#### New constructions of Kakeya and Besicovitch sets

#### Yuval Peres 1

Based on work with

Y. Babichenko, R. Peretz, P. Sousi, P. Winkler and

the forthcoming book Fractals in Probability and Analysis with C. Bishop

<sup>&</sup>lt;sup>1</sup>Microsoft Research

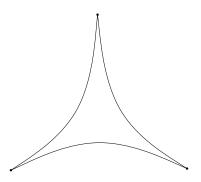
#### Besicovitch sets – History

A subset  $S \subseteq \mathbb{R}^2$  is called a **Besicovitch** set if it contains a unit segment in every direction. It is called a **Kakeya** set if a unit segment can be rotated 360 degrees within S.

### Besicovitch sets – History

A subset  $S \subseteq \mathbb{R}^2$  is called a **Besicovitch** set if it contains a unit segment in every direction. It is called a **Kakeya** set if a unit segment can be rotated 360 degrees within S.

Kakeya's question (1917): Does the three-pointed deltoid shape have minimal area among such sets?



**Besicovitch** (1919) gave the first construction of a Besicovitch set of **zero** area.

**Besicovitch** (1919) gave the first construction of a Besicovitch set of **zero** area.

Due to a reduction by Pál, this also yields a Kakeya set of arbitrarily small area.

**Besicovitch** (1919) gave the first construction of a Besicovitch set of **zero** area.

Due to a reduction by Pál, this also yields a Kakeya set of arbitrarily small area.

**Besicovitch** (1919) gave the first construction of a Besicovitch set of **zero** area.

Due to a reduction by Pál, this also yields a Kakeya set of arbitrarily small area.



n = 1

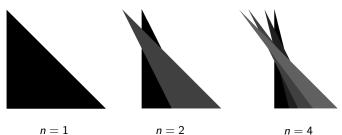
**Besicovitch** (1919) gave the first construction of a Besicovitch set of **zero** area.

Due to a reduction by Pál, this also yields a Kakeya set of arbitrarily small area.



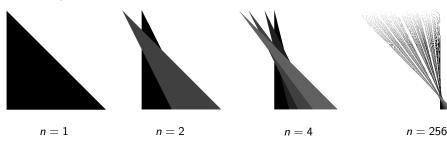
**Besicovitch** (1919) gave the first construction of a Besicovitch set of **zero** area.

Due to a reduction by Pál, this also yields a Kakeya set of arbitrarily small area.



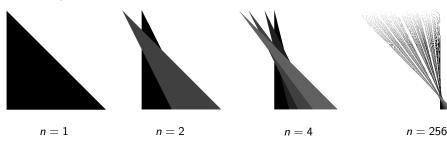
**Besicovitch** (1919) gave the first construction of a Besicovitch set of **zero** area.

Due to a reduction by Pál, this also yields a Kakeya set of arbitrarily small area.



**Besicovitch** (1919) gave the first construction of a Besicovitch set of **zero** area.

Due to a reduction by Pál, this also yields a Kakeya set of arbitrarily small area.



### New connection to game theory and probability

In this talk we will see a *probabilistic* construction of an optimal Besicovitch set consisting of triangle (and later a deterministic analog).

#### New connection to game theory and probability

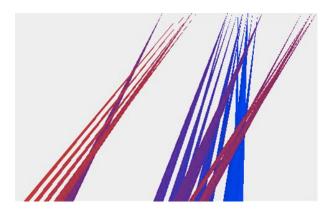
In this talk we will see a *probabilistic* construction of an optimal Besicovitch set consisting of triangle (and later a deterministic analog).

We do so by relating these sets to a game of pursuit on the cycle  $\mathbb{Z}_n$  introduced by Adler et al.

### New connection to game theory and probability

In this talk we will see a *probabilistic* construction of an optimal Besicovitch set consisting of triangle (and later a deterministic analog).

We do so by relating these sets to a game of pursuit on the cycle  $\mathbb{Z}_n$  introduced by Adler et al.



# Definition of the game $\overline{G_n}$



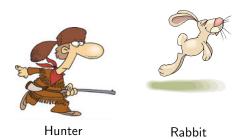


Hunter

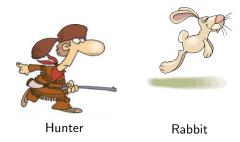




Hunter







#### Two players

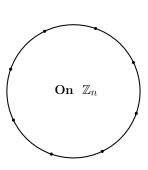


Hunter



Rabbit

#### Where?



### When?

### When?



### When?



At night – they cannot see each other....

Rules

#### Rules

At time 0 both hunter and rabbit choose initial positions.

#### Rules

At time 0 both hunter and rabbit choose initial positions.

At each subsequent step, the hunter either moves to an adjacent node or stays put. Simultaneously, the rabbit may leap to any node in  $\mathbb{Z}_n$ .

#### Rules

At time 0 both hunter and rabbit choose initial positions.

At each subsequent step, the hunter either moves to an adjacent node or stays put. Simultaneously, the rabbit may leap to any node in  $\mathbb{Z}_n$ .

When does the game end?

#### Rules

At time 0 both hunter and rabbit choose initial positions.

At each subsequent step, the hunter either moves to an adjacent node or stays put. Simultaneously, the rabbit may leap to any node in  $\mathbb{Z}_n$ .

#### When does the game end?

At "capture time", when the hunter and the rabbit occupy the same location in  $\mathbb{Z}_n$  at the same time.

#### Rules

At time 0 both hunter and rabbit choose initial positions.

At each subsequent step, the hunter either moves to an adjacent node or stays put. Simultaneously, the rabbit may leap to any node in  $\mathbb{Z}_n$ .

#### When does the game end?

At "capture time", when the hunter and the rabbit occupy the same location in  $\mathbb{Z}_n$  at the same time.



#### Rules

At time 0 both hunter and rabbit choose initial positions.

At each subsequent step, the hunter either moves to an adjacent node or stays put. Simultaneously, the rabbit may leap to any node in  $\mathbb{Z}_n$ .

#### When does the game end?

At "capture time", when the hunter and the rabbit occupy the same location in  $\mathbb{Z}_n$  at the same time.

#### Goals



#### Rules

At time 0 both hunter and rabbit choose initial positions.

At each subsequent step, the hunter either moves to an adjacent node or stays put. Simultaneously, the rabbit may leap to any node in  $\mathbb{Z}_n$ .

#### When does the game end?

At "capture time", when the hunter and the rabbit occupy the same location in  $\mathbb{Z}_n$  at the same time.

#### Goals

Hunter: Minimize "capture time"



#### Rules

At time 0 both hunter and rabbit choose initial positions.

