

Durability of premium road surfaces

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ABSTRACT

Quiet pavement technologies (e.g., Porous asphalt concretes, asphalt rubberised mixtures) have mechanistic, volumetric and surface properties (such as drainability, texture, friction and acoustic performance) that decay over time.

This complex phenomenon depends on many variables and involves many processes that finally affect safety, quietness, and budgets.

In the light of the facts above, the objectives of this study refer to setting up a methodology aiming at optimising the design of the main properties of a premium road surface. Surface and volumetric properties were gathered and analysed. Results show that the use of road surfaces with low noise emission characteristics

such as the rubberized surfaces can increase pavement and acoustic durability.

Keywords: Rubberized pavements, Suface properties, Decay over time **I-INCE Classification of Subject Number:** 10 incluir el link <u>http://i-ince.org/files/data/classification.pdf</u>

1. PROBLEM STATEMENT

Premium road surfaces are friction courses that have many "supplementary" properties, such as quietness and drainability.

Quiet pavement technologies (e.g., Porous asphalt concretes, asphalt rubberised mixtures) may be listed among them.

They have mechanistic, volumetric [1,2] and surface properties (such as drainability, surface texture, friction, acoustic absorption, and noise levels) that vary over time.

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These complex phenomena affect their durability, depend on many variables, and involve many processes that finally affect safety, quietness, agency budgets, environmental impacts, and user costs. Importantly, this makes the design of such mixtures extremely complicated, because the relationship between design parameters (composition, cf. [3]) and performance is somehow blurry and conflicting. These issues call for an investigation.

2. OBJECTIVES

In the light of the considerations above, the objective of the study presented in this paper is to set up a methodology to design road surfaces from a comprehensive perspective, that is to say, considering not only traditional (e.g., modulus, fatigue resistance, plastic deformation resistance, thermal cracking resistance) but also premium properties (i.e., permeability, noise level) and, particularly, noise-related issues. To this end, the relationships among noise-related properties and their decay over time were analysed.

3.ANALYSIS OF THE LITERATURE

3.1 Introduction

In the pursuit of the objectives mentioned above, a comprehensive literature review was carried out. The variation over time of the following properties was studied: i) air voids content, in-lab and on-site permeability and drainability; ii) surface texture and friction (i.e., Mean Texture Depth, MTD, and Pendulum Test Value, PTV, cf. [4]) iii) acoustic absorption (a₀) and noise level (e.g. CPX, SPB, CPB, OBSI). Furthermore, the variation of the drainability as a function of the position on the carriageway (i.e., inside and out-site the wheel path) was included in this review.

3.2 Air void, permeability, friction, and surface texture

For air void, permeability, friction, and surface texture, Table 1 below summarises the main pieces of information gathered.

Surface property	Decrease per year	Where	Reference	
Air Void content (AV)	0.9%		[5]	
Drainability (D)	15% (0.015cm/s)	WT/BWT	[6–9].	
Friction Resistance (PTV)	4% (4 units)	WT	[10–13]	
Macrotexture (MTD)	8%*	WT	[14–17]	

Table 1. Approximate decay over time (OGFC, PA)

WT: Wheel tracks; BWT: Between Wheel Tracks. * Other authors monitored also periods of increase of macrotexture [14,18]

Note that the hydraulic conductivity (K) increases with the air void content [19–26], ranging from about 10^{-7} cm/s (AV~3%, [23]) where AV stands for air voids content), to about 0.5 cm/s (AV~26%, [26]).

3.4 Mixes Composition, Construction and Noise performance over time

Aggregate (gradation, shape, angularity, etc.), asphalt binder (quantity, quality), and construction affect noise generation. In more detail, they affect texture level and noise absorption. Acoustic absorption mainly depends on resistivity, tortuosity, thickness, and interconnected air voids. Chu et al. [27], following the ASTM E1050-10 [28] standard procedure (corresponding to ISO 10534-2 [29], range of frequency 100 to 2.5 kHz, PAs),

indicated that sound absorption decreases progressively (from about 0.45-0.90 to about 0.15-0.3) as the percentage of clogging increases from zero up to 100%.

