

– an invitation –

# Exploring hypercomputation with the effective topos

Antwerp Logic Adventures  
December 2th, 2024

Ingo Blechschmidt  
University of Antwerp

- 1 Crash course on ordinal numbers
  
- 2 (Super) Turing machines
  - Basics on Turing machines
  - Basics on super Turing machines
  - The power of super Turing machines
  - Outlook on the larger theory
  
- 3 The effective topos
  - First steps in the effective topos
  - Curious size phenomena
  - Wrapping up

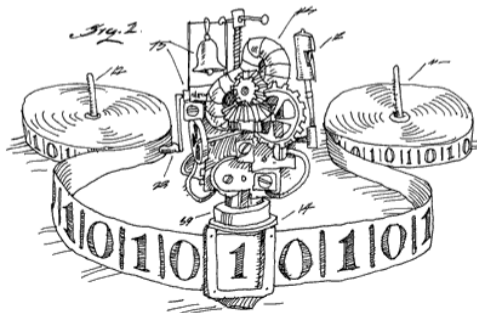
# Part I

## A crash course on ordinal numbers



# Part II

## (Super) Turing machines



# Basics on Turing machines

- Turing machines are idealized computers operating on an **infinite tape** according to a **finite list** of rules.
- The concept is astoundingly robust.
- A subset of  $\mathbb{N}$  is **enumerable by a Turing machine** if and only if it is a  $\Sigma_1$ -set.



Alan Turing  
(\* 1912, † 1954)



worth watching



Alison Bechdel  
(\* 1960)

# Super Turing machines

With super Turing machines, the time axis is more interesting:

- normal: 0, 1, 2, ...
- super: 0, 1, 2, ...,  $\omega$ ,  $\omega + 1$ , ...,  $\omega \cdot 2$ ,  $\omega \cdot 2 + 1$ , .....

On reaching a limit ordinal time step like  $\omega$  or  $\omega \cdot 2$ , ...

# Super Turing machines

With super Turing machines, the time axis is more interesting:

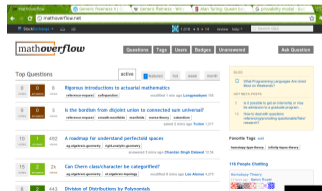
- normal:  $0, 1, 2, \dots$
- super:  $0, 1, 2, \dots, \omega, \omega + 1, \dots, \omega \cdot 2, \omega \cdot 2 + 1, \dots$

On reaching a limit ordinal time step like  $\omega$  or  $\omega \cdot 2, \dots$

- the machine is put into a designated state,
- the read/write head is moved to the start of the tape, and
- the tape is set to the “lim sup” of all its previous contents.



Joel David Hamkins



MathOverflow



Andy Lewis

## A question for you

What's the behaviour of this super Turing machine?

In the start state and the limit state, check whether the current cell contains a “1”.

- If yes, then stop.
- If not, then flash that cell: set it to “1”, then reset it to “0”. Then unremittingly move the head rightwards.



## A question for you

What's the behaviour of this super Turing machine?

In the start state and the limit state, check whether the current cell contains a “1”.

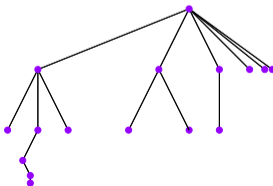
- If yes, then stop.
- If not, then flash that cell: set it to “1”, then reset it to “0”. Then unremittingly move the head rightwards.

This machine halts after time step  $\omega^2$ .

**Super Turing machines can break out of  
(some kinds of) infinite loops.**

# What can super Turing machines do?

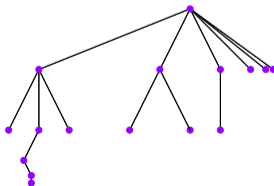
- Everything ordinary Turing machines can do.
- Verify number-theoretic statements.
- Decide whether a given ordinary Turing machine halts.
- Simulate super Turing machines.
- Decide  $\Pi_1^1$ - and  $\Sigma_1^1$ -statements:
  - “For every function  $\mathbb{N} \rightarrow \mathbb{N}$  it holds that ...”
  - “There is a function  $\mathbb{N} \rightarrow \mathbb{N}$  such that ...”



# What can super Turing machines do?

- Everything ordinary Turing machines can do.
- Verify number-theoretic statements.
- Decide whether a given ordinary Turing machine halts.
- Simulate super Turing machines.
- Decide  $\Pi_1^1$ - and  $\Sigma_1^1$ -statements:
  - “For every function  $\mathbb{N} \rightarrow \mathbb{N}$  it holds that ...”
  - “There is a function  $\mathbb{N} \rightarrow \mathbb{N}$  such that ...”

**But:** Super Turing machines can't compute all functions and can't write every 0/1-sequence to the tape.



## Fun facts

- Every super Turing machine either halts or gets caught in an unbreakable infinite loop after **countably many steps**.
- An ordinal number  $\alpha$  is **clockable** iff there is a super Turing machine which halts precisely after time step  $\alpha$ .
  - Speed-up Lemma: If  $\alpha + n$  is clockable, then so is  $\alpha$ .
  - Big Gaps Theorem
  - Many Gaps Theorem
  - Gapless Blocks Theorem
- **Lost Melody Theorem**: There are 0/1-sequences which a super Turing machine can recognize, but not write to the tape.

