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A minimax problem on the distribution and circuit of points in a disk and potential capabilities of measuring devices. (English. Russian original) [Zbl 0905.90183](#)

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Summary: In the development of measuring devices with scanning, mechanically driven antennas and in the development of onboard algorithms for the secondary processing of information from these devices, the problem arises of the definition of the maximal number of objects that can be tracked by this measuring device. In this work, the game problem about the distribution and the circuit of n points in the tracking disk is stated and solved. This problem allows one to obtain estimations for the maximal number of stably tracked objects in the mode of the rejection of new objects.

MSC:

90C90 Applications of mathematical programming

91A80 Applications of game theory

Keywords:

maximal number of tracked objects; tracking of moving objects; scanning