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(54) **DISPLAY CONTROL APPARATUS AND METHOD AND PROGRAM**

ANZEIGEANSTEUERUNG, VERFAHREN UND PROGRAMM

DISPOSITIF, PROCÉDÉ ET PROGRAMME DE COMMANDE D AFFICHAGE

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Description

Technical Field

5 **[0001]** The present invention relates to a display control apparatus and method, and a program, and more particularly, relates to a display control apparatus and method, and a program that are capable of appropriately controlling luminance of light to be emitted by backlights with simple processing.

Background Art

10 **[0002]** Hitherto, as liquid-crystal display devices using a transmission-type liquid-crystal panel, liquid-crystal display devices in which a plurality of backlights are used to change the amount of light that is made to enter each of display areas (blocks) on a liquid-crystal panel and expansion of a dynamic range of the luminance of an image to be displayed is realized have been proposed (see, for example, Patent Document 1).

15 **[0003]** As described above, in a case where each of a plurality of backlights causes light to enter a corresponding one of display areas corresponding to a liquid-crystal panel, as shown in Fig. 1, the amount of light to be emitted by each backlight is obtained from an image signal of an image to be displayed.

20 **[0004]** That is, in Fig. 1, an image signal of a step-shaped waveform, indicated by an arrow A11, is input to a light-emission amount computation unit 11 and a dividing unit 12. On the basis of the image signal, the light-emission amount computation unit 11 computes the amount of light to be emitted from one backlight 13. Furthermore, the dividing unit 12 divides the supplied image signal by the amount of light from the light-emission amount computation unit 11, thereby calculating the transmittance of light in the display area of a liquid-crystal panel 14 corresponding to the backlight 13. Meanwhile, in the waveform of Fig. 1, the horizontal axis indicates the horizontal position of a backlight, and the center position indicates the center position of the backlight 13.

25 **[0005]** Here, the size of one backlight 13 is larger than the size of the pixel of the display area of the liquid-crystal panel 14. Therefore, the amount of light of the backlight 13 is computed on the basis of the pixel value of each pixel of an image displayed on the display area of the liquid-crystal panel 14 corresponding to the backlight 13.

30 **[0006]** Then, when the amount of light is computed, the backlight 13 emits light on the basis of the amount of light calculated by the light-emission amount computation unit 11, and causes light to enter the liquid-crystal panel 14. As a result, light of a waveform indicated by an arrow A12 is emitted from the backlight 13. That is, since light from the backlight 13 is diffused, the amount of light in the center of the light is largest, and the amount of light decreases with increasing distance from the center.

35 **[0007]** Furthermore, the liquid-crystal panel 14 allows light from the backlight 13 to be transmitted therethrough at a waveform indicated by an arrow A13, that is, at a transmittance computed by the dividing unit 12. As a result, in the display area of the liquid-crystal panel 14, as indicated by an arrow A14, an image that is nearly the same as the image of the input image signal is displayed.

40 **[0008]** As described above, the light-emission level of each backlight is determined on the basis of the input image signal.

45 **[0009]** However, when the light-emission level is computed on the basis of the information of the input image signal of each of blocks directly above, which are simply divided as described above, the input image signal does not have intra-block position information, and diffusion at the time when the block emits light is not considered. As a consequence, in a case where the level of the diffused light is low, pixels having insufficient luminance appear.

50 **[0010]** However, if the light-emission level is increased to prevent such luminance insufficiency, the block emits light needlessly, with the result that the original advantages, such as reduction of consumption of power and improvement of the black level, are sacrificed.

55 **[0011]** Furthermore, at the actual light-emission time, since light is diffused outside the divided areas, calculations in which an influence of light emission of the other blocks is considered become necessary. In a case where the value of the backlight is to be computed from only the included input image signal directly above, since the state of the other blocks is ignored, the block emits light needlessly. A method of controlling the amount of light emission using the histogram and the average value of the entire frames has been considered, but optimization of the amount of light emission for each local block cannot be performed.

60 **[0012]** Therefore, a technology has been proposed in which light-emission levels of other blocks are considered and adjusted, simultaneous equations of the order in an amount corresponding to the number of divisions are solved to compute and adjust the light-emission level of each block (see, for example, Patent Document 2).

Related Art Documents

Patent Documents

5 **[0013]**

Patent Document 1: Japanese Unexamined Patent Application Publication No. 2007-322901

Patent Document 2: Japanese Unexamined Patent Application Publication No. 2007-034251

10 US 2007/0002000 A1 discloses a side emission-type backlight for a display that is adapted for sectional driving. Averaged light emission from neighboring sections is taken into consideration for controlling individual sections, assuming a homogeneous light emission and contribution from each neighboring section.

Disclosure of Invention

15 Technical Problems

[0014] However, in the technology disclosed in Patent Document 2, in a case where, in particular, the number of divisions is increased, there is a risk that calculations of solutions and real-time processing using hardware become difficult and also, there is a risk that, in a case where the number of divisions is further increased, implementation cannot be made.

[0015] Furthermore, as a technique for taking into consideration influences other than the influence of blocks for which processing is performed, a calculation method of the cyclic type, in which each time one of divided areas is determined, the entire influence is computed, is considered. This has a risk that the number of calculations becomes large and real-time processing cannot be realized.

25 **[0016]** The present invention has been made in view of such circumstances, and controls display so that backlights emit light at the optimum luminance in units of blocks by considering the influence of diffusion of blocks other than blocks for which processing is performed by using a simple calculation method.

Technical Solution

30 **[0017]** A display control apparatus according to the present invention is defined the independent claim 1.
[0018] A display control method according to the present invention is defined the independent claim 5.
[0019] A program according to the present invention causes a computer to perform the display control method of claim 5.

35 Advantageous Effects

[0020] According to an aspect of the present invention, it is possible to appropriately control luminance of light to be emitted by backlights.

40 Brief Description of the Drawings

[0021]

45 Fig. 1 shows the configuration of a liquid-crystal display device of the related art.
Fig. 2 shows an example of the configuration of an embodiment of a display device to which the present invention is applied.
Fig. 3 illustrates an example of the configuration of a display controller of Fig. 2.
Fig. 4 illustrates an example of the configuration of a backlight luminance computation unit of Fig. 3.
Fig. 5 illustrates a method of computing backlight luminance using the backlight luminance computation unit of Fig. 3.
50 Fig. 6 illustrates an example of the configuration of a peripheral-representative-value computation unit of Fig. 4.
Fig. 7 illustrates an example of the configuration of a neighboring average calculation unit of Fig. 6.
Fig. 8 is a flowchart illustrating a display process.
Fig. 9 is a flowchart illustrating a backlight luminance computation process.
Fig. 10 is a flowchart illustrating a peripheral-representative-value computation process.
55 Fig. 11 illustrates a peripheral-representative-value computation process.
Fig. 12 illustrates a peripheral-representative-value computation process.
Fig. 13 is a flowchart illustrating a neighboring average value calculation process.
Fig. 14 illustrates a neighboring average value calculation process.

Fig. 15 is an illustration of an example of the configuration of a general-purpose personal computer.

Modes for Carrying Out the Invention

[0022] With reference to the drawings, a description will be given below of embodiments to which the present invention is applied.

[0023] Fig. 2 shows an example of the configuration of an embodiment of a display device to which the present invention is applied.

[0024] A display device 61 is constituted by display controllers 81-1 to 81-N, backlight controllers 82-1 to 82-N, backlights 83-1 to 83-N, a liquid-crystal panel controller 84, and a liquid-crystal panel 85.

[0025] The display device 61 is, for example, a liquid-crystal display device, such as a liquid-crystal display, with an image signal of a display image to be displayed on the liquid-crystal panel 85 being input to the display controllers 81-1 to 81-N of the display device 61.

[0026] On the basis of the input image signal, the display controllers 81-1 to 81-N compute the amount of light to be emitted by the backlights 83-1 to 83-N, in more detail, backlight luminance indicating the luminance of the light, and supply the amount of light to the backlight controllers 82-1 to 82-N.

[0027] Furthermore, on the basis of the image signal, the display controllers 81-1 to 81-N compute the transmittance of each pixel in the display area with respect to each of the display areas of the liquid-crystal panel 85 to which much of the light from each of the backlights 83-1 to 83-N enter, and supply the transmittance to the liquid-crystal panel controller 84. This transmittance is set to be a value between, for example, 0 and 1.

[0028] Meanwhile, the pixel of the display area of the liquid-crystal panel 85 refers to one cell that serves as the display unit of the image and that is formed from each of the areas through which light of each of R, G, and B is transmitted.

[0029] On the basis of the backlight luminance supplied from the display controllers 81-1 to 81-N, the backlight controllers 82-1 to 82-N control the backlights 83-1 to 83-N so as to emit light. Furthermore, the backlights 83-1 to 83-N emit light under the control of the backlight controllers 82-1 to 82-N and cause light to enter the liquid-crystal panel 85.

[0030] Meanwhile, the backlights 83-1 to 83-N cause each area for one block in a case where the entire backlight is divided into N blocks to emit light. Accordingly, in the following, blocks corresponding to the backlights 83-1 to 83-N among all the backlights will be referred to as blocks B1 to BN in such a manner as to be associated with values following a hyphen of each reference numeral. Therefore, the backlights 83-1 to 83-N cause the areas of the corresponding blocks B1 to BN among all the backlights to emit light. Alternatively, each of the areas of the blocks B1 to BN among all the backlights is made to emit light by light emitted from each of the backlights 83-1 to 83-N.

[0031] The liquid-crystal panel controller 84 enables the liquid-crystal panel 85 to allow light to be transmitted there-through at a transmittance of each pixel, which is supplied from the display controllers 81-1 to 81-N, that is, at a numerical aperture. The liquid-crystal panel 85 causes light that enters each pixel of the display area from the backlights 83-1 to 83-N to be transmitted therethrough at the transmittance indicated by the liquid-crystal panel controller 84, and displays a display image.

[0032] Meanwhile, hereinafter, in a case where there is no need to individually discriminate among the display controllers 81-1 to 81-N, the backlight controllers 82-1 to 82-N, and the backlights 83-1 to 83-N, these will be simply referred to as the display controller 81, the backlight controller 82, and the backlight 83, respectively, and the remaining configuration will also be referred to in a similar manner. Furthermore, the entire configuration of the backlight constituted by a plurality of backlights 83 is assumed to represent the entire backlight.

[0033] In the display device 61, the backlight 83 serving as a light source is arranged on the back side of the liquid-crystal panel 85, and much of the light emitted from the backlight 83 enters the display area (block) of the liquid-crystal panel 85 opposing the backlight 83. For example, much of the light emitted from the backlight 83-1 enters a portion on the upper side in the figure of the liquid-crystal panel 85. Therefore, in a case where an image whose left upper portion in the figure of the liquid-crystal panel 85 is bright and the other portion is dark is to be displayed, only the backlight 83-1 can be made to emit light at a high luminance to a certain degree, and the other backlights 83-2 to 83-N can be made to emit light at a comparatively low luminance. As a result, it is possible to reduce the consumption of power of the backlight 83, and it is also possible to widen the dynamic range of the luminance of the display image.

[0034] Meanwhile, the display device 61 is provided with a transmission-type liquid-crystal panel 85. Not limited to the liquid-crystal panel, any type may be used as long as it is a transmission-type display panel that causes light from the backlight 83 to be transmitted therethrough so as to display an image.

[0035] Next, a description will be given, with reference to Fig. 3, of an example of a detailed configuration of the display controller 81 of Fig. 2.

[0036] The display controller 81 is constituted by a backlight luminance computation unit 121, an incidence luminance computation unit 122, and a dividing unit 123.

[0037] An image signal input to the display controller 81 of the display device 61 is supplied to the backlight luminance computation unit 121 and the dividing unit 123 of the display controller 81. This image signal is handled as, for example,

an image signal of a moving image.

[0038] On the basis of the supplied image signal, the backlight luminance computation unit 121, through processing (to be described later), computes the light-emission level of light to be emitted by the backlight 83 as a backlight luminance on the basis of the luminance (necessary luminance) of the pixel in the area displayed in the display area of the liquid-crystal panel 85 corresponding to each block of the backlight 83 among the areas in the display image based on the image signal, and supplies the backlight luminance to the incidence luminance computation unit 122.

[0039] Meanwhile, the display areas of the liquid-crystal panel 85 corresponding to the backlight 83 refer to areas that are obtained by dividing in a virtual manner the display area of the entire liquid-crystal panel 85 and to which most of the light from one backlight 83 directly below on the back side of the liquid-crystal panel 85 enters.

[0040] For example, if the display area of the liquid-crystal panel 85 is virtually divided into N areas in Fig. 2, display areas corresponding to corresponding backlights 83-1 to 83-N are made to be corresponding blocks in the display area. Hereinafter, the display area of the liquid-crystal panel 85 corresponding to the backlight 83 will also be referred to as a partial display area.

[0041] Meanwhile, the detailed configuration of the backlight luminance computation unit 121 will be described later with reference to Fig. 4.

[0042] On the basis of the backlight luminance supplied from the display controller 81, the incidence luminance computation unit 122 calculates a pixel incidence luminance indicating the luminance of the light estimated to enter the pixel from the backlight 83 with respect to each pixel of the partial display area of the liquid-crystal panel 85 corresponding to the backlight 83. That is, the pixel incidence luminance is information indicating the luminance of light that is estimated to enter the pixel of the partial display area from the backlight 83 in a case where the backlight 83 emits light at the supplied backlight luminance.

