# Combined continuous nonlinear mathematical and computer models of the Information Warfare 

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#### Abstract

In this paper, the first attempt is made to combine existing approaches of mathematical and computer modeling of information warfare. As a result, integration mathematical and computer models of information warfare were created. Until now, in the mathematical modeling of the information warfare, issues of information flows and information dissemination were considered separately. The first direction was initiated by the idea of Professor T. Chilachava, to study the distribution of information flows of the two opposite and third peacekeeping sides by mathematical models. The second direction was laid by Academician A.A. Samarskiy and Professor A.P. Mikhailov, who proposed a mathematical model for the dissemination of information among the population. Both these directions have been intensively developed and many scientific studies have been devoted to them. Several dozens of interesting models were created, which reflect the various nuances of the problem. But it is natural that the information and the information for which it is intended should be studied together. During the implementation of this idea, integrated mathematical and computer models of information warfare were created. Integrated common linear and nonlinear mathematical and computer models of information warfare were created. In this paper, integrated general and particular mathematical and computer models for ignoring the enemy are presented. With the help of computer research, a numerical experiment, the question of the existence of a solution to the problem of the Chilker range is studied, which is equivalent to the task of completing information warfare.


Keywords- information warfare, integration mathematical model, integration computer model, Chilker type task.

## I. Introduction

Among the diverse types of information warfare, we are attracted to the confrontation of the opponents in the information field: when the sides use, for example, mass dissemination of information and with it try to misinform the enemy, compromise them, etc. The objectives and means of information warfare in this direction are detailed in the works [1], [3]. This type of information war can be called information confrontation, but for simplicity we will use "information warfare" for this type of information warfare. Mathematical methods of studying information warfare are

[^0]quite productive and successfully implemented in different countries of the world. A number of mathematical and computer models have been developed, which takes into account the course of information war in the conditions of different regimes: Restriction of information, continuity, discretion, and more. The models are basically two studying objects. First, the information itself, which is distributed as a stream and is intended to discredit the opposing side. Second the number of people who have received the information disseminated by the side. It is noteworthy that the models developed so far have mostly discussed only the number of information flows or the number of people who have received the information. In the presented work, an attempt is proposed to unify these two approaches, which results in new types of mathematical and computer models. Before representing the results of combining these two traditional methods together, let's talk about them separately.

## II. MATHEMATICAL MODELS OF FLOW OF THE INFORMATION Warfare

The mathematical modeling of the streams in the information war starts from year 2009, when Georgian scientist Temur Chilachava's original idea was worked out and reported in the same year on the fifth congress of Georgian Mathematicians [14] and it was published in Sokhumi State University works [15],[ 16]. We will bring you a general linear model, as well as a nonlinear model with restrictions. Let's consider the mathematical and computer models of information warfare, in which the search size is considered as the number of provocative information spread by two antagonists and the number of peacekeeping calls made by the third, peacekeeper side. All three parties involved in the information warfare spread information of the relevant party, and any number of promotional information to achieve its goal. At the moment of time $t \in[0 ;+\infty)$ the number of information disseminated by each party should be noted as $N_{1}(t), N_{2}(t), \quad N_{3}(t)$. Quantity of information at the moment of time $t$ is calculated as the sum of the relevant party, the number of any provocative information that is distributed by all means of mass information. At the same
time, the opposing parties are distributing $N_{1}(t)$ and $N_{2}(t)$ numbers of information. Third, the Peaceful Party calls on the parties to stop the information war, for which the peacekeeper spreads relevant information. As the opposing side aims to influence the information impact on his rival, he tries to disseminate as much as discreditable information as possible about the opponent. At the same time, the dissemination of previously used information is allowed and new disinformation is added. Thus, the speed of dissemination of information by the opposing party depends on the number
of information already distributed: $\frac{d N_{1}(t)}{d t} \sim \alpha_{1} N_{1}(t)$, $\frac{d N_{2}(t)}{d t} \sim \beta_{2} N_{2}(t)$. In addition, the opposing side reacts to the number of information disseminated by the rival and the peacekeeping parties. Thus, the speed of dissemination of information by the opposing party depends also on: $\frac{d N_{1}(t)}{d t} \sim\left(\alpha_{2} N_{2}(t)-\alpha_{3} N_{3}(t)\right), \frac{d N_{2}(t)}{d t} \sim$
$\sim\left(\beta_{1} N_{1}(t)-\beta_{3} N_{3}(t)\right)$. Third, the intensity of information disseminated by the Peace Party depends not only on the number of information disseminated by him, but also on how aggressively the information warfare is going on, how much number of information is disseminated by opposing sides. Taking into account these considerations, we can discuss general linear continuous mathematical model of information warfare:

$$
\left\{\begin{array}{l}
\frac{d N_{1}(t)}{d t}=\alpha_{1} N_{1}(t)+\alpha_{2} N_{2}(t)-\alpha_{3} N_{3}(t),  \tag{1.1}\\
\frac{d N_{2}(t)}{d t}=\beta_{1} N_{1}(t)+\beta_{2} N_{2}(t)-\beta_{3} N_{3}(t), \\
\frac{d N_{3}(t)}{d t}=\gamma_{1} N_{1}(t)+\gamma_{2} N_{2}(t)+\gamma_{3} N_{3}(t),
\end{array}\right.
$$

Initial conditions:

$$
\begin{equation*}
N_{1}(0)=N_{10}, \quad N_{2}(0)=N_{20}, \quad N_{3}(0)=N_{30} . \tag{1.2}
\end{equation*}
$$

Where $\alpha_{1}, \alpha_{3}, \beta_{2}, \beta_{3} \geq 0, \gamma_{i} \gamma_{i} \geq 0 i=\overline{1,3} ; \alpha_{2}, \beta_{1}$, -are constant sizes. Let's name these constant sizes "Model ratios". The speed of change in the number of information disseminated by the first and second parties in the general linear model (1.1) depends on the number of information disseminated by the parties and the international peace organization. Third - the speed of change of the number of calmative information released by international organizations is linearly increasing and is directly proportionate to the number of information disseminated by all three parties. In the initial (1.2) conditions, $N_{10}, N_{20}, N_{30}$ are non-negative permanent
sizes.

At the beginning the third party does not disseminate information ( $N_{30}=0$ ) or make preventative conciliatory statements ( $N_{30}>0$ ). Peacekeeping side then begins to react to the provocative information spread by the parties. For the first time mathematical and computer models of information warfare, taking into consideration the possibilities of IT technologies, It was proposed in 2012 [4], [5], and was generalized
later
[2]:

$$
\left\{\begin{array}{l}
\frac{d}{d t} x(t)=\alpha_{1} x(t)\left(1-\frac{x(t)}{I_{1}}\right)-\beta_{1} z(t) \\
\frac{d}{d t} y(t)=\alpha_{2} y(t)\left(1-\frac{y(t)}{I_{2}}\right)-\beta_{2} z(t), \\
\frac{d}{d t} z(t)=\left(\gamma_{1} x(t)+\gamma_{2} y_{2}(t)\right)\left(1-\frac{z(t)}{I_{3}}\right) . \tag{1.4}
\end{array}\right.
$$

$x(0)=x_{0}, y(0)=y_{0}, z(0)=z_{0}$.
Where $x(t), y(t)$ is the number of disseminated information by the antagonistic sides at moment - $t$. Similarly, the peacekeeping - third side's disseminated amount of information $Z(t)$ at the same $t$ time. $\alpha_{1}, \alpha_{2}$ accordingly is aggressive coefficients of the first and second opposing sides, $\beta_{1}, \beta_{2}$ - peaceful activity options for the opposing sides, $\gamma_{1}$, $\gamma_{2}$ - index of peacekeeping activity of the third party towards the relevant opposing side. $I_{j}, j=1,2,3$ - maximum number of technological capabilities of the first and second sides. $x(t), y(t), z(t)$ functions are defined in the section $[0, T]$.

The opposing side reduces the speed of information dissemination according to how close is the number of information dissemination by him at the time to the maximum number of available of information dissemination.

Besides mentioned mathematical models of information warfare, continuous linear and discrete models of ignorance of the opponent have been developed; non-linear, continuous and linear discrete models taking into consideration authoritative organizations or institutions (Religious, non-governmental, scientific, political and other) [12], [13].

