

# Some difficulties in quantizing gravity

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Why do we want to quantize gravity?

Gravity is different

General relativity isn't enough

I don't need QM to build a bridge

Where am I?

Solutions?

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└ Why do we want to quantize gravity?

## 2 successful theories of nature:

Quantizing gravity is :

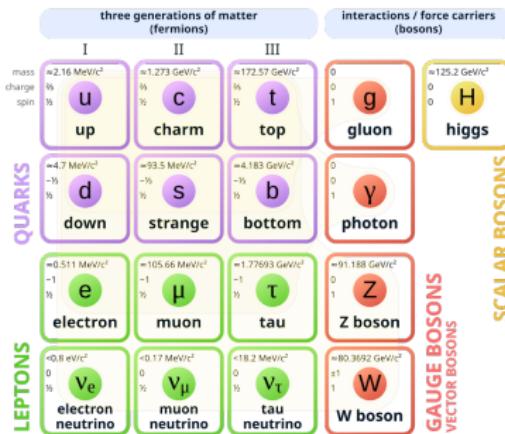
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### Quantum Mechanics

- ▶ valid at very small scales
- ▶ atoms, electromagnetism, standard model
- ▶ 3/4 fundamental forces

### Standard Model of Elementary Particles

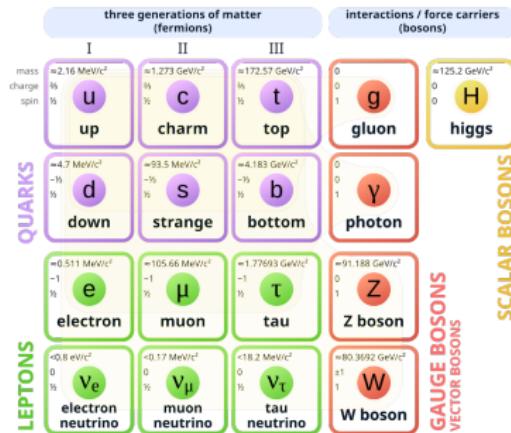


## 2 successful theories of nature:

### Quantum Mechanics

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### Standard Model of Elementary Particles



### General Relativity (GR)

- ▶ works at large scales
- ▶ gravitational waves, lensing, perihelion precession of mercury



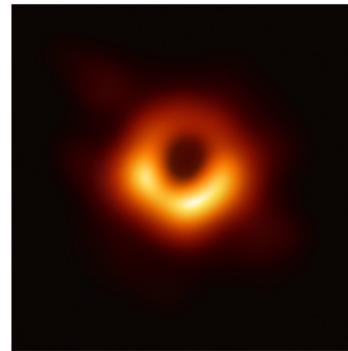
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└ Why do we want to quantize gravity?

## Areas where both should be relevant

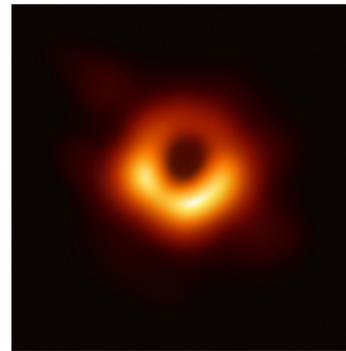
## Areas where both should be relevant

- ▶ singularities (black holes, big bang)
- ▶ very, very small scales where gravity is strong



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- ▶ singularities (black holes, big bang)
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- ▶ it is simply not acceptable to have two theories of physics, one for small things and one for big things
- ▶ But reconciling quantum mechanics and gravity is hard :c

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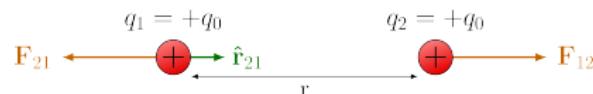
Solutions?

## Coulomb's Law



$$F = \frac{e^2}{4\pi\epsilon_0 r^2} = \frac{e^2}{4\pi(8.541878188 \times 10^{-12} Fm^{-1})} \frac{1}{r^2}$$

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- ▶ kind of stupid to write it like this, better in natural units

## Dimensional Analysis

- ▶ “god given” units:  $c = \hbar = k_B = 1$
- ▶ do everything in units of energy ( $E$ )

$$[\text{mass}] = E$$

$$[\text{length}] = E^{-1}$$

$$[\text{time}] = E^{-1}$$

$$[\text{momentum}] = E$$

$$[\text{force}] = E^2$$

.

