

# Duplicator-Spoiler Games

# Example of the Point of the Game

$$a < b.$$

# Example of the Point of the Game

$$a < b.$$

$$L_a = \{1 < 2 < \dots < a\}$$

# Example of the Point of the Game

$$a < b.$$

$$L_a = \{1 < 2 < \dots < a\}$$

$$L_b = \{1 < 2 < \dots < b\}$$

# Example of the Point of the Game

$$a < b.$$

$$L_a = \{1 < 2 < \dots < a\}$$

$$L_b = \{1 < 2 < \dots < b\}$$

DUP is **cra-cra**! He thinks  $L_a$  and  $L_b$  are the same!

# Example of the Point of the Game

$$a < b.$$

$$L_a = \{1 < 2 < \dots < a\}$$

$$L_b = \{1 < 2 < \dots < b\}$$

DUP is **cra-cra**! He thinks  $L_a$  and  $L_b$  are the same!

- 1 SPOIL wants to convince DUP that  $L_a \neq L_b$ .

# Example of the Point of the Game

$a < b$ .

$$L_a = \{1 < 2 < \dots < a\}$$

$$L_b = \{1 < 2 < \dots < b\}$$

DUP is **cra-cra**! He thinks  $L_a$  and  $L_b$  are the same!

- 1 SPOIL wants to convince DUP that  $L_a \neq L_b$ .
- 2 DUP wants to resist the attempt.

# Example of the Point of the Game

$a < b$ .

$$L_a = \{1 < 2 < \dots < a\}$$

$$L_b = \{1 < 2 < \dots < b\}$$

DUP is **cra-cra**! He thinks  $L_a$  and  $L_b$  are the same!

- 1 SPOIL wants to convince DUP that  $L_a \neq L_b$ .
- 2 DUP wants to resist the attempt.

We will call SPOIL S and DUP D to fit on slides.

# Rules of the Game

Parameter:  $k$  The number of rounds.

# Rules of the Game

Parameter:  $k$  The number of rounds.

- 1 S: pick number in one orderings.

# Rules of the Game

Parameter:  $k$  The number of rounds.

- 1 S: pick number in one orderings.
- 2 D: pick number in OTHER ORDERING. D will try to pick a point that most **looks like** the other point.

# Rules of the Game

Parameter:  $k$  The number of rounds.

- 1 S: pick number in one orderings.
- 2 D: pick number in OTHER ORDERING. D will try to pick a point that most **looks like** the other point.
- 3 Repeat for  $k$  rounds.

# Rules of the Game

Parameter:  $k$  The number of rounds.

- 1 S: pick number in one orderings.
- 2 D: pick number in OTHER ORDERING. D will try to pick a point that most **looks like** the other point.
- 3 Repeat for  $k$  rounds.
- 4 This process creates a map between  $k$  points of  $L_a$  and  $k$  points of  $L_b$ .

# Rules of the Game

Parameter:  $k$  The number of rounds.

- 1 S: pick number in one orderings.
- 2 D: pick number in OTHER ORDERING. D will try to pick a point that most **looks like** the other point.
- 3 Repeat for  $k$  rounds.
- 4 This process creates a map between  $k$  points of  $L_a$  and  $k$  points of  $L_b$ .
- 5 If this map is order preserving D wins, else S wins.

# Rules of the Game

Parameter:  $k$  The number of rounds.

- 1 S: pick number in one orderings.
- 2 D: pick number in OTHER ORDERING. D will try to pick a point that most **looks like** the other point.
- 3 Repeat for  $k$  rounds.
- 4 This process creates a map between  $k$  points of  $L_a$  and  $k$  points of  $L_b$ .
- 5 If this map is order preserving D wins, else S wins.

**Bill plays a student**  $(L_3, L_4, 2), (L_3, L_4, 3)$

# Our Real Goal

Since  $L_a \neq L_b$ , S will win if  $k$  is large enough.

# Our Real Goal

Since  $L_a \neq L_b$ ,  $S$  will win if  $k$  is large enough.  
We want to know the smallest  $k$ .

# Our Real Goal

Since  $L_a \neq L_b$ , S will win if  $k$  is large enough.

We want to know the smallest  $k$ .

We assume both players play perfectly.

# Our Real Goal

Since  $L_a \neq L_b$ , S will win if  $k$  is large enough.

We want to know the smallest  $k$ .

We assume both players play perfectly.

