

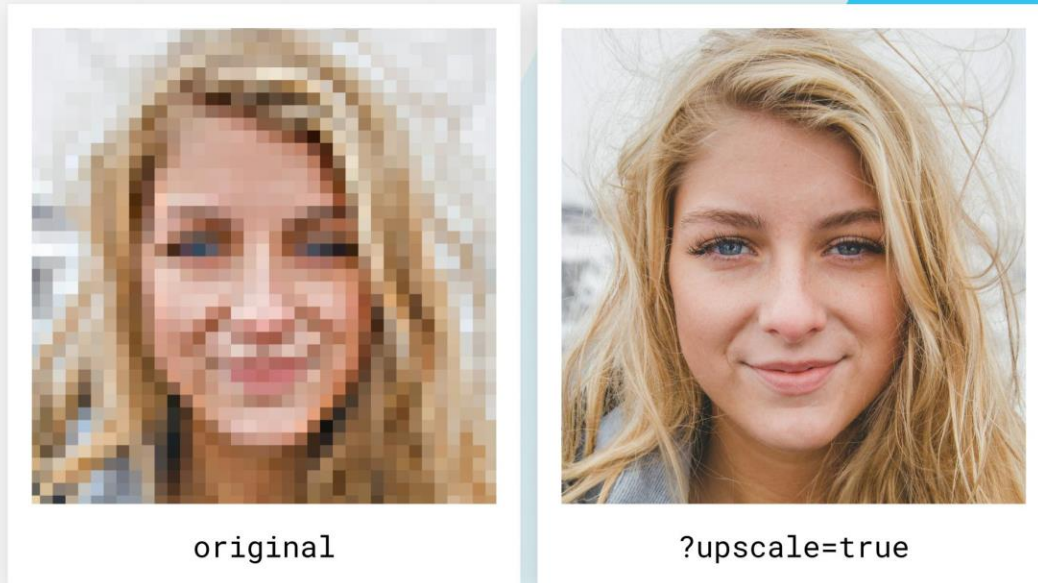
Aligning Subjective and Objective Assessments in Super-Resolution Models

Muhammad Hamza Zafar · Jon Y. Hardeberg

COLOURLAB

NTNU, Norway

Introduction



- Super-resolution (SR) enhances image details
- Objective metrics dominate (e.g., PSNR, SSIM)
- Need: Incorporate human perceptual assessments

Motivation

- Why evaluate SR models beyond PSNR/SSIM?
- Problem: Objective metrics \neq Human perception
- Visual: A high-PSNR image with poor perceptual quality
- Despite high **PSNR of 27.92** and **SSIM of 0.940**, the reconstructed image (center) appears **lacks perceptual sharpness**.
- **LPIPS = 0.047** also indicates high perceptual similarity
- Traditional metrics like PSNR and SSIM can be misleading when evaluating perceptual quality in super-resolution.

Low Res



Super Res



Ground Truth



Evaluated Models

- 4 SR models:
 - **ResShift, Real-ESRGAN, BSRGAN, SwinIR**
- Some models report only a subset of objective metrics, which can mislead comparisons.
 - For example, BSRGAN omits SSIM, while ResShift includes LPIPS, SSIM, PSNR, and even CLIPSIQA.
 - Fair evaluation requires consistent reporting across metrics.
- **ResShift** (Diffusion-based) - Claims SOTA
- **Critical Missing Piece**
 - **No subjective evaluation** for these models
 - **Limited understanding** of human preferences
 - **Objective-subjective alignment** unclear

Model	Year	Architecture	Objective Metrics	Subjective Assessment
ResShift	2023	Diffusion-based	PSNR, SSIM, LPIPS, CLIPSIQA, MUSIQ	<i>None</i>
Real-ESRGAN	2021	GAN-based	PSNR, SSIM, LPIPS	<i>None</i>
BSRGAN	2021	GAN-based	PSNR, LPIPS	<i>None</i>
SwinIR	2021	Transformer-based	PSNR, SSIM, LPIPS	<i>None</i>

Dataset: DIV2K

- Standard benchmark used in super-resolution challenges
- High-quality, diverse 2K resolution images across various content types
- Low-resolution and high-resolution image pairs created using bicubic x8 and x2 downscaling
- Resolution details:
 - Low-resolution (LR): 255×169
 - High-resolution (HR): 1020×676 (4× upsampled)

