

---

# rising Documentation

*Release 0.3.0+0.gb9cd7e8.dirty*

**Justus Schock, Michael Baumgartner**

**Dec 29, 2022**



# GETTING STARTED

<b>1</b>	<b>What is rising?</b>	<b>3</b>
<b>2</b>	<b>Installation</b>	<b>5</b>
<b>3</b>	<b>What can I do with rising?</b>	<b>7</b>
3.1	rising.loading . . . . .	7
3.2	rising.transforms . . . . .	7
<b>4</b>	<b>rising MNIST Example with CPU and GPU augmentation</b>	<b>9</b>
<b>5</b>	<b>Dataloading with rising</b>	<b>11</b>
<b>6</b>	<b>Project Organization</b>	<b>13</b>
<b>7</b>	<b>rising.loading</b>	<b>15</b>
7.1	DataLoader . . . . .	15
7.2	Dataset . . . . .	15
7.3	Collation . . . . .	19
<b>8</b>	<b>rising.ops</b>	<b>21</b>
8.1	On Tensors . . . . .	21
<b>9</b>	<b>rising.random</b>	<b>23</b>
9.1	Random Parameter Injection Base Classes . . . . .	23
9.2	Continuous Random Parameters . . . . .	25
9.3	Discrete Random Parameters . . . . .	27
<b>10</b>	<b>rising.transforms</b>	<b>29</b>
10.1	Transformation Base Classes . . . . .	29
10.2	Compose Transforms . . . . .	36
10.3	Affine Transforms . . . . .	41
10.4	Channel Transforms . . . . .	56
10.5	Cropping Transforms . . . . .	57
10.6	Format Transforms . . . . .	58
10.7	Intensity Transforms . . . . .	63
10.8	Kernel Transforms . . . . .	72
10.9	Spatial Transforms . . . . .	76
10.10	Tensor Transforms . . . . .	83
10.11	Utility Transforms . . . . .	87
<b>11</b>	<b>rising.transforms.functional</b>	<b>91</b>

11.1	Affine Transforms	91
11.2	Channel Transforms	101
11.3	Cropping Transforms	102
11.4	Intensity Transforms	103
11.5	Spatial Transforms	109
11.6	Tensor Transforms	111
11.7	Utility Transforms	113
<b>12</b>	<b>rising.utils</b>	<b>119</b>
12.1	Affines	119
12.2	Type Checks	123
12.3	Reshaping	124
<b>13</b>	<b>Tutorials &amp; Examples</b>	<b>127</b>
13.1	Segmentation with <code>rising</code> and <code>PytorchLightning</code>	127
13.2	2D Classification Example on MedNIST and <code>rising</code>	143
13.3	Using transformation from external libraries inside <code>rising</code>	153
13.4	Transformations	155
<b>14</b>	<b>Contributing to <code>rising</code></b>	<b>159</b>
14.1	Development Install	159
14.2	Code Style	160
14.3	Unit testing	160
14.4	Writing documentation	161
<b>15</b>	<b>Indices and tables</b>	<b>163</b>
	<b>Python Module Index</b>	<b>165</b>
	<b>Index</b>	<b>167</b>

`rising` is a highly performant, PyTorch only, framework for efficient data augmentation with native support for volumetric data



## WHAT IS RISING?

Rising is a high-performance data loading and augmentation library for 2D *and* 3D data completely written in PyTorch. Our goal is to provide a seamless integration into the PyTorch Ecosystem without sacrificing usability or features. Multiple examples for different use cases can be found in our [tutorial docs](#) e.g. [2D Classification on MedNIST](#), [3D Segmentation of Hippocampus \(Medical Decathlon\)](#), [Example Transformation Output](#), [Integration of External Frameworks](#)





## INSTALLATION

### Pypi Installation

```
pip install rising
```

### Editable Installation for development

```
git clone git@github.com:PhoenixDL/rising.git  
cd rising  
pip install -e .
```

### Running tests inside rising directory (top directory not the package directory)

```
python -m unittest
```

Check out our [contributing guide](#) for more information or additional help.



## WHAT CAN I DO WITH RISING?

Rising currently consists out of two main modules:

### 3.1 `rising.loading`

The `DataLoader` of rising will be your new best friend because it handles all your transformations and applies them efficiently to the data either on CPU or GPU. On CPU you can easily switch between transformations which can only be performed per sample and transformations which can be applied per batch. In contrast to the native PyTorch datasets you don't need to integrate your augmentation into your dataset. Hence, the only purpose of the dataset is to provide an interface to access individual data samples. Our `DataLoader` is a direct subclass of the PyTorch's `dataloader` and handles the batch assembly and applies the augmentations/transformations to the data.

### 3.2 `rising.transforms`

This module implements many transformations which can be used during training for preprocessing and augmentation. All of them are implemented directly in PyTorch such that gradients can be propagated through the transformations and (optionally) it can be applied on the GPU. Finally, all transforms are implemented for 2D (natural images) and 3D (volumetric) data.

In the future, support for keypoints and other geometric primitives which can be assembled by connected points will be added.



## RISING MNIST EXAMPLE WITH CPU AND GPU AUGMENTATION

rising uses the same Dataset structure as PyTorch and thus we can just reuse the MNIST dataset from torchvision.

```
import torchvision
from torchvision.transforms import ToTensor

# define dataset and use to tensor trafo to convert PIL image to tensor
dataset = torchvision.datasets.MNIST('./', train=True, download=True,
                                     transform=ToTensor())
```

In the next step, the transformations/augmentations need to be defined. The first transforms converts the Sequence from the torchvision dataset into a dict for the following rising transform which work on dicts. At the end, the transforms are compose to one callable transform which can be passed to the Dataloader.

```
import rising.transforms as rtr
from rising.loading import DataLoader, default_transform_call
from rising.random import DiscreteParameter, UniformParameter

# define transformations
transforms = [
    rtr.SeqToMap("data", "label"), # most rising transforms work on dicts
    rtr.NormZeroMeanUnitStd(keys=["data"]),
    rtr.Rot90((0, 1), keys=["data"], p=0.5),
    rtr.Mirror(dims=DiscreteParameter([0, 1]), keys=["data"]),
    rtr.Rotate(UniformParameter(0, 180), degree=True),
]

# by default rising assumes dicts but torchvision outputs tuples
# so we need to modify `transform_call` to support sequences and dicts
composed = rtr.Compose(transforms, transform_call=default_transform_call)
```

The Dataloader from rising automatically applies the specified transformations to the batches inside the multiprocessing context of the CPU.

```
dataloader = DataLoader(
    dataset, batch_size=8, num_workers=8, batch_transforms=composed)
```

Alternatively, the augmentations can easily be applied on the GPU as well.

```
dataloader = DataLoader(
    dataset, batch_size=8, num_workers=8, gpu_transforms=composed)
```

If either the GPU or CPU is the bottleneck of the pipeline, the `DataLoader` can be used to balance the augmentations load between them.

```
transforms_cpu = rtr.Compose(transforms[:2])
transforms_gpu = rtr.Compose(transforms[2:])

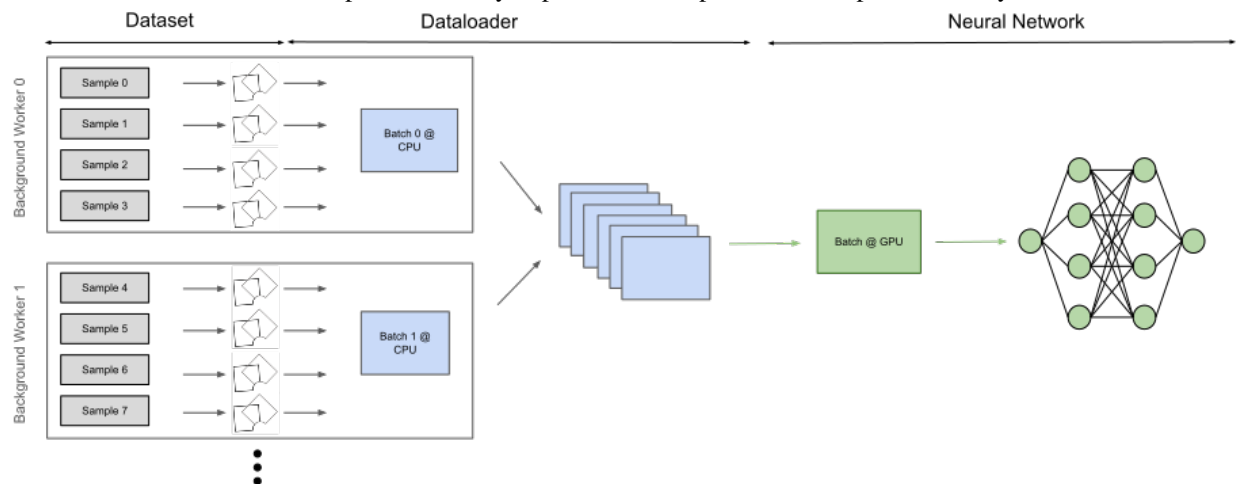
data_loader = DataLoader(
    dataset, batch_size=8, num_workers=8,
    batch_transforms=transforms_cpu,
    gpu_transforms=transforms_gpu,
)
```

More details about how and where the augmentations are applied can be found below. You can also check out our example Notebooks for [2D Classification](#), [3D Segmentation](#) and [Transformation Examples](#).

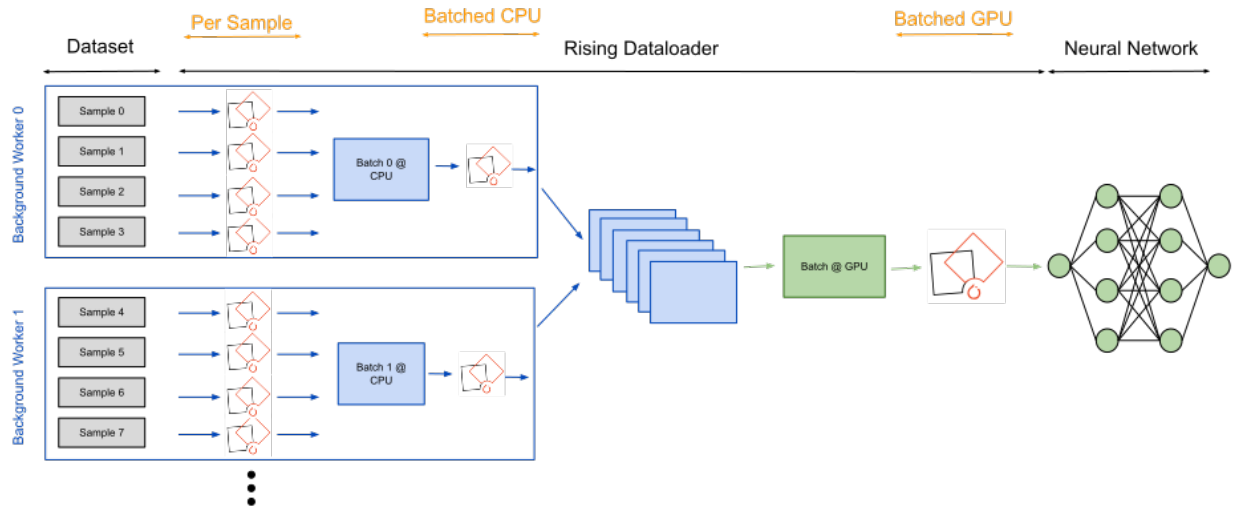
## DATALOADING WITH RISING

In general you do not need to be familiar with the whole augmentation process which runs in the background but if you are still curious about the detailed pipeline this section will give a very short introduction into the backend of the `Dataloader`. The flow charts below highlight the differences between a conventional augmentation pipeline and the pipeline used in `rising`. CPU operations are visualized in blue while GPU operations are green.

The flow chart below visualizes the default augmentation pipeline of many other frameworks. The transformations are applied to individual samples which are loaded and augmented inside of multiple background workers from the CPU. This approach is already efficient and might only be slightly slower than batched execution of the transformations (if applied on the CPU). GPU augmentations can be used to perform many operations in parallel and profit heavily from vectorization.



`rising` lets the user decide from case to case where augmentations should be applied during this pipeline. This can heavily depend on the specific tasks and the underlying hardware. Running augmentations on the GPU is only efficient if they can be executed in a batched fashion to maximize the parallelization GPUs can provide. As a consequence, `rising` implements all its transformations in a batched fashion and the `Dataloader` can execute them efficiently on the CPU and GPU. Optionally, the `Dataloader` can still be used to apply transformations on a per sample fashion, e.g. when transforms from other frameworks should be integrated.



Because the `rising` augmentation pipeline is a superset of the currently used methods, external frameworks can be integrated into `rising`.



## PROJECT ORGANIZATION

**Issues:** If you find any bugs, want some additional features or maybe just have a question don't hesitate to open an issue :)

**General Project Future:** Most of the features and the milestone organisation can be found inside the projects tab. Features which are planned for the next release/milestone are listed under **TODO Next Release** while features which are not scheduled yet are under **Todo**.

**Slack:** Join our Slack for the most up to date news or just to have a chat with us :)



## 7.1 DataLoader

### 7.1.1 DataLoader

### 7.1.2 default\_transform\_call

### 7.1.3 BatchTransformer

### 7.1.4 patch\_worker\_init\_fn

### 7.1.5 patch\_collate\_fn

## 7.2 Dataset

```
class rising.loading.dataset.AsyncDataset(data_path, load_fn, mode='append', num_workers=0,
                                         verbose=False, **load_kwargs)
```

Bases: *Dataset*

A dataset to preload all the data and cache it for the entire lifetime of this class.

### Parameters

- **data\_path** (`Union[Path, str, list]`) – the path(s) containing the actual data samples
- **load\_fn** (`Callable`) – function to load the actual data
- **mode** (`str`) – whether to append the sample to a list or to extend the list by it. Supported modes are: `append` and `extend`. Default: `append`
- **num\_workers** (`Optional[int]`) – the number of workers to use for preloading. `0` means, all the data will be loaded in the main process, while `None` means, the number of processes will default to the number of logical cores.
- **verbose** (`bool`) – whether to show the loading progress.
- **\*\*load\_kwargs** – additional keyword arguments. Passed directly to `load_fn`

**Warning:** if using multiprocessing to load data, there are some restrictions to which `load_fn()` are supported, please refer to the `dill` or `pickle` documentation

**static** `_add_item(data, item, mode)`

Adds items to the given data list. The actual way of adding these items depends on mode

**Parameters**

- **data** (`list`) – the list containing the already loaded data
- **item** (`Any`) – the current item which will be added to the list
- **mode** (`str`) – the string specifying the mode of how the item should be added.F

**Raises**

`TypeError` – No known mode detected

**Return type**

`None`

**\_make\_dataset(path, mode)**

Function to build the entire dataset

**Parameters**

- **path** (`Union[Path, str, list]`) – the path(s) containing the data samples
- **mode** (`str`) – whether to append or extend the dataset by the loaded sample

**Returns**

the loaded data

**Return type**

`list`

**load\_multi\_process(load\_fn, path)**

Helper function to load dataset with multiple processes

**Parameters**

- **load\_fn** (`Callable`) – function to load a single sample
- **path** (`Sequence`) – a sequence of paths which should be loaded

**Returns**

loaded data

**Return type**

`list`

**load\_single\_process(load\_fn, path)**

Helper function to load dataset with single process

**Parameters**

- **load\_fn** (`Callable`) – function to load a single sample
- **path** (`Sequence`) – a sequence of paths which should be loaded

**Returns**

iterator of loaded data

**Return type**

`Iterator`

**class** `rising.loading.dataset.Dataset(*args, **kwargs)`

Bases: `Dataset`

Extension of `torch.utils.data.Dataset` by a `get_subset` method which returns a sub-dataset.

`get_subset(indices)`

Returns a `torch.utils.data.Subset` of the current dataset based on given indices

**Parameters**

**indices** (`Sequence[int]`) – valid indices to extract subset from current dataset

**Returns**

the subset of the current dataset

**Return type**

Subset

## 7.2.1 Dataset

`class rising.loading.dataset.Dataset(*args, **kwargs)`

Bases: `Dataset`

Extension of `torch.utils.data.Dataset` by a `get_subset` method which returns a sub-dataset.

`get_subset(indices)`

Returns a `torch.utils.data.Subset` of the current dataset based on given indices

**Parameters**

**indices** (`Sequence[int]`) – valid indices to extract subset from current dataset

**Returns**

the subset of the current dataset

**Return type**

Subset

## 7.2.2 AsyncDataset

`class rising.loading.dataset.AsyncDataset(data_path, load_fn, mode='append', num_workers=0, verbose=False, **load_kwargs)`

Bases: `Dataset`

A dataset to preload all the data and cache it for the entire lifetime of this class.

**Parameters**

- **data\_path** (`Union[Path, str, list]`) – the path(s) containing the actual data samples
- **load\_fn** (`Callable`) – function to load the actual data
- **mode** (`str`) – whether to append the sample to a list or to extend the list by it. Supported modes are: `append` and `extend`. Default: `append`
- **num\_workers** (`Optional[int]`) – the number of workers to use for preloading. `0` means, all the data will be loaded in the main process, while `None` means, the number of processes will default to the number of logical cores.
- **verbose** (`bool`) – whether to show the loading progress.
- **\*\*load\_kwargs** – additional keyword arguments. Passed directly to `load_fn`

**Warning:** if using multiprocessing to load data, there are some restrictions to which `load_fn()` are supported, please refer to the `dill` or `pickle` documentation

**static** `_add_item(data, item, mode)`

Adds items to the given data list. The actual way of adding these items depends on mode

**Parameters**

- **data** (`list`) – the list containing the already loaded data
- **item** (`Any`) – the current item which will be added to the list
- **mode** (`str`) – the string specifying the mode of how the item should be added.F

**Raises**

`TypeError` – No known mode detected

**Return type**

`None`

**`_make_dataset(path, mode)`**

Function to build the entire dataset

**Parameters**

- **path** (`Union[Path, str, list]`) – the path(s) containing the data samples
- **mode** (`str`) – whether to append or extend the dataset by the loaded sample

**Returns**

the loaded data

**Return type**

`list`

**`load_multi_process(load_fn, path)`**

Helper function to load dataset with multiple processes

**Parameters**

- **load\_fn** (`Callable`) – function to load a single sample
- **path** (`Sequence`) – a sequence of paths which should be loaded

**Returns**

loaded data

**Return type**

`list`

**`load_single_process(load_fn, path)`**

Helper function to load dataset with single process

**Parameters**

- **load\_fn** (`Callable`) – function to load a single sample
- **path** (`Sequence`) – a sequence of paths which should be loaded

**Returns**

iterator of loaded data

**Return type**

`Iterator`

### 7.2.3 dill\_helper

`rising.loading.dataset.dill_helper(payload)`

Load single sample from data serialized by dill :type payload: `Any` :param payload: data which is loaded with dill

**Returns**

loaded data

**Return type**

`Any`

### 7.2.4 load\_async

`rising.loading.dataset.load_async(pool, fn, *args, callback=None, **kwargs)`

Load data asynchronously and serialize data via dill

**Parameters**

- **pool** (`Pool`) – multiprocessing pool to use for `apply_async()`
- **fn** (`Callable`) – function to load a single sample
- **\*args** – positional arguments to dump with dill
- **callback** (`Optional[Callable]`) – optional callback. defaults to `None`.
- **\*\*kwargs** – keyword arguments to dump with dill

**Returns**

reference to obtain data with `get()`

**Return type**

`Any`

## 7.3 Collation

`rising.loading.collate.do_nothing_collate(batch)`

Returns the batch as is (with out any collation :type batch: `Any` :param batch: input batch (typically a sequence, mapping or mixture of those).

**Returns**

the batch as given to this function

**Return type**

`Any`

`rising.loading.collate.numpy_collate(batch)`

function to collate the samples to a whole batch of numpy arrays. PyTorch Tensors, scalar values and sequences will be casted to arrays automatically.

**Parameters**

**batch** (`Any`) – a batch of samples. In most cases either sequence, mapping or mixture of them

**Returns**

**collated batch with optionally converted type**  
(to `numpy.ndarray`)

**Return type**

Any

**Raises**

**TypeError** – When batch could not be collated automatically

### 7.3.1 numpy\_collate

`rising.loading.collate.numpy_collate(batch)`

function to collate the samples to a whole batch of numpy arrays. PyTorch Tensors, scalar values and sequences will be casted to arrays automatically.

**Parameters**

**batch** (*Any*) – a batch of samples. In most cases either sequence, mapping or mixture of them

**Returns**

**collated batch with optionally converted type**  
(to `numpy.ndarray`)

**Return type**

Any

**Raises**

**TypeError** – When batch could not be collated automatically

### 7.3.2 do\_nothing\_collate

`rising.loading.collate.do_nothing_collate(batch)`

Returns the batch as is (with out any collation :type batch: *Any* :param batch: input batch (typically a sequence, mapping or mixture of those).

**Returns**

the batch as given to this function

**Return type**

Any



Provides Operators working on single tensors.

## 8.1 On Tensors

### 8.1.1 torch\_one\_hot

`rising.ops.tensor.torch_one_hot(target, num_classes=None)`

Compute one hot encoding of input tensor

**Parameters**

- **target** (`Tensor`) – tensor to be converted
- **num\_classes** (`Optional[int]`) – number of classes. If `num_classes` is `None`, the maximum of target is used

**Returns**

one hot encoded tensor

**Return type**

`torch.Tensor`

### 8.1.2 np\_one\_hot

`rising.ops.tensor.np_one_hot(target, num_classes=None)`

Compute one hot encoding of input array

**Parameters**

- **target** (`ndarray`) – array to be converted
- **num\_classes** (`Optional[int]`) – number of classes

**Returns**

one hot encoded array

**Return type**

`numpy.ndarray`



## 9.1 Random Parameter Injection Base Classes

`class rising.random.abstract.AbstractParameter(*args, **kwargs)`

Bases: `Module`

Abstract Parameter class to inject randomness to transforms

`static _get_n_samples(size=(1,))`

Calculates the number of elements in the given size

**Parameters**

`size` (`Union[Sequence, Size]`) – Sequence or `torch.Size`

**Returns**

the number of elements

**Return type**

`int`

`forward(size=None, device=None, dtype=None, tensor_like=None)`

Forward function (will also be called if the module is called). Calculates the number of samples from the given shape, performs the sampling and converts it back to the correct shape.

**Parameters**

- `size` (`Union[Sequence, Size, None]`) – the size of the sampled values. If `None`, it samples one value without reshaping
- `device` (`Union[device, str, None]`) – the device the result value should be set to, if it is a tensor
- `dtype` (`Union[dtype, str, None]`) – the dtype, the result value should be casted to, if it is a tensor
- `tensor_like` (`Optional[Tensor]`) – the tensor, having the correct dtype and device. The result will be pushed onto this device and casted to this dtype if this is specified.

**Returns**

the sampled values

**Return type**

`list` or `torch.Tensor`

## Notes

if the parameter `tensor_like` is given, it overwrites the parameters `dtype` and `device`

**abstract sample**(*n\_samples*)

Abstract sampling function

**Parameters**

**n\_samples** (`int`) – the number of samples to return

**Returns**

the sampled values

**Return type**

`torch.Tensor` or `list`

### 9.1.1 AbstractParameter

**class** `rising.random.abstract.AbstractParameter`(\*args, \*\*kwargs)

Bases: `Module`

Abstract Parameter class to inject randomness to transforms

**static** `_get_n_samples`(*size=(1,)*)

Calculates the number of elements in the given size

**Parameters**

**size** (`Union[Sequence, Size]`) – Sequence or `torch.Size`

**Returns**

the number of elements

**Return type**

`int`

**forward**(*size=None, device=None, dtype=None, tensor\_like=None*)

Forward function (will also be called if the module is called). Calculates the number of samples from the given shape, performs the sampling and converts it back to the correct shape.

**Parameters**

- **size** (`Union[Sequence, Size, None]`) – the size of the sampled values. If `None`, it samples one value without reshaping
- **device** (`Union[device, str, None]`) – the device the result value should be set to, if it is a tensor
- **dtype** (`Union[dtype, str, None]`) – the dtype, the result value should be casted to, if it is a tensor
- **tensor\_like** (`Optional[Tensor]`) – the tensor, having the correct dtype and device. The result will be pushed onto this device and casted to this dtype if this is specified.

**Returns**

the sampled values

**Return type**

`list` or `torch.Tensor`

## Notes

if the parameter `tensor_like` is given, it overwrites the parameters `dtype` and `device`

**abstract sample**(*n\_samples*)

Abstract sampling function

**Parameters**

**n\_samples** (`int`) – the number of samples to return

**Returns**

the sampled values

**Return type**

`torch.Tensor` or `list`

## 9.2 Continuous Random Parameters

**class** `rising.random.continuous.ContinuousParameter`(*distribution*)

Bases: `AbstractParameter`

Class to perform parameter sampling from torch distributions

**Parameters**

**distribution** (`Distribution`) – the distribution to sample from

**sample**(*n\_samples*)

Samples from the internal distribution

**Parameters**

**n\_samples** (`int`) – the number of elements to sample

**Returns**

`torch.Tensor`: samples

**Return type**

`Tensor`

**class** `rising.random.continuous.NormalParameter`(*mu*, *sigma*)

Bases: `ContinuousParameter`

Samples Parameters from a normal distribution. For details have a look at `torch.distributions.Normal`

**Parameters**

- **mu** (`Union[float, Tensor]`) – the distributions mean
- **sigma** (`Union[float, Tensor]`) – the distributions standard deviation

**class** `rising.random.continuous.UniformParameter`(*low*, *high*)

Bases: `ContinuousParameter`

Samples Parameters from a uniform distribution. For details have a look at `torch.distributions.Uniform`

**Parameters**

- **low** (`Union[float, Tensor]`) – the lower range (inclusive)
- **high** (`Union[float, Tensor]`) – the higher range (exclusive)

### 9.2.1 ContinuousParameter

**class** `rising.random.continuous.ContinuousParameter`(*distribution*)

Bases: `AbstractParameter`

Class to perform parameter sampling from torch distributions

**Parameters**

**distribution** (`Distribution`) – the distribution to sample from

**sample**(*n\_samples*)

Samples from the internal distribution

**Parameters**

**n\_samples** (`int`) – the number of elements to sample

**Returns**

`torch.Tensor`: samples

**Return type**

`Tensor`

### 9.2.2 NormalParameter

**class** `rising.random.continuous.NormalParameter`(*mu*, *sigma*)

Bases: `ContinuousParameter`

Samples Parameters from a normal distribution. For details have a look at `torch.distributions.Normal`

**Parameters**

- **mu** (`Union[float, Tensor]`) – the distributions mean
- **sigma** (`Union[float, Tensor]`) – the distributions standard deviation

### 9.2.3 UniformParameter

**class** `rising.random.continuous.UniformParameter`(*low*, *high*)

Bases: `ContinuousParameter`

Samples Parameters from a uniform distribution. For details have a look at `torch.distributions.Uniform`

**Parameters**

- **low** (`Union[float, Tensor]`) – the lower range (inclusive)
- **high** (`Union[float, Tensor]`) – the higher range (exclusive)

## 9.3 Discrete Random Parameters

**class** rising.random.discrete.**DiscreteCombinationsParameter**(*population, replacement=False*)

Bases: *DiscreteParameter*

Sample parameters from an extended population which consists of all possible combinations of the given population

### Parameters

- **population** (*Sequence*) – population to build combination of
- **replacement** (*bool*) – whether or not to sample with replacement

**class** rising.random.discrete.**DiscreteParameter**(*population, replacement=False, weights=None, cum\_weights=None*)

Bases: *AbstractParameter*

Samples parameters from a discrete population with or without replacement

### Parameters

- **population** (*Sequence*) – the parameter population to sample from
- **replacement** (*bool*) – whether or not to sample with replacement
- **weights** (*Optional[Sequence]*) – relative sampling weights
- **cum\_weights** (*Optional[Sequence]*) – cumulative sampling weights

**sample**(*n\_samples*)

Samples from the discrete internal population

### Parameters

**n\_samples** (*int*) – the number of elements to sample

### Returns

the sampled values

### Return type

list

### 9.3.1 DiscreteParameter

**class** rising.random.discrete.**DiscreteParameter**(*population, replacement=False, weights=None, cum\_weights=None*)

Bases: *AbstractParameter*

Samples parameters from a discrete population with or without replacement

### Parameters

- **population** (*Sequence*) – the parameter population to sample from
- **replacement** (*bool*) – whether or not to sample with replacement
- **weights** (*Optional[Sequence]*) – relative sampling weights
- **cum\_weights** (*Optional[Sequence]*) – cumulative sampling weights

**sample**(*n\_samples*)

Samples from the discrete internal population

**Parameters**

**n\_samples** (*int*) – the number of elements to sample

**Returns**

the sampled values

**Return type**

list

### 9.3.2 DiscreteCombinationsParameter

**class** rising.random.discrete.**DiscreteCombinationsParameter**(*population, replacement=False*)

Bases: *DiscreteParameter*

Sample parameters from an extended population which consists of all possible combinations of the given population

**Parameters**

- **population** (*Sequence*) – population to build combination of
- **replacement** (*bool*) – whether or not to sample with replacement

### 9.3.3 combinations\_all

rising.random.discrete.**combinations\_all**(*data*)

Return all combinations of all length for given sequence

**Parameters**

**data** (*Sequence*) – sequence to get combinations of

**Returns**

all combinations

**Return type**

List



## RISING.TRANSFORMS

Provides the Augmentations and Transforms used by the `rising.loading.DataLoader`.

