

# Structure of Viability Kernels for Some Linear Differential Games

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**Abstract** A convenient form of necessary and sufficient conditions of viability for differential games with linear dynamics is proposed. These conditions are utilized to construct maximal viable subsets of state constraints, viability kernels, in two illustrative two-dimensional examples. These examples demonstrate the relative simplicity of the structure of the viability kernels. It was found that the boundaries of the viability kernels consist of segments of the boundary of the state constraint and of lines defined by the first integrals of the governing equations as the players use extremal constant controls. It is conjectured that such a structure holds in high dimensional cases too.

**Keywords** Linear differential games · Viability kernels · Exact solutions

## 1 Introduction

The following problem is typical in differential game theory. Given a controlled system subjected to unpredictable disturbances and given a target set and a set of admissible state positions, it is required to find a strategy which provides the achievement

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of the target set without violation of the state constraints for any disturbances contained in a prescribed set. As stated in [1], such a strategy can be designed using the extremal aiming procedure applied to the maximal u-stable set. Difficulties arising in this regard are connected with the complexity of numerical procedures for finding maximal u-stable sets. Analytical methods are not easy to apply because of the complexity of the structure of maximal u-stable sets (see for example [2]). Nevertheless, in many technical control problems, there is no target set: it is only required to keep the controlled system within prescribed state constraints which are constant in time. The confinement should be maintained for a long (infinite) time. In such cases, it is relevant to consider viability kernels [3–6] as a tool for control design. Currently, the development of numerical procedures for finding viability kernels becomes very popular (see e.g. [7–13]). Therefore, reliable examples for verification of numerical results are required. This paper gives two examples where viability kernels are found analytically. These examples show that the structure of viability kernels may be much simpler than that of maximal u-stable sets. This gives hope that viability kernels can be found analytically for certain classes of problems.

## 2 Differential Games and Viability Kernels

Consider a differential game with the autonomous linear dynamics

$$\dot{x} = Ax + Bu + Cv, \quad x \in R^n, \quad u \in P \subset R^p, \quad v \in Q \subset R^q. \tag{1}$$

Here  $x$  is the state vector in  $R^n$ ,  $u$  and  $v$  are control parameters of the first and the second players, respectively;  $P$  and  $Q$  are compact sets of the dimensions  $p$  and  $q$ , respectively; and  $A$ ,  $B$ , and  $C$  are matrices of the dimensions  $n \times n$ ,  $n \times p$ , and  $n \times q$ , respectively. Without loss of generality we can assume that  $P$  and  $Q$  be convex [1]. Measurable functions  $u(\cdot)$ ,  $v(\cdot)$  satisfying the conditions  $u(t) \in P$ ,  $v(t) \in Q$ ,  $t \geq 0$  are called admissible open-loop controls (or, simply, controls) of the players.

**Definition 2.1** (Viability property [4]) We say that  $K \subset R^n$  has the *viability property* iff for any  $x_* \in K$  and any constant control  $v_*(\cdot) \equiv v_* \in Q$ , there exists a control  $u_*(\cdot)$  such that  $x_*(t) \in K$ ,  $t \geq 0$ , where  $x_*(\cdot)$  is the solution of (1) with the initial state  $x_*(0) = x_*$  and with the controls  $u_*(\cdot)$ ,  $v_*(\cdot)$  substituted into (1).

**Definition 2.2** (Viability kernels [4]) For a given compact  $G \subset R^n$ , we denote by  $Viab(G)$  the largest subset of  $G$  with the viability property. This subset is called the *viability kernel* of  $G$ .

The following assertions are simple consequences of Definitions 2.1 and 2.2:

- 1) The closure of any set with the viability property is a set with the viability property.
- 2) The union of any family of sets with the viability property is a set with the viability property.
- 3) The convex hull of any set with the viability property is a set with the viability property (due to the linearity of (1) and convexity of  $P$ ).

These assertions yield the existence of the convex closed viability kernel  $Viab(G)$  for any compact  $G$  (if there exists at last one subset of  $G$  with the viability property). So, henceforth, we shall consider closed convex sets with the viability property.

*Remark 2.1* The definition of the viability property involves open loop controls of the first player and constant controls of the second player. This is nothing else as the slightly modified  $u$ -stability property utilized in differential game theory (comp. [1]). Therefore, the extremal aiming procedure (see [1]) applied to a set with the viability property yields a feedback strategy of the first player that can maintain the state vector within this set for any control law of the second player.

The following theorem gives a necessary and sufficient condition for viability.

