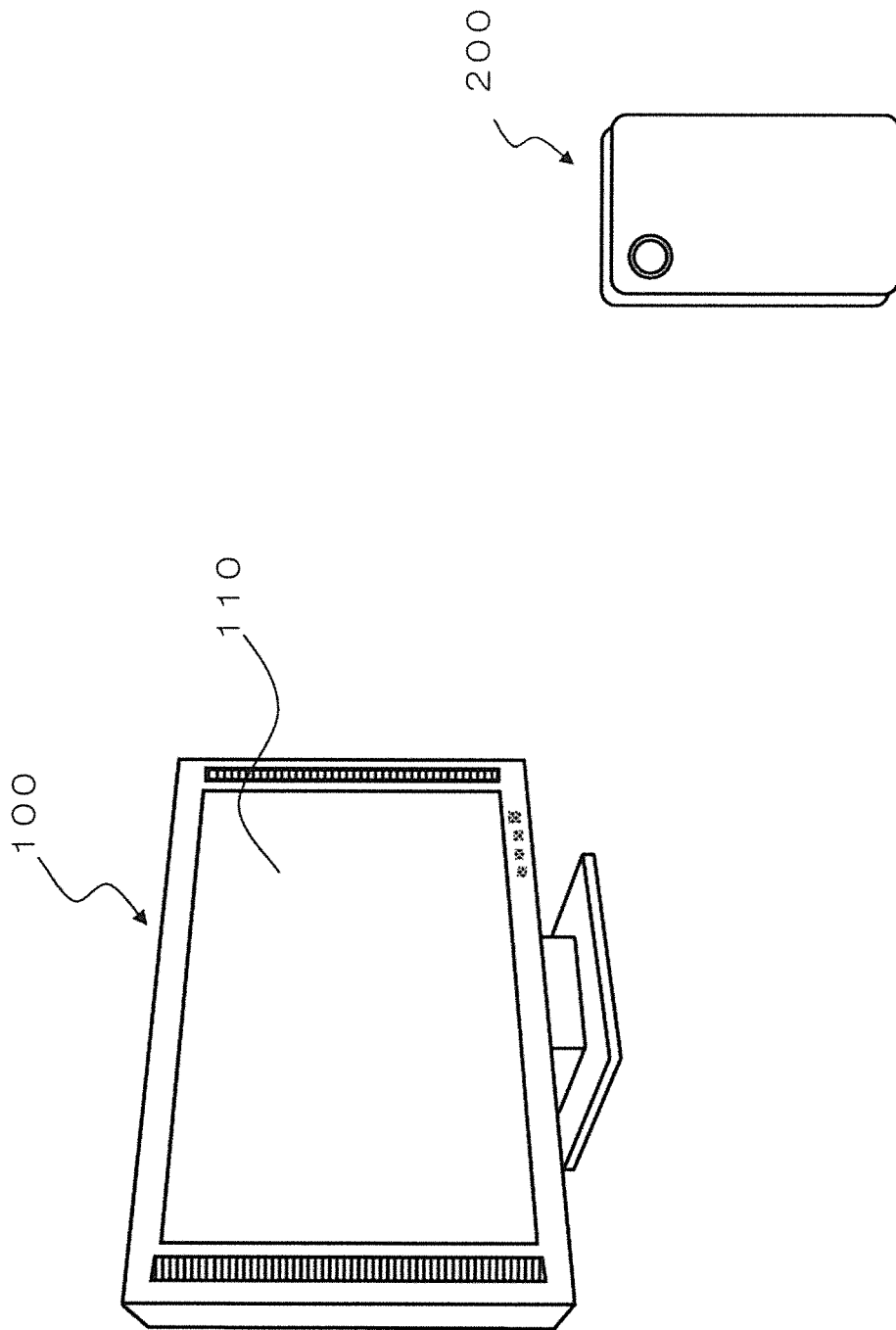
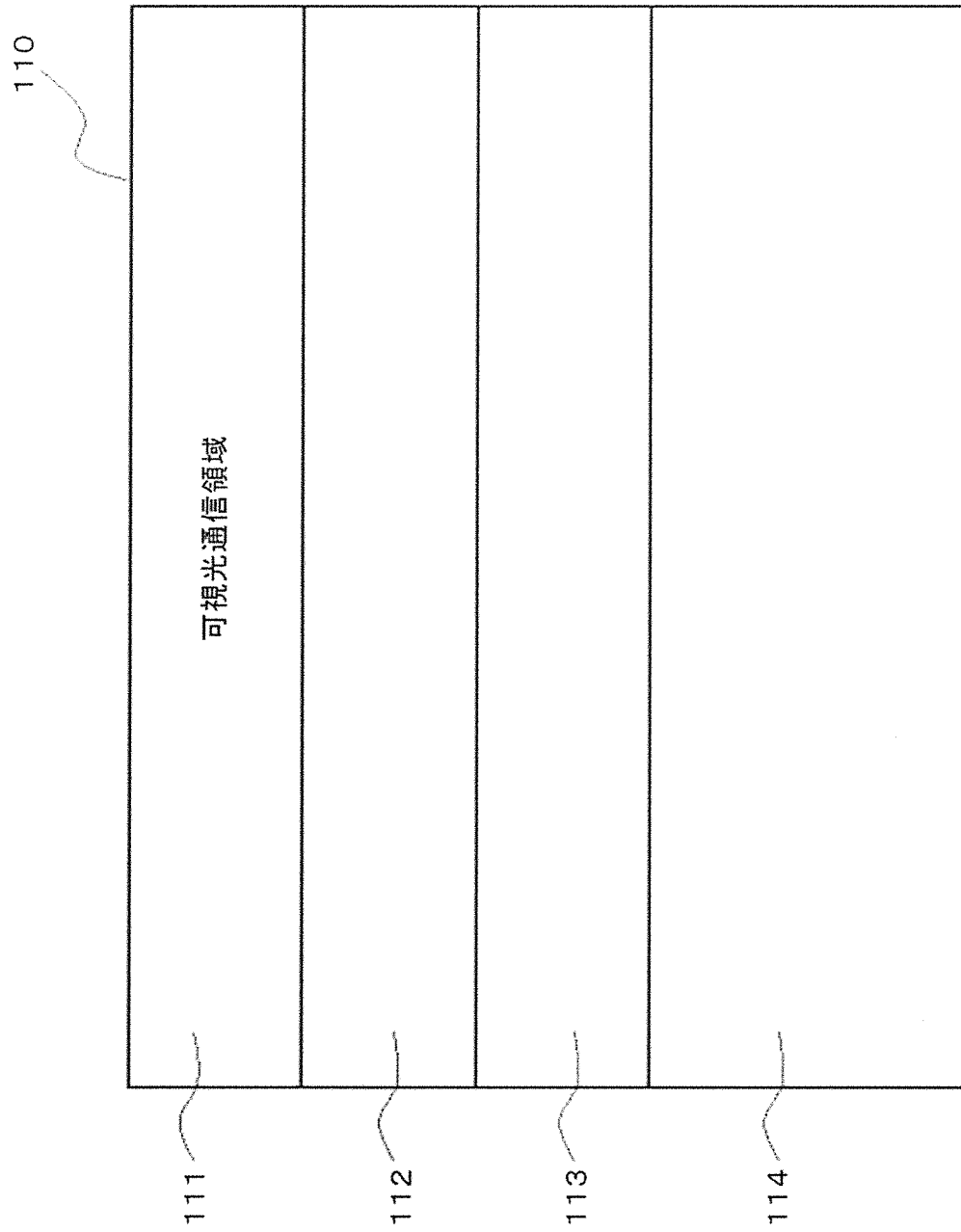


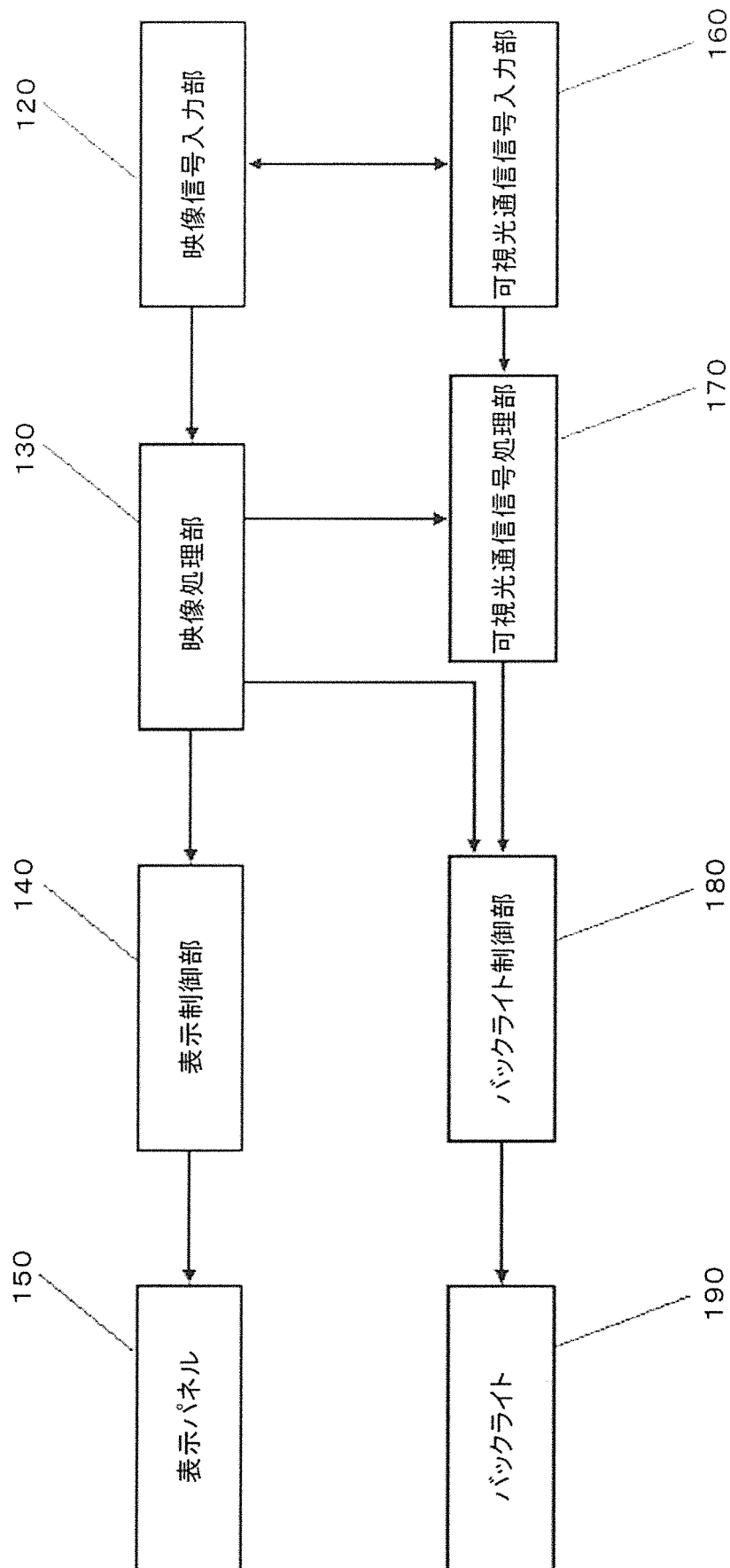
[図1]



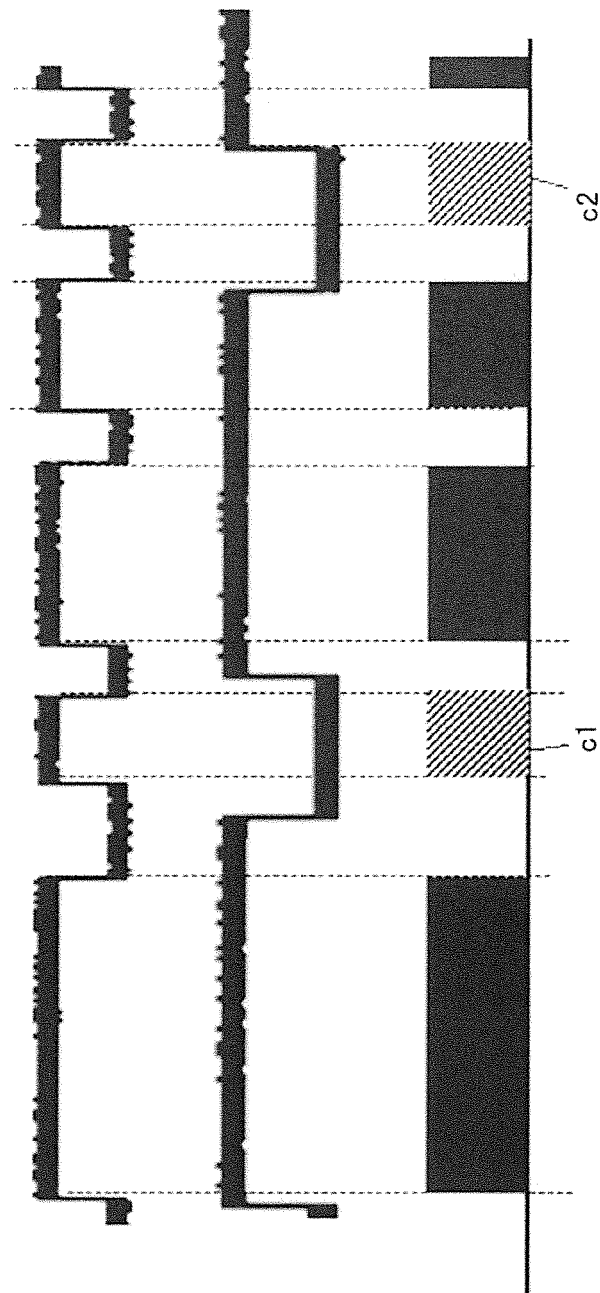
[図2]



[図3]



[図4]

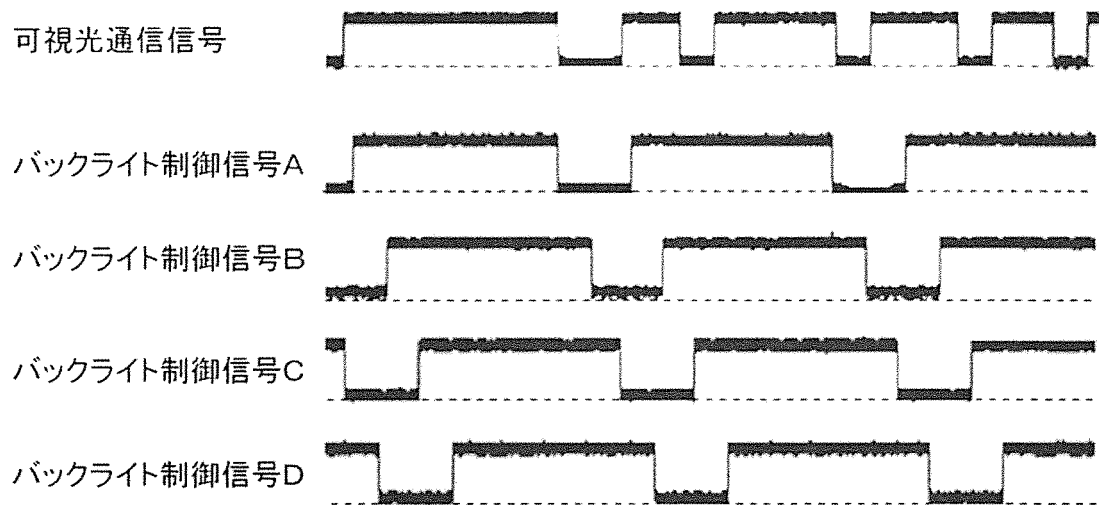


(a) 可視光通信信号

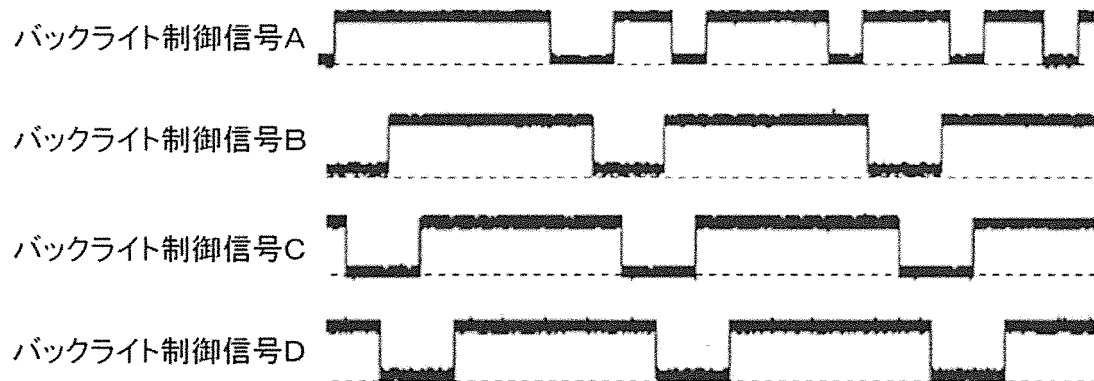
(b) バックライト制御信号

(c) バックライト制御信号
+ 可視光通信信号

[図5]

