

## Smooth Functors And Beyond

We've seen that if  $M$  is a smooth space (e.g. a manifold) then there is a smooth category  $\mathcal{P}M$  where:

- objects are points  $x \in M$
- morphisms  $\gamma: x \rightarrow y$  are thin homotopy classes of smooth maps  $f: [0, 1] \rightarrow M$  with  $f(0) = x$ ,  $f(1) = y$  &  $f$  constant near 0 & 1.

We think of  $\mathcal{P}M$  as a category of "configurations" & "processes" for some physical system. So to formulate the Lagrangian approach to the physics of this system, we need a smooth functor

$$S: \text{PM} \rightarrow \mathbb{R}$$

describing the "action" of any process.

Last time we saw:

Theorem - There's a 1-1 correspondence  
between smooth functions

$$S: \text{PM} \rightarrow \mathbb{R}$$

$\exists$  1-forms  $A$  on  $M$ , given by:

$$S(\gamma) = \int_{\gamma} A$$

where we pick a representative (path)  
for  $\gamma$  to define the integral.

Alas, this isn't general enough... as we'll  
soon see.

To do quantum physics, what matters is not

$$S: \text{PM} \rightarrow \mathbb{R}$$

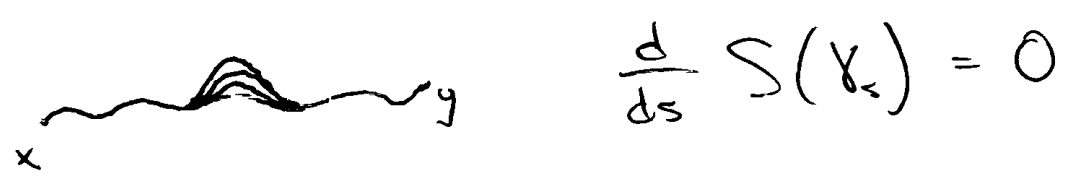
but the phase

$$e^{iS} : PM \rightarrow U(1)$$

which has less information since

$$\exp : \mathbb{R} \rightarrow U(1)$$

is many-to-one. In fact,  $e^{iS}$  is also sufficient to do classical physics!



$$\frac{d}{ds} S(\gamma_s) = 0$$

If we seek critical points of the action (instead of minima), we can work with  $e^{iS}$  instead of  $S$ :

$$\frac{d}{ds} e^{iS(\gamma_s)} = 0$$

(for all smooth homotopies  $\gamma_s$  of  $\gamma$  holding endpoints fixed).

(4)

The critical points of  $e^{iS}$  are the same as those of  $S$ , so this doesn't seem like a big deal.

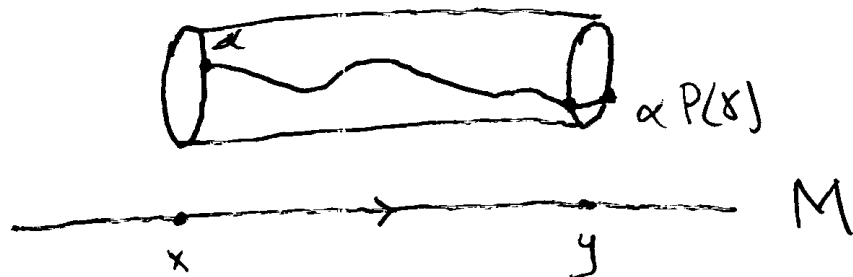
Theorem — There's a 1-1 correspondence between smooth functions

$$P: \mathcal{P}M \rightarrow U(1)$$

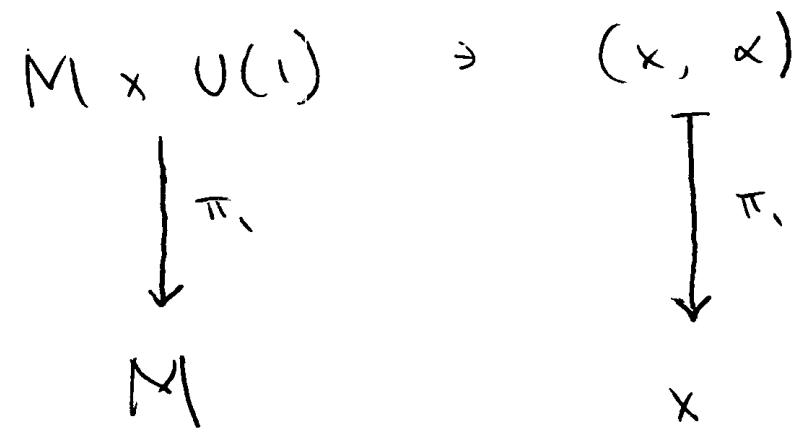
∴ 1-forms  $A$  on  $M$ , given by:

$$P(\gamma) = e^{i \int A}$$

Here  $P$  stands for "phase". So far the picture looks like:



For each point  $x \in M$  we have a circle of possible phases for the system in configuration  $x$ , so we have a "trivial principal  $U(1)$  bundle":



Sitting over  $x \in M$  we have a fiber

$$\pi_1^{-1}(x) \subseteq M \times U(1)$$

which is a circle - the set of possible phases our system could have at  $x$ .

