

Physical versus Virtual Resolution: The Impact of VPW™ RGBW Display Technology on Mobile Applications

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Contents

- Dilemma of mobile HD entertainment
- Visual Perception White (VPW™)
- Physical versus Virtual resolution
- Conclusions

Consumer's Expectation

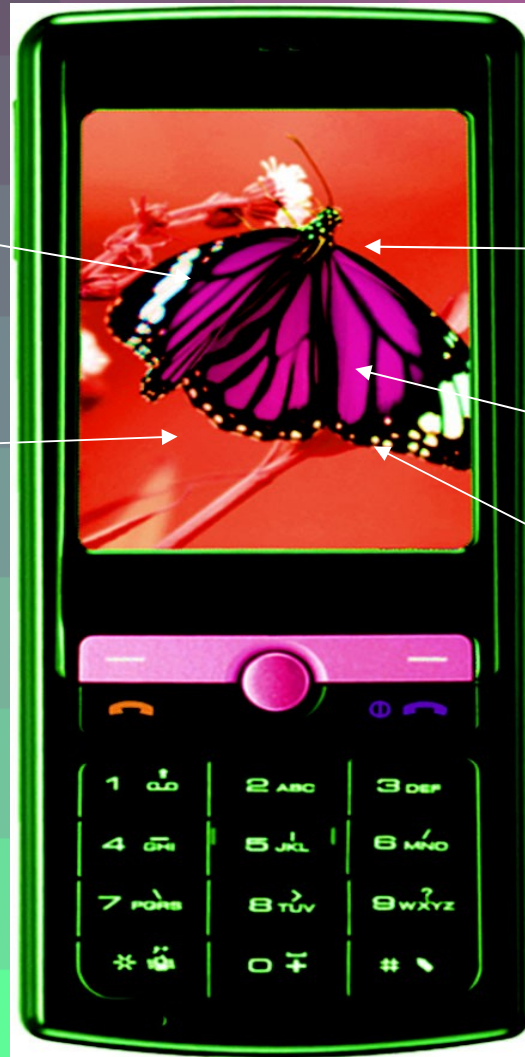
More battery time

More resolution

More contrast

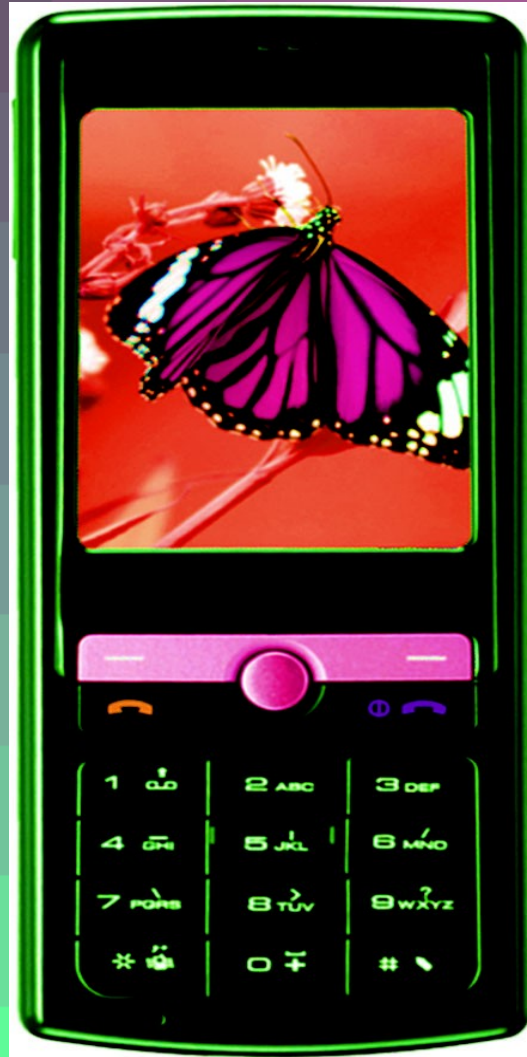
More brightness

More color



**Always
More !**

Consumer's Expectation



Price

\$\$\$\$

\$\$\$

\$\$

\$



**Always
Less !**

Consumer's Expectation

We Want VPW Display Now !