At each subsequent step, the hunter either moves to an adjacent node or stays put. Simultaneously, the rabbit may leap to any node in  $\mathbb{Z}_n$ .

#### When does the game end?

At "capture time", when the hunter and the rabbit occupy the same location in  $\mathbb{Z}_n$  at the same time.

#### Goals

Hunter: Minimize "capture time" Rabbit: Maximize "capture time"



### The *n*-step game $G_n^*$

Define a **zero sum** game  $G_n^*$  with payoff 1 to the hunter if he captures the rabbit in the first n steps, and payoff 0 otherwise.

## The *n*-step game $G_n^*$

Define a **zero sum** game  $G_n^*$  with payoff 1 to the hunter if he captures the rabbit in the first n steps, and payoff 0 otherwise.

 G<sub>n</sub><sup>\*</sup> is finite ⇒ By the minimax theorem, ∃ optimal randomized strategies for both players.

## The *n*-step game $G_n^*$

Define a **zero sum** game  $G_n^*$  with payoff 1 to the hunter if he captures the rabbit in the first n steps, and payoff 0 otherwise.

- G<sub>n</sub><sup>\*</sup> is finite ⇒ By the minimax theorem, ∃ optimal randomized strategies for both players.
- The **value** of  $G_n^*$  is the probability  $p_n$  of capture under optimal play.

#### The *n*-step game $G_n^*$

Define a **zero sum** game  $G_n^*$  with payoff 1 to the hunter if he captures the rabbit in the first n steps, and payoff 0 otherwise.

- G<sub>n</sub><sup>\*</sup> is finite ⇒ By the minimax theorem, ∃ optimal randomized strategies for both players.
- The **value** of  $G_n^*$  is the probability  $p_n$  of capture under optimal play.
- Mean capture time in  $G_n$  under optimal play is between  $n/p_n$  and  $2n/p_n$ .

### The *n*-step game $G_n^*$

Define a **zero sum** game  $G_n^*$  with payoff 1 to the hunter if he captures the rabbit in the first n steps, and payoff 0 otherwise.

- G<sub>n</sub><sup>\*</sup> is finite ⇒ By the minimax theorem, ∃ optimal randomized strategies for both players.
- The value of  $G_n^*$  is the probability  $p_n$  of capture under optimal play.
- Mean capture time in  $G_n$  under optimal play is between  $n/p_n$  and  $2n/p_n$ .
- We will estimate  $p_n$ , and construct a Besicovitch set of area  $\approx p_n$ , that consists of 4n triangles.



Micah Adler, Harald Räcke, Naveen Sivadasan, Christian Sohler, and Berthold Vöcking.

Randomized pursuit-evasion in graphs.

Combin. Probab. Comput., 12(3):225–244, 2003. Combinatorics, probability and computing (Oberwolfach, 2001).



Yakov Babichenko, Yuval Peres, Ron Peretz, Perla Sousi, and Peter Winkler.

Hunter, Cauchy Rabbit and Optimal Kakeya Sets.

Available at arXiv:1207.6389



A. S. Besicovitch.

On Kakeya's problem and a similar one.

Math. Z., 27(1):312-320, 1928.



Roy O. Davies.

Some remarks on the Kakeya problem.

Proc. Cambridge Philos. Soc., 69:417-421, 1971.

• If the rabbit chooses a random node and stays there, the hunter can sweep the cycle, so probability of capture in *n* steps is about 1/2.

- If the rabbit chooses a random node and stays there, the hunter can sweep the cycle, so probability of capture in n steps is about 1/2.
- What if the rabbit jumps to a uniform random node in each step?

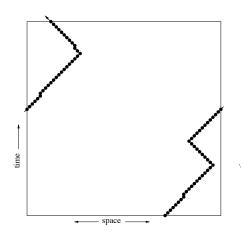
- If the rabbit chooses a random node and stays there, the hunter can sweep the cycle, so probability of capture in n steps is about 1/2.
- What if the rabbit jumps to a uniform random node in each step? Then, for any hunter strategy, he will capture the rabbit with probability 1/n at each step, so probability of capture in n steps is  $1-(1-1/n)^n \to 1-1/e$ .

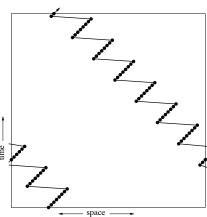
- If the rabbit chooses a random node and stays there, the hunter can sweep the cycle, so probability of capture in n steps is about 1/2.
- What if the rabbit jumps to a uniform random node in each step? Then, for any hunter strategy, he will capture the rabbit with probability 1/n at each step, so probability of capture in n steps is  $1-(1-1/n)^n \to 1-1/e$ .
- **Zig-Zag hunter strategy:** He starts in a random direction, then switches direction with probability 1/n at each step.

- If the rabbit chooses a random node and stays there, the hunter can sweep the cycle, so probability of capture in n steps is about 1/2.
- What if the rabbit jumps to a uniform random node in each step? Then, for any hunter strategy, he will capture the rabbit with probability 1/n at each step, so probability of capture in n steps is  $1-(1-1/n)^n \to 1-1/e$ .
- **Zig-Zag hunter strategy:** He starts in a random direction, then switches direction with probability 1/n at each step.

**Rabbit counter-strategy:** From a random starting node, the rabbit walks  $\sqrt{n}$  steps to the right, then jumps  $2\sqrt{n}$  to the left, and repeats. The probability of capture in n steps is  $\approx n^{-1/2}$ .

# Zig-Zag hunter strategy







It turns out the best the hunter can do is start at a random point and continue at a random speed.

It turns out the best the hunter can do is start at a random point and continue at a random speed.

More formally....

It turns out the best the hunter can do is start at a random point and continue at a random speed.

More formally.... Let  $\mathbf{a}, \mathbf{b}$  be independent uniform on [0, 1].

It turns out the best the hunter can do is start at a random point and continue at a random speed.

More formally... Let a,b be independent uniform on [0,1]. Let the position of the hunter at time t be

$$H_t = \lceil an + bt \rceil \mod n$$
.

It turns out the best the hunter can do is start at a random point and continue at a random speed.

More formally... Let  $\mathbf{a}$ ,  $\mathbf{b}$  be independent uniform on [0,1]. Let  $\mathbf{the}$  position of  $\mathbf{be}$  the hunter at time t be

$$H_t = \lceil an + bt \rceil \mod n$$
.

What capture time does this yield?

It turns out the best the hunter can do is start at a random point and continue at a random speed.

More formally... Let a,b be independent uniform on [0,1]. Let the position of the hunter at time t be

$$H_t = \lceil an + bt \rceil \mod n$$
.

