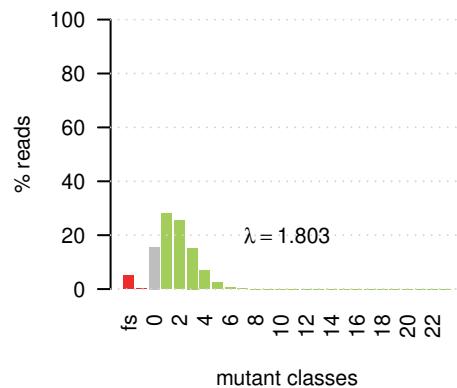
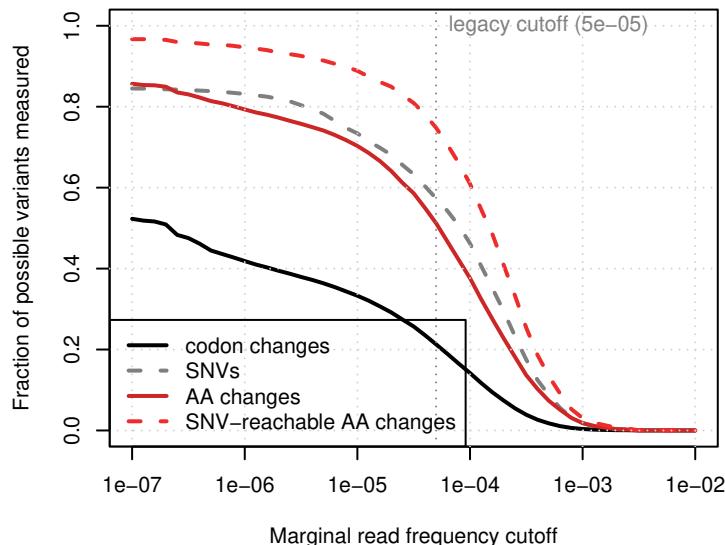
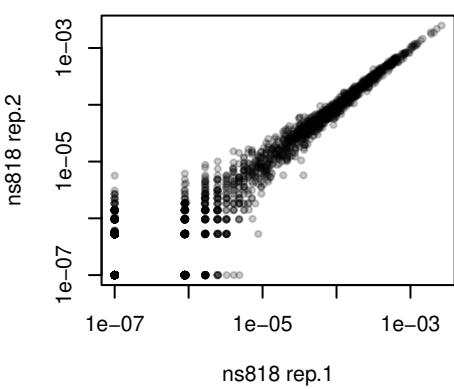
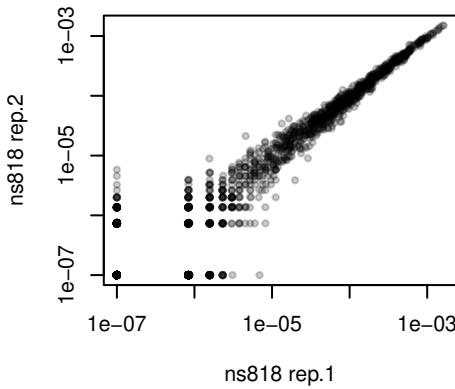
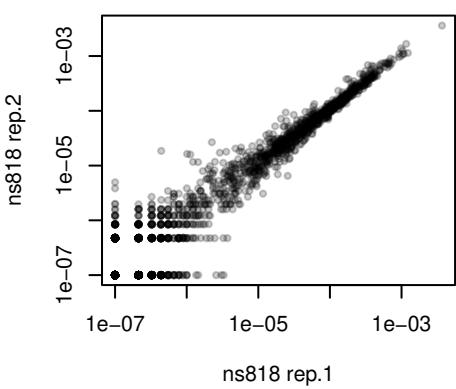
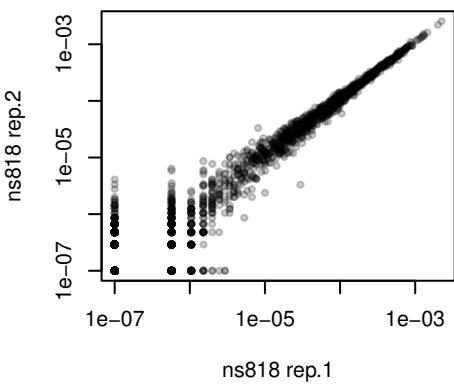
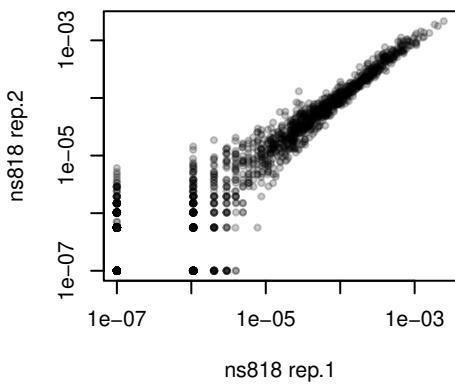
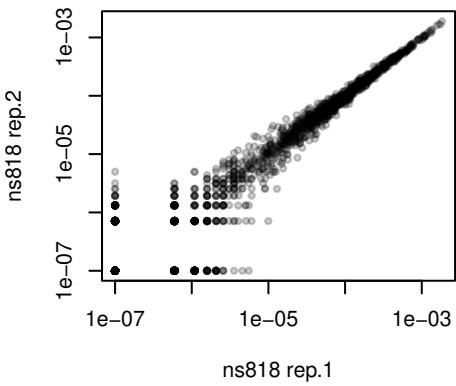
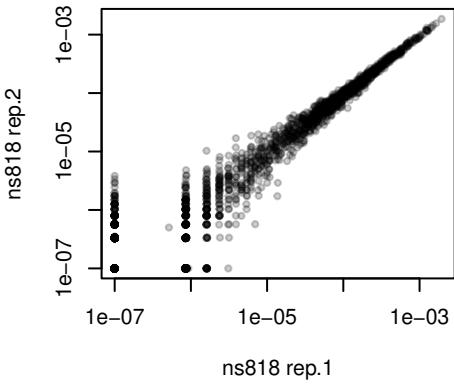
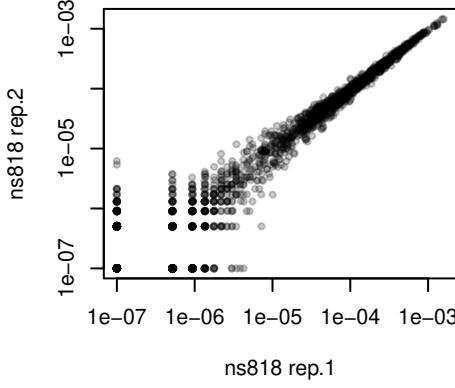
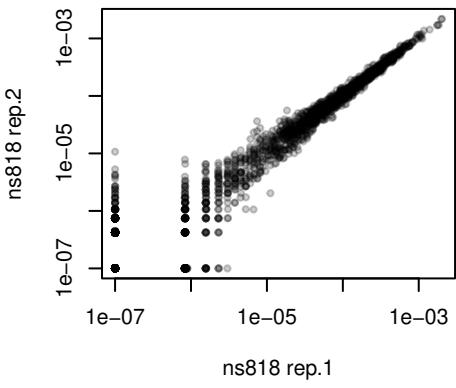
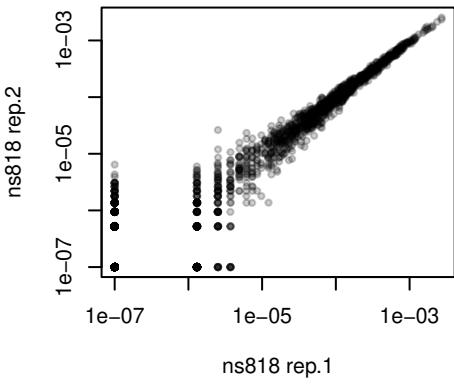
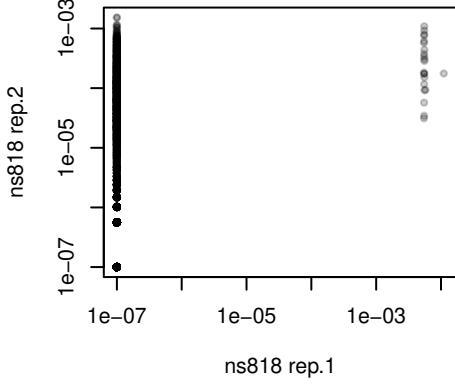
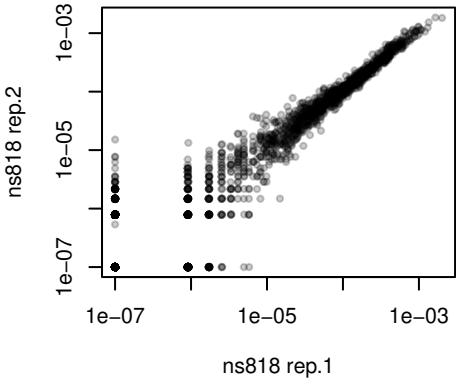