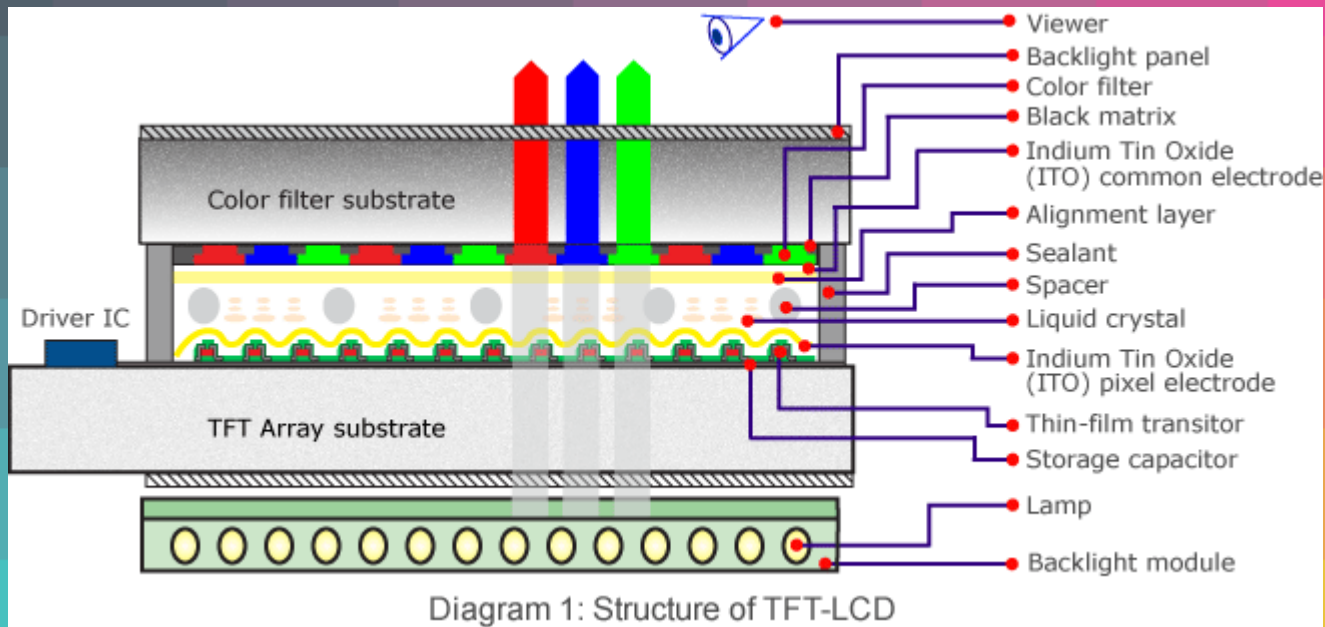


**Always
Now !**

Technical Difficulties

- Mass production difficulty for display with Full HD resolution of 1920x1080 and <10”
- Very high power consumption
- Short battery time
- Heat dissipation problem
- High production cost

Structure of TFT LCD



Source: AUO

Liquid Crystal Mechanism

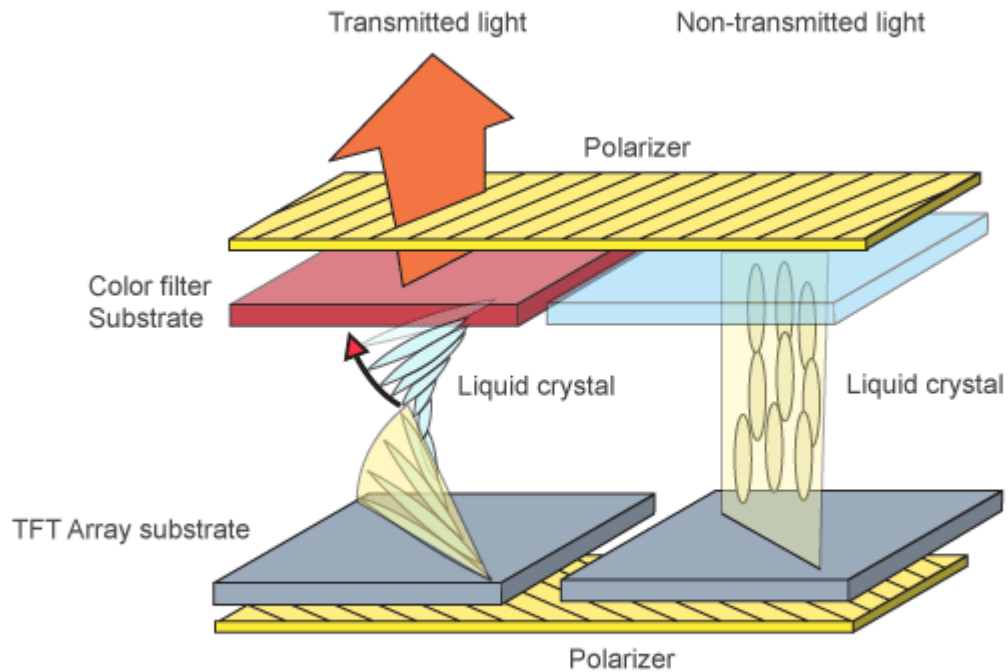
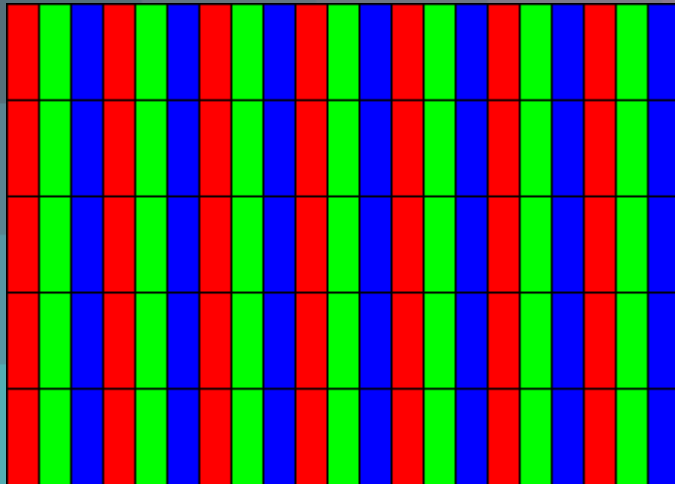


Diagram 2: The Fundamental Photonics of Liquid Crystal (Twisted Nematics)

