



Spin, the Little Group and Spinor-Helicity INFORMAL SCIENCE COFFEE 12 JANUARY 2021- ANDREW LIFSON



Aim and Reason for these Seminars

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



To try and share the interesting knowledge we have gained during my PhD

First (this) seminar:

- Very informal (questions and interruptions welcome!)
- Aim to discuss fundamental physics that I only recently understood
- Hopefully useful to all
- Main topics are:
 - Wigner's Quantum Mechanics incl. little group
 - Spinor-helicity formalism
 - How they link together to calculate amplitudes

Second (next) seminar:

- More of a standard seminar
- Show our unique research (chirality-flow method)
 - Go from Feynman diagram to number via flow lines
 - Requires minimal work compared to standard methods
- Builds on many concepts from first seminar
- Is really cool

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Three-Point Amplitudes Amplitude Game

Wigner's Quantum Mechanics

Wigner's Quantum Mechanics

Poincaré and little groups

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How to classify different types of particles?

- Consider particle (state vector) ψ with Poincaré the only symmetry
 - Lorentz transformations: $p^{\mu} \rightarrow \Lambda^{\mu}_{\nu} p^{\nu}$, $U(\Lambda) = e^{-\frac{i}{2} J^{\mu\nu} \omega_{\mu\nu}}$
 - Translations: $p^{\mu} \rightarrow p^{\mu} + a^{\mu}$, $U(a) = e^{-i\dot{P}^{\mu}a_{\mu}}$
 - Generic representation of Poincaré transformation $U(\Lambda, a)$
- What information can we know about this particle???
 - QN from translation p
 - QN from Lorentz transformations σ
- Diagnonalise translation operator $P^{\mu}\psi_{p,\sigma}=p^{\mu}\psi_{p,\sigma}$

Particle Definition in Wigner's Quantum Mechanics

Wigner's Quantum Mechanics

Poincaré and little groups

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Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

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Three-Point Amplitudes Amplitude Game



- How to classify different types of particles $\psi_{\rho,\sigma}$?
- Define 'standard', simple momentum k^{μ} (e.g. $k^{\mu} = (m, 0, 0, 0)$)
 - Define Lorentz transformation L(p,k) s.t. $p^{\mu} = L(p,k)^{\mu}_{\nu}k^{\nu}$

Definition of a particle

 $\psi_{p,\sigma} = N(p)U(L(p,k))\psi_{k,\sigma}$

- $N(p) \equiv$ normalisation (not important in this discussion, will be ignored)
- **U**(L(p, k)) s.t. ψ can have any representation of Lorentz group
- σ quantum number(s) unchanged by definition

Wigner Rotations and the Little Group

Wigner's Quantum Mechanics

Poincaré and little groups

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Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

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How to classify different types of particles $\psi_{p,\sigma}$?

Consider Lorentz transformation $U(\Lambda)$ on $\psi_{p,\sigma}$

 $U(\Lambda)\psi_{p,\sigma} = U(\Lambda)\underbrace{U(L[p])\psi_{k,\sigma}}_{\text{definition of }\psi_{p,\sigma}} = \underbrace{U(\Lambda L[p])}_{\text{representation}}\psi_{k,\sigma}$ $= \underbrace{U(L[\Lambda p])U(L^{-1}[\Lambda p])}_{1}U(\Lambda L[p])\psi_{k,\sigma}$ $= U(L[\Lambda p])U(\underbrace{L^{-1}(\Lambda p)\Lambda L[p]}_{W(\Lambda,p)})\psi_{k,\sigma}$

W(Λ, p) ≡ Wigner rotation
 Takes k back to itself, i.e. W^μ_νk^ν = k^μ

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Wigner rotation: L(p) $W(\Lambda, p)$ $L(\Lambda p)$ $M(\Lambda, p)$ Λp

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Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



How to classify different types of particles $\psi_{p,\sigma}$? Consider Lorentz transformation $U(\Lambda)$ on $\psi_{p,\sigma}$ $U(\Lambda)\psi_{\boldsymbol{p},\sigma} = U(L[\Lambda \boldsymbol{p}])U(L^{-1}[\Lambda \boldsymbol{p}]\Lambda L[\boldsymbol{p}])\psi_{\boldsymbol{k},\sigma}$ $W(\Lambda, p)$ k unchanged $= U(L[\Lambda p]) \sum D_{\sigma,\sigma'}(W[\Lambda, p]) \psi_{k,\sigma'}$ $\sigma \text{ unchanged} = \sum D_{\sigma,\sigma'}(W[\Lambda,p])\psi_{\Lambda p,\sigma'}$



i.e. $W^{\mu}_{\nu}k^{\nu} = k^{\mu}$

- Wigner rotation generates the 'little group'
 - Subset of Lorentz transformation leaving k^{μ} invariant
 - Responsible for quantum numbers σ

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Spin Discussion

Consequences for amplitudes

Wigner's Quantum Mechanics

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Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

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Three-Point Amplitudes Amplitude Game



Lorentz transformation of a particle

$$U(\Lambda)\psi_{\boldsymbol{\rho},\sigma} = D_{\sigma,\sigma'}(W[\Lambda,\boldsymbol{\rho}])\psi_{\Lambda\boldsymbol{\rho},\sigma'} \Leftrightarrow U(\Lambda)|\boldsymbol{\rho},\sigma\rangle = D_{\sigma,\sigma'}(W[\Lambda,\boldsymbol{\rho}])|\Lambda\boldsymbol{\rho},\sigma'\rangle$$

Scattering amplitudes are of the form M_n ~ (particles out|particles in)
 Each particle transforms under Lorentz/little groups

Lorentz transformation of an amplitude

$$\mathcal{M}_n^{\Lambda}(p_i,\sigma_i) \sim \prod_{i=1}^n D_{\sigma_i,\sigma_i'}(W[\Lambda,p_i])\mathcal{M}_n([\Lambda p]_i,\sigma_i')$$

- Can use the little group transformation to check consistency of an amplitude
 - Can sometimes be enough to fix the amplitude!!

