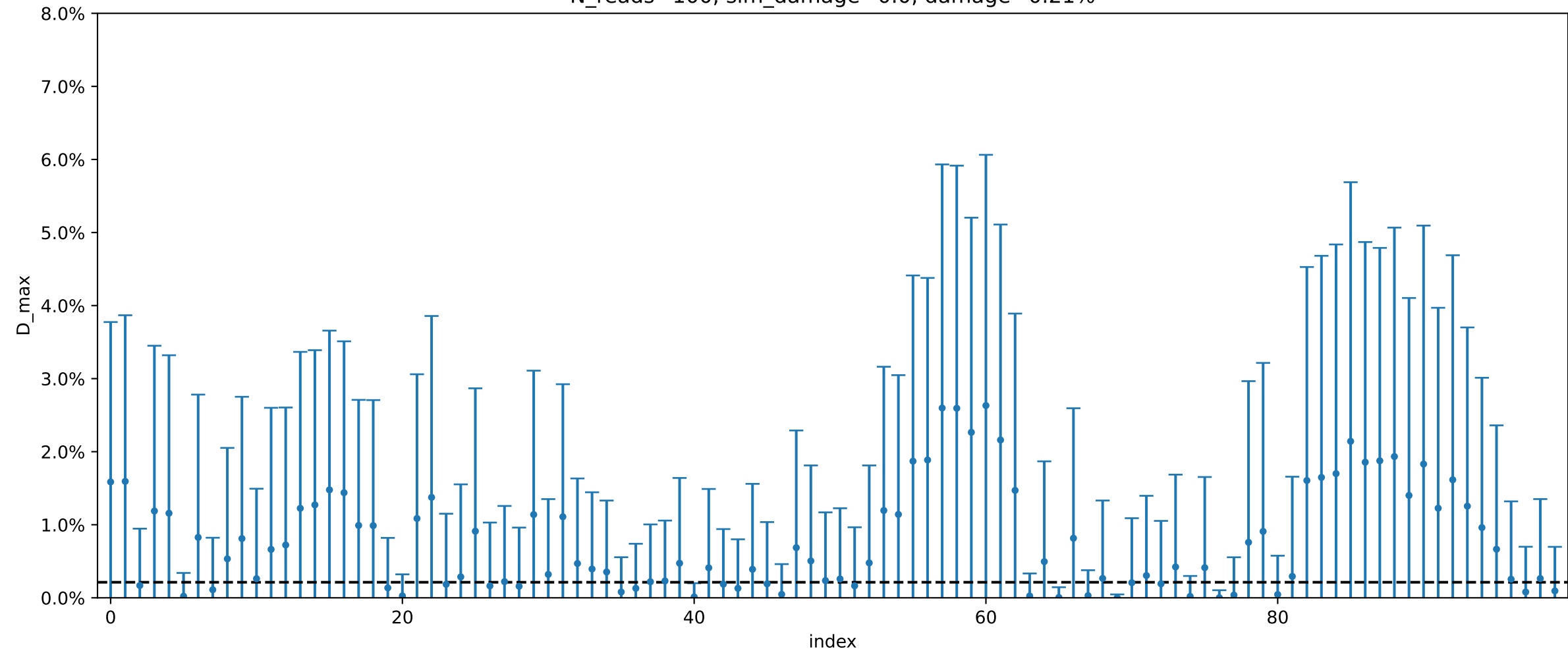
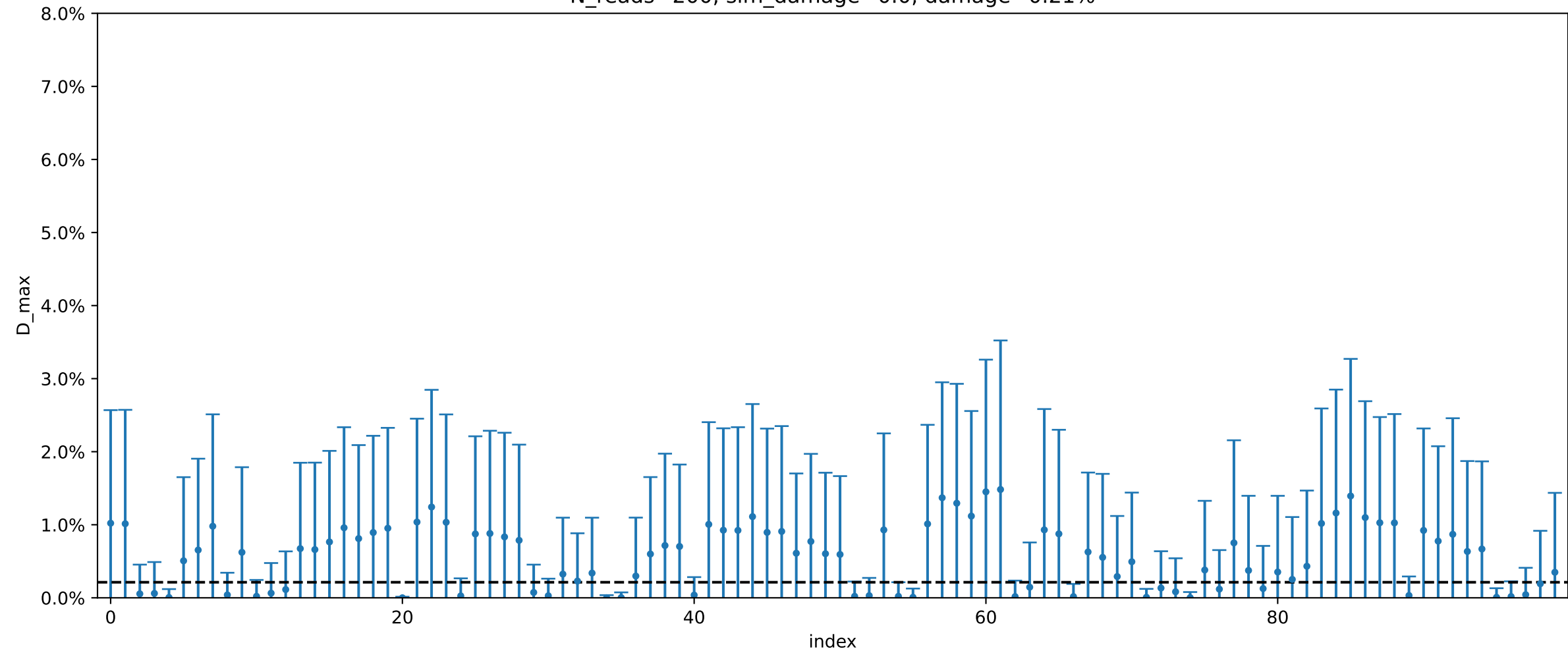


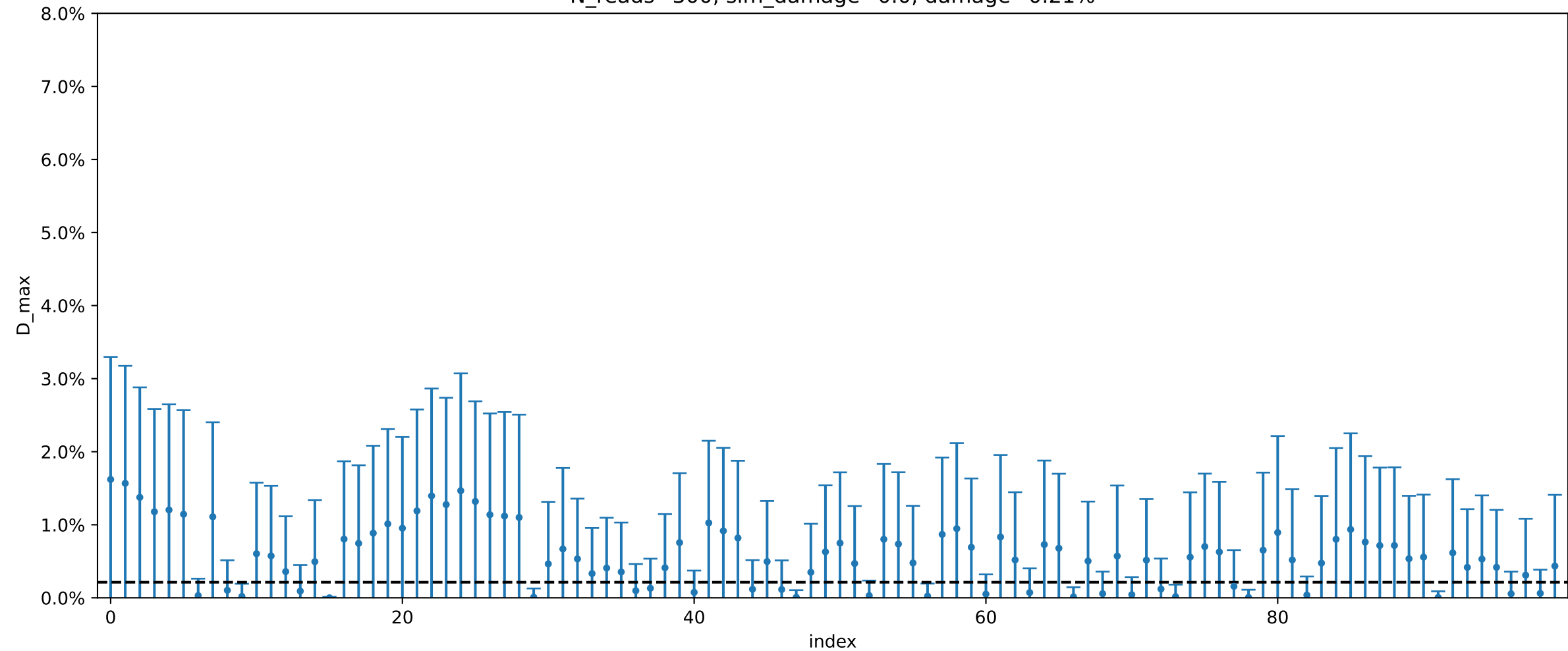
N_reads=100, sim_damage=0.0, damage=0.21%



