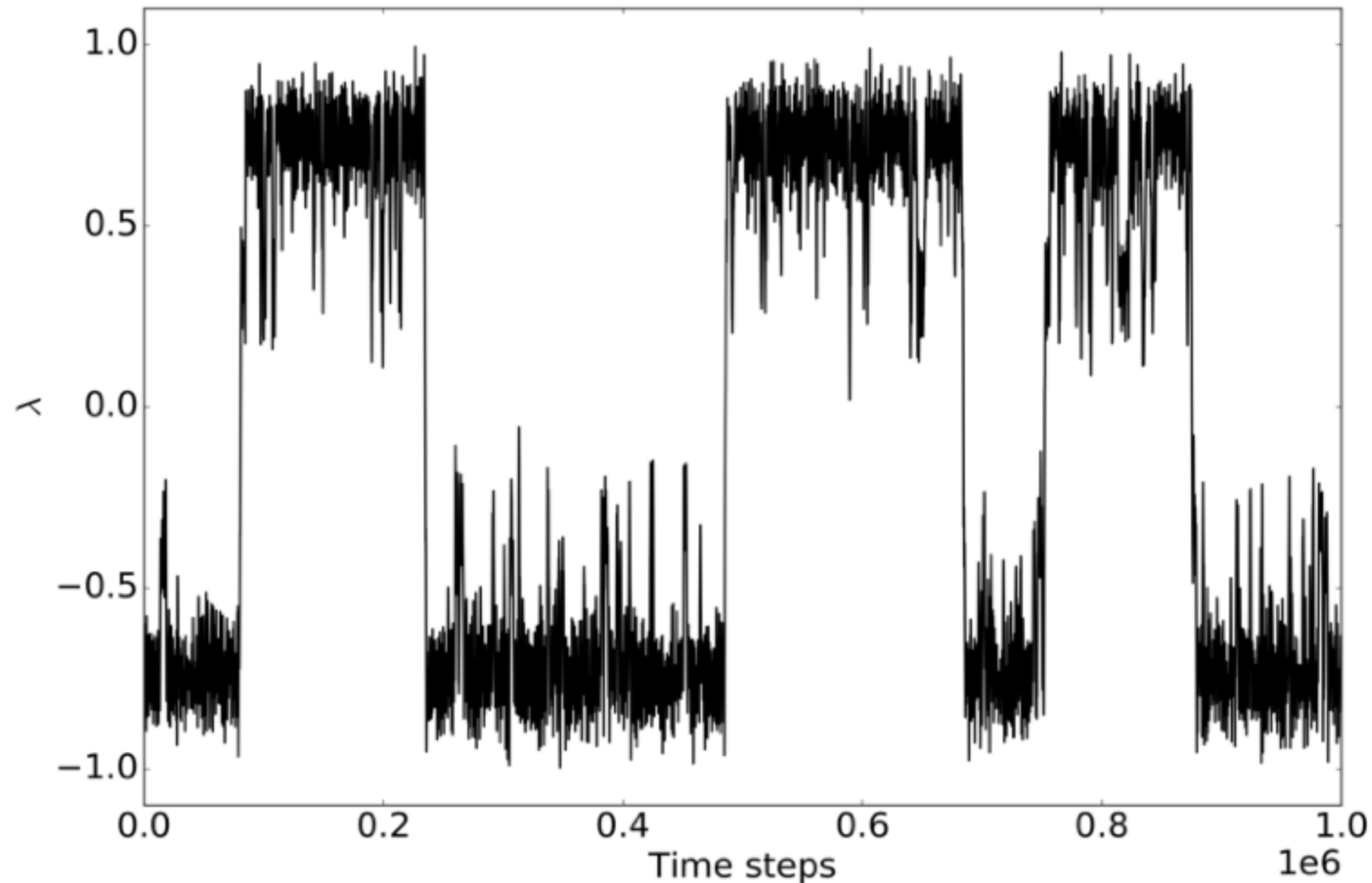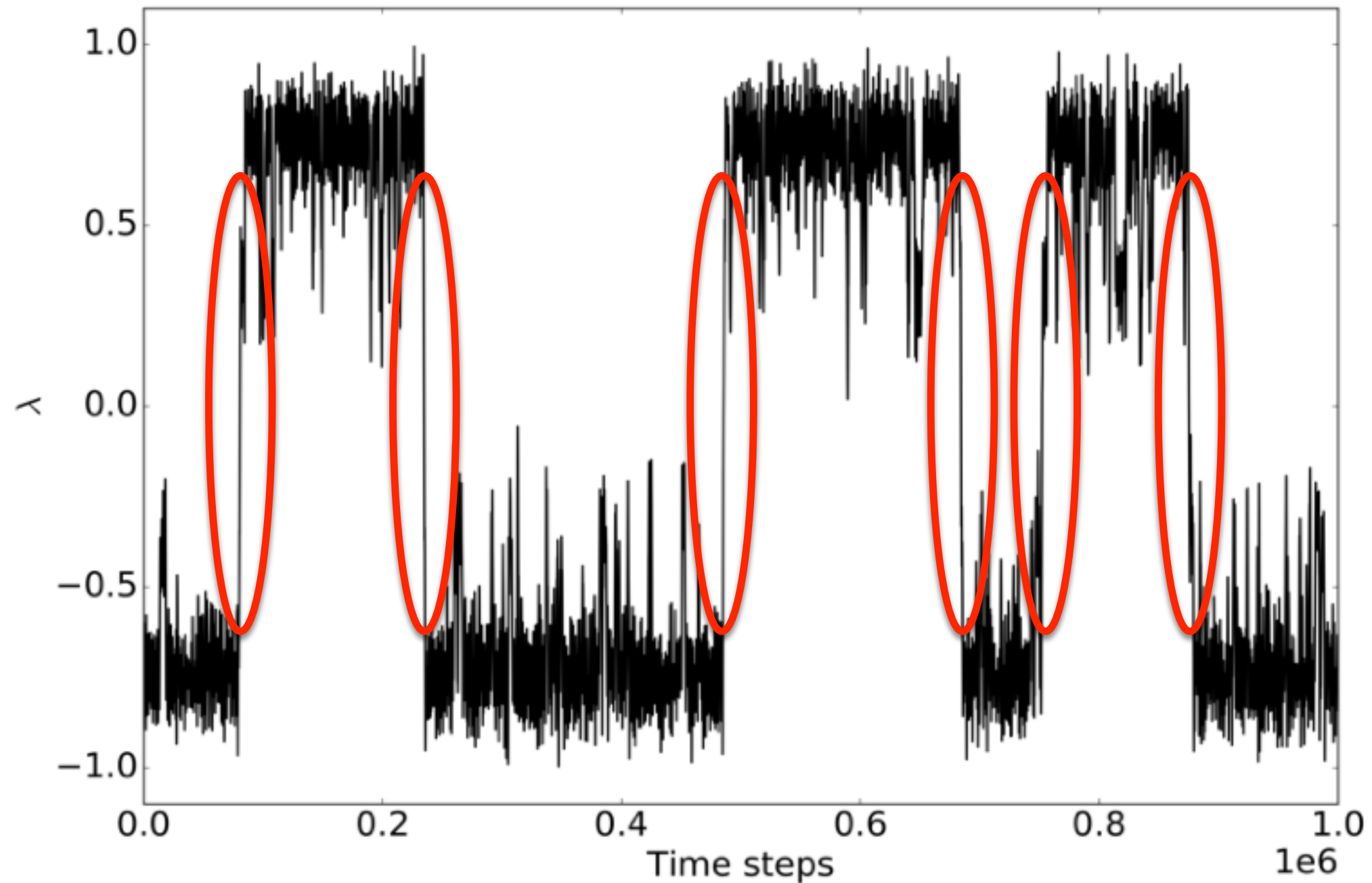# How to handle rare events?

How can we get lots of transitions, without
spending time in between?

Path sampling

Focus on the transition regions