

# Analysis on a Three-dimensional Local Dimming Backlight

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## ABSTRACT

This paper analyzes the performance of a pixel-level three-dimensional local dimming backlight unit. The illuminance distribution function based on the double-layered structure is derived and simulated by using MATLAB. A 5-inch LCD screen is tested, and the dark brightness and contrast of the single-layered structure and the double-layered structure are compared.

## 1 Introduction

At present, the exploration of liquid crystal display is increasing, in which the backlight module is very important for display luminescence. At the same time, with the emergence of new technologies, such as mini-LED and micro-LED, designing a backlight module with a novel structure has become a research hotspot [1-3].

Current dominant display technologies are liquid crystal display (LCD)[4] and organic light emitting diode display (OLED)[5]. These two display technologies are widely used in various display devices, but they have certain advantages and disadvantages[6]. For example, the main advantages of LCD are long lifetime, high peak brightness, and low cost. The remarkable feature of OLED is high ambient contrast, which can realize pure black [7]. Ultra-thin and flexible display can be easily realized by OLED. They are comparable in color gamut[8], screen resolution, dynamic response time[9], and power consumption. However, LCD has two important disadvantages: one is limited contrast ratio (CR: 1000-5000:1), and the other is weak flexibility. On the other hand, the main problem of OLEDs is that the lifetime will be affected with the brightness increase[10-11]. While referring to the high dynamic range technology (HDR)[12], LCD has the characteristics of high brightness, but lacks true dark state, while OLED is just the opposite [13].

In recent years, mini-LED and micro-LED displays[14-16] have attracted extensive attention because of their high dynamic range, high ambient contrast ratio [17] (ACR), and low power consumption [18-20]. For example, when mini-LED array is applied to the backlight module of liquid crystal display, the local dimming technology [21-27] can improve the CR of the display panel to 1000000:1 [28]. The

self-luminous mini / micro-LED display will show a dark state with high authenticity, and the peak brightness is several times that of LCD and OLED displays [29].

This paper studies the optical performance of three-dimensional local dimming backlight unit, and systematically verifies the feasibility of the structure via simulation and experiment.

## 2 Theoretical Analysis

The schematic of a three-dimensional local dimming backlight is drawn and shown in Fig. 1.

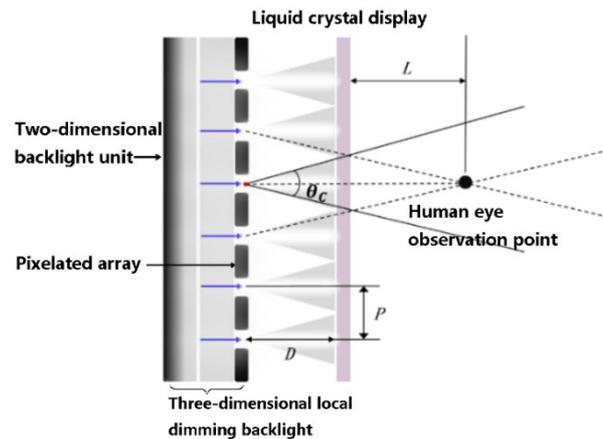


Fig. 1. Schematic of a three-dimensional local dimming backlight.

According to the theoretical analysis of three-dimensional area dimming, we can preliminarily deduce the illumination distribution of LCD at human eyes as follows:

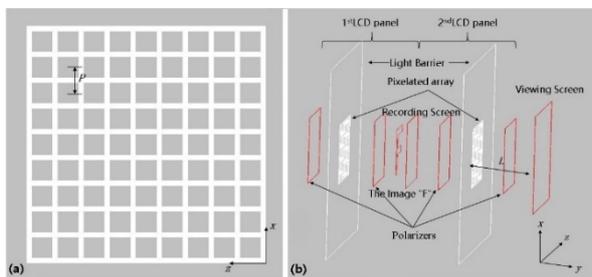
$$E_i(\theta_i, l_i) = \frac{I_0 \cos\left(\frac{1}{2RD}\right)}{(D + L_i)^2 + \left(\frac{1}{R}\right)^2} \quad (1)$$

where R is the resolution of the backlight unit. D is the spatial distance between the pixel array and the LCD panel. L is the distance between the display and the human eye.