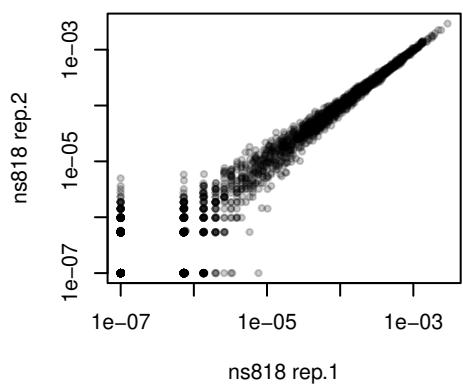
Extrapolation for Region #1



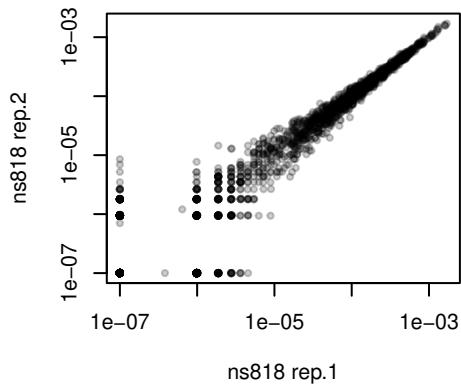
Region #1

Tile 1
R = 0.95**Tile 2**
R = 0.95**Tile 3**
R = 0.97**Tile 4**
R = 0.96**Tile 5**
R = 0.95**Tile 6**
R = 0.95**Tile 7**
R = 0.96**Tile 8**
R = 0.96**Tile 9**
R = 0.96**Tile 10**
R = 0.95**Tile 11**
R = 0.14**Tile 12**
R = 0.95

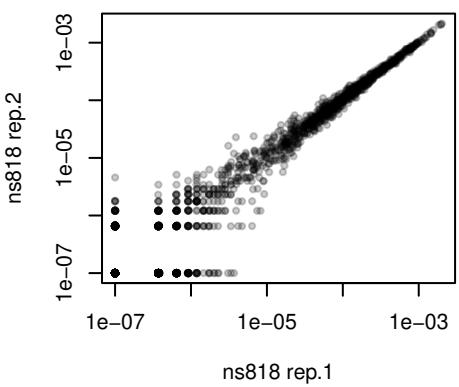
Tile 13
R = 0.96

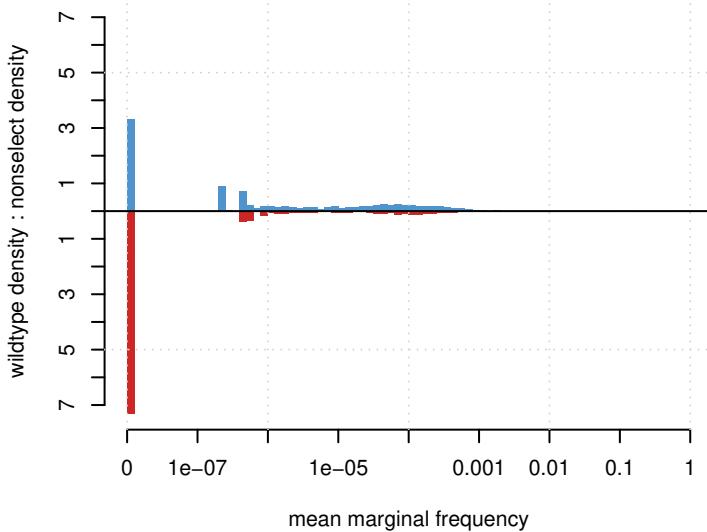
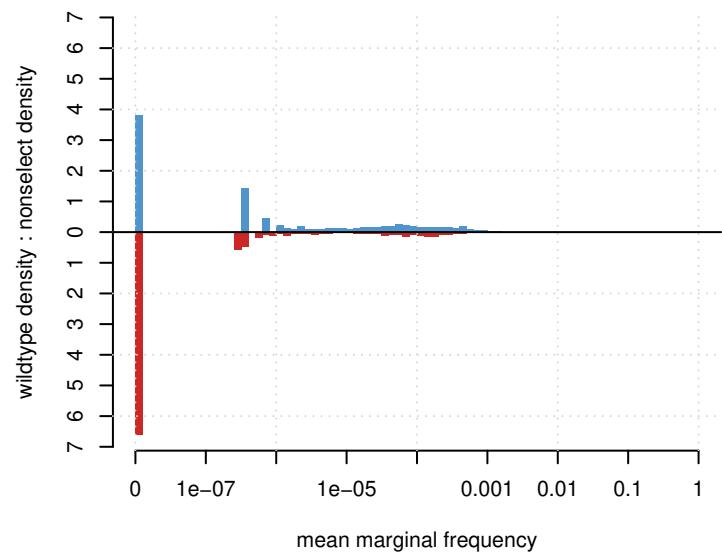
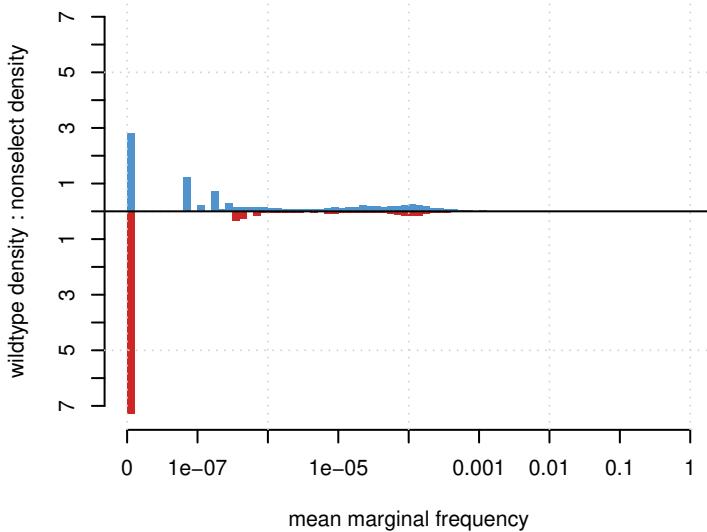
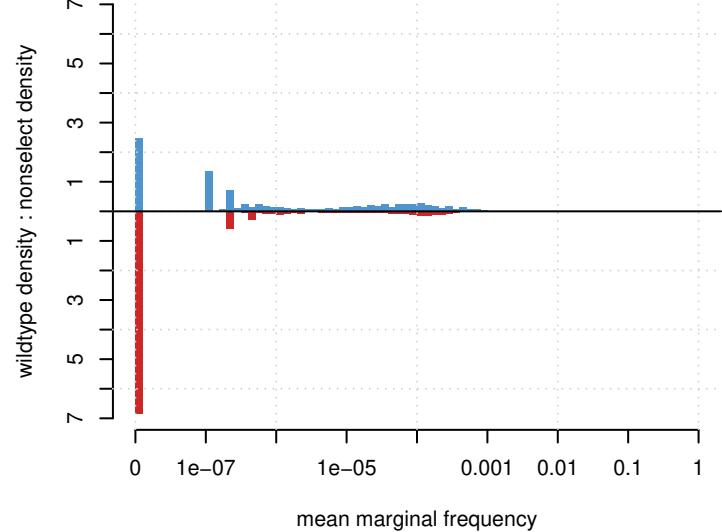
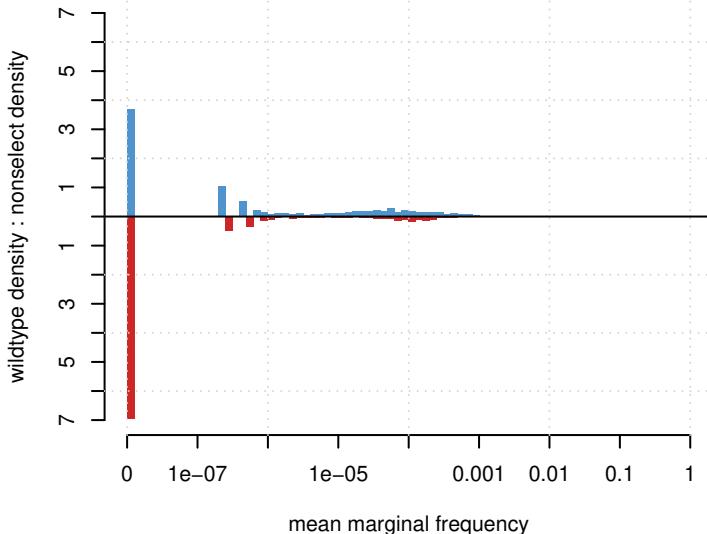
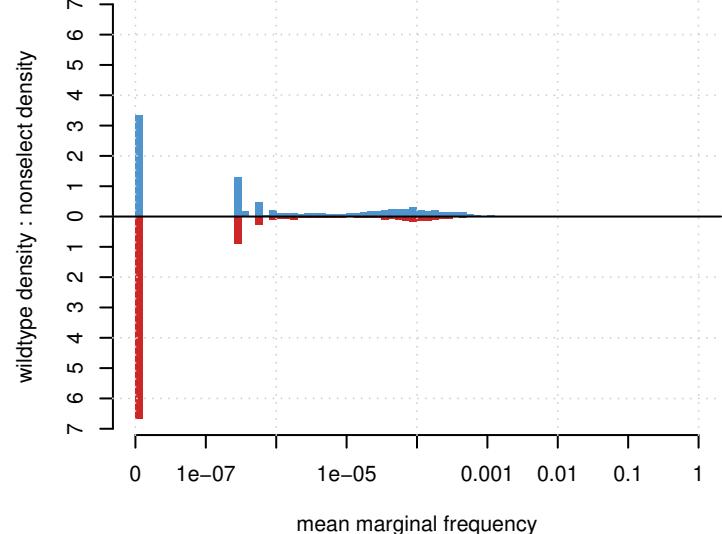


