

GRP

AI Assistant

April 29, 2025

1 GRP

(Green Routing Problem, GRP) GRP

2

GRP

1. (x, y, degradation, area)

2. Graph Attention

-
-
-

3.

-
- (Glimpse + Pointer)
-

4. GRP

-
-

3

GRP

4 GRP

GRP

4.1

MLP

```
self.repair_prediction = nn.Sequential(  
    nn.Linear(embedding_dim, hidden_dim),  
    nn.ReLU(),  
    nn.Dropout(0.1),  
    nn.Linear(hidden_dim, hidden_dim // 2),  
    nn.ReLU(),  
    nn.Dropout(0.1),  
    nn.Linear(hidden_dim // 2, 1)  
)
```

4.2

GRP

- (x, y):
- degradation:
- area:

4.3

GRP

```
step_context_dim = embedding_dim + 1 # +
```

5

GRP

Transformer

REINFORCE

Algorithm 1 GRP

Require: θ d_e d_h n_{layers} n_{heads} α N_{epoch} B
 G_{size} baseline B_{type}
Ensure: θ^*

```
1:  $\theta$ 
2: baseline  $B_{model}$  ( NoBaseline, ExponentialBaseline, CriticBaseline,
   RolloutBaseline)
3: Adam  $\alpha$ 
4: LR_Scheduler
5:  $val\_set$  (  $val\_size$ )
6: for  $epoch = 0$  to  $N_{epoch} - 1$  do
7:    $train\_set$  (  $epoch\_size$ )
8:    $train\_set$   $B$ 
9:
10:   "sampling"
11:   for  $batch$  in  $train\_set$  do
12:      $batch$   $x$  baseline  $bl\_val$ 
13:     (CPU/GPU)
14:     //
15:      $cost, log\_likelihood \leftarrow model(x)$ 
16:      $reward \leftarrow -cost$ 
17:     // GRP
18:     if "grp" then
19:        $repair\_area$ 
20:     end if
21:     // baseline
22:     if  $bl\_val$  None then
23:        $bl\_val, bl\_loss \leftarrow baseline.eval(x, cost)$ 
24:     else
25:        $bl\_loss \leftarrow 0$ 
26:     end if
27:     // REINFORCE
28:      $reinforce\_loss \leftarrow ((cost - bl\_val) \cdot log\_likelihood).mean()$ 
29:      $loss \leftarrow reinforce\_loss + bl\_loss$ 
30:     //
31:
32:
33:
34:     NaN Inf
35:
36:     //
37:     if then
38:
39:     end if
40:   end for
41:   //
42:   "greedy"
43:
44:    $val\_dataset$   $val\_cost$ 
45:    $avg\_reward \leftarrow -val\_cost.mean()$ 
46:   // Baseline
47:    $baseline.epoch\_callback(model, epoch)$ 
48:   //
49:
50:   //
51:   if then
52:
53:   end if
54:   //
55:   if  $epoch == 0$   $avg\_reward > best\_reward$  then
```