[0043] For example, the incidence luminance computation unit 122 stores in advance a profile that indicates, as a distribution of diffusion coefficients, how light emitted from the backlight 83 is diffused in a case where the corresponding backlight 83 emits light. Then, by using the stored profile, the incidence luminance computation unit 122 obtains the luminance of the light estimated to enter from the backlight 83 to each pixel of the partial display area of the liquid-crystal panel 85 corresponding to the backlight 83 when the backlight 83 emits light at the backlight luminance supplied from the backlight luminance computation unit 121, and sets the luminance for each of those pixels as a pixel incidence luminance.

[0044] When the incidence luminance computation unit 122 obtains the pixel incidence luminance of each pixel of the partial display area, the incidence luminance computation unit 122 supplies those pixel incidence luminances to the dividing unit 123.

[0045] The dividing unit 123 divides the signal value of the supplied image signal, in more detail, the luminance obtained from the signal value, by the pixel incidence luminance from the incidence luminance computation unit 122 so as to calculate the transmittance of each pixel of the partial display area. Then, the dividing unit 123 supplies the calculated transmittance for each pixel to the liquid-crystal panel controller 84.

[0046] For example, a pixel in a partial display area, to which attention is paid, will be referred to as a pixel of interest. Furthermore, the pixel incidence luminance of the pixel of interest is set as CL, the backlight luminance of the backlight 83 is set as BL, and the luminance of the pixel in the display image at the same position as the pixel of interest, that is, the pixel in the display image, at which an image displayed in the pixel of interest is displayed, is set as IL. Furthermore, the transmittance of the light in the pixel of interest is set as T.

[0047] In this case, when the backlight 83 is made to emit light at the backlight luminance BL, the luminance of the light that enters the pixel of interest from the backlight 83, that is, the pixel incidence luminance of the pixel of interest, becomes CL. Then, when the pixel of interest causes light of the pixel incidence luminance CL, which enters from the backlight 83 at the transmittance T, to be transmitted therethrough, the luminance of the light that is emitted from the pixel of interest, that is, the luminance (hereinafter also referred to as a display luminance OL) of the pixel of interest, which is perceived by a user viewing the liquid-crystal panel 85, is represented by pixel incidence luminance CL×transmittance T. If the display luminance OL is equal to the luminance IL of the pixel of the display image, the same image as the display image is displayed on the liquid-crystal panel 85. Thus, if the display luminance OL is equal to the luminance IL, the following Expression (1) holds.

$$\text{Transmittance } T = (\text{luminance IL of pixel of display image}) / (\text{pixel incidence luminance CL}) \quad \dots(1)$$

[0048] Therefore, it is possible for the dividing unit 123 to compute an appropriate transmittance T of the pixel of interest by dividing the supplied signal value of the image signal indicating the pixel value of the pixel of the display image corresponding to the pixel of interest, in more detail, the luminance IL of the pixel of the display image, by the

pixel incidence luminance CL of the pixel of interest supplied from the incidence luminance computation unit 122.

[0049] Next, a description will be given, with reference to Fig. 4, of the detailed configuration of the backlight luminance computation unit 121.

[0050] The backlight luminance computation unit 121 is constituted by a peripheral-representative-value computation unit 141, a peripheral-contribution-amount computation unit 142, a light-emission level computation unit 143, and a light-emission profile memory 144.

[0051] On the basis of the input image signal, the peripheral-representative-value computation unit 141 computes, as a peripheral representative value, the luminance value when variations due to light emission when each block corresponding to each backlight 83 emits light together with the backlight 83 corresponding to peripheral blocks are averaged in a pseudo-manner, and supplies the luminance value to the peripheral-contribution-amount computation unit 142. In this case, the peripheral-representative-value computation unit 141 reads, as necessary, a profile when the backlight 83 corresponding to each block emits light, the profile being stored in the light-emission profile memory 144, and obtains a peripheral representative value by using the profile.

[0052] Meanwhile, the detailed configuration of the peripheral-representative-value computation unit 141 will be described later with reference to Fig. 6.

[0053] The peripheral-contribution-amount computation unit 142 obtains the amount of peripheral contribution to the block of interest on the basis of the peripheral representative values in units of blocks, which are supplied from the peripheral-representative-value computation unit 141, and the profile in units of each block, which is stored in the light-emission profile memory 144, and supplies the amount of peripheral contribution to the light-emission level computation unit 143.

[0054] On the basis of the amount of peripheral contribution supplied from the peripheral-contribution-amount computation unit 142 and the image signal of the input image, the light-emission level computation unit 143 computes the light-emission level in units of blocks, that is, for each backlight 83, and outputs the light-emission level as a backlight luminance.

[0055] Here, a description will be given of the relationship among the peripheral representative value, the amount of peripheral contribution, and the backlight luminance.

[0056] The backlight 83 causes the emitted light to individually enter a partial display area. In this case, as a result of the light being diffused, the light is made to also enter the peripheral partial display area. Therefore, the backlight luminance by the backlight 83 is also related to the backlight luminance in the peripheral backlights 83.

[0057] For example, if the backlight luminance at the backlight 83, that is, in units of blocks, the backlight luminance being to be computed by the backlight luminance computation unit 121, is set as the backlight luminance of the block of interest, the backlight luminance in the block of interest needs to be determined by also considering the backlight luminance in the blocks in the periphery thereof.

[0058] In this case, a typical technique is that, by accumulating the profiles of the backlights 83 corresponding to the block of interest and the blocks in the periphery thereof, the necessary backlight luminance of the block of interest is obtained. However, if the backlight luminance is to be obtained by this method, luminances of blocks need to be set one by one, and need to be computed in a cyclic manner. Thus, the number of computations becomes large, and there is a risk that real-time processing becomes difficult.

[0059] Accordingly, as shown in, for example, Fig. 5, when the backlight luminance corresponding to a block B3 is to be obtained, the backlight luminance computation unit 121 obtains, as the amount of peripheral contribution, the contribution amount of the luminance, which can be acquired by the diffusion from the backlights 83 corresponding to the peripheral blocks B1, B2, B4, and B5, and obtains, as the backlight luminance of the block of interest, the amount that is insufficient for the luminance obtained as the amount of peripheral contribution with respect to the luminance in units of blocks, which is necessary in the liquid-crystal panel 85. Meanwhile, in Fig. 5, the horizontal axis indicates the direction of the one-dimensional arrangement of blocks, and the vertical axis indicates the distribution of luminances.

[0060] That is, more specifically, for example, in Fig. 5, if the blocks B1 to B5, including the block B3, emit light at the luminance of 100%, a flat luminance distribution is formed, as indicated by a straight line L1 of Fig. 5. At this time, in a case where only the block B3 is switched off, a luminance distribution indicated by a curve L2 is formed. This curve L2, when viewed with respect to the area in the block B3, can be considered to be the amount of peripheral contribution by the backlight luminances of the blocks B1, B2, B4, and B5. Therefore, for example, in such a situation, in a case where the target luminance is 100%, it is possible to consider that a luminance at which the block light luminance corresponding to a difference area sandwiched between the predecessor L1 and the curve L2 in Fig. 5, that is, the backlight luminance corresponding to the block B3, is 100%, becomes necessary.

[0061] Meanwhile, the curve L2 in Fig. 5 indicates values divided by a profile (distribution of diffusion coefficients) when the backlight 83 corresponding to the block B3 indicated by a curve L3 emits light at 100%.

[0062] However, in the ordinary display of an image, since a state in which all the backlights 83 corresponding to the blocks B1 to B5 emit light at 100% as shown in Fig. 5 is not reached, in actuality, a value lower than that at 100% indicated by the straight line L1 is reached. Accordingly, the backlight luminance computation unit 121 controls the

peripheral-representative-value computation unit 141 so as to obtain, as a peripheral representative value, a pseudo average value corresponding to the straight line L1 in Fig. 5.

[0063] Furthermore, the peripheral-contribution-amount computation unit 142 obtains the peripheral representative value corresponding to the actual straight line L1 as an amount of peripheral contribution corresponding to the curve L2 of Fig. 5 by using a diffusion coefficient based on the light-emission profile of the block of interest.

[0064] Then, with respect to the luminance that is actually necessary based on the image signal, the light-emission level computation unit 143 obtains, as the backlight luminance of the backlight 83 corresponding to the block of interest, the insufficient luminance from the amount of peripheral contribution obtained in a pseudo-manner.

[0065] Next, a description will be given, with reference to Fig. 6, of an example of the configuration of an embodiment of the peripheral-representative-value computation unit 141.

[0066] The peripheral-representative-value computation unit 141 is constituted by a peripheral average calculation unit 161, a center-of-gravity calculation unit 162, a neighboring average calculation unit 163, a peripheral pseudo average value computation unit 164, and a setting unit 165.

[0067] The peripheral average calculation unit 161 obtains the average of the luminances in the peripheral blocks corresponding to the block of interest, in which neighboring blocks formed from 5x5 blocks in the horizontal direction and in the vertical direction are excluded, with the block of interest being at the center, and supplies the average of the luminances to the peripheral pseudo average value computation unit 164. Meanwhile, in this example, a description will be given of an example in which the neighboring blocks are 5x5 blocks in the horizontal direction and in the vertical direction with the block of interest being at the center. Alternatively, the neighboring blocks may be blocks in a range other than that.

[0068] On the basis of the image signal in the block of interest, the center-of-gravity calculation unit 162 calculates the center of gravity of the luminance in the block of interest on the basis of the luminance distribution in units of pixels of the block of interest and supplies the center of gravity of the luminance to the neighboring average calculation unit 163.

[0069] The neighboring average calculation unit 163 obtains, as a neighboring average value, a luminance average value with a weight (weight profile coefficient) in correspondence with the distance from the block of interest in the neighboring blocks formed from 5 x5 blocks in the horizontal direction and in the vertical direction with the block of interest being at the center, and supplies the luminance average value to the peripheral pseudo average value computation unit 164. At this time, the neighboring average calculation unit 163 reads a profile in the neighboring blocks from the light-emission profile memory 144, and obtains a weighted average in correspondence with the distance from the block of interest as a neighboring average value. The manner in which the distance between the block of interest and each of the neighboring blocks should be set as the distance between the geometrical center of gravity of the block of interest and the geometrical center of gravity of each of the neighboring blocks or should be set as the distance between the center of gravity of the luminance of the block of interest and the geometrical center of gravity of each of the neighboring blocks can be set by the setting unit 165. Then, the luminance average value assigned with a weight in correspondence with one of the distances is supplied as a neighboring average value to the peripheral pseudo average value computation unit 164. Meanwhile, the details of the configuration of the neighboring average calculation unit 163 will be described later with reference to Fig. 7. Furthermore, the geometrical center of gravity referred to herein is the position of the intersection point of the diagonal lines when, for example, the block is in a rectangular shape.

[0070] The peripheral pseudo average value computation unit 164 obtains, as a peripheral representative value, the peripheral pseudo average value obtained by weight-averaging, using a reliability, the peripheral average value that is the luminance average value of the surrounding blocks, which is supplied from the peripheral average calculation unit 161, and the neighboring average value that is the luminance average value of the neighboring blocks, which is supplied from the neighboring average calculation unit 163, and supplies the peripheral pseudo average value to the peripheral-contribution-amount computation unit 142.

[0071] Next, a description will be given, with reference to Fig. 7, of an example of the detailed configuration of an embodiment of the neighboring average calculation unit 163.

[0072] The neighboring average calculation unit 163 is constituted by a weight profile coefficient calculation unit 181, a center of gravity controller 182, a selector 183, a memory 184, and an average value calculation unit 185.

[0073] The weight profile coefficient calculation unit 181 calculates a weight profile coefficient in correspondence with the distance between the geometrical center of gravity of the neighboring blocks for which processing is performed and the geometrical center of gravity of the block of interest, and supplies the weight profile coefficient and a profile of the neighboring blocks for which processing is performed using the light-emission profile memory 144 to the center of gravity controller 182 and the selector 183.

[0074] The center of gravity controller 182 performs center of gravity control by processing the weight profile coefficient so as to become a weight profile coefficient in correspondence with the distance between the geometrical center of gravity of the neighboring blocks for which processing is performed and the center of gravity of the luminance of the block of interest, and outputs the weight profile coefficient together with the profile to the selector 183.

[0075] The selector 183 stores, in the memory 184, one of the weight profile coefficient that has been subjected to

center-of-gravity control and the profile; and the weight profile coefficient that has not been subjected to center-of-gravity control and the profile in such a manner as to be associated with each other in accordance with setting performed by the setting unit 165 formed of a keyboard, an operation button, and the like.

[0076] The average value calculation unit 185 obtains an average by dividing the product sum of the profile coefficients of all the neighboring blocks and the profile, which are stored in the memory 184, by the sum of the profile coefficients, and supplies the average as a neighboring average value to the peripheral pseudo average value computation unit 164.

[0077] Next, a description will be given, with reference to the flowchart of Fig. 8, of a display process performed by the display device 61 of Fig. 2.

[0078] In step S11, the backlight luminance computation unit 121 performs a backlight luminance computation process (to be described later), computes the backlight luminance of the backlight 83 on the basis of the input image signal, and supplies the computed backlight luminance to the incidence luminance computation unit 122 and the backlight controller 82. Meanwhile, the details of the backlight luminance computation process will be described later with reference to the flowchart of Fig. 9.

[0079] In step S12, on the basis of the backlight luminance supplied from the backlight luminance computation unit 121, the incidence luminance computation unit 122 computes the pixel incidence luminance for each of the pixels of a partial display area of the liquid-crystal panel 85 corresponding to the backlight 83. The incidence luminance computation unit 122 supplies the computed pixel incidence luminance to the dividing unit 123.

[0080] In step S13, the dividing unit 123 obtains the transmittance of the pixel for each of the pixels of the partial display area by dividing the supplied image signal by the pixel incidence luminance supplied from the incidence luminance computation unit 122, and supplies the transmittance of the pixel to the liquid-crystal panel controller 84.

