



Image Super-Resolution

EEL 6935: Deep Learning in Medical Image Analysis

Fall 2025

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What is Image Super-Resolution?

- Restore high-resolution (HR) images from low-resolution (LR) images.
- Single-image super-resolution (SISR): one input LR image.
- Multi-image super-resolution (MISR): multiple input LR images.



High-Resolution Image



Low-Resolution Image



Output from Diffusion Model

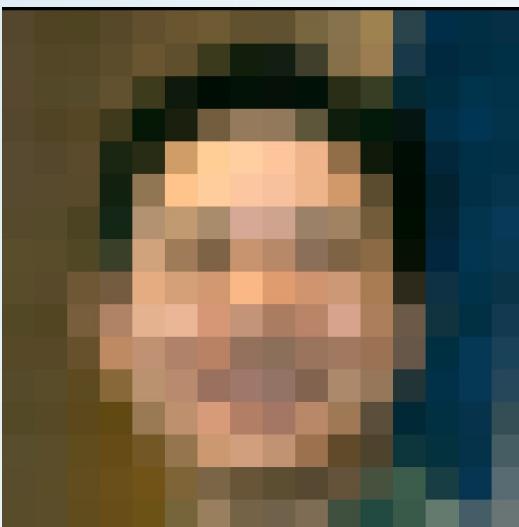
SISR

Single-Image Super-Resolution

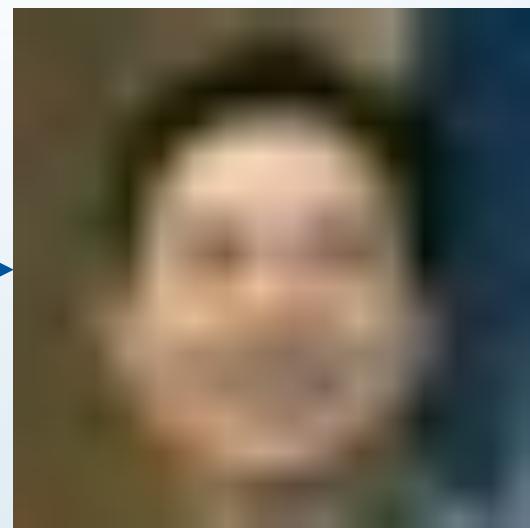


Interpolation-based Methods

- Bilinear or bicubic (based on cubic b-spline) interpolation.
- Faster, but low quality.



Linear Interpolator



Question 1: Fundamentals of Image Super-Resolution

- Which of the following best describes the goal of Single-Image Super-Resolution (SISR)?
 - A. To enhance multiple low-resolution images into one high-resolution image.
 - B. To generate a high-resolution image from a single low-resolution input.
 - C. To align multiple 3D MRI volumes using affine transformation.
 - D. To reduce the computational cost of convolutional neural networks.

Question 1: Fundamentals of Image Super-Resolution

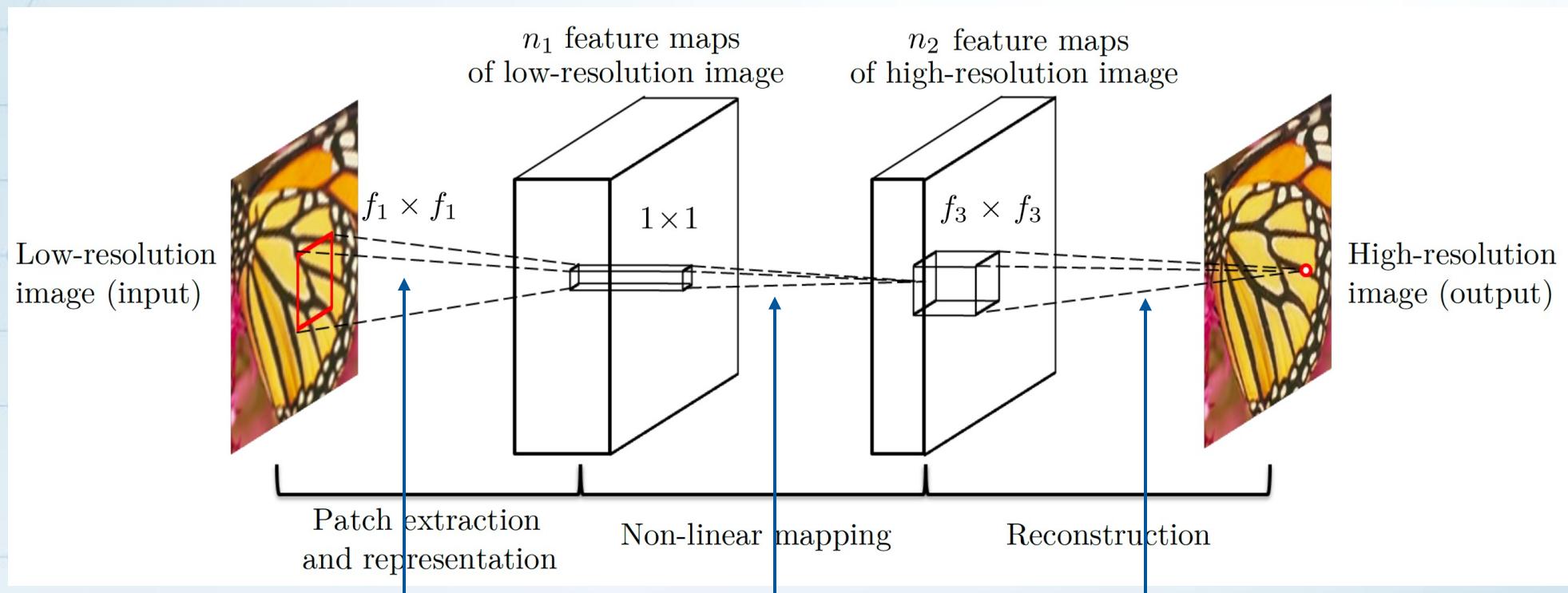
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Image Super-Resolution Using Deep Convolutional Networks (SRCNN)

- Proposed by Dong et al. in 2014.
- End-to-end mapping.
- A lightweight structure yet demonstrates SOTA performance.



SRCNN Architecture



$$F_1(\mathbf{Y}) = \max(0, W_1 * \mathbf{Y} + B_1) \quad F_2(\mathbf{Y}) = \max(0, W_2 * F_1(\mathbf{Y}) + B_2) \quad F(\mathbf{Y}) = W_3 * F_2(\mathbf{Y}) + B_3$$

$$W_1 : c \times f_1 \times f_1 \times n_1$$

$$W_2 : n_1 \times 1 \times 1 \times n_2$$

$$W_3 : n_2 \times f_3 \times f_3 \times c$$

Y : low-resolution image.

