

# What is the Largest (Finite) Number?

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- 1) Knuth up-arrow notation
- 2) Conway chained arrow notation
- 3) Fast growing hierarchy
- 4) TREE(n)
- 5) The philosophers ruin everything

Ground Rules:

- 1) Well-defined
- 2) Don't need efficient way to compute
- 3) Need to be able to prove it's large

1) Knuth's up-arrows

First: towers of exponents

$$3^3 = 27$$

$$3^{3^3} = 3^{(3^3)} = 3^{27} \approx 7 \text{ trillion}$$

$$10^{100} = 1 \text{ googol}$$

$$10^{10^{100}} = 1 \text{ googolplex}$$

$$\left. \begin{matrix} 3 \\ 3^3 \\ 3^{3^3} \end{matrix} \right\} \text{ 5 copies}$$

$$\left. \begin{matrix} 3 \\ \dots \\ 3^{\dots^3} \end{matrix} \right\} \text{ 100 copies}$$

Write  $a \uparrow b := a^b$

$$a \cdot b = \underbrace{a + \dots + a}_b$$

$$a \uparrow b = a^b = \underbrace{a \cdot \dots \cdot a}_b$$

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so

$$a \uparrow\uparrow b := \underbrace{a \uparrow (a \uparrow \dots (a \uparrow a))}_b = a^{\underbrace{\dots^a}_b}$$

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

$$3 \uparrow\uparrow 5 = 3^{3^{3^{3^3}}} \text{ (more than } 3^{\text{trillion}} \text{ digits)}$$

Let's do 3 arrows; here's where it gets crazy

$$a \uparrow\uparrow\uparrow b := \underbrace{a \uparrow\uparrow (a \uparrow\uparrow \dots (a \uparrow\uparrow a))}_b$$

$$3 \uparrow\uparrow\uparrow 3 = 3 \uparrow\uparrow (3 \uparrow\uparrow 3) = 3 \uparrow\uparrow (3^{27}) = 3^{\underbrace{\dots^3}_{3^{27}}}$$

$$3 \uparrow\uparrow\uparrow 4 = 3 \uparrow\uparrow (3 \uparrow\uparrow (3 \uparrow\uparrow 3)) = 3 \uparrow\uparrow \underbrace{\dots^3}_{3^{27}}$$

$$\begin{aligned} \text{4 arrows: } 3 \uparrow\uparrow\uparrow\uparrow 3 &= 3 \uparrow\uparrow\uparrow (3 \uparrow\uparrow\uparrow 3) \\ &= 3 \uparrow\uparrow\uparrow \underbrace{\dots^3}_{3^{27}} \end{aligned}$$

Further:

$$3 \uparrow^5 3$$

$$3 \uparrow^{10^{100}} 3$$

$$3 \uparrow^{3 \uparrow \uparrow \uparrow 3} 3$$

$$g_1 = 3 \uparrow^4 3$$

$$g_2 = 3 \uparrow^{g_1} 3$$

⋮

$$g_{64} = 3 \uparrow^{g_{63}} 3 \quad \leftarrow \text{Graham's number}$$

2) Conway's chained arrows

$$\text{e.g. } 2 \rightarrow 3 \rightarrow 4 \rightarrow 5 \rightarrow 6$$

Rules

$p, q$ : integers,  $X$ : chain

1) The chain  $p$  is just the number  $p$

$$2) p \rightarrow q = p^q$$

$$3) X \rightarrow 1 \rightarrow \dots = X$$

$$4) X \rightarrow (p+1) \rightarrow (q+1) = X \rightarrow (X \rightarrow p \rightarrow (q+1)) \rightarrow q$$

$$\text{Turns out: } p \rightarrow q \rightarrow r = p \uparrow^r q$$

Example:

$$\begin{aligned}
3 \rightarrow 3 \rightarrow 3 &= 3 \rightarrow (3 \rightarrow 2 \rightarrow 3) \rightarrow 2 \\
&= 3 \rightarrow (3 \rightarrow (3 \rightarrow 1 \rightarrow 3) \rightarrow 2) \rightarrow 2 \\
&= 3 \rightarrow (3 \rightarrow 3 \rightarrow 2) \rightarrow 2 \\
&= 3 \rightarrow (3 \rightarrow (3 \rightarrow 2 \rightarrow 2) \rightarrow 1) \rightarrow 2 \\
&= 3 \rightarrow (3 \rightarrow (3 \rightarrow (3 \rightarrow 1 \rightarrow 2) \rightarrow 1) \rightarrow 1) \rightarrow 2 \\
&= 3 \rightarrow (3 \rightarrow (3 \rightarrow 3)) \rightarrow 2 \\
&= 3 \rightarrow 3^3 \rightarrow 2
\end{aligned}$$

Four ~~var~~  $a \rightarrow b \rightarrow c \rightarrow d$  captures #'s like Graham's #.

$$3 \rightarrow 3 \rightarrow 64 \rightarrow 2 < \text{Graham's \#} < 3 \rightarrow 3 \rightarrow 65 \rightarrow 2$$

$3 \rightarrow 3 \rightarrow 3 \rightarrow 3$ : far far bigger

$3 \rightarrow 3 \rightarrow 3 \rightarrow 3 \rightarrow 3$  etc.

$$3 \rightarrow^{10} 3$$

$$3 \rightarrow^{3 \rightarrow 3 \rightarrow 3} 3$$

etc.

### 3) Fast-growing hierarchy

Puts recursive properties like this roughly "in bijection" with "large ordinals".

$$f_\alpha(n) : n \text{ integer, } \alpha : \text{large ordinal}$$

$\omega = \star \star \star \dots$

$\omega + 1 = \star \star \star \dots \star$

$\omega + 2 = \star \star \star \dots \star \star$

$f_\omega(n) > 2 \uparrow^{n-1} n$

$f_{\omega^2}(n) > n \rightarrow^n n$

$f_{\omega^\omega}(10)$  : unbelievably large number

Different types of recursion  $\leftrightarrow$  different things we can do to  $\omega$ .

### 4) TREE(n)

Let's play a game: Take  $n$  colors and draw a sequence of (rooted) trees, where the  $i$ -th tree can have at most  $i$  vertices

e.g.  $n=3$



Game ends when a tree "contains" an earlier one.

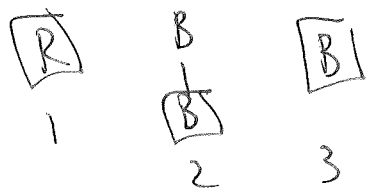
TREE(n) : longest possible game w/  $n$  colors

~~Kruskal~~ Theorem (Kruskal) : TREE(n) always finite

TREE(1) = 1



TREE(2) = 3



TREE(3) <sup>far</sup> : bigger than anything we've seen so far

## 5) The Philosophers Ruin Everything

Not going to talk about: Busy Beaver function

Rayo's number (defined in a "Big Number Duel")

Rayo ( $10^{100}$ ), where Rayo( $n$ ) = largest # definable using  $\leq n$  symbols using "first-order set theory" in  $\leq n$  symbols.

Two reasons this goes crazy

- 1) Can define TREE, then write TREE(TREE(...(TREE(3))))
- 2) You're allowed to define a bunch of stuff, and then say "largest number in  $\leq$  TREE(3) symbols using stuff we've defined"

is the most obvious:  
Craziest thing: all of these numbers are finite! Any other science can't ever deal with something like Graham's number. But for math, of course, any proof "for all  $n$ " automatically works for all these numbers, no problem. This remarkable power is what makes mathematica unique, special, and utterly baffling.