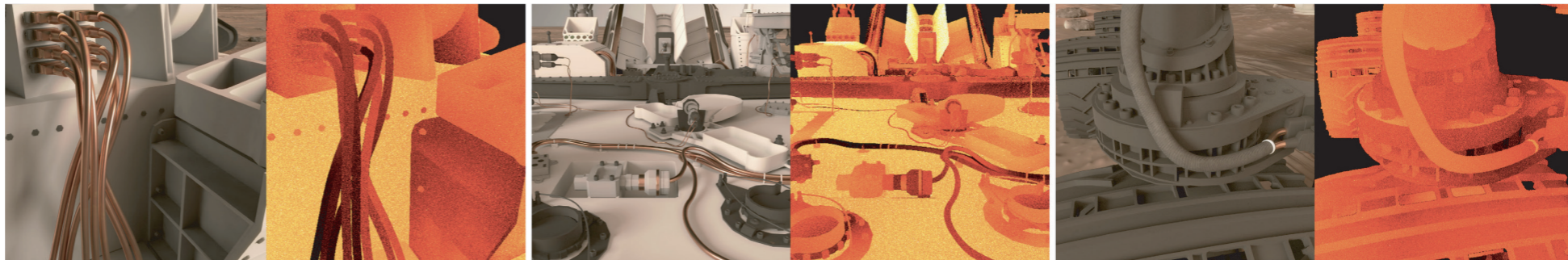
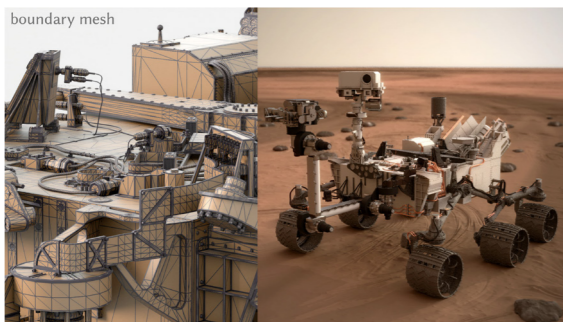




Walkin' Robin: Walk on stars with Robin Boundary conditions

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*, † denotes equal contribution



$$\begin{aligned} \Delta u &= 0 && \text{on } \Omega \\ u &= g && \text{on } \partial\Omega_D \\ \frac{\partial u}{\partial n} - \mu u &= 0 && \text{on } \partial\Omega_R \end{aligned}$$

generalized mean value integral

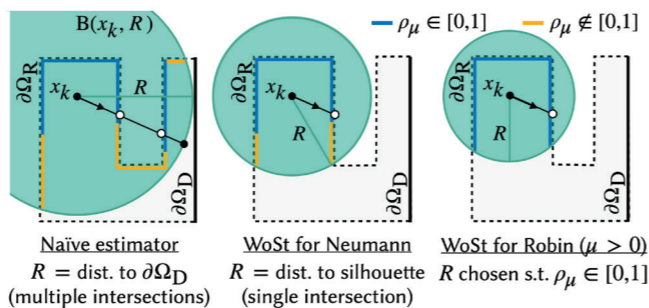
$$u(x) = \int_{\partial S_r(x)} \rho_\mu(x, y) P(x, y) u(y)$$

reflectance $\rho_\mu(x, y)$ Poisson kernel for a ball

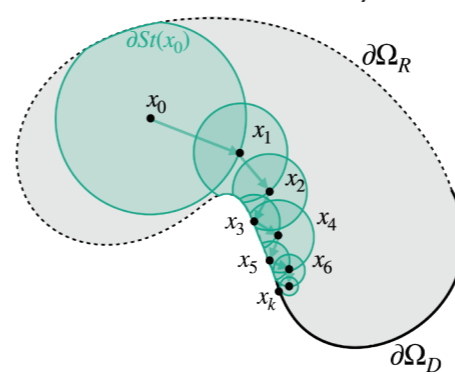
recursively estimate until walk reaches Dirichlet boundary

$$\hat{u}(x) = \begin{cases} g(\bar{x}), & x \in \partial\Omega_D \\ \rho_\mu(x, y) \hat{u}(y), & \text{otherwise} \\ y \sim |P(x, y)| \end{cases}$$

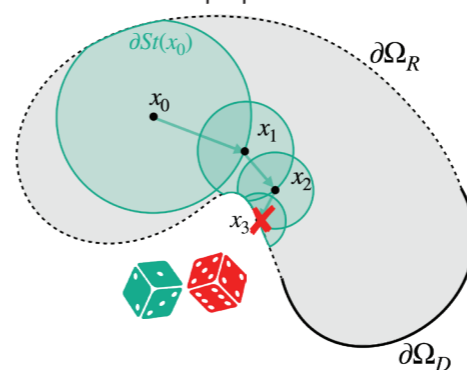
at each step construct star-shaped region w/ **bounded reflectance**



walk on stars with Robin boundary conditions

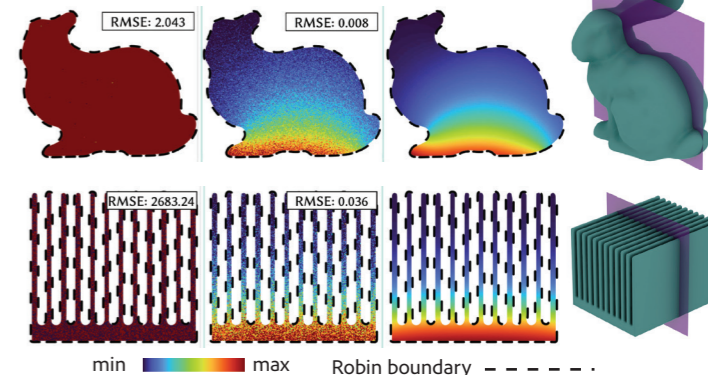


w/ Russian roulette proportional to **reflectance**



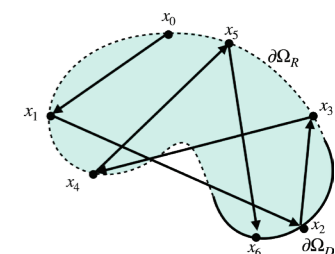
walk on stars is **provably** convergent

walk on boundary [Sugimoto et al. 2023] walk on stars (ours) reference



walk on boundary

Walk on boundary traces rays on the entire domain and has no safeguards to prevent path throughput from **increasing** on each step.



Monte Carlo PDE solvers don't require meshing

