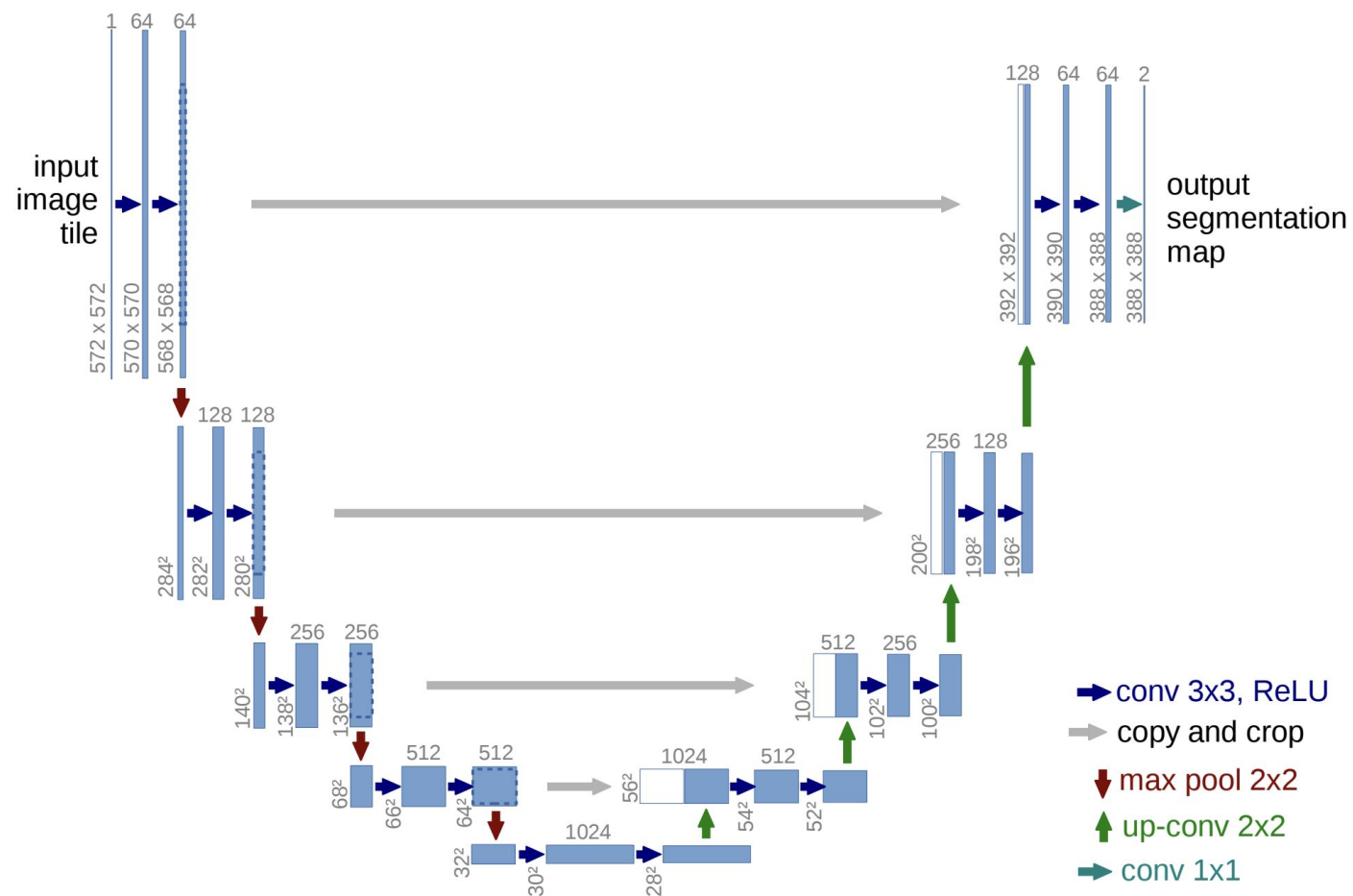

U-Net

Larissa Heinrich, HHMI Janelia

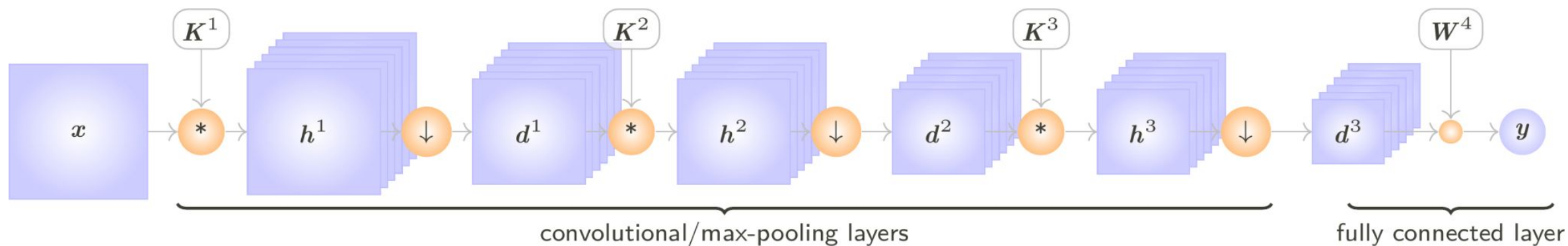
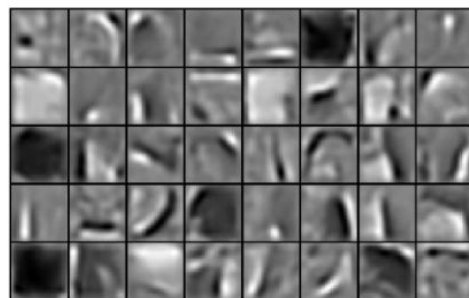
AI@MBL 2025

[slides adapted from Shalin Mehta and Anna Kreshuk]

does this look familiar?

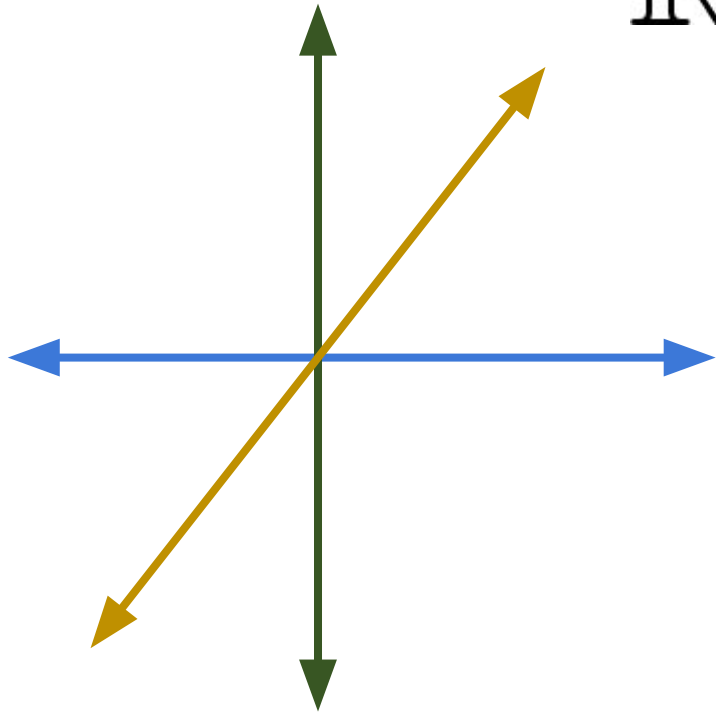


remember yesterday?



images

\mathbb{R}^3



images

$$\mathbb{R}^{H \times W}$$

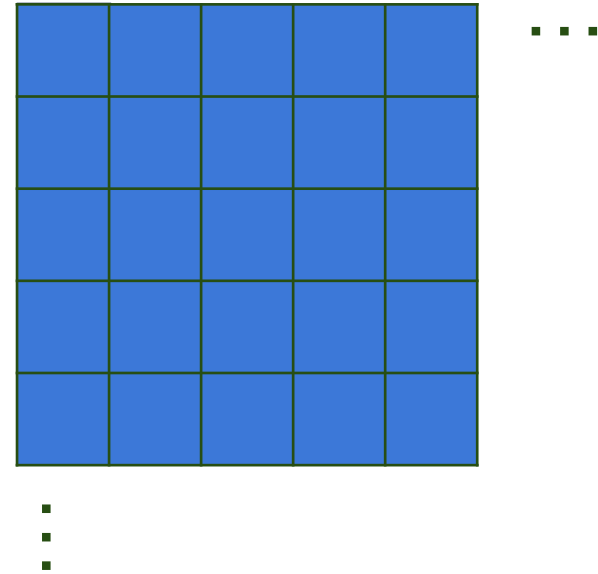
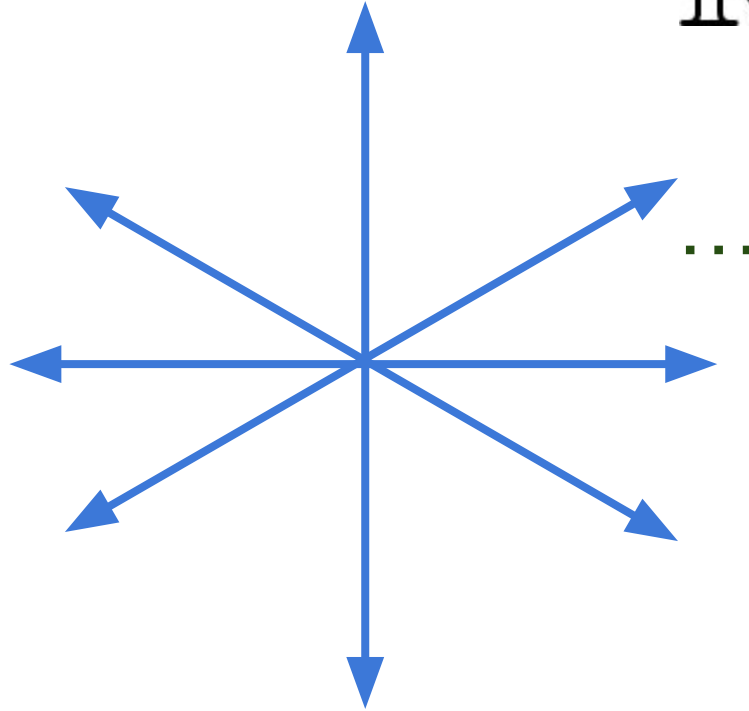


