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Road Safety and Simulation
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**Analytical Method for Three-Dimensional
Stopping Sight Distance
Adequacy Investigation**

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Stopping Sight Distance (SSD) Approach



● 2D

- ▶ inexact – fragmentary
- ▶ negative impact
 - cost
(excessive overdesign suggestions)
 - design consistency
(unnecessary posted speed areas)

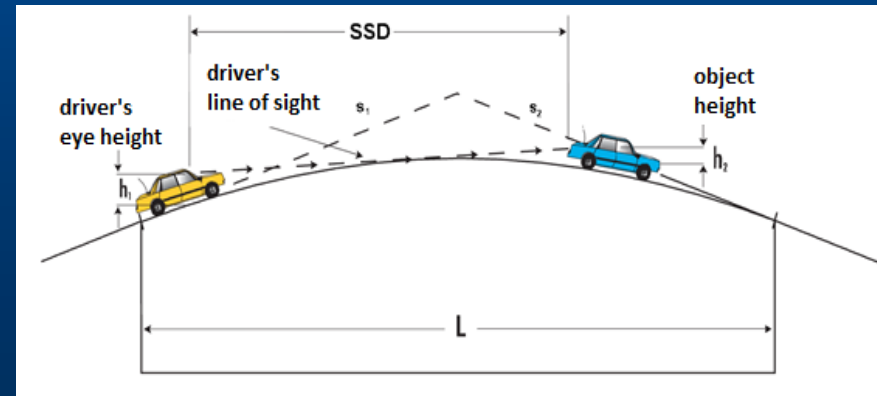
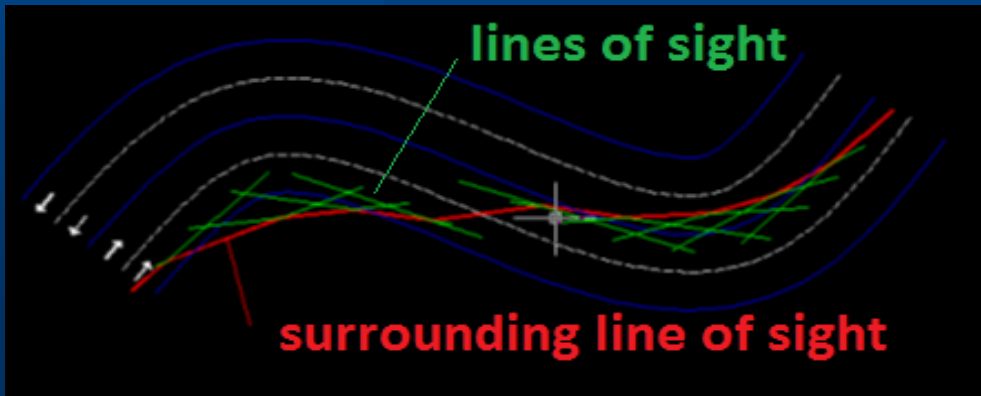
● 3D

- ▶ integrated

Current Practice

● 2D approach

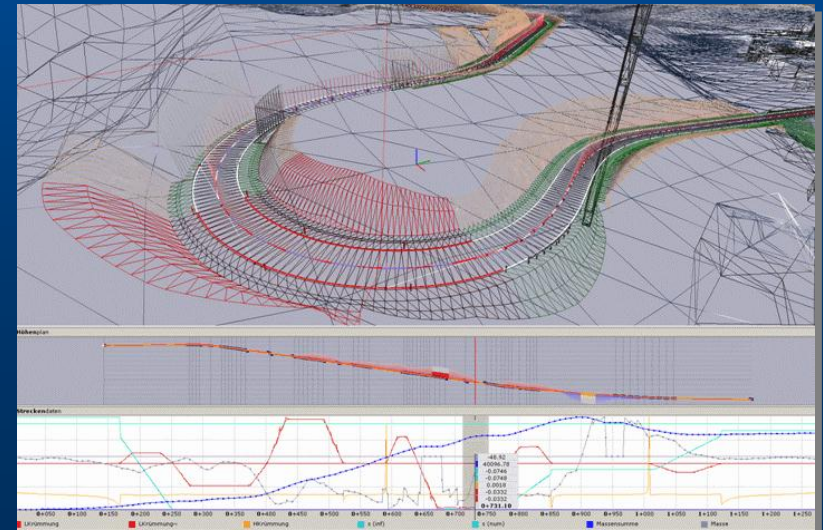
- ▶ efforts to overcome this incorrect SSD determination
 - establishing some coordination between the horizontal and vertical curve positioning
 - e.g. vertical transition curve should be entirely designed inside the horizontal curve [Green Book (2011)]
 - not all design cases are addressed



SSD Modeling

● 2D and 3D models

- ▶ capable of simulating accurately compound road environments (3D)
- ▶ allow the definition of actual vision field to driver (3D)
- ▶ focused in optimizing the available SSD
 - introducing new algorithms
 - design parameter combinations





Objectives

- **simulate from a 3-D perspective concurrently**
 - ▶ alignment design
 - ▶ vehicle dynamics on the road surface during emergency braking conditions
- **point out design elements responsible for SSD inadequacies**
 - ▶ providing precious guidance to the designer for further alignment improvement



Methodology

- **SSD_{demanded} calculation**

- ▶ 3D road environment
- ▶ vehicle dynamics

- **SSD_{available} calculation**

- ▶ 3D road environment
- ▶ define areas where line of sight intersects roadway or cross sectional elements

SSDdemanded Calculation

(1/5)

$$SSD = V_o t + \frac{V_o^2}{2g \left(\frac{a}{g} + s \right)}$$

where :

V_o (m/sec) : vehicle initial speed

t (sec) : driver's perception – reaction time

g (m/sec²) : gravitational constant

a (m/sec²) : vehicle deceleration rate

s (%/100) : road grade [(+) upgrades, (-) downgrades]

SSDdemanded Calculation

(2/5)

$$SSD = V_o t + \frac{V_o^2}{2g \left(\frac{a}{g} + s \right)}$$

where :

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g (m/sec²) : gravitational constant

a (m/sec²) : vehicle deceleration rate

s (%/100) : road grade [(+) upgrades, (-) downgrades]

SSDdemanded Calculation

(3/5)

- enriched model of SSD determination
 - ▶ actual friction in the longitudinal direction

$$f_T = \sqrt{\left(\frac{a}{g}\right)^2 - \left(\frac{V^2}{gR} - e\right)^2}$$

where :

f_T : friction demand in the longitudinal direction of travel

V (m/sec) : vehicle (design) speed

a (m/sec²) : vehicle deceleration rate

g (m/sec²) : gravitational constant

R (m) : horizontal radius

e (%/100) : road cross – slope



SSDdemanded Calculation

- enriched model of SSD determination
 - ▶ grade effect on vertical curves

$$V_{i+1} = V_i - g(f_T + s)t$$

$$BD_i = V_i t - \frac{1}{2} g(f_T + s)t^2$$

where :

V_i (m/sec) : vehicle speed at a specific station i

V_{i+1} (m/sec) : vehicle speed reduced by the deceleration rate for $t = 0.01$ sec

t (sec) : time fragment ($t = 0.01$ sec)

s (%/100) : road grade in i position [(+) upgrades, (-) downgrades]

f_T : friction demand in the longitudinal direction of travel

BD_i (m) : pure braking distance

g (m/sec²) : gravitational constant

SSD_{demanded} Calculation

(5/5)

- enriched model of SSD determination

- ▶ actual friction in the longitudinal direction
- ▶ grade effect on vertical curves

$$SSD_{demanded} = V_o t + \sum BD_i$$

where :

