17.11.14

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 “connectors”
6. Figure 3. Calculate the anomalous exponent <|x(t+dt)-x(t)|^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.