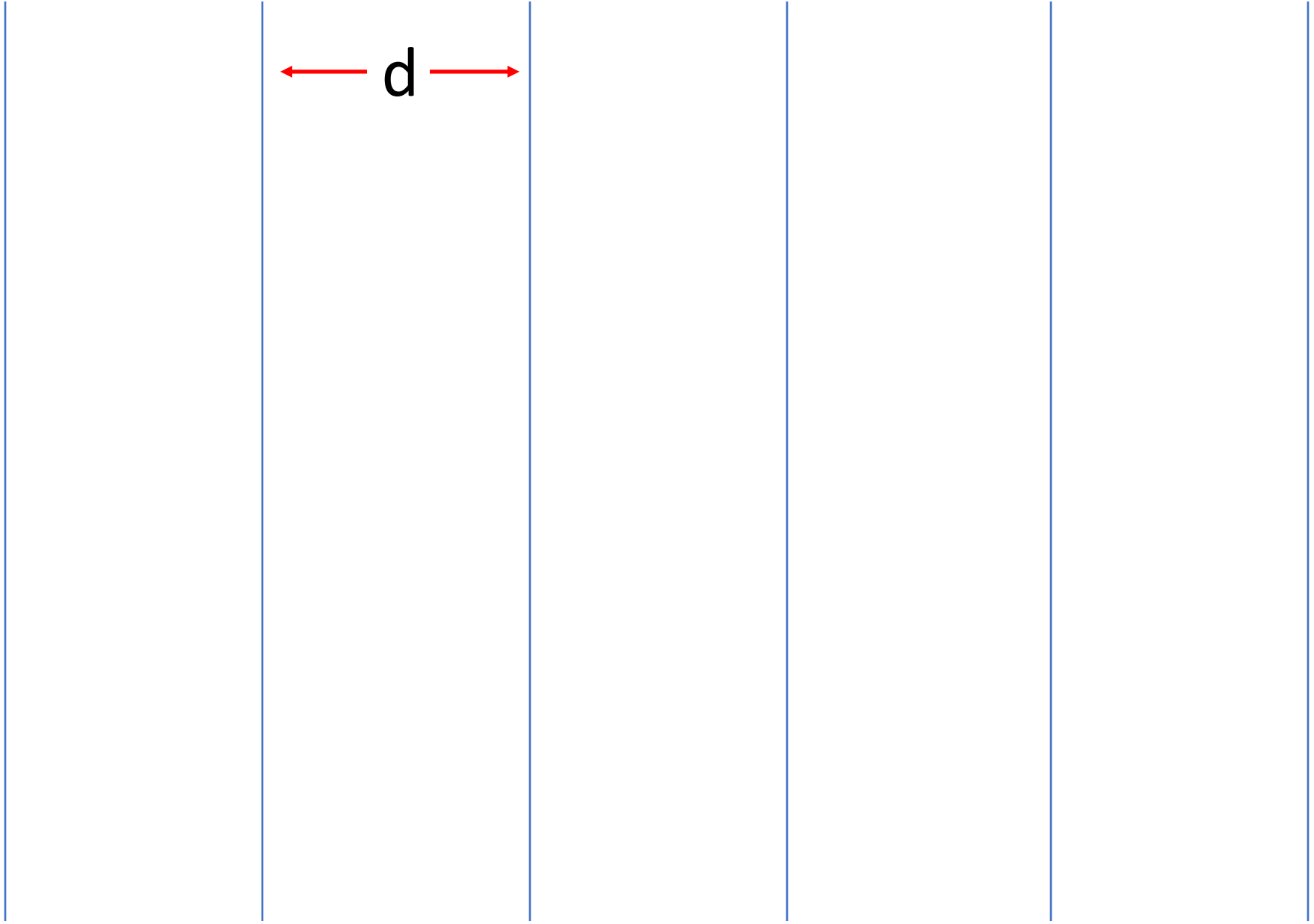
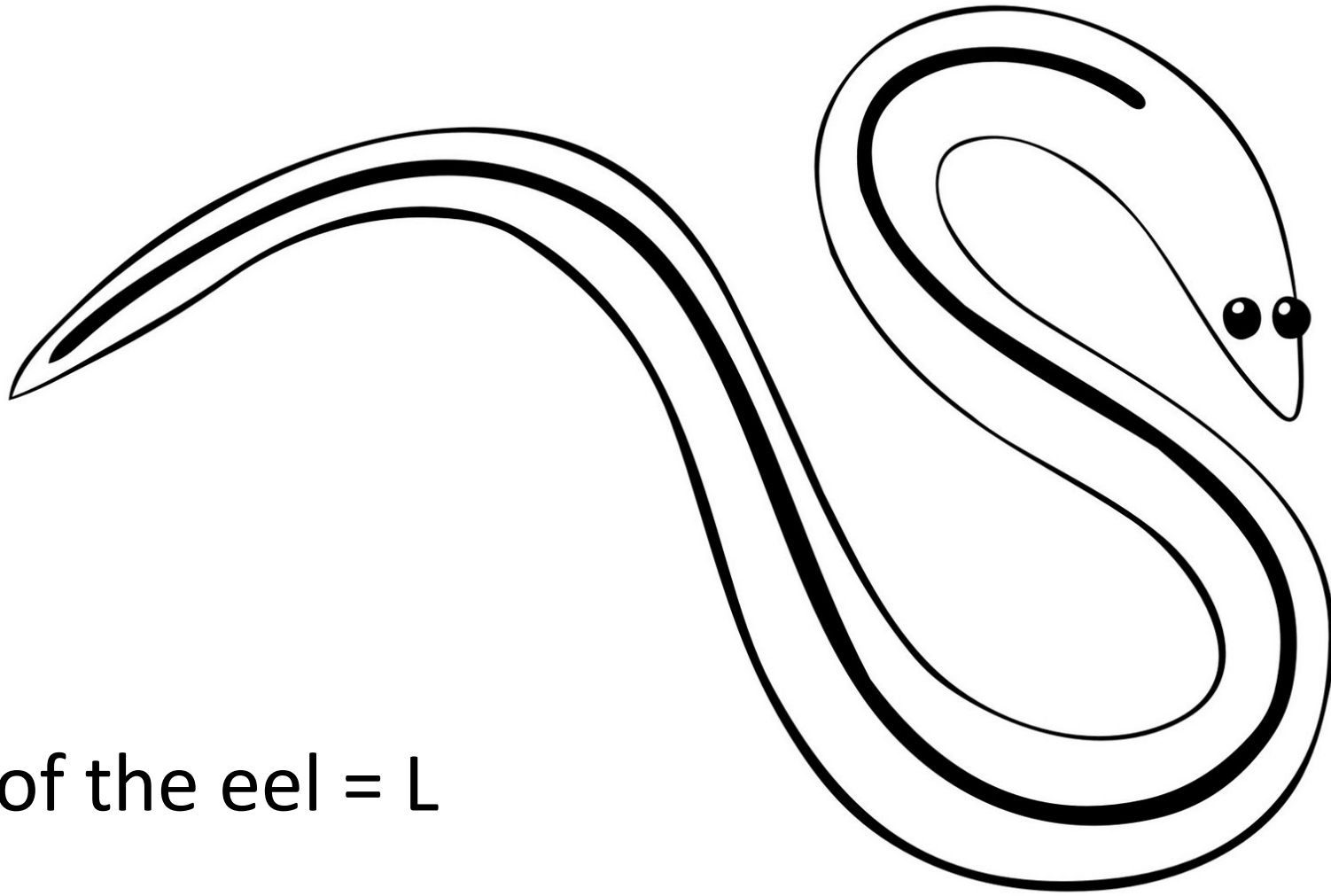
