

CIEBasedABC – color space in PSL2 color rendering $XYZ_{\text{aim}} - XYZ_{\text{real}}$

PSL2- program	Soft- ware	out- put	mea- sure
X_{aim}	L	$\rightarrow L^* \rightarrow L$	X_{real}
Y_{aim}	$\rightarrow M$	$\rightarrow M^* \rightarrow M$	$\rightarrow Y_{\text{real}}$
Z_{aim}	N	$\rightarrow N^* \rightarrow N$	Z_{real}

matrix1 decode1 decode2 matrix2
 3×3 {0.5 exp} {2.0 exp} 3×3