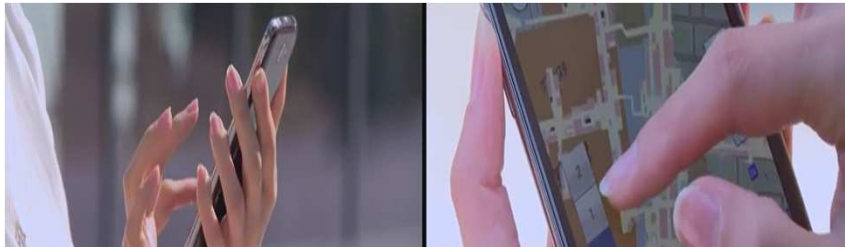


Highly Efficient HD Map Creation: Accelerating Mapping Process with GPUs

Have you ever travelled to Tokyo?



How did you get to your destination?

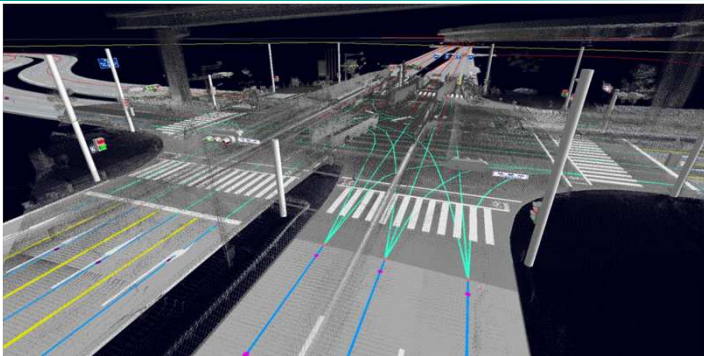


- Founded in 1948 in Beppu, Oita Prefecture of Japan as a publisher of tourist maps
- Over 60 years in the mapping arena
- Maps covering 100% of Japan residential areas



What's an HD map?

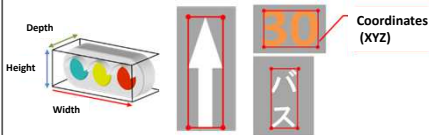
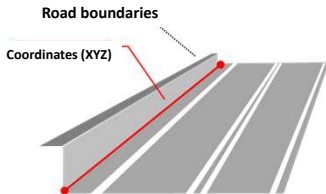
HD (High Definition) Map



Highly detailed and precise 3D map for autonomous driving

3D Geometry

- ✓ Lane marks, road boundaries, traffic signs, signals etc.
- ✓ Polylines or polygons
- ✓ Latitude, longitude, altitude
- ✓ Height, width, depth
- ✓ **Sub-meter accuracy to WGS84**
 - Car-navigation 10 meter



How it is used in autonomous driving?

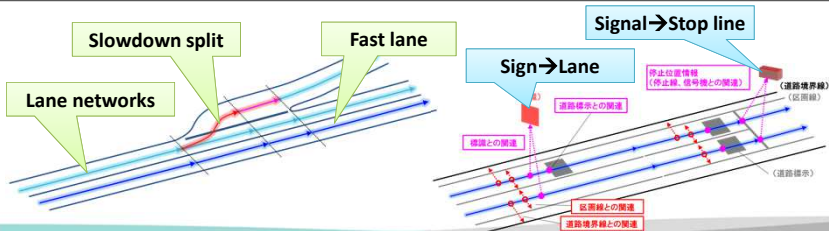
More precise localization in various conditions (e.g. inside tunnels) than GPS only



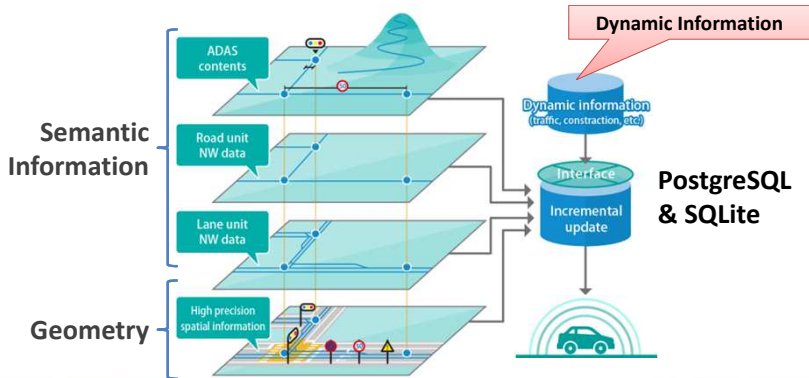
- With the given camera parameters, project map elements to the camera view
- Calculate the accurate camera (car) position and orientation assuming that the map is correct

