
Supplementary Material

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1 Reduced Dataset

As our original dataset is composed of temporal sequences, the single frames are similar with their adjacent ones. We reduce our dataset by selecting every 1st, 5th, 15th, 20th images of sequences. The reduced dataset has 600 images for training and 60 for testing. We take experiment on both the full dataset and the reduced dataset to show the difference, and the result is given at Figure 1. Unless otherwise state, we use reduced dataset for the experiments in this supplemental material.

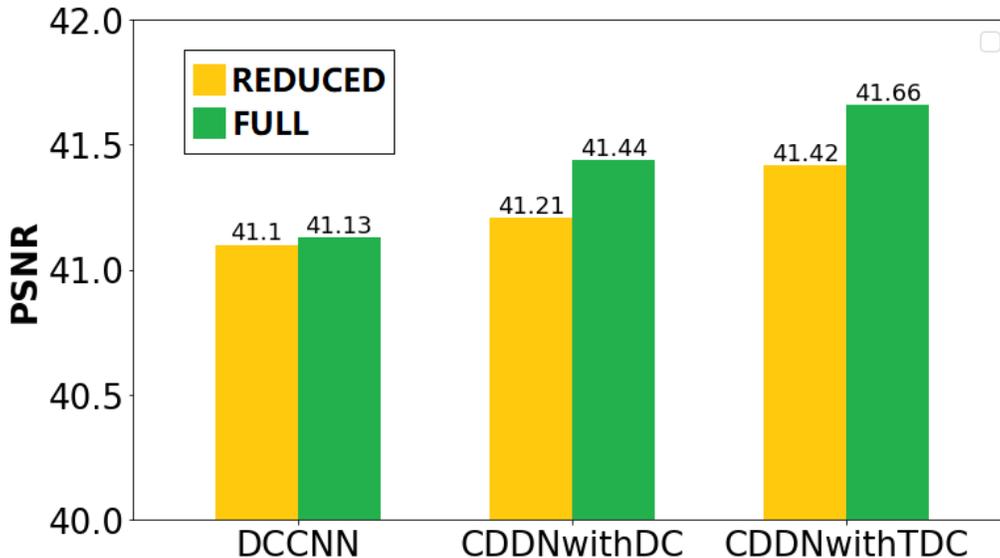


Figure 1: The performance will be damaged, while the order of different methods keeps in the same.

2 Data Consistency

We also try other ways of data consistency. In this section, we will introduce four methods, and we name them from Method I to Method IV.

For Method I, we calculate the modulus $x_m = |x_{in}|$. Then we replace the k -space data. Method II is the final edition of the two-step data consistency layer, and the illustration can be found in the paper. Method III adds a 1×1 convolution layers to fuse the input image (generated by CNN) and the data consistency result of Method I. And Method IV fuse the first DC result and the second one of Method II. An illustration is given at Figure 2

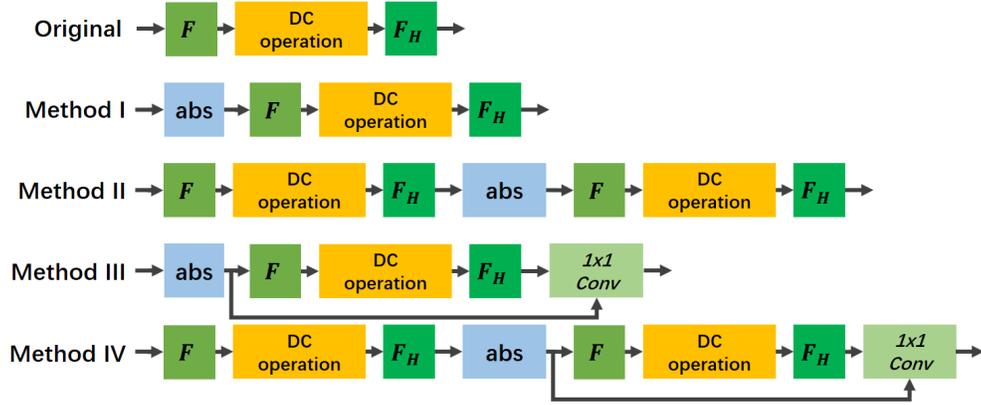


Figure 2: Illustration of Data Consistency Methods.