**Theorem 2.1** *A convex compact set  $K \in R^n$  has the viability property iff*

$$\max_{x \in K^0(l)} \langle l, Ax \rangle + H(l) \leq 0 \tag{2}$$

for any  $l \in S$ , where

$$\begin{aligned} S &= \{l \in R^n : |l| = 1\}, \\ K^0(l) &= \{x \in K : \langle l, x \rangle = \max_{y \in K} \langle l, y \rangle\}, \\ H(l) &= \min_{u \in P} \langle l, Bu \rangle + \max_{v \in Q} \langle l, Cv \rangle. \end{aligned}$$

*Proof* Let  $K$  be a compact convex set. Using the results of [3], we conclude that  $K$  has the viability property iff for any  $v \in Q$  and any  $x \in \partial K$ , the following is true

$$T_K(x) \cap (Ax + BP + Cv) \neq \emptyset, \tag{3}$$

where  $T_K(x)$  is the tangent cone to  $K$  at  $x$ , i.e.

$$T_K(x) = \overline{\text{con}}(K - x).$$

Let  $T_K^*(x)$  be the polar cone to  $T_K(x)$  so that  $N_K(x) = T_K^*(x) \cap S$  be the set of unit normals to  $K$  at  $x$ . Then we can rewrite (3) as follows

$$\min_{u \in P} \max_{l \in N_K(x)} [\langle l, Ax \rangle + \langle l, Bu \rangle + \langle l, Cv \rangle] \leq 0, \quad \forall v \in Q, \forall x \in \partial K. \tag{4}$$

Replacing the “max” and “min” operations and taking into account that (4) must be valid for any  $v \in Q$  and  $x \in \partial K$ , we obtain

$$\max_{x \in \partial K} \max_{l \in N_K(x)} [\langle l, Ax \rangle + \min_{u \in P} \langle l, Bu \rangle + \max_{v \in Q} \langle l, Cv \rangle] \leq 0.$$

It is easily seen that

$$\{(l, x) : l \in N_K(x), x \in \partial K\} = \{(l, x) : x \in K^0(l), l \in S\}.$$

Indeed, if  $(l, x)$  belongs to the left-hand side, then  $|l| = 1$  and  $l \in T_K^*(x)$ . Therefore,  $\langle l, y - x \rangle \leq 0$  for all  $y \in K$ , which yields that  $\max_{y \in K} \langle l, y \rangle = \langle l, x \rangle$ , i.e.  $x \in K^0(l)$ , and, therefore,  $(l, x)$  belongs to the right-hand side. *Visa versa*, if  $(l, x)$  belongs to the right-hand side, then  $|l| = 1$  and  $x \in K^0(l)$ . Therefore,  $\max_{y \in K} \langle l, y \rangle = \langle l, x \rangle$ , which yields that  $\langle l, y - x \rangle \leq 0$  for all  $y \in K$ , i.e.  $l \in T_K^*(x)$ , and, therefore,  $(l, x)$  belongs to the left-hand side.

Thus,

$$\max_{x \in \partial K} \max_{l \in N_K(x)} [\dots] = \max_{l \in S} \max_{x \in K^0(l)} [\dots],$$

which completes the proof of the theorem. □

Note that condition (2) involves only boundary points of  $K$ . Let us assume that some subset  $L \subset \partial K$  belongs to a level set of a *first integral* of (1) with some fixed constant controls  $u_0$  and  $v_0$ . That is,

$$L \subset \{x \in R^n : F(x, u_0, v_0) = \text{const}\},$$

where  $F(\cdot, u_0, v_0) : R^n \rightarrow R$  is some function satisfying the equation

$$\left\langle \frac{\partial F}{\partial x}, Ax + Bu_0 + Cv_0 \right\rangle = 0, \quad x \in R^n.$$

Consider an arbitrary normal  $l$  to the surface  $L$ . For any  $x \in K^0(l)$  we have

$$\langle l, Ax + Bu_0 + Cv_0 \rangle = \gamma \left\langle \frac{\partial F}{\partial x}, Ax + Bu_0 + Cv_0 \right\rangle = 0,$$

where  $\gamma$  is some scalar factor. Hence, for any  $x \in K^0(l)$

$$\langle l, Ax \rangle = -\langle l, Bu_0 \rangle - \langle l, Cv_0 \rangle.$$

Therefore,

$$\max_{x \in K^0(l)} \langle l, Ax \rangle = -\langle l, Bu_0 \rangle - \langle l, Cv_0 \rangle.$$

And finally, we obtain the following corollary.

**Corollary 2.1** *If a subset  $L$  of  $\partial K$  belongs to a level set of a first integral of (1) with some constant controls  $u_0, v_0$ , then (2) is equivalent to*

$$H(l) - \langle l, Bu_0 \rangle - \langle l, Cv_0 \rangle \leq 0 \tag{5}$$

for any normal  $l$  to  $L$ .

### 3 A Game of Tracking

Consider the following game. Let  $y$  be a one-dimensional mass point controlled by a force  $f$ . Assume there is another one-dimensional but noninertial point  $z$  which can instantly change its velocity  $g$ . Thus, the dynamic equations look as follows:  $\ddot{y} = f$ ,  $\dot{z} = g$ . The point  $y$  has to follow the point  $z$  so that the restrictions  $y \geq z$ ,  $|y - z| \leq a$  must hold. With the variables  $x_1 = y - z$ ,  $x_2 = \dot{y}$ ,  $u = f$ , and  $v = -g$ , this game has the form

$$\begin{cases} \dot{x}_1 = x_2 + v \\ \dot{x}_2 = u. \end{cases} \quad (6)$$

The state constraints are

$$0 \leq x_1 \leq a.$$

We assume that the controls be bounded:

$$|u| \leq \mu, \quad |v| \leq 1,$$

where  $\mu$  is some positive constant.

