

Inferring Maps from GPS Data

1. Why infer maps from GPS traces?
2. Biagioni/Eriksson algorithm
3. Evaluation metrics
4. Similar approaches: satellite images, map update
5. Lab 4

Map making



Uber is planning on investing \$500 million to map the world's roads

This will reduce Uber's reliance on Google Maps

by Andrew Liptak | @AndrewLiptak | Jul 31, 2016, 5:54pm EDT

Will Your Next New Car Help Build Maps for Self-Driving?

Mobileye will use cameras on a growing list of automakers' cars to build maps for self-driving vehicles.

Why Ford Motor Is Investing in 3D Mapping Startup Civil Maps

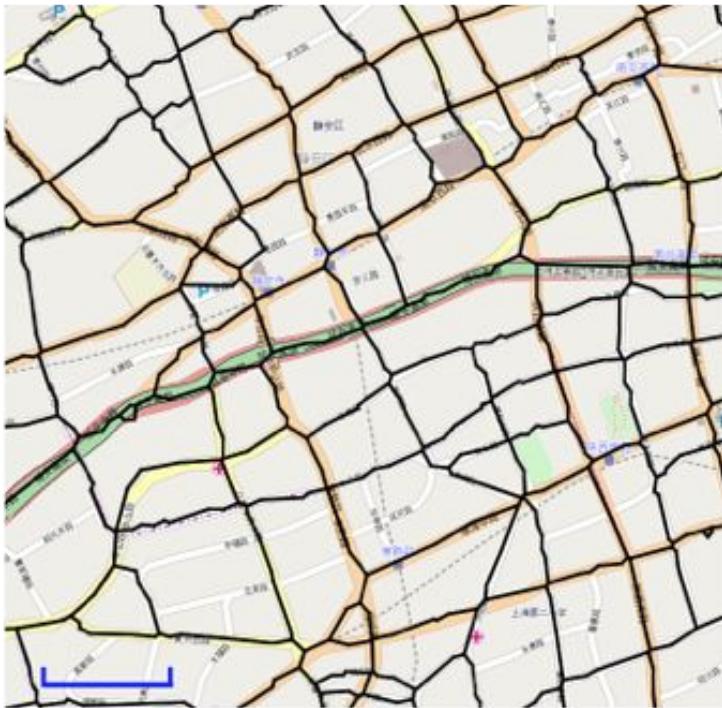
Tencent, partners invest in HERE's digital maps to get a leg up on self-driving cars

OpenStreetMap

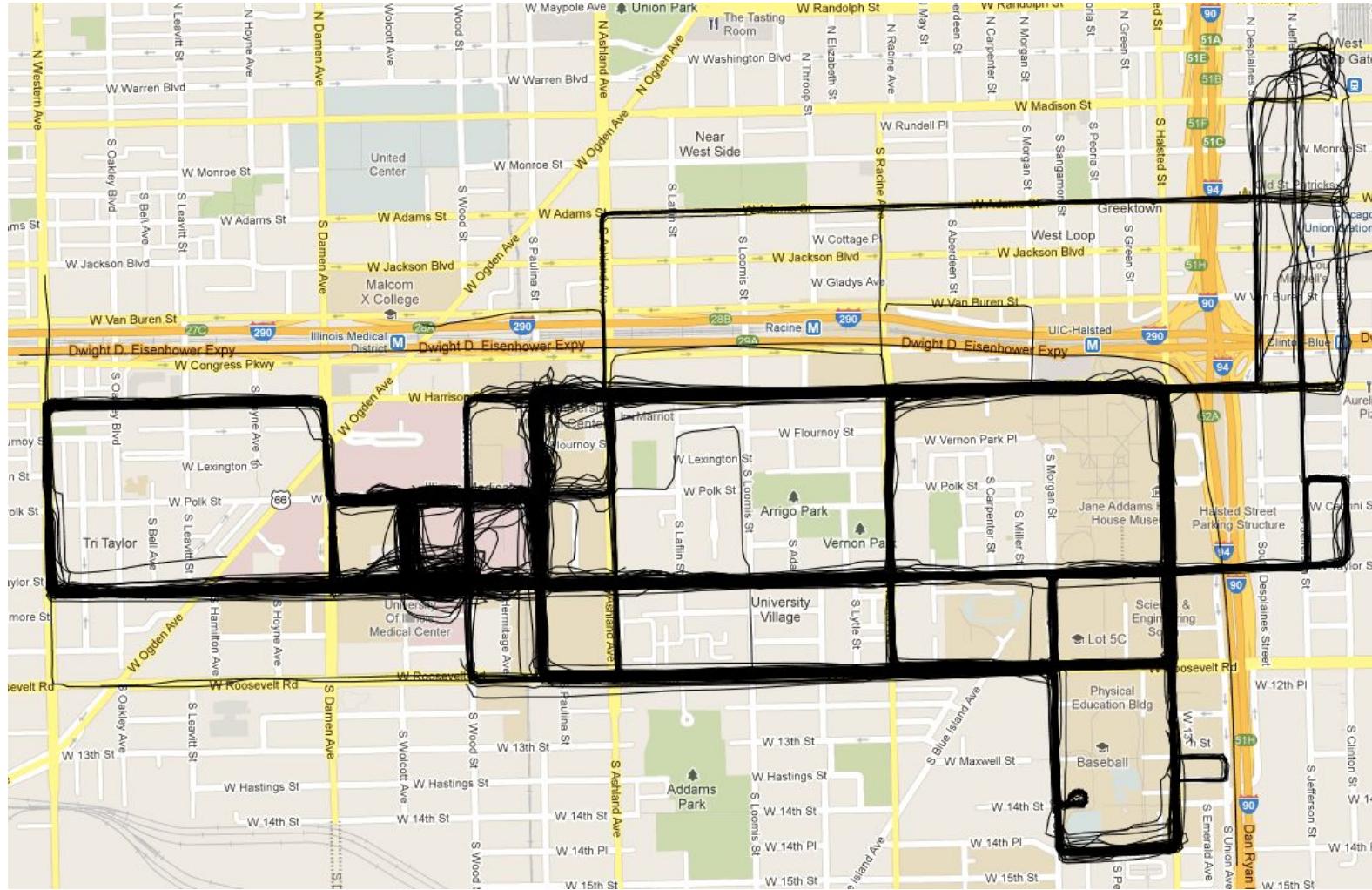
- Licensed under Open Data Commons Open Database License
- Built using several data sources:
 - U.S. Census Bureau's TIGER data
 - GPS traces
 - Aerial images
- Humans process traces and images to update the map
- Decent coverage in large cities where there are many contributors, but often inaccurate or incomplete elsewhere

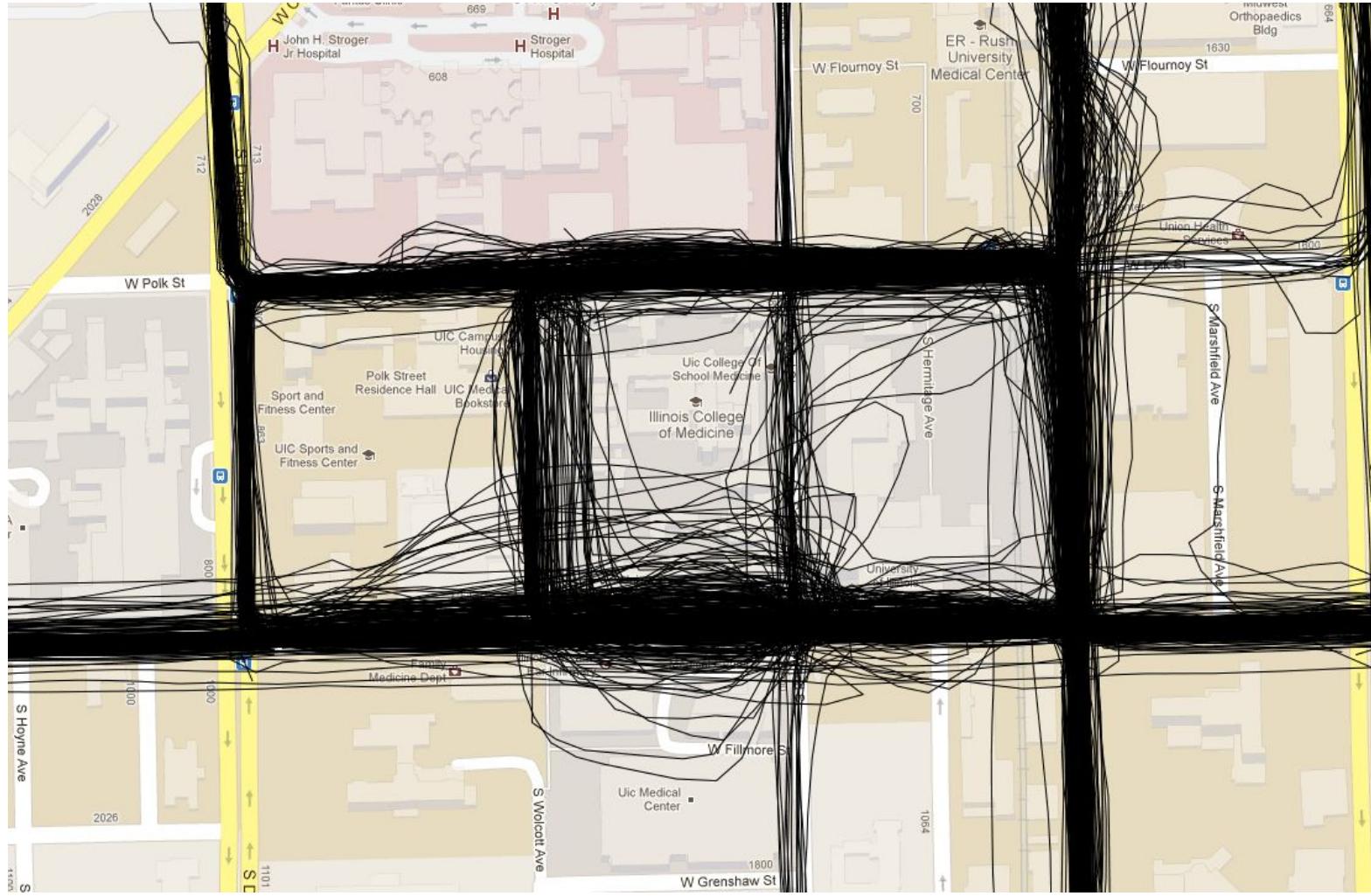
Opportunistic data collection





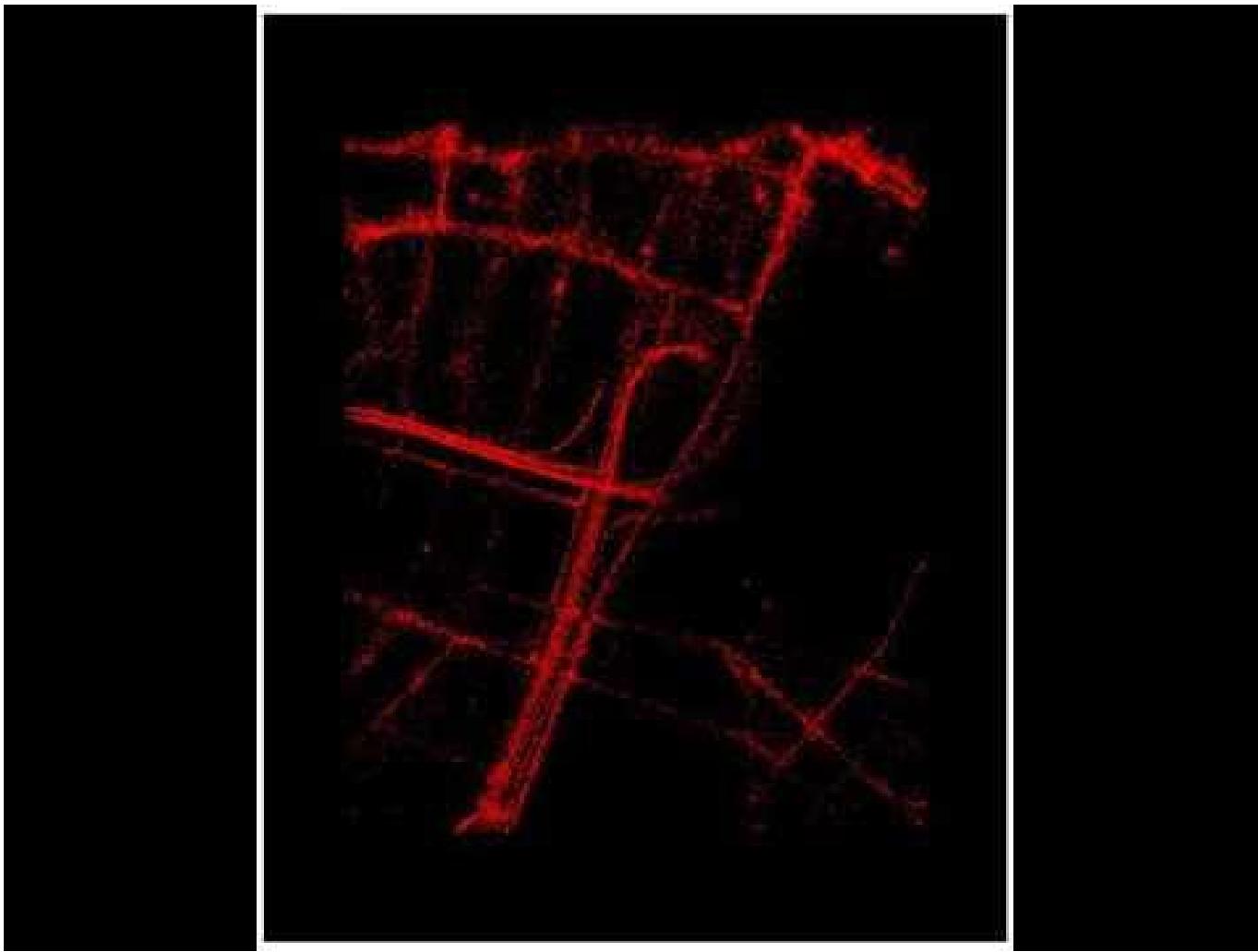
**GPS traces, e.g., from
smartphone apps, taxis,
etc**





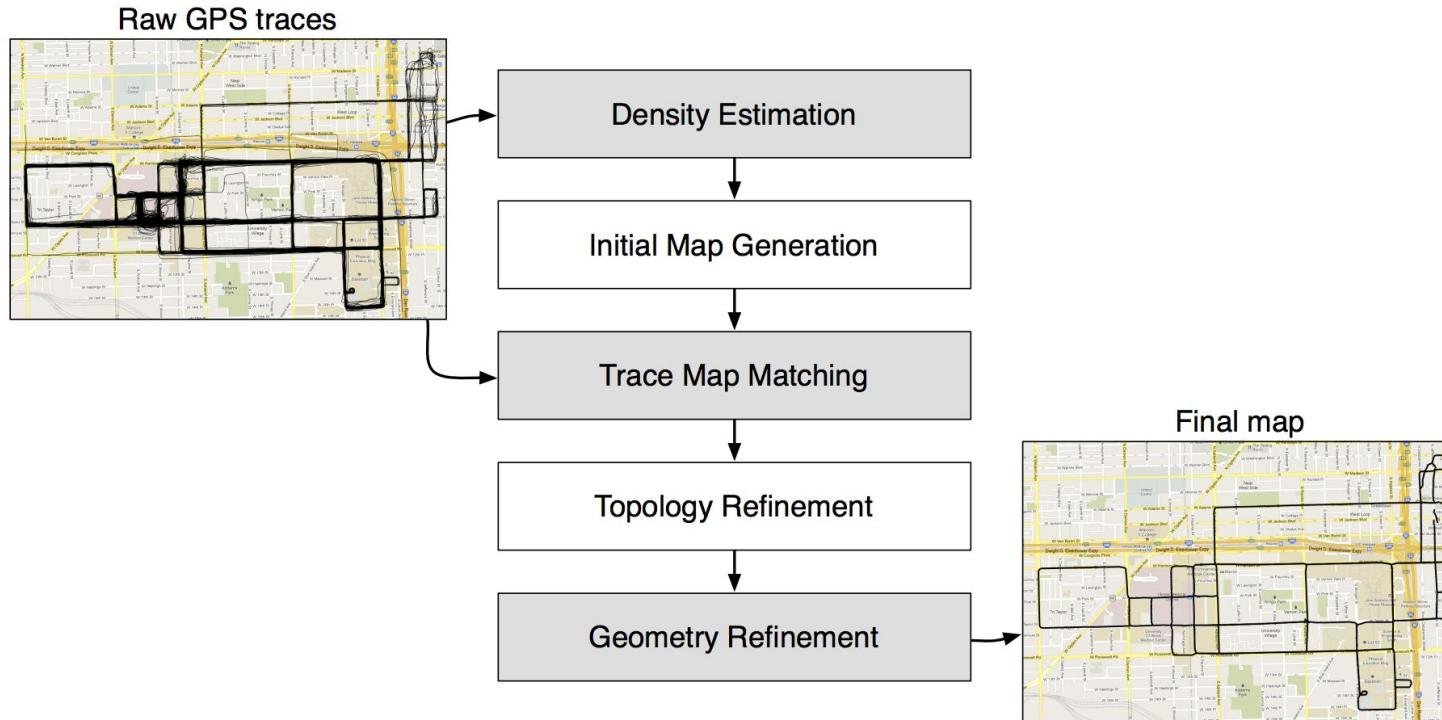
Challenges

- GPS errors
- Sparsity of data
- Differential sampling rate (1s, 10s, 1m)
- Urban Canyons
- Complex intersections such as roundabouts, highway intersections

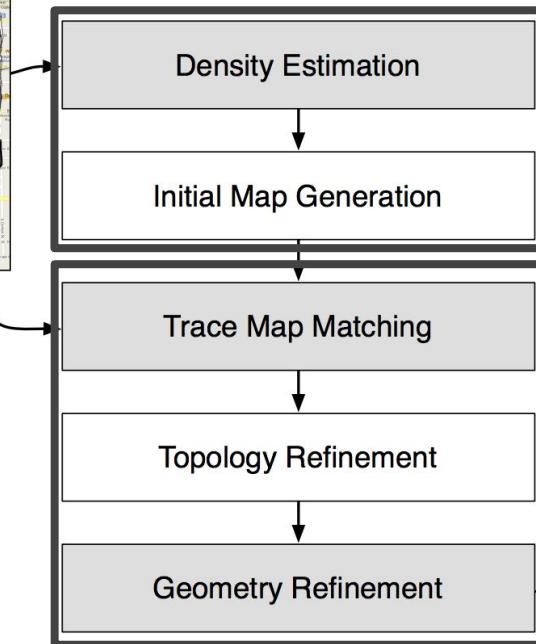
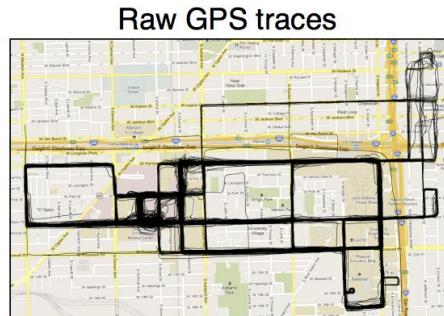




Map inference in the face of noise and disparity



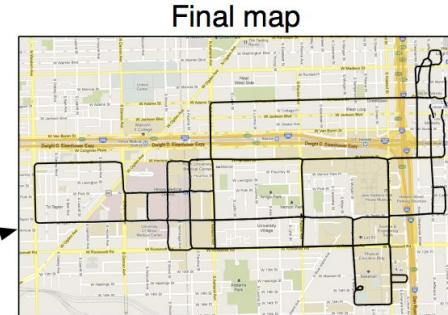
Map inference in the face of noise and disparity



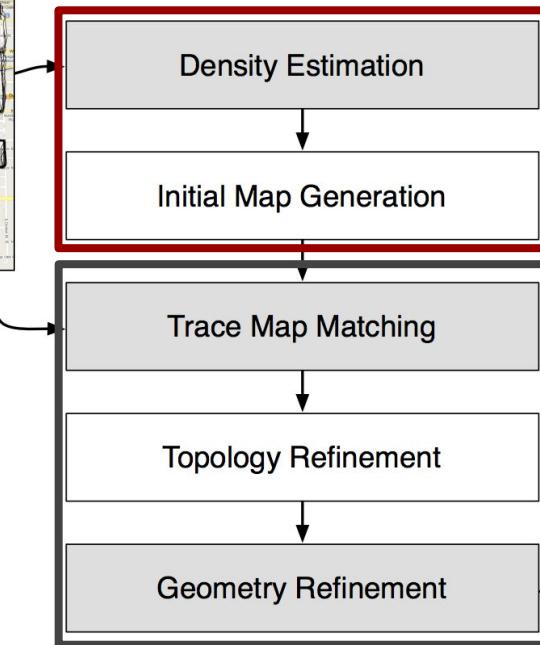
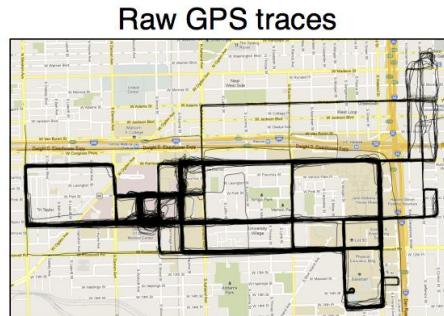
Map Matching:

- Take the whole traces into account to improve the generated map

Gray-scale Skeletonization
- Cope with noise and disparity



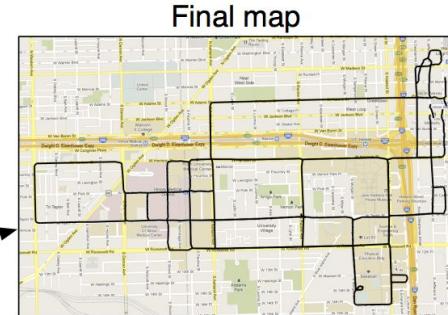
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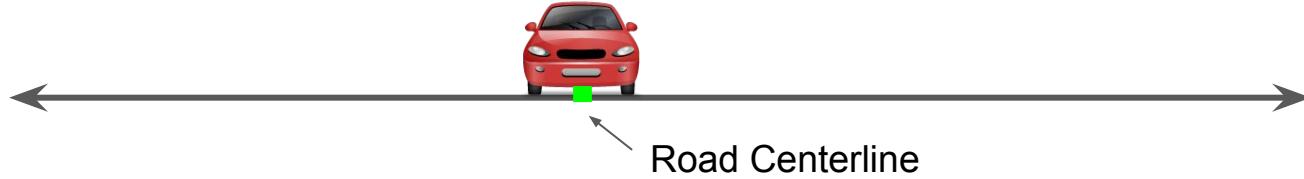


Density Estimation

- 1D Example
 - What does a density estimation based map-inference algorithm look like?
 - What is the problem with it?

Density Estimation

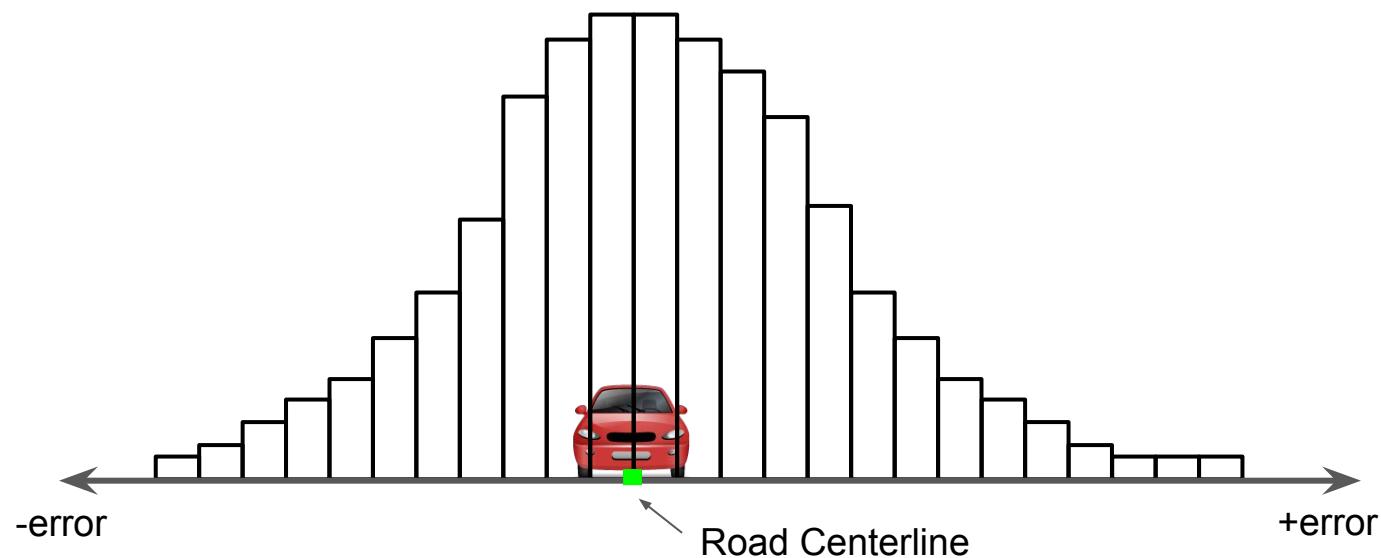
- 1D Example



Density Estimation

- 1D Example

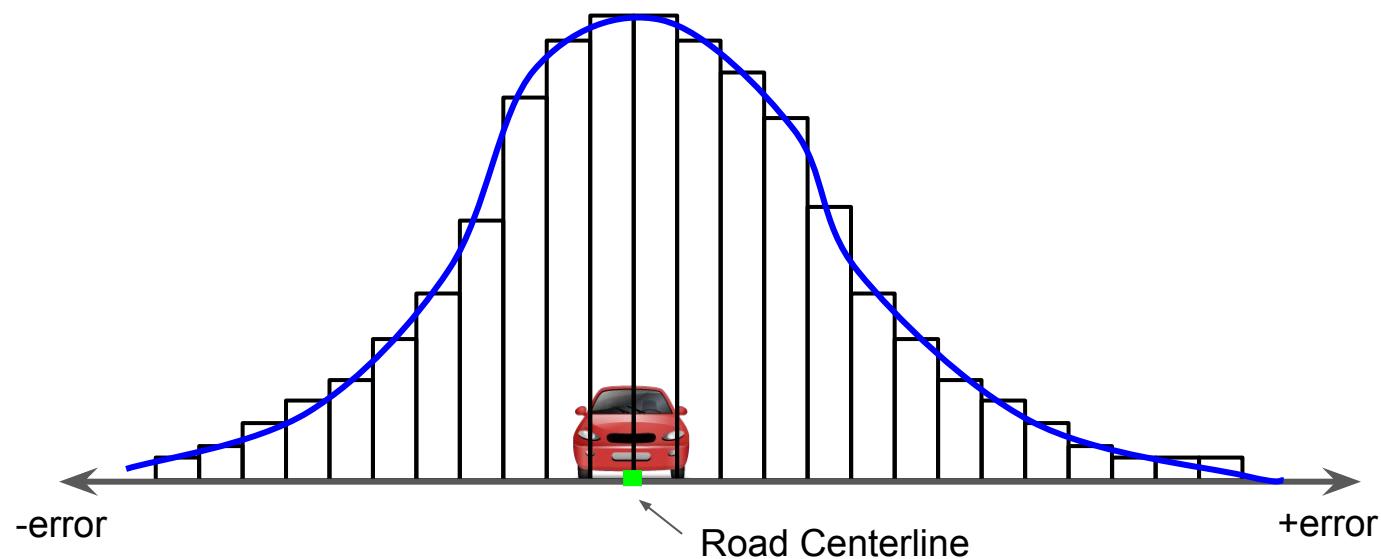
Histogram of GPS samples



Density Estimation

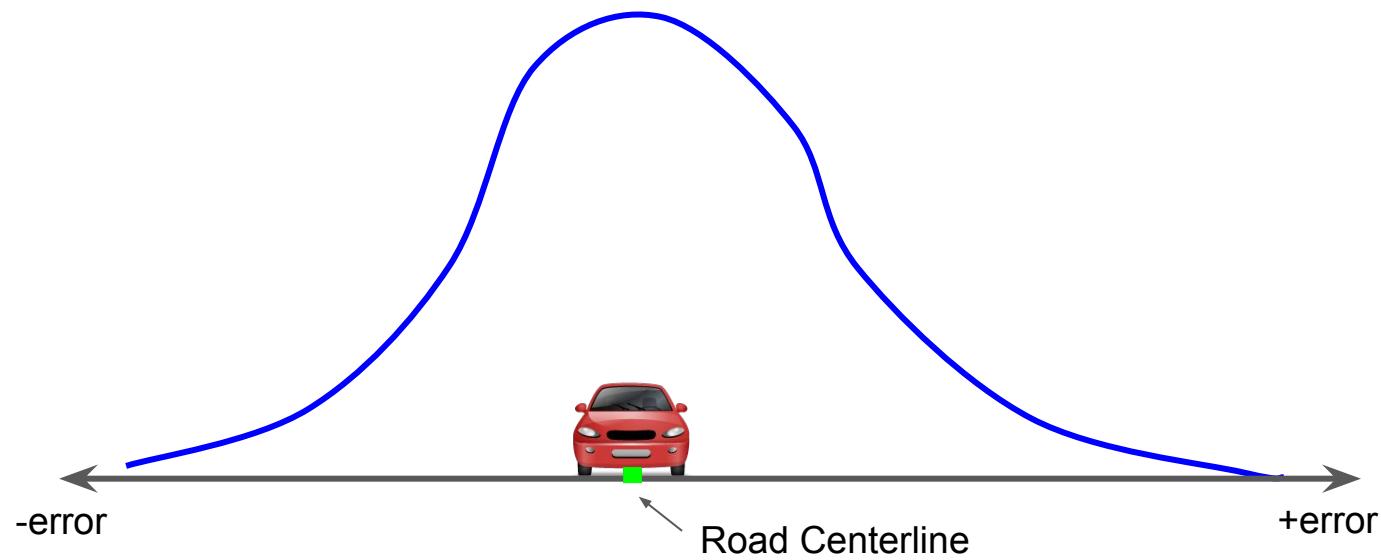
- 1D Example

Histogram of GPS samples



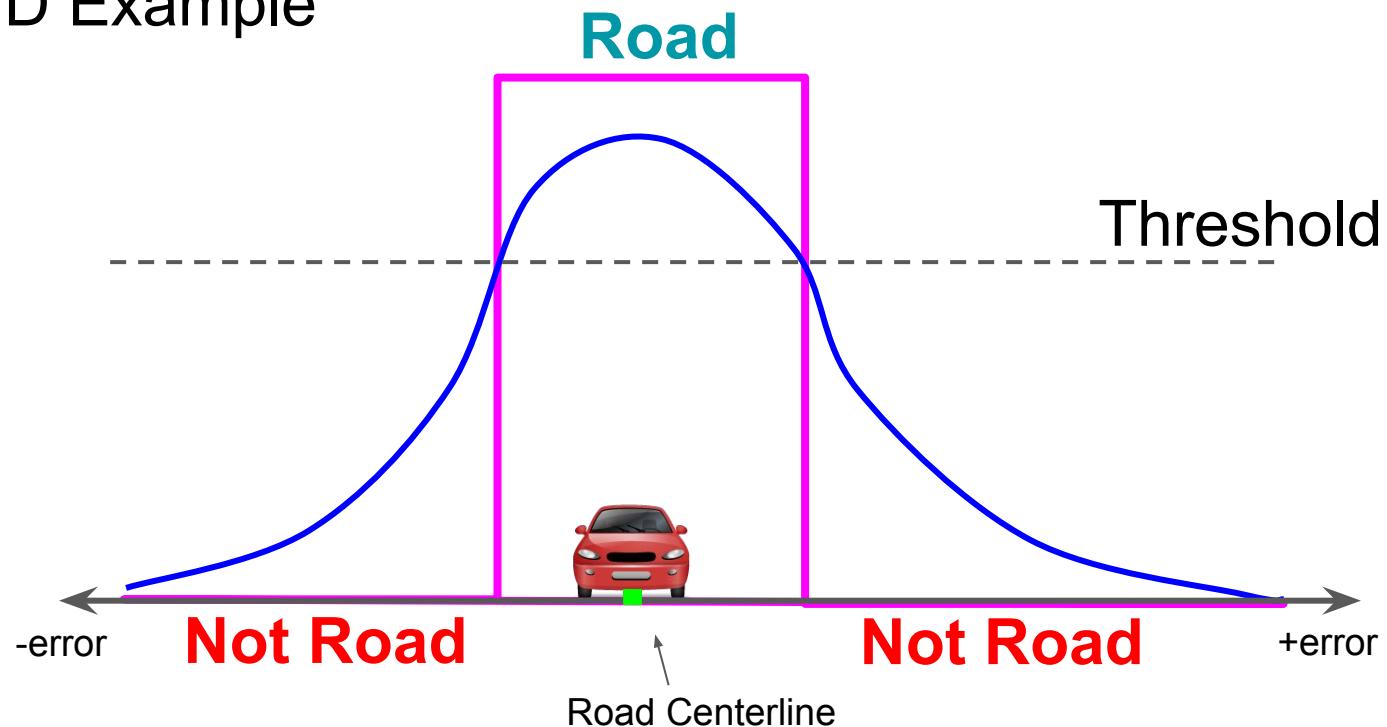
Density Estimation

- 1D Example



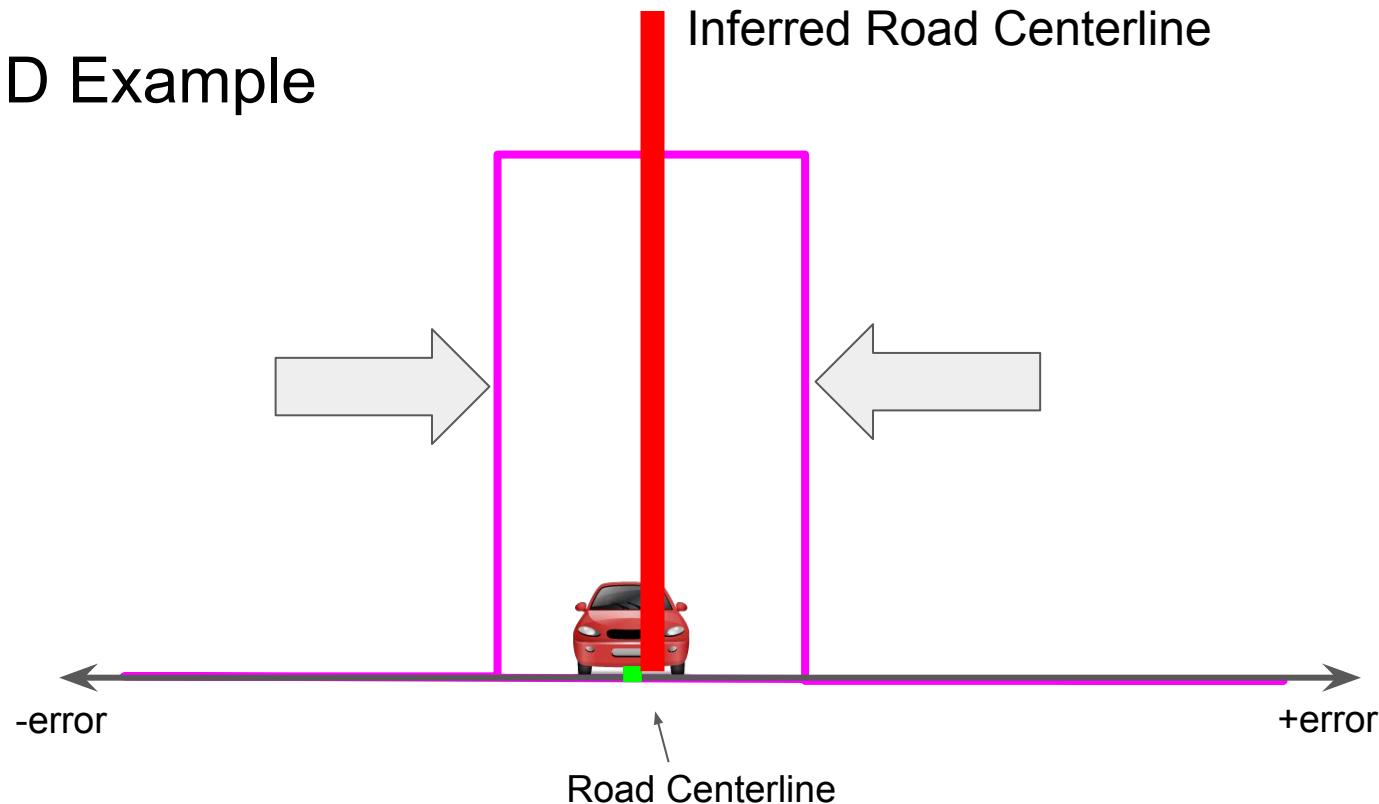
Density Estimation

- 1D Example



Density Estimation

- 1D Example

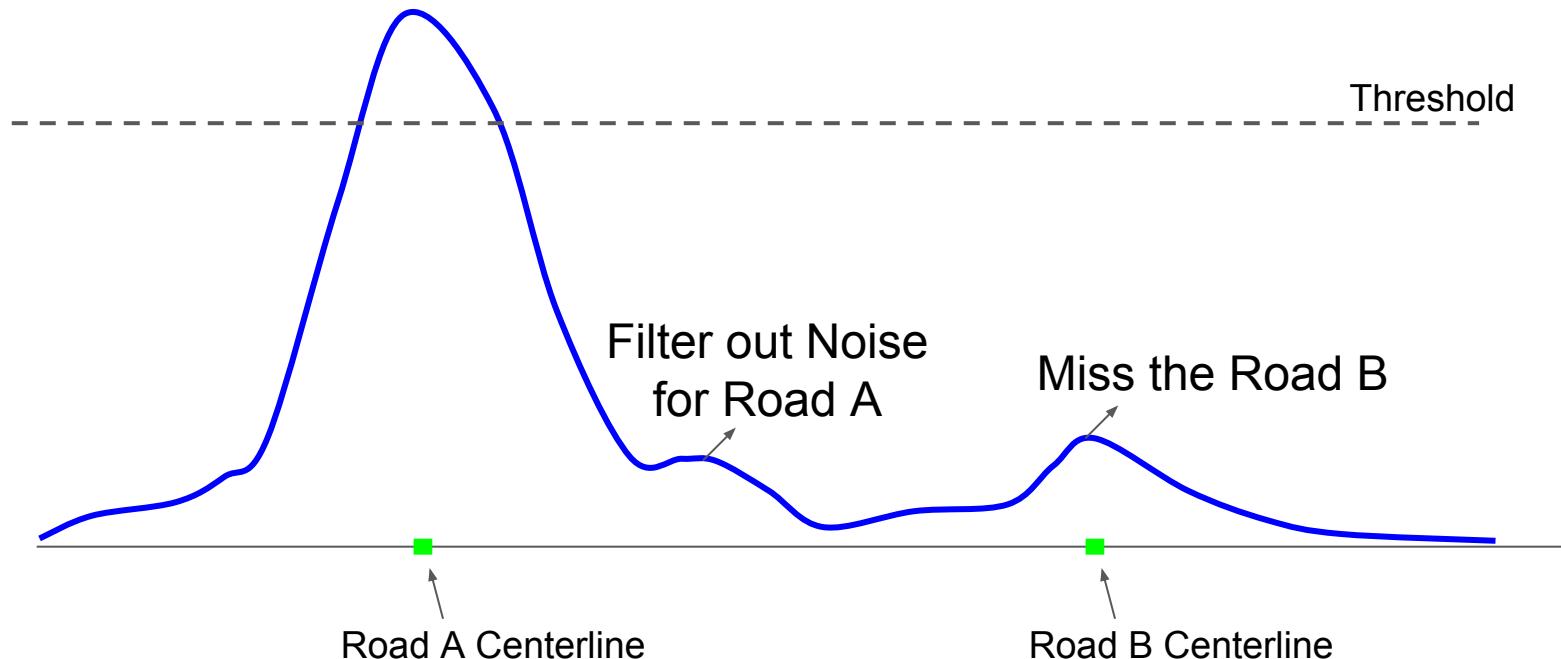


Density Estimation

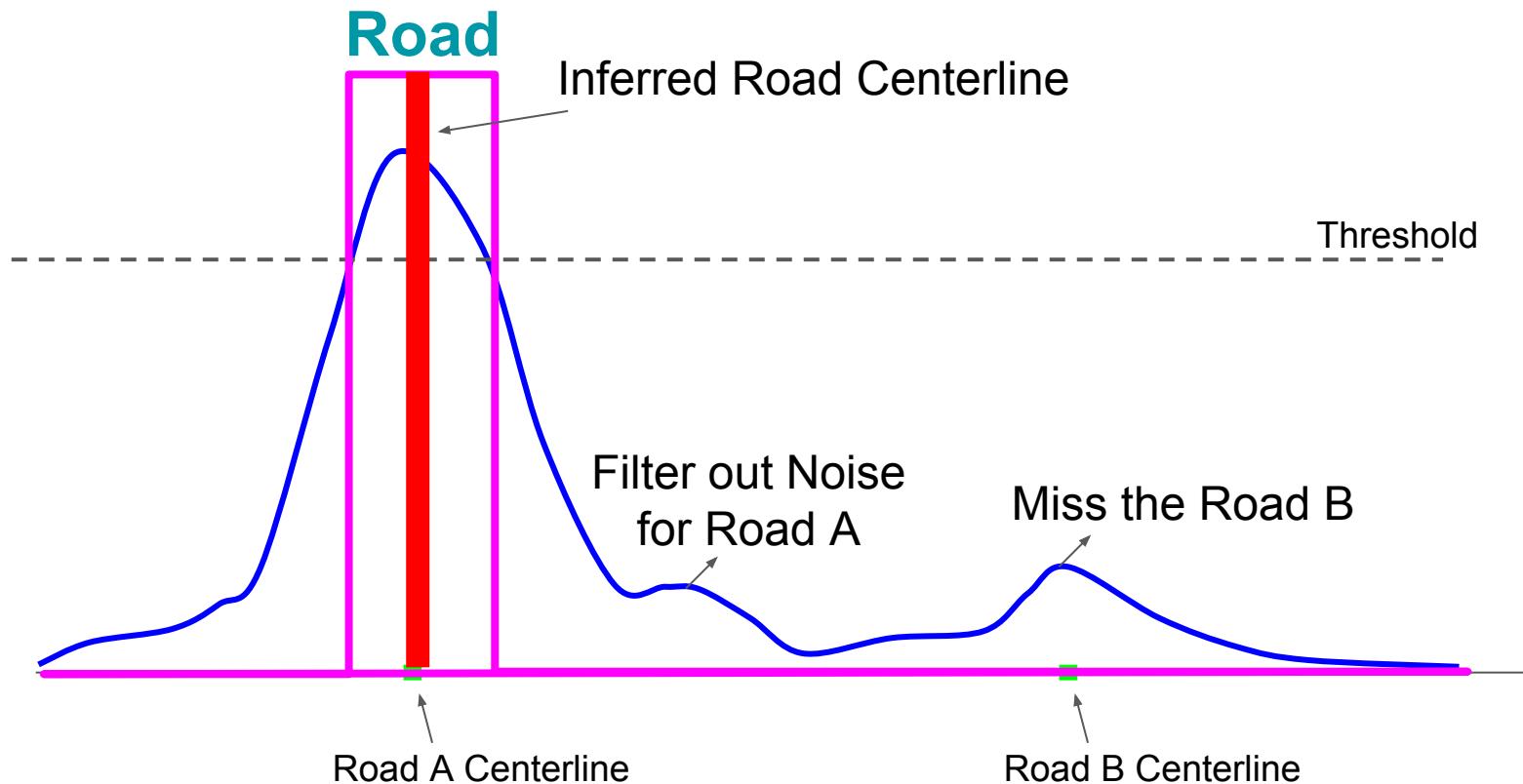
- 1D Example
 - What's the problem with this algorithm?

