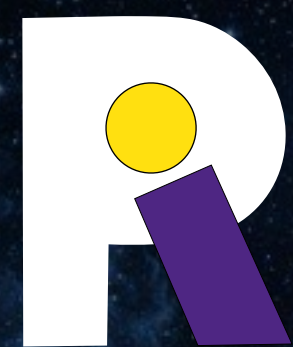


The path to

# QUANTUM GRAVITY

Francesca Vidotto



Rotman Institute  
of Philosophy

ENGAGING SCIENCE.



**Canada Research Chairs**

Western  
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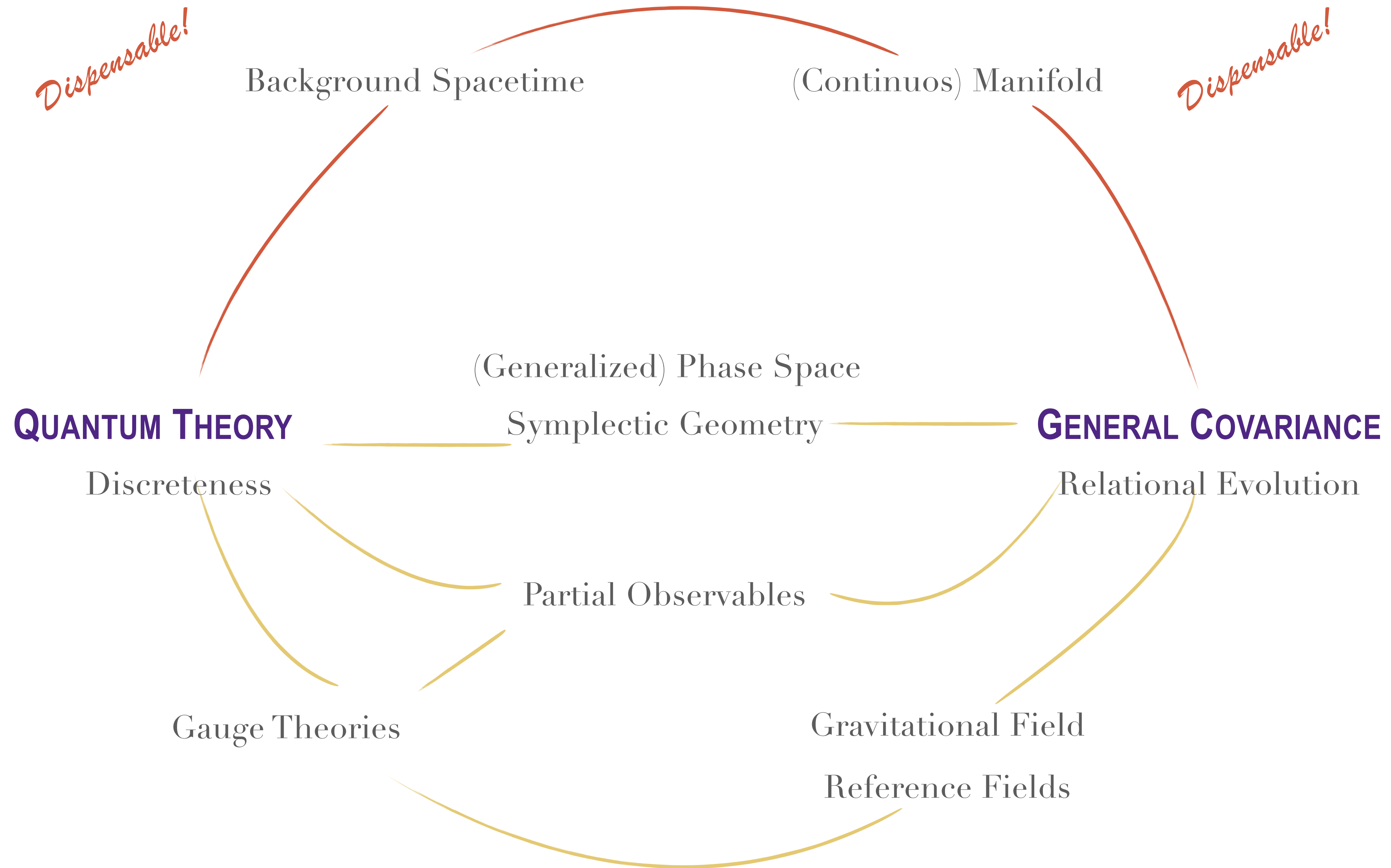




# QUANTUM GRAVITY GOAL

---

- A concrete realization of a quantum theory of the gravitational field ✓
- That is well defined without uncontrollable infinities ✓
- Whose classical limit is General Relativity ✓
- In 4 Lorentzian dimensions ✓
- With the standard matter couplings ✓





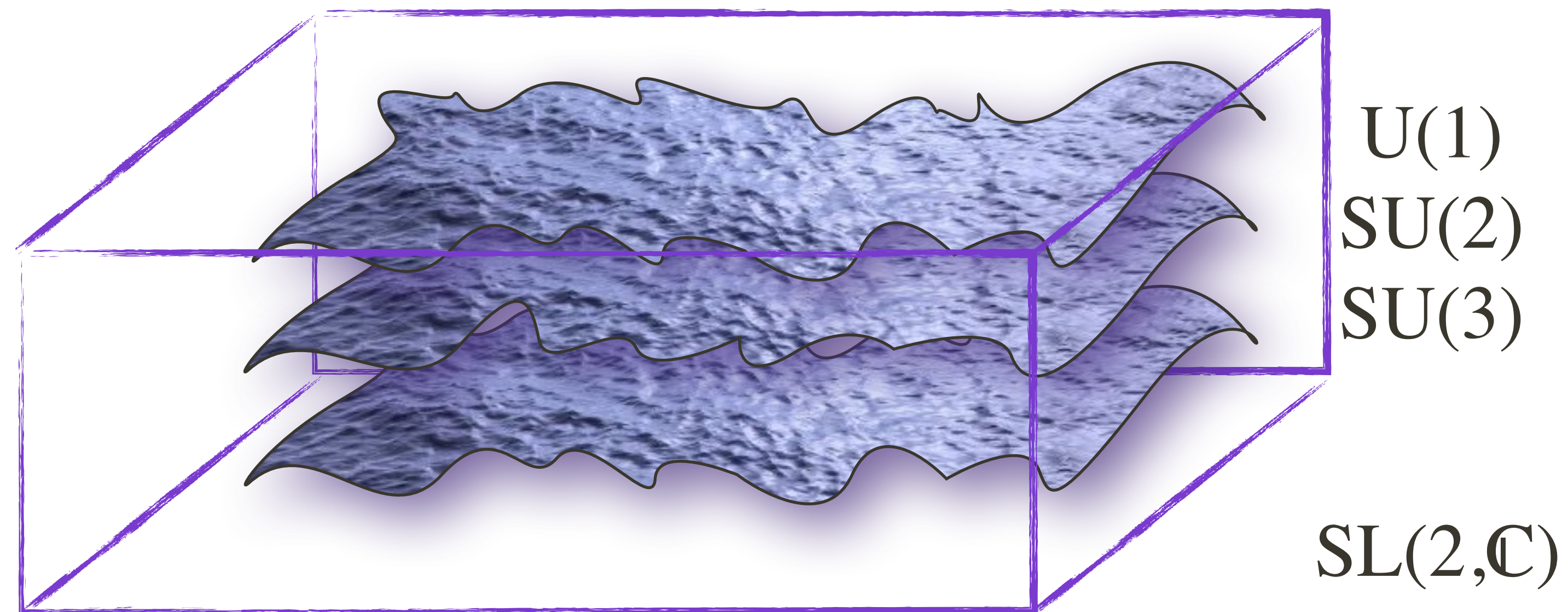
The background is a deep blue space filled with numerous small, distant stars. Overlaid on this are several geometric structures made of thin, glowing lines connecting small, brightly colored nodes (pink, blue, and white). These structures resemble molecular models or network diagrams, with some forming triangular and tetrahedral shapes. The overall effect is a sense of vastness and interconnectedness.

*Minimalism is revolutionary!*



# EINSTEIN 1915

- General Relativity: spacetime is the gravitational field (substance)
- background independence / general covariance



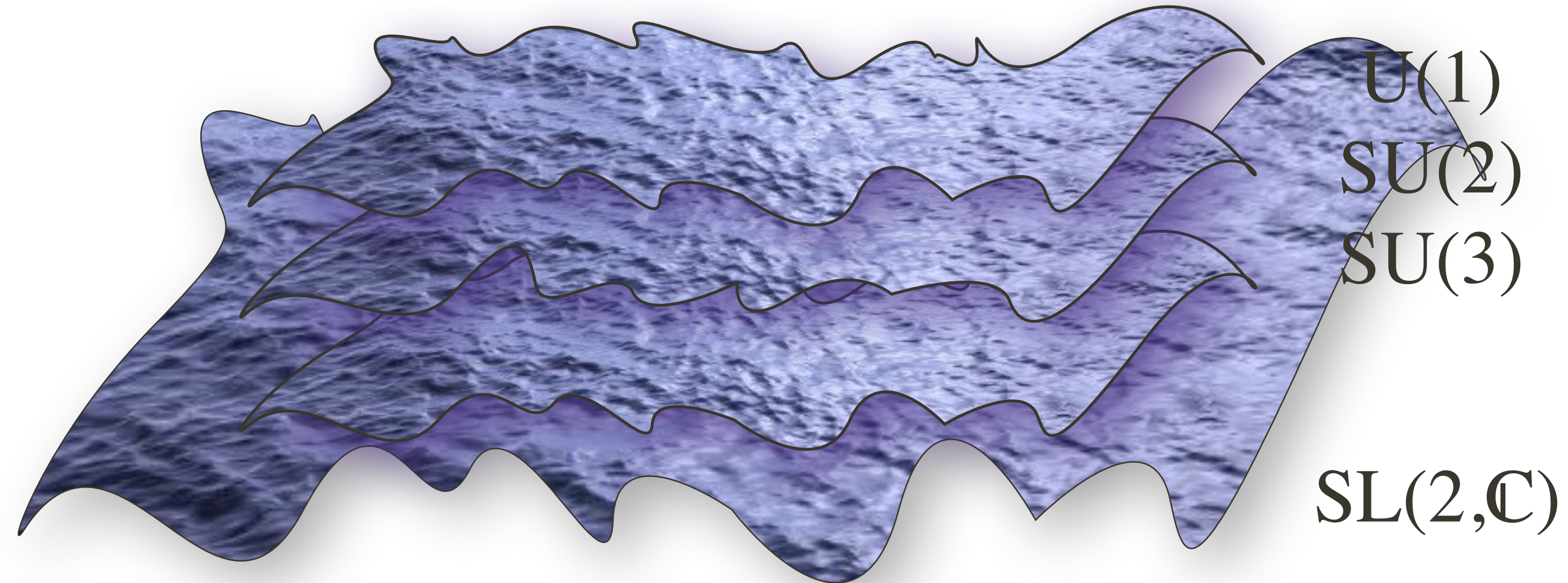
FIELDS  $\longleftrightarrow$  GAUGE SYMMETRIES

Gravity as an interacting gauge field



# EINSTEIN 1915

- General Relativity: spacetime is the gravitational field (substance)
- background independence / general covariance

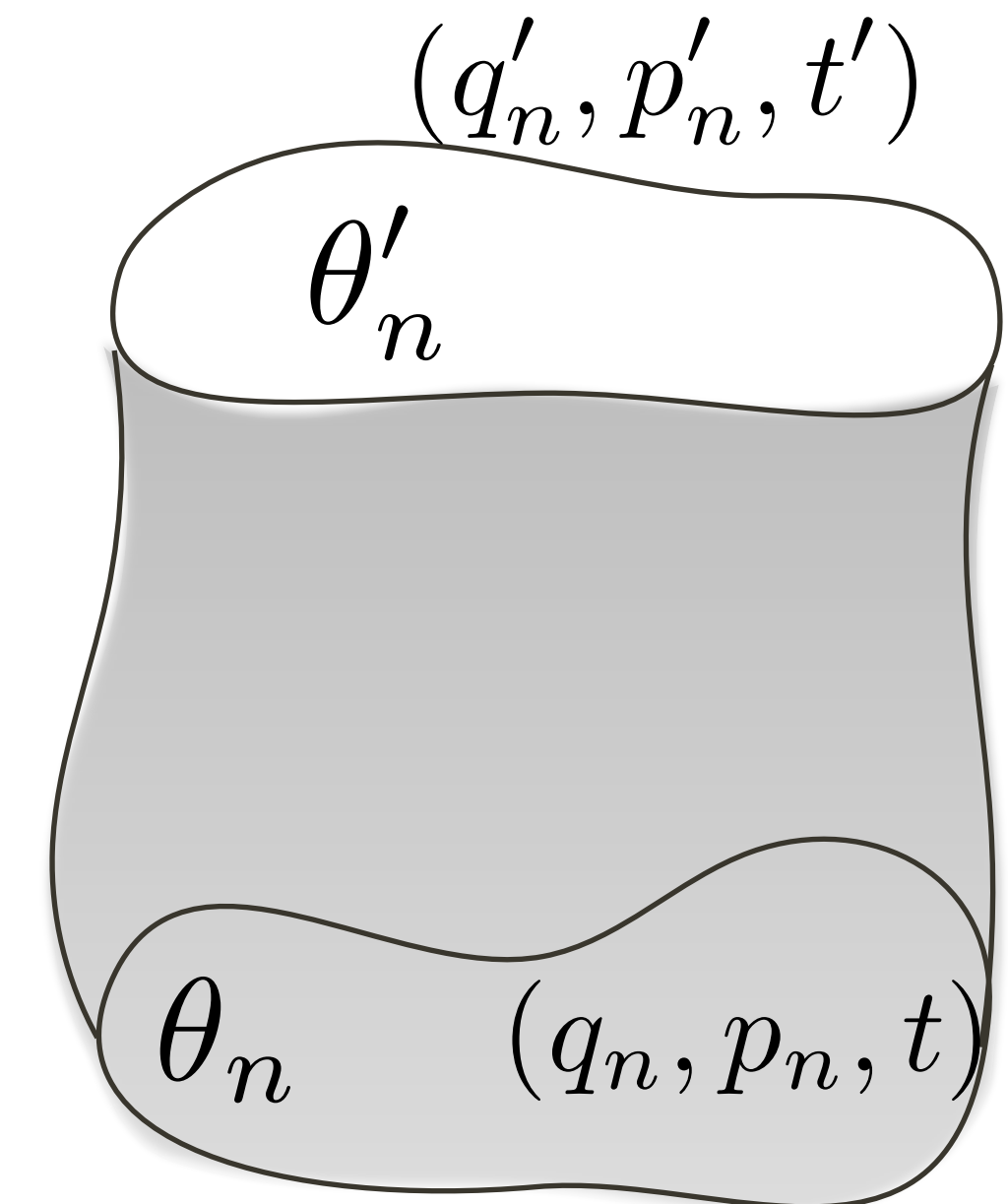




# BOUNDARY FORMALISM

(Oeckl 2003)

