

# ClearMR 1.1: Reducing the Noise

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# i//iD 2024

#### **Overview**



- ClearMR overview
- Technical improvements in ClearMR1.1
  - –Accommodation for smaller & faster displays
  - Ensemble averaging



# i//iD 2024

#### **Overview**



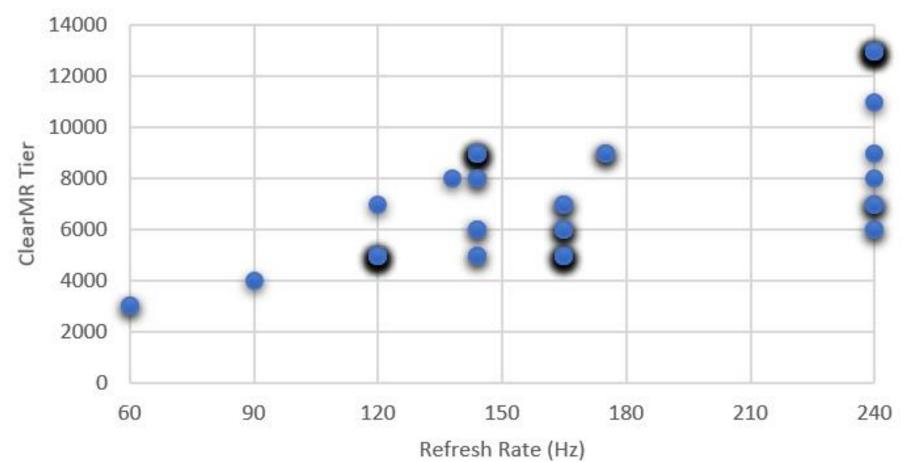
- Only certified, open, industry standard for grading motion blur in digital displays
- Clear Motion Ratio (CMR) –
  ratio of clear pixels to blurry ones





# Refresh rate is poor proxy for motion blur

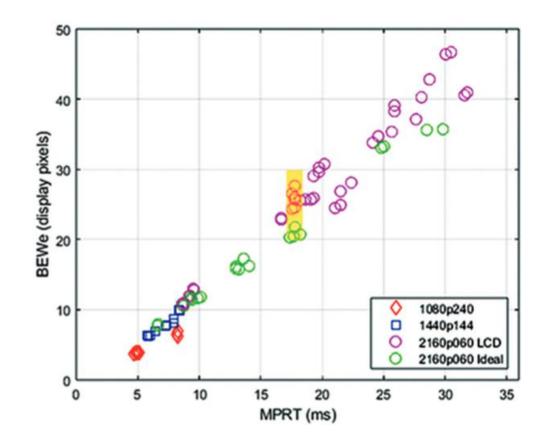
#### Refresh Rate vs ClearMR Tier



https://www.clearmr.org/certified-products/ accessed 1/12/2024.

#### **MPRT/GtG**

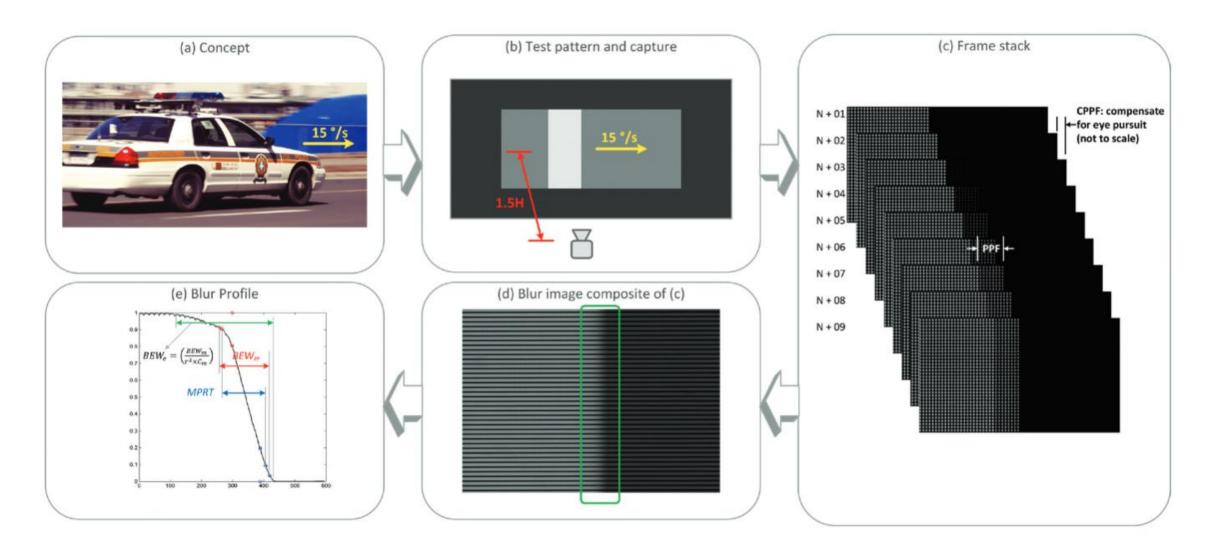
- No compliance program has adopted it
- Varying test conditions...
  - "Typical"? "Best"?
  - Luminance?
  - Overdrive?