image classification

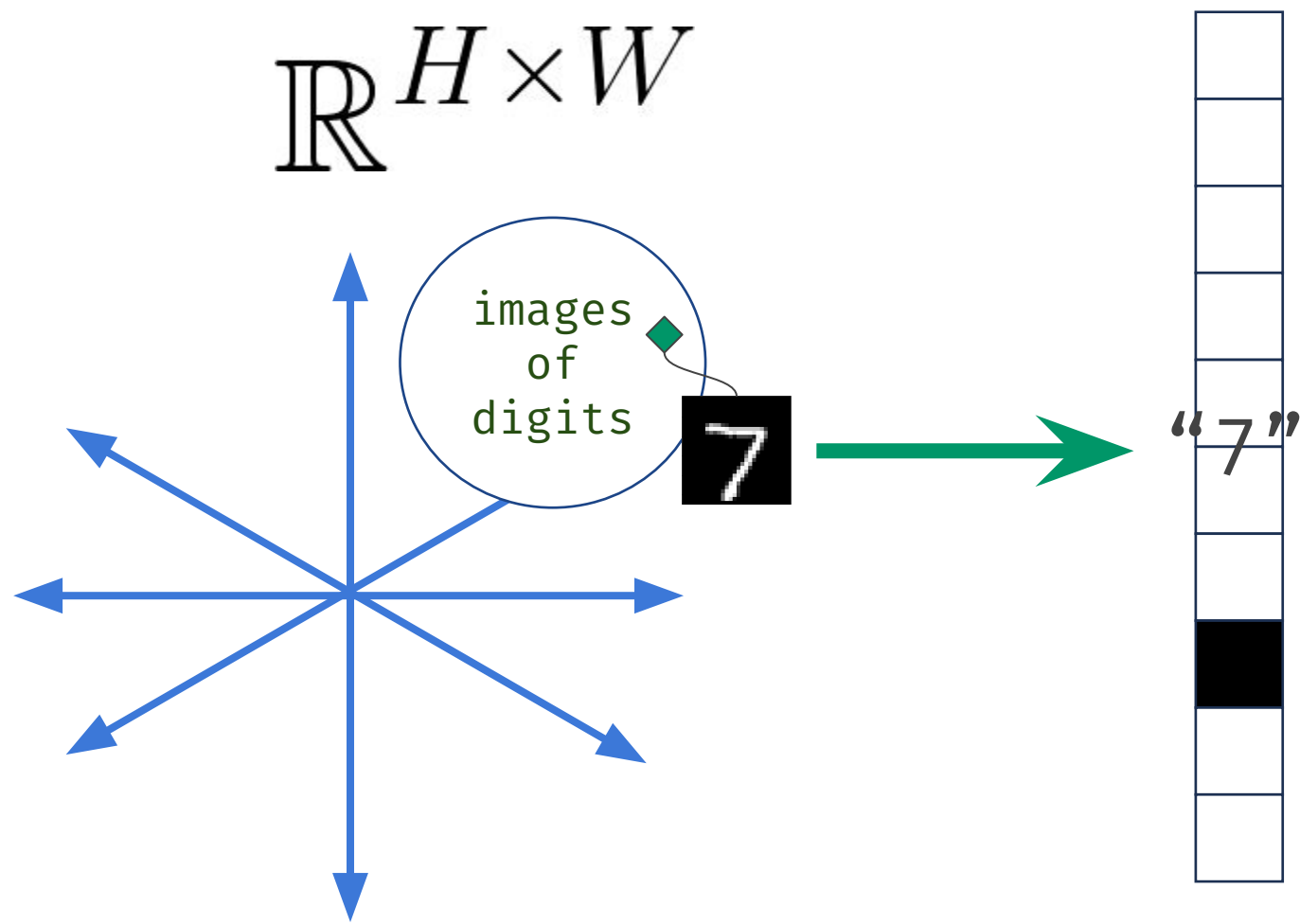
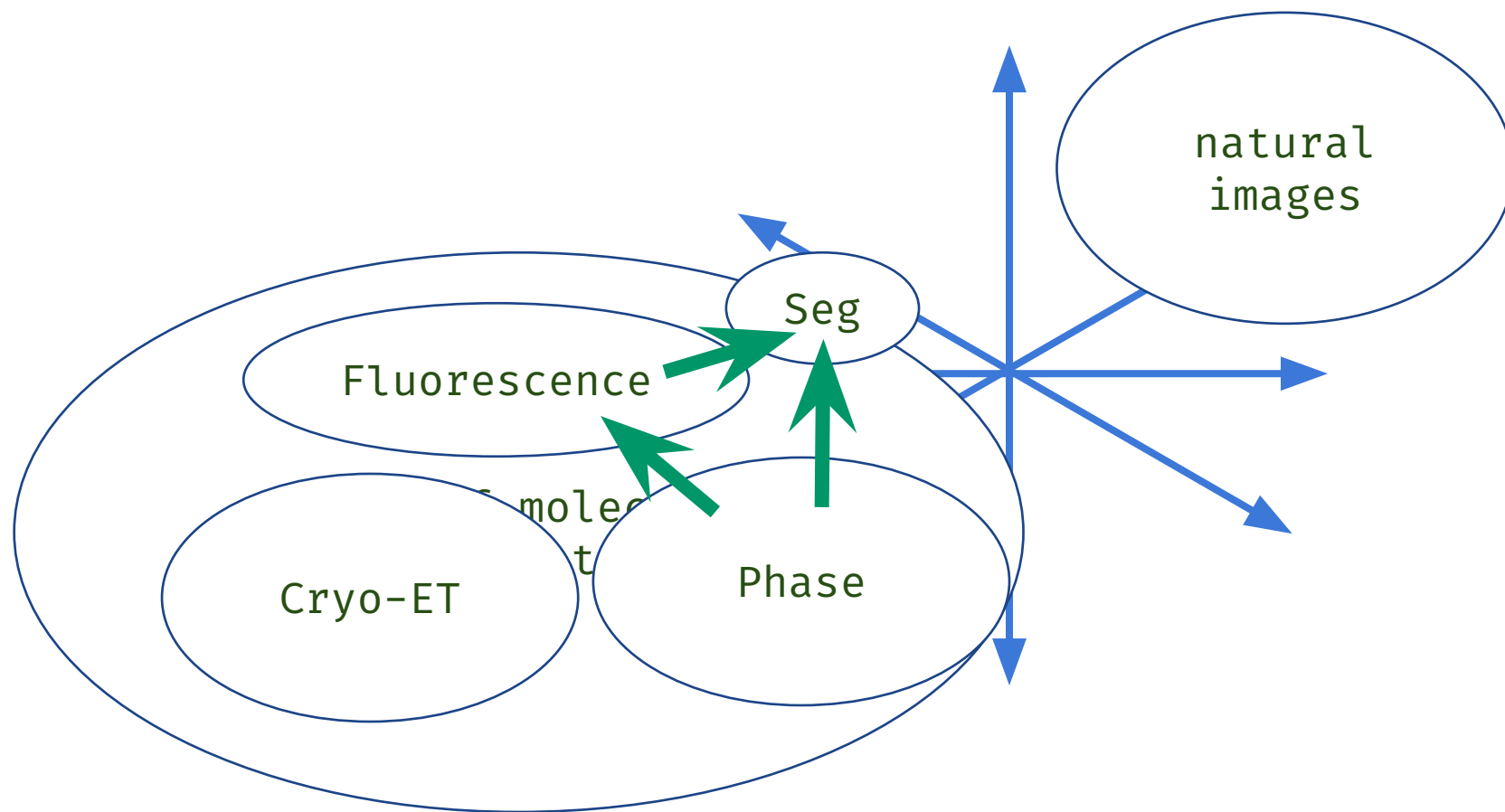
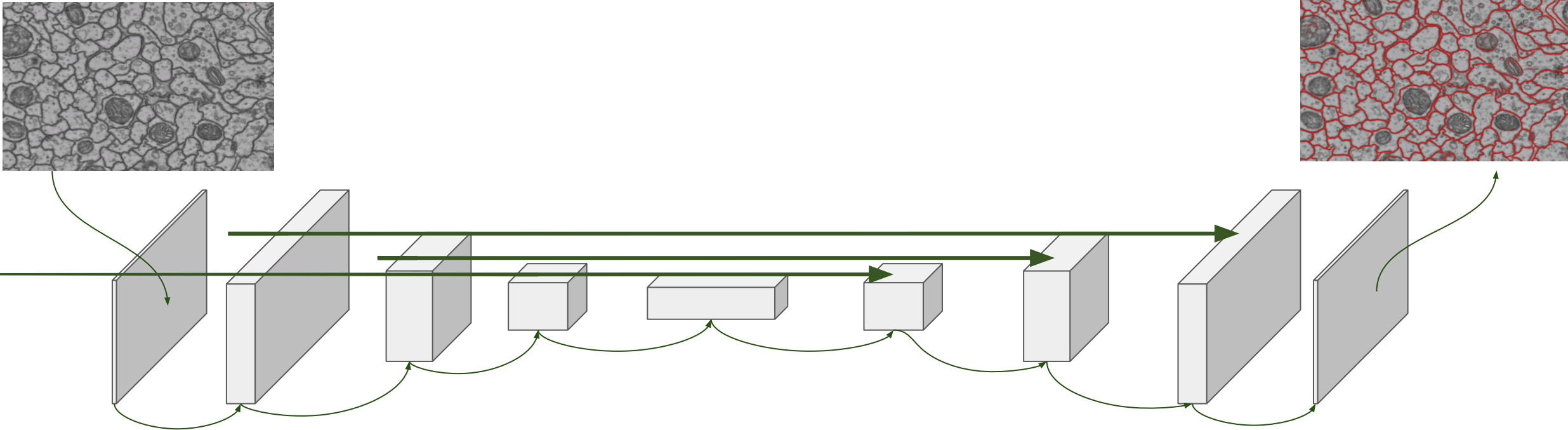


