

TELEVISION DISPLAY SYSTEM WITH FLICKER REDUCTION

5 This invention relates to television display systems and particularly to systems employing one or more field memories arranged to increase the field rate of displayed images to reduce flicker.

10 The threshold of perception of field flicker in a television display system is a function of the flicker frequency and the brightness of the display. Over the years displays have increased in brightness to the point where flicker is noticeable even in relatively high field rate systems (e.g., NTSC-60Hz) and clearly objectionable
15 in lower field rate systems (e.g., PAL-50Hz). A solution to this problem is to double the field rate and double (or quadruple) the line rate of displayed images as described, for example, by Lord et al. in U.S. Pat. 4,322,750 entitled TELEVISION DISPLAY SYSTEM which issued March 30,
20 1982. In an example of the Lord et al. system, a video input signal is stored in a field memory. Each stored field is recovered or "read" twice from the memory and displayed on a display scanned at double the line rate and double the field rate of the incoming video signal.

25 In the Lord et al. system, the memory read and write clocks are derived from the output of a sync separator circuit. It would be advantageous, in certain applications, to lock the memory read and write clocks to multiples of the color subcarrier reference frequency to
30 thereby simplify chroma demodulation and to minimize the possibility of cross-color effects and other undesirable artifacts in displayed images.

35 As recognized herein, however, the use of "burst-locked" clocking in a flicker reduction system can cause undesirable visual artifacts in displayed images when the video input signal is of "non-standard" form. As used herein, the term non-standard refers to video signals

wherein the ratio of the color subcarrier frequency to horizontal line frequency does not conform exactly to a specified broadcasting standard (e.g., 227.5 in the NTSC standard). Where, for example, the video source is a
5 video disc player, a video cassette recorder, a video "game" unit or some other non-standard source, the burst/line-frequency ratio may vary significantly. As a result, the number of video samples (pixels) in a horizontal line period will not, in general, be 910
10 (assuming a 4 fsc write clock). The number of 4 fsc clock periods contained within one horizontal line period, in other words, will differ from the standard and this difference may include a fractional part of one pixel.

The deviation of the number of samples (pixels) per line from the standard (910) is difficult to deal with because it represents a precession of the sampling signal clock phase with respect to the incoming horizontal synchronizing signal phase. The effect of this precession or "phase-slip" or "skew" is that horizontal timing errors
20 accumulate throughout each field scan. Moreover, in a flicker reduction system where a coherent 8 Fsc read clock is used with double (2H) standard rate deflection for the display, the 8 Fsc read clock precession relative to the 2H deflection will be double that of the 4 Fsc (write)
25 clock precession relative to the 1H incoming video signal. This problem can cause accumulated horizontal timing errors, for the assumed conditions, of 12% (or more) of a line over a field interval or full-pixel timing discontinuities between occasional lines. The visible
30 effects may be seen as picture skew, ragged edges or other undesirable artifacts.

In view of the foregoing, one might consider pre-processing the video signal prior to "speed-up" in the flicker reduction processor (FRP) with a conventional
35 time-base corrector (TBC). Examples of time-base correctors suitable for use with video tape recorder (VTR) reproduced signals are given in U.S. Patents 4,249,198 of Ito et al., and 4,443,821 of Kato, herein incorporated by

1 reference. In Ito et al. a digitized video signal
provided by an un-synchronized VTR is stored in the TBC
memory (one field) and the storage location as well as
delay prior to storage of the video signal is controlled
5 in response to the phase difference between the incoming
video synchronizing signal components and a constant
reference signal (e.g., "house synch"). The TBC of Kato
is specifically addressed to correcting intra-line
velocity errors of a VTR reproduced signal and includes a
10 velocity error detector for detecting velocity errors in
successive lines of the video signal written into memory.
A sample level compensator at the output of the TBC memory
adjusts the level of the video samples (pixels) read out
from the memory as a function of the detected velocity
15 error such that the level of the read out sample is
modified to be equal to the level that the read-out sample
should have had at the time it was read read if there had
been no velocity error.

