

# THE STRICT DETERMINATENESS OF CERTAIN INFINITE GAMES

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1. **Introduction.** Gale and Stewart [1] have discussed an infinite two-person game in extensive form which is the generalization of a game as defined by Kuhn [3] obtained by deleting the requirement of finiteness of the game tree and regarding as plays all unicursal paths of maximal length originating in the distinguished vertex  $x_0$ . In a *win-lose* game the set  $S$  of all plays is divided into two sets  $S_I$  and  $S_{II}$  such that player  $I$  wins the play  $s$  if  $s \in S_I$  and player  $II$  wins it if  $s \in S_{II}$ . Gale and Stewart have shown that a two-person infinite win-lose game of perfect information with no chance moves (called a GS game here) is strictly determined if  $S_I$  belongs to the smallest Boolean algebra containing the open sets of a certain topology for  $S$ . Here we answer affirmatively the question posed by them: Is a GS game strictly determined if  $S_I$  is a  $G_\delta$  (or, equivalently, an  $F_\sigma$ )? The notation and results of [1] are used throughout, as well as the partial ordering of  $X$  given by:  $x > y$  if  $f^n(x) = y$  for some  $n \geq 1$ .

2. **Alternative description of  $S_I$ .** Let  $I'$  be the game  $(x_0, X_I, X_{II}, X, f, S, S_I, S_{II})$ , where

$$S_I = \bigcap_{n=1}^{\infty} E_n,$$

$E_1 \supseteq E_2 \supseteq \dots$ , and  $E_n$  is open. Following [3], let the rank  $rk(x)$ , for  $x \in X$ , be the unique  $k$  such that  $f^k(x) = x_0$ . As in [1],  $\mathfrak{U}(x)$  is the set of all plays passing through  $x$  (the topology for  $S$  is that in which  $\mathfrak{U}(x)$  is a neighborhood of each play in it). Then for each  $n$ ,

$$E_n = \bigcup \{ \mathfrak{U}(y) : \mathfrak{U}(y) \subseteq E_n \};$$

and since for any  $y \in X$  we have

$$\mathfrak{U}(y) = \bigcup \{ \mathfrak{U}(z) : f(z) = y \},$$

with

$$rk(z) = 1 + rk(y),$$

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there exists for each  $n$  a subset  $Y_n$  of  $X$  such that  $rk(y) > n$  for all  $y \in Y_n$  and

$$E_n = \cup \{U(y) : y \in Y_n\} .$$

Furthermore, since of any two neighborhoods having a non-void intersection, one is contained in the other, each  $Y_n$  may be chosen so that  $U(y), U(y')$  are disjoint for different  $y, y'$  in  $Y_n$ .

Since  $s \in S_i$  if and only if  $s \in E_n$  for an infinite number of values of  $n$ , we have:  $s \in S_i$  if and only if for infinitely many  $n$  there exists  $i$  (dependent on  $n$ ) such that  $s(i) \in Y_n$ . Thus, since on the one hand  $i = rk(s(i)) > n$ , and on the other for any  $n$  there is at most one  $i$  such that  $s(i) \in Y_n$ , letting

$$Y = \bigcup_{n=1}^{\infty} Y_n$$

we have:  $s \in S_i$  if and only if  $s(i) \in Y$  for infinitely many  $i$ .

**3. Lemmas.**

LEMMA 1. *If  $\Gamma$  is a GS game with*

$$\sum_{II}^W(\Gamma) = A$$

and

$$T = S - \cup \{U(x) : \sum_{II}^W(\Gamma_x) \neq A\} ,$$

then

$$\Gamma_T = (x_0, X_I^T, X_{II}^T, X^T, f^T, T, S_I^T, S_{II}^T)$$

is a subgame of  $\Gamma$ ,

$$\sum_I^W(\Gamma_T) = A$$

implies

$$\sum_I^W(\Gamma) = A ,$$

and

$$\sum_{II}^W((\Gamma_T)_x) = A$$

for all  $x \in X^T$ .

