Generated report

07-24-2019 12:51

Simulation setup

PSF type: PSFLutz

$distToCoverslip = -30\,\mu$
$ni = 1.518$
$ng = 1.518$
$tg = 170\,\mu$
$ns = 1.47$
$NA = 1.4$

$tiD = 190$
$niD = 1.518$
$ngD = 1.518$
$tgD = 170\,\mu$
$ts = -30\,\mu$
$lambda = 0.515\,\mu$

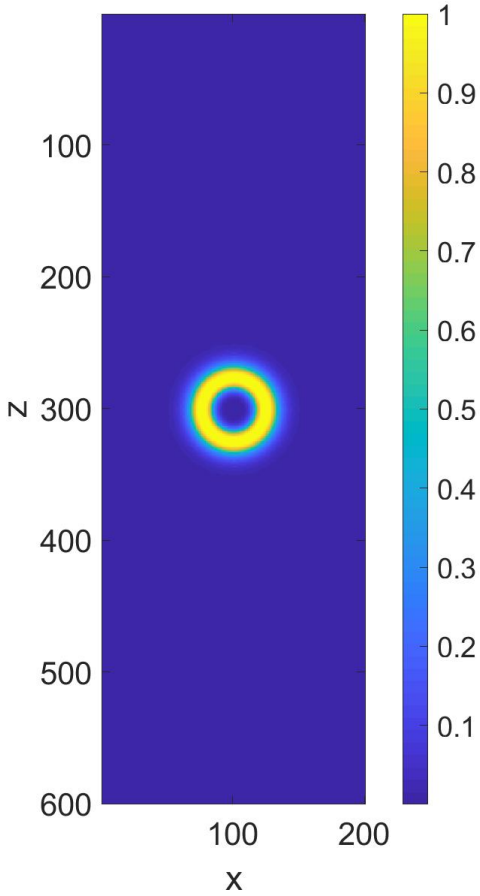
$X = 200, Y = 200, Z = 600$
$N_\phi = 3$
$N_\theta = 1$
$u_c = 5.4369$
$u_m = 0.19 u_c$

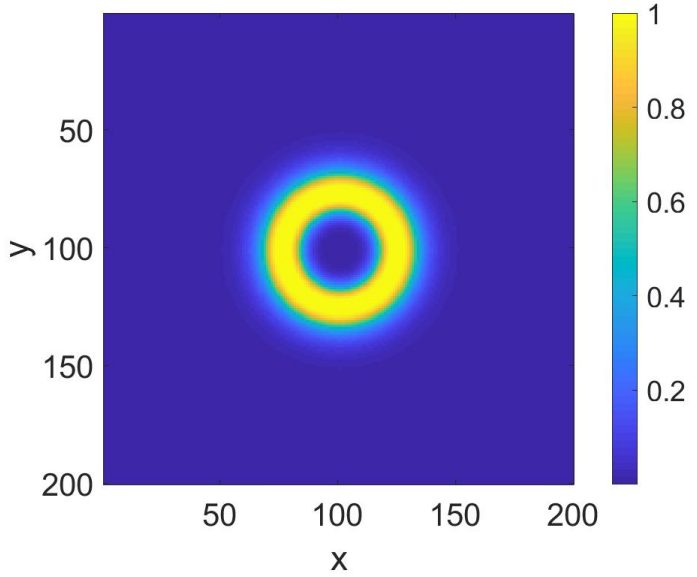
$w_m = 0.078767$
$\varphi = (96.00, 13.00, -89.23)^\circ$
$\theta = (0.00,)^\circ$
$dXY = 0.10317\,\mu$
$dZ = 0.1\,\mu$

