

CIELAB 1976 $L^*a^*b^*$ -color space definition and reversal

$$L^* = 116 (Y/Y_n)^{1/3} - 16$$

$$a^* = 500 [(X/X_n)^{1/3} - (Y/Y_n)^{1/3}]$$

$$b^* = 200 [(Y/Y_n)^{1/3} - (Z/Z_n)^{1/3}]$$

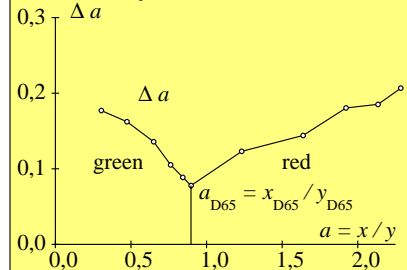
$$X = X_n [(L^* + 16) / 116 + a^*/500]^3$$

$$Y = Y_n [(L^* + 16) / 116]^3$$

$$Z = Z_n [(L^* + 16) / 116 - b^*/200]^3$$

UE200-1N

chromaticity diff. for RG-thresholds



UE200-3N

Q -function changes; transition from light- to color metrics

scaling function of **light metrics**:

$$Q[k(x - u)] = Q[k(\log L - \log L_u)]$$

$\log L \rightarrow \log P$ for **color metrics**:

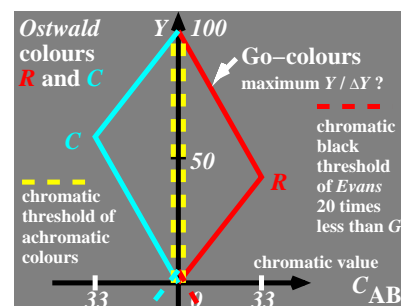
$$Q[k(\log P - \log L_u)]$$

$$= Q[k(\log L - \log L_u + \log P - \log L)]$$

with saturation $p = \log P - \log L$

for **color metrics**: $Q[k(x - u + p)]$

UE200-2N



UE200-4N

Color space CIELAB 1976, color values, -attributes, -chromaticities (a' , b')

tristimulus values $X, Y, Z \rightarrow$ color attributes L^*, a^*, b^*

$$\text{lightness} \quad L^* = 116 (Y/Y_n)^{1/3} - 16$$

$$\text{RG-chromaticness} \quad a^* = 500 [(X/X_n)^{1/3} - (Y/Y_n)^{1/3}] = 500 [a' - a'_n] Y^{1/3}$$

$$\text{JB-chromaticness} \quad b^* = 200 [(Y/Y_n)^{1/3} - (Z/Z_n)^{1/3}] = 500 [b' - b'_n] Y^{1/3}$$

color attributes $L^*, a^*, b^* \rightarrow$ tristimulus values X, Y, Z

$$\text{tristimulus values} \quad X = X_n [(L^* + 16) / 116 + a^*/500]^3$$

$$Y = Y_n [(L^* + 16) / 116]^3$$

$$Z = Z_n [(L^* + 16) / 116 - b^*/200]^3$$

chromaticity for CIELAB 1976, LABHNU 1977, LABHNU1 1979

$$\text{CIELAB 1976, } 2^\circ \quad a' = 0,2191 (x/y)^{1/3} \quad b' = -0,08376 (z/y)^{1/3}$$

$$\text{LABHNU 1977} \quad a' = (x/y + 1/6)^{1/3} / 4 \quad b' = -(z/y + 1/6)^{1/3} / 12$$

$$\text{LABHNU1 1979} \quad a' = (x/y + 1) / 15 \quad \text{linear!} \quad b' = -(z/y + 1/6)^{1/3} / 12$$

$$\text{LABHNU2 1979} \quad a' = (x/y + 1/6)^{2/3} / 15 \quad b' = -(z/y + 1/6)^{1/3} / 12$$

$$\text{CIELAB 1976, } 10^\circ \quad a' = 0,2193 (x_{10}/y_{10})^{1/3} \quad b' = -0,08417 (z_{10}/y_{10})^{1/3}$$

$$\text{chromaticity constants} \quad a_2 = 500 (1/X_n)^{1/3} = 0,2191 \quad b_2 = -200 (1/Z_n)^{1/3} = -0,08376$$

$$\text{CIELAB, } 2^\circ, 10^\circ \quad a_{10} = 500 (1/X_{n10})^{1/3} = 0,2193 \quad b_{10} = -200 (1/Z_{n10})^{1/3} = -0,08417$$

