



JYVÄSKYLÄN YLIOPISTO  
UNIVERSITY OF JYVÄSKYLÄ

## Inverse problems with neutrinos

NCSU geometry and topology seminar

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Based on joint work with  
**Gunther Uhlmann**

- The physics of neutrinos.
- Inverse problems with neutrinos.

- 1 Neutrino physics
  - Matter and force carriers
  - Matter in the Standard Model
  - Weak interactions mix generations
  - Reminder
  - Spacetime
  - Neutrino kinematics
  - Observation of and with neutrinos
- 2 Inverse problem 1: Medium effects on neutrino oscillations
- 3 Inverse problem 2: Breaking conformal gauge

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Note: **Composite** matter particles can have integer spin.

# Matter in the Standard Model

There are two sectors of matter particles in SM:

## Quarks

		electric charge	
		$q = -\frac{1}{3}e$	$q = +\frac{2}{3}e$
generation	1	$d$ , down	$u$ , up
	2	$s$ , strange	$c$ , charm
	3	$b$ , bottom	$t$ , top

## Leptons

		electric charge	
		$q = -e$	$q = 0$
generation	1	$e$ , electron	$\nu_1$
	2	$\mu$ , muon	$\nu_2$
	3	$\tau$ , tau	$\nu_3$

Generations/flavors only differ by mass, and all 12 masses are different.  
The charge jump is  $1e$  in both sectors.



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The linear combination of the neutrinos  $\nu_1, \nu_2, \nu_3$  that couples to the electron is called the electron neutrino,  $\nu_e = \sum_{i=1}^3 U_{ei}\nu_i$ .

neutrino (neutral lepton)  
 $\neq$   
neutron (udd)

- Euclidean space:  $\mathbb{R}^n$  with the quadratic form  $x_1^2 + x_2^2 + \cdots + x_n^2$ .



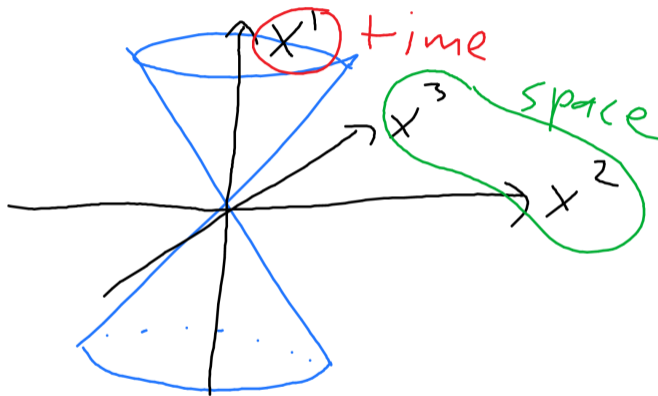
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- Special relativity lives in a Minkowski space.
- General relativity lives in a Lorentzian manifold, and local GR is SR.



The **light cone** is where the quadratic form vanishes.  
Photons travel along light cones, massive particles inside the cones.

# Neutrino kinematics

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This **neutrino oscillation** is a kinematic phenomenon.

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Kinematically we can thus treat neutrinos as perturbations of photons (which have  $v = c$ ), so they are well modeled as *ultrarelativistic Jacobi fields along lightlike geodesics*.

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Neutrinos (like photons) travel cosmological distances and they are not disturbed by our local electromagnetic fields.

No other massive particle can travel across the universe.

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- 2 Inverse problem 1: Medium effects on neutrino oscillations
  - Background: X-ray transforms
  - Neutrino oscillation
  - Measurement
  - The inverse problem
- 3 Inverse problem 2: Breaking conformal gauge

## Background: X-ray transforms

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Reconsider the Beer–Lambert law

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The solution operator  $C_f([0, L])$  taking an initial  $I(0) \in \mathbb{R}^N$  to the final  $I(L) \in \mathbb{R}^N$  depending on the function  $f: \Omega \rightarrow \mathbb{R}^{N \times N}$  is called the **non-Abelian X-ray transform** of  $f$ .

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This transform is injective:  $C_f(\gamma)$  for all lines  $\gamma$  determines the function  $f$ .

If everything commutes, then

$$C_f(\gamma) = \exp\left(-\int f(\gamma(t))dt\right)$$

as a matrix.