Dataset Visualization: Low Res vs High Res

Low Res 1



Low Res 2



Low Res 3



Low Res 4



Low Res 5



High Res 1



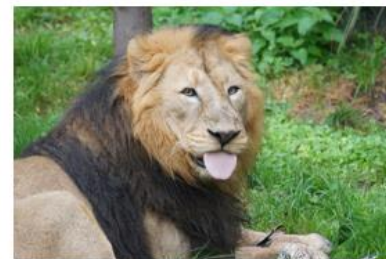
High Res 2



High Res 3



High Res 4

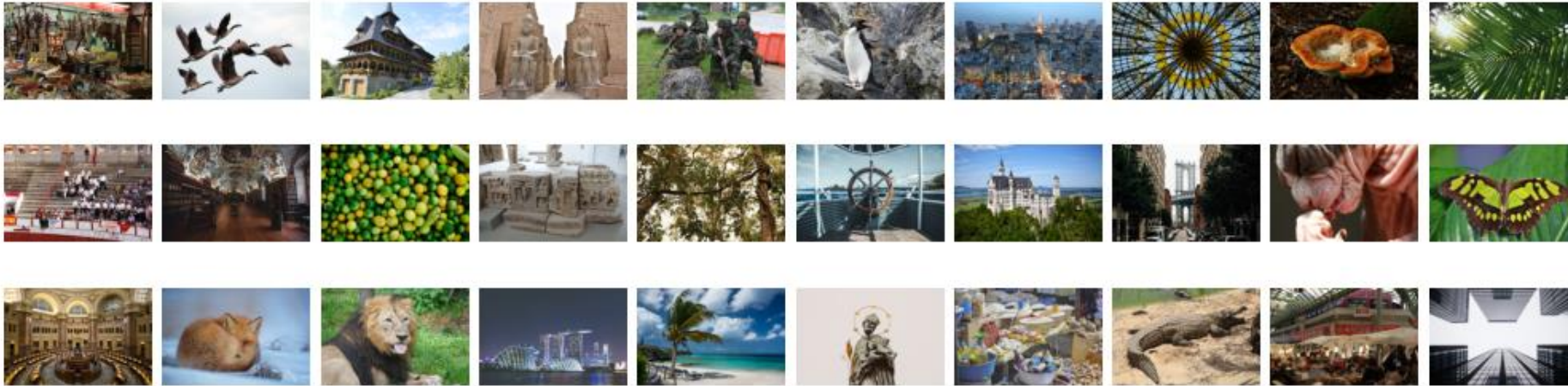


High Res 5



Setup

- No additional preprocessing.
- Setup follows official benchmark protocol
- Used in both objective and subjective evaluations:
 - 30 images for the online single-choice study
 - 10 images for the controlled lab pairwise comparison
 - Subset of the above 30 images.



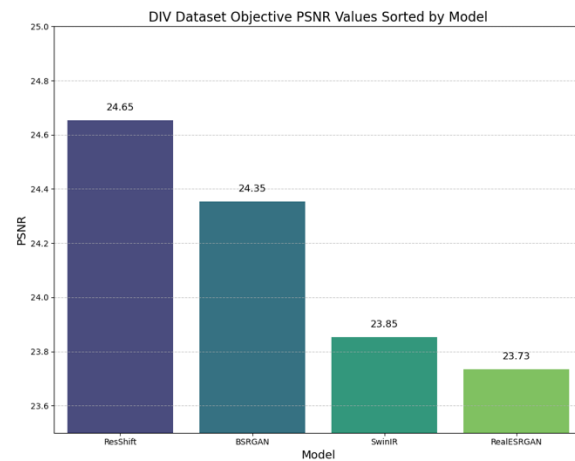
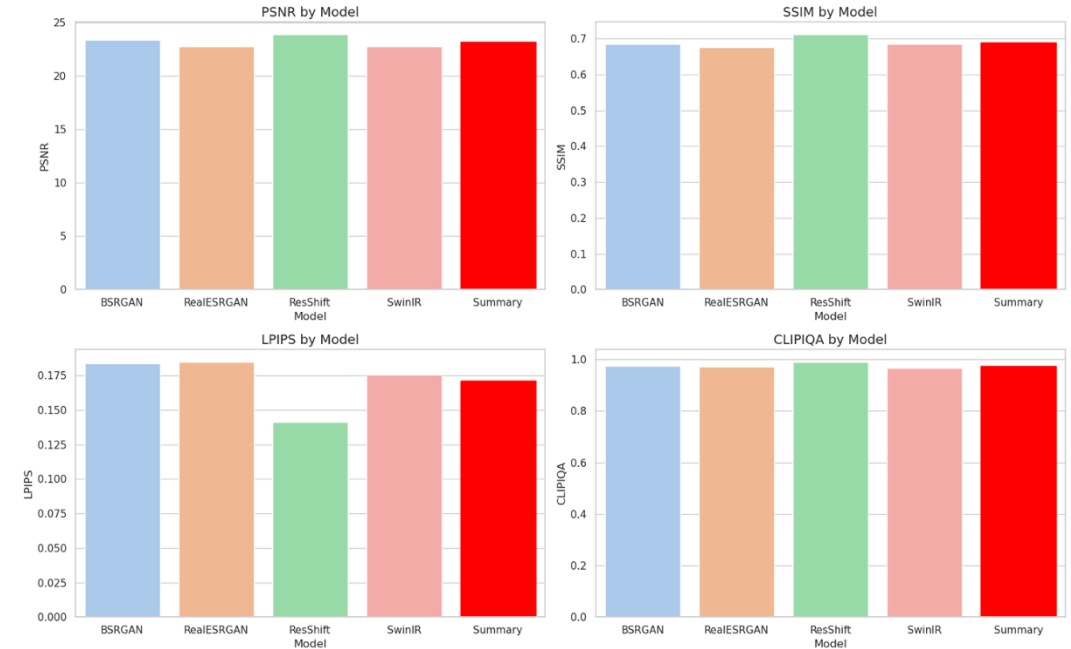
30 images for the online single-choice study