Implementations include:

- Transformation Base Classes
- Composed Transforms
- Affine Transforms
- Channel Transforms
- Cropping Transforms
- Device Transforms
- Format Transforms
- Intensity Transforms
- Kernel Transforms
- Spatial Transforms
- Tensor Transforms
- Utility Transforms
- Painting Transforms

### 10.1 Transformation Base Classes

```
class rising.transforms.abstract.AbstractTransform(grad=False, **kwargs)
```

Bases: `Module`

Base class for all transforms

**Parameters**

**grad** (`bool`) – enable gradient computation inside transformation

`__call__` (\*args, \*\*kwargs)

Call super class with correct torch context

**Parameters**

- **\*args** – forwarded positional arguments
- **\*\*kwargs** – forwarded keyword arguments

**Returns**

transformed data

**Return type**

Any

**forward**(*\*\*data*)

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

dict

**register\_sampler**(*name, sampler, \*args, \*\*kwargs*)

Registers a parameter sampler to the transform. Internally a property is created to forward calls to the attribute to calls of the sampler.

**Parameters**

- **name** (*str*) – the property name
- **sampler** (*Union[Sequence, AbstractParameter]*) – the sampler. Will be wrapped to a sampler always returning the same element if not already a sampler
- **\*args** – additional positional arguments (will be forwarded to sampler call)
- **\*\*kwargs** – additional keyword arguments (will be forwarded to sampler call)

**class** rising.transforms.abstract.**BaseTransform**(*augment\_fn, \*args, keys=('data',), grad=False, property\_names=(), \*\*kwargs*)

Bases: *AbstractTransform*

Transform to apply a functional interface to given keys

**Warning:** This transform should not be used with functions which have randomness build in because it will result in different augmentations per key.

**Parameters**

- **augment\_fn** (*Callable[[Tensor], Any]*) – function for augmentation
- **\*args** – positional arguments passed to *augment\_fn*
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **property\_names** (*Sequence[str]*) – a tuple containing all the properties to call during forward pass
- **\*\*kwargs** – keyword arguments passed to *augment\_fn*

**forward**(*\*\*data*)

Apply transformation

**Parameters**

**data** – dict with tensors

**Returns**

dict with augmented data

**Return type**

dict

```
class rising.transforms.abstract.BaseTransformSeeded(augment_fn, *args, keys=('data'), grad=False,
                                                    property_names=(), **kwargs)
```

Bases: *BaseTransform*

Transform to apply a functional interface to given keys and use the same pytorch(!) seed for every key.

**Parameters**

- **augment\_fn** (*Callable*[[*Tensor*], *Any*]) – function for augmentation
- **\*args** – positional arguments passed to `augment_fn`
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **property\_names** (*Sequence*[*str*]) – a tuple containing all the properties to call during forward pass
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

**forward**(\*\**data*)

Apply transformation and use same seed for every key

**Parameters****data** – dict with tensors**Returns**

dict with augmented data

**Return type**

dict

```
class rising.transforms.abstract.PerChannelTransform(augment_fn, per_channel=False,
                                                    keys=('data'), grad=False,
                                                    property_names=(), **kwargs)
```

Bases: *BaseTransform*

Apply transformation per channel (but still to whole batch)

**Warning:** This transform should not be used with functions which have randomness build in because it will result in different augmentations per channel and key.

**Parameters**

- **augment\_fn** (*Callable*[[*Tensor*], *Any*]) – function for augmentation
- **per\_channel** (*bool*) – enable transformation per channel
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to `augment_fn`

**forward**(\*\*data)

Apply transformation

**Parameters**

**data** – dict with tensors

**Returns**

dict with augmented data

**Return type**

dict

**class** rising.transforms.abstract.**PerSampleTransform**(augment\_fn, \*args, keys=('data'), grad=False, property\_names=(), \*\*kwargs)

Bases: *BaseTransform*

Apply transformation to each sample in batch individually augment\_fn must be callable with option out where results are saved in.

**Warning:** This transform should not be used with functions which have randomness build in because it will result in different augmentations per sample and key.

**Parameters**

- **augment\_fn** (*Callable*[[*Tensor*], *Any*]) – function for augmentation
- **\*args** – positional arguments passed to augment\_fn
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **property\_names** (*Sequence*[*str*]) – a tuple containing all the properties to call during forward pass
- **\*\*kwargs** – keyword arguments passed to augment\_fn

**forward**(\*\*data)

**Parameters**

**data** – dict with tensors

**Returns**

dict with augmented data

**Return type**

dict

### 10.1.1 AbstractTransform

**class** rising.transforms.abstract.**AbstractTransform**(grad=False, \*\*kwargs)

Bases: *Module*

Base class for all transforms

**Parameters**

**grad** (*bool*) – enable gradient computation inside transformation

`__call__(*args, **kwargs)`

Call super class with correct torch context

**Parameters**

- **\*args** – forwarded positional arguments
- **\*\*kwargs** – forwarded keyword arguments

**Returns**

transformed data

**Return type**

Any

`forward(**data)`

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

dict

`register_sampler(name, sampler, *args, **kwargs)`

Registers a parameter sampler to the transform. Internally a property is created to forward calls to the attribute to calls of the sampler.

**Parameters**

- **name** (`str`) – the property name
- **sampler** (`Union[Sequence, AbstractParameter]`) – the sampler. Will be wrapped to a sampler always returning the same element if not already a sampler
- **\*args** – additional positional arguments (will be forwarded to sampler call)
- **\*\*kwargs** – additional keyword arguments (will be forwarded to sampler call)

## 10.1.2 BaseTransform

```
class rising.transforms.abstract.BaseTransform(augment_fn, *args, keys=('data',), grad=False,
                                             property_names=(), **kwargs)
```

Bases: `AbstractTransform`

Transform to apply a functional interface to given keys

**Warning:** This transform should not be used with functions which have randomness build in because it will result in different augmentations per key.

**Parameters**

- **augment\_fn** (`Callable[[Tensor], Any]`) – function for augmentation
- **\*args** – positional arguments passed to `augment_fn`
- **keys** (`Sequence`) – keys which should be augmented

- **grad** (`bool`) – enable gradient computation inside transformation
- **property\_names** (`Sequence[str]`) – a tuple containing all the properties to call during forward pass
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

**forward**(*\*\*data*)

Apply transformation

**Parameters**

**data** – dict with tensors

**Returns**

dict with augmented data

**Return type**

dict

### 10.1.3 BaseTransformSeeded

```
class rising.transforms.abstract.BaseTransformSeeded(augment_fn, *args, keys=('data',), grad=False,
                                                    property_names=(), **kwargs)
```

Bases: *BaseTransform*

Transform to apply a functional interface to given keys and use the same pytorch(!) seed for every key.

**Parameters**

- **augment\_fn** (`Callable[[Tensor], Any]`) – function for augmentation
- **\*args** – positional arguments passed to `augment_fn`
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **property\_names** (`Sequence[str]`) – a tuple containing all the properties to call during forward pass
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

**forward**(*\*\*data*)

Apply transformation and use same seed for every key

**Parameters**

**data** – dict with tensors

**Returns**

dict with augmented data

**Return type**

dict

### 10.1.4 PerSampleTransform

```
class rising.transforms.abstract.PerSampleTransform(augment_fn, *args, keys=('data'), grad=False,
                                                  property_names=(), **kwargs)
```

Bases: *BaseTransform*

Apply transformation to each sample in batch individually `augment_fn` must be callable with option `out` where results are saved in.

**Warning:** This transform should not be used with functions which have randomness build in because it will result in different augmentations per sample and key.

#### Parameters

- **augment\_fn** (`Callable[[Tensor], Any]`) – function for augmentation
- **\*args** – positional arguments passed to `augment_fn`
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **property\_names** (`Sequence[str]`) – a tuple containing all the properties to call during forward pass
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

**forward**(*\*\*data*)

#### Parameters

**data** – dict with tensors

#### Returns

dict with augmented data

#### Return type

dict

### 10.1.5 PerChannelTransform

```
class rising.transforms.abstract.PerChannelTransform(augment_fn, per_channel=False,
                                                    keys=('data'), grad=False,
                                                    property_names=(), **kwargs)
```

Bases: *BaseTransform*

Apply transformation per channel (but still to whole batch)

**Warning:** This transform should not be used with functions which have randomness build in because it will result in different augmentations per channel and key.

#### Parameters

- **augment\_fn** (`Callable[[Tensor], Any]`) – function for augmentation
- **per\_channel** (`bool`) – enable transformation per channel

- **keys** ([Sequence](#)) – keys which should be augmented
- **grad** ([bool](#)) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to `augment_fn`

**forward**(\*\**data*)

Apply transformation

**Parameters**

**data** – dict with tensors

**Returns**

dict with augmented data

**Return type**

[dict](#)

## 10.2 Compose Transforms

**class** `rising.transforms.compose.Compose`(\**transforms*, *shuffle=False*, *transform\_call=<function dict\_call>*)

Bases: [AbstractTransform](#)

Compose multiple transforms

**Parameters**

- **transforms** ([Union](#)[[AbstractTransform](#), [Sequence](#)[[AbstractTransform](#)]]) – one or multiple transformations which are applied in consecutive order
- **shuffle** ([bool](#)) – apply transforms in random order
- **transform\_call** ([Callable](#)[[[Any](#), [Callable](#)], [Any](#)]) – function which determines how transforms are called. By default Mappings and Sequences are unpacked during the transform.

**forward**(\**seq\_like*, \*\**map\_like*)

Apply transforms in a consecutive order. Can either handle Sequence like or Mapping like data.

**Parameters**

- **\*seq\_like** – data which is unpacked like a Sequence
- **\*\*map\_like** – data which is unpacked like a dict

**Returns**

transformed data

**Return type**

[Union](#)[[Sequence](#), [Mapping](#)]

**property shuffle:** [bool](#)

Getter for attribute shuffle

**Returns**

True if shuffle is enabled, False otherwise

**Return type**

[bool](#)



property transforms: `torch.nn.ModuleList`

Transforms getter

**Returns**

transforms to compose

**Return type**

`torch.nn.ModuleList`

```
class rising.transforms.compose.DropoutCompose(*transforms, dropout=0.5, shuffle=False,
                                             random_sampler=None, transform_call=<function
                                             dict_call>, **kwargs)
```

Bases: `Compose`

Compose multiple transforms to one and randomly apply them

**Parameters**

- **\*transforms** (`Union[AbstractTransform, Sequence[AbstractTransform]]`) – one or multiple transformations which are applied in consecutive order
- **dropout** (`Union[float, Sequence[float]]`) – if provided as float, each transform is skipped with the given probability if dropout is a sequence, it needs to specify the dropout probability for each given transform
- **shuffle** (`bool`) – apply transforms in random order
- **random\_sampler** (`Optional[ContinuousParameter]`) – a continuous parameter sampler. Samples a random value for each of the transforms.
- **transform\_call** (`Callable[[Any, Callable], Any]`) – function which determines how transforms are called. By default Mappings and Sequences are unpacked during the transform.

**Raises**

**ValueError** – if dropout is a sequence it must have the same length as transforms

```
forward(*seq_like, **map_like)
```

Apply transforms in a consecutive order. Can either handle Sequence like or Mapping like data.

**Parameters**

- **\*seq\_like** – data which is unpacked like a Sequence
- **\*\*map\_like** – data which is unpacked like a dict

**Returns**

dict with transformed data

**Return type**

`Union[Sequence, Mapping]`

```
class rising.transforms.compose.OneOf(*transforms, weights=None, p=1.0, transform_call=<function
                                     dict_call>)
```

Bases: `AbstractTransform`

Apply one of the given transforms.

**Parameters**

- **\*transforms** (`Union[AbstractTransform, Sequence[AbstractTransform]]`) – transforms to choose from
- **weights** (`Optional[Sequence[float]]`) – additional weights for transforms

- **p** (`float`) – probability that one transform *i* applied
- **transform\_call** (`Callable[[Any, Callable], Any]`) – function which determines how transforms are called. By default Mappings and Sequences are unpacked during the transform.

**forward**(*\*\*data*)

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

`dict`

## 10.2.1 Compose

```
class rising.transforms.compose.Compose(*transforms, shuffle=False, transform_call=<function dict_call>)
```

Bases: `AbstractTransform`

Compose multiple transforms

**Parameters**

- **transforms** (`Union[AbstractTransform, Sequence[AbstractTransform]]`) – one or multiple transformations which are applied in consecutive order
- **shuffle** (`bool`) – apply transforms in random order
- **transform\_call** (`Callable[[Any, Callable], Any]`) – function which determines how transforms are called. By default Mappings and Sequences are unpacked during the transform.

**forward**(*\*seq\_like*, *\*\*map\_like*)

Apply transforms in a consecutive order. Can either handle Sequence like or Mapping like data.

**Parameters**

- **\*seq\_like** – data which is unpacked like a Sequence
- **\*\*map\_like** – data which is unpacked like a dict

**Returns**

transformed data

**Return type**

`Union[Sequence, Mapping]`

**property shuffle:** `bool`

Getter for attribute shuffle

**Returns**

True if shuffle is enabled, False otherwise

**Return type**

`bool`

property transforms: `torch.nn.ModuleList`

Transforms getter

**Returns**

transforms to compose

**Return type**

`torch.nn.ModuleList`

## 10.2.2 DropoutCompose

```
class rising.transforms.compose.DropoutCompose(*transforms, dropout=0.5, shuffle=False,
                                             random_sampler=None, transform_call=<function
                                             dict_call>, **kwargs)
```

Bases: `Compose`

Compose multiple transforms to one and randomly apply them

**Parameters**

- **\*transforms** (`Union[AbstractTransform, Sequence[AbstractTransform]]`) – one or multiple transformations which are applied in consecutive order
- **dropout** (`Union[float, Sequence[float]]`) – if provided as float, each transform is skipped with the given probability if dropout is a sequence, it needs to specify the dropout probability for each given transform
- **shuffle** (`bool`) – apply transforms in random order
- **random\_sampler** (`Optional[ContinuousParameter]`) – a continuous parameter sampler. Samples a random value for each of the transforms.
- **transform\_call** (`Callable[[Any, Callable], Any]`) – function which determines how transforms are called. By default Mappings and Sequences are unpacked during the transform.

**Raises**

`ValueError` – if dropout is a sequence it must have the same length as transforms

**forward**(\*seq\_like, \*\*map\_like)

Apply transforms in a consecutive order. Can either handle Sequence like or Mapping like data.

**Parameters**

- **\*seq\_like** – data which is unpacked like a Sequence
- **\*\*map\_like** – data which is unpacked like a dict

**Returns**

dict with transformed data

**Return type**

`Union[Sequence, Mapping]`

### 10.2.3 OneOf

`class rising.transforms.compose.OneOf(*transforms, weights=None, p=1.0, transform_call=<function dict_call>)`

Bases: *AbstractTransform*

Apply one of the given transforms.

#### Parameters

- **\*transforms** (`Union[AbstractTransform, Sequence[AbstractTransform]]`) – transforms to choose from
- **weights** (`Optional[Sequence[float]]`) – additional weights for transforms
- **p** (`float`) – probability that one transform *i* applied
- **transform\_call** (`Callable[[Any, Callable], Any]`) – function which determines how transforms are called. By default Mappings and Sequences are unpacked during the transform.

`forward(**data)`

Implement transform functionality here

#### Parameters

**\*\*data** – dict with data

#### Returns

dict with transformed data

#### Return type

dict

### 10.2.4 dict\_call

`rising.transforms.compose.dict_call(batch, transform)`

Unpacks the dict for every transformation

#### Parameters

- **batch** (`dict`) – current batch which is passed to transform
- **transform** (`Callable`) – transform to perform

#### Returns

transformed batch

#### Return type

Any

## 10.3 Affine Transforms

```
class rising.transforms.affine.Affine(matrix=None, keys=('data'), grad=False, output_size=None,
                                     adjust_size=False, interpolation_mode='bilinear',
                                     padding_mode='zeros', align_corners=False,
                                     reverse_order=False, per_sample=True, **kwargs)
```

Bases: [BaseTransform](#)

Class Performing an Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in keys.

### Parameters

- **matrix** ([Union](#)[[Tensor](#), [Sequence](#)[[Sequence](#)[[float](#)]], [None](#)) – if given, overwrites the parameters for `scale`, `rotation` and `translation`. Should be a matrix of shape [(`BATCHSIZE`,) `NDIM`, `NDIM`(+1)] This matrix represents the whole transformation matrix
- **keys** ([Sequence](#)) – keys which should be augmented
- **grad** ([bool](#)) – enable gradient computation inside transformation
- **output\_size** ([Optional](#)[[tuple](#)]) – if given, this will be the resulting image size. Defaults to `None`
- **adjust\_size** ([bool](#)) – if `True`, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** ([str](#)) – interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** ([str](#)) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** ([bool](#)) – Geometrically, we consider the pixels of the input as squares rather than points. If set to `True`, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to `False`, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** ([bool](#)) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [`W,H,D`] and batch order [(`D`),`H,W`]
- **per\_sample** ([bool](#)) – sample different values for each element in the batch. The transform is still applied in a batched wise fashion.
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

**assemble\_matrix**(\*\*data)

Assembles the matrix (and takes care of batching and having it on the right device and in the correct dtype and dimensionality).

### Parameters

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

### Returns

the (batched) transformation matrix

### Return type

[torch.Tensor](#)

**forward**(\*\*data)

Assembles the matrix and applies it to the specified sample-entities.

**Parameters**

**\*\*data** – the data to transform

**Returns**

dictionary containing the transformed data

**Return type**

dict

```
class rising.transforms.affine.BaseAffine(scale=None, rotation=None, translation=None,
                                         degree=False, image_transform=True, keys=('data'),
                                         grad=False, output_size=None, adjust_size=False,
                                         interpolation_mode='bilinear', padding_mode='zeros',
                                         align_corners=False, reverse_order=False,
                                         per_sample=True, **kwargs)
```

Bases: [Affine](#)

Class performing a basic Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in **keys**.

**Parameters**

- **scale** (Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter], None]) – the scale factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a scaling factor of 1
- **rotation** (Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter], None]) – the rotation factor(s). The rotation is performed in consecutive order axis0 -> axis1 (-> axis 2). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a rotation angle of 0
- **translation** (Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter], None]) – torch.Tensor, int, float the translation offset(s) relative to image (should be in the range [0, 1]). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a translation offset of 0
- **keys** (Sequence) – keys which should be augmented
- **grad** (bool) – enable gradient computation inside transformation
- **degree** (bool) – whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **output\_size** (Optional[tuple]) – if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (bool) – if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (str) – interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'

- **padding\_mode** (`str`) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (`bool`) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (`bool`) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H,(D)] and batch order [(D,)H,W]
- **per\_sample** (`bool`) – sample different values for each element in the batch. The transform is still applied in a batched wise fashion.
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

**assemble\_matrix**(*\*\*data*)

Assembles the matrix (and takes care of batching and having it on the right device and in the correct dtype and dimensionality).

**Parameters**

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

**Returns**

the (batched) transformation matrix

**Return type**

`torch.Tensor`

**sample\_for\_batch**(*name, batchsize*)

Sample elements for batch

**Parameters**

- **name** (`str`) – name of parameter
- **batchsize** (`int`) – batch size

**Returns**

sampled elements

**Return type**

Optional[Union[Any, Sequence[Any]]]

**class** `rising.transforms.affine.Resize`(*size, keys=('data'), grad=False, interpolation\_mode='bilinear', padding\_mode='zeros', align\_corners=False, reverse\_order=False, \*\*kwargs*)

Bases: `Scale`

Class Performing a Resizing Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in keys.

**Parameters**

- **size** (`Union[int, Tuple[int]]`) – the target size. If int, this will be repeated for all the dimensions
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation

- **interpolation\_mode** (*str*) – interpolation mode to calculate output values ‘bilinear’ | ‘nearest’. Default: ‘bilinear’
- **padding\_mode** (*str*) – padding mode for outside grid values ‘zeros’ | ‘border’ | ‘reflection’. Default: ‘zeros’
- **align\_corners** (*bool*) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input’s corner pixels. If set to False, they are instead considered as referring to the corner points of the input’s corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (*bool*) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H,(D)] and batch order [(D,)H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

## Notes

The offsets for shifting back and to origin are calculated on the entry matching the first item in **keys** for each batch

**assemble\_matrix**(*\*\*data*)

Handles the matrix assembly and calculates the scale factors for resizing

### Parameters

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

### Returns

the (batched) transformation matrix

### Return type

`torch.Tensor`

```
class rising.transforms.affine.Rotate(rotation, keys=('data',), grad=False, degree=False,
                                     output_size=None, adjust_size=False,
                                     interpolation_mode='bilinear', padding_mode='zeros',
                                     align_corners=False, reverse_order=False, **kwargs)
```

Bases: [BaseAffine](#)

Class Performing a Rotation-OnlyAffine Transformation on a given sample dict. The rotation is applied in consecutive order: rot axis 0 -> rot axis 1 -> rot axis 2 The transformation will be applied to all the dict-entries specified in keys.

### Parameters

- **rotation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the rotation factor(s). The rotation is performed in consecutive order axis0 -> axis1 (-> axis 2). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a rotation angle of 0
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **degree** (*bool*) – whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren’t passed as full transformation matrix.



- **output\_size** (*Optional[tuple]*) – if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (*bool*) – if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (*str*) – interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** (*str*) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (*bool*) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (*bool*) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H(D)] and batch order [(D,)H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

```
class rising.transforms.affine.Scale(scale, keys=('data'), grad=False, output_size=None,
                                   adjust_size=False, interpolation_mode='bilinear',
                                   padding_mode='zeros', align_corners=False, reverse_order=False,
                                   **kwargs)
```

Bases: [BaseAffine](#)

Class Performing a Scale-Only Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in keys.

#### Parameters

- **scale** (*Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]*) – torch.Tensor, int, float, optional the scale factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a scaling factor of 1
- **keys** (*Sequence*) – Sequence keys which should be augmented
- **grad** (*bool*) – bool enable gradient computation inside transformation
- **degree** – bool whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **output\_size** (*Optional[tuple]*) – Iterable if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (*bool*) – bool if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (*str*) – str interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** (*str*) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (*bool*) – bool Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the

center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.

- **reverse\_order** (*bool*) – bool reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H(D)] and batch order [(D,)H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

```
class rising.transforms.affine.StackedAffine(*transforms, keys=('data',), grad=False,
                                             output_size=None, adjust_size=False,
                                             interpolation_mode='bilinear', padding_mode='zeros',
                                             align_corners=False, reverse_order=False, **kwargs)
```

Bases: [Affine](#)

Class to stack multiple affines with dynamic ensembling by matrix multiplication to avoid multiple interpolations.

#### Parameters

- **transforms** ([Union](#)[[Affine](#), [Sequence](#)[[Union](#)[[Sequence](#)[[Affine](#)], [Affine](#)]]) – the transforms to stack. Each transform must have a function called `assemble_matrix`, which is called to dynamically assemble stacked matrices. Afterwards these transformations are stacked by matrix-multiplication to only perform a single interpolation
- **keys** ([Sequence](#)) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **output\_size** ([Optional](#)[[tuple](#)]) – if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (*bool*) – if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (*str*) – interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** (*str*) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (*bool*) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (*bool*) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H(D)] and batch order [(D,)H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

**assemble\_matrix**(\*\**data*)

Handles the matrix assembly and stacking

#### Parameters

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

#### Returns

the (batched) transformation matrix

**Return type**`torch.Tensor`

```
class rising.transforms.affine.Translate(translation, keys=('data'), grad=False, output_size=None,
    adjust_size=False, interpolation_mode='bilinear',
    padding_mode='zeros', align_corners=False, unit='pixel',
    reverse_order=False, **kwargs)
```

Bases: `BaseAffine`

Class Performing an Translation-Only Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in keys.

**Parameters**

- **translation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – torch.Tensor, int, float the translation offset(s) relative to image (should be in the range [0, 1]). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a translation offset of 0
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **output\_size** (`Optional[tuple]`) – if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (`bool`) – if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (`str`) – interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** (`str`) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (`bool`) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **unit** (`str`) – defines the unit of the translation. Either 'relative' to the image size or in 'pixel'
- **reverse\_order** (`bool`) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H(D)] and batch order [(D,)H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

```
assemble_matrix(**data)
```

Assembles the matrix (and takes care of batching and having it on the right device and in the correct dtype and dimensionality).

**Parameters**

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

**Returns**

the (batched) transformation matrix [N, NDIM, NDIM]

**Return type**  
torch.Tensor

### 10.3.1 Affine

```
class rising.transforms.affine.Affine(matrix=None, keys=('data'), grad=False, output_size=None,
                                     adjust_size=False, interpolation_mode='bilinear',
                                     padding_mode='zeros', align_corners=False,
                                     reverse_order=False, per_sample=True, **kwargs)
```

Bases: *BaseTransform*

Class Performing an Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in keys.

#### Parameters

- **matrix** (`Union[Tensor, Sequence\[Sequence\\[float\\]\], None]`) – if given, overwrites the parameters for `scale`, `rotation` and `translation`. Should be a matrix of shape `[(BATCHSIZE,) NDIM, NDIM(+1)]` This matrix represents the whole transformation matrix
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **output\_size** (`Optional[tuple]`) – if given, this will be the resulting image size. Defaults to `None`
- **adjust\_size** (`bool`) – if `True`, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (`str`) – interpolation mode to calculate output values `'bilinear'` | `'nearest'`. Default: `'bilinear'`
- **padding\_mode** (`str`) – padding mode for outside grid values `'zeros'` | `'border'` | `'reflection'`. Default: `'zeros'`
- **align\_corners** (`bool`) – Geometrically, we consider the pixels of the input as squares rather than points. If set to `True`, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to `False`, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (`bool`) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order `[W,H,(D)]` and batch order `[(D,)H,W]`
- **per\_sample** (`bool`) – sample different values for each element in the batch. The transform is still applied in a batched wise fashion.
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

**assemble\_matrix**(*\*\*data*)

Assembles the matrix (and takes care of batching and having it on the right device and in the correct dtype and dimensionality).

#### Parameters

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

#### Returns

the (batched) transformation matrix

**Return type**`torch.Tensor`**forward**(*\*\*data*)

Assembles the matrix and applies it to the specified sample-entities.

**Parameters****\*\*data** – the data to transform**Returns**

dictionary containing the transformed data

**Return type**`dict`

### 10.3.2 StackedAffine

```
class rising.transforms.affine.StackedAffine(*transforms, keys=('data'), grad=False,
                                             output_size=None, adjust_size=False,
                                             interpolation_mode='bilinear', padding_mode='zeros',
                                             align_corners=False, reverse_order=False, **kwargs)
```

Bases: `Affine`

Class to stack multiple affines with dynamic ensembling by matrix multiplication to avoid multiple interpolations.

**Parameters**

- **transforms** (`Union[Affine, Sequence[Union[Sequence[Affine], Affine]]]`) – the transforms to stack. Each transform must have a function called `assemble_matrix`, which is called to dynamically assemble stacked matrices. Afterwards these transformations are stacked by matrix-multiplication to only perform a single interpolation
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **output\_size** (`Optional[tuple]`) – if given, this will be the resulting image size. Defaults to `None`
- **adjust\_size** (`bool`) – if `True`, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (`str`) – interpolation mode to calculate output values `'bilinear'` | `'nearest'`. Default: `'bilinear'`
- **padding\_mode** (`str`) – padding mode for outside grid values `'zeros'` | `'border'` | `'reflection'`. Default: `'zeros'`
- **align\_corners** (`bool`) – Geometrically, we consider the pixels of the input as squares rather than points. If set to `True`, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to `False`, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (`bool`) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order `[W,H(D)]` and batch order `[(D,)H,W]`
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

**assemble\_matrix**(\*\*data)

Handles the matrix assembly and stacking

**Parameters**

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

**Returns**

the (batched) transformation matrix

**Return type**

`torch.Tensor`

### 10.3.3 BaseAffine

```
class rising.transforms.affine.BaseAffine(scale=None, rotation=None, translation=None,
                                         degree=False, image_transform=True, keys=('data'),
                                         grad=False, output_size=None, adjust_size=False,
                                         interpolation_mode='bilinear', padding_mode='zeros',
                                         align_corners=False, reverse_order=False,
                                         per_sample=True, **kwargs)
```

Bases: [Affine](#)

Class performing a basic Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in **keys**.

**Parameters**

- **scale** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter], None]`) – the scale factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a scaling factor of 1
- **rotation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter], None]`) – the rotation factor(s). The rotation is performed in consecutive order axis0 -> axis1 (-> axis 2). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a rotation angle of 0
- **translation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter], None]`) – torch.Tensor, int, float the translation offset(s) relative to image (should be in the range [0, 1]). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a translation offset of 0
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **degree** (`bool`) – whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **output\_size** (`Optional[tuple]`) – if given, this will be the resulting image size. Defaults to None

- **adjust\_size** (*bool*) – if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (*str*) – interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** (*str*) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (*bool*) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (*bool*) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H(D)] and batch order [(D,)H,W]
- **per\_sample** (*bool*) – sample different values for each element in the batch. The transform is still applied in a batched wise fashion.
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

#### **assemble\_matrix**(*\*\*data*)

Assembles the matrix (and takes care of batching and having it on the right device and in the correct dtype and dimensionality).

