



# Extracting Maps from the **INTERACTION** Dataset

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## Problem Overview



Can we create a routable map from a collection of points like these?



# Data Format

Dataset contains information about timestamps, position, velocity, heading, etc.

| track_id | frame_id | timestamp_ms | agent_type | x      | y      | vx    | vy     | psi_rad | length | width |
|----------|----------|--------------|------------|--------|--------|-------|--------|---------|--------|-------|
| 1        | 1        | 100          | car        | 13.856 | 38.136 | 0.098 | -0.583 | -1.405  | 4.67   | 1.98  |
| 1        | 2        | 200          | car        | 13.865 | 38.079 | 0.088 | -0.566 | -1.417  | 4.67   | 1.98  |
| 1        | 3        | 300          | car        | 13.874 | 38.023 | 0.078 | -0.547 | -1.429  | 4.67   | 1.98  |
| 1        | 4        | 400          | car        | 13.881 | 37.97  | 0.07  | -0.527 | -1.439  | 4.67   | 1.98  |
| 1        | 5        | 500          | car        | 13.888 | 37.918 | 0.063 | -0.505 | -1.448  | 4.67   | 1.98  |
| 1        | 6        | 600          | car        | 13.894 | 37.869 | 0.056 | -0.483 | -1.455  | 4.67   | 1.98  |
| 1        | 7        | 700          | car        | 13.899 | 37.821 | 0.051 | -0.462 | -1.461  | 4.67   | 1.98  |
| 1        | 8        | 800          | car        | 13.904 | 37.776 | 0.048 | -0.445 | 1.775   | 4.67   | 1.98  |
| 1        | 9        | 900          | car        | 13.909 | 37.732 | 0.049 | -0.433 | 1.802   | 4.67   | 1.98  |
| 1        | 10       | 1000         | car        | 13.914 | 37.689 | 0.052 | -0.427 | 1.782   | 4.67   | 1.98  |
| 1        | 11       | 1100         | car        | 13.919 | 37.646 | 0.06  | -0.426 | 1.786   | 4.67   | 1.98  |
| 1        | 12       | 1200         | car        | 13.926 | 37.603 | 0.069 | -0.43  | 1.786   | 4.67   | 1.98  |
| 1        | 13       | 1300         | car        | 13.933 | 37.56  | 0.08  | -0.44  | 1.794   | 4.67   | 1.98  |
| 1        | 14       | 1400         | car        | 13.942 | 37.515 | 0.092 | -0.456 | -1.371  | 4.67   | 1.98  |
| 1        | 15       | 1500         | car        | 13.952 | 37.468 | 0.107 | -0.479 | -1.351  | 4.67   | 1.98  |
| 1        | 16       | 1600         | car        | 13.963 | 37.419 | 0.123 | -0.509 | -1.334  | 4.67   | 1.98  |



# Approach

## Clarify GPS Traces

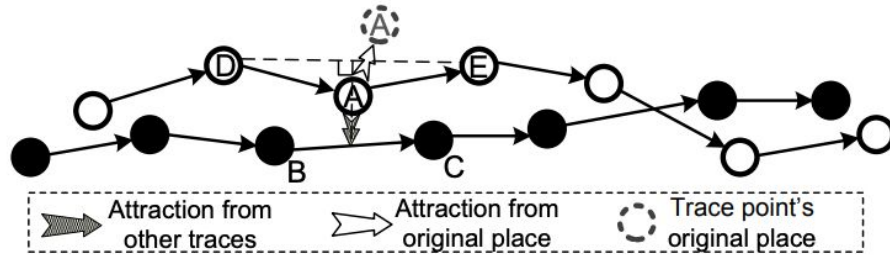
Simulate **attractive force** between traces to aid the fusing of **similar traces**



## Generate Graph

**Merge** similar traces together to generate a clean, **routable, directed graph** to analyze vehicle behavior

## Clarifying Traces



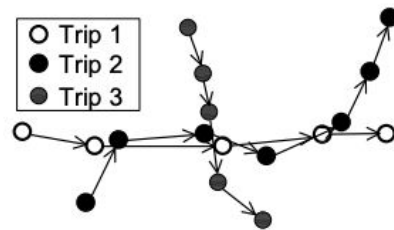
Simulate gravitational force from nearby traces with similar directions and spring force from a point's original position