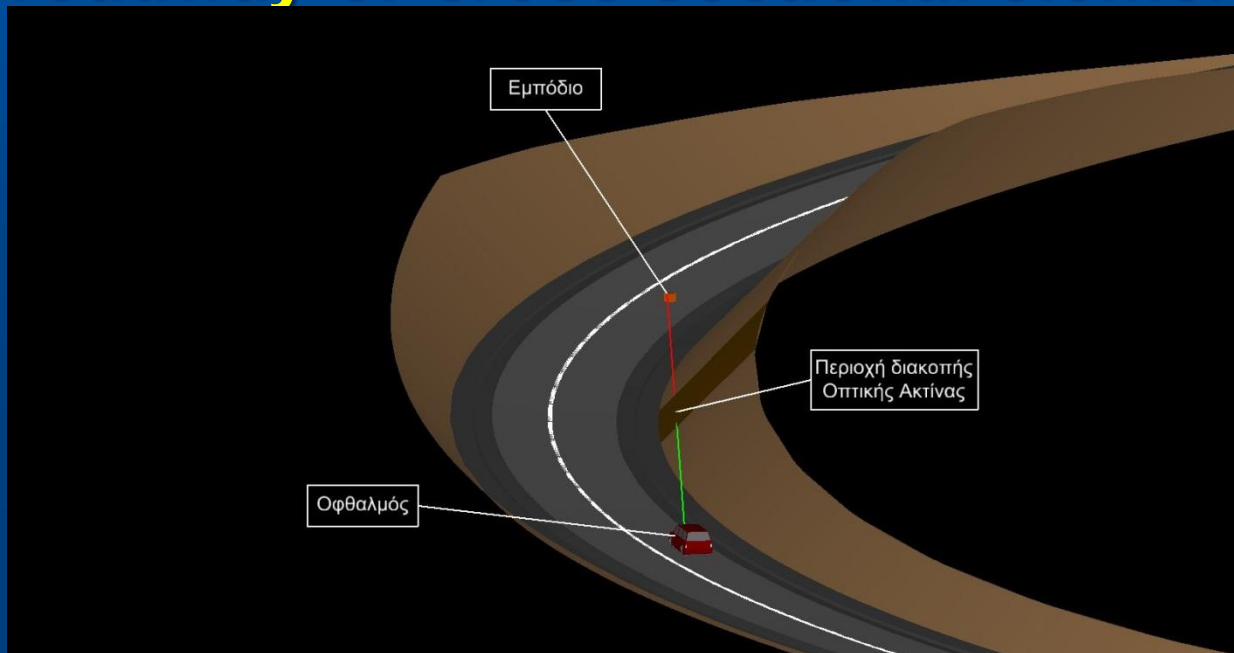
V_o (m/sec) : vehicle initial speed

t (sec) : driver's perception – reaction time

$\sum BD_i$ (m) : total vehicle pure braking distance for the initial vehicle speed

SSD_{available} Calculation

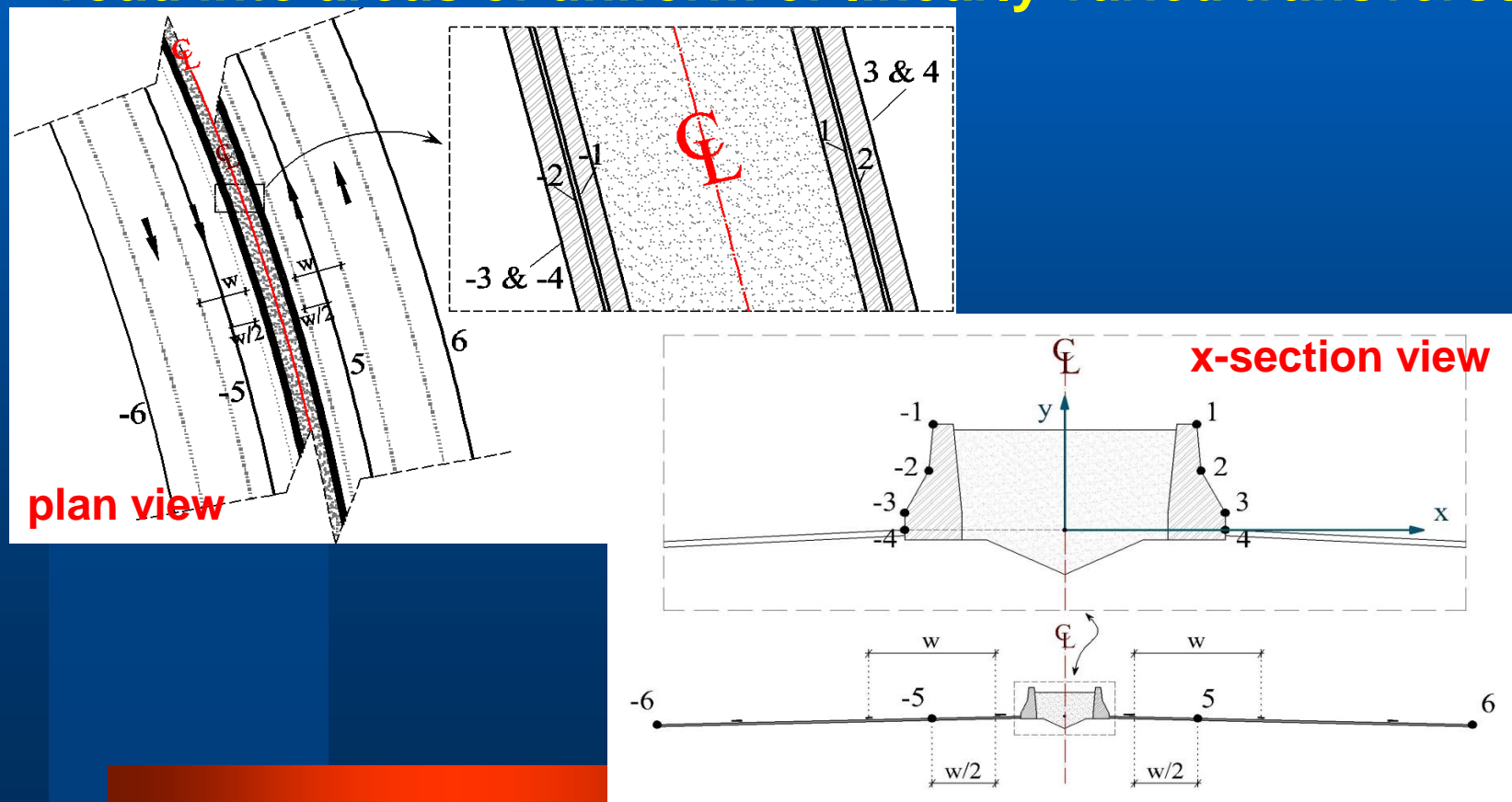
- line of sight between driver – obstacle positioned at any desired offset and any predefined heights
- identify areas where line of sight intersects roadway or cross sectional elements



SSD_{available} Calculation

roadlines

- lines running longitudinally across the roadway that split the road into areas of uniform or linearly varied transverse slope





SSD_{available} Calculation

- **roadline calculation step is user-specified and delivers a number n of cross-sections**
 - ▶ n is defined as the total roadway length divided by the selected calculation step
- **roadline coordination performed on every cross-section**
- **a network of triangles representing the roadway surface as well as other distinctive parts is created**
 - ▶ connecting a point on one roadline with two relative points on an adjacent roadline