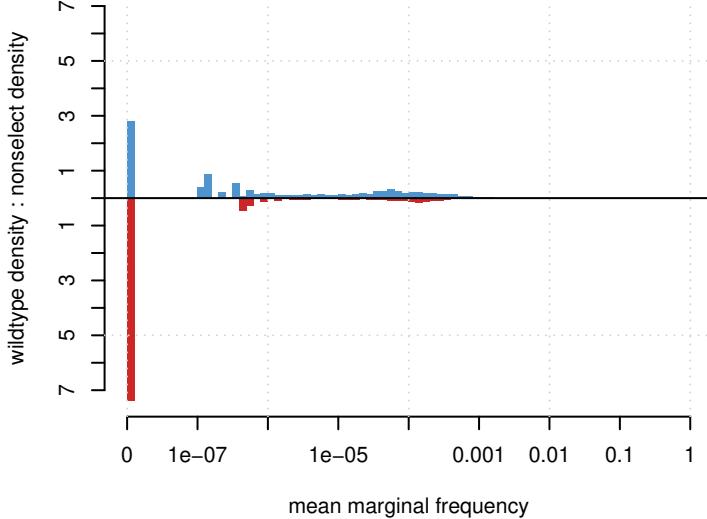
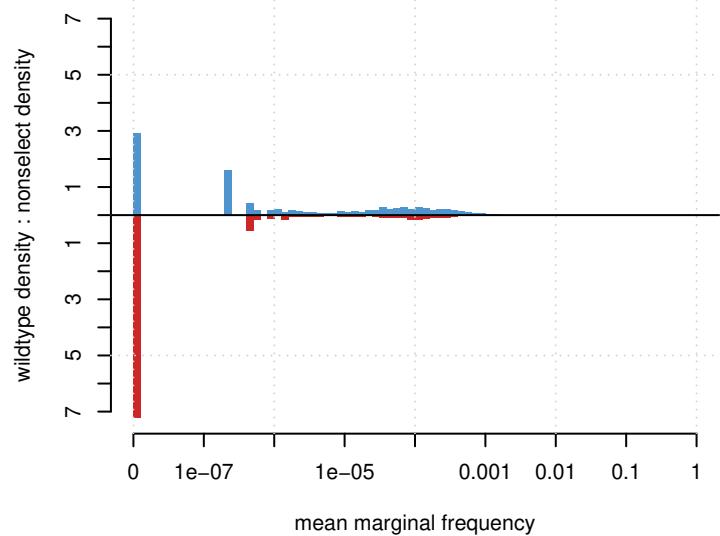
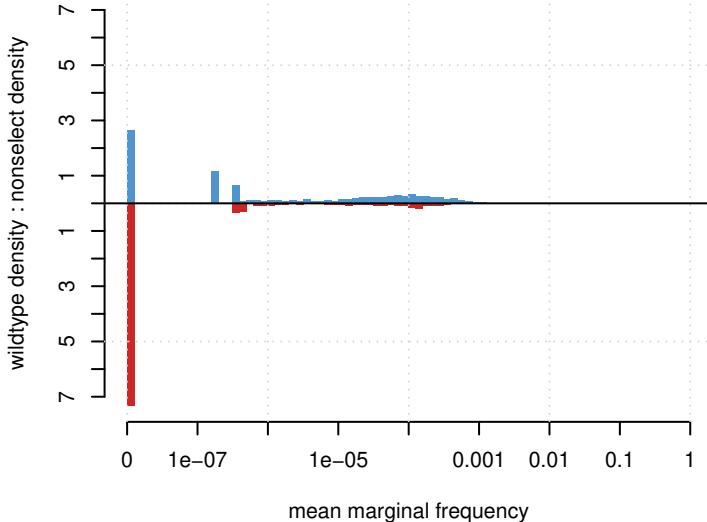
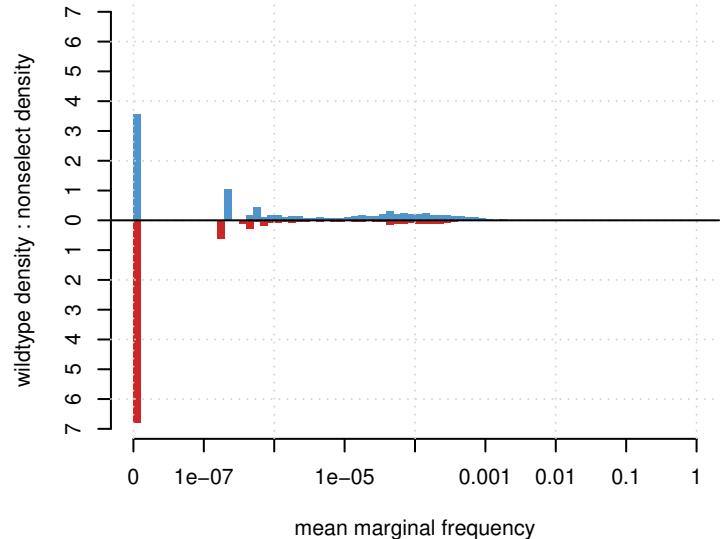
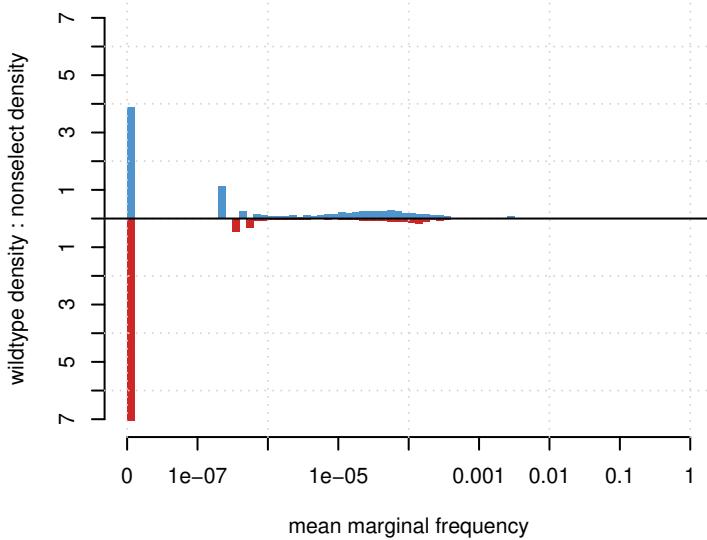
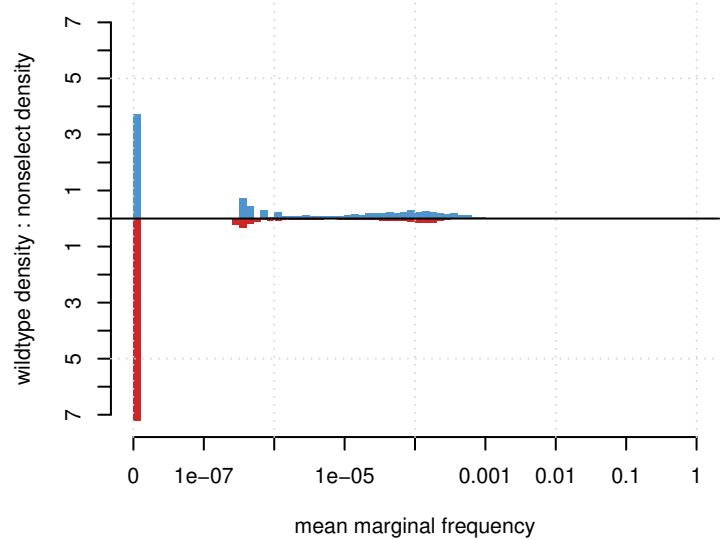
Tile 14
R = 0.95