Reconstruction method: GradientDescent

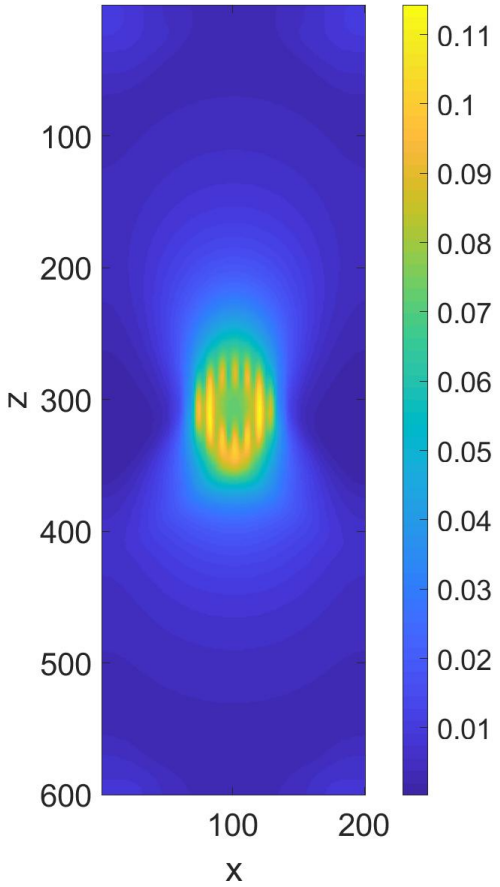
$numIt = 10.000000$

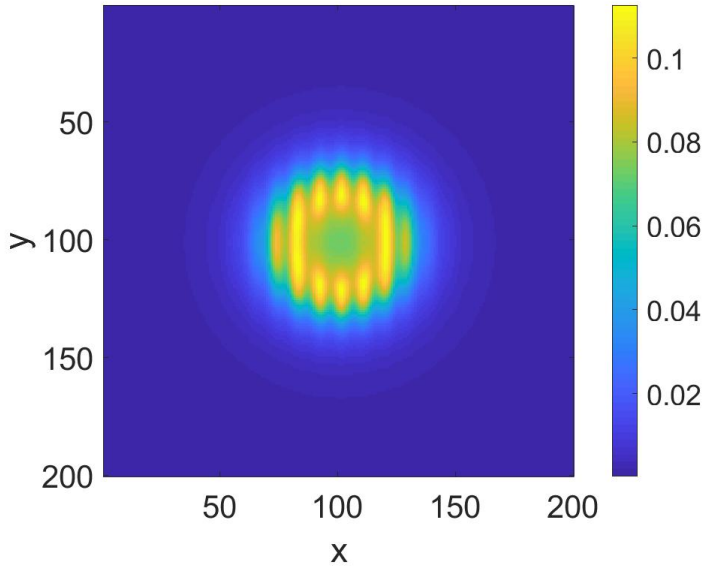
Original object



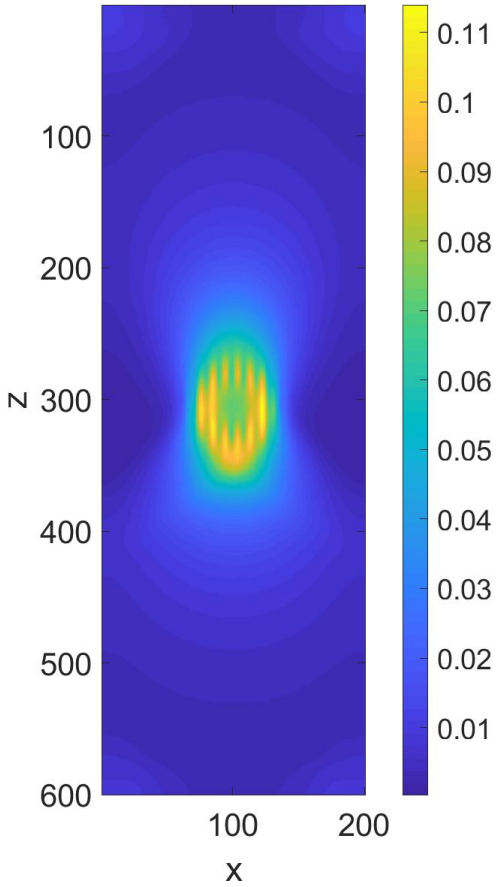


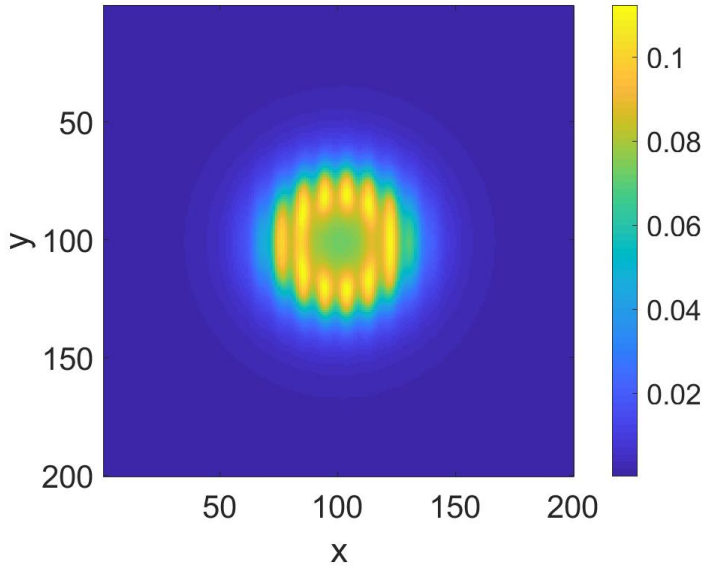
Simulated collected data at $\varphi = 96$



