

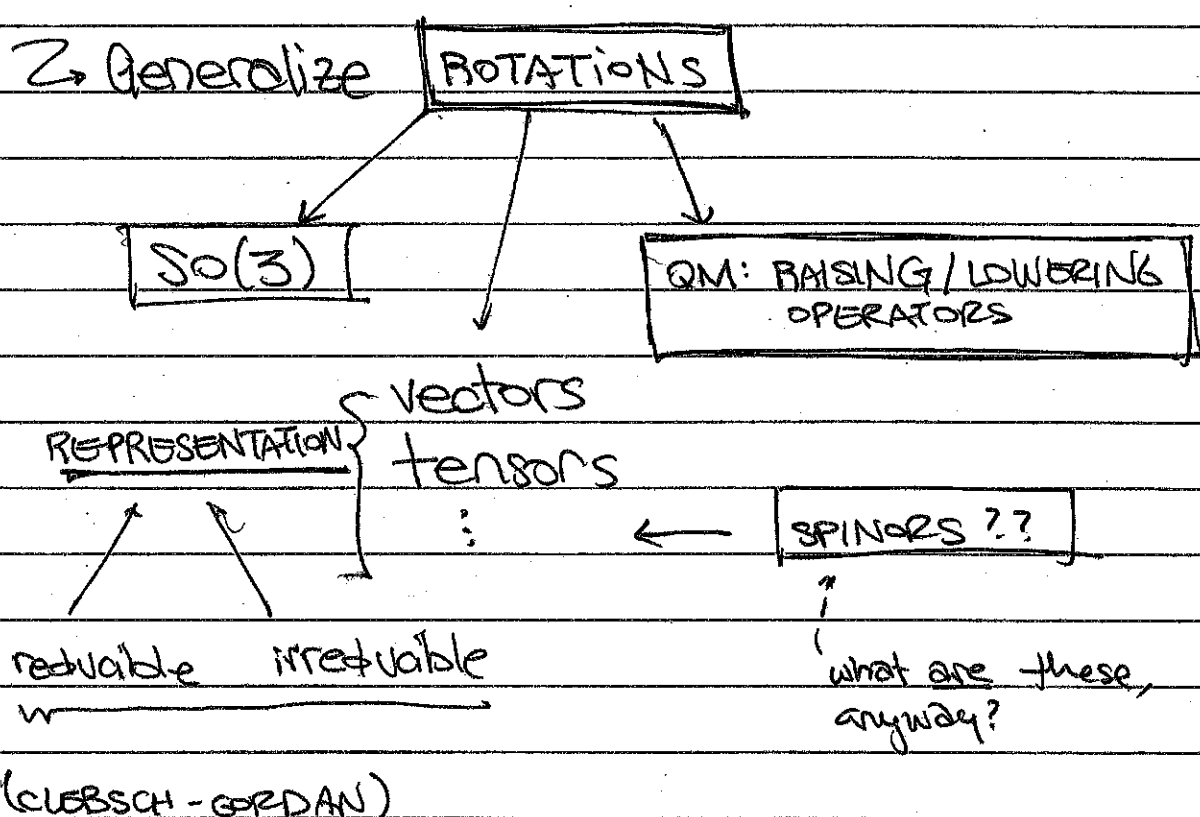
GROUP THEORY for Physicists

1/7/19

GOALS: understand the structure of continuous symmetries in physics

↑
no finite groups

↑
(QUANTUM) FIELD THY



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[tanedo.github.io](https://github.com/tanedo) / Physics 282 - 2019

Some physics

Symmetry ← big idea in
theoretical physics

→ eg DEGENERACY of SYSTEMS
REDUCE DIMENSIONALITY of
MATHEMATICAL DESCRIPTIONS

⋮

really interesting
connection to
Geometry

} Goldstones ↔ LOW ENERGY (IR)
EXCITATIONS

⋮

"EFFECTIVE THEORY"

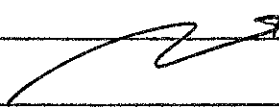
} GAUGE THEORY ↔ forces in nature
... topology in
some systems

here's the key observation:

some symmetry transformations
do not commute -

- There is nothing QUANTUM about this observation.

example: rotate a book.



