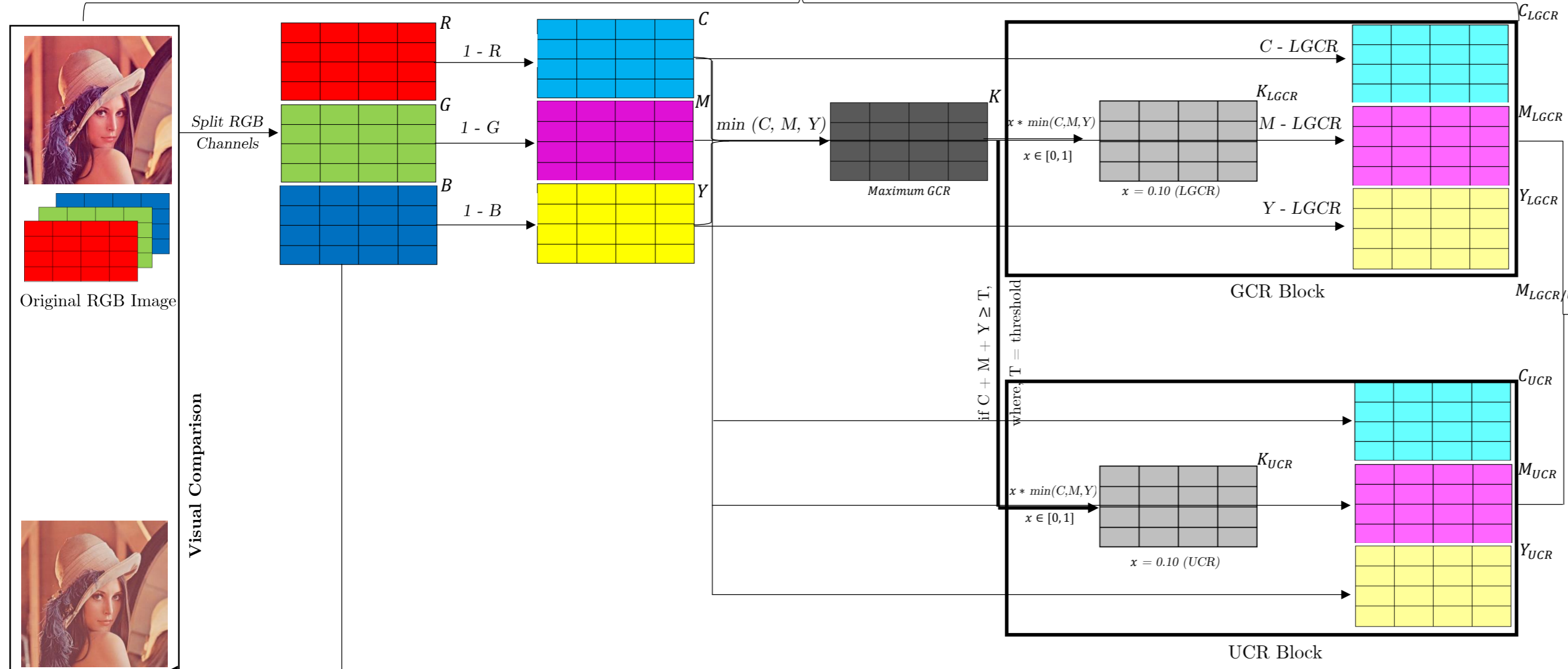
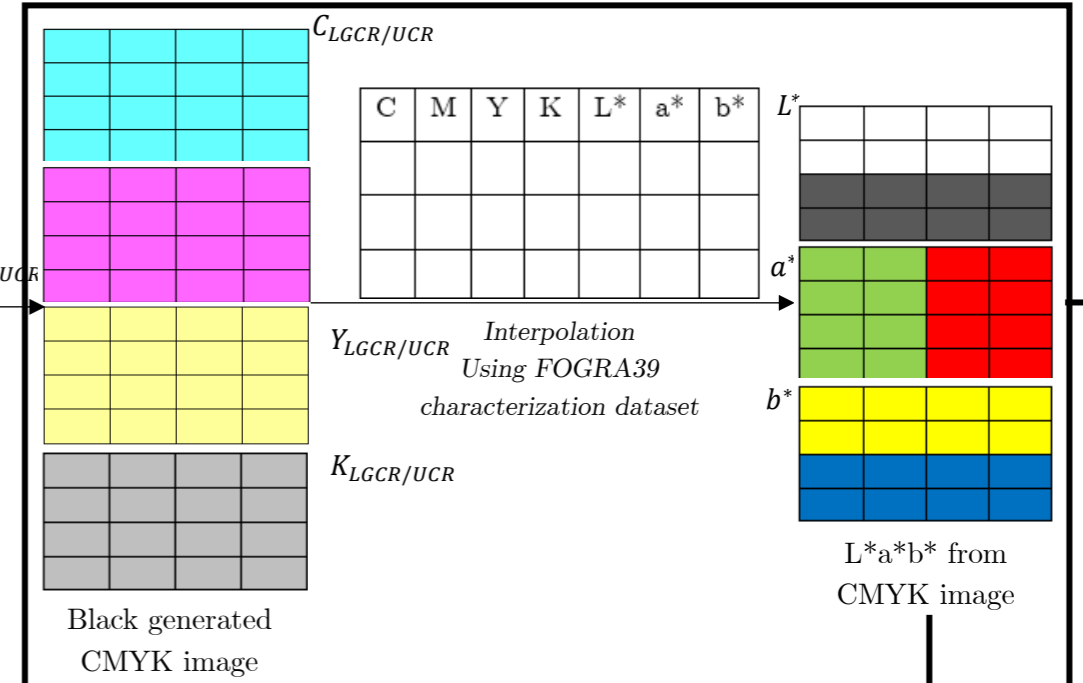


