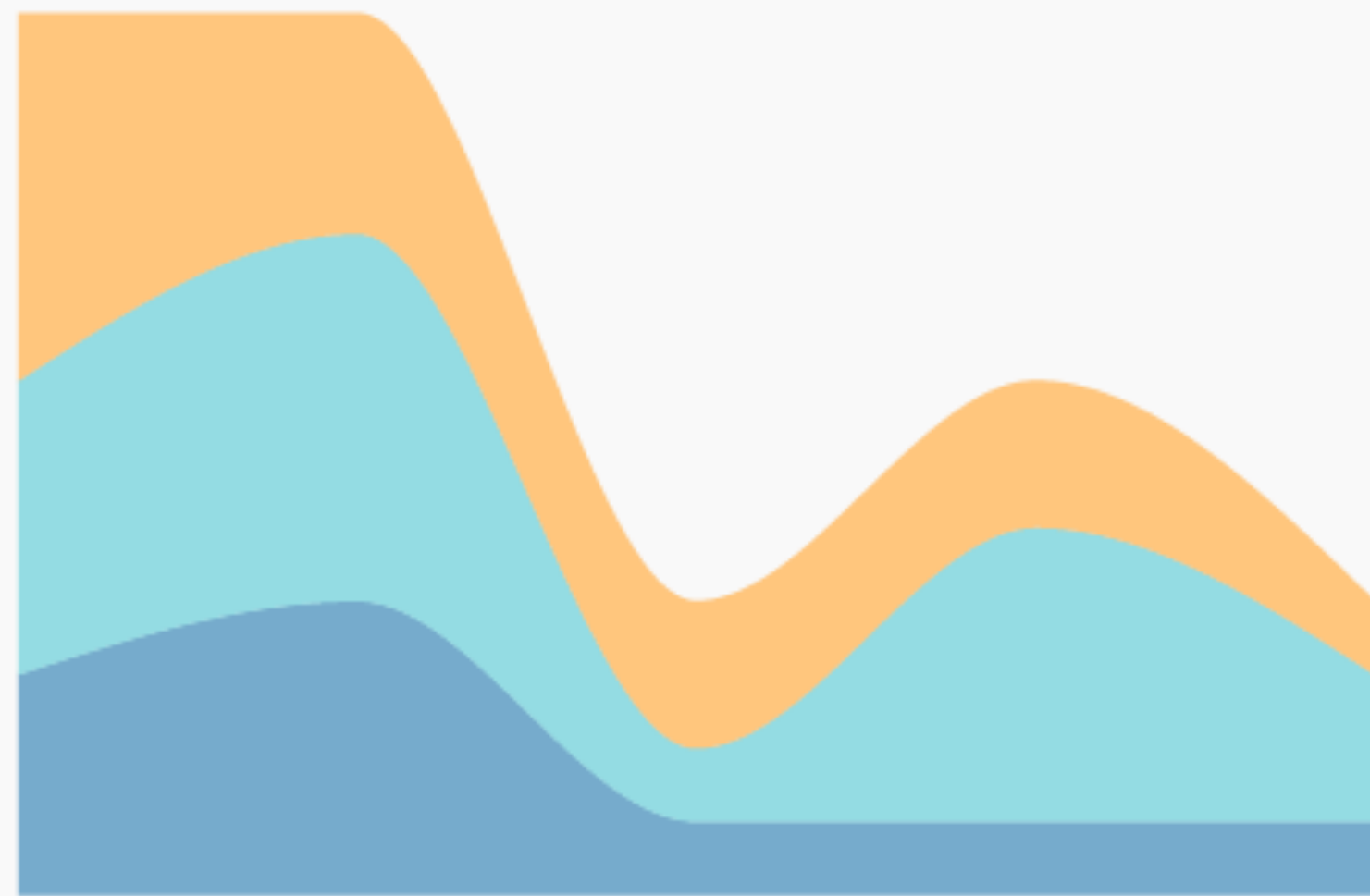
NOT IDEAL



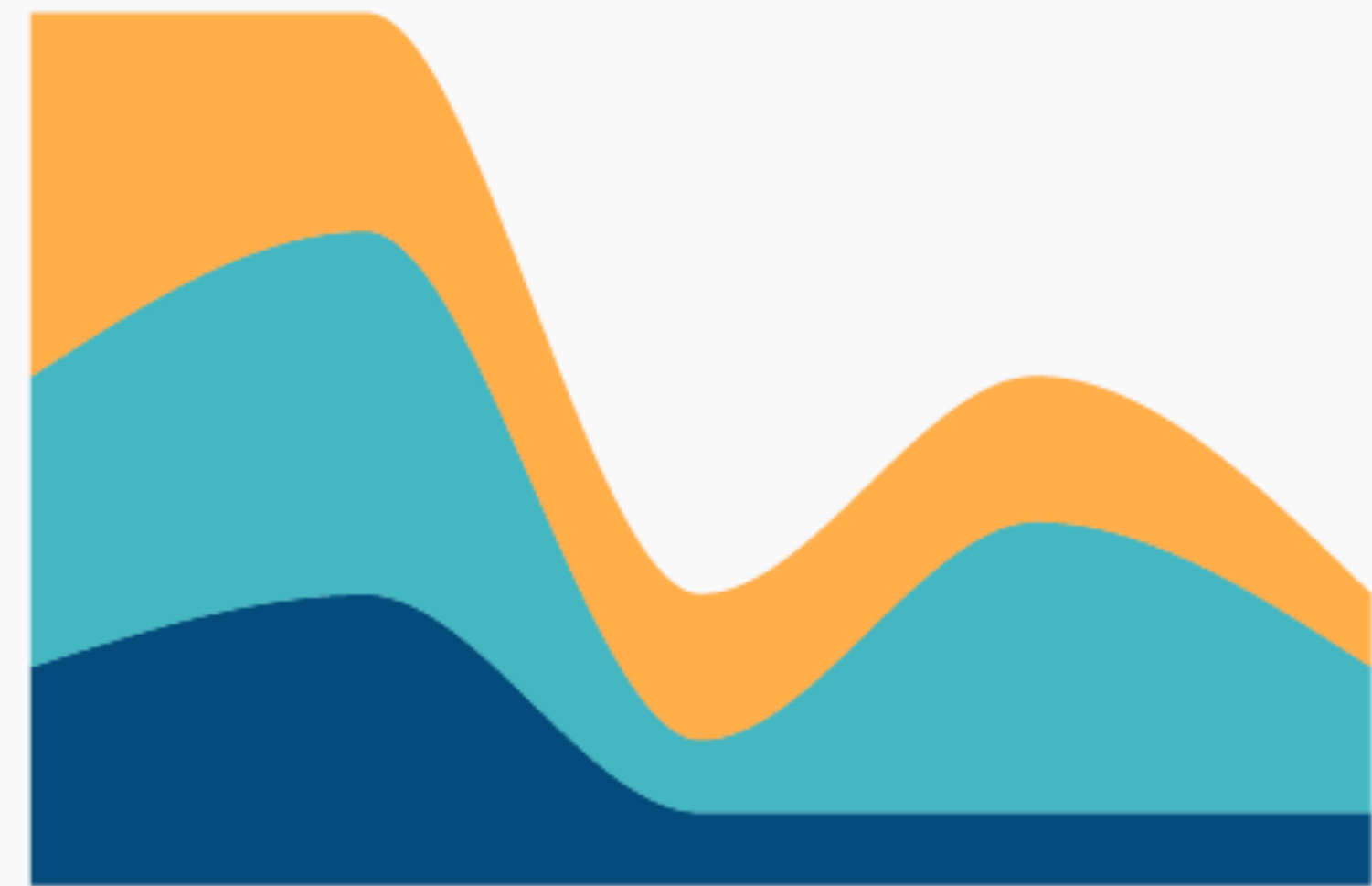
BETTER

[L. C. Rost]

