

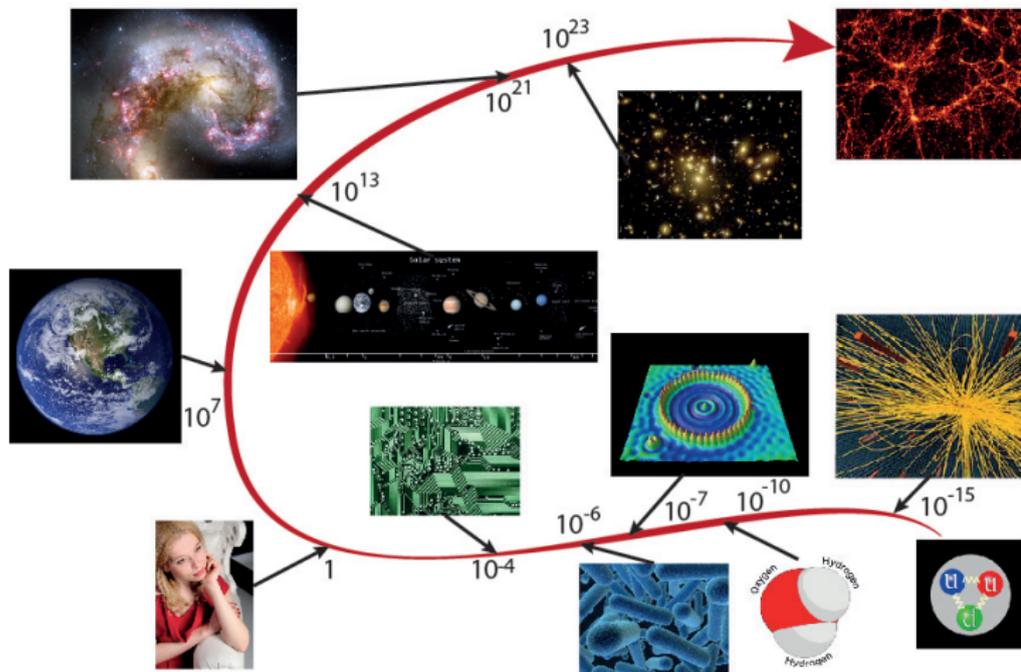
The mysterious beginnings of Everything

Kasia Rejzner

27.01.2016



Life, the Universe and Everything



- 1 Large
 - Spacetime in special relativity
 - Spacetime in general relativity
- 2 Small
- 3 Everything



Physics at high velocities

- When matter moves at high velocities (close to the velocity of light), special relativity starts to play a role.



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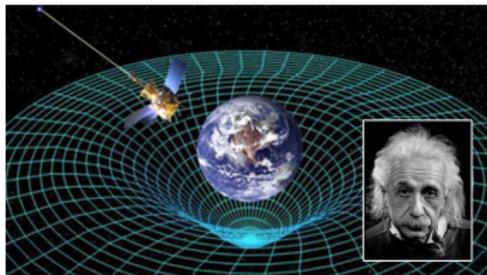
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- Special relativity is a theory proposed in 1905 by Albert Einstein in the paper *On the Electrodynamics of Moving Bodies*.
- As the name of the paper suggest, the motivation was to make Electrodynamics compatible with Mechanics. This turned out to be impossible within Newton's theory.



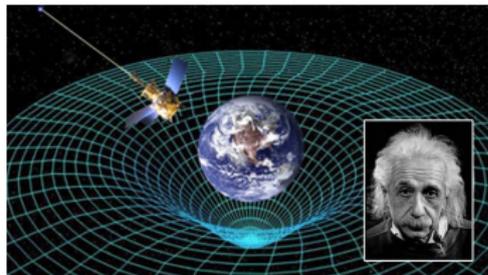
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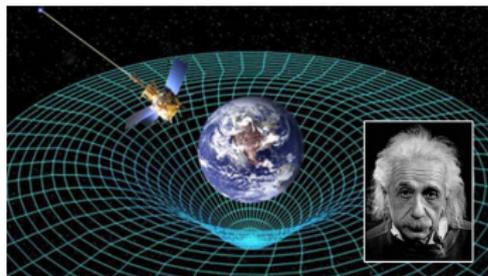
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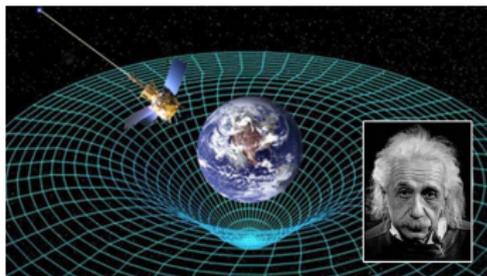
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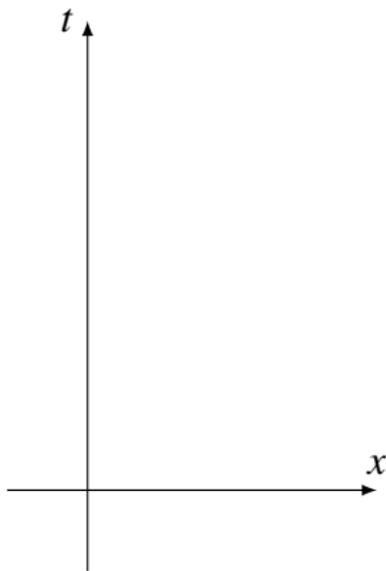


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- Moreover, spacetime *itself* is dynamical and subject to certain equations (Einstein's equations).



