Using a 3D system for measuring pavement macro-texture

By Richard Wix Australian Road Research Board

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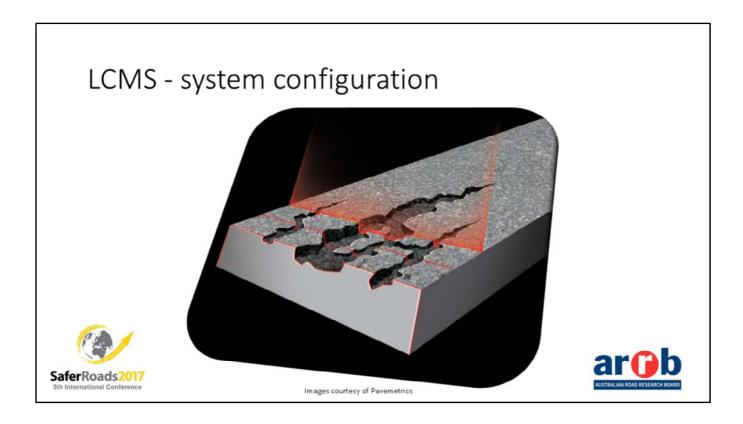
Summary

- 3D technology
- Texture measurement
- Validation testing
- Observations
- Conclusions & future work



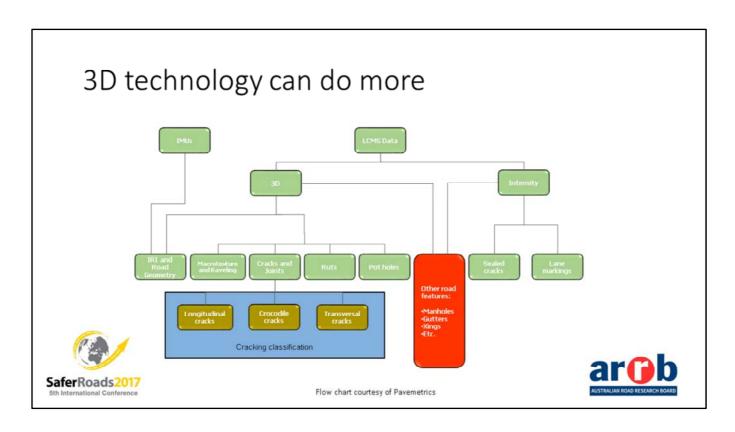




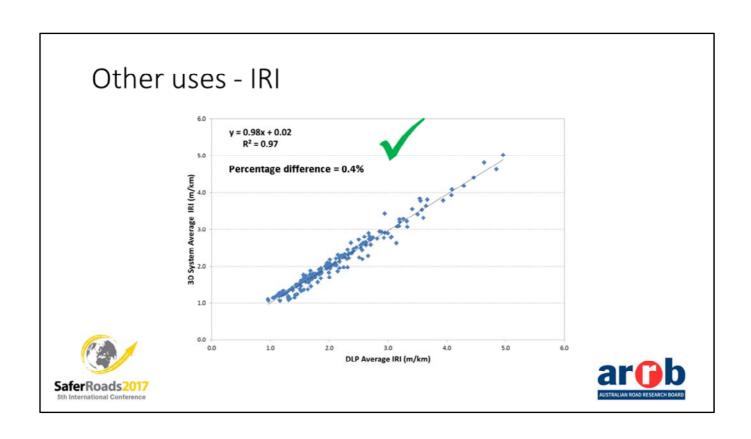


Typical uses of 3D technology Typical uses of 3D technology

Cracking and pavement distresses, rutting.