15 With cascaded architecture, we propose two variants that the fusion convolution layers share the same
 16 weights. They are called as Method III+ and Method IV+ respectively. Table 1 shows the result. It
 17 can be seen that Method II exceeds Method I obviously. Method III gets better result than Method
 18 I, while Method II and IV are comparable. Notice that Method IV brings extra parameters to the
 19 network. Both the variants damage the result. This experiment is taken on the reduced dataset with
 20 30% sampling rate with cascaded plain CNN Blocks (five convolution layers).

Table 1: Comparison of Data Consistency

Method	Original	I	II	III	IV	III+	IV+
PSNR	40.77	40.78	41.26	40.95	41.27	40.74	41.10

21 We further make experiment on Method II and Method IV with Dense DAM on the reduced dataset
 22 with 15% sampling rate. Method II reaches a result with average PNSR of 34.97 while Method
 23 IV is only 34.87. Furthermore, Figure 3 shows that the intermedia images generated by former
 24 sub-networks are not de-aliased images but feature maps in Method IV, which is a departure from our
 25 purpose. It can be caused by that the parameters of fusion convolution layers are the minor part of the
 26 network and they are hard to be optimized. So we take Method II as our determined data consistency
 27 layer. Figure 4 shows another experiment which is taken with Method II and Original.

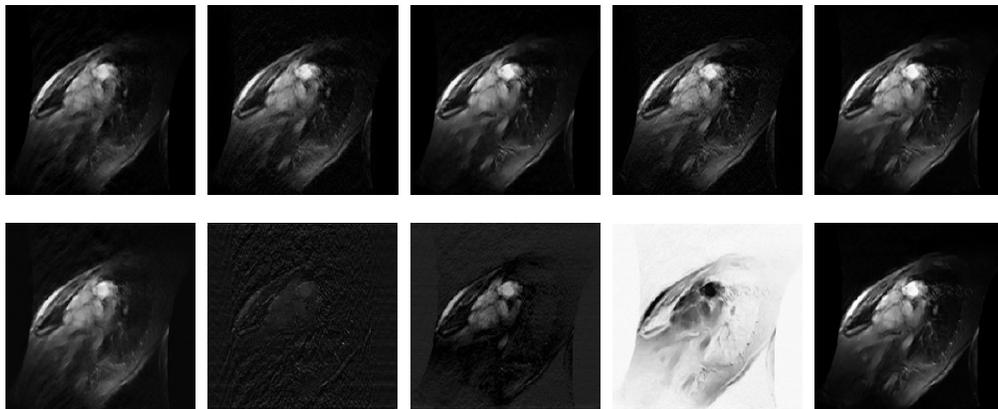


Figure 3: Intermedia result from sub-networks. Row 1 is Method II and the row 2 is Method IV. Column 1 shows the result from first sub-network and column 2 shows the second, and so on.

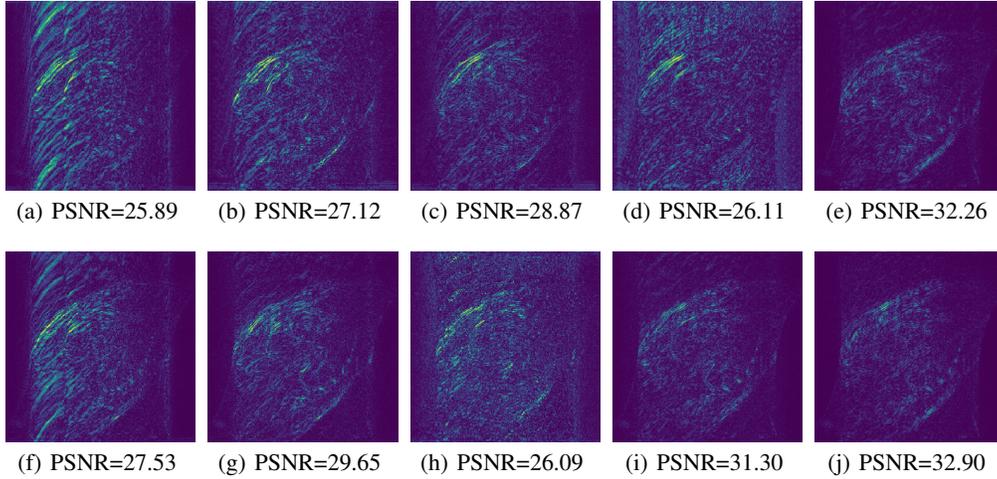


Figure 4: Residual maps of intermedia result from sub-networks. Row 1 is Original and the row 2 is Method II. The intermedia result might become worse in PSNR as no supervision is applied.

