

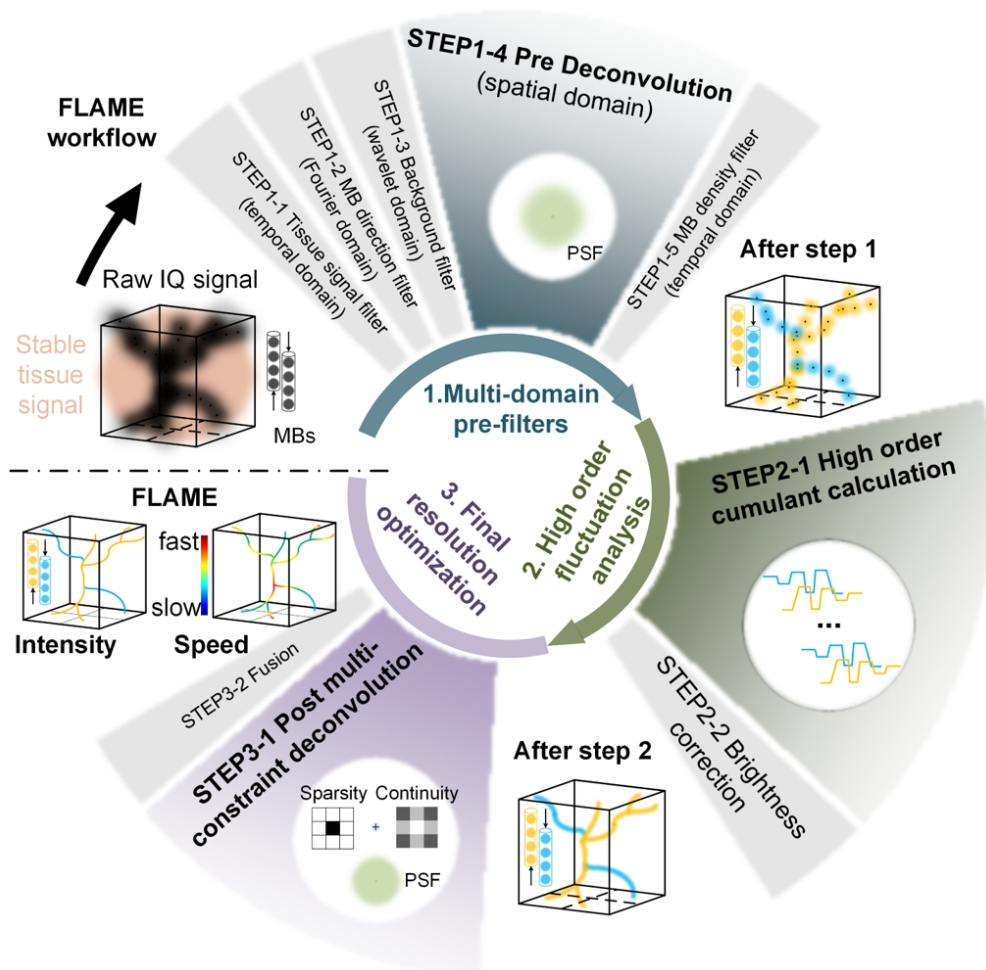
# FLAME<sub>m</sub>

## FLuctuation-based high-order super-resolution Acoustic MicroscopeE

### FLAME reconstruction with MATLA

This repository is for our developed FLuctuation-based high-order super-resolution Acoustic MicroscopeE (FLAME), and it will be in continued development. It is distributed as accompanying software for publication: Weisong Zhao et al. High-throughput 3D super-resolution ultrasound imaging, Science, submitted (2025). Please cite FLAME in your publications, if it helps your research.

## FLAME reconstruction



## Instruction

Load the target mat file using load and change the variable name to input. The FLAME reconstruction requires some parameters.

### Necessary Parameters

Important parameters that must be set according to actual needs.

`SVD_option`

Enable SVD filtering. *{default: 0}*

`MB_option`

Enable MB (multi-band) direction filtering. *{default: 0}*

`pixel`

Pixel size of input data ( $\mu\text{m}$ ). *{default: 60}*

`fidelity`

Sparsity reconstruction fidelity (controls data fidelity term weight). *{default: 200}*

`sparsity`

Sparsity reconstruction strength (controls sparsity term weight). *{default: 10}*

`FWHM2`

Full-width half-maximum (FWHM) of post-deconvolution kernel ( $\mu\text{m}$ ). *{default: 240}*

`iter2`

Number of post-deconvolution iterations. *{default: 15}*

### Expert parameters

Some adjustable parameters that can optimize the reconstruction results.

