



We own the middle mile.™



# Intelligent Mapping Solutions

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## Company Overview

Background

## The Leader In Autonomous Short-Haul Logistics

- Founded in 2017 by veterans of the autonomous technology industry
- Customers: Walmart, Kroger, Tyson Foods, Georgia-Pacific and more
- Current locations include Texas, Arkansas & Ontario (Canada)
- Expanding to new markets throughout 2025
- Use case leverages point-to-point movement of goods to optimize safety and efficiency and meet customer needs



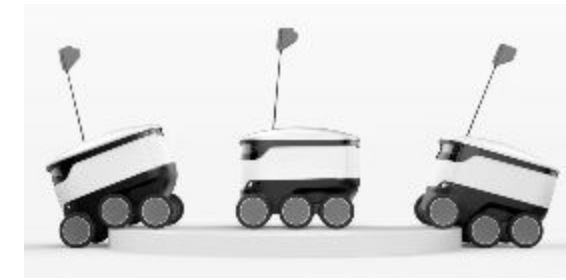
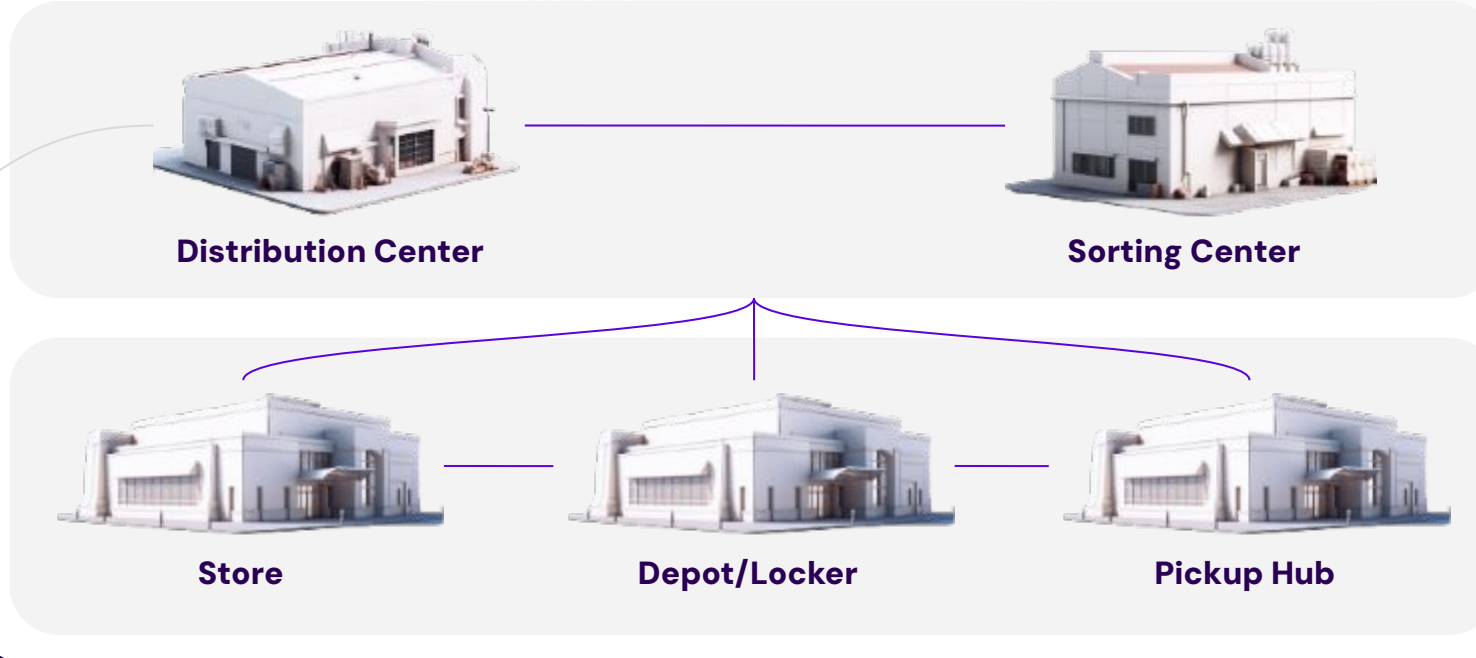


**Class 8 vehicles** for highway-only driving between hubs



**Distribution Center**

**Class 3-7 cold chain capable vehicles** for urban, semi-urban, and highway driving environments



**Slower moving vehicles** with limited capacity



**Home**

**Definition**

Highway only; hub-to-hub; Class 8; >400 miles

Highway & Semi Urban; DC-hub-store; short-haul; Up to 400 miles

Urban; store-to-home; smaller robots; 1-5 miles

**Technological Differentiation**

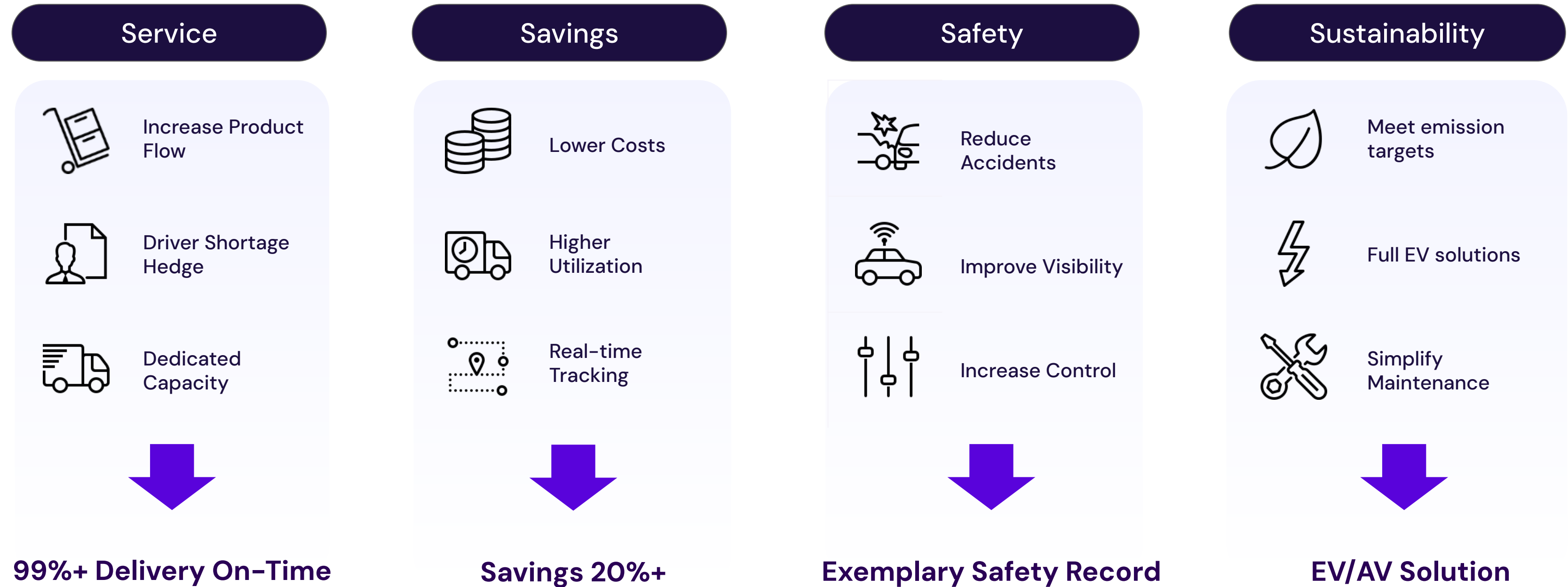
Highway-only capabilities

Purpose built technology for fixed & repeatable routes/networks. Tailored for urban, semi-urban & highway driving