# Neutrino oscillation

The state space of a neutrino is 3-dimensional, and the state (in the flavor basis) is

$$\psi(t) = \begin{pmatrix} \psi_e(t) \\ \psi_\mu(t) \\ \psi_\tau(t) \end{pmatrix} \in \mathbb{C}^3.$$

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Semiclassical description: A classical point particle that carries a quantum state.

# Neutrino oscillation

In vacuum we have just the free Hamiltonian

$$H_0 = \frac{1}{2E} U_{\text{PMNS}} \begin{pmatrix} m_1^2 & 0 & 0 \\ 0 & m_2^2 & 0 \\ 0 & 0 & m_3^2 \end{pmatrix} U_{\text{PMNS}}^*.$$

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In a medium we have  $H = H_0 + N_e A$ , where

$$A = 2\sqrt{2}EG_F \begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix},$$

where  $N_e$  is the electron number density.

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Phase information is lost, so multiples of the identity matrix are invisible.



# The inverse problem

## Question

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The conclusion is more than strong enough for the physical problem, but we also assume too big a library.

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  - The goal
  - Conformal gauge
  - The result
  - Supernovae
  - Not the normal kind of normal

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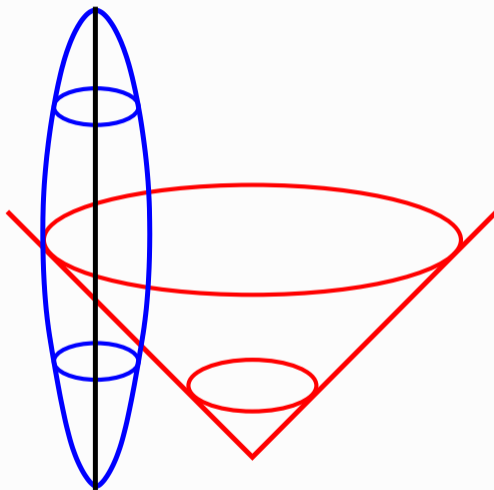
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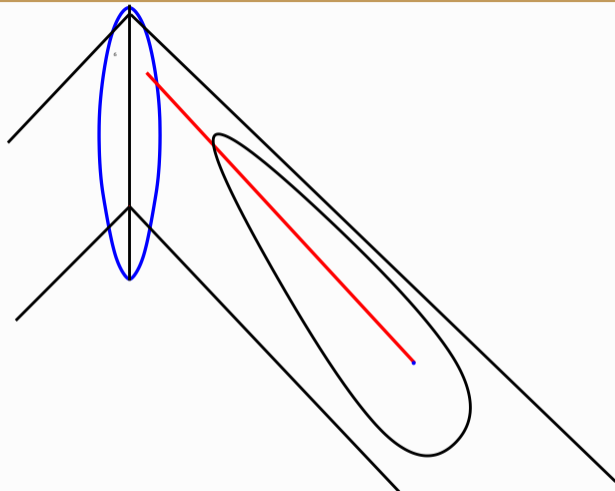
(Only one type of neutrino in this problem.)

# The goal



Light cone from a source measured in an observation set.

# The goal



We can look back along **lightlike geodesics**.  
The union of these geodesics makes up our visible past.

# Conformal gauge

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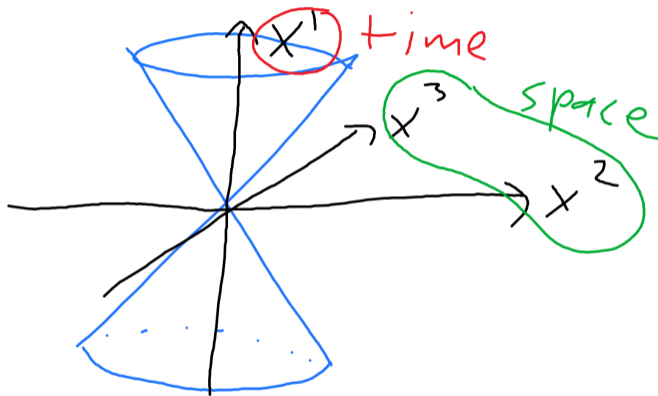
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## Idea

Neutrino worldlines are photon worldlines plus an infinitesimal variation.

They break the conformal symmetry infinitesimally and are sensitive to the conformal factor.