Poincaré and little groups

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Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



What are the different standard momenta $k^{\mu} = (E, k_x, k_y, k_z)$?? (Different k^{μ} cannot be (proper orthochronously) Lorentz transformed into one another)

Particle Classification

Particle type	Standard momentum k	Little group
$p^2 = m^2, p^0 > 0$	$k^\mu=(m,0,0,0)$	SO(3)

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Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

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Particle Classification

Particle type	Standard momentum k	Little group
$p^2 = m^2, p^0 > 0$	$k^\mu=(m,0,0,0)$	SO(3)
$p^2=m^2, p^0<0$	$k^{\mu}=(-m,0,0,0)$	SO(3)
$p^2=0, p^0>0$	$m{k}^{\mu}=(\omega,m{0},m{0},\omega)$	ISO(2)
$p^2=0, p^0<0$	$k^{\mu}=(-\omega,0,0,\omega)$	ISO(2)
$p^{2} = -m^{2}$	$k^{\mu}=(0,0,0,m)$	SO(2,1)
${oldsymbol ho}^\mu=0$	$k^{\mu}=(0,0,0,0)$	SO(3,1)

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Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitude Amplitude Game



What are the different standard momenta $k^{\mu} = (E, k_x, k_y, k_z)$?? (Different k^{μ} cannot be (proper orthochronously) Lorentz transformed into one another)

Particle Classification

	Particle type	Standard momentum k	Little group
Massive	$p^2=m^2, p^0>0$	$k^\mu=(m,0,0,0)$	SO(3)
	$p^2 = m^2, p^0 < 0$	$k^{\mu} = (-m, 0, 0, 0)$	SO(3)
assless	$p^2=0, p^0>0$	$k^{\mu}=(\omega,0,0,\omega)$	ISO(2)
	$p^2=0, p^0<0$	$m{k}^{\mu}=(-\omega,m{0},m{0},\omega)$	ISO(2)
Tachyon	$p^2 = -m^2$	$k^{\mu}=(0,0,0,m)$	SO(2,1)
Vacuum	$oldsymbol{ ho}^{\mu}=0$	$k^{\mu}=(0,0,0,0)$	SO(3,1)

Not just $U(\Lambda)$ and p. Also important is k and little group quantum numbers!!

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Spin Discussion

The SO(3) Little Group of Massive Particles

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

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Three-Point Amplitudes Amplitude Game



Standard momentum $k^{\mu} = (m, 0, 0, 0)$

What are quantum numbers σ and reps D(W)??

- $D(W(\Lambda, p))$ representations of $so(3) \cong su(2)$
- This group is well known from non-relativistic quantum mechanics
- For particle of total spin *j*:
 - $\sigma = \{j^2 = j(j+1), j_s\}$ ($s \equiv$ some direction)
 - **j**² unchanged under Lorentz and little groups, j_s changes
- For infinitesimal rotations $R_{ik} = \delta_{ik} + \theta_{ik}$

$$D_{\sigma\sigma'}^{(j)}(1+\theta) = \delta_{\sigma\sigma'} + \frac{i}{2}\theta_{ik}(J_{ik}^{(j)})_{\sigma\sigma'}$$
$$\left(J_{23}^{(j)} \pm iJ_{31}^{(j)}\right)_{\sigma\sigma'} = \left(J_1^{(j)} \pm iJ_2^{(j)}\right)_{\sigma\sigma'} = \delta_{\sigma',\sigma\pm 1}\sqrt{(j\mp\sigma)(j\pm\sigma+1)}$$
$$\left(J_{12}^{(j)}\right)_{\sigma\sigma'} = (J_3^{(j)})_{\sigma\sigma'} = \sigma\delta_{\sigma'\sigma}$$

The ISO(2) Little Group of Massless Particles

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

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Three-Point Amplitudes Amplitude Game



Standard momentum $k^{\mu} = (\omega, 0, 0, \omega)$ Quantum numbers are $\sigma = a, b, \theta$

It can be shown that $W^{\mu}_{\ \nu}$ is

$$W(a, b, \theta) = \underbrace{\begin{pmatrix} 1+\xi & a & b & -\xi \\ a & 1 & 0 & -a \\ b & 0 & 1 & -b \\ \xi & a & b & 1-\xi \end{pmatrix}}_{S(a,b)} \underbrace{\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta & 0 \\ 0 & \sin \theta & \cos \theta & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}}_{R(\theta)}, \quad \xi = \frac{a^2 + b^2}{2}$$
infinitesimally
$$\begin{pmatrix} 1 & a & b & 0 \\ a & 1 & -\theta & -a \\ b & \theta & 1 & -b \\ 0 & a & b & 1 \end{pmatrix} = 1 + ia\underbrace{(J_2 + K_1)}_{A} + ib\underbrace{(-J_1 + K_2)}_{B} + i\theta J_3$$

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Spin Discussion

Quantum Numbers of Massless Little Group ISO(2)

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity

Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Standard momentum $k^{\mu} = (\omega, 0, 0, \omega)$ Little group generated by $W^{\mu}_{\nu}(a, b, \theta) = 1 + iaA + ibB + i\theta J_3$ Quantum numbers are $\sigma = a, b, \theta$ Commutation relations: $[J_3, A] = iB$, $[J_3, B] = iA$, [A, B] = 0