10 images for the controlled lab pairwise comparison

Objective Evaluation

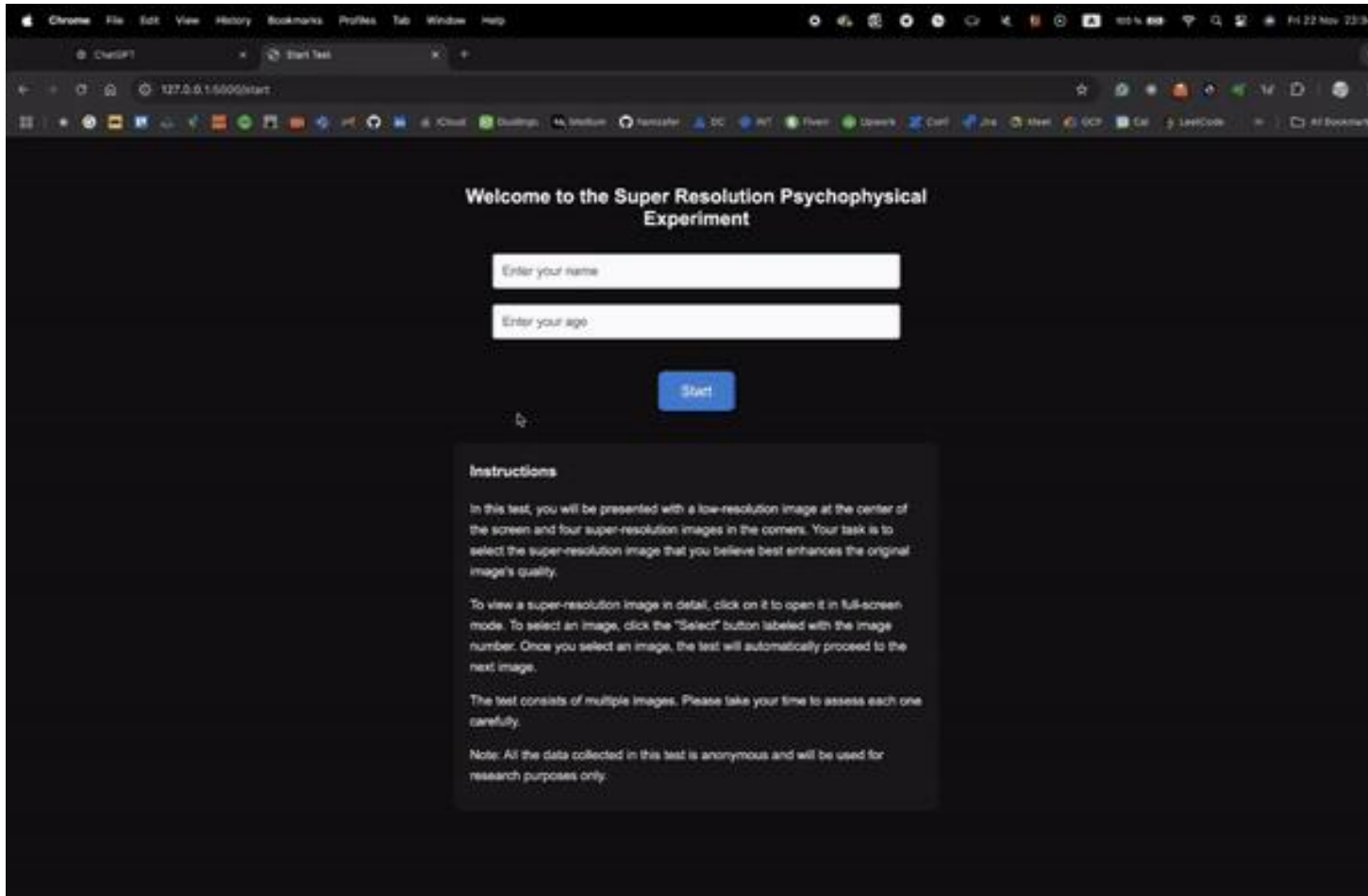
- Metrics: PSNR, SSIM, LPIPS, CLIPQA on 30 DIV2K Images
- **ResShift leads in 4/4 metrics**
- **BSRGAN shows strong pixel-level performance** with second-highest PSNR
- **RealESRGAN underperforms** across most metrics despite being widely used
- **SwinIR surprisingly lags** in this comparison



Performance Metrics (DIV2K)

Model	PSNR ↑	SSIM ↑	LPIPS ↓	CLIPQA ↑
ResShift	24.65	0.723	0.136	0.986
BSRGAN	24.35	0.703	0.172	0.977
SwinIR	23.85	0.705	0.164	0.968
Real-ESRGAN	23.73	0.697	0.169	0.972

Experiment 1 – Online Setup



The screenshot shows a web browser window with the URL `127.0.0.1:5000/start`. The page has a dark background and contains the following elements:

- Welcome to the Super Resolution Psychophysical Experiment**
- Two input fields: "Enter your name" and "Enter your age".
- A blue "Start" button.
- An "Instructions" section with the following text:

In this test, you will be presented with a low-resolution image at the center of the screen and four super-resolution images in the corners. Your task is to select the super-resolution image that you believe best enhances the original image's quality.

