

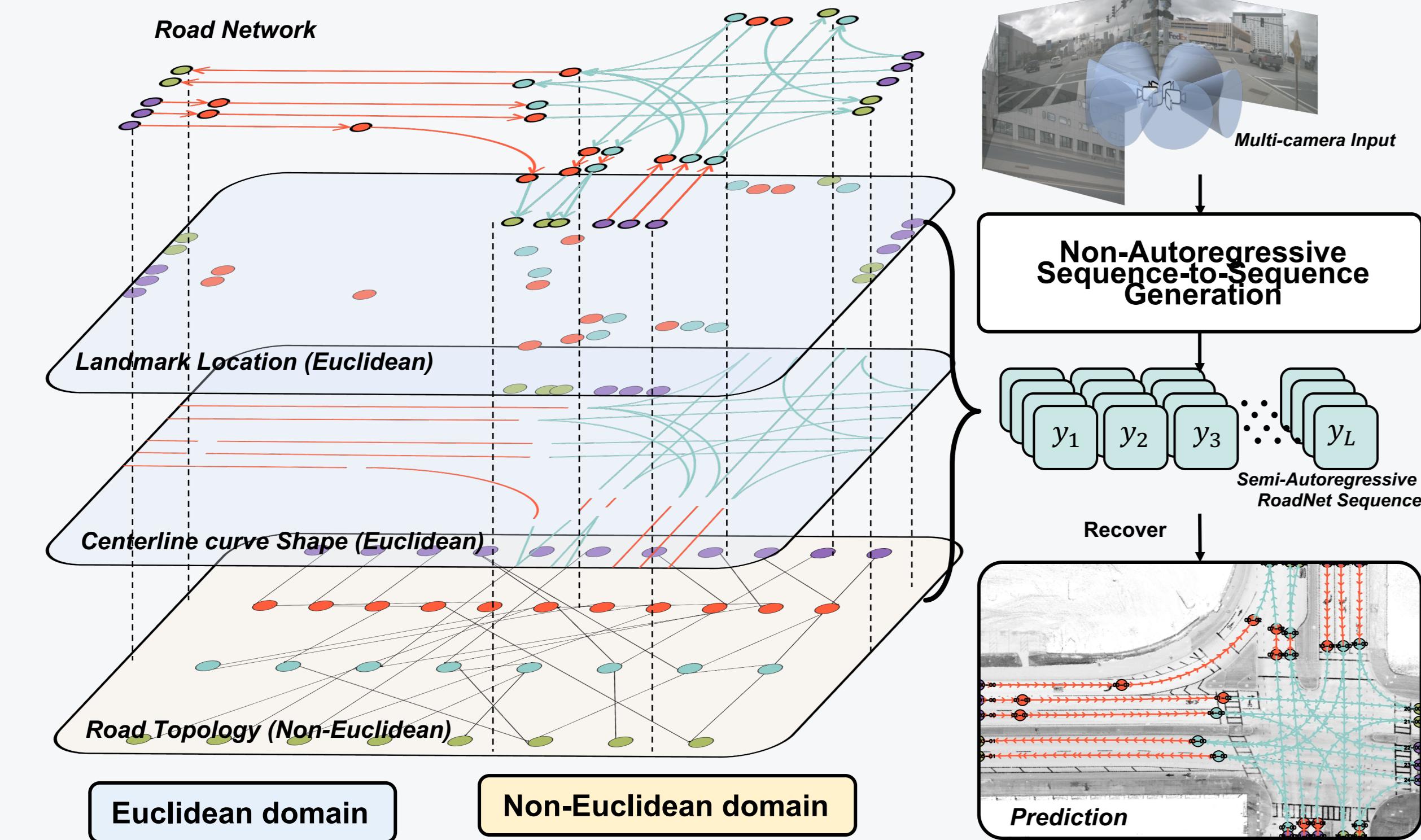
# Translating Images to Road Network:

# A Non-Autoregressive Sequence-to-Sequence Approach

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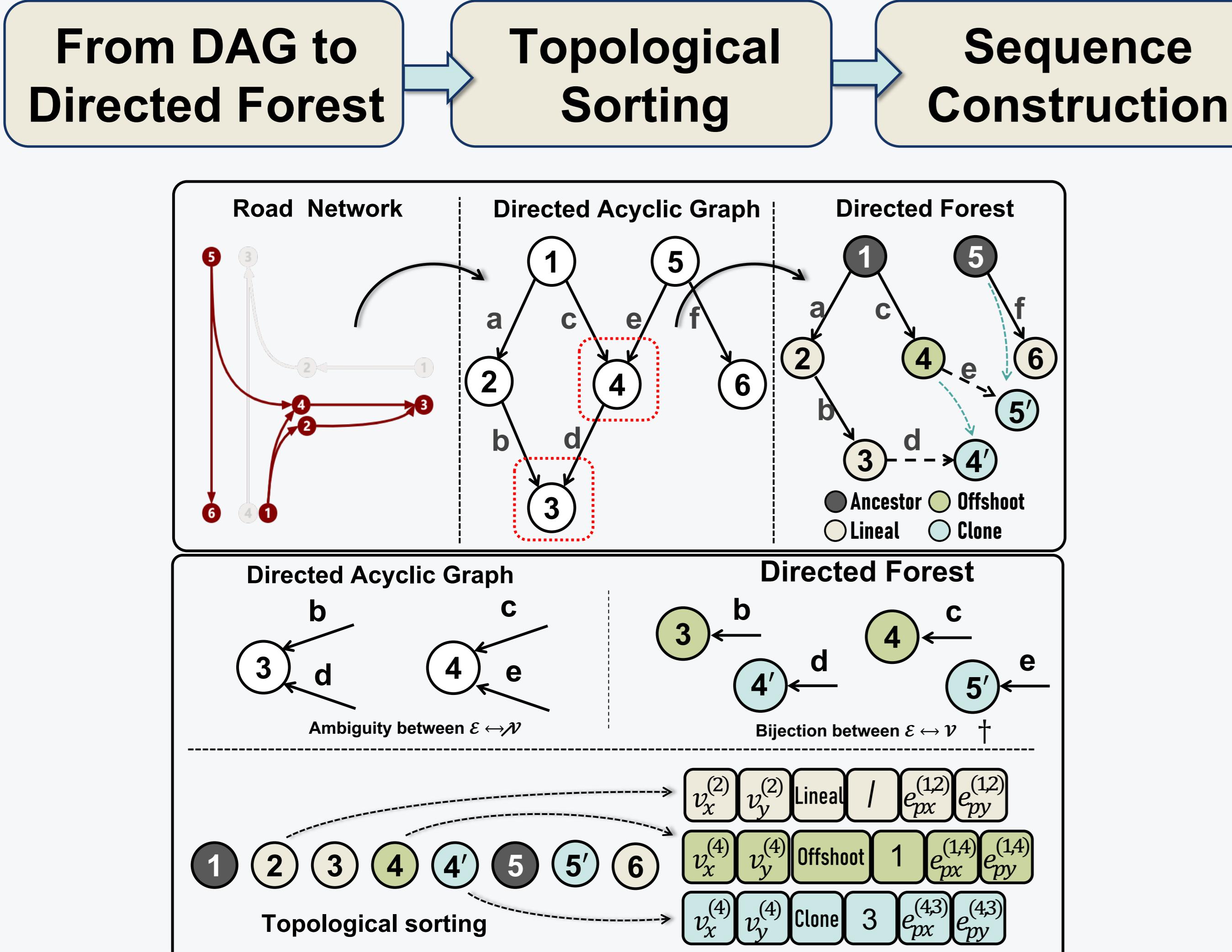
# Euclidean and Non-Euclidean Data for Road Network



# High-definition Road Network Topology contains:

1. **Euclidean data:** locations of landmarks and shapes of curves.
  2. **Non-Euclidean data:** road topology.