## III. Mathematical models of dissemination Information flow

The mathematical model of dissemination of information discussed in the classical work of mathematical modeling by A.A. Samarskiy and A.P. Mikhailov [11]. The mathematical model of organizing advertising campaigns is offered, based on the principle of model universality, can be used in mathematical modeling of information warfare. However, this
model does not directly focus on information streams, information receivers' - the number of informed personnel variability is essentially considered. In particular, the following model is discussed: let's $N(t)$ is a number of informed potential customers about the object, $N_{0}$ - the total number of potential users, $\alpha_{1}(t)$-intensity of advertising campaigns, $\alpha_{2}(t)$ - advertising intensity by users, who know about the object , $\frac{d N(t)}{d t}$ - the changing speed of users informed (adepts), which naturally depends on the number of uninformed consumers and the intensity of advertising campaigns. That's why we get the mathematical model of the following kind of Samarskiy-Mikhailov:

$$
\begin{equation*}
\frac{d N(t)}{d t}=\left[\alpha_{1}(t)+\alpha_{2}(t) N(t)\right]\left(N_{0}-N(t)\right) \tag{2.1}
\end{equation*}
$$

Let's consider (2.1) substantiation of the model with more details. Advertising, as information is distributed in two ways: first, directly through the advertising campaign, for example via mass media, when by this way, increasing speed of the informed population is proportionate to the number of uninformed population - $\alpha_{1}(t)\left(N_{0}-N(t)\right)$ and second, an informed person about advertising tells his acquaintances about this and thus become information spreaders, increasing speed of the informed population is proportionate to the number of uninformed population - $\alpha_{2}(t)\left(N_{0}-N(t)\right)$. In fact, advertising is spread by interpersonal relationships. When we combine the speed of advertising spread in these two ways, we will get the model of the whole distribution speed of advertising. In equation (2.1) starting point is, at the beginning of the time, the number of advertised individuals is equal to zero:

$$
\begin{equation*}
\left.N(t)\right|_{t=0}=0 \tag{2.2}
\end{equation*}
$$

One of the authors, A.P. Mikhailov, overtime, changed the name of (2.1) and (2.2) model's. At first in cooperation with academician A.A. Samarskiy, the monograph published in 1997 was called model of advertising campaign; then, since 2002 , it got called an information threat model [7]; since 2004 - information dissemination model [8]; since 2009, information confrontation model [6]; in 2011 - the model of information warfare [15]; in2015 - information attack and duel model [10], [17].

With model of (2.1), (2.2), A.P. Mikhailov and coauthors create different models of dissemination of information, for example: model with forgetting the information, model of information duel and others.

## IV. COMBINED NONLINEAR MATHEMATICAL AND COMPUTER MODELS OF INFORMATION FLOW AND DISSEMINATION

For the integrated mathematical models of the information warfare, let's bring the relevant indications while taking into account the existing traditions. In particular, at $t \in[0 ;+\infty)$ moment, the number of information, distributed by each side is to be noted with $N_{10}(t), N_{20}(t), N_{3}(t)$. Quantity of information at moment $t$, it is calculated as the sum of the relevant party, the number of any provocative information, that is disseminated by all means of mass information. At the same time, the opposing parties are reporting $N_{10}(t)$ and $N_{20}(t)$ number of information. The third - peaceful side calls on the sides to stop the information warfare, for which it disseminates $N_{3}(t)$ number of information. Let's name $N_{10}(t), N_{20}(t), N_{3}(t)$ the number of "officially" disseminated information by the respective parties. Then model (1.3), (1.4) will be:

$$
\left\{\begin{array}{l}
\frac{d}{d t} N_{10}(t)=\alpha_{1} N_{10}(t)\left(1-\frac{N_{10}(t)}{I_{1}}\right)-\beta_{1} N_{3}(t), \\
\frac{d}{d t} N_{20}(t)=\alpha_{2} N_{20}(t)\left(1-\frac{N_{20}(t)}{I_{2}}\right)-\beta_{2} N_{3}(t),  \tag{3.1}\\
\frac{d}{d t} N_{3}(t)=\left(\gamma_{1} N_{10}(t)+\gamma_{2} N_{20}(t)\right)\left(1-\frac{N_{3}(t)}{I_{3}}\right) .
\end{array}\right.
$$

With initial conditions:

$$
\begin{equation*}
N_{10}(0)=N_{10}, N_{20}(0)=N_{20}, N_{3}(0)=N_{30} \tag{3.2}
\end{equation*}
$$

