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# Photo-luminescent road coatings for open-graded and dense- graded asphalts: a theoretical and experimental investigation

F.G. Praticò

*University Mediterranea of Reggio Calabria, Italy*

R. Vaiana (\*)

*University of Calabria, Arcavacata Campus (CS), Italy*

S. Noto

*University Mediterranea of Reggio Calabria, Italy*

**ABSTRACT:** Road safety builds on traffic and driver-infrastructure interaction: night-time visibility represents a key-aspect of this complex interaction. Therefore, providing an adequate road lighting system and improving drivers' visibility in night-time conditions is vital. In this sense, photo-luminescent paints for pavements can improve road safety in terms of visibility. The aim of the study reported here is the modelling of photo-luminescent phenomenon by referring to dense-graded (DGFC) and open-graded friction courses (OGFC), and the evaluation of the effects due to season. Measurements, based on photometry technique, were carried out in laboratory on cores. The photo-luminescent phenomenon was investigated in terms of charge and discharge time linked to decay phenomena and modelled as a function of pavement type and paint treatments. Results highlight that photo-luminescent performance depends on the luminance time and volumetric characteristics of bituminous mixtures. Results can benefit both researchers and practitioners and can allow optimising painting treatments for different bituminous mixtures.

1 **KEYWORDS:** Photoluminescent paints, friction course, luminance.

2

3 1 INTRODUCTION

4 Photo-luminescent materials, applied to road pavements, can help improve road safety and have  
5 more efficient markings. In more detail, bicycle paths, exit routes, parking areas can benefit be-  
6 cause of the increase of safety during the dark hours.

7 Smart Highways by Dutch companies are developing photo-luminescent paints that can glow  
8 for up to 10 h at night, lighting up the roads at no cost (Rojas-Hernandez et al. 2017) (Praticò et  
9 al. 2016).

10 It is noted that, based on in-depth analyses and on the improvements of technical performance  
11 over time, this type of “renewable” and quite inexpensive “source” of light and traffic safety  
12 could enhance markings effectiveness (Giuliani and Autelitano 2014)

13 Additionally, photo-luminescent materials can counteract urban heat island effects (Okada  
14 2015)

15 In order to accomplish a positive effect in terms of safety, environmental impacts, and sustaina-  
16 bility (Cafiso and D’Agostino 2016), it is relevant to consider and to quantify both advantages  
17 (e. g., luminance effects, (Khan et al. 1999)) and disadvantages (e.g., texture decay, see (Khan et  
18 al. 1999), and friction decrease, (EN 1436:2008)), for both traditional (DGFCs) and innovative  
19 friction courses (OGFCs or similar permeable solutions). Particularly, permeable paving surfac-  
20 es (such as the OGFCs) can affect strongly urban climate and this implies that assessing their  
21 overall performance is becoming more and more relevant (Santamouris 2013).

22 To this end, luminance is a key-factor (see Table 1). Luminance is defined by the equation 1  
23 in Table 1, as well as Luminous flux,  $\Phi_v$ , Illuminance, E, and Luminance Contrast, C.

24

25

26 **INSERT Table 1, please**

27

28

29 In terms of illuminance (E, see Table 1) 3 lx is considered the minimum level for night-time  
30 visibility in many traffic safety applications (Andre and Owens 2001), while values around 300  
31 lx are commonly experienced in many interior lighting applications.

32 Different materials can be used for marking road pavements, such as paint, tape and spray  
33 (Andrady 1997) (Bahar et al. 2006) (Gates et al. 2003) (Jiang 2008) (Migletz and Graham 2002)

34 (PD 2004) (Praticò et al. 2016). The required characteristics of markings include skid resistance  
35 (Harlow 2005), reflection (in daylight or under road lighting), retroreflection (under vehicle  
36 head lamp illumination), and colour.

37 For illuminance (E), Table 2 illustrates how E varies as a function of the illuminating source.

38

39 **INSERT Table 2, please**

40

41 Note that illuminance does not depend on the surface type. Illuminance is the total amount of  
42 visible light illuminating a point on a surface from all directions above the surface and can be  
43 measured through a Lux-Meter. Instead, luminance (L) depends on surface type and (if any) on  
44 illuminating source (lux), see Table. 3. Luminance is the so-called luminous flux density in a  
45 particular direction and corresponds to the object brightness. The unit for luminance is  $\text{cd/m}^2$  or  
46 NIT ( $1 \text{ NIT} = 1 \text{ cd/m}^2 = 1 \text{ lumen/per steradian per m}^2 \text{ of surface}$ ).

47 Given that the light illuminating a surface is reflected to all angles in the same way, the on-  
48 the-surface measured illuminance (e.g., 1 lux) is more than the measured luminance of the re-  
49 flected light in only one direction (e.g.,  $0.32 \text{ cd/m}^2$ ). Indeed, assuming a perfect diffuse reflect-  
50 ing surface, one can multiply the measure in  $\text{cd/m}^2$  times  $\pi$  to get the equivalent value in Lux.

51

52 **INSERT Table 3, please**

53

54 In the pursuit of improving luminance for road safety, photo-luminescent applications are  
55 growing in interest.

56 Photoluminescence is the emission of visible light from anybody due to the excitement after  
57 the absorption of radiation (Oleari 2015).

58 Phosphorescence is a form of photoluminescence. Contrary to fluorescence (the other form of  
59 photoluminescence), phosphorescence releases absorbed radiation more slowly. It is caused by  
60 the forbidden energy state transition in quantum mechanics.

61 Photo-luminescent paints usually contain the following components:

- 62 - n-Butyl acetate, also known as butyl ethanoate, is an ester which is a colourless flamma-  
63 ble liquid at room temperature.
- 64 - Xylene, which is an aromatic hydrocarbon mixture consisting of a benzene ring with two  
65 methyl groups at various substituted positions.
- 66 - Ethylbenzene, which is an organic compound, an aromatic hydrocarbon with the formula  
67  $C_6H_5CH_2CH_3$ . It is a highly flammable, colourless liquid with an odour similar to that  
68 of gasoline.

69 Strontium aluminate is a solid odourless, non-flammable, pale yellow, monoclinic crystalline  
70 powder, heavier than water. It is chemically and biologically inert. When activated with a suitable  
71 dopant (e.g. europium, then it is labelled  $SrAl_2O_4:Eu$ ), it acts as a photo-luminescent phosphor  
72 with long persistence of phosphorescence. It is used in exit signs, pathway marking, and  
73 other safety related signage (Zitoun et al. 2009).

74 As above mentioned, in phosphorescence, energy is absorbed and released in the form of  
75 light (photons).

76 If the phosphorescence quantum yield (the ratio between the number of times an event occurs  
77 and photons absorbed) is high, the release of light is significant over the time.

