continuum limit 
$$\mathcal{F}[\varphi(\vec{r})] = \int d^d \frac{1}{2} g(\nabla \varphi)^2 g = J$$

o no second order phase transition in 20

ord order phase transition in 20

(Mermin-Wagner-theorem)

$$\frac{1}{2}(\varphi(r)-\varphi(0)^2)$$
 $\frac{1}{2}\pi g$ 
 $\frac{1}{2}(\varphi(r)-\varphi(0)^2)$ 
 $\frac{1}{2}\pi g$ 
 $\frac{1}{2}(\varphi-\varphi')^2$ 
 $\frac{1}{2}\pi g$ 

Single vortex  $E_{V} = \int d^{2}r^{2} = \int |\nabla \varphi|^{2} \qquad \nabla \varphi = \frac{1}{r} = \varphi$   $= \frac{1}{2} \int 2\pi \int dr^{2} = \pi \int \ln(R\Lambda)$   $\int dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \int |\nabla \varphi|^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \frac{1}{r} \int \ln(R\Lambda)$   $\int \varphi dr^{2} = \frac{1}{r} \int \ln(R\Lambda)$ Fr = Ev-TS, = (TJ-268T) LRA Nosterlitz - Thouless transition at Tc = Tod 2 kg  $\frac{\{\delta_{i}\}}{\{\delta_{i}\}} = \{q_{i}\}$   $\frac{\{$ · j= rand((2:3); \$\vec{\varphi}\_{3} = rand(). 2\vec{u} · if rand() < min (1, exp (4- H)) 2 00000 repeat Metropolis-step in, in ita, in - Equisinit, T. h - thornalite Metrostep (H, Eq. 3, T; Hareport = 1000) i- 1 jes ita, jes C- themalize (100) M = Zo. X = JH < o; o; > = (ωs(q:-φ; gitte = (15, 1 = 15, 1 arcownep ( {x; 3, {q:3) add hartmap ( { H:3)