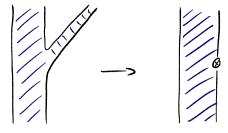
Recall from last time, we introduced "vertex operators" that describe the emission/absorption of physical string states from the perspective of a fixed string worldsheet



Thus we should have a state -> operator map:  $|\emptyset\rangle_{qm} \longrightarrow V_{\varphi}(\tau)$  with  $V_{\varphi}(\tau)$  a conformal primary of dimension h=1. We saw some simple examples:

$$|O_{j}K\rangle \xrightarrow{K\cdot K=0} :exp(iK\cdot X):$$

$$|S_{j}K\rangle \xrightarrow{K\cdot K=0} :S\cdot \dot{X} exp(iK\cdot X) \qquad a/S\cdot K=0$$

 $\left( \frac{\mathbb{R}}{\operatorname{ccall}} : e^{i\mathbf{K}\cdot\mathbf{X}} : \operatorname{has} \mathbf{h} = \frac{1}{2}\mathbf{K}\cdot\mathbf{K} \right)$ We can continue at level 2:

$$|Y_{j}K\rangle \xrightarrow{K\cdot K=-2} : Y_{\mu\nu}X^{\mu}X^{\nu}exp(iK\cdot X): \qquad (Y_{\mu})^{\mu}=0 \text{ and } K\cdot Y=0$$
Can get a little more dever and true to use :  $\eta\cdot Xexp(iK\cdot X):$ , but this isn't a privary so need correction terms (as c/states in  $Z^{nd}$  pression sheet). In  $D=26$ , above one enough.

We consee gouge invovionce at this level as well. Consider photon vortex operator with 3~K:

$$\int dz \quad K \cdot \dot{X} \exp(iK \cdot X) = \int dz \quad \partial_z \left( \exp(iK \cdot X) \right) = 0 \qquad (up to boundary terms)$$

Extra gauge invariance @ D=26 more complicated to see; won't go into it have.

There's a superficial similarity b/cu expressions for states and vertex operators. This is more than a coincidence. Consider the action of : exp(ik:X): on the string vacuum state 10:0>...

$$: e^{iK \cdot X(\tau)} : |0_{j}0\rangle = e^{izL_{0}} : e^{iK \cdot X(0)} : e^{izL_{0}} |0_{j}0\rangle$$
$$= e^{izL_{0}} e^{iK \cdot X(0)} : \frac{K \cdot a_{-1}}{n} |0_{j}K\rangle$$

Now let us define z=e<sup>iz</sup> = e<sup>t</sup> where t=iz, z=-it, so t is Euclidean worldsheet time

$$= Z^{L_{0}} e_{K} p\left(\sum_{h \neq 0}^{h} \frac{h \cdot \alpha_{-h}}{h}\right) |O_{j}K \rangle \qquad \left(L_{0} = \frac{p^{2}}{2} + N\right)$$
$$= Z^{1+N} \left(1 + (K \cdot \alpha_{-1}) + \frac{1}{2} \left((K \cdot \alpha_{-2}) + (K \cdot \alpha_{-1})^{2}\right) + \cdots\right) |O_{j}K \rangle$$
$$= Z \left(|O_{j}K \rangle + z (K \cdot \alpha_{-1}) |O_{j}K \rangle + \frac{z^{2}}{2} \left((K \cdot \alpha_{-2}) + (k \cdot \alpha_{-1})^{2}\right) |O_{j}K \rangle + O(z^{2})\right)$$

$$T.e., we can recover |O_{j}K\rangle by taking \lim_{Z \to a} \frac{1}{Z} V_{T}(K_{j}z) |O_{j}O\rangle = \lim_{L \to -\infty} e^{-t} V_{T}(K_{j}z) |O_{j}K\rangle. Let's try if with the photons
$$S \cdot \dot{X} \exp(iK \cdot X) |O_{j}O\rangle = Z^{N} \sum_{n > a} (S \cdot \alpha_{-n}) \exp\left(\sum_{n > a} \frac{K \cdot \alpha_{-n}}{n}\right) |O_{j}K\rangle$$

$$= \left( Z \left( S \cdot \alpha_{-1} \right) + Z^{2} \left( S \cdot \alpha_{-2} + (S \cdot \alpha_{-1})(K \cdot \alpha_{-1}) \right) + \cdots \right) |O_{j}K\rangle$$$$

And again are recover 15,1K> by taking lim = Vy (K, it) 10;0>.

The pattern is clear: for physical state 14> a/vertex operator Vy(z), we should have

$$|\mathcal{U}\rangle = \lim_{z \to 0} \frac{1}{z} \bigvee_{\mathcal{U}} (it) |o_{j0}\rangle$$

An analogous statement holds for "out" states. Looking at the tackyon, ce have

$$\begin{aligned} \left\langle 0;0|V_{T}(\kappa_{j};t) = \left\langle 0;K|\exp\left(\sum_{n>0}\frac{\alpha_{n}\cdot K}{n}\right)z^{-L_{0}}\right. \\ &= \frac{1}{Z}\left\langle 0;K|\left(1+z^{-1}(\alpha_{1}\cdot K)+\frac{z^{-2}}{Z}(\alpha_{2}\cdot K+(\alpha_{1}\cdot K)^{2})+\ldots\right) \\ &\lim_{z\to\infty} z\left\langle 0;0|V_{T}(\kappa,z) = \lim_{t\to\infty} e^{t}\left\langle 0;0|V_{T}(\kappa,it)\right. \end{aligned} \right. \end{aligned}$$

The picture is that are prepare states by acting in infinite Euclidean past (or future) with vertex operators, giving us an operator -> state map.