image-to-image transforms

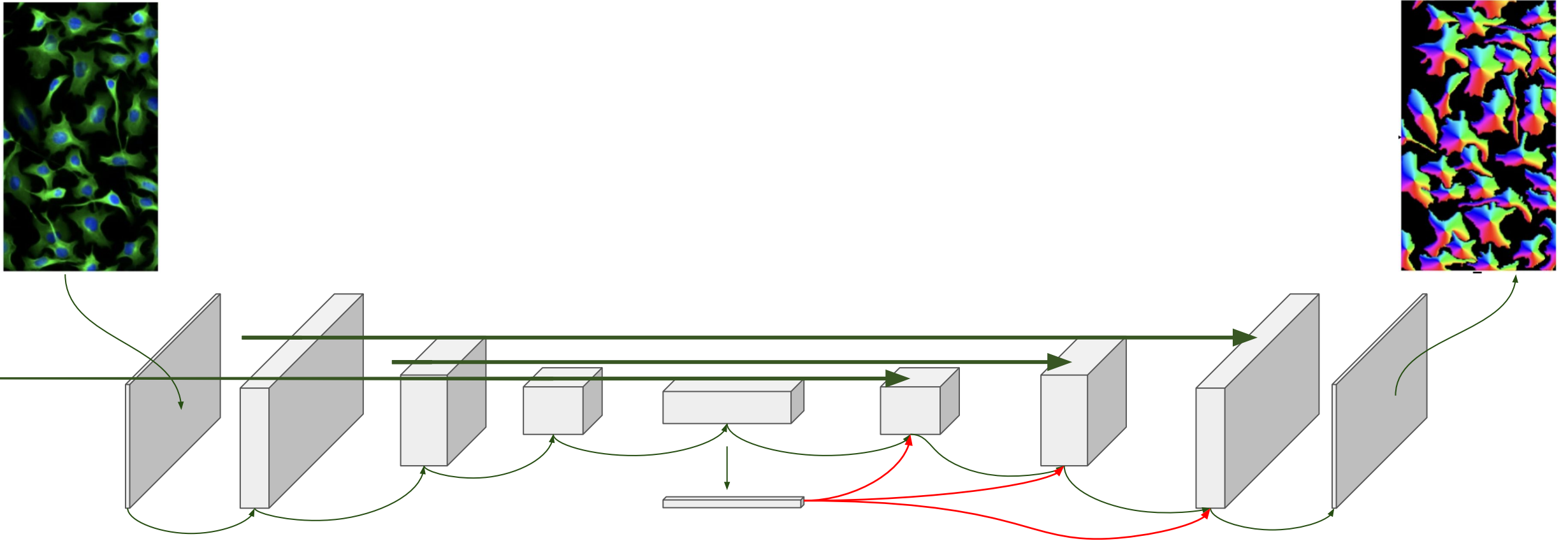
$$\mathbb{R}^{H \times W}$$



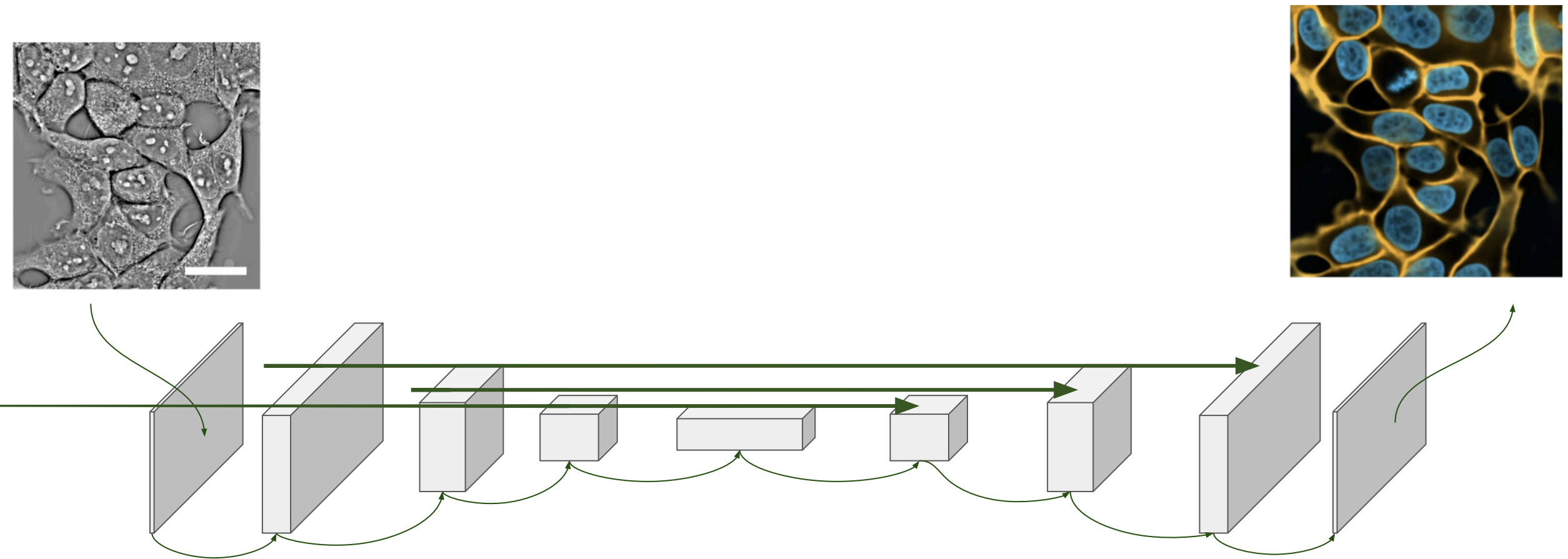
U-Net in bioimage analysis



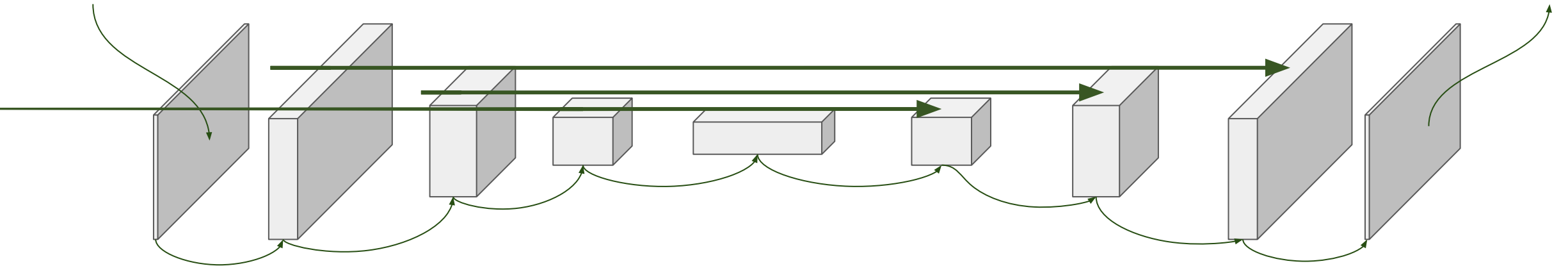
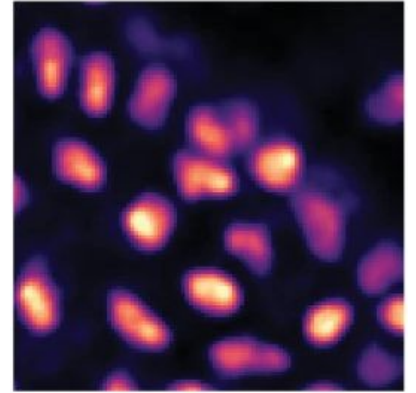
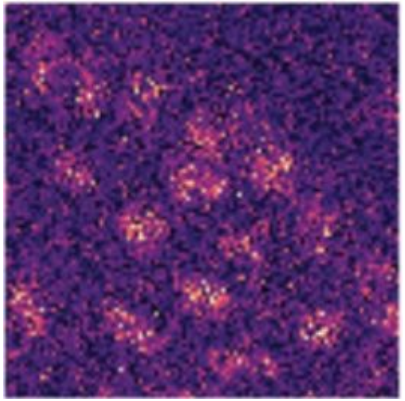
U-Net in bioimage analysis



U-Net in bioimage analysis



U-Net in bioimage analysis



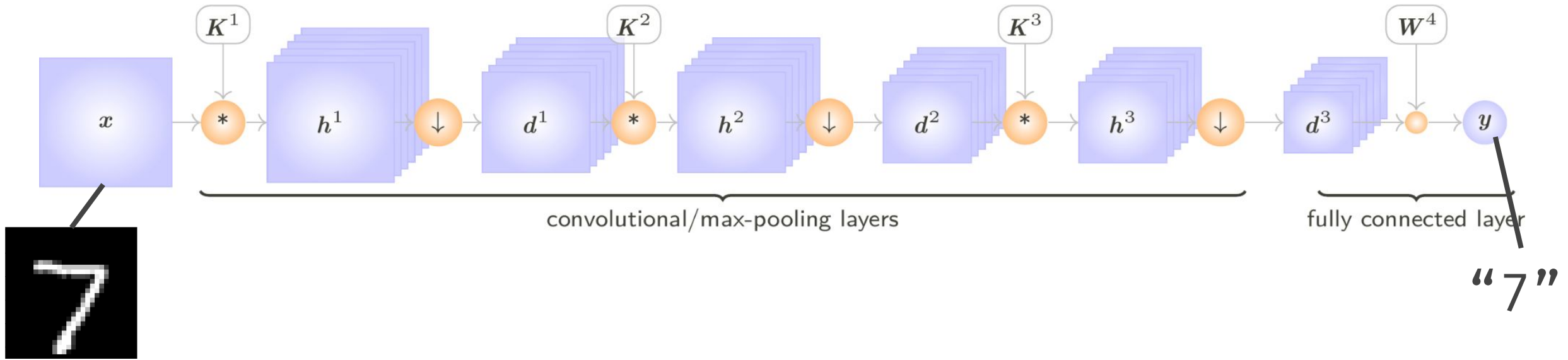
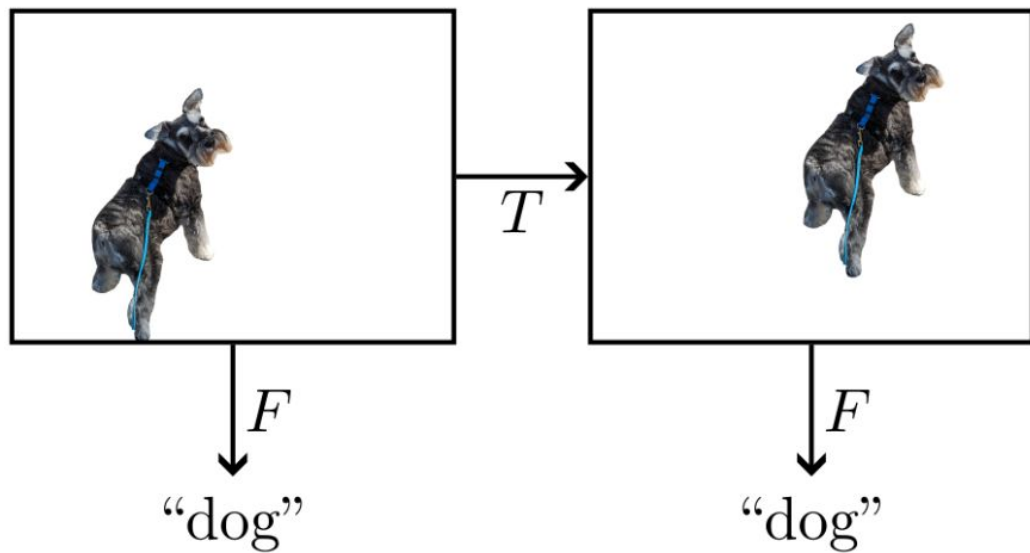


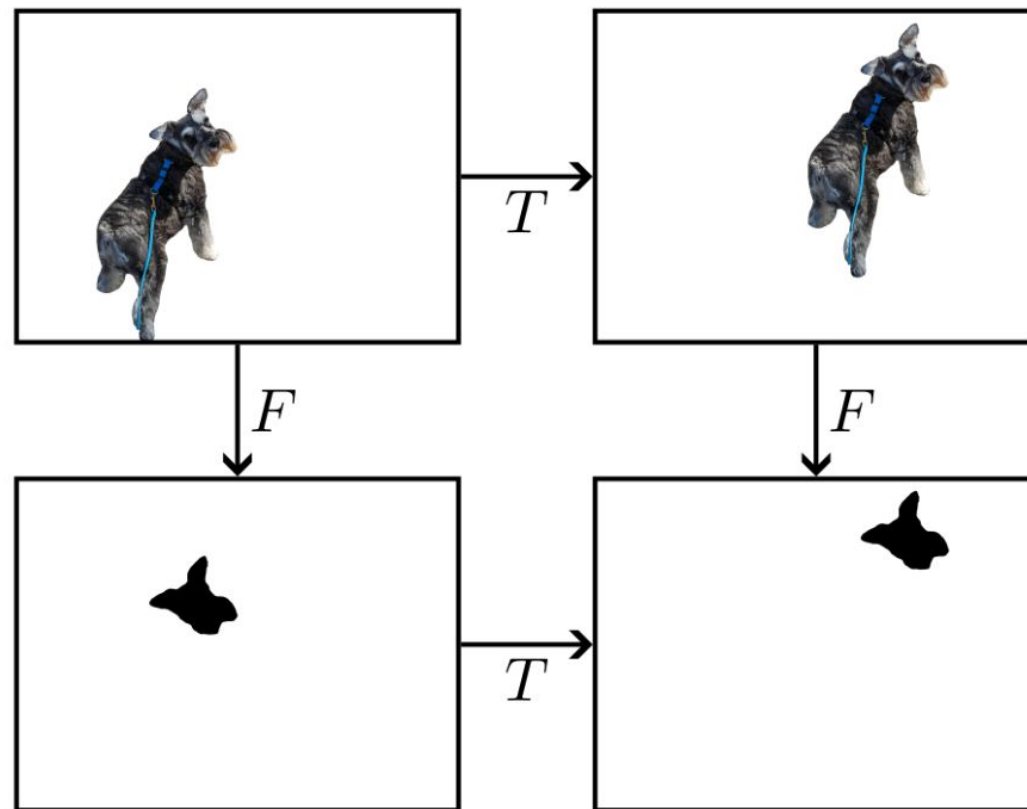
image-to-image: what's missing?