Geofenced use-cases Leading to countless route combinations



# Making the Supply Chain More Responsive and Efficient

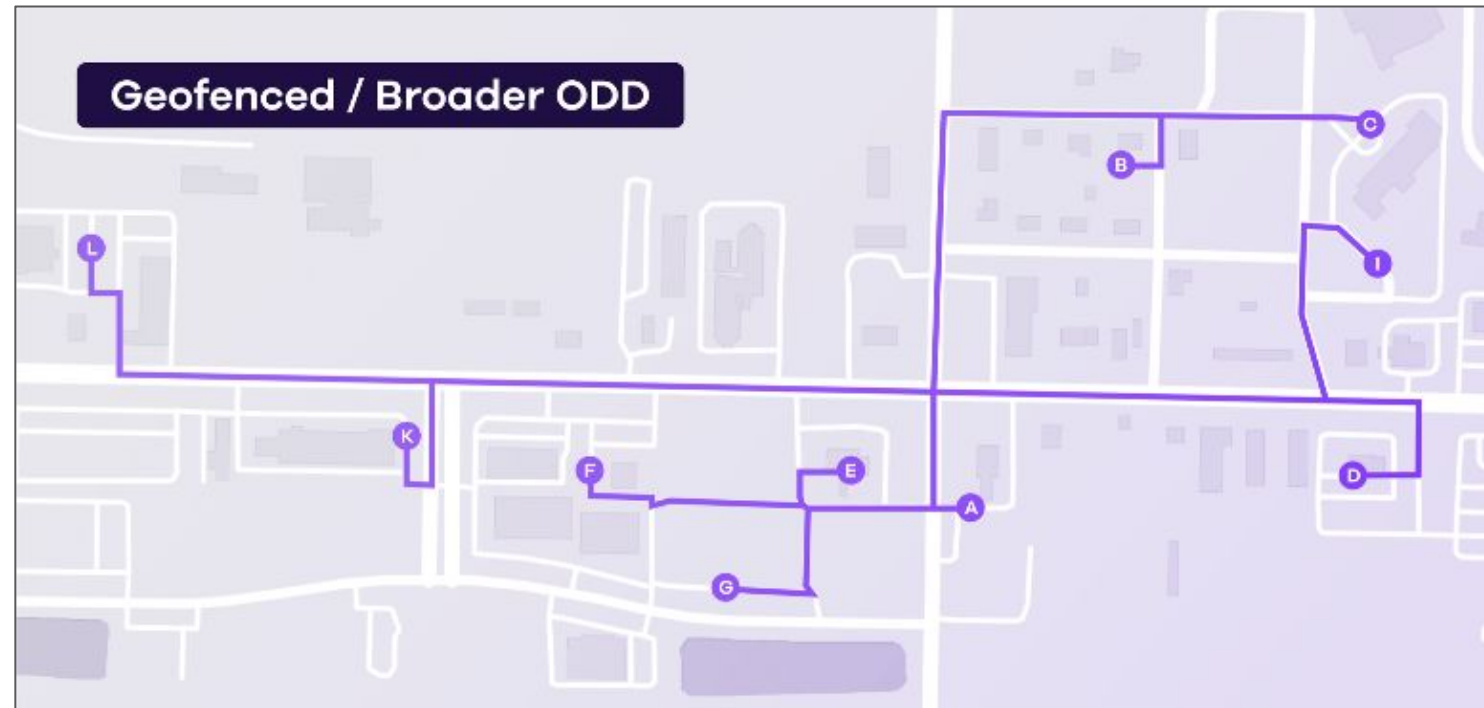


## Structured Autonomy

Customized solution for restricted route and roadway interactions **shorten validation time** and **optimizes for safe operations**

- **Hyper-Constrained** | Custom-fitting AV technology for known routes
- **Route Optimized for Safety** | Pre-defined and risk-mitigated

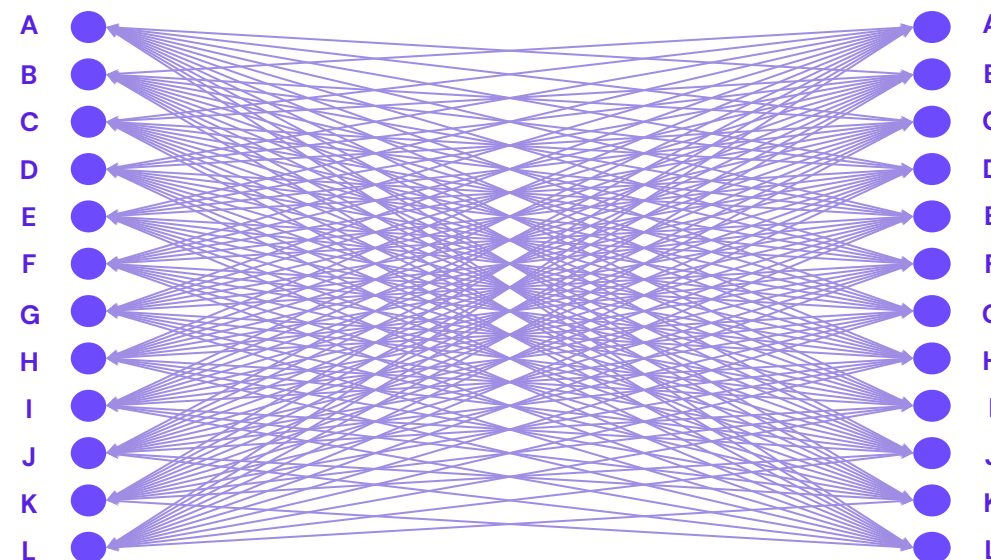
# Allows for Incremental Expansion of Operational Design Domain



- Broader ODDs like Geofenced regions: Value proposition is to enable transport between many to many locations. Solving for a single route doesn't really provide any value. **A given route connection may not even see any customer demand during service**
- Before deployment, each of these route variations need to be validated

Each route variation, might or might not provide value – but to enable the service all nodes need to be considered, developed and validated

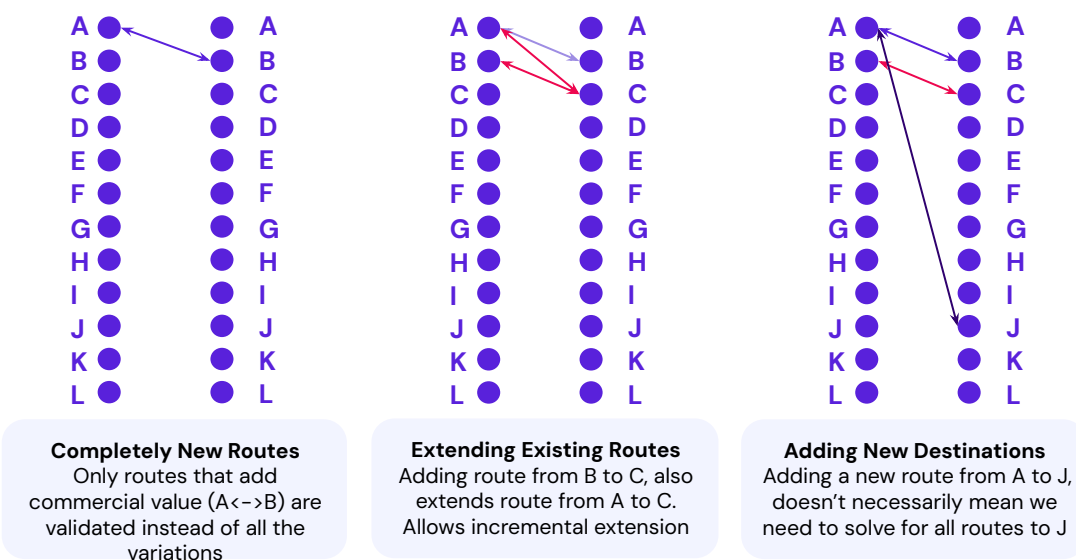
**Approach needs to be generalized and resources are required to be spent to validate all routes**



- Gatik's fixed route ODDs: Value proposition is to enable transport between one to one location. **Solving for a single route immediately provides value – Promise of trips – multiple times a day, 7 days a week**
- Before deployment, only specific route(s) needs to be validated.

Each route(s), provides guaranteed value for service.