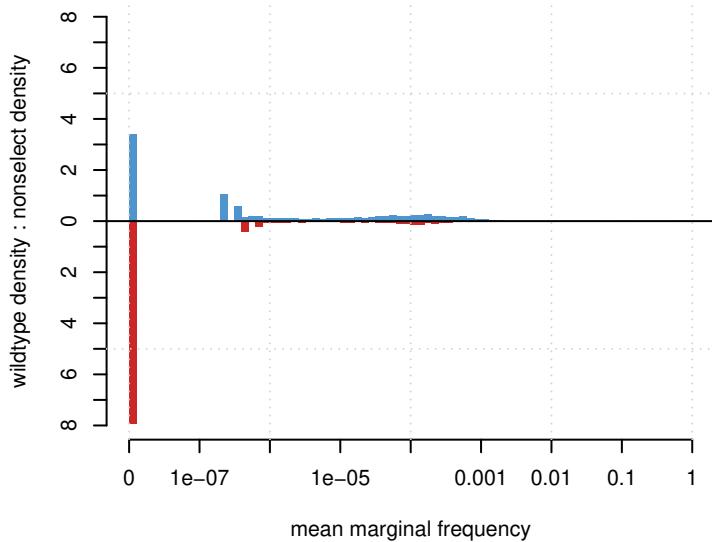
Tile 15
R = 0.96



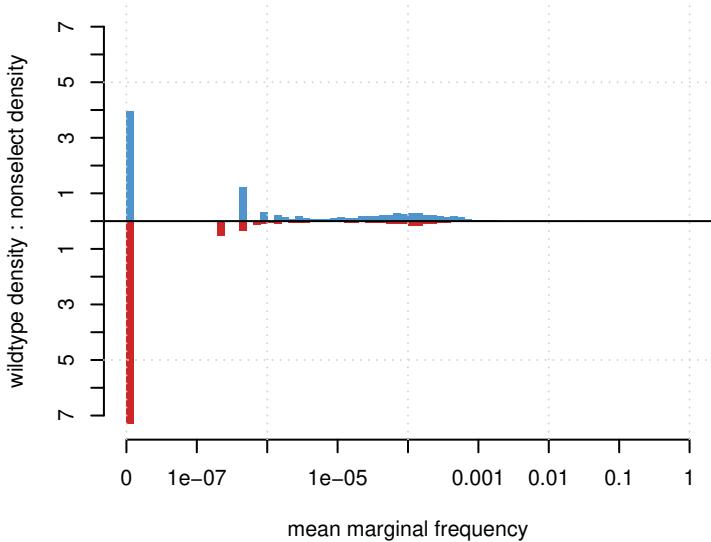
Tile #1**Tile #2****Tile #3****Tile #4****Tile #5****Tile #6**

