

## CHAPTER 1

### INTRODUCTION

Backlight is a critical part of liquid crystal displays (LCDs), as it affects the color gamut, optical efficiency, dynamic range, and viewing angle. Presently, phosphor converted white light-emitting diode (1pc-WLED) is the main backlight approach due to its high efficiency, long lifetime, low cost, and simple optical configuration. However, its broad yellow spectrum generated by the YAG Ce<sup>3+</sup> phosphor leads to a relatively narrow (75%) color gamut, which falls short of the ever-growing demand for vivid colors. In the past two decades, the color gamut evaluation metric has gradually advanced from sRGB to NTSC, and now to Rec.2020 standard, whose coverage area in color space is nearly twice wider than that of sRGB. As a result, advanced backlight technology is in high demand. Using discrete RGB LEDs is an effective way to expand the color gamut, except its driving circuit complexity increases and moreover, the high efficiency green LED is still not available. Another choice to widen color gamut is to use two phosphor-converted WLED (2pc-WLED). The advantages of this approach include long term stability, high efficiency, and low cost. However, the narrowest full width at half maximum (FWHM) of the green phosphor is still as broad as 55 nm. While for red phosphor with five emission peaks, its individual FWHM is indeed quite narrow, but the average peak wavelength center at ~625 nm, which is not deep enough. As a result, the RGB lights still show a relatively large overlap after passing through the color filters. These cross talks greatly reduce the color gamut.

Recently, quantum dot(QD) enhanced backlight is emerging and it has found widespread applications because of following outstanding features: 1) its central emission wavelength can be tuned by controlling the size of the nano particles, 2) its FWHM is around 20-30 nm, which is mainly determined by the size uniformity, 3) its photoluminescence efficiency is high, and 4) its device configuration is simple. Briefly speaking, the QD backlight uses a blue LED to excite green/red colloidal nano particles, generating a white light with three well-separated RGB peaks. Therefore, three highly saturated primary colors could be obtained, leading to splendid image quality. Several display manufacturers (e.g. Samsung, LG, Sony, TCL, etc.) have been adopting this promising technology. Sustainable efforts from both academic and industry would undoubtedly pave the way for QD-LCD's great success in the near future. In this review paper, we

present recent advances of QD-LCDs from material formulation to device configuration. We also discuss the display system's performance, including color gamut and optical efficiency. An entoptic phenomenon called Helmholtz–Kohlrausch (H–K) effect will be studied in detail. Finally, the two new trends for QD-LCDs will be highlighted: 1) replacing conventional color filters with a QD array, and 2) emerging quantum rod (QR)-enhanced backlight.

## CHPATER 2

### LITERATURE REVIEW

Haiwei Chen & Shin-Tson Wu [1] reviewed the recent advances in liquid crystal displays (LCDs) from three performance metrics: response time, contrast ratio, and viewing angle, which determine the final-perceived image quality. To enhance LCD performance, ultra-low viscosity materials, quantum dots, and new device structures have been explored, and their working mechanisms investigated. Another round of LCD innovation is around the corner.

Mohammed Jalalah et al. [2] proposed Quantum dot enhancement film (QDEF) working in tandem with a blue light-emitting-diode (LED) back-light-unit (BLU) has been recently used in liquid crystal display (LCD) to minimize the cross talks between the polarized emitting B-, G-, and R-light. However, they still exhibit a fundamental and considerable emitting-light-power loss from QDEF because of the light absorption loss in resin and transparent films of QDEF. In this work, we propose and demonstrate the superiority of the LCD using blue-(B-), green-(G-), and red-(R-) perovskite-quantum-dot (PrQD) functional CFs coupled with a blue LED BLU. This LCD using PrQD functional CFs and a blue LED BLU features cross-talk free spectra of polarized emitting B-, G-, and R-light, maximizing the LCD color gamut and exhibiting a world record performance of over 102.7% (137%) of Rec.2020 standard (NTSC standard). Theoretically, such an improvement in color gamut would facilitate unlimited scaling-down of the pixel leading to super ultrahigh resolution LCD.

ZhenyueLuo et al. [3] analyzed the color performance and system efficiency of three commonly employed liquid crystal display modes with a blue LED-pumped red and green quantum dots (QDs) backlight. Based on the measured QD emission spectra, we can achieve 115% color gamut in CIE 1931 and 140% in CIE 1976 color space, while keeping the same energy efficiency as conventional backlights. Next, we apply multi-objective optimization method to refine the QD emission spectra and find a fundamental trade off between display system efficiency and color gamut. This systematic photometric analysis also provides useful guidelines for further optimizing QD backlight design and display system efficiency.

Guanwei Liang et al. [4] worked on how Quantum dots (QDs) have been caught great concern for its excellent performance in the commercial white light-emitting diodes (LEDs). However, QDs show poor light scatter ability, limiting their luminous efficiency enhancement. In this study, a novel scattering structure via electro spinning fiber rods was designed to improve the usage efficiency of QDs in the packaging application. After studying the diffuse properties of the only fiber rod films, they were added into quantum dot-converted LEDs component to study the optical performance of LEDs. Results show that the luminous flux have been enhanced 3.42% when the fiber rod mass ratio is 0.065%, compared to the conventional structure.

K. Kalantar [5] improved a wedge-type light-guide plate(LGP) for reducing the light losses and increasing the brightness has been developed. It incorporates a modified design of a molded micro-line prism array at the rear of the LGP, a molded micro deflector (MD) at the front side of the LGP, and is surrounded by reflectors. The modified LGP employs a single prism sheet. As a result, the brightness is enhanced by 1.56 times compared to that of a conventional LGP and the light rays reaching the back of the LCD is confined to  $\pm 10^\circ$  on the vertical axis and  $\pm 19^\circ$  on the horizontal axis.

Takamitsu Okumura et al. [6] proposed a highly-efficient backlight that requires no optical films with a polymer containing spherical particles of micron size. The developed backlight is provided with micro prisms at the bottom surface, which can reflect directly the incident light into the front direction. The modeling simulation program, employing a Monte Carlo method based on Mie scattering theory, has optimized both the prismatic condition and the multiple scattering characteristics. We confirm that a uniformity of brightness can be achieved without using any optical films, resulting in a high optical efficiency of 62%.

Masayuki Sugawara et al. [7] worked on UHDTV's generational change in TV and provide viewers with a much better audiovisual experience. New technologies are needed for implementing UHDTV systems effectively and efficiently to facilitate such an experience. Also, the receivers and the content have to be provided to the users at a reasonable cost. They believed that the specifications of Rec. BT.2020 meet these requirements with regard to video. Their performance matches well with the HVS, since the parameter values were determined by carefully considering HVS characteristics.