Source: AUO

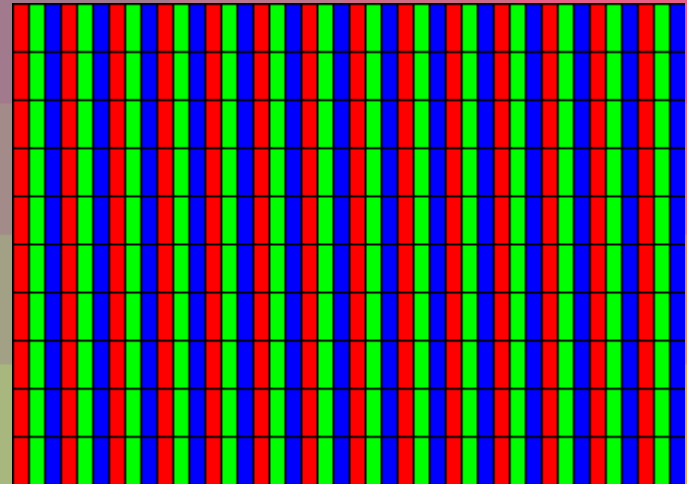
Pixel Density

X. RGB. Y



1x

2X. RGB. 2Y



4x

Procedure of Human Perception

External
Environment

Stimulation of
Sensory Organ

Pre-
Sensory
Processing

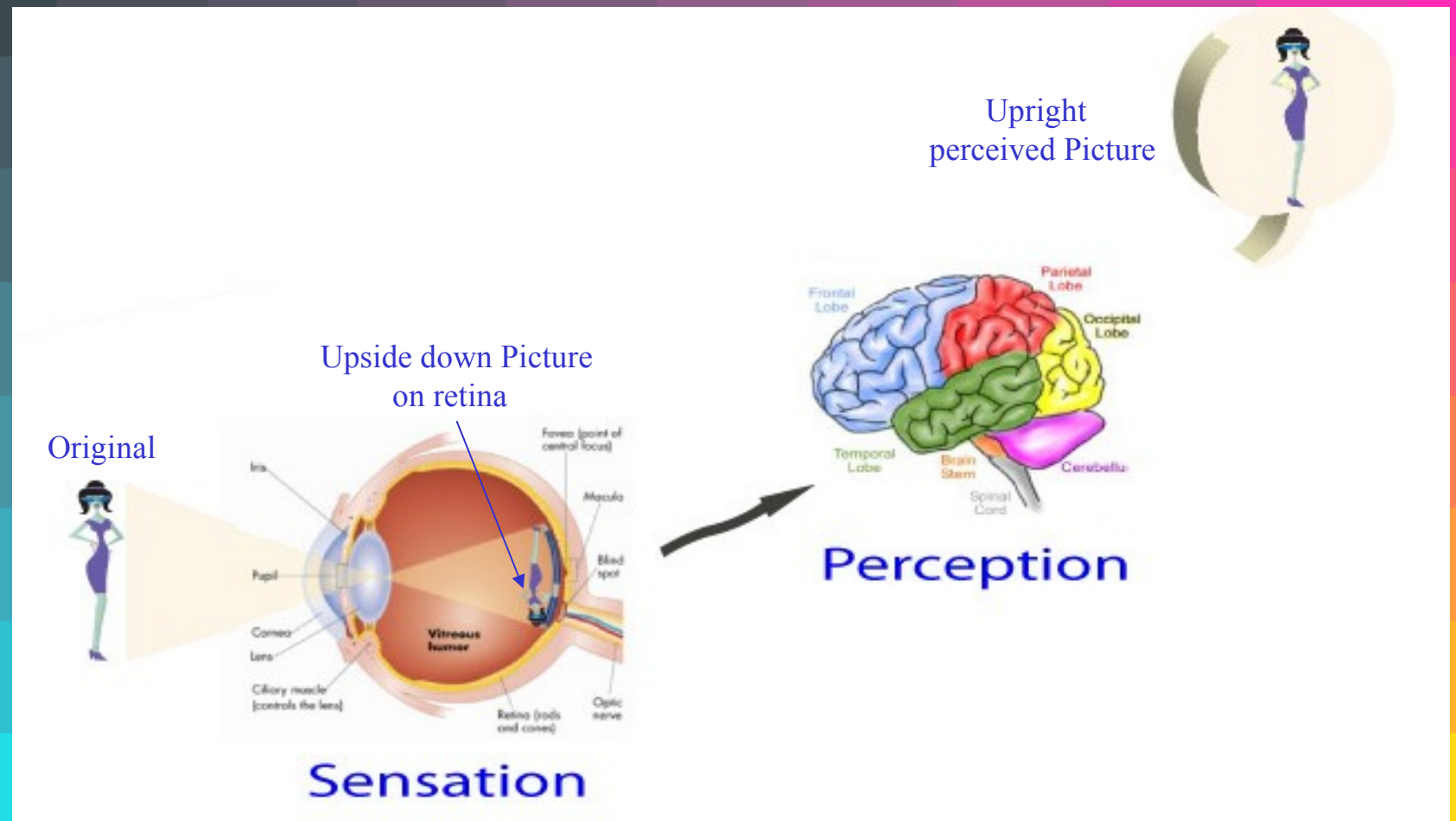
Senses

Post-
Perceptual
Processing

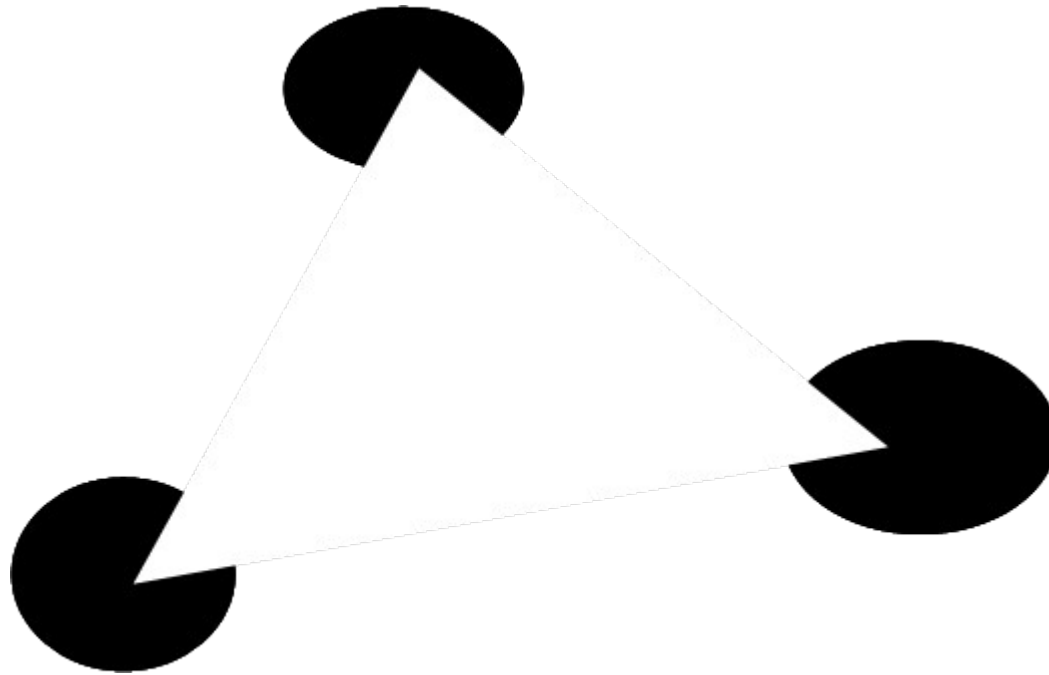
Mind

→ Perception

From Sensation to Perception



Visual Perception: Seeing vs Perceiving



Source: Zaltman, 2003, p.68

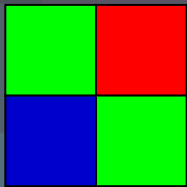
Visual Perception is reconstructive and creative !

