Worm algorithms for fully-packed loops

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Worm Algorithms

Youjin Deng

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November 6 Hefei



Outline	Worm algorithms for Ising high-temperature graphs
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Summary

Outline

References/Collaborators

- 1. Youjin Deng, Timothy M. Garoni, and Alan D. Sokal, Dynamic Critical Behavior of the Worm Algorithm for the Ising Model, Phys. Rev. Lett. 99, 110601 (2007).
- 2. Wei Zhang, Timothy M. Garoni, and Youjin Deng, Simulating the fully-packed loop model on the honeycomb lattice with a worm algorithm, preprint.



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Outline

How do we efficiently simulate models near criticality?

Problem: critical slowing-down



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Outline

How do we efficiently simulate models near criticality?

- Problem: critical slowing-down
- The current state-of-the-art: cluster algorithms
 - Swendsen & Wang PRL 1987
 - Use global moves in clever way



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Outline

How do we efficiently simulate models near criticality?

- Problem: critical slowing-down
- The current state-of-the-art: cluster algorithms
 - Swendsen & Wang PRL 1987
 - Use global moves in clever way
- More recent idea: worm algorithms
 - Prokof'ev & Svistunov PRL 2001
 - Enlarge an Eulerian configuration space to include defects
 - Move the defects via random walk



High-temperature expansions, state spaces, worm dynamics ...

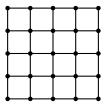
Eulerian subgraphs

Fix a finite graph G = (V, E)

Worm algorithms for fully-packed loops

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Summary





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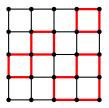
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Summary

High-temperature expansions, state spaces, worm dynamics ...

Eulerian subgraphs

- Fix a finite graph G = (V, E)
- ► $A \subseteq E$ is Eulerian if every vertex in (*V*, *A*) has even degree





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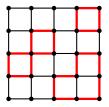
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- Fix a finite graph G = (V, E)
- ► $A \subseteq E$ is Eulerian if every vertex in (*V*, *A*) has even degree
- The cycle space $C(G) = \{A \subseteq E : A \text{ is Eulerian}\}$





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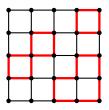
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Consider the Ising model on G

$$Z_{\text{Ising}} = \sum_{\sigma \in \{-1,+1\}^{V}} \prod_{ij \in E} e^{\beta \sigma_i \sigma_j}$$

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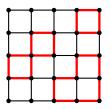
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High-temperature expansions, state spaces, worm dynamics ...

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The high-temperature expansion is

$$Z_{ ext{Ising}} = \left(2^{|V|} \cosh^{|E|} eta
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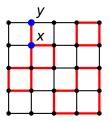
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Worm algorithms for fully-packed loops

High-temperature expansions, state spaces, worm dynamics ...

State space for worm dynamics

• Let ∂A be the set of all vertices with odd degree in (V, A)



For distinct $x, y \in V$ define

$$S_{\mathbf{x},\mathbf{y}} = \{ \mathbf{A} \subseteq \mathbf{E} : \partial \mathbf{A} = \{\mathbf{x},\mathbf{y}\} \}$$
$$S_{\mathbf{x},\mathbf{x}} = \{ \mathbf{A} \subseteq \mathbf{E} : \partial \mathbf{A} = \emptyset \}$$

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• In this notation $S_{x,x} = C(G)$



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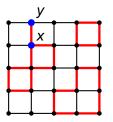
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Summary

High-temperature expansions, state spaces, worm dynamics ...

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• In this notation $S_{x,x} = C(G)$

State space of worm algorithm is
S = {(A, x, y) : x, y ∈ V and A ∈ S_{x,y}}



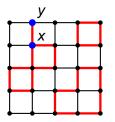
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• In this notation $S_{x,x} = C(G)$

 $\pi(A, x, y) \propto d_x d_y (\tanh \beta)^{|A|}$

► State space of worm algorithm is $\mathcal{S} = \{ (A, x, y) : x, y \in V \text{ and } A \in \mathcal{S}_{x,y} \}$

• Assign $(A, x, y) \in S$ probability

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High-temperature expansions, state spaces, worm dynamics ...

$$\begin{aligned} \text{Ising susceptibility} \\ \blacktriangleright \text{ If } Z := \sum_{A \in \mathcal{C}(G)} w^{|A|} \text{ and } w := \tanh \beta \\ Z_{\text{Ising}} &= \left(2^{|V|} \cosh^{|E|} \beta \right) Z \quad \text{Partition function} \\ Z \langle \sigma_x \sigma_y \rangle_{\text{Ising}} &= \sum_{A \in \mathcal{S}_{x,y}} w^{|A|} \quad \text{Two-point function} \\ Z \langle \mathcal{M}^2 \rangle_{\text{Ising}} &= \sum_{A \in \mathcal{S}} w^{|A|} \quad \text{Magnetization} \end{aligned}$$