It was pointed out in [14] that there exists a viable set with the boundary formed by two trajectories of (6) corresponding to the following combinations of controls

$$\begin{aligned} \text{I. } & u = -\mu, & v = 1, \\ \text{II. } & u = \mu, & v = -1. \end{aligned}$$

Now this observation will be proved and a full description of the class of viable sets satisfying the state constraints will be given.

The equation of the phase trajectories of (6) with constant controls  $u$  and  $v$  is

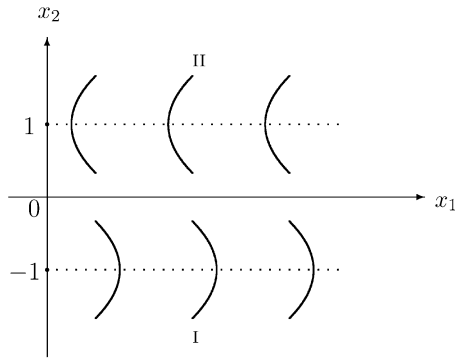
$$\frac{1}{2}(x_2 + v)^2 - ux_1 = C.$$

The stated controls I and II generate two families of parabolas

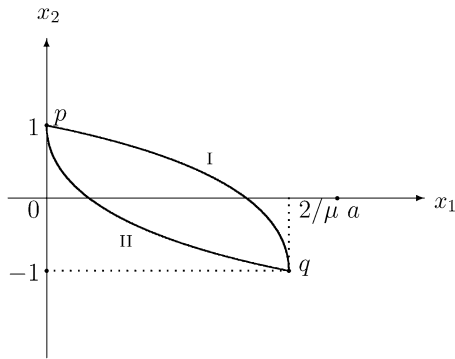
$$\begin{aligned} \text{I. } & \frac{1}{2}(x_2 + 1)^2 + \mu x_1 = C_1, \\ \text{II. } & \frac{1}{2}(x_2 - 1)^2 - \mu x_1 = C_2. \end{aligned}$$

All curves of the families I and II are congruent parabolas with the apexes belonging to the lines  $x_2 = -1$  and  $x_2 = 1$  respectively (Fig. 1). For any values of  $C_1$  and  $C_2$ , the intersection of the convex regions bounded by the parabolas I and II gives a convex compact set. We will consider the values  $C_1$  and  $C_2$  such that the resulting set is a subset of the state constraints. Note that in this example, the viability property does not depend on translations in the  $x_1$ -direction because the variable  $x_1$  does not appear in the right-hand side of (6). So, we put  $C_2 = 0$  which corresponds to the maximal admissible left location of the parabola II (Fig. 2). We will move the parabola I,

**Fig. 1** Two families of parabolas



**Fig. 2** The case of two parabolas



varying  $C_1 \in [0, a\mu]$  (these bounds provide the embedding of the resulting set into the state constraints).

First, assume that  $a\mu \geq 2$  and consider the case  $C_1 = 2$ . In this case, the corresponding parabola I passes through the apex of the previously chosen parabola II and vice versa (see Fig. 2). Let us check the viability property of the resulting set. For the arc  $pq$  of the parabola I, the left-hand side of (5) can be written as

$$\mu(x_2 + 1) - \mu - \mu|x_2 + 1| + \mu.$$

Taking into account  $x_2 \in [-1, 1]$ , we conclude that this expression is equal to zero. For the arc  $pq$  of the parabola II, the left-hand side of (5) has the form

$$-\mu(x_2 - 1) - \mu - \mu|x_2 - 1| + \mu.$$

This is equal to zero, since  $x_2 \in [-1, 1]$ .

It remains to check the inequality (2) for normals at the points  $p$  and  $q$ . We do it for the point  $p$ ; the point  $q$  can be handled similarly. Thus, we must check (2) for each normal  $l \in \text{cone}\{l^I, l^{II}\}$ , where  $l^I = (\mu, 2)^T$  and  $l^{II} = (-\mu, 0)^T$  (see Fig. 2). Any vector of this cone can be represented as follows

$$l = (1 - \lambda)l^I + \lambda l^{II} = \begin{pmatrix} \mu(1 - 2\lambda) \\ 2 - 2\lambda \end{pmatrix}, \quad \lambda \in [0, 1].$$



$(x_1(t), x_2(t))$  does not leave the state constraints. Let

$$f_I(x_1, x_2) \stackrel{\text{def}}{=} \frac{1}{2}(x_2 + 1)^2 + \mu x_1 - a\mu.$$