Prof. J. Dowling, Harvard University

VPW™ Sub-pixel rendering principle

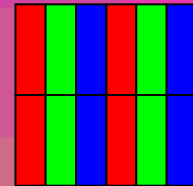
The dual of mosaicing

Image Sensor



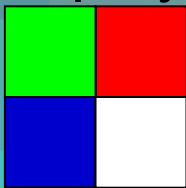
Bayer Pattern

De-mosaicing
→



RGB signal

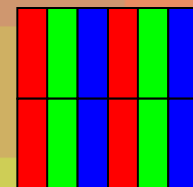
Display



VPW™ RGBW

Sub-pixel rendering
←

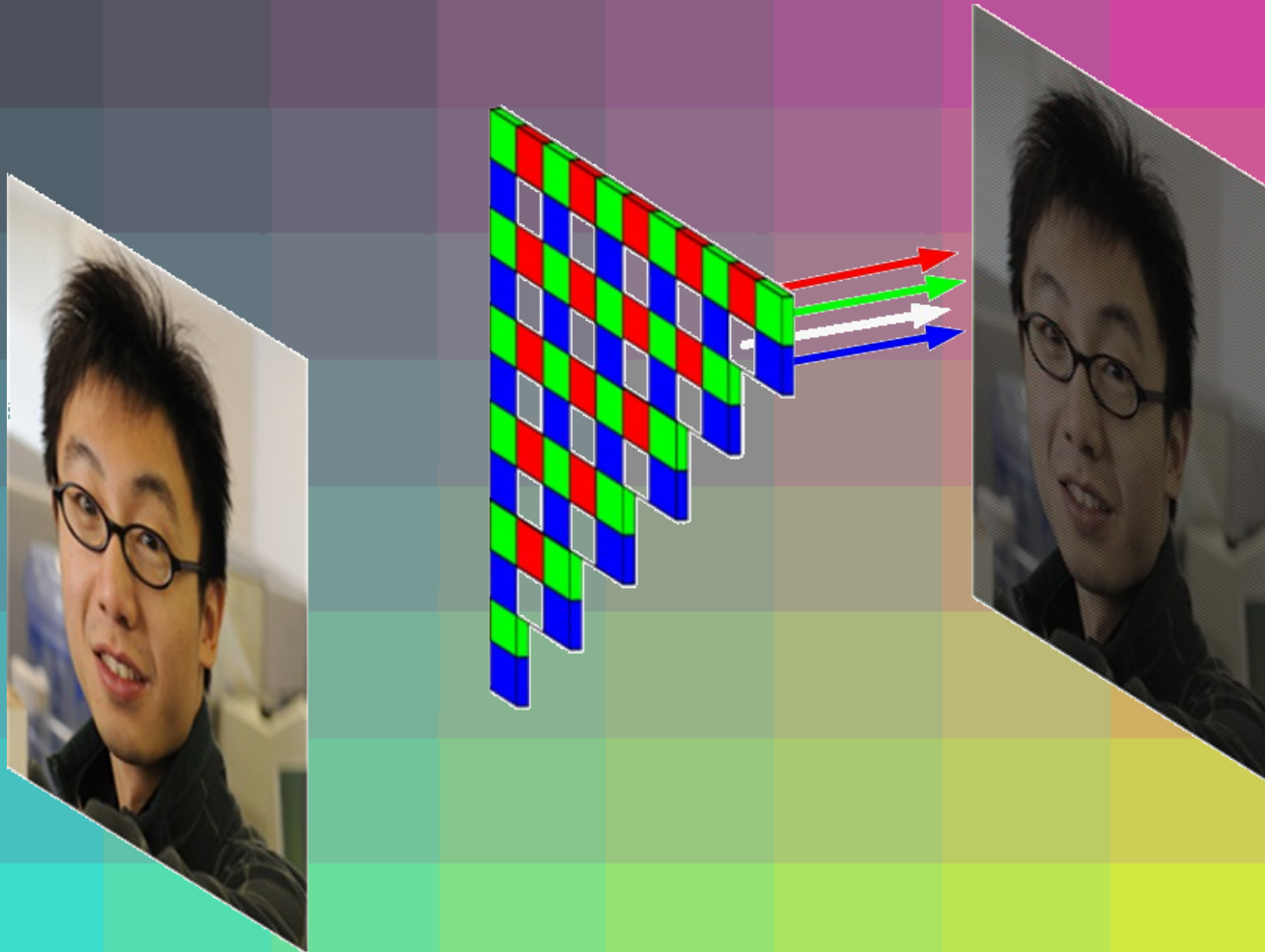
“Mosaicing”



RGB signal

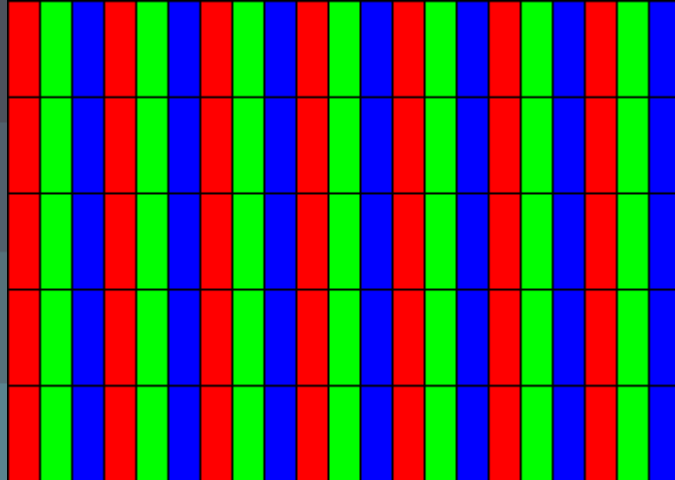
**Note: sub-pixel rendering common used today in rendering fonts.
MS ClearType™ is a sub-pixel rendered font in Windows today.**