At the same time, recent prototypes of 4K- and 8K-resolution TV systems as well as digital cinema systems have proven their feasibility with current or near-term technologies. The determination of system parameters is the first step in the development of TV systems. The agreed upon set of system parameters and its international standardization will accelerate the development of technologies and equipment aiming at the start of the UHDTV broadcasting services.

## CHAPTER 3

### OVERVIEW OF QUANTUM DOT LIQUID CRYSTAL DISPLAY

#### 3.1 MATERIAL SYNTHESIS AND CHARACTERIZATIONS

Since the discovery in the 1980s, colloidal QD shave been explored extensively for various applications. In general, they are nanometer sized (e.g. 2 ~ 10 nm) semiconductor particles, which are mainly governed by the quantum confinement effects. Unlike bulk material, these semiconductor nanoparticles exhibit unique optical and electrical properties dictated by their size, shape, and the quantum physics that arises at the nanoscale.

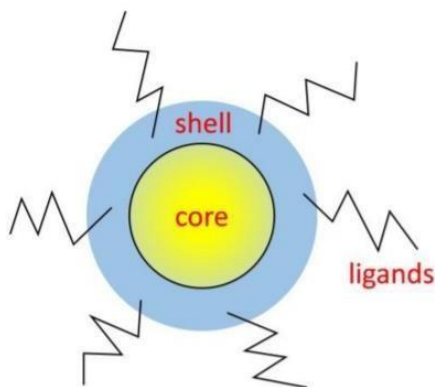


Fig 3.1 Schematic diagram of QD's core-shell structure.

Briefly speaking, their desirable features can be summarized into three aspects:

1) large freedom for tailoring emission peaks. As Brus equation 3.1 suggests:

$$E^* \cong E_g + \frac{h^2 \pi^2}{2R^2} \left[ \frac{1}{m_e} + \frac{1}{m_h} \right] \dots \dots \dots 3.1$$

Where  $E_g$  is the bandgap of bulk semiconductor,  $R$  is the particle radius, and  $m_e$  and  $m_h$  are the effective mass of electron and hole, respectively, the effective bandgap (and hence the fluorescent light) of a QD system is dependent on the particle size. For example, a 2-nm diameter CdSe QD would emit blue light, while an 8-nm CdSe QD would emit in deep red. In principle, we can get any color in the visible region by simply controlling the particle size during the synthesis process.

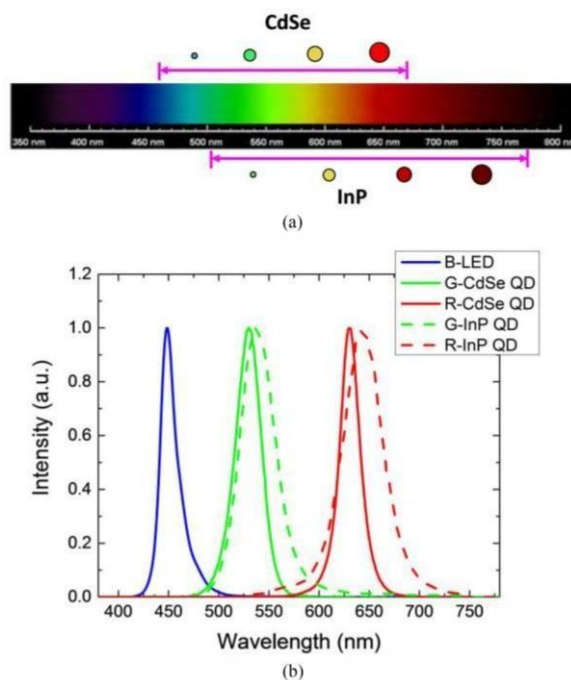
2) High purity emission colors. Through the sophisticated chemical synthesis techniques, QD's particle size can be controlled precisely and uniformly. The corresponding FWHM of Cd-based QDs is  $\sim 30$  nm. It is believed that 25-nm FWHM QDs in green and red could be commercially available in the next few years. With some modifications, 10-nm FWHM colloidal particles have been reported in the form of platelets. Such a narrow emission line width would undoubtedly produce an exceedingly wide color gamut.

3) Excellent quantum yield and stability. This is attributed to the unique core-shell structure of QDs, as Fig.3.1 shows. Shells as well as the surrounding organic ligands work as the protection layer and provide necessary processability. Both efficiency and lifetime would be enhanced compared to the core-only systems.

Various QD materials have been synthesized and studied; they can be roughly divided into two groups: heavy metal-based QDs and heavy-metal-free QDs. Here, we choose CdSe and InP as representatives from each group for discussing their characteristics.

### **3.1.1 Heavy Metal-Based QDs**

The semiconductor CdSe is the most developed and well characterized QD material system. Its bulk band gap is 1.73 eV ( $\lambda = 716$  nm). According to the above equation its emission spectrum can be adjusted to cover the entire visible region by tailoring the particle size, as illustrated in Fig.3.2(a). Meanwhile, with the mature hot-injection technique described by Bawendi and co-workers, Cd- based QDs exhibit quite narrow FWHM (20~30 nm) and super high luminescent quantum efficiency (>95%). Fig.3.2(b) depicts the typical emission spectra for green and red CdSe QDs as well as a high power In GaN blue LED.



**Fig. 3.2 (a) Potential emission spectral range of CdSe and InP QDs; (b) Typical emission spectra for green and red quantum dots using CdSe (solid line) and InP (dashed line).**

