

Exercise set 2  
Math 6010  
17 September 2004

1) Let  $X$  be a Polish space, and let  $A \subseteq X$  be given. Fix a particular enumeration  $\{\mathcal{V}_i | i \in \omega\}$  of the basic open neighborhoods of  $X$ .  $I$  and  $II$  play the following game: before the first round, set the variable  $U$ , which will always represent an open subset of  $X$ , to be all of  $X$ . Now at each round,  $I$  names two basic open neighborhoods  $\mathcal{V}$  and  $\mathcal{V}'$ , subject to the following conditions:

- $\mathcal{V}$  and  $\mathcal{V}'$  are disjoint.
- $\mathcal{V}$  and  $\mathcal{V}'$  are both subsets of  $U$ .
- The diameters of  $\mathcal{V}$  and  $\mathcal{V}'$  are both at most half the diameter of  $U$ .
- The topological closures of  $\mathcal{V}$  and  $\mathcal{V}'$  are both contained in  $U$ .

The above constitutes  $I$ 's play for the round. Then  $II$  plays by selecting either  $\mathcal{V}$  or  $\mathcal{V}'$ , which then becomes  $U$  for the next round.

In the end, take the intersection of all the basic open neighborhoods selected by  $II$  from the choices offered by  $I$ ; assuming  $I$  has followed all the rules, this intersection will be a singleton; call it  $\{x\}$ .  $I$  wins if and only if

- He has obeyed the rules at each step, and
- $x \in A$ .

So finally we get to the problems:

- a) Suppose  $A$  is countable. Who wins? Find a winning strategy for that player.
- b) (Stop supposing  $A$  is countable.) Suppose  $I$  has a winning strategy. What can you say about the set  $A$ ?

- c) (Stop supposing  $I$  has a winning strategy.) Suppose  $II$  has a winning strategy, call it  $\tau$  – that is,  $\tau$  is a function from the set of *positions* in the game to the set of  $II$ 's possible choices. Here a position is the entire history of the game up to some finite stage—all the offers made by  $I$  and all the choices made by  $II$ .

Now, given  $x \in X$  and  $p$  a position with  $I$  about to move, say that  $x$  is *rejected by  $\tau$  at position  $p$*  if and only if two things happen:

- $x$  is an element of the open set  $U$ , after playing up to position  $p$  (that is,  $x$  is an element of the last open neighborhood accepted by  $II$ )
- but, if  $I$ 's next move is two basic open neighborhoods, one of which contains  $x$ , then  $\tau$  will tell  $II$  to pick the neighborhood *not* containing  $x$ .

Prove the following:

- For any  $x \in A$ ,  $x$  is rejected by  $\tau$  at some position
- For any position  $p$ , there is at most one  $x$  rejected by  $\tau$  at  $p$