

## quark/gluon Class

```
pip install torch-geometric
```

Collecting torch-geometric  
 Downloading torch\_geometric-2.6.1-py3.9-cp39-cp39-macosx\_10\_10\_universal2.whl (1.0MB)

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Installing collected packages: torch-geometric
Successfully installed torch-geometric-2.6.1
Note: you may need to restart the kernel to use updated packages.

In [2]: # Import necessary libraries

import h5py
import numpy as np
import torch.nn as nn
import torch.optim as optim
import matplotlib.pyplot as plt
import networkx as nx
from mpi_tools.mpi_tools import Axa3D
from sklearn.metrics import roc_curve, auc
from torch.nn import L1Loss, CrossEntropyLoss, nn.Linear, nn.ReLU, nn.LSTMCell, nn.LSTM, nn.LSTMModule
from torch.nn import L1Loss, CrossEntropyLoss, nn.Linear, nn.ReLU, nn.LSTMCell, nn.LSTM, nn.LSTMModule
import torch.nn.functional as F
from torch.nn import Linear

In [3]: # Check if CUDA (GPU) is available; otherwise, default to CPU
device = torch.device("cuda" if torch.cuda.is_available() else "cpu")
file_path = "/mnt/nagle/input/autocoder_data/quas-gluon_data-set-1193306.hdf5"

In [4]: print(device)

In [5]: def explore_hdf5(file):
    with h5py.File(file, "r") as f:
        print("Dataset keys:", list(f.keys()))
        print("Total images:", len(f["X-jets"]))
        print("Image dimensions:", f["X-jets"].shape[1:])
        return np.array(f["X-jets"][:sample_size]), np.array(f["Y"][:sample_size])

    # Load 10,000 samples from the dataset
    X, y = load_data(file_path, 10000)

    Dataset keys: ['X-jets', 'm0', 'pt', 'y']
    Total images: 139306
    Image dimensions: (25, 125, 3)

In [6]: def load_data(file_name, sample_size):
    with h5py.File(file_name, "r") as f:
        print("Dataset keys:", list(f.keys()))
        print("Total images:", len(f["X-jets"]))
        print("Image dimensions:", f["X-jets"].shape[1:])
        return np.array(f["X-jets"][:sample_size]), np.array(f["Y"][:sample_size])

    # Load 10,000 samples from the dataset
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    Dataset keys: ['X-jets', 'm0', 'pt', 'y']
    Total images: 139306
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In [7]: def count_labels(labels):
    counts = {}
    for label in labels:
        counts[label] = count_in enumerate(labels)

    print(str(counts): count for i, count in enumerate(labels))

    {'0': 4994, '1': 5006}

In [8]: def preprocess_images(images):
    from skimage.transform import resize

    # Resize images to a fixed size (128, 128)
    processed = np.array([resize(img, (128, 128), anti_aliasing=True) for img in images], dtype=np.float32)

    # Normalize: (X - mean) / std, and clip negative values to 0
    return np.clip(processed - mean, 0, 1, None)

    X = preprocess_images(X)

In [9]: import numpy as np
import matplotlib.pyplot as plt
from mpi_tools.mpi_tools import Axa3D

def heatmap_with_projection(images, num_samples=3):
    fig = plt.figure(figsize=(15, 6 * num_samples))

    for idx in range(num_samples):
        axi = fig.add_subplot(num_samples, 2, 2 * idx + 1)
        combined_data = np.array([images[idx], axi=1])
        heatmap, axi = plt.imshow(combined_data, cmap='viridis')
        axi.set_title(f'2D Heatmap - Sample {idx}')

        # 3D Projection
        ax2 = fig.add_subplot(num_samples, 2, 2 * idx + 2, projection='3d')
        X, Y = np.meshgrid(combined_data.shape[1:], np.arange(combined_data.shape[0]))
        ax2.plot_surface(X, Y, combined_data, cmap='viridis')
        ax2.set_title(f'3D Projection - Sample {idx}')
        plt.show()

    heatmap_with_projection(X)

2D Heatmap - Sample 0
3D Projection - Sample 0
2D Heatmap - Sample 1
3D Projection - Sample 1
2D Heatmap - Sample 2
3D Projection - Sample 2

In [10]: from matplotlib.animation import PyFuncAnimation
from IPython.display import HTML

def animate_3d_rotation(images, sample_idx=0):
    fig = plt.figure(figsize=(15, 6))
    ax = fig.add_subplot(1, 1, projection='3d')

    combined_data = np.array([images[sample_idx], axi=1])
    X, Y = np.meshgrid(combined_data.shape[1:], np.arange(combined_data.shape[0]))
    surf = ax.plot_surface(X, Y, combined_data, cmap='viridis')

    def update(frame):
        ax.view_init(elev=20, azim=frame)

    return fig

    anim = PyFuncAnimation(fig, update, frames=np.arange(0, 360, 2), interval=50)
    plt.close()
    HTML(anim.to_html5_video())

animate_3d_rotation(X, sample_idx=0)

In [11]: def create_graph_dataset(images):
    # Reshape the images array to combine height and width dimensions while keeping the 3 channels (Track, ECAL, HCAL)
    reshaped = images.reshape((-1, images.shape[1] * images.shape[2], 3))