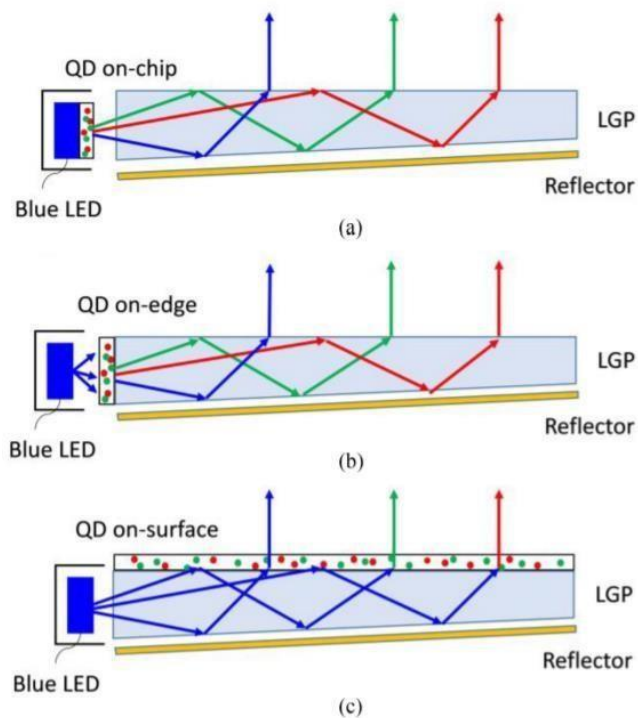
In 2020 color gamut has been realized. Such a high quality QD material seems to be a perfect choice for display applications. Indeed, Cd-based QDs have already been employed in some commercial products. However, owing to its toxicity, there is increasing demand for manufacturers to eliminate cadmium, along with other heavy metals, from consumer products. For example, in 2003 the European Union issued a directive known as the Restriction of Hazardous Substances (RoHS), where the maximum cadmium content is limited to 100 ppm in any consumer electronic product. Therefore, heavy metal-free or low Cd content QDs become the new trends for future display applications.

### 3.1.2 Heavy Metal-Free QDs

Among several candidates for Cd-free QDs, InP has been identified as the most viable alternative for the visible light. Its bandgap for bulk material is 1.35 eV, which is smaller than that of CdSe. Thus, to reach the same emission wavelength, the core size of InP dots has to be smaller than that



of CdSe [Fig.3.2(a)]. Smaller bandgap and smaller particle size lead to much stronger confinement effect. Thus, the emission spectrum of InP QDs is more susceptible to particle size variation. As a result, its FWHM is somewhat broader ( $>40$  nm), as shown in Fig.3.2(b), corresponding to 70–80%. In 2020 color gamut, depending on the color filters employed. What's more, its quantum yield and stability are slightly inferior to those of Cd-based QDs, mostly due to the immature chemical synthesis method. In 2015, Nanoco claimed to have improved the InP lifetime to over 30,000 hours using their “molecular seeding” synthesis method. Once their FWHM can be further reduced, InP QDs will be more attractive for display applications. As a matter of fact, such a Cd-free backlight has already been widely used in Samsung's TV products, and it exhibits excellent performances including wide color gamut and long lifetime.



**Fig.3.3. Schematic diagram for three different device geometries implementing QD mixtures (a) QD displaced within an LED package. (b) QD displaced between LED and light guide plate, or known as quantum rail. (c) QD is placed on the top surface of light guide plate, or known as quantum dot enhancement film (QDEF). (LGP: light guide plate).**

Another thing worth mentioning here is, to be compliant to RoHS regulations, Nanosys proposed a “greener” QD system by combining the Cd-free and low Cd-based QDs. This hybrid approach not only retains 90% Rec. 2020 color gamut but also complies with the RoHS regulation.

So far, RoHS sets the upper limit for heavy metal based QDs. Although InP is not currently on the list, it could be reevaluated in the future. As a result, other environmentally friendly QD materials need to be developed.

### 3.2 DEVICE CONFIGURATIONS

Three QD backlight geometries have been commonly used: they are “on-chip”, “on-edge” and “on-surface”, as Fig. 3.3 depicts. Each design has its own pros and cons, and should be chosen carefully based on different applications.

#### A. On-Chip Geometry

This design consumes the least amount of QD material, and is cost effective. Also, it is fully compatible to current backlight unit, leading to much simpler optical design. What we need is to simply replace the phosphors with QD mixtures as the energy down-conversion layer, within an LED package, as shown in Fig. 3.4(a). However, due to the high flux and high LED junction temperature ( $\sim 150^\circ\text{C}$ ), the lifetime and stability of QDs could be sacrificed significantly.

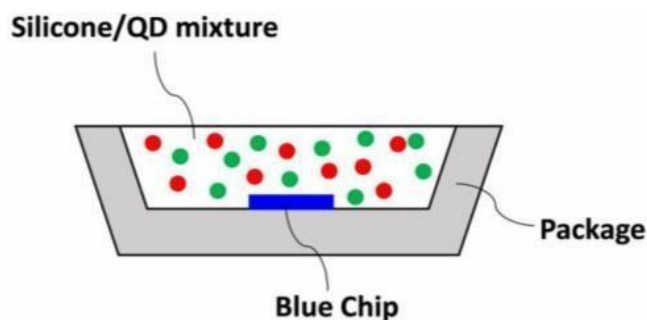


Fig. 3.4 Schematic diagram of QD on-chip geometry.

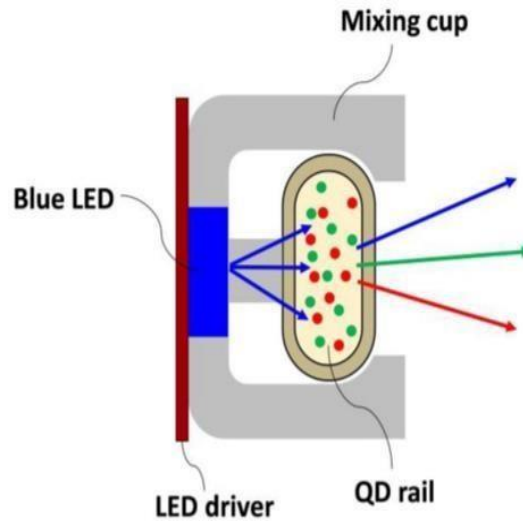
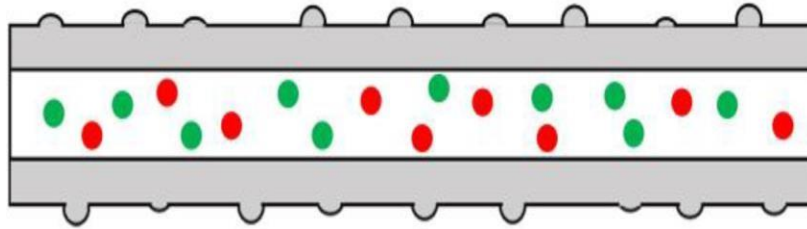


Fig. 3.5 Schematic diagram of QD on-edge geometry (i.e. QD rail).

Another concern is the packaging issue, as QDs are highly sensitive to watervapor and oxygen. Hermetic sealing is necessary, which in turn increases the total cost and design complexity. Nevertheless, some progress has been achieved. As reported by Pacific Lighting in 2014, their on-chip testing results of QDs show no clear degradations within 3000 hours under a flux condition of  $52\text{W}/\text{cm}^2$  at  $85^\circ\text{C}$  and 85% relative humidity.