To calculate a, b, θ first diagonalise a, b:

$$\mathbf{A}\psi_{\mathbf{k},\mathbf{a},\mathbf{b}} = \mathbf{a}\psi_{\mathbf{k},\mathbf{a},\mathbf{b}}$$

$$B\psi_{k,a,b}=b\psi_{k,a,b}$$

Then define full state as:

$$\psi_{k,a,b,\theta} \equiv e^{-i\theta J_3} \psi_{k,a,b}$$

$$A\psi_{k,a,b,\theta} = \underbrace{e^{-i\theta J_3} e^{i\theta J_3}}_{1} A \underbrace{e^{-i\theta J_3} \psi_{k,a,b}}_{\text{definition}}$$
$$= e^{-i\theta J_3} (\underbrace{A\cos\theta - B\sin\theta}_{e^{i\theta J_3} A e^{-i\theta J_3}}) \psi_{k,a,b}$$
$$= (a\cos\theta - b\sin\theta) \psi_{k,a,b,\theta}$$

Calculate eigenvalue of A on full state:

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Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity

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Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

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To calculate a, b, θ first diagonalise a, b:

•
$$A\psi_{k,a,b} = a\psi_{k,a,b}$$

$$B\psi_{k,a,b}=b\psi_{k,a,b}$$

Then define full state as:

•
$$\psi_{\mathbf{k},\mathbf{a},\mathbf{b},\theta} \equiv \mathbf{e}^{-i\theta J_3} \psi_{\mathbf{k},\mathbf{a},\mathbf{b}}$$

$$A\psi_{k,a,b,\theta} = \underbrace{e^{-i\theta J_3} e^{i\theta J_3}}_{1} A \underbrace{e^{-i\theta J_3} \psi_{k,a,b}}_{\text{definition}}$$
$$= e^{-i\theta J_3} (\underbrace{A\cos\theta - B\sin\theta}_{e^{i\theta J_3}Ae^{-i\theta J_3}}) \psi_{k,a,b}$$
$$= (a\cos\theta - b\sin\theta) \psi_{k,a,b,\theta}$$

Calculate eigenvalue of A on full state:

Conclusion: Unless a = b = 0, $\theta \equiv$ continuous and \exists infinity of states

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Spin Discussion

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Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity

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Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Standard momentum $k^{\mu} = (\omega, 0, 0, \omega)$ Little group generated by $W^{\mu}_{\nu}(a, b, \theta) = 1 + iaA + ibB + i\theta J_3$ Quantum numbers are either $\sigma = a, b, \theta$, with θ continuous or Quantum numbers are a = b = 0 and $j_3 = \pm j$ = helicity

We don't see states with such a continuous parameter so two options: Predict a new undiscovered type of particle

See e.g. hep-th:1302.1198, hep-th:1302.1577, hep-th:1302.3225, and hep-th:1404.0675

2 Assume a = b = 0 for physical states

- Use topology to conclude that $j_3 \equiv J_3$ eigenvalue is quantised
 - SL(2, \mathbb{C}) is universal covering of SO(2) so rotation by $4\pi \equiv$ identity
- J₃ measures spin along motion \equiv helicity

Conclusion: Only quantum number for massless is $\sigma = j_3$ = helicity

Massless particles

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Standard momentum $k^{\mu} = (\omega, 0, 0, \omega)$ Physical particles: little group generated by $W^{\mu}_{\ \nu}(a, b, \theta) = 1 + i\theta J_3$ Quantum number is $\sigma = j_3$ = helicity

Some notes:

- It is entirely natural to consider h = + as a different particle to h = -
- If parity conserved: $\psi_{\vec{k},\sigma} \stackrel{\text{parity}}{\longrightarrow} \psi_{-\vec{k},\sigma}$ so $h \to -h$
- \Rightarrow consider $h = \pm$ as two reps of same particle
- Any massless particles (e.g. graviton, photon) have exactly two d.o.f
- No concept of total spin and spin along a direction of motion

(Quadratic) Casimirs of Poincaré Algebra

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



The two quadratic Casimirs of Poincaré algebra

$$P^{2} = m^{2}$$
 and $W^{2} = -m^{2}j(j+1) \stackrel{m=0}{=} -\omega^{2}(A^{2} + B^{2})$

• $P_{\mu} = i \frac{\partial}{\partial x^{\mu}}$ generates translations

•
$$W^{\mu}=-rac{1}{2}\epsilon^{\mu
u\lambda\omega}P_{
u}J_{\lambda\omega}$$
 generates little group

- W^µ called Pauli-Lubanski pseudovector
- $(W^{\mu}/m)^2 = -j(j+1) \Rightarrow W^{\mu}/m$ is a covariant spin operator!

Covariant (massive) spin-1/2 operator

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Using Pauli-Lubanski (pseudo)vector

$$\frac{1}{2}\Sigma^{\mu} \equiv \frac{W^{\mu}}{m} = -\frac{1}{4m} \epsilon^{\mu\nu\lambda\omega} \mathcal{P}_{\nu}\sigma_{\lambda\omega} , \qquad \sigma^{\mu\nu} = \frac{i}{2} \left[\gamma^{\mu}, \gamma^{\nu}\right] \stackrel{\text{spin}-1/2}{=} 2J^{\mu\nu}$$

• Check
$$\Sigma^{\mu}$$
 for the rest frame $P^{\mu} \to k^{\mu} = (m, 0, 0, 0)$
 $\frac{1}{2}\Sigma^{i} \stackrel{\text{rest}}{=} \frac{i}{4} \epsilon^{ijk} \gamma^{j} \gamma^{k} = \frac{1}{2} \gamma^{5} \gamma^{0} \gamma^{i} = \frac{1}{2} \begin{pmatrix} \sigma^{i} & 0 \\ 0 & \sigma^{i} \end{pmatrix}, \qquad \frac{1}{2}\Sigma^{0} \stackrel{\text{rest}}{=} 0,$

