# 1 Fixed and Relative Bouncing Results

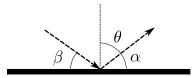


Figure 1: Angle of incidence  $\beta$ , angle of departure  $\alpha$  and bouncing angle  $\theta$ .

**Definition 1. Fixed bouncing** consists in the robot driving in a straight line until encountering  $\delta P$ , then make the robot rotate until its heading is at an angle  $\theta$  clockwise of the inward-facing boundary normal.

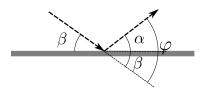


Figure 2: Angle of incidence  $\beta$ , angle of departure  $\alpha$  and bouncing angle  $\varphi$ .

**Definition 2. Relative bouncing** consists in the robot driving in a straight line until encountering  $\delta P$ , then make the robot rotate an angle  $\varphi$  from its current orientation.

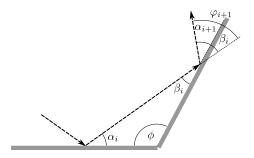


Figure 3: Equivalence between fixed bouncing and relative bouncing.

**Proposition 1.** In every regular n-sided polygon with interior angle  $\phi = (n-2)\pi/n$ , there exist an angle  $\varphi$  that makes relative bouncing equivalent to fixed bouncing. Moreover,  $\varphi = \pi - \phi$ .

*Proof.* We proceed by induction. Consider the angle of departure  $\alpha_i$  after the robot bounces from  $\delta P$  for the *i-th* time. In the fixed bouncing scheme, the robot always bounces from  $\delta P$  at a fixed angle  $\theta$ , which implies  $\alpha_i$  to remain equal in each bounce, that is,  $\alpha_{i+1} = \alpha_i$ . Referring to Figure ??, a departing angle  $\alpha_i$  yields a angle of incidence  $\beta_i$ . If we require  $\alpha_{i+1} = \alpha_i$ , then an equivalent relative

bouncing law should subsequently apply a bounce angle  $\varphi_{i+1} = \alpha_{i+1} + \beta i = \alpha_i + \beta i$ . From the triangle whose interior angles are  $\alpha_i$ ,  $\beta i$  and  $\phi$ , we get that  $\alpha_i + \beta i = \pi - \phi$ , hence,  $\varphi_{i+1} = \pi - \phi$ , which is independent of index i. As the base case, consider that the robot encounters  $\delta P$  for the first time with an angle  $\beta_0$ ; if the robot starts a relative bouncing scheme with an angle  $\varphi_1 = \pi - \phi$  and keeps bouncing with  $\varphi_i = \pi - \phi$  (assuming that this bouncing keeps the robot inside P), then it will produce a fixed bouncing behaviour with a fixed  $\theta = \phi + \beta_0 - \pi/2$ . The result follows.

Corollary 1. The angle  $\varphi = \pi - \phi$  that makes relative bouncing equivalent to fixed bouncing is unique for a regular n-sided polygon, and for a given angle of incidence  $\beta_0$  it yields at most one bouncing angle  $\theta$ .

## 2 Fixed Bouncing Results

### 2.1 Convergence Rate

**Theorem 2.** Assume an adjacent edges fixed bouncing scheme, and assume that the robot starts over  $\delta P$  at distance  $x_0 \in (0, l)$  from vertex  $v_i$ . When the robot encounters  $\delta P$  for the  $k^{th}$  time, then

$$d(b_{\theta}^{+k}(x_0), x_{FP}) < c(\theta)^k l. \tag{1}$$

Proof. Consider two initial positions over a polygon edge, which have related distances  $x_0$  and  $x_{FP}$  from vertex  $v_i$ , respectively. After iterating map  $b_{\theta}^+(x)$  k times from both initial positions, the respective hit points over  $\delta P$  are distance  $d(b_{\theta}^{+k}(x_0), b_{\theta}^{+k}(x_{FP}))$  from each other, which is equal to distance  $d(b_{\theta}^{+k}(x_0), x_{FP})$ , as  $x_{FP}$  is a fixed point of function  $b_{\theta}^+(x)$ . Further developing  $d(b_{\theta}^{+k}(x_0), x_{FP})$  yields