SSD_{available} Calculation

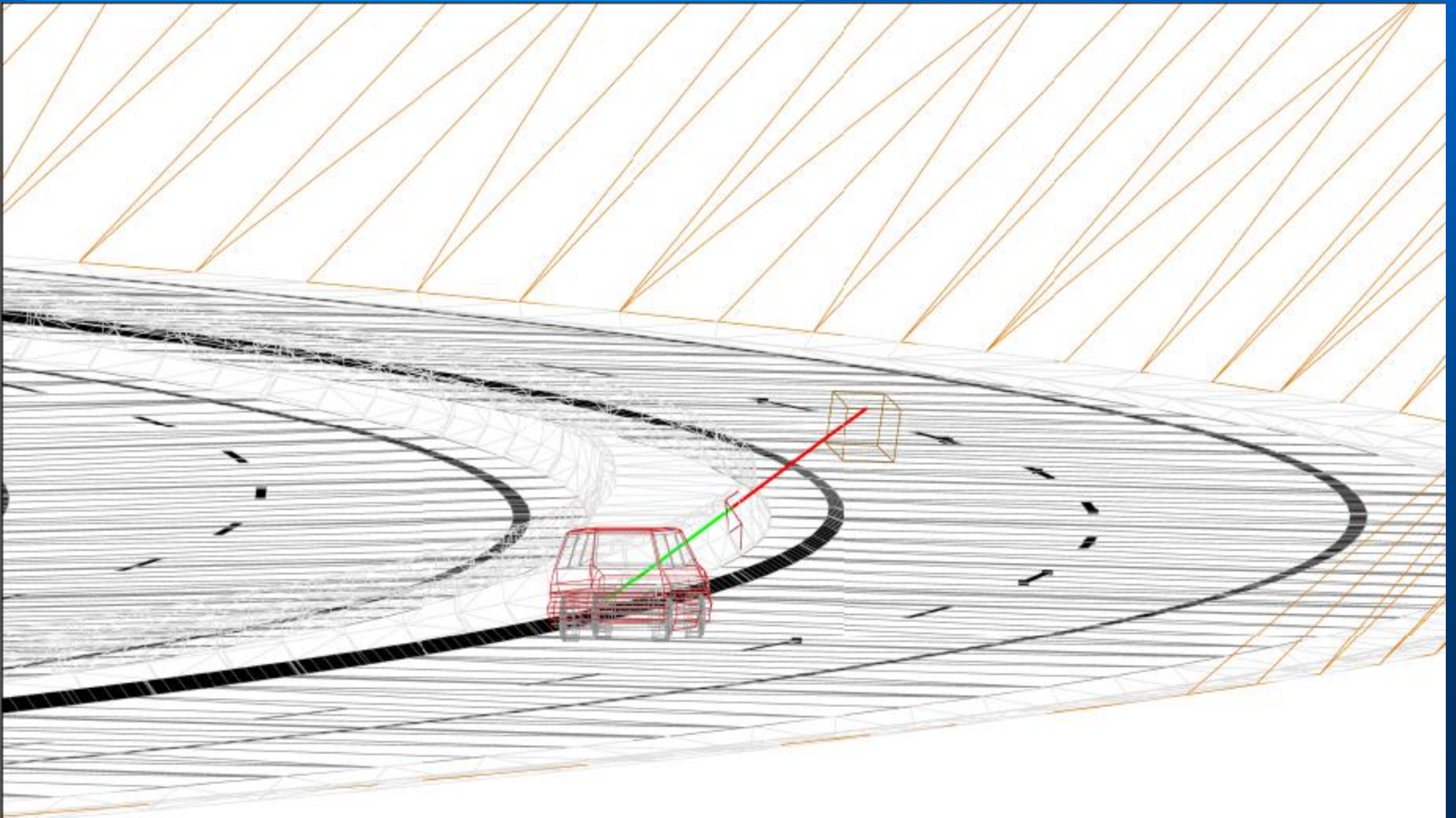
(4/6)





SSD_{available} Calculation

(5/6)



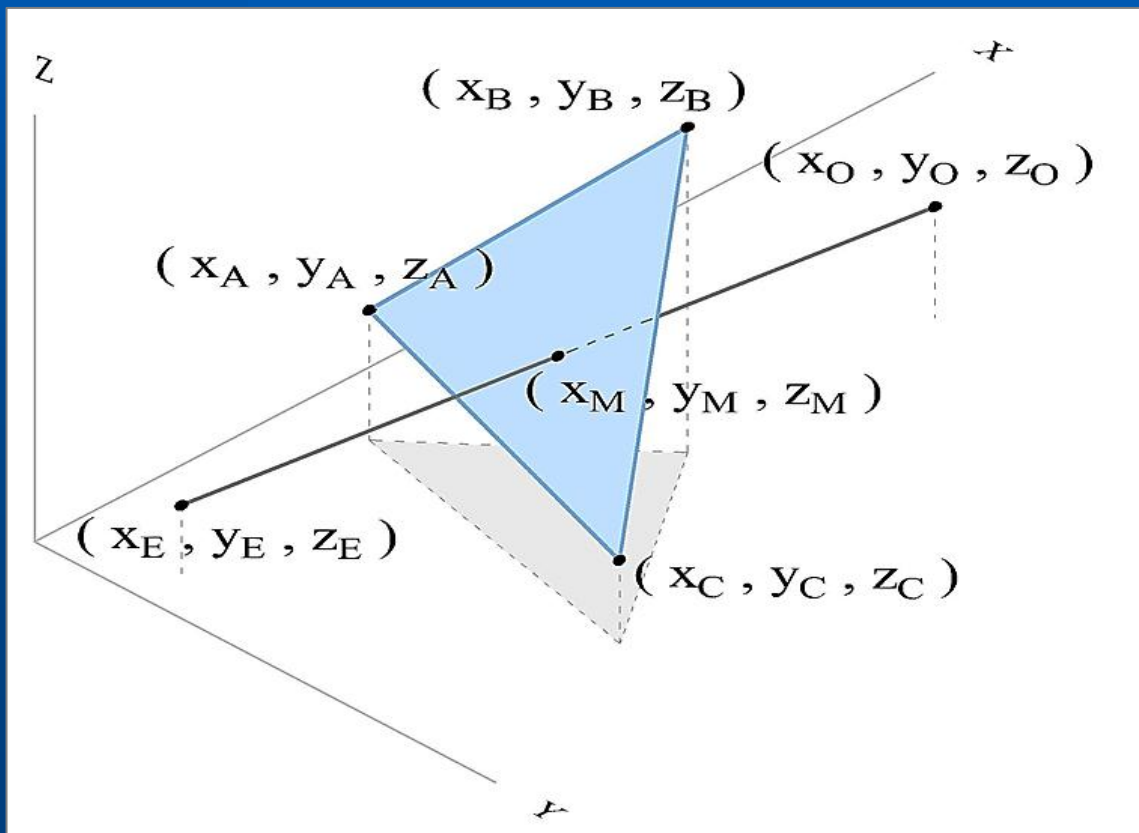


(6/6)