• We can measure
$$\Sigma^{\mu}$$
 in direction $s^{\mu}, s^{\mu} \stackrel{\text{rest}}{=} (0, \hat{\mathbf{s}})$ using $-\frac{\Sigma^{\mu}s_{\mu}}{2} = \frac{1}{4m} \epsilon^{\mu\nu\lambda\omega} s_{\mu} P_{\nu} \sigma_{\lambda\omega}$

Above shows $s \cdot P = \Sigma \cdot P = 0$, $s^2 = -1$ and (with a bit of algebra)

 $-\frac{\Sigma^{\mu}s_{\mu}}{2} = \frac{1}{2m}\gamma^{5} \not s \not P = \underbrace{\frac{1}{2}\gamma^{5} \not s}_{\not P \psi = m\psi} \equiv operator \text{ measuring spin of spinor along } s^{\mu}$

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Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game

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Traditional QFT: a Simple Example

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example

Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



- Keep all particles unpolarised
- Obtain amplitude as matrix



 $\sim [ar{v}_r(p_2)\gamma^\mu u_s(p_1)][ar{u}_t(p_4)\gamma_\mu v_w(p_3)]$

Traditional QFT: a Simple Example

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example

Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



- Keep all particles unpolarised
- Obtain amplitude as matrix
- Square the matrix amplitude
 - Spin states are orthogonal



 $\sim \sum_{r,s,t,w} [\bar{v}_r(\rho_2)\gamma^{\mu}u_s(\rho_1)][\bar{u}_t(\rho_4)\gamma_{\mu}v_w(\rho_3)]$ $\times [\bar{u}_s(\rho_1)\gamma^{\nu}v_r(\rho_2)][\bar{v}_w(\rho_3)\gamma_{\nu}u_t(\rho_4)]$

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example

Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



- Keep all particles unpolarised
- Obtain amplitude as matrix
- Square the matrix amplitude
 - Spin states are orthogonal
- Move components around



- $\sim \sum_{r,s,t,w} [\bar{v}_r(\rho_2)\gamma^{\mu}u_s(\rho_1)][\bar{u}_t(\rho_4)\gamma_{\mu}v_w(\rho_3)]$ $\times [\bar{u}_s(\rho_1)\gamma^{\nu}v_r(\rho_2)][\bar{v}_w(\rho_3)\gamma_{\nu}u_t(\rho_4)]$
- $\sim \sum_{r,s,t,w} [\gamma^{\nu} v_r(p_2) \bar{v}_r(p_2) \gamma^{\mu} u_s(p_1) \bar{u}_s(p_1)]$

 $\times [\gamma_{\nu} u_t(p_4) \overline{u}_t(p_4) \gamma_{\mu} v_w(p_3) \overline{v}_w(p_3)]$

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example

Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



- Keep all particles unpolarised
- Obtain amplitude as matrix
- Square the matrix amplitude
 Spin states are orthogonal
- Move components around
- Use spin sums
- Take trace of fermionic structure
- Requires identities of γ^{μ}
- Simplify



$$\begin{split} & \sim & \mathrm{Tr} \big[\gamma^{\nu} (\not\!\!p_2 - m_{\!\!\!e}) \gamma^{\mu} (\not\!\!p_1 + m_{\!\!\!e}) \big] \\ & \times & \mathrm{Tr} \big[\gamma_{\nu} (\not\!\!p_4 + m_{\!\!\!\mu}) \gamma_{\mu} (\not\!\!p_3 + m_{\!\!\!\mu}) \big] \end{split}$$

$$\begin{split} &\operatorname{Tr} \big[\gamma^{\mu_1} \gamma^{\mu_2} \big] = 4 g^{\mu_1 \mu_2} \\ &\operatorname{Tr} \big[\gamma^{\mu_1} \dots \gamma^{\mu_4} \big] = \\ & 4 \big(g^{\mu_1 \mu_2} g^{\mu_3 \mu_4} - g^{\mu_1 \mu_3} g^{\mu_2 \mu_4} + g^{\mu_1 \mu_4} g^{\mu_3 \mu_2} \big) \\ &\operatorname{Tr} \big[\gamma^{\mu_1} \dots \gamma^{\mu_{2n+1}} \big] = 0 \end{split}$$

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Spin Discussion

The Helicity Basis: what and why?

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example

Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Helicity basis means each particle has a specific helicity Lorentz algebra $so(3, 1) \cong su(2) \oplus su(2)$ Consider massless particles

I ldeal for (approximately) massless particles (e.g. most particles at LHC)

- Helicity is the quantum number of the massless little group
- For incoming (anti)spinors chirality $((\frac{1}{2}, 0) \text{ or } (0, \frac{1}{2})) \sim \text{helicity } (-\frac{1}{2} \text{ or } +\frac{1}{2})$
- For outgoing (anti)spinors chirality $((\frac{1}{2}, 0) \text{ or } (0, \frac{1}{2})) \sim \text{helicity } (-\frac{1}{2} \text{ or } +\frac{1}{2})$
- Amplitude itself is a number rather than a matrix
 - Easy to square
- Different helicity amplitudes are orthogonal
 - Only sum over helicities after squaring

Spinor-Helicity: its Building Blocks

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

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Basics of Spinor Helicity
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Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Lorentz algebra $so(3, 1) \cong su(2) \oplus su(2)$ Consider massless particles: chirality ~ helicity

