

Testing the predictive power of visual discomfort from glare metrics in the near-window and near-wall zones of the daylit classroom environment

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OP40

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TESTING THE PREDICTIVE POWER OF VISUAL DISCOMFORT FROM GLARE METRICS IN THE NEAR-WINDOW AND NEAR-WALL ZONES OF THE DAYLIT CLASSROOM ENVIRONMENT

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Abstract

The objective of the present study was to find how well a group of selected luminance-based metrics predict reported visual discomfort from daylight glare in spatial conditions that differ from the conditions where metrics tend to be developed and validated for. An empirical study involving the assessment of visual discomfort from glare by $n=50$ subjects ($n=185$ cases) in a daylit-only classroom space was carried out to investigate this problem. It was found that the glare indexes were the most robust metrics predicting reported glare. However, as all metrics failed most of the statistical tests in the near-wall zone of the classroom, it can be said that none of the metrics was able to predict with enough accuracy the glare reported across the space. Indeed, the metrics show a very poor performance in the sitting positions away from the window, an aspect that requires further investigation.

Keywords: Daylight, Glare, Metrics, Spatial conditions, Classroom, Subjective assessments

1 Introduction

Several attempts to improve existing glare models for the prediction of visual discomfort from daylight glare have been carried out since the actual glare index research started in 1960. These included the creation of the Daylight Glare Index (Hopkinson, 1972) its modified version (Fisekis et al., 2003) and of the Daylight Glare Probability (Wienold and Christoffersen 2006), the first daylight glare index resulting from a wide scientific investigation. Several field studies have since then emerged investigating visual discomfort from glare in daylit spaces, making use of field-of-view luminance capture and subjective assessments (Hirning et al., 2014) (Konis, 2014) (Jakubiec and Reinhart, 2013) (Van Den Wymelenberg and Inanici, 2014) (Mahić et al., 2017). It can be observed that successful metrics differ in all these studies, challenging a consensual approach to the evaluation of daylight glare in buildings. It is interesting to verify that most of these studies took place in spaces where the distance and view direction of the subjects in relation to the daylight source are more diverse than the cellular office type where metrics tend to be developed (Fisekis et al., 2003) (Wienold and Christoffersen, 2006) (Van Den Wymelenberg and Inanici, 2014) and validated for (Wienold et al., 2017). Field-of view luminance in deeper spaces can be expected to vary quite significantly compared to the cellular office type. The motivation for the current study was therefore to find how well existing metrics predict reported daylight glare in an alternative type of space, in this case a classroom. It is important to stress that although metrics tend to be developed in the context of the office and office-based work, it is expected them to be applicable to any type of regularly occupied daylit space (CEN, 2019) (Dilaura et al., 2011).

The problem under investigation in this study is: 1) how well do existing and newly proposed visual discomfort from glare metrics predict reported discomfort in a classroom environment and 2) how good is this prediction done across space, in particular in the positions away from the window?

2 Investigated metrics

The glare metrics investigated in this study are all field-of-view luminance metrics or luminance-derived photometric quantities. It includes the relevant glare indexes, recently proposed luminance-based metrics, the two luminance contrast ratios proposed in the IES

Lighting Handbook, the metrics that have shown high correlation with reported visual discomfort from glare in recent field studies, as well as the vertical illuminance at eye level. The fourteen investigated metrics, their sources, their borderline between comfort and discomfort (BCD) and the labels used to identify them in this study are listed in Table 1.

Table 1 – Metrics, source, BCD and label used in this study

Metric [source]	BCD	Label
Daylight Glare Probability [1]	0,35-0,40	DGP
Vertical illuminance at eye level [1]	-	E_v
Daylight Glare Index [2]	18-24	DGI
Modified Daylight Glare Index [3]	-	DGI_mod
Unified Glare Rating [4]	13-22	UGR
Unified Glare Probability [5]	-	UGP
Mean luminance in the 180° field-of-view [5]	-	180°_{mean}
Mean luminance within a 40° central band [6]	500-700 $\text{cd}\cdot\text{m}^{-2}$	$40^\circ_{\text{band}}_{\text{mean}}$
Coefficient of variation (standard deviation/mean) of the luminance within a 40° central band [7]	3,5	$40^\circ_{\text{band}}_{\text{COV}}$
Window mean luminance [6]	2000-2500 $\text{cd}\cdot\text{m}^{-2}$	win_{mean}
Window standard deviation [6]	2500-4000 $\text{cd}\cdot\text{m}^{-2}$	win_{std}
Window mean luminance to task mean lum. contrast ratio [8] [6]	1:20, 1:22	$\text{win}_{\text{mean}}/\text{task}_{\text{mean}}$
Window maximum luminance to task mean luminance contrast ratio [9]	-	$\text{win}_{\text{max}}/\text{task}_{\text{mean}}$
Window mean luminance to the window-adjacent-media contrast ratio [8]	1:40	$\text{win}_{\text{mean}}/\text{adj}_{\text{mean}}$

