

STOCHASTIC PROGRAMMED DESIGN FOR A DETERMINISTIC POSITIONAL DIFFERENTIAL GAME*

A.N. KRASOVSKII, N.N. KRASOVSKII and V.E. TRET'IAKOV

It is shown that under specific sufficiently general conditions the value of a positional differential game can be found from auxiliary programmed constructions which include a suitable random process. The paper is a continuation of the researches in /1-12/.

1. We consider a system described by the differential equation

$$\dot{x} = A(t)x + B(t)u + C(t)v, \quad u \in P, \quad v \in Q, \quad t_0 \leq t \leq \theta$$

where x is the object's n -dimensional phase vector, u and v are, respectively, an r -dimensional and an s -dimensional control vectors of the first and second players, $A(t)$, $B(t)$, $C(t)$ are continuous matrix-valued functions, and P and Q are convex compacta. Let the functional

$$\gamma = \gamma(x(t_*, [\cdot] \theta), u(t_* [\cdot] \theta), v(t_* [\cdot] \theta)) = \int_{t_*}^{\theta} [\omega(t, x[t]) + \omega_1(t, u[t]) + \omega_2(t, v[t])] dt + \sigma(x[\theta]) \quad (1.1)$$

be prescribed. Here and below the symbol $y(t_*, [\cdot] t^*)$ denotes the function $\{y[t], t_* \leq t \leq t^*\}$, $[t_*, t^*] \subset [t_0, \theta]$; the functions ω , ω_1 , ω_2 and σ are continuous; the functions ω and σ satisfy Lipschitz conditions in x . By intent, the first player must minimize functional γ and the second must maximize it. The game is formalized as follows. In $(r+1)$ -dimensional and $(s+1)$ -dimensional spaces, respectively, we consider the sets

$$P^*(t) = \overline{\text{co}} \{u^* = \{u, \omega_1(t, u)\}, u \in P\}$$

$$Q^*(t) = \overline{\text{co}} \{v^* = \{v, \omega_2(t, v)\}, v \in Q\}$$

and we introduce the new control vectors $u^* = \{u = \{u_1^*, \dots, u_r^*\}, u_{r+1}^*\}$, $v^* = \{v = \{v_1^*, \dots, v_s^*\}, v_{s+1}^*\}$ constrained by the conditions

$$u^* \in P^*(t), \quad v^* \in Q^*(t) \quad (1.2)$$

A function which with every possible position $\{t, x\}$ associates a certain set $S(t, x)$ (possibly, empty) of pairs $s = \{u^*, v^*\}$ of vectors u^* and v^* from (1.2), is called a strategy $S(t, x)$. Every absolutely continuous function $x[t]$, $x[t_*] = x_*$ satisfying the condition

$$\dot{x}[t] = A(t)x[t] + B(t)u[t] + C(t)v[t] \quad (1.3)$$

where

$$\{u^*[t] = \{u[t], u_{r+1}^*[t]\}, v^*[t] = \{v[t], v_{s+1}^*[t]\}\} = s[t] \in S(t, x[t]) \quad (1.4)$$

for almost all $t \in [t_*, t^*]$, is called a motion $x(t_*, [\cdot] t^*)$ generated by strategy $S(t, x)$ from the position $\{t_*, x_*\}$. We assume that

$$\gamma = \gamma(x(t_*, [\cdot] \theta), u^*(t_* [\cdot] \theta), v^*(t_* [\cdot] \theta)) = \int_{t_*}^{\theta} [\omega(t, x[t]) + u_{r+1}^*[t] + v_{s+1}^*[t]] dt + \sigma(x[\theta]) \quad (1.5)$$

on the motion given. A strategy $S(t, x)$ that satisfies the following condition is called first player's strategy $S_u(t, x)$. For any segment $t_* \leq t \leq t^*$, position $\{t_*, x_*\}$ and t -measurable admissible function $v^*(t_* [\cdot] t^*)$ we can find a t -measurable admissible function $u^*(t_* [\cdot] t^*)$ such that the function $x(t_* [\cdot] t^*)$ satisfying (1.3) and the condition $x[t_*] = x_*$ is the motion generated by the strategy $S(t, x) = S_u(t, x)$, i.e., condition (1.4) with $S = S_u$ is satisfied for it for almost all $t \in [t_*, t^*]$. The second player's strategy $S_v(t, x)$ is defined analogously.