- Democratization of gauges: they all determine dynamical constraints among partial observables measured at the boundaries of a process
- The full content of a dynamical theory is in the constraints!
  - **Yang-Mills constraint** determines variable change wrt a change of the internal boundary frame.
  - **Diff constraint** determines variable change wrt a change in the location of the spatial boundary reference frame.
  - **Hamiltonian constraint** determines collective variable change wrt a change in the temporal location of the boundary (time of measurement)
- Time is pure gauge, the Hamiltonian constraint determine time evolution
- Indeterminacy  $\longleftrightarrow$  arbitrariness of the frame choice
- Dynamics is the study of relations between **partial observables** that are gauge-dependent quantities of a system to which we can couple an apparatus





# SPACETIME IS A PROCESS

---

QUANTUM MECHANICS

Process  
State

← Locality →

GENERAL RELATIVITY

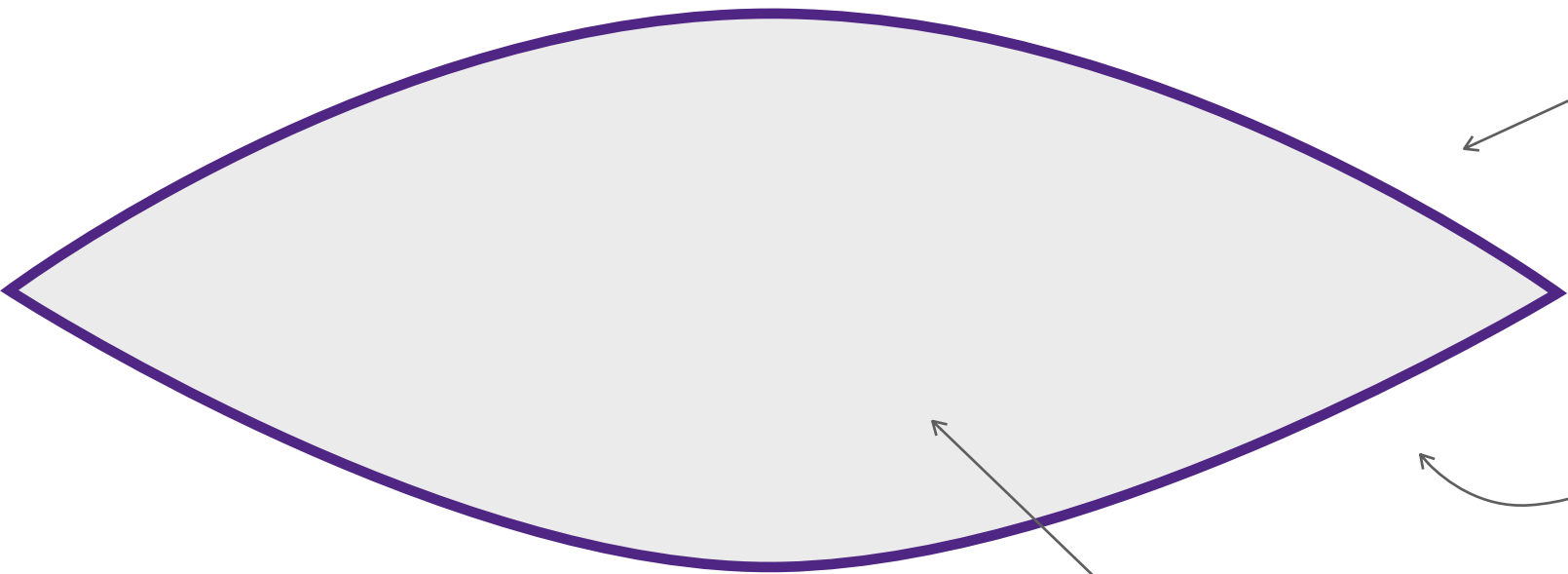
Spacetime region  
Boundary, space region

Spacetime is a process, a state is what happens at its boundary.

Boundary state

$$\Psi = \psi_{in} \otimes \psi_{out}$$

Boundary



Amplitude of the process

$$A = W(\Psi)$$

Spacetime region



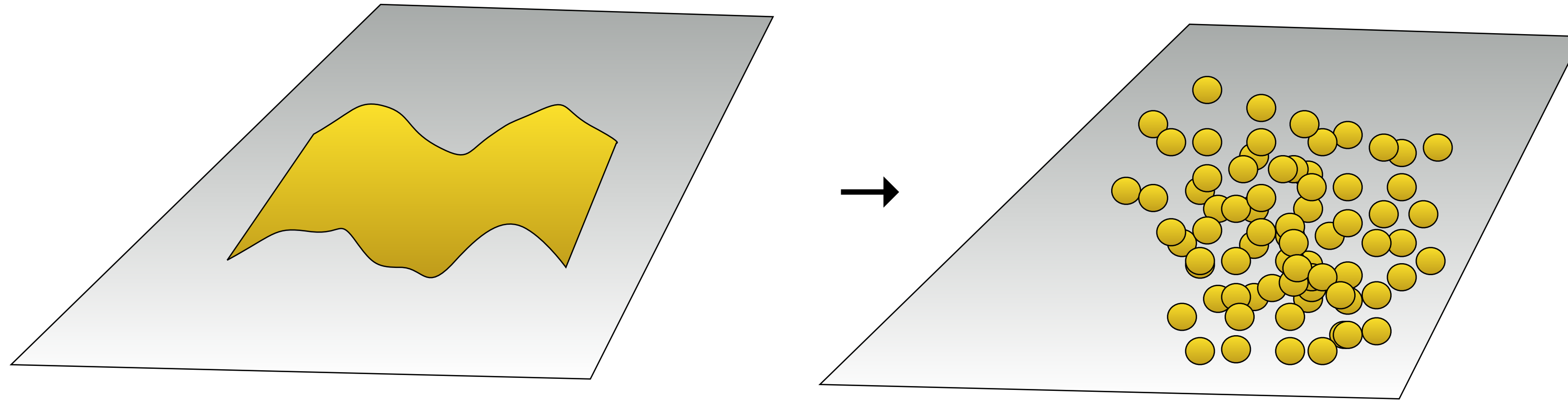
The image features a deep space background with a dense field of stars and nebulae in shades of blue, purple, and green. Overlaid on this background is a complex network of nodes and connecting lines. The nodes are small, glowing spheres in various colors including red, yellow, and white. The lines are thin and translucent, creating a web-like structure that spans across the frame. The overall effect is one of a vast, interconnected system, possibly representing a quantum network or a cosmic web.

QUANTUM DISCRETENESS



# PRELIMINARY: RECALL Q.E.D.

---



The quanta of a field are particles (Dirac).  
**DISCRETENESS** of the spectrum of the energy of each mode

