

CONTENTS

PART I **CONDITIONING**

Chapter 1 **Image characterisation and formation**

1.1	Introduction	1
1.2	The tessellated image or message	1
1.3	Description of the displayed picture	5
1.3.1	The sampling operation	5
1.3.2	Analysis in the spatial frequency domain: filtering	7
1.3.3	Analysis in the spatial frequency domain: interference	12
1.3.4	Image quality	15
1.4	Analysis in the luminance domain	17
1.4.1	Luminous variables	17
1.4.2	Contrast definitions, contrast enhancement filters	22
1.4.3	A relation between threshold contrast and spatial resolution	29
1.4.4	Contrast resolution in images with more than two grey levels	33
1.5	Addressing	37
1.5.1	General	37
1.5.2	Line-at-a-time addressing	41
1.5.3	Active matrix addressing	45
	References	47

Chapter 2 **An engineering view on the visual system-technology interface**

2.1	Introduction	49
2.2	Legibility of symbols, robustness	50
2.3	Characteristics of the eye imaging system	55
2.3.1	General description	55
2.3.2	The eye as an image processing system	60
2.4	Threshold and supra-threshold sensitivities	71
2.4.1	Threshold data	71
2.4.2	Brightness scaling	72
2.4.3	Flicker thresholds	75
2.5	Colour in displays	79
2.5.1	The value of colour in displays	79
2.5.2	Colour characteristics of displays	80
2.6	Recommendations	88
	References	90

PART II TECHNOLOGIES

Chapter 1 Cathode ray tubes

1.1	Historical survey	93
1.2	Principles of operation	94
1.2.1	Monochrome tubes	94
1.2.2	Shadow-mask colour tubes	97
1.2.3	Penetration screen and current-sensitive tubes	100
1.3	Physical characteristics	102
1.4	Novel types of CRT	104
1.4.1	Flat cathode ray tubes	104
1.4.2	Channel multiplier tubes	105
1.4.3	The guided beam display	108
1.4.4	Digitally-addressed CRTs	109
1.4.5	Light valve tubes	109
1.4.6	Beam index colour tubes	110
1.4.7	Multiple beam CRTs	111
1.4.8	Filtering and similar techniques used with CRTs	111
1.5	Addressing/driving	113
1.5.1	Raster scanning	113
1.5.2	Cursive beam control	114
1.6	System interface	115
1.7	Visual characteristics	116
1.7.1	Resolution-monochrome tubes	116
1.7.2	Resolution-shadow-mask tubes	117
1.7.3	Luminance and contrast	118
1.7.4	Colour	119
1.7.5	Flicker	120
1.8	State of development	121
1.9	Health implications for CRT users	123
	References	124

Chapter 2 Vacuum fluorescent tubes

2.1	Historical survey	129
2.2	Principles of operation	129
2.3	Physical characteristics	131
2.4	Addressing/driving and system interface	133
2.5	Visual characteristics	134
2.6	State of development	137
	References	138

Chapter 3 Liquid crystal displays

3.1	Introduction	141
3.2	Physical characteristics	142
3.3	Principles of operation	146
3.3.1	Introduction	146
3.3.2	Dynamic scattering in nematics	147
3.3.3	The twisted nematic effect	147
3.3.4	Electrically controlled birefringence (ECB) effects	153
3.3.5	The cholesteric nematic phase change effect	154
3.3.6	The dyed phase change (DPC) effect	155
3.3.7	Supertwist and related effects	158
3.3.8	Smectic A effects	159
3.3.9	Chiral smectic C effects	163
3.3.10	Colour in LCDs	164
3.4	Addressing/driving	166
3.4.1	Direct addressing of matrix displays	166
3.4.2	Addressing of displays with restricted information	169
3.4.3	Active matrix addressing	171
3.5	Conclusion	178
	References	179

Chapter 4 Large area gas discharge displays or plasma displays

4.1	Introduction	185
4.2	Principle of operation	186
4.2.1	Electrical characteristics	186
4.2.2	Luminous distribution	189
4.2.3	Colour	190
4.2.4	Penning mixture	191
4.2.5	Time dependence	191
4.2.6	Driving methods	192
4.3	AC plasma displays	194
4.3.1	General description	194
4.3.2	Operating principle	195
4.3.3	Physical characteristics	197
4.3.4	Addressing/driving	198
4.3.5	System interface	200
4.3.6	Visual characteristics	201
4.3.7	State of development	205
4.4	DC plasma displays	206
4.4.1	General description	206
4.4.2	Operating principle	207
4.4.3	Physical characteristics	210
4.4.4	Addressing/driving	210
4.4.5	Visual characteristics	210
4.4.6	State of development	213
4.4.7	Plasma electron excited CRT	214
	References	216

