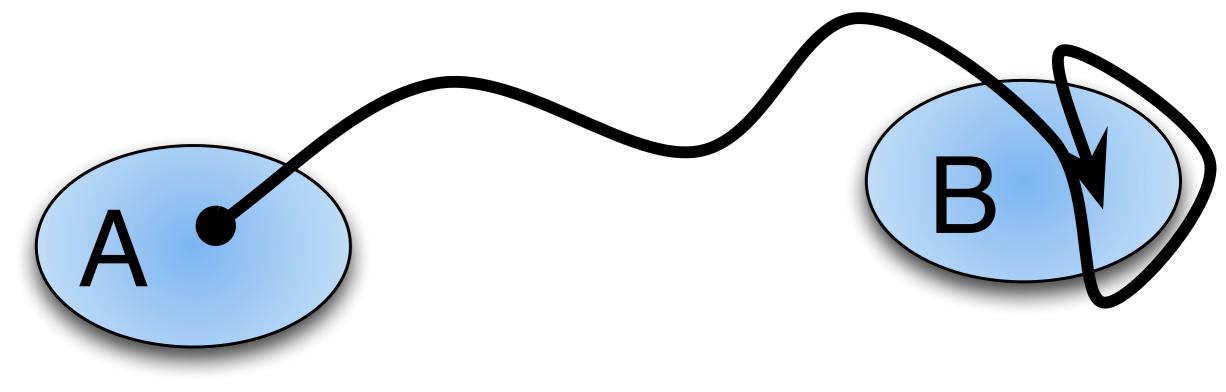
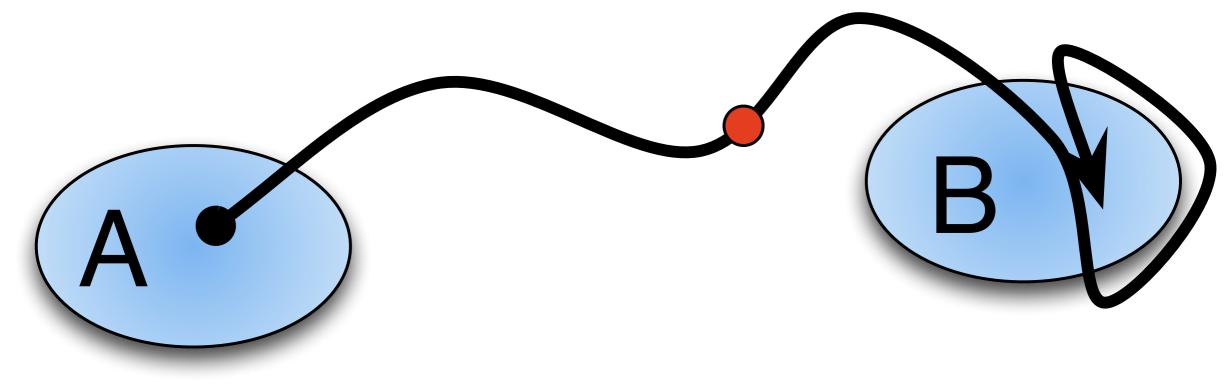
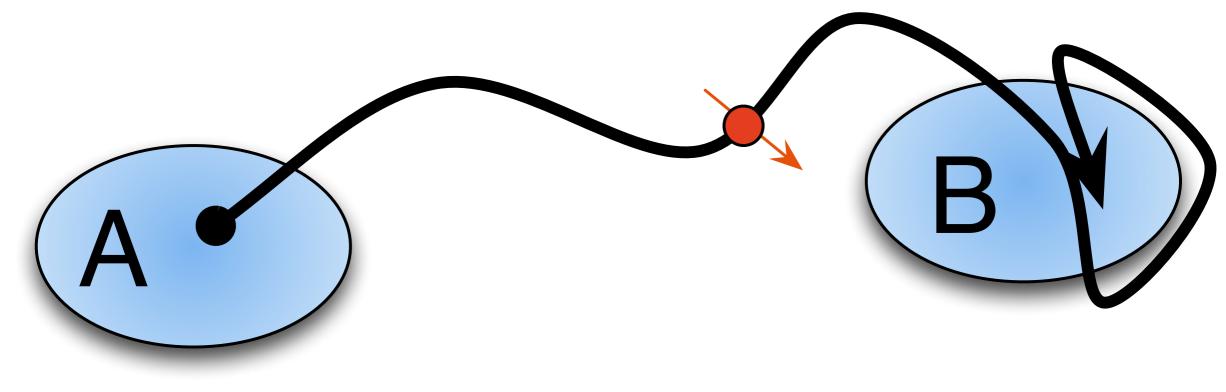
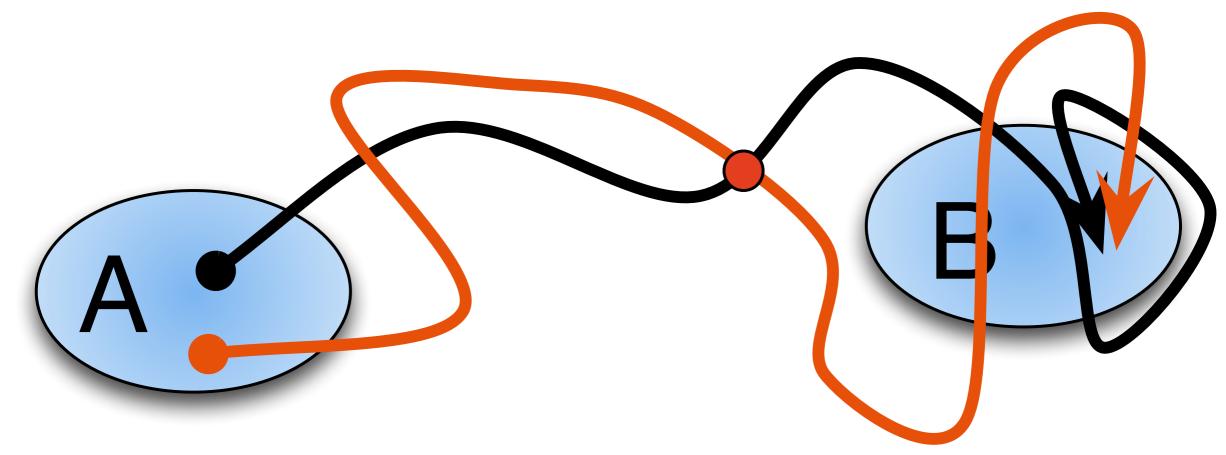
The Shooting Algorithm