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Summary

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Worm algorithms for fully-packed loops

High-temperature expansions, state spaces, worm dynamics ...

$$\begin{aligned} \text{Ising susceptibility} \\ \blacktriangleright \text{ If } Z &:= \sum_{A \in \mathcal{C}(G)} w^{|A|} \text{ and } w := \tanh \beta \end{aligned}$$

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▶ If G is translationally invariant then

$$\pi({m{A}},{m{x}},{m{y}})={m{w}}^{|{m{A}}|}/{m{Z}}\,{m{V}}\,\chi$$



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Worm algorithms for fully-packed loops

High-temperature expansions, state spaces, worm dynamics ...

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If G is translationally invariant then

$$\pi({m{A}},{m{x}},{m{y}})={m{w}}^{|{m{A}}|}/{m{Z}}\,{m{V}}\,\chi$$

• Therefore the observable $\mathcal{D}_0(A, x, y) = \delta_{x,y}$ satisfies

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$$\langle \mathcal{D}_0 \rangle_{\pi} = \mathbf{1}/\chi$$

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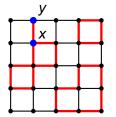
High-temperature expansions, state spaces, worm dynamics ...

Worm dynamics

Worm algorithms for fully-packed loops

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Summary



► Start in configuration (*A*, *x*, *y*)



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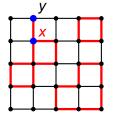
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Worm dynamics

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Summary



- Start in configuration (A, x, y)
- Pick x or y



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High-temperature expansions, state spaces, worm dynamics ...

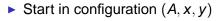
Worm dynamics

 $x \mid x$

Worm algorithms for fully-packed loops

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Summary



- Pick x or y
- Pick x' ~ x



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High-temperature expansions, state spaces, worm dynamics ...

Worm dynamics

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Worm algorithms for fully-packed loops

Summary

- Start in configuration (A, x, y)
- Pick x or y
- ▶ Pick x' ~ x
- Propose $(A, x, y) \rightarrow (A \triangle xx', x', y)$

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If transition removes an edge accept with probability 1



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High-temperature expansions, state spaces, worm dynamics ...

Worm dynamics

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Worm algorithms for fully-packed loops

Summary

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- If transition removes an edge accept with probability 1
- If transition adds an edge accept with probability w



High-temperature expansions, state spaces, worm dynamics ...

Worm dynamics

Worm algorithms for fully-packed loops

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High-temperature expansions, state spaces, worm dynamics ...

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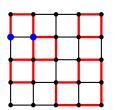
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High-temperature expansions, state spaces, worm dynamics ...

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Worm algorithms for fully-packed loops

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Summary

High-temperature expansions, state spaces, worm dynamics ...

Transition matrix

- Let G be translationally invariant with degree z
- Worm dynamics corresponds to transition matrix P on S

$$P[(A, x, y)
ightarrow (A riangle xx', x', y)] = rac{1}{2} rac{1}{z} egin{cases} 1, & xx' \in A, \ w, & xx'
otin A, \ w, & xy'
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- And similarly for y moves...
- All other non-diagonal elements of P are zero



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- And similarly for y moves...
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Lemma

P is in detailed balance with $\pi(A, x, y) = w^{|A|}/Z V \chi$

• Can estimate χ by running the worm dynamics

High-temperature expansions, state spaces, worm dynamics ...

Efficiency

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Summary

• Worm dynamics provide a valid way to compute χ



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High-temperature expansions, state spaces, worm dynamics ...



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Summary

- Worm dynamics provide a valid way to compute χ
- But how efficient is the worm algorithm?



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High-temperature expansions, state spaces, worm dynamics ...



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- Worm dynamics provide a valid way to compute χ
- But how efficient is the worm algorithm?
- How do we measure efficiency anyway?



High-temperature expansions, state spaces, worm dynamics ...



