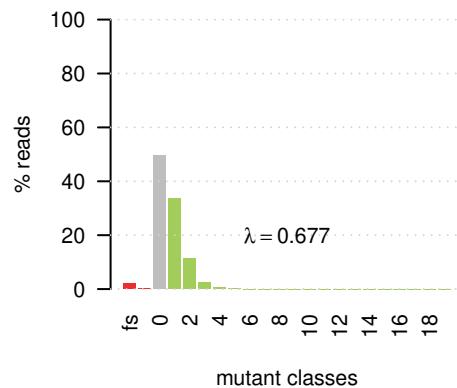
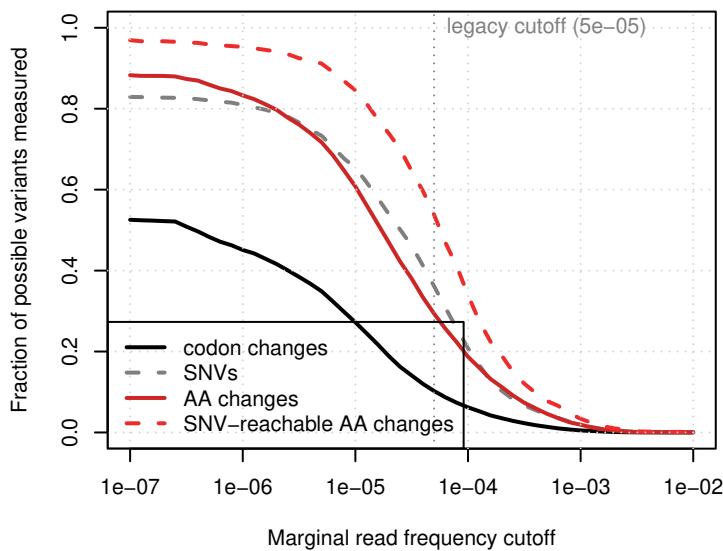
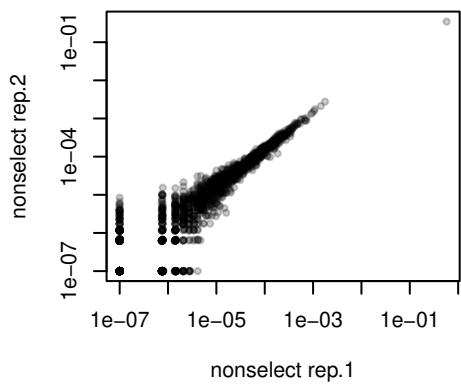
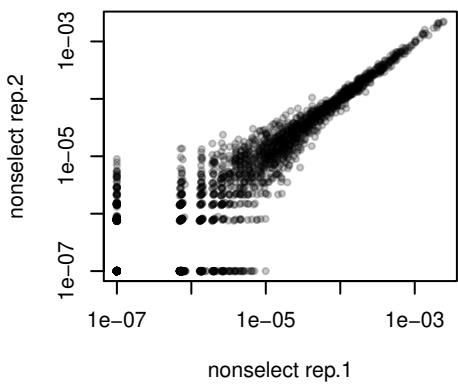
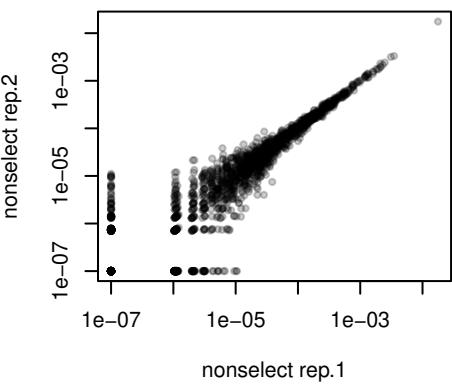