78 Energy is usually absorbed in terms of solar radiation, even if also street light can contribute.

79 To this end, there is a lack of information about how photo-luminescent treatments impact  
80 DGFC and OGFC surface properties and luminance.

81

## 82 2 OBJECTIVES

83 The main objectives of this study are: i) to model the photo-luminescent phenomenon (re-  
84 lease) with regard to both dense-graded and open-graded friction courses; ii) to assess surface  
85 modifications (friction and texture) due to paint application.

86

87 3 PROCEDURES AND EXPERIMENTS

88 In order to pursue the objectives above: a) a primer was used (white paint, WP); b) a phos-  
89 phorescent paint was laid on the primer (PP); c) charge and discharge time was assessed to  
90 model the phenomenon; d) texture tests were carried out (by means of a laser scanner). In more  
91 detail, experimental investigation was carried out according to the scheme shown in Fig. 1 and  
92 was organized into the following main tasks:

- 93 1. On site compaction of DGFC and OGFC and photo-luminescent material selection;
- 94 2. Cores extraction and testing before painting (surface texture spectrum, (ISO/CD TS  
95 13473-4: 2008) (ISO 13473-1: 1997); surface friction (EN 13036-4: 2011) (Praticò and  
96 Astolfi 2017);
- 97 3. Cores painting;
- 98 4. Cores testing after painting;
- 99 5. Luminance measurements, carried out in daylight hours and in night-time conditions,  
100 both in summer and winter. A photometer was used.
- 101 6. Data analysis;
- 102 7. Modelling of the luminance phenomenon.

103 Note that tests were carried out in the laboratory under controlled conditions while treatments  
104 were preliminary set up on site.

105

106

107 **INSERT Figure 1, please**

108

109 This research was developed considering two different types of wearing course: Open Graded  
110 Friction Courses (OGFC) and Dense Graded Friction Courses (DGFC).

111 OGFCs and DGFCs were tested for air voids content (Praticò and Moro 2011) (Praticò et al.  
112 2013a) (Praticò and Vaiana 2013b). OGFCs air voids content was 25-28% before paint applica-  
113 tion and 22-24% after, while for DGFCs it was 5-12% before and 5-11% after (Praticò et al.

114 2015).

115 Also friction was investigated in terms of British Pendulum Number (BPN) (EN 13036-4:  
116 2011). In particular, BPN for OGFCs was 46-62 before paint application and 21-31 after; while,  
117 for DGFCs, BPN was 56-64 before and 10-21 after paint application.

118 The samples used for the investigation were treated with two paints: a white paint (used like a  
119 primer) and a phosphorescent paint. Timing and quantities for the application of the paint were  
120 established according to the specification sheet provided by the manufacturer (Tab. 5) and based  
121 on previous investigations (Praticò et al. 2016). A drain down effect was noted for OGFCs.

122 Texture surveys were structured as shown in Fig. 2.

123 The surface of the samples was characterized in terms of surface texture both before and after  
124 coating the paint.

125 In particular, a measurement was performed, by a laser profilometer, based on conoscopic ho-  
126 lography.

127 The device above has the following characteristics (ISO 13473-3: 2002) (Praticò et al. 2014):

128 i) Mobility: stationary, slow (time on lane per single measurement equal or higher than 1 mi-  
129 nute); ii) Texture wavelength range: range covered BD class 0.20÷50mm; iii) Pavement contact:  
130 contactless devices; iv) Principle of operation: laser profilometer; v) Objective focal length:  
131 100mm; vi) Max vertical measuring range: 35mm; vii) Vertical resolution for class 0.003÷0.03  
132 mm: 0.012mm; viii) Stand-off distance: 90mm; ix) Minimum horizontal resolution  $\Delta x$  (sam-  
133 pling interval) BD for class 0.05÷1 mm: 0.01mm; x) Angle coverage: 170°.

134 For each sample, three profiles (i, j, k, 120 degrees far) were measured, (see Fig. 2).

135

136 **INSERT Figure 2, please**

137

138 Note that, due to core diameter (100mm), the highest wave length was 10mm ( $\lambda_{\max} =$   
139 100mm/10).

140 Table 4 lists the main indicators derived based on sample profiles (three profiles per samples,

141 see (ISO 13473-1: 1997) (ISO 13473-3: 2002) (EN 13036-4: 2011) (Boscaino and Praticò 2001)  
142 (Praticò and Moro 2011) (Praticò et al. 2013a) (Praticò and Vaiana 2013b) (Praticò et al. 2014)  
143 (Praticò et al. 2015) (Praticò and Astolfi 2017).

144 The main steps of data treatment were as follows: (i) interpolation of drop-outs; (ii) offset and  
145 slope suppression; (iii) windowing (a Hanning window and the profile  $Z_{i, win}$  was used) and (iv)  
146 Fast Fourier Transform implementation.

147

148 **INSERT Table 4, please**

149

150 **INSERT Table 5, please**

151

#### 152 4 MODELING

153 Cycles were modelled as in Fig. 3, in terms of charge (C) and discharge (D) phase, charge  
154 and discharge slope (CS, DS), charge and discharge time (CT, DT), and luminance time  
155 ( $t_L < DT$ ).

156

157 **INSERT Figure 3, please**

158

159 Based on the above and based on the study of the data, the following luminance curve is here-  
160 in set up (night-time discharge):

161

$$L = a \cdot t^b \quad (7)$$

162 where L is luminance (cd/m<sup>2</sup>), t is time (s), a and b are coefficients to calibrate.

163 Note that in Fig. 3 the following points are indicated (out of scale): D<sub>1</sub>, D<sub>2</sub>, D<sub>3</sub>.

164 In order to make the regression curve of equation (7) consistent, the following notes apply:

165 - The abscissa of D<sub>1</sub> is the time  $t_1$  at which the luminance has the highest value measured in the

166 given cycle:

$$167 \quad t_1 = \left( \frac{L_{\max}}{a} \right)^{1/b} \quad (8)$$

168 - The abscissa of  $D_2$  is the time  $t_L$  at which the luminance approaches the threshold value (0.01  
169  $\text{cd/m}^2$ ):

$$170 \quad t_2 = \left( \frac{0.01}{a} \right)^{1/b} \quad (9)$$

171 - The difference  $t_2 - t_1$  is the conventional luminance time  $t_L$ :

$$172 \quad t_L = t_2 - t_1 \quad (10)$$

173 Consequently,  $t_L$  time, so that  $L(t_L) = 0.01 \text{ cd/m}^2$ , is derived. As described, note that 0.01 corre-  
174 sponds to a sort of threshold at which the central visual system does not support high acuity or  
175 colour vision (Bullough et al. 2014) (Deng et al. 2005) (Rea et al. 2004).

