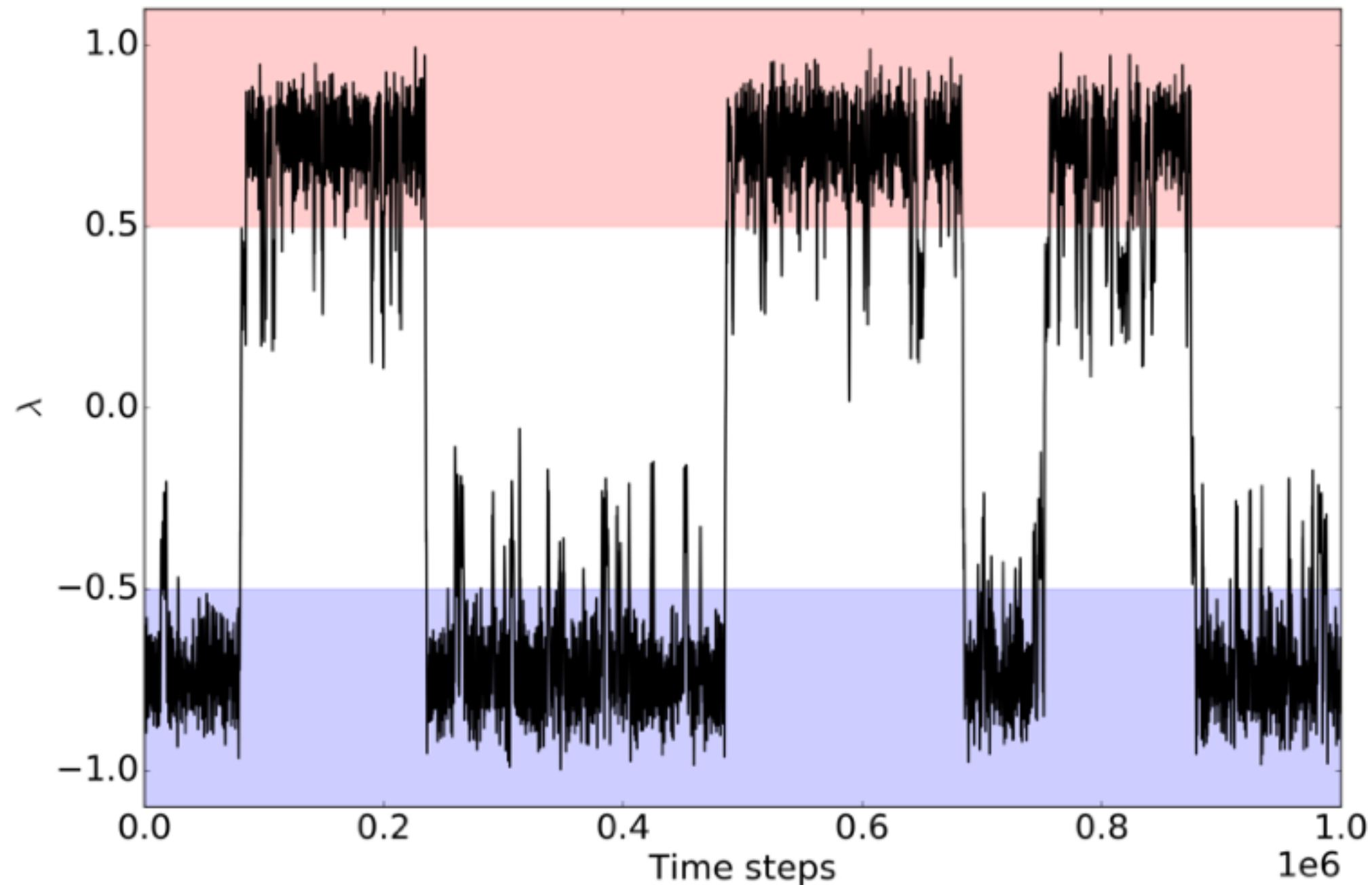
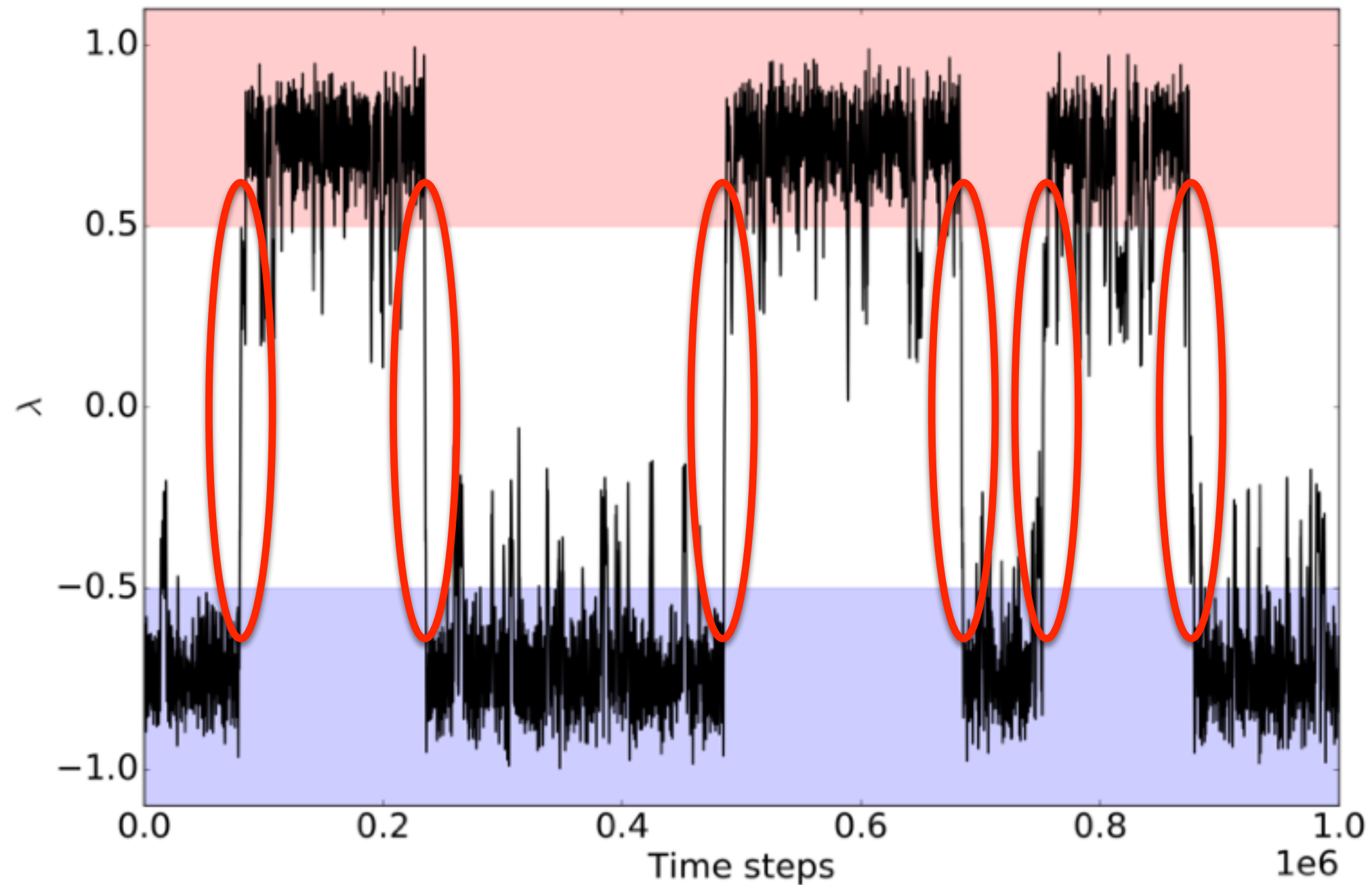


# How to handle rare events?



How can we get lots of transitions, without spending time in between?

# Path sampling



Focus on the **transition** regions