What capture time does this yield? Let  $R_{\ell}$  be the position of the rabbit at time  $\ell$  and  $K_n$  the number of collisions

It turns out the best the hunter can do is start at a random point and continue at a random speed.

More formally... Let a,b be independent uniform on [0,1]. Let the position of the hunter at time t be

$$H_t = \lceil an + bt \rceil \mod n$$
.

What capture time does this yield? Let  $R_{\ell}$  be the position of the rabbit at time  $\ell$  and  $K_n$  the number of **collisions**, i.e.

$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i).$$

It turns out the best the hunter can do is start at a random point and continue at a random speed.

More formally... Let a,b be independent uniform on [0,1]. Let the position of the hunter at time t be

$$H_t = \lceil an + bt \rceil \mod n$$
.

What capture time does this yield? Let  $R_{\ell}$  be the position of the rabbit at time  $\ell$  and  $K_n$  the number of **collisions**, i.e.

$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i).$$

Use second moment method – calculate first and second moments of  $K_n$ .



We will show that  $\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}$ .



We will show that  $\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}$ . Recall  $K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$ 



We will show that 
$$\mathbb{P}(K_n>0)\gtrsim \frac{1}{\log n}$$
. Recall  $K_n=\sum_{i=0}^{n-1}\mathbf{1}(R_i=H_i)$ 

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$$

$$H_t = \lceil an + bt \rceil \mod n$$



We will show that  $\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}$ . Recall  $K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$ 

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$$

$$H_t = \lceil an + bt \rceil \mod n$$



$$\mathbb{E}[K_n] = \sum_{i=0}^{n-1} \mathbb{P}(H_i = R_i) = 1$$

We will show that 
$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}$$
. Recall  $K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$ 



$$H_t = \lceil an + bt \rceil \mod n$$



$$\mathbb{E}[\mathcal{K}_n] = \sum_{i=0}^{n-1} \mathbb{P}(\mathcal{H}_i = \mathcal{R}_i) = 1$$

$$\mathbb{E}\left[K_n^2\right] = \mathbb{E}[K_n] + \sum_{i \neq \ell} \mathbb{P}(H_i = R_i, H_\ell = R_\ell)$$

We will show that 
$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}$$
. Recall  $K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$ 

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$$

$$H_t = \lceil an + bt \rceil \mod n$$



$$\mathbb{E}[K_n] = \sum_{i=0}^{n-1} \mathbb{P}(H_i = R_i) = 1$$

$$\mathbb{E}\left[K_n^2\right] = \mathbb{E}[K_n] + \sum_{i \neq \ell} \mathbb{P}(H_i = R_i, H_\ell = R_\ell)$$

Suffices to show

$$\mathbb{E}\big[K_n^2\big] \lesssim \log n$$

We will show that 
$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}$$
. Recall  $K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$ 

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$$

$$H_t = \lceil an + bt \rceil \mod n$$



$$\mathbb{E}[K_n] = \sum_{i=0}^{n-1} \mathbb{P}(H_i = R_i) = 1$$

$$\mathbb{E}\left[K_n^2\right] = \mathbb{E}[K_n] + \sum_{i \neq \ell} \mathbb{P}(H_i = R_i, H_\ell = R_\ell)$$

Suffices to show

$$\mathbb{E}\big[K_n^2\big] \lesssim \log n$$

#### Then by Cauchy-Schwartz

$$\mathbb{P}(K_n > 0) \geq \frac{\mathbb{E}[K_n]^2}{\mathbb{E}[K_n^2]} \gtrsim \frac{1}{\log n}.$$

We will show that 
$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}$$
. Recall  $K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$ 

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i)$$

$$H_t = \lceil an + bt \rceil \mod n$$



$$\mathbb{E}[K_n] = \sum_{i=0}^{n-1} \mathbb{P}(H_i = R_i) = 1$$

$$\mathbb{E}\left[K_n^2\right] = \mathbb{E}[K_n] + \sum_{i \neq \ell} \mathbb{P}(H_i = R_i, H_\ell = R_\ell)$$

Suffices to show

$$\boxed{\mathbb{E}\big[K_n^2\big] \lesssim \log n}$$

#### Then by Cauchy-Schwartz

$$\mathbb{P}(K_n > 0) \geq \frac{\mathbb{E}[K_n]^2}{\mathbb{E}[K_n^2]} \gtrsim \frac{1}{\log n}.$$

Enough to prove

$$\mathbb{P}(H_i = R_i, H_{i+j} = R_{i+j}) \lesssim \frac{1}{jn}$$





#### Need to prove

$$\mathbb{P}(H_i = R_i, H_{i+j} = R_{i+j}) \lesssim \frac{1}{jn}.$$



#### Need to prove

$$\mathbb{P}(H_i = R_i, H_{i+j} = R_{i+j}) \lesssim \frac{1}{jn}.$$

Recall  $a, b \sim U[0, 1]$ 



Need to prove

$$\mathbb{P}(H_i = R_i, H_{i+j} = R_{i+j}) \lesssim \frac{1}{jn}.$$

This is equivalent to showing that for r, s fixed

**Recall**  $a, b \sim U[0, 1]$ 



Need to prove

$$\mathbb{P}(H_i = R_i, H_{i+j} = R_{i+j}) \lesssim \frac{1}{jn}.$$

This is equivalent to showing that for r, s fixed

Recall  $a, b \sim U[0, 1]$ 

$$\mathbb{P}(\mathsf{an}+\mathsf{bi}\in(\mathsf{r}-1,\mathsf{r}],\mathsf{na}+\mathsf{b}(\mathsf{i}+\mathsf{j})\in(\mathsf{s}-1,\mathsf{s}])\lesssim\frac{1}{\mathsf{jn}}.$$



Need to prove

$$\mathbb{P}(H_i = R_i, H_{i+j} = R_{i+j}) \lesssim \frac{1}{jn}.$$

This is equivalent to showing that for r, s fixed

Recall  $a, b \sim U[0, 1]$ 

$$\mathbb{P}(\mathsf{an}+\mathsf{bi}\in(\mathsf{r}-1,\mathsf{r}],\mathsf{na}+\mathsf{b}(\mathsf{i}+\mathsf{j})\in(\mathsf{s}-1,\mathsf{s}])\lesssim\frac{1}{\mathsf{jn}}.$$

Subtract the two constraints to get  $bj \in [s-r-1, s-r+1]$  – this has measure at most 2/j.



