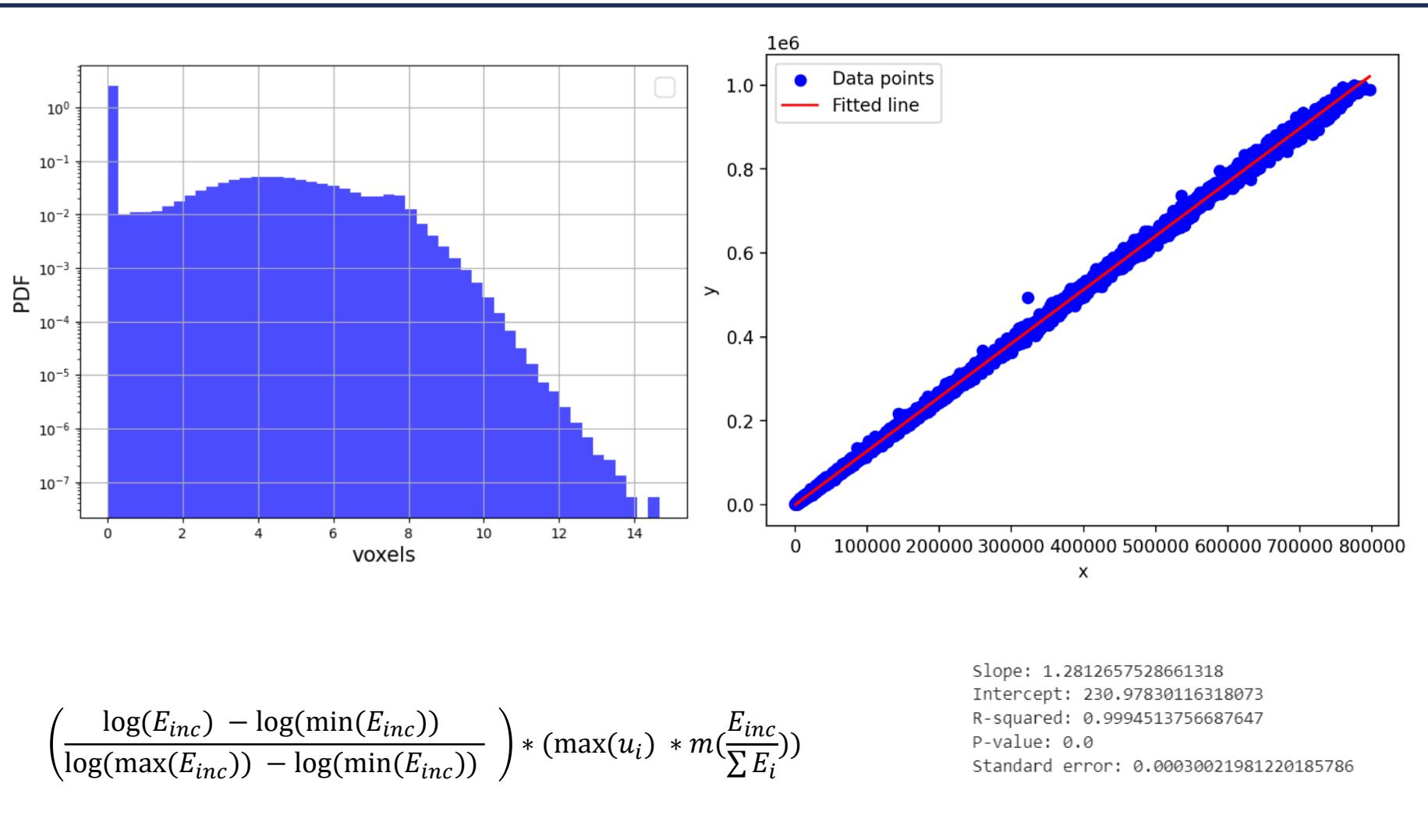
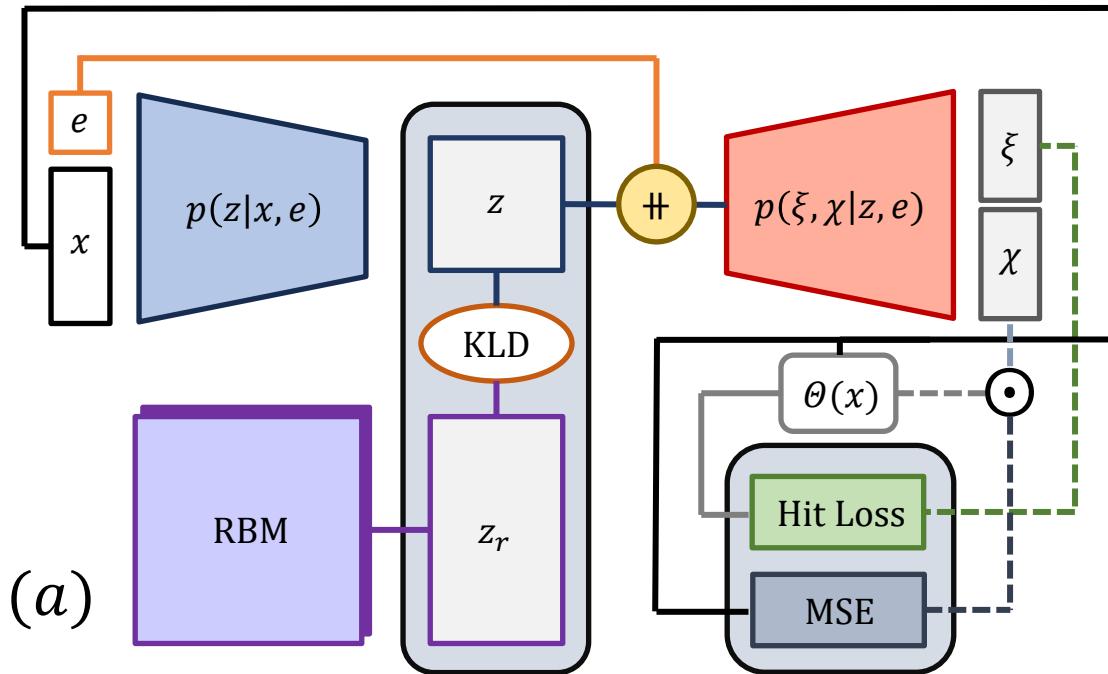


# Incident Energy Mapping



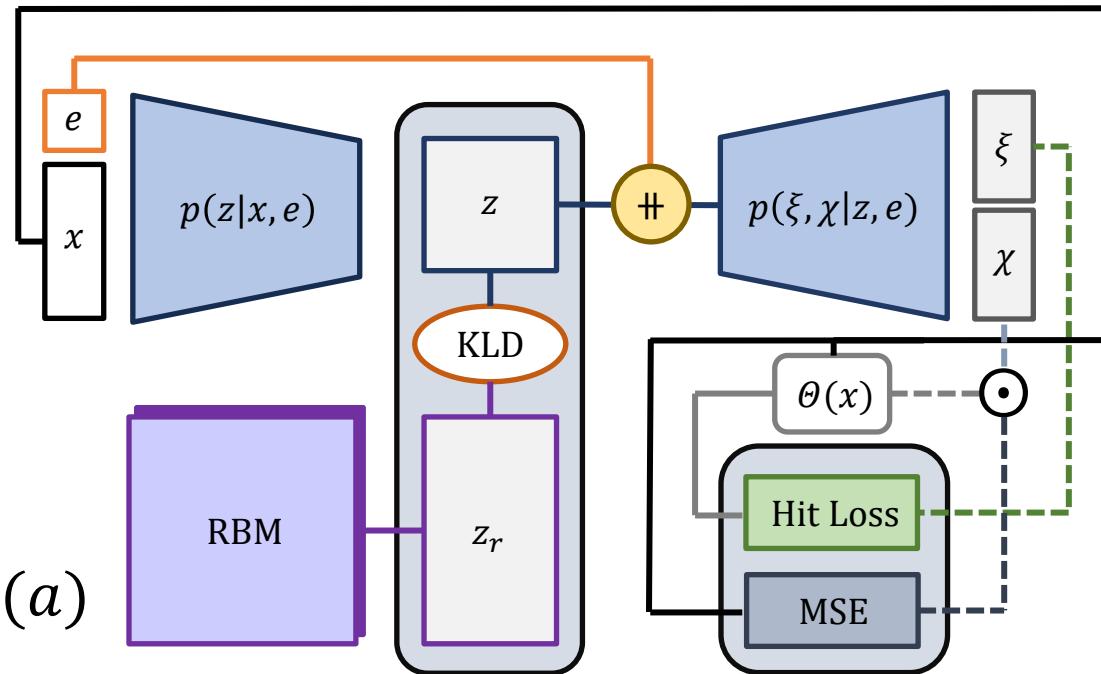
# Model Architecture Flowchart Diagrams



(a)