### B. On-Edge Geometry

Because the on-chip design is not yet mature for practical display applications, the on-edge geometry becomes a suitable alternative, especially for large size TVs. In fact, Sony released its 55" QD TV using such configuration in 2013. Compared to on-chip design, QD rail's lifetime is much improved because it is located further away from the blue LED. Also, the consumption of QD material is still acceptable. However, assembly is a potential issue, as Fig. 3.5 depicts. QD rail is first mounted into a mixing cup, and then sandwiched between the blue LED bar and the light guide plate (LGP). Here, the mixing cup is a mechanical structure, typically molded from a highly reflective plastic. It can hold the QD rail as a bracket, while directing the emitted light towards the LGP. For such a configuration, both optical efficiency and color uniformity should be considered together. Detailed discussions for the mechanical optimizations have been reported.



**Fig. 3.6 (a) Schematic diagram**



**Fig 3.6 (b) photographic image of QD on-surface geometry (i.e. QDEF).**

### **C. On-Surface Geometry:**

This is the most commonly used geometry, also known as quantum dot enhancement film (QDEF). It is placed above the LGP [Fig. 3.3(c)], decoupled from the LED heat source spatially. As a result, the resultant operating temperature should be close to the room temperature. Both reliability and longterm stability are enhanced significantly. In fact, a lifetime over 30,000hours has been achieved by the accelerated aging experiments. Fig.3.6(a) shows a sketched structure of QDEF, which comprises three layers two plastic barrier films sandwiching a layer of quantum dots suspended in a polymer matrix. The barrier film for QDEF is optically clear to let light pass through, flexible for rolling and thin to allow a slim device profile, while prevents degradation from oxygen and moisture in a package. QD layer contains trillions of red- and green-emitting quantum dots, yielding yellow appearance for QDEF, as shown in Fig. 3.6(b). One drawback of QDEF is the massive material consumption, especially for large screen TVs. As the capacity of QDEF keeps growing, the cost should decrease gradually in the near future.

## CHAPTER 4

# METHODOLOGY OF QUANTUM DOT LIQUID CRYSTAL DISPLAY

### 4.1 SYSTEM PERFORMANCE

After introducing QD materials formulation and device configuration, next let us analyze the optical performance of an LCD system. Fig. 4.1 shows the system configuration of a typical LCD panel. The incident light  $S_{in}(\lambda)$  is split into three channels: red(R), green(G) and blue(B) corresponding to RGB color filters. Then they pass through the thin film transistor (TFT) backplane, LC layer, and color filter array successively. Finally, the RGB channels mix together and transmit out of the LCD panel with spectrum given as:

$$S_{out}(\lambda) = S_{out, R}(\lambda) + S_{out, G}(\lambda) + S_{out, B}(\lambda) \dots \dots \dots 4.1$$

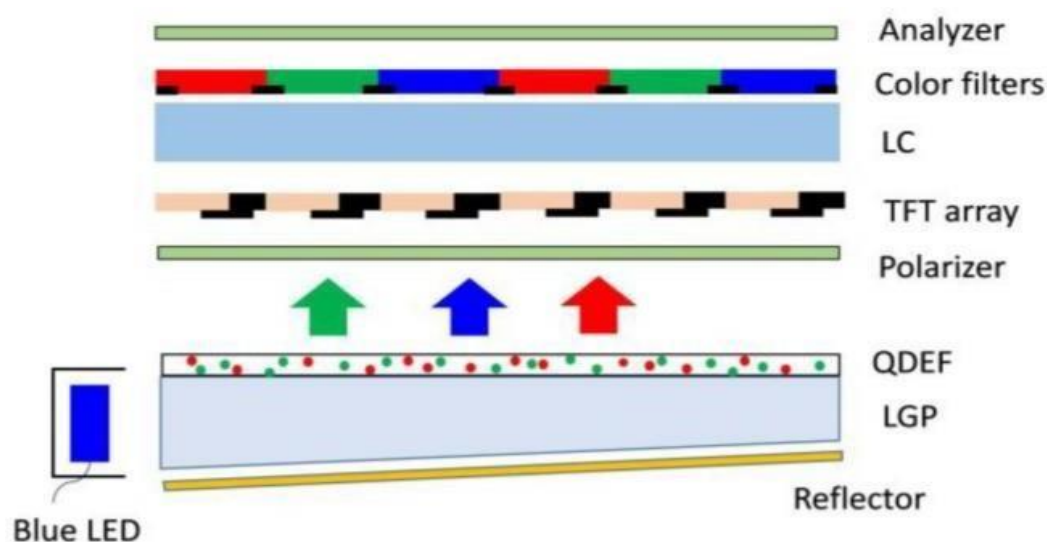


Fig.4.1 System configuration of a typical LCD panel. (LC: liquid crystal; TFT: thin film transistor).

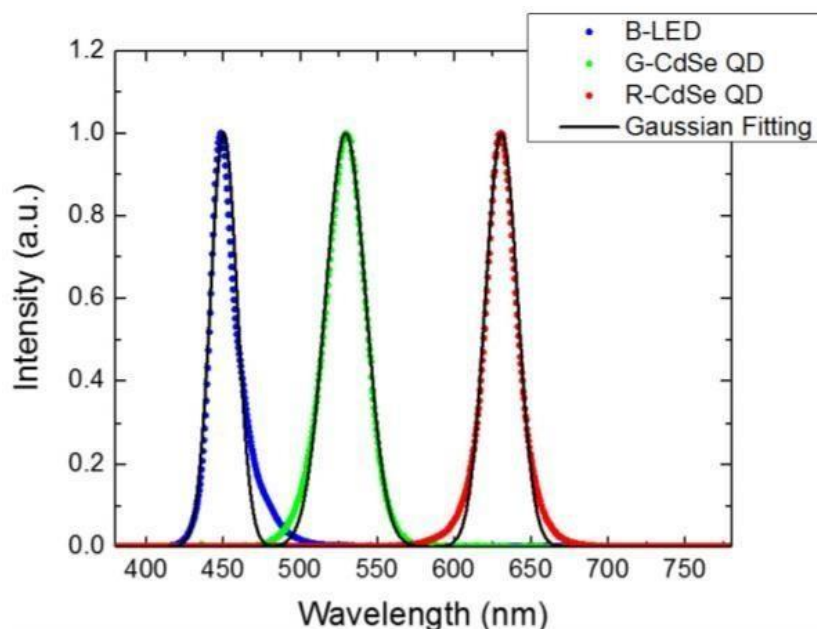


Fig.4.2 Gaussian fitting of the whitelight spectrum using a blue LED to excite green/red CdSe QDs.

