

Factor Graph Neural Network Meets Max-Sum: A Real-Time Route Planning Algorithm for Massive-Scale Trips

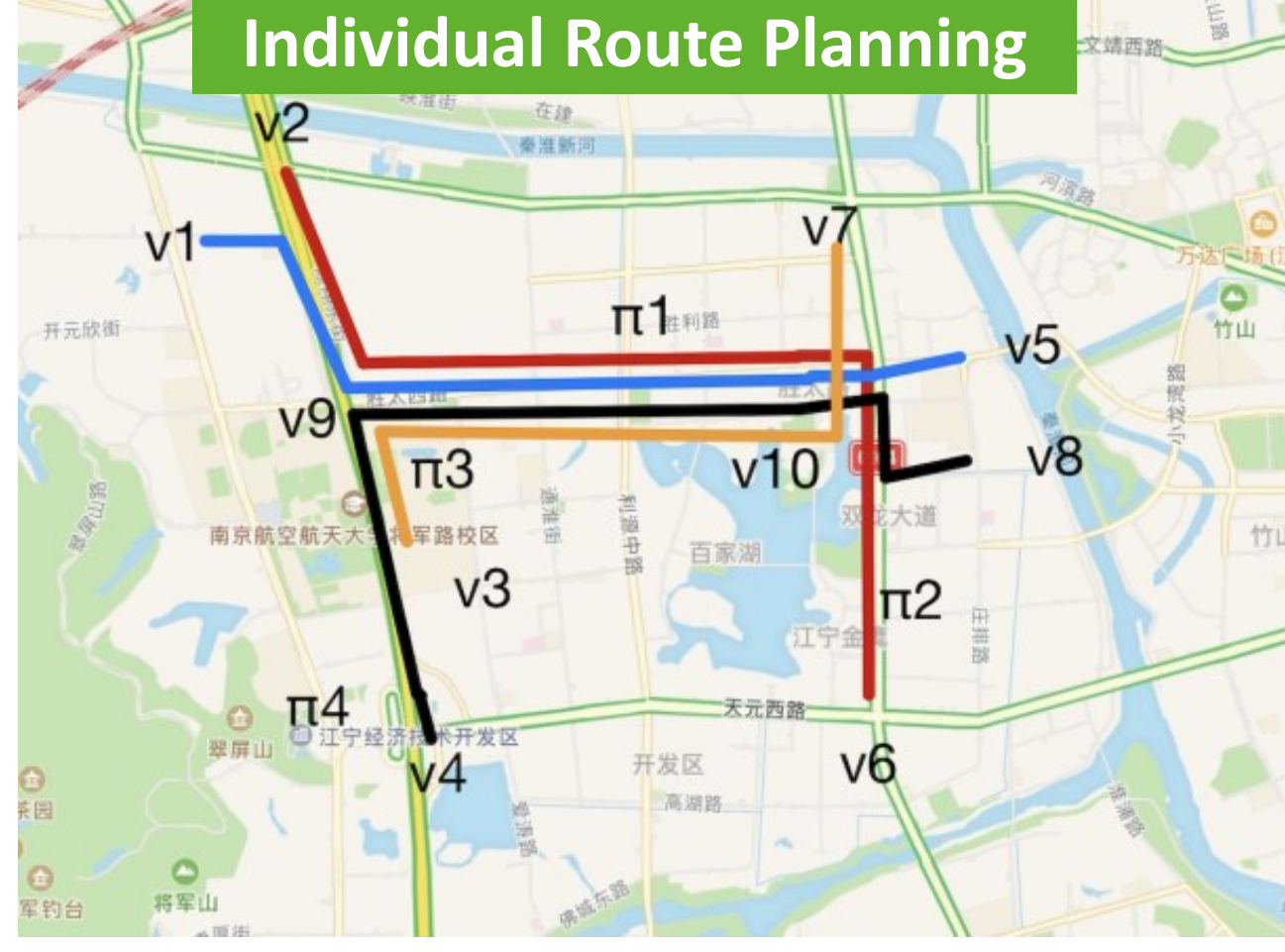
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Backgrounds



- **Individual route planning** only considers **current** traffic condition, ignoring other queries.
- **Global route planning** considers the **potential** vehicles generated by other user queries.
- The goal of Global Route Planning is to **minimize the total travel time** for all user queries.

Problem Definition:

- The travelling time $t(e)$ on each road e :
 $t(e) = t_{min}(e) \times (1 + \alpha \times f_e)$
 $t(e)$ is affected by f_e , the number of vehicles on this road.

- The goal of **individual** route planning is to minimise the travel time for **one** user π :

$$T(\pi) = \sum_{e(v_i, v_j) \in \pi} f(e(v_i, v_j))$$

- The goal of **Global** Route Planning is to minimise the travel time for **all the users** Π :

$$GT(\Pi) = \sum_{i=1}^{|\Pi|} T(\pi_i)$$

Existing Methods:

- **Exact algorithm** bears **exponential** time complexity and could not be applied to **real-world** scenarios.

