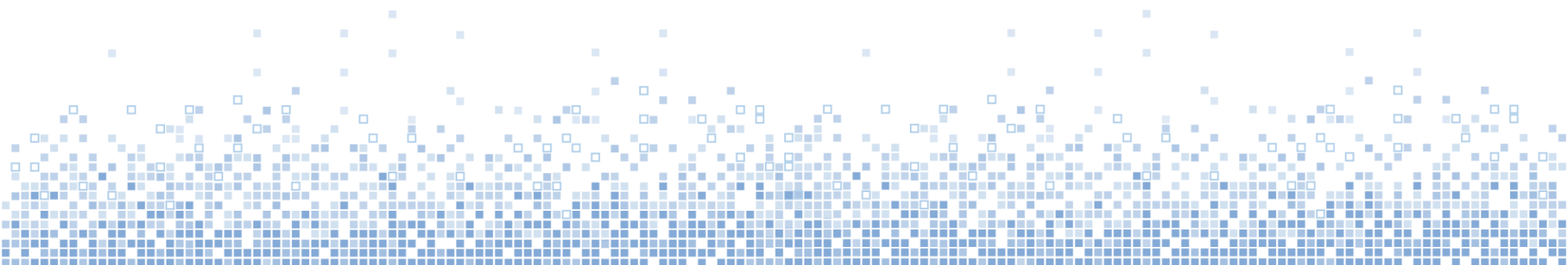


# Refining the Effective Intensity Model for Use in Marine Visual Signals

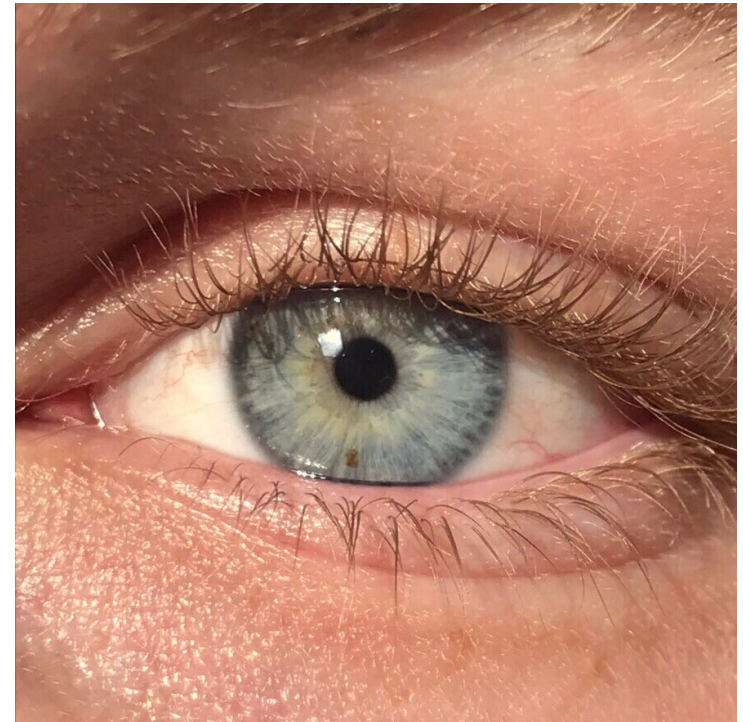
Dr. Alwyn I. Williams

9<sup>th</sup> October 2017



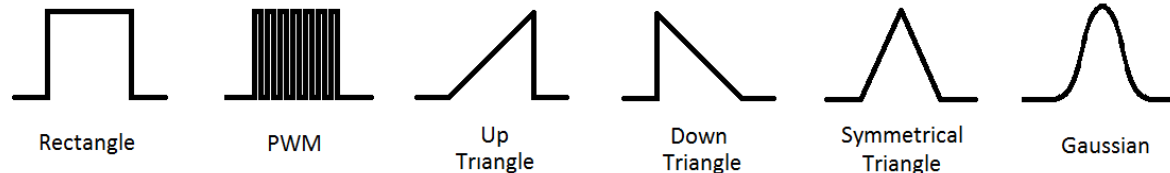
# Effective Intensity for Marine Visual Signalling