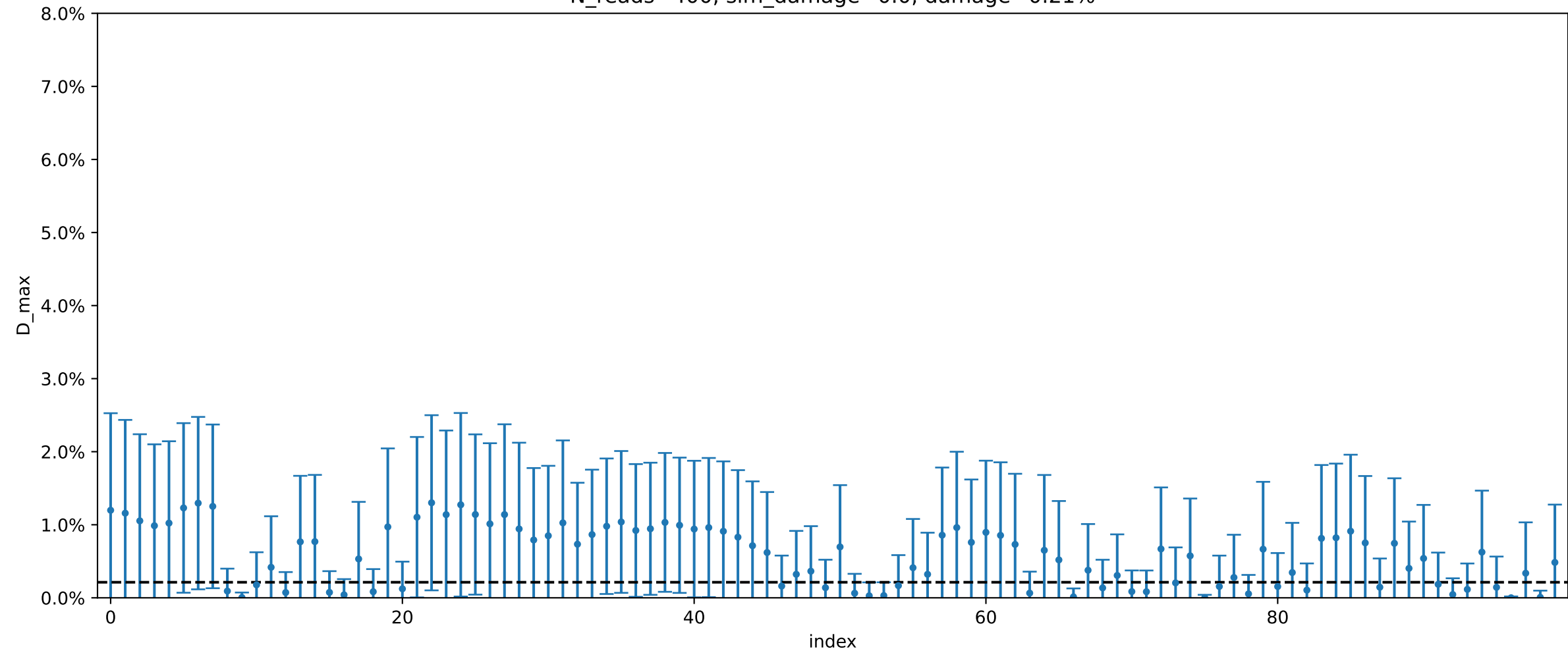
N_reads=200, sim_damage=0.0, damage=0.21%



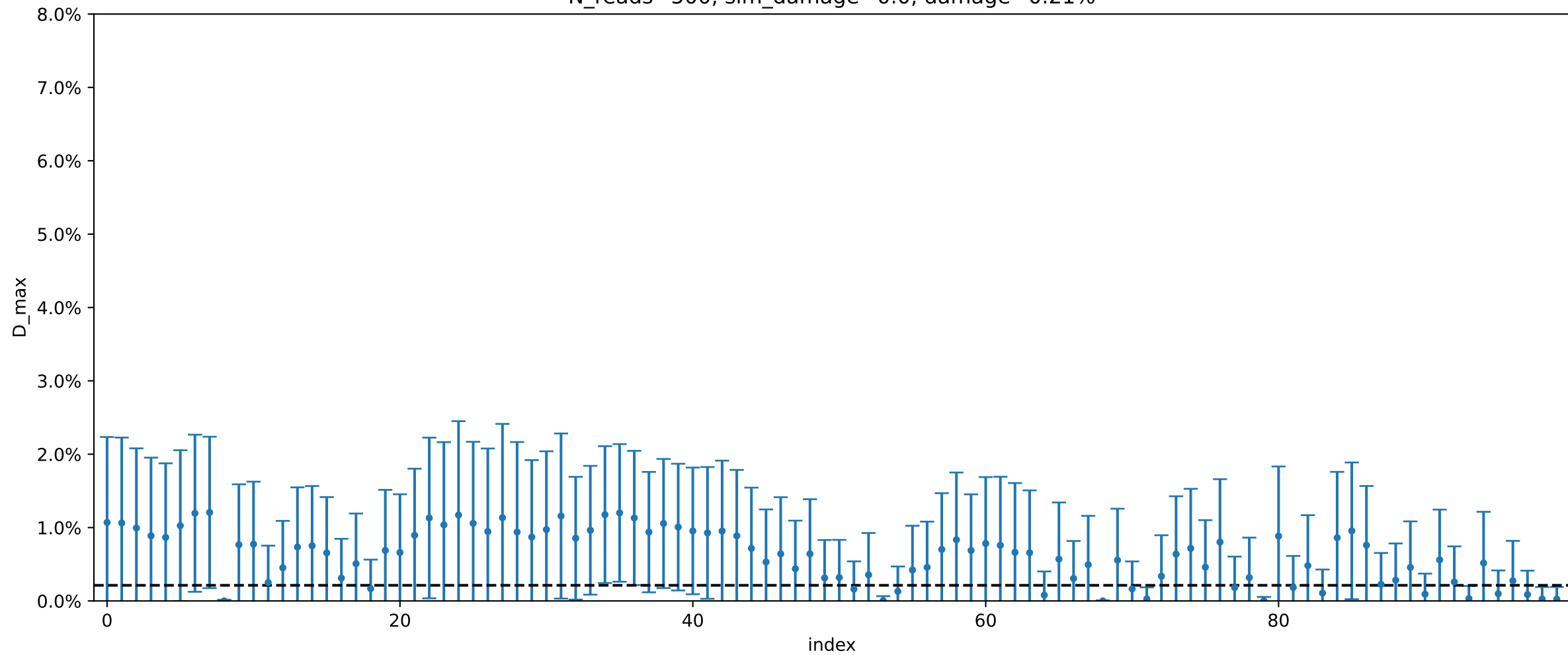
N_reads=300, sim_damage=0.0, damage=0.21%



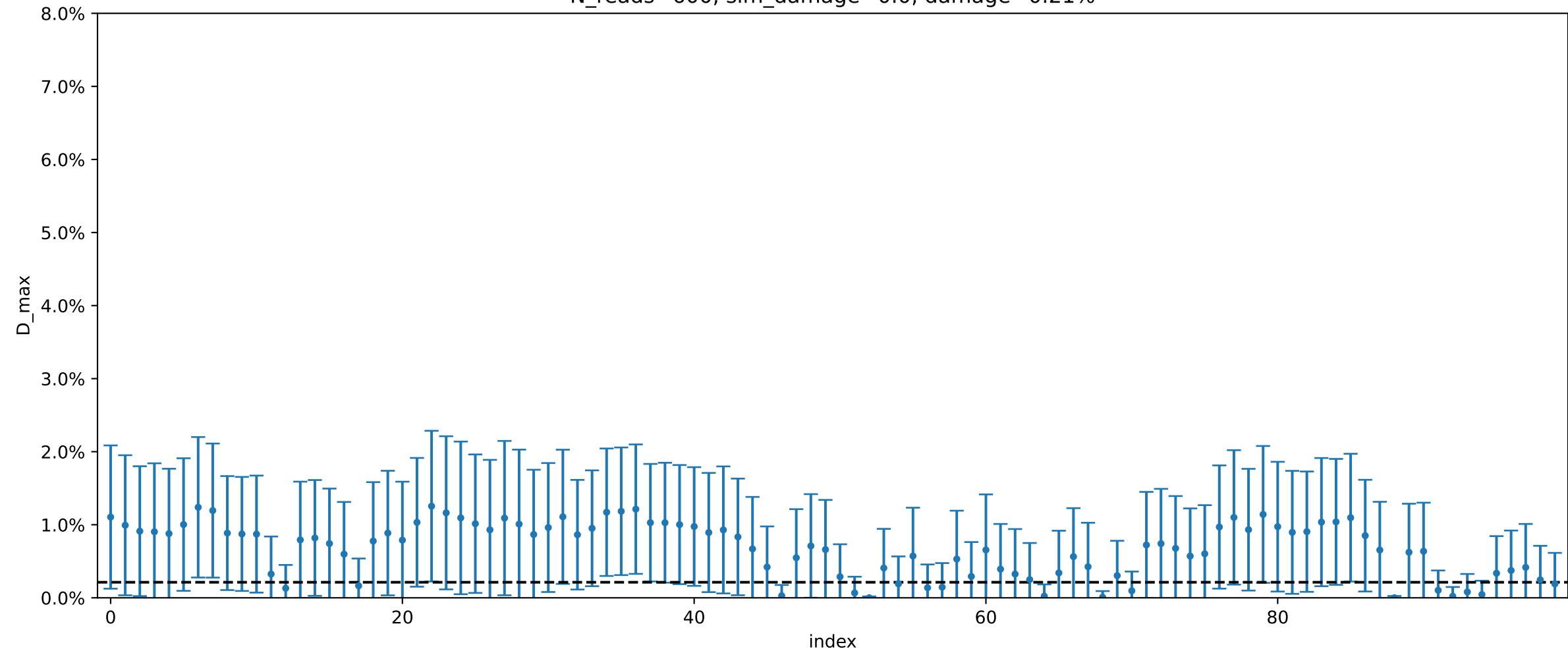
N_reads=400, sim_damage=0.0, damage=0.21%



