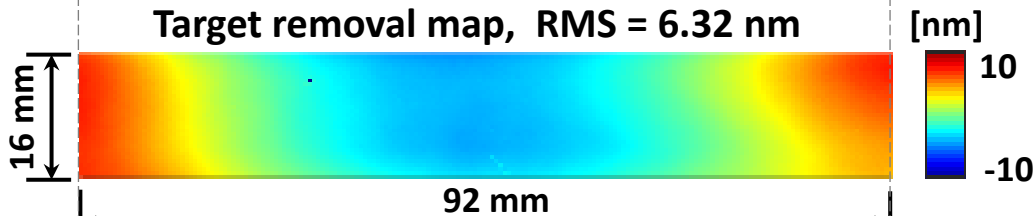


(a)



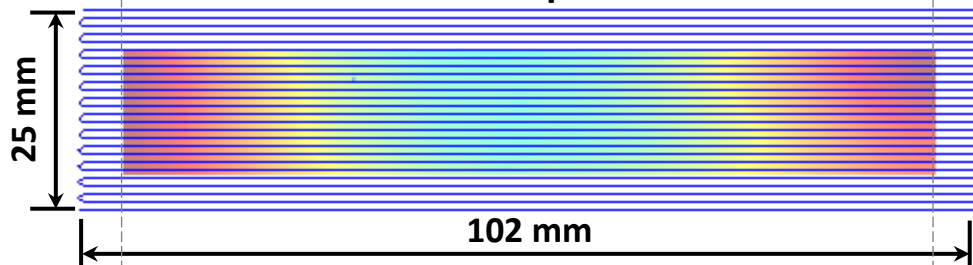
Target removal map, RMS = 6.32 nm

(b)



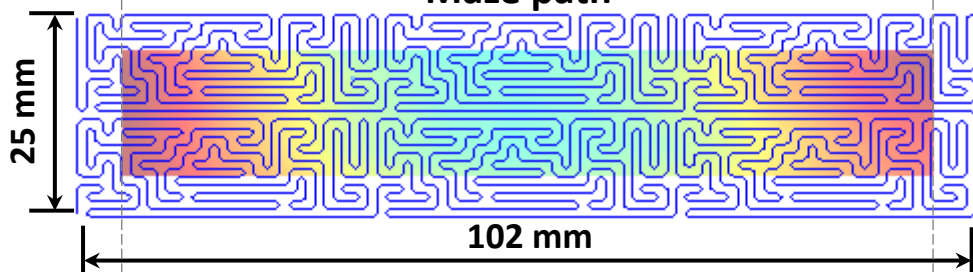
Raster path

(c)



Maze path

(d)



RAP path

(e)