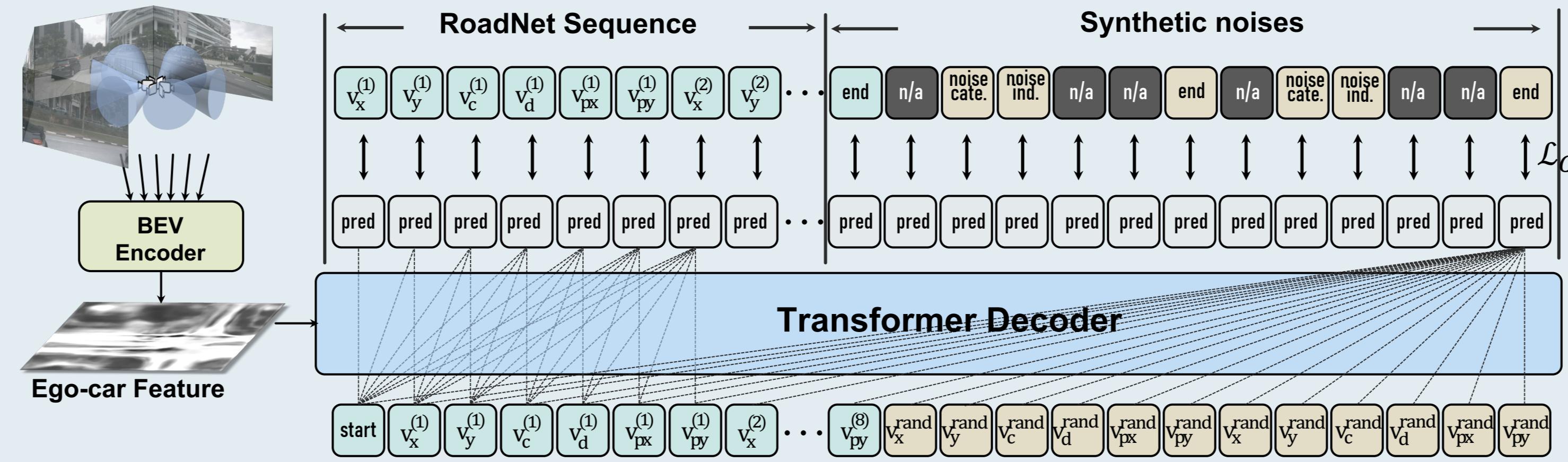
# RoadNet Sequence



We introduce a Euclidean-nonEuclidean unified representation **RoadNet**  
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- Sequence** with merits of **losslessness**, **efficiency** and **interaction**.