VPW™ Color Filter

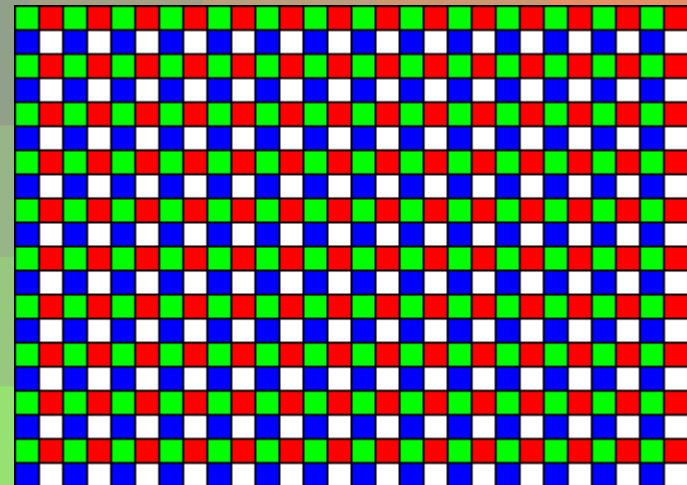
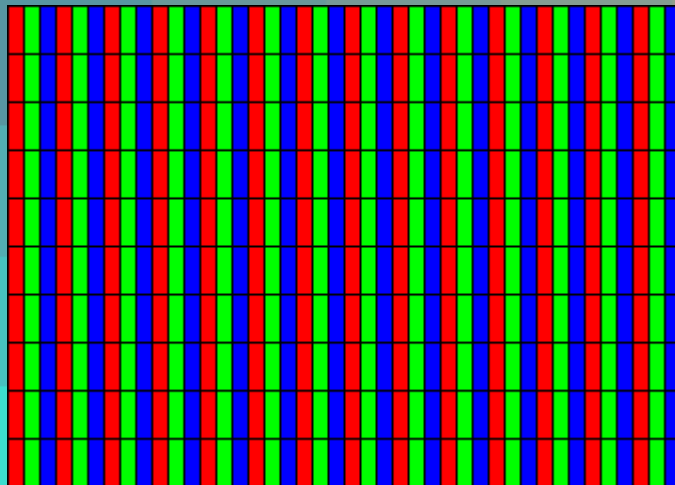
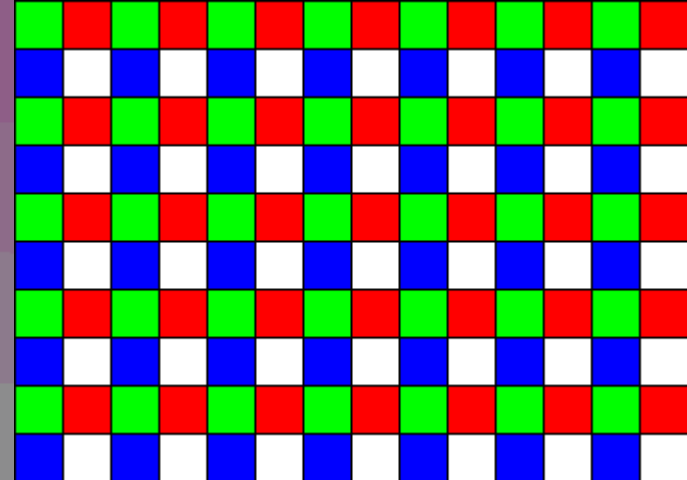


From Physical to Physical Resolution

X. RGB. Y



X. RGBW. Y

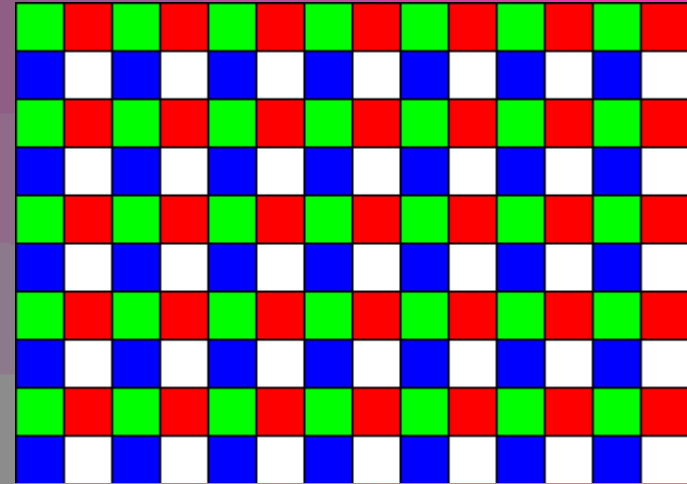
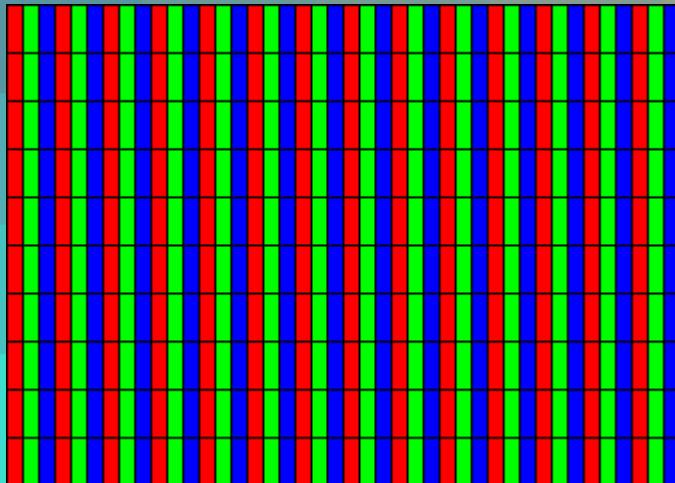