# Part III

## The effective topos



# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	?	?
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	?	?
6 Markov's principle holds.	✓ (trivially)	?	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	?	?
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	?	?
6 Markov's principle holds.	✓ (trivially)	?	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

“Eff(TM)  $\models$  1” amounts to: There is a Turing machine which determines of any given number whether it is prime or not.

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	?	?
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	?	?
6 Markov's principle holds.	✓ (trivially)	?	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

“Eff(TM)  $\models$  2” amounts to: There is a Turing machine which, given a number  $n$ , computes a prime larger than  $n$ .



# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	?	?
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	?	?
6 Markov's principle holds.	✓ (trivially)	?	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

“Eff(TM)  $\models$  3” amounts to: There is a Turing machine which, given a Turing machine computing a map  $f : \mathbb{N} \rightarrow \mathbb{N}$ , determines whether  $f$  has a zero or not.

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	?
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	?	?
6 Markov's principle holds.	✓ (trivially)	?	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

“Eff(TM)  $\models$  4” amounts to: There is a Turing machine which, given a Turing machine computing a map  $f : \mathbb{N} \rightarrow \mathbb{N}$ , outputs a Turing machine computing  $f$ .

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	?	?
6 Markov's principle holds.	✓ (trivially)	?	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

“Eff(STM)  $\models$  4” amounts to: There is a super Turing machine which, given a *super* Turing machine computing a map  $f : \mathbb{N} \rightarrow \mathbb{N}$ , outputs an (*ordinary*) Turing machine computing  $f$ .

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	✓ (if MP)	?
6 Markov's principle holds.	✓ (trivially)	?	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

A real number of Eff(TM) is externally represented by a Turing machine  $M$  which on input  $n$  outputs a rational approximation  $M(n)$ . These approximations need to be compatible in that  $|M(n) - M(m)| \leq 2^{-n} + 2^{-m}$  for all  $n, m$ .

Two such machines  $M$  and  $M'$  represent the same real number iff  $|M(n) - M'(m)| \leq 2^{-n} + 2^{-m}$  for all  $n, m$ .

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	✓ (if MP)	✗
6 Markov's principle holds.	✓ (trivially)	?	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

A real number of Eff(TM) is externally represented by a Turing machine  $M$  which on input  $n$  outputs a rational approximation  $M(n)$ . These approximations need to be compatible in that  $|M(n) - M(m)| \leq 2^{-n} + 2^{-m}$  for all  $n, m$ .

Two such machines  $M$  and  $M'$  represent the same real number iff  $|M(n) - M'(m)| \leq 2^{-n} + 2^{-m}$  for all  $n, m$ .

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	✓ (if MP)	✗
6 Markov's principle holds.	✓ (trivially)	✓ (if MP)	?
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

Markov's principle states:  $\forall f : \mathbb{N} \rightarrow \mathbb{N}. \neg\neg(\exists n \in \mathbb{N}. f(n) = 0) \Rightarrow (\exists n \in \mathbb{N}. f(n) = 0)$ .

“Eff(TM)  $\models$  6” amounts to: There is a Turing machine which, given a Turing machine computing a map  $f : \mathbb{N} \rightarrow \mathbb{N}$  and given the promise that it is *not not* the case that  $f$  has a zero, determines a zero of  $f$ .

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	✓ (if MP)	✗
6 Markov's principle holds.	✓ (trivially)	✓ (if MP)	✓ (if MP)
7 Countable choice holds.	✓	?	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

Markov's principle states:  $\forall f : \mathbb{N} \rightarrow \mathbb{N}. \neg\neg(\exists n \in \mathbb{N}. f(n) = 0) \Rightarrow (\exists n \in \mathbb{N}. f(n) = 0)$ .

"Eff(TM)  $\models$  6" amounts to: There is a Turing machine which, given a Turing machine computing a map  $f : \mathbb{N} \rightarrow \mathbb{N}$  and given the promise that it is *not not* the case that  $f$  has a zero, determines a zero of  $f$ .

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	✓ (if MP)	✗
6 Markov's principle holds.	✓ (trivially)	✓ (if MP)	✓ (if MP)
7 Countable choice holds.	✓	✓ (always!)	?
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

Countable choice states:  $(\forall x \in \mathbb{N}. \exists y \in A. \varphi(x, y)) \Rightarrow (\exists f : \mathbb{N} \rightarrow A. \forall x \in \mathbb{N}. \varphi(x, f(x)))$ .

“Eff(TM)  $\models$  7” amounts to: There is a Turing machine which, given a Turing machine computing for every  $x \in \mathbb{N}$  some  $y \in A$  together with a witness of  $\varphi(x, y)$ , outputs a Turing machine computing a suitable choice function  $\mathbb{N} \rightarrow A$ .



# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	✓ (if MP)	✗
6 Markov's principle holds.	✓ (trivially)	✓ (if MP)	✓ (if MP)
7 Countable choice holds.	✓	✓ (always!)	✓ (always!)
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	?	?

Countable choice states:  $(\forall x \in \mathbb{N}. \exists y \in A. \varphi(x, y)) \Rightarrow (\exists f : \mathbb{N} \rightarrow A. \forall x \in \mathbb{N}. \varphi(x, f(x)))$ .

“Eff(TM)  $\models$  7” amounts to: There is a Turing machine which, given a Turing machine computing for every  $x \in \mathbb{N}$  some  $y \in A$  together with a witness of  $\varphi(x, y)$ , outputs a Turing machine computing a suitable choice function  $\mathbb{N} \rightarrow A$ .

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	✓ (if MP)	✗
6 Markov's principle holds.	✓ (trivially)	✓ (if MP)	✓ (if MP)
7 Countable choice holds.	✓	✓ (always!)	✓ (always!)
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	✗	?

# The effective topos

statement	in Set	in Eff(TM)	in Eff(STM)
1 Every number is prime or not prime.	✓ (trivially)	✓	✓
2 Beyond every number there is a prime.	✓	✓	✓
3 Every map $\mathbb{N} \rightarrow \mathbb{N}$ has a zero or not.	✓ (trivially)	✗	✓
4 Every map $\mathbb{N} \rightarrow \mathbb{N}$ is computable.	✗	✓ (trivially)	✗
5 Every map $\mathbb{R} \rightarrow \mathbb{R}$ is continuous.	✗	✓ (if MP)	✗
6 Markov's principle holds.	✓ (trivially)	✓ (if MP)	✓ (if MP)
7 Countable choice holds.	✓	✓ (always!)	✓ (always!)
8 There is an injection $\mathbb{R} \hookrightarrow \mathbb{N}$ .	✗	✗	✓

## Curious size phenomena

$\text{Eff}(\text{STM}) \models$  “There exists an injection  $\mathbb{R} \hookrightarrow \mathbb{N}$ .”

means:

There is a super Turing machine which inputs the source of a super Turing machine  $A$  representing a real number and outputs a natural number  $n(A)$  such that  $n(A) = n(B)$  if and only if  $A$  and  $B$  represent the same real.

## Curious size phenomena

$\text{Eff}(\text{STM}) \models$  “There exists an injection  $\mathbb{R} \hookrightarrow \mathbb{N}$ .”

means:

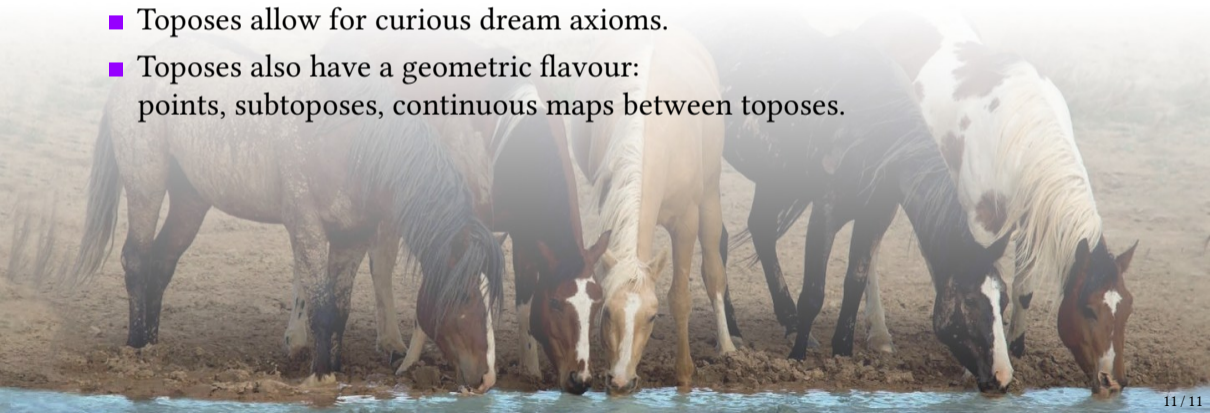
There is a super Turing machine which inputs the source of a super Turing machine  $A$  representing a real number and outputs a natural number  $n(A)$  such that  $n(A) = n(B)$  if and only if  $A$  and  $B$  represent the same real.

This statement is witnessed by following super Turing machine:

Read the source of a super Turing machine  $A$  from the tape. Simulate all super Turing machines in a dovetailing fashion. As soon a machine is found which represents the same real as  $A$ , output the index of this machine and halt.

## Wrapping up

- Effective toposes are a good vehicle for studying the nature of computation.
- Effective toposes build links between constructive mathematics and programming.
- Toposes allow for curious dream axioms.
- Toposes also have a geometric flavour:  
points, subtoposes, continuous maps between toposes.



# Wrapping up

- Effective toposes are a good vehicle for studying the nature of computation.
- Effective toposes build links between constructive mathematics and programming.
- Toposes allow for curious dream axioms.
- Toposes also have a geometric flavour:  
points, subtoposes, continuous maps between toposes.

**There is more to mathematics than the standard topos.**