# Optimal Competitive Online Ray Search with an Error-Prone Robot

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#### **The Problem**

#### Robot

- No Vision
- Located in front of a wall
- Direction to door unknown
- Distance to door unknown

#### Task

• Find the door

### **Solving this Problem**



- Strategy: sequence  $F = (f_i)_{i \in \mathbb{N}}$ ,  $f_i > 0$
- Walk  $f_i$  steps  $\begin{cases} \text{to the left} & \text{if } i \text{ is odd} \\ \text{to the right} & \text{if } i \text{ is even} \end{cases}$  and back to s

### The Doubling Strategy



- doubling strategy:  $f_i = 2^i$
- Competitive factor:  $\frac{\text{Distance covered by the robot}}{\text{Shortest path}} \le 9$
- 9 is optimal [Baeza-Yates et. al., Gal]

#### **Problem**





• Problem: Robot may not return to the start point (*drift*)

### **Standard Doubling Strategy**

Standard doubling strategy  $f_i = 2^i$  with error  $\delta \in [0, 1]$ :

• Competitive factor

$$8\frac{1+\delta}{1-3\delta}+1$$

• Guarantee to reach the door for

$$\delta \leq \frac{1}{3}$$

• Otherwise:

drift may be greater than progress towards the door

#### **Better Strategy?**

- $f_i = 2^i$  is independent from  $\delta$
- $\bullet$  Is there a strategy  $F(\delta)$  that achieves a better competitive factor?
- YES!

#### **Proof Outline**

- Establish a competitive factor for a general strategy:
  - Split  $f_i$  into  $\ell_i^+, \ell_i^-$ : Covered distances to the right (left)
  - Assume a worst-case location for the door: Door is *slightly* missed in step 2j and hit in step 2j + 2.
  - $\Rightarrow \text{ Worst-case values for } \ell_i^+ \text{ and } \ell_i^-:$  $\ell_i^- = (1+\delta) f_i \text{ and } \ell_i^+ = (1-\delta) f_i$
- $\Rightarrow$  Functionals  $G_{n,\delta}(F)$ 
  - Gal, 1980:  $f_i = \alpha^i$  minimizes  $G_{n,\delta}(F)$

#### **Worst-Case Aware Strategy**

The strategy

$$f_i = \left(2\frac{1+\delta}{1-\delta}\right)^i$$

reaches the goal for  $\mathit{every}\;\delta$  and achieves a factor of

$$\frac{|\pi_{\text{onl}}|}{d} \le 1 + 8 \left(\frac{1+\delta}{1-\delta}\right)^2 ,$$

which is optimal.

#### **Extension to** m rays

- Searching a goal on m rays
- No drift!

• 
$$f_i = \left(\frac{m}{m-1}\right)^i$$

- $\bullet$  Independent from  $\delta$
- Optimal competitive factor:

$$3 + 2 \frac{1+\delta}{1-\delta} \left( \frac{m^m}{(m-1)^{m-1}} - 1 \right)$$





- Optimal strategies take the error into account.
- 2 Rays:

$$f_i = \left(2\frac{1+\delta}{1-\delta}\right)^i$$
 yields  $1+8\left(\frac{1+\delta}{1-\delta}\right)^2$ 

• *m* Rays:

$$f_i = \left(\frac{m}{m-1}\right)^i \quad \text{ yields } \quad 3+2\frac{1+\delta}{1-\delta}\left(\frac{m^m}{(m-1)^{m-1}}-1\right)$$

## Thank you

#### for not searching the door during my talk $\ensuremath{\textcircled{\sc s}}$