Let's say, the first side represents the population, which has maximum value of $X_{p}$, in similar, the second side represents the population, which has maximum value of $y_{p} . x_{1}(t)$ - the number of population of the first side, who at the time of $t \in[0 ;+\infty)$ have "received" information officially reported by the first party, became it's adept and by interconnected relationships themselves disseminate beneficial information for the first side by quantity of $N_{11}(t) \cdot x_{2}(t)$ - the number of population of the first side, who at the time of $t \in[0 ;+\infty)$ have "received" information officially reported by the second party, became it's adept and by interconnected relationships themselves disseminate beneficial information for the second side by quantity of $N_{12}(t)$. Similarly, we can do this for the population of the second party as well: $y_{1}(t)$ - the number of the population of the second party, which at the time of $t \in[0 ;+\infty)$ has "received" information officially reported by the first party, became it's adept and by interconnected
relationships themselves disseminate beneficial information for the first side by quantity of $N_{21}(t)$. Also, $y_{2}(t)$ - the number of the population of the second party, which at the time of $t \in[0 ;+\infty)$ has "received" information officially reported by the second side, became it's adept and by quantity of $N_{22}(t)$. Speed of $N_{11}(t)$ information dissemination, naturally, depends on the meeting of the $x_{1}(t)$ adepts and the population free of this information, particularly, on $x_{1}(t)\left(x_{p}-x_{1}(t)\right)$. In addition, if the adept spreads information without interpersonal communication, let's say social network, or through the adepts own web means, then we should additionally consider the maximum capabilities of adept's $I_{4}$ IT technologies. In addition, it is natural that the "official" activity of the party, whose we consider, affects the adept activity. So, we have the following ratio:

$$
\begin{align*}
& \frac{d N_{11}(t)}{d t}=\alpha_{11} N_{11}(t)\left(x_{p}-x_{1}(t)\right) x_{1}(t)+  \tag{3.3}\\
& +\alpha_{12} N_{10}(t)\left(I_{4}-N_{11}(t)\right)
\end{align*}
$$

With initial conditions: $\quad N_{11}(0)=0$.
In the same way we can make correlations for $N_{12}(t)$, $N_{21}(t), N_{22}(t)$, where we can note $I_{5}, I_{6}, I_{7}$, with maximum possibility of the information technologies of the adepts $x_{2}(t), \quad y_{1}(t), y_{2}(t)$. As for adepts $x_{1}(t)$, $x_{2}(t), \quad y_{1}(t), y_{2}(t)$, for them correlations are derived from Samarskiy-Mikhailov model, where an intensive advertising campaign is presented as $\alpha_{i} N_{j 0}(t)$, where $i=3,5,7, j=1,2$, and the intensity of the dissemination of information by the adept is assessed as $\alpha_{k} N_{l s}(t)$, where $k=4,6,8,10, l, s=1,2$. As a result we get the integrated mathematical model information warfare with restrictions:

$$
\begin{align*}
& \left(\frac{d}{d t} N_{10}(t)=\alpha_{1} N_{10}(t)\left(1-\frac{N_{10}(t)}{I_{1}}\right)-\right. \\
& -\beta_{1} N_{3}(t) \text {, } \\
& \frac{d}{d t} N_{20}(t)=\alpha_{2} N_{20}(t)\left(1-\frac{N_{20}(t)}{I_{2}}\right)- \\
& -\beta_{2} N_{3}(t) \text {, } \\
& \begin{array}{l}
\frac{d}{d t} N_{3}(t)=\left(\gamma_{1} N_{10}(t)+\gamma_{2} N_{20}(t)\right) \times \\
\times\left(1-\frac{N_{3}(t)}{I_{3}}\right),
\end{array} \\
& \frac{d x_{1}(t)}{d t}=\left(\alpha_{3} N_{10}(t)+\alpha_{4} N_{11}(t) x_{1}(t)\right) \times \\
& \times\left(x_{p}-x_{1}(t)\right) \text {, } \\
& \frac{d x_{2}(t)}{d t}=\left(\alpha_{5} N_{20}(t)+\alpha_{6} N_{12}(t) x_{2}(t)\right) \times \\
& \times\left(x_{p}-x_{2}(t)\right) \text {, } \\
& \left\{\frac{d y_{1}(t)}{d t}=\left(\alpha_{7} N_{10}(t)+\alpha_{8} N_{21}(t) y_{1}(t)\right) \times\right. \\
& \times\left(y_{p}-y_{1}(t)\right) \text {, } \\
& \frac{d y_{2}(t)}{d t}=\left(\alpha_{9} N_{20}(t)+\alpha_{10} N_{22}(t) y_{2}(t)\right) \times \\
& \times\left(y_{p}-y_{2}(t)\right) \text {, } \\
& \frac{d N_{11}(t)}{d t}=\alpha_{11} N_{11}(t)\left(x_{p}-x_{1}(t)\right) x_{1}(t)+ \\
& +\alpha_{12} N_{10}(t)\left(I_{4}-N_{11}(t)\right), \\
& \frac{d N_{12}(t)}{d t}=\alpha_{13} N_{12}(t)\left(x_{p}-x_{2}(t)\right) x_{2}(t)+ \\
& +\alpha_{14} N_{20}(t)\left(I_{5}-N_{12}(t)\right), \\
& \frac{d N_{21}(t)}{d t}=\alpha_{15} N_{21}(t)\left(y_{p}-y_{1}(t)\right) y_{1}(t)+ \\
& \begin{array}{l}
+\alpha_{16} N_{10}(t)\left(I_{6}-N_{21}(t)\right), \\
\frac{d N_{22}(t)}{d t}=\alpha_{17} N_{22}(t)\left(y_{p}-y_{2}(t)\right) y_{2}(t)+
\end{array}  \tag{3.5}\\
& +\alpha_{18} N_{20}(t)\left(I_{7}-N_{22}(t)\right) \text {. }
\end{align*}
$$

With initial conditions:

$$
\left\{\begin{array}{c}
N_{10}(0)=n_{10}, \quad N_{20}(0)=n_{20}, \quad N_{3}(0)=n_{30},  \tag{3.6}\\
N_{11}, \quad N_{12}, \quad N_{21}, \quad N_{22}=0, \\
x_{1}(0), \quad x_{2}(0), \quad y_{1}(0), \quad y_{2}(0)=0 .
\end{array}\right.
$$

Thus, we have acquired an integrated mathematical model of information warfare with restrictions, which is described by the ordinary differential equation system (3.5), in which there are eleven functional searches and eleven initial conditions (3.6). Note that in (3.5), (3.6) - Cauchy task, right side of (3.5) system have features and it dive us the basis to conclude that this Cauchy task has the one solution for the time segment $t \in[0 ;+\infty)$.

Thus the number of useful information for the first party $N_{1}(t)$ is the sum of the "official" information of the first party, information of first side's adepts in the first party population and information spread by adepts in the second party's population which is beneficial for the first party -

$$
\begin{equation*}
N_{1}(t)=N_{10}(t)+N_{11}(t)+N_{21}(t) . \tag{3.7}
\end{equation*}
$$

And the number of useful information for the second party - $N_{2}(t)$, represents the following sum:

$$
\begin{equation*}
N_{2}(t)=N_{20}(t)+N_{12}(t)+N_{22}(t) . \tag{3.8}
\end{equation*}
$$

Third side impacts are clearly demonstrated in $N_{10}(t)$, $N_{20}(t)$ information flows and by their means this impact is realized in $N_{11}(t), N_{12}(t), N_{21}(t), N_{22}(t)$ flows. So, it is natural to raise the question - whether it is possible to put out information warfare with the activity of the third side, at any point in time, in different moments, $N_{1}(t), N_{2}(t)$ to become zero:

$$
\begin{equation*}
N_{1}\left(t^{*}\right)=0, N_{2}\left(t^{* *}\right)=0 . \tag{3.9}
\end{equation*}
$$

Let's call (3.5), (3.6), (3.9) boundary task the Chilker type task, because conditions for the right side are specific, in particular, $N_{1}(t), N_{2}(t)$ functions cross zero generally in different conditions and also these times are not fixed. In model (3.5), (3.6), in the information flow, spread by adepts, participating in the "official" information streams of opposing sides. It not happens on the contrary, but it is possible. That's why it's natural, in speed correlations of information spread by the adepts $N_{11}(t), N_{12}(t), N_{21}(t), N_{22}(t)$ were involved $N_{10}(t), \quad N_{20}(t)$ of information streams. This case in considered other models.

