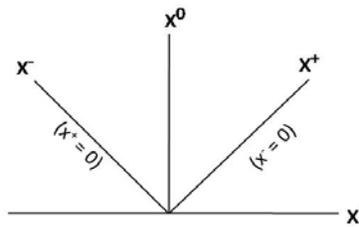


Lecture 2 - Topics

- Energy and momentum
- Compact dimensions, orbifolds
- Quantum mechanics and the square well

Reading: Zwiebach, Sections: 2.4 - 2.9

$$x^{\pm} = \frac{1}{\sqrt{2}}(x^0 \pm x^1)$$



x^+ l.c. time

Leave x^2 and x^3 untouched.

$$\begin{aligned} -ds^2 &= -(dx^0)^2 + (dx^1)^2 + (dx^2)^2 + (dx^3)^2 \\ &= \eta_{\mu\nu} dx^\mu dx^\nu \end{aligned}$$

$$u, v = 0, 1, 2, 3$$

$$\begin{aligned} 2dx^+ dx^- &= (dx^0 + dx^1)(dx^0 - dx^1) \\ &= (dx^0)^2 - (dx^1)^2 \end{aligned}$$

$$\begin{aligned} -ds^2 &= -2dx^+ dx^- + (dx^2)^2 + (dx^3)^2 \\ &= \hat{\eta}_{\mu\nu} dx^\mu dx^\nu \end{aligned}$$

$$u, v = +, -, 2, 3$$

$$\hat{\eta}_{\mu\nu} = \left[\begin{array}{cc|cc} 0 & -1 & 0 & 0 \\ -1 & 0 & 0 & 0 \\ \hline 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{array} \right]$$

$$\begin{aligned}\hat{\eta}_{++} &= \hat{\eta}_{--} = \hat{\eta}_{+I} = \hat{\eta} = -I \\ I &= 2, 3 \\ \hat{\eta}_{+-} &= \hat{\eta}_{-+} = -1 \\ \eta_{22} &= \eta_{33} = 1\end{aligned}$$

Given vector a^μ , transform to:

$$a^\pm := \frac{1}{\sqrt{2}}(a^0 \pm a^1)$$

Einstein's equations in 3 space-time dimensions are great. But 2 dimensional space is not enough for life. Luckily, it works also in 4 dimensions (d5, d6, ...). Why don't we live with 4 space dimensions?

If we lived with 4 space dimensions, planetary orbits wouldn't be stable (which would be a problem!)

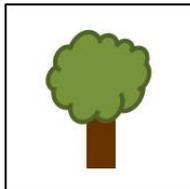
Maybe there's an extra dimension where we can unify gravity and ...

Maybe if so, then the extra dimensions would have to be very small – too small to see.

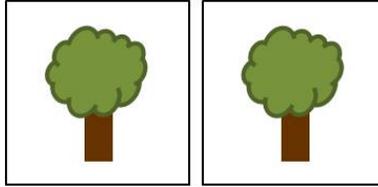
String theory has extra dimensions and makes theory work. Though caution: this *is* a pretty big leap.

Trees in a Box

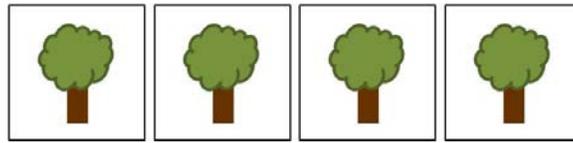
Look at trees in a box



Move a little and see another behind it



In fact, see ∞ row that are all identical! Leaves fall identically and everything.



Dot Product

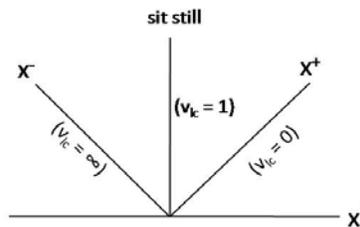
$$\begin{aligned}
 a \cdot b &= -a^0 b^0 + \sum_{i=1}^3 a^i b^i \\
 &= -a^+ b^- - a^- b^+ + a^2 b^2 + a^3 b^3 \\
 &= \hat{\eta}_{\mu\nu} a^\mu b^\nu
 \end{aligned}$$

$$a_\mu = \hat{\eta}_{\mu\nu} a^\nu$$

$$a_+ = \hat{\eta}_{+\nu} a^\nu = \hat{\eta}_{+-} a^- = -a^-$$

$$a_+ = -a^-$$

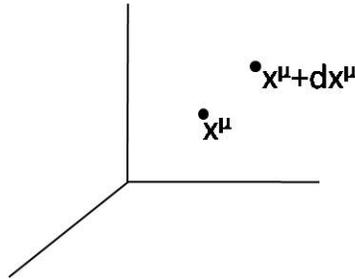
$$a_- = -a^+$$



$$v_{lc} = \frac{dx^-}{dx^+}$$

Light rays a bit like in Galilean physics - go from 0 to ∞ .