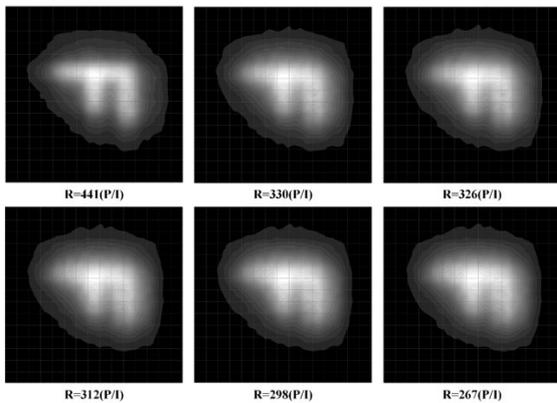
## 3 Simulation

The illumination at the human eye is not only related

to the resolution, but also related to the spatial distance between the LCD and the human eye. The illuminance of any point in the space is the superposition of the illuminance at that point. By using MATLAB, the internal relationship between the illuminance of any point and various factors in the three-dimensional local dimming theoretical model can be obtained, in which the illuminance of any point in the space is directly proportional to the resolution of the LC screen, and inversely proportional to the spatial distance. Next, Solidworks is used to model and design the double-layered structure. As shown in Fig. 2(a), the material property of the 9-pixel array is PMMA, and the optical properties of each element of the double-layer structure are set in TracePro shown in Fig. 2(b). Then, ray tracing is performed after setting the pixelated array with different resolution size in the simulation model.



**Fig. 2. (a) Pixel array model; (b) Double-layered structure based on a three-dimensional local dimming backlight.**

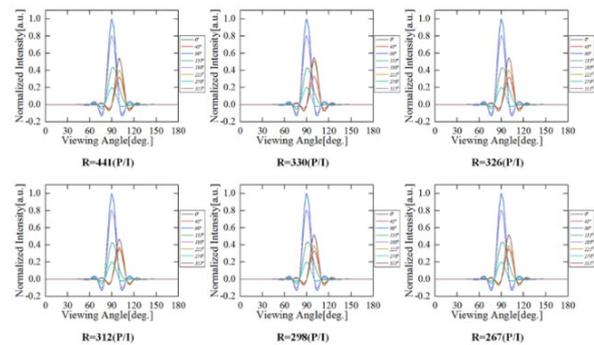


**Fig. 3. Reconstruction diagram of the pixel array based on the three-dimensional local dimming backlight.**

The influence of different resolutions on the luminous intensity of the double-layer structure is studied. The resolution of the pixelated array is defined by  $r = 441 (P / l)$ , where  $r$  is the resolution of the LC screen,  $P$  is the total pixel number, and  $l$  is the screen size. The reconstructed image "F" collected from the receiving surface has a higher degree of clarity, and the reconstructed image, that is luminous letter "F", can be obviously seen. However, there is a certain halo contour area around the luminous letter "F".

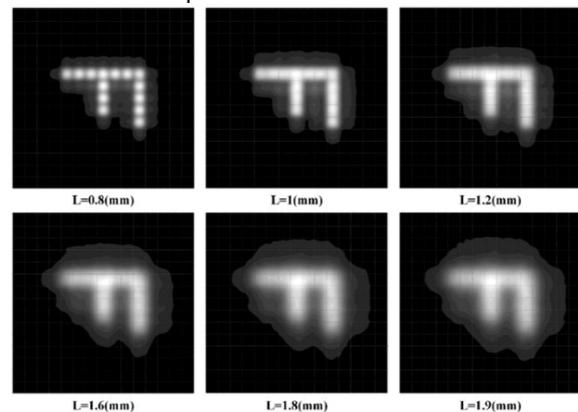
#### 4 Simulation Results

Different from two-dimensional local dimming, three-dimensional local dimming technology has light intensity distribution existing in the normal direction of two planes, corresponding to the left and right eyes of human eyes, respectively. This paper selects the optical characteristics of the right eye and calculates the relationship curve between the output light intensity and the observation angle under different resolutions. As shown in Fig. 4, it can be found that the peak intensity of the outgoing light intensity is stable near the observation angle of  $90^\circ$  with the resolution decrease, and the fluctuation range is within  $-0.00011 \sim +0.00021$ . The outgoing light intensity is distributed around  $\pm 90^\circ$ , and its fluctuation range is within  $60^\circ \sim 120^\circ$ , indicating that most of the light energy is concentrated in the normal direction of the exit surface corresponding to the eye.



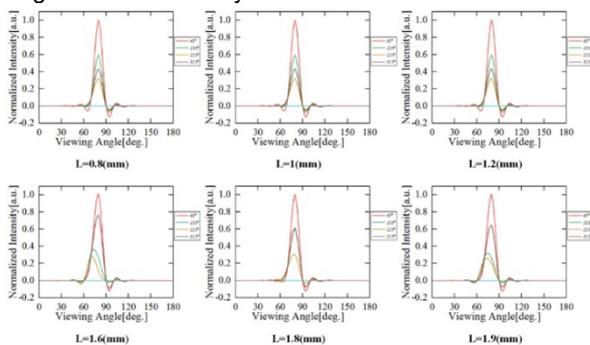
**Fig. 4. Outgoing light intensity distribution at different resolutions.**

The relationship between the spatial distance and the light intensity is studied by changing the spatial distance. As shown in Fig. 4, the spatial distance continues to increase which makes the luminous letter "F" unclear. Therefore, the spatial distance between the screen and the human eye has a certain threshold, beyond which the image cannot be displayed normally. Within the range of the spatial distance threshold, the image can be displayed normally and the sharpness needs iterative optimization.



