Removal objects for n-spaces 0 through 6

n-space	Erasures = "S^{-1}" or G^0: rm(n, n)	Splits = S^0 or G^1: rm(n-1, n)	Rings = S^1 or G^2: rm(n-2, n)	Bubbles = S^2 or G^3: rm(n-3, n)	… S^{n-1} or G^n	Holes (Beads): For n ≥ 3, k ≥ 1, k ≤ n-2 rm(k, n)	Cages: rm(0, ≥1)	1-Holes: rm(1, ≥3)	2-Holes: rm(2, ≥4)	k-Holes: rm(k, ≥k+2)
0	rm(0,0)									
1	rm(1,1)	rm(0,1)								
2	rm(2,2)	rm(1,2)	rm(0,2)							
3	rm(3,3)	rm(2,3)	rm(1,3)	rm(0,3)						
4	rm(4,4)	rm(3,4)	rm(2,4)	rm(1,4)	rm(0,4)					
5	rm(5,5)	rm(4,5)	rm(3,5)	rm(2,5)	rm(1,5)	rm(0,5)				
6	rm(6,6)	rm(5,6)	rm(4,6)	rm(3,6)	rm(2,6)	rm(1,6)	rm(0,6)			

S^n = n-sphere // G^n = n-globe = (big n-ball) - (small n-ball) → S^{n-1} // rm(k, n) = (small n-ball) - (big k-ball)