Other stuff that 3D technology can be used for



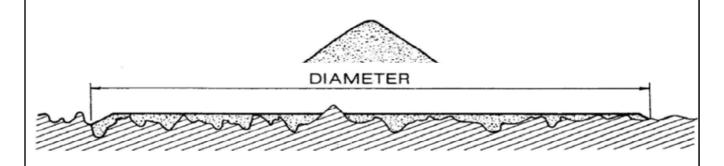
Other uses – pavement macro-texture







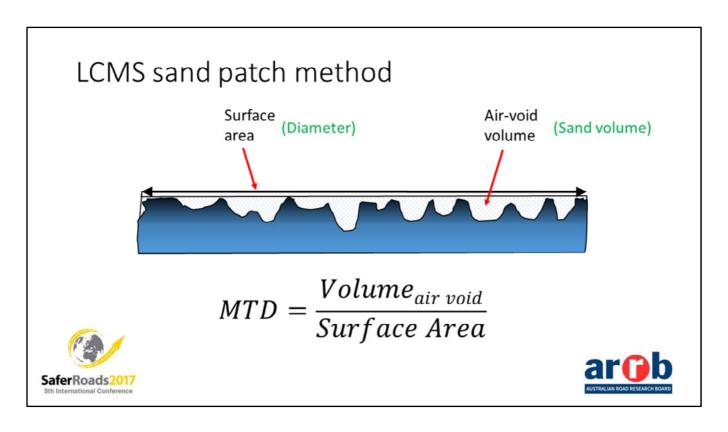




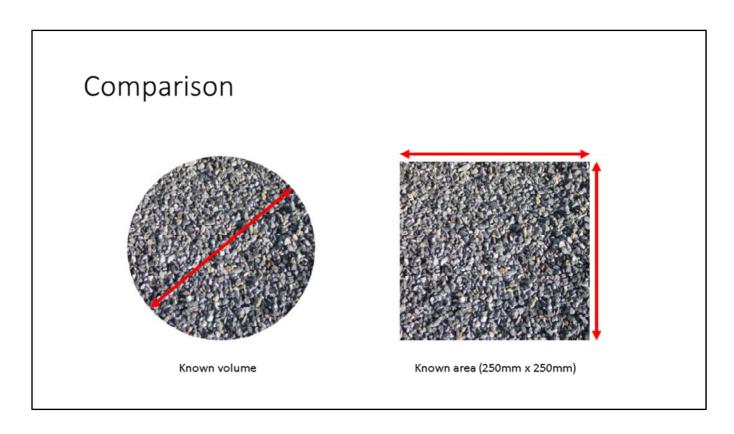


$$MTD = \frac{4V}{\pi D^2} \times 10^3$$





Automatic method MTD = air void volume measured divided by a fixed surface area (approximately 25x25 cm) (rather than round)



Known volume, versus know surface area.

3D texture versus ground truth







ARRB has been using 3D systems since 2012. Used a single vehicle, with a profiler on the front and the 3D system on the rear. Removes tracking issues.



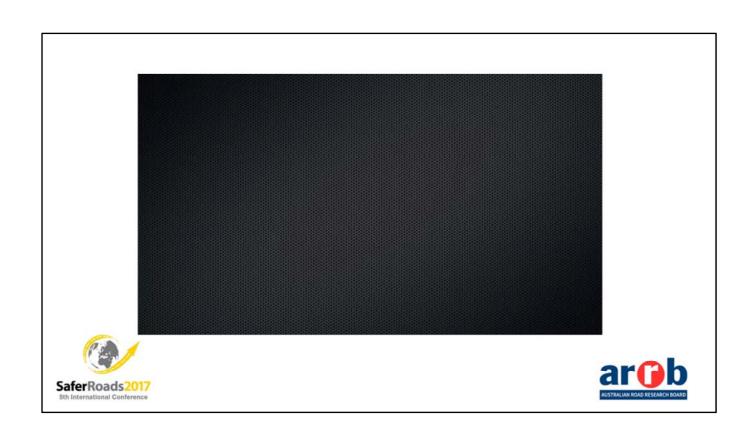
Provide a brief description of validation sites, used for roughness, rutting and texture validation, 500m long, range of texture 1 to 3mm. Tested at 3 speeds – 40, 60 & 80 km/h

Historically.....