## Coulomb's Law

- ▶ now Coulomb's law is easy

$$F_e = \alpha \times \frac{1}{r^2}$$

where

$$\alpha = \frac{e^2}{4\pi} \sim \frac{1}{137} .$$

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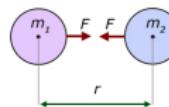
where

$$\alpha = \frac{e^2}{4\pi} \sim \frac{1}{137} .$$

- ▶ we just “count” charges
- ▶ also keep in mind, in QM, perturbations should be small

$$H = H_0 + \lambda H_{int}$$

# Gravity



- ▶ play the same game with gravity

$$F_g = \frac{G_N E_1 E_2}{r^2} \implies [G_N] = E^{-2},$$

1

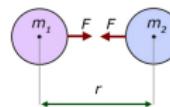
- ▶  $G_N \sim \frac{1}{M_P^2}$

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<sup>1</sup>The E's are masses

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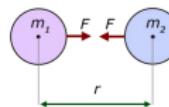
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- ▶  $G_N$  having dimensions has very real consequences.

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Quantizing gravity is :c  
└ Gravity is different

## Let's do an experiment

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- ▶ gravity is weak
- ▶ for  $e^-$ ,  $10^{40}$ ish times stronger.
- ▶ very hard to test experimentally

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## What happens at small scales?

- ▶ want to query small length (high energy)

$$\ell \sim \frac{1}{E}.$$

- ▶ need to pump in  $E$  into  $\ell$

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- ▶ need to pump in  $E$  into  $\ell$



- ▶ natural bound: too much mass in too small area->black hole
- ▶ as long as the length I'm probing is bigger than Schwarzschild radius  $r_s = 2EG_N$  for a given energy, I'll be fine,

## What happens at small scales?

- ▶ mathematically,

$$\ell > r_s$$

$$\frac{1}{E} > 2EG_N$$

$$\frac{1}{E^2} > 2 \frac{1}{M_p^2}.$$

- ▶ takeaway: I can only ask questions up until the Planck mass until I get black holes forming.

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## Einstein's equation

$$R_{\mu\nu} - \frac{1}{2}Rg_{\mu\nu}(+\Lambda g_{\mu\nu}) = 8\pi G_N T_{\mu\nu} .$$

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## Einstein's equation

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- ▶ immediately see RHS is “wrong”
- ▶  $T_{\mu\nu}$  is a quantum operator
- ▶ can we set RHS  $\sim \langle T_{\mu\nu} \rangle$  and deal with it

## Unsatisfactory

- ▶ weird thing to do
- ▶  $\langle T_{\mu\nu} \rangle$  varies non-linearly with the state of the matter system
- ▶  $H$  is part of  $T_{\mu\nu}$
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- ▶  $\implies H$  is no longer a linear operator on  $\mathcal{H}$
- ▶ I really just need to quantize gravity to get graviton  $g_{\mu\nu}$

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# You don't need to solve schrodingers eq to build a bridge

- ▶ a chemist doesn't really need to know QM
- ▶ we don't need to know QED to make antennas

## ***STOP DOING CHEMISTRY***

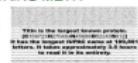
*\*MOLECULES WERE NEVER MEANT TO BE CRAFTED*

*\*YEARS OF USELESS MOLECULES yet NO REAL-WORLD USE FOUND for looking beyond SIMPLE ALCHEMY*

*"Wanted to build a weirder molecule for a laugh? We had a tool for that: it was called "COOKING METH"*

*\*Yes please give me a bowl of cup of DCM to drink.*

*with a*



*LOOK at what Chemists have been demanding your Respect for all this time, with all the Hersh funnels & flask we built for them.*

*(This is REAL Chemistry, done by REAL Chemists)*



?????? ??????????????????

"Hello, I would like today."