$(\mathcal{F}, \mathcal{A}, W)$

■ STATES

$\mathcal{F} \ni |p_1 \dots p_n\rangle$

■ OBSERVABLES

$\mathcal{A} \ni a(k), a^\dagger(k)$

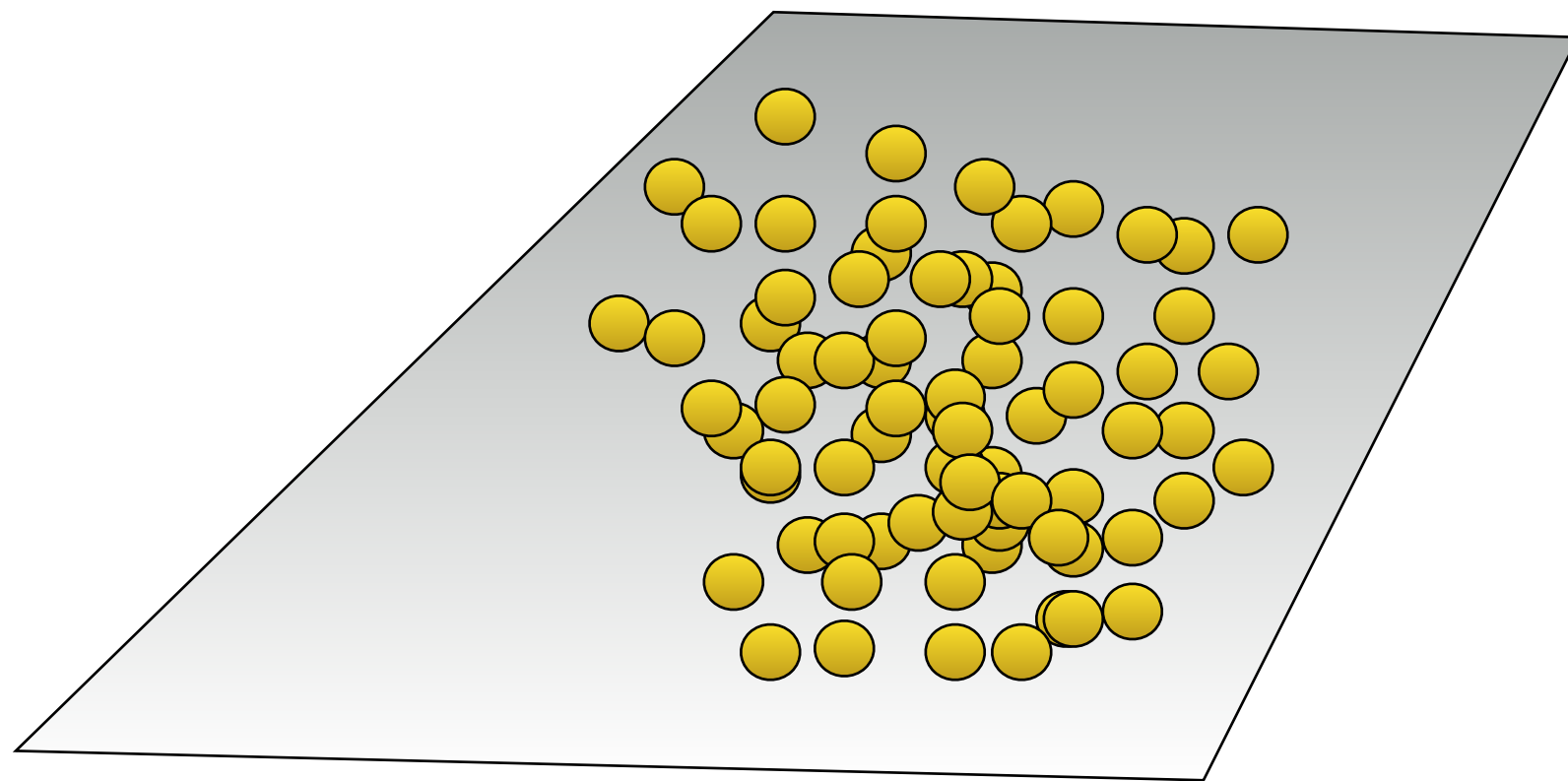
■ DYNAMICS

$W \rightarrow \textit{Feynman rules}$

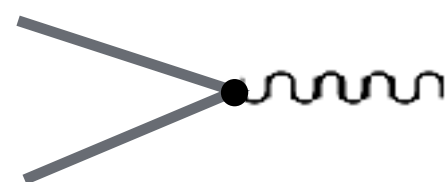


# LIMIT $\hbar \rightarrow 0$

---



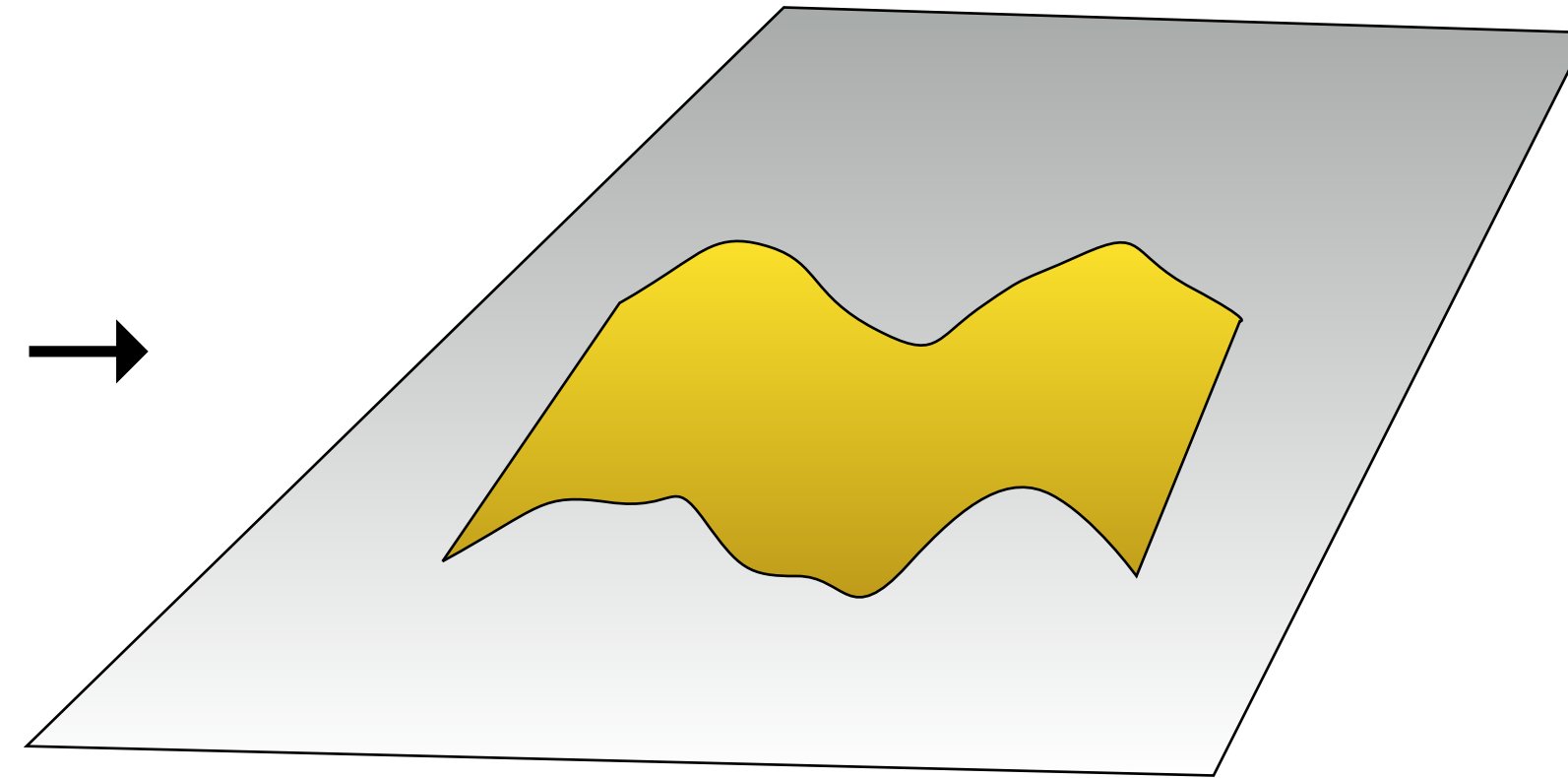
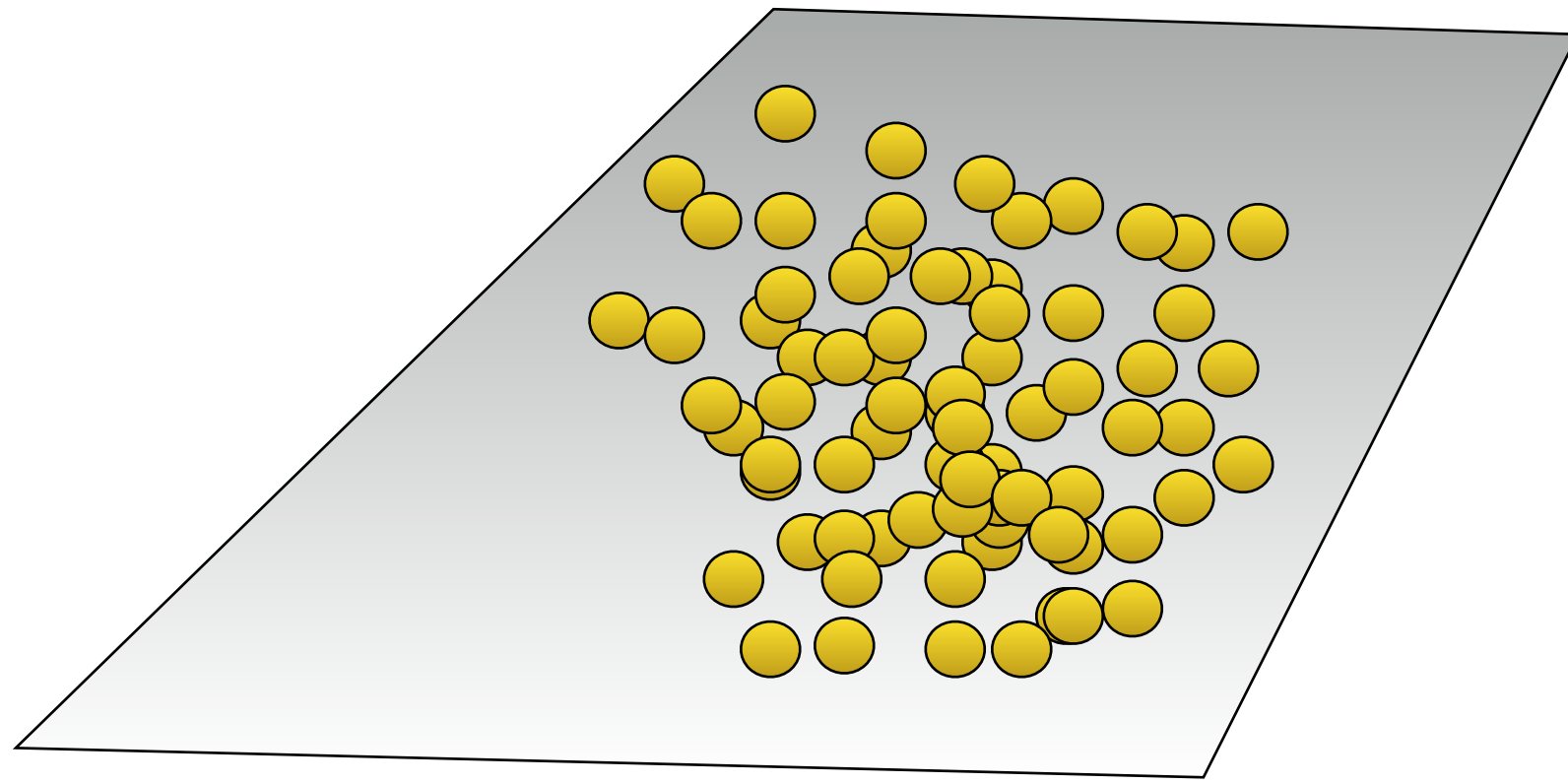
- DISCRETE
- FUZZY
- PROBABILISTIC





# LIMIT $\hbar \rightarrow 0$

---



- DISCRETE

- FUZZY

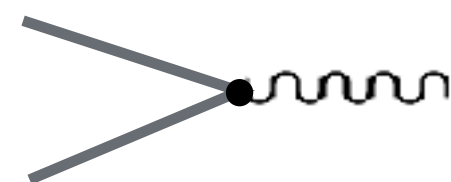
- PROBABILISTIC

- NO DISCRETENESS

- NO FUZZYNESS

- A CLASSICAL FIELD  $A_\mu(x)$

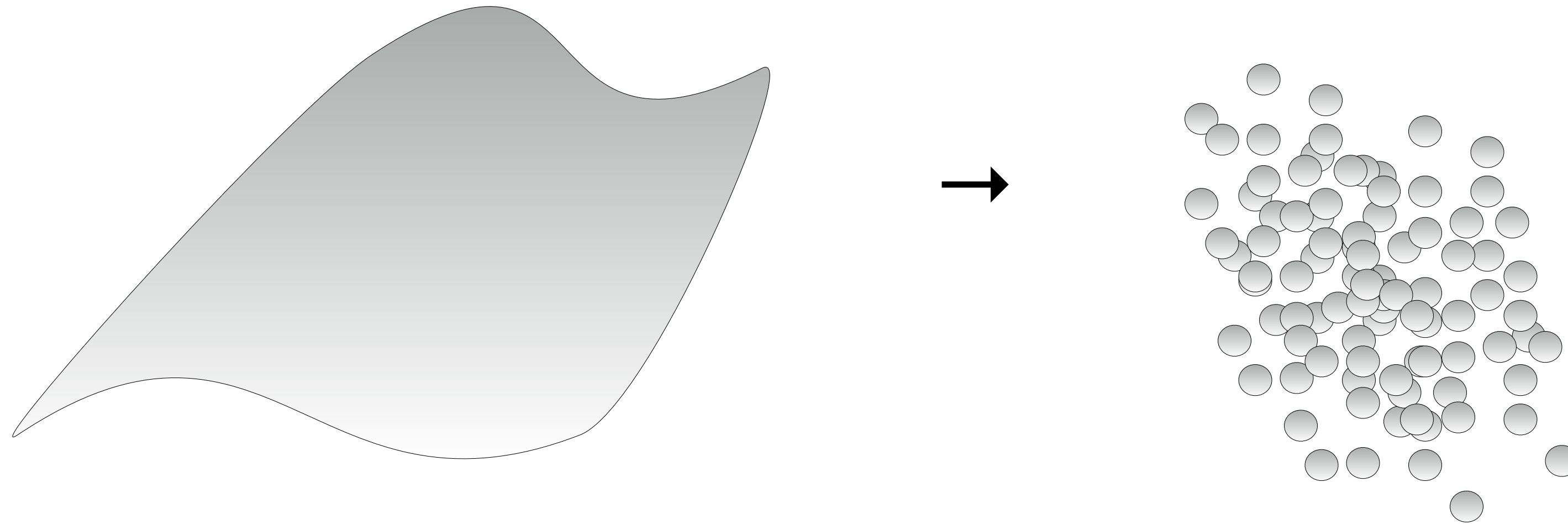
$$A_\mu(x) = \int d^3x \left( a(x) e^{+ikx} a^\dagger(x) e^{-ikx} \right)$$





# QUANTUM GRAVITY

---



Quantum granularity of spacetime (Rovelli&Smolin 1995)  
**DISCRETENESS** of the spectrum of geometrical operators such as volume

$(\mathcal{H}, \mathcal{A}, \mathcal{W})$

■ STATES

$\mathcal{H} \ni |\Gamma, j_l, v_n\rangle$

■ OBSERVABLES

$\mathcal{A} \ni \vec{L}_l$

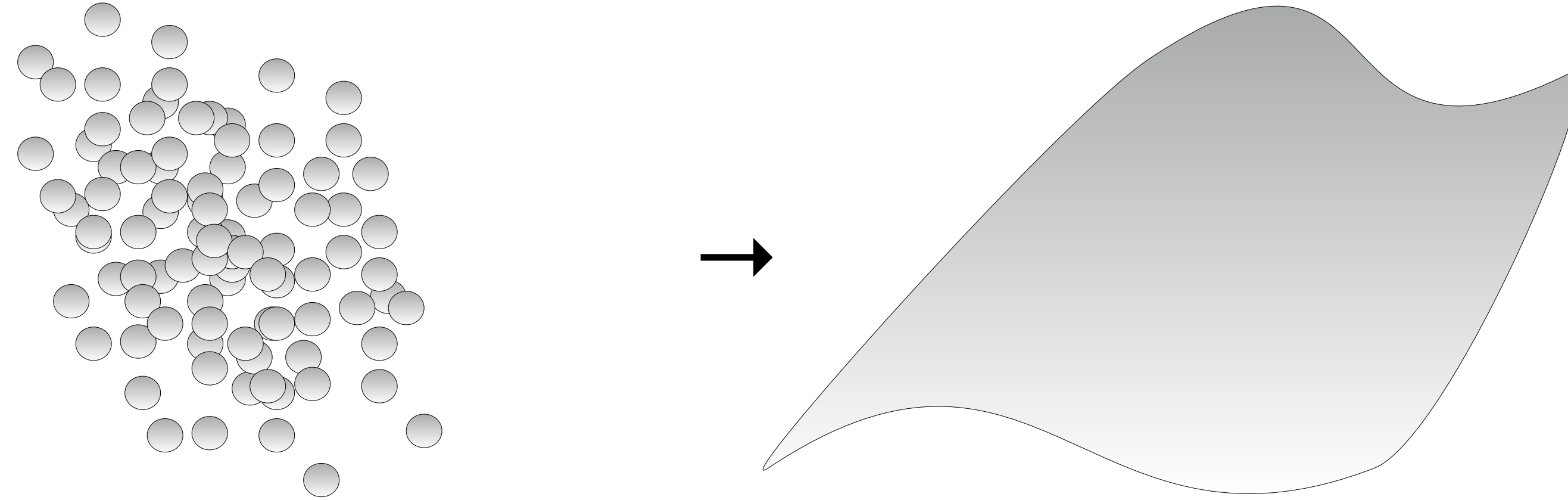
■ DYNAMICS

$\mathcal{W} \rightarrow \text{Transition amplitudes}$



# LIMIT $\hbar \rightarrow 0$

---



■ DISCRETE  $\ell_{Pl}^2 = \hbar G$

■ NO DISCRETENESS  $\ell_{Pl} \rightarrow 0$

■ FUZZY

■ NO FUZZYNESS

■ PROBABILISTIC

■ A CLASSICAL FIELD

$$E_a^i(x) \rightarrow g_{\mu\nu}(x)$$



# FROM QUANTUM TO CLASSICAL

---

## ■ FROM QUANTUM TO CLASSICAL

The *classical* limit is  $\hbar \longrightarrow 0$ , the limit for  $\infty$  quanta is relevant for the *continuous* limit

No thermodynamical limit is needed at that stage.

## ■ EMERGENCE OF SPACETIME IS STANDARD CLASSICAL EMERGENCE

just as the electromagnetic field emerges from photons

## ■ SPACETIME IN THE QUANTUM REGIME IS MADE OF QUANTA

- there is no classical spacetime in the quantum regime
- same as in Q.E.D. where there are photons

## ■ SPACETIME IN THE QUANTUM REGIME IS A QUANTUM PROCESS

- states are defined by the continuity relations between quanta
- a spinfoam is a quantum interaction, but also a spacetime region

## ■ THERE IS NO TIME, THERE IS ONLY CHANGE

in fact change is everything we measure!



# QUANTUM GRAVITY IS THE DISCOVER OF A MINIMAL LENGHT

---

## ■ QUANTUM MECHANICS

Heisenberg Uncertainty

$$\Delta x > \hbar / \Delta p$$

Sharp localization requires large energy.

$$E \sim cp$$

## ■ GENERAL RELATIVITY

Black-Hole Horizon

$$M \sim E / c^2$$

$$R \sim GM / c^2$$

The horizon prevent a sharper localization.

$$\Delta x \geq R$$

## ■ QUANTUM GRAVITY

$$\ell_P = \sqrt{\frac{\hbar G}{c^3}} \sim 10^{-35} m$$

*"Without a deep revision of classical notions it seems hardly possible to extend the quantum theory of gravity also to [the short-distance] domain."*

