Notes for Qballs With Phaseshift

Enter Author Names

1 ODE for Qballs

Q - balls are a class of spherically symmetric solutions in 3+1 dimensions arising in a family of field theories.

Here, we examine the modeling of a 2+1 dimension case of these such solutions. In previous results, we already know that the Q ball is governed by the following equation:

$$\ddot{\phi} - \nabla^2 \phi + \phi - A|\phi|\phi + B|\phi^2|\phi = 0 \tag{1}$$

where $\phi = \phi(r, t)$, a radially symmetric solution that is varying with respect to time. Previously, work has been done to seek solutions in form of

$$\phi(r,t) = \sigma(r)e^{i\omega t} \tag{2}$$

and generate numerical approximations accordingly. We notice that we can add a phase shift factor, which motivates the following proposal:

$$\phi(r,t) = \sigma(r)e^{i(\omega t + k)} \tag{3}$$

where k is the phase shift. Then if we substitute equation (3) into equation (1), we still obtain the same equation governing $\sigma(r)$:

$$\nabla^2 \sigma(r) + (\omega^2 - 1)\sigma(r) + A\sigma(r)^2 + B\sigma(r)^3 = 0 \tag{4}$$

This means that there are no change to the ordinary differential equations governing the Q balls with the additional phase change factor. We know that this equation is:

2 Boost

But normally, we are interested at Q balls moving at relativistic speeds, in which we need to consider the Lorentz Transformations. These are normally called boost.

We use

$$\phi'(t', x', y') = \sigma(x', y')e^{i(\omega t + k)} = \phi'_1 + i\phi'_2$$
(5)

to denote the Q ball field in the rest frame. Notice then,

$$\phi_1'(t', x', y') = \sigma(x', y')\cos(\omega t' + k) \tag{6}$$

and

$$\phi_2'(t', x', y') = \sigma(x', y')\sin(\omega t' + k) \tag{7}$$

and the corresponding time derivatives π'_1 , π'_2 of ϕ'_1 and ϕ'_2 correspondingly are

$$\pi'_{1}(t', x', y') = \frac{\partial \phi'_{1}}{\partial t'} \frac{\partial t'}{\partial t} + \frac{\partial \phi'_{1}}{\partial x'} \frac{\partial x'}{\partial t} + \frac{\partial \phi'_{1}}{\partial y'} \frac{\partial y'}{\partial t}$$
(8)

$$\pi_2'(t', x', y') = \frac{\partial \phi_2'}{\partial t'} \frac{\partial t'}{\partial t} + \frac{\partial \phi_2'}{\partial x'} \frac{\partial x'}{\partial t} + \frac{\partial \phi_2'}{\partial y'} \frac{\partial y'}{\partial t}$$
(9)

Now we apply the lorentz transformations $x = \gamma(x' - vt'), y' = y$, and $t = \gamma(t' - vx')$

$$\phi_1(t, x, y) = \sigma(\gamma(x + vt), y) \cos(w\gamma(t + vx) + k) \tag{10}$$

$$\phi_2(t, x, y) = \sigma(\gamma(x + vt), y) \sin(w\gamma(t + vx) + k)$$
(11)

(12)

and for π'_1 and π'_2 , we have

$$\pi_1(t, x, y) = \gamma \frac{\partial \phi_1'}{\partial t'} + \gamma v \frac{\partial \phi_2'}{\partial x'} \tag{13}$$

$$= -\omega \phi_2 + \gamma v \frac{\partial \sigma(\gamma(x+vt), y)}{\partial x} \cos(\omega \gamma(t+vx) + k)$$
 (14)

$$\pi_2(t, x, y) = \gamma \frac{\partial \phi_1'}{\partial t'} + \gamma v \frac{\partial \phi_2'}{\partial x'} \tag{15}$$

$$=\omega\phi_1 + \gamma v \frac{\partial\sigma(\gamma(x+vt), y)}{\partial x}\sin(\omega\gamma(t+vx) + k)$$
 (16)

At t = 0, we then have all together:

$$\phi_1(t, x, y) = \sigma(\gamma x, y) \cos(\omega \gamma v x + k) \tag{17}$$

$$\phi_2(t, x, y) = \sigma(\gamma x, y)\sin(\omega \gamma v x + k) \tag{18}$$

$$\pi_1(t, x, y) = -\omega \phi_2 + \gamma v \frac{\partial \sigma(\gamma x, y)}{\partial x} \cos(\omega \gamma v x + k)$$
(19)

$$\pi_2(t, x, y) = \omega \phi_1 + \gamma v \frac{\partial \sigma(\gamma x, y)}{\partial x} \sin(\omega \gamma v x + k)$$
 (20)

And this can be calculated numerically by the program. Notice the partial derivatives can be done using the np.grad function.

3 Anti-Qball

Now we want to consider an anti Qball, which takes the form

$$\phi(r,t) = f(r)e^{-i\omega t} \tag{21}$$

Now, with this form, we substitute into

$$\ddot{\phi} - \nabla^2 \phi + \phi - A|\phi| \phi + B \left|\phi^2\right| \phi = 0$$
 (22)

And we obtain

$$\nabla^2 \sigma(r) + (\omega^2 - 1)\sigma(r) + A\sigma(r)^2 + B\sigma(r)^3 = 0$$
(23)

which is the same governing differential equation as before. Thus this implementation of the anti Q ball should not be too hard to complete. We will hopefully have some time to edit the code this week.