Question 2: Model Architecture

- In SRCNN, what is the role of the first convolutional layer?
 - A. To perform pixel-wise classification of image patches.
 - B. To upsample the image using bicubic interpolation.
 - C. To extract feature representations from the low-resolution input.
 - D. To compute the perceptual loss from a pre-trained VGG network.

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Loss Function

- The Mean Squared Error (MSE) is used as the loss function.

$$L(\Theta) = \frac{1}{n} \sum_{i=1}^n \|F(\mathbf{Y}_i; \Theta) - \mathbf{X}_i\|^2$$

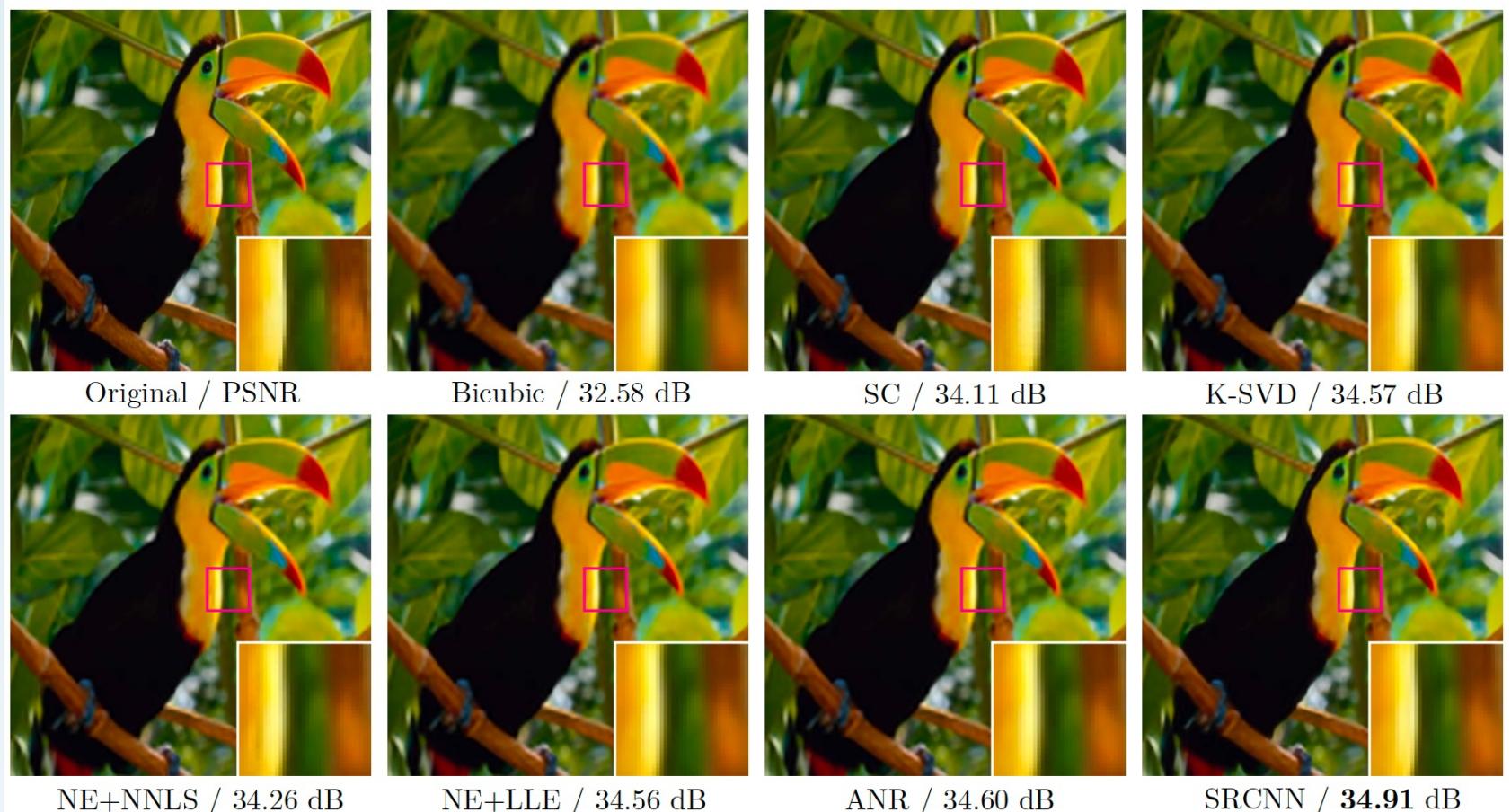
$\{\mathbf{X}_i\}$: a set of high-resolution images.

$\{\mathbf{Y}_i\}$: corresponding set of low-resolution images.

Evaluation Metrics

- Peak-signal-to-noise ratio (PSNR)
 - Formula: $PSNR = 20 \cdot \log_{10} \left(\frac{MAX_I}{\sqrt{MSE}} \right)$.
 - MAX_I is the maximum pixel value in the image. For 8-bit grayscale images, it is 255.
 - MSE is the Mean Squared Error between the original and the super-resolved image.
 - Higher PSNR values indicate better quality.
- Structural similarity index (SSIM)
 - Measure perceived quality by comparing local patterns of pixel intensities in images.
 - SSIM ranges from -1 to 1, with 1 being the best value.