176

177

178

179 Under the abovementioned hypotheses, the average value of luminance in  $t_1, t_2$  is herein de-  
180 rived as follows:

$$181 \quad L_M = \frac{\int_{t_1}^{t_2} ax^b dx}{t_L} = a \frac{x^{b+1}}{(b+1)t_L} \Big|_{t_1}^{t_2} \quad (11)$$

182 The average slope in the period  $(t_1, t_2)$ , that is to say  $D_2 - D_1$ , is:

$$183 \quad DS = \frac{\int_{t_1}^{t_2} y' dx}{t_L} = \frac{\int_{t_1}^{t_2} abx^{b-1} dx}{t_L} = \frac{ab}{t_L} \frac{x^{b-1+1}}{b-1+1} \Big|_{t_1}^{t_2} = \frac{ax^b}{t_L} \Big|_{t_1}^{t_2} \quad (12)$$

184 Based on the above facts, the following performance indicator, PI, is herein defined:

$$PI = \int_{t_2}^{t_1} ax^b dx = a \frac{x^{b+1}}{b+1} \Big|_{t_1}^{t_2} \quad (13)$$

Based on the model above set up,  $L_M$  represents the average luminance, while DS provides information on how fast is the decay. Finally, PI represents the performance of the treatment because it considers both the duration and the luminance. Note that the three indicators above are applied to both literature (Tab. 6) and data obtained (Cf. Figures 14 and 15).

It is worth noting that the response of a given treatment depends on the energy absorbed.

This latter depends on a number of factors, among which the following can be listed:

Solar constant ( $1367 \text{ W/m}^2$ ), day of the year (N), cosine effect ( $\theta_z$ , which depends on latitude). Overall, it turns out that the direct radiation ( $\text{kW/m}^2$ ) is a curve which is approximately zero between sunset and sunrise and has a value in the range  $0\sim 1 \text{ kW/m}^2$  from dawn to sunset. Solar insolation ( $\text{W}\cdot\text{s/m}^2$ ) is the total amount of energy deposited on a surface over a period of time. It is derived by integrating (or summing) solar irradiance over that period of time. This sum is called solar radiation and has the units of energy per unit area ( $\text{J/m}^2$  or  $\text{Btu/ft}^2$ ). The daily extra-terrestrial solar radiation on a horizontal surface  $H_{o,h}$  ( $\text{J/m}^2$ ) can be calculated from the instantaneous values of extra-terrestrial solar irradiance,  $I_o$ .

200

$$H_{o,h} = \int_{sr}^{ss} I_{o,h} dt = \int_{sr}^{ss} \left\{ I_{sc} \left[ 1 + 0.034 \cdot \cos \left( \frac{360N}{365.25} \right) \right] \cdot \cos \theta_z \right\} dt \quad (14)$$

202

where t (in seconds) is evaluated from sunrise (sr) to sunset (ss) (about 10:17 ÷ 11:20 hours in Reggio Calabria). Consequently it is approximately  $33\text{MJ/m}^2$ .

205

## 206 5 RESULTS

207 Fig. 4 to Fig. 16 and Table 6 summarize results and analyses.

208 Note that the following main parameters were investigated and/or controlled:

209 - Typology of hot mix asphalt (open-graded or dense-graded);

- 210 - Quantity of white paint (WP) and phosphorescent paint (PP);  
211 - Solar radiance ( $W/m^2$ );  
212 - Cycle of charge-discharge (Charge Time, CT; Discharge Time, DT; luminance time,  
213  $t_i$ );  
214 - Surface Texture (Before/after);  
215 - Seasonality aspects in terms of luminance measured;  
216 - Other minor boundary conditions.

217

218 Fig. 4 and Fig. 5 illustrate how non-spectral indicators (MPD, Rz, RMS, Fig.4) and spectral  
219 indicators (Fig. 5) vary as a result of paint application (PP), for dense-graded (DGFC) and open-  
220 graded (OGFC) hot mix asphalt.

221

222

223 **INSERT Figure 4, please**

224

225 **INSERT Figure 5, please**

226

227 Based on Fig. 4 and Fig. 5, it follows that:

- 228 • OGFCs undergo higher variations in terms of non-spectral indicators; DGFCs are less  
229 affected, probably because of their negligible macrotexture;
- 230 • Rz proves to be the indicator that is most affected by paint application;

231 The texture levels of OGFCs yield high variability in the domain of macrotexture, while, for  
232 DGFCs, skid resistance results reduced by a factor of six.

233 Note that the application of white and phosphorescent paints was carried out according to Ta-  
234 ble 5.

235 Solar radiance, SR, is plotted in Fig. 6, Fig.7, and Fig. 8. SR is the theoretical solar radiance  
236 derived through predictive equations (which are based on the equation of the sun's position in  
237 the sky throughout the year, (Praticò et al. 2016)).

238 Fig. 6 illustrates the variation over time of solar radiance in summer (dotted line) and winter  
239 (solid line). Note that the peaks are lower in winter of about 0.2 kW/m<sup>2</sup>. Fig. 7 and Fig. 8 show  
240 the night-time luminance (Ln, right y-axis, mcd/m<sup>2</sup>) in the same days.

241

242

243 **INSERT Figure 6, please**

244

245 **INSERT Figure 7, please**

246

247 **INSERT Figure 8, please**

248

249

250 Table 6 and Fig. 9 illustrate how the model set up above (i.e., equations 1-13) applies to the  
251 international literature. In practice, after  $t_1$  seconds the luminance moves towards its maximum  
252 (e.g., 18.40 cd/m<sup>2</sup>). Afterwards, luminescence decays and at  $t_2$  it approaches a given minimum  
253 threshold (0.01 cd/m<sup>2</sup>). For a given  $L_{\max}$ , the higher the decay time ( $t_2-t_1$ ) is, the lower the slope  
254 (DS) is, the more effective is the photo-luminescence effect. Finally, PI, based on equation (13),  
255 provides an indicator of the overall effect.

256

257 **INSERT Table 6, please**

258

259

260 Importantly, model highlights that two different treatments whose performance is considered  
261 similar may exhibit high differences in terms of average. Indeed, in the case of the treatment PP  
262 on steel (Bullought et al. 2014), an average of 0.08 cd/m<sup>2</sup> is obtained, versus about one eighth of  
263 the same value when the treatment PP on illustration board (Bacero et al. 2015) is considered.  
264 Table 6 points out that the rationale behind this observation is that steeper slopes can make the  
265 treatment less competitive in spite of high initial values. Importantly, the algorithm of equation  
266 (13) considers the balance between peaks and slope characteristics. Consequently, it accom-  
267 plishes the target of having an efficient representation of a sample performance.