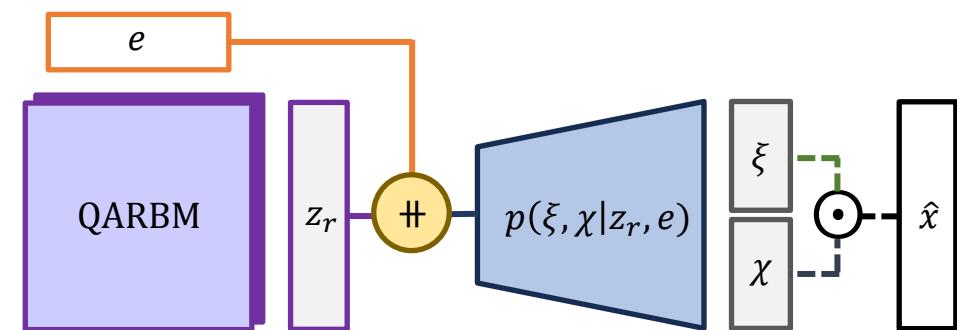
a) Model Overview Flowchart

b) QA-RBM Generation Flowchart



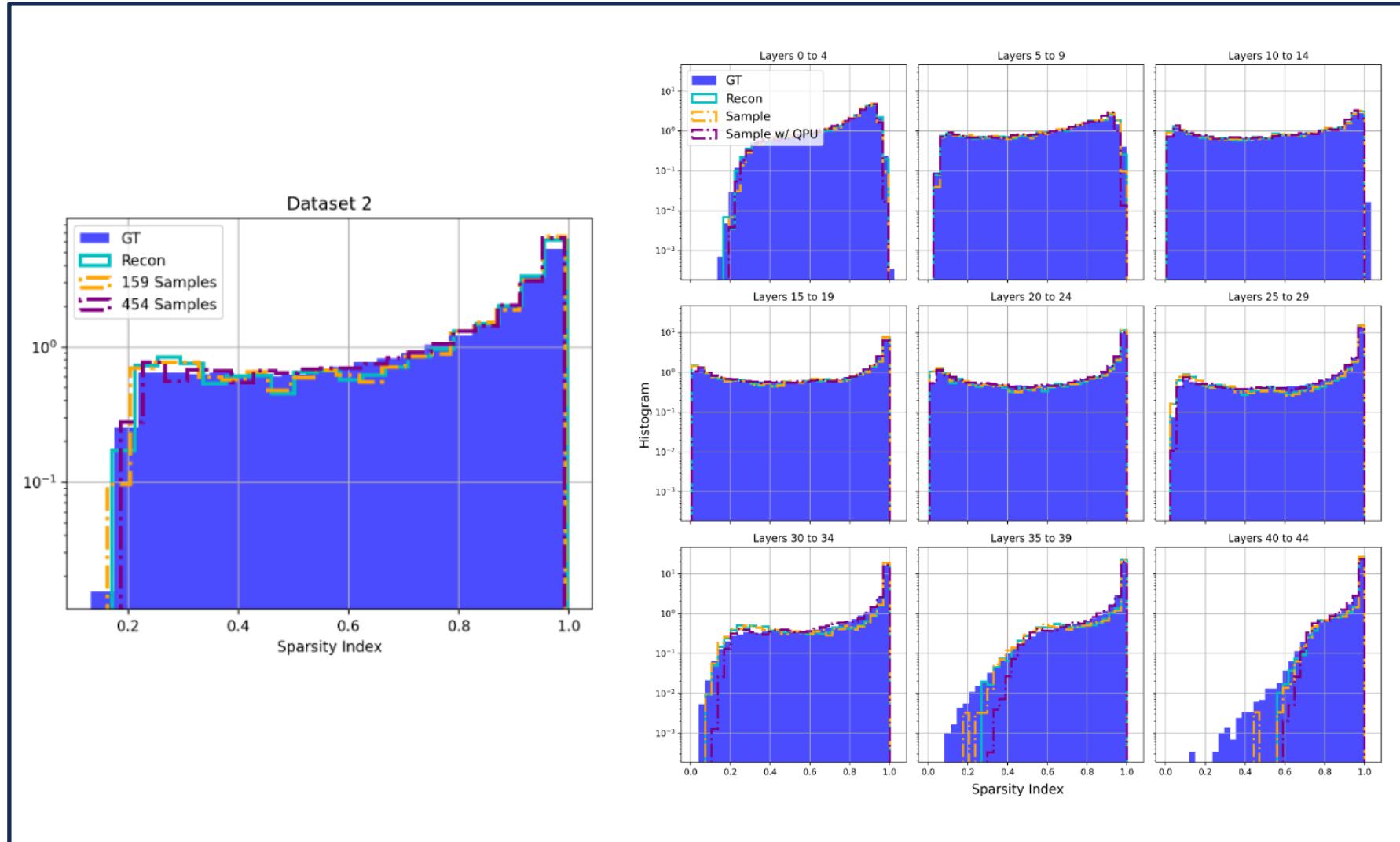
(a)

(b)