SSD_{available} Calculation

Line of Sight – Obstacle Intersection

- analytical geometry

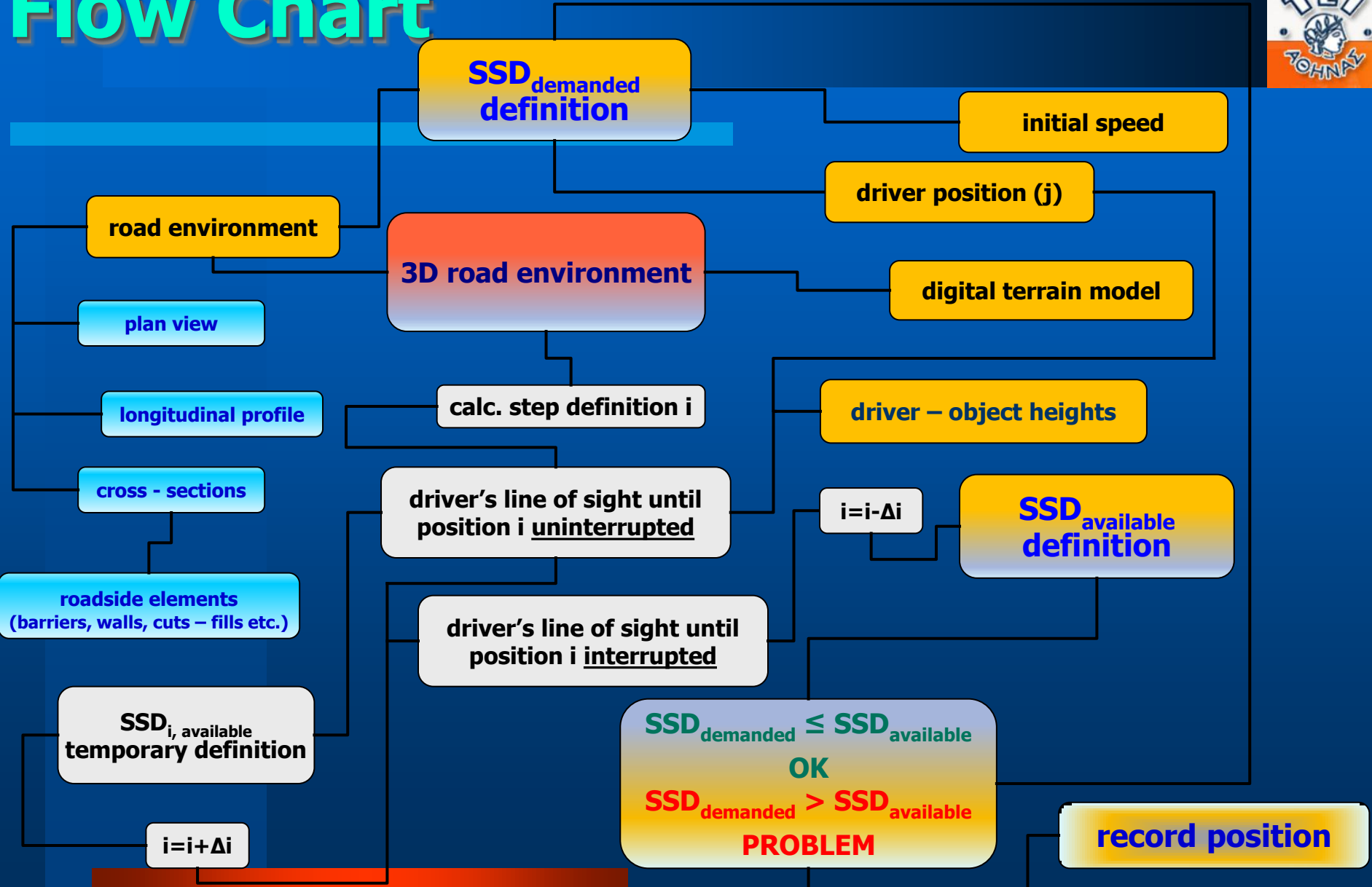




SSD Adequacy

$$SSD_{\text{demanded}} \leq SSD_{\text{available}}$$

SSD Adequacy Investigation Flow Chart

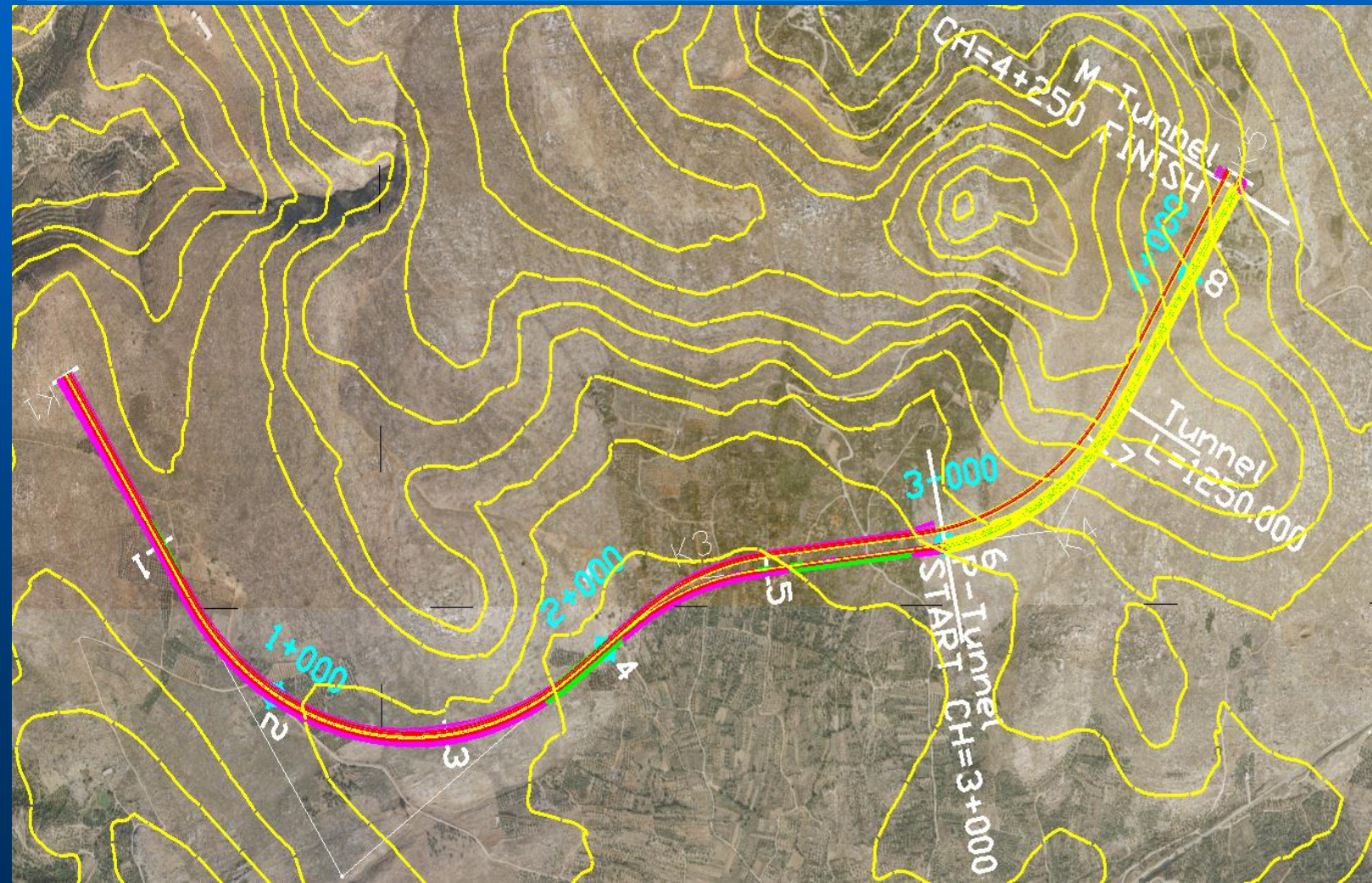


Case Study

divided highway



- right branch section (L=4.3km)

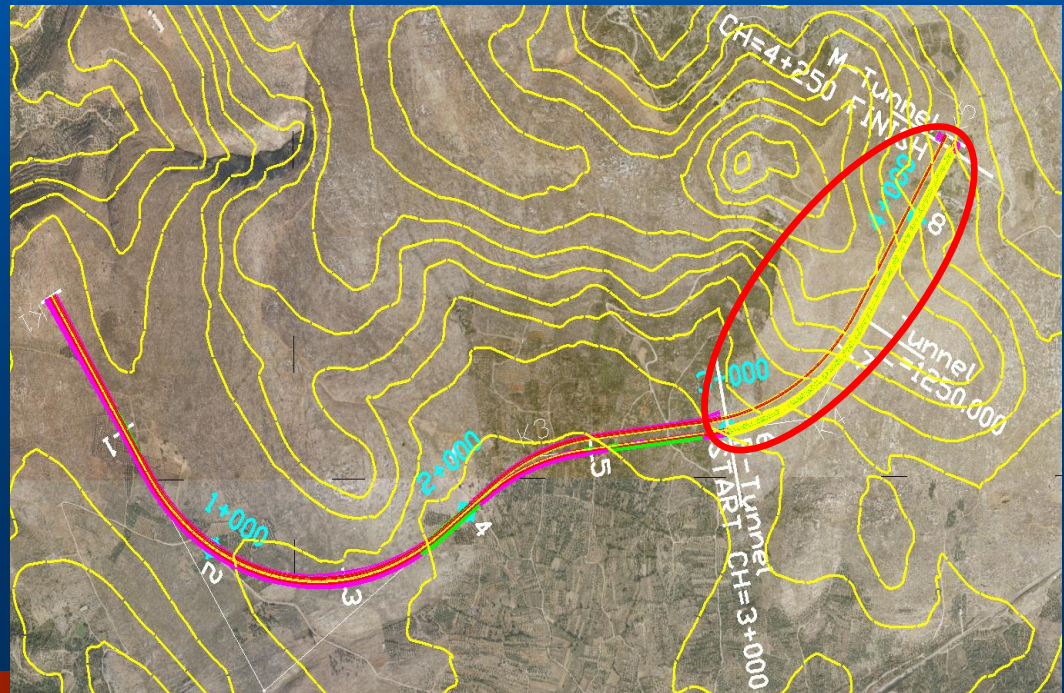


Case Study

divided highway

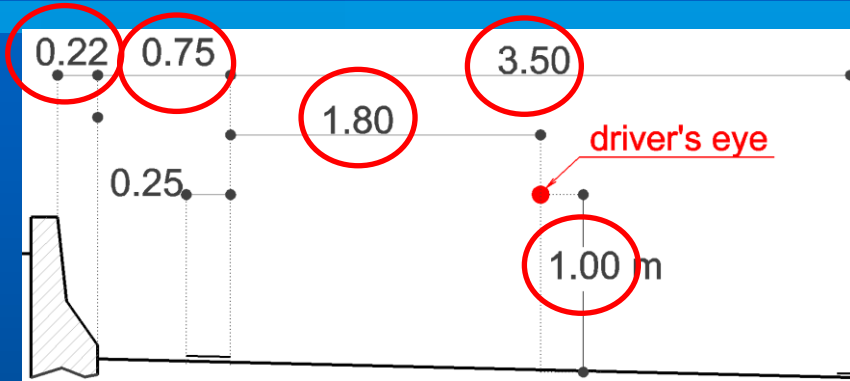


- right branch section (L=4.3km)
- $V_{\text{design}} = 120\text{km/h}$
- open roadway
- tunnel
 - ▶ $L_{\text{tunnel}} = 1,250\text{m}$ (St.3+000 – St.4+250)
- passing lane