It is recognized herein that the use of
20 conventional time-base correction techniques will not
solve the timing problems encountered in flicker reduction
video display systems. The problem in flicker reduction
systems involves more than time-base errors (e.g.,
"jitter"): it involves non-standard signals wherein there
25 may be a variation of the number of pixels per line and
this variation is effectively multiplied by the double
reading of the speed-up memory. The aforementioned
problem does not exist in conventional time-base
correctors because there each line is read only once and
30 at the same rate as it was written. Simply stated, in a
flicker reduction display system, the field memory is read
twice and the correction for the second read operation can
differ line by line than that needed for the first read
cycle and each read operation may require video delay
35 compensation which is a fractional part of a pixel
interval. Moreover, if left un-corrected, read errors
caused by variations of the number of pixels per line due

1 to a non-standard signal tend to accumulate as previously mentioned.

According to the present invention, a television display system comprises:

5 a video source for providing a video input signal of a given line rate and a given field rate;

a clock source for providing read and write clock signals synchronized at integer multiples of the frequency of a color subcarrier component of said video input
10 signal;

memory means coupled to said sources for storing at least one field of said video input signal and for providing to display device a video output signal having a field rate N-times said given field rate and a line rate at
15 least N-times said given line rate, N being an integer greater than unity;

skew generator means responsive to at least said write clock signal and to a line synchronizing component of said video input signal for providing a write clock skew
20 indicating signal for each line stored in said memory means and a read clock skew indicating signal for each line recovered from said memory means signal; and

means coupled to said memory means for imparting an effective delay to each line of said video output signal
25 as a function of a difference between said skew indicating signals, wherein said delay means comprises:

first means for delaying said video input signal as an inverse function of said write clock skew indicating signal prior to storage in said memory means; and

30 second means for delaying said video output signal as a direct function of said read clock skew indicating signal subsequent to recovery from said memory means.

The invention is illustrated in the accompanying drawings, wherein like elements are identified by like designators, and in which:

FIGURE 1 is a block diagram of a television receiver embodying the invention;

FIGURE 2 is an alternative form of receiver embodying the invention claimed in divisional application No. 89.147.01.1

FIGURE 3 is a timing diagram associated with the receivers of FIGURES 1 and 2;

FIGURE 4 is a detailed block diagram of skew measurement apparatus suitable for use in the receivers of FIGURES 1 and 2;

FIGURE 5 is a timing diagram associated with the apparatus of FIGURE 4;

FIGURE 6 is a block diagram of a delay device suitable for use in the receiver of FIGURES 1 and 2; and

FIGURE 7 is a block diagram of an alternative speed-up memory architecture suitable for use in the receivers of FIGURES 1 and 2.

The receiver of FIGURE 1 includes an antenna (ANT.) input terminal 10 coupled via a tuner, IF amplifier and video detection unit 12 of conventional design to the input of an analog-to-digital converter 14. Unit 12 processes RF modulated video signals applied to terminal 10 to provide a baseband analog video signal S1 which is converted to digital form (signal S2) in (A/D) converter 14. The RF signal (as herein before defined) may be provided by an antenna, a tape recorder, video game, computer or other source. An auxilliary (AUX.) input terminal 16 is provided for obtaining the analog baseband video signal S1' from a source having provisions for baseband video output.

The digitized video signal S2 is applied to a video processing unit 18 of conventional design which provides various processing functions such as color separation, luminance peaking, contrast control, hue and saturation control, etc. The processed video signal S3 is

1 applied to a burst locked clock 20, to a sync separator 22
and to a flicker reduction processor (FRP) 24 (outlined in
phantom). Clock 20 comprises a phase lock loop (PLL)
keyed by horizontal sync pulses FH provided by sync
5 separator 22 to provide read (FR) and write (FW) clock
signals having frequencies locked to eight-times and
four-times the frequency of the color subcarrier component
(burst) of video signal S3. For NTSC and PAL standard
video input signals the 4 Fsc write clock frequencies are
10 about 14.318 MHz and 17.734 MHz, respectively. The read
clock frequency (8Fsc) is double the write clock frequency
in this example of the invention in which the display
horizontal (line) and vertical field rates are double the
incoming video line and field rates.

15 The field rate of the video signal S3 is doubled
in flicker reduction processor 24 by means of a speed-up
memory 50 as will be described. Briefly, memory 50 stores
each incoming field and, as one field is being stored, the
previously stored field is recovered or "read" two times
20 thereby doubling the field rate of the video output signal
(S4). Since two output fields are produced during the
time interval of each incoming field, the line rate of the
video output signal is doubled. If it is desired to also
double the number of lines in each field (e.g., by
25 interpolation), then the line rate of the video output
signal would be quadrupled.