EASY TO DISTINGUISH
DIFFERENT FACES (spine, front, back, ...)

- ① $\pi/2$ ROT ABOUT \hat{x} then $\pi/2$ ROT ABOUT \hat{y}
 ② ———— \hat{y} then ———— \hat{x}

↑ these two sequences of transformations are not the same.

- We could choose any rotation angle.

There are a continuum of rotations.
INFINITE # transformations that are
"rotations"

our effective defs.
PLS. REFER TO ANY TEXT FOR FORMAL DEF.

Some "definitions"

A group is a collection (set) of abstract symmetry transformations.

eg: $\left\{ \begin{array}{l} \text{ROT ABOUT } \hat{x} \text{ BY } 5^\circ, \\ \text{---} \hat{y} \text{ BY } 23.4^\circ, \\ \text{---} \hat{z} \text{ BY } 11^\circ, \dots \end{array} \right\}$

↑
U(1) (unitary 1×1 matrices)

~~MULTIPLICATION~~:

~~MULTIPLICATION: an element of a group~~
~~can~~

- RULE: you can combine elements of a group by multiplication (meaning of multiplication is part of group definition)

$$(\text{ROT ABOUT } \hat{x} \text{ BY } 5^\circ) \cdot (\text{ROT ABOUT } \hat{x} \text{ BY } 6^\circ)$$

↪

happens to equal (ROT ABOUT \hat{x} BY 11°)

- ASSOCIATIVITY: if $a, b, c \in G$.

$$(a \cdot b) \cdot c = a \cdot (b \cdot c)$$

if a, b are elements of group G

• CLOSURE: if $a, b \in G$, then $(ab) \in G$

eg: $G = \{ e^{i\pi/4}, e^{i\pi/2} \}$ (?)

↑
phase rotations

multiplication: $e^{ix} e^{iy} = e^{i(x+y)}$

CLOSURE: $e^{i\pi/4} \cdot e^{i\pi/2} = \boxed{e^{i3\pi/4}}$

↑
must be in group.

similarly, $\boxed{e^{i2\pi} = 1}$ must be in!

$e^{i5\pi/4} \equiv e^{i\pi/4}$ "by definition"

SO THAT'S ALL WE NEED FROM CLOSURE

$G = \{ e^{i\pi/4}, e^{i\pi/2}, e^{i3\pi/4}, 1 \}$

↑
has a name: \mathbb{Z}_4

observe: this is a subgroup of the much "bigger" group of all rotations

↪ "do nothing"

- IDENTITY: the trivial transformation is part of the Group.

- INVERSE: if you can transform one way, you can transform in the opposite way.

eg. if $g(\theta) = e^{i\theta}$

then $g(\theta)^{-1} = g(-\theta)$

such that $g(\theta)g(\theta)^{-1} = e^{i\theta}e^{-i\theta} = 1$

↑
the identity

OBSERVE: the group of all phase transformations $g(\theta) = e^{i\theta}$ has an ∞ number of elements.

the group of 90° phase transforms
 $g(\theta) = e^{i\pi/4 \cdot n}$ $n = 0, 1, 2, 3$
HAS FOUR elements.

In this class: we will only look at the infinite dimensional groups.

