



Point-set games and functions with the hereditary small oscillation property

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Łódź, 20.06.2024

Joint work with Marek Balcerzak and Piotr Szuca.

-  M. Balcerzak, T. Natkaniec, P. Szuca, *Games characterizing certain families of functions*, Arch. Math. Logic, accepted. doi.org/10.1007/s00153-024-00922-9.
-  M. Balcerzak, T. Natkaniec, P. Szuca, *Point-set games and the hereditary small oscillation property*, Topology Appl., accepted. doi.org/10.1016/j.topol.2024.109000.

Assume that X is a metric space, Σ is non-empty family of non-empty subsets of X , and $f: X \rightarrow \mathbb{R}$. We say that f has:

- the **continuous restriction property** (CRP) with respect to Σ if

$$\exists P \in \Sigma \ f|_P \text{ is continuous};$$

- the **hereditary continuous restriction property** (HCRP) wrt Σ if

$$\forall P \in \Sigma \ \exists Q \in \Sigma \ Q \subseteq P \ \& \ f|_Q \text{ is continuous};$$

- the **hereditary small oscillation property** (HSOP) wrt Σ if

$$\forall \varepsilon > 0 \ \forall P \in \Sigma \ \exists Q \in \Sigma \ Q \subseteq P \ \& \ \text{osc}(f|_Q, x) < \varepsilon \text{ for all } x \in Q.$$

- We have: $\text{HCRP} \Rightarrow \text{CRP}$ and $\text{HCRP} \Rightarrow \text{HSOP}$.

Motivations

Let X be a Polish space without isolated points and let $f: X \rightarrow \mathbb{R}$. Then:

- f is **Marczewski measurable** ((s)-measurable) iff it has the HCRP with respect to **Perf**.
- f is **Baire measurable** iff it has the HCRP with respect to the family G_{Res} of G_δ sets with the property: there is a nonempty open set U such that G is residual in U .
- f is **$\bar{\mu}$ -measurable** with respect to the completion $\bar{\mu}$ of a finite nonatomic Borel measure μ on X iff it has the HCRP with respect to the family **Perf**⁺ of all perfect subsets of X with positive measure.



J. B. Brown and H. Elalaoui-Talibi, *Marczewski-Burstin-like characterizations of σ -algebras, ideals, and measurable functions*, Colloq. Math. 82, 1999.

Theorem

In all those examples the property HCRP can be replaced by HSOP:

- *f is Baire measurable iff it has the HSOP wrt G_{Res} ;*
- *f is $\bar{\mu}$ -measurable iff it has the HSOP wrt Perf^+ ;*
- *f is Marczewski measurable iff it has the HSOP wrt Perf .*

The next example shows that HSOP and HCRP may be different.

Definition

$f: X \rightarrow \mathbb{R}$ is **cliquish** if for each non-empty open set W and $\varepsilon > 0$ there is a non-empty open set $U \subseteq W$ with $\text{diam}(f(U)) < \varepsilon$.

- $f: X \rightarrow \mathbb{R}$ is cliquish iff it has the HSOP with respect to the family $\tau_0(X)$ of all non-empty open sets in X ;
- there is $f_0: \mathbb{R} \rightarrow \mathbb{R}$ with the HSOP wrt $\tau_0(\mathbb{R})$ for which $\text{int}(C(f_0)) = \emptyset$;
- if $f: \mathbb{R} \rightarrow \mathbb{R}$ has the HCRP wrt $\tau_0(X)$ then $\text{int}(C(f)) \neq \emptyset$.
- Thus $f_0 \in \text{HSOP} \setminus \text{HCRP}$ (wrt $\tau_0(X)$).

The game $G_{<\omega}(\Sigma, f)$

Let X be a metric space, Σ is a non-empty family of non-empty subsets of X and $f: X \rightarrow \mathbb{R}$ is fixed. The game $G_{<\omega}(\Sigma, f)$ is defined as follows.

- At the step $k = 0$, **Player I** plays $P \in \Sigma$, then **Player II** plays a set $P_0 \in \Sigma$, $P_0 \subseteq P$.
- If $n \geq 1$, **Player I** plays a finite sequence $\langle x_i: k_{n-1} < i \leq k_n \rangle \subseteq P_{n-1}$, where $k_0 = 0$ and $k_{n-1} < k_n$, and **Player II** plays a $P_n \in \Sigma$, $P_n \subseteq P$:

Player I	P	x_1, \dots, x_{k_1}	$x_{k_1+1}, \dots, x_{k_2}$	\dots	
Player II	P_0		P_1	P_2	\dots

Player II wins the game if $\langle x_n \rangle$ is convergent and $\lim_{n \rightarrow \infty} f(x_n) = f(\lim_{n \rightarrow \infty} x_n)$. Otherwise, **Player I** wins.

The games $G_\lambda(\Sigma, f)$

- Let λ be an increasing sequence of natural numbers with $\lambda(0) = 0$. The definition of the game $G_\lambda(\Sigma, f)$ is the same as the definition of $G_{<\omega}(\Sigma, f)$ with the condition: $k_n = \lambda(n)$ for every $n \in \mathbb{N}$.
- Moreover, if $\exists_m \forall_n \lambda(n) = mn$, the game $G_\lambda(\Sigma, f)$ is denoted by $G_m(\Sigma, f)$, i.e. at the n th step of the game $G_m(\Sigma, f)$, **Player I** plays a finite sequence $\langle x_i : m(n-1) < i \leq mn \rangle$ in P_{n-1} and **Player II** plays a set $P_n \in \Sigma$ as follows:

Player I	P	x_1, \dots, x_m	x_{m+1}, \dots, x_{2m}	\dots	
Player II	P_0		P_1	P_2	\dots

- Other rules are as in $G_{<\omega}(\Sigma, f)$.