## V. COMBINED MATHEMATICAL AND COMPUTER MODELS OF the Information Warfare for ignoring opponent

Let's consider the model task of Integrated mathematical and computer models of the Information Warfare, in other
words, let's consider the simplest case of the model. For this, for information flows we need to take the ignorance model of the enemy:

$$
\left\{\begin{array}{l}
\frac{d}{d t} N_{10}(t)=\alpha_{1} N_{10}(t)-\beta_{1} N_{3}(t)  \tag{4.1}\\
\frac{d}{d t} N_{20}(t)=\alpha_{2} N_{20}(t)-\beta_{2} N_{3}(t) \\
\frac{d}{d t} N_{3}(t)=\gamma_{1} N_{10}(t)+\gamma_{2} N_{20}(t)
\end{array}\right.
$$

With (3.2) initial conditions. In the model of SamarskiyMikhailov, let's represent a linear form for the activity of parties and adepts. In addition we are only considering $x_{1}(t), y_{2}(t)$ adepts, who are only involved in correlations of disseminated information by $N_{10}(t), N_{20}(t)$ - sides. Let's say, that $x_{1}(t)=x(t), y_{2}(t)=y(t)$. As a result we will get an integrated mathematical model of information warfare, which was formed at Sokhumi State University, faculty of Mathematics and Computer Sciences, after discussion with Professor T. Chilachava and which has the form:

$$
\left\{\begin{array}{l}
\frac{d}{d t} N_{10}(t)=\alpha_{1} N_{10}(t)+v_{1} x(t)-\beta_{1} N_{3}(t)  \tag{4.2}\\
\frac{d}{d t} N_{20}(t)=\alpha_{2} N_{20}(t)+v_{2} y(t)-\beta_{2} N_{3}(t) \\
\frac{d}{d t} N_{3}(t)=\gamma_{1} N_{10}(t)+\gamma_{2} N_{20}(t) \\
\frac{d x(t)}{d t}=\left(\alpha_{3}+\gamma_{3} x(t)\right)\left(x_{p}-x(t)\right) \\
\frac{d y(t)}{d t}=\left(\alpha_{4}+\gamma_{4} y(t)\right)\left(y_{p}-y(t)\right)
\end{array}\right.
$$

With initial conditions:

$$
\left\{\begin{array}{c}
N_{10}(0)=n_{10}, N_{20}(0)=n_{20}, N_{3}(0)=n_{30}  \tag{4.3}\\
x(0)=y(0)=0
\end{array}\right.
$$

If we say that, $\alpha_{1}=\alpha_{2}=\alpha, \beta_{1}=\beta_{2}=\beta$,
$\gamma_{1}=\gamma_{2}=\gamma, \alpha_{3}=\alpha_{4}=\delta, v_{1}=v_{2}=v$.
Then (4.2) will get the form:

$$
\left\{\begin{array}{l}
\frac{d}{d t} N_{10}(t)=\alpha N_{10}(t)+v x(t)-\beta N_{3}(t), \\
\frac{d}{d t} N_{20}(t)=\alpha N_{20}(t)+v y(t)-\beta N_{3}(t), \\
\frac{d}{d t} N_{3}(t)=\gamma N_{10}(t)+\gamma N_{20}(t),  \tag{4.4}\\
\frac{d x(t)}{d t}=(\delta+\mu x(t))\left(x_{p}-x(t)\right), \\
\frac{d y(t)}{d t}=(\delta+\mu y(t))\left(y_{p}-y(t)\right)
\end{array}\right.
$$

Initial conditions are given in (4.3). There are five unknown functions in the system (4.4), but the last two equations of this system, which results from SamarskiyMikhailov model, will be analytically solved, when the equation in the second string of (4.3) is completed for the initial conditions, as a result we have:

$$
\begin{align*}
& x(t)=\frac{\delta x_{p}\left[\exp \left(\left(\delta+\mu x_{p}\right) t\right)-1\right]}{\delta \exp \left(\left(\delta+\mu x_{p}\right) t\right)+\mu x_{p}}  \tag{4.5}\\
& y(t)=\frac{\delta y_{p}\left[\exp \left(\left(\delta+\mu y_{p}\right) t\right)-1\right]}{\delta \exp \left(\left(\delta+\mu y_{p}\right) t\right)+\mu y_{p}} \tag{4.6}
\end{align*}
$$

