

Available online at www.sciencedirect.com



Physics Procedia 4 (2010) 1



www.elsevier.com/locate/procedia

Preface

More than two decades ago, because of the tremendous increase in the power and utility of computer simulations, The University of Georgia formed the first institutional unit devoted to the use of simulations in research and teaching: The Center for Simulational Physics. As the international simulations community expanded further, we sensed a need for a meeting place for both experienced simulators and neophytes to discuss new techniques and recent results in an environment which promoted lively discussion. As a consequence, the Center for Simulational Physics established an annual workshop on Recent Developments in Computer Simulation Studies in Condensed Matter Physics. This year's highly interactive workshop was the 23rd in the series, and the continued interest shown by the scientific community demonstrates quite clearly the useful purpose that these meetings have served. The latest workshop was held at The University of Georgia, February 22-26, 2010, and these proceedings provide a "status report" on a number of important topics. This "volume" is published with the goal of timely dissemination of the material to a wider audience.

We wish to offer a special thanks to IBM for partial support of this year's workshop.

This Proceedings contains both invited papers and contributed presentations on problems in both classical and quantum condensed matter physics and related fields. As usual, topics ranged from hard and soft condensed matter to biologically inspired problems as well as purely methodological advances. We hope that each reader will benefit from specialized results, as well as profit from exposure to new algorithms, methods of analysis, and conceptual developments.

Athens, GA, U.S.A. June 2010 D. P. Landau S. P. Lewis H.-B. Schüttler

1875-3892 © 2010 Published by Elsevier B.V. doi:10.1016/j.phpro.2010.08.002

^{© 2010} Published by Elsevier B.V. Open access under CC BY-NC-ND license.