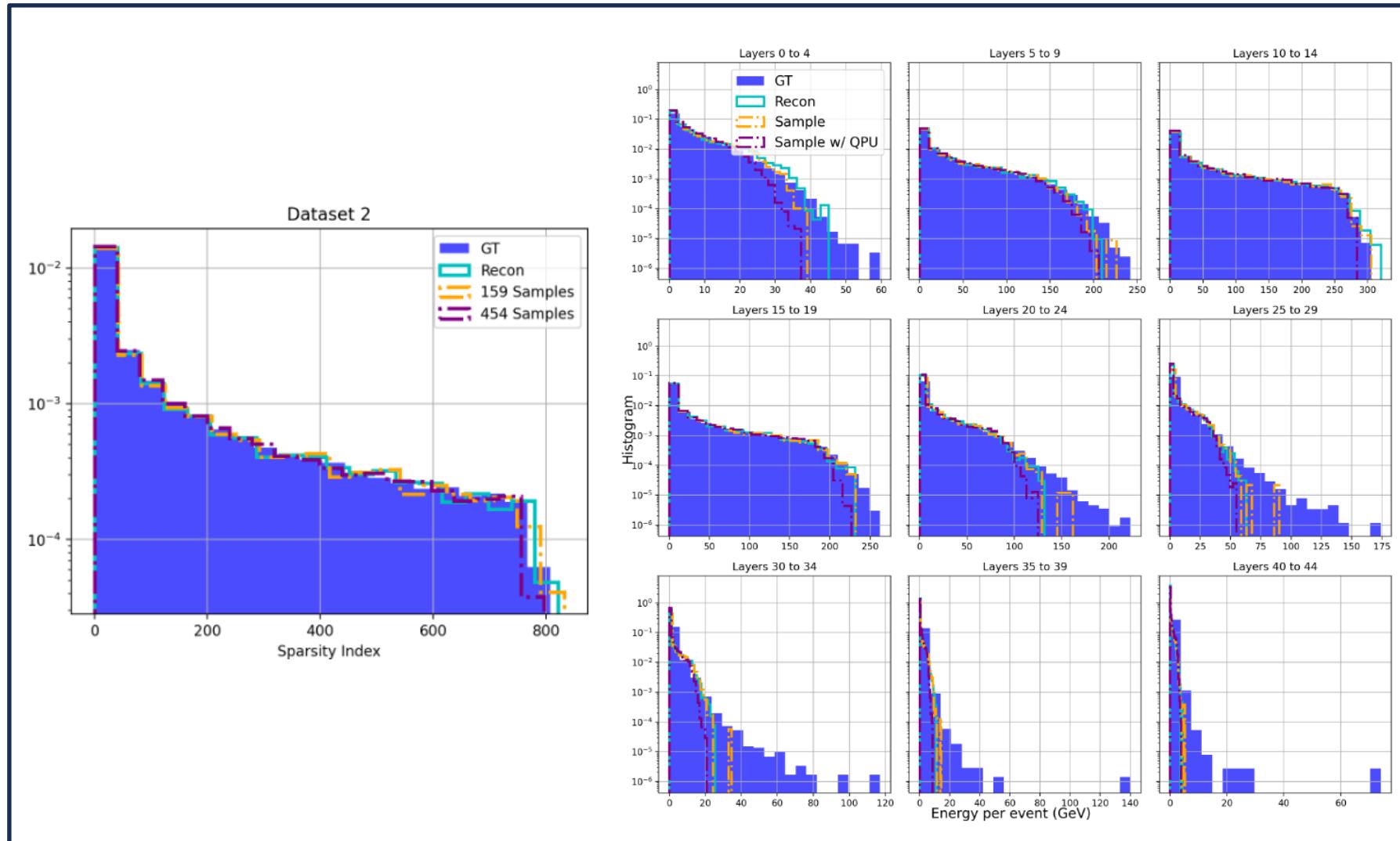


# Sparsity Index Histograms – Model 166 (Sample)

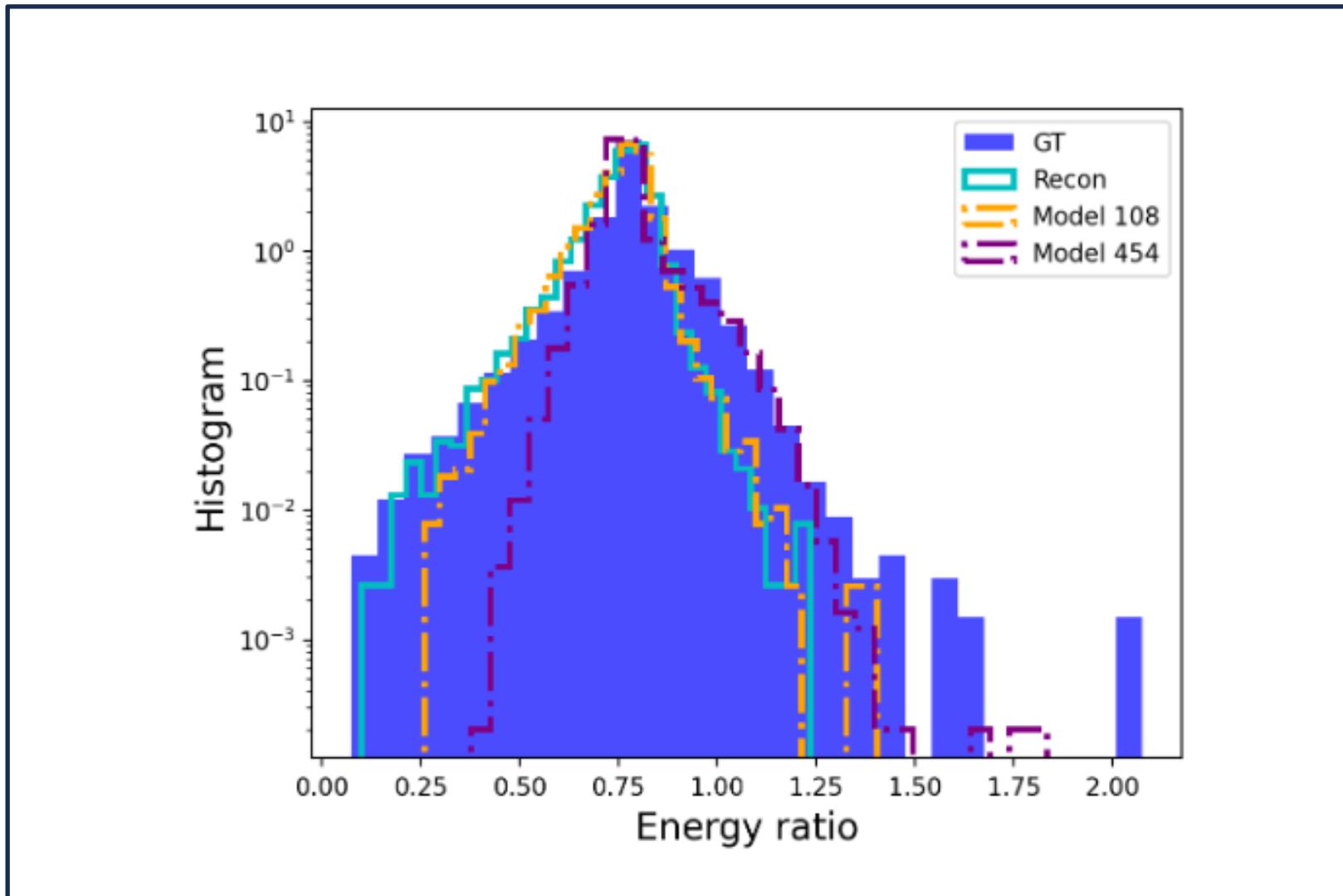
denim-smoke-166 9 sub decoders on 0.005 on Zephyr Topology



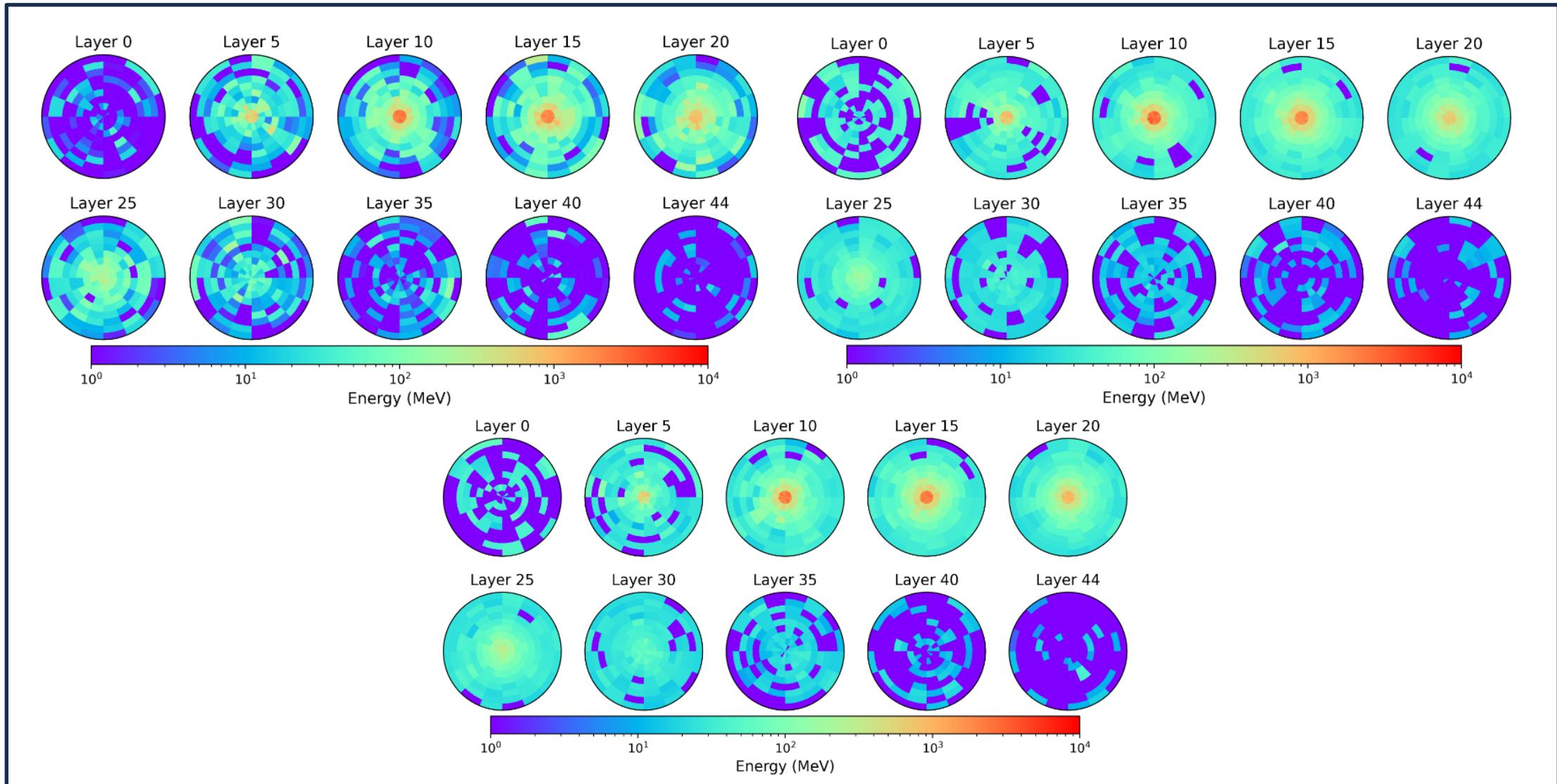
# Energy Histograms – Model 166 (Sample)



