***Analytical Solution of Pursuit-Evasion Strategy using Equation of motion with Bounded Acceleration***

In this paper we utilize the principle of control theory to solve analytically a pursuit-evasion game by using equation of motion with bounded acceleration with v(t) being the relative velocity normal to th initial line of sight (ILOS) and y(t) is thec relative displacement normal to the ILOS. In pursuit-evasion game, the sole aim of the purfsuer is to make capture possible by minimizing the terminal miss y(tf) and for the evader is maximizing the terminal miss to make capture invariably impossible

Keywords Relative velocity, relative displacement, terminal miss pursuit evasion game

Analysis and Application of N-Person Games to politics using the Principle of Coalitions

The mathematical theory of N-person games and related solution concepts aims to model and analyze problems arising in various disciplines such as from operation research, management science, decision analysis, to economics, sociology and political science, voting power. We analyze and applythe concept of ganes in characteristics function form; we further apply the principle of coalition to real life situation in political environment.

key words Zero-sum, payoff, characteristic function, coalition, prudential strategy, security level, PDP, ANPP, AC, minimal winning