The Ackermann Number Explosion

#36 of Gottschalk's Gestalts

A Series Illustrating Innovative Forms of the Organization & Exposition of Mathematics by Walter Gottschalk

Infinite Vistas Press PVD RI 2001

GG36-1 (18)

© 2001 Walter Gottschalk 500 Angell St #414 Providence RI 02906 permission is granted without charge to reproduce & distribute this item at cost for educational purposes; attribution requested; no warranty of infallibility is posited

□ the Ackermann number explosion

Ackermann's function
of two independent nonnegative integer variables
and which is positive-integer-valued
is here presented equivalently
(and I think more clearly)
as a sequence of positive-integer-valued functions
of a single nonnegative integer variable

 $f_0(x), f_1(x), f_2(x), \cdots$ (x \in nonneg int var)

Ackermann's sequence of functions is defined by a double recursion (one recursion equation on n, from n to n+1 & one recursion equation on x, from x to x+1) as follows:

$$f_0(x) = x + 1$$

$$f_{n+1}(0) = f_n(1)$$

$$f_{n+1}(x+1) = f_n(f_{n+1}(x))$$

(rec def; n, $x \in$ nonneg int var)

 the first two equations in the recursive definition are just to get things started; it's the third equation that provides the bombshell growth; it makes one step of one sequence provide the growth of an entire initial segment of the preceding sequence • the growth and the size of $f_n(x)$ as n and x get larger are phenomenal; to illustrate this growth and size, the number of digits in the base 10 expansion of $f_4(3)$ is vastly more than the estimated number of particles (however defined)

in the observable universe;

Ackermann's diagonal function $f_n(n)$

of a single nonnegative integer variable n

and which is positive-integer-valued

is an example of a computable function

that is not primitive recursive

· it follows from the definition that

 $f_{0}(x) = x + 1$ $f_{1}(x) = x + 2$ $f_{2}(x) = 2x + 3$ $f_{3}(x) = 2^{x+3} - 3$ $f_{4}(x) = (\text{exponential tower of all 2' s with x + 3 stories}) - 3$

to express $f_5(\boldsymbol{x})$ and higher functions in closed form customary mathematical notation is inadequate; something beyond needs to be (and has been) designed; see below

the Knuth up-arrow notation
permits the notational continuation of the sequence
addition, multiplication, exponentiation, etc;
it is described as follows
where m and n are positive integers;
association/parenthesizing on the right is understood;
the up-arrow ↑ may be read simply 'up'

$$mn = m + m + \dots + m (n \text{ terms}) (0 \text{ arrows})$$

$$m \uparrow n = m \times m \times \dots \times m (n \text{ terms}) (1 \text{ arrow})$$

$$m \uparrow \uparrow n = m \uparrow m \uparrow \dots \uparrow m (n \text{ terms}) (2 \text{ arrows})$$

$$m \uparrow \uparrow \uparrow n = m \uparrow \uparrow m \uparrow \uparrow \dots \uparrow \uparrow m (n \text{ terms}) (3 \text{ arrows})$$

etc
note

= repeated addition

$$m \uparrow n = m^n$$
 = ordinary exponentiation
= repeated multiplication
 $m \uparrow \uparrow n$ = power tower of n stories of m

- $m \mid n = power tower of n stories of m$
 - = repeated exponentiation

 it may be helpful to describe this notation in an informal way; consider two positive integers m and n separated by a finite sequence of up-arrows; this notation stands for a positve integer that is calculated as follows: the process is recursive, reducing the number of arrows in a gap by one at each step until (in principle) no arrow remains and only ordinary multiplication remains; to eliminate the terminal arrow say between m and n. write down n terms of m with n - 1 gaps; fill each of the n - 1 gaps with one less arrow than before; associate on the right; repeat (in principle perhaps) until the last arrow is eliminated and only juxtaposition remains which is then ordinary multiplication, or equivalently until only one arrow remains which then specifies ordinary exponentiation

power towers ito up - arrows;
up - arrows flatten power towers

```
a, b, c, \dots \in \text{pos int (say)}
\implies
a = a (power tower of 1 story)
a^{b} = a \uparrow b (power tower of 2 stories)
a^{b^{c}} = a \uparrow b \uparrow c (power tower of 3 stories)
etc
in general
an n - story power tower
needs n - 1 up - arrows & n terms
to be flattened
wh n \in pos int;
if all n stories are the same a,
then a \uparrow\uparrow n will do
```

• we give some illustrative examples chosen from m, n = 2, 3, 4

$$2\uparrow 2 = 2(\times)2 = 2^2 = 4$$

$$2 \uparrow 3 = 2(\times)2(\times)2 = 2^3 = 8$$

$$2 \uparrow 4 = 2(\times)2(\times)2(\times)2 = 2^4 = 16$$

 $2 \uparrow \uparrow 2 = 2 \uparrow 2 = 4$

$$2 \uparrow \uparrow 3 = 2 \uparrow 2 \uparrow 2 = 2 \uparrow (2 \uparrow 2) = 2 \uparrow 4 = 16$$