[0081] In step S14, on the basis of the backlight luminance supplied from the incidence luminance computation unit 122, the backlight controller 82 causes the backlight 83 to emit light at the backlight luminance. Furthermore, the backlight 83 emits light under the control of the backlight controller 82, and causes the light of the specified backlight luminance to enter the liquid-crystal panel 85.

[0082] Meanwhile, the above-described processes of steps S11 to S14 are individually performed by the display controllers 81-1 to 81-N, respectively. Furthermore, the process of step S14 is individually performed by each of the backlight controllers 82-1 to 82-N and by each of the backlights 83-1 to 83-N.

[0083] In step S15, on the basis of the transmittance for each of the pixels of the display area of the liquid-crystal panel 85, which is supplied from the display controller 81, the liquid-crystal panel controller 84 controls the operation of the liquid-crystal panel 85 so as to change the transmittance of each pixel.

[0084] In step S16, under the control of the liquid-crystal panel controller 84, the liquid-crystal panel 85 changes the transmittance of the pixel of the display area to a transmittance specified for each pixel, and causes light that enters from the backlight 83 to be transmitted therethrough, thereby displaying a display image.

[0085] In step S17, the display device 61 determines whether or not the display of the display image should be completed. For example, in a case where the completion of the display of the display image is instructed by a user or the display image of all the frames of the supplied image signal is displayed, the display of the display image is determined to be completed.

[0086] When it is determined in step S17 that the display of the display image should not be completed, the process returns to step S11, and the above-described processing is repeated. That is, the backlight luminance and the transmittance are obtained with regard to the display image of the next frame, and the display image is displayed.

[0087] In comparison, when it is determined in step S17 that the display of the display image should be completed, each unit of the display device 61 completes the processing being performed, and the display process is completed.

[0088] In the manner described above, when the image signal is supplied, the display device 61 obtains the backlight luminance and the transmittance, and displays the display image.

[0089] Next, a description will be given, with reference to the flowchart of Fig. 9, of a backlight luminance computation process, which is a process of step S11 in the flowchart of Fig. 8.

[0090] In step S21, the peripheral-representative-value computation unit 141 performs a peripheral-representative-value computation process so as to compute a peripheral representative value, and supplies the peripheral representative value to the peripheral-contribution-amount computation unit 142.

[0091] Next, a description will be given, with reference to the flowchart of Fig. 10, of a peripheral-representative-value computation process.

[0092] In step S41, the peripheral average calculation unit 161 calculates the peripheral average value of the peripheral blocks. Here, the peripheral blocks, as shown in, for example, Fig. 11, are blocks that exist in the periphery of the block of interest, in which neighboring blocks indicated by 5 x 5 blocks encircled using a dotted line with the block of interest B1 for which processing is performed being at the center are excluded. Accordingly, the peripheral average calculation unit 161 calculates the average value of the luminances in the peripheral blocks and supplies the average value to the peripheral pseudo average value computation unit 164.

[0093] By the way, in the distribution of the luminances of the backlight 83 corresponding to each block, an intra-block

maximum value is reached in the central portion, as shown by the block B of Fig. 12. With increasing distance from the center, the luminance is decreased, and an intra-block minimum value is reached in the outermost peripheral portion which is a boundary with the adjacent block. In a case where luminances in units of blocks are handled as described above, the distribution of the luminances is not uniform. Accordingly, in the peripheral average calculation unit 161 and the neighboring average calculation unit 163, a profile indicating the luminance distribution of each block is read from the light-emission profile memory 144, and calculations are performed on the basis of the maximum value of the outermost peripheral portion.

[0094] Meanwhile, in the example of Fig. 11, the average value of the luminances is obtained with regard to all the blocks, in which the neighboring blocks indicated by 5 x5 blocks encircled using a dotted line with the block of interest B1 being at the center are excluded. Alternatively, by setting the blocks to only the range having a large influence on the block of interest, for example, the blocks in which the neighboring blocks among the blocks of 7x7 blocks with the block of interest being at the center are excluded may be set as the peripheral blocks.

[0095] In step S42, on the basis of the image signal, the center-of-gravity calculation unit 162 calculates the center of gravity position of the luminance within the block of interest, and supplies the center of gravity position of the luminance to the center of gravity controller 182 of the neighboring average calculation unit 163. That is, within a block, if the light-emission state in each pixel within the block is uniform, the luminance distribution by the light emission of the backlight 83 is a distribution in which the intra-block maximum value is taken in the vicinity of the center shown in Fig. 12 and the intra-block minimum value is taken in the outermost peripheral portion close to the block boundary. In practice, the distribution of the luminances of the backlight 83 is changed due to the distribution of the light emission of each pixel within the block. Accordingly, on the basis of the image signal, the center-of-gravity calculation unit 162 calculates the center of gravity position by assigning a weight based on the luminance of each pixel within the block, thereby calculating the center of gravity position based on the luminances within the block.

[0096] In step S43, by performing a neighboring average value calculation process, the neighboring average calculation unit 163 obtains, as a neighboring average value, the average value of the luminances based on weighting in correspondence with the distance to a total of 24 neighboring blocks indicated by 5 x5 blocks encircled using a dotted line with the block of interest B1 shown in Fig. 11 being at the center, and supplies the average value to the peripheral pseudo average value computation unit 164.

[0097] Here, a description will be given below, with reference to the flowchart of Fig. 13, a neighboring average value calculation process.

[0098] In step S61, the weight profile coefficient calculation unit 181 sets one of neighboring blocks for which processing has not yet been performed as a block for which processing is performed, calculates a weight profile coefficient k_i so as to be inversely proportional to the distance between the geometrical center of gravity position of the set neighboring blocks for which processing is performed and the geometrical center of gravity position of the block of interest, and supplies the weight profile coefficient k_i to the center of gravity controller 182 and the selector 183. At this time, the weight profile coefficient calculation unit 181 reads a profile of neighboring blocks for which processing is performed from the light-emission profile memory 144, and supplies the luminance that is the maximum value of the outermost peripheral portion of the block, as a luminance p_i of the neighboring blocks for which processing is performed, to the center of gravity controller 182 and the selector 183. Meanwhile, i in the weight profile coefficient k_i and the luminance p_i of the neighboring blocks is an identifier for identifying a neighboring block. That is, in Fig. 11, i is 1 to 24.

[0099] In step S62, on the basis of the center of gravity of the luminance supplied from the center-of-gravity calculation unit 162, the center of gravity controller 182 performs center of gravity control so that the weight profile coefficient k_i obtained in correspondence with the distance between the geometrical center of gravity of the neighboring blocks and the geometrical center of gravity of the block of interest becomes a weight profile coefficient K_i obtained in correspondence with the distance between the geometrical center of gravity of the neighboring blocks and the center of gravity of the luminance of the block of interest, and supplies the weight profile coefficient to the selector 183. At this time, the center of gravity controller 182 also supplies the corresponding luminance p_i to the selector 183.

[0100] That is, for example, in the case of the neighboring block N1 and the block of interest B1 in Fig. 11, the weight profile coefficient k_i calculated by the weight profile coefficient calculation unit 181 has been calculated in accordance with the distance d_c between geometrical centers of gravity shown in Fig. 14. In contrast, the center of gravity controller 182 performs center of gravity control so that the weight profile coefficient k_i becomes the weight profile coefficient K_i obtained on the basis of the distance d_g between the center of gravity g of the luminance of the block of interest B1 and the geometrical center of gravity of the neighboring blocks N1, as shown in Fig. 14. More specifically, the following Expression (2) is computed to perform center of gravity control of the weight profile coefficient k_i , thereby calculating a weight profile coefficient K_i .

$$K_i = d_c/dg \times k_i$$

$$\dots(2)$$

[0101] Here, K_i denotes the weight profile coefficient subjected to center of gravity control, d_c denotes the distance between the geometrical centers of gravity of the block of interest and the neighboring blocks, d_g denotes the distance between the center of gravity of the luminance of the block of interest and the geometrical center of gravity of the neighboring blocks, and k_i denotes the weight profile coefficient that has not been subjected to center of gravity control. That is, center of gravity control is a conversion process from the weight profile coefficient k_i to K_i on the basis of the ratio of the distance d_c between the geometrical centers of gravity of the block of interest and the neighboring blocks to the distance d_g between the center of gravity of the luminance of the block of interest and the geometrical center of gravity of the neighboring blocks.

[0102] As a result of these processes, when the process of step S62 is completed, the weight profile coefficient K_i that has been subjected to center-of-gravity control, which is supplied from the center of gravity controller 182, and the weight profile coefficient k_i that has not been subjected to center-of-gravity control, which is supplied from the weight profile coefficient calculation unit 181, have been supplied together with the information on the respective profiles to the selector 183.

[0103] Accordingly, in step S63, the selector 183 determines whether or not setting has been performed by the setting unit 165 so that the weight profile coefficient K_i that has been subjected to center-of-gravity control in advance is selectively output to the memory 184 and stored therein. When it is determined in step S63 that, for example, setting has been performed by the setting unit 165 so that the weight profile coefficient K_i that has been subjected to center-of-gravity control in advance is selectively output to the memory 184 and stored therein, in step S64, the selector 183 stores the weight profile coefficient K_i that has been subjected to center-of-gravity control and the corresponding luminance p_i in the memory 184 in such a manner as to be associated with each other.

[0104] On the other hand, when it is determined in step S63 that setting has not been performed by the setting unit 165 so that the weight profile coefficient K_i that has been subjected to center-of-gravity control in advance is selectively output to the memory 184 and stored therein, that is, setting has been performed so that the weight profile coefficient k_i that has not been subjected to center-of-gravity control is selectively output to the memory 184 and stored therein, in step S65, the selector 183 stores the weight profile coefficient k_i that has not been subjected to center-of-gravity control and the corresponding luminance p_i in the memory 184 in such a manner as to be associated with each other.

[0105] In step S66, the weight profile coefficient calculation unit 181 determines whether or not a neighboring block that has not yet been processed exists. When a neighboring block that has not yet been processed exists, the process returns to step S61. That is, processing of steps S61 to S66 is repeated until weight profile coefficients in correspondence with distances between all the neighboring blocks and the block of interest are calculated and stored in the memory 184. Then, for example, in the example of Fig. 11, since 24 neighboring blocks exist, when the weight profile coefficients k_1 to k_{24} or K_1 to K_{24} and the corresponding luminances p_1 to p_{24} are stored in the memory 184, it is determined in step S66 that a neighboring block that has not yet been processed does not exist, and the process proceeds to step S67.

[0106] In step S67, the average value calculation unit 185 divides the product sum ($= k_1 \times p_1 + \dots k_{24} \times p_{24}$) of all the weight profile coefficients k_i or K_i and the luminance p_i , which is stored in the memory 184, by the grand total ($= k_1 + \dots + k_{24}$, or $K_1 + \dots + K_{24}$) of the weight profile coefficient k_i or K_i , so as to obtain a neighboring average value, and supplies the neighboring average value to the peripheral pseudo average value computation unit 164.

[0107] As a result of the above processing, the average value of the luminances of the neighboring blocks of the block of interest is obtained as a neighboring average value on which a weighting average process has been performed using weight profile coefficients in correspondence with distances between the block of interest and the neighboring blocks.

[0108] At this point, the description returns to the flowchart of Fig. 10.

[0109] When the neighboring average value is obtained as a result of the process of step S43, in step S44, the peripheral pseudo average value computation unit 164 supplies, to the peripheral-contribution-amount computation unit 142, an average based on the respective reliabilities of the peripheral average value ave_1 supplied from the peripheral average calculation unit 161 and the neighboring average value ave_2 supplied from the neighboring average calculation unit 163, the average being set as a peripheral representative value ave .

[0110] More specifically, the peripheral pseudo average value computation unit 164 calculates a peripheral pseudo average value by calculating the following Expression (3), and supplies the calculation result as a peripheral representative value ave to the peripheral-contribution-amount computation unit 142.

$$ave = (ave_1 \times A + ave_2 \times B) / (A + B) \quad \dots (3)$$

[0111] Here, ave denotes the peripheral pseudo average value of the block of interest, that is, the peripheral representative value, ave_1 denotes the peripheral average value, A denotes the reliability of the peripheral average value, ave_2 denotes the neighboring average value, and B denotes the reliability of the neighboring average value. Meanwhile, the neighboring average value ave_2 obtained on the basis of the neighboring blocks close to the block of interest is

considered to have a higher reliability in considering the amount of contribution to the block of interest than that of the peripheral average value ave1 on the basis of the peripheral blocks further away from the block of interest than the neighboring blocks. Thus, in general, $B > A$ is set.

[0112] As a result of the above processing, a peripheral pseudo average value, which is a pseudo average luminance when an image corresponding to the image signal is to be displayed on the basis of the block of interest and blocks that exist in the neighborhood and in the periphery, is computed, and the value is supplied as a peripheral representative value to the peripheral-contribution-amount computation unit 142.

[0113] At this point, the description returns to the flowchart of Fig. 9.

[0114] In step S21, the peripheral representative value of the block of interest is obtained by the peripheral-representative-value computation process and is supplied to the peripheral-contribution-amount computation unit 142. Then, the process proceeds to step S22.

[0115] In step S22, the peripheral-contribution-amount computation unit 142 accesses the light-emission profile memory 144, reads the profile of the block of interest, obtains a diffusion coefficient pb that is the maximum value in the outermost peripheral portion of the block of interest, computes the amount of peripheral contribution gp of the block of interest by calculating the following Expression (4), and supplies the diffusion coefficient pb to the light-emission level computation unit 143.

$$gp = ave \times (1 - pb) \quad \dots(4)$$

[0116] Here, gp denotes the amount of peripheral contribution, ave denotes the peripheral representative value, and pb denotes the diffusion coefficient at which the maximum value in the outermost peripheral portion of the block of interest is reached.

