

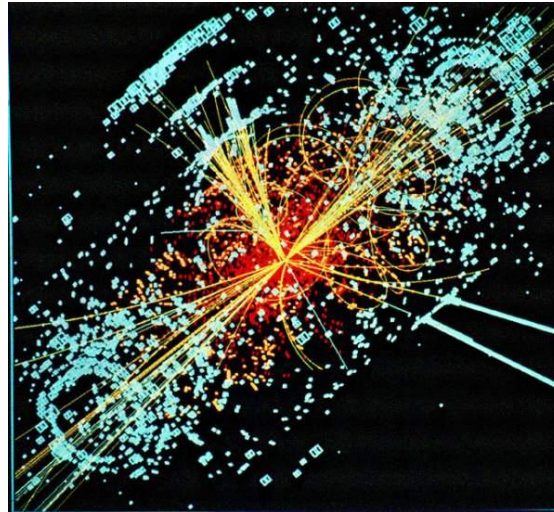
On-Shell Diagrams for N=8 Supergravity

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07/09/2015

Based on 1604.03046 (Heslop,Lipstein)
see also 1604.3479 (Trnka,Herrmann)

Introduction

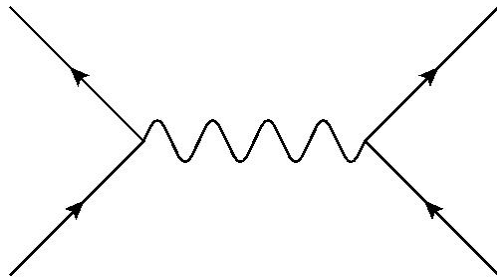
- Scattering amplitudes are the basic quantities used to compare theory with experiment.



- They also have a rich mathematical structure which is interesting in its own right.

Feynman Diagrams

- The traditional method for computing scattering amplitudes uses Feynman diagrams:



- As the number of legs increases, the number of Feynman diagrams quickly gets out of hand, even though the final answer is often surprisingly simple.

- One reason for the complexity of Feynman diagrams is that they contain off-shell states in the internal lines, whereas amplitudes only know about on-shell states.
- These difficulties can be overcome by using the analytic properties of amplitudes in order to compute them using only on-shell states.

Spinor-Helicity

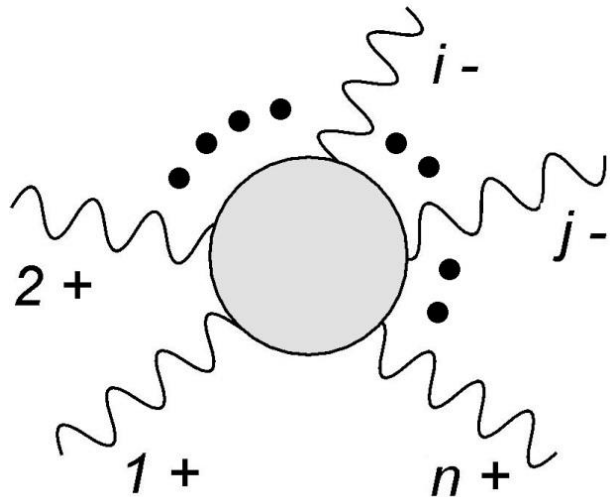
- Massless on-shell momentum in 4d:

$$p^{\alpha\dot{\alpha}} = \lambda^{\alpha} \tilde{\lambda}^{\dot{\alpha}}$$

- Expressing amplitudes in terms of these spinors leads to dramatic simplifications.

MHV Amplitudes

At tree-level:



$$\mathcal{A}_n = \frac{\langle ij \rangle^4}{\langle 12 \rangle \langle 23 \rangle \dots \langle n1 \rangle}$$

(Parke, Taylor)

where $\langle ij \rangle = \epsilon_{\alpha\beta} \lambda_i^\alpha \lambda_j^\beta$

BCFW Recursion

- Deform two external momenta by a complex parameter which preserves on-shell properties:

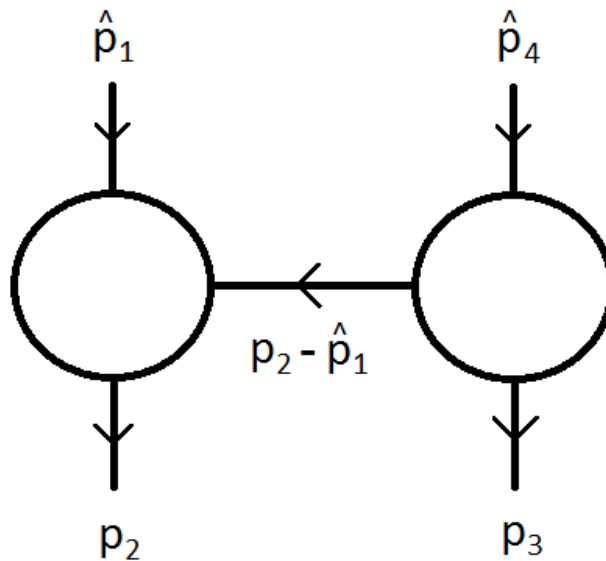
$$\lambda_1 \tilde{\lambda}_1 \rightarrow \lambda_1 \left(\tilde{\lambda}_1 - \alpha \tilde{\lambda}_n \right)$$

$$\lambda_n \tilde{\lambda}_n \rightarrow (\lambda_n + \alpha \lambda_1) \tilde{\lambda}_n$$