 $2 \uparrow \uparrow 4 = 2 \uparrow 2 \uparrow 2 \uparrow 2 = 2 \uparrow 2 \uparrow (2 \uparrow 2)$ $= 2 \uparrow 2 \uparrow 4 = 2 \uparrow (2 \uparrow 4)$ $= 2 \uparrow 16 = 2^{16} = 65536$

 $2\uparrow\uparrow\uparrow 2 = 2\uparrow\uparrow 2 = 2\uparrow 2 = 4$

$$2 \uparrow \uparrow \uparrow 3 = 2 \uparrow \uparrow 2 \uparrow \uparrow 2 = 2 \uparrow \uparrow (2 \uparrow \uparrow 2) = 2 \uparrow \uparrow 4$$
$$= 2 \uparrow 2 \uparrow 2 \uparrow 2 = 2 \uparrow 2 \uparrow (2 \uparrow 2)$$
$$= 2 \uparrow 2 \uparrow 4 = 2 \uparrow (2 \uparrow 4)$$
$$= 2 \uparrow 16 = 2^{16} = 65536$$

 $2 \uparrow \uparrow \uparrow 4 = 2 \uparrow \uparrow 2 \uparrow \uparrow 2 \uparrow \uparrow 2 = 2 \uparrow \uparrow 2 \uparrow \uparrow (2 \uparrow \uparrow 2)$ $= 2 \uparrow \uparrow 2 \uparrow \uparrow 4 = 2 \uparrow \uparrow (2 \uparrow \uparrow 4) = 2 \uparrow \uparrow 65536$ $= 2 \uparrow 2 \uparrow \cdots \uparrow 2 \quad (65536 \text{ terms})$

$$3\uparrow 2 = 3(x)3 = 3^2 = 9$$

$$3\uparrow 3 = 3(x)3(x)3 = 3^3 = 27$$

$$3 \uparrow 4 = 3(\times)3(\times)3(\times)3 = 3^4 = 81$$

$$3 \uparrow \uparrow 2 = 3 \uparrow 3 = 27$$

$$3 \uparrow \uparrow 3 = 3 \uparrow 3 \uparrow 3 = 3 \uparrow (3 \uparrow 3) = 3 \uparrow 27 = 3^{27}$$

$$3 \uparrow \uparrow 4 = 3 \uparrow 3 \uparrow 3 \uparrow 3 = 3 \uparrow 3 \uparrow (3 \uparrow 3)$$

$$= 3 \uparrow 3 \uparrow 27 = 3 \uparrow (3 \uparrow 27)$$

$$= 3 \uparrow 3^{27} = 3^{27}$$

 $3\uparrow\uparrow\uparrow 2 = 3\uparrow\uparrow 3 = 3^{27}$

$$3 \uparrow \uparrow \uparrow 3 = 3 \uparrow \uparrow 3 \uparrow \uparrow 3 = 3 \uparrow \uparrow (3 \uparrow \uparrow 3) = 3 \uparrow \uparrow 3^{27}$$
$$= 3 \uparrow 3 \uparrow \dots \uparrow 3 \quad (3^{27} \text{ terms})$$

$$3 \uparrow \uparrow \uparrow 4 = 3 \uparrow \uparrow 3 \uparrow \uparrow 3 \uparrow \uparrow 3 = 3 \uparrow \uparrow 3 \uparrow \uparrow (3 \uparrow \uparrow 3)$$

=
$$3 \uparrow \uparrow 3 \uparrow \uparrow 3^{27} = 3 \uparrow \uparrow (3 \uparrow \uparrow 3^{27})$$

=
$$3 \uparrow 3 \uparrow \cdots \uparrow 3 \quad (3 \uparrow \uparrow 3^{27} \text{ terms})$$

 ito the up-arrow notation the Ackermann sequence of functions is

$$f_{1}(x) = 2 + (x+3) - 3$$

$$f_{2}(x) = 2(x+3) - 3$$

$$f_{3}(x) = 2 \uparrow (x+3) - 3$$

$$f_{4}(x) = 2 \uparrow \uparrow (x+3) - 3$$

$$f_{5}(x) = 2 \uparrow \uparrow \uparrow (x+3) - 3$$

etc

note that the number of arrows is two less than the index

in thinking about the Ackermann sequence of functions it may be helpful at times to consider the sequence of functions as an infinite matrix of positive integers (except for the entry of 0 in the corner) as follows:

```
the 1st row = the values of x from x = 0 onward
the 2nd row = the values of f_0(x) from x = 0 onward
the 3rd row = the values of f_1(x) from x = 0 onward
etc
```

thus

x: 0	1	2	3	4	5	6	7	8	9 etc= x
f ₀ :1	2	3	4	5	6	7	8	9	10 etc= x+1
f ₁ : 2	3	4	5	6	7	8	9	10	11 etc= x+2
f ₂ :3	5	7	9	11	13	15	17	19	21 etc=2x+3
f ₃ :5	13	29	61	125					$etc=2^{x+3}-3$

etc

the first entry for each f is the second entry in the line above; to get a later entry for a given f, look at the value of the entry before and take the entry from the line above at that same value for x

bioline
Wilhelm Ackermann
1896-1962
German
mathematical logician;
student and collaborator of Hilbert;
first defined an earlier version
of the present Ackermann function in 1928