268 Figures below illustrate the results and the analyses carried out in terms of the above indica-  
269 tors. Fig. 9 and Fig. 10 focus on the coefficients  $a$  and  $b$  (eq.7), Fig.11 and 12 illustrate how  
270  $L_{\max}$  and  $t_L$  vary (Cf. eq.10), while Fig.13 and Fig. 14 refer to discharge and averages (equations  
271 11 and 12). Finally, Fig.15 and Fig. 16 deal with performance indicators (eq. 13), and efficiency  
272 (PI/DI, where DI is the average daily energy absorbed).

273

274

275 **INSERT Figure 9, please**

276 **INSERT Figure 10, please**

277 **INSERT Figure 11, please**

278 **INSERT Figure 12, please**

279 **INSERT Figure 13, please**

280 **INSERT Figure 14, please**

281 **INSERT Figure 15, please**

282 **INSERT Figure 16, please**

283

284 In summarising, DGFCs yield trends with better performance than OGFCs:

- 285 - Maximum luminance ( $L_{\max}$ ) is about twice-three times the one of OGFCs;  
286 - Luminance time ( $t_L$ ) is higher, in other words DGFCs show a longer luminance effectiveness;  
287 - Average luminance is consistent with  $L_{\max}$ ;  
288 - Performance indicator, PI, as *per* the definition stated above, is, therefore, higher for DGFCs.

289

290 Based on Fig. 9 and Fig.10, it may be observed that OGFCs have higher *bs* and lower *as* and  
291 this fact implies that photoluminescence is more persistent for DGFCs than for OGFCs (as de-  
292 picted in Fig. 15 and Fig. 16). The parameter *a* (in practise,  $L(1s)$ ) of DGFCs is much higher  
293 than the one of OGFCs.

294

295 On the basis of the maximum value of luminance ( $L_{\max}$ ), of luminance time ( $t_L$ ), of average  
296 slopes (*Ds*), and efficiency (PI/DI), it follows that DGFCs are much more efficient than OGFCs,  
297 by a ratio of 3~8.

298

299

## 300 6 CONCLUSIONS

301 Based on the facts and observations above the following conclusions may be drawn:

- 302 1) Measurements suggest that the paint applied to the surface of OGFCs gradually flows inside  
303 the core voids (draindown effect). Consequently there is a limit of paint that can be applied.  
304 Surface texture (throughout the entire range of wavelengths investigated), skid resistance  
305 (which affect road safety), and pavement drainability (which impacts safety in wet condition)  
306 undergo a shift towards lower, insufficient values.
- 307 2) Samples, either OGFCs or DGFCs, show a quite similar discharge slope for all cycles.
- 308 3) Boundary conditions influence discharge time. Results show how moonlight and street light  
309 provide a kind of continuous charging.

310 Furthermore, based on the results obtained for OGFCs ( $\approx 0.02 \text{ cd/m}^2$ ) and for DGFCs ( $\approx 0.05$   
311  $\text{cd/m}^2$ ), it is possible to observe that:

312 4) The luminance of photo-luminescent bituminous surfaces is quite low. OGFCs and DGFCs  
313 yield a luminance which is similar to the one exhibited by a surface illuminated by full moon  
314 on a clear night (Schlyter 2010) (Bunning and Moser 1969);

315 5) A perfect diffuse reflecting surface illuminated by just 0.1-1 lux would have a luminance sim-  
316 ilar to the photo-luminescent surfaces under investigation. This corresponds to about one per-  
317 cent of what can be measured for an office desk.

318 Based on the above, it seems possible to point out that this study makes several contributions to  
319 the literature. First, this study adds to the relatively small amount of research that examines  
320 whether macrottexture and friction vary and how due to these surface treatments.

321 Second, the results of this study help provide a better understanding of the importance and the  
322 criticalities of assessing actual photo-luminescent performance.

323 Whereas previous research provides evidence that dense-graded surfaces can be easily treated,  
324 this study reveals that OGFCs applications can result unsatisfactory

325 Finally, evidence of algorithms to critically assess the actual performance may be of interest to  
326 practitioners and researchers.

327

328

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## LIST OF TABLES

Table 1. Basics for estimating the effect of phosphorescent paints

Symbol and explanation	Formula	Reference value
<b>L</b> (cd/m <sup>2</sup> ): Luminance, the intensity of brightness and is measured in candela per unit area of a surface	$L = \frac{d^2\Phi}{dA d\Omega \cos\theta}$	(1) 1 (*)
	$L = E\rho / \pi$	(2)
<b>Φ</b> (lm): Luminous flux or luminous power, measured in lumen, lm	$\Phi = V \times W$	(3) 1250 (**)
<b>E</b> (lx): Illuminance (E), the measure of how much luminous flux is spread over a given area or luminous power incident on a surface, S. It is measured in lx.	$E = \frac{d\Phi}{dS}$	(4) 3.4 (***)
<b>C</b> (dimensionless): Luminance contrast (Threshold increment)	$C = \left  \frac{L_t - L_b}{L_b} \right $	(5) 10 (****)
<b>R<sub>L</sub></b> : Coefficient of retroreflected luminance is the most commonly used measurement of retroreflectance in highway marking. R <sub>L</sub> is the ratio of luminance (L) of a surface to the normal illuminance (E)(Austin and Schultz 2009). Chromaticity, is the quality of a colour and it does not depend on its luminance. It consists of two parameters, hue and colourfulness.	$R_L = \frac{L}{E}$	(6) 100 (*****)

488 **Symbols.** C: luminance contrast; A: area (m<sup>2</sup>); Ω: solid angle (sr); θ: angle between the normal to the sur-  
489 face and the specified direction; ρ: reflectance; V: luminous coefficient; W: luminous energy; L<sub>t</sub>: the lu-  
490 minance (cd/m<sup>2</sup>) of the target or object to be seen; L<sub>b</sub>: the luminance (cd/m<sup>2</sup>) of the target's or object's  
491 background;

492 lm: lumen; cd: candela; sr: steradian or square radian (SI unit of solid angle; a full sphere has a solid an-  
493 gle of 4π steradians); m: meter; lx: lux.