- Tree amplitudes become rational functions of α , which can be reconstructed from their poles and residues. (Britto, Cachazo, Feng, Witten)

Example

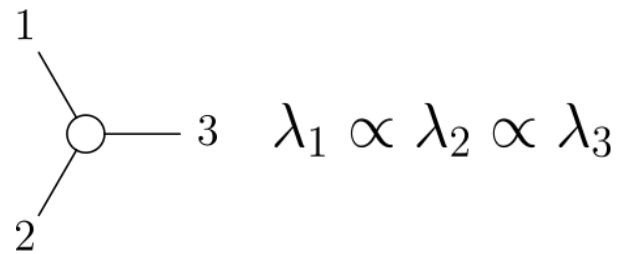
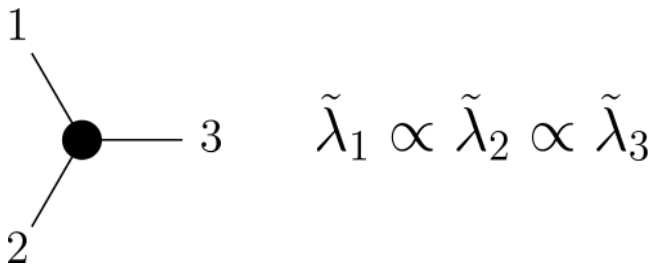
- Consider deforming a 4-pt amplitude:



- The pole in α corresponds to $(p_2 - \hat{p}_1)^2 = 0$, and the residue corresponds to the product of two 3-point amplitudes.

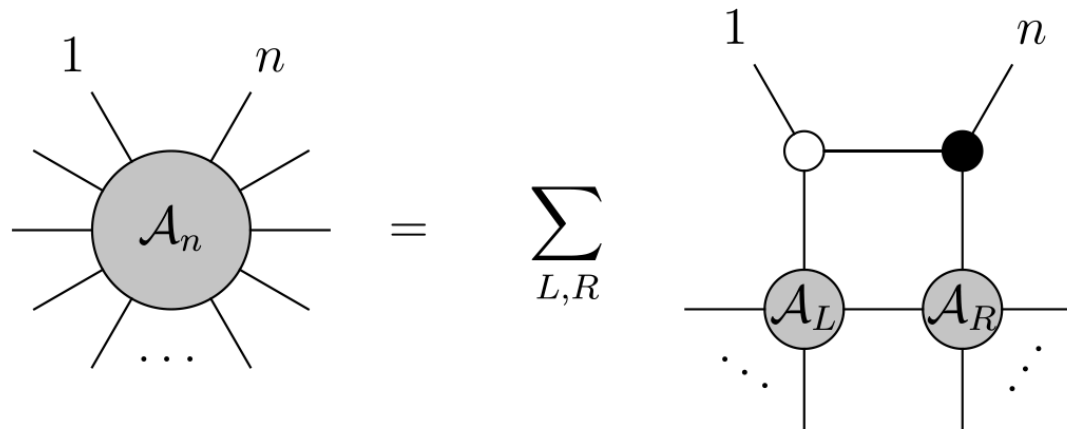
On-Shell Diagrams

- BCFW recursion can be implemented using on-shell diagrams, first developed for planar N=4 super-Yang-Mills theory by [Arkani-Hamed, Bourjaily, Cachazo, Goncharov, Postnikov, Trnka](#).
- The building blocks are 3-point amplitudes:



Tree-Level Recursion

- In terms of on-shell diagrams, BCFW corresponds to

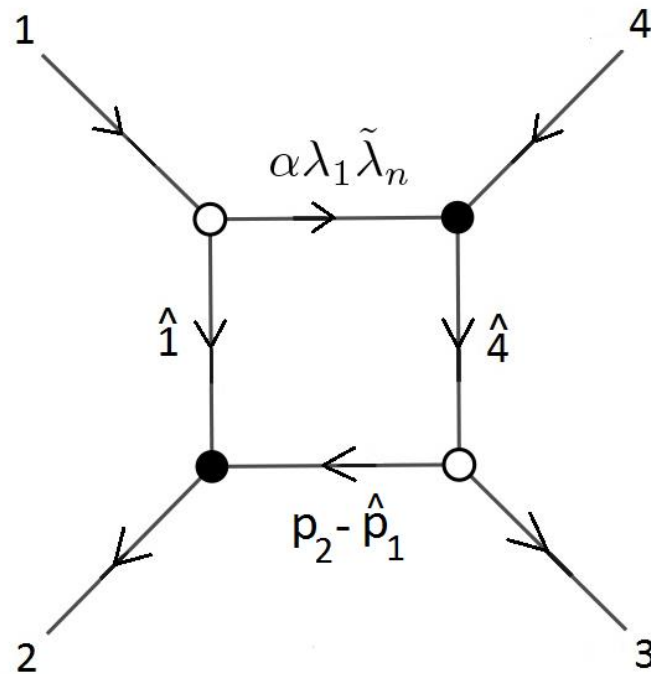


where internal lines correspond to integrals over on-shell states (no virtual particles!):

