

A Topological Recursion for Tensor Models

Conference in honor of Vincent Rivasseau

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Outline

- 1 Motivations
- 2 The simple case: (not too bad) matrix models
- 3 The case for a tensor model
- 4 Conclusion

Matrix models for 2d quantum gravity

Integrals of matrices with Feynman graphs = poly-angulations of surfaces.

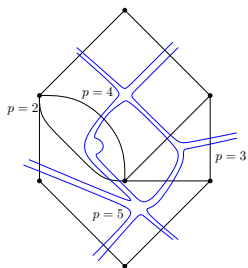


Figure: Example of a poly-angulation and its dual Feynman Graph.

Curvature concentrates at vertices of the p -angulation \rightarrow faces of the graph

Observables of the model:

$$\{\text{tr}(M^p) | p \in \mathbb{N}\}$$

Represent boundary states of the triangulated surfaces.

“Transition amplitudes” = numbers of triangulations of surfaces with corresponding boundaries.

Higher dimensions? **Tensor models**. Generalize the techniques of matrix models to tensor models.

Topological recursion

Generating functions of observables:

$$\forall (g, n) \quad \text{s.t. } 2g - 2 + n \geq -2, \quad W_n^g(x_1, \dots, x_n) = \sum_{p_i \geq 0} \frac{\langle \prod_i \text{tr}(M^{p_i}) \rangle_C^g}{\prod_i x_i^{p_i + 1}}$$

Loop equations:

$$\begin{aligned} W_{n+1}^{g-1}(x, x, x_I) + \sum_{\substack{0 \leq h \leq g \\ J \subset I}} W_{1+|J|}^h(x, x_J) W_{1+|I-J|}^{g-h}(x, x_{|I-J|}) \\ + \sum_{i \in I} \frac{\partial}{\partial x_i} \frac{W_n^g(x, x_2, \dots, \hat{x}_i, \dots, x_n) - W(x_2, \dots, x_n)}{(x - x_i)^2} \\ + V(x) W_n^g(x, x_I) + P_n^g(x; x_2, \dots, x_n) = 0. \end{aligned}$$

Solution of the loop equations

Compute W_1^0 and W_2^0 .

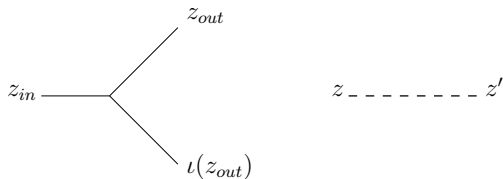
The form of W_1^0 tells us about a function $x : \Sigma \rightarrow \mathbb{C} \setminus \bigcup_i \gamma_i$.

Define $\omega_n^g = W_n^g dx_1 \dots dx_n$ and you solve the loop equations by the following recurrence formula:

$$\begin{aligned} \omega_n^g(z_1, \dots, z_n) &= \sum_{\substack{z \rightarrow p_i \\ p_i}} \text{Res } K(z, z_1) [\omega_{n+1}^{g-1}(z, \iota(z), z_2, \dots, z_n) \\ &+ \sum_{\substack{0 \leq h \leq g \\ J \subseteq I}} \omega_{1+|J|}^h(z, z_2, \dots, z_n) \cdot \omega_{1+|I-J|}^{g-h}(\iota(z), z_2, \dots, z_n)]. \quad (1) \end{aligned}$$

All very classic now.

A combinatorial representation of solution.



$$Res_{z_{out} \rightarrow p_i} K(z_{out}, z_{in})$$

$$\omega_2^0(z, z')$$

Figure: Building blocks of the Topological Recursion Graphs.

→ $g = 0$ graphs are trees. Adding loops on these trees ↗ g .

The tensor model case.

After some work one shows the simplest interacting tensor model
(remember the talk of Joseph!) reformulates,

$$Z[\alpha, N] = \int_{f, H_N^d} \prod_{c=1}^d dM_c e^{-\frac{N}{2} \sum_{c=1}^d \text{tr}(M_c^2)} e^{-\text{tr} \log_2 \left[\mathbb{1}^{\otimes d} - \frac{\alpha^p}{N^{\frac{d-2}{2}}} \sum_{c=1}^d \mathcal{M}_c \right]}.$$

with

$$\mathcal{M}_c = \mathbb{1}^{\otimes(c-1)} \otimes M_c \otimes \mathbb{1}^{\otimes(d-c)}.$$

plenty of matrices M_c . **We focus here on $d = 4n + 2$** as this implies the following slides.

