



1. Shooting for replica 1 ( $s_1$ )

2. Shooting for replica 2 (s2)

3. Shooting for replica 3 (s3)

4. ReplicaExchange 12 (X12)



















waiting time

no de









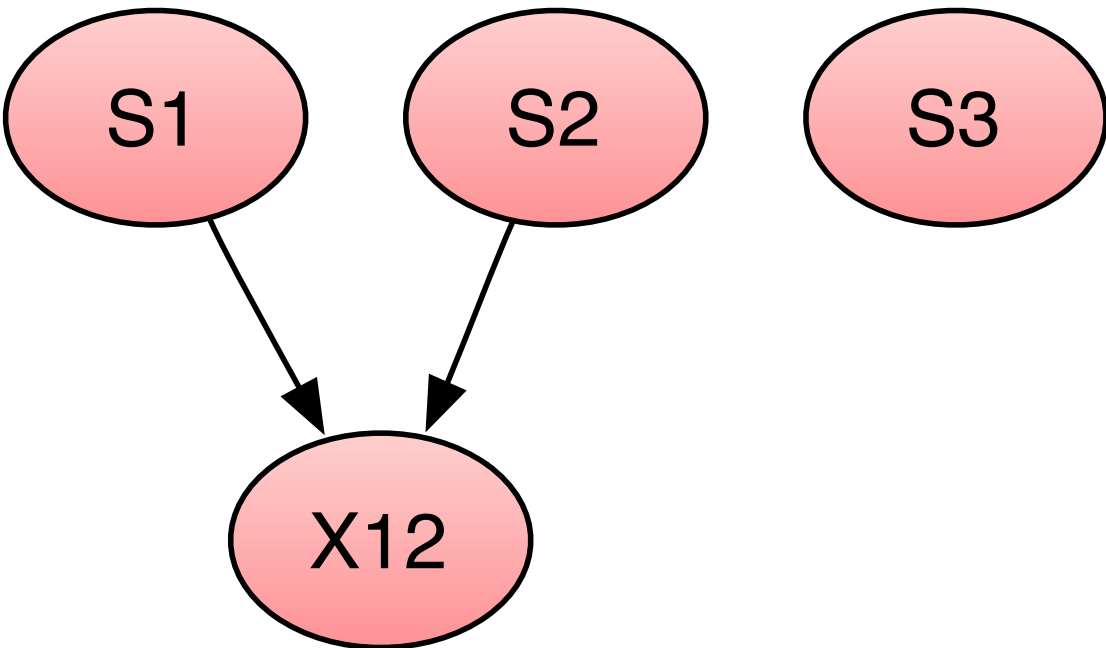
How to parallelize RETIS?

- How long will trajectories be?

Not idea until they run! Make

board and making hard.

- How to avoid wasted cycles?





**Moves:  $s_1, s_2, s_3, x_{12}, x_{23}, s_3, x_{23}, s_1$**