*Proof.* Since  $T$  is a closed nonempty subset of  $S$ ,  $\Gamma_T$  is a subgame of  $\Gamma$  by Theorem 5 of [1]. The second statement follows from assertion B [1, p. 260]. Finally suppose that

$$\sum_{II}^W((\Gamma_T)_x) \neq A$$

for some  $x \in X^T$ . Letting, in assertion A [1, p. 260],

$$F = U(x) \cap T ,$$

and noting that  $F$  is closed and nonempty and that

$$(I'_T)_x = (I'_x)_T,$$

we have

$$\sum_{II}^W(I'_x) \neq A,$$

which is impossible in view of the construction of  $T$ .

We assume hereafter that  $I'$  is a GS game with  $S_T$  described in terms of  $Y \subseteq X$  as in §2, and that

$$\sum_{II}^W(I') = A,$$

whence

$$\sum_{II}^W(I'_T) = A$$

by Lemma 1. The strict determinateness of  $I'$  will follow from Lemma 1 and the fact that

$$\sum_I^W(I'_T) \neq A,$$

proved in §4.

LEMMA 2. For  $x \in X^T$ , we have

$$s \in S_T^{T,x}$$

if and only if

$$s \in S^{T,x} \text{ and } s(i) \in Y$$

for infinitely many  $i$ .

LEMMA 3. For  $x \in X^T$  there exists

$$\sigma_x \in \sum_I((I'_T)_x)$$

such that for any

$$\tau \in \sum_{II}((I'_T)_x)$$

we have

$$\langle \sigma_x, \tau \rangle(i) \in Y$$

for some  $i > rk(x)$ .

*Proof.* Let  $Y_x$  be the set of all

$$y \in Y \cap X^T$$

such that  $y > x$  and no members of  $Y$  fall between  $x$  and  $y$ . Let  $I'$  be the game

$$(x_0, X_I^{Tx}, X_{II}^{Tx}, X^{Tx}, f^{Tx}, S^{Tx}, S'_I, S'_{II}),$$

where

$$S'_I = S^{Tx} \cap \bigcup \{U(y) : y \in Y_x\}$$

and

$$S'_{II} = S^{Tx} - S'_I$$

(that is, the game in which  $I$  wins if the play passes through any member of  $Y$  following  $x$ ). Noting that

$$S_I^{Tx} \subseteq S'_I,$$

we have

$$S'_{II} \subseteq S_{II}^{Tx}$$

and hence

$$\sum_{II}^W(I'') = A.$$

But  $S'_I$  is open in  $S^{Tx}$  and so  $I''$  is strictly determined by Corollary 10 of [1], whence there exists

$$\sigma_x \in \sum_{II}^W(I''),$$

which satisfies the conclusion of the lemma.

**4. Winning  $I'$ .** Let

$$Y' = (Y \cap X^T) \cup \{x_0\}.$$

For each  $x \in Y'$  let  $\sigma_x$  be as given by Lemma 3, and let  $\sigma'_x$  be the restriction of  $\sigma_x$  to the set of all  $z$  in  $X^T$  such that  $x \leq z$  and that there exists no  $y$  in  $Y'$  with  $x < y \leq z$ . We show that the domains of the  $\sigma'_x$  cover  $X^T$  and are disjoint: First, if  $x_0 \in X_I^T$ , then  $x_0$  belongs to the domain of  $\sigma_{x_0}$ . For

$$z \in X_I^T - \{x_0\},$$

let

$$x = \max\{z' : z' \in Y' \ \& \ z' < z\}.$$

Then  $x \in Y'$  and  $z$  belongs to the domain of  $\sigma'_x$ ; thus the domains of the  $\sigma'_x$  cover  $X_I^T$ . Now suppose that  $x_1, x_2 \in Y'$ ,  $x_1 \neq x_2$ , and that there exists  $x_3$  common to the domains of  $\sigma'_{x_1}$  and  $\sigma'_{x_2}$ ; then  $x_1 \leq x_3$  and  $x_2 \leq x_3$ , so that either  $x_1 < x_2 \leq x_3$  or  $x_2 < x_1 \leq x_3$ , which is impossible in view of the restriction imposed upon  $\sigma_x$  in obtaining  $\sigma'_x$ .

