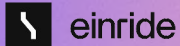


KOGNIC>

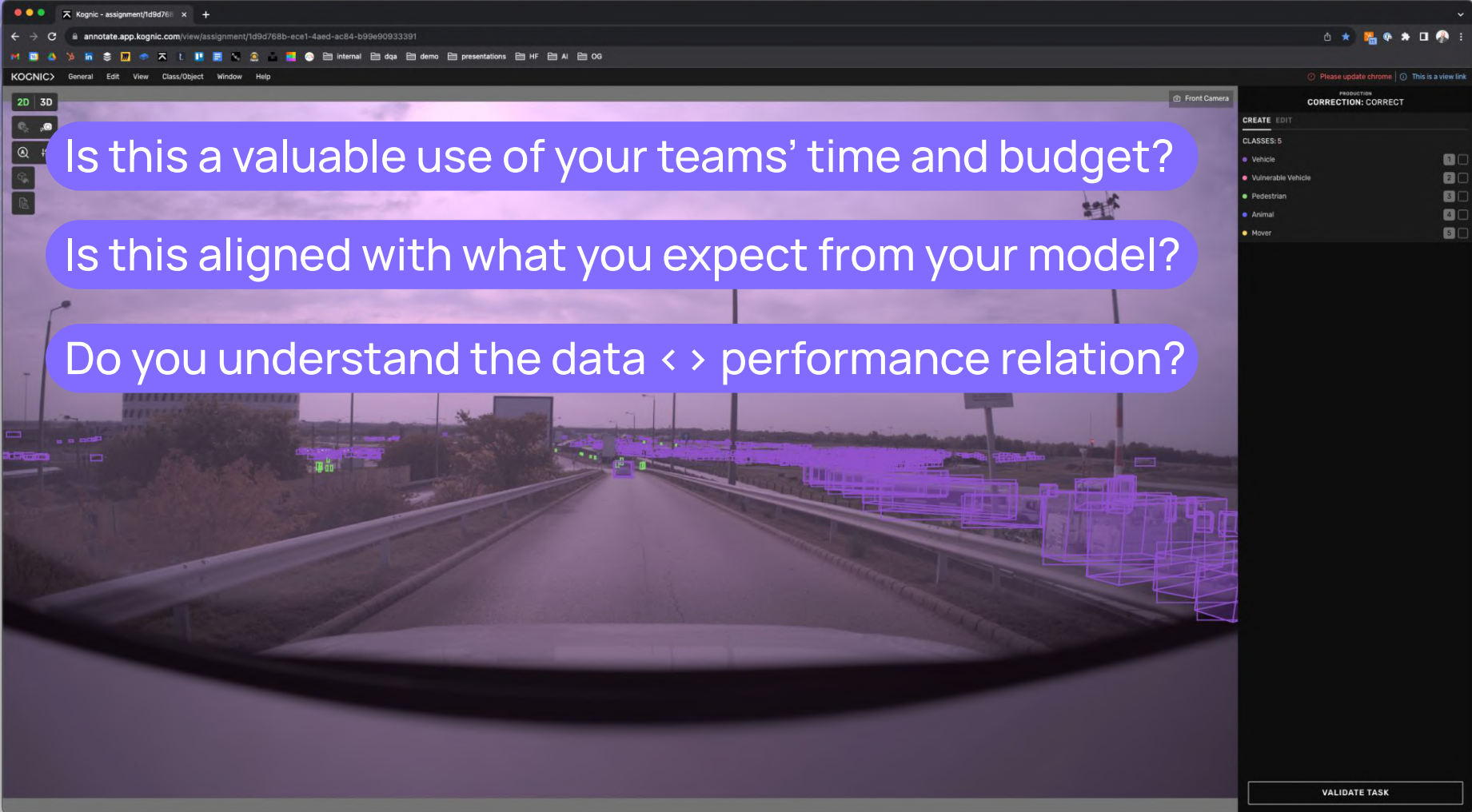
Machines learn faster with
Human Feedback



Beyond LiDAR: Constructing Multi-Modal Autonomy Data Pipelines

- How to label data from dozens of sensors within time and budget
- The benefits and limitations of automation
- Weighing the prospects of E2E/VLMs VS a layer-based (PPP) approach
- The role of human feedback for next-gen AD systems paradigms





Is this a valuable use of your teams' time and budget?

