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#### Tom Cuchta

$$(\forall x) \neg (0 = Sx) (\forall x) (\forall y) (Sx = Sy \rightarrow x = y) (\forall y) (y = 0 \lor (\exists x) (Sx = y)) (\forall x) (x + 0 = x)$$

$$(\forall x)(\forall y)(x+Sy=S(x+y))$$

$$(\forall x)(x \cdot 0 = 0)$$

$$(\forall x)(\forall y)(x \cdot Sy = (x \cdot y) + x)$$

(Induction schema) For any predicate Px, the following is an axiom:

$$(P(0) \land (\forall x)(Px \rightarrow P(Sx))) \rightarrow (\forall y)(Py).$$

A theory is called <u>consistent</u> if it does **not** derive a contradiction. A theory is called <u>complete</u> if every sentence (or its negation) has a proof in that theory (i.e. nothing is "undecidable").

Is Peano arithmetic consistent? Is it complete?

#### Iteration – Fibonacci sequence

Most generally, the word *recursion* captures the idea of self-reference and repetition.

*Example:* The Fibonacci sequence is often defined "iteratively" (with a "recurrence relation"):

(\*) 
$$F(n+1) \stackrel{\text{def}}{=} F(n) + F(n-1); F(0) = 1, F(1) = 1.$$

The numbers F(0) = 1 and F(1) = 1 are the "initial conditions". To find the value of F(2), simply plug in n = 1 into (\*) to arrive at:

$$F(2) = F(1) + F(0) = 1 + 1 = 2.$$

To find F(3) plug in n = 2 into (\*) to get

$$F(3) = F(2) + F(1) = 2 + 1 = 3.$$

etc...

$$F(4) = F(3) + F(2) = 3 + 2 = 5.$$

The factorial function is n! = n(n-1)(n-2)...(2)(1). For example,

$$4! = 4 \cdot 3 \cdot 2 \cdot 1 = 24.$$

It can also be defined recursively (we write fac for simplicity):

$$\operatorname{fac}(n+1) = (n+1) \cdot \operatorname{fac}(n); \operatorname{fac}(1) = 1.$$

This definition shows that

$$\mathrm{fac}(2) = \mathrm{fac}(1+1) =$$

#### Recursion – Ackermann function

The Ackermann Ack function is defined by

$$\operatorname{Ack}(x,y) = \begin{cases} y+1 & ; x=0\\ \operatorname{Ack}(x-1,1) & ; y=0\\ \operatorname{Ack}(x-1,\operatorname{Ack}(x,y-1)) & ; \text{otherwise.} \end{cases}$$

Calculate...

$$Ack(0,0) \stackrel{x=0,y=0}{=} 0 + 1 = 1,$$

$$Ack(0,1) \stackrel{x=0,y=1}{=} 1 + 1 = 2,$$

$$\vdots$$

$$Arc(0,y) \stackrel{x=0,y=y}{=} y + 1,$$

$$Ack(1,0) \stackrel{x=1,y=0}{=} Ack(1-1,1) = Ack(0,1) = 2$$

#### Recursion – Ackermann function

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Calculate...

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$$\vdots$$

$$Arc(0,y) \stackrel{x=0,y=y}{=} y + 1,$$

$$Ack(1,0) \stackrel{x=1,y=0}{=} Ack(1-1,1) = Ack(0,1) = 2$$

This function gets very large very fast...

$$Ack(4,3) = 2^{2^{65536}} - 3 = 2^{2^{2^{2^{2}}}} - 3$$

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A *primitive recursive function* is a special type of recursively defined function. Their technical definition is too complicated for here, but the factorial function defined earlier is primitive recursive while the Ackermann function is *not*.

**Theorem**: Any primitive recursive function can be defined in Peano arithmetic.

The <u>Gödel number</u> of a formula in a language is a number assigned, uniquely, to each formula in that language. We do this by associating each symbol in a formula to a number.

Our assignment for Peano arithmetic:

 $\begin{array}{l} 0 \leftrightarrow 1 \\ \cdot \leftrightarrow 2 \\ + \leftrightarrow 3 \\ = \leftrightarrow 4 \\ (\leftrightarrow 5 \\ ) \leftrightarrow 6 \\ S0 \leftrightarrow 7 \\ SS0 \leftrightarrow 8 \\ SSS0 \leftrightarrow 9 \\ \vdots \end{array}$ 

Let's assign a Gödel number to the following formula of Peano arithmetic:

 $S0 \cdot S0 = S0.$ 

Since  $50 \leftrightarrow 7$ ,  $\cdot \leftrightarrow 2$ ,  $= \leftrightarrow 4$ , we will encode the formula as an integer in the following way: consider the prime numbers  $\{2, 3, 5, 7, 11, 13, 17, 19, 23, \ldots\}$ ; use the assigned value of each symbol as the exponent of each prime, in order, for each symbol

 $50 \cdot 50 = 50 \leftrightarrow 2^7 3^2 5^7 7^4 11^7 = 4210982781390000000$ 

Since we are using primes, this process can also be reversed: what formula is encoded by the number 152127360?

$$152127360 \stackrel{\text{factor}}{=} 2^7 3^2 5^1 7^4 11^1 \leftrightarrow S0 \cdot 0 = 0$$

The process described earlier can be applied to any sequence of integers.

Once we have Gödel numbers of formulas, we can talk about "super" Gödel numbers, which is the same process applied to proofs of formulas: a proof of a theorem is a list of formulas (in our deduction!). Each formula in the proof has its own Gödel number.