    # Create a binary mask (True for non-zero values)
    mask = np.zeros(reshaped.shape[0], dtype=bool)

    # axis=1 ensures the check is applied along the 3 channels (Track, ECAL, HCAL)
    return np.any(reshaped != 0, axis=1)

    mask = extract_nonzero_mask(X)

In [12]: def create_graph_features(mask):
    indices, features = [], []
    # Initialize lists to store the indices (coordinates) and features (pixel values)
    for i, idx, mask in enumerate(mask):
        # Get the coordinates (row, column) of non-zero pixels (True pixels in the mask)
        coords = np.column_stack(np.where(mask))

        # Extract the feature (pixel values) for the corresponding coordinates in the image
        coords[:, 0] gives the row indices, coords[:, 1] gives the column indices
        features.append([img[idx, coord[0], coord[1]] for coord in coords])

        # Store the coordinates of the non-zero pixels as graph nodes
        indices.append(coords)

    return indices, features

    indices_list, features_list = create_graph_features(mask)

In [13]: def build_graph_structure(coords, k=4):
    from scipy.spatial import KDTree
    from scipy.sparse import coo_matrix

    # Create a KDTree from the coordinates
    tree = KDTree(coords)

    # Query the k nearest neighbors for each point (coordinates)
    dist, indices = tree.query(coords, k=k)

    # Compute the variance of the distance of the k-th nearest neighbor (to use as a scaling factor for the kernel)
    sigma2 = np.mean(dist[-1, :]) ** 2

    # Compute the weights for the edges based on the Gaussian kernel (exponent of negative squared distance / sigma^2)
    weights = np.exp(-dist ** 2 / sigma2)

    # Create the row and column indices for the sparse adjacency matrix
    row_idx = [i for i, _ in enumerate(indices)]
    col_idx = [i for i, _ in enumerate(indices)]

    # Return the sparse adjacency matrix in COO format
    return coo_matrix((weights.flatten(), (row_idx, col_idx)), shape=(len(coords), len(coords)))

In [14]: def create_graph_dataset(indices_list, labels, neighbors=8):
    dataset = []

    # Loop over each sample in the indices list
    for i, points in enumerate(indices_list):
        # Build the graph structure using k-nearest neighbors (k=neighbors)
        adjacency = build_graph_structure(points, k=neighbors)

        # Convert the adjacency matrix row and column indices to a PyTorch tensor
        edge_idx = torch.from_numpy(torch.cat([adjacency.row, adjacency.col])).long()

        # Convert the edge weights to a PyTorch tensor
        edge_weights = torch.from_numpy(adjacency.data).float().view(-1, 1)

        # Convert the label for the current graph to a PyTorch tensor
        label = torch.tensor([labels[i]]).dtype=torch.long

        # Create a PyTorch Geometric graph object containing:
        # - x: Node features (features corresponding to each point in the graph)
        # - edge_index: The indices of the edges (which nodes are connected)
        # - edge_attr: The weights of the edges
        # - y: The label of the graph
        graph = Data(x=torch.from_numpy(features_list[i]), edge_index=edge_idx, edge_attr=edge_weights, y=label)

        # Add the created graph object to the dataset
        dataset.append(graph)

    return dataset

In [15]: # Create the graph dataset by calling the create_graph_dataset function
def create_graph_dataset():
    # Indices list: List of indices representing the coordinates of the non-zero points in the images
    # y: The labels corresponding to each image in the dataset
    # neighbors = 8: Number of nearest neighbors to use when building the graph structure (set to 8)
    graph_dataset = create_graph_dataset(indices_list, y, neighbors=8)

In [16]: # Initialize an empty NetworkX graph
G = nx.Graph()

# Extract the first graph from the graph dataset
data = graph_dataset[0]

# Get the edge index tensor from the data object, which contains information about the graph edges
edge_tensor = data.edge_index

# Convert the edge index tensor into a list of edge tuples (node, node) for NetworkX
edge_list = [(edge_tensor[0, i].item(), edge_tensor[1, i].item()) for i in range(edge_tensor.shape[1]-1)]

# Add the edges to the NetworkX graph G
G.add_edges_from(edge_list)

# Create a layout for the nodes of the graph using the spring layout (force-directed layout)
pos = nx.spring_layout(G, iterations=15, seed=123)

# Plot the graph
fig, ax = plt.subplots(figsize=(15, 9))
ax.axis('off')
nx.draw_networkx(G, pos=pos, ax=ax, node_size=10, with_labels=False, width=0.5)
plt.show()

# Print the number of graphs in the graph dataset
print(f'Number of graphs to work upon: {len(graph_dataset)}')

# Print information about the first graph in the graph dataset
print(f'For the FIRST graph in the graph dataset: ')
print(f'Type of each graph entity data object: {type(data)}')
print(f'Number of nodes: {data.num_nodes}')
print(f'Number of edges: {data.num_edges}')
print(f'Number of node features: {data.num_node_features}')
print(f'Number of edge features: {data.num_edge_features}')

In [17]: # Split the graph dataset into training (80%), validation (10%), and testing (10%) sets
train_data, test_data = train_test_split(graph_dataset, test_size=0.2, random_state=1)

# Create Dataloaders for the train, validation, and test sets with batch size of 128
train_loader = DataLoader(train_data, batch_size=128, shuffle=True)
test_loader = DataLoader(test_data, batch_size=128, shuffle=False)
val_loader = DataLoader(val_data, batch_size=128, shuffle=False)

In [18]: from torch_geometric.nn import
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