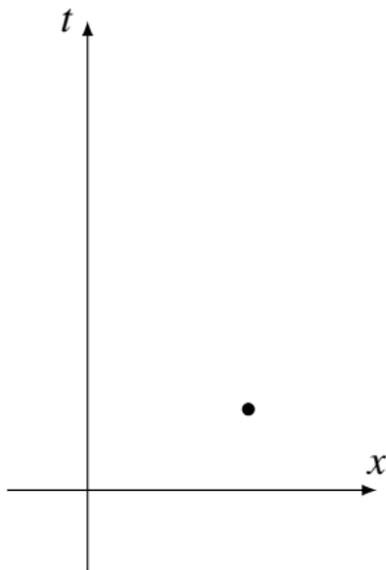
Space and time



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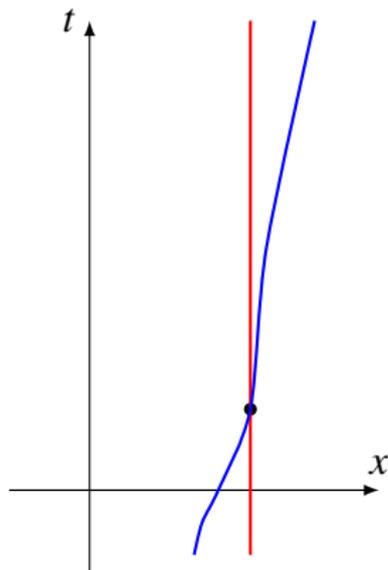
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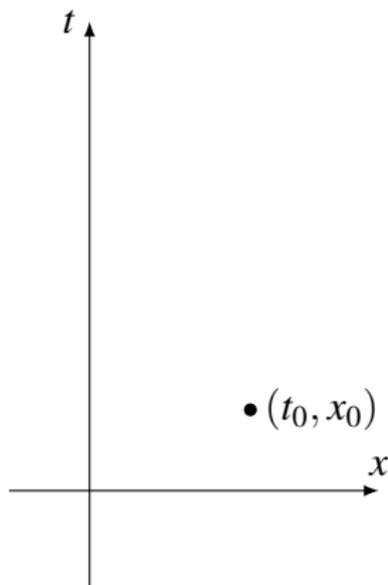
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- Each event (anything that happens) is represented by a point in this diagram.
- Whether we move or stand still, we can describe our position in space and time by drawing a curve in the spacetime diagram.



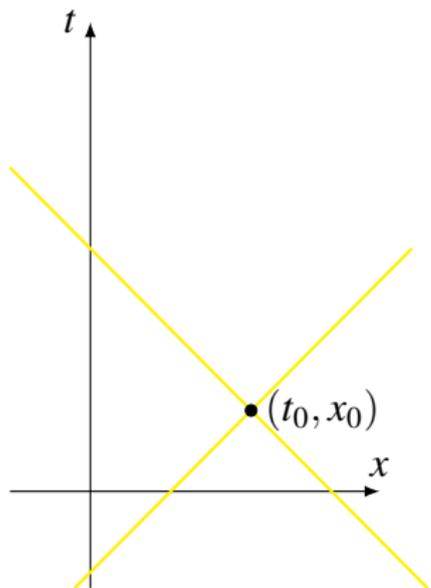
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- The main principle of **special relativity** says that nothing can move faster than light, so $\left| \frac{dx}{dt} \right|$ cannot be higher than c , the speed of light. From now on we choose units in which $c = 1$.



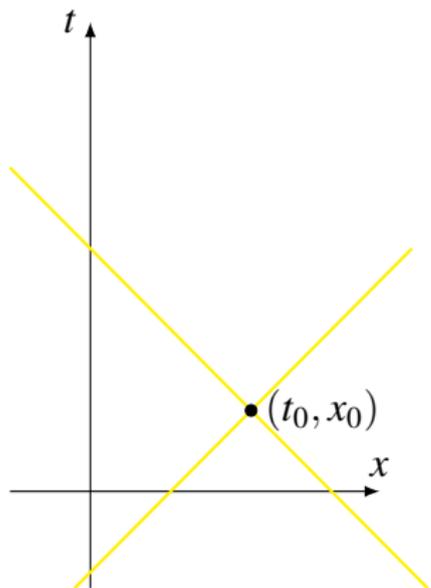
Space and time



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- On the spacetime diagram, we can draw at each point two lines (a cone) representing $|x - x_0| = |t - t_0|$, which limits the region of spacetime accessible from that point. This object is called **the lightcone** with apex (t_0, x_0) .



