

Worldline Geometries for Scattering Amplitudes

Based on work in collaboration with Roberto Bonezzi[1]

Motivation

In this work, we formulate amplitudes in QFT as **worldline path integrals**.

Why?

- **Efficiency:** one worldline diagram corresponds to many Feynman diagrams in perturbation theory.
- **Color-Kinematics duality:** The double copy structure of gravity is best understood in the string formulation, so equivalently for QFT we can expect it to show up in the worldline formalism.

Ultimate goal: Understand **algebraic structure** underlying color-kinematics duality!

Setup

Toy model: Open scalar worldline

$$S_0[X, P, e] = \int_0^1 d\tau \left[P_\mu \dot{X}^\mu - e (P^2 + m^2) \right]$$

$\tau = 0$ $\tau = 1$

Requires two boundary conditions:

- Dirichlet (D): on position
- Neumann (N): on momentum

Represents free worldline path integral:

$$Z_0(x, y) = \int \frac{\mathcal{D}X \mathcal{D}P \mathcal{D}e}{\text{VolGauge}} e^{iS_0[X, e]}$$

Interactions: Dress with **vertex operators***

We consider the particle to be interacting with a background field ϕ with a potential $\mathcal{U}(\phi)$. This induces a potential on the particle given by $\mathcal{U}''(X)$.

To define vertex operators, use the potential for a plane wave background:

$$V_i(\tau) := -i\mathcal{U}''(e^{ik_i X(\tau)})$$

The full path integral comes from summing over all insertions.

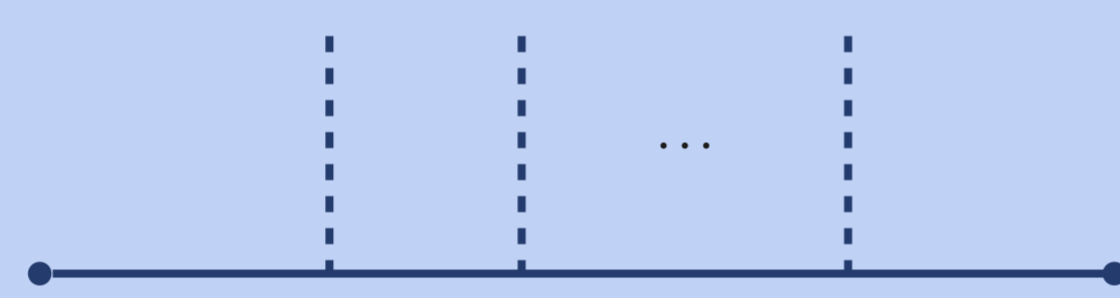
At order N:



*VO's from now on

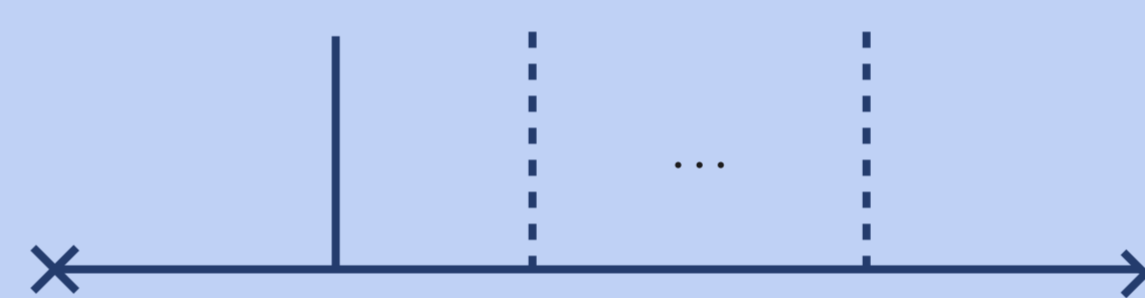
In order to reformulate QFT amplitudes in a worldline based framework, we postulate a dictionary between **QFT objects** and **worldline path integrals** with specific boundary conditions and worldline geometries:

Finite line, DD | **Propagators**



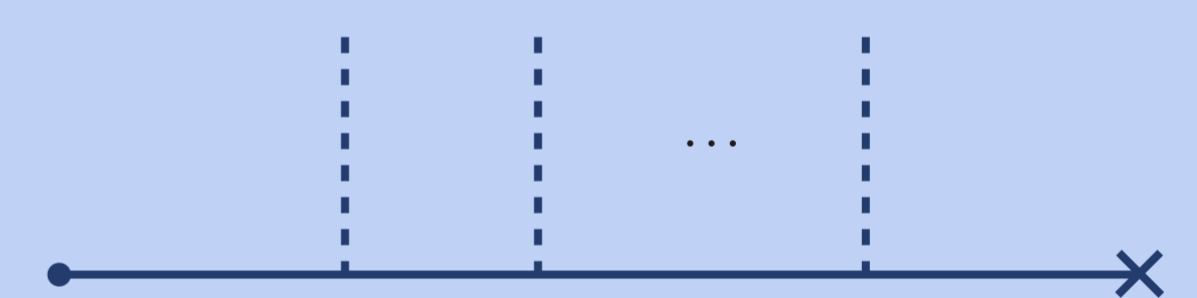
- Gauge fix: $e = T$
- Integrate over T : modulus
- Integrate over positions of VOs

Infinite line, NN | **Amplitudes**



- Gauge fix: $e = 1$
- $T \rightarrow \infty$: **LSZ reduction!**
- Create asymptotic states with VOs
- Translation invariance: need to fix one VO position

Semi-infinite line, DN | **VOs**



- Gauge fix: $e = 1$
- $T \rightarrow \infty$
- Integrate over positions of VOs
- Related to multiparticle fields

Geometries

Multiparticle fields can be obtained by solving the equations of motion with the ansatz:

$$\phi(x) = \sum_{n=1}^{\infty} \frac{1}{n!} \phi^{(n)}(x)$$

We can also recover these solutions by using **worldline correlators**.

Example: ϕ^3 theory

$$\phi_i(x) = \text{---} \bullet \text{---} \times$$

$$\phi_{ij}(x) = \text{---} \bullet \text{---} \times$$

$$\phi_{ijk}(x) = \text{---} \bullet \text{---} \times$$

In the unpolarized case, for **any polynomial scalar self-interaction**, multiparticle fields are given as worldline correlators through the following **recursive relation**:

$$\sum_{m=1}^{\infty} \frac{1}{(m-1)!} \phi^{(m)}(x) = \left\langle \exp \left(\sum_{k=1}^{\infty} \frac{1}{k!} \nabla^{(k)} \right) \phi^{(1)}(X(\infty)) \right\rangle_{\text{DN}}$$

Integrated vertex operators

Asymptotic state

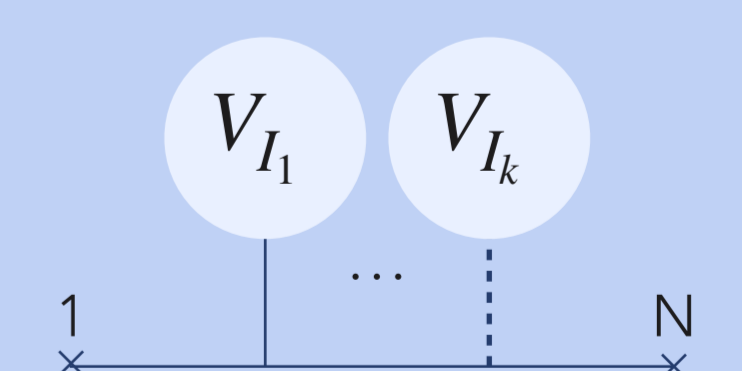
*To polarize and use for finding an N-linear field, substitute

$$\phi_{12\dots N} = \sum_{n=0}^N e^{ik_n \cdot x}$$

Recursion

Here is our recipe for **amplitudes from the worldline**:

Use **infinite NN** worldline \rightarrow Choose **asymptotic states**, create with linear VOs \rightarrow Consider all diagrams with all VO insertions giving N-2 particles \rightarrow **Fix 1 gVO:** translation symmetry



Example: 4-point amplitude in ϕ^3

$$\mathcal{A}_4 = \text{---} \times \text{---} \times \text{---} \times \text{---} \times + \text{---} \times \text{---} \times \text{---} \times \text{---} \times$$

s+u channel t channel

Amplitudes

Outlook

By exploring the cutting and gluing of worldlines, we can extend this to **loop level**.

We want to generalize this framework to genuine **gauge theories** [3] and **gravity**.

We are especially interested in **Yang Mills theory**, the **kinematic algebra** of which is related to a **vertex operator algebra**. [2] [4]