28 3 Benefits of Transition Layer

29 We make a comparison on our proposed network with or without transition layer. The transition
 30 layer reduces the number of feature maps before the restore layer with 1×1 convolution. It benefits
 31 on the number of network parameters and leads to a better result. Table 2 shows the result. We take
 32 experiments on 15% mask with Dense DAM and on 30% with Dilated Dense DAM. Figure 5 gives
 33 an illustration of DAM with or without transition layer.

Table 2: PSNR Benefits of Transition Layer

Sampling Rate	15%(no Dilation)	30%(with Dilation)
Without Transition Layer	34.58	40.87
With Transition Layer	34.75	41.03

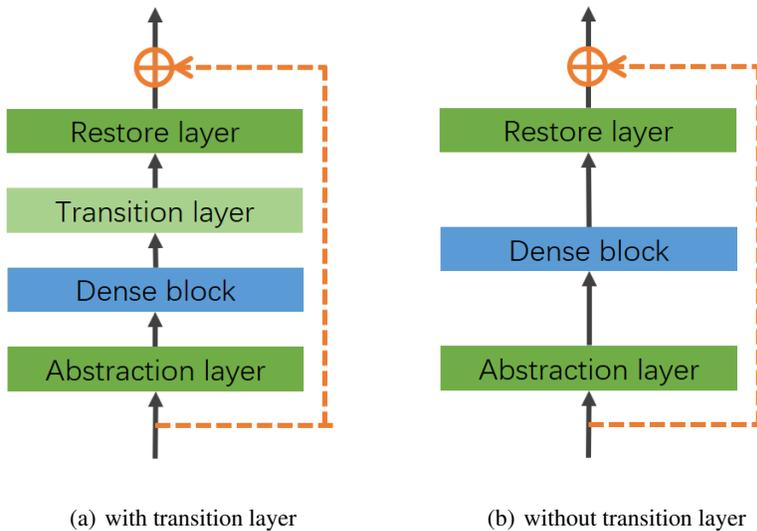


Figure 5: DAM with/without transition layer.

34 4 Network Architecture

35 We will introduce the network architecture of the proposed network in detail in Table 3. Here $\text{BN}\{N_f\}$
 36 is a batch normalization layer with input channel N_f . $\text{Conv}\{c_{in}, c_{out}, k \times k, d\}$ is a convolution
 37 operation with c_{in} input channels, c_{out} output feature maps and kernel size of $k \times k$, and its dilation
 38 scale is d .

Table 3: Network Architecture

Sub-network 1	DAM	Abstraction Layer	ReLU	
			BN{2}	
			Conv{2, 16, 3 × 3, 1}	
		Dense Block	Bottleneck Layer	ReLU
				BN{16}
				Conv{16, 16, 1 × 1, 1}
			Convolution Layer	ReLU
				BN{16}
				Conv{16, 16, 3 × 3, 1}
			Bottleneck Layer	ReLU
				BN{32}
				Conv{32, 16, 1 × 1, 1}
			Convolution Layer	ReLU
				BN{16}
				Conv{16, 16, 3 × 3, 2}
		Bottleneck Layer	ReLU	
			BN{48}	
			Conv{48, 16, 1 × 1, 1}	
		Convolution Layer	ReLU	
			BN{16}	
Conv{16, 16, 3 × 3, 4}				
Transition Layer	ReLU			
	BN{64}			
	Conv{64, 16, 1 × 1, 1}			
Restore Layer	ReLU			
	BN{16}			
	Conv{16, 2, 3 × 3, 1}			
Two-step Data Consistency Layer				
Sub-network 2	...			
Sub-network 3	...			
Sub-network 4	...			
Sub-network 5	...			

