Goals
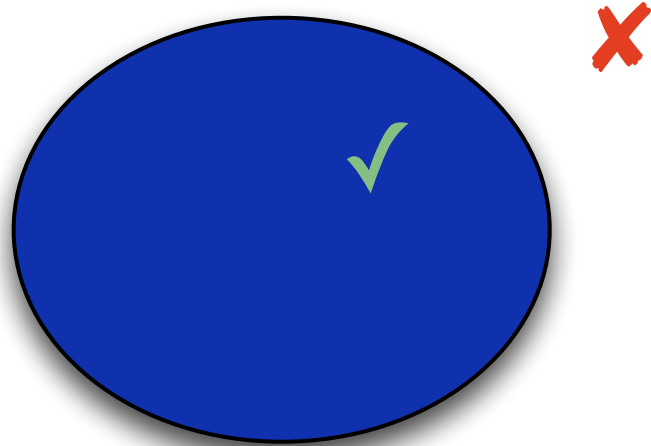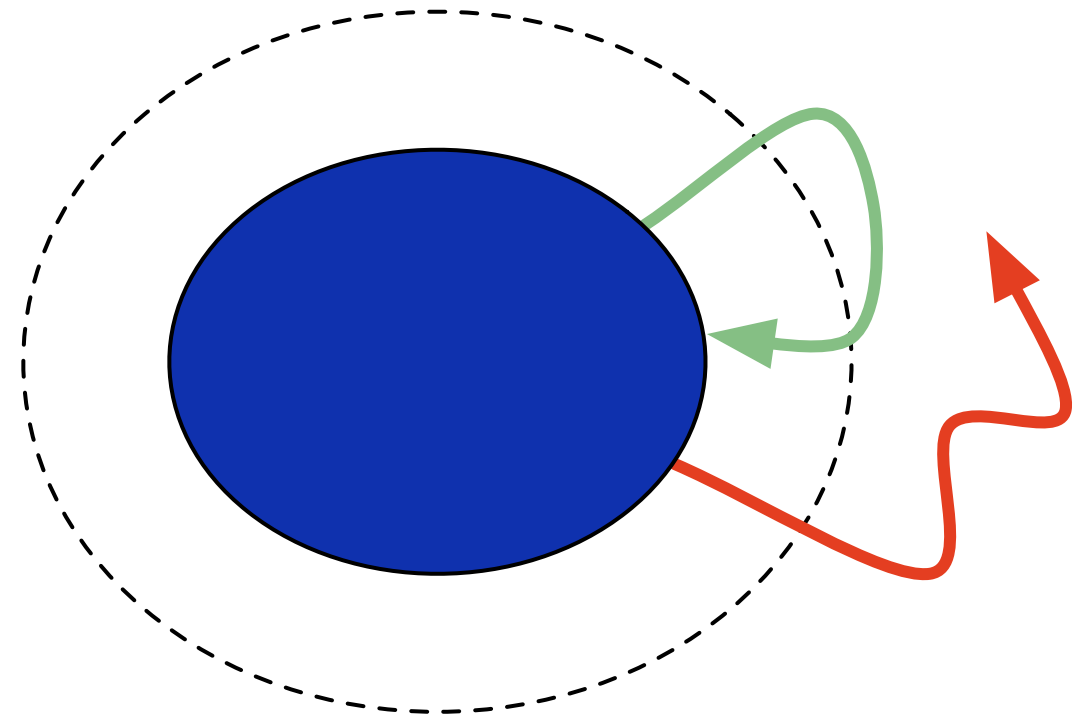
✓ **Easy to use**: beginners can quickly learn to use it

✓ **Easy to extend**: advanced users can use it to develop new methods

✓ **Independent of dynamics engine**: useful in many fields and to the broadest audience

Volumes and Ensembles

Volume: any frame is
either "in" or not

(states, interfaces)

Ensemble: any trajectory is
either "in" or not

(path ensembles)