Worm algorithms for fully-packed loops

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- Worm dynamics provide a valid way to compute χ
- But how efficient is the worm algorithm?
- How do we measure efficiency anyway?
- Empirically measuring autocorrelations



Worm algorithms for fully-packed loops

Summary

Autocorrelations, critical slowing down

Markov-chain Monte Carlo

- Markov chain
 - State space *S*, with $|S| < \infty$
 - Transition matrix P
 - Stationary distribution π



Worm algorithms for fully-packed loops

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- Observables (random variables) X, Y, …



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- Markov chain
 - State space *S*, with $|S| < \infty$
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- Observables (random variables) X, Y, ...
- Simulate Markov chain $s_0 \xrightarrow{P} s_1 \xrightarrow{P} s_2 \xrightarrow{P} \dots$ with $s_t \in S$



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- Markov chain
 - State space S, with $|S| < \infty$
 - Transition matrix P
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- Observables (random variables) X, Y, …
- ▶ Simulate Markov chain $s_0 \xrightarrow{P} s_1 \xrightarrow{P} s_2 \xrightarrow{P} \dots$ with $s_t \in S$
- Get time series X_0, X_1, X_2, \ldots with $X_t = X(s_t)$



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- Observables (random variables) X, Y, ...
- ▶ Simulate Markov chain $s_0 \xrightarrow{P} s_1 \xrightarrow{P} s_2 \xrightarrow{P} \dots$ with $s_t \in S$
- Get time series X_0, X_1, X_2, \ldots with $X_t = X(s_t)$
- Define the autocorrelation function

$$ho_X(t) := rac{\langle X_s X_{s+t}
angle_\pi - \langle X
angle_\pi^2}{\operatorname{var}_\pi(X)}$$



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Worm algorithms for Ising high-temperature graphs Outline 000

Worm algorithms for fully-packed loops

Summary

Autocorrelations, critical slowing down

Markov-chain Monte Carlo

- Markov chain
 - State space S, with $|S| < \infty$
 - Transition matrix P
 - Stationary distribution π
- Observables (random variables) X, Y, ...
- Simulate Markov chain $s_0 \xrightarrow{P} s_1 \xrightarrow{P} s_2 \xrightarrow{P} \dots$ with $s_t \in S$
- Get time series X_0, X_1, X_2, \ldots with $X_t = X(s_t)$
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Stationary process - start "in equilibrium"



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Worm algorithms for fully-packed loops

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Summary

Autocorrelations, critical slowing down ...

Integrated autocorrelation times

The integrated autocorrelation time

$$au_{\mathrm{int},X} := rac{1}{2} \sum_{t=-\infty}^{\infty}
ho_X(t)$$



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Worm algorithms for fully-packed loops

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$$au_{\mathrm{int},X} := rac{1}{2} \sum_{t=-\infty}^{\infty}
ho_X(t)$$

► If \hat{X} is the sample mean of $\{X_t\}_{t=1}^T$ then we have

$$\operatorname{var}(\widehat{X}) \sim 2 \, \tau_{\operatorname{int},X} \frac{\operatorname{var}(X)}{T}, \qquad T \to \infty$$



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Worm algorithms for fully-packed loops

Summary

Autocorrelations, critical slowing down

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The integrated autocorrelation time

$$\tau_{\mathsf{int},X} := \frac{1}{2} \sum_{t=-\infty}^{\infty} \rho_X(t)$$

► If \widehat{X} is the sample mean of $\{X_t\}_{t=1}^T$ then we have

$$\operatorname{var}(\widehat{X}) \sim 2 \tau_{\operatorname{int},X} \frac{\operatorname{var}(X)}{T}, \qquad T \to \infty$$

▶ 1 "effectively independent" observation every $2 \tau_{int,X}$ steps



Worm algorithms for fully-packed loops

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Summary

Autocorrelations, critical slowing down

Exponential autocorrelation times

- ▶ $\rho_X(t)$ typically decays exponentially as $t \to \infty$
- The exponential autocorrelation time

$$au_{\exp,X} := \limsup_{t o \infty} rac{t}{-\log |
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Worm algorithms for fully-packed loops

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$$\tau_{\exp,X} := \limsup_{t \to \infty} \frac{t}{-\log |\rho_X(t)|} \quad \text{and} \quad \tau_{\exp} := \sup_X \tau_{\exp,X}$$

• Typically
$$au_{\exp,X} = au_{\exp} < \infty$$
 and $au_{\inf,X} \le au_{\exp}$ for all X



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Start the chain with arbitrary distribution α

• Distribution at time t is αP^t



Worm algorithms for fully-packed loops

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• Start the chain with arbitrary distribution α

• Distribution at time t is αP^t

Lemma αP^t tends to π with rate bounded by $e^{-t/\tau_{exp}}$

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Worm algorithms for fully-packed loops

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Summary

Autocorrelations, critical slowing down

Critical slowing-down

 Near a critical point the autocorrelation times typically diverge like





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Worm algorithms for fully-packed loops

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Summary

Autocorrelations, critical slowing down

Critical slowing-down

 Near a critical point the autocorrelation times typically diverge like

 $\tau \sim \xi^{z}$

More precisely, we have a family of exponents: z_{exp}, and z_{int,X} for each observable X.