NOTE [1] (Wienold and Christoffersen, 2006) [2] (Hopkinson, 1972) [3] (Fisekis et al., 2003) [4] (CIE, 1995) [5] (Hirning et al., 2014) [6] (Van Den Wymelenberg and Inanici, 2015) [7] (Mahić et al., 2017) [8] (Dilaura et al., 2011) [9] (Konis, 2014)

3 Method

The study is based on an empirical experiment consisting of paired luminance measurements and subjective glare assessments by a group of subjects in a daylit-only classroom. The dependent variable of the study is the subject's reporting of glare in four sitting positions of that space. These four positions correspond to four different view directions and two different distances to the task surface, which is a screen located in the centre of the classroom. Each position in space therefore corresponds to a different field-of-view luminance condition. The independent variable of this study is the group of specified glare metrics.

3.1 Experiment conditions

The experiment was conducted in a regular classroom at TU Delft, and was attended by $n=50$ subjects. It occurred over three different sessions, in autumn and summer, between 2016 and 2018. The subjects had an average age of 32 years old and were of Asian, European and South American origin. The experiment occurred between the hours of 10:00 and 18:00, under naturally occurring sky conditions. The room received daylight from only one side, through a full-length window to the Southwest. The subjects sat in four positions in the room, corresponding to two near-window positions, P1 and P2 and two near-wall positions, P3 and P4 (Figure 1). The subject's viewpoint was a screen in the centre of the room where a visual search task was projected. The camera was fixed at a horizontal distance of 0.75m from the subject's sitting position. Given the very wide view angle of the camera, this distance was found to be the best in order to avoid obstruction of the view of the window by the subject.

4 Data collection

For the purpose of this study, only the part of the questionnaire concerning the reported visual discomfort from window glare is analysed. The question was formulated as: “When doing the test in this position, which degree of glare from the window have you experienced?”



Figure 1 – Plan view of the room (left) and views from the 4 positions (right)

The subjects were asked to respond using the 4-point scale from (Osterhaus and Bailey, 1992). In order to make sure that there was a common understanding of the scale categories among the subjects, the question was formulated using the descriptions proposed by (Osterhaus and Bailey, 1992): “Imperceptible - I do not feel any discomfort”, “Noticeable - This is a very slight discomfort that I can tolerate for approximately one day if I was placed in a desk under these conditions”, “Disturbing - I can tolerate this discomfort for 15 to 30 minutes, but I would require a change in lighting conditions for any longer period” and “Intolerable - I cannot tolerate these lighting conditions”.

The luminance capture was done with a LMK Mobile luminance-calibrated photo camera (Technoteam, 2016) (DIN, 1995) that is based on the Canon EOS70D and equipped with a sigma 4.5mm/2.8 EX DC Circular Fisheye lens. The system has an uncertainty of +/-8% and was fitted with a ND2.0 neutral density filter in the back of the lens.

4.1 Analysis sample

From the collected 200 measurements, three cases were eliminated due to problems relating to the data capture and another two cases were eliminated due to differences regarding the luminance characteristics of the sky between the camera view and the subject’s view. Cases where the sun reached the projected image area (five cases) and cases where the sun reached the screen and the subjects reported having had problems seeing the projected image (four cases) were also eliminated. A multivariable outlier analysis using the Jackknife Distances method for this dataset showed a very clear outlier that was also excluded. The studied sample is therefore comprised of 185 cases. To respond to the questions of this study the dataset will be analysed based on three samples. A full sample comprising the 185 cases, a near-window zone sample that includes the cases for positions 1 and 2 (91 cases) and a near-wall zone sample that includes the cases for positions 2 and 3 (94 cases).

