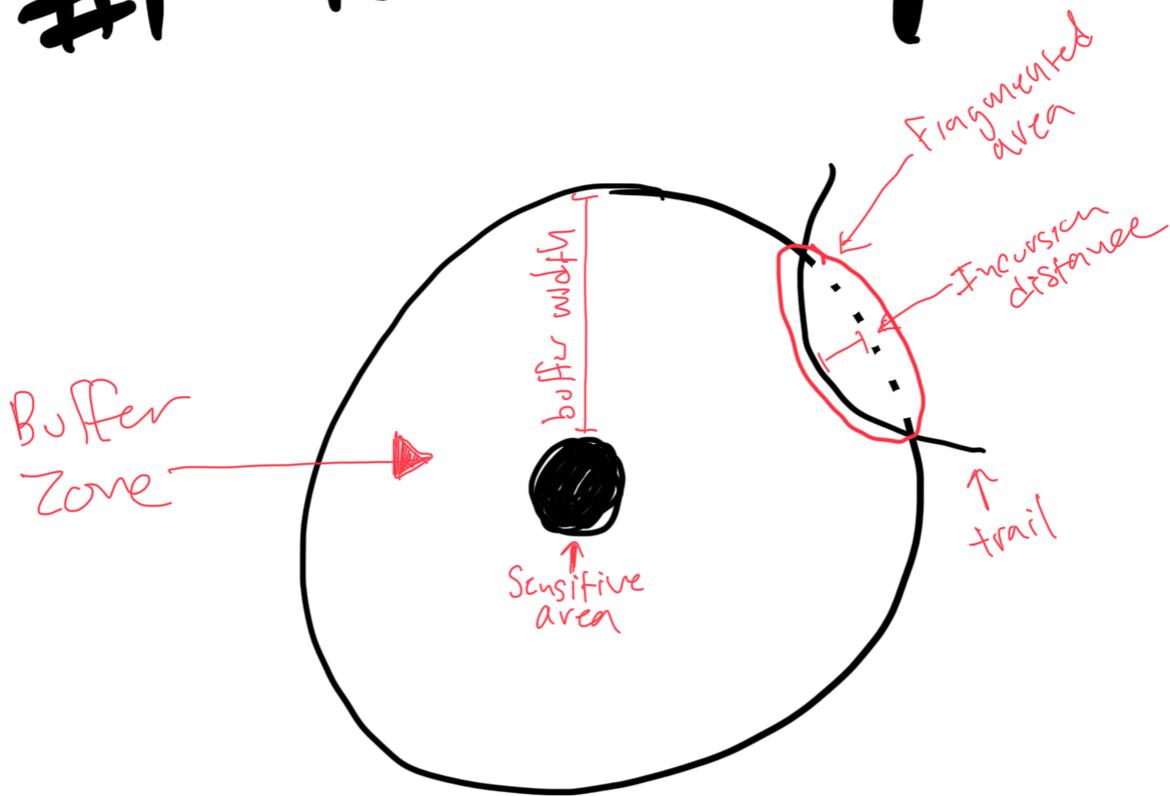
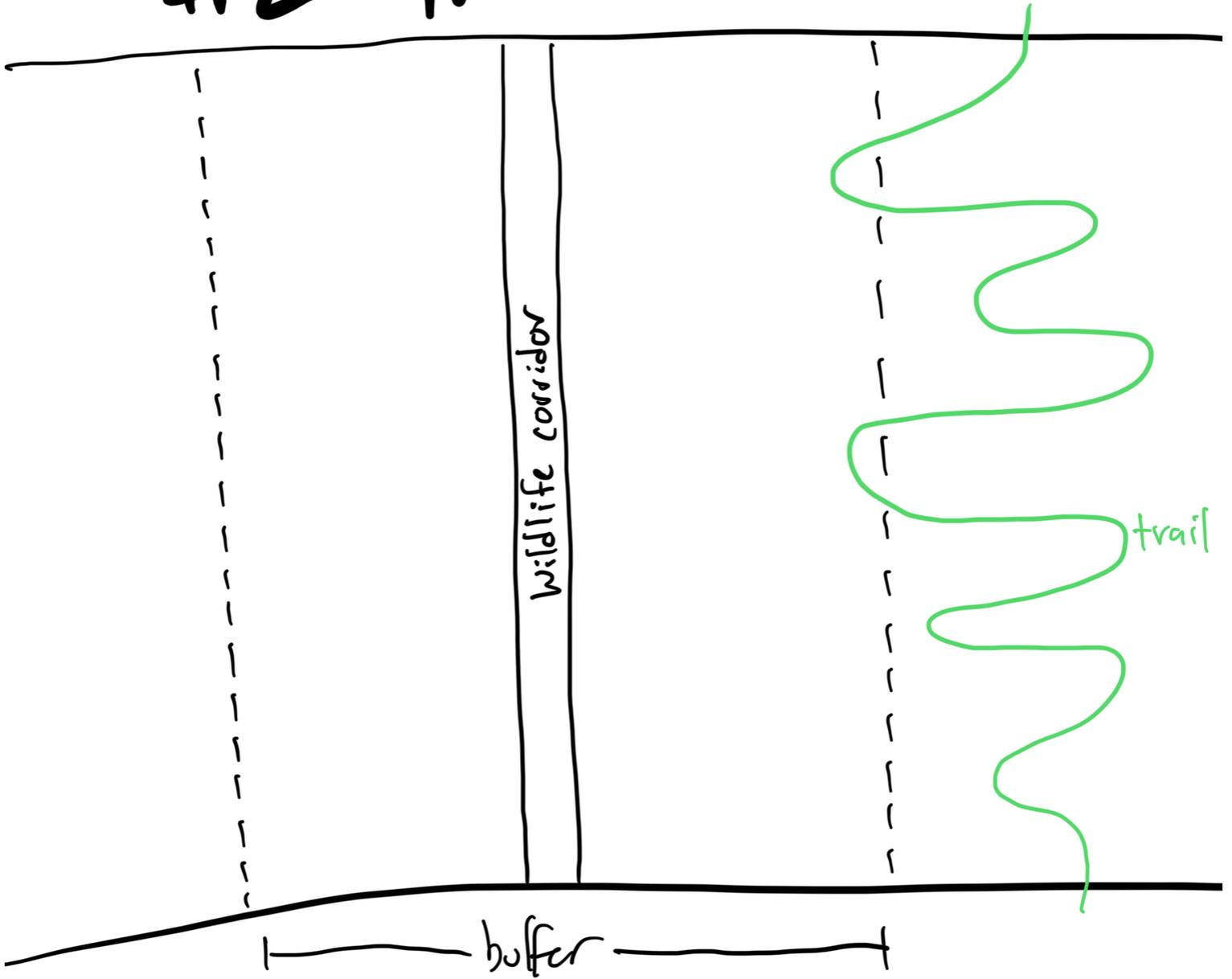