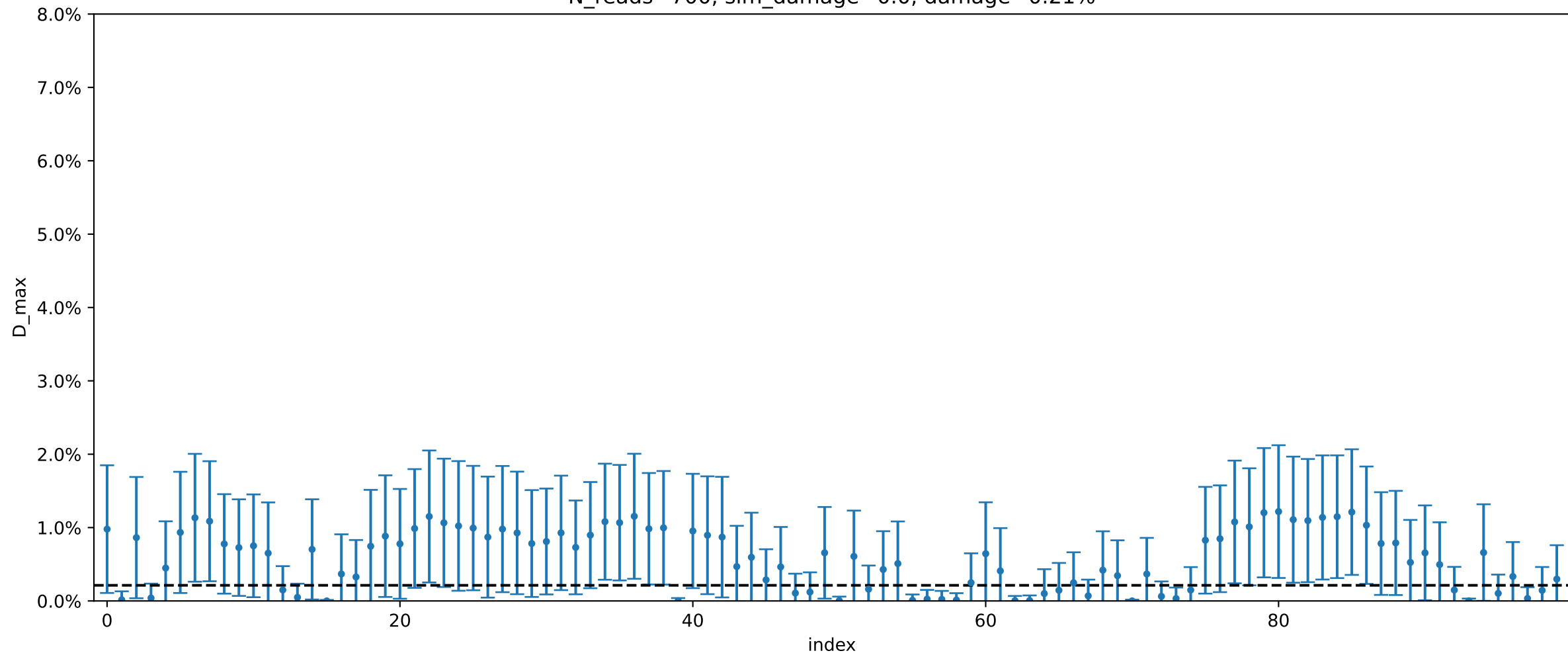
N_reads=500, sim_damage=0.0, damage=0.21%



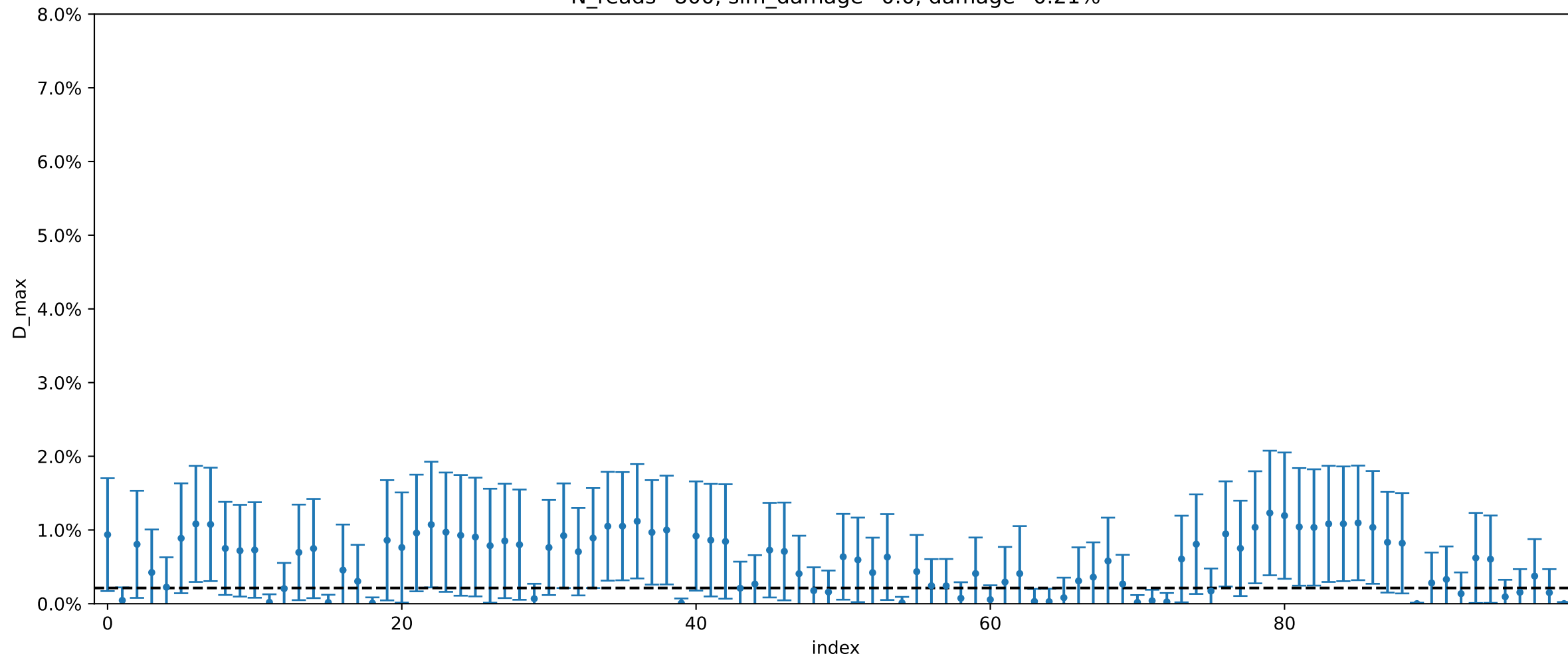
N_reads=600, sim_damage=0.0, damage=0.21%



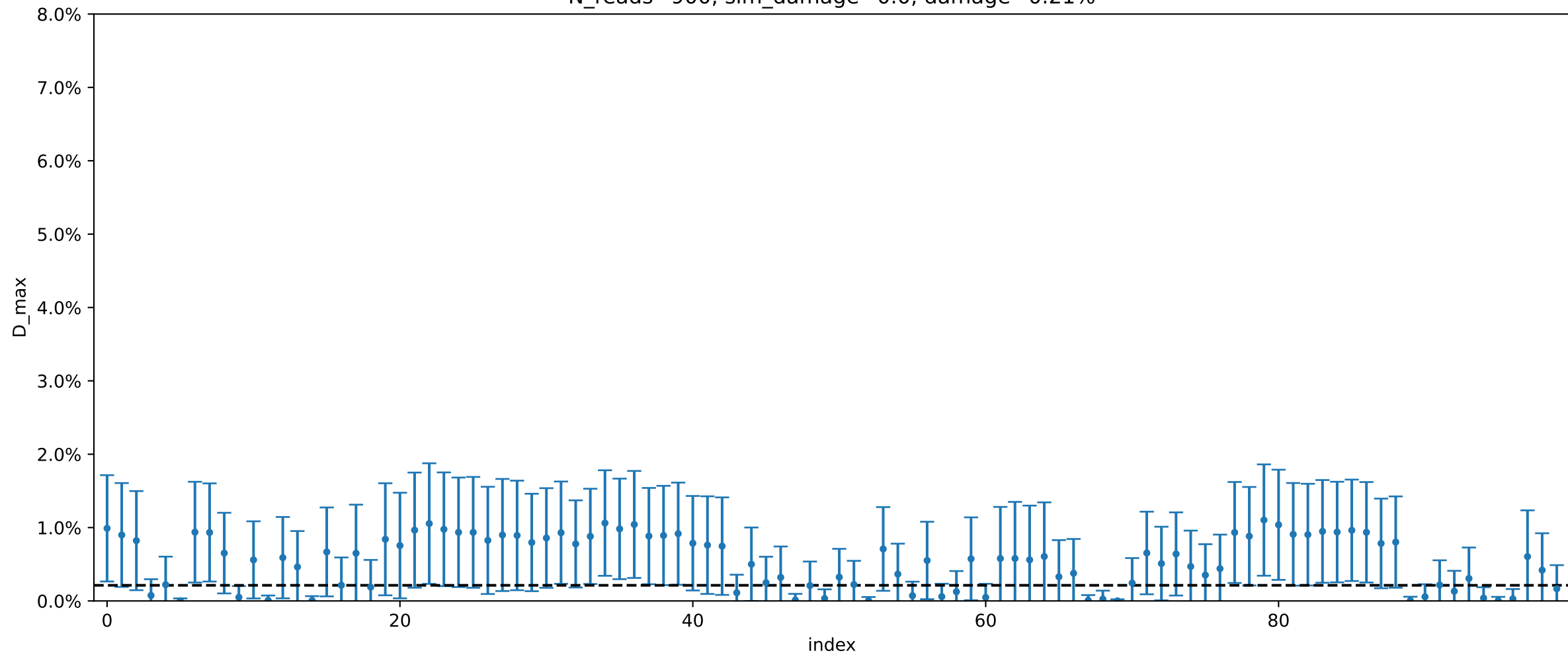
N_reads=700, sim_damage=0.0, damage=0.21%



