Algorithm 1 RGFRD

```
1: while t < \text{final time do}
         pair list \leftarrow Make Pairs
         t_{\text{max}\,1} \leftarrow \text{Particle Particle Diffusion}
 3:
         t_{\text{max}\,2} \leftarrow \text{Particle Boundary Diffusion}
 4:
         \Delta t_{\text{max}} = \min \{t_{\text{max } 1}, t_{\text{max } 2}\}
 5:
         \{\Delta t_a, \ \Delta t_r, \ \Delta t_m\} \leftarrow \text{Draw Event Time}
 6:
         \Delta t_s \leftarrow \min\{\Delta t_{\max}, \ \Delta t_a, \ \Delta t_r, \ \Delta t_m\}
 7:
         if \Delta t_s == \Delta t_a then
 8:
 9:
              UPDATE SYSTEM (ASSOCIATING PAIR)
10:
         else if \Delta t_s == \Delta t_r then
              UPDATE SYSTEM (REVERSIBLE DISSOCIATION)
11:
         else if \Delta t_s == \Delta t_m then
12:
              UPDATE SYSTEM (MONOMOLECULAR REACTION)
13:
         else
14:
15:
              UPDATE SYSTEM (NO REACTION)
         end if
16:
         t \leftarrow t + \Delta t_s
17:
18: end while
```

Algorithm 2 Draw Event Time

```
1: for pairs \in {pair list} do
        \{t_a\} \leftarrow \text{Draw Time (Association Problem)}
 3: end for
 4: for single particles do
        if particle \in {REVERSIBLE DISSOCIATION LIST} then
            if particle \in {pair list} then
 6:
                 \{t_m\} \leftarrow \text{Draw Time (MONOMOLECULAR REACTION)}
 7:
 8:
                 \{t_r\} \leftarrow \text{Draw Time (reversible dissociation problem)}
9:
            end if
10:
11:
             \{t_m\} \leftarrow \text{Draw Time (MONOMOLECULAR REACTION)}
12:
        end if
13:
14: end for
15: \Delta t_a \leftarrow min\{t_a\}
16: \Delta t_r \leftarrow min\{t_r\}
17: \Delta t_m \leftarrow min\{t_m\}
18: return \{\Delta t_a, \ \Delta t_r, \ \Delta t_m\}
```

Algorithm 3 Update System (associating pair)

```
1: ASSOCIATION FOR CHOSEN PAIR
2: for single particles do
3: UPDATE PARTICLE
4: end for
5: for pairs ∈ {pair list \ updated pair} do
6: DRAW SPACE (ASSOCIATION PROBLEM)
7: UPDATE SPACE (ASSOCIATION PROBLEM)
8: end for
```

Algorithm 4 UPDATE PARTICLE

```
1: if particle \in {pair list} then
      do nothing
3: else if particle \in {REVERSIBLE DISSOCIATION LIST} then
      state ←FIND STATE(INTERMEDIATE)
      if state == bound then
5:
         DRAW SPACE (GAUSSIAN)
6:
         UPDATE SPACE (GAUSSIAN-DIFFUSION)
7:
8:
      else
         DRAW SPACE (REVERSIBLE DISSOCIATION PROBLEM)
9:
         UPDATE SPACE (REVERSIBLE DISSOCIATION PROBLEM)
10:
      end if
11:
12: else
      DRAW SPACE (GAUSSIAN)
13:
14:
      UPDATE SPACE (GAUSSIAN-DIFFUSION)
15: end if
```

Algorithm 5 Update System (reversible dissociation)

```
1: for chosen particle do
      state \leftarrow FIND STATE(EXIT)
      if state == separation then
3:
         SEPARATION
4:
      else if state == bound transformation then
5:
         BOUND TRANSFORMATION
7:
      else
         UNBOUND TRANSFORMATION
8:
      end if
9:
10: end for
11: for single particles \ updated particle do
      UPDATE PARTICLE
13: end for
14: for pairs \in {pair list} do
      DRAW SPACE (ASSOCIATION PROBLEM)
15:
      UPDATE SPACE (ASSOCIATION PROBLEM)
16:
17: end for
```

Algorithm 6 UPDATE SYSTEM (MONOMOLECULAR REACTION)

- 1: **if** chosen particle \notin {pair list} **then**
- 2: Draw Space (Gaussian)
- 3: UPDATE SPACE (GAUSSIAN TRANSFORM)
- 4: end if
- 5: for single particles \ updated particle do
- 6: UPDATE PARTICLE
- 7: end for
- 8: for pairs \in {pair list} do
- 9: Draw Space (association problem)
- 10: UPDATE SPACE (ASSOCIATION PROBLEM)
- 11: **if** chosen particle \in pairs **then**
- 12: Transform Chosen Particle
- 13: **end if**
- 14: end for

Algorithm 7 UPDATE SYSTEM (NO REACTION)

- 1: **for** single particles **do**
- 2: UPDATE PARTICLE
- 3: end for
- 4: for pairs \in {pair list} do
- 5: Draw Space (association problem)
- 6: UPDATE SPACE (ASSOCIATION PROBLEM)
- 7: end for