39 5 Network Parameters

40 Our methods can achieve better results with fewer parameters. Beside the proposed network (cas-
 41 caded 5 sub-networks), we also use Proposed-C10 (cascaded 10 sub-networks) as an instance with
 42 comparable network parameters with DCCNN. DCCNN is reimplemented with different numbers of
 43 intermedia feature maps. Here are two variants, one is DCCNN-f16 with 16 feature maps and the
 44 other is DCCNN-f64. Notice that the original DCCNN uses 32 feature maps. U-Net is taken as a
 45 benchmark.

46 We show the relationship of network parameters and result PSNR in Figure 6. The experiment is
 47 taken with 30% sampling rate. It can be seen that our methods exceed others in both performance
 48 and network parameters.

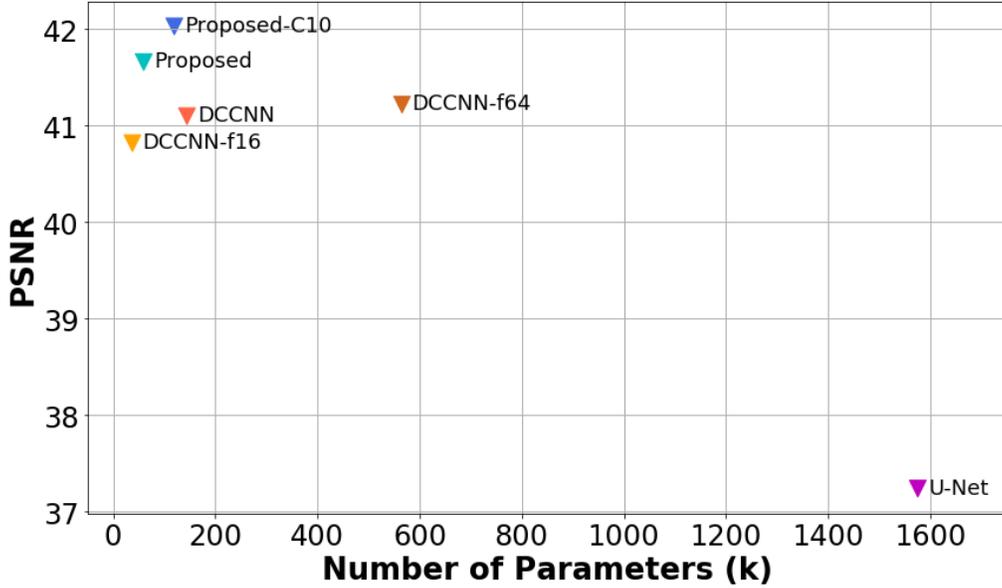


Figure 6: The comparison of network parameters and performance.

49 6 Effect of Cascading Iterations

50 In this section, we investigate how the cascading iteration affects performance. We increasingly
 51 cascading sub-networks from 1 to 10 instances. The training dataset is the full set with 15% sampling
 52 rate. Although the effect of additional blocks decreases rapidly, it can stably improve results. Such
 53 cascading leads to linealy increasing number of network parameters, so we choose 5 cascaded sub-
 54 networks as our determined architecture. We give the curve of result PSNR and cascading iterations
 55 in the Figure 7.

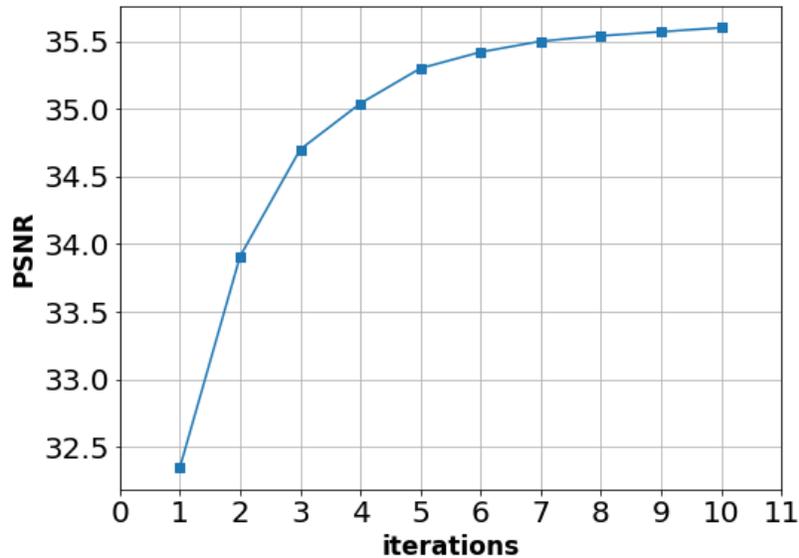


Figure 7: The relationship of performance and cascading iterations.