$$d(b_{\theta}^{+k}(x_0), x_{FP}) = \left| b_{\theta}^{+k}(x_0) - x_{FP} \right|$$

$$= \left| \sum_{i=1}^{k} (-l)(-c(\theta))^i + (-c(\theta))^k x_0 - x_{FP} \right|$$

$$= \left| l + \frac{l(-c(\theta))^{k+1} - l}{1 + c(\theta)} + (-c(\theta))^k x_0 - \frac{lc(\theta)}{1 + c(\theta)} \right|$$

$$= \left| (-c(\theta))^k \left[ x_0 - \frac{lc(\theta)}{1 + c(\theta)} \right] \right|$$

$$= c(\theta)^k d(x_0, x_{FP}).$$

Considering in the last expression that  $x_0$  can not be l distance apart from  $x_{FP}$ , Inequality (??) is obtained.

**Corollary 2.** If the initial distance  $x_0$  is known, then  $c(\theta)^k d(x_0, x_{FP})$  gives the exact bound to  $d(b_{\theta}^{+k}(x_0), x_{FP})$ .

Corollary 3. Consider a given  $\epsilon < l$ . Iteration k given by

$$k = \left\lceil \frac{\log\left[\epsilon/l\right]}{\log\left[c(\theta)\right]} \right\rceil \tag{2}$$

yields 
$$d(b_{\theta}^{+k}(x_0), x_{FP}) \leq \epsilon$$
.

*Proof.* Equate the right term of Inequality (??) to  $\epsilon$ , that is  $c(\theta)^k l = \epsilon$ , and solve for k. The resulting value of k is a real number; round it up to the nearest integer. 

#### 2.2 Time-varying Error

**Theorem 3.** Consider that the robot bounces between adjacent edges with an angle  $\theta$  perturbed by an  $\epsilon(t)$ , but that  $\epsilon(t)$  is bounded such that  $\theta \in [\theta_1, \theta_2]$  for all t. As  $k \to \infty$ , then

$$b_{\theta \pm \epsilon(t)}^{+ k}(x) \in [\mathcal{B}_1, \mathcal{B}_2],$$

in which distances  $\mathcal{B}_1$  and  $\mathcal{B}_2$  are given by

$$\mathcal{B}_1 = \frac{a(\theta_1)c(\theta_1)c(\theta_2)}{1 - c(\theta_1)c(\theta_2)} \tag{3}$$

$$\mathcal{B}_2 = \frac{a(\theta_2)c(\theta_1)c(\theta_2)}{1 - c(\theta_1)c(\theta_2)} \tag{4}$$

with  $c(\theta) = \cos(\theta)/\cos(\theta - \phi)$  and  $a(\theta) = l/c(\theta) - l$ .

#### 2.3 Rectangle

**Proposition 4.** In every rectangle with sides length  $l_1$  and  $l_2$ , with  $l_1 < l_2$ , there exists a range for  $\theta$  such that iterating  $B_{\theta}(x)$  on any  $x \in \delta P$  results in a stable limit cycle, which strikes adjacent edges at points that are at distance  $x_{FP_1}$  or  $x_{FP_2}$  from the nearest clockwise vertex. Distances  $x_{FP_1}$  and  $x_{FP_2}$  are given by

$$x_{FP_1} = \begin{cases} \frac{c(\theta)l_2 - c^2(\theta)l_1}{1 - c^2(\theta)}, & \gamma < \theta < \pi/2\\ \frac{l_1 - c(\theta)l_2}{1 - c^2(\theta)}, & -\pi/2 < \theta < -\gamma \end{cases}$$

$$x_{FP_2} = \begin{cases} \frac{c(\theta)l_1 - c^2(\theta)l_2}{1 - c^2(\theta)}, & \gamma < \theta < \pi/2\\ \frac{l_2 - c(\theta)l_1}{1 - c^2(\theta)}, & -\pi/2 < \theta < -\gamma \end{cases}$$
(6)

$$x_{FP_2} = \begin{cases} \frac{c(\theta)l_1 - c^2(\theta)l_2}{1 - c^2(\theta)}, & \gamma < \theta < \pi/2\\ \frac{l_2 - c(\theta)l_1}{1 - c^2(\theta)}, & -\pi/2 < \theta < -\gamma \end{cases}$$
(6)

in which  $c(\theta) = \cos(\theta)/\cos(\theta - \phi)$ ,  $\gamma = \pi/2 - \arctan(l_1/l_2)$ .

