



Figure 1: Example

Given Figure-1, it is easy to see that the probability that node D is two hop neighbor of node A or B equals the probability that there is at least 1 node in region V.

- Subproblem 1: How to calculate the probability of at least 1 node in a region given the area covered by the region? Example: Given that 10 nodes are uniformly distributed in an area of  $100m^2$ , then the probability that at least 1 node in an area of  $5m^2$  is

$$10 \text{ node} < \text{---} > 100 m^2, 5m^2 < \text{---} > \frac{10}{100} \times 5 = 50\%$$

$$\text{probability of \# nodes in the area} = \text{density} \times \text{area} / \#$$

- Subproblem 2: How to calculate the area covered by region V?

Using Area(id) to denote the circle with id as center with radius r, Region V can be partitioned into 3 disjoint parts

V.1: Intersection of Area(D) and Area(B)

V.2: Intersection of Area(D) and Area(A) and Area(B)

V.3: Intersection of Area(D) and Area(A)

set up an x,y space, we have the coordination of the nodes:

$$A(-\frac{1}{2}, 0), B(\frac{1}{2}, 0), D(D_x, D_y)$$

– Step 1: Finding the coordination of the intersection nodes:

\* for node C1, C4

$$(x - D_x)^2 + (y - D_y)^2 = (x + \frac{1}{2})^2 + y^2$$

$$(x + \frac{1}{2})^2 + y^2 = r^2$$

$$(l + 2D_x)x + 2D_y y = D_x^2 + D_y^2 - \frac{l^2}{4}$$

$$y = \frac{D_x^2 + D_y^2 - \frac{l^2}{4} - (l + 2D_x)x}{2D_y}$$

$$x^2 + lx + \frac{((D_x^2 + D_y^2 - \frac{l^2}{4}) - (l + 2D_x)x)^2}{4D_y^2} = r^2 - \frac{l^2}{4}$$

$$(4D_x^2 + 4D_x l + l^2 + 4D_y^2)x^2 + (4D_y^2 l - 2(l + 2D_x)(D_x^2 + D_y^2 - \frac{l^2}{4}))x + (D_x^2 + D_y^2 - \frac{l^2}{4})^2 + l^2 D - y^2 - 4D_y^2 r^2 = 0$$

let

$$A_1 = 4D_x^2 + 4D_x l + 4D_y^2 + l^2$$

$$A_2 = 4D_y^2 l - 2(l + 2D_x)(D_x^2 + D_y^2 - \frac{l^2}{4})$$

$$A_3 = (D_x^2 + D_y^2 - \frac{l^2}{4})^2 + l^2 D_y^2 - 4D_y^2 r^2$$

then

$$x_{1,2} = \frac{-A_2 \pm \sqrt{A_2^2 - 4A_1 A_3}}{2A_1}$$

$$y_{1,2} = \frac{D_x^2 + D_y^2 - \frac{l^2}{4} - (l + 2D_x)x}{2D_y}$$

\* for node C2, C5

$$(x - D_x)^2 + (y - D_y)^2 = (x - \frac{l}{2})^2 + y^2$$

$$(x + \frac{l}{2})^2 + y^2 = r^2$$

$$(2D_x - l)x + 2D_y y = D_x^2 + D_y^2 - \frac{l^2}{4}$$

$$y = \frac{D_x^2 + D_y^2 - \frac{l^2}{4} - (2D_x - l)x}{2D_y}$$

$$x^2 + lx + \frac{((D_x^2 + D_y^2 - \frac{l^2}{4}) - (2D_x - l)x)^2}{4D_y^2} = r^2 - \frac{l^2}{4}$$

$$(4D_x^2 - 4D_x l + l^2 + 4D_y^2)x^2 + (4D_y^2 l - 2(2D_x - l)(D_x^2 + D_y^2 - \frac{l^2}{4}))x + (D_x^2 + D_y^2 - \frac{l^2}{4})^2 + l^2 D - y^2 - 4D_y^2 r^2 = 0$$

let

$$B_1 = 4D_x^2 - 4D_x l + 4D_y^2 + l^2$$

$$B_2 = 4D_y^2 l - 2(2D_x - l)(D_x^2 + D_y^2 - \frac{l^2}{4})$$

$$B_3 = (D_x^2 + D_y^2 - \frac{l^2}{4})^2 + l^2 D_y^2 - 4D_y^2 r^2$$

then

$$x_{1,2} = \frac{-B_2 \pm \sqrt{B_2^2 - 4B_1 B_3}}{2B_1}$$

$$y_{1,2} = \frac{D_x^2 + D_y^2 - \frac{l^2}{4} - (2D_x - l)x}{2D_y}$$

\* node C3:

C3's coordination will be  $(0, \sqrt{r^2 - \frac{l^2}{2}})$

– Step 2: Integration

To ease the integration, we partition region V furthermore to 6 disjoint parts.

$$\begin{aligned}
 V1.1 &= \int_{C4(x)}^{C5(x)} \int_{D_y - \sqrt{r^2 - (x - D_x)^2}}^{\sqrt{r^2 - (x - \frac{l}{2})^2}} dx dy \\
 V1.2 &= \int_0^{C4(x)} \int_{\sqrt{r^2 - (x + \frac{l}{2})^2}}^{\sqrt{r^2 - (x - \frac{l}{2})^2}} dx dy \\
 V2.1 &= \int_{C2(x)}^0 \int_{D_y - \sqrt{r^2 - (x - D_x)^2}}^{\sqrt{r^2 - (x - \frac{l}{2})^2}} dx dy \\
 V2.2 &= \int_{(0)}^{C4(x)} \int_{D_y - \sqrt{r^2 - (x - D_x)^2}}^{\sqrt{r^2 - (x + \frac{l}{2})^2}} dx dy \\
 V3.1 &= \int_{C2(x)}^0 \int_{\sqrt{r^2 - (x - \frac{l}{2})^2}}^{\sqrt{r^2 - (x + \frac{l}{2})^2}} dx dy \\
 V3.2 &= \int_{C1(x)}^{C2(x)} \int_{D_y - \sqrt{r^2 - (x - D_x)^2}}^{\sqrt{r^2 - (x + \frac{l}{2})^2}} dx dy
 \end{aligned}$$

There is a closed form integration for  $\int \sqrt{ax^2 + bx + c} dx$

$$\begin{aligned}
 &\int \sqrt{ax^2 + bx + c} dx \\
 &= \frac{2ax + b}{4a} \sqrt{ax^2 + bx + c} - \frac{b^2 - 4ac}{8a} \int \frac{1}{\sqrt{ax^2 + bx + c}} dx \\
 &\int \frac{1}{\sqrt{ax^2 + bx + c}} dx \\
 &= \frac{1}{\sqrt{a}} \ln(2ax + b + 2\sqrt{a}\sqrt{ax^2 + bx + c}) \text{ when } a > 0 \\
 &= \frac{1}{\sqrt{-a}} \arcsin\left(\frac{-2ax - b}{\sqrt{b^2 - 4ac}}\right) \text{ when } a < 0, b^2 - 4ac > 0
 \end{aligned}$$

Then the total area covered by region V is the sum of all 6 parts

$$V = V1.1 + V1.2 + V2.1 + V2.2 + V3.1 + V3.2$$

– Step 3: the probability of at least 1 node in the region

The probability of at least 1 node in region V can be calculated as:

$$\text{prob} = \min(\rho \times V, 1)$$