##### **Parameters**

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

##### **Returns**

the (batched) transformation matrix

##### **Return type**

`torch.Tensor`

#### **sample\_for\_batch**(*name, batchsize*)

Sample elements for batch

##### **Parameters**

- **name** (*str*) – name of parameter
- **batchsize** (*int*) – batch size

##### **Returns**

sampled elements

##### **Return type**

`Optional[Union[Any, Sequence[Any]]]`

### 10.3.4 Rotate

```
class rising.transforms.affine.Rotate(rotation, keys=('data'), grad=False, degree=False,
                                     output_size=None, adjust_size=False,
                                     interpolation_mode='bilinear', padding_mode='zeros',
                                     align_corners=False, reverse_order=False, **kwargs)
```

Bases: *BaseAffine*

Class Performing a Rotation-OnlyAffine Transformation on a given sample dict. The rotation is applied in consecutive order: rot axis 0 -> rot axis 1 -> rot axis 2 The transformation will be applied to all the dict-entries specified in keys.

#### Parameters

- **rotation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the rotation factor(s). The rotation is performed in consecutive order axis0 -> axis1 (-> axis 2). Supported are:
  - \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples
  - \* a parameter per dimension, which will be replicated for all batch samples
  - \* None will be treated as a rotation angle of 0
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **degree** (`bool`) – whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **output\_size** (`Optional[tuple]`) – if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (`bool`) – if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (`str`) – interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** (`str`) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (`bool`) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (`bool`) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H,(D)] and batch order [(D,)H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform



### 10.3.5 Translate

```
class rising.transforms.affine.Translate(translation, keys=('data'), grad=False, output_size=None,
    adjust_size=False, interpolation_mode='bilinear',
    padding_mode='zeros', align_corners=False, unit='pixel',
    reverse_order=False, **kwargs)
```

Bases: *BaseAffine*

Class Performing an Translation-Only Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in `keys`.

#### Parameters

- **translation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – torch.Tensor, int, float the translation offset(s) relative to image (should be in the range [0, 1]). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a translation offset of 0
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **output\_size** (`Optional[tuple]`) – if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (`bool`) – if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (`str`) – interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** (`str`) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (`bool`) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **unit** (`str`) – defines the unit of the translation. Either 'relative' to the image size or in 'pixel'
- **reverse\_order** (`bool`) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H,(D)] and batch order [(D,)H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

```
assemble_matrix(**data)
```

Assembles the matrix (and takes care of batching and having it on the right device and in the correct dtype and dimensionality).

#### Parameters

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

#### Returns

the (batched) transformation matrix [N, NDIM, NDIM]

**Return type**  
torch.Tensor

### 10.3.6 Scale

```
class rising.transforms.affine.Scale(scale, keys=('data',), grad=False, output_size=None,
                                   adjust_size=False, interpolation_mode='bilinear',
                                   padding_mode='zeros', align_corners=False, reverse_order=False,
                                   **kwargs)
```

Bases: [BaseAffine](#)

Class Performing a Scale-Only Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in keys.

#### Parameters

- **scale** (Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]) – torch.Tensor, int, float, optional the scale factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per dimension, which will be replicated for all batch samples \* None will be treated as a scaling factor of 1
- **keys** (Sequence) – Sequence keys which should be augmented
- **grad** (bool) – bool enable gradient computation inside transformation
- **degree** – bool whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **output\_size** (Optional[tuple]) – Iterable if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (bool) – bool if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (str) – str interpolation mode to calculate output values 'bilinear' | 'nearest'. Default: 'bilinear'
- **padding\_mode** (str) – padding mode for outside grid values 'zeros' | 'border' | 'reflection'. Default: 'zeros'
- **align\_corners** (bool) – bool Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to False, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** (bool) – bool reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H,(D)] and batch order [(D),H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

### 10.3.7 Resize

```
class rising.transforms.affine.Resize(size, keys=('data',), grad=False, interpolation_mode='bilinear',
padding_mode='zeros', align_corners=False,
reverse_order=False, **kwargs)
```

Bases: [Scale](#)

Class Performing a Resizing Affine Transformation on a given sample dict. The transformation will be applied to all the dict-entries specified in keys.

#### Parameters

- **size** ([Union\[int, Tuple\[int\]\]](#)) – the target size. If int, this will be repeated for all the dimensions
- **keys** ([Sequence](#)) – keys which should be augmented
- **grad** ([bool](#)) – enable gradient computation inside transformation
- **interpolation\_mode** ([str](#)) – nterpolation mode to calculate output values ‘bilinear’ | ‘nearest’. Default: ‘bilinear’
- **padding\_mode** ([str](#)) – padding mode for outside grid values ‘zeros’ | ‘border’ | ‘reflection’. Default: ‘zeros’
- **align\_corners** ([bool](#)) – Geometrically, we consider the pixels of the input as squares rather than points. If set to True, the extrema (-1 and 1) are considered as referring to the center points of the input’s corner pixels. If set to False, they are instead considered as referring to the corner points of the input’s corner pixels, making the sampling more resolution agnostic.
- **reverse\_order** ([bool](#)) – reverses the coordinate order of the transformation to conform to the pytorch convention: transformation params order [W,H,(D)] and batch order [(D,)H,W]
- **\*\*kwargs** – additional keyword arguments passed to the affine transform

#### Notes

The offsets for shifting back and to origin are calculated on the entry matching the first item iin keys for each batch

**assemble\_matrix**(\*\*data)

Handles the matrix assembly and calculates the scale factors for resizing

#### Parameters

**\*\*data** – the data to be transformed. Will be used to determine batchsize, dimensionality, dtype and device

#### Returns

the (batched) transformation matrix

#### Return type

[torch.Tensor](#)

## 10.4 Channel Transforms

`class rising.transforms.channel.ArgMax(dim, keepdim=True, keys=('seg'), grad=False, **kwargs)`

Bases: *BaseTransform*

Compute argmax along given dimension. Can be used to revert OneHot encoding.

### Parameters

- **dim** (`int`) – dimension to apply argmax
- **keepdim** (`bool`) – whether the output tensor has dim retained or not
- **dtype** – optionally changes the dtype of the onehot encoding
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `one_hot_batch()`

### Warnings

The output of the argmax function is always a tensor of dtype long.

`class rising.transforms.channel.OneHot(num_classes, keys=('seg'), dtype=None, grad=False, **kwargs)`

Bases: *BaseTransform*

Convert to one hot encoding. One hot encoding is applied in first dimension which results in shape N x Num-Classes x [same as input] while input is expected to have shape N x 1 x [arbitrary additional dimensions]

### Parameters

- **num\_classes** (`int`) – number of classes. If `num_classes` is `None`, the number of classes is automatically determined from the current batch (by using the max of the current batch and assuming a consecutive order from zero)
- **dtype** (`Optional[dtype]`) – optionally changes the dtype of the onehot encoding
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `one_hot_batch()`

**Warning:** Input tensor needs to be of type `torch.long`. This could be achieved by applying `TenorOp("long", keys=("seg",))`.

### 10.4.1 OneHot

`class rising.transforms.channel.OneHot(num_classes, keys=('seg'), dtype=None, grad=False, **kwargs)`

Bases: *BaseTransform*

Convert to one hot encoding. One hot encoding is applied in first dimension which results in shape N x Num-Classes x [same as input] while input is expected to have shape N x 1 x [arbitrary additional dimensions]

### Parameters

- **num\_classes** (`int`) – number of classes. If `num_classes` is `None`, the number of classes is automatically determined from the current batch (by using the max of the current batch and assuming a consecutive order from zero)
- **dtype** (`Optional[dtype]`) – optionally changes the dtype of the onehot encoding
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `one_hot_batch()`

**Warning:** Input tensor needs to be of type `torch.long`. This could be achieved by applying `TenorOp("long", keys=("seg",))`.

## 10.4.2 ArgMax

`class rising.transforms.channel.ArgMax(dim, keepdim=True, keys=('seg',), grad=False, **kwargs)`

Bases: `BaseTransform`

Compute argmax along given dimension. Can be used to revert OneHot encoding.

### Parameters

- **dim** (`int`) – dimension to apply argmax
- **keepdim** (`bool`) – whether the output tensor has dim retained or not
- **dtype** – optionally changes the dtype of the onehot encoding
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `one_hot_batch()`

### Warnings

The output of the argmax function is always a tensor of dtype `long`.

## 10.5 Cropping Transforms

`class rising.transforms.crop.CenterCrop(size, keys=('data',), grad=False, **kwargs)`

Bases: `BaseTransform`

### Parameters

- **size** (`Union[int, Sequence, AbstractParameter]`) – size of crop
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

`class rising.transforms.crop.RandomCrop(size, dist=0, keys=('data',), grad=False, **kwargs)`

Bases: `BaseTransformSeeded`

### Parameters

- **size** (`Union[int, Sequence, AbstractParameter]`) – size of crop
- **dist** (`Union[int, Sequence, AbstractParameter]`) – minimum distance to border. By default zero
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

### 10.5.1 CenterCrop

`class rising.transforms.crop.CenterCrop(size, keys=('data',), grad=False, **kwargs)`

Bases: `BaseTransform`

#### Parameters

- **size** (`Union[int, Sequence, AbstractParameter]`) – size of crop
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

### 10.5.2 RandomCrop

`class rising.transforms.crop.RandomCrop(size, dist=0, keys=('data',), grad=False, **kwargs)`

Bases: `BaseTransformSeeded`

#### Parameters

- **size** (`Union[int, Sequence, AbstractParameter]`) – size of crop
- **dist** (`Union[int, Sequence, AbstractParameter]`) – minimum distance to border. By default zero
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

## 10.6 Format Transforms

`class rising.transforms.format.FilterKeys(keys, return_popped=False)`

Bases: `AbstractTransform`

Filters keys from a given data dict

#### Parameters

- **keys** (`Union[Callable, Sequence]`) – if callable it must return a boolean for each key indicating whether it should be retained in the dict. if sequence of strings, the strings shall be the keys to be retained
- **return\_popped** (`bool`) – whether to also return the popped values (default: `False`)

**forward**(\*\*data)

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

dict

**class** rising.transforms.format.**MapToSeq**(\*keys, grad=False, \*\*kwargs)

Bases: *AbstractTransform*

Convert dict to sequence

**Parameters**

- **keys** – keys which are mapped into sequence.
- **grad** (*bool*) – enable gradient computation inside transformation
- **kwargs** (\*\*) – additional keyword arguments passed to superclass

**forward**(\*\*data)

Convert input

**Parameters**

**data** – input dict

**Returns**

mapped data

**Return type**

tuple

**class** rising.transforms.format.**PopKeys**(keys, return\_popped=False)

Bases: *AbstractTransform*

Pops keys from a given data dict

**Parameters**

- **keys** (*Union*[*Callable*, *Sequence*]) – if callable it must return a boolean for each key indicating whether it should be popped from the dict. if sequence of strings, the strings shall be the keys to be poppedAbstractTransform,
- **return\_popped** (*bool*) – whether to also return the popped values (default: False)

**forward**(\*\*data)

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

dict

**class** `rising.transforms.format.RenameKeys(keys)`

Bases: *AbstractTransform*

Rename keys inside batch

**Parameters**

**keys** (*Mapping*[*Hashable*, *Hashable*]) – keys of mapping define current name and items define the new names

**forward**(*\*\*data*)

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

dict

**class** `rising.transforms.format.SeqToMap(*keys, grad=False, **kwargs)`

Bases: *AbstractTransform*

Convert sequence to dict

**Parameters**

- **keys** – keys which are mapped into dict.
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – additional keyword arguments passed to superclass

**forward**(*\*data*, *\*\*kwargs*)

Convert input

**Parameters**

**data** – input tuple

**Returns**

mapped data

**Return type**

dict

## 10.6.1 MapToSeq

**class** `rising.transforms.format.MapToSeq(*keys, grad=False, **kwargs)`

Bases: *AbstractTransform*

Convert dict to sequence

**Parameters**

- **keys** – keys which are mapped into sequence.
- **grad** (*bool*) – enable gradient computation inside transformation
- **kwargs** (*\*\**) – additional keyword arguments passed to superclass



**forward**(\*\*data)

Convert input

**Parameters**

**data** – input dict

**Returns**

mapped data

**Return type**

tuple

## 10.6.2 SeqToMap

**class** rising.transforms.format.**SeqToMap**(\*keys, grad=False, \*\*kwargs)

Bases: *AbstractTransform*

Convert sequence to dict

**Parameters**

- **keys** – keys which are mapped into dict.
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – additional keyword arguments passed to superclass

**forward**(\*data, \*\*kwargs)

Convert input

**Parameters**

**data** – input tuple

**Returns**

mapped data

**Return type**

dict

## 10.6.3 PopKeys

**class** rising.transforms.format.**PopKeys**(keys, return\_popped=False)

Bases: *AbstractTransform*

Pops keys from a given data dict

**Parameters**

- **keys** (*Union*[*Callable*, *Sequence*]) – if callable it must return a boolean for each key indicating whether it should be popped from the dict. if sequence of strings, the strings shall be the keys to be poppedAbstractTransform,
- **return\_popped** (*bool*) – whether to also return the popped values (default: False)

**forward**(\*\*data)

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

dict

## 10.6.4 FilterKeys

**class** rising.transforms.format.**FilterKeys**(keys, return\_popped=False)

Bases: *AbstractTransform*

Filters keys from a given data dict

**Parameters**

- **keys** (*Union*[*Callable*, *Sequence*]) – if callable it must return a boolean for each key indicating whether it should be retained in the dict. if sequence of strings, the strings shall be the keys to be retained
- **return\_popped** (*bool*) – whether to also return the popped values (default: False)

**forward**(\*\*data)

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

dict

## 10.6.5 RenameKeys

**class** rising.transforms.format.**RenameKeys**(keys)

Bases: *AbstractTransform*

Rename keys inside batch

**Parameters**

**keys** (*Mapping*[*Hashable*, *Hashable*]) – keys of mapping define current name and items define the new names

**forward**(\*\*data)

Implement transform functionality here

**Parameters**

**\*\*data** – dict with data

**Returns**

dict with transformed data

**Return type**

dict

## 10.7 Intensity Transforms

**class** rising.transforms.intensity.**Clamp**(*min*, *max*, *keys*=('data'), *grad*=False, **\*\*kwargs**)

Bases: *BaseTransform*

Apply *augment\_fn* to keys

### Parameters

- **min** (*Union*[float, *AbstractParameter*]) – minimal value
- **max** (*Union*[float, *AbstractParameter*]) – maximal value
- **keys** (*Sequence*) – the keys corresponding to the values to clamp
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to *augment\_fn*

**class** rising.transforms.intensity.**ExponentialNoise**(*lambda*, *keys*=('data'), *grad*=False, **\*\*kwargs**)

Bases: *Noise*

Add exponential noise to data

**Warning:** This transform will apply different noise patterns to different keys.

### Parameters

- **lambda** (*float*) – lambda of exponential distribution
- **keys** (*Sequence*) – keys to normalize
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to noise function

**class** rising.transforms.intensity.**GammaCorrection**(*gamma*, *keys*=('data'), *grad*=False, **\*\*kwargs**)

Bases: *BaseTransform*

Apply Gamma correction

### Parameters

- **gamma** (*Union*[float, *AbstractParameter*]) – define gamma
- **keys** (*Sequence*) – keys to normalize
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to superclass

**class** rising.transforms.intensity.**GaussianNoise**(*mean*, *std*, *keys*=('data'), *grad*=False, **\*\*kwargs**)

Bases: *Noise*

Add gaussian noise to data

**Warning:** This transform will apply different noise patterns to different keys.

### Parameters

- **mean** (`float`) – mean of normal distribution
- **std** (`float`) – std of normal distribution
- **keys** (`Sequence`) – keys to normalize
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to noise function

```
class rising.transforms.intensity.InvertAmplitude(prob=0.5, maxv=1.0, minv=0.0, keys=('data'),
                                                **kwargs)
```

Bases: *BaseTransform*

Inverts the amplitude with probability p according to the following formula:  $out = maxv + minv - data$

#### Parameters

- **augment\_fn** – function for augmentation
- **\*args** – positional arguments passed to `augment_fn`
- **keys** (`Sequence`) – keys which should be augmented
- **grad** – enable gradient computation inside transformation
- **property\_names** – a tuple containing all the properties to call during forward pass
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

```
class rising.transforms.intensity.Noise(noise_type, per_channel=False, keys=('data'), grad=False,
                                       **kwargs)
```

Bases: *PerChannelTransform*

Add noise to data

**Warning:** This transform will apply different noise patterns to different keys.

#### Parameters

- **noise\_type** (`str`) – supports all inplace functions of a `torch.Tensor`
- **per\_channel** (`bool`) – enable transformation per channel
- **keys** (`Sequence`) – keys to normalize
- **grad** (`bool`) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to noise function

See also:

`torch.Tensor.normal_()`, `torch.Tensor.exponential_()`

```
class rising.transforms.intensity.NormMeanStd(mean, std, keys=('data'), per_channel=True,
                                             grad=False, **kwargs)
```

Bases: *PerSampleTransform*

Normalize mean and std with provided values

#### Parameters

- **mean** (`Union[float, Sequence[float]]`) – used for mean normalization

- **std** (`Union[float, Sequence[float]]`) – used for std normalization
- **keys** (`Sequence[str]`) – keys to normalize
- **per\_channel** (`bool`) – normalize per channel
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to normalization function

```
class rising.transforms.intensity.NormMinMax(keys=('data'), per_channel=True, grad=False,
                                             eps=1e-08, **kwargs)
```

Bases: *PerSampleTransform*

Norm to [0, 1]

#### Parameters

- **keys** (`Sequence`) – keys to normalize
- **per\_channel** (`bool`) – normalize per channel
- **grad** (`bool`) – enable gradient computation inside transformation
- **eps** (`Optional[float]`) – small constant for numerical stability. If None, no factor constant will be added
- **\*\*kwargs** – keyword arguments passed to normalization function

```
class rising.transforms.intensity.NormRange(min, max, keys=('data'), per_channel=True, grad=False,
                                             **kwargs)
```

Bases: *PerSampleTransform*

#### Parameters

- **min** (`Union[float, AbstractParameter]`) – minimal value
- **max** (`Union[float, AbstractParameter]`) – maximal value
- **keys** (`Sequence`) – keys to normalize
- **per\_channel** (`bool`) – normalize per channel
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to normalization function

```
class rising.transforms.intensity.NormZeroMeanUnitStd(keys=('data'), per_channel=True,
                                                       grad=False, eps=1e-08, **kwargs)
```

Bases: *PerSampleTransform*

Normalize mean to zero and std to one

#### Parameters

- **keys** (`Sequence`) – keys to normalize
- **per\_channel** (`bool`) – normalize per channel
- **grad** (`bool`) – enable gradient computation inside transformation
- **eps** (`Optional[float]`) – small constant for numerical stability. If None, no factor constant will be added
- **\*\*kwargs** – keyword arguments passed to normalization function

```
class rising.transforms.intensity.RandomAddValue(random_sampler, per_channel=False,
                                                keys=('data'), grad=False, **kwargs)
```

Bases: *RandomValuePerChannel*

Increase values additively

**Warning:** This transform will apply different values to different keys.

#### Parameters

- **random\_sampler** (*AbstractParameter*) – specify values to add
- **per\_channel** (*bool*) – enable transformation per channel
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

```
class rising.transforms.intensity.RandomBezierTransform(maxv=1.0, minv=0.0, keys=('data'),
                                                       **kwargs)
```

Bases: *BaseTransform*

Apply a random 3rd order bezier spline to the intensity values, as proposed in Models Genesis.

#### Parameters

- **augment\_fn** – function for augmentation
- **\*args** – positional arguments passed to `augment_fn`
- **keys** (*Sequence*) – keys which should be augmented
- **grad** – enable gradient computation inside transformation
- **property\_names** – a tuple containing all the properties to call during forward pass
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

```
class rising.transforms.intensity.RandomScaleValue(random_sampler, per_channel=False,
                                                  keys=('data'), grad=False, **kwargs)
```

Bases: *RandomValuePerChannel*

Scale Values

**Warning:** This transform will apply different values to different keys.

#### Parameters

- **random\_sampler** (*AbstractParameter*) – specify values to add
- **per\_channel** (*bool*) – enable transformation per channel
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

```
class rising.transforms.intensity.RandomValuePerChannel(augment_fn, random_sampler,
                                                       per_channel=False, keys=('data'),
                                                       grad=False, **kwargs)
```

Bases: *PerChannelTransform*

Apply augmentations which take random values as input by keyword value

**Warning:** This transform will apply different values to different keys.

#### Parameters

- **augment\_fn** (callable) – augmentation function
- **random\_mode** – specifies distribution which should be used to sample additive value. All function from python's random module are supported
- **random\_args** – positional arguments passed for random function
- **per\_channel** (bool) – enable transformation per channel
- **keys** (Sequence) – keys which should be augmented
- **grad** (bool) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to augment\_fn

**forward**(\*\*data)

Perform Augmentation.

#### Parameters

**data** – dict with data

#### Returns

augmented data

#### Return type

dict

## 10.7.1 Clamp

```
class rising.transforms.intensity.Clamp(min, max, keys=('data'), grad=False, **kwargs)
```

Bases: *BaseTransform*

Apply augment\_fn to keys

#### Parameters

- **min** (Union[float, *AbstractParameter*]) – minimal value
- **max** (Union[float, *AbstractParameter*]) – maximal value
- **keys** (Sequence) – the keys corresponding to the values to clamp
- **grad** (bool) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to augment\_fn

## 10.7.2 NormRange

```
class rising.transforms.intensity.NormRange(min, max, keys=('data'), per_channel=True, grad=False,
                                           **kwargs)
```

Bases: *PerSampleTransform*

### Parameters

- **min** (*Union*[float, *AbstractParameter*]) – minimal value
- **max** (*Union*[float, *AbstractParameter*]) – maximal value
- **keys** (*Sequence*) – keys to normalize
- **per\_channel** (*bool*) – normalize per channel
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to normalization function

## 10.7.3 NormMinMax

```
class rising.transforms.intensity.NormMinMax(keys=('data'), per_channel=True, grad=False,
                                             eps=1e-08, **kwargs)
```

Bases: *PerSampleTransform*

Norm to [0, 1]

### Parameters

- **keys** (*Sequence*) – keys to normalize
- **per\_channel** (*bool*) – normalize per channel
- **grad** (*bool*) – enable gradient computation inside transformation
- **eps** (*Optional*[float]) – small constant for numerical stability. If None, no factor constant will be added
- **\*\*kwargs** – keyword arguments passed to normalization function

## 10.7.4 NormZeroMeanUnitStd

```
class rising.transforms.intensity.NormZeroMeanUnitStd(keys=('data'), per_channel=True,
                                                       grad=False, eps=1e-08, **kwargs)
```

Bases: *PerSampleTransform*

Normalize mean to zero and std to one

### Parameters

- **keys** (*Sequence*) – keys to normalize
- **per\_channel** (*bool*) – normalize per channel
- **grad** (*bool*) – enable gradient computation inside transformation
- **eps** (*Optional*[float]) – small constant for numerical stability. If None, no factor constant will be added
- **\*\*kwargs** – keyword arguments passed to normalization function



### 10.7.5 NormMeanStd

```
class rising.transforms.intensity.NormMeanStd(mean, std, keys=('data'), per_channel=True,
                                             grad=False, **kwargs)
```

Bases: *PerSampleTransform*

Normalize mean and std with provided values

#### Parameters

- **mean** (`Union[float, Sequence[float]]`) – used for mean normalization
- **std** (`Union[float, Sequence[float]]`) – used for std normalization
- **keys** (`Sequence[str]`) – keys to normalize
- **per\_channel** (`bool`) – normalize per channel
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to normalization function

### 10.7.6 Noise

```
class rising.transforms.intensity.Noise(noise_type, per_channel=False, keys=('data'), grad=False,
                                       **kwargs)
```

Bases: *PerChannelTransform*

Add noise to data

**Warning:** This transform will apply different noise patterns to different keys.

#### Parameters

- **noise\_type** (`str`) – supports all inplace functions of a `torch.Tensor`
- **per\_channel** (`bool`) – enable transformation per channel
- **keys** (`Sequence`) – keys to normalize
- **grad** (`bool`) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to noise function

See also:

`torch.Tensor.normal_()`, `torch.Tensor.exponential_()`

## 10.7.7 GaussianNoise

`class rising.transforms.intensity.GaussianNoise(mean, std, keys=('data'), grad=False, **kwargs)`

Bases: *Noise*

Add gaussian noise to data

**Warning:** This transform will apply different noise patterns to different keys.

### Parameters

- **mean** (`float`) – mean of normal distribution
- **std** (`float`) – std of normal distribution
- **keys** (`Sequence`) – keys to normalize
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to noise function

## 10.7.8 ExponentialNoise

`class rising.transforms.intensity.ExponentialNoise(lambd, keys=('data'), grad=False, **kwargs)`

Bases: *Noise*

Add exponential noise to data

**Warning:** This transform will apply different noise patterns to different keys.

### Parameters

- **lambd** (`float`) – lambda of exponential distribution
- **keys** (`Sequence`) – keys to normalize
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to noise function

## 10.7.9 GammaCorrection

`class rising.transforms.intensity.GammaCorrection(gamma, keys=('data'), grad=False, **kwargs)`

Bases: *BaseTransform*

Apply Gamma correction

### Parameters

- **gamma** (`Union[float, AbstractParameter]`) – define gamma
- **keys** (`Sequence`) – keys to normalize
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to superclass

### 10.7.10 RandomValuePerChannel

```
class rising.transforms.intensity.RandomValuePerChannel(augment_fn, random_sampler,
                                                       per_channel=False, keys=('data'),
                                                       grad=False, **kwargs)
```

Bases: *PerChannelTransform*

Apply augmentations which take random values as input by keyword value

**Warning:** This transform will apply different values to different keys.

#### Parameters

- **augment\_fn** (callable) – augmentation function
- **random\_mode** – specifies distribution which should be used to sample additive value. All function from python's random module are supported
- **random\_args** – positional arguments passed for random function
- **per\_channel** (bool) – enable transformation per channel
- **keys** (Sequence) – keys which should be augmented
- **grad** (bool) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to augment\_fn

**forward**(\*\*data)

Perform Augmentation.