Tile #7**Tile #8****Tile #9****Tile #10****Tile #11****Tile #12**

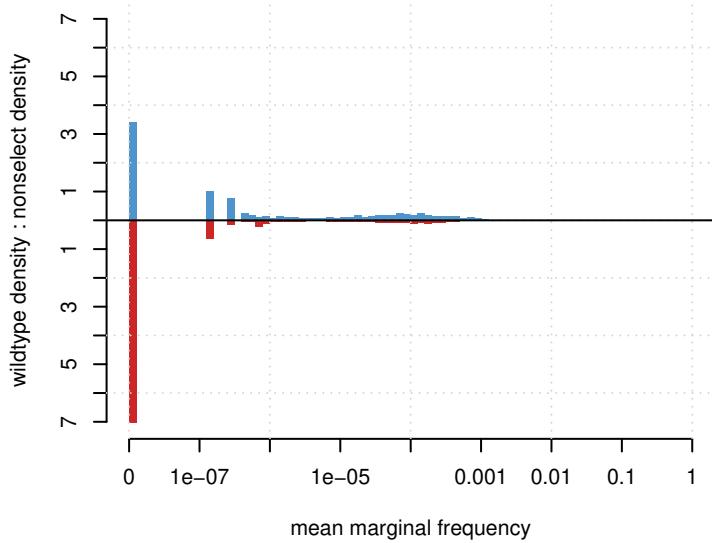
Tile #13

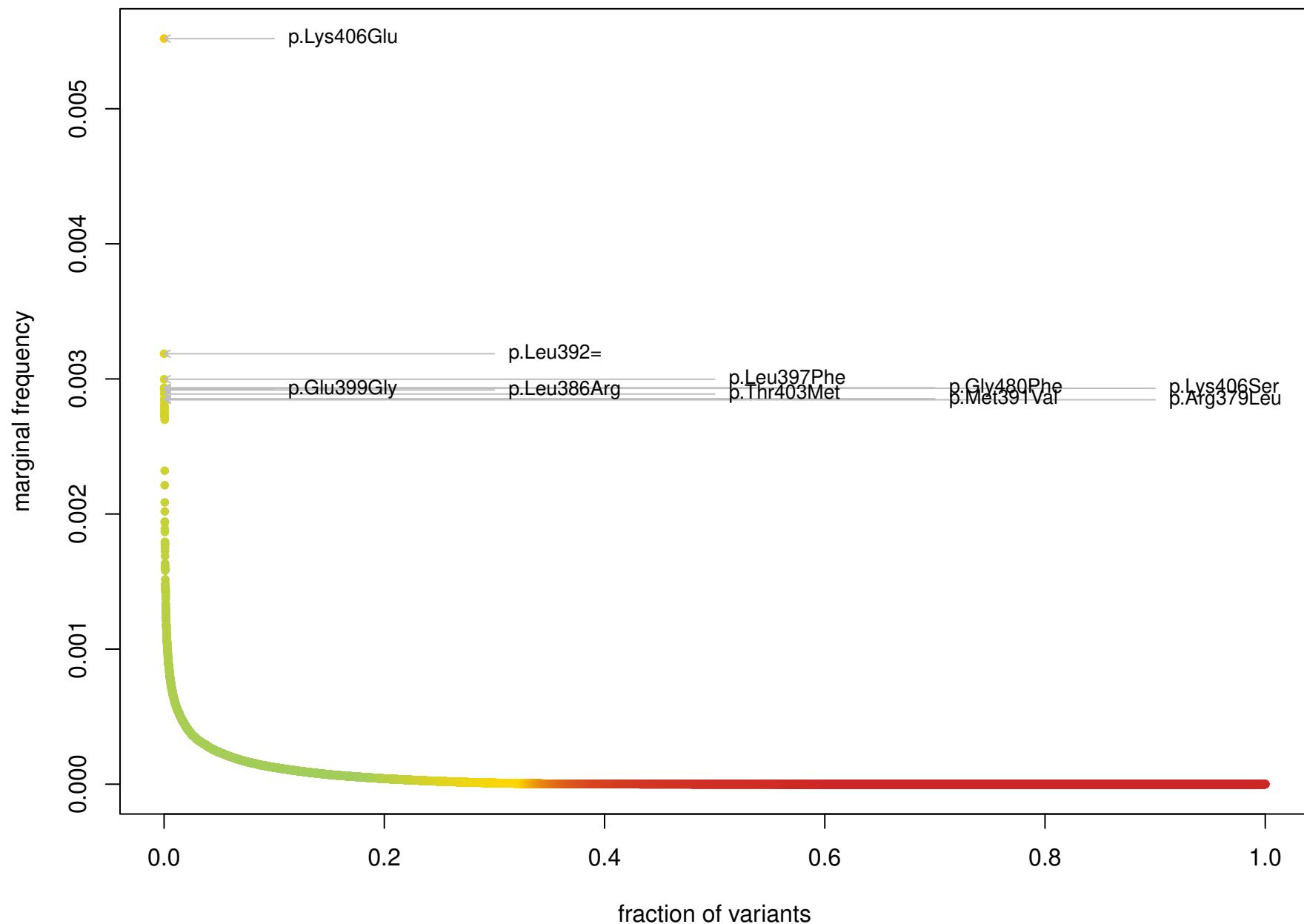


Tile #14

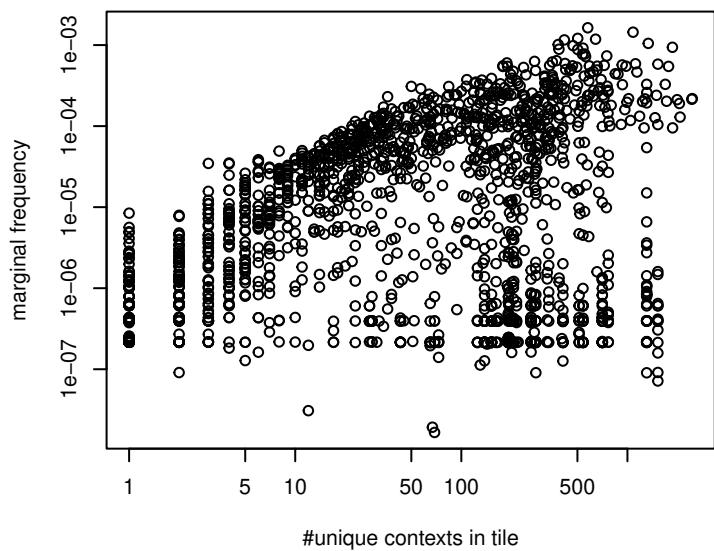


Tile #15

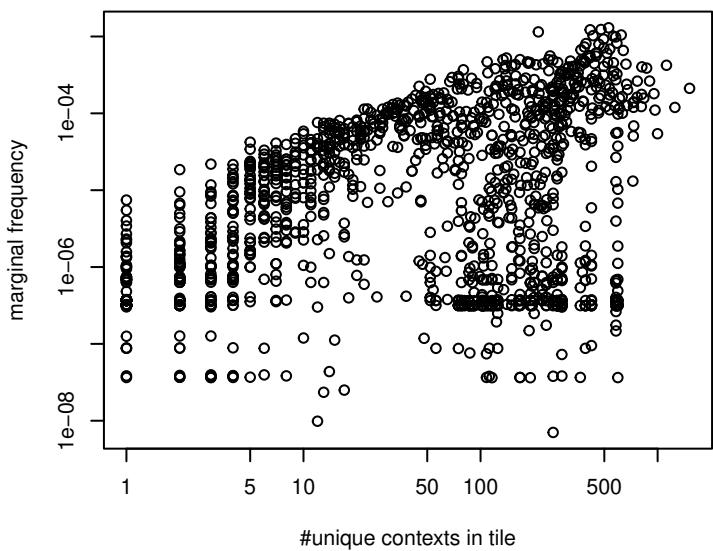




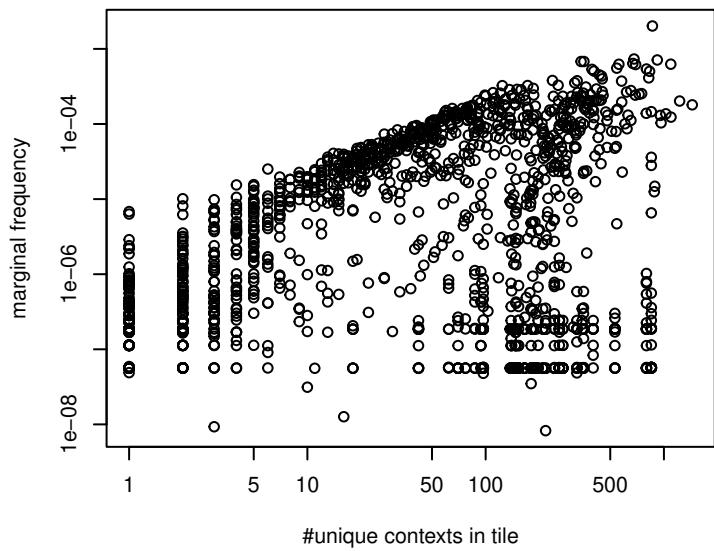
