## Duplicator Spoiler Games Revisited

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Our Interest Given $L, L^{\prime}$ find the smallest $k$ such that $S$ wins.

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1. $\mathbb{Q} \models \phi$
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If $Q \in\{\exists, \forall\}$ then

$$
\operatorname{qd}\left(\left(Q x_{1}\right)\left[\phi\left(x_{1}, \ldots, x_{n}\right)\right]=\operatorname{qd}\left(\phi_{1}\left(x_{1}, \ldots, x_{n}\right)\right)+1\right.
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\operatorname{qd}((\forall x)(\forall z)[x<z \rightarrow(\exists y)[x<y<z]])=2+1=3
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Let $L$ and $L^{\prime}$ be two linear orderings.

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Let $L$ and $L^{\prime}$ be two linear orderings.
Def $L$ and $L^{\prime}$ are $k$-truth-equiv $\left(\sum_{k}^{T} L^{\prime}\right)$

$$
(\forall \phi, q d(\phi) \leq k)\left[L \models \phi \text { iff } L^{\prime} \models \phi .\right]
$$

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Then she wouldn't have to TA the ordinary 250.

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3. Upshot: Questions about expressability become questions about games.
4. Complexity: As Computer Scientists we think of complexity in terms of time or space (e.g., sorting $n$ elements can be done in roughly $n \log n$ comparisons). But how do you measure complexity for concepts where time and space do not apply? One measure is quantifier depth. These games help us prove LOWER BOUNDS on quantifier depth!

## Proving DUP Wins Rigorously

## Notation

The game where the orders are $L$ and $L^{\prime}$, and its for $n$ moves, will be denoted

$$
\left(L, L^{\prime} ; n\right)
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By IH DUP wins ( $L_{a-x}, L_{b-x} ; n-1$ ).

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3. Might not need induction on the smaller boards if they are orderings we already proved things about.

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$\left(\mathbb{N}+\mathbb{N}^{*}, L_{2^{n}} ; n-1\right)$ and $(\mathbb{N}, \mathbb{N} ; n-1)$.
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I leave the rest to you

