

# Algorithms for constructing optimal strategies in nonlinear differential games with a goal set

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Joint work with Ivanov G.E.

# Motivating example

Nonlinear pendulum with dynamics

$$\begin{cases} \dot{x}(t) = y(t) + 0.3v(t), \\ \dot{y}(t) = -\sin x(t) + u(t), \end{cases} \quad t \in [0; 1].$$

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$$x_0 = (2.9, -2)$$

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## Fixed time problem

$$\dot{x}(t) = a(t, x(t), u(t)) + b(t, x(t), v(t)), \quad t \in [0, \vartheta].$$

$$u : x(\vartheta) \in M, \quad v : x(\vartheta) \notin M$$



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## Time optimal problem

$$\dot{x}(t) = a(x(t), u(t)) + b(x(t), v(t)), \quad t \in [0, \vartheta].$$

$$u : \min \{ T \in [0, \vartheta] \mid \exists t \in [0, T] : x(t) \in M \}$$

$$v : \max \{ T \in [0, \vartheta] \mid \forall t \in [0, T] : x(t) \notin M \}$$

# What strategies will we find

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- Our strategies will be piecewise-constant and will depend on position  $x$

# Optimal strategies

## Fixed time problem

$$u_T^{\text{str}} : \text{dist}(x(\vartheta), M) \leq \varepsilon \quad \forall v.$$

$$v_T^{\text{str}} : x(\vartheta) \notin M \quad \forall u.$$

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## Time optimal problem

$$u_T^{\text{str}} : \exists t \in [0, \vartheta] : \text{dist}(x(t), M) \leq \varepsilon \quad \forall v$$

$$v_T^{\text{str}} : \exists t_1 \in [0, \vartheta] : x(t) \notin M \quad \forall t \in [0, t_1] \quad \forall u$$

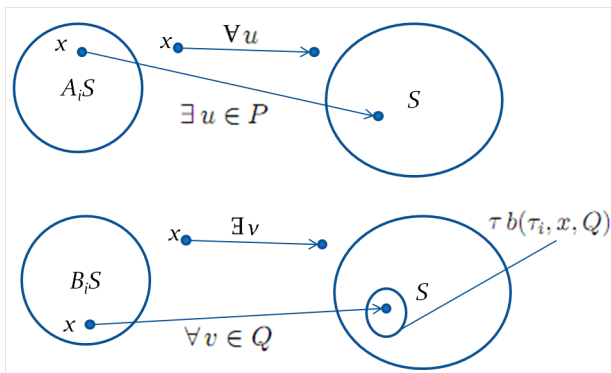
Time discretization  $x_{i+1} = x_i + \tau a(\tau_i, x_i, u) + \tau b(\tau_i, x_i, v)$  leads to error of  $const \cdot \tau^2$

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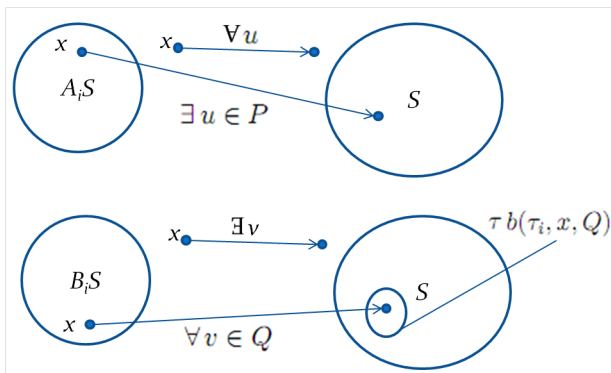


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Note: No  $i$  for time-optimal problem.



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$$A_i(S \stackrel{*}{\mathfrak{B}}_{\varepsilon_A}) \subset \tilde{A}_i S \subset A_i(S + \mathfrak{B}_{\varepsilon_A}),$$

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Vectors  $\tilde{u}_i = \tilde{u}_i(x, S) \in P$  for any  $i \in \overline{0, l-1}$ ,  $x \in \tilde{A}_i S$  and  
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Sets  $D_u S \in \Sigma$ ,  $D_v S \in \Sigma$  s.t.

$$S \stackrel{*}{\mathfrak{B}}_{\Delta_u + \varepsilon_D} \subset D_u S \subset S \stackrel{*}{\mathfrak{B}}_{\Delta_u}, S + \mathfrak{B}_{\Delta_v} \subset D_v S \subset S + \mathfrak{B}_{\Delta_v + \varepsilon_D},$$

where  $\Delta_u = c_1 \tau^2 + \varepsilon_B + c_2 \varepsilon_u$ ,  $\Delta_v = c_3 \tau^2 + \varepsilon_A + c_4 \varepsilon_v$

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Note: No  $i$  for time-optimal problem.

