

#### **GEOProcessing 2025**

**Presenter: Dr. Mohamed El-Darieby** 

A Workflow for Map Creation in Autonomous Vehicle Simulations Zubair Islam, Ahmaad Ansari, George Daoud, Mohamed El-Darieby





# Dr. Mohamed El-Darieby

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- Research Interest:
  - Deep Learning for Autonomous Systems.  $\bullet$
  - Vehicular Data
  - Intelligent Transportation Systems  $\bullet$

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# Impact and Importance

- AV Software Stack
  - Perception
  - Localization
  - Prediction of travel trajectory and planning  $\bullet$ future movement
- AV Development
  - Need to create tailored simulated environments
  - Safety Assurance
    - Millions (if not more) of testing scenarios
    - Simulation/software in the loop.
      - Hardware/vehicle in the loop



[3] Scenario-based testing architecture for automated driving systems.



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# HD Maps & AV

- Requirements
  - Essential
  - Accuracy
    - Centimeter-level
  - Reality
  - Flexibility in supporting driving scenarios
- Roads
  - Layouts  $\bullet$ 
    - Lane markings
    - Traffic infrastructure
- Road agents
  - Other cars,
  - Pedestrians, ...etc

Functional	<ul> <li>non-formal, human readable</li> <li>behavior-based description of a traffic scenario</li> <li>possibly containing a visualization</li> </ul>
Abstract	<ul> <li>formalized, machine readable, and declarative description (i.e. constraints on the happenings)</li> <li>closely tied to an ontology (or rather family of ontologies)</li> <li>efficient description of relations (e.g. cause-effect).</li> </ul>
Logical	<ul> <li>parameterized representation of a set of scenarios, where</li> <li>influencing factors are described by means of parameter ranges and distributions</li> <li>enables parameter variation</li> </ul>
Concrete	<ul> <li>a single scenario, describing exactly one specific scenery and chain of events with fixed parameters</li> <li>can, for example, be written as OpenDRIVE + OpenSCENARIC</li> </ul>

[4] Key terms in OpenSCENARIO DSL for AV simulation.



# Related Work

- Simulators
  - (e.g., AWSIM, CARLA, LGSVL)

  - Offered only a single simulation map, which represented a large city environment. • Documentation/Instruction given for manually creating custom environments
- Works with Complex Simulation Setup
  - Feng (2020): converts OSM data into simulation-ready maps for CARLA and LGSVL • Santonato (2020): Focused on CARLA; limited in compatibility with other simulators • Jeong (2022): HD map generation using LiDAR/GNSS data; scalability issues
- Works Requiring Expensive Real-World Data and AI Development • Li (2022): A deep learning-based method for HD map generation, offering high
- accuracy

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## Contribution

- A Workflow That:
  - Simplifies & streamlines the process of generating simulation-ready maps.
  - Creates environments as close to real-world as possible
    - Adaptable to any location available on OpenStreetMap (OSM)
    - Enables more realistic testing environments.
  - Uses open-source tools and minimal computational resources
- Enables Integration with AV Simulation Platforms:
  - With AWSIM: Generate a Lanelet2 OSM map and 3D mesh
  - With Autoware Integration: Produce Lanelet2 map and point cloud



# **3D Map Creation Workflow**





#### Workflow is available on Github [5]

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### **OSM File to 3D Mesh**



Picking a location in **OpenStreetMap [6] Exported as:** OSM File



OSM2World Viewer
<u>V</u> iew <u>C</u> amera <u>O</u> ptions <u>H</u> elp

Docker Container: OSM file converted into a 3D mesh in **OSM2World** [7] **Exported as:** 3D map files (OBJ, MTL, PNG)







### Point Cloud Generation



Docker Container: 3D mesh loaded into CloudCompare [8]





Docker Container: 3D Mesh Converted into Point Cloud *Exported as:* Point Cloud Data File

# Point Cloud Processing



Docker Container: Point Cloud loaded into Point Cloud Library (PCL) [9] with Docker Container: Point Cloud after further processing using PCL, resulting in a frontal view a top-down aerial view **Exported as:** Point Cloud Data File







### Lanelet2 OSM File Creation



Point Cloud loaded into Vector Map Builder [10]







Manually creating lanelets and parking spaces *Exported as:* Lanelet2 OSM File



# Latitude/Longitude Nullifier Script

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• This script [11] removes latitude and longitude fields from the Lanelet2 OSM file to prevent map issues in Autoware and AWSIM, ensuring the lanes don't extend beyond the map boundaries.