4.2 Calculation

All metrics were calculated using Evalglare 2.02 (Wienold, 2017a), or derived from an Evalglare calculation output. The LMK luminance images were converted to the Radiance’s image file format PIC using *pftopic* (Wienold, 2017b), converted to an equi-angular projection and reduced to 1200x1200 using *pcomb* and *pfilt* (Ward, 2018), so they could be calculated by Evalglare.

4.2.1 DGP calculation

There are three different glare source detection methods to choose from for a DGP calculation in Evalglare: the factor method, the task method and the threshold method. It has been recommended until very recently to use the task method (Wienold and Christoffersen, 2006) (Wienold, 2014). However recent research suggests that the choice of a method should be made on the basis of the luminance characteristics of a scene (Pierson et al., 2018). A

pre-study for this dataset was done to test the task and the threshold calculation methods, using different glare source detection factors: the task method with a factor of 4 (DGP_{f4}), the task method with a factor of 5 (DGP_{f5}), the threshold method with a factor of $1000 \text{ cd}\cdot\text{m}^{-2}$ (DGP_{1000}), the threshold method with a factor of $2000 \text{ cd}\cdot\text{m}^{-2}$ (DGP_{2000}), and a mixed method where a threshold of $2000 \text{ cd}\cdot\text{m}^{-2}$ was used for the saturation scenes and the task method with a factor of 5 was used for the contrast scenes ($DGP_{f5,2000}$). In this study, a saturation scene is defined as a scene with either high illuminance at eye level (E_v) or a scene where patches of sunlight can be observed in the room surfaces. Two E_v thresholds were used to identify the saturation scenes: $2000 \text{ cd}\cdot\text{m}^{-2}$ ($DGP_{f5,2000}^1$) and $3000 \text{ cd}\cdot\text{m}^{-2}$ ($DGP_{f5,2000}^2$). The definition based on the presence or absence of sunlight within the room corresponds to $DGP_{f5,2000}^3$.

The threshold method with factor $2000 \text{ cd}\cdot\text{m}^{-2}$ (DGP_{2000}) showed the best correlations from all the tested methods for the three data samples (Table 2) and this method was chosen for further statistical analysis.

Table 2 – Spearman correlation for different DGP calculation methods for full, near-window and near-wall zone samples

	Full		Near-window		Near-wall	
	r_s	p -value	r_s	p -value	r_s	p -value
DGP_{f5}	0,356	0,000001	0,442	0,000013	0,200	0,053287
DGP_{f4}	0,347	0,000001	0,439	0,000015	0,192	0,063725
DGP_{1000}	0,348	0,000001	0,438	0,000016	0,189	0,067718
DGP_{2000}	0,357	0,000001	0,447	0,000010	0,202	0,051200
$DGP_{f5,2000}^1$	0,355	0,000001	0,437	0,000016	0,201	0,051895
$DGP_{f5,2000}^2$	0,355	0,000001	0,439	0,000015	0,200	0,053287
$DGP_{f5,2000}^3$	0,354	0,000001	0,444	0,000012	0,189	0,068659

4.2.2 Mask based calculations

Evalglare provides the possibility to calculate the luminance statistics for some pre-defined regions (e.g. 40° band) or for any other region specified by a mask file. The task, window, window-adjacent-media mask files for the four positions were provided to the programme for the calculation of the luminance in these regions (Figure 3).



Figure 3 – 40° band, task, window and window-adjacent-media region masks, for position 1

It is not specified in the IES Lighting Handbook whether the region to consider for the calculation of the window to window-adjacent-media contrast ratio should include or not the window area. For that reason, the two definitions were pre-tested, via a Spearman correlation. It was verified that the window-adjacent-media including the window region showed a better correlation ($r_s = -0,243$, $p < 0,000$) with the reported glare than the window-adjacent-media excluding the window ($r_s = -0,125$, $p < 0,092$) and the former method was chosen for further statistical analysis.

5 Statistical analysis approach

The statistical analysis approach follows a methodology that has been recently proposed by (Wienold et al., 2017). It consists of using a combination of statistical tests to find 1) the ability of a metric to describe the full glare scale and 2) the accuracy or predictive ability of the metric. As the dependent variable of this study is categorical and none of the variables have normal distribution, a Spearman correlation is used for the analysis of the ability of the metric to describe the full glare scale.