Is this aligned with what you expect from your model?

Do you understand the data < > performance relation?

Kognic

annotate-next.app.kognic.com/view/assignment/a486bf39-37d6-449d-95b6-53ab6c90b744#lidar

KOGNIC > NEXT / VIEW | General Edit View Class/Objects Window Help Inspect mode

2D 3D 2. Vehicle (ce2c) X

2D Camera camera.front.left

P 2.1 x 5.4 x 2.0 m D 15.8 m

SENSOR DISPLAY Filter the view based on the Lidar Sensor.

PRIMARY SENSORS

- Show all (4)
- lidar.front.left
- lidar.front.right
- lidar.left.wedges
- lidar.right.wedges

SETTINGS

Auto-select primary sensor

PRODUCTION ANNOTATION: ANNOTATE

CREATE EDIT

OBJECTS: 3

- 3. Vehicle (b5ad)
- 2. Vehicle (ce2c)
 - Property values
 - Primary Sensor Vehicle
 - Class Vehicle
 - Link None
 - 1. OverheadSign (11f5)

Show: Keyframes | Frame: 1 Time: 0.00s

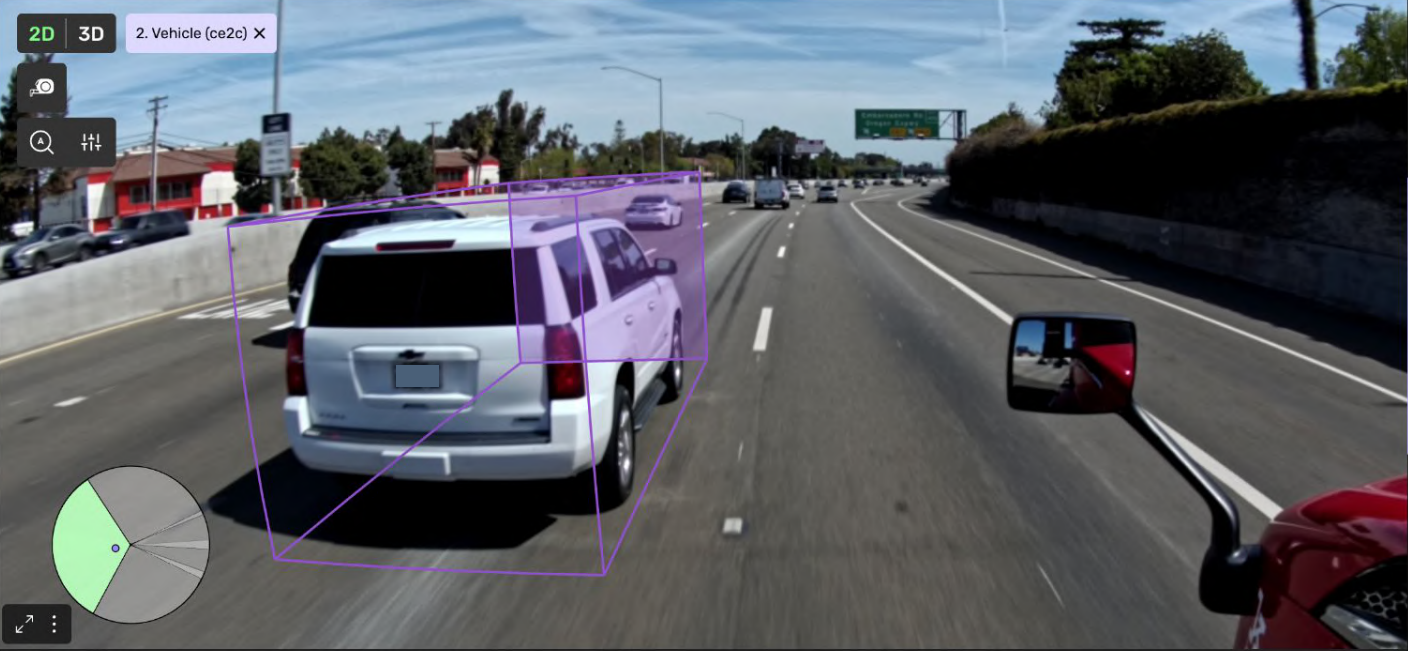
Compensated LiDAR/LiDAR projections

Kognic x Kognic x Kognic x +

annotate-next.app.kognic.com/view/assignment/a486bf39-37d6-449d-95b6-53ab6c90b744#

