



## Operations Research Seminar

### Evasion Games

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**Thursday, July 30, 2009**

15:00-16:00 in GL-115

Refreshment 14:45-15:00 in GL-239

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At the end of World War Two, researchers at RAND and other places recognized the problem of shooting at a maneuvering target when there is a time delay between shot and impact. The case where the target knows neither the aim point nor the time of firing was of particular interest. They decided to begin with the "Bomber versus Battleship" game, a game played in one dimension and discrete time where a single bomb takes  $k$  time steps to fall. Analysis of this class of games has turned out to be difficult, but has still led to some interesting results and useful methods. This seminar will review the situation.

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