

THE MOST EXCITING TIME IN TECH HISTORY



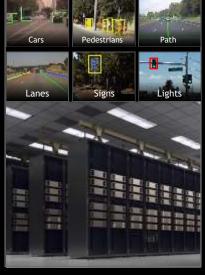




NVIDIA GPU

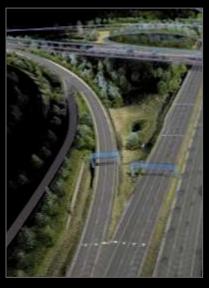
END-TO-END SYSTEM FOR AV











COLLECT DATA

TRAIN MODELS

SIMULATE

RE-SIMULATE

MAPPING

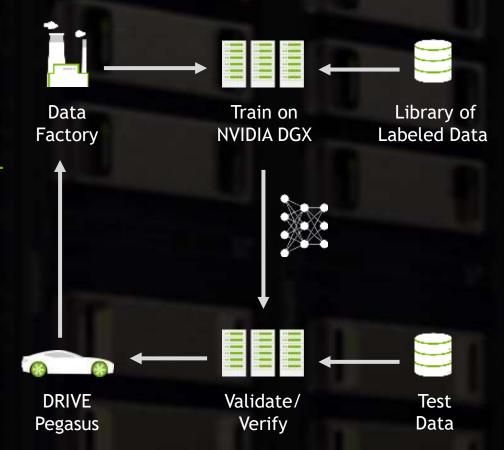
NVIDIA PERCEPTION INFRASTRUCTURE

LARGE-SCALE DEEP LEARNING MODEL DEVELOPMENT

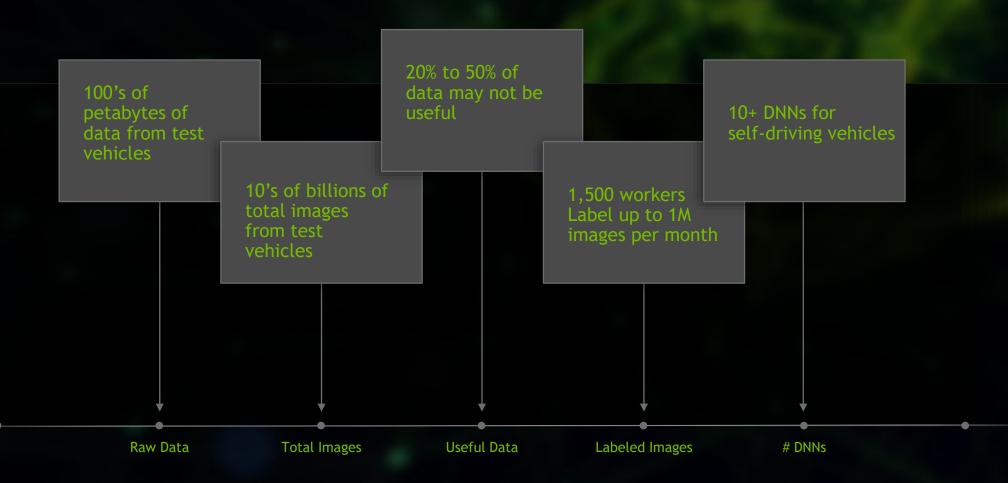
Workflow, Tools, Supercomputing Infrastructure
Data Ingest, Labeling, Training, Validation, Adaptation
Automation, Best Model Discovery, Traceability,
Reproducibility

Purpose-built for Safety Standards of Automotive

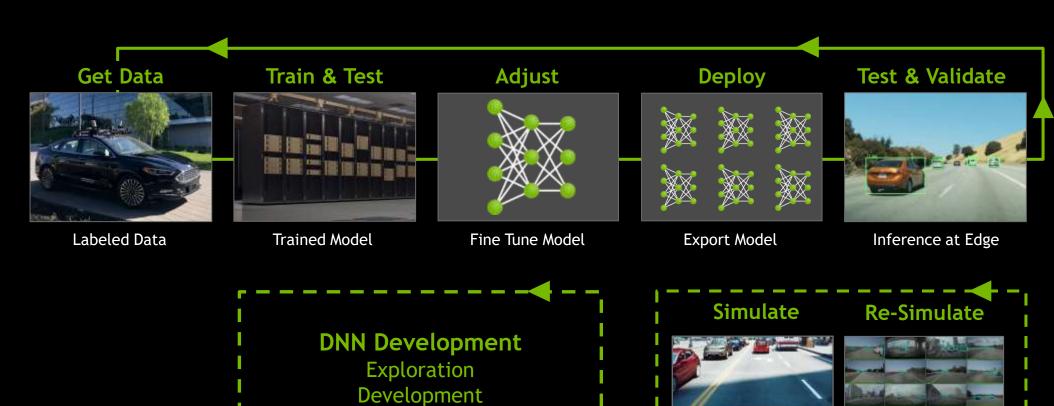
"Data is the new source code"