- **Heuristics Methods**: greedy algorithms [1],[2], Monte Carlo tree search [3] etc.

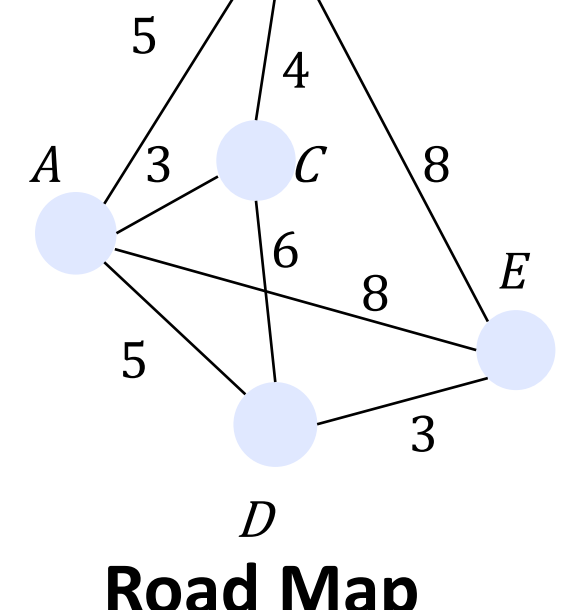
Drawbacks: low efficiency and accuracy

Our Contributions:

- **Graph Model** to solve GRP: Route-Query Factor Graph
- **Hybrid pruning technique** for Max-Sum
- **End to end framework**: Route-Query Factor Graph Neural Network

Problem Formulation - Route-Query Factor Graph

Example:



Queries
Minimizing total travel time for 4 users

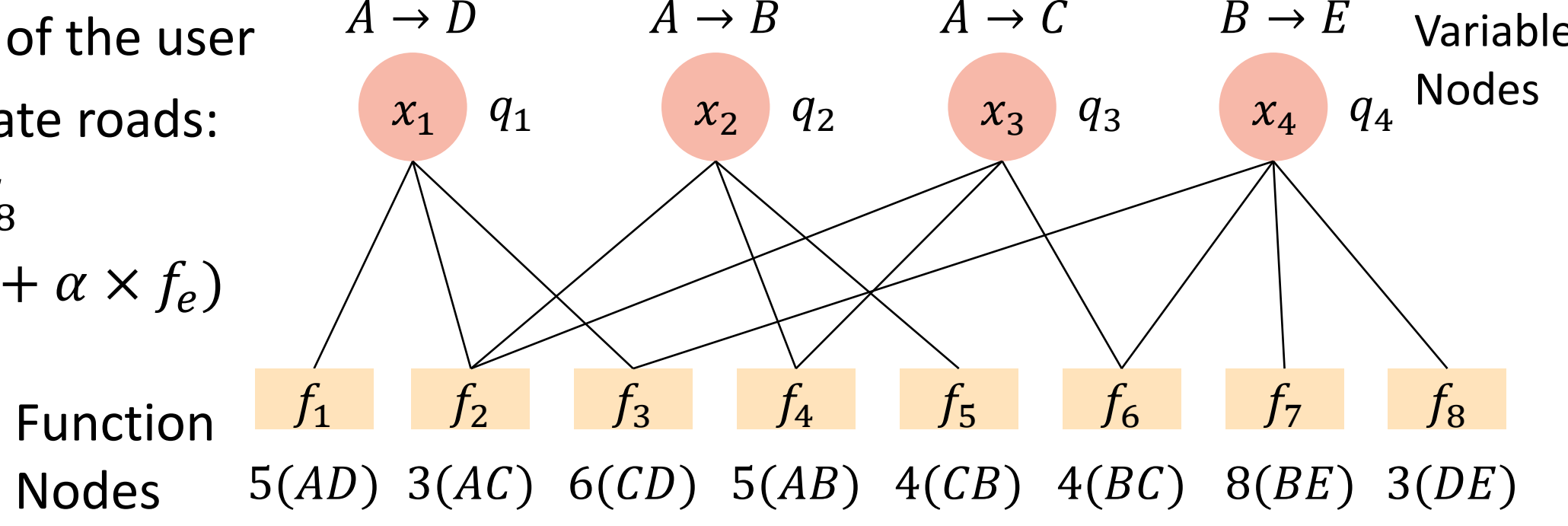
Motivation: From the whole to the parts:
Decompose the total travel time by **road**.

