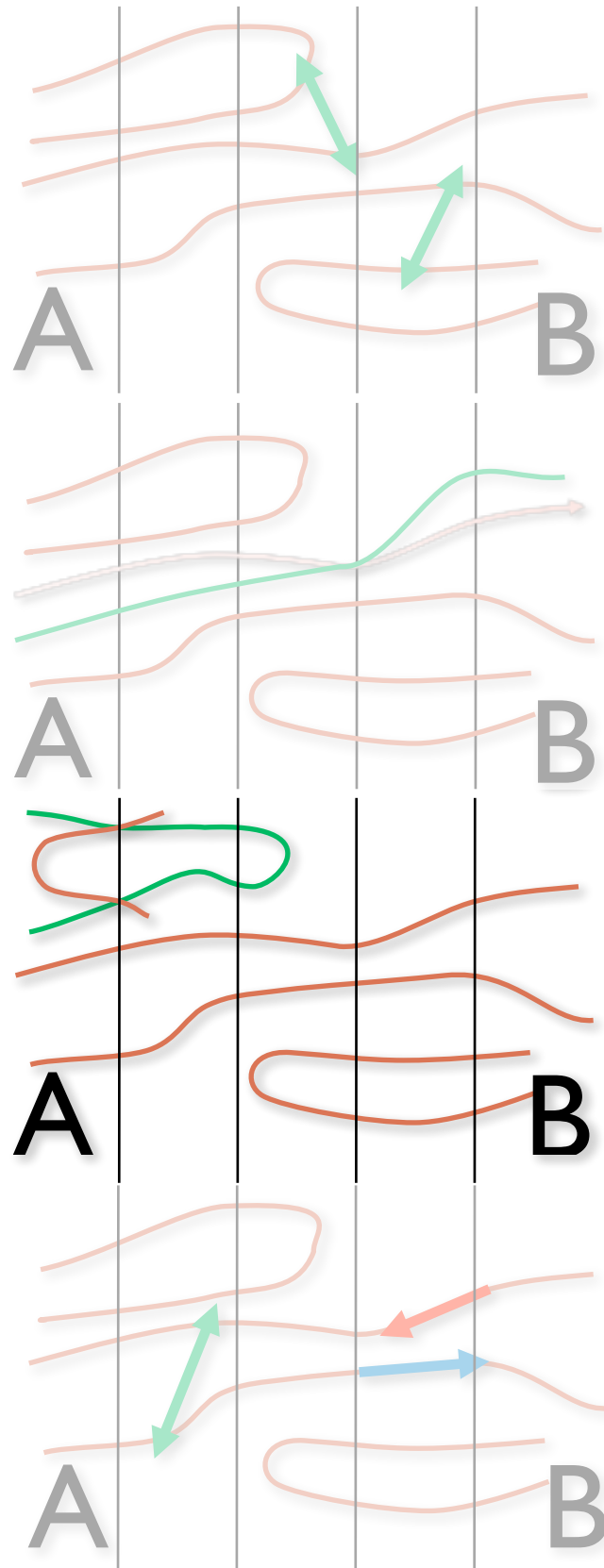


PathMovers

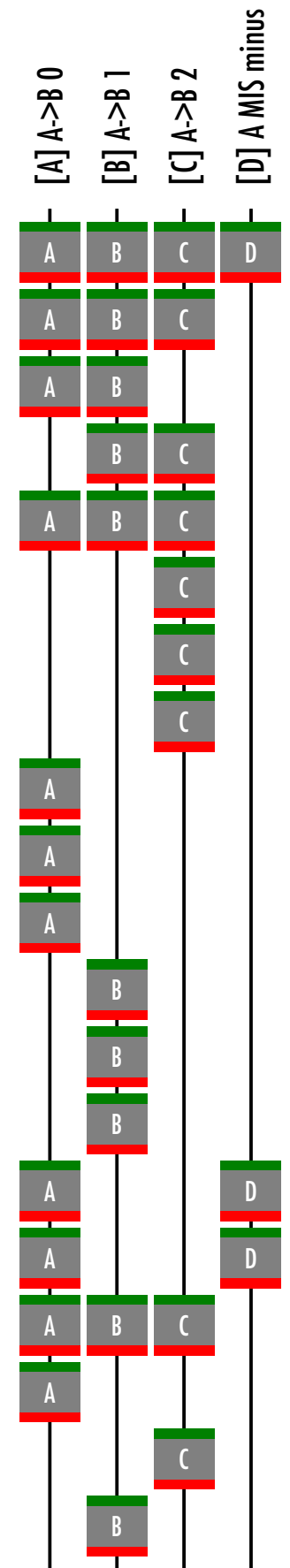
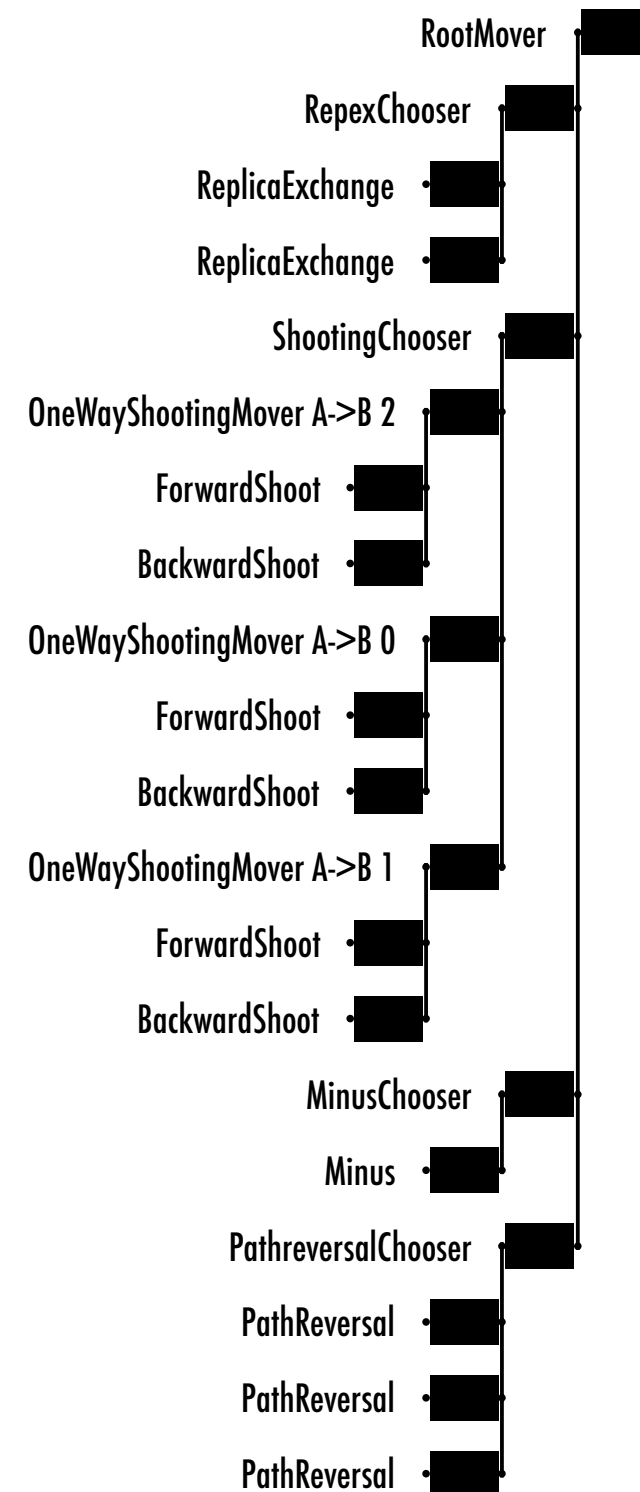