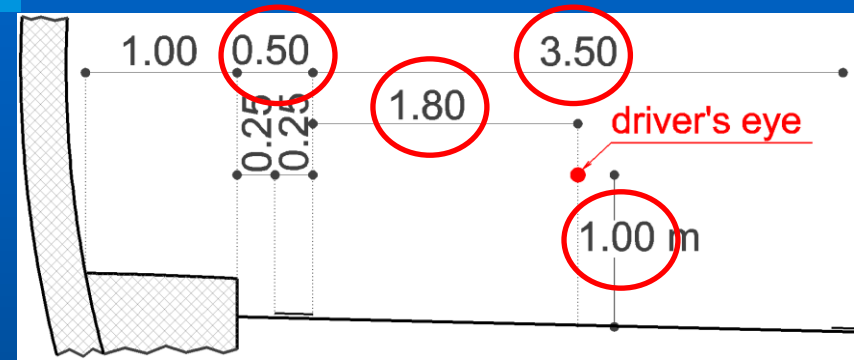


Case Study

assumptions



open roadway x-section

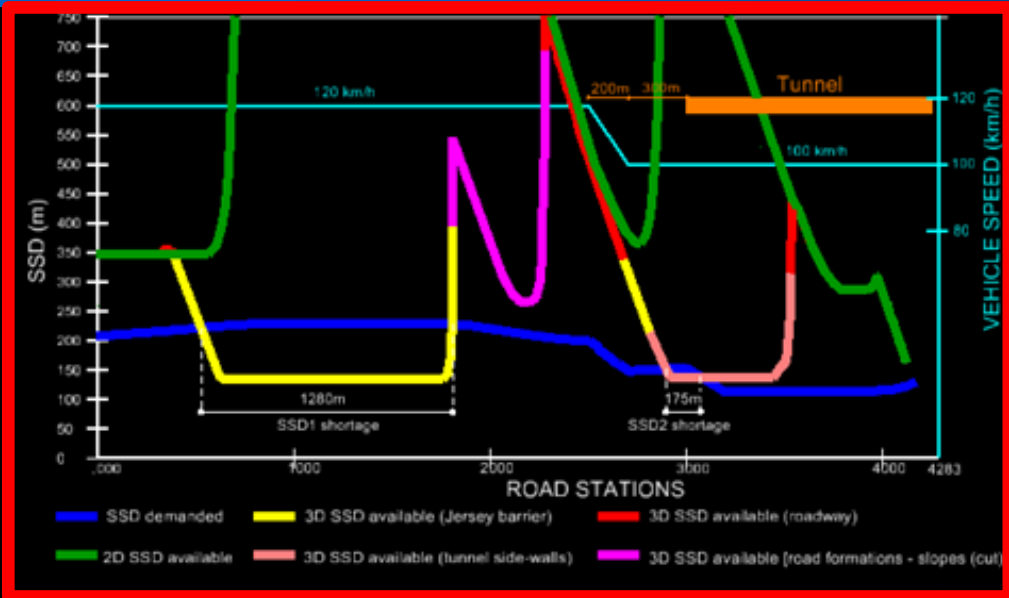


tunnel x-section

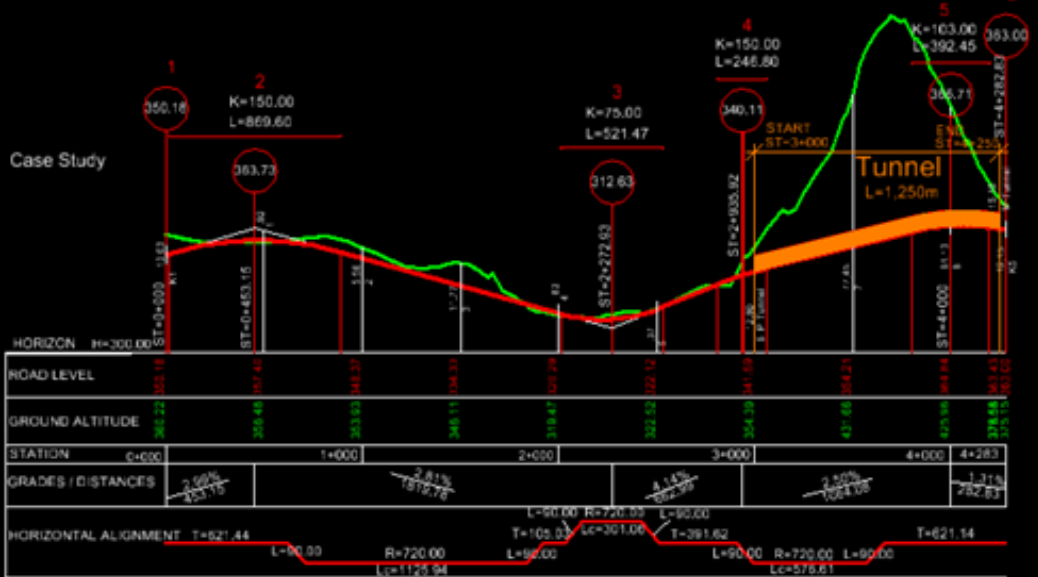
- tunnel advisory speed = 100km/h
- tunnel effective length
 - ▶ 300m in advance of the entering portal
 - ▶ extra 200m segment transition zone ahead
$$V_{\text{vehicle}}=120\text{km/h} \rightarrow V_{\text{vehicle}}=100\text{km/h}$$
- $f_{\text{wet}} = 0.38$ (deceleration_{wet} = 0.38 x g m/sec²)
- $f_{\text{dry}} = 0.65$ (deceleration_{dry} = 0.65 x g m/sec²)

