

Decision Procedure for a Class of $(L_{\omega_1\omega})_t$ -Types of T_3 Spaces

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The $(L_{\omega\omega})_t$ -types of T_3 spaces are introduced in [1]. An effective procedure is then obtained to decide whether a type is satisfiable in some T_3 space. The expressibility of $(L_{\omega_1\omega})_t$ for T_3 spaces is studied in [2]. For this purpose a class of $(L_{\omega_1\omega})_t$ -types is introduced and in this way we obtain a characterization of the $(L_{\omega_1\omega})_t$ -equivalence for a wide class of T_3 spaces. In the present paper, we prove that there is a decision procedure for this class of types.

1 Preliminaries Suppose that A is a T_3 space and A^* is a subset of A . The n -move game $G_n(A^*, A)$ between two players, I and II, is defined as follows. In his i -th move ($i = 1 \dots n$) player I chooses an arbitrary finite sequence a_1, \dots, a_r of points in A and then in his i -th move player II chooses a sequence of r neighborhoods U_1 of a_1, \dots, U_r of a_r in A . Let U'_1, \dots, U'_m be all the neighborhoods chosen by II during the game. Player I wins if $A^* \subset U'_1 \cup \dots \cup U'_m$; otherwise, player II wins. Then, A^* is *accessible* (in the space A) if for some $n \in \omega$ player I has a winning strategy in the game $G_n(A^*, A)$. With this notion we can study the behavior of convergence. If $a \in A$ we say that A^* converges to a , $A^* \rightarrow a$, if a is an accumulation point of A^* . If $A^* \rightarrow a$ the following two types of convergence are considered:

- (i) $A^* \xrightarrow{0} a$, if for every neighborhood U of a we have that $A^* \cap U$ is not accessible.
- (ii) $A^* \xrightarrow{1} a$, if there is a neighborhood U of a with $A^* \cap U$ accessible.

The set S_n of n -types is then defined by induction on n :

$$S_0 = \{*\}, S_{n+1} = P \left(\bigcup_{\lambda=0,1} \{(\alpha, \lambda) : \alpha \in S_n\} \right),$$

where $P(X)$ denotes the power set of X .

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