

Introduction, goals

- Low T and high μ region of QCD phase diagram not yet accessible to lattice QCD, understanding mostly based on QCD-inspired models.
- Study the phase diagram of various QCD-inspired models with particular focus on inhomogeneous phases.
- Determine the spatial modulation of the condensates without using specific ansätze (e.g. no restriction to a chiral density wave).
- Inhomogeneous phases with 2- or 3-dimensional modulations?
- Phase structure not only with respect to μ and T but also isospin and strangeness chemical potential μ_I, μ_S .

GN model in 1+1 dimensions

- At the moment we explore numerical methods in the GN model.

$$S = \int d^2x \left(\sum_{j=1}^N \bar{\psi}_j (\gamma_0(\partial_0 + \mu) + \gamma_1 \partial_1) \psi_j - \frac{g^2}{2} \left(\sum_{j=1}^N \bar{\psi}_j \psi_j \right)^2 \right).$$

- Phase diagram analytically known.
[O. Schnetz, M. Thies and K. Urlichs, *Annals Phys.* **314**, 425 (2004) [hep-th/0402014]]
- After introducing a scalar field σ (= condensate) and performing the integration over fermionic fields

$$S_{\text{eff}} = N \left(\frac{1}{2\lambda} \int d^2x \sigma^2 - \ln \left(\underbrace{\det(\gamma_0(\partial_0 + \mu) + \gamma_1 \partial_1 + \sigma)}_{=Q} \right) \right)$$

$$Z = \int D\sigma e^{-S_{\text{eff}}} \quad (\lambda = Ng^2).$$

- $N \rightarrow \infty$: only one field configuration important (minimum of S_{eff}/N).
- For numerical treatment finite volume and discretization needed.
 - For example lattice field theory.
 - There are other possibilities, e.g. finite mode discretization, discretization by piecewise polynomial functions, etc.
- Challenges, problems:
 - Discretization of the fermionic determinant (cf. right column).
 - Efficient computation of $\det(Q)$ and minimization of S_{eff}/N .
 - Inhomogeneous phases and finite volume.

Discretization of the fermionic determinant

- Various discretizations tested.
- Expansion in a set of basis functions, e.g. plane waves,

$$\psi(x, t) \rightarrow \sum_{m_t, m_x} c_{m_t, m_x} e^{i(p_{m_t} t + p_{m_x} x)}, \quad \sigma(x) \rightarrow \sum_{m_x} d_{m_x} e^{ip_{m_x} x}.$$

[M. Wagner, *Phys. Rev. D* **76**, 076002 (2007) [arXiv:0704.3023 [hep-lat]]]

(-) Requires $\det(Q) = \det(Q^\dagger)$, not the case e.g. for $\mu_I \neq 0$ or $\mu_S \neq 0$.

- * $\det(Q) \rightarrow \det(\langle f_n | Q | f_{n'} \rangle)$, where f_n are basis functions.
- * Problem: $\text{span}\{f_n\} \neq \text{span}\{Q f_n\}$
→ artificially small eigenvalues or zero modes in $\langle f_n | Q | f_{n'} \rangle$
→ wrong and weird results.
- * A larger set of basis functions does not cure the problem.
- * Solution: $\ln(\det(Q)) \rightarrow (1/2) \ln(\det(Q^\dagger Q))$.

(-) Number of modes in $\psi(x, t)$ should be larger than in $\sigma(x)$.

(+) No fermion doubling.

(+) Resulting condensates $\sigma(x)$ are continuous functions.

- Lattice discretization:

- Naively discretized fermions.

$$\psi(x, t) \rightarrow \psi_{x,t}, \quad \partial_x \psi(x, t) \rightarrow \frac{\psi_{x+a,t} - \psi_{x-a,t}}{2a}, \quad \dots$$

(-) Fermion doubling.

- Naively discretized with non-symmetric derivatives.

(-) No fermion doubling, but other severe problems.

- Staggered fermions.