Qualitative Result



Quantitative Result

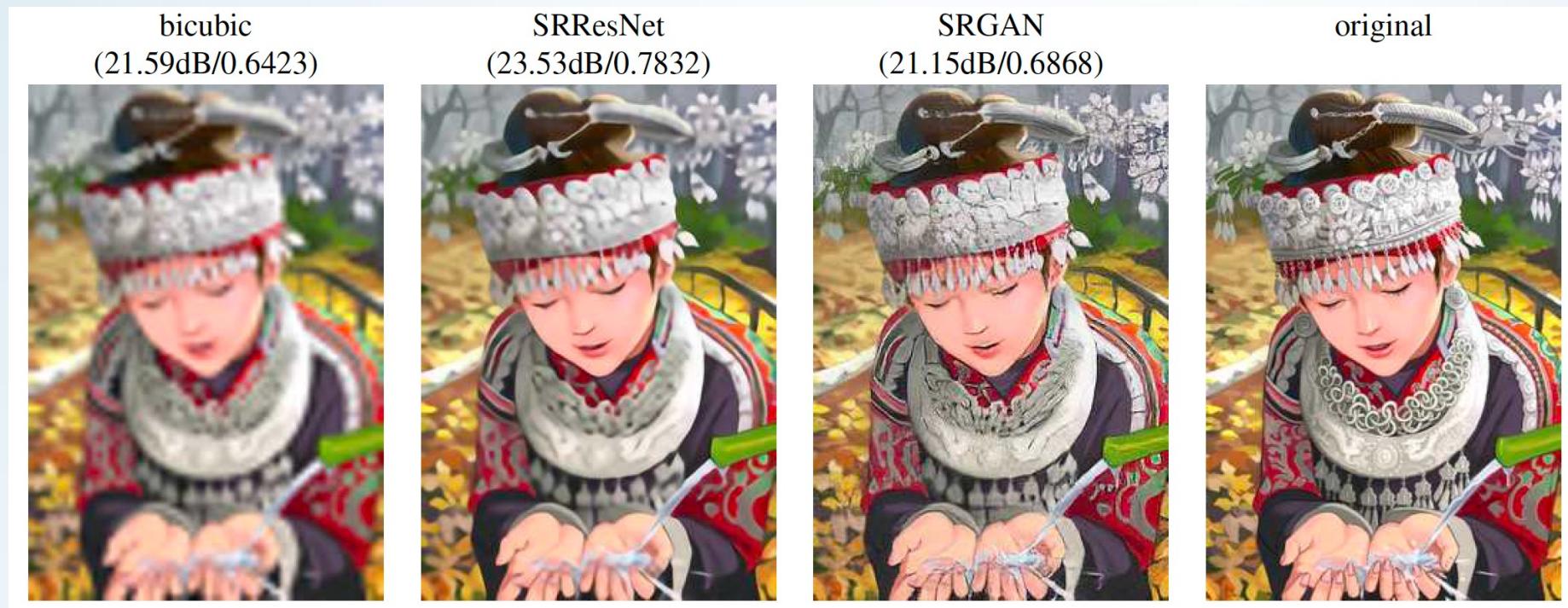
Set5 [2] images	$n_1 = 128, n_2 = 64$		$n_1 = 64, n_2 = 32$		$n_1 = 32, n_2 = 16$	
	PSNR	Time	PSNR	Time	PSNR	Time
	32.60	0.60	32.52	0.18	32.26	0.05

n_1 : number of $f_1 \times f_1$ convolutional filters in the first convolutional layer.

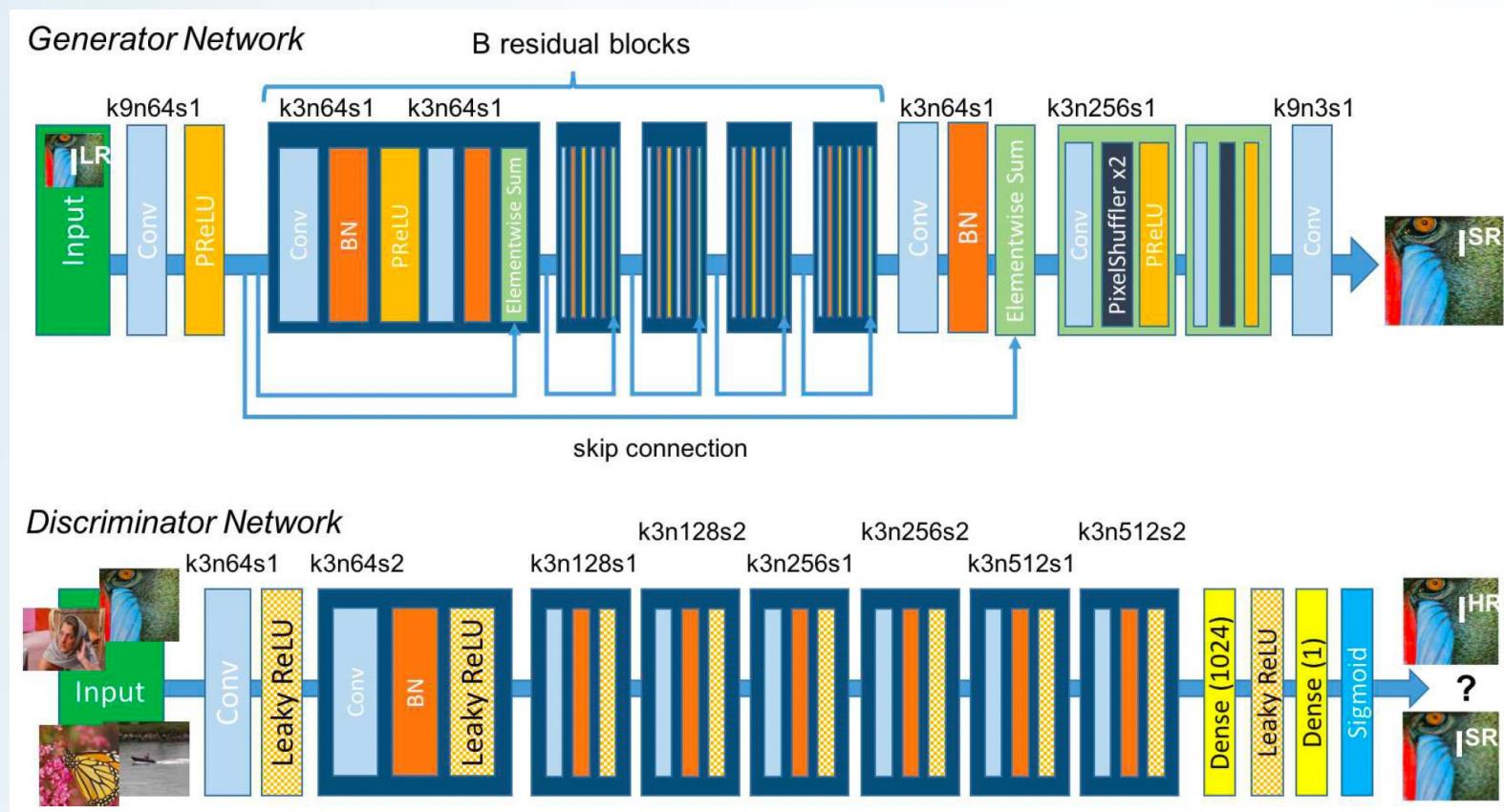
n_2 : number of 1×1 convolutional filters in the second convolutional layer.