We say that strategies S_u and S_v are compatible if for every choice of $\{t_*, x_*\}$ and $[t_*, t^*]$ there exists a function $x(t_* [\cdot] t^*)$ which is simultaneously the motion generated by both strategy S_u and strategy S_v . We say that compatible strategies S_u and S_v form a saddle point of the game at the minimax of the functional γ of (1.1), (1.5) and form the game's value $\rho^\circ(t, x)$, if for every initial position $\{t_*, x_*\}$ the inequality

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$$\gamma(x(t_*|\cdot|\theta), u^*(t_*|\cdot|\theta), v^*(t_*|\cdot|\theta)) \leq \rho^0(t_*, x_*)$$

is valid for every motion $x(t_*|\cdot|\theta)$ generated by strategy S_u^0 and the inequality

$$\gamma(x(t_*|\cdot|\theta), u^*(t_*|\cdot|\theta), v^*(t_*|\cdot|\theta)) \geq \rho^0(t_*, x_*)$$

is valid for every motion $x(t_*|\cdot|\theta)$ generated by strategy S_v^0 . So, the equality $\gamma = \rho^0(t_*, x_*)$ is fulfilled for the motion generated simultaneously by strategies S_u^0 and S_v^0 .

The significance of the formalization given is revealed in terms of the approximate strategies. A function $u(t, x, \varepsilon) \in P(v(t, x, \varepsilon) \in Q)$, where $\varepsilon > 0$ is a small parameter, is called the first (second) player's approximate strategy. Suppose that ε , a position $\{t_*, x_*\}$, an interval $[t_*, t^*]$ and a partitioning $\Delta = \{\tau_0 = t_*, \tau_{i+1} > \tau_i, \tau_m = t^*\}$ have been chosen. The absolutely continuous solution of the stepwise equation

$$\begin{aligned} x_{\Delta}^{\varepsilon}[t] &= A(t)x_{\Delta}^{\varepsilon}[t] + B(t)u(\tau_i, x_{\Delta}^{\varepsilon}[\tau_i], \varepsilon) + C(t)v[t] \\ x_{\Delta}^{\varepsilon}[t_*] &= x_*, \tau_i \leq t \leq \tau_{i+1}, i = 0, 1, \dots, m-1 \end{aligned}$$

where the function $v[t] \in Q$ can be any measurable function, is called the $\{\varepsilon, \Delta\}$ -motion $x_{\Delta}^{\varepsilon}(t_*|\cdot|t^*)$ generated by strategy $u(t, x, \varepsilon)$. The $\{\varepsilon, \Delta\}$ -motion generated by strategy $v(t, x, \varepsilon)$ is defined analogously.

We shall examine only the motions $x(t_*|\cdot|t^*)$ and $x_{\Delta}^{\varepsilon}(t_*|\cdot|t^*)$ starting in the regions

$$\begin{aligned} x[t_*] = x_* \in G[t_*] &= \{x | \|x\| \leq r(t_*)\} \\ r(t_*) &= [r_0 + (f+g)/L] \exp L[t_* - t_0] - (f+g)/L \\ f &= \max |B(t)u|, g = \max |C(t)v|, L = \max |A(t)| \end{aligned} \quad (1.6)$$

where $\|x\|$ is the Euclidean norm of vector x and $|A(t)|$ is the Euclidean norm of matrix $A(t)$. For such motions the inclusion $x[t] \in G[t]$ is valid for all $t \in [t_*, t^*]$. We say that strategy $u(t, x, \varepsilon)$ approximates strategy $S_u(t, x)$ if for any $\zeta > 0$ we can find $\varepsilon(\zeta) > 0$ and $\delta(\zeta, \varepsilon) > 0$ such that for any $\{\varepsilon, \Delta\}$ -motion $x_{\Delta}^{\varepsilon}(t_*|\cdot|t^*)$ generated by strategy $u(t, x, \varepsilon)$ we can find, when $\varepsilon \leq \varepsilon(\zeta)$ and $\max_i (\tau_{i+1} - \tau_i) \leq \delta(\zeta, \varepsilon)$, a motion $x(t_*|\cdot|t^*)$ generated by strategy $S_u(t, x)$, satisfying the conditions

$$\begin{aligned} |\gamma(x_{\Delta}^{\varepsilon}(t_*|\cdot|t^*), u(t_*|\cdot|t^*), v(t_*|\cdot|t^*)) - \gamma(x(t_*|\cdot|t^*), u^*(t_*|\cdot|t^*), v^*(t_*|\cdot|t^*))| &\leq \zeta \\ |t_* - t_*^{\varepsilon}| \leq \zeta, \max_{\tau_i \leq t \leq \tau_{i+1}} |x_{\Delta}^{\varepsilon}[t] - x[t]| &\leq \zeta, \tau_* = \max(t_*^{\varepsilon}, t_*) \end{aligned}$$

The following statement is valid.