## Energy Ratio – Model 166 (Sample)

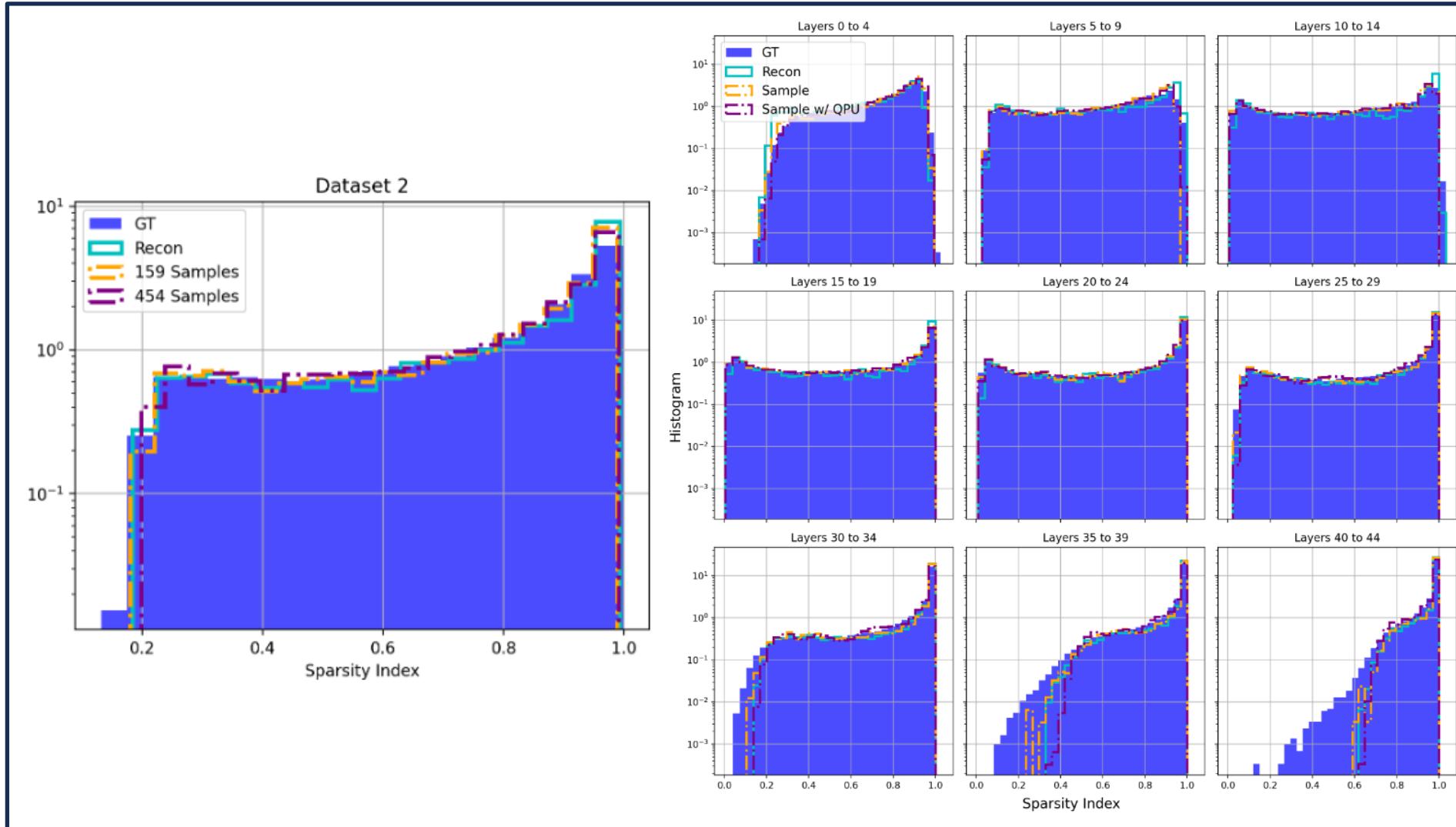


# Model 166 Energy Layers

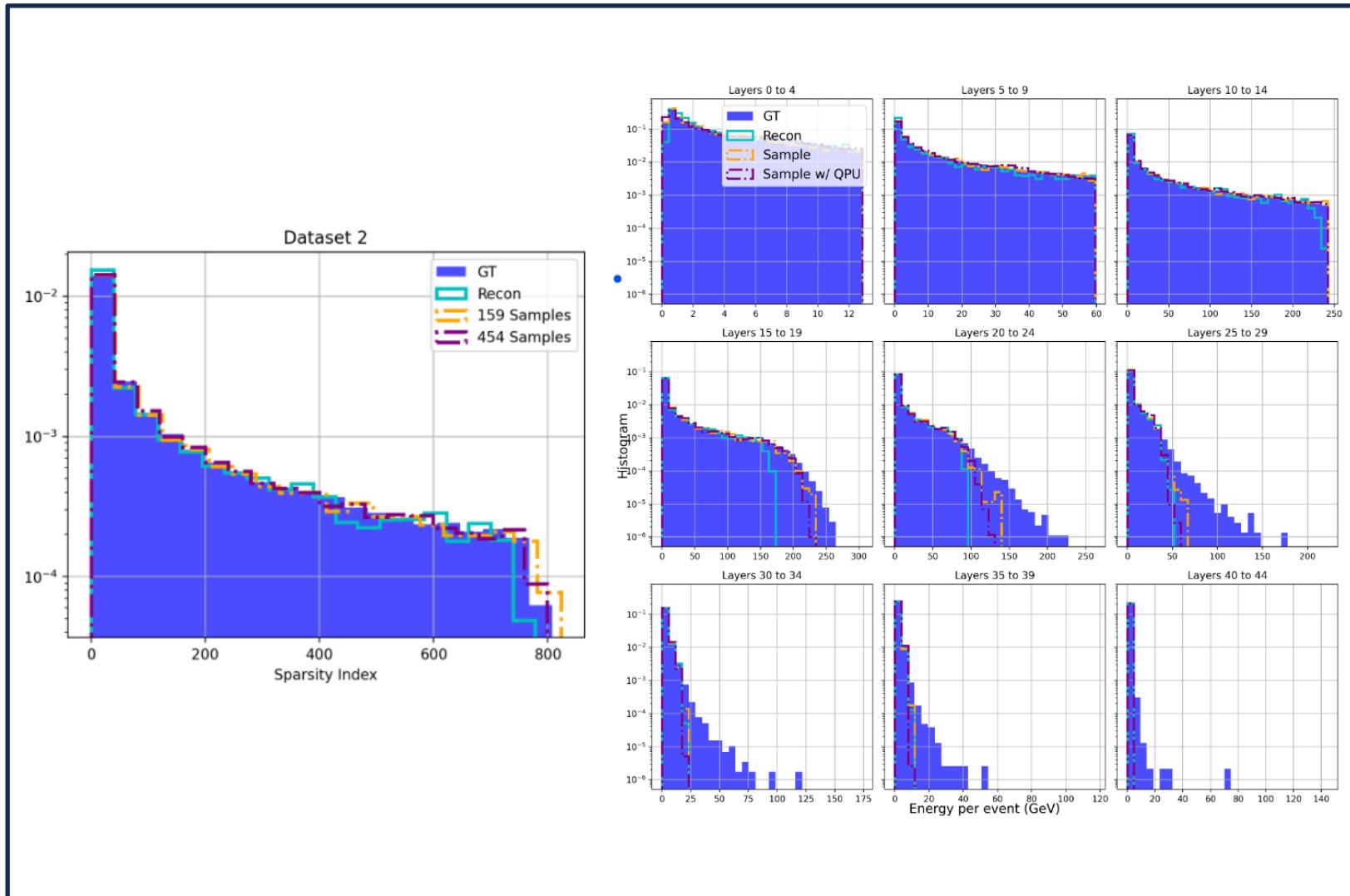


# Sparsity Index Histograms – Model 178 (Sample)

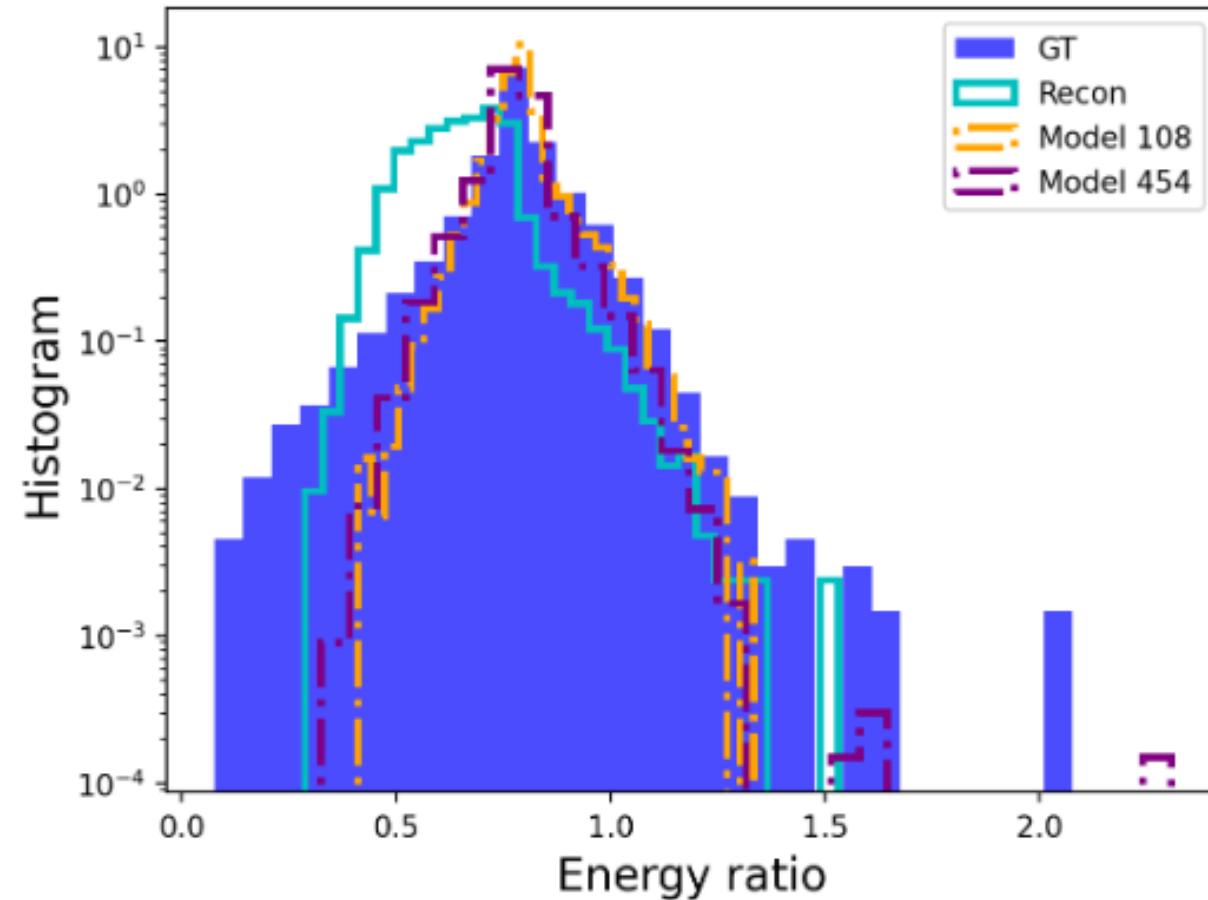
smooth-water-178 [25,5,5,5,5 heavy-sided sub decoders on 0.005 on Zephyr Topology]