 The video output signal S4 is applied to a
conventional digital-to-analog (D/A) converter and matrix
unit 26 which converts signal S4 to analog R, G, B form
30 for application to a display unit 30. Horizontal and
vertical processing units 32 and 34, respectively, double
the frequency of the normal line rate (FH) and field rate
(FV) sync signals produced by sync separator 22 and supply
the double signals 2FH and 2FV to display 30 for
35 synchronizing the display sweep with the double field rate
video output signal S4. Since the field rate has been
doubled by repeating fields in flicker reduction processor
24, the number of lines per field of the displayed images

1 is unchanged. Therefore the vertical and horizontal
resolution of displayed images is not altered but the
flicker frequency is doubled since the fields are
displayed twice as often. For PAL and NTSC standard
5 signals the flicker frequency is increased to 100 Hz and
about 120 Hz, respectively. These frequencies are
substantially in excess of the persistence of the human
visual system and thus the displayed image will appear to
be flicker free for all practical purposes.

10 In the previously described flicker reduction
system of Lord et al. the speed-up memory receives clock
signals derived from the synchronizing component of the
video input signal. Accordingly, each picture element
(pixel, hereinafter) stored in the memory has a fixed
15 horizontal relationship to sync and the system is
therefore not subject to phase errors (skew) of the clock
relative to sync. The system clock 20 of FIGURE 1,
however, is locked to burst and therefore the system is
sensitive to clock skew errors because the input signal
20 will be stored in the speed-up memory with one phase
relative to the incoming sync and will be recovered from
the memory and displayed with a different phase relative
to the display sync. If uncorrected, the skew errors will
result in undesirable visual artifacts being displayed
25 such as ragged vertical edges, pixel missalignment and
whole pixel discontinuities during occasional lines.

In this example of the invention, skew errors of
the write clock are corrected prior to storage of the
video input signal S3 in speed-up memory 50 and skew
30 errors of the read clock signal FR are corrected upon
readout of each line stored.

Speed-up memory 50 of flicker reduction
processor 24 comprises a pair of one field memories 52 and
54 and a four-pole two-position switch having input and
35 output sections 56A and 56B, respectively. For the switch
position shown, input section 56A applies the write clock
signal FW to memory 52 and couples the video input signal
to memory 52 via a delay unit 60 thereby storing the video

1 input signal S3 in memory 52 and imparting a write skew
correction to signal S3 in proportion to the delay
provided by unit 60. Concurrently, switch section 56B
applies the read clock (FR) to field memory 54 and couples
5 the output of memory 54 to D/A and matrix unit 26 via a
further delay unit 62 thereby imparting a read skew
correction to signal S4 in proportion to the delay of unit
62. This process continues line by line until one entire
field of signal S3 has been stored in memory 52 and the
10 field previously stored in memory 54 has been read two
times. The position of switch sections 56A and 56B is
then reversed and the process is repeated with the video
input signal being stored in memory 54 and the previously
stored field being recovered from memory 52.

15 The delay imparted to the video input signal S3
by delay unit 60 is inversely related to the value of the
write clock skew, which is measured in horizontal
processing unit 32 and stored in a latch 70 as will be
described. An inverse relationship is obtained by means
20 of a subtractor 72 which subtracts the skew data word
stored in latch 70 from a constant (32 in this instance)
and the resultant difference signal is supplied to control
the delay of unit 60. The number "32" corresponds to the
period of one cycle of the write clock as will be
25 explained. Thus, as the write clock skew increases, the
output of subtractor 72 decreases thereby advancing the
signal S3 in time in proportion to the skew.

As an example, if the write clock skew at the
start of a line is one-quarter pixel, then the delay of
30 unit 60 will be reduced by one-quarter pixel from its
initial delay (e.g., one pixel) whereby the line of signal
S3 stored in speed-up memory 50 will be "de-skewed", that
is, it will be stored with a skew of essentially zero with
respect to horizontal sync. All lines stored will
35 therefore have essentially no skew with respect to the
video input signal.

