

Contents

Introduction	1
I. Background	9
1. General Background	11
1.1. Numbers, sets and functions	11
1.2. Computability and complexity	12
1.3. Structures and isomorphisms	15
2. First-order and monadic second order logic	17
2.1. Syntax and Semantics	17
2.2. Satisfiability and model-checking	20
2.3. First-Order Types	22
2.4. Definable Interpretations	27
2.4.1. Defining distances – the Gaifman graph of a structure	28
2.5. Locality of first-order logic	30
3. Graphs	33
3.1. Graphs	33
3.2. Tree width and forbidden minors	38
3.3. Nowhere dense classes of graphs	41
3.4. Everything is a (coloured) graph	45
II. Colouring, covering and playing games	49
4. Generalised colouring numbers	51
4.1. Definition and basic properties	52
4.2. A tight bound on bounded tree width graphs	55
4.3. Bounding the numbers in terms of low depth minors . . .	59

4.4. A bound on proper minor closed classes	61
4.5. A bound in terms of genus	64
4.6. Computing the numbers	67
5. Neighbourhood covers	73
6. The splitter game	79
6.1. The splitter game	79
6.2. Solving the independent set problem	83
 III. Model-checking	 89
7. A rank preserving locality theorem	93
7.1. First-Order Logic with Distance Atoms	93
7.2. Rank-preserving locality	97
8. First-order model-checking	109
9. Order-invariant model-checking	113
9.1. Successor- and Order-Invariance	114
9.2. Model-Checking on Ordered Structures	115
9.2.1. Successor Structures	115
9.2.2. Order Relation	118
9.3. Model-checking for order-invariant MSO-formulas	120
9.4. Model-checking for successor-invariant FO-formulas	124
10. Conclusion and open problems	133
Bibliography	137