The fundamental interactions

The **Standard Model** describes two fundamental interactions:

- 1. Electroweak
- 2. Strong

General Relativity describes the third interaction:

3. Gravity

We don't know how to do exact QFT calculations:

- The theories are *nonlinear*
- The theories are *quantum*

Therefore we use *perturbation methods* in Quantum Field Theory.



"Ohhhhhhh . . . Look at that, Schuster . . . Dogs are so cute when they try to comprehend quantum mechanics."

Perturbation theory for the electroweak interaction

A principal goal of quantum field theory is to predict, from a given initial particle configuration, what the configuration will be at a later time.

For isolated *single particles* we can solve the problem exactly.

The problem arises when we consider *interactions*:

- Highly nonlinear
- Involves arbitrarily many fields

In linear problems, we break the total motion of a system into normal modes, and add them. For nonlinear problems, we often can use *perturbation theory* to describe the motion as an infinite series of linear problems.

At each order of perturbation theory, we solve a simpler problem, but the full answer is the sum of all the bits.

Example: the Dirac equation

$$i\gamma^{\alpha}\partial_{\alpha}\psi - m\psi = 0$$

We can solve the quantum theory of this equation exactly.

The *interacting* quantum Dirac theory looks like this:

$$i\gamma^{\alpha}\partial_{\alpha}\psi - m\psi - ieA_{\alpha}\gamma^{\alpha}\psi = 0$$

The extra term is drawn as a *vertex:*



Example: the Dirac equation

Each part of the extra term contributes to the diagram



The complexity arises because in the quantum world:

If it can happen, it will

This means that the vertex might occur any number of times before we make a measurement.

We have to consider the (small) probability that things like this happen:





Allowed vertices of the Standard Model



Consider a perturbation approach to two systems:

1. A guitar string via Fourier series

2. A pair of electrons via Feynman diagrams

At lowest (zeroth) order:



Let's use the language of Feynman diagrams to describe both systems.



Guitar



Electrons e e

Two sine waves add to give a better approximation to what actually occurs.

Either electron might emit a photon. This changes the final state, so we don't count it.

At second order:

Guitar



e⁻ One possibility

Electrons

We add in a third sine wave. Each wave satisfies the boundary conditions. We add in another vertex, consistent with the boundary conditions (two electrons in, two electrons out).

At second order:

Guitar



Electrons e e A third possibility has the light on the other electron. We combine all three.

We add in a third sine wave. Each wave satisfies the boundary conditions. We add another vertex, consistent with the boundary conditions (two electrons in, two electrons out).



We call the third wave a "virtual particle"

We call the unseen light a "virtual photon".

The final description of the process:



Caveat: Feynman diagrams only work when the interaction is weak enough, then only up to a point.

At each order in perturbation, two things happen:

- 1. The importance of the new terms *decreases* by a power of the coupling constant.
 - For electroweak interactions this is the fine structure constant,

 $\alpha \sim 1/137$

- For strong interactions it is about 1.
- 2. The number of diagrams grows *very* rapidly with each added vertex.



Eventually the increasing number of diagrams wins, but still give very good results for the electroweak model.

Alternative approaches:

- 1. Lattice QCD:
 - Spacetime is approximated by a *discrete* array of points
 - **All** paths on the lattice are combined as an approximation to the path integral.



- This method has given good predictions (to several percent) of the mass of the proton.
- 2. AdS/CFT
 - A new approach arising from string theory in which there is a mapping between solutions in QFT and general relativity. (Kevin's colloquium yesterday dealt with a part of this)