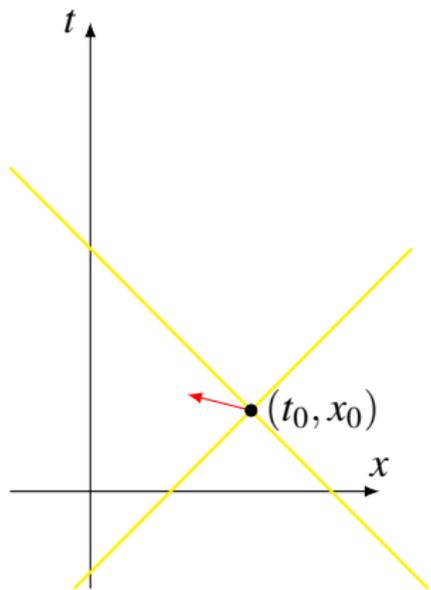
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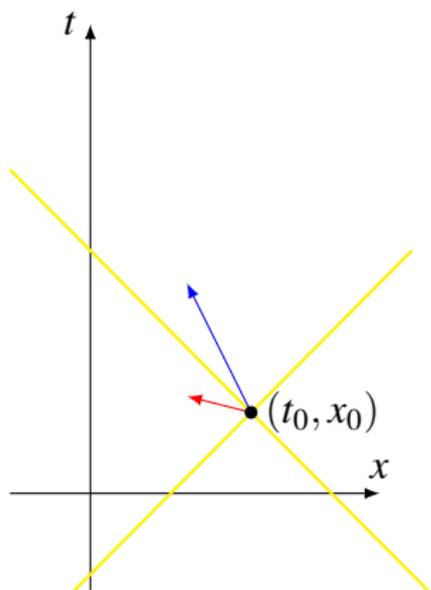
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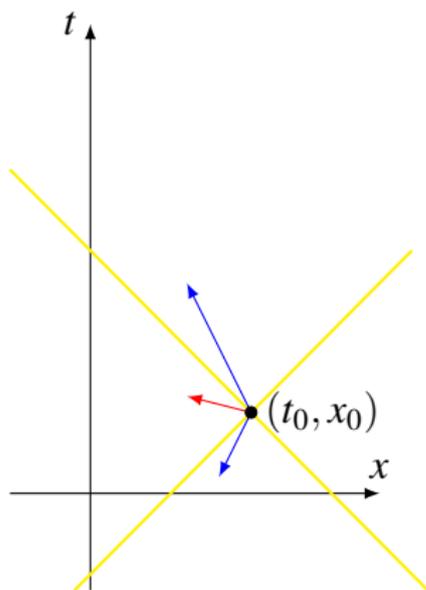
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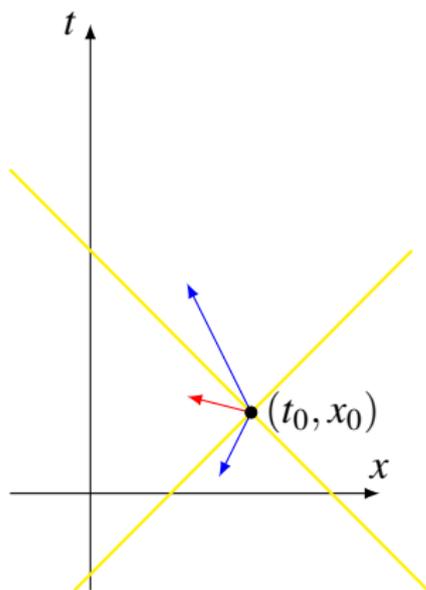
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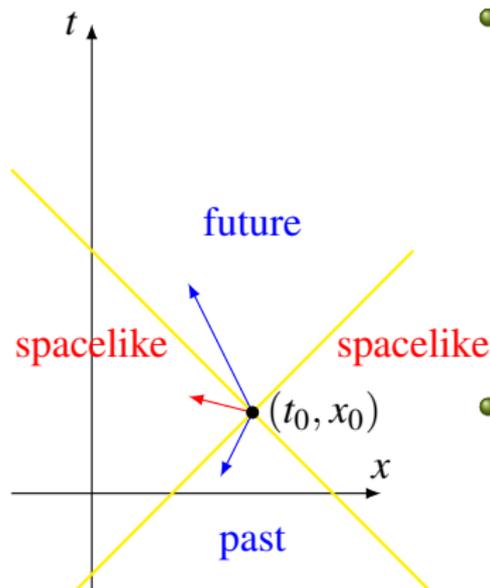
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- This way we divide the spacetime into regions that are in the **future** of (t_0, x_0) , in its **past**, or are spacelike to (t_0, x_0) .

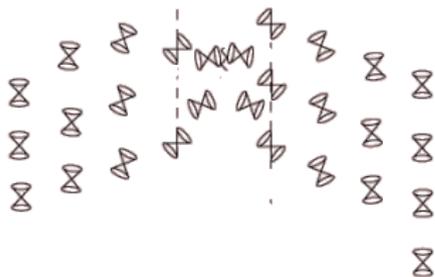


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- To summarize: in special relativity **at each point** (t_0, x_0) the lighcone is described by the equation $|x - x_0| = |t - t_0|$, or equivalently $(t - t_0)^2 - (x - x_0)^2 = 0$.



Space and time



- To summarize: in special relativity **at each point** (t_0, x_0) the lightcone is described by the equation $|x - x_0| = |t - t_0|$, or equivalently $(t - t_0)^2 - (x - x_0)^2 = 0$.
- in general relativity we want to keep the idea of the lightcone, but the equation describing the lightcone changes from point to point. Lightcones at different points can be tilted and twisted, so observers at different points have different ideas what is **future**, **past** or **spacelike**.



Mathematical description of spacetime

- In our toy model the spacetime is 2 dimensional and is simply \mathbb{R}^2 (the plane). Directions are described by 2-dimensional vectors, which are represented as columns of numbers: $\vec{v} = \begin{pmatrix} v_0 \\ v_1 \end{pmatrix}$ and we denote $\vec{v}^T = (v_0 \quad v_1)$.



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- This has a geometrical interpretation in terms of the **Minkowski metric**, which is (in our example) a 2 by 2 matrix $g = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$, so that $\vec{v}^T g \vec{v} = v_0^2 - v_1^2$.