The write skew information comprises a five-bit
word which represents the time interval between the

center of the horizontal synchronizing component of the video input signal S3 and the leading edge of the last write clock pulse preceding it. (FIG. 3), waveforms B and C). This time difference is expressed herein in terms of fractions of one cycle of the write clock period. The 5-bit representation of the skew thus represents the skew error in terms of thirty-secondths of one write clock period. This is illustrated in FIGURE 3 wherein waveform A represents the horizontal line interval of signal S3, waveform B represents the horizontal synchronizing component of signal S3 and waveform C represents the 4 Fsc write clock signal FW (not to scale). The time interval between the positive transition (up arrow) of the write clock (C) and the center of horizontal sync of signal S3 (B) is labeled "Primary Skew" in the drawing because it is used for two purposes in the flicker reduction processor. Firstly, the primary skew is the directly measured skew of the write clock and it is used for all write clock skew corrections. As each line of the video input signal S3 is stored in speed-up memory 50 it is advanced in time by the value of the "primary" skew value stored in latch 70 and thus each stored line has a fixed time relationship to horizontal sync of signal S3.

The second function of the "primary" skew data is to provide a basis for read clock skew correction by delay unit 62. Recall that delay unit 60 only "de-skews" the video input signal S3 with respect to the write clock skew. The read clock signal FR is, however, also skewed with respect to the double line-rate horizontal deflection of display 30 when non-standard signals are received. Each line read from the speed-up memory 50 is delayed by delay unit 62 by an amount equal to the skew of the read clock with respect to the double line rate deflection of display 30. The read clock skew therefore must be determined by some means. This might be done, for example, by directly measuring the skew of the read clock with respect to the double line-rate horizontal

1 synchronizing signal 2-FH supplied to display 30. In the example of the invention of FIGURE 1, however, the read clock skew is not directly measured but, rather, is derived from the write clock skew as will be explained.

5 In more detail, a "primary" skew signal produced in processor 32 represents the skew of the write clock as previously indicated. The read clock is operated at twice the frequency of the write clock. Accordingly, the read clock skew with respect to the double line-rate
10 deflection has a predictable relationship with the write clock skew. Specifically, the read skew of each line recovered from speed-up memory 50 at the start of a write cycle equals twice the value of the write or "primary" skew. This follows because the read clock period is
15 exactly one half of the write clock period. Thus, a write skew error of a given value need only be doubled to represent a read skew error of each line read during the first half of a write operation (e.g., lines M, and M+2 of FIG. 3).

20 Memory 50, it will be recalled, is read twice as quickly as it is written. If one were to use the measured write skew or "primary" skew for correcting all read skew errors, then every other line (M+1, M+3 FIG. 4) would be displaced by one line's worth of accumulated skew thus
25 producing a serrated edge effect in displayed images. This problem is solved by estimating the write clock skew with respect to the double line rate deflection and doubling the estimated value to arrive at the read clock skew for displayed lines which begin in the middle of each
30 write operation (e.g., M+1, M+3, etc.).

The estimate of read clock skew is performed by arithmetic circuits in processor 32 and is referred to herein as "secondary" skew. The calculation is made in unit 32 by measuring the period of the incoming horizontal
35 sync pulses, dividing the period by two to give the period of the 2-FH deflection pulses and adding the result to the write clock skew. The fractional part of the sum represents the skew of the read clock with respect to the

2-FH deflection for all lines read from memory 50 during the second half of one write operation (M+1, M+3, etc). This "secondary" skew data is stored alternately with the primary skew data in a latch 80 for controlling the delay of unit 62 directly in proportion to the read skew. The primary skew is stored in latch 80 during lines M, M+2, etc. The secondary skew is stored during lines M+1, M+3, etc.

Since the primary and secondary skew values are both derived from measurements of the write clock and not the read clock, these values of skew must be doubled when determining the delay imparted to the video output signal S4 by delay unit 62. This function is provided by a multiplier 82 which couples the output of the read skew latch to delay unit 62.