Worm algorithms for fully-packed loops

Summary

Autocorrelations, critical slowing down ...

Critical slowing-down

 Near a critical point the autocorrelation times typically diverge like

 $\tau \sim \xi^{z}$

- ► More precisely, we have a family of exponents: z_{exp}, and z_{int,X} for each observable X.
- Different algorithms for the same model can have very different z
- E.g. d = 2 Ising model
 - Glauber (Metropolis) algorithm $z \approx 2$
 - Swendsen-Wang algorithm $z \approx 0.2$



Worm algorithms for Ising high-temperature graphs

Worm algorithms for fully-packed loops

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Summary

Numerical results

Worm simulations

Simulated the critical square-lattice Ising model



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Worm algorithms for Ising high-temperature graphs

Worm algorithms for fully-packed loops

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Summary

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Numerical results

Worm simulations

- Simulated the critical square-lattice Ising model
- Focus on two observables:

•
$$\mathcal{N}(A, \mathbf{x}, \mathbf{y}) = |A|$$

$$\mathcal{D}_0(\boldsymbol{A}, \boldsymbol{x}, \boldsymbol{y}) = \delta_{\boldsymbol{x}, \boldsymbol{y}}$$

 $\blacktriangleright \langle \mathcal{N} \rangle$ is "energy-like"

$$\blacktriangleright \langle \mathcal{D}_0 \rangle = \mathbf{1}/\chi$$



Worm algorithms for Ising high-temperature graphs

Worm algorithms for fully-packed loops

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Numerical results

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 $\blacktriangleright \langle \mathcal{N} \rangle$ is "energy-like"

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- Measured observables after every hit (worm update)
- Natural unit of time is one sweep (L^d hits)



Worm algorithms for Ising high-temperature graphs

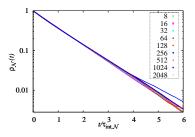
Worm algorithms for fully-packed loops

Summary

Numerical results

Dynamics of $\ensuremath{\mathcal{N}}$

• $\rho_{\mathcal{N}}(t)$ is almost a perfect exponential



- Scaled time by \(\tau_{\text{int},N}\)
- Good data collapse suggests

 $z_{\text{exp}} pprox z_{\text{int},\mathcal{N}}$

• Fitting $\tau_{int,\mathcal{N}}$ gives $z_{int,\mathcal{N}} \approx 0.379$

► Li-Sokal bound $z_{exp}, z_{int,N} \ge \alpha/\nu$ applies to worm dynamics



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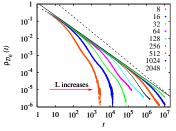
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Summary

Numerical results

Dynamics of \mathcal{D}_0





•
$$ho_{\mathcal{D}_0}(t) \sim t^{-s}$$
 with $s \approx 0.75$

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D₀ decorrelates on a totally different time scale to N



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Summary

Numerical results

Three dimensions

• Qualitatively similar behavior when d = 3:



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Summary

Numerical results

Three dimensions

• Qualitatively similar behavior when d = 3:

►
$$\rho_{\mathcal{D}_0}(t) \sim t^{-s}$$

s ≈ 0.66



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Summary

Numerical results

Three dimensions

- Qualitatively similar behavior when d = 3:
- ▶ $\rho_{\mathcal{D}_0}(t) \sim t^{-s}$
- s ≈ 0.66
- $\rho_{\mathcal{N}}(t)$ roughly exponential
- $z_{exp} \approx z_{int,N} \approx \alpha/\nu \approx 0.174$
- Li-Sokal bound may be sharp for d = 3 worm algorithm



Worm algorithms for Ising high-temperature graphs

Worm algorithms for fully-packed loops

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- $z_{exp} \approx z_{int,\mathcal{N}} \approx \alpha/\nu \approx 0.174$
- Li-Sokal bound may be sharp for d = 3 worm algorithm
- Compare Swendsen-Wang $z_{SW} \approx 0.46$



Outline	Worm algorithms for Ising high-temperature graphs
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Numerical results

Practical efficiency for square/cubic lattice critical Ising

Swendsen-Wang seems to outperform worm when d = 2



Outline	Worm algorithms for Ising high-temperature graphs
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Summary

- Swendsen-Wang seems to outperform worm when d = 2
- Efficiency depends on observable, X



Numerical results

- ▶ Swendsen-Wang seems to outperform worm when *d* = 2
- Efficiency depends on observable, X
- A simple way to compare worm and SW is to compute $\kappa = T_{CPU} \operatorname{var} \widehat{X}$ for both algorithms