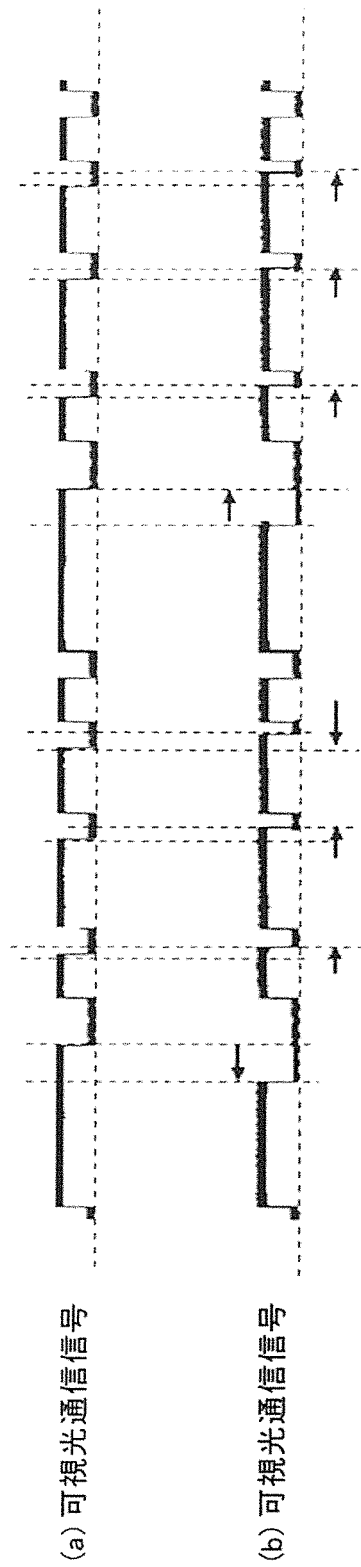


(a)

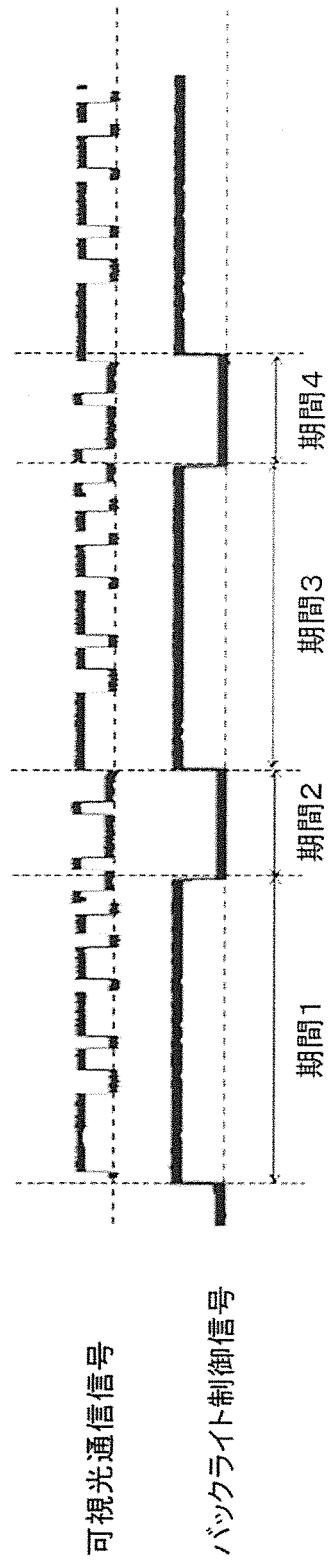


(b)

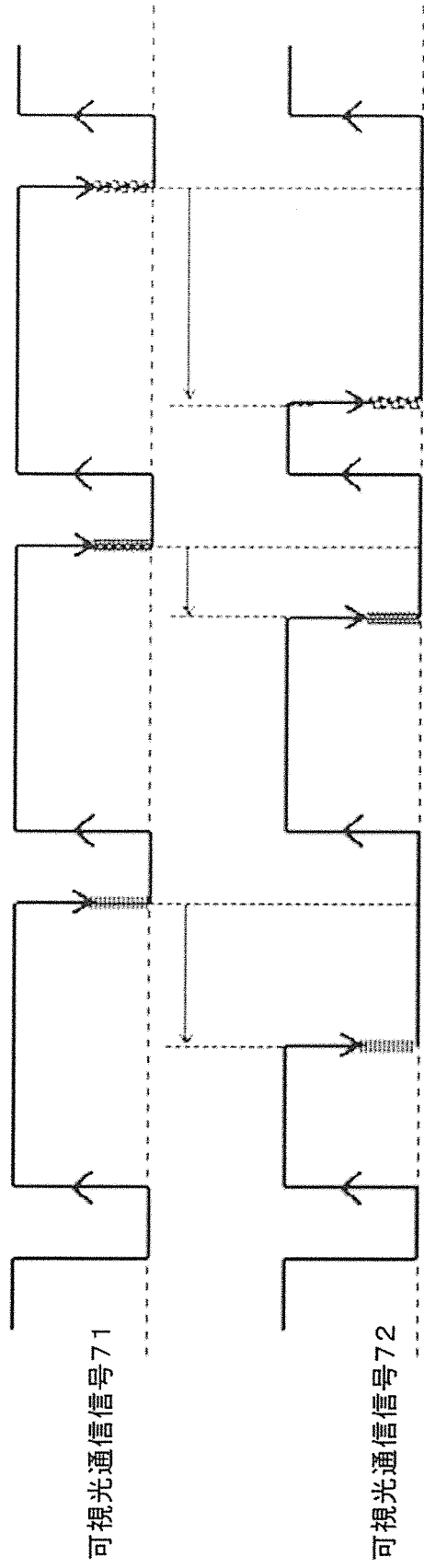
[図6A]



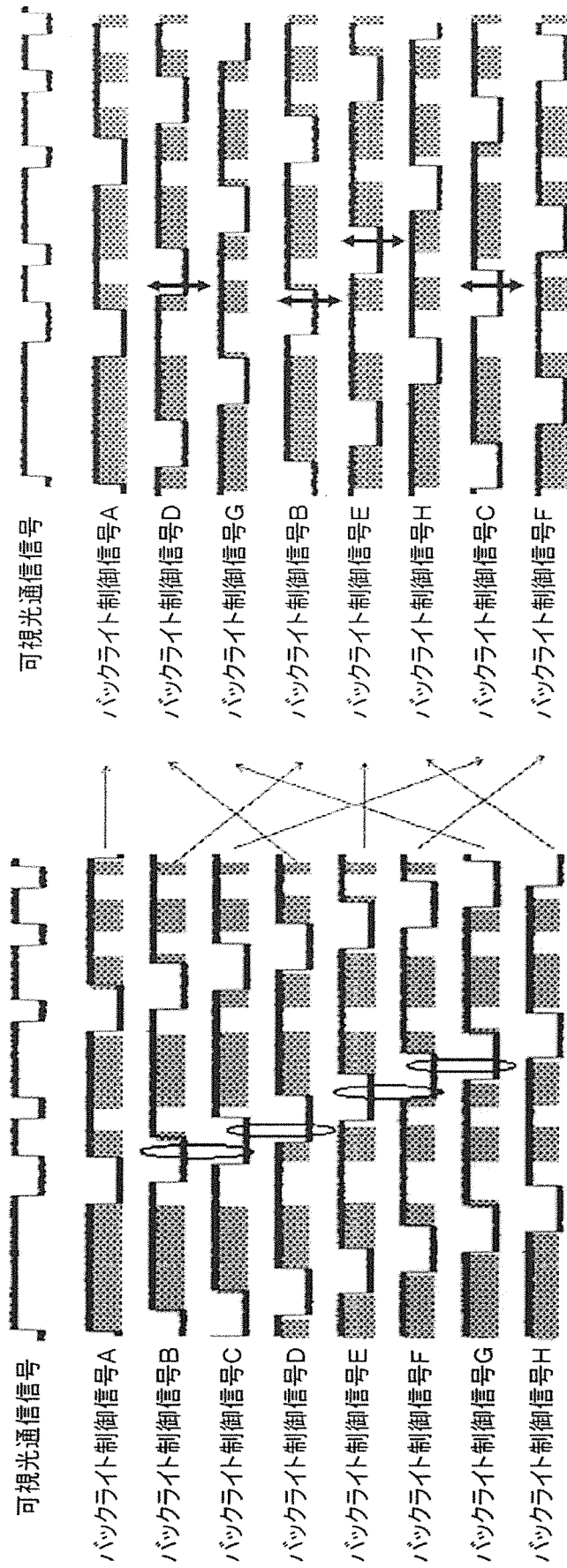
[図6B]



[図7]



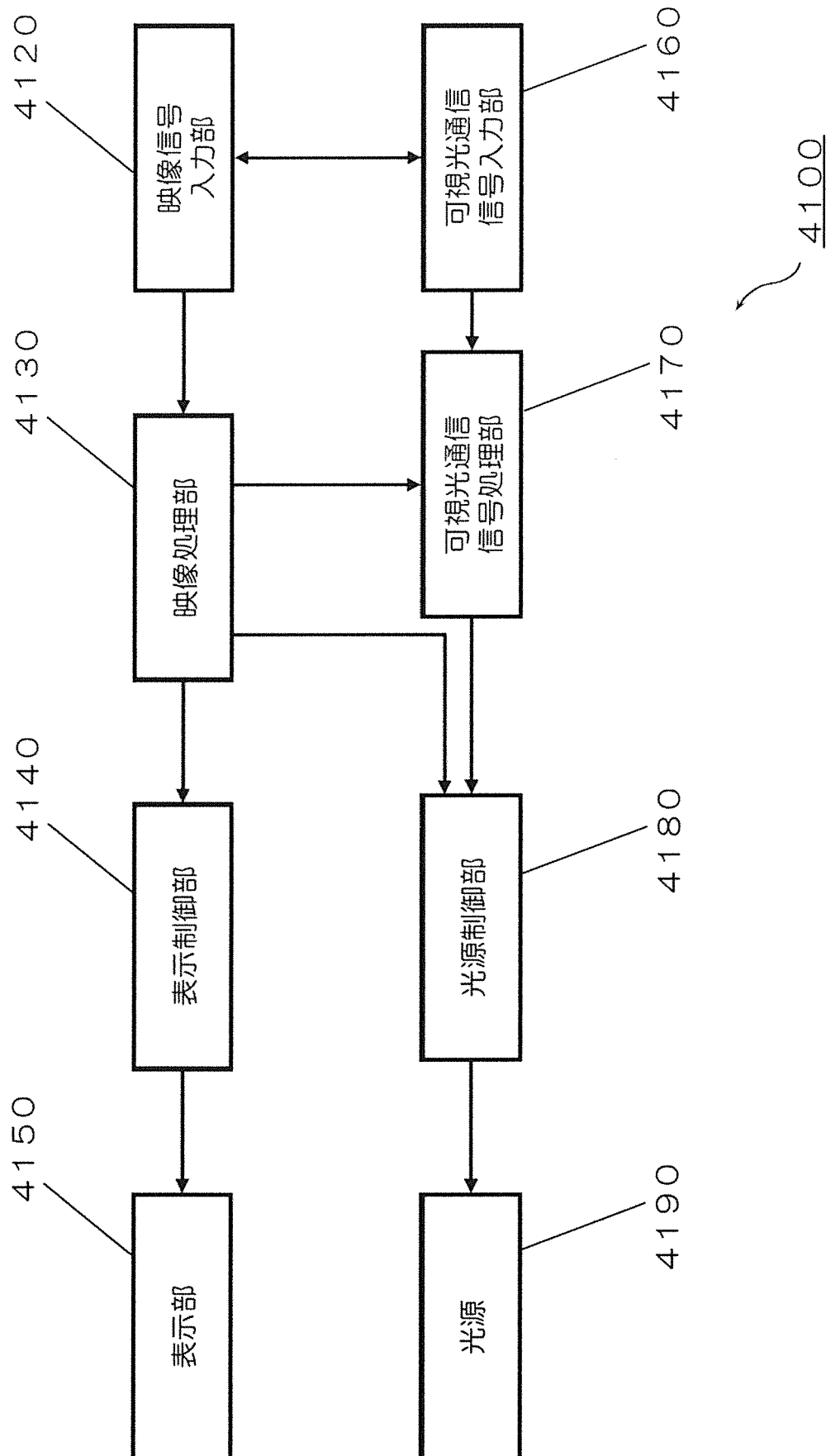
[図8]



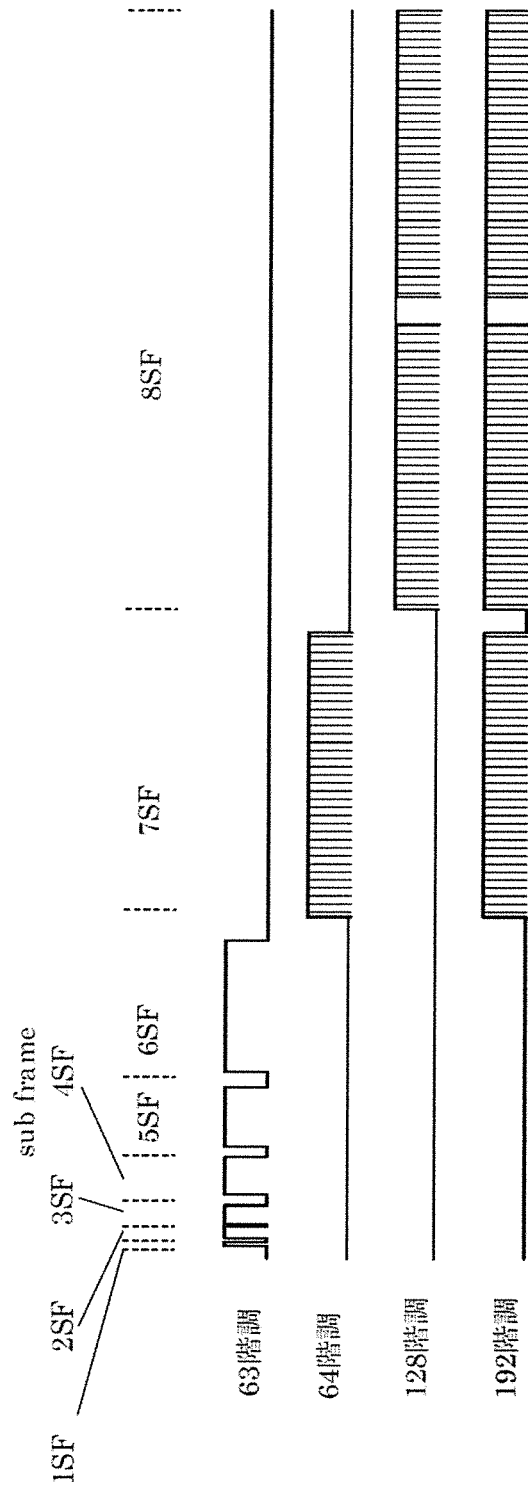
(a)

(b)