Spinors (use chiral basis):

$$u^{+}(p) = v^{-}(p) = \begin{pmatrix} 0 \\ |p \rangle \end{pmatrix} \qquad u^{-}(p) = v^{+}(p) = \begin{pmatrix} |p] \\ 0 \end{pmatrix}$$

$$\bar{u}^{+}(p) = \bar{v}^{-}(p) = ([p| \ 0) \qquad \bar{u}^{-}(p) = \bar{v}^{+}(p) = (0 \ \langle p|)$$

$$\gamma^{5} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \qquad P_{L/R} = \frac{1 \mp \gamma^{5}}{2}$$

Amplitude written in terms of Lorentz-invariant spinor inner products

 $\langle ij \rangle = -\langle ji \rangle \equiv \langle i||j \rangle$ and $[ij] = -[ji] \equiv [i||j]$

- These are well known complex numbers, $\langle ij \rangle \sim [ij] \sim \sqrt{2p_i \cdot p_j}$
- Cannot contract left and right: $\langle i | | j \rangle \equiv \bar{u}(p_i) P_R P_L u(p_j) = 0$
 - Objects live in different Lorentz reps so a contraction makes no sense!

Spinor-Helicity: Vectors and Removing μ Indices

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example

Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitude Amplitude Game



Lorentz algebra $so(3, 1) \cong su(2) \oplus su(2)$ Consider massless particles: chirality ~ helicity

Dirac matrices in chiral basis

$$\gamma^\mu = egin{pmatrix} 0 & \sqrt{2} au^\mu \ \sqrt{2} ar{ au}^\mu & 0 \end{pmatrix} \qquad \sqrt{2} au^\mu = (1,ec{\sigma}), \ \sqrt{2} ar{ au}^\mu = (1,-ec{\sigma}),$$

Remove $\tau/\bar{\tau}$ matrices in amplitude with

$$\underbrace{\langle \boldsymbol{i} | \bar{\tau}^{\mu} | \boldsymbol{j}] [\boldsymbol{k} | \tau_{\mu} | \boldsymbol{l} \rangle = \langle \boldsymbol{i} \boldsymbol{l} \rangle [\boldsymbol{k} \boldsymbol{j}]}_{\text{Fierz identity}},$$

$$\underbrace{\langle i|\bar{\tau}^{\mu}|j] = [j|\tau^{\mu}|i\rangle}_{\text{Transform}}$$

Charge Conjugation

Express (massless) p^{μ} in terms of spinors

$$p^{\mu} = rac{[p| au^{\mu}|p
angle}{\sqrt{2}} = rac{\langle p|ar{ au}^{\mu}|p]}{\sqrt{2}}, \quad \sqrt{2}p^{\mu} au_{\mu} \equiv p = |p]\langle p|, \quad \sqrt{2}p^{\mu}ar{ au}_{\mu} \equiv ar{p} = |p
angle[p]$$

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Spin Discussion

Our Simple Example using Spinor Helicity

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

- Traditional ME example Basics of Spinor Helicity
- Simple Spinor-Hel Example

Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Lorentz algebra $so(3, 1) \cong su(2) \oplus su(2)$ Consider massless particles: chirality ~ helicity

- Explicit helicities for external particles
- Now diagram is a complex number
 - Easy to square
 - Square first, then sum over helicities
 - Some helicity configurations vanish
 - CP-invariance relates helicity configurations



 $\sim \langle p_2 | \bar{\tau}^{\mu} | p_1] \langle p_4 | \bar{\tau}_{\mu} | p_3]$ = $[p_1 | \tau^{\mu} | p_2 \rangle \langle p_4 | \bar{\tau}_{\mu} | p_3]$ = $\langle p_4 p_2 \rangle [p_1 p_3]$

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Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

- Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example
- Gauge Bosons and Example

Spinor-Helicity and the Little Group

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 $\sim [p_2 | \tau^\mu | p_1
angle \langle p_4 | ar au_\mu | p_3] = \langle p_4 p_1
angle [p_2 p_3]$

Our Simple Example using Spinor Helicity

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example

Gauge Bosons and Example

Spinor-Helicity and the Little Group

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- Explicit helicities for external particles
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Spinor-Helicity: Gauge Bosons in Terms of Spinors

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitude Amplitude Game



Lorentz algebra $so(3, 1) \cong su(2) \oplus su(2)$ Consider massless particles: chirality ~ helicity

Outgoing polarisation vectors:

$$\epsilon_{\pm}^{\mu}(p,r) = \frac{\langle r|\bar{\tau}^{\mu}|p\rangle}{\langle rp\rangle}, \qquad \epsilon_{\pm}^{\mu}(p,r) = \frac{[r|\tau^{\mu}|p\rangle}{[pr]}$$

$$p \cdot \epsilon_{\pm}(p,r) = \underbrace{\frac{\langle r|p^{\mu}\bar{\tau}_{\mu}|p]}{\langle rp\rangle}}_{\text{Weyl eq. } p^{\mu}\bar{\tau}_{\mu}|p]=0} \qquad p \cdot \epsilon_{\pm}^{\mu}(p,r) = \underbrace{\frac{[r|p^{\mu}\tau_{\mu}|p\rangle}{[pr]}}_{\text{Weyl eq. } p^{\mu}\tau_{\mu}|p\rangle=0}$$

$$\epsilon_{\pm}(p,r) \cdot (\epsilon_{-})^{*}(p,r) = \underbrace{\frac{\langle r|\bar{\tau}^{\mu}|p]}{\langle rp\rangle}}_{\epsilon_{\pm}=(\epsilon_{\pm})^{*}} = \frac{\langle rp\rangle[rp]}{\langle rp\rangle[pr]} = \underbrace{-1}_{[pr]=-[rp]}$$

