

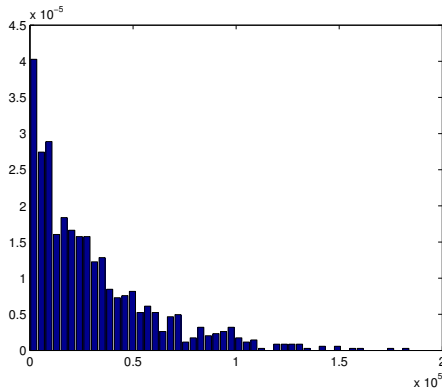
Polymer Chain Dynamics Simulation

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Sommaire

- 1 The mean encounter time simulation
- 2 End to End vector Simulation in the Rouse Model
- 3 Random walk simulation
- 4 Perspective



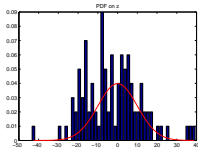
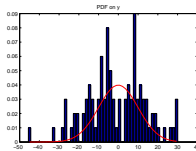
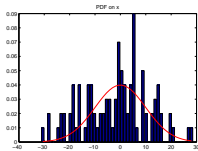
```
dimension = 3;  
numParticles =  
1000; dt = 0.01;  
diffusionConst = 1;  
numSteps = Inf;  
numSimulations =  
1000;  
frictionCoefficient  
= 1;  
connectedBeads =  
[]; fixedBeads = [];  
metBeedNum = [1  
16 32]; lengthBead  
= 1;  
encounterDistance  
= b./5;
```

```
dimension = 3;  
numParticles =  
1000; dt = 0.01;  
diffusionConst = 1;  
numSteps = Inf;  
numSimulations =  
200;  
frictionCoefficient  
= 1;  
connectedBeads =  
[]; fixedBeads = [];  
metBeadNum = [1  
16 32]; lengthBead  
= 1;  
encounterDistance  
= b./4;
```

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The mean encounter time simulation
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dimension=3
numParticles=100
dt=0.1
numSteps=100
diffusionConst=1
paths
endToEndDist
simulation=100

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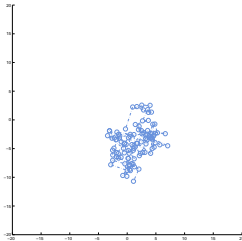


Figure : initial position

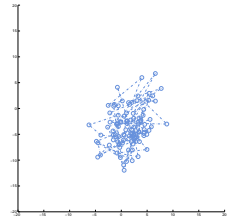


Figure : final position

parameters: dimension=3; numParticles=50; dt=0.1;
numSteps=50; diffusionConst=1

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- Simulation on general domains
- Simulate telometre clustering(sphere)
- Build 'Results' module