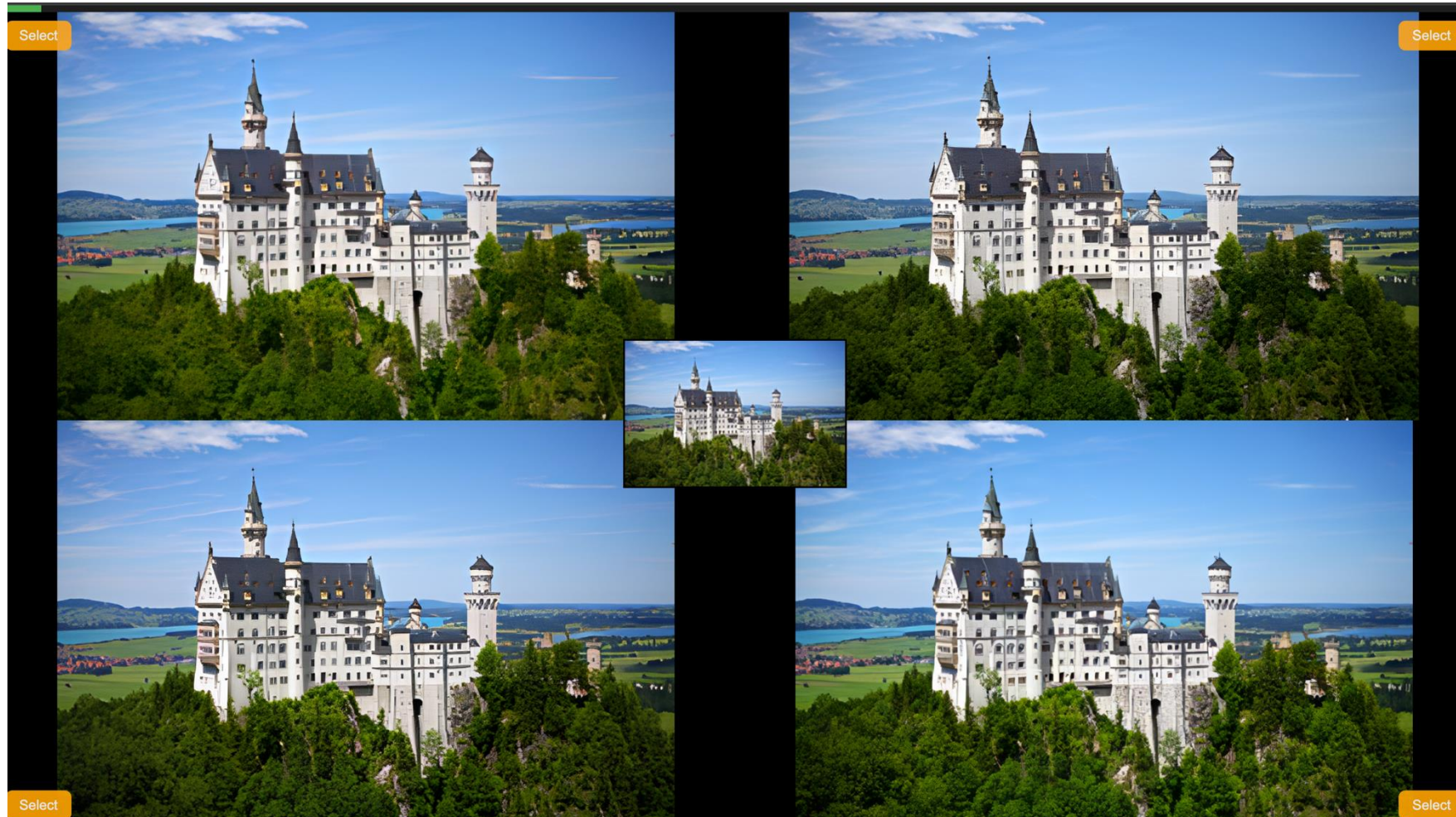
To view a super-resolution image in detail, click on it to open it in full-screen mode. To select an image, click the "Select" button labeled with the image number. Once you select an image, the test will automatically proceed to the next image.

The test consists of multiple images. Please take your time to assess each one carefully.

Note: All the data collected in this test is anonymous and will be used for research purposes only.

- **Total Images: 30**
- **Estimated Time: 15 minutes**
- **Low-Resolution Image:**
 - Size: 255×169 pixels
 - Position: Center of the screen
- **High-Resolution Images:**
 - Quantity: 4
 - Size: 1020×676 pixels each
 - Display: Surrounding the low-resolution image
- Choose the best HR image from randomized comparisons.

EXPERIMENT 1 SETUP



Experiment 1 – Results

- **Subjective Results:**
 - What Humans Actually Prefer
- 134 participants
- 54 completed
- ResShift dominant
 - ResShift: 624 selections ★
 - SwinIR: 377 selections
 - Real-ESRGAN: 351 selections
 - BSRGAN: 268 selections

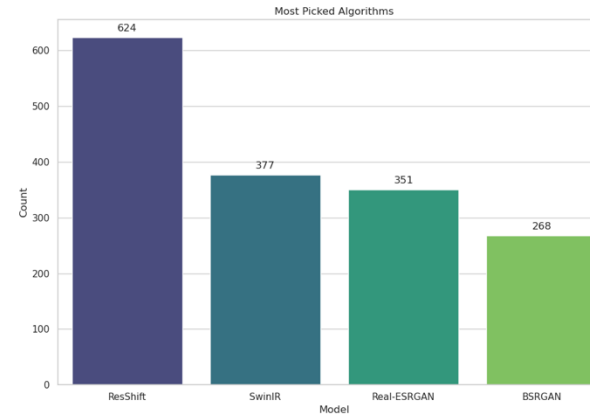


Table 3: Model Preference Results.