[P. de Forcrand and U. Wenger, *PoS LATTICE 2006*, 152 (2006) [hep-lat/0610117]]

(-) Fermion doubling still present.

- Most promising seems to be a combination of two approaches:

- Plane wave expansion in t direction.

(+) Easy analytical simplifications, e.g. $\det(Q)$ factorizes.

- Naive lattice discretization in x direction.

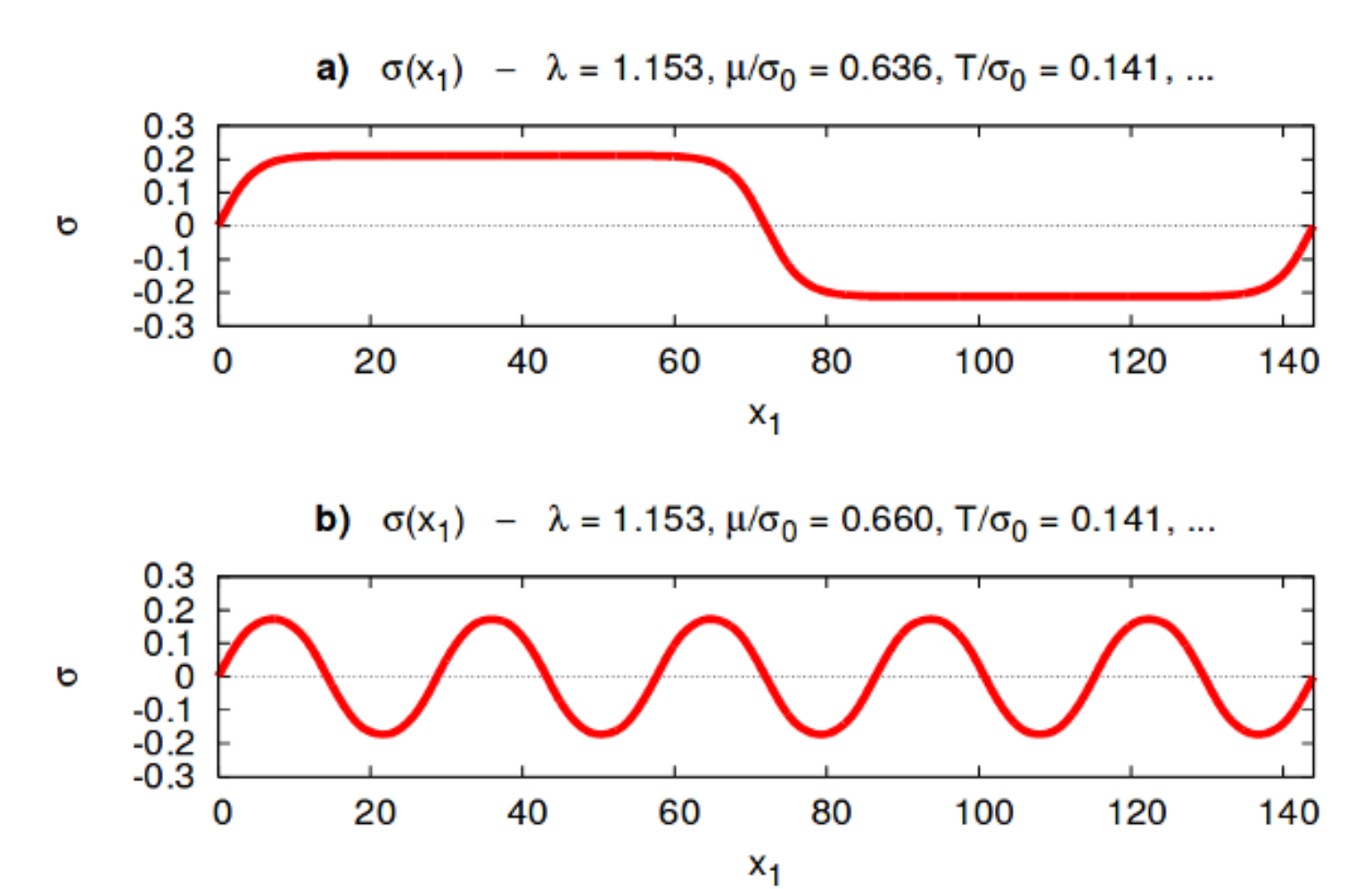
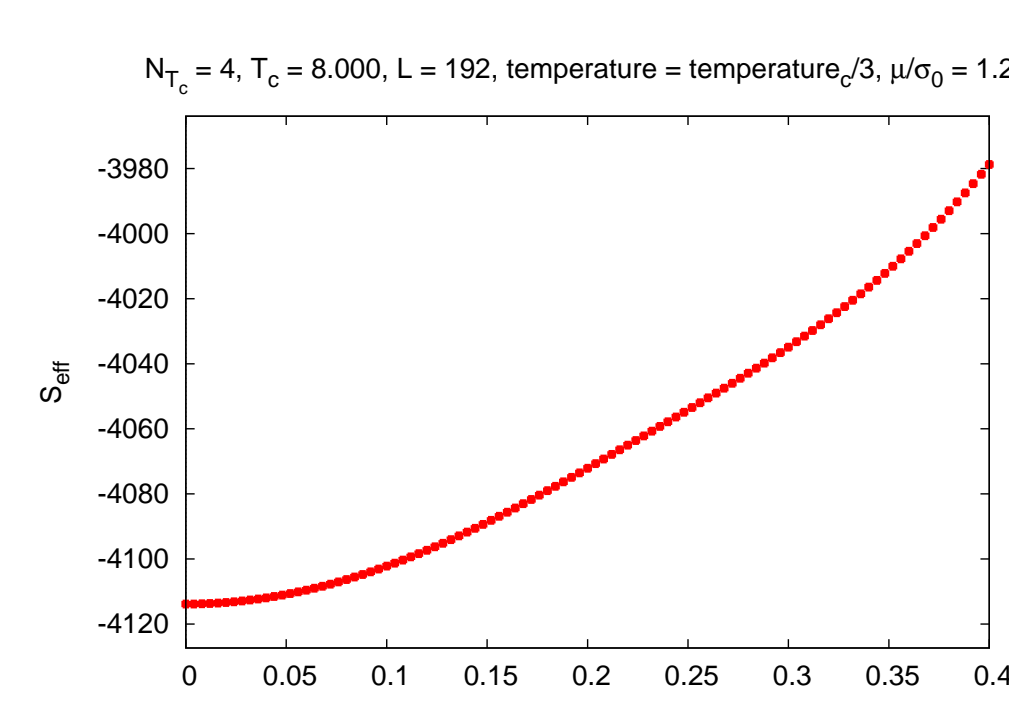
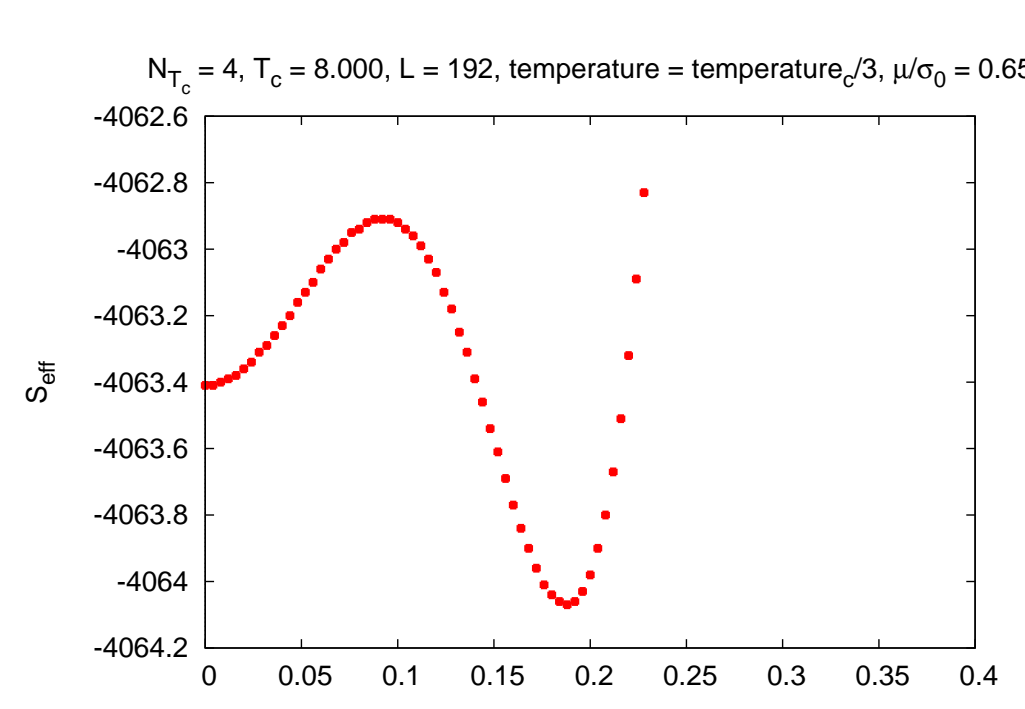
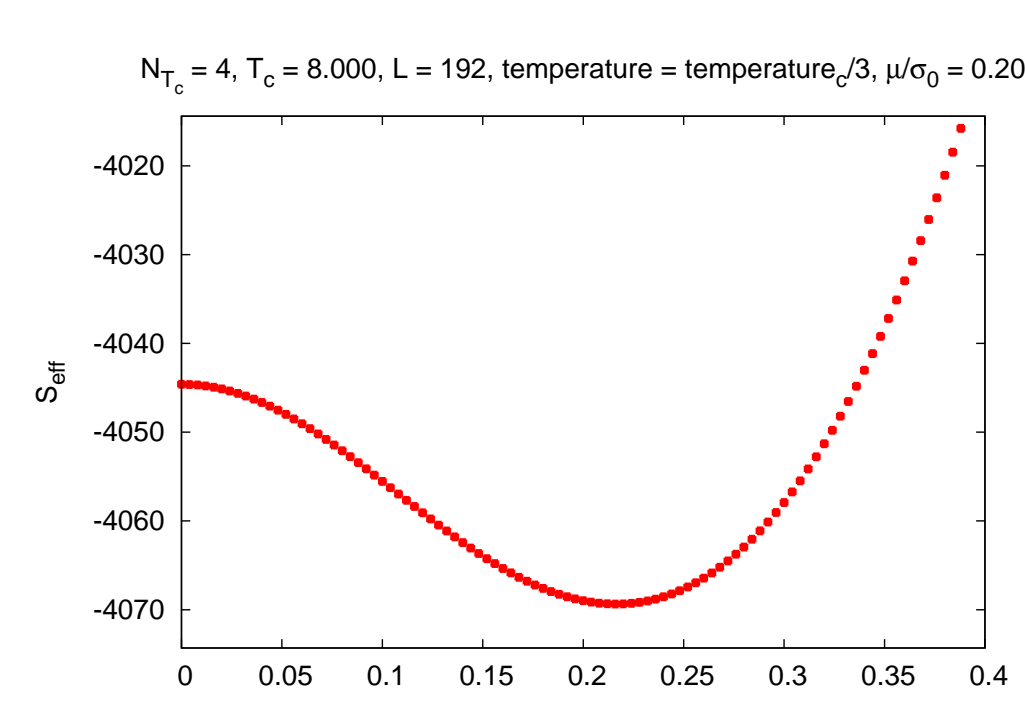
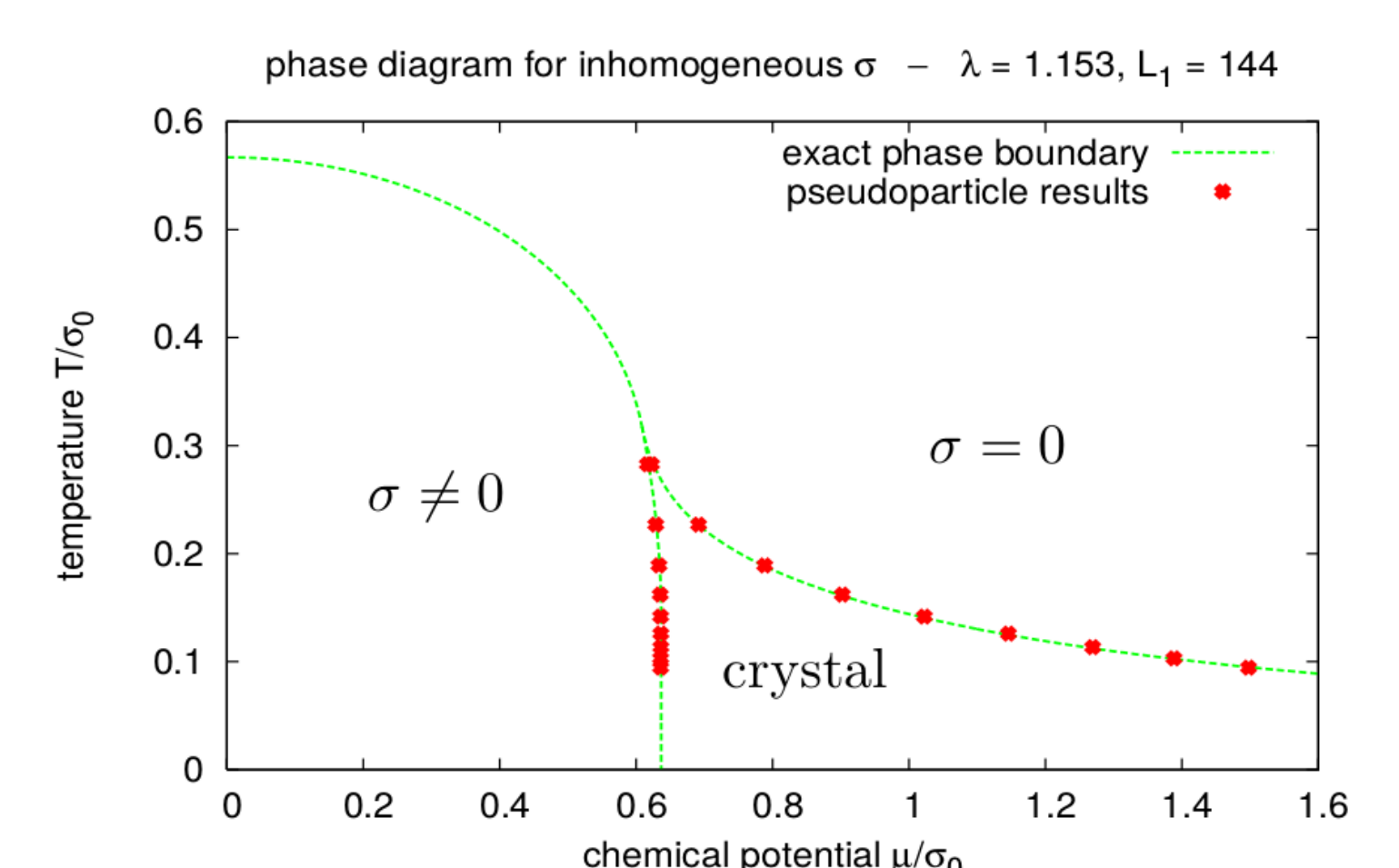