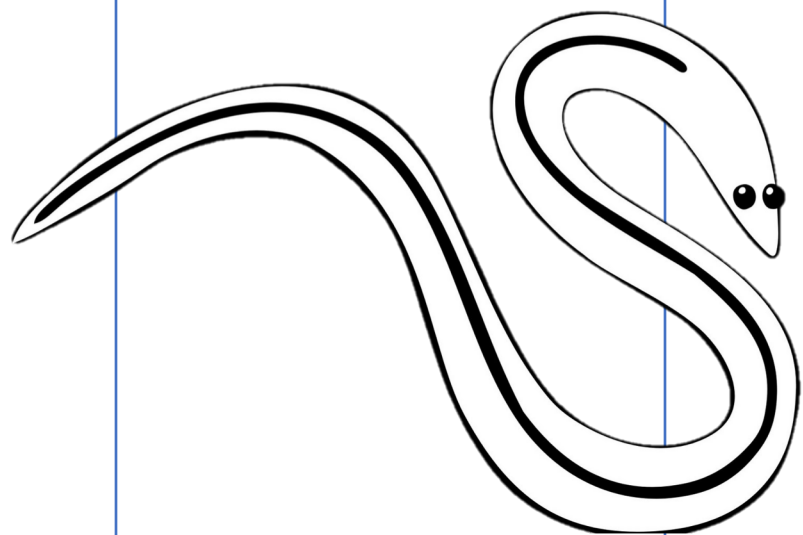