*Matvei Bronstein*

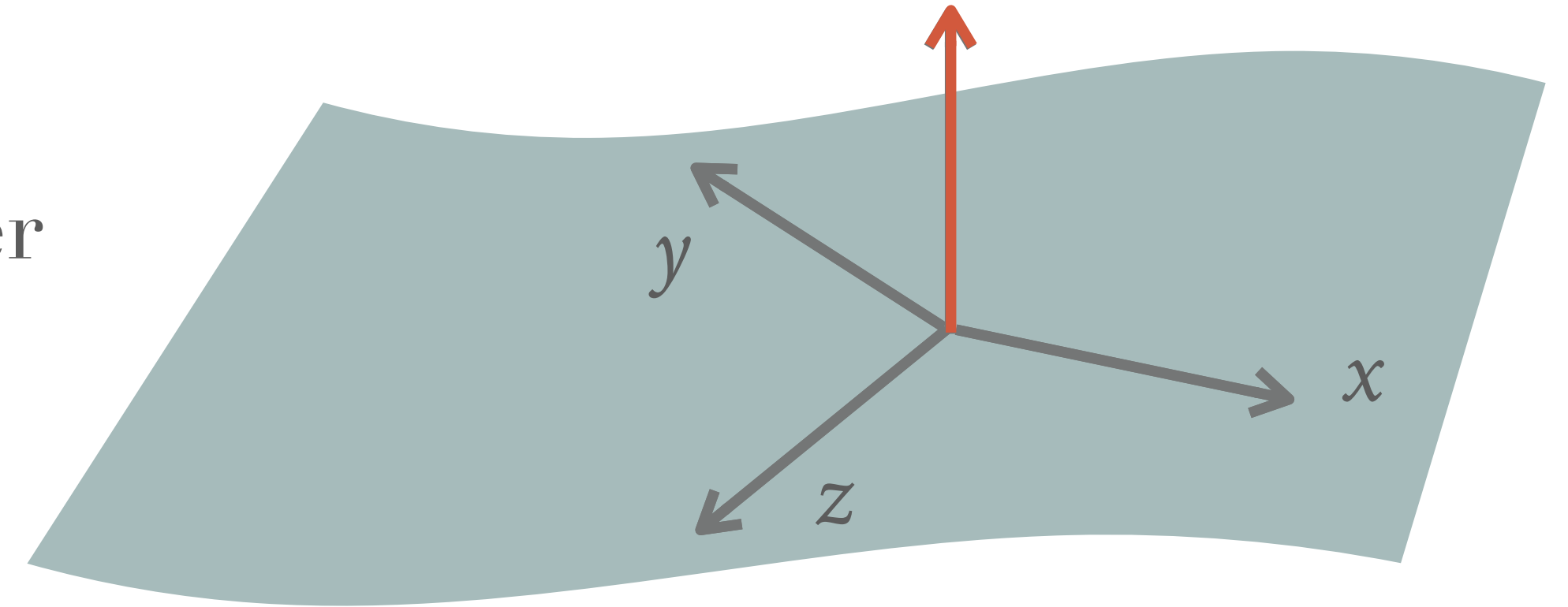




# GENERAL RELATIVITY

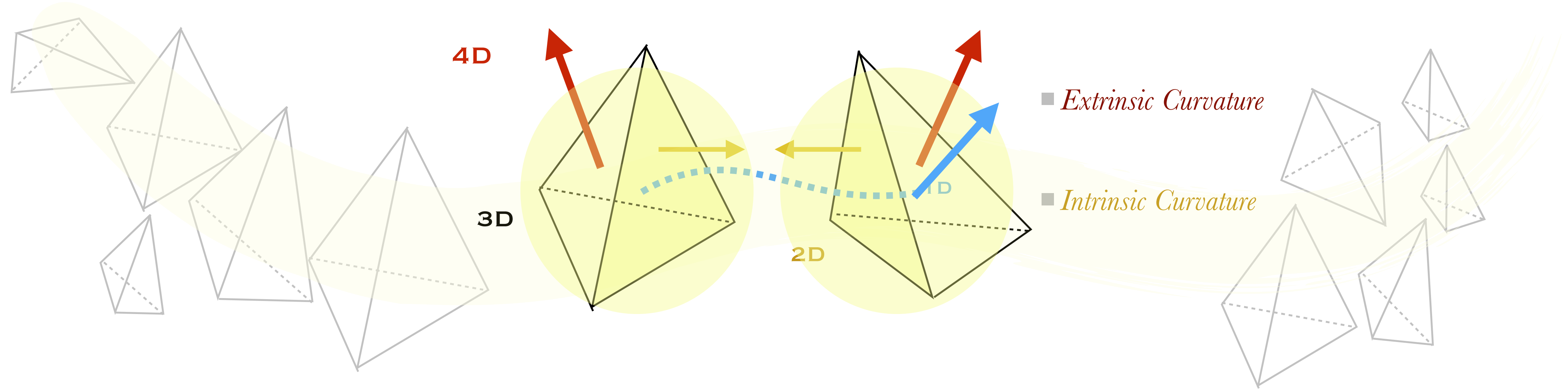
---

- Tetrads (reference fields): required for coupling matter
- ADM formalism: select a foliation at a given time
- Hamiltonian formulation: (densitized) triads are conjugate to the Ashtekar connection
- Triads are rotation invariant:  $so(3) \longrightarrow su(2)$





# QUANTUM GEOMETRY

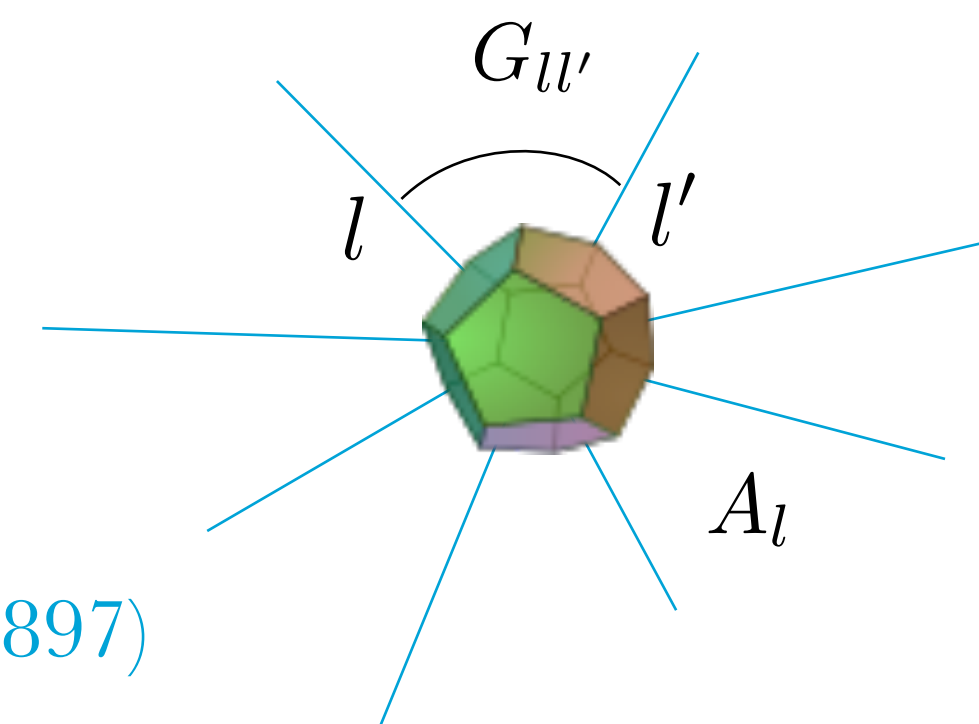


- $h_l$  “Holonomy of the Ashtekar-Barbero connection along the link”

- $\vec{L}_l = \{L_l^i\}, i = 1, 2, 3$  SU(2) generators  
*gravitational field operator (tetrad)*

■ Gauge invariant operator  $G_{ll'} = \vec{L}_l \cdot \vec{L}_{l'}$  with  $\sum_{l \in n} G_{ll'} = 0$

$$L^i \psi(h) \equiv \left. \frac{d}{dt} \psi(h e^{t\tau_i}) \right|_{t=0}$$



Penrose’s **spin-geometry theorem** (1971), and **Minkowski theorem** (1897)



# REPRESENTING GEOMETRIES

---

- Composite operators:

- Area:  $A_{\Sigma} = \sum_{l \in \Sigma} \sqrt{L_l^i L_l^i}.$
- Volume:  $V_R = \sum_{n \in R} V_n, \quad V_n^2 = \frac{2}{9} |\epsilon_{ijk} L_l^i L_{l'}^j L_{l''}^k|.$
- Angle:  $L_l^i L_{l'}^i$

- Geometry is quantized:
  - eigenvalues are discrete
  - the operators do not commute
  - quantum superposition
    - ↳ *coherent states*

Quantum states of space,  
rather than states on space.

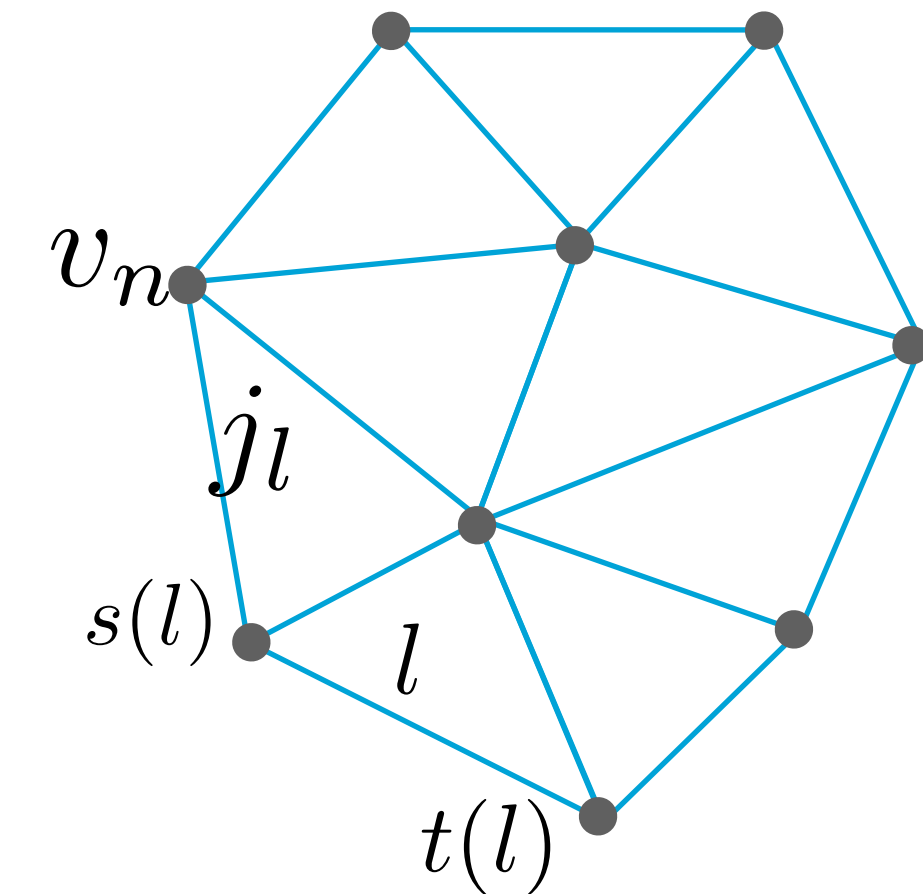


# GRAVITY AS A GAUGE THEORY

---

GAUGES IN GENERAL RELATIVITY  $\longrightarrow$   $\begin{cases} \text{- diffeos} \\ \text{- Lorentz} \end{cases}$   $\longrightarrow$   $\begin{cases} \text{- graph/lattice} \\ \text{- group variables} \end{cases}$   $\longrightarrow$  LOOP QUANTUM GRAVITY

- Abstract graphs:  $\Gamma = N, L$
- Group variables:  $\begin{cases} h_l \in SU(2) \\ \vec{L}_l \in su(2) \end{cases}$
- Graph Hilbert space:  $\mathcal{H}_\Gamma = L_2[SU(2)^L / SU(2)^N]$
- The space  $\mathcal{H}_\Gamma$  admits a basis  $|\Gamma, j_\ell, \nu_n\rangle$
- **MANIFOLD** is introduced as a device to connect with the classical limit





# LOCALIZATION

---

## ➤ COUPLING TO A MATERIAL REFERENCE SYSTEM

The gravitational-field components with respect to the directions defined by the matter system are gauge-invariant quantities of the coupled system; but they are gauge-dependent quantities of the gravitational field, measured with respect to a given external frame.

## ➤ MEASUREMENT VS PREDICTIONS

Gauge variables are what we measure but we cannot predict.

A couple of gauge variables is gauge invariant and it allows predictions.

## ➤ RELATIONALITY

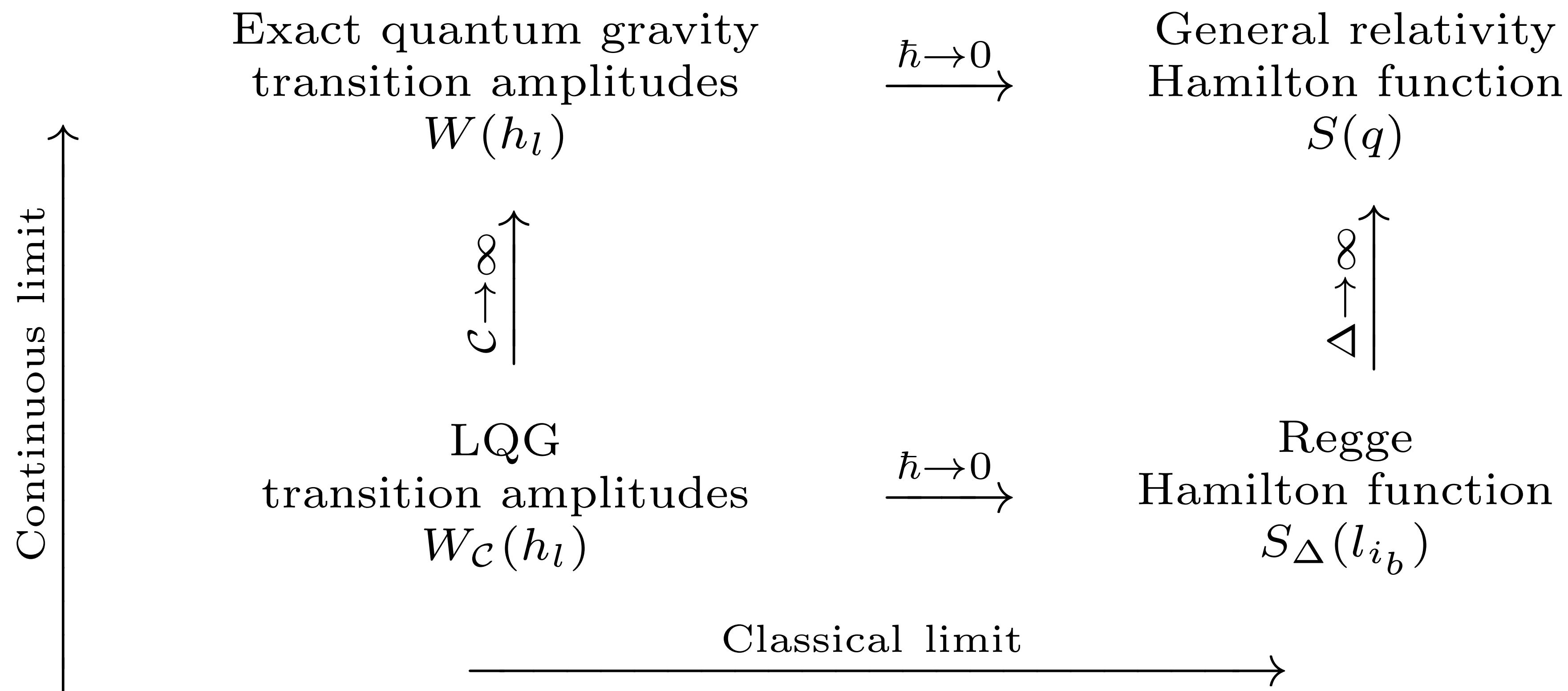
Bodies are only localized with respect to one another.

Bodies includes all dynamical objects, also the gravitational field.

Spacetime is built up by contiguity relations: being “next to one another”.