#### Need to prove

$$\mathbb{P}(H_i = R_i, H_{i+j} = R_{i+j}) \lesssim \frac{1}{jn}.$$

This is equivalent to showing that for r, s fixed

**Recall**  $a, b \sim U[0, 1]$ 

$$\mathbb{P}(\mathsf{an}+\mathsf{bi}\in(\mathsf{r}-1,\mathsf{r}],\mathsf{na}+\mathsf{b}(\mathsf{i}+\mathsf{j})\in(\mathsf{s}-1,\mathsf{s}])\lesssim\frac{1}{\mathsf{jn}}.$$

Subtract the two constraints to get  $bj \in [s-r-1, s-r+1]$  – this has measure at most 2/j.

After fixing b, the choices for a have measure 1/n.



Need to prove

$$\mathbb{P}(H_i = R_i, H_{i+j} = R_{i+j}) \lesssim \frac{1}{jn}.$$

This is equivalent to showing that for r, s fixed

**Recall**  $a, b \sim U[0, 1]$ 

$$\mathbb{P}(\mathsf{an}+\mathsf{bi}\in(\mathsf{r}-1,\mathsf{r}],\mathsf{na}+\mathsf{b}(\mathsf{i}+\mathsf{j})\in(\mathsf{s}-1,\mathsf{s}])\lesssim\frac{1}{\mathsf{jn}}.$$

Subtract the two constraints to get  $bj \in [s-r-1, s-r+1]$  – this has measure at most 2/j.

After fixing b, the choices for a have measure 1/n.

### Rabbit's optimal strategy



Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$



With the hunter's strategy above

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$



With the hunter's strategy above



Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$

$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}.$$

With the hunter's strategy above

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$



$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}.$$

This gave expected capture time at most  $n \log n$ .

With the hunter's strategy above

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$



$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}.$$

This gave expected capture time at most  $n \log n$ .

What about the rabbit?

With the hunter's strategy above

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$



$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}.$$

This gave expected capture time at most  $n \log n$ .

What about the **rabbit**? Can he **escape** for time of order  $n \log n$ ?

With the hunter's strategy above

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$



$$\mathbb{P}(K_n>0)\gtrsim \frac{1}{\log n}.$$

This gave expected capture time at most  $n \log n$ .

What about the **rabbit**? Can he **escape** for time of order  $n \log n$ ? Looking for a **rabbit** strategy with

$$\mathbb{P}(K_n > 0) \lesssim \frac{1}{\log n}.$$

With the hunter's strategy above

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$



$$\mathbb{P}(K_n > 0) \gtrsim \frac{1}{\log n}.$$

This gave expected capture time at most  $n \log n$ .

What about the **rabbit**? Can he **escape** for time of order  $n \log n$ ? Looking for a **rabbit** strategy with

$$\mathbb{P}(K_n > 0) \lesssim \frac{1}{\log n}.$$

Extend the strategies until time 2n and define  $K_{2n}$  analogously.

With the hunter's strategy above

Recall 
$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(H_i = R_i)$$



$$\mathbb{P}(K_n>0)\gtrsim \frac{1}{\log n}.$$

This gave expected capture time at most  $n \log n$ .

What about the **rabbit**? Can he **escape** for time of order  $n \log n$ ? Looking for a **rabbit** strategy with

$$\mathbb{P}(K_n > 0) \lesssim \frac{1}{\log n}.$$

Extend the strategies until time 2n and define  $K_{2n}$  analogously. Obviously

$$\mathbb{P}(K_n > 0) \leq \frac{\mathbb{E}[K_{2n}]}{\mathbb{E}[K_{2n} \mid K_n > 0]}$$



If the rabbit starts at a uniform point and the jumps are independent, then



If the rabbit starts at a uniform point and the jumps are independent, then



$$\mathbb{E}[K_{2n}]=2$$

$$\mathbb{E}[K_{2n}] = 2 \qquad \qquad \mathsf{Recall} \ K_{2n} = \sum_{i=0}^{2n-1} \mathbf{1}(H_i = R_i)$$

If the rabbit starts at a uniform point and the jumps are independent, then



$$\mathbb{E}[K_{2n}]=2$$

$$\mathbb{E}[K_{2n}] = 2 \qquad \qquad \mathsf{Recall} \ K_{2n} = \sum_{i=0}^{2n-1} \mathbf{1}(H_i = R_i)$$

**Idea:** Need to make  $\mathbb{E}[K_{2n} \mid K_n > 0]$  "big" so  $\mathbb{P}(K_n > 0) \leq (\log n)^{-1}$ .

If the rabbit starts at a uniform point and the jumps are independent, then



$$\mathbb{E}[K_{2n}]=2$$

$$\mathbb{E}[K_{2n}] = 2 \qquad \qquad \mathsf{Recall} \ K_{2n} = \sum_{i=0}^{2n-1} \mathbf{1}(H_i = R_i)$$

**Idea:** Need to make  $\mathbb{E}[K_{2n} \mid K_n > 0]$  "big" so  $\mathbb{P}(K_n > 0) \leq (\log n)^{-1}$ .

This means that given the rabbit and hunter collided, we want them to collide "a lot". The hunter can only move to neighbours or stay put.

If the rabbit starts at a uniform point and the jumps are independent, then



$$\mathbb{E}[K_{2n}]=2$$

$$\mathbb{E}[K_{2n}] = 2 \qquad \qquad \mathsf{Recall} \ K_{2n} = \sum_{i=0}^{2n-1} \mathbf{1}(H_i = R_i)$$

**Idea:** Need to make  $\mathbb{E}[K_{2n} \mid K_n > 0]$  "big" so  $\mathbb{P}(K_n > 0) \leq (\log n)^{-1}$ .

This means that given the rabbit and hunter collided, we want them to collide "a lot". The hunter can only move to neighbours or stay put.

So the rabbit should also choose a distribution for the jumps that favors short distances, yet grows linearly in time. This suggests a Cauchy random walk.



By time i the hunter can only be in the set  $\{-i \mod n, \ldots, i \mod n\}$ . We are looking for a distribution for the rabbit so that



By time i the **hunter** can only be in the set  $\{-i \mod n, \ldots, i \mod n\}$ . We are looking for a distribution for the rabbit so that



$$\mathbb{P}(R_i = \ell) \gtrsim \frac{1}{i} \quad \text{for } \ell \in \{-i \mod n, \dots, i \mod n\}.$$

By time i the **hunter** can only be in the set  $\{-i \mod n, \ldots, i \mod n\}$ . We are looking for a distribution for the rabbit so that



$$\mathbb{P}(R_i = \ell) \gtrsim \frac{1}{i} \quad \text{for } \ell \in \{-i \mod n, \dots, i \mod n\}.$$

Then by the Markov property

$$\mathbb{E}[K_{2n} \mid K_n > 0] \geq \sum_{i=0}^{n-1} \mathbb{P}_0(H_i = R_i) \gtrsim \log n.$$

By time i the **hunter** can only be in the set  $\{-i \mod n, \ldots, i \mod n\}$ . We are looking for a distribution for the rabbit so that



$$\mathbb{P}(R_i = \ell) \gtrsim \frac{1}{i} \quad \text{for } \ell \in \{-i \mod n, \dots, i \mod n\}.$$

Then by the Markov property

$$\mathbb{E}[K_{2n} \mid K_n > 0] \geq \sum_{i=0}^{n-1} \mathbb{P}_0(H_i = R_i) \gtrsim \log n.$$

**Intuition:** If  $X_1, \ldots$  are i.i.d. Cauchy random variables, i.e. with density  $(\pi(1+x^2))^{-1}$ , then  $X_1 + \ldots + X_n$  is spread over (-n, n) and with roughly uniform distribution.