$$\text{---} \int \frac{d^4 \tilde{\eta} d^2 \lambda d^2 \tilde{\lambda}}{\text{VolGL}(1)}$$

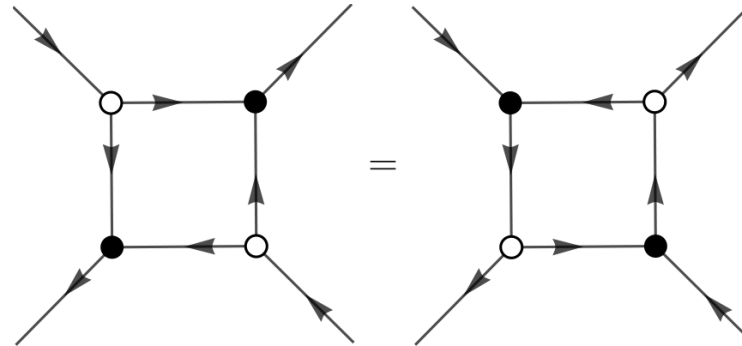
Example

- 4-point tree amplitude:

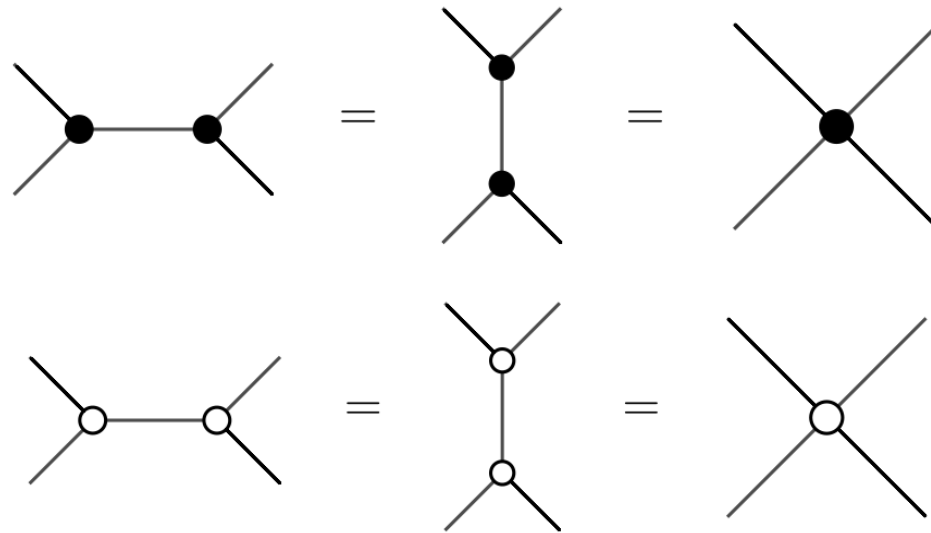


Equivalence Relations

- Square move:



- Mergers:

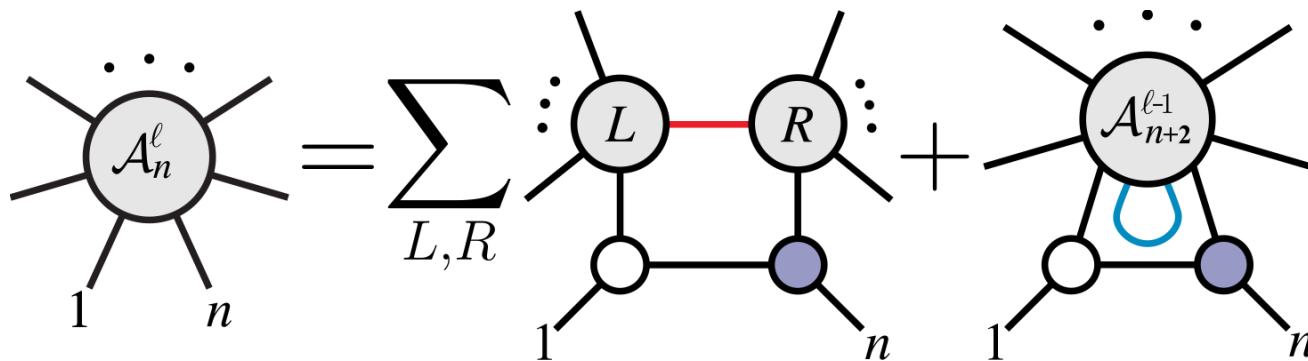


Positivity

- On-shell diagrams are in one-to-one correspondence with permutations.
- They are also in one-to-one correspondence with cells of the positive Grassmannian.
- This suggests a new interpretation of scattering amplitudes as the volume of an object known as the Amplituhedron ([Arkani-Hamed, Trnka](#)).