Photo-Realistic Single Image Super-Resolution Using a Generative Adversarial Network (SRGAN)

- Proposed by Ledig et al. in 2017.
- Used a perceptual loss for generating realistic images.



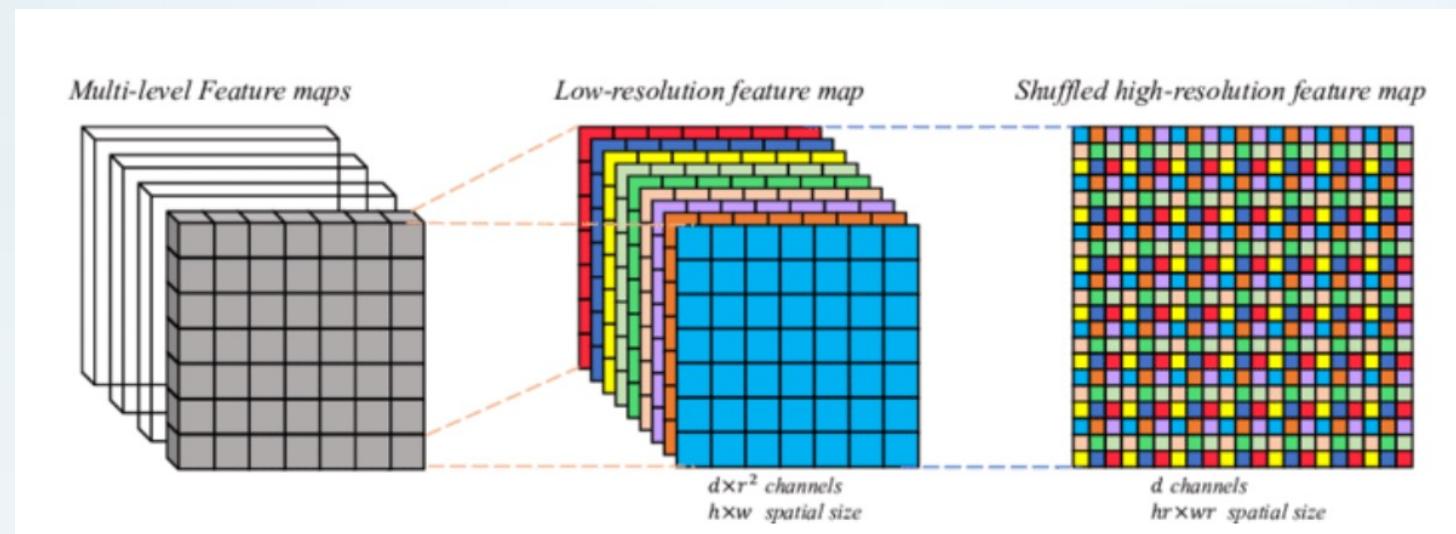
Architecture of SRGAN



$$\min_{\theta_G} \max_{\theta_D} \mathbb{E}_{I^{HR} \sim p_{\text{train}}(I^{HR})} [\log D_{\theta_D}(I^{HR})] + \\ \mathbb{E}_{I^{LR} \sim p_G(I^{LR})} [\log(1 - D_{\theta_D}(G_{\theta_G}(I^{LR})))]$$

Pixel Shuffle

- Pixel Shuffle (also known as Sub-Pixel Convolution) is a learnable upsampling method.
- Rearranges feature map channels into higher spatial dimensions to increase image resolution.



Loss for the Generator

- Weighted sum of a content loss and an adversarial loss:

$$l^{SR} = \underbrace{l_X^{SR}}_{\substack{\text{content loss} \\ \text{perceptual loss (for VGG based content losses)}}} + \underbrace{10^{-3} l_{Gen}^{SR}}_{\text{adversarial loss}}$$

- Content loss

- MSE loss:

$$l_{MSE}^{SR} = \frac{1}{r^2 WH} \sum_{x=1}^{rW} \sum_{y=1}^{rH} (I_{x,y}^{HR} - G_{\theta_G}(I^{LR})_{x,y})^2$$

- VGG loss:

$$l_{VGG/i.j}^{SR} = \frac{1}{W_{i,j} H_{i,j}} \sum_{x=1}^{W_{i,j}} \sum_{y=1}^{H_{i,j}} (\phi_{i,j}(I^{HR})_{x,y} - \phi_{i,j}(G_{\theta_G}(I^{LR}))_{x,y})^2$$

Adversarial Loss

- Adversarial loss encourages the network to favor solutions that reside on the manifold of natural images.