# STRUCTURE OF THE THEORY



■ No critical point

- QFT : critical phenomenon
- Quantum Gravity: non-critical phenomenon

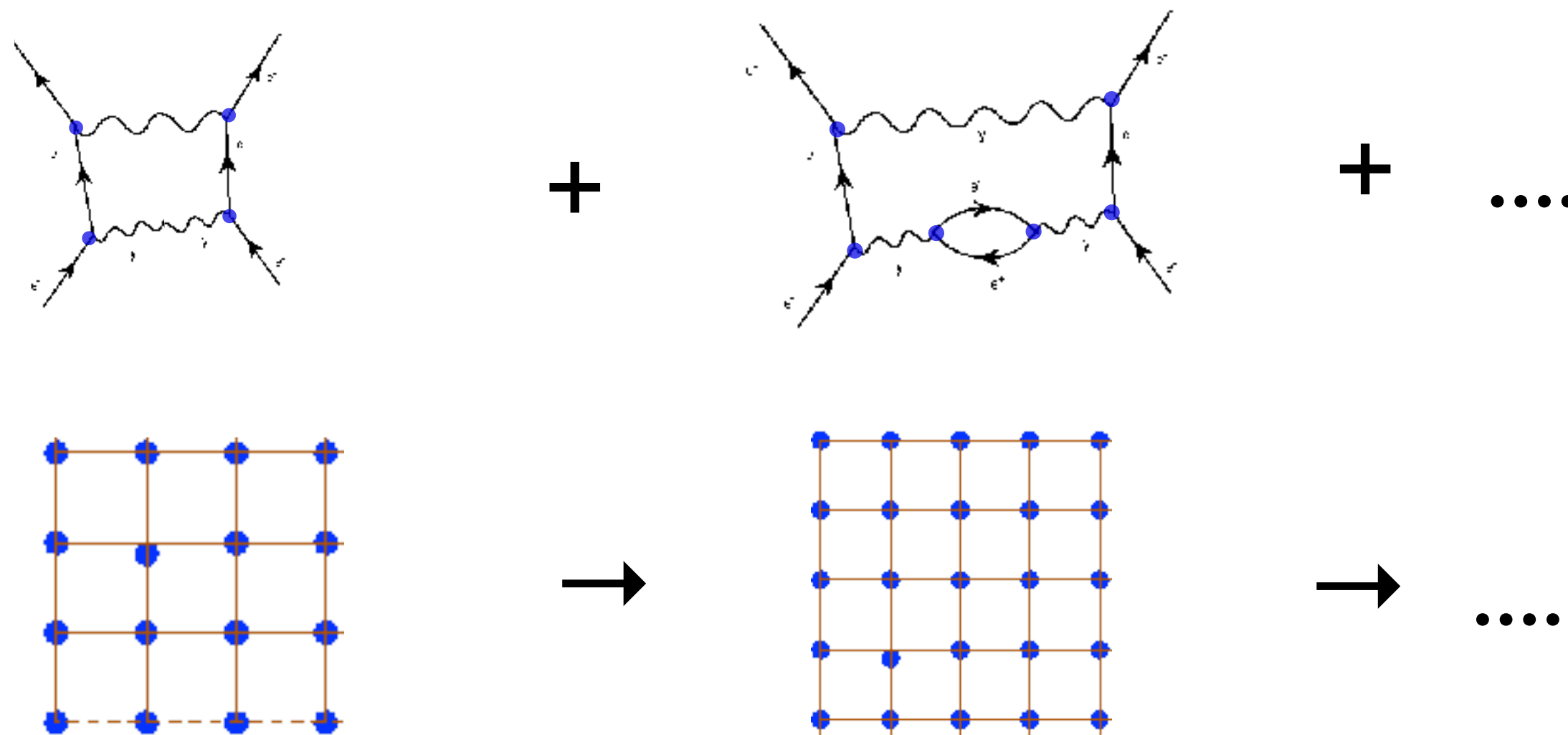
■ No infinite renormalization

■ Physical Scale  $\ell_{Pl}$



# CONVERGENCE BETWEEN QED AND QCD

- All physical QFT are constructed via a **truncation** of the d.o.f. (QED: particles, QCD: lattice)
- All physical calculation are performed within a truncation.
- The limit in which all d.o.f. is then recovered is pretty different in QED and QCD:



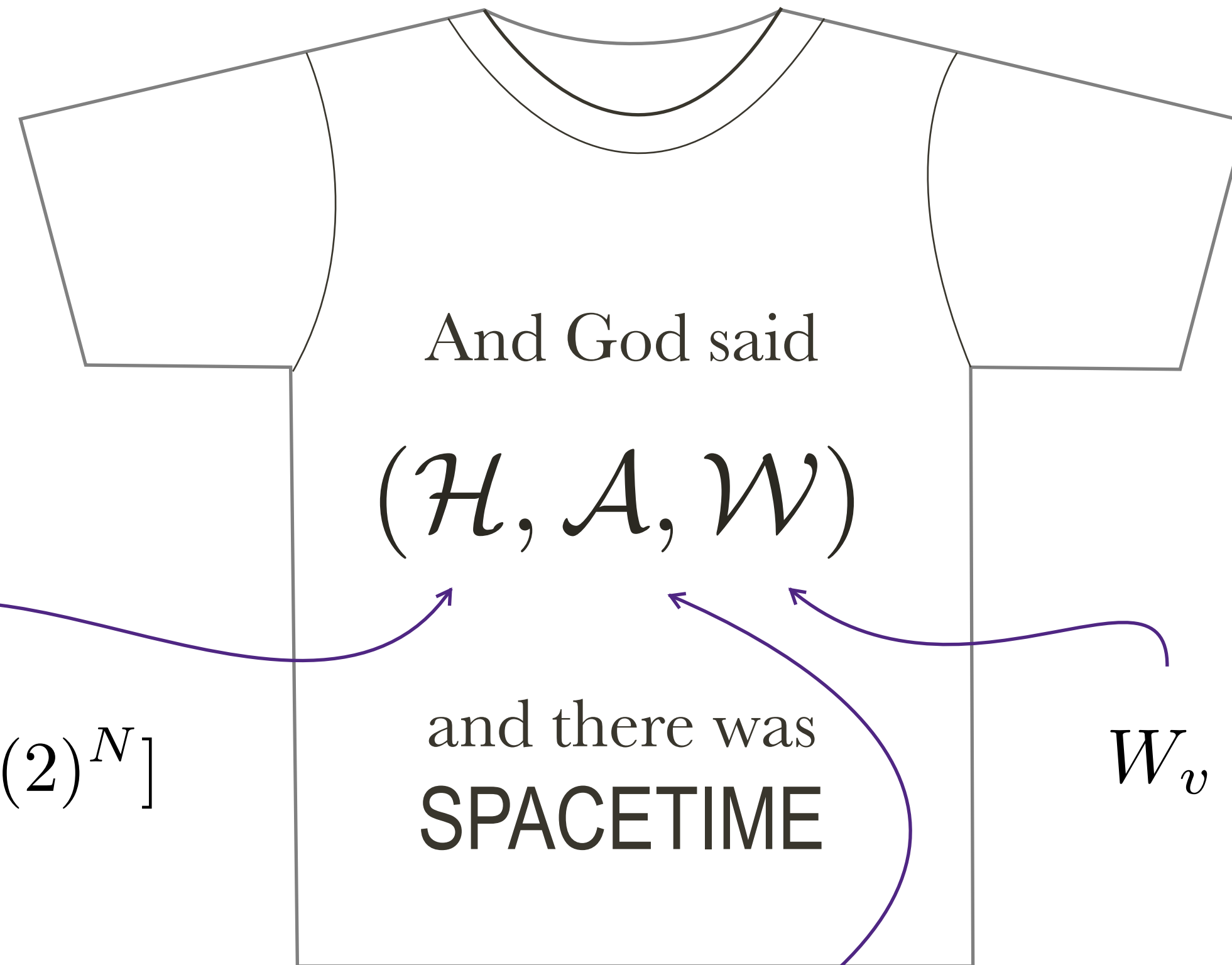
Matter coupling as in  
**LATTICE GAUGE THEORIES**  
but without divergences!

- Quantum Gravity: Diff invariance !
- Lattice site = small region of space = excitations of the gravitational field = quanta of space = quanta of the field



# THE THEORY

---



Hilbert Space:

$$\mathcal{H}_\Gamma = L_2[SU(2)^L / SU(2)^N]$$

Transition Amplitude:

$$W_v = (P_{SL(2,\mathbb{C})} \circ Y_\gamma \psi_v)(\mathbf{1})$$

Operator Algebra:

$$[L_a^i, L_b^j] = i\delta_{ab}\ell^2\epsilon_k^{ij}L_a^k$$



# CLASSICAL THEORY: TETRAADS

---

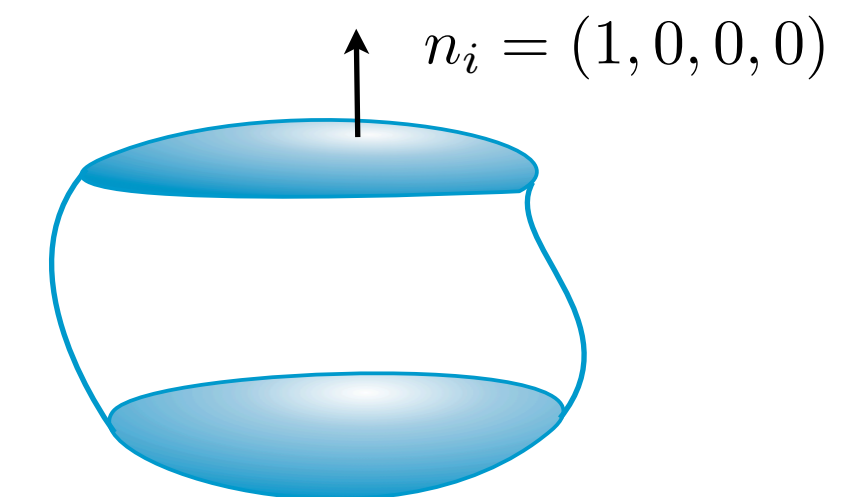
■ **Variables**  $e = e_a dx^a \in \mathbb{R}^{(1,3)}$  and  $\omega = \omega_a dx^a \in sl(2, \mathbb{C})$

■ **Action**  $S[e, \omega] = \int B[e] \wedge F[\omega]$  where  $B = (e \wedge e)^* + \frac{1}{\gamma}(e \wedge e)$

■ **Boundary** gauge s.t. tetrads are diagonal  $B^{oi} = K^i = \frac{1}{\gamma} e^o \wedge e^i$  and  $B^{ij} = L^i = e^o \wedge e^i$

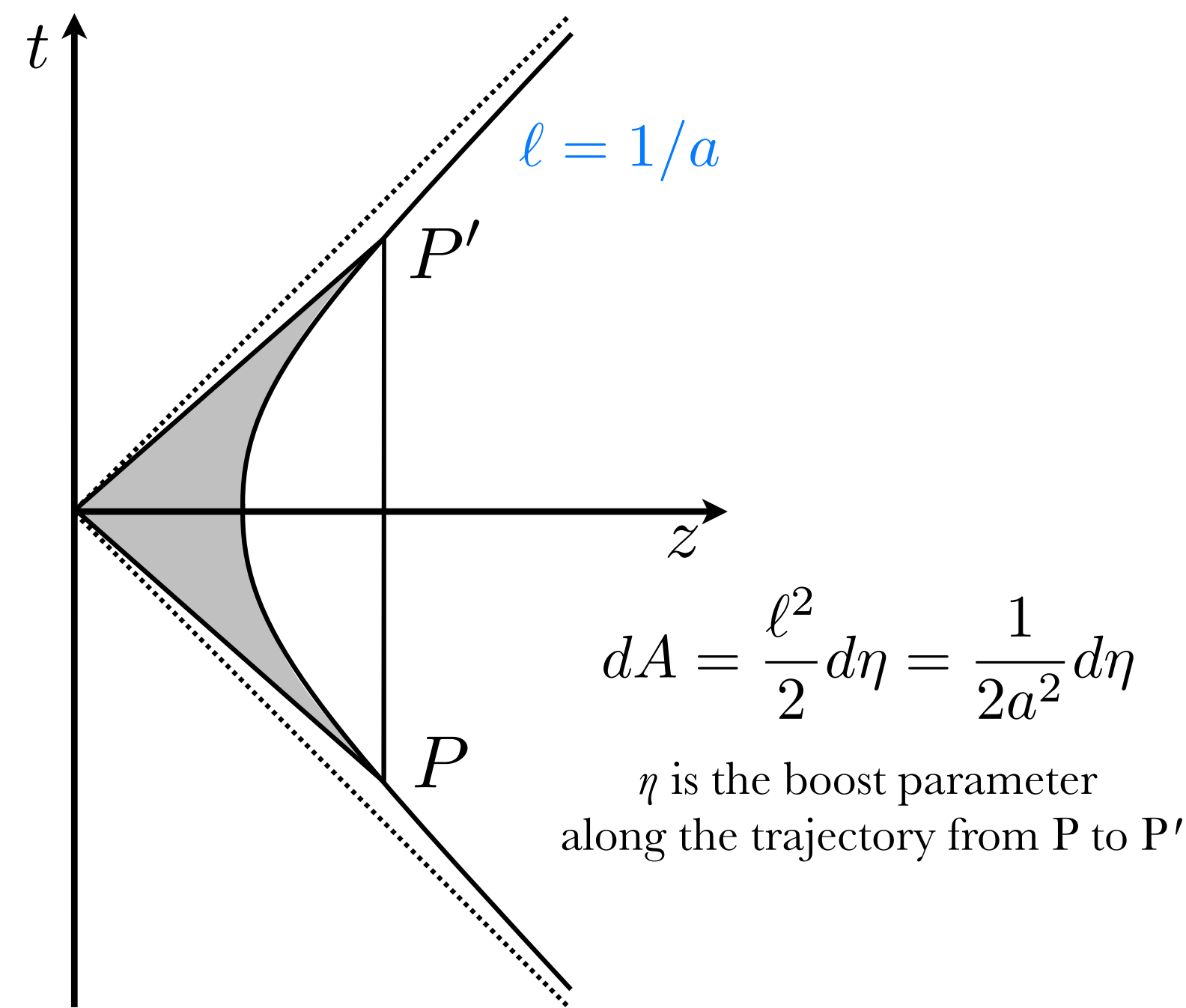
■ **Simplicity constraint**  $\vec{K} = \gamma \vec{L}$

■ **Lorentzian area**  $A = \int_{\mathcal{R}} e^o \wedge e^i = \int_{\mathcal{R}} \gamma K^i = \int_{\mathcal{R}} L^i$



$$SL(2, \mathbb{C}) \rightarrow SU(2)$$





- Constantly accelerated observer:
- $K$  generator of boost
- $E=aK$  generator of proper time evolution

Linear simplicity constraint  $B^{0k} = \gamma \epsilon^k_{ij} B^{ij}$

$$\vec{K} = \gamma \vec{L}$$

- Simplicity Constraint  
Physics is defined locally!