Density Estimation

Single threshold doesn't work well

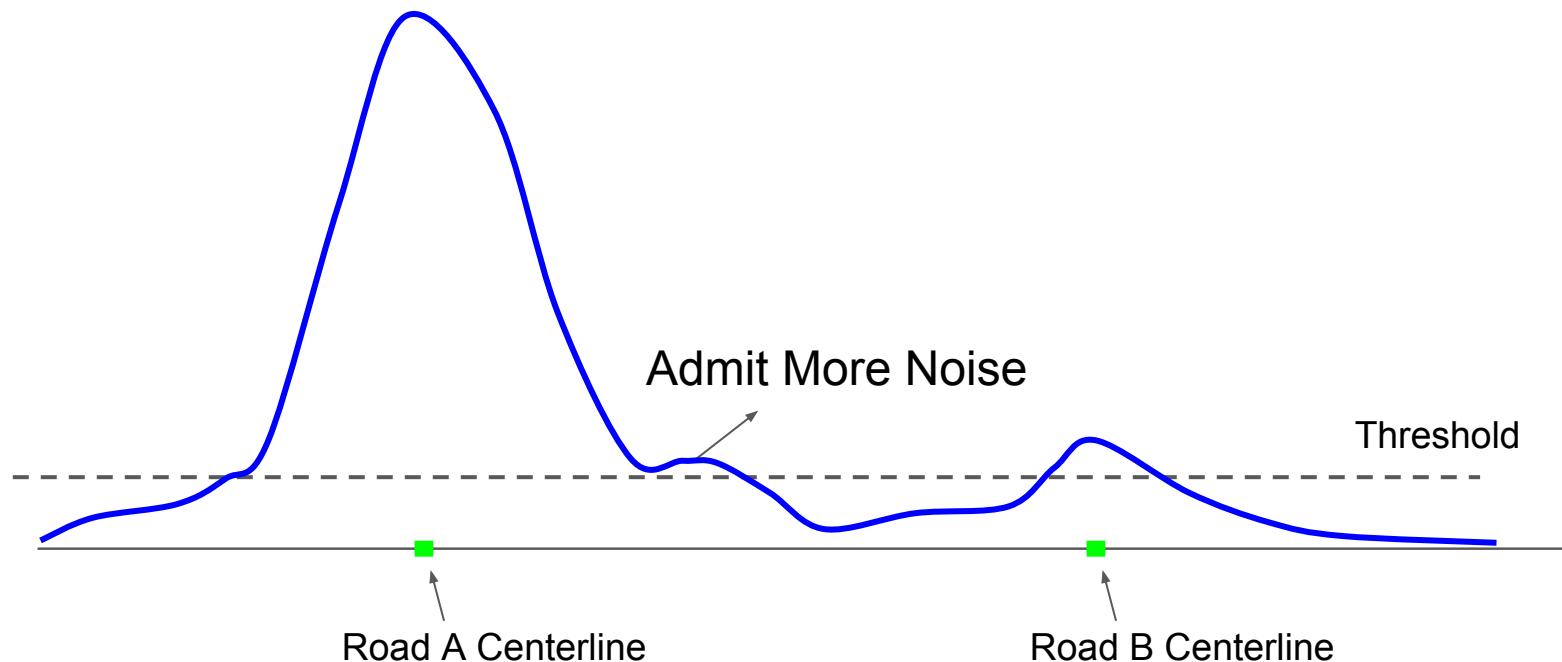


Density Estimation

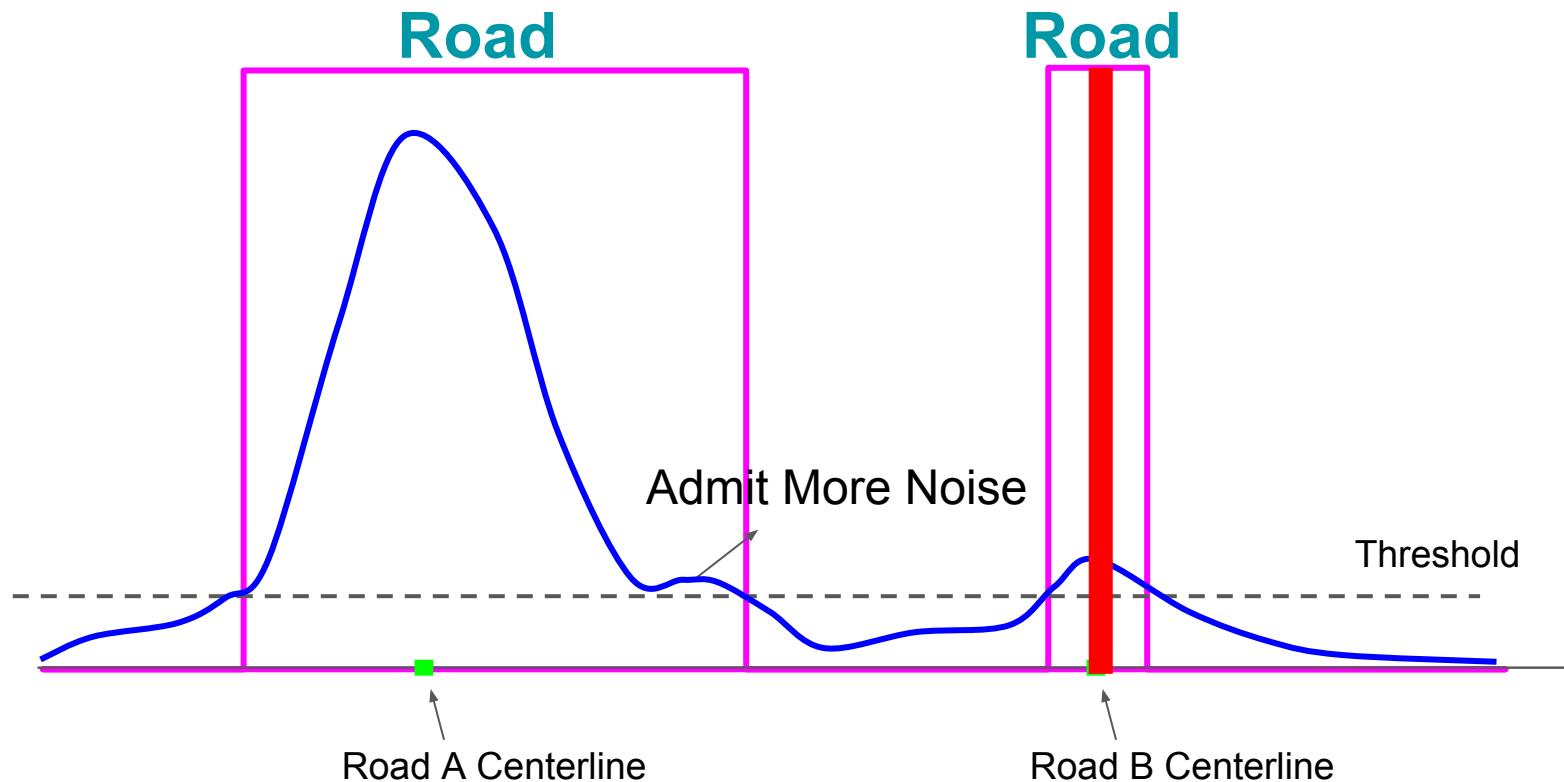


Density Estimation

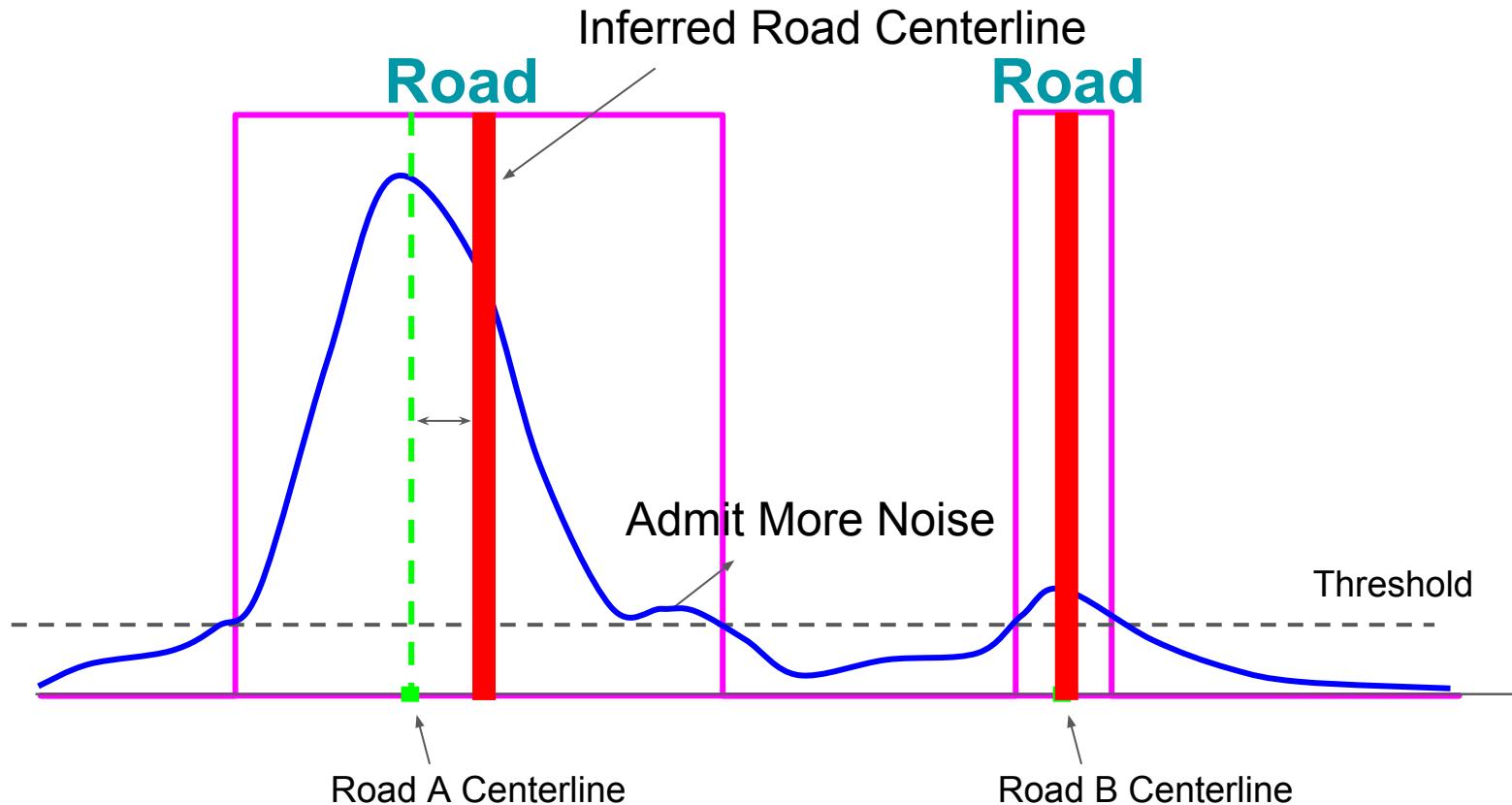
Single threshold doesn't work well



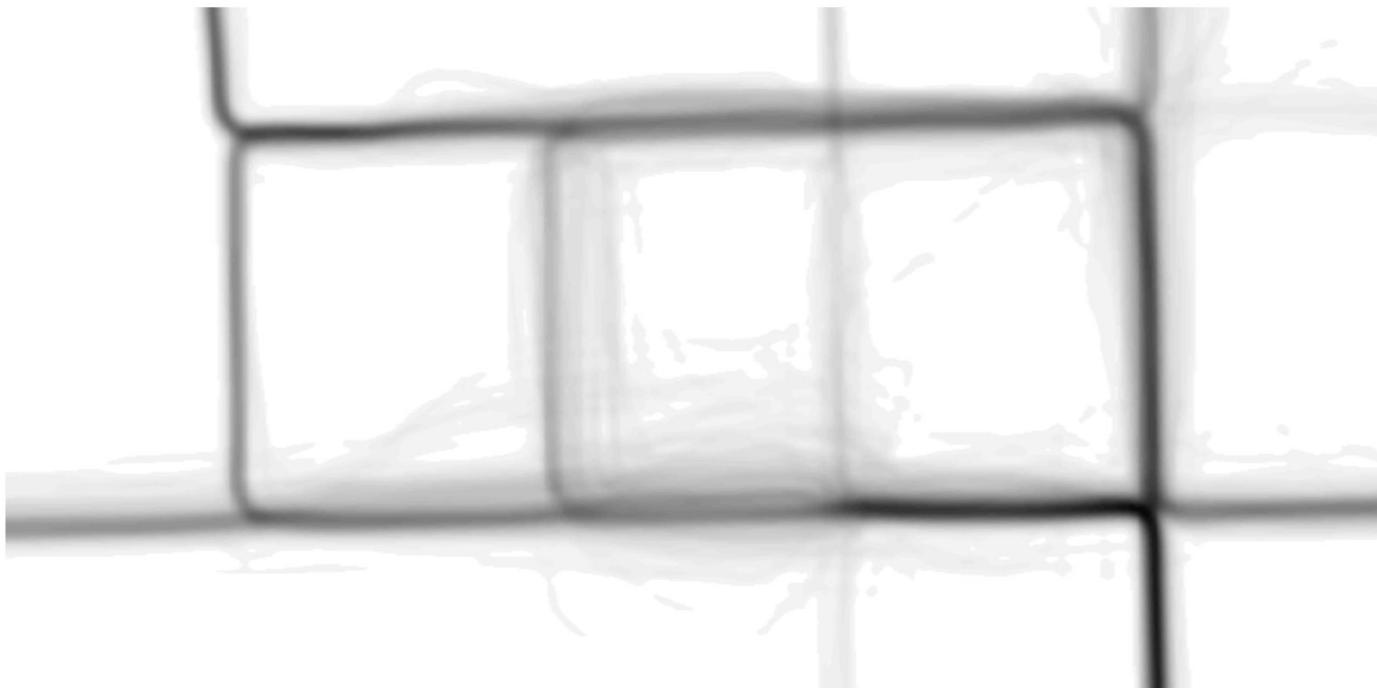
Density Estimation



Density Estimation

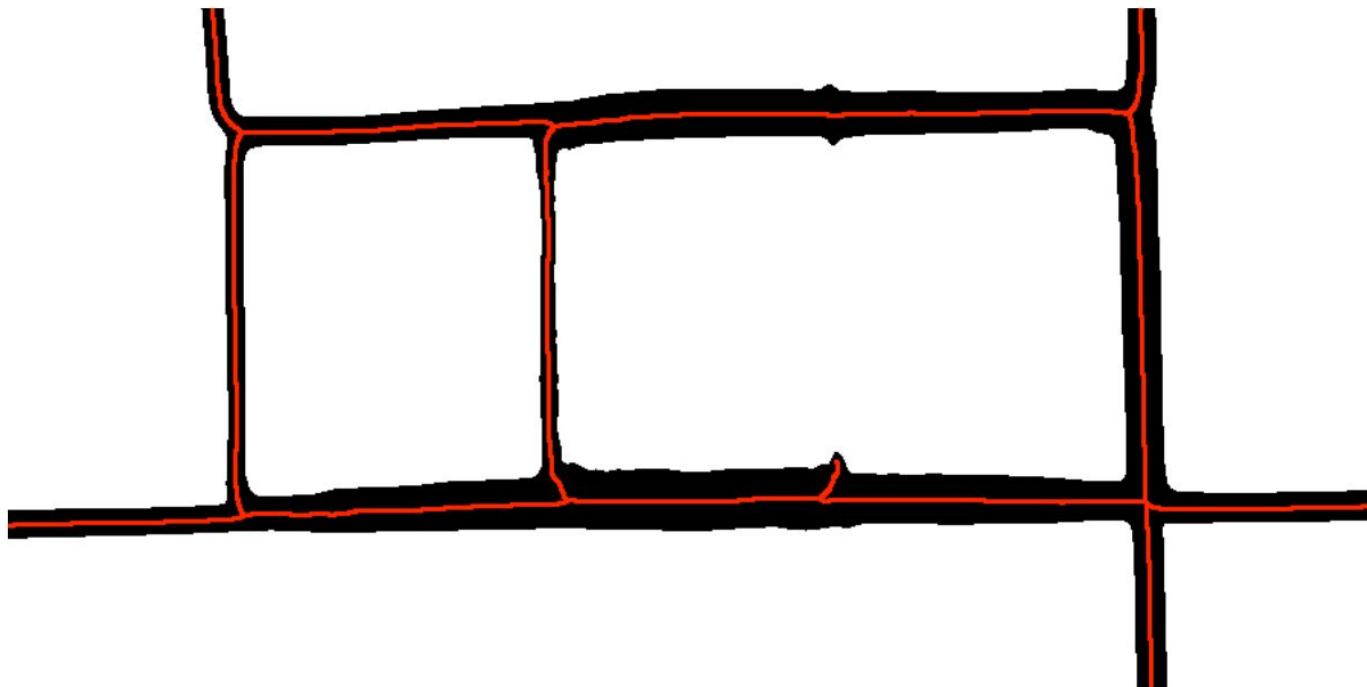


Density Estimation



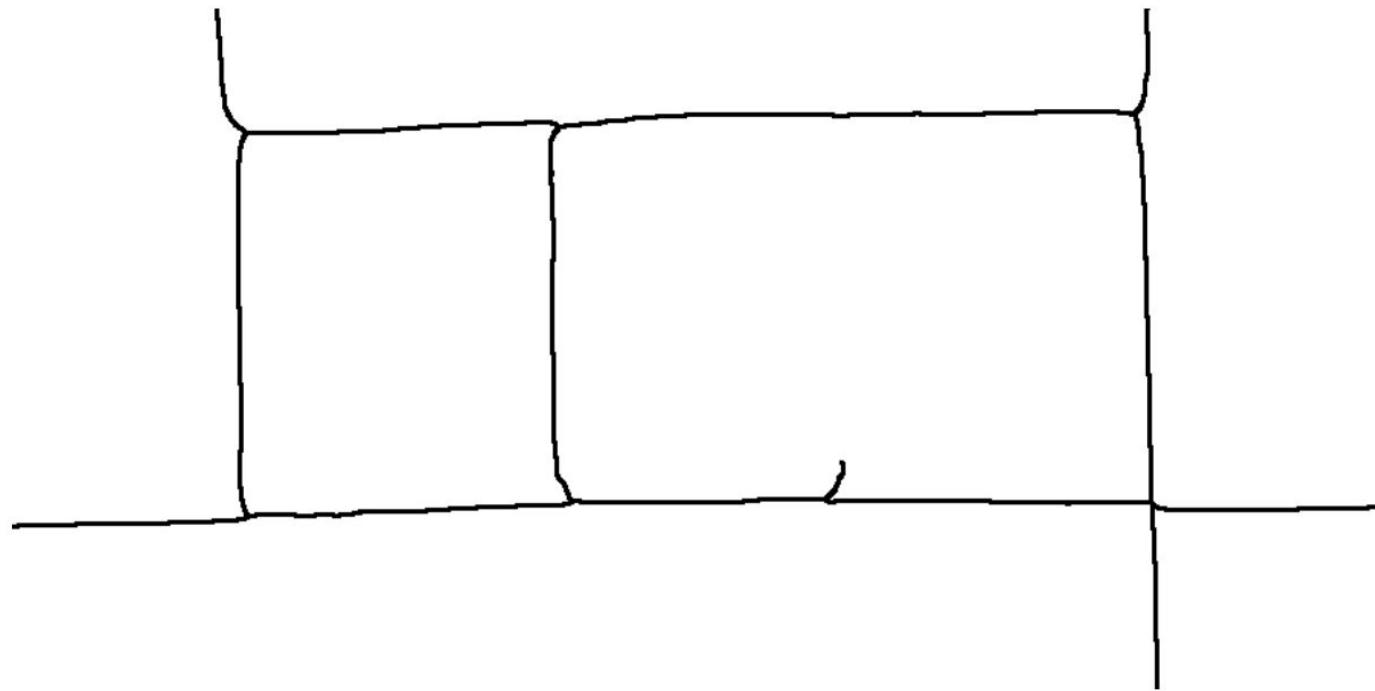
Density Estimation

High Threshold



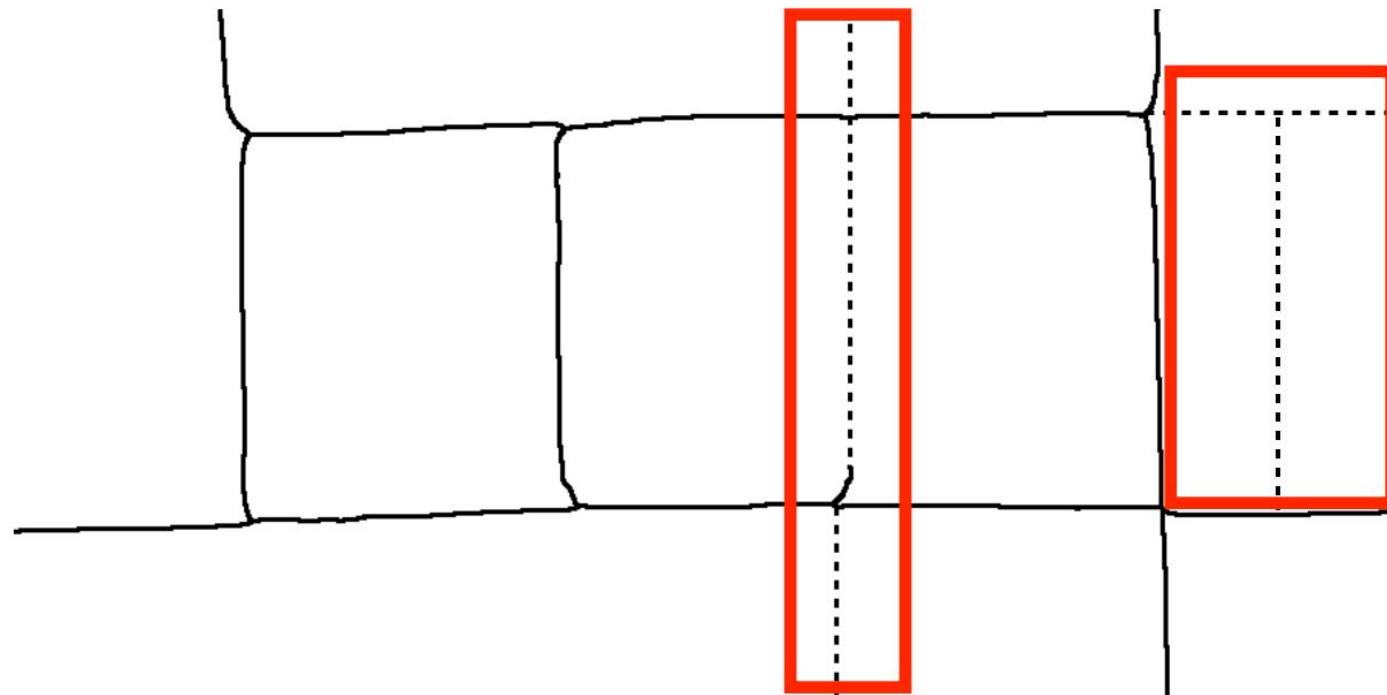
Density Estimation

High Threshold



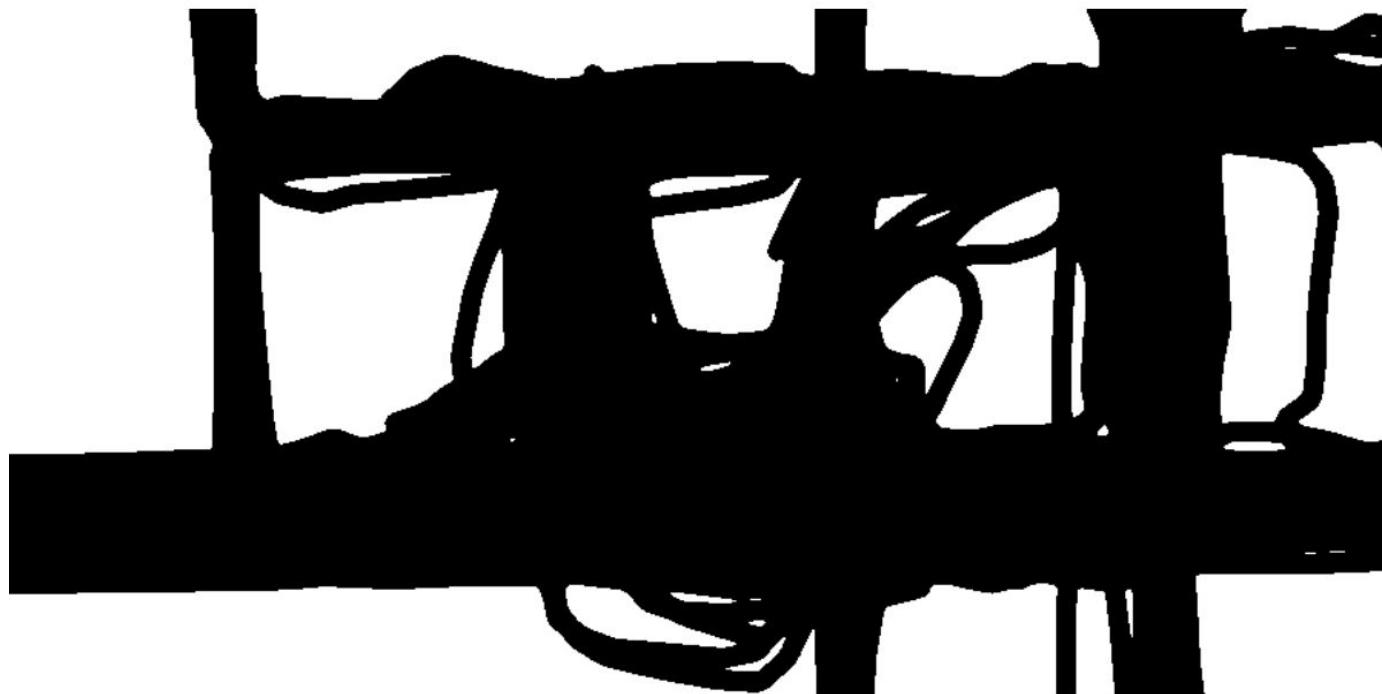
Density Estimation

High Threshold



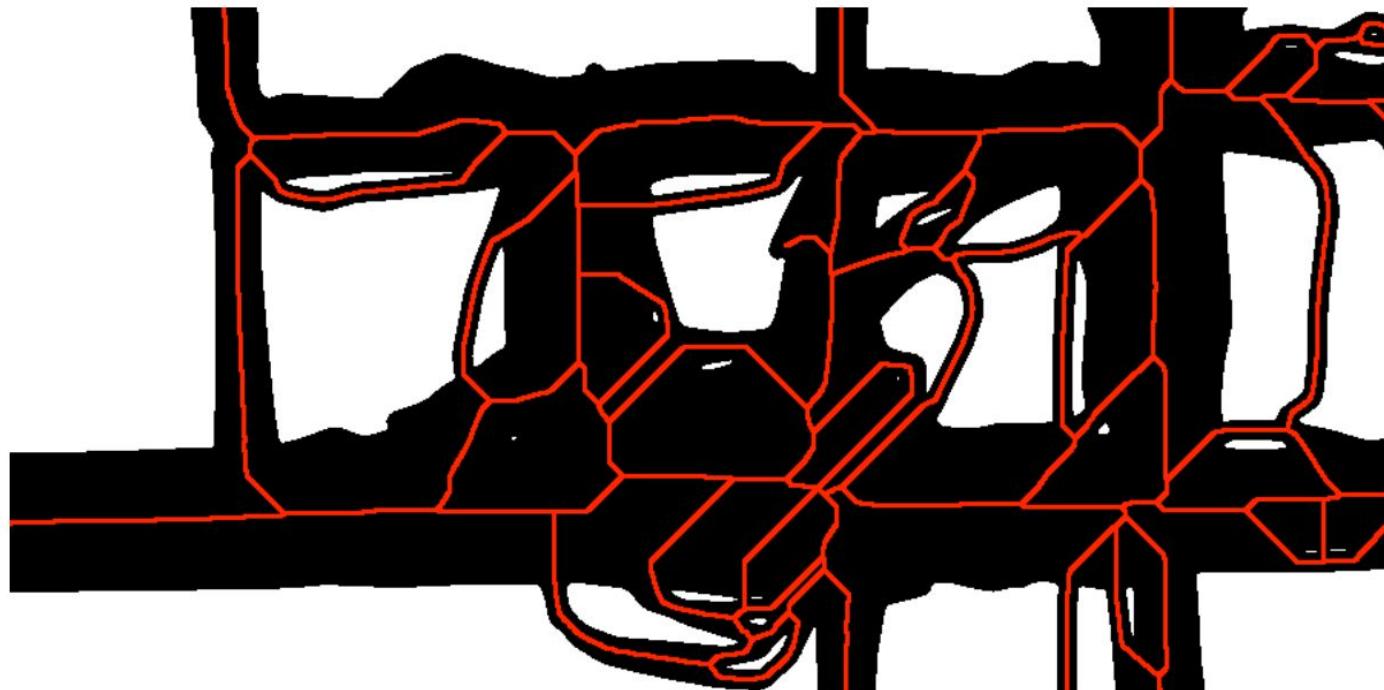
Density Estimation

Low Threshold



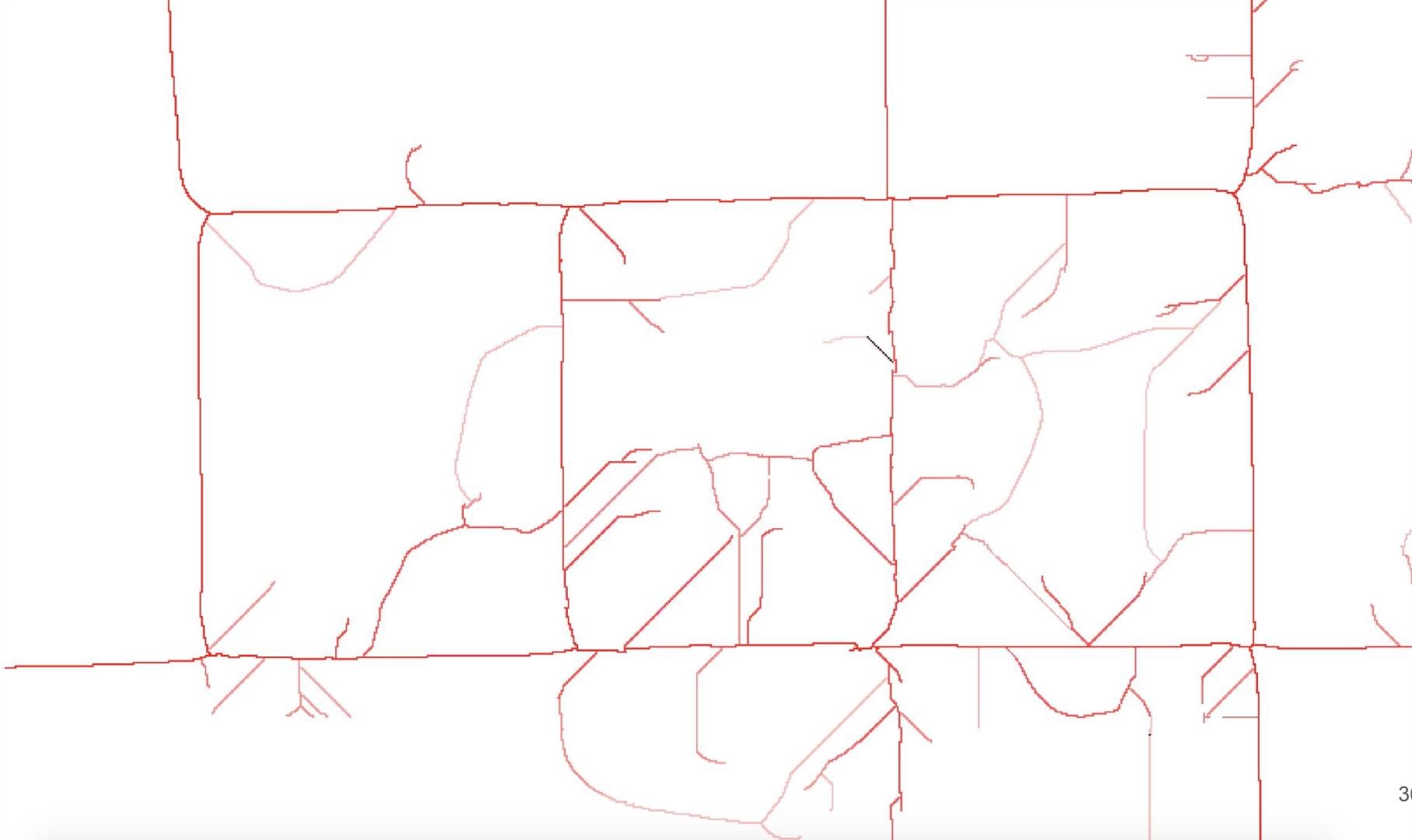
Density Estimation

Low Threshold

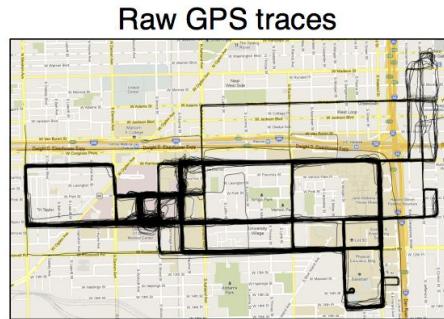


Density Estimation - Gray-scale Skeletonization

- Skeletonization with different thresholds, from high to low
- Remain the results from high thresholds
- Assign weights to each pixel

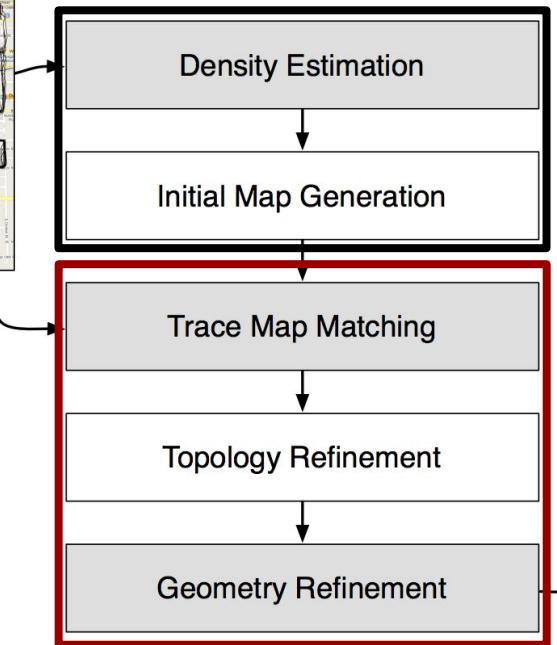


Map inference in the face of noise and disparity

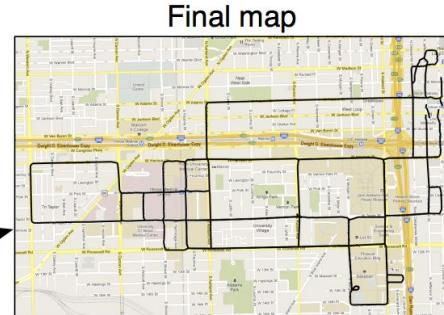


Map Matching:

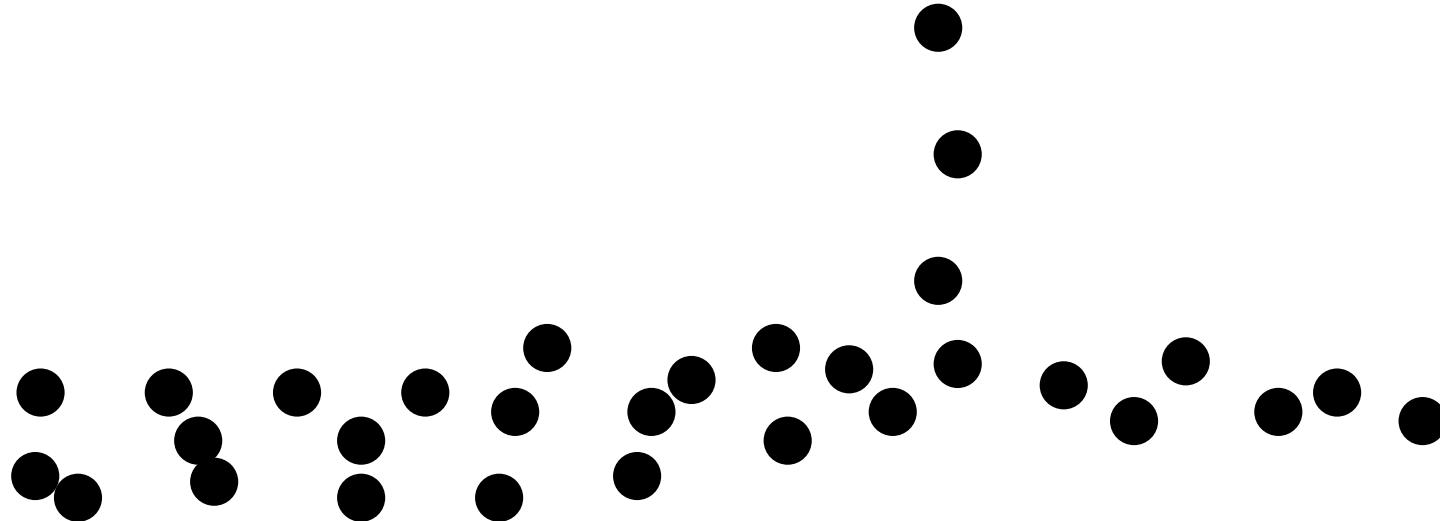
- Take the whole traces into account to improve the generated map



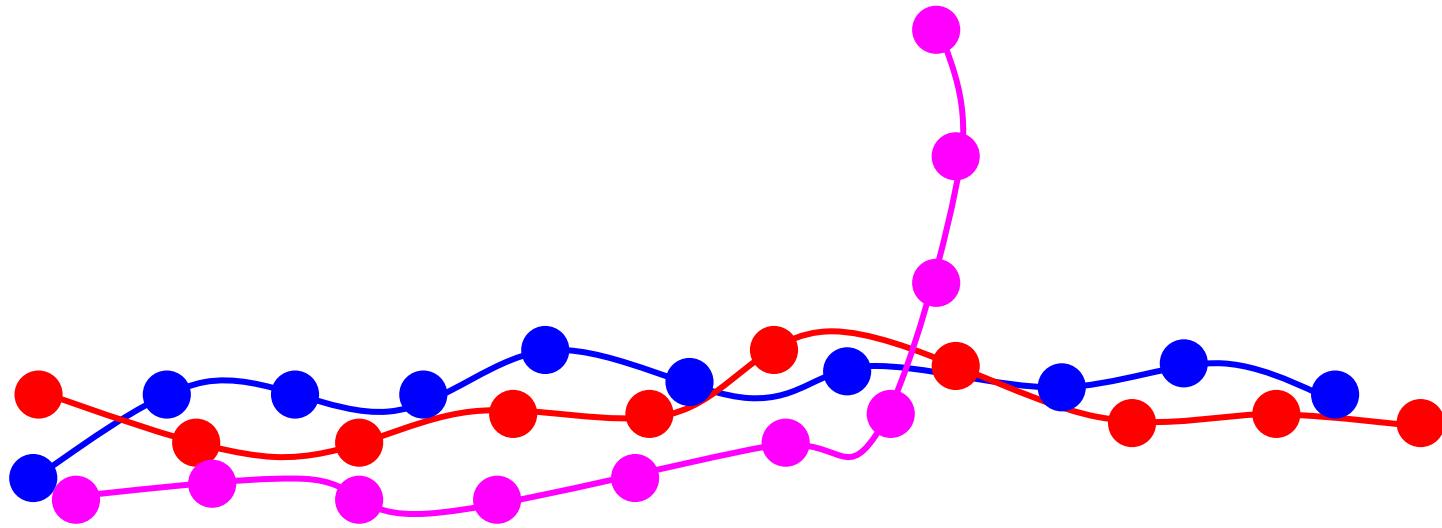
Gray-scale Skeletonization
- Cope with noise and disparity



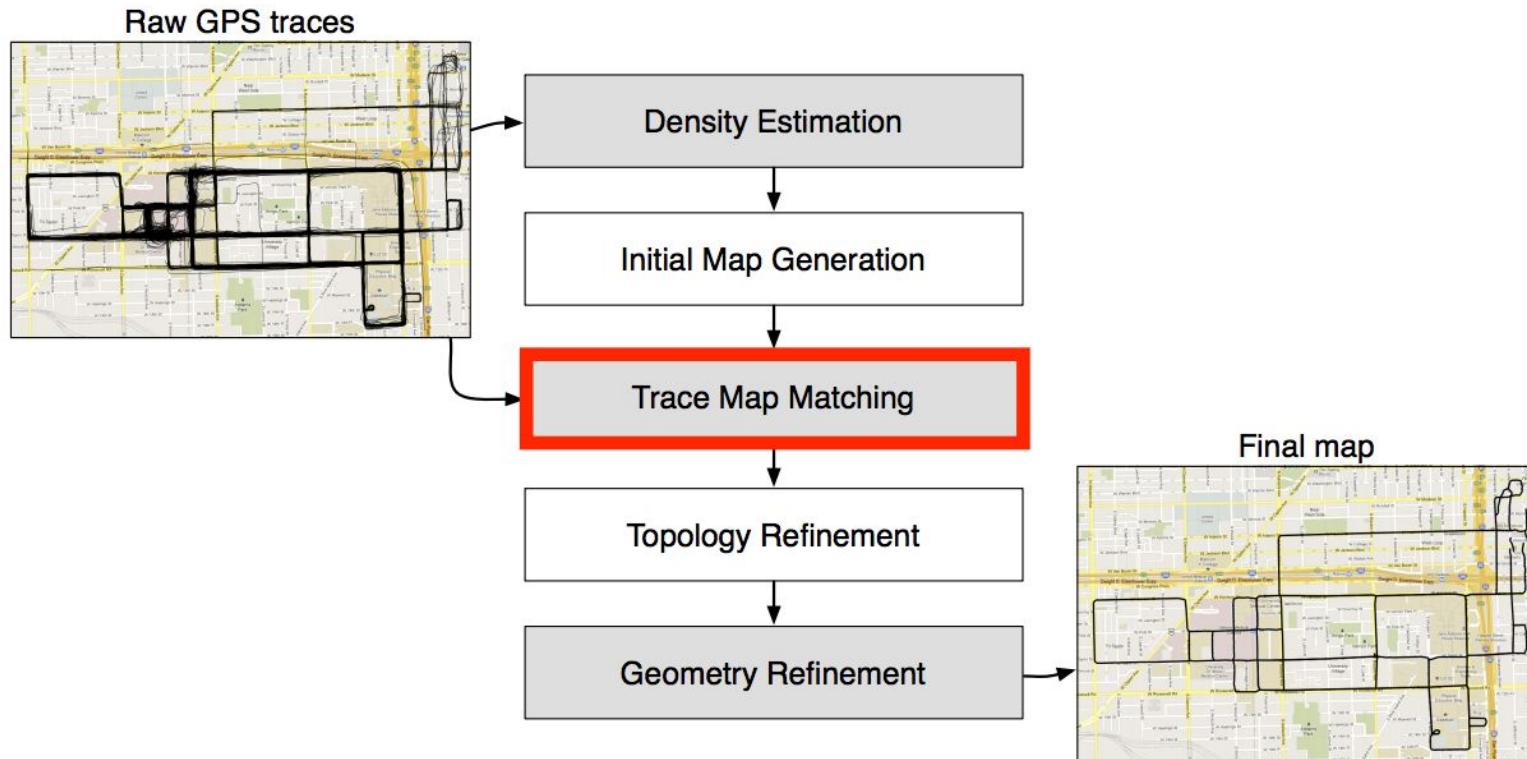
The View of Traces from Density Estimation



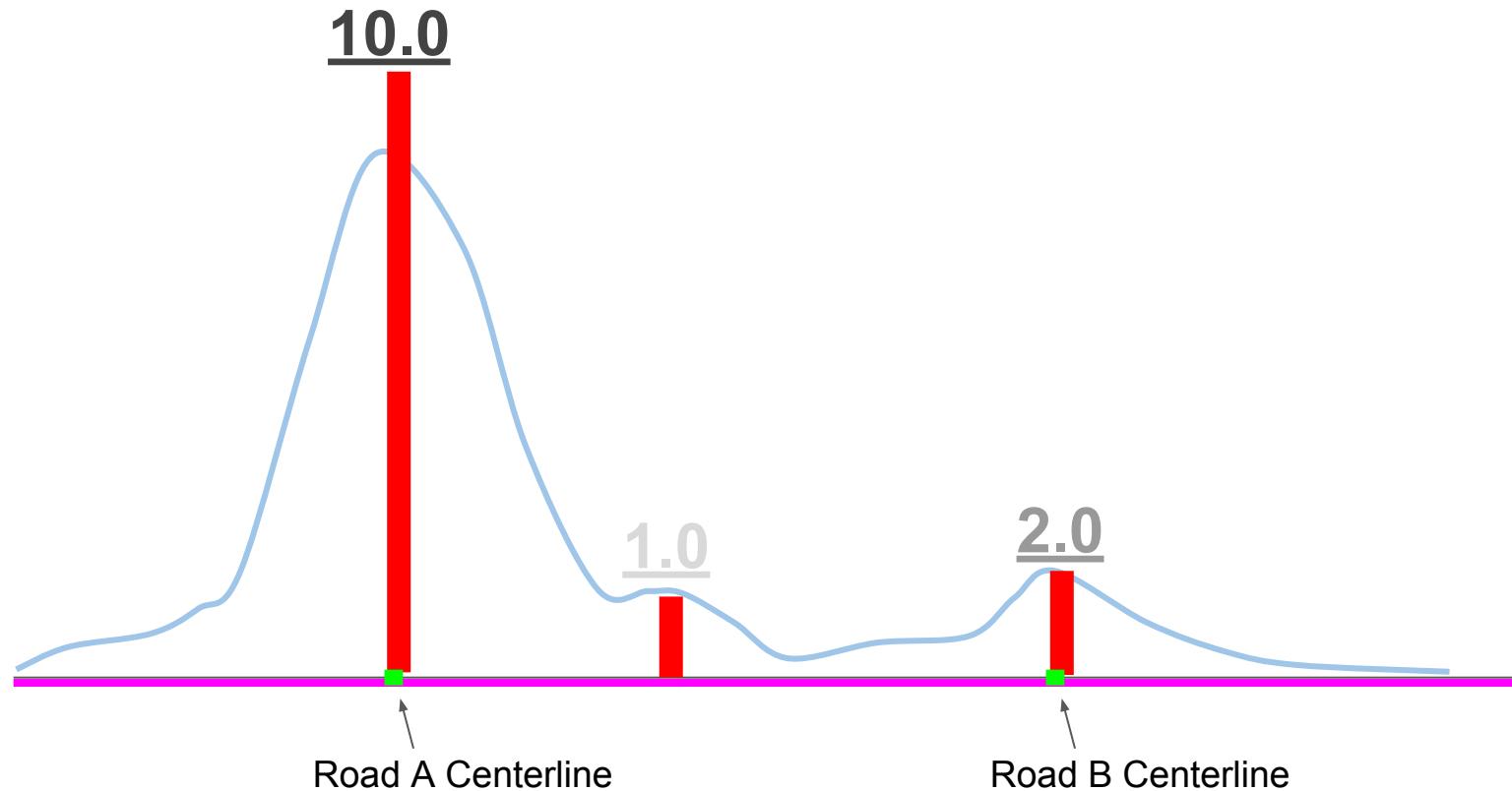
More Information if You Consider the Whole Trace



Map Matching

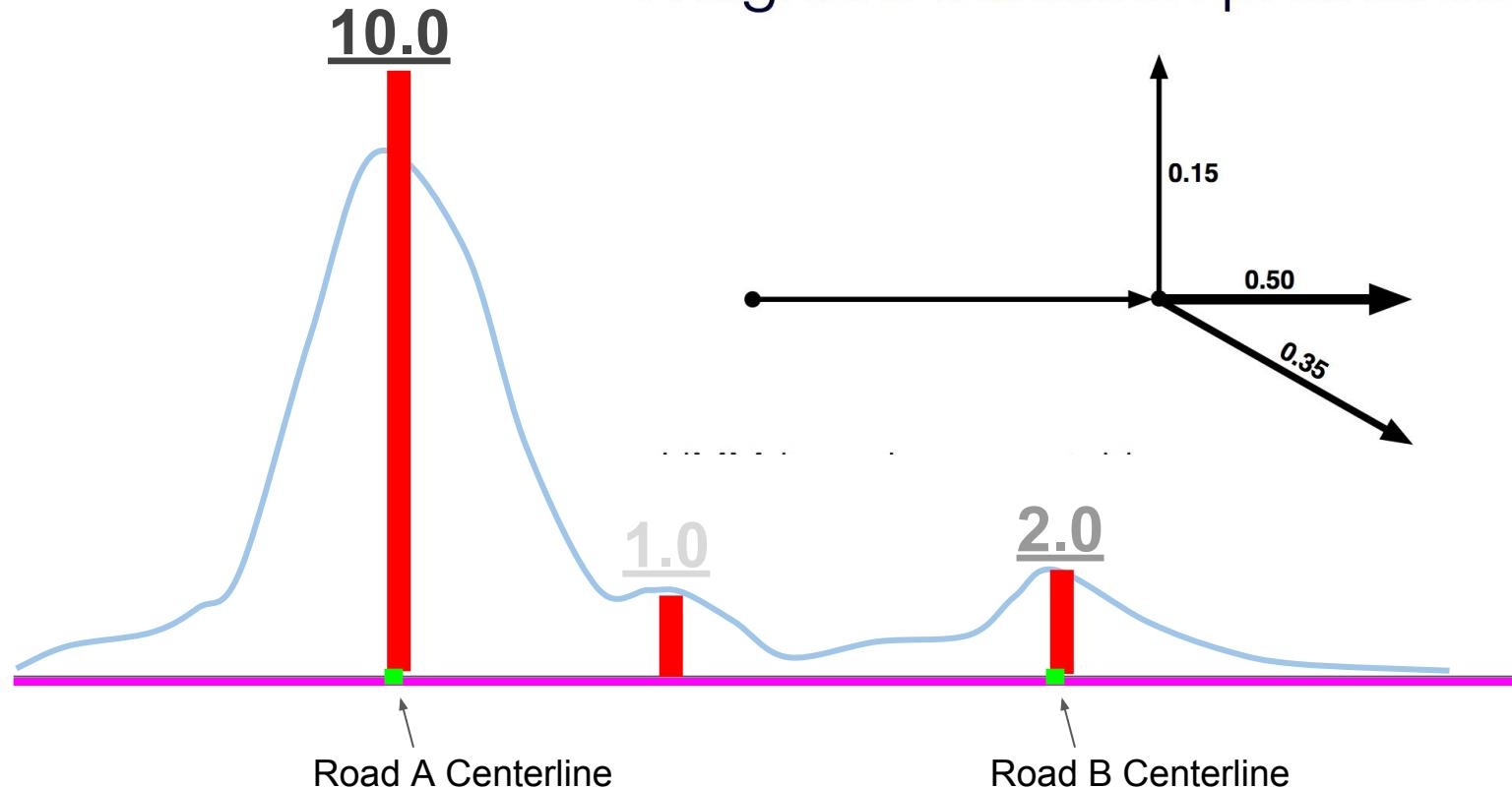


Map Matching



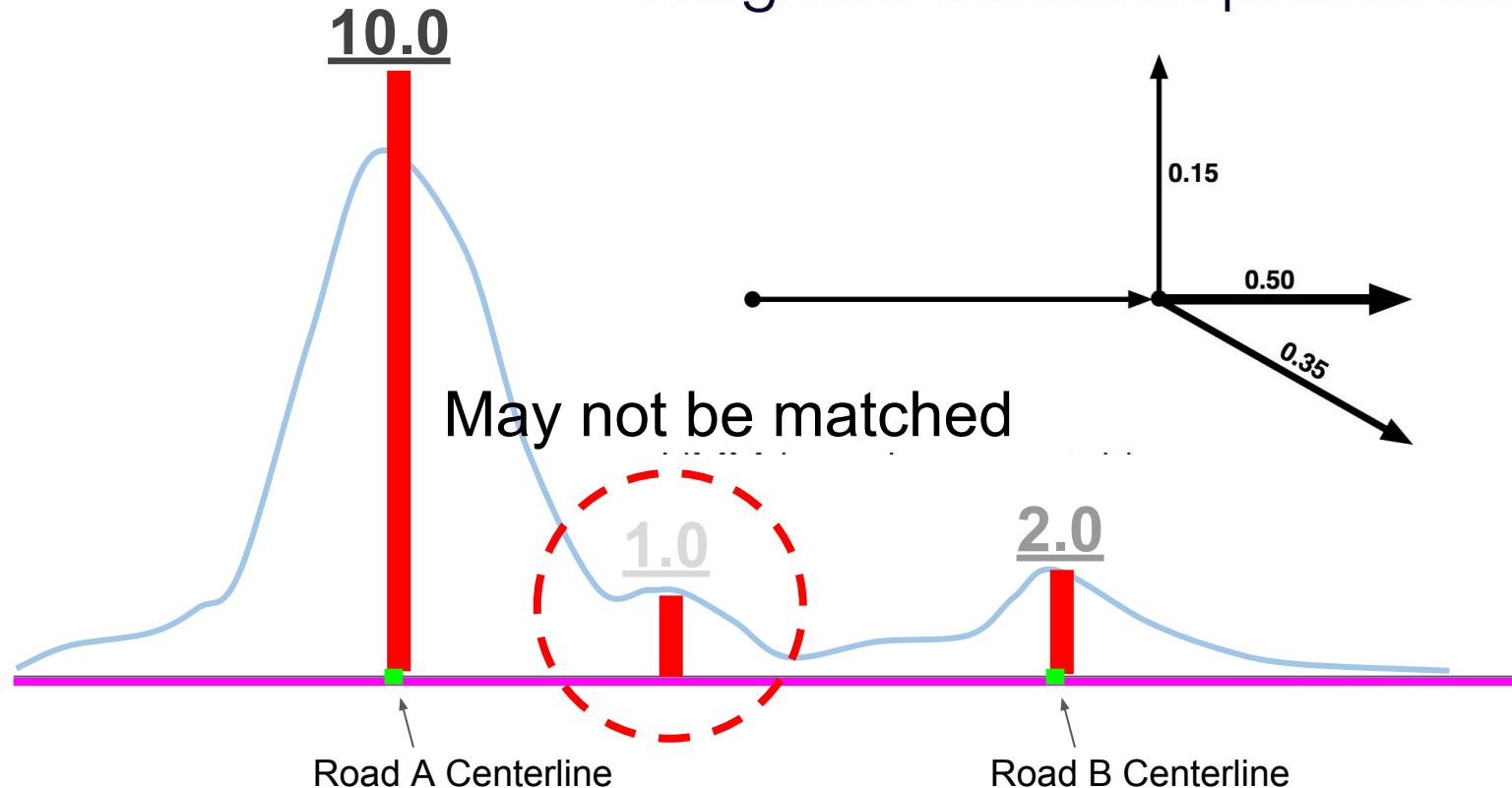
Map Matching

Weighted transition probabilities

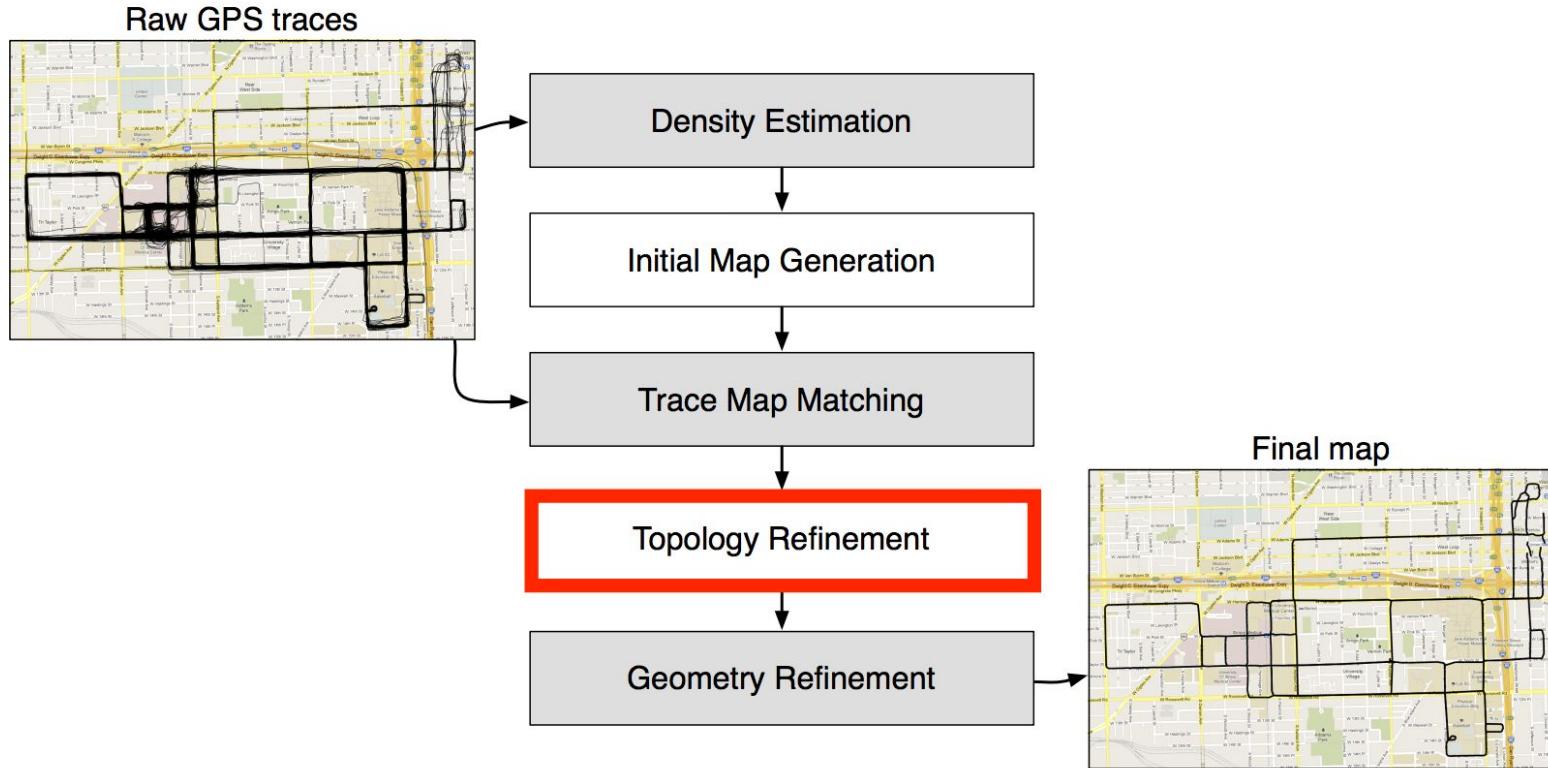


Map Matching

Weighted transition probabilities



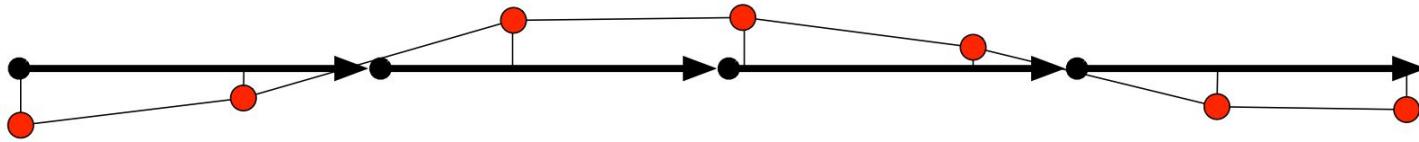
Topology Refinement



Topology Refinement

Well-matched Traversal

Goodness of fit

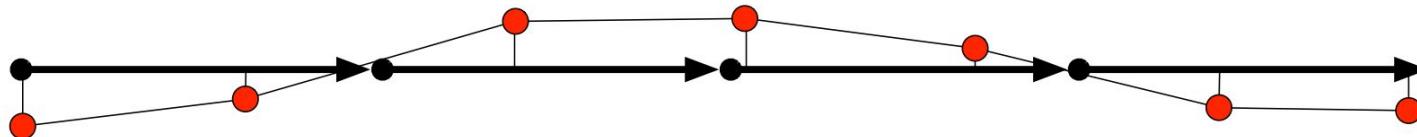


$$RMSD(\tau, e) = \sqrt{\frac{1}{|\tau|} \sum_{p \in \tau} dist(p, e)^2}$$

$$RMSD(\tau, e) < RMSD_{max}$$

Topology Refinement

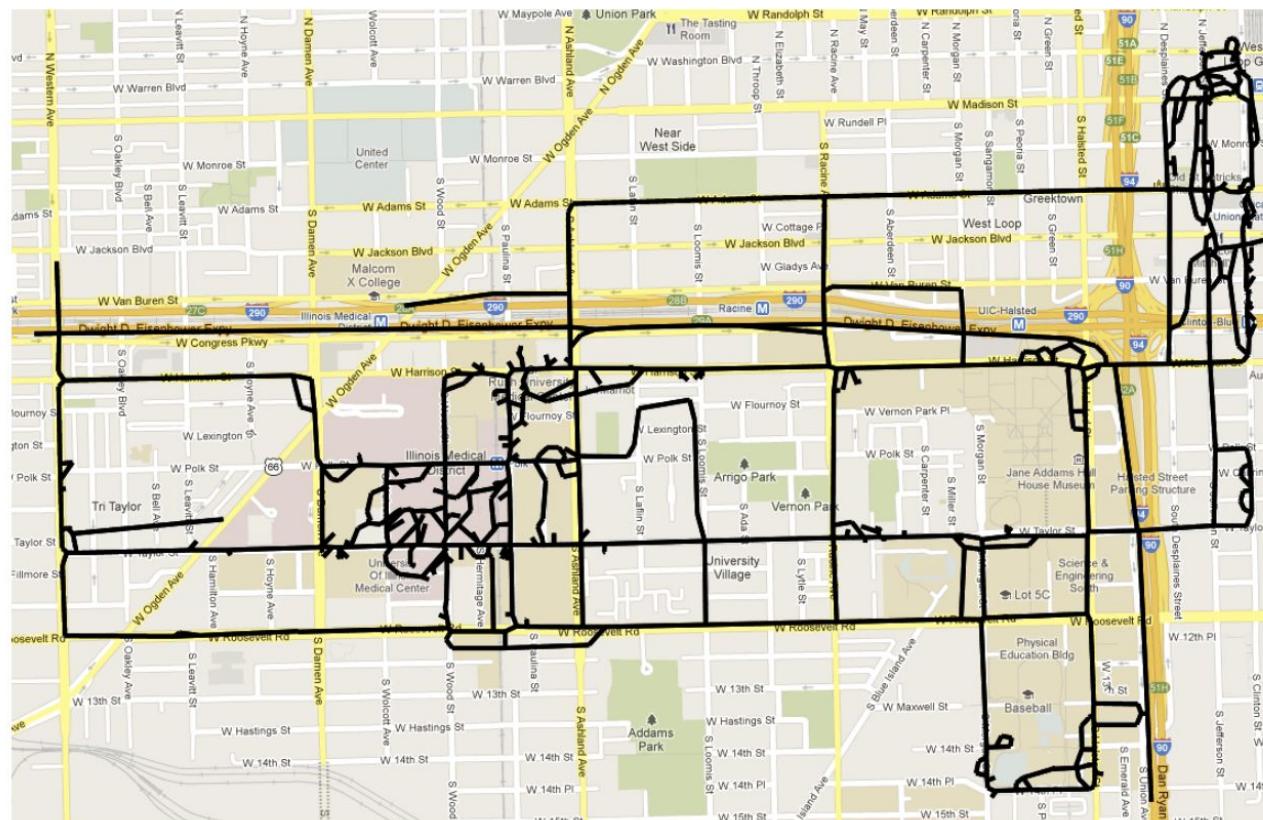
Remove edges with less than two well-matched traversals



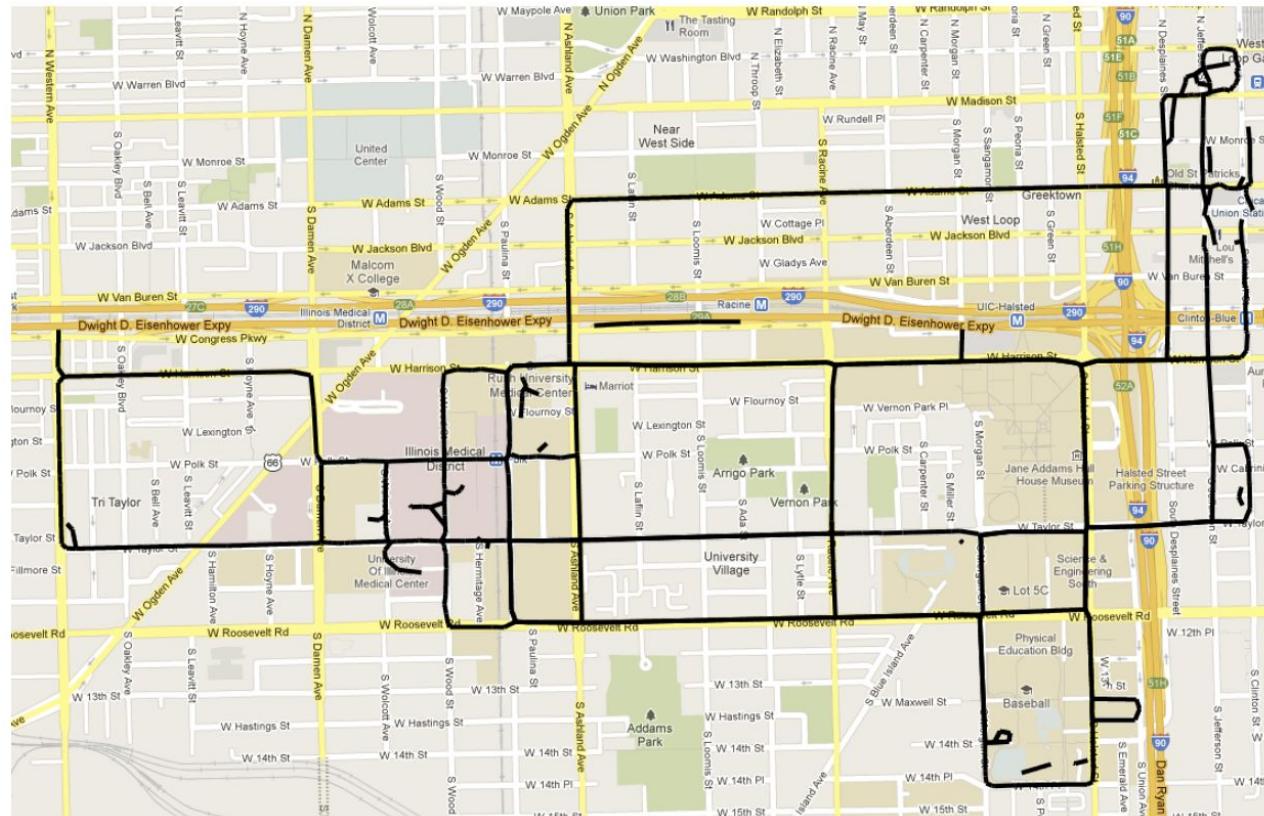
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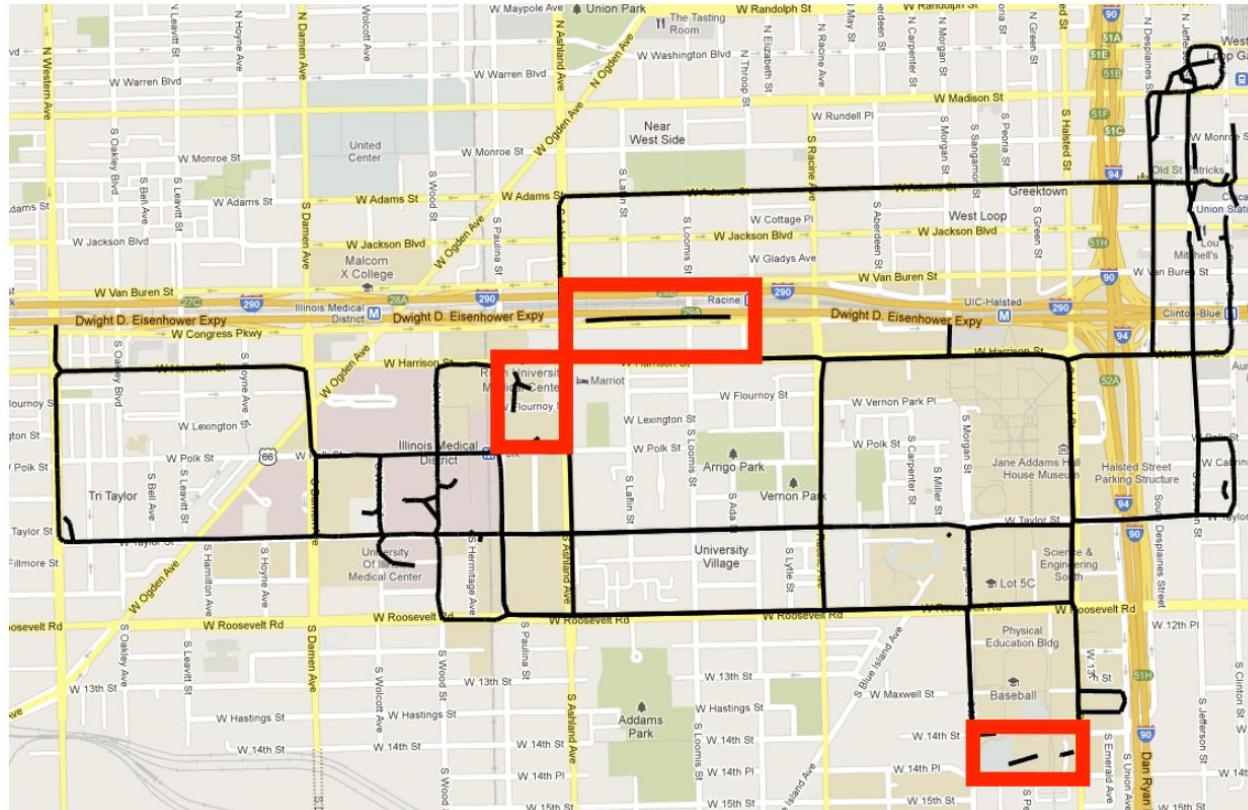
Topology Refinement - Before Pruning



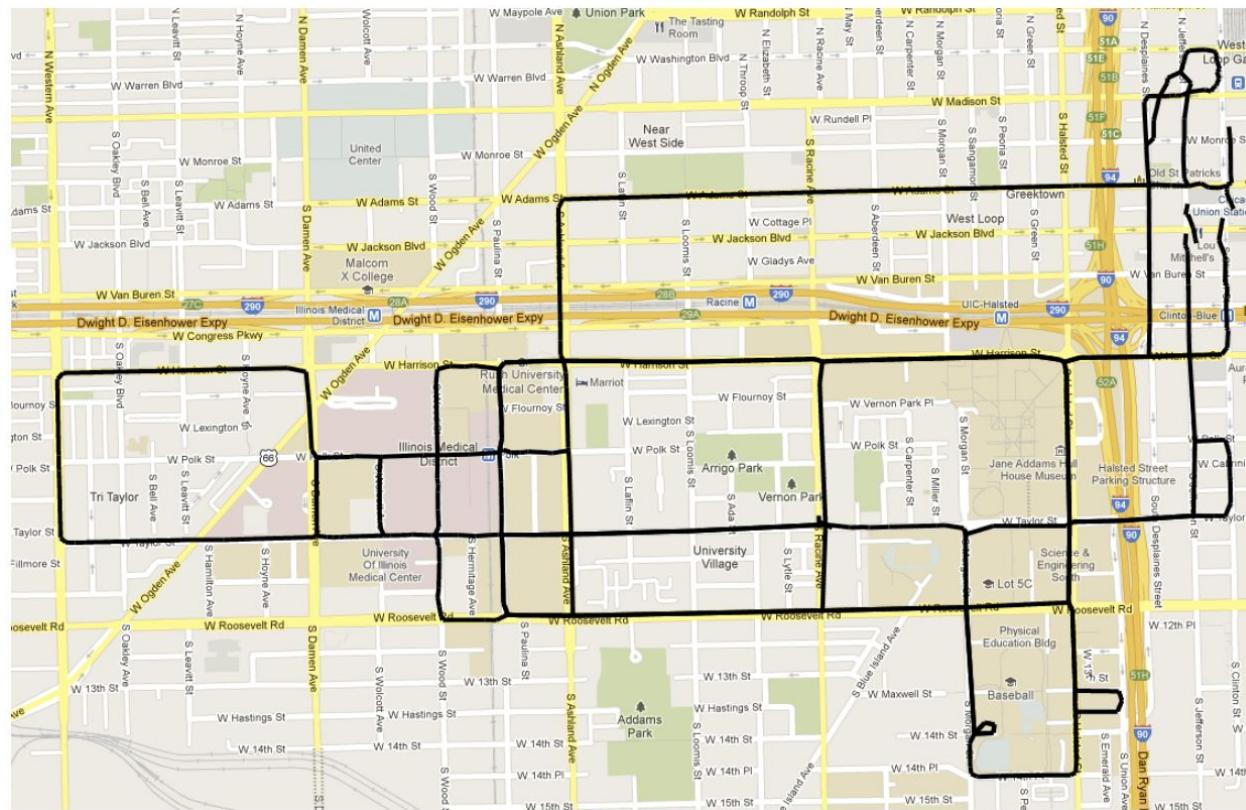
Topology Refinement - After Pruning



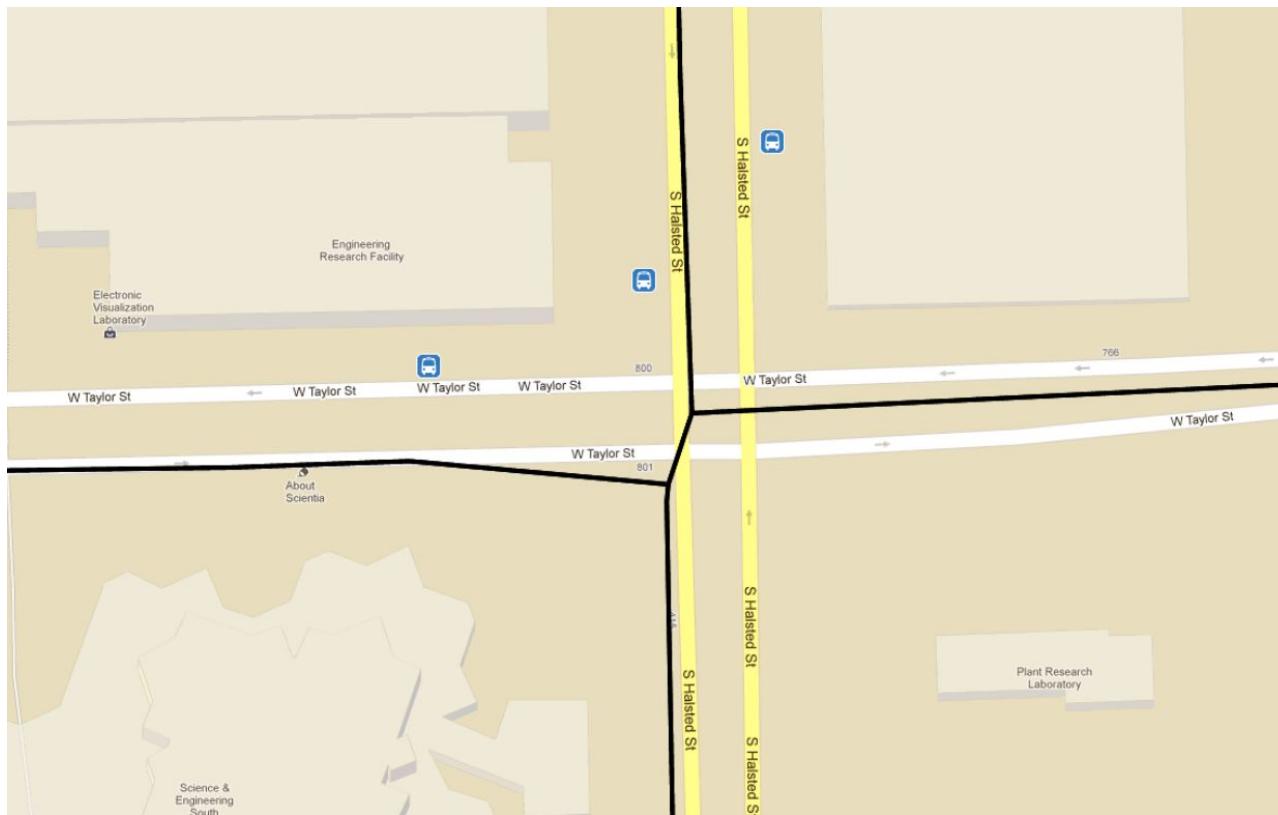
Topology Refinement - After Pruning



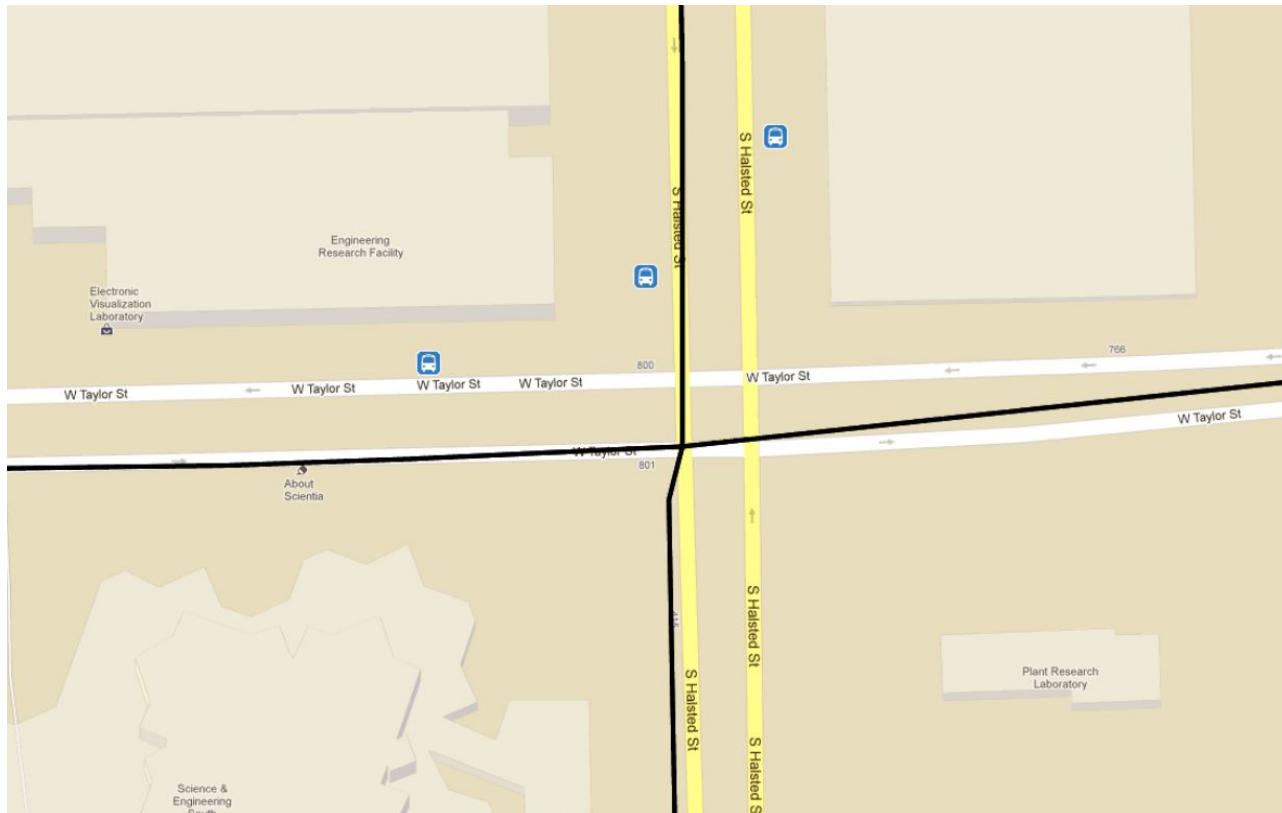
Topology Refinement - Pruning Again ...



