

Motivation

NDS.Live is the next important step in the evolution of automotive navigation and automated driving.

It enables the automotive eco-system to create and use map data with high update frequency, fast development cycles, and optimized operational costs.

"NDS.Live is not a database, it is a distributed map data system"



Goals within the NDS joint dev team

Business

- Demonstrate HERE ability to provide existing high quality ADAS data through new HERE NDS.Live service
- Demonstrate basic NDS.Live service setup and how NDS.Live users can discover it and register
- Demonstrate ability to optimize size of delivered content by providing content in NDS smart layers as requested by the client use cases

Technical

- Evaluate and improve the NDS.Live module model
- Evaluate and improve NDS.Live reference implementations for NDS.Live registry and smart server/client



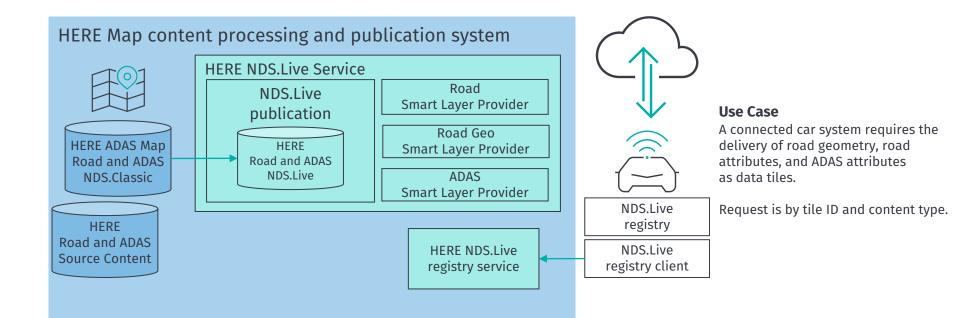
Team and tasks overview

How HERE supported the first NDS.Live implementation

- Low effort activity
- Done by a small team of 3 engineers
- within a time frame of 2 months and with only a low percentage of their time
- Result: Setup of basic NDS.Live service achieved
 - NDS.Live registry
- NDS.Live smart layer providers for roads and ADAS attributes
- Transcode existing NDS.Classic publication of ADAS Map into NDS.Live



NDS.Live Service Architecture







HERE ADAS Map Publication in NDS

A comprehensive automotive map publication for ADAS and eHorizon systems in NDS format

- Supporting ADAS/eHorizon use cases and is ADASIS v2 compliant
- ADAS features: Curvature, Gradient, Slope
- Includes road topology, various road attributes, advisory, average speed and speed limit attributes, warnings, restrictions, selected admin information
- Using most recent NDS 2.5.4 spec
- Published monthly as an NDS database and ...
- ... publication as tile-based on HERE Platform

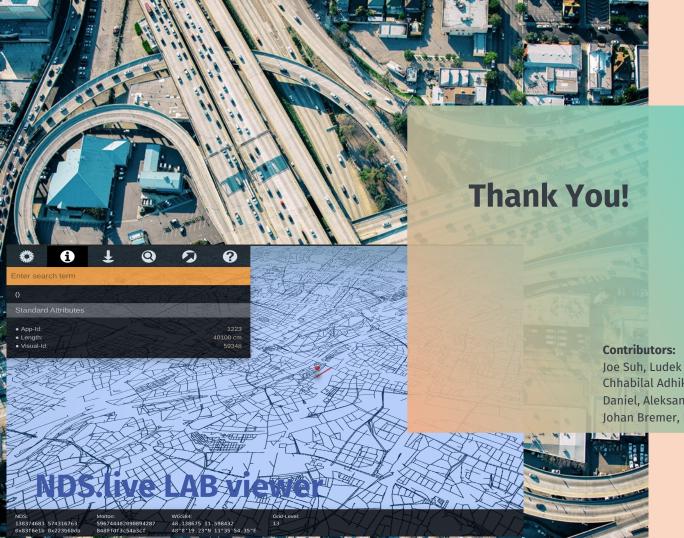


Next Steps for the joint development of NDS.Live

Demonstrate the ability of HERE to quickly and efficiently provide content according to new requirements, for example ...

- Make speed limits available as a new, additional content layer, without the need to process existing content layers again
 - → Only a new, additional speed limit layer is prepared and delivered







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