[0117] That is, the amount of peripheral contribution gp is the luminance that can be acquired by the diffusion of the backlight 83 of the neighboring blocks and the peripheral blocks even in a state in which the block of interest is switched off under the condition in which the luminance that is the peripheral representative value can be emitted as a result of each of the block of interest, the neighboring block, and the surrounding block emitting light.

[0118] In step S23, the light-emission level computation unit 143 accesses the light-emission profile memory 144, reads the profile of the block of interest, obtains the diffusion coefficient pb that is the maximum value in the outermost peripheral portion of the block of interest, calculates the following Expression (5) on the basis of the relationship with the necessary luminance pt based on the image signal so as to compute the light-emission level of the block of interest, and supplies the light-emission level as a backlight luminance bkl to the backlight controller 82.

$$bkl = (pt - gp)/pb \quad \dots(5)$$

[0119] Here, bkl denotes the light-emission level of the block of interest, that is, the backlight luminance, pt denotes the luminance necessary in the block of interest based on the image signal, gp denotes the amount of peripheral contribution, and pb denotes the diffusion coefficient that is the maximum value in the outermost peripheral portion of the block of interest.

[0120] That is, the value obtained by dividing the difference between the necessary luminance and the amount of peripheral contribution by the diffusion coefficient that is the maximum value in the outermost peripheral portion of the block of interest is obtained as the backlight luminance.

[0121] The above-described processing will be summarized. The peripheral-representative-value computation process allows a pseudo average luminance in the periphery of the block of interest when the block of interest, the neighboring block, and the surrounding block emit light in a pseudo-manner on the basis of the image signal to be obtained as a peripheral representative value. Next, by using the obtained peripheral representative value, the luminance of the block of interest in a state in which only the block of interest does not emit light is obtained as an amount of peripheral contribution. If restored to the original, the luminance that can be acquired by the block of interest through the diffusion of the backlight of the neighboring blocks and the peripheral blocks is obtained as a pseudo amount of peripheral contribution. Then, the luminance obtained by dividing the difference between the luminance that is necessary actually based on the image signal in the block of interest and the amount of peripheral contribution that is obtained in a pseudo-manner by the diffusion coefficient that is the maximum value in the outermost peripheral portion of the block of interest is obtained as the backlight luminance.

[0122] According to the foregoing, it is possible to obtain the backlight luminance of the backlight corresponding to the block of interest with only calculations for obtaining the backlight luminance from the difference between the amount of peripheral contribution that is obtained from a simple average value using a weight profile coefficient in correspondence

with the distance and the necessary luminance on the basis of the profiles of the peripheral blocks and the neighboring blocks. As a result, it is not necessary to consider the light-emission levels of the other blocks, solve simultaneous equations of the order for the number of divisions so as to calculate and adjust the light-emission level of each block, or perform cyclic calculations, as has been to date. Thus, it becomes possible to cause backlights to emit light at an optimum luminance in units of blocks with simple and high-speed processing.

[0123] By the way, the above-described series of image processing can be performed by hardware and also by software. When the series of processing is to be performed by software, a program constituting the software is installed from a recording medium into a computer that is incorporated in specialized hardware, or such a program is installed from a recording medium into a general-purpose computer capable of performing various processes by installing various programs.

[0124] Fig. 15 shows an example of the configuration of a general-purpose personal computer. This personal computer incorporates a CPU (Central Processing Unit) 1001. An input/output interface 1005 is connected to the CPU 1001 via a bus 1004. A ROM (Read Only Memory) 1002 and a RAM (Random Access Memory) 1003 are connected to the bus 1004.

[0125] Connected to the input/output interface 1005 are an input unit 1006 including input devices, such as a keyboard via which a user inputs operation commands, a mouse, and the like, an output unit 1007 for outputting a process operation screen and an image of a processing result on a display device, a storage unit 1008 including a hard disk drive for storing programs and various kinds of data, and the like, and a communication unit 1009 that includes a LAN (Local Area Network) adaptor, and the like and that performs communication processing via a network typified by the Internet. Furthermore, a drive 1010 for reading and writing data from and to a removable medium 1011, such as a magnetic disk (including a flexible disk), an optical disc (including a CD-ROM (Compact Disc-Read Only Memory) and a DVD (Digital Versatile Disc)), a magneto-optical disc (including an MD (Mini Disc), or a semiconductor memory is connected thereto.

[0126] The CPU 1001 performs various kinds of processing in accordance with a program stored in the ROM 1002 or in accordance with a program that is read from the removable medium 1011, such as a magnetic disk, an optical disc, a magneto-optical disc, or a semiconductor memory and installed into the storage unit 1008, and that is loaded from the storage unit 1008 into the RAM 1003. In the RAM 1003, data necessary for the CPU 1001 to perform various kinds of processing is stored as appropriate.

[0127] Meanwhile, in this specification, steps describing a program recorded on a recording medium include processes that are performed in a time-series manner according to the written order, but also processes that are performed in parallel or individually although they may not be performed in a time-series manner.

Explanation of Reference Numerals

[0128] 61 display device, 81-1 to 81-N, 81 display controller, 82-1 to 82-N, 82 backlight controller, 83-1 to 83-N, 83 backlight, 84 liquid-crystal panel controller, 85 liquid-crystal panel, 121 backlight luminance computation unit, 122 incidence luminance computation unit, 123 dividing unit, 141 peripheral-representative-value computation unit, 142 peripheral-contribution-amount computation unit, 143 light-emission level computation unit, 144 light-emission profile memory, 161 peripheral average calculation unit, 162 center-of-gravity calculation unit, 163 neighboring average calculation unit, 164 peripheral pseudo average value computation unit, 181 weight profile coefficient calculation unit, 182 center of gravity controller, 183 selector, 184 memory, 185 average value calculation unit

Claims

1. A display control apparatus (81) adapted to control, based on an image signal, a backlight block of interest that is selected from a plurality of backlight blocks that form an entire backlight of the display apparatus, wherein a total light emission of the backlight block of interest comprises backlight luminance of the backlight block of interest and luminance contributed by backlight blocks in the periphery of the backlight block of interest, the display control apparatus comprising:

peripheral-representative-value computation means (141) for computing, as a peripheral representative value, an average of calculated luminances of backlight blocks in the periphery of the backlight block of interest, wherein said calculated luminances are determined based on the image signal, the peripheral-representative-value computation means (141) including neighboring average calculation means (163) for calculating, as a neighboring average value, an average value of said calculated luminances of neighboring backlight blocks that exist in the neighborhood of the backlight block of interest, the average value being assigned a weight in correspondence with a distance from the backlight block of interest, and peripheral average calculation means (161) for calculating, as a peripheral average value, an average value of

calculated luminances of peripheral backlight blocks that exist in the periphery of the backlight block of interest at a position further away from the backlight block of interest than the neighboring backlight blocks, and wherein the peripheral-representative-value computation means (141) is configured for computing the peripheral representative value on the basis of a weighted average between the neighboring average value and the peripheral average value;

peripheral-contribution-amount computation means (142) for subtracting from the peripheral representative value a portion determined in accordance with a diffusion coefficient so as to compute the amount of luminance contributed by the peripheral backlight blocks to the backlight block of interest; and

backlight luminance amount computation means (143) for computing the backlight luminance of the backlight block of interest on the basis of a difference between a necessary luminance based on the image signal for the backlight block of interest and the amount of luminance contributed by peripheral backlight blocks.

2. The display control apparatus (81) according to Claim 1, further comprising luminance center-of-gravity calculation means (162) for calculating, on the basis of the luminance distribution of the image signal corresponding to the backlight block of interest in units of pixels, a center of gravity of the luminance in the backlight block of interest, wherein the neighboring average calculation means (163) calculates, as the neighboring average value, an average value of luminances of the neighboring blocks that exist in the neighborhood of the backlight block of interest, the average value being assigned with a weight in correspondence with a distance from the luminance center of gravity in the backlight block of interest.

3. The display control apparatus according to Claim 2, wherein the neighboring average calculation means (163) calculates, as the neighboring average value, an average value of luminances of neighboring blocks that exist in the neighborhood of the backlight block of interest by either assigning a weight in correspondence with a distance from a geometrical center of the backlight block of interest or assigning a weight in correspondence with a distance from the luminance center of gravity in the backlight block of interest.

4. The display control apparatus according to Claim 3, further comprising setting means (165) for performing setting of either assigning a weight in correspondence with a distance from a geometrical center of the backlight block of interest or assigning a weight in correspondence with a distance from the luminance center of gravity in the backlight block of interest to the average value of luminances of neighboring blocks that exist in the neighborhood of the backlight block of interest.

5. A display control method for controlling, based on an image signal, a backlight block that is selected from a plurality of backlight blocks that form an entire backlight of the display apparatus, wherein a total light emission of the backlight block of interest comprises backlight luminance of the backlight block of interest and luminance contributed by backlight blocks in the periphery of the backlight block of interest, the method comprising:

computing, as a peripheral representative value, an average of calculated luminances of backlight blocks in the periphery of the backlight block of interest, wherein said calculated luminances are determined based on the image signal, computing the peripheral representative value including

calculating, as a neighboring average value, an average value of said calculated luminances of neighboring backlight blocks that exist in the neighborhood of the backlight block of interest, the average value being assigned a weight in correspondence with a distance from the backlight block of interest,

calculating, as a peripheral average value, an average value of calculated luminances of peripheral backlight blocks that exist in the periphery of the backlight block of interest at a position further away from the backlight block of interest than the neighboring backlight blocks, and

computing the peripheral representative value on the basis of a weighted average between the neighboring average value and the peripheral average value;

subtracting from the peripheral representative value a portion determined in accordance with a diffusion coefficient so as to compute the amount of luminance contributed by the peripheral backlight blocks to the backlight block of interest; and

computing the backlight luminance of the backlight block of interest on the basis of a difference between a necessary luminance based on the image signal for the backlight block of interest and the amount of luminance contributed by peripheral backlight blocks.

6. A program for causing a computer to perform the display control method according to claim 5.

Patentansprüche

1. Anzeigesteuervorrichtung (81), die dafür ausgelegt ist, auf der Grundlage eines Bildsignals einen interessierenden Hintergrundbeleuchtungsblock, der aus mehreren Hintergrundbeleuchtungsblöcken, die eine gesamte Hintergrundbeleuchtung der Anzeigevorrichtung bilden, ausgewählt wird, zu steuern, wobei eine Gesamtlichtemission des interessierenden Hintergrundbeleuchtungsblocks die Hintergrundbeleuchtungshelligkeit des interessierenden Hintergrundbeleuchtungsblocks und die durch Hintergrundbeleuchtungsblöcke in der Peripherie des interessierenden Hintergrundbeleuchtungsblocks beigetragene Helligkeit umfasst, wobei die Anzeigesteuervorrichtung umfasst:

ein Mittel (141) zum Berechnen eines die Peripherie repräsentierenden Werts, um einen Mittelwert berechneter Helligkeiten von Hintergrundbeleuchtungsblöcken in der Peripherie des interessierenden Hintergrundbeleuchtungsblocks als einen die Peripherie repräsentierenden Wert zu berechnen, wobei die berechneten Helligkeiten auf der Grundlage des Bildsignals bestimmt werden, wobei das Mittel (141) zum Berechnen eines die Peripherie repräsentierenden Werts enthält:

ein Mittel (163) zum Berechnen eines Nachbarmittelwerts, um einen Mittelwert der berechneten Helligkeiten von Nachbarhintergrundbeleuchtungsblöcken, die in der Nachbarschaft des interessierenden Hintergrundbeleuchtungsblocks vorhanden sind, als einen Nachbarmittelwert zu berechnen, wobei dem Mittelwert eine Gewichtung zugewiesen wird, die einer Entfernung von dem interessierenden Hintergrundbeleuchtungsblock entspricht, und

ein Mittel (161) zum Berechnen eines Peripheriemittelwerts, um einen Mittelwert berechneter Helligkeiten von Peripheriehintergrundbeleuchtungsblöcken, die in der Peripherie des interessierenden Hintergrundbeleuchtungsblocks an einer von dem interessierenden Hintergrundbeleuchtungsblock weiter als die Nachbarhintergrundbeleuchtungsblöcke entfernten Position vorhanden sind, als einen Peripheriemittelwert zu berechnen, und

wobei das Mittel (141) zum Berechnen eines die Peripherie repräsentierenden Werts dafür konfiguriert ist, den die Peripherie repräsentierenden Wert auf der Grundlage eines gewichteten Mittelwerts zwischen dem Nachbarmittelwert und dem Peripheriemittelwert zu berechnen;

ein Mittel (142) zum Berechnen eines Peripheriebeitragsbetrags, um einen in Übereinstimmung mit einem Diffusionskoeffizienten bestimmten Anteil von dem die Peripherie repräsentierenden Wert zu subtrahieren, um den von den Peripheriehintergrundbeleuchtungsblöcken beigetragenen Betrag der Helligkeit zu dem interessierenden Hintergrundbeleuchtungsblock zu berechnen; und

ein Mittel (143) zum Berechnen eines Hintergrundbeleuchtungshelligkeitsbetrags zum Berechnen der Hintergrundbeleuchtungshelligkeit des interessierenden Hintergrundbeleuchtungsblocks auf der Grundlage einer Differenz zwischen einer notwendigen Helligkeit, die auf dem Bildsignal für den interessierenden Hintergrundbeleuchtungsbetrag beruht, und dem von den Peripheriehintergrundbeleuchtungsblöcken beigetragenen Betrag der Helligkeit.