Note that the points which lie above the arc  $rq$  satisfy the inequality  $f_I > 0$ , and  $f_I = 0$  for the points of  $rq$ . Calculation of the derivative of  $f_I(x_1(t), x_2(t))$  gives

$$\frac{df_I}{dt} = (x_2(t) + 1)(\mu + u(t)).$$

Let  $\theta = \sup\{t : x_2(\xi) \geq -1, \xi \in [0, t]\}$ . Then we have  $df_I/dt \geq 0, t \in [0, \theta]$ . This gives

$$f_I(x_1(t), x_2(t)) \geq f_I(x_1^0, x_2^0) > 0, \quad t \in [0, \theta] \tag{7}$$

and hence  $(x_1(t), x_2(t))$  lies above the arc  $rq$  for all  $t \in [0, \theta]$ . The last gives  $x_2(\theta) > -1$ , which is a contradiction with the definition of  $\theta$ . Therefore,  $\theta = \infty$ . Moreover, the inequality (7) provides the inequality  $x_2(t) \geq -1 + \varepsilon$  for some  $\varepsilon > 0$  depending only on the initial state. The first equation of (6) gives  $\dot{x}_1(t) \geq \varepsilon$  and therefore the state vector must leave the state constraints. This contradiction proves the assertion.

#### 4 A Pendulum with a Movable Suspension Point

The second example deals with a pendulum with the movable suspension point. We assume that this point can move with the velocity  $u$ . The performance is disturbed by a force  $v$  caused by the wind, say. Let  $x_1$  be the angle deflection from the vertical axis and  $x_2$  be the velocity of the suspended load in a ground-fixed reference system. With these variables, the dynamic equations look as follows

$$\begin{cases} \dot{x}_1 = \beta(x_2 - u) \\ \dot{x}_2 = -\alpha x_1 + v. \end{cases} \tag{8}$$

Here,  $\alpha$  and  $\beta$  are given positive coefficients depending on the values of the suspended mass and on the pendulum’s length. The controls  $u$  and  $v$  are bounded

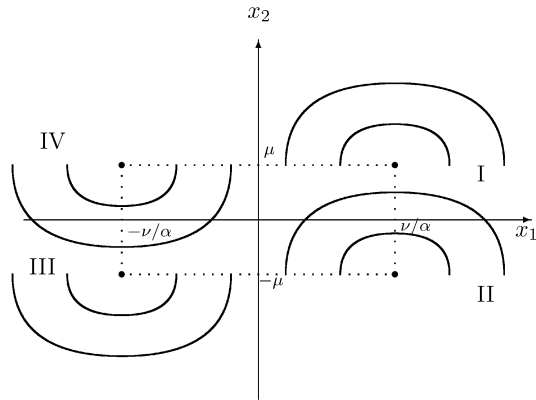
$$|u| \leq \mu, \quad |v| \leq \nu.$$

The following state constraints are prescribed

$$|x_1| \leq a, \quad |x_2| \leq b. \tag{9}$$

The first player dealing with the control parameter  $u$  seeks to maintain the validity of the state constraints. The second player uses the control parameter  $v$  to violate the state constraints. Without loss of generality we may let  $\beta = 1$  because this can be achieved by an appropriate time scaling.

**Fig. 4** Four families of ellipses



We will prove the conjecture that the boundary of the viability kernel consists of parts of the boundary of the phase constraint and of segments of trajectories corresponding to some combinations of the extremal values of  $u$  and  $v$ . There are four combinations of such values

- I.  $(\mu, v)$ ,
  - II.  $(-\mu, v)$ ,
  - III.  $(-\mu, -v)$ ,
  - IV.  $(\mu, -v)$ .
- (10)

The equation of phase trajectories of (8) corresponding to constant controls  $u$  and  $v$  is

$$\frac{1}{\alpha}(\alpha x_1 - v)^2 + (x_2 - u)^2 = C, \tag{11}$$

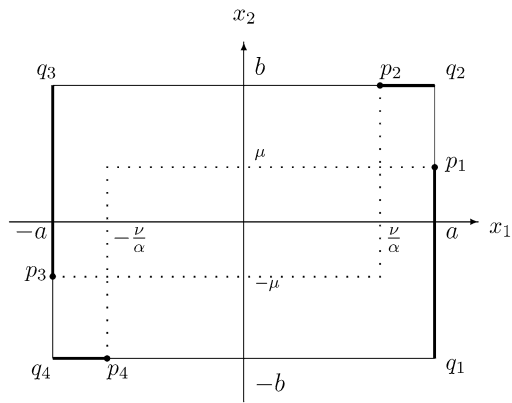
and, therefore, each combination from (10) produces a family of ellipses (see Fig. 4). Calculation shows that (5) is satisfied for the upper parts of ellipses of families I and II. As for families III and IV, the condition (5) is valid for the lower parts of the ellipses (see Fig. 4).