Semantic Information

- ✓ Meaning of the road scene
 - ✓ Traffic rules, road element associations, etc.
- **Autonomous Driving: Lane level navigation, safe & efficient path planning**



Data format: ZENRIN Geospatial data Model (ZGM)

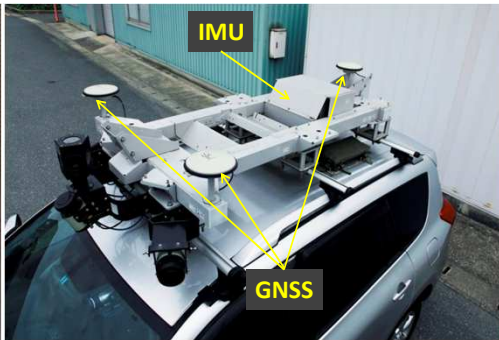


How to create an HD Map?

Typical HD mapping process

- 1. Data collection**
- 2. Data processing**
- 3. Verification**

Step 1. Data collection → Survey vehicle



Massive volume of data!

→ **Maximum Approx. 1TB of data per car per day**

High Resolution 2D Image
>30M pixel



Dense Point Cloud Data
>700,000 points/sec

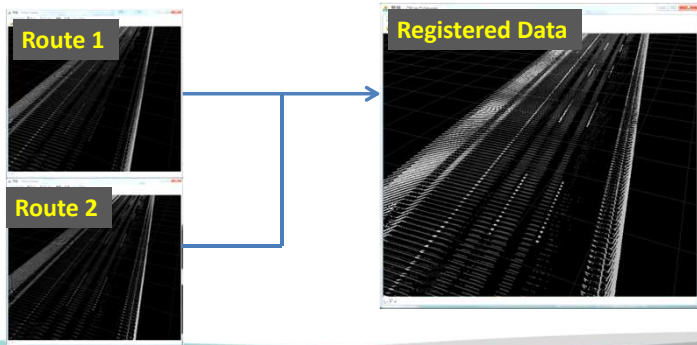


Other Sensor Data



Point cloud data registration

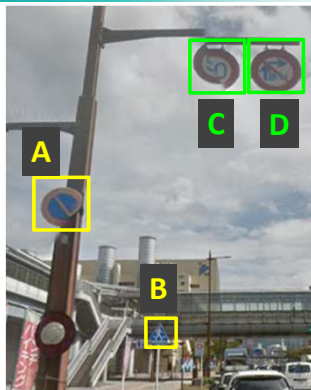
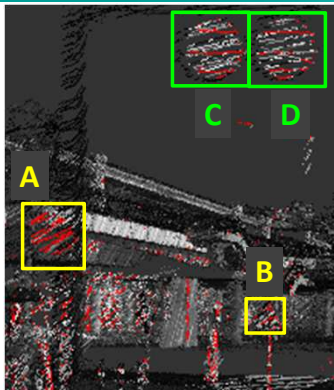
- Connecting data to create a 3D model of a certain area



Finding objects from the point cloud data



Verifying and understanding signs with 2D images



* Photo from Google Street View

Mapping & Step 3: Verification

- ✓ Primitive geometry extraction
- ✓ Annotation
- ✓ Quality assurance

→ In-house software tools



Mapping Japan is an extraordinary task...