Since the domains of the  $\sigma'_x$  cover  $X_I^T$  and are disjoint, they have

a common extension  $\sigma^*$ , which necessarily maps the elements of  $X_I^T$  on their immediate successors, and thus belongs to  $\sum_I(I^T)$ .

We show that  $\sigma^*$  wins  $I^T$ . Let

$$\tau \in \sum_{II}(I^T) .$$

For this  $\tau$  and any  $x$  in  $Y'$ , let  $i(x)$  be the least  $i$  such that  $\langle \sigma_x, \tau \rangle(i) \in Y'$ , whose existence is given by Lemma 3. Define  $\{x_n\}$  inductively by

$$x_{n+1} = \langle \sigma^*, \tau \rangle(i(x_n)) \quad n=0, 1, \dots$$

( $x_0$  is the distinguished vertex). Since

$$rk(x_{n+1}) = i(x_n) > rk(x_n) ,$$

and  $x_n, x_{n+1}$  are on a common path, we have  $x_{n+1} > x_n$  for all  $n$ , and so if  $x_n \in Y'$  then

$$x_{n+1} = \langle \sigma^*, \tau \rangle(i(x_n)) = \langle \sigma_{x_n}, \tau_{x_n} \rangle(i(x_n)) \in Y' ,$$

where

$$\tau_{x_n} \in \sum_{II}((I^T)_{x_n})$$

is the restriction of  $\tau$  to  $X_{II}^{T_{x_n}}$ . Thus by induction  $x_n \in Y'$  for all  $n$ , and hence

$$\langle \sigma^*, \tau \rangle(i) \in Y$$

for infinitely many values of  $i$ , so that

$$\langle \sigma^*, \tau \rangle \in S_I^T .$$

Since  $\tau$  is arbitrary,

$$\sigma^* \in \sum_I^W(I^T) ,$$

so that by Lemma 1, we have

$$\sum_I^W(I^T) = A .$$

As this is the consequence of the sole fact that

$$\sum_{II}^W(I^T) = A ,$$

$I^T$  is strictly determined.

Reversing the roles of the players in the above gives the result that a GS game is strictly determined if  $S_I$  is an  $F_\sigma$ .

The strict determinateness of a two-person zero-sum game with G payoff having *chance moves* can be shown. The proof is more complicated, but uses the same ideas [4].

**5. An application.** Let

$$I = (x_0, X_I, X_{II}, X, f, S, \phi)$$

be a zero-sum two-person infinite game of perfect information with no chance moves having payoff  $\phi$  such that there exists a real function  $h$  on  $X$  ( $|h(x)| < K < \infty$ ) with

$$\phi(s) = \limsup_{i \rightarrow \infty} h(s(i)) \quad \text{for all } s \in S.$$

$\Gamma$  is the result of an attempt to reduce the following situation to a game: The tree  $K$  of a GS game and a function  $h$  as above are given; the two players make choices in  $K$  in the belief that every play will terminate in some unknown, but distant, vertex  $x$ , at which time player  $I$  will receive the amount  $h(x)$  from player  $II$ . A payoff function  $\phi$  is sought such that  $\phi(s)$  ( $-\phi(s)$ ) expresses the utility to player  $I$  ( $II$ ) of a play  $s$  in  $K$ .