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Spin Discussion

Spinor-Helicity: Gauge Bosons in Terms of Spinors

Wigner's Quantur Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Lorentz algebra $so(3, 1) \cong su(2) \oplus su(2)$ Consider massless particles: chirality ~ helicity

Outgoing polarisation vectors:

$$\epsilon^{\mu}_{+}(p,r) = rac{\langle r| ar{ au}^{\mu} | p]}{\langle r p
angle} , \qquad \epsilon^{\mu}_{-}(p,r) = rac{[r| au^{\mu} | p
angle}{[pr]}$$

- **r** is a (massless) arbitrary reference momentum ($p \cdot r \neq 0$)
- Different r choices correspond to different gauges

$$\epsilon^{\mu}_{+}(p,r') - \epsilon^{\mu}_{+}(p,r) = -p^{\mu} rac{\langle r'r
angle}{\langle r'p
angle \langle rp
angle}$$

Gauge invariant quantities must be *r*-invariant
 Choose *r* as conveniently as possible (remember ⟨*ij*⟩ = −⟨*ji*⟩ s.t. ⟨*ii*⟩ = 0)
 Variance under *r* → *r*′ good check of gauge invariance of (partial) amplitude

Another Spinor-Helicity Example: $e^+e^- \rightarrow \gamma\gamma$

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game





Another Spinor-Helicity Example $e^+e^- \rightarrow \gamma\gamma$

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Add two diagrams together





Another Spinor-Helicity Example $e^+e^- \rightarrow \gamma\gamma$

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Choose gauge d.o.f. wisely $(r_4 = p_1, r_3 = p_2 \text{ s.t. } \langle 1r_4 \rangle = [r_32] = 0)$ Recall: $\langle ii \rangle = [jj] = 0$ due to antisymmetry





Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game

Spinor-Helicity and the Little Group

Little Group and Spinor Helicity

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Little Group

Group of transformations that leaves p^{μ} invariant

- Recall: $p = |p] \langle p|$ and $\overline{p} = |p\rangle [p|$
- \blacksquare \Rightarrow under little group transformation:
 - $\langle \rho | \to t \langle \rho | \text{ and } | \rho \rangle \to t | \rho \rangle$
 - $|\rho] \to t^{-1}|\rho] \text{ and } [\rho] \to t^{-1}[\rho]$ $\rho \in \mathbb{R} \Rightarrow t = e^{i\theta/2} = e^{i\theta|h|}$
 - $p \in \mathbb{C} \Rightarrow t$ more general
- Recall: $\epsilon^{\mu}_{+}(p,r) = \frac{\langle r|\bar{\tau}^{\mu}|p\rangle}{\langle rp\rangle}$ and $\epsilon^{\mu}_{-}(p,r) = \frac{[r|\tau^{\mu}|p\rangle}{[pr]}$ (p outgoing)
- $\blacksquare \Rightarrow$ under little group transformation:
 - $\begin{array}{c} \epsilon^{\mu}_{+} \rightarrow t^{-2} \epsilon^{\mu}_{+} \\ \epsilon^{\mu}_{-} \rightarrow t^{2} \epsilon^{\mu}_{-} \end{array}$

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes Amplitude Game



Transform (outgoing) particle *i* under little group $\mathcal{M}(|i\rangle, |i], h_i) \rightarrow \mathcal{M}(t|i\rangle, t^{-1}|i], h_i) = t^{-2h_i} \mathcal{M}(|i\rangle, |i], h_i)$

Ansatz: An amplitude can be written either entirely in terms of $\langle ij \rangle$ or $[ij] \Rightarrow$ either:

$$\begin{array}{l} \blacksquare \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{\text{angle}} \langle 12 \rangle^{x_{12}} \langle 23 \rangle^{x_{23}} \langle 31 \rangle^{x_{31}} \text{ or} \\ \blacksquare \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{\text{square}} [12]^{y_{12}} [23]^{y_{23}} [31]^{y_{31}} \end{array}$$

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Amplitude Game



Transform (outgoing) particle *i* under little group $\mathcal{M}(|i\rangle, |i|, h_i) \rightarrow \mathcal{M}(t|i\rangle, t^{-1}|i|, h_i) = t^{-2h_i}\mathcal{M}(|i\rangle, |i|, h_i)$

Ansatz: An amplitude can be written either entirely in terms of $\langle ij \rangle$ or $[ij] \Rightarrow$ either:

$$\begin{array}{l} \bullet \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{\text{angle}} \langle 12 \rangle^{x_{12}} \langle 23 \rangle^{x_{23}} \langle 31 \rangle^{x_{31}} \text{ or} \\ \bullet \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{\text{square}} [12]^{y_{12}} [23]^{y_{23}} [31]^{y_{31}} \end{array}$$

Scale particle 1:
$$\Rightarrow$$
 either:

$$\blacksquare \ \mathcal{M} \rightarrow t^{-2h_1}\mathcal{M} = t^{x_{12}+x_{31}}\mathcal{M} \Rightarrow -2h_1 = x_{12}+x_{31} \text{ or }$$

$$\blacksquare \mathcal{M} \to t^{-2h_1}\mathcal{M} = t^{-y_{12}-y_{31}}\mathcal{M} \Rightarrow 2h_1 = y_{12} + y_{31}$$

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group Three-Point Amplitudes

Amplitude Game



Transform (outgoing) particle *i* under little group $\mathcal{M}(|i\rangle, |i], h_i) \rightarrow \mathcal{M}(t|i\rangle, t^{-1}|i], h_i) = t^{-2h_i}\mathcal{M}(|i\rangle, |i], h_i)$

