

# A Very Interesting Title

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## Abstract

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## 1 Introduction

An agent starts at  $(0, 0)$  with an object and is moving in a straight line towards  $(1, 0)$  to deliver it. Because the start may fail, we deploy a second agent (called the *finisher*), starting at position  $(x, y)$  that can pick up the object and finish the delivery to  $(1, 0)$ . Suppose the starter fails at  $(0, 0)$  with probability  $p$  and at  $(1, 0)$  with probability  $1 - p$ . We only consider the object to be delivered when the finisher and the object are co-located at  $(1, 0)$ . Both agents always move at a maximum speed of 1. The finisher can start, stop, and change direction instantaneously.

Let's start by considering the case where  $(x - 1)^2 + y^2 \leq 1$ . In this case, the finisher can always reach the object before it reaches  $(1, 0)$ . Observe the point  $(m, 0)$  where  $m = \frac{x^2 + y^2}{2x}$  is the point where, supposing the starter does not fail, the two agents can meet at the same time (time  $t = m$ ). Let's consider three candidate algorithms:

1.  $A_0$ : The finisher moves directly to  $(0, 0)$ , then to  $(1, 0)$ , guaranteeing a delivery time of  $1 + \sqrt{x^2 + y^2}$ .
2.  $A_1$ : The finisher moves directly to  $(1, 0)$ . Then, with probability  $p$  the delivery time is  $2 + \sqrt{(x - 1)^2 + y^2}$ , and with probability  $1 - p$  the delivery time is 1.
3.  $A_m$ : The finisher moves to  $(m, 0)$ , then to  $(0, 0)$ , then to  $(1, 0)$ . Then with probability  $p$  the delivery time is  $2 + 1 + \sqrt{(x - m)^2 + y^2}$ , and with probability  $1 - p$  the delivery time is 1.

Let  $D_0$ ,  $D_1$ , and  $D_m$  be the expected delivery times for algorithms  $A_0$ ,  $A_1$ , and  $A_m$ , respectively. Then  $D_0 = 1 + \sqrt{x^2 + y^2}$ ,  $D_1 = p(2 + \sqrt{(x - 1)^2 + y^2}) + (1 - p)$ , and  $D_m = p(m + 1 + \sqrt{(x - m)^2 + y^2}) + (1 - p)$ .

Let's consider the case where  $(x - 1)^2 + y^2 > 1$  (i.e., the finisher cannot reach the object before it reaches  $(1, 0)$ ). In this case, the only two algorithms that make sense are  $A_0$  and  $A_1$ . The expected delivery time for  $A_0$ , then is better than  $A_1$  if  $1 + \sqrt{x^2 + y^2} < p(2 + \sqrt{(x - 1)^2 + y^2}) + (1 - p)$ . Solving for  $y$ , we find that this is true when

$$y < 2 \frac{(1 - p)p(p - x)(1 - p - x)}{(1 - 2p)^2} \quad (1)$$

**Theorem 1.1.** *The curve defined by Equation 1 has an oblique asymptote at  $y = \operatorname{sgn}(x) \cdot 2\sqrt{\frac{(1 - p)p}{(1 - 2p)^2}}x + \frac{1}{2}$ .*

*Proof.* **JC:** This is just a sketch of the proof. Let  $f(x) = 2 \frac{(1-p)p(p-x)(1-p-x)}{(1-2p)^2}$ . Taking the limit of  $f'(x)$  as  $x \rightarrow \infty$ , yields  $2\sqrt{\frac{(1-p)p}{(1-2p)^2}}$ . Thus, the slope of  $f(x)$  approaches a constant as  $x \rightarrow \infty$ . Then we know there must exist an oblique asymptote of the form  $y = mx + b$  where  $m = 2\sqrt{\frac{(1-p)p}{(1-2p)^2}}$ . To find  $b$ , we must find the value of  $b$  such that  $\lim_{x \rightarrow \infty} f(x) - (mx + b) = 0$ . This yields  $b = \frac{1}{2}$ . Thus, the oblique asymptote is  $y = \text{sgn}x 2\sqrt{\frac{(1-p)p}{(1-2p)^2}}x + \frac{1}{2}$ .  $\square$