Let us construct the viability kernel using these families. The construction depends on the relations between the values of  $a, b, \mu, \alpha$ . First of all, we assume that

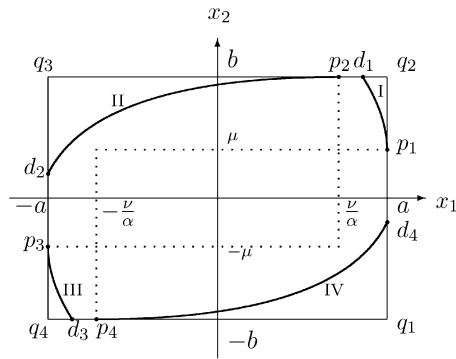
$$\mu \geq v/\sqrt{\alpha}, \quad a \geq v/\alpha. \tag{12}$$

Otherwise, viability sets do not exist at all because the control  $v \equiv v$  provides the violation of the phase constraint. In the case of the failure of the first condition of (12), the assertion follows from the representation of solutions of (8) using the fundamental matrix. If the second condition of (12) fails, the violation of the constraint  $x_1 \leq a$  immediately follows from the second equation of (8).

**Fig. 5** Viable segments of the state constraint



**Fig. 6** Subcase 1



We begin with the case  $b \geq \mu$ . In this case, one can prove that the condition (2) holds for the following segments of the boundary of the state constraints

$$\begin{aligned}
 x_1 &= a, & -b \leq x_2 \leq \mu, \\
 x_1 &= -a, & -\mu \leq x_2 \leq b, \\
 x_2 &= b, & v/\alpha \leq x_1 \leq a, \\
 x_2 &= -b, & -a \leq x_1 \leq -v/\alpha,
 \end{aligned} \tag{13}$$

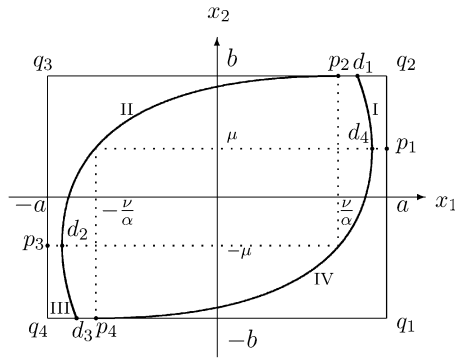
(see Fig. 5). Therefore, these segments may be employed in the design of the viability kernel.

Consider the following subcases.

1.  $|\sqrt{\alpha}a - b| \leq \mu - v/\sqrt{\alpha}$ .

In this case, the boundary of the viability kernel includes parts of all segments (13). The construction is as follows (we will refer to Fig. 6). Choose the ellipse of family I passing through the point  $p_1$  and draw it up to its intersection with the line  $x_2 = b$ .

Fig. 7 Subcase 2



The first coordinate of the point  $d_1$  of intersection is

$$\frac{v}{\alpha} + \sqrt{\left(a - \frac{v}{\alpha}\right)^2 - \frac{1}{\alpha}(b - \mu)^2}.$$

Hence,  $d_1$  lies on the admissible segment  $p_2, q_2$ . Now we choose the ellipse of family II passing through the point  $p_2$  and draw it up to its intersection with the line  $x_1 = -a$ . The point  $d_2$  of intersection lies on the admissible segment  $p_3q_3$ .

We do the same with the symmetric points  $p_3$  and  $p_4$  using ellipses of families III and IV respectively. As a result, we obtain the symmetric curve  $p_1d_1p_2d_2p_3d_3p_4d_4$  which includes arcs of ellipses of all families and parts of all admissible segments (13). It follows from the choice of admissible arcs of the ellipses and admissible segments (13) that the condition (2) holds for all smooth pieces of the resulting curve (note that the conjunction at  $p_1, p_2, p_3$  and  $p_4$  is also smooth).

A direct calculation shows that the left-hand-side of (2) is nonpositive for all normals of the normal cones at  $d_1, d_2, d_3, d_4$  where the resulting curve is nonsmooth. Therefore, the set obtained has the viability property.

Note that, if  $\mu = v/\sqrt{\alpha}$  and hence  $a\sqrt{\alpha} = b$ , then  $d_1 = p_2, d_2 = p_3, d_3 = p_4$  and  $d_4 = p_1$ .

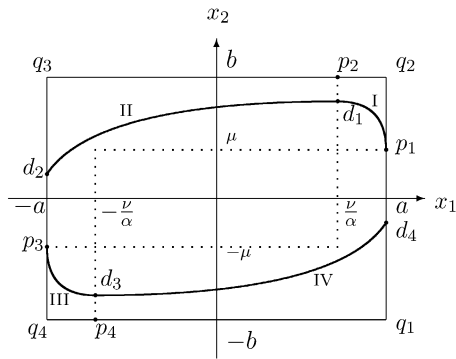
2.  $\sqrt{\alpha}a - b > \mu - v/\sqrt{\alpha}$ .