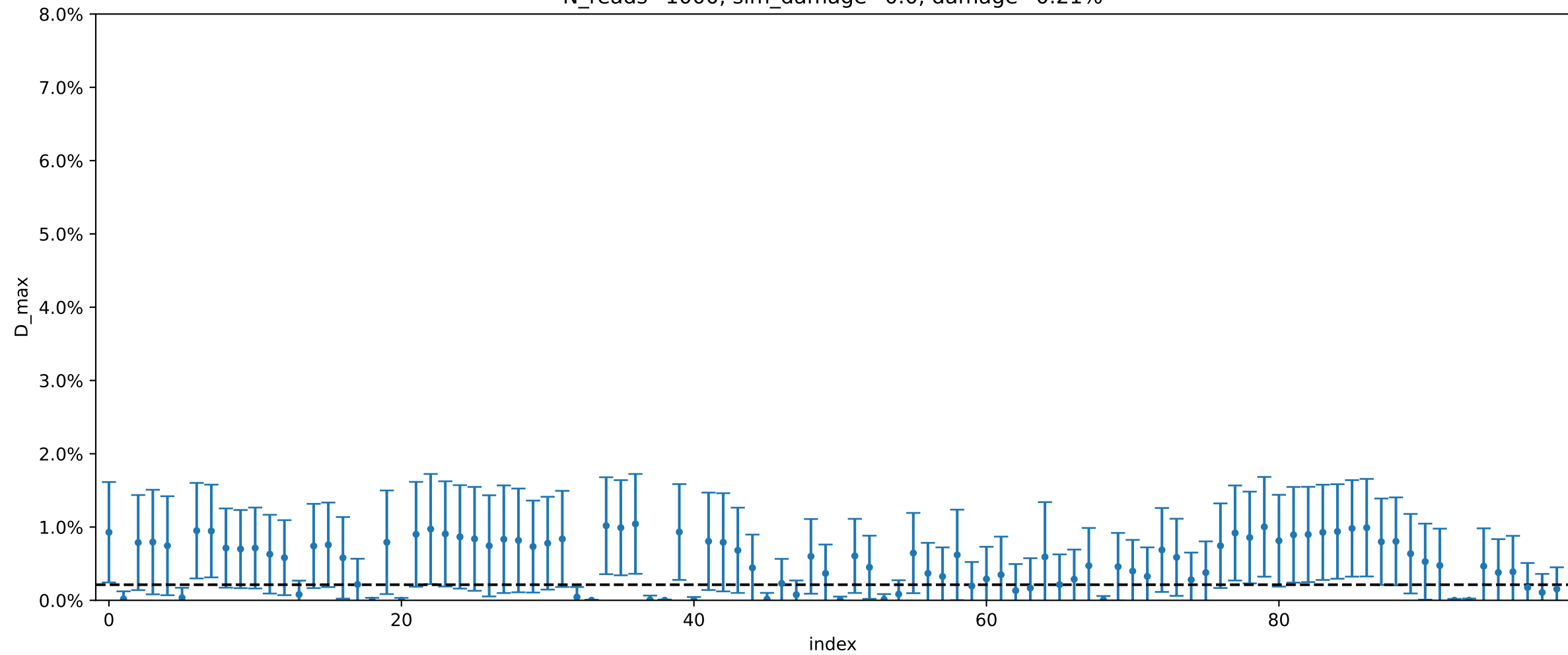
N_reads=800, sim_damage=0.0, damage=0.21%



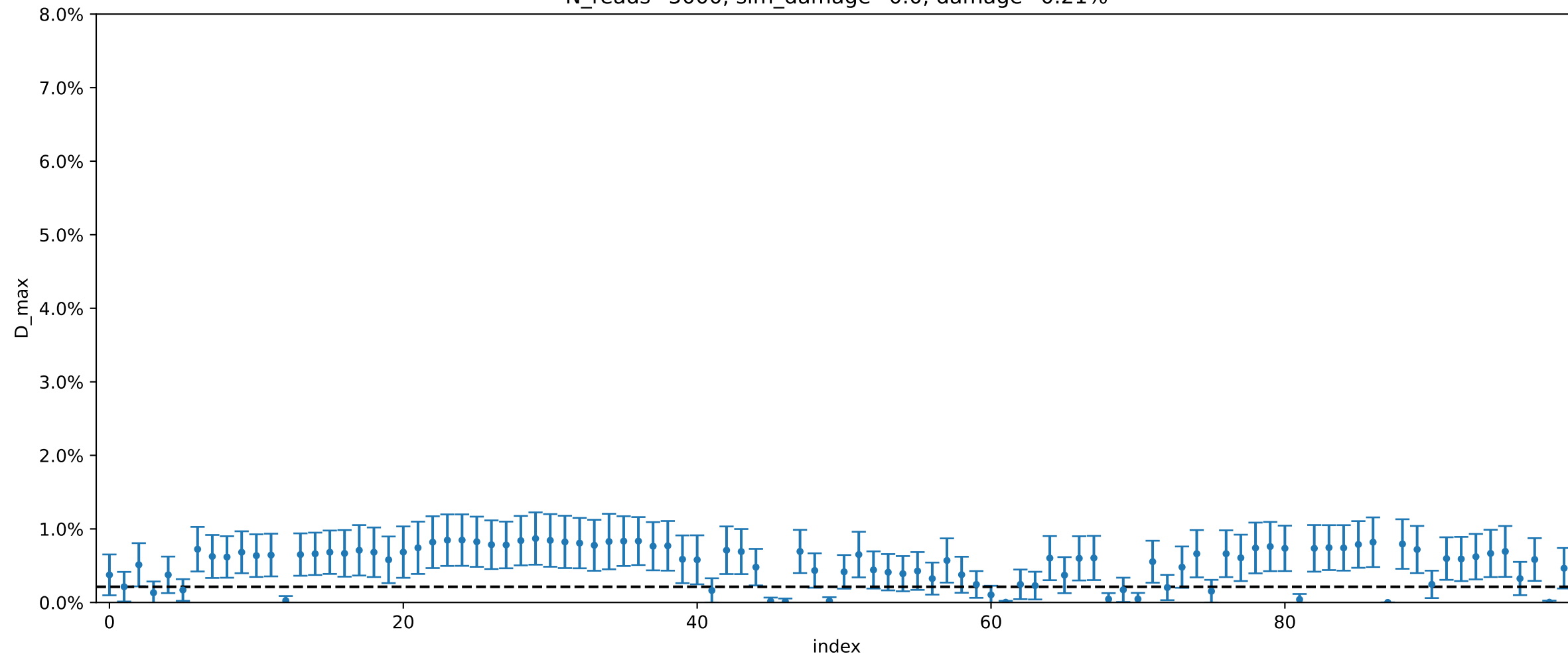
N_reads=900, sim_damage=0.0, damage=0.21%



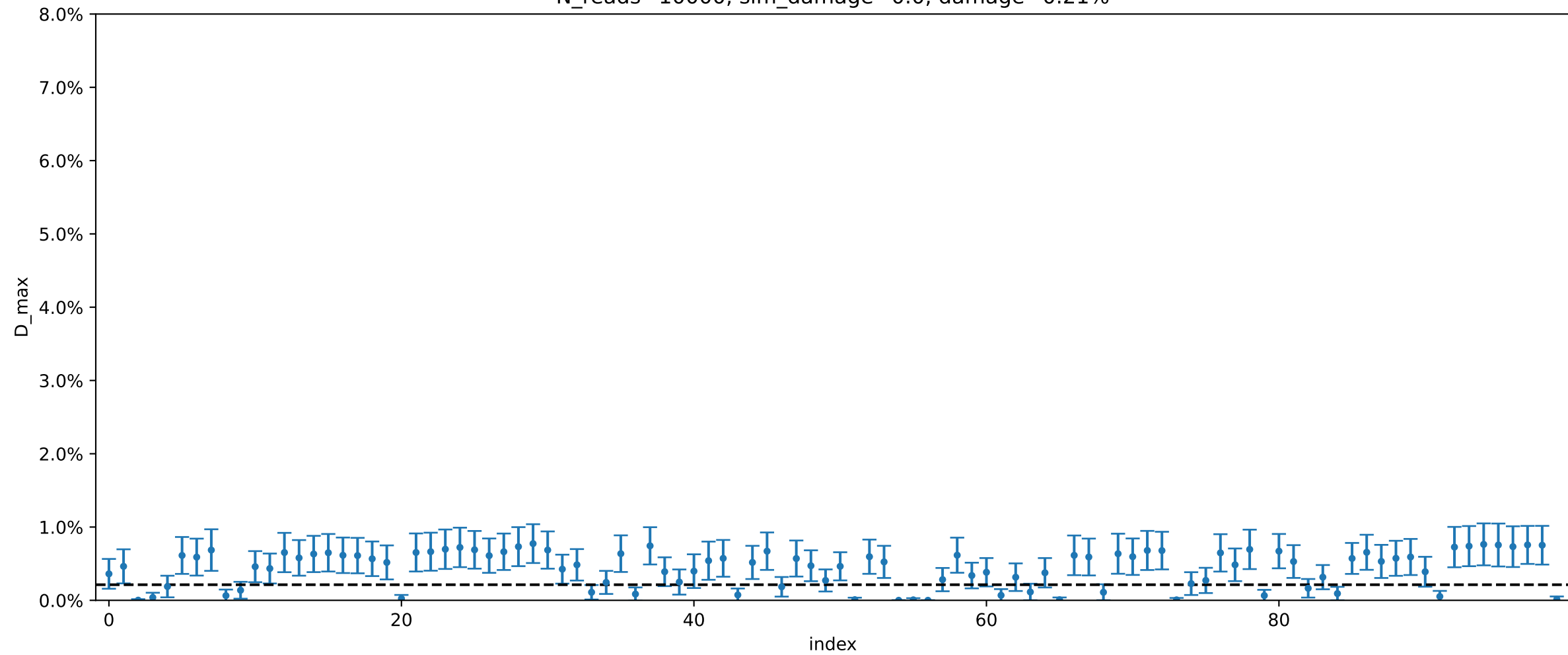
N_reads=1000, sim_damage=0.0, damage=0.21%



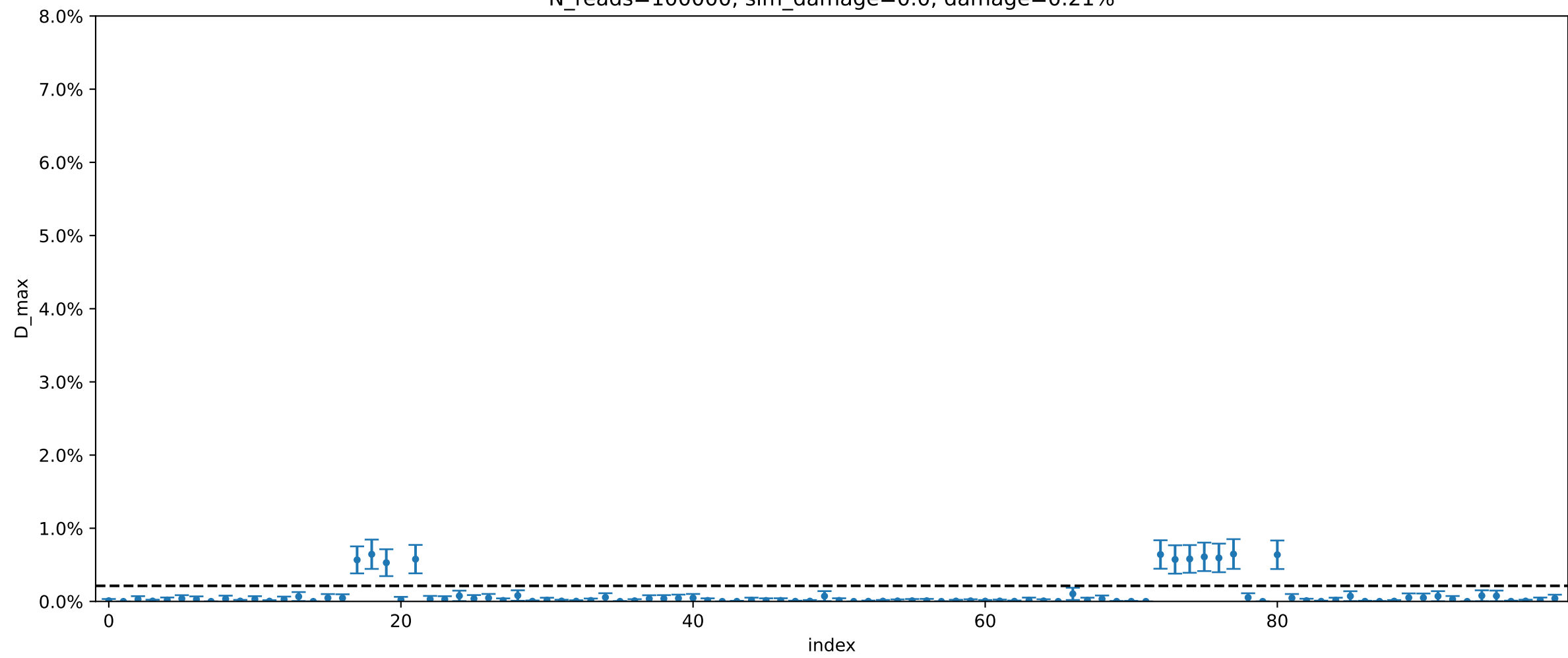
N_reads=5000, sim_damage=0.0, damage=0.21%