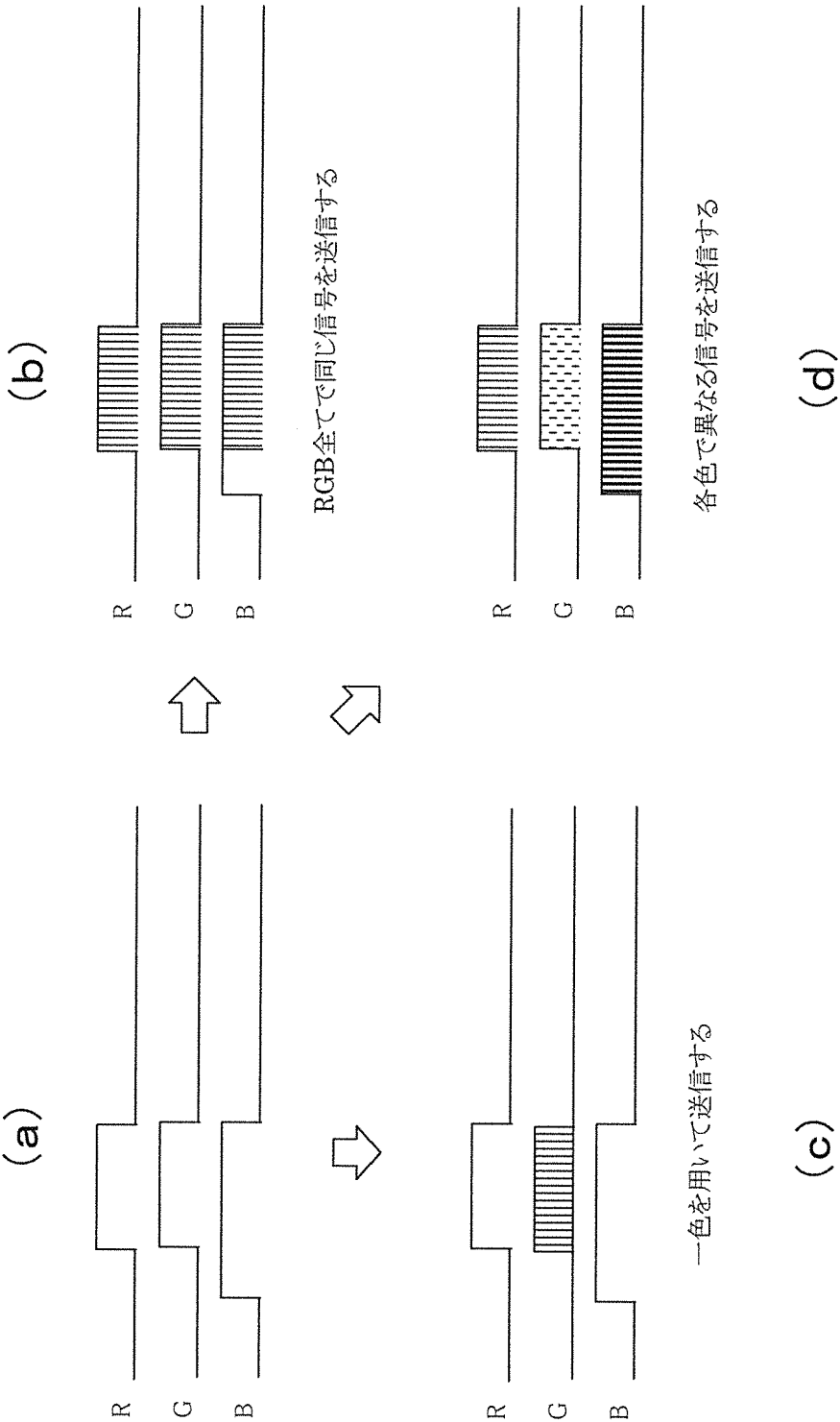
[図9]



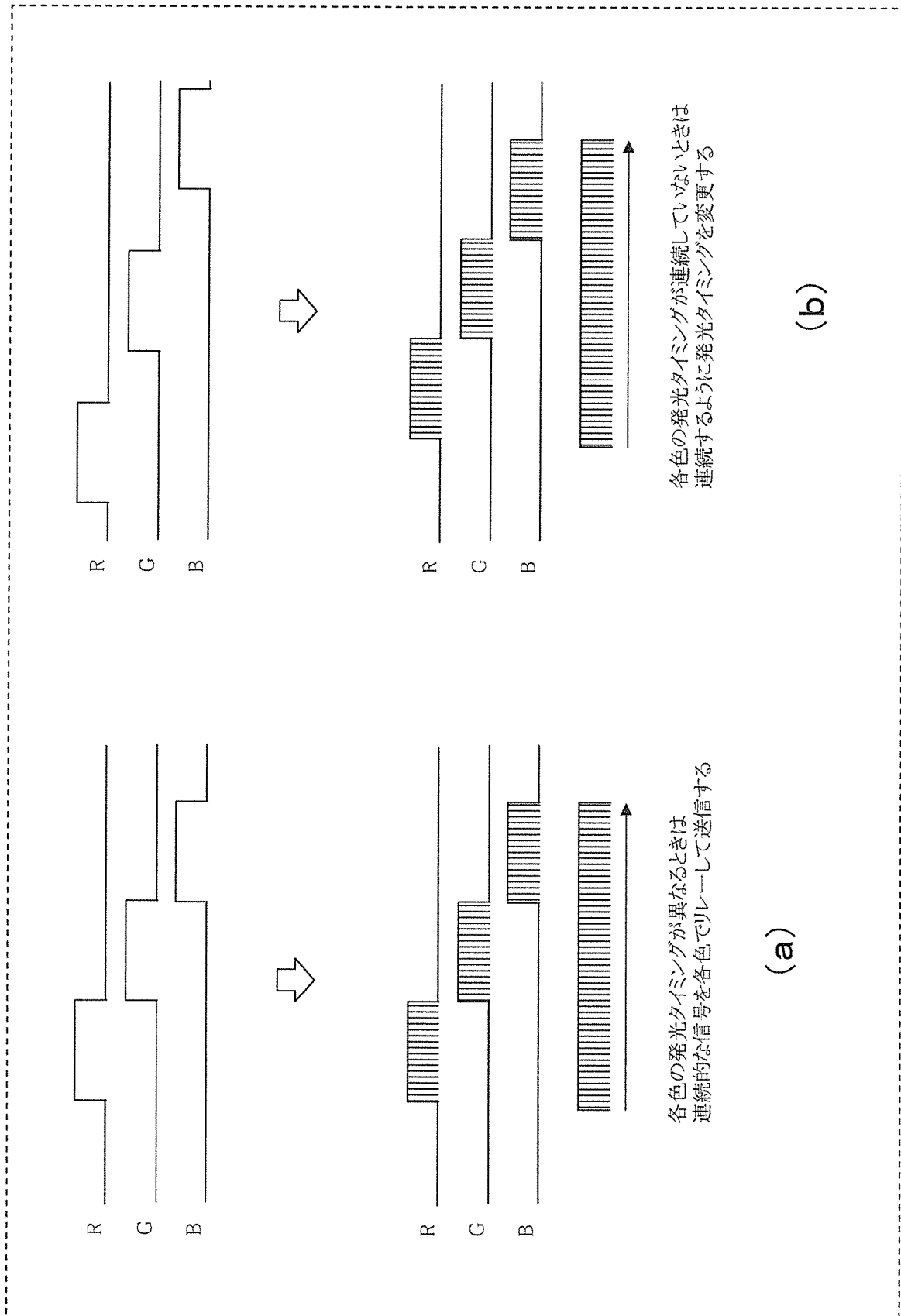
[図10]



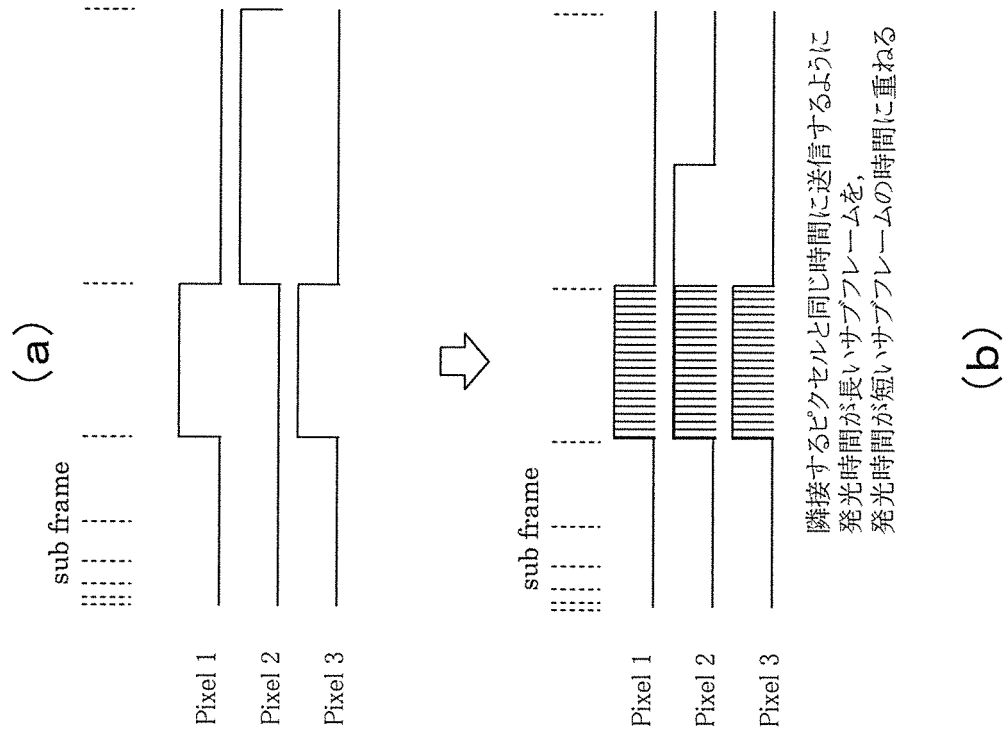
[図11]



[図12]

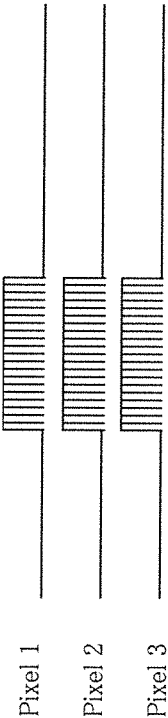
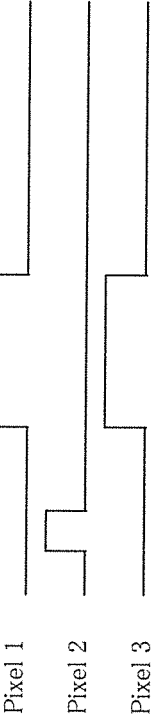


[図13]



[図14]

(a)



隣接するピクセルと同じ時間に送信するように
発光時間が短い画素の発光時間を長くする

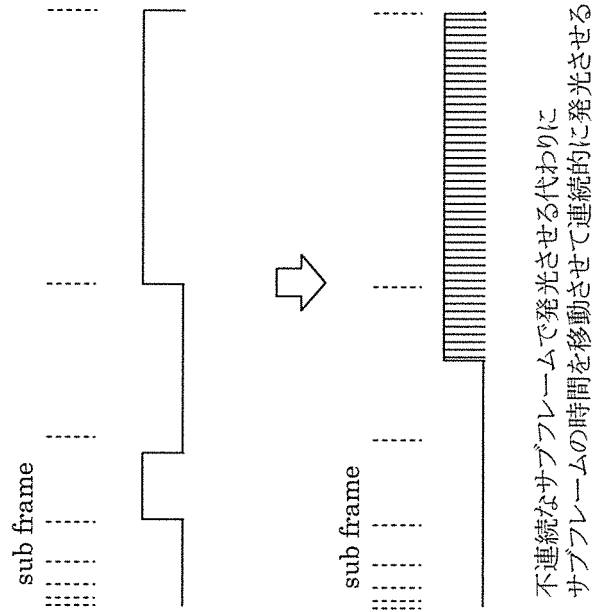
この処理は画質の劣化を伴うため、人間が見た時に目立たない場所でのみ行う

- ・画像の縁に近い部分
- ・サリエンスマップで注目度合いが低い部分

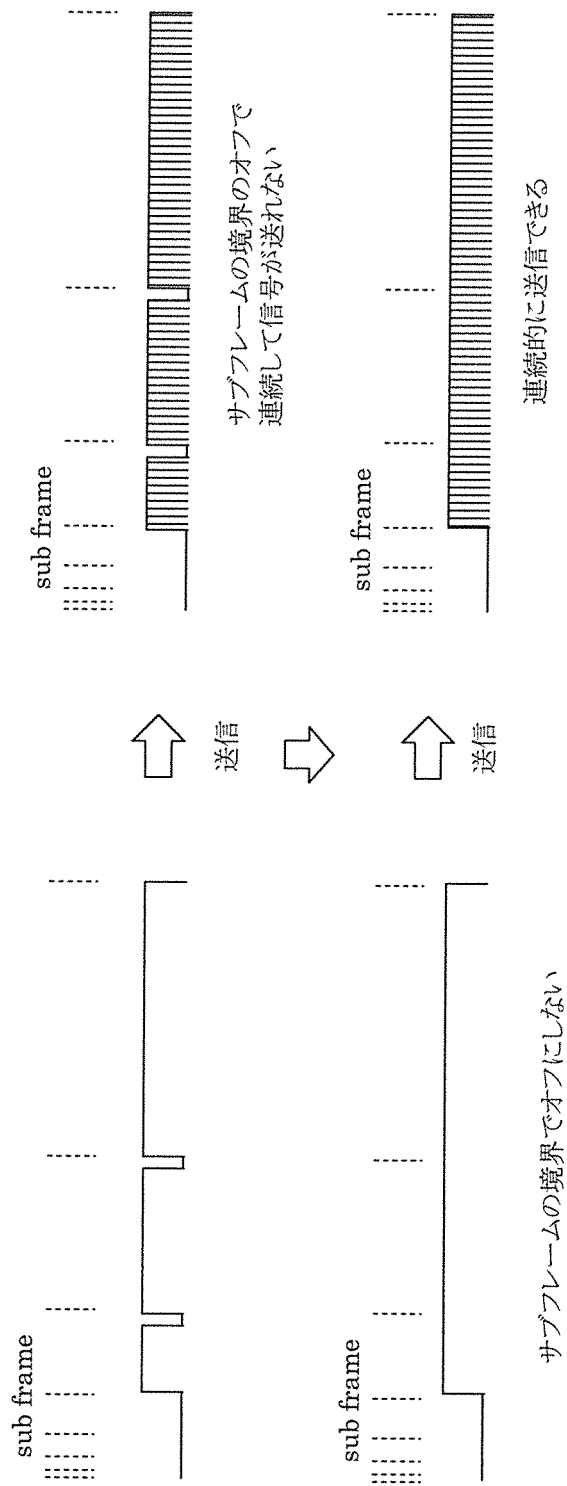
(輝度が低い部分、エッジが少ない部分、動きが少ない部分)

(b)

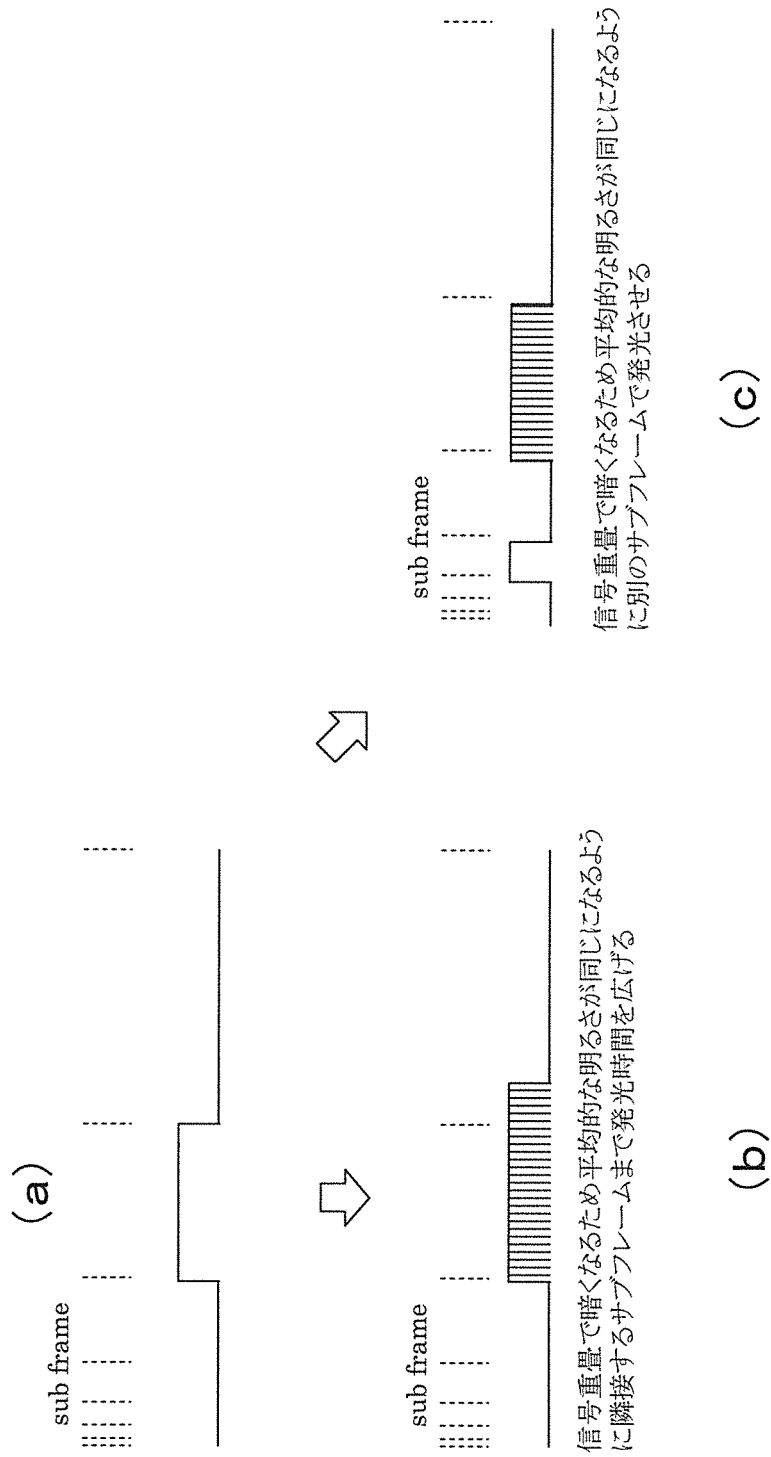
[図15]