Road Length: **1,218,772 km**



Traffic Signals: **207,000 units**



Traffic Signs : **9,790,000 units**

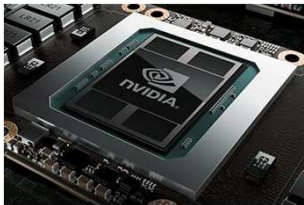
Ref. WHITE PAPER ON TRAFFIC SAFETY IN JAPAN 2016, Cabinet Office

HD mapping challenges

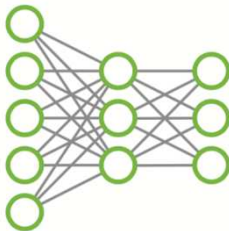
- ✓ **Massive volume data processing**
- ✓ **Huge computing resource & time**
- ✓ **Skilled operators. Lot's of operators...**
- ✓ **Keep updating the map**

Accelerating the mapping process

GPU



AI (DNN)



***DNN: Deep Neural Network**

What is MapWorks?

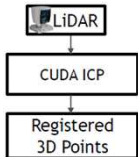
- NVIDIA's high performance mapping SDK
- GPU optimized data processing
- Advanced AI (DNN) for mapping

MAPWORKS SDK	DETECTION	LOCALIZATION & MAPPING	COMPRESSION	VISUALIZATION
	Detection/Classification	SfM & Stereo Reconstruction	Image & Video Compression	Point Cloud Visualization
	Primitive Extraction	Point Cloud Processing	Point Cloud Compression	HD Map 3D Visualization
	Sensor Fusion	Automatic Annotation of Fused Data	Sensor Data Input	
	Segmentation & Identification	Registration		



MapWorks: Point Cloud Registration

CUDA ICP



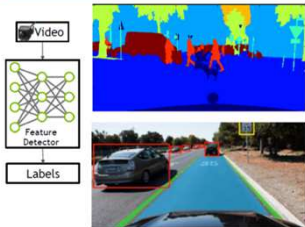
- ▶ Ubuntu, CUDA 8
- ▶ GP104 (2048 cores) - 1.6Ghz
- ▶ CPU Core i7-6700HQ - 2.8Ghz
- ▶ CUDA ICP vs CPU PCL
- ▶ 1 pair of frames registered
- ▶ Point to Plane ICP
- ▶ Filtered input of 3000 points



GP104	CPU (PCL)	GPU (CUDA)	Speedup
Time (ms)	75-80	16	4.6X - 5X

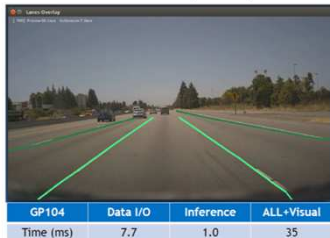
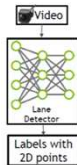
MapWorks: Detection/Classification

DETECTION



LANE DETECTION

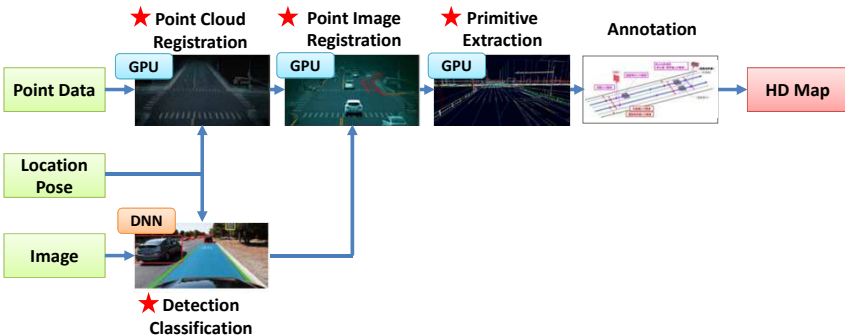
- Ubuntu, CUDA 8, TensorRT
- GP104 (2048 cores)
- 960x544 (RGB image)
- DNN trained for DriveWorks