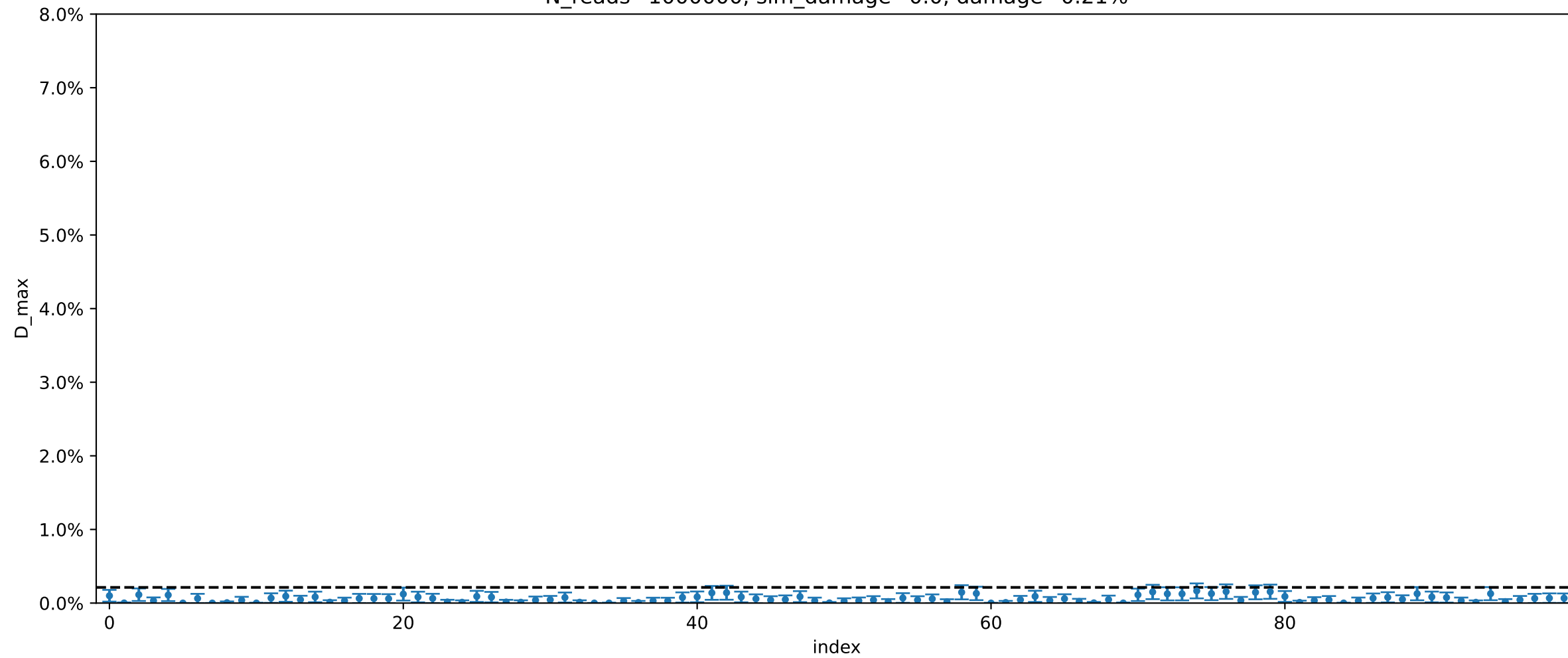
N_reads=10000, sim_damage=0.0, damage=0.21%



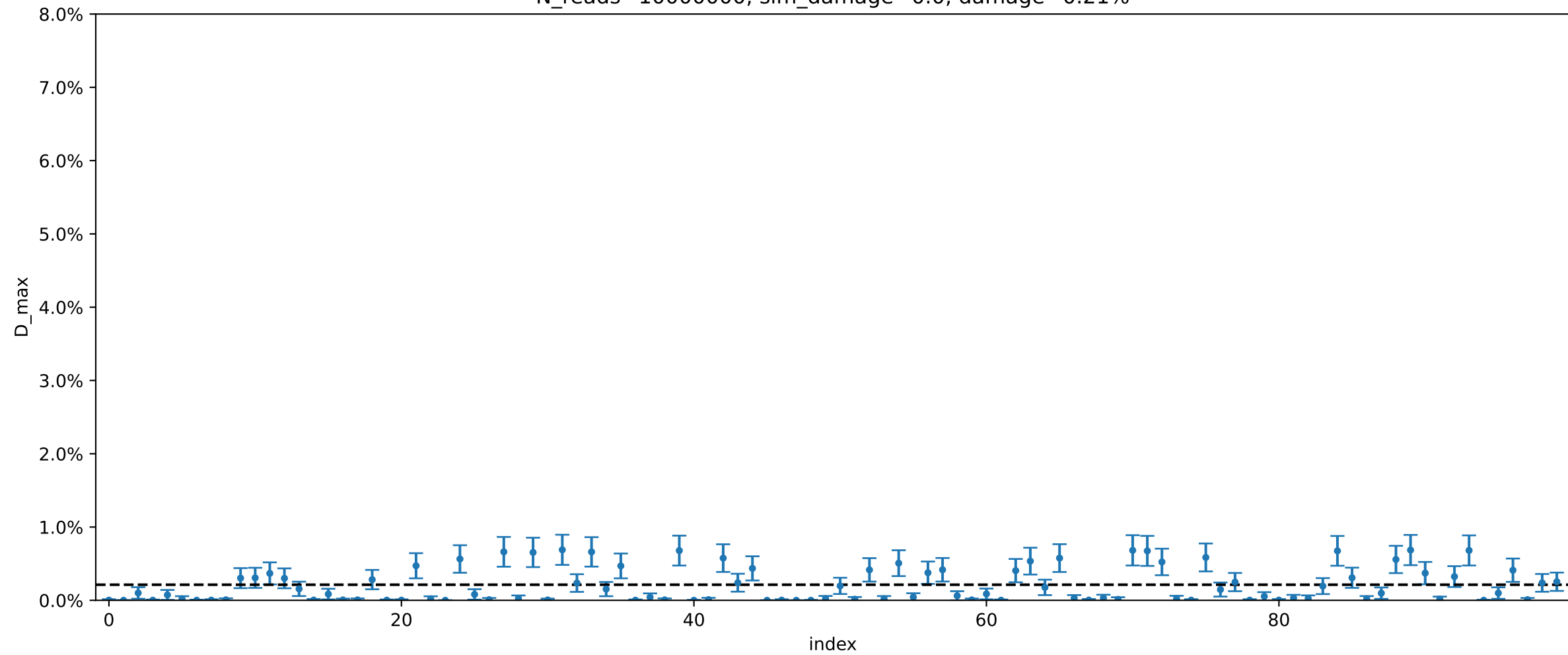
N_reads=100000, sim_damage=0.0, damage=0.21%



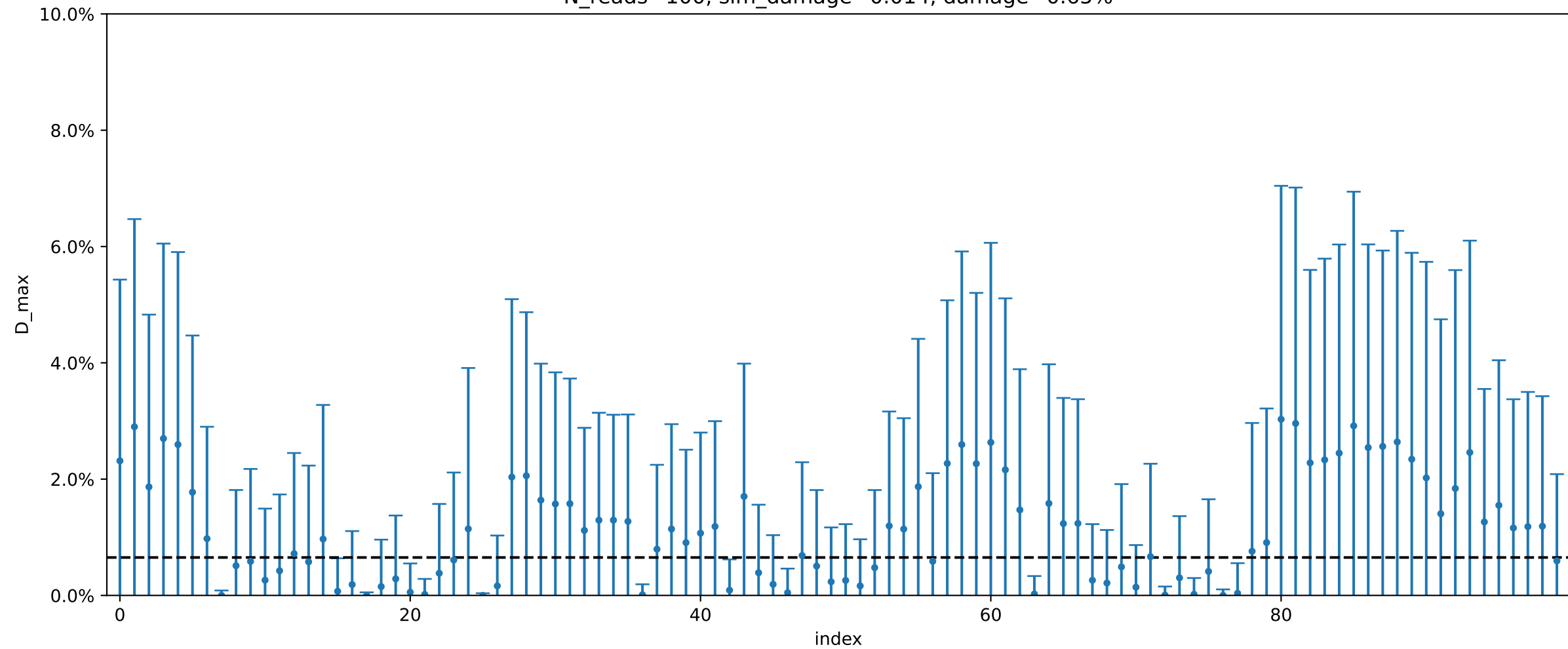
N_reads=1000000, sim_damage=0.0, damage=0.21%



