

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.

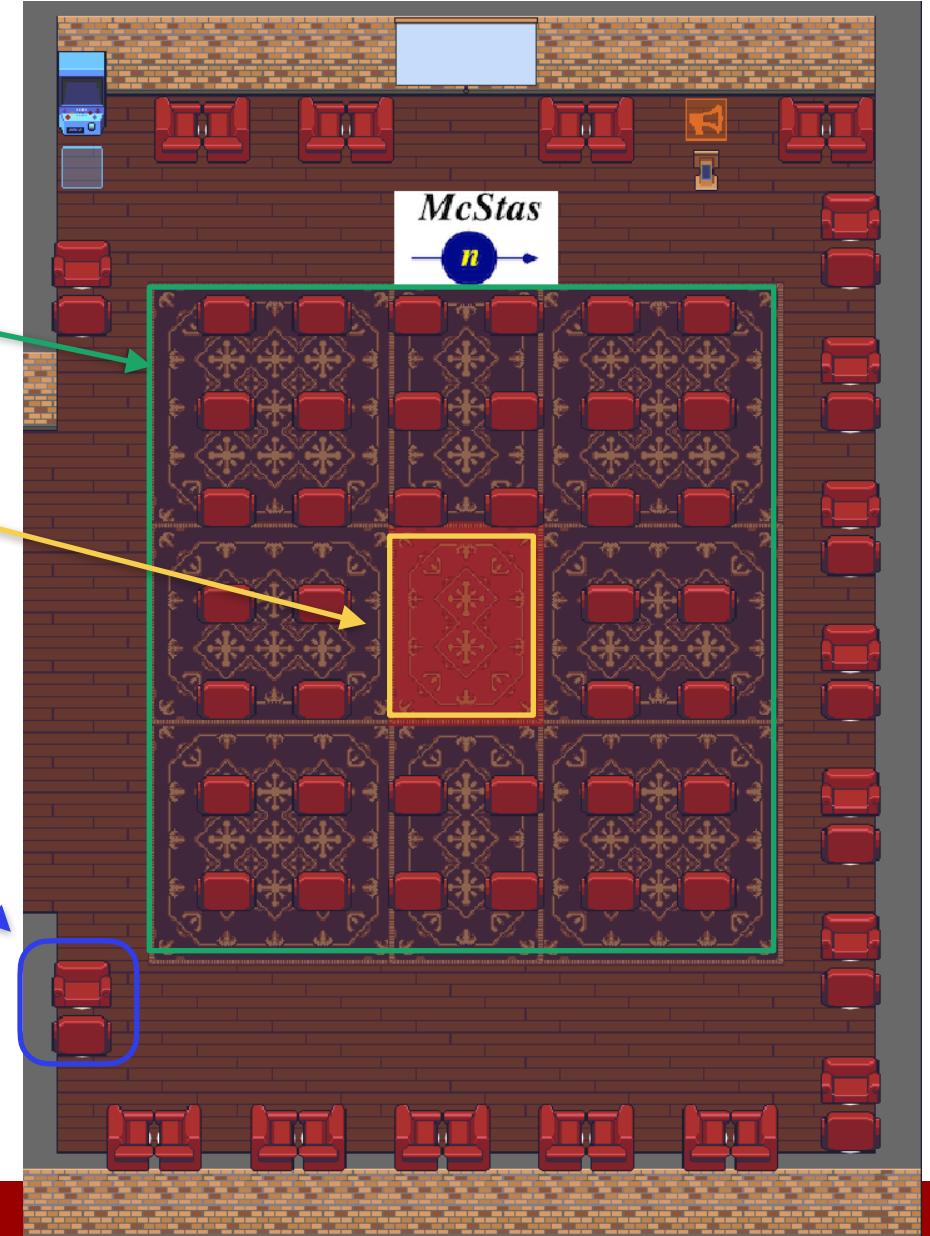
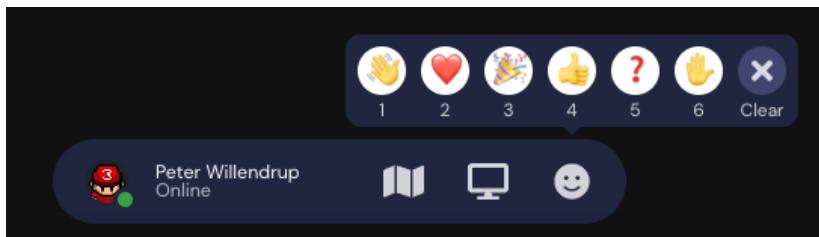
- In “open areas” you will be able to talk to other participants in your vicinity
- Groups of participants can interact in “private areas”

