Determinacy and non-determinacy of Schmidt’s game and recent variants.

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Schmidt’s game, originally invented W. Schmidt in 1966, has been proven to be a powerful tool in studying various sets (usually exceptional both measure and category wise), arising in number theory and dynamics. In the last few years, a "mini-flood" of papers utilizing the game in various settings has been published, obtaining new and interesting results. In this talk we shall describe set theoretic aspects of the game and some of its variants recently introduced by C. McMullen. We shall describe the games in the more general setup of Gale-Stewart games and try to present some of our results in this context.