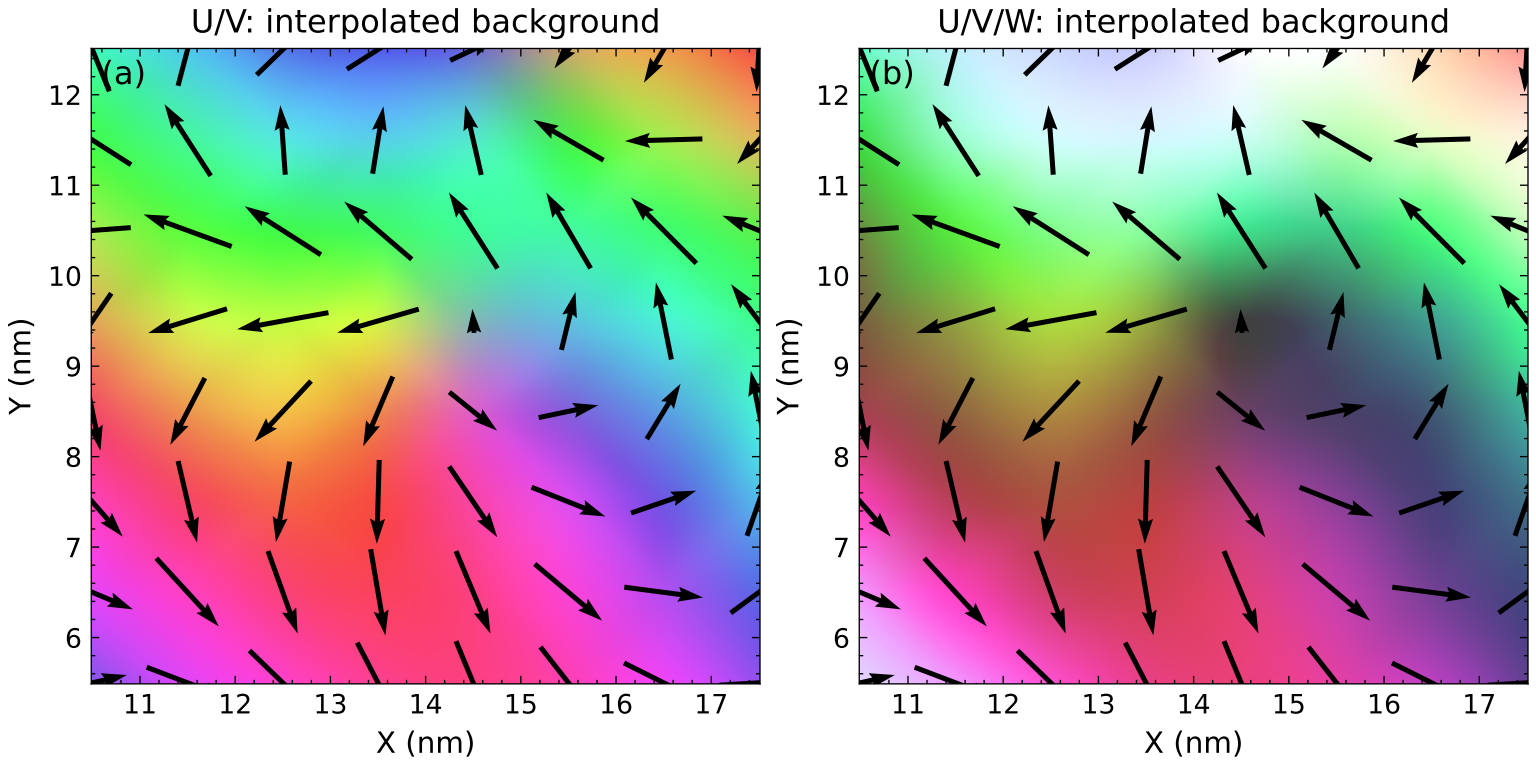
U/V: interpolated background
(a)
U/V/W: interpolated background
(b)
Y (nm)
X (nm)
12
11
10
9
8
7
6
11
12
13
14
15
16
17