The resultant force shifts the point's location

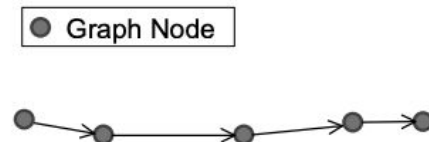
# Generating a Graph

Iterate through the traces  
and merge a node to a  
nearby edge if the  
distances and differences  
in heading are small

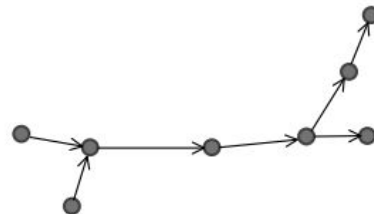
If not, create new nodes  
and edges



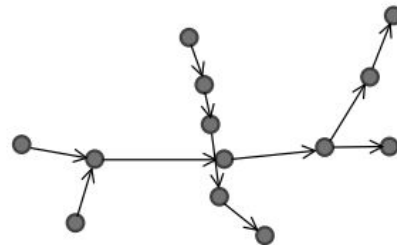
(a) Three trips to merge



(b) Trip 1 merged



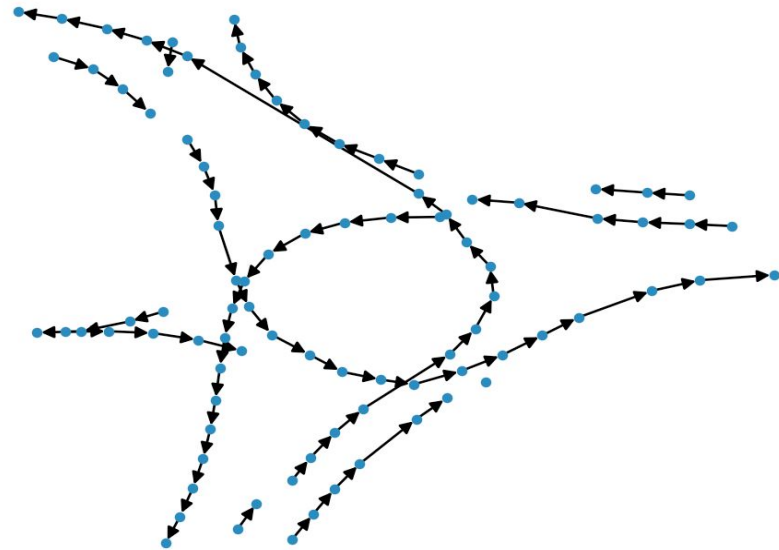
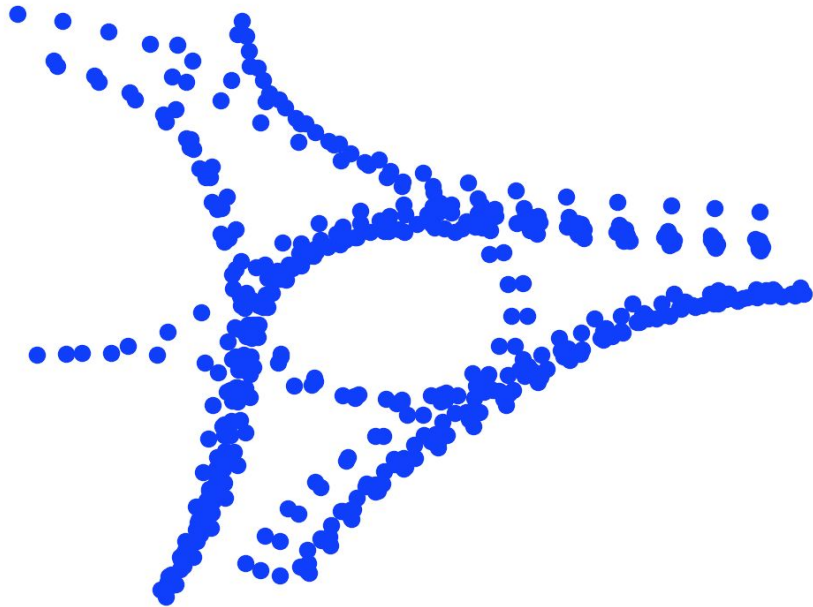
(c) Trip 2 merged



(d) All trips merged



# Results





## Analysis of Results + Next Steps

- Trace clarification yields minimal impact on traces
- Graph appears to capture most of road's features
- Imperfections at roundabout entrances
- Tune parameters to fit dataset
- Improve resultant force calculations
- Refine clarification to have a noticeable impact
- Account for lane splitting
- Improve runtime of preprocessing
- Proper number of iterations