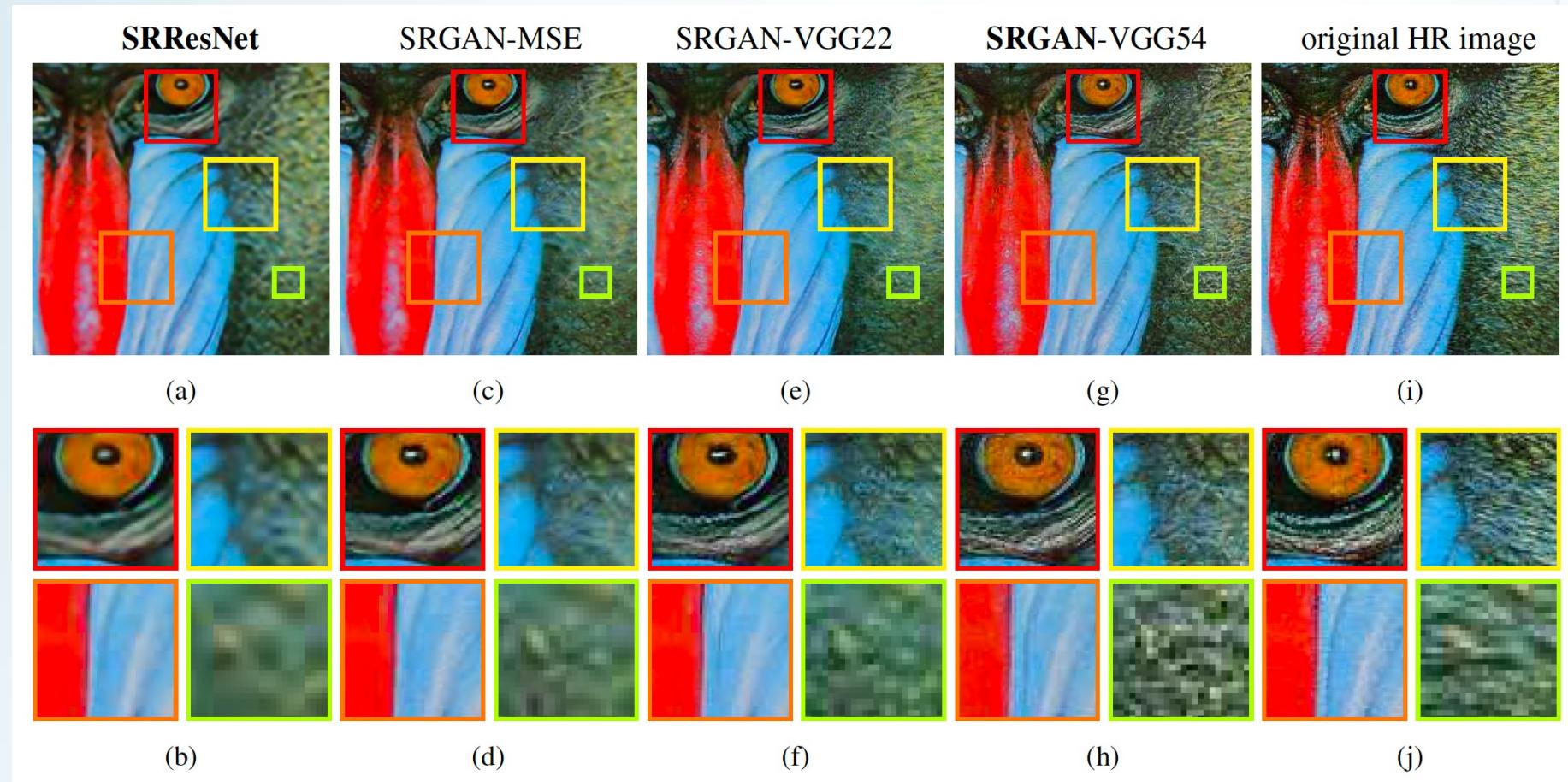
$$l_{Gen}^{SR} = \sum_{n=1}^N -\log D_{\theta_D}(G_{\theta_G}(I^{LR}))$$

Discriminator Loss

- Maximize the following loss for training the discriminator:

$$\max_{\theta_D} \mathbb{E}_{I^{HR} \sim p_{\text{train}}(I^{HR})} [\log D_{\theta_D}(I^{HR})] + \\ \mathbb{E}_{I^{LR} \sim p_G(I^{LR})} [\log(1 - D_{\theta_D}(G_{\theta_G}(I^{LR})))]$$

Qualitative Result

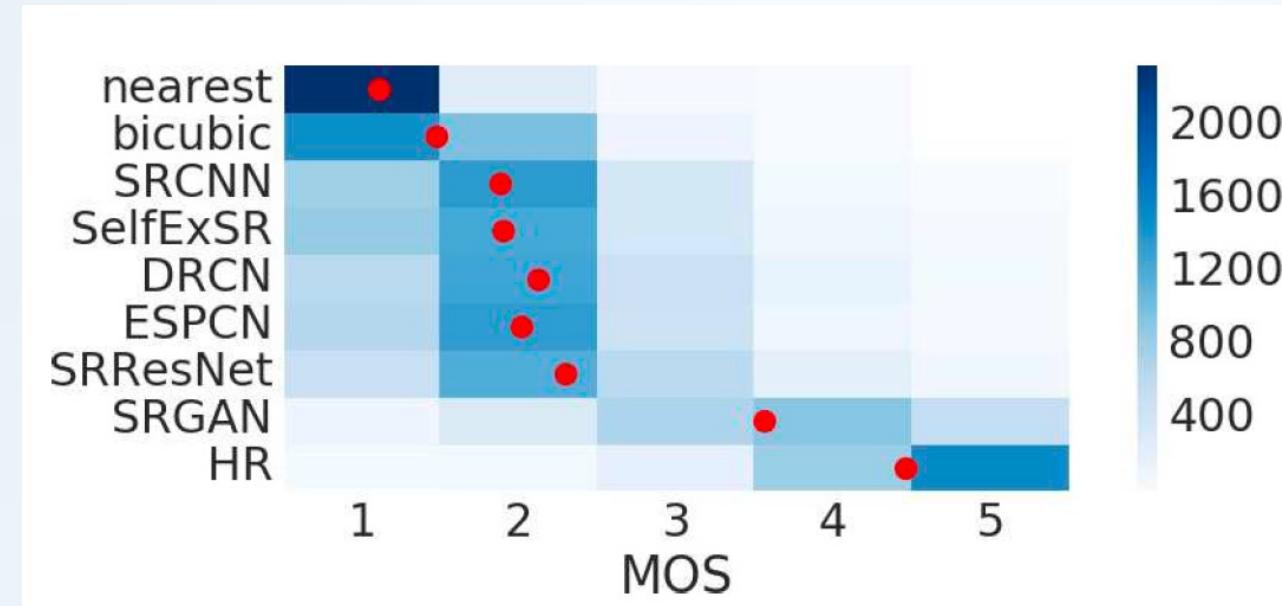


Quantitative Result

Set5	nearest	bicubic	SRCNN	SelfExSR	DRCN	ESPCN	SRResNet	SRGAN	HR
PSNR	26.26	28.43	30.07	30.33	31.52	30.76	32.05	29.40	∞
SSIM	0.7552	0.8211	0.8627	0.872	0.8938	0.8784	0.9019	0.8472	1
MOS	1.28	1.97	2.57	2.65	3.26	2.89	3.37	3.58	4.32
Set14									
PSNR	24.64	25.99	27.18	27.45	28.02	27.66	28.49	26.02	∞
SSIM	0.7100	0.7486	0.7861	0.7972	0.8074	0.8004	0.8184	0.7397	1
MOS	1.20	1.80	2.26	2.34	2.84	2.52	2.98	3.72	4.32
BSD100									
PSNR	25.02	25.94	26.68	26.83	27.21	27.02	27.58	25.16	∞
SSIM	0.6606	0.6935	0.7291	0.7387	0.7493	0.7442	0.7620	0.6688	1
MOS	1.11	1.47	1.87	1.89	2.12	2.01	2.29	3.56	4.46

Quantitative Result

- Mean opinion score (MOS): evaluate super-resolved images with multiple raters on a scale of 1 (worst) to 5 (best) to assess perceptual quality of various methods.