Model	Count
ResShift	624
SwinIR	377
Real-ESRGAN	351
BSRGAN	268

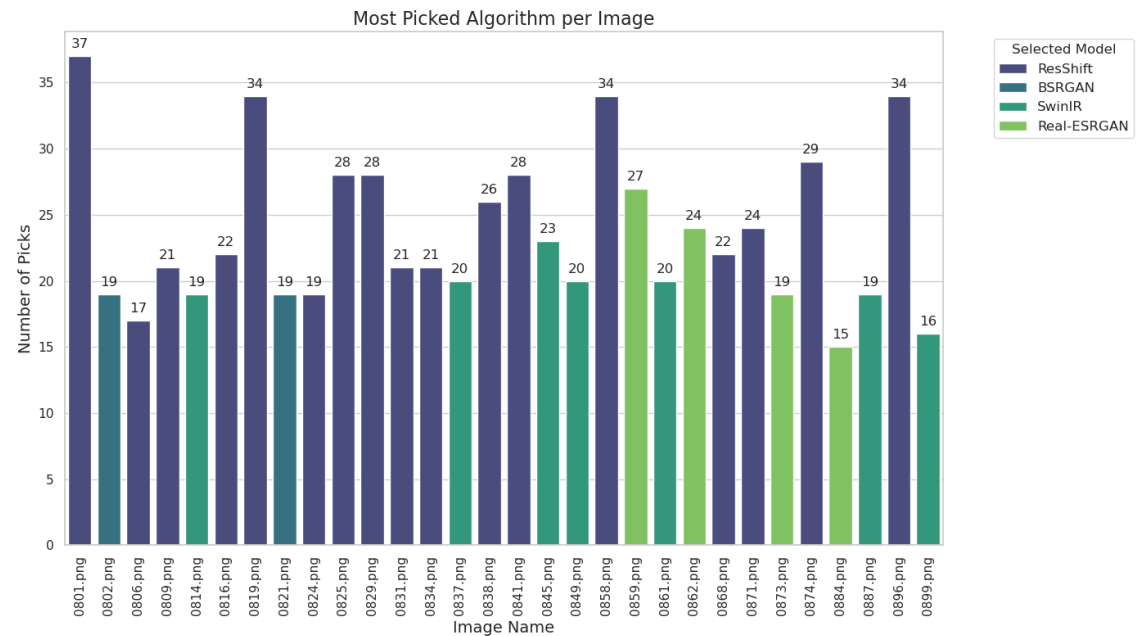


Image 1: Age Distribution (18-50)

- Image 2: Age vs. Algorithm Preference (Age < 30)**

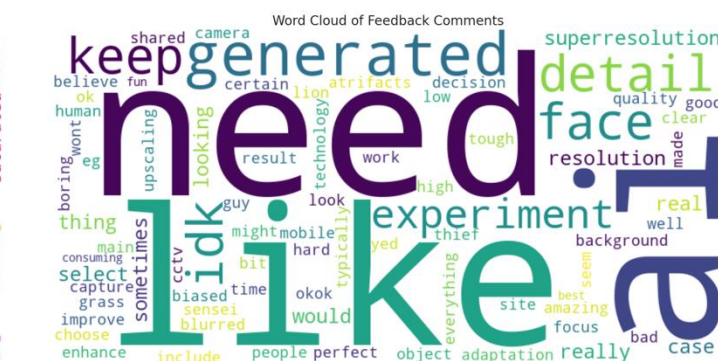
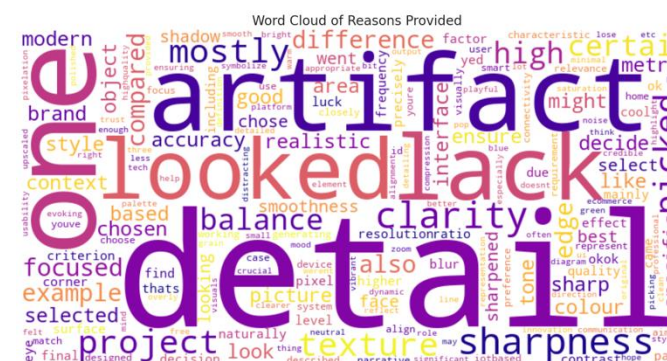
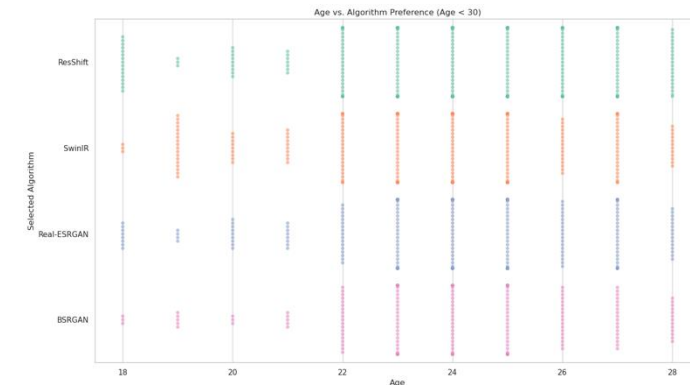
- Image 3: Word Cloud - Reasons for Selection**

