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Bisphere Solver Example on 3x3 Grid with 4 Bisphere Segments

B\_x\_y: At each index of grid. Is true if the sphere at that spot is a backbone. Constraints put in place so that there is only one backbone or sidechain per spot. In above example:

* B\_1\_1, B\_1\_2, B\_1\_3, and B\_3\_1 are true, all others are false.

S\_x\_y: At each index of grid. Is true if the sphere at that spot is a sidechain. Constraints put in place so that there is only one backbone or sidechain per spot. In above example:

* S\_2\_1, S\_2\_2, S\_2\_3, and S\_3\_2 are true, all others are false.

E\_x\_y: At each index of grid. Is true if an endpoint of an edge exists at that spot. Constraints put in place so that edges only exist between backbone and sidechain. In above example:

* E\_3\_3 is false, all others are true.

C\_x\_y: At each index of grid. Is true if an endpoint of a contact exists at that spot. Constraints put in place so that contacts only exist between two sidechain spheres. In above example:

* C\_2\_1, C\_2\_2, C\_2\_3, and C\_3\_2 are true, all others are false.