

# Geometry of Quantum Mechanics

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## 1. Hamiltonian Mechanics

Begin with a smooth manifold  $X$  "the configuration space"

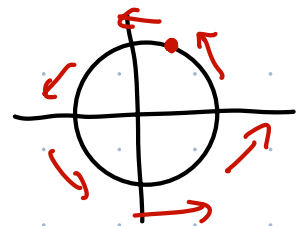
eg.  $X = (\mathbb{R}, q)$



$$X = (\mathbb{R}^n, (q^1, \dots, q^n))$$

$$X = S^1 = \{ z \in \mathbb{C} : |z| = 1 \}$$

$q$  coordinate with  $q \sim q + 2\pi$   
" $\tilde{q} = \theta$ "



$$X = S^n \subset \mathbb{R}^{n+1}$$

$$S^n = \{ (q^0, \dots, q^n) \in \mathbb{R}^{n+1} : \sum_{i=0}^n (q^i)^2 = 1 \}$$

Purpose of Ham. mechanics: Predict future/past based upon present.  
future not determined simply by "position" i.e. configuration,  
rather it is determined uniquely by the STATE.

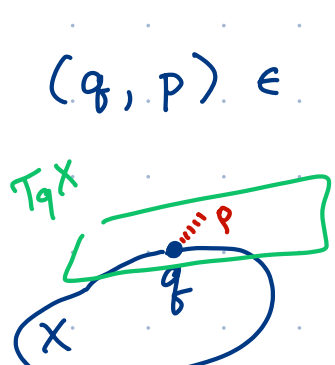
A STATE in Hamiltonian mechanics consists of  $\begin{cases} q & \text{position} \\ p & \text{momentum} \end{cases}$

$(q, p) \in T^*X$  ← set of all  $(q, p)$

$q \in X$

$p \in T_q^*X$

state space  
or  
Phase space

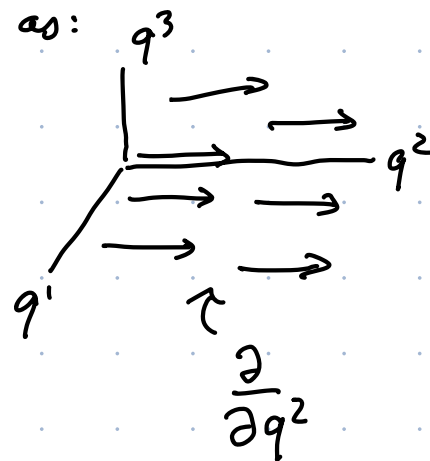


$p(v)$  is the  
momentum in  
direction  
 $v \in T_q X$

A tangent vector at  $q \in X$  can be written as:

$$v = v^1 \frac{\partial}{\partial q^1} + v^2 \frac{\partial}{\partial q^2} + \dots + v^n \frac{\partial}{\partial q^n}$$

components of  $v$  in basis  $\left(\frac{\partial}{\partial q^i}\right)_{i=1}^n$   
 $(v^i) \in \mathbb{R}^n$



A cotangent vector at  $q \in X$  ...

$$p = p_1 dq^1 + p_2 dq^2 + \dots + p_n dq^n$$

$\mathbb{R}^n \ni (p_i)_{i=1}^n$  components of  $p$  in dual basis  $(dq^i)_{i=1}^n$

i.e. by choosing coords  $(q^1, \dots, q^n)$ , automatically obtain  
 coords

$(q^1, \dots, q^n, p_1, \dots, p_n)$  for

these coordinates specify the point

$$(q, p) \in T^*X$$

$T^*X$

an-dimensional  
 smooth manifold.