The accuracy of the prediction is analysed via three different methods: a Receiver Operating Characteristic (ROC) curve, a logistic regression and a Pearson correlation. To perform the ROC curve analysis, the reported glare variable is converted into a binary variable, whereby the responses are clustered into a “not disturbed by glare” group and “disturbed by glare” group. The area under the ROC curve (AUC) provides a measure of how well a glare metric can distinguish between the two groups. The higher the AUC the better is the performance of the metric, with an AUC > 0.7 being considered good and an AUC > 0.8 being considered very good (Šimundić, 2009). An analysis of the accuracy of the metric is done based on a pre-determined cut-off value, which is the point of the curve that is at the shortest distance to the upper left corner of a ROC plot. This point corresponds to the highest true positive rate (TPR) and highest true negative rate (TNR) of the metric’s ROC curve. In this study, the TPR stands for the correct prediction rate of reported “glare” and the TNR stands for the correct prediction rate of “no glare”. The TPR and TNR should be larger than 0.5 (or 50%) for the metric to show any discriminatory power.

As the chance of statistical error increases when multiple options (in this case metrics) are tested, Bonferroni correction is applied to the significance results of all statistical tests and the analysis is done based on that adjusted significance. The adjusted significance ($\alpha \cdot 14^{-1}$ metrics) is analysed for three values of alpha - 0.05, 0.01 and 0.001, corresponding to three levels of significance - level 1 $\Leftrightarrow \alpha = 3.571 \times 10^{-3}$, level 2 $\Leftrightarrow \alpha = 7.143 \times 10^{-4}$ and level 3 $\Leftrightarrow \alpha = 7.143 \times 10^{-5}$, the level 3 corresponding to an extremely significant correlation.

This statistical approach is deemed to be quite robust, which is quite critical in a predictive research context.

6 Results

Most subjects reported noticeable (45%) or imperceptible (33%) levels of glare. There were more cases of glare reported for position 3 (20%) followed by position 4 (17%) and overall, there were less cases of glare reported for position 2 (14%). In positions 1, 3 and 4 glare was mostly noticeable while in position 2, glare was mostly imperceptible.

The results of the metrics (Figure 2) showed that most metrics have their higher values in position 1, but for some metrics, particularly for the window-based luminance metrics the values in position 3 and 4 are almost or as high as in position 1. Position 2 showed the lowest values for all metrics. It stands out that based on the BCD thresholds, many of the metrics predict low or no risk of glare in some or even all the positions.

7 Analysis

As described before, the analysis is done for three samples of the dataset. The analysis of the full sample is intended to provide insight on the applicability of the metrics to the classroom environment in general. The subdivision of the dataset in a near-window and near-wall zone is intended to provide insight on how good is this prediction done across space. The analysis is focused on the significance level achieved by the metrics in the statistical tests. The Spearman correlation test indicates how well the metric describes the full glare scale. The ROC curve (AUC, TPR and TNR), the logistic regression and the Pearson correlation indicate how well the metric predicts the probability of glare being reported by the subjects. For legibility of the results, metrics that fail the test are shown in red in the tables and the metric providing the best result in each test is shown in bold.

7.1 Ability of the metrics to describe the full glare scale

The Spearman correlation coefficient r_s and significance level (sig. level) are shown in Table 3. It can be seen that for the full dataset most metrics achieve significance level 3 (extremely significant), with only $40^\circ\text{band}_{\text{COV}}$ failing the test. Four metrics show low correlation ($r_s < 0.3$) and DGP_{2000} shows the highest correlation coefficient ($r_s = 0.36$). The metrics ranking the best have differences of less than 5% between each other, so it can't be said that one metric describes significantly better the full glare scale than other.