Avoid Too Little Contrast to Background



NOT IDEAL



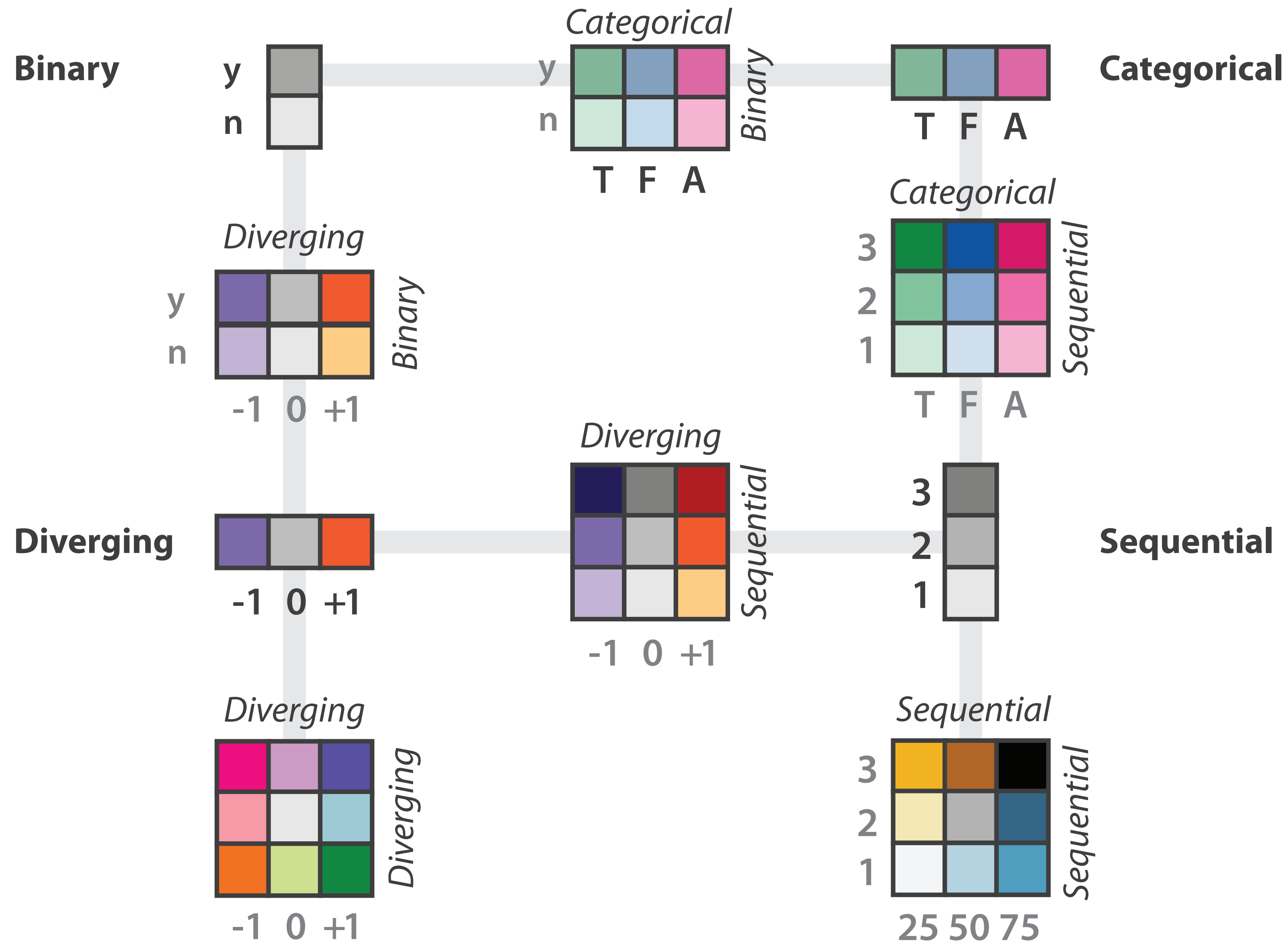
BETTER

[L. C. Rost]

D3's color scales

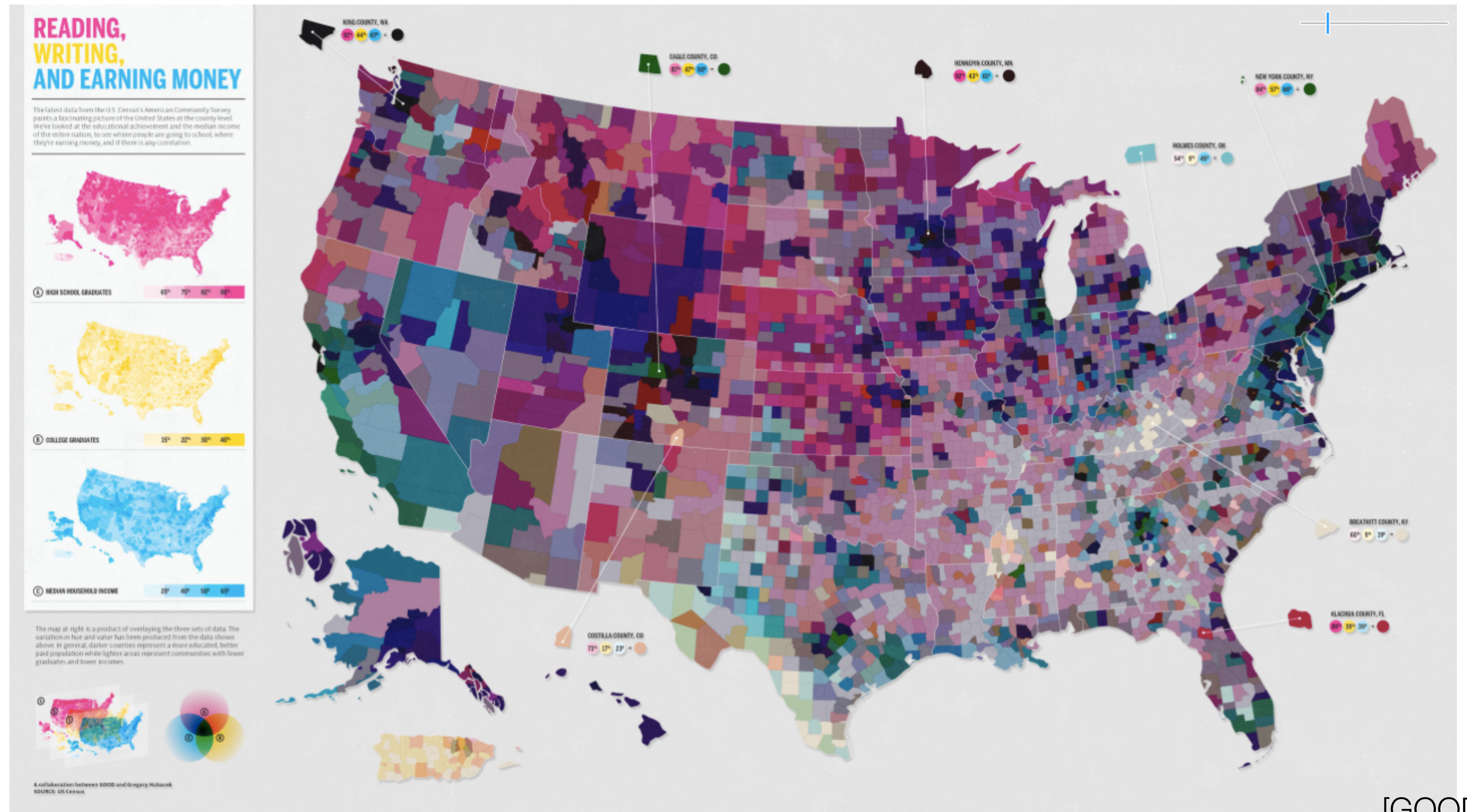
- <https://github.com/d3/d3-scale-chromatic>
- In v7, included in default bundle (no separate import)
- D3's built-in color scales
- Derived from [ColorBrewer](#)
- Sequential and diverging scales created using interpolation
- Hue **can** change, but be careful
- [Color ramp](#) [M. Bostock]