**Targeted use of resources for development & validation of each route – also very high confidence validations**



**Completely New Routes**  
Only routes that add commercial value (A<->B) are validated instead of all the variations

**Extending Existing Routes**  
Adding route from B to C, also extends route from A to C. Allows incremental extension

**Adding New Destinations**  
Adding a new route from A to J, doesn't necessarily mean we need to solve for all routes to J



AI-inspired

## Mapping Approaches

\* Prepared together with Amir Yazdani, Sr. Research Scientist



## A Balancing Act

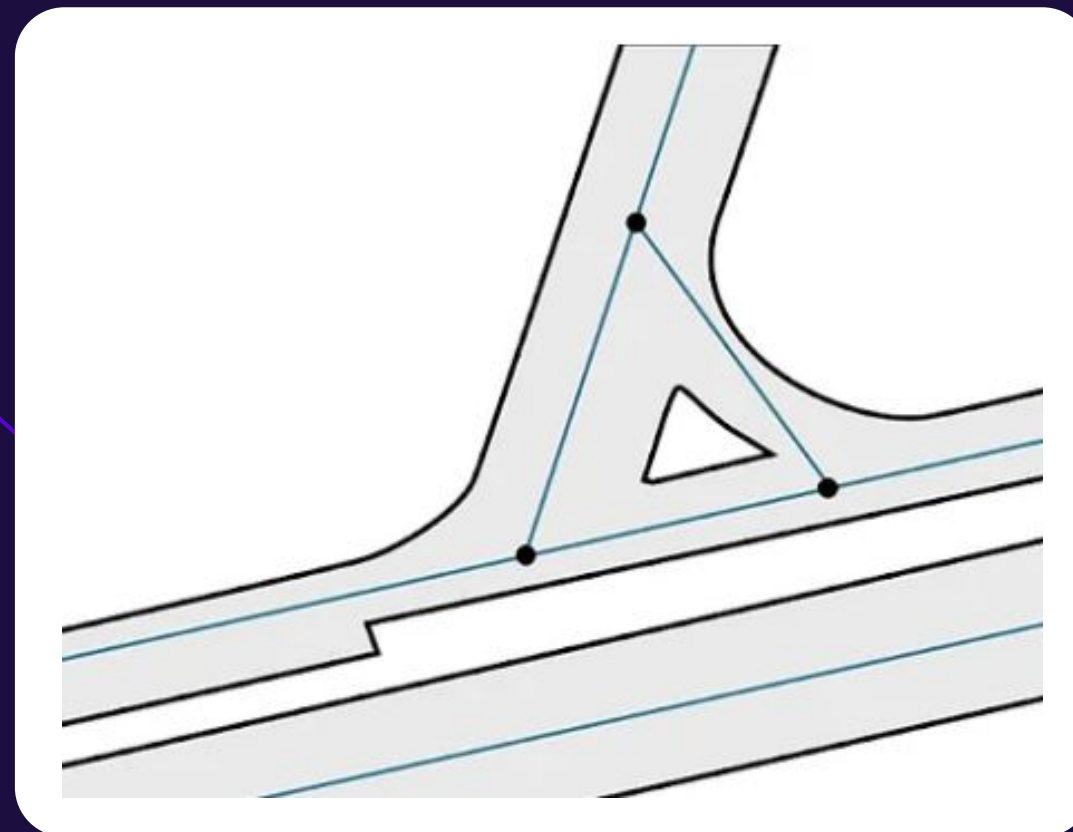
- 1 Safety
- 2 Efficiency
- 3 Cost



# Maps

## SD Maps

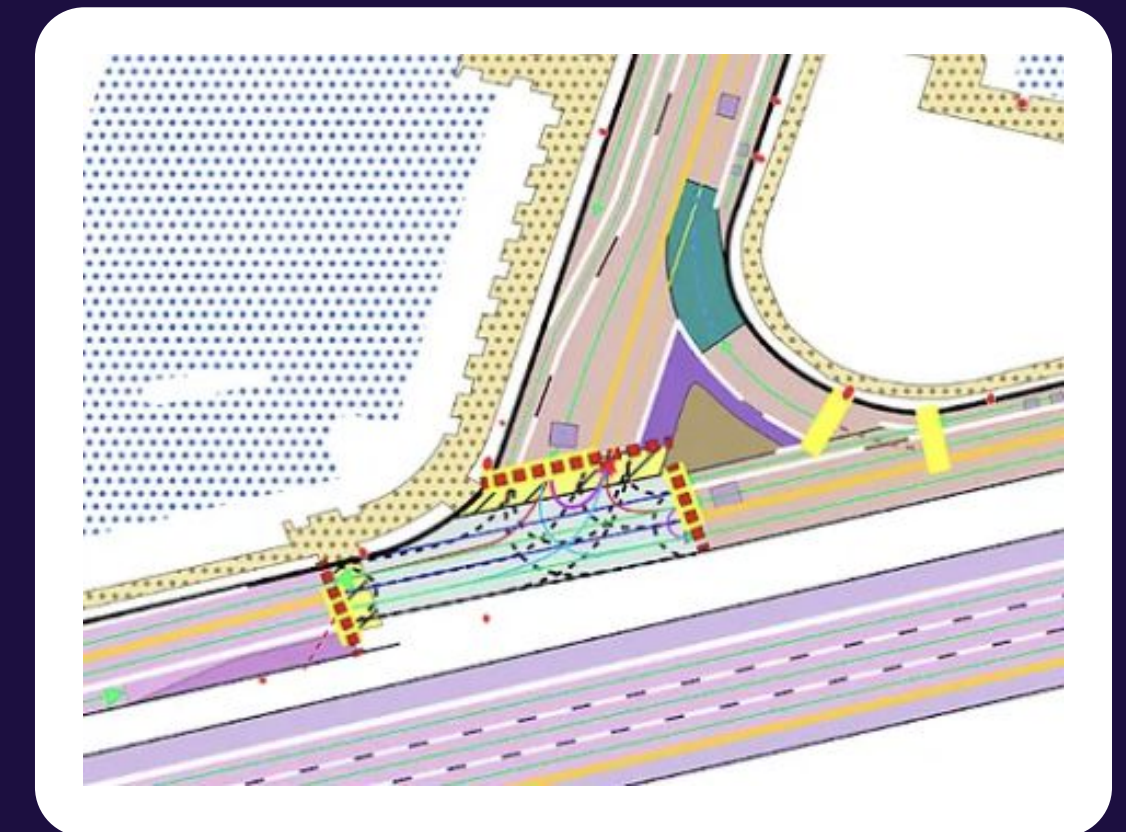
are available in abundance, but the information provided is very limited.



[ Woven by Toyota [blog](#) ]

## HD Maps

are costly and hard to adapt but are needed **now** for safe autonomous driving.