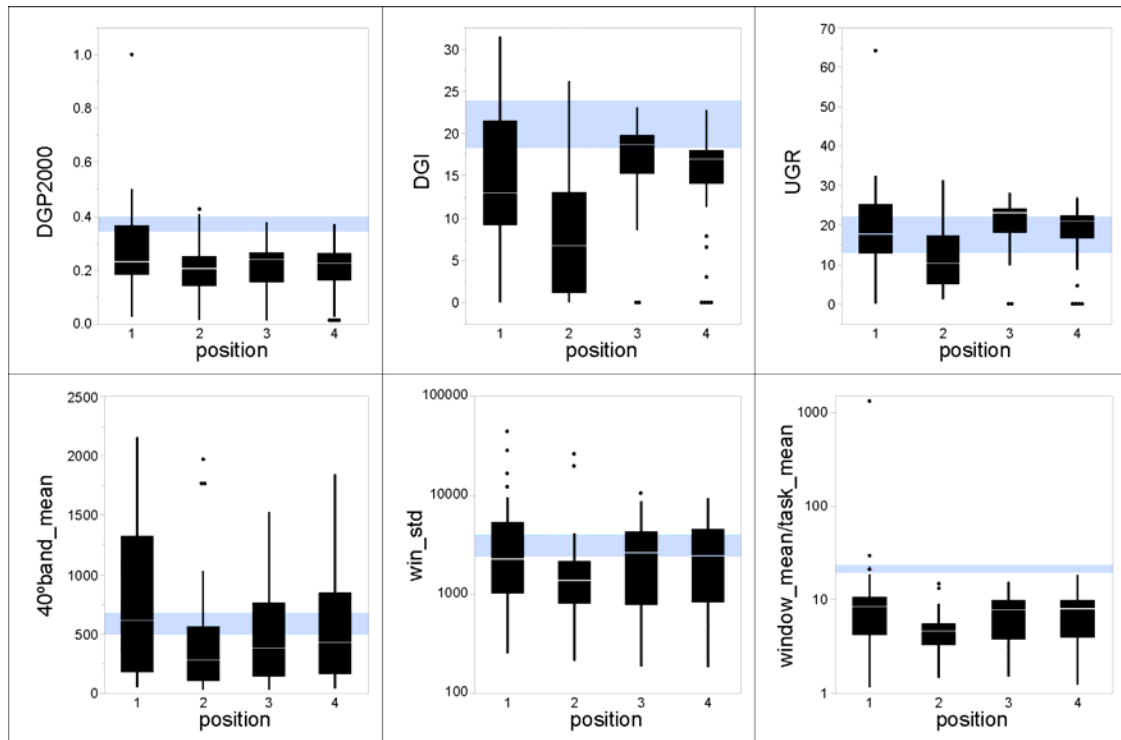


Figure 2 – Box plots of selected metrics: DGP, DGI, UGR, $40^\circ\text{band}_{\text{mean}}$, win_{std} and $\text{win}_{\text{mean}}/\text{task}_{\text{mean}}$ (blue band shows the BCD threshold of the metric)

For the analysis of the two zones, it can be seen that DGP_{2000} shows the highest correlation ($r_s = 0.45$) in the near-window zone and two metrics fail the test ($40^\circ\text{band}_{\text{COV}}$, $\text{win}_{\text{mean}}/\text{adj}_{\text{mean}}$). DGP_{2000} , E_v , 180°_{mean} , win_{mean} , win_{std} , $\text{win}_{\text{max}}/\text{task}_{\text{mean}}$ achieve significance level 3. However, the difference between the correlations of these metrics is of less than 10%. As all metrics fail the significance test in the near-wall zone, it can be said that none provide satisfactory ability to predict glare across space.

Table 3 – Spearman correlation

	Full		Near-window		Near-wall	
	r_s	sig. level	r_s	sig. level	r_s	sig. level
DGP ₂₀₀₀	0,36	3	0,45	3	0,20	0
E _v	0,32	3	0,44	3	0,20	0
DGI	0,34	3	0,38	2	0,25	0
DGI _{mod}	0,34	3	0,39	2	0,24	0
UGR	0,35	3	0,40	2	0,22	0
UGP	0,35	3	0,40	2	0,22	0
180° _{mean}	0,29	3	0,42	3	0,19	0
40° _{band} _{mean}	0,29	3	0,39	2	0,18	0
40° _{band} _{COV}	0,04	0	-0,02	0	-0,03	0
win _{mean}	0,31	3	0,41	3	0,18	0
win _{std}	0,32	3	0,44	3	0,16	0
win _{mean} /task _{mean}	0,28	2	0,34	1	0,15	0
win _{max} /task _{mean}	0,32	3	0,41	2	0,21	0
win _{mean} /adj _{mean}	-0,24	1	-0,18	0	-0,30	0

8 Accuracy and probability of glare prediction

The ROC curve analysis includes the calculation of the area under the curve (AUC), the significance level of this statistic (Table 4), as well as the accuracy of each metric in terms of the number of correct predictions that it makes based on the true positive rate (TPR) and true negative rate (TNR) (Table 7). For these analyses, the variable's value "not disturbed by glare" includes the "imperceptible" and "noticeable" glare responses and the variable's value "disturbed by glare" includes the "disturbing" and "intolerable" glare responses.