Tile #1



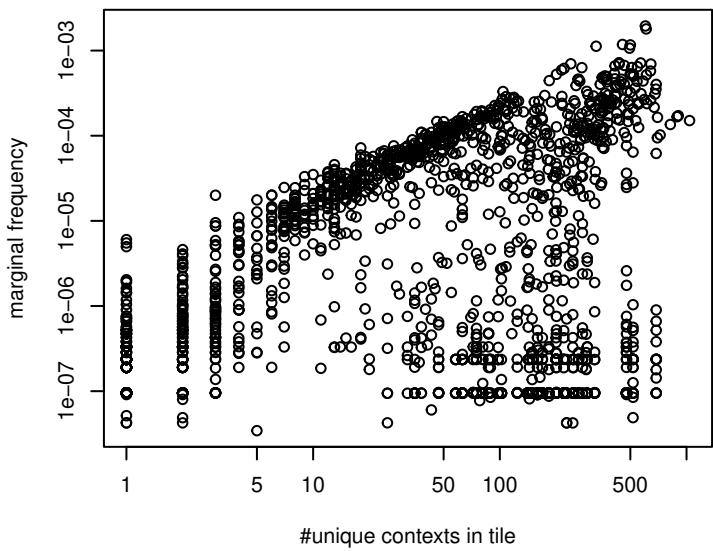
Tile #2



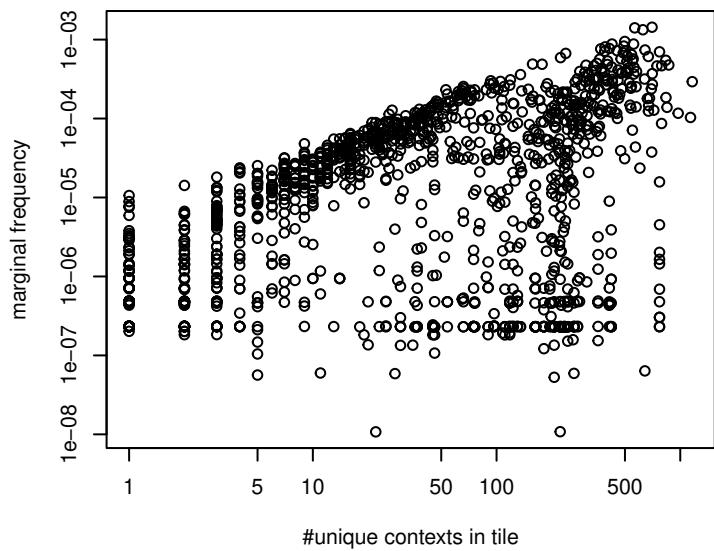
Tile #3



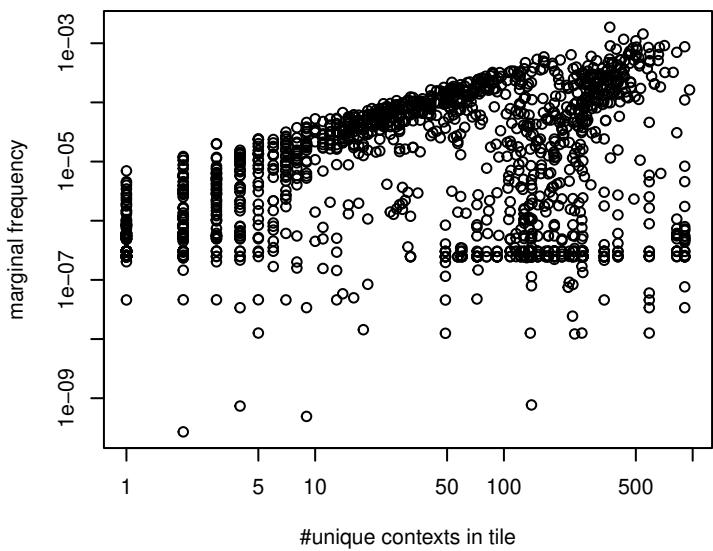
Tile #4



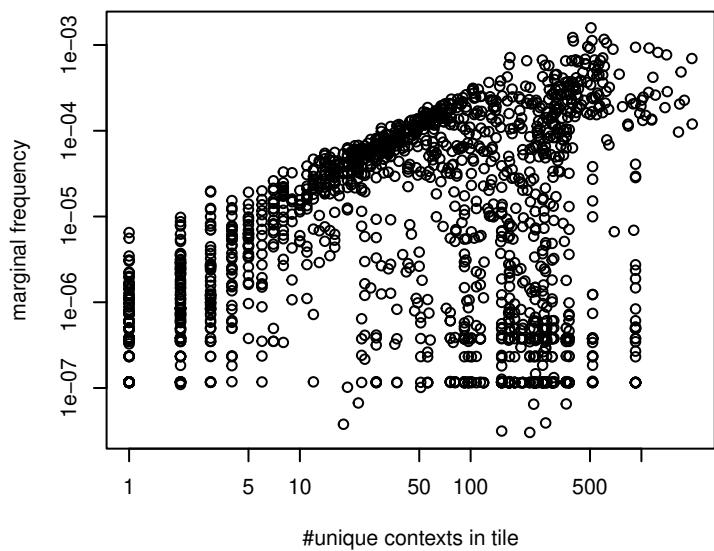
Tile #5



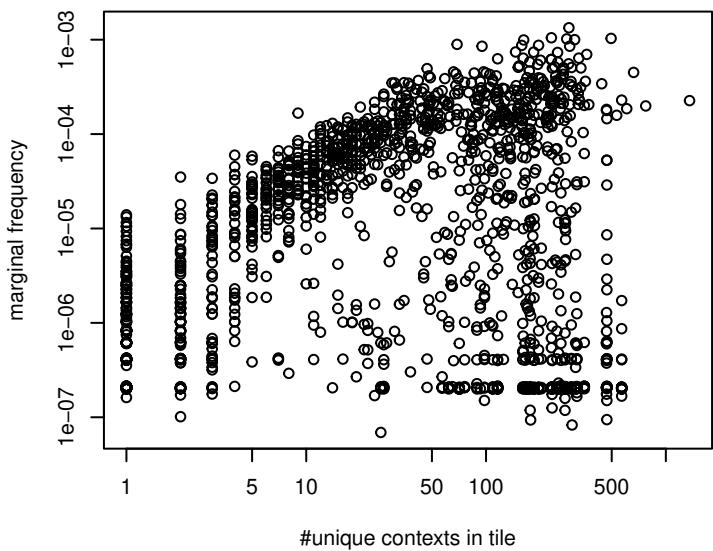
Tile #6



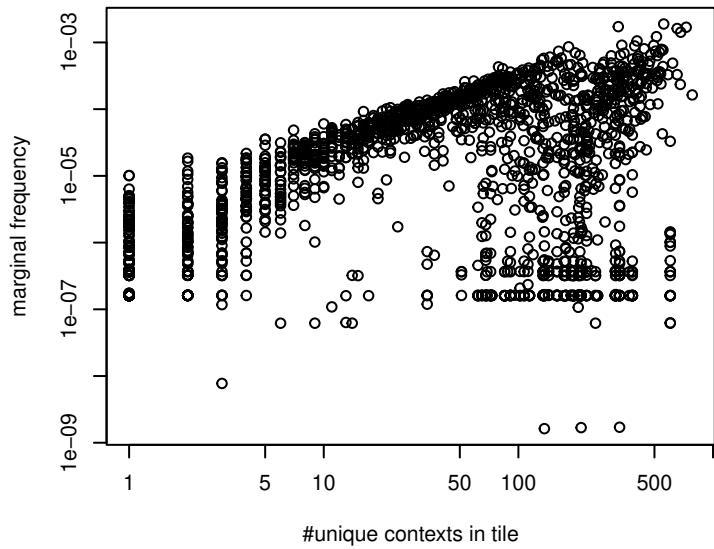