VS

# Rasterized vs Vectorized

## Rasterized Maps

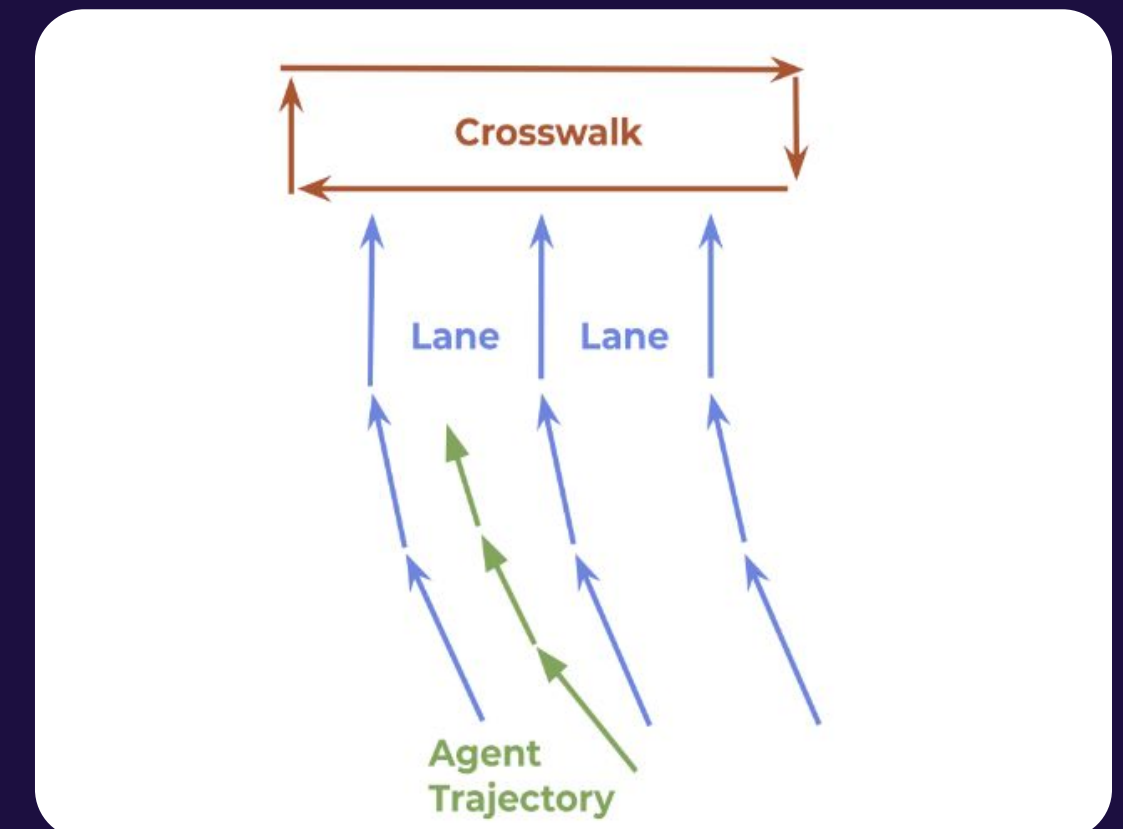
require CNNs, offer limited receptive fields and are computationally heavy.



[ "[VectorNet...](#)", Gao et. al., 2020 ]

## Vectorized Maps

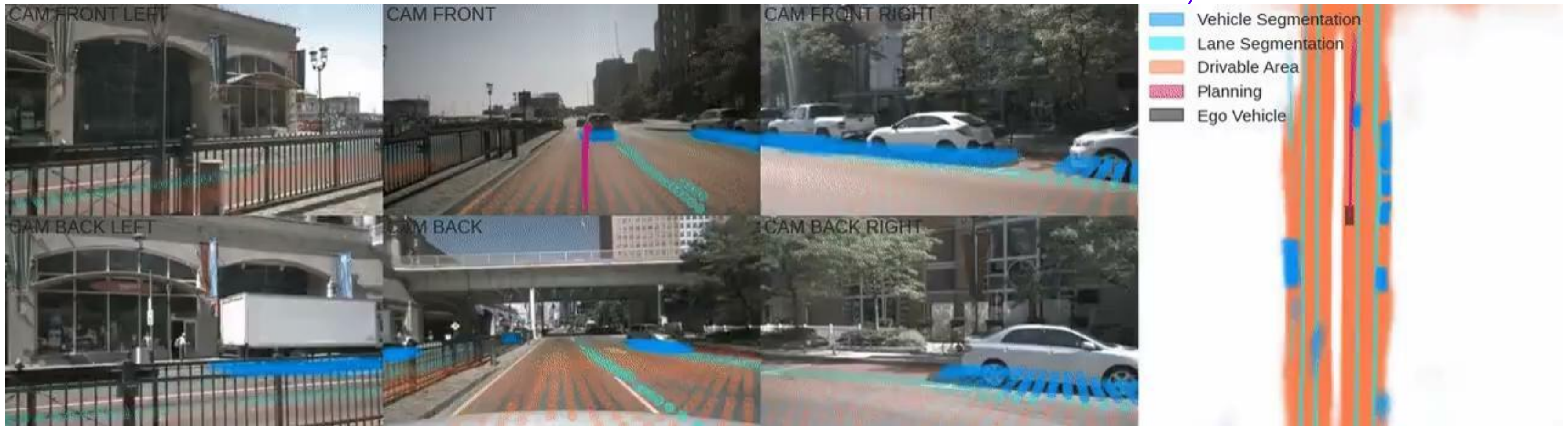
require GNNs / Transformers and offer polylines with attributes including map elements and motion trajectories



VS

Rasterized

# Rasterized Pixel HD Maps



[ "[Lift, Splat, Shoot...](#)", Phillion et. al., 2020 ]

Vectorized

# Vectorized Polyline HD Maps



[ "[MapTRv2...](#)", Liao et. al., 2023 ]

## Problem with HD Maps

- Cannot fully rely on pre-collected HD maps
- Need online adaptation for:
  - Road works
  - Closed lanes / roads
  - Map erros