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- In 4 dimensions (1 time+3 space) the Minkowski metric is

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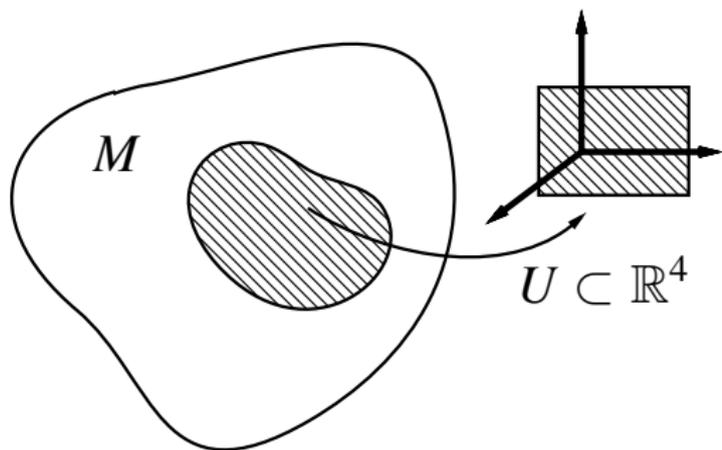
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- In special relativity (SR), \mathbb{M} is the model of space and time.



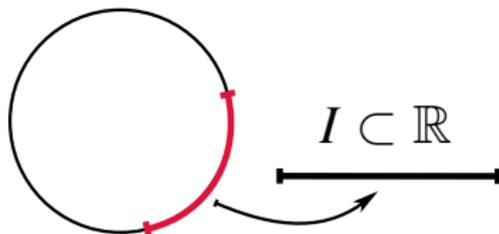
Spacetime in general relativity

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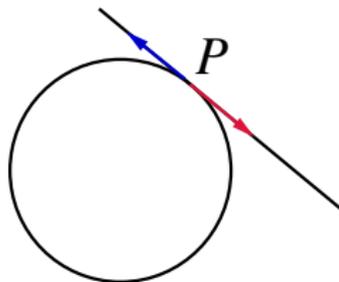
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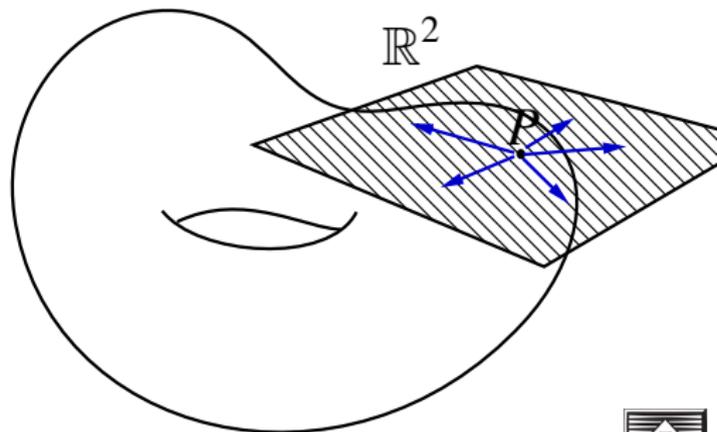
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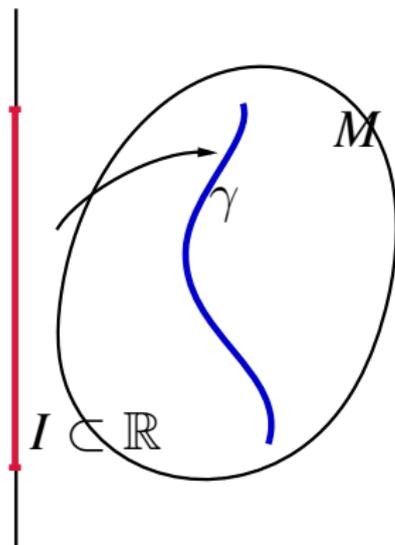
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- At each point we can draw a small lightcone, defined by the equation $\vec{v}_P^T g_P \vec{v}_P = 0$.