We want  $k$  such that

# Our Real Goal

Since  $L_a \neq L_b$ , S will win if  $k$  is large enough.

We want to know the smallest  $k$ .

We assume both players play perfectly.

We want  $k$  such that

- 1 S beats D in the  $(L_a, L_b, k)$  game.

# Our Real Goal

Since  $L_a \neq L_b$ , S will win if  $k$  is large enough.

We want to know the smallest  $k$ .

We assume both players play perfectly.

We want  $k$  such that

- 1 S beats D in the  $(L_a, L_b, k)$  game.
- 2 D beats S in the  $(L_a, L_b, k - 1)$  game.

# Breakout Rooms!

Students go to breakout rooms.

# Breakout Rooms!

Students go to breakout rooms.

Try to determine:

# Breakout Rooms!

Students go to breakout rooms.

Try to determine:

- 1 Who wins  $(L_3, L_4, 2)$ ? (2 moves).

# Breakout Rooms!

Students go to breakout rooms.

Try to determine:

- 1 Who wins  $(L_3, L_4, 2)$ ? (2 moves).
- 2 Who wins  $(L_8, L_{10}, 3)$ ? (3 moves)

# Breakout Rooms!

Students go to breakout rooms.

Try to determine:

- 1 Who wins  $(L_3, L_4, 2)$ ? (2 moves).
- 2 Who wins  $(L_8, L_{10}, 3)$ ? (3 moves)
- 3 GENERALLY: Who wins  $(L_a, L_b, k)$ .

# Generalize

Can use any orderings  $L, L'$

# Generalize

Can use any orderings  $L, L'$

- $\mathbb{N}$  and  $\mathbb{Q}$  are the usual orderings.

# Generalize

Can use any orderings  $L, L'$

- 1  $\mathbb{N}$  and  $\mathbb{Q}$  are the usual orderings.
- 2  $\mathbb{N}^*$  is the ordering  $\dots < 2 < 1 < 0$ .

# Generalize

Can use any orderings  $L, L'$

- 1  $\mathbb{N}$  and  $\mathbb{Q}$  are the usual orderings.
- 2  $\mathbb{N}^*$  is the ordering  $\dots < 2 < 1 < 0$ .
- 3 If  $L$  is an ordering then  $L^*$  is that ordering backwards.

# Generalize

Can use any orderings  $L, L'$

- 1  $\mathbb{N}$  and  $\mathbb{Q}$  are the usual orderings.
- 2  $\mathbb{N}^*$  is the ordering  $\dots < 2 < 1 < 0$ .
- 3 If  $L$  is an ordering then  $L^*$  is that ordering backwards.

**Play a student  $\mathbb{N}$  and  $\mathbb{Z}$  with 1 move, 2 moves**

# Breakout Rooms!

In all problems we want a  $k$  such that condition holds.

# Breakout Rooms!

In all problems we want a  $k$  such that condition holds.

- 1 D wins  $(\mathbb{N}, \mathbb{Z}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Z}, k)$ .

# Breakout Rooms!

In all problems we want a  $k$  such that condition holds.

- 1 D wins  $(\mathbb{N}, \mathbb{Z}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Z}, k)$ .
- 2 D wins  $(\mathbb{N}, \mathbb{Q}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Q}, k)$ .

# Breakout Rooms!

In all problems we want a  $k$  such that condition holds.

- 1 D wins  $(\mathbb{N}, \mathbb{Z}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Z}, k)$ .
- 2 D wins  $(\mathbb{N}, \mathbb{Q}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Q}, k)$ .
- 3 D wins  $(\mathbb{Z}, \mathbb{Q}, k - 1)$ , S wins  $(\mathbb{Z}, \mathbb{Q}, k)$ .

# Breakout Rooms!

In all problems we want a  $k$  such that condition holds.

- 1 D wins  $(\mathbb{N}, \mathbb{Z}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Z}, k)$ .
- 2 D wins  $(\mathbb{N}, \mathbb{Q}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Q}, k)$ .
- 3 D wins  $(\mathbb{Z}, \mathbb{Q}, k - 1)$ , S wins  $(\mathbb{Z}, \mathbb{Q}, k)$ .
- 4 D wins  $(L_{10}, \mathbb{N} + \mathbb{N}^*, k - 1)$ , S wins  $(L_{10}, \mathbb{N} + \mathbb{N}^*, k)$ .