Bivariate Colormaps



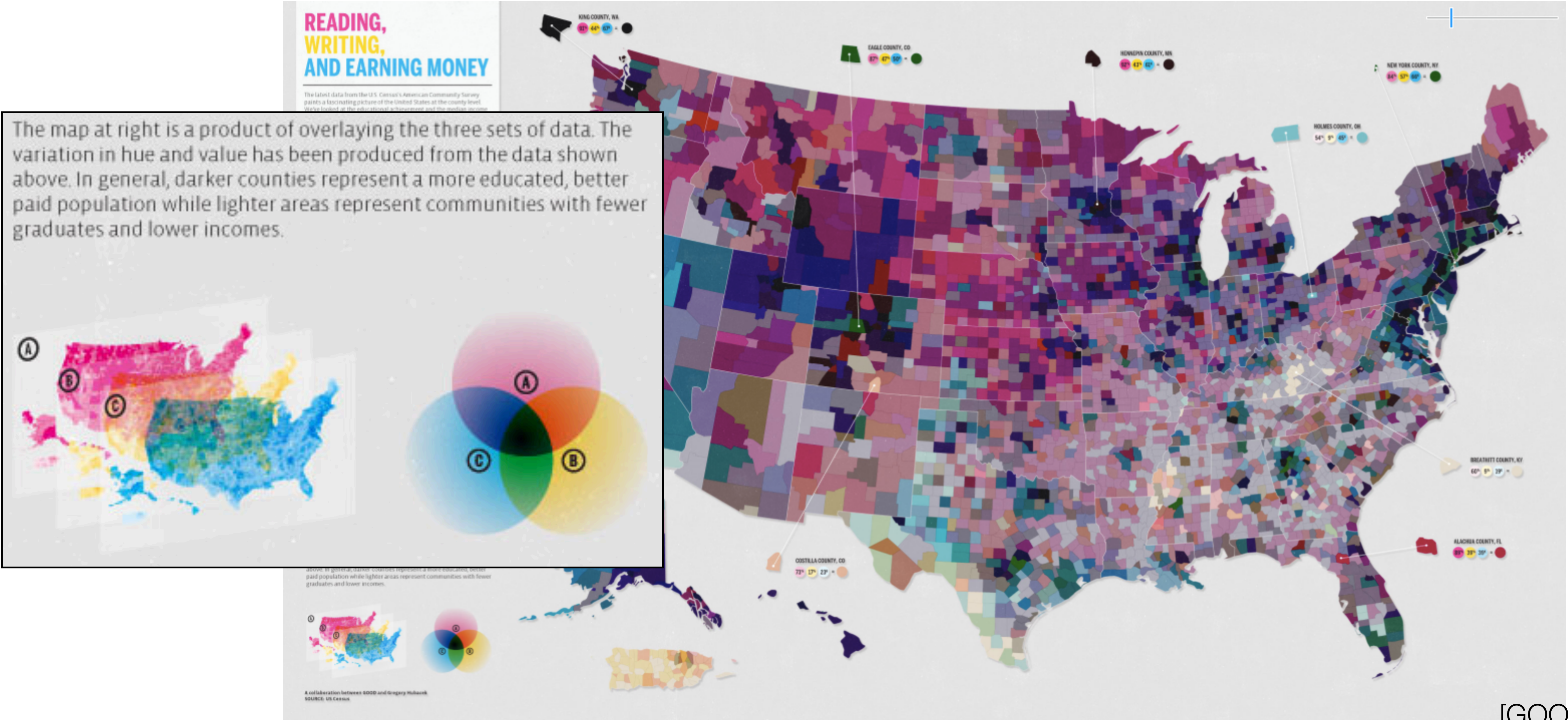
[Munzner (ill. Maguire), 2014]

Remember Separable vs. Integral



[GOOD]