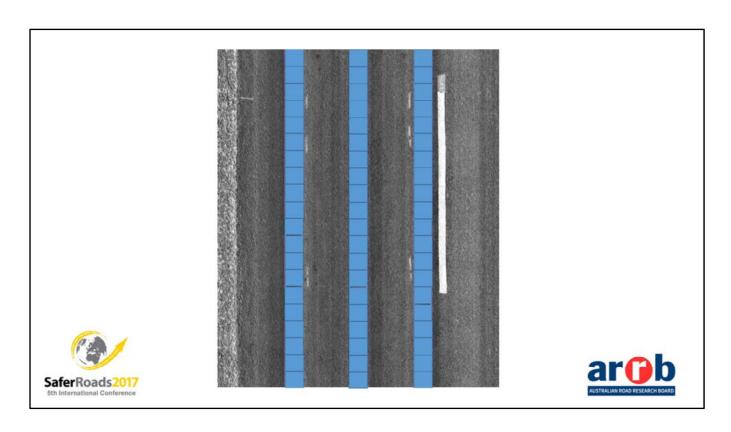
Validation trial



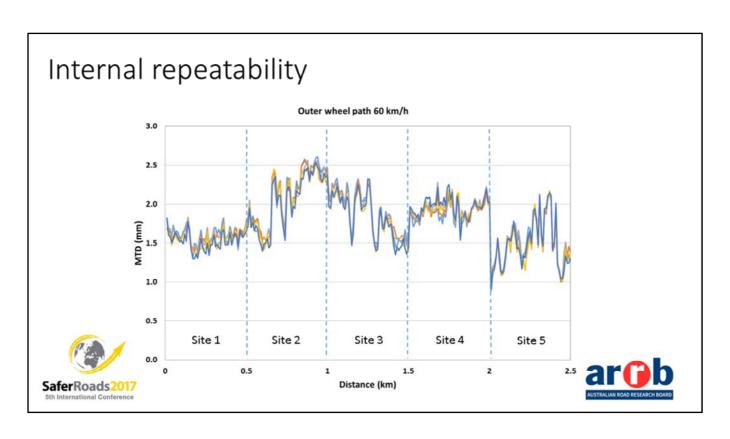




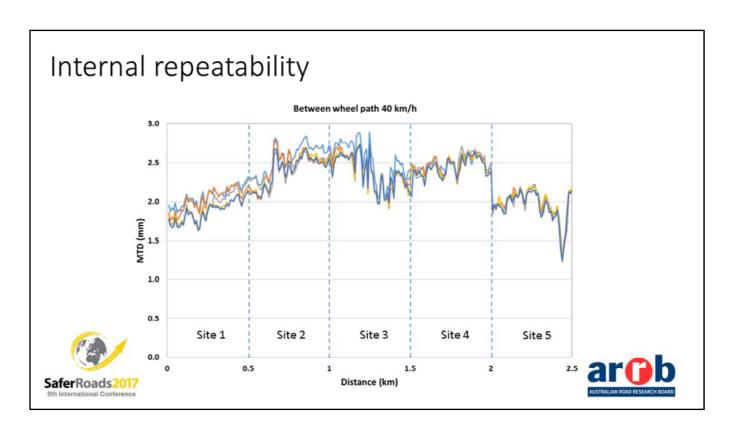
Important to mark out sites correctly



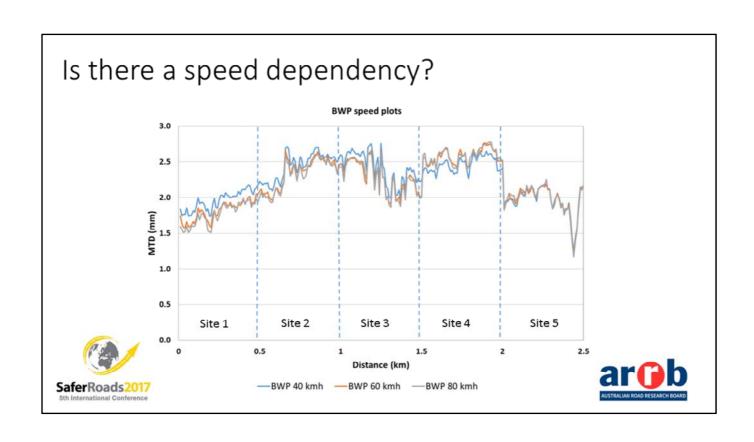
LCMS measurement method

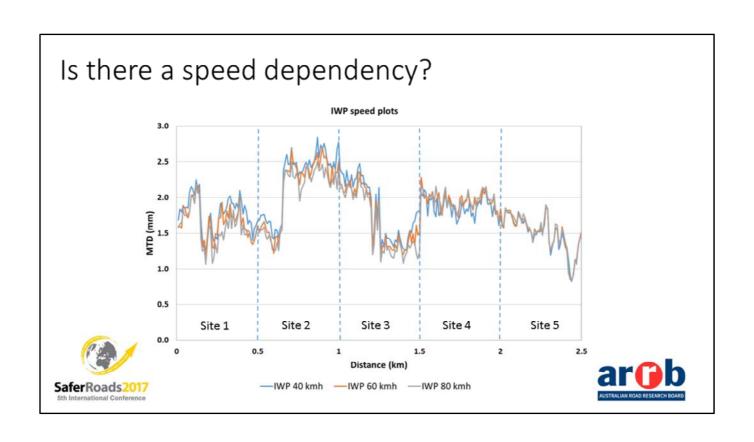


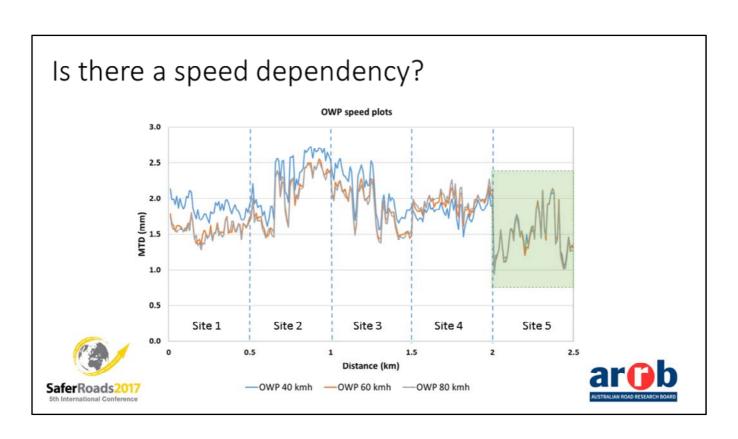
Internal repeatability – typically good, with r-squared > 0.95, gradients close to 1 and small intercepts