# Breakout Rooms!

In all problems we want a  $k$  such that condition holds.

- 1 D wins  $(\mathbb{N}, \mathbb{Z}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Z}, k)$ .
- 2 D wins  $(\mathbb{N}, \mathbb{Q}, k - 1)$ , S wins  $(\mathbb{N}, \mathbb{Q}, k)$ .
- 3 D wins  $(\mathbb{Z}, \mathbb{Q}, k - 1)$ , S wins  $(\mathbb{Z}, \mathbb{Q}, k)$ .
- 4 D wins  $(L_{10}, \mathbb{N} + \mathbb{N}^*, k - 1)$ , S wins  $(L_{10}, \mathbb{N} + \mathbb{N}^*, k)$ .
- 5 D wins  $(\mathbb{N} + \mathbb{Z}, \mathbb{N}, k - 1)$ , S wins  $(\mathbb{N} + \mathbb{Z}, \mathbb{N}, k)$ .

# A Notion of $L, L'$ being Similar

Let  $L$  and  $L'$  be two linear orderings.

## Definition

If  $D$  wins the  $k$ -round DS-game on  $L, L'$  then  $L, L'$  are  $k$ -game equivalent (denoted  $L \equiv_k^G L'$ ).

# What is Truth?

All sentences use the usual logic symbols and  $\langle$ .

# What is Truth?

All sentences use the usual logic symbols and  $<$ .

## Definition

If  $L$  is a linear a linear ordering and  $\phi$  is a sentence then  $L \models \phi$  means that  $\phi$  is true in  $L$ .

# What is Truth?

All sentences use the usual logic symbols and  $<$ .

## Definition

If  $L$  is a linear a linear ordering and  $\phi$  is a sentence then  $L \models \phi$  means that  $\phi$  is true in  $L$ .

## Example

Let  $\phi = (\forall x)(\forall y)(\exists z)[x < y \implies x < z < y]$

# What is Truth?

All sentences use the usual logic symbols and  $<$ .

## Definition

If  $L$  is a linear a linear ordering and  $\phi$  is a sentence then  $L \models \phi$  means that  $\phi$  is true in  $L$ .

## Example

Let  $\phi = (\forall x)(\forall y)(\exists z)[x < y \implies x < z < y]$

①  $\mathbb{Q} \models \phi$

# What is Truth?

All sentences use the usual logic symbols and  $<$ .

## Definition

If  $L$  is a linear a linear ordering and  $\phi$  is a sentence then  $L \models \phi$  means that  $\phi$  is true in  $L$ .

## Example

Let  $\phi = (\forall x)(\forall y)(\exists z)[x < y \implies x < z < y]$

①  $\mathbb{Q} \models \phi$

②  $\mathbb{N} \models \neg\phi$

# Quantifier Depth Formally

If  $\phi(\vec{x})$  has 0 quantifiers then  $\text{qd}(\phi(\vec{x})) = 0$ .

# Quantifier Depth Formally

If  $\phi(\vec{x})$  has 0 quantifiers then  $\text{qd}(\phi(\vec{x})) = 0$ .

If  $\alpha \in \{\wedge, \vee, \rightarrow\}$  then

# Quantifier Depth Formally

If  $\phi(\vec{x})$  has 0 quantifiers then  $\text{qd}(\phi(\vec{x})) = 0$ .

If  $\alpha \in \{\wedge, \vee, \rightarrow\}$  then

$$\text{qd}(\phi_1(\vec{x}) \alpha \phi_2(\vec{x})) = \max\{\text{qd}(\phi_1(\vec{x})), \text{qd}(\phi_2(\vec{x}))\}.$$

# Quantifier Depth Formally

If  $\phi(\vec{x})$  has 0 quantifiers then  $\text{qd}(\phi(\vec{x})) = 0$ .

If  $\alpha \in \{\wedge, \vee, \rightarrow\}$  then

$$\text{qd}(\phi_1(\vec{x}) \alpha \phi_2(\vec{x})) = \max\{\text{qd}(\phi_1(\vec{x})), \text{qd}(\phi_2(\vec{x}))\}.$$

$$\text{qd}(\neg\phi(\vec{x})) = \text{qd}(\phi(\vec{x})).$$

# Quantifier Depth Formally

If  $\phi(\vec{x})$  has 0 quantifiers then  $\text{qd}(\phi(\vec{x})) = 0$ .