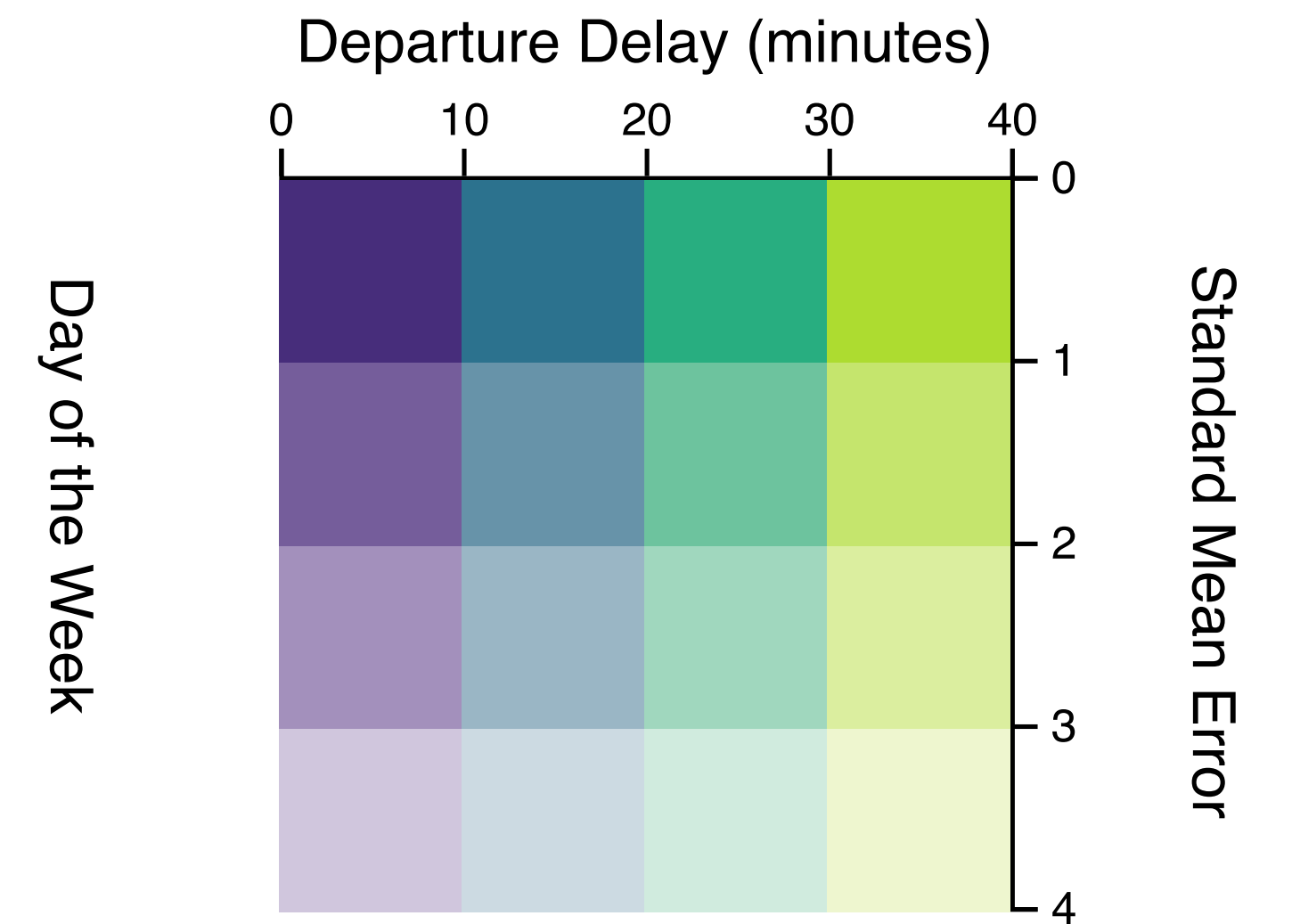
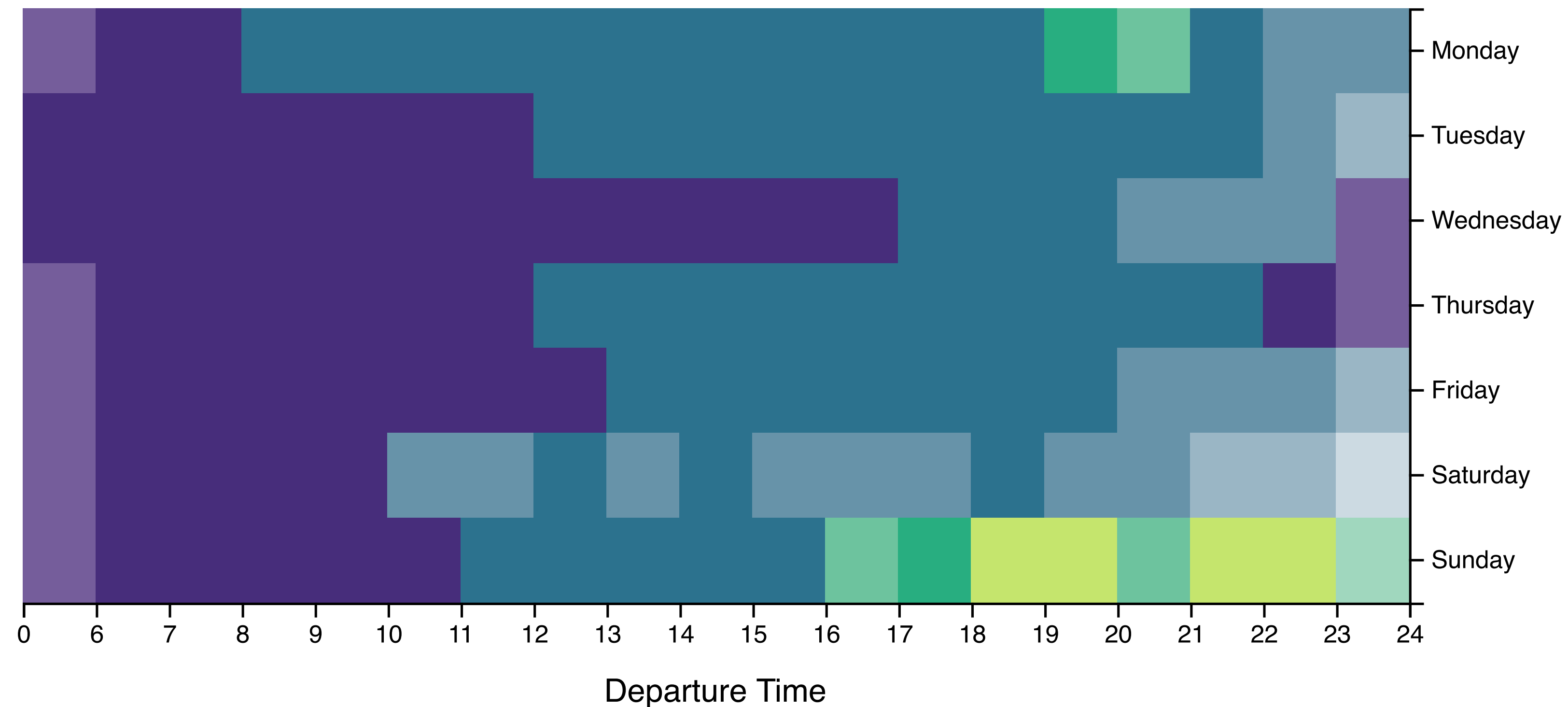
Remember Separable vs. Integral



[GOOD]

What about uncertain data?