What Monte Carlo move can we use to generate new paths?









1. Select a point to "shoot" from (frame τ)

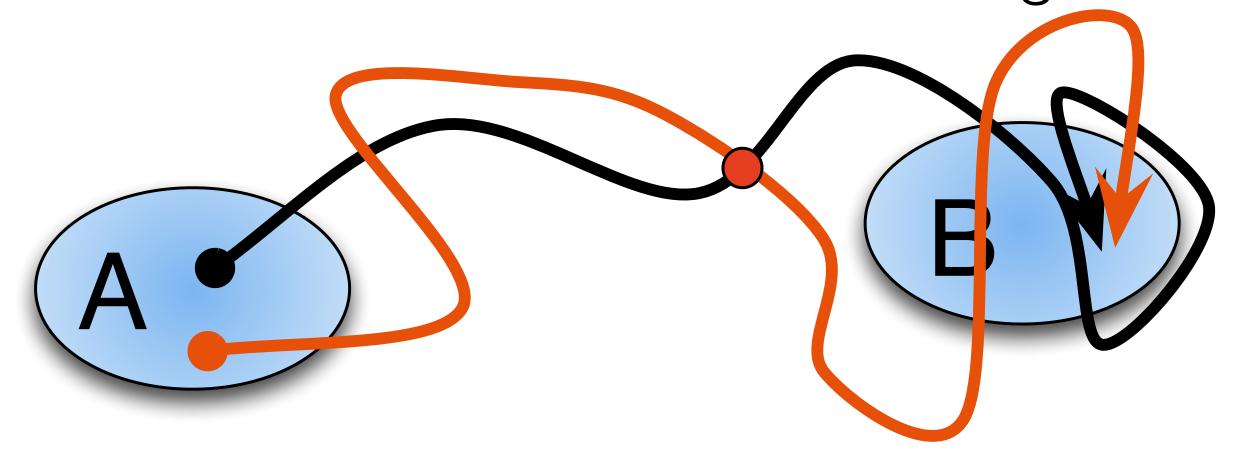
2. Modify the velocities at that point

3. Run forward (from τ to L) and backward (from τ to 0)

This gives us a statistically valid sampling of trajectories!