We say the "super Gödel" number of a proof defined by a sequence of formulas whose Gödel numbers are  $\{g_1, g_2, \ldots, g_n\}$  to be the number  $2^{g_1}3^{g_2}5^{g_3}7^{g_4}11^{g_5}13^{g^6}\dots$ 

From HW10:	
Formula in proof	Gödel number
(1) $S0 \cdot S0 = (S0 \cdot 0) + S0$	$g_1 = 2^7 3^2 5^7 7^4 11^5 13^7 17^2 19^1 23^6 29^3 31^7$
(2) $S0 \cdot 0 = 0$	$g_2 = 2^7 3^2 5^1 7^4 11^1 3^1$
(3) $S0 \cdot S0 = 0 + S0$	$g_3 = 2^7 3^2 5^7 7^4 11^1 13^7$
(4) $S0 + 0 = 0 + S0$	$g_4 = 2^7 3^3 5^1 7^4 11^1 13^3 17^7$
(5) S0 + 0 = S0	$g_5 = 2^7 3^3 5^1 7^4 11^7$
(6) $S0 = 0 + S0$	$g_6 = 2^7 3^4 5^1 7^3 11^7$
$(7) S0 \cdot S0 = S0$	$g_7 = 2^7 3^2 5^7 7^4 11^7$

The super Gödel number of this proof of the formula  $\phi = S0 \cdot S0 = S0$  is

$$\lceil \phi \rceil = 2^{g_1} 3^{g_2} 5^{g_3} 7^{g_4} 11^{g_5} 13^{g_6} 17^{g_7}$$

The Prf function Prf(m, n) returns "True" provided that m is the super Gödel number of a proof of the formula whose Gödel number is n. It returns "False" otherwise.

All that is required to check whether Prf(m, n) is true or false is to decode the number m into a proof and decode n into a formula. Observe whether or not the proof is a proof of n.

**Theorem**: Prf is primitive recursive.

## Diagonalization and G

If  $\phi$  is a formula, then the diagonalization of  $\phi$  is the formula

diag
$$(\phi) = (\exists y)(y = \ulcorner \phi \urcorner \land \phi).$$

We define  $\operatorname{Gdl}(m, n) = \operatorname{Prf}(m, \operatorname{diag}(n))$ ; this is true whenever *m* is the super Gödel number of a proof of the diagonalization of the formula whose Gödel number is *n*.

**The self-reference**: define the formula  $Uy = (\forall x) \neg \text{Gdl}(x, y)$ . The diagonalization of this formula is the formula we call *G*:

$$G \stackrel{\text{def}}{=} \operatorname{diag}(Uy) = (\exists y)(y = \lceil Uy \rceil \land Uy).$$

## What does G say?

$$G\stackrel{\mathrm{def}}{=} (\exists y)(y=\ulcorner Uy\urcorner \land Uy)$$

$$G = (\exists y)(y = \lceil Uy \rceil \land Uy)$$

- G = There is y such that y = super Gödel number of a proof of the formula "Uy" and Uy
- G = There is y such that y = super Gödel number of a proof of "(∀x)¬Gdl(x, y)" and (∀x)¬Gdl(x, y)
- G = There is y such that y = super Gödel number of a proof of "(∀x)¬Gdl(x, y)" and no (natural) number x exists such that x is the super Gödel number of a proof of (∃y)(y = ¬Uy¬∧Uy)

Notice: the formula in line 1 appeared again inside of line 4...

**Proof sketch:** Suppose a proof exists for the formula *G*. From this we see that *G* is true, and moreover the proof has a super Gödel number, say,  $\ell$ .

But if G is true, it means there is a number y, whose value is the Gödel number of the formula G, and **no** number x exists which is the super Gödel number of a proof of G.

So simultaneously the number  $\ell$  would exist while we would also declare that no such number  $x = \ell$  can exist. A contradiction! Therefore by RAA... Peano arithmetic does not prove G!

Depends... from the perspective of "true" meaning "there exists a proof of it", then no, it is not.

However, if you think about G as encoding "I am not provable", then because we have already argued that there is no proof for G, it is in fact *true*... ("metamathematically").

From this we see that G "must be" true while also not having a proof (to have a proof would contradict itself). This is precisely why Peano arithmetic is **not** complete.

Gödel's first incompleteness theorem shows that Peano arithmetic is not complete: G is true but not provable.

**Natural idea**: add *G* to the list of axioms. Now we have a "stronger theory" in which *G* has a proof. Do this "as much as necessary" to get a "sufficiently powerful" theory that is complete.

Gödel's 2nd incompleteness theorem tells us that will *always* fail: any theory that can "express" Peano suffers from its own G-like sentence.

Can you write down a general method ("algorithm") that takes the source code of a computer program as an input and returns 1 if the inputted program "halts" (or "terminates" or "stops") or returns 0 if the inputted program runs into an "infinite loop"?

```
Sometimes... yes:
while (2>1)
{
    print 1
}
never terminates, while
    print "Hello world!"
terminates.
```

# Halting problem

**Theorem**: No algorithm exists that can decide whether a given program will halt or not.

**Proof sketch:** Suppose such an algorithm exists, that is, suppose there is a program Halt, which takes a program t as input, and has output Halt(t) = 1 if the program t terminates and Halt(t) = 0 if the program t does **not** terminate.

Define a program as follows: the program y(t) takes an input program t and asks "does t terminate or not?". If Halt(1) = 1, then y decides to run an infinite loop. If Halt(t) = 0, then y decides to terminate.

What happens if we feed the program y into itself? Does y(y) terminate? If it does, then it doesn't. If it doesn't, then it does... therefore the Halt program does **not** exist!