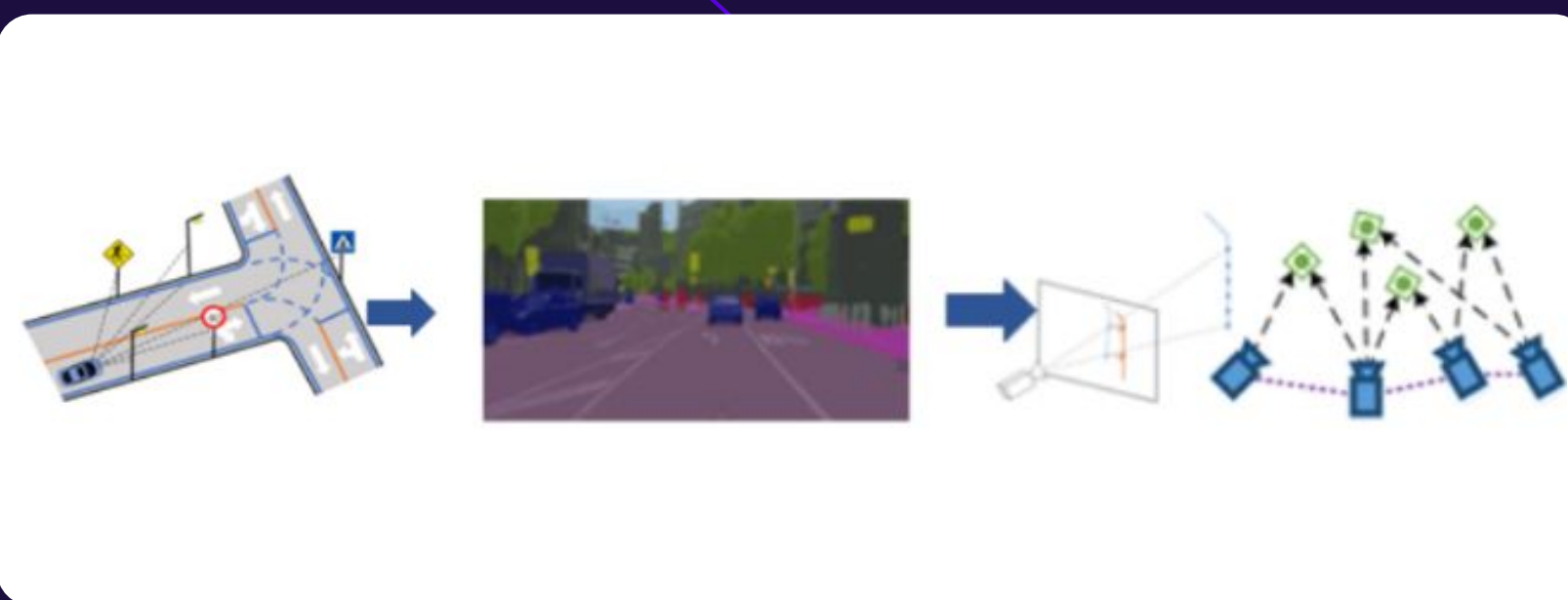


Online vs Offline

# Mapping

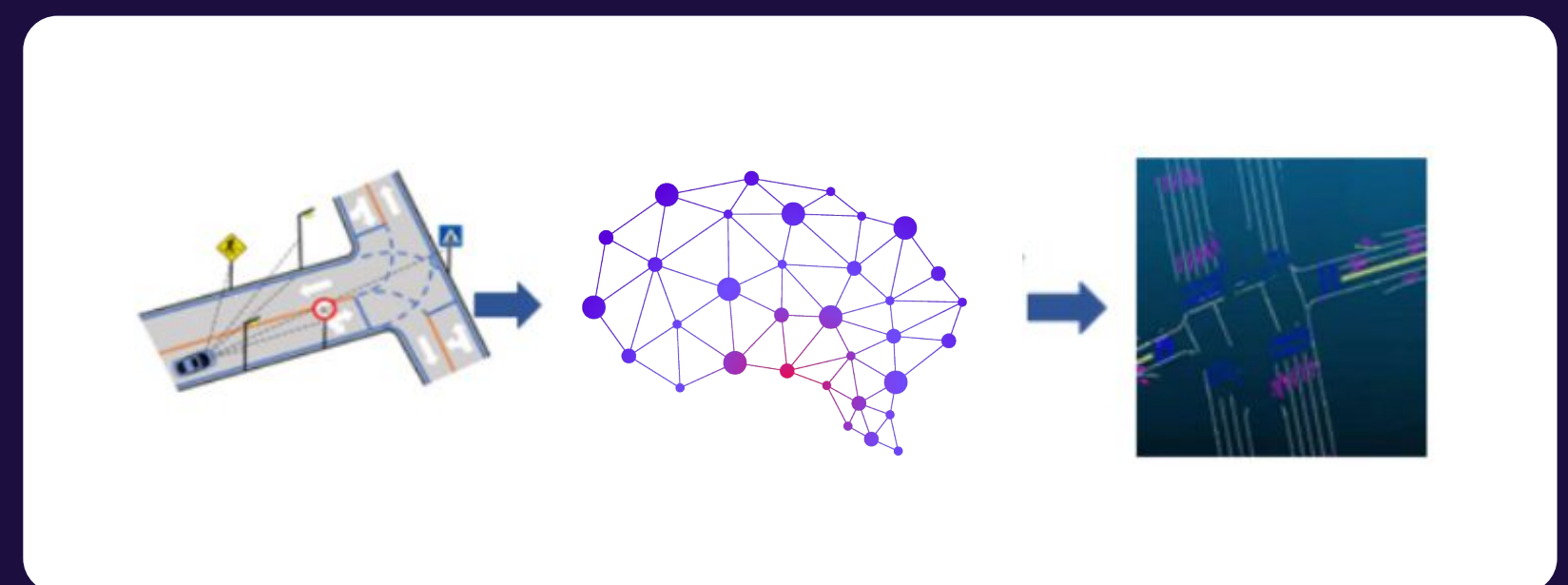
## Offline

Data collection process and assigned fleet using sensor data, rule-based algorithms and manual labor



## Online

Map is created / adapted during real-time driving using prior information and on onboard AI engine



VS

[ "[HD Maps Construction Based on Visual Sensor: A Comprehensive Survey](#)", Tang et. al., 2023 ]

# Online Mapping vs Offline Mapping

## Offline Mapping

## Online Mapping

**Sensors**

Abundant (even multiple vehicles)

Limited (by one vehicle)

**Cost**

High (due to manual labor)

Lower (due to automatic updates)

**Scalability**

Low (due to high cost and manual work)

High

**Quality**

High

Medium

**Computing/time requirements**

Mitigated (no need in real time)

High (real time processing and onboard HW)



# Challenges

- **Real-Time Processing**

- Maps must be updated as the vehicle moves through the space w/o delay

GPU accelerators to the rescue

- **Scene understanding**

- Series of traffic cones → a new lane boundary

High-level reasoning (e.g., by LLM/VLM)



# Challenges

- **Consistent representation**

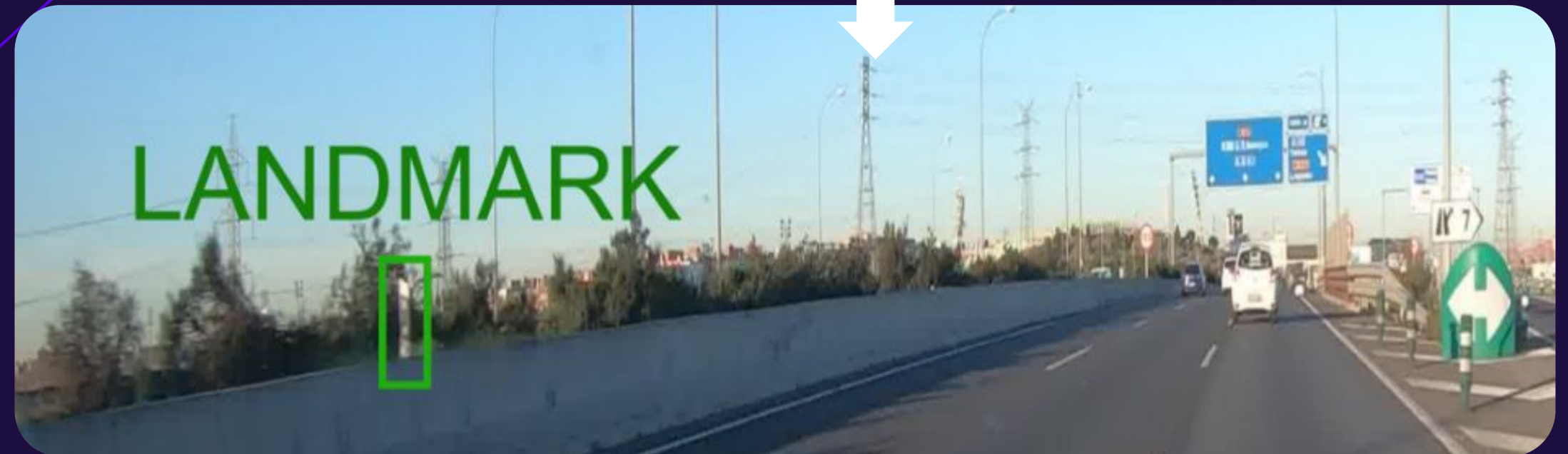
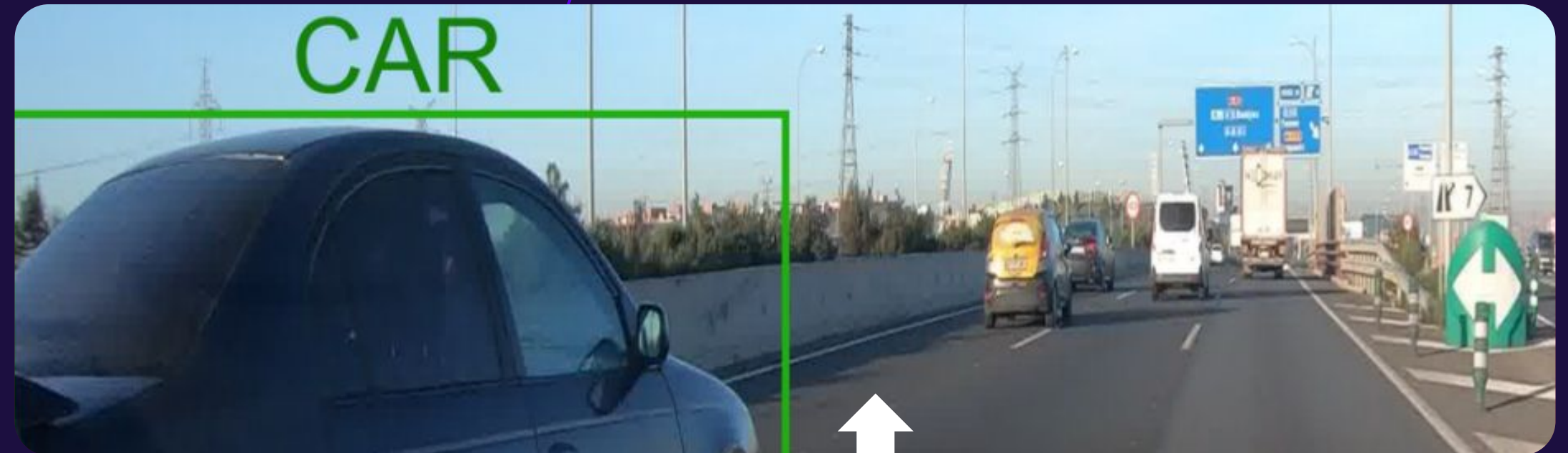
- Hard to maintain because of the *diverse geometric structures* of map elements in real time