Theorem 1.1. The game being examined on the minimax of functional (1.1), (1.5) has the saddle point $\{S_u^0, S_v^0\}$. The game's value $\rho^0(t, x)$ satisfies a Lipschitz condition in t and x in the region $G = \{x \in G[t], t_0 \leq t \leq \theta\}$. The optimal strategies S_u^0 and S_v^0 are approximated by suitable optimal strategies $u^0(t, x, \varepsilon)$ and $v^0(t, x, \varepsilon)$.

The approximate strategies $u^0(t, x, \varepsilon)$ and $v^0(t, x, \varepsilon)$ are constructed by the scheme in /7,8/ as strategies extremal to the function $\rho(t, w, w_{n+1}) = \rho^0(t, w) + w_{n+1}$, where the variables $w[t]$ and $w_{n+1}[t]$ describing the state of the w -model vary in accord with the equations

$$w' = A(t)w + B(t)u_* + C(t)v_*, u_* \in P, v_* \in Q \quad (1.7)$$

$$w_{n+1}' = \omega(t, w) + \omega_1(t, u_*) + \omega_2(t, v_*) \quad (1.8)$$

Here $\rho(t_*, w_*, w_{n+1,*})$ is the exact upper bound of the values of β for which there exists in the w -model (1.7), (1.8) exists a $(\beta - Q_{(t_*, w_*, w_{n+1,*})})$ -procedure /7/ ensuring the inequality $w_{n+1}[\theta] + \sigma(w[\theta]) > \beta$ for every motion $\{w[t], w_{n+1}[t], t_* \leq t \leq \theta\}$, generated by this Q -procedure from the initial position $\{t_*, w_*, w_{n+1,*}\}$. In this regard the accompanying point /8/ in the w -model $\{w(t, x, \varepsilon), c(t, x, \varepsilon)\}$, corresponding to the current position $\{t, x\}$, is determined, when constructing the strategy $u^0(t, x, \varepsilon)$, from the condition $\min_{(w, c)} [\rho^0(t, w) - c] = \rho^0[t, w(t, x, \varepsilon)] - c(t, x, \varepsilon)$ under the condition

$$\|x - w\|^2 + c^2 \leq \varepsilon(1 + |t - t_0|) \exp(3L|t - t_0|) \quad (1.9)$$

or, when constructing the strategy $v^0(t, x, \varepsilon)$, from the condition

$$\max_{(w, c)} [\rho^0(t, w) - c] = \rho^0[t, w(t, x, \varepsilon)] - c(t, x, \varepsilon)$$

under condition (1.9). As a result the extremal strategies $u^0(t, x, \varepsilon)$ and $v^0(t, x, \varepsilon)$ are determined from the conditions

$$\langle \mathbf{u}^\circ(t, \mathbf{x}, \varepsilon) \cdot [\mathbf{x} - \mathbf{w}(t, \mathbf{x}, \varepsilon)] \rangle + c(t, \mathbf{x}, \varepsilon) \omega_1(t, \mathbf{u}^\circ(t, \mathbf{x}, \varepsilon)) = \min_{\mathbf{u} \in P} \text{Idem}(\mathbf{u}^\circ(t, \mathbf{x}, \varepsilon) \rightarrow \mathbf{u})$$

$$\langle \mathbf{v}^\circ(t, \mathbf{x}, \varepsilon) \cdot [\mathbf{x} - \mathbf{w}(t, \mathbf{x}, \varepsilon)] \rangle + c(t, \mathbf{x}, \varepsilon) \omega_2(t, \mathbf{v}^\circ(t, \mathbf{x}, \varepsilon)) = \min_{\mathbf{v} \in Q} \text{Idem}(\mathbf{v}^\circ(t, \mathbf{x}, \varepsilon) \rightarrow \mathbf{v})$$

where $\langle \mathbf{a} \cdot \mathbf{b} \rangle$ is the scalar product of vectors \mathbf{a} and \mathbf{b} . Here and further the *Idem* in an equality's right-hand side denotes an expression coinciding with this equality's left-hand side with the change of symbols indicated within the parentheses.