shift equivariance

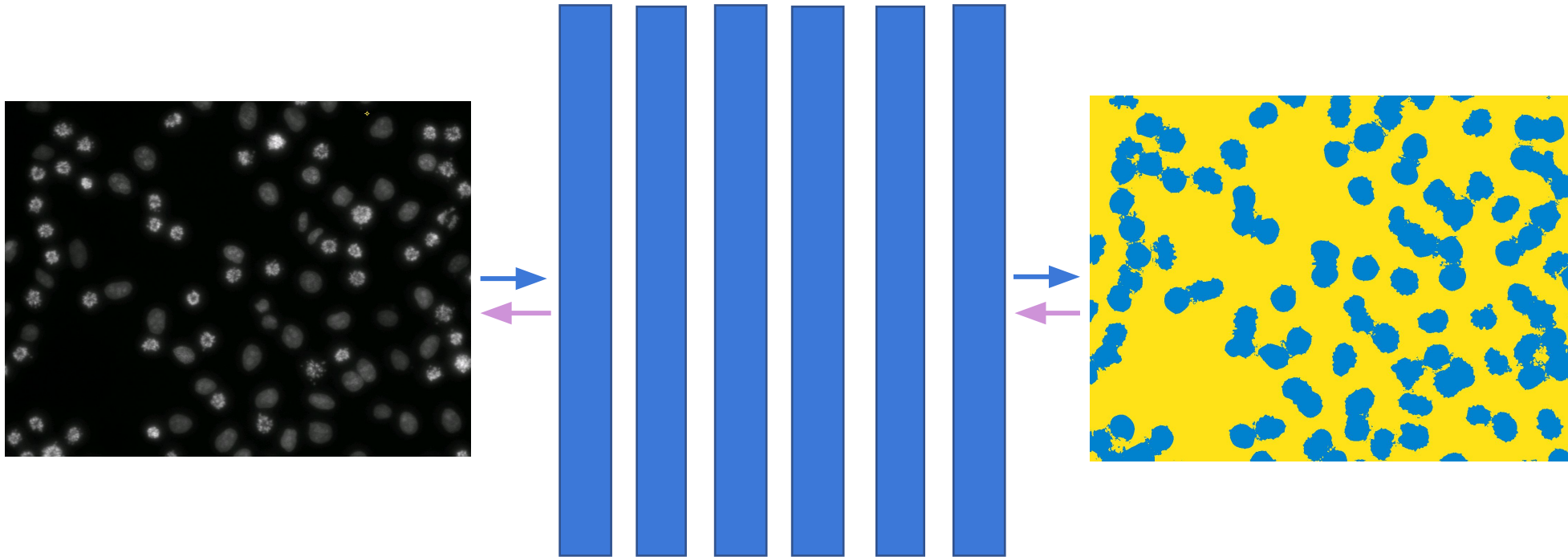
Invariance



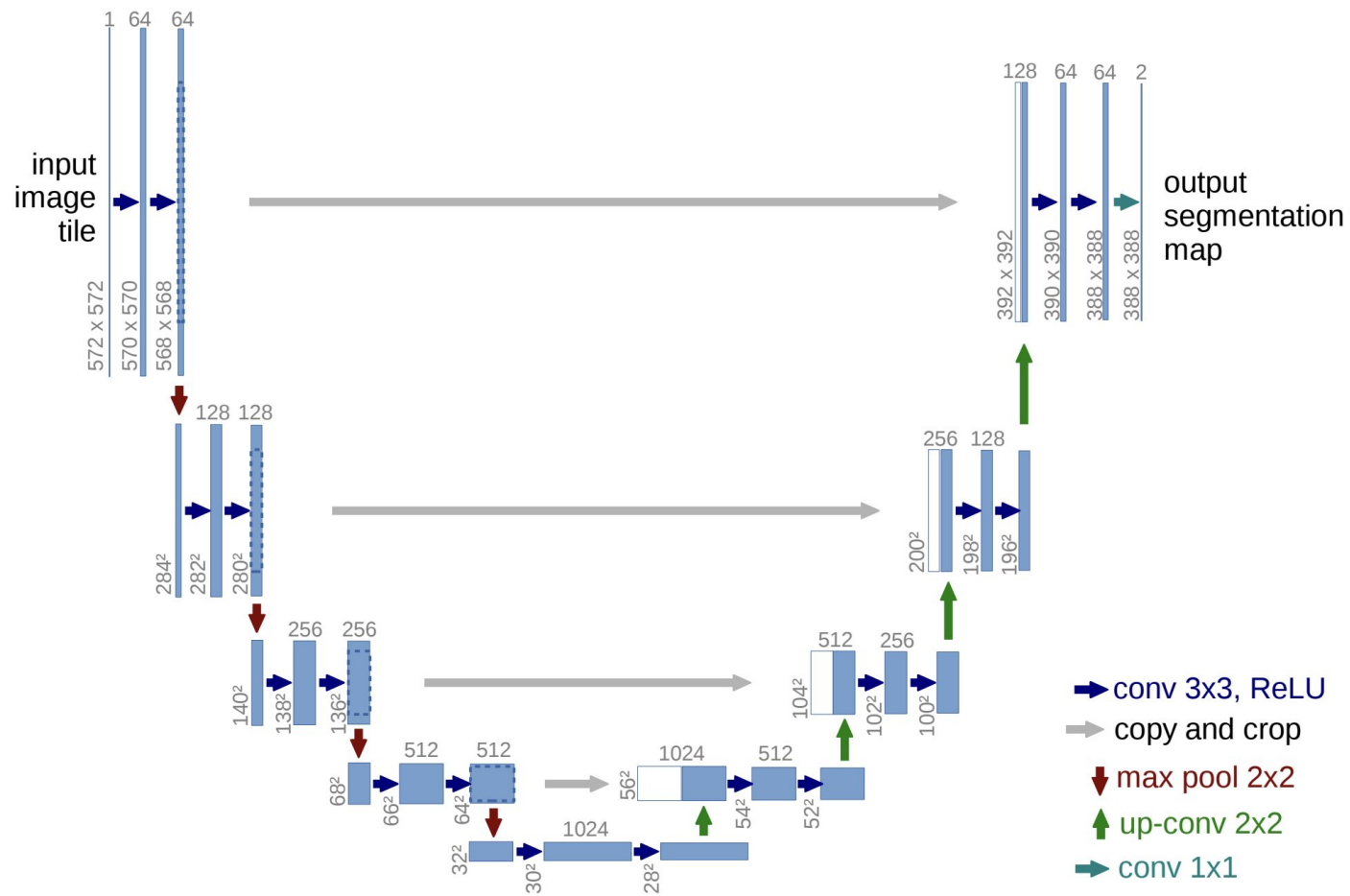
Equivariance



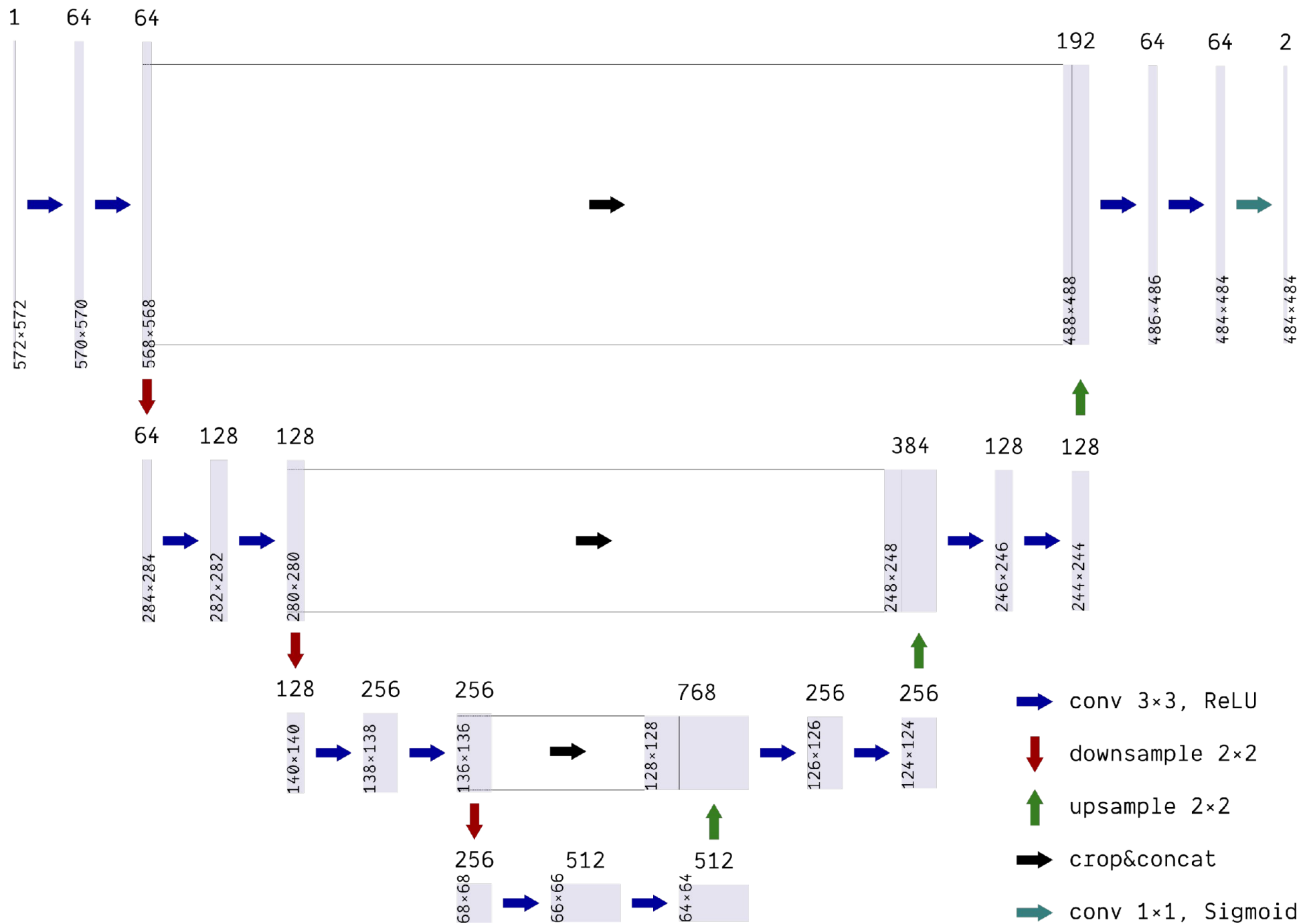
stacking convolutions



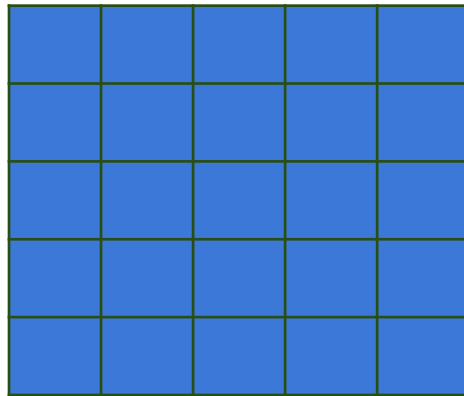
the U-Net



[Ronneberger et al., 2015]

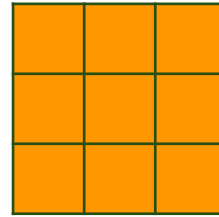


convolutional layer

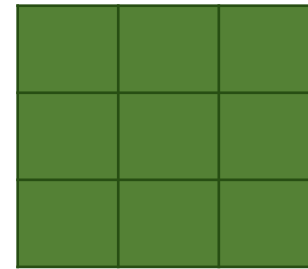
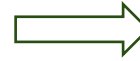