For the full dataset, there are a few metrics that achieve a significant level of correlation however all metrics have AUC values lower than 0.7 showing just fair discriminatory power. DGP₂₀₀₀ reaches a very significant level of correlation while most of the other metrics just pass the test. For the analysis of the two zones, DGP₂₀₀₀, win_{std} and win_{mean}/adj_{mean} show good AUC values and significant correlations in the near-window zone. However, none of the metrics show significant correlation with the reported glare in the near-wall zone.

Table 4 – ROC's Area Under the Curve (AUC) and significance

	Full		Near-window		Near-wall	
	AUC	sig. level	AUC	sig. level	AUC	sig. level
DGP ₂₀₀₀	0,69	2	0,71	1	0,60	0
E _v	0,67	1	0,71	0	0,61	0
DGI	0,66	1	0,69	0	0,60	0
DGI _{mod}	0,66	1	0,69	0	0,60	0
UGR	0,67	1	0,70	0	0,59	0
UGP	0,67	1	0,70	0	0,59	0
180° _{mean}	0,65	1	0,69	0	0,60	0
40° _{band} _{mean}	0,64	0	0,68	0	0,60	0
40° _{band} _{COV}	0,50	0	0,52	0	0,45	0
win _{mean}	0,64	0	0,68	0	0,59	0
win _{std}	0,66	1	0,71	1	0,58	0
win _{mean} /task _{mean}	0,62	0	0,64	0	0,57	0
win _{max} /task _{mean}	0,65	1	0,71	1	0,58	0
win _{mean} /adj _{mean}	0,36	0	0,40	0	0,31	0

For the accuracy of the glare prediction, the metric is analysed via a score based on the TPR and the TNR (Table 5). The higher the score the better is the combined TPR and TNR performance of the metric. Metrics that have a TPR or TNR of less than 0.5 receive a score of zero.

For the full dataset, UGR and UGP are the metrics that achieve the highest score, suggesting that these metrics are more accurate than the others. For the analysis of the two zones, UGR, UGP, DGP₂₀₀₀ and E_v achieve the highest score in the near-window zone. From these metrics, only DGP₂₀₀₀ does not score in the near-wall zone with DGI_{mod}, 180°_{mean}, win_{mean}/task_{mean} and win_{max}/task_{mean} also passing the test and E_v achieving the best score. It stands out that 40°_{band}_{COV} and win_{mean}/adj_{mean} fail the accuracy test for all the three samples.

Table 5 – ROC's TPR, TNR and accuracy score

	Full			Near-window			Near-wall		
	TPR	TNR	score	TPR	TNR	score	TPR	TNR	score
DGP ₂₀₀₀	0,56	0,71	4	0,64	0,81	6	0,84	0,42	0
E _v	0,54	0,74	4	0,64	0,81	6	0,53	0,64	4
DGI	0,68	0,65	5	0,64	0,73	3	0,89	0,48	0
DGI_mod	0,73	0,61	5	0,64	0,76	5	0,68	0,55	2
UGR	0,76	0,61	6	0,59	0,84	6	0,68	0,52	1
UGP	0,76	0,61	6	0,59	0,84	6	0,68	0,52	1
180° _{mean}	0,63	0,62	4	0,68	0,72	3	0,53	0,63	3
40° _{band} _{mean}	0,61	0,62	3	0,68	0,64	1	0,79	0,44	0
40° _{band} _{COV}	0,49	0,53	0	0,41	0,76	0	0,42	0,59	0
win _{mean}	0,71	0,54	2	0,64	0,67	1	0,79	0,45	0
win _{std}	0,71	0,52	1	0,64	0,75	4	0,79	0,42	0
win _{mean} /task _{mean}	0,63	0,57	2	0,50	0,70	0	0,63	0,56	2
win _{max} /task _{mean}	0,61	0,56	1	0,59	0,72	2	0,68	0,52	1
win _{mean} /adj _{mean}	0,49	0,51	0	0,41	0,59	0	0,37	0,63	0

The logistic regression (LR) and Pearson correlation analysis is expected to indicate if a metric can successfully predict the probability of a subject being disturbed by glare. For the logistic regression and Pearson correlation each metric variable was sorted and grouped into ten equally sized bins. The logistic regression is then applied to the binary dependent variable using the same “not disturbed by glare” / “disturbed by glare” subdivision approach used for the ROC curve. For the Pearson correlation, the average metric value in each bin is correlated with the average glare vote in each bin. Table 6 shows the results of these tests.

