

**Exercise 1**

Show that there are only finitely many formulae (up to equivalence) in  $\text{FO}_0[\sigma]$  for a finite  $\sigma$ .

**Exercise 2**

By induction, employing the previous exercise, show that for any  $n$ , the set  $\text{FO}_n[\sigma]$  is also finite (up to equivalence).

**Exercise 3**

Provide an inductive proof that  $\mathfrak{A} \simeq_m \mathfrak{B}$  iff  $\mathfrak{A}, \mathfrak{B}$  agree on all formulae from  $\text{FO}_m[\sigma]$ . Hint: we need to use the fact that rank  $m$ -types can be described by a single formula of quantifier-rank  $m$ .

**Exercise 4**

The next exercise is about showing that if  $\mathfrak{L}_1, \mathfrak{L}_2$  are linear orders with endpoints (i.e.  $\{\leq, \min, \max\}$ -structures in which  $\leq$  is interpreted as a linear order, and  $\min, \max$  are constant symbols interpreted as the first and the last element according to  $\leq$ ) of length  $\geq 2^m$  then  $\mathfrak{L}_1 \equiv_m \mathfrak{L}_2$ . We will use the so-called *composition* method.

For a linear order  $\mathcal{L}$  and an element  $a \in L$  we will use a notation  $\mathfrak{L}^{\leq a}$  and  $\mathfrak{L}^{\geq a}$  to denote the substructure of  $\mathcal{L}$  obtained by taking all the elements smaller than or equal to  $a$  (resp.  $\geq a$ ). First, prove the following lemma.

**Lemma 1.** *Let  $a \in L_1, b \in L_2$  be such that  $\mathfrak{L}_1^{\leq a} \equiv_k \mathfrak{L}_2^{\leq b}$  and  $\mathfrak{L}_1^{\geq a} \equiv_k \mathfrak{L}_2^{\geq b}$ . Then  $(\mathfrak{L}_1, a) \equiv_k (\mathfrak{L}_2, b)$ .*

And going back to the proof of that  $|L_1| \geq 2^m, |L_2| \geq 2^m$  implies  $\mathfrak{L}_1 \equiv_m \mathfrak{L}_2$ : prove it by induction. The base case is obvious. For the inductive step use our strategy “play far whenever spoiler plays far” and employ the above lemma.

A game with 2 pebbles is a simple variant of E-G games. We again have two players (spoiler/duplicator) and each of the players have 2 distinct pebbles to play with (call them  $x, y$ ) as well as two structures  $\mathfrak{A}$  and  $\mathfrak{B}$ . The game takes  $r$  rounds. During each round, Spoiler selects one of the structures (say  $\mathfrak{A}$ ) and one of its elements (call it  $a$ ) and places one of his pebbles on such an element. Note that the pebble disappears from its previous position, in stark contrast to E-F games, where we remember the whole history of the game. Then Duplicator responds and he loses if the function mapping the  $x, y$  Spoiler’s pebbles to  $x, y$  Duplicator’s pebbles is not a partial isomorphism (saying it easier,  $x, y$  in one structure must satisfy the same atomic formulae as in the second structure and vice versa and they must agree on constants). Duplicator wins if he can survive  $r$  rounds.

With  $\text{FO}^2$  we denote the fragment of FO in which we can use only 2 variables, namely  $x, y$  (note that variables may be reused). It can be shown that if duplicator has a winning strategy in  $r$ -round 2-pebble game, then  $\mathfrak{A}$  and  $\mathfrak{B}$  satisfy the same formulae from  $\text{FO}^2$  with quantifier rank  $\leq r$ .

**Exercise 5**

Show that you can express in  $\text{FO}^2[\{E\}]$  that there is an  $E$ -path from some element of length at least 5.

**Exercise 6**

Show that you cannot express in  $\text{FO}^2[\{E\}]$  that  $E$  is functional (i.e. each node has at most one outgoing  $E$ -edge).

**Exercise 7**

Show that you cannot express in  $\text{FO}^2[\{E\}]$  that  $E$  is a linear order.