**Fig. 5. Irradiance distribution at different spatial distances based on the three-dimensional local dimming backlight.**

Under the conditions of different spatial distances, the outgoing light intensity distribution of the double-layered structure is shown in Fig. 5. The ray-tracing simulation results show that when the observation angle is  $45^\circ$ , the peak intensity of the outgoing light intensity is stable at about  $\pm 80^\circ$ . The fluctuation range of the outgoing light intensity distribution is within  $60^\circ \sim 90^\circ$ , which increases with the spatial distance. The peak intensity of the outgoing light intensity has a slight deviation, and the error range is  $\pm 0.000103$ . When the observation angle is expanded to  $135^\circ$ , the peak intensity of the outgoing light intensity first decreases and then increases with the increase of the spatial distance. The relative light intensity decreases from 0.6 to 0.3, and then increases back to 0.6, and the relative light intensity decreases to the minimum at the spatial distance of 1.9 mm. When the observation angle continues to expand to  $225^\circ$ , the relative light intensity changes from 0.3 to 0.5 with the increase of spatial distance, and the peak intensity position of the outgoing light intensity shifts significantly. When the observation angle is expanded to  $315^\circ$ , the variation range of relative light intensity is 0.4 ~ 0.8, the peak intensity of outgoing light intensity does not shift significantly, and the minimum value of outgoing relative light intensity is 1 mm in spatial distance. Compared with the light intensity distribution range of resolution, the observation angle has a more obvious impact on the light intensity distribution range of the double-layer structure.



**Fig. 6. Outgoing light intensity distribution at different spatial distances.**

### 5 Performance Test

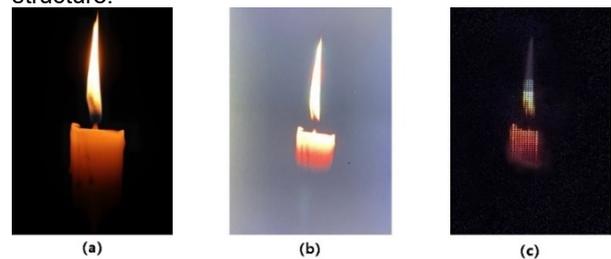
Based on the above analysis, an HDMI cable was used to connect a computer to the double-layered backlight module, and the initial image was displayed on a 5-inch (800×480) LCD screen, as shown in Fig. 7. The initial experimental image was selected as a burning “candle” with high contrast to show the dimming ability of the three-dimensional local dimming backlight. Combining the previous theoretical analysis and simulation results, the brightness tests of the single-layered and the double-layered backlight module were carried out. From the human subjective evaluation, the overall image brightness fell due to the double-layered LC panel. However, the main part of the “candle” displayed accurately, and the dark state area was very pure. It means that the display contrast

ratio is high that can show more exquisite details.

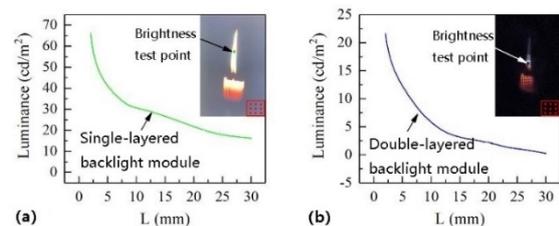
The intermediate point of the “candle” flame is selected as the brightness test point, and the photometer and its supporting tripod are placed at a certain distance from the experimental backlight module to build an experimental test system. During the test, the temperature range is  $25 \pm 2^\circ\text{C}$ , the humidity range is  $55 \pm 20\% \text{RH}$ , and the illumination is less than 1 lux in a dark room environment. The distance is adjusted between the luminance meter and the experimental backlight module to test the luminance of the target point.

### 6 Conclusion

The backlight unit based on a double-layered structure shows higher picture fineness, wherein the double-layered LC layer plays an important role in the pixel-level three-dimensional local dimming. However, the backlight unit of the pixel-level three-dimensional local dimming technology tested in the experiment has a relatively low brightness. In order to promote the development of three-dimensional local dimming technology at pixel level, it is necessary to optimize the structure of three-dimensional local dimming which can control the transmittance separately (dimnable) and can be pixelated from the aspects of material and device structure.



**Fig. 7. (a) The original image; (b) Image displayed by the single-layered structure; (c) Image displayed by the double-layered structure.**



**Fig. 8. (a) Brightness variation curve of single-layered backlight module; (b) Brightness variation curve of double-layered backlight module.**

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