This example is called "trivial" because each fiber is  $U(1)$  - or is canonically isomorphic to  $U(1)$ :

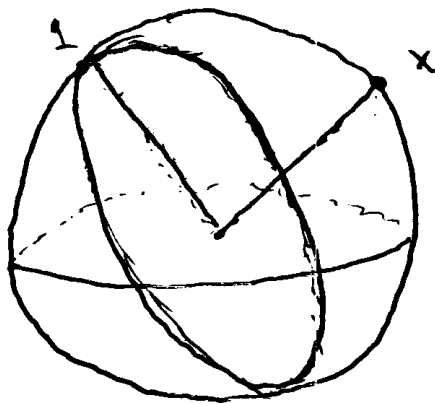
(6)

$$\pi^{-1}(x) = \{ (x, \alpha) : \alpha \in U(1) \}$$



where the isomorphism sends  $(x, \alpha)$  to  $\alpha$ .

More interesting are the nontrivial principal  $U(1)$  bundles:

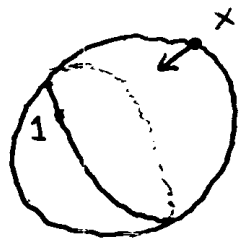


$$M = S^2 = \mathbb{C}P^1$$

For example, let the fiber over  $x$  be the set of points in  $S^2$  that are  $\perp$  to  $x$ .

(7)

We can't smoothly identify all the fibers with  $U(1)$  since that would produce a nowhere vanishing smooth vector field on  $S^2$ :



Now let's get a bit more formal.

What's the difference between a circle and the circle? The circle is  $U(1) \subseteq \mathbb{C}$ .

A circle is a " $U(1)$ -torsor" - a copy of  $U(1)$  that's forgotten what the element  $1$  is.

Def. - For any group  $G$ , a  $G$ -torsor is a set  $X$  equipped with an action (a right action) of  $G$ :

$$\begin{aligned} \alpha: X \times G &\longrightarrow X \\ (x, g) &\longmapsto xg \end{aligned}$$

s.t.

$$x1 = x$$

$$(xg)h = x(gh)$$

such that  $X$  is isomorphic to  $G$  as a space with right  $G$ -action: there's a bijection

$$\beta: X \rightarrow G$$

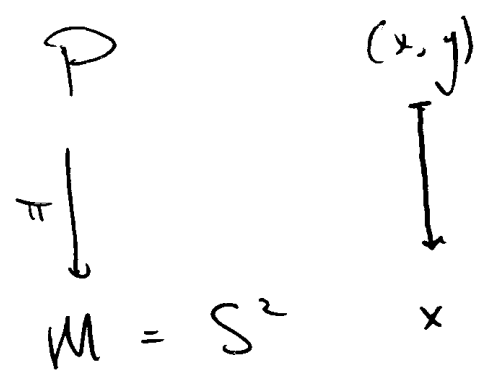
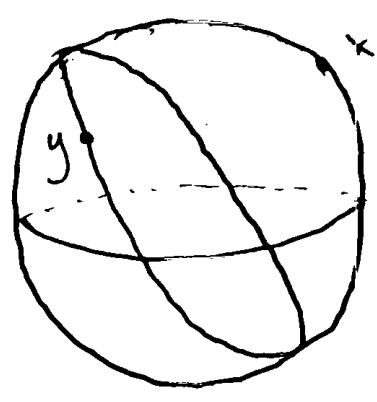
s.t.

$$\beta(xg) = \beta(x)g$$

If  $G = U(1)$ , the difference between right & left actions is inessential since  $U(1)$  is abelian. More importantly, any circle equipped with the ability to rotate it by any phase  $g \in U(1)$  is a  $U(1)$ -torsor.



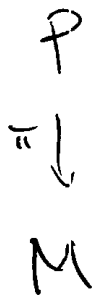
E.g.



if a point in  $P$  is a point  $x \in S^2$  together with a point in the circle  $\perp$  to  $x$ ,  $\pi: P \rightarrow M$  is the obvious map, then  $\pi^{-1}(x)$  is a  $U(1)$ -torsor.

More precisely,  $\pi^{-1}(x)$  becomes a  $U(1)$ -torsor after we pick a "right or left-hand rule" for rotating  $y \in \pi^{-1}(x)$  by a phase  $g \in U(1)$ .

A principal  $U(1)$  bundle is (among other things) a smooth space  $P$  with a smooth map



such that each fiber  $\pi^{-1}(x)$  ( $x \in M$ ) is equipped with the structure of being a  $U(1)$ -torsor,

Next time we'll really define "principal  $U(1)$ -bundle" & include a clause saying that the  $U(1)$ -torsor structure on  $\pi^{-1}(x)$  varies smoothly with  $x$ .