SECTION GOALS . REVIEW EACH WEEK'S LECTURES

WHY CHIEFER W HOMEHOLD !!!

· "PLIG PICTURE" & INTERESTING COMMENTS

23 GET USED TO TACKING TO EACH OTHER IN THE LANGUAGE OF AFT! ( USBY IMPORTANT FOR 1 Jan 2239 atm Dulop up 2 3204T

THE SUICE MOST IMPORTANT THING TO GET FROM TODAY'S SECTION: Physics is a social activity

YOU SHOULD COLLABORATE ON HW (exp for advanced classes)

- YOU'LL LEARN FROM THE PROCESS OF DISCUSSING PHYSE'S

- PREPARATION FOR PESEARCH

- also... makes grading easier!

POP QUÍZ: 10 RFT A THEORY OF PARTICLES OF HELDS?

2) SOMEWHOT PHILOSOPHEAL, BUT THE POINT IS THAT ALL of THE PUNDAMENTAL PARTITLES WE OBSERVE

LOADED WARD!

... ARE PARTICLES.

LHC ISN'T OBSERVING WAVES -YOU SE STRAIGHT LINE TRACKS ( CUSIA B HEID)

OM - QFT UNITARION constray -> vacarity PARTITLES FIELDS 2) (or H) (18/15/ CREATION) + ANN. O's.

but: antiparticles?

but how to get causality?

SO FROM QUANTUM: 17,> ~ Q\$ 10>  1-PARTITUR ADDITIONAR (also a funny tenny t
MORMALIZATION WAS DISCUESED @ LENGTH IN CLASS  NZEFOT 10>
ed at increase
bar: burker 3(p²-m²) (14p)  bar: burker 43p ZE
but don't let this abbuscate the physics!
WE CAN WRITE DOWN A HAMIDONIAN
$H = \frac{5}{5} E_{\vec{p}} a_{\vec{p}}^{\dagger} a_{\vec{p}} + inversorious$
REMAY AN
Incorpa
P \
$P_{2}$ $P_{4}$ $\sim \langle \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{3}, \vec{P}_{4} \rangle \langle \vec{P}_{1}, \vec{P}_{2}, \vec{P}_{3} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_{2} \rangle \langle \vec{P}_{1}, \vec{P}_{2} \rangle \langle \vec{P}_{2}, \vec{P}_$
INTERPOLITION /
$\times$ some function $V(P_1,)$

SO FAR, <u>JUST</u> RUANTUM MECHANICS.

BUT :	How	DO	1	MAKE	THIS	[CAUSAL]?
						LOCAL POWER RESIDED
						SPACELIKE SEPARATIONS

BUT! "POINTUKE" IS READ A PUMY IDEA.

OF WE KNOW THAT PHATOMS MEDIATE DED

MON boal - Indood, RED IS long

TRANSPER

TRANSPER

TOWN

Sould > FERMI THEOPY

RESTH ARE VALID DETS
DESCHRING STAME PHYSICS
(BUT @ DIFFELENT SCALES)

TO MAKE THINGS LOCAL, PARKAGE OPERATIONS, INTO HIELDS

2> for transform

Φ+(x)~ Heller J = ap e = ip-x h.c.

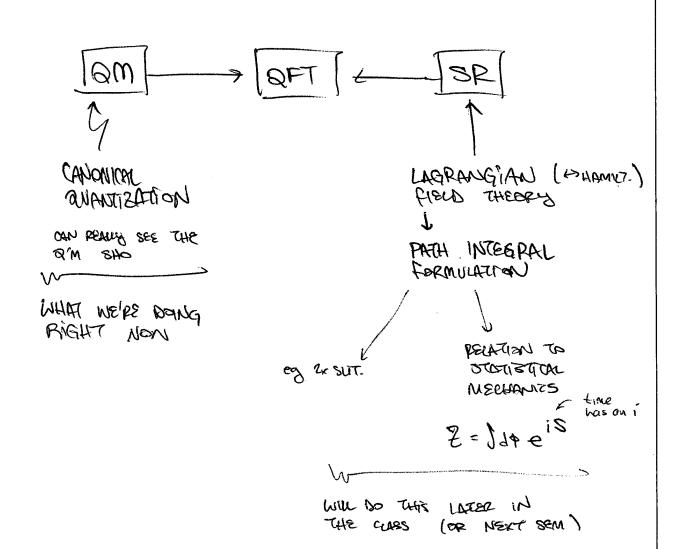
(ANTIPROTULES)

Those on ters
later.