Ansatz: An amplitude can be written either entirely in terms of $\langle ij \rangle$ or $[ij] \Rightarrow$ either:

$$\begin{array}{l} \blacksquare \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{\text{angle}} \langle 12 \rangle^{x_{12}} \langle 23 \rangle^{x_{23}} \langle 31 \rangle^{x_{31}} \text{ or} \\ \blacksquare \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{\text{square}} [12]^{y_{12}} [23]^{y_{23}} [31]^{y_{31}} \end{array}$$

Scale particle
$$1: \Rightarrow$$
 either:

•
$$\mathcal{M}
ightarrow t^{-2h_1}\mathcal{M} = t^{x_{12}+x_{31}}\mathcal{M} \Rightarrow -2h_1 = x_{12}+x_{31}$$
 or

$$\blacksquare \mathcal{M} \to t^{-2h_1}\mathcal{M} = t^{-y_{12}-y_{31}}\mathcal{M} \Rightarrow 2h_1 = y_{12} + y_{31}$$

Solving for all particles gives:

$$\begin{array}{l} \blacksquare \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{\text{angle}} \langle 12 \rangle^{h_3 - h_1 - h_2} \langle 23 \rangle^{h_1 - h_2 - h_3} \langle 31 \rangle^{h_2 - h_1 - h_3} \text{ or} \\ \blacksquare \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{\text{square}} [12]^{h_1 + h_2 - h_3} [23]^{h_2 + h_3 - h_1} [31]^{h_1 + h_3 - h_2} \end{aligned}$$

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Three-Point Amplitudes

Amplitude Game



Three-point amplitude possible solutions

$$\mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{ ext{angle}} \langle 12
angle^{h_3 - h_1 - h_2} \langle 23
angle^{h_1 - h_2 - h_3} \langle 31
angle^{h_2 - h_1 - h_3} \text{ or} \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{ ext{square}} [12]^{h_1 + h_2 - h_3} [23]^{h_2 + h_3 - h_1} [31]^{h_1 + h_3 - h_2}$$

- Which of our two solutions to choose??
- Use mass dimension: $[\langle ij \rangle] = [[ij]] = [p]$ and $[\mathcal{M}_n] = [p]^{4-n}$
 - Three-point amplitudes \mathcal{M}_3 have $[\mathcal{M}_3] = [p]$
 - Choose whichever option gives correct mass dimension of coupling *c*

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group Three-Point Amplitudes Amplitude Game



Three-point amplitude possible solutions

$$\mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{ ext{angle}} \langle 12
angle^{h_3 - h_1 - h_2} \langle 23
angle^{h_1 - h_2 - h_3} \langle 31
angle^{h_2 - h_1 - h_3} \text{ or} \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{ ext{square}} [12]^{h_1 + h_2 - h_3} [23]^{h_2 + h_3 - h_1} [31]^{h_1 + h_3 - h_2}$$

- Which of our two solutions to choose??
- Use mass dimension: $[\langle ij \rangle] = [[ij]] = [p]$ and $[\mathcal{M}_n] = [p]^{4-n}$
 - Three-point amplitudes \mathcal{M}_3 have $[\mathcal{M}_3] = [p]$

Choose whichever option gives correct mass dimension of coupling c

Example: $h_1 = -h_2 = -h_3 = 1$ (e.g. three-gluon amplitude)

 $\begin{array}{l} \blacksquare \ \mathcal{M}(1^+,2^-,3^-) = c_{\text{angle}} \langle 12 \rangle^{-1} \langle 23 \rangle^3 \langle 31 \rangle^{-1} \Rightarrow c_{\text{angle}} \text{ dimensionless} \\ \blacksquare \ \mathcal{M}(1^+,2^-,3^-) = c_{\text{square}} [12]^1 [23]^{-3} [31]^1 \Rightarrow c_{\text{square}} \text{ has dim } 2 \end{array}$

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group Three-Point Amplitudes Amplitude Game



Three-point amplitude possible solutions

$$\mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{ ext{angle}} \langle 12
angle^{h_3 - h_1 - h_2} \langle 23
angle^{h_1 - h_2 - h_3} \langle 31
angle^{h_2 - h_1 - h_3} \text{ or} \ \mathcal{M}(1^{h_1}, 2^{h_2}, 3^{h_3}) = c_{ ext{square}} [12]^{h_1 + h_2 - h_3} [23]^{h_2 + h_3 - h_1} [31]^{h_1 + h_3 - h_2}$$

- Which of our two solutions to choose??
- Use mass dimension: $[\langle ij \rangle] = [[ij]] = [p]$ and $[\mathcal{M}_n] = [p]^{4-n}$
 - Three-point amplitudes \mathcal{M}_3 have $[\mathcal{M}_3] = [p]$
 - Choose whichever option gives correct mass dimension of coupling *c*

Example: $h_1 = -h_2 = -h_3 = 1$ (e.g. three-gluon amplitude) Correct 3-gluon amp

$$\mathcal{M}(1^+, 2^-, 3^-) = c_{\text{angle}} \langle 12 \rangle^{-1} \langle 23 \rangle^3 \langle 31 \rangle^{-1} \Rightarrow c_{\text{angle}} \text{ dimensionless}$$

$$\mathcal{M}(1^+, 2^-, 3^-) = c_{\text{square}} [12]^1 [23]^{-3} [31]^1 \Rightarrow c_{\text{square}}$$
 has dim 2

Three-point amplitudes completely fixed by little group!