56 **7 Sampling Rate**

57 Figure 8 gives result of the proposed network trained with different sampling rate, which has a
58 positive relationship with reconstruction result. Our method can handle a large range of sampling
59 rate, even aggressive one (5%).

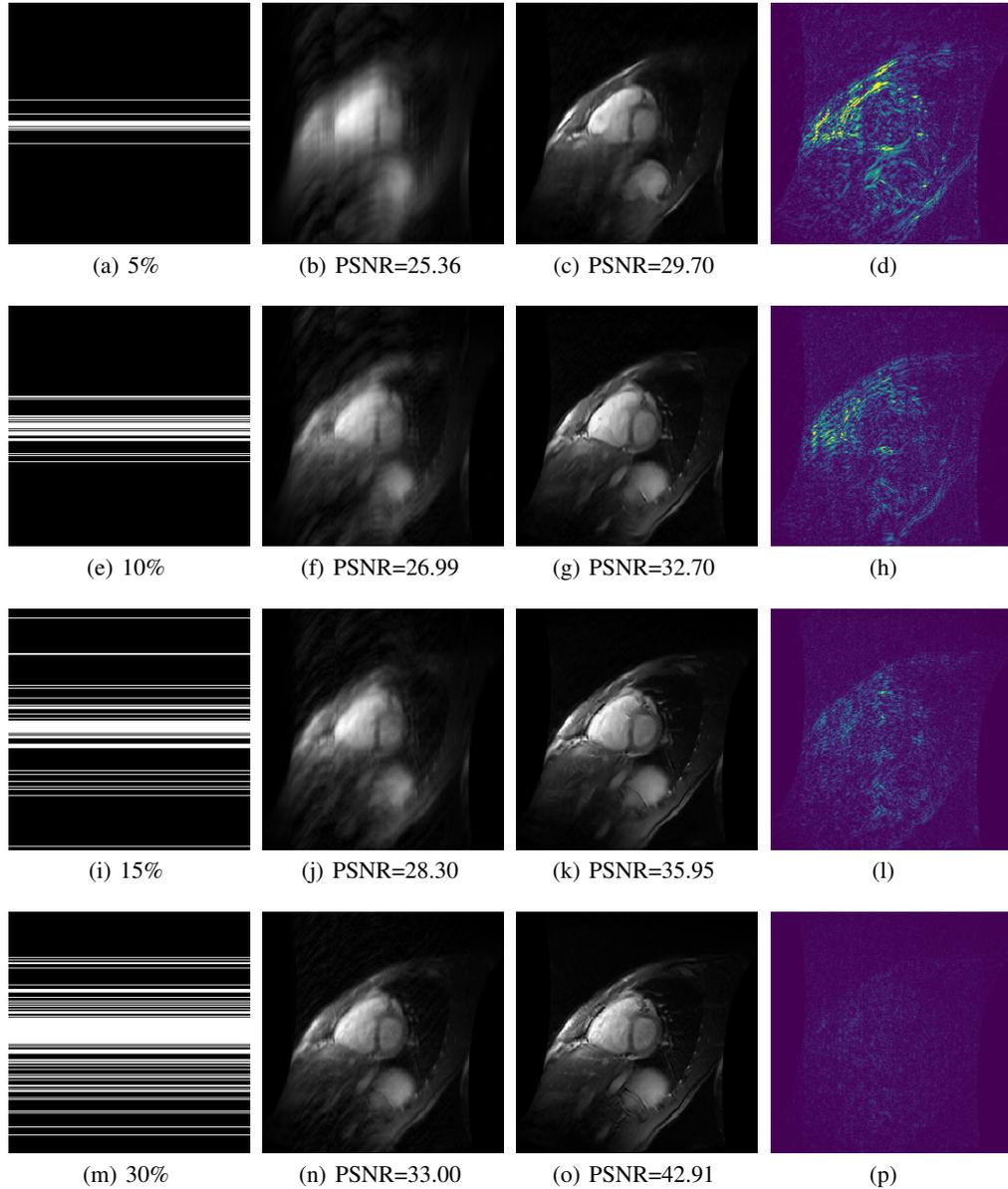
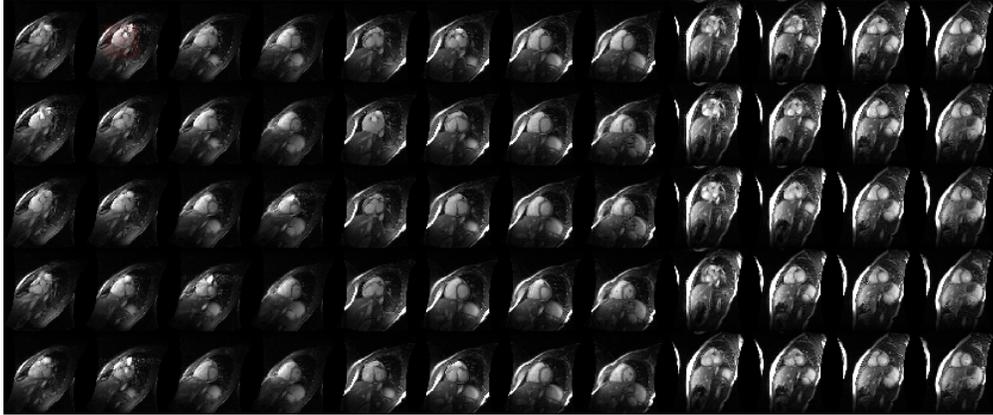


