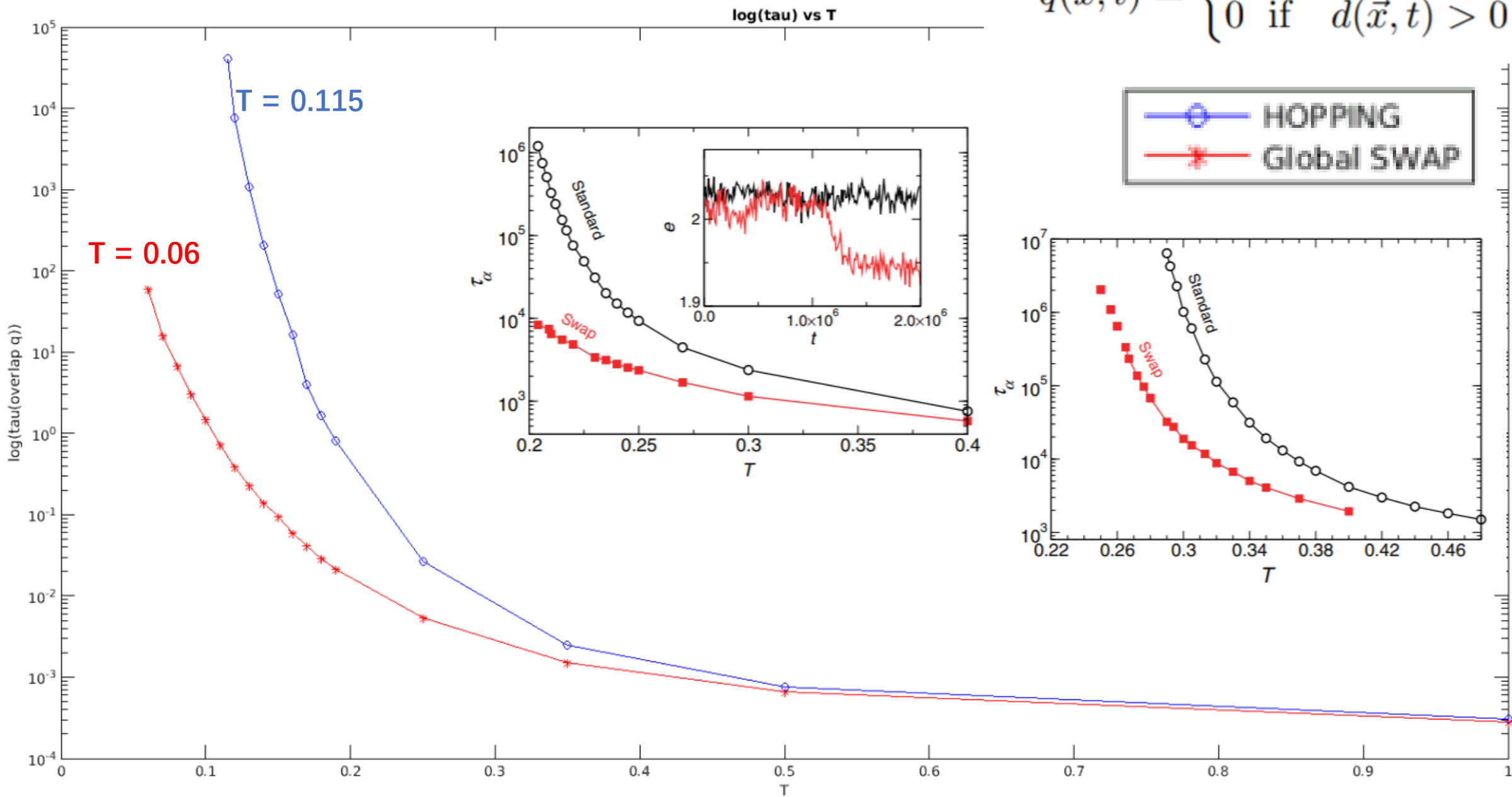
