01.12.14

1. ~~Figure 1. Change “Distance” to “d”~~
2. Find the spring constant corresponding to the encounter seen in peaks
3. ~~Figure 2. Add sketch of Polymer with loops corresponding to peaks~~
4. ~~Figure 2. Add encounter probability graph from simulations~~
5. Change “loops” to “Loops (L)”
6. ~~Figure 3. Calculate the anomalous exponent <|x(t)-x(0)|^2> for each bead in the TAD~~
7. ~~Figure 4. Separate between TAD D and E in the analysis.~~
8. ~~Figure 4 add bars representing TAD D and E in the encounter histogram.~~
9. Replace beta by decay exp.
10. General: Change panels letters to lower case
11. General: match boxes widths (scales)
12. General: change all fonts to Helvetica
13. ~~Figure01 add titles, change panel letters to lowercase~~
14. ~~Figure02 change panel letters to lowercase~~
15. ~~Figure02 panel (a) add beads indices at loops positions~~
16. ~~Figure02 panel (a) add legend, add title “Rouse polymer model”~~
17. ~~Figure 02 panel (a) add alpha value~~
18. ~~Figure02 panel (b) add title “simulation”~~
19. ~~Figure02 panel (c) change lower case p to upper case in y label~~
20. ~~Figure02 panel (c) add mean beta curve~~
21. ~~Figure02 panel (d) change beta to decay exp (beta)~~
22. ~~Figure03 change panel letters to lower case~~
23. ~~Figure03 panel (b) change beta to decay exp.~~
24. Figure03 panel (b) write the N\_L=… as number of loops in each box
25. ~~Figure03 panel (d) change Loops to L, write x label as “Loops (L)”~~
26. ~~Figure04 change panel letters to lowercase~~
27. ~~Figure04 panel (b) write N\_L=… as number of loops in each box~~
28. ~~Figure04 panel (c) replace beta by decay exp.~~
29. ~~Figure04 panel (d) change loops to L. write Loops (L) in x label~~
30. ~~Figure04 panel (d) change beta to decay exp.~~
31. ~~Figure04 panel (e) replace x label by bead Index~~
32. ~~Figure04 panel (e) replace y label by anomalous exp.~~
33. ~~Figure04 panel (e) add N\_L=... as number of loops in each box~~
34. Figure06+07 join the two figures into one