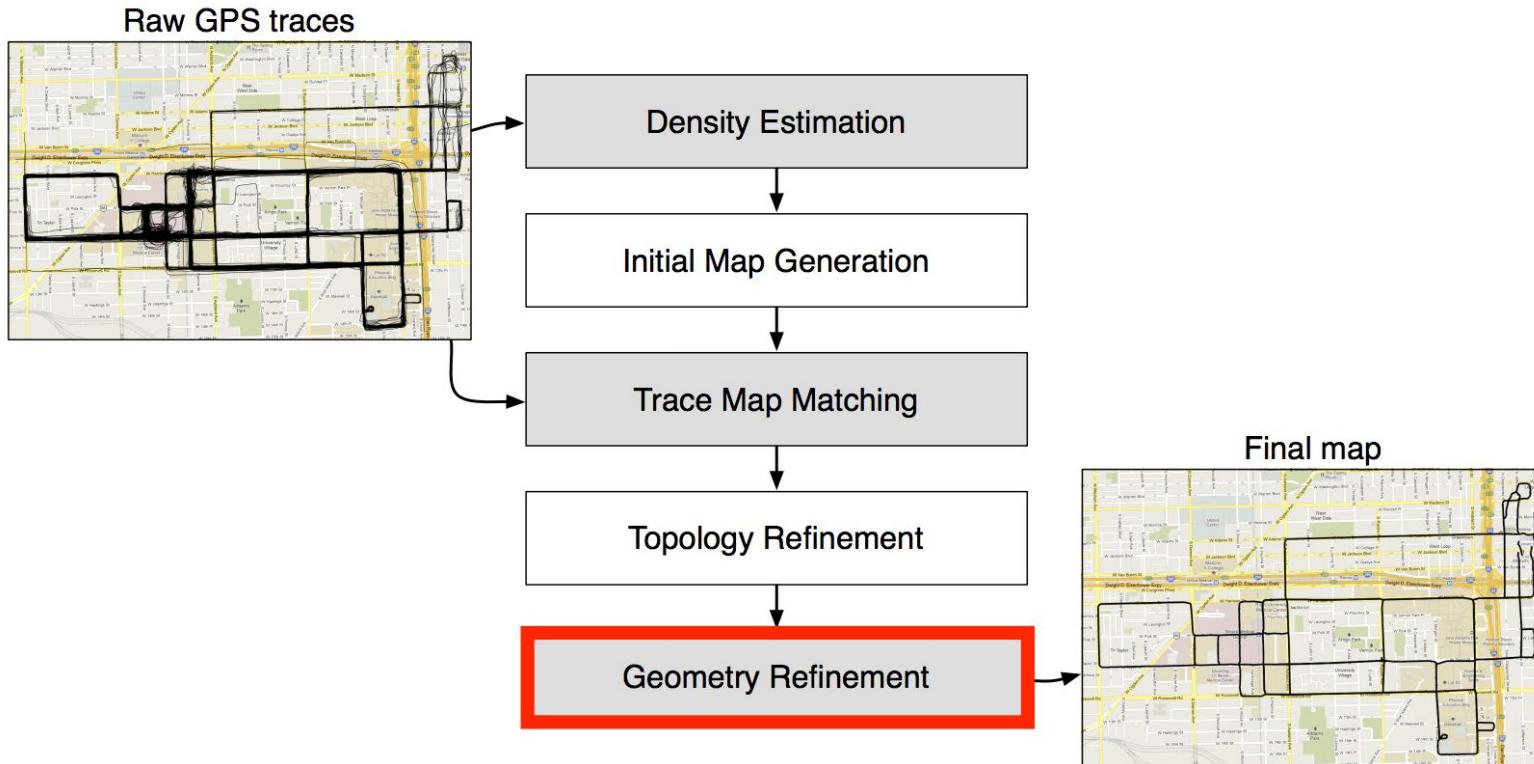
Topology Refinement - Incorrect Topology



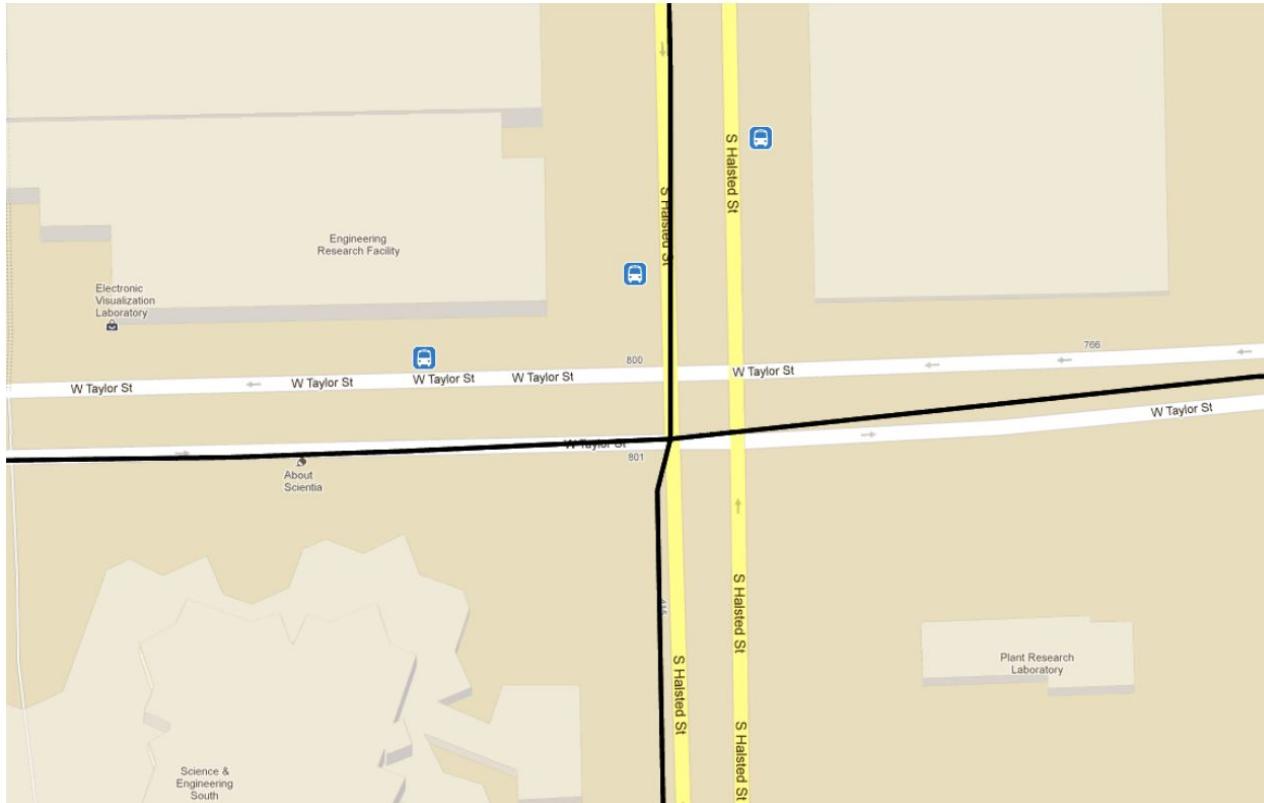
Topology Refinement - Collapsed Intersection



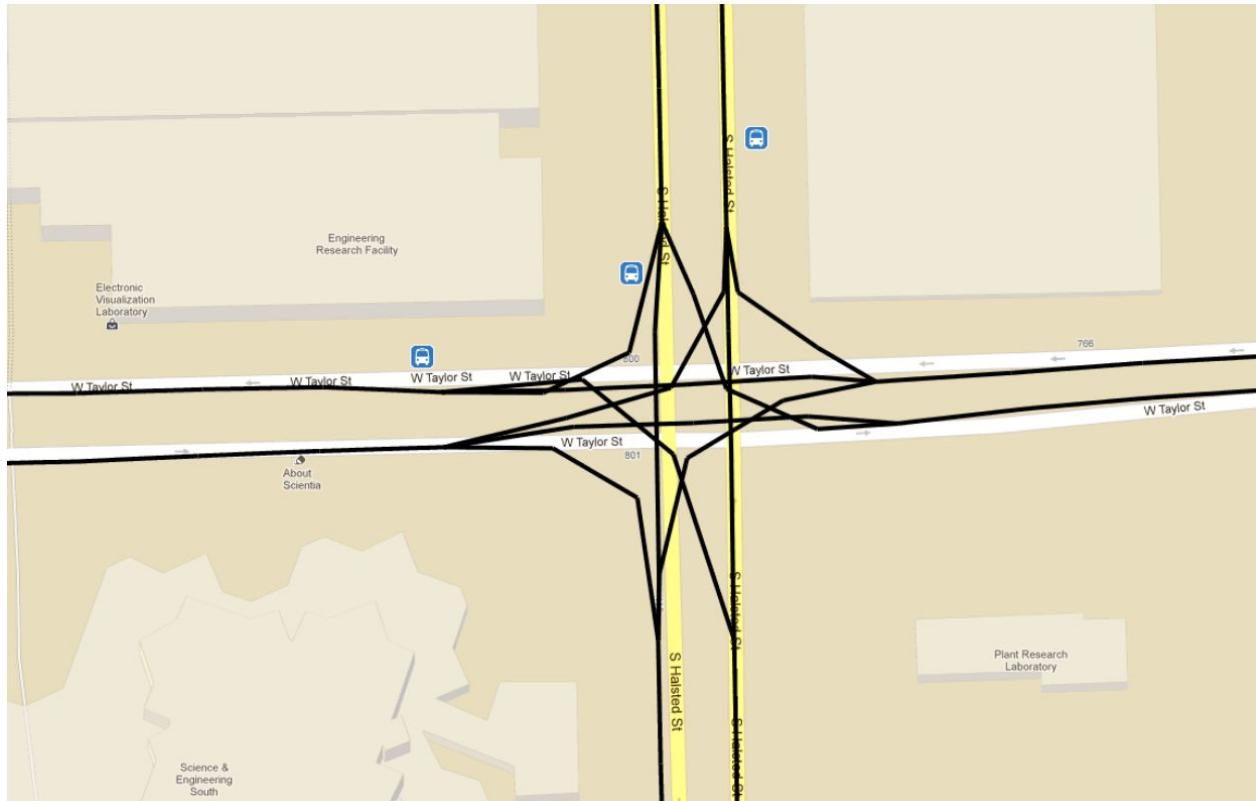
Geometry Refinement



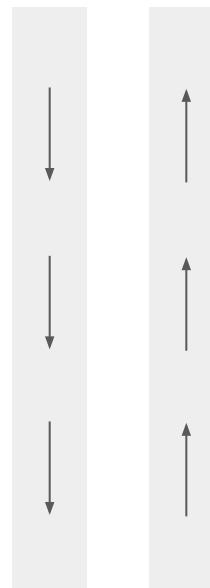
Geometry Refinement - Simple Geometry



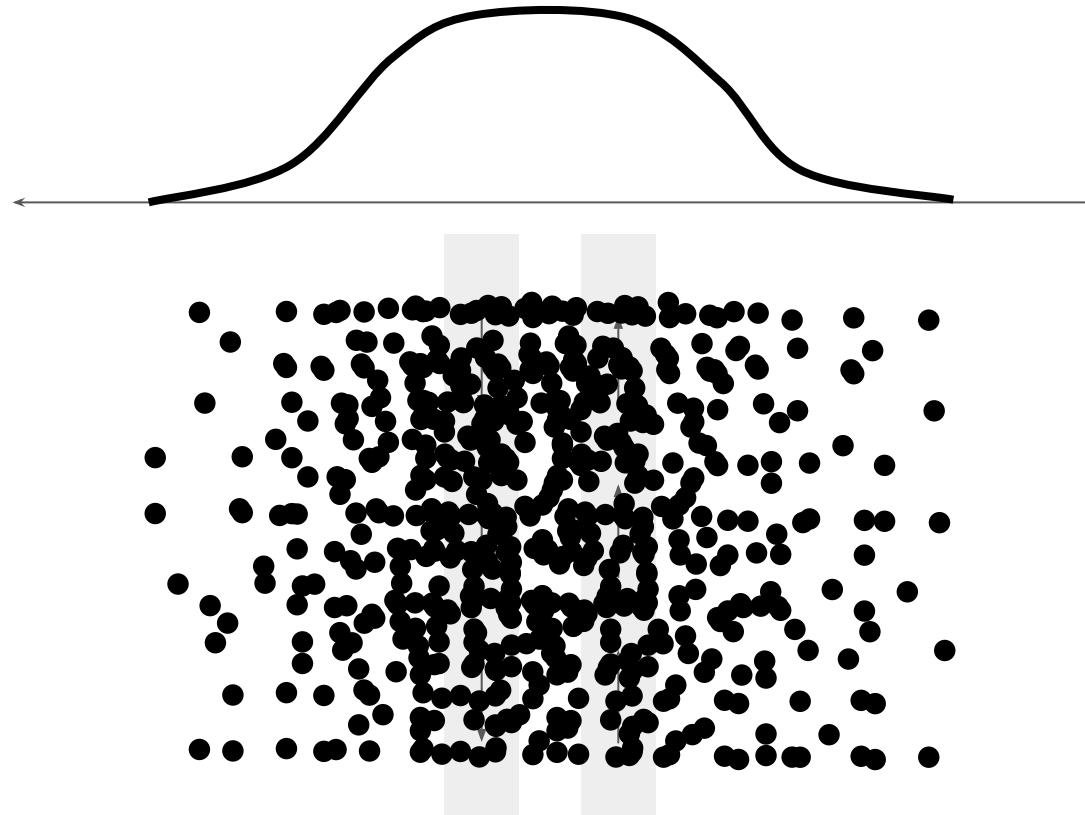
Geometry Refinement - Refined Geometry



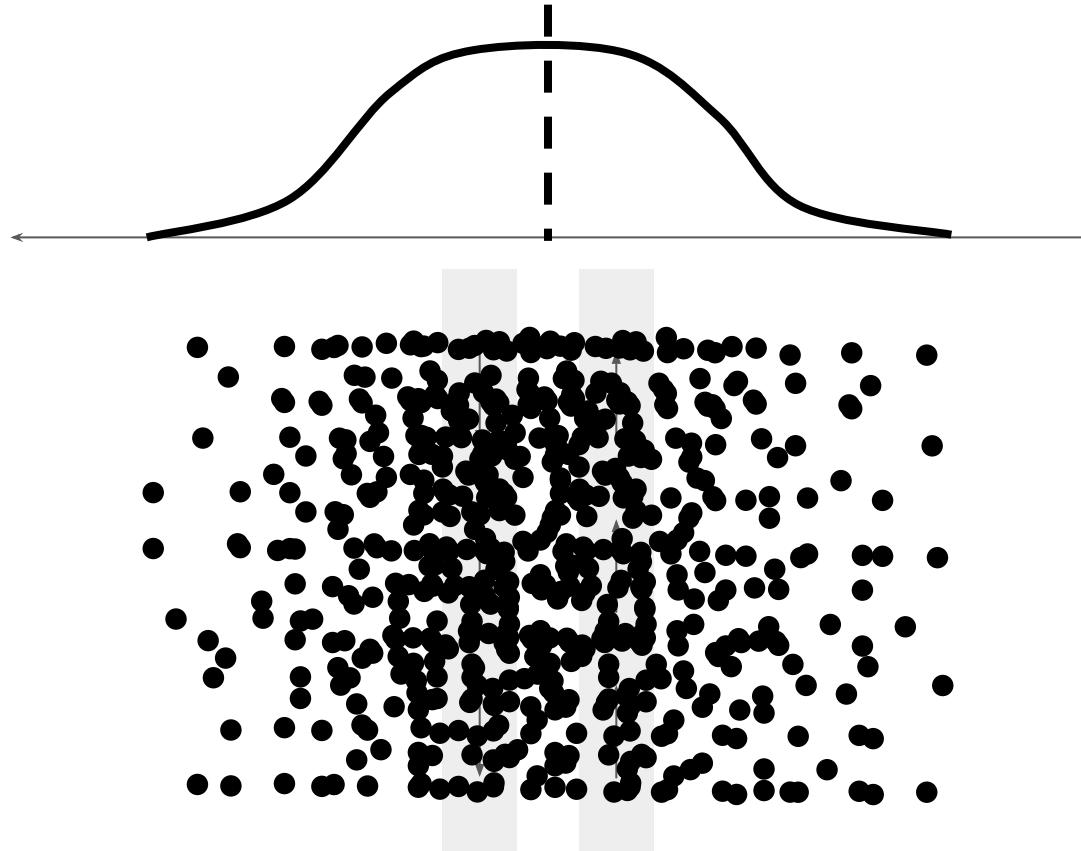
Geometry Refinement - Infer Parallel Road



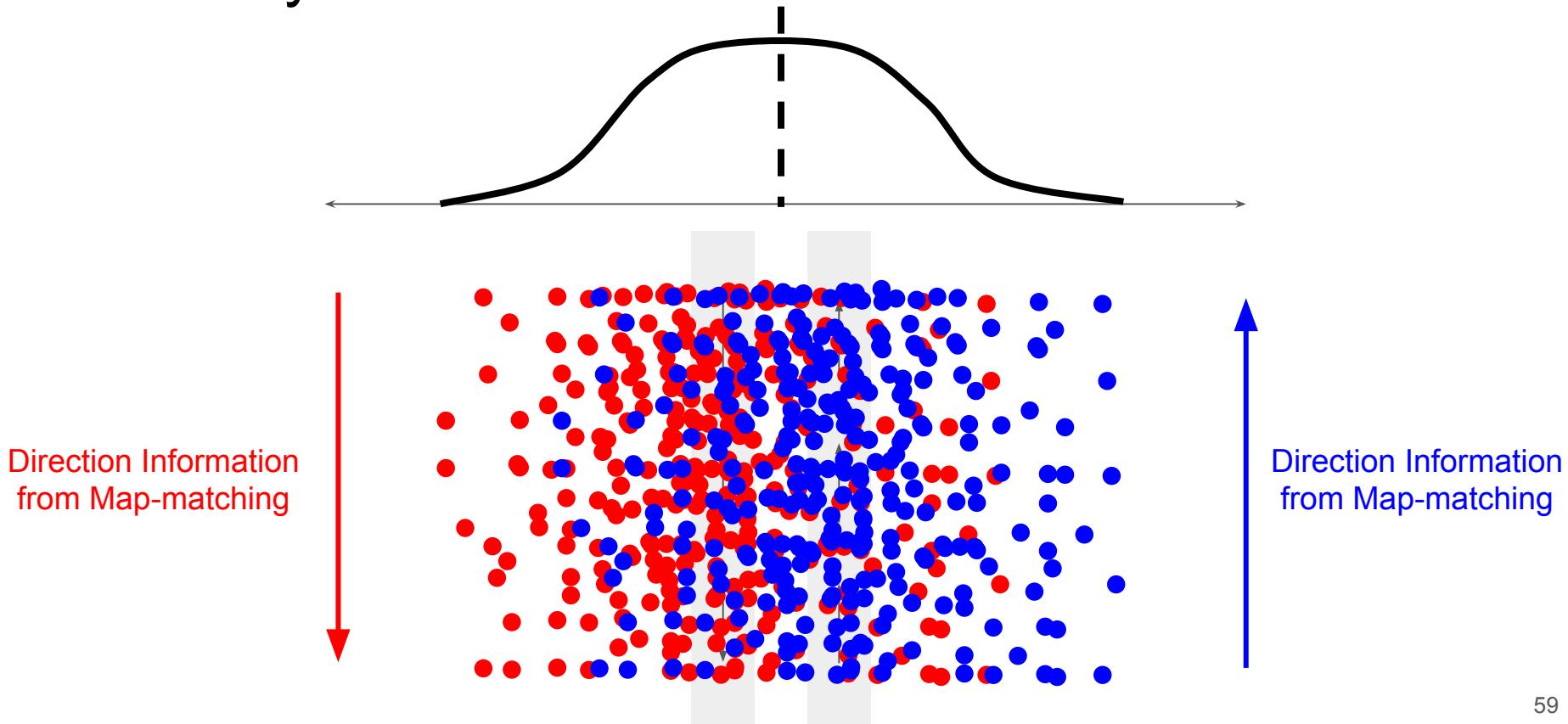
Geometry Refinement - Infer Parallel Road



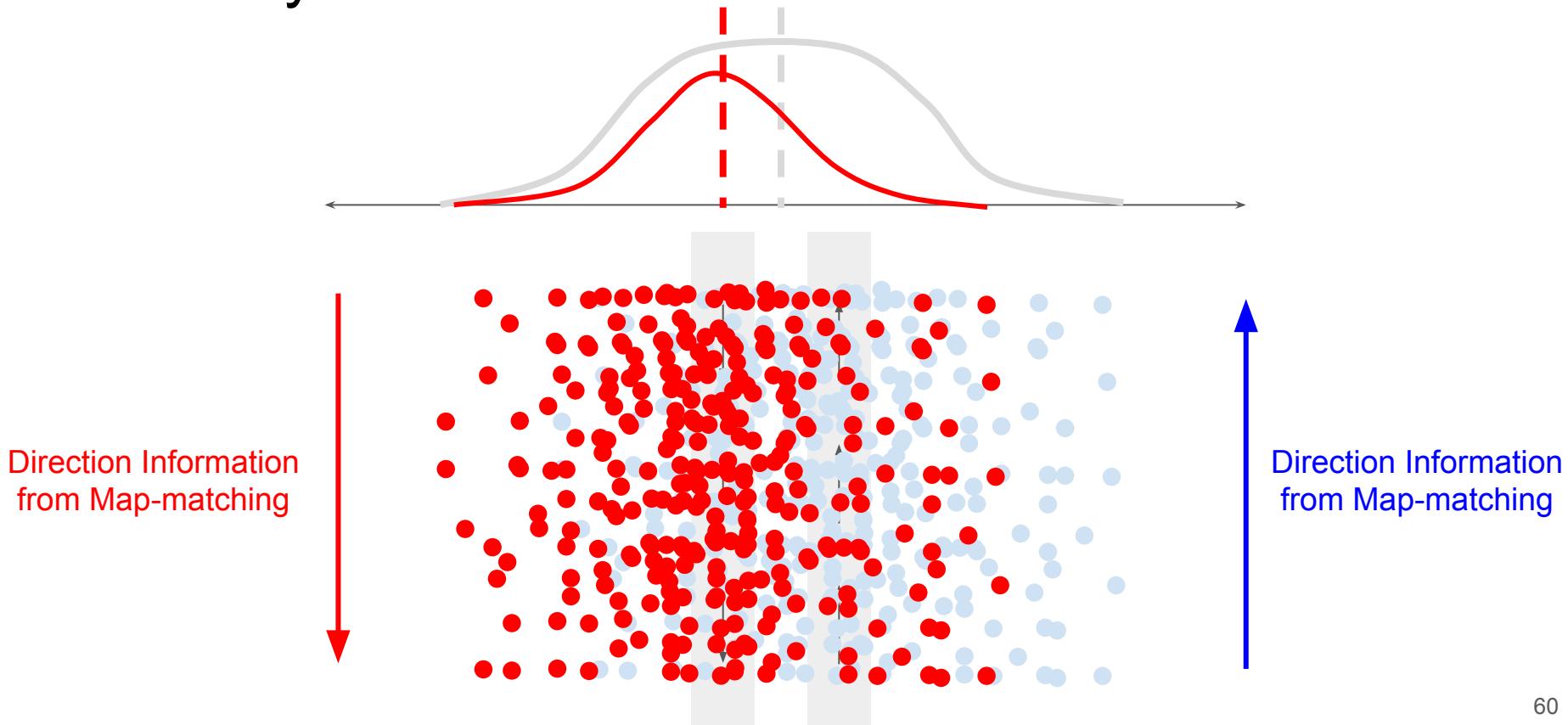
Geometry Refinement - Infer Parallel Road



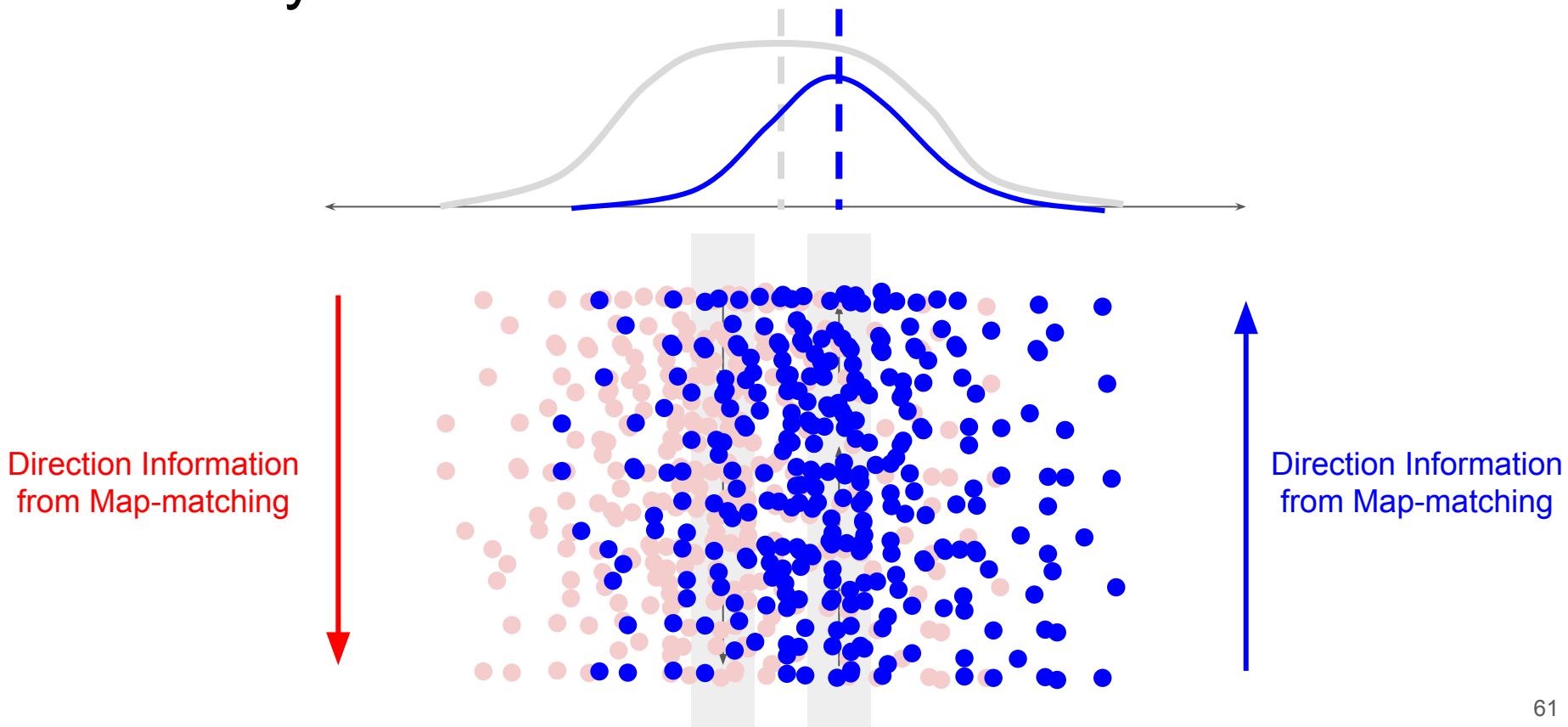
Geometry Refinement - Infer Parallel Road



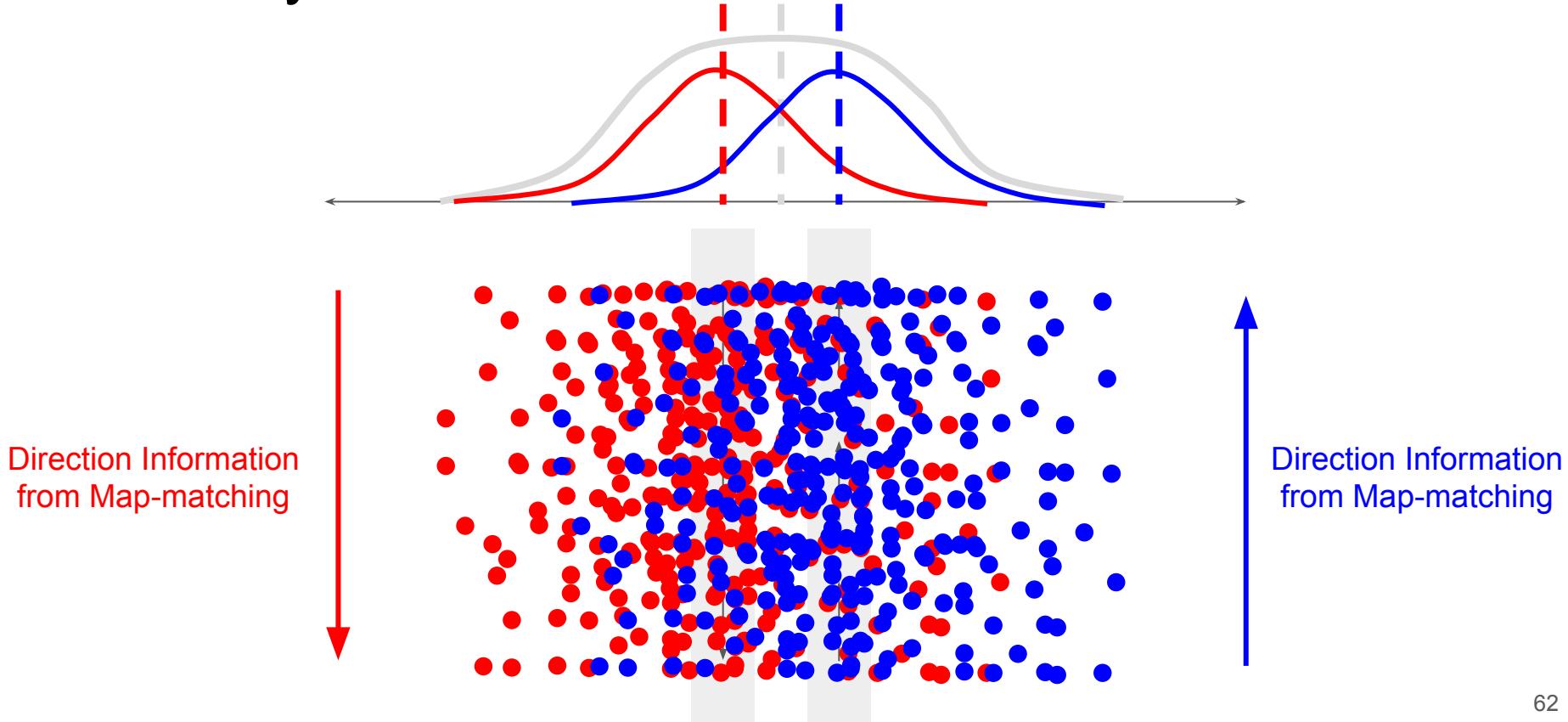
Geometry Refinement - Infer Parallel Road



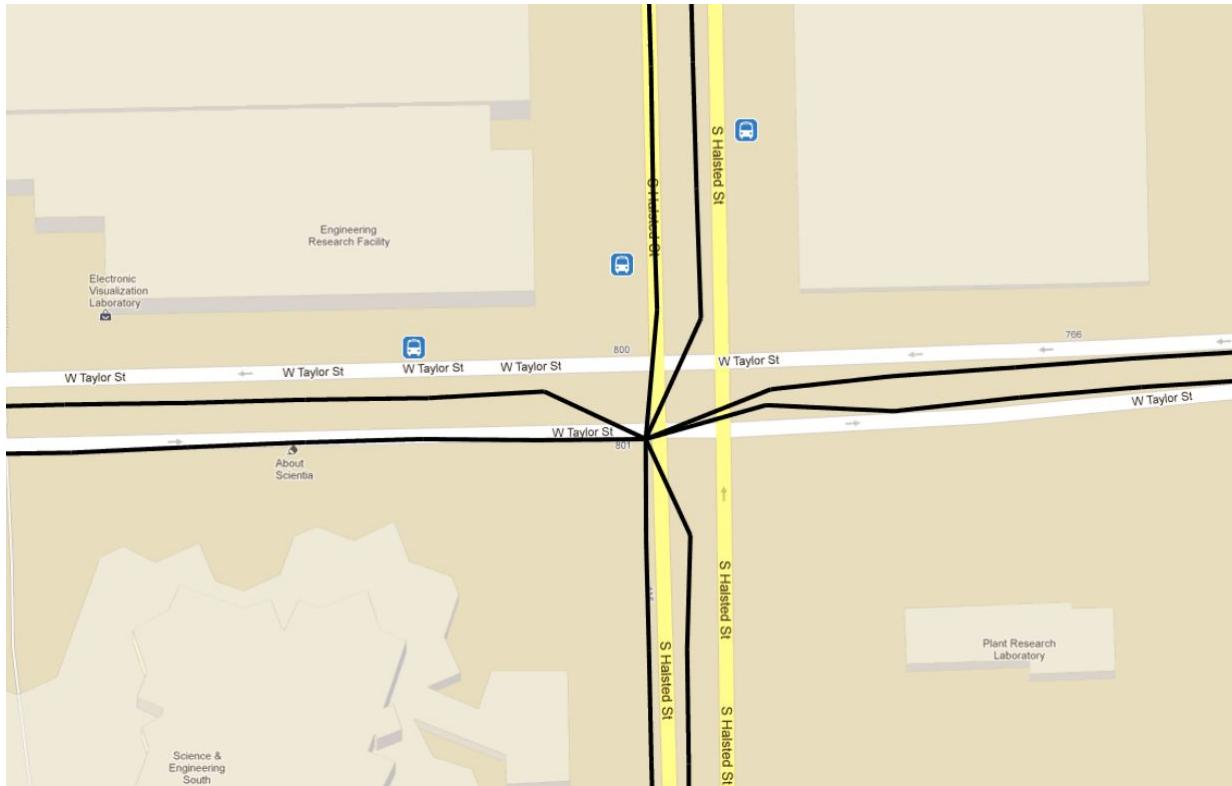
Geometry Refinement - Infer Parallel Road