2X. RGB. 2Y

2X. RGBW. 2Y

From Physical to Virtual Resolution

2X. RGB. 2Y

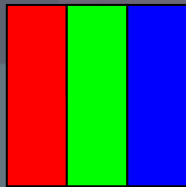


Physical X. RGBW. Y
Virtual 2X. VPW. 2Y

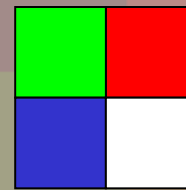
RGBW=Physical Pixel=4
VPW= Virtual Pixel = 1

VPW™ Duo Resolution Full HD Display

RGB signal
960xRGBx540

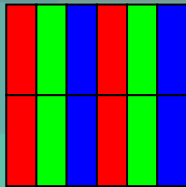


Physical mode (S)



VPW™ HD Display
960xRGBWx540(S)
1920xVPWx1080(E)

RGB signal
1920xRGBx1080



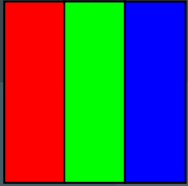
Virtual mode (E)



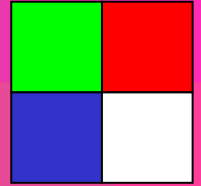
Transition from idea to product

- Basic idea of “less can be more” was formed by VP Dynamics in the 90s in Germany
- Human oriented technologies (MP3 & VPW)
- Visual Perception™ Technology / Visual Perception White (VPW™) by VP Dynamics
- Exploiting consumer’s visual perception capability in the mind
- First patent application in Germany in 1997
- Applied R&D in Hong Kong since 2004

RGB vs VPW™



Tradition



Innovation



RGB



single resolution

Physical: 960xRGBx540(qHD)

Virtual : not applicable



high power



low contrast



Mobile FHD not possible

VPW™

duo resolution

960xRGBWx540(qHD)

1920xVPWx1080(FHD)