input image

*

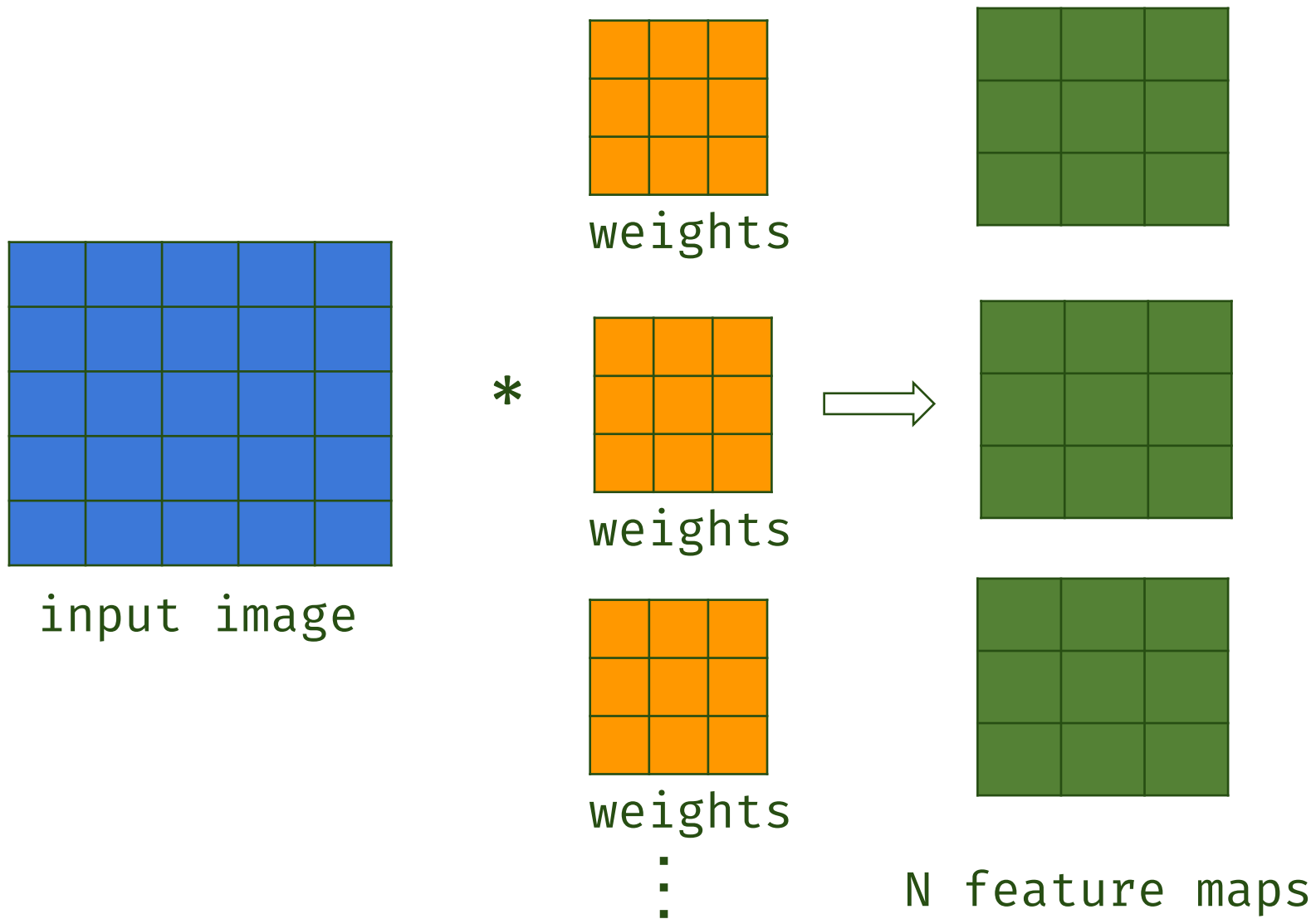


weights

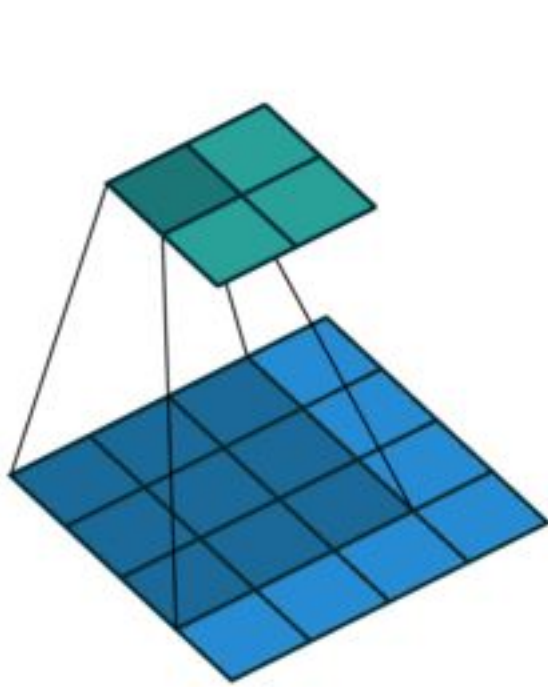


feature map

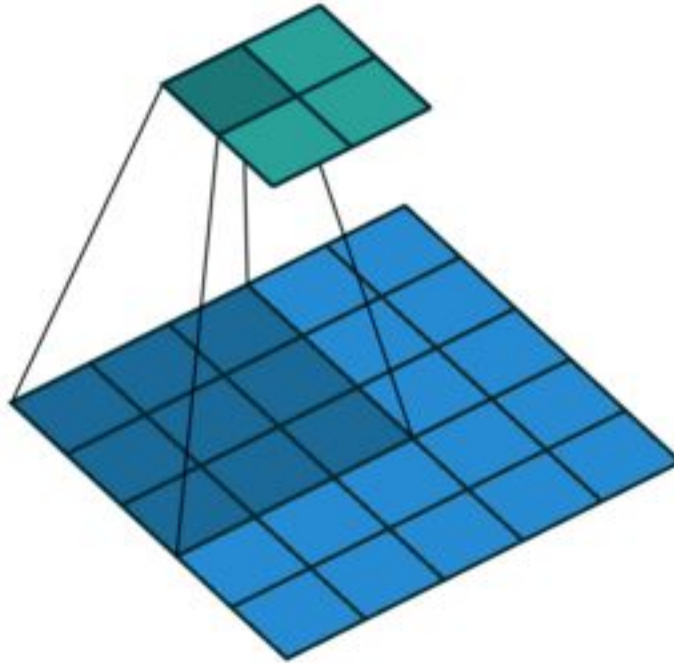
convolutional layer



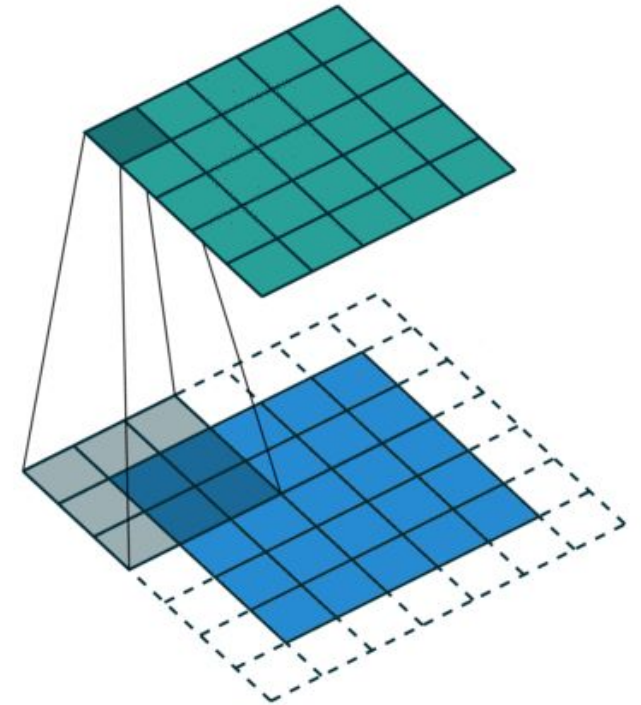
hyperparameters of convolution



padding = 0,
stride = 1

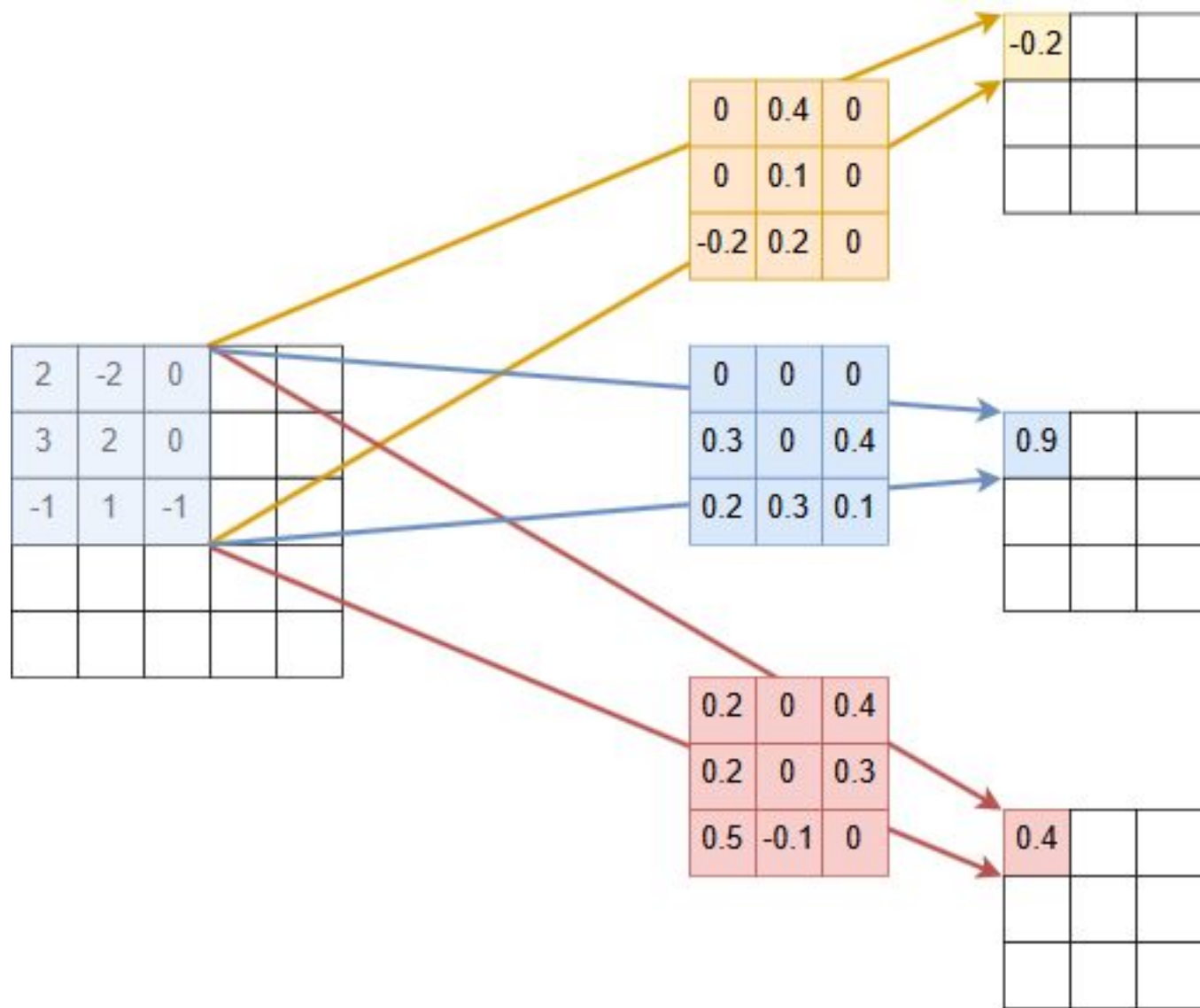


padding = 0,
stride = 2



padding = 1,
stride = 1

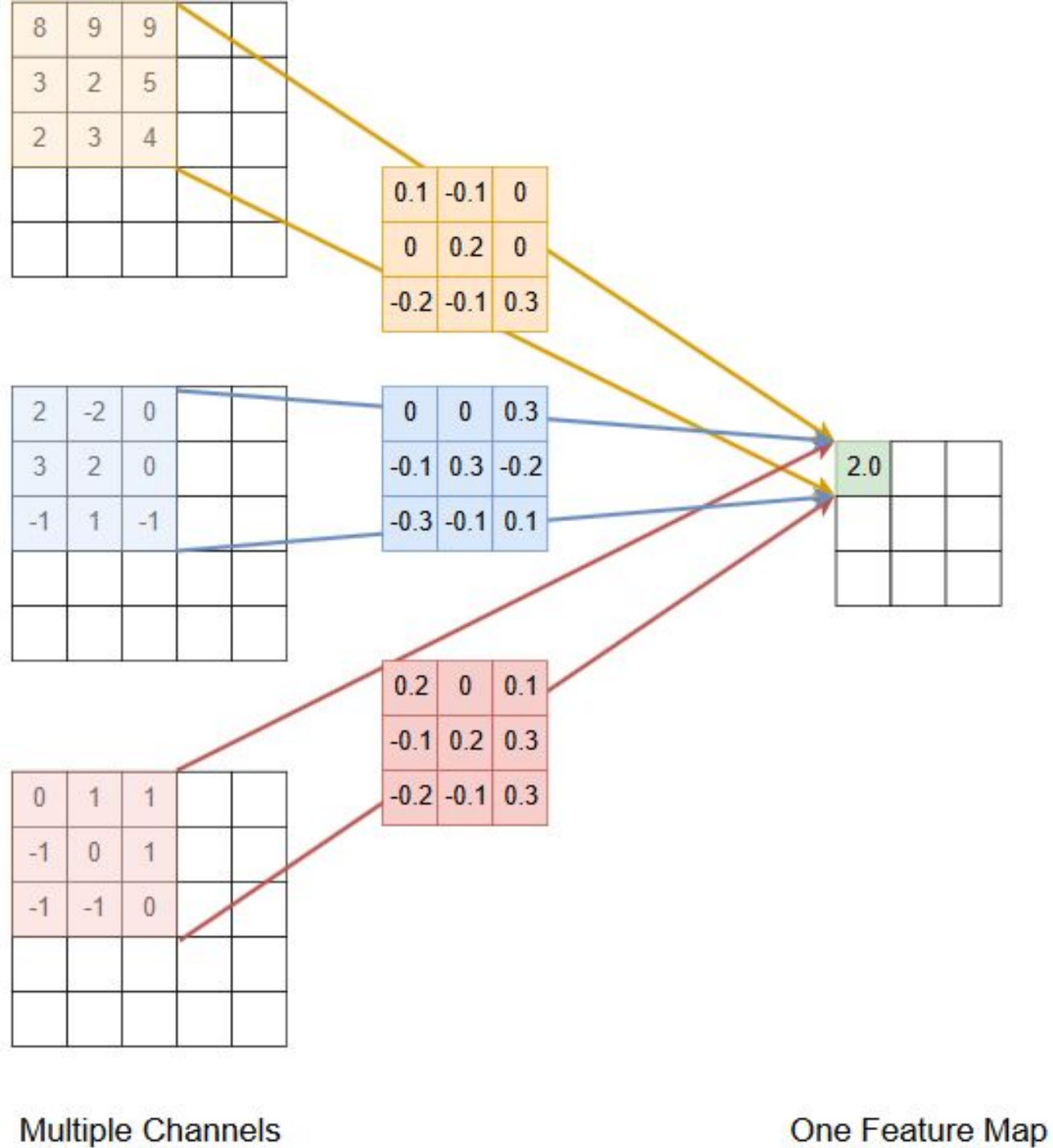
**multi-channel
output**



Single Channel

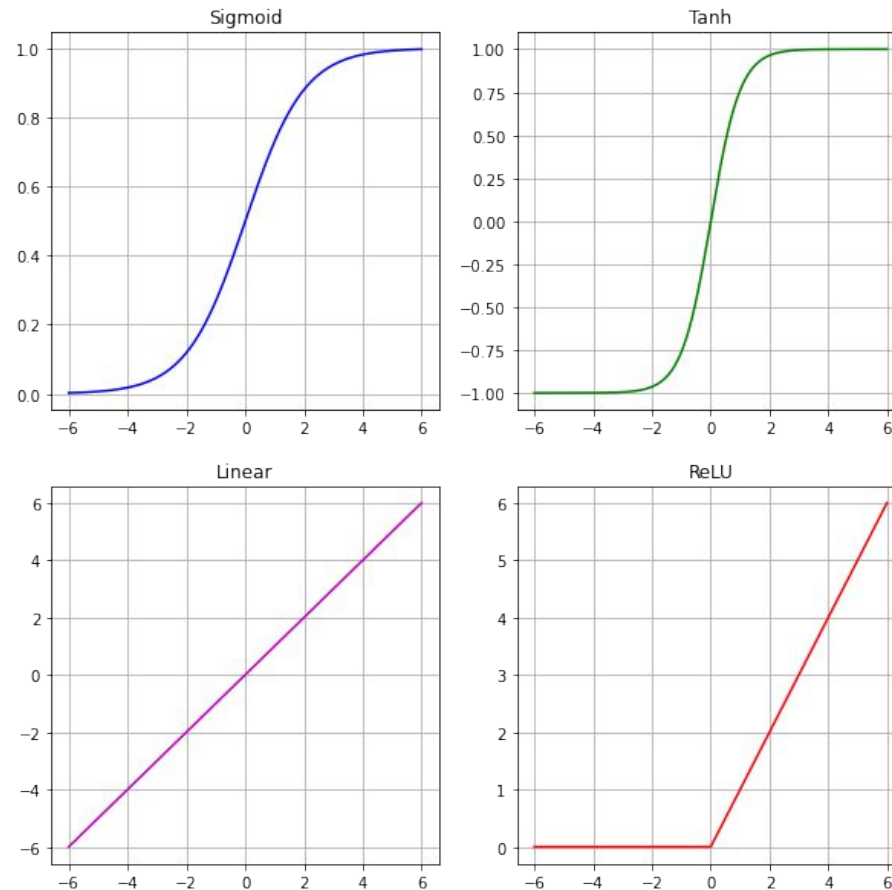
Multiple Feature Maps

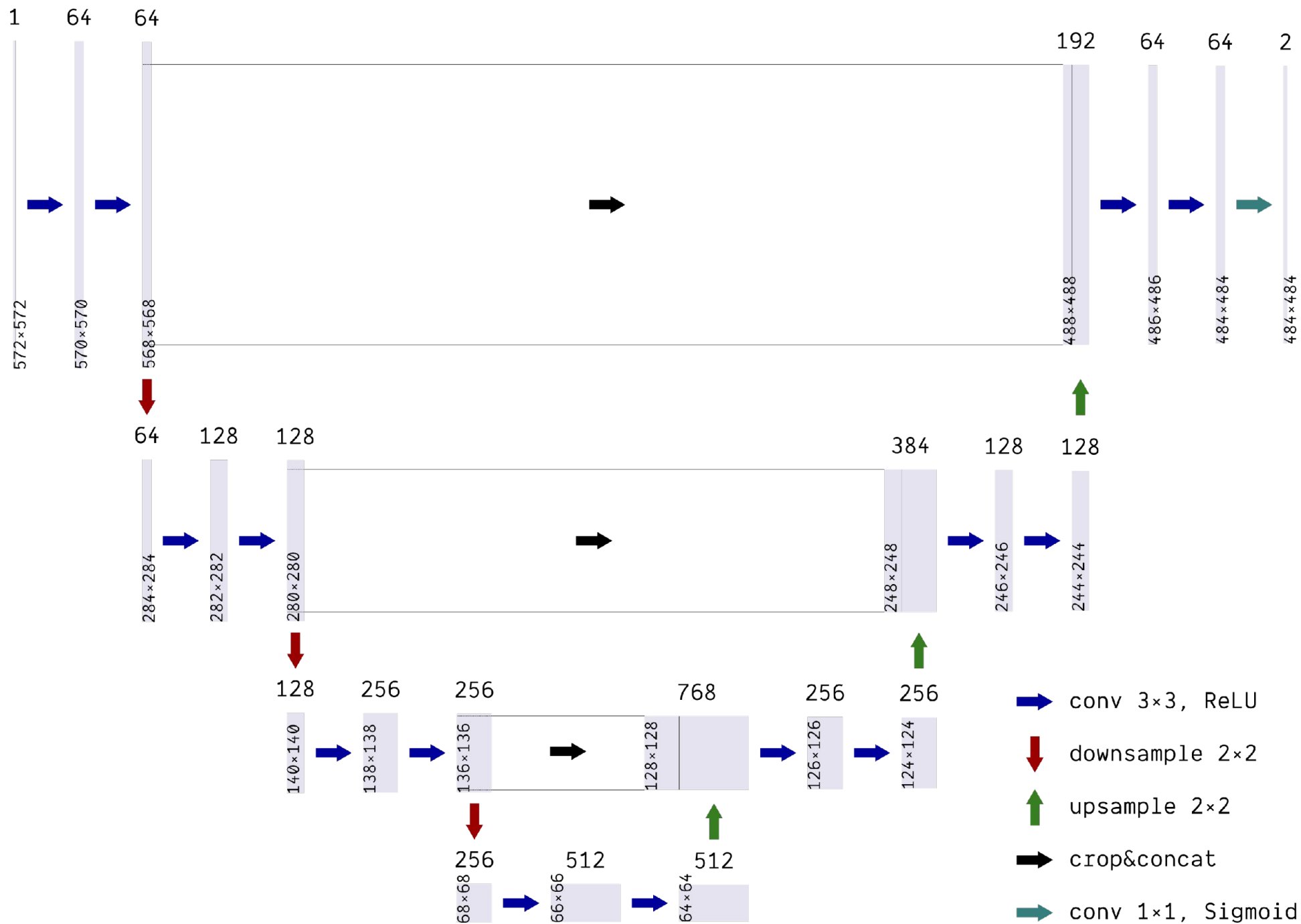
multi-channel
input