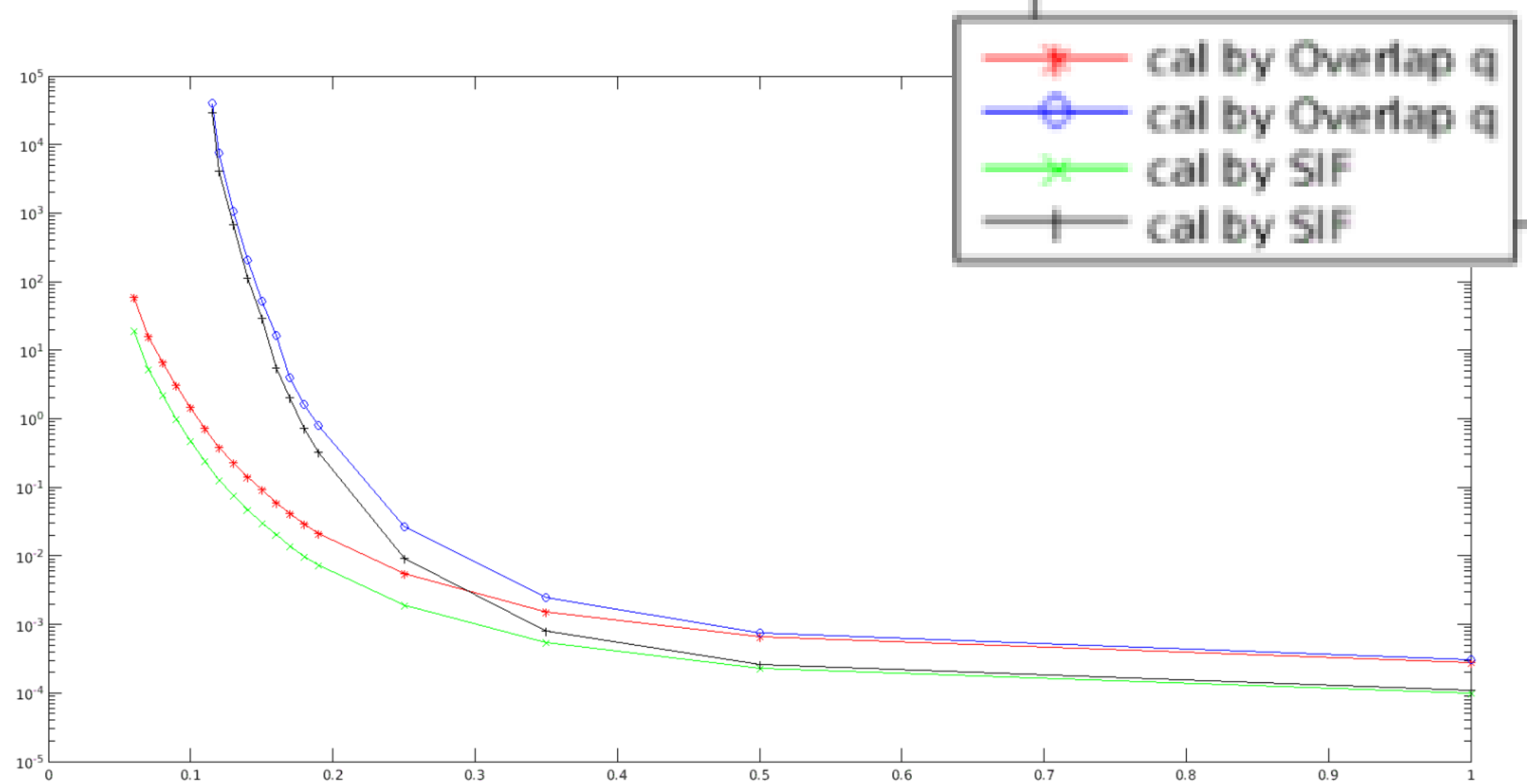