MPRT lack of correlation (r2 = 0.83) with the effective blur edge width (BEWe) spanning all luminance.



# **ClearMR** computation flow





### **ClearMR 1.1 Technical Improvements**

#### Challenges in high-speed digital pursuit

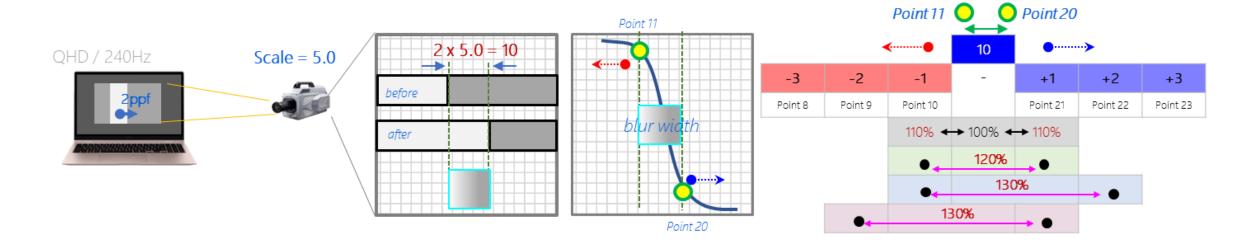
Sensitive to optical-to-electrical noise

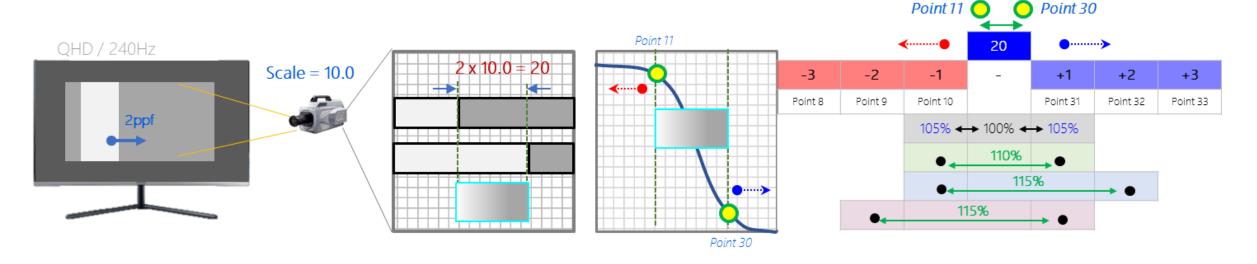
#### • Improvements in 1.1:

- smaller displays with higher pixel density were measured with far fewer camera pixels than larger display counterparts. The effect allowed the optical noise to introduce a more significant error and disadvantage to smaller displays
- a statistical averaging method is introduced, referred to as ensemble averaging, increases robustness against noise and improves consistency of results; while maintaining compatibility with previous results



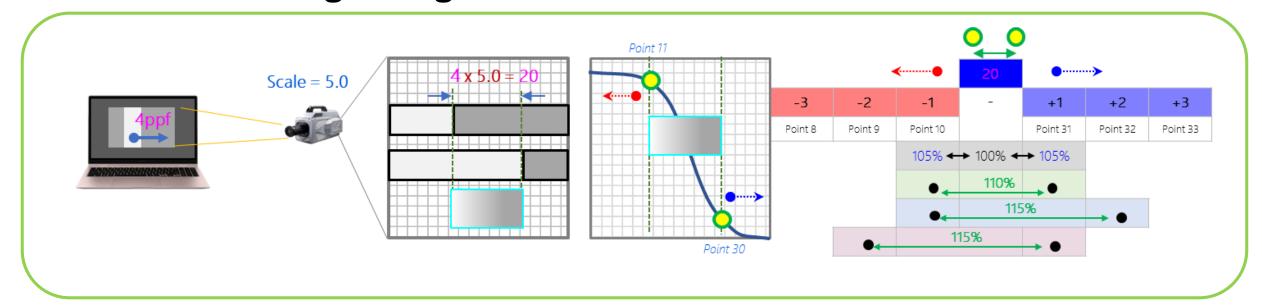
## Improved support for smaller and faster displays

