

# Keldysh Field Theory

## 1 Mathematical Preliminaries

### 1.1 Closed time contour

The density matrix evolves in time according to the Von Neumann equation as

$$\partial_t \hat{\rho}(t) = -i[\hat{H}(t), \hat{\rho}(t)], \quad (1)$$

which can be solved by taking

$$\hat{\rho}(t) = \hat{\mathcal{U}}_{t,-\infty} \hat{\rho}(-\infty) [\hat{\mathcal{U}}_{t,-\infty}]^\dagger. \quad (2)$$

Where the unitary evolution operator obeys

$$\partial_t \hat{\mathcal{U}}_{t,t'} = -i\hat{H}(t) \hat{\mathcal{U}}_{t,t'}; \quad \partial_{t'} \hat{\mathcal{U}}_{t,t'} = i\hat{\mathcal{U}}_{t,t'} \hat{H}(t'). \quad (3)$$

The time evolution operator can be written as

$$\begin{aligned} \hat{\mathcal{U}}_{t,t'} &= \lim_{N \rightarrow \infty} e^{-i\hat{H}(t-\delta_t)\delta_t} e^{-i\hat{H}(t-2\delta_t)\delta_t} \dots e^{-i\hat{H}(t')\delta_t} \\ &= \mathbb{T} \exp \left( -i \int_{t'}^t \hat{H}(t) dt \right). \end{aligned} \quad (4)$$

The expectation value of any general operator is given as

$$\langle \hat{\mathcal{O}} \rangle(t) \equiv \frac{\text{Tr}\{\hat{\mathcal{O}}\hat{\rho}(t)\}}{\text{Tr}\{\hat{\rho}(t)\}} = \frac{1}{\text{Tr}\{\hat{\rho}(t)\}} \text{Tr}\{\hat{\mathcal{U}}_{-\infty,t} \hat{\mathcal{O}} \hat{\mathcal{U}}_{t,-\infty} \hat{\rho}(-\infty)\}. \quad (5)$$

Using the below two equations the general contour can be taken from  $t = -\infty$  to  $t = \infty$  and again back.

$$\hat{\mathcal{U}}_{t,+\infty} \hat{\mathcal{U}}_{+\infty,t} = \hat{1}, \quad \hat{\mathcal{U}}_{-\infty,t} \hat{\mathcal{U}}_{t,+\infty} = \hat{\mathcal{U}}_{-\infty,+\infty} \quad (6)$$

This gives

$$\langle \hat{\mathcal{O}} \rangle(t) = \frac{1}{\text{Tr}\{\hat{\rho}(t)\}} \text{Tr}\{\hat{\mathcal{U}}_{-\infty,+\infty} \hat{\mathcal{U}}_{+\infty,t} \hat{\mathcal{O}} \hat{\mathcal{U}}_{t,-\infty} \hat{\rho}(-\infty)\}. \quad (7)$$

### 1.2 Coherent states

A coherent state parametrized by a complex number  $\phi$  is defined as the eigenstate of the annihilation operator as  $\hat{b}|\phi\rangle = \phi|\phi\rangle$

- 1.3 Partition function
- 1.4 Gaussian like integrals
- 1.5 Going Green
- 2 Keldysh Sorcery
- 3 Keldysh Kung Fu