*They have played us for absolute fools*

You don't need to solve schrodingers eq to build a bridge

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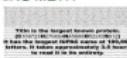
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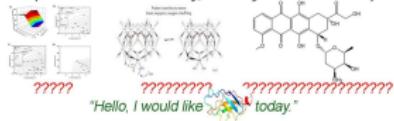
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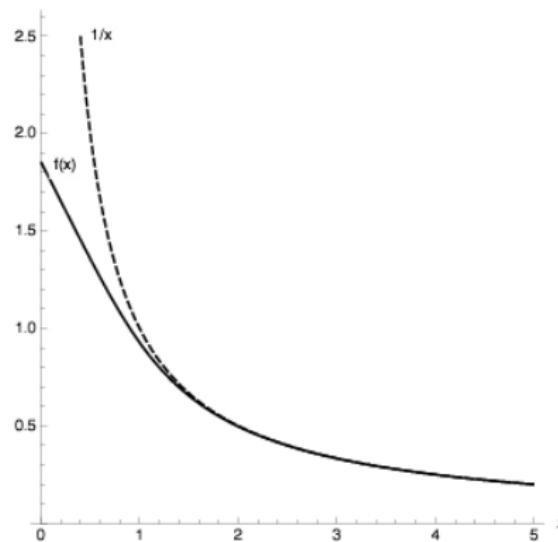
- ▶ “effective theories” are good enough for the scale they work at
  - ▶ only good up until a certain point where they break down

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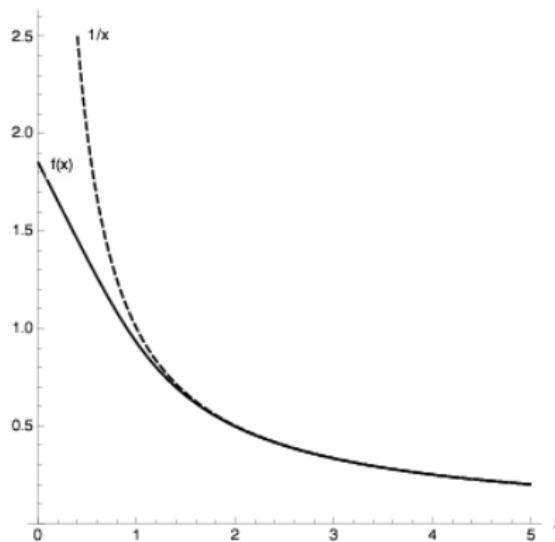
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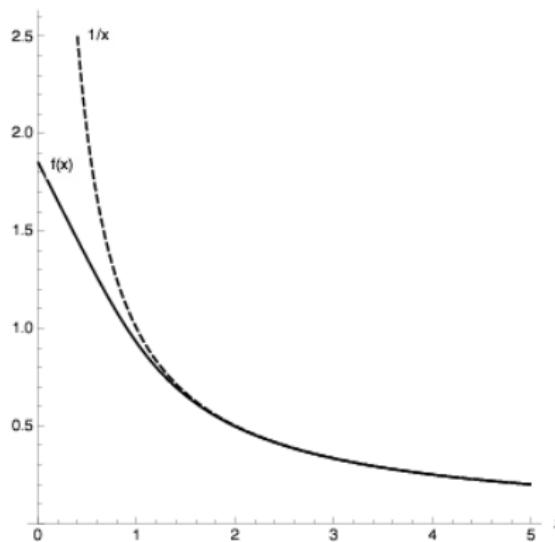
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- ▶ theory is telling me something stupid (it breaks)

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- ▶ implies  $E \rightarrow \infty$  at  $r \rightarrow 0$
- ▶ theory is telling me something stupid (it breaks)
- ▶ fixed in QED

## Effective theories

- ▶ effective theories are very effective at scales they are designed for
- ▶ need to keep in mind they **inherently** break down at some scale

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## Back to gravity

- ▶ ~~but reconciling quantum mechanics and gravity is hard :c~~

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$$S = \int d^4x \sqrt{-g} \left( M_p^2 R + c_1 R^2 + c_2 R_{\mu\nu}^2 + \frac{c_3}{M_p^2} R^3 + \dots + \mathcal{L}_{matter} \right).$$

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- ▶ needs infinite number of terms
- ▶ at  $E/M_p \ll 1$ , still good perturbative expansion

