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. Figure01 add titles, change panel letters to lowercase
13. Figure02 change panel letters to lowercase
14. Figure02 panel (a) add beads indices at loops positions
15. Figure02 panel (a) add legend, add title “Rouse polymer model
16. Figure 02 panel (a) add alpha value
17. Figure02 panel (b) add title “simulation”
18. Figure02 panel (c) change lower case p to upper case in y label
19. Figure02 panel (c) add mean beta curve
20. Figure03 change panel letters to lower case
21. Figure03 panel (b) change beta to decay exp.
22. Figure03 panel (b) write the N\_L=… as number of loops in each box
23. Figure03 panel (d) change Loops to L, write x label as “Loops (L)”
24. Figure04 panel (b) write N\_L=… as number of loops in each box
25. Figure04 panel (c) replace beta by decay exp.
26. Figure04 panel (d) change loops to L. write Loops (L) in x label
27. Figure04 panel (d) change beta to decay exp.
28. Figure04 panel (e) replace x label by bead Index
29. Figure04 panel (e) replace y label by anomalous exp.
30. Figure04 panel (e) add N\_L=... as number of loops in each box
31. Figure06+07 join the two figures into one