

Section 6.

- PS 5 review - virtual particles

- all about rep. theory.

2a: how to do final $\int d\Omega$?

2c: normalization of vertex.

$$\mathcal{L}_{int} = -\lambda \psi^\dagger \psi \psi^\dagger \psi$$

leads to structure like

$$\overbrace{(\text{stuff}) \psi^\dagger \psi} \overbrace{\psi^\dagger \psi (\text{stuff})} \dots$$

which has $2 \times 2 = 4$ choices. so

$$\text{diagram} = -4i\lambda.$$

$$\text{generally: } \mathcal{L}_{int} = \frac{\phi_1^n}{n!} \frac{\phi_2^m}{m!} \dots$$

produces vertex with no

numeric factor.

$$\Gamma = \frac{1}{2M} \int \frac{d^3 \vec{p}_1}{(2\pi)^3 2E_1} \frac{d^3 \vec{p}_2}{(2\pi)^3 2E_2} | -ig |^2 (2\pi)^4 \delta^{(4)}(k - p_1 - p_2)$$

$$= \frac{g^2}{32\pi^2 M} \int \frac{d^3 \vec{p}_1 d^3 \vec{p}_2}{E_1 E_2} \delta^{(4)}(k - p_1 - p_2) \quad k^\mu = (M, \vec{0})$$

$$= \frac{g^2}{32\pi^2 M} \int \frac{d^3 \vec{p}_1}{E_1^2} \delta(M - 2E_1) \quad d^3 \vec{p}_1 = |\vec{p}_1|^2 d|\vec{p}_1| d\Omega$$

$$= \frac{g^2}{32\pi^2 M} \int_0^\infty d|\vec{p}_1| \frac{|\vec{p}_1|^2}{E_1^2} \delta(M - 2E_1) \int d\Omega \quad \int d\Omega = 4\pi$$

$$= \frac{g^2}{8\pi M} \int_M^\infty dE_1 \frac{|\vec{p}_1|}{E_1} \delta(M - 2E_1)$$

$$= \frac{g^2}{16\pi M} \sqrt{1 - (2m/M)^2}$$

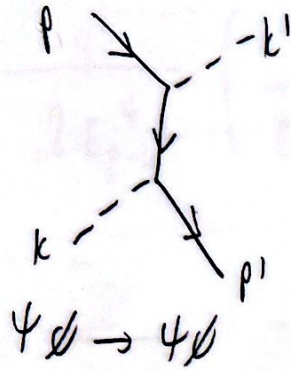
$$\text{note: } E_1^2 = |\vec{p}_1|^2 + m^2$$

$$E_1 dE_1 = |\vec{p}_1| d|\vec{p}_1|$$

note: $\int d\Omega$ is 2π if identical particles

1b: many mixed up t and u, see soln.

A conceptual question: what's going on here?



is the intermediate ψ matter or antimatter?

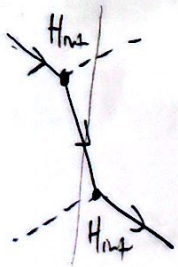
it is a "virtual" particle — what does that mean?

according to undegred QM, the matrix element looks like

$$M \sim \sum_n \frac{\langle f | H_{int} | n \rangle \langle n | H_{int} | i \rangle}{E - E_n} \quad (\text{from TDPT + Fermi's golden rule})$$

↑
exp. values of H_0 .

there are 2 possibilities for $|n\rangle$:

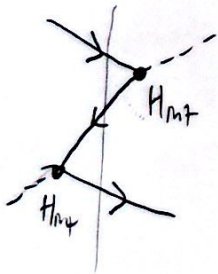


$$|n\rangle = |\vec{k}, \vec{k}', \psi \text{ with } \vec{p} - \vec{k}'\rangle$$

gives

$$\frac{g^2 / 2 E_{p-k}^{\psi}}{E_p^{\psi} + E_k^{\psi} - (E_k^{\psi} + E_{k'}^{\psi} + E_{p-k'}^{\psi})} = \frac{g^2}{\sqrt{k^2 + m^2} + \sqrt{k'^2 + m^2} - \sqrt{(p-k')^2 + m^2}}$$

or



$$|n\rangle = |\psi \text{ with } \vec{p}, \psi \text{ with } \vec{p}', \bar{\psi} \text{ with } \vec{p} - \vec{k}'\rangle$$