Classifications of curves

- A curve $\gamma : \mathbb{R} \supset I \rightarrow M$ is

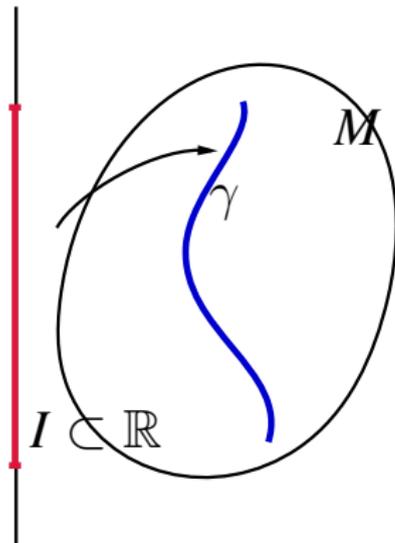
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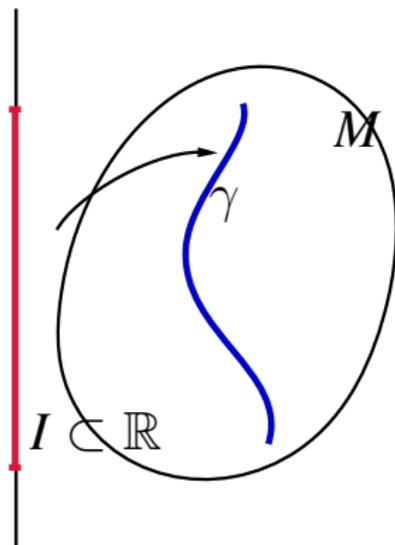
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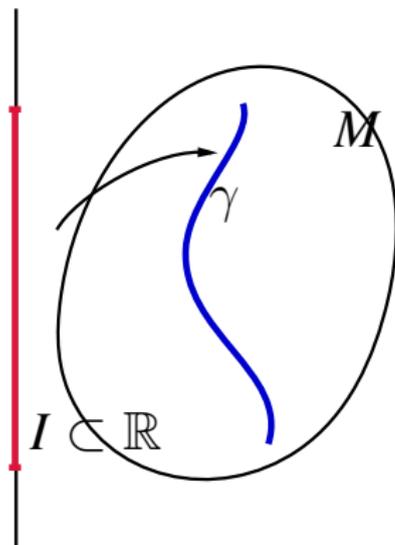
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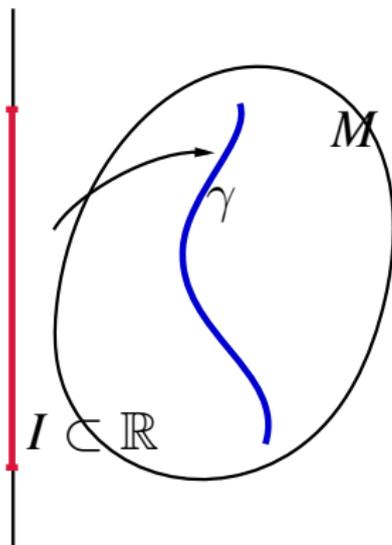
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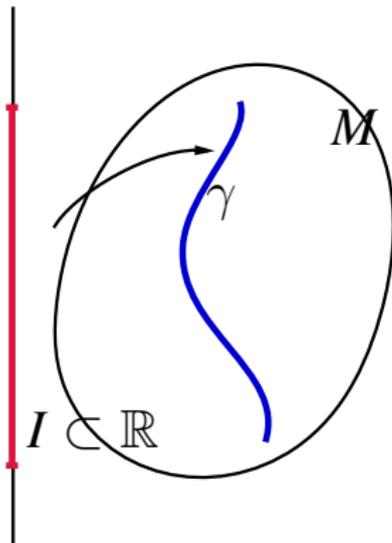
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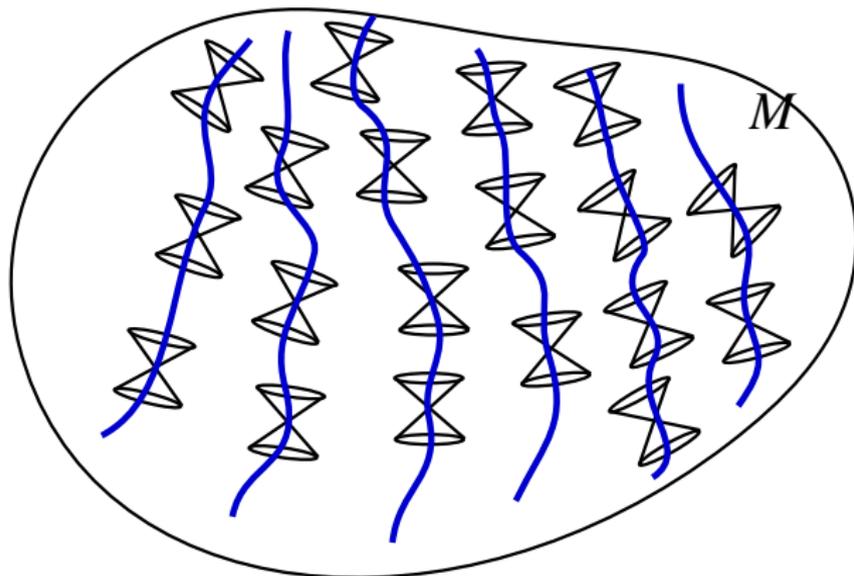
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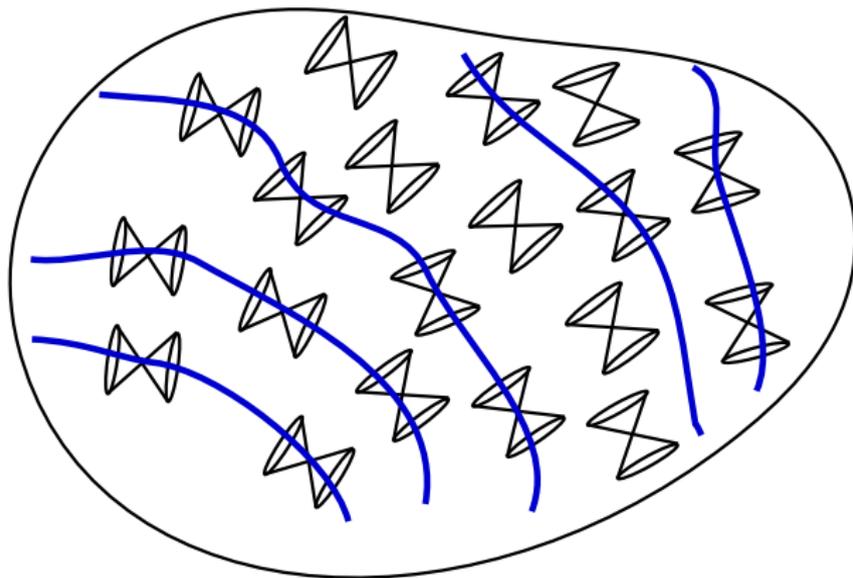
An important principle of general relativity states that **observers can move only on timelike curves**, so the causal structure given by the metric “tells particles where to go”.