Decision variable: candidate routes
To simplify the problem, the candidates are the **shortest k** ones
queries $Q = \{q_1, \dots, q_n\}$
Variables $X = \{x_1, \dots, x_n\}$
Domains $D = \{D_1, \dots, D_n\}$

Objective function: sum of the user travel times in all candidate roads:

$$F = f_1, \dots, f_8$$

$$f(e) = t_{min}(e) \times (1 + \alpha \times f_e)$$

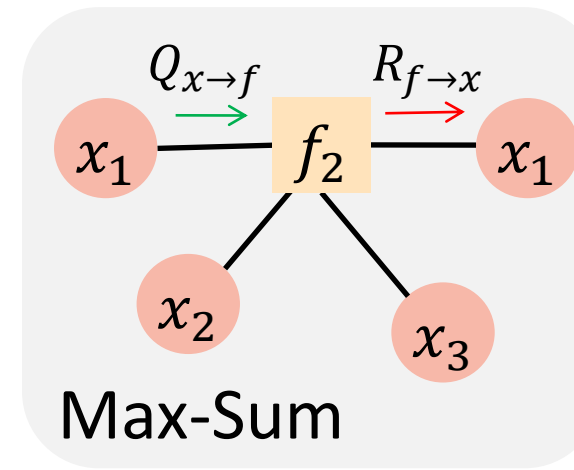


Max-sum with Hybrid Pruning

This model can be solved by message passing algorithm: Max-Sum [4]

Advantages:

- Parallel** computation: each node as a computational unit
- Distributed** computing to rapidly solve and protect privacy
- Controllable**: can stop after any iteration and return results



Process of Max-Sum

1. **Query Message**: variable nodes \rightarrow function nodes (which road to take)

$$Q_{x \rightarrow f}^k(x_i) = \sum_{f' \in N(x_i) \setminus f} R_{f' \rightarrow x_i}^{k-1}(x_i) + \alpha_i$$

2. **Response Message**: function \rightarrow variable nodes (maximum possible cost caused by query nodes)

$$R_{f \rightarrow x_i}^k(x_i) = \min_{x_j \in N(f) \setminus x_i} (\sigma(N(f)) + \sum_{x_j \in N(f) \setminus x_i} Q_{x_j \rightarrow f}^k(x_j))$$

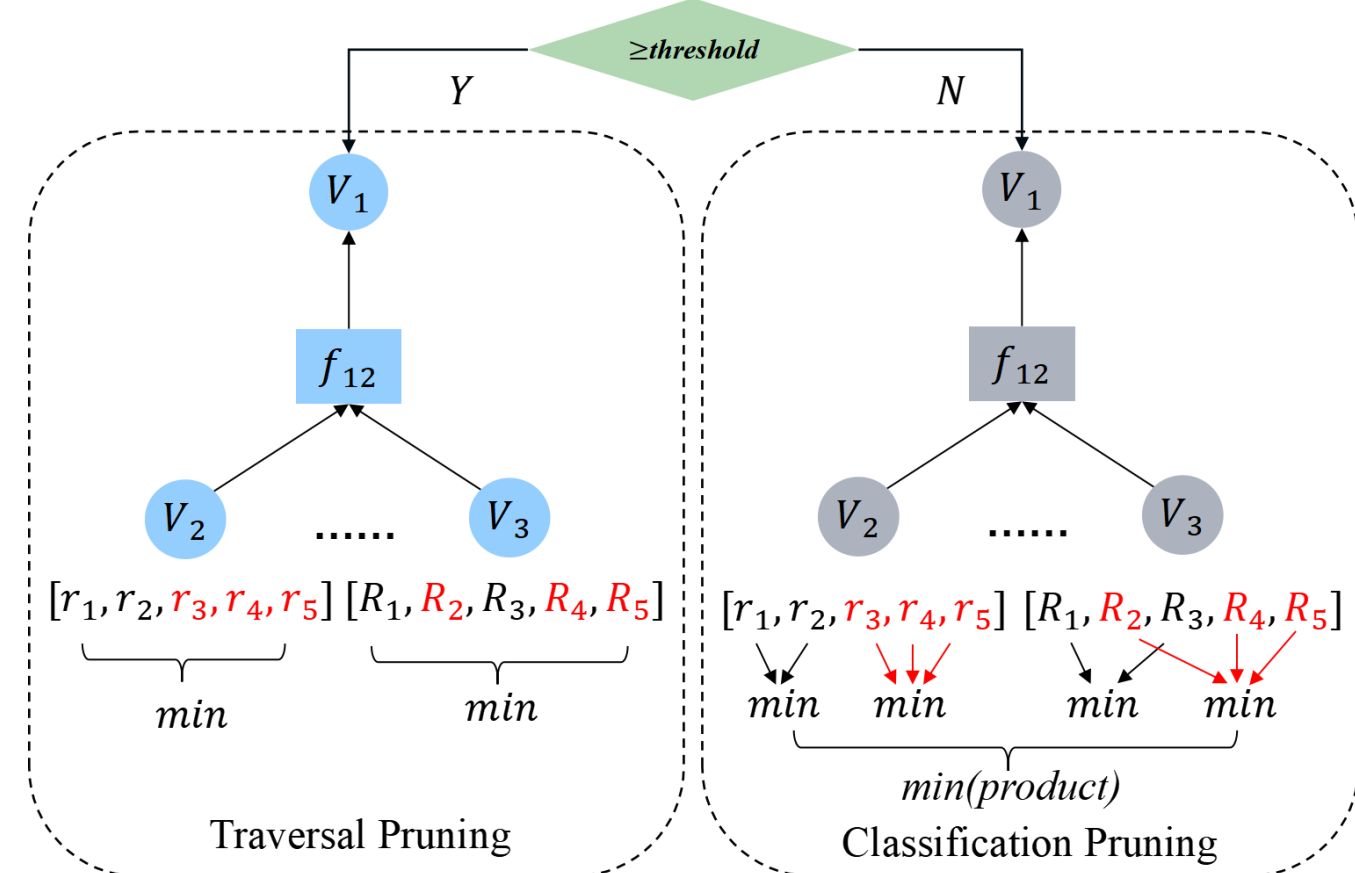
3. **Decision**: The variable nodes use the information to make decision