#### Parameters

**data** – dict with data

#### Returns

augmented data

#### Return type

dict

### 10.7.11 RandomAddValue

```
class rising.transforms.intensity.RandomAddValue(random_sampler, per_channel=False,
                                                keys=('data'), grad=False, **kwargs)
```

Bases: *RandomValuePerChannel*

Increase values additively

**Warning:** This transform will apply different values to different keys.

#### Parameters

- **random\_sampler** (*AbstractParameter*) – specify values to add
- **per\_channel** (bool) – enable transformation per channel

- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

### 10.7.12 RandomScaleValue

```
class rising.transforms.intensity.RandomScaleValue(random_sampler, per_channel=False,
                                                  keys=('data'), grad=False, **kwargs)
```

Bases: *RandomValuePerChannel*

Scale Values

**Warning:** This transform will apply different values to different keys.

#### Parameters

- **random\_sampler** (*AbstractParameter*) – specify values to add
- **per\_channel** (*bool*) – enable transformation per channel
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

## 10.8 Kernel Transforms

```
class rising.transforms.kernel.GaussianSmoothing(in_channels, kernel_size, std, dim=2, stride=1,
                                                padding=0, padding_mode='reflect', keys=('data'),
                                                grad=False, **kwargs)
```

Bases: *KernelTransform*

Perform Gaussian Smoothing. Filtering is performed separately for each channel in the input using a depth-wise convolution. This code is adapted from: [‘https://discuss.pytorch.org/t/is-there-anyway-to-do-gaussian-filtering-for-an-image-2d-3d-in-pytorch/12351/10’](https://discuss.pytorch.org/t/is-there-anyway-to-do-gaussian-filtering-for-an-image-2d-3d-in-pytorch/12351/10)

#### Parameters

- **in\_channels** (*int*) – number of input channels
- **kernel\_size** (*Union[int, Sequence]*) – size of kernel
- **std** (*Union[int, Sequence]*) – standard deviation of gaussian
- **dim** (*int*) – number of spatial dimensions
- **stride** (*Union[int, Sequence]*) – stride of convolution
- **padding** (*Union[int, Sequence]*) – padding size for input
- **padding\_mode** (*str*) – padding mode for input. Supports all modes from `torch.functional.pad()` except `circular`
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation

- **\*\*kwargs** – keyword arguments passed to superclass

See also:

`torch.functional.pad()`

**create\_kernel()**

Create gaussian blur kernel

**Return type**

`Tensor`

**class** `rising.transforms.kernel.KernelTransform`(*in\_channels, kernel\_size, dim=2, stride=1, padding=0, padding\_mode='zero', keys=('data',), grad=False, \*\*kwargs*)

Bases: `AbstractTransform`

Baseclass for kernel based transformations (kernel is applied to each channel individually)

**Parameters**

- **in\_channels** (`int`) – number of input channels
- **kernel\_size** (`Union[int, Sequence]`) – size of kernel
- **dim** (`int`) – number of spatial dimensions
- **stride** (`Union[int, Sequence]`) – stride of convolution
- **padding** (`Union[int, Sequence]`) – padding size for input
- **padding\_mode** (`str`) – padding mode for input. Supports all modes from `torch.functional.pad()` except `circular`
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to superclass

See also:

`torch.functional.pad()`

**create\_kernel()**

Create kernel for convolution

**Return type**

`Tensor`

**forward(\*\*data)**

Apply kernel to selected keys

**Parameters**

**data** – input data

**Returns**

dict with transformed data

**Return type**

`dict`

**static** `get_conv(dim)`

Select convolution with regard to dimension

**Parameters**

**dim** – spatial dimension of data

**Returns**

the suitable convolutional function

**Return type**

Callable

## 10.8.1 KernelTransform

```
class rising.transforms.kernel.KernelTransform(in_channels, kernel_size, dim=2, stride=1, padding=0,
                                             padding_mode='zero', keys=('data',), grad=False,
                                             **kwargs)
```

Bases: *AbstractTransform*

Baseclass for kernel based transformations (kernel is applied to each channel individually)

**Parameters**

- **in\_channels** (*int*) – number of input channels
- **kernel\_size** (*Union[int, Sequence]*) – size of kernel
- **dim** (*int*) – number of spatial dimensions
- **stride** (*Union[int, Sequence]*) – stride of convolution
- **padding** (*Union[int, Sequence]*) – padding size for input
- **padding\_mode** (*str*) – padding mode for input. Supports all modes from torch.functional.pad() except circular
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to superclass

See also:

`torch.functional.pad()`

`create_kernel()`

Create kernel for convolution

**Return type**

*Tensor*

`forward(**data)`

Apply kernel to selected keys

**Parameters**

**data** – input data

**Returns**

dict with transformed data

**Return type**

dict

**static** `get_conv(dim)`

Select convolution with regard to dimension

**Parameters**

**dim** – spatial dimension of data

**Returns**

the suitable convolutional function

**Return type**

Callable

## 10.8.2 GaussianSmoothing

```
class rising.transforms.kernel.GaussianSmoothing(in_channels, kernel_size, std, dim=2, stride=1,
                                               padding=0, padding_mode='reflect', keys=('data'),
                                               grad=False, **kwargs)
```

Bases: [KernelTransform](#)

Perform Gaussian Smoothing. Filtering is performed separately for each channel in the input using a depth-wise convolution. This code is adapted from: <https://discuss.pytorch.org/t/is-there-anyway-to-do-gaussian-filtering-for-an-image-2d-3d-in-pytorch/12351/10>

**Parameters**

- **in\_channels** (`int`) – number of input channels
- **kernel\_size** (`Union[int, Sequence]`) – size of kernel
- **std** (`Union[int, Sequence]`) – standard deviation of gaussian
- **dim** (`int`) – number of spatial dimensions
- **stride** (`Union[int, Sequence]`) – stride of convolution
- **padding** (`Union[int, Sequence]`) – padding size for input
- **padding\_mode** (`str`) – padding mode for input. Supports all modes from `torch.functional.pad()` except `circular`
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to superclass

See also:

`torch.functional.pad()`

`create_kernel()`

Create gaussian blur kernel

**Return type**

`Tensor`

## 10.9 Spatial Transforms

**class** rising.transforms.spatial.**Mirror**(*dims*, *keys*=('data'), *prob*=0.5, *grad*=False, *\*\*kwargs*)

Bases: *AbstractTransform*

Random mirror transform

### Parameters

- **dims** (Union[int, *DiscreteParameter*, Sequence[Union[int, *DiscreteParameter*]]]) – axes which should be mirrored
- **keys** (Sequence[str]) – keys which should be mirrored
- **prob** (float) – probability for mirror. If float value is provided, it is used for all dims
- **grad** (bool) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to superclass

### Examples

```
>>> # Use mirror transform for augmentations
>>> from rising.random import DiscreteCombinationsParameter
>>> # We sample from all possible mirror combination for
>>> # volumetric data
>>> trafo = Mirror(DiscreteCombinationsParameter((0, 1, 2)))
```

**forward**(*\*\*data*)

Apply transformation

### Parameters

**data** – dict with tensors

### Returns

dict with augmented data

### Return type

dict

**class** rising.transforms.spatial.**ProgressiveResize**(*scheduler*, *mode*='nearest', *align\_corners*=None, *preserve\_range*=False, *keys*=('data'), *grad*=False, *\*\*kwargs*)

Bases: *ResizeNative*

Resize data to sizes specified by scheduler

### Parameters

- **scheduler** (Callable[[int], Union[int, Sequence[int]]]) – scheduler which determined the current size. The scheduler is called with the current iteration of the transform
- **mode** (str) – one of nearest, linear, bilinear, bicubic, trilinear, area (for more information see `torch.nn.functional.interpolate()`)
- **align\_corners** (Optional[bool]) – input and output tensors are aligned by the center points of their corners pixels, preserving the values at the corner pixels.
- **preserve\_range** (bool) – output tensor has same range as input tensor



- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

**Warning:** When this transformations is used in combination with multiprocessing, the step counter is not perfectly synchronized between multiple processes. As a result the step count may jump between values in a range of the number of processes used.

**forward**(*\*\*data*)

Resize data

**Parameters**

**\*\*data** – input batch

**Returns**

augmented batch

**Return type**

*dict*

**increment**()

Increment step by 1

**Returns**

returns self to allow chaining

**Return type**

*ResizeNative*

**reset\_step**()

Reset step to 0

**Returns**

returns self to allow chaining

**Return type**

*ResizeNative*

**property step: int**

Current step

**Returns**

number of steps

**Return type**

*int*

**class** `rising.transforms.spatial.ResizeNative`(*size, mode='nearest', align\_corners=None, preserve\_range=False, keys=('data',), grad=False, \*\*kwargs*)

Bases: *BaseTransform*

Resize data to given size

**Parameters**

- **size** (*Union[int, Sequence[int]]*) – spatial output size (excluding batch size and number of channels)

- **mode** (`str`) – one of nearest, linear, bilinear, bicubic, trilinear, area (for more information see `torch.nn.functional.interpolate()`)
- **align\_corners** (`Optional[bool]`) – input and output tensors are aligned by the center points of their corner pixels, preserving the values at the corner pixels.
- **preserve\_range** (`bool`) – output tensor has same range as input tensor
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

**class** `rising.transforms.spatial.Rot90`(*dims*, *keys*=('data',), *num\_rots*=(0, 1, 2, 3), *prob*=0.5, *grad*=False, *\*\*kwargs*)

Bases: `AbstractTransform`

Rotate 90 degree around dims

#### Parameters

- **dims** (`Union[Sequence[int], DiscreteParameter]`) – dims/axis to rotate. If more than two dims are provided, 2 dimensions are randomly chosen at each call
- **keys** (`Sequence[str]`) – keys which should be rotated
- **num\_rots** (`Sequence[int]`) – possible values for number of rotations
- **prob** (`float`) – probability for rotation
- **grad** (`bool`) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to superclass

See also:

`torch.Tensor.rot90()`

**forward**(*\*\*data*)

Apply transformation

#### Parameters

**data** – dict with tensors

#### Returns

dict with augmented data

#### Return type

dict

**class** `rising.transforms.spatial.SizeStepScheduler`(*milestones*, *sizes*)

Bases: `object`

Scheduler return size when milestone is reached

#### Parameters

- **milestones** (`Sequence[int]`) – contains number of iterations where size should be changed
- **sizes** (`Union[Sequence[int], Sequence[Sequence[int]]]`) – sizes corresponding to milestones

`__call__(step)`

Return size with regard to milestones

**Parameters**

**step** – current step

**Returns**

current size

**Return type**

Union[int, Sequence[int], Sequence[Sequence[int]]]

**class** `rising.transforms.spatial.Zoom`(*scale\_factor=(0.75, 1.25)*, *mode='nearest'*, *align\_corners=None*, *preserve\_range=False*, *keys=('data',)*, *grad=False*, *\*\*kwargs*)

Bases: `BaseTransform`

Apply `augment_fn` to keys. By default the scaling factor is sampled from a uniform distribution with the range specified by `random_args`

**Parameters**

- **scale\_factor** (Union[Sequence, AbstractParameter]) – positional arguments passed for random function. If Sequence[Sequence] is provided, a random value for each item in the outer Sequence is generated. This can be used to set different ranges for different axis.
- **mode** (str) – one of *nearest*, *linear*, *bilinear*, *bicubic*, *trilinear*, *area* (for more information see `torch.nn.functional.interpolate()`)
- **align\_corners** (Optional[bool]) – input and output tensors are aligned by the center points of their corners pixels, preserving the values at the corner pixels.
- **preserve\_range** (bool) – output tensor has same range as input tensor
- **keys** (Sequence) – keys which should be augmented
- **grad** (bool) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

See also:

`random.uniform()`, `torch.nn.functional.interpolate()`

## 10.9.1 Mirror

**class** `rising.transforms.spatial.Mirror`(*dims*, *keys=('data',)*, *prob=0.5*, *grad=False*, *\*\*kwargs*)

Bases: `AbstractTransform`

Random mirror transform

**Parameters**

- **dims** (Union[int, DiscreteParameter, Sequence[Union[int, DiscreteParameter]]]) – axes which should be mirrored
- **keys** (Sequence[str]) – keys which should be mirrored
- **prob** (float) – probability for mirror. If float value is provided, it is used for all dims
- **grad** (bool) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to superclass

## Examples

```
>>> # Use mirror transform for augmentations
>>> from rising.random import DiscreteCombinationsParameter
>>> # We sample from all possible mirror combination for
>>> # volumetric data
>>> trafo = Mirror(DiscreteCombinationsParameter((0, 1, 2)))
```

**forward(\*\*data)**

Apply transformation

**Parameters**

**data** – dict with tensors

**Returns**

dict with augmented data

**Return type**

dict

## 10.9.2 Rot90

**class** rising.transforms.spatial.**Rot90**(*dims, keys=('data',), num\_rot=(0, 1, 2, 3), prob=0.5, grad=False, \*\*kwargs*)

Bases: *AbstractTransform*

Rotate 90 degree around dims

**Parameters**

- **dims** (*Union[Sequence[int], DiscreteParameter]*) – dims/axis to rotate. If more than two dims are provided, 2 dimensions are randomly chosen at each call
- **keys** (*Sequence[str]*) – keys which should be rotated
- **num\_rot** (*Sequence[int]*) – possible values for number of rotations
- **prob** (*float*) – probability for rotation
- **grad** (*bool*) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to superclass

**See also:**

torch.Tensor.rot90()

**forward(\*\*data)**

Apply transformation

**Parameters**

**data** – dict with tensors

**Returns**

dict with augmented data

**Return type**

dict

### 10.9.3 ResizeNative

```
class rising.transforms.spatial.ResizeNative(size, mode='nearest', align_corners=None,
                                           preserve_range=False, keys=('data',), grad=False,
                                           **kwargs)
```

Bases: *BaseTransform*

Resize data to given size

#### Parameters

- **size** (`Union[int, Sequence[int]]`) – spatial output size (excluding batch size and number of channels)
- **mode** (`str`) – one of *nearest*, *linear*, *bilinear*, *bicubic*, *trilinear*, *area* (for more information see `torch.nn.functional.interpolate()`)
- **align\_corners** (`Optional[bool]`) – input and output tensors are aligned by the center points of their corners pixels, preserving the values at the corner pixels.
- **preserve\_range** (`bool`) – output tensor has same range as input tensor
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

### 10.9.4 Zoom

```
class rising.transforms.spatial.Zoom(scale_factor=(0.75, 1.25), mode='nearest', align_corners=None,
                                   preserve_range=False, keys=('data',), grad=False, **kwargs)
```

Bases: *BaseTransform*

Apply `augment_fn` to keys. By default the scaling factor is sampled from a uniform distribution with the range specified by `random_args`

#### Parameters

- **scale\_factor** (`Union[Sequence, AbstractParameter]`) – positional arguments passed for random function. If `Sequence[Sequence]` is provided, a random value for each item in the outer `Sequence` is generated. This can be used to set different ranges for different axis.
- **mode** (`str`) – one of *nearest*, *linear*, *bilinear*, *bicubic*, *trilinear*, *area* (for more information see `torch.nn.functional.interpolate()`)
- **align\_corners** (`Optional[bool]`) – input and output tensors are aligned by the center points of their corners pixels, preserving the values at the corner pixels.
- **preserve\_range** (`bool`) – output tensor has same range as input tensor
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

See also:

`random.uniform()`, `torch.nn.functional.interpolate()`

## 10.9.5 ProgressiveResize

```
class rising.transforms.spatial.ProgressiveResize(scheduler, mode='nearest', align_corners=None,
                                                preserve_range=False, keys=('data',), grad=False,
                                                **kwargs)
```

Bases: *ResizeNative*

Resize data to sizes specified by scheduler

### Parameters

- **scheduler** (*Callable*[[*int*], *Union*[*int*, *Sequence*[*int*]]]) – scheduler which determined the current size. The scheduler is called with the current iteration of the transform
- **mode** (*str*) – one of *nearest*, *linear*, *bilinear*, *bicubic*, *trilinear*, *area* (for more information see `torch.nn.functional.interpolate()`)
- **align\_corners** (*Optional*[*bool*]) – input and output tensors are aligned by the center points of their corners pixels, preserving the values at the corner pixels.
- **preserve\_range** (*bool*) – output tensor has same range as input tensor
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

**Warning:** When this transformations is used in combination with multiprocessing, the step counter is not perfectly synchronized between multiple processes. As a result the step count may jump between values in a range of the number of processes used.

**forward**(\*\**data*)

Resize data

### Parameters

**\*\*data** – input batch

### Returns

augmented batch

### Return type

*dict*

**increment**()

Increment step by 1

### Returns

returns self to allow chaining

### Return type

*ResizeNative*

**reset\_step**()

Reset step to 0

### Returns

returns self to allow chaining

**Return type***ResizeNative***property step: int**

Current step

**Returns**

number of steps

**Return type**

int

## 10.9.6 SizeStepScheduler

**class** `rising.transforms.spatial.SizeStepScheduler`(*milestones, sizes*)Bases: `object`

Scheduler return size when milestone is reached

**Parameters**

- **milestones** (`Sequence[int]`) – contains number of iterations where size should be changed
- **sizes** (`Union[Sequence[int], Sequence[Sequence[int]]]`) – sizes corresponding to milestones

`__call__`(*step*)

Return size with regard to milestones

**Parameters****step** – current step**Returns**

current size

**Return type**`Union[int, Sequence[int], Sequence[Sequence[int]]]`

## 10.10 Tensor Transforms

**class** `rising.transforms.tensor.Permute`(*dims, grad=False, \*\*kwargs*)Bases: `BaseTransform`

Permute dimensions of tensor

**Parameters**

- **dims** (`Dict[str, Sequence[int]]`) – defines permutation sequence for respective key
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to permute function

`forward`(*\*\*data*)

Forward input

Args: data: batch dict

**Returns**

augmented data

**Return type**

dict

**class** rising.transforms.tensor.**TensorOp**(op\_name, \*args, keys=('data'), grad=False, \*\*kwargs)

Bases: *BaseTransform*

Apply function which are supported by the *torch.Tensor* class

**Parameters**

- **op\_name** (*str*) – name of tensor operation
- **\*args** – positional arguments passed to function
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to function

**class** rising.transforms.tensor.**ToDevice**(device, non\_blocking=False, copy=False, keys=('data'), grad=False, \*\*kwargs)

Bases: *ToDeviceDtype*

Push data to device

**Parameters**

- **device** (*Union[device, str, None]*) – target device
- **non\_blocking** (*bool*) – if True and this copy is between CPU and GPU, the copy may occur asynchronously with respect to the host. For other cases, this argument has no effect.
- **copy** (*bool*) – create copy of data
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to function

**class** rising.transforms.tensor.**ToDeviceDtype**(device=None, dtype=None, non\_blocking=False, copy=False, keys=('data'), grad=False, \*\*kwargs)

Bases: *BaseTransform*

Push data to device and convert to dtype

**Parameters**

- **device** (*Union[device, str, None]*) – target device
- **dtype** (*Optional[dtype]*) – target dtype
- **non\_blocking** (*bool*) – if True and this copy is between CPU and GPU, the copy may occur asynchronously with respect to the host. For other cases, this argument has no effect.
- **copy** (*bool*) – create copy of data
- **keys** (*Sequence*) – keys which should be augmented
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to function



**class** `rising.transforms.tensor.ToDtype`(*dtype*, *keys*=('data',), *grad*=False, *\*\*kwargs*)

Bases: `ToDeviceDtype`

Convert data to dtype

#### Parameters

- **dtype** (`dtype`) – target dtype
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to function

**class** `rising.transforms.tensor.ToTensor`(*keys*=('data',), *grad*=False, *\*\*kwargs*)

Bases: `BaseTransform`

Transform Input Collection to Collection of `torch.Tensor`

#### Parameters

- **keys** (`Sequence`) – keys which should be transformed
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

### 10.10.1 ToTensor

**class** `rising.transforms.tensor.ToTensor`(*keys*=('data',), *grad*=False, *\*\*kwargs*)

Bases: `BaseTransform`

Transform Input Collection to Collection of `torch.Tensor`

#### Parameters

- **keys** (`Sequence`) – keys which should be transformed
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to `augment_fn`

### 10.10.2 ToDeviceDtype

**class** `rising.transforms.tensor.ToDeviceDtype`(*device*=None, *dtype*=None, *non\_blocking*=False, *copy*=False, *keys*=('data',), *grad*=False, *\*\*kwargs*)

Bases: `BaseTransform`

Push data to device and convert to dtype

#### Parameters

- **device** (`Union[device, str, None]`) – target device
- **dtype** (`Optional[dtype]`) – target dtype
- **non\_blocking** (`bool`) – if True and this copy is between CPU and GPU, the copy may occur asynchronously with respect to the host. For other cases, this argument has no effect.
- **copy** (`bool`) – create copy of data
- **keys** (`Sequence`) – keys which should be augmented

- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to function

### 10.10.3 ToDevice

```
class rising.transforms.tensor.ToDevice(device, non_blocking=False, copy=False, keys=('data',),
                                       grad=False, **kwargs)
```

Bases: *ToDeviceDtype*

Push data to device

#### Parameters

- **device** (`Union[device, str, None]`) – target device
- **non\_blocking** (`bool`) – if True and this copy is between CPU and GPU, the copy may occur asynchronously with respect to the host. For other cases, this argument has no effect.
- **copy** (`bool`) – create copy of data
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to function

### 10.10.4 ToDtype

```
class rising.transforms.tensor.ToDtype(dtype, keys=('data',), grad=False, **kwargs)
```

Bases: *ToDeviceDtype*

Convert data to dtype

#### Parameters

- **dtype** (`dtype`) – target dtype
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation
- **kwargs** – keyword arguments passed to function

### 10.10.5 TensorOp

```
class rising.transforms.tensor.TensorOp(op_name, *args, keys=('data',), grad=False, **kwargs)
```

Bases: *BaseTransform*

Apply function which are supported by the *torch.Tensor* class

#### Parameters

- **op\_name** (`str`) – name of tensor operation
- **\*args** – positional arguments passed to function
- **keys** (`Sequence`) – keys which should be augmented
- **grad** (`bool`) – enable gradient computation inside transformation

- **\*\*kwargs** – keyword arguments passed to function

### 10.10.6 Permute

**class** rising.transforms.tensor.Permute(*dims*, *grad=False*, *\*\*kwargs*)

Bases: *BaseTransform*

Permute dimensions of tensor

#### Parameters

- **dims** (*Dict[str, Sequence[int]]*) – defines permutation sequence for respective key
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to permute function

**forward**(*\*\*data*)

Forward input

Args: data: batch dict

#### Returns

augmented data

#### Return type

dict

## 10.11 Utility Transforms

**class** rising.transforms.utility.BoxToSeg(*keys*, *shape*, *dtype*, *device*, *grad=False*, *\*\*kwargs*)

Bases: *AbstractTransform*

Convert bounding boxes to instance segmentation

#### Parameters

- **keys** (*Mapping[Hashable, Hashable]*) – the key specifies which item to use as the bounding boxes and the item specifies where the save the bounding boxes
- **shape** (*Sequence[int]*) – spatial shape of output tensor (batchsize is derived from bounding boxes and has one channel)
- **dtype** (*dtype*) – dtype of segmentation
- **device** (*Union[device, str]*) – device of segmentation
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – Additional keyword arguments forwarded to the Base Class

**forward**(*\*\*data*)

Forward input

#### Parameters

**\*\*data** – input data

#### Returns

transformed data

**Return type**

dict

**class** rising.transforms.utility.**DoNothing**(*grad=False, \*\*kwargs*)

Bases: *AbstractTransform*

Transform that returns the input as is

**Parameters**

- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to superclass

**forward**(*\*\*data*)

Forward input

**Parameters**

**data** – input dict

**Return type**

dict

**Returns**

input dict

**class** rising.transforms.utility.**InstanceToSemantic**(*keys, cls\_key, grad=False, \*\*kwargs*)

Bases: *AbstractTransform*

Convert an instance segmentation to a semantic segmentation

**Parameters**

- **keys** (*Mapping[str, str]*) – the key specifies which item to use as instance segmentation and the item specifies where the save the semantic segmentation
- **cls\_key** (*Hashable*) – key where the class mapping is saved. Mapping needs to be a Sequence{Sequence[int]}.
- **grad** (*bool*) – enable gradient computation inside transformation

**forward**(*\*\*data*)

Forward input

**Parameters**

**\*\*data** – input data

**Returns**

transformed data

**Return type**

dict

**class** rising.transforms.utility.**SegToBox**(*keys, grad=False, \*\*kwargs*)

Bases: *AbstractTransform*

Convert instance segmentation to bounding boxes

**Parameters**

- **keys** (*Mapping[Hashable, Hashable]*) – the key specifies which item to use as segmentation and the item specifies where the save the bounding boxes
- **grad** (*bool*) – enable gradient computation inside transformation

**forward**(\*\*data)

**Parameters**

**\*\*data** – input data

**Returns**

transformed data

**Return type**

dict

### 10.11.1 DoNothing

**class** rising.transforms.utility.**DoNothing**(grad=False, \*\*kwargs)

Bases: *AbstractTransform*

Transform that returns the input as is

**Parameters**

- **grad** (bool) – enable gradient computation inside transformation
- **\*\*kwargs** – keyword arguments passed to superclass

**forward**(\*\*data)

Forward input

**Parameters**

**data** – input dict

**Return type**

dict

**Returns**

input dict

### 10.11.2 SegToBox

**class** rising.transforms.utility.**SegToBox**(keys, grad=False, \*\*kwargs)

Bases: *AbstractTransform*

Convert instance segmentation to bounding boxes

**Parameters**

- **keys** (Mapping[Hashable, Hashable]) – the key specifies which item to use as segmentation and the item specifies where to save the bounding boxes
- **grad** (bool) – enable gradient computation inside transformation

**forward**(\*\*data)

**Parameters**

**\*\*data** – input data

**Returns**

transformed data

**Return type**

dict

### 10.11.3 BoxToSeg

**class** rising.transforms.utility.BoxToSeg(keys, shape, dtype, device, grad=False, \*\*kwargs)

Bases: *AbstractTransform*

Convert bounding boxes to instance segmentation

#### Parameters

- **keys** (*Mapping*[*Hashable*, *Hashable*]) – the key specifies which item to use as the bounding boxes and the item specifies where to save the bounding boxes
- **shape** (*Sequence*[*int*]) – spatial shape of output tensor (batchsize is derived from bounding boxes and has one channel)
- **dtype** (*dtype*) – dtype of segmentation
- **device** (*Union*[*device*, *str*]) – device of segmentation
- **grad** (*bool*) – enable gradient computation inside transformation
- **\*\*kwargs** – Additional keyword arguments forwarded to the Base Class

**forward**(\*\*data)

Forward input

#### Parameters

**\*\*data** – input data

#### Returns

transformed data

#### Return type

dict

### 10.11.4 InstanceToSemantic

**class** rising.transforms.utility.InstanceToSemantic(keys, cls\_key, grad=False, \*\*kwargs)

Bases: *AbstractTransform*

Convert an instance segmentation to a semantic segmentation

#### Parameters

- **keys** (*Mapping*[*str*, *str*]) – the key specifies which item to use as instance segmentation and the item specifies where to save the semantic segmentation
- **cls\_key** (*Hashable*) – key where the class mapping is saved. Mapping needs to be a *Sequence*{*Sequence*[*int*]}
- **grad** (*bool*) – enable gradient computation inside transformation

**forward**(\*\*data)

Forward input

#### Parameters

**\*\*data** – input data

#### Returns

transformed data

#### Return type

dict

## RISING.TRANSFORMS.FUNCTIONAL

Provides a functional interface for transforms (usually working on single tensors rather than collections thereof). All transformations are implemented to work on batched tensors. Implementations include:

- Affine Transforms
- Channel Transforms
- Cropping Transforms
- Device Transforms
- Intensity Transforms
- Spatial Transforms
- Tensor Transforms
- Utility Transforms

### 11.1 Affine Transforms

```
rising.transforms.functional.affine.affine_image_transform(image_batch, matrix_batch,  
                                                         output_size=None, adjust_size=False,  
                                                         interpolation_mode='bilinear',  
                                                         padding_mode='zeros',  
                                                         align_corners=False,  
                                                         reverse_order=False)
```

Performs an affine transformation on a batch of images

#### Parameters

- **image\_batch** (*Tensor*) – the batch to transform. Should have shape of [N, C, NDIM]
- **matrix\_batch** (*Tensor*) – a batch of affine matrices with shape [N, NDIM, NDIM+1]
- **output\_size** (*Optional[tuple]*) – if given, this will be the resulting image size. Defaults to None
- **adjust\_size** (*bool*) – if True, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (*str*) – interpolation mode to calculate output values ‘bilinear’ | ‘nearest’. Default: ‘bilinear’
- **padding\_mode** (*str*) – padding mode for outside grid values ‘zeros’ | ‘border’ | ‘reflection’. Default: ‘zeros’

- **align\_corners** (`bool`) – Geometrically, we consider the pixels of the input as squares rather than points. If set to `True`, the extrema (-1 and 1) are considered as referring to the center points of the input’s corner pixels. If set to `False`, they are instead considered as referring to the corner points of the input’s corner pixels, making the sampling more resolution agnostic.

**Returns**

transformed image

**Return type**

`torch.Tensor`

**Warning:** When `align_corners = True`, the grid positions depend on the pixel size relative to the input image size, and so the locations sampled by `grid_sample()` will differ for the same input given at different resolutions (that is, after being upsampled or downsampled).

**Notes**

`output_size` and `adjust_size` are mutually exclusive. If `None` of them is set, the resulting image will have the same size as the input image.