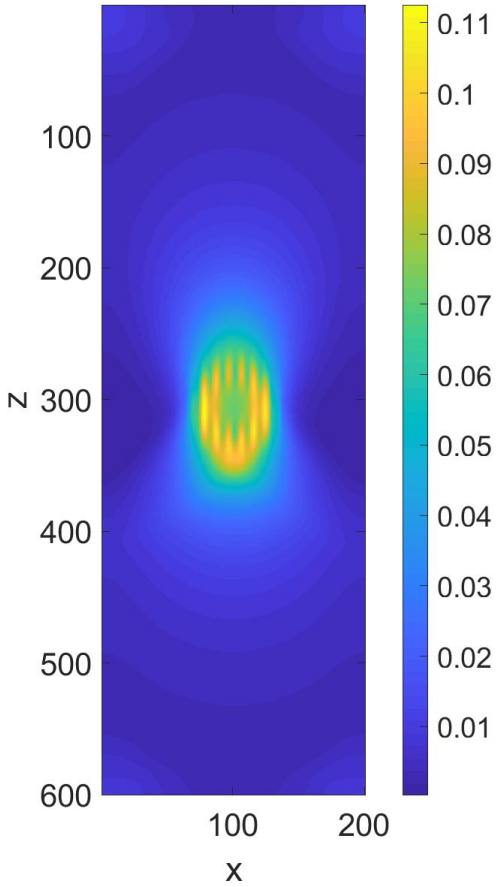


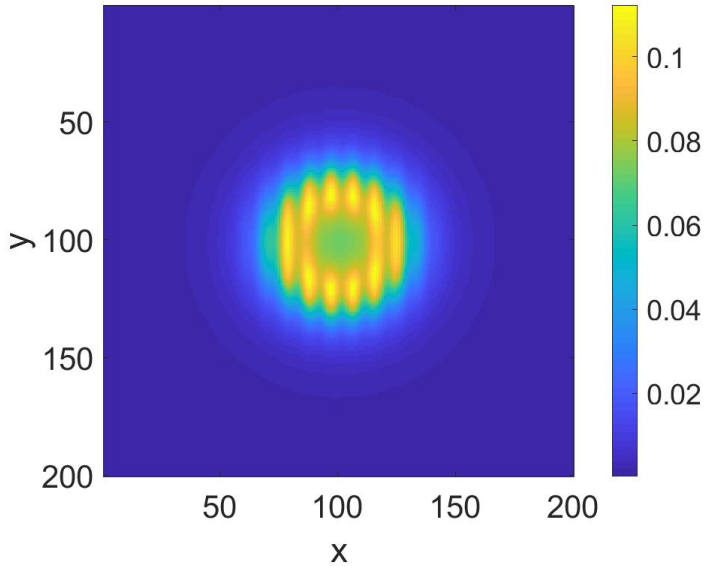
Simulated collected data at $\varphi = 13$