KOGNIC > NEXT / VIEW | General Edit View Class/Objects Window Help | Inspect mode

2D 3D 2. Vehicle (ce2c) X



PRODUCTION
ANNOTATION: ANNOTATE

CREATE EDIT

OBJECTS: 3

- > 3. Vehicle (b5ad) 3D
- ▼ 2. Vehicle (ce2c) 3D
 - Showing properties from 3D
 - ▼ Property values
 - > Primary Sensor
 - > Class Vehicle
 - ▼ Link None
 - [Add connection](#)
- > 1. OverheadSign (11f5) 3D

Show: Keyframes | Frame: 1 Time: 0.00s

Compensated LiDAR/camera projections

annotate.app.kognic.com/view/assignment/81232e0d-fbd9-4b85-b770-41e9a9c94733#lidar

KOGNIC > VIEW | General Edit View Class/Objects Sequence Window Help | Inspect mode

Review filters 2D 3D 2. Vehicle (abf5) X Detecting ground

Object View Back

Object View Right

PRODUCTION REVIEW 2 (R1): REVIEW

CREATE EDIT

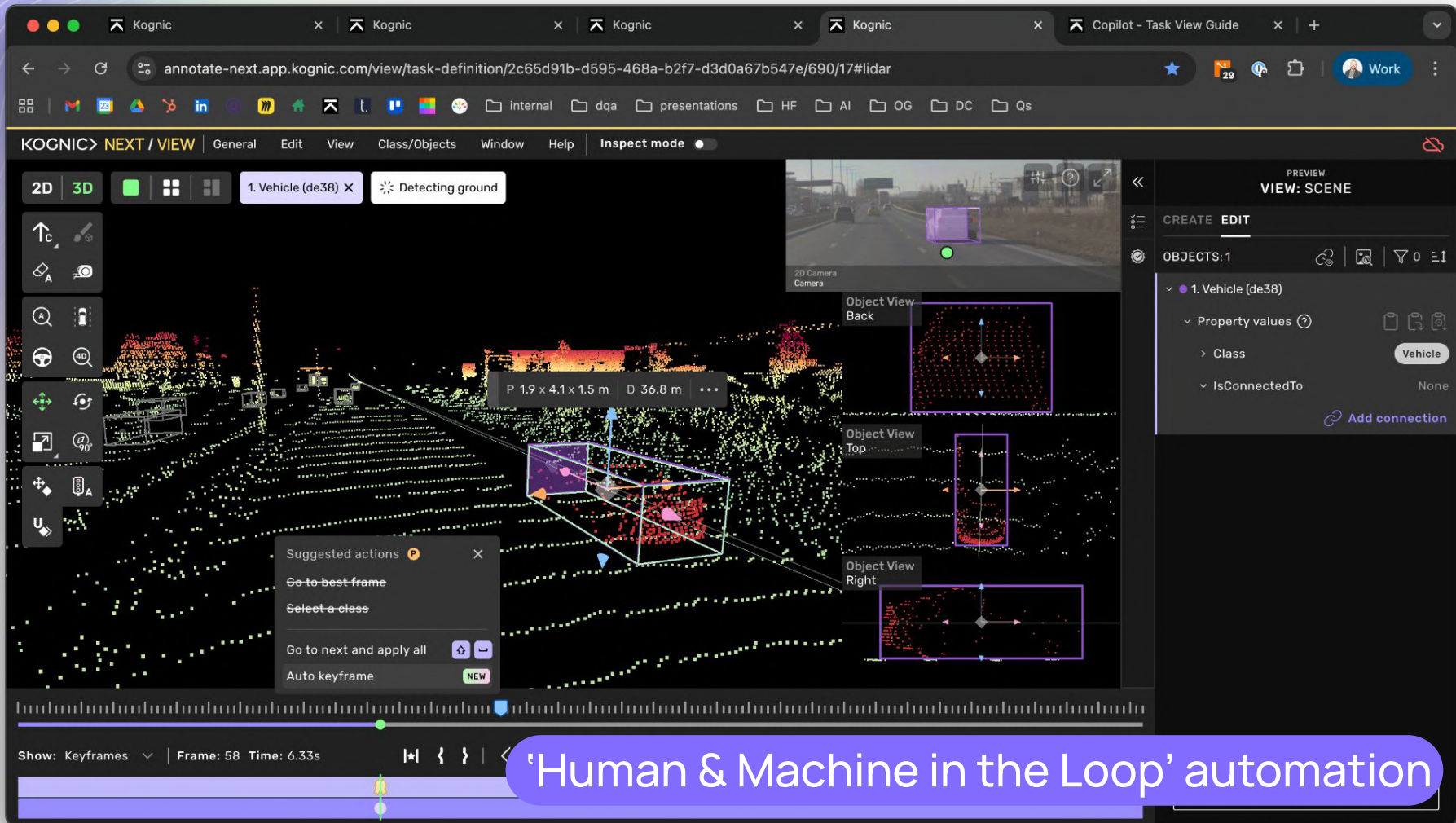
OBJECTS: 89

- > 9. Vehicle (0520)
- > 8. Trailer (bfa4)
- > 7. Vehicle (04e7)
- > 6. Vehicle (254f)
- > 5. Vehicle (9cbb)
- > 4. Vehicle (4a1a)
- > 3. Vehicle (4e81)
- > 2. Vehicle (abf5)
 - Property values
 - Primary Sensor Vehicle
 - Class Vehicle
 - Type Other
 - Is_towed_by None

P 1.9 x 4.5 x 1.6 m D 8.4 m

1/20 | Vehicle (abf5)

Compensated LiDAR/radar projections



'Human & Machine in the Loop' automation