DATA COLLECTION AND LABELING FOR AI



AI FOR SELF-DRIVING WORKFLOW



Model Selection

AI FOR SELF-DRIVING



Perception



Camera-based Mapping



Free Space Perception



Camera Localization to HD Map



Distance Perception



LIDAR Localization to HD Map



Weather



Path Perception



LIDAR Perception



Scene Perception

AI OUTSIDE AND INSIDE THE VEHICLE





Exterior Driver Recognition



Automatic Personalization



Device usage detection



Cyclist Alert



Distracted Driver Alert



Driver/Passenger Recognition

Customer Application

DRIVE AV

Object, Freespace, Path / Lane, Path Planning, Wait, Map, Sign, Lights, Road Markings, Surround

DRIVE IX

Gaze, Eye Openness, Head Pose, Gestures, Emotions Facial Recognition, Voice Recognition & Lip Reading





DRIVE OS

MANY THINGS TO LEARN













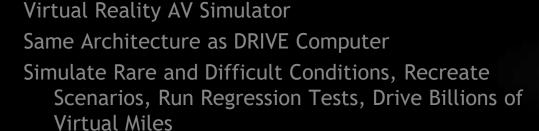
"Autonomous vehicles need to be driven more than 11 billion miles to be 20% better than humans. With a fleet of 100 vehicles, 24 hours a day, 365 days a year, at 25 miles per hour, this would take 518 years."

Rand Corporation, Driving to Safety

SIMULATION THE PATH TO BILLIONS OF MILES



AV VALIDATION SYSTEM







AV VALIDATION SYSTEM

Virtual Reality AV Simulator

Same Architecture as DRIVE Computer

Simulate Rare and Difficult Conditions, Recreate

Scenarios, Run Regression Tests, Drive Billions of Virtual Miles





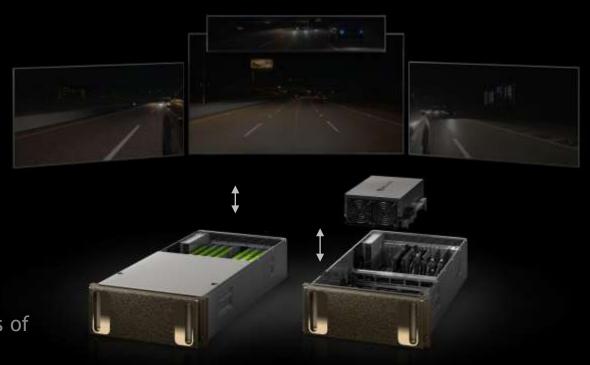
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AV VALIDATION SYSTEM

Virtual Miles

Virtual Reality AV Simulator

Same Architecture as DRIVE Computer

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MULTI-SENSOR SIMULATION



Setting Up The Environment

NVIDIA DRIVE END-TO-END PLATFORM



370 PARTNERS DEVELOPING ON NVIDIA DRIVE









CARS









TRUCKS









MOBILITY SERVICES









SUPPLIERS









MAPPING









LIDAR



















STARTUPS

CAMERA /

KEY TAKEAWAYS

- 1. Understand end-to-end requirements of autonomous vehicle development
- 2. Al demands data center design built on dense GPU compute-at-scale
- 3. Consider the complete workflow of Al from experimentation to training to inference
- 4. Carefully weigh cost of productivity vs hardware cost alone = true TCO of DL
- NVIDIA best practices leads to TSTADI reference platform (Training, Simulation, Testing for Autonomous Driving Infrastructure)