In this case, the viability kernel has no points in common with the lines  $x_1 = -a$  and  $x_1 = a$  (see Fig. 7). The construction of the viability kernel goes as follows. We choose the ellipse of family II passing through the point  $p_2$ . In this case, it does not meet the line  $x_1 = -a$ , and we draw it up to the intersection with the line  $x_2 = -\mu$ , obtaining the intersection point  $d_2$ . Now we choose the ellipse of family III passing through the point  $d_2$  and draw it up to the intersection with the line  $x_2 = -b$ . Using the relations between the parameters in this case, one can easily check that the point  $d_3$  belongs to the admissible segment  $q_4p_4$ . The symmetric curve  $p_4d_4d_1$  is formed in the same way. Note that the conjunctions at  $p_2, d_2, p_4$ , and  $d_4$  are smooth.

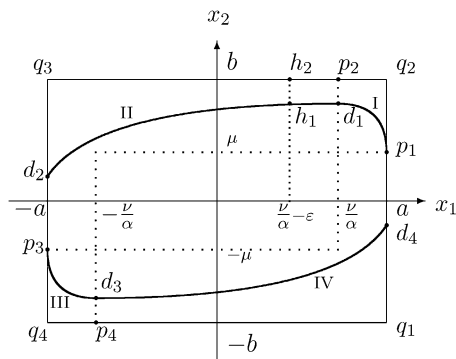
A direct calculation shows that the left-hand side of (2) is nonpositive for all normals of the normal cones at  $d_1$  and  $d_3$  where the conjunctions are nonsmooth. Therefore, the region bounded by the curve  $p_2d_2d_3p_4d_4d_1p_2$  has the viability property.

Note, if  $\mu = v/\sqrt{\alpha}$  then  $d_1 = p_2$  and  $d_3 = p_4$ .

**Fig. 8** Subcase 3



**Fig. 9** An aid to the proof of subcase 3



3.  $\sqrt{\alpha}a - b < v/\sqrt{\alpha} - \mu$ .

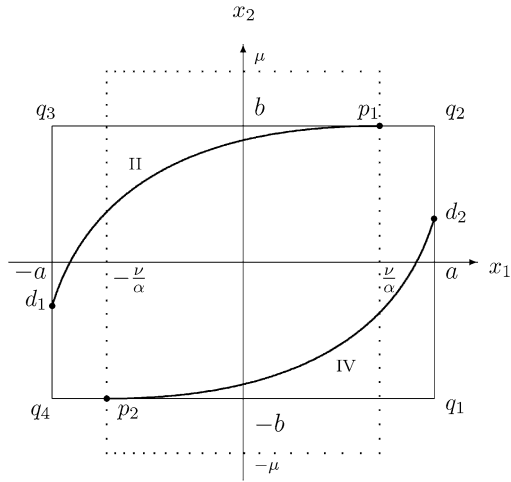
In this case, the viability kernel has no points in common with the lines  $x_2 = -b$  and  $x_2 = b$  (Fig. 8). The construction goes as follows. We draw the ellipse of family I passing through the point  $p_1$  up to the intersection with the line  $x_1 = v/\alpha$  at  $d_1$ . Then we draw the ellipse of family II passing through  $d_1$  up to the intersection with the line  $x_1 = -a$  at  $d_2$ . One can check that  $d_2$  belongs to the admissible segment  $p_3q_3$ . So, we obtain the curve  $p_1d_1d_2$ . The curve  $p_3d_3d_4$  is formed using the symmetry. Note that the conjunctions at  $p_1, d_1, p_3$ , and  $d_3$  are smooth. If  $\mu = v/\sqrt{\alpha}$  then  $d_2 = p_3$  and  $d_4 = p_1$ .

Now assume that  $b < \mu$ . In this case, the condition (2) is fulfilled for the following segments of the boundary of the state constraints

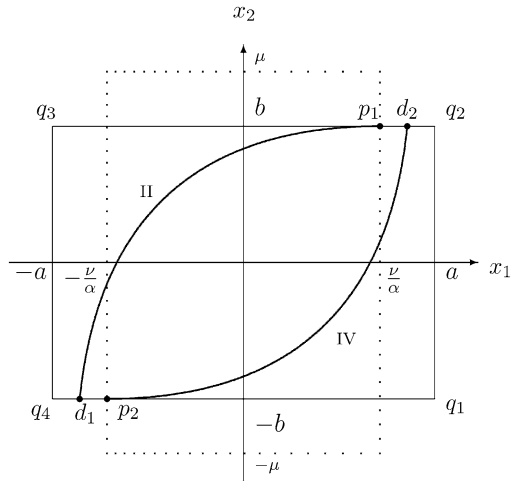
$$\begin{aligned}
 x_1 &= a, & -b \leq x_2 \leq b, \\
 x_1 &= -a, & -b \leq x_2 \leq b, \\
 x_2 &= b, & v/\alpha \leq x_1 \leq a, \\
 x_2 &= -b, & -a \leq x_1 \leq -v/\alpha.
 \end{aligned}
 \tag{14}$$

The viability kernel is formed using ellipses of families II and IV. Figures 10 and 11 show the viability kernels in the cases  $\sqrt{\alpha}a - b \leq \mu - v/\sqrt{\alpha}$  and  $\sqrt{\alpha}a - b > \mu - v/\sqrt{\alpha}$  respectively.