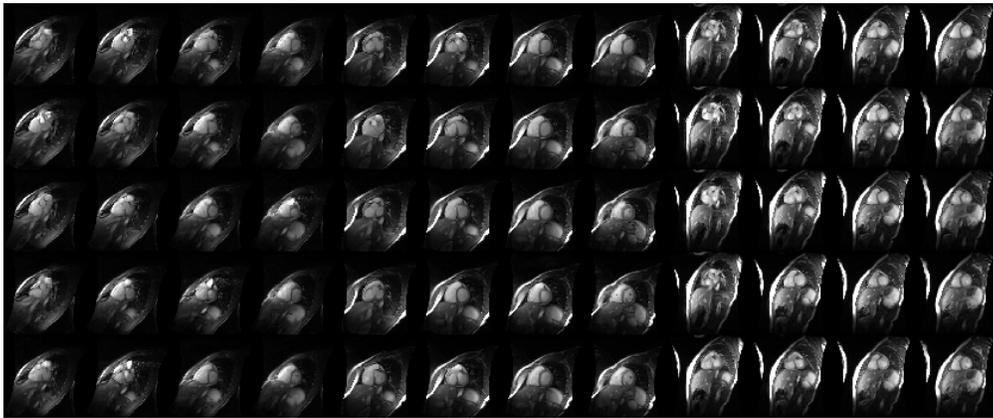
Figure 8: Reconstruction with Different Sampling Rate. Column 2 are zero-filled reconstruction and column 3 are our results. Residual maps of our results is given at column 4.

60 **8 Overall Visual Result**

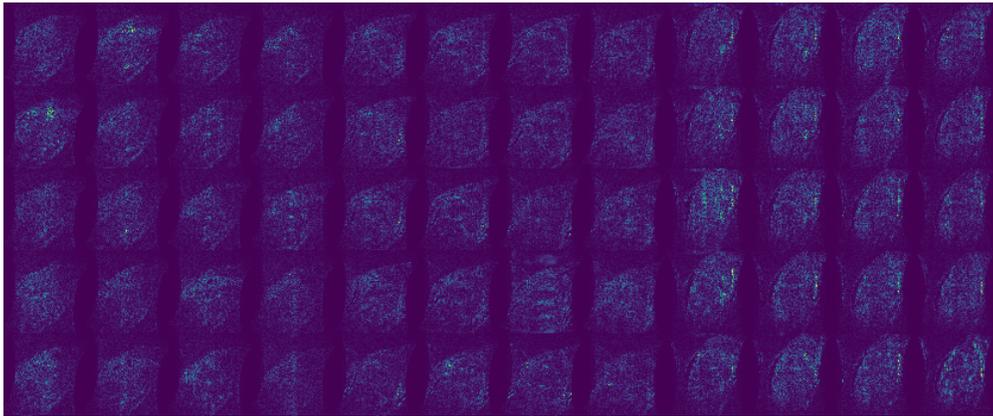
61 We show the collection of the reduced testing dataset in Figure 9. Our proposed method can accurately
62 reconstruct the de-aliased MR images. The network is trained on reduced dataset with 15% sampling
63 rate.