Timelike curves in GR



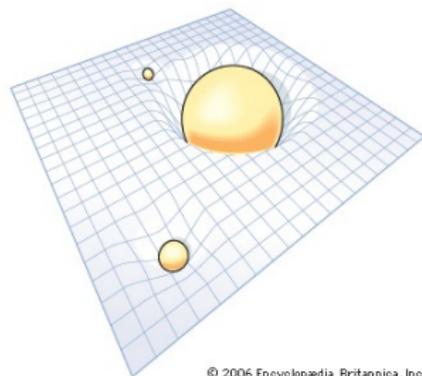
Timelike curves in GR



How matter influences the spacetime

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$$G_{\mu\nu} = \frac{8\pi G}{c^4} T_{\mu\nu}.$$



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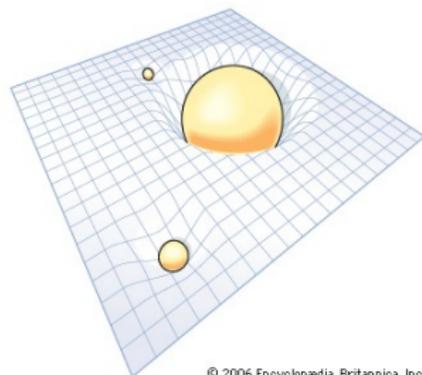
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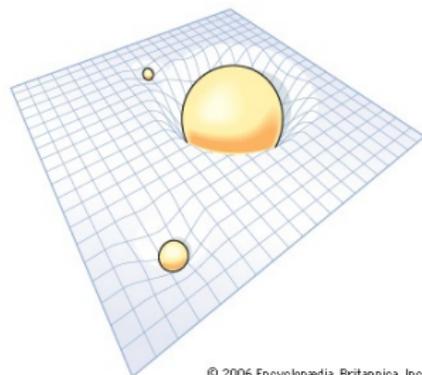
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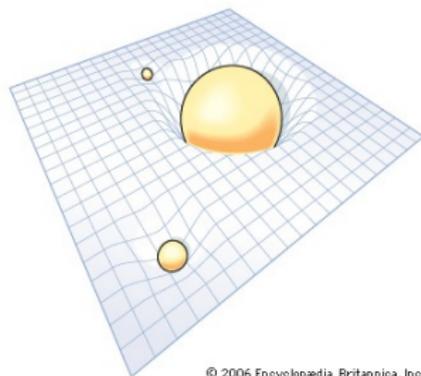
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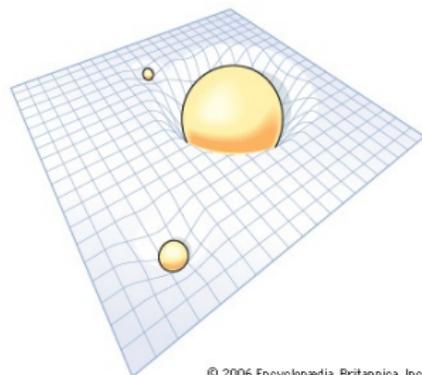
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- T is the **stress energy tensor** which depends on the matter content of the theory.
- G is the gravitational constant and c is the speed of light.
- The change of spacetime influences the matter, but also change of the matter influences the curvature of spacetime!

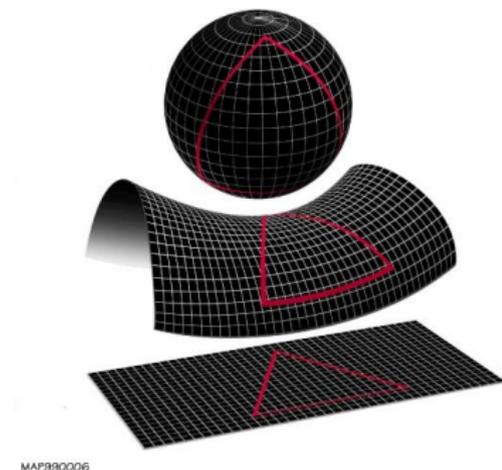


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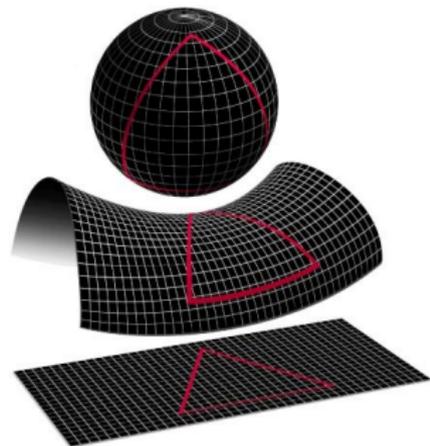
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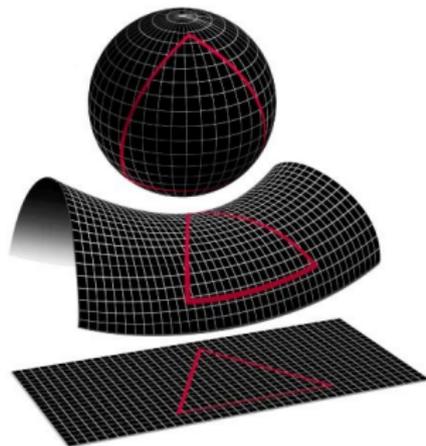


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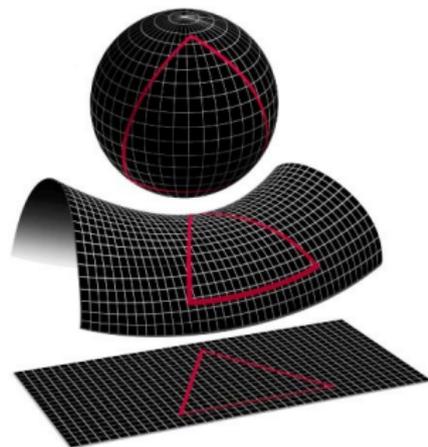