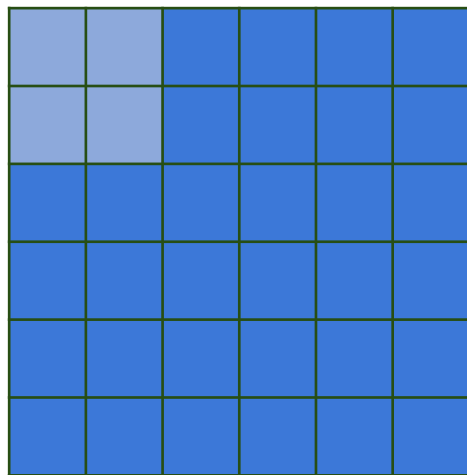
activation functions

update feature-maps element-wise



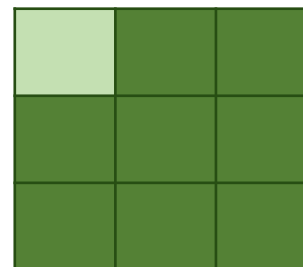
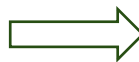


downsampling



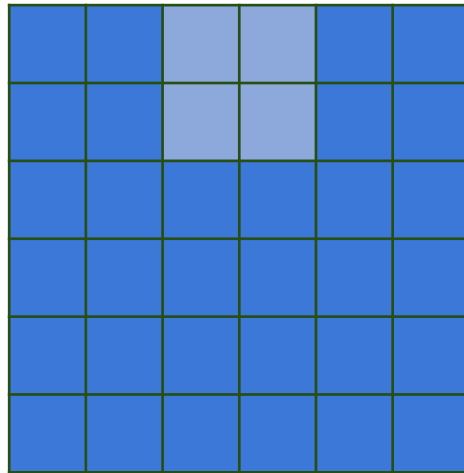
some layer

* max/avg
pooling



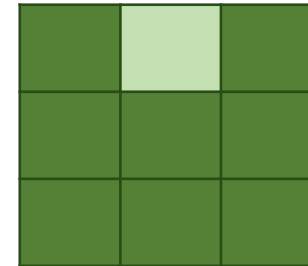
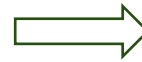
next layer

downsampling



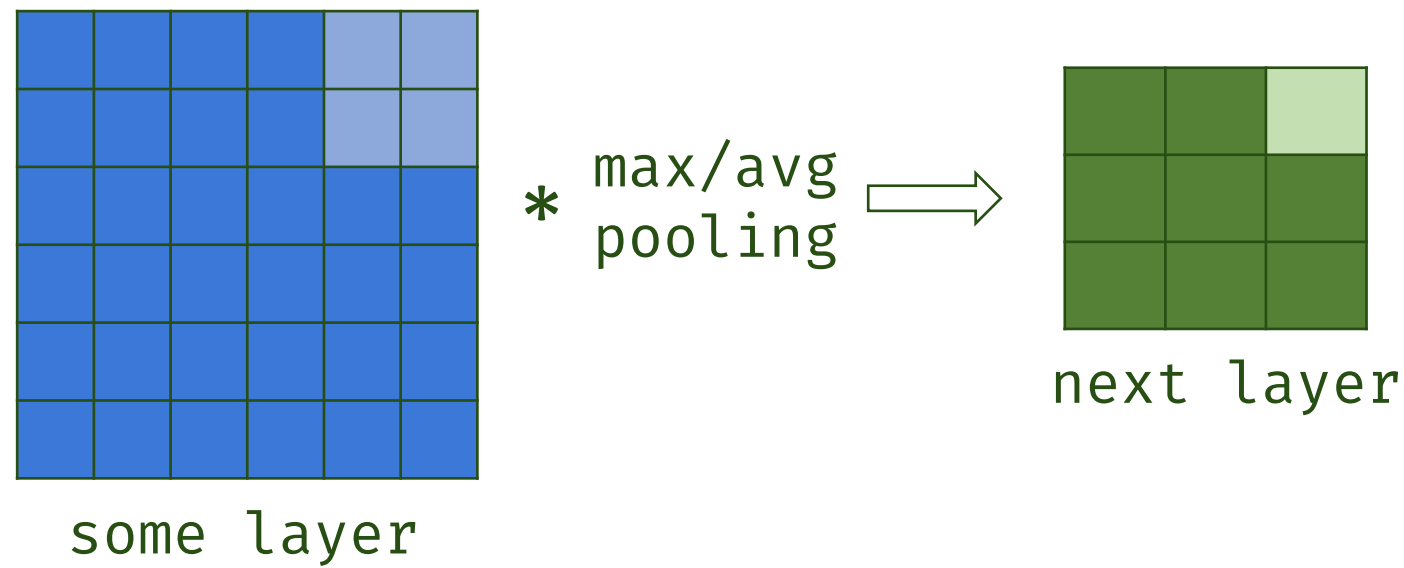
some layer

* max/avg
pooling

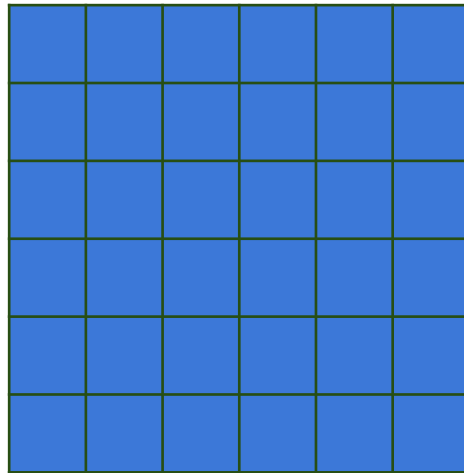


next layer

downsampling

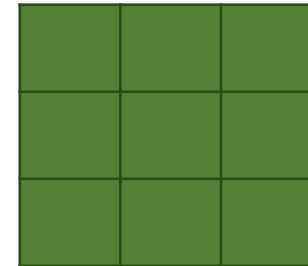
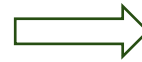