The game $G_1(\Sigma, f)$

The game $G_1(\Sigma, f)$: we assume that $\lambda(n) = n$ for every $n > 0$, i.e.



Player I	P	x_1	x_2	\dots
Player II	P_0	P_1	P_2	\dots

- with the rules that for each integer $n \geq 0$:

- $x_n \in P_{n-1}$;
- $P \in \Sigma$ and $P_n \in \Sigma$ and $P_n \subseteq P$.

Player II wins the game $G_1(\Sigma, f)$ if $\langle x_n \rangle$ is convergent and $\lim_{n \rightarrow \infty} f(x_n) = f(\lim_{n \rightarrow \infty} x_n)$. Otherwise, Player I wins.

We say that two games 1 and 2 are **equivalent** whenever each of players has a winning strategy in the game 1 if and only if he has a winning strategy in the game 2.

Theorem

Assume that Σ is a non-empty family of non-empty subsets of a metric space (X, d) and $f \in \mathbb{R}^X$. Then for every λ the games $G_\lambda(\Sigma, f)$ and $G_{<\omega}(\Sigma, f)$ are equivalent.

Theorem

A family Σ is **dense** if, for each $P \in \Sigma$ and every ball $B(x, r)$ with $x \in P$ there exists $Q \in \Sigma$ contained in $P \cap B(x, r)$.

Theorem

Assume that (X, d) is a complete metric space and Σ is a dense family whose members are non-empty closed subsets of X . For every $f: X \rightarrow \mathbb{R}$:

- 1 *f **has** the HSOP wrt Σ iff **Player II** has a winning strategy in the game $G_1(\Sigma, f)$;*
- 2 *f **has not** the HSOP wrt Σ iff **Player I** has a winning strategy in the game $G_1(\Sigma, f)$.*

This means that the game $G_1(\Sigma, f)$ is determined.

We have to prove:

- 1 if f has HSOP wrt Σ then Player II has a winning strategy in $G_1(\Sigma, f)$;
- 2 if f has not HSOP wrt Σ then Player I has a winning strategy.

Proof: part 1

Assume that f has HSOP. Let's play $G_1(\Sigma, f)$.

- **Player I:** $P \in \Sigma$.
- **Player II:** $P_0 \in \Sigma$, $P_0 \subseteq P$ st $|f(x) - f(x')| < 1$ for all $x, x' \in P_0$.
- **Player I:** $x_1 \in P_0$, etc.
- At the k th move: **Player I:** $x_k \in P_{k-1}$,
Player II: $P_k \in \Sigma$ st $P_k \subset P_{k-1} \cap B(x_k, \frac{1}{2^k})$,
 $|f(x) - f(x')| < \frac{1}{k}$ for $x, x' \in P_k$.
- After the game we obtain a Cauchy sequence $\langle x_n \rangle \subseteq X$ st $x_n \in P_k$ for $k \geq n$. Hence $\lim_n x_n = x \in \bigcap_{k=0}^{\infty} P_k$ and $|f(x) - f(x_k)| < \frac{1}{k}$, so $\lim_k (f(x_k)) = f(x)$.

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Proof: part 2

Assume that f has not HSOP. Then there are: $\varepsilon > 0$ and $P \in \Sigma$ st

$$\forall Q \in \Sigma, Q \subseteq P \exists x \in Q \operatorname{osc}(f|_Q, x) \geq \varepsilon.$$

Let's play $G_1(\Sigma, f)$.

- **Player I:** $P \in \Sigma$.
- **Player II:** $P_0 \in \Sigma, P_0 \subseteq P$.
- **Player I:** $x_1 \in P_0$, etc
- At the $k + 1$ move: x_k, P_k are chosen. **Player I** fixes any $x \in P_k$ and considers 2 cases.
 - 1 if $|f(x) - f(x_k)| > \frac{\varepsilon}{4}$ then $x_{k+1} = x$.
 - 2 Let $|f(x) - f(x_k)| \leq \frac{\varepsilon}{4}$. Then $\exists x' \in P_k |f(x') - f(x_k)| \geq \frac{\varepsilon}{4}$, so $|f(x') - f(x_k)| \geq \frac{\varepsilon}{4}$ and **Player I** picks $x_{k+1} = x'$.
- After the game we obtain a sequence $\langle x_n \rangle$ st $\langle f(x_k) \rangle$ is not convergent.

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Assume that X is a Polish space without isolated points. Then:

- if f is (is not) measurable with respect to the completion of μ , then Player II (Player I) has a winning strategy in the game $G_1(\text{Perf}^+, f)$;
- if f is (is not) Marczewski measurable, then Player II (Player I) has a winning strategy in the game $G_1(\text{Perf}, f)$;
- if f is (is not) Baire measurable, then Player II (Player I) has a winning strategy in the game $G_1(G_{\text{Res}}, f)$;
- if f is (is not) cliquish, Player II (Player I) has a winning strategy in the game $G_1(\text{CLO}, f)$.

Problem

Do there exist a family Σ of non-empty subsets of \mathbb{R} and a function $f: \mathbb{R} \rightarrow \mathbb{R}$ for which the game $G_1(\Sigma, f)$ is not determined?