Summary

- Swendsen-Wang seems to outperform worm when d = 2
- Efficiency depends on observable, X
- A simple way to compare worm and SW is to compute $\kappa = T_{CPU} \operatorname{var} \widehat{X}$ for both algorithms
- When d = 3 and $X = D_0$ we find $\kappa_{worm}/\kappa_{SW} \approx L^{-0.33}$
 - With the crossover $\kappa_{\it worm}/\kappa_{\it SW} pprox$ 1 at around L pprox 20



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- There is also a natural worm estimator for ξ



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- Again SW outperforms worm when d = 2
- For d = 3 we find $\kappa_{worm}/\kappa_{SW} \approx L^{-0.32}$
 - $\blacktriangleright\,$ With the crossover $\kappa_{\it worm}/\kappa_{\it SW}\approx$ 1 at around ${\it L}\approx$ 45



Worm algorithms for fully-packed loops

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An alternate perspective on worm dynamics

An alternative perspective on worm dynamics

Our perspective so far:



Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

An alternative perspective on worm dynamics

- Our perspective so far:
 - Worm algorithm \iff simulate Ising high-temperature graphs
- Eulerian-subgraph model



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An alternate perspective on worm dynamics

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Our perspective so far:

- Eulerian-subgraph model
 - ▶ State space C(G)



Worm algorithms for fully-packed loops

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An alternate perspective on worm dynamics

An alternative perspective on worm dynamics

Our perspective so far:

Worm algorithm \iff simulate Ising high-temperature graphs

- Eulerian-subgraph model
 - ► State space C(G)
 - $\mathbb{P}(A) \propto w^{|A|}$



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Our perspective so far:

- Eulerian-subgraph model
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 - $\mathbb{P}(A) \propto w^{|A|}$
- Run a worm simulation



Worm algorithms for fully-packed loops

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- Eulerian-subgraph model
 - ► State space C(G)
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- ▶ Only observe the chain when $A \in C(G)$, i.e. when x = y



Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

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Our perspective so far:

- Eulerian-subgraph model
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 - $\mathbb{P}(A) \propto w^{|A|}$
- Run a worm simulation
- ▶ Only observe the chain when $A \in C(G)$, i.e. when x = y
- Obtain a new Markov chain P
- Stationary distribution $\overline{\pi}(A, x, x) \propto f(x) w^{|A|}$



Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

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Worm algorithm \iff simulate Ising high-temperature graphs

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- New perspective:

Worm algorithm \iff simulate Eulerian-subgraph model



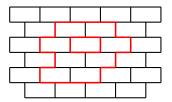
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An alternate perspective on worm dynamics

Loop models

- Honeycomb lattice Eulerian subgraphs = disjoint cycles
- Nienhuis loop model





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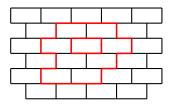
Summary

An alternate perspective on worm dynamics

Loop models

- Honeycomb lattice Eulerian subgraphs = disjoint cycles
- Nienhuis loop model
 - $0 < w < w_c$ Disordered phase
 - $w_c < w < \infty$ Critical densely-packed phase

 $w = +\infty$ Critical fully-packed phase





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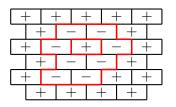
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 \blacktriangleright 1 loop config \leftrightarrow 2 dual spin configs

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Ising spin domains



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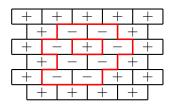
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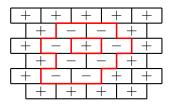
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$$w = e^{-2\beta}$$

• $w > 1 \implies$ antiferromagnetic β



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Worm algorithms for fully-packed loops

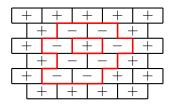
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$$w = e^{-2\beta}$$

• $w > 1 \implies$ antiferromagnetic β

• Worm \iff simulate dual Ising domain boundaries



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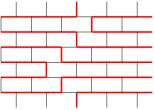
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Summary

An alternate perspective on worm dynamics

Fully-packed loop model (FPL)





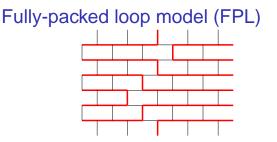
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Summary

An alternate perspective on worm dynamics



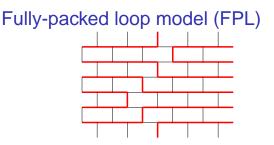
▶ FPL \leftrightarrow triangular-lattice Ising antiferromagnet at T = 0



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An alternate perspective on worm dynamics





Frustration

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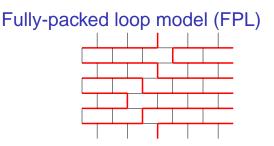
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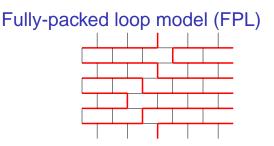
Frustration

- ► FPL \leftrightarrow triangular-lattice Ising antiferromagnet at T = 0
- Frustrated systems hard to simulate
- Cluster algorithms for frustrated Ising models thought to be non-ergodic at T = 0



Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics





Frustration

- ► FPL \leftrightarrow triangular-lattice Ising antiferromagnet at T = 0
- Frustrated systems hard to simulate
- Cluster algorithms for frustrated Ising models thought to be non-ergodic at T = 0
- Can we use worm instead?



