Teilchenphysik: Lecture 12: QED to QCD



Now we "know" QED. Complete theory for CM energies up to $E \simeq 2m_{\pi}$ = 260MeV. Go up in energy – encounter new bound states, made of quarks!

Two approaches:

- Historical: describe hadrons, see "pattern," intuit quarks
- Synthetic: describe answer quarks and gluons see what it predicts and how known hadrons come out.

I will follow "synthetic approach."

First, describe what happens at 10 to 50 GeV energy, where "almost free" quarks+gluons occur Use this to define and describe the theory of strong interactions Understand that and go down in energy to figure out how bound states form

Today: high-energy scattering and the constituents of QCD

2: Electron-Positron Annihilation



Consider an electron-positron collider. Scattering

Annihilation

Scattering $\rightarrow e^-e^+$, but annihilation \rightarrow *any possible* charged particle, including new, unknown ones. Let's us explore and enumerate all charged particles!

3: Charged quark production



At energies E > 10 GeV, besides e^- , μ^- , τ^- , there are 15 new spin- $\frac{1}{2}$ charged particle types (and their antiparticles) we can produce:

- Three new particles with charge +2/3 and mass of few MeV
- ► Three new particles with charge -1/3 and mass of few MeV
- Three new particles with charge -1/3 and mass $\simeq 150$ MeV
- Three new particles, charge +2/3 and mass ~ 1.4 GeV
- Three new particles, charge -1/3 and mass $\simeq 4.3$ GeV

Each triplet of particles have *exactly* the same mass!

We call each *grouping of 3* particles a **flavor** (*udscb*) and we distinguish the three equal-mass particles with a new label, called **color** because there are three (RGB) and for reasons we see soon. So the 3 light, equal-mass, Q = 2/3 states are the **red**, green, and blue up quarks

4: Total annihilation cross-section



Total cross-section to produce a spin- $\frac{1}{2}$ particle pair is

$$\sigma_{\rm annih} = \frac{4\pi \ Q^2 \ \alpha^2}{3s}$$

Ratio of *red up quark* production to μ production is $Q^2 = (2/3)^2 = 4/9$ Sum over the three *colors* of up quarks, get 4/3.

Quarks fly on, interact, turn into who knows what. But that doesn't affect *whether they got made.*

5: Hadron-to-muon ratio R



By *measuring* ratio of hadrons to muons, we can *count* the sum of particle-type times Q^2 :



Allows us to "count" the quarks and see $Q^2 \times N_c$.

6: Isospin vs Color symmetry



Isospin is the *approximate* symmetry that the three lightest, Q = 2/3 particles interact *almost* like the three next-lightest, Q = -1/3 particles.

Color symmetry is the *exact* symmetry that the three "colors" of up quark are identical.

Therefore there are symmetry transformations rotating between them.

Put the three up-quark colors into a 3-component column vector:

$$u = \begin{bmatrix} u_r \\ u_g \\ u_b \end{bmatrix} \quad \text{symmetry:} \quad \begin{bmatrix} u_r \\ u_g \\ u_b \end{bmatrix} \rightarrow \begin{bmatrix} M_{rr} & M_{rg} & M_{rb} \\ M_{gr} & M_{gg} & M_{gb} \\ M_{br} & M_{bg} & M_{bb} \end{bmatrix} \begin{bmatrix} u_r \\ u_g \\ u_b \end{bmatrix}$$

As long as matrix *M* doesn't change *length* of *u* column, this is a symmetry.

7: The group U(3)



What are these matrices *M*, transforming $u \rightarrow Mu$?

$$u^{\dagger} u = \begin{bmatrix} u_{r}^{*} & u_{g}^{*} & u_{b}^{*} \end{bmatrix} \begin{bmatrix} u_{r} \\ u_{g} \\ u_{b} \end{bmatrix} \quad \text{Length squared of vector } u$$

$$\rightarrow \begin{bmatrix} u_{r}^{*} & u_{g}^{*} & u_{b}^{*} \end{bmatrix} \begin{bmatrix} M_{rr}^{*} & M_{gr}^{*} & M_{br}^{*} \\ M_{rg}^{*} & M_{gg}^{*} & M_{bg}^{*} \\ M_{rb}^{*} & M_{gb}^{*} & M_{bb}^{*} \end{bmatrix} \begin{bmatrix} M_{rr} & M_{rg} & M_{rb} \\ M_{gr} & M_{gg} & M_{gb} \\ M_{br} & M_{bg} & M_{bb} \end{bmatrix} \begin{bmatrix} u_{r} \\ u_{g} \\ u_{b} \end{bmatrix}$$

$$= \begin{bmatrix} u_{r}^{*} & u_{g}^{*} & u_{b}^{*} \end{bmatrix} \quad M^{\dagger} M \begin{bmatrix} u_{r} \\ u_{g} \\ u_{b} \end{bmatrix} \quad \text{Dagger is transpose and conjugate}$$

Unchanged if $M^{\dagger}M = 1$, that is, $M^{\dagger} = M^{-1}$. Called 3 × 3 unitary matrices *U*(3)

8: Generators of the Group: rotations



What is the most general such matrix?