`rising.transforms.functional.affine.affine_point_transform(point_batch, matrix_batch)`

Function to perform an affine transformation onto point batches

**Parameters**

- **point\_batch** (`Tensor`) – a point batch of shape `[N, NP, NDIM]` `NP` is the number of points, `N` is the batch size, `NDIM` is the number of spatial dimensions
- **matrix\_batch** (`Tensor`) – `torch.Tensor` a batch of affine matrices with shape `[N, NDIM, NDIM + 1]`, `N` is the batch size and `NDIM` is the number of spatial dimensions

**Returns**

**the batch of transformed points in cartesian coordinates)**

`[N, NP, NDIM]` `NP` is the number of points, `N` is the batch size, `NDIM` is the number of spatial dimensions

**Return type**

`torch.Tensor`

`rising.transforms.functional.affine.create_rotation(rotation, batchsize, ndim, degree=False, device=None, dtype=None, image_transform=True)`

Formats the given scale parameters to a homogeneous transformation matrix

**Parameters**

- **rotation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the rotation factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* `None` will be treated as a rotation angle of 0
- **batchsize** (`int`) – the number of samples per batch
- **ndim** (`int`) – the dimensionality of the transform



- **degree** (`bool`) – whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **device** (`Union[device, str, None]`) – the device to put the resulting tensor to. Defaults to the torch default device
- **dtype** (`Union[dtype, str, None]`) – the dtype of the resulting tensor. Defaults to the torch default dtype
- **image\_transform** (`bool`) – bool inverts the rotation matrix to match expected behavior when applied to an image, e.g. rotation > 0 should rotate the image counter clockwise but the grid clockwise

#### Returns

##### the homogeneous transformation matrix

[N, NDIM + 1, NDIM + 1], N is the batch size and NDIM is the number of spatial dimensions

#### Return type

`torch.Tensor`

`rising.transforms.functional.affine.create_scale(scale, batchsize, ndim, device=None, dtype=None, image_transform=True)`

Formats the given scale parameters to a homogeneous transformation matrix

#### Parameters

- **scale** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the scale factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a scaling factor of 1
- **batchsize** (`int`) – the number of samples per batch
- **ndim** (`int`) – the dimensionality of the transform
- **device** (`Union[device, str, None]`) – the device to put the resulting tensor to. Defaults to the torch default device
- **dtype** (`Union[dtype, str, None]`) – the dtype of the resulting tensor. Defaults to the torch default dtype
- **image\_transform** (`bool`) – inverts the scale matrix to match expected behavior when applied to an image, e.g. scale>1 increases the size of an image but decrease the size of an grid

#### Returns

##### the homogeneous transformation matrix

[N, NDIM + 1, NDIM + 1], N is the batch size and NDIM is the number of spatial dimensions

#### Return type

`torch.Tensor`

`rising.transforms.functional.affine.create_translation(offset, batchsize, ndim, device=None, dtype=None, image_transform=True)`

Formats the given translation parameters to a homogeneous transformation matrix

#### Parameters

- **offset** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the translation offset(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a translation offset of 0
- **batchsize** (`int`) – the number of samples per batch
- **ndim** (`int`) – the dimensionality of the transform
- **device** (`Union[device, str, None]`) – the device to put the resulting tensor to. Defaults to the torch default device
- **dtype** (`Union[dtype, str, None]`) – the dtype of the resulting tensor. Defaults to the torch default dtype
- **image\_transform** (`bool`) – bool inverts the translation matrix to match expected behavior when applied to an image, e.g. translation > 0 should move the image in the positive direction of an axis but the grid in the negative direction

#### Returns

the homogeneous transformation matrix  $[N, \text{NDIM} + 1, \text{NDIM} + 1]$ ,  
 N is the batch size and NDIM is the number of spatial dimensions

#### Return type

`torch.Tensor`

`rising.transforms.functional.affine.parametrize_matrix(scale, rotation, translation, batchsize, ndim, degree=False, device=None, dtype=None, image_transform=True)`

Formats the given scale parameters to a homogeneous transformation matrix

#### Parameters

- **scale** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the scale factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a scaling factor of 1
- **rotation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the rotation factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a rotation factor of 1
- **translation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the translation offset(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a translation offset of 0
- **batchsize** (`int`) – the number of samples per batch
- **ndim** (`int`) – the dimensionality of the transform

- **degree** (`bool`) – whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **device** (`Union[device, str, None]`) – the device to put the resulting tensor to. Defaults to the torch default device
- **dtype** (`Union[dtype, str, None]`) – the dtype of the resulting tensor. Defaults to the torch default dtype
- **image\_transform** (`bool`) – bool adjusts transformation matrices such that they match the expected behavior on images (see `create_scale()` and `create_translation()` for more info)

**Returns**

the transformation matrix `[N, NDIM, NDIM+1]`, `N` is the batch size and `NDIM` is the number of spatial dimensions

**Return type**

`torch.Tensor`

### 11.1.1 affine\_image\_transform

```
rising.transforms.functional.affine.affine_image_transform(image_batch, matrix_batch,
                                                         output_size=None, adjust_size=False,
                                                         interpolation_mode='bilinear',
                                                         padding_mode='zeros',
                                                         align_corners=False,
                                                         reverse_order=False)
```

Performs an affine transformation on a batch of images

**Parameters**

- **image\_batch** (`Tensor`) – the batch to transform. Should have shape of `[N, C, NDIM]`
- **matrix\_batch** (`Tensor`) – a batch of affine matrices with shape `[N, NDIM, NDIM+1]`
- **output\_size** (`Optional[tuple]`) – if given, this will be the resulting image size. Defaults to `None`
- **adjust\_size** (`bool`) – if `True`, the resulting image size will be calculated dynamically to ensure that the whole image fits.
- **interpolation\_mode** (`str`) – interpolation mode to calculate output values ‘bilinear’ | ‘nearest’. Default: ‘bilinear’
- **padding\_mode** (`str`) – padding mode for outside grid values ‘zeros’ | ‘border’ | ‘reflection’. Default: ‘zeros’
- **align\_corners** (`bool`) – Geometrically, we consider the pixels of the input as squares rather than points. If set to `True`, the extrema (-1 and 1) are considered as referring to the center points of the input's corner pixels. If set to `False`, they are instead considered as referring to the corner points of the input's corner pixels, making the sampling more resolution agnostic.

**Returns**

transformed image

**Return type**

`torch.Tensor`

**Warning:** When `align_corners = True`, the grid positions depend on the pixel size relative to the input image size, and so the locations sampled by `grid_sample()` will differ for the same input given at different resolutions (that is, after being upsampled or downsampled).

## Notes

`output_size` and `adjust_size` are mutually exclusive. If None of them is set, the resulting image will have the same size as the input image.

### 11.1.2 affine\_point\_transform

`rising.transforms.functional.affine.affine_point_transform(point_batch, matrix_batch)`

Function to perform an affine transformation onto point batches

#### Parameters

- **point\_batch** (`Tensor`) – a point batch of shape `[N, NP, NDIM]` NP is the number of points, N is the batch size, NDIM is the number of spatial dimensions
- **matrix\_batch** (`Tensor`) – torch.Tensor a batch of affine matrices with shape `[N, NDIM, NDIM + 1]`, N is the batch size and NDIM is the number of spatial dimensions

#### Returns

**the batch of transformed points in cartesian coordinates)**

`[N, NP, NDIM]` NP is the number of points, N is the batch size, NDIM is the number of spatial dimensions

#### Return type

`torch.Tensor`

### 11.1.3 parametrize\_matrix

`rising.transforms.functional.affine.parametrize_matrix(scale, rotation, translation, batchsize, ndim, degree=False, device=None, dtype=None, image_transform=True)`

Formats the given scale parameters to a homogeneous transformation matrix

#### Parameters

- **scale** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the scale factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a scaling factor of 1
- **rotation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the rotation factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a rotation factor of 1

- **translation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the translation offset(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a translation offset of 0
- **batchsize** (`int`) – the number of samples per batch
- **ndim** (`int`) – the dimensionality of the transform
- **degree** (`bool`) – whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **device** (`Union[device, str, None]`) – the device to put the resulting tensor to. Defaults to the torch default device
- **dtype** (`Union[dtype, str, None]`) – the dtype of the resulting tensor. Defaults to the torch default dtype
- **image\_transform** (`bool`) – bool adjusts transformation matrices such that they match the expected behavior on images (see `create_scale()` and `create_translation()` for more info)

**Returns**

the transformation matrix `[N, NDIM, NDIM+1]`, `N` is the batch size and `NDIM` is the number of spatial dimensions

**Return type**

`torch.Tensor`

### 11.1.4 create\_rotation

`rising.transforms.functional.affine.create_rotation(rotation, batchsize, ndim, degree=False, device=None, dtype=None, image_transform=True)`

Formats the given scale parameters to a homogeneous transformation matrix

**Parameters**

- **rotation** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the rotation factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a rotation angle of 0
- **batchsize** (`int`) – the number of samples per batch
- **ndim** (`int`) – the dimensionality of the transform
- **degree** (`bool`) – whether the given rotation(s) are in degrees. Only valid for rotation parameters, which aren't passed as full transformation matrix.
- **device** (`Union[device, str, None]`) – the device to put the resulting tensor to. Defaults to the torch default device
- **dtype** (`Union[dtype, str, None]`) – the dtype of the resulting tensor. Defaults to the torch default dtype

- **image\_transform** (`bool`) – `bool` inverts the rotation matrix to match expected behavior when applied to an image, e.g. rotation > 0 should rotate the image counter clockwise but the grid clockwise

**Returns**

the homogeneous transformation matrix

[N, NDIM + 1, NDIM + 1], N is the batch size and NDIM is the number of spatial dimensions

**Return type**

`torch.Tensor`

### 11.1.5 create\_rotation\_2d

`rising.transforms.functional.affine.create_rotation_2d(sin, cos)`

Create a 2d rotation matrix

**Parameters**

- **sin** (`Tensor`) – sin value to use for rotation matrix, [1]
- **cos** (`Tensor`) – cos value to use for rotation matrix, [1]
- **Returns** – `torch.Tensor`: rotation matrix, [2, 2]

**Return type**

`Tensor`

### 11.1.6 create\_rotation\_3d

`rising.transforms.functional.affine.create_rotation_3d(sin, cos)`

Create a 3d rotation matrix which sequentially applies the rotation around axis (rot axis 0 -> rot axis 1 -> rot axis 2)

**Parameters**

- **sin** (`Tensor`) – sin values to use for the rotation, (axis 0, axis 1, axis 2)[3]
- **cos** (`Tensor`) – cos values to use for the rotation, (axis 0, axis 1, axis 2)[3]

**Returns**

rotation matrix, [3, 3]

**Return type**

`torch.Tensor`

### 11.1.7 create\_rotation\_3d\_0

`rising.transforms.functional.affine.create_rotation_3d_0(sin, cos)`

Create a rotation matrix around the zero-th axis

**Parameters**

- **sin** (`Tensor`) – sin value to use for rotation matrix, [1]
- **cos** (`Tensor`) – cos value to use for rotation matrix, [1]

**Returns**

rotation matrix, [3, 3]

**Return type**`torch.Tensor`

### 11.1.8 `create_rotation_3d_1`

`rising.transforms.functional.affine.create_rotation_3d_1(sin, cos)`

Create a rotation matrix around the first axis

**Parameters**

- **sin** (`Tensor`) – sin value to use for rotation matrix, [1]
- **cos** (`Tensor`) – cos value to use for rotation matrix, [1]

**Returns**

rotation matrix, [3, 3]

**Return type**`torch.Tensor`

### 11.1.9 `create_rotation_3d_2`

`rising.transforms.functional.affine.create_rotation_3d_2(sin, cos)`

Create a rotation matrix around the second axis

**Parameters**

- **sin** (`Tensor`) – sin value to use for rotation matrix, [1]
- **cos** (`Tensor`) – cos value to use for rotation matrix, [1]

**Returns**

rotation matrix, [3, 3]

**Return type**`torch.Tensor`

### 11.1.10 `create_scale`

`rising.transforms.functional.affine.create_scale(scale, batchsize, ndim, device=None, dtype=None, image_transform=True)`

Formats the given scale parameters to a homogeneous transformation matrix

**Parameters**

- **scale** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the scale factor(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* None will be treated as a scaling factor of 1
- **batchsize** (`int`) – the number of samples per batch
- **ndim** (`int`) – the dimensionality of the transform

- **device** (`Union[device, str, None]`) – the device to put the resulting tensor to. Defaults to the torch default device
- **dtype** (`Union[dtype, str, None]`) – the dtype of the resulting tensor. Defaults to the torch default dtype
- **image\_transform** (`bool`) – inverts the scale matrix to match expected behavior when applied to an image, e.g. `scale>1` increases the size of an image but decrease the size of an grid

**Returns**

**the homogeneous transformation matrix**

`[N, NDIM + 1, NDIM + 1]`, `N` is the batch size and `NDIM` is the number of spatial dimensions

**Return type**

`torch.Tensor`

### 11.1.11 create\_translation

`rising.transforms.functional.affine.create_translation(offset, batchsize, ndim, device=None, dtype=None, image_transform=True)`

Formats the given translation parameters to a homogeneous transformation matrix

**Parameters**

- **offset** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – the translation offset(s). Supported are: \* a single parameter (as float or int), which will be replicated for all dimensions and batch samples \* a parameter per sample, which will be replicated for all dimensions \* a parameter per dimension, which will be replicated for all batch samples \* a parameter per sampler per dimension \* `None` will be treated as a translation offset of 0
- **batchsize** (`int`) – the number of samples per batch
- **ndim** (`int`) – the dimensionality of the transform
- **device** (`Union[device, str, None]`) – the device to put the resulting tensor to. Defaults to the torch default device
- **dtype** (`Union[dtype, str, None]`) – the dtype of the resulting tensor. Defaults to the torch default dtype
- **image\_transform** (`bool`) – bool inverts the translation matrix to match expected behavior when applied to an image, e.g. `translation > 0` should move the image in the positive direction of an axis but the grid in the negative direction

**Returns**

**the homogeneous transformation matrix** `[N, NDIM + 1, NDIM + 1]`,

`N` is the batch size and `NDIM` is the number of spatial dimensions

**Return type**

`torch.Tensor`



### 11.1.12 expand\_scalar\_param

`rising.transforms.functional.affine.expand_scalar_param(param, batchsize, ndim)`

Bring affine params to shape (batchsize, ndim)

#### Parameters

- **param** (`Union[int, Sequence[int], float, Sequence[float], Tensor, AbstractParameter, Sequence[AbstractParameter]]`) – affine parameter
- **batchsize** (`int`) – size of batch
- **ndim** (`int`) – number of spatial dimensions

#### Returns

affine params in correct shape

#### Return type

`torch.Tensor`

## 11.2 Channel Transforms

`rising.transforms.functional.channel.one_hot_batch(target, num_classes=None, dtype=None)`

Compute one hot for input tensor (assumed to a be batch and thus saved into first dimension -> input should only have one channel)

#### Parameters

- **target** (`Tensor`) – long tensor to be converted
- **num\_classes** (`Optional[int]`) – number of classes. If `num_classes` is `None`, the maximum of `target` is used
- **dtype** (`Optional[dtype]`) – optionally changes the dtype of the onehot encoding

#### Returns

one hot encoded tensor

#### Return type

`torch.Tensor`

### 11.2.1 one\_hot\_batch

`rising.transforms.functional.channel.one_hot_batch(target, num_classes=None, dtype=None)`

Compute one hot for input tensor (assumed to a be batch and thus saved into first dimension -> input should only have one channel)

#### Parameters

- **target** (`Tensor`) – long tensor to be converted
- **num\_classes** (`Optional[int]`) – number of classes. If `num_classes` is `None`, the maximum of `target` is used
- **dtype** (`Optional[dtype]`) – optionally changes the dtype of the onehot encoding

#### Returns

one hot encoded tensor

**Return type**

`torch.Tensor`

## 11.3 Cropping Transforms

`rising.transforms.functional.crop.center_crop(data, size)`

Crop patch from center

Args: data: input tensor size: size of patch

**Returns**

output tensor cropped from input tensor

**Return type**

`torch.Tensor`

`rising.transforms.functional.crop.crop(data, corner, size)`

Extract crop from last dimensions of data

Args: data: input tensor corner: top left corner point size: size of patch

**Returns**

cropped data

**Return type**

`torch.Tensor`

`rising.transforms.functional.crop.random_crop(data, size, dist=0)`

Crop random patch/volume from input tensor

**Parameters**

- **data** (`Tensor`) – input tensor
- **size** (`Union[int, Sequence[int]]`) – size of patch/volume
- **dist** (`Union[int, Sequence[int]]`) – minimum distance to border. By default zero

**Returns**

cropped output

**Return type**

`torch.Tensor`

### 11.3.1 crop

`rising.transforms.functional.crop.crop(data, corner, size)`

Extract crop from last dimensions of data

Args: data: input tensor corner: top left corner point size: size of patch

**Returns**

cropped data

**Return type**

`torch.Tensor`

### 11.3.2 center\_crop

`rising.transforms.functional.crop.center_crop(data, size)`

Crop patch from center

Args: data: input tensor size: size of patch

**Returns**

output tensor cropped from input tensor

**Return type**

`torch.Tensor`

### 11.3.3 random\_crop

`rising.transforms.functional.crop.random_crop(data, size, dist=0)`

Crop random patch/volume from input tensor

**Parameters**

- **data** (`Tensor`) – input tensor
- **size** (`Union[int, Sequence[int]]`) – size of patch/volume
- **dist** (`Union[int, Sequence[int]]`) – minimum distance to border. By default zero

**Returns**

cropped output

**Return type**

`torch.Tensor`

## 11.4 Intensity Transforms

`rising.transforms.functional.intensity.add_noise(data, noise_type, out=None, **kwargs)`

Add noise to input

**Parameters**

- **data** (`Tensor`) – input data
- **noise\_type** (`str`) – supports all inplace functions of a pytorch tensor
- **out** (`Optional[Tensor]`) – if provided, result is saved in here
- **kwargs** – keyword arguments passed to generating function

**Returns**

data with added noise

**Return type**

`torch.Tensor`

**See also:**

`torch.Tensor.normal_()`, `torch.Tensor.exponential_()`

`rising.transforms.functional.intensity.add_value(data, value, out=None)`

Increase brightness additively by value (currently this functions is intended as an interface in case additional functionality should be added to transform)

**Parameters**

- **data** (`Tensor`) – input data
- **value** (`float`) – additive value
- **out** (`Optional[Tensor]`) – if provided, result is saved in here

**Returns**

augmented data

**Return type**

`torch.Tensor`

`rising.transforms.functional.intensity.clamp(data, min, max, out=None)`

Clamp tensor to minimal and maximal value

**Parameters**

- **data** (`Tensor`) – tensor to clamp
- **min** (`float`) – lower limit
- **max** (`float`) – upper limit
- **out** (`Optional[Tensor]`) – output tensor

**Returns**

clamped tensor

**Return type**

`Tensor`

`rising.transforms.functional.intensity.gamma_correction(data, gamma)`

Apply gamma correction to data (currently this functions is intended as an interface in case additional functionality should be added to transform)

**Parameters**

- **data** (`Tensor`) – input data
- **gamma** (`float`) – gamma for correction

**Returns**

gamma corrected data

**Return type**

`torch.Tensor`

`rising.transforms.functional.intensity.norm_mean_std(data, mean, std, per_channel=True, out=None)`

Normalize mean and std with provided values

**Parameters**

- **data** (`Tensor`) – input data. Per channel option supports [C,H,W] and [C,H,W,D].
- **mean** (`Union[float, Sequence]`) – used for mean normalization
- **std** (`Union[float, Sequence]`) – used for std normalization
- **per\_channel** (`bool`) – range is normalized per channel

- **out** (`Optional[Tensor]`) – if provided, result is saved into out

**Returns**

normalized data

**Return type**`torch.Tensor`

`rising.transforms.functional.intensity.norm_min_max(data, per_channel=True, out=None, eps=1e-08)`

Scale range to [0,1]

**Parameters**

- **data** (`Tensor`) – input data. Per channel option supports [C,H,W] and [C,H,W,D].
- **per\_channel** (`bool`) – range is normalized per channel
- **out** (`Optional[Tensor]`) – if provided, result is saved in here
- **eps** (`Optional[float]`) – small constant for numerical stability. If None, no factor constant will be added

**Returns**

scaled data

**Return type**`torch.Tensor`

`rising.transforms.functional.intensity.norm_range(data, min, max, per_channel=True, out=None)`

Scale range of tensor

**Parameters**

- **data** (`Tensor`) – input data. Per channel option supports [C,H,W] and [C,H,W,D].
- **min** (`float`) – minimal value
- **max** (`float`) – maximal value
- **per\_channel** (`bool`) – range is normalized per channel
- **out** (`Optional[Tensor]`) – if provided, result is saved in here

**Returns**

normalized data

**Return type**`torch.Tensor`

`rising.transforms.functional.intensity.norm_zero_mean_unit_std(data, per_channel=True, out=None, eps=1e-08)`

Normalize mean to zero and std to one

**Parameters**

- **data** (`Tensor`) – input data. Per channel option supports [C,H,W] and [C,H,W,D].
- **per\_channel** (`bool`) – range is normalized per channel
- **out** (`Optional[Tensor]`) – if provided, result is saved in here
- **eps** (`Optional[float]`) – small constant for numerical stability. If None, no factor constant will be added

**Returns**

normalized data

**Return type**

`torch.Tensor`

`rising.transforms.functional.intensity.scale_by_value`(*data*, *value*, *out=None*)

Increase brightness scaled by value (currently this functions is intended as an interface in case additional functionality should be added to transform)

**Parameters**

- **data** (`Tensor`) – input data
- **value** (`float`) – scaling value
- **out** (`Optional[Tensor]`) – if provided, result is saved in here

**Returns**

augmented data

**Return type**

`torch.Tensor`

### 11.4.1 norm\_range

`rising.transforms.functional.intensity.norm_range`(*data*, *min*, *max*, *per\_channel=True*, *out=None*)

Scale range of tensor

**Parameters**

- **data** (`Tensor`) – input data. Per channel option supports [C,H,W] and [C,H,W,D].
- **min** (`float`) – minimal value
- **max** (`float`) – maximal value
- **per\_channel** (`bool`) – range is normalized per channel
- **out** (`Optional[Tensor]`) – if provided, result is saved in here

**Returns**

normalized data

**Return type**

`torch.Tensor`

### 11.4.2 norm\_min\_max

`rising.transforms.functional.intensity.norm_min_max`(*data*, *per\_channel=True*, *out=None*, *eps=1e-08*)

Scale range to [0,1]

**Parameters**

- **data** (`Tensor`) – input data. Per channel option supports [C,H,W] and [C,H,W,D].
- **per\_channel** (`bool`) – range is normalized per channel
- **out** (`Optional[Tensor]`) – if provided, result is saved in here
- **eps** (`Optional[float]`) – small constant for numerical stability. If None, no factor constant will be added

**Returns**

scaled data

**Return type**

torch.Tensor

### 11.4.3 norm\_zero\_mean\_unit\_std

```
rising.transforms.functional.intensity.norm_zero_mean_unit_std(data, per_channel=True,
                                                             out=None, eps=1e-08)
```

Normalize mean to zero and std to one

**Parameters**

- **data** (Tensor) – input data. Per channel option supports [C,H,W] and [C,H,W,D].
- **per\_channel** (bool) – range is normalized per channel
- **out** (Optional[Tensor]) – if provided, result is saved in here
- **eps** (Optional[float]) – small constant for numerical stability. If None, no factor constant will be added

**Returns**

normalized data

**Return type**

torch.Tensor

### 11.4.4 norm\_mean\_std

```
rising.transforms.functional.intensity.norm_mean_std(data, mean, std, per_channel=True, out=None)
```

Normalize mean and std with provided values

**Parameters**

- **data** (Tensor) – input data. Per channel option supports [C,H,W] and [C,H,W,D].
- **mean** (Union[float, Sequence]) – used for mean normalization
- **std** (Union[float, Sequence]) – used for std normalization
- **per\_channel** (bool) – range is normalized per channel
- **out** (Optional[Tensor]) – if provided, result is saved into out

**Returns**

normalized data

**Return type**

torch.Tensor

### 11.4.5 add\_noise

`rising.transforms.functional.intensity.add_noise(data, noise_type, out=None, **kwargs)`

Add noise to input

#### Parameters

- **data** (`Tensor`) – input data
- **noise\_type** (`str`) – supports all inplace functions of a pytorch tensor
- **out** (`Optional[Tensor]`) – if provided, result is saved in here
- **kwargs** – keyword arguments passed to generating function

#### Returns

data with added noise

#### Return type

`torch.Tensor`

See also:

`torch.Tensor.normal_()`, `torch.Tensor.exponential_()`

### 11.4.6 add\_value

`rising.transforms.functional.intensity.add_value(data, value, out=None)`

Increase brightness additively by value (currently this functions is intended as an interface in case additional functionality should be added to transform)

#### Parameters

- **data** (`Tensor`) – input data
- **value** (`float`) – additive value
- **out** (`Optional[Tensor]`) – if provided, result is saved in here

#### Returns

augmented data

#### Return type

`torch.Tensor`

### 11.4.7 gamma\_correction

`rising.transforms.functional.intensity.gamma_correction(data, gamma)`

Apply gamma correction to data (currently this functions is intended as an interface in case additional functionality should be added to transform)

#### Parameters

- **data** (`Tensor`) – input data
- **gamma** (`float`) – gamma for correction

#### Returns

gamma corrected data



**Return type**`torch.Tensor`

## 11.4.8 `scale_by_value`

`rising.transforms.functional.intensity.scale_by_value(data, value, out=None)`

Increase brightness scaled by value (currently this functions is intended as an interface in case additional functionality should be added to transform)

**Parameters**

- **data** (`Tensor`) – input data
- **value** (`float`) – scaling value
- **out** (`Optional[Tensor]`) – if provided, result is saved in here

**Returns**

augmented data

**Return type**`torch.Tensor`

## 11.5 Spatial Transforms

`rising.transforms.functional.spatial.mirror(data, dims)`

Mirror data at dims

**Parameters**

- **data** (`Tensor`) – input data
- **dims** (`Union[int, Sequence[int]]`) – dimensions to mirror

**Returns**

tensor with mirrored dimensions

**Return type**`torch.Tensor``rising.transforms.functional.spatial.resize_native(data, size=None, scale_factor=None, mode='nearest', align_corners=None, preserve_range=False)`

Down/up-sample sample to either the given `size` or the given `scale_factor` The modes available for resizing are: nearest, linear (3D-only), bilinear, bicubic (4D-only), trilinear (5D-only), area

**Parameters**

- **data** (`Tensor`) – input tensor of shape batch x channels x height x width x [depth]
- **size** (`Union[int, Sequence[int], None]`) – spatial output size (excluding batch size and number of channels)
- **scale\_factor** (`Union[float, Sequence[float], None]`) – multiplier for spatial size
- **mode** (`str`) – one of nearest, linear, bilinear, bicubic, trilinear, area (for more information see `torch.nn.functional.interpolate()`)

- **align\_corners** (`Optional[bool]`) – input and output tensors are aligned by the center points of their corners pixels, preserving the values at the corner pixels.
- **preserve\_range** (`bool`) – output tensor has same range as input tensor

**Returns**

interpolated tensor

**Return type**

`torch.Tensor`

**See also:**

`torch.nn.functional.interpolate()`

`rising.transforms.functional.spatial.rot90(data, k, dims)`

Rotate 90 degrees around dims

**Parameters**

- **data** (`Tensor`) – input data
- **k** (`int`) – number of times to rotate
- **dims** (`Union[int, Sequence[int]]`) – dimensions to mirror

**Returns**

tensor with mirrored dimensions

**Return type**

`torch.Tensor`

## 11.5.1 mirror

`rising.transforms.functional.spatial.mirror(data, dims)`

Mirror data at dims

**Parameters**

- **data** (`Tensor`) – input data
- **dims** (`Union[int, Sequence[int]]`) – dimensions to mirror

**Returns**

tensor with mirrored dimensions

**Return type**

`torch.Tensor`

## 11.5.2 rot90

`rising.transforms.functional.spatial.rot90(data, k, dims)`

Rotate 90 degrees around dims

**Parameters**

- **data** (`Tensor`) – input data
- **k** (`int`) – number of times to rotate
- **dims** (`Union[int, Sequence[int]]`) – dimensions to mirror

**Returns**

tensor with mirrored dimensions

**Return type**

`torch.Tensor`

### 11.5.3 `resize_native`

`rising.transforms.functional.spatial.resize_native(data, size=None, scale_factor=None, mode='nearest', align_corners=None, preserve_range=False)`

Down/up-sample sample to either the given size or the given `scale_factor` The modes available for resizing are: nearest, linear (3D-only), bilinear, bicubic (4D-only), trilinear (5D-only), area

**Parameters**

- **data** (`Tensor`) – input tensor of shape batch x channels x height x width x [depth]
- **size** (`Union[int, Sequence[int], None]`) – spatial output size (excluding batch size and number of channels)
- **scale\_factor** (`Union[float, Sequence[float], None]`) – multiplier for spatial size
- **mode** (`str`) – one of `nearest`, `linear`, `bilinear`, `bicubic`, `trilinear`, `area` (for more information see `torch.nn.functional.interpolate()`)
- **align\_corners** (`Optional[bool]`) – input and output tensors are aligned by the center points of their corners pixels, preserving the values at the corner pixels.
- **preserve\_range** (`bool`) – output tensor has same range as input tensor

**Returns**

interpolated tensor

**Return type**

`torch.Tensor`

See also:

`torch.nn.functional.interpolate()`

## 11.6 Tensor Transforms

`rising.transforms.functional.tensor.tensor_op(data, fn, *args, **kwargs)`

Invokes a function form a tensor

**Parameters**

- **data** (`Union[Tensor, List[Tensor], Tuple[Tensor], Mapping[Hashable, Tensor]]`) – data which should be pushed to device. Sequence and mapping items are mapping individually to gpu
- **fn** (`str`) – tensor function
- **\*args** – positional arguments passed to tensor function
- **\*\*kwargs** – keyword arguments passed to tensor function

**Returns**

data which was pushed to device

**Return type**

Union[torch.Tensor, Sequence, Mapping]

rising.transforms.functional.tensor.to\_device\_dtype(*data*, *dtype=None*, *device=None*, *\*\*kwargs*)

Pushes data to device

**Parameters**

- **data** (Union[Tensor, List[Tensor], Tuple[Tensor], Mapping[Hashable, Tensor]]) – data which should be pushed to device. Sequence and mapping items are mapping individually to gpu
- **device** (Union[device, str, None]) – target device
- **kwargs** – keyword arguments passed to assigning function

**Returns**

data which was pushed to device

**Return type**

Union[torch.Tensor, Sequence, Mapping]

### 11.6.1 tensor\_op

rising.transforms.functional.tensor.tensor\_op(*data*, *fn*, *\*args*, *\*\*kwargs*)

Invokes a function form a tensor

**Parameters**

- **data** (Union[Tensor, List[Tensor], Tuple[Tensor], Mapping[Hashable, Tensor]]) – data which should be pushed to device. Sequence and mapping items are mapping individually to gpu
- **fn** (str) – tensor function
- **\*args** – positional arguments passed to tensor function
- **\*\*kwargs** – keyword arguments passed to tensor function

**Returns**

data which was pushed to device

**Return type**

Union[torch.Tensor, Sequence, Mapping]

### 11.6.2 to\_device\_dtype

rising.transforms.functional.tensor.to\_device\_dtype(*data*, *dtype=None*, *device=None*, *\*\*kwargs*)

Pushes data to device

**Parameters**

- **data** (Union[Tensor, List[Tensor], Tuple[Tensor], Mapping[Hashable, Tensor]]) – data which should be pushed to device. Sequence and mapping items are mapping individually to gpu
- **device** (Union[device, str, None]) – target device
- **kwargs** – keyword arguments passed to assigning function

**Returns**

data which was pushed to device

**Return type**

Union[torch.Tensor, Sequence, Mapping]

## 11.7 Utility Transforms

`rising.transforms.functional.utility.box_to_seg`(*boxes*, *shape=None*, *dtype=None*, *device=None*, *out=None*)

Convert a sequence of bounding boxes to a segmentation

**Parameters**

- **boxes** (Sequence[Sequence[int]]) – sequence of bounding boxes encoded as (dim0\_min, dim1\_min, dim0\_max, dim1\_max, [dim2\_min, dim2\_max]). Supported bounding boxes for 2D (4 entries per box) and 3d (6 entries per box)
- **shape** (Optional[Sequence[int]]) – if *out* is not provided, shape of output tensor must be specified
- **dtype** (Union[dtype, str, None]) – if *out* is not provided, dtype of output tensor must be specified
- **device** (Union[device, str, None]) – if *out* is not provided, device of output tensor must be specified
- **out** (Optional[Tensor]) – if not None, the segmentation will be saved inside this tensor

**Returns**

bounding boxes encoded as a segmentation

**Return type**

torch.Tensor

`rising.transforms.functional.utility.filter_keys`(*data*, *keys*, *return\_popped=False*)

Filters keys from a given data dict

**Parameters**

- **data** (dict) – the dictionary to pop the keys from
- **keys** (Union[Callable, Sequence]) – if callable it must return a boolean for each key indicating whether it should be retained in the dict. if sequence of strings, the strings shall be the keys to be retained
- **return\_popped** – whether to also return the popped values (default: False)

**Returns**

the data without the popped values dict: the popped values; only if *return\_popped* is True

**Return type**

dict

`rising.transforms.functional.utility.instance_to_semantic`(*instance*, *cls*)

Convert an instance segmentation to a semantic segmentation

**Parameters**

- **instance** (Tensor) – instance segmentation of objects (objects need to start from 1, 0 background)

- **cls** (`Sequence[int]`) – mapping from indices from instance segmentation to real classes.

