$$F = F_{bulk} = \int (f_{splay} + f_{twist} + f_{bend})d^{3}\vec{r}$$

$$= \int \frac{1}{2}(K_{1}(\nabla \cdot \vec{n})^{2} + K_{2}(\vec{n} \cdot (\nabla \times \vec{n}))^{2} + K_{3}(\vec{n} \times (\nabla \times \vec{n}))^{2}))d^{3}\vec{r}$$

$$U_{GB}(\hat{u}_{i}, \hat{u}_{j}, r_{ij}^{*}) = 4\epsilon(\hat{u}_{i}, \hat{u}_{j}, r_{ij}^{*}) \left(\frac{1}{R^{12}(\hat{u}_{i}, \hat{u}_{j}, r_{ij}^{*})} - \frac{1}{R^{6}(\hat{u}_{i}, \hat{u}_{j}, r_{ij}^{*})}\right)$$

$$U_{sphere}(\hat{u}, \vec{r}) = 4\epsilon_{0} \left(\frac{1}{R^{18}(\hat{u}, \vec{r})}\right) - W \frac{(\hat{r} \cdot \hat{u})^{6}}{r^{6}}$$

$$Q = \frac{1}{N} \sum_{i}^{N} (u_{\alpha}^{(i)} u_{\beta}^{(i)} - \frac{1}{3} \delta_{\alpha\beta}) = \frac{1}{N} \sum_{i}^{N} \begin{bmatrix} u_{i}^{(i)} u_{x}^{(i)} - \frac{1}{3} & u_{x}^{(i)} u_{y}^{(i)} & u_{x}^{(i)} u_{x}^{(i)} \\ u_{y}^{(i)} u_{x}^{(i)} & u_{y}^{(i)} u_{y}^{(i)} - \frac{1}{3} & u_{y}^{(i)} u_{x}^{(i)} \\ u_{z}^{(i)} u_{x}^{(i)} & u_{z}^{(i)} u_{y}^{(i)} & u_{z}^{(i)} u_{z}^{(i)} - \frac{1}{3} \end{bmatrix}$$

$$Q_{diag} = \begin{bmatrix} -\frac{1}{3}S - \eta & 0 & 0 \\ 0 & -\frac{1}{3}S + \eta & 0 \\ 0 & 0 & \frac{2}{3}S \end{bmatrix}$$

$$2\pi s = \oint d\theta$$

$$v_{i}(t + \frac{\Delta t}{2}) = v_{i}(t) + a_{i}(t) \frac{\Delta t}{2}$$

$$x_{i}(t + \Delta t) = x_{i}(t) + v_{i}(t + \frac{\Delta t}{2})\Delta t$$

$$v_{i}(t + \Delta t) = v_{i}(t + \frac{\Delta t}{2}) + a_{i}(t + \Delta t) \frac{\Delta t}{2}$$

$$u_{i}(t + \frac{\Delta t}{2}) = u_{i}(t) + \alpha_{i}(t) \frac{\Delta t}{2}$$

$$e_{i}(t + \Delta t) = e_{i}(t) + u_{i}(t + \frac{\Delta t}{2})\Delta t + \lambda e_{i}(t)\Delta t$$

$$u_{i}(t + \Delta t) = u_{i}(t + \frac{\Delta t}{2}) + \alpha_{i}(t + \Delta t) \frac{\Delta t}{2} + \tilde{\lambda}e_{i}(t + \Delta t) \frac{\Delta t}{2}$$

$$\beta = \frac{(\det Q)^{2}}{(TrQ^{2})^{3}} - \frac{1}{54}$$

$$\sum s = 0$$

$$o(r) = \frac{1}{N(shell)} \sum S$$

$$S = \frac{3cos^{2}(\theta) - 1}{2}$$