How to label data from dozens of sensors within time and budget

- Understand (how to iterate on) your needs
- Understand 2D/3D temporal implications and use-case requirements
- Use automation for tasks at which machines perform well
- Direct human feedback to where it matters



**“Will this even matter two years from now?”
E2E models and the role of human feedback**



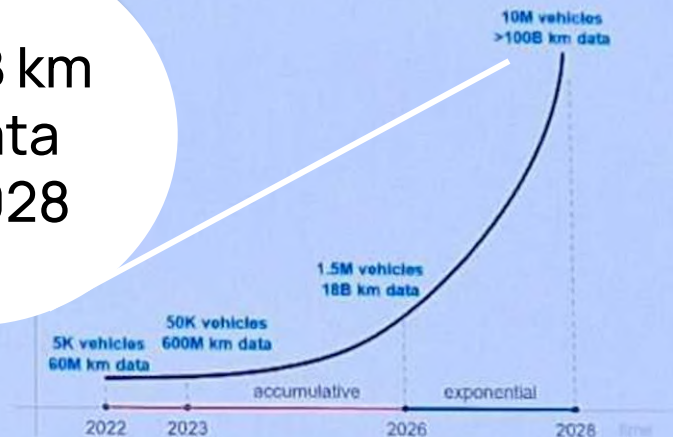
Training an AI Model Requires Massive Amount of Data at Low Cost

- Fleet: 300+ development vehicles worldwide
- Data Amounts: **150+PB** historical data, **1PB** new data per day
- Training Excellence: **9000+** GPUs, **400+** model iteration tasks per week
- Automation: More than **95%** auto labeling, continuously increasing
- Image Perception Data: **4.5B** (TOP1 of software companies)
- Lidar Perception Data: **1.5B**
- Event Data: multi-scenario, multi-environment, various weather and lighting conditions. **250K** event per day, **47M+** event in total. (As of January 2024)



Development & Customer Fleet Data Example

>100B km
of data
by 2028



In 2028, accumulated data are expected to surpass 100billion km, solving the ultimate long-tail problem in autonomous driving.