As usual, two metrics are defined here to evaluate the backlight performance total light efficiency(TLE) and colorgamut.

$$\text{TLE} = \frac{683 \left( \frac{\text{lm}}{\text{w}} \right) \int_{\text{Sout}} S_{\text{out}}(\lambda) V(\lambda) d\lambda}{\int S_{\text{in}}(\lambda) d\lambda} \dots\dots\dots 4.2$$

TLE represents how much input light transmits through the LCD panel and finally gets converted to the brightness perceived by the human eye. Here,  $V(\lambda)$  stands for the human eye sensitivity function. Unless otherwise stated, all the TLEs presented here are evaluated at the same white point D65. As for color gamut, three color coordinates could be calculated using the output spectrum for each channel, i.e.  $S_{\text{out}, R}(\lambda)$ ,  $S_{\text{out}, G}(\lambda)$ , and  $S_{\text{out}, B}(\lambda)$ . Then the triangular area defined by the color coordinates of the RGB primaries (the color gamut of the system) is compared to the standard gamut, like NTSC or 2020. The color gamut of the system can then be described as a percent coverage or percent area for a gamut.

## 4.2 Gaussian Fitting Effect

As shown in Fig. 3.2(b), QD emission spectrum is Gaussian like, and so is blue LED. Thus Gaussian fitting is commonly conducted to extract the peak wavelength and FWHM [Fig. 4.2]. To make it simple, insome cases, the fitted curves are employed d irectly into further calculations and optimizations for color gamut and other metrics by neglecting the fitting discrepancy. Here, we discuss this Gaussian fitting effect and investigate how much it influences the final color performance.

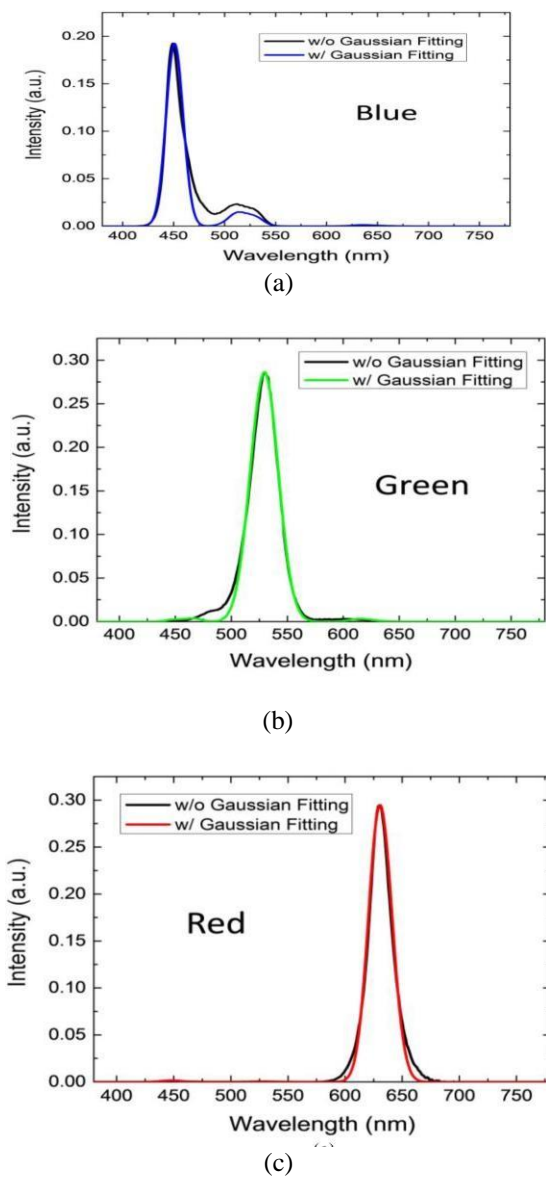
Let us use blue LED and green and red CdSe QDs, as Fig. 4.2 depicts, as examples. The fitted peak wavelengths for three primary colors are  $\lambda_B = 450.4$  nm,  $\lambda_G = 529.5$  nm, and  $\lambda_R = 630.8$  nm. The corresponding FWHM is  $\Delta\lambda_B = 20.3$  nm,  $\Delta\lambda_G = 30.5$  nm, and  $\Delta\lambda_R = 24.4$  nm by Gaussian fittings. Clearly, some discrepancies in the tails are observed, especially for blue LED. For R/G QDs, there exists longer emission tails than Gaussian function could predict. Such problem is more noticeable for the InP QDs, as shown in Fig. 3.2(b). During our calculations, commercial color filters (CF-1) are employed, whose transmission spectra will be shown later.

TABLE 1

CALCULATED COLOR GAMUT AND TOTAL LIGHT EFFICIENCY FOR SPECTRUM WITH AND WITHOUT GAUSSIAN FITTING

TABLE I  
CALCULATED COLOR GAMUT AND TOTAL LIGHT EFFICIENCY  
FOR SPECTRUM WITH AND WITHOUT GAUSSIAN FITTING

	Rec. 2020		TLE (lm/W)
	CIE 1931	CIE 1976	
w/ Gaussian Fitting	87.7%	88.1%	26.2
w/o Gaussian Fitting	82.4%	76.2%	28.0



**Fig 4.3 (a) (b) (c) Calculated output spectra for blue, green and red primary colors after LC layer and color filters (CF1).**



### 4.3 Color Filter Effect

Besides backlight, color filters also play an important role in determining LCD's color performance. Fig. 4.4 shows the transmission spectra of two commercial color filters: CF-1 has higher transmittance but larger overlap between blue/green and green/red regions, while CF-2 has less color crosstalk, but the transmittance is lower, especially in the blue and green regions.

Fig.4.5 shows the calculated color gamut and light efficiency. For comparison purpose, besides CdSe and InP QDs, we also include three other light sources:

- 1) cold cathode fluorescent lamp (CCFL),
- 2) yellow phosphor-converted white LED (1pcWLED), and
- 3) green and red phosphor-converted white LED (2pc-WLED).

Moreover, an OLED is also included here for comparison, but its TLE is not representative because the definition for an emissive OLED's light efficiency is totally different from a non-emissive LCD. From Fig. 4.5, the Cd-based QD-enhanced backlight shows the best performance in terms of light efficiency and color gamut. While 2pc-WLED, OLED, and InP QD hold a similar electro optic performance. This is understandable because they all exhibit similar FWHM emission spectra (40nm ~50 nm).

