

Robustness of Solutions in Game Theory:

Values and Strategies in
Partially Observable, Perturbed,
Stochastic, and Infinite Games



Raimundo Saona Urmeneta

Institute of Science and Technology Austria (ISTA)

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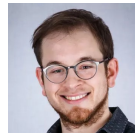
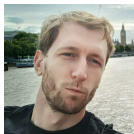
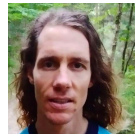
Krishnendu Chatterjee

Rai, what have you done?

In the last 6 years,

- 5 journal publications
- 7 conference publications
- 5 submitted publications
- 5 research visits
- 16 talks as speaker
- 5 reviews in journals
- 11 reviews in conferences
- 7 students mentored

Coauthors



Develop tools to analyze
dynamics involving **uncertainty**
providing **robust** conclusions

- ① **How to control a dynamic that can not be observed directly?**
- ② How robust are game-theoretical solutions upon perturbations on the defining parameters?
- ③ How game-theoretic solutions inform continuous differential dynamics?

- 1 **Partially Observable Markov Decision Processes**
- 2 Matrix games and Stochastic games
- 3 Random Zero-Sum Dynamic Games on Infinite Directed Graphs

- Partial Observation
- Perturbed Description
- Stochastic Transitions
- Infinite States

Partially Observable Markov Decision Processes

Partially Observable Markov Decision Processes

- Introduced in 1965 in optimal control.
- Applications in robot navigation, machine maintenance, artificial intelligence, automated planning, etc.
- Models planning under uncertainty.

At each step, the dynamic evolves as follows.

- Controller chooses an action.
- A state and a signal are drawn from a distribution that depends only on the current state and action.
- The signal is announced to the player.

Each state is assigned a reward.

The controller obtains the

\liminf of the average reward of the states visited.

Previous results

- [Madani+ 2003]
Undecidability of approximating
the value of reachability objectives

$$\text{val}(b) := \sup_{\sigma \in \Sigma} \mathbb{P}_b^{\sigma} (\exists n \geq 1 \quad S_n = \top) .$$

- [Rosenberg+ 2002], [Venel+ 2016]
Existence of the uniform value

$$\text{val}(b) := \sup_{\sigma \in \Sigma} \mathbb{E}_b^{\sigma} \left(\liminf_{n \rightarrow \infty} \frac{1}{n} \sum_{m \in [n]} r(S_m) \right) .$$

Our results

Define

$$\Sigma_0 := \{ \sigma : \sigma \text{ uses finite memory} \} .$$

Then,

$$\text{val}(b) = \sup_{\sigma \in \Sigma_0} \mathbb{E}_b^\sigma \left(\liminf_{n \rightarrow \infty} \frac{1}{n} \sum_{m \in [n]} r(S_m) \right) .$$

For blind MDPs, there exists approximately optimal strategies that use finite-recall.

The decision version of the approximation problem is recursively enumerable.

The value as a mapping of the transition function is semi-lower continuous according to the relative distance.

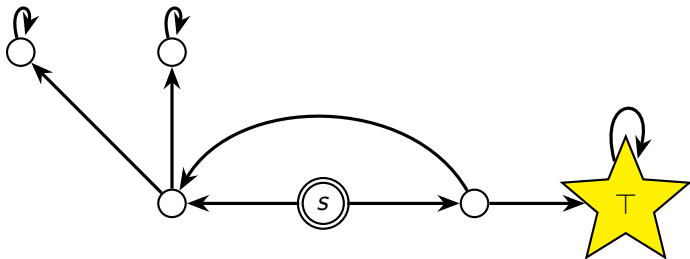
Intuition

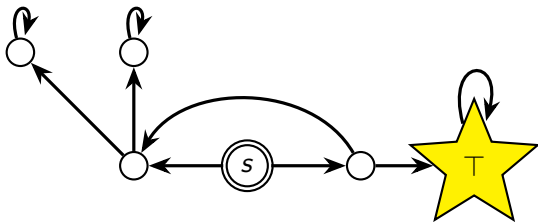
Intuition for optimal strategies

An optimal strategy does the following.

- 1 Guide the state to a good starting point.
- 2 Safely exploit your local environment.

