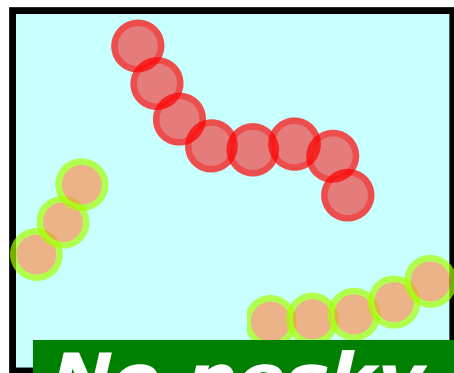
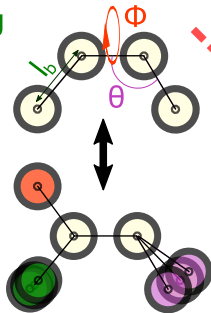
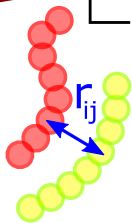
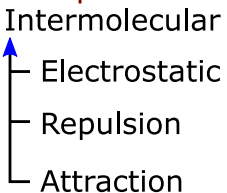
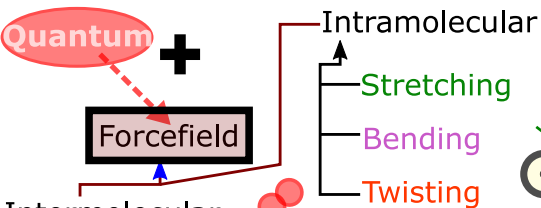
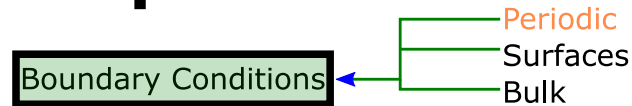
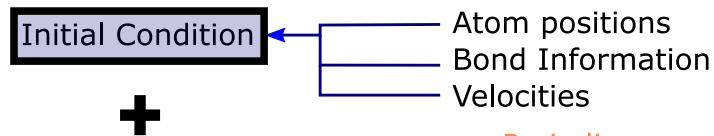


Coarse Grained Molecular Simulations



**No pesky
dynamics**

OR
Use statistical mechanics
probability distribution

✧ Monte Carlo ✧