ntroduction Hexagon Ansatz Intersection Theory Results

Gluing via Intersection Theory



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based on 2411.07330 with G. Crisanti, B. Eden, M. Gottwald and P. Mastrolia and ongoing work

Introduction .00

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 carrying excitations using Bethe ansätze [Minahan, Zarembo '02]

Reculte

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master decomposition

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master decomposition solving canonical differential equations for the masters

Outline

Introduction

Hexagon Ansatz

Short Introduction Gluing Corrections

Intersection Theory

Twisted De Rham Co-Homology Computing Intersection Numbers

Results

Solving the Gluing Integrals
Conclusion

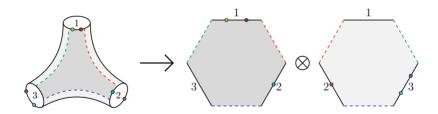
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Hexagon Ansatz

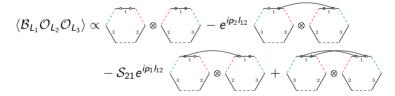
main idea: cutting 3-point function into two hexagonal patches

[Basso, Komatsu, Vieira '15]



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- can be extended towards:
 - **general** *n*-point function \rightarrow position dependence

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"virtual particles" may propagate over edges

Hexagon Ansatz



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Intersection Theory

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 - single-gluing channels can be evaluated rather straight forward
 - double-gluing is more complicated

[Fleury, Komatsu '18]

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• for simplicity, we only consider the so-called \mathcal{X} -element of the S-matrix by restricting to $\phi_1^1 \phi_2^0$ -states: [De Leeuw, Eden, Le Plat, Meier, Sfondrini '19]

$$I_{\mathcal{X}} = \sum_{K} \sum_{l=1}^{K-1, L-1} \int \frac{du \, dv}{4\pi} \frac{K L g^{2}(v^{+}-u^{-}) \Sigma^{KL}(u, v) \, \hat{\mathcal{X}}_{k}^{k, l}(u, v) \, W(u, v)}{(u^{-})^{2}(v^{+})^{2} u^{+} v^{-}(u^{+}-v^{-})}$$

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picking residua, we can decompose this as follows

$$\begin{split} I_{\mathcal{X}} &= \left(S_{1} + S_{2}\right) + S_{W} + S_{mes} + S_{mat} \\ S_{1} &= \sum a^{\sigma_{lm}} b^{\sigma_{jkm}} y^{\sigma_{Lm}} z^{\sigma_{jK}} \frac{\sigma_{kKm}}{j\sigma_{jkKm}} * \frac{\Gamma_{1km} \Gamma_{1lm} \Gamma_{Km} \Gamma_{Lm} \Gamma_{jKLm} \Gamma_{1jklLM}}{\Gamma_{1k} \Gamma_{1l} \Gamma_{K} \Gamma_{L} \Gamma_{1m}^{2} \Gamma_{1lLM} \Gamma_{1jkLm} \Gamma_{1jkLM}} \,, \\ S_{2} &= \sum a^{\sigma_{jlm}} b^{\sigma_{km}} y^{\sigma_{jLm}} z^{K} \frac{\sigma_{lLM}}{j\sigma_{jlLM}} * \frac{\Gamma_{1km} \Gamma_{1lm} \Gamma_{Km} \Gamma_{Lm} \Gamma_{jKLm} \Gamma_{1jkLm} \Gamma_{1jklM}}{\Gamma_{1k} \Gamma_{1l} \Gamma_{K} \Gamma_{L} \Gamma_{1m}^{2} \Gamma_{1kKm} \Gamma_{1jkLm} \Gamma_{1jkLM} \Gamma_{1jkLM}} \end{split}$$

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- the other parts are easily resummed
- **a**, b, y, z are defined by cross-ratios of the planar kinematics

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Resumming in Terms of Rational Integrals

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 \blacksquare the polynomials q_i are in general quadratic in all variables

Basics of Intersection Theory

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Intersection Theory

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[Mastrolia, Mizera '19]

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lacksquare we can also decompose derivatives of masters: $\partial_x \langle e_i| = \langle
abla_{\sigma_x} e_i| = \Omega_{ij} \langle e_j|$

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■ 1-forms:

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$$\langle \varphi_{\mathsf{L}} | \varphi_{\mathsf{R}} \rangle = \sum_{\mathsf{p} \in \mathcal{P}_{\omega}} \mathsf{Res}_{\mathsf{z} = \mathsf{p}} (\psi_{\mathsf{p}} \, \varphi_{\mathsf{R}})$$

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 - doing so introduces multiplicatively growing total basis

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Intersection Theory

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- putting everything together in the end, we can confirm the expected identity $S_2 = S_1(a \leftrightarrow b, v \leftrightarrow z)$

10/1

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Thank You!