

## **A differential game theoretic approach for two-agent collision avoidance with travel limitations**

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Journal of intelligent and robotic systems

2012; 67(3-4):201-218

### **ARTICLE IDENTIFIERS**

DOI: 10.1007/s10846-012-9657-x

PMID: unavailable

PMCID: not available

### **JOURNAL IDENTIFIERS**

LCCN: 88659214

pISSN: 0921-0296

eISSN: 1573-0409

OCLC ID: 18197178

CONS ID: not available

US National Library of Medicine ID: not available

This article was identified from a query of the SafetyLit database.