My talk is full of *eels*





Length of the eel =  $L$



d

Question:

What is the expected number of crossings?

- First, suppose the eel is straight and  $L < d$



Let

- $X$ : number of crossings after tossing the eel
- $p$ : probability that the eel crosses at least one line

Expectation of  $X$ :

$$E(X) = \sum_n nP(X = n).$$

# Expectation of $X$ :

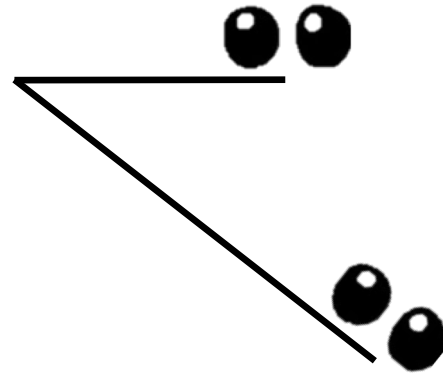
$$E(X) = \sum_n nP(X = n).$$

But  $X$  cannot be more than 1

$$E(X) = p.$$



Suppose we have another eel of length  $L'$  and we put them together



New length =  $L + L'$

$X'$ : expected number of crossings

$p'$ : probability of at least 1 crossing

Key argument:

The values of  $X$  and  $X'$  are not independent, but

$$E(X+X') = E(X) + E(X') !!!$$

# Key argument:

The values of  $X$  and  $X'$  are not independent, but

$$E(X+X') = E(X) + E(X') !!!$$

If  $E(X) = f(L)$ , then

$$f(L+L') = f(L) + f(L')$$

Then

$$f(L) = cL$$

for some  $c > 0$ . What is the value of  $c$ ?

Then

$$f(L) = cL$$

for some  $c > 0$ . What is the value of  $c$ ?

Let's go back to the original eel:

- $L$  can be larger than  $d$
- Not straight anymore

If the eel is rectifiable, then by approximating with short linear segments,

$$E(X) = cL$$

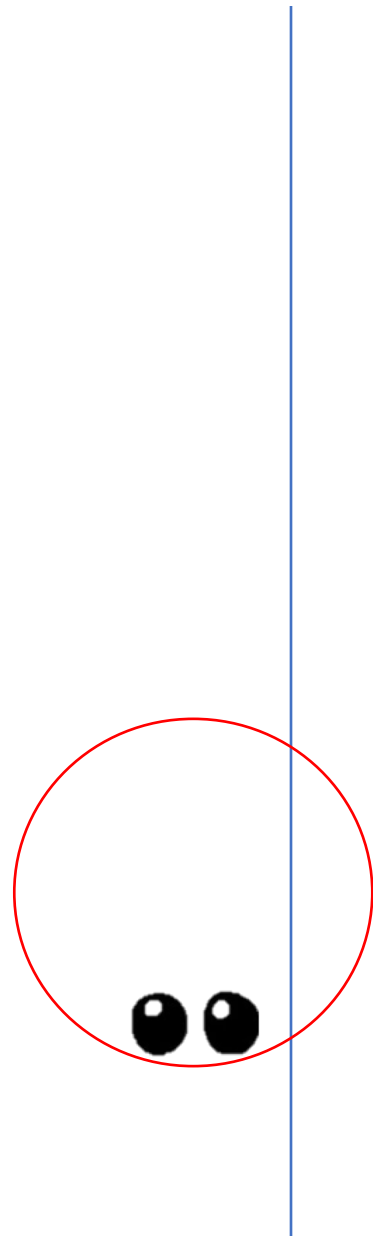
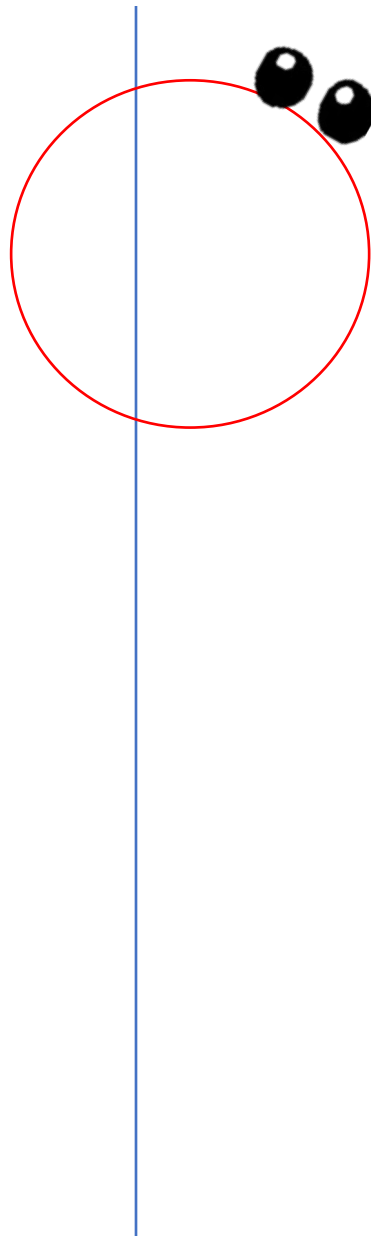
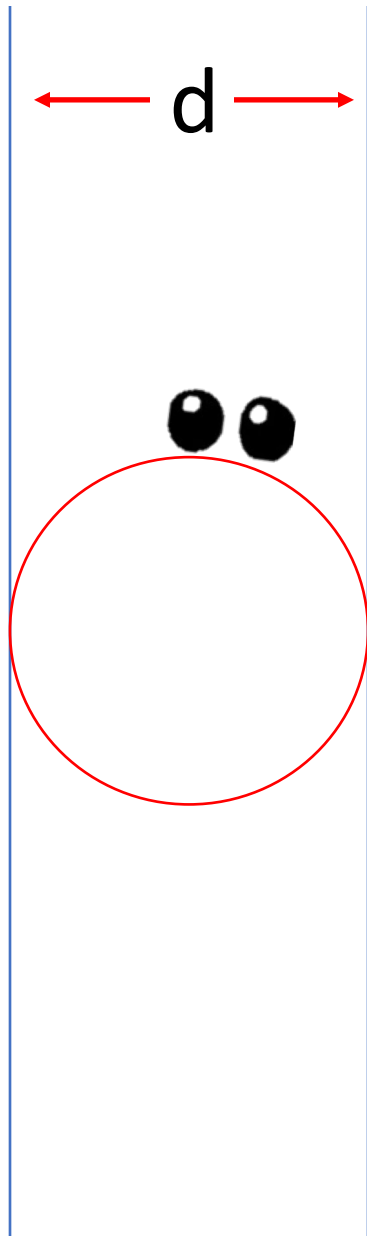
for the same constant  $c > 0$ .

