Physics on the Fuzzy Onion

Samuel Kováčik ¹

¹Comenius University in Bratislava, Slovakia

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The Fuzzy Sphere

 $\begin{pmatrix} -0.160937 & -0.311478 + 0.408582 \, i & 0.0478472 + 0.477923 \, i \\ -0.311478 - 0.408582 \, i & -0.219527 & -0.023667 + 0.420638 \, i \\ 0.0478472 - 0.477923 \, i & -0.023667 - 0.420638 \, i & 0.591928 \end{pmatrix} ,$



$$\Phi(\theta,\phi) = \sum_{l=0}^{N-1} \sum_{m=-l}^{l} c_{lm} Y_{lm}$$

$$\hat{\Phi} = \sum_{l=0}^{N-1} \sum_{m=-l}^{l} c_{lm} \hat{Y}_{lm}$$

$$(.), (\underbrace{\cdot}, \underbrace{\cdot}), (\underbrace{\cdot}, \underbrace{\cdot}, \underbrace{\cdot}), (\underbrace{\cdot}, \underbrace{\cdot}, \underbrace{\cdot}), \dots$$

 $\begin{pmatrix} -0.160937 & -0.311478 + 0.408582\,i & 0.0478472 + 0.477923\,i \\ -0.311478 - 0.408582\,i & -0.219527 & -0.023667 + 0.420638\,i \\ 0.0478472 - 0.477923\,i & -0.023667 - 0.420638\,i & 0.591928 \end{pmatrix}$



0.0249498 0.136152+0.1042241 0.130041-0.2110771 0.0791628+0.08005121 0.136152-0.1042241 0.196743 0.296164-0.6235441 -0.1696+0.3526641 0.130041+0.2110771 0.296164+0.6235441 0.952632 -0.0823024-0.101045031 -0.0971628-0.08005121 -0.1696-0.3526641 -0.0823924+0.01045031 -0.0922278



$$\hat{\Phi}^{3\times3} = \sum_{l=0}^{2} \sum_{m=-l}^{l} c_{lm} \hat{Y}_{lm}^{3\times3}$$

$$\hat{\Phi}^{4\times4} = \sum_{l=0}^{2} \sum_{m=-l}^{l} c_{lm} \hat{Y}_{lm}^{4\times4} + \sum_{m=-3}^{3} c_{3m} \hat{Y}_{3m}^{4\times4}$$

We have defined up and down operators:

$$\begin{array}{lcl} \mathcal{D} \Phi^N & = & \Phi^{N-1}, \\ \mathcal{U} \Phi^N & = & \Phi^{N+1}. \end{array}$$

- ► The model works **very well** for 3D quantum mechanical problems.
- Running field theory simulations right now.
- ▶ Usable to study **classical** problems (benefit: everything is a matrix. Humanity invested a lot of time into being good with matrices.)

More info: arXiv:2309.00576