Source: Momenta @ AutoSens Hefei 2024

“Let’s run inference on everything ...?”

GPU Tasks

Nvidia B200	\$6.25 / h
Nvidia H200	\$4.54 / h
Nvidia H100	\$3.95 / h
Nvidia A100, 80 GB	\$2.50 / h
Nvidia A100, 40 GB	\$2.10 / h
Nvidia L40S	\$1.95 / h
Nvidia A10	\$1.10 / h
Nvidia L4	\$0.80 / h
Nvidia T4	\$0.59 / h

Source: modal.com/pricing, Nov 10, 2025

“Let’s do some curation first ...?”





'Full auto' is fast, but high-cost and low-controllability

Human feedback is still required, but needs directing

'Annotation' and 'curation' might converge for E2E dev

KOGNIC



Tom Dahlström
Kognic

Dataset Exploration / ZOD - Frames 2D

Dataset: ZOD - Frames 2D

Manage Predictions | Open documentation | ...

GALLERY METRICS EMBEDDINGS CHUNKS

Hide items in chunks: None | Input Batch: None | Show delivery-ready data | Compare to predictions | Predictions: Model A | Items: Annotated and predi...

Filter: + Create label filter + Create ID filter | ★ Favorite filters | AI-powered search

Items (205.19 K)

Sort by: Default order | Sort order: Descending | Columns: 6 | Rows: 4 | Display property: class | Zoom level: 100% | Hide overlay

Iterative model/GT data benchmarking

- CUSTOMER DEMO
- Project Management
- Data Orchestration
- Dataset Exploration
- Workspace Administration
- My Tasks (6)
- Campus
- Team Management
- Organization Administration

app.kognic.com/customer-demo/dataset-exploration/dataset/257f38bf-e91b-4e14-afdc-b78ba410a633/predictions/d303561d-bb3a-4f99-a...

KOGNIC

Dataset Exploration / ZOD - Frames 2D

Dataset: ZOD - Frames 2D

Manage Predictions Open documentation

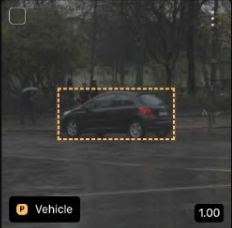
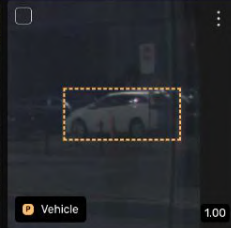
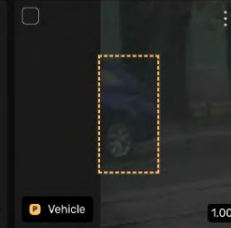
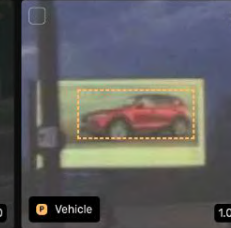
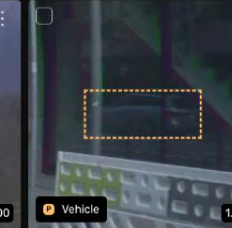
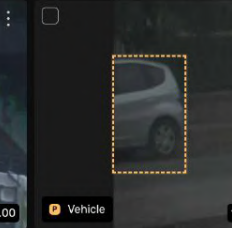
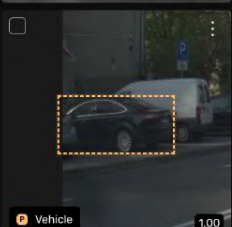
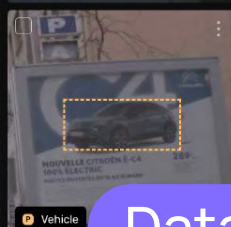
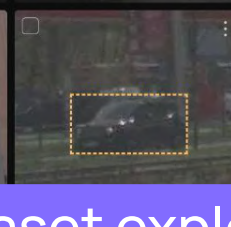
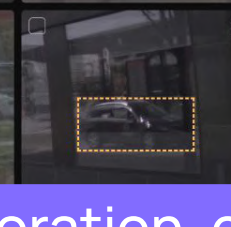
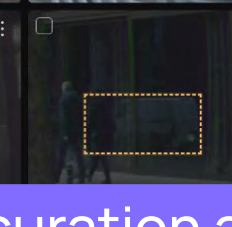
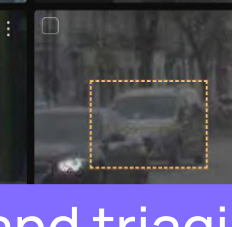
GALLERY METRICS EMBEDDINGS CHUNKS