- Effective intensity models developed for signals at threshold of detection
- Higher illuminance threshold for marine visual signalling
  - 0.2  $\mu$ lux at night
  - Robust detection and identification
- Apparent intensity is used to describe the “effective intensity” at the higher threshold of illuminance



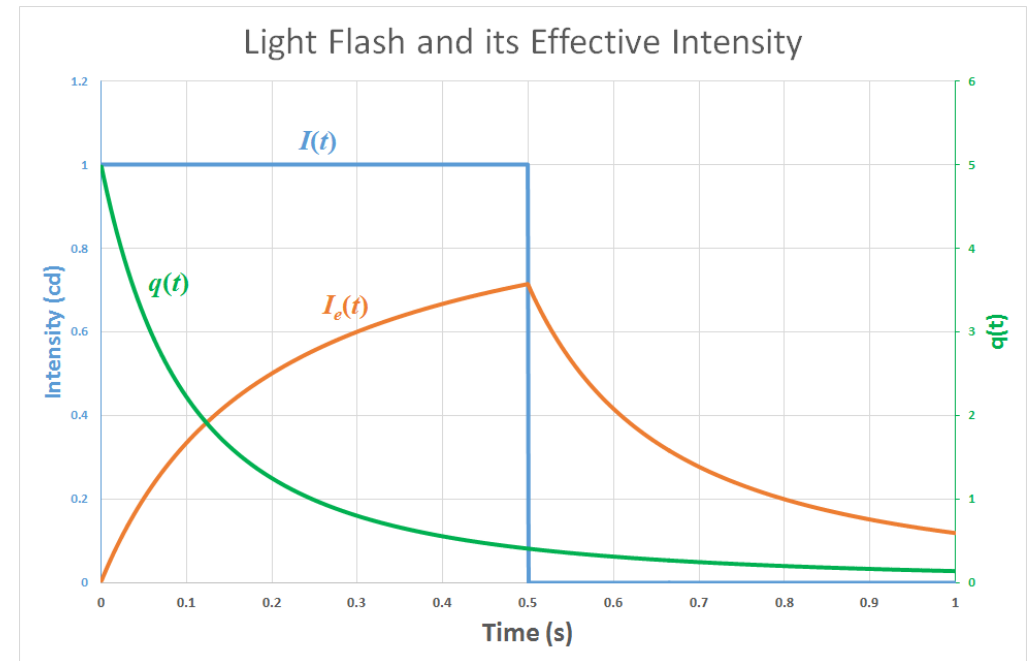
# Conspicuity of flashing lights

- Need to further understand how well flashing visual signals can be detected and identified by mariners
- R&RNAV have reviewed the methods of calculating **effective intensity** used to date:
  - Blondel-Rey
  - Schmidt-Clausen (Form Factor)
  - Modified Allard Method
- Difficulties with complex flash shapes