Note: Requires complex momenta for non-zero amplitude

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Spin Discussion

BCFW Recursion and the MHV amplitudes

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group Three-Point Amplitudes Amplitude Game



Recall: three-point amplitudes completely fixed by little group

Basic (oversimplified) idea of BCFW:

- Take known compact form of n-point amplitude
- Sum over all possible three-point amplitude attachments
- Write down compact form of (n + 1)-point amplitude
- Recurse

Example: MHV (Maximally Helicity Violating) amplitude for n-gluon scattering

$$\mathcal{M}_n(1^-, 2^-, 3^+, \cdots, n^+) = \frac{\langle 12 \rangle^4}{\langle 12 \rangle \langle 23 \rangle \cdots \langle n1 \rangle}$$

(see hep-th:0501052 and hep-ph:1308.1697 for BCFW details)

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Spin Discussion

Game Time: Guess the Theory from the Amplitude

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Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group Three-Point Amplitudes Amplitude Game



Required Knowledge

$$\begin{array}{l} \mathcal{M}(|i\rangle,|i],h_i) \stackrel{\text{little group}}{\longrightarrow} \mathcal{M}(t|i\rangle,t^{-1}|i],h_i) = t^{-2h_i}\mathcal{M}(|i\rangle,|i],h_i) \\ [\mathcal{M}_n] = [p]^{4-n} \text{ and } [\langle ij \rangle] = [[ij]] = [p] \\ \text{All particles outgoing} \end{array}$$

Questions: (i) What are helicities? (ii) What dimension is coupling? (iii) What theory?

 $\begin{array}{l} \text{Amplitude 1: } \mathcal{M}_{5} = g_{1} \frac{[13]^{4}}{[12][23][34][45][51]} \\ \text{Amplitude 2: } \mathcal{M}_{4} = g_{2} \frac{\langle 14 \rangle \langle 24 \rangle^{2}}{\langle 12 \rangle \langle 23 \rangle \langle 34 \rangle} \\ \text{Amplitude 3: } \mathcal{M}_{4} = g_{3} \frac{\langle 12 \rangle^{7}[12]}{\langle 13 \rangle \langle 14 \rangle \langle 23 \rangle \langle 24 \rangle \langle 34 \rangle^{2}} \end{array}$

Game taken from section 2.6 of hep-ph:1308.1697

Game Time: Answer to First Amplitude

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group Three-Point Amplitudes

Amplitude Game



Required Knowledge

$$\begin{split} \mathcal{M}(|i\rangle, |i], h_i) & \stackrel{\text{little group}}{\longrightarrow} \mathcal{M}(t|i\rangle, t^{-1}|i], h_i) = t^{-2h_i} \mathcal{M}(|i\rangle, |i], h_i) \\ [\mathcal{M}_n] &= [p]^{4-n} \text{ and } [\langle ij \rangle] = [[ij]] = [p] \\ \text{All particles outgoing} \end{split}$$

Questions: (i) What are helicities? (ii) What dimension is coupling? (iii) What theory?

Amplitude 1: $\mathcal{M}_5 = g_1 \frac{[13]^4}{[12][23][34][45][51]}$ (i) E.g. particle 1 under little group: $\mathcal{M}_5 \to \frac{t_1^{-4}}{t_1^{-2}}\mathcal{M}_5 \Rightarrow h_1 = 1$ All particles: $h_1 = h_3 = -h_2 = -h_4 = -h_5 = 1$ (ii) $[\mathcal{M}_5] = -1 = \begin{bmatrix} [13]^4 \\ [12][23][34][45][51] \end{bmatrix} \Rightarrow [g_2] = 0$ (iii) Yang Mills (spin-1 massless particles interacting)

Game Time: Answers

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Amplitude Game



Required Knowledge

$$\begin{array}{l} \mathcal{M}(|i\rangle,|i],h_i) \stackrel{\text{little group}}{\longrightarrow} \mathcal{M}(t|i\rangle,t^{-1}|i],h_i) = t^{-2h_i}\mathcal{M}(|i\rangle,|i],h_i) \\ [\mathcal{M}_n] = [p]^{4-n} \text{ and } [\langle ij \rangle] = [[ij]] = [p] \\ \text{All particles outgoing} \end{array}$$

Questions: (i) What are helicities? (ii) What dimension is coupling? (iii) What theory?

Amplitude 1: $\mathcal{M}_5 = g_1 \frac{[13]^4}{[12][23][34][45][51]}$ (i) $h_1 = h_3 = -h_2 = -h_4 = -h_5 = 1$ (ii) dimensionless (iii) Yang Mills Amplitude 2: $\mathcal{M}_4 = g_2 \frac{\langle 14 \rangle \langle 24 \rangle^2}{\langle 12 \rangle \langle 23 \rangle \langle 34 \rangle}$ (i) $h_1 = h_2 = 0$ and $h_3 = -h_4 = 1$ (ii) dimensionless (iii) Scalar QED/QCD Amplitude 3: $\mathcal{M}_4 = g_3 \frac{\langle 12 \rangle^7 [12]}{\langle 13 \rangle \langle 14 \rangle \langle 23 \rangle \langle 24 \rangle \langle 34 \rangle^2}$ (i) $h_1 = h_2 = -h_3 = -h_4 = -2$ (ii) dim -2 (iii) Effective gravity

Conclusions

Wigner's Quantum Mechanics

Poincaré and little groups Massive Particles and Spin Massless Particles and Helicity Covariant Operators P and W

Spinor-Helicity Formalism

Traditional ME example Basics of Spinor Helicity Simple Spinor-Hel Example Gauge Bosons and Example

Spinor-Helicity and the Little Group

Amplitude Game



- Particles classified by their representation under *both* Lorentz and little groups
- Massive particles have total spin and spin along a given direction
- Massless particles only have helicity
- Spinor-helicity formalism simplifies amplitude calculations since amplitude is a complex number
- Using both spinor-helicity and the little group recursive amplitude calculations possible
 - These skip Feynman diagram step
 - Far more efficient