downsampling

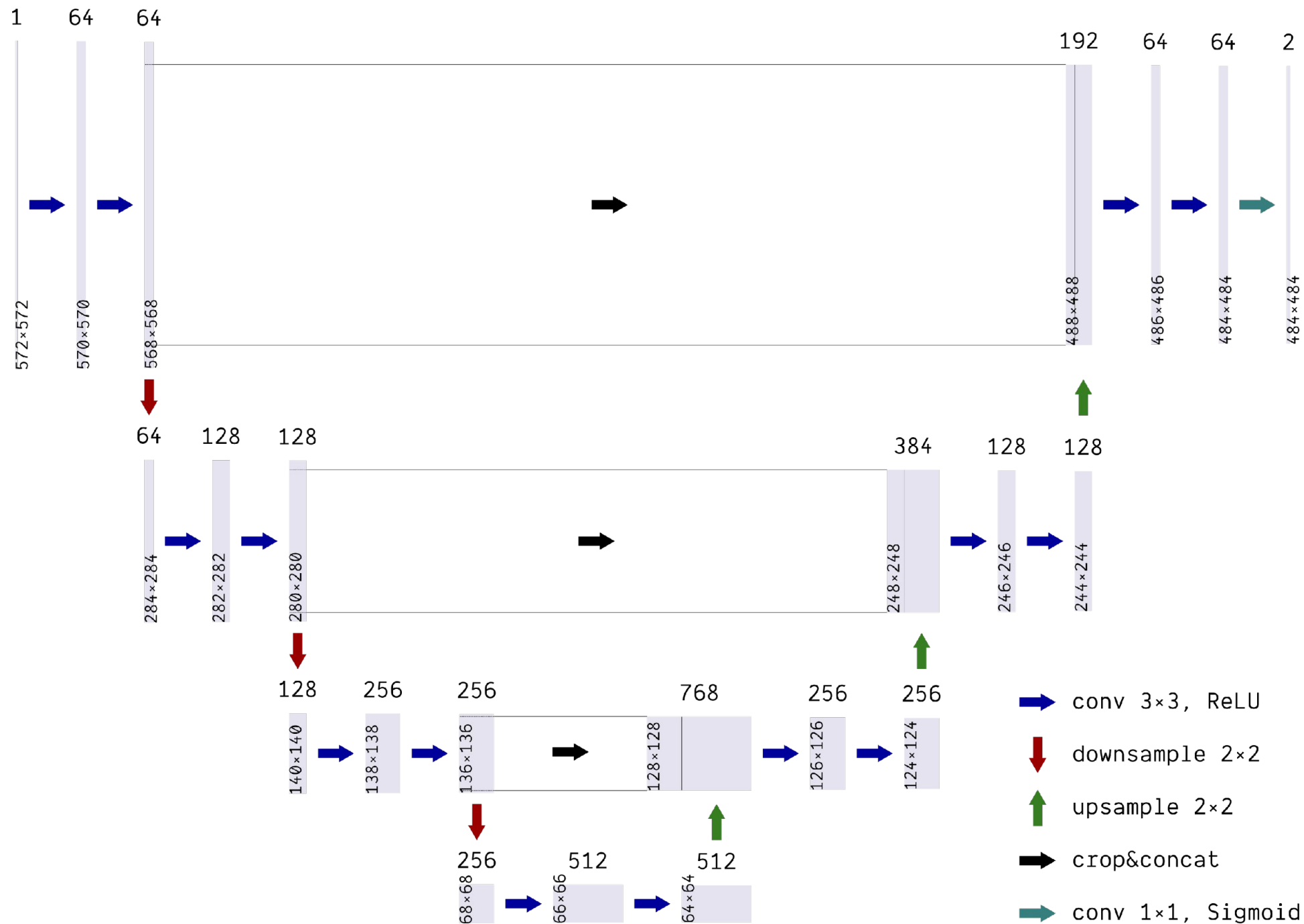


some layer

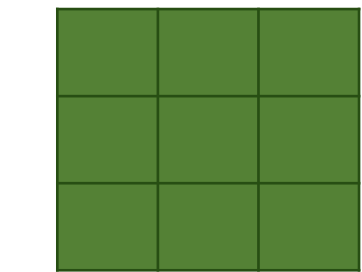
* max/avg
pooling



next layer

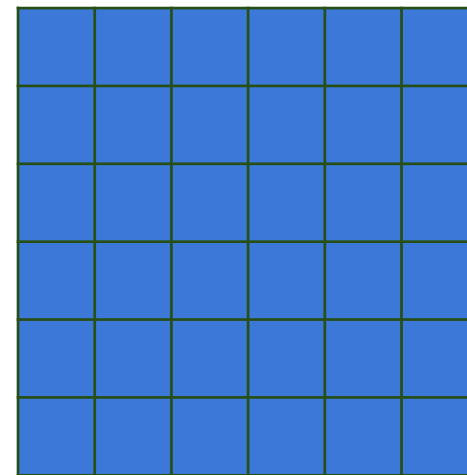


upsampling



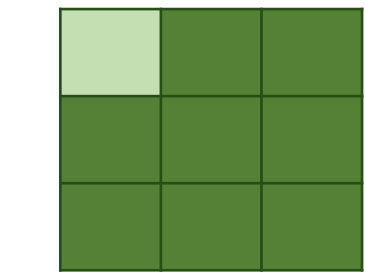
some layer

* nearest-neighbor/
bilinear



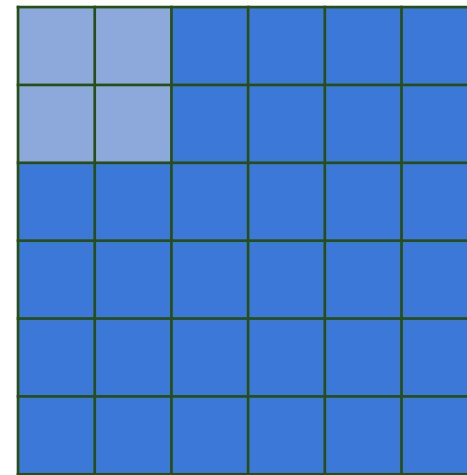
next layer

upsampling



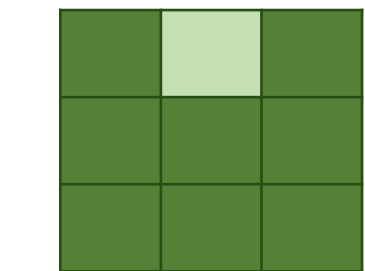
some layer

* nearest-neighbor/
bilinear



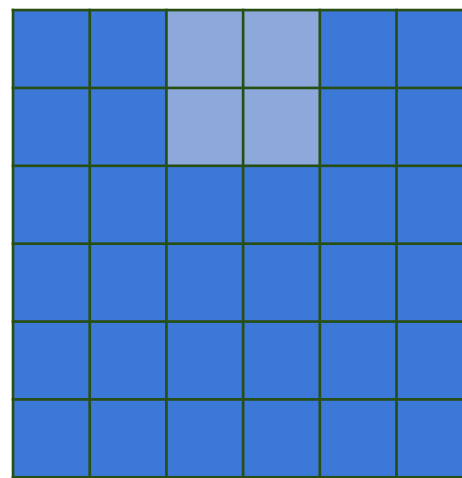
next layer

upsampling



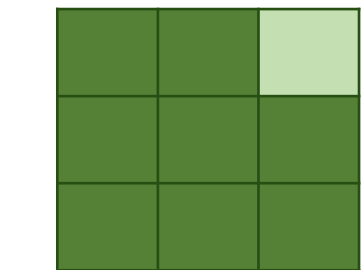
some layer

* nearest-neighbor/
bilinear



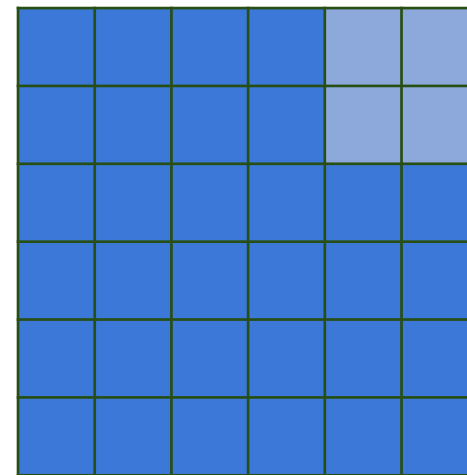
next layer

upsampling



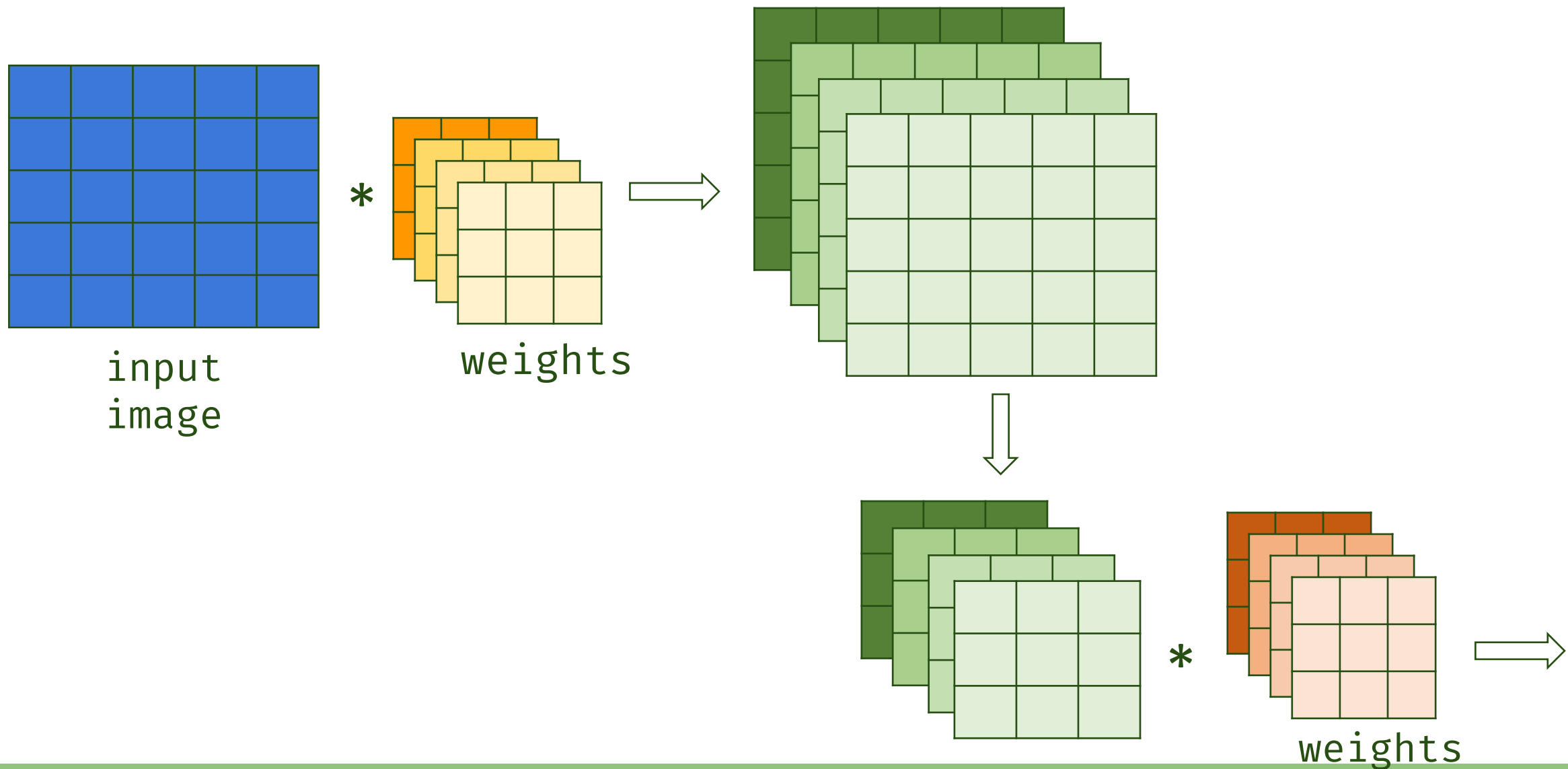
some layer

* nearest-neighbor/
bilinear

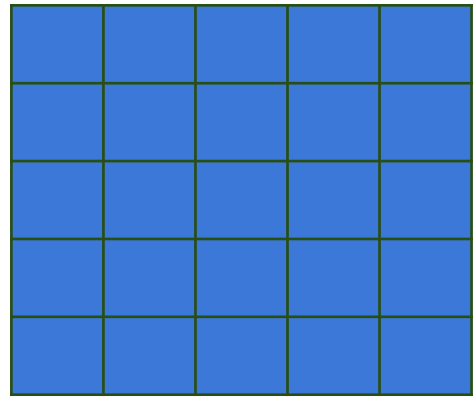


next layer

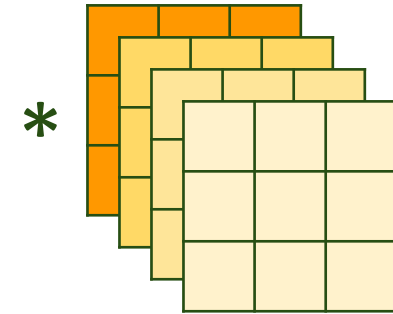
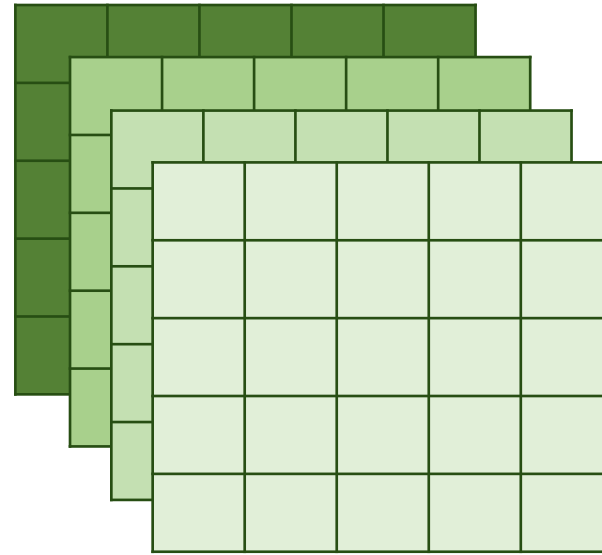
building an encoder



building a decoder

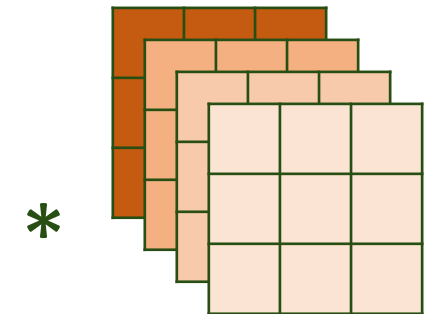
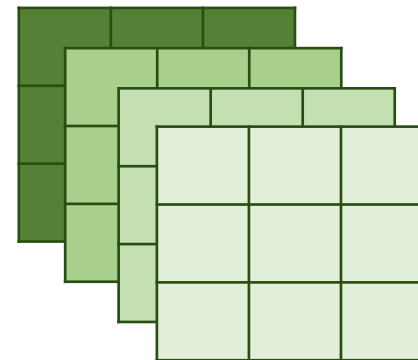