494 **Notes.** (\*): dark limit of civil twilight under a clear sky (Waynant and Ediger 2000); (\*\*): luminous flux  
495 of a common 18W fluorescent lamp; (\*\*\*) : illuminance (Tab. 2); (\*\*\*\*): contrast value of a motorway  
496 (UNI 11248:2012); (UNI EN 13201-2:2016) classified like road of category A according to the Italian  
497 Road Classification (MIT 1992); (\*\*\*\*\*): minimum value of the coefficient of retroreflected luminance  
498 for white road markings in dry conditions (EN 1436:2008); 1 lm = 1 cd·sr; 1 lx = 1 lm/m<sup>2</sup> = 1 cd·sr/m<sup>2</sup>.

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Table 2. A brief comparison of illuminance values.

<b>Surfaces illuminated by:</b>	<b>E [lux]</b>
Moonless, overcast night sky (starlight) (Schlyter 2010)	0.0001
Moonless clear night sky with airglow (Schlyter 2010)	0.002
Full moon on a clear night (Bunning and Moser 1969) (Schlyter 2010)	0.27–1.00
Dark limit of civil twilight under a clear sky (Waynant and Ediger 2000)	3.40
Family living room lights (Pears 1998)	50
Office building hallway/toilet lighting (AGO 2005)	80
Very dark overcast day (Schlyter 2010)	100
Office lighting (EN 12464-1) (OSHA 2009) (Oleari 2015) (Pears 1998)	320–500
Sunrise or sunset on a clear day.	400
Overcast day; typical TV studio lighting (Schlyter 2010)	1000
Full daylight (not direct sun) (Schlyter 2010)	10000–25000
Direct sunlight	32000–100000

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Symbols. I: Illuminance.  
 Note. 1 lm = 1 cd·sr; 1 lx = 1 lm/m<sup>2</sup> = 1 cd·sr/m<sup>2</sup>.

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Table 3. Luminance values.

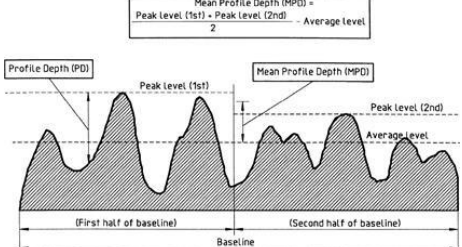
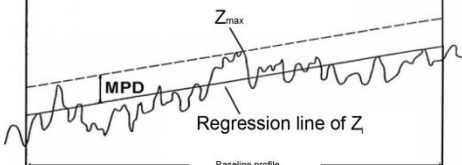
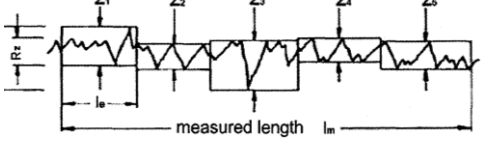
<b>Surfaces illuminated by:</b>	<b>L [cd/m<sup>2</sup>]</b>
Moonless, overcast night sky (starlight) (Schlyter 2010)	0.00003
Moonless clear night sky with airglow (Schlyter 2010)	0.00068
Full moon on a clear night (Bunning and Moser 1969) (Schlyter 2010)	0.09 – 0.34
Dark limit of civil twilight under a clear sky (Waynant and Ediger 2000)	1
Family living room lights (Pears 1998)	17
Office building hallway/toilet lighting (AGO 2005)	27
Very dark overcast day (Schlyter 2010)	34
Office lighting (EN 12464-1) (Oleari 2015) (OSHA 2009) (Pears 1998)	109 – 170
Sunrise or sunset on a clear day.	136
Overcast day; typical TV studio lighting (Schlyter 2010)	340
Full daylight (not direct sun) (Schlyter 2010)	3400 – 8500
Direct sunlight	10880 – 34000

573 Symbols. L: Luminance.

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Table 4. Main texture indicators derived

Indicator	Description	Algorithm
MPDiso	Mean Profile Depth measured for wavelengths between 2.5 and 100 μm, according to the Standard (ISO/CD TS 13473-4: 2008) (Praticò and Vaiana 2015) (Riccardi et al. 2016)	 <p>Mean Profile Depth (MPD) = <math>\frac{\text{Peak Level (1st)} + \text{Peak Level (2nd)} - \text{Average Level}}{2}</math></p>
MPD aipcr	Mean Profile Depth measured according to the PIARC algorithm (Boscaino and Praticò 2001).	 <p>MPD</p> <p>Regression line of Z</p> <p>Baseline profile</p>
RMS	Root-mean-square roughness (Boscaino and Praticò 2001).	$\text{RMS} \approx [\sum (Z_i - Z_{\text{average}})^2 p(Z)]^{0.5}$
Rz	Average peak-to-valley height (Boscaino and Praticò 2001).	 <p>measured length <math>l_m</math></p> $R_z = \frac{Z_1 + Z_2 + Z_3 + Z_4 + Z_5}{5}$
L <sub>t</sub>	Texture Level (ISO/CD TS 13473-4: 2008)	$L_{tk} = 10 \cdot \text{Log}_{10} \left( 2 \cdot \left  \frac{Z_k}{a_{ref}} \right ^2 \right)$ <p>for <math>k=0, \dots, (1/2N-1)</math></p> $Z_k = \frac{1}{N} \sum_{i=0}^{N-1} Z_{i,win} \cdot e^{-j \cdot \left( \frac{2\pi k}{N} \right) i}$ <p>for <math>k=0, \dots, N-1</math>; and <math>j</math> is the imaginary unit (<math>j^2=-1</math>)</p> <p><math>a_{ref}</math> is the reference value of profile amplitude (<math>=10^{-6}\text{m}</math>)</p>

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Table 5. Timing and quantities (painting process).

Paint	Rate	Duration
	[grams]	[minutes]
WP	$17 \pm 6$	$60 \pm 5$
PP	$15 \pm 5$	$30 \pm 5$