Case Study

SSD Adequacy Investigation

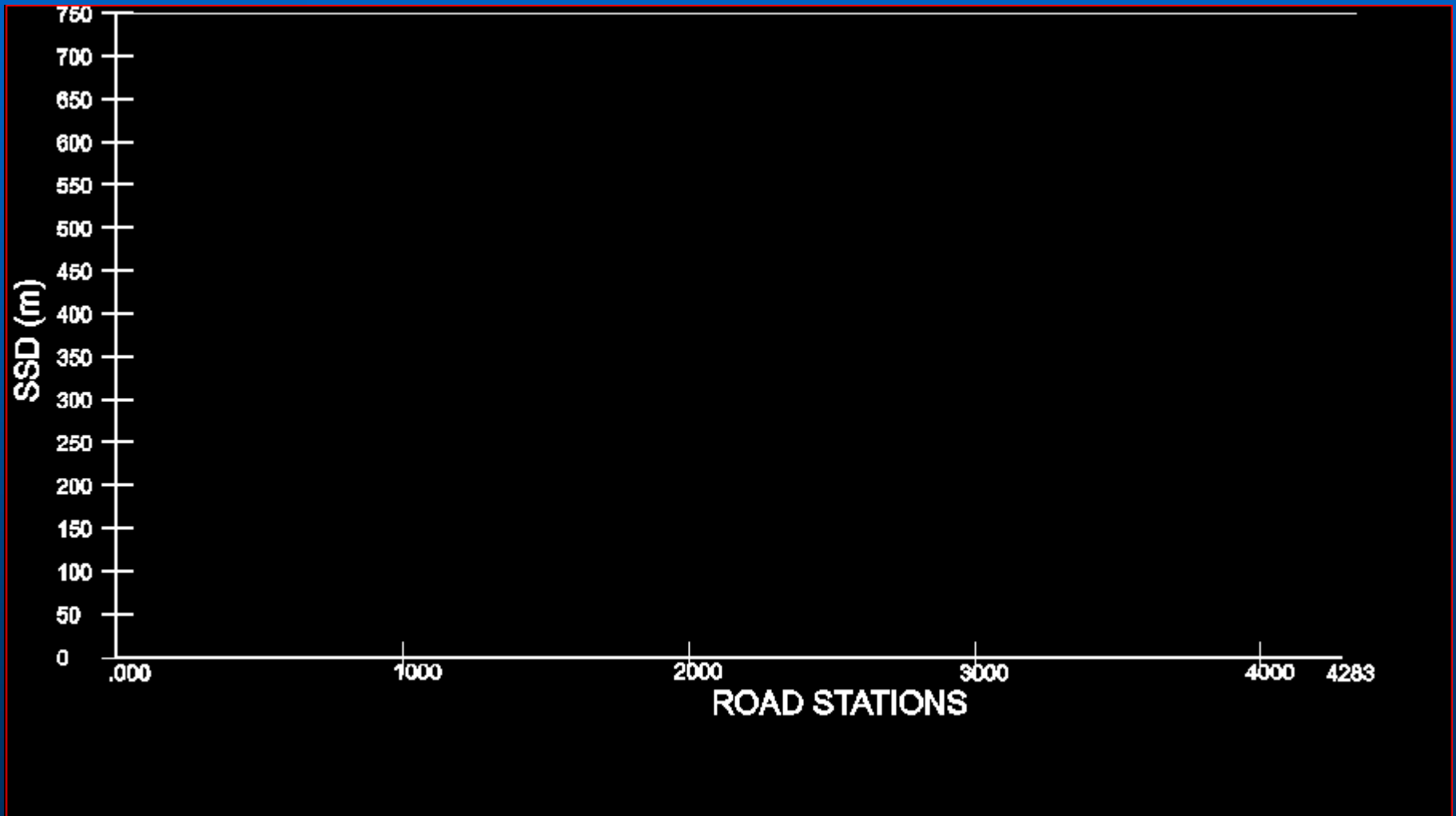


outputs



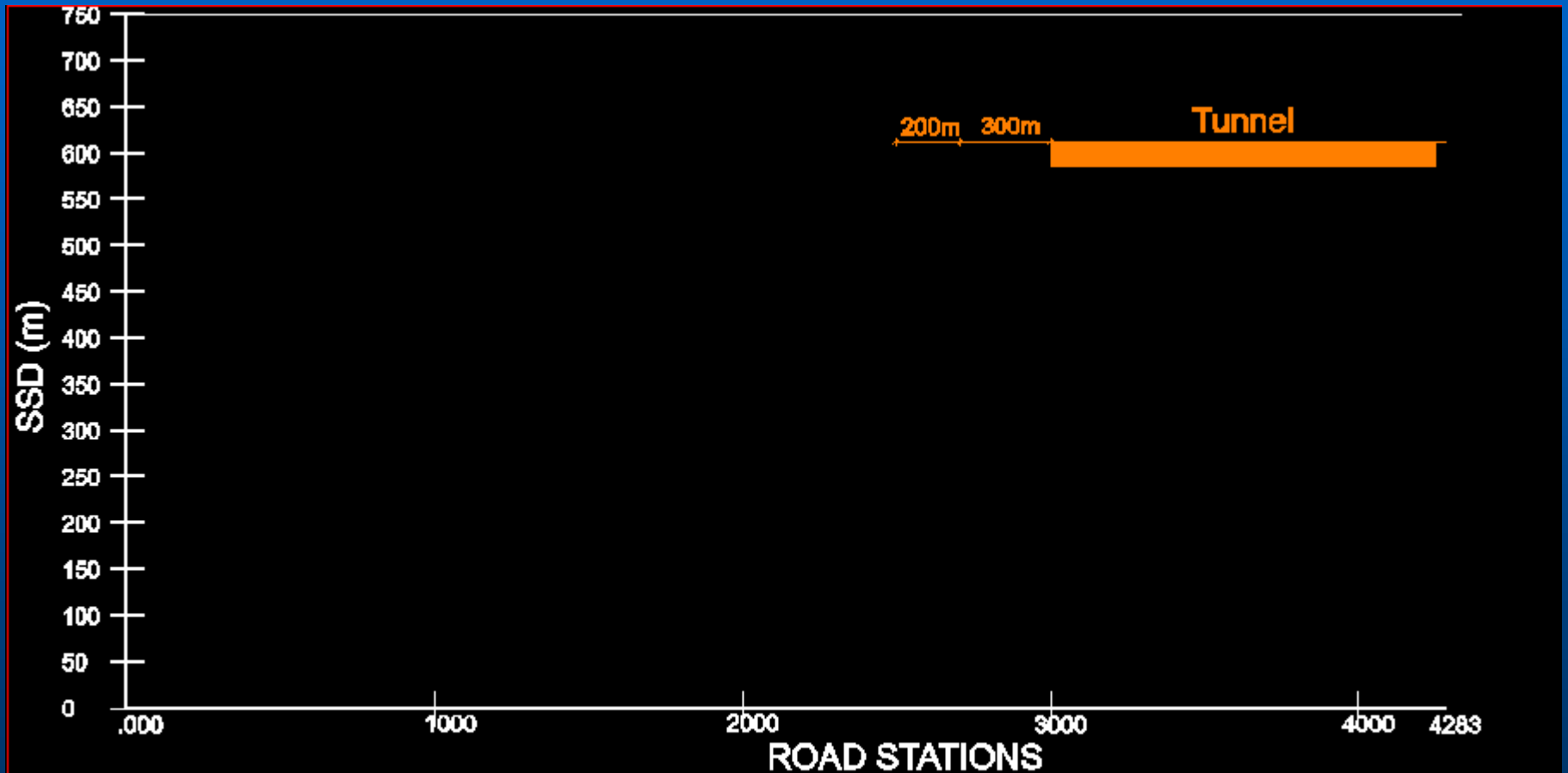
Case Study

SSD Adequacy Investigation