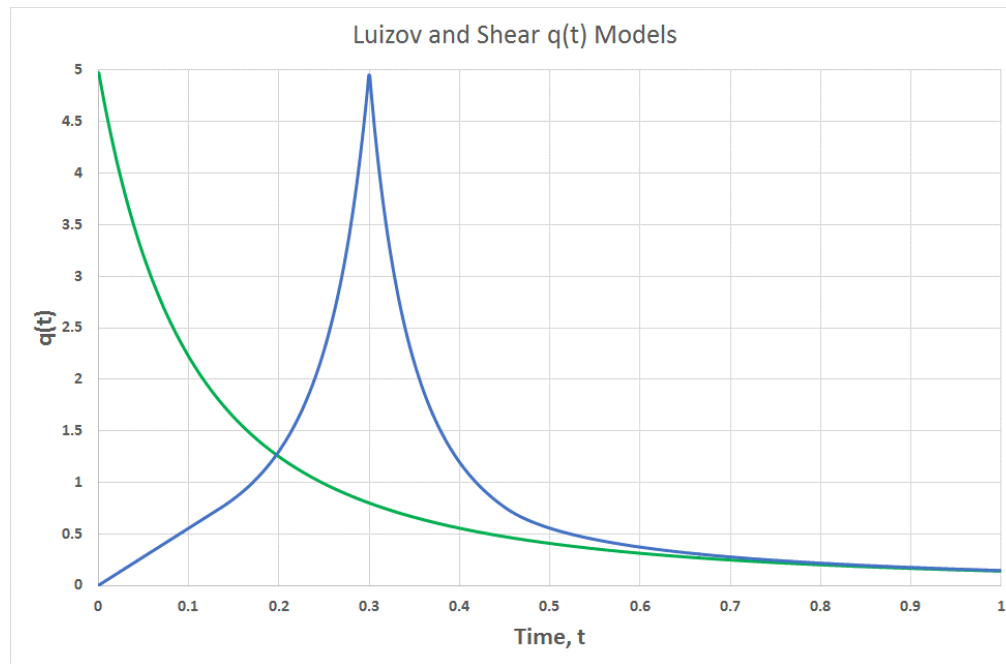
# Modified Allard Method

- Uses convolution method
$$I_e(t) = I(t) \otimes q(t)$$
where  $q(t) = a/(a+t)^2$ and  $a = 0.2$  s
- Maximum value of  $I_e(t)$  is the effective intensity



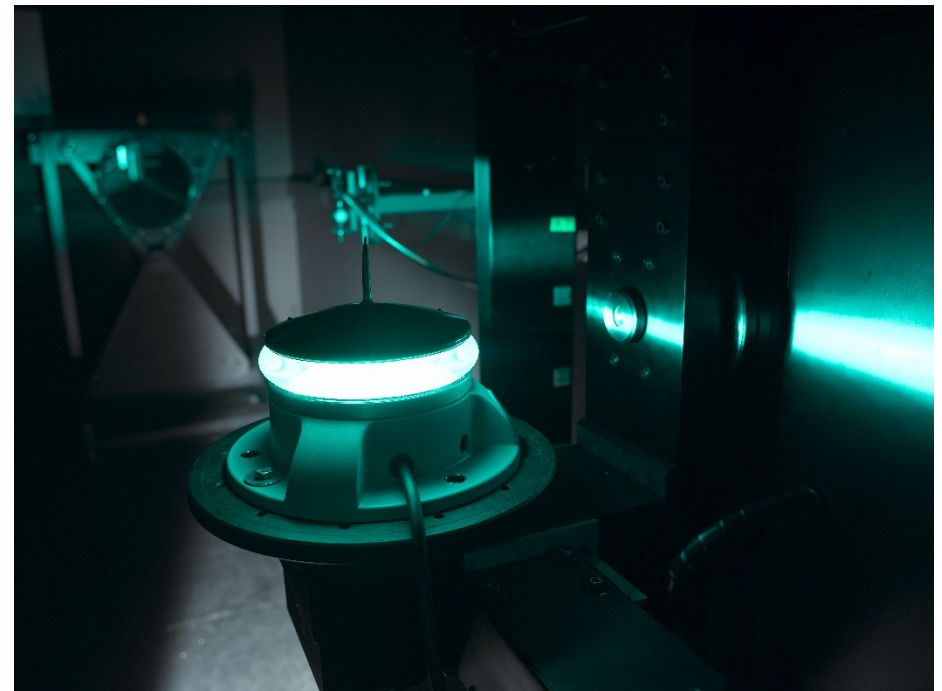
# Modifying Modified Allard Method: Shear MAM

- Modified Allard Method uses the Luizov convolution function,  $q(t)$
- Couzin suggests that sheared  $q(t)$  better represents the human response
- Good match with initial observations with peak at 0.3 s



# The Three Experiments

- Threshold in Darkroom
  - Effective intensity at illumination threshold
- Supra-Threshold in Darkroom
  - Apparent intensity with signal illuminance of 0,2  $\mu\text{lux}$
- Supra-Threshold in Light Range
  - Comparison of flashes at signal illuminance of 0,3  $\mu\text{lux}$  to 1,5  $\mu\text{lux}$