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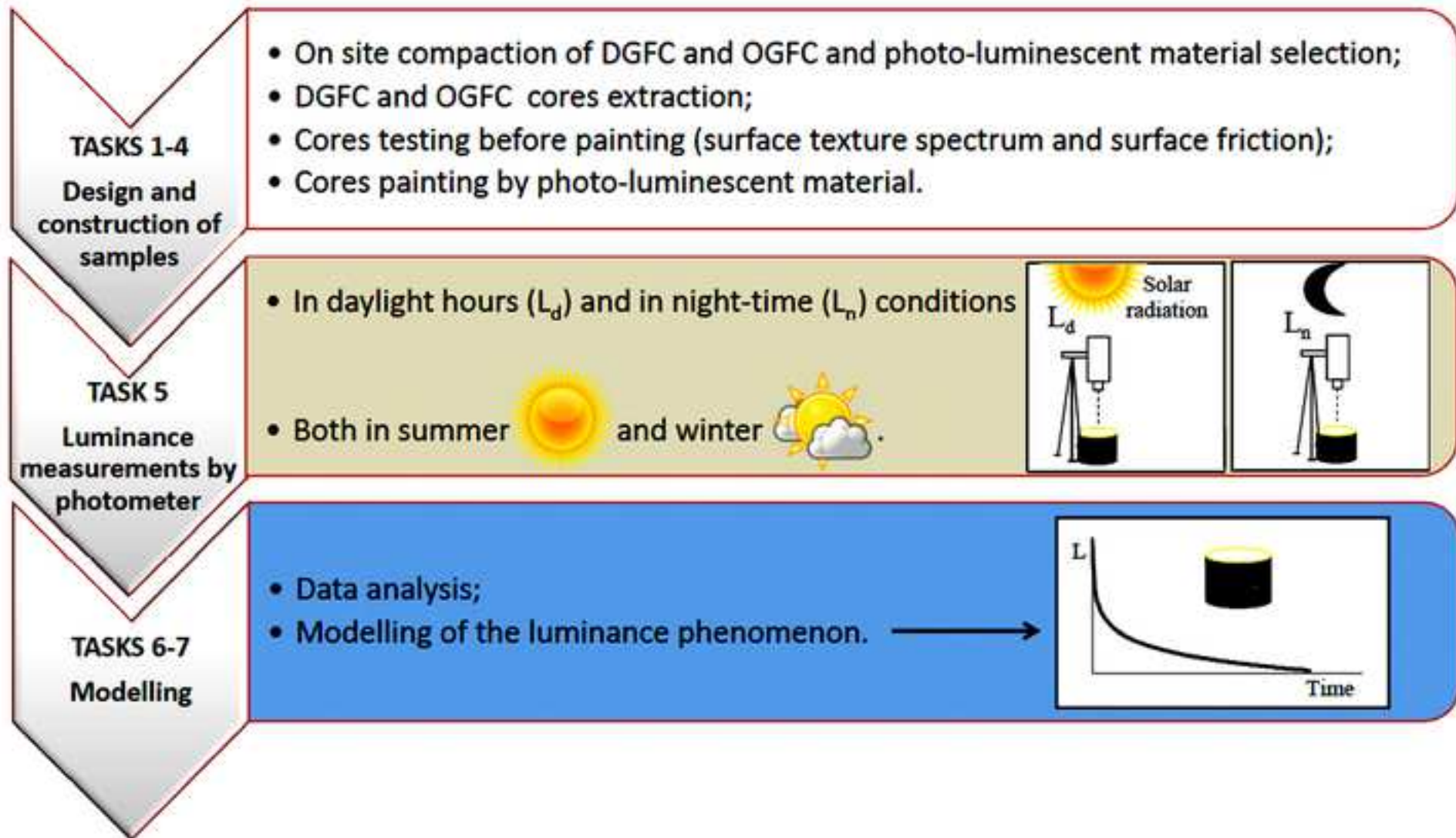
Symbols. WP: White Paint; PP: Phosphorescent Paint; Timing: gap between each laying phase.