Graphs

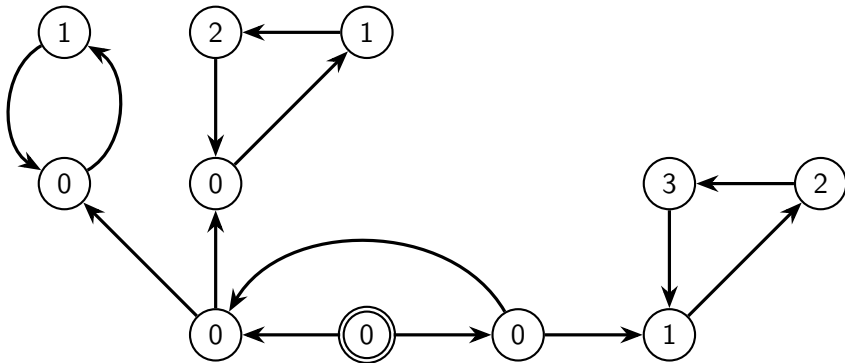




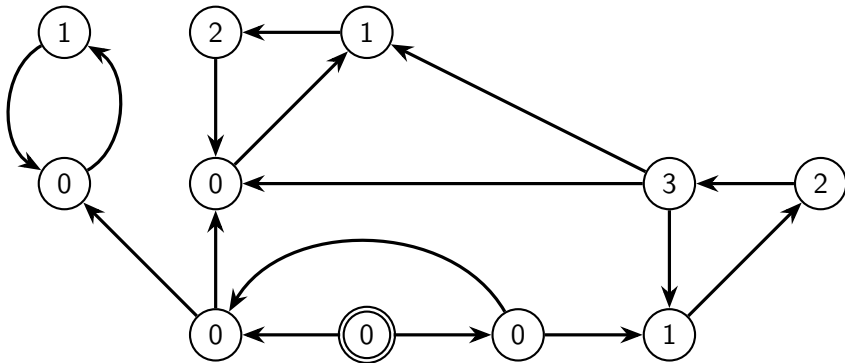
There is a strategy σ such that $\mathbb{P}_{1[\top]}^\sigma$ -a.s.

$$\left(\frac{1}{n} \sum_{m \in [n]} 1[S_m = \top] \right) \xrightarrow{n \rightarrow \infty} 1.$$

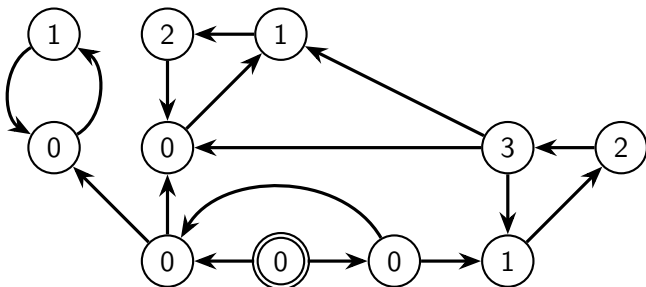
Graphs



Graphs



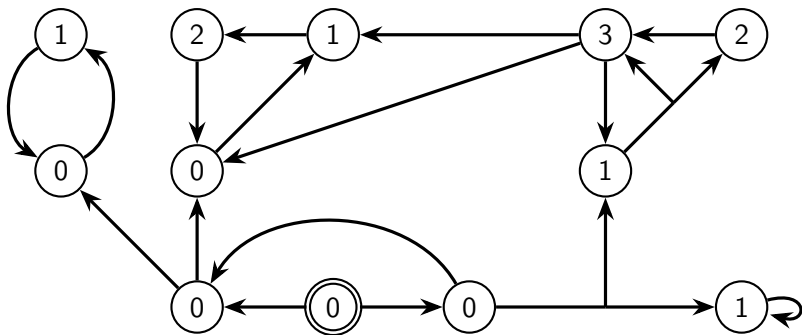
Graphs



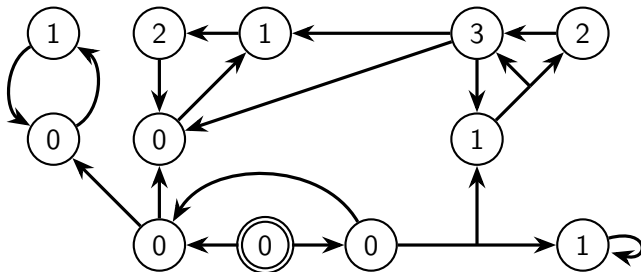
There is a strategy σ such that, for all states s in the cycle, \mathbb{P}_s^σ -a.s.