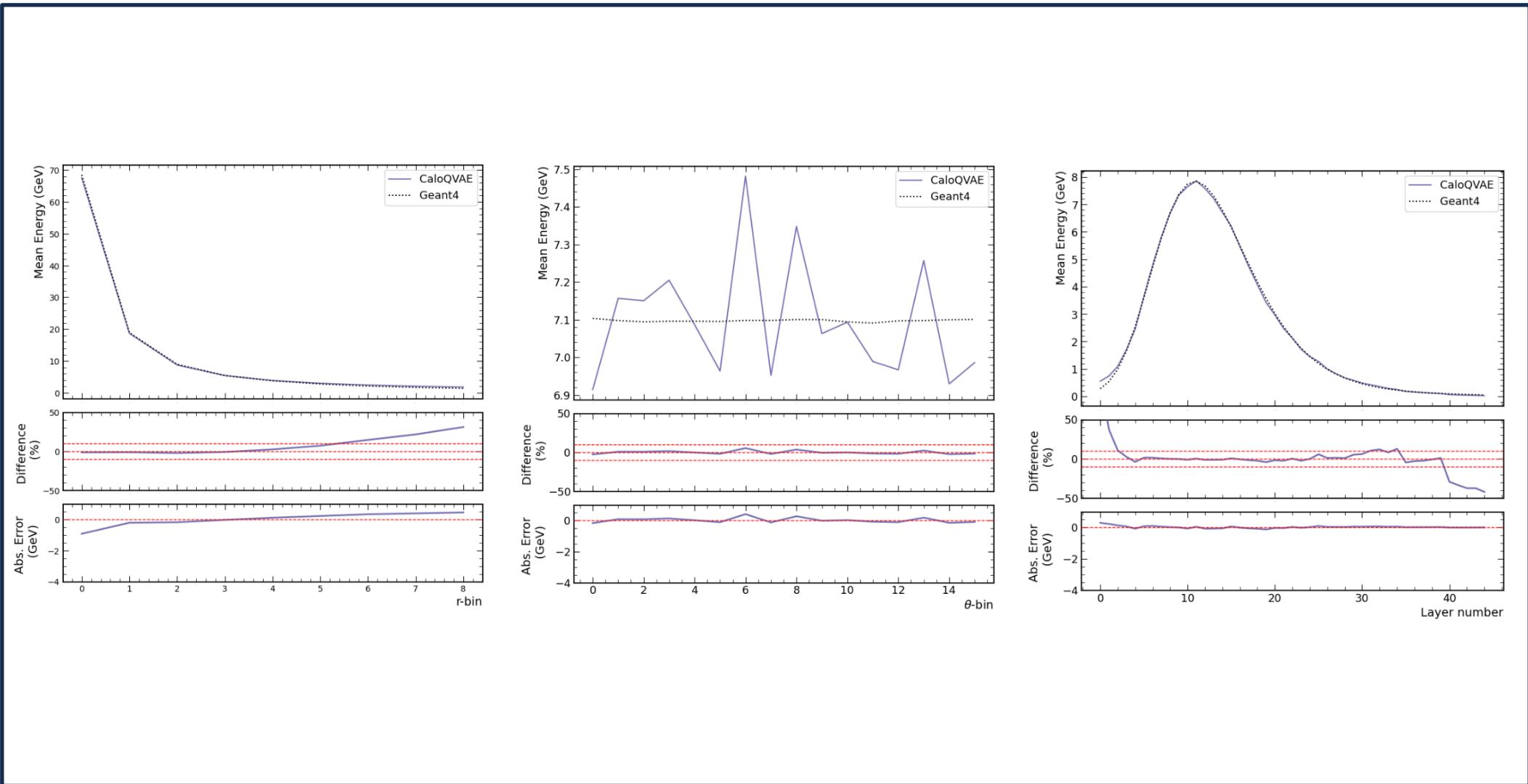
# Sparsity Index Histograms – Model 178 (Sample)



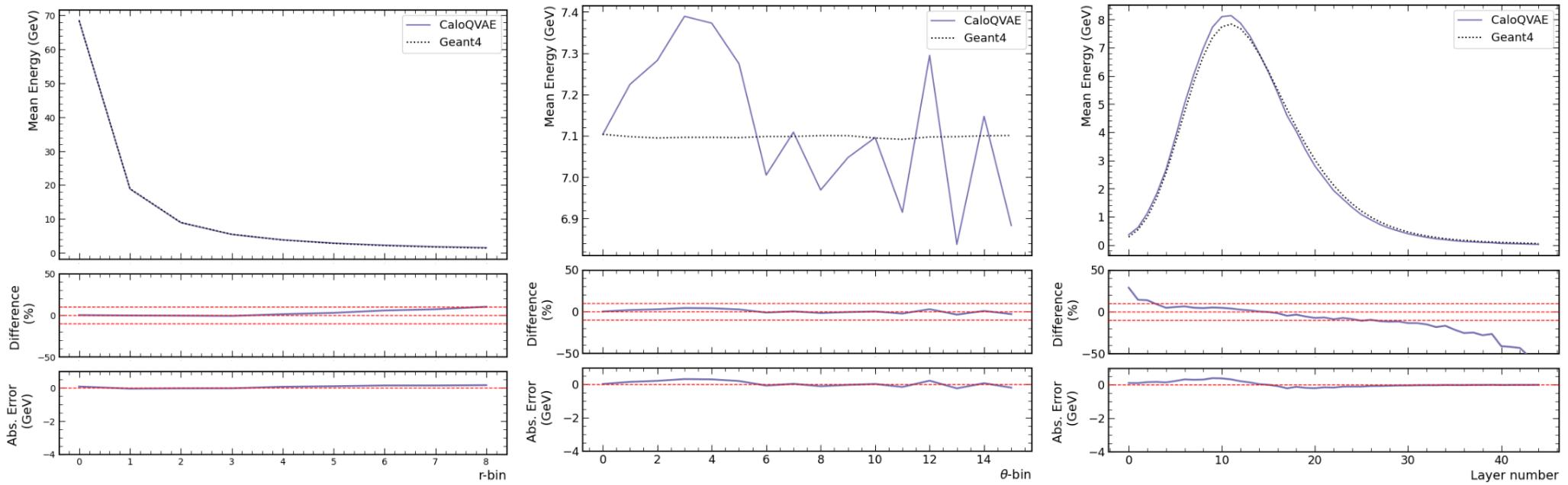
## Energy Histograms – Model 178 (Sample)