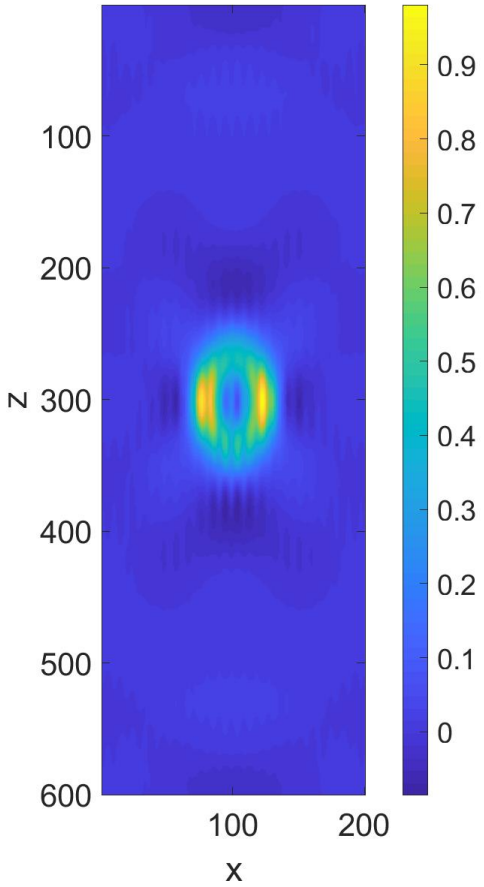


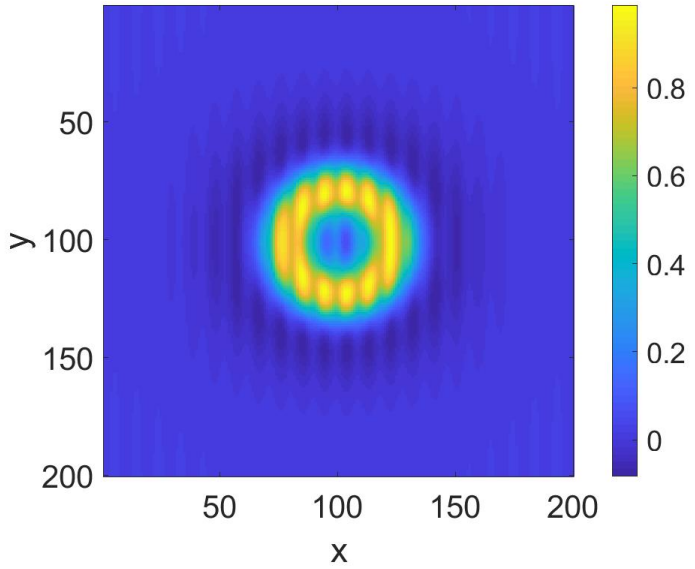
Simulated collected data at $\varphi = -89.231$