Hide items in chunks: None Input Batch: None Show delivery-ready data Compare to predictions Predictions: Model A Items: Predicted (no match)

Filter: + Create label filter + Create ID filter Favorite filters AI-powered search

Items (23.96 K)

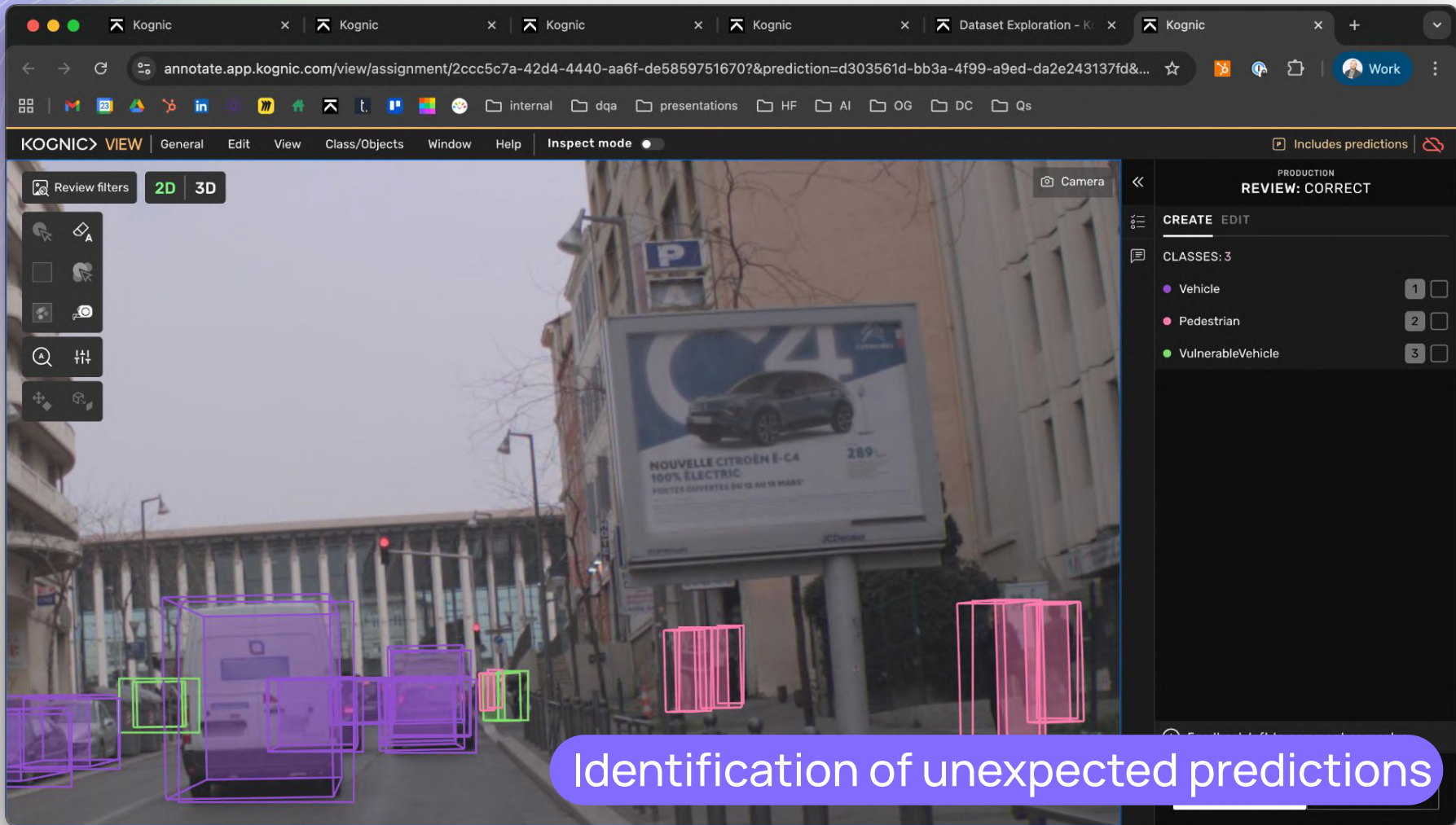
Sort by: Predicted existence confidence Sort order: Descending Columns: 6 Rows: 4 Display property: class Zoom level: 100% Hide overlay

 Vehicle 1.00	 Vehicle 1.00	 Vehicle 1.00	 Vehicle 1.00	 Vehicle 1.00	 Vehicle 1.00
 Vehicle 1.00	 Vehicle 1.00	 Vehicle 1.00	 Vehicle 1.00	 Vehicle 1.00	 Vehicle 1.00

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- CUSTOMER DEMO
 - Project Management
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 - My Tasks 6
 - Campus
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 - Organization Administration

Dataset exploration, curation and triaging



Similarity search

Searched for items in: Predicted (no match) ▾



SEARCHED ITEM
PREDICTED CLASS: Vehicle
EXISTENCE CONFIDENCE: 1.00

Results (32)

Select all

Columns: 6 ▾



Identification of similarities/counterfactuals

Taming the long tail problem: Can VLM/VLA models bridge the gap?



Scene Summary: The ego vehicle is moving at a constant speed along the current lane, with ongoing road construction work ahead; there are three construction workers working on the left side of the lane at the roadside.

Weather: Sunny



Road Condition: Construction

“Is a violation of traffic rules acceptable at this time?”

Class: Three Construction



Critical Object 2:

“Does a suggested action match local traffic moral?”

Change lane to the left of the host vehicle



Construction Zone

Repair in front of the host vehicle lane

“Is a suggested maneuver acceptable for our brand?”

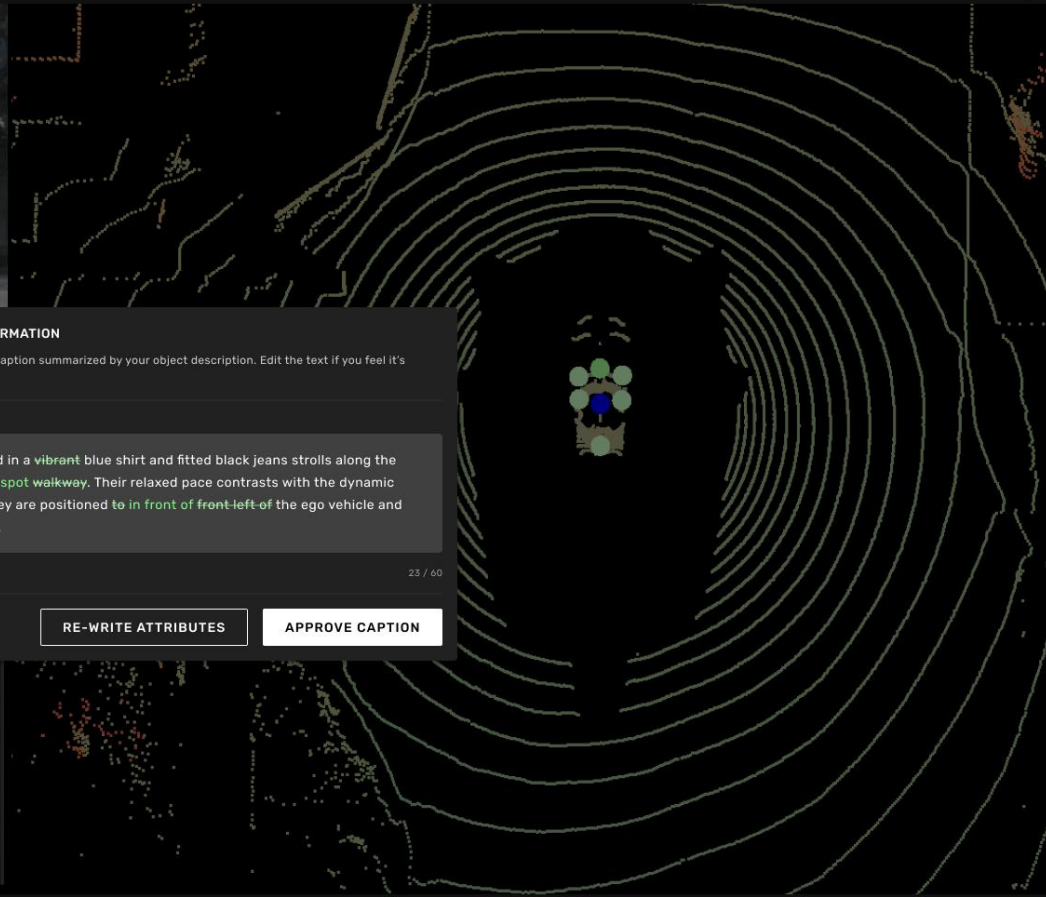
the host to drive normally

Meta Action: ["Slow down", "Change lane to the left", "Go straight slowly"]
Decision Description: Decelerate and change lanes to the left, keeping a safe distance from the construction workers on the left front side.

Figure 2: An annotated sample of the SUP-AD dataset.

2. **Scene Analysis S** : Including object-level analysis and scene-level summary S .
3. **Meta Actions A** : A sequence of actions representing task-level maneuvers.
4. **Decision Description D** : A detailed account of the driving decisions.
5. **Trajectory Waypoints W** : The waypoints outlining the planned trajectory of the ego vehicle.

Source: DriveVLM, arXiv:2402.12289



EDIT OBJECT INFORMATION

This is the combined caption summarized by your object description. Edit the text if you feel it's necessary.

EDIT CAPTION

A person dressed in a vibrant blue shirt and fitted black jeans strolls along the bustling parking spot walkway. Their relaxed pace contrasts with the dynamic environment. They are positioned to in front of front-left-of the ego vehicle and near the red bus.

23 / 60

RE-WRITE ATTRIBUTES

APPROVE CAPTION



Camera 1



Camera 2



Camera 3



Camera 4



Camera 5



Camera 6

SCENE PROPERTIES

For the clip, assign the single most appropriate category from the list below. If the clip appears to fit multiple categories, choose the one it most closely aligns with.

Q Search...

Scene (2) ⌵

- Highway
- Country Road/Urban

Country Road/Urban Options (31) ⌵

- Drive in the same lane with no vehicle ahead
- Drive in the same lane with vehicle ahead
- Drive in the same lane while a vehicle merges into my lane
- Drive in the same lane while the vehicle ahead changes lanes
- Drive in a traffic jam
- Change lanes to follow navigation route
- Change lanes at a lane split
- Change lanes at lane end or merge point
- Navigate around a stopped vehicle in the middle of the road
- Navigate around a stopped vehicle on the roadside
- Avoid hazardous objects in the driving path
- Drive through construction with lane closures

CANCEL SUBMIT

DESCRIBE SCENE

Camera 1

Camera 1 Camera 2 Camera 3

Camera 4 Camera 5 Camera 6

Frame: 27 Second: 2.88

New types of human feedback required for VLMs

VLM/VLA still requires human feedback for fine-tuning

'Subject matter expertise' might replace cheap labor

'Human & Machine in the Loop' workflows are needed

For the clip, assign the single most appropriate category from the list below. If the clip appears to fit multiple categories, choose the one it most

Lane Changes

Intersections with Traffic Lights

U-turns

Roundabouts

Connecting to Highway

CANCEL

SELECT AND SUBMIT

DESCRIBE SCENE



Let's go **exploring.**



Tom Dahlström
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