$$\tilde{d}_i = \operatorname{argmin}_{x_i \in D_i} \sum_{f \in N(x_i)} R_{f \rightarrow x_i}^k(x_i)$$

Exponential complexity:

Response message need to consider all the possible combinations of neighbors, for N neighbors, K candidates, the computational complexity is $O(K^N)$

Threshold-based Pruning:



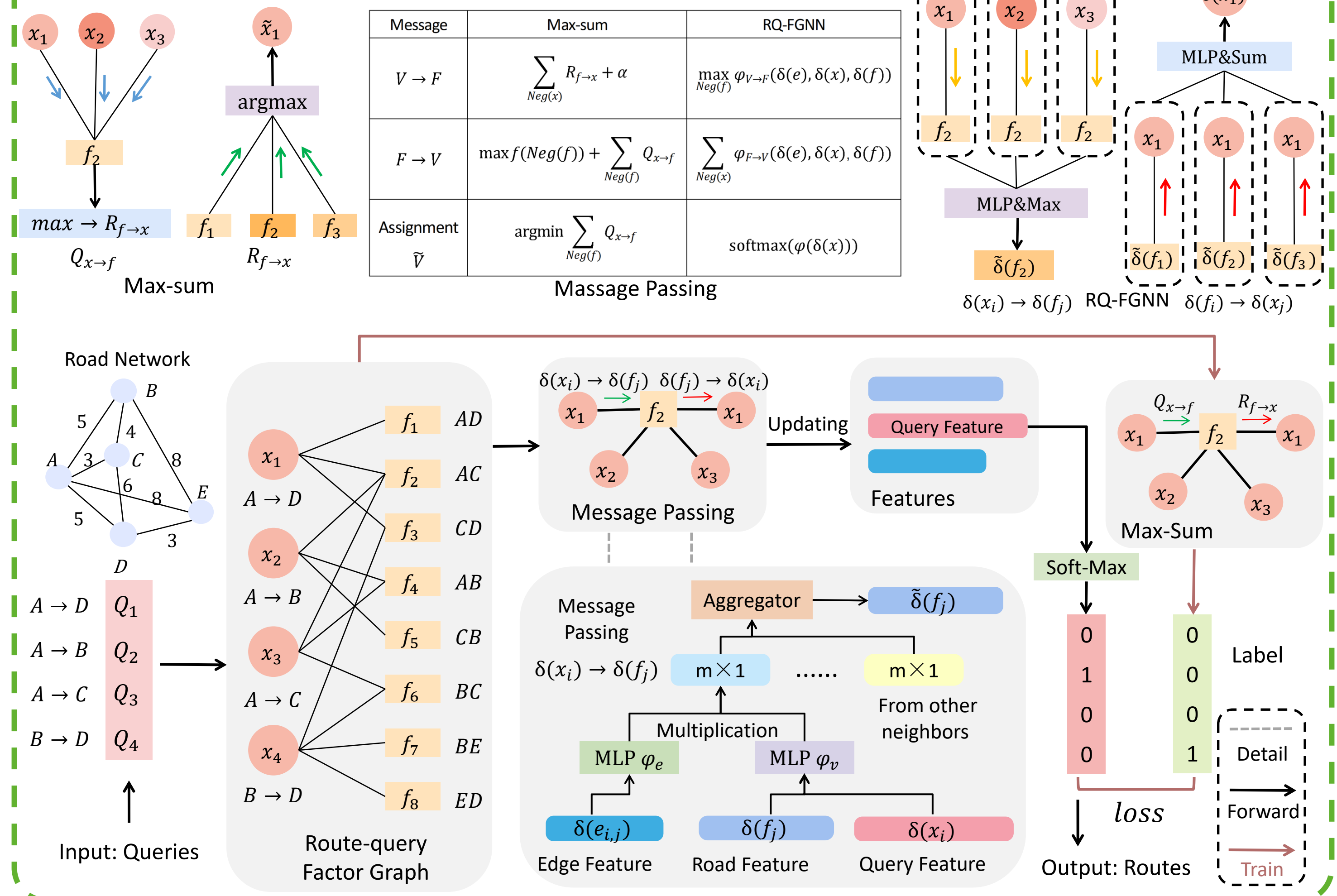
Classification Pruning: Queries can be divided into two categories: **passing through** the road or not. So finding the optimal value **respectively** can reduce computational complexity to $O(2^N)$.

