

Stochastic (One-Way) Shooting

1. select shooting point

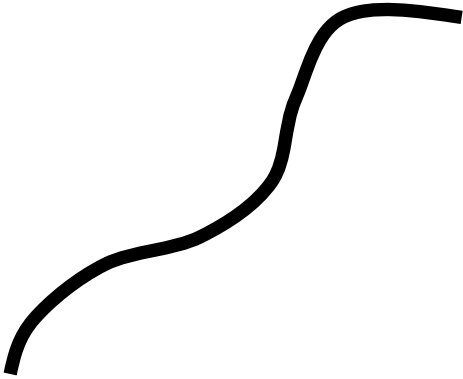
2. Randomly decide to shoot
either forward or backward

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

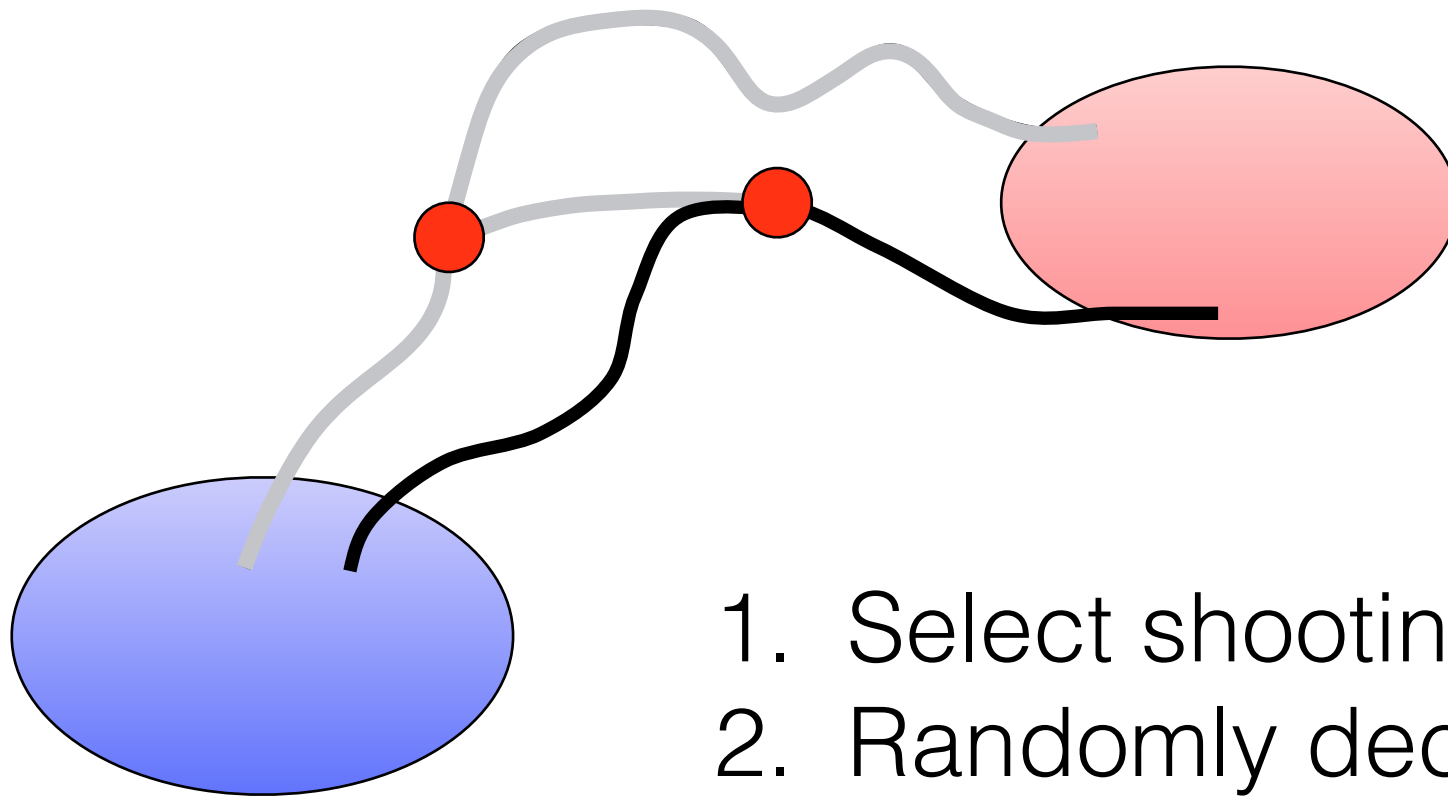








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Flexible Length Shooting

Assume absorbing states: Trajectories stop when they enter.