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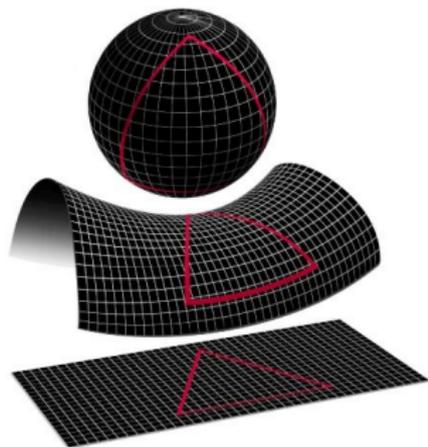


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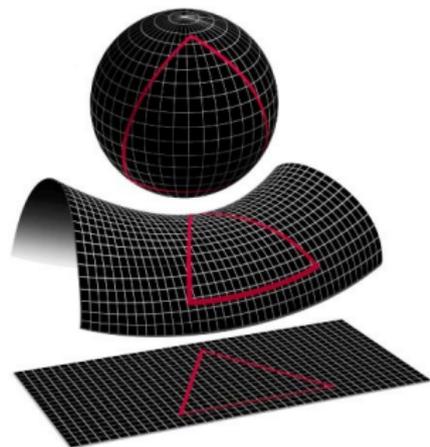


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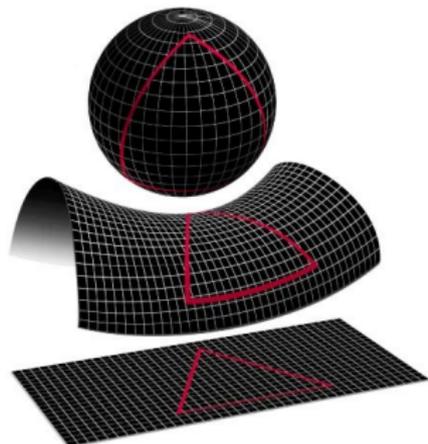
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- Works with vases and protons, but doesn't quite work with Universes...



Quantum Field Theory



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The Answer to the Ultimate Question of Life, The Universe, and Everything is...



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42



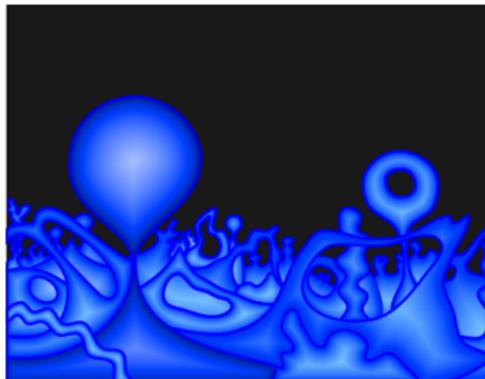
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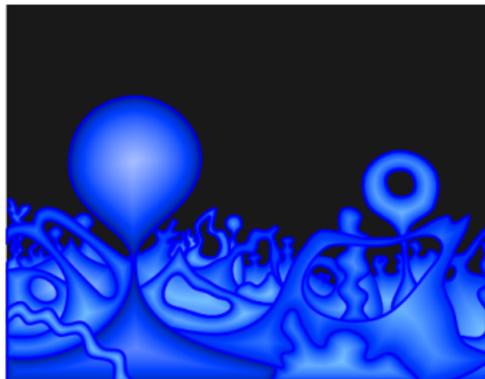
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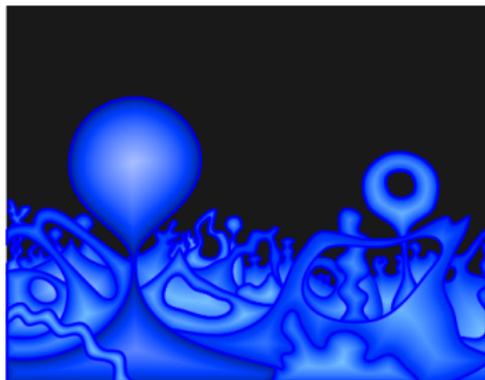
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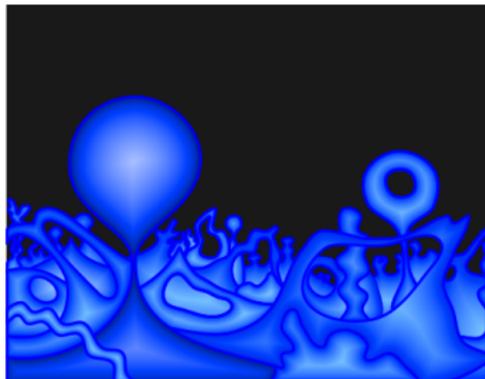
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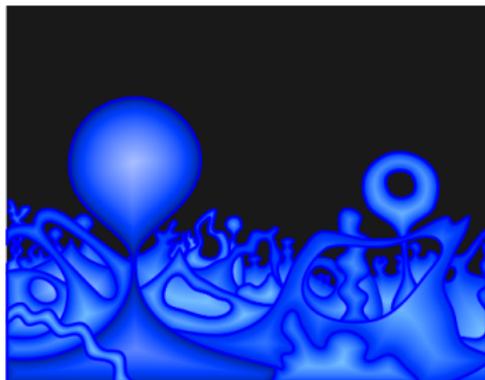
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- What does it mean for geometry to be quantized?



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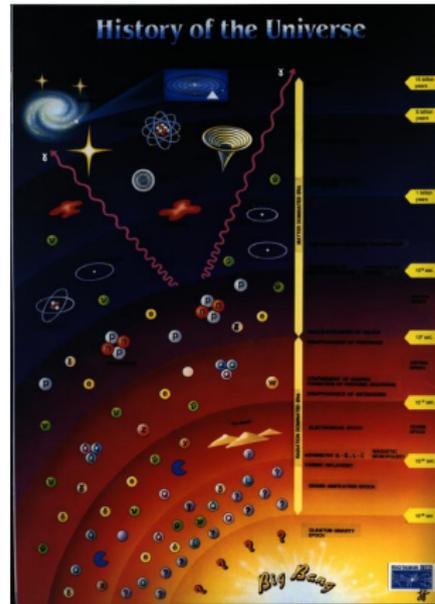
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- Instead of a Theory of Everything we want a Theory of Something. . .