lower power

higher contrast

Mobile FHD possible

RGB vs VPW™



RGB

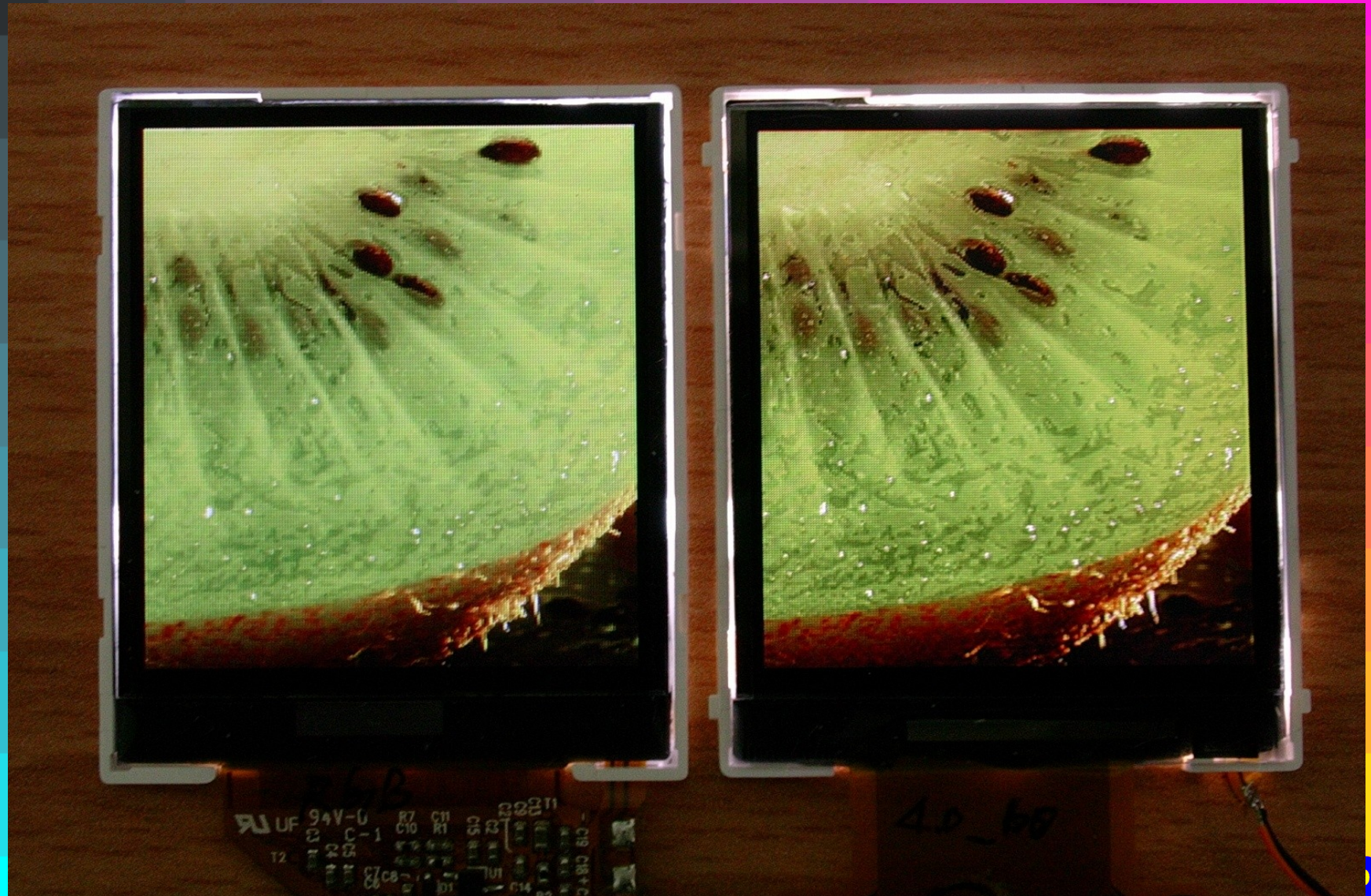
VPW™ 4x

Image Quality – RGB vs. VPW™

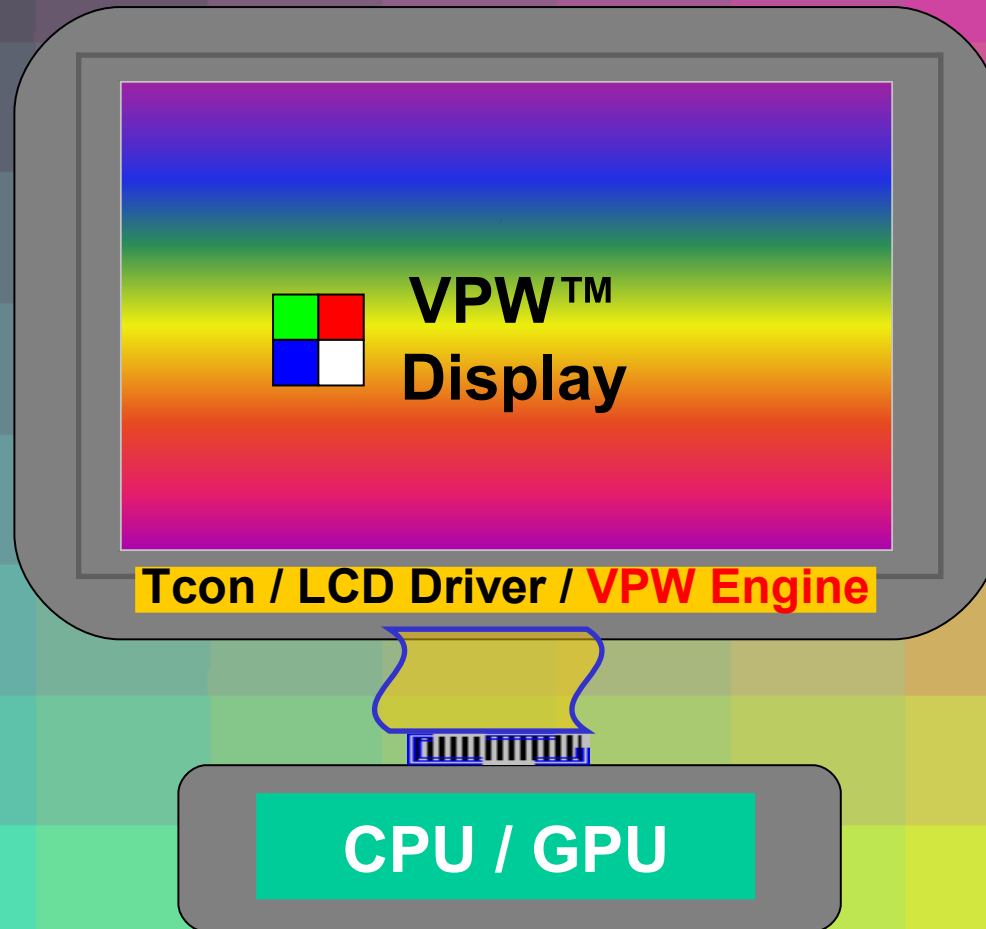


UF 94V 0 R7 C11
-05 1 C10 R1
04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100
C2 C3 C4 C5 C6 C7 C8 C9 C10 C11 C12 C13 C14 C15 C16 C17 C18 C19 C20 C21 C22 C23 C24 C25 C26 C27 C28 C29 C30 C31 C32 C33 C34 C35 C36 C37 C38 C39 C40 C41 C42 C43 C44 C45 C46 C47 C48 C49 C50 C51 C52 C53 C54 C55 C56 C57 C58 C59 C60 C61 C62 C63 C64 C65 C66 C67 C68 C69 C70 C71 C72 C73 C74 C75 C76 C77 C78 C79 C80 C81 C82 C83 C84 C85 C86 C87 C88 C89 C90 C91 C92 C93 C94 C95 C96 C97 C98 C99 C100

