

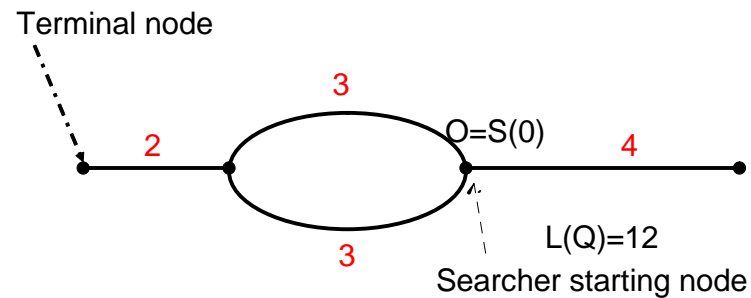
# Minimax Search of a Network

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# Search for Immobile Hider on a Network

Every edge  $e$  of  $Q$  has a length  $L(e)$  and the total length is denoted by  $L(Q) = \mu$ .  
The length of a minimal (Chinese Postman) tour is denoted  $\bar{\mu}$ .



## Bounds on $V=V(Q,O)$ for a General Network

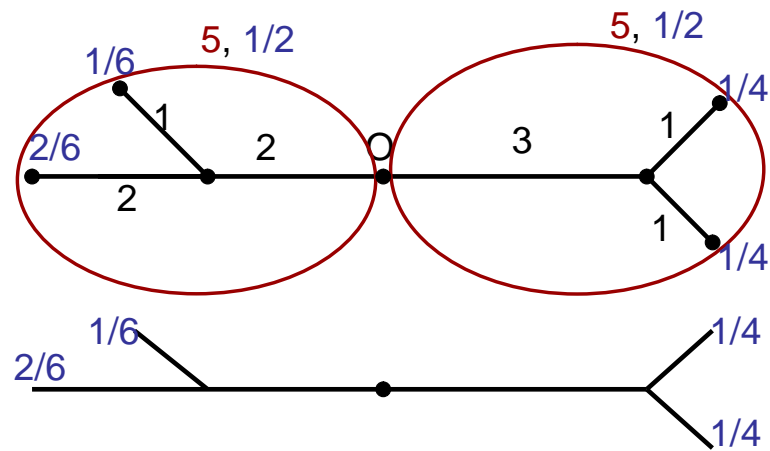
Theorem (Gal): For any network  $(Q, O)$ , the value  $V$  of the search game for an immobile hider satisfies

$$\frac{\mu}{2} \leq V \leq \frac{\bar{\mu}}{2}.$$

The lower bound holds iff  $Q$  is Eulerian (has Eulerian Tour). The upper bound holds for trees and iff  $Q$  is Weakly Eulerian (Gal), that is, consists of a disjoint family of Eulerian networks connected in a tree like fashion.

# Equal Branch Density (EBD) Hider Distribution on Trees

The optimal Hider distribution on a tree is the EBD distribution  $e$ . At every branch node it assigns probabilities to the branches proportional to their lengths.



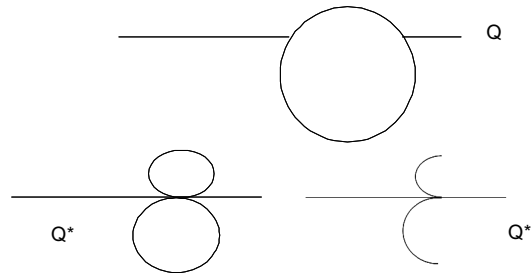
**Arc-Adding Lemma:** Get  $Q'$  from a  $Q$  by adding edge  $e$  of length  $l \geq 0$  between points  $x, y \in Q$ . Then

1.  $V(Q') \leq V(Q) + 2l$ , so  $V(Q') \leq V(Q)$  if we identify  $v_1, v_2$  ( $l = 0$ )
2. If  $l \geq d_Q(v_1, v_2)$ , then  $V(Q') \geq V(Q)$ . Any hiding strategy on  $Q$  does as well on  $Q'$ .

# Weakly Eulerian Networks

Definition: A network is weakly Eulerian if it contains a set of disjoint Eulerian networks such that shrinking each to a point transforms the network into a tree.

**Proposition (Gal):** If  $Q$  is a weakly Eulerian network then  $V = \bar{\mu}/2$ .



All three networks have same  $\bar{\mu}$ .  $V(Q^*) \leq V(Q)$  and  $V(Q^*) \geq V(Q^{**})$  Arc-Adding Lemma.  $V(Q^{**}) = \bar{\mu}/2$  (tree).

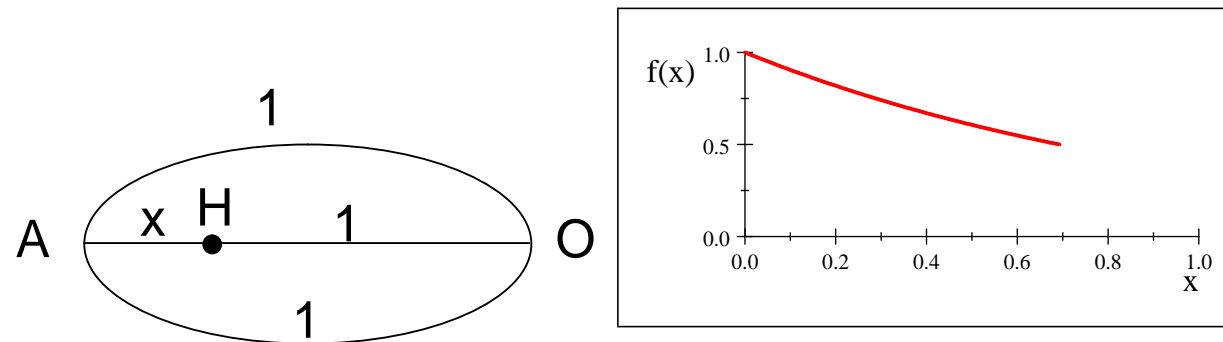
$$\bar{\mu}/2 \leq V(Q) \leq \bar{\mu}/2.$$

# Gal's Theorem

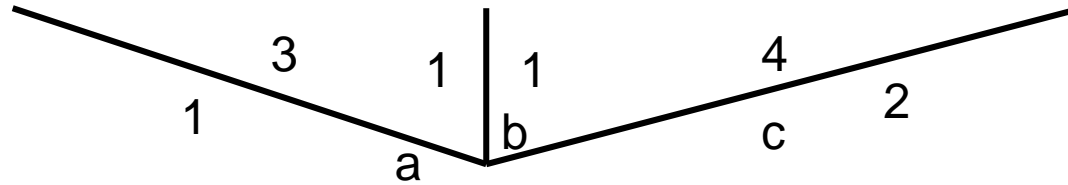
Theorem [3.26]: For any network  $Q$ ,  $V = \bar{\mu}/2$  iff  $Q$  is weakly Eulerian.



## The 'Three Arc' Network



Best to hide near A. Pick  $x$  (on random arc) with probability density  $f(x) = e^{-x}$   $0 < x < \ln 2 \approx .693$ . Searcher goes to  $A$ , back a bit on another arc, back to  $A$ , back to  $O$ , back towards  $A$ . (S. Gal, L. Pavlovic).  $V = (4 + \ln 2) / 3 \approx 1.56 < \bar{\mu} / 2$ .



Tree with asymmetric distances (travel times):  
out (left) back (right)

(Alpern-Lidbetter Formula): 
$$V = \frac{\bar{\mu}}{2} + \frac{1}{2} \sum_{\text{leaves } j} e(j) (d(0, j) - d(j, 0)). \quad (1)$$