Energy and Momentum



Event 1 at x^μ

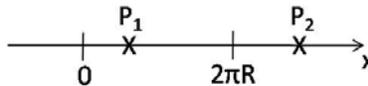
Event 2 at $x^\mu + dx^\mu$ (after some positive time change)

dx^μ is a Lorentz vector

The dimension along the room, row is actually a circle with one tree, so not actually infinity.

See light rays that goes around circle multiple times to see multiple trees.

Crazy way to define a circle



This circle is a topological circle - no “center”, no “radius”

Identify two points, P_1 and P_2 . Say the same ($P_1 \approx P_2$) if and only if $x(P_1) = x(P_2) + (2\pi R)n$ ($n \in \mathbb{Z}$)

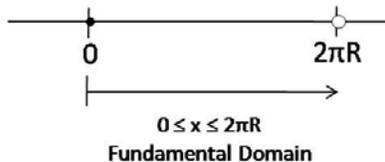
Write as:

$$x \approx x + (2\pi R)n$$

Define: Fundamental Domain = a region sit.

1. No two points in it are identified
2. Every point in the full space is either in the fundamental domain or has a representation in the fundamental domain.

So on our x line, we would have:



$$\begin{aligned}
 -ds^2 &= -c^2 dt^2 + (d\vec{x})^2 \\
 &= -c^2 dt^2 + v^2 (dt)^2 \\
 &= -c^2 (1 - \beta^2) (dt)^2
 \end{aligned}$$

ds^2 is a positive value so can take square root:

$$ds = \sqrt{1 - \beta^2} dt$$

In to co-moving Lorentz frame, do same computation and find:

$$-ds^2 = -c^2 (dt_p)^2 + (d\vec{x})^2 = -c^2 (dt_p)^2$$

dt_p : Proper time moving with particle. Also greater than 0.

$$ds = c dt_p$$

$$\frac{dx^\mu}{ds} = \text{Lorentz Vector}$$

Define velocity u-vector:

$$u^\mu = \frac{cdx^\mu}{dx}$$

Definite momentum u-vector:

$$\begin{aligned}
 p^\mu &= mu^\mu = \frac{m}{\sqrt{1 - \beta^2}} \frac{dx^\mu}{dt} = m\gamma \frac{dx^\mu}{dt} \\
 \gamma &= \frac{1}{\sqrt{1 - \beta^2}}
 \end{aligned}$$

Rule to get the space we're trying to construct:

Take the $f \cdot d$, include its boundary, and apply the identification

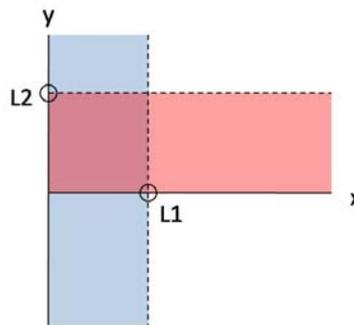


Note: Easy to get mixed up if rule not followed carefully.

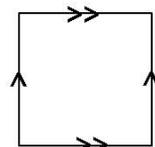
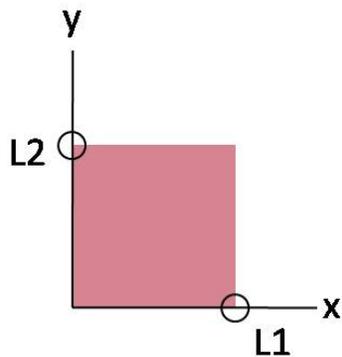
Consider \mathbb{R}^2 with 2 identifications:

$$(x, y) \approx (x + L_1, y)$$

$$(x, y) \approx (x, y + L_2)$$



Blue: Fundamental domain for first identification
 Red: Fundamental domain for second identification



Torus

$$\begin{aligned}
 p^\mu &= m\gamma \left(\frac{dx^0}{dt}, \frac{d\vec{x}}{dt} \right) \\
 &= (mc\gamma, m\gamma\vec{v}) \\
 &= \left(\frac{E}{c}, \vec{p} \right)
 \end{aligned}$$

E : relativistic energy = $\frac{\mu c^2}{\sqrt{1-\beta^2}}$

\vec{p} : relativistic momentum

Scalar:

$$\begin{aligned}
 p^\mu \cdot p_\mu &= (p^0)^2 + (\vec{p})^2 \\
 &= -\frac{E^2}{c^2} + \vec{p}^2 \\
 &= -\frac{m^2 c^2}{1-\beta^2} + \frac{m^2 v^2}{1-\beta^2} \\
 &= -m^2 c^2 \left(\frac{1-\beta^2}{1-\beta^2} \right) \\
 &= -m^2 c^2
 \end{aligned}$$

Every observer agrees on this value.