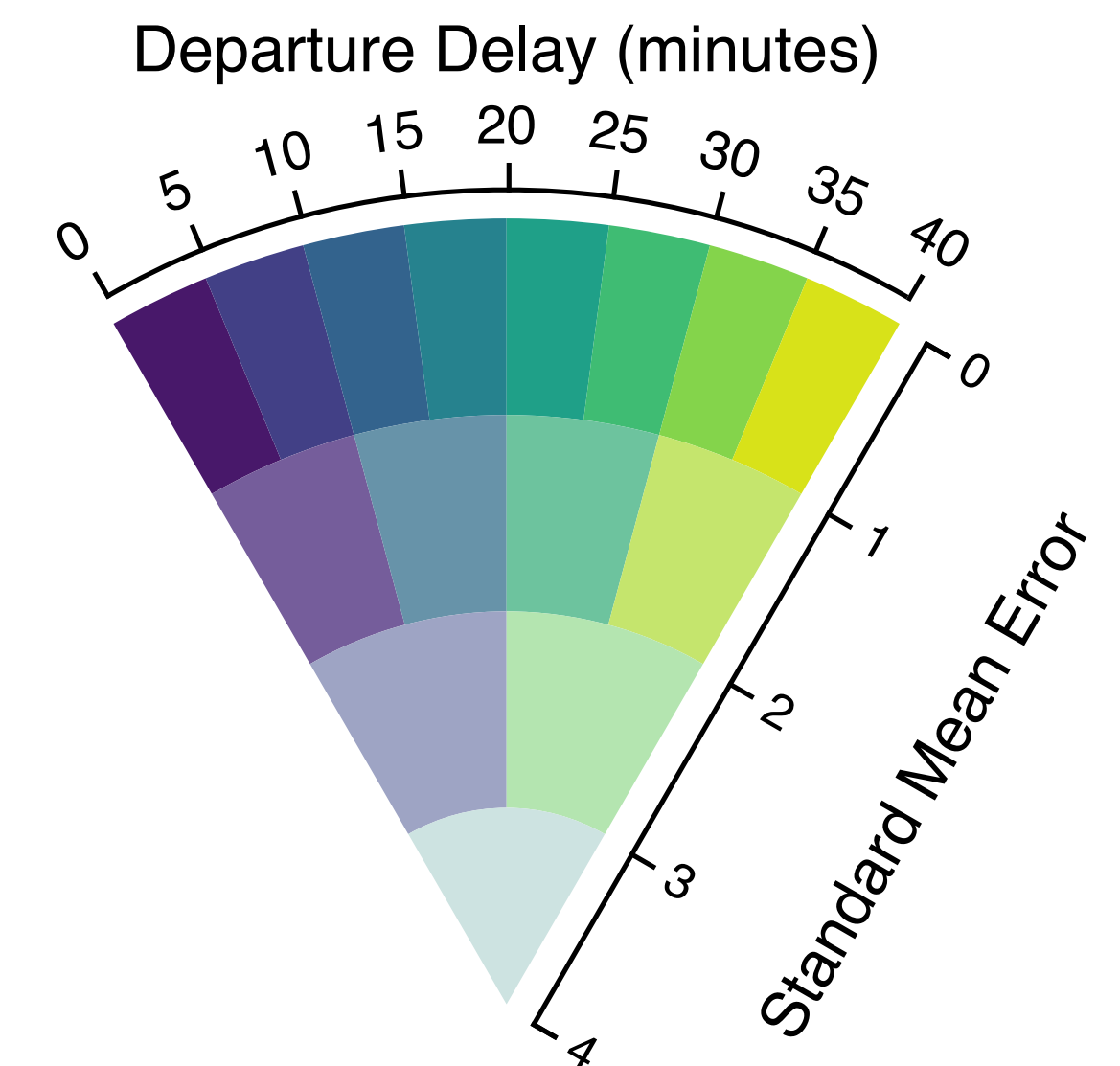
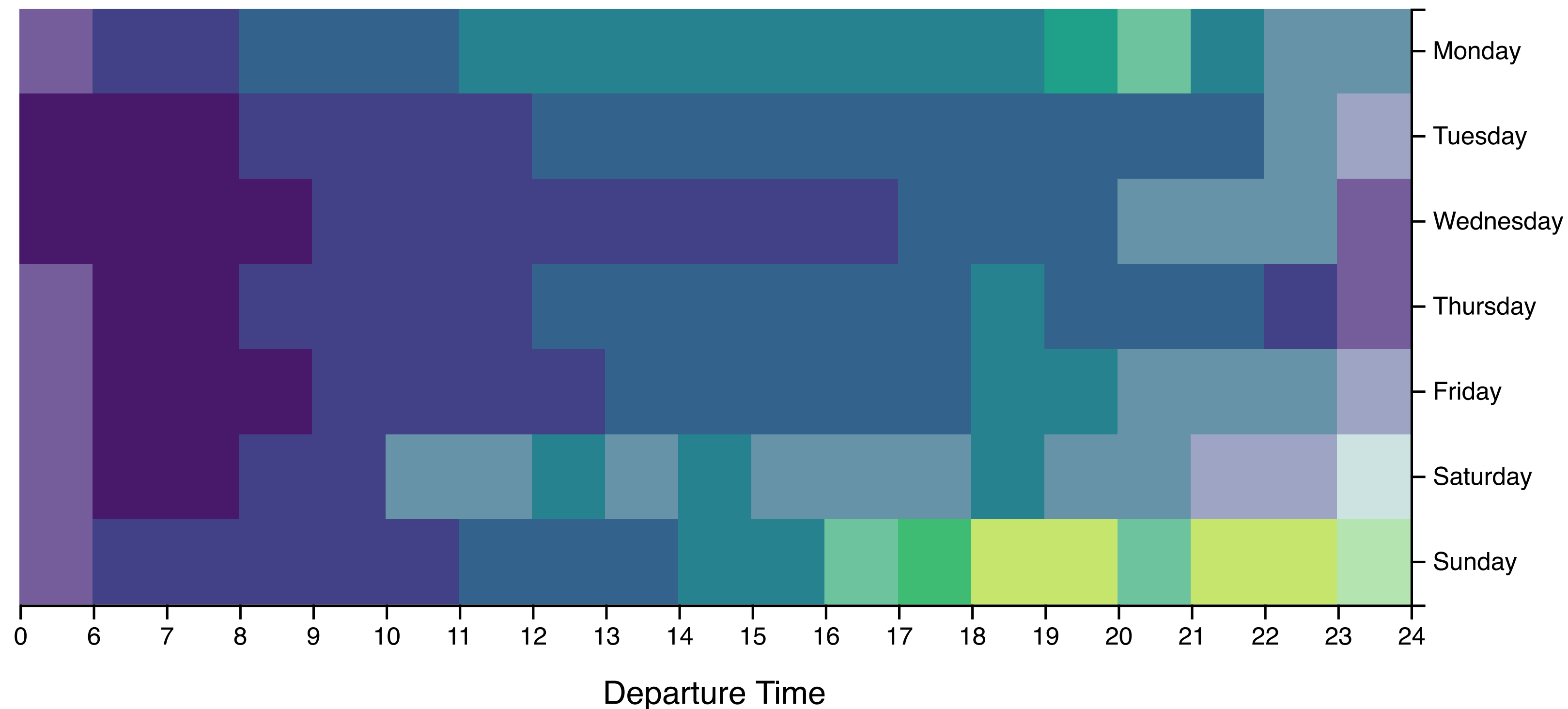
Bivariate Colormap (Uncertainty → Saturation)



[Correll et al., 2018]

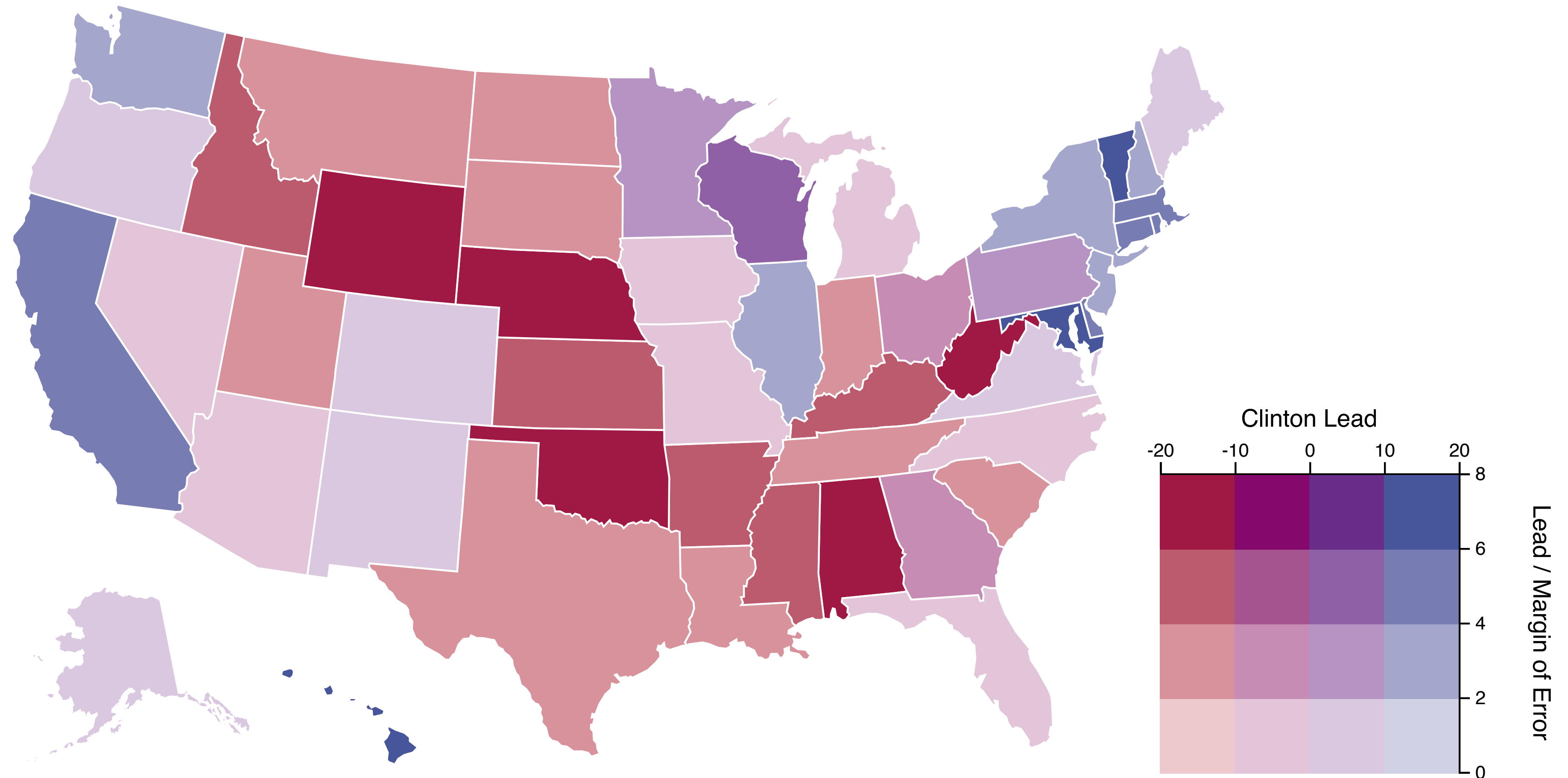
Value-Suppressing Uncertainty Palette (VSUP)

