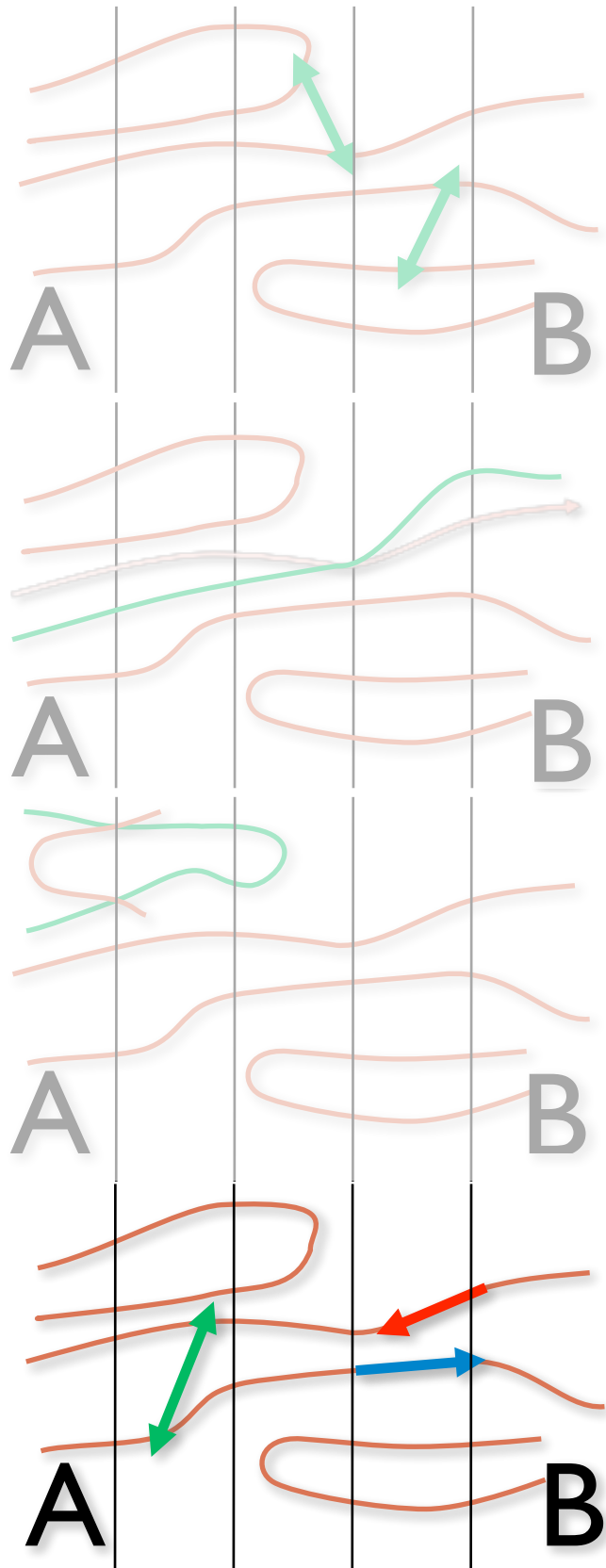


# PathMovers

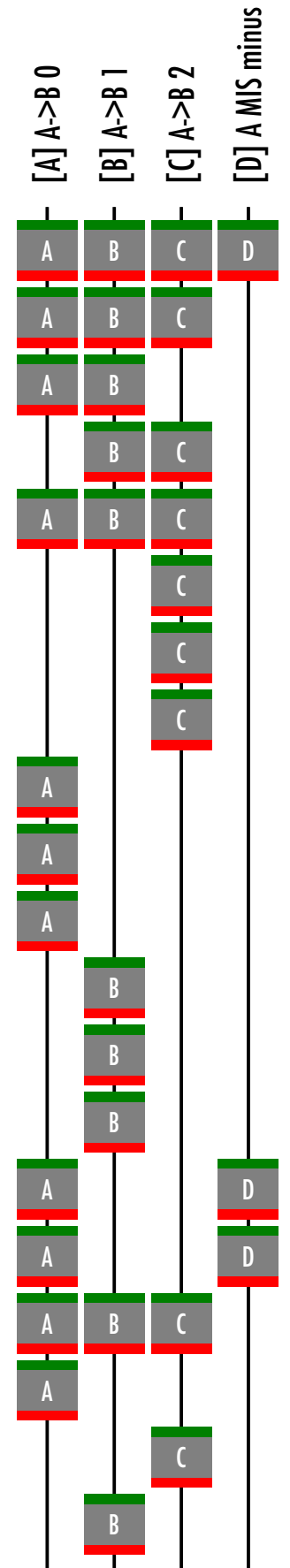
