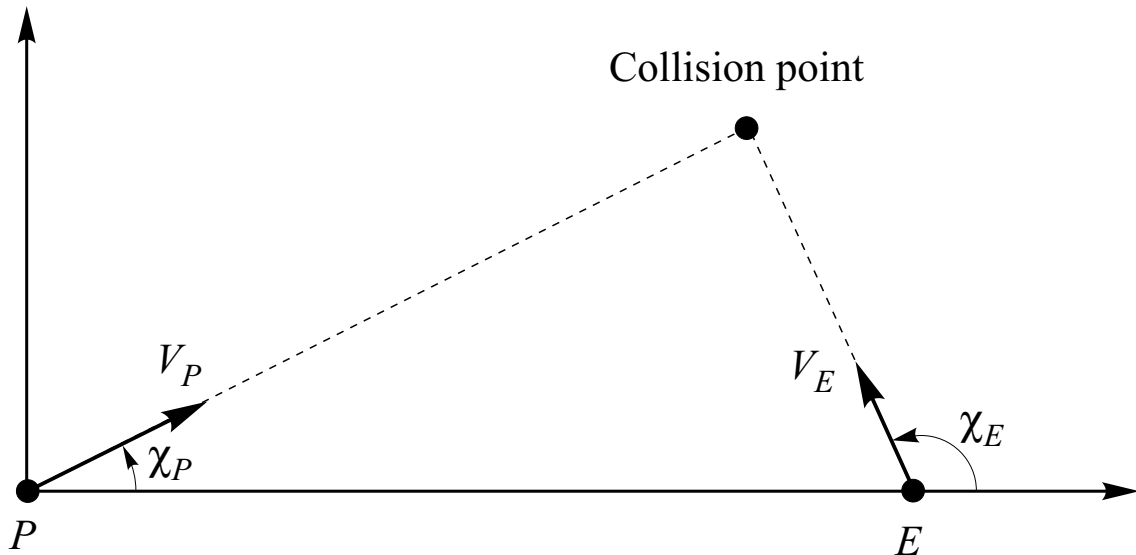


# FORMALIZATION OF THE PURSUIT PROBLEM



## LINEARIZED MODEL FROM:

**J.Shinar, M.Medinah and M.Biton**, Singular surfaces in a linear pursuit-evasion game with elliptical vectograms. *Journal of Optimization Theory and Applications*, 1984, Vol.43, No.3, pp.431–458.

**J.Shinar and M.Zarkh**, Pursuit of a faster evader – a linear game with elliptical vectograms. In: *Proceedings of the Seventh International Symposium on Dynamic Games*, Yokosuka, Japan, 1996, pp.855–868.