11 NVIDIA
NVIDIA Confidential to ZENRIN under NDA

Concept of the new HD map creation pipeline

★: MapWorks Modules



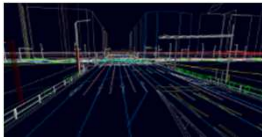
**Point Cloud
Registration**



**Point Image
Registration**

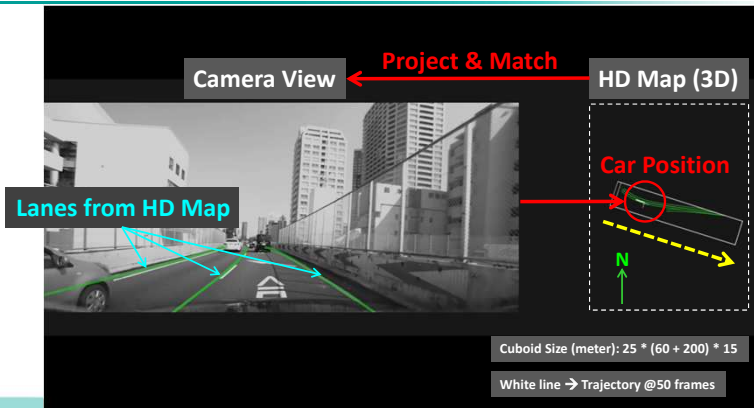


**Primitive
Extraction**



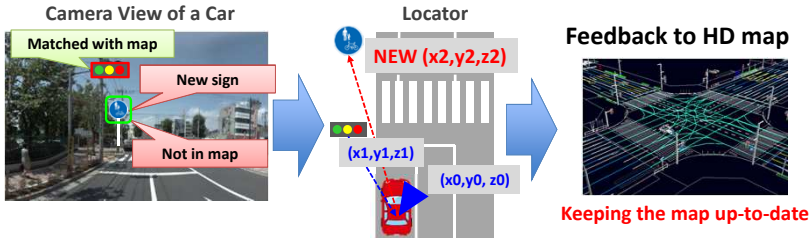
- **Processed with loss-less compression data format (NV Comp) from Velodyne LiDARs**
- **Saves memory footprint**
- **Maximizes the GPU throughput**

Demo: NVIDIA's locator with ZENRIN HD Map



Using feedbacks from locators to update the HD map

- Reliable and precise locators can detect real world changes and feed back to HD maps



Proof-of-concept: Mapping Japan

ZENRIN
Maps to the Future



Japan road preliminary benchmark: Traffic Signs

Test Data

A

Minato-ku, Tokyo Area
Approx. 1600m

B

Arakawa-ku, Tokyo Area
Approx. 350m

C

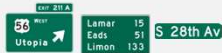
Mito-city, Ibaragi
Approx. 550m

Results

Number of Signs	116
Precision Rate	24.46%
Recall Rate	68.10%


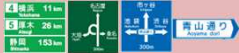






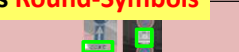
True Positive	79
False Positive	244
False Negative	37

US Traffic Signs



- DNN is trained with US traffic signs: Square board with texts & symbols
 - DNN probably detecting Japanese commercial sign boards as signs.
 - Japan general roads in urban areas are full of billboards.

Discussion on the False Negative detections

Sign Category	Recall Rate	US Style	JP Style
Guidance	28/29		
Warning	6/6		
Designation	2/3	N/A	
Regulatory	35/58		
Auxiliary	8/20		

Square-Text vs Round-Symbols

Both challenging

False Negative detections of Regulatory Signs

Examples



General Image processing issues	Occlusion	
	Illumination Change	
	Segmentation	14
	Scaling	
	Rotation	
	Translation	
Others	Possible untrained data style	9
Total		23

Future Work: Study & NN training with ZENRIN JP road Bigdata

- Total: 800M JPG geo-tagged images of JP roads
- 2Mkm drive. Photo taken every 2.5m
- Toll free narrow roads nationwide.



360 Camera



Panoramic Photo

Traffic Signs



Conclusion

Conclusion

- **GPUs and AIs can accelerate and automate the creation and updating of HD maps**
 - **Optimizing the pipeline to Japan roads with ZENRIN's mapping experience, knowledge and big data**
- Still have many technical challenges. Looking forward to discussing solutions and collaborating with you!**

Acknowledgement to:

Naoyuki Yura, Katsuya Misu, Kenichi Yoshii & Leonid Terenin
NVIDIA Japan

Thank You

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