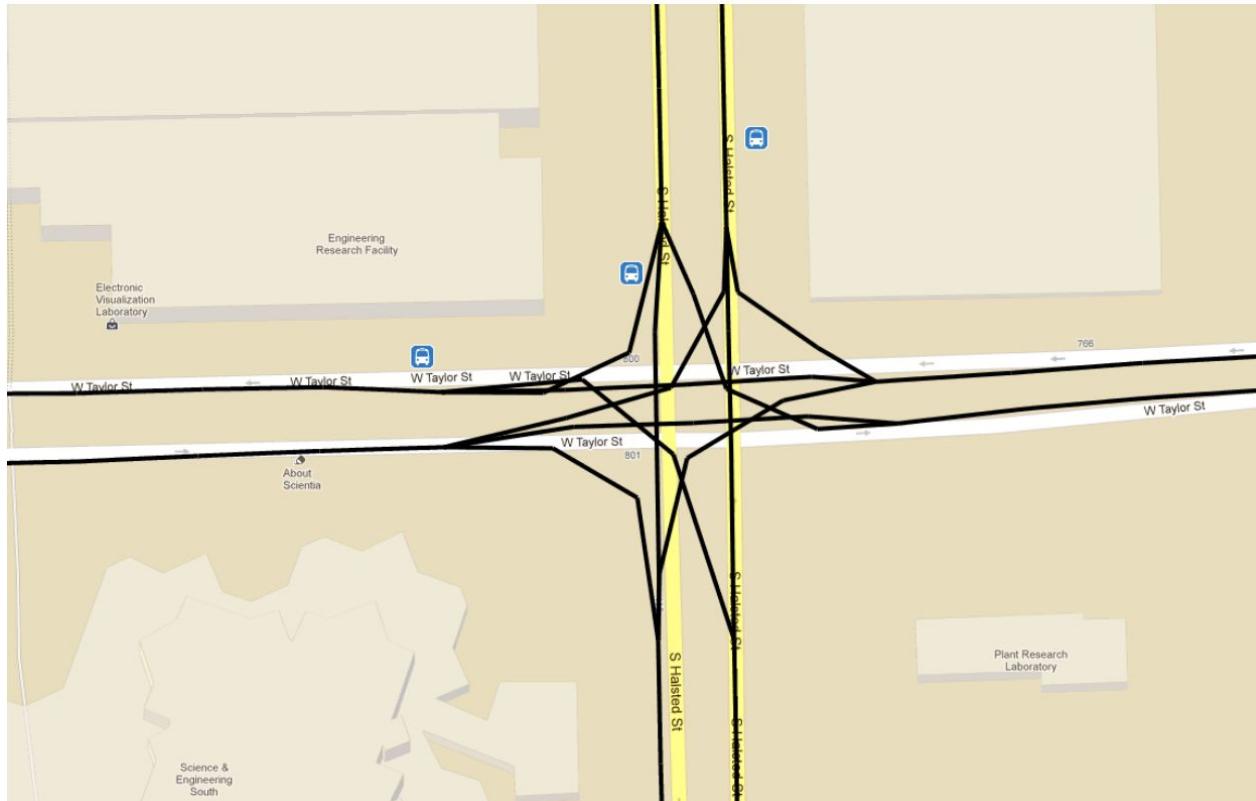
Geometry Refinement - Infer Parallel Road



Geometry Refinement - Refined Parallel Road



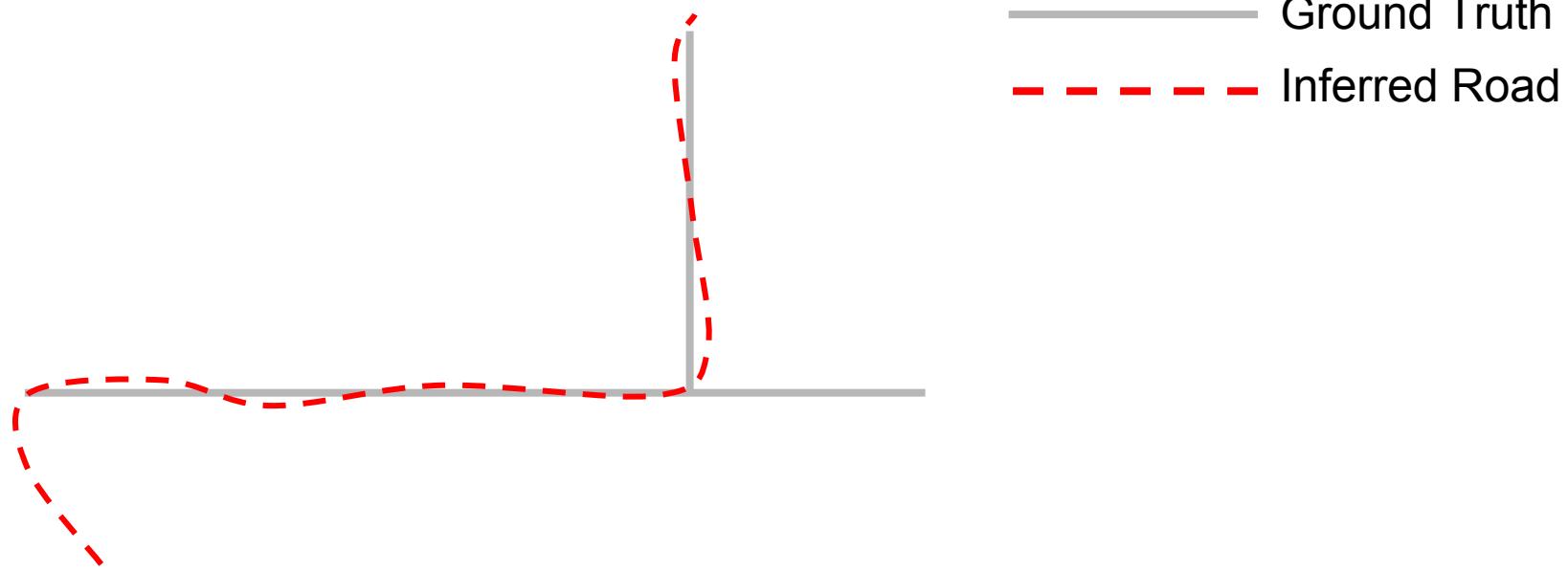
Geometry Refinement - Refined Intersection



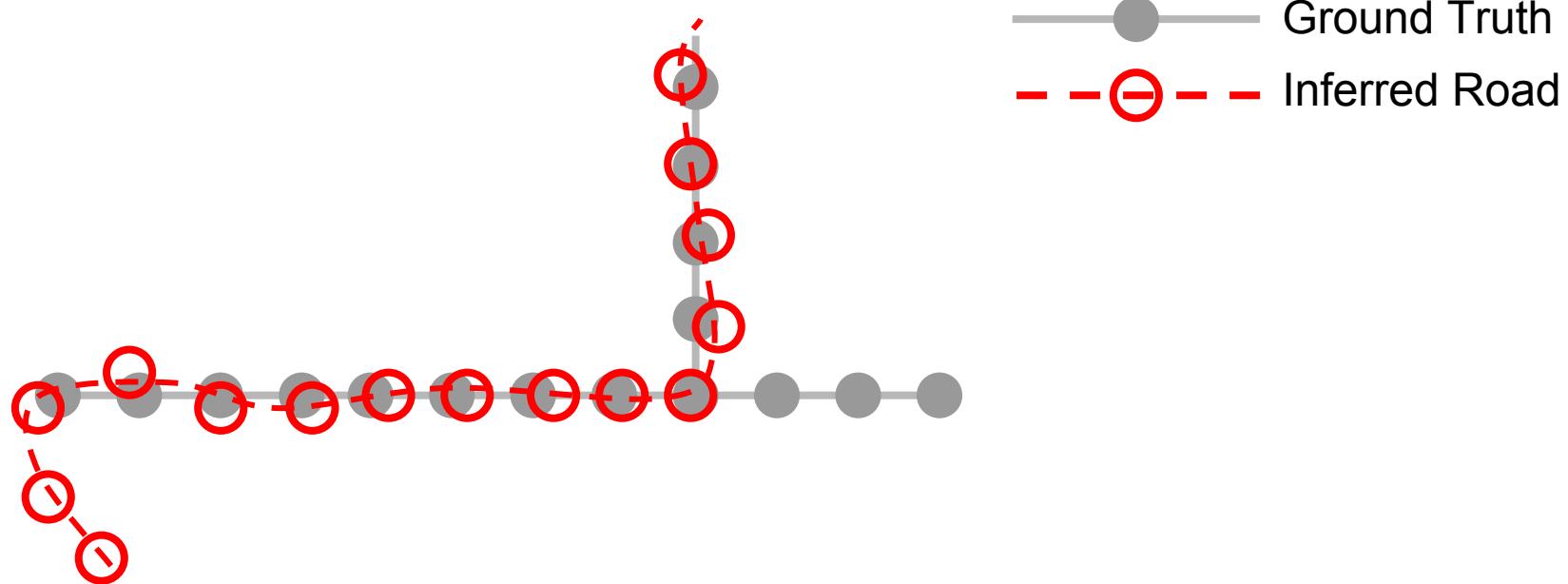
Evaluation Metrics

- Geometric evaluation (GEO)
- Graph-Sampling Based Distance (TOPO)
- Shortest Path Based Distance
 - Are those two maps the same?
 - What's the difference between those two maps?

Geometric evaluation (GEO)

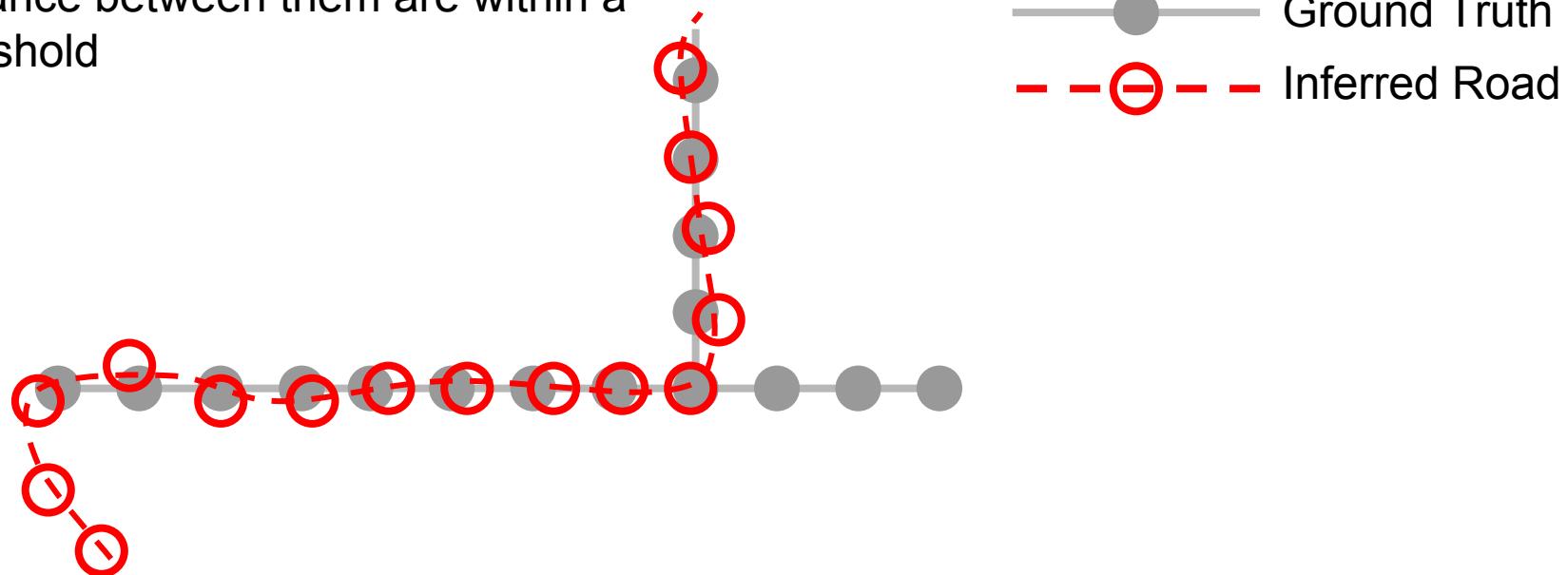


Geometric evaluation (GEO)



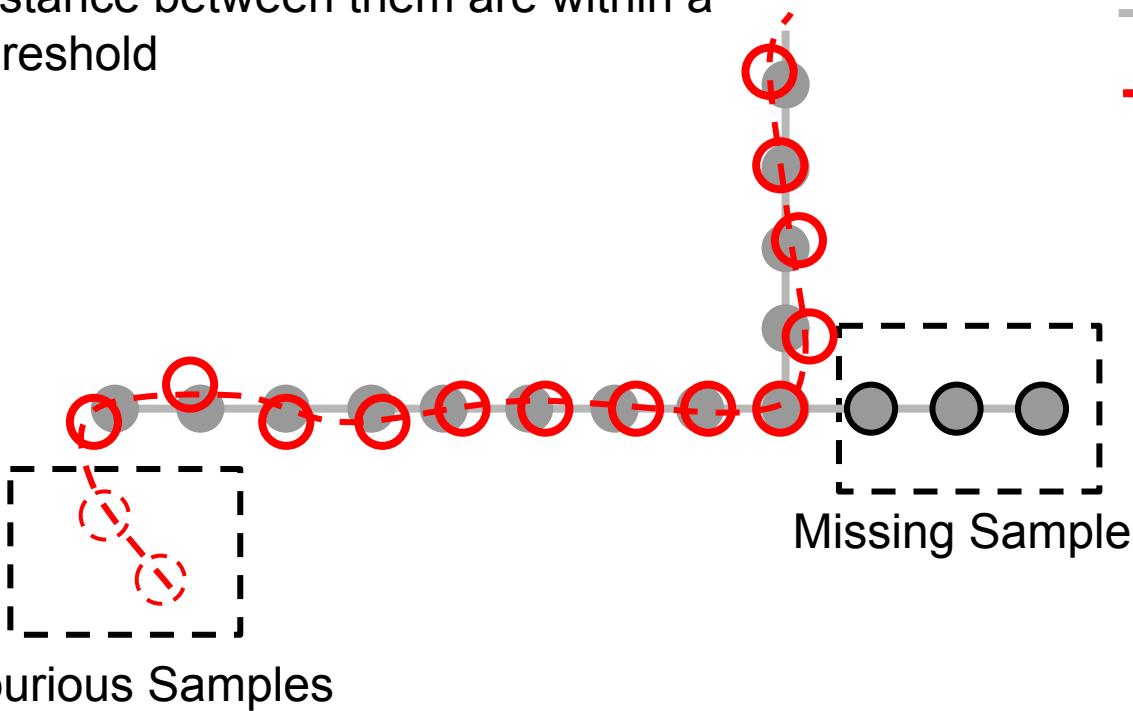
Geometric evaluation (GEO)

○ and ● could be matched if the distance between them are within a threshold



Geometric evaluation (GEO)

○ and ● could be matched if the distance between them are within a threshold



—●— Ground Truth
- - ○ - - Inferred Road

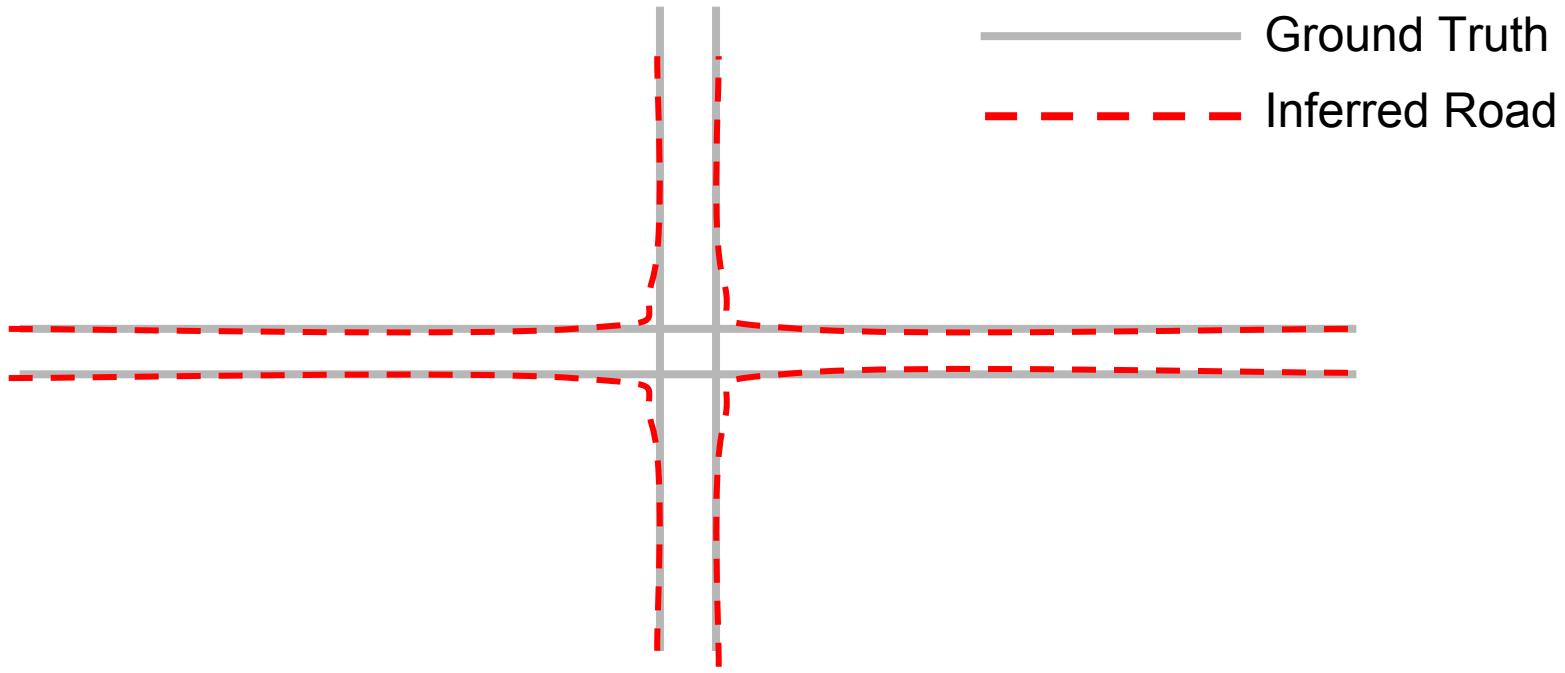
Overall performance

$$F = 2 \cdot \frac{precision \cdot recall}{precision + recall}$$

$$precision = 1 - \frac{|spurious\ samples|}{|inferred\ samples|}$$

$$recall = 1 - \frac{|missing\ samples|}{|ground\ truth\ samples|}$$

Geometric evaluation (GEO) Limitation



Graph-Sampling Based Distance (TOPO)

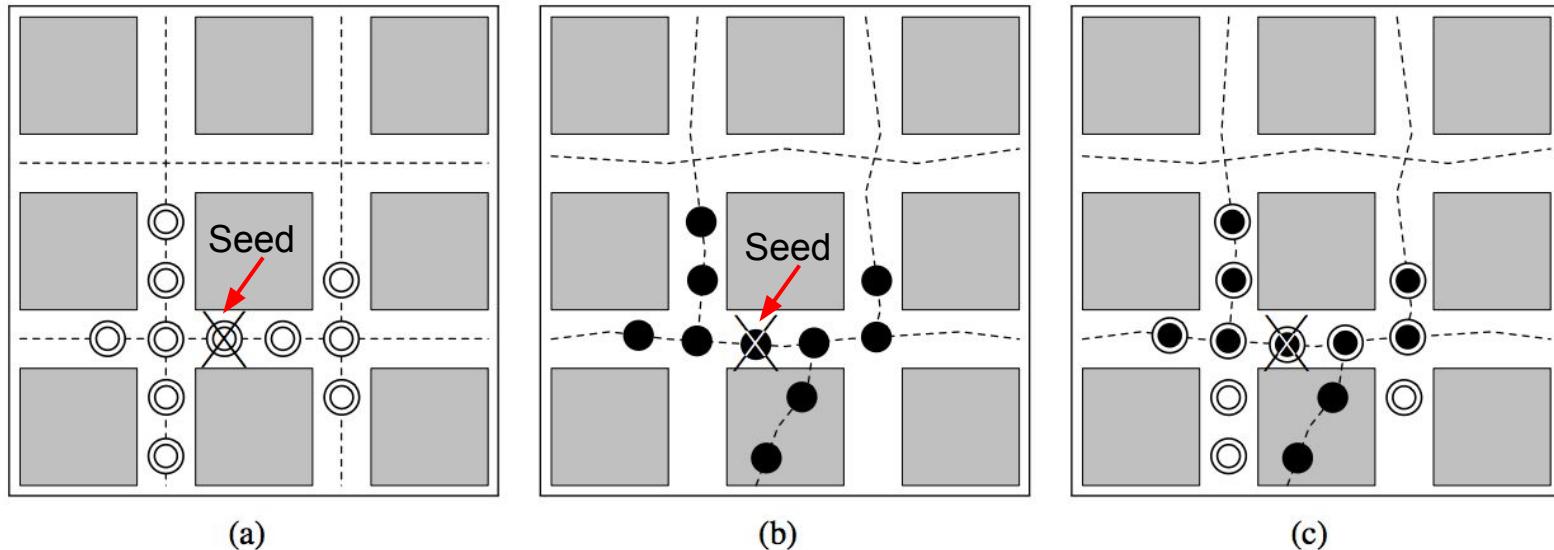
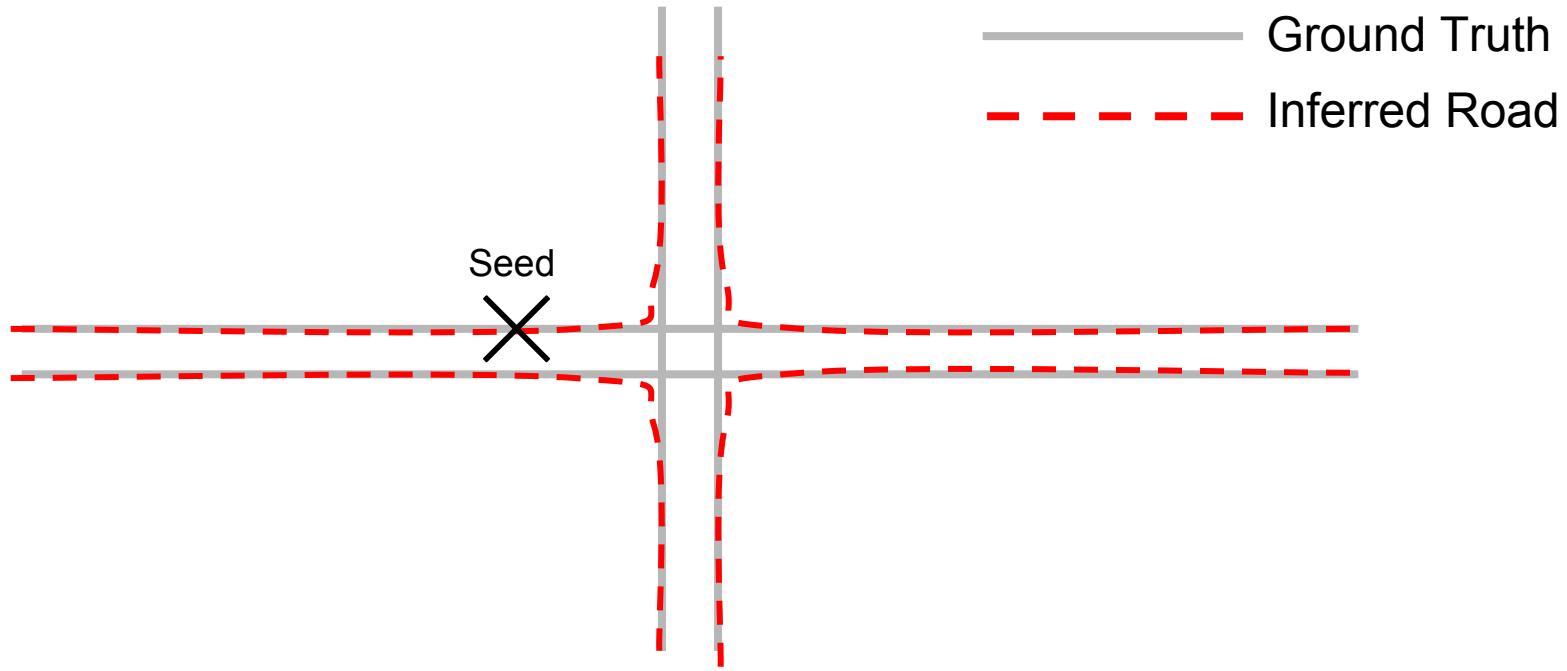
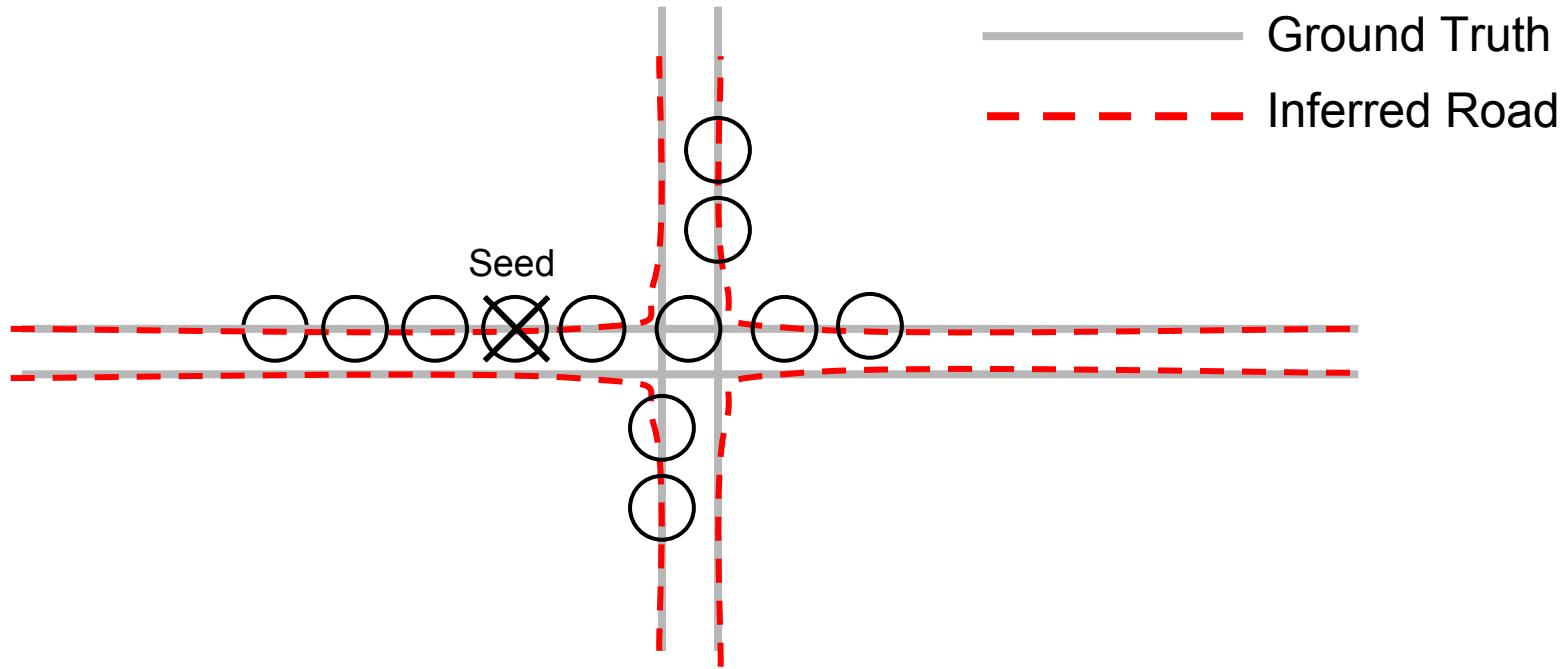


FIGURE 4 Overview of map comparison algorithm. (a) Holes are dropped at even intervals along edges of the ground truth map. (b) Marbles are dropped at even intervals along edges of the generated map. (c) Marbles from generated map fill holes where the maps overlap.

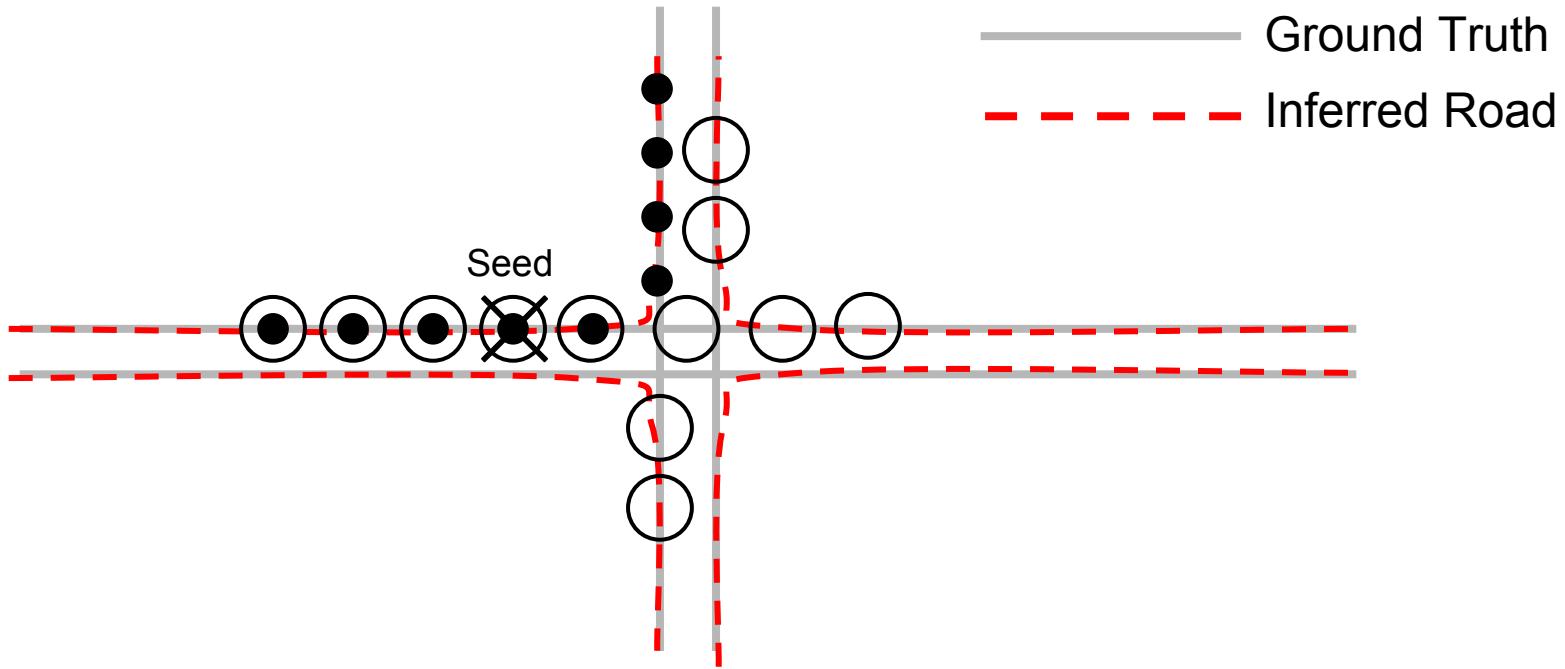
Graph-Sampling Based Distance (TOPO)



Graph-Sampling Based Distance (TOPO)

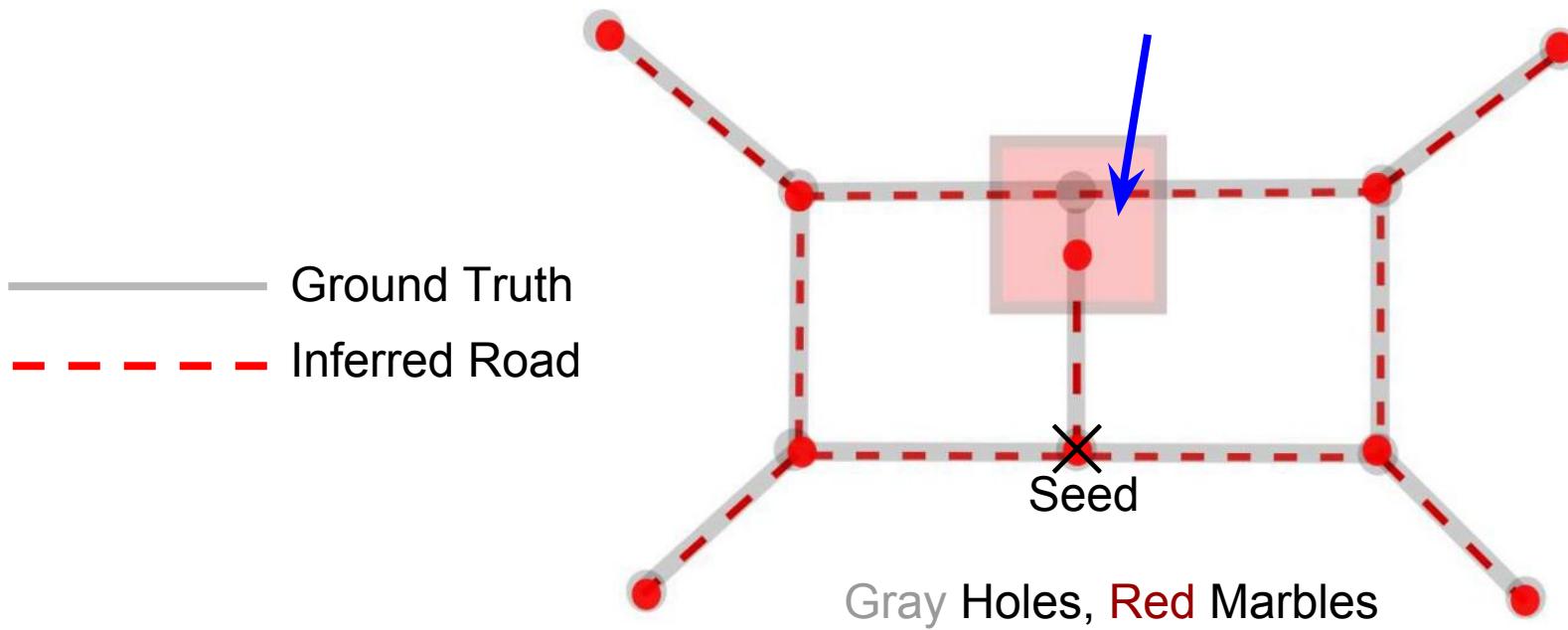


Graph-Sampling Based Distance (TOPO)

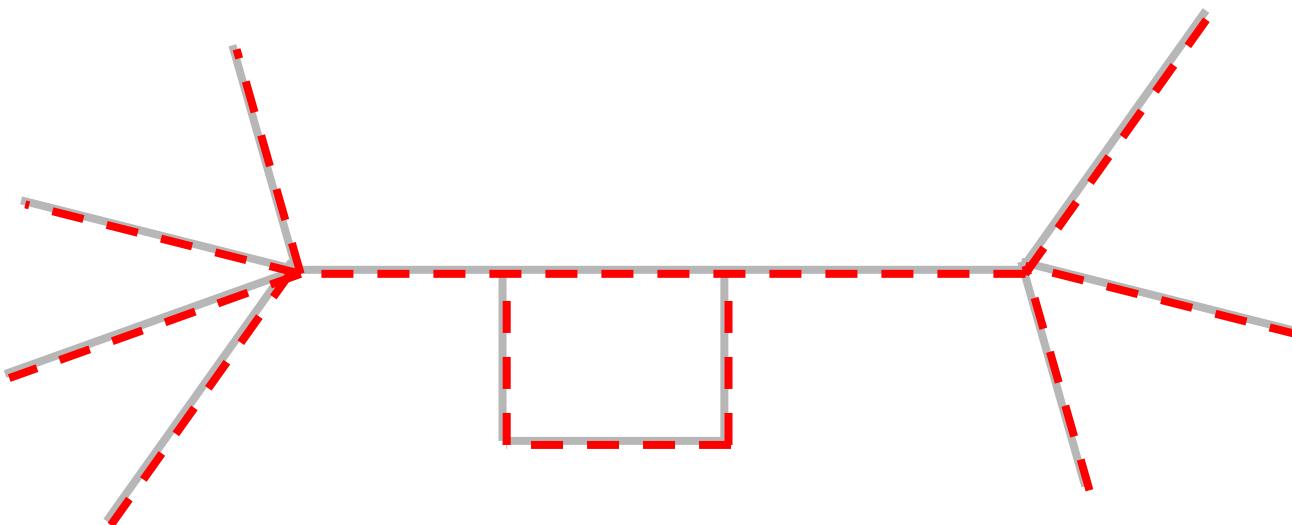


Graph-Sampling Based Distance (TOPO) Limitation

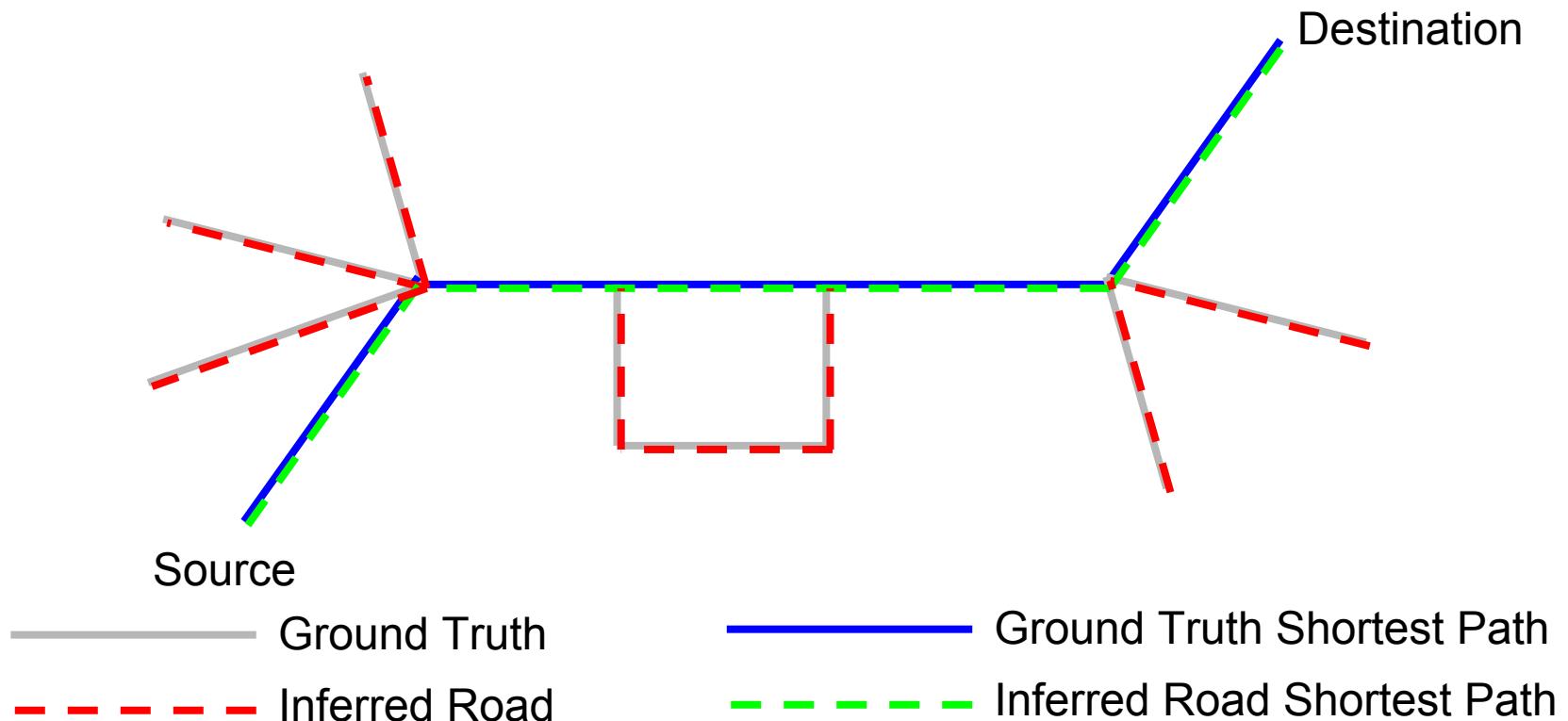
TOPO may fail to capture the broken connection