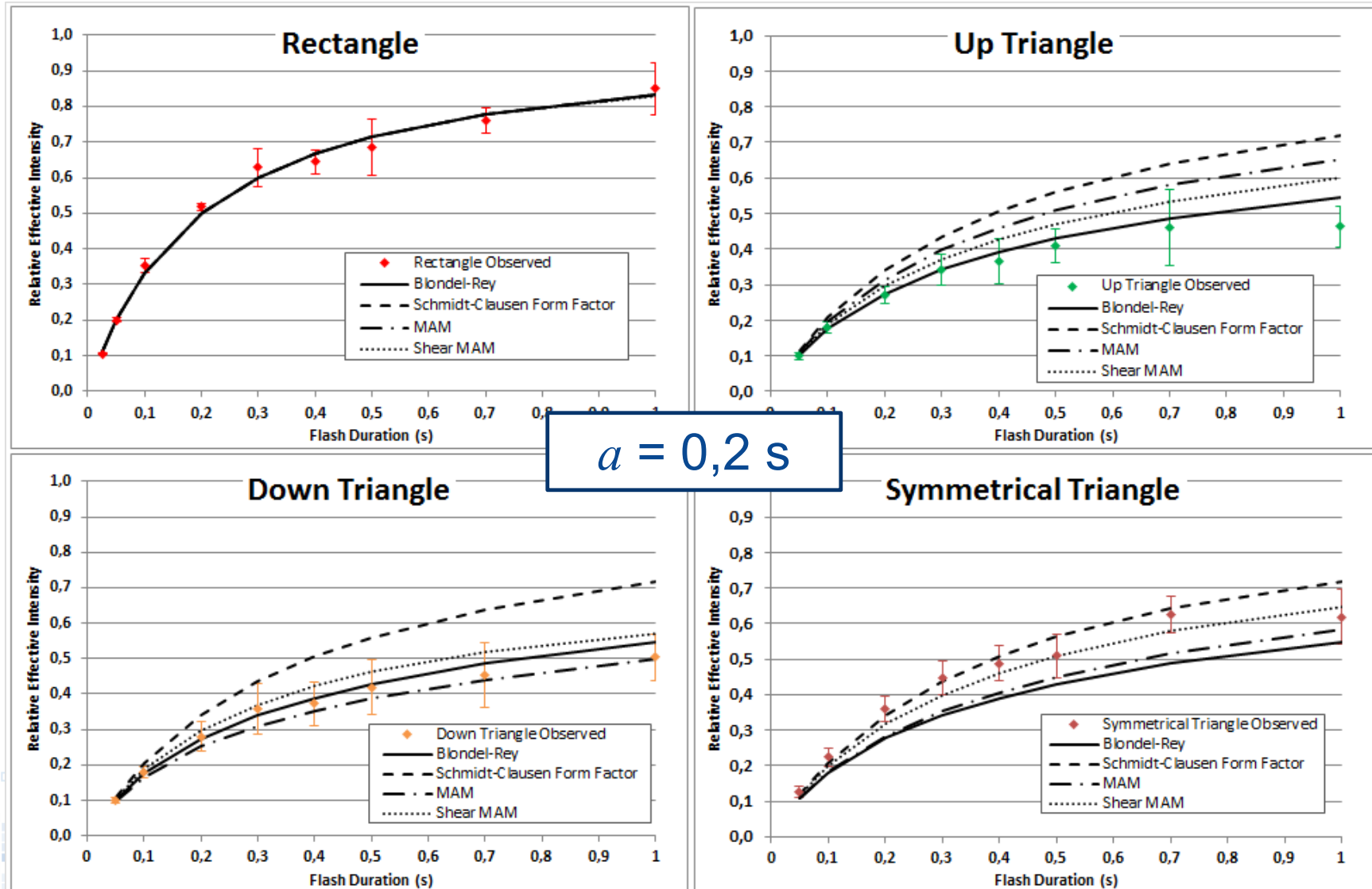
# Threshold Darkroom Experiment

- Dark-adapted observer
- Measured the observer's illuminance threshold
  - Steady white light
- Views flashing white light at threshold of detection
- Observers adjust the flash intensity until it can only just been seen
- Intensity compared with steady light





