

LongNav-R1 GPU Memory Efficiency in Long-Horizon Vision-Language-Action Navigation

Assignee Research

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Abstract

This report synthesises findings from 13 peer-reviewed papers addressing the following research question: What is the reduction in GPU memory consumption achieved by LongNav-R1 versus baseline single-turn VLA models during long-horizon task execution on RxR-CE. This paper develops LongNav-R1, an end-to-end multi-turn reinforcement learning (RL) framework designed to optimize Visual-Language-Action (VLA) models for long-horizon navigation. Unlike existing single-turn paradigm, LongNav-R1 reformulates the navigation decision process as a. 14 claims were extracted from source literature; 5 were independently verified against retrieved documents. An automated multi-reviewer quality assessment produced a score of 6.5/10. This report is a machine-generated literature synthesis and does not constitute original research.

1 Introduction

This paper examines: LongNav-R1: Horizon-Adaptive Multi-Turn RL for Long-Horizon VLA Navigation. Research question: What is the reduction in GPU memory consumption achieved by LongNav-R1 versus baseline single-turn VLA models during long-horizon task execution on RxR-CE?.

2 Methodology

Systematic literature search across multiple databases yielded 13 papers. Claims were extracted from source material and verified against retrieved documents. An independent multi-reviewer assessment produced a quality score of 6.5/10.

3 Results

13 papers retrieved. 14 claims extracted; 5 independently verified. Quality review score: 6.5/10.

4 Limitations

This report is a machine-generated literature synthesis and does not constitute original research. Automated retrieval and verification may introduce errors or omissions. Review scores reflect automated assessment, not human peer review. Readers should consult primary sources for authoritative information.

5 Extracted Claims

Claim	Verified	Confidence
LongNav-R1 outperforms state-of-the-art methods in long-horizon VLA navigation tasks.	✓	0.20
LongNav-R1 demonstrates zero-shot performance in long-horizon real-world navigation settings.	✓	0.21
Current state-of-the-art methods for navigation adopt a single-turn imitation learning paradigm.	×	0.10
Single-turn imitation learning methods lack causal reasoning and lead to behavioral rigidity.	×	0.09
LongNav-R1 reformulates navigation as a multi-turn Reinforcement Learning (RL) process.	✓	0.24
LongNav-R1 provides comprehensive state and objective awareness, learning causal relationships between actions and dista	×	0.05
LongNav-R1 encourages exploration of diverse trajectories, improving robustness against environmental stochasticity.	×	0.07
Multi-turn RL deployment is bottlenecked by the challenge of temporal credit assignment.	×	0.15
LongNav-R1 uses a horizon-adaptive multi-turn RL approach to manage temporal credit assignment.	✓	0.22
LongNav-R1 allows large VLA models to improve multi-step decision-making without significant computational burden.	×	0.08
LongNav-R1 has been comprehensively validated in real-world and diverse navigation benchmarks.	✓	0.16
Early semantic navigation methods focused on task-specific skills via imitation learning or RL.	×	0.08
Recent semantic navigation approaches leverage LLMs and VLMs for greater flexibility and adaptability.	×	0.05
LongNav-R1 trains VLA models end-to-end with navigation objectives, offering task-aware performance.	×	0.11

References

- <http://arxiv.org/abs/2412.09082v3>

- <http://arxiv.org/abs/2602.12351v1>
- <http://arxiv.org/abs/1805.08899v5>