"Cotangent  
 Bundle"

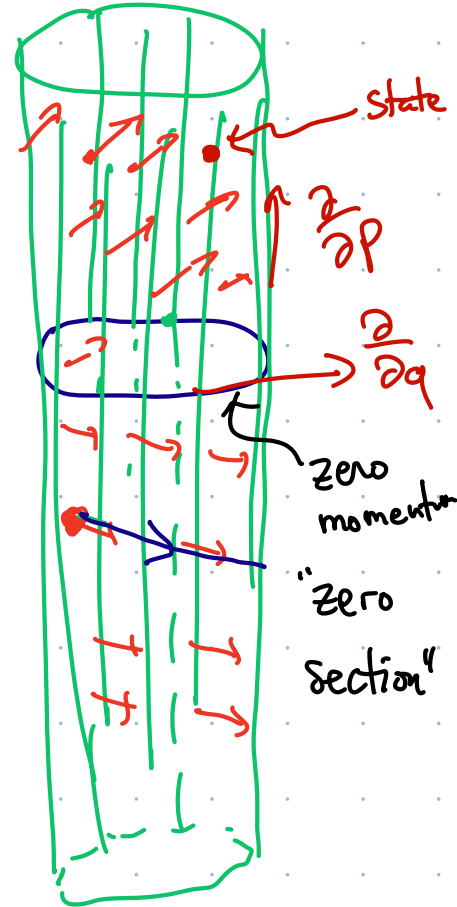
the  $(p_1, \dots, p_n)$  are called "the canonically  
 conjugate variables of  $(q^1, \dots, q^n)$ "

Main Idea: the evolution in time of the state  $(q, p) \in T^*X$  is the flow of a vector field on  $T^*X$

$$X = S^1$$



$$\begin{aligned} T^*S^1 \\ \cong \\ S^1 \times \mathbb{R} \\ \text{cylinder.} \end{aligned}$$



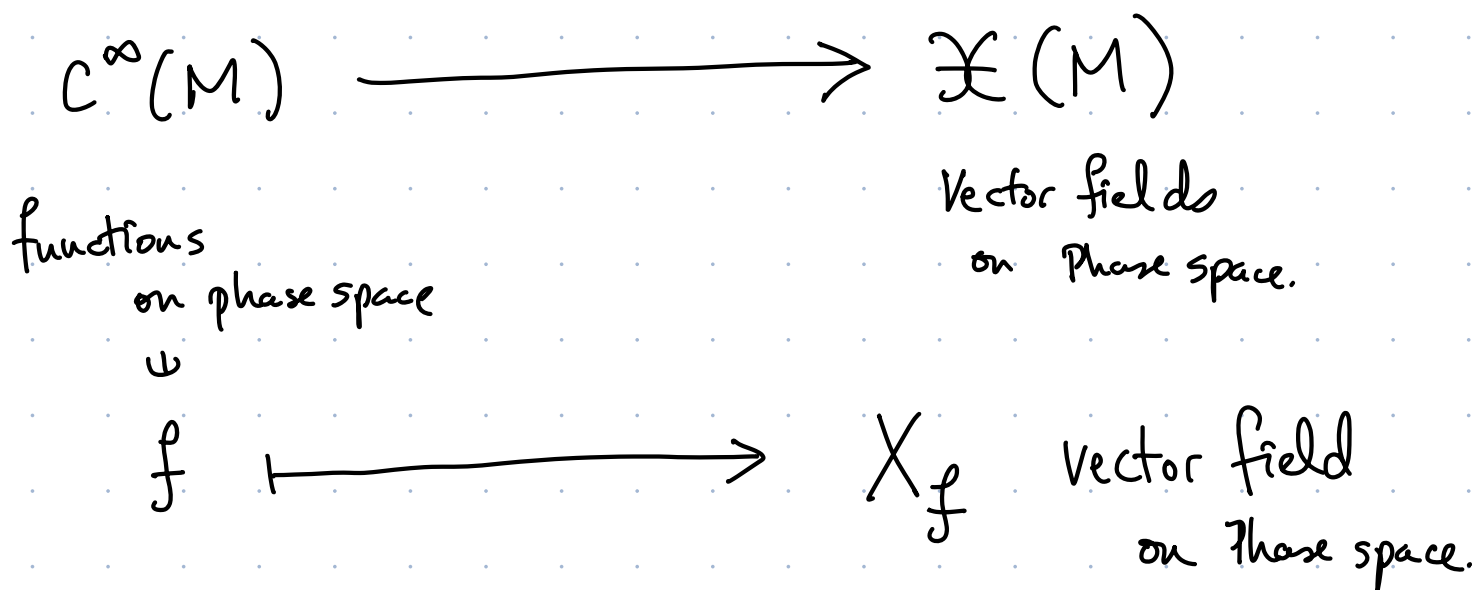
$T^*X$	$(q, p)$
$\downarrow \pi$	$\downarrow \pi$
$X$	$q$
projection map	

The "equation of motion" is the equation for a flow-line of vector field, this uniquely determines dynamics

More precisely: Phase space  $M = T^*X$  has a

natural geometric structure  $\omega \in \Omega^2(M)$   
called a symplectic form, which determines a Poisson  
bracket  $\{, \}: C^\infty(M) \times C^\infty(M) \rightarrow C^\infty(M)$

this provides a mechanism



This is used to provide the vector field  
determining time evolution.