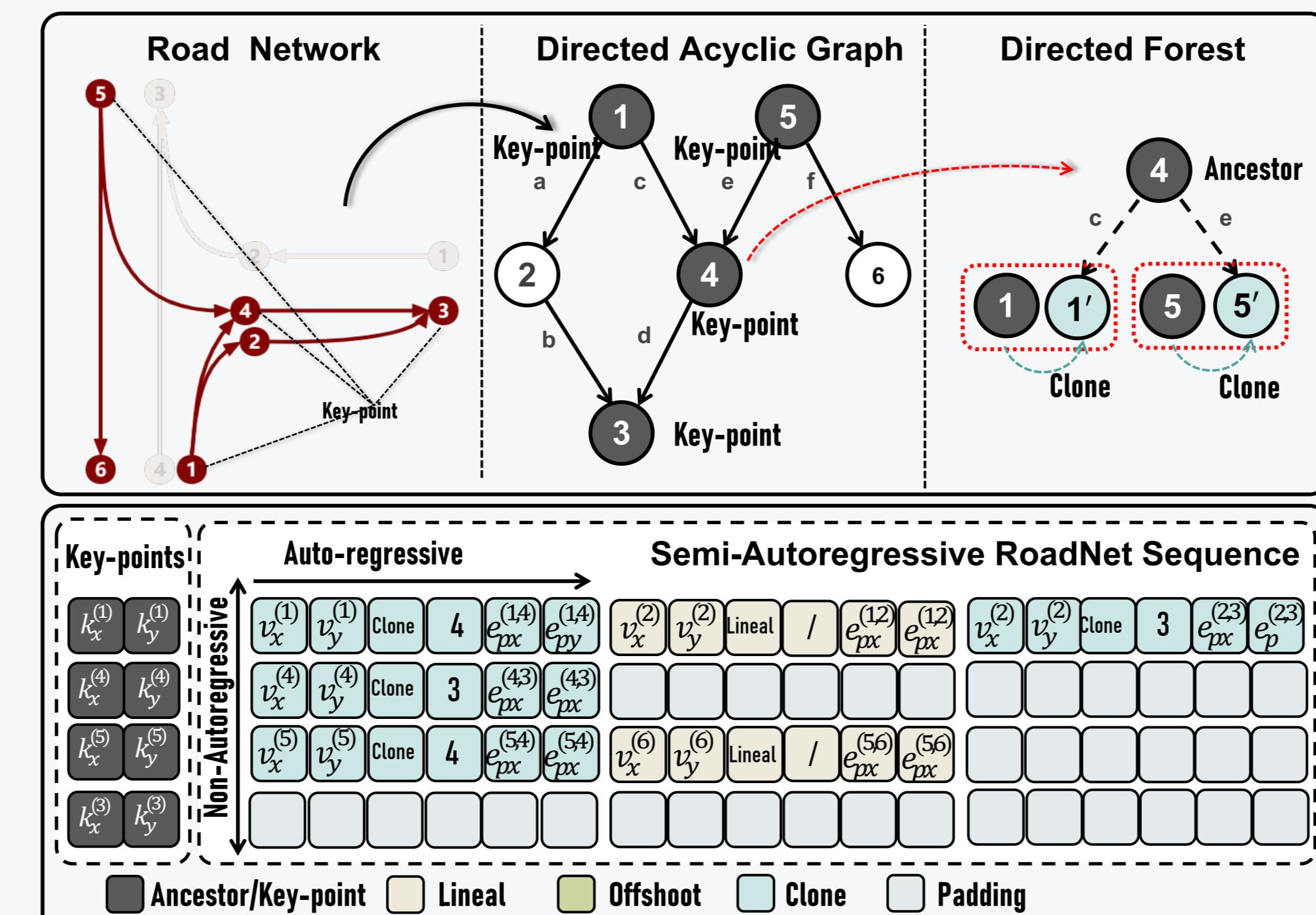
  1. **Losslessness**: ensured by establishing a **bijection** from road network to RoadNet Sequence.
  2. **Efficiency**: achieved by limiting RoadNet Sequence length to the shortest  $\mathcal{O}(E)$  through a specially designed topological sorting rule.
  3. **Interaction**: reveals the interdependence between Euclidean and non-Euclidean information within a single sequence