By time i the **hunter** can only be in the set  $\{-i \mod n, \ldots, i \mod n\}$ . We are looking for a distribution for the rabbit so that



$$\mathbb{P}(R_i = \ell) \gtrsim \frac{1}{i} \quad \text{ for } \ell \in \{-i \mod n, \dots, i \mod n\}.$$

Then by the Markov property

$$\mathbb{E}[K_{2n} \mid K_n > 0] \geq \sum_{i=0}^{n-1} \mathbb{P}_0(H_i = R_i) \gtrsim \log n.$$

**Intuition:** If  $X_1, \ldots$  are i.i.d. Cauchy random variables, i.e. with density  $(\pi(1+x^2))^{-1}$ , then  $X_1 + \ldots + X_n$  is spread over (-n, n) and with roughly uniform distribution.

This is what we want- But in the discrete setting...

The Cauchy distribution can be embedded in planar Brownian motion.

The Cauchy distribution can be embedded in planar Brownian motion.

Let's imitate that in the discrete setting:

The Cauchy distribution can be embedded in planar Brownian motion.

### Let's imitate that in the discrete setting:

Let  $(X_t, Y_t)_t$  be a simple random walk in  $\mathbb{Z}^2$ . Define hitting times

$$T_i = \inf\{t \geq 0 : Y_t = i\}$$

and set  $R_i = X_{T_i} \operatorname{mod} n$ .

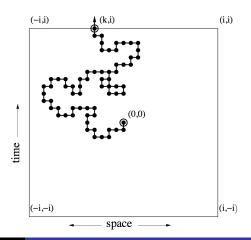
The Cauchy distribution can be embedded in planar Brownian motion.

#### Let's imitate that in the discrete setting:

Let  $(X_t, Y_t)_t$  be a simple random walk in  $\mathbb{Z}^2$ . Define hitting times

$$T_i = \inf\{t \geq 0 : Y_t = i\}$$

and set  $R_i = X_{T_i} \operatorname{mod} n$ .



The Cauchy distribution can be embedded in planar Brownian motion.

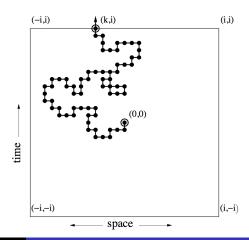
#### Let's imitate that in the discrete setting:

Let  $(X_t, Y_t)_t$  be a simple random walk in  $\mathbb{Z}^2$ . Define hitting times

$$T_i = \inf\{t \geq 0 : Y_t = i\}$$

and set  $R_i = X_{T_i} \operatorname{mod} n$ .

• With probability 1/4, SRW exits the square via the top side.



The Cauchy distribution can be embedded in planar Brownian motion.

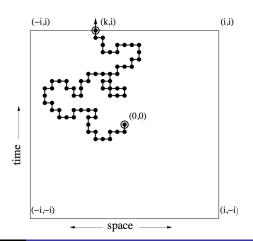
#### Let's imitate that in the discrete setting:

Let  $(X_t, Y_t)_t$  be a simple random walk in  $\mathbb{Z}^2$ . Define hitting times

$$T_i = \inf\{t \geq 0 : Y_t = i\}$$

and set  $R_i = X_{T_i} \mod n$ .

- With probability 1/4, SRW exits the square via the top side.
- Of the 2i + 1 nodes on the top, the middle node is the most likely hitting point: subdivide all edges, and condition on the (even) number of horizontal steps until height i is reached; the horizontal displacement is a shifted binomial, so the mode is the mean.



The Cauchy distribution can be embedded in planar Brownian motion.

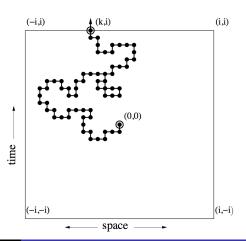
#### Let's imitate that in the discrete setting:

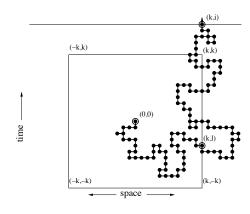
Let  $(X_t, Y_t)_t$  be a simple random walk in  $\mathbb{Z}^2$ . Define hitting times

$$T_i = \inf\{t \geq 0 : Y_t = i\}$$

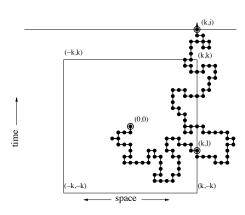
and set  $R_i = X_{T_i} \mod n$ .

- With probability 1/4, SRW exits the square via the top side.
- Of the 2i + 1 nodes on the top, the middle node is the most likely hitting point: subdivide all edges, and condition on the (even) number of horizontal steps until height i is reached; the horizontal displacement is a shifted binomial, so the mode is the mean.
- Thus the hitting probability at (0, i) is at least 1/(8i + 4).

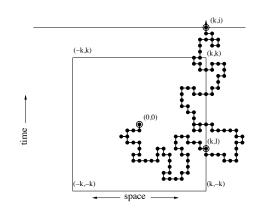




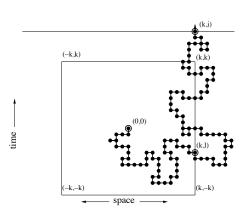
• Suppose 0 < k < i.



- Suppose 0 < *k* < *i*.
- With probability 1/4, SRW exits the square  $[-k, k]^2$  via the right side.



- Suppose 0 < k < i.
- With probability 1/4, SRW exits the square  $[-k, k]^2$  via the right side.
- Repeating the previous argument, the hitting probability at (k, i) is at least c/i.



Let  $(R_t)_t$  be a **rabbit** strategy. Extend it to real times as a step function.

Let  $(R_t)_t$  be a **rabbit** strategy. Extend it to real times as a step function. Let a be uniform in [-1,1] and b uniform in [0,1] and  $H_t=an+bt$ . There is a **collision** at time  $t \in [0,n)$  if  $R_t=H_t$ .

