



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

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

GTC Europe -- NVIDIA and TomTom (TOM2), the Dutch mapping and navigation group, today announced they are partnering to develop artificial intelligence to create a cloud-to-car mapping system for self-driving cars.

The work combines TomTom's extensive HD map coverage, which already spans more than 120,000 km of highways and freeways, with the [NVIDIA DRIVE™ PX 2 computing platform](#). Together, the solution accelerates support for real-time in-vehicle localization and mapping for driving on the highway.

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

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

The [NVIDIA DriveWorks](#) software development kit now integrates support for TomTom's HD mapping environment. The open solution is available for all automakers and tier 1 suppliers developing autonomous vehicles.

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

[GTC Europe](#) attendees can see firsthand what goes on inside the brain of a self-driving car. Demonstrations of the DRIVE PX 2 AI car computer and NVIDIA DriveWorks software for object detection, free space calculation, map localization and path planning will be on display at the event, Sept. 28-29, at Amsterdam's Passenger Terminal building.

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### About TomTom

At TomTom (TOM2) our mission is to make technology so easy to use, that everyone can benefit from it. We created easy to use navigation devices, helping millions of people to get where they want to be. Today, we continue to simplify the complex, making technology more accessible for everyone. We have four customer facing business units: Consumer, Telematics, Automotive and Licensing.

We make easy to use navigation devices, sport watches and action cameras for consumers. We enable businesses with vehicles to more easily manage and improve fleet efficiency whilst increasing overall business performance with our Telematics solutions. We also offer a world leading real-time map platform that is powering innovative location based services and helping to make automated driving a reality for the automotive industry.

Founded in 1991 and headquartered in Amsterdam, we have over 4,600 employees and sell our products worldwide.

### About NVIDIA

[NVIDIA](#) (NASDAQ: [NVDA](#)) is a computer technology company that has pioneered GPU-accelerated computing. It targets the world's most demanding users -- gamers, designers and scientists -- with products, services and software that power amazing experiences in virtual reality, artificial intelligence, professional visualization and autonomous cars. More information at <http://nvidianews.nvidia.com/>.

Certain statements in this press release including, but not limited to, statements as to: the impact and benefits of NVIDIA DRIVE PX 2; the extension of the NVIDIA DriveWorks software development kit; and the timing of demonstrations of NVIDIA DRIVE PX 2 and NVIDIA DriveWorks software are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Important factors that could cause actual results to differ materially include: global economic conditions; our reliance on third parties to manufacture, assemble, package and test our products; the impact of technological development and competition; development of new products and technologies or enhancements to our existing product and technologies; market acceptance of our products or our partners' products; design, manufacturing or software defects; changes in consumer preferences or demands; changes in industry standards and interfaces; unexpected loss of performance of our products or technologies when integrated into systems; as well as other factors detailed from time to time in the reports NVIDIA files with the Securities and Exchange Commission, or SEC,

including its Form 10-Q for the fiscal period ended July 31, 2016. Copies of reports filed with the SEC are posted on the company's website and are available from NVIDIA without charge. These forward-looking statements are not guarantees of future performance and speak only as of the date hereof, and, except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

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