Buffer Examples

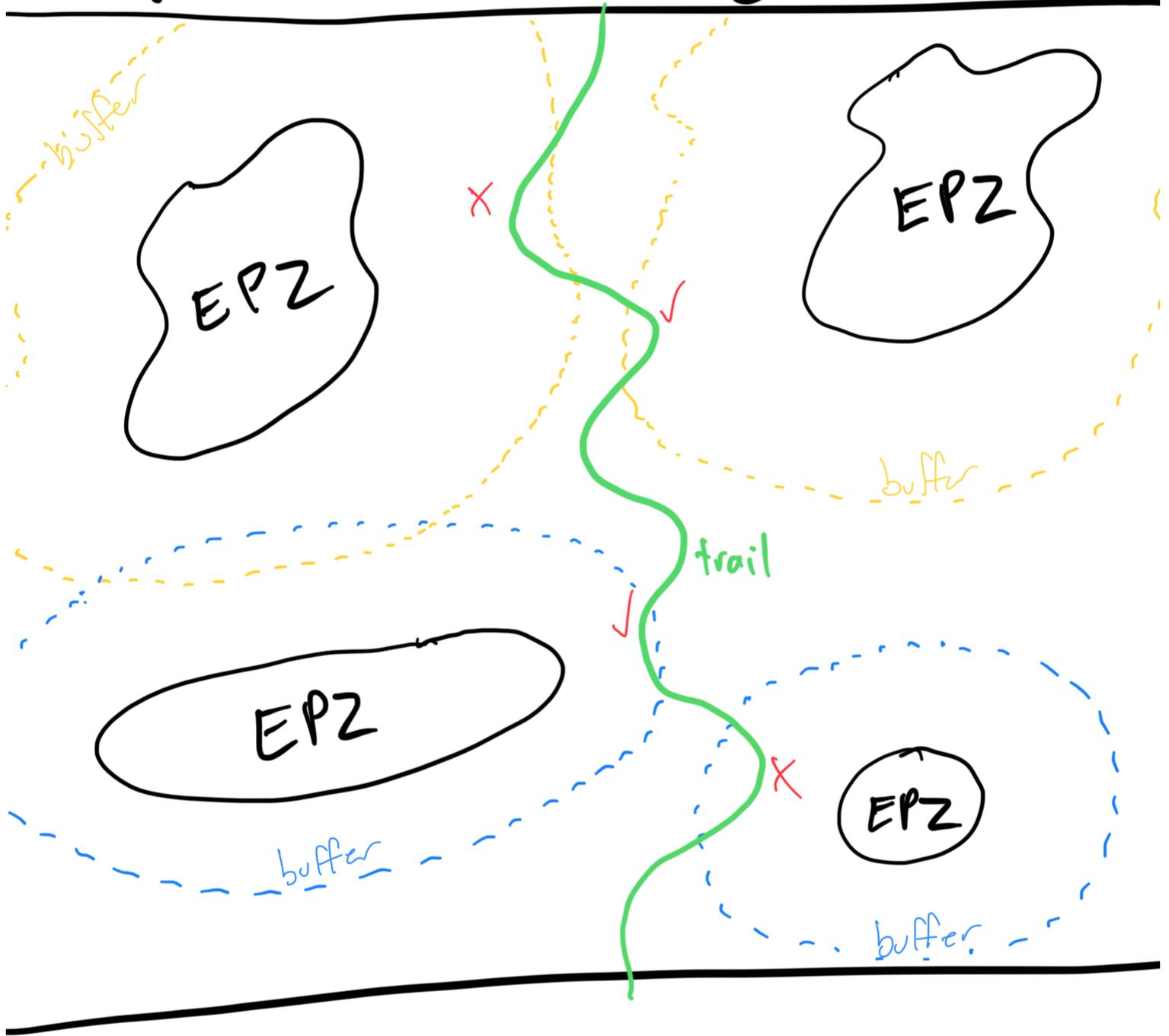
#1 - Terminology



#2 - Practical Corridor Ex.