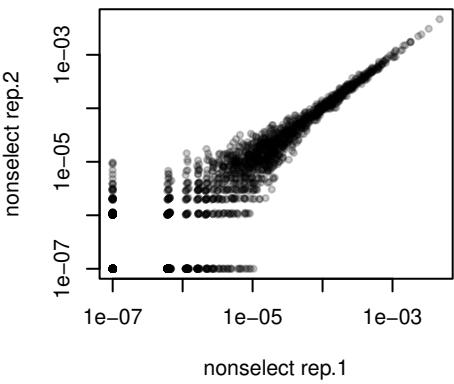
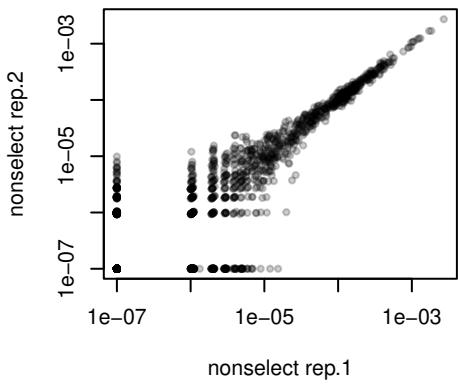
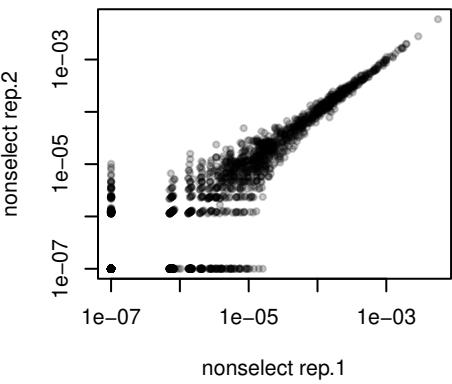
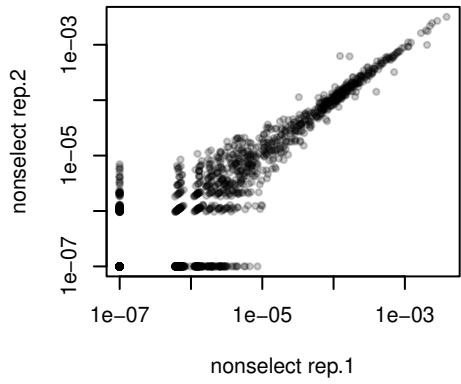
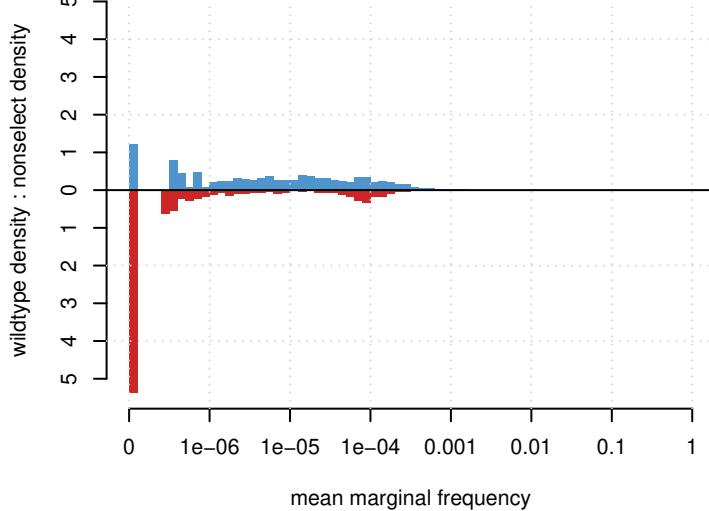