These are continuous transformations

↳ called: Lie Groups

↑
PRONOUNCED "lee"

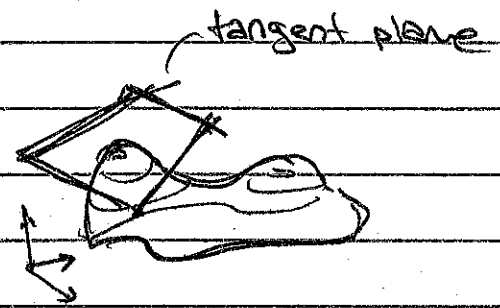
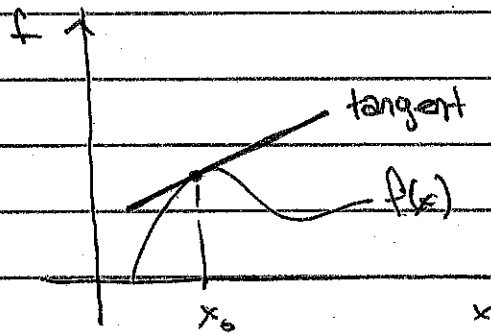
- finite dim groups also important... different machinery ↑ application

continuous ↔ group is a manifold

"YOU CAN DO CALCULUS ON IT"

↑
more precisely: DIFFERENTIAL
GEOMETRY (so this is an
interesting course to take
alongside GR!)

can take derivatives w/rt parameter
(the GROUP TRANSFORMATION PARAMETER, θ)

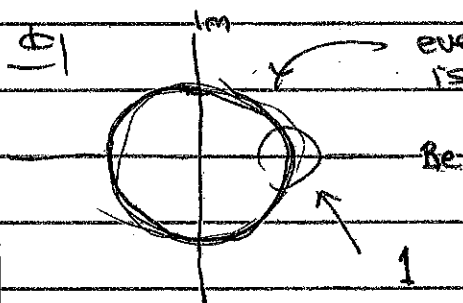


tangent space \swarrow (FORMALLY: tangent bundle)
 space of "velocities"
 infinitesimal transformations

you may recall from QUANTUM MECHANICS
 that finite transformations come
 from exponentiation of generators

infinitesimal
 transformations

eg. $U(1)$: group of phase transforms



every point on the unit circle
 is an element of $U(1)$

$$g(\theta) = e^{i\theta}$$

infinitesimal transf @ origin:

$$1 \mapsto 1 + i\epsilon \xrightarrow{\text{exp}} e^{i\epsilon}$$

cont'd: for $U(1)$, the generator is 1

IN GENERAL (physicist convention):

a (finite) transformation in the group G is ~~the exponentiation of a Hermitian (infinitesimal) transformation~~

MATHEMATICIANS
SOMETIMES LIKE
ANTIHERMITIAN
GENERATORS.

we call these GENERATORS,
and will label them
 T^a

index, if there are many

$$g(\theta^1, \theta^2, \dots) = e^{-i \theta \cdot T}$$

PARAMETERS
OF FINITE
TRANSFORM

"vector" of
GENERATORS

I WILL OFTEN
GET THIS
SIGN CONVENTION
WRONG.

nb: finite number of generators,
even if group has ∞ elements

nb: there is a subtlety re: local vs. global
that we are ignoring for now

is every element the exp. of a generator
@ the origin? [ans: no.]

Nomenclature: the infinitesimal transforms
(THE GENERATORS / TANGENT SPACE) are
called the ALGEBRA of the group.

↗
We will spend most of our time
on this. No canonical convention
(closest one uses gothic...)

Sometimes we may say $\mathcal{L}(\mathfrak{so}(3))$
to distinguish from the group $\mathfrak{so}(3)$

SO FAR: [GROUP DEF

↳ LIE GROUPS: continuous

↳ LIE ALGEBRAS: infinitesimal

↘ turn symmetries into "math"

Next: what do these transformations
act on?

→ main idea: Representation

Group elements: "platonic ideals" of a symmetry transformation.

Representation of a group: explicit matrices that act on a VECTOR SPACE to enact those transformations.

↑ there are many ways to represent a group. the structure of the group will always be the same.