The primary and secondary skew data provided by processor 32 could be coupled directly to processor 24 for storage in latches 70 and 80. If done in parallel form a large number of conductors would be required. Horizontal processing unit 32 avoids this problem by sending the primary and secondary skew data in time division multiplexed form to flicker reduction processor 24 via a single conductor 33. The data format is illustrated in FIG. 3 by waveform D (not to scale). The primary skew data for lines M, M+2, etc. is identified by a low level of the signal waveform for two clock cycles. This identifying "preamble" is followed by a five bit word representing the primary skew data. The secondary skew data is sent at the beginning of lines M+1, M+3, etc. but is preceded by a one clock cycle preamble to identify it as secondary (calculated) skew information. Timing for the skew data is provided by the negative transition of the "preamble" pulse which occurs at the leading edge of the last write clock pulse prior to the center of the horizontal synchronizing component of the video input signal S3.

The skew data is demultiplexed and stored in latches 70 and 80 in processor 24 by means of a serial-in

parallel-out (SIPO) register 90, a pulse width detector 92 and a two input OR gate 94. Register 90 converts the serial skew data to parallel form and supplies the parallel data to the inputs of the read and write latches via bus 91. Pulse width detector 92 identifies the preamble of the data as being P (primary) or S (secondary). The "P" output of detector 92 is applied directly to the clock input of the write latch. The P and S outputs are applied to the clock input of the read latch 80 via OR gate 94. Accordingly, as illustrated by waveform E in FIG. 3, the primary skew data is stored in the write latch 70 at the start of each line being written in speed-up memory 50. As shown by waveform F, the primary and secondary skew data are alternately stored in the read latch 80. The primary skew data is used for correcting the skew of the output signal for all lines which are read during the first half of each write operation (M, M+2, etc.) and secondary skew data is used for all lines read during the second half of each write operation (M+1, M+3, etc.). The timing edge which accompanies the multiplexed skew data may be used for resetting the read address counter (not shown) for memory 50 to initiate the read operations for each line.

When implementing the system of FIGURE 1 it is necessary to impart fractional clock period delays to both the video input signal S3 and to the video output signal S4 as previously explained. For this purpose the delay units 60 and 62 may be implemented, illustratively, by means of a two-point linear interpolator as shown in FIGURE 6. The video signal to be delayed (S3 or S4) is applied via a multiplier 600 to one input of an adder 602 and via a cascade connection of another multiplier 604 and a delay latch 606 to the other input of adder 602. Latch 606 provides a one clock period delay (e.g., 70 nanoseconds for signal S3 or 35 nanoseconds for signal S4). The multiplier coefficients (K and 1-K) are provided by a read only memory (ROM) 608 which varies the gain of multiplier 604 in direct proportion (K) to the skew data

(from latch 70 or 80) and varies the gain of multiplier 600 inversely $(1-K)$ as the skew data whereby the ratio of delayed and non-delayed signals which are added in adder 602 are controlled by the values of the skew data. For example, when the skew data is zero the value of K is zero and the input signal passes without delay through multiplier 600 and adder 602 to the output. As K increases more of the delayed signal and less of the undelayed signal are added thereby increasing the delay of the output signal. In the limit ($K=1$) all of the input signal passes through the delay latch 606 to the output thereby delaying the signal by one full period of the clock.

When delaying a video signal by means of an interpolator as described, the signal is necessarily subjected to interpolation error. In the system of FIGURE 1 the video signal is delayed prior to storage in speed-up memory 50 to correct write clock skew errors and is delayed again when it is recovered from the memory to correct read clock skew errors. If the delay is provided by interpolators, the interpolation errors are cumulative. This problem is avoided in the system of FIGURE 2 by providing all delay for clock skew correction subsequent to speed-up of the video signal in memory 50.

As an overview, in FIGURE 2 the write clock skew signal is stored in the speed-up memory along with the video signal S3 and the arithmetic operations of adding a constant and subtracting the write clock skew are done subsequent to speed-up when the skew data is recovered from the memory. This enables the read and write clock skew data to be combined for controlling delay unit 62 and thus eliminates the need for interpolation prior to video speed-up and therefore provides a desirable reduction in interpolation errors.

In detail, latches 70 and 80 store the read and write clock skew data as previously described. The write clock skew data is combined with the video input signal S3 for storage in speed-up memory 50 by means of a multiplex

switch 74 which is operated at line rate (FH) to insert the write skew data in the horizontal blanking interval of the video signal S3. This method of storing the skew data in speed-up memory 50 has the advantage of requiring no additional memory locations since the skew data replaces video data during the blanking interval. Alternatively, the write skew data may be stored directly in memory 50 in locations specifically assigned for it thereby eliminating the need for a multiplex switch but requiring a small increase in memory space (e.g., 5 bits per line).

