

Tree level correlation functions (Medium)

Exercises for the lecture of Nikolay Gromov

Theory

For this exercise it is proposed to write a program for computing tree level Feynman diagrams. The goal is to compute two and tree point functions

$$C^{(2)} = \langle O_1(x) \bar{O}_1(y) \rangle \quad , \quad C^{(3)} = \langle O_1(x) O_2(y) O_3(z) \rangle$$

where the operators are

$$O_1 = \text{tr}(X X Z \dots X) \quad , \quad O_2 = \text{tr}(\bar{Z} \bar{Z} \dots \bar{X}) \quad , \quad O_3 = \text{tr}(\bar{X} Z Z \dots \bar{X}) \quad .$$

For the tree level constructions we only need propagators. Note that our fields X, Z, \bar{X}, \bar{Z} are $N \times N$ matrices. The only nonzero propagators are:

$$\langle X_{ij}(x) \bar{X}_{kl}(y) \rangle = \frac{\delta_{jk} \delta_{il}}{4\pi^2 (x-y)^2} \quad , \quad \langle Z_{ij}(x) \bar{Z}_{kl}(y) \rangle = \frac{\delta_{jk} \delta_{il}}{4\pi^2 (x-y)^2}$$

Implementation

- Define in mathematica a function **Prop** for the propagator. (up to a constant)

```
Prop[X[x][i, j], Xb[y][k, l]]
```

$$\frac{\delta(i, l) \delta(j, k)}{(x-y)^2}$$

```
Prop[X[x][i, j], Z[y][k, l]]
```

```
0
```

- Create a function **ToInd** which rewrites the expressions for the single trace operators O_1 explicitly with all indexes

```
O1 = ToInd[tr[Z[x], X[x], Z[x], X[x]]]
```

$$X(x)(i(2), i(3)) X(x)(i(4), i(1)) Z(x)(i(1), i(2)) Z(x)(i(3), i(4))$$

- Use the **Notation** (see Help) package to make it more readable.

```
Notation[ i_a_ <=> i[a_] ]
```

```
O1
```

$$X_{i_2 i_3}^x X_{i_4 i_1}^x Z_{i_1 i_2}^x Z_{i_3 i_4}^x$$

- Create a function **Contr** which do the Wick's contractions . The fastest way is to define a recursion function.

```
O2 = ToInd[tr[Zb[y], Xb[y], Zb[y], Xb[y]]] /. i -> j;
Contr[O1 O2] // Simplify
```

$$\frac{(\delta(i_1, j_4) \delta(i_2, j_3) \delta(i_3, j_2) \delta(i_4, j_1) + \delta(i_1, j_2) \delta(i_2, j_1) \delta(i_3, j_4) \delta(i_4, j_3))^2}{(x - y)^8}$$

- Again **Notation** package could be used

```
Contr[O1 O2] // Simplify
```

$$\frac{(\delta_{i_1, j_4} \delta_{i_2, j_3} \delta_{i_3, j_2} \delta_{i_4, j_1} + \delta_{i_1, j_2} \delta_{i_2, j_1} \delta_{i_3, j_4} \delta_{i_4, j_3})^2}{(x - y)^8}$$

- Define a function to **Simp** simplify the tensor structure. Use that $\delta_{ij} \delta_{jk} = \delta_{ik}$, $\delta_{ii} = N_c$ etc. After simplifying the above expression you should get

$$\frac{2 N_c^4}{(x - y)^8} + \frac{2 N_c^2}{(x - y)^8}$$

- Check your program for the following three operators

```
o1[y_] = ToInd[tr[Z[y], X[y], Z[y], Z[y], X[y]]];
o2[y_] = ToInd[tr[Zb[y], Xb[y], Zb[y], Xb[y], Xb[y]]] /. i -> j;
o3[y_] = ToInd[tr[Zb[y], X[y]]] /. i -> k;
```

$$\frac{2 N_c^5}{(x - y)^8 (x - z)^2 (z - y)^2} + \frac{23 N_c^3}{(x - y)^8 (x - z)^2 (z - y)^2} + \frac{11 N_c}{(x - y)^8 (x - z)^2 (z - y)^2}$$

Notice that you always get the same spacial structure $\frac{1}{(x-y)^8 (x-z)^2 (z-y)^2}$. What are these numbers?