Worm algorithms for fully-packed loops

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Summary

An alternate perspective on worm dynamics

P_{∞} has absorbing states

Standard worm transitions for $w \ge 1$ on *z*-regular graph:

$$P_w[(A, x, y) \to (A \triangle xx', x', y)] = \frac{1}{2z} \begin{cases} 1/w & xx' \in A \\ 1 & xx' \notin A \end{cases}$$



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Worm algorithms for fully-packed loops

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Identity transitions are fixed by normalization:

$$P_w[(A, x, y) \to (A, x, y)] = (1 - 1/w) \frac{d_x(A) + d_y(A)}{2z}$$



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Worm algorithms for Ising high-temperature graphs Outline

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Summary

An alternate perspective on worm dynamics

P_{∞} has absorbing states

Standard worm transitions for $w \ge 1$ on z-regular graph:

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▶ $P_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 1$ whenever $d_x(A) = d_y(A) = z$



Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

P_{∞} has absorbing states

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Identity transitions are fixed by normalization:

$$P_w[(A, x, y) \to (A, x, y)] = (1 - 1/w) \frac{d_x(A) + d_y(A)}{2z}$$

P_∞[(A, x, y) → (A, x, y)] = 1 whenever d_x(A) = d_y(A) = z
 Cannot use standard worm algorithm when w = +∞



Worm algorithms for fully-packed loops

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Summary

An alternate perspective on worm dynamics

How do we solve the problem?

▶ $P_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 1$ whenever $d_x(A) = d_y(A) = z$



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Worm algorithms for fully-packed loops

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How do we solve the problem?

▶ $P_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 1$ whenever $d_x(A) = d_y(A) = z$

• But on the honeycomb lattice z = 3



Worm algorithms for fully-packed loops

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How do we solve the problem?

- ▶ $P_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 1$ whenever $d_x(A) = d_y(A) = z$
- But on the honeycomb lattice z = 3
- So states with Eulerian A never get stuck



Worm algorithms for fully-packed loops

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Worm algorithms for fully-packed loops

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- To simulate loop models, we only observe the chain when A is Eulerian...
- Try defining new transition matrix P'_{∞} such that:



Worm algorithms for fully-packed loops

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- Try defining new transition matrix P'_{∞} such that:

$$P'_{\infty}[(A, x, x) \to \cdot] = \lim_{w \to \infty} P_w[(A, x, x) \to \cdot]$$



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Worm algorithms for fully-packed loops

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• $P'_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 0$ when $x \neq y$



Worm algorithms for fully-packed loops

Summary

An alternate perspective on worm dynamics

How do we solve the problem?

- ▶ $P_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 1$ whenever $d_x(A) = d_y(A) = z$
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- Try defining new transition matrix P'_{∞} such that:

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- $P'_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 0$ when $x \neq y$
- This will get rid of the absorbing states...



Worm algorithms for fully-packed loops

Summary

An alternate perspective on worm dynamics

How do we solve the problem?

- ▶ $P_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 1$ whenever $d_x(A) = d_y(A) = z$
- But on the honeycomb lattice z = 3
- So states with Eulerian A never get stuck
- To simulate loop models, we only observe the chain when A is Eulerian...
- Try defining new transition matrix P'_{∞} such that:

•
$$P'_{\infty}[(A, x, x) \rightarrow \cdot] = \lim_{w \rightarrow \infty} P_w[(A, x, x) \rightarrow \cdot]$$

- $P'_{\infty}[(A, x, y) \rightarrow (A, x, y)] = 0$ when $x \neq y$
- This will get rid of the absorbing states...
- If we are lucky P'_{∞} will simulate the FPL...