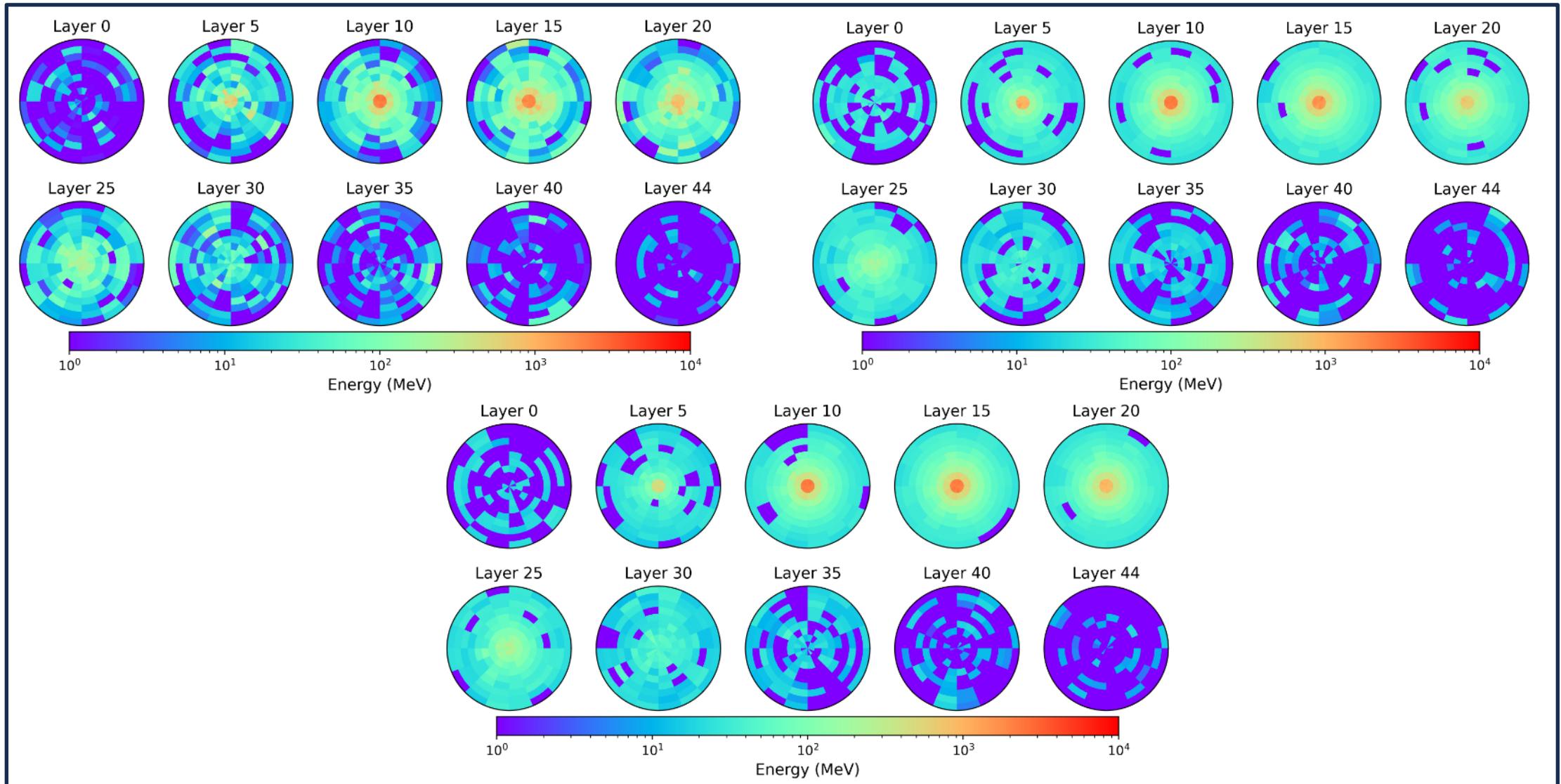
# Mean Energy Plots – Model 166



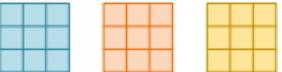
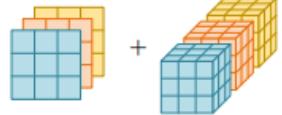
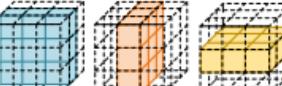
# Mean Energy Plots – Model 178



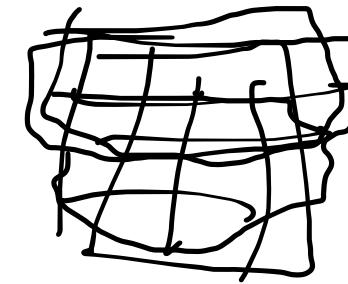
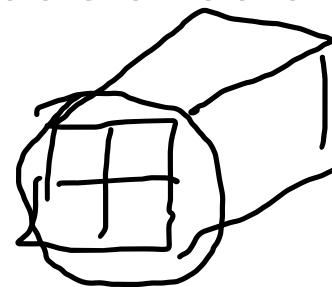
# Model 166 Energy Layers



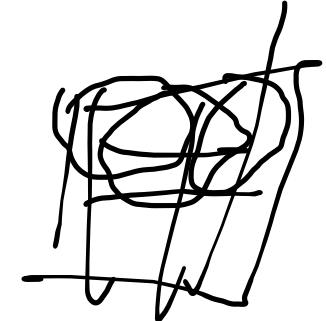
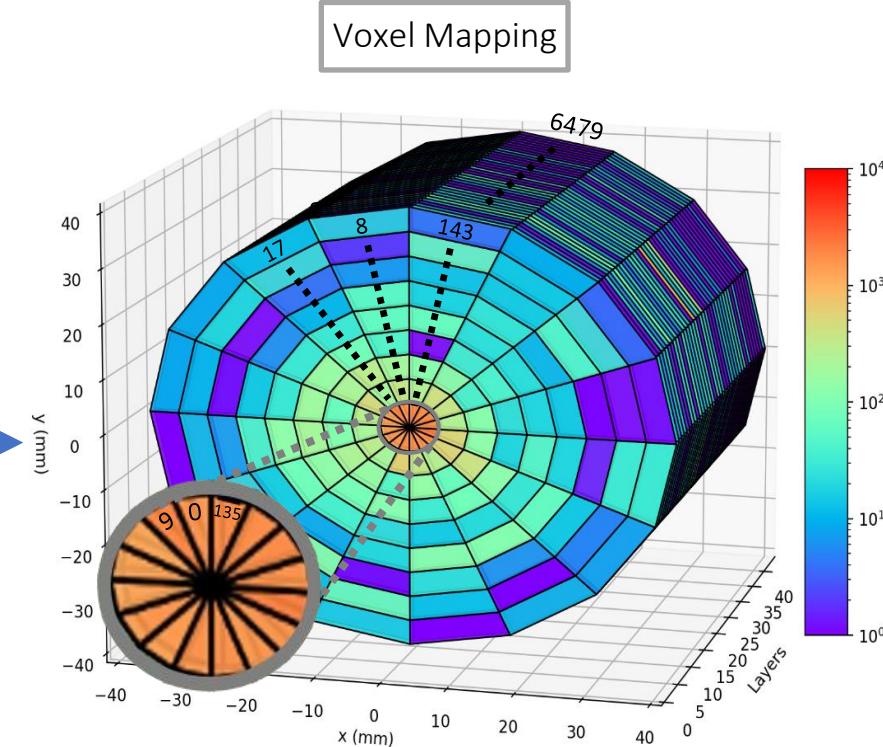
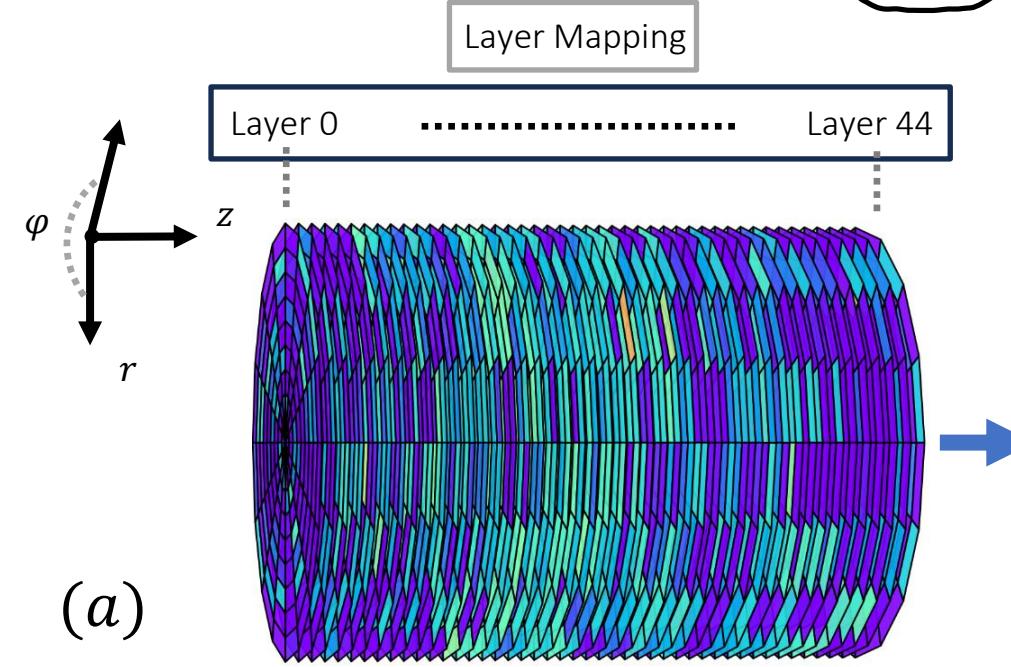
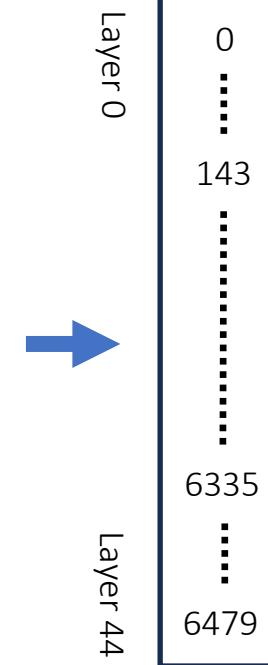
# Implementation of 3D Convolutions!!