The write skew data is recovered from memory 50 and separated from the video output signal S4 by means of a further multiplex switch 76 and stored in a further write skew latch 78. Switch 76 also may be deleted if the write skew data is stored directly in memory 50 rather than being inserted in the horizontal blanking interval of the video signal as previously explained. The read skew data stored in latch 80 is doubled in multiplier 82 and added to the constant "32" in an adder 77. As previously explained, the read skew is doubled because it is calculated in unit 32 on the basis of the write clock which has twice the period of the read clock. The constant "32" represents the time interval of one clock period and is added to ensure that the delay correction value is always a positive number. The write skew data stored in latch 78 is subtracted from the output of adder 77 by means of a subtractor 79 and the resultant difference signal is applied to delay unit 62 for correcting read and write clock skew errors concurrently. The delay correction, expressed mathematically, thus equals $X + 2SR - SW$ wherein SR is the skew of the read clock, SW is the skew of the write clock and X is the constant used to avoid "negative" delays. This correction is mathematically the same as in the example of FIGURE 1 but the interpolation error in the example of FIGURE 2 has been reduced by a factor of two due to the elimination of delay unit 60.

FIGURE 4 is a detailed block diagram of horizontal processing unit 32. The principal elements, outlined in phantom, comprise: (1) a phase lock loop 402 which measures the primary skew and measures the period of the horizontal synchronizing component of the video input signal; (2) a skew and timing processor 404 which calculates the secondary skew from the primary skew and the period of the video input signal and multiplexes the skew (and timing) data to flicker reduction processor 24; and (3) a phase correction loop 406 which generates double line rate deflection pulses (2 FH) for display unit 30. An integrated circuit which includes these elements is type DPU 2532 Deflection Processor Unit which is described at pages 47-72 of the databook "Digit 2000 NTSC Double-Scan VLSI Digital TV System" of ITT Intermetall, edition 1985/5.

Phase lock loop 402 (outlined in phantom) includes a counter 410 which is clocked by the 4 Fsc write clock signal FW and reset by a comparator 412 when the count equals the period, T, of the horizontal synchronizing component, FH, of the video input signal S3. The period of signal S3 is determined by means of an accumulator 414 and an adder 416 as follows. The sync signal FH from separator 22 is low pass filtered by filter 418 and applied to accumulator 414 which measures the time difference between the center of pulse FH and the occurrence of a master sync pulse MS provided by a decoder 420 coupled to the output of counter 410. This time difference (or error) signal is scaled so as to represent the error in terms of cycles (and fractional cycles) of the write clock. It is then low pass filtered (in filter 419) and added in adder 416 to the number 910 which equals the number of 4 Fsc write clock periods in one line of an NTSC standard signal. The period indicating signal, T, thus provided by adder 416 controls the threshold of comparator 412 thereby locking counter 410 to the horizontal synchronizing component of the video input signal.

When non-standard signals are received the period of counter 410 will be in error by an amount equal to the skew of the write clock signal. This results because counter 410 only counts integer cycles of the write clock signal whereas the period of the sync pulses FH may include a fraction of one clock cycle. Since the master sync pulse MS is generated by decoding the count of counter 410 it, too, will occur only at integer cycles of the write clock and so will also be in error by the amount of the write clock skew. The output of accumulator 414 will also include the skew error because it is synchronized by pulse MS. The remaining elements of PLL 402 provide the function of detecting the skew of the write clock and correcting the skew error of the period signal, T.

Skew errors are detected by means of a latch 422 and an adder 424. Skew, it will be recalled, is the time difference between clock and sync expressed in fractions of a clock cycle as shown in FIG. 3. If it is assumed that the value of the period indicating signal, T, correctly represents the line period of the video input signal, and if the fractional part of signal T is not zero, then line-to-line changes in the skew will be occur. As an example, if the period of signal FH is exactly 910.1 clock cycles long, then the write clock FW will precess with respect to sync (FH) at the rate of exactly 0.1 clock cycles per line. Thus, if the skew is zero at the start of line 1, it will be 0.1 at the start of line 2, 0.2 at the start of line 3 and so on. Skew data is generated by means of adder 424 which adds the skew of the previous line (stored in latch 422) to the period signal T. The fractional part of the sum is then stored in latch 422 which thus functions as an accumulator for the skew data. The integer part of the sum is applied to comparator 412 for adjusting the period of counter 410.