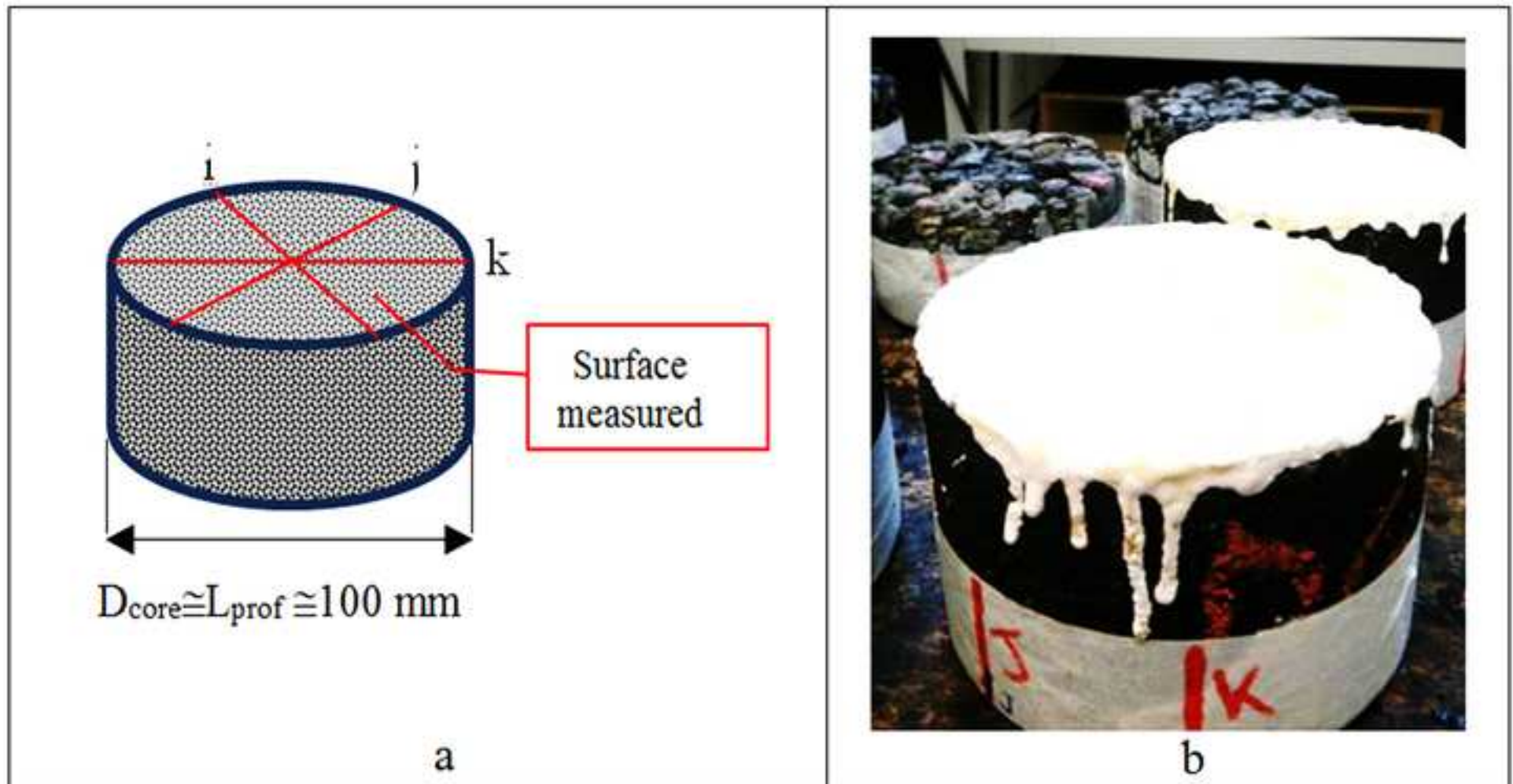
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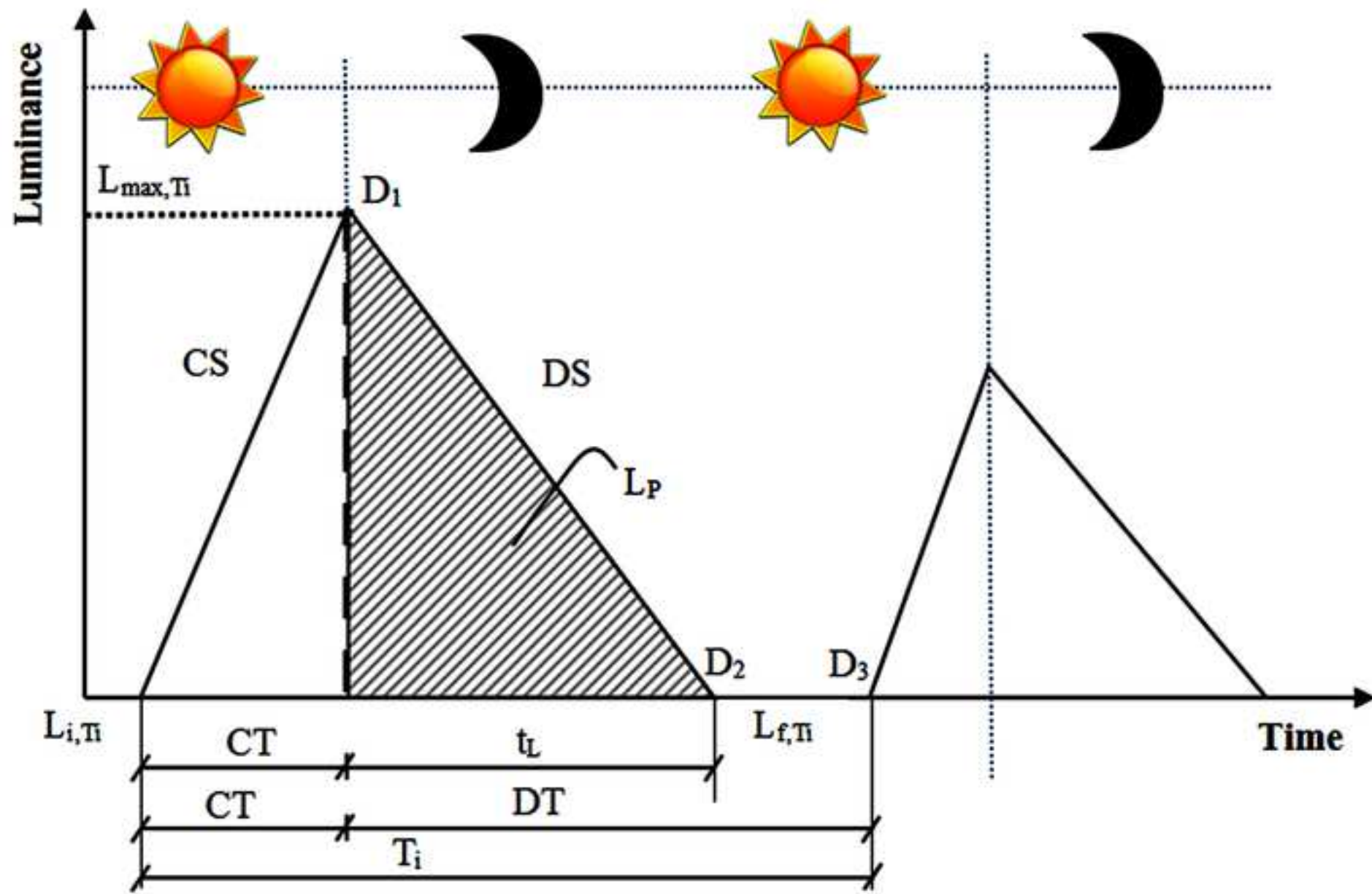
Table 6. Model indicators applied to the international literature.

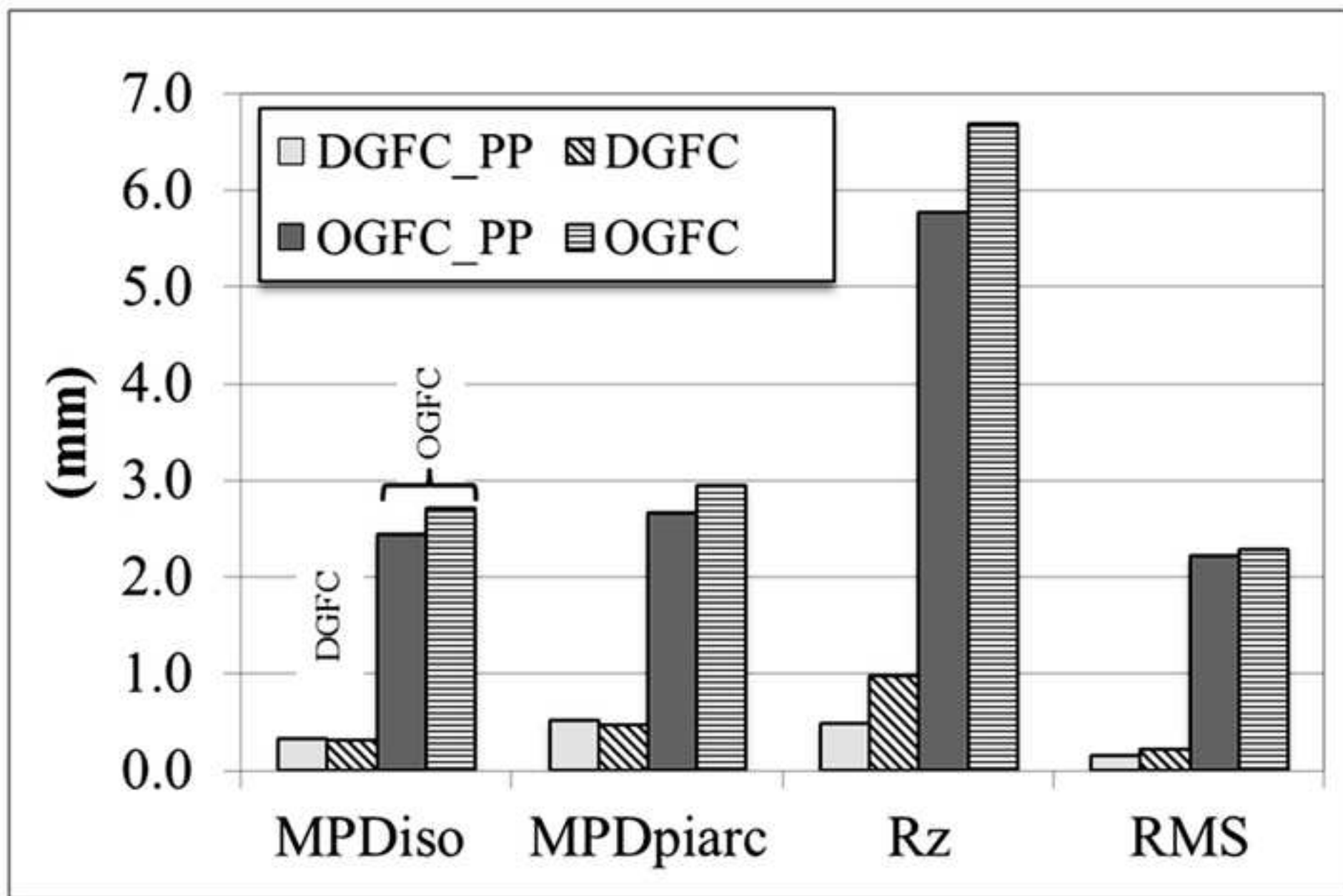
Reference /Sample	a (eq. 7)	b (eq.7)	A=log a	L <sub>max</sub>	t <sub>1</sub>	t <sub>2</sub>	t <sub>2</sub> - t <sub>1</sub>	DS (eq.12)	L <sub>M</sub>	PI (eq. 13)
(Bullought et al. 2014) /Steel	425.75	-1.04	2.63	18.40	21	28256	28235	-6.51E-04	0.08	2368
(Bacero et al. 2015) /Board 1	4.02	-0.94	0.60	1.00	4	589	585	-1.69E-03	0.04	25
(Bacero et al. 2015) /Board 2	0.23	-0.26	-0.64	0.48	0	172749	172749	-2.72E-06	0.01	2334