Let  $(R_t)_t$  be a **rabbit** strategy. Extend it to real times as a step function. Let a be uniform in [-1,1] and b uniform in [0,1] and  $H_t=an+bt$ . There is a **collision** at time  $t\in[0,n)$  if  $R_t=H_t$ .

What is the chance there is a collision in [m, m+1)?

Let  $(R_t)_t$  be a **rabbit** strategy. Extend it to real times as a step function. Let a be uniform in [-1,1] and b uniform in [0,1] and  $H_t=an+bt$ . There is a **collision** at time  $t \in [0,n)$  if  $R_t=H_t$ .

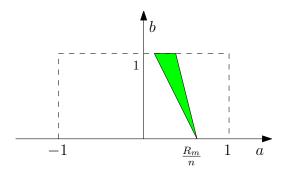
What is the chance there is a collision in [m, m+1)?

It is  $\mathbb{P}(an + bm \leq R_m < an + b(m+1))$ , which is half the area of the triangle

Let  $(R_t)_t$  be a **rabbit** strategy. Extend it to real times as a step function. Let a be uniform in [-1,1] and b uniform in [0,1] and  $H_t=an+bt$ . There is a **collision** at time  $t\in[0,n)$  if  $R_t=H_t$ .

What is the chance there is a collision in [m, m+1)?

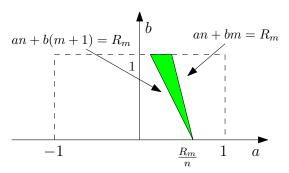
It is  $\mathbb{P}(an + bm \leq R_m < an + b(m+1))$ , which is half the area of the triangle



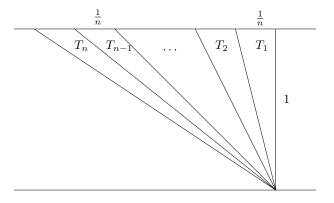
Let  $(R_t)_t$  be a **rabbit** strategy. Extend it to real times as a step function. Let a be uniform in [-1,1] and b uniform in [0,1] and  $H_t=an+bt$ . There is a **collision** at time  $t\in[0,n)$  if  $R_t=H_t$ .

What is the chance there is a collision in [m, m+1)?

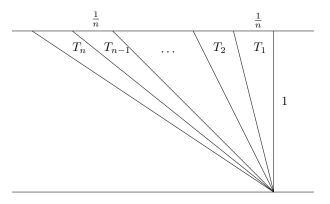
It is  $\mathbb{P}(an + bm \leq R_m < an + b(m+1))$ , which is half the area of the triangle



Hence the probability of collision in [0, n) is half the area of the union of all such triangles, which are translates of



Hence the probability of collision in [0, n) is half the area of the union of all such triangles, which are translates of



In these triangles we can find a unit segment in all directions that have an angle in  $[0,\pi/4]$ 

If the rabbit employs the Cauchy strategy, then

$$\mathbb{P}(\text{collision in the first } n \text{ steps}) \lesssim \frac{1}{\log n}.$$

If the rabbit employs the Cauchy strategy, then

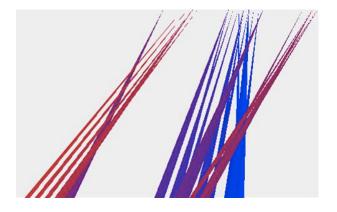
$$\mathbb{P}(\text{collision in the first } n \text{ steps}) \lesssim \frac{1}{\log n}.$$

Hence, this gives a set of triangles with area of order at most  $1/\log n$ .

If the rabbit employs the Cauchy strategy, then

$$\mathbb{P}(\text{collision in the first } n \text{ steps}) \lesssim \frac{1}{\log n}.$$

Hence, this gives a set of triangles with area of order at most  $1/\log n$ .



Simulation generated with n = 32

Motivated by the Cauchy strategy, let's see a **continuum** analog of the probabilistic Kakeya construction of the hunter and rabbit.

Motivated by the Cauchy strategy, let's see a **continuum** analog of the probabilistic Kakeya construction of the hunter and rabbit.

Let  $(X_t)_t$  be a Cauchy process, i.e.  $X_{t+s} - X_t$  has the same law as  $tX_1$  and  $X_1$  has the Cauchy distribution (density given by  $(\pi(1+x^2))^{-1}$ ).

Motivated by the Cauchy strategy, let's see a **continuum** analog of the probabilistic Kakeya construction of the hunter and rabbit.

Let  $(X_t)_t$  be a **Cauchy process**, i.e.  $X_{t+s} - X_t$  has the same law as  $tX_1$  and  $X_1$  has the Cauchy distribution (*density given by*  $(\pi(1+x^2))^{-1}$ ).Set

$$\Lambda = \{(a, X_t + at) : a, t \in [0, 1]\}.$$

Motivated by the Cauchy strategy, let's see a **continuum** analog of the probabilistic Kakeya construction of the hunter and rabbit.

Let  $(X_t)_t$  be a **Cauchy process**, i.e.  $X_{t+s} - X_t$  has the same law as  $tX_1$  and  $X_1$  has the Cauchy distribution (*density given by*  $(\pi(1+x^2))^{-1}$ ).Set

$$\Lambda = \{(a, X_t + at) : a, t \in [0, 1]\}.$$

 $\Lambda$  is a quarter of a Kakeya set – it contains all directions from 0 up to 45° degrees. Take four rotated copies of  $\Lambda$  to obtain a Kakeya set.

Motivated by the Cauchy strategy, let's see a **continuum** analog of the probabilistic Kakeya construction of the hunter and rabbit.

Let  $(X_t)_t$  be a **Cauchy process**, i.e.  $X_{t+s} - X_t$  has the same law as  $tX_1$  and  $X_1$  has the Cauchy distribution (*density given by*  $(\pi(1+x^2))^{-1}$ ).Set

$$\Lambda = \{(a, X_t + at) : a, t \in [0, 1]\}.$$

 $\Lambda$  is a quarter of a Kakeya set – it contains all directions from 0 up to 45° degrees. Take four rotated copies of  $\Lambda$  to obtain a Kakeya set.

∧ is an optimal Kakeya set!

Motivated by the Cauchy strategy, let's see a **continuum** analog of the probabilistic Kakeya construction of the hunter and rabbit.

Let  $(X_t)_t$  be a **Cauchy process**, i.e.  $X_{t+s} - X_t$  has the same law as  $tX_1$  and  $X_1$  has the Cauchy distribution (*density given by*  $(\pi(1+x^2))^{-1}$ ).Set

$$\Lambda = \{(a, X_t + at) : a, t \in [0, 1]\}.$$

 $\Lambda$  is a quarter of a Kakeya set – it contains all directions from 0 up to 45° degrees. Take four rotated copies of  $\Lambda$  to obtain a Kakeya set.

