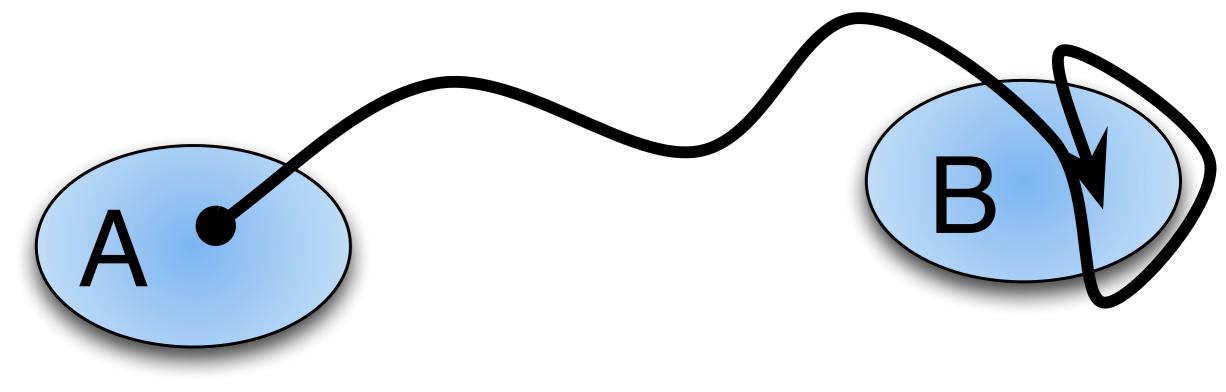
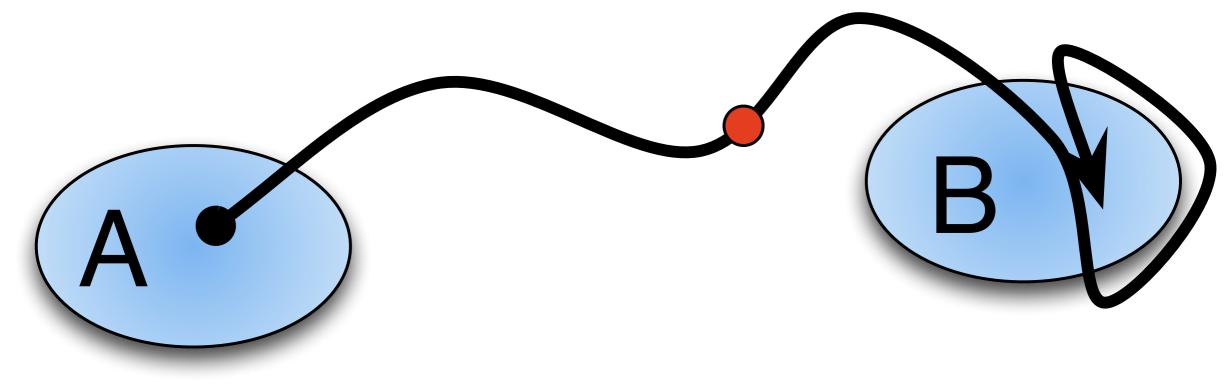
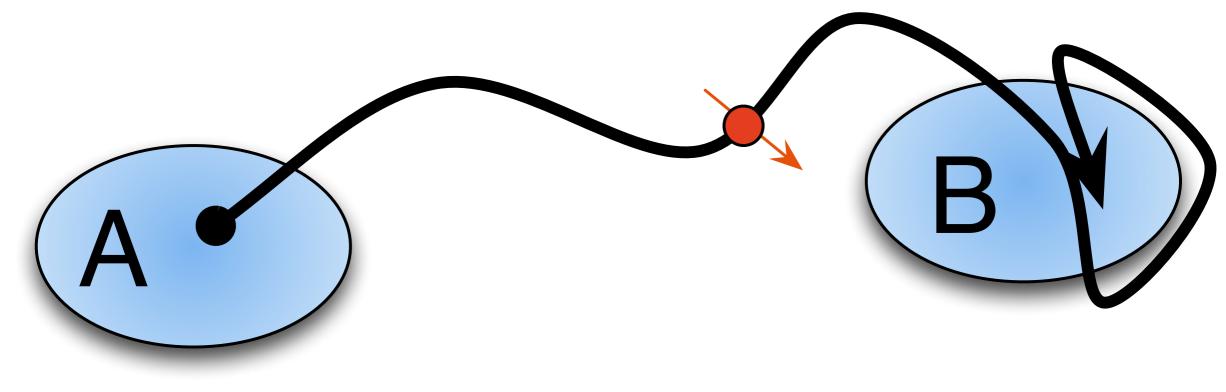
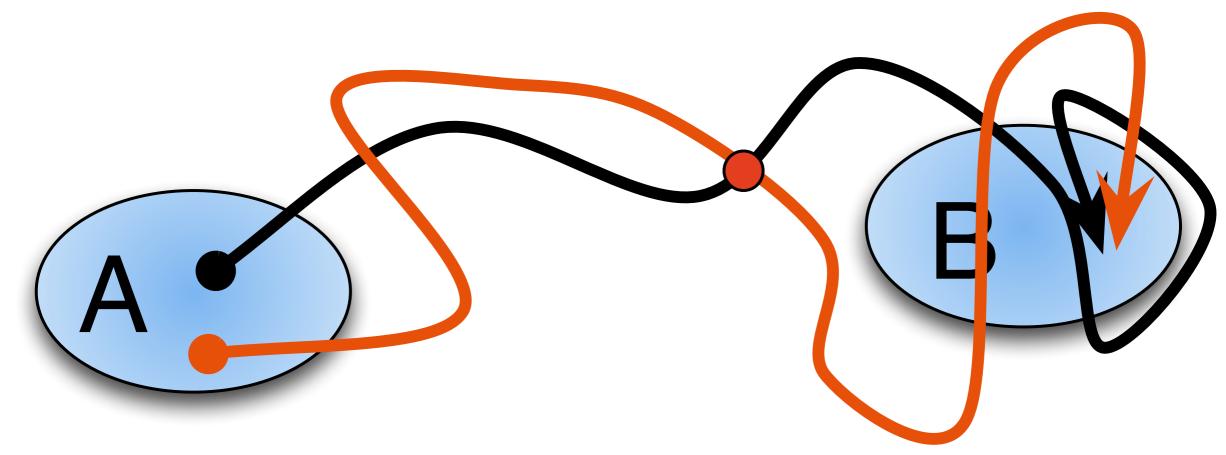
The Shooting Algorithm