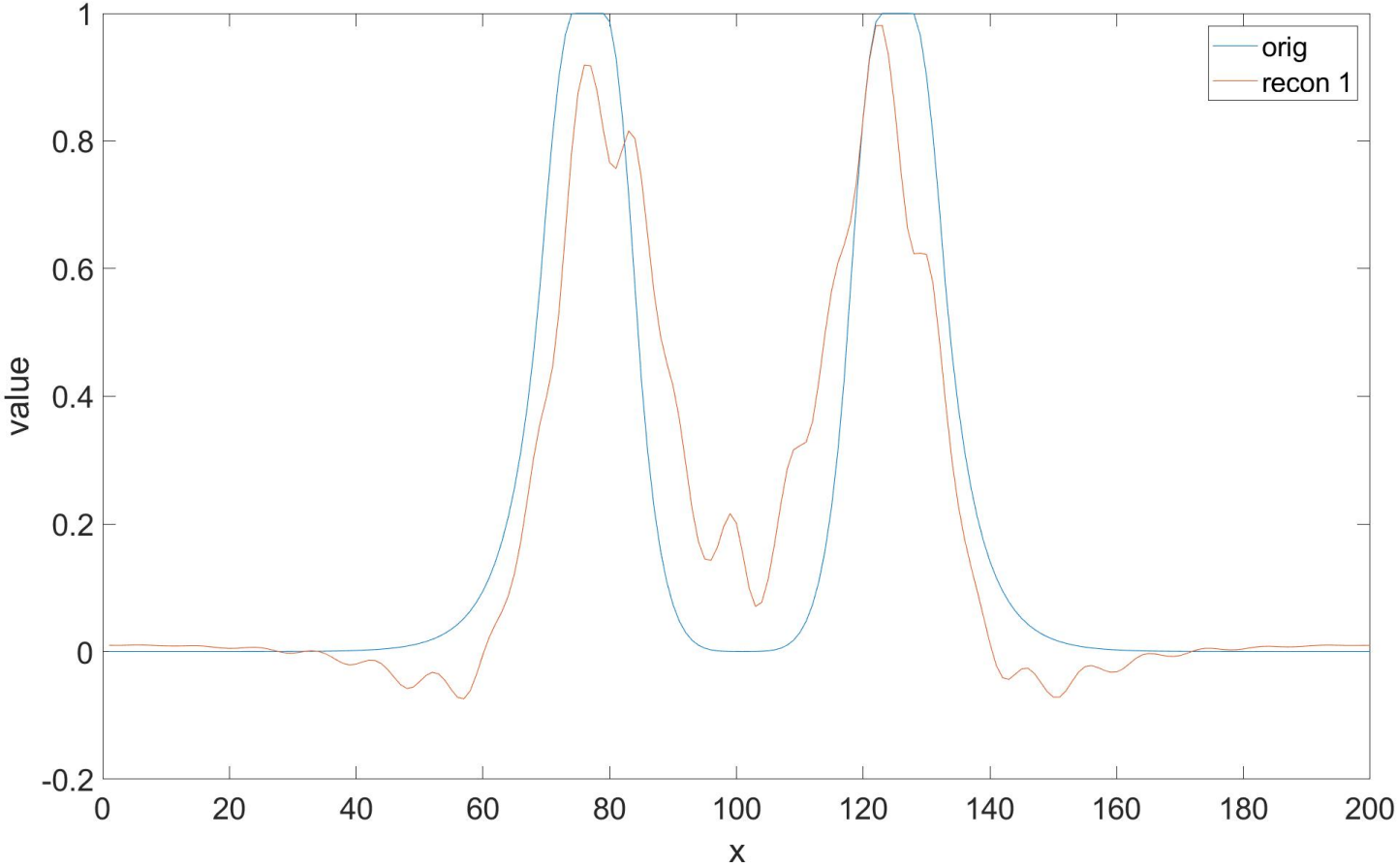
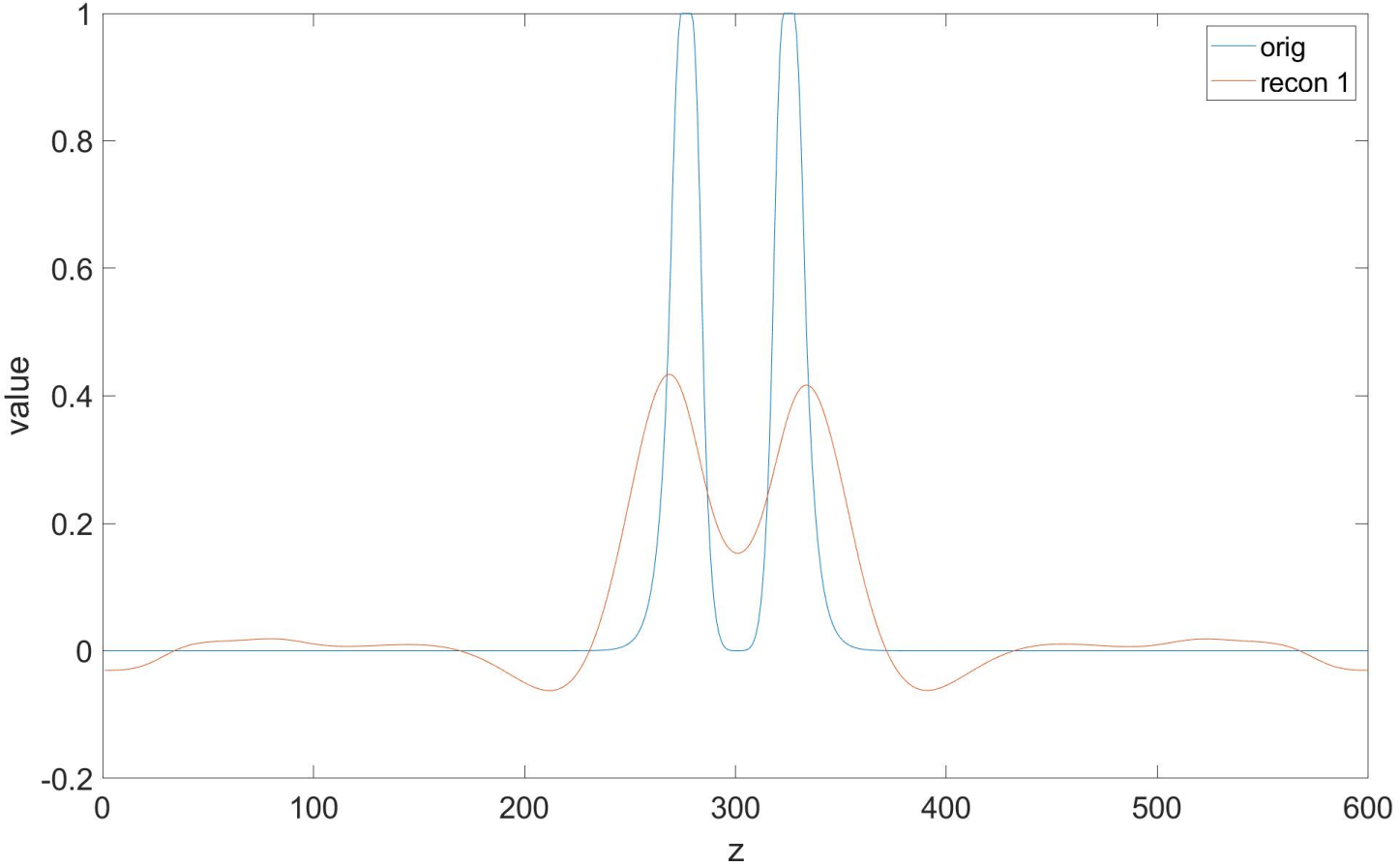


Reconstructed object





Original vs Reconstructed object, x axis



Original vs Reconstructed object, z axis