Question 3: Evaluation Metrics and Loss Functions

- A. SRGAN relies solely on Mean Squared Error (MSE) loss for reconstruction.
- B. The discriminator in SRGAN minimizes a perceptual loss to generate sharper images.
- C. The generator loss combines a content loss (e.g., VGG-based) and an adversarial loss.
- D. SRGAN achieves high PSNR by suppressing texture details.

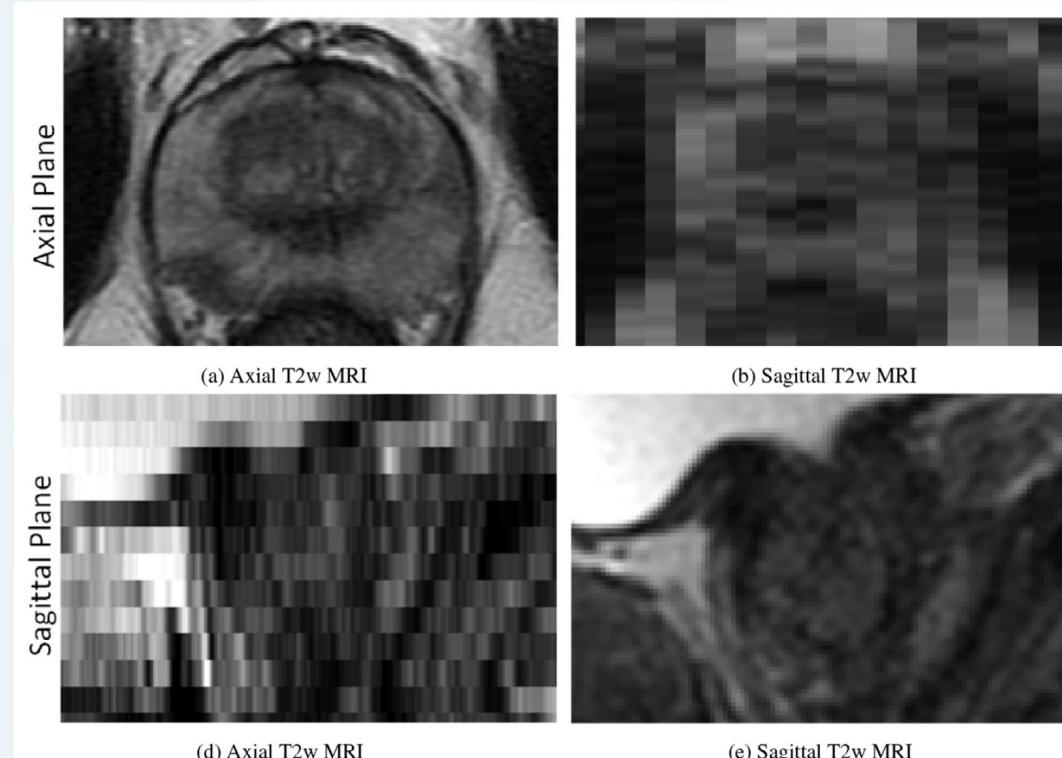
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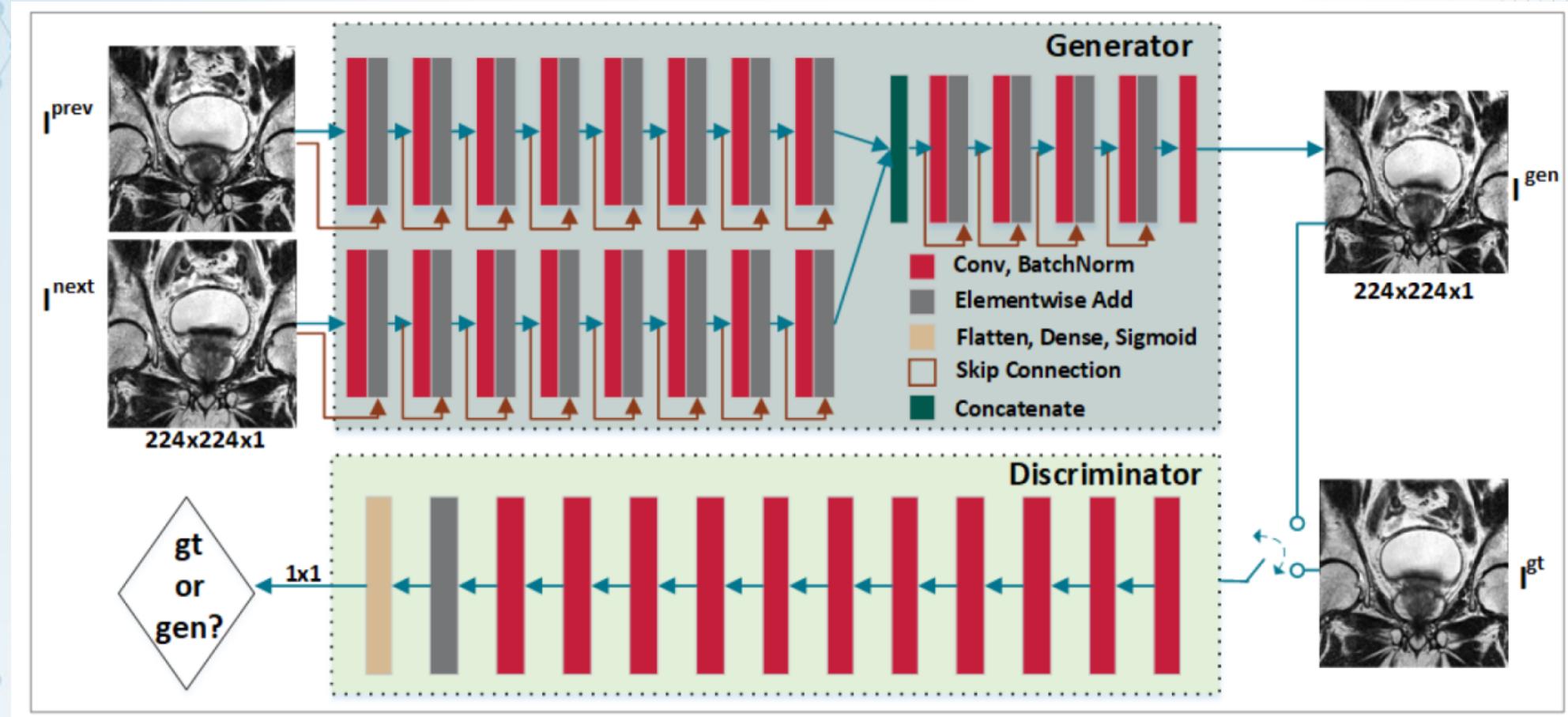
Multi-Image Super- Resolution

Motivation

- Medical images often exhibit high in-plane resolution but have limited through-plane resolution, making them not true 3D volumes.