**Returns**

semantic segmentation

**Return type**

`torch.Tensor`

**Warning:** instance needs to encode objects starting from 1 and the indices need to be continuous (0 is interpreted as background)

`rising.transforms.functional.utility.pop_keys(data, keys, return_popped=False)`

Pops keys from a given data dict

**Parameters**

- **data** (`dict`) – the dictionary to pop the keys from
- **keys** (`Union[Callable, Sequence]`) – if callable it must return a boolean for each key indicating whether it should be popped from the dict. if sequence of strings, the strings shall be the keys to be popped
- **return\_popped** – whether to also return the popped values
- **(default – False)**

**Returns**

the data without the popped values dict: the popped values; only if `:attr`return_popped`` is True

**Return type**

`dict`

`rising.transforms.functional.utility.seg_to_box(seg, dim)`

Convert instance segmentation to bounding boxes

**Parameters**

- **seg** (`Tensor`) – segmentation of individual classes (index should start from one and be continuous)
- **dim** (`int`) – number of spatial dimensions

**Returns**

**list of bounding boxes tuple with classes for**  
bounding boxes

**Return type**

`list`

### 11.7.1 box\_to\_seg

`rising.transforms.functional.utility.box_to_seg`(*boxes*, *shape=None*, *dtype=None*, *device=None*, *out=None*)

Convert a sequence of bounding boxes to a segmentation

#### Parameters

- **boxes** (`Sequence[Sequence[int]]`) – sequence of bounding boxes encoded as (dim0\_min, dim1\_min, dim0\_max, dim1\_max, [dim2\_min, dim2\_max]). Supported bounding boxes for 2D (4 entries per box) and 3d (6 entries per box)
- **shape** (`Optional[Sequence[int]]`) – if *out* is not provided, shape of output tensor must be specified
- **dtype** (`Union[dtype, str, None]`) – if *out* is not provided, dtype of output tensor must be specified
- **device** (`Union[device, str, None]`) – if *out* is not provided, device of output tensor must be specified
- **out** (`Optional[Tensor]`) – if not `None`, the segmentation will be saved inside this tensor

#### Returns

bounding boxes encoded as a segmentation

#### Return type

`torch.Tensor`

### 11.7.2 seg\_to\_box

`rising.transforms.functional.utility.seg_to_box`(*seg*, *dim*)

Convert instance segmentation to bounding boxes

#### Parameters

- **seg** (`Tensor`) – segmentation of individual classes (index should start from one and be continuous)
- **dim** (`int`) – number of spatial dimensions

#### Returns

list of bounding boxes tuple with classes for bounding boxes

#### Return type

list

### 11.7.3 instance\_to\_semantic

`rising.transforms.functional.utility.instance_to_semantic(instance, cls)`

Convert an instance segmentation to a semantic segmentation

**Parameters**

- **instance** (`Tensor`) – instance segmentation of objects (objects need to start from 1, 0 background)
- **cls** (`Sequence[int]`) – mapping from indices from instance segmentation to real classes.

**Returns**

semantic segmentation

**Return type**

`torch.Tensor`

**Warning:** instance needs to encode objects starting from 1 and the indices need to be continuous (0 is interpreted as background)

### 11.7.4 pop\_keys

`rising.transforms.functional.utility.pop_keys(data, keys, return_popped=False)`

Pops keys from a given data dict

**Parameters**

- **data** (`dict`) – the dictionary to pop the keys from
- **keys** (`Union[Callable, Sequence]`) – if callable it must return a boolean for each key indicating whether it should be popped from the dict. if sequence of strings, the strings shall be the keys to be popped
- **return\_popped** – whether to also return the popped values
- **(default – False)**

**Returns**

the data without the popped values dict: the popped values; only if `:attr`return_popped`` is True

**Return type**

`dict`

### 11.7.5 filter\_keys

`rising.transforms.functional.utility.filter_keys(data, keys, return_popped=False)`

Filters keys from a given data dict

**Parameters**

- **data** (`dict`) – the dictionary to pop the keys from
- **keys** (`Union[Callable, Sequence]`) – if callable it must return a boolean for each key indicating whether it should be retained in the dict. if sequence of strings, the strings shall be the keys to be retained
- **return\_popped** – whether to also return the popped values (default: False)



**Returns**

the data without the popped values dict: the popped values; only if `return_popped` is True

**Return type**

dict



## 12.1 Affines

`rising.utils.affine.deg_to_rad(angles)`

Converts from degree to radians.

**Parameters**

**angles** (`Union[Tensor, float, int]`) – the (vectorized) angles to convert

**Returns**

the transformed (vectorized) angles

**Return type**

`torch.Tensor`

`rising.utils.affine.get_batched_eye(batchsize, ndim, device=None, dtype=None)`

Produces a batched matrix containing 1s on the diagonal

**Parameters**

- **batchsize** (`int`) – int the batchsize (first dimension)
- **ndim** (`int`) – int the dimensionality of the eyes (second and third dimension)
- **device** (`Union[device, str, None]`) – `torch.device`, `str`, optional the device to put the resulting tensor to. Defaults to the default device
- **dtype** (`Union[dtype, str, None]`) – `torch.dtype`, `str`, optional the dtype of the resulting tensor. Defaults to the default dtype

**Returns**

batched eye matrix

**Return type**

`torch.Tensor`

`rising.utils.affine.matrix_revert_coordinate_order(batch)`

Reverts the coordinate order of a matrix (e.g. from xyz to zyx).

**Parameters**

**batch** (`Tensor`) – the batched transformation matrices; Should be of shape BATCHSIZE x NDIM x NDIM

**Returns**

the matrix performing the same transformation on vectors with a reversed coordinate order

**Return type**

`torch.Tensor`

`rising.utils.affine.matrix_to_cartesian(batch, keep_square=False)`

Transforms a matrix for a homogeneous transformation back to cartesian coordinates.

**Parameters**

- **batch** (`Tensor`) – the batch of matrices to convert back
- **keep\_square** (`bool`) – if False: returns a NDIM x NDIM+1 matrix to keep the translation part if True: returns a NDIM x NDIM matrix but loses the translation part. defaults to False.

**Returns**

the given matrix in cartesian coordinates

**Return type**

`torch.Tensor`

`rising.utils.affine.matrix_to_homogeneous(batch)`

Transforms a given transformation matrix to a homogeneous transformation matrix.

**Parameters**

**batch** (`Tensor`) – the batch of matrices to convert [N, dim, dim]

**Returns**

the converted batch of matrices

**Return type**

`torch.Tensor`

`rising.utils.affine.points_to_cartesian(batch)`

Transforms a batch of points in homogeneous coordinates back to cartesian coordinates.

**Parameters**

**batch** (`Tensor`) – batch of points in homogeneous coordinates. Should be of shape BATCHSIZE x NUMPOINTS x NDIM+1

**Returns**

the batch of points in cartesian coordinates

**Return type**

`torch.Tensor`

`rising.utils.affine.points_to_homogeneous(batch)`

Transforms points from cartesian to homogeneous coordinates

**Parameters**

**batch** (`Tensor`) – the batch of points to transform. Should be of shape BATCHSIZE x NUMPOINTS x DIM.

**Returns**

the batch of points in homogeneous coordinates

**Return type**

`torch.Tensor`

`rising.utils.affine.unit_box(n, scale=None)`

Create a (scaled) version of a unit box

**Parameters**

- **n** (`int`) – number of dimensions
- **scale** (`Optional[Tensor]`) – scaling of each dimension

**Returns**

scaled unit box

**Return type**`torch.Tensor`

### 12.1.1 points\_to\_homogeneous

`rising.utils.affine.points_to_homogeneous(batch)`

Transforms points from cartesian to homogeneous coordinates

**Parameters****batch** (`Tensor`) – the batch of points to transform. Should be of shape BATCHSIZE x NUM-POINTS x DIM.**Returns**

the batch of points in homogeneous coordinates

**Return type**`torch.Tensor`

### 12.1.2 matrix\_to\_homogeneous

`rising.utils.affine.matrix_to_homogeneous(batch)`

Transforms a given transformation matrix to a homogeneous transformation matrix.

**Parameters****batch** (`Tensor`) – the batch of matrices to convert [N, dim, dim]**Returns**

the converted batch of matrices

**Return type**`torch.Tensor`

### 12.1.3 matrix\_to\_cartesian

`rising.utils.affine.matrix_to_cartesian(batch, keep_square=False)`

Transforms a matrix for a homogeneous transformation back to cartesian coordinates.

**Parameters**

- **batch** (`Tensor`) – the batch of matrices to convert back
- **keep\_square** (`bool`) – if `False`: returns a NDIM x NDIM+1 matrix to keep the translation part if `True`: returns a NDIM x NDIM matrix but loses the translation part. defaults to `False`.

**Returns**

the given matrix in cartesian coordinates

**Return type**`torch.Tensor`

### 12.1.4 points\_to\_cartesian

`rising.utils.affine.points_to_cartesian(batch)`

Transforms a batch of points in homogeneous coordinates back to cartesian coordinates.

**Parameters**

**batch** (`Tensor`) – batch of points in homogeneous coordinates. Should be of shape BATCHSIZE x NUMPOINTS x NDIM+1

**Returns**

the batch of points in cartesian coordinates

**Return type**

`torch.Tensor`

### 12.1.5 matrix\_revert\_coordinate\_order

`rising.utils.affine.matrix_revert_coordinate_order(batch)`

Reverts the coordinate order of a matrix (e.g. from xyz to zyx).

**Parameters**

**batch** (`Tensor`) – the batched transformation matrices; Should be of shape BATCHSIZE x NDIM x NDIM

**Returns**

**the matrix performing the same transformation on vectors with a**  
reversed coordinate order

**Return type**

`torch.Tensor`

### 12.1.6 get\_batched\_eye

`rising.utils.affine.get_batched_eye(batchsize, ndim, device=None, dtype=None)`

Produces a batched matrix containing 1s on the diagonal

**Parameters**

- **batchsize** (`int`) – int the batchsize (first dimension)
- **ndim** (`int`) – int the dimensionality of the eyes (second and third dimension)
- **device** (`Union[device, str, None]`) – `torch.device`, `str`, optional the device to put the resulting tensor to. Defaults to the default device
- **dtype** (`Union[dtype, str, None]`) – `torch.dtype`, `str`, optional the dtype of the resulting tensor. Defaults to the default dtype

**Returns**

batched eye matrix

**Return type**

`torch.Tensor`

### 12.1.7 deg\_to\_rad

`rising.utils.affine.deg_to_rad(angles)`

Converts from degree to radians.

**Parameters**

**angles** (`Union[Tensor, float, int]`) – the (vectorized) angles to convert

**Returns**

the transformed (vectorized) angles

**Return type**

`torch.Tensor`

### 12.1.8 unit\_box

`rising.utils.affine.unit_box(n, scale=None)`

Create a (scaled) version of a unit box

**Parameters**

- **n** (`int`) – number of dimensions
- **scale** (`Optional[Tensor]`) – scaling of each dimension

**Returns**

scaled unit box

**Return type**

`torch.Tensor`

## 12.2 Type Checks

`rising.utils.checktype.check_scalar(x)`

Provide interface to check for scalars

**Parameters**

**x** (`Union[Any, float, int]`) – object to check for scalar

**Return type**

`bool`

**Returns**

bool” True if input is scalar

### 12.2.1 check\_scalar

`rising.utils.checktype.check_scalar(x)`

Provide interface to check for scalars

**Parameters**

**x** (`Union[Any, float, int]`) – object to check for scalar

**Return type**

`bool`

**Returns**

bool” True if input is scalar

## 12.3 Reshaping

`rising.utils.shape.reshape(value, size)`

Reshape sequence (list or tensor) to given size

**Parameters**

- **value** (`Union[list, Tensor]`) – sequence to reshape
- **size** (`Union[Sequence, Size]`) – size to reshape to

**Returns**

reshaped sequence

**Return type**

`Union[torch.Tensor, list]`

`rising.utils.shape.reshape_list(flat_list, size)`

Reshape a (nested) list to a given shape

**Parameters**

- **flat\_list** (`list`) – (nested) list to reshape
- **size** (`Union[Size, tuple]`) – shape to reshape to

**Returns**

reshape list

**Return type**

`list`

### 12.3.1 reshape

`rising.utils.shape.reshape(value, size)`

Reshape sequence (list or tensor) to given size

**Parameters**

- **value** (`Union[list, Tensor]`) – sequence to reshape
- **size** (`Union[Sequence, Size]`) – size to reshape to

**Returns**

reshaped sequence

**Return type**

`Union[torch.Tensor, list]`



### 12.3.2 reshape\_list

`rising.utils.shape.reshape_list(flat_list, size)`

Reshape a (nested) list to a given shape

**Parameters**

- **flat\_list** (`list`) – (nested) list to reshape
- **size** (`Union[Size, tuple]`) – shape to reshape to

**Returns**

reshape list

**Return type**

`list`



## TUTORIALS & EXAMPLES

This Page contains a collection of curated tutorials and examples on how to use rising to its full extent.

### 13.1 Segmentation with rising and PytorchLightning

This example will show you how to build a proper training pipeline with PyTorch Lightning and rising. But first let's configure this notebook correctly:

```
[ ]: %reload_ext autoreload
      %autoreload 2
      %matplotlib inline
```

and install all our dependencies:

```
[ ]: !pip install --upgrade --quiet pytorch-lightning # for training
      !pip install --upgrade --quiet git+https://github.com/PhoenixDL/rising # for data_
      ↪handling
      !pip install --upgrade --quiet SimpleITK # for loading medical data
      !pip install --upgrade --quiet tensorboard # for monitoring training
      !pip install --upgrade --quiet gdown # to download data cross platform
```

#### 13.1.1 Data

Once this is done, we need to take care of our training data. To show risings full capabilities, we will be using 3D data from medical decathlon (specifically Task 4: Hippocampus).

##### Download

We will use the data provided on Google Drive and download it:

```
[ ]: import os
      import SimpleITK as sitk
      import json
      import tempfile
      import numpy as np
      import tarfile
      import time
```

(continues on next page)

```

import gdown

temp_dir = tempfile.mkdtemp()

# generate dummy data for ci/cd
if 'CI' in os.environ:
    data_dir = os.path.join(temp_dir, 'DummyData')
    os.makedirs(os.path.join(data_dir, 'training'), exist_ok=True)
    data_paths = []

    for idx in range(50):
        img = np.random.randint(-500, 500, (32, 64, 32), np.int16)
        mask = np.random.randint(0, 1, (32, 64, 32), np.int16)

        img_path = os.path.join(data_dir, 'training', 'img_%03d.nii.gz' % idx)
        mask_path = os.path.join(data_dir, 'training', 'mask_%03d.nii.gz' % idx)
        sitk.WriteImage(sitk.GetImageFromArray(img), img_path)
        sitk.WriteImage(sitk.GetImageFromArray(mask), mask_path)

        data_paths.append({'image': img_path, 'label': mask_path})

    with open(os.path.join(data_dir, 'dataset.json'), 'w') as f:
        json.dump({'training': data_paths}, f, sort_keys=True, indent=4)

else:
    data_url = "https://drive.google.com/uc?export=download&id=1RzPB1_bqzQh1WvU-
↪YGvZzhx2omcDh38C"

    data_dir = os.path.join(temp_dir, 'Task04_Hippocampus')
    download_path = os.path.join(temp_dir, 'data.tar')

    gdown.download(data_url, download_path)

    tarfile.TarFile(download_path).extractall(temp_dir)

```

Great! We got our data. Now we can work on loading it. For loading data, rising follows the same principle as PyTorch: It separates the dataset, which provides the logic of loading a single sample, from the dataloader for automated handling of parallel loading and batching.

In fact we at rising thought that there is no need to reinvent the wheel. This is why we internally use PyTorch's data structure and just extend it a bit. We'll come to these extensions later.

## Dataset

Our dataset is fairly simple. It just loads the Nifti Data we downloaded before and returns each sample as a dict:

```
[ ]: import SimpleITK as sitk
import json
from rising import loading
from rising.loading import Dataset
import torch
class NiiDataset(Dataset):
    def __init__(self, train: bool, data_dir: str):
        """
        Args:
            train: whether to use the training or the validation split
            data_dir: directory containing the data
        """
        with open(os.path.join(data_dir, 'dataset.json')) as f:
            content = json.load(f)['training']

            num_train_samples = int(len(content) * 0.9)

            # Split train data into training and validation,
            # since test data contains no ground truth
            if train:
                data = content[:num_train_samples]
            else:
                data = content[num_train_samples:]

            self.data = data
            self.data_dir = data_dir

    def __getitem__(self, item: int) -> dict:
        """
        Loads and Returns a single sample

        Args:
            item: index specifying which item to load

        Returns:
            dict: the loaded sample
        """
        sample = self.data[item]
        img = sitk.GetArrayFromImage(
            sitk.ReadImage(os.path.join(self.data_dir, sample['image'])))

        # add channel dim if necessary
        if img.ndim == 3:
            img = img[None]

        label = sitk.GetArrayFromImage(
            sitk.ReadImage(os.path.join(self.data_dir, sample['label'])))

        # convert multiclass to binary task by combining all positives
```

(continues on next page)

(continued from previous page)

```

label = label > 0

# add channel dim if necessary
if label.ndim == 3:
    label = label[None]
return {'data': torch.from_numpy(img).float(),
        'label': torch.from_numpy(label).float()}

def __len__(self) -> int:
    """
    Adds a length to the dataset

    Returns:
        int: dataset's length
    """
    return len(self.data)

```

For compatibility each rising dataset must hold the same attributes as a PyTorch dataset. This basically comes down to be indexable. This means, each Sequence-like data (e.g. lists, tuples, tensors or arrays) could also directly be used as a dataset. Ideally each dataset also has a length, since the dataloader tries to use this length to calculate/estimate its own length.

### 13.1.2 Integration With PyTorch Lightning: Model and Training

After obtaining our data and implementing a way to load it, we now need a model we can train. For this, we will use a fairly simple implementation of the U-Net, which basically is an encoder-decoder network with skip connections. In Lightning all modules should be derived from a LightningModule, which itself is a subclass of the torch.nn.Module. For further details on the LightningModule please refer to the [project itself](#) or its [documentation](#).

#### Model

For now we will only define the network's logic and omit the training logic, which we'll add later.

```

[ ]: import pytorch_lightning as pl
import torch

class Unet(pl.LightningModule):
    """Simple U-Net without training logic"""
    def __init__(self, hparams: dict):
        """
        Args:
            hparams: the hyperparameters needed to construct the network.
                Specifically these are:
            * start_filts (int)
            * depth (int)
            * in_channels (int)
            * num_classes (int)
        """
        super().__init__()
        # 4 downsample layers

```

(continues on next page)

(continued from previous page)

```

out_filts = hparams.get('start_filts', 16)
depth = hparams.get('depth', 3)
in_filts = hparams.get('in_channels', 1)
num_classes = hparams.get('num_classes', 2)

for idx in range(depth):
    down_block = torch.nn.Sequential(
        torch.nn.Conv3d(in_filts, out_filts, kernel_size=3, padding=1),
        torch.nn.ReLU(inplace=True),
        torch.nn.Conv3d(out_filts, out_filts, kernel_size=3, padding=1),
        torch.nn.ReLU(inplace=True)
    )
    in_filts = out_filts
    out_filts *= 2

    setattr(self, 'down_block_%d' % idx, down_block)

out_filts = out_filts // 2
in_filts = in_filts // 2
out_filts, in_filts = in_filts, out_filts

for idx in range(depth-1):
    up_block = torch.nn.Sequential(
        torch.nn.Conv3d(in_filts + out_filts, out_filts, kernel_size=3,
↳padding=1),
        torch.nn.ReLU(inplace=True),
        torch.nn.Conv3d(out_filts, out_filts, kernel_size=3, padding=1),
        torch.nn.ReLU(inplace=True)
    )

    in_filts = out_filts
    out_filts = out_filts // 2

    setattr(self, 'up_block_%d' % idx, up_block)

self.final_conv = torch.nn.Conv3d(in_filts, num_classes, kernel_size=1)
self.max_pool = torch.nn.MaxPool3d(2, stride=2)
self.up_sample = torch.nn.Upsample(scale_factor=2)
self.hparams = hparams

def forward(self, input_tensor: torch.Tensor) -> torch.Tensor:
    """
    Forwards the :attr`input_tensor` through the network to obtain a prediction

    Args:
        input_tensor: the network's input

    Returns:
        torch.Tensor: the networks output given the :attr`input_tensor`
    """
    depth = self.hparams.get('depth', 3)

```

(continues on next page)

(continued from previous page)

```

intermediate_outputs = []

# Compute all the encoder blocks' outputs
for idx in range(depth):
    intermed = getattr(self, 'down_block_%d' % idx)(input_tensor)
    if idx < depth - 1:
        # store intermediate values for usage in decoder
        intermediate_outputs.append(intermed)
        input_tensor = getattr(self, 'max_pool')(intermed)
    else:
        input_tensor = intermed

# Compute all the decoder blocks' outputs
for idx in range(depth-1):
    input_tensor = getattr(self, 'up_sample')(input_tensor)

    # use intermediate values from encoder
    from_down = intermediate_outputs.pop(-1)
    intermed = torch.cat([input_tensor, from_down], dim=1)
    input_tensor = getattr(self, 'up_block_%d' % idx)(intermed)

return getattr(self, 'final_conv')(input_tensor)

```

Okay, that was easy, right? Now let's just check if everything in our network is fine:

```
[ ]: net = Unet({'num_classes': 2, 'in_channels': 1, 'depth': 2, 'start_filts': 2})
print(net(torch.rand(1, 1, 16, 16, 16)).shape)
```

So what did we do here? We initialized a network accepting input images with one channel. This network will then predict a segmentation map for 2 classes (of which one is the background class). It does so with 3 resolution stages.

When we tested the network, we forwarded a tensor with random values of size (1, 1, 16, 16, 16) through it. The first 1 here is the batch dim, the second 1 the channel dim (as we specified one input channel) and the three 16 are the spatial dimension (depth, height and width).

The output has the same dimensions except the channel dimension now holding 2 channels (one per class).

## Training Criteria and Metrics

For training we will use the combination of `CrossEntropyLoss` and the `SoftDiceLoss` (see below).

For more details on this, I'd recommend Jeremy Jordan's Blog on semantic segmentation.

```
[ ]: import rising
from typing import Sequence, Optional, Union
import torch

# Taken from https://github.com/justusschock/dl-utils/blob/master/dlutils/losses/soft_
↪dice.py
class SoftDiceLoss(torch.nn.Module):
    """Soft Dice Loss"""
    def __init__(self, square_nom: bool = False,
                 square_denom: bool = False,
```

(continues on next page)



(continued from previous page)

```

        weight: Optional[Union[Sequence, torch.Tensor]] = None,
        smooth: float = 1.):
    """
    Args:
        square_nom: whether to square the nominator
        square_denom: whether to square the denominator
        weight: additional weighting of individual classes
        smooth: smoothing for nominator and denominator

    """
    super().__init__()
    self.square_nom = square_nom
    self.square_denom = square_denom

    self.smooth = smooth

    if weight is not None:
        if not isinstance(weight, torch.Tensor):
            weight = torch.tensor(weight)

        self.register_buffer("weight", weight)
    else:
        self.weight = None

    def forward(self, predictions: torch.Tensor, targets: torch.Tensor) -> torch.Tensor:
        """
        Computes SoftDice Loss

        Args:
            predictions: the predictions obtained by the network
            targets: the targets (ground truth) for the :attr:`predictions`

        Returns:
            torch.Tensor: the computed loss value
        """
        # number of classes for onehot
        n_classes = predictions.shape[1]
        with torch.no_grad():
            targets_onehot = rising.transforms.functional.channel.one_hot_batch(
                targets.unsqueeze(1), num_classes=n_classes)
        # sum over spatial dimensions
        dims = tuple(range(2, predictions.dim()))

        # compute nominator
        if self.square_nom:
            nom = torch.sum((predictions * targets_onehot.float()) ** 2, dim=dims)
        else:
            nom = torch.sum(predictions * targets_onehot.float(), dim=dims)
        nom = 2 * nom + self.smooth

        # compute denominator
        if self.square_denom:

```

(continues on next page)

(continued from previous page)

```

        i_sum = torch.sum(predictions ** 2, dim=dims)
        t_sum = torch.sum(targets_onehot ** 2, dim=dims)
    else:
        i_sum = torch.sum(predictions, dim=dims)
        t_sum = torch.sum(targets_onehot, dim=dims)

    denom = i_sum + t_sum.float() + self.smooth

    # compute loss
    frac = nom / denom

    # apply weight for individual classes properly
    if self.weight is not None:
        frac = self.weight * frac

    # average over classes
    frac = torch.mean(frac, dim=1)

    return frac

```

Okay, now that we are able to properly calculate the loss function, we still lack a metric to monitor, that describes our performance. For segmentation tasks, this usually comes down to the *dice coefficient*. So let's implement this one as well:

```

[ ]: # Taken from https://github.com/justusschock/dl-utils/blob/master/dlutils/metrics/dice.py
def binary_dice_coefficient(pred: torch.Tensor, gt: torch.Tensor,
                             thresh: float = 0.5, smooth: float = 1e-7) -> torch.Tensor:
    """
    computes the dice coefficient for a binary segmentation task

    Args:
        pred: predicted segmentation (of shape Nx(Dx)HxW)
        gt: target segmentation (of shape Nx(Cx)(Dx)HxW)
        thresh: segmentation threshold
        smooth: smoothing value to avoid division by zero

    Returns:
        torch.Tensor: dice score
    """

    assert pred.shape == gt.shape

    pred_bool = pred > thresh

    intersec = (pred_bool * gt).float()
    return 2 * intersec.sum() / (pred_bool.float().sum()
                                + gt.float().sum() + smooth)

```

Neat! So far we defined all criterions and metrics necessary for proper training and monitoring. But there are still two

major parts of our pipeline missing:

- 1.) Data Preprocessing and Augmentation
- 2.) what to do for parameter update

Let's deal with the first point now.

## Data Preprocessing

Since all samples in our dataset are of different size, we cannot collate them to a batch directly. Instead we need to resize them. Frameworks like `torchvision` do this inside the dataset. With `rising` however, we opted for moving this part outside the dataset (but still apply it on each sample separately before batching) for these reasons.

- 1.) The dataset gets more reusable for different settings
- 2.) The transforms don't have to be implemented into each dataset, which means it is easier to switch datasets without code duplication
- 3.) Applying different transforms is as easy as changing an argument of the loader; no need to deal with this manually in the dataset

This kind of transforms can be passed to the dataloader with `sample_transforms`. If you have an implementation that usually works on batched data, we got you. All you need to do is specifying `pseudo_batch_dim` and we will take care of the rest. We will then automatically add a pseudo batch dim to all kind of data (tensors, arrays and all kind of built-in python containers containing a mixture thereof) before applying these transforms and remove it afterwards.

