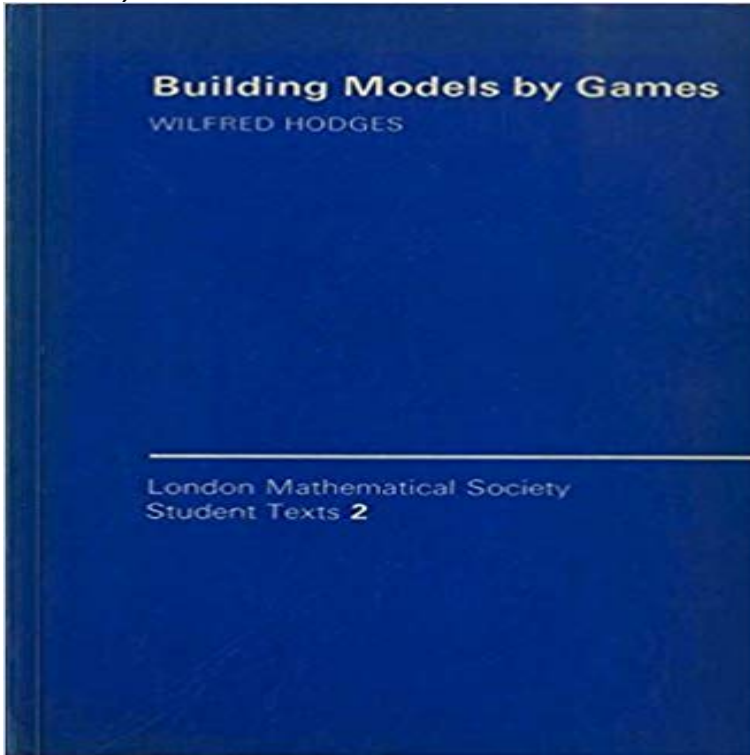


# Building Models by Games (London Mathematical Society Student Texts)



This book introduces a general method for building infinite mathematical structures, and surveys its applications in algebra and model theory. The basic idea behind the method is to build a structure by a procedure with infinitely many steps, similar to a game between two players that goes on indefinitely. The approach is new and helps to simplify, motivate and unify a wide range of constructions that were previously carried out separately and by ad hoc methods. The first chapter provides a resume of basic model theory. A wide variety of algebraic applications are studied, with detailed analyses of existentially closed groups of class 2. Another chapter describes the classical model-theoretic form of this method -of construction, which is known variously as omitting types, forcing or the Henkin-Orey theorem. The last three chapters are more specialised and discuss how the same idea can be used to build uncountable structures. Applications include completeness for Magidor-Malitz quantifiers, and Shelah's recent and sophisticated omitting types theorem for  $L(Q)$ . There are also applications to Boolean algebras and models of arithmetic.

[\[PDF\] Loose Leaf Version for Physical Geology 14th \(fourteenth\) Edition by Plummer, Charles \(Carlos\), Carlson, Diane, Hammersley, Lisa published by McGraw-Hill Science/Engineering/Math \(2012\)](#)

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