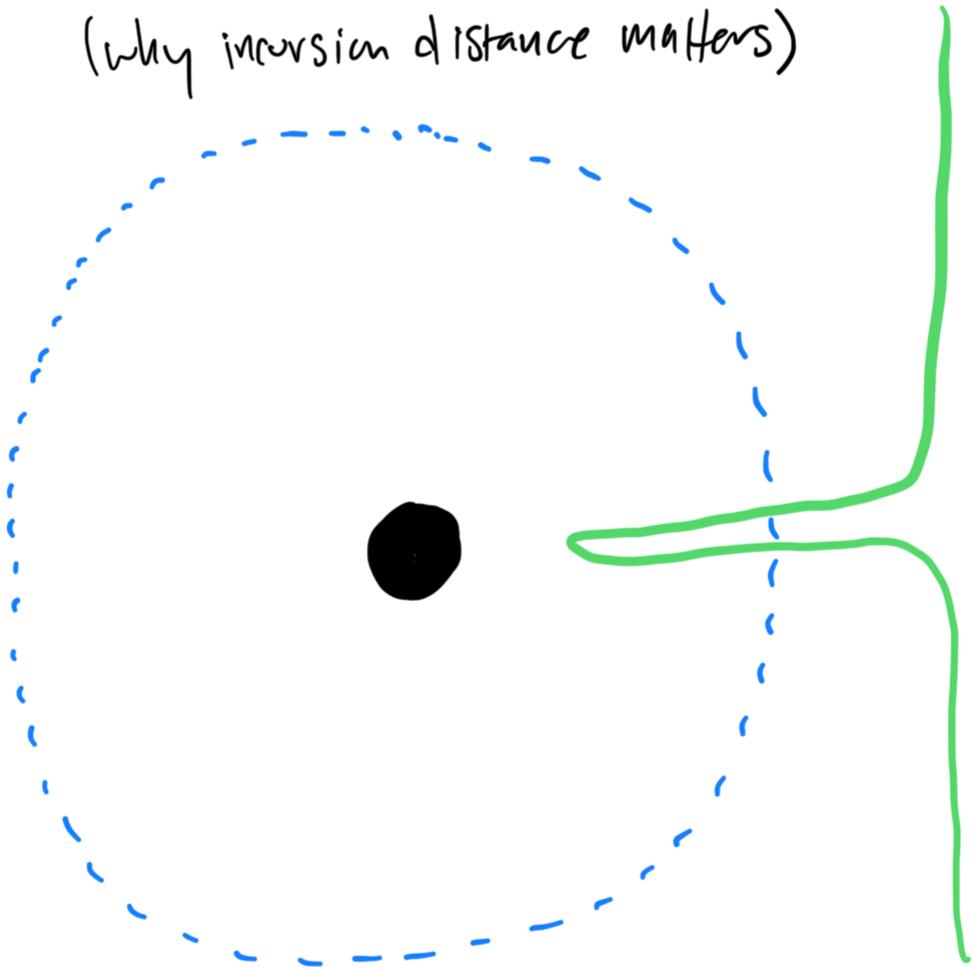


#3 - Threading



#4 - Pinhole

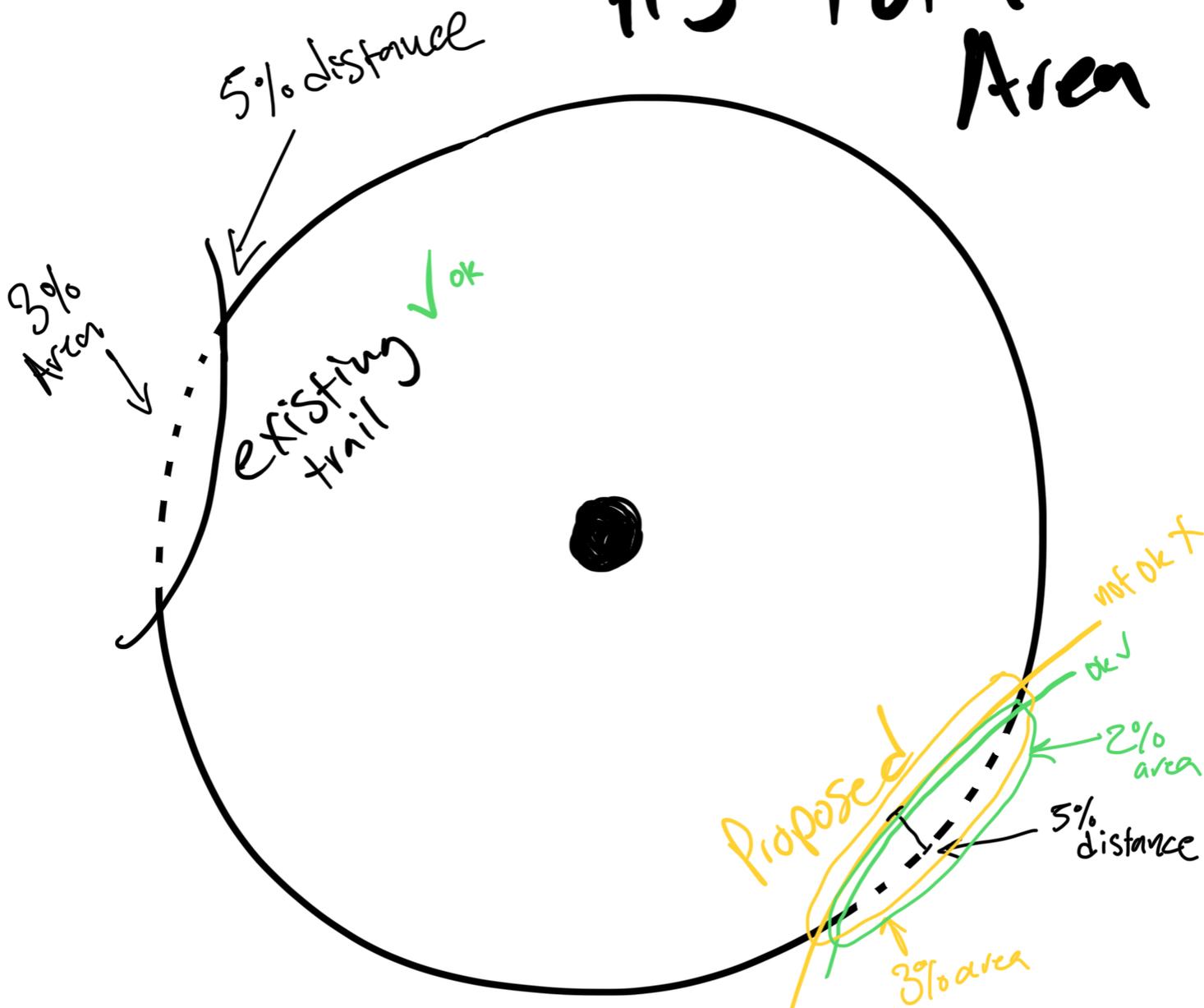
(why incursion distance matters)



Fragmentation area ok, $< 5\%$

Incursion distance NOT ok, $> 50\%$

#5 - Total Area



Total fragmented area = 6%,
New trail must not fragment more than 2%.