

# Generated report

07-24-2019 11:41

# Simulation setup

PSF type: PSFLutz

$$distToCoverslip = -30 \mu$$

$$ni = 1.518$$

$$ng = 1.518$$

$$tg = 170 \mu$$

$$ns = 1.47$$

$$NA = 1.4$$

$$tiD = 190$$

$$niD = 1.518$$

$$ngD = 1.518$$

$$tgD = 170 \mu$$

$$ts = -30 \mu$$

$$lambda = 0.515 \mu$$

$$X = 200, Y = 200, Z = 600$$

$$N_{\phi} = 3$$

$$N_{\theta} = 1$$

$$u_c = 5.4369$$

$$u_m = 0.19u_c$$

$$w_m = 0.078767$$

$$\varphi = (96.00, 13.00, -89.23)^{\circ}$$

$$\theta = (0.00, )^{\circ}$$

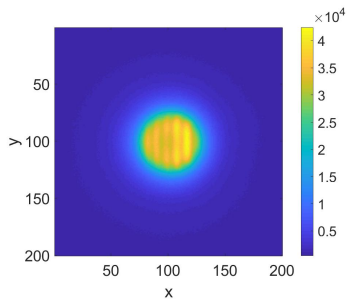
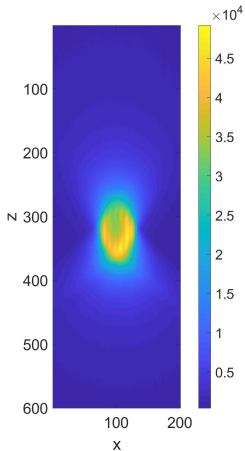
$$dXY = 0.10317 \mu$$

$$dZ = 0.1 \mu$$

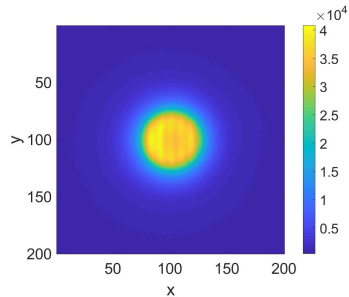
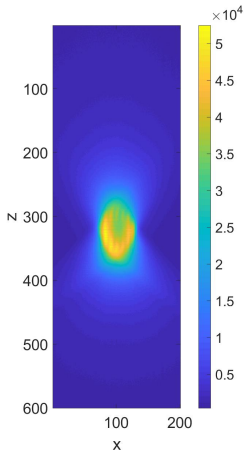
Reconstruction method: PCGradientDescent

$$numIt = 10.000000$$

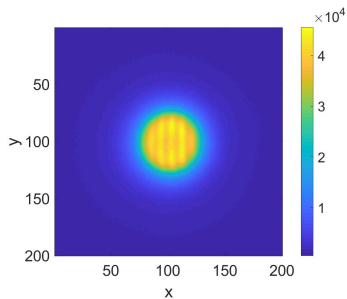
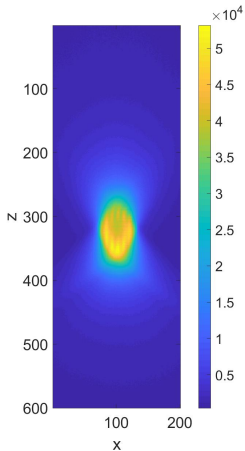
# Simulated collected data at $\varphi = 96$



# Simulated collected data at $\varphi = 13$



# Simulated collected data at $\varphi = -89.231$



# Reconstructed object

