

# School venue is Gather.town. Main rooms:

You can move your avatar around using the arrow keys

- You can interact with objects such as screens or documents using the x key
- You can share your screen, react by raising your hand etc. via the panel at the bottom of your screen



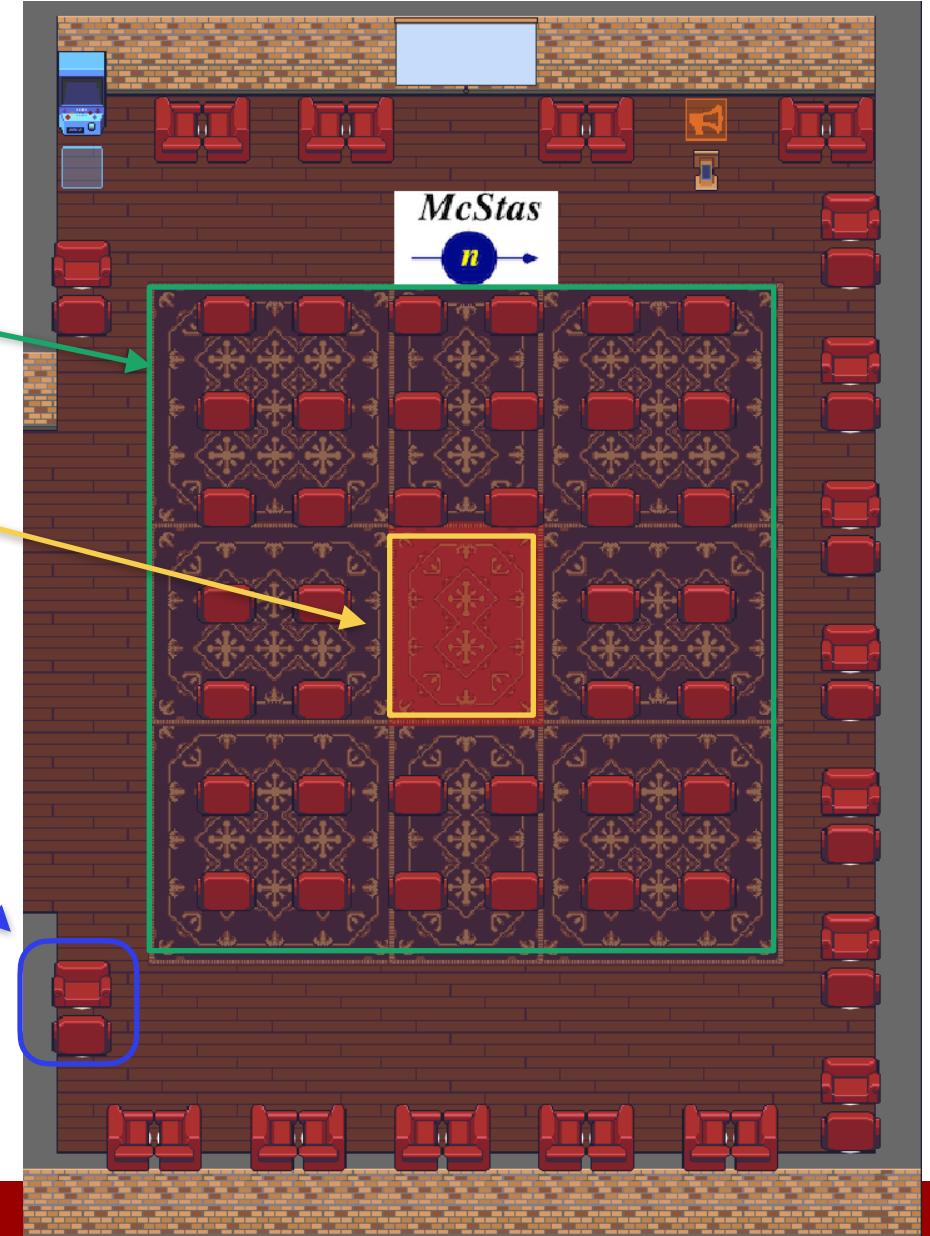
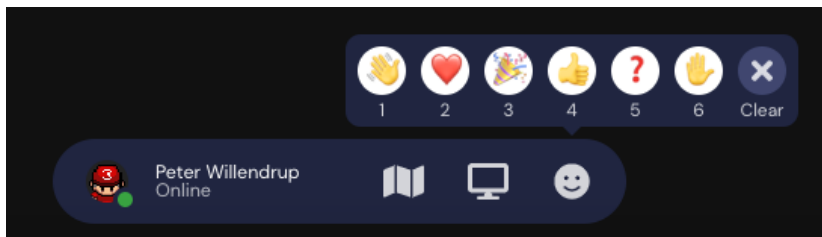
There are also functions to write chat-messages to other users (all or specific), to locate another user, to follow another user. The audio/video functionality is similar to zoom / teams, you may share your screen etc.