`stab_option`

Remove unstable frames (e.g., due to breathing/heartbeat). *{default: 1}*

`cutoff1`

Low threshold for SVD filtering (range: 0–1). *{default: 0.25}*

`cutoff2`

High threshold for SVD filtering (range: 0–1). *{default: 0.8}*

`BF_option1`

Enable additional background filtering. Note: Significantly reduces speed. *{default: 0}*

`finter1`

First upsampling factor. Tips: Improves quality but reduces speed/increases memory.

Increase only with proportional reduction in fidelity/sparsity. *{default: 2}*

`FWHM1`

FWHM of pre-deconvolution kernel ( $\mu\text{m}$ ). *{default: 180}*

`iter1`

Number of pre-deconvolution iterations. *{default: 10}*

`hawk_option`

Enable HAWK processing. Note: Improves quality but increases memory usage. *{default: 0}*

`order`

Autocorrelation order.

Tips: Higher values improve resolution but reduce image continuity/linearity. *{default: 6}*

`finter2`

Second upsampling factor. *{default: 2}*

`fidelity_z`

Z-axis fidelity weight. Use 1 for isotropic data. *{default: 1}*

`BF_option2`

Secondary background filtering. Note: Significantly reduces speed. *{default: 0}*

Here are 4 examples:

```
[output_CEUS, output_deconv_n, output_deconv_p] = FLAME(input,'pixel','60 *  
10^-6','FWHM2',330 * 10^-6);  
[output_CEUS, output_deconv_n, output_deconv_p] =  
FLAME(input,'MB_option',1,'fidelity',10,'sparsity',1);  
[output_CEUS, output_deconv_n, output_deconv_p] =  
FLAME(input,'SVD_option',1,'MB_option',1,'cutoff1',0.1,'cutoff2',0.9);  
[output_CEUS, output_deconv_n, output_deconv_p] =  
FLAME(input,'iter1',5,'iter2',30);
```

## Fusion

Generate better quality intensity and flow velocity images using 4 ultra fast SR frames.

```
for k = 1:floor(size(data,4)/120)  
[intensity_n, intensity_p, speed] = fusion(SR_volume_n(:,:,:(k-1)*4+1:(k-  
1)*4+4),SR_volume_p(:,:,:(k-1)*4+1:(k-1)*4+4));  
end
```

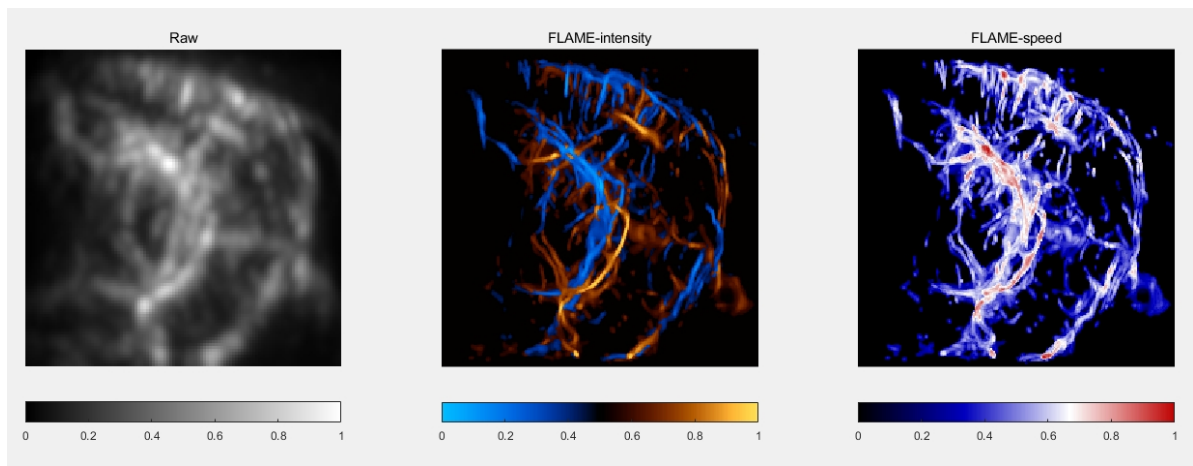
Rolling fusion can also be chosen to obtain fusion results with higher temporal resolution.

```
for k = 1:floor(size(data,4)/30)-3  
[intensity_n, intensity_p, speed] =  
fusion(SR_volume_n(:,:,k:k+3),SR_volume_p(:,:,k:k+3));  
end
```

## Visualization

Use FLAME's specially designed color encoding to render the final result

```
rendering(intensity_n, intensity_p, speed, output_CEUS,'MB_option',0);
```



You can also export a mat file containing the results and render it using other software

## Declaration

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This repository contains the MATLAB source code for **FLAME** .

## Open source [FLAMEm](#)

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This software and corresponding methods can only be used for **non-commercial** use, and they are under Open Data Commons Open Database License v1.0.