

VQ-Map: Bird's-Eye-View Map Layout Estimation in Tokenized Discrete Space via Vector Quantization

Yiwei Zhang · Jin Gao · Fudong Ge · Bing Li

Zhaoxiang Zhang · Haibin Ling · Weiming Hu

State Key Laboratory of Multimodal Artificial Intelligence Systems(MAIS), CASIA

School of Artificial Intelligence, University of Chinese Academy of Sciences

School of Information Science and Technology, ShanghaiTech University

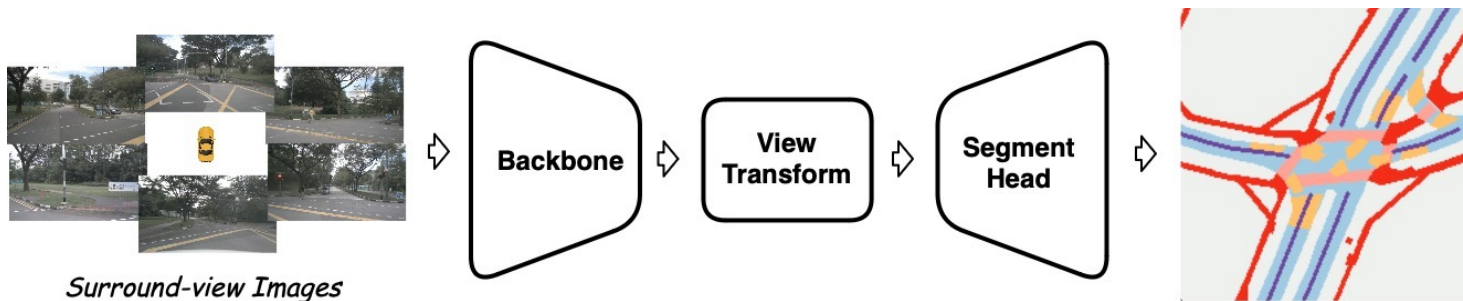
Center for Artificial Intelligence and Robotics, HKISI, CAS,