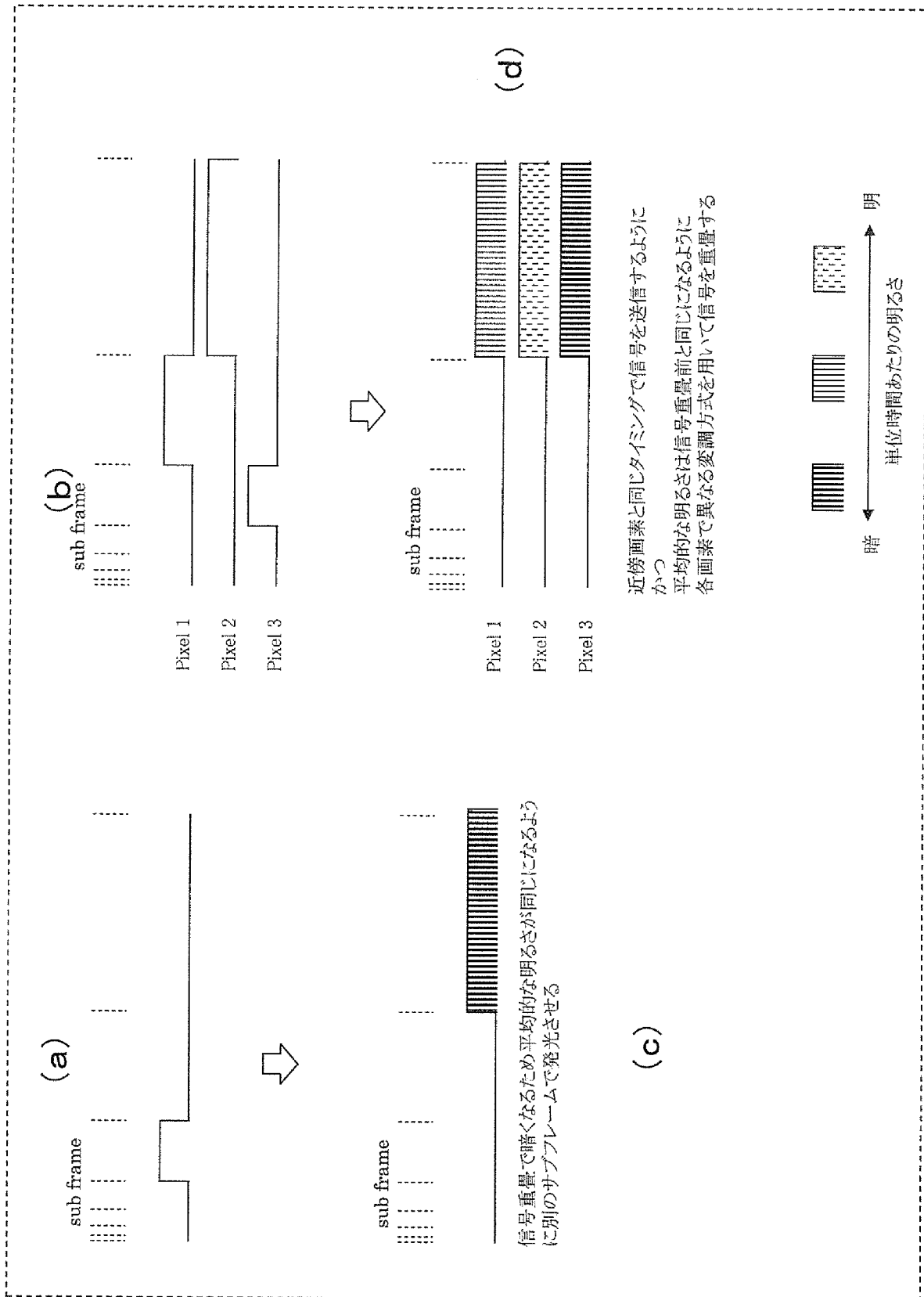
[図16]



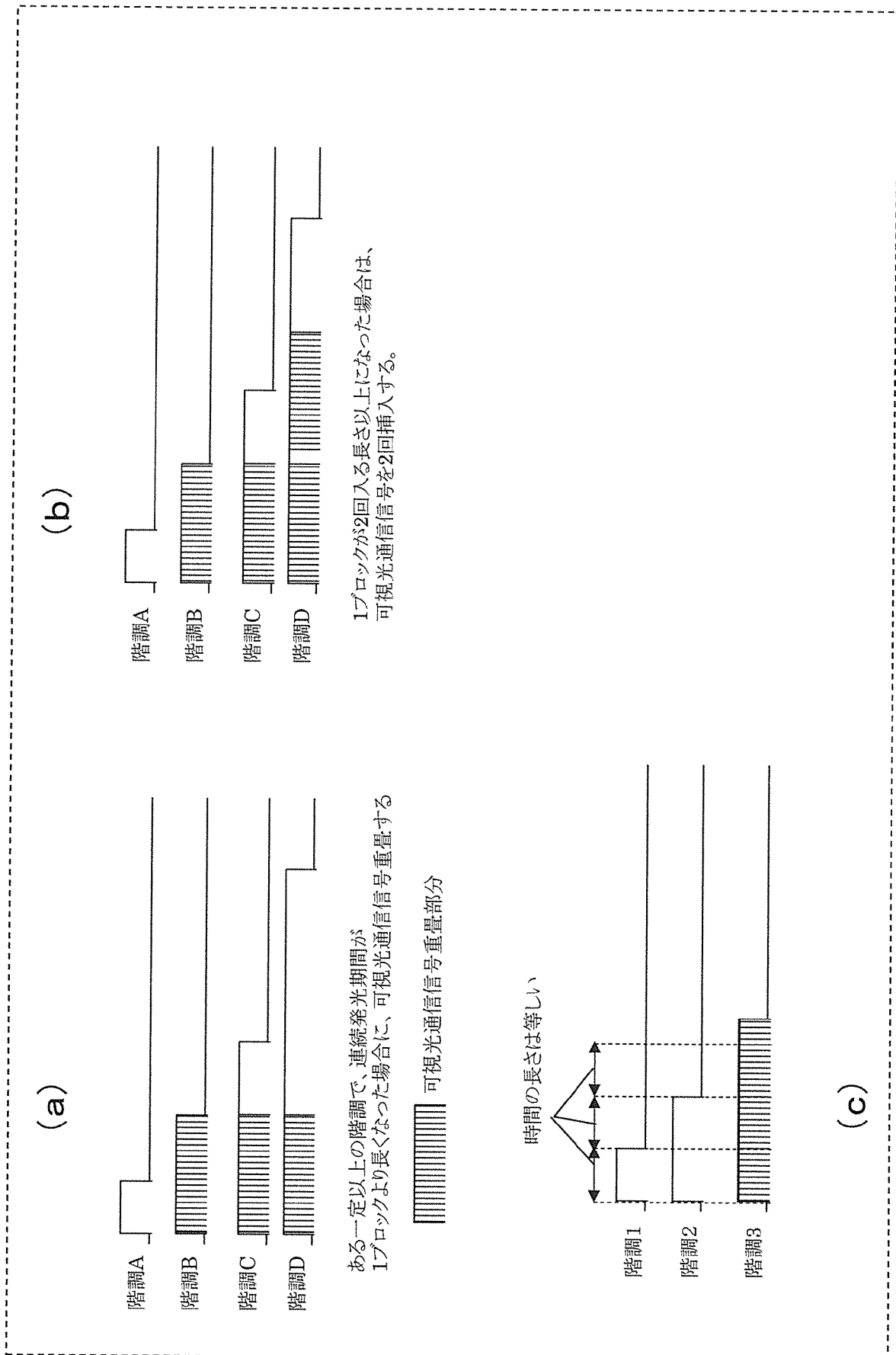
[図17]



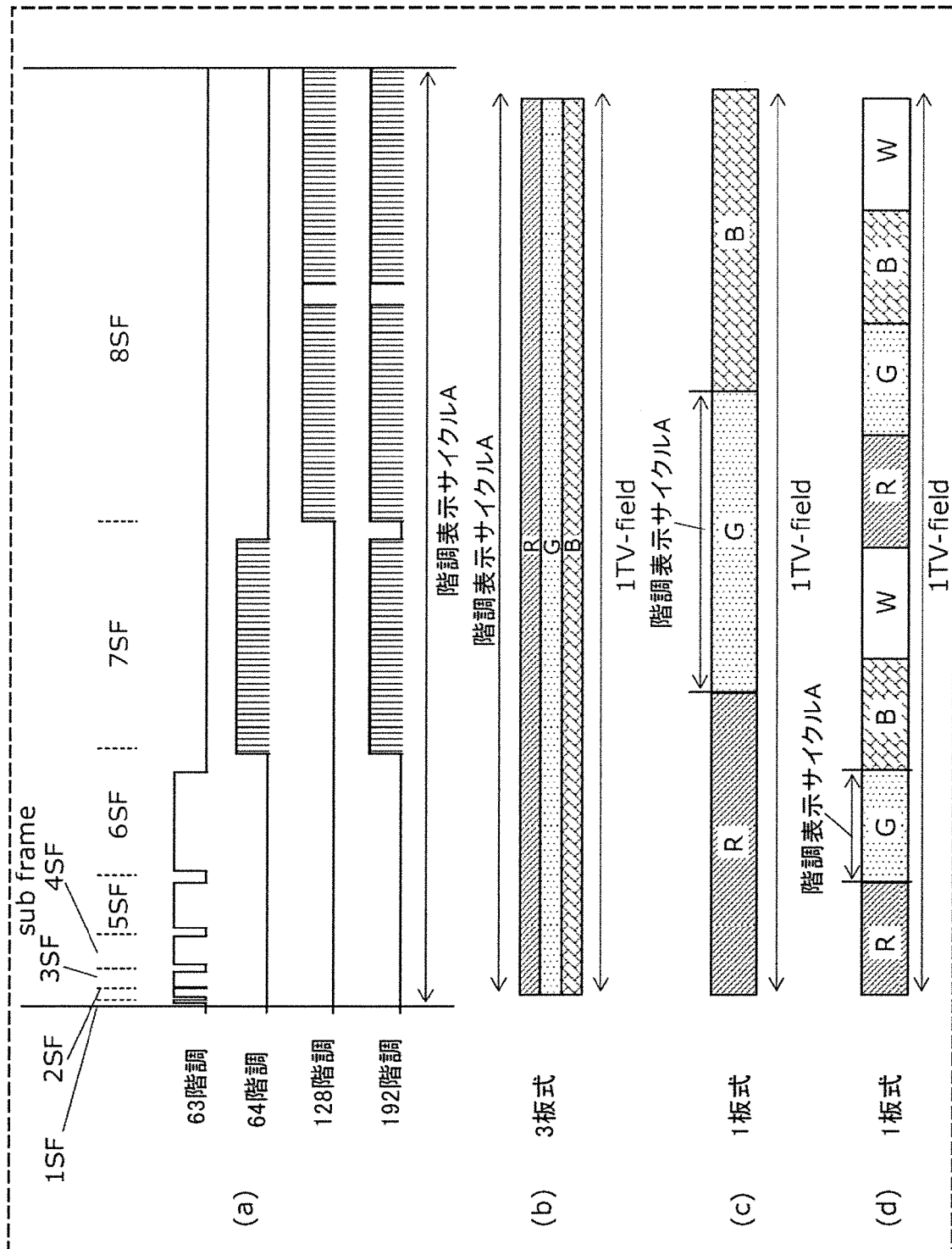
[図18]



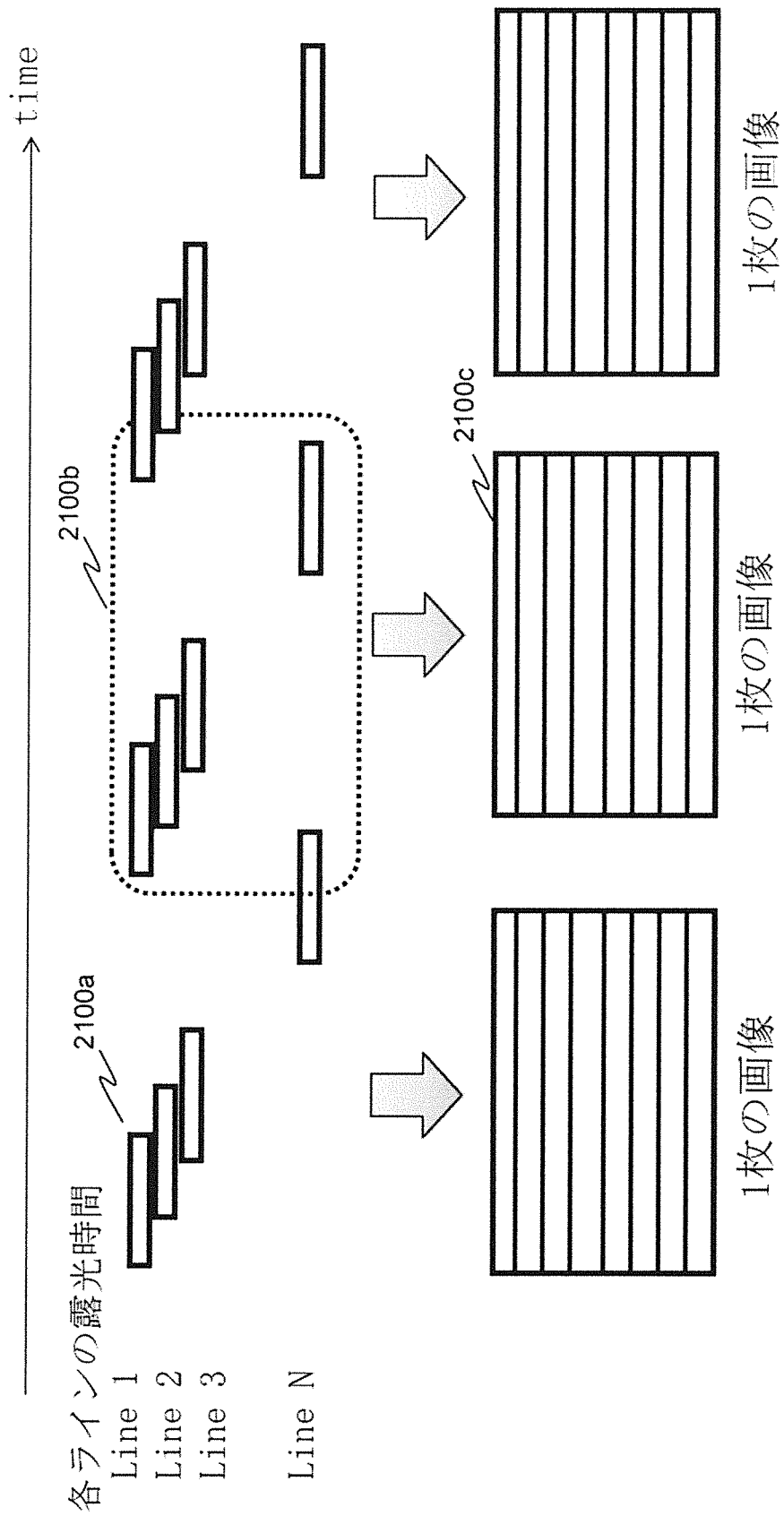
[図19]