∧ is an optimal Kakeya set!

Leb( $\Lambda$ ) = 0 and **most importantly** the  $\varepsilon$ -neighbourhood satisfies almost surely

$$\mathsf{Leb}(\mathsf{\Lambda}(\varepsilon)) \asymp \frac{1}{|\log \varepsilon|}$$

Let's forget about the term at.

Let's forget about the term at.

$$\mathbb{E}[\mathsf{Leb}(\cup_{s\leq 1}\mathcal{B}(X_s,\varepsilon))] = \int_{\mathbb{R}} \mathbb{P}\big(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1\big) \ \, \textit{d}x.$$

Let's forget about the term at.

$$\mathbb{E}[\mathsf{Leb}(\cup_{s\leq 1}\mathcal{B}(X_s,\varepsilon))] = \int_{\mathbb{R}} \mathbb{P}\big(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1\big) \ dx.$$

Defining 
$$Z_x = \int_0^1 \mathbf{1}(X_s \in \mathcal{B}(x, \varepsilon)) ds$$
 and  $\widetilde{Z}_x = \int_0^2 \mathbf{1}(X_s \in \mathcal{B}(x, \varepsilon)) ds$ ,

Let's forget about the term at.

$$\mathbb{E}[\mathsf{Leb}(\cup_{s\leq 1}\mathcal{B}(X_s,\varepsilon))] = \int_{\mathbb{R}} \mathbb{P}\big(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1\big) \ dx.$$

Defining  $Z_x = \int_0^1 \mathbf{1}(X_s \in \mathcal{B}(x, \varepsilon)) ds$  and  $\widetilde{Z}_x = \int_0^2 \mathbf{1}(X_s \in \mathcal{B}(x, \varepsilon)) ds$ , we have

$$\mathbb{P}\big(\tau_{\mathcal{B}(\mathsf{x},\varepsilon)} \leq 1\big) \leq \frac{\mathbb{E}\left[\widetilde{Z}_\mathsf{x}\right]}{\mathbb{E}\Big[\widetilde{Z}_\mathsf{x} \ \Big| \ Z_\mathsf{x} > 0\Big]}.$$

Let's forget about the term at.

$$\mathbb{E}[\mathsf{Leb}(\cup_{s\leq 1}\mathcal{B}(X_s,\varepsilon))] = \int_{\mathbb{R}} \mathbb{P}\big(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1\big) \ dx.$$

Defining  $Z_x = \int_0^1 \mathbf{1}(X_s \in \mathcal{B}(x,\varepsilon)) ds$  and  $\widetilde{Z}_x = \int_0^2 \mathbf{1}(X_s \in \mathcal{B}(x,\varepsilon)) ds$ , we have

$$\mathbb{P}\big(\tau_{\mathcal{B}(\mathsf{x},\varepsilon)} \leq 1\big) \leq \frac{\mathbb{E}\Big[\widetilde{Z}_\mathsf{x}\Big]}{\mathbb{E}\Big[\widetilde{Z}_\mathsf{x} \ \Big| \ Z_\mathsf{x} > 0\Big]}.$$

Using that  $X_s$  has the same law as  $sX_1$ , we get that

$$\mathbb{E}\Big[\widetilde{Z}_x \; \Big| \; Z_x > 0\Big]$$

Let's forget about the term at.

$$\mathbb{E}[\mathsf{Leb}(\cup_{s\leq 1}\mathcal{B}(X_s,\varepsilon))] = \int_{\mathbb{R}} \mathbb{P}(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1) \ dx.$$

Defining  $Z_x = \int_0^1 \mathbf{1}(X_s \in \mathcal{B}(x, \varepsilon)) ds$  and  $\widetilde{Z}_x = \int_0^2 \mathbf{1}(X_s \in \mathcal{B}(x, \varepsilon)) ds$ , we have

$$\mathbb{P}\big(\tau_{\mathcal{B}(\mathsf{x},\varepsilon)} \leq 1\big) \leq \frac{\mathbb{E}\left\lfloor\widetilde{Z}_\mathsf{x}\right\rfloor}{\mathbb{E}\left[\widetilde{Z}_\mathsf{x} \mid Z_\mathsf{x} > 0\right]}.$$

Using that  $X_s$  has the same law as  $sX_1$ , we get that

$$\mathbb{E}\Big[\widetilde{Z}_{x} \mid Z_{x} > 0\Big] \geq \min_{y \in \mathcal{B}(x,\varepsilon)} \int_{0}^{1} \int_{\mathcal{B}\left(\frac{x}{s} - \frac{y}{s}, \frac{\varepsilon}{s}\right)} \frac{1}{\pi(1+z^{2})} dz ds$$

Let's forget about the term at.

$$\mathbb{E}[\mathsf{Leb}(\cup_{s\leq 1}\mathcal{B}(X_s,\varepsilon))] = \int_{\mathbb{R}} \mathbb{P}\big(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1\big) \ dx.$$

Defining  $Z_x = \int_0^1 \mathbf{1}(X_s \in \mathcal{B}(x,\varepsilon)) ds$  and  $\widetilde{Z}_x = \int_0^2 \mathbf{1}(X_s \in \mathcal{B}(x,\varepsilon)) ds$ , we have

$$\mathbb{P}\big(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1\big) \leq \frac{\mathbb{E}\Big[\widetilde{Z}_x\Big]}{\mathbb{E}\Big[\widetilde{Z}_x \;\Big|\; Z_x > 0\Big]}.$$

Using that  $X_s$  has the same law as  $sX_1$ , we get that

$$\mathbb{E}\Big[\widetilde{Z}_{x} \mid Z_{x} > 0\Big] \geq \min_{y \in \mathcal{B}(x,\varepsilon)} \int_{0}^{1} \int_{\mathcal{B}\left(\frac{x}{s} - \frac{y}{s}, \frac{\varepsilon}{s}\right)} \frac{1}{\pi(1+z^{2})} \, dz \, ds \geq \frac{c\varepsilon}{|\log \varepsilon|}.$$

Let's forget about the term at.

$$\mathbb{E}[\mathsf{Leb}(\cup_{s\leq 1}\mathcal{B}(X_s,\varepsilon))] = \int_{\mathbb{R}} \mathbb{P}\big(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1\big) \ dx.$$