The Shooting Algorithm

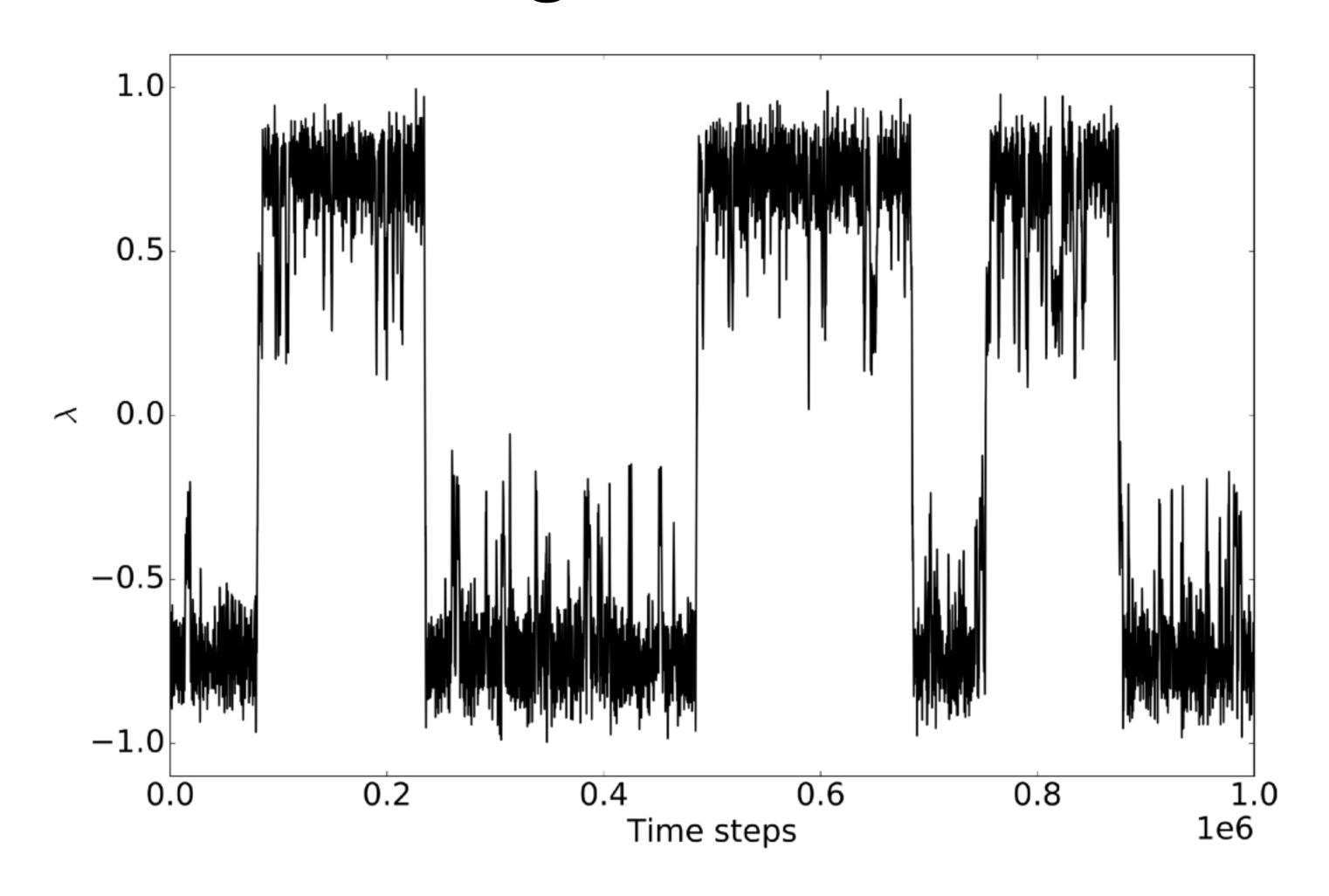
What Monte Carlo move can we use to generate new paths?



- 1. Select a point to "shoot" from (frame τ)
- 2. Modify the velocities at that point
- 3. Run forward (from τ to L) and backward (from τ to 0)

This gives us a statistically valid sampling of trajectories!

Calculating the rate with TIS



Successive crossing probabilities: multiply a number ~0.1 a bunch of times to get a very small probability