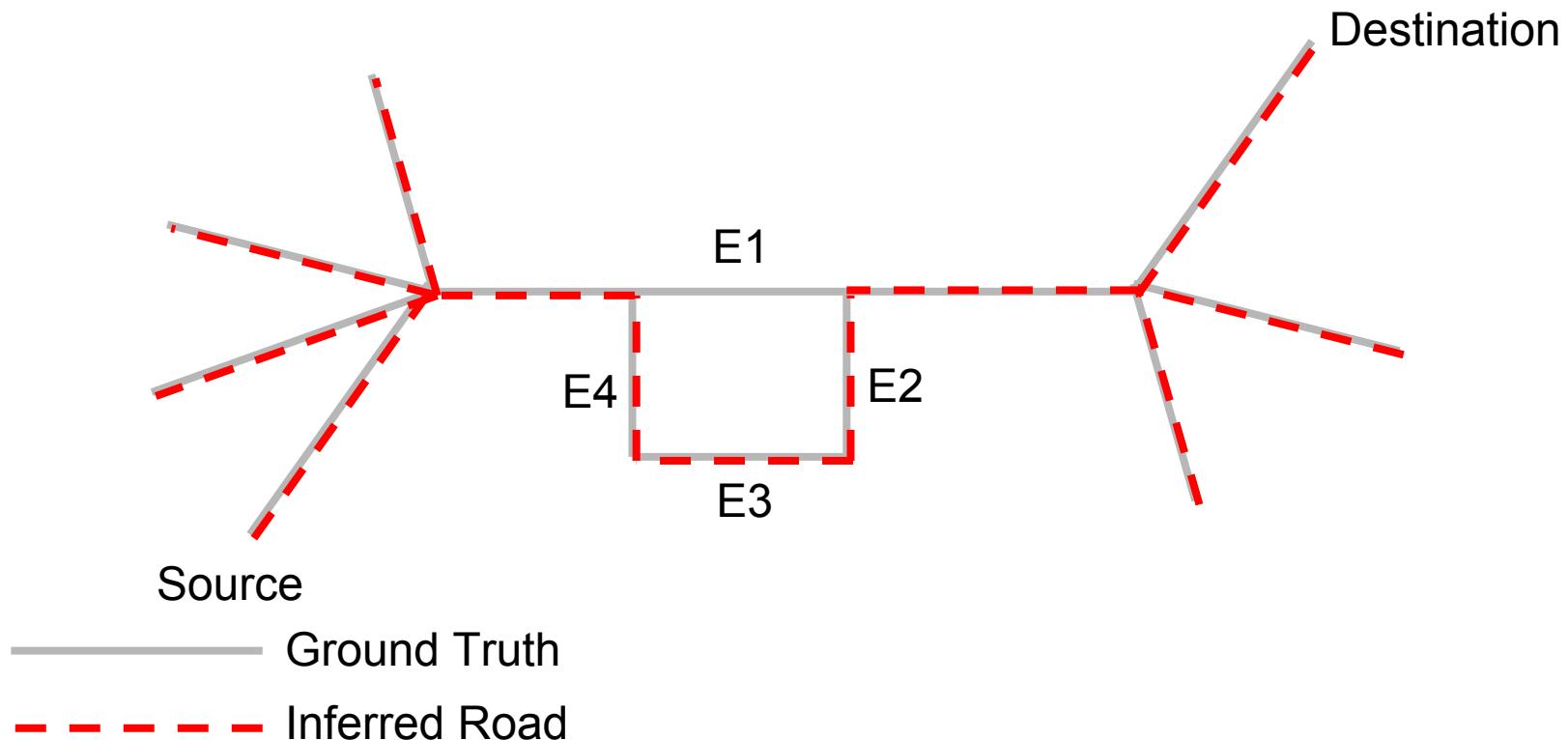
Shortest Path Based Distance



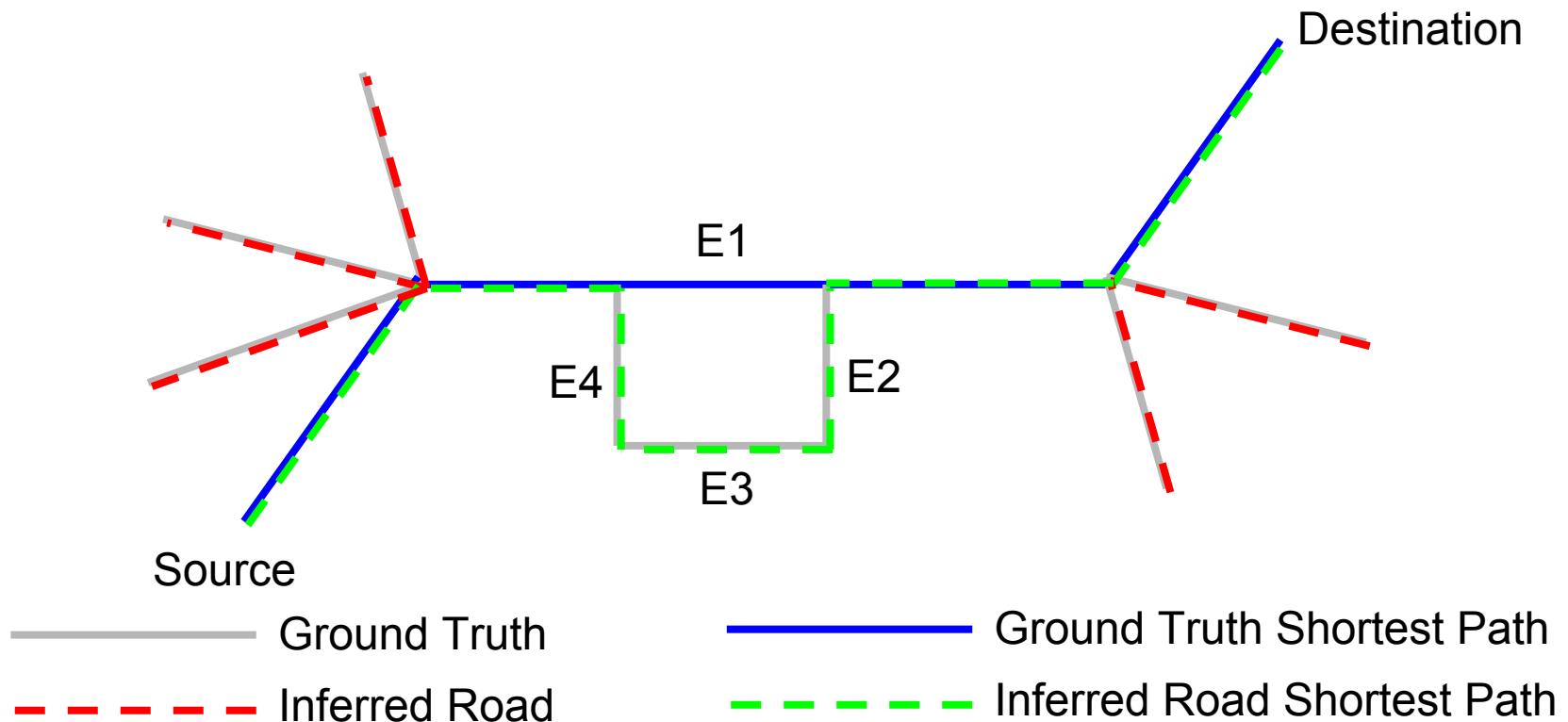
Shortest Path Based Distance



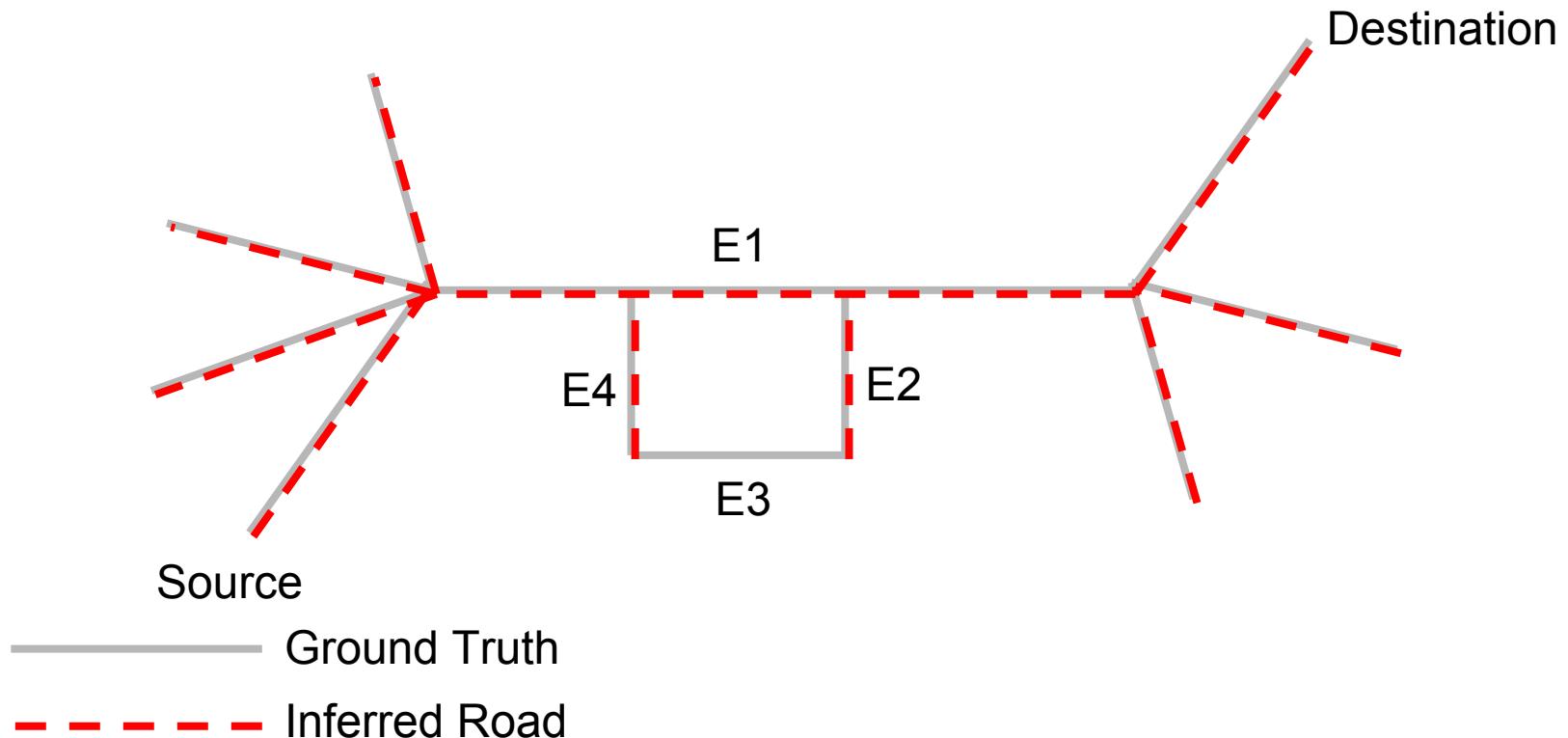
Shortest Path Based Distance



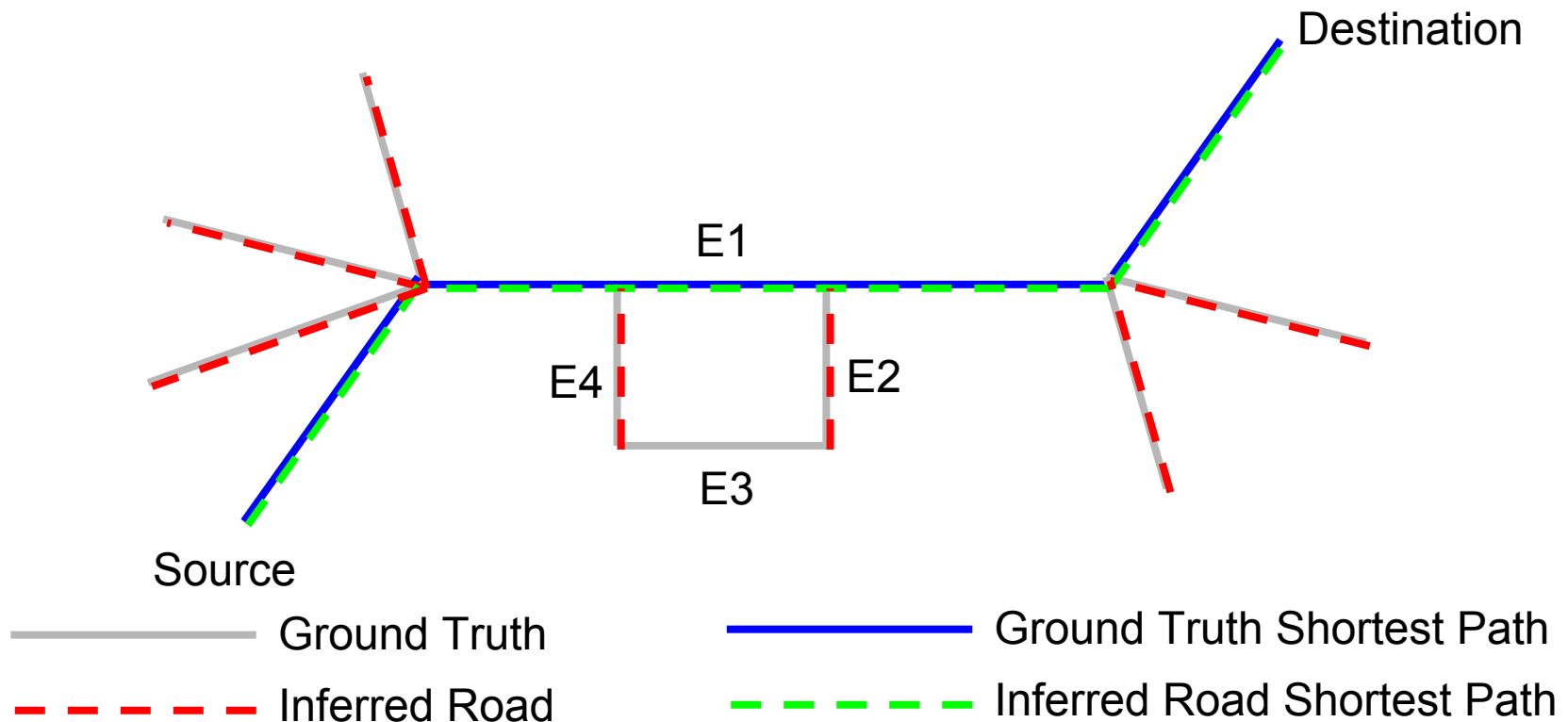
Shortest Path Based Distance



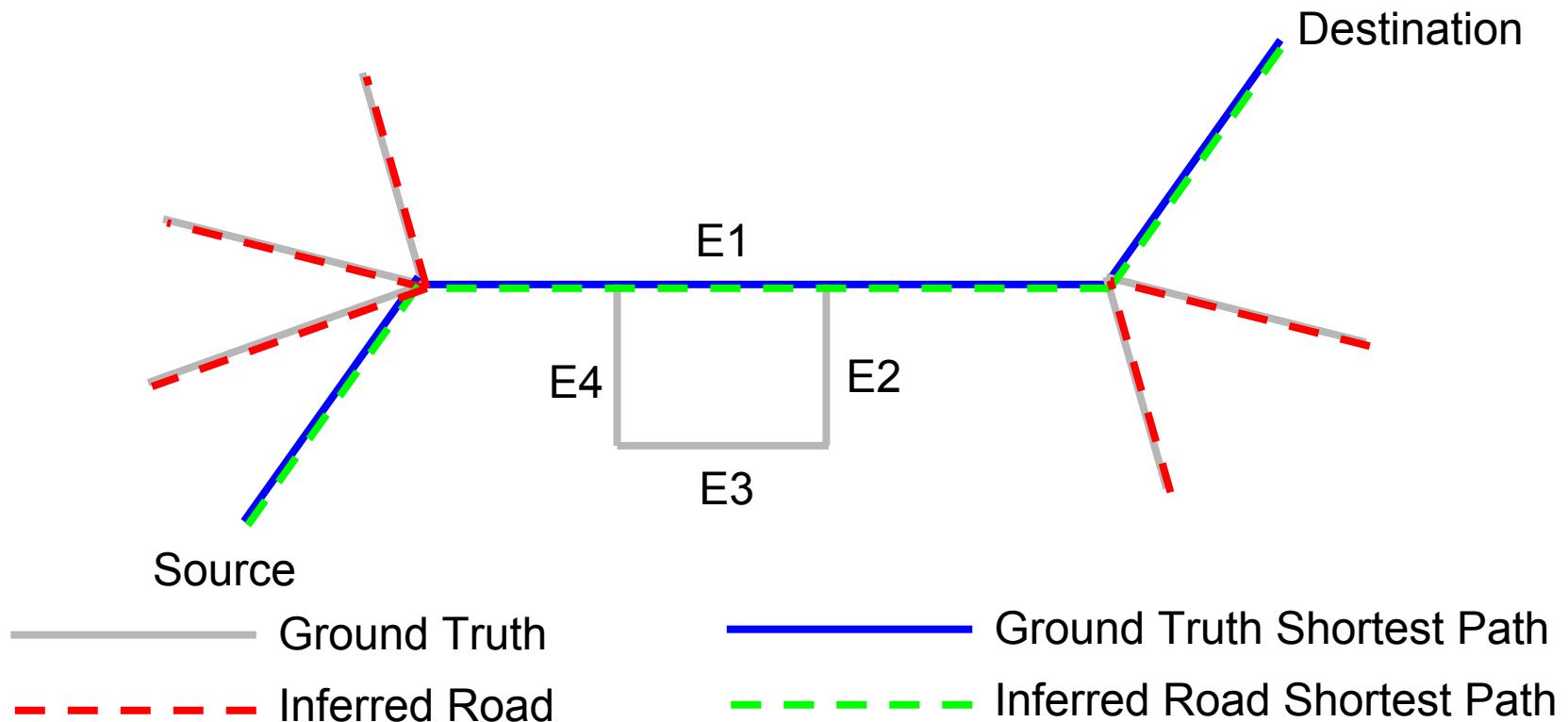
Shortest Path Based Distance



Shortest Path Based Distance



Shortest Path Based Distance



Similar Approaches

- Map Update
- Satellite Images



(a) G

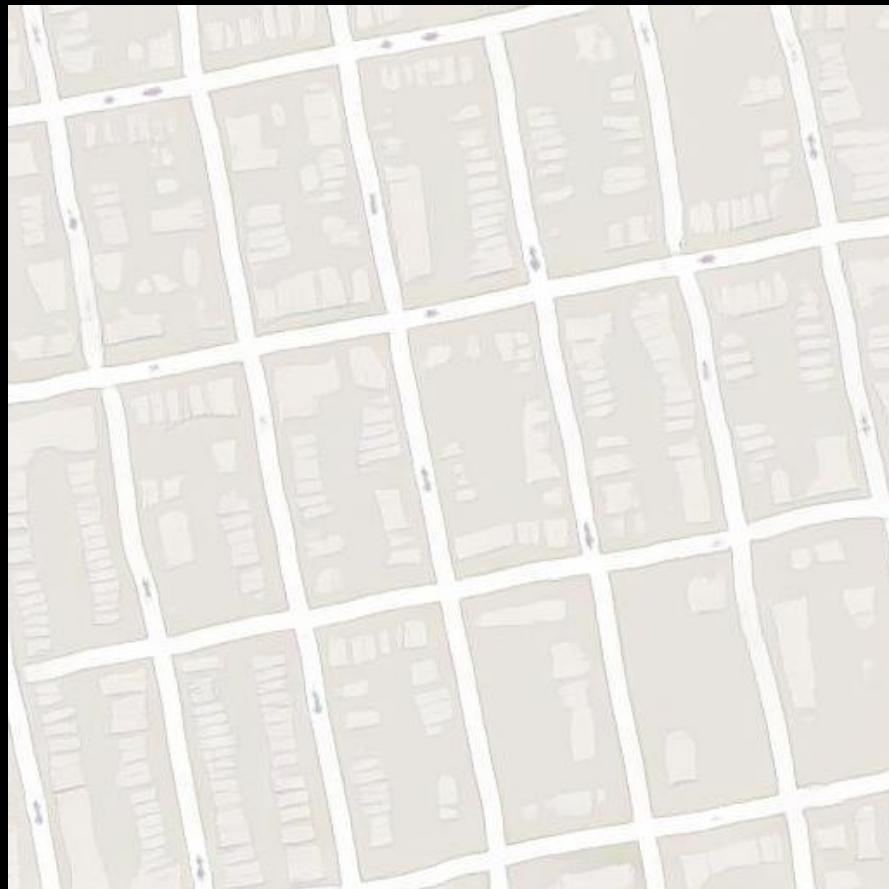
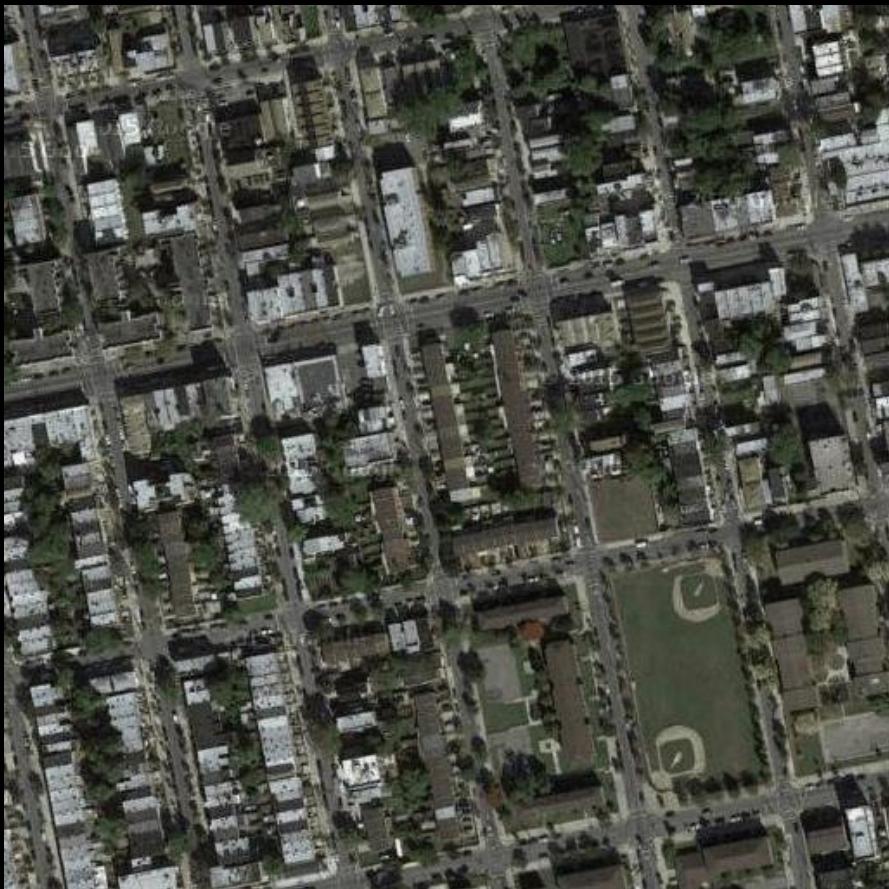


(b) G_{RG}



(c) $G+G_{RG}$

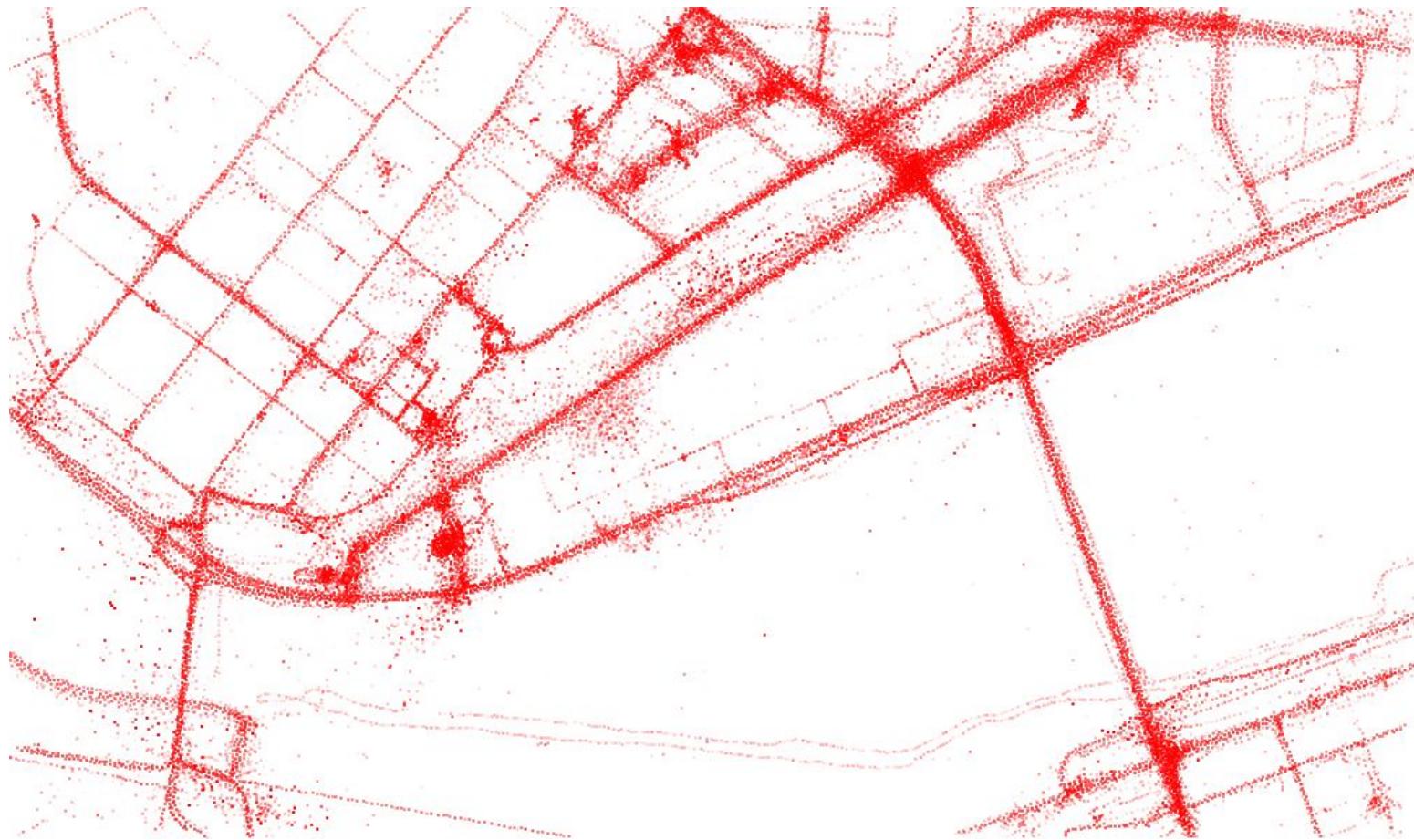
Figure 1. An example of the map update processing

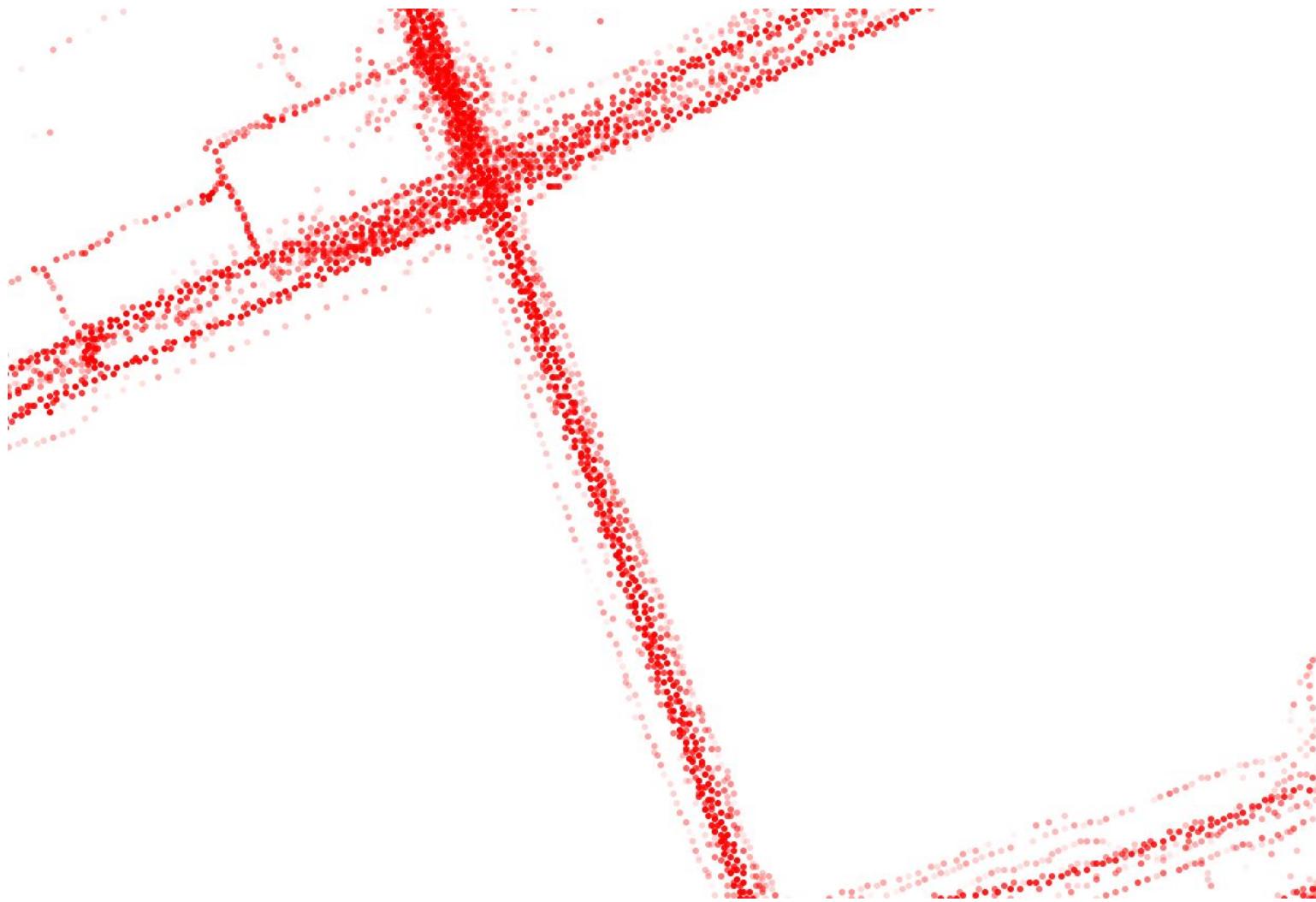


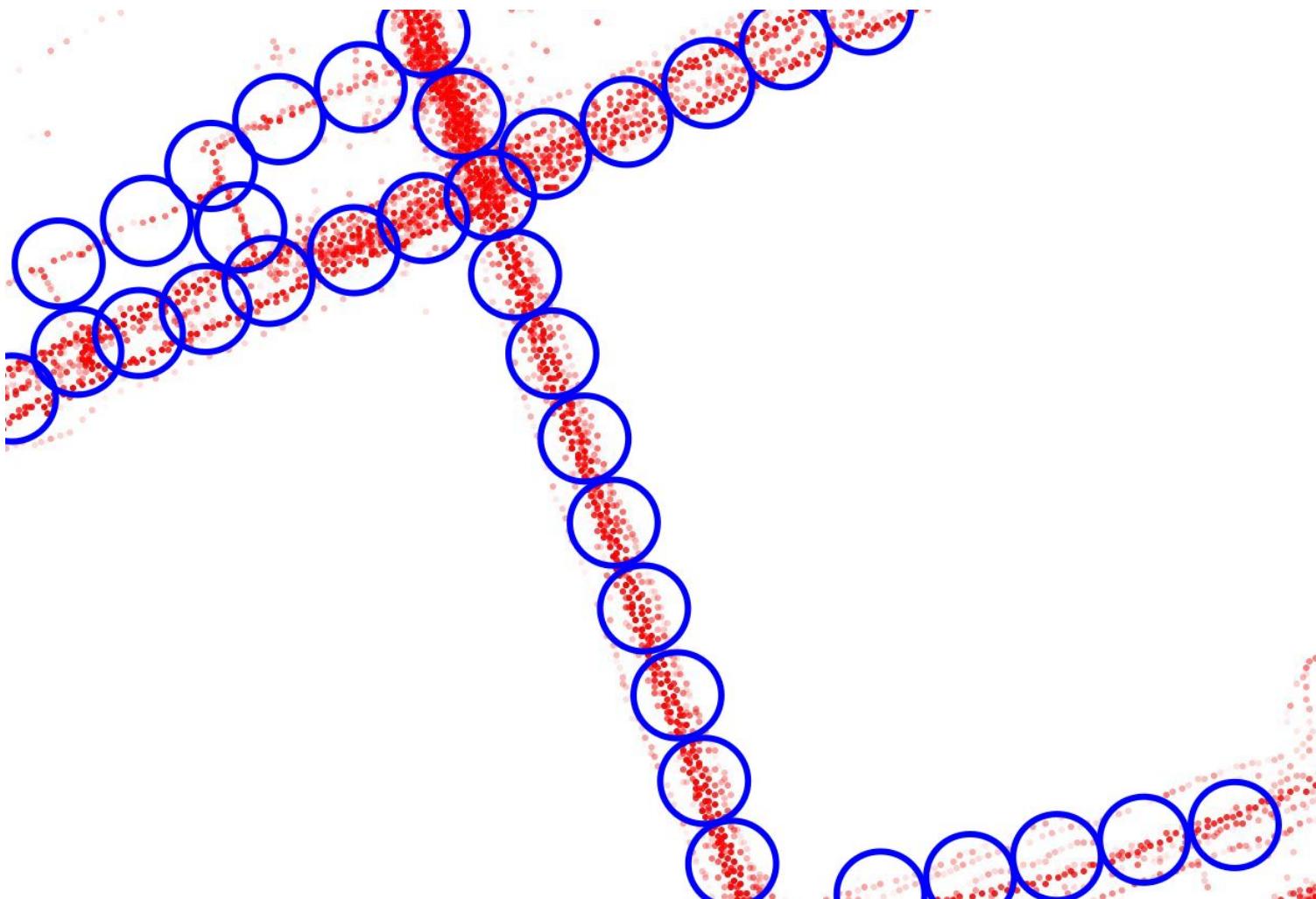
Lab 4

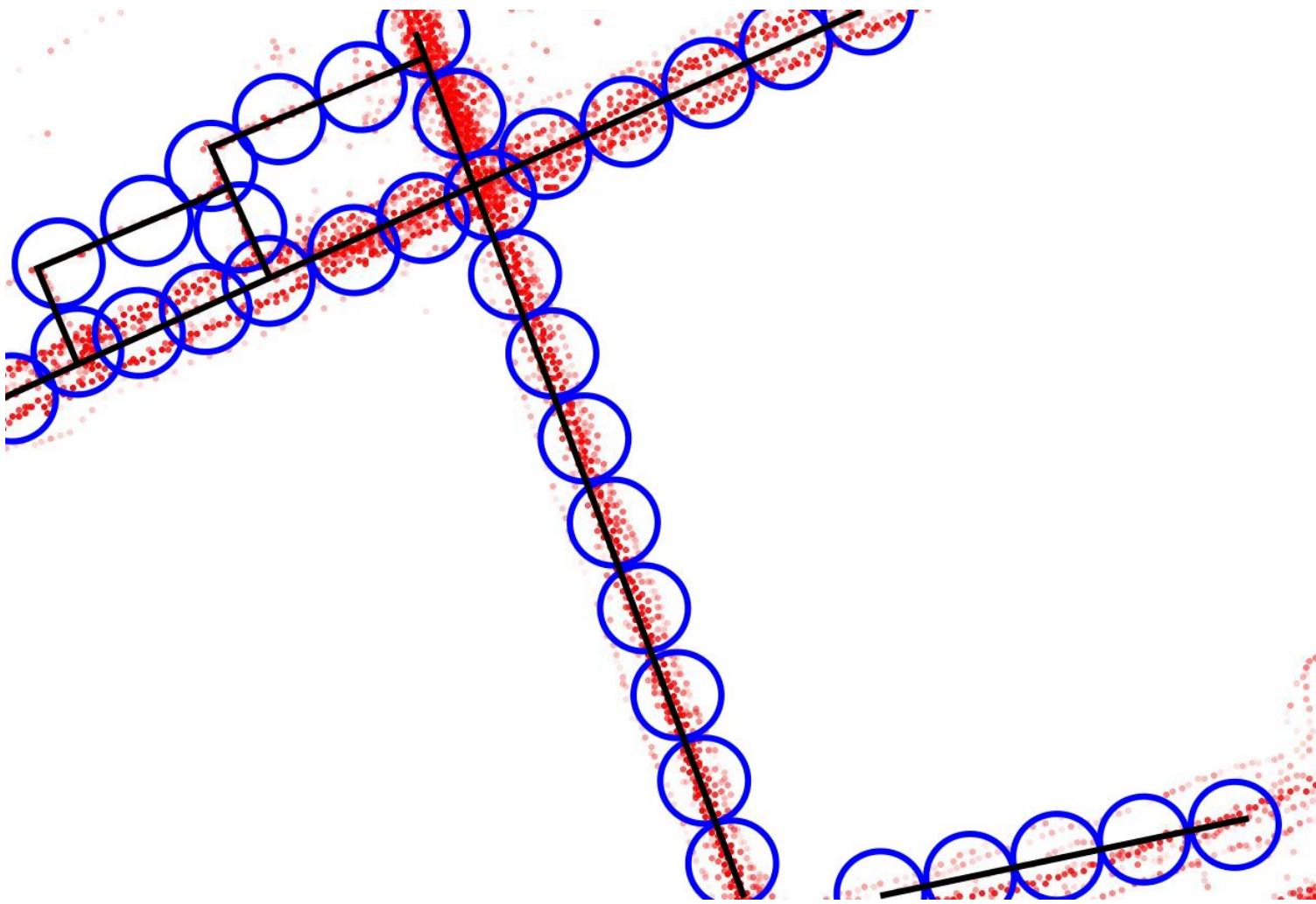
- Implement a simplified clustering-based map inference algorithm
- Design and implement an evaluation metric
- Compare with Biagioni/Eriksson algorithm