2. Anzeigesteuervorrichtung (81) nach Anspruch 1, die ferner ein Mittel (162) zum Berechnen eines Helligkeitsschwerpunkts umfasst, um auf der Grundlage der Helligkeitsverteilung des Bildsignals, das dem interessierenden Hintergrundbeleuchtungsblock in Einheiten von Pixeln entspricht, einen Schwerpunkt der Helligkeit in dem interessierenden Hintergrundbeleuchtungsblock zu berechnen, wobei das Mittel (163) zum Berechnen eines Nachbarmittelwerts einen Mittelwert der Helligkeiten der Nachbarblöcke, die in der Nachbarschaft des interessierenden Hintergrundbeleuchtungsblocks vorhanden sind, als den Nachbarmittelwert berechnet, wobei dem Mittelwert eine Gewichtung zugewiesen wird, die einer Entfernung von dem Helligkeitsschwerpunkt in dem interessierenden Hintergrundbeleuchtungsblock entspricht.

3. Anzeigesteuervorrichtung nach Anspruch 2, wobei das Mittel (163) zum Berechnen eines Nachbarmittelwerts einen Mittelwert der Helligkeiten von Nachbarblöcken, die in der Nachbarschaft des interessierenden Hintergrundbeleuchtungsblocks vorhanden sind, entweder durch Zuweisen einer Gewichtung, die einer Entfernung von einer geometrischen Mitte des interessierenden Hintergrundbeleuchtungsblocks entspricht, oder durch Zuweisen einer Gewichtung, die einer Entfernung von dem Helligkeitsschwerpunkt in dem interessierenden Hintergrundbeleuchtungsblock entspricht, als den Nachbarmittelwert berechnet.

4. Anzeigesteuervorrichtung nach Anspruch 3, die ferner ein Einstellmittel (165) zum Ausführen einer Einstellung entweder des Zuweisens einer Gewichtung, die einer Entfernung von einer geometrischen Mitte des interessierenden Hintergrundbeleuchtungsblocks entspricht, oder des Zuweisens einer Gewichtung, die einer Entfernung von dem

Helligkeitsschwerpunkt in dem interessierenden Hintergrundbeleuchtungsblock entspricht, zu dem Mittelwert der Helligkeiten der Nachbarblöcke, die in der Nachbarschaft des interessierenden Hintergrundbeleuchtungsblocks vorhanden sind, umfasst.

- 5 5. Anzeigesteuerverfahren zum Steuern eines Hintergrundbeleuchtungsblocks, der aus mehreren Hintergrundbeleuchtungsblöcken, die eine gesamte Hintergrundbeleuchtung der Anzeigevorrichtung bilden, ausgewählt wird, auf der Grundlage eines Bildsignals, wobei eine Gesamtlichtemission des interessierenden Hintergrundbeleuchtungsblocks die Hintergrundbeleuchtungshelligkeit des interessierenden Hintergrundbeleuchtungsblocks und die durch Hintergrundbeleuchtungsblöcke in der Peripherie des interessierenden Hintergrundbeleuchtungsblocks beigetragene Helligkeit umfasst, wobei das Verfahren umfasst:

15 Berechnen eines Mittelwerts berechneter Helligkeiten von Hintergrundbeleuchtungsblöcken in der Peripherie des interessierenden Hintergrundbeleuchtungsblocks als einen die Peripherie repräsentierenden Wert, wobei die berechneten Helligkeiten auf der Grundlage des Bildsignals bestimmt werden, wobei das Berechnen des die Peripherie repräsentierenden Werts enthält:

Berechnen eines Mittelwerts der berechneten Helligkeiten von Nachbarhintergrundbeleuchtungsblöcken, die in der Nachbarschaft des interessierenden Hintergrundbeleuchtungsblocks vorhanden sind, als einen Nachbarmittelwert, wobei dem Mittelwert eine Gewichtung zugewiesen wird, die einer Entfernung von dem interessierenden Hintergrundbeleuchtungsblock entspricht,

Berechnen eines Mittelwerts berechneter Helligkeiten von Peripheriehintergrundbeleuchtungsblöcken, die in der Peripherie des interessierenden Hintergrundbeleuchtungsblocks an einer von dem interessierenden Hintergrundbeleuchtungsblock weiter als die Nachbarhintergrundbeleuchtungsblöcke entfernten Position vorhanden sind, als einen Peripheriemittelwert, und

25 Berechnen des die Peripherie repräsentierenden Werts auf der Grundlage eines gewichteten Mittelwerts zwischen dem Nachbarmittelwert und dem Peripheriemittelwert;

Subtrahieren eines in Übereinstimmung mit einem Diffusionskoeffizienten bestimmten Anteils von dem die Peripherie repräsentierenden Wert, um den von den Peripheriehintergrundbeleuchtungsblöcken beigetragenen Betrag der Helligkeit zu dem interessierenden Hintergrundbeleuchtungsblock zu berechnen; und
30 Berechnen der Hintergrundbeleuchtung des interessierenden Hintergrundbeleuchtungsblocks auf der Grundlage einer Differenz zwischen einer notwendigen Helligkeit, die auf dem Bildsignal für den interessierenden Hintergrundbeleuchtungsbetrag beruht, und dem von den Peripheriehintergrundbeleuchtungsblöcken beigetragenen Betrag der Helligkeit.

- 35 6. Programm, um zu veranlassen, dass ein Computer das Anzeigesteuerverfahren nach Anspruch 5 ausführt.

Revendications

- 40 1. Un dispositif de commande d'affichage (81) adapté pour contrôler, en fonction d'un signal d'image, un bloc de rétroéclairage d'intérêt sélectionné à partir d'une pluralité de blocs de rétroéclairage qui forment un rétroéclairage complet du dispositif d'affichage, dans lequel une émission totale de lumière du bloc de rétroéclairage d'intérêt comprend une luminance de rétroéclairage du bloc de rétroéclairage d'intérêt et une luminance induite par des blocs de rétroéclairage en périphérie du bloc de rétroéclairage d'intérêt, le dispositif de commande d'affichage comprenant :

un moyen de calcul de valeur représentative périphérique (141) pour calculer, en tant que valeur représentative périphérique, une moyenne de luminances calculées de blocs de rétroéclairage en périphérie du bloc de rétroéclairage d'intérêt, dans lequel lesdites luminances calculées sont déterminées en fonction du signal d'image, le moyen de calcul de valeur représentative périphérique (141) comprenant
50 un moyen de calcul de moyenne de voisinage (163) pour calculer, en tant que valeur moyenne de voisinage, une valeur moyenne desdites luminances calculées des blocs de rétroéclairage de voisinage qui existent dans le voisinage du bloc de rétroéclairage d'intérêt, la valeur moyenne se voyant attribuer un poids en fonction d'une distance avec le bloc de rétroéclairage d'intérêt, et
55 un moyen de calcul de moyenne périphérique (161) pour calculer, en tant que valeur moyenne périphérique, une valeur moyenne des luminances calculées des blocs de rétroéclairage périphériques qui existent en périphérie du bloc de rétroéclairage d'intérêt à une position plus éloignée du bloc de rétroéclairage d'intérêt que des blocs de rétroéclairage de voisinage, et

dans lequel le moyen de calcul de valeur représentative périphérique (141) est configuré pour calculer la valeur représentative périphérique en fonction de la moyenne pondérée entre la valeur moyenne de voisinage et la valeur moyenne périphérique ;

un moyen de calcul de la quantité de contribution périphérique (142) pour soustraire d'une valeur représentative périphérique une portion déterminée conformément à un coefficient de diffusion de manière à calculer la quantité de luminance induite par les blocs de rétroéclairage périphériques envers le bloc de rétroéclairage d'intérêt ; et un moyen de calcul de la quantité de luminance de rétroéclairage (143) pour calculer la luminance de rétroéclairage du bloc de rétroéclairage d'intérêt en fonction de la différence entre une luminance nécessaire basée sur le signal d'image pour le bloc de rétroéclairage d'intérêt et la quantité de luminance induite par les blocs de rétroéclairage périphériques.

2. Le dispositif de commande d'affichage (81) selon la revendication 1, comprenant en outre un moyen de calcul du centre de gravité de la luminance (162) pour calculer, en fonction de la distribution de la luminance du signal d'image correspondant au bloc de rétroéclairage d'intérêt en unités de pixels, un centre de gravité de la luminance dans le bloc de rétroéclairage d'intérêt, dans lequel le moyen de calcul de moyenne de voisinage (163) calcule, en tant que valeur moyenne de voisinage, une valeur moyenne de luminance des blocs de voisinage qui existent dans le voisinage du bloc de rétroéclairage d'intérêt, la valeur moyenne se voyant attribuer un poids en fonction d'une distance avec le centre de gravité de la luminance dans le bloc de rétroéclairage d'intérêt.

3. Le dispositif de commande d'affichage selon la revendication 2, dans lequel le moyen de calcul de moyenne de voisinage (163) calcule, en tant que valeur moyenne de voisinage, une valeur moyenne des luminances des blocs de voisinage qui existent dans le voisinage du bloc de rétroéclairage d'intérêt, en attribuant un poids en fonction d'une distance avec un centre géométrique du bloc de rétroéclairage d'intérêt ou un poids en fonction d'une distance avec le centre de gravité de la luminance dans le bloc de rétroéclairage d'intérêt.

4. Le dispositif de commande d'affichage selon la revendication 3, comprenant en outre un moyen de paramétrage (165) pour paramétrer l'attribution d'un poids en fonction d'une distance avec un centre géométrique du bloc de rétroéclairage d'intérêt ou l'attribution d'un poids en fonction d'une distance avec le centre de gravité de la luminance dans le bloc de rétroéclairage d'intérêt avec la valeur moyenne de luminances des blocs de voisinage qui existent dans le voisinage du bloc de rétroéclairage d'intérêt.

5. Un procédé de commande d'affichage pour contrôler, en fonction d'un signal d'image, un bloc de rétroéclairage sélectionné à partir d'une pluralité de blocs de rétroéclairage qui forment un rétroéclairage complet du dispositif d'affichage, dans lequel une émission totale de lumière du bloc de rétroéclairage d'intérêt comprend une luminance de rétroéclairage du bloc de rétroéclairage d'intérêt et une luminance induite par des blocs de rétroéclairage en périphérie du bloc de rétroéclairage d'intérêt, le procédé comprenant :

le calcul, en tant que valeur représentative périphérique, d'une moyenne de luminances calculées de blocs de rétroéclairage en périphérie du bloc de rétroéclairage d'intérêt, dans lequel lesdites luminances calculées sont déterminées en fonction du signal d'image, le calcul de la valeur représentative périphérique comprenant le calcul, en tant que valeur moyenne de voisinage, d'une valeur moyenne desdites luminances calculées des blocs de rétroéclairage de voisinage qui existent dans le voisinage du bloc de rétroéclairage d'intérêt, la valeur moyenne se voyant attribuer un poids en fonction d'une distance avec le bloc de rétroéclairage d'intérêt, et le calcul, en tant que valeur moyenne périphérique, d'une valeur moyenne des luminances calculées des blocs de rétroéclairage périphériques qui existent en périphérie du bloc de rétroéclairage d'intérêt à une position plus éloignée du bloc de rétroéclairage d'intérêt que les blocs de rétroéclairage de voisinage, et le calcul de la valeur représentative périphérique en fonction d'une moyenne pondérée entre la valeur moyenne de voisinage et la valeur moyenne périphérique ;

la soustraction d'une valeur représentative périphérique d'une portion déterminée conformément à un coefficient de diffusion de manière à calculer la quantité de luminance induite par les blocs de rétroéclairage périphériques vers le bloc de rétroéclairage d'intérêt ; et

le calcul de la luminance de rétroéclairage du bloc de rétroéclairage d'intérêt en fonction de la différence entre une luminance nécessaire basée sur le signal d'image pour le bloc de rétroéclairage d'intérêt et la quantité de luminance induite par les blocs de rétroéclairage périphériques.

