Peripheral Expansion

General-purpose Expansion
Wireless Expansion
Display Technologies
Display Connections





General purpose expansion

Peripheral device transfer rates outstripped the abilities of legacy parallel ports and RS-232 serial ports, leading to new peripheral expansion standards

- USB (Universal Serial Bus)
 - developed by Intel
 - serial
 - hot swappable
 - high speed: USB 3.0 5 Gbit/s (moving towards 10)
 - can supply power (2.5 to 4.5 Watts)



USB Standards

Variant	Speed (peak)	Typical use
USB 1.1 Low Speed	1 Mbit/s	keyboards, mice
USB 1.1 Full Speed	11 Mbit/s	printers, scanners
USB 2.0 High Speed	480 Mbit/s	hard disks, digital cameras
USB 3.0 Superspeed	5 Gbit/s	new portable mass storage
USB 3.1 Superspeed+	10 Gbit/s	new portable mass storage

- USB 4 is under development, using usb C connectors, with
- speeds of 40Gbit



USB Connectors



General purpose expansion

FireWire

- aka. i.Link and IEEE 1394
- developed by Apple
- can supply up to 45 Watts
- largely replaced SCSI on cheaper systems
- used for disk storage and video transfer

Thunderbolt

- developed by Intel
- can supply 10 Watts
- high speed: 10 Gbit/s





Wireless expansion

Bluetooth

- short-distance wireless peripheral connection
- version 4.0 at ~26 Mbit/s (theoretical peak rate)
- different standards for different peripheral 'classes'
 - so peripheral can save power by using smallest appropriate transmitter

Class	Transmit power	Approx. range	
1	100 mW	100 m	
2	2.5 mW	10 m	
3	1 mW	1 m	

Wireless expansion

- Bluetooth Profiles
 - protocols tailored for particular communication needs
 - device supports protocol subset required for it to do its job
 - large range of profiles, some examples are:
- Advanced Audio Distribution Profile (A2DP): high quality audio, for wireless headphones
 Cordless Telephony Profile (CTP): for connecting to cordless phone base stations
- Dial-up Networking (DUN): to make a mobile phone act as a modem
- File Transfer Profile (FTP): to browse and transfer files
 Hands-Free Profile (HFP): to let car entertainment systems control a phone
 Human Interface Device (HID): for keyboards, mice, game pads, etc.
 Headset (HSP): to let headsets pass phone audio, and control basic phone
 features
- LAN Access (LSP): to tether an Internet-connected mobile phone to a tablet or laptop

Wireless expansion

 Example: car entertainment system that supports Bluetooth Hands-Free Profile, Dial-up Networking and Advanced Audio Distribution Profile, protocols, amongst others

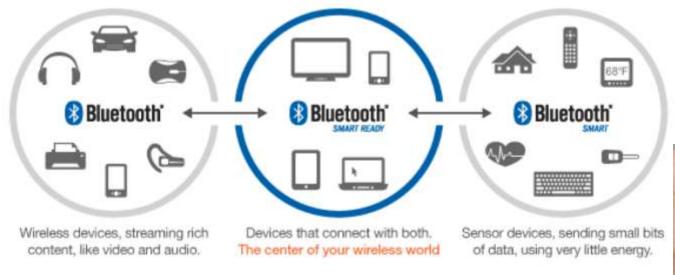


- Bluetooth devices connect via pairing
 - discoverable party transmits its name, class, profiles etc
 - other party shares link
 - both devices authenticate to each other
 - initiate supported profiles



Personal Area Networks

- Personal area networks are networked devices on or around a person
 - Bluetooth 4.0 introduced lower power classes to support it
 - other competing protocols are in the market





Personal Area Networks

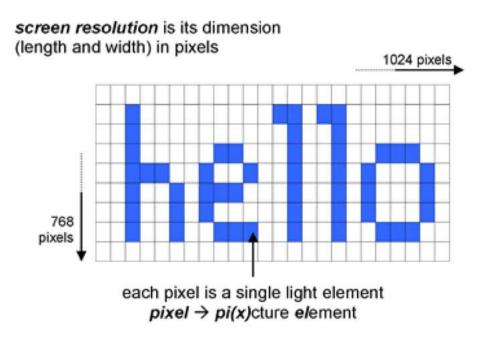
ANT

- open standard
- competitor to Bluetooth in PAN market
- popular in health & fitness sector (heart rate monitors, GPS tracker etc. that transmits to a wearable display)



Proprietary PAN protocols exist too

- Display resolution is length and width in pixels
 - pi(x)cture element
 - pixel composed of subpixels (red, green, blue: RGB)



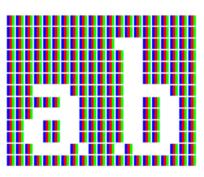
- Legacy display: CRT Monitors
 - Cathode Ray Tube
 - analogue video standard (e.g. VGA)
 - junk!



