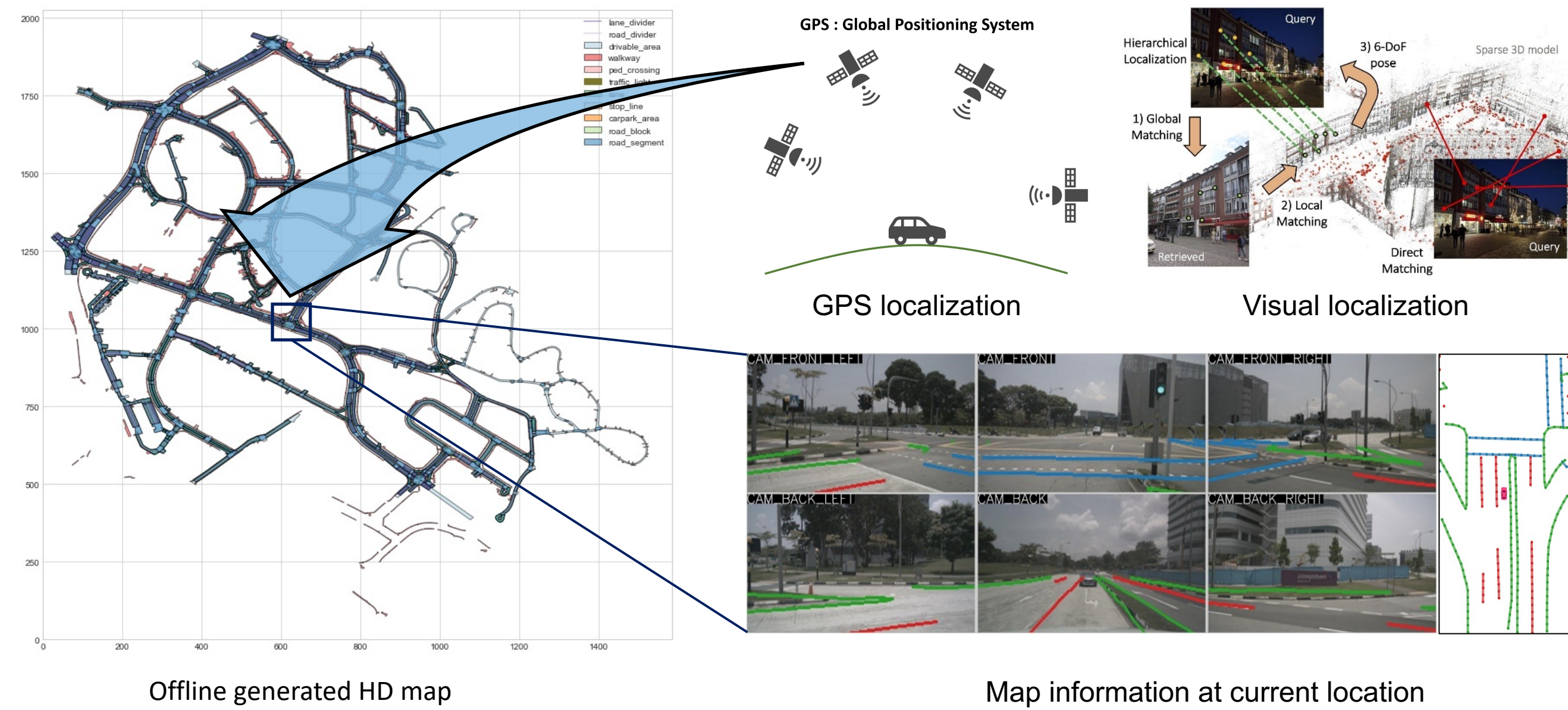




## Introduction

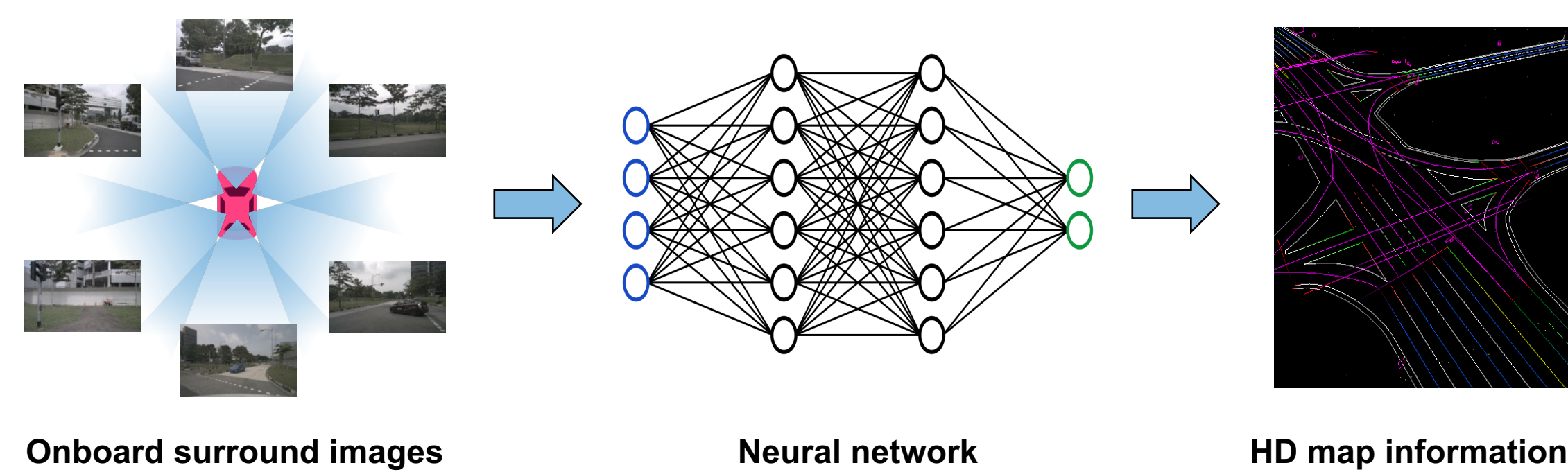
- Understanding road scene
  - Traditional approach: offline generated HD map and localization