The payoff  $\phi$  defined above arises from ascription to players  $I$  and  $II$  respectively of "optimistic" and "pessimistic" behaviors in this way: Player  $I$  assumes that the play  $s$  will terminate in some "distant" vertex  $s(i)$  at which  $h$  assumes nearly its supremum on all "distant" vertices of  $s$ ; he thus makes his choices so as to maximize the expression

$$\limsup_{i \rightarrow \infty} h(s(i)) = \phi(s);$$

and player  $II$  supposes that  $s$  will terminate in some "distant" vertex at which his gain  $-h(s(i))$  assumes nearly its infimum for all such vertices, and thus seeks to maximize

$$\liminf_{i \rightarrow \infty} -h(s(i)) = -\phi(s),$$

that is, to minimize  $\phi$ . The derived game is thus zero-sum. Ascription, however, of such "optimistic" or "pessimistic" payoffs to both players yields, in general, a non-zero sum game.

We show now that the game  $\Gamma$  of this section is strictly determined, using the method of Theorem 15 of [1] which asserts the strict determinateness of  $\Gamma$  for the more special case of continuous  $\phi$ . (Gillette [2] has shown the strict determinateness of an infinite game of perfect information with chance moves which consists in repeated play from a finite set of finite games and has payoff

$$\limsup_{n \rightarrow \infty} \frac{1}{n} \sum_{i=1}^n g_n(s),$$

where  $g_n(s)$  is the gain from the  $n$ th game played.)

First, as a converse to the equivalence of § 2, let  $Y \subseteq X$ , and denote by  $Y_n$  the set of all members of  $Y$  having rank greater than  $n$ . Then

$$\begin{aligned} \{s : s(i) \in Y \text{ for infinitely many } i\} &= \bigcap_n \{s : s(i) \in Y_n \text{ for some } i\} \\ &= \bigcap_n \bigcup \{\mathbf{1}(y) ; y \in Y_n\}, \end{aligned}$$

which is a  $G_\delta$ .

Now in  $I'$ , for  $t$  real, let

$$S'_t = \{s : h(s(i)) > t \text{ for infinitely many } i\},$$

and  $S'_{II} = S - S'_t$ . Then  $S'_t$  is a  $G_\delta$ , and thus the GS game

$$I'_t = (x_0, X_I, X_{II}, X, f, S, S'_t, S'_{II})$$

is strictly determined. Let

$$v = \sup \{t : \sum_I^W(I'_t) \approx A\}.$$

Since  $S'_t \approx A$ ,  $S'_{-t} \approx S$ , and  $S'_t$  is a decreasing function of  $t$ , we have

$$-K \leq v \leq K, \quad \sum_I^W(I'_t) \approx A \quad \text{if } t < v,$$

and

$$\sum_{II}^W(I'_t) \approx A \quad \text{if } t > v.$$

Given  $\varepsilon > 0$ , choose

$$\sigma_0 \in \sum_I^W(I'_{v-\varepsilon}) \quad \text{and} \quad \tau_0 \in \sum_{II}^W(I'_{v+\varepsilon}).$$

Then for any

$$\sigma \in \sum_I(I'), \quad \tau \in \sum_{II}(I'),$$

we have

$$h(\langle \sigma_0, \tau \rangle(i)) > v - \varepsilon \quad \text{for infinitely many } i$$

and do not have

$$h(\langle \sigma, \tau_0 \rangle(i)) > v + \varepsilon \quad \text{for infinitely many } i;$$

so that

$$\Phi(\langle \sigma_0, \tau \rangle) \geq v - \varepsilon \quad \text{and} \quad \Phi(\langle \sigma, \tau_0 \rangle) < v + 2\varepsilon.$$

Hence

$$v - \varepsilon \leq \sup_\sigma \inf_\tau \Phi(\langle \sigma, \tau \rangle) \leq \inf_\tau \sup_\sigma \Phi(\langle \sigma, \tau \rangle) \leq v + 2\varepsilon;$$

thus  $I'$  is strictly determined, and has value  $v$ .

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