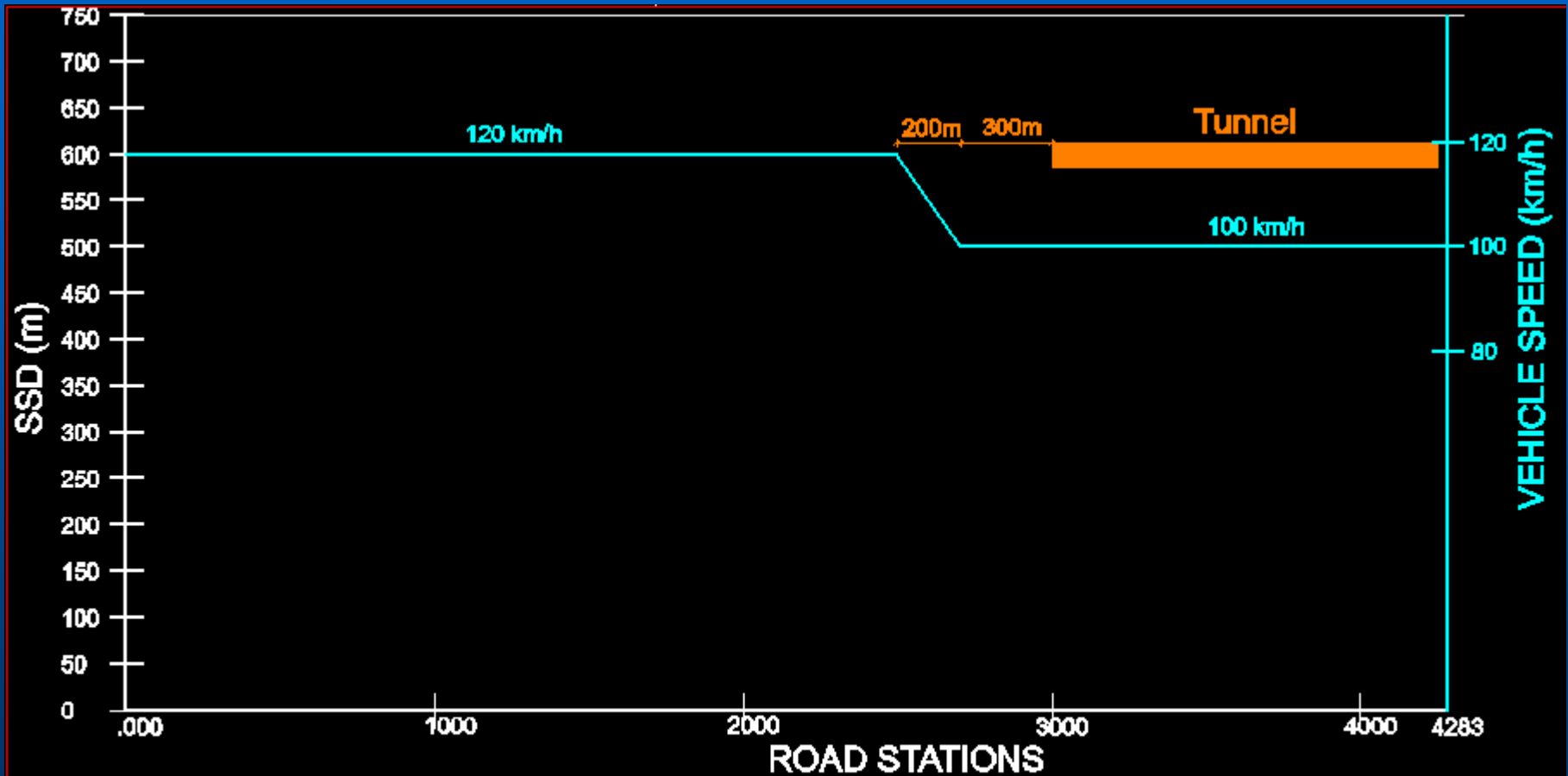
Case Study

SSD Adequacy Investigation



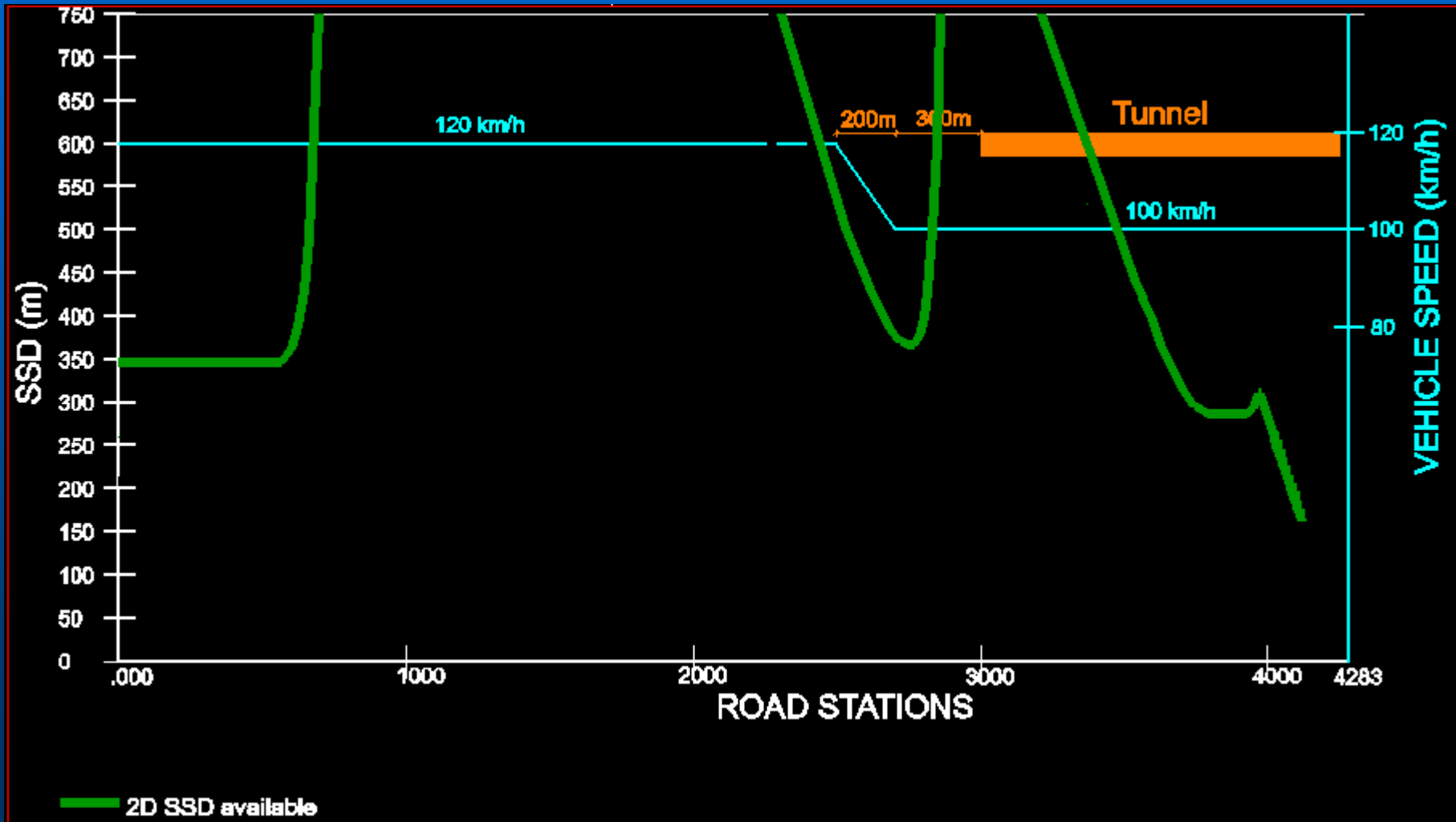
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SSD Adequacy Investigation