**Auto-Regressive RoadNetTransformer:** We apply the encoder-decoder architecture.

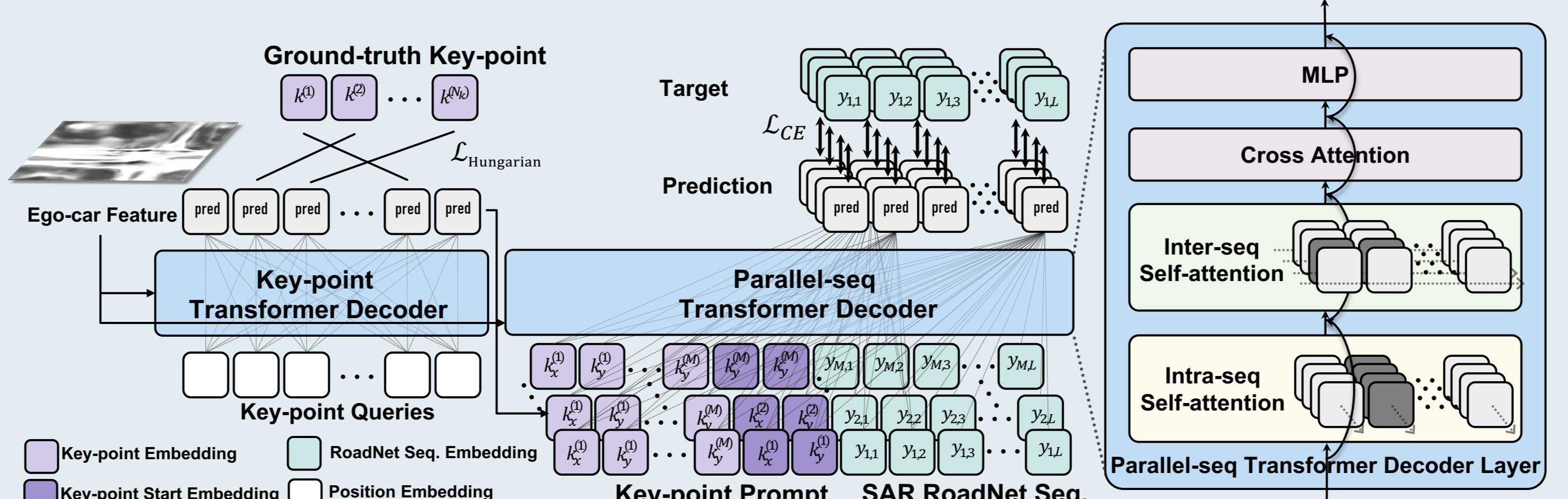
1. **Encoder** is responsible for extracting BEV feature from multiple onboard cameras such as Lift-Splat-Shoot.
  2. **Decoder** includes a self-attention layer, a cross-attention layer and a MLP layer.