**Fig. 10** The case  $b < \mu$  (four segments of the phase constraint)



**Fig. 11** The case  $b < \mu$  (two segments of the phase constraint)



Let us prove the maximality of the sets we have found. We consider only the case  $b \geq \mu$  because the arguments in the opposite cases are similar.

First, consider subcase 1 (Fig. 6). Assume the initial state  $(x_1^0, x_2^0)$  belongs to the region  $p_1d_1q_2$  and lies above the arc  $p_1d_1$ . Let us put  $v \equiv v$  and suppose that there exists a control  $u(\cdot)$  such that the corresponding trajectory  $(x_1(t), x_2(t))$  does not leave the region specified by the state constraints. Let

$$f_I(x_1, x_2) \stackrel{def}{=} \frac{1}{\alpha}(\alpha x_1 - v)^2 + (x_2 - \mu)^2 - \frac{1}{\alpha}(\alpha a - v)^2.$$

The points of the region  $p_1d_1q_2$  which lie above the arc  $p_1d_1$  satisfy the inequality  $f_I > 0$ , and  $f_I = 0$  for the points of  $p_1d_1$ . Calculating the derivative of

$f_I(x_1(t), x_2(t))$ , we obtain

$$\frac{df_I}{dt} = 2(\alpha x_1(t) - v)(\mu - u(t)).$$

Let  $\theta = \sup\{t : x_1(\xi) \geq v/\alpha, \xi \in [0, t]\}$ . Then the function  $f_I(x_1(t), x_2(t))$  is not decreasing on  $[0, \theta]$ . Arguing as in the first example, we can prove that  $\theta = \infty$ . Hence,

$$f_I(x_1(t), x_2(t)) \geq f_I(x_1^0, x_2^0) > 0 \tag{15}$$

for all  $t \geq 0$ . Therefore, the trajectory cannot meet the arc  $p_1d_1$ . Moreover, (15) provides the inequality  $x_2(t) \geq \mu + \varepsilon$  with some  $\varepsilon > 0$  depending only on the initial state. The first equation of (8) gives  $\dot{x}_1(t) \geq \varepsilon$ , and hence the state vector must leave the state constraints. This contradiction proves the assertion in the case where  $(x_1^0, x_2^0)$  belongs to the region  $p_1d_1q_2$ .

Now assume the initial state  $(x_1^0, x_2^0)$  belongs to the region  $p_2d_2q_3$ . The arguments are similar to the above described ones. We put  $v \equiv v$  and assume there exists a trajectory  $(x_1(t), x_2(t))$  which does not leave the state constraints. Consider the function

$$f_{II}(x_1, x_2) \stackrel{def}{=} \frac{1}{\alpha}(\alpha x_1 - v)^2 + (x_2 + \mu)^2 - (b + \mu)^2.$$

This function is greater than zero in the region  $p_2d_2q_3$  excluding the arc  $p_2d_2$  and equal to zero on this arc. Taking the derivative of the function  $f_{II}(x_1(t), x_2(t))$ , gives

$$\frac{df_{II}}{dt} = -2(\alpha x_1(t) - v)(\mu + u(t)) \geq 0$$

for any  $t \in [0, \theta]$ , where  $\theta = \sup\{t : x_1(\xi) \leq v/\alpha, \xi \in [0, t]\}$ . Arguing as before, we obtain  $\theta = \infty$  and hence

$$f_{II}(x_1(t), x_2(t)) \geq f_{II}(x_1^0, x_2^0) > 0$$

for all  $t \geq 0$ . Therefore, the state vector cannot meet the arc  $p_2d_2$ . Moreover, this inequality provides the inequality  $x_1(t) \leq v/\alpha - \varepsilon$  with some  $\varepsilon > 0$  depending only on the initial state. The second equation of (8) gives  $\dot{x}_2(t) \geq \alpha\varepsilon$ , and therefore the state vector must leave the state constraints.

The cases where the initial state lies in the region  $p_3p_4q_4$  and in the region  $p_4d_4q_1$  can be considered analogously because of the symmetry.

Now we must consider cases 2, 3 (Figs. 7 and 8). The arguments in both cases are similar, and for brevity we consider only case 3 (Fig. 8).

Assume the initial state lies in the region  $p_1d_1d_2q_3p_2q_2$  and above the curve  $p_1d_1d_2$  (the case where the initial state belongs to the region  $p_3d_3d_4q_1p_4q_4$  is symmetric).