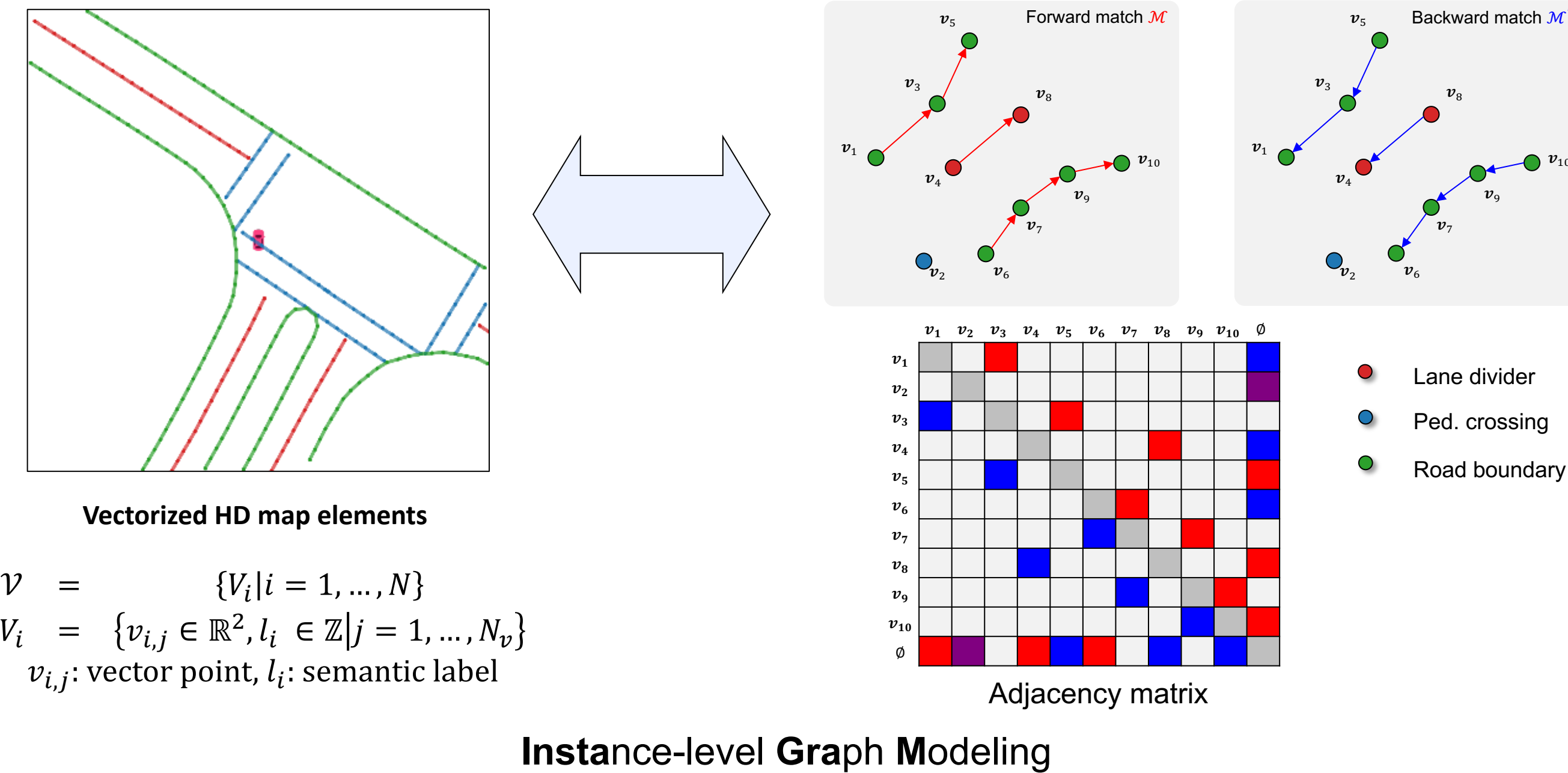
- Limitations
  - Requires offline mapping with multiple high-cost sensors and a large amount of resources
  - Relies on the accuracy of localization
  - Limits autonomous vehicles to operate in geographically restricted (unmapped) area