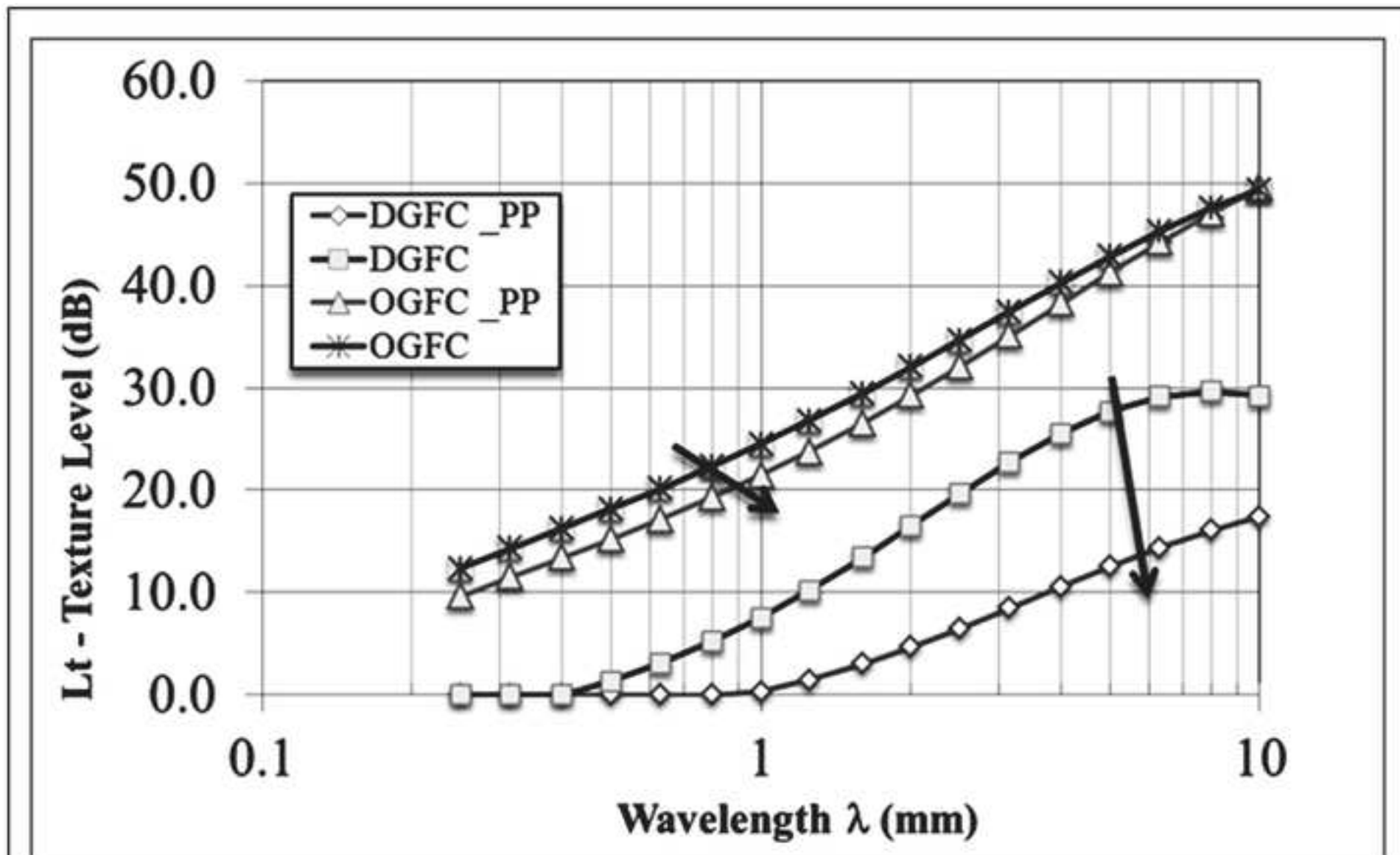
716 Symbols. a, b: coefficients; Steel: treatment on steel; Board 1: treatment on illustration board-  
717 specifications; Board 2: treatment on illustration board; L<sub>max</sub>: Maximum luminance [cd/m<sup>2</sup>]; DS: Dis-  
718 charge slope; t<sub>1</sub>: t<sub>2</sub> [s]; L<sub>M</sub>: Average luminance; PI: Performance Indicator; Bullough experiments  
719 (Bullought et al. 2014) were not carried out on HMA samples.  
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	DGFC	DGFC_PP	OGFC	OGFC_PP
BPN	60	13	54	25