When comparing Fig. 4.5(a) with (b), we find an interesting phenomenon. Firstly, for all the backlight sources, the optical efficiency is drastically reduced when CF-2 color filters (i.e. narrower bandwidth but less efficient) are used. But for color gamut, the effect is reversed. For CCFL and 1pc-WLED, the improvement using narrow CF-2 is as large as 13% in 2020, but for 2pc-WLED and InP QD this improvement is only ~9%. For the CdSe QD, its color gamut only increases 6% in Rec. 2020, indicating that the backlight with purer emission peaks is less dependent on the color filters. Therefore, QD backlight would allow the use of broader band CFs (CF-1) for achieving balanced efficiency and color gamut.

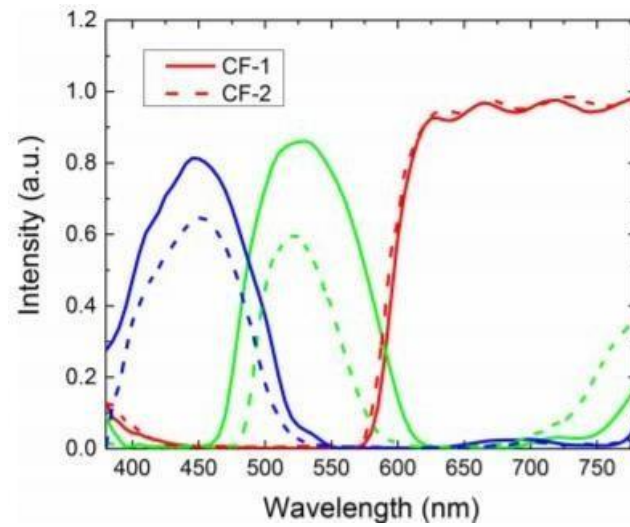


Fig. 4.4. Transmission spectra of two commercial color filters

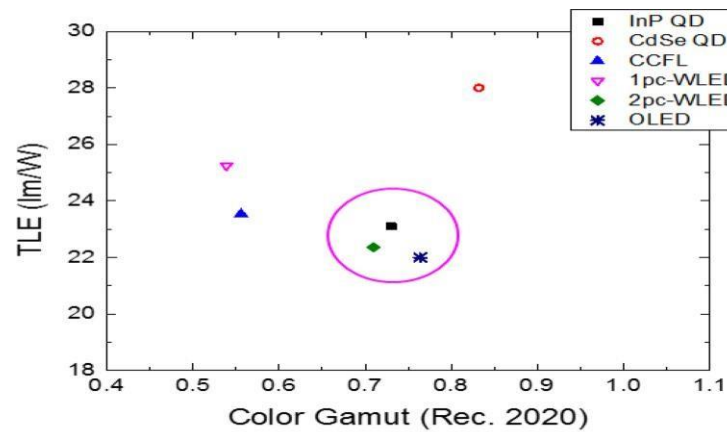


Fig 4.5(a) TLE versus color gamut using CF-1

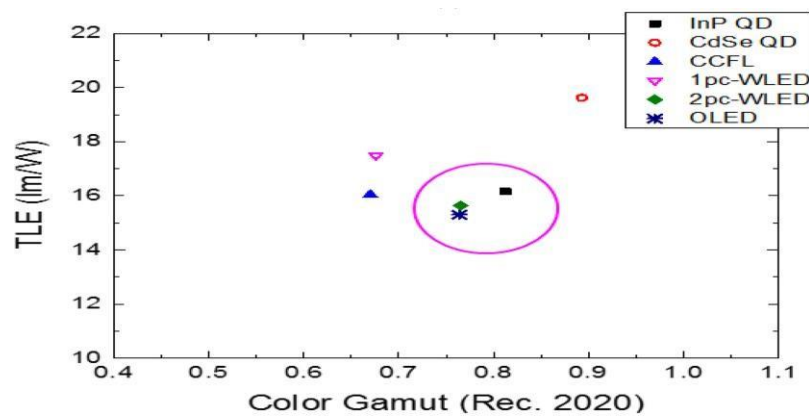


Fig 4.5(b) TLE versus color gamut using CF-2

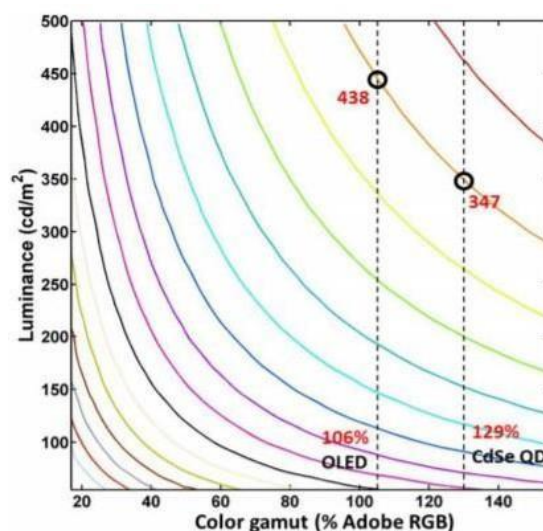


Fig.4.6 Isoquality curves of the perceived quality metric (or known as display quality score).

#### 4.4 Helmholtz–Kohlrausch Effect

Wide color gamut not only helps produce vivid colors but also helps reduce power consumption. This is due to the so-called Helmholtz–Kohlrausch (H-K) effect, in which a display with more saturated color is perceived to be brighter. It is an entoptic phenomenon. As Fig. 4.6 depicts, the perceived quality metric (PQM), or known as display quality score (DQS), is proposed to describe the display quality quantitatively. This figure describes how display quality is affected by both luminance and color gamut. In this isoquality figure, the line at the upper right corner represents better perceived quality, and points on the same line is considered as equal quality. These lines are achieved using Adobe RGB in CIE 1976 color space.

Using the backlight sources described above, we could easily mark their points in this PQM (or DQS) figure. Here, we focus on the CdSe QD and OLED's performances; the 2pcWLED and InP QD exhibit similar color gamut as OLED. In comparison, CdSe QD shows much larger color gamut than OLED. When it comes to the perceived image quality, QD-LCD would be 1.26X more efficient than OLED. Similar phenomenon has been reported when comparing OLED with 1pc-WLED based LCD, or in LED projectors. Fig. 5.1 illustrates this effect more clearly. For the same luminance intensity (347 cd/ m<sup>2</sup>) [Fig. 5.1(a)], QD-LCD looks better than OLED due to its more saturated colors. To possess similar quality, we need to raise the luminance intensity of an OLED to 438 cd/ m<sup>2</sup> [Fig. 5.1(b)].