Sec. 3



Sec. 4



Sec. 7.2

$$\begin{matrix} X = r_r X_r \\ Y = y_r Y_r \\ Z = z_r Z_r \end{matrix}$$

L*a*b* to XYZ Matrix based

Sec. 7.1

L*a*b* to XYZ LUT Based

L*	a*	b*	X	Y	Z

L*a*b* to XYZ LUT IT

Sec. 6

$\Delta E_{76} = 18.16$

Sec. 7

$$R_{sRGB} = \begin{cases} 12.92 \times R_{linear} & \text{if } R_{linear} \leq 0.04045 \\ (1.055 \times R_{linear}^{1/2.4}) + 0.055 & \text{if } R_{linear} > 0.04045 \end{cases}$$

Companding

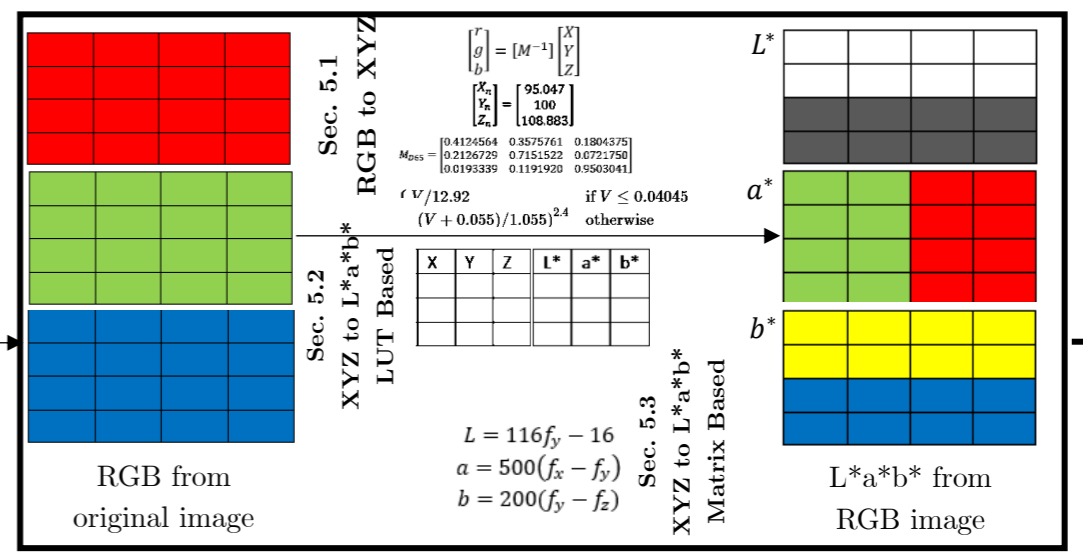
$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = [M] \begin{bmatrix} r \\ g \\ b \end{bmatrix}$$

Transformation matrix

3.2404542	1.5371385	0.4985314
0.9692660	1.8760108	0.0415560
0.0556434	0.2040259	1.0572252

$\Delta E_{76} = 77.81$

Sec. 5



RGB to L*a*b*