Skew detection was based on the assumption that the period indicating signal T correctly represented the period of the video input signal. From the previous

discussion, however, the accumulator 414 output contains the skew error because it is timed by pulse MS which can only occur at integer clock cycles. This error is removed from signal T by means of subtractor 426 which subtracts the detected skew data provided by latch 422 from the output of accumulator 414.

Accumulator 414 provides phase measurements to an accuracy finer than the resolution of the system clock (FW). It may be constructed as described, for example, in US pat. 4,471,299 which issued September 11, 1984. FIGURE 5 herein provides a simplified illustration of how the measurements may be made. Waveform A shows pulse FH as a function of time. Accumulator 414 essentially measures the areas of pulse FH which precede (Area 1) and follow (Area 2) pulse MS (Waveform B). This may be done by setting the accumulator count initially to zero, decrementing the count in proportion to the magnitude of pulse FH at each clock cycle (vertical tic marks) which precede pulse MS and incrementing the count in proportion to the amplitude of pulse FH at each clock cycle after pulse MS. If pulse MS is exactly aligned with the center of pulse FH (as shown) then areas 1 and 2 will be equal and the accumulator output will be zero. If pulse MS precedes the center of pulse FH, then the areas will differ (as shown in by C and D) and the accumulator output will be proportional to the cross-hatched area. This area represents the time difference between pulse MS and the true center of the horizontal sync pulse FH. One may then scale the accumulator output to express the result in terms of write clock cycles (and fractions thereof).

Skew and timing processor 404 includes arithmetic circuitry for deriving the secondary skew data from the primary skew data and multiplex circuitry for transmitting the skew data to flicker reduction processor in the format shown by waveform D of FIGURE 3. The secondary skew data S is produced by an adder 430 which adds the primary or write clock skew data P provided by

latch 422 to the output of a divider 432 which divides the period signal T by 2. The fractional part of the sum of the half period ($T/2$) signal and the write clock or primary skew P is the skew of the read clock (secondary skew, S) for lines $M+1$, $M+3$ etc. (FIG. 3).

The integer part of the sum signal provided by adder 430 is used to generate double line-rate (i.e., 2-H) timing pulses as follows. The ramp signal produced by counter 410 ranges from zero to some maximum value (e.g., 910 for NTSC standard signals or within a few counts of 910 for non-standard signals). A subtractor 434 subtracts the counter signal from a constant (labeled "delay control data") thereby producing an inverted ramp (as shown) which begins at a positive value determined by the value of the delay control signal and proceeds through zero to a negative peak. Zero crossings are easily detected in digital system and by varying the delay control signal, the zero crossing time of the ramp may be advanced or retarded. Line rate timing pulses (1-H) are produced by detecting zero of the ramp signal provided by subtractor 434. Double line rate (2H) timing pulses are produced by offsetting the ramp by one-half period ($T/2$) and detecting zero. (The offset is provided by adder 436, detection is provided by zero detector 422). By this means it is ensured that any change in the position of the line-rate (1-H) pulses will be tracked exactly by the double line-rate (2-H) pulses when the delay control signal is varied for such purposes, illustratively, as correcting the display sweep for processing delays the speeded-up video signal S_4 may be subjected to.

The skew data is converted to serial form (FIG. 3 waveform D) by means of a parallel-in serial-out (PISO) register 440 which is timed by pulses produced by a zero detector 442. A line rate operated switch 444 alternately applies the 1-H and 2-H ramp signals (from subtractor 434 and adder 436 respectively) to detector 442 and alternately supplies the primary (P) and secondary (S) skew data (from latch 422 and adder 430, respectively) to

1 PISO 440. Detector 442 triggers PISO 440 to transmit the
P or S skew data to flicker reduction processor 24 when
the 1-H or 2-H ramp signal it receives equals zero.
Switch 444 is controlled by a flip flop 446 which divides
5 double line rate (2-H) deflection pulses produced in phase
correction loop 406 by two. Thus, as shown in FIG. 3 by
waveforms D, E and F, the primary and secondary skew
signals are multiplexed to flicker reduction processor 24
and processed as previously described.