Traversal pruning: greedy method for busy traffic, complexity of $O(KN)$.

End to end Framework

Motivation

- **Historical Information**: many closed-related GRP instances must be solved repeatedly.
- **Similar Patterns**: the same road network and the set of candidate paths for each query is invariant.
- **Computation Process**: the computation process of Max-Sum is similar to graph neural networks[5].



Experiments

Experimental Settings

Datasets:

TG: Real-world San Joaquin County Road Network [6], **SG**: Synthetic road network

Metrics:

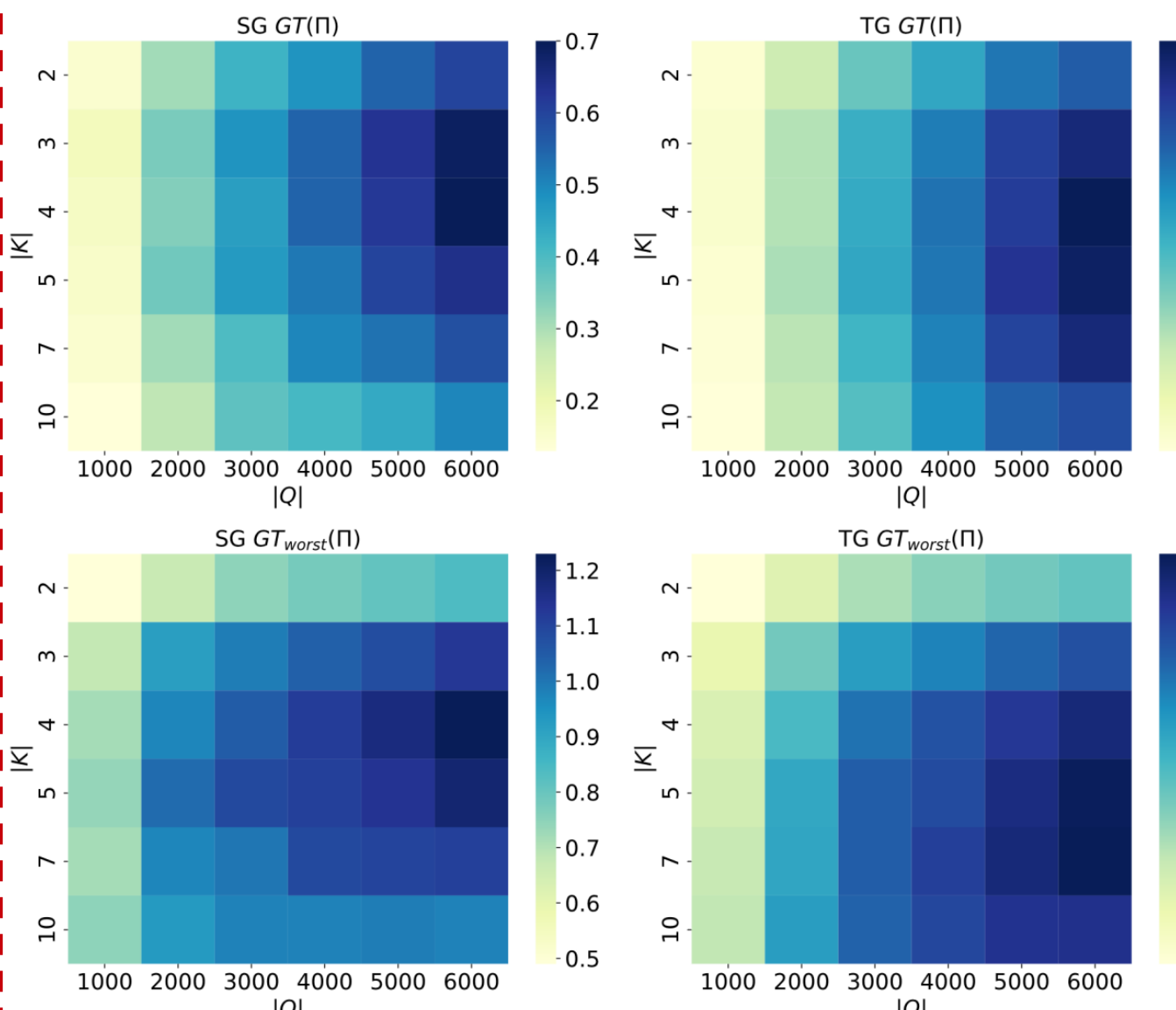
Global travel time: $GT(\Pi)$

Worst-case travel time: $GT_{worst}(\Pi)$ as an upper bound of the total travel time for all vehicles caused by queries.