## Online HD map detection

- We propose neural network that predicts HD map elements

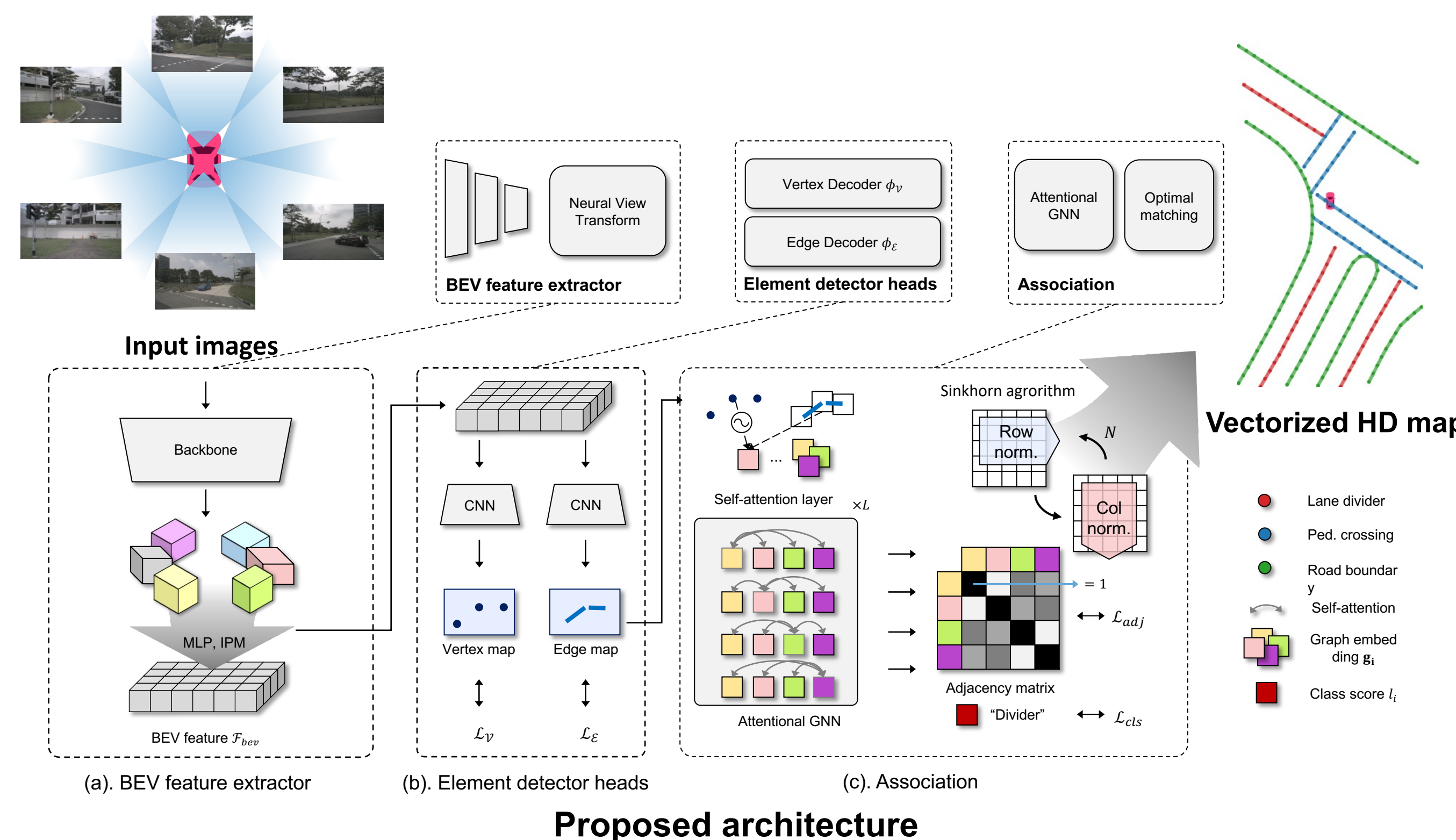


## Methodology

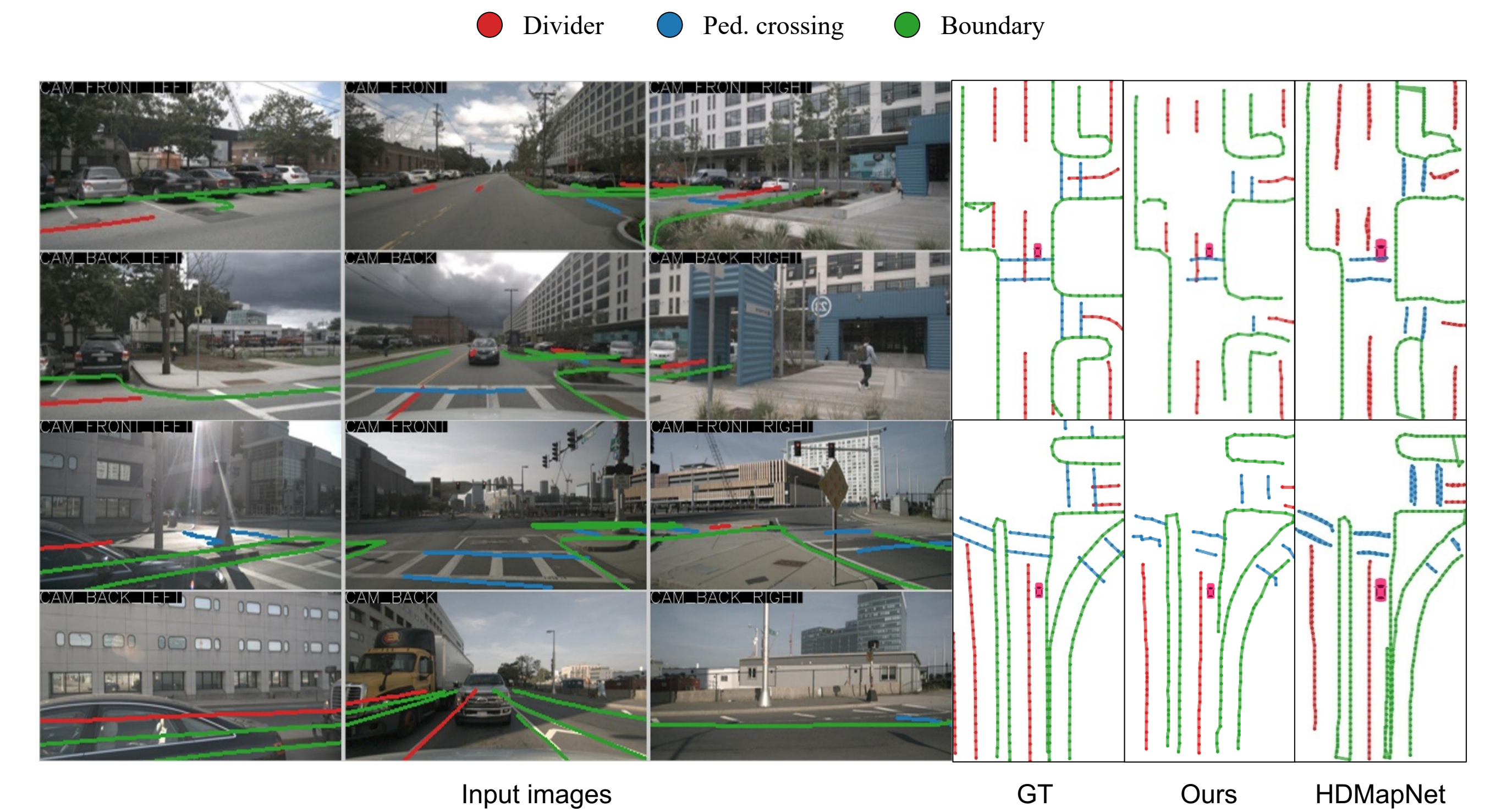


## Contributions

- We propose novel graph modeling of vectorized map elements that model s geometric, semantic and instance-level information
- On top of the proposed graph modeling, we present an end-to-end vectorized HD map learning network designed for real-time performance



## Experimental Results



Method	Modality	Backbone	Epochs	$AP_{divider}$	$AP_{ped}$	$AP_{boundary}$	mAP	FPS
HDMaNet	L	PP	30	24.1	10.4	37.9	24.1	-
HDMaNet	C+L	EffNet-B0 & PP	30	29.6	16.3	46.7	31.0	-
HDMaNet <sup>1</sup>	C	EffNet-B0	30	21.7	14.4	33.0	23.0	0.6
Ours	C	EffNet-B0	30	40.8	30.0	39.2	36.7	20.3

VectorMapNet	L	PP	110	37.6	25.7	38.6	34.0	-
VectorMapNet	C+L	R50 & PP	110	50.5	37.6	47.5	45.2	-
VectorMapNet <sup>2</sup>	C	R50	110	47.3	36.1	39.3	40.9	3.0
Ours	C	EffNet-B4	30	47.2	33.8	44.0	41.7	18.2

<sup>1</sup>Li et al. HDMaNet: An Online HD Map Construction and Evaluation Framework. ICRA 2022

<sup>2</sup>Liu et al. VectorMapNet: End-to-end Vectorized HD Map Learning. ICLR 2023

## Conclusion & Future Work

### Conclusion

- InstaGraM stably predicts the structure of the map elements
- Proposed instance-level graph modeling and network outperforms comparison models by up to 13.7 mAP, with up to 33× faster computation

### Future work

- Extend to temporal aggregation with vehicle poses for a complete mapping of environment (automatic HD map generation)