- Image 4: Word Cloud - General Feedback**

- **"generated", "detail"** - Focus on output quality
- **"quality", "resolution"** - Technical assessment terms

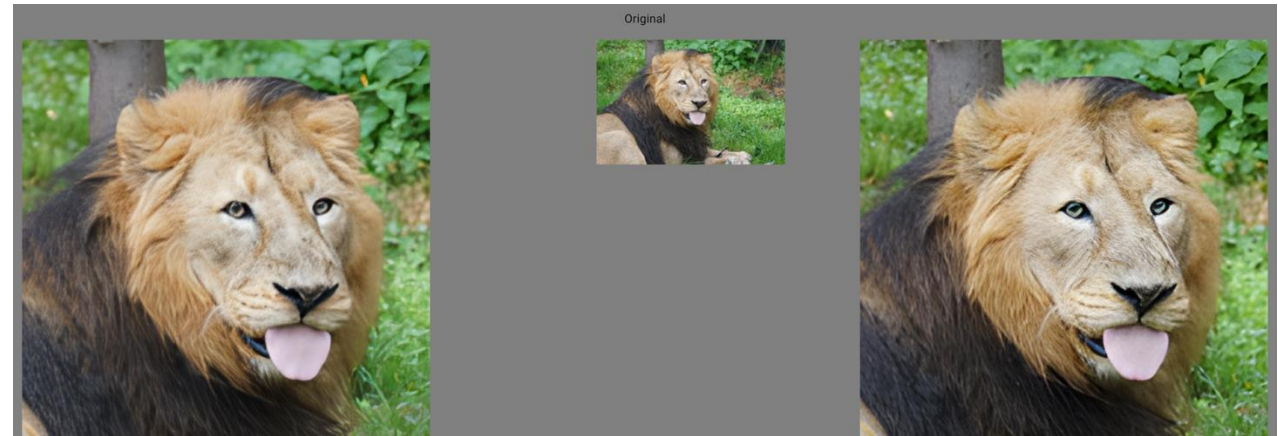
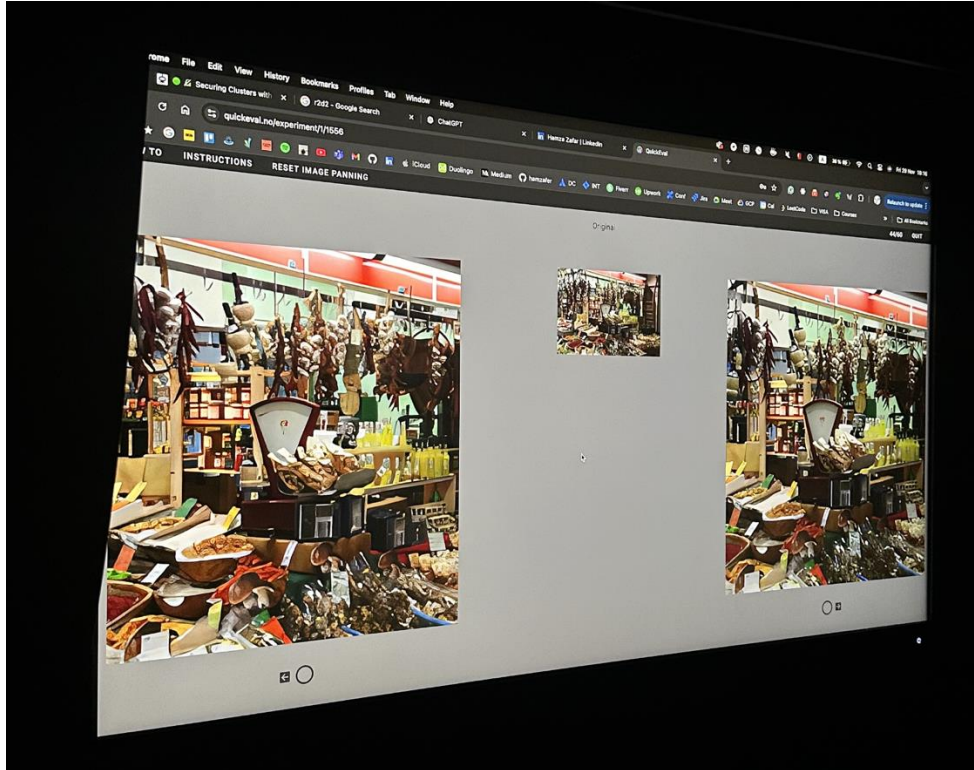
Overall Analysis:

-
- A histogram showing the age distribution of participants (18-50). The x-axis is labeled 'Age' and ranges from 18 to 50. The y-axis is labeled 'Number of Participants' and ranges from 0 to 30. The histogram bars are light blue. A smooth, light blue normal distribution curve is overlaid on the histogram, peaking at age 25. The number of participants for each age group is labeled above the corresponding bar.
- | Age | Number of Participants |
|-----|------------------------|
| 18 | 8 |
| 19 | 5 |
| 20 | 6 |
| 21 | 16 |
| 22 | 29 |
| 23 | 6 |
| 24 | 10 |
| 25 | 0 |
| 26 | 0 |
| 27 | 0 |
| 28 | 0 |
| 29 | 0 |
| 30 | 0 |
| 31 | 0 |
| 32 | 0 |
| 33 | 0 |
| 34 | 0 |
| 35 | 0 |
| 36 | 0 |
| 37 | 0 |
| 38 | 2 |
| 39 | 0 |
| 40 | 0 |
| 41 | 0 |
| 42 | 0 |
| 43 | 0 |
| 44 | 0 |
| 45 | 0 |
| 46 | 0 |
| 47 | 0 |
| 48 | 0 |
| 49 | 0 |
| 50 | 1 |



Experiment 2 – Lab Study

- Pairwise comparisons, 10 images, 60 pairs per person
- BenQ calibrated monitor, sRGB, D65, 80 cd/m²
- Estimated Time: 15 minutes



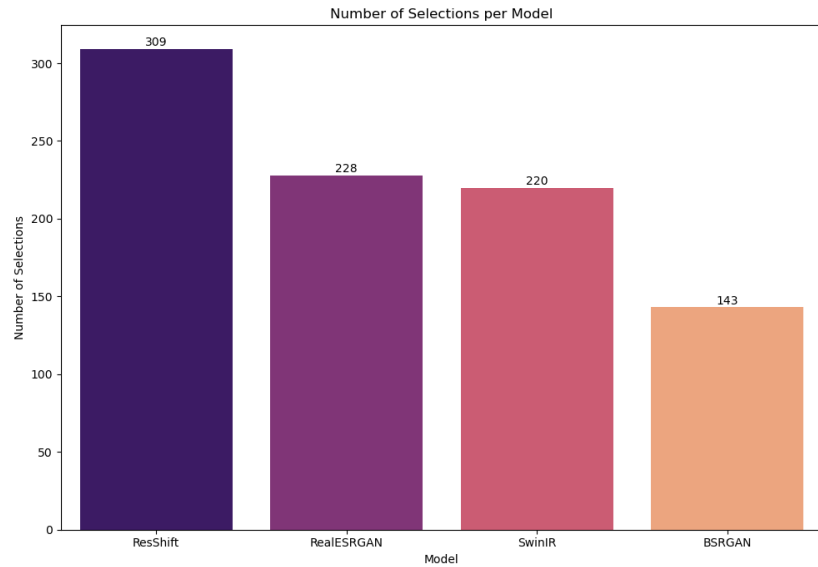
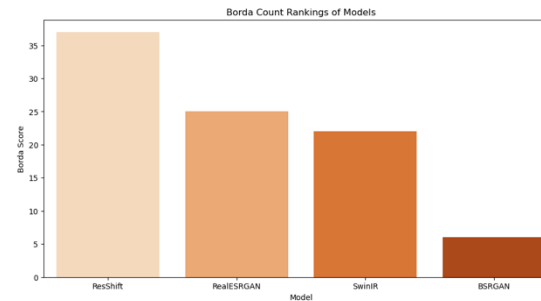


Table 4: Model selections during Experiment 2.

Model	Selections
ResShift	309
RealESRGAN	228
SwinIR	220
BSRGAN	143



Experiment 2 – Results

- 900 pairwise votes, 15 observers
- ResShift dominant again
- Chi-square test ($p < 0.0001$) Results are not due to random chance
- **Bradley-Terry Scores:** ResShift 1.170 (highest ability to be preferred)
- Multiple statistical methods confirm ResShift's superiority

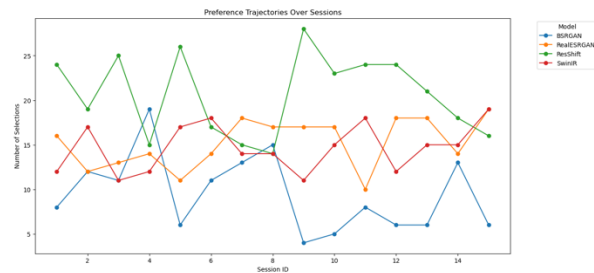
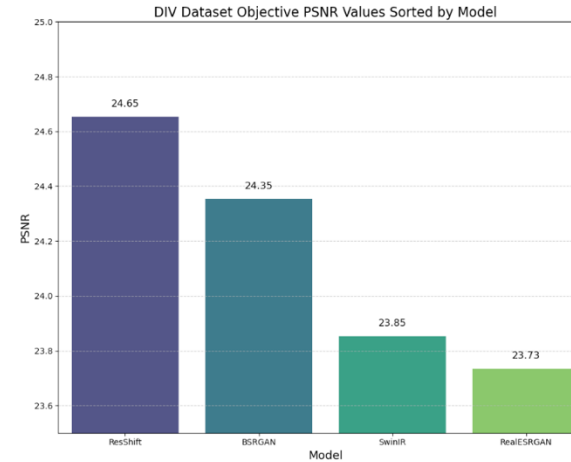


Table 5: Ability estimates for SR models using Bradley-Terry and Thurstone methods.