Baselines:

IND: Individual-based search algorithm. [7]
SBP: Self-aware batch process, the SOTA. [2]

Experiment 3



The performance of Max-sum under different numbers of candidate routes and queries.

Experiment 4

Table 1: Effect of training set size

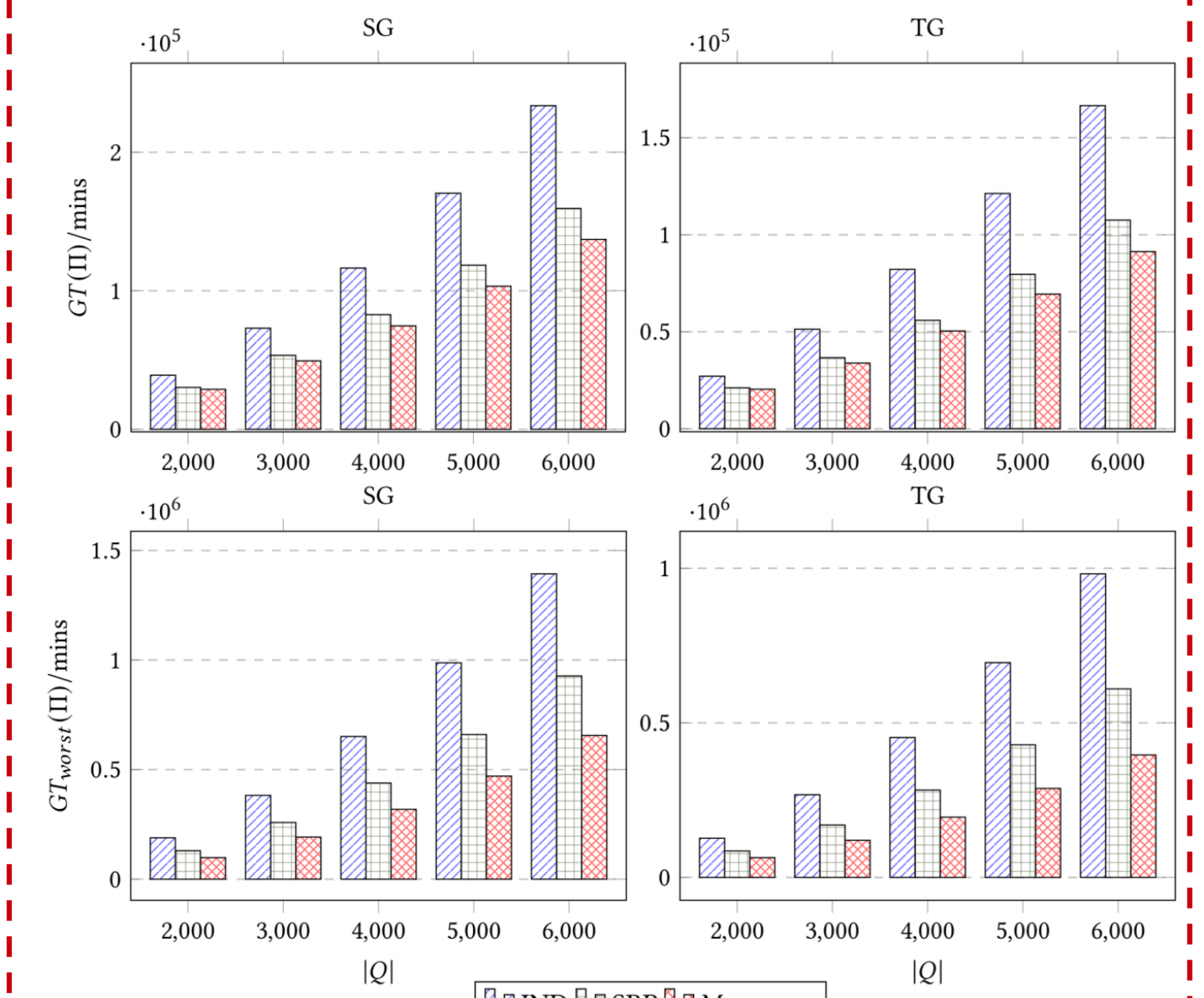
Maps	Methods	200	400	600	800	1000
SG	GNN	61.35%	73.20%	80.56%	79.29%	82.70%
	RQ-FGNN	64.19%	77.25%	85.47%	85.72%	88.76%
	Average Gain	3.06%	4.29%	4.74%	5.75%	6.41%
TG	GNN	63.74%	74.39%	84.45%	85.13%	85.78%
	RQ-FGNN	67.02%	78.91%	89.02%	90.20%	92.53%
	Average Gain	3.06%	4.29%	4.74%	5.75%	6.41%

