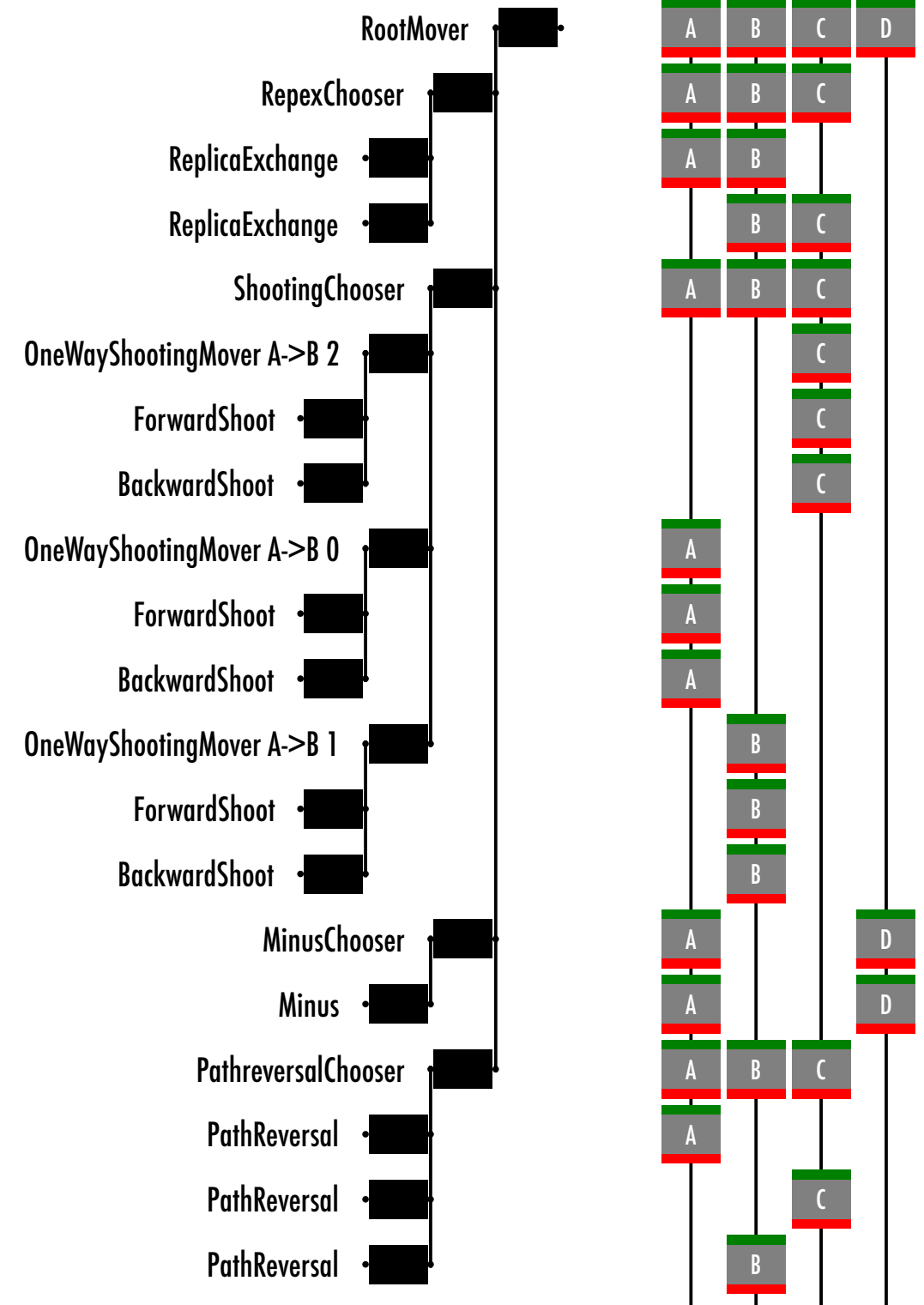
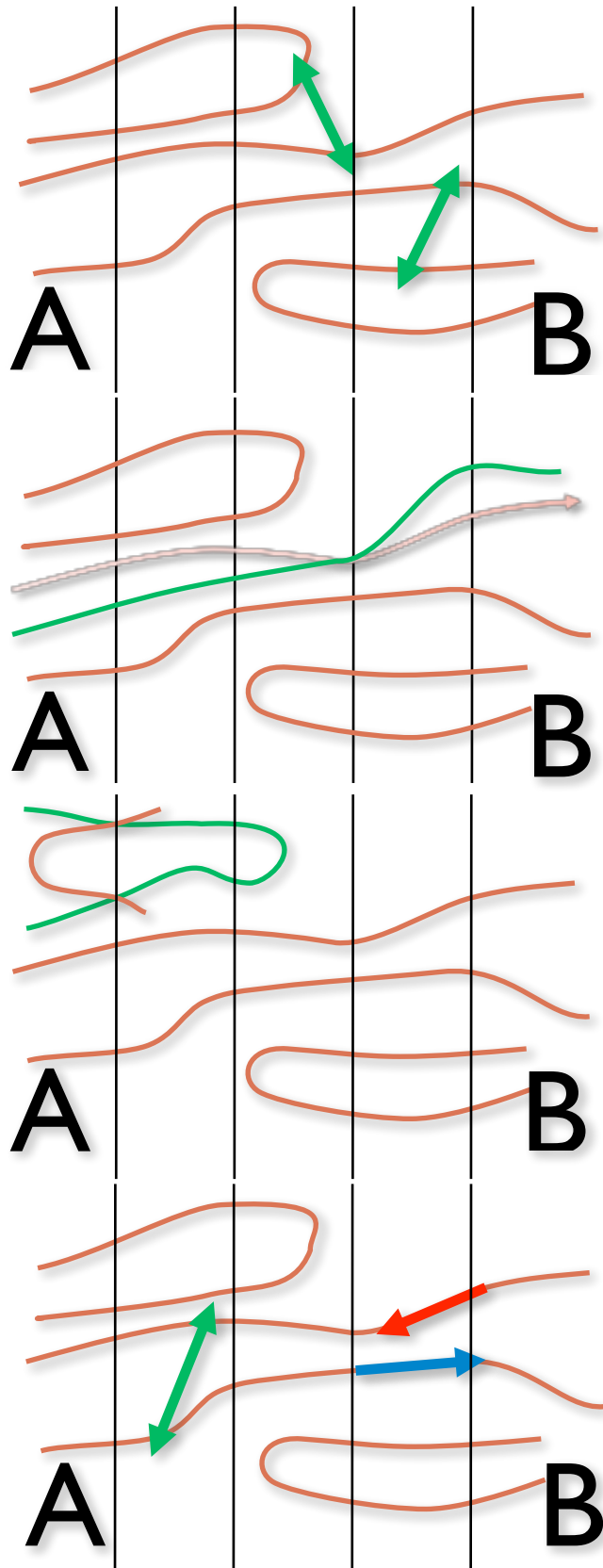


PathMovers



PathMovers



Replica Exchange

Shooting

Minus

Path Reversal