Chapter 5 Electroluminescent displays

5.1	Historical survey	219
5.2	Principle of operation	221
5.3	Physical characteristics	224
5.3.1	Size	224
5.3.2	Life expectancy	225
5.3.3	Reliability	225
5.3.4	Memory	226
5.3.5	Efficiency	227
5.4	Addressing/driving	228
5.4.1	Approaches	228
5.4.2	Matrix addressing	228
5.4.3	Drivers	233
5.5	System interface	233
5.6	Visual characteristics	234
5.6.1	Reflectivity	234
5.6.2	Contrast	234
5.6.3	Flicker	235
5.6.4	Resolution	235
5.6.5	Colour	235
5.6.5.1	Phosphors	236
5.6.5.2	Panel structure	237
5.6.5.3	Electrodes	238
5.6.6	Viewing angle	239
5.7	Other EL devices	239
5.7.1	AC powder EL	239
5.7.2	DC powder EL	241
5.7.3	DC thin-film EL	242
5.8	State of development	243
5.9	Acknowledgements	244
	References	245

Chapter 6 Light emitting diodes

6.1	Introduction	251
6.2	Principles of operation	252
6.3	Physical characteristics	256
6.3.1	Luminance characteristics	256
6.3.2	Luminance control options	257
6.3.3	Geometric configuration: small area displays	258
6.3.4	Geometric configuration: large area displays	259
6.3.5	LED failure mode	261
6.3.6	Luminance degradation	261
6.4	Addressing/driving	262
6.4.1	Addressing techniques	262
6.4.2	LED drivers	263
6.5	System interfacing	264
6.6	Visual characteristics	264
6.6.1	Optical properties	264
6.6.2	Luminance/contrast	265
6.6.3	Image quality	266
6.6.4	Flicker/dynamic visual effects	267
6.6.5	High resolution graphics/video	268
6.6.6	Colour	268
6.6.7	Viewing angle	269
6.7	State of development	269
6.7.1	Special applications of LEDs	269
6.7.2	Head-down programmable pushbutton switches	270
6.7.3	Control-display unit	271
6.7.4	Counter-pointer instruments	272
6.7.5	Imaging display systems	272
6.8	Thermal imaging systems	274
6.9	Multi-colour and monolithic matrix arrays in development	274
6.10	Acknowledgements	274
	References	275

Chapter 7 Miscellaneous technologies

7.1	Historical survey	277
7.2	Principles of operation	278
7.2.1	Electrochemical displays	279
7.2.2	Electrochromic displays (ECD)	280
7.2.3	Suspended particles displays	283
7.2.4	Electromechanical displays	285
7.2.5	Magneto optical displays	287
7.3	Conclusion	289
7.4	Acknowledgement	289
	References	292

PART III APPLICATIONS

Chapter 1 Displays in the office

1.1	Introduction	295
1.2	Applications for the displays	297
1.2.1	Data-processing	298
1.2.2	Word-processing	299
1.2.3	Document preparing	301
1.3	Working environment	303
1.3.1	Lighting	303
1.3.2	Temperature	304
1.3.3	Noise	305
1.4	Ergonomics	305
1.4.1	Technical aspects	306
1.4.2	User interface	309
1.4.3	Human factors	312
1.4.3.1	Physiological problems	312
1.4.3.2	Psychological problems	314
1.5	Fonts	314
1.5.1	Introduction	314
1.5.2	Fonts	315
1.6	Flat panel displays in the office	319
1.6.1	Simulation of flat panel technologies	320
1.6.2	Removable workstations	321
1.6.3	Liquid crystal displays	322
1.6.4	Electroluminescent displays	323
1.6.5	Plasma displays	324
1.7	State of the art; CRTs in office workstations	324
1.7.1	Multibeam scanning CRT technology	327
1.7.2	Ultra high resolution monobeam CRT technology	327
1.8	Bar imaging systems	328
1.8.1	Liquid crystal light shutters	329
1.8.2	Light emitting diode arrays	330
1.8.3	Electroluminescent arrays	332
	References	333

Chapter 2 Displays in monitoring and control tasks

2.1	Applications	337
2.2	Historical survey	340
2.3	Operating conditions	341
2.4	Display type [2.4]	345
2.4.1	Head-down displays (HDD)	346
2.4.2	Helmet-mounted systems	348
2.4.3	Mission management displays (MMD)	350
2.4.4	Head-up displays (HUD)	352
2.4.5	Keyboard displays	354
2.4.6	Alpha-numeric modules	354
2.5	Conclusion	355
2.6	Acknowledgement	356
	References	356

Chapter 3 Automotive and marine applications

3.1	Introduction	359
3.1.1	Rationale	359
3.1.2	Environmental requirements	360
3.1.3	Car instruments	361
3.1.4	Commercial vehicle instruments	363
3.1.5	Marine instruments	368
3.2	Visual requirements	369
3.2.1	The environment	369
3.2.2	Brightness and contrast	370
3.2.3	Colour	371
3.2.4	Viewing angle	373
3.2.5	Flicker	374
3.2.6	Font and graphic design	374
3.3	Display technologies	377
3.3.1	Incandescence	377
3.3.2	Gas discharge (chapter II.4)	378
3.3.3	Light emitting diodes (chapter II.6)	378
3.3.4	Electroluminescence (chapter II.5)	379
3.3.5	Vacuum fluorescent displays (chapter II.2)	380
3.3.6	Liquid crystal displays (chapter II.3)	382
3.3.7	Electrochromic and electrophoretic displays (chapter II.7)	389
3.3.8	Cathode ray tube (chapter II.1)	391
	References	394
	Subject index	399
	Author index	407