- In “open areas” you will be able to talk to other participants in your vicinity
- Groups of participants can interact in “private areas”

# School venue is Gather.town. Lecture hall:



- For attending a plenary presentation, please place your avatar in this area
- Questions to the speaker can be asked from the central area without chairs
- When solving exercises in groups of two people, please use the pairs of red chars arranged at the edge of the room
- If you need attention, please raise your hand via the panel at the bottom of your screen:

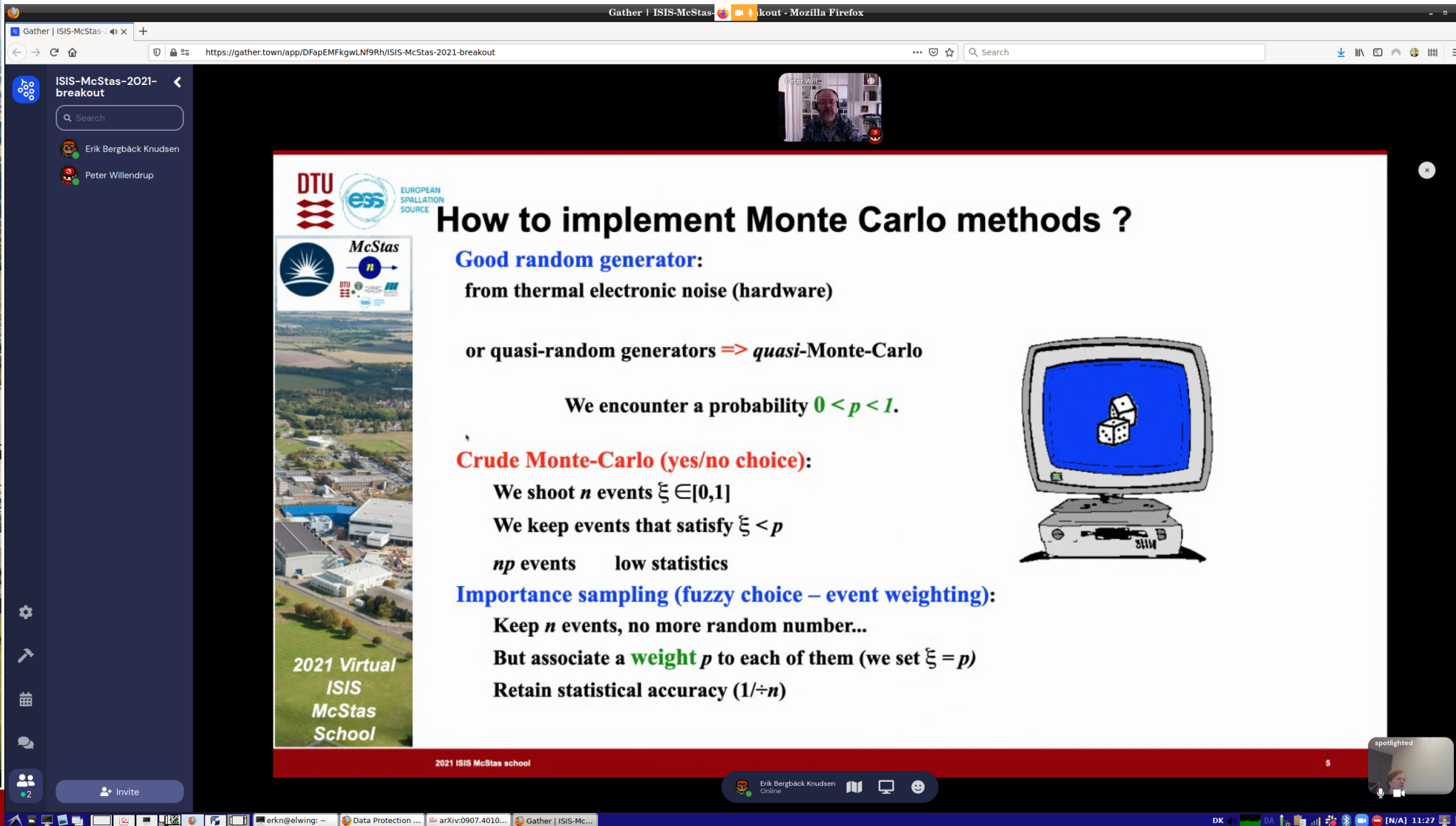




# School venue is Gather.town. Lecture hall:

This is what lectures will look like:

The presenter is sharing his screen, but will also be able to see if you raise your hand

Gather | ISIS-McStas-2021-breakout

https://gather.town/app/DFapEMFkgwLNF9Rh/ISIS-McStas-2021-breakout

ISIS-McStas-2021-breakout

Search

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2021 Virtual ISIS McStas School

## How to implement Monte Carlo methods ?

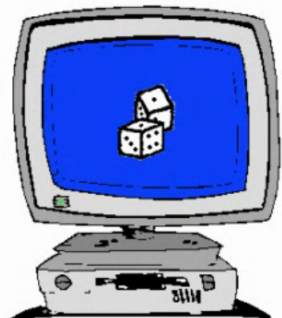
**Good random generator:**  
from thermal electronic noise (hardware)

or quasi-random generators  $\Rightarrow$  *quasi-Monte-Carlo*

We encounter a probability  $0 < p < 1$ .

**Crude Monte-Carlo (yes/no choice):**  
We shoot  $n$  events  $\xi \in [0,1]$   
We keep events that satisfy  $\xi < p$   
 $np$  events    low statistics

**Importance sampling (fuzzy choice – event weighting):**  
Keep  $n$  events, no more random number...  
But associate a **weight**  $p$  to each of them (we set  $\xi = p$ )  
Retain statistical accuracy  $(1/\div n)$



2021 Virtual ISIS McStas school

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spotlighted

Erik Bergbäck Knudsen Online

DK DA [N/A] 11:27

# School venue is Gather.town. Breakout sessions:



- In the breakout-sessions we will divide ourselves in the three “private areas” marked 1 2 and 3, depending on topic.
- These and other private areas can be used when working together as smaller teams, along with the pairs of red chairs in the lecture hall.
- There are whiteboards in these areas that can be used for collaboration.
- The blue arcade-machines can be used for access to school material, IDaaS etc.



# School venue is Gather.town. Lounge area:



- There is an open lounge-oriented space outside the main rooms, can be used for casual chats. It further contains an overview of the programme and a bulletin board, plus a number of information-“arcade-machines”
- The Zoom spot is intended as a fallback-solution only