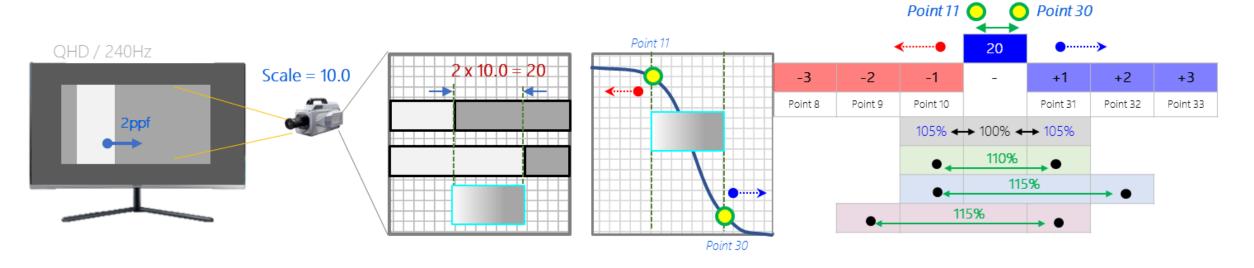






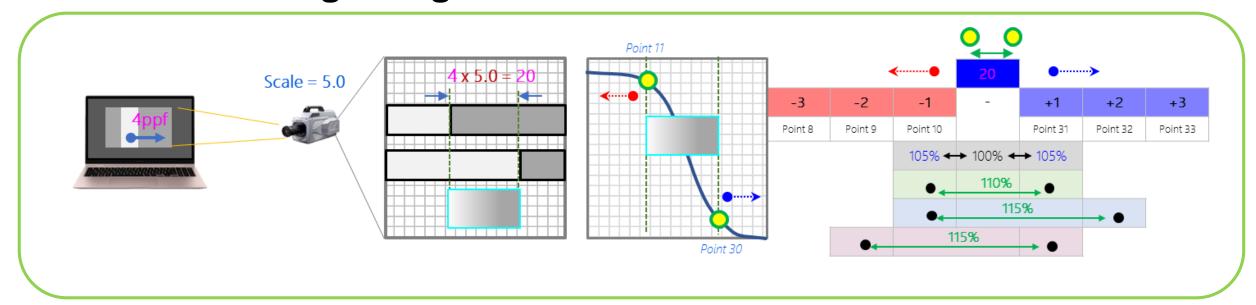
### Allowed testing at higher PPF under certain conditions







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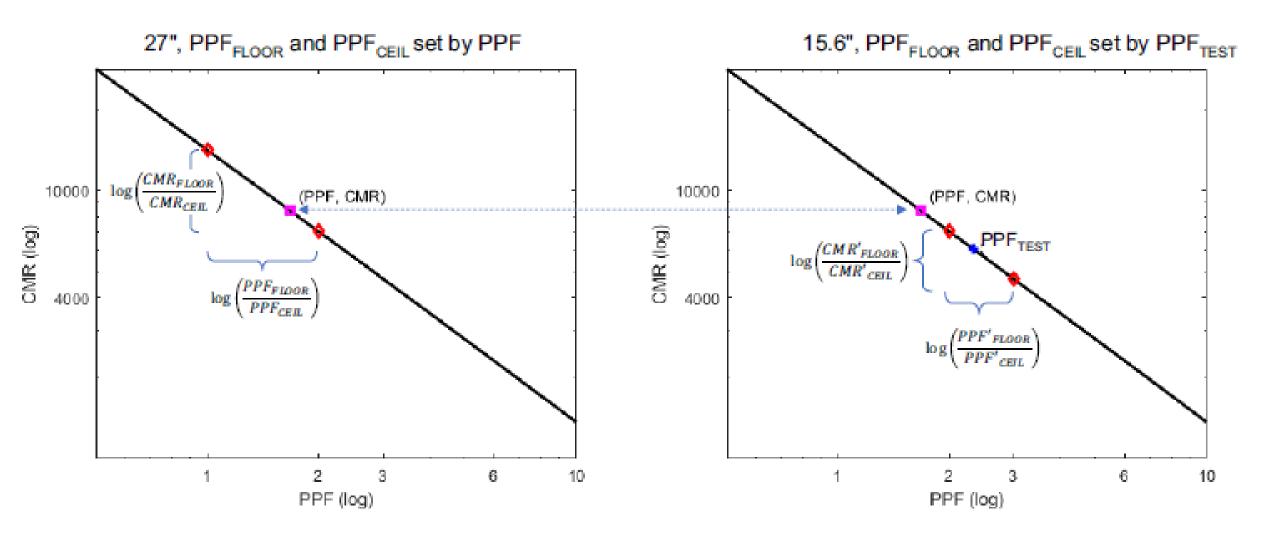


- Allow measuring at a higher PPF, so any noise effect would be equal.
- If  $\alpha$  is over 110%, the *PPF* would be adjusted until that condition is met.

 $M_{ideal}$  is the ideal magnification PPF is the ideal PP

$$\alpha = \frac{M_{ideal} \times PPF + 1}{M_{ideal} \times PPF - 1}$$

### Example



### **Ensemble Averaging**

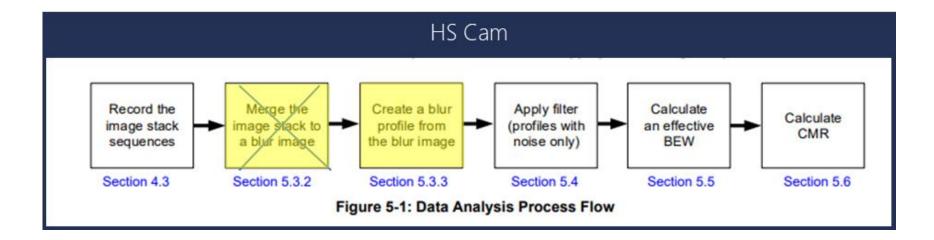
#### Objective

- Improve consistency in CMR results and robustness against noise.

#### What is it?

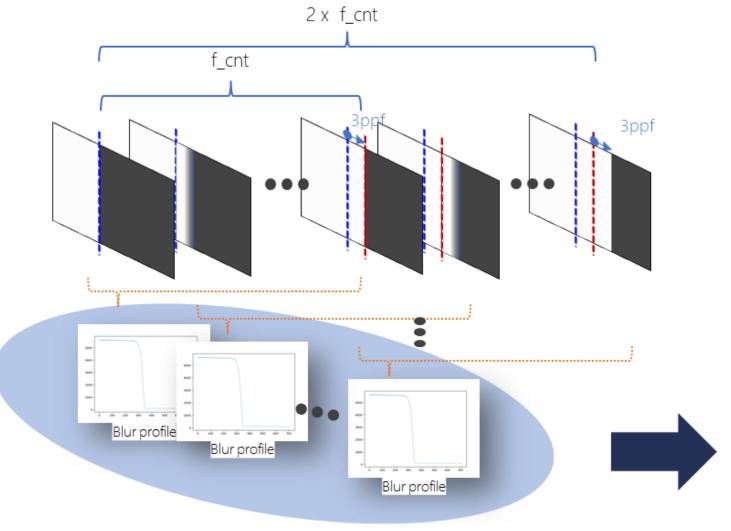
Averaging noisy signals over multiple iterations in time (used in heartbeat / EKG / etc)

Pattern Generator

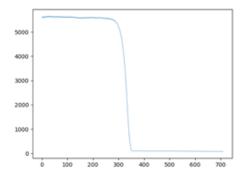




# **Ensemble Averaging**



Create an ensemble of f\_cnt intermediate blur profiles.

