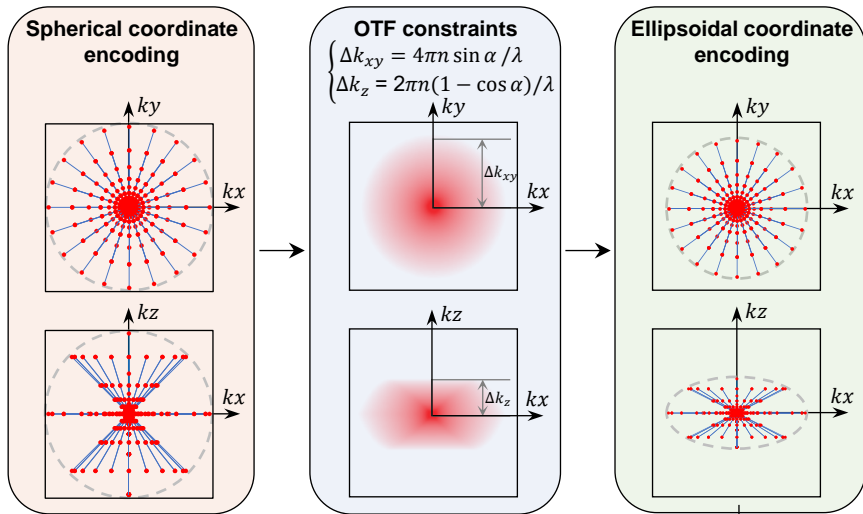


A

Physics-informed Ellipsoidal Coordinate Encoding

① Ellipsoidal coordinate encoding

Input coordinate
 $\mathbf{v} = (x, y, z)$ →



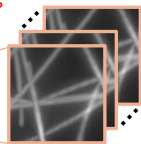
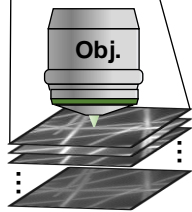
B

Block-wise Restoration Pipeline

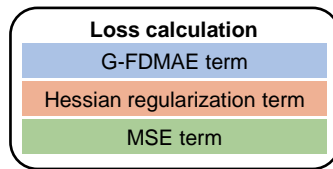
② Block-wise processing

Whole FOV input

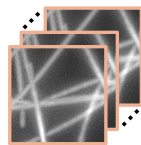
1	2	3	...
4	5	6	
7	8	9	
⋮			



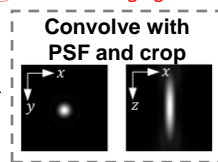
④ Loss function calculation



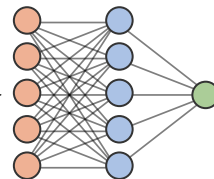
Blurred results



③ Forward imaging modeling



MLP



PIECE-INR output

