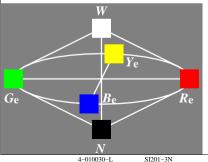**What is Output Linearization?** (For the elemetary hues, see CIE R1–47:2009.)
The colour space of a double cone includes 6 colours. The six colours can be the
device-dependent device colours (index d): $(R, Y, G, B, N, W)_d$
or the device-independent elementary colours (index e): $(R, Y, G, B, N, W)_e$.
Elementary red appears neither yellowish nor bluish. The hue angle is $h_{ab,e} = 26$.

For example for the *sRGB* colours according to IEC 61966−2−1 it is valid:
Device red R_d has the coordinates $rgb*_{Rd}$ and $LCh*_{Rd}=(L*, C*_{ab}, h_{ab})_{Rd}$
Elementary red R_e has the coordinates $rgb*_{Re}$ and $LCh*_{Re}=(L*, C*_{ab}, h_{ab})_{Re}$
Corresponding data are given in the following for R_d, R_e, and $W=W_d=W_e$

$rgb_W = (1\ 1\ 1)_W$
$LCh*_W=(L*, C*_{ab}, h_{ab})_W = (95, 0, -)_W$

$rgb*_{Rd} = (1\ 0\ 0)_{Rd}$
$LCh*_{Rd} = (50, 100, 40)_{Rd}$
$rgb_{Re} = (1\ 0\ 0)_{Re}$
$LCh*_{Re} = (50, 87, 26)_{Re}$

Output Linearization of CIE R1−09:2015
produces for the hue angle $h_{ab,Re} = 26$
the CIELAB data $L*_{Re} = 50$ and $C*_{ab,Re} = 87.$
These CIELAB data are produced with the
device to elementary input data (de)

$rgb_{de,Re} = (1\ 0\ 0,26)_{de,Re}$

A calculated table for 360 hue angles includes:

h_{ab}	$LCh*_{de}$	rgb_{de}
26	50 87 26	1 0 0,26

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