People AI Stony Brook University

Background and Motivations



BEV Map Segmentation Pipeline for Map Layout Estimation



Many challenges

- Occlusion
- Low resolution
- Unfavourable imaging conditions

Inaccurate dense BEV features

Incoherent and Unrealistic results

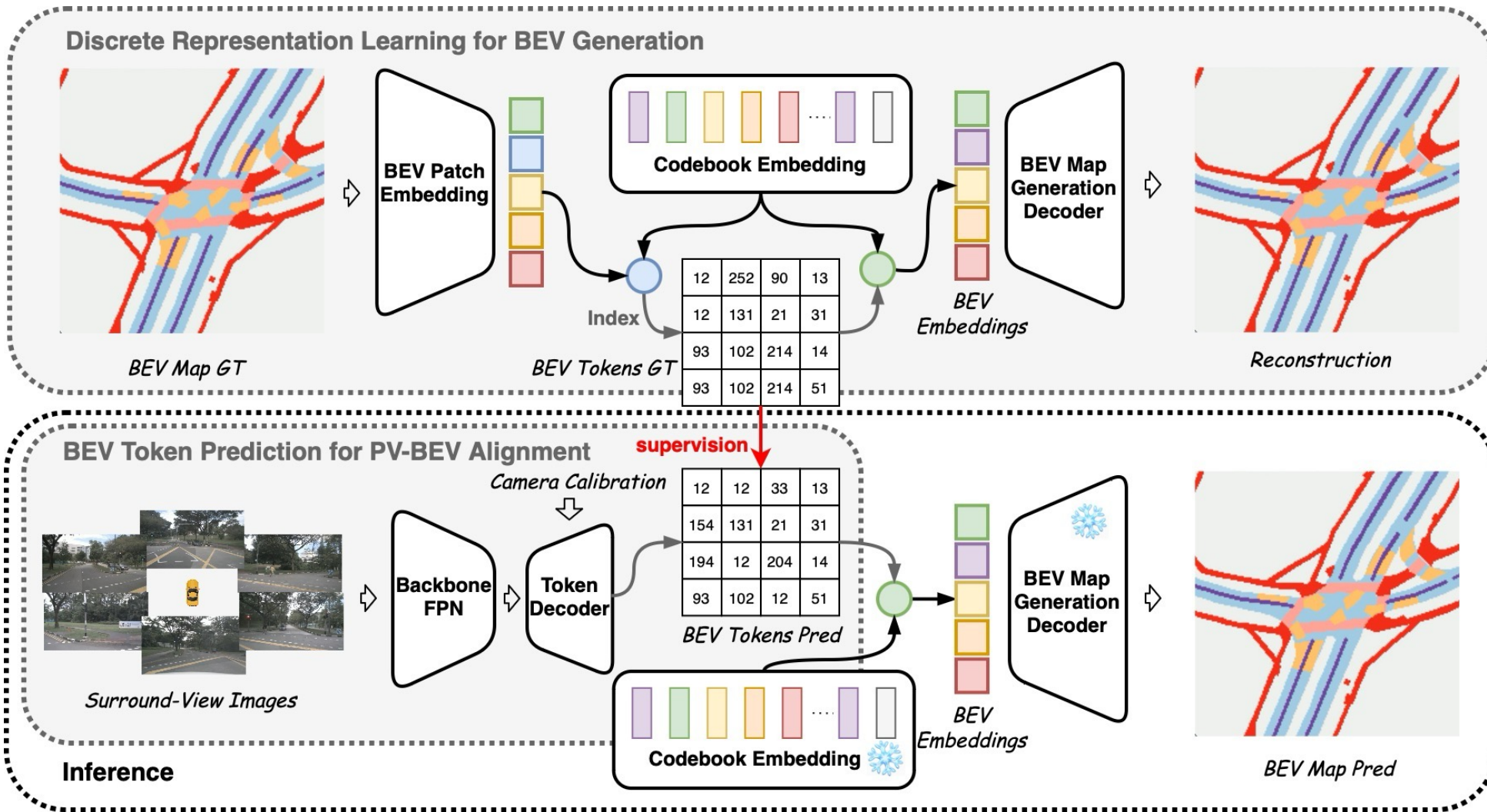
Lack of Prior knowledge



Leverage **generative** models to learn this prior knowledge

*How to align the **PV** features with the generative models to facilitate BEV map estimation*

VQ-Map

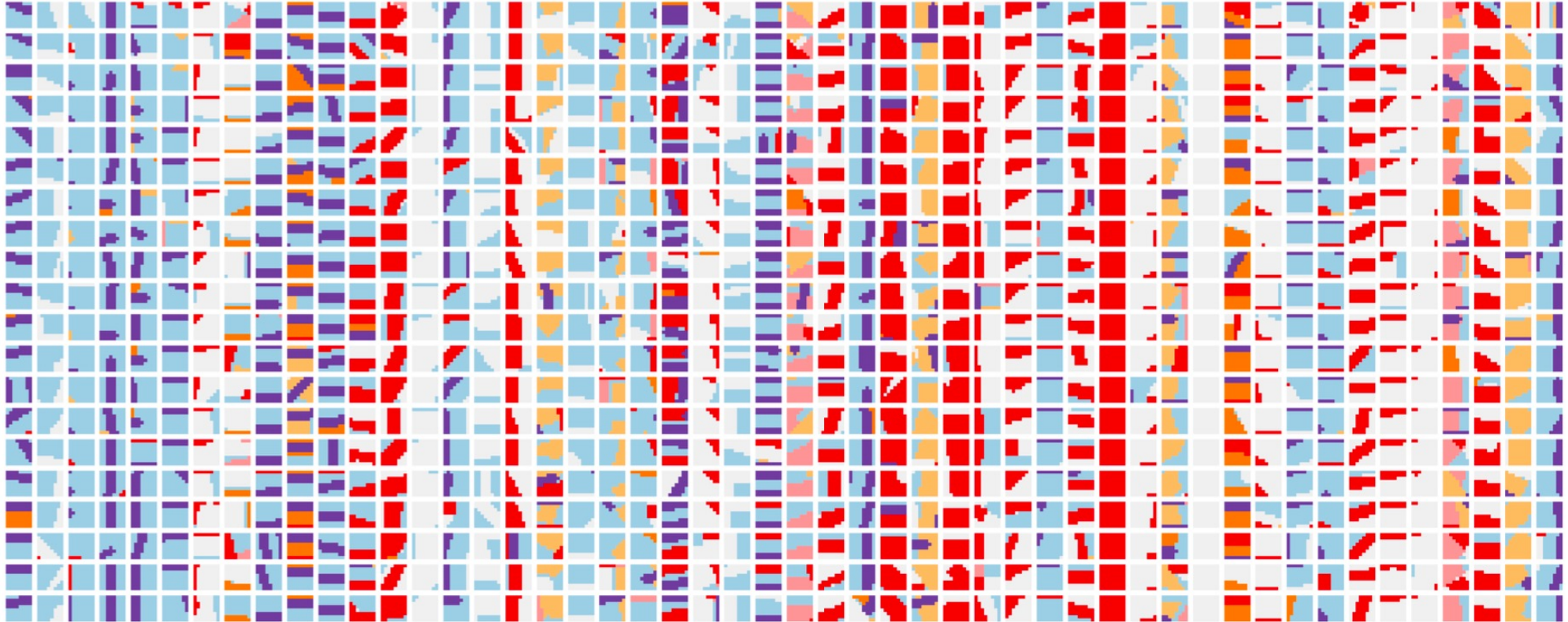


● Nearest Neighbor Search

● Embedding Function

❄️ Frozen

What Has the Codebook Embedding Learned?