If  $\alpha \in \{\wedge, \vee, \rightarrow\}$  then

$$\text{qd}(\phi_1(\vec{x}) \alpha \phi_2(\vec{x})) = \max\{\text{qd}(\phi_1(\vec{x})), \text{qd}(\phi_2(\vec{x}))\}.$$

$$\text{qd}(\neg\phi(\vec{x})) = \text{qd}(\phi(\vec{x})).$$

If  $Q \in \{\exists, \forall\}$  then

$$\text{qd}((Qx_1)[\phi(x_1, \dots, x_n)]) = \text{qd}(\phi_1(x_1, \dots, x_n)) + 1.$$

# Example of Quantifier Depth

$$(\forall x)(\forall z)[x < z \rightarrow (\exists y)[x < y < x]]$$

# Example of Quantifier Depth

$$(\forall x)(\forall z)[x < z \rightarrow (\exists y)[x < y < x]]$$

Lets take it apart

# Example of Quantifier Depth

$$(\forall x)(\forall z)[x < z \rightarrow (\exists y)[x < y < z]]$$

Lets take it apart

$$\text{qd}((\exists y)[x < y < z]) = 1 + 0 = 1.$$

# Example of Quantifier Depth

$$(\forall x)(\forall z)[x < z \rightarrow (\exists y)[x < y < z]]$$

Lets take it apart

$$\text{qd}((\exists y)[x < y < z]) = 1 + 0 = 1.$$

$$\text{qd}(x < z \rightarrow (\exists y)[x < y < z]) = \max\{0, 1\} = 1.$$

# Example of Quantifier Depth

$$(\forall x)(\forall z)[x < z \rightarrow (\exists y)[x < y < x]]$$

Lets take it apart

$$\text{qd}((\exists y)[x < y < z]) = 1 + 0 = 1.$$

$$\text{qd}(x < z \rightarrow (\exists y)[x < y < z]) = \max\{0, 1\} = 1.$$

$$\text{qd}((\forall x)(\forall z)[x < z \rightarrow (\exists y)[x < y < x]]) = 2 + 1 = 3$$

# Another Notion of $L, L'$ Similar

Let  $L$  and  $L'$  be two linear orderings.

# Another Notion of $L, L'$ Similar

Let  $L$  and  $L'$  be two linear orderings.

## Definition

$L$  and  $L'$  are  $k$ -truth-equiv ( $L \equiv_k^T L'$ )

$$(\forall \phi, qd(\phi) \leq k)[L \models \phi \text{ iff } L' \models \phi.]$$

# The Big Theorem

## Theorem

*Let  $L, L'$  be any linear ordering and let  $k \in \mathbb{N}$ .*

# The Big Theorem

## Theorem

*Let  $L, L'$  be any linear ordering and let  $k \in \mathbb{N}$ .  
The following are equivalent.*

# The Big Theorem

## Theorem

*Let  $L, L'$  be any linear ordering and let  $k \in \mathbb{N}$ .*

*The following are equivalent.*

①  $L \equiv_k^T L'$

# The Big Theorem

## Theorem

*Let  $L, L'$  be any linear ordering and let  $k \in \mathbb{N}$ .*

*The following are equivalent.*

①  $L \equiv_k^T L'$

②  $L \equiv_k^G L'$

# Applications

# Applications

- 1 Density *cannot* be expressed with qd 2. (Proof:  $\mathbb{Z} \equiv_2^G \mathbb{Q}$  so  $\mathbb{Z} \equiv_2^T \mathbb{Q}$ ).

# Applications

- ① Density *cannot* be expressed with qd 2. (Proof:  $\mathbb{Z} \equiv_2^G \mathbb{Q}$  so  $\mathbb{Z} \equiv_2^T \mathbb{Q}$ ).
- ② Well foundedness cannot be expressed in first order at all! (Proof:  $(\forall n)[\mathbb{N} + \mathbb{Z} \equiv_n^G \mathbb{N}]$ ).

# Applications

- 1 Density *cannot* be expressed with qd 2. (Proof:  $\mathbb{Z} \equiv_2^G \mathbb{Q}$  so  $\mathbb{Z} \equiv_2^T \mathbb{Q}$ ).
- 2 Well foundedness cannot be expressed in first order at all! (Proof:  $(\forall n)[\mathbb{N} + \mathbb{Z} \equiv_n^G \mathbb{N}]$ ).
- 3 Upshot: Questions about expressability become questions about games.