This is a Lie group. I can "build" any element as a product of many many *nearly-identity* elements, just like with rotations, eg,

$$R(\theta_z) = \begin{bmatrix} \cos\theta & -\sin\theta & 0\\ \sin\theta & \cos\theta & 0\\ 0 & 0 & 1 \end{bmatrix} = \lim_{N \to \infty} \left(\begin{bmatrix} 1 & -\theta/N & 0\\ \theta/N & 1 & 0\\ 0 & 0 & 1 \end{bmatrix} \right)^N$$

With rotations, that matrix in the middle is

$$R = \left(\left[\begin{array}{rrrr} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{array} \right] + \frac{\theta}{N} \left[\begin{array}{rrrr} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{array} \right] \right)^{N} = \exp\left(\theta \left[\begin{array}{rrrr} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{array} \right] \right)$$

9: Rotations part II



That was a rotation about the z axis. The most general possible rotation is:

$$R = \exp\left(\begin{bmatrix} 0 & -\theta_z & \theta_y \\ \theta_z & 0 & -\theta_x \\ -\theta_y & \theta_x & 0 \end{bmatrix} \right)$$
$$= \exp\left(\theta_z \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} + \theta_y \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ -1 & 0 & 0 \end{bmatrix} + \theta_x \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix} \right)$$

Why? Real unitary (orthogonal) matrix is exponential of a real *antiHermitian* (therefore antisymmetric) matrix. Linear combination of three independent matrices with three coefficients.

If you like Hermitian matrices, you can put -i in front of θ and i into each matrix. Now matrices are *Hermitian*

10: Generators of U(3)



Now let's do the same thing with U(3). Suppose M is almost the identity:

$$M = \mathbf{1} + iH$$

with *H* very small. Then $M^{\dagger} = \mathbf{1} - iH^{\dagger}$ and

$$\boldsymbol{M}^{\dagger}\boldsymbol{M} = (\mathbf{1} - i\boldsymbol{H}^{\dagger})(\mathbf{1} + i\boldsymbol{H}) = \mathbf{1} + i(\boldsymbol{H} - \boldsymbol{H}^{\dagger}) + \mathcal{O}(\boldsymbol{H}^{2})$$

To linear order (enough for when we exponentiate) we need

 $H - H^{\dagger} = 0$ or $H = H^{\dagger}$ or *H* is Hermitian.

Hermitian: real components symmetric, imaginary components antisymmetric:

$$H = \begin{bmatrix} r_{11} & r_{12} + ig_{12} & r_{13} + ig_{13} \\ r_{12} - ig_{12} & r_{22} & r_{23} + ig_{23} \\ r_{13} - ig_{13} & r_{23} - ig_{23} & r_{33} \end{bmatrix}$$

Nine independent coefficients: six r_{ij} and three g_{ij}

11: A standard basis: Gell-Mann matrices



Standard basis: Gell-Mann matrices

$H = \sum_{a}$	$\sum_{i=1}^{9} C_i$	λ_i ,			
$\lambda_1 =$	0 1 0	1 0 0	0 0 0	$\lambda_2 = \left[\begin{array}{rrr} 0 & -i & 0 \\ i & 0 & 0 \\ 0 & 0 & 0 \end{array} \right]$	$\lambda_3 = \left[\begin{array}{rrrr} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 0 \end{array} \right]$
$\lambda_4 =$	0 0 1	0 0 0	1 0 0	$\lambda_5 = \left[\begin{array}{rrr} 0 & 0 & -i \\ 0 & 0 & 0 \\ i & 0 & 0 \end{array} \right]$	$\lambda_6 = \left[\begin{array}{rrr} 0 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{array} \right]$
$\lambda_7 =$	0 0 0	0 0 <i>i</i>	$\begin{bmatrix} 0\\-i\\0\end{bmatrix}$	$\lambda_8 = \frac{1}{\sqrt{3}} \left[\begin{array}{rrr} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 2 \end{array} \right]$	$\lambda_9 = \sqrt{\frac{2}{3}} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

Funny normalization? Chosen so Tr $\lambda_a^2 = 2$ for each *a*. All Hermitian, all but λ_9 traceless.

12: But $U(3) = SU(3) \times U(1)$



The matrix λ_9 , proportional to identity, commutes with all others. Its exponential is a pure phase $\exp(i\theta\lambda_9) = e^{i\theta\sqrt{2/3}}\mathbf{1}$.

Any matrix *M* can be written as a pure phase times a *unitary, determinant-1* matrix:

 $U(3) = SU(3) \times U(1)$

The symmetry is really two symmetries: overall phases, and true rotations of the 3-color basis.

The way the theory behaves under U(1) and SU(3) can be different. It turns out the U(1) factor is an approximate global symmetry broken by the weak interactions, while the SU(3) is a true, gauged, symmetry.