Sketch of Proof. Constrain the robot to bounce counterclockwise, at an angle  $0 < \theta < \pi/2$ , and consider the bounce map that takes the robot from an edge length  $l_1$  to the adjacent edge length  $l_2$ , and then, in a second bounce, takes the robot from the edge length  $l_2$  to the next edge length  $l_1$ . Using law of sines and composing the two consecutive bounces, yields the bounce map

$$b_{\theta}^{+}(x) = c(\theta)l_2 - c^2(\theta)l_1 + c^2(\theta)x, \tag{7}$$

in which  $c(\theta) = \cos(\theta)/\cos(\theta - \phi)$ . The bounce map shown in Equation (??) is a contraction mapping if  $|c(\theta)| < 1$ , which by Banach fixed-point theorem, it has a unique fixed point.

Then, iterating the map  $b_{\theta}^{+}$  k times and taking the limit as  $k \to \infty$ , we can explicitly find the value of the fixed point, and thus the points on  $\delta P$  touched by the robot in its orbit. This, yields the first expression in Equation (??). The angle  $\gamma = \pi/2 - \arctan(l_1/l_2)$  comes from restricting the bounces to hit adjacent edges.

Following the same procedure but staring the bouncing at an edge length  $l_2$ , and considering clockwise bounces, we obtain the remaining three expressions for all the remaining cases in Equations (??) and (??).

**Remark 1.** Fixed point  $x_{FP_1}$  corresponds to sides of length  $l_1$ , and fixed point  $x_{FP_2}$  corresponds to sides of length  $l_2$ .

### 2.4 Convex Polygons

Consider a convex n-sided polygon and order its edges in a counterclockwise direction, with  $l_i$ , i = 0, 1, ..., n - 1, as the length of edge  $e_i$  (Figure ??). Refer as  $\phi_i$  to the interior angle formed by edges  $e_i$  and  $e_{(i+1) \mod n}$ .

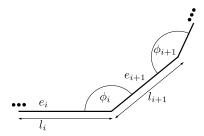


Figure 4: Convex polygon with edges  $e_i$  length  $l_i$  and interior angles  $\phi_i$ .

**Lemma 1.** Assume that the robot bounces at angle  $\theta$  between adjacent edges  $e_i$  and  $e_{(i+1) \bmod n}$ . Define the constrained bounce map  $b_{\theta}^+: (0, l_i) \to (0, l_i)$ , such that it makes the robot bounce m times from  $e_i$  back to  $e_i$ , and maps x, the robot's distance from vertex  $v_i$ , to  $b_{\theta}^+(x)$  distance again from  $v_i$ . This mapping function is given by

$$b_{\theta}^{+}(x) = \sum_{j=0}^{m-1} (-1)^{m-1-j} l_{(i+j) \bmod n} \prod_{k=j}^{m-1} C_{(i+k) \bmod n} + (-1)^{m} x \prod_{k=0}^{m-1} C_{(i+k) \bmod n}$$
(8)

in which  $C_i = \cos(\theta)/\cos(\theta - \phi_i)$ .

*Proof.* If the robot bounces at fixed angle  $\theta$ , the map between edges  $e_i$  and  $e_{(i+1) \mod n}$  is given by  $\mathbf{b}(l_i, \phi_i) = \frac{\cos(\theta)}{\cos(\theta - \phi_i)}(l_i - x)$ . Let  $C_i = \cos(\theta - \phi_i)$ . Bouncing m times through consecutive edges corresponds to composing  $\mathbf{b}(l_i, \phi_i)$  m-1 times, which yields

$$\mathbf{b}(l_{i+m-1}, \phi_{i+m-1}) \circ \mathbf{b}(l_{i+m-2}, \phi_{i+m-2}) \circ \dots \circ \mathbf{b}(l_i, \phi_i)$$

$$= \mathbf{C}_{i+m-1}(l_{i+m-1} - (\mathbf{C}_{i+m-2}(l_{i+m-2} - \dots - \mathbf{C}_i(l_i - x) \dots)))$$

$$= \mathbf{C}_{i+m-1}l_{i+m-1} - \mathbf{C}_{i+m-1}\mathbf{C}_{i+m-2}l_{i+m-2} + \dots \mathbf{C}_{i+m-1}\dots \mathbf{C}_{i+1}\mathbf{C}_i(l_i - x_i)$$

Grouping the terms in the last expression yields Equation (??).