Let

$$f_I(x_1, x_2) \stackrel{def}{=} \frac{1}{\alpha}(\alpha x_1 - v)^2 + (x_2 - \mu)^2 - \frac{1}{\alpha}(\alpha a - v)^2,$$

$$f_{II}(x_1, x_2) \stackrel{def}{=} \frac{1}{\alpha}(\alpha x_1 - v)^2 + (x_2 + \mu)^2 - \left(2\mu + \frac{1}{\sqrt{\alpha}}(\alpha a - v)\right)^2.$$

Note that, for any point of the region  $p_1d_1p_2q_2$  excluding the arc  $p_1d_1$ , we have  $f_I(x_1, x_2) > 0$ . For any point of the arc  $p_1d_1$ , we have  $f_I(x_1, x_2) = 0$ . The same is valid for  $f_{II}(\cdot)$  with respect to the region  $d_1d_2q_3p_2$  and the arc  $d_1d_2$ . Let us put  $v \equiv v$  and let  $u(\cdot)$  be a control of the first player. Denote by  $(x_1(t), x_2(t))$  the corresponding trajectory of (8). First, assume that  $(x_1^0, x_2^0)$  belongs to the region  $p_1d_1p_2q_2$  and lies above the arc  $p_1d_1$ . Suppose that the trajectory does not leave the state constraints. Denote

$$\theta = \sup\{t : x_1(\xi) \geq v/\alpha \ \& \ x_2(\xi) \geq \mu, \ \xi \in [0, t]\}.$$

Taking the derivative of the function  $f_I(x_1(t), x_2(t))$ , we obtain

$$\frac{df_I}{dt} = 2(\alpha x_1(t) - v)(\mu - u(t)) \geq 0, \quad t \in [0, \theta]. \quad (16)$$

From the first equation of (8), we have

$$\dot{x}_1(t) = x_2(t) - u(t) \geq 0, \quad t \in [0, \theta]. \quad (17)$$

Since  $x_2(0) = x_2^0 > \mu$ , there exists  $\delta > 0$  such that

$$\dot{x}_1(t) > 0, \quad t \in [0, \delta]. \quad (18)$$

From (16), (17) and (18), we obtain the inequalities

$$\begin{aligned} f_I(x_1(t), x_2(t)) &\geq f_I(x_1^0, x_2^0) > 0, \\ x_1(t) &> v/\alpha \end{aligned} \quad (19)$$

for all  $t \in [0, \theta]$ . By the definition of  $\theta$ , this means that  $\theta$  cannot be finite. So,  $\theta = \infty$ . Hence, the state vector never comes over the segment  $d_1p_2$  and never meets the arc  $p_1d_1$ . Moreover, (19) implies the existence of  $\varepsilon > 0$  depending only on the initial state such that  $x_2(t) \geq \mu + \varepsilon$  for all  $t \geq 0$ . Then from (17), we have  $\dot{x}_1(t) \geq \varepsilon$  for all  $t \geq 0$ . Therefore, the trajectory must violate the state constraints.

Now assume the initial state belongs to the region  $d_1d_2q_3p_2$ , and the trajectory  $(x_1(t), x_2(t))$  does not leave the state constraints. Since  $d_1$  lies above the line  $x_2 = \mu$ , we can choose a positive  $\varepsilon$  such that the segment  $h_1h_2$  (Fig. 9) lies above the line  $x_2 = \mu$ . Let  $\theta = \sup\{t : x_1(\xi) \leq v/\alpha - \varepsilon, \ \xi \in [0, t]\}$ . From the second equation of (8), we have  $\dot{x}_2(t) \geq \alpha\varepsilon$  for all  $t \in [0, \theta]$ . If  $\theta = \infty$ , then the last inequality implies a violation of the state constraints. If  $\theta < \infty$ , we consider the function  $f_{II}(x_1(t), x_2(t))$ . We have

$$\frac{df_{II}}{dt} = -2(\alpha x_1(t) - v)(\mu + u(t)) \geq 0$$

for any  $t \in [0, \theta]$ , from which

$$f_{II}(x_1(\theta), x_2(\theta)) \geq f_{II}(x_1^0, x_2^0) > 0.$$

Accounting for the definition of  $\theta$  and the assumption that the state vector does not leave the state constraints, we conclude that  $(x_1(\theta), x_2(\theta))$  belongs to the segment  $h_1h_2$ . Now, arguing in the same way as in the case where the initial state lies in the region  $p_1d_1p_2q_2$ , we find that the trajectory comes over the line  $x_1 = a$ .

## 5 Concluding Remarks

The main feature of the examples considered is that the viability kernels possess a relatively simple structure. Their boundary consists of phase trajectories of the controlled system with constant controls and of segments of the state constraints. The authors conjecture that the structure of viability kernels for linear differential games with polyhedral sets  $P$  and  $Q$  (see (1)) is generally of this form. That is, the boundary consists of some pieces of the boundary of state constraints and of some pieces of level sets of *first integrals* of (1) corresponding to some combinations of vertices  $u_i$  and  $v_j$  of  $P$  and  $Q$ . Numerical experiments with programs for solving differential games are in agreement with this conjecture. This provides hope that the approach outlined in the paper can be extended to multidimensional case.

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