Starting from gradation the dynamic modulus of asphalt mixture [30] and the air void content [31] can be estimated. From texture level, several noise indicators can be predicted [32,33] (Figure 1).

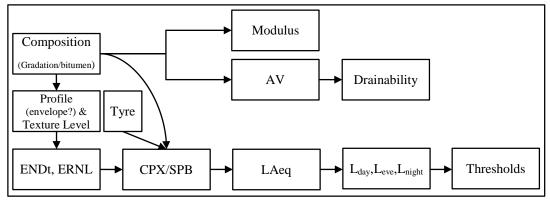


Figure 1. From HMA composition to noise threshold fulfilment

At least in principle, texture level mainly builds on aggregate gradation. For the relationship between texture level and noise the following Equations 1-3 can be listed:

$$ERNL = 0.5 L_{tx,80} - 0.25 L_{tx,5} + 60 [32]$$
(1)

$$END_{t} = 10\log \frac{\sum_{i}^{10} \frac{(L_{mi} + b_{i}\Delta L_{tx,i})}{10}}{\sum_{i}^{10} 10} - 0.25 \cdot (L_{tx,5mm} - L_{tx,ref,5mm})[33]$$
(2)

$$CPXL = a_1 + a_2 Log\left(\frac{s}{s_0} + \left[a_3 + a_4 Log\left(\frac{s}{s_0}\right) + L_{tx,16} + 3\right]\right)\left[a_5 + a_6 Log\left(\frac{s}{s_0}\right) + L_{tx,2} + 3\right]$$
(3)

Note that ERNL (Estimated Road Noisiness Level) is the pass-by noise level from a passenger car, estimated from the octave band road surface texture levels $L_{tx,80}$ and $L_{tx,5}$ (at 80 mm and 5 mm texture wavelength, respectively).

END_t (ISO10844) is the Expected pass-by Noise Level Difference [33] due to texture differences between the reference (ref) and the given surface. L_{mi}, b_i, and L_{tx, ref, 5mm} are reference values. The remaining factors ($\Delta L_{tx,i} = L_{tx, \lambda} - L_{tx,ref, \lambda}$; L_{tx, 5mm}) depend on the surface under consideration. ERN_L and END_t are estimated values. CPXL is the predicted CPX [34,35]. In equation 3, s and s₀ are respectively the traffic speed and the reference speed expressed in km/h.

By referring to the prediction of noise levels based on texture levels note that:

1) END_t is the Expected pass-by Noise level Difference from Texture level variation of road surface [33].

2) According to many authors, before deriving texture levels [28–30, forthcoming], road profile must be substituted by its envelope.

3) The actual noise ranking depends not only on pavement texture but also on tyres [39]. Consequently one tyre may be noisier than another on a pavement and quieter than the other on another pavement.

4) Mechanical impedance may affect the production of noise, whatever the texture [40].

From an experimental standpoint, the methods in Table 2 can be used to assess noise outcome.

Method	Standard	Acoustic Parameter	NGEG	S
		(dB)	11 0 2 0	(km/h)
Statistical Pass By (SPB)	ISO 11819-1:2004	Lveh, SPBI	MFII	
Controlled Pass By (CPB)	NF S 31-119-2:2000	L _{ref} , L	M F I/O I/O	
Close Proximity (CPX)	ISO 11819-2:2017	L _{CPX} , L _{CPX:P} , L _{CPX:H} , L _{CPX:I}	1 C I I	50,80, 110
On-Board Sound Intensity (OBSI)	AASHO TP 360-16	SI _{index} , OBSI	1 C I I 5	6.3,72.4, 96.5
Continuous-Flow Traffic Time-Integrated (CTIM)	AASHTO TP 99-18	L _{eq}	MFII	
Statistical Isolated Pass-By (SIP)	AASHTO TP 98-18	Lveh, Lveh, ref, SIPI	MFII	
Coast-by Method (CB)	ISO 13325:2003	SPL	MFOO	60, 70, 80, 90