By adding (4.4) into two equations, (4.5) and (4.6), we get a system with tree equations:

$$
\left\{\begin{array}{l}
\frac{d}{d t} N_{10}(t)=\alpha N_{10}(t)+v x(t)-\beta N_{3}(t),  \tag{4.7}\\
\frac{d}{d t} N_{20}(t)=\alpha N_{20}(t)+v y(t)-\beta N_{3}(t), \\
\frac{d}{d t} N_{3}(t)=\gamma N_{10}(t)+\gamma N_{20}(t) .
\end{array}\right.
$$

with initial conditions:

$$
\begin{equation*}
N_{10}(0)=n_{10}, N_{20}(0)=n_{20}, N_{3}(0)=n_{30} \tag{4.8}
\end{equation*}
$$

Notice, that it is possible to find analytical solutions of the Cauchy task, because with transformations in (4.7) we will get a linear no homogeneous ordinary differential equation of the second order with constant coefficients towards $N_{3}(t)$, and placing the solution system (4.7) - homogeneous ordinary differential equation of first order with constant coefficient towards $N_{10}(t), N_{20}(t)$. But after adding the Cauchy task (4.7), (4.8) conditions to the right end:

$$
\begin{equation*}
N_{10}\left(t^{*}\right)=0, N_{20}\left(t^{* *}\right)=0 \tag{4.9}
\end{equation*}
$$

Where $t^{*}, t^{* *}$ are non-fixed, in general, different time moments on time $[0, T>0]$ period, we will get a Chilker type task, which we will investigate via computer modeling
and we will conduct a computer experiments. Let's say that we have initial conditions:

$$
\left\{\begin{array}{c}
N_{10}(0)=0.1, N_{20}(0)=0.001, N_{3}(0)=3  \tag{4.10}\\
x(0)=y(0)=0
\end{array}\right.
$$

Possibility of solving Chilker type (4.7)-(4.7) task, according to computer experiments, depends on the aggressiveness of sides, in particular on $D=\alpha^{2}-8 \beta \gamma$. For example, if the aggression of antagonistic sides is large, which cause $D$ to be nonnegative: $D \geq 0$, then there is no solution to the Chilker type problem, which means that the third side cannot stop the information warfare by its actions. For example, if $\alpha=1,8 ; \beta=0,05 ; v=0,05 ; \gamma=0,05$; $\delta=0,3 ; \mu=0,2 ; x_{p}=155 ; y_{p}=150$; which means that $D=3,04$, as we see on Figure 1_a, both antagonist forces strengthen the information warfare and third party's impact on them is unsuccessful. In the conditions of high aggression by the parties, if $D=0$, what happens for this meaning of parameters: $\alpha=0,08 ; \beta=0,08 ; v=0,05$; $\gamma=1 ; \delta=0,3 ; \mu=0,2 ; x_{p}=155 ; y_{p}=150$; then it is possible for one side to go to zero and third party can influence one of the antagonistic sides. See Figure 1_b.


Figure 1_a. The parties involved in the IW, when $D>0$


Figure 1_b. The parties involved in the IW, when $D=0$

As for the case of low aggression, when $D<0$, in particular for parameters: $\alpha=0,08 ; \beta=0,5 ; v=0,05$; $\gamma=1 ; \delta=0,3 ; \mu=0,2 ; x_{p}=155 ; \quad y_{p}=150$; then third party impacts are effective on antagonistic sides, they go to zero, which means that the Chilker type problem has a solution.

Based on analysis of results of computer experiments, we can conclude, that solution behavior of integrated mathematical model of ignoring the enemy is similar to relevant non integrated mathematical model solutions [16], [17], in particular, dependence of solutions on $D$-on the level of aggressiveness of parties. At the same time, it should be noted that the number of adepts in the model has made some corrections, for example, under conditions of low aggression, $D$ is negative and increases in module, then for little time value the antagonistic side for parameters $\alpha=0,08$; $\beta=15 ; \quad v=0,05 ; \quad \gamma=3,5 ; \quad \delta=0,3 ; \quad \mu=0,2$; $x_{p}=155 ; y_{p}=150, D=-419,9$, go to zero, see Figure 2_a. but, for big $t$, one of the antagonistic sides (depends on correlations of the initial values of the parties) doesn't go to zero, see Figure 2_b.