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## Still not enough

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- ▶ can get arbitrarily close just by including higher terms
- ▶ need  $E/M_p \ll 1$
- ▶ still can't ask questions in places where QM and gravity matter:  $E \sim M_p$
- ▶ really should have a better theory that is good to higher energies

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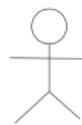
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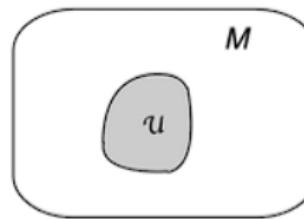
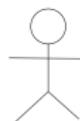
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## Regions



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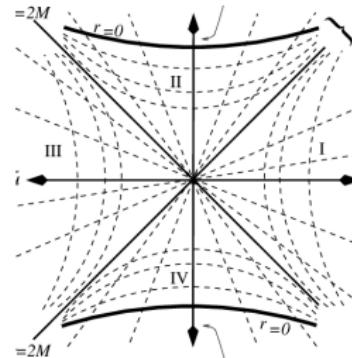
- ▶ background on which particles live is fluctuating
- ▶ need to describe how other fields affect gravity just as much as how gravity affects them
- ▶ no regime in which “pure” gravity matters and the other particle interactions don’t

## Observables

- ▶ good observables should be robust to the how we describe our system
- ▶ in other words, they should be *diffeomorphism* invariant

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- ▶ good observables should be robust to the how we describe our system
- ▶ in other words, they should be *diffeomorphism* invariant
- ▶ can only do this in really simple cases: asymptotic flat space and asymptotic AdS
- ▶ in general regions, it is difficult to formulate
- ▶ usually look for extremal surfaces to use (surfaces that don't change to leading order fluctuations)



## Summary

Problems in trying to do quantum gravity:

- ▶ Needs to include other particle interactions in addition to gravity
- ▶ Needs to be good up to arbitrarily high energies
- ▶ Needs to have good diffeomorphism invariant observables

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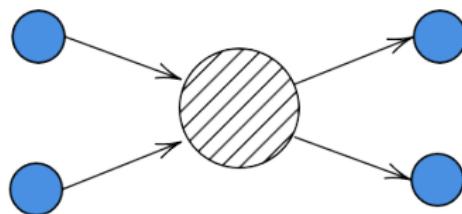
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lets study a simple process in flat space and QFT

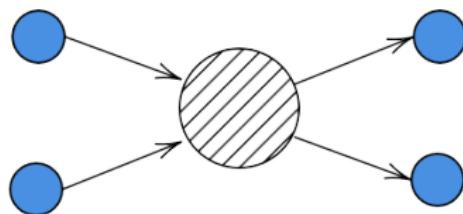


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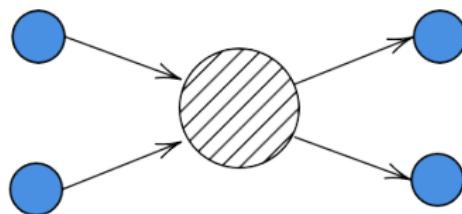
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- ▶ try to fix it while keeping special relativity and unitarity in mind

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- ▶ using QFT to write it down, will find it breaks down at high energy
- ▶ try to fix it while keeping special relativity and unitarity in mind
- ▶ this does work: get Virasoro-Shapiro amplitude

## Virasoro-Shapiro

- ▶ reproduces behavior at low energies
- ▶ good high energy behavior
- ▶ no new species of particle
- ▶ follows unitarity, special relativity, etc.

$$\mathcal{A}_4 \sim G_N \frac{\langle 12 \rangle^4 [34]^4}{stu} \frac{\Gamma(1-s)\Gamma(1-t)\Gamma(1-u)}{\Gamma(1+s)\Gamma(1+t)\Gamma(1+u)}.$$

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- ▶ is very likely unique

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- ▶ Needs to be good up to arbitrarily high energies ✓
- ▶ Needs to have good diffeomorphism invariant observables ✓

price to pay:

- ▶ needs 10 dimensions
- ▶ needs SUSY
- ▶ “nice” observables to study are at very high energies

nevertheless, is a good consistent theory of quantum gravity.