

Stochastic (One-Way) Shooting

1. select shooting point

2. Randomly decide to shoot  
either forward or backward

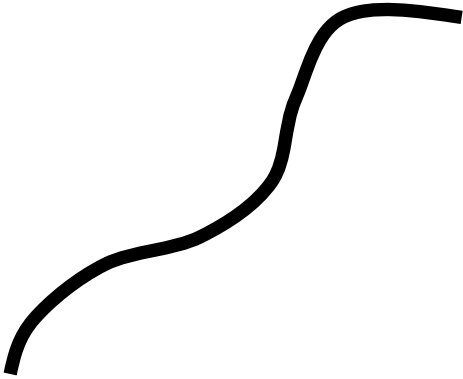


3. The new trajectory has some frames from the old trajectory









step

0

1

2

cor



+

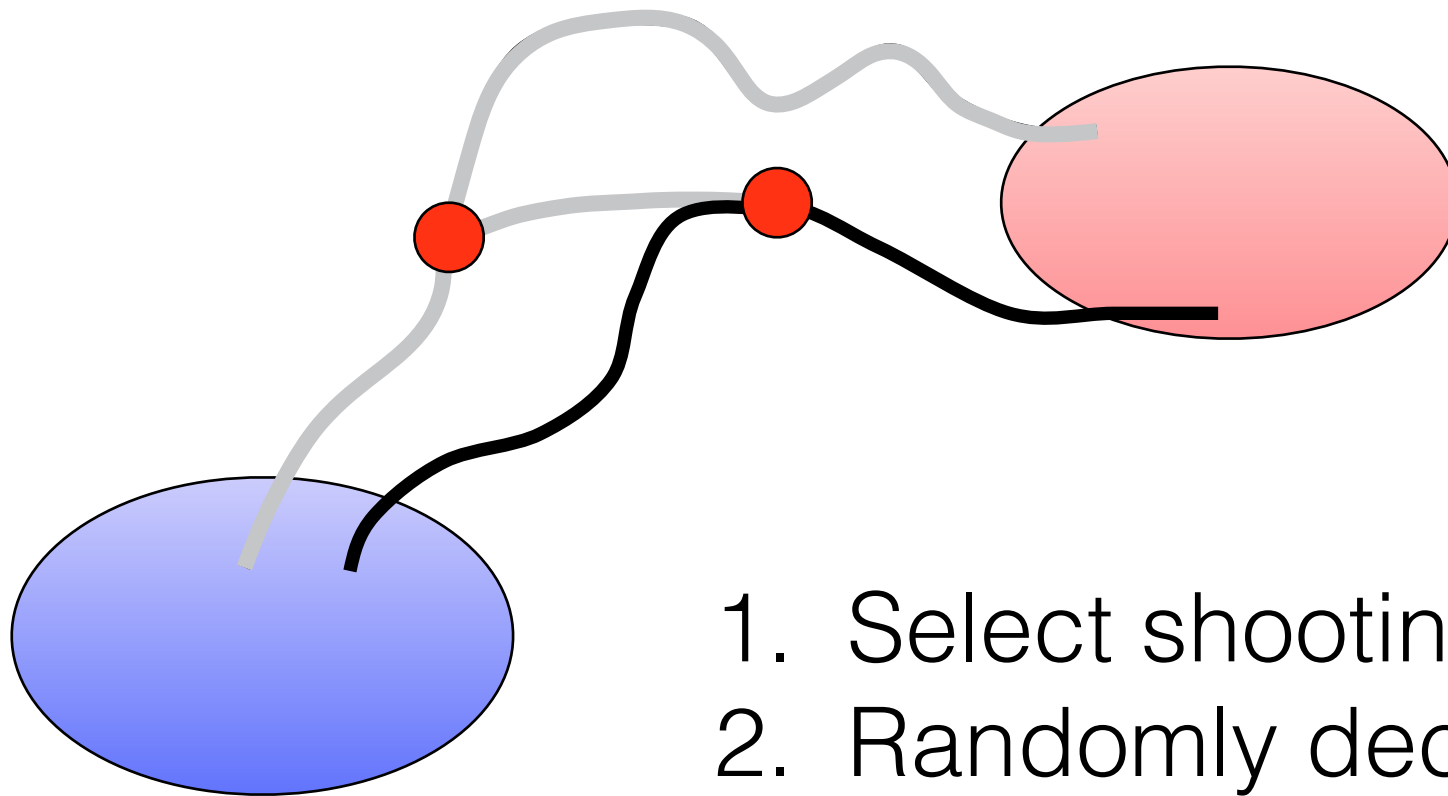


F

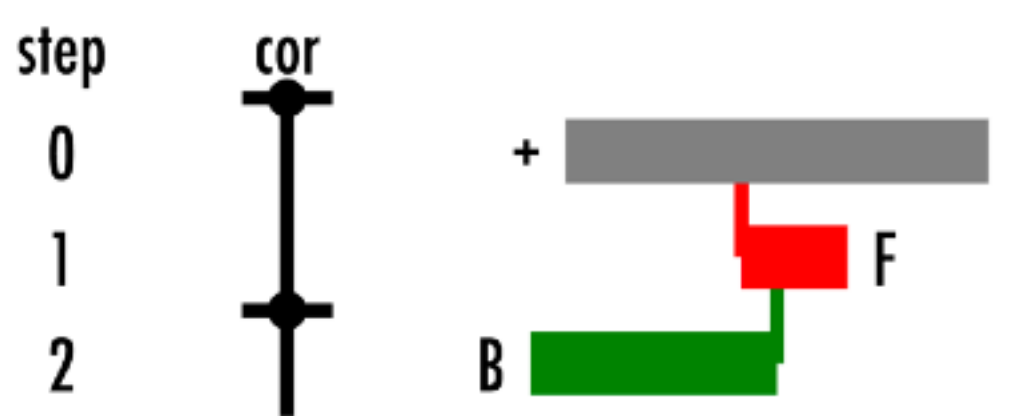
B



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# Flexible Length Shooting

Assume absorbing states: Trajectories stop when they enter.