Loop-Level Recursion

- For planar N=4 SYM there is a canonical definition for the loop integrand, making it possible to extend BCFW recursion to loop level:



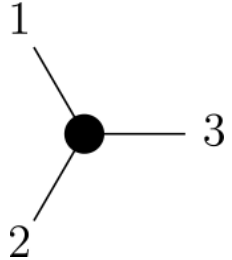
N=8 SUGRA

- An important question is how to generalize these ideas beyond planar N=4 SYM.
- In this talk, I will describe on-shell diagrams for N=8 supergravity, which has been argued to be the simplest QFT in four dimensions ([Arkani-Hamed, Cachazo, Kaplan](#)).
- Perturbative finiteness of N=8 SUGRA is an important open problem. ([Green, Russo, Vanhove / Bern, Carrasco, Dixon, Johansson, Kosower, Roiban](#))
- Fantasy: Use on-shell diagrams to deduce
 - an all-loop integrand for N=8 SUGRA
 - a gravitational “Amplituhedron”

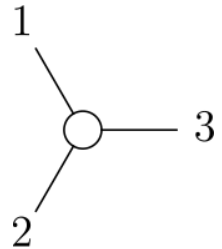
Overview

- I will primarily focus on tree-level amplitudes. Reformulating BCFW recursion in terms of on-shell diagrams will reveal interesting new relations to N=4 SYM such as:
 - non-planar identities
 - equivalence relations
 - Grassmannians
- Moreover, I will describe a simple algorithm for reading off formulae for on-shell diagrams.
- Finally, I will briefly speculate on the extension of these ideas to loop level.

Building Blocks



$$= \frac{\delta^{16} (\lambda_1 \tilde{\eta}_1 + \lambda_2 \tilde{\eta}_2 + \lambda_3 \tilde{\eta}_3) \delta^4 (\lambda_1 \tilde{\lambda}_1 + \lambda_2 \tilde{\lambda}_2 + \lambda_3 \tilde{\lambda}_3)}{\langle 12 \rangle^2 \langle 23 \rangle^2 \langle 31 \rangle^2}$$



$$= \frac{\delta^8 ([12] \tilde{\eta}_3 + [23] \tilde{\eta}_1 + [31] \tilde{\eta}_2) \delta^4 (\lambda_1 \tilde{\lambda}_1 + \lambda_2 \tilde{\lambda}_2 + \lambda_3 \tilde{\lambda}_3)}{[12]^2 [23]^2 [31]^2}$$



$$\int \frac{d^8 \tilde{\eta} d^2 \lambda d^2 \tilde{\lambda}}{\text{VolGL}(1)}$$

Tree-Level Recursion

- Naïve BCFW bridge doesn't work; need to decorate it!

$$\begin{array}{c} 1 \qquad \qquad n \\ \diagdown \qquad \diagup \\ \circ \text{---} \text{---} \bullet \\ | \qquad \qquad | \\ \hat{1} \qquad \qquad \hat{n} \end{array} = \frac{1}{p_1 \cdot p_n} \begin{array}{c} 1 \qquad \qquad n \\ \diagdown \qquad \diagup \\ \circ \text{---} \bullet \\ | \qquad \qquad | \\ \hat{1} \qquad \qquad \hat{n} \end{array}$$

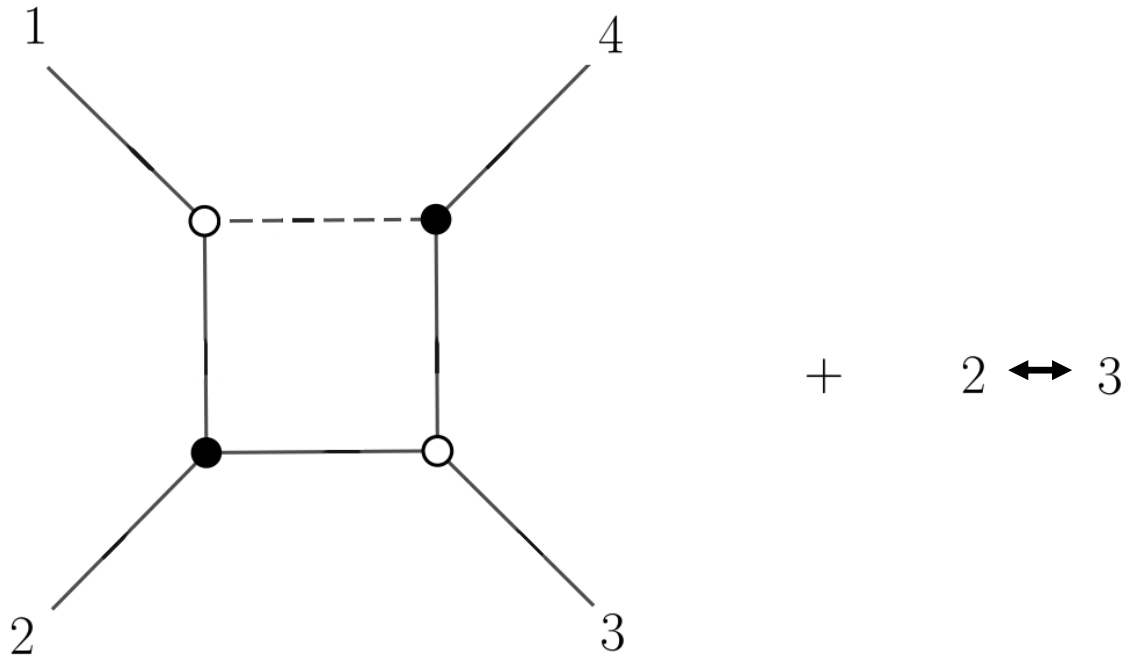
- In terms of the decorated bridge, BCFW is given by