And what is SU(3) "like"? A lot like SU(2), but bigger.

13: Gauge interactions



What role can this exact SU(3) play? It can be "gauged" and allow coupling of photon-like fields. Let's remember how that works.

Think about the Schrödinger equation

$$i\partial_t\psi=-\frac{1}{2m}\nabla^2\psi+V\psi$$

We know the probability density is $\psi^*\psi$. In fact, $\psi \to e^{i\theta}\psi$ changes nothing. And $\psi \to e^{i\theta(x,t)}\psi$ doesn't change probability distribution.

But it does change the physics, because

$$\partial_t e^{i\theta(x,t)} \psi \neq e^{i\theta(x,t)} \partial_t \psi$$

Derivative can act on the phase. Buuuuutttt....

14: Gauge theory: Phase freedom



What if I "fix up" the derivatives:

$$\partial_{\mu}
ightarrow \partial_{\mu}$$
 + ieA $_{\mu}$

with A_{μ} some new fields. When I change the phase, I change the A at the same time:

$$\begin{split} \psi &\to e^{ie\theta(x,t)}\psi \quad \text{and} \quad A_{\mu} \to A_{\mu} - \partial_{\mu}\theta(x,t) \\ \partial_{\mu}\psi \to \partial_{\mu}e^{ie\theta(x,t)}\psi = e^{ie\theta(x,t)}(\partial_{\mu}\psi + ie(\partial_{\mu}\theta)\psi) \\ \text{but} \ (\partial_{\mu} + ieA_{\mu})\psi \to e^{ie\theta(x,t)}(\partial_{\mu}\psi + ieA_{\mu}\psi + ie(\partial_{\mu}\theta)\psi - ie(\partial_{\mu}\theta)\psi) \\ &= e^{ie\theta(x,t)}(\partial_{\mu} + ieA_{\mu})\psi \end{split}$$

With addition of A_{μ} , *covariant* derivative is now *unchanged* when I perform global phase change.

Gauge field "patches up" derivative to be *unchanged* when I make space-dependent phase transformation (gauge transformation)

15: QED again



So what is the theory of QED? Theory where I can simultaneously change overall phase on *every* field:

$$\psi_a
ightarrow e^{i\theta(\mathbf{x},t)eQ_a}\psi_a$$
, $Q = \text{charge of }\psi_a \text{ field}$

Fix it up by $\partial_{\mu}\psi_{a} \rightarrow (\partial_{\mu} + ieQ_{a}A_{\mu})\psi_{a}$ Gauge field changes by $A_{\mu} \rightarrow A_{\mu} - \partial_{\mu}\theta$

Any other exact continuous transformation symmetry could have the same modification. QCD is theory where this occurs with SU(3).

16: Color Gauge Fields: Gluons



Consider (gauge) transformation, rotating between colors at every x^{μ} :

$$u(x^{\mu})
ightarrow \exp\left(-ig_s\sum_{a=1}^8 heta_a(x^{\mu})rac{\lambda_a}{2}
ight) u(x^{\mu})$$

(and simultaneously the same transformation to d, s, c, b) Every normal derivative is replaced with covariant derivative:

$$\gamma^{\mu}\partial_{\mu}u
ightarrow \gamma^{\mu}\left(\partial_{\mu}-ig_{s}\sum_{a}G_{\mu}^{a}\frac{\lambda_{a}}{2}
ight)u$$

and same for d, s, c, b. And the G_{μ} (gluon fields) transform as

$$G^a_\mu o G^a_\mu + \partial_\mu \theta_a + \dots$$

17: How gauge fields transform



But wait!

Consider G_{μ}^{1} . It couples green to red. This is "green-anti-red" gluon field.

Perform a *spacetime-independent* rotation which trades green for blue. Surely I will now have a G^4_{μ} field, "blue-anti-red"? Yes, even though θ was spacetime independent. Accounting for this requires an extra term:

$$G^a_\mu
ightarrow G^a_\mu$$
 + $\partial_\mu heta_a$ + $f_{abc} G^b_\mu heta_c$

where f_{abc} are coefficients describing failure to commute:

$$\left[\lambda_a\,,\,\lambda_b\right] = 2if_{abc}\lambda_c$$

Nontrivial gauge behavior will also cause gluons to interact with each other.

18: Quantum Chromodynamics



This leads to the theory Quantum Chromodynamics. Like QED but

- Particles (quarks) have color index
- Vertices have Gell-Mann matrices λ^a .
- Eight "photon" fields G_{μ}^{a} the gluons
- Gluons interact with each other

19: Feynman Rules!



20: Summary



- Quarks are new charged particles which come in identical triplets
- We distinguish elements of triplet with a "color" index
- ▶ There are 5 "flavors" (also at high energies, the top quark).
- ▶ In e⁺e⁻ annihilation, we can count the charges and colors
- Colors transform under SU(3) color transformations
- SU(3) is to Gell-Mann as SU(2) is to Pauli matrices
- Gluons change color under gauge transform, and interact with each other
- More complicated Feynman rules.