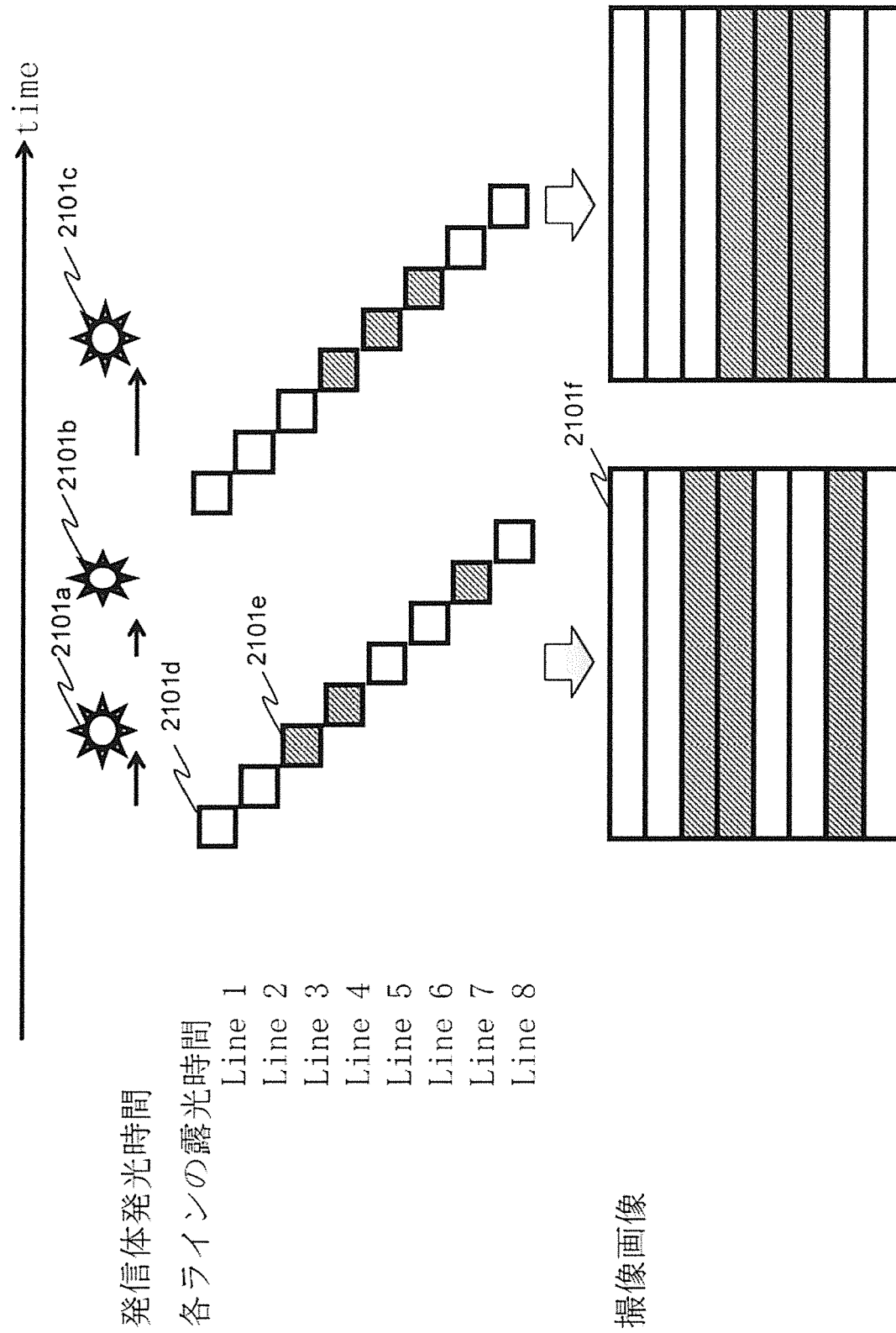
[図20]



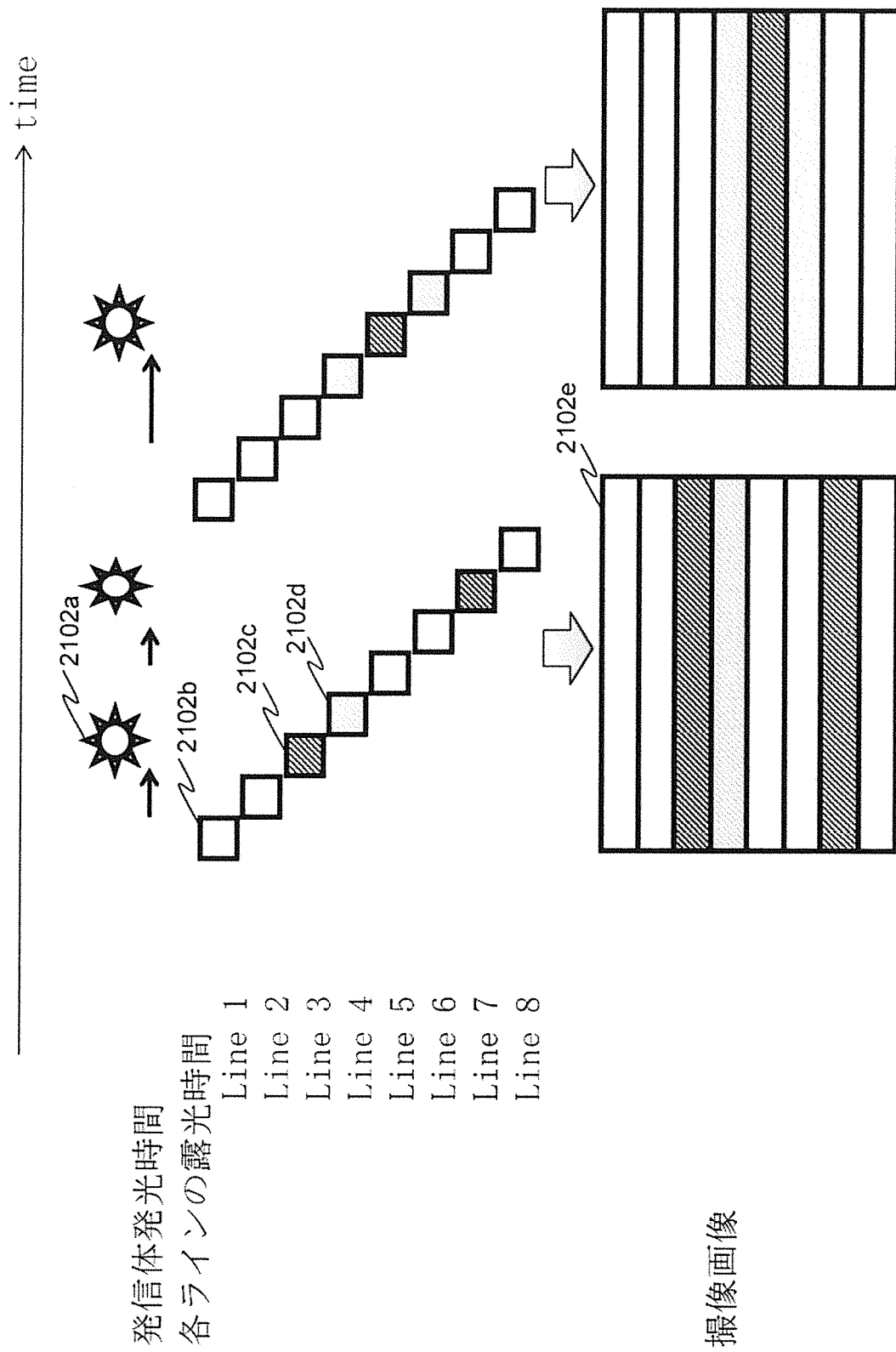
[図22]



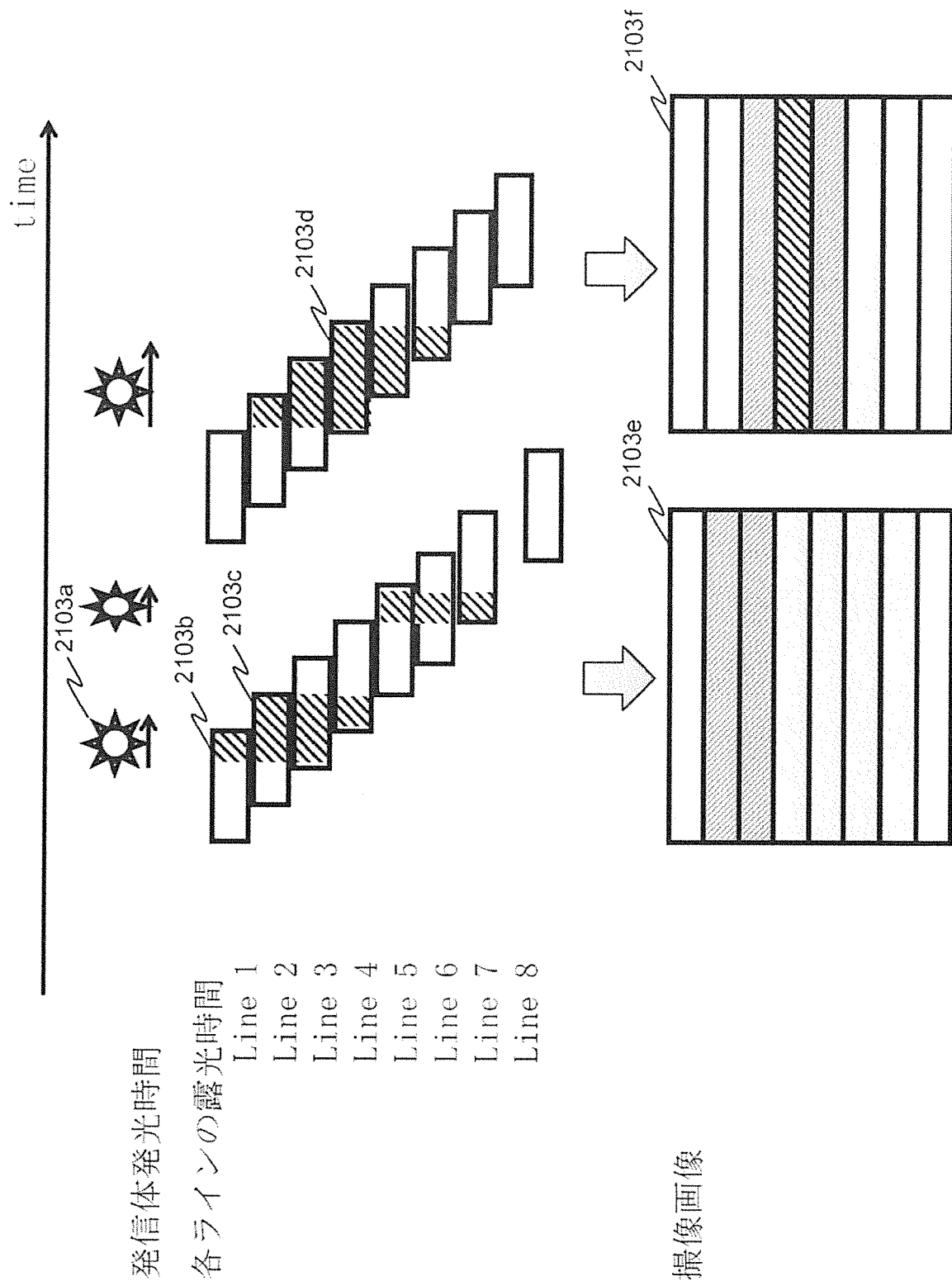
[図23]



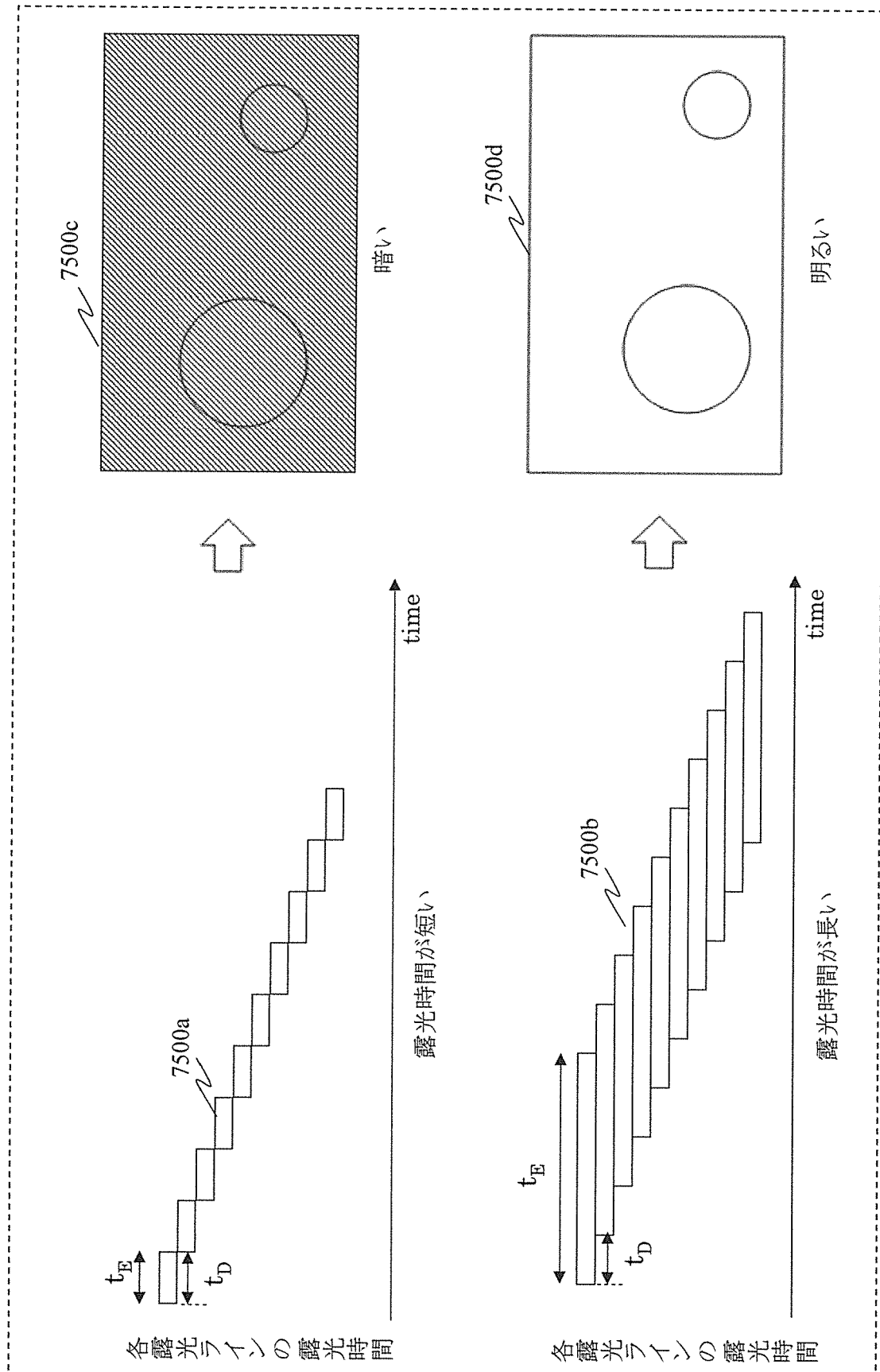
[図24]



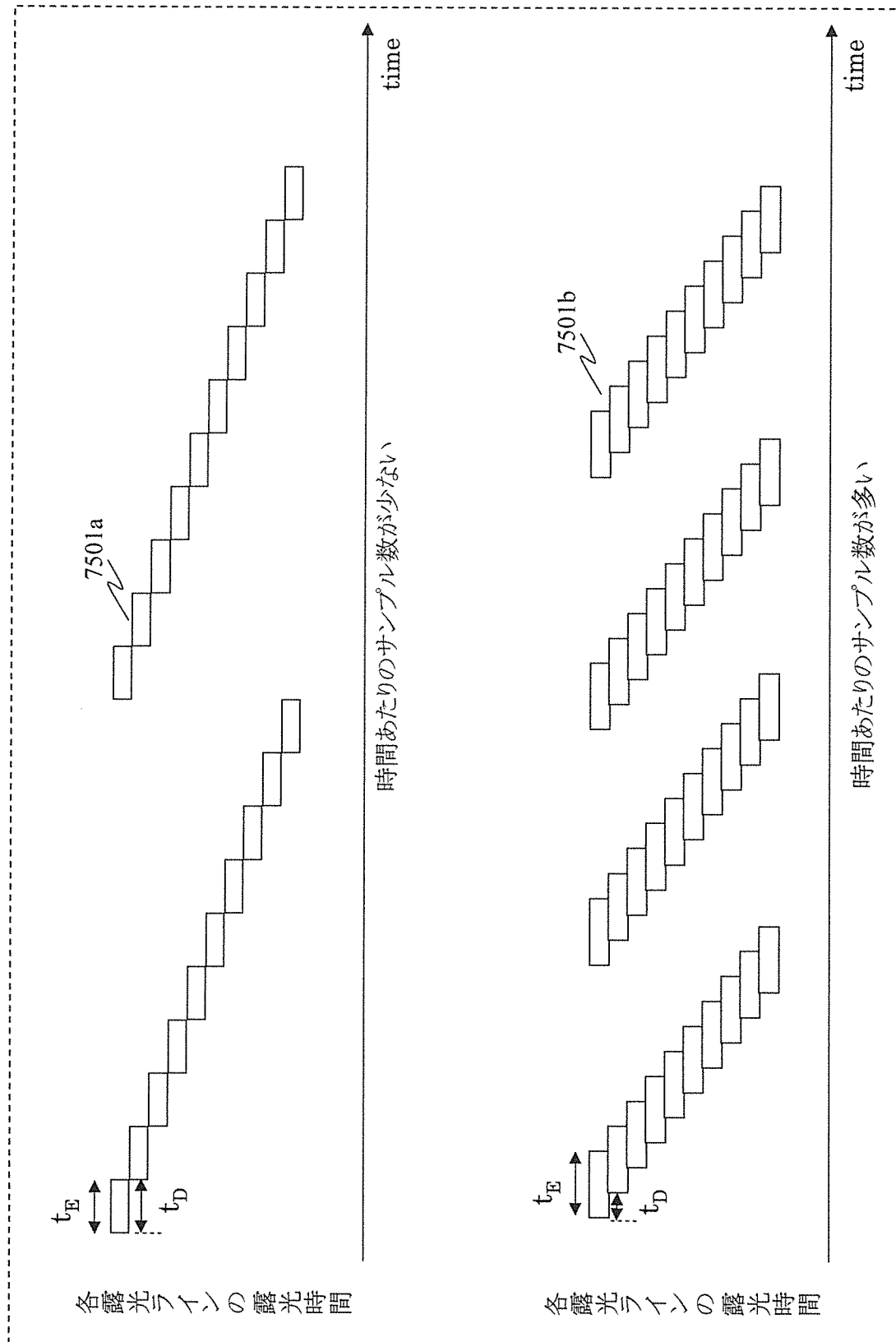
[図25A]