- Notice that already for four operators the result contains several different spacial structure. For **o4[w]**

```
o4[w_] = ToInd[tr[Zb[w], Z[w]]] /. i -> l;
```

You get

$$\begin{aligned} & \frac{2 N_c^5}{(x - w)^2 (w - z)^2 (x - y)^8 (z - y)^2} + \frac{4 N_c^5}{(x - w)^2 (w - y)^2 (x - y)^6 (x - z)^2 (z - y)^2} + \frac{23 N_c^3}{(x - w)^2 (w - z)^2 (x - y)^8 (z - y)^2} + \\ & \frac{46 N_c^3}{(x - w)^2 (w - y)^2 (x - y)^6 (x - z)^2 (z - y)^2} + \frac{11 N_c}{(x - w)^2 (w - z)^2 (x - y)^8 (z - y)^2} + \frac{22 N_c}{(x - w)^2 (w - y)^2 (x - y)^6 (x - z)^2 (z - y)^2} \end{aligned}$$

BPS operators

The operators of real interest are the operators which diagonalize the dilatation. The simplest example of such operators are the so-called BPS operators. They are constructed as follows:

$$O_1 = \sum_{\text{all permutations}} \text{tr}(XZZZX \dots) .$$

The simplest example is

$$O_1 = \text{tr}(XZXZ) + 2\text{tr}(ZZXX) .$$

The operators are characterized by L - length (total number of fields) and M - number of X 's.

- Build a function `BPS[L_,M_]`

`BPS[4, 2]`

`tr(X, X, Z, Z) + tr(X, Z, X, Z) + tr(X, Z, Z, X) + tr(Z, X, X, Z) + tr(Z, X, Z, X) + tr(Z, Z, X, X)`

- Define a function `Sm` which simplifies the operators using the rotational symmetry

`Sm[BPS[4, 2]]`

`4 tr(X, X, Z, Z) + 2 tr(X, Z, X, Z)`

- Compute the three point function of 3 BPS operators. You will need to improve `ToInd` and `Contr` functions to work with a linear combinations of single traces.

Compute the constructions for `01=BPS[5,3]` , `02=BPS[5,2]` and `03=BPS[2,1]`

the result you should get:

$$\frac{300 N_c^5}{(x-y)^8 (x-z)^2 (z-y)^2} + \frac{4500 N_c^3}{(x-y)^8 (x-z)^2 (z-y)^2} + \frac{2400 N_c}{(x-y)^8 (x-z)^2 (z-y)^2}$$

- Normalize the result in the following way:

$$C_{123} \equiv \frac{\langle O_1(x) O_2(y) O_3(z) \rangle}{\sqrt{\frac{\langle O_1(x) \bar{O}_1(y) \rangle \langle O_2(x) \bar{O}_2(y) \rangle \langle O_1(x) \bar{O}_1(z) \rangle \langle O_3(x) \bar{O}_3(z) \rangle \langle O_2(y) \bar{O}_2(z) \rangle \langle O_3(y) \bar{O}_3(z) \rangle}{\langle O_3(x) \bar{O}_3(y) \rangle \langle O_2(x) \bar{O}_2(z) \rangle \langle O_1(y) \bar{O}_1(z) \rangle}}}$$

And compare it with the exact analytic result:

$$C_{123} = \frac{\binom{L_1 - N_1 + N_2}{N_2}}{N_c \sqrt{\binom{L_1}{N_1} / L_1} \sqrt{\binom{L_2}{N_2} / L_2} \sqrt{\binom{L_3}{N_3} / L_3}}$$

- For the large N_c limit think how the program can be improved to work much faster