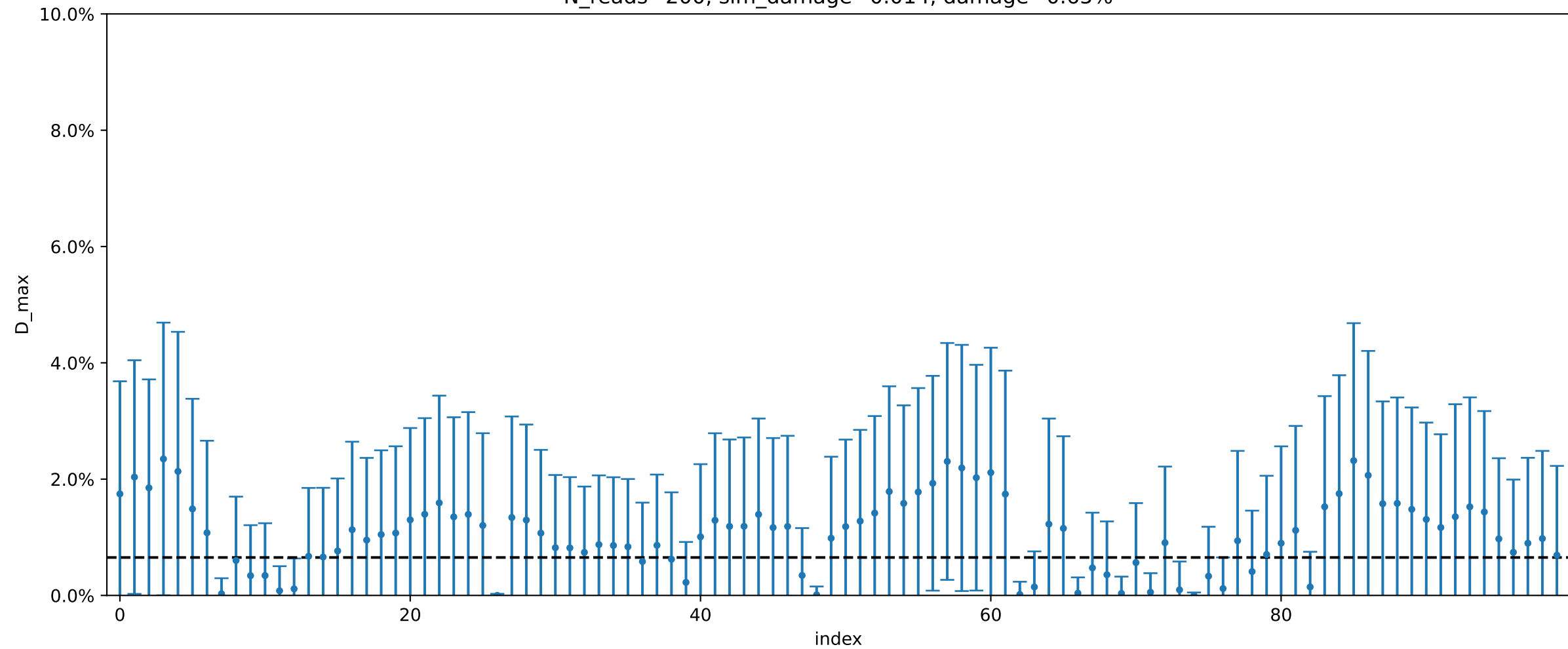
N_reads=10000000, sim_damage=0.0, damage=0.21%



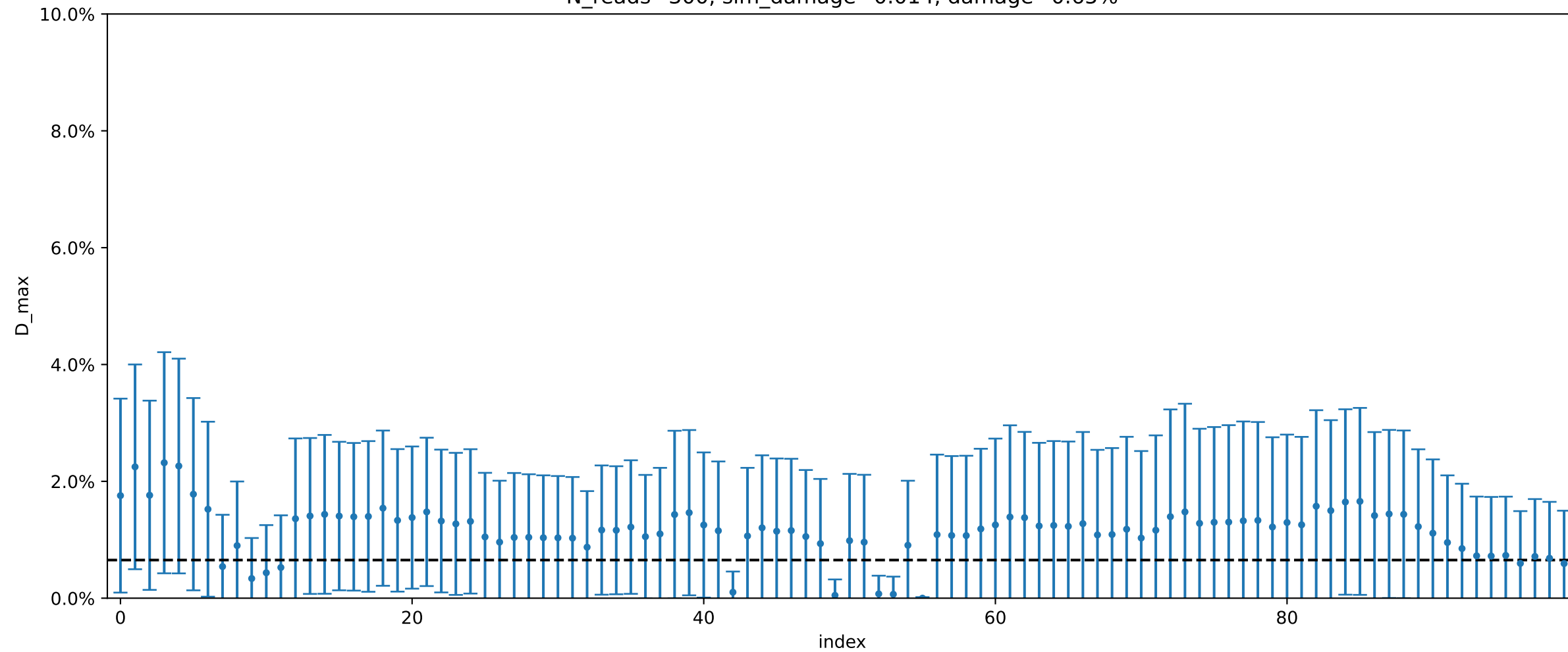
N_reads=100, sim_damage=0.014, damage=0.65%



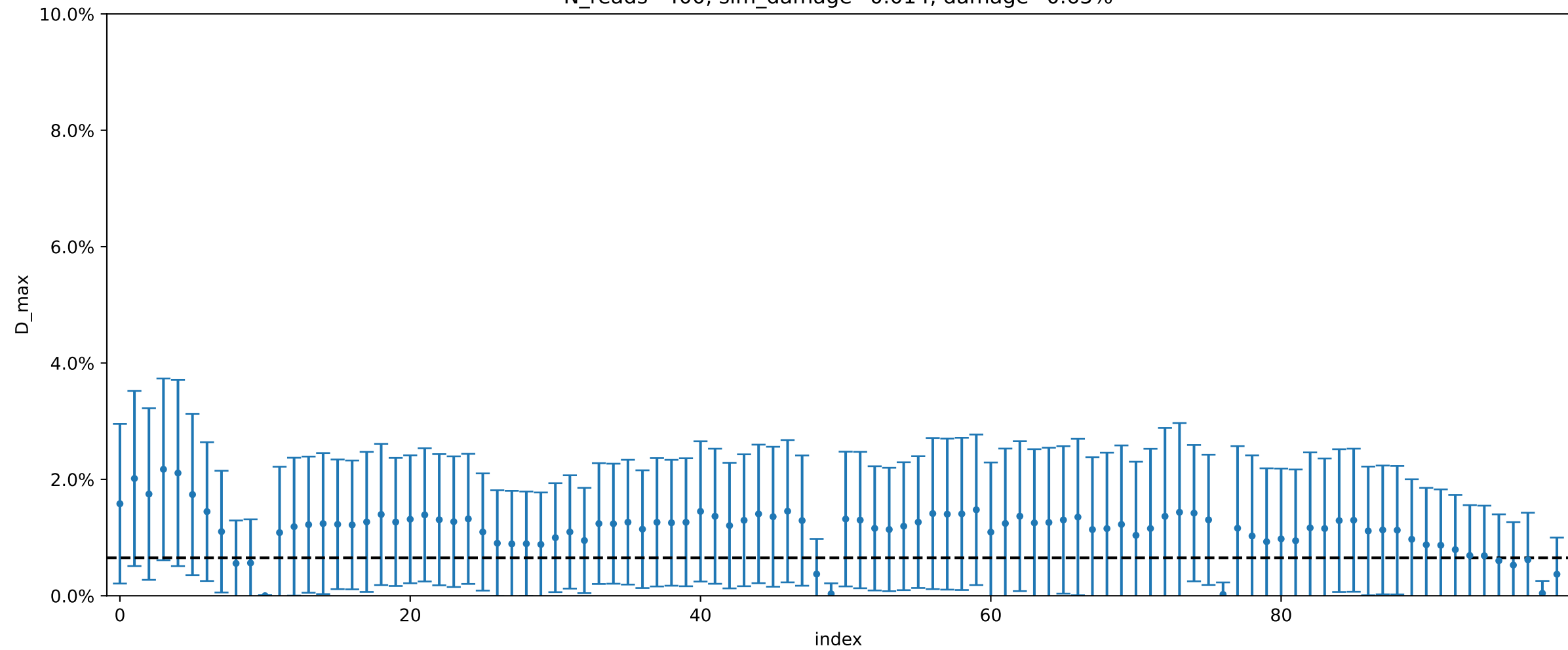
N_reads=200, sim_damage=0.014, damage=0.65%



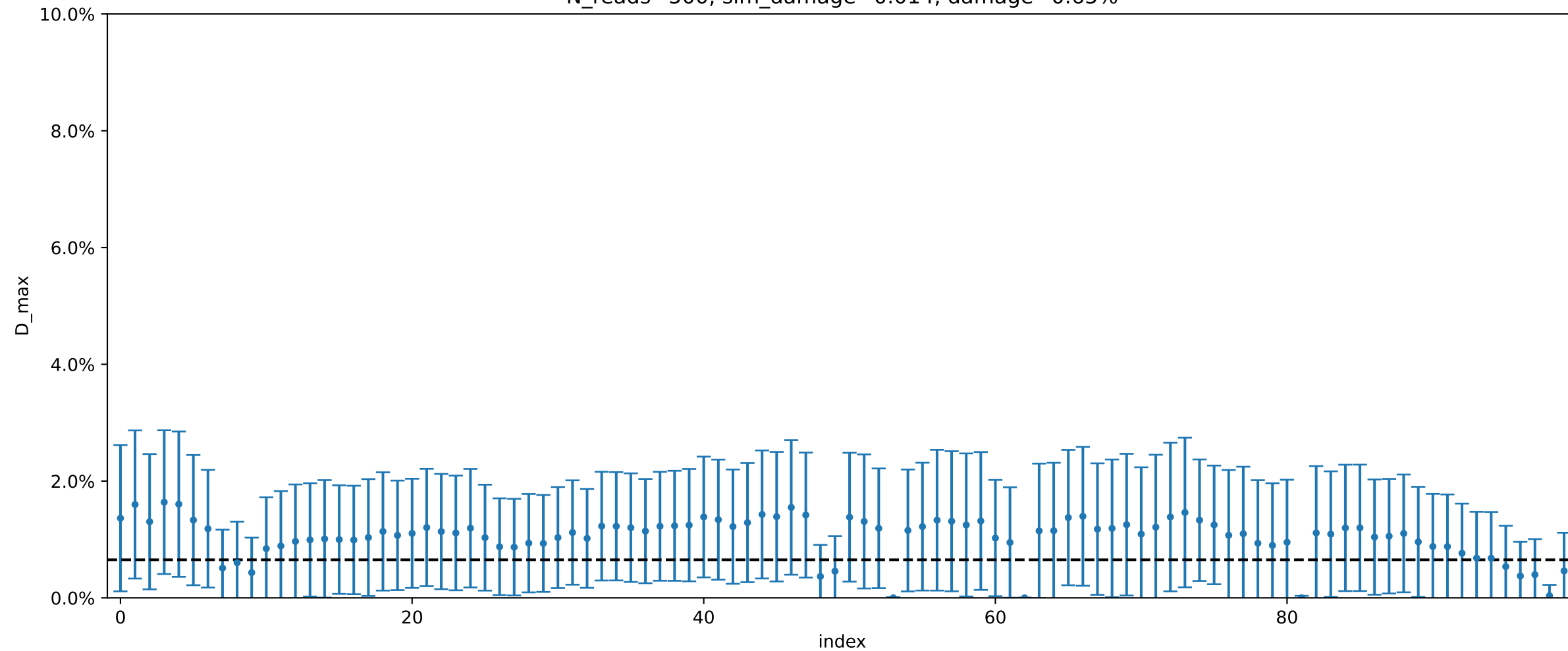
N_reads=300, sim_damage=0.014, damage=0.65%



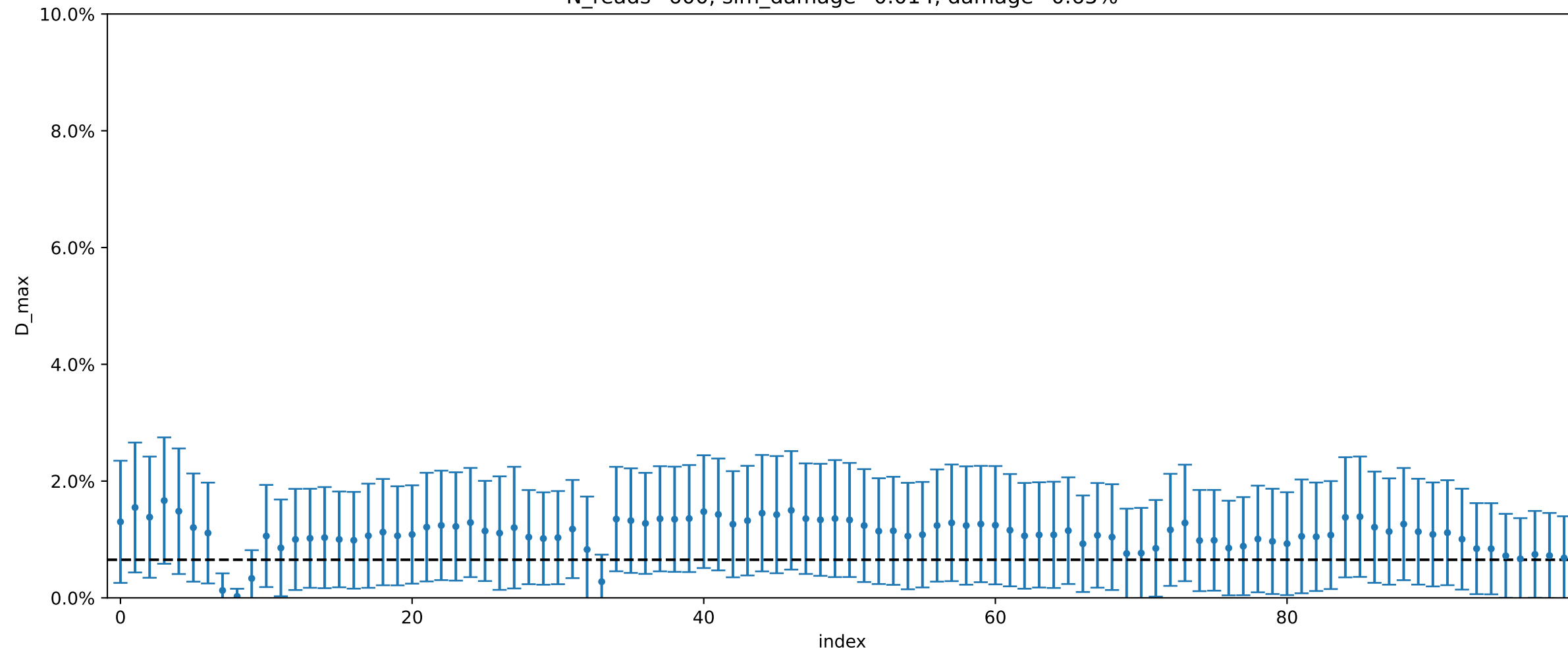
N_reads=400, sim_damage=0.014, damage=0.65%



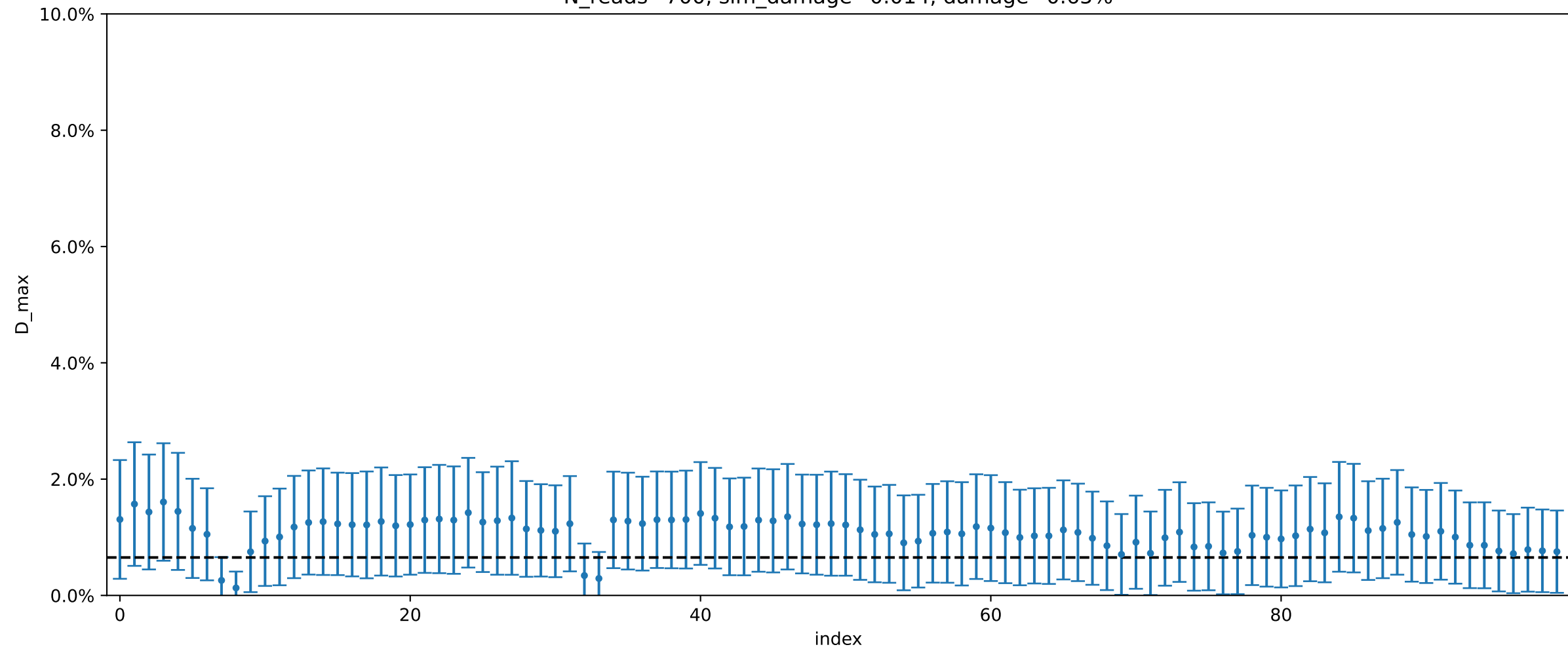
N_reads=500, sim_damage=0.014, damage=0.65%



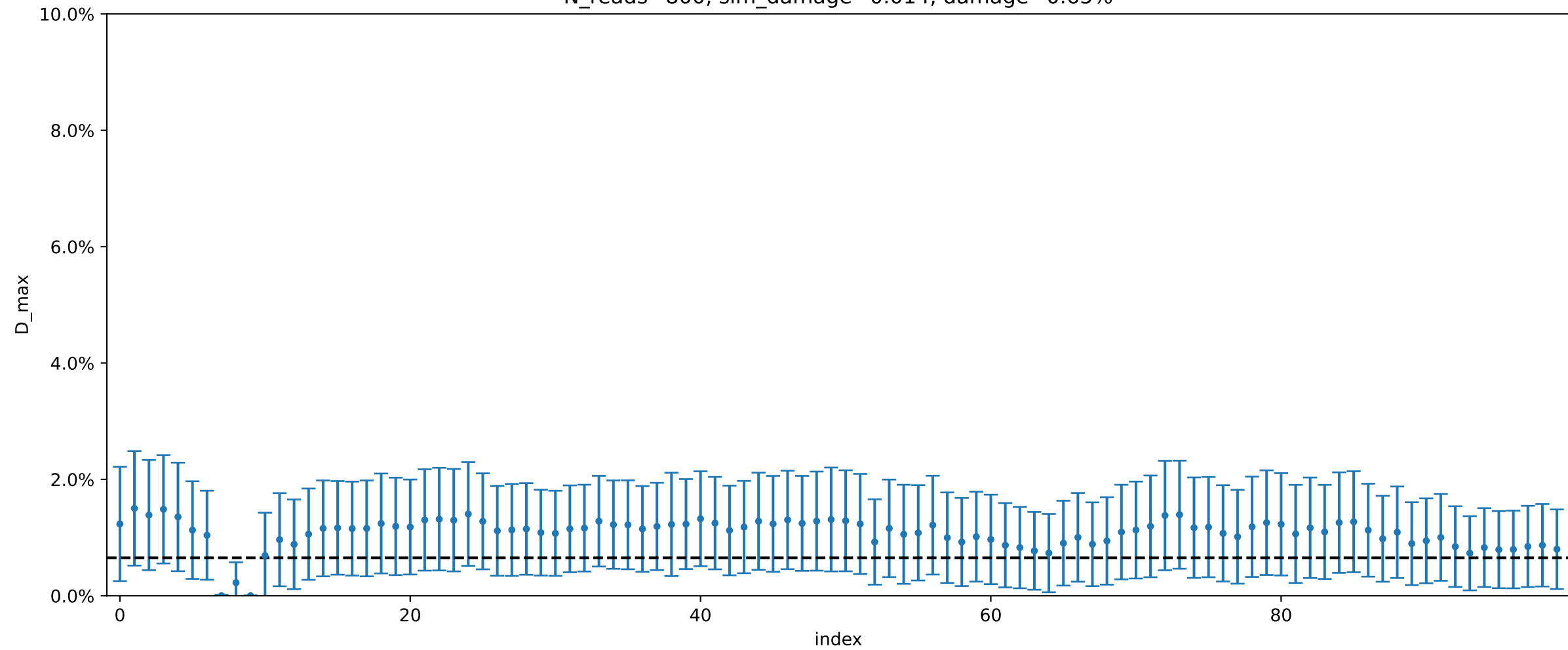
N_reads=600, sim_damage=0.014, damage=0.65%



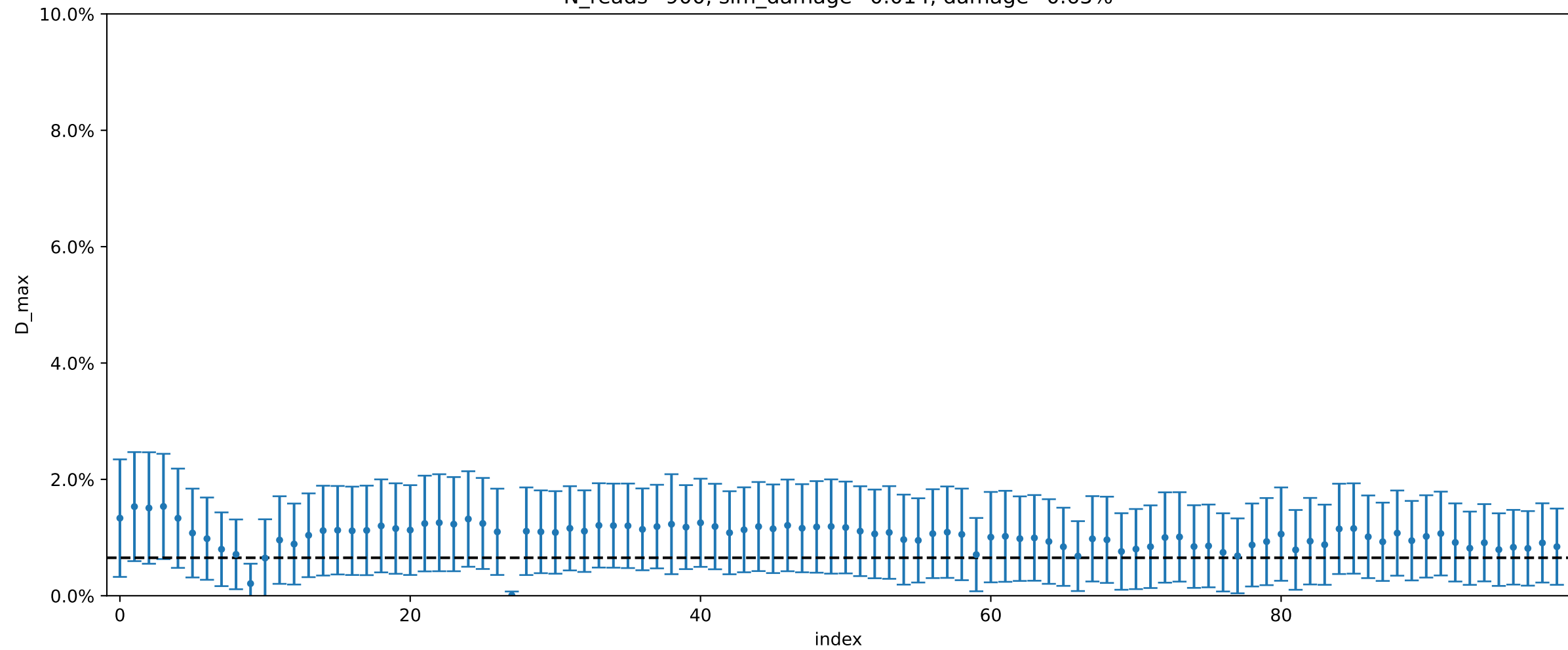
N_reads=700, sim_damage=0.014, damage=0.65%



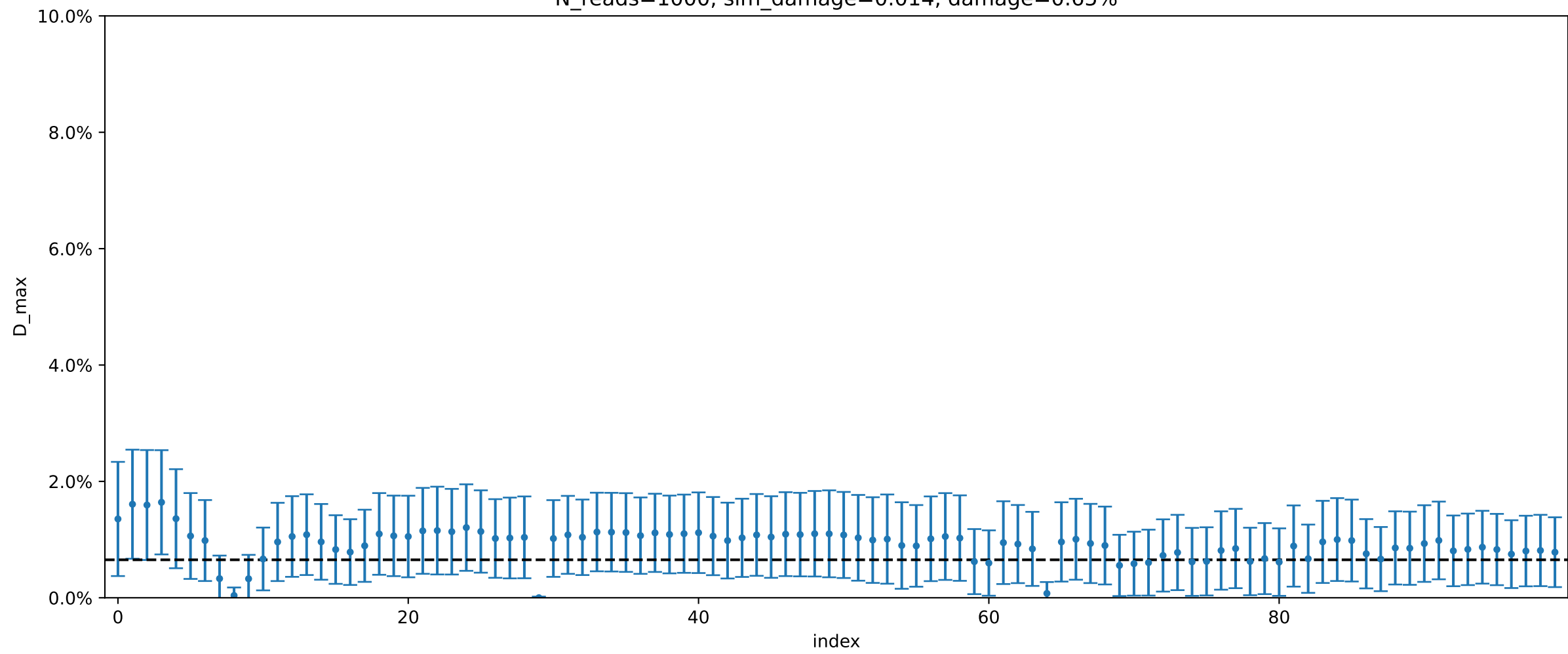
N_reads=800, sim_damage=0.014, damage=0.65%