What Monte Carlo move can we use to generate new paths?









1. Select a point to "shoot" from (frame τ)

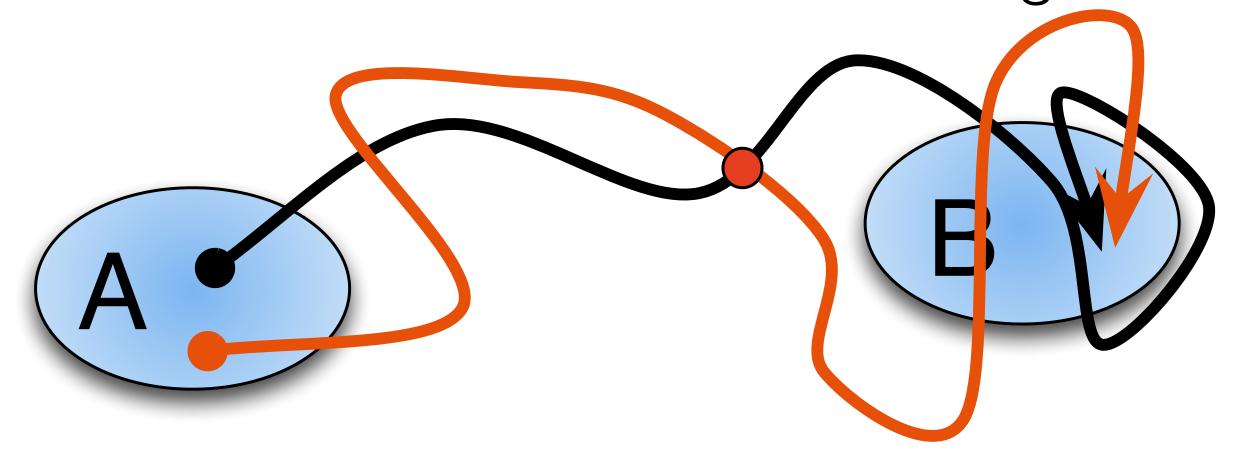
2. Modify the velocities at that point

3. Run forward (from τ to L) and backward (from τ to 0)

This gives us a statistically valid sampling of trajectories!

The Shooting Algorithm

What Monte Carlo move can we use to generate new paths?



- 1. Select a point to "shoot" from (frame τ)
- 2. Modify the velocities at that point
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This gives us a statistically valid sampling of trajectories!

Flexible Length Shooting

Assume absorbing states: Trajectories stop when they enter.