If the eel is rectifiable, then by approximating with short linear segments,

$$E(X) = cL$$

for the same constant  $c > 0$ .

In particular, it holds for a circular eel of diameter  $d$





For this eel

$$E(X) = cL = c(d\pi) = 2$$

and so

$$c = \frac{2}{d\pi}.$$

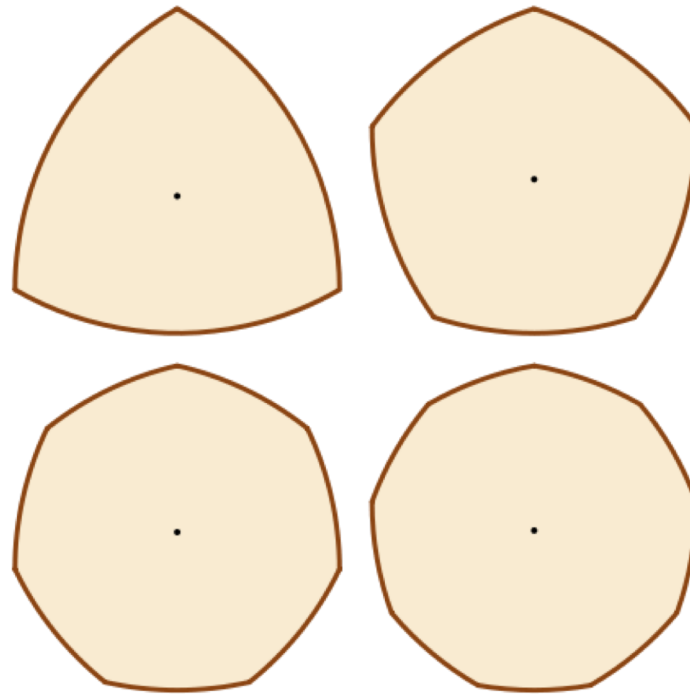
We conclude that for a general eel, the expected number of crossings is

$$E(X) = \frac{2L}{d\pi} .$$

Bonus!

Theorem (Barbier's):

Let  $A$  be a curve of constant width  $d$ , then its perimeter  $L$  is  $d\pi$ .



Proof:

Toss such curve on an array of parallel lines separated by a distance  $d$ . The expected number of crossings is

$$E(X) = \frac{2L}{d\pi} = 2$$

Thus

$$L = d \pi.$$