Replica
Exchange

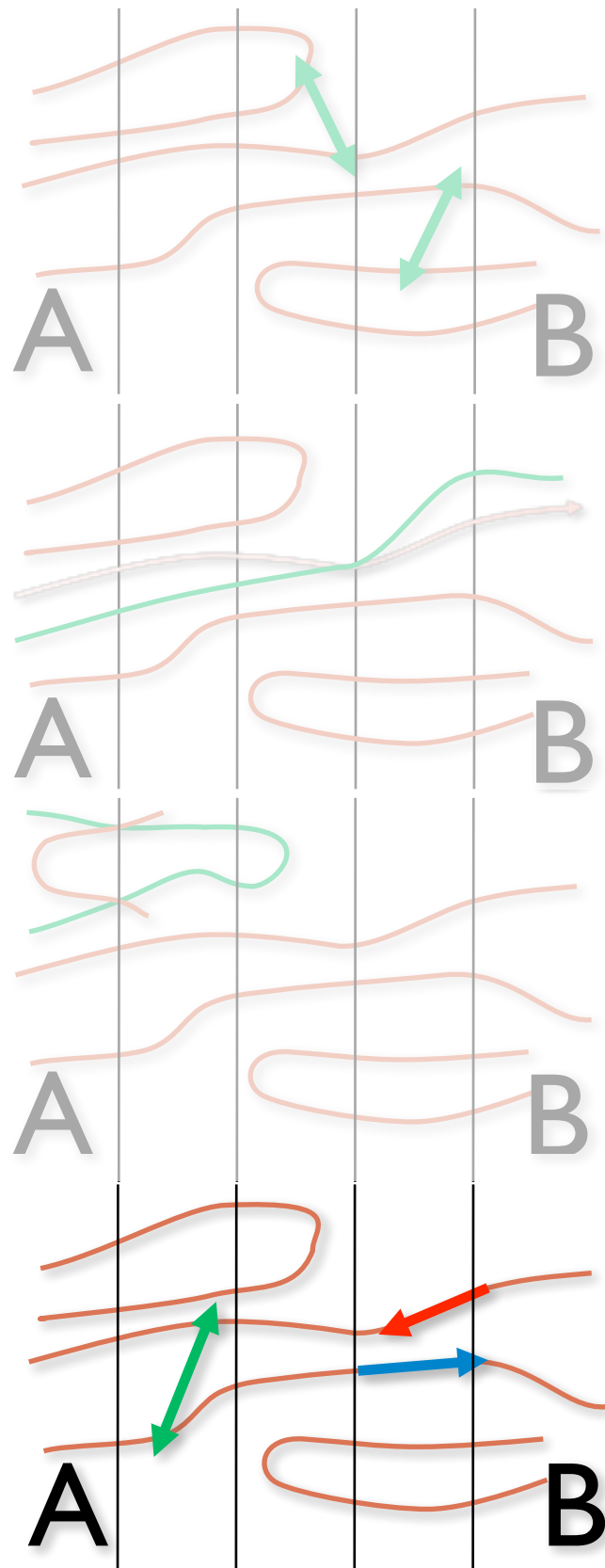
Shooting

Minus

Path
Reversal



PathMovers



Replica
Exchange

Shooting

Minus

Path
Reversal