The strategies $S_u^\circ(t, \mathbf{x})$ and $S_v^\circ(t, \mathbf{x})$ are determined as follows. For a current position $\{t, \mathbf{x}\}$, the strategy $S_u^\circ(t, \mathbf{x})$ fixes the set of all pairs $s = \{\mathbf{u}^*, \mathbf{v}^*\}$, $\mathbf{u}^* \in P^*(t)$, $\mathbf{v}^* \in Q^*(t)$, satisfying the condition

$$\lim_{\tau \rightarrow t-0} \frac{\rho^\circ(\tau, \mathbf{y}(\tau)) - \rho^\circ(t, \mathbf{x})}{\tau - t} + \omega(t, \mathbf{x}) + u_{r+1}^* + v_{s+1}^* \leq 0 \tag{1.10}$$

while strategy $S_v^\circ(t, \mathbf{x})$ fixes for a position $\{t, \mathbf{x}\}$ the set of all pairs $s = \{\mathbf{u}^*, \mathbf{v}^*\}$, $\mathbf{u}^* \in P^*(t)$, $\mathbf{v}^* \in Q^*(t)$, satisfying the condition

$$\lim_{\tau \rightarrow t-0} \frac{\rho^\circ(\tau, \mathbf{y}(\tau)) - \rho^\circ(t, \mathbf{x})}{\tau - t} + \omega(t, \mathbf{x}) + u_{r+1}^* + v_{s+1}^* \geq 0 \tag{1.11}$$

Here $\mathbf{y}(\tau)$ is a function defined by the equality

$$\mathbf{y}(\tau) = \mathbf{x} + (\tau - t)[A(t)\mathbf{x} + B(t)\mathbf{u} + C(t)\mathbf{v}], \tau \leq t$$

Here, obviously, conditions (1.10) and (1.11) replace the well-known dynamic programming relations /13,14/ which would hold in the case of a differentiable value $\rho^\circ(t, \mathbf{x})$ satisfying the partial differential equation of the dynamic programming method.

2. The construction of the game's value $\rho^\circ(t, \mathbf{x})$ by the *Q*-procedure indicated in Sect.1 is not effective in general. Therefore, neither is the construction of strategies $\mathbf{u}^\circ(t, \mathbf{x}, \varepsilon)$, $\mathbf{v}^\circ(t, \mathbf{x}, \varepsilon)$, $S_u^\circ(t, \mathbf{x})$, $S_v^\circ(t, \mathbf{x})$ by this means. The method of constructing the game's value $\rho^\circ(t, \mathbf{x})$ and the optimal strategies on the basis of auxiliary programmed constructions /6,8/ is more effective. However, this method yields the required solution only under definite regularity conditions /8/. Below we describe a certain development of the method of programmed constructions, which permits us to cover a wider circle of problems. However, a certain additional element, in the form of a suitable probability process, is introduced into the auxiliary programmed constructions being developed. We shall assume that the functions $\omega(t, \mathbf{x})$ and $\sigma(\mathbf{x})$ are convex in \mathbf{x} .

Thus, we consider a \mathbf{w}^* -model whose current state $\mathbf{w}^* = \{\mathbf{w} = \{w_1^*, \dots, w_n^*\}, w_{n+1}^*\}$ is described, in accord with (1.7), (1.8), by the equations

$$\mathbf{w}^* = A(t)\mathbf{w} + B(t)\mathbf{u} + C(t)\mathbf{v}, \quad w_{n+1}^* = \omega(t, \mathbf{w}) + u_{r+1}^* + v_{s+1}^*, \quad \mathbf{u}^* \in P^*(t), \quad \mathbf{v}^* \in Q^*(t)$$