NB: it's convenient to define groups wrt a matrix. eg:

eg. $SO(N) \leftarrow$ ORTHOG, $\det = 1$, $N \times N$ matrices ^(R)
↑ $M^T M = 1$

eg. $SU(N) \leftarrow$ HERMITIAN, $\det = 1$, $N \times N$ C matrices
↑ $M^\dagger M = 1$

this is subtly different from representation (or: this is the FUNDAMENTAL rep)

The notation can get clunky here, too.

$g(\overset{\text{TRANSF PARAMS}}{\theta^1, \theta^2, \dots})$ is a group element

$D(g(\underline{\theta}))^i_j$ is a matrix representation of the group.

indices!!

WE CAN MAKE A BIG DEAL ABOUT THESE LATTER

$D(g(\underline{\theta}))$ acts on vectors \underline{v} as [GENERALIZED] rotations.

some transformation of \underline{v} that is the action of the symmetry we care about

example : $SO(3) \simeq SU(2)$

↑
orthogonal, 3×3 matrices, $\det = 1$

3D (spatial) ROTATIONS

the most intuitive non-trivial symmetry

PARAMETERS: EULER ANGLES for ex.

FUNDAMENTAL (defining)

Representation of $SO(3)$:

from
CAHN CHI

Start w/ Rotation about \hat{z}

$$g(0,0,\theta) = \begin{pmatrix} \cos \theta & -\sin \theta & \\ \sin \theta & \cos \theta & \\ & & 1 \end{pmatrix}$$

or $\mathcal{D}(g(0,0,\theta))$

INFINITESIMAL: $g(0,0,\epsilon) = \underbrace{g(0,0,0)} + \epsilon \underbrace{\frac{d}{d\theta} g(0,0,\theta)}_{\theta=0}$

$$= \mathbb{1} - i\epsilon T_z$$

↑
convention

↑
GENERATOR

$$T_z = \begin{pmatrix} 0 & -i & 0 \\ i & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

obs: HERMITIAN

↑ generator of rotations about \hat{z}

SIMILARLY : $T_x = \begin{pmatrix} 0 & 0 & -i \\ 0 & -i & 0 \\ i & 0 & 0 \end{pmatrix}$

$$T_y = \begin{pmatrix} 0 & 0 & i \\ 0 & 0 & 0 \\ -i & 0 & 0 \end{pmatrix}$$

to go from infinitesimal to finite,
we exponentiate

$$\begin{pmatrix} c_\theta & -s_\theta & \\ s_\theta & c_\theta & \\ & & 1 \end{pmatrix} = e^{-i\theta T_z}$$

↑ def by series exp.

These are just rotations of
vectors in the freshman
physics classes.

So: let's get back to
back rotations!

$$g(\alpha, 0, 0) g(0, \beta, 0) = e^{-i\alpha T_x} e^{-i\beta T_y}$$

$$= \left(1 - i\alpha T_x - \frac{1}{2}\alpha^2 T_x^2\right) \left(1 - i\beta T_y - \frac{1}{2}\beta^2 T_y^2\right)$$

$$= 1 - i(\alpha T_x + \beta T_y) - i\alpha\beta T_x T_y - \frac{1}{2}\alpha^2 T_x^2 - \frac{1}{2}\beta^2 T_y^2$$

$$g(0, \beta, 0) g(\alpha, 0, 0)$$

$$= 1 - i(\beta T_y + \alpha T_x) - i\alpha\beta T_y T_x - \frac{1}{2}\alpha^2 T_x^2 - \frac{1}{2}\beta^2 T_y^2$$

$$g(\alpha, 0, 0) g(0, \beta, 0) - g(0, \beta, 0) g(\alpha, 0, 0)$$

$$= -i\alpha\beta [T_x, T_y]$$

commutators will define
the algebra.

Remarks :

- This is a commutator
- This is not quantum in any sense!!
↳ still freshmen vector analysis!

Next Mtg: WED 4:15

↳ EITHER CONF. ROOM
OR MSIE 117

Reminder: talk to derek