Experiment 5

Table 2: Performance of models under different K

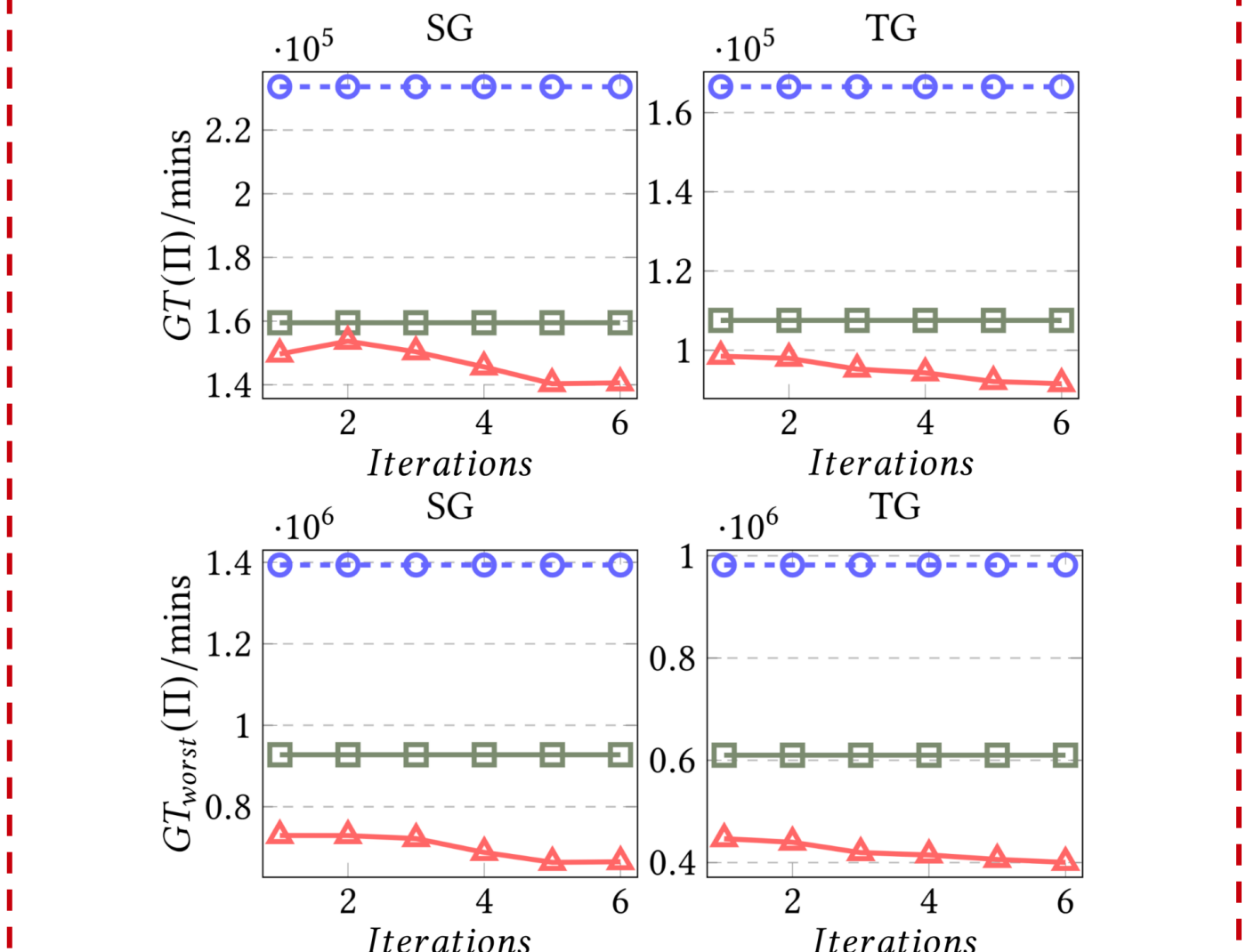
Maps	Methods	2	3	4	5	6
SG	GNN	85.24%	82.70%	79.71%	77.34%	71.39%
	RQ-FGNN	89.32%	88.76%	85.12%	82.41%	77.82%
	GNN	87.05%	85.78%	80.43%	76.58%	73.31%
TG	GNN	92.11%	92.53%	87.62%	83.36%	78.14%
	RQ-FGNN	92.11%	92.53%	87.62%	83.36%	78.14%
	Average Gain	4.57%	6.41%	6.30%	5.93%	5.63%

