

CONTENTS

Introduction		iii
Chapter 1	PRELIMINARIES	1
1.1	Pictures	1
1.2	Model theory	5
	References	16
Chapter 2	GAMES AND FORCING	17
2.1	A way of building models	17
2.2	Games	23
2.3	Forcing	27
	References	34
Chapter 3	EXISTENTIAL CLOSURE	35
3.1	Adjunction of elements	36
3.2	Existentially closed models	47
3.3	E.c. groups	59
3.4	Robinson forcing	72
	References	80
Chapter 4	CHAOS OR REGIMENTATION	83
4.1	Mass production	84
4.2	Atomic models	95
4.3	Finite-generic models	105
4.4	E.c. nilpotent groups of class 2	111
	References	130

Chapter 5	CLASSICAL LANGUAGES	132
5.1	Classical omitting types	133
5.2	Set-theoretical interruption: unbounded subsets	144
5.3	Saturation	152
	References	167
Chapter 6	PROPER EXTENSIONS	170
6.1	Largeness properties	171
6.2	Definable ultrapowers	185
6.3	Uncountable boolean algebras	195
	References	209
Chapter 7	GENERALISED QUANTIFIERS	211
7.1	$L(Q)$	212
7.2	Omitting types in $L(Q)$	223
7.3	Magidor-Malitz quantifiers	235
	References	248
Chapter 8	$L(Q)$ IN HIGHER CARDINALITIES	250
8.1	There is a problem	251
8.2	Completeness and omitting types	260
	References	273
	List of types of forcing	275
	List of open questions	276
	Bibliography	282
	Index	303