$$E = \frac{A}{8\pi G} l^{-1} \Rightarrow S_{\text{BH}} = \frac{A}{4 G \hbar}$$

$$T = \frac{\hbar a}{2\pi}$$

$$H_A = 2\pi \sum_l K_l$$

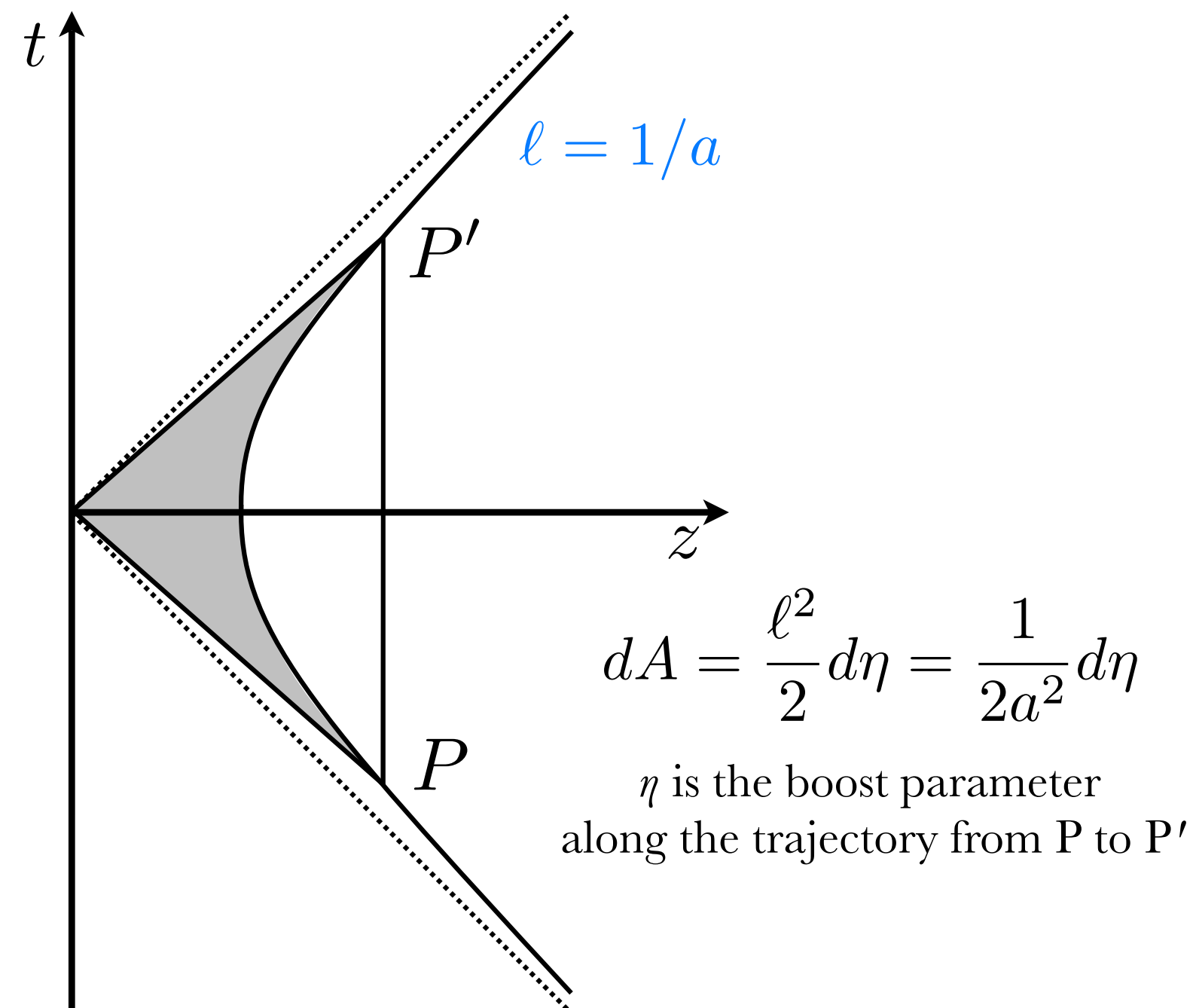
$$\rho_A = e^{-H_A}$$

$$S_{\text{EE}} = -\text{Tr}(\rho_A \log \rho_A) = 2\pi \text{Tr}(\sum_l K_l \rho_A)$$

$$S_{\text{EE}} = \frac{\mathcal{A}_\Sigma}{4G_0} \cdot \hbar$$



# MAXIMAL ACCELERATION



- Constantly accelerated observer:
- $K$  generator of boost
- $E=aK$  generator of proper time evolution

Linear simplicity constraint  $B^{0k} = \gamma \epsilon^k_{ij} B^{ij}$

$$\vec{K} = \gamma \vec{L}$$

■ Lorentzian area:  $A = \int_{\mathcal{R}} \gamma K^z = \int_{\mathcal{R}} L^z$

$$A_{min} = 4\pi G\hbar \quad a_{max} = \sqrt{\frac{1}{8\pi G\hbar}} \quad \ell_{min} = \sqrt{8\pi G\hbar}$$

[Cainiello '81]  
[Cainiello, Gasperini, Scarpetta '91]  
[Bozza, Feoli, Lambiase, Papini, Scarpetta]

## NO CURVATURE SINGULARITIES IN LQG



The background is a deep space scene with a dark blue and black sky filled with numerous small, distant stars. In the center, there are faint, wispy clouds of blue and purple gas. Overlaid on this cosmic scene is a complex network of thin, light blue lines connecting various points. These points, or nodes, are represented by small, semi-transparent spheres in shades of red, yellow, and white. The network is spread across the frame, with a denser cluster of nodes and lines on the right side and more sparse connections on the left. The overall effect is one of a vast, interconnected system, possibly representing a celestial map or a data network.

TO CONCLUDE



# SPINFOAM AMPLITUDES

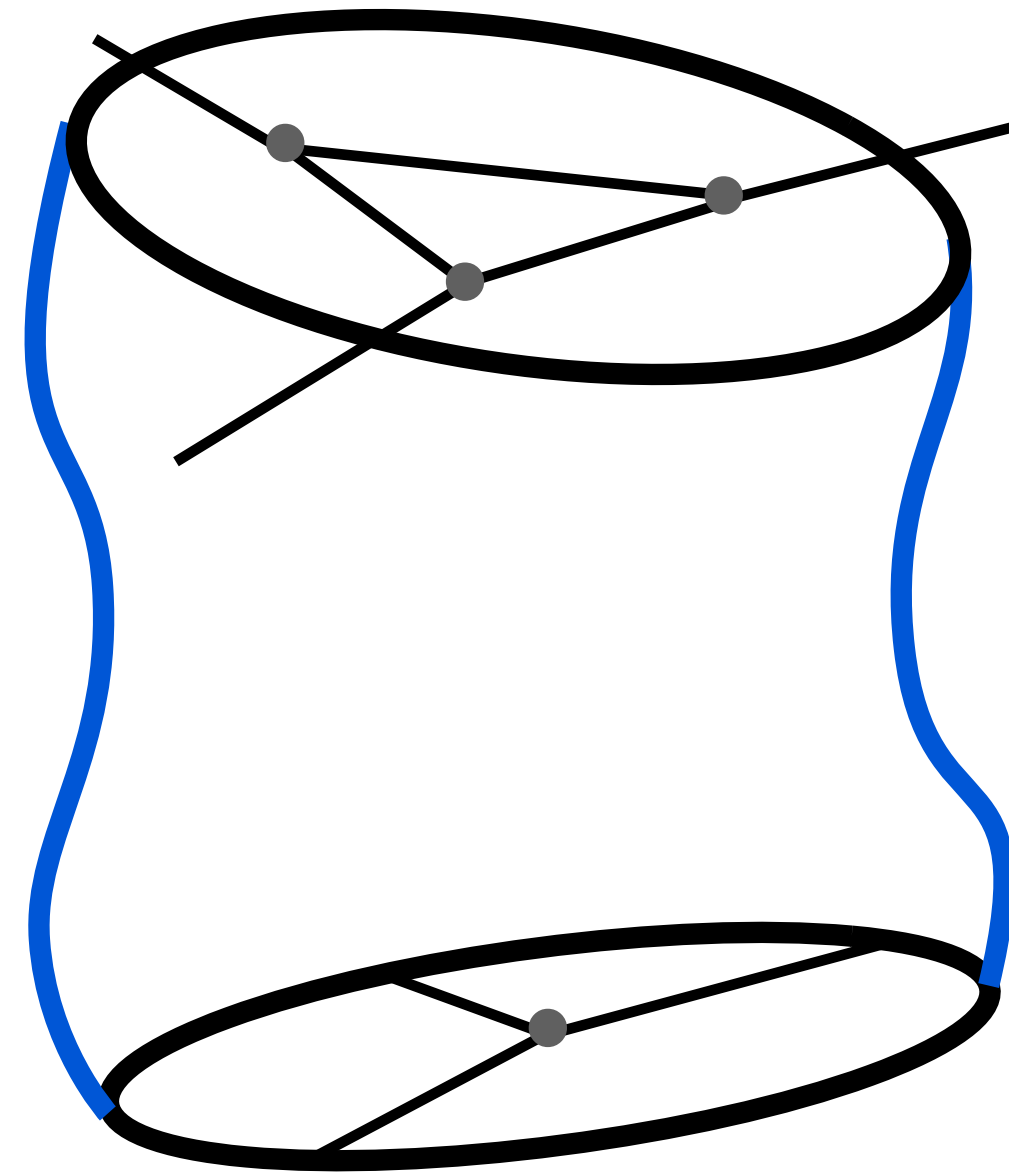
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Probability amplitude  $P(\psi) = |\langle W|\psi\rangle|^2$   
for a state  $\psi$  associated to the boundary of a 4d region

$$W(q'_{ij}, q_{ij}) \sim \int_{\partial g = q', q} Dq e^{iS}$$

- Superposition principle  $\langle W|\psi\rangle = \sum_{\sigma} W(\sigma)$
- Locality: vertex amplitude  $W(\sigma) \sim \prod_v W_v.$
- Lorentz covariance  $W_v = (P_{SL(2,\mathbb{C})} \circ Y_{\gamma} \psi_v)(\mathbf{I})$
- UV and IR finite (with  $\Lambda$ )
- Classical limit: GR (with  $\Lambda$ )  
(via Regge discretization)

Barrett et al. '09

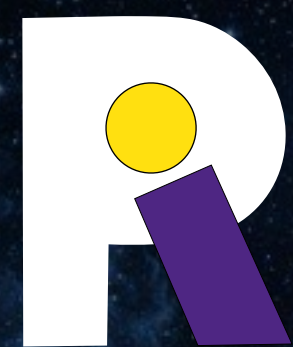




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# IN THIS LECTURE

---

- THEORY: Loop Quantum Gravity *Covariant Loop Quantum Gravity, with C. Rovelli*
- SETTING: Primordial Universe *Relational Quantum Cosmology*
- APPLICATION: Quantum State of the Primordial Universe *Primordial fluctuations from quantum gravity, with F. Gozzini*



# APPLICATION TO COSMOLOGY

---

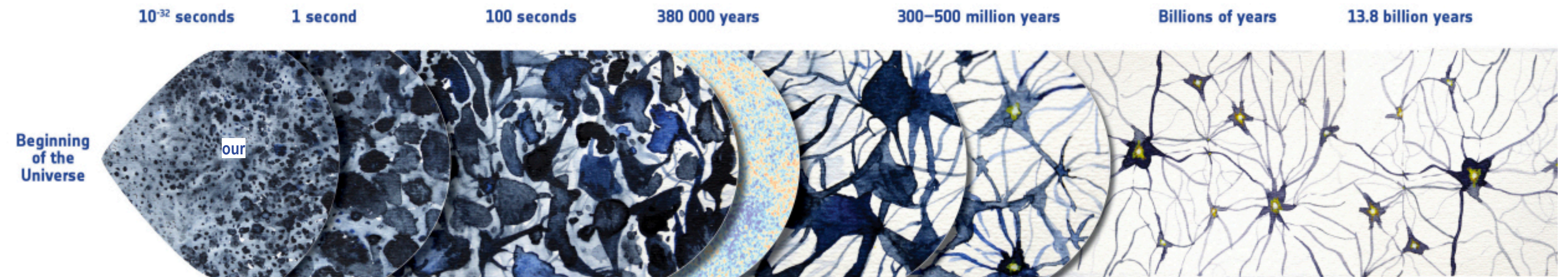
- Quantum Regime

- Graph Approximation

- Hartle-Hawking State

- Transition Amplitude

- Computational Method



*Image credit: ESA*



# APPLICATION TO COSMOLOGY

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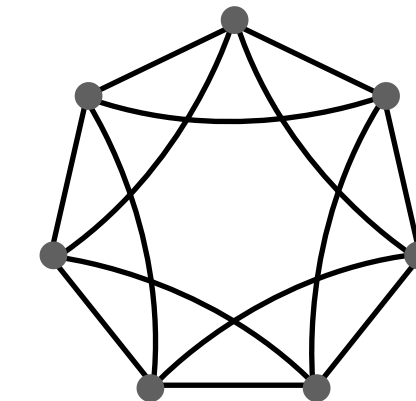
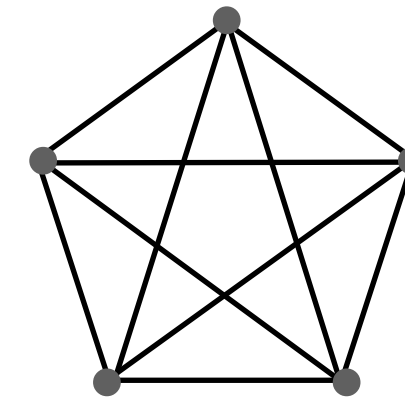
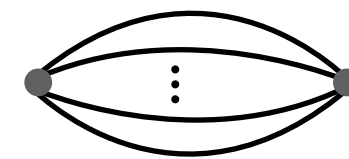
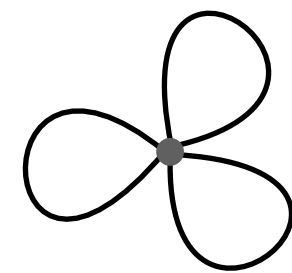
■ Quantum Regime

■ **Graph Approximation**

■ Hartle-Hawking State

■ Transition Amplitude

■ Computational Method



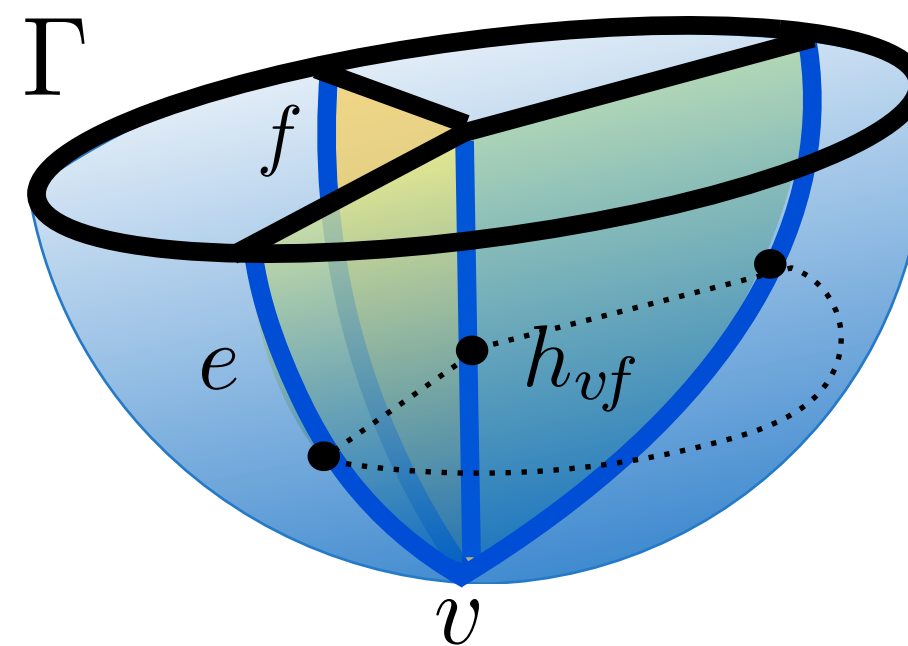


# APPLICATION TO COSMOLOGY

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- Quantum Regime
- Graph Approximation
- **Hartle-Hawking State**
- Transition Amplitude
- Computational Method

