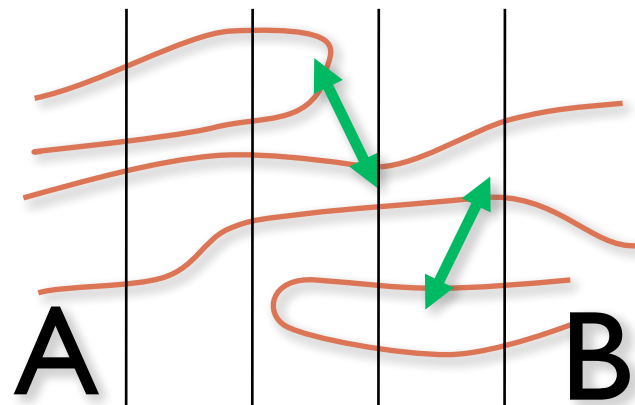
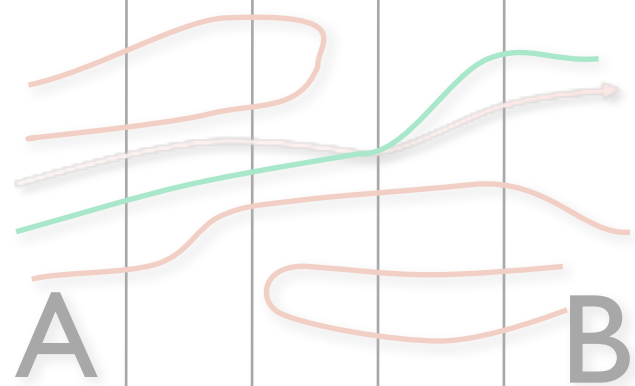


# PathMovers



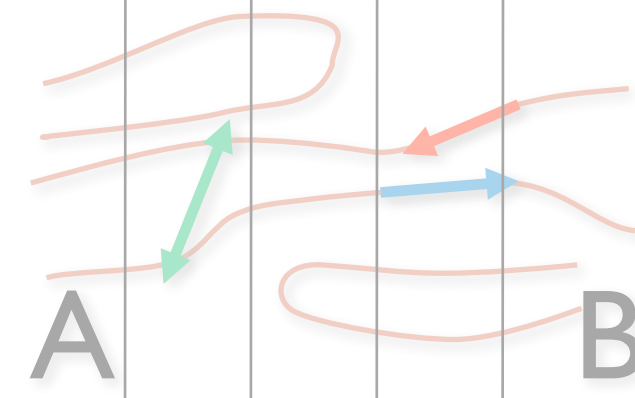
Replica  
Exchange



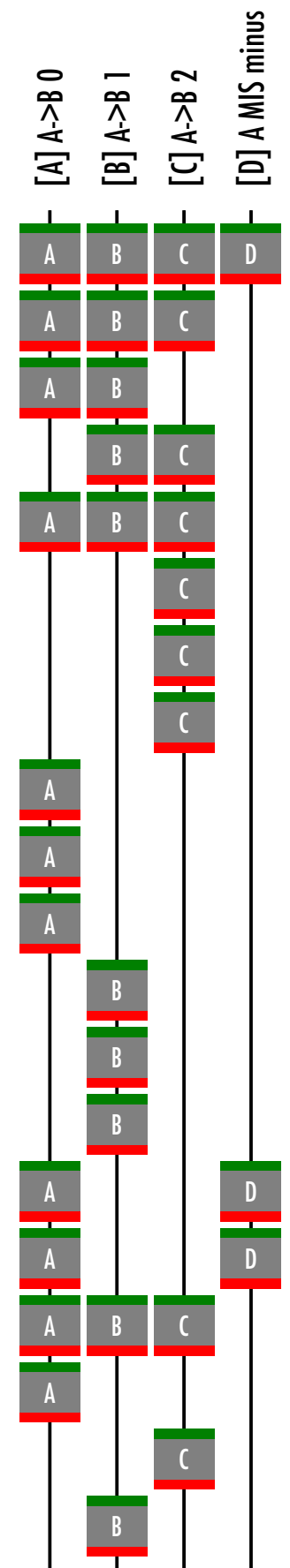
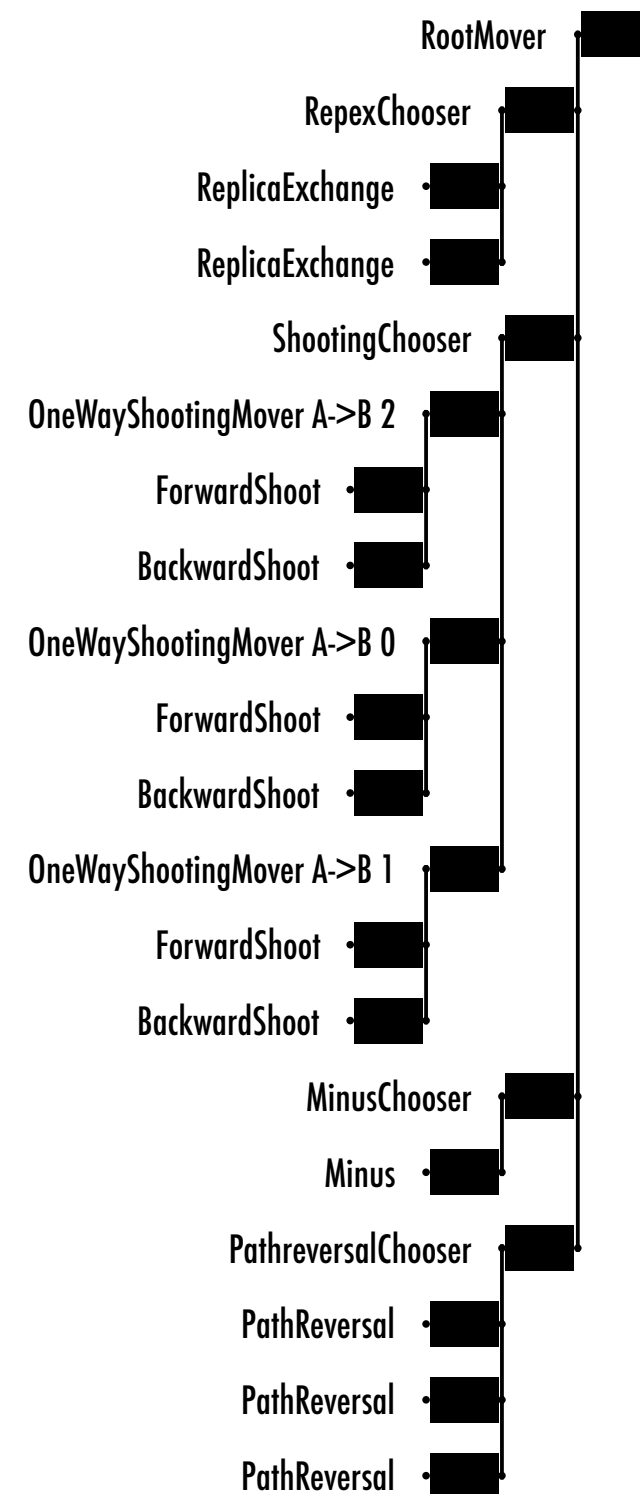
Shooting