$$\frac{g^2 / 2 E_{p-k}^{\psi}}{E_p^{\psi} + E_k^{\psi} - (E_p^{\psi} + E_{p'}^{\psi} + E_{p-k'}^{\psi})} = \frac{g^2}{\sqrt{k^2 + m^2} - \sqrt{p'^2 + m^2} - \sqrt{(p-k')^2 + m^2}}$$

$$\sim \frac{g^2}{\dots}$$

the sum is

$$\frac{g^2}{2E_{p-k}} \left(\frac{1}{E_p - E_k - E_{p-k}} + \frac{1}{E_k - E_p - E_{p-k}} \right) = +g^2 \frac{1}{-(E_{p-k})^2 + (E_p - E_k)^2}$$
$$= -g^2 \frac{1}{(p^0 - k^0)^2 - |\vec{p} - \vec{k}|^2 - m^2} \quad \text{which matches the Kemmer propagator.}$$

Virtuality is artifact of description (using $T \exp(-i \int H dt)$, Feynman prop.)

keeps stuff LI and accounts for multiple diagrams at once.

perturbation theory is artificial!

- E is always conserved

- state always evolves smoothly

but... there is amp to be in these intermediate states.

another Q: people say a static source is surrounded by a cloud of virtual photons. what?
zero frequency

$H = \frac{p^2}{2m} + \frac{1}{2} k x^2 + Fx$ is in a coherent state.

It's $|0\rangle + \alpha|1\rangle + \dots$ but the $|1\rangle$ doesn't

oscillate. might say: zero freq. virtual excitation.

same with QFT!

More representation theory

Let's review rotations. What are they? Simple answer: linear trans. that preserve lengths of vectors,

$$\vec{v} \rightarrow R \vec{v} \quad (R \vec{v}) \cdot (R \vec{v}) = \vec{v} \cdot \vec{v} \rightarrow R^T R = I.$$

But vectors aren't the only things! A scalar f doesn't change, $f \rightarrow f$. And an outer product of 2 vectors has

$$M = \vec{v} \vec{v}^T \rightarrow R \vec{v} \vec{v}^T R^T = R M R^T.$$

More generally, a tensor (rank 2) has to transform this way,

$$V_i \rightarrow R_{ij} V_j \quad M_{ij} \rightarrow R_{ik} M_{kl} R_{jl} \quad f \rightarrow f$$

3d rep. 9d rep. 1d rep.

The 9d rep. is reducible: symmetric stays symmetric ($S \rightarrow R S R^T, S^T \rightarrow R S R^T$), antisym, and identity. Can write

$$M_{ij} = S_{ij} + A_{ij} + f I_{ij} \quad \text{more generally, 7d, 9d, 11d, ...}$$

5d rep 3d rep 1d rep

moment of inertia	torque
stress tensor	magnetic field

there are also two invariant objects: δ_{ij} and ϵ_{ijk} . there are particular tensors whose components stay the same under R .

everything can be built up from the "fundamental" 3d rep and these tensors.

ex: $\delta_{ij} V_i W_j$ is scalar $\epsilon_{ijk} V_i W_j$ is vector $(\vec{v} \times \vec{w})_k$

That is the reason we spend so much time studying vectors, \cdot , and \times . But in QM we see an even more "fundamental" representation, the spin $1/2$ particle!

↙ unitary 2×2 matrix

$$|\psi\rangle = \psi_{\uparrow} |\uparrow\rangle + \psi_{\downarrow} |\downarrow\rangle \quad \psi_a \rightarrow S(R)_{ab} \psi_b \quad \text{is a 2d rep., call it 2.}$$

The global picture of reps. is...

It's all the same math!

dim	classical	quantum
1	scalar	spin 0 "s orbs"
2	—	spin $1/2$
3	vector	spin 1 "p orbs"
4	—	spin $3/2$
5	traceless sym. 2-tensor	spin 2 "d orbs"
6	—	spin $5/2$
7	traceless sym 3-tensor	spin 3 "f orbs"

$$\begin{aligned} \text{vector} \otimes \text{vector} &= \text{traceless spin 2} \oplus \text{vector} \oplus \text{scalar} \\ \text{spin 1} \otimes \text{spin 1} &= \text{spin 2} \oplus \text{spin 1} \oplus \text{spin 0} \\ 3 \times 3 &= 5 + 3 + 1 \end{aligned}$$

But now we see the spinor ψ_a is the true fundamental object. So we should build everything out of it.