$$\begin{array}{c} 1 \qquad \qquad n \\ \diagdown \qquad \diagup \\ \bigcirc \mathcal{A}_n \\ | \qquad \qquad | \\ \dots \end{array} = \sum_{L,R} \begin{array}{c} 1 \qquad \qquad n \\ \diagdown \qquad \diagup \\ \circ \text{---} \bullet \\ | \qquad \qquad | \\ \mathcal{A}_L \qquad \mathcal{A}_R \\ \vdots \qquad \qquad \vdots \end{array}$$

where the sum is over all partitions of particles $\{2, \dots, n-1\}$ into two sets L, R.

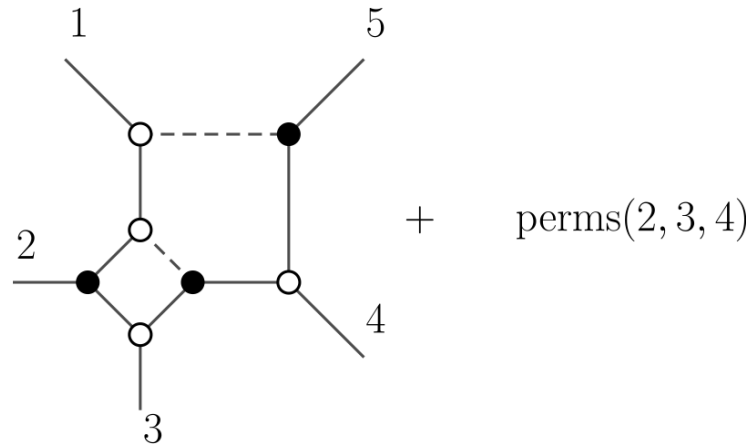
Examples

4-point:

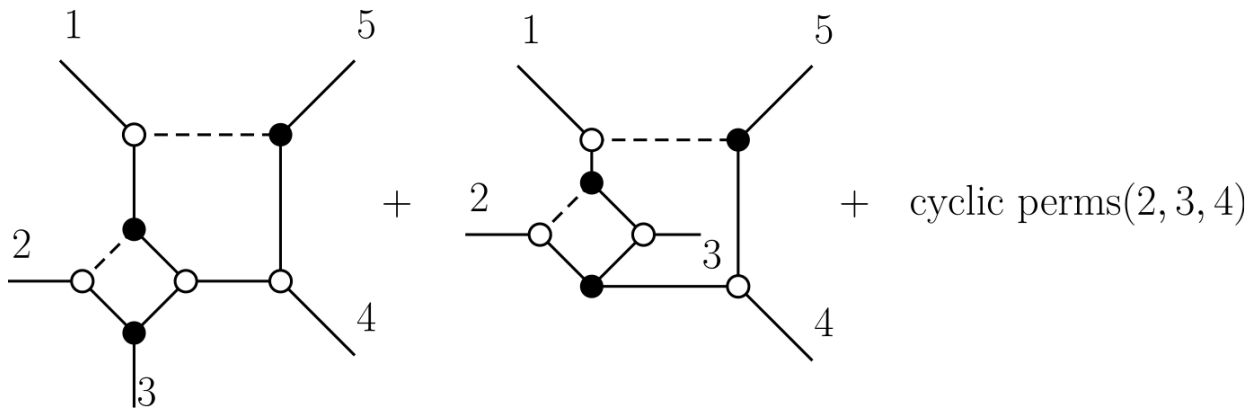


Examples

5-point:



Alternatively:

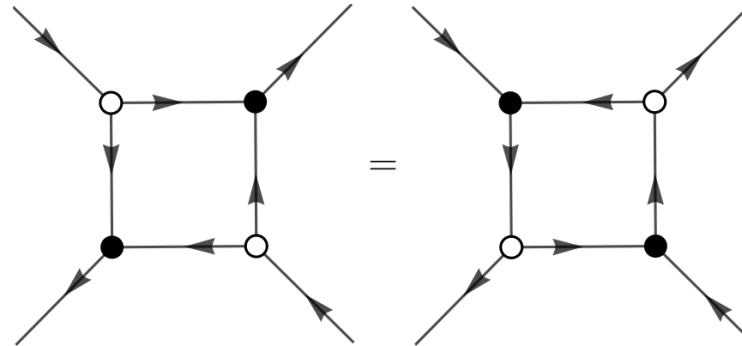


Planar Sector

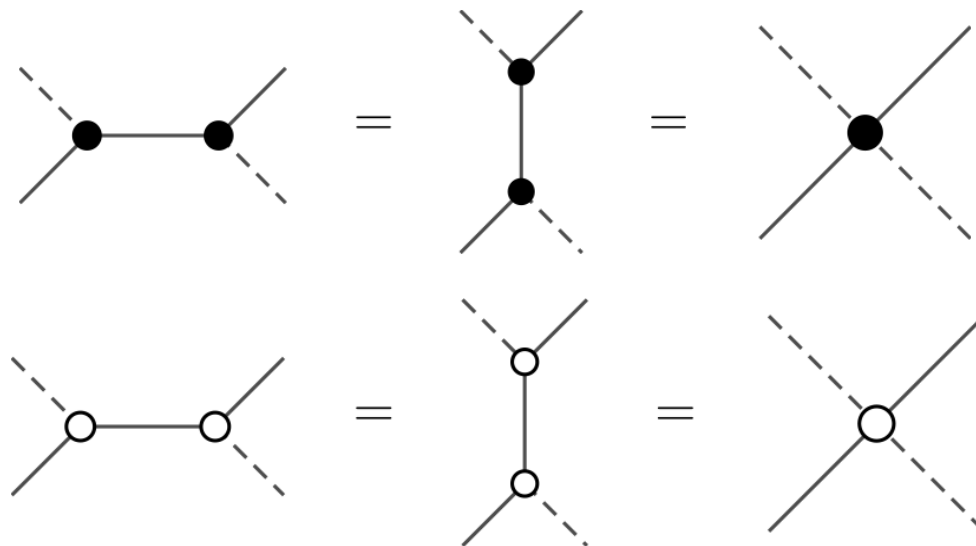
- If we always insert the fixed legs of each subdiagram into the recursion relation to obtain higher-point amplitudes, the result will always be a sum over planar diagrams which are exactly the same as those appearing in planar $N=4$ SYM.
- In summary, one can obtain $N=8$ SUGRA amplitudes simply by decorating on-shell diagrams of the corresponding amplitude in planar $N=4$ SYM and summing over permutations of the unshifted legs!
- On the other hand, if we choose to carry out the recursion in a different way this will generically give non-planar diagrams, implying remarkable new identities.

Equivalence Relations

- Square move:



- Mergers:

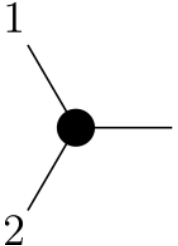


Grassmannians

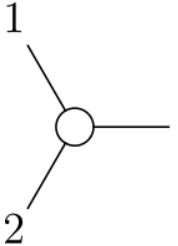
- I will now describe an algorithm for reading off expressions for on-shell diagrams in the form of Grassmannian integral formulae, which also play a prominent role in the scattering amplitudes of planar N=4 SYM.
- The Grassmannian $\text{Gr}(k,n)$ is the space of k -planes in n -dimensions, or equivalently the set of $k \times n$ matrices modulo the left action of $\text{GL}(k)$. In the context of amplitudes, k refers to the MHV degree and n refers to the number of external legs.
- Given a k -plane C , define C^\perp to be the orthogonal $(n-k)$ plane whose minors obey

$$(i_{k+1} \dots i_n)^\perp = (i_1 i_2 \dots i_k) \epsilon^{i_1 i_2 \dots i_k i_{k+1} \dots i_n}$$

3-point Amplitudes



$$= \int \frac{d^{2 \times 3} C}{GL(2)} \frac{\delta^{4|16} (C \cdot \tilde{\lambda} | C \cdot \tilde{\eta}) \delta^2 (\lambda \cdot C^\perp)}{(12)^2 (23)^2 (31)^2} \frac{\langle ij \rangle}{(ij)}$$