Table 2. Noise level measurements

 L_{veh} : Maximum A-weighted sound pressure level determined at a reference speed from a regression line of the maximum A-weighted sound pressure level versus the logarithm of speed, calculated for each vehicle category; SPBI: Statistical Pass-By Index, obtained combining the individual L_{veh} for the different vehicle categories; L_{ref} : noise level resulting from the linear least squares regression for the reference speed velocity V_{ref} ; L: measured noise level, either of maximum pressure or of exposure, in overall level or level per band of third party at velocity V; L_{CPX} : time-averaged, A-weighted Sound Pressure Level (SPL) of the tyre/road noise as determined by the CPX method; $L_{CPX:P}$: CPX level for passenger cars and other light vehicles; $L_{CPX:H}$: CPX level for heavy vehicles; $L_{CPX:H}$: SI_{index}: Sound Intensity Index; OBSI: On-board Sound Intensity; L_{eq} : Average equivalent sound level; L_{veh} : measured vehicle sound level a; SIPI: Statistical Isolated Pass-By Index; SPL: Sound Pressure Level; N: Number of vehicles (1 or more, M); G: Geometry (F as far or C as close) E: Engine (O as Off or I as in); S: Test Speed.

Table 3 refers to the correlations among CB, CPX, SPB and OBSI.

Noise Measurement Method	Equation	Note	Reference
SPB-CPX	$L_{SPB} = 0.95 L_{CPX} - 15.6$	v=80km/h, p.c.	[41] (a)
	$L_{SPB} = 0.65 L_{CPX} + 24$	v=80km/h, h.v.	
CB-CPX	$L_{CB} = L_{CPX} - 20.6$	a.v.s	[42] (b)
SPB-CPX-OBSI	$L_{\text{CPX}} = 1.04 L_{\text{OBSI}}$ - 6.52	a.v.s.	
	$L_{SPB} = 0.80 L_{CPX} - 3.23$	a.v.s.	
SPB-CPX	$L_{SPB} = 0.9L_{CPX} - 15.6$	v=50km/h, p.c.	[43] (c)
SPB-CPX	$L_{SPB} = 0.89 L_{CPX}$ - 7.95	v=110km/h, p.c	[44] (d)
	$L_{SPB} = 0.87 L_{CPX} - 9.54$	v=80km/h, p.c.	
OBSI-CPX	$L_{OBSI} = L_{CPX} + 3.1$	v=50km/h, p.c.	[45] (e)
	$L_{OBSI} = L_{CPX} + 2.4$	v=80km/h, p.c.	
SPB-CPX	$L_{SPB} = 0.98 L_{CPX}$ - 19.8	a.v.s.	[46] (f)
CPX-OBSI-SPB	$L_{CPX} = 0.7 L_{SPB} + 48.39$	a.v.s.	[47] (g)
	$L_{OBSI} = 0.43 LSPB + 68.42$	a.v.s.	
	$L_{OBSI} = 0.87 L_{CPX} + 13.33$	a.v.s.	
CB-CPX	$L_{CPX} = 0.99 L_{CB} + 23.03$	v=80km/h	[48] (h)

Table 3	. Corre	lations
10000		

Statistical Pass By Method; CPX: Close Proximity method; CB: Coast By Method; OBSI: On Board Sound Intensity method; p.c.: passenger car; h.v.: heavy vehicle; a.v.s.: all vehicle speeds.

While CPX, OBSI, CB and SPB refer to specific test conditions and do not represent necessarily real traffic conditions, LAeq, Lden, Lday, Leve, and Lnight refer to real traffic [49]. In Figure 4 the main relationships among noise indicators are reported.