UE201-3N

User friendly colorimetric CIE colour notation ice^* and linear relations between rgb^* and CIELAB data

Example for elementary hue red R :

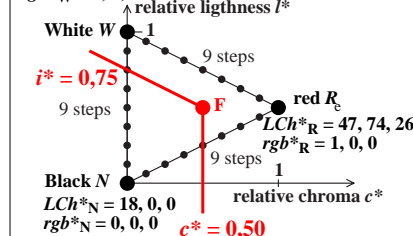
i^* relative brilliance

c^* relative chroma

e^* elementary hue value = 0

$LCh^*_W = 95, 0, 0$

$rgb^*_W = 1, 1, 1$



examples for user colour notation:

$ice^* = 0,75 \ 0,50 \ 0,00$ or

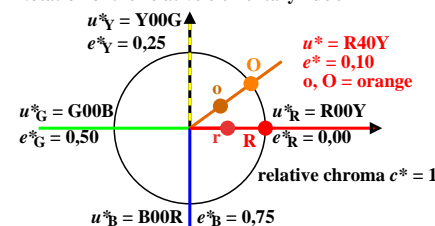
$rgb^* = 0,75 \ 0,25 \ 0,00$

$L^* = 47; C^*_{ab} = 75; h_{ab} = 26$

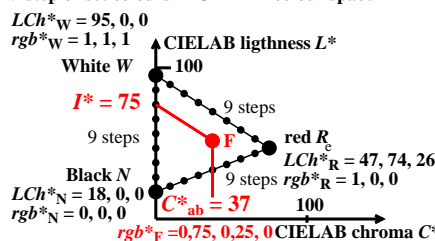
$L^*_N = 18; L^*_W = 95$

UE200-7N

Notation of the relative elementary hue e^*



9 step offset colours in CIELAB colour space



UE201-7N

Output - Input - Output: A loop for relative colour fidelity with the visual rgb^* and LCh^* CIELAB data

Produce a reference test chart with 729 CIELAB colours

or buy one, or use PG4311L of *Colour and Colour Vision*,

see <http://standards.iso.org/iso/9241/306/ed-2/ES15.PDF>

Example: Linearized output in offset print

Output linearization produces for 729-9-9-9 rgb input data

the 729 LCh^* CIELAB output colours. Use the file

http://standards.iso.org/iso/9241/306/ed-2/AE49/AE49F0PX_CY8_1.PDF

Use the OLM16 method for output linearization,

see

http://farbe.li.tu-berlin.de/OUTLIN16_01.PDF

produce a Table $rgb \rightarrow rgb'$ for 729-9-9-9 colours

apply a method to transfer any value $rgb \rightarrow rgb'$

for 256-256-256 (16 million) colours

Offset rgb^* data input and LCh^* data output

Color	rgb^*	LCh^*
R_e elementary red	1 0 0	47, 74, 26
Y_e elementary yellow	1 1 0	86, 88, 92
G_e elementary green	0 1 0	53, 57, 164
B_e elementary blue	0 0 1	42, 45, 271
N black	0 0 0	18, 0, 0
W white	1 1 1	95, 0, 0

(data according to test chart DIN 33872-2, p. 9-12)

UE201-7N

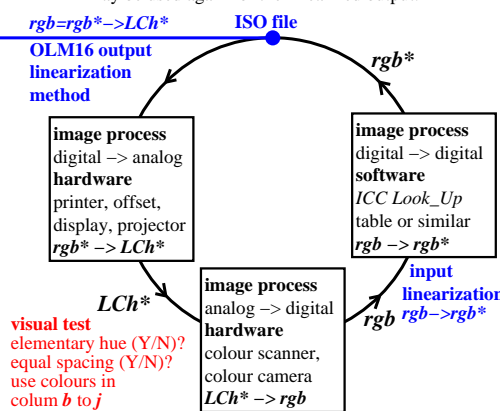
Use reference test chart with 729 CIELAB colours

Colour scanners or cameras produce 729 rgb data.

Transfer the 729 rgb data to the 729 rgb^* data.

After the linearized input the 729 colour data rgb^*

may be used again for the linearized output.



input: $w/rgb/cmyk \rightarrow w/rgb/cmyk$

output: no change

TUB-test chart UE20; Examples of colour metric

User coordinates and device calibration