# Conformal gauge



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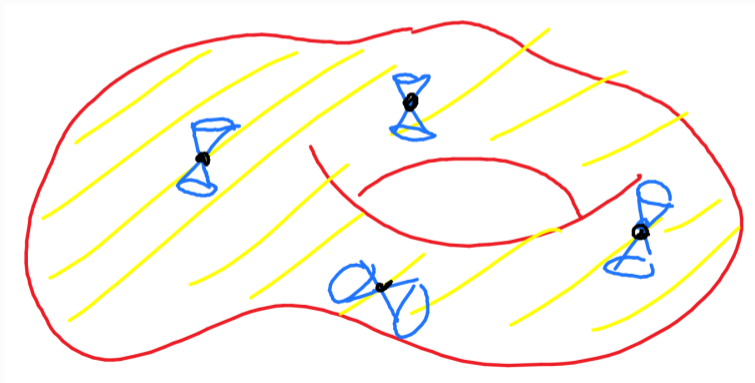
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- Mass is the ability to sense scale.

# Conformal gauge

light cone bundle =  $\{v \in TM; v \cdot v = 0\}$

$\leftrightarrow$  possible photon directions

$\leftrightarrow$  conformal class



# The result

Theorem (Kurylev–Lassas–Uhlmann, 2018)

Measurements of light cones in an open subset of the spacetime determine the geometry and conformal class of the spacetime in the lightlike past of the measurement set.

Measurements of photons determine everything in the visible part of the spacetime except the conformal factor: We cannot tell  $(M, g)$  and  $(M, cg)$  apart.



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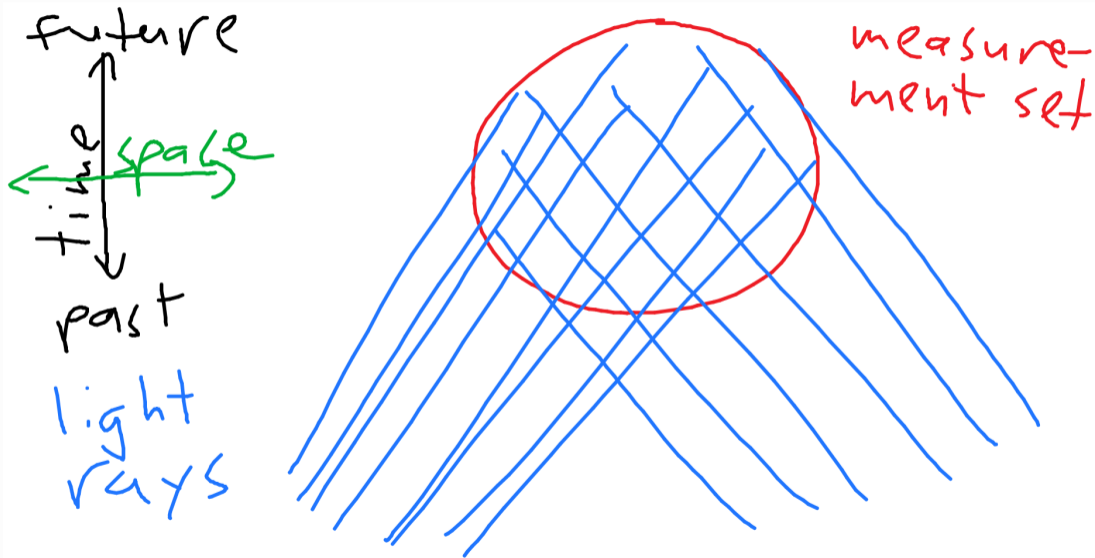
Measurements of photons determine everything in the visible part of the spacetime except the conformal factor: We cannot tell  $(M, g)$  and  $(M, cg)$  apart.

## Theorem (I.–Uhlmann, 2021)

Suppose the conformal class is known. Measurements of (perturbative) neutrino cones in an open subset of the spacetime determine the conformal factor in the lightlike past of the measurement set.

Photons and neutrinos together determine the full geometry of the visible part of the spacetime!

# Visible past



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- Supernovae are fairly dense in the spacetime on **cosmological scales**: If we measure for a year and see a distance of  $10^{10}$  lightyears, then the visible part of the spacetime has  $10^{10}$  supernovae.

# The two cones



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⇒ The inverse problem becomes simple!

## Neutrinos...

- ... interact very weakly in all respects.
- ... oscillate between the flavors  $\nu_e, \nu_\mu, \nu_\tau$ .
- ... have a tiny mass, but that is enough to sense scale and fix a conformal factor.
- ... are well modeled by ultrarelativistic Jacobi fields along light rays.
- ... can see what other particles cannot.
- ... are fun.

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