Tile #7



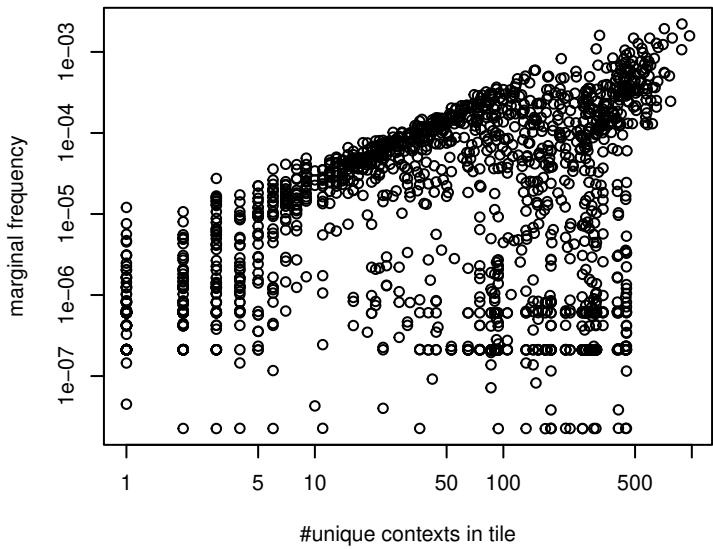
Tile #8



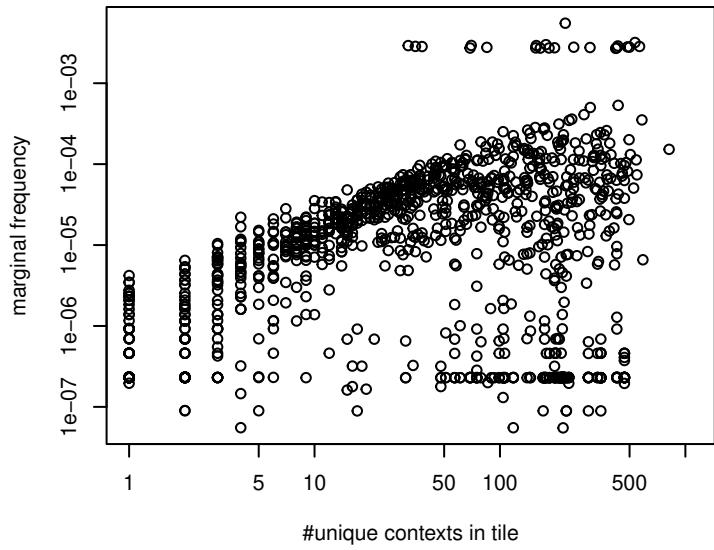
Tile #9



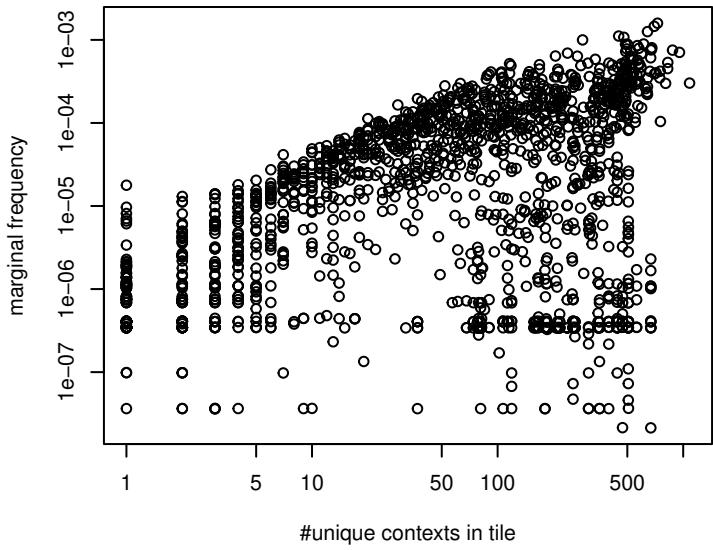
Tile #10



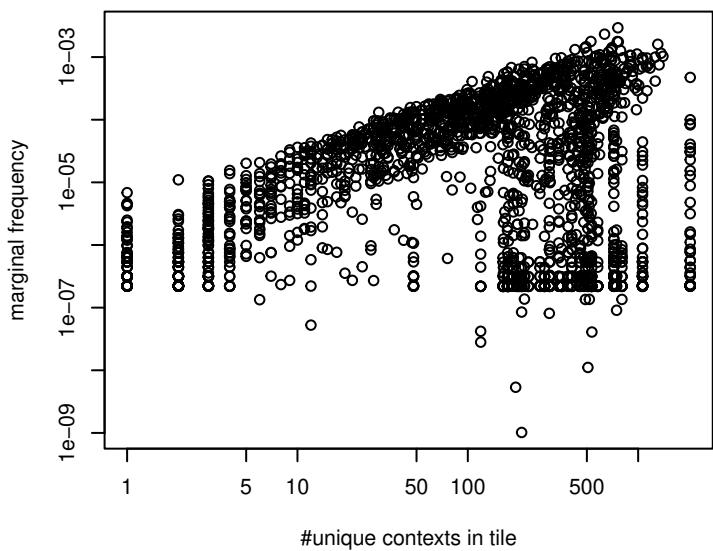
Tile #11



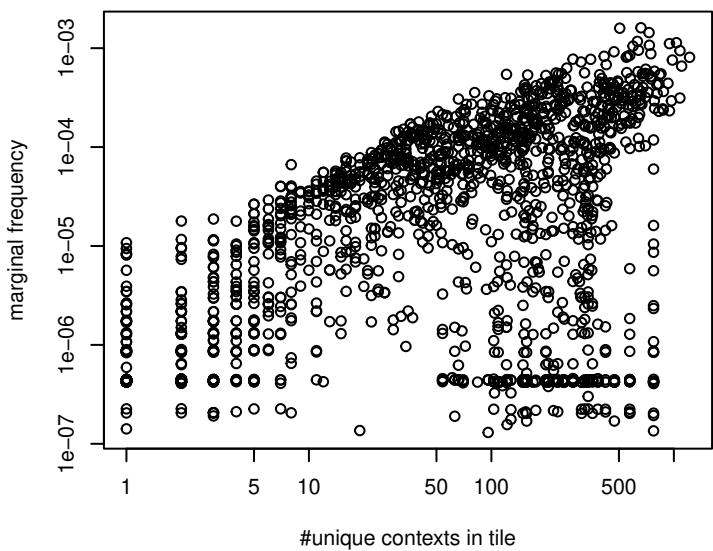
Tile #12



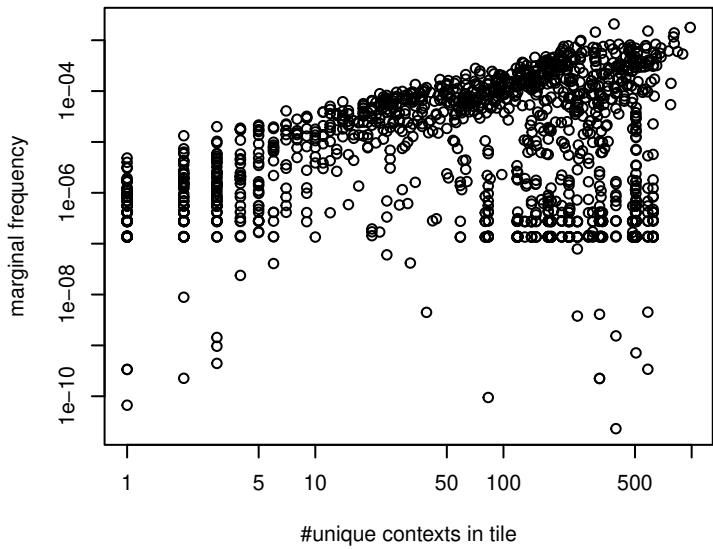