Light Lone Energy

$x^0 = \text{time}, \frac{E}{c} = p^0$

$x^+ = \text{time}, \frac{E_{lc}}{c} = p^+? \rightarrow \text{Nope!}$

Justify using QM: $\Psi(t, \vec{x}) = e^{\frac{-i}{\hbar}(Et - \vec{p}_0 \cdot \vec{x})}$

Can think of the IDs as transformations - points “move.” Here’s something that “moves” some points but not all.

Orbfolds

1.



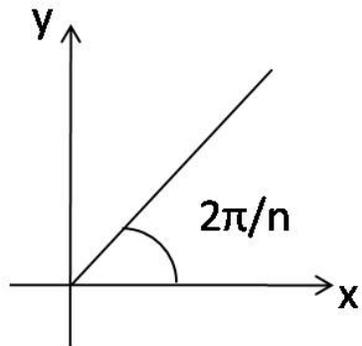
ID: $x \approx -x$

FD:



Think of ID as transformation $x \rightarrow -x$
 This FD not a normal 1D manifold since origin is fixed. Call this half time \mathfrak{R}/Z_z
 the quotient.

2.



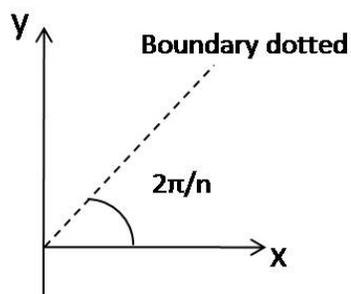
ID: $x \approx x$ rotated about origin by $2\pi/n$

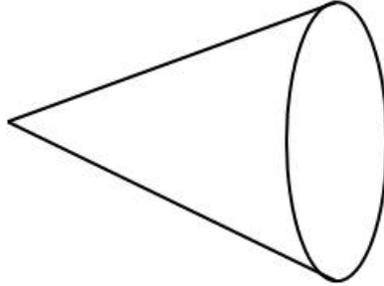
In polar coordinates:

$$z = x + iy$$

$$z \approx e^{\left(\frac{2\pi i}{n}\right)} z$$

Fundamental domain can be chosen to be:





Cone!

We focus on these two since quite solvable in string theory.

$$\hat{p} = h\nabla/i$$

SE:

$$ih \frac{\partial \Psi}{\partial x^0} = \frac{E}{c} \Psi$$

$$\frac{ih}{c} \frac{\partial}{\partial t} \Psi = E \Psi$$

So for our x^+ , want $ih \frac{\partial \Psi}{\partial x^+} = E_{lc} \Psi$

$$\begin{aligned} Et - \vec{p} \cdot \vec{x} &= - \left(-\frac{E}{c} ct + \vec{p} \cdot \vec{x} \right) \\ &= -p \cdot x \\ &= -(p_+ x^+ p_- x^- + \dots) \end{aligned}$$

Now have isolated dependence on x^+ , so can take derivative:

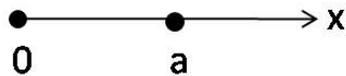
$$\Psi = e^{\frac{+i}{h}(p_+ x^+ + \dots)}$$

$$ih \frac{\partial \Psi}{\partial x^+} = -p_+ \Psi$$

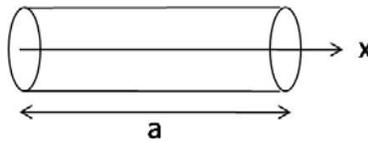
So:

$$\boxed{\frac{E_{lc}}{=} -p_+ = p^-}$$

Suppose have line segment of length a . Particle constrained to this:



Compare to physics of world with particle constrained to thin cylinder of radius R and length a (2D)



Can be defined as:



with ID $(x, y) \approx (x, y + 2\pi R)$

So:

$$SE = \frac{-\hbar^2}{2m} \left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} \right) = E\Psi$$

1.

$$\Psi_k = \underbrace{\sin\left(\frac{k\pi x}{a}\right)}$$

$$E_k = \frac{\hbar^2}{2m} \left(\frac{k\pi}{a}\right)^2$$

2.

$$\tilde{\Psi}_{k,l} = \underbrace{\sin\left(\frac{k\pi x}{a}\right)} \cos\left(\frac{ly}{R}\right)$$

$$\Psi_{k,l} = \underbrace{\sin\left(\frac{k\pi x}{a}\right)} \sin\left(\frac{ly}{R}\right)$$

If states with $l = 0$ then get same states as case 1, but if $l \neq 0$ get different E value from $\left(\frac{l}{R}\right)^2$ contribution. Only noticeable at very high temperatures.