Summary: The mathematical model underlying Hamiltonian mechanics is

$$(X, H) \\ \uparrow \quad \quad \quad \hookleftarrow H \in C^\infty(T^*X) \\ \text{Smooth mfd}$$

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note on dual spaces

$$V \in \mathbb{R}\text{-Vect}$$

$V^*$  dual of  $V$

$$V^* = \text{Hom}(V, \mathbb{R})$$

Linear maps

$(V, V^* \text{ not canonically isomorphic})$

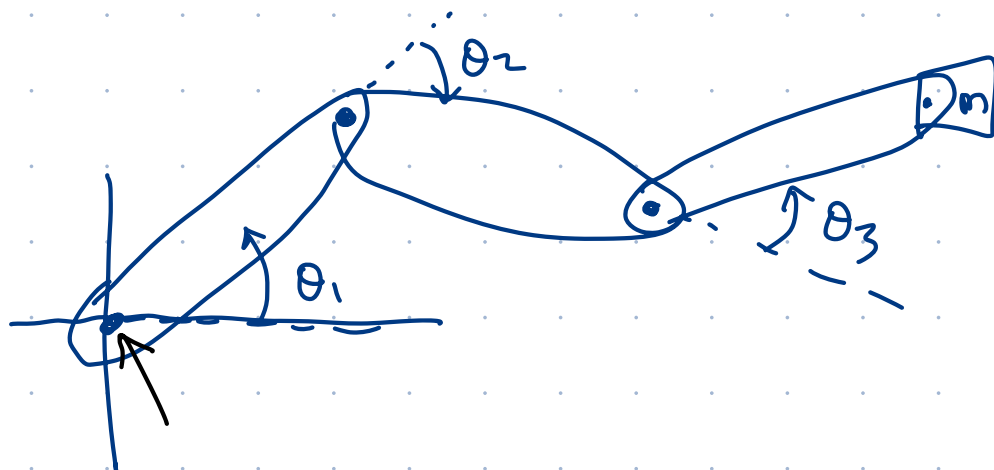
If  $V$  is equipped w/ nondeg. inner product

$$\langle, \rangle : V \times V \longrightarrow \mathbb{R}$$

then

$$\begin{array}{ccc} V & \xrightarrow{\cong} & V^* \\ u & \longmapsto & \langle u, - \rangle \end{array}$$

is an isomorphism



$$\mathbb{R}^2 \ni (q^1, q^2)$$

Configurations :

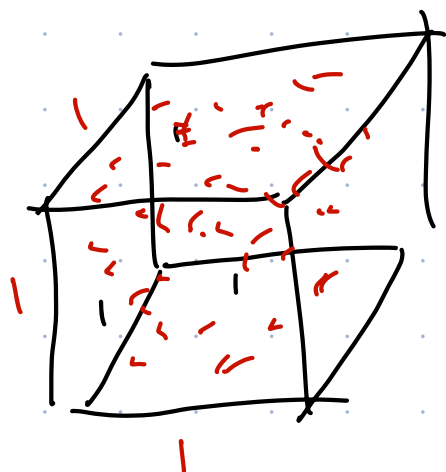
$$X = \underbrace{S^1 \times S^1 \times S^1}_{\downarrow}$$

$$q = (q^1, q^2, q^3)$$

$$(\theta^1, \theta^2, \theta^3)$$

If initial hinge free to move on table.

$$X = \underline{\mathbb{R}^2} \times (\underline{S^1})^3$$



$N$  particles in a box

$$X = \left( [0,1] \times [0,1] \times [0,1] \right)^N$$

$N \sim 10^{23}$

$\uparrow \dim = 3N$