## CHAPTER 5

### RESULTS & FUTURE SCOPE

#### 5.1 FUTURE TRENDS

Because QD enhanced backlight offers more saturated colors, and higher optical efficiency than conventional WLED, it has been widely used in high-end TVs, monitors, and pads. Lately, some advanced QD-based technologies are being actively investigated. Here we only highlight two of them, and discuss their inherent advantages, issues and potential solutions.

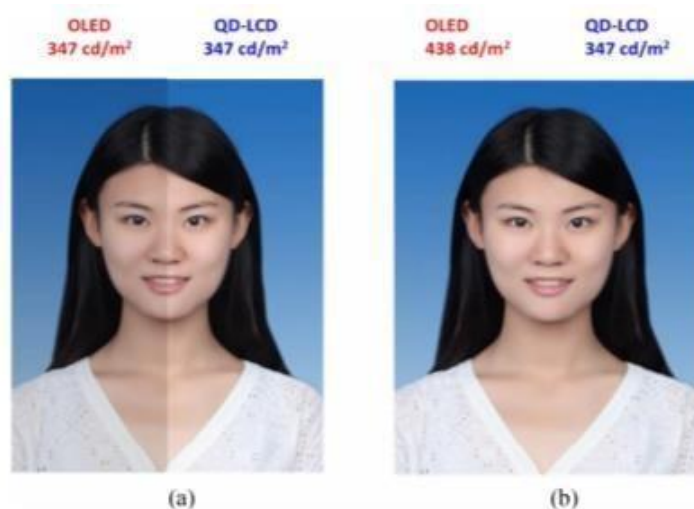


Fig. 5.1 Illustration of perceived image quality for OLED and QD-LCD.

#### 5.2 Quantum Dot Array for Color Filters

In conventional LCD panels, over  $2/3$  of the incident backlight is absorbed by the color filters (CFs). Thus, to improve optical efficiency, one approach is to remove or replace CFs. As an excellent energy down-conversion material, QD holds this promise. Fig. 5.2(a) depicts the proposed structure, where a patterned QD array is placed above the LC layer. A UV-LED or blue LED array is employed as the pumping source to excite the RGB QDs. Since there is no spatial CFs, the light efficiency should be tripled. Another implicit advantage is faster response time. This is because only blue light traverses through the LC layer, we can use a thinner cell gap to achieve the required phase retardation. A thinner LC cell leads to a faster response time.

Meanwhile, viewing angle is greatly widened, owing to the isotropic emission of QDs. The design concept of patterned QD array is intriguing, but some technical issues remain to be overcome. First, the backward emission of QD array should be recycled, otherwise half of the emitted light would be lost. A band-pass reflector provides a possible solution [Fig. 5.2(b)] as it transmits blue light, while reflecting green and red. This way, all the QD emissions can be fully utilized. Such design is particularly attractive for virtual reality (VR) displays. In an immersed environment, there is no ambient light to excite the QD array.

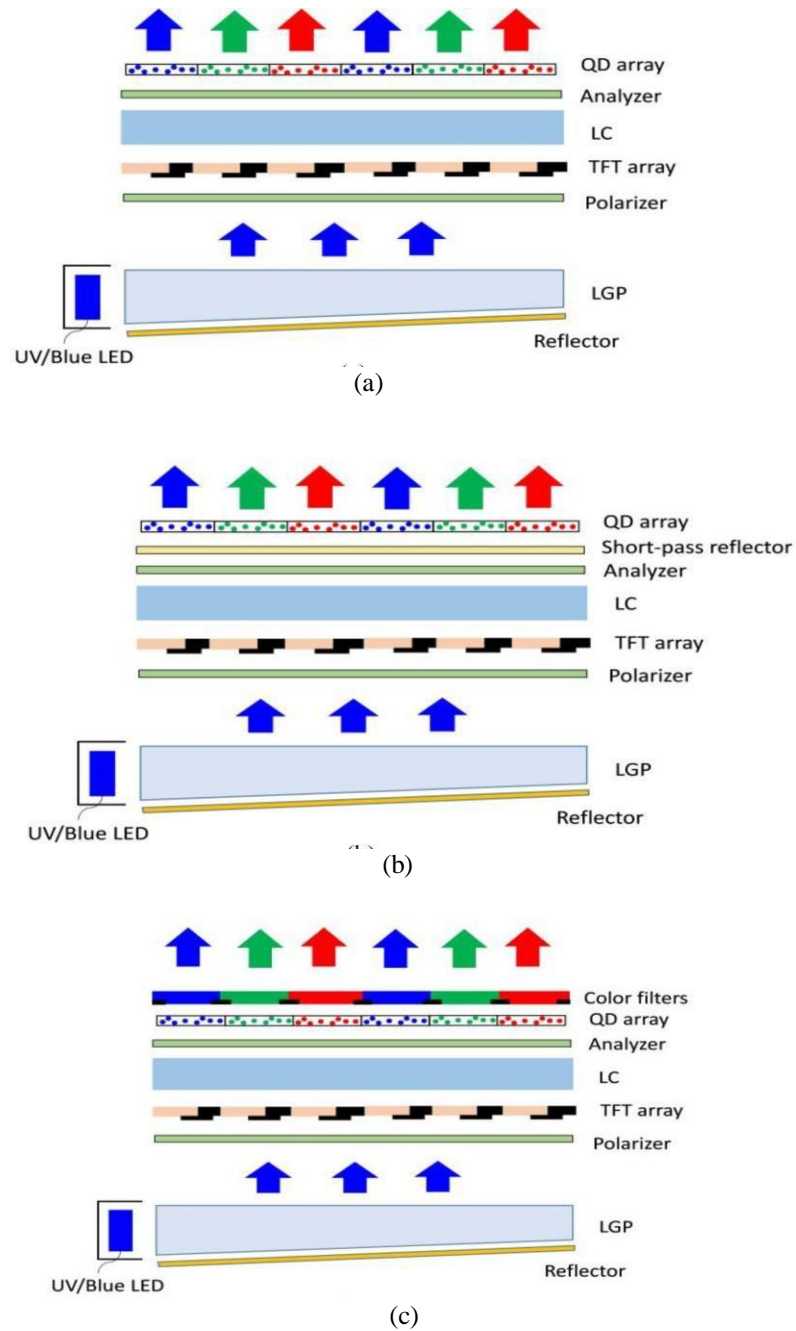
If the display is exposed to an ambient light, then another serious concern would arise. Besides blue backlight, green and red QDs could be excited by the short-wavelength ambient light as well. As a result, the ambient contrast ratio would degrade substantially. To prevent this from happening, we can place a conventional color filter array above the QD layer to block the unwanted ambient light, as shown in Fig. 5.2(c). Let us examine the red pixels first. Under such condition, the red CFs only transmit the red ambient light, while blocking the green and blue contents of the ambient light. Similar principle applies to green and blue sub-pixels, too. However, the ambient light issue cannot be completely eliminated.