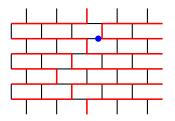
Worm algorithms for fully-packed loops

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An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)





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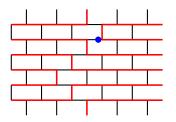
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An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

- ► Start in configuration (*A*, *x*, *y*)
- ► If *x* = *y*





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Worm algorithms for fully-packed loops

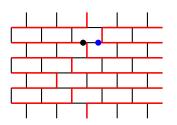
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An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)

▶ Pick *x*′ ~ *x*





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Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

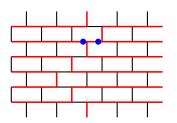
Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)

- ▶ Pick *x*' ~ *x*
- If *xx*′ ∉ *A*

$$(A, x, x) \rightarrow (A \cup xx', x', x) \text{ or } (A, x, x) \rightarrow (A \cup xx', x, x')$$

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Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

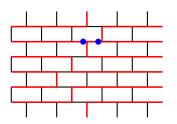
► Start in configuration (*A*, *x*, *y*)

- ▶ Pick *x*' ~ *x*
- If xx' ∉ A

$$(A, x, x) \rightarrow (A \cup xx', x', x) \text{ or } (A, x, x) \rightarrow (A \cup xx', x, x')$$

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• Else $(A, x, x) \rightarrow (A, x, x)$





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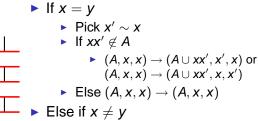
Worm algorithms for fully-packed loops

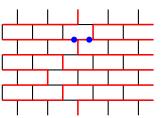
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An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)







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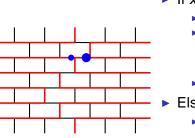
Worm algorithms for fully-packed loops

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An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)



For
$$f(x) = y$$

Pick $x' \sim x$
If $xx' \notin A$
(A, x, x) → (A ∪ xx', x', x) or
(A, x, x) → (A ∪ xx', x, x')
Else (A, x, x) → (A, x, x)
Else if $x \neq y$
Pick x or y (say x)



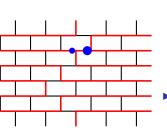
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Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)



If x = y
Pick x' ~ x
If xx' ∉ A
(A ∪ xx', x', x) or
(A, x, x) → (A ∪ xx', x', x) or
(A, x, x) → (A ∪ xx', x, x')
Else (A, x, x) → (A, x, x)
Else if x ≠ y
Pick x or y (say x)
If d_x(A) = 3
Pick one of the three xx' ∈ A

$$(A, x, y) \rightarrow (A \setminus xx', x', y)$$



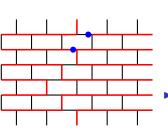
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Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)



- If x = y
 Pick x' ~ x
 If xx' ∉ A
 (A ∪ xx', x', x) or
 (A, x, x) → (A ∪ xx', x, x')
 Else (A, x, x) → (A ∪ xx', x, x')
 Else if x ≠ y
 Pick x or y (say x)
 If d_x(A) = 3
 Pick one of the three xx' ∈ A
 - $\blacktriangleright (A, x, y) \rightarrow (A \setminus xx', x', y)$



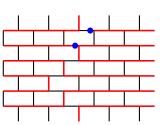
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Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

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Else if $x \neq y$
Fick x or y (say x)
If $d_x(A) = 3$
Fick one of the three $xx' \in A$
(A, x, y) → (A \ xx', x', y)
Else if $d_x(A) = 1$
Fick one of the two $xx' \notin A$
(A, x, y) → (A ∪ xx', x', y)



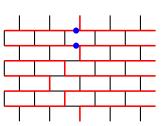
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Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

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If $xx' \notin A$
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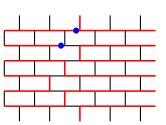
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Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)



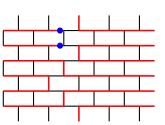


Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

Worm algorithm for honeycomb-lattice FPL

► Start in configuration (*A*, *x*, *y*)



► Exact in configuration (x, x, y)
If
$$x = y$$
Pick $x' \sim x$
If $xx' \notin A$
(A, x, x) → (A ∪ xx', x', x) or
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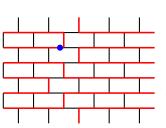


Worm algorithms for fully-packed loops

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► Start in configuration (*A*, *x*, *y*)



► If
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► Pick $x' \sim x$
► If $xx' \notin A$
► $(A, x, x) \rightarrow (A \cup xx', x', x)$ or
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► Else $(A, x, x) \rightarrow (A \cup xx', x, x')$
► Else if $x \neq y$
► Pick x or y (say x)
► If $d_x(A) = 3$
► Pick one of the three $xx' \in A$
► $(A, x, y) \rightarrow (A \setminus xx', x', y)$
► Else if $d_x(A) = 1$
► Pick one of the two $xx' \notin A$
► (A, x, y) $\rightarrow (A \cup xx', x', y)$