For now, we use our batched implementation of native torch resizing:

```
[ ]: from rising.transforms import Compose, ResizeNative

def common_per_sample_trafos():
    return Compose(ResizeNative(size=(32, 64, 32), keys=('data',), mode='trilinear'),
                    ResizeNative(size=(32, 64, 32), keys=('label',), mode='nearest'))
```

## Data Augmentation

Now that we have defined our preprocessing, let's come to data augmentation. To enrich our dataset, we randomly apply an affine. While `rising` already contains an implementation of Affine transforms that can also handle random inputs pretty well, we will implement a basic random parameter sampling by ourselves, since this also serves as an educational example.

Basically this is really straight forward. We just derive the `BaseAffine` class, overwrite the way the matrix is assembled by adding the sampling before we call the actual assembly method. We leave the rest to the already defined class:

```
[ ]: from rising.transforms.affine import BaseAffine
import random
from typing import Optional, Sequence

class RandomAffine(BaseAffine):
    """Base Affine with random parameters for scale, rotation and translation"""
    def __init__(self, scale_range: Optional[tuple] = None,
                 rotation_range: Optional[tuple] = None,
                 translation_range: Optional[tuple] = None,
                 degree: bool = True,
                 image_transform: bool = True,
```

(continues on next page)

(continued from previous page)

```

        keys: Sequence = ('data',),
        grad: bool = False,
        output_size: Optional[tuple] = None,
        adjust_size: bool = False,
        interpolation_mode: str = 'nearest',
        padding_mode: str = 'zeros',
        align_corners: bool = False,
        reverse_order: bool = False,
        **kwargs,):

    """
    Args:
        scale_range: tuple containing minimum and maximum values for scale.
            Actual values will be sampled from uniform distribution with these
            constraints.
        rotation_range: tuple containing minimum and maximum values for rotation.
            Actual values will be sampled from uniform distribution with these
            constraints.
        translation_range: tuple containing minimum and maximum values for
        ↪translation.
            Actual values will be sampled from uniform distribution with these
            constraints.
        keys: keys which should be augmented
        grad: enable gradient computation inside transformation
        degree: whether the given rotation(s) are in degrees.
            Only valid for rotation parameters, which aren't passed
            as full transformation matrix.
        output_size: if given, this will be the resulting image size.
            Defaults to ``None``
        adjust_size: if True, the resulting image size will be
            calculated dynamically to ensure that the whole image fits.
        interpolation_mode: interpolation mode to calculate output values
            ``bilinear`` | ``nearest``. Default: ``bilinear``
        padding_mode: padding mode for outside grid values
            ``zeros`` | ``border`` | ``reflection``.
            Default: ``zeros``
        align_corners: Geometrically, we consider the pixels of the
            input as squares rather than points. If set to True,
            the extrema (-1 and 1) are considered as referring to the
            center points of the input's corner pixels. If set to False,
            they are instead considered as referring to the corner points
            of the input's corner pixels, making the sampling more
            resolution agnostic.
        reverse_order: reverses the coordinate order of the
            transformation to conform to the pytorch convention:
            transformation params order [W,H(,D)] and
            batch order [(D,)H,W]
        **kwargs: additional keyword arguments passed to the
            affine transf
    """
    super().__init__(scale=None, rotation=None, translation=None,
                    degree=degree,

```

(continues on next page)

(continued from previous page)

```

        image_transform=image_transform,
        keys=keys,
        grad=grad,
        output_size=output_size,
        adjust_size=adjust_size,
        interpolation_mode=interpolation_mode,
        padding_mode=padding_mode,
        align_corners=align_corners,
        reverse_order=reverse_order,
        **kwargs)

self.scale_range = scale_range
self.rotation_range = rotation_range
self.translation_range = translation_range

def assemble_matrix(self, **data) -> torch.Tensor:
    """
    Samples Parameters for scale, rotation and translation
    before actual matrix assembly.

    Args:
        **data: dictionary containing a batch

    Returns:
        torch.Tensor: assembled affine matrix
    """
    ndim = data[self.keys[0]].ndim - 2

    if self.scale_range is not None:
        self.scale = [random.uniform(*self.scale_range) for _ in range(ndim)]

    if self.translation_range is not None:
        self.translation = [random.uniform(*self.translation_range) for _ in
↪range(ndim)]

    if self.rotation_range is not None:
        if ndim == 3:
            self.rotation = [random.uniform(*self.rotation_range) for _ in
↪range(ndim)]
        elif ndim == 1:
            self.rotation = random.uniform(*self.rotation_range)

    return super().assemble_matrix(**data)

```

Also not that hard... So, now we have a custom implementation of a randomly parametrized affine transformation. This is all we will use as data augmentation for now.

Batched Transforms that shall be executed on CPU in a multiprocessed way should be specified to the dataloader as `batch_transforms`. If they should be executed on GPU, you can pass them as `gpu_transforms`. Unfortunately it is not possible to add GPU transforms in a multiprocessing environment. Thus the internal computation order is like this:

- 1.) Extract sample from dataset

- 2.) Apply per-sample transforms to it (with or without pseudo batch dim)
- 3.) Collate to batch
- 4.) Apply batch transforms
- 5.) Apply GPU transforms

Steps 1.-4. can be executed in a multiprocessing environment. If this is the case, the results will be synced back to the main process before applying GPU transforms.

## Training Logic

The only remaining step is now to integrate this to the training logic of PyTorchLightning.

The only things we did not yet discuss is how to setup optimizers, logging and train/validation step.

The optimizer setup is done by a function `configure_optimizers` that should return the created optimizers.

Logging can either be done automatically (all values for the key `log` in the dict returned from `validation_epoch_end` and `training_epoch_end` will automatically be logged) or manually (explicitly calling the logger in any of these functions). We show both examples below.

For setting up the actual training logic we need to specify `training_step` (and `validation_step` for validation). The complete example is below:

```
[ ]: from rising.transforms import NormZeroMeanUnitStd
      from rising.loading import DataLoader
      import torch
      from tqdm import tqdm

class TrainableUNet(Unet):
    """A trainable UNet (extends the base class by training logic)"""
    def __init__(self, hparams: Optional[dict] = None):
        """
        Args:
            hparams: the hyperparameters needed to construct and train the network.
                    Specifically these are:
            * start_filts (int)
            * depth (int)
            * in_channels (int)
            * num_classes (int)
            * min_scale (float)
            * max_scale (float)
            * min_rotation (int, float)
            * max_rotation (int, float)
            * batch_size (int)
            * num_workers(int)
            * learning_rate (float)

            For all of them exist usable default parameters.
        """
        if hparams is None:
            hparams = {}
        super().__init__(hparams)

        # define loss functions
```

(continues on next page)

(continued from previous page)

```

self.dice_loss = SoftDiceLoss(weight=[0., 1.])
self.ce_loss = torch.nn.CrossEntropyLoss()

def train_dataloader(self) -> DataLoader:
    """
    Specifies the train dataloader

    Returns:
        DataLoader: the train dataloader
    """
    # construct dataset
    dataset = NiiDataset(train=True, data_dir=data_dir)

    # specify batch transforms
    batch_transforms = Compose([
        RandomAffine(scale_range=(self.hparams.get('min_scale', 0.9), self.
↪get('max_scale', 1.1)),
                    rotation_range=(self.hparams.get('min_rotation', -10), self.
↪hparams.get('max_rotation', 10)),
                    keys=('data', 'label')),
        NormZeroMeanUnitStd(keys=('data',))
    ])

    # construct loader
    dataloader = DataLoader(dataset,
                            batch_size=self.hparams.get('batch_size', 1),
                            batch_transforms=batch_transforms,
                            shuffle=True,
                            sample_transforms=common_per_sample_trafos(),
                            pseudo_batch_dim=True,
                            num_workers=self.hparams.get('num_workers', 4))

    return dataloader

def val_dataloader(self) -> DataLoader:
    # construct dataset
    dataset = NiiDataset(train=False, data_dir=data_dir)

    # specify batch transforms (no augmentation here)
    batch_transforms = NormZeroMeanUnitStd(keys=('data',))

    # construct loader
    dataloader = DataLoader(dataset,
                            batch_size=self.hparams.get('batch_size', 1),
                            batch_transforms=batch_transforms,
                            shuffle=False,
                            sample_transforms=common_per_sample_trafos(),
                            pseudo_batch_dim=True,
                            num_workers=self.hparams.get('num_workers', 4))

    return dataloader

def configure_optimizers(self) -> torch.optim.Optimizer:

```

(continues on next page)

(continued from previous page)

```

"""
Configures the optimier to use for training

Returns:
    torch.optim.Optimier: the optimizer for updating the model's parameters
"""
return torch.optim.Adam(self.parameters(), lr=self.hparams.get('learning_rate', 1e-3))

def training_step(self, batch: dict, batch_idx: int) -> dict:
    """
    Defines the training logic

    Args:
        batch: contains the data (inputs and ground truth)
        batch_idx: the number of the current batch

    Returns:
        dict: the current loss value
    """
    x, y = batch['data'], batch['label']

    # remove channel dim from gt (was necessary for augmentation)
    y = y[:, 0].long()

    # obtain predictions
    pred = self(x)
    softmaxed_pred = torch.nn.functional.softmax(pred, dim=1)

    # Calculate losses
    ce_loss = self.ce_loss(pred, y)
    dice_loss = self.dice_loss(softmaxed_pred, y)
    total_loss = (ce_loss + dice_loss) / 2

    # calculate dice coefficient
    dice_coeff = binary_dice_coefficient(torch.argmax(softmaxed_pred, dim=1), y)

    # log values
    self.logger.experiment.add_scalar('Train/DiceCoeff', dice_coeff)
    self.logger.experiment.add_scalar('Train/CE', ce_loss)
    self.logger.experiment.add_scalar('Train/SoftDiceLoss', dice_loss)
    self.logger.experiment.add_scalar('Train/TotalLoss', total_loss)

    return {'loss': total_loss}

def validation_step(self, batch: dict, batch_idx: int) -> dict:
    """
    Defines the validation logic

    Args:
        batch: contains the data (inputs and ground truth)
        batch_idx: the number of the current batch

```

(continues on next page)



(continued from previous page)

```

Returns:
    dict: the current loss and metric values
    """
    x, y = batch['data'], batch['label']

    # remove channel dim from gt (was necessary for augmentation)
    y = y[:, 0].long()

    # obtain predictions
    pred = self(x)
    softmaxed_pred = torch.nn.functional.softmax(pred, dim=1)

    # calculate losses
    ce_loss = self.ce_loss(pred, y)
    dice_loss = self.dice_loss(softmaxed_pred, y)
    total_loss = (ce_loss + dice_loss) / 2

    # calculate dice coefficient
    dice_coeff = binary_dice_coefficient(torch.argmax(softmaxed_pred, dim=1), y)

    # log values
    self.logger.experiment.add_scalar('Val/DiceCoeff', dice_coeff)
    self.logger.experiment.add_scalar('Val/CE', ce_loss)
    self.logger.experiment.add_scalar('Val/SoftDiceLoss', dice_loss)
    self.logger.experiment.add_scalar('Val/TotalLoss', total_loss)

    return {'val_loss': total_loss, 'dice': dice_coeff}

def validation_epoch_end(self, outputs: list) -> dict:
    """Aggregates data from each validation step

    Args:
        outputs: the returned values from each validation step

    Returns:
        dict: the aggregated outputs
        """
    mean_outputs = {}
    for k in outputs[0].keys():
        mean_outputs[k] = torch.stack([x[k] for x in outputs]).mean()

    tqdm.write('Dice: \t%.3f' % mean_outputs['dice'].item())
    return mean_outputs

```

Most of this stuff is relevant for PyTorch Lightning. But the dataloader setup nicely shows the integration of rising with any existing framework working on PyTorch Dataloaders (like PyTorch Lightning or PyTorch Ignite) for batched and sample transforms.

### 13.1.3 Training

We've finally finished all the pipeline definition. Now let's just load the tensorboard extension to monitor our training. For this we will define a common output dir for lightning:

```
[ ]: output_dir = 'logs'
os.makedirs(output_dir, exist_ok=True)
```

```
[ ]: # Start tensorboard.

%reload_ext tensorboard
%tensorboard --logdir {output_dir}
```

And now it's finally time to train!

On a GPU in colab, training takes approximately 40 seconds per epoch, which is a total of 33 minutes (2000 seconds) for training, if early stopping doesn't kick in. For me it kicks in after 25 Epochs which takes around 16 Minutes on a colab GPU

```
[ ]: from pytorch_lightning.callbacks import EarlyStopping
from pytorch_lightning import Trainer

early_stop_callback = EarlyStopping(monitor='dice', min_delta=0.001, patience=10,
↳ verbose=False, mode='max')

if torch.cuda.is_available():
    gpus = 1
else:
    gpus = None

nb_epochs = 50
num_start_filts = 16
num_workers = 4

if 'CI' in os.environ:
    nb_epochs = 1
    num_start_filts = 2
    num_workers = 0

model = TrainableUNet({'start_filts': num_start_filts, 'num_workers': num_workers})

trainer = Trainer(gpus=gpus, default_save_path=output_dir, early_stop_callback=early_
↳ stop_callback, max_nb_epochs=nb_epochs)
trainer.fit(model)
```

In the end, you should see a dice coefficient of 0.88 after 25 Epochs.

```
[ ]:
```

## 13.2 2D Classification Example on MedNIST and rising

Welcome to this rising example, where we will build a 2D classification pipeline with rising and pytorch lightning. The dataset part of this notebook was inspired by the [Monai MedNIST](#) example, so make sure to check them out, too :D

### 13.2.1 Preparation

Let's start with some basic preparations of our environment and download the MedNIST data.

First, we will install rising's master branch to get the latest features (if your a not planning to extend rising you can easily install out pypi package with `pip install rising`).

```
[ ]: !pip install --upgrade --quiet git+https://github.com/PhoenixDL/rising # for data_
↳handling
!pip install --upgrade --quiet pytorch-lightning # for easy training
!pip install --upgrade --quiet scikit-learn # for classification metrics
```

Next, we will add some magic to our notebook in case your are running them locally and do not want refresh it all the time.

```
[ ]: %reload_ext autoreload
%autoreload 2
%matplotlib inline
```

Finally, we download the MedNIST dataset and undpack it.

```
[ ]: import os

# Only check after the else statement for the data download :)
if 'CI' in os.environ:
    # our notebooks are executed to test our example
    # for this we need to create some dummy data
    import matplotlib.pyplot as plt
    from pathlib import Path
    import numpy as np
    from PIL import Image

    # create dummy data for our CI
    base_dir = Path("./MedNIST")
    base_dir.mkdir(exist_ok=True)
    cls_path1 = base_dir / "AbdomenCT"
    cls_path1.mkdir(exist_ok=True)
    cls_path2 = base_dir / "BreastMRI"
    cls_path2.mkdir(exist_ok=True)

    for i in range(100):
        np_array = np.zeros((64, 64)).astype(np.uint8)
        img = Image.fromarray(np_array)
        img.save(cls_path1 / f"img{i}.png")
        # plt.imsave(str(cls_path1 / f"img{i}.png"), np_array, cmap='Greys')
    for i in range(100):
        np_array = np.ones((64, 64)).astype(np.uint8)
        img = Image.fromarray(np_array)
```

(continues on next page)

(continued from previous page)

```

img.save(cls_path2 / f"img{i}.png")
# plt.imsave(str(cls_path2 / f"img{i}.png"), np_array, cmap='Greys')
else:
# download MedNIST
!curl -L -o MedNIST.tar.gz 'https://www.dropbox.com/s/5wskxctvcxiuea/MedNIST.tar.gz'

# unzip the '.tar.gz' file to the current directory
import tarfile
datafile = tarfile.open("MedNIST.tar.gz")
datafile.extractall()
datafile.close()

```

### 13.2.2 Preparing our datasets

If you already wrote your own datasets with PyTorch this will be very familiar because `rising` uses the same dataset structure as PyTorch. The only difference between native PyTorch and `rising` is the transformation part. While PyTorch embeds its transformation into the dataset, we opted to move the transformations to our dataloader (which is a direct subclass of PyTorch's dataloader) to make our datasets easily interchangeable between multiple tasks.

Let's start by searching for the paths of the image files and defining their classes.

```

[ ]: import os
from pathlib import Path
from PIL import Image

data_dir = Path('./MedNIST/')
class_names = sorted([p.stem for p in data_dir.iterdir() if p.is_dir()])
num_class = len(class_names)

image_files = [[x for x in (data_dir / class_name).iterdir()] for class_name in class_
->names]

image_file_list = []
image_label_list = []
for i, class_name in enumerate(class_names):
    image_file_list.extend(image_files[i])
    image_label_list.extend([i] * len(image_files[i]))

num_total = len(image_label_list)

print('Total image count:', num_total)
print("Label names:", class_names)
print("Label counts:", [len(image_files[i]) for i in range(num_class)])

```

The output should look like this:

```

Total image count: 58954
Label names: ['AbdomenCT', 'BreastMRI', 'CXR', 'ChestCT', 'Hand', 'HeadCT']
Label counts: [10000, 8954, 10000, 10000, 10000, 10000]

```

The downloaded data needs to be divided into 3 subsets for training, validation and testing. Because the dataset is fairly large we can opt for an 80/10/10 split.

```
[ ]: import numpy as np

valid_frac, test_frac = 0.1, 0.1
trainX, trainY = [], []
valX, valY = [], []
testX, testY = [], []

for i in range(num_total):
    rann = np.random.random()
    if rann < valid_frac:
        valX.append(image_file_list[i])
        valY.append(image_label_list[i])
    elif rann < test_frac + valid_frac:
        testX.append(image_file_list[i])
        testY.append(image_label_list[i])
    else:
        trainX.append(image_file_list[i])
        trainY.append(image_label_list[i])

print("Training count =", len(trainX), "Validation count =", len(valX), "Test count =",
      len(testX))
```

The MedNIST dataset now just needs to load the specified files. We use PIL to load the individual image file and convert it to a tensor afterwards.

```
[ ]: import torch
import numpy as np

from typing import Sequence, Dict
from torch.utils.data import Dataset

class MedNISTDataset(Dataset):
    """
    Simple dataset to load individual samples from the dataset
    """

    def __init__(self, image_files: Sequence[str], labels: Sequence[int]):
        """
        Args:
            image_files: paths to the image files
            labels: label for each file
        """
        assert len(image_files) == len(labels), "Every file needs a label"
        self.image_files = image_files
        self.labels = labels

    def __len__(self) -> int:
        """
        Number of samples inside the dataset

        Returns:
            int: length
```

(continues on next page)

(continued from previous page)

```

"""
    return len(self.image_files)

def __getitem__(self, index: int) -> Dict[str, torch.Tensor]:
    """
    Select an individual sample from the dataset

    Args:
        index: index of sample to draw

    Return:
        Dict[str, torch.Tensor]: single sample
        * `data`: image data
        * `label`: label for sample
    """
    data_np = np.array(Image.open(self.image_files[index]))
    return {"data": torch.from_numpy(data_np)[None].float(),
            "label": torch.tensor(self.labels[index]).long()}

train_ds = MedNISTDataset(trainX, trainY)
val_ds = MedNISTDataset(valX, valY)
test_ds = MedNISTDataset(testX, testY)

```

Let see some basic statistics of a single sample.

```

[ ]: print(f'Single image min: {train_ds[0]["data"].min()}')
     print(f'Single image max: {train_ds[0]["data"].max()}')
     print(f'Single image mean: {train_ds[0]["data"].shape} (C, W, H)')
     print(f'Exaple label {train_ds[0]["label"]}')
```

The output could look something like this:

```

Single image min: 87.0
Single image max: 255.0
Single image mean: torch.Size([1, 64, 64]) (C, W, H)
Exaple label 0
Example data: tensor([[ [101., 101., 101., ..., 101., 101., 101.],
                        [101., 101., 101., ..., 101., 101., 101.],
                        [101., 101., 101., ..., 101., 101., 101.],
                        ...,
                        [102., 101., 99., ..., 111., 103., 98.],
                        [102., 101., 100., ..., 99., 98., 98.],
                        [ 99., 100., 102., ..., 101., 103., 105.]]])

```

### 13.2.3 Setting Up our Dataloading and Transformations

In this section we will define our transformations and plug our dataset into the dataloader of rising.

First we setup our transformation. In general these can be split into two parts: transformations which are applied as preprocessing and transformations which are applied as augmentations. All transformations are applied in a batched fashion to the dataset to fully utilize vectorization to speed up augmentation. In case your dataset needs additional preprocessing on a per sample basis you can also add those to the dataloader with `sample_transforms`. Check out our [3D Segmentation Tutorial](#) for more information about that.

```
[ ]: import rising.transforms as rtr
      from rising.random import UniformParameter

transforms_prep = []
transforms_augment = []

# preprocessing transforms
# transforms_prep.append(rtr.NormZeroMeanUnitStd())
transforms_prep.append(rtr.NormMinMax()) # visualization looks nicer :)

# augmentation transforms
transforms_augment.append(rtr.GaussianNoise(0., 0.01))
transforms_augment.append(rtr.GaussianSmoothing(
    in_channels=1, kernel_size=3, std=0.5, padding=1))
transforms_augment.append(rtr.Rot90((0, 1)))
transforms_augment.append(rtr.Mirror(dims=(0, 1)))
transforms_augment.append(rtr.BaseAffine(
    scale=UniformParameter(0.8, 1.2),
    rotation=UniformParameter(-30, 30), degree=True,
    # translation in base affine is normalized to image size
    # Translation transform offers to option to swith to pixels
    translation=UniformParameter(-0.02, 0.02),
))
```

In contrast to native PyTorch we add our transformations to the dataloader of rising. There are three main types of transformations which can be added: \* `sample_transforms`: these transforms are applied per sample. In case the transformation assumes a batch of data `pseudo_batch_dim` can be activated to automatically add a batch dim to single samples. \* `batch_transforms`: these transforms are executed per batch inside the multiprocessing context of the CPU (like `sample_transforms`). \* `gpu_transforms`: these transforms are executed on the GPU. In case you have multiple GPUs make sure to set the correct device, otherwise rising could use the wrong GPU.

```
[ ]: from rising.loading import DataLoader

tr_transform = rtr.Compose(transforms_prep + transforms_augment)
dataloader_tr = DataLoader(train_ds, batch_size=32, shuffle=True,
                           gpu_transforms=tr_transform)

val_transform = rtr.Compose(transforms_prep)
dataloader_val = DataLoader(val_ds, batch_size=32,
                            gpu_transforms=val_transform)

test_transform = rtr.Compose(transforms_prep)
dataloader_ts = DataLoader(test_ds, batch_size=32,
                           gpu_transforms=test_transform)
```

## Looking at some example outputs

In this short section we will visualize some of the batches to look at the influence of the augmentations.

```
[ ]: # helper function to visualize batches of images
import torch
import torchvision
import matplotlib.pyplot as plt

def show_batch(batch: torch.Tensor, norm: bool = True):
    """
    Visualize a single batch of images

    Args:
        batch: batch of data
        norm: normalized to range 0,1 for visualization purposes
    """
    grid = torchvision.utils.make_grid(batch.cpu(), nrow=8)

    grid -= grid.min()
    m = grid.max()
    if m > 1e-6:
        grid = grid / m

    plt.figure(figsize=(10,5))
    plt.imshow(grid[0], cmap='gray', vmin=0, vmax=1)
    plt.tight_layout()
    plt.show()

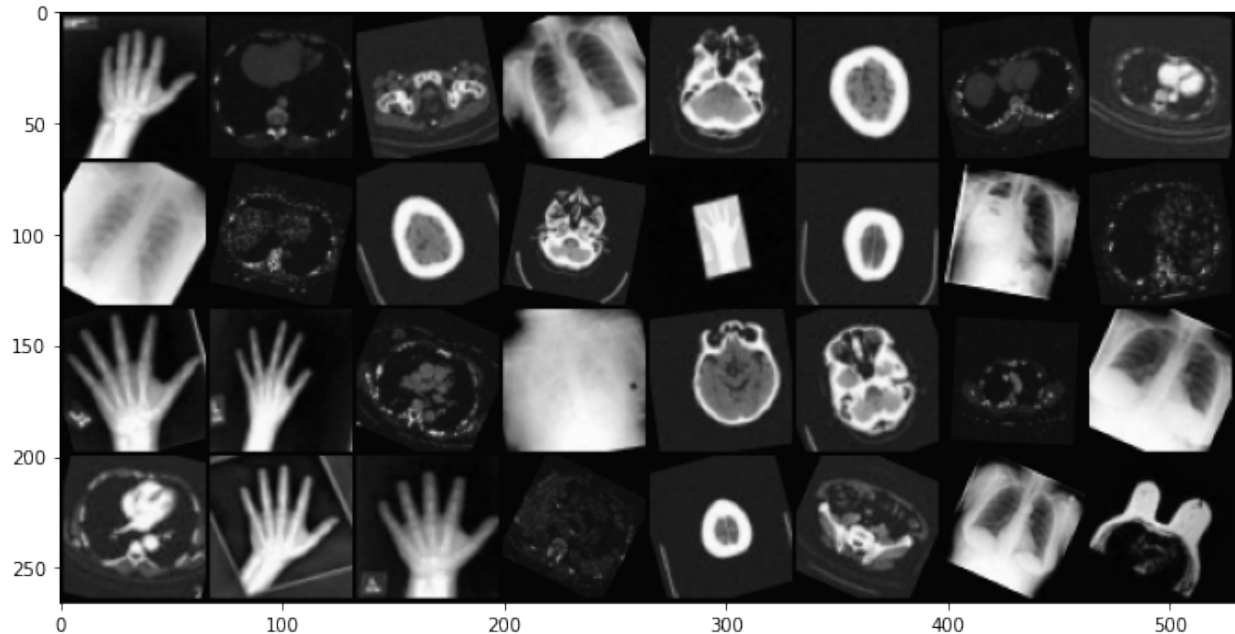
[ ]: # make dataset iterable
_iter = iter(dataloader_tr)

[ ]: # visualize batch of images
batch = next(_iter)
print({f'{key}_shape: {tuple(batch[key].shape)}' for key, item in batch.items()})
print(f'Batch labels: \n{batch["label"]}')
print(f'Batch mean {batch["data"].mean()}')
print(f'Batch min {batch["data"].min()}')
print(f'Batch max {batch["data"].max()}')

show_batch(batch["data"], norm=True)
```

The output of the visualization could look something like this:





The exact images will vary because the batch was selected from the training dataloader which shuffles the data.

### 13.2.4 Defining our Lightning Module

We will use `pytorch-lightning` as our trainer framework to save some time and to standardize our pipeline.

