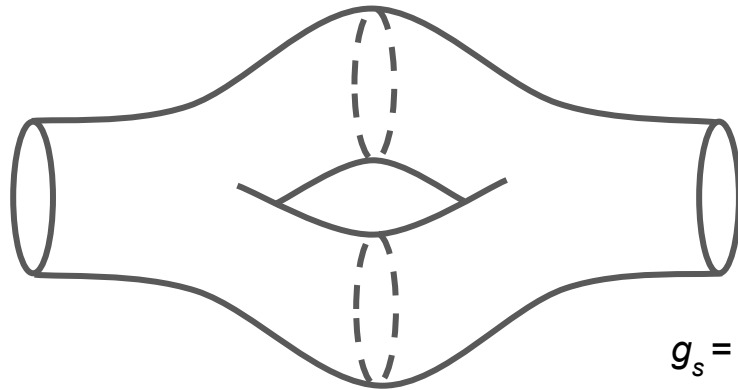


→ time

Worldsheet:



+



+

...

$g_s = 0$

$g_s = 1$

$l_s \rightarrow 0$



Worldline:

