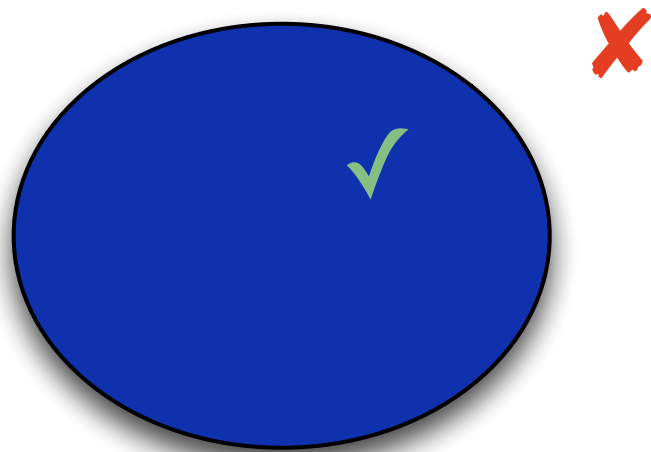
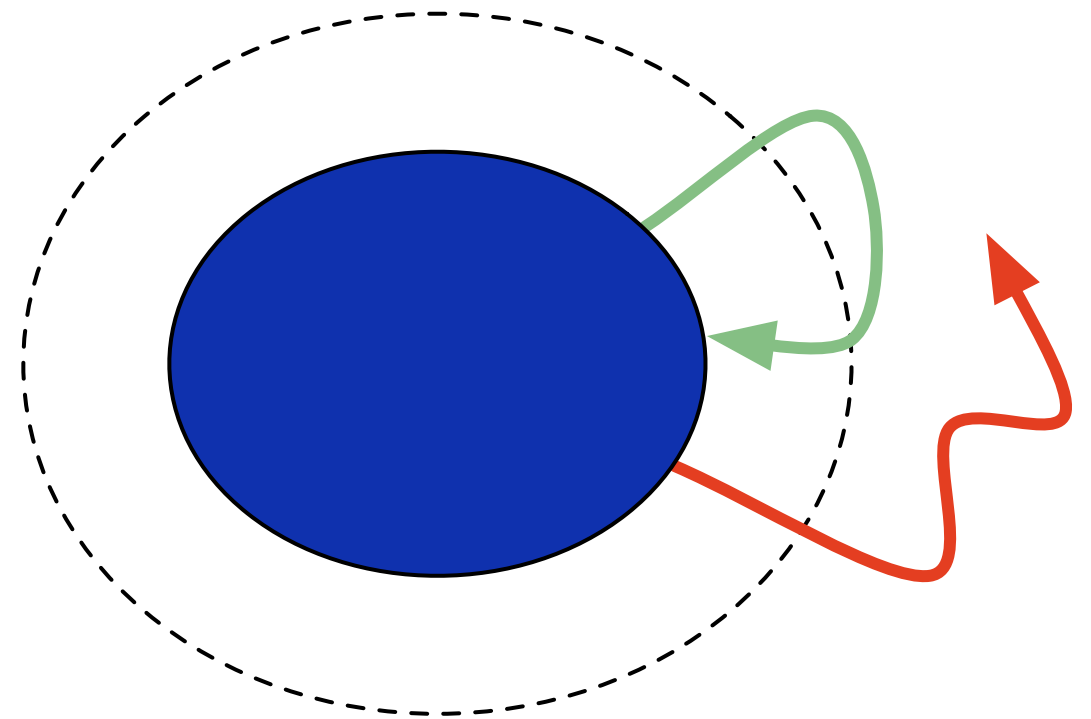


Volumes and Ensembles



Volume: any frame is
either “in” or not

(states, interfaces)



Ensemble: any trajectory is
either “in” or not

(path ensembles)

PathMovers