# Fixed time problem

Define  $M_i^u \in \Sigma$ ,  $M_i^y \in \Sigma$  s.t.

$$M + \mathfrak{B}_{\varepsilon - \varepsilon_M} \subset M_i^u \subset M + \mathfrak{B}_\varepsilon$$

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Moving from  $i = l$  to  $i = 0$  calculate sets  $\{M_i^u\}_{i=0}^{l-1}$ ,  $\{M_i^v\}_{i=0}^{l-1}$  s.t.

$$M_i^u = \tilde{A}_i \tilde{B}_i D_u M_{i+1}^u$$

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Calculate strategies for any  $i \in \overline{0, l-1}$  and  $x \in \mathbb{R}^n$  s.t.

$$u_i(x) = \tilde{u}_i(x, \tilde{B}_i D_u M_{i+1}^u), (*)$$

$$v_i(x) = \tilde{v}_i(x, \tilde{A}_i D_v M_{i+1}^v). (**)$$



# Time-optimal problem

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s.t.

$$M_{i+1}^u = \tilde{A}\tilde{B}D_u M_i^u \cup M_i^u,$$

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Calculate strategies for any  $x \in \mathbb{R}^n$  s.t.

$$u^{\text{str}}(x) = \tilde{u}(x, \tilde{B}D_u M_i^u),$$

$$v^{\text{str}}(x) = \tilde{v}(x, \tilde{A}D_v M_i^v).$$

# Fixed time problem

## Theorem

Let  $x_0 \in M_0^u$ ,  $u_T^{\text{str}} = \{u_i\}_{i=0}^{l-1}$  defined by (\*). Then  $u_T^{\text{str}}$  guarantees  $\varepsilon$ -capture on  $[0, \vartheta]$  for  $x(0) = x_0$ .

## Theorem

Let  $x_0 \in \mathbb{R}^n \setminus M_0^v$ ,  $v_T^{\text{str}} = \{v_i\}_{i=0}^{l-1}$  defined by (\*\*). Then  $v_T^{\text{str}}$  guarantees evasion on  $[0, \vartheta]$  for  $x(0) = x_0$ .

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$$\varepsilon_0 = (C_1\tau + 2\varepsilon_M + (3\varepsilon_A + 3\varepsilon_B + 2\varepsilon_D + 2\varepsilon_u + 2\varepsilon_v)l).$$

## Theorem

Let  $\varepsilon \geq \varepsilon_0$ . Then  $(u_T^{\text{str}}, v_T^{\text{str}})$  is  $\varepsilon$ -optimal.

# Idea of algorithm

*Minkowski sum and difference* of two sets  $X \subset \mathbb{R}^n$  и  $Y \subset \mathbb{R}^n$ :

$$X + Y = \{x + y : x \in X, y \in Y\},$$

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Note that if  $a(t, x, u) = a(t, u)$ ,  $b(t, x, v) = b(t, v)$  then

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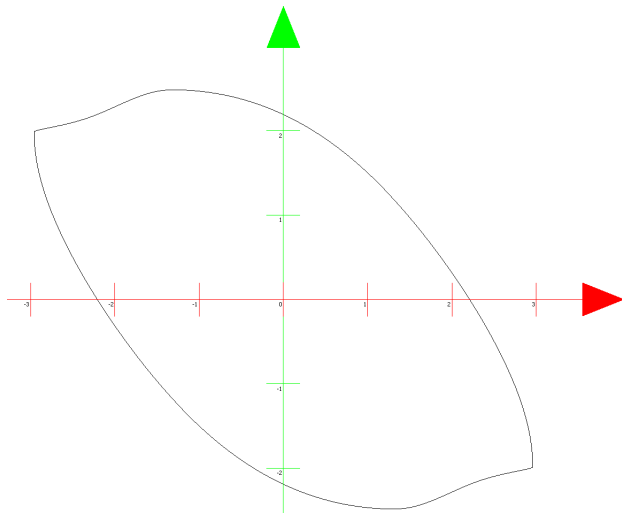
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From now on  $n = 2$  and  $\Sigma$  contains all polygons with length of all edges not greater than  $h$ .

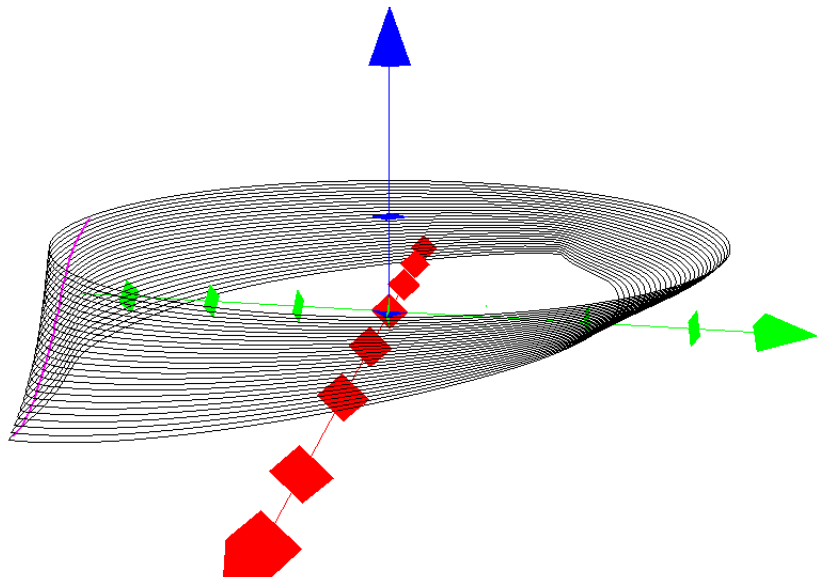


# Numerical results 1

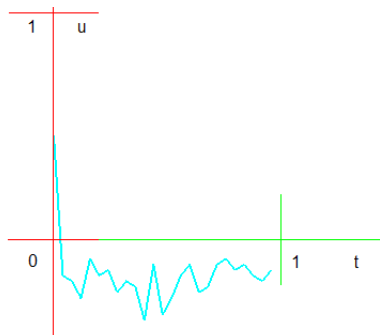


Visualisation thanks to Kirill Chuvilin.

## Numerical results 2



# Numerical results 3



Thank you!