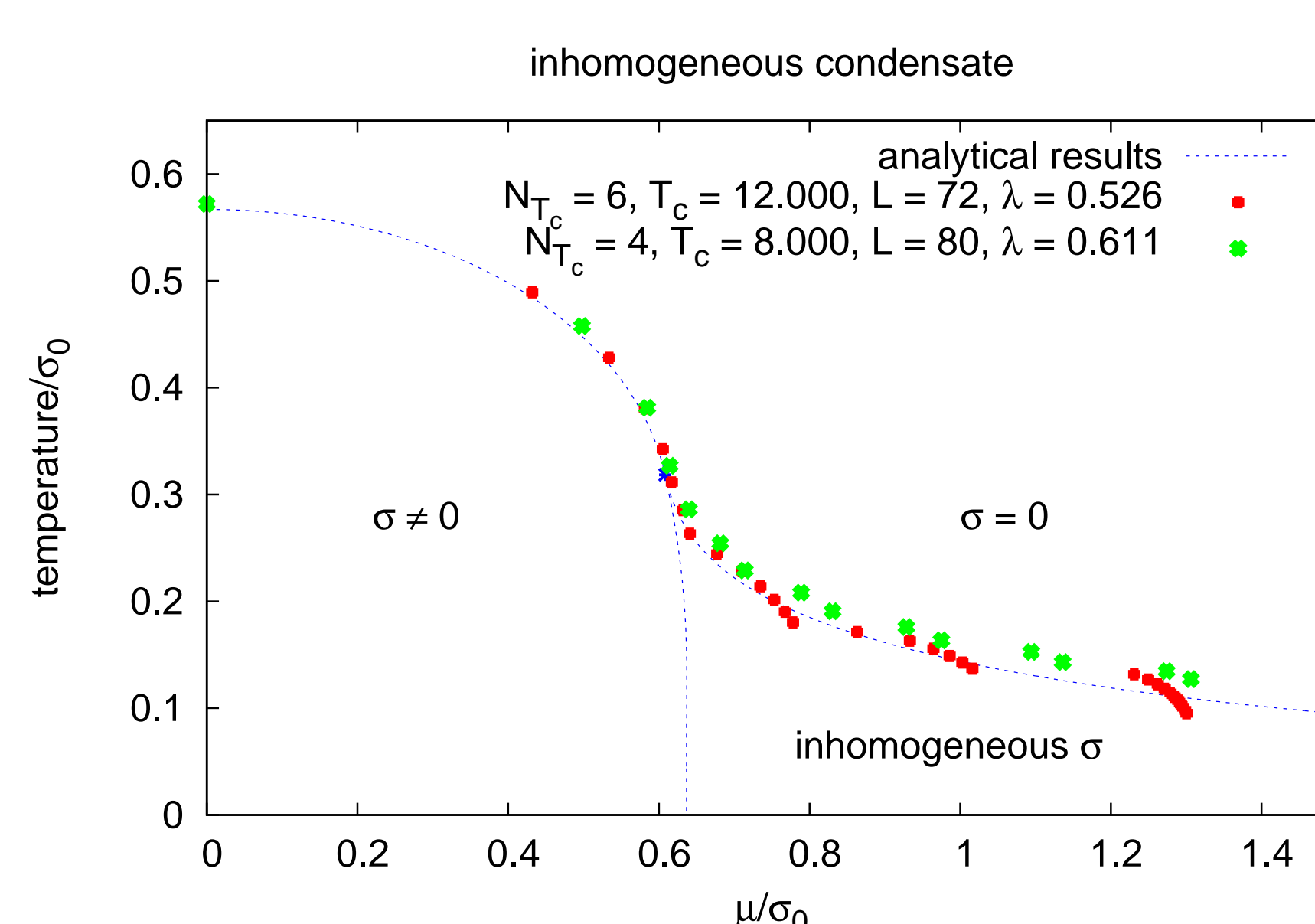
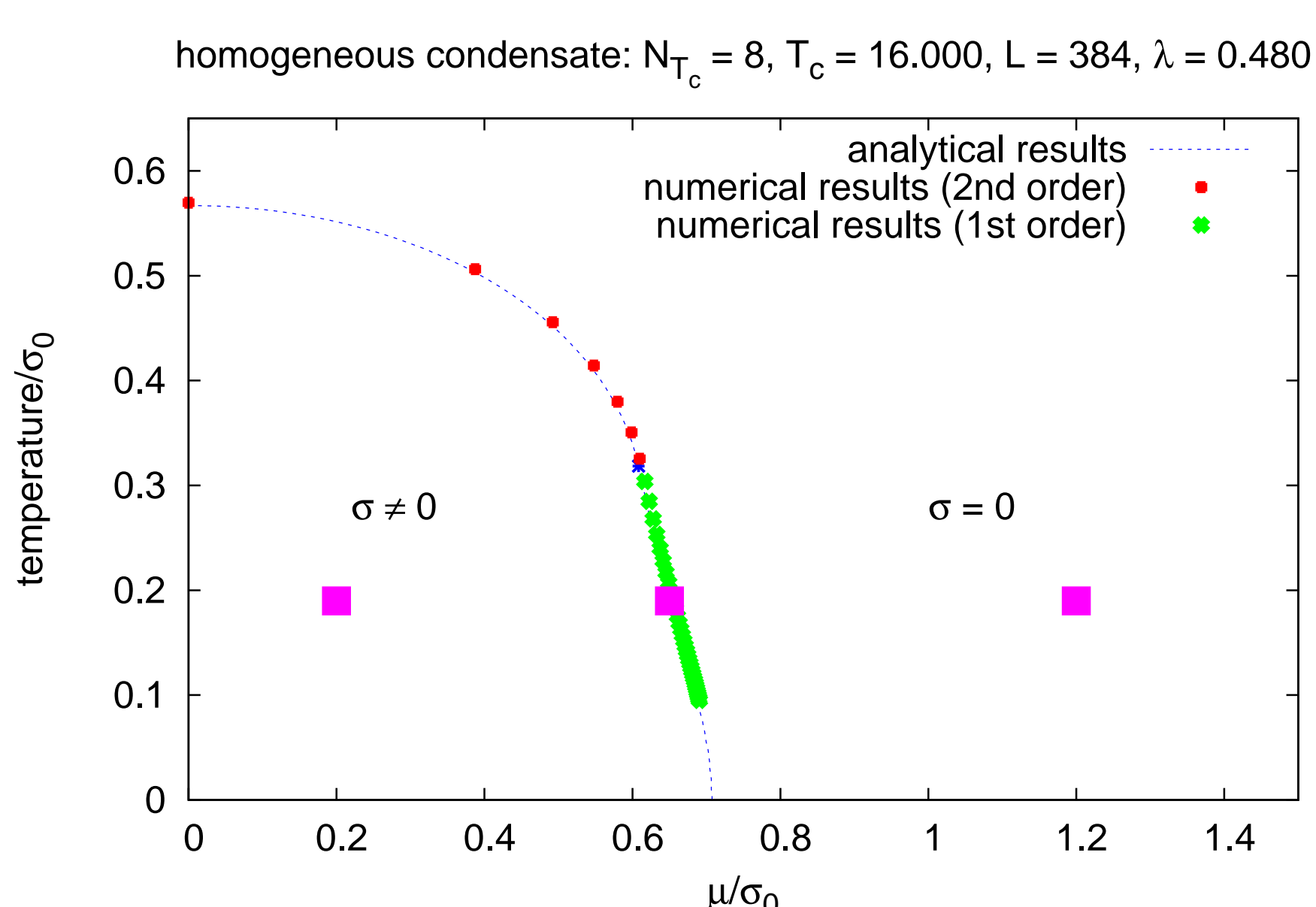
(+) $\det(Q) = \det(Q^\dagger)$ not required → $\mu_I \neq 0, \mu_S \neq 0$ possible.

(+) Fermion doubling not a problem (large- N : “ $2 \times \infty = \infty$ ”).

$$\psi(x, t) \rightarrow \psi_x(t) = \sum_m \psi_{x,m} e^{ip_m t}, \quad \sigma(x) \rightarrow \sigma_x.$$

Numerical results

- Plane wave expansion in t direction, lattice discretization in x direction.



- Piecewise polynomial expansion both in t and in x direction.