Loop equations

Plenty of matrices: $W_n^g \rightarrow W_{\mathbf{k}}^g$, $\mathbf{k} \in \mathbb{N}^6$

General loop equations: notational nightmare, but let us write a part of it...

$$\sum_{\substack{g \geq h \geq 0 \\ \mathbf{q} + \mathbf{r} = \mathbf{k} | \mathbf{q}, \mathbf{r}, \mathbf{k} \in \mathbb{N}^{d=6}}} W_{\mathbf{e}_1 + \mathbf{q}}^h(x, x_{\mathbf{q}}) W_{\mathbf{e}_1 + \mathbf{r}}^{g-h}(x, x_{\mathbf{r}}) + W_{2\mathbf{e}_1 + \mathbf{k}}^{g-1}(x, x, x_{\mathbf{k}})$$

= Some multi-linear operator on the $W_{\mathbf{q}}^h$

s.t. $2h - 2 + |\mathbf{q}| < 2g - 2 + |\mathbf{k}|$

This multi-linear operator does basically two operations:

- ① construct combinations of derivatives of $W_{\mathbf{k} - \mathbf{e}_1}^g$.
- ② Taylor expand the generating function at ∞ in some variables and select one coefficient of this Taylor expansion.

We can infer enough analytical properties of $W_{\mathbf{k}}^g$ for the next result.

Colored Blobbed Topological Recursion

It has colors, it has a funny "blobbed" name, it has trees decorated with loops hidden in the graphs. It has all things Vincent enjoys!

Theorem

$$\omega_{\mathbf{k}}^g = \sum_{\Gamma \in \mathfrak{G}_{\mathbf{k}}^g} \frac{\varpi_{\Gamma}^0(z_{\mathbf{k}})}{|Aut(\Gamma)|}$$

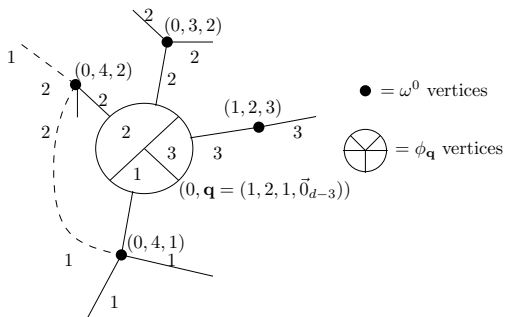
where $\mathfrak{G}_{\mathbf{k}}^g = \bigsqcup_{A,B} \mathfrak{G}_{\mathbf{k}}^g(A, B)$ is a set of graph, A, B are d -uplets $(A_i), (B_i)$ of subsets of $\llbracket 1, k_i \rrbracket$ with $A_i \sqcup B_i = \llbracket 1, k_i \rrbracket$.

$\varpi_{\Gamma}^0(z_{\mathbf{k}})$ is a weight associated to each graph $\Gamma \in \mathfrak{G}_{\mathbf{k}}^g(A, B)$.

Colored Blobbed Topological Recursion

First Promise: It has colors everywhere!

Let us look at one example of a graph $\Gamma \in \mathfrak{G}_{\mathbf{k}=(4,2,1,\vec{0}_{d-3})}^2(A, B)$,



A is such that $|A_1| = 1$, $|A_2| = |A_3| = 0$, B is such that $|B_1| = 3$, $|B_2| = 2$, $|B_3| = 1$.

Colored Blobbed Topological Recursion

Second promise: it has trees decorated with loops hidden in it!

The weight of the graphs compute from local weights associated to ω^0 vertices, $\phi_{\mathbf{k}}$ vertices, and bi-colored (dashed) edges and some pairing of these local weights.

But what are these local weights?

Colored Blobbed Topological Recursion

The secret for ω^0 :

each ω^0 vertex comes with a bunch of labels (h, n, c) . c is its color. h its genus. n its valency. One has $2h - 2 + n > 0$.

To each ω^0 vertex with these labels one associates a local weight $\omega_{n,c}^{h,0}(z_1, \dots, z_n)$. Indeed one has, for each $c \llbracket 1, d \rrbracket$

$$\begin{aligned} \omega_{n,c}^{h,0}(z_1, \dots, z_n) &= \sum_{\pm 1} \operatorname{Res}_{z \rightarrow \pm 1} K(z, z_1) [\omega_{n,c}^{h-1,0}(z, \iota(z), z_2, \dots, z_n) \\ &+ \sum_{\substack{0 \leq h' \leq h \\ J \subseteq I = \llbracket 2, n \rrbracket}} \omega_{1+|J|,c}^{h',0}(z, J) \cdot \omega_{1+|I-J|,c}^{h-h',0}(\iota(z), z_{I-J})]. \end{aligned}$$

This is the same formula than before! \Rightarrow expands on trees decorated with loops with the same rule than the usual topological recursion.

Colored Blobbed Topological Recursion

And the ϕ 's?

Usual Topological Recursion: two initial conditions ω_1^0 and ω_2^0 one needs to compute by hand (need some “physical” input here).

Here infinite number of “initial conditions” = the ϕ 's. Practically one can write them as integral of some functions constructed from the potential of the model. This really comes from the the tensors variables.

There probably exists a recursive formula to compute them in the case of our 1-cut by color multi-matrix model. But we are deriving it, so no results at the moment.

To do list:

- 1 Compute the ϕ 's: in progress...
- 2 Re-interpret tensor models observables in terms of moduli spaces intersection numbers: in progress... \Rightarrow generalizes Givental decomposition.
- 3 Generalize to any tensor models, any dimensions? Some (very) vague ideas.
- 4 Use this framework to compute new scaling limit? Some (very) vague ideas.

Conclusion

Happy Birthday Vincent!