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A famous open problem in the field of Search Games and Rendezvous is that of the Astronaut Problem. In an effort to develop new strategies and tools to make progress on the Astronaut Problem, we postulated a new, similar scenario that is interesting in its own right. Given two indistinguishable agents randomly placed on the surface of a cube who move at unit speed, their location on the cube defines their vision in the following manner: If they are on a face they can see the entirety of the face (including the edges and vertices that comprise it) and if they are on an edge or a vertex, it is as if they are on the two or three faces simultaneously that join together to make the edge or vertex. Our goal is to either directly derive asymmetric and symmetric rendezvous values associated with this search space or provide good bounds for them. We have defined a strategy space which dominates among a large subset of all possible strategies. Within this strategy space, we closely examine two special cases, which provides us with excellent upper bounds for both rendezvous values. We also derived a common lower bound for both rendezvous values from some ad-hoc reasoning. In the process we also make some remarks on Search Games and Rendezvous problems in general. (Received September 19, 2017)