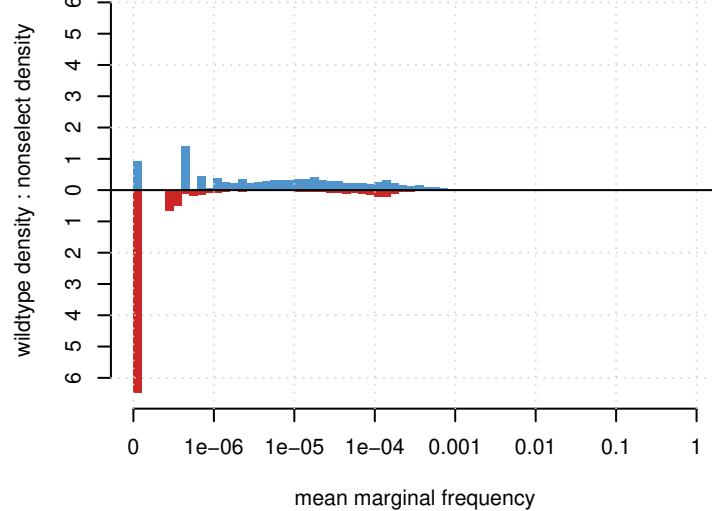
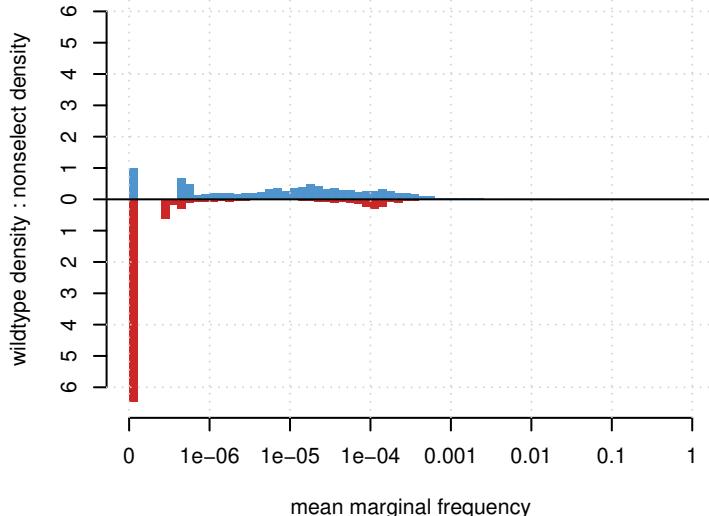
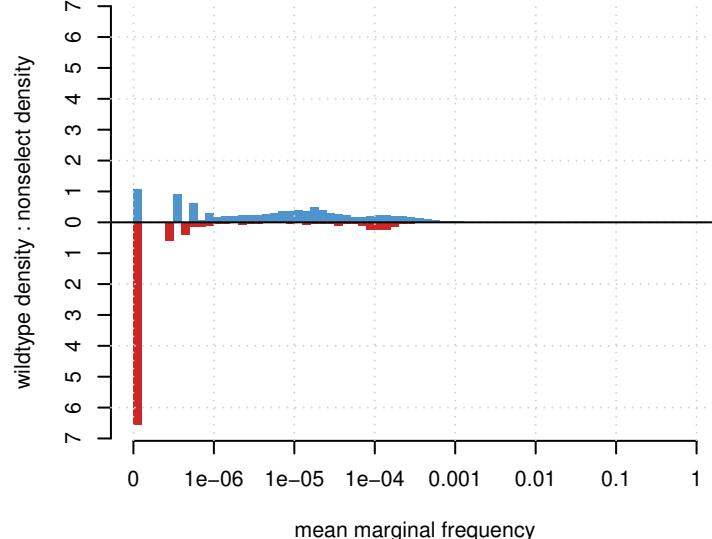
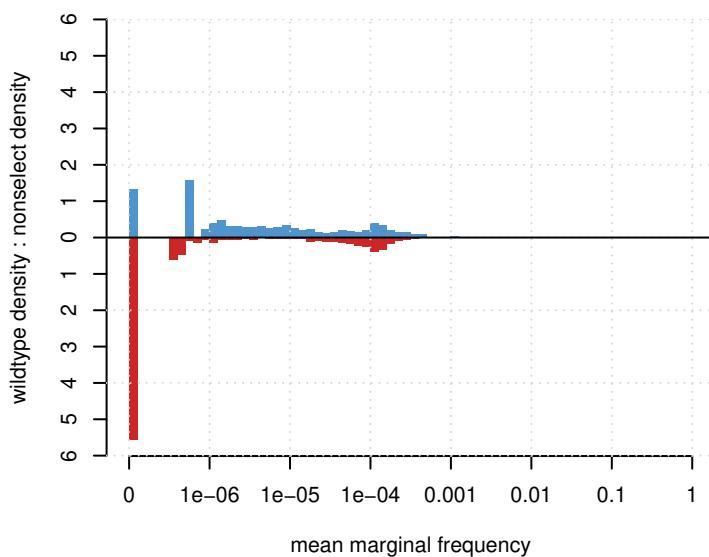
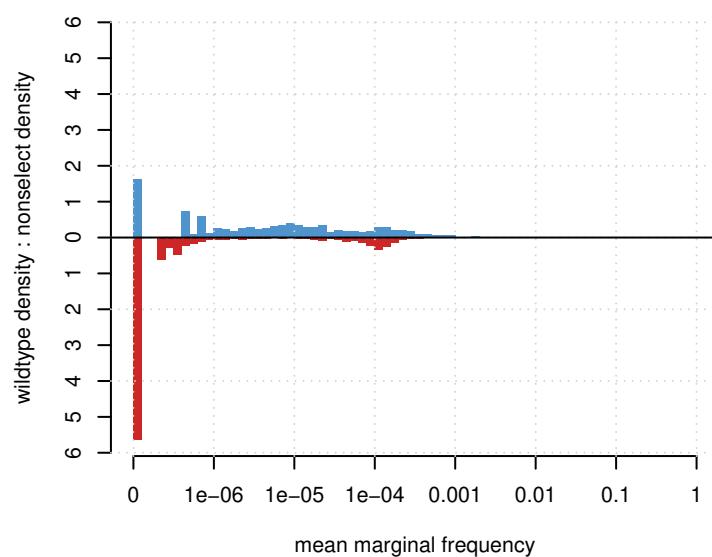


