# GdR ISIS - Géometrie et représentation de la couleur 

## Interpolation of the MacAdam ellipses

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## MacAdam ellipses

Sets of indistinguishable colors at $48 \mathrm{~cd} / \mathrm{m}^{2}$ :


## Riemannian geometry

- The scalar product depends on the point :

$$
\left(\mathbb{R}^{2},\langle., .\rangle\right) \text { becomes }\left(\mathbb{R}^{2},\langle., .\rangle_{x}\right),
$$

and the length of a curve becomes

$$
L(\gamma)=\int \sqrt{\left\langle\gamma^{\prime}(t), \gamma^{\prime}(t)\right\rangle_{\gamma(t)}} d t
$$

$\langle., \text {. }\rangle_{x}$ : local Sym $_{+}$matrix $\mathcal{M}_{x}$, local ellipse $\mathcal{E}_{X}$

- Distance perceived by the eye :

Riemannian hypothesis $\Rightarrow\langle., .\rangle_{c_{i}}=$ MacAdam ellipse $\mathcal{E}_{i}$ centered at $c_{i}$

Parametrization change :

$$
\begin{gathered}
\varphi: \mathbb{R}^{2} \rightarrow \mathbb{R}^{2} \\
\mathcal{M}_{x}=d \varphi^{T} \mathcal{M}_{x}^{\varphi} d \varphi
\end{gathered}
$$

## Interpolation of the ellipses

## Goal : Determining the Riemannian geometry of colors

## Challenge : How do we interpolate the MacAdam ellipses?

- Applications:
- image processing algorithms
- Schrodinger conjecture : geodesic passing through grey have a constant hue


Figure - (a) is a constant luminance image (b) shows the greatest variations according to different geometries of colors

- Multiple ways of performing the interpolation, which is the best?


## Different interpolation framework

- Parametrization of the $C \mathcal{M}$ :
$x y, a b$ and $u v$
- Representation of the scalar product:
- matrix of the bilinear form $\mathcal{M}=\left(\begin{array}{ll}a & b \\ b & c\end{array}\right)$
- $M^{-1}$
- $\log (\mathcal{M}) \quad$ (approximation of the affine-invariant metric on $\mathrm{Sym}_{+}$)
- ellipse parameters $(a, b, \theta)$

$$
\begin{aligned}
& f^{(1)}: x y \rightarrow \mathbb{R}_{+} \times \mathbb{R}_{+} \times[0,2 \pi[ \\
& f^{(2)}: a b \rightarrow \mathbb{R}_{+} \times \mathbb{R}_{+} \times[0,2 \pi[
\end{aligned}
$$

Which is the best framework (1) or (2)?

## Evaluation of an interpolation

For an interpolation $f^{(1)}: x y \rightarrow \mathbb{R}_{+} \times \mathbb{R}_{+} \times[0,2 \pi[$ its quality could be measured by its regularity :

$$
Q_{1}=\int_{x y}\left\|d f_{x, y}^{(1)}\right\| d x d y
$$

Same interpolation in $a b, f^{(2)}: a b \rightarrow \mathbb{R}_{+} \times \mathbb{R}_{+} \times[0,2 \pi[$ the measure the quality would become :

$$
Q_{2}=\int_{a b}\left\|d f_{a, b}^{(2)}\right\| d a d b
$$

Problem : $Q_{1}$ and $Q_{2}$ are not comparable

Challenge : defining a criterion which is independent of a parametrization

## Intrinsic evaluation

Challenge : define a criterion which is independent of a parametrization

## Solutions

- the average Riemannian curvature of the inteprolation
- a cross validation approach

$$
Q=\sum_{i=1}^{25} d_{\mathcal{E}_{i}}\left(\hat{\mathcal{E}}_{i}^{(24)}\right)
$$

where

$$
d_{\mathcal{E}_{r e f}}(\mathcal{E})=\left\|\mathcal{M}_{r e f}^{-1 / 2} M M_{r e f}^{-1 / 2}-I\right\|
$$



Figure - Blue : true ellipse, Red : interpolated ellipse

## Evaluation results

Table - Interpolation type


| $M$ | matrix |
| :---: | :---: |
| $P$ | ellipse parameters |
| I | inverse |

Table - Evaluation of the different interpolation rules

|  | $x y Y$ | Lab | Luv |
| :---: | :---: | :---: | :---: |
| LM | 1.814 | 1.024 | 0.971 |
| LMI | 0.624 | 0.738 | 0.644 |
| KM | 1.514 | 1.121 | 0.809 |
| KMI | 0.776 | 0.795 | 0.602 |

- Interpolations on $M^{-1}$ are always better than on $M$
- Interpolations on $(a, b, \theta)$ are always better than on $\left(\frac{1}{a}, \frac{1}{b}, \theta\right)$

|  | $x y Y$ | Lab | Luv |
| :---: | :---: | :---: | :---: |
| LP | 0.62 | 0.799 | 0.79 |
| LPI | 0.956 | 0.931 | 0.87 |
| $K P$ | 1.004 | 0.911 | 0.721 |
| $K P I$ | 1.242 | 1.006 | 0.799 |

- uv gives the best results most of the time


## Error maps



Figure - first row : LMI, seconde row : LM

## Interpolations



Figure - Plots of ellipses in $u v$ coordinates, (a) : 2 best interpolations, (b) : best and worst interpolations

## Geodesics



## Conclusion

Conclusions:

- inverse matrix of the bilinear form
- results on geodesics need further works (Schrodinger conjecture)

Perspectives:

- couple the leave one criterion out with curvature
- rephrase the problem as an optimization on the manifold of the Riemannian metrics embedded with an appropriate metric