Internal repeatability lowest







Small offset, most evident in outer wheel path over first 4 sites, different surface type

Some statistics – speed comparison

MTD		60 v 40 kmh		60 v 80 kmh			
	IWP	BWP	OWP	IWP	BWP	OWP	
r-squared	0.91	0.90	0.81	0.95	0.99	0.98	
slope	1.00	0.85	0.99	0.96	1.03	1.00	
intercept	0.04	0.39	0.13	0.02	-0.08	-0.01	





Not too shabby, 60 v 80 kmh the best

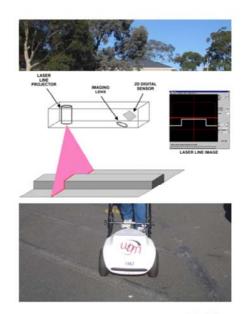
Ground-truth comparison

- Reference device: TM2
- Uses a 100mm wide line laser
- Reports MPD every 10m

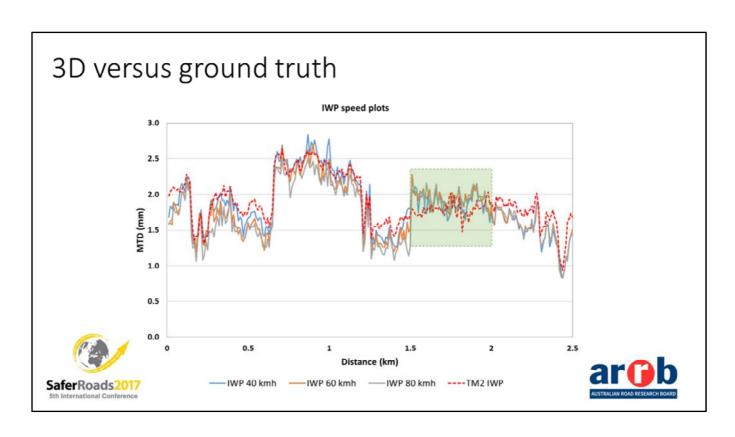


 $MTD = 0.8 \times MPD + 0.2$









Follows same trends, highest correlation at 40 km/h

Some more statistics – 3D versus ground-truth

MTD	40 kmh		60 kmh			80 kmh			
	IWP	BWP	OWP	IWP	BWP	OWP	IWP	BWP	OWP
r-squared	0.85	0.94	0.93	0.72	0.85	0.77	0.72	0.85	0.71
slope	1.11	1.02	1.09	1.01	1.09	0.90	0.97	1.13	0.88
intercept	-0.27	-0.09	-0.13	-0.13	-0.30	0.09	-0.10	-0.40	0.12





Observations-1

- Good internal repeatability
- Measurements appear to be speed dependant
- Ground truth relationship dependant on accuracy of conversion equation

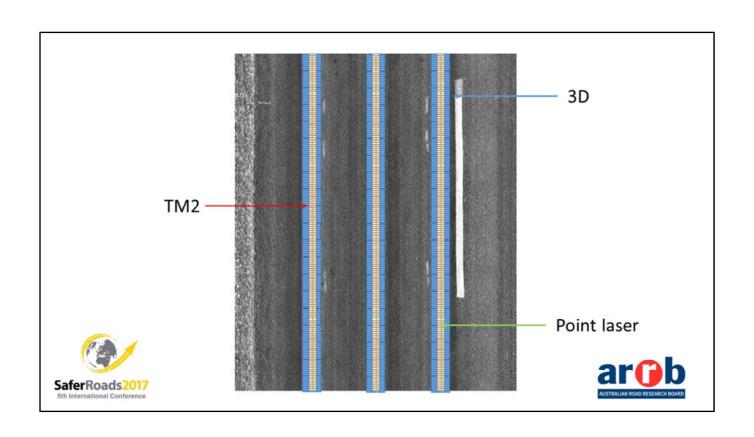
$$MTD = 0.8 \times MPD + 0.2$$

• Also difference in measurement methods



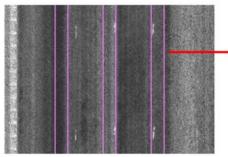


Variation in speed (possibly surface dependent)



Observations-2

- Driver tracking (increased lateral wander at low speeds)
- Compounded by variations in surface texture across lane









Insert picture of road surface

Conclusions & future work

- Looks promising
- Compare outputs against point laser systems
- Assess performance in accord with Austroads test methods
- Investigate other outputs
 - ravelling









Thank you for listening

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