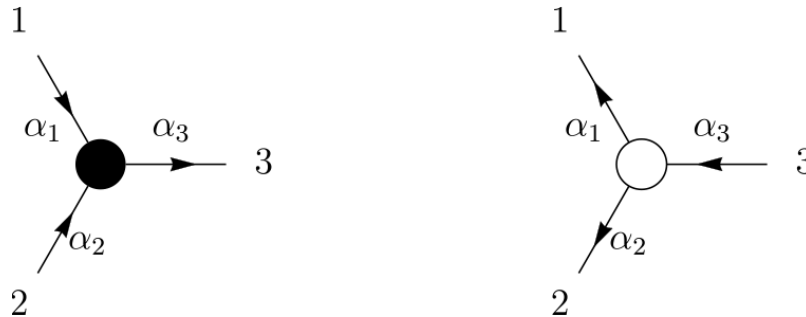


$$= \int \frac{d^{1 \times 3} C}{GL(1)} \frac{\delta^{2|8} (C \cdot \tilde{\lambda} | C \cdot \tilde{\eta}) \delta^4 (\lambda \cdot C^\perp)}{(1)^2 (2)^2 (3)^2} \frac{[ij]}{(ij)^\perp}$$

To see that these formulae reduce to the standard ones, use $GL(2)$ to set $C=(\lambda_1 \lambda_2 \lambda_3)$ in the first case, and use $GL(1)$ symmetry to set $C=([23] [31] [12])$ in the second case.

Canonical Coordinates

- There is a canonical way to choose coordinates of Grassmannian by assigning arrows and variables to the edges of the on-shell diagram. For 3-point amplitudes, this choice can be displayed as follows:



- In terms of these variables, C and C^\perp are then determined by the following rules:

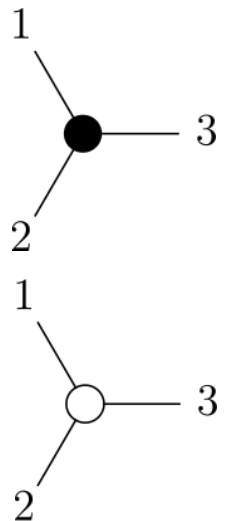
$$\tilde{\lambda}_i = \sum_{\substack{\text{paths} \\ i \rightarrow j}} \left(\prod_{\substack{\text{edges} \\ \text{in path}:e}} \alpha_e \right) \tilde{\lambda}_j \qquad \lambda_i = \sum_{\substack{\text{paths} \\ i \leftarrow j}} \left(\prod_{\substack{\text{edges} \\ \text{in path}:e}} \alpha_e \right) \lambda_j$$

- For the black and white vertices, this gives respectively

$$C_{\text{MHV}} = \begin{pmatrix} 1 & 0 & -\alpha_1\alpha_3 \\ 0 & 1 & -\alpha_2\alpha_3 \end{pmatrix} \quad C_{\text{MHV}}^\perp = \begin{pmatrix} -\alpha_1\alpha_3 & -\alpha_2\alpha_3 & 1 \end{pmatrix}$$

$$C_{\overline{\text{MHV}}} = \begin{pmatrix} -\alpha_1\alpha_3 & -\alpha_2\alpha_3 & 1 \end{pmatrix} \quad C_{\overline{\text{MHV}}}^\perp = \begin{pmatrix} 1 & 0 & -\alpha_1\alpha_3 \\ 0 & 1 & -\alpha_2\alpha_3 \end{pmatrix}$$

- Plugging this into the Grassmannian integral formulae presented earlier then gives the following expressions:



$$= \langle 12 \rangle \int d(\alpha_1\alpha_3) d(\alpha_2\alpha_3) \frac{\delta^{4|16} (C \cdot \tilde{\lambda} | C \cdot \tilde{\eta}) \delta^2 (\lambda \cdot C^\perp)}{\alpha_1^2 \alpha_2^2 \alpha_3^4}$$

$$= [12] \int d(\alpha_1\alpha_3) d(\alpha_2\alpha_3) \frac{\delta^{2|8} (C \cdot \tilde{\lambda} | C \cdot \tilde{\eta}) \delta^4 (\lambda \cdot C^\perp)}{\alpha_1^2 \alpha_2^2 \alpha_3^4}$$

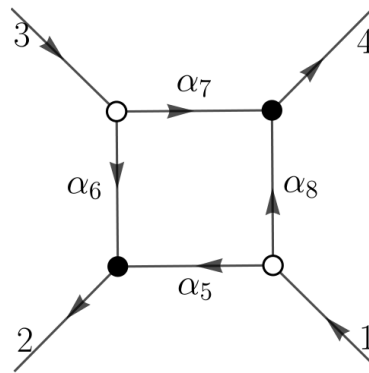
- Remarkably, these expressions can be generalized to any on-shell diagram!

Algorithm

- Draw arrows on each edge such that there are two arrows entering/one arrow leaving every black node and two arrows leaving/one arrow entering every white node.
- Label every edge with a variable α , and set one variable associated to each vertex to unity.
- Associate $d\alpha/\alpha^2$ with each edge variable leaving a white vertex or entering a black vertex and $d\alpha/\alpha^3$ with each edge variable entering a white vertex or leaving a black vertex.
- For each black vertex associate the bracket $\langle ij \rangle$ where i, j are the two edges with ingoing arrows. For each white vertex associate the bracket $[ij]$ where i, j are the two edges with outgoing arrows.
- Determine C and C^\perp using the rules on a previous slide.

