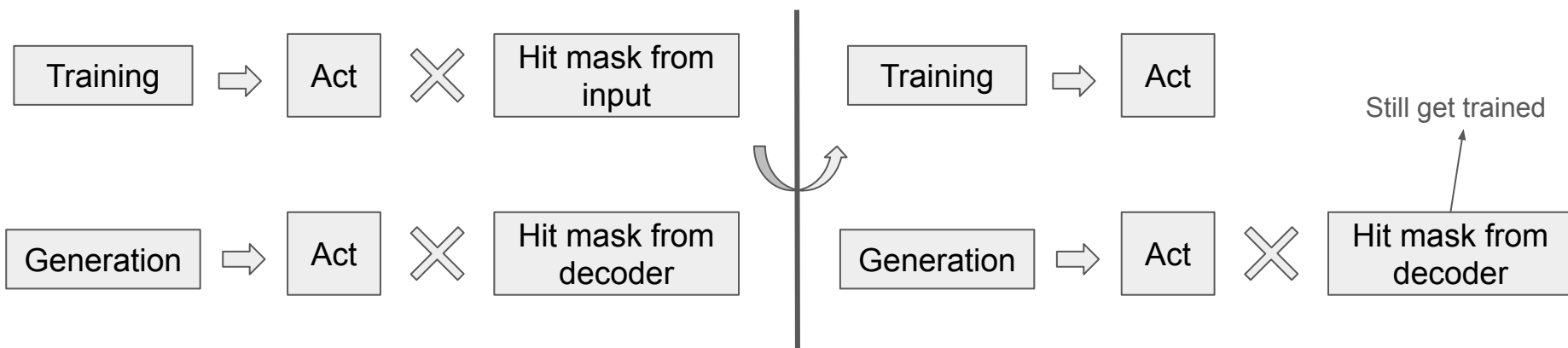
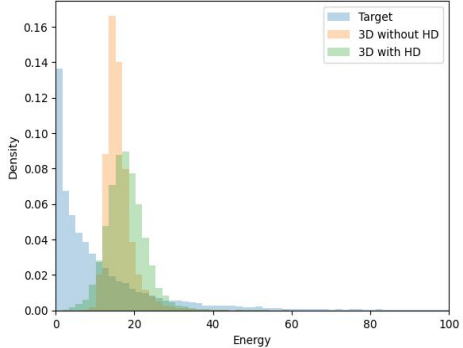


To solve the mismatch between voxel-wise histogram

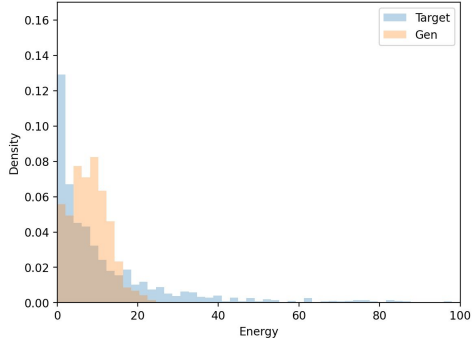
- Attempt 0: Remove all hit mask & loss in all processes.
 - Shape improved but all sparsity info lost.
- Attempt 1: Activation & Hit separation in decoder
 - Good performance but no improvements to the issue.
- Attempt 2: Remove hit mask on activation during training, but keep training hit mask with hit loss.



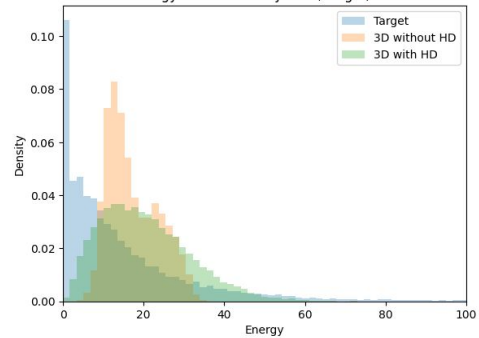
Non-zero Energy for voxel at layer 1, ring 4, circular No. 1



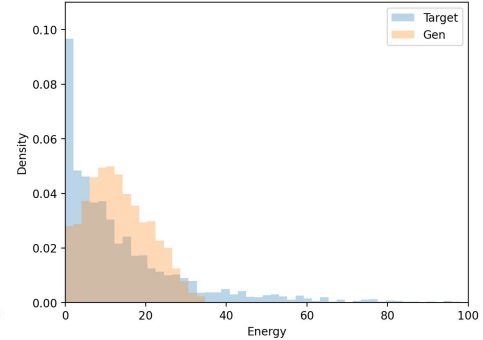
Non-zero Energy for voxel at layer 1, ring 4, circular No. 1



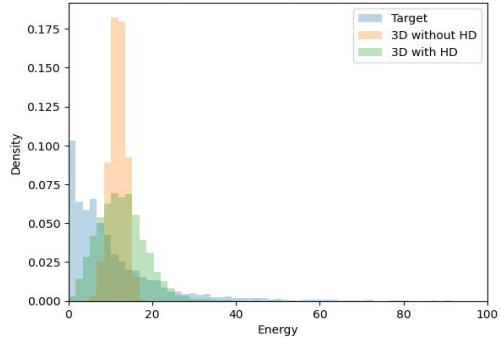
Non-zero Energy for voxel at layer 15, ring 8, circular No. 1



Non-zero Energy for voxel at layer 15, ring 8, circular No. 1



Non-zero Energy for voxel at layer 40, ring 4, circular No. 1



Non-zero Energy for voxel at layer 40, ring 4, circular No. 1