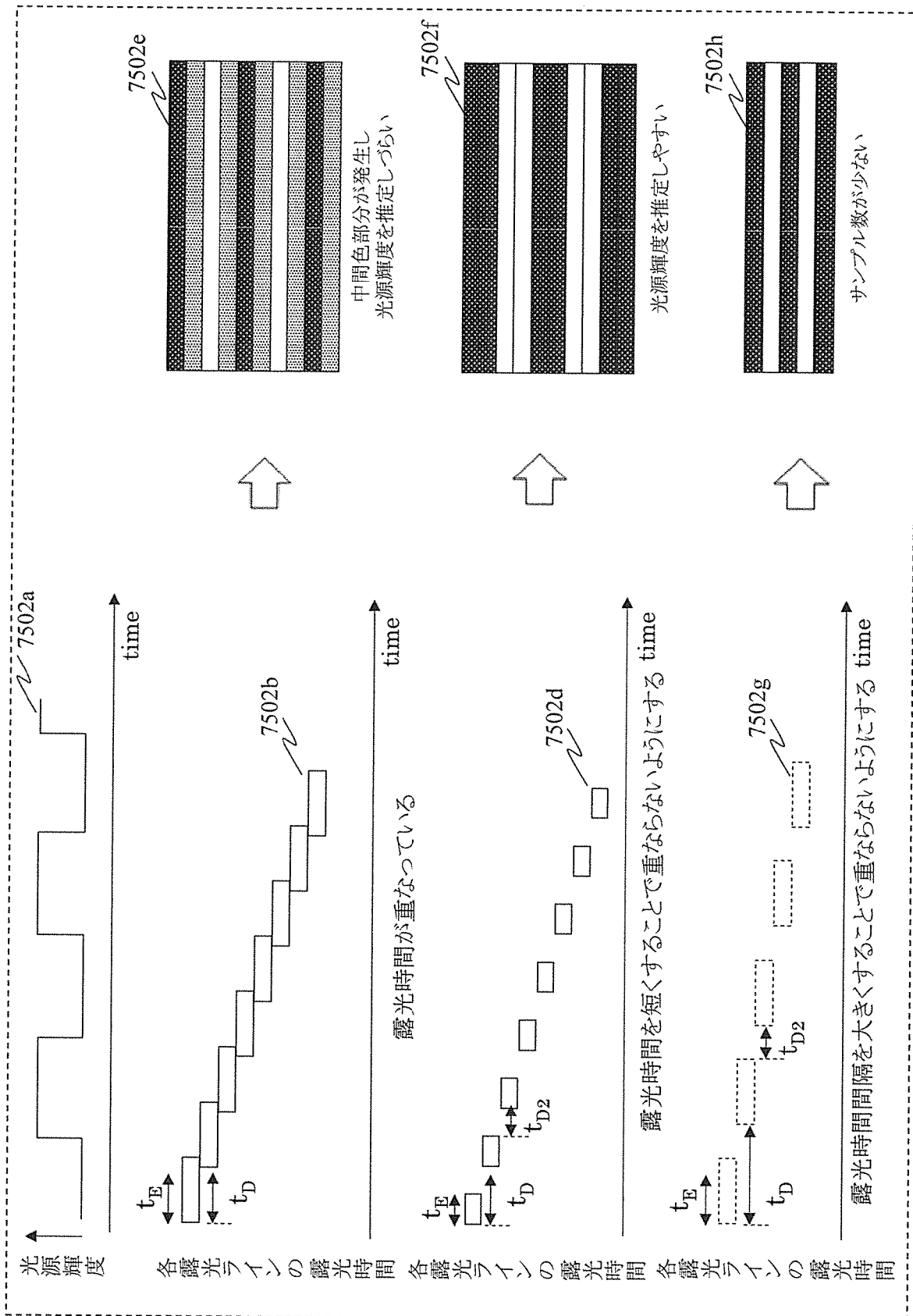
[図25B]



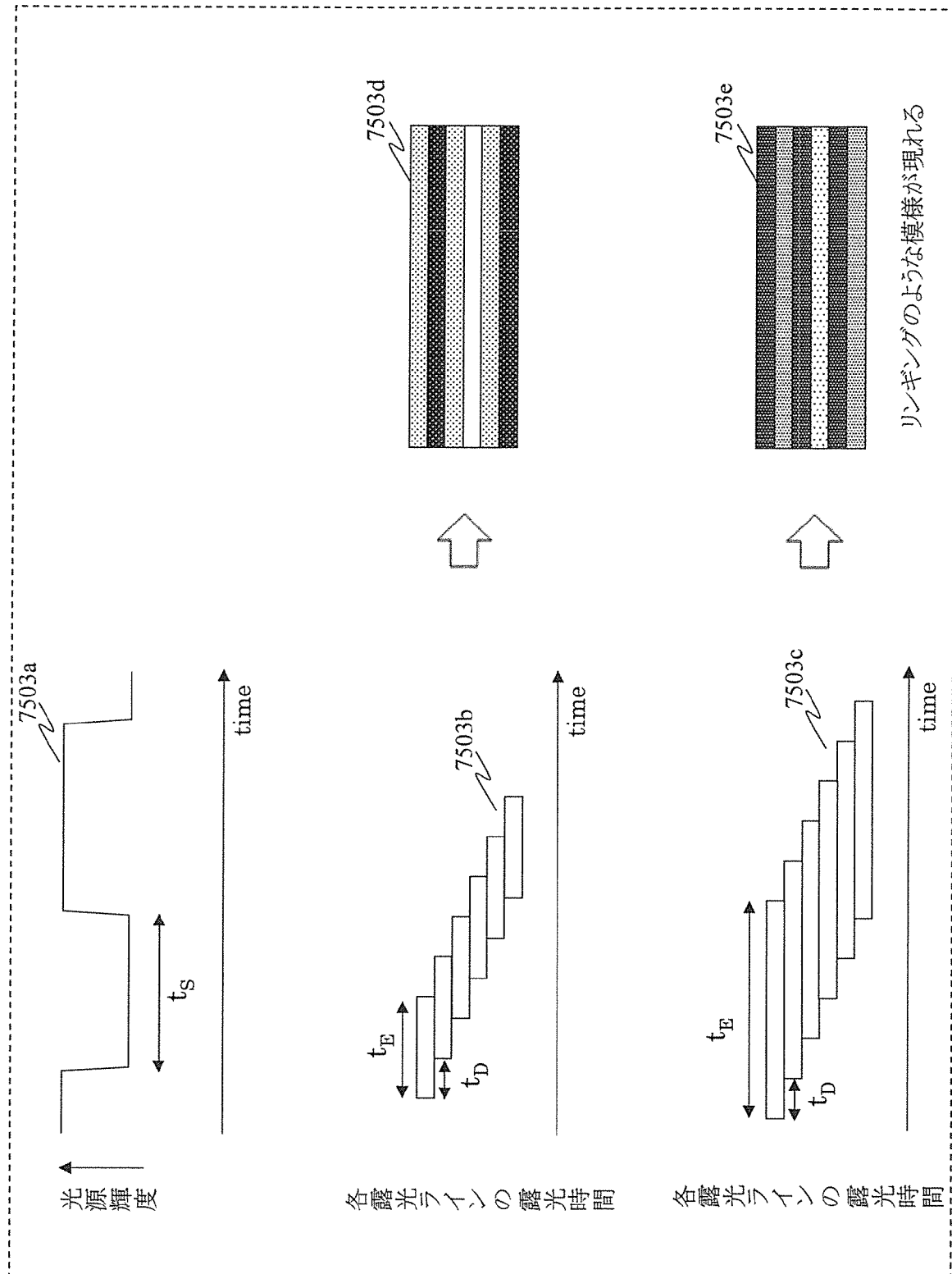
[図25C]



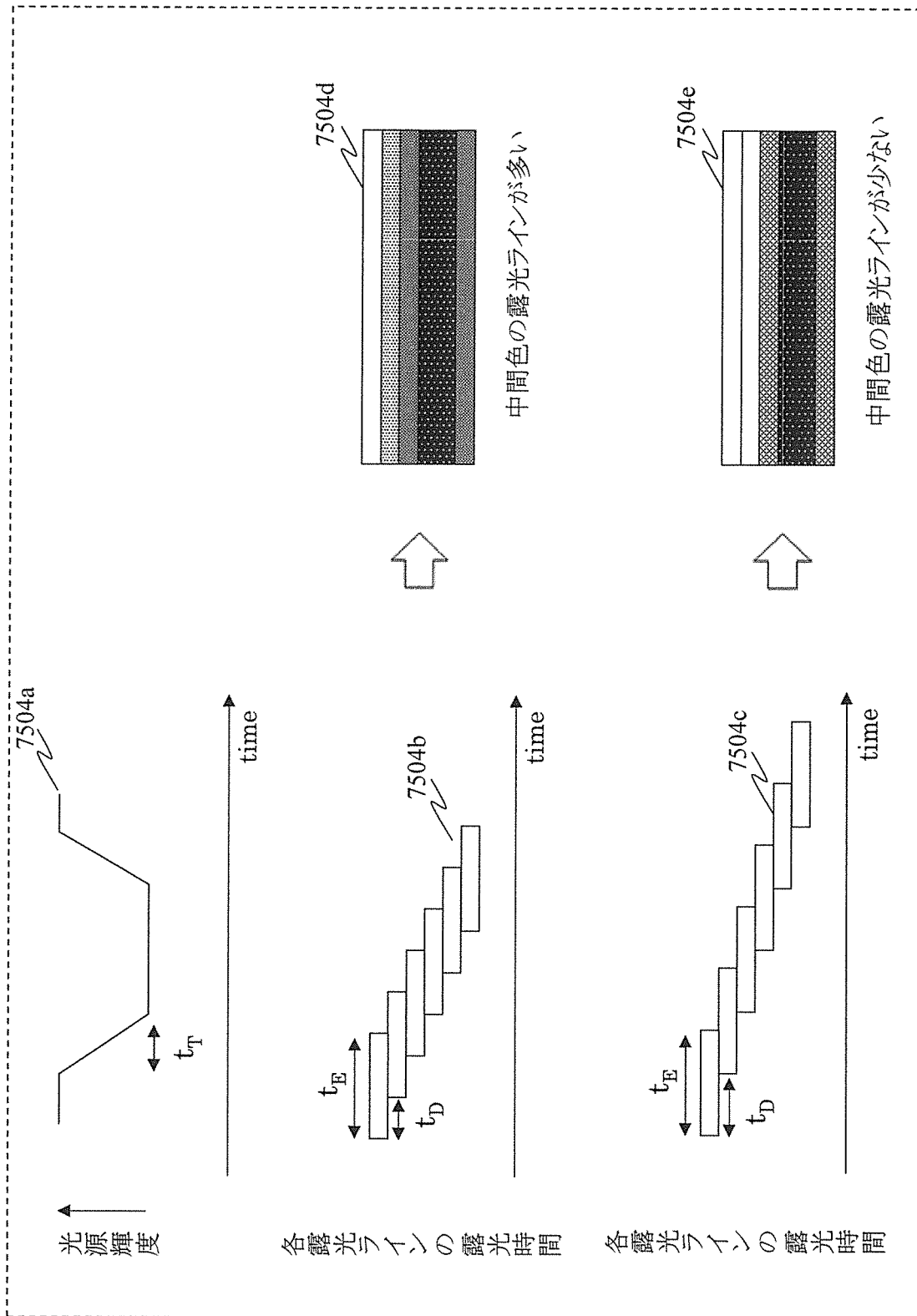
[図25D]



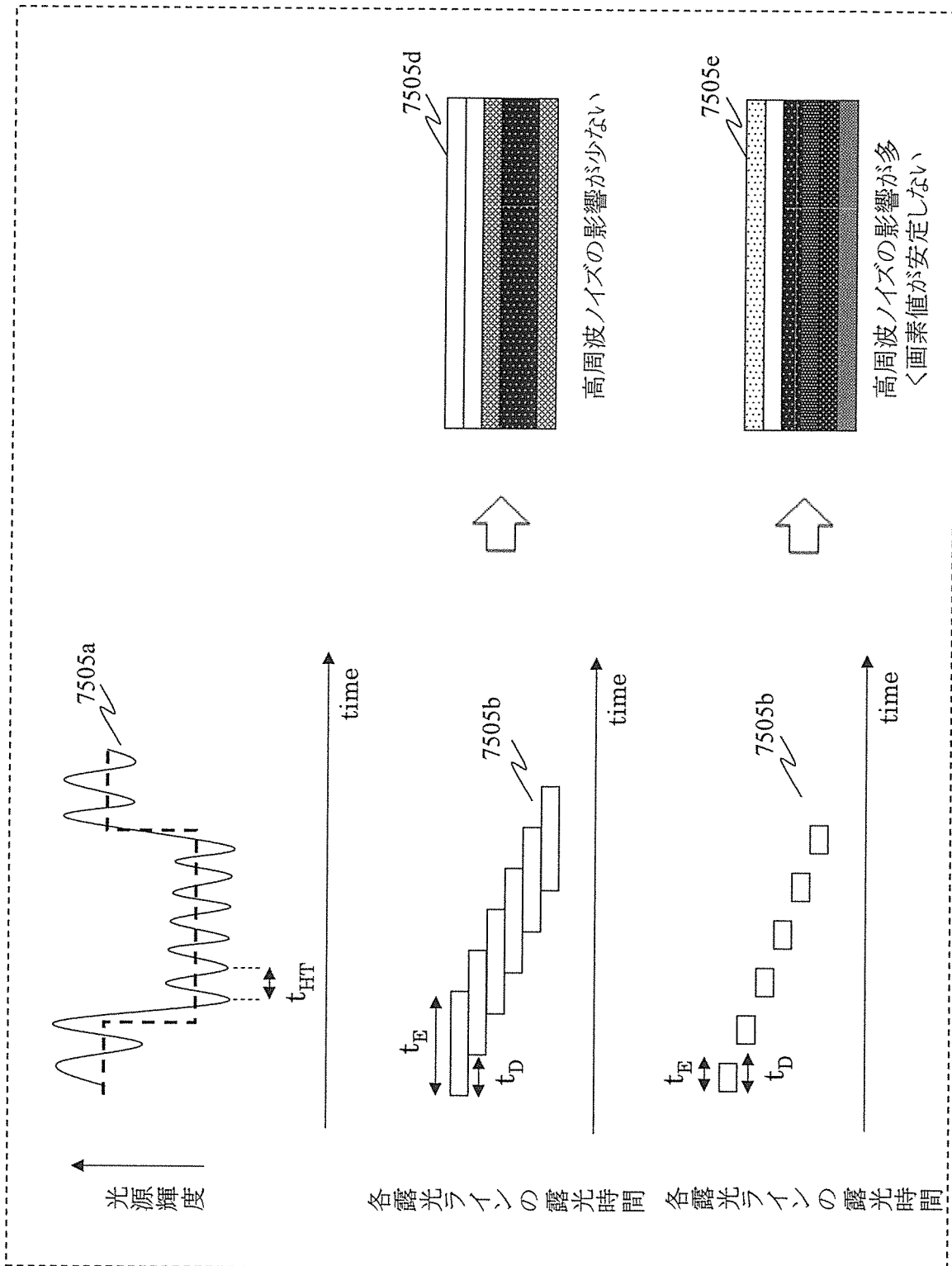
[図25E]