Suppose that some initial position $\{t_*, \mathbf{w}_*^*\} = \{t_*, \{\mathbf{w}_*, 0\}\}$, $t_* \leq \theta$, $\mathbf{w}_* \in G[t_*]$ has been chosen. We partition the interval $[t_*, \theta]$ by the points $t_i = t_* + [\theta - t_*] \cdot (i - 1)/k$, $i = 1, 2, \dots, k$, where k is some sufficiently large integer. We consider a sequence ξ of independent vector-valued random variables $\{\xi_j^{(i)}, j = 1, 2, \dots, n\}$, $i = 1, 2, \dots, k$. Each of the variables $\xi_j^{(i)}$ can take one of the two values $\xi_j^{(i)+} = 1$ and $\xi_j^{(i)-} = -1$ with equal probabilities $p^+ = 1/2$ and $p^- = 1/2$. A function of t and $\xi = \{\xi_j^{(i)}\}$ with values $\mathbf{v}^*(t_i, \xi) \in Q^*(t_i)$ is called a stochastic nonanticipatory program $\mathbf{v}^*(t, \xi)$; it possesses the property that for $t_i \leq t < t_{i+1}$, $i = 1, 2, \dots, k$, $t_{k+1} = \theta$ we have $\mathbf{v}^*(t, \xi) = \mathbf{v}^*(t_i, \xi[t_*, t_i])$, where the symbol $\xi[t_*, t_i]$ denotes the realization $\{\xi_j^{(s)}, j = 1, 2, \dots, n, s = 1, 2, \dots, i\}$. The stochastic nonanticipatory program $\mathbf{u}^*(t, \xi) \in P^*(t)$ is defined analogously.

Suppose that an initial position $\{t_*, \mathbf{w}_*\}$ has been given and that a specific value of k and a pair of programs $\{\mathbf{u}^*(\cdot, \cdot), \mathbf{v}^*(\cdot, \cdot)\}$ have been chosen. These data define a random process $\mathbf{w}(t_*, [\cdot, \xi] \theta)$ which is a stepwise solution of the differential equation

$$\mathbf{w}^* = A(t)\mathbf{w} + B(t)\mathbf{u}(t, \xi) + C(t)\mathbf{v}(t, \xi) \tag{2.1}$$

with the initial condition $\mathbf{w}[t_*] = \mathbf{w}_*$. This process $\mathbf{w}(t_*, [\cdot, \xi] \theta)$ and the controls $u_{r+1}^*(t, \xi)$, $v_{s+1}^*(t, \xi)$ determine the random value of the functional $\gamma(\xi)$ in (1.5):

$$\gamma(\xi) = \gamma(\mathbf{w}(t_*, [\cdot, \xi] \theta), \mathbf{u}^*(t_*, [\cdot, \xi] \theta), \mathbf{v}^*(t_*, [\cdot, \xi] \theta)) = \mathbf{w}_{n+1}^*[\theta] + \sigma(\mathbf{w}[\theta]) \tag{2.2}$$

We consider the function

$$\rho_*(t_*, \mathbf{w}_*) = \lim_{k \rightarrow \infty} \max_{\mathbf{v}^*(\cdot, \cdot)} \min_{\mathbf{u}^*(\cdot, \cdot)} M\{\gamma(\xi)\} \tag{2.3}$$

where the symbol $M\{\gamma\}$ denotes the mathematical expectation. The definition (2.3) of the function $\rho_*(t, w)$ is well posed. As a matter of fact, the minimum and the maximum in the right-hand side of (2.3) are actually reached on certain programs $u^*(\cdot, \cdot)$ and $v^*(\cdot, \cdot)$ since $M\{\gamma(\xi)\}$ is a continuous function of a finite number of variables, specified on a compactum. The existence of the limit in (2.3) is established during the proof of the next Theorem 2.1.

Theorem 2.1. The function $\rho_*(t, w)$ in (2.3) is the value $\rho^0(t, w)$ of the positional differential game considered in Sect.1.

The theorem is proved as follows. In the region

$$|z| \leq 2r(\theta), t_* \leq t \leq \theta \quad (2.4)$$

where $r(\theta)$ is computed by (1.6), we construct the function

$$H_\alpha(p, z, t) = \min_{u \in P^*(t)} \max_{v \in Q^*(t)} \{ |p \cdot [A(t)z + B(t)u + C(t)v] + \omega(t, z) + u_{i+1}^* + v_{i+1}^* - \alpha | v^*|^2 \}$$

where α is some small positive number. Further, we construct the function $F_\alpha(p, z, t)$ which has derivatives of all orders, satisfies a Lipschitz condition in the first argument and vanishes outside a sufficiently large region G^* in space $\{t, z\}$, containing region (2.4). In addition, let the condition

$$|H_\alpha(p, z, t) - F_\alpha(p, z, t)| \leq \alpha$$

be fulfilled for all values of arguments p and z, t from region (2.4). Let us consider the partial differential equation for a certain function $\rho_\alpha(t, z)$:

$$\frac{\partial \rho_\alpha}{\partial t} + \frac{\alpha^2}{2} \sum_{i=1}^n \frac{\partial^2 \rho_\alpha}{\partial z_i^2} + F_\alpha(\text{grad}_z \rho_\alpha, z, t) = 0 \quad (2.5)$$