Tile #13



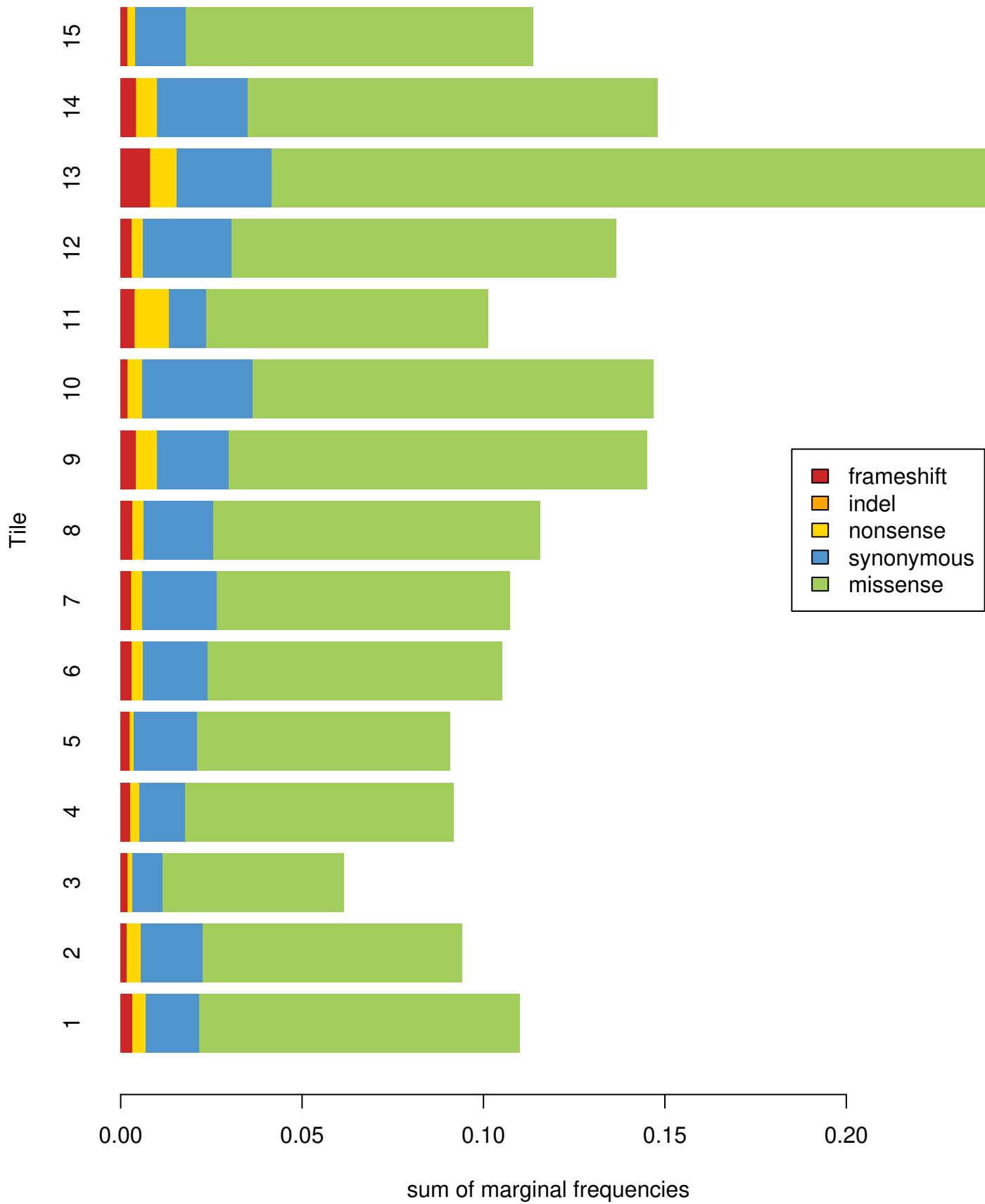
Tile #14



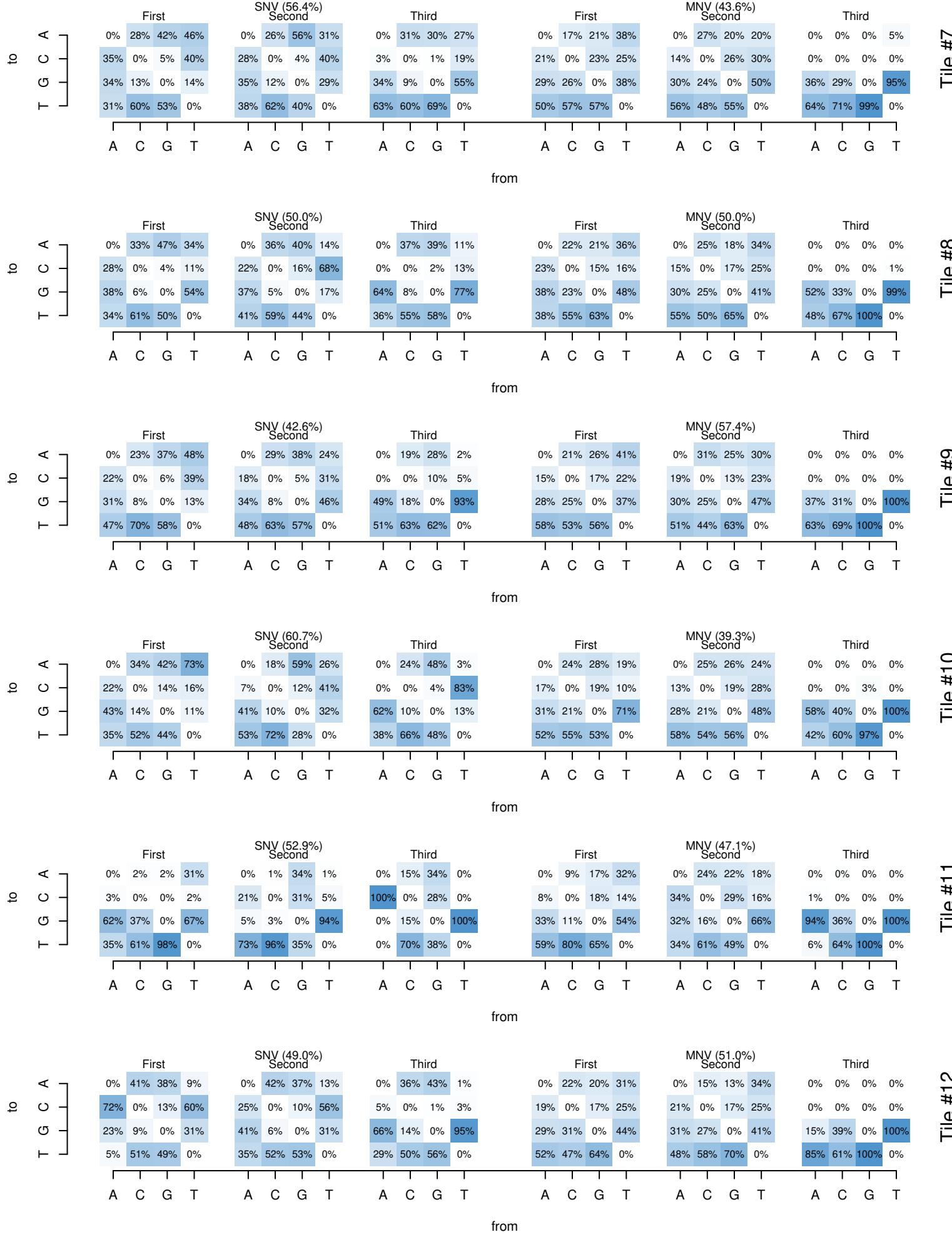
Tile #15



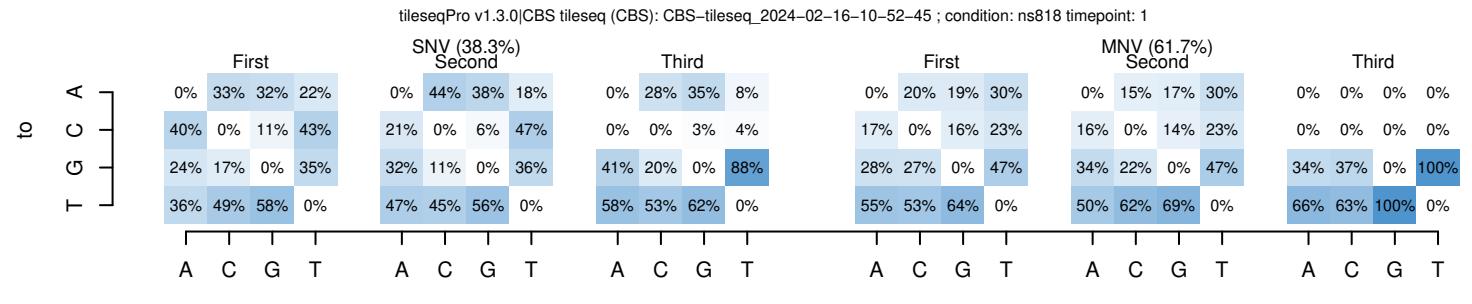
Mutation types



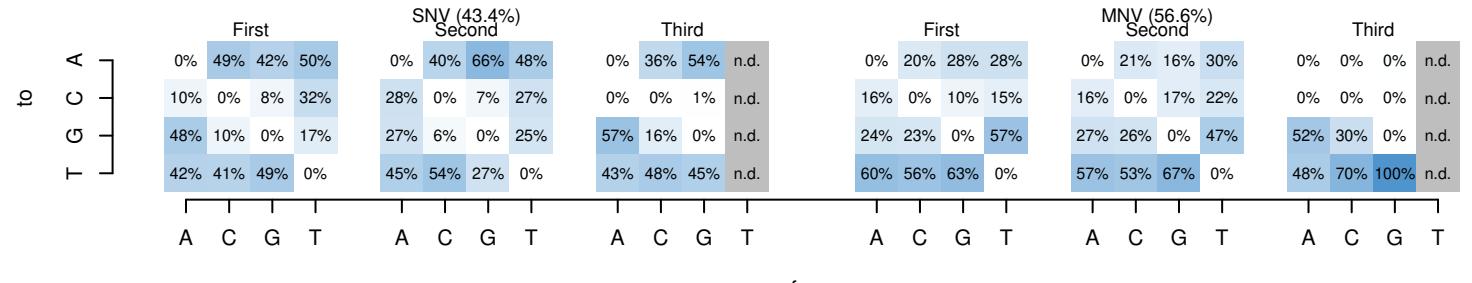




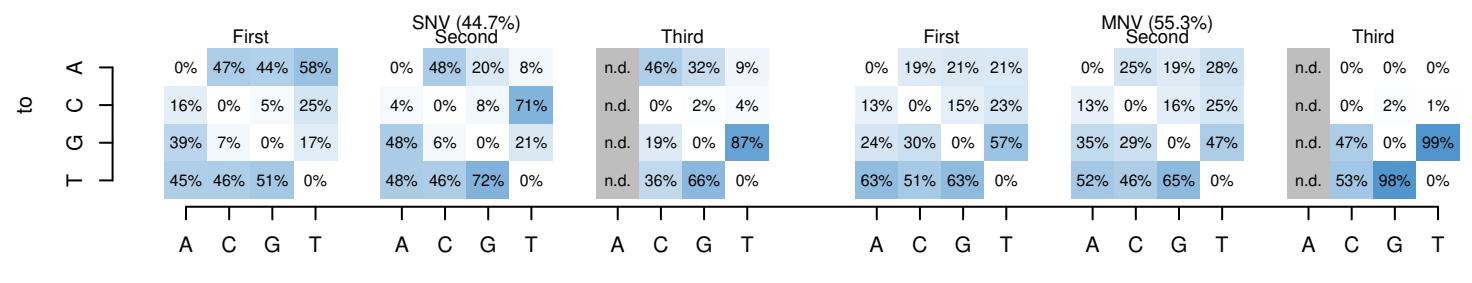
Tile #13



from



from



from

Tile #15