THEN WRITE THE INTERACTIONS LOCALLY:

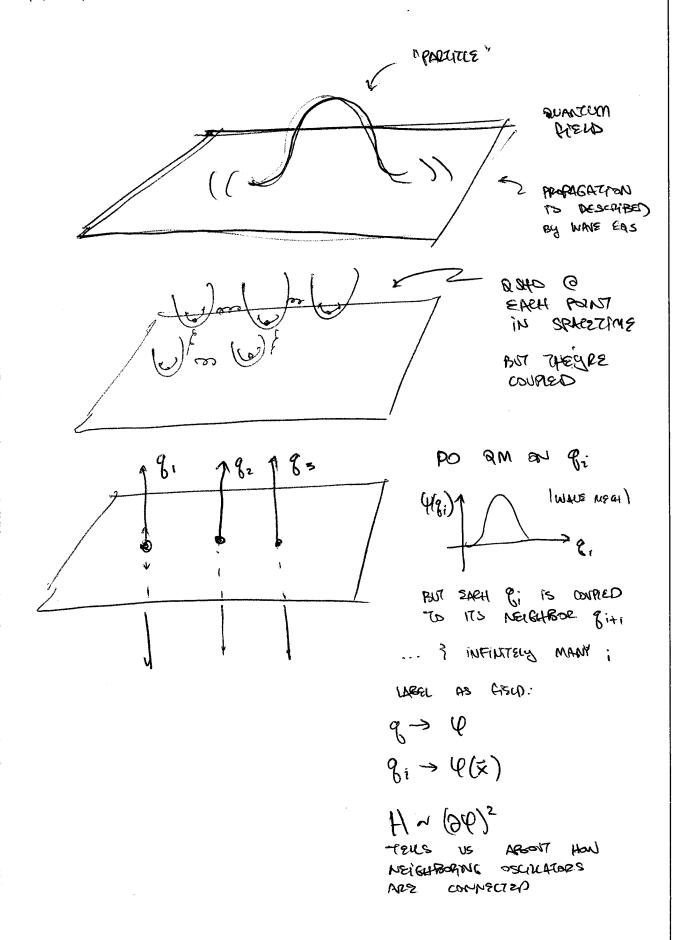
Hm+ ~ 4+(x)++(x)+-(x)+-(x)

THERE IS ANOTHER SENSE IN WHICH WE CAN SEE THESE TWO THREADS:



COMPLEMENTARY VIEWPINTS.

## PICTUPES



## HITTON

MEXT HOMEWORK: THE 2-POINT CORPELATION FUNCTION SOUTH AN Q'M EXCITATION HERE, WHAT IS PROBABILITY OF SEEME A DIM EXCITATION THERE?

〈(対し)も(可中〉

Tous us about How particles move.

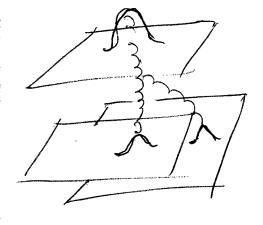
WE'LL BE ABLE TO DRAW DIAGRAMS:

preview of bic picture

PIS "INTERACTIONS" YOUN NEIGHBORNG OSCITUTORS WIST DESCRIBE PROPARACTON

interactions of Particles

MIERUME PLEND IMPLIES





abology; thou Heb become

## OFT BIG PICTURE

- · INTERDETIBLES of PARTICLES \_\_ DRAW & CONFUTE

  (PRINTYVISTIC)

  FEYNMAN DIABRAMS
- MADELS of an toc PHYSCS \_\_\_ WRITE I's, UNDERSTAND implications, considering
- .. "DEEP" FEATURES OF NATURE -> BY HOS/CET RENDEMANTE. CEP