[why not earlier? b/c spinor rep. is complex & projective]

For example, product of 2 spinors: $\text{spin } 1/2 \otimes \text{spin } 1/2 = \text{spin 1} + \text{spin 0}$. How to extract them?

$$\text{spin 0} = \epsilon_{ab} \psi_a \chi_b \quad \text{spin 1} = \text{vector} = V_i = (\sigma_i)_{ab} \psi_a^* \chi_b = \langle \psi | \sigma_i | \chi \rangle$$

acted on by J_i
with $[J_i, J_j] = i\epsilon_{ijk} J_k$

I.

only invariant for spinors

Clebsch-Gordan coeffs. for extracting 3 from $2 \otimes 2$.

The story for Lorentz is a step more complex...

$$[J^i, J^j] = i\epsilon^{ijk} J^k$$

$$[J^i, K^j] = i\epsilon^{ijk} K^k$$

$$[K^i, K^j] = -i\epsilon^{ijk} J^k$$

$$J_{\pm}^i = \frac{J^i \pm iK^i}{2} \rightarrow$$

$$[J_+^i, J_-^i] = 0$$

$$[J_{\pm}^i, J_{\pm}^j] = i\epsilon^{ijk} J_{\pm}^k$$

Lorentz algebra is just

two copies of the rotation algebra!

Classification of reps. by how they transform under each of the J_{\pm} :

"Spin" \ "Spin"	0	$\frac{1}{2}$	1
0	Lorentz scalar (1d)	LH Weyl spinor (2d)	anti-self dual antisym 2-tensor (3d)
$\frac{1}{2}$	RH Weyl spinor (2d)	4-vector (4d)	LH Weyl Rarita-Schwinger (6d)
1	self-dual (3d) antisym 2-tensor	RH Weyl Rarita-Schwinger (6d)	traceless sym. 2-tensor (9d)

Everything you know fits in here. but where is the Dirac spinor?!

it's a reducible rep, $(\frac{1}{2}, 0) + (0, \frac{1}{2})$, motivated by parity

The Weyl spinors are the real fundamentals. (very useful in theory)

example: how does $V^{\mu} W^{\nu}$ decompose?

$$(\frac{1}{2}, \frac{1}{2}) \otimes (\frac{1}{2}, \frac{1}{2}) = (0, 0) + (0, 1) + (1, 0) + (1, 1)$$

Scalar $\eta_{\mu\nu} V^{\mu} W^{\nu}$

tensor $\frac{V^{\mu} W^{\nu} + V^{\nu} W^{\mu}}{2} - \frac{\eta^{\mu\nu} \eta_{\rho\sigma} V^{\rho} W^{\sigma}}{4}$

antisym. tensor $\frac{V^{\mu} W^{\nu} - V^{\nu} W^{\mu}}{2} = A^{\mu\nu}$

Further decompose as $A^{\mu\nu} = \bar{A}^{\mu\nu} + \tilde{A}^{\mu\nu}$

$$\bar{A}^{\mu\nu} = -\frac{1}{2} \epsilon^{\mu\nu\rho\sigma} \bar{A}_{\rho\sigma}$$

$$\tilde{A}^{\mu\nu} = +\frac{1}{2} \epsilon^{\mu\nu\rho\sigma} \tilde{A}_{\rho\sigma}$$

invariant tensors if we stick with proper representations are

$$\eta_{\mu\nu}, \epsilon_{\mu\nu\rho\sigma}$$

the product of two Dirac spinors:

$$\begin{aligned}
 \left(\left(\frac{1}{2}, 0 \right) \oplus \left(0, \frac{1}{2} \right) \right) \otimes \left(\left(\frac{1}{2}, 0 \right) \oplus \left(0, \frac{1}{2} \right) \right) &= (0, 0) + \underbrace{(1, 0) + (0, 1)}_{\text{antisym. tensor}} + (0, 0) + \underbrace{\left(\frac{1}{2}, \frac{1}{2} \right) + \left(\frac{1}{2}, \frac{1}{2} \right)}_{\text{two 4-vectors}} \\
 \bar{\psi} \psi &\quad \bar{\psi} [\gamma^\mu, \gamma^\nu] \psi \quad \bar{\psi} \gamma^5 \psi \quad \bar{\psi} \gamma^\mu \psi \quad \bar{\psi} \gamma^\mu \gamma^5 \psi
 \end{aligned}$$

the γ matrices are fundamentally Clebsch-Gordan coeffs for extracting the 4-vector part of the product.