



Creation and Deployment of HD Map Data

Dr. Gunnar Gräfe, 3D Mapping GmbH Tobias Knerr, FORWISS (University of Passau) Josef Schmid, Technical University of Applied Sciences Amberg-Weiden





Backend HD Map on the Safety Server



HD Map Data on the Safety Server





HD Map Data on the Safety Server







Importing the HD Base Map



Start with 3D Mapping's ground truth data:

- Parse the standard OpenDrive format
- Convert data to the Ko-HAF map DB schema







Exporting HD Map Data



- Web service provides map data to vehicles
- Encrypted communications via LTE
- Compact binary encoding
- Download of map data is possible on demand, can factor in...
 - current vehicle position
 - planned route
 - mobile radio network coverage
 - **...**

Exporting HD Map Data: Tiles







Exporting HD Map Data: Updates





Exporting HD Map Data: Updates





Exporting HD Map Data: PBF



- Encoding map tiles as Protocol Buffers
- Goal: Low bandwidth use on LTE connections
- Some optimizations:
 - Relative coordinates using variable-length integers
 - Indexed storage of strings
 - Format allows encoding updates as diffs



Exporting HD Map Data: SMAP





Exporting HD Map Data: SMAP



- Approximation using SMAP (Smooth Minimum Arc Paths)
- Smooth arc splines
- Maximum error can be freely chosen
- Provably minimal number of segments → memory usage
- Efficient representation in storage
- Efficient calculations, including:
 - curvature
 - distance
 - offset curves

Exporting HD Map Data: Evaluation

Tile 11316/8403

Frankfurter Kreuz

- On average: 70 kB per tile
- Largest tile: 381 kB





HOCHAUTOMATISIERTES



Exporting HD Map Data: Evaluation

- On average: 70 kB per tile
- Largest tile: 381 kB
- 14–33 kB/km (dual-carriageway motorways)
- 260 MB (± 80 MB) for Germany's motorways
- Planned re-use of the format for the @CITY research project



HD Map: Interactive Demonstration





September 19th & 20th, 2018



Frontend Sensor Data Upload



Communication Infrastructure





- In Ko-HAF a mobile network based vehicle to server communication is used
- The sensors data is uploaded from the vehicles via this mobile network communication to the server
- The HD-Map parts are sent from the server, hosted at the infrastructure provider, via LTE to the vehicle

From Sensor Data to Upload Data





- The amount of data recoded by sensors like LIDAR, RADAR or even cameras is very high
- The communication capacity of the mobile network is very limited compared to this data amount
- Data needs to be reduced

From Sensor Data to Upload Data





- Data reduction by pre-aggregation
 - Recoding data in the egoperspective with multiple frames per second
 - Transformation of the frame to a virtual top view
 - Pre-aggregation of multiple frames to road parts of a few hundred meters

Format of the Uploaded Data





- Relative coordinates with a segment
 - Global coordinate to refer a segment
- A segment contains all types of objects like lines, signs, ...

Communication Overview





Uploaded Data

- Borderlines
 - Туре
 - Color
 - Borderline samples
 - Covariances ...
- Street signs
 - Type
 - Attributes
 - Covariances ...





Line Aggregation





Uploaded Data



- Mobile Network
 - Cell Id
 - Network Type
 - RSSI

...

- Throughput
- Round Trip Time

CELL ID: ... RSSI: ... TP DL: ... ARFCN: ... CNT: ... GPS: ... TCPAnalyzer · AP1-Box

Demo: LTE Throughput Prediction





Demo: HD Map as a Virtual Sensor





September 19th & 20th, 2018





Thank you for your attention!

The contents of this presentation (including but not limited to texts, images, photos, logos, etc.) and the presentation itself are protected by intellectual property rights. They were created by the project consortium Ko-HAF and/or licenced by the project consortium. Any disclosure, modification, publication, translation, multiplication of the presentation and/or its contents is only permitted with a prior written authorisation by the consortium. © Copyright Project Ko-HAF, 2018, Contact: projektbuero@ko-haf.de