Multi-Image Super-Resolution Generative Adversarial Network



Loss Function

- Loss for the generator: $l_G = l_{MSE} + \beta l_{percep} + \gamma l_{GAN}$

where

$$l_{MSE} = \frac{1}{N} \|I^{gt} - I^{gen}\|_2^2$$

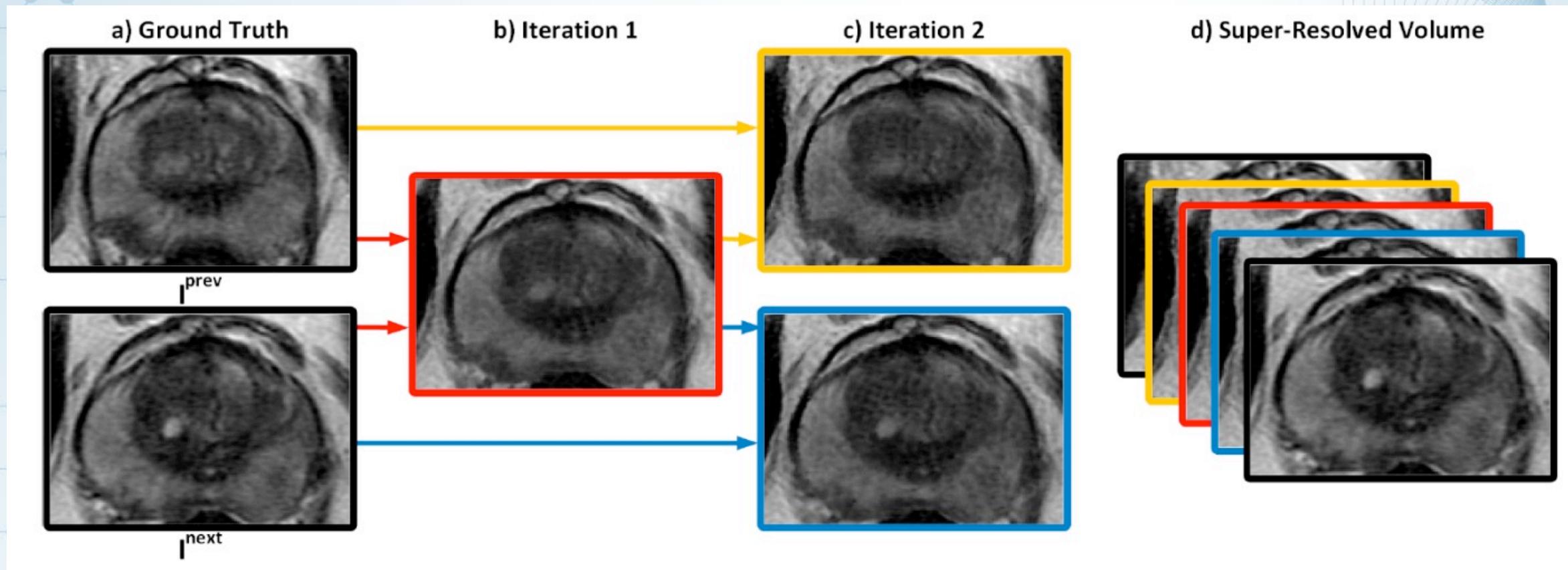
$$l_{percep} = \frac{1}{N} \|VGG(I^{gt}) - VGG(I^{gen})\|_2^2$$

$$l_{GAN} = \sum_{n=1}^N (-\log D(I_n^{gen}))$$

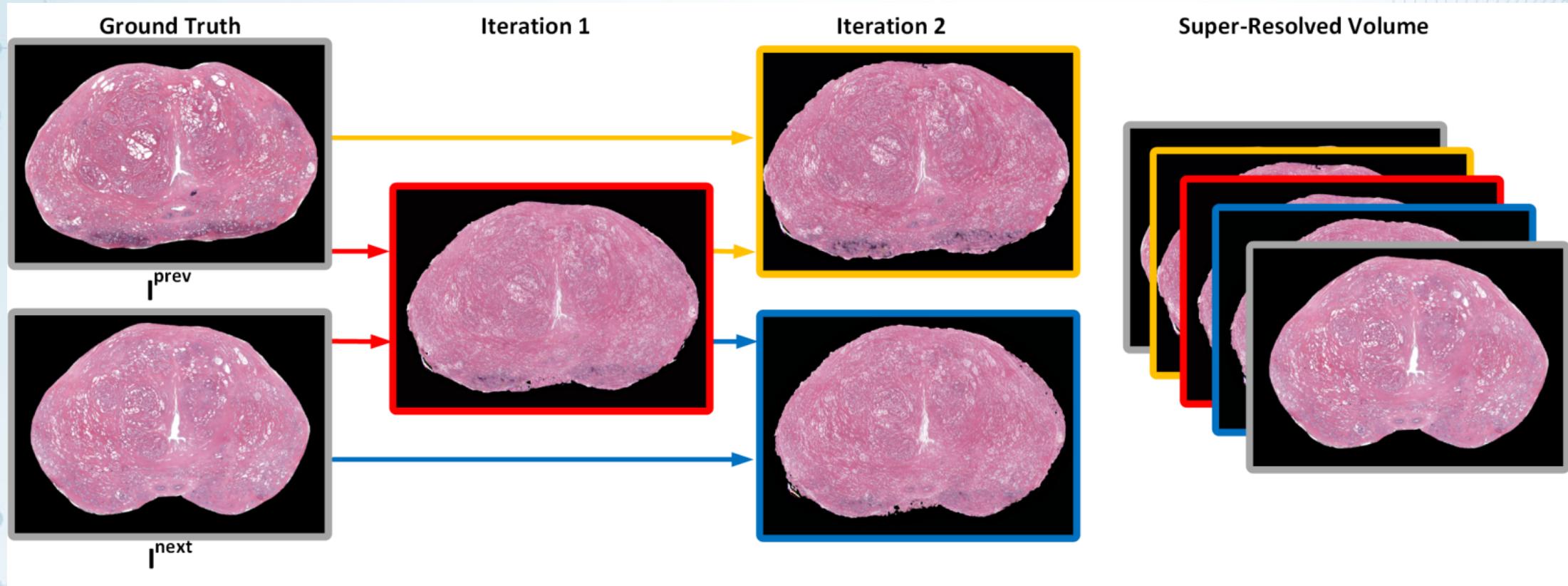
- Loss for the discriminator:

$$l_D = \sum_{n=1}^N (\log D(I_n^{gt}) + \log(1 - D(I_n^{gen})))$$

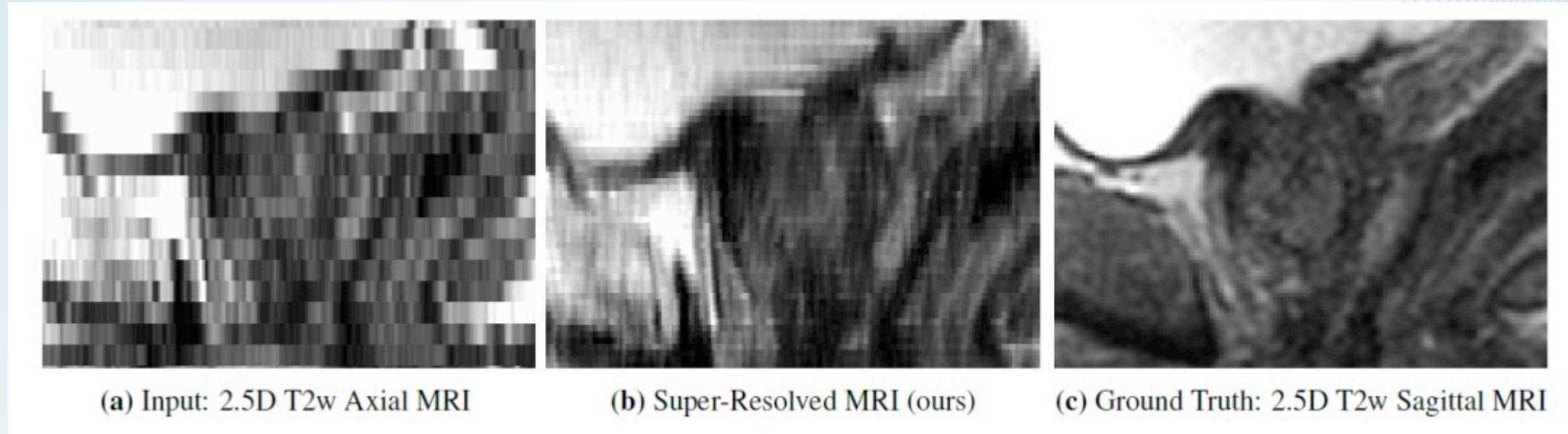
MRI Super-Resolution Strategy



Histopathology Super-Resolution Strategy

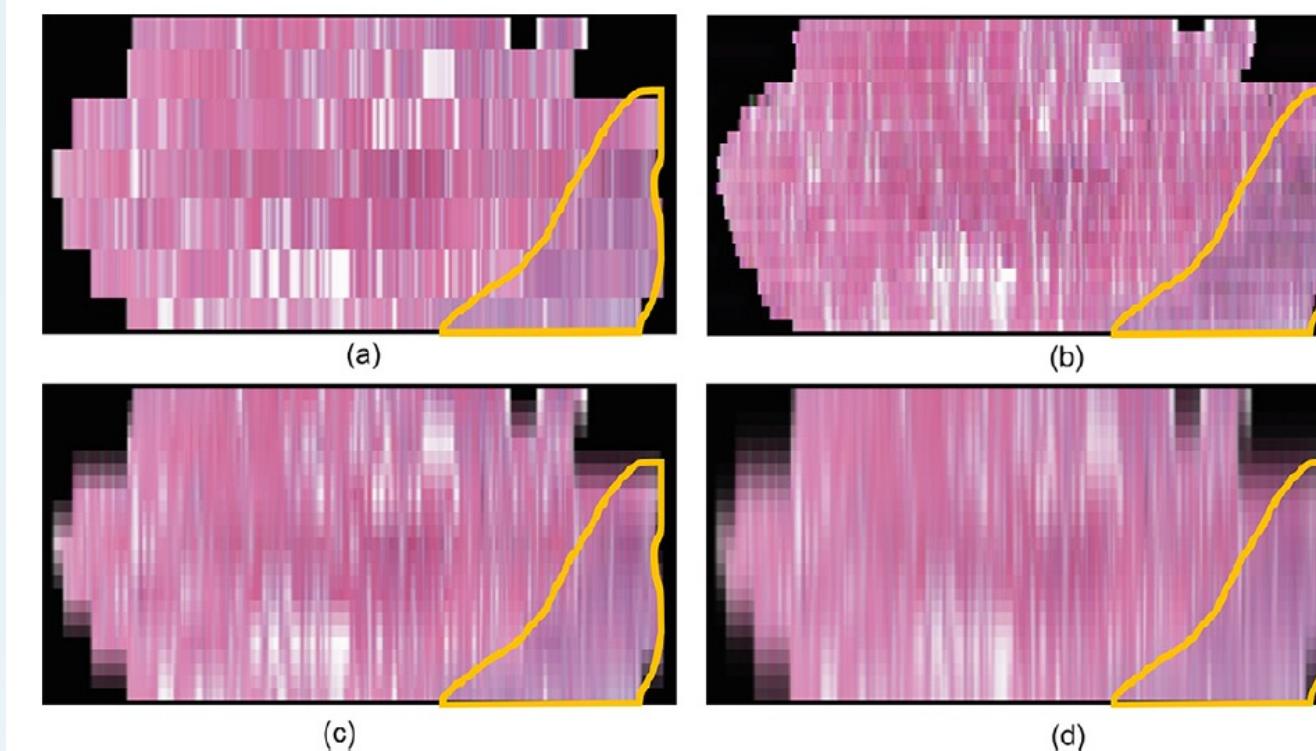


Super-Resolved MRI



Sagittal view of (a) 2.5D T2w Axial MRI, (b) 3D T2w MRI volumes, and (c) super-resolution

Super-Resolved Histopathology



Sagittal view of the (a) input histopathology, (b) super-resolved histopathology volume, (c) histopathology upsampled by linear interpolation, and (d) histopathology upsampled by third-order B-spline interpolation.