	Pros	Cons
2D Convolutions 	2D pretrained weights on large 2D datasets	Natively 2D representations
3D Convolutions 	Natively 3D representations	Lack of 3D pretrained weights on large datasets
Hybrid (2D +3D) 	2D + 3D representations	a. 2D representation within 2D parts b. Lack of 3D pretrained weights c. Redundant multi-stage / multi-stream models
ACS Convolutions 	a. Natively 3D representations b. 3D pretrained weights on large 2D datasets c. Converting ANY 2D model into a <b>3D model</b> seamlessly without extra computation costs	

## Diagram Models of Calorimeters

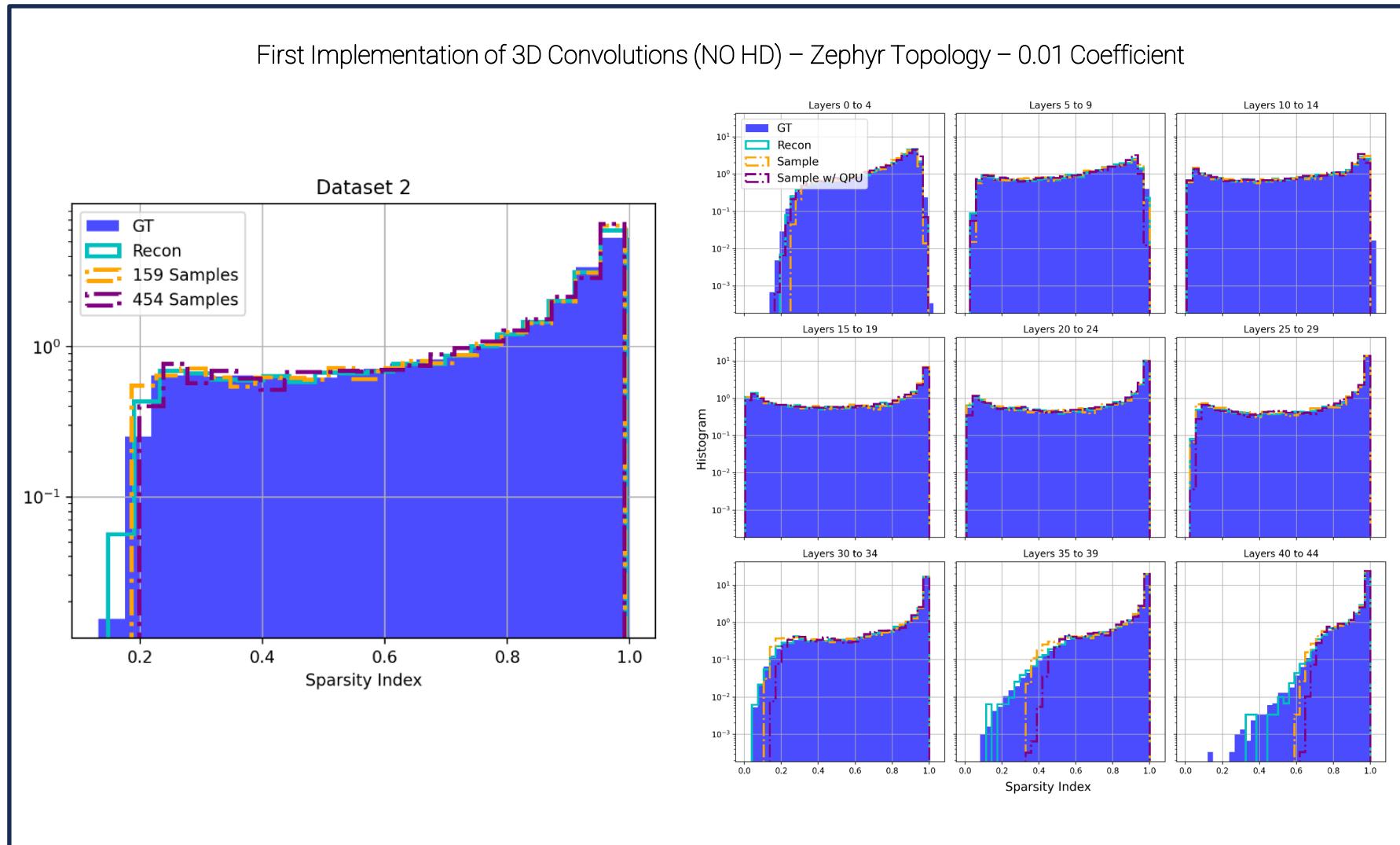


(a)

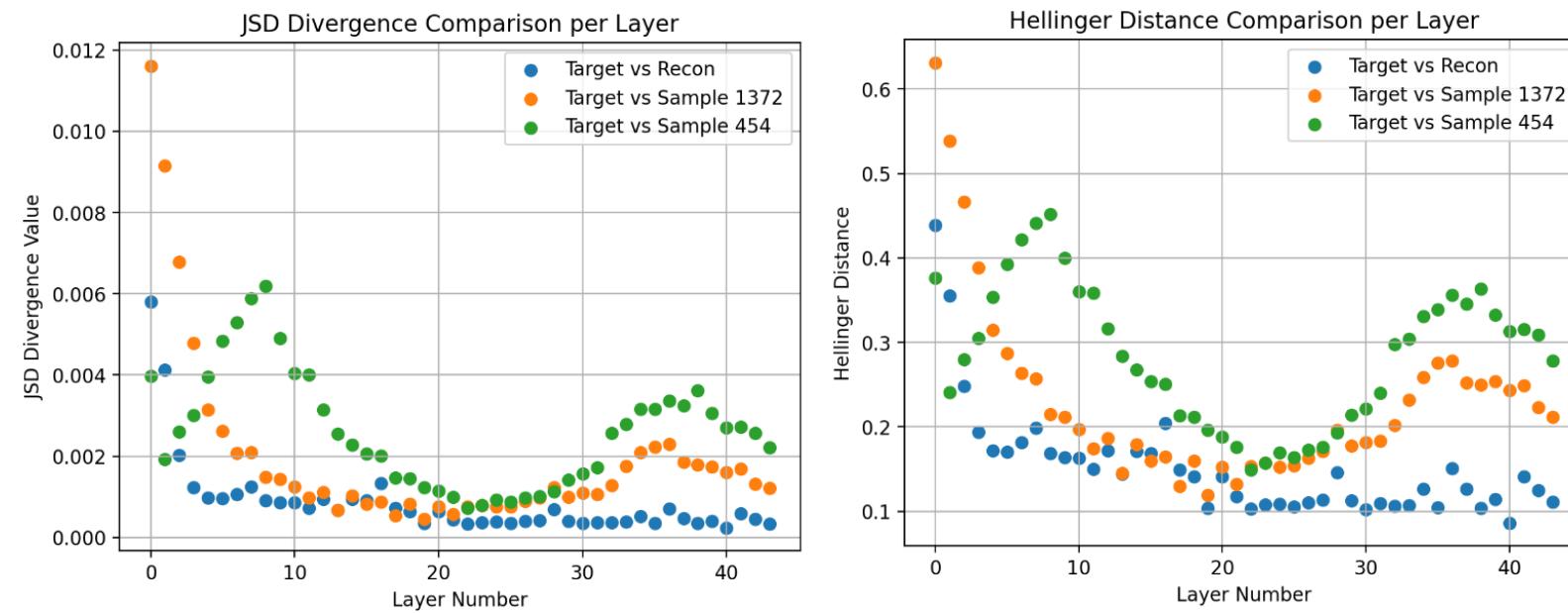
Voxel  
Encoding

Conv2d (45, 64 ( $h, w$ )

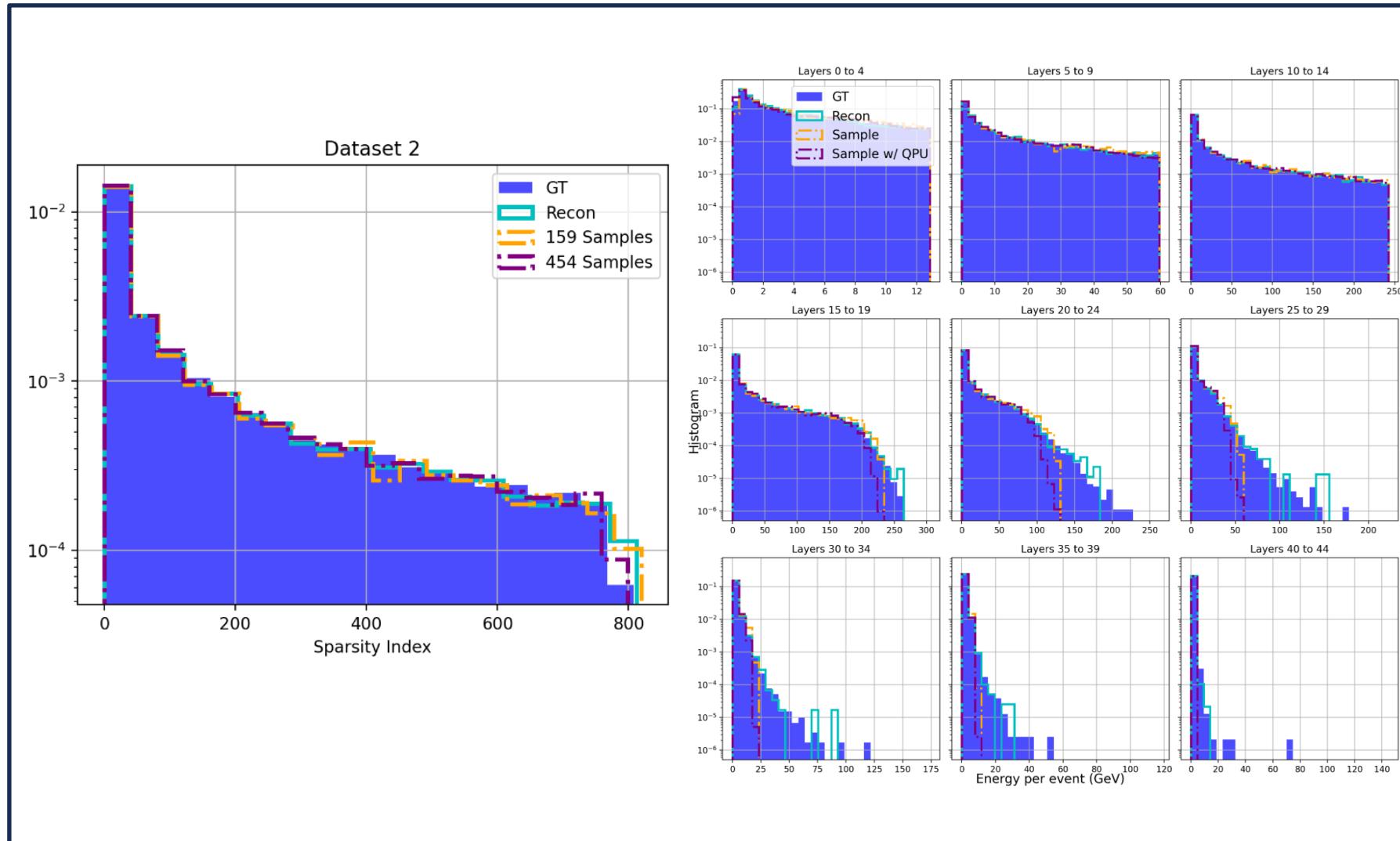
# Sparsity Index Histograms – Model 204 (Sample)