# Tau calculated by overlap\_q

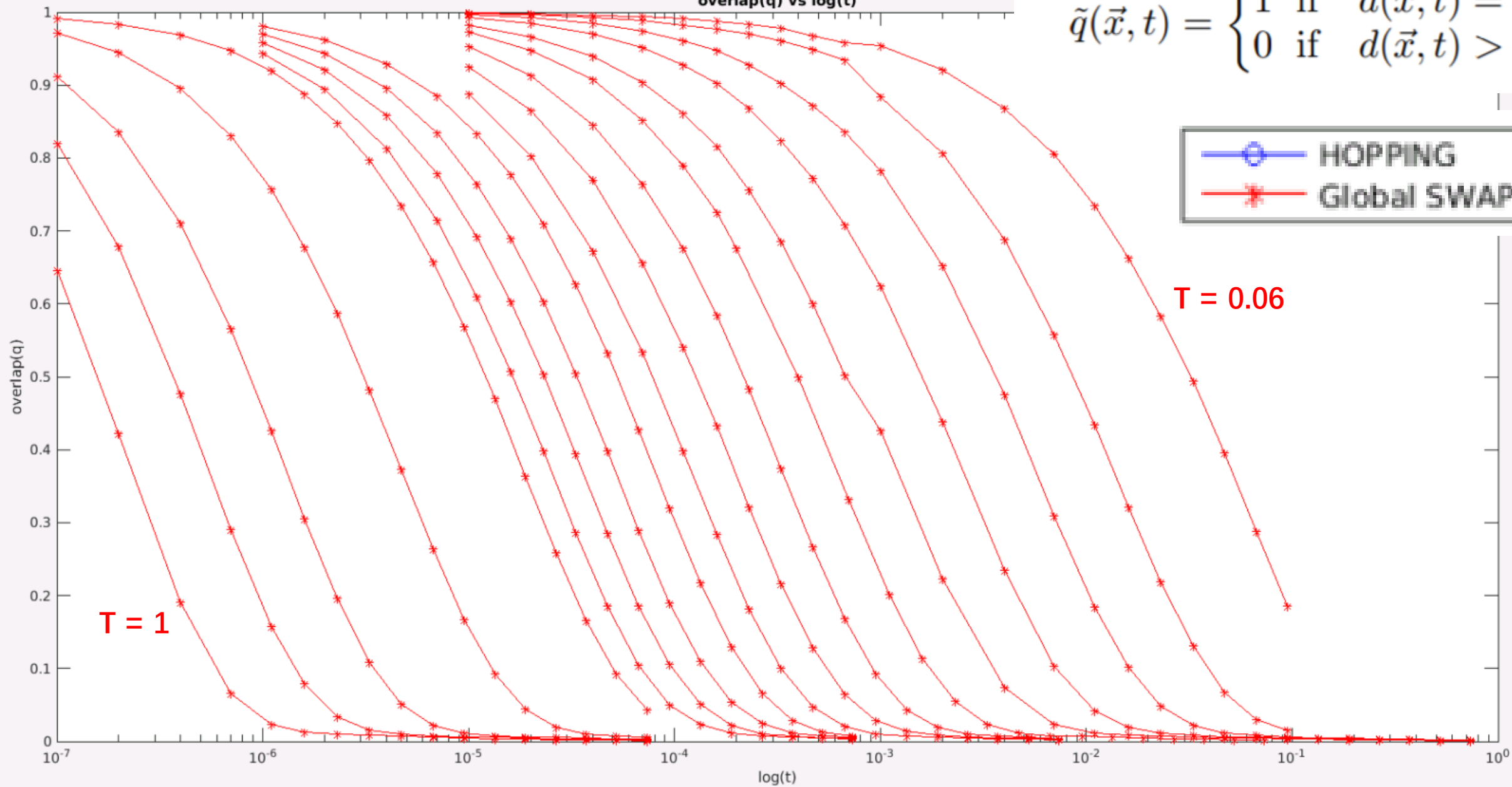
$$\tilde{q}(\vec{x}, t) = \begin{cases} 1 & \text{if } d(\vec{x}, t) = 0 \\ 0 & \text{if } d(\vec{x}, t) > 0 \end{cases}$$





overlap(q) vs log(t)