Same Channels, just binned differently



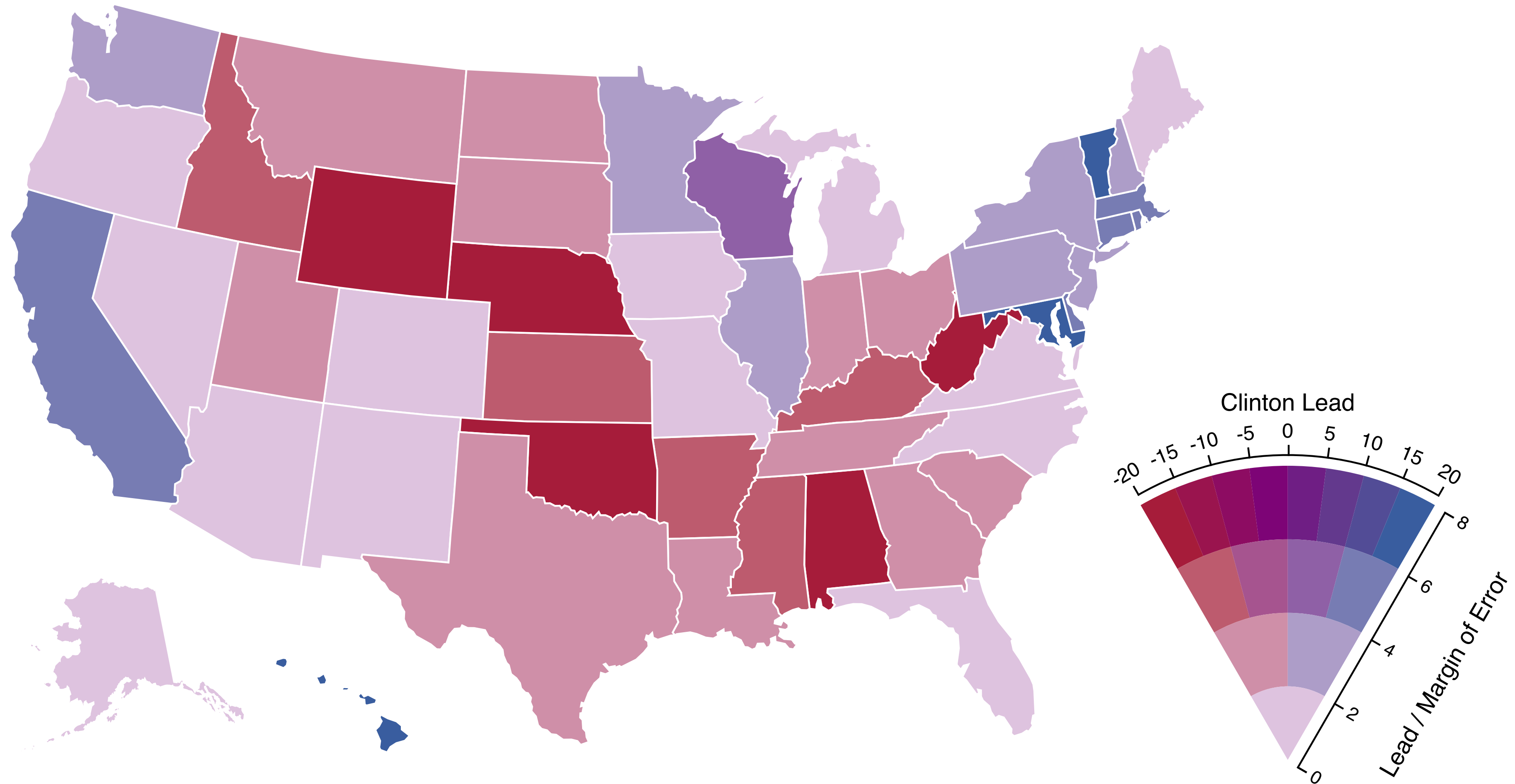
[Correll et al., 2018]

Bivariate Colormap (Uncertainty → Saturation)



[Correll et al., 2018]

Value-Suppressing Uncertainty Palette

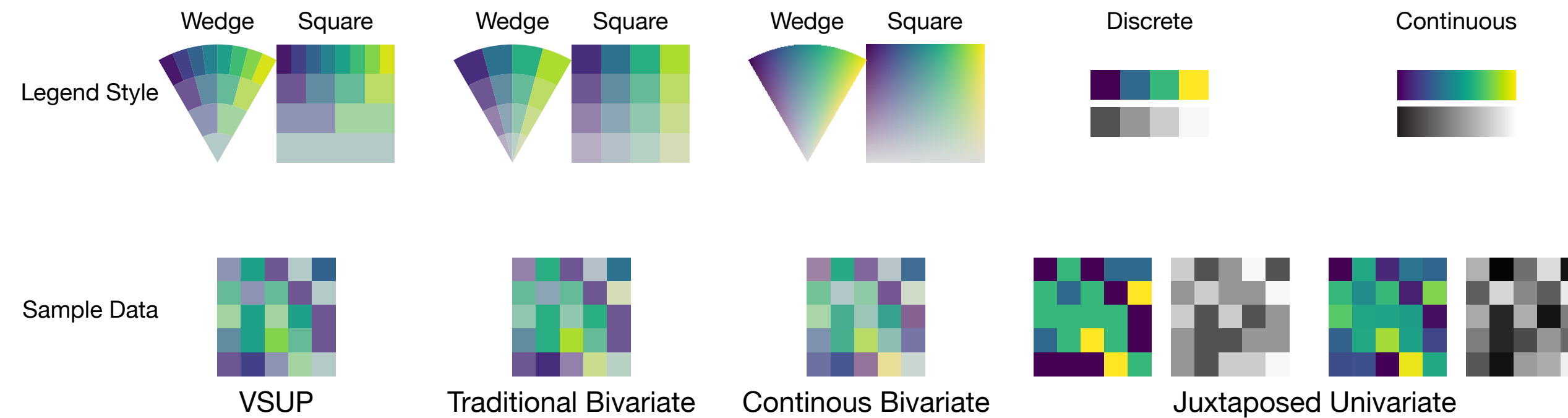


[Correll et al., 2018]

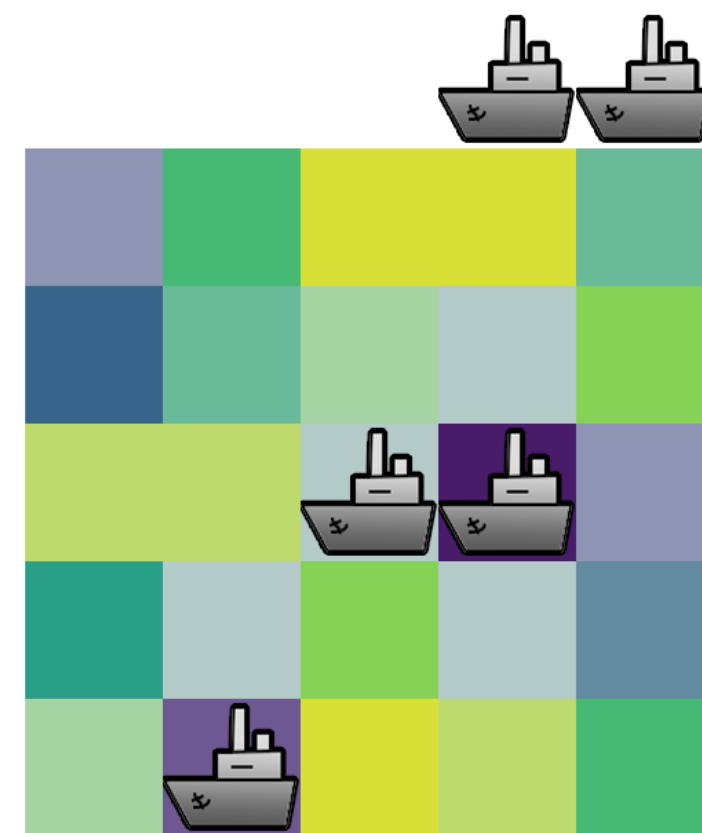
Evaluation

- Tasks:

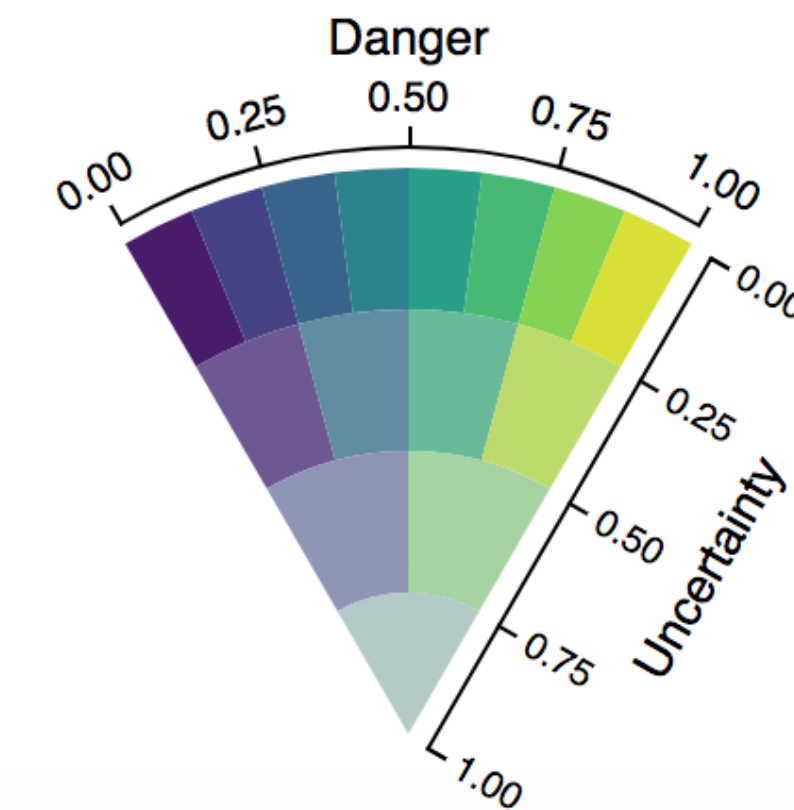
- Identification: locate spatial regions



- Prediction: place

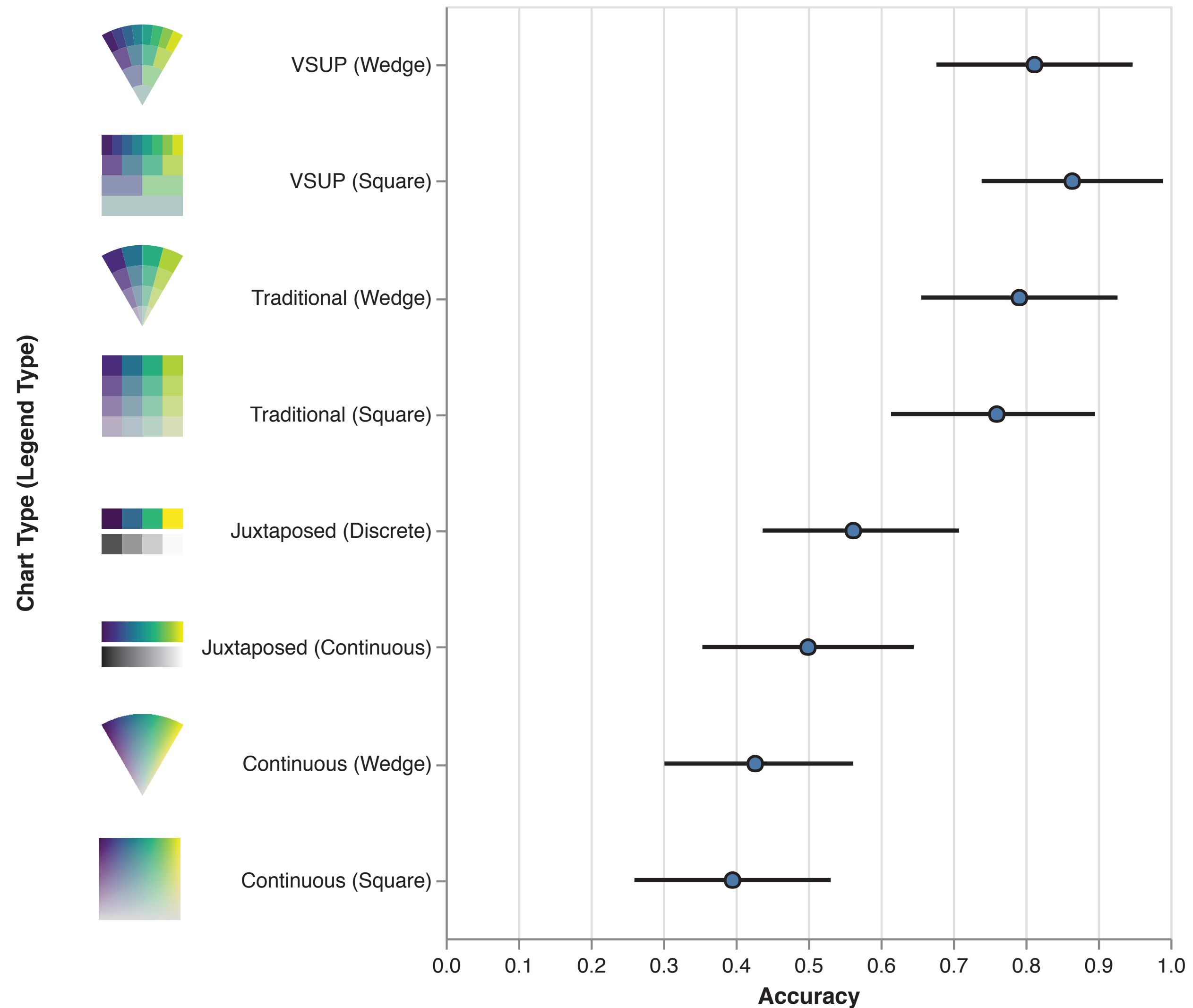


"safest locations"