Electron beam aimed at phosphor dots
No fixed relationship between dots and pixel



LCD (liquid crystal display) has set pattern of subpixels in each pixel



LCD panel

crystals twist under current to block or pass light from a backlight

TN – Twisted Nematic

- cheap
- quick response time
- restrictive viewing angle

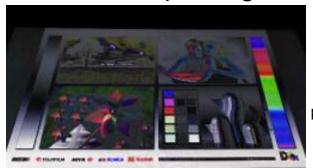
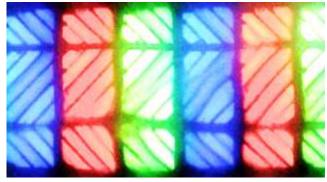


photo: notebookcheck.de



Vertical Alignment

- pieces of subpixels orient in different directions
- better viewing angle range
- slower response time

photo: digitalversus.com

In Plane Switching (IPS, Super TFT)

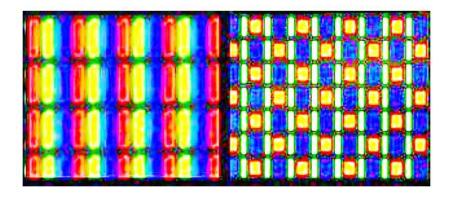
- · wide viewing range, good colour
- slower response time than TN

Organic LED

- pixels emit light
- popular on mobile phones

PenTile Matrix

- a way of arranging pixels, especially in OLED
- human eye is sensitive to green, so green subpixel is smaller than red or blue and may be shared with neighboring pixels



Display Connections

- Legacy data transmission to display standard
 - VGA (Video Graphics Array)
 - analogue standard. Many variants of standard
 - wave contains timing and red/blue/green intensity information
 - timing information used by display to figure out which part of the screen the colour information should be applied too
 - prone to interference (e.g. ghosting)



Display Connections

DVI (Digital Visual Interface)

connector supports analogue & digital but usually used for

digital



- HDMI (High Definition Multimedia Interface)
 - digital video & audio
 - supports HighBandwidth
 Digital Copy Protection (HDCP)



- DisplayPort
 - digital video & audio



Display Resolution Acronyms

	Standard		Wide	
Standard	QQVGA	(160x120)		
	HQVGA	(240x160)		
	<u>QVGA</u>	(320x240)		
	WQVGA	(400x240)		
	HVGA	(480x320)		
	VGA/SD	<u>(640x480)</u>		
Extended	<u>XGA</u>	(1024x768)	WXGA	(1280x800)
	XGA+	(1152x864)	WXGA+	(1440x900)
	SXGA	(1280x1024)		
	SXGA+	(1400x1050)	WSXGA+	(1680x1050)
	UXGA	(1600x1200)	WUXGA	(1920x1200)
Quad Extended	QWXGA	(2048x1152)		
	<u>QXGA</u>	(2048x1536)	WQXGA	(2560x1600)
	QSXGA	(2560x2048)	WQSXGA	(3200x2048)
	QUXGA	(3200x2400)	WQUXGA	(3840x2400)
Hyper Extended	<u>HXGA</u>	(4096x3072)	WHXGA	(5120x3200)
	HSXGA	(5120x4096)	WHSXGA	(6400x4096)
	HUXGA	(6400x4800)	WHUXGA	(7680x4800)

Display Resolution Acronyms (HD)

HD	nHD	(640x360)
	qHD	(960x540)
	<u>HD</u>	(1280x720)
	FHD	(1920x1080)
	QHD	(2560x1440)
	WQXGA+	(3200x1800)
	UHD 4K	(3840x2160)
	DCI 4K	(4096x2160)
	UHD+ 5K	(5120x2880)
	FUHD 8K	(7680x4320)
		(45000 0040)
	QUHD 16K	(15360x8640)

Summary

- General-purpose Expansion
 - USB
- Wireless Expansion
 - Bluetooth, ANT (PAN)
- Display Technologies
 - Legacy, CRT, LCD, OLED, PenTile
- Display Connections
 - CVI, HDMI, Display Port