

Newtonian approximation in Causal Dynamical Triangulations

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1 Motivation

1.1 Newton’s Law of Gravitation from General Relativity

- Can we recover $F = -\frac{Gm_1m_2}{r^2}$ from CDT?
- Do we have a sensible notion of “mass” in Causal Dynamical Triangulations?
- Semi-classical approximations not yet completely convincing [5] – we would like direct results

1.2 Previous Work

- Separation between two objects \gg Schwarzschild radius
- Self-fields not excluded
- Cylindrical symmetry
- Object size \ll separation

We will see that a "strut" holds objects apart.

Following Chou[2], the most generally cylindrically symmetric static metric is:

$$ds^2 = g_{00}dt^2 - \left(g_{11} (dx^1)^2 + 2g_{12}dx^1dx^2 + g_{22} (dx^2)^2 \right) - g_{33}d\phi^2 \quad (1)$$

where x^1, x^2 are any two coordinates in the meridional (vertical) plane containing the z-axis.

We furthermore assume that $g_{\mu\nu} = f(x^1, x^2)$

For positive definite quadratic differential forms of two variables such as explicit values of g_{11}, g_{12} , and g_{22} from the parenthetical part of Equation (1), one can make a real, single-valued, continuous transformation from x^1 and x^2 to u and v by:

$$x^1 = x^1(u, v), x^2 = x^2(u, v) \quad (2)$$

where $J = [\partial(x^1, x^2)/\partial(u, v)] \neq 0$ such that:

$$g_{11} (dx^1)^2 + 2g_{12}dx^1dx^2 + g_{22} (dx^2)^2 = e^{2m} (du^2 + dv^2) \quad (3)$$

Equation (1) becomes:

$$ds^2 = e^{2v}dt^2 - e^{2m}(du^2 + dv^2) - e^{2n}d\phi^2 \quad (4)$$

Explicitly, we then have the metric:

$$g_{\mu\nu} = \begin{pmatrix} e^{2v}dt^2 & 0 & 0 & 0 \\ 0 & -e^{2m}du^2 & 0 & 0 \\ 0 & 0 & -e^{2m}dv^2 & 0 \\ 0 & 0 & 0 & -e^{2n}d\phi^2 \end{pmatrix} \quad (5)$$

Using [1]:

$$\Gamma_{\mu\nu}^\lambda = \frac{1}{2}g^{\lambda\sigma} (\partial_\mu g_{\nu\sigma} + \partial_\nu g_{\sigma\mu} - \partial_\sigma g_{\mu\nu}) \quad (6)$$

We can get the non-zero Christoffel connections as:

$$\begin{aligned} \Gamma_{00}^1 &= e^{2(v-m)}\partial_u v & \Gamma_{22}^2 &= \partial_v m \\ \Gamma_{33}^1 &= -e^{2(n-m)}\partial_u n & \Gamma_{21}^2 &= \partial_u m \\ \Gamma_{22}^1 &= -\partial_u m & \Gamma_{11}^2 &= -\partial_v m \\ \Gamma_{21}^1 &= \partial_v m & \Gamma_{32}^3 &= \partial_v n \\ \Gamma_{11}^1 &= \partial_u m & \Gamma_{31}^3 &= \partial_u n \\ \Gamma_{00}^2 &= e^{2(v-m)}\partial_v v & \Gamma_{02}^0 &= \partial_v v \\ \Gamma_{33}^2 &= -e^{2(n-m)}\partial_v n & \Gamma_{01}^0 &= \partial_u v \end{aligned} \quad (7)$$

Using:

$$R_{\sigma\mu\nu}^\rho = \partial_\mu \Gamma_{\nu\sigma}^\rho - \partial_\nu \Gamma_{\mu\sigma}^\rho + \Gamma_{\mu\lambda}^\rho \Gamma_{\nu\sigma}^\lambda - \Gamma_{\nu\lambda}^\rho \Gamma_{\mu\sigma}^\lambda \quad (8)$$

$$R_{\mu\nu} = R_{\mu\lambda\nu}^\lambda \quad (9)$$

$$R = R_{\mu}^{\mu} = g^{\mu\nu} R_{\mu\nu} \quad (10)$$

$$G_{\mu\nu} = R_{\mu\nu} - \frac{1}{2} R g_{\mu\nu} \quad (11)$$

And solving for the Einstein Field Equations in a vacuum (i.e. $G_{\mu\nu} = 0$) we get:

$$G_{11} = -\partial_v m \partial_v n + (\partial_v n)^2 - \partial_v m \partial_v v + \partial_v n \partial_v v + (\partial_v v)^2 + \partial_v^2 n + \partial_v^2 v + \partial_u m \partial_u n + \partial_u m \partial_u v + \partial_u n \partial_u v = 0 \quad (12)$$

$$G_{21} = \partial_v n \partial_u m + \partial_v v \partial_u m + \partial_v m \partial_u n - \partial_v n \partial_u n + \partial_v m \partial_u v - \partial_v v \partial_u v - \partial_u \partial_v n - \partial_u \partial_v v = 0 \quad (13)$$

$$G_{22} = \partial_v m \partial_v n + \partial_v m \partial_v v + \partial_v n \partial_v v - \partial_u m \partial_u n + \partial_u m \partial_u v + (\partial_u n)^2 - \partial_u m \partial_u v + \partial_u n \partial_u v + (\partial_u v)^2 + \partial_u^2 n + \partial_u^2 v = 0 \quad (14)$$

$$G_{33} = e^{2(n-m)} \left((\partial_v v)^2 + \partial_v^2 m + \partial_v^2 v + (\partial_u v)^2 + \partial_u^2 m + \partial_u^2 v \right) = 0 \quad (15)$$

$$G_{00} = -e^{2(v-m)} \left((\partial_v n)^2 + \partial_v^2 m + \partial_v^2 n + (\partial_u n)^2 + \partial_u^2 m + \partial_u^2 n \right) = 0 \quad (16)$$

Let:

$$\chi = n + v \quad (17)$$

Adding together Eqns. (15) and (16) gives:

$$\partial_u^2 \chi + \partial_v^2 \chi + (\partial_u \chi)^2 + (\partial_v \chi)^2 = 0 \quad (18)$$

Setting:

$$\Phi = e^{\chi} = e^{n+v} \quad (19)$$

We recover Laplace's equation in the uv -plane:

$$\partial_u^2 \Phi + \partial_v^2 \Phi = 0 \quad (20)$$

The remaining equations are used for boundary conditions on Laplace's equation.

In general, for a metric of the form:

$$ds^2 = e^{2\psi} dt^2 - e^{-2\psi} [e^{2\omega} (dr^2 + dz^2) + r^2 d\phi^2] \quad (21)$$

We have general solutions:

$$\nabla^2 \psi = \partial_r^2 \psi + \frac{\partial_r \psi}{r} + \partial_z^2 \psi \quad (22)$$

$$d\omega[\psi] = r \left[\left((\partial_r \psi)^2 - (\partial_z \psi)^2 \right) dr + 2\partial_r \psi \partial_z \psi dz \right] \quad (23)$$

Note that Eq(4) can be recovered from Eq(21) by substituting $\psi = v, m = \omega - \psi$, and $e^{2n} = r^2 e^{-2\psi}$.

The solution of Eq(22) and Eq(23) for a point particle of mass m at $z = z_0$ is given by (explain “point” in Schwarzschild solution, check for singularities):

$$\psi = -\frac{m}{R} \quad (24)$$

$$\omega = -\frac{m^2 r^2}{2R^4} \quad (25)$$

$$R = \sqrt{r^2 + (z - z_0)^2} \quad (26)$$

What is meant by “point” particle? To find out, let's transform to the Schwarzschild equation:

$$ds^2 = \left(1 - \frac{2GM}{r} \right) dt^2 - \frac{1}{\left(1 - \frac{2GM}{r} \right)} dr^2 - r^2 (d\theta^2 + \sin^2 \theta d\phi^2) \quad (27)$$

using: (TODO: fill in transforms)

For n point particles we have [4]:

$$\psi = -\sum_{j=1}^N \frac{m_j}{R_j} \quad (28)$$

$$\omega = -\frac{r^2}{2} \sum_j \frac{m_j^2}{R_j^4} + \sum_{j \neq k} \frac{m_j m_k}{(z_j - z_k)^2} \left[\frac{r^2 + (z - z_j)(z - z_k)}{R_j R_k} - 1 \right] \quad (29)$$

$$R = \sqrt{r^2 + (z - z_j)^2} \quad (30)$$

2 Applications to Causal Dynamical Triangulations

2.1 Preliminaries

A simplex is a generalization of a triangle to arbitrary dimension. For example, a 2-simplex is a triangle, a 3-simplex is a tetrahedron, and a 4-simplex is a pentachoron.