Euclidean time evolution operator e<sup>-tLo</sup> suppresses states with loger values of Lo, so infinite t-evolution projects onto lowest-energy state (after rescaling). This is frequently a useful mechanism in QFT.

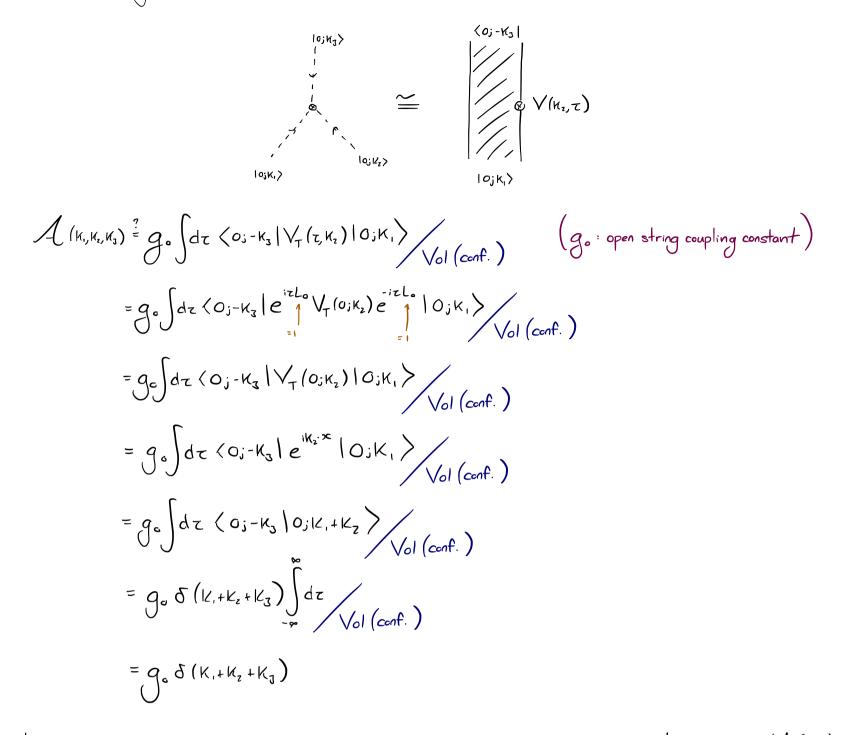
This is port of a totally general port of Conformal Field Theory. the "operator-state correspondence". The general construction would be

$$\Delta(\tau) \longrightarrow |\Psi_A\rangle = \lim_{t \to -\infty} z^{h_A} \Delta(it)|_{\Omega}\rangle$$

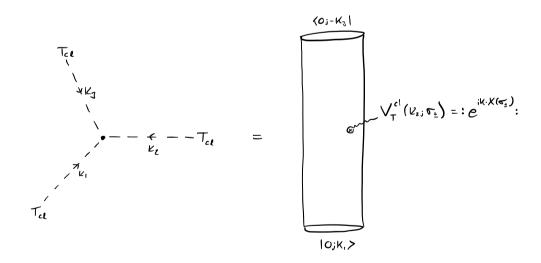
Remark: closed string version is analogous. Now a primary operator of dimension  $(h,\tilde{h})$  is an operator transforming according to  $A(\sigma_{+},\sigma_{-}) \rightarrow \widetilde{A}(\widehat{\sigma_{+}},\widehat{\sigma_{-}}) = \left(\frac{d\sigma_{+}}{d\widehat{\sigma_{+}}}\right)^{\widetilde{h}} \left(\frac{d\sigma_{-}}{d\widehat{\sigma_{-}}}\right)^{\widetilde{h}} A(\sigma_{+},\sigma_{-})$ Which gives infinitesimal transformation  $\sigma A(\tau,\sigma) = -\partial_{+}(\widetilde{e}A) - (\widetilde{h}-1)(\partial_{+}\widetilde{e})A - \partial_{-}(eA) - (h-1)(\partial_{-}e)A$   $= + \cot al \ derivatives \ if \ h = \widetilde{h} = 1.$ For  $e = \frac{1}{2}e^{2im\sigma_{+}}$  this gives the action of  $L_{m}$ :  $\left[L_{m}, A(\sigma_{2})\right] = \frac{1}{2}e^{2im\sigma_{+}}\left(-i\partial_{+} + 2mh\right)A(\sigma_{\pm})$ 

$$\begin{bmatrix} L_{m}, \mathcal{A}(\sigma_{\pm}) \end{bmatrix} = \frac{1}{2} \mathcal{C} \left( -i\partial_{\pm} + 2mh \right) \mathcal{A}(\sigma_{\pm})$$
For closed strings,  $e^{iK \cdot X(\sigma_{\pm})}$  is a primary of  $h = \tilde{h} = \frac{KK}{8}$ , so  $V_{T, closed}(K_{1}\sigma_{\pm}) = e^{iK \cdot X(\sigma_{\pm})}$  of  $k^{2} = 8$ , and cimilar for excited states. The map to states is now given by
$$|\Psi\rangle = \lim_{t \to -\infty} (\overline{zz})^{-1} V_{\Psi}(it, \tau) |0; 0\rangle \quad \text{with } z = \mathcal{C}^{2(t-i\sigma)}, \quad \overline{z} = e^{2(t+i\sigma)}$$

We're ready to lock at our first string interactions : 3-pt. vertices.



Here we had to divide out by a divergent "volume" integral. This should have been expected, because z - translations of V\_(K; z) are residual gauge symmetries (they leave the post & Suture states invariant). Hence we "divide by infinite volume of gauge group", or alternatively, gauge fix to z=0.



1 1 1 1

(9.3