$$\left(\frac{1}{n} \sum_{m \in [n]} r(S_m) \right) \xrightarrow{n \rightarrow \infty} 2.$$

Stochastic transitions



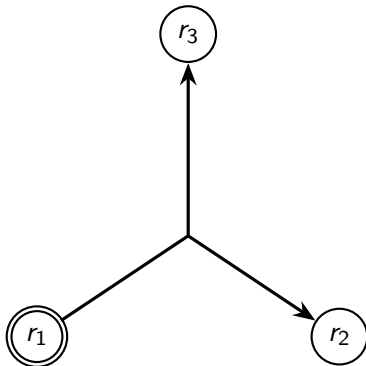
Stochastic transitions



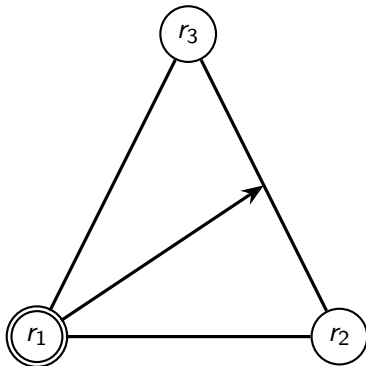
There is a strategy σ such that, for all states s in the “cycle”,
 \mathbb{P}_s^σ -a.s.

$$\left(\frac{1}{n} \sum_{m \in [n]} r(S_m) \right) \xrightarrow{n \rightarrow \infty} \rho(\text{“cycle”}).$$

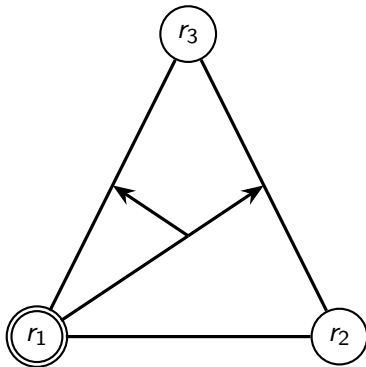
Partial observation: Beliefs



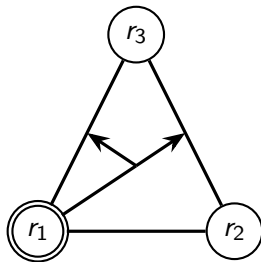
Partial observation: Beliefs



Partial observation: Random Beliefs



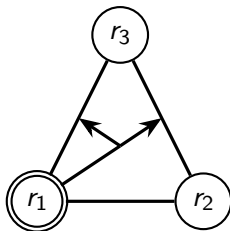
Our result



There is a strategy σ such that,
for all beliefs b in the “belief-cycle”, \mathbb{P}_b^σ -a.s.

$$\left(\frac{1}{n} \sum_{m \in [n]} r(S_m) \right) \xrightarrow{n \rightarrow \infty} \rho(\text{“belief-cycle”}).$$

Our result



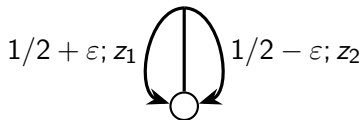
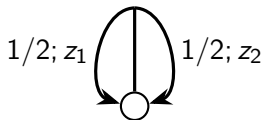
There is a strategy σ such that,
for all **states** s in the support of
a belief in the “belief-cycle”, \mathbb{P}_s^σ -a.s.

$$\left(\frac{1}{n} \sum_{m \in [n]} r(S_m) \right) \xrightarrow{n \rightarrow \infty} \rho(s).$$

Consequences for the value

The value as a mapping of the transition function is semi-lower continuous according to the relative distance.

The value as a mapping of the transition function can be discontinuous.



- Existence of approximately optimal strategies using only finite memory
- Existence of algorithms to solve a class of partially observable stochastic games
- Complexity of a classic objective under memory constraints

Thank you!