Extrapolation for Region #1

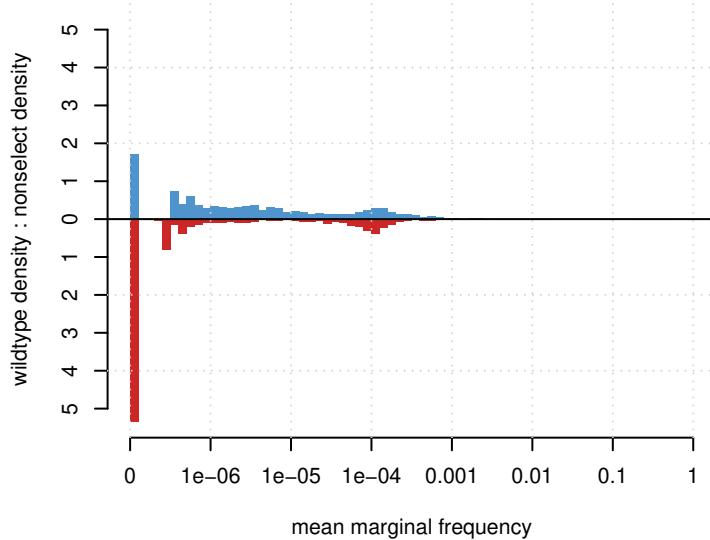


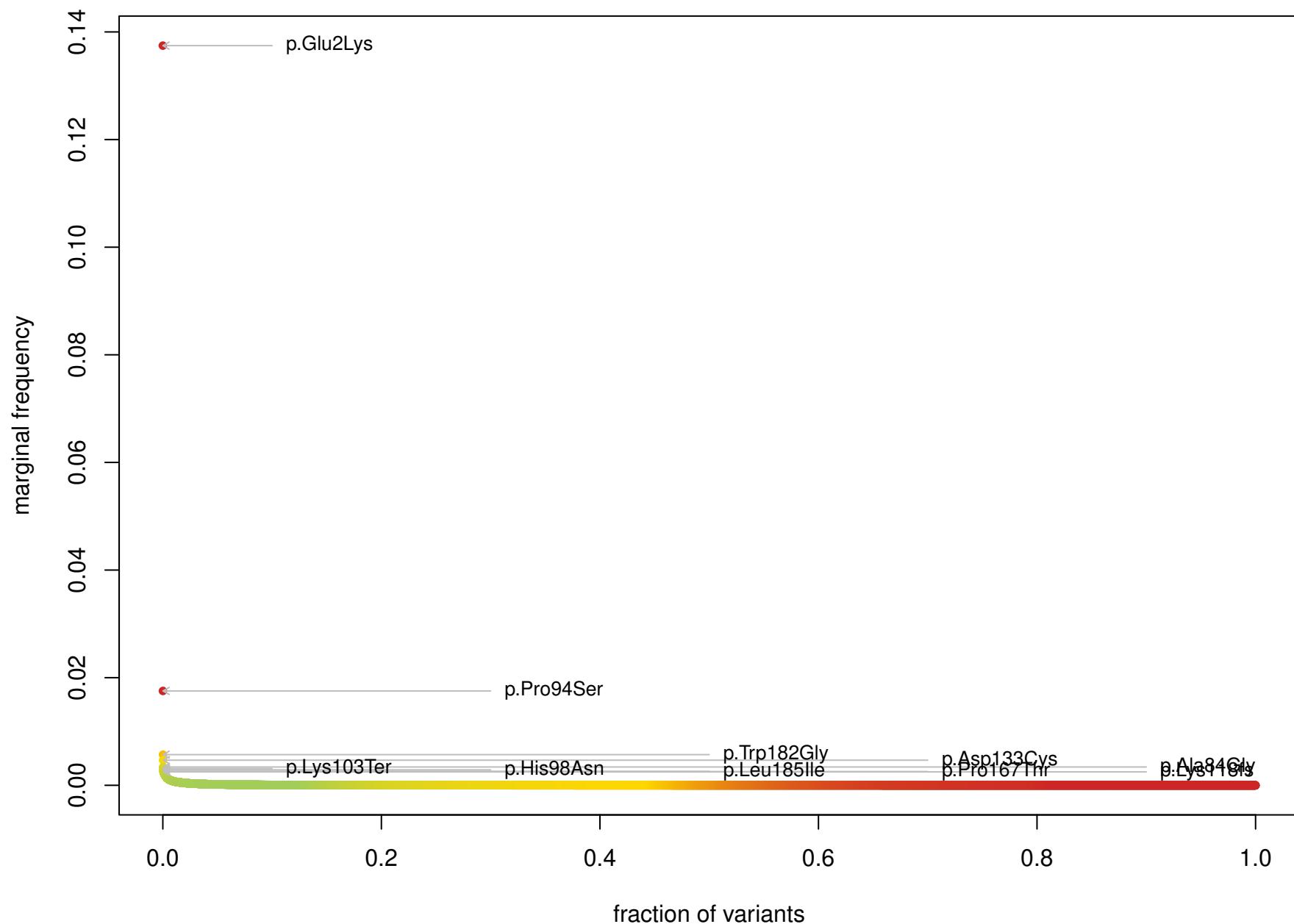
Region #1

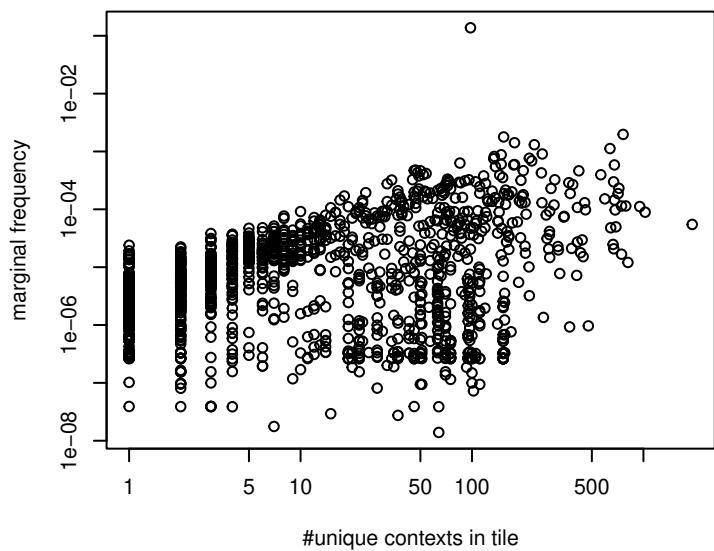