# Threshold Darkroom - Results



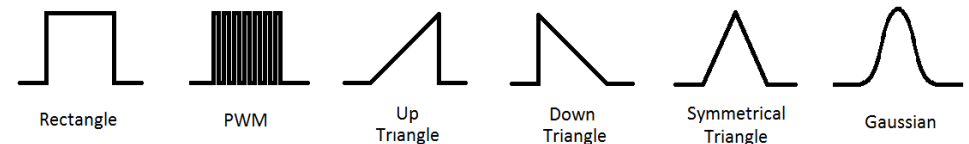
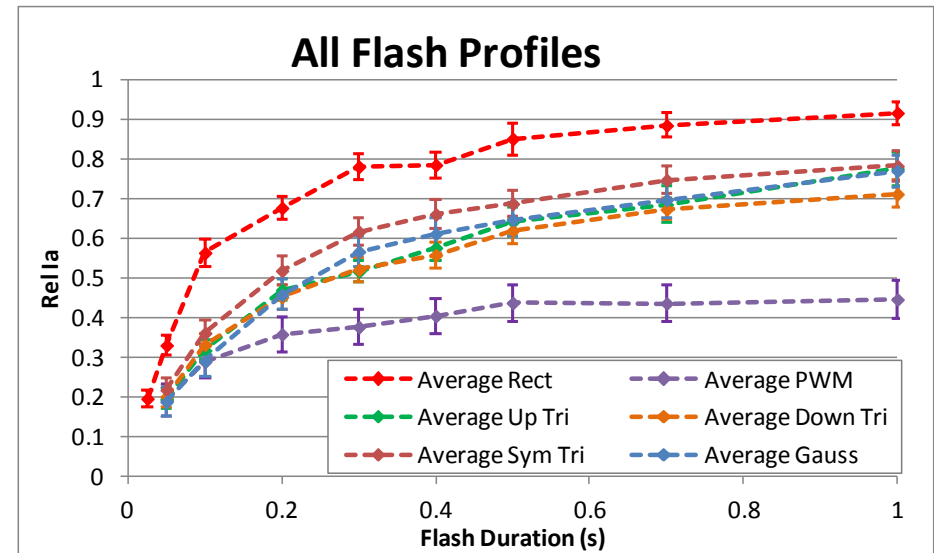


# Threshold Darkroom - Results

Flash Profile	Blondel-Rey	Schmidt-Clausen	Modified Allard Method	Shear MAM
Rectangular	0,0 %	0,0 %	0,0 %	-0,1 %
Up Triangle	+5,1 %	+31,6 %	+21,4 %	+13,7 %
Down Triangle	+1,7 %	+27,4 %	-6,7 %	+8,7 %
Symmetrical Triangle	-18,8 %	+1,4 %	-15,8 %	-6,5 %
<b>Max All Profiles</b>	<b>+5,1 %</b>	<b>+31,6 %</b>	<b>+21,4 %</b>	<b>+13,7 %</b>
<b>Min All Profiles</b>	<b>-18,8 %</b>	<b>0,0 %</b>	<b>-15,8 %</b>	<b>-6,5 %</b>
<b>Spread</b>	<b>23,9 %</b>	<b>31,6 %</b>	<b>37,2 %</b>	<b>20,2 %</b>

# Supra-Threshold Darkroom Experiment

- Understand the apparent intensity based on flash shape.
- Perceived flash intensity relative to fixed intensity light
- Rectangular most effective for a given flash length
- Up and Down Triangle has almost no difference



