

write down  $V=3$  3N forces  $c_i, D, E$  from  $Z^{(1)}$

Sources of difference in the  $c_i$  extractions

- finite-order extraction  $\rightarrow$  truncation error  $\frac{Q}{\Lambda_b}$   $\rightarrow$  see  $N^3$ LO 3N forces
- $\pi N$  vs.  $NN$ : different kinematics  $\begin{matrix} \pi N: \text{pion on-shell } E \gtrsim m_\pi \\ NN: \text{pion virtual} \end{matrix}$

shorter-range  $N^2$ LO 3N forces

$$V_{3N, \pi}^{(2)} = \sum_{i \neq j \neq k} \left( -D \frac{g_A}{8f_\pi^2} \right) \frac{\vec{\tau}_j \cdot \vec{\tau}_i \vec{\tau}_i \cdot \vec{\tau}_j}{q_j^2 + m_\pi^2} \frac{\vec{t}_i \cdot \vec{t}_j}{t_i t_j}$$

$$V_{3N, \text{contact}}^{(2)} = \sum_{i \neq j \neq k} \frac{E}{2} \vec{t}_j \cdot \vec{t}_k$$

convention: dimensionless coupling  $C_D = D f_\pi^2 \Lambda_\chi$  with  $\Lambda_\chi = 700 \text{ MeV}$   
 $C_E = E f_\pi^4 \Lambda_\chi$  (choice)

$N^2$ LO 3N forces only have 2 LECs:  $C_D, C_E \rightarrow$  fit to  $A=3, 4$  Why light nuclei?

usually fit to  $B(^3\text{H}) + a_{n-d}$

or " +  $r(^4\text{He})$

or " +  $^3\text{H}$   $\beta$ -decay half-life  $\rightarrow$  see Thursday

$\rightarrow$  predict structure + scattering/reactions to  $N^2$ LO ( $NN+3N$ )

majority of calculations with  $N^3$ LO  $NN$  +  $N^2$ LO  $3N$  because full  $N^3$ LO  $3N$  forces only derived recently

$N^3$ LO 3N forces:  $Q^4$ , no new contact interactions!  $\rightarrow$  parameter free

$\rightarrow$  3N topologies

$N^3$ LO 4N forces:  $Q^4$ , all vertices  $\Delta_i = 0$  (no cancellation like for NLO 3N)

also parameter-free

4N contact only at  $N^5$ LO

$Q^6$

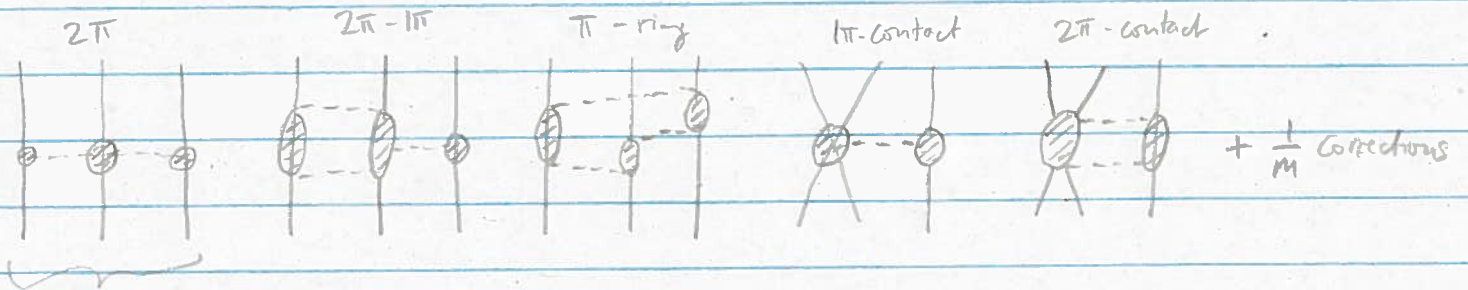


$$V = -4 + 2 \cdot 4 + 0 + \Delta_i = 6$$

$$\Delta_i = 0 + \frac{8}{2} = 2$$

# $N^3\text{LO } 3N \text{ topologies}$

one-loop contributions  $\nu = -4 + 2N + 2L + \sum \Delta_i$  all  $\Delta_i = 0 \Rightarrow \nu = 4$   
and  $L = 1$



operators like  $N^2\text{LO } 3N + \text{small rest}$

$$\delta c_1 = -\frac{g_A^2 m_\pi}{64\pi f_\pi^2} \quad \delta c_3 = -\delta c_4 = \frac{g_A^4 m_\pi}{16\pi f_\pi^2}$$