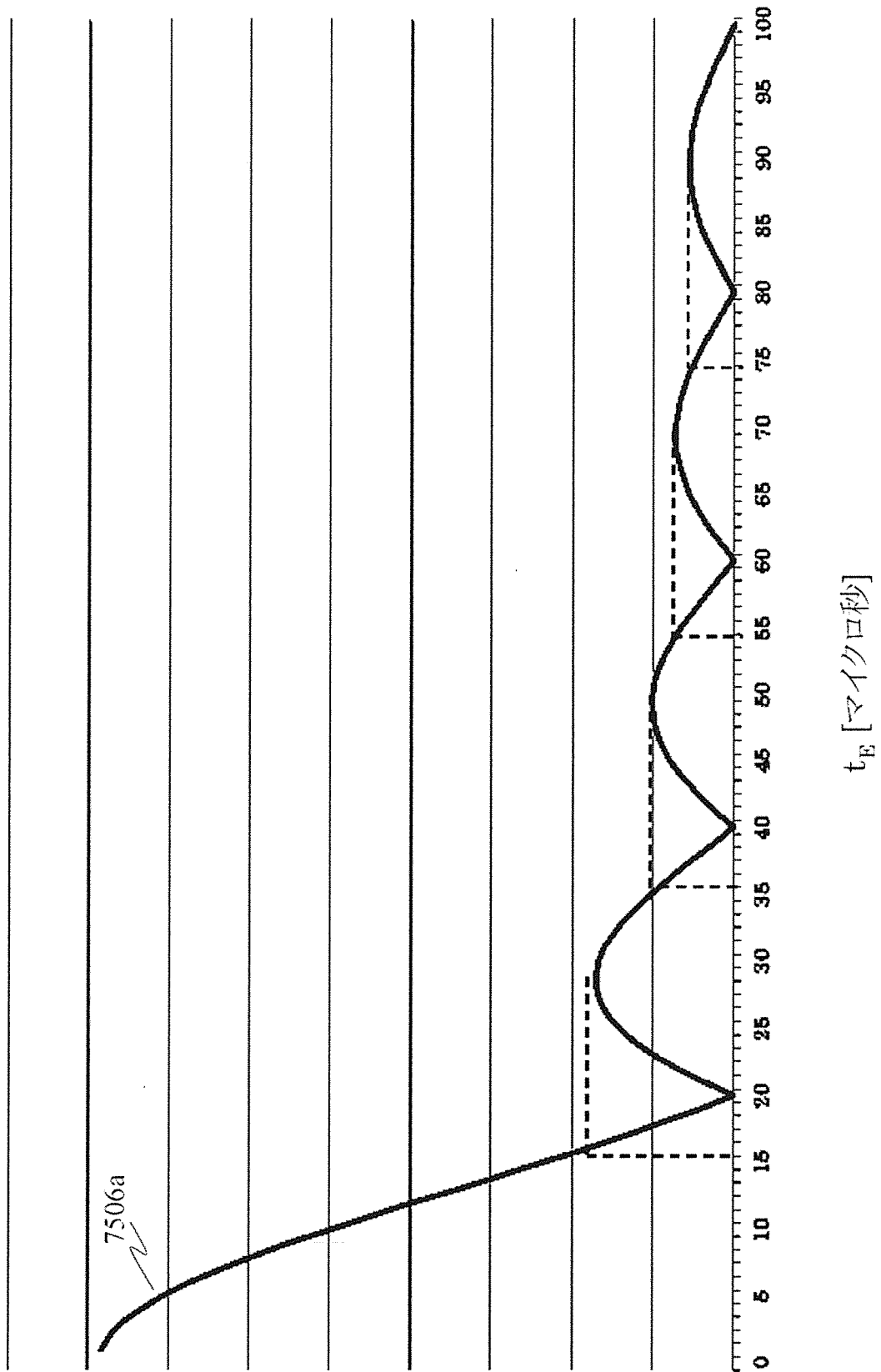
[図25F]



[図25G]

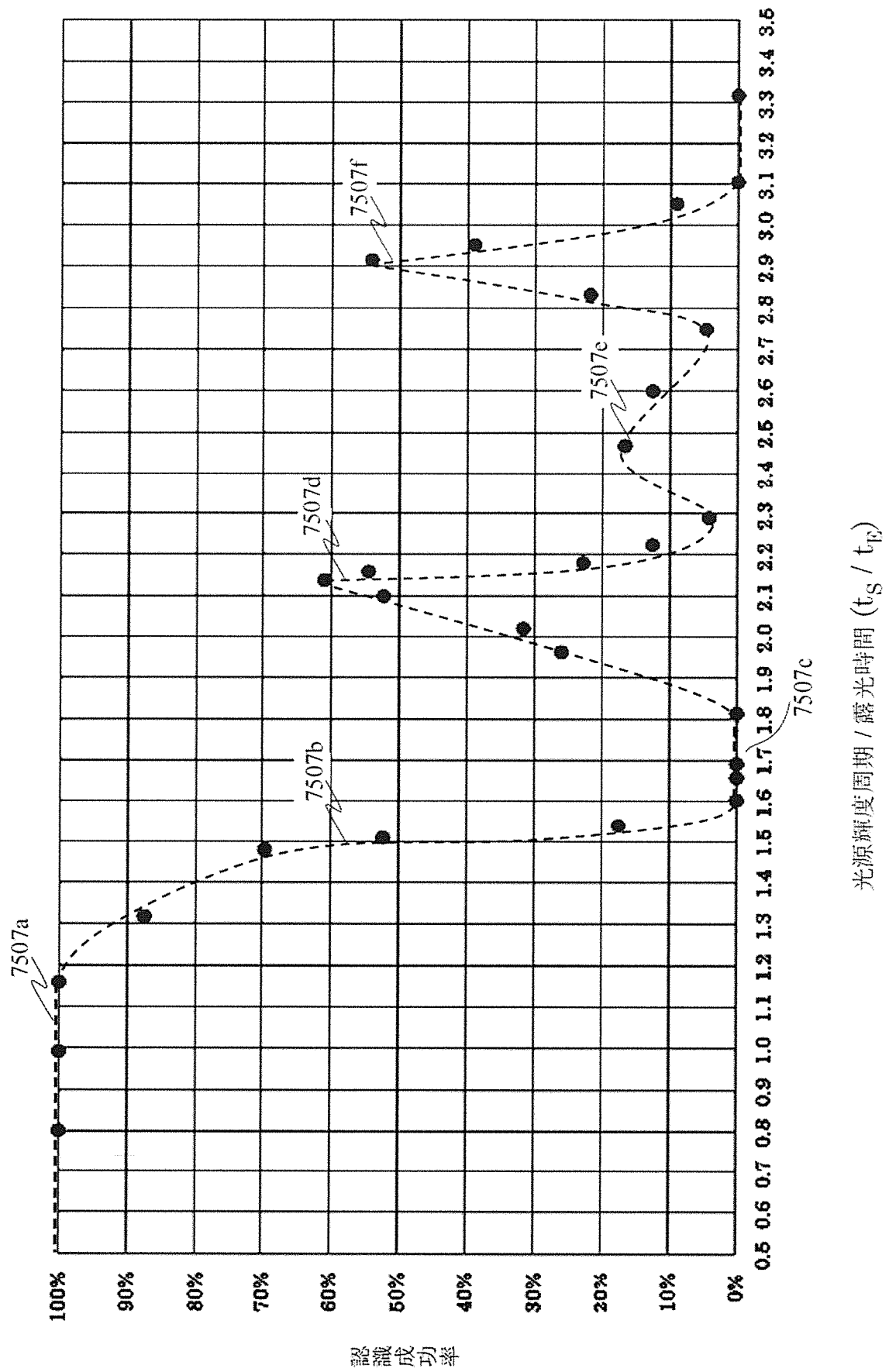


[図25H]

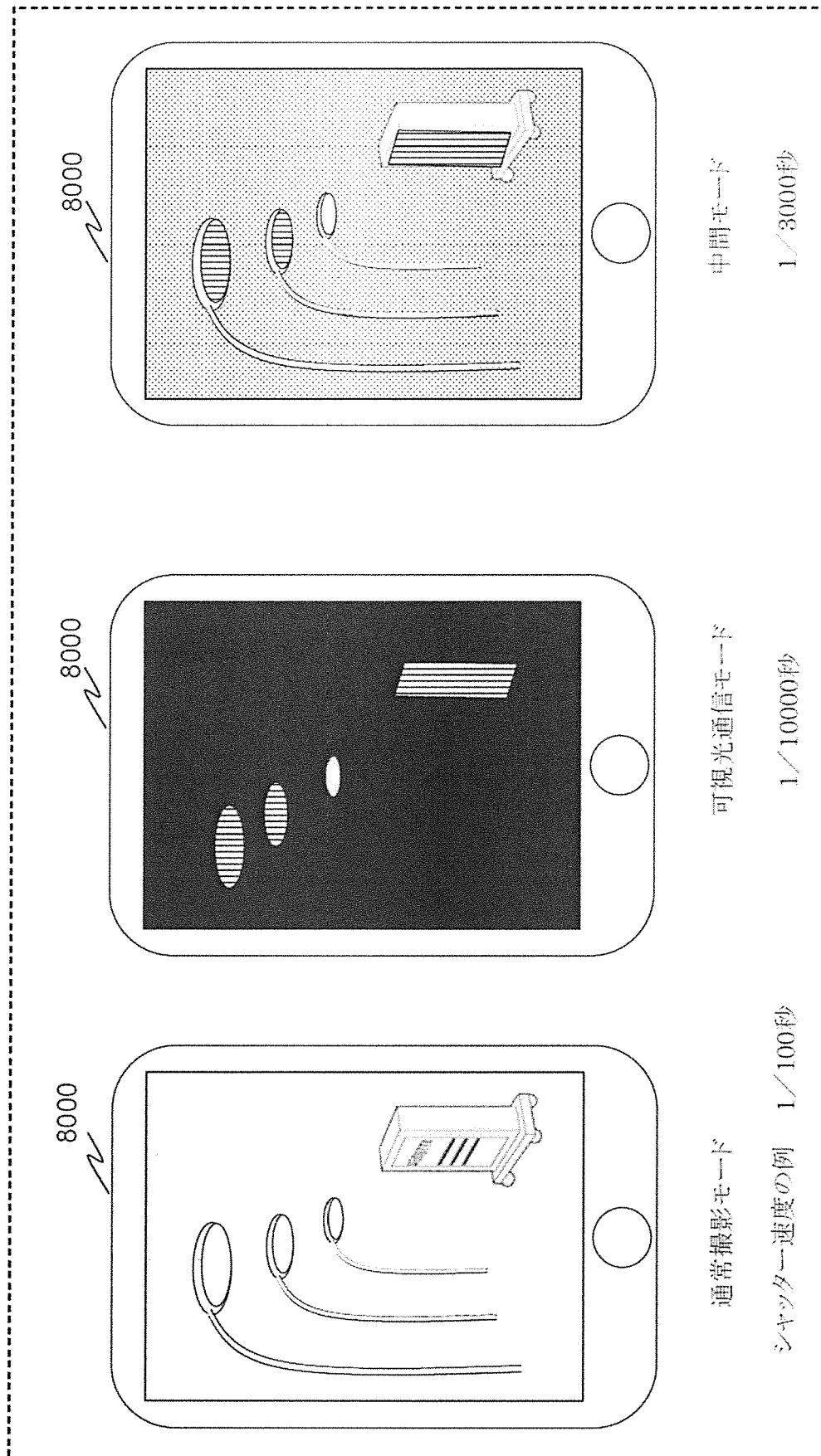
 $t_{HT} = 20$ マイクロ秒のとき

高周波ノイズの大きさ

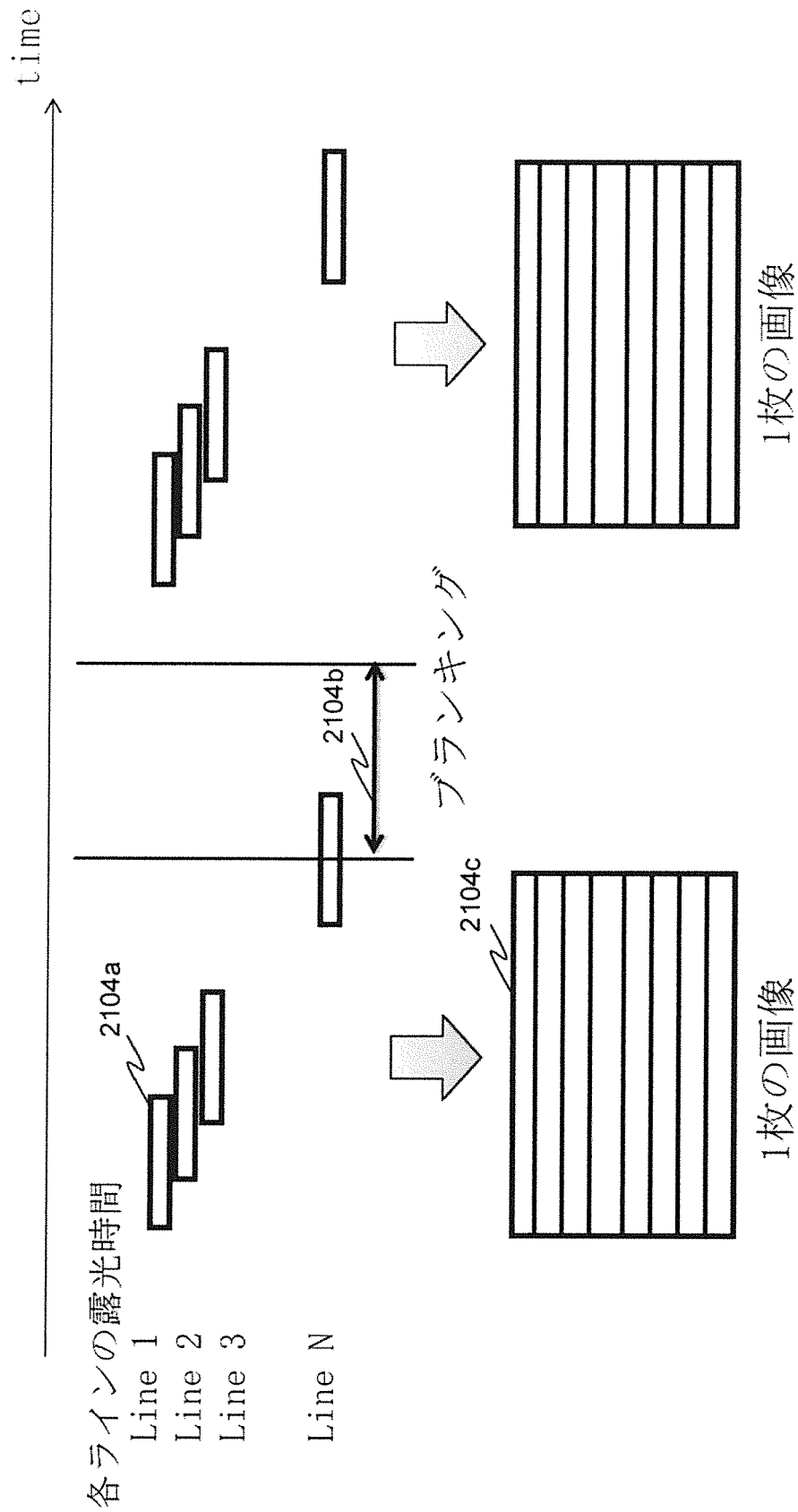
[図25I]



