

## **NVIDIA and TomTom Develop Mapping System for Self-Driving Cars**

## TomTom Selects NVIDIA DRIVE PX 2 for Real-time HD Map Updating



**ERDAM—GTC Europe—Sept. 28, 2016—**NVIDIA and TomTom (<u>TOM2</u>), the Dutch mapping and navigation group, today inced they are partnering to develop artificial intelligence to create a cloud-to-car mapping system for self-driving cars.

ork combines TomTom's extensive HD map coverage, which already spans more than 120,000 km of highways and freeways, ne NVIDIA DRIVE™ PX 2 computing platform. Together, the solution accelerates support for real-time in-vehicle localization apping for driving on the highway.

A co-founder and CEO Jen-Hsun Huang announced the collaboration at the company's inaugural GTC Europe, a regional n of its annual GPU Technology Conference in Silicon Valley, now in its seventh year.

driving cars require a highly accurate HD mapping system that can generate an always up-to-date HD map in the cloud," said songor, vice president and general manager of Automotive at NVIDIA. "DRIVE PX 2 for AutoCruise provides TomTom with a me, in-vehicle source for HD map updates."

<u>VIDIA DriveWorks</u> software development kit now integrates support for TomTom's HD mapping environment. The open in is available for all automakers and tier 1 suppliers developing autonomous vehicles.

collaboration is an important step for TomTom," said Willem Strijbosch, head of Autonomous Driving at TomTom. "Combining phly accurate HD maps with NVIDIA's self-driving car platform will enable us to propose new features to automakers faster, refere to make autonomous driving a commercial reality sooner."

<u>Europe</u> attendees can see firsthand what goes on inside the brain of a self-driving car. Demonstrations of the DRIVE PX 2 AI mputer and NVIDIA DriveWorks software for object detection, free space calculation, map localization and path planning will display at the event, Sept. 28-29, at Amsterdam's Passenger Terminal building.

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