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Worm algorithms: from loops to surfaces, from spin models to gauge theories

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We discuss the obvious generalization of the successful ‘worm’ simulation methods from scalar field theories to abelian gauge models. Due to the geometrically different situation, gauge simulations along these lines (so-far) still suffer from critical slowing down. Other aspects like the low noise estimation of observables – here the Polyakov lines and partition function ratios – do generalize. We exploit these to compare the 3D $Z(2)$ gauge theory with effective string models.

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