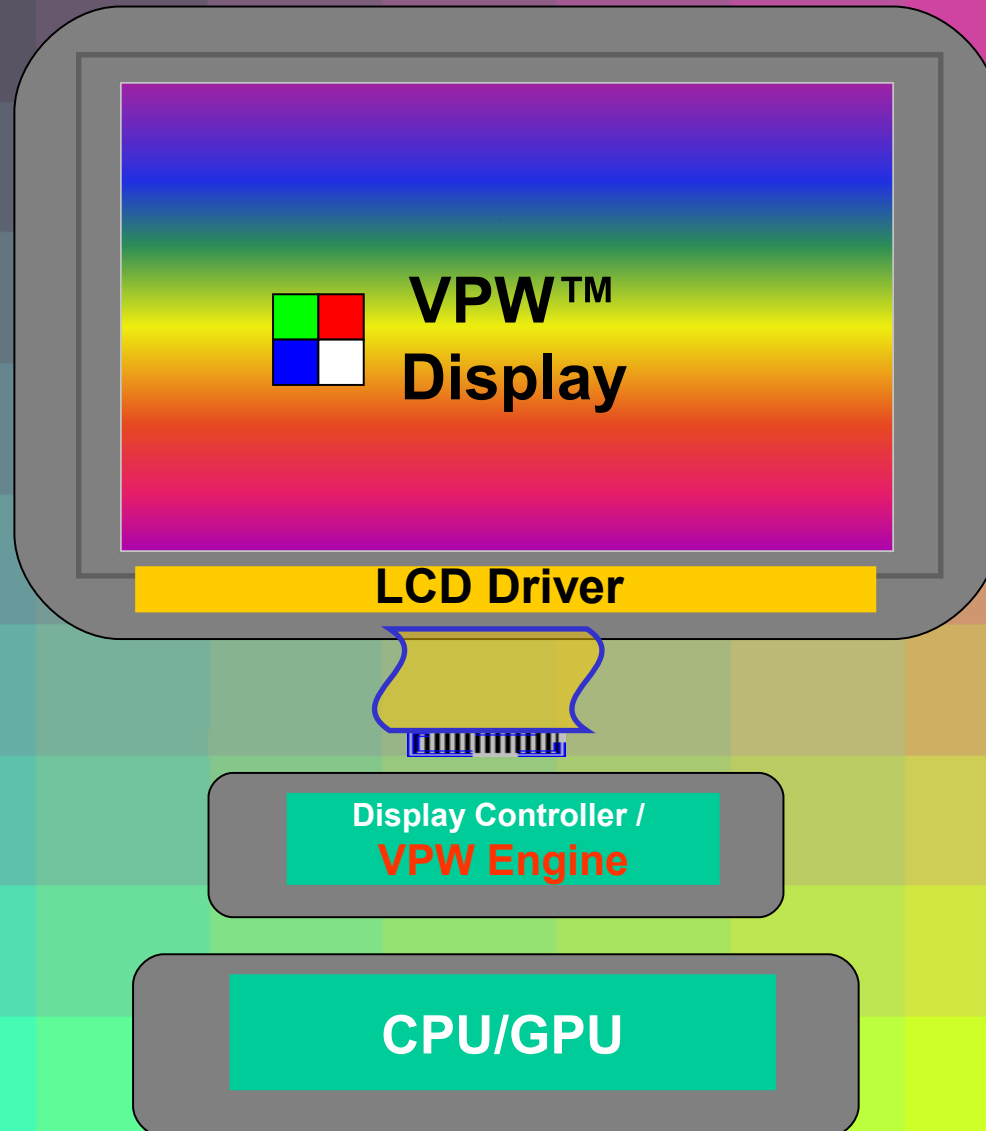
Image Quality – RGB vs. VPW™



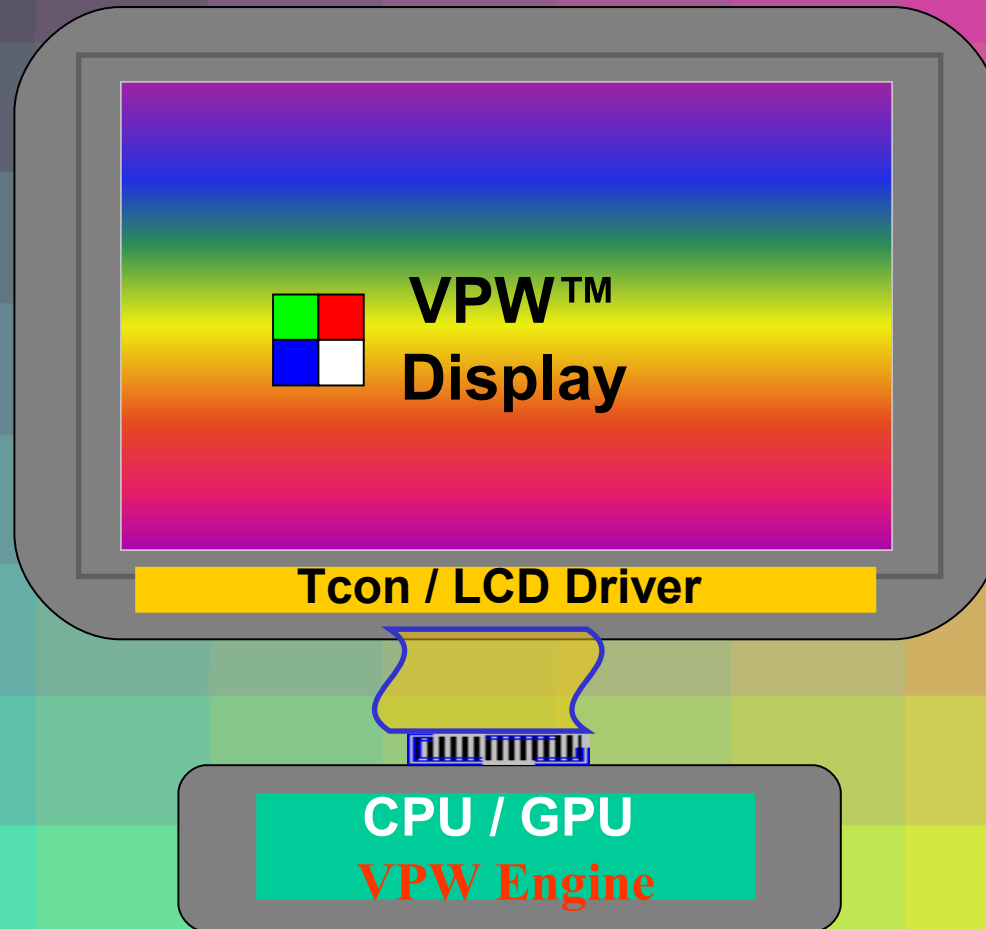
VPW engine embedded in driver IC



VPW engine embedded in display controller



VPW engine embedded in CPU/GPU



VPW™ value creation

- Excellent display performance and ultra low power with RGBW & DBLC (Dynamic Backlight Control)
- Full HD display (1920x1080) of less than 10”
- Dual resolution mode for system power saving
- Selectable modes for different applications
- Low 100ppi acceptable for Notebook and Netbook
- Support MS True Type™ and Clear Type™ fonts
- Smaller IC dye size with fully tested VPW™ core
- Optimized cost/performance factor
- Enhancing user visual experiences

Conclusions

VPW™ Technology competitive advantages :

- Product Differentiation and Innovation
- Full HD mobile display with unmatched visual performance
- Ultra low power => **Ultra Green !**



Thank You

Please enjoy VPW™ Demo

<http://www.vp-dynamics.com>