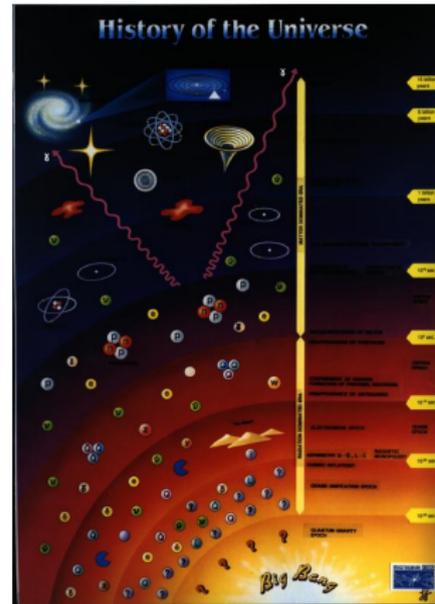
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- We work in the situation where the quantum gravity effects can be considered as small.
- Example: QFT on FLRW spacetimes.
- It is also possible to study the influence of quantum fields on the background metric by studying the so called **backreaction** problem,
- Take an FLRW spacetime and model the evolution of the Universe by studying the behavior of **quantum and classical** matter in it.



Take two: Linearized quantum gravity

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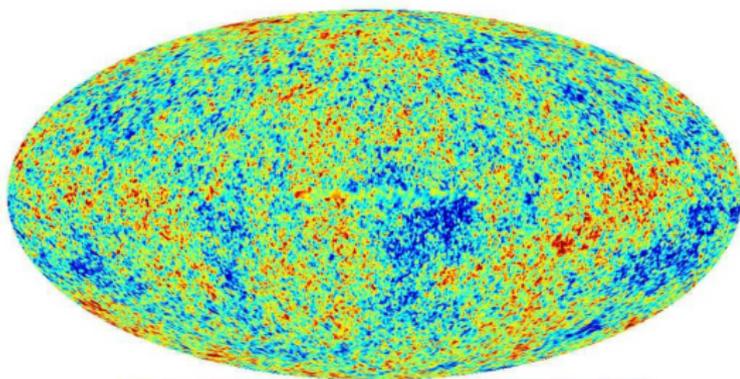
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- $h_{\mu\nu}$ obeys linear equations of motion: **linearized gravity**.
- Already in this approximation one can study phenomena like **inflation** and try to explain fluctuations of the cosmic microwave background (CMB) radiation.



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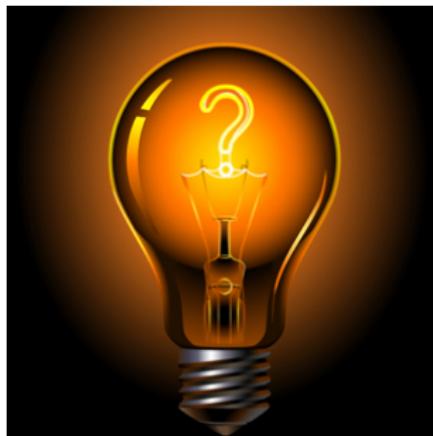
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- CMB carries information about how the Universe looked like when it exited the inflation phase.



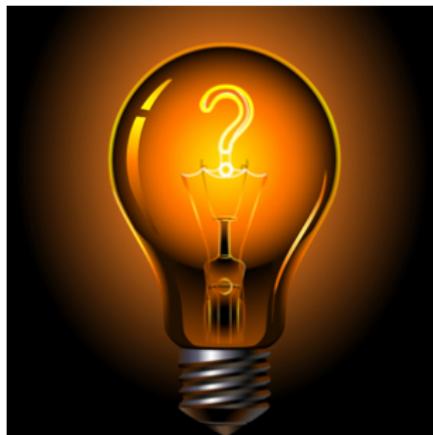
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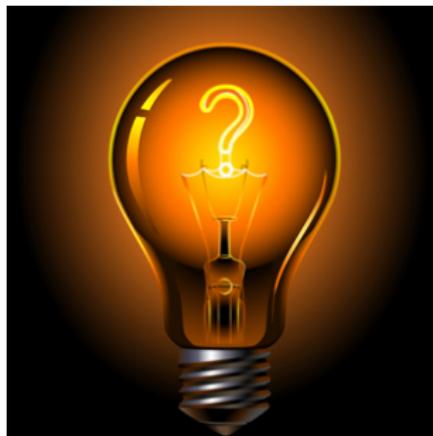
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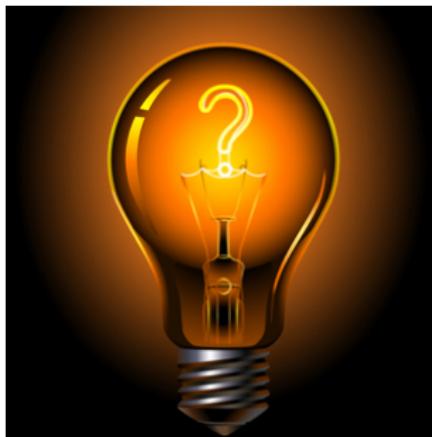
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- We are getting one more step closer to the beginning of the Universe and Everything...



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Thank you for your attention!