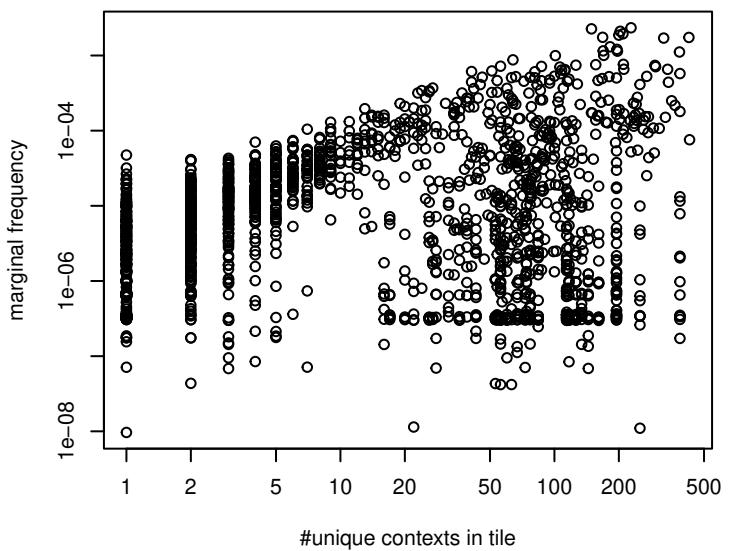
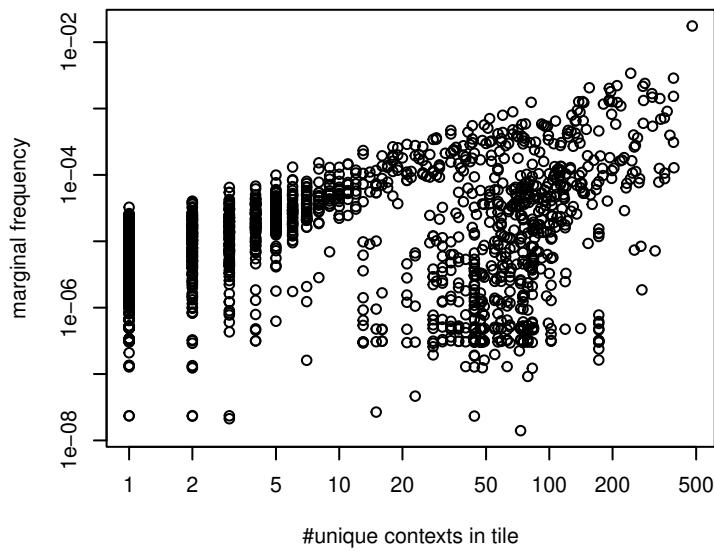
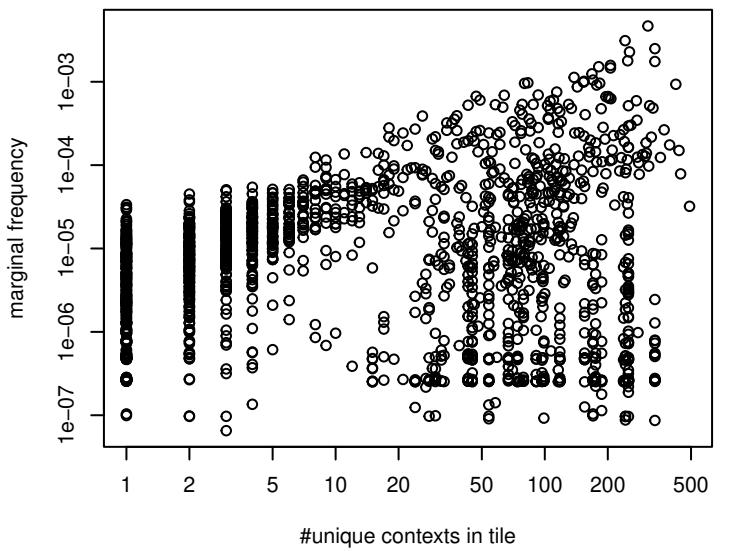
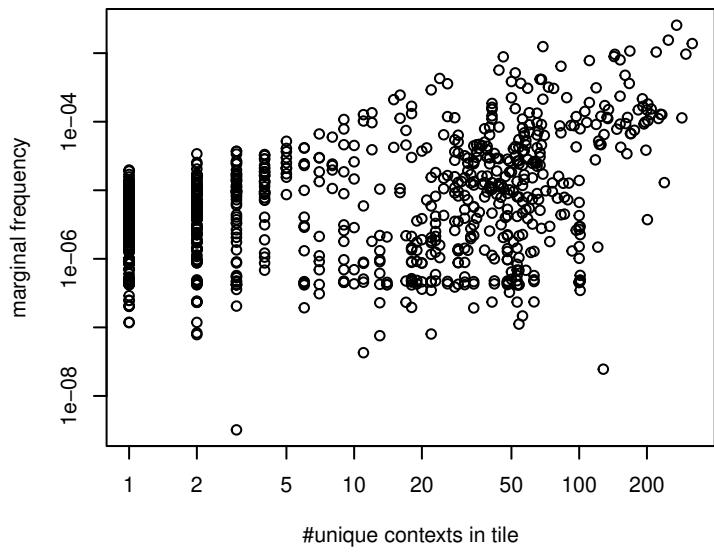