10 Phase correction loop 406 receives the ramp
signal of subtractor 434 and the timing and skew signals
from switch 444 and generates double line-rate deflection
signals (2-FH) for display 30. The ramp output of
subtractor 434 is detected by a decoder 450 to provide a
15 delayed, line-rate (1-H) master sync pulse (MS'). The
double line-rate sync pulses 2FH are produced by means of
a phase detector 452 which compares the phase of flyback
pulses FB produced by a deflection driver 454 (and
digitized by a converter 456) with pulse MS'. Since the
20 master sync pulse MS' occurs on a clock edge, it contains
skew errors which will appear in the output of phase
detector 452. These are removed by subtractor 453 which
subtracts the skew data of processor 404 from the output
of detector 452. The error signal (at the output of
25 subtractor 453) produced by detector 452 is low pass
filtered in filter 458 and added in adder 460 to the
timing and skew signals provided by switch 444. The
integer part of the resultant sum signal is zero detected
by detector 462 thereby producing double line-rate pulses
30 2-FH which are applied to the deflection driver via a
delay unit 464 controlled by the fractional part of the
sum signal provided by adder 460 to thereby correct for
clock skew errors in the deflection pulses (2-FH). In
effect, the same primary and secondary skew signals used
35 for correcting memory read/write operations are applied to
the deflection driver to ensure that the display sweep is
corrected in the same manner as the memory skew errors.

Accordingly, skew errors which are corrected in the flicker reduction processor 24 are not re-introduced by deflection skew errors.

- The speed up memory 50 of FIGS 1 and 2 may be
- 5 modified as shown in FIGURE 7 to reduce the memory storage requirements. Specifically, the two one-field memories 52 and 54 may be replaced by a one field memory (RAM) 702 provided with input and output buffers 704 and 706 respectively. In operation, buffer 704 time compresses
- 10 each line of the video input signal to be stored in the field RAM so that data can be read from the RAM between each write cycle. Stored lines are extracted from RAM 702 in groups of two or more lines at a time and stored in the output buffer 706 for subsequent readout in serial form.
- 15 This memory organization allows the equivalent of simultaneous read/write operation so that read out of a field can begin as soon as half the lines are stored as shown by the associated read and write timing diagrams.



CLAIMS:

1. A television display system comprising: a video source for providing a video input signal of a given line rate and a given field rate; a clock source for providing read and write clock signals synchronized at integer multiples of the frequency of a color subcarrier component of said video input signal;

memory means coupled to said sources for storing at least one field of said video input signal and for providing to display device a video output signal having a field rate N-times said given field rate and a line rate at least N-times said given line rate, N being an integer greater than unity;

skew generator means responsive to at least said write clock signal and to a line synchronizing component of said video input signal for providing a write clock skew indicating signal for each line stored in said memory means and a read clock skew indicating signal for each line recovered from said memory means signal; and

means coupled to said memory means for imparting an effective delay to each line of said video output signal as a function of a difference between said skew indicating signals, wherein said delay means comprises:

first means for delaying said video input signal as an inverse function of said write clock skew indicating signal prior to storage in said memory means; and

second means for delaying said video output signal as a direct function of said read clock skew indicating signal subsequent to recovery from said memory means.



2. A display system as recited in Claim 1 wherein said skew generator means comprises:

measurement means coupled to said video source and to said clock source for providing a primary skew indicating signal representative of a skew error of said write clock signal with respect to said line synchronizing component of said video input signal and for providing a secondary skew indicating signal derived from said primary skew indicating signal; and

means coupled to said measurement means for deriving said read clock skew indicating signal from said primary skew indicating signal and from said secondary skew indicating signal during mutually exclusive time intervals.

3. A display system as recited in Claim 2 wherein said means coupled to said measurement means comprises storage means, circuit means for causing said primary and secondary skew indicating signals to be stored alternately in said storage means during respective line intervals of said video output signal, and means for effectively multiplying the value of the stored skew indicating signal to provide said read clock skew indicating signal.

4. A display system substantially in accordance with Figure 1 of the accompanying drawings on its own or taken together with any of Figures 3-7.
