

# Duplicator Spoiler Games

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



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

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3. GENERALLY: Who wins  $(L_a, L_b, k)$ .

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

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

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

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

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



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

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

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

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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  $L'$ , and its for  $n$  moves, will be denoted

$$(L, L'; n)$$

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2. We might use induction on those smaller boards.
3. Might not need induction on the smaller boards if they are orderings we already proved things about.

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SP won't play on 2nd board. DUP wins 1st board by prior thm.

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By last slide, on 2nd board DUP wins  $(\mathbb{N}, \mathbb{N}; n - 1)$ .



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You only have to do the cases that SP picks  $x \in \mathbb{Z}$ .