E. References Cited.

[1] H. Brettel, F. Viénot, and J. Mollon. Computerized simulation of color appearance for dichromats. *Journal of the Optical Society of America A*, 14(10), October 1997.

[2] Martin Clauss, Pierre Bayerl, and Heiko Neumann. Evaluation of regions-of-interest based attention algorithms using a probabilistic measure. In *5th Workshop Dynamische Perzeption*, pages 227–232, Tübingen, 2004.

[3] Nvidia Corp. Nvidia geforce 8800 gpu architecture overview. http://www.nvidia.com/page/8800_tech_briefs.html, November 2006.

[4] V. de Silva and J.B. Tenenbaum. Global versus local methods for nonlinear dimensionality reduction. *Advances in Neural Information Processing Systems*, 15:705–712, 2003.

[5] R. Dougherty and A. Wade. Daltonize. http://www.vischeck.com/daltonize/.

[6] Andrew T. Duchowski. *Eye Tracking Methodology: Theory & Practice*. Springer-Verlag, Inc., London, UK, 2003.

[7] E. Gansner, Y. Koren, and S. North. Graph drawing by stress majorization. In *12th International Symposium on Graph Drawing*, 2004.

[8] R. Geist, R. Reynolds, and D. Suggs. A markovian framework for digital halftoning. *ACM Trans. on Graphics*, **12**:2:136–159, April 1993.

[9] R. Geist, J. Steele, and J. Westall. Parallel solution of 3d diffusion equations on a single, commodity pc. In *in review*, 2006.

[10] N. Govindaraju, J. Gray, R. Kuman, and D. Manocha. Gputerasort: High performance graphics co-processor sorting for large database management. In *Proc. ACM SIGMOD*, pages 325–336, June 2006.

[11] John Heminghous and Andrew T. Duchowski. iComp: A Tool for Scanpath Visualization and Comparison. In *Applied Perception in Graphics & Visualization (APGV)*, Boston, MA, July 28-30 2006. ACM. (Poster).

[12] G. Humphreys, M. Houston, R. Ng, R. Frank, S. Ahern, P. Kirchner, and J. Klosowski. Chromium: a stream-processing framework for interactive rendering on clusters. *ACM Transactions on Graphics (Proc. SIGGRAPH 2002)*, pages 693–702, July 2002.

[13] L. Hurvich. *Color Vision*. Sinauer Associates, Sunderland, MA, 1981.

[14] M. Ichikawa, K. Tanaka, S. Kondo, K. Hiroshima, K. Ichikawa, S. Tanabe, and K. Fukami. Web-page color modification for barrier-free color vision with genetic algorithm. *Lecture Notes in Computer Science*, 2724:2134–2146, 2003.

[15] M. Ichikawa, K. Tanaka, S. Kondo, K. Hiroshima, K. Ichikawa, S. Tanabe, and K. Fukami. Preliminary study on color modification for still images to realize barrier-free color vision. In *IEEE International Conference on Systems, Man and Cybernetics*, 2004.

[16] Laurent Itti, Christof Koch, and Ernst Niebur. A Model of Saliency-Based Visual Attention for Rapid Scene Analysis. *IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI)*, 20(11):1254–1259, 1998.

[17] S. Kondo. A computer simulation of anomalous color vision. In *Color Vision Deficiencies*, pages 145–159. Kugler & Ghedini, 1990.

[18] J. B. Kruskal and R. E. Hart. A geometric interpretatin of diagnostic data from a digital machine: Based on a study of the Morris, Illinos electronic central office. *Bell System Technical Journal*, 45(6), 1966.

[19] V. I. Levenshtein. Binary codes capable of correcting deletions, insertions and reversals. *Doklady Physics*, 10:707–710, 1966.

[20] E. D. Megaw and J. Richardson. Eye movements and industrial inspection. *Applied Ergonomics*, 10(3):145–154, 1979.

[21] G. Meyer and D. Greenberg. Color-defective vision and computer graphics displays. *IEEE Computer Graphics and Applications*, 8(5):28–40, September 1988.

[22] W. Osberger and A. J. Maeder. Automatic Identification of Perceptually Important Regions in an Image. In *International Conference on Pattern Recognition*, Brisbane, Australia, 17-20 August 1998.

[23] J. Owens, D. Luebke, N. Govindaraju, M. Harris, J. Krűger, A. Lefohn, and T. Purcell. A survey of general-purpose computation on graphics hardware. In *Proc. Eurographics 2005 STARs*, pages 21–52, Dublin, Ireland, August 2005.

[24] Claudio M. Privitera and Lawrence W. Stark. Algorithms for Defining Visual Regions-of-Interest: Comparison with Eye Fixations. *IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI)*, 22(9):970–982, 2000.

[25] K. Rasche, R. Geist, and J. Westall. Detail preserving reproduction of color images for monochromats and dichromats. *IEEE Computer Graphics & Applications*, 25(3), 2005.

[26] K. Rasche, R. Geist, and J. Westall. Re-coloring images for gamuts of lower dimension. *Computer Graphics Forum*, 24(3):423–432, 2005.

[27] E. Reinhard, M. Ashikhmin, B. Gooch, and P. Shirley. Color transfer between images. *IEEE Computer Graphics and Applications*, 21(5):34–41, 2001.

[28] S. Sadasivan, J. S. Greenstein, A. K. Gramopadhye, and A. T. Duchowski. Use of Eye Movements as Feedforward Training for a Synthetic Aircraft Inspection Task. In *Proc. CHI '05*. ACM Press, 2005.

[29] Anthony Santella and Doug DeCarlo. Robust Clustering of Eye Movement Recordings for Quantification of Visual Interest. In *Eye Tracking Research & Applications (ETRA) Symposium*, pages 27–34, San Antonio, TX, 2004. ACM.

[30] J. W. Schoonard, J. D. Gould, and L. A. Miller. Studies of Visual Inspection. *Ergonomics*, 16(4):365–379, 1973.

[31] Debbie Stone, Carloline Jarrett, Mark Woodroffe, and Shailey Minocha. *User Interface Design and Evaluation*. Morgan Kaufmann Publishers, San Francisco, CA, 2005.

[32] G. Strang. *Linear Algebra and Its Applications*. Academic Press, New York, New York, 1976.

[33] J. Walraven and J. W. Alferdinck. Color displays for the color blind. In *IS&T and SID 5th Color Imaging Conference*, pages 17–22, 1997.

[34] B. Wandell. *Foundations of Vision*. Sinauer Associates, Inc., 1995.

[35] Julia M. West, Anne R. Haake, Evelyn P. Rozanski, and Keith S. Karn. eyePatterns: Software for Identifying Patterns and Similarities Across Fixation Sequences. In *Proceedings of Eye Tracking Research & Applications (ETRA)*, pages 149–154, New York, NY, March 27-29 2006. ACM Press.

[36] Jeremy M. Wolfe and Gregory Gancarz. GUIDED SEARCH 3.0: A Model of Visual Search Catches Up With Jay Enoch 40 Years Later. In V. Lakshminarayanan, editor, *Basic and Clinical Applications of Vision Science*, pages 189–192. Kluwer Academic, Dordrecht, Netherlands, 1996.

[37] M. Woo, J. Neider, T. Davis, and D. Shreiner. *OpenGL Programing Guide*. Addison Wesley, fifth edition, 2006.