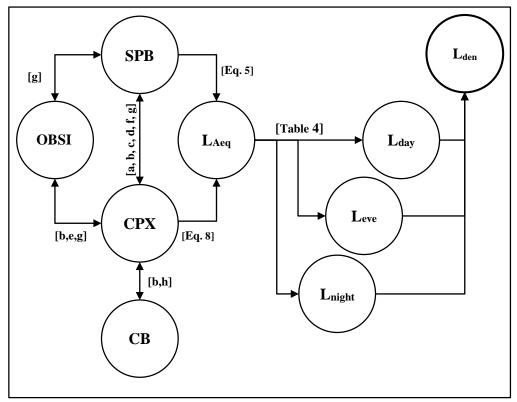


Figure 2. Main relationships among noise indicators (cf. Table 2)

In Table 4, LAeq is the main input. LAeq is the Equivalent Continuous Level of a sound source, measured over a specific time period (i.e. 1 hour). LAeq is the steady sound pressure level which, over a given time period, has the same total energy as the actual fluctuating noise. It can be measured through a sound meter.

Table 4. Noise level indicators				
Noise Indicator (dE		Time (hour)		
L _{day}	$L_{day} = 10 Log_{10} \left[\frac{1}{12} \sum_{6am}^{6pm} 10^{\frac{LAeq(1hour)}{10}} \right]$	6:00-18:00		
L _{eve}	$L_{eve} = 10 Log_{10} \left[\frac{1}{4} \sum_{6pm}^{10pm} 10^{\frac{LAeq(1hour)}{10}} \right]$	18:00-22:00		
Lnight	$L_{\text{night}} = 10 \text{Log}_{10} \left[\frac{1}{8} \sum_{10\text{pm}}^{6\text{am}} 10 \frac{\text{LAeq(1hour)}}{10} \right]$	22:00-6:00		
L _{den} I	$L_{den} = 10 \lg \frac{1}{24} \left(12*10^{\frac{Lday}{10}} + 4*10^{\frac{Leve+5}{10}} + 8*10^{\frac{Lnight+10}{10}} \right)$	0:00-24:00		

Lden: day-evening-night noise indicator in decibels (dB), noise indicator for overall annoyance; Lday: daynoise indicator for annoyance during the day; Levening: evening-noise indicator for annoyance during the evening; Lnight: night-time noise indicator for sleep disturbance.

Note that L_{Aeq,T} can be derived as follows (ISO 1996-1, [50]):

$$L_{Aeq,T} = 10 \log \frac{1}{T} \int_{0}^{T} \iint (p_A(t)/P_0)^2 dt$$
 (4)

Where $p_a(t)$ is the A-weighted instantaneous sound pressure at running time t and p_0 is the reference sound pressure (=20µPa).

According to Berengier et al. [51], LA_{eq} can be derived from SPB measurements through the following parameters: 1) LA_{max} for each vehicle class, obtained through the SPB ISO 11819-1; 2) attenuation; 3) traffic volumes (passenger cars, pc, and heavy trucks, ht).

First the LA_{eq} of the reference period T (i.e., 1 hour), for a single vehicle, running at a certain speed, is estimated through Equation 5:

$$LA_{eq,}T(v_{ref}) = L_{max}(v_{ref}) + 10\log\frac{\pi D_{ref}}{v_{ref}T}$$
(5)

where D_{ref} is the distance between the source and the receiver, in metres, T the reference period (i.e. equal to 3600s if T=1 hour), v_{ref} is the average speed in m/s of the vehicle used during the measurements. Note that the A-weighted, pass-by, maximum sound pressure level, L_{Amax} , refers to a reference microphone, located near the road, 7.50 m from the right lane axis and 1.20 m above the road surface, and for each vehicle class (EN-ISO 11819-1).