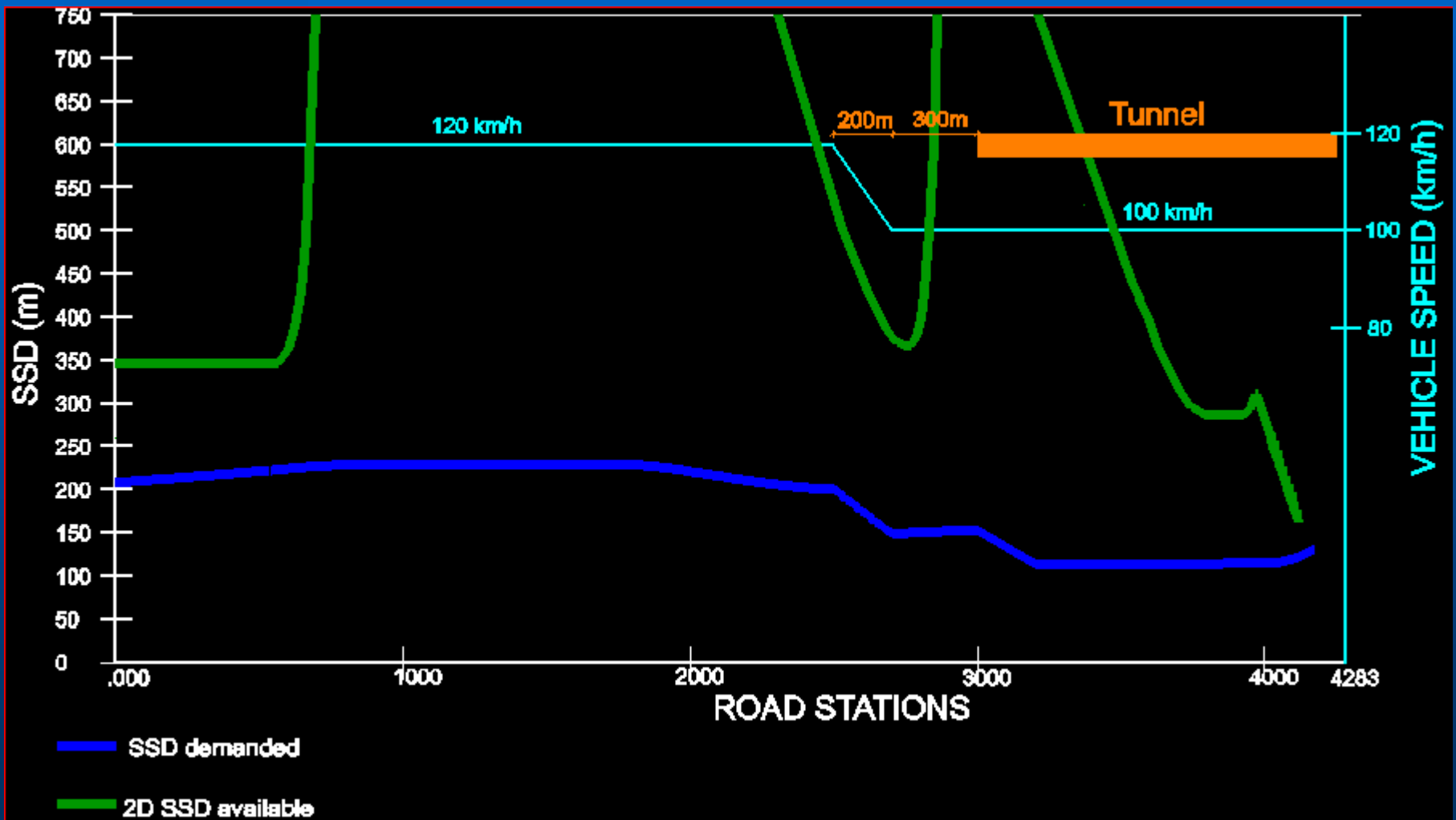
Case Study

SSD Adequacy Investigation



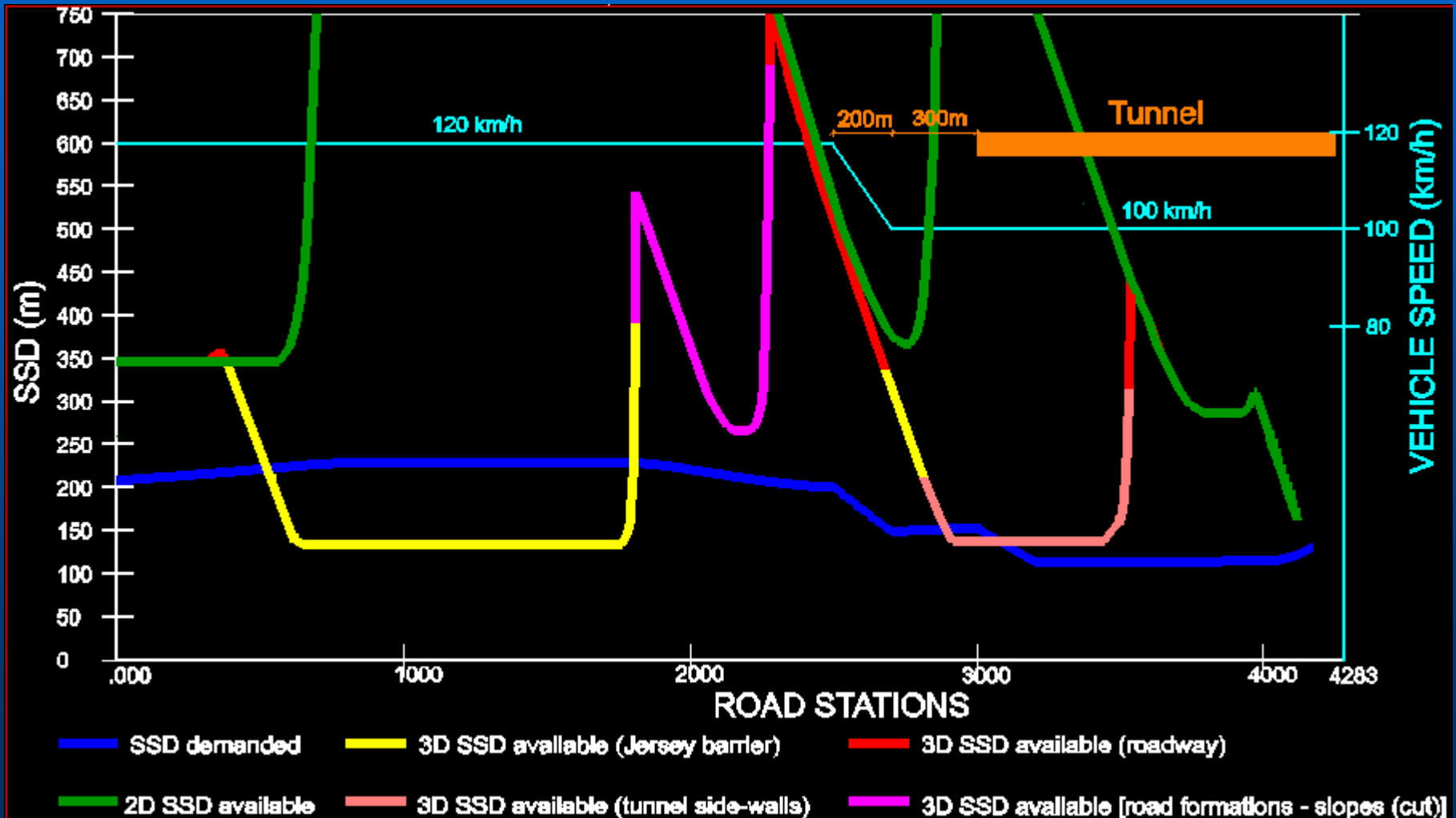
Case Study

SSD Adequacy Investigation



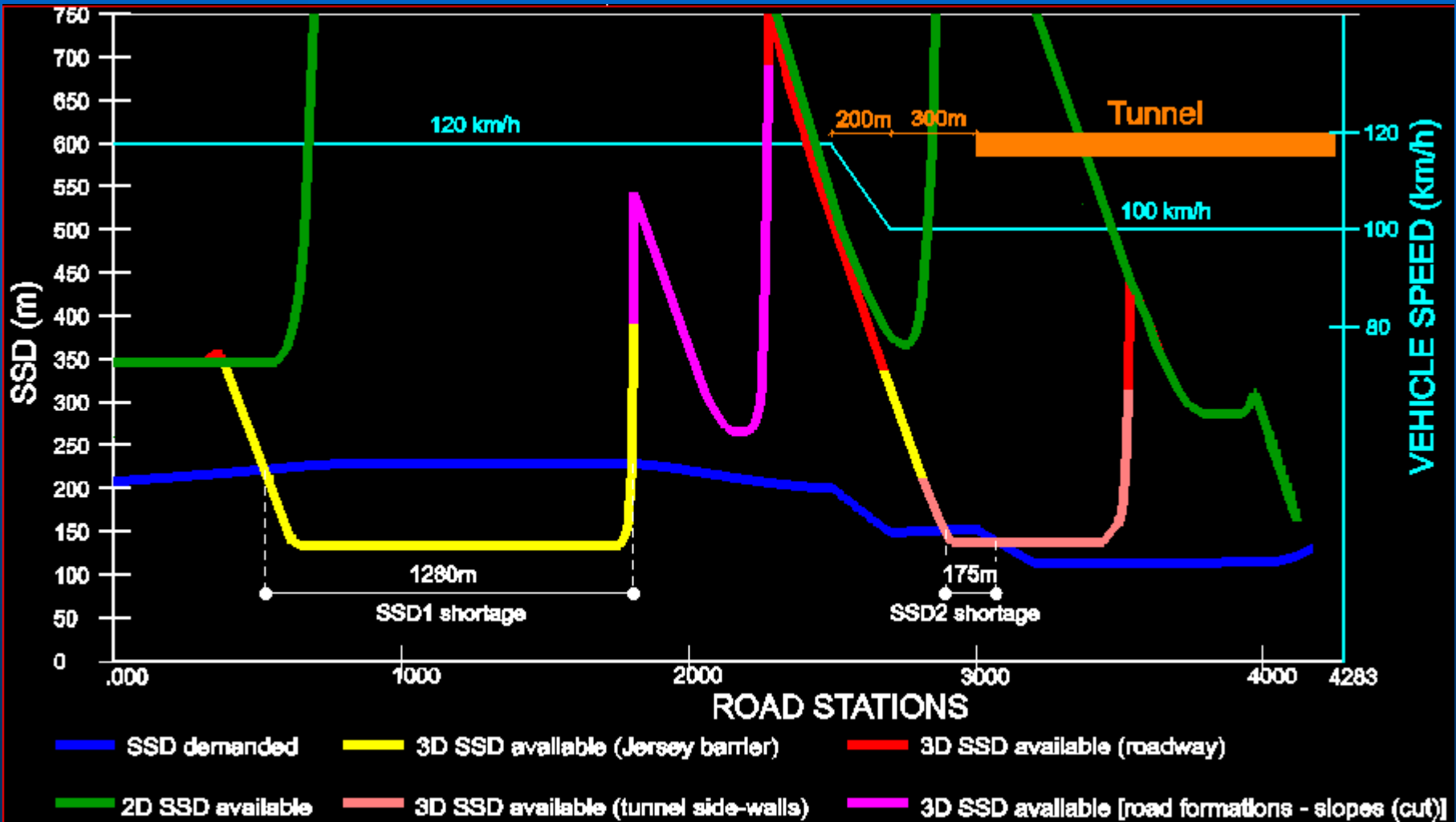
Case Study

SSD Adequacy Investigation



Case Study

SSD Adequacy Investigation



Conclusions



- **accurate SSD adequacy investigation**
 - ▶ based on the difference between $SSD_{\text{available}} - SSD_{\text{demanded}}$
 - ▶ applied in any 3-D road environment
- **flexibility among every road design and/or vehicle dynamic parameter inserted**
- **direct overview regarding design elements responsible for SSD inadequacies**
- **accurate aid to implement geometric design control criteria**