In lightning the training models are derived from `pytorch_lightning.LightningModule` which enforces a specific structure of the code to increase reproducibility and standardization across the community. For simplicity we will simply load a torchvision model and overwrite the basic `*_step` functions of lightning. If you want more information how to build pipelines with pytorch lightning, please check out their [documentation](#).

```
[ ]: import torch.nn as nn
import torchvision.models as models

if 'CI' in os.environ:
    # use a very small model for CI
    class SuperSmallModel(nn.Module):
        def __init__(self):
            super().__init__()
            self.conv1 = nn.Conv2d(1, 16, 3, 1, 1)
            self.conv2 = nn.Conv2d(16, 32, 3, 1, 1)
            self.pool1 = nn.AdaptiveAvgPool2d((1, 1))
            self.fc = nn.Linear(32, num_class)

        def forward(self, x):
            x = self.conv1(x)
            x = self.conv2(x)
            x = torch.flatten(self.pool1(x), 1)
            return self.fc(x)
    resnet = SuperSmallModel()
else:
    # resnet18 for normal runs
```

(continues on next page)

(continued from previous page)

```

resnet = models.resnet18(pretrained=False)
# change first layer
resnet.conv1 = torch.nn.Conv2d(
    1, 64, kernel_size=7, stride=2, padding=3, bias=False)
# change last layer
fc_in = resnet.fc.in_features
resnet.fc = nn.Linear(fc_in, num_class)

```

```

[ ]: import torch.nn.functional as F
import pytorch_lightning as pl

from sklearn.metrics import classification_report
from typing import Dict, Optional

class SimpleClassifier(pl.LightningModule):
    def __init__(self, hparams: Optional[dict] = None):
        """
        Hyperparameters for our model

        Args:
            hparams: hyperparameters for model
            `lr`: learning rate for optimizer
        """
        super().__init__()
        if hparams is None:
            hparams = {}
        self.hparams = hparams
        self.model = resnet

    def forward(self, x: torch.Tensor) -> torch.Tensor:
        """
        Forward input batch of data through model

        Args:
            x: input batch of data [N, C, H, W]
                N batch size (here 32); C number of channels (here 1);
                H,W spatial dimensions of images (here 64x64)

        Returns:
            torch.Tensor: classification logits [N, num_classes]
        """
        return self.model(x)

    def training_step(self, batch: Dict[str, torch.Tensor], batch_idx: int) -> Dict:
        """
        Forward batch and compute loss for a single step (used for training)

        Args:
            batch: batch to process
            `data`: input data
            `label`: expected labels

```

(continues on next page)

(continued from previous page)

```

    batch_idx: index of batch
    """
    x, y = batch["data"], batch["label"]
    y_hat = self(x)
    loss = F.cross_entropy(y_hat, y)
    tensorboard_logs = {'train_loss': loss}
    return {'loss': loss, 'log': tensorboard_logs}

def validation_step(self, batch: Dict[str, torch.Tensor], batch_idx: int) -> Dict:
    """
    Forward batch and compute loss for a single step (used for validation)

    Args:
        batch: batch to process
            `data`: input data
            `label`: expected labels
        batch_idx: index of batch
    """
    x, y = batch["data"], batch["label"]
    y_hat = self(x)
    val_loss = F.cross_entropy(y_hat, y)
    return {'val_loss': val_loss}

def validation_epoch_end(self, outputs):
    """
    Compute average validation loss during epoch
    """
    avg_loss = torch.stack([x['val_loss'] for x in outputs]).mean()
    tensorboard_logs = {'val_loss': avg_loss}
    return {'val_loss': avg_loss, 'log': tensorboard_logs}

def test_step(self, batch: Dict[str, torch.Tensor], batch_idx: int) -> Dict:
    """
    Forward batch and compute loss for a single step (used for validation)

    Args:
        batch: batch to process
            `data`: input data
            `label`: expected labels
        batch_idx: index of batch
    """
    x, y = batch["data"], batch["label"]
    y_hat = self(x)
    val_loss = F.cross_entropy(y_hat, y)
    return {'test_loss': val_loss,
            "pred_label": y_hat.max(dim=1)[1].detach().cpu(),
            "label": y.detach().cpu()}

def test_epoch_end(self, outputs):
    """
    Compute average test loss and classification metrics
    """

```

(continues on next page)

(continued from previous page)

```

avg_loss = torch.stack([x['test_loss'] for x in outputs]).mean()
tensorboard_logs = {'test_loss': avg_loss}

all_pred_label = torch.cat([x['pred_label'] for x in outputs])
all_label = torch.cat([x['label'] for x in outputs])
print(classification_report(all_label.numpy(),
                            all_pred_label.numpy(),
                            target_names=class_names, digits=4))

return {'test_loss': avg_loss, 'log': tensorboard_logs}

def configure_optimizers(self):
    """
    Setup optimizer for training
    """
    return torch.optim.Adam(self.parameters(), lr=self.hparams.get("lr", 1e-5))

```

We can visualize our training progress and hyperparameters in tensorboard to easily compare multiple runs of our classifier.

```
[ ]: # Start tensorboard.
%reload_ext tensorboard
%tensorboard --logdir lightning_logs/
```

Let's start our training :D

```
[ ]: from pytorch_lightning import Trainer

model = SimpleClassifier()

if torch.cuda.is_available():
    gpus = [0]
else:
    gpus=None

# most basic trainer, uses good defaults
trainer = Trainer(gpus=gpus, progress_bar_refresh_rate=10, max_epochs=4, weights_
↳summary=None)
trainer.fit(model, train_dataloader=dataloader_tr, val_data loaders=dataloader_val)
```

After training our model we can test it on our test data.

```
[ ]: trainer.test(test_data loaders=dataloader_ts)
```

The results on the test data should look similar to this:

	precision	recall	f1-score	support
AbdomenCT	0.9536	0.9990	0.9758	1008
BreastMRI	1.0000	1.0000	1.0000	830
CXR	0.9960	0.9872	0.9916	1013
ChestCT	1.0000	0.9490	0.9738	961
Hand	0.9877	0.9887	0.9882	975

(continues on next page)

(continued from previous page)

HeadCT	0.9912	1.0000	0.9956	1019
accuracy			0.9873	5806
macro avg	0.9881	0.9873	0.9875	5806
weighted avg	0.9876	0.9873	0.9872	5806

```
[ ]: %reload_ext autoreload
      %autoreload 2
      %matplotlib inline
```

### 13.3 Using transformation from external libraries inside rising

Note: Some external augmentation libraries are only supported at the beginning of the transformation pipeline. Generally speaking, if you need to resort to an external library for augmentations, consider creating an issue in `rising` and there is a high chance we will add the transformation in the future :)

```
[ ]: # lets prepare a basic dataset (e.g. one from `torchvision`)
import os
import torchvision
import numpy as np
import torch

def to_array(inp):
    """
    We need a small helper in this example because torchvision datasets output PIL
    images. When using them in combination with `rising`,
    just add `torchvision.transforms.ToTensor()` to the transform of the dataset

    Returns
    -----
    numpy.ndarray
        converted data
    """
    from PIL import Image
    if isinstance(inp, Image.Image):
        return np.array(inp, np.float32, copy=False)[None]
    elif isinstance(inp, torch.Tensor):
        return inp.detach().cpu().numpy()
    else:
        return inp

dataset = torchvision.datasets.MNIST(
    os.getcwd(), train=True, download=True, transform=to_array)
```

```
[ ]: # plot shape
print(dataset[0][0].shape)
# visualize a single image
import matplotlib.pyplot as plt
```

(continues on next page)

(continued from previous page)

```
plt.imshow(dataset[0][0][0], cmap='gray')
plt.colorbar()
plt.show()
```

```
[ ]: # helper function to visualize batches of images
import torch

def show_batch(batch: torch.Tensor):
    grid = torchvision.utils.make_grid(batch)
    plt.imshow(grid[0], cmap='gray')
    # plt.colorbar()
    plt.show()
```

### 13.3.1 Integration of batchgenerators transformations into the augmentation pipeline.

Note: when batchgenerator transformations are integrated, gradients can not be propagated through the transformation pipeline.

batchgenerators transformations are based on numpy to be framework agnostic. They are also based on dictionaries which are modified through the transformations.

There are two steps which need to be integrated into your pipeline in order to the batchgenerators transforms

1. Exchange the default\_collate function inside the dataloader with numpy\_collate
2. When switching from batchgenerators transformations to rising transformations, insert ToTensor transformation

```
[ ]: # setup transforms
from rising.transforms import *
from rising.random import UniformParameter
from batchgenerators.transforms import ZeroMeanUnitVarianceTransform

transforms = []
# convert tuple into dict
transforms.append(SeqToMap("data", "label"))
# batchgenerators transforms
transforms.append(ZeroMeanUnitVarianceTransform())
# convert to tensor
transforms.append(ToTensor())
# rising transforms
transforms.append(Rot90((0, 1)))
transforms.append(Mirror(dims=(0, 1)))
transforms.append(Rotate([UniformParameter(0, 180)], adjust_size=True, degree=True))
transforms.append(Scale([UniformParameter(0.8, 1.2)]))
```

```
[ ]: from rising.loading import DataLoader, default_transform_call, numpy_collate
from rising.transforms import Compose

composed = Compose(transforms, transform_call=default_transform_call)
```

(continues on next page)

(continued from previous page)

```
dataloader = DataLoader(dataset, batch_size=8, batch_transforms=composed,
                        num_workers=0, collate_fn=numpy_collate)
```

```
[ ]: _iter = iter(dataloader)
      batch = next(_iter)
      show_batch(batch["data"])
```

### 13.3.2 More libraries will be added in the future :)

## 13.4 Transformations

```
[ ]: !pip install napari
      !pip install SimpleITK
```

```
[ ]: %reload_ext autoreload
      %autoreload 2
      %matplotlib inline
      %gui qt
      import os
      if 'TEST_ENV' in os.environ:
          TEST_ENV = os.environ['TEST_ENV'].lower() == "true"
      else:
          TEST_ENV = 0
      print(f"Running test environment: {bool(TEST_ENV)}")
```

```
[ ]: from io import BytesIO
      from zipfile import ZipFile
      from urllib.request import urlopen

      resp = urlopen("http://www.fmrib.ox.ac.uk/primers/intro_primer/ExBox3/ExBox3.zip")
      zipfile = ZipFile(BytesIO(resp.read()))

      img_file = zipfile.extract("ExBox3/T1_brain.nii.gz")
      mask_file = zipfile.extract("ExBox3/T1_brain_seg.nii.gz")
```

```
[ ]: import SimpleITK as sitk
      import numpy as np

      # load image and mask
      img_file = "./ExBox3/T1_brain.nii.gz"
      mask_file = "./ExBox3/T1_brain_seg.nii.gz"
      img = sitk.GetArrayFromImage(sitk.ReadImage(img_file))
      img = img.astype(np.float32)
      mask = mask = sitk.GetArrayFromImage(sitk.ReadImage(mask_file))
      mask = mask.astype(np.float32)
```

(continues on next page)

(continued from previous page)

```

assert mask.shape == img.shape
print(f"Image shape {img.shape}")
print(f"Image shape {mask.shape}")

```

```

[ ]: if TEST_ENV:
    def view_batch(batch):
        pass
else:
    %gui qt
    import napari
    def view_batch(batch):
        viewer = napari.view_image(batch["data"].cpu().numpy(), name="data")
        viewer.add_image(batch["mask"].cpu().numpy(), name="mask", opacity=0.2)

```

```

[ ]: import torch
from rising.transforms import *

batch = {
    "data": torch.from_numpy(img).float()[None, None],
    "mask": torch.from_numpy(mask).long()[None, None],
}

def apply_transform(trafo, batch):
    transformed = trafo(**batch)
    print(f"Transformed data shape: {transformed['data'].shape}")
    print(f"Transformed mask shape: {transformed['mask'].shape}")
    print(f"Transformed data min: {transformed['data'].min()}")
    print(f"Transformed data max: {transformed['data'].max()}")
    print(f"Transformed data mean: {transformed['data'].mean()}")
    return transformed

```

```

[ ]: print(f"Transformed data shape: {batch['data'].shape}")
print(f"Transformed mask shape: {batch['mask'].shape}")
print(f"Transformed data min: {batch['data'].min()}")
print(f"Transformed data max: {batch['data'].max()}")
print(f"Transformed data mean: {batch['data'].mean()}")

```

```

[ ]: trafo = Scale(1.5, adjust_size=False)
transformed = apply_transform(trafo, batch)
view_batch(transformed)

```

```

[ ]: trafo = Rotate([0, 0, 45], degree=True, adjust_size=False)
transformed = apply_transform(trafo, batch)
view_batch(transformed)

```

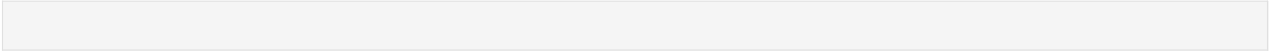
```

[ ]: trafo = Translate([0.1, 0, 0], adjust_size=False)
transformed = apply_transform(trafo, batch)
view_batch(transformed)

```



[ ]:





## CONTRIBUTING TO RISING

If you are interested in contributing to `rising`, you can either implement a new feature or fix a bug.

For both types of contributions, the process is roughly the same:

1. Open an issue in [this repo](#) and discuss the issue with us! Maybe we can give you some hints towards implementation/fixing.
2. If you're not part of the core development team, we need you to create your own fork of [this repo](#), implement it there and create a PR to [this repo](#) afterwards.
3. Create a new branch (in your fork if necessary) for the implementation of your issue. Make sure to include basic unittests.
4. After finishing the implementation, send a pull request to the correct branch of [this repo](#) (probably master branch).
5. Afterwards, have a look at your pull request since we might suggest some changes.

If you are not familiar with creating a pull request, here are some guides:

- <http://stackoverflow.com/questions/14680711/how-to-do-a-github-pull-request>
- <https://help.github.com/articles/creating-a-pull-request/>

### 14.1 Development Install

To develop `rising` on your machine, here are some tips:

1. Uninstall all existing installs of `rising`:

```
pip uninstall rising
pip uninstall rising # run this command twice
```

1. Clone a copy of `rising` from source:

```
git clone https://github.com/PhoenixDL/rising.git
cd rising
```

1. Install `rising` in build develop mode:

Install it via

```
python setup.py build develop
```

or

```
pip install -e .
```

This mode will symlink the python files from the current local source tree into the python install.

Hence, if you modify a python file, you do not need to reinstall `rising` again and again

In case you want to reinstall, make sure that you uninstall `rising` first by running `pip uninstall rising` and `python setup.py clean`. Then you can install in `build develop` mode again.

## 14.2 Code Style

- To improve readability and maintainability, [PEP8 Style](#) should always be followed
  - maximum code line length is 120
  - maximum doc string line length is 80
- All imports inside the package should be absolute
- If you add a feature, you should also add it to the documentation
- Every module must have an `__all__` section
- All functions should be typed
- Keep functions short and give them meaningful names

## 14.3 Unit testing

Unittests are located under `tests/`. Run the entire test suite with

```
python -m unittest
```

from the `rising` root directory or run individual test files, like `python test/test_dummy.py`, for individual test suites.

### 14.3.1 Better local unit tests with unittest

Testing is done with a `unittest` suite

You can run your tests with coverage by installing `coverage` and executing

```
coverage run -m unittest; coverage report -m;
```

inside the terminal. Pycharm Professional supports `Run with coverage` directly. Furthermore, the coverage is always computed and uploaded when you execute `git push` and can be seen on github.

## 14.4 Writing documentation

rising uses an adapted version of [google style](#) for formatting docstrings. Opposing to the original google style we opted to not duplicate the typing from the function signature to the docstrings. Length of line inside docstrings block must be limited to 80 characters to fit into Jupyter documentation popups.



## INDICES AND TABLES

- `genindex`
- `modindex`
- `search`





## PYTHON MODULE INDEX

### r

- rising.loading.collate, 19
- rising.loading.dataset, 15
- rising.ops, 21
- rising.random, 23
  - rising.random.abstract, 23
  - rising.random.continuous, 25
  - rising.random.discrete, 27
- rising.transforms, 29
  - rising.transforms.abstract, 29
  - rising.transforms.affine, 41
  - rising.transforms.channel, 56
  - rising.transforms.compose, 36
  - rising.transforms.crop, 57
  - rising.transforms.format, 58
  - rising.transforms.functional, 91
    - rising.transforms.functional.affine, 91
    - rising.transforms.functional.channel, 101
    - rising.transforms.functional.crop, 102
    - rising.transforms.functional.intensity, 103
    - rising.transforms.functional.spatial, 109
    - rising.transforms.functional.tensor, 111
    - rising.transforms.functional.utility, 113
  - rising.transforms.intensity, 63
  - rising.transforms.kernel, 72
  - rising.transforms.spatial, 76
  - rising.transforms.tensor, 83
  - rising.transforms.utility, 87
- rising.utils, 119
  - rising.utils.affine, 119
  - rising.utils.checktype, 123
  - rising.utils.shape, 124



Symbols

`__call__()` (*rising.transforms.abstract.AbstractTransform* method), 29, 32  
`__call__()` (*rising.transforms.spatial.SizeStepScheduler* method), 78, 83  
`_add_item()` (*rising.loading.dataset.AsyncDataset* static method), 15, 18  
`_get_n_samples()` (*rising.random.abstract.AbstractParameter* static method), 23, 24  
`_make_dataset()` (*rising.loading.dataset.AsyncDataset* method), 16, 18

A

`AbstractParameter` (*class in rising.random.abstract*), 23, 24  
`AbstractTransform` (*class in rising.transforms.abstract*), 29, 32  
`add_noise()` (*in module rising.transforms.functional.intensity*), 103, 108  
`add_value()` (*in module rising.transforms.functional.intensity*), 103, 108  
`Affine` (*class in rising.transforms.affine*), 41, 48  
`affine_image_transform()` (*in module rising.transforms.functional.affine*), 91, 95  
`affine_point_transform()` (*in module rising.transforms.functional.affine*), 92, 96  
`ArgMax` (*class in rising.transforms.channel*), 56, 57  
`assemble_matrix()` (*rising.transforms.affine.Affine* method), 41, 48  
`assemble_matrix()` (*rising.transforms.affine.BaseAffine* method), 43, 51  
`assemble_matrix()` (*rising.transforms.affine.Resize* method), 44, 55  
`assemble_matrix()` (*rising.transforms.affine.StackedAffine* method), 46, 49  
`assemble_matrix()` (*rising.transforms.affine.Translate* method), 47, 53

`AsyncDataset` (*class in rising.loading.dataset*), 15, 17

B

`BaseAffine` (*class in rising.transforms.affine*), 42, 50  
`BaseTransform` (*class in rising.transforms.abstract*), 30, 33  
`BaseTransformSeeded` (*class in rising.transforms.abstract*), 31, 34  
`box_to_seg()` (*in module rising.transforms.functional.utility*), 113, 115  
`BoxToSeg` (*class in rising.transforms.utility*), 87, 90

C

`center_crop()` (*in module rising.transforms.functional.crop*), 102, 103  
`CenterCrop` (*class in rising.transforms.crop*), 57, 58  
`check_scalar()` (*in module rising.utils.checktype*), 123  
`Clamp` (*class in rising.transforms.intensity*), 63, 67  
`clamp()` (*in module rising.transforms.functional.intensity*), 104  
`combinations_all()` (*in module rising.random.discrete*), 28  
`Compose` (*class in rising.transforms.compose*), 36, 38  
`ContinuousParameter` (*class in rising.random.continuous*), 25, 26  
`create_kernel()` (*rising.transforms.kernel.GaussianSmoothing* method), 73, 75  
`create_kernel()` (*rising.transforms.kernel.KernelTransform* method), 73, 74  
`create_rotation()` (*in module rising.transforms.functional.affine*), 92, 97  
`create_rotation_2d()` (*in module rising.transforms.functional.affine*), 98  
`create_rotation_3d()` (*in module rising.transforms.functional.affine*), 98  
`create_rotation_3d_0()` (*in module rising.transforms.functional.affine*), 98  
`create_rotation_3d_1()` (*in module rising.transforms.functional.affine*), 99

- create\_rotation\_3d\_2() (in module *rising.transforms.functional.affine*), 99
- create\_scale() (in module *rising.transforms.functional.affine*), 93, 99
- create\_translation() (in module *rising.transforms.functional.affine*), 93, 100
- crop() (in module *rising.transforms.functional.crop*), 102
- ## D
- Dataset (class in *rising.loading.dataset*), 16, 17
- deg\_to\_rad() (in module *rising.utils.affine*), 119, 123
- dict\_call() (in module *rising.transforms.compose*), 40
- dill\_helper() (in module *rising.loading.dataset*), 19
- DiscreteCombinationsParameter (class in *rising.random.discrete*), 27, 28
- DiscreteParameter (class in *rising.random.discrete*), 27
- do\_nothing\_collate() (in module *rising.loading.collate*), 19, 20
- DoNothing (class in *rising.transforms.utility*), 88, 89
- DropoutCompose (class in *rising.transforms.compose*), 37, 39
- ## E
- expand\_scalar\_param() (in module *rising.transforms.functional.affine*), 101
- ExponentialNoise (class in *rising.transforms.intensity*), 63, 70
- ## F
- filter\_keys() (in module *rising.transforms.functional.utility*), 113, 116
- FilterKeys (class in *rising.transforms.format*), 58, 62
- forward() (*rising.random.abstract.AbstractParameter* method), 23, 24
- forward() (*rising.transforms.abstract.AbstractTransform* method), 30, 33
- forward() (*rising.transforms.abstract.BaseTransform* method), 30, 34
- forward() (*rising.transforms.abstract.BaseTransformSeeded* method), 31, 34
- forward() (*rising.transforms.abstract.PerChannelTransform* method), 31, 36
- forward() (*rising.transforms.abstract.PerSampleTransform* method), 32, 35
- forward() (*rising.transforms.affine.Affine* method), 41, 49
- forward() (*rising.transforms.compose.Compose* method), 36, 38
- forward() (*rising.transforms.compose.DropoutCompose* method), 37, 39
- forward() (*rising.transforms.compose.OneOf* method), 38, 40
- forward() (*rising.transforms.format.FilterKeys* method), 58, 62
- forward() (*rising.transforms.format.MapToSeq* method), 59, 60
- forward() (*rising.transforms.format.PopKeys* method), 59, 61
- forward() (*rising.transforms.format.RenameKeys* method), 60, 62
- forward() (*rising.transforms.format.SeqToMap* method), 60, 61
- forward() (*rising.transforms.intensity.RandomValuePerChannel* method), 67, 71
- forward() (*rising.transforms.kernel.KernelTransform* method), 73, 74
- forward() (*rising.transforms.spatial.Mirror* method), 76, 80
- forward() (*rising.transforms.spatial.ProgressiveResize* method), 77, 82
- forward() (*rising.transforms.spatial.Rot90* method), 78, 80
- forward() (*rising.transforms.tensor.Permute* method), 83, 87
- forward() (*rising.transforms.utility.BoxToSeg* method), 87, 90
- forward() (*rising.transforms.utility.DoNothing* method), 88, 89
- forward() (*rising.transforms.utility.InstanceToSemantic* method), 88, 90
- forward() (*rising.transforms.utility.SegToBox* method), 88, 89
- ## G
- gamma\_correction() (in module *rising.transforms.functional.intensity*), 104, 108
- GammaCorrection (class in *rising.transforms.intensity*), 63, 70
- GaussianNoise (class in *rising.transforms.intensity*), 63, 70
- GaussianSmoothing (class in *rising.transforms.kernel*), 72, 75
- get\_batched\_eye() (in module *rising.utils.affine*), 119, 122
- get\_conv() (*rising.transforms.kernel.KernelTransform* static method), 73, 74
- get\_subset() (*rising.loading.dataset.Dataset* method), 16, 17
- ## I
- increment() (*rising.transforms.spatial.ProgressiveResize* method), 77, 82
- instance\_to\_semantic() (in module *rising.transforms.functional.utility*), 113, 116

InstanceToSemantic (class in rising.transforms.utility), 88, 90  
 InvertAmplitude (class in rising.transforms.intensity), 64

## K

KernelTransform (class in rising.transforms.kernel), 73, 74

## L

load\_async() (in module rising.loading.dataset), 19  
 load\_multi\_process() (rising.loading.dataset.AsyncDataset method), 16, 18  
 load\_single\_process() (rising.loading.dataset.AsyncDataset method), 16, 18

## M

MapToSeq (class in rising.transforms.format), 59, 60  
 matrix\_revert\_coordinate\_order() (in module rising.utils.affine), 119, 122  
 matrix\_to\_cartesian() (in module rising.utils.affine), 120, 121  
 matrix\_to\_homogeneous() (in module rising.utils.affine), 120, 121  
 Mirror (class in rising.transforms.spatial), 76, 79  
 mirror() (in module rising.transforms.functional.spatial), 109, 110  
 module

- rising.loading.collate, 19
- rising.loading.dataset, 15
- rising.ops, 21
- rising.random, 23
- rising.random.abstract, 23
- rising.random.continuous, 25
- rising.random.discrete, 27
- rising.transforms, 29
- rising.transforms.abstract, 29
- rising.transforms.affine, 41
- rising.transforms.channel, 56
- rising.transforms.compose, 36
- rising.transforms.crop, 57
- rising.transforms.format, 58
- rising.transforms.functional, 91
- rising.transforms.functional.affine, 91
- rising.transforms.functional.channel, 101
- rising.transforms.functional.crop, 102
- rising.transforms.functional.intensity, 103
- rising.transforms.functional.spatial, 109
- rising.transforms.functional.tensor, 111
- rising.transforms.functional.utility, 113
- rising.transforms.intensity, 63

- rising.transforms.kernel, 72
- rising.transforms.spatial, 76
- rising.transforms.tensor, 83
- rising.transforms.utility, 87
- rising.utils, 119
- rising.utils.affine, 119
- rising.utils.checktype, 123
- rising.utils.shape, 124

## N

Noise (class in rising.transforms.intensity), 64, 69  
 norm\_mean\_std() (in module rising.transforms.functional.intensity), 104, 107  
 norm\_min\_max() (in module rising.transforms.functional.intensity), 105, 106  
 norm\_range() (in module rising.transforms.functional.intensity), 105, 106  
 norm\_zero\_mean\_unit\_std() (in module rising.transforms.functional.intensity), 105, 107  
 NormalParameter (class in rising.random.continuous), 25, 26  
 NormMeanStd (class in rising.transforms.intensity), 64, 69  
 NormMinMax (class in rising.transforms.intensity), 65, 68  
 NormRange (class in rising.transforms.intensity), 65, 68  
 NormZeroMeanUnitStd (class in rising.transforms.intensity), 65, 68  
 np\_one\_hot() (in module rising.ops.tensor), 21  
 numpy\_collate() (in module rising.loading.collate), 19, 20

## O

one\_hot\_batch() (in module rising.transforms.functional.channel), 101  
 OneHot (class in rising.transforms.channel), 56  
 OneOf (class in rising.transforms.compose), 37, 40

## P

parametrize\_matrix() (in module rising.transforms.functional.affine), 94, 96  
 PerChannelTransform (class in rising.transforms.abstract), 31, 35  
 Permute (class in rising.transforms.tensor), 83, 87  
 PerSampleTransform (class in rising.transforms.abstract), 32, 35  
 points\_to\_cartesian() (in module rising.utils.affine), 120, 122  
 points\_to\_homogeneous() (in module rising.utils.affine), 120, 121

pop\_keys() (in module *rising.transforms.functional.utility*), 114, 116  
 PopKeys (class in *rising.transforms.format*), 59, 61  
 ProgressiveResize (class in *rising.transforms.spatial*), 76, 82

## R

random\_crop() (in module *rising.transforms.functional.crop*), 102, 103  
 RandomAddValue (class in *rising.transforms.intensity*), 65, 71  
 RandomBezierTransform (class in *rising.transforms.intensity*), 66  
 RandomCrop (class in *rising.transforms.crop*), 57, 58  
 RandomScaleValue (class in *rising.transforms.intensity*), 66, 72  
 RandomValuePerChannel (class in *rising.transforms.intensity*), 66, 71  
 register\_sampler() (*rising.transforms.abstract.AbstractTransform* method), 30, 33  
 RenameKeys (class in *rising.transforms.format*), 59, 62  
 reset\_step() (*rising.transforms.spatial.ProgressiveResize* method), 77, 82  
 reshape() (in module *rising.utils.shape*), 124  
 reshape\_list() (in module *rising.utils.shape*), 124, 125  
 Resize (class in *rising.transforms.affine*), 43, 55  
 resize\_native() (in module *rising.transforms.functional.spatial*), 109, 111  
 ResizeNative (class in *rising.transforms.spatial*), 77, 81  
 rising.loading.collate module, 19  
 rising.loading.dataset module, 15  
 rising.ops module, 21  
 rising.random module, 23  
 rising.random.abstract module, 23  
 rising.random.continuous module, 25  
 rising.random.discrete module, 27  
 rising.transforms module, 29  
 rising.transforms.abstract module, 29  
 rising.transforms.affine module, 41  
 rising.transforms.channel module, 56  
 rising.transforms.compose module, 36  
 rising.transforms.crop module, 57  
 rising.transforms.format module, 58  
 rising.transforms.functional module, 91  
 rising.transforms.functional.affine module, 91  
 rising.transforms.functional.channel module, 101  
 rising.transforms.functional.crop module, 102  
 rising.transforms.functional.intensity module, 103  
 rising.transforms.functional.spatial module, 109  
 rising.transforms.functional.tensor module, 111  
 rising.transforms.functional.utility module, 113  
 rising.transforms.intensity module, 63  
 rising.transforms.kernel module, 72  
 rising.transforms.spatial module, 76  
 rising.transforms.tensor module, 83  
 rising.transforms.utility module, 87  
 rising.utils module, 119  
 rising.utils.affine module, 119  
 rising.utils.checktype module, 123  
 rising.utils.shape module, 124  
 Rot90 (class in *rising.transforms.spatial*), 78, 80  
 rot90() (in module *rising.transforms.functional.spatial*), 110  
 Rotate (class in *rising.transforms.affine*), 44, 52

## S

sample() (*rising.random.abstract.AbstractParameter* method), 24, 25  
 sample() (*rising.random.continuous.ContinuousParameter* method), 25, 26  
 sample() (*rising.random.discrete.DiscreteParameter* method), 27  
 sample\_for\_batch() (*rising.transforms.affine.BaseAffine* method),

43, 51

Scale (class in *rising.transforms.affine*), 45, 54  
 scale\_by\_value() (in module *rising.transforms.functional.intensity*), 106, 109  
 seg\_to\_box() (in module *rising.transforms.functional.utility*), 114, 115  
 SegToBox (class in *rising.transforms.utility*), 88, 89  
 SeqToMap (class in *rising.transforms.format*), 60, 61  
 shuffle (*rising.transforms.compose.Compose* property), 36, 38  
 SizeStepScheduler (class in *rising.transforms.spatial*), 78, 83  
 StackedAffine (class in *rising.transforms.affine*), 46, 49  
 step (*rising.transforms.spatial.ProgressiveResize* property), 77, 83

## T

tensor\_op() (in module *rising.transforms.functional.tensor*), 111, 112  
 TensorOp (class in *rising.transforms.tensor*), 84, 86  
 to\_device\_dtype() (in module *rising.transforms.functional.tensor*), 112  
 ToDevice (class in *rising.transforms.tensor*), 84, 86  
 ToDeviceDtype (class in *rising.transforms.tensor*), 84, 85  
 ToDtype (class in *rising.transforms.tensor*), 84, 86  
 torch\_one\_hot() (in module *rising.ops.tensor*), 21  
 ToTensor (class in *rising.transforms.tensor*), 85  
 transforms (*rising.transforms.compose.Compose* property), 36, 38  
 Translate (class in *rising.transforms.affine*), 47, 53

## U

UniformParameter (class in *rising.random.continuous*), 25, 26  
 unit\_box() (in module *rising.utils.affine*), 120, 123

## Z

Zoom (class in *rising.transforms.spatial*), 79, 81