In a second step, the LA_{eq} at a distance D_{meas} (different from D_{ref}), for a single vehicle, is derived as follows:

$$LA_{eq}, T(v, D) = L_{eq}, T(v_{ref}) + attenuation (ground, top, meteo)$$
(6)

Equation 5 considers the noise level attenuation caused by the topographical features, the ground effects, and the meteorological conditions.

In a third step, based on $LA_{eq}(pc)$ and $LA_{eq}(ht)$, where pc refers to passenger cars and ht to heavy trucks, the LA_{eq} depending on the traffic volume for each hour is derived:

$$LA_{eq}(T) = 10\log(\frac{1}{T}(n_{pc} * 10^{0.1LA_{eq}(pc)} + n_{ht} * 10^{0.1LA_{eq}(ht)}))$$
(7)

where n_{pc} and n_{ht} are, respectively, the number of pcs and hts in the traffic flow during the period T. $L_{Aeq(pc)}$ and $L_{Aeq(ht)}$ are the L_{Aeq} for one representative vehicle of each family on the reference period one hour.

In a fourth step, L_{den} can be derived through L_{day}, L_{eve}, and L_{night}.

Note that the noise indicator L_{den} is obtained by summing all noise contributions on each period of the day (L_{day}), evening (L_{eve}) and night (L_{night}), including the weight of +5 dB for the evening and +10 dB for the night (cf. Table 4, fourth equation). The traffic has a different distribution during the day [6:00-18:00], evening [18:00-22:00] and night [22:00-6:00], for each vehicle class. The noise indicators L_{day} , $L_{evening}$, L_{night} represent the A-weighted long-term average sound level as defined in ISO 1996-2 [52], determined over the reference period.

In terms of durability of noise performance note that noise performance undergoes a decay over time. This decay is probably caused also by the modification of texture levels and, in some cases, of porosity.

To this end note that texture levels over time may become higher in the megatexture range (wavelength between 50 and 500 mm) and lower in the macrotexture range (wavelength between 0.5 and 50 mm) [53,54].

Table 5 illustrates the increase in noise level measured according to different methods. Note that the increase *per* year ranges from 0.1 to 1.3 dB per year.

Measurement Method	Pavement type	Increase (dB per year)	Reference
SPB/CPX	PA	0.3-0.5	[55]
	TSL	0.4-0.6	
	1L-PA	0.2-0.3	
SPB/CPX/OBSI	DGAC	0.13-0.72	[56]
	OGAC	0.09-0.80	
	PAC	0.13-0.55	
	RAC-O, RAC-G	0.18-0.40	
	SMA	0.21-1.32	
	UTLAC	0.35-1.06	
SPB/CPX	DPAC	0.24-2.45	[57]
	TSL-PA	0.43-2.39	
	TSL-SMA	0.33-1.52	
CPX/OBSI	ARFC	0.34-0.64	[58]
OBSI	CRM	0.60-0.92	[59]
	DGA	0.06-0.33	
	SMA	0.07-0.67	

Table 5. Noise level increase for pavement type

CPX: Close Proximity method; SPB: Statistical Pass-By method; OBSI: On Board Sound Intensity method; TSL: Thin Surface Layers; DGAC: Dense-Graded Asphalt Concrete; OGAC: Open-Graded Asphalt Concrete; PAC: Porous asphalt concrete; RAC: Open and Dense Graded Asphalt Concrete with rubber; SMA: Stone Mastics Asphalt; UTLAC: Ultra Thin Asphalt Layers; 1L-PA: Single-Layer Porous asphalt; DPAC: Double-Layer Porous Asphalt Concrete; ARFC: Asphalt Rubber Friction Course; CRM: Crumb Rubber Modified.