Spinfoam Hartle-Hawking state

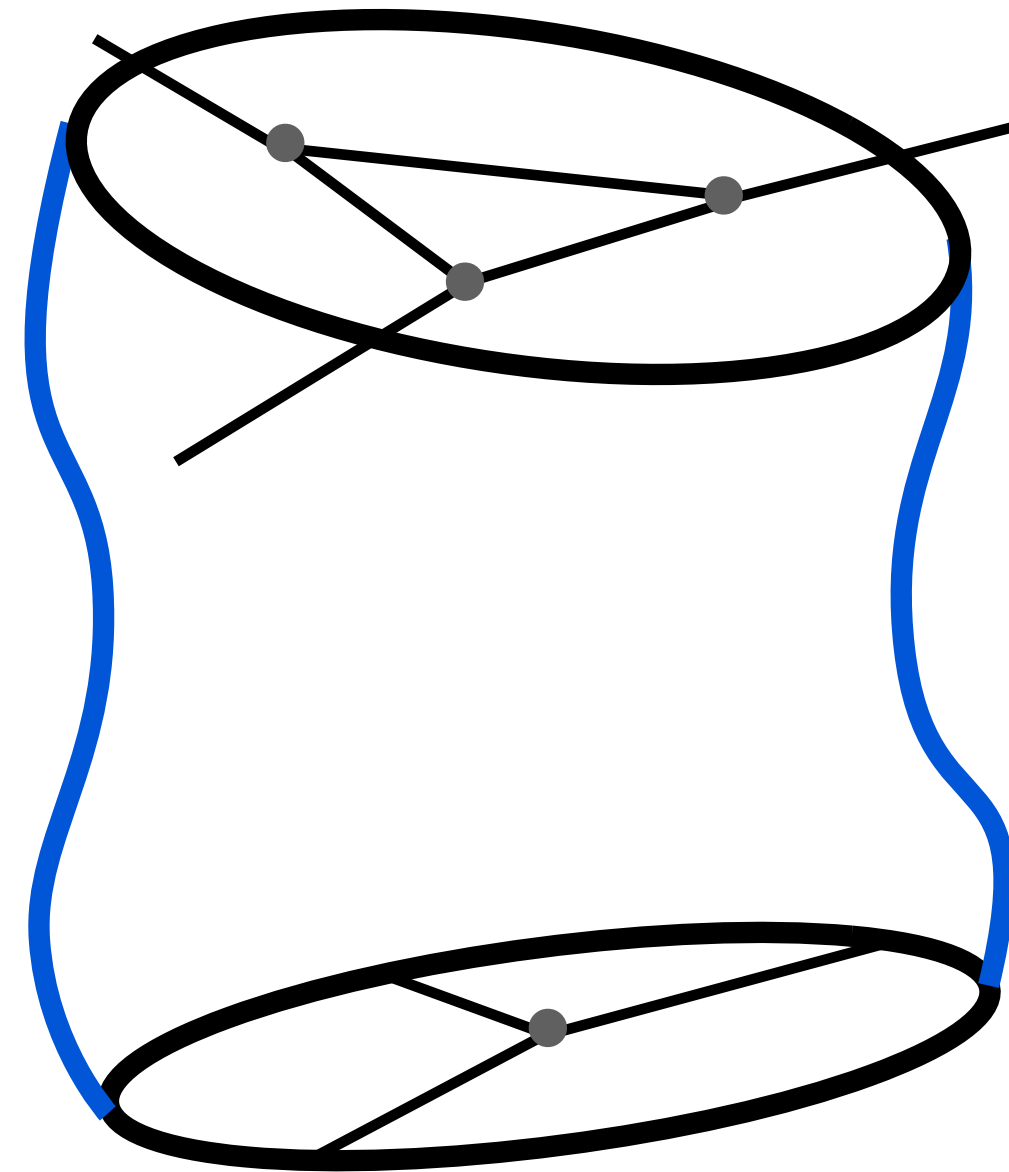




# APPLICATION TO COSMOLOGY

---

- Quantum Regime
- Graph Approximation
- Hartle-Hawking State
- Transition Amplitude
- Computational Method





# APPLICATION TO COSMOLOGY

---

■ Quantum Regime

■ Graph Approximation

■ Hartle-Hawking State

■ Transition Amplitude

■ **Computational Method**

$$W_{\mathcal{C}}(h_l) = \int_{SU(2)} dh_{vf} \prod_f \delta(h_f) \prod_v A(h_{vf})$$



# 1<sup>ST</sup>-ORDER FACTORIZATION

---

■ classical dynamics

$$H = \text{const} \left( a\dot{a}^2 - \frac{\Lambda}{3}a^3 \right) = 0$$

$$\dot{a} = \pm \sqrt{\frac{\Lambda}{3}}a$$



# 1<sup>ST</sup>-ORDER FACTORIZATION

---

■ classical dynamics  $S_H = \text{const} \int dt (a\dot{a}^2 + \frac{\Lambda}{3}a^3) \Big|_{\dot{a} = \pm\sqrt{\frac{\Lambda}{3}}a} = \text{const} \frac{2}{3} \sqrt{\frac{\Lambda}{3}} (a_f^3 - a_i^3)$

■ quantum dynamics  $W(a_f, a_i) = e^{\frac{i}{\hbar} S_H(a_f, a_i)} = W(a_f) \overline{W(a_i)}$

■ loop dynamics  $\langle W | \psi_{H_{(z, z')}} \rangle = W(z, z') = W(z) \overline{W(z')}$



# 1<sup>ST</sup>-ORDER FACTORIZATION

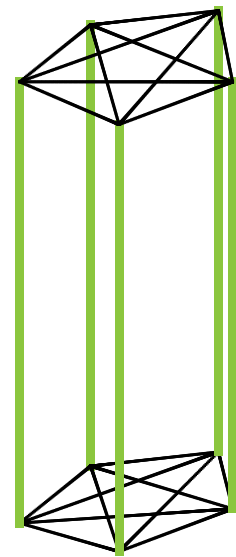
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■ loop dynamics  $\langle W | \psi_{H_{(z, z')}} \rangle = W(z, z') = W(z) \overline{W(z')}$

order (0)



$$= W_0(h_\ell, h_{\ell'}) = \delta_{\Gamma_\ell}(h_\ell, h_{\ell'})$$



# 1<sup>ST</sup>-ORDER FACTORIZATION

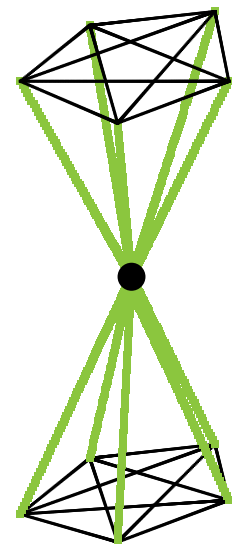
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■ classical dynamics  $S_H = \text{const} \int dt (a\dot{a}^2 + \frac{\Lambda}{3}a^3) \Big|_{\dot{a} = \pm\sqrt{\frac{\Lambda}{3}a}} = \text{const} \frac{2}{3} \sqrt{\frac{\Lambda}{3}} (a_f^3 - a_i^3)$

■ quantum dynamics  $W(a_f, a_i) = e^{\frac{i}{\hbar} S_H(a_f, a_i)} = W(a_f) \overline{W(a_i)}$

■ loop dynamics  $\langle W | \psi_{H_{(z, z')}} \rangle = W(z, z') = W(z) \overline{W(z')}$

order (1)



$$W_{\mathcal{C}_\infty}(z', z) = \int h_\ell \int h'_\ell \overline{\psi_{z'}(h'_\ell)} W_1(h'_\ell, h_\ell) \psi_z(h'_\ell)$$

$$W_1(h'_\ell, h_\ell) = \int_{SL(2, \mathbb{C})} \prod_{n=1}^{N-1} dG_n \prod_{\ell=1}^L P(h_\ell, G_\ell) P(h'_\ell, G'_\ell)$$

