

Appendix A

LIST OF SYMBOLS

	Symbol	Description	
13	\otimes	Convolution operator	13
14	α	A channel of $L\alpha\beta$ color space	14
15	α	The key of a scene	15
16	β	A channel of $L\alpha\beta$ color space	16
17	γ	Exponent used for gamma correction	17
18	σ	Semisaturation constant	18
19	a	Color opponent channel of $L^*a^*b^*$ color space; color opponent channel used in CIECAM02	19
20	A	CIE standard illuminant approximating incandescent light	20
21	A	Achromatic response, computed in CIECAM02	21
22	b	Color opponent channel of $L^*a^*b^*$ color space; color opponent channel used in CIECAM02	22
23	B	CIE standard illuminant approximating direct sunlight	23
24	c	Viewing condition parameter used in CIECAM02	24
25	C	CIE standard illuminant approximating indirect sunlight	25
26	C	Chroma	26
27	C_{ab}^*	Chroma, computed in $L^*a^*b^*$ color space	27
28	C_{uv}^*	Chroma, computed in $L^*u^*v^*$ color space	28

	Symbol	Description	
1	D	Density, computed as the log of luminance L_v	1
2	D	Degree of adaptation, used in CIECAM02	2
3	D_{55}	CIE standard illuminant with a correlated color temperature of 5503 Kelvin (K)	3
4	D_{65}	CIE standard illuminant with a correlated color temperature of 6504 Kelvin (K)	4
5	D_{75}	CIE standard illuminant with a correlated color temperature of 7504 Kelvin (K)	5
6	ΔE^* 1994	CIE color difference metric	6
7	ΔE_{ab}^*	Color difference measured in $L^*a^*b^*$ color space	7
8	ΔE_{uv}^*	Color difference measured in $L^*u^*v^*$ color space	8
9	e	Eccentricity factor, used in CIECAM02	9
10	E	CIE equal-energy illuminant	10
11	E_e	Irradiance, measured in watts per square meter	11
12	E_v	Illuminance, measured in lumens per square meter	12
13	F	Viewing condition parameter used in CIECAM02	13
14	F_2	CIE standard illuminant approximating fluorescent light	14
15	F_L	Factor modeling partial adaptation, computed using the adapting field luminance in CIECAM02	15
16	h	Hue angle as used in CIECAM02	16
17	h_{ab}	Hue, computed in $L^*a^*b^*$ color space	17
18	h_{uv}	Hue, computed in $L^*u^*v^*$ color space	18
19	H	Appearance correlate for hue	19
20	I	Catch-all symbol used to indicate an arbitrary value	20
21	I_e	Radiant intensity, measured in watts per steradian	21
22	I_v	Luminous intensity, measured in lumens per steradian or candela	22
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	Symbol	Description	
1	J	Appearance correlate for lightness	1
2	L	Luminance	2
3	L_a	Adapting field luminance	3
4	L_D	Display luminance	4
5	L_e	Radiance, measured in watts per steradian per square meter	5
6	L_v	Luminance, measured in candela per square meter	6
7	L_w	World or scene luminance (also Y_w)	7
8	$L\alpha\beta$	Color opponent space	8
9	LMS	Color space approximating the output of cone photoreceptors	9
10	$L^*a^*b^*$	CIE color space, also known as CIELAB	10
11	$L^*u^*v^*$	CIE color space, also known as CIELUV	11
12	M	Appearance correlate for colorfulness	12
13	$M_{Bradford}$	Bradford chromatic adaptation transform	13
14	M_{CAT02}	CAT02 chromatic adaptation transform	14
15	M_e	Radiant exitance, measured in watts per square meter	15
16	M_H	Hunt–Pointer–Estevez transformation matrix	16
17	$M_{von Kries}$	von Kries chromatic adaptation transform	17
18	M_v	Luminous exitance, measure in lumen per square meter	18
19	N_c	Viewing condition parameter used in CIECAM02	19
20	P_e	Radiant power, measured in watts (W) or joules per second	20
21	P_v	Luminous power, measured in lumen (lm)	21
22	Q	Appearance correlate for brightness	22
23	Q_e	Radiant energy, measured in joules (J)	23
24	Q_v	Luminous energy, measured in lumens per second	24
25	r	Surface reflectance	25
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	Symbol	Description	
1	R	Photoreceptor response	1
2	RGB	A generic red, green, and blue color space	2
3	$R_D G_D B_D$	Red, green, and blue values scaled within the displayable range	3
4	$R_W G_W B_W$	Red, green, and blue values referring to a world or scene color	4
5	s	Saturation parameter	5
6	s	Appearance correlate for saturation	6
7	s_{uv}	Saturation, computed in $L^*u^*v^*$ color space	7
8	t	Magnitude factor, used in CIECAM02	8
9	T	Correlated color temperature, measured in Kelvin (K)	9
10	$V(\lambda)$	CIE photopic luminous efficiency curve	10
11	XYZ	CIE-defined standard tristimulus values	11
12	xyz	Normalized XYZ tristimulus values	12
13	Y	Y component of an XYZ tristimulus value, indicating CIE luminance	13
14	Y_W	World or scene luminance (also L_w)	14
15	Y_b	Relative background luminance	15
16	$YC_B C_R$	Color opponent space used for the JPEG file format	16
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