The estimate of noise performance can be carried out directly (in terms of measurement of L_{day} , etc) or through correlations between a given type of measurement (e.g., CPX) and the expected output (e.g., L_{den}). In terms of prediction or correlations, speed is very relevant and conversions may be needed. To this end the following equations is given [60]:

$$SEL = a + b \log \frac{v}{v_0}$$
(8)

Where SEL stands for sound equivalent level and v_0 is the reference speed 50 km/h. Based on experimental results [60], it is possible to have some correlations among the noise level measurement (SPB and CPX) and the noise indicators L_{day} , L_{eve} , L_{night} and L_{den} . Under given assumptions, it may be observed that the measured Statistical Pass-by index (SPBI) shows a quite good correlation with noise levels, namely with L_{den} . On average, the difference between L_{den} and the SPB appears to be smaller (about 5 dB) than the one between CPX and L_{den} (about 21 dB). Furthermore L_{den} results to be quite close to L_{day} and L_{eve} (2-3 dB), rather than to L_{night} (8 dB). Moreover there is often a slight difference between L_{day} and L_{eve} (1 dB) [60,61].

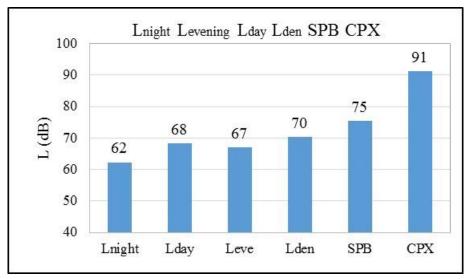


Figure 3. Example of ranking of noise indicators

4. METHODOLOGY

The design of a bituminous mixture (as a layer of a multi-layered system, i.e., a pavement) aims at determining the composition of each mixture.

There are many targets: volumetric ones (e.g., AV), mechanistic (e.g., fatigue, plastic deformation, thermal cracking), resistance (e.g., Marshall stability, cf. [62]), and workability-related properties (e.g., bitumen viscosity), and (for the friction course) surface properties (e.g., friction, surface texture, acoustic absorption, drainability).

A synergetic and concurrent design is needed aiming at having similar expected lives for all the required properties. Not only (for the given layer) the objective above is to accomplish, but also the expected life of the pavement should be n-times (where n is usually 2) the expected life of the friction course (first layer). Consequently, in the case of a new friction course aiming at having, for example, a given CPX [63], the following steps are crucial:

- 1) Designing the friction course in order to comply with the CPX requirement (cf. Figure 1, equations 1-3);
- 2) Predicting the corresponding consequences in terms L_{den} [49];
- 3) Predicting the consequences, if any, in terms of remaining surface-related properties (e.g., drainability, friction, and texture);
- 4) Predicting the consequences in terms of mechanistic properties (cf. Figure 1);
- 5) Deriving the expected life for each layer of the pavement system;
- 6) Deriving the expected life of the pavement (without the friction course);
- 7) Comparing the expected life of friction course and pavement;
- 8) Going back to the design of layers (and, particularly, friction course) in order to have the highest expected life of the pavement, the highest expected life of the friction course, being the first n times the second one.

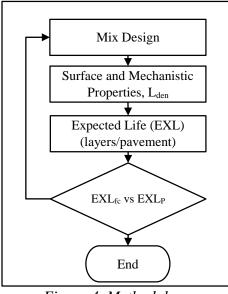


Figure 4. Methodology

5. CONCLUSIONS

The surface properties of friction courses and particularly premium ones (e.g., micro-, macro-texture, and drainability and noise level) are crucial. The evolution over time of these main functional properties is governed by many factors (among which clogging).

In this study, attention focused on the synergetic consideration of different steps of a pavement life and different properties of a pavement structure.

It emerges that the relationships between mix design and outputs is very far from being clearly organised and represented in terms of an implementable algorithm.

Importantly, the first logical step, from design to noise-related properties is only partly understood.

An array of algorithms to help design the noise-related properties has been provided and discussed.

Future research will focus on gathering information and insights on the logical chain from aggregate gradation to noise generation.

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