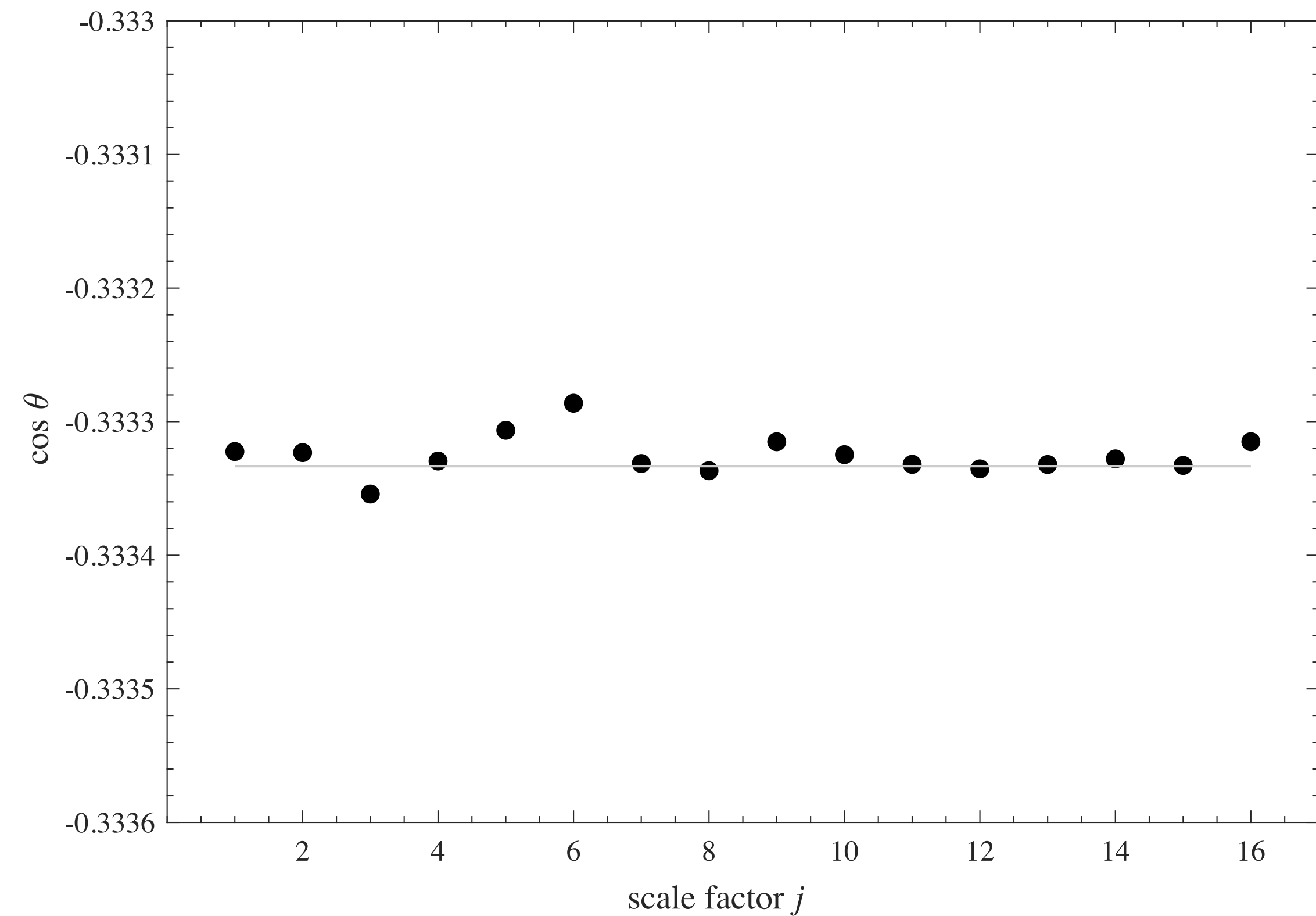
$$G_\ell = G_{n_s} G_{n_t}^{-1}$$



# RECENT RESULTS

---

1. 3-sphere as emerging geometry
2. large fluctuations
3. large correlations

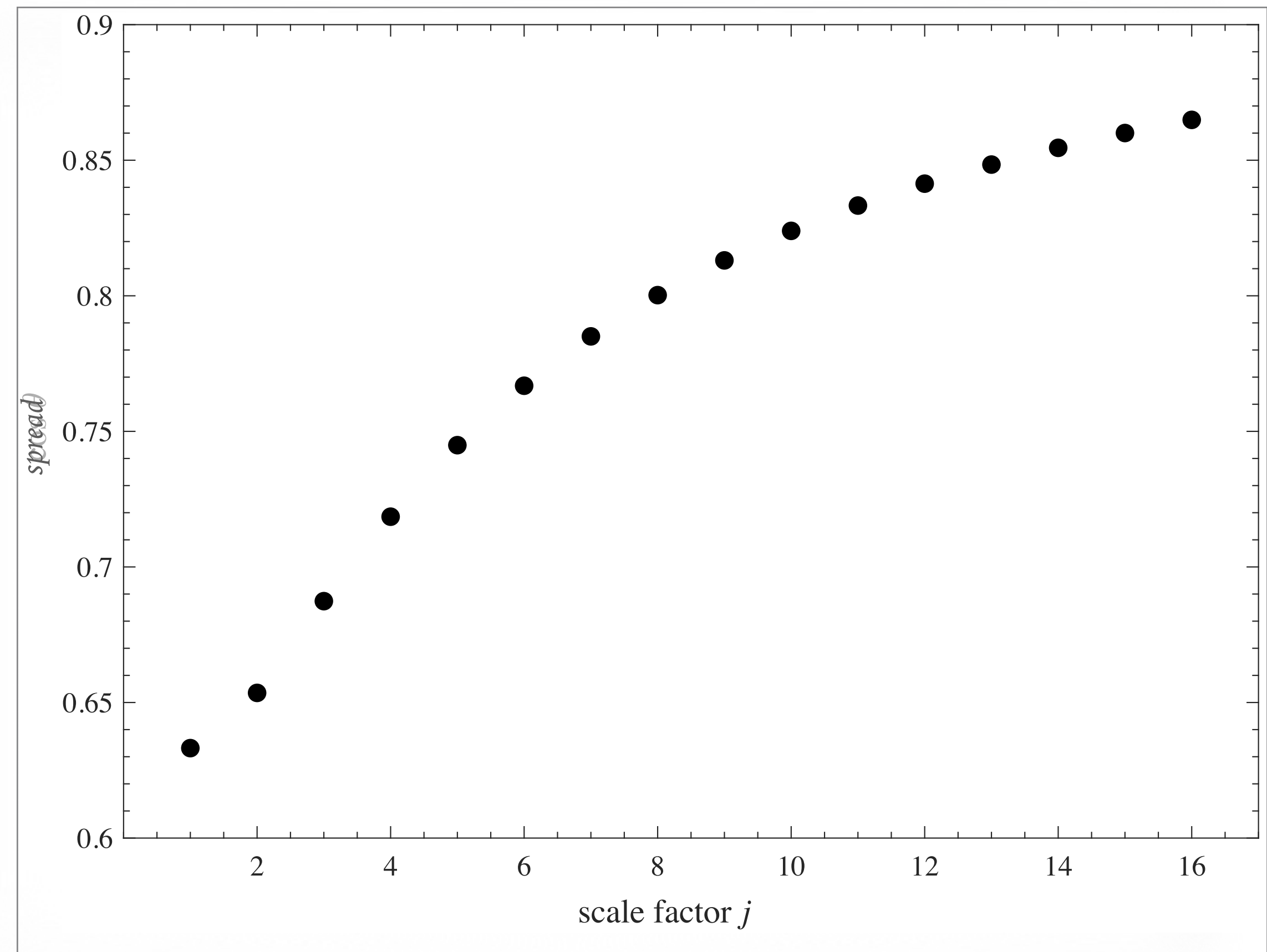




# RECENT RESULTS

---

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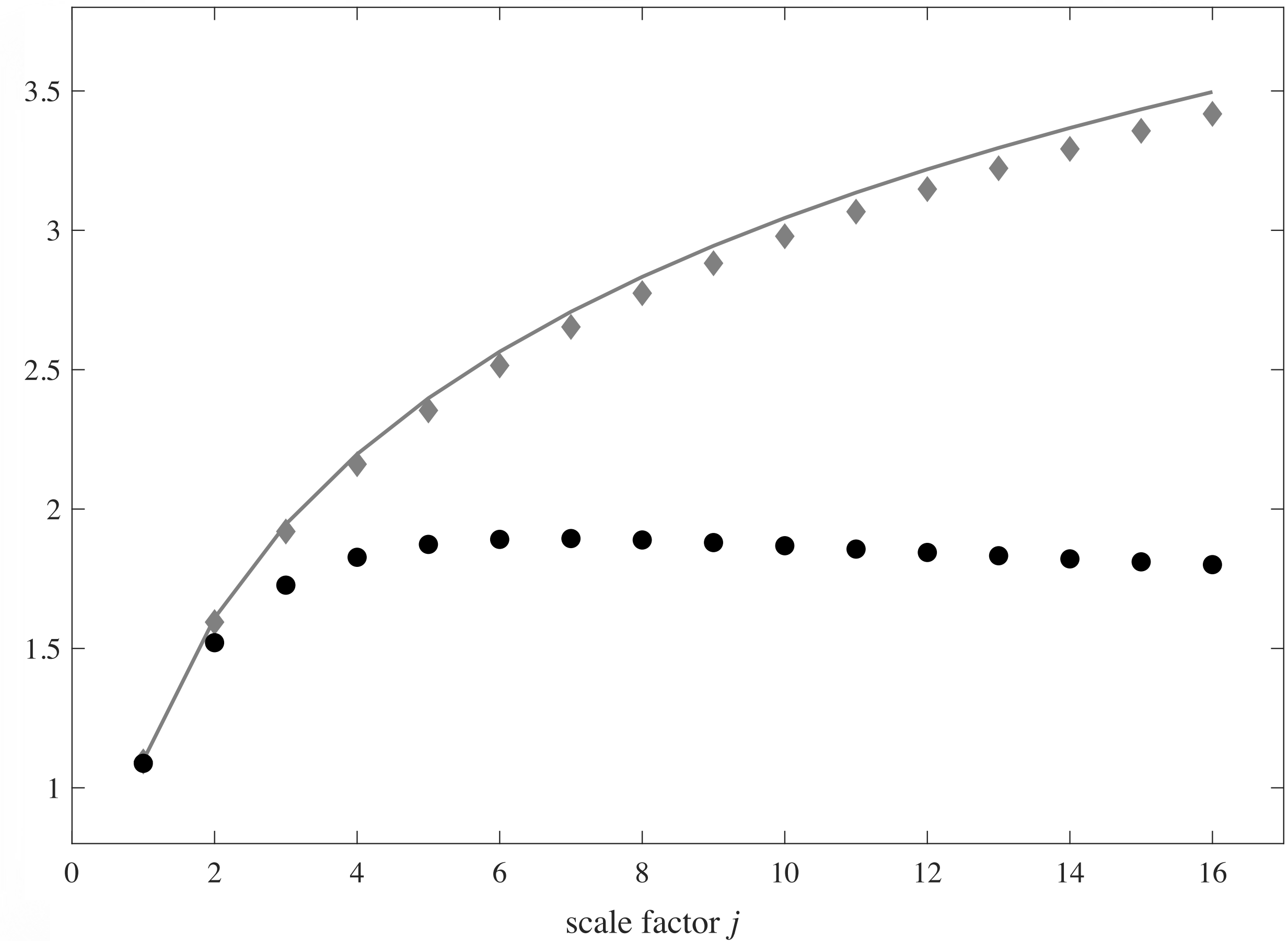




# RECENT RESULTS

---

1. 3-sphere as emerging geometry
2. large fluctuations
3. large correlations





The background is a deep space scene with a dark blue and black sky filled with numerous small, distant stars. In the center, there are larger, more vibrant nebulae in shades of blue, purple, and white. Overlaid on this cosmic scene is a complex network of thin, glowing lines in various colors (blue, purple, pink, and white). These lines connect numerous small, circular nodes, some of which are also glowing. The nodes and lines are arranged in a way that suggests a global or digital network, with clusters of nodes and lines appearing in the upper left, upper right, and lower left areas. The overall effect is a blend of natural cosmic beauty and artificial digital connectivity.

CONCEPTUAL QUESTIONS



# OPEN QUESTIONS IN QUANTUM GRAVITY

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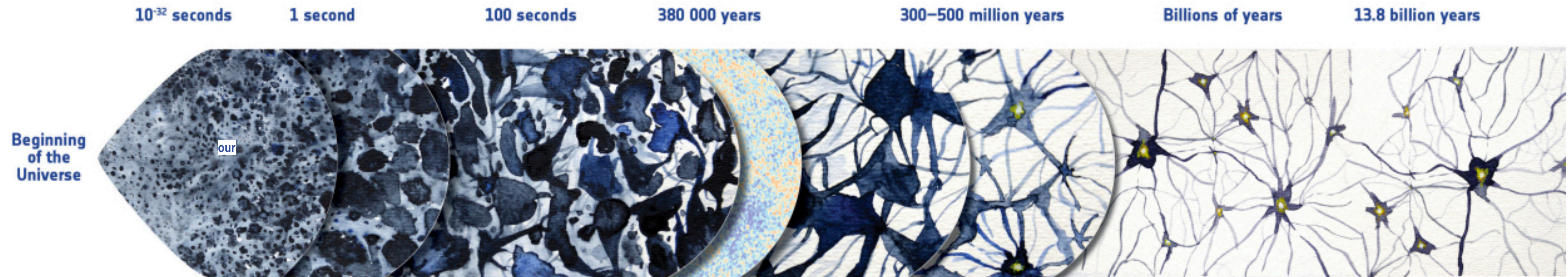
- What are the observables, when localization does not rely on background space and time?
- How should be think about time in this picture?
- What are the degrees of freedom?
- What's the interplay between the Planck scale and the cosmological scale?
- What is the role of quantum fluctuations of spacetime?



# 1. INTERPRETATION OF THE QUANTUM THEORY

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- Computing in quantum mechanics requires a PARTITION



*Image credit: ESA*



## 2. WHERE IS SPACE?

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1. "*Space*" in the most weak sense: the relation determined by the continuity of things
2. "*Space*" in the sense of geometry: quantity that we can measure with rods
3. "*Space*" in the sense of a continuous Riemannian space: not in the theory
4. "*Space*" in the sense of the container within which things happen: not in the theory



### 3. WHERE IS TIME?

---

1. "*Time*" as change: variables change one with respect to another
2. "*Time*" as preferred time variable: not in the theory
3. "*Time*" in the sense of oriented flowing: compatible but not part of the theory



## 4. WHAT ARE THE OBSERVABLES?

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- In the considered application: area and volumes of space regions
- LOCALIZATION: well defined relationally
  - NO need of continuous space
  - NO need of background space



## 5. WHAT ARE THE DEGREES OF FREEDOM?

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- The same as in General Relativity!

- quantum numbers  $j$ 's and  $\nu$ 's  $\longrightarrow g_{ab}(x)$

- CLASSICAL LIMIT in Quantum Gravity

- analog to: photons  $\longrightarrow$  Maxwell equations



## 6. PLANCK VS COSMOLOGICAL SCALE

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- DISCRETIZATION  $\neq$  QUANTUM DISCRETENESS
- GRAPH TRUNCATION = APPROXIMATION
- QUANTUM COSMOLOGY: non-trivial interplay



## 7. WHAT IS THE ROLE OF QUANTUM FLUCTUATIONS?

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- SUPERPOSITION: generic states of the geometry are superposed ones



The background is a deep space scene with a dark blue and black sky filled with numerous small, distant stars. In the center, there are faint, wispy clouds of blue and purple gas. Overlaid on this cosmic scene is a complex network of thin, light blue lines connecting various points. These points, or nodes, are represented by small, semi-transparent spheres in shades of red, yellow, and white. The network is spread across the frame, with a denser cluster of nodes and lines on the right side and more sparse connections on the left. The overall effect is one of a vast, interconnected system, possibly representing a celestial map or a data network.

TO CONCLUDE



## TRUE OR FALSE?

*We do not have direct access to the Plank scale.*






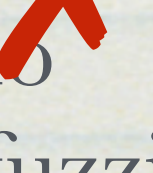
*We do not have quantum-gravity measurements.*

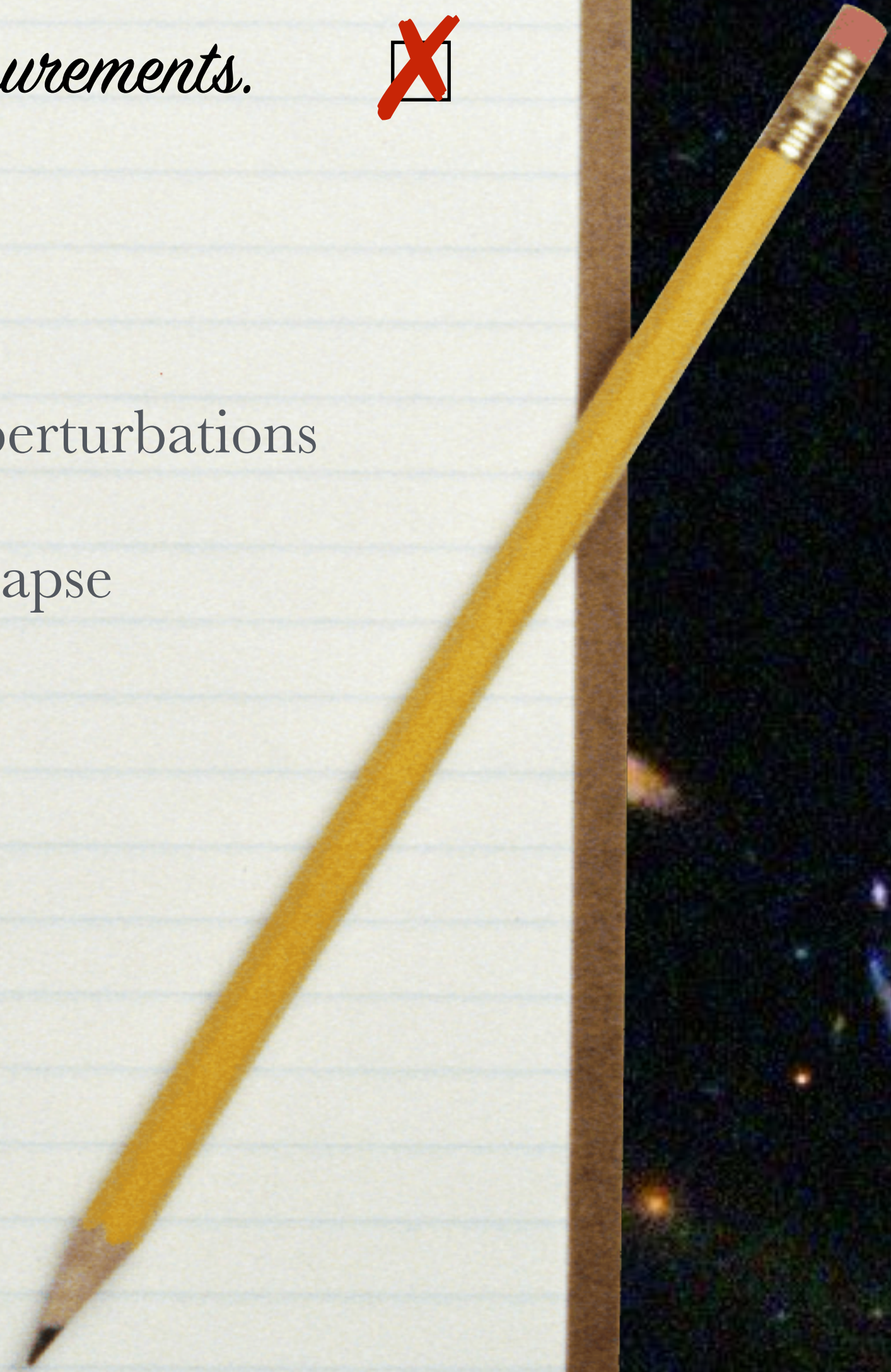




*We do not have quantum-gravity measurements.*



- Supersymmetric particles 
- Violation Lorentz Invariance 
- QG imprint on initial cosmological perturbations
- Cosmological variation of couplings
- Quantum decoherence and state collapse
- TeV Black Holes
- Generalized uncertainty principle
- Violation of discrete symmetries
- Speed of the gravitons 
- Gravitational Wave Echo 
- Planck scale spacetime fuzziness
- ...
- Entangled Masses?





The background of the entire image is a vibrant, abstract composition of colorful liquid splashes and droplets. The colors are primarily red, orange, yellow, and light blue, set against a solid black background. The splashes are dynamic and fluid, creating a sense of movement and energy. Some droplets are large and elongated, while others are small and spherical. The overall effect is reminiscent of a high-speed photograph of paint or ink being splashed into a dark container.

CARLO ROVELLI AND FRANCESCA VIDOTTO

# COVARIANT LOOP QUANTUM GRAVITY

AN ELEMENTARY INTRODUCTION  
TO QUANTUM GRAVITY AND  
SPINFOAM THEORY