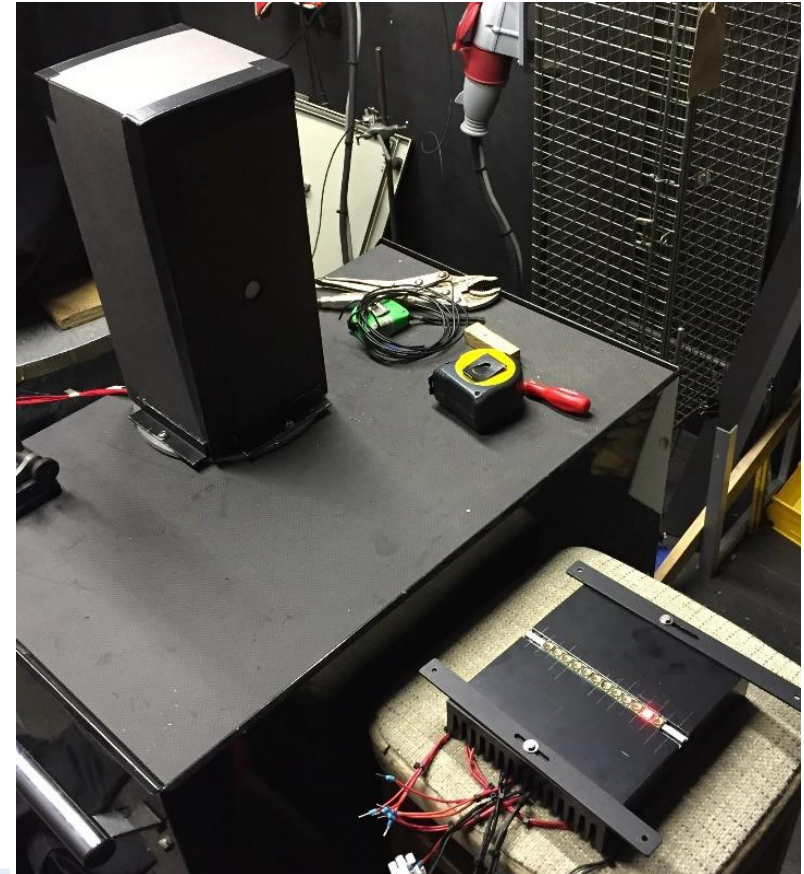
# Comparison of methods against observations

Flash Profile	Blondel-Rey	Schmidt-Clausen (Form Factor)	Modified Allard Method (Luizov)	Shear MAM
Rectangle	-1,9%	-1,9%	-1,9%	-1,6%
PWM	-3,6%	+31,5%	-1,9%	-4,4%
Up Triangle	-15,0%	+9,8%	+1,9%	-5,8%
Down Triangle	-13,8%	+10,8%	-24,4%	-5,3%
Symmetrical Triangle	-26,3%	+0,8%	-20,3%	-7,6%
Gaussian	-23,6%	-0,4%	-17,7%	-6,3%
Max All Profiles	-1,9%	+31,5%	+1,9%	-1,6%
Min All Profiles	-26,3%	-1,9%	-24,4%	-7,6%
Spread	24,4%	33,4%	26,3%	6.0%