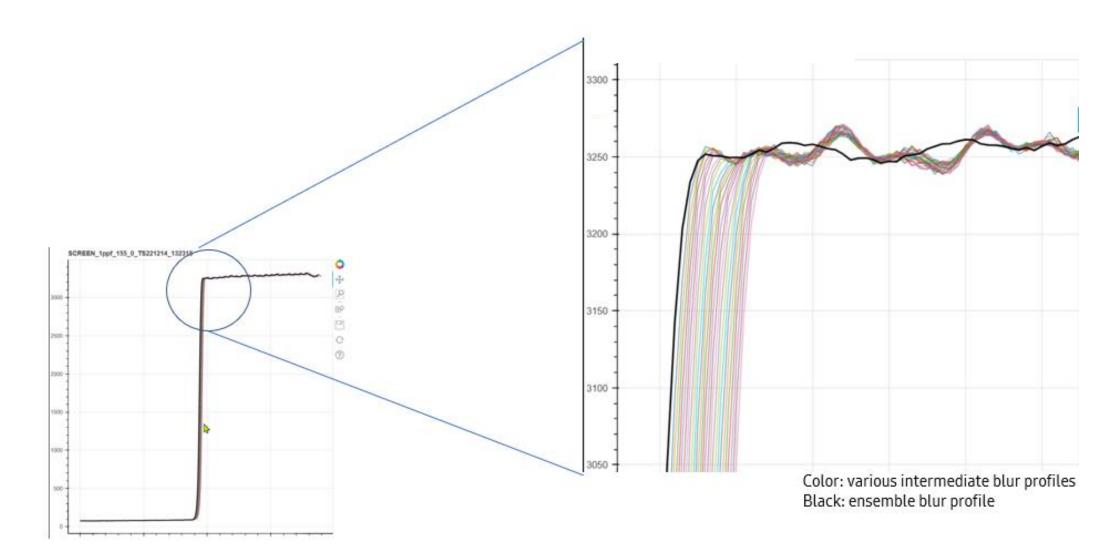


Ensemble Blur profile (.mat)

f\_cnt: frame counts

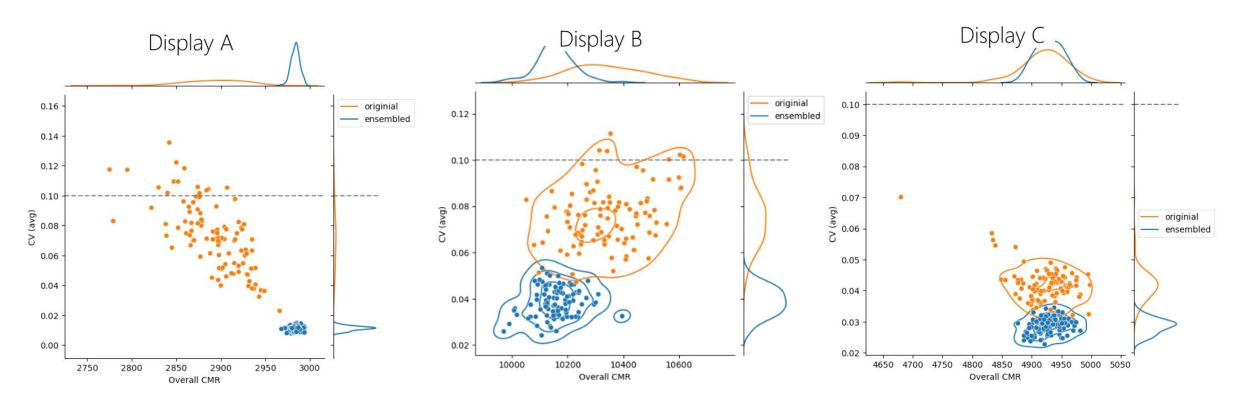


# **Ensemble Averaging**



#### **Monte-Carlo Results**

- 500 iteration of MC simulation
  - Tighten range of overall CMR values
  - Improved CV
  - Not merely an average of CMR values.
- Consistent with VESA 3<sup>rd</sup> party correlation results



#### Conclusion

#### ClearMR 1.1

- Remains only certified, open, industry standard for grading motion blur in digital displays
- Contributions to improve result consistency (lowered CV)
  - Allow higher PPF to accommodate smaller / faster displays
  - Use of ensemble averaging
- Results validated by Monte-Carlo simulations & 3<sup>rd</sup>-party correlation by VESA members
- Contains other process improvements to facilitate Test Centers

#### Resources

- ClearMR related articles:
  - Motion Ratio Theory of Operation, Stolitzka, iMiD 2022, Session 12
  - Understanding ClearMR-The New Standard for Measuring Motion Blur https://doi.org/10.1002/msid.1363
  - ClearMR 1.1—Improving the VESA Standard Method for Measuring Motion Blur https://doi.org/10.1002/msid.1488
- VESA Compliance Testing or Membership Info: <a href="mailto:compliance@vesa.org">compliance@vesa.org</a>
- ClearMR 1.1 FAQ & CTS: <a href="https://clearmr.org/faq">https://clearmr.org/faq</a>
- Link to this presentation: <a href="https://cutt.ly/clearmr1.1\_0824">https://cutt.ly/clearmr1.1\_0824</a>