Example

- First consider the following undecorated 4-point diagram:



- Using the rules on the previous slide, we obtain

$$\mathcal{A}_4 = \int \frac{d\alpha_5 d\alpha_6 d\alpha_7 d\alpha_8}{\alpha_5^2 \alpha_6^2 \alpha_7^2 \alpha_8^2} \langle 56 \rangle \langle 78 \rangle [67] [58] \delta^{4|16} \left(C \cdot \tilde{\lambda} | C \cdot \tilde{\eta} \right) \delta^4 (\lambda \cdot C^\perp)$$

where

$$C = \begin{pmatrix} 1 & -\alpha_5 & 0 & -\alpha_8 \\ 0 & -\alpha_6 & 1 & -\alpha_7 \end{pmatrix} \quad C^\perp = \begin{pmatrix} -\alpha_5 & 1 & -\alpha_6 & 0 \\ -\alpha_8 & 0 & -\alpha_7 & 1 \end{pmatrix}$$

- We then use the path prescription to rewrite the internal brackets as external ones:

$$\begin{array}{cccc}
 \bar{\lambda}_5 = \bar{\lambda}_2 & \bar{\lambda}_6 = \bar{\lambda}_2 & \bar{\lambda}_7 = \bar{\lambda}_4 & \bar{\lambda}_8 = \bar{\lambda}_4 \\
 \lambda_5 = \alpha_5 \lambda_1 & \lambda_6 = \alpha_6 \lambda_3 & \lambda_7 = \alpha_7 \lambda_3 & \lambda_8 = \alpha_8 \lambda_1
 \end{array}$$

- Plugging this into the expression on the previous slide gives

$$\mathcal{A}_4 = \int \frac{d\alpha_5 d\alpha_6 d\alpha_7 d\alpha_8}{\alpha_5 \alpha_6 \alpha_7 \alpha_8} \langle 13 \rangle^2 [24]^2 \delta^{4|16} \left(C \cdot \tilde{\lambda} | C \cdot \tilde{\eta} \right) \delta^4 (\lambda \cdot C^\perp)$$

which uplifts to the following covariant formula:

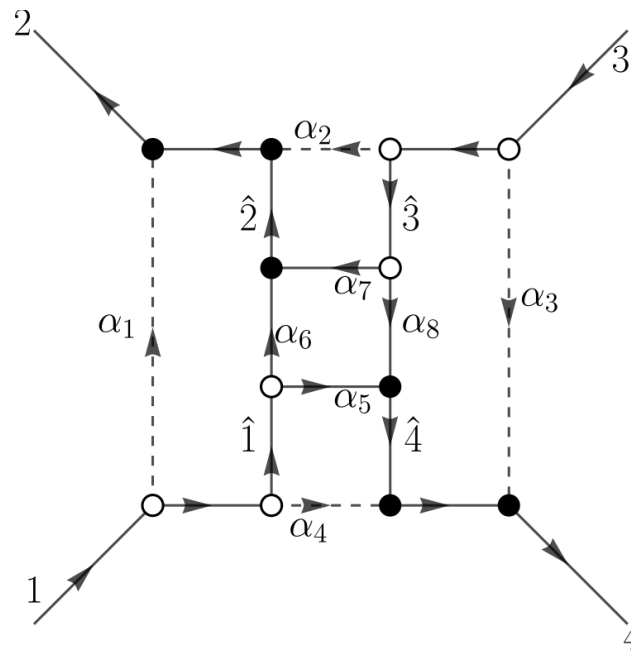
$$\mathcal{A}_4 = \int \frac{d^{2 \times 4} C}{GL(2)} \frac{\delta^{4|16} \left(C \cdot \tilde{\lambda} | C \cdot \tilde{\eta} \right) \delta^4 (\lambda \cdot C^\perp)}{(12)(23)(34)(41)} \frac{\langle kl \rangle^2}{(kl)^2} \frac{[pq]^2}{(p^\perp q^\perp)^2}$$

- Dividing by the bridge factor $\langle 12 \rangle [12]$ and summing over the permutations of legs 3 and 4 finally gives the following Grassmannian integral formula for the 4-point amplitude:

$$\mathcal{M}_4 = \int \frac{d^{2 \times 4} C}{GL(2)} \frac{\delta^{4|16} (C \cdot \tilde{\lambda} | C \cdot \tilde{\eta}) \delta^4 (\lambda \cdot C^\perp)}{\prod_{i < j} (ij)} \frac{\langle kl \rangle}{(kl)} \frac{[pq]}{(p^\perp q^\perp)}$$

Loops

Remarkably, decorating the on-shell diagram corresponding to the 4-point 1-loop amplitude in planar N=4 SYM and summing over permutations of the external legs gives the 1-loop 4-point amplitude of N=8 SUGRA!



Future Directions

- Loop-level recursion?
- Relation to ambitwistor string theory?
- Integrability?

Thank You