An n -dimensional simplex has $n + 1$ points or *vertices*. A convex hull, or minimal convex set of these points is the *m-face* of the *n-simplex*. Thus, a vertex is a *0-face*, and an edge between two vertices is the *1-face*. We can extend this notation to *2-faces* (triangles), *3-faces* (tetrahedrons), *4-faces* (pentachorons). We will not, at present, consider simplices of dimension higher than $n = 4$, but this generalization gives us a useful way to reason about higher dimensional spaces.

The number of *m-faces* on our *n-simplex* is given by the binomial coefficient as:

$$\binom{n+1}{m+1} \quad (31)$$

Thus, our pentachoron has 5 vertices, 10 edges, 10 faces (triangles), 5 cells (tetrahedrons), and 1 4-face, itself.

A given face can be shared by another simplex. By requiring that [6]:

- Every face of a simplex K is in K , and
- The intersection of any two simplices of K is a face of each of them

We build up a useful structure called a simplicial complex.

2.2 Issues

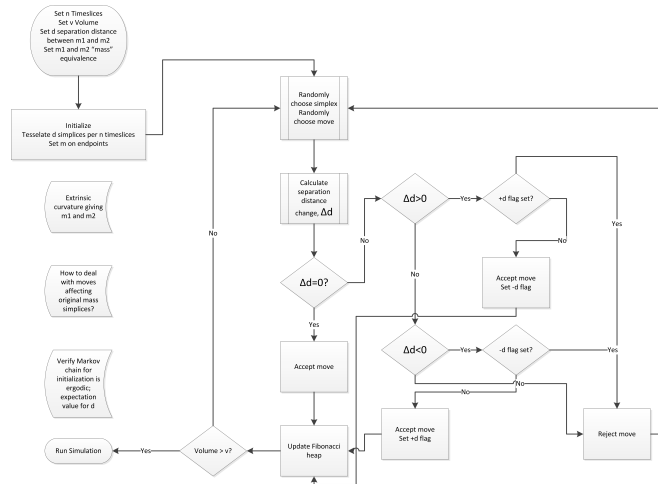
- Extrinsic Curvature (*To Do*)
- Imposing conditions of separation
- Checking that separation \gg Schwarzschild radius
- Imposing cylindrical symmetry

2.3 CDT Algorithm

(*To Do: insert graphics*)

- [(2,8): (1,4) + (4,1) \rightarrow 8 simplices] + inverse = +2 moves
- [(4,6): ()+()+()+() \rightarrow 6 simplices] + inverse = +2 moves
- [(2,4): two varieties of ()+() \rightarrow 4 simplices], self-inverse = +2 moves
- [(3,3): two varieties of ()+()+() \rightarrow 3 simplices] + inverse = +4 moves

10 moves in all (*Check!*)



Dijkstra's Algorithm [3]

Solves single-source shortest-path problems on weighted, directed graph $G=(V,E)$ of non-negative edge lengths

- Greedy algorithm
- Proven to be correct
- Complexity
 - $O(V^2)$ naively using adjacency list
 - $O(E \lg V)$ using priority queue iff all vertices reachable from source
 - $O(V \lg V + E)$ using Fibonacci heap (more relaxation calls than extract-min calls)
- Issue: confine edge length algorithm to particular time-slice
- Solution: Store Fibonacci heap of simplices per time-slice
 - Each simplex has 5 neighbors, so more compact than adjacency matrix
 - How to deal with moves affecting original “mass” simplices
 - How to create a 4d cylinder of height $z=d$
 - Verify Markov chain for initialization is ergodic
 - Calculate $\langle d \rangle$

3 Summary

- Insert mass equivalence via extrinsic curvature
- Insert strut by enforcing separation distance
- Filter moves which alter separation distance via Markov chain
- Outlook
 - Write code!
 - Check Extrinsic Curvature
 - Compare results

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