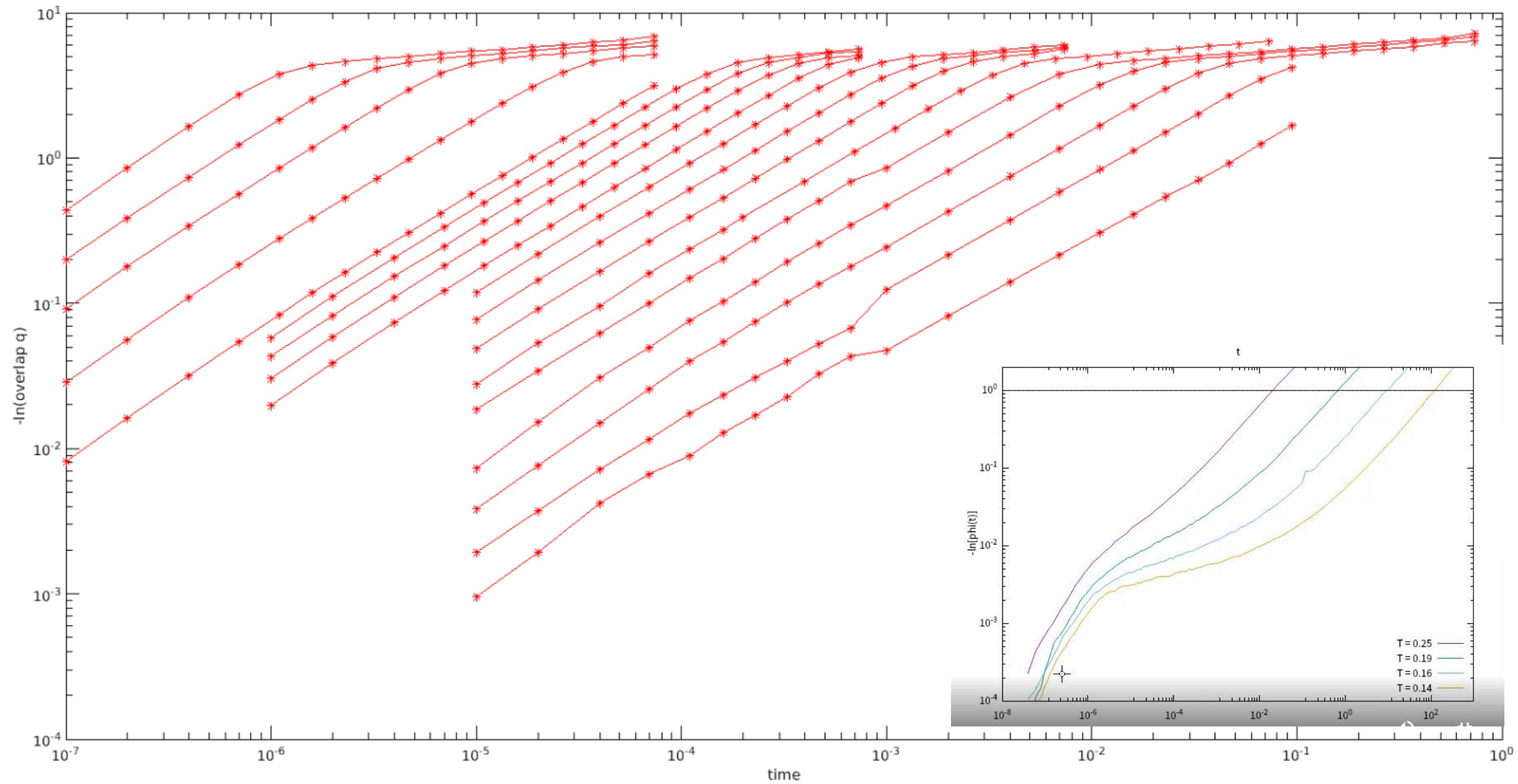
$$\tilde{q}(\vec{x}, t) = \begin{cases} 1 & \text{if } d(\vec{x}, t) = 0 \\ 0 & \text{if } d(\vec{x}, t) > 0 \end{cases}$$



- HOPPING
- \*— Global SWAP

$T = 1$

$T = 0.06$



$$\tilde{q}(\vec{x}, t) = \begin{cases} 1 & \text{if } d(\vec{x}, t) = 0 \\ 0 & \text{if } d(\vec{x}, t) > 0 \end{cases}$$