Let $\sigma(z, \alpha)$ be a function convex in z for $|z| \leq 2r(\theta)$, having derivatives of all orders, satisfying the condition $|\sigma(z) - \sigma(z, \alpha)| \leq \alpha$ when $|z| \leq 2r(\theta)$ and vanishing for all sufficiently large values of $|z|$. Under the boundary condition

$$\rho_\alpha(\theta, z) = \sigma(z, \alpha) \quad (2.6)$$

Eq.(2.5) has [15] a solution $\rho_\alpha(t, z)$ which in any preselected region $|z| \leq R, t_* \leq t \leq \theta$ has the continuous partial derivatives $\partial \rho_\alpha / \partial t, \partial \rho_\alpha / \partial z_i, \partial^2 \rho_\alpha / \partial z_i \partial z_j, i, j = 1, \dots, n$. Similarly as in [16], we can verify that the limit relation

$$\lim_{\alpha \rightarrow 0} \rho_\alpha(t_*, w_*) = \rho^0(t_*, w_*) \quad (2.7)$$

is valid for any position $\{t_*, w_*\}$ from the region $|w_*| \leq r(t_*), t_0 \leq t_* \leq \theta$

We choose some subsequence of numbers $\{k_j, j = 1, 2, \dots\}$ for which the limit

$$\lim_{k_j \rightarrow \infty} \max_{v^*(\cdot, \cdot)} \min_{u^*(\cdot, \cdot)} M\{\gamma(\xi)\} = \rho^*(t_*, w_*) \quad (2.8)$$

exists. We prescribe a certain value $\varepsilon > 0$. For some value k_j we choose some pair of programs $\{v^*(\cdot, \cdot), u^*(\cdot, \cdot)\}$, satisfying the condition

$$M\{\gamma(\xi)\} \leq \rho^*(t_*, w_*) + \varepsilon \quad (2.9)$$

where the random variable $\gamma(\xi)$ of (2.2) is determined by the random solution $w(t_*, [\cdot, \xi] | \theta)$ of Eq.(2.1) and by the controls $u_{i+1}^*(t, \xi), v_{i+1}^*(t, \xi)$. For any $\varepsilon > 0$ we can find $k(\varepsilon)$ such that when $k_j \geq k(\varepsilon)$ we can find, for every program $v^*(\cdot, \cdot)$, a program $u^*(\cdot, \cdot)$ such that condition (2.9) is fulfilled; this follows from (2.8). We associate the program pair $\{v^*(\cdot, \cdot), u^*(\cdot, \cdot)\}$ chosen with the random motion $z(t_*, [\cdot, \xi, \alpha] | \theta), z(t_*, \xi, \alpha) = w_*$, generated by it, being the stepwise solution of the stochastic differential equation ($\delta(t)$ is the Dirac δ -function)

$$\dot{z} = A(t)z + B(t)u(t, \xi) + C(t)v(t, \xi) + \sum_{t_* \leq t_i \leq t} \alpha [(t - t_*)/k_j]^{1/2} \xi^{(i)} \delta(t - t_i) \quad (2.10)$$

$$(k_j \geq k(\varepsilon), \xi^{(i)} = \{\xi_j^{(i)}, j = 1, 2, \dots, n\})$$

This motion $z(t_*, [\cdot, \xi, \alpha] | \theta)$ generates a certain stochastic nonanticipatory program $v^*(\cdot, \cdot, \alpha)^*$ determined from the condition

$$v^*(t, \xi, \alpha)^* = v^*(t_i, \xi, \alpha)^*, t_i \leq t < t_{i+1} \quad (2.11)$$

$$\langle \text{grad}_z \rho_\alpha(t_i, z | t_i, \xi, \alpha) \cdot C(t_i) v^*(t_i, \xi, \alpha)^* \rangle + v_{i+1}^*(t_i, \xi, \alpha)^* - \alpha |v^*(t_i, \xi, \alpha)^*|^2 = \max_{v \in Q^*(t_i)} \text{Idem}(v^*(t_i, \xi, \alpha)^* \rightarrow v^*)$$

Under the conditions introduced such a program $v^*(\cdot, \cdot, \alpha)^*$ from (2.11) is unique. In its own turn we associate with this program a program $u^*(\cdot, \cdot, \alpha)^*$ such that condition (2.9) is fulfilled for the pair $\{u^*(\cdot, \cdot, \alpha)^*, v^*(\cdot, \cdot, \alpha)^*\}$. In such a way, by analogy with the procedure from /6,17,18/, we obtain a many-valued mapping of all program pairs $\{u^*(\cdot, \cdot, \alpha), v^*(\cdot, \cdot, \alpha)\}$ satisfying condition (2.9) onto a subset $\{\{u^*(\cdot, \cdot, \alpha)^*, v^*(\cdot, \cdot, \alpha)^*\}\}$ of the same program pairs. As in /17,18/, we can verify that this mapping has a fixed point. Let it be the program pair $\{u^*(\cdot, \cdot, \alpha)_*, v^*(\cdot, \cdot, \alpha)_*\}$. We consider the motion $z(t_*[\cdot, \xi, \alpha] \theta)_*$ generated by this program pair as a solution of the stochastic differential Eq. (2.10) with $z[t_*, \xi, \alpha] = w_*$. For this motion the controls $v^*(t_i, \xi, \alpha)_*$ are determined from (2.11). But then, relying on the fact that the function $\rho_\alpha(t, z)$ is a solution of differential Eq. (2.5) with the boundary condition (2.6), by arguments customary to the dynamic programming method, we obtain the estimate

$$M \{ \gamma(\xi, \alpha)_* \} \geq \rho_\alpha(t_*, w_*) - \eta(\alpha, k_j) \quad (2.12)$$

where

$$\gamma(\xi, \alpha)_* = \gamma(z(t_*[\cdot, \xi, \alpha] \theta)_*), u^*(\cdot, \cdot, \alpha)_*, v^*(\cdot, \cdot, \alpha)_* \text{ and } \eta(\alpha, k_j) \rightarrow 0 \text{ as } k_j \rightarrow \infty, \alpha \rightarrow 0.$$

On the other hand, let us consider the motion $w(t_*[\cdot, \xi, \alpha] \theta)_*$ generated by the same program pair $\{u^*(\cdot, \cdot, \alpha)_*, v^*(\cdot, \cdot, \alpha)_*\}$, but now as a solution of the stochastic differential Eq. (2.1). Condition (2.9) with $\gamma(\xi) = \gamma(\xi, \alpha) = \gamma(w(t_*[\cdot, \xi, \alpha] \theta)_*), u^*(\cdot, \cdot, \alpha)_*, v^*(\cdot, \cdot, \alpha)_*$ is valid for this motion. As the same time, the relation

$$|M \{ \gamma(\xi, \alpha) \} - M \{ \gamma(\xi, \alpha)_* \}| \leq \zeta(\alpha, k_j) \quad (2.13)$$

where $\zeta(\alpha, k_j) \rightarrow 0$ as $k_j \rightarrow \infty, \alpha \rightarrow 0$, is valid for the quantities $M \{ \gamma(\xi, \alpha) \}$ in (2.9) and $M \{ \gamma(\xi, \alpha)_* \}$ in (2.12) obtained thus. Now allowing for (2.7), (2.9), (2.12), (2.13), we obtain the inequality

$$\rho^\circ(t_*, w_*) \leq \rho^*(t_*, w_*) \quad (2.14)$$

We establish the opposite inequality

$$\rho^\circ(t_*, w_*) \geq \rho^*(t_*, w_*) \quad (2.15)$$

if for the given program $v^*(t, \xi)$ we construct a stochastic nonanticipatory program $u^*(t, \xi)$ over the steps $t_i \leq t < t_{i+1}$, having chosen the controls $u[t_i, \xi] = u^\circ[t_i, w[t_i, \xi[t_*, t_{i-1}]], \epsilon]$ in accordance with the optimal approximate strategy $u^\circ(t, w, \epsilon)$. Inequalities (2.14) and (2.15) can be obtained for any analogous sequence $\{k_j\}$, for which limit (2.8) exists. From (2.14) and (2.15) it follows that every such limit $\rho^*(t_*, w_*)$ must coincide with the game's value $\rho^\circ(t_*, w_*)$. Hence it follows that limit (2.3) indeed exists and that this limit $\rho_*(t_*, w_*)$ actually equals the game's value $\rho^\circ(t_*, w_*)$. This completes the proof of Theorem 2.1.

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