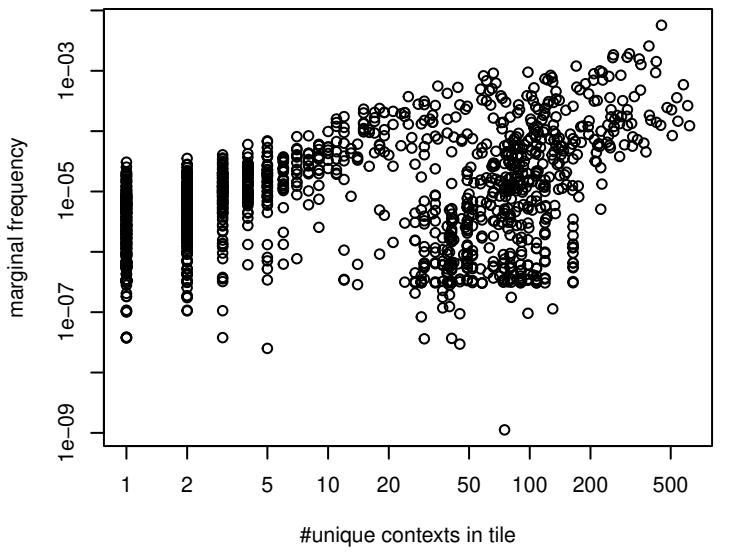
Tile 1
R = 0.91**Tile 2**
R = 0.89**Tile 3**
R = 0.91**Tile 4**
R = 0.90**Tile 5**
R = 0.85**Tile 6**
R = 0.89**Tile 7**
R = 0.88