All BEV patch images in the **same column** correspond to the **same token**.

Results

Surround-View Map Layout Estimation Result

Methods	IoU ↑ (%)						
	Drivable	Ped. Cross.	Walkway	Stopline	Carpark	Divider	Mean
OFT [36]	74.0	35.3	45.9	27.5	35.9	33.9	42.1
LSS [3]	75.4	38.8	46.3	30.3	39.1	36.5	44.4
CVT [37]	74.3	36.8	39.9	25.8	35.0	29.4	40.2
M ² BEV [38]	77.2	-	-	-	-	40.5	-
BEVFusion [1]	81.7	54.8	58.4	47.4	50.7	46.4	56.6
MapPrior [17]	81.7	54.6	58.3	46.7	53.3	45.1	56.7
X-Align [34]	82.4	55.6	59.3	49.6	53.8	47.4	58.0
MetaBEV [35]	83.3	56.7	61.4	50.8	55.5	48.0	59.3
DDP [19]	83.6	58.3	61.6	52.4	51.4	49.2	59.4
VQ-Map	83.8	60.9	64.2	57.7	55.7	50.8	62.2

Monocular Map Layout Estimation Result

Methods	nuScenes [9]					Argoverse [10]
	Drivable	Crossing	Walkway	Carpark	Mean	Drivable
IPM [39]	40.1	-	14.0	-	-	43.7
Depth Unpr. [39]	27.1	-	14.1	-	-	33.0
VED [40]	54.7	12.0	20.7	13.5	25.2	62.9
VPN [41]	58.0	27.3	29.4	12.9	31.9	64.9
PON [39]	60.4	28.0	31.0	18.4	34.5	65.4
DiffBEV [20]	65.4	41.3	41.1	28.4	44.1	-
GitNet [42]	65.1	41.6	42.1	31.9	45.2	67.1
TaDe [16]	65.9	40.9	42.3	30.7	45.0	68.3
VQ-Map	70.0	43.9	43.8	32.7	47.6	73.4

VQ-Map establishes new **state-of-the-art** performance on camera-based BEV semantic map layout estimation.



Ablation Study

Arch.	Sparse Feature Codebook Embedding	(a)	(b)	(c)	(d)	(e)	(f)	(g)
			✓	✓	✓	✓	✓	✓
Supervision		M	$\{k_q^i\}_{i=1}^N$	M	$\{z_c^i\}_{i=1}^N$	$\{z_q^i\}_{i=1}^N$	$\{k_q^i\}_{i=1}^N$	$\{k_q^i\}_{i=1}^N$
Drivable		81.5	80.4	83.9	82.5	82.5	83.6	83.5
Ped. Cross.		54.2	52.9	60.0	59.7	59.1	60.1	59.9
Walkway		58.1	58.2	63.5	62.2	62.1	63.5	63.4
Stop Line		46.1	47.2	53.2	55.1	54.9	56.8	56.8
Carpark		53.2	52.7	51.0	53.4	53.1	56.2	55.1
Divider		45.3	46.6	46.9	48.9	49.0	50.3	50.7
Mean		56.4	56.3	59.8	60.3	60.1	61.8	61.6
Improvements			-0.1	3.4	3.9	3.7	5.4	5.2

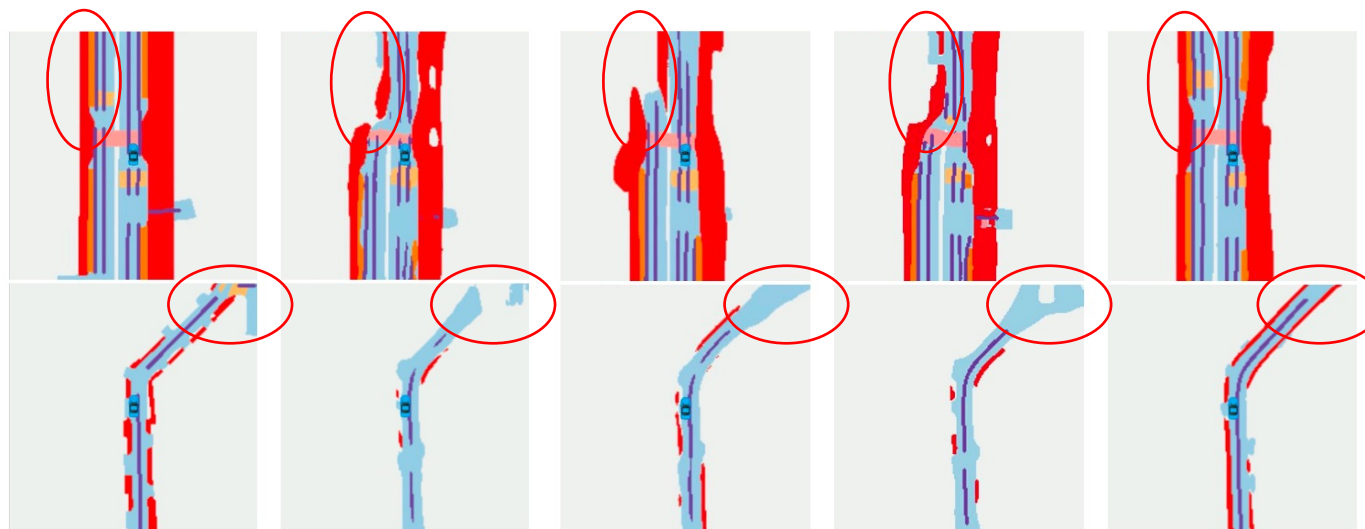
As a PV-BEV alignment method, **token classification** is more effective than **value regression**.