The following two reasons may account for this imperfection:

- 1) QD materials exhibit self-absorption, which is very challenging to overcome.
- 2) Conventional CFs exhibit relatively broad transmission band, so that there would be still some leakage from ambient light to excite the QD array. Fig. 5.3 illustrates this effect, where the blue shaded area represents the self-absorption of QD and light leakage induced by the color filter, which would degrade the ambient contrast ratio.

Two possible solutions can be considered:

- 1) reducing the self-absorption by separating the absorption and emission spectra;
- 2) using a color filtering material with steeper absorption edge, like J-aggregate mixture. The latter has a sharp absorption edge, which would cut off the unwanted ambient light more efficiently.



**Fig. 5.2. Schematic diagram for three different configurations with patterned QD array. (a) Basic structure; (b) A short-pass reflector is placed below QD array to recycle backward emission; and (c) Conventional color filter is placed above QD array to prevent unwanted ambient light excitation.**

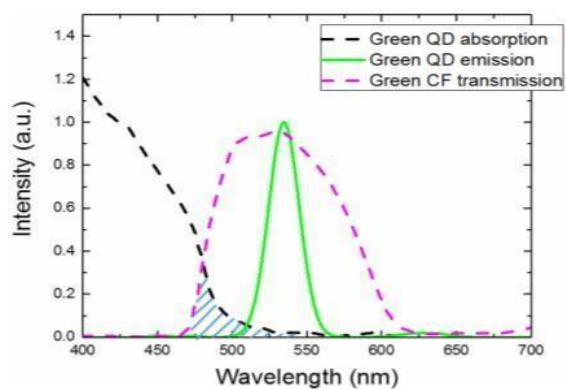


Fig. 16. Schematic diagram of light leakage and self-absorption of QDs.

Fig. 5.3 Schematic diagram of light leakage and self-absorption of QDs.

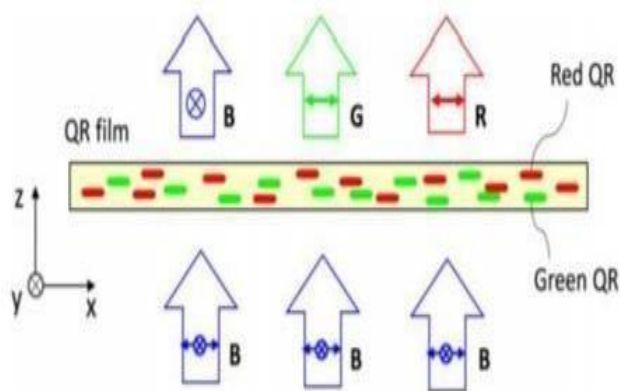


Fig. 5.4 Schematic diagram for an aligned QR film excited by unpolarized blue light.



### 5.3 Quantum Rod (QR)-Enhanced Backlight

The QD emission is isotropic and unpolarized, so that over 50% of the emitted light would be absorbed by the linear polarizer before entering the LC layer. To improve optical efficiency, quantum rod (QR) offers a viable option because the emitted light is partially linearly polarized. When coupling into an LCD backlight, the transmittance through the polarizer is increased. The degree of improvement depends on the polarization ratio. However, the challenge is how to align these QR nanoparticles in high quality. Several approaches have been proposed, like electric field induced alignment magnetic field induced alignment, nano fiber induced alignment, liquid crystal induced alignment, mechanical rubbing induced alignment, etc. Until now, the nanofiber approach, where QRs are embedded in a well-aligned polymer nanofiber sheet, seems to be more favorable. Qlight Nanotech has released their QR-film prototype using such technique, called active brightness enhancement film (ABEF). Its polarization ratio reaches  $\sim 0.6$ , leading to 20% improvement on the LCD light efficiency. Although the anisotropic emission of QR is desirable, one serious drawback is often overlooked, which is anisotropic absorption. The unpolarized bluelight excites well-aligned green and red QRs. As expected, a partially linearly polarized green/red light is generated. Here we assume the larger dipole moment of QR nanoparticle is aligned in x-axis, which determines the preferred emission direction. But at the sametime, the absorption along x-axis would be also much stronger than that of y-axis, leading to partially linearly polarized blue light. The polarization direction of the outgoing blue light is orthogonal to that of emitted green/red beams. In this case, a linear polarizer could easily deteriorate the color balance by absorbing either blue or green/red light. This polarization mismatch problem should be solved before QR-enhanced backlight can find widespread applications.



## CHAPTER 6

### CONCLUSION

From material viewpoint, Cd-based QDs show the best performance, including narrow FWHM ( $\sim 25\text{nm}$ ), high quantum efficiency ( $>95\%$ ) and long-term stability ( $>30,000$  hours). Meanwhile, heavy metal-free QDs are emerging: InP QDs are catching up in lifetime and quantum efficiency, but its FWHM needs further improvement. Regarding the device configuration, QDEF and QD rail have been commercialized, while the on-chip approach is still awaiting for the lifetime and compliant packaging issues to be resolved. As for the system level, we first investigate the effect of Gaussian fitting in the color gamut calculations, and observe a noticeable difference. Compared to other backlight sources, QD technology exhibits superior performance, like higher efficiency and wider color gamut. When considering the H-K effect, QD-enhanced LCD is 1.26X more efficient than OLED due to the more saturated primary colors. New trends for QD-LCDs are also highlighted. One is to use QD array to replace conventional color filters. Some specific structure designs are needed in order to utilize the backward emission and prevent ambient light excitation. Another one is quantum rod enhanced backlight. It exhibits an isotropic emission, but also an isotropic absorption. The latter causes polarization mismatch between the transmitted bluelight and the photo lumine scent green/red light. The development of QD-LCD is still undergoing very actively. We believe the prime time for QD-enhanced LCDs is around the corner.

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