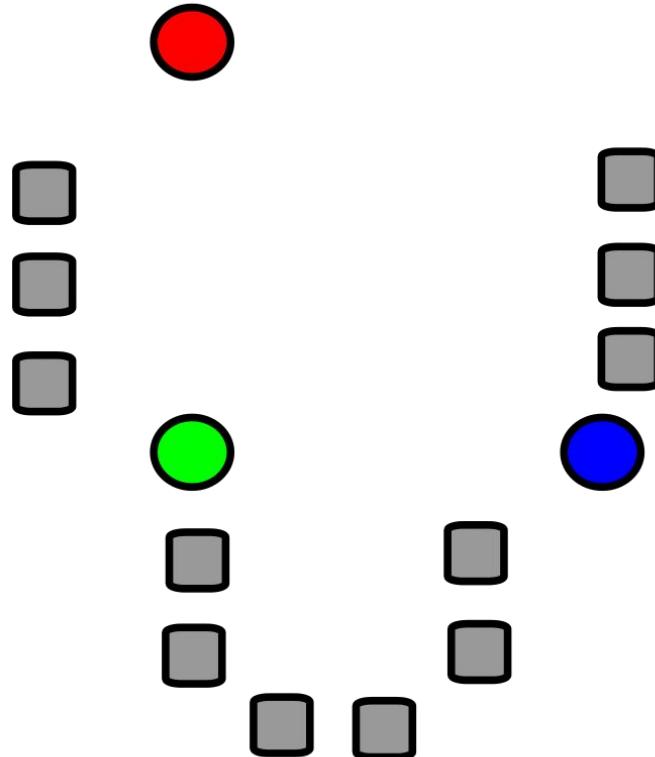
k-means Clustering

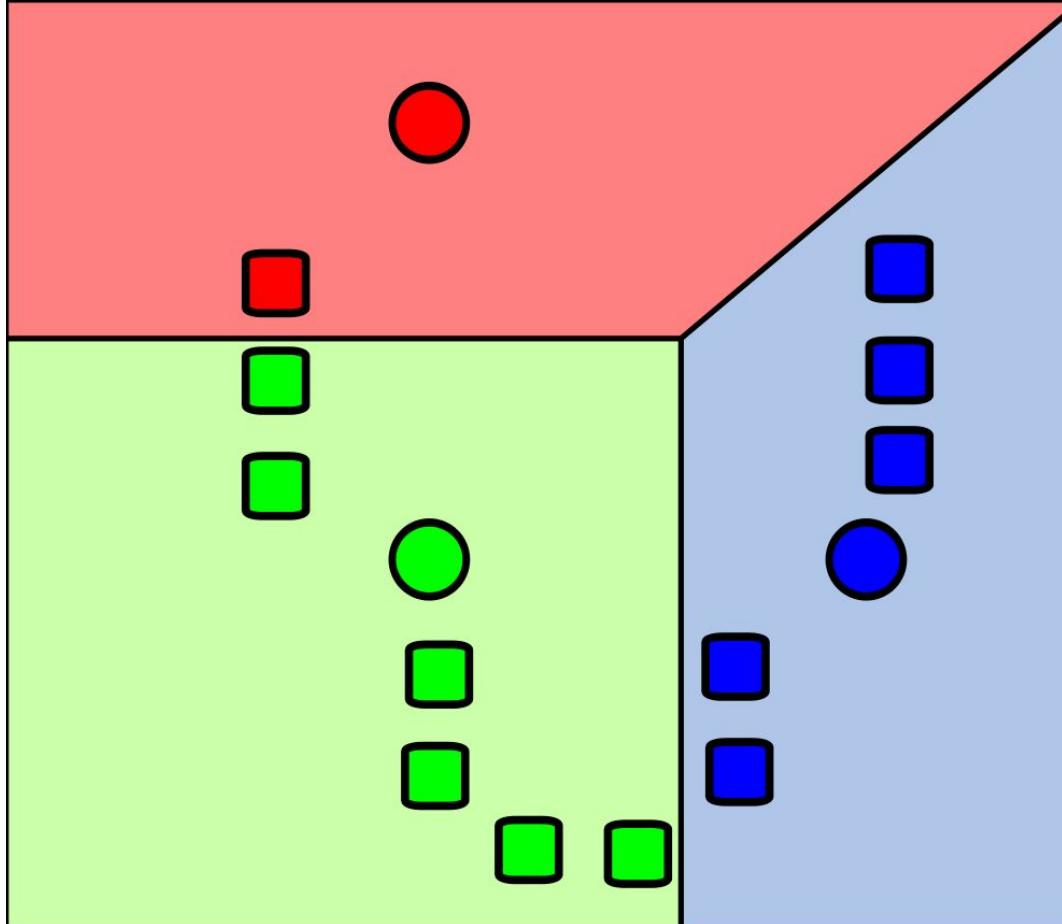


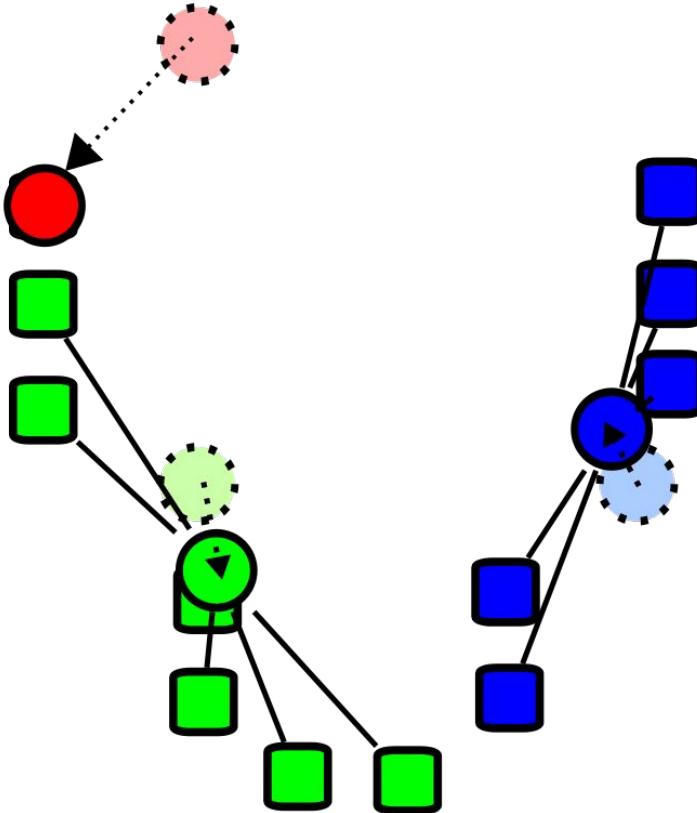


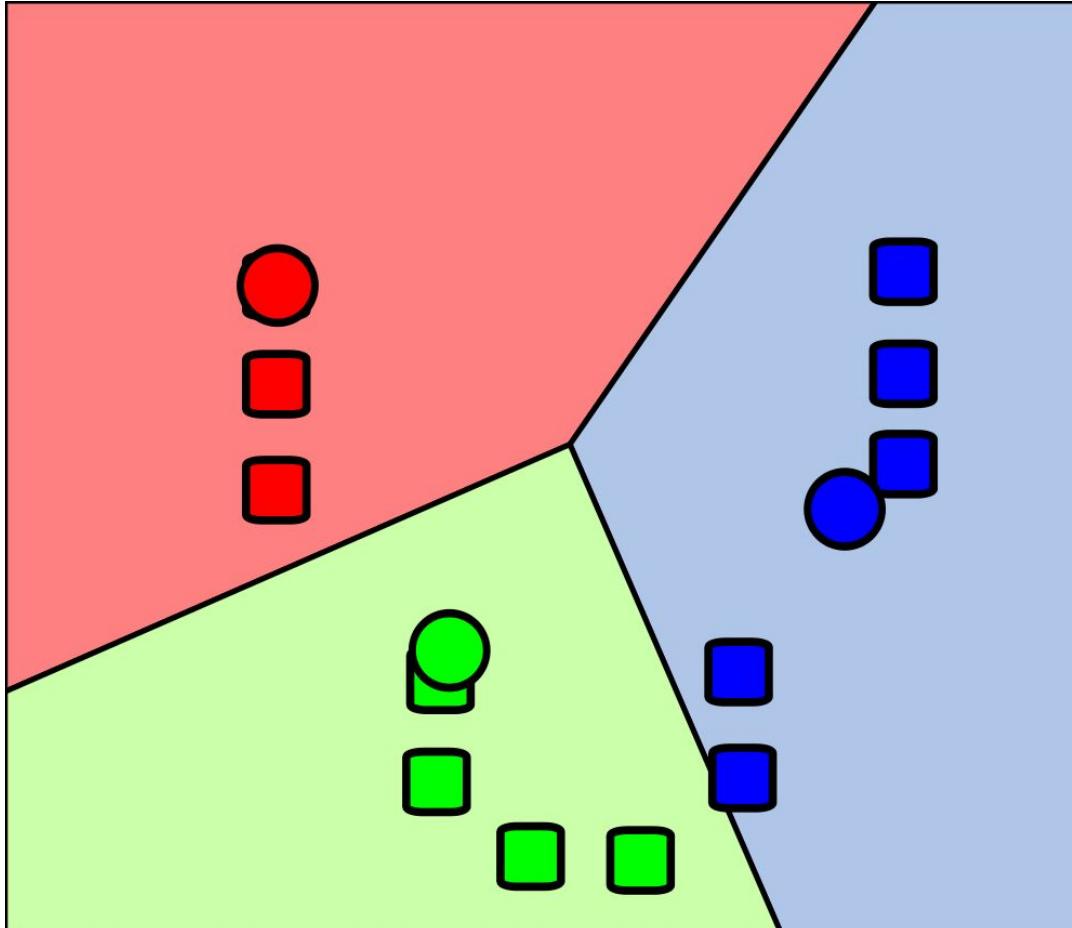




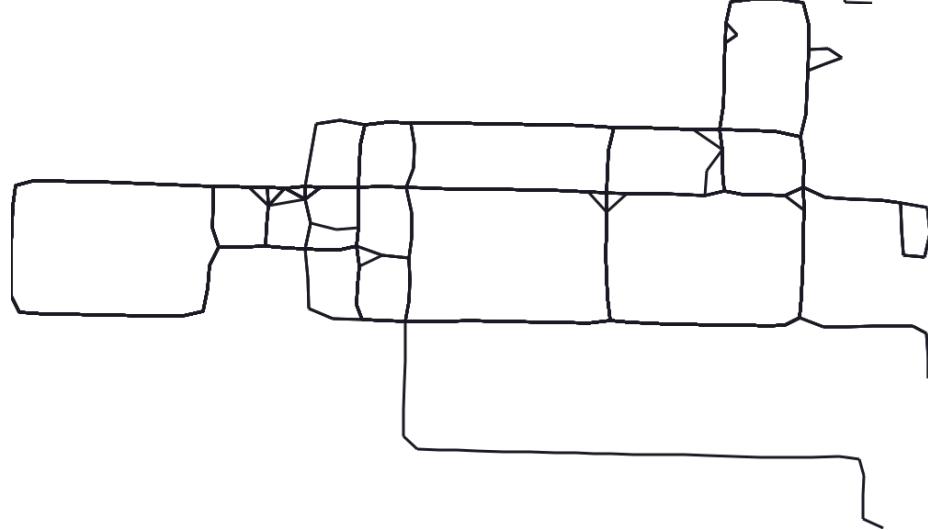
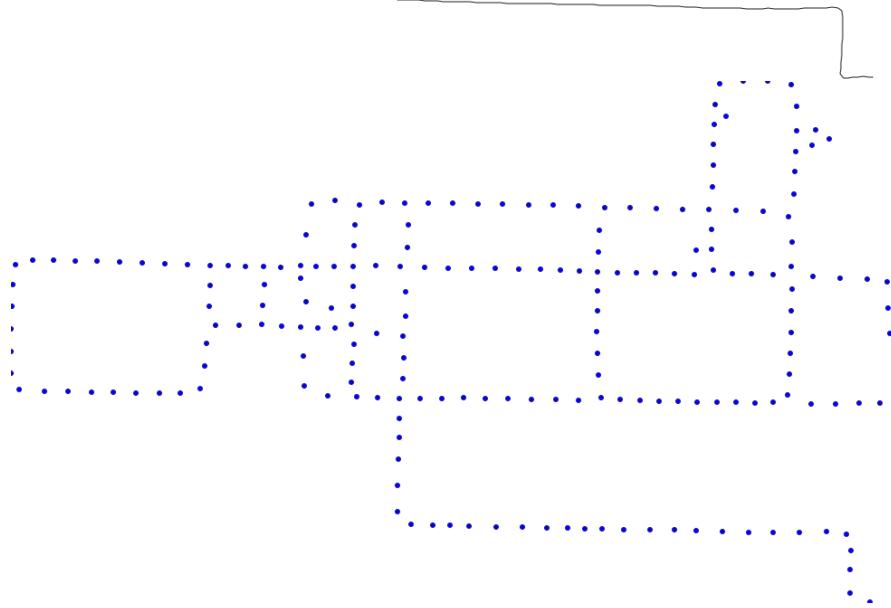
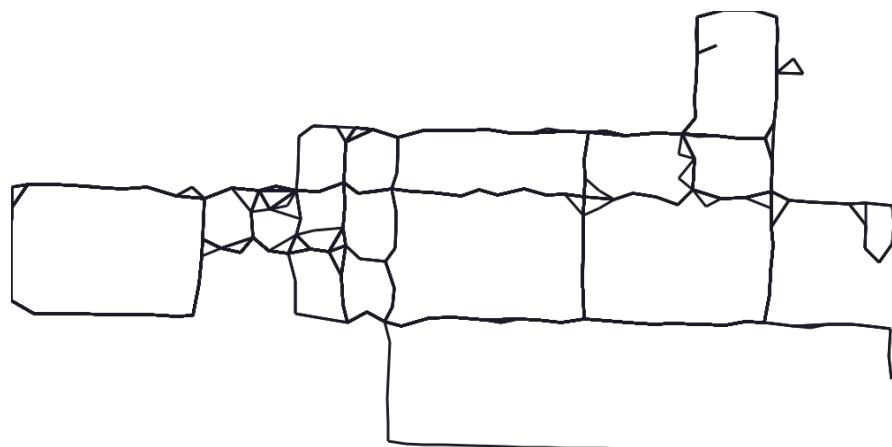
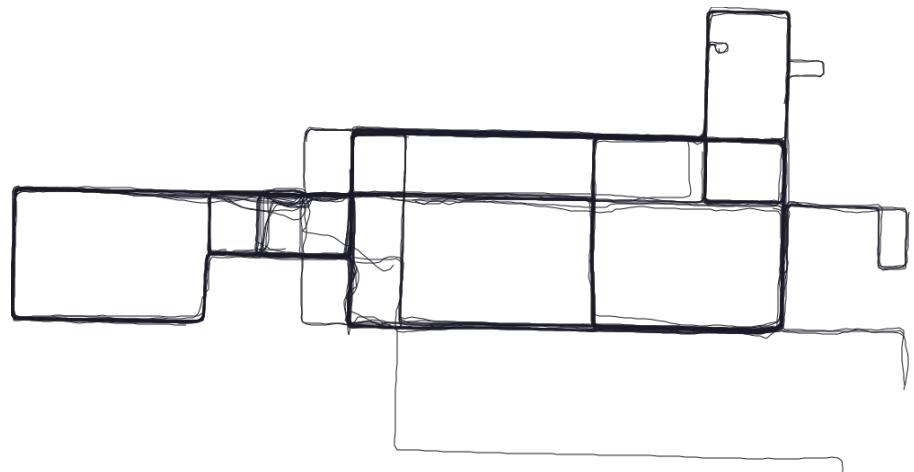








Images from Wikipedia “k-means clustering”⁹⁴

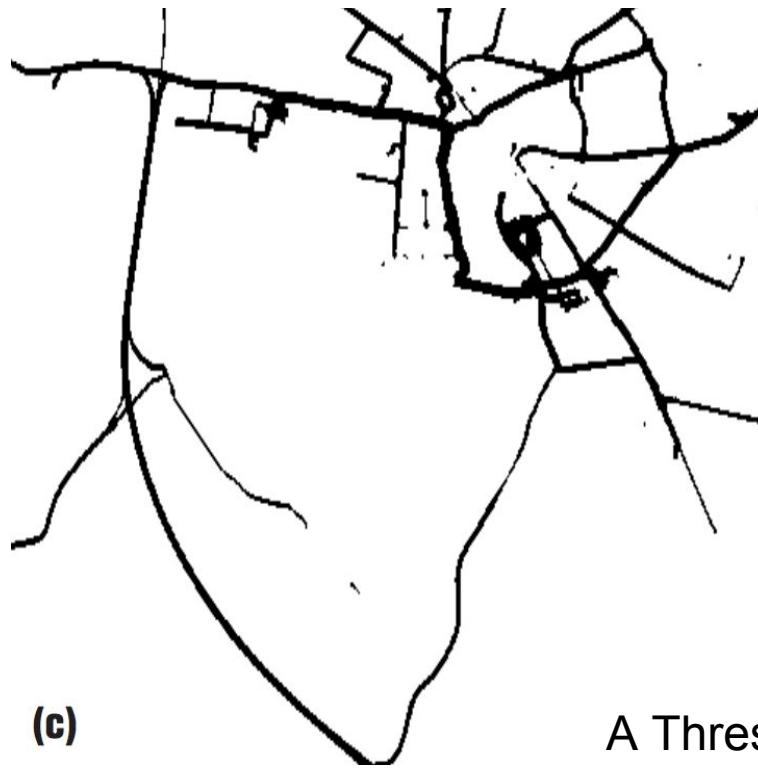


Following are some discarded slides

Basic KDE Algorithm - Density Estimation

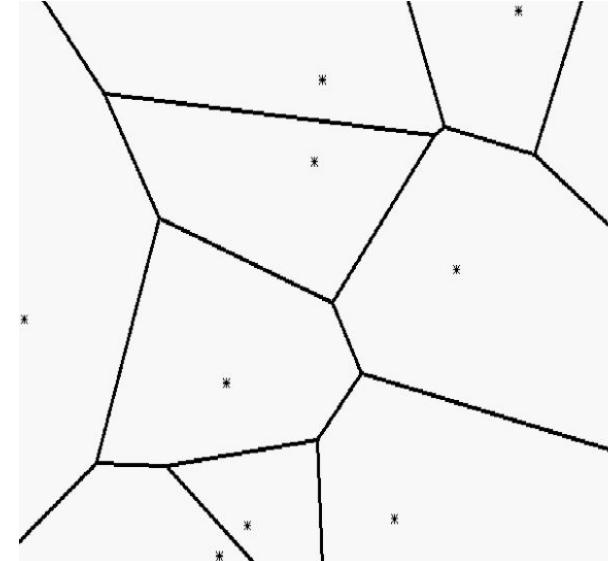
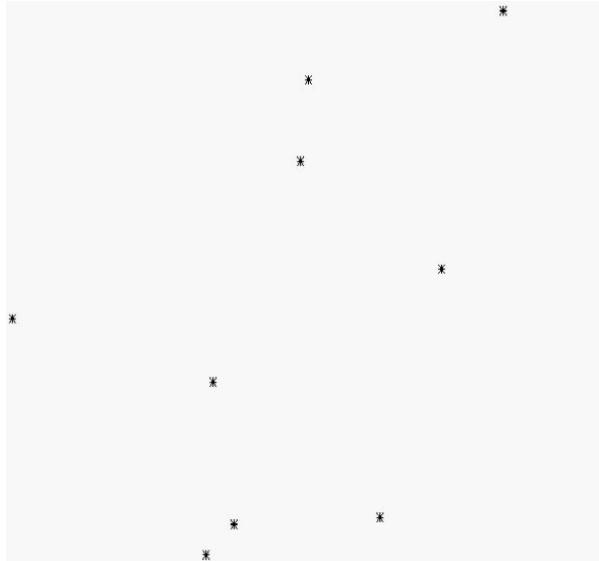


Basic KDE Algorithm - Density Estimation



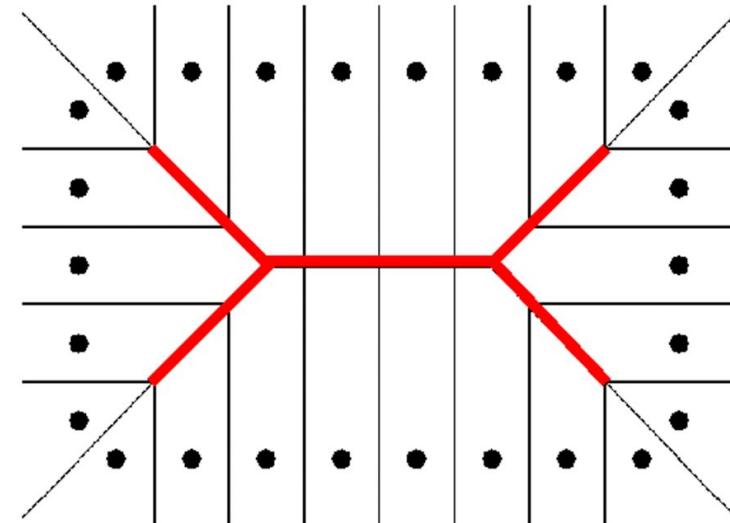
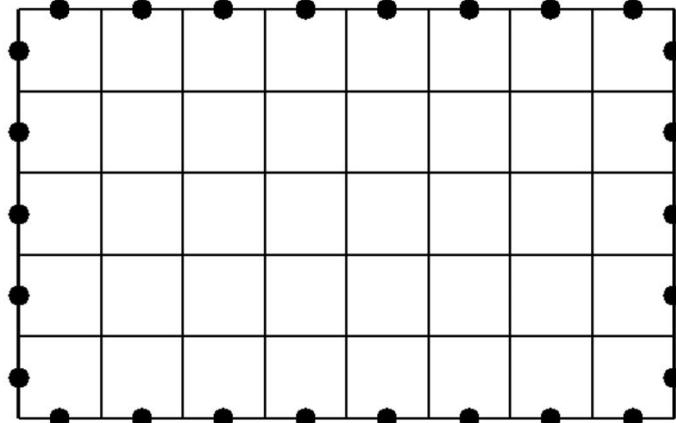
Basic KDE Algorithm - Extract Centerlines

- Voronoi diagram

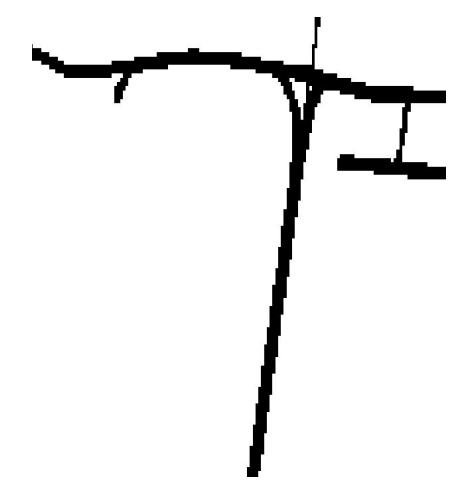
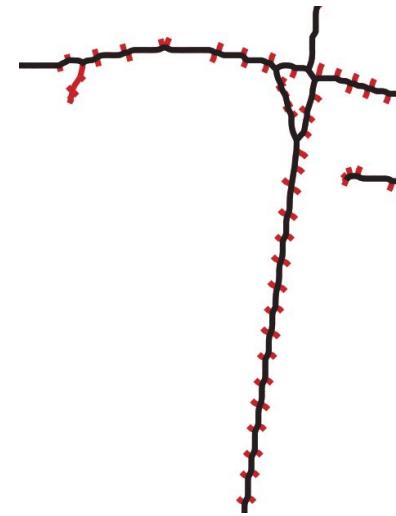
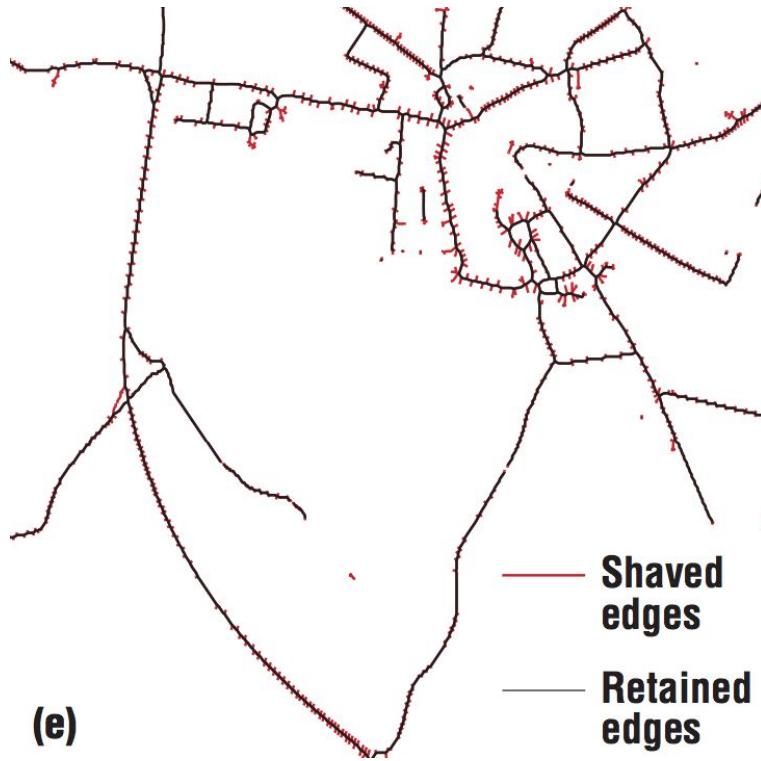


Basic KDE Algorithm - Extract Centerlines

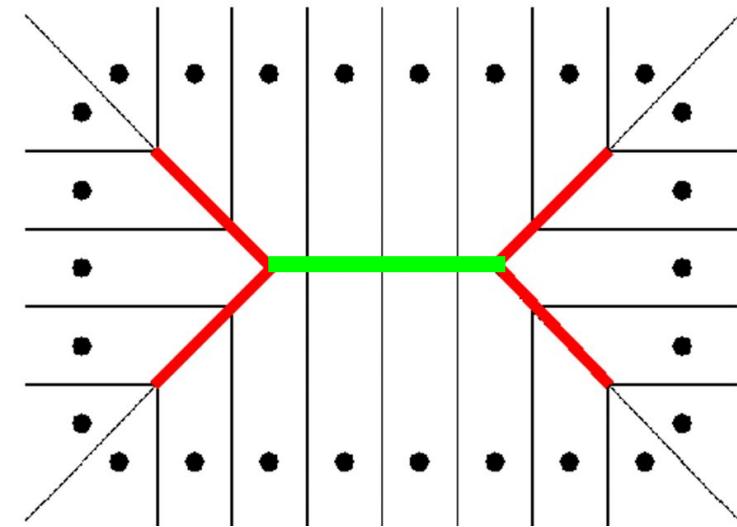
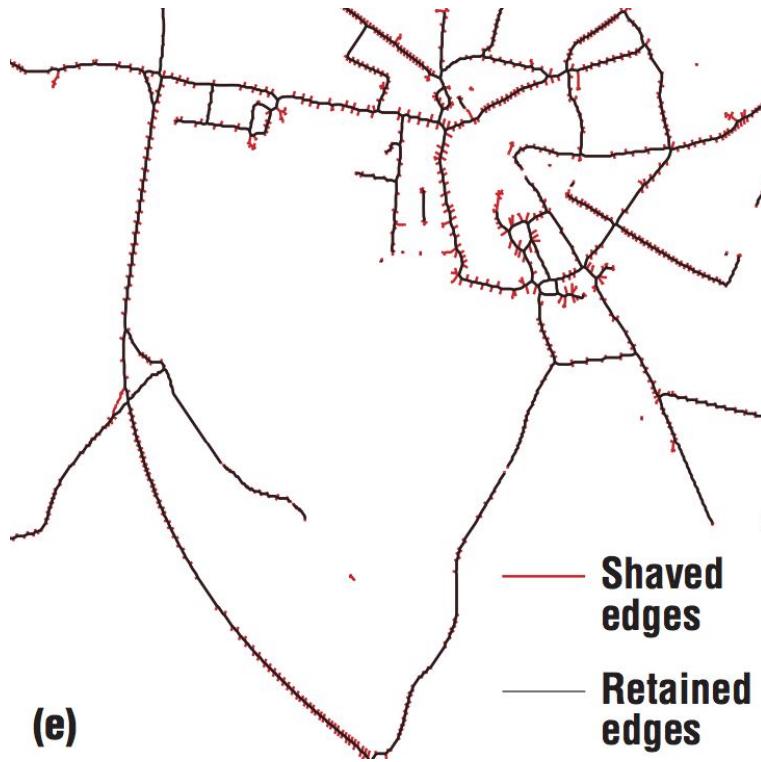
- Voronoi diagram



Basic KDE Algorithm - Extract Centerlines



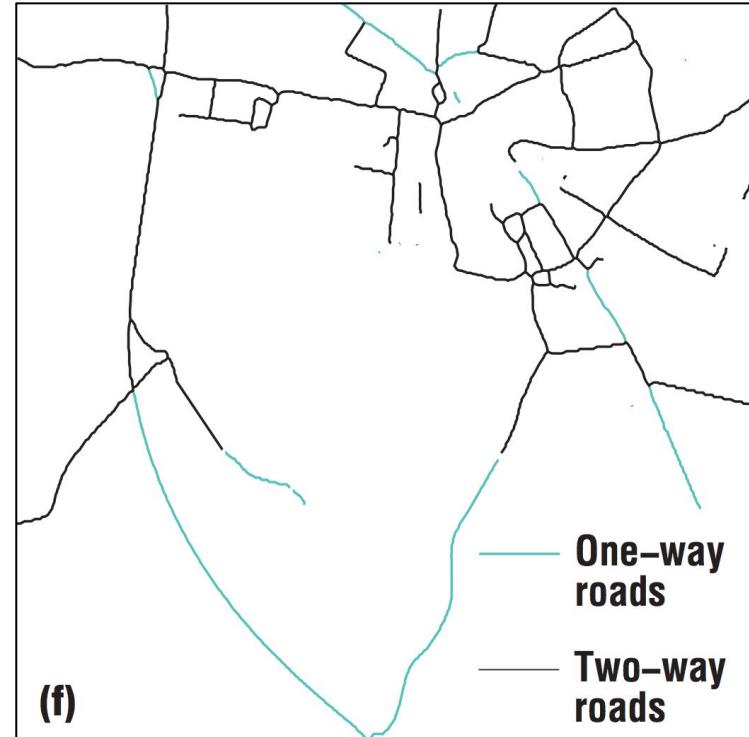
Basic KDE Algorithm - Extract Centerlines



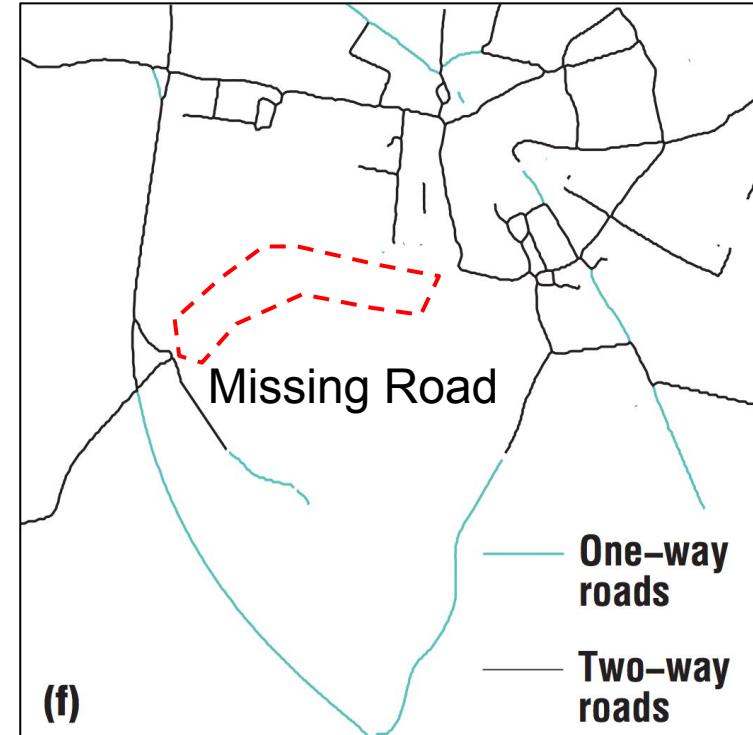
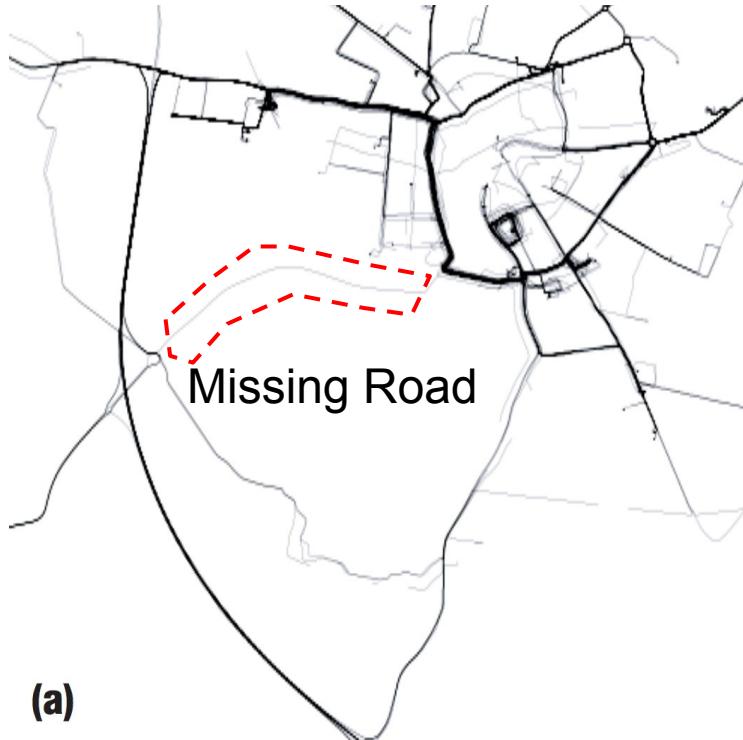
Basic KDE Algorithm - Final Result



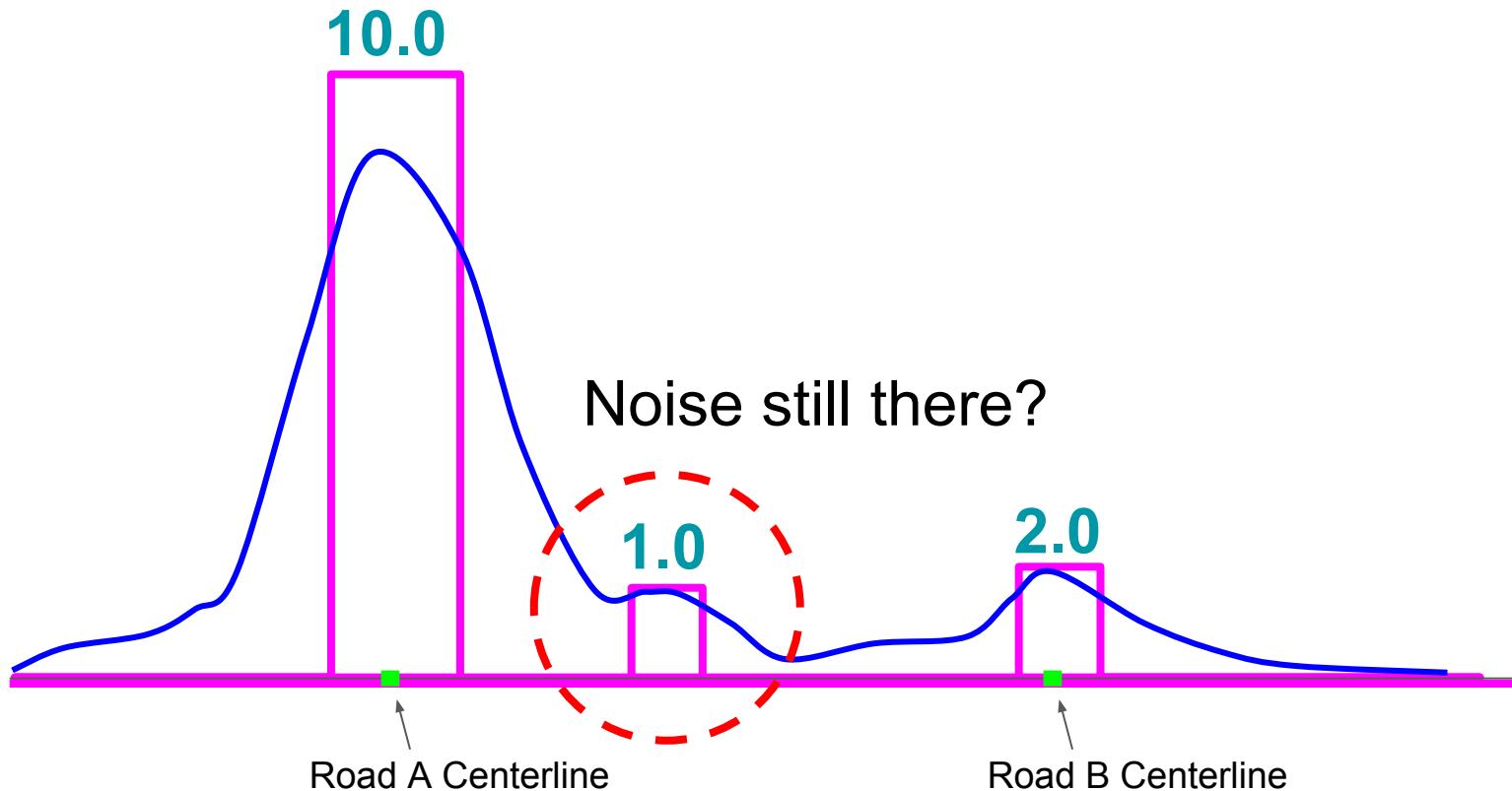
(a)