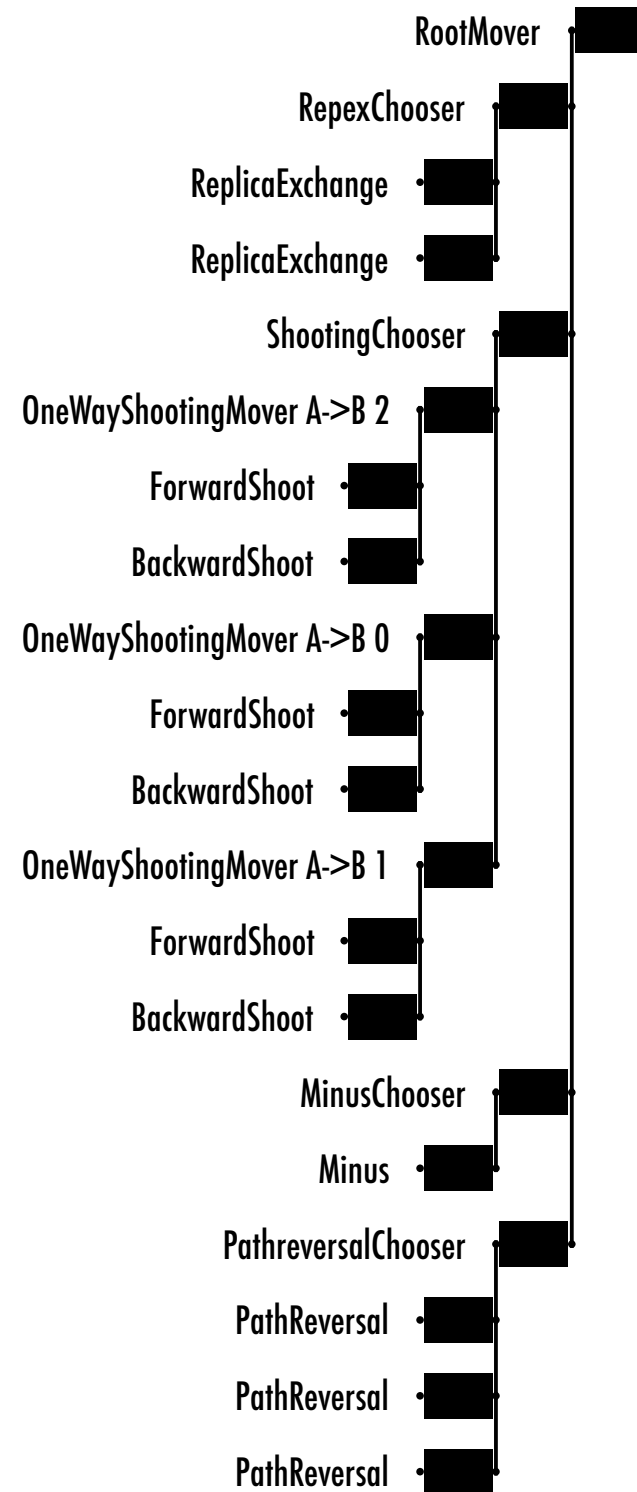


# Replica Exchange

# Shooting

# Minus

# Path Reversal



Example!