refine_object_update

improved update direction +engines/+GPU/+LSQML/

par.Nlayers == 1

get_optimal_LSQ_step

calculate the optimal step lenght for given update directions +engines/+GPU/+LSQML/

gradient_projection_solver

calculate the optimal step lenght for given update directions +engines/+GPU/private/

update_probe

update probe with the optimal LSQ step +engines/+GPU/+LSQML/

update_object

update object with the optimal LSQ step +engines/+GPU/+LSQML/

iter >= par.probe_position_search or iter >= par.detector_rotation_search or iter >= par.detector_scale_search

gradient_position_solver

solve position errors in the real space +engines/+GPU/private/

iter > par.probe_fourier_shift_search

gradient_fourier_position_solver

solve position errors in the Fourier space +engines/+GPU/private/