<pre>import xml.etree.ElementTree as ET</pre>
<pre>def update_lat_lon_to_empty(node):     # Set lat and lon attributes to empty strings     node.set("lat", "")     node.set("lon", "")</pre>
<pre>def update_lat_lon_in_file(input_file, output_file):     # Parse the XML file     tree = ET.parse(input_file)     root = tree.getroot()</pre>
<pre># Iterate over all elements and update lat and lon if both attributes are present for elem in root.iter():     if 'lat' in elem.attrib and 'lon' in elem.attrib:         update_lat_lon_to_empty(elem) # Save the modified XML to the output file tree_write(output file</pre>
<pre>def main():     # Check if the correct number of command line arguments is provided     if len(sys.argv) != 3:         print("Usage: python script.py input_file.xml output_file.xml")         sys.exit(1)</pre>
<pre># Get input and output file names from command line arguments input_file = sys.argv[1] output_file = sys.argv[2] # Update lat and lon in the input file and save to the output file update_lat_lon_in_file(input_file, output_file)</pre>
<pre>ifname == "main":     main()</pre>



```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <osm generator="VMB">
   <MetaInfo format_version="1" map_version="2" validation_version=""/>
   <node id="1" lat="43.34567092534" lon="-79.76723736903">
     <tag k="local x" v="-84.195"/>
     <tag k="local y" v="-60.0152"/>
     <tag k="ele" v="-0.0002"/>
   </node>
   <node id="2" lat="43.34575688904" lon="-79.76688411699">
     <tag k="local x" v="-55.7046"/>
     <tag k="local_y" v="-50.0454"/>
     <tag k="ele" v="-0.0002"/>
   </node>
```

Before

```
version='1.0' encoding='utf-8'?>
2 <osm generator="VMB">
   <MetaInfo format_version="1" map_version="2" validation_version="" />
   <node id="1" lat="" lon="">
     <tag k="local x" v="-84.195" />
     <tag k="local y" v="-60.0152" />
     <tag k="ele" v="-0.0002" />
   </node>
   <node id="2" lat="" lon="">
     <tag k="local x" v="-55.7046" />
     <tag k="local y" v="-50.0454" />
     <tag k="ele" v="-0.0002" />
   </node>
```



### Loading the Environment Into Autoware and AWSIM



Lanelet2 map and 3D model loaded in AWSIM [12]



💥 🔚 Interact 🔶 🍄 Move Camera 🗰 Select 🔶 Focus Camera 💻 Mea	asure	2D Pose Estimate 2D Goal Pose	2D Rough Goal Pose	👫 2D Dummy Pedestrian   🚘 2D Dummy Car 🛛 🕽 2D Dummy Bus	-
• AutowareStatePanel X				-> -> -> -> -> -> -> -> -> -> -> -> -> -	. D
Autoware Control		Р		15 👀 0 sec	~
Auto Local Remote Stop					
- Routing   Unknown Clear Route					
Localization   Uninitialized     Initialize with GNSS					
Motion   Moving Accept Start					
MRM State   Unknown					■ V
MRM Behavior   Unknown					C
Set Velocity Limit	•			(	
0 km/h					
Set Emergency					T T
RecognitionResultOnImage ×					
No Image					
<b>_</b> _					
					Vie

Point Cloud and Lanelet2 loaded in Autoware [13]

2D Checkpoint Pose
Displays
Global Options
/ Global Status: Ok
System
🖬 Map
Sensing
Localization
Perception
Planning
Control
🖿 Debug
and a second
Add Duplicat
/iews
: TopDownOrtho (rviz_det
Current View
Near Clip Distance
Target Frame
Scale
Angle
X
Y
ThirdPersonFollower
opDownOrtho
Save
Tool Desperting

### **Results: Initial Startup of AWSIM** and Autoware



**AWSIM** is started first, sending all sensor data to **Autoware** 

Vehicle localizes in **Autoware**, after receiving data from **AWSIM** 





### **Results: Planning a Parking** Scenario using Autoware



After setting a goal pose in a parking spot, **Autoware** calculates the route

### **Results: Parking Scenario Completed**



#### Car reaches goal in **AWSIM**

Car reaches goal in Autoware



# **Results Conclusion**

- Successful Simulation Testing:
  - completing a parking scenario in both AWSIM and Autoware.
- Real-World Potential:

  - more accessible.

• The workflow enables accurate AV testing in simulation environments, successfully

• The streamlined process demonstrates the ability to generate simulation-ready maps for various AV testing environments, enabling realistic testing and development. • Workflow is adaptable to various scenarios (e.g., parking lots, urban streets). • Reduces barriers to entry for researchers and developers, making AV simulation

# Future Work

- Improved Model Accuracy
- Integration of SLAM Technologies
  - limitations in current 3D model accuracy.
- Optimizing Workflow Compatibility
  - flexibility for diverse testing environments.
- Flexible Handling of Latitude and Longitude Values
  - Improve control over the nullification process to enhance map accuracy

• Enhancing the precision of generated maps to better represent real-world environments.

• Using SLAM to generate accurate point clouds for real-world deployment, addressing

• Expanding the workflow's compatibility with a broader range of simulators, ensuring

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