Tile #1**Tile #2****Tile #3****Tile #4****Tile #5****Tile #6**

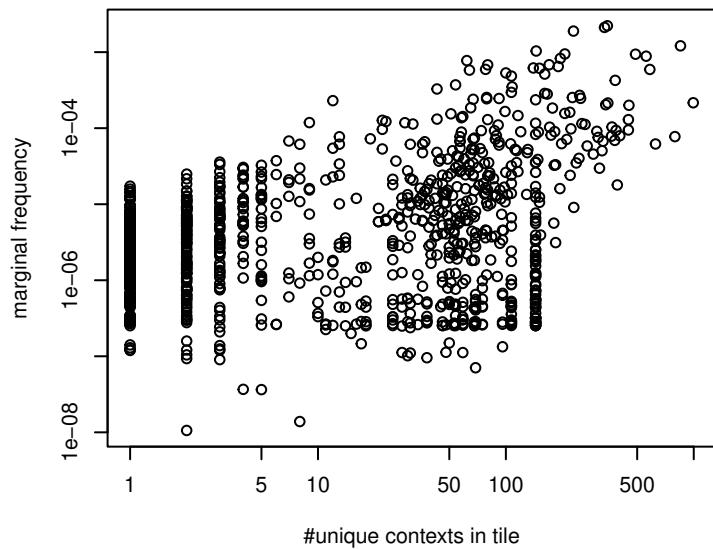
Tile #7



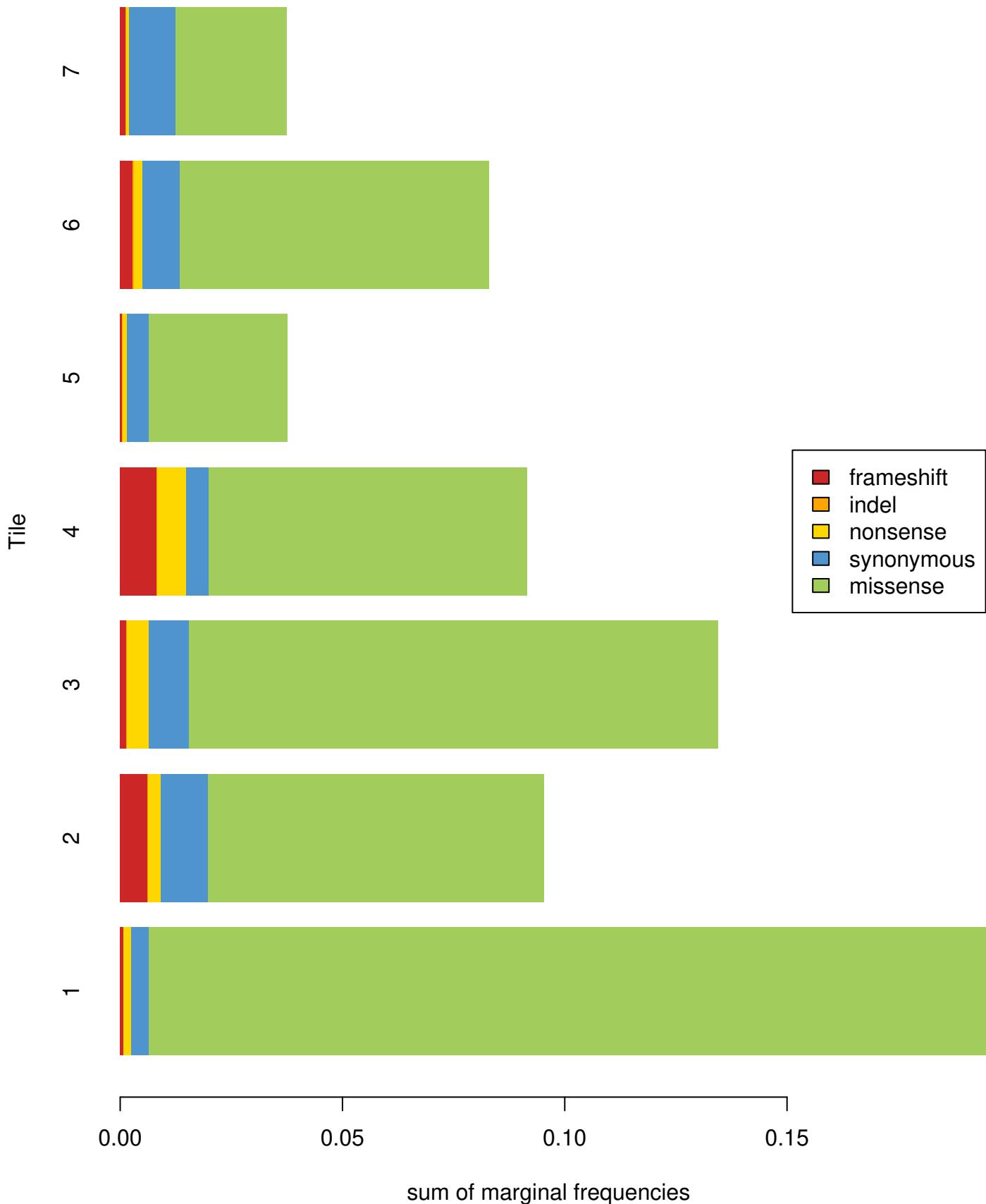