# Semi-Autoregressive RoadNet Sequence



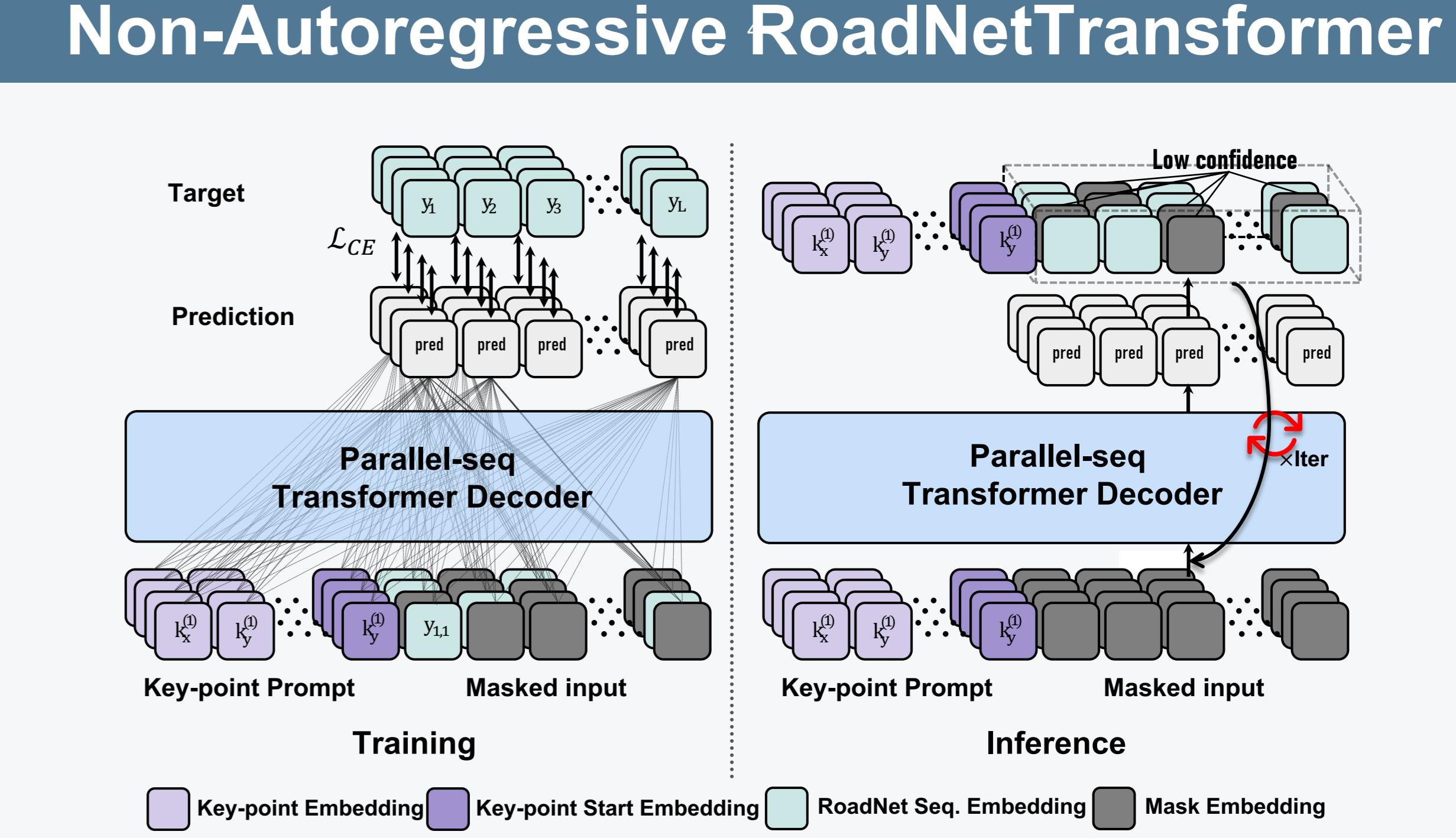
To parallelize the RoadNet Sequence, we have the following observations:

- 1. The locations of certain road points (start, fork or merge points) can be **independent** of previous vertices and instead depend solely on the BEV feature
  - 2. Except for locations of these road points, other tokens are still **auto-regressive**.



**Semi-autoregressive RoadNetTransformer** can be divided into three parts: (i) Ego-car Feature Encoder, (ii) Key-point Transformer Decoder, (iii) Parallel-Seq Transformer Decoder

1. **Key-point Transformer Decoder** is a parallel Transformer decoder, which predict locations of key points based on set prediction.
  2. **Parallel-Seq Transformer Decoder** is proposed for solving mixture of autoregressive and non-autoregressive problem



We propose a fully non-autoregressive generation model by utilizing a masked language modeling strategy that involves masking a high percentage of the input ground-truth sequence. During inference, with each iteration, the results will be gradually refined.

# Results on the nuScenes validation set

Methods	Landmark			Reachability			FPS
	L-P	L-R	L-F	R-P	R-R	R-F	
NAR-RNTR (ResNet)	57.1	42.7	48.9	63.7	45.2	52.8	5.5
AR-RNTR (VovNet)	62.6	47.9	54.3	73.2	52.9	61.4	0.1 (1.0 $\times$ )
SAR-RNTR (VovNet)	<b>66.0</b>	<b>55.9</b>	<b>60.5</b>	<b>74.5</b>	<b>61.1</b>	<b>67.1</b>	0.6 (6.0 $\times$ )
NAR-RNTR (VovNet)	65.6	55.7	60.2	73.4	60.0	66.0	4.7 (47 $\times$ )

# Qualitative results on nuScenes dataset