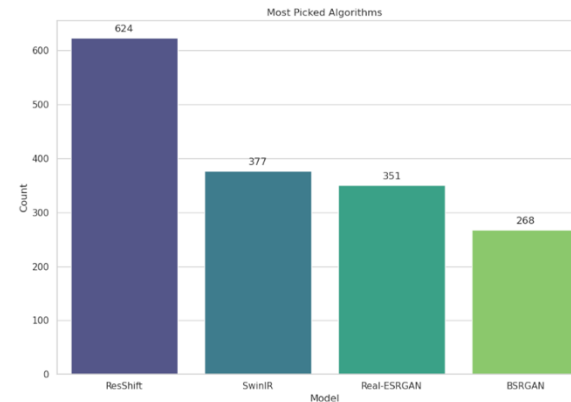
Model	Bradley-Terry Score	Thurstone Score
ResShift	1.170	0.596
RealESRGAN	2.546	0.023
SwinIR	-1.996	-0.036
BSRGAN	-1.720	-0.583

Unified Comparison

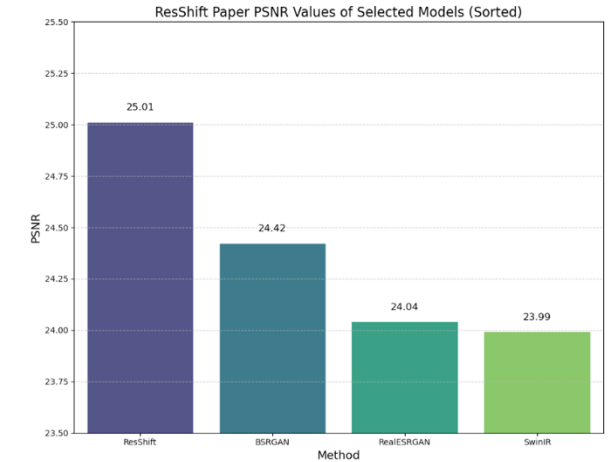
- **ResShift claims validated:** Both objective metrics AND human preferences confirm SOTA status
- **Cross-study consistency:** Online (54 participants) and lab (15 observers) show identical model rankings
- BSRGAN:
 - **Objective-subjective disconnect:** 2nd best PSNR but worst human preference
- **Traditional metrics misleading:** High PSNR \neq Visual quality



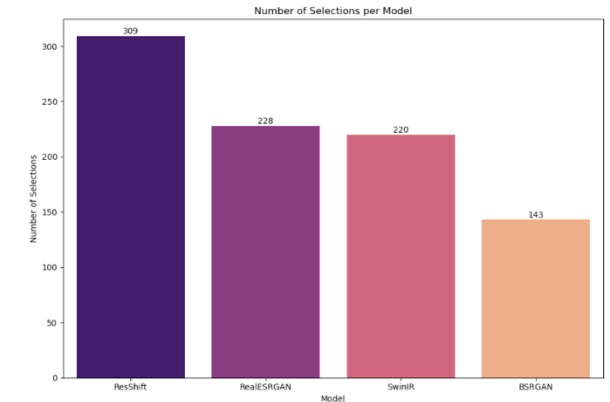
(a) Objective Metrics Results on DIV Dataset.



(c) Experiment 1 Results.



(b) Objective Metrics Results from Paper.



(d) Experiment 2 Results.

Key Insights & Discussion

- Objective \neq Perceptual always
- ResShift = technically & perceptually strong
- BSRGAN = objectively good, **subjectively bad**
- Hybrid evaluation is necessary for real-world quality
- **Both studies show identical model rankings**, validating the robustness of human preferences for ResShift's superior perceptual quality.
- The numbers above bars show selections from Exp1 (top) and Exp2 (bottom).



Limitations

- Only 4 models, DIV2K only
- No novel metric proposed
- Small lab (Exp 2) dataset (10 images)
- Still, robust reproducible framework



Conclusion & Future Work

- ResShift sets a new standard in perceptual SR
- Need larger and more diverse datasets
- Explore joint metric-subjective learning for SR
- Push toward **human-centric model evaluation**



Project Page



Contact

References

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Authors: Zongsheng Yue, Jianyi Wang, Chen Change Loy
URL: <https://github.com/zsyOAOA/ResShift>
2. Real-ESRGAN: Real-Enhanced Super-Resolution Generative Adversarial Networks
Authors: Xintao Wang, Ke Yu, Shixiang Wu, Jinjin Gu, Yihao Liu, Chao Dong, Chen Change Loy
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3. BSRGAN: Blind Super-Resolution Generative Adversarial Networks
Authors: Xintao Wang, Ke Yu, Shixiang Wu, Jinjin Gu, Yihao Liu, Chao Dong, Chen Change Loy
URL: <https://github.com/cszn/BSRGAN>
4. SwinIR: Image Restoration Using Swin Transformer
Authors: Jingyun Liang, Yiming Ma, Chengjie Wang, Bineng Zhong, Dong Wang
URL: <https://github.com/JingyunLiang/SwinIR>
5. Agustsson, E., & Timofte, R. (2017). *NTIRE 2017 Challenge on Single Image Super-Resolution: Dataset and Study*. In CVPR Workshops.

Thank You

- Repo:
<https://github.com/hamzafer/super-resolution-color>
- muhamhz@ntnu.no
- <https://www.linkedin.com/in/ihamzafer/>
- Open for questions 😊