Computational overhead analysis

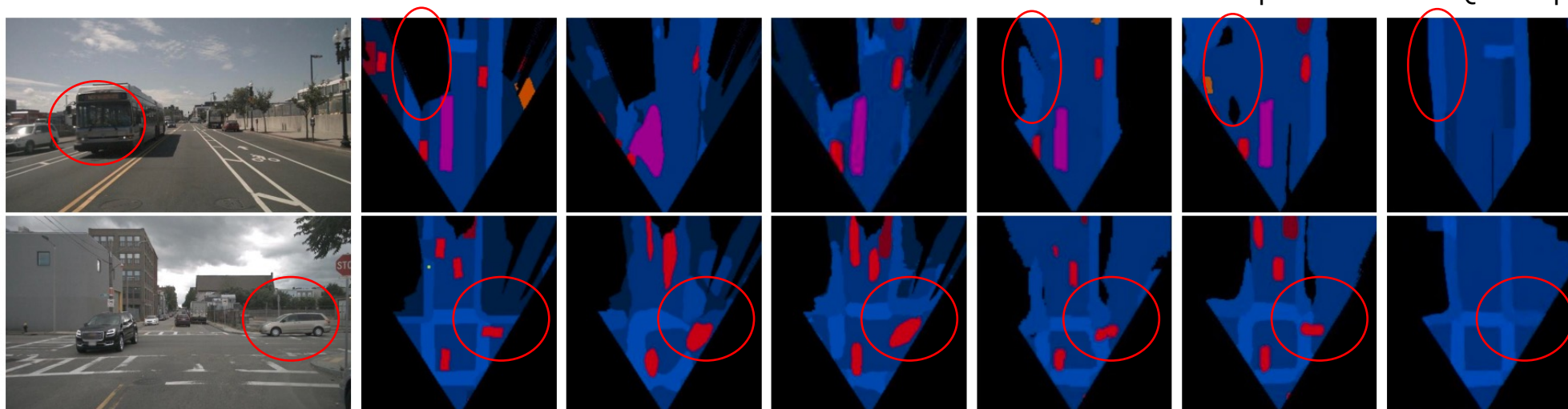
Method	mIoU↑(%)	Params↓(M)	MACs↓(G)	Training Time↓(h)
BEVFusion	56.6	50.1	155.5	100
MapPrior	56.7	719.1	396.0	>200
DDP(3 steps)	59.4	53.6	614.1	160
VQ-Map(tiny)	59.6	44.2	86.8	30+74=104
VQ-Map(light)	60.1	81.9	137.3	35+80=115
VQ-Map	62.2	108.3	231.6	35+96=131

Our approach not only demonstrates **strong** performance, but also **saves** much **computational cost** in comparison to the recent SOTA methods MapPrior and DDP.

Visualization



GT BEVFusion DDP MapPrior VQ-Map



GT VPN PON GitNet TaDe VQ-Map

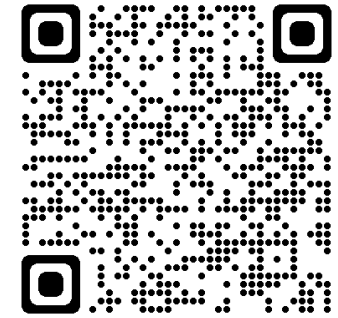
Conclusion



A novel pipeline VQ-Map by **aligning with the generative models** using **discrete BEV tokens** for BEV Layout Estimation

- VQ-Map gets new **state-of-the-art** performance on camera-based BEV semantic segmentation.
- The core components of our method are the codebook embedding constructed via vector quantization, serving as a **bridge** between **PV** and **BEV**.
- As a PV-BEV alignment method, **token classification** is more effective than **value regression**.

Paper



Code