**Remark 2.** Note that  $m \in \{1, 2..., n\}$ . In the case of regular n-sided polygons, setting m = 1 correctly models a bounce map between consecutive edges, as  $l_i = l_j$  and  $\phi_i = \phi_j$ ,  $\forall i, j \in \{0, 1, ..., n-1\}$ .

**Lemma 2.** If  $\left| \prod_{k=0}^{m-1} C_{(i+k) \mod n} \right| < 1$ , then  $b_{\theta}^+(x)$  is a contraction mapping and has a unique fixed point.

*Proof.* In order for  $b_{\theta}^{+}(x)$  to be a contraction mapping with a unique fixed point, we check that  $d(b_{\theta}^{+}(x), b_{\theta}^{+}(y)) \leq kd(x, y)$  for all  $x, y \in (0, l)$  and some nonnegative real number  $0 \leq k < 1$ .

$$d(b_{\theta}^+(x), b_{\theta}^+(y))$$

$$= \left| \sum_{j=0}^{m-1} (-1)^{m-1-j} l_{(i+j) \bmod n} \prod_{k=j}^{m-1} C_{(i+k) \bmod n} + (-1)^m x \prod_{k=0}^{m-1} C_{(i+k) \bmod n} \right|$$

$$- \sum_{j=0}^{m-1} (-1)^{m-1-j} l_{(i+j) \bmod n} \prod_{k=j}^{m-1} C_{(i+k) \bmod n} - (-1)^m y \prod_{k=0}^{m-1} C_{(i+k) \bmod n} \right|$$

$$= \left| (-1)^m \prod_{k=0}^{m-1} C_{(i+k) \bmod n} (x-y) \right|$$

$$= \left| \prod_{k=0}^{m-1} C_{(i+k) \bmod n} \right| d(x,y).$$

Thus if  $\left| \prod_{k=0}^{m-1} C_{(i+k) \mod n} \right| < 1$ , then  $b_{\theta}^+$  is a contraction mapping, and by the Banach fixed-point theorem, it has a unique fixed point.

**Theorem 5.** In every convex n-sided polygon, there exists a range for  $\theta$  such that iterating  $b_{\theta}^{+}(x)$  results in a stable limit cycle of period n, which strikes  $e_i$  at point distance  $x_{FP}$  from vertex  $v_i$ . Distance  $x_{FP}$  is given by

$$x_{FP} = \frac{\sum_{j=0}^{m-1} (-1)^{m-1-j} l_{(i+j) \bmod n} \prod_{k=j}^{m-1} C_{(i+k) \bmod n}}{1 - (-1)^m \prod_{k=0}^{m-1} C_{(i+k) \bmod n}}$$
(9)

in which  $C_i = cos(\theta)/cos(\theta - \phi_i)$ , and  $\theta \in (min\{\phi_i/2\}, \pi/2)$ .

Proof. The function  $b_{\theta}^+$  given in Lemma ?? describes a robot that bounces at angle  $\theta$  between adjacent edges  $e_i$  and  $e_{(i+1) \bmod n}$  in a convex n-gon, beginning its trajectory at a point  $p \in P$  which is at a distance x from  $v_i$ . If the robot is constrained to hit adjacent walls, then  $\theta$  must be greater than  $\min\{\phi_i/2\}$  and less than  $\pi/2$ . Setting  $\theta \in (\min\{\phi_i/2\}, \pi/2)$  also yields  $\left|\prod_{k=0}^{m-1} C_{(i+k) \bmod n}\right| < 1$ , hence, by Lemma ??,  $b_{\theta}^+(x)$  has a unique fixed point, which is an orbit of  $B_{\theta}$  since the robot keeps contacting  $e_i$  at the same distance from  $v_i$  every time it returns to it.

To get the fixed point  $x_{FP}$  equate Equation (??) to x, and solve for x yielding Equation (??). The result follows.