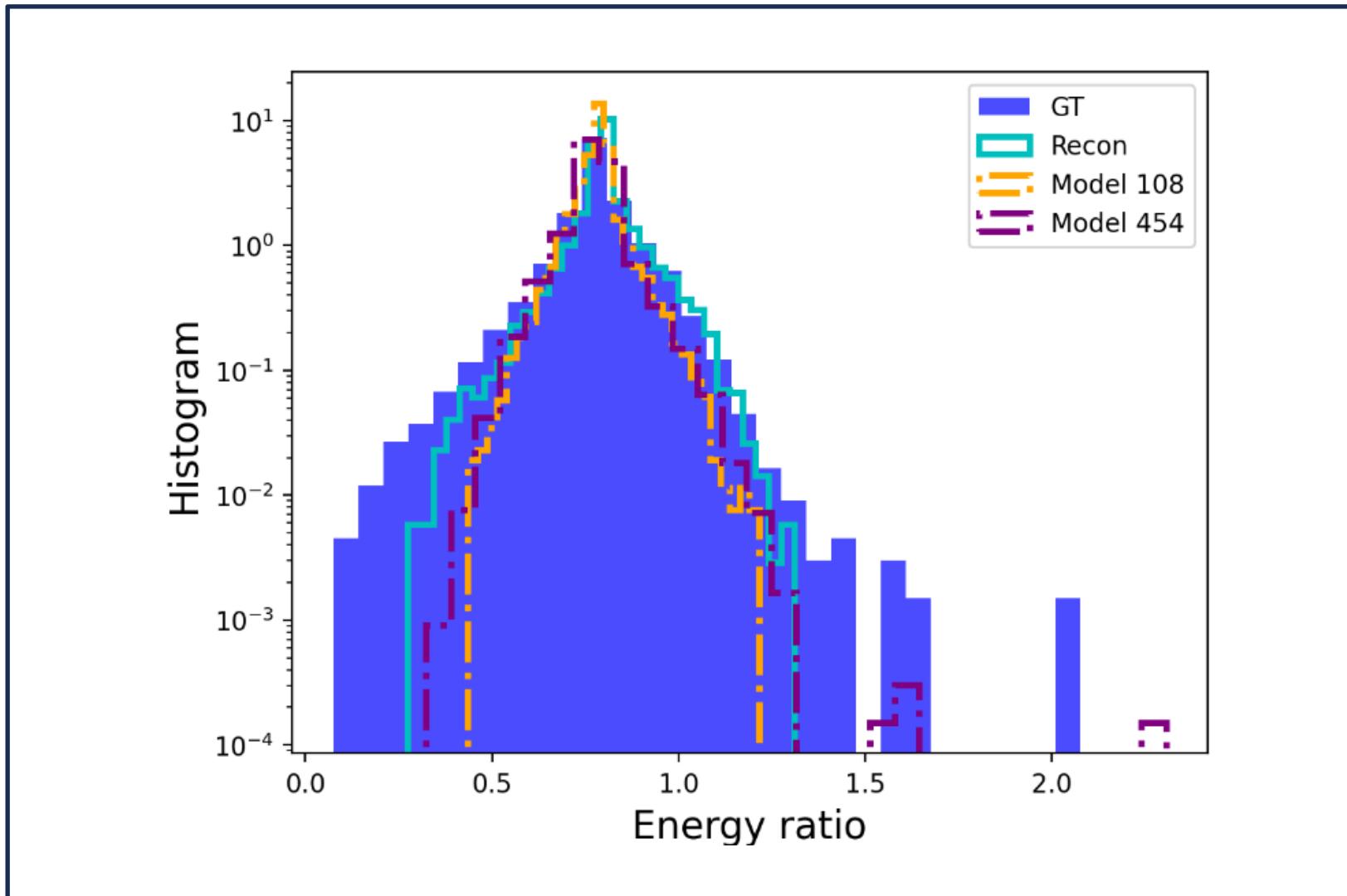
# Energy Histograms – Model 204 (Sample)



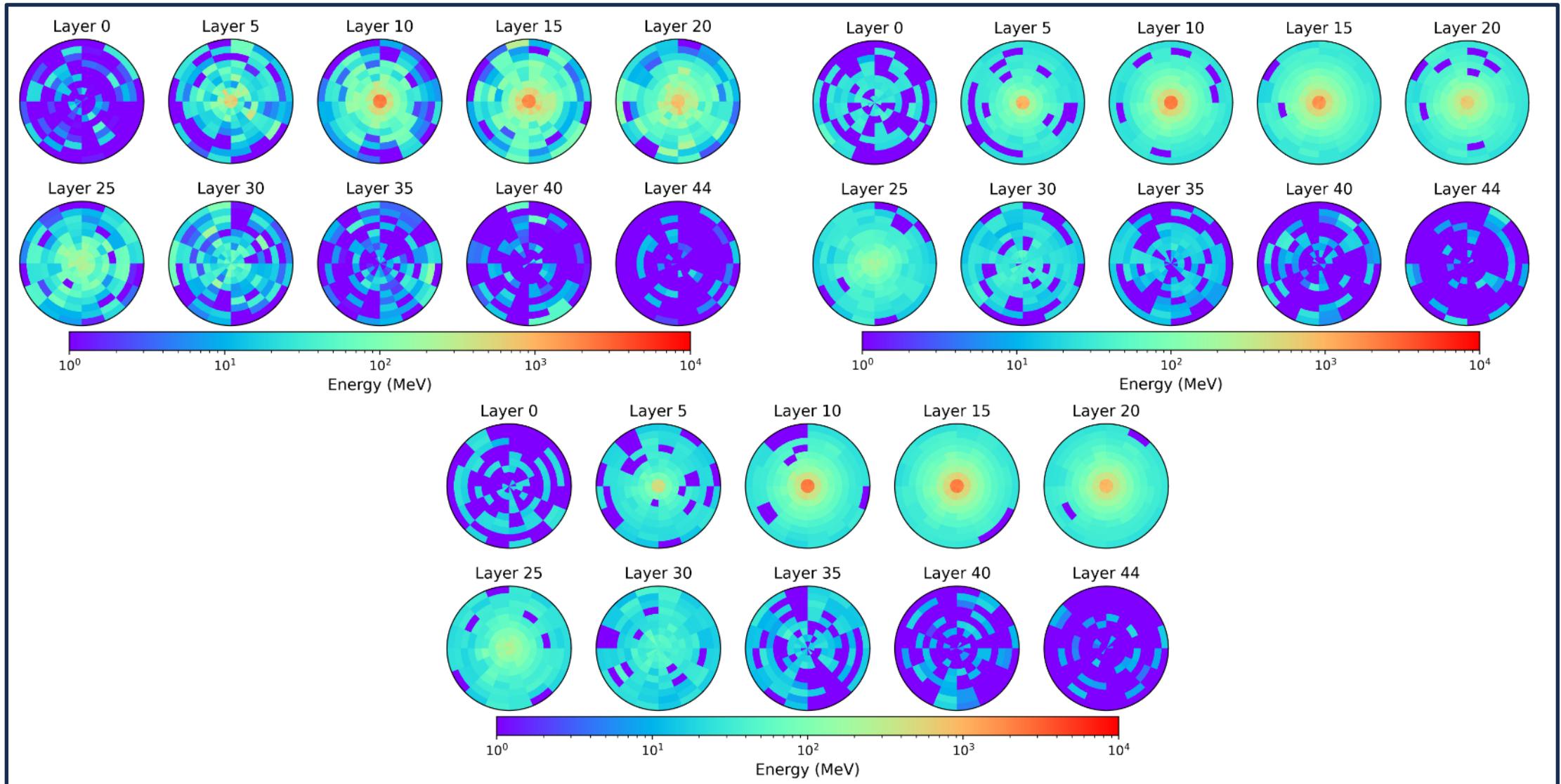
# Energy Histograms – Model 204 (Sample)



## Energy Histograms – Model 204 (Sample)



# Model 204 Energy Layers



## Looking Forward!!

- Combine 3D Convolutions with Hierarchical Decoder
- Conduct Granularity or Similarity Analysis along the Z-direction of the shower
- Try pooling layers, and different down and up sampling techniques (up sample + convolutions vs transpose convolutions)