6. Un programme permettant à un ordinateur d'effectuer le procédé de commande d'affichage selon la revendication 5.

FIG. 1

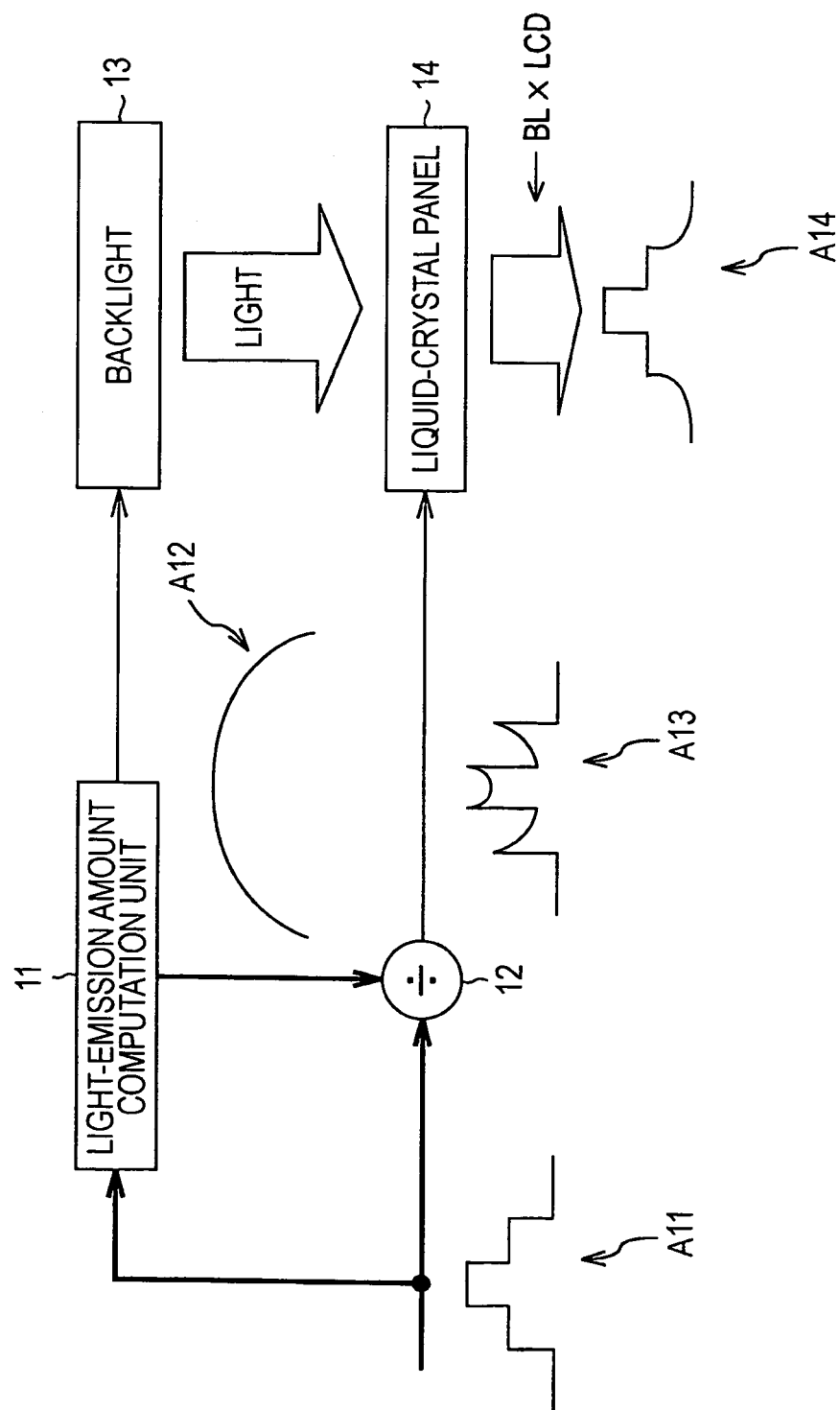


FIG. 2

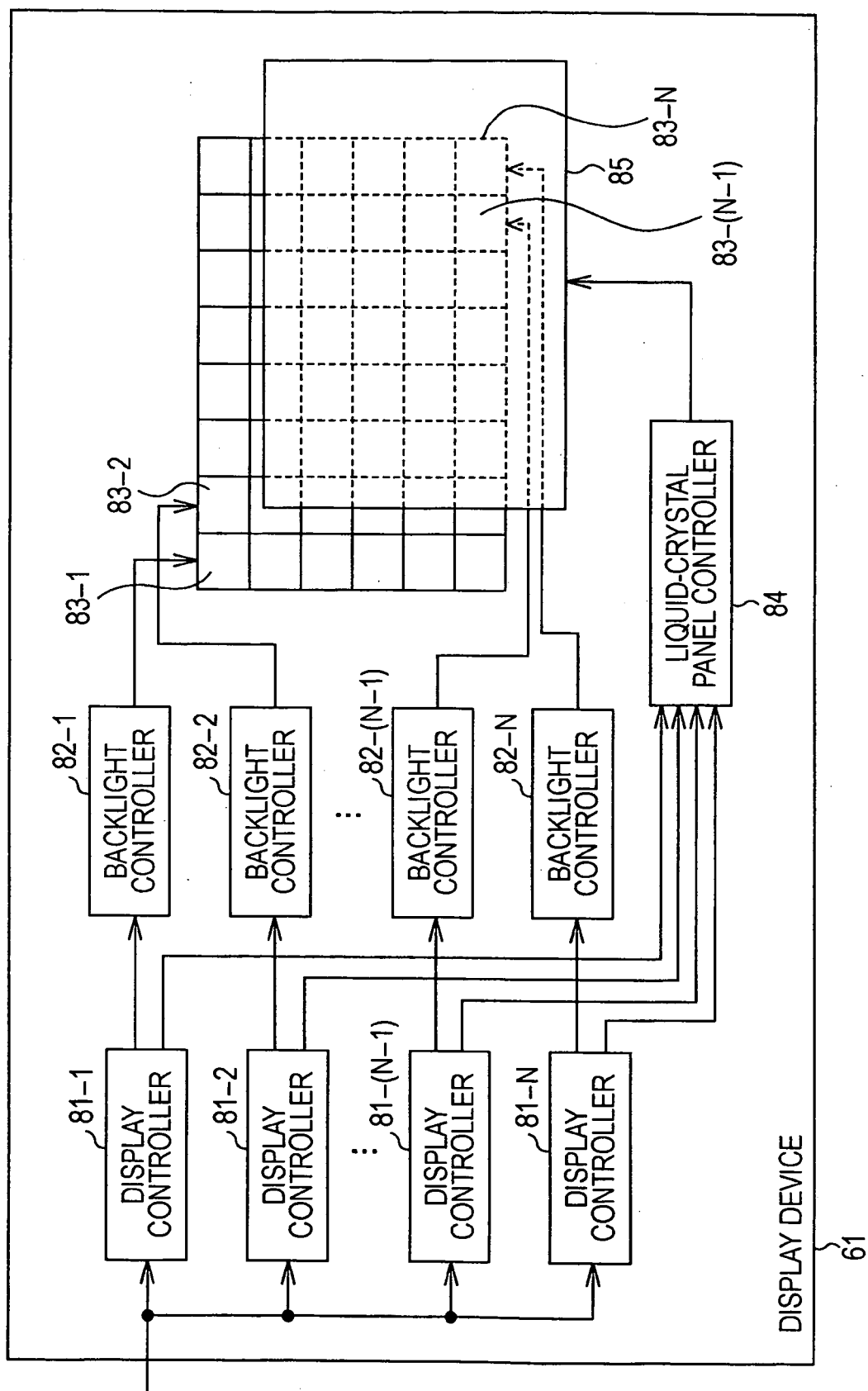


FIG. 3

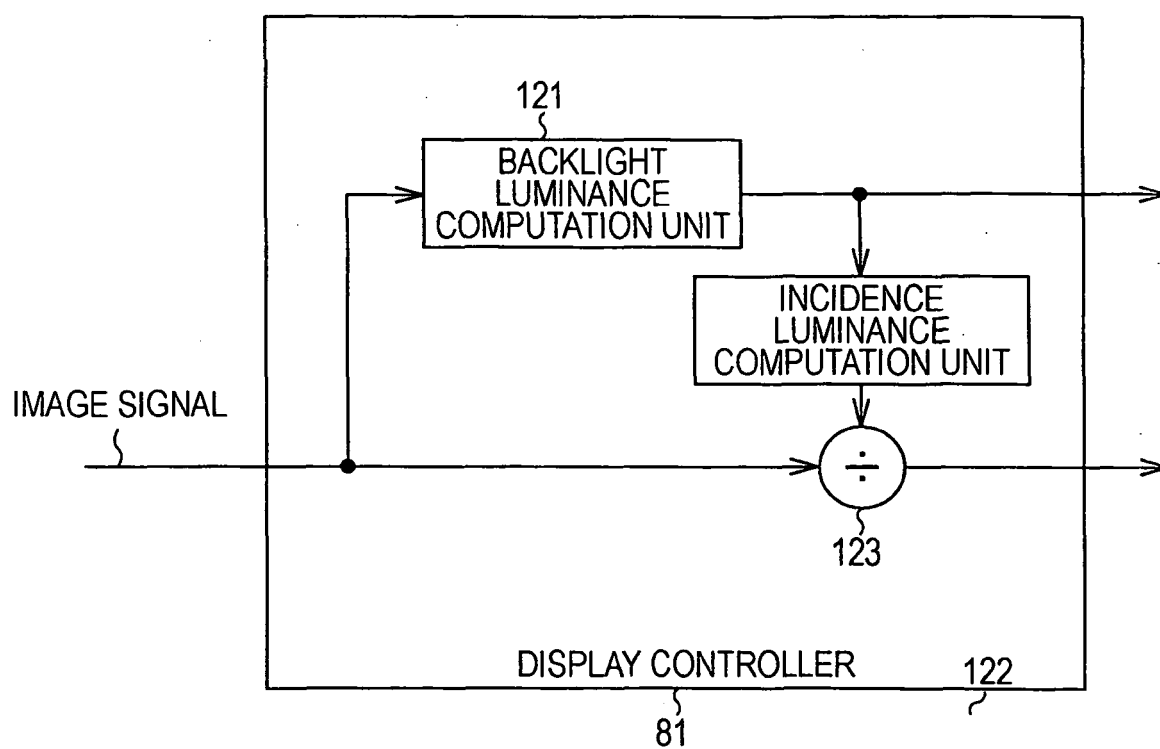


FIG. 4

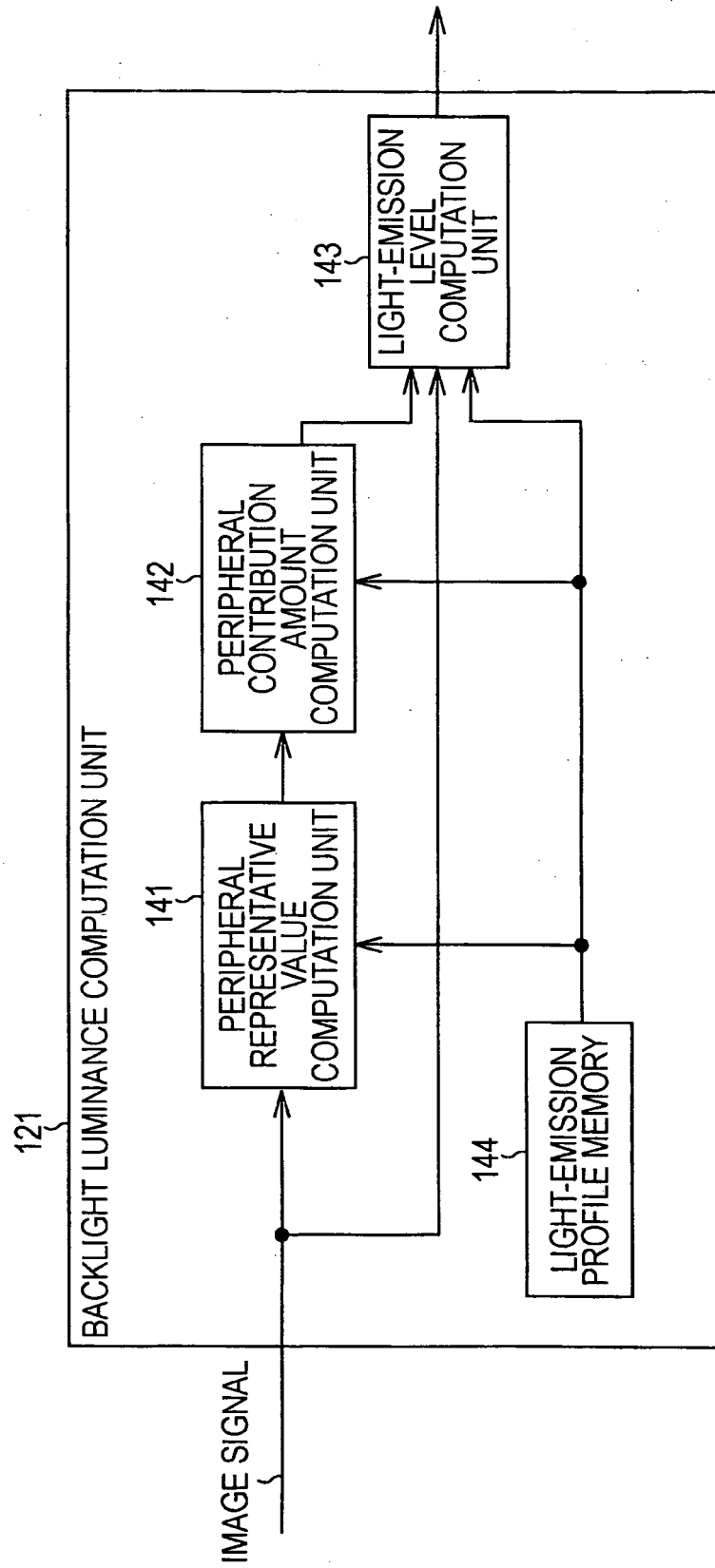


FIG. 5

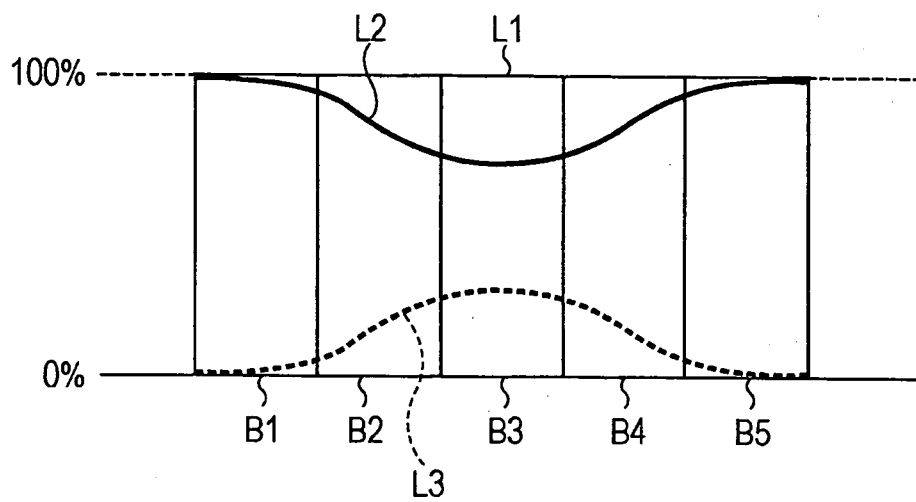


FIG. 6

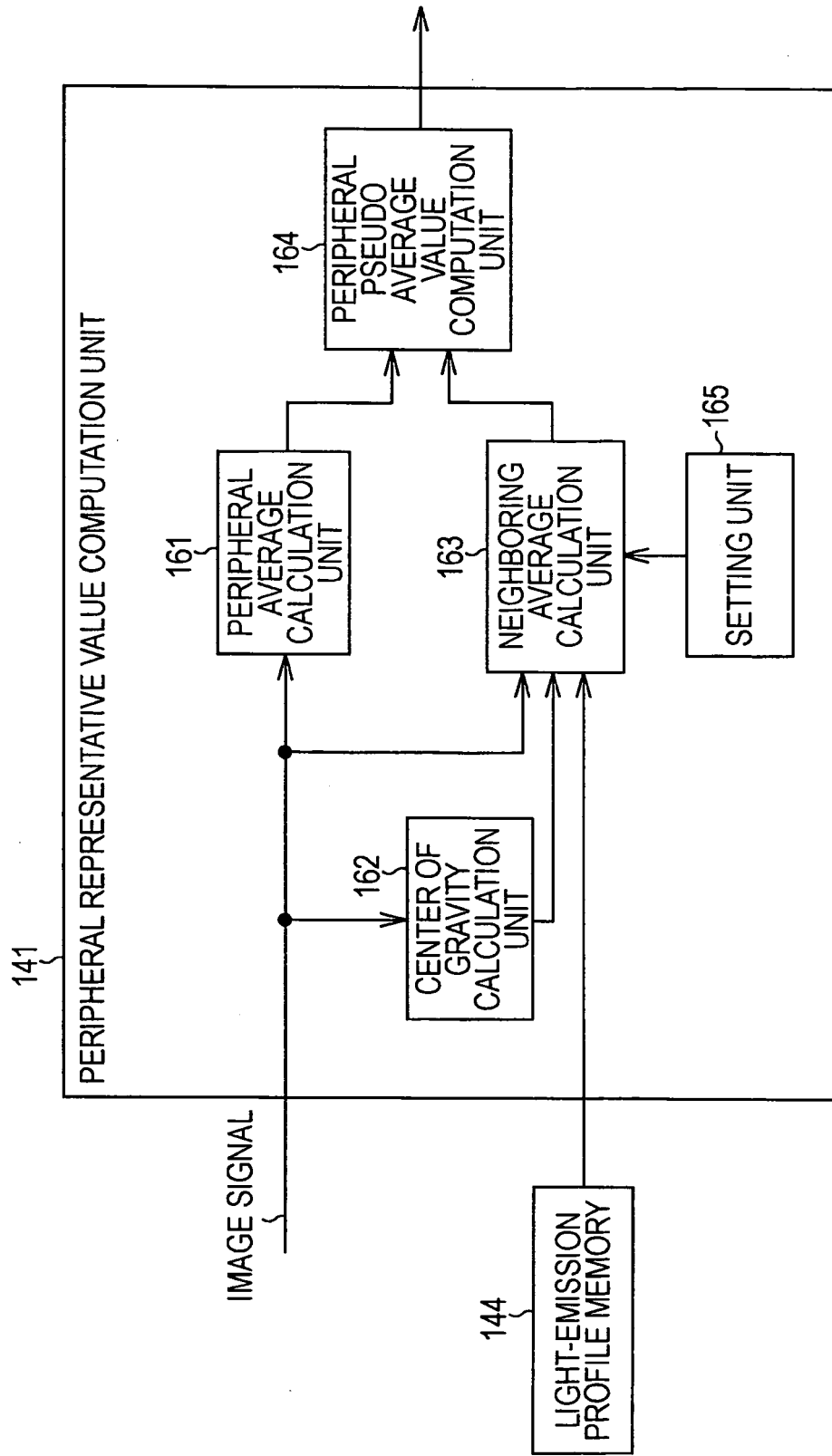


FIG. 7

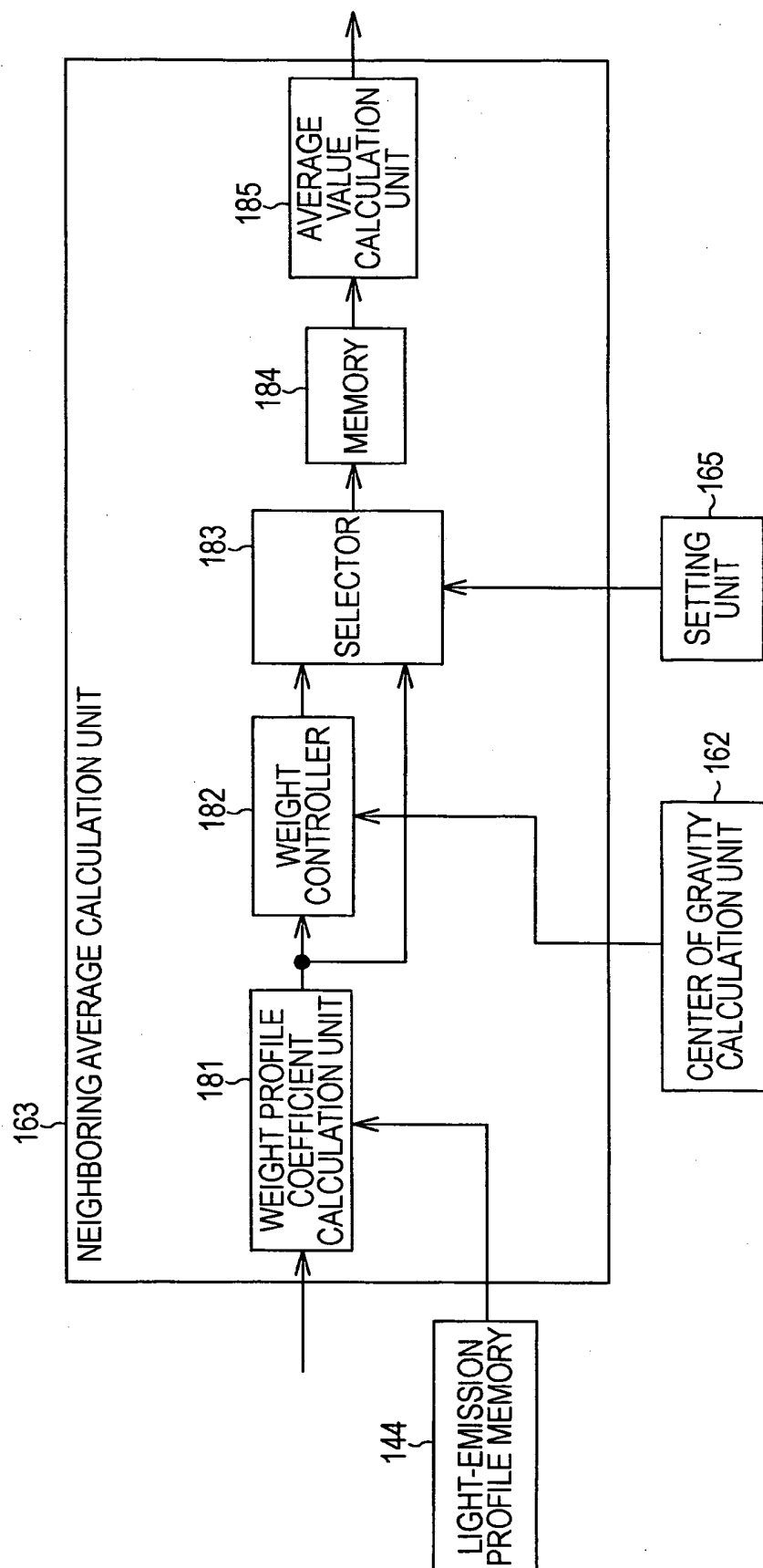


FIG. 8

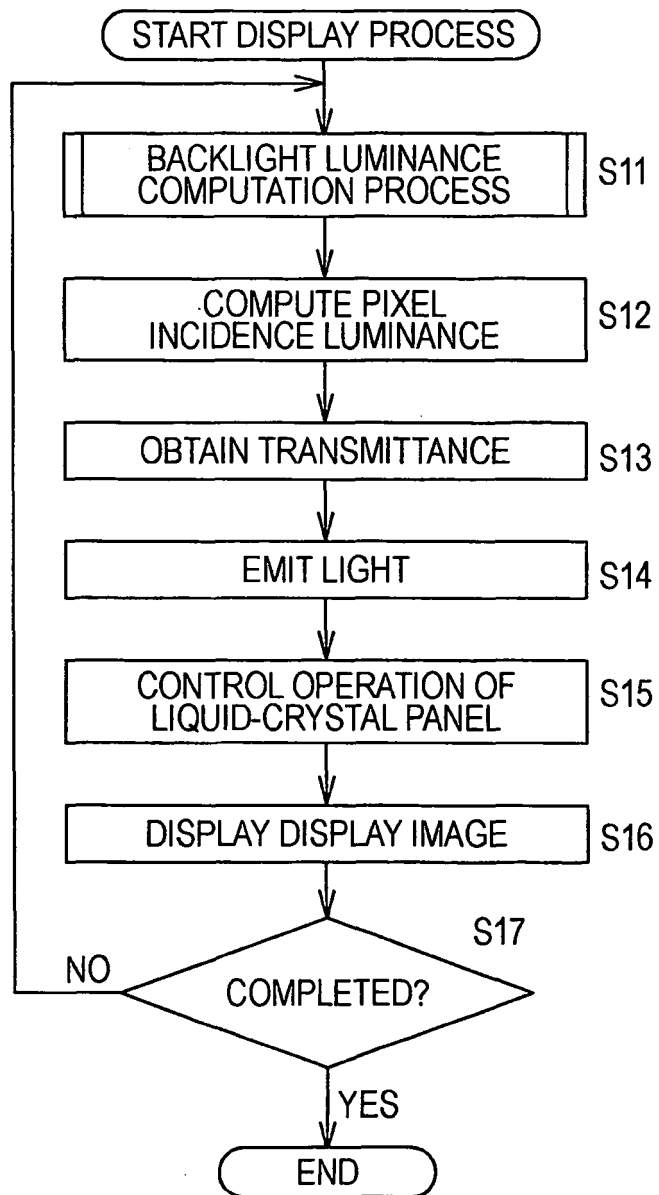


FIG. 9

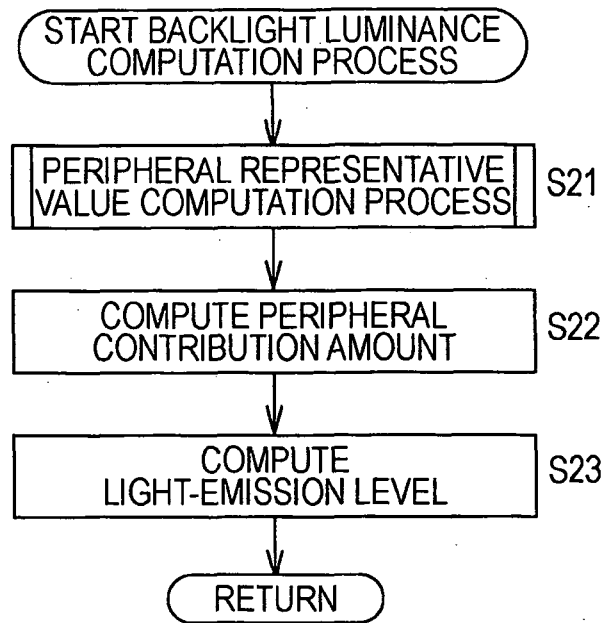