Basic KDE Algorithm - Final Result

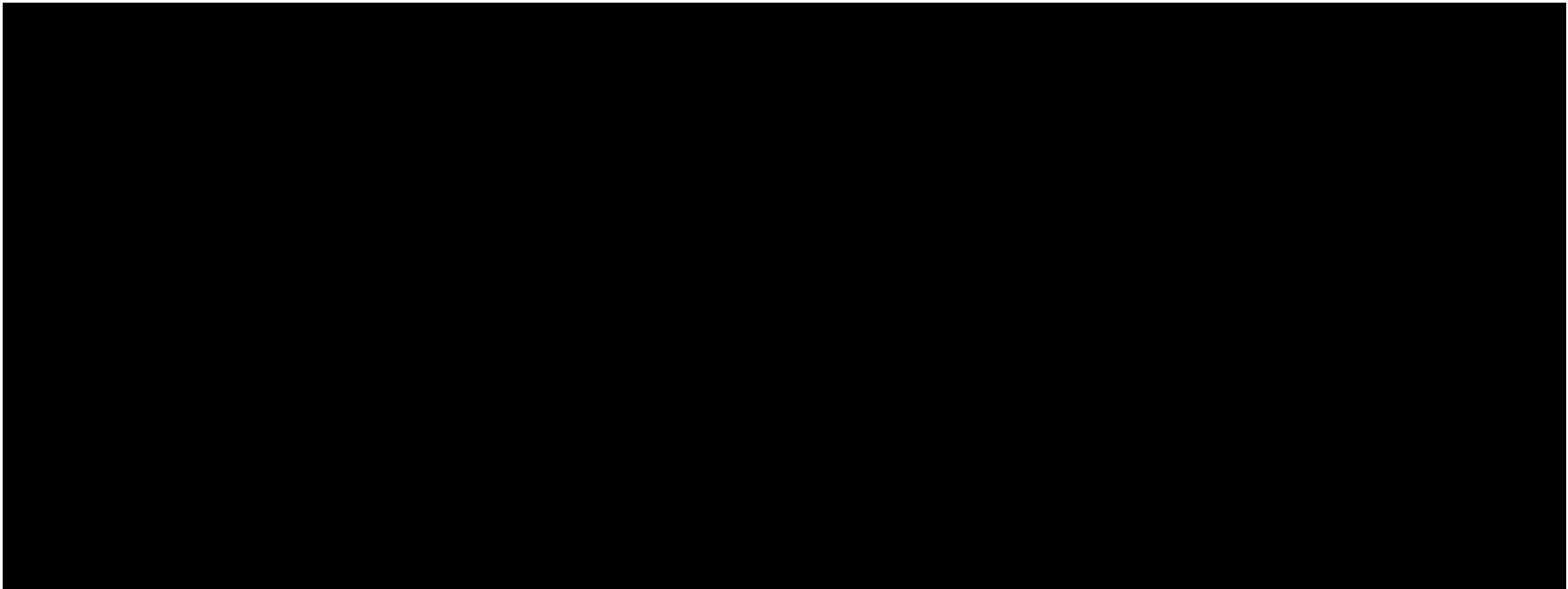


Density Estimation - Gray-scale Skeletonization

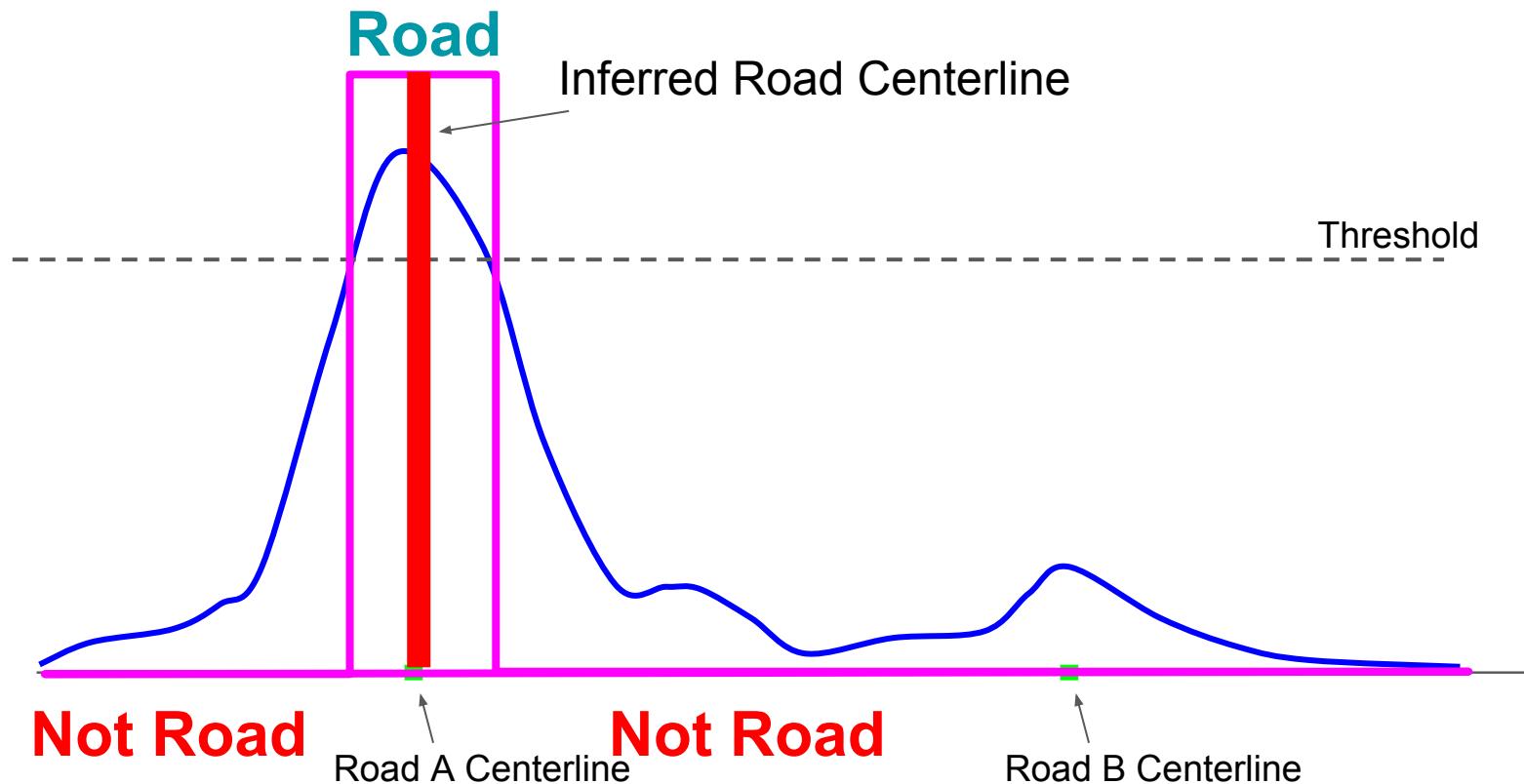


Map inference in the face of noise and disparity

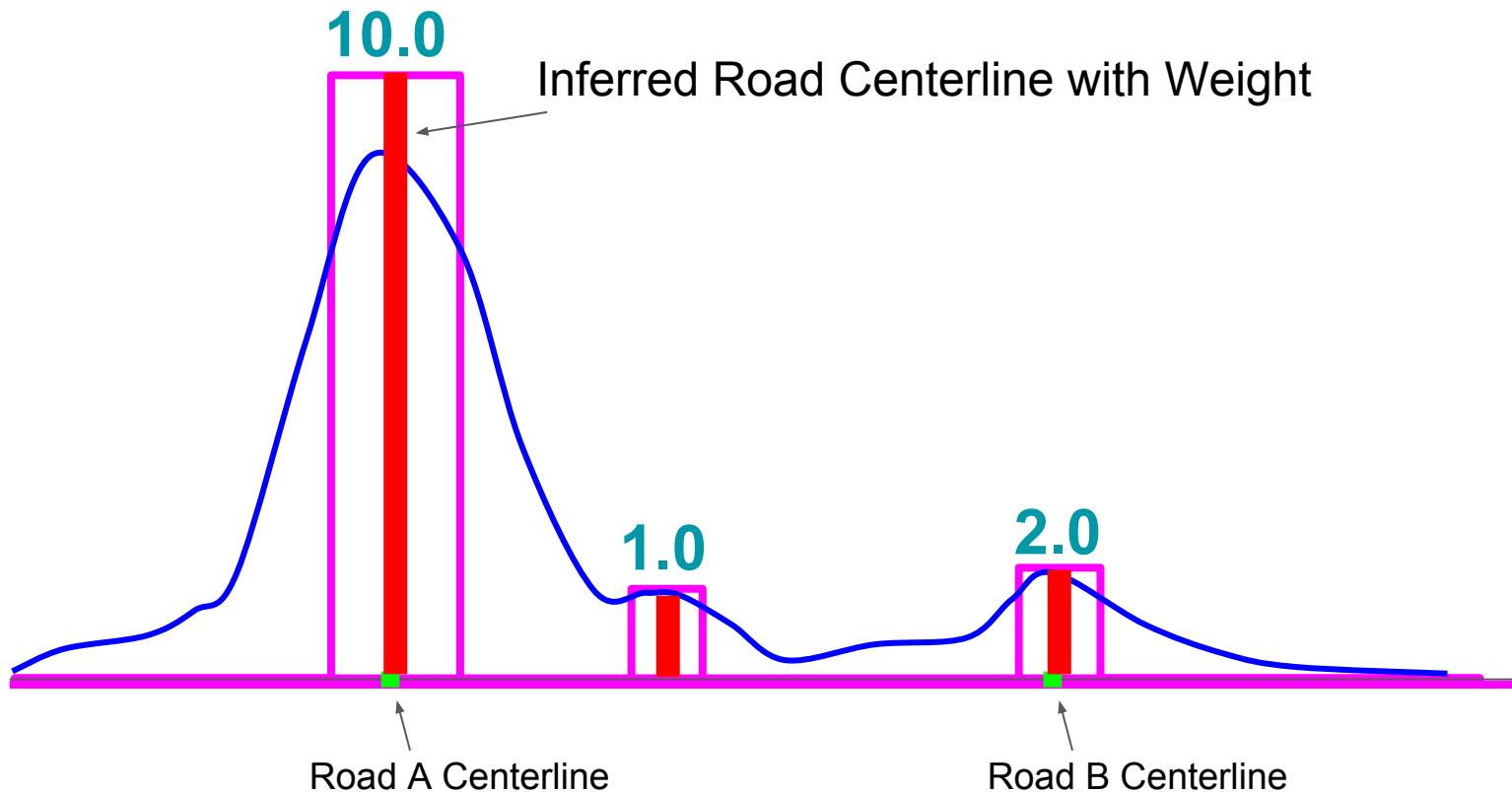
Trajectory data is valuable



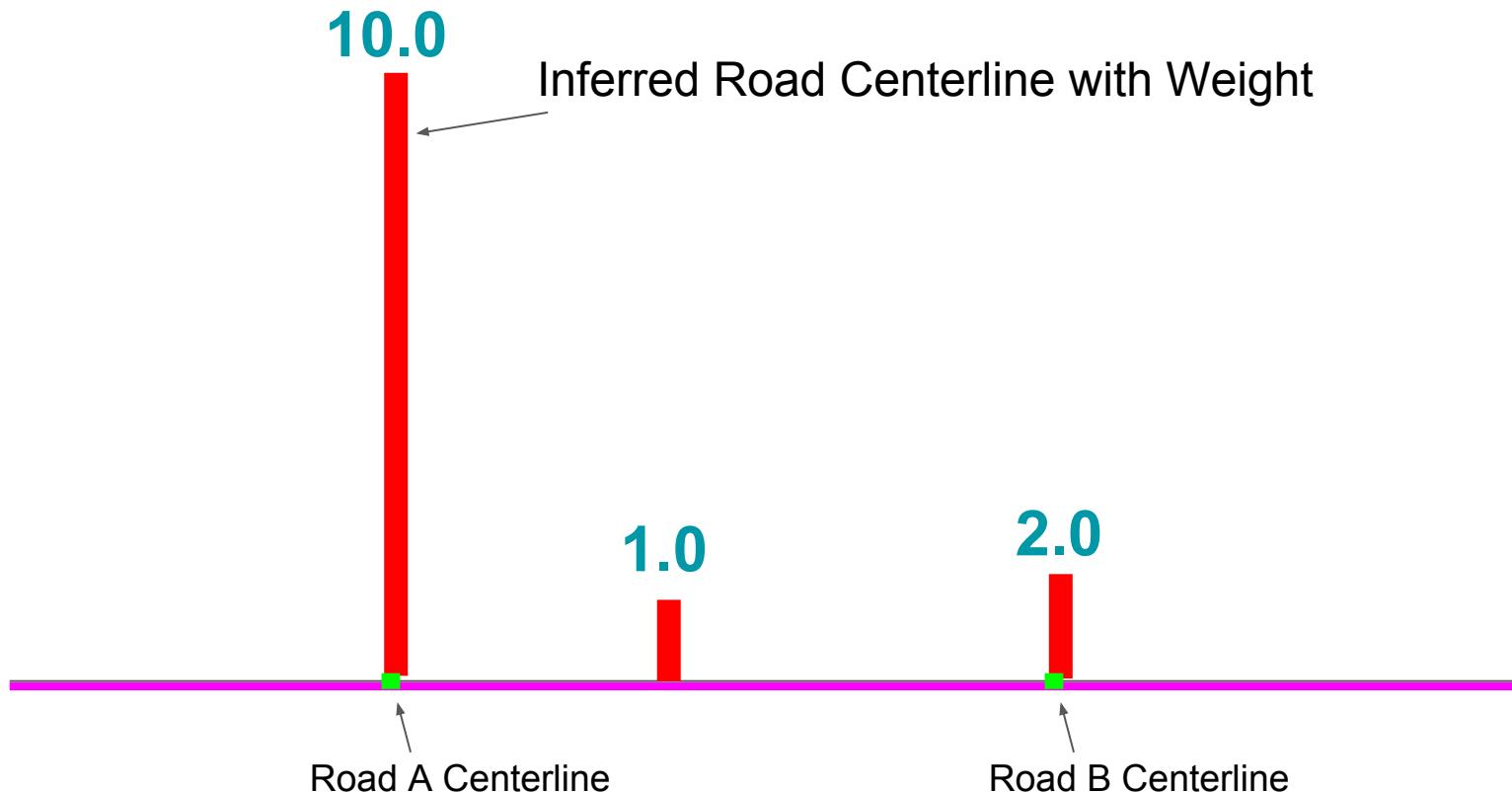
Density Estimation - Binary Skeletonization



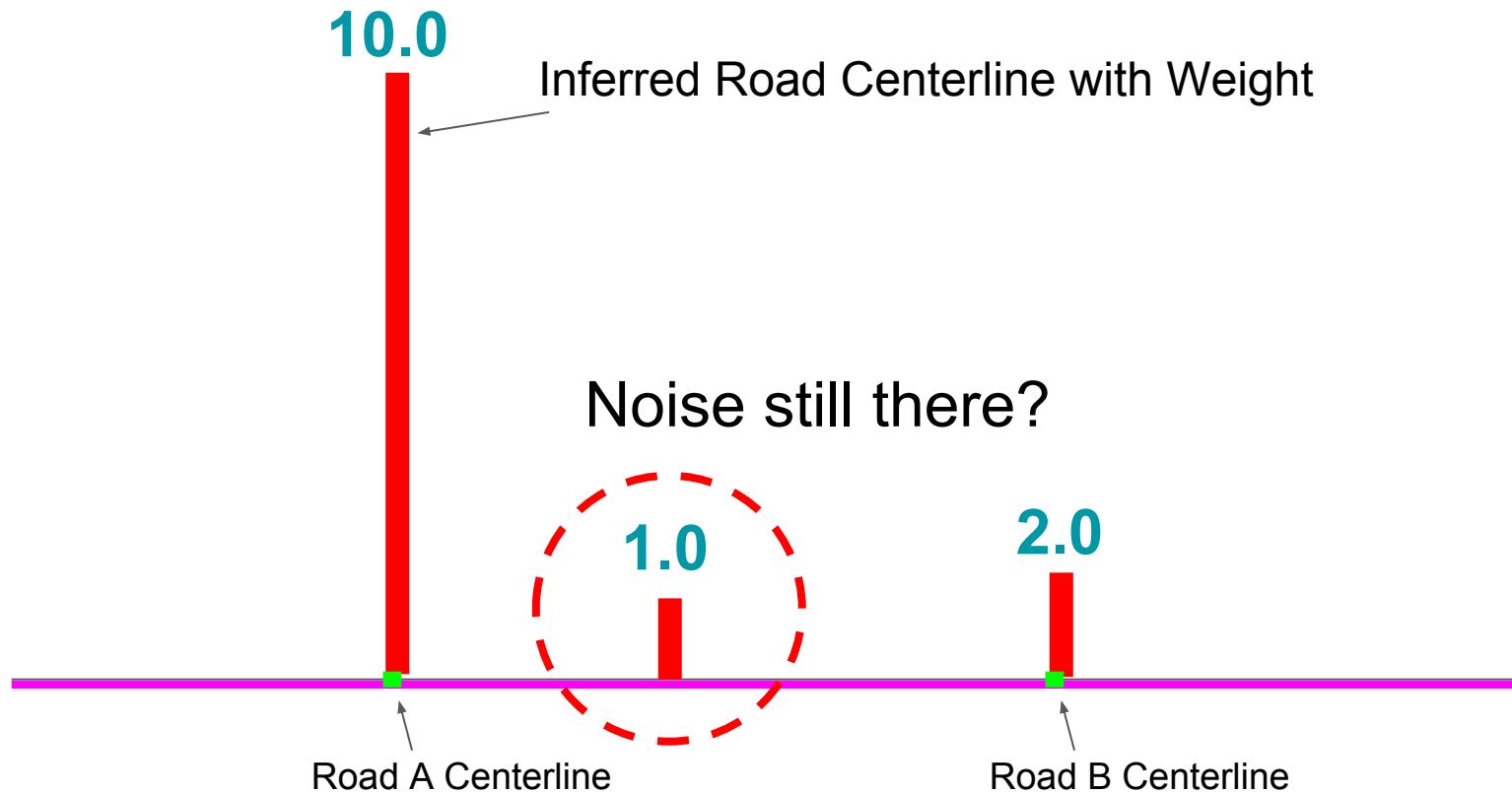
Density Estimation - Gray-scale Skeletonization



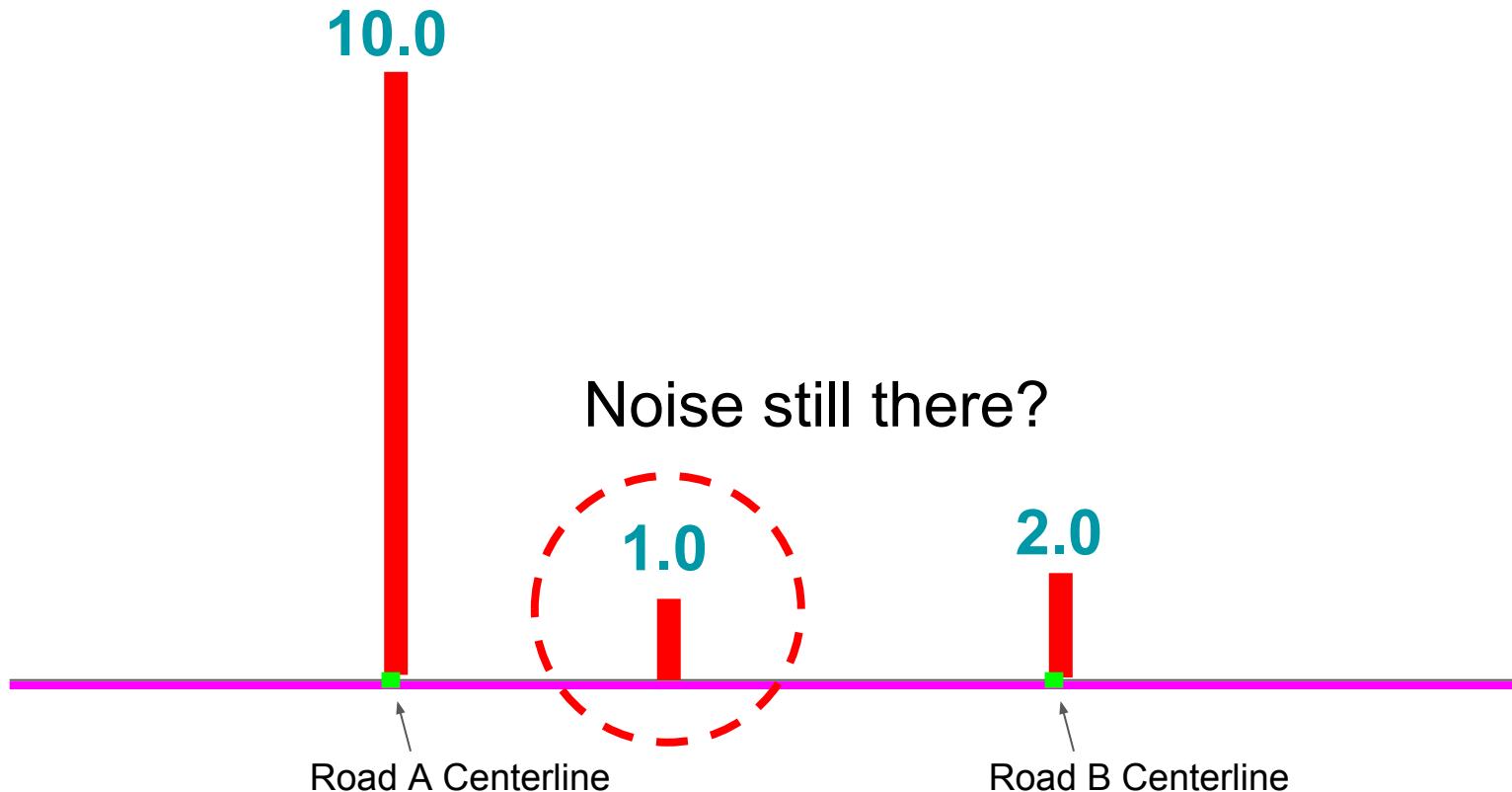
Density Estimation - Gray-scale Skeletonization



Density Estimation - Gray-scale Skeletonization

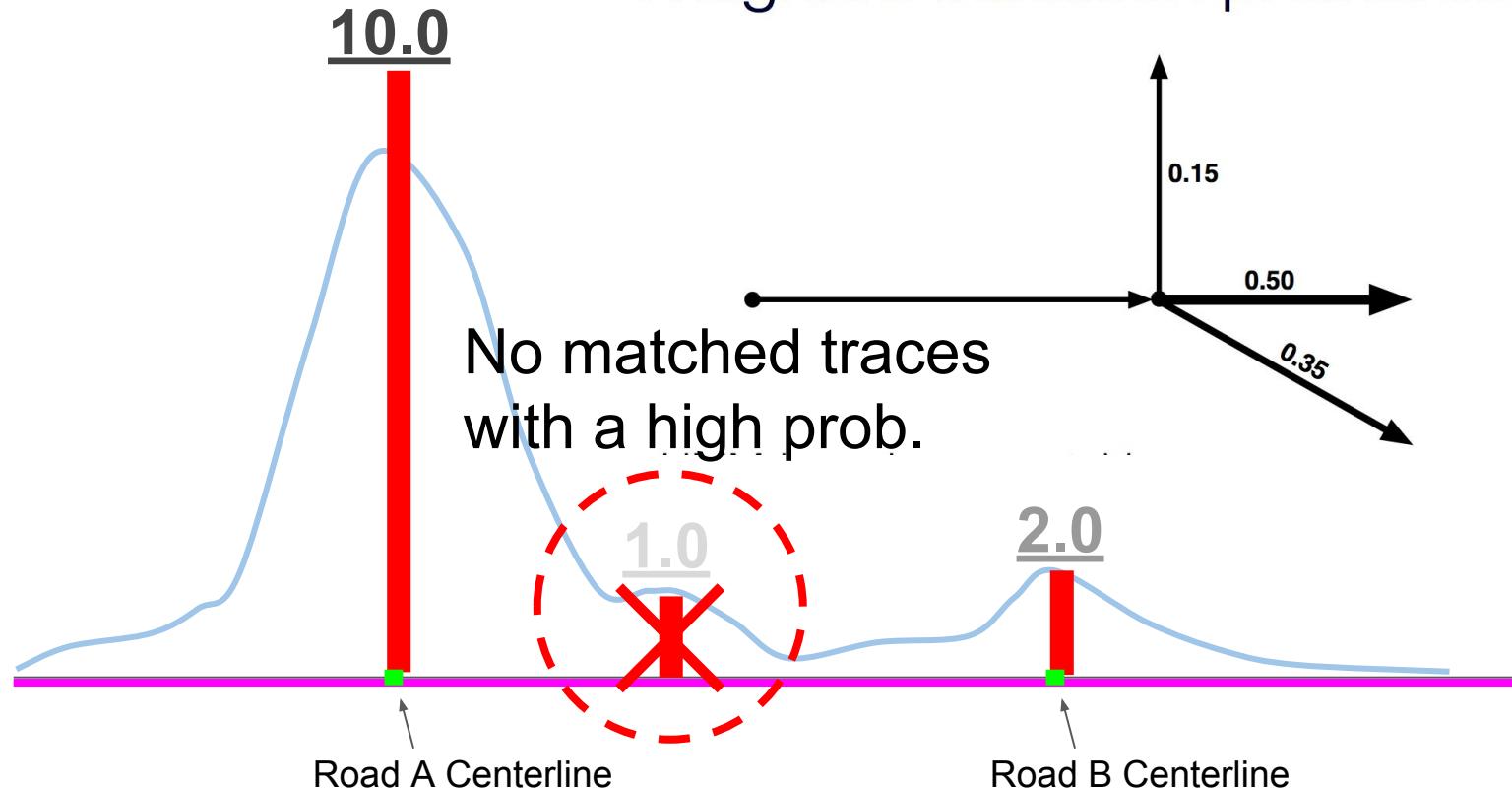


Density Estimation - Gray-scale Skeletonization

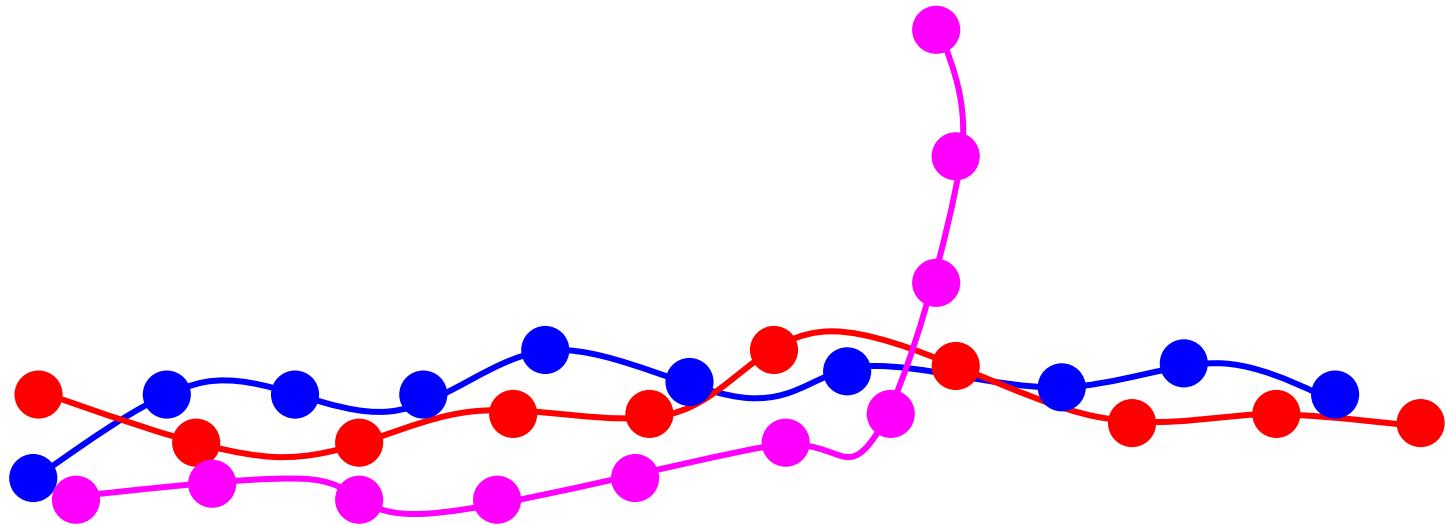


Map Matching

Weighted transition probabilities

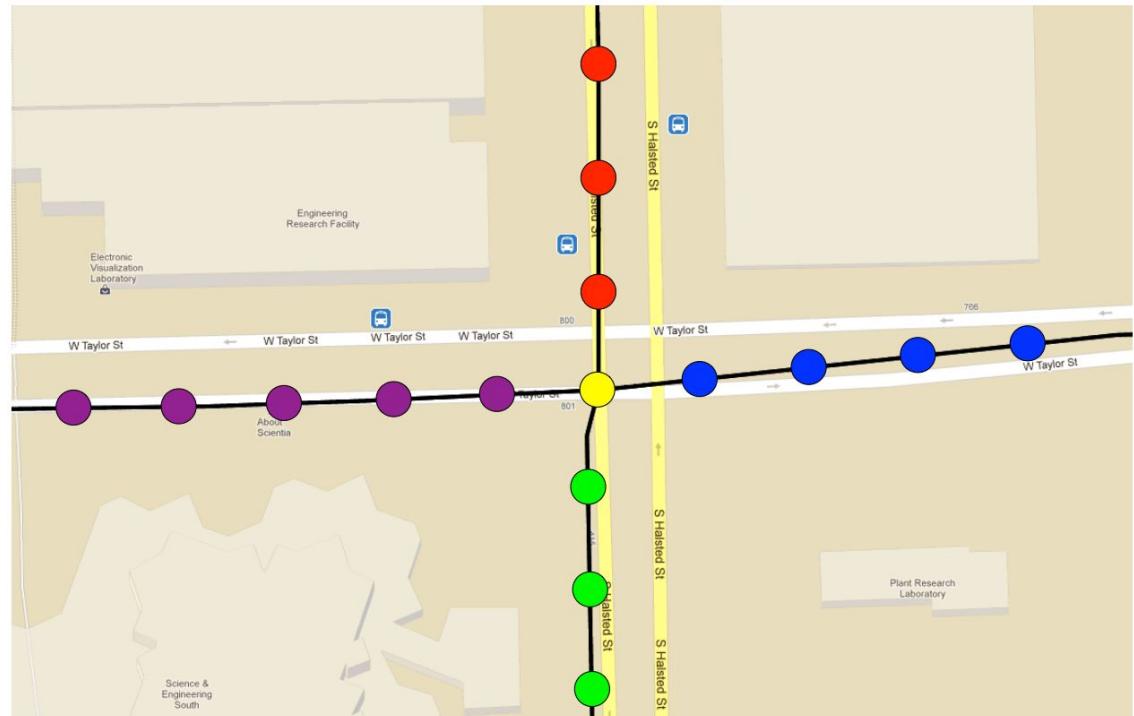


More Information if You Consider the Whole Trace



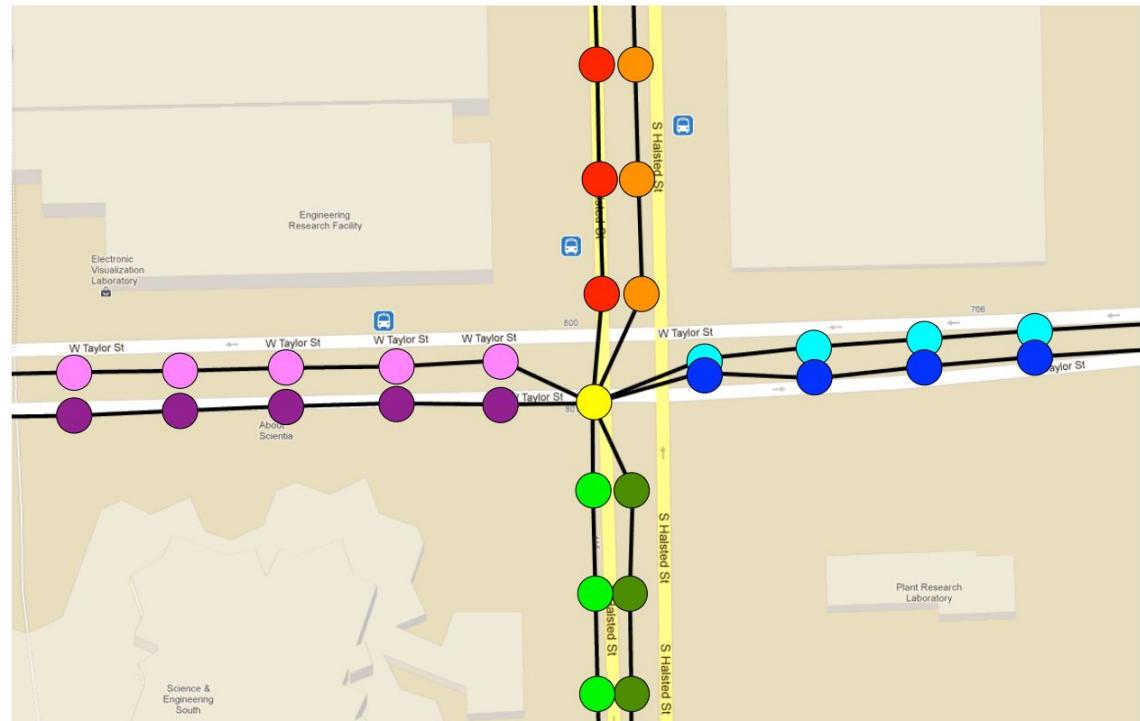
Geometry Refinement - Initial Cluster Locations

Assign GPS samples
to “eligible” means



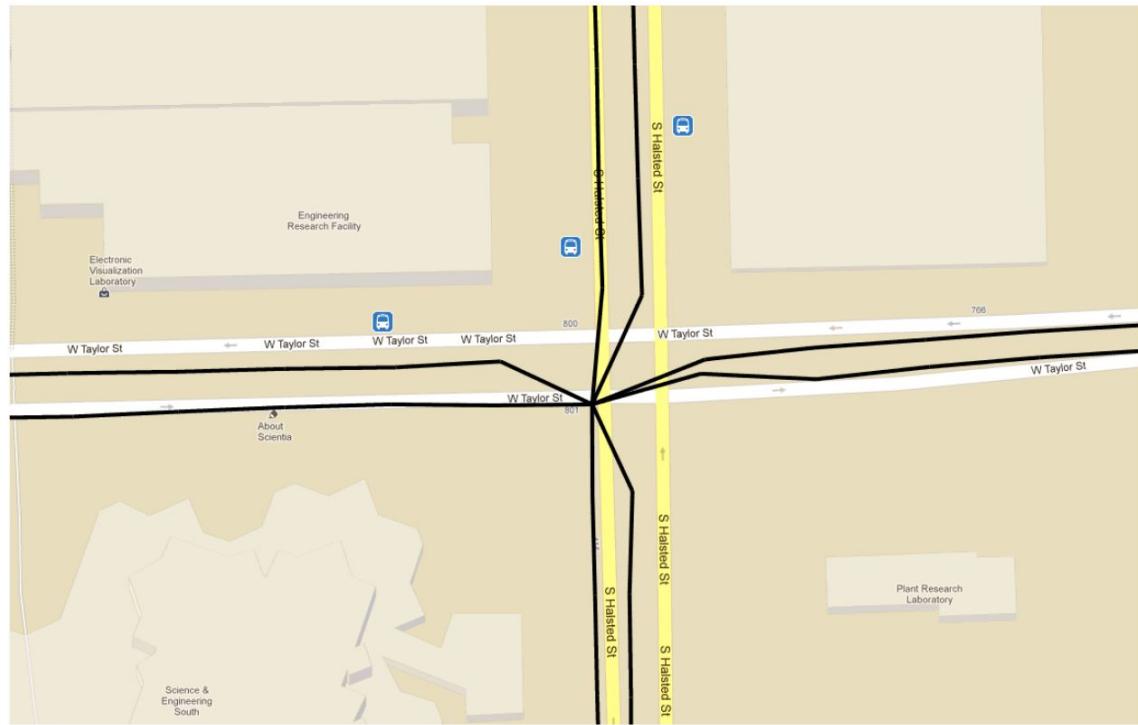
Geometry Refinement - Settled cluster locations

Assign GPS samples
to “eligible” means



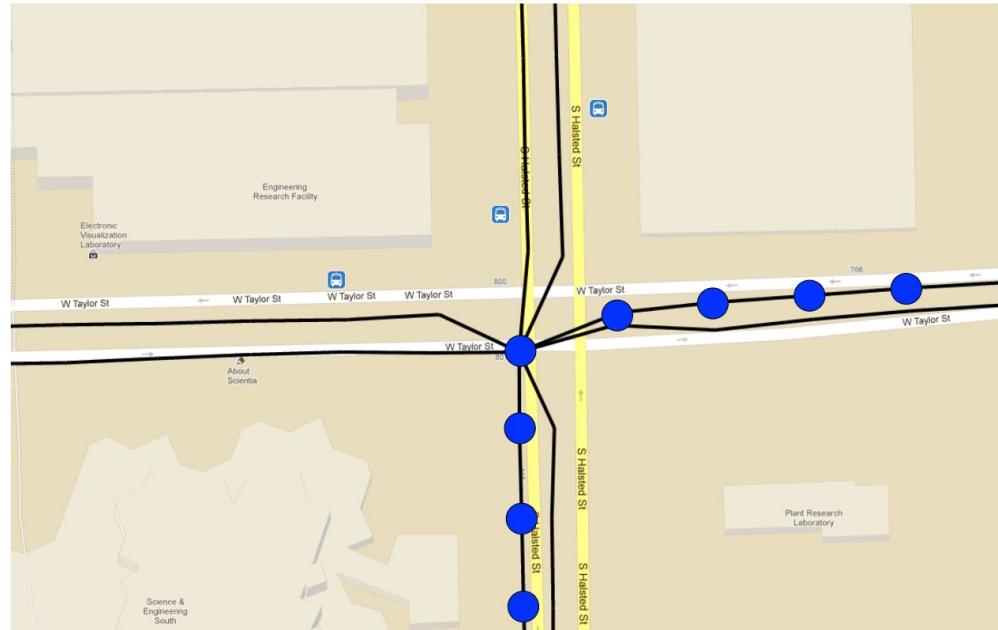
Geometry Refinement - Refined lane geometry

Assign GPS samples
to “eligible” means



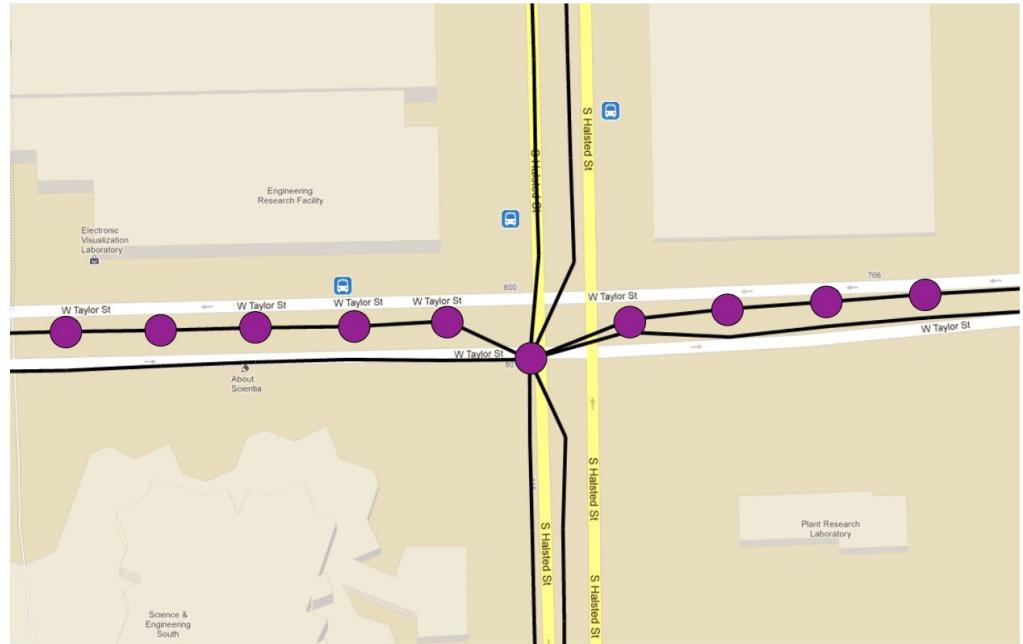
Geometry Refinement - Intersection Refinement

Assign GPS samples
to “eligible” means



Geometry Refinement - Intersection Refinement

Assign GPS samples
to “eligible” means



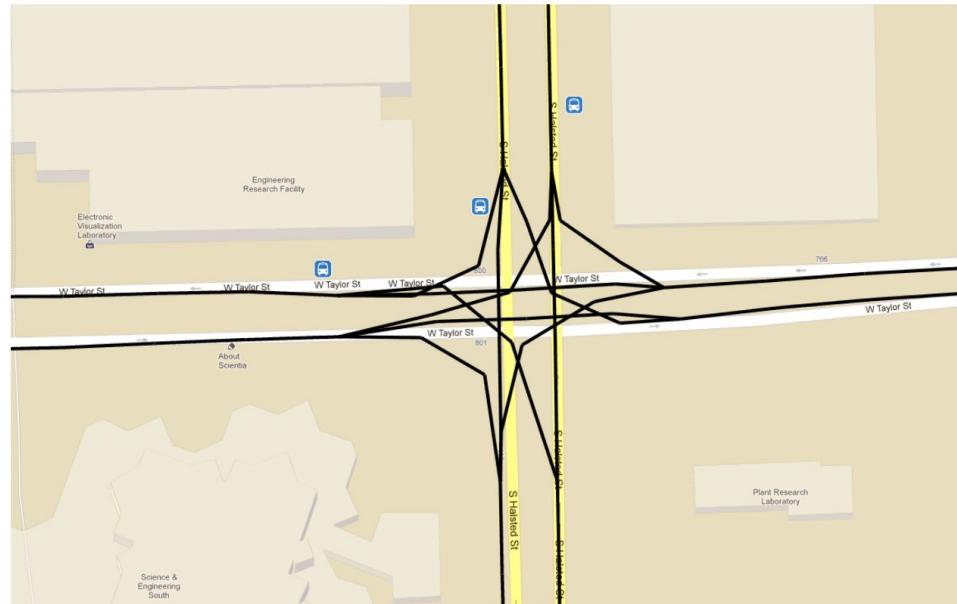
Geometry Refinement - Intersection Refinement

Assign GPS samples
to “eligible” means



Geometry Refinement - Intersection Refinement

Assign GPS samples
to “eligible” means



Geometric evaluation (GEO) TODO...