Need **flexible** mapping format

- **Lack of information**

- Occlusion

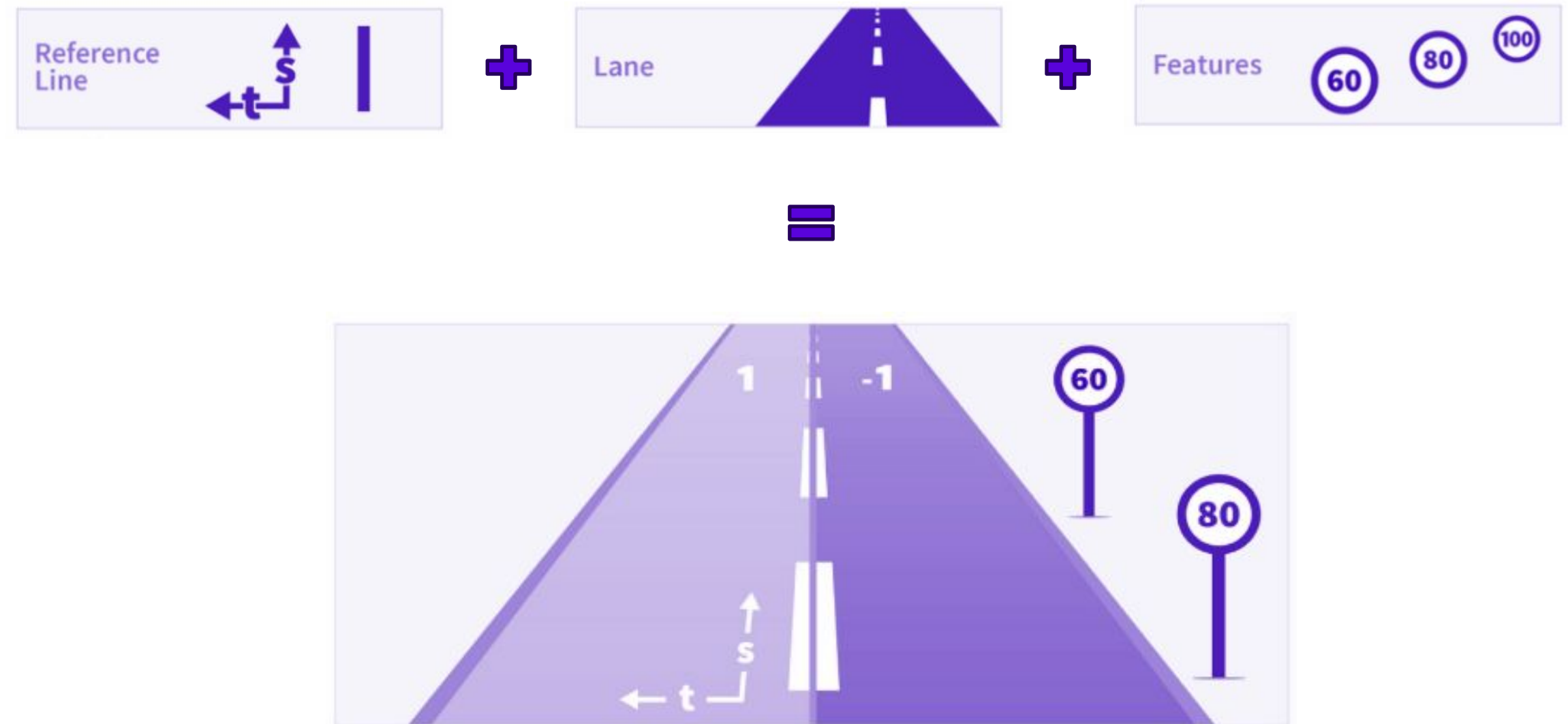
**Repeatable routes** help



[ "[Video-based Deep Matching for Object Occlusion Detection](#)", Samblas et. al.]

## Map Formats

- There is no unified format of an HD map
  - A variety of open and proprietary formats
- **Top-down representation**
  - Historically, one of the first format used by various companies since the beginning of 2000s
  - Representation of road as an imaginary center line
    - Any info about road element (e.g., lane) is added as an attribute to it
  - Extremely **complex** and **implicit** representation



# Map Formats: Flexibility

- **Bottom-up representation**

- **Lanelet2 (2018)**

- Primitives:

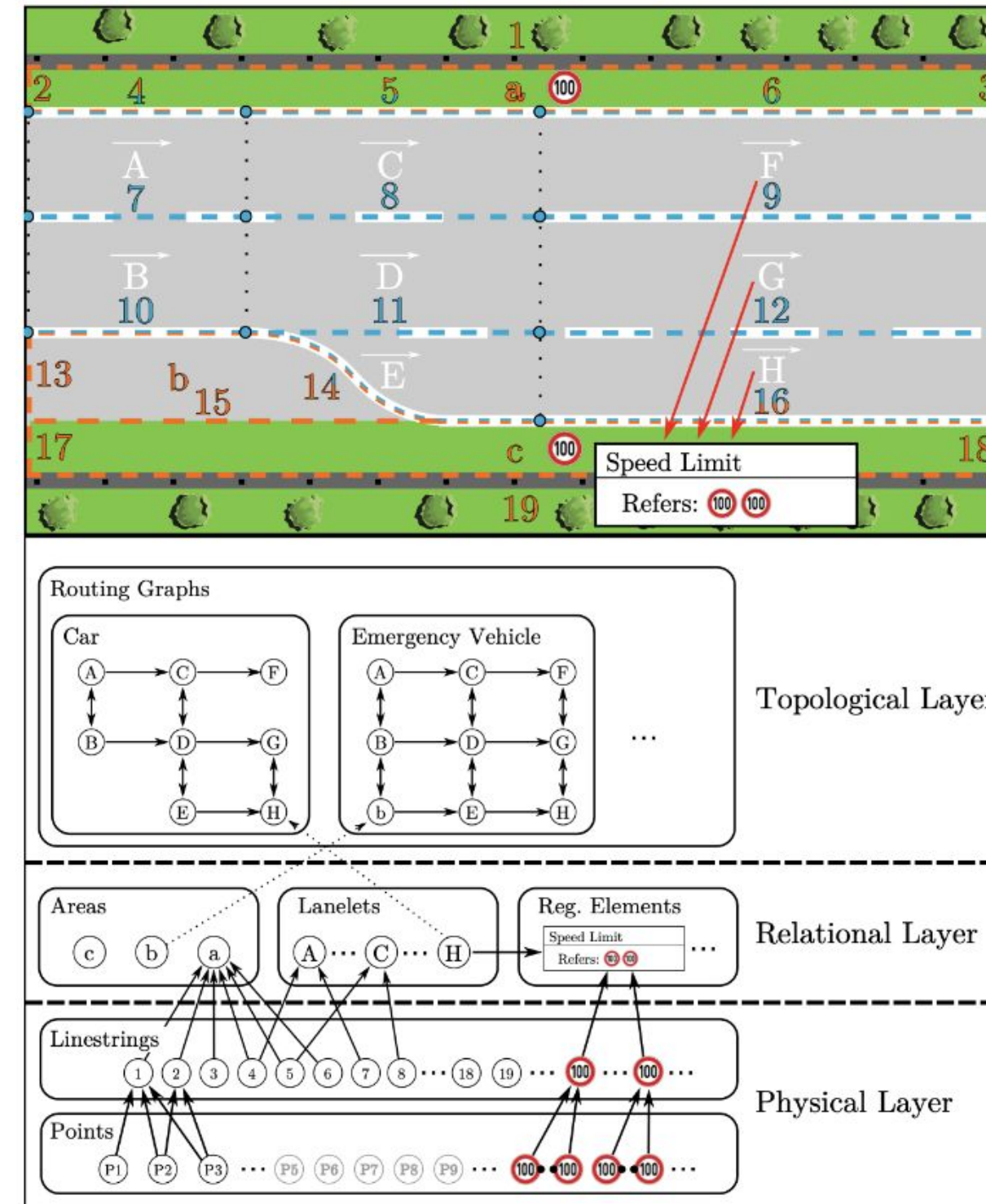
  - points > linestrings > polygons > lanelets