Defining  $Z_x = \int_0^1 \mathbf{1}(X_s \in \mathcal{B}(x,\varepsilon)) ds$  and  $\widetilde{Z}_x = \int_0^2 \mathbf{1}(X_s \in \mathcal{B}(x,\varepsilon)) ds$ , we have

$$\mathbb{P}\big(\tau_{\mathcal{B}(x,\varepsilon)} \leq 1\big) \leq \frac{\mathbb{E}\Big[\widetilde{Z}_x\Big]}{\mathbb{E}\Big[\widetilde{Z}_x \ \Big| \ Z_x > 0\Big]}.$$

Using that  $X_s$  has the same law as  $sX_1$ , we get that

$$\mathbb{E}\Big[\widetilde{Z}_{x} \mid Z_{x} > 0\Big] \geq \min_{y \in \mathcal{B}(x,\varepsilon)} \int_{0}^{1} \int_{\mathcal{B}\left(\frac{x}{s} - \frac{y}{s}, \frac{\varepsilon}{s}\right)} \frac{1}{\pi(1+z^{2})} \, dz \, ds \geq \frac{c\varepsilon}{|\log \varepsilon|}.$$

Hence

$$\mathbb{E}[\mathsf{Leb}(\cup_{s\leq 1}\mathcal{B}(\mathsf{X}_s,arepsilon))]\leq rac{1}{|\logarepsilon|}$$

Keich in 1999 showed there is no Besicovitch set which is a union of n triangles with area of smaller order than  $1/\log n$ . Bourgain and Cordoba earlier noted that the  $\varepsilon$  neighborhood of any Kakeya set has area at least  $1/|\log \varepsilon|$ .

Keich in 1999 showed there is no Besicovitch set which is a union of n triangles with area of smaller order than  $1/\log n$ . Bourgain and Cordoba earlier noted that the  $\varepsilon$  neighborhood of any Kakeya set has area at least  $1/|\log \varepsilon|$ .

So the random construction is optimal.

Keich in 1999 showed there is no Besicovitch set which is a union of n triangles with area of smaller order than  $1/\log n$ . Bourgain and Cordoba earlier noted that the  $\varepsilon$  neighborhood of any Kakeya set has area at least  $1/|\log \varepsilon|$ .

So the random construction is optimal.

Davies in 1971 showed that Besicovitch sets in the plane have Hausdorff dimension equal to 2.

Keich in 1999 showed there is no Besicovitch set which is a union of n triangles with area of smaller order than  $1/\log n$ . Bourgain and Cordoba earlier noted that the  $\varepsilon$  neighborhood of any Kakeya set has area at least  $1/|\log \varepsilon|$ .

So the random construction is optimal.

Davies in 1971 showed that Besicovitch sets in the plane have Hausdorff dimension equal to 2.

It is a major open problem whether Besicovitch sets in dimensions d>2 have Hausdorff dimension equal to d.

Keich in 1999 showed there is no Besicovitch set which is a union of n triangles with area of smaller order than  $1/\log n$ . Bourgain and Cordoba earlier noted that the  $\varepsilon$  neighborhood of any Kakeya set has area at least  $1/|\log \varepsilon|$ .

So the random construction is optimal.

Davies in 1971 showed that Besicovitch sets in the plane have Hausdorff dimension equal to 2.

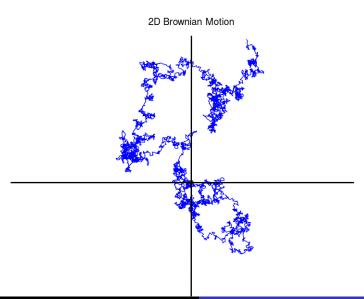
It is a major open problem whether Besicovitch sets in dimensions d>2 have Hausdorff dimension equal to d.

# Cauchy process

The Cauchy process can be embedded in planar Brownian motion.

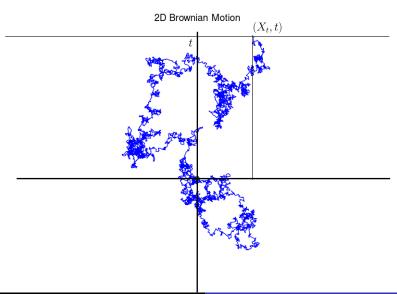
# Cauchy process

The Cauchy process can be embedded in planar Brownian motion.



# Cauchy process

The Cauchy process can be embedded in planar Brownian motion.



# A construction from Bishop-P., Fractals in Probability and Analysis (cf E. Sawyer (1987))

**Theorem (Besicovitch 1919, 1928)** There is a set of zero area in  $\mathbb{R}^2$  that contains a unit line segment in every direction.

**Proof:** Consider the sequence

$$\{a_k\}_{k=1}^{\infty} = \left\{0, 1, \frac{1}{2}, 0, \frac{1}{4}, \frac{2}{4}, \frac{3}{4}, 1, \frac{7}{8}, \frac{6}{8}, \frac{5}{8}, \dots\right\},$$

i.e.,  $a_1 = 0$  and for  $k \in [2^n, 2^{n+1})$ ,

$$a_k = \begin{cases} k2^{-n} - 1 & \text{if } n \text{ is even} \\ 2 - k2^{-n} & \text{if } n \text{ is odd} \end{cases}$$

Set  $g(t) = t - \lfloor t \rfloor$ ,

$$f_k(t) = \sum_{i=2}^k rac{a_{j-1} - a_j}{2^j} g(2^j t), \quad ext{ and } \quad f(t) = \lim_{k o \infty} f_k(t).$$

By telescoping,  $f'_k(t) = -a_k$  on each component of  $U = [0,1] \setminus 2^{-k}\mathbb{Z}$ .

# Let $K = \{(a, f(t) + at) : a, t \in [0, 1]\}.$

Fixing t shows K contains unit segments of all slopes in [0,1], so a union of four rotations of K contains unit segments of all slopes.

#### We need to show K has zero area.

Given  $a \in [0,1]$  and  $n \ge 1$ , find  $k \in [2^n, 2^{n+1}]$  so that  $|a-a_k| \le 2^{-n}$ . Then  $f_k(t) + at$  is piecewise linear with  $|\text{slopes}| \le 2^{-n}$  on the  $2^k$  components of  $U = [0,1] \setminus 2^{-k}\mathbb{Z}$ . Hence this function maps each such component I into an interval of length at most  $2^{-n}|I| = 2^{-n-k}$ . Also,

$$|f(t)-f_k(t)| \leq \sum_{j=k+1}^{\infty} \frac{|a_{j-1}-a_j|}{2^j} g(2^j t) \leq 2^{-n} \sum_{j=k+1}^{\infty} 2^{-j} = 2^{-n-k}.$$

Thus f(t) + at maps each component I of U into an interval of length  $< 3 \cdot 2^{-n-k}$ 

Thus every vertical slice  $\{t:(a,t)\in K\}$  has length zero, so by Fubini's Theorem, K has zero area.