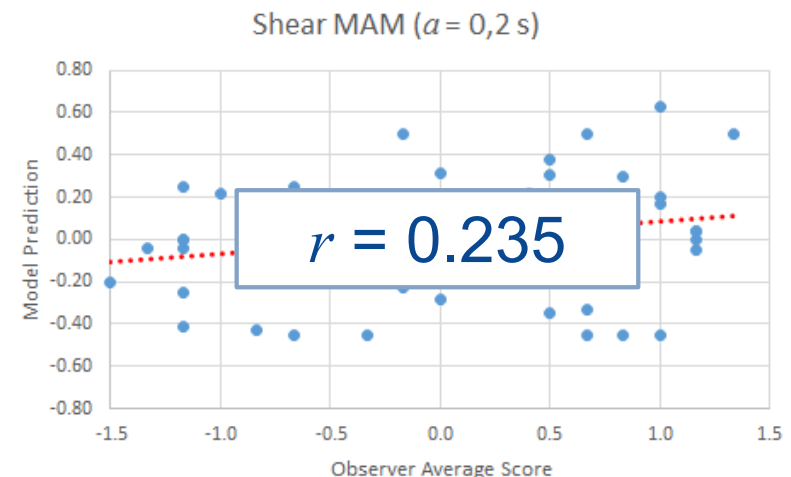
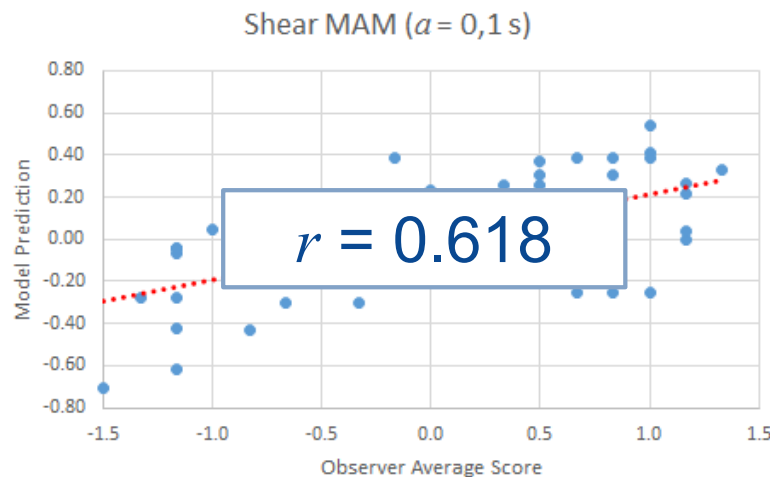
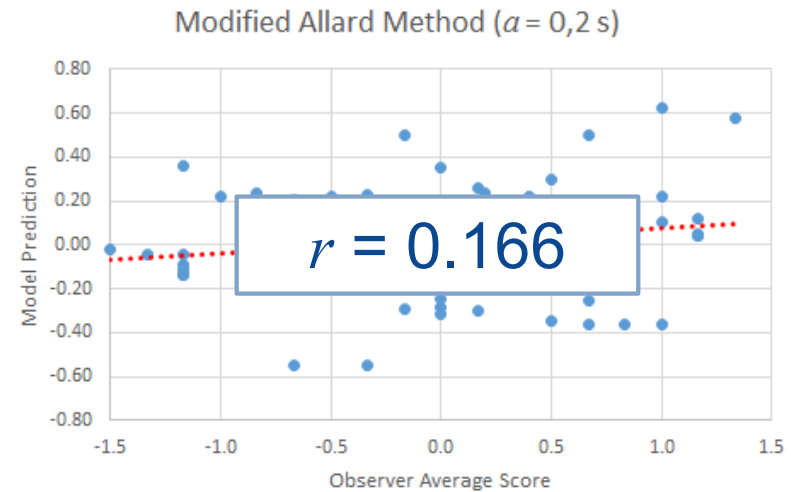
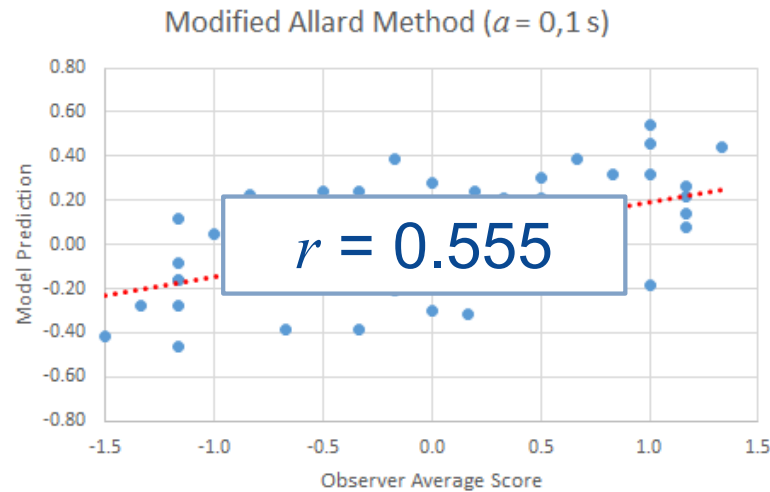
$$a = 0,1 \text{ s}$$

# Supra-Threshold Light Range Experiments

- Further understanding of apparent intensity
- Different approach
  - Group of simultaneous observers
  - 64 m observation distance
  - Comparison of two flashes
    - Different shapes and intensity
  - Rerun with different combinations
- Compare observed differences with modelled differences



# Comparison of MAM and Shear MAM with Observations



# Conclusions

- Apparent Intensity is different to Effective Intensity
- Models for Apparent intensity are more accurate when  $a = 0,1$  s.
  - (With the exception of blue light, where  $a = 0,2$  s)
- Modified Allard Method can be improved when dealing with complex flash shapes by using a Shear  $q(t)$





# Thank you

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