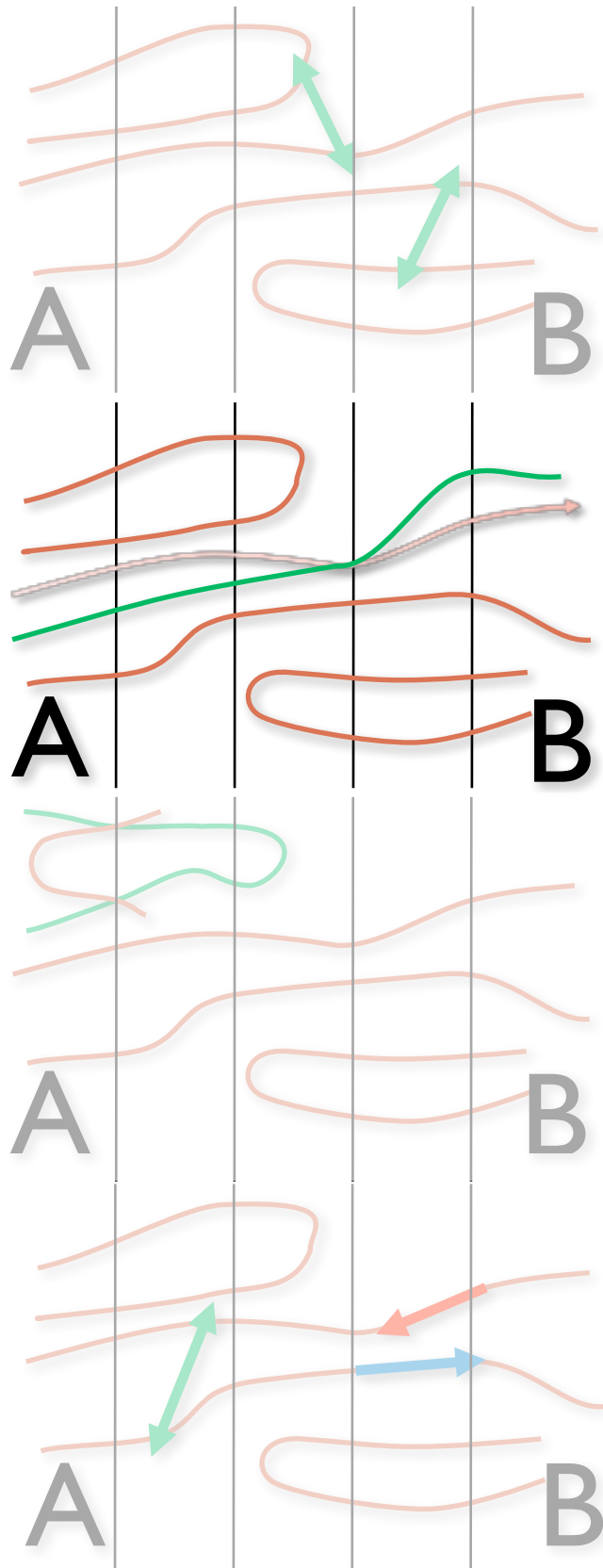
Minus



Path  
Reversal



# PathMovers



# Replica Exchange

# Shooting

# Minus

# Path Reversal