(a) Label



(b) Reconstructed Result



(c) Residual Map

Figure 9: Collection of Reduced Testing Set

64 9 More Results

65 This section is a supplementary of Section 4.4 in the paper. We will show more results to prove the
66 advantages of the proposed method. More visual result will be given in the following.

67 Figure 10 shows an additional qualitative evaluation with deep methods. The results come from the
68 212th image of the full test dataset and the networks are trained with 15% sampling rate. Although

69 the results in PSNR are close among the last three methods, our method can preserve more details
 70 during the reconstruction as shown in the zoom-in images.

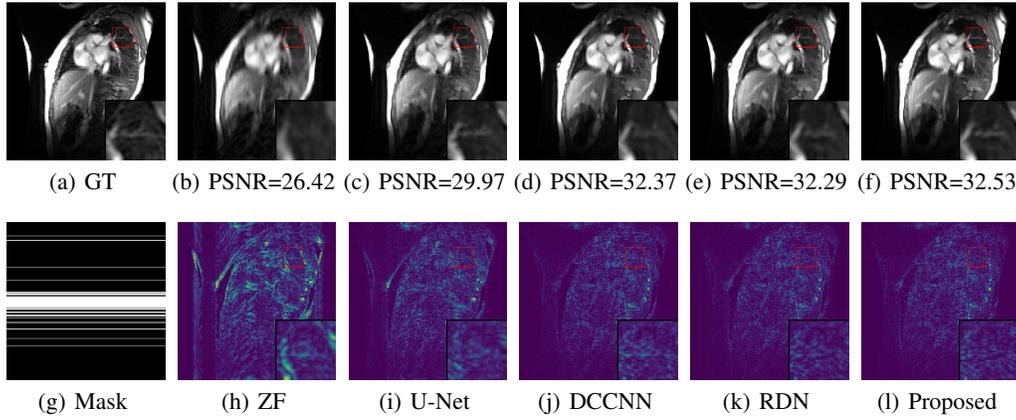


Figure 10: Qualitative Result From 212th Image. The first row are the reconstructed results while the second row are the residual maps.

71 Figure 11 gives the results from 19th image. The performance of RDN can be unstable as DCCNN
 72 generate better images than RDN in Figure 10, while the proposed network has robustness and can
 73 generate better result in visual.

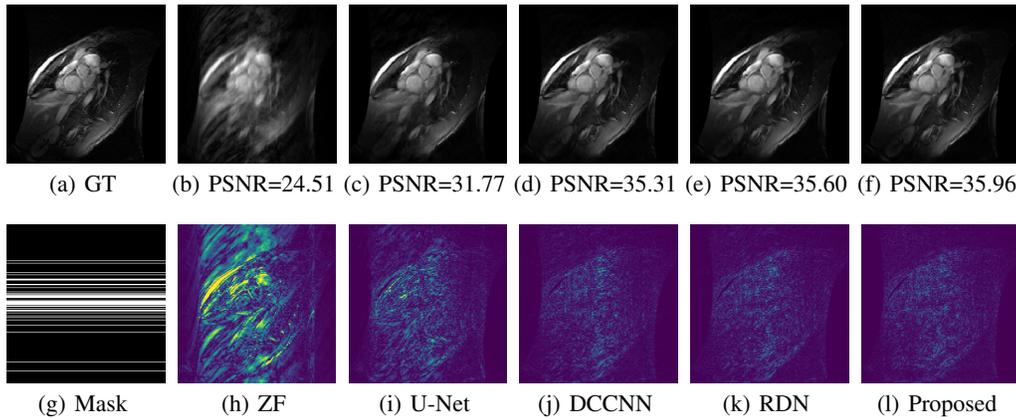


Figure 11: Qualitative Result From 19th Image