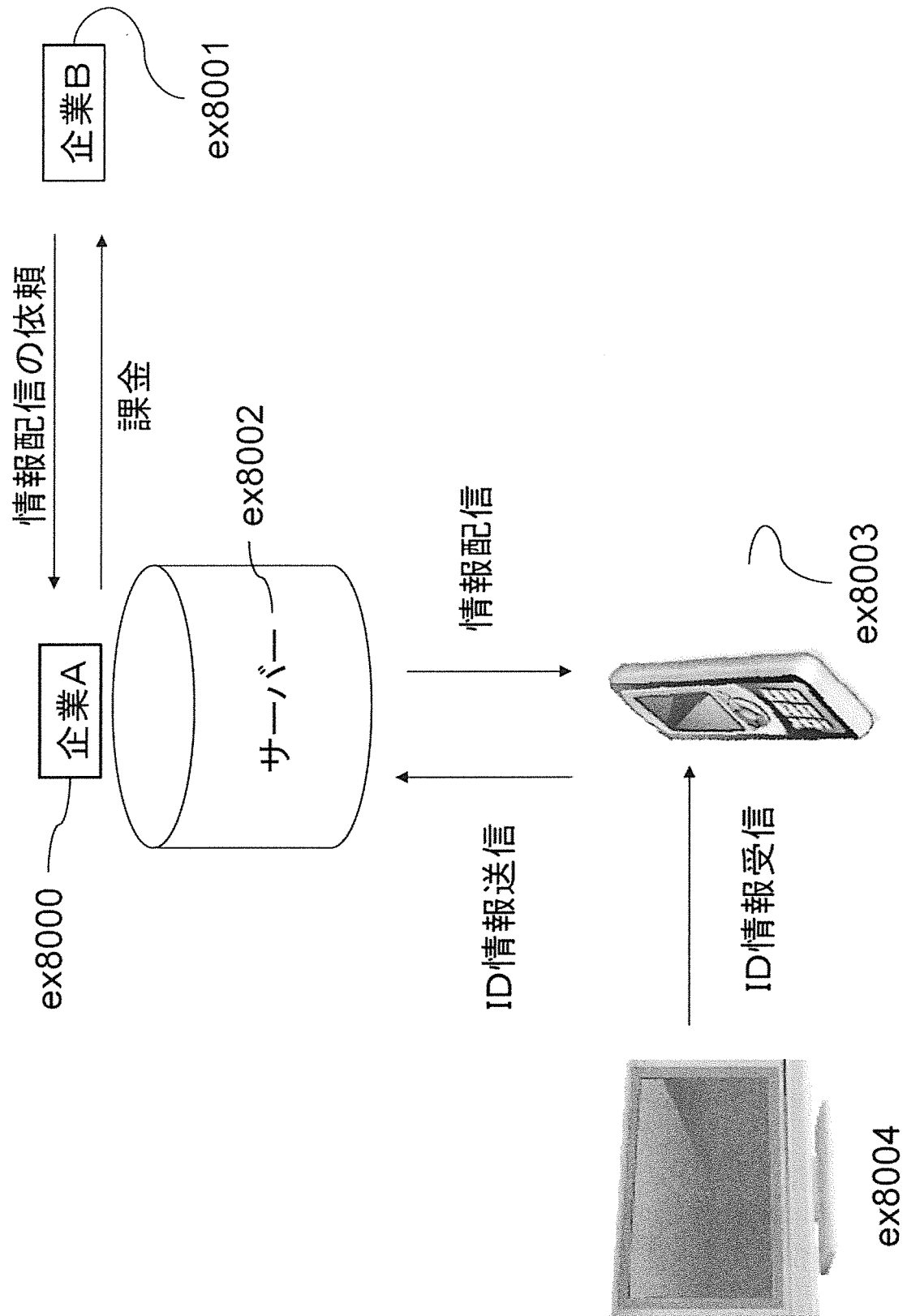
[図26]



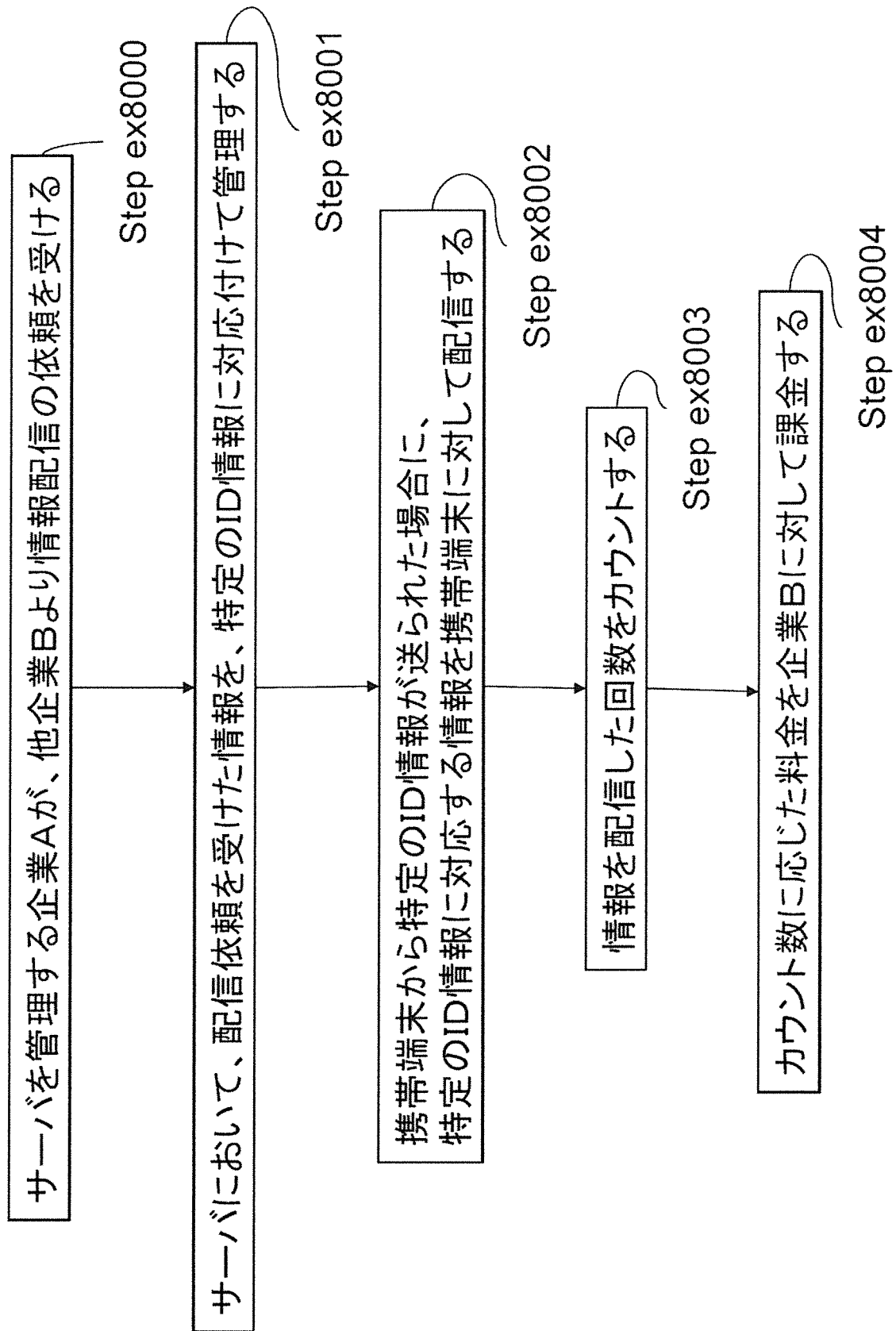
[図27]



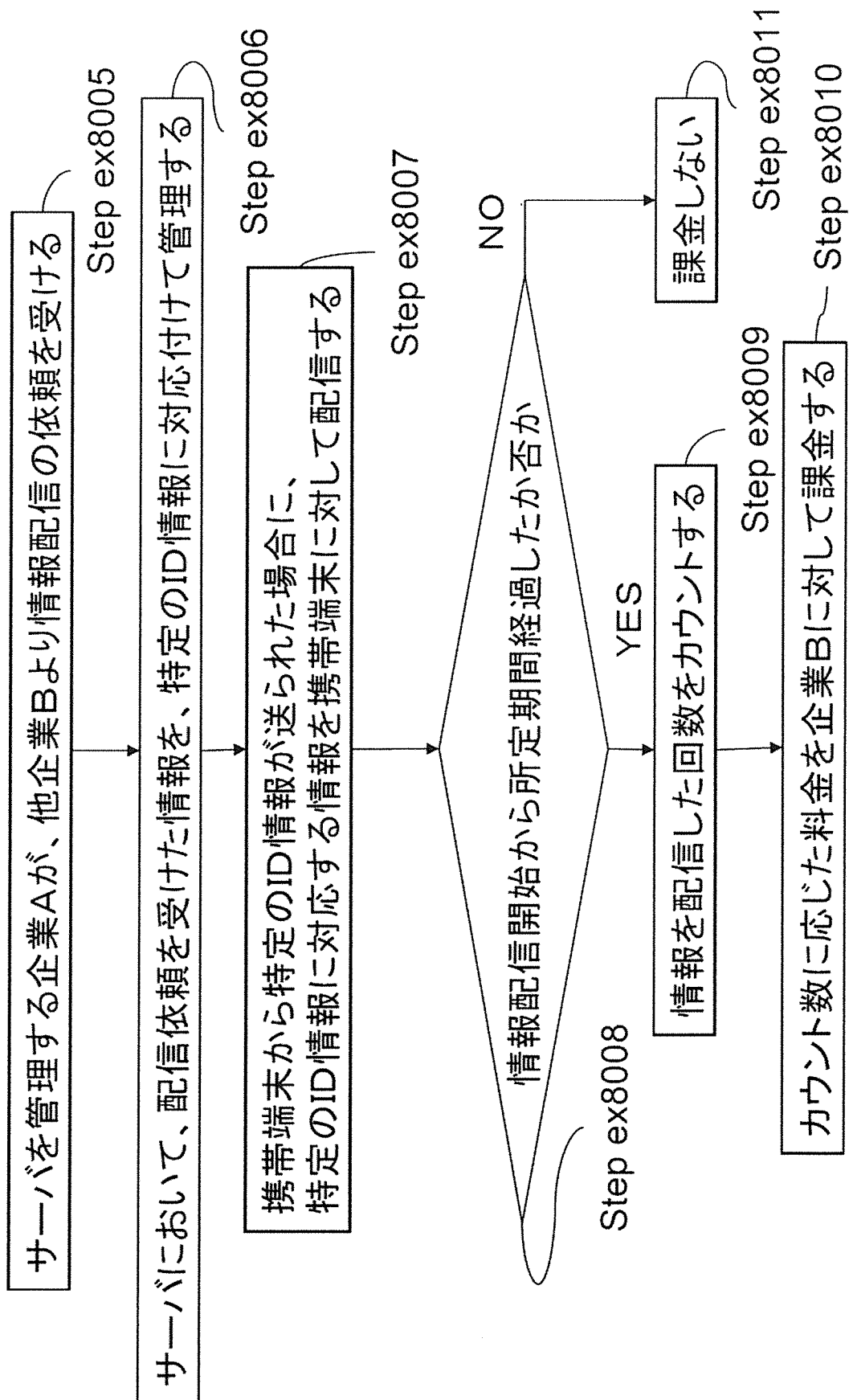
[図28]



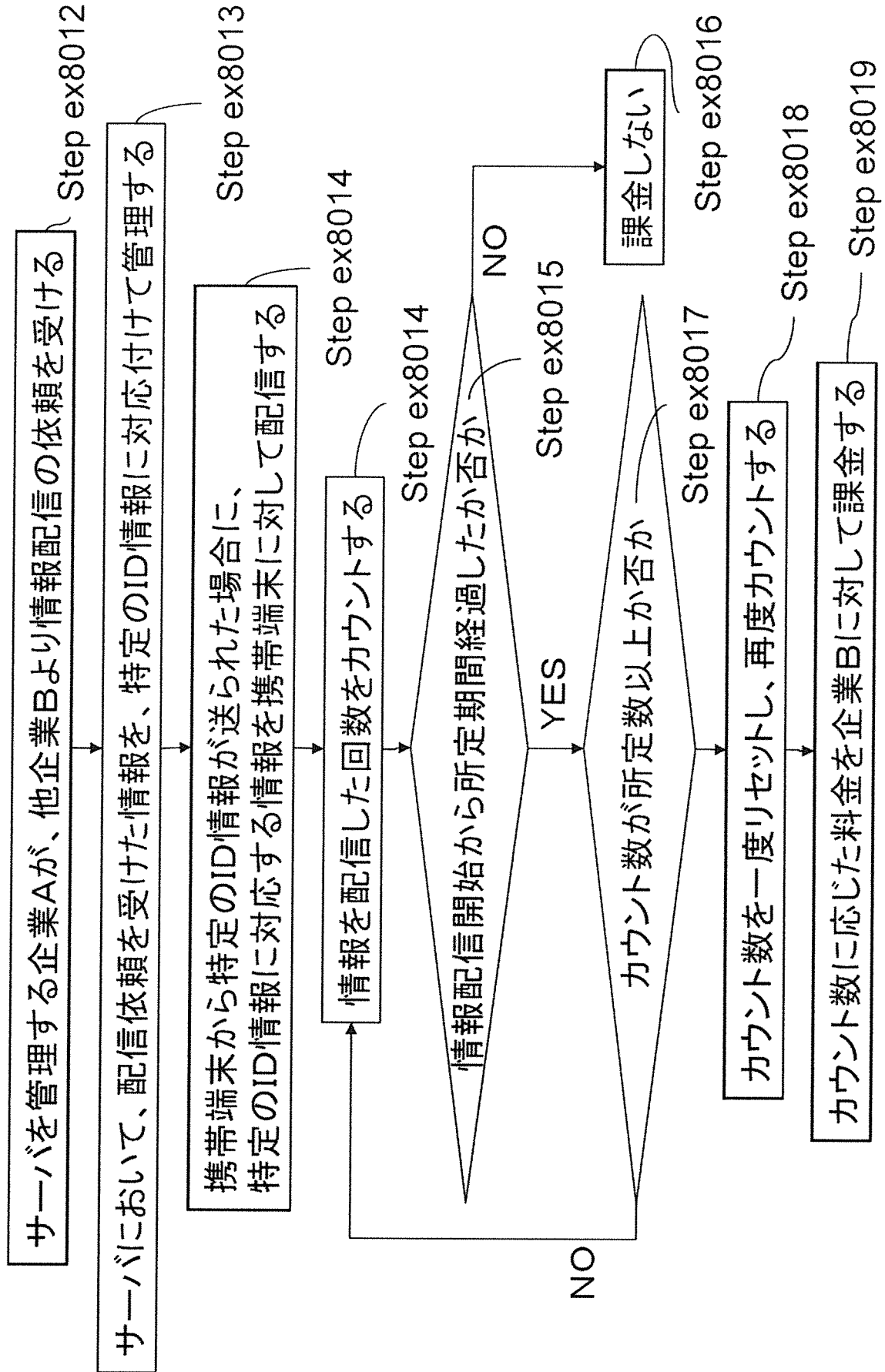
[図29]



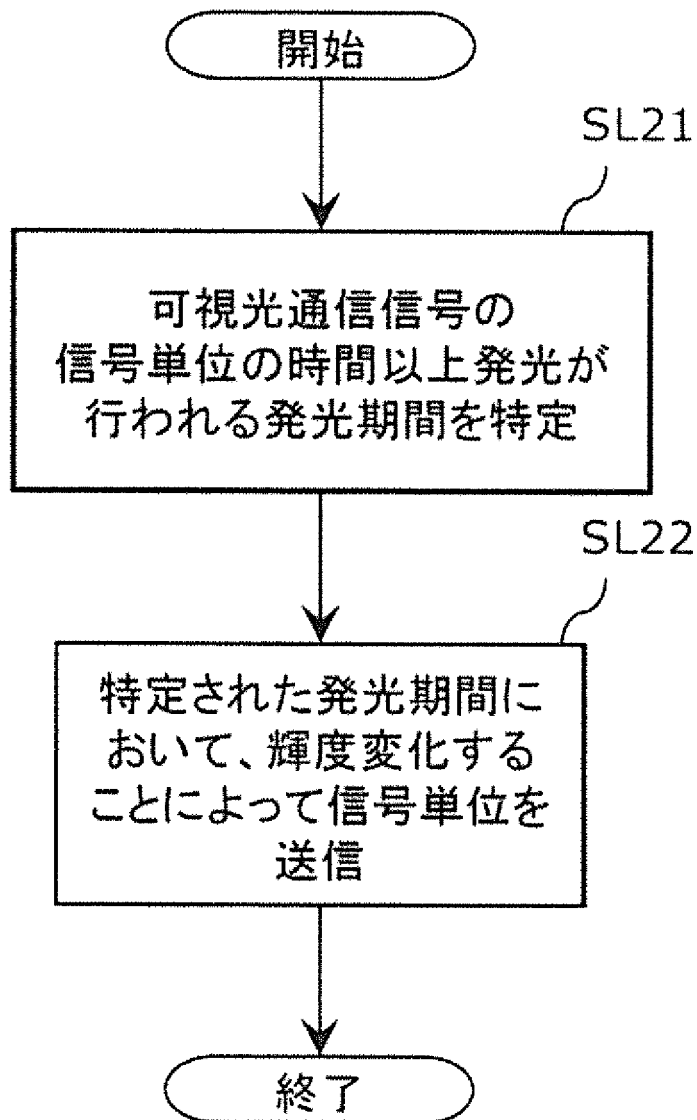
[図30]



[図31]



[図32A]



[図32B]