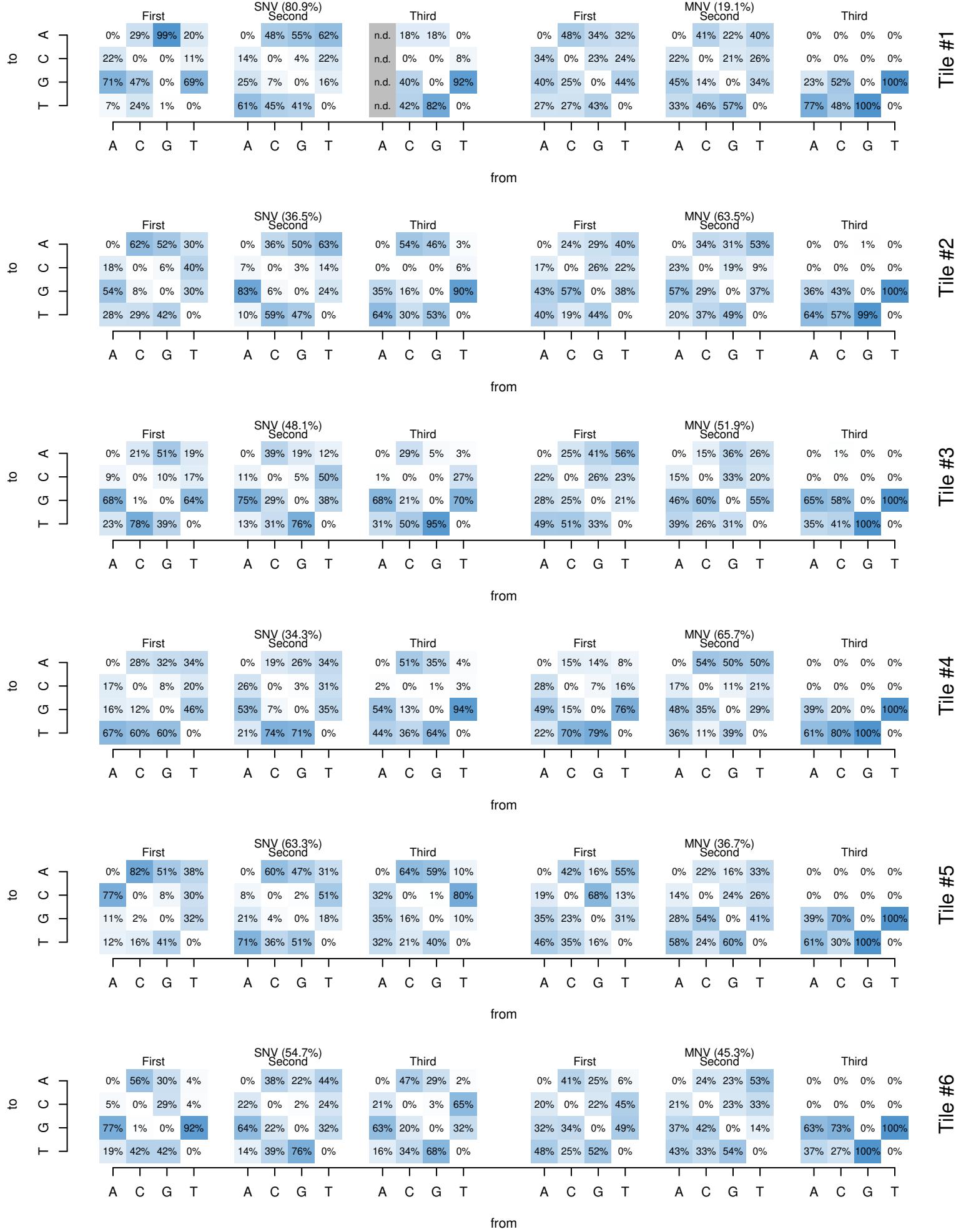
Tile #1**Tile #2****Tile #3****Tile #4****Tile #5****Tile #6**

Tile #7



Mutation types





Tile #1

Tile #2

Tile #3

Tile #4

Tile #5

Tile #6

