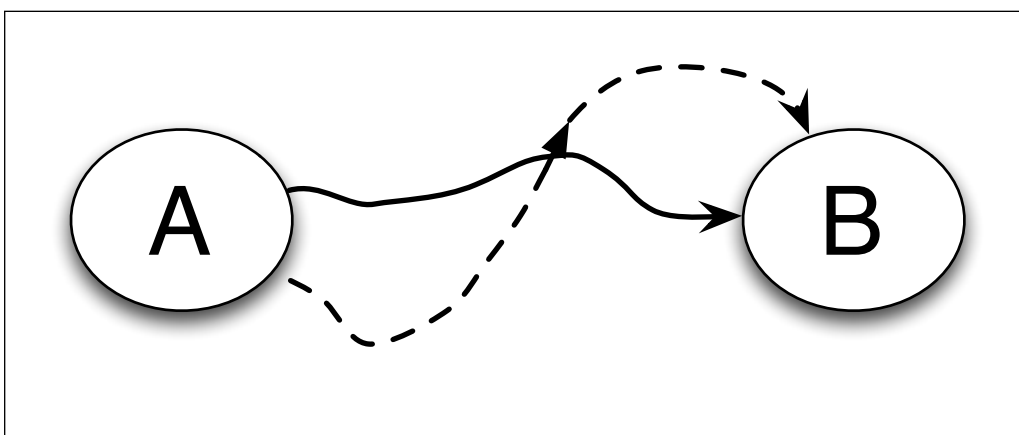
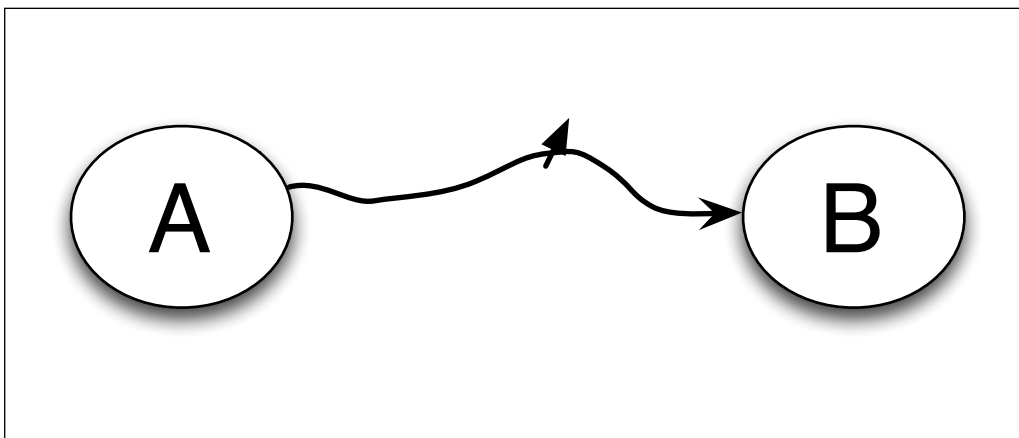
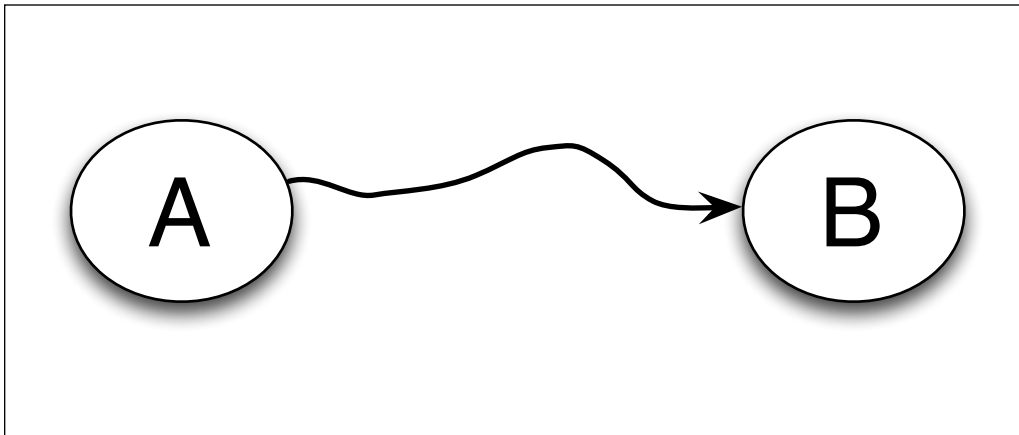
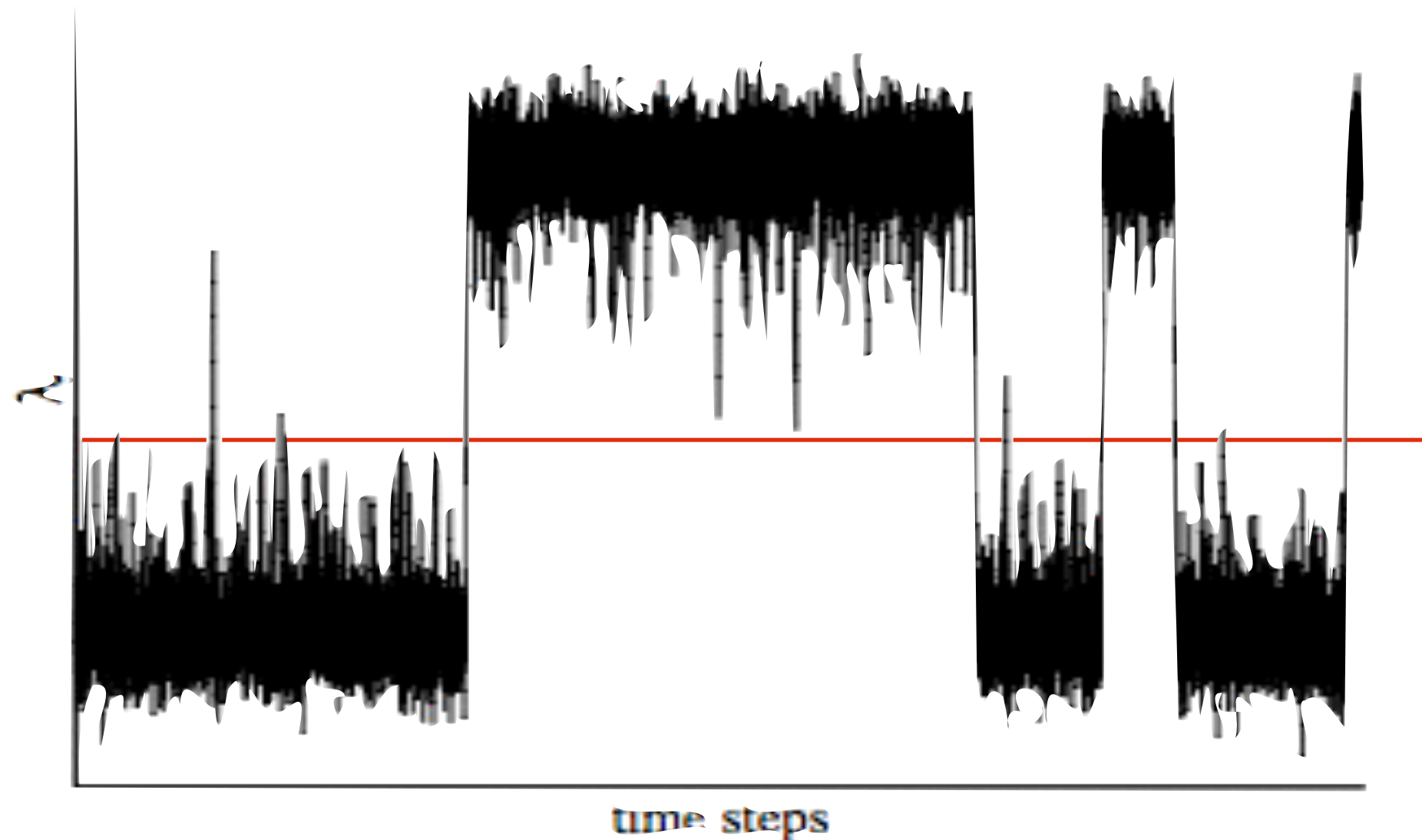


Shooting Move



Generate a new path by selecting a “shooting point” along the old path. Modify the momenta at the shooting point, and integrate forward and backward. If the new path satisfies the acceptance criteria, keep it!

Rare Events



Probability of transition can be split into product of probability of reaching an interface and probability of getting from interface to state