Table 6 – Logistic regression significance and Pearson correlation and significance

	Full			Near-window			Near-wall		
	LR	Pearson correlation		LR	Pearson correlation		LR	Pearson correlation	
	sig.	<i>r</i>	sig.	sig.	<i>r</i>	sig.	sig.	<i>r</i>	sig.
DGP ₂₀₀₀	2	0,85	1	1	0,83	1	0	0,78	0
E _v	2	0,71	0	1	0,74	0	0	0,41	0
DGI	1	0,84	1	1	0,88	2	0	0,59	0
DGI _{mod}	1	0,90	2	1	0,94	3	0	0,64	0
UGR	1	0,92	2	1	0,94	3	0	0,64	0
UGP	1	0,92	2	1	0,91	2	0	0,64	0
180° _{mean}	1	0,49	0	0	0,04	0	0	0,41	0
40° _{band} _{mean}	0	0,67	0	0	0,82	0	0	0,38	0
40° _{band} _{COV}	0	0,54	0	0	0,39	0	0	-0,09	0
win _{mean}	0	0,19	0	0	0,39	0	0	0,30	0
win _{std}	1	0,48	0	1	0,76	0	0	0,29	0
win _{mean} /task _{mean}	0	0,37	0	0	0,58	0	0	0,46	0
win _{max} /task _{mean}	0	0,70	0	0	0,82	0	0	0,30	0
win _{mean} /adj _{mean}	0	-0,43	0	0	-0,45	0	0	-0,80	0

It can be seen that for the full dataset, DGP₂₀₀₀ and E_v show very significant logistic regressions. For the Pearson correlation, only the glare indexes pass the significance test, with DGI_{mod}, UGR and UGP achieving very significant correlations.

For the analysis of the two zones, the glare indexes, the E_v and the win_{std} show significant logistic regressions in the near-window zone. For the Pearson correlation, only the glare indexes pass the significance test in the near-window zone, with DGI_{mod} and UGR achieving high significance levels. In the near-wall zone, all metrics fail the logistic regression and Pearson correlation significance tests.

9 Summary

A summary of the results of the metrics is shown in Table 7. The metrics receive a score in a scale of 0 to 3 based on their statistical significance tests, on their normalised TPR and TNR scores and on an adjustment based on the number of failed tests. A high score corresponds to a higher ability of the metric to describe the full glare scale and a higher accuracy of the glare prediction.

Table 7 – Summary score for the studied metrics

Metric	Full	Near-window	Near-Wall
DGP ₂₀₀₀	3	3	0
E _v	1	0	0
DGI	3	1	0
DGI _{mod}	3	2	0
UGR	3	2	0
UGP	2	1	0
180° _{mean}	2	0	0
40° _{band} _{mean}	0	0	0
40° _{band} _{COV}	0	0	0
win _{mean}	0	0	0
win _{std}	0	1	0
win _{mean} /task _{mean}	0	0	0
win _{max} /task _{mean}	0	0	0
win _{mean} /adj _{mean}	0	0	0

It can be seen that for the full dataset DGP₂₀₀₀, DGI, DGI_{mod} and UGR have the best performance of all metrics.

For the analysis of the two-zones, DGP₂₀₀₀ produced the best result near the window followed by DGI_{mod} and UGR.

In the near-wall zone all metrics receive a score of zero due to their very poor performance in the significance tests.

10 Conclusion

The objective of this study was to find how well a group of metrics predict reported visual discomfort from daylight glare in a classroom environment and across that same space. It was found that glare indexes were the most robust metrics predicting the reported visual discomfort from glare.

In the near-window zone, DGP₂₀₀₀ was the best performing metric having passed all the statistical tests while in the near-wall zone all metrics consistently failed the significance statistical tests.

Based on the results of this study, none of the metrics seem to be robust enough to predict visual discomfort from glare across space.

It was verified that discomfort from glare was reported for low luminance conditions, a result that is in line with findings from other studies in non-cellular office spaces and in particular in field-studies. In those studies, contrast glare was often found to be the major source of reported discomfort, with absolute luminance and window-based contrast ratios being quite successful predictors. That was not the case in this study, where the glare indexes tended to outperform those metrics. It is however important to note that there is a lot of room for interpretation in the way some region-based metrics are calculated.

The present study was limited to a range of four spatial conditions that should be extended in future studies for a better understanding of the visual discomfort from glare problem across space.

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