FIG. 10

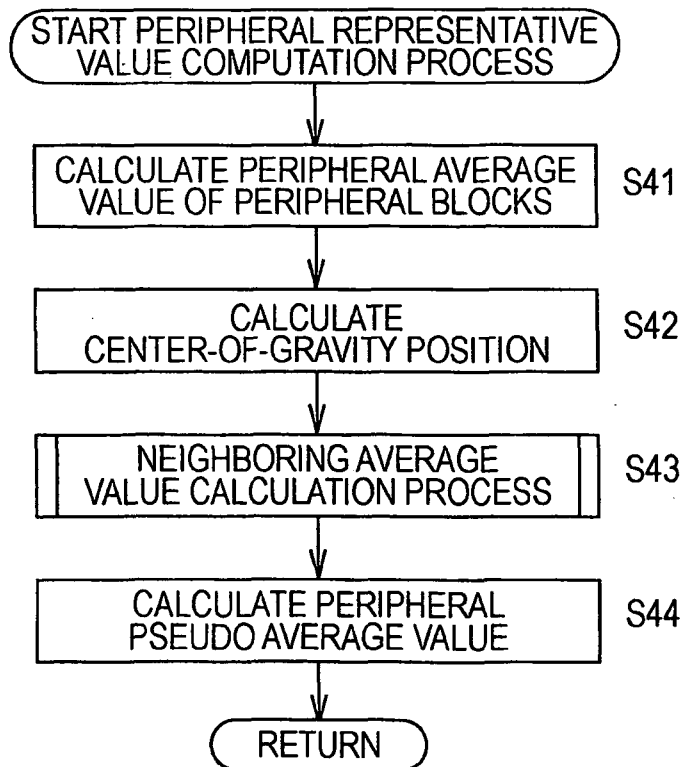


FIG. 11

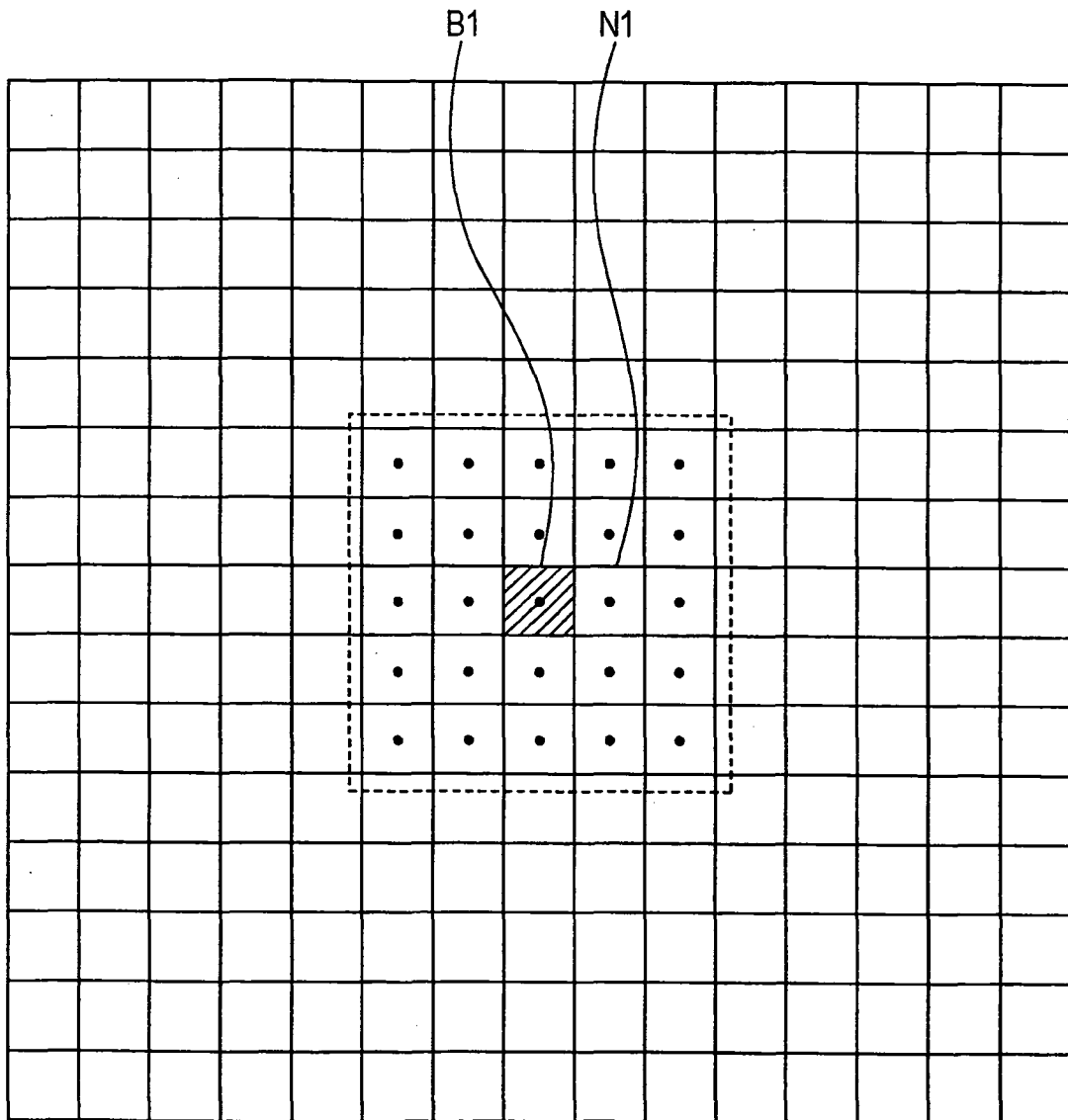


FIG. 12

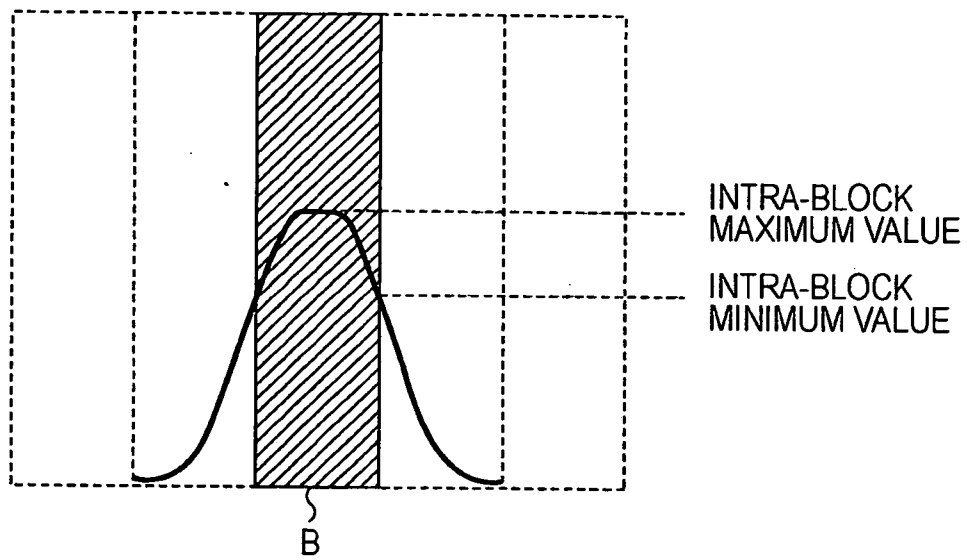


FIG. 13

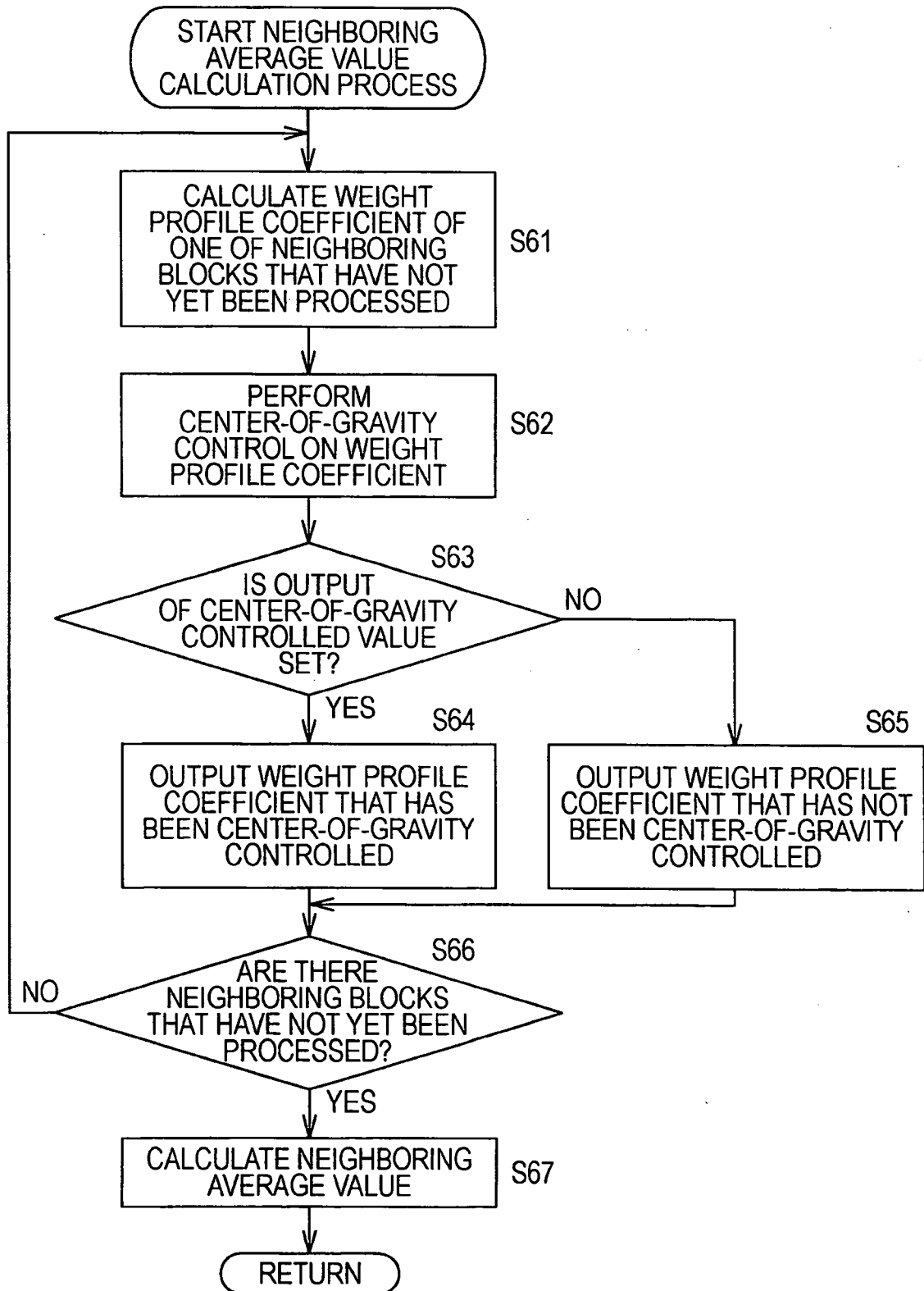


FIG. 14

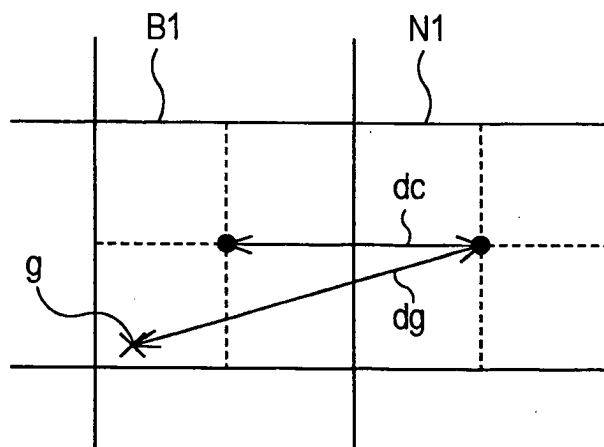
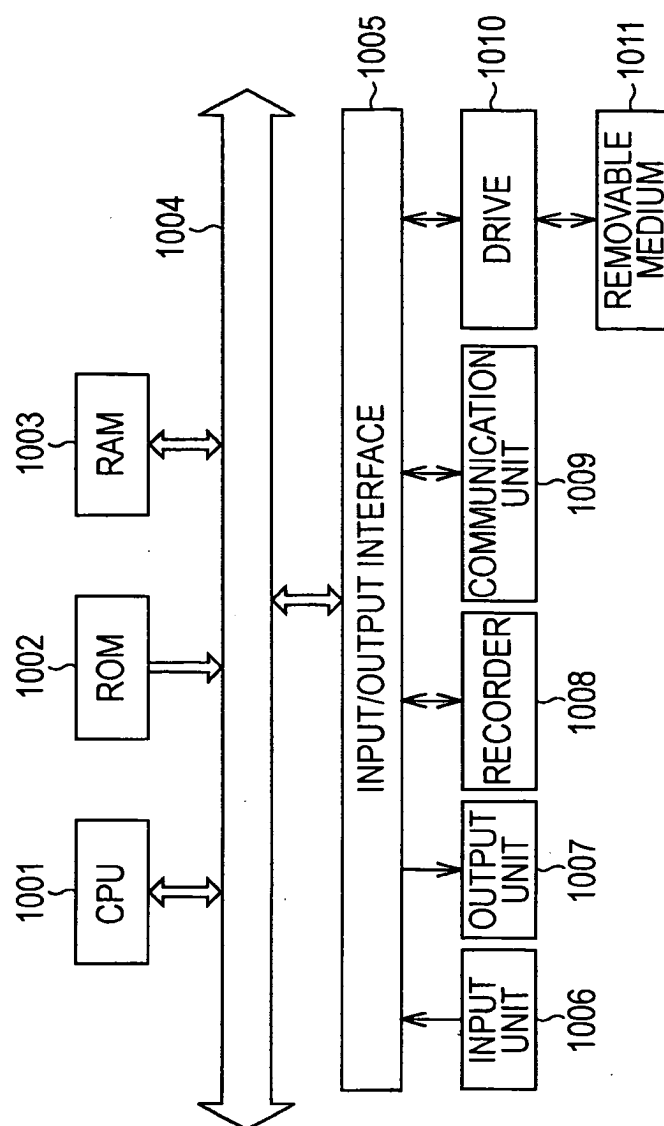


FIG. 15



REFERENCES CITED IN THE DESCRIPTION

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- JP 2007322901 A [0013]
- JP 2007034251 A [0013]
- US 20070002000 A1 [0013]

专利名称(译)	显示控制设备和方法 and 程序		
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[标]申请(专利权)人(译)	索尼公司		
申请(专利权)人(译)	索尼公司		
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其他公开文献	EP2293283A1 EP2293283A4		
外部链接	Espacenet		

摘要(译)

显示控制装置和方法以及程序技术领域本发明涉及能够通过简单的处理适当地控制背光发出的光的亮度的显示控制装置和方法以及程序。在输入图像信号的基础上，外围代表值计算单元（141）计算由感兴趣的块的背光输出的亮度作为外围代表值，并且在由其形成的背光中的块周围的块中。多个块。外围贡献量计算单元（142）基于作为当感兴趣的块发光时的输出亮度分布的发光分布的发光效率来划分外围代表值，以便计算外围贡献的量。通过外围块到感兴趣的块。发光水平计算单元（143）通过将感兴趣块的必要发光量除以周边贡献量来计算作为发光水平的背光亮度。本发明可以应用于显示装置，例如液晶显示器。

$$\text{Transmittance } T = \frac{\text{luminance } L \text{ of pixel of display image}}{\text{pixel incidence}}$$

$$\text{luminance } L$$

$$\dots (1)$$