output
image



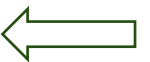
*

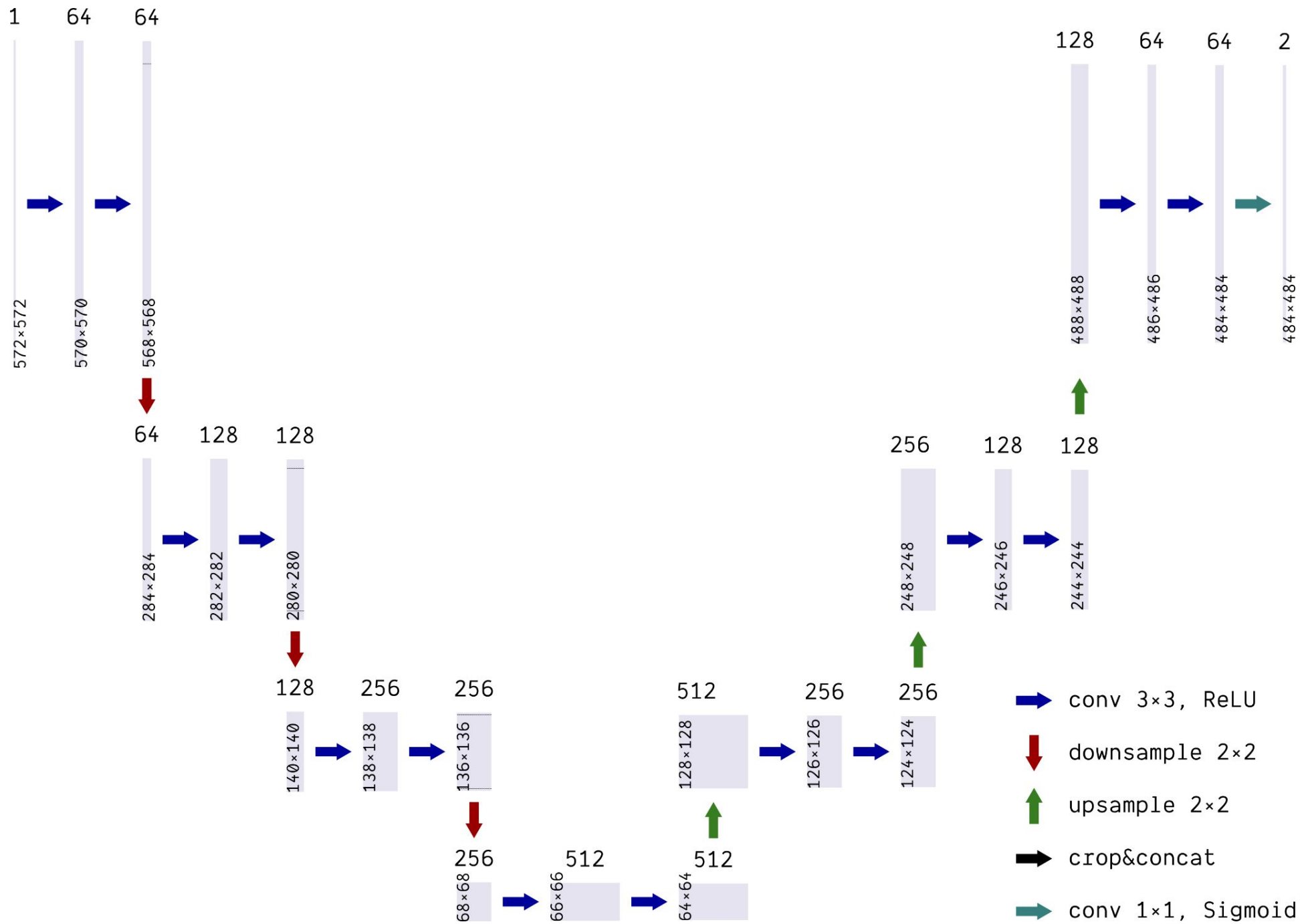
weights

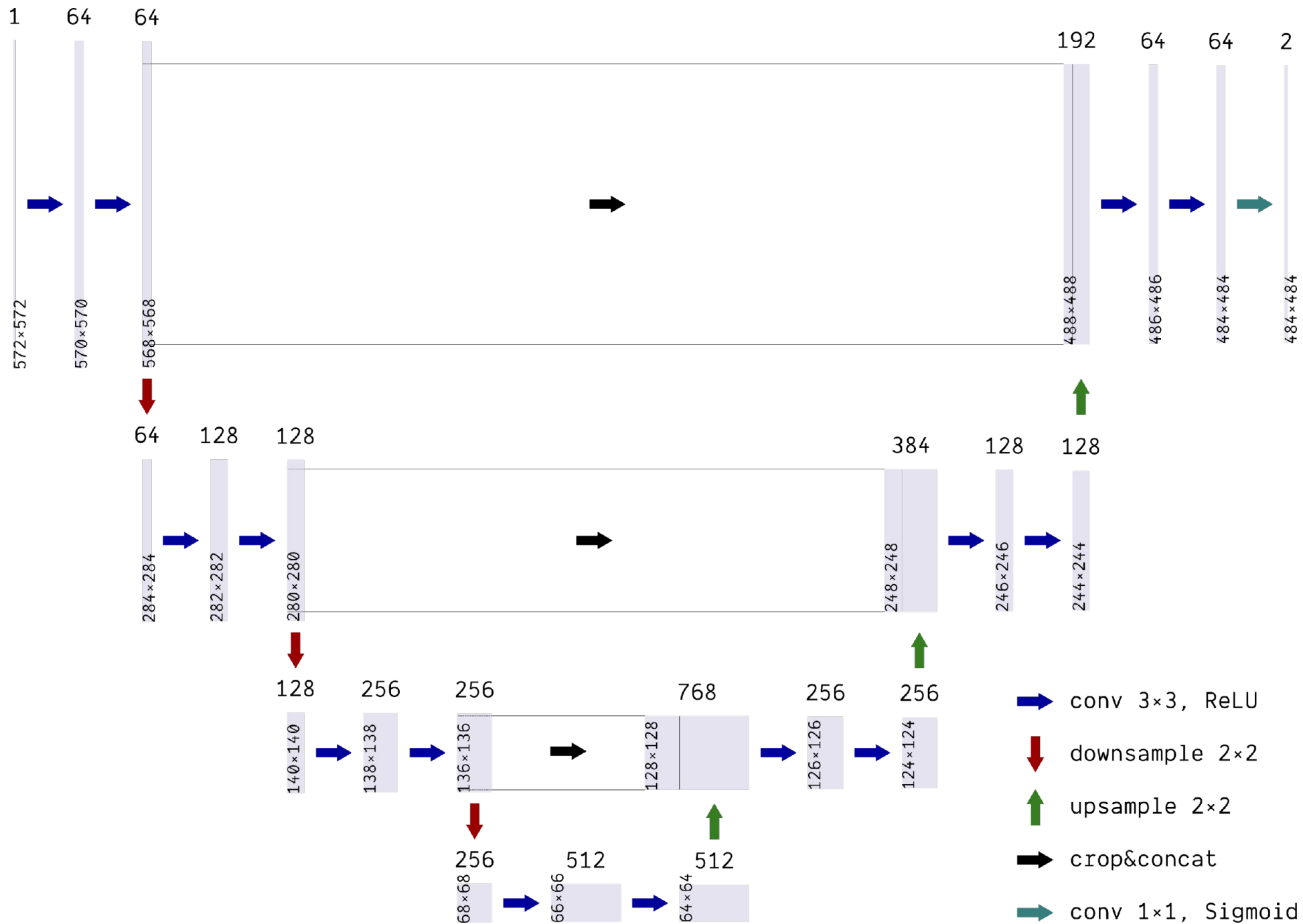


*

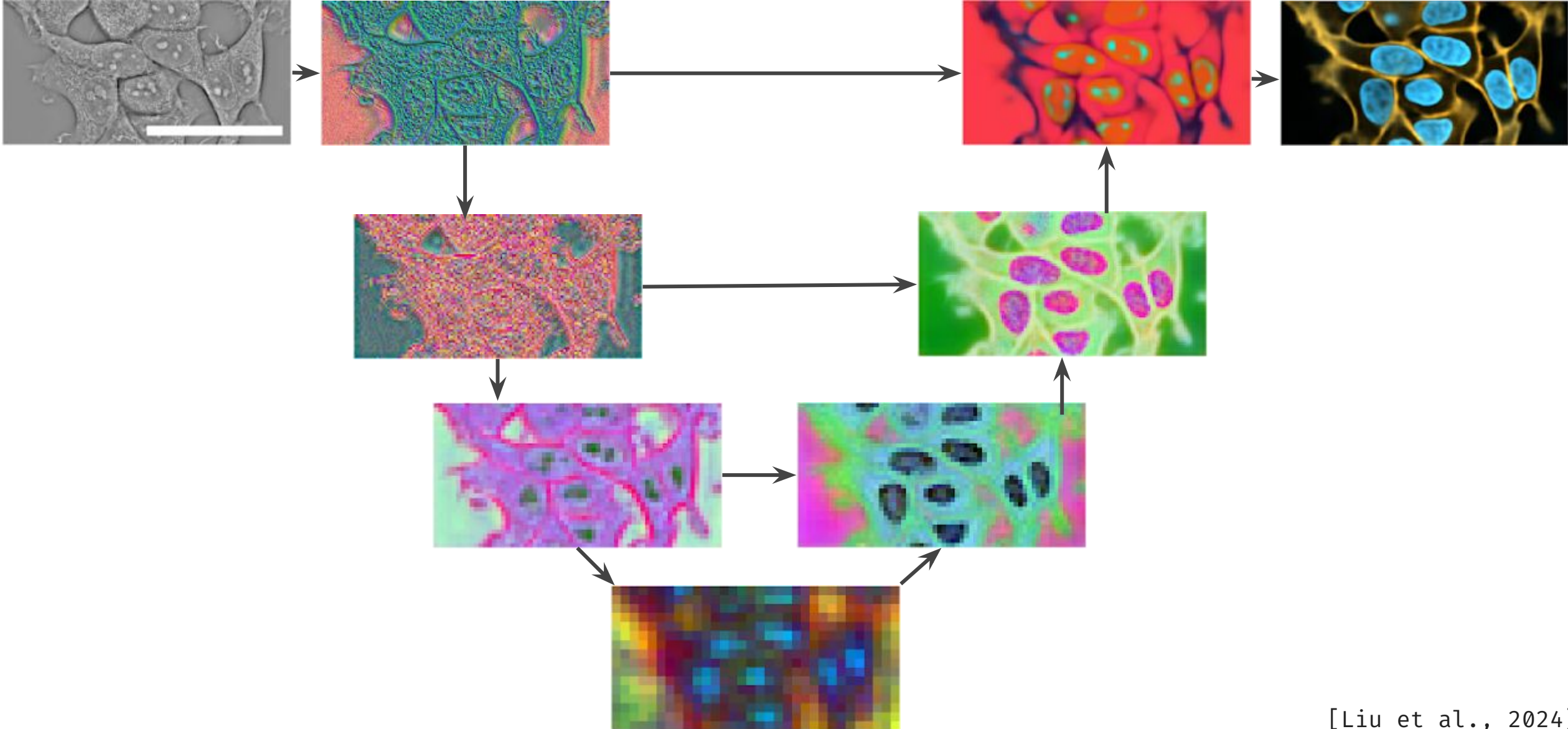
weights





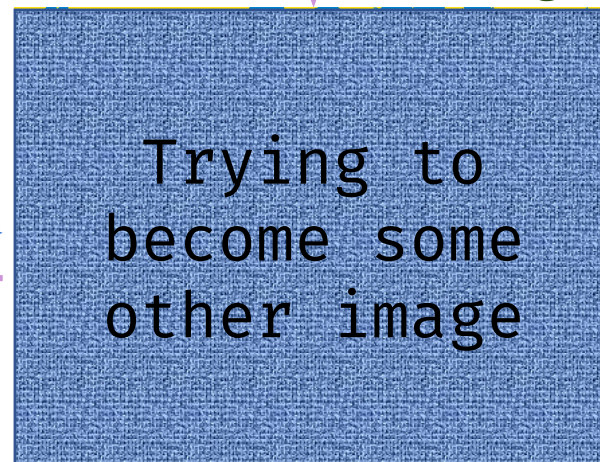
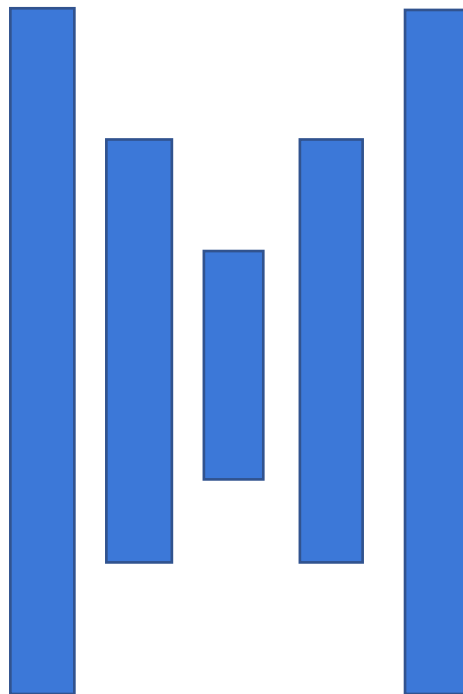
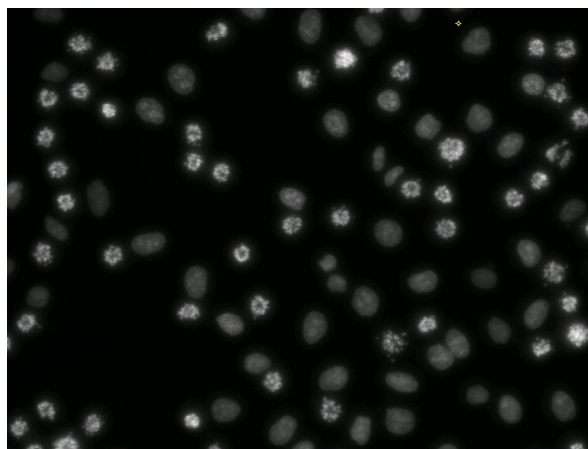


multi-scale representation



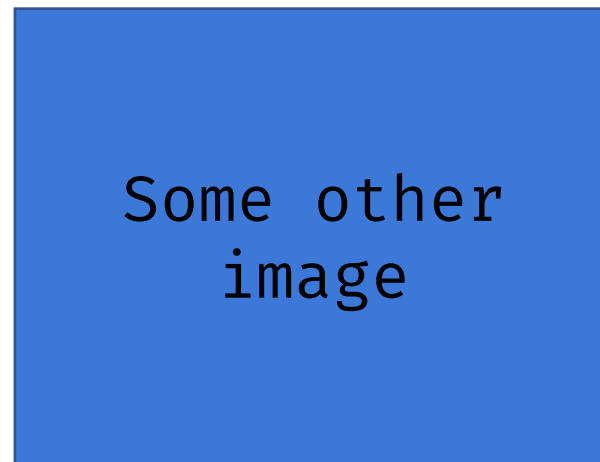
training

→ Forward pass
← Backpropagation



Current output:
transformed image

Groundtruth



Loss for
training



Metric for
validation



Go build your own U-Net!