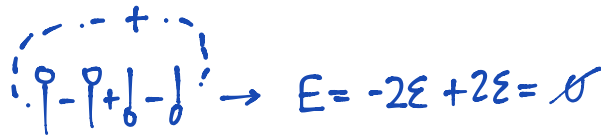
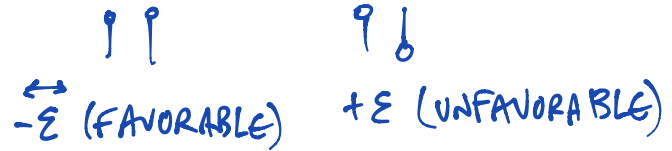
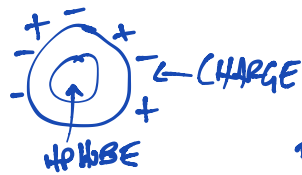
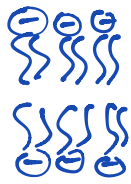


WHERE DOES ORDER COME FROM? WHAT DOES kT MEASURE?

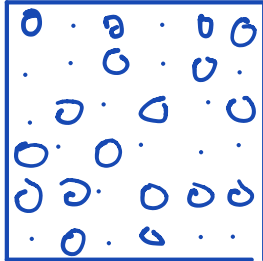


$\uparrow \downarrow \uparrow \uparrow \uparrow \uparrow \Rightarrow$ HOW DOES THIS EQUILIBRATE?

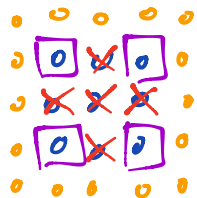
$\uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \checkmark$ "DOWNHILL" $P_{\text{FLIP}} = e^{-\Delta E/kT}$

$\uparrow \uparrow \downarrow \downarrow \uparrow \Rightarrow \uparrow \uparrow \uparrow \downarrow \downarrow \Rightarrow \uparrow \uparrow \uparrow \uparrow \downarrow \downarrow \rightarrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \leftarrow$ ORDERED PATHWAY!

WHAT HAPPENS WHEN I START SIM?



WHERE DO ORDERED DOMAINS COME FROM?



X UNFAVORABLE TO FLIP

□ CAN FLIP BACK AND FORTH

WHAT HAPPENS IF YOU INCREASE TEMP?

ORDER MELTS AWAY.

WHAT HAPPENS IF YOU DECREASE TEMP?

FINGER SOLE ORDER EMERGES.

TAKE AWAYS:

1. AMPHIPATHY
 2. WEAK (TUNED) INTERACTIONS
- } \Rightarrow CONTROLLED ORDER!

ENTROPY FAVORS MIXING UP. ENTHALPY FAVORS ALIGNMENT.

$\uparrow\uparrow\uparrow\uparrow -4\epsilon$

$\left. \begin{array}{c} \downarrow\uparrow\uparrow\uparrow \\ \uparrow\downarrow\uparrow\uparrow \\ \uparrow\uparrow\downarrow\uparrow \\ \uparrow\uparrow\uparrow\downarrow \end{array} \right\} \emptyset$

$\left. \begin{array}{c} \uparrow\uparrow\downarrow\downarrow \\ \uparrow\downarrow\uparrow\downarrow \\ \uparrow\downarrow\downarrow\uparrow \\ \downarrow\uparrow\uparrow\downarrow \\ \downarrow\uparrow\downarrow\uparrow \\ \downarrow\downarrow\uparrow\uparrow \end{array} \right\} \emptyset$

$\left. \begin{array}{c} \uparrow\downarrow\downarrow\downarrow \\ \downarrow\uparrow\downarrow\downarrow \\ \downarrow\downarrow\uparrow\downarrow \\ \downarrow\downarrow\downarrow\uparrow \end{array} \right\} \emptyset$

$\downarrow\downarrow\downarrow\downarrow -4\epsilon$

2 $[-3\epsilon]$ AND 14 $[-\epsilon]$

$$\Delta G_{\text{ALIGN}} = -4 - RT \ln \left(\frac{2}{14} \right)$$

$$= -4 + 2RT$$

MAYBE
DISCUSS