

# THE DETERMINACY OF INFINITE GAMES WITH EVENTUAL PERFECT MONITORING

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**ABSTRACT.** An infinite two-player zero-sum game with a Borel winning set, in which the opponent's actions are monitored eventually but not necessarily immediately after they are played, is determined. The proof relies on a representation of the game as a stochastic game with perfect information, in which Chance operates as a delegate for the players and performs the randomizations for them, and on Martin's Theorem about determinacy of such games.

## 1. SETUP

Consider an infinite two-player zero-sum game that is given by a triple  $(A, (P_n)_{n \in \mathbb{N}}, W)$  where  $A$  is a finite set of *actions*,  $P_n$  is a partition of  $A^n$  for every  $n \in \mathbb{N}$ , the *information partition of stage  $n$* , and  $W \subseteq A^\mathbb{N}$  is a Borel set, the *winning set* of player 1. The game is played in stages: player 1 chooses an action  $a_0 \in A$ ; then player 2 chooses an action  $a_1 \in A$ ; then player 1 chooses an action  $a_2 \in A$ , and so on, ad infinitum. Before choosing  $a_n$ , the player who plays at stage  $n$  receives some information about the actions of previous stages: Let  $h = (a_0, a_1, \dots, a_{n-1})$  be the *finite history* that consists of the actions played before stage  $n$ ; then before choosing  $a_n$ , the player who plays at stage  $n$  observes the atom of  $P_n$  that contains  $h$ . Player 1 wins the game if the *infinite history*  $(a_0, a_1, \dots)$  is in  $W$ . When the action set and information partitions are fixed, I denote the game by  $\Gamma(W)$ .

A *behavioral strategy*  $x = (x_n)_{n \in \mathbb{N}}$  of player 1 is a sequence  $\{x_n : P_n \rightarrow \Delta(A)\}_{n=0,2,4,\dots}$  of functions: At stage  $n$ , after observing the finite history  $h = (a_0, a_1, \dots, a_{n-1})$ , player 1

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