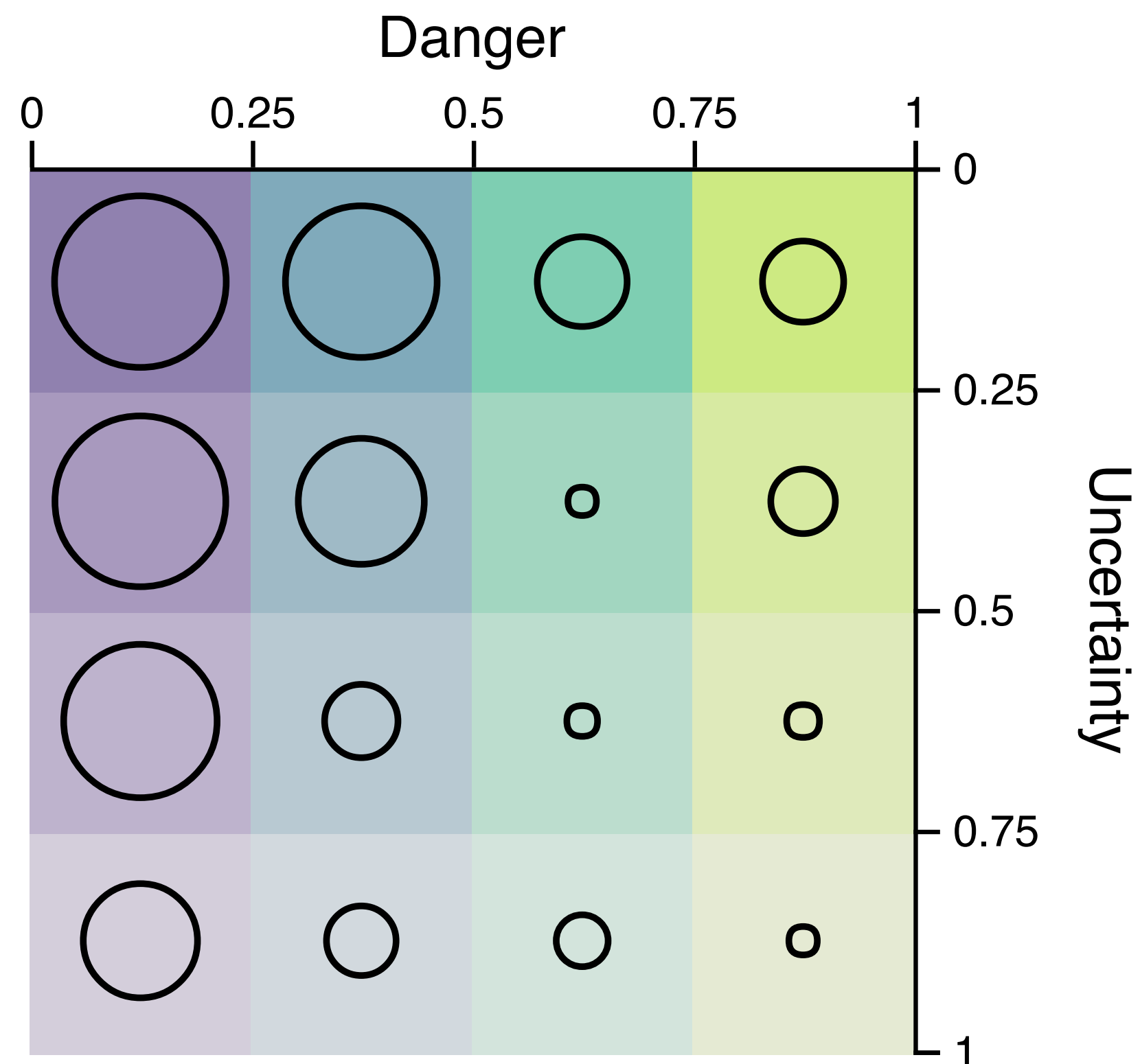
[Correll et al., 2018]

Identification Results

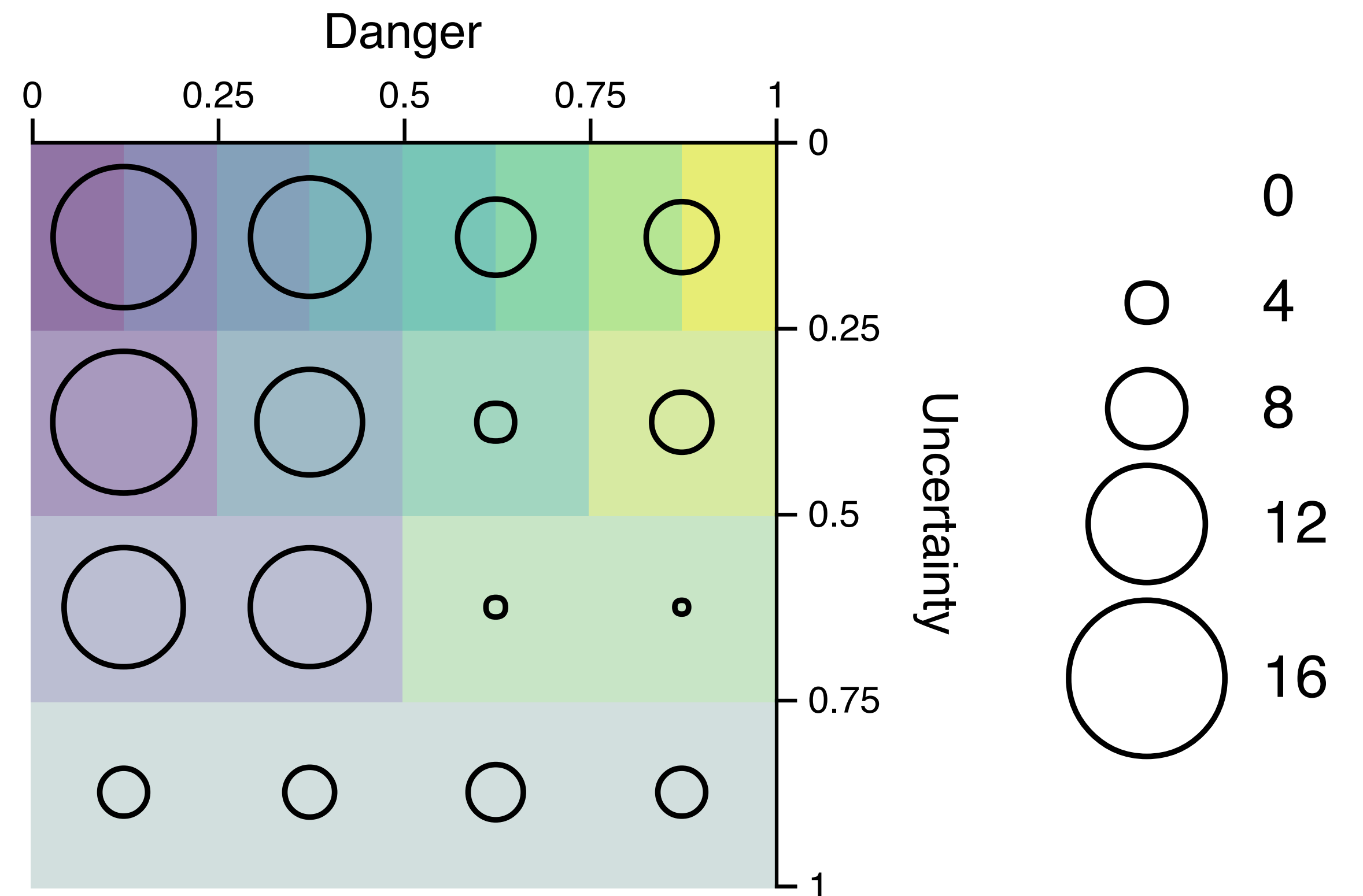


[Correll et al., 2018]

Prediction Results



Traditional Bivariate Map



VSUP

[Correll et al., 2018]

Results & Conclusions

- Legend shape has no significant effect
- Some indication that people avoid high uncertainty with VSUPs
- Tradeoff is that people do choose targets with higher danger when using a VSUP
- VSUPs present uncertainty information **simultaneously** (superimposed) instead of juxtaposed
- VSUPs encode value and uncertainty via **discrete, quantized bins** instead of continuously

[Correll et al., 2018]