NVIDIA research: Pushing AI forwards

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ABSTRACT

Self-driving cars is currently a hot research topic. Deep learning revolutionized computer vision and is behind the rapid progress in the field of autonomous vehicles. NVIDIA is a key player in the area of self-driving cars and provides both hardware (NVIDIA DRIVE) and software platforms (DriveWorks) as support for the development of autonomous vehicles. NVIDIA GPUs also allow training deep neural networks significantly faster compared to any other means. Cars are expected to become computer on wheels as reaching full autonomy (e.g. Level-5) will require significant unprecedented amount of computing power in a vehicle. At NVIDIA Helsinki, our deep learning engineers – as part of our global R&D effort on autonomous vehicles – focus on obstacle perception for self-driving cars. R&D ranges from object detection, lane detection, free-space segmentation and depth estimation, based on multiple sensors such e.g. as cameras and Lidar.

Biography

Leif Nordlund is a veteran in the HPC and datacenter business where he has been with companies such as Sun Microsystems, AMD and now NVIDIA. Between 2013 and 2015 he was at KTH University to develop the collaboration between industry and academic research. With a background in AI and Computer Science from Uppsala University he is currently in a position where he can combine the knowledge from these exciting research areas together with the research community in the Nordics.