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School venue is Gather.town. Lecture hall:



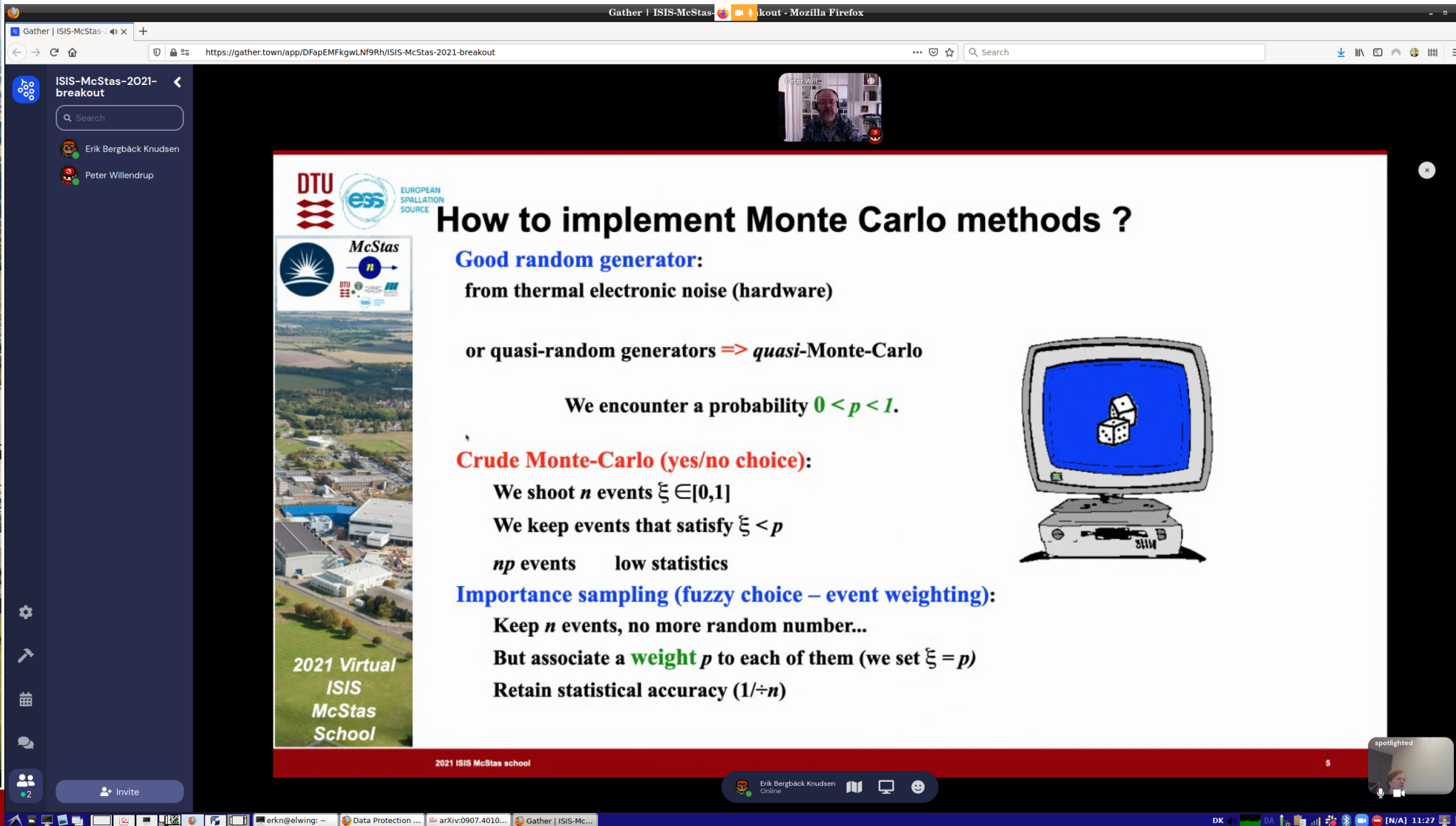
- For attending a plenary presentation, please place your avatar in this area
- Questions to the speaker can be asked from the central area without chairs
- When solving exercises in groups of two people, please use the pairs of red chairs arranged at the edge of the room
- If you need attention, please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

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How to implement Monte Carlo methods ?

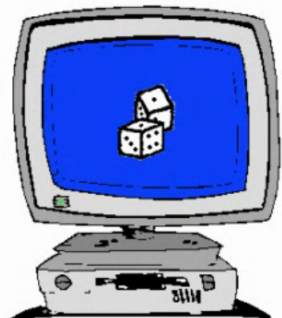
Good random generator:
from thermal electronic noise (hardware)

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 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