Figure 2_a. The parties involved in the IW, when $D<0$


Figure 2_b. The parties involved in the IW, when $D<0$

The computer experiment was also conducted (4.7)-(4.7) in the general case of the Chilker type problem. In particular, when the antagonistic parties have different aggressiveness $\left(\alpha_{1}, \alpha_{2}\right)$ and peace readiness $\left(\beta_{1}, \beta_{2}\right)$ indicators, also different values of peacekeeping activity towards the parties $\left(\gamma_{1}, \gamma_{2}, \gamma_{3}\right)$, in the equations of adept's quantity the number of information streams of relevant opposing parties is included:

$$
\left\{\begin{array}{l}
\frac{d}{d t} N_{10}(t)=\alpha_{1} N_{10}(t)+v_{1} x(t)-\beta_{1} N_{3}(t)  \tag{4.11}\\
\frac{d}{d t} N_{20}(t)=\alpha_{2} N_{20}(t)+v_{2} y(t)-\beta_{2} N_{3}(t) \\
\frac{d}{d t} N_{3}(t)=\gamma_{1} N_{10}(t)+\gamma_{2} N_{20}(t)+\gamma_{3} N_{3}(t) \\
\frac{d x(t)}{d t}=\left(\alpha_{3} N_{10}(t)+\gamma_{4} x(t)\right)\left(x_{p}-x(t)\right) \\
\frac{d y(t)}{d t}=\left(\alpha_{4} N_{20}(t)+\gamma_{5} y(t)\right)\left(y_{p}-y(t)\right)
\end{array}\right.
$$

The computer experiment was conducted for the system (4.11) with different initial conditions (4.10) and parameters. We can conclude from the results obtained, that the relevant Chilker type task - (4.11), (4.6), (4.9) has a solution, in case of nigh peace readiness and activity. In particular, if we have the data of parameters, where aggressiveness prevails over peace readiness and activity: $\alpha_{1}=4,8 ; \quad \beta_{1}=, 5 ; \quad v_{1}=1,5$;
$\alpha_{2}=5,6 ; \quad \beta_{2}=, 7 ; \quad \gamma_{1}=, 05 ; \quad \gamma_{2}=, 3 ; \quad \gamma_{3}=, 07 ;$
$x_{p}=155 ; \quad y_{p}=150 ; \alpha_{3}=2,3 ; \quad \alpha_{4}=2,2 ; \quad \gamma_{4}=, 2$;
$\gamma_{5}=3$, then the antagonistic parties develop information warfare and the third party's impact is unsuccessful, see Figure 3_a, which is derived for initial conditions -

$$
\left\{\begin{array}{c}
N_{10}(0)=0.2, N_{20}(0)=0.01, N_{3}(0)=.03  \tag{4.12}\\
x(0)=y(0)=0
\end{array}\right.
$$

The Chilker type problem (4.11), (4.6), (4.9) has a solution when the aggressiveness of opposing parties is relatively low, for example, for parameters: $\alpha_{1}=, 08$;

$$
\begin{aligned}
& \beta_{1}=1,5 ; \quad v_{1}=, 05 ; \quad \alpha_{2}=, 06 ; \quad \beta_{2}=1,7 ; \quad \gamma_{1}=, 05 ; \\
& \gamma_{2}=, 03 ; \quad \gamma_{3}=, 07 ; \quad x_{p}=155 ; \quad y_{p}=150 ; \alpha_{3}=, 3 ; \\
& \alpha_{4}=, 2 ; \quad \gamma_{4}=, 2 ; \quad \gamma_{5}=, 3, \text { see Figure 3_b. }
\end{aligned}
$$



Figure 3_a. The parties involved in the IW for Chilker type task - (4.11), (4.12), (4.9), with high aggression


Figure 3_b. The parties involved in the IW for Chilker type task - (4.11), (4.12), (4.9), with low aggression

Computer experiments were conducted in the Mat Lab environment, m-file were created

## VI. CONCLUSION

In the present work there is offered integrated mathematical and computer models of information warfare in which independently expressed approaches till now are reflected. In particular, academician A.A. Samarskiy and his coauthor's, Professor A.P. Mikhailov's advertising campaign and professor T. Chilachava's tree sides information stream (flow) models are united. It provides new general linear model of information warfare; model with restrictions on information technologies, private and advanced integrated mathematical and computer models of ignore enemy. For last two models, computer experiments have been conducted, which helped to identify solving possibility of Chilker type task for information warfare.

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