Experiment 1



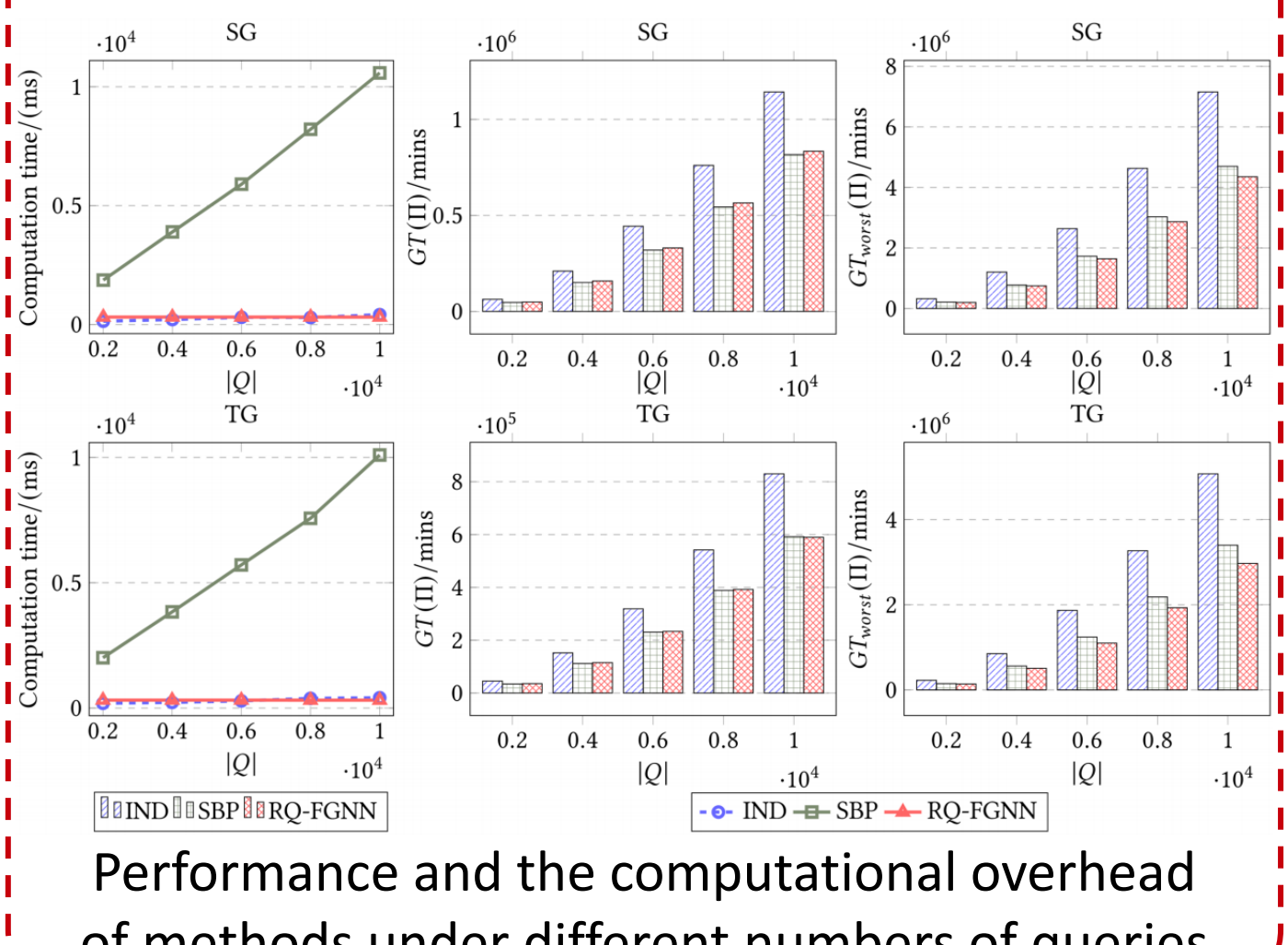
The performance of the Max-sum after 20 iterations under different numbers of queries.

Experiment 2



The Performance of Max-sum after each iteration when query count is 6000.

Experiment 6



Performance and the computational overhead of methods under different numbers of queries

[1] Ke Li et al. Towards Alleviating Traffic Congestion: Optimal Route Planning for Massive-Scale Trips. IJCAI'20.

[2] Ke Li et al. Traffic Congestion Alleviation over Dynamic Road Networks: Continuous Optimal Route Combination for Trip Query Streams. IJCAI'21.

[3] Guiyang Luo et al. AlphaRoute: Large-Scale Coordinated Route Planning via Monte Carlo Tree Search. AAAI'23.

[4] Liel Cohen et al. Governing convergence of Max-sum on DCOPs through damping and splitting. Artificial Intelligence 279, 103212, 2020.

[5] Zhen Zhang et al. Factor Graph Neural Networks. NeurIPS'20.

[6] <https://users.cs.utah.edu/lifeifei/SpatialDataset.htm>.

[7] Jiajie Xu et al. Traffic aware route planning in dynamic road networks. DASFAA'12.