- A different approach: neighbourhood **relations!**

- Able to encode the **explicit** representation of lanes

  - Even **basic** scheme of **interaction** between an agent and a map element

- Incorporated in ROS 1/2



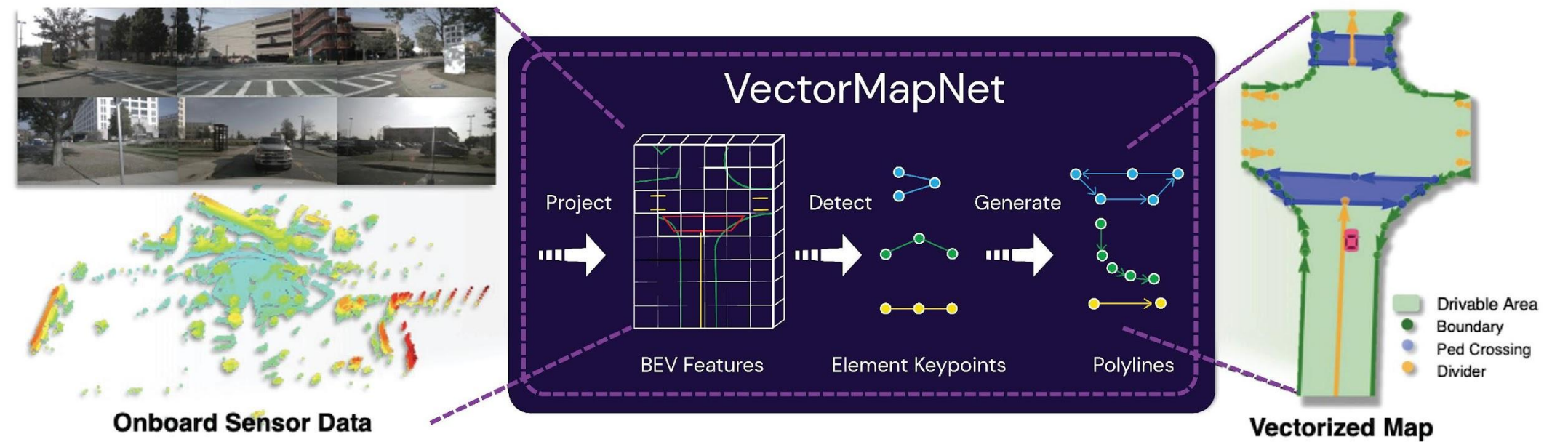
[ "[Lanelet2...](#)",  
Poggenhans et.  
al., 2018 ]

# No Prior Info Usage

Dependent on what prior information to use:

- **No prior knowledge**
  - Only perception input
  - **Use case:** baseline, initial creation

points > linestrings >  
polygons > lanelets

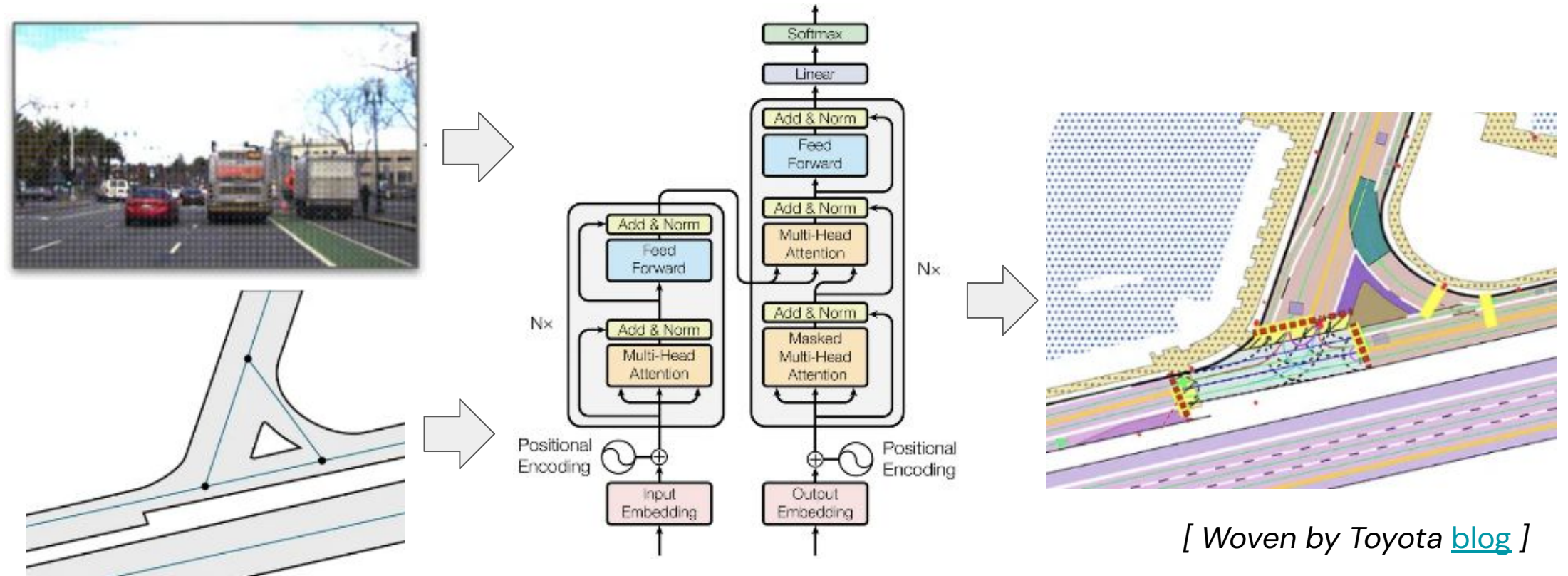


[ "[VectorMapNet...](#)", Liu et. al., 2022 ]

# Prior: SD Map

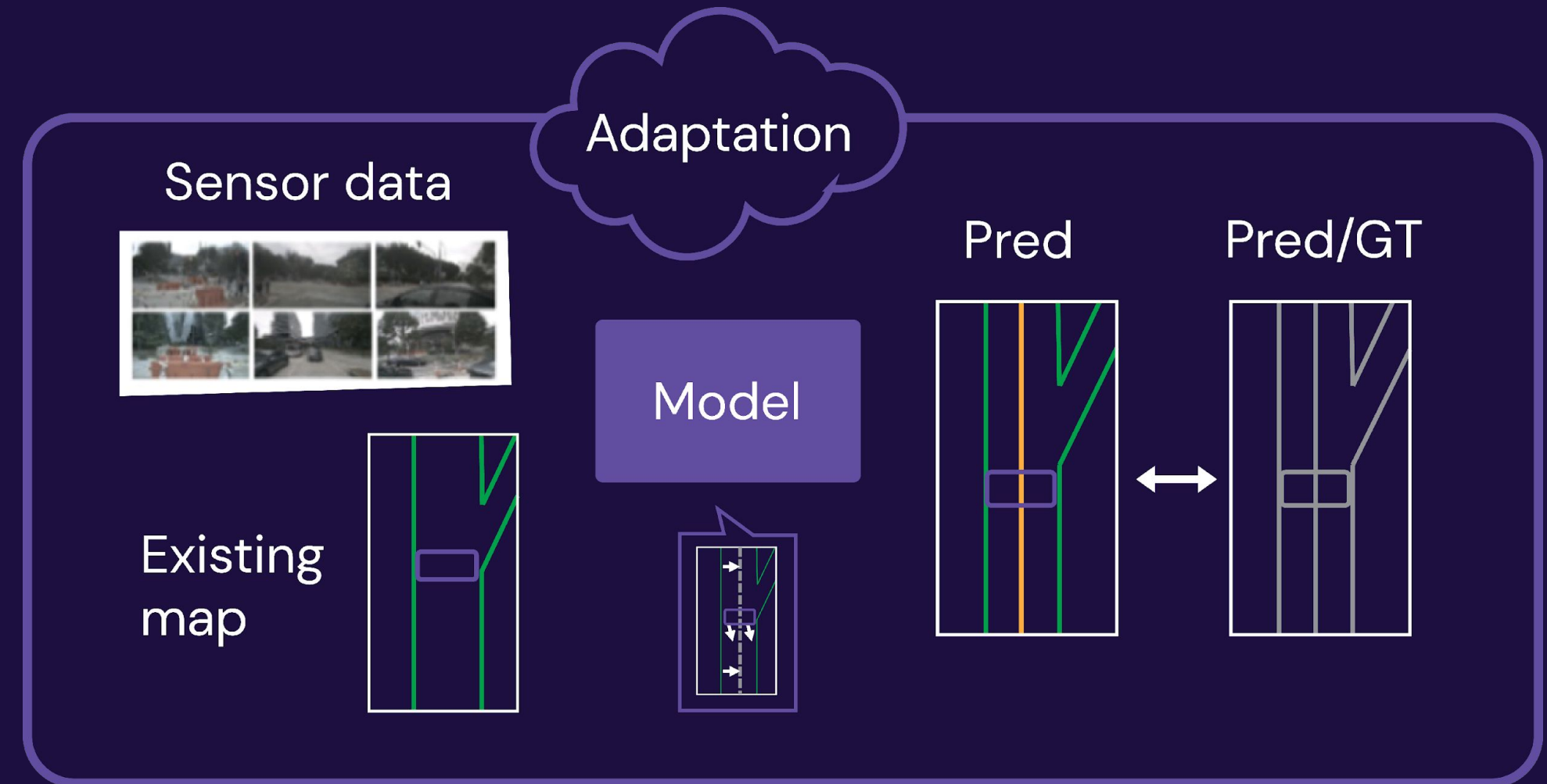
Dependent on what prior information to use:

- **SD (Standard Definition) map**
  - E.g., Google / OpenstreetMap
  - **Use case:** scaling / cost saving



## Prior: (old) HD Map

- **(Old) Previous version of HD map**
  - Can be partially wrong, inconsistent, outdated, etc.
  - **Use case** : continuous update of maps / providing the correct info for downstream
- Benefits a lot from repeatable routes!

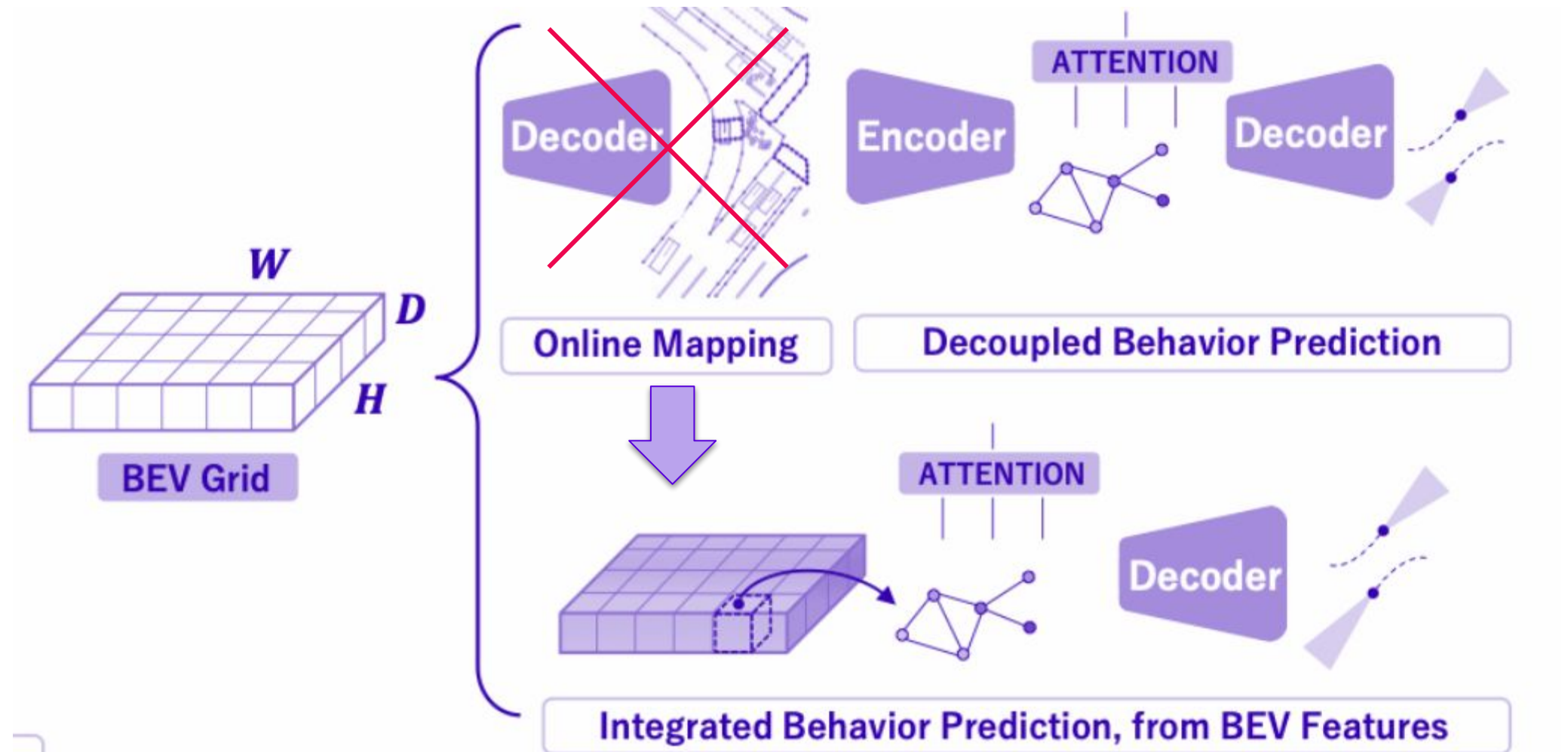


[ "[Mind the map!...](#)", Sum et. al., 2023 ]

## ...and even more!

We can even **remove** the **decoding** part and work completely on top of **latent representations**:

- **No explicit map output**
  - Can be applied literally to any method above by cutting out the last decoding stage
  - **Use case:** going toward *end2end* architecture w/o the need in interpretability
  - Can be hard to **validate** the correctness of the internal map representation



[ "[Accelerating Online Mapping...](#)", Gu et. al., 2024 ]





Conclusion

## Mapping

is a very important part of autonomous driving, permeating the whole Driving Stack

## Cost, Efficiency, and Safety

are the axes to consider the right choice of mapping approach

## AI-Driven Mapping

helps with the above axes, especially having **repeatable routes**

# Research Opportunities

- **We are hiring!**
  - Research Scientists
  - ML Infra Engineers
  - Directions:
    - Mapping
    - Perception
    - Behavior (Prediction and Planning)
    - End-to-end Systems
    - Simulation
    - Safety and Uncertainty
  - Apply here: <https://gatik.ai/careers/>

## All roles

Departments:  
Research ▼

AI Research Scientist, Behavior (Beyond Imitation)

Mountain View, CA

Apply now

AI Research Scientist, Behavior (GenAI)

Mountain View, CA

Apply now

AI Research Scientist, End-to-End Autonomy

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AI Research Scientist, Mapping

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AI Research Scientist, Perception

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ML Infrastructure Engineer, AI Research Team

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Apply now

Q&A

# Your Questions, Our Expertise