Worm algorithms for fully-packed loops

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Summary

An alternate perspective on worm dynamics

Transition matrix

 $P'_{\infty}[(A, x, y) \rightarrow (A \triangle xx', x', y)] = \begin{cases} 1/6 & d_x(A) = 3\\ 1/4 & xx' \notin A \end{cases}$ X = y $P'_{\infty}[(A, x, x) \rightarrow (A, x, x)] = \frac{d_x(A)}{3}$ $P'_{\infty}[(A, x, x) \rightarrow (A \cup xx', x', x)] = \frac{1}{6}$



Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

Transition matrix

 $\begin{array}{l} \mathbf{x} \neq \mathbf{y} \\ P'_{\infty}[(A, x, y) \to (A \triangle xx', x', y)] = \begin{cases} 1/6 & d_x(A) = 3\\ 1/4 & xx' \notin A \end{cases} \\ \mathbf{x} = \mathbf{y} \\ P'_{\infty}[(A, x, x) \to (A, x, x)] &= \frac{d_x(A)}{3} \\ P'_{\infty}[(A, x, x) \to (A \cup xx', x', x)] = \frac{1}{6} \end{cases}$

Theorem

The set of states in *S* with no isolated vertices is recurrent and irreducible, its complement is transient, and the stationary distribution of $\overline{P'_{\infty}}$ is uniform on the fully-packed configurations



Worm algorithms for fully-packed loops

An alternate perspective on worm dynamics

Transition matrix

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Theorem

The set of states in S with no isolated vertices is recurrent and irreducible, its complement is transient, and the stationary distribution of $\overline{P'_{\infty}}$ is uniform on the fully-packed configurations

• Therefore P'_{∞} correctly simulates the FPL

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Outline	Worm algorithms for Ising high-temperature grap
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Numerical results

Worm simulations of honeycomb-lattice FPL

Simulated the honeycomb-lattice FPL



Outline	Worm algorithms for Ising high-temperature graphs
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Numerical results

Worm simulations of honeycomb-lattice FPL

- Simulated the honeycomb-lattice FPL
- Again observed multiple time scales



Outline	Worm algorithms for Ising high-temperature graphs
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Numerical results

Worm simulations of honeycomb-lattice FPL

- Simulated the honeycomb-lattice FPL
- Again observed multiple time scales
- $\mathcal{N}_{l}(A, x, y) =$ number of loops (cyclomatic number)
- $\langle \mathcal{N}_l \rangle$ is "energy-like"



Outline	Worm algorithms for Ising high-temperature graphs
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Numerical results

Worm simulations of honeycomb-lattice FPL

- Simulated the honeycomb-lattice FPL
- Again observed multiple time scales
- $\mathcal{N}_{l}(A, x, y) =$ number of loops (cyclomatic number)
- $\langle \mathcal{N}_l \rangle$ is "energy-like"
- \mathcal{N}_l is the slowest mode observed



Worm algorithms for Ising high-temperature graphs

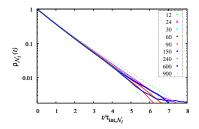
Worm algorithms for fully-packed loops

Summary

Numerical results

Dynamics of \mathcal{N}_{l}

• $\rho_{\mathcal{N}_l}(t)$ is almost a perfect exponential



- Scaled time by \(\tau_{\text{int},\(\mathcal{N}\)_l}\)
- Good data collapse suggests

 $z_{\text{exp}} pprox z_{\text{int},\mathcal{N}_l}$

Fitting $\tau_{\text{int},\mathcal{N}_l}$ gives $z_{\text{int},\mathcal{N}_l} = 0.515(8)$



Outline	Worm algorithms for Ising high-temperature graphs
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Summary

 Standard worm algorithm for Ising high-temperature graphs outperforms SW in three dimensions



Worm algorithms for Ising high-temperature graphs 00000 0000 Worm algorithms for fully-packed loops

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Summary

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- Standard worm algorithm for Ising high-temperature graphs outperforms SW in three dimensions
- Worm decorrelates on different time scales depends on observable



Worm algorithms for Ising high-temperature graphs 00000 00000 Worm algorithms for fully-packed loops

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Summary

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- Standard worm algorithm for Ising high-temperature graphs outperforms SW in three dimensions
- Worm decorrelates on different time scales depends on observable
- Modified worm algorithm is demonstrated to be valid for honeycomb lattice FPL
- Dynamic exponent $z \approx 0.5$



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Summary

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- Standard worm algorithm for Ising high-temperature graphs outperforms SW in three dimensions
- Worm decorrelates on different time scales depends on observable
- Modified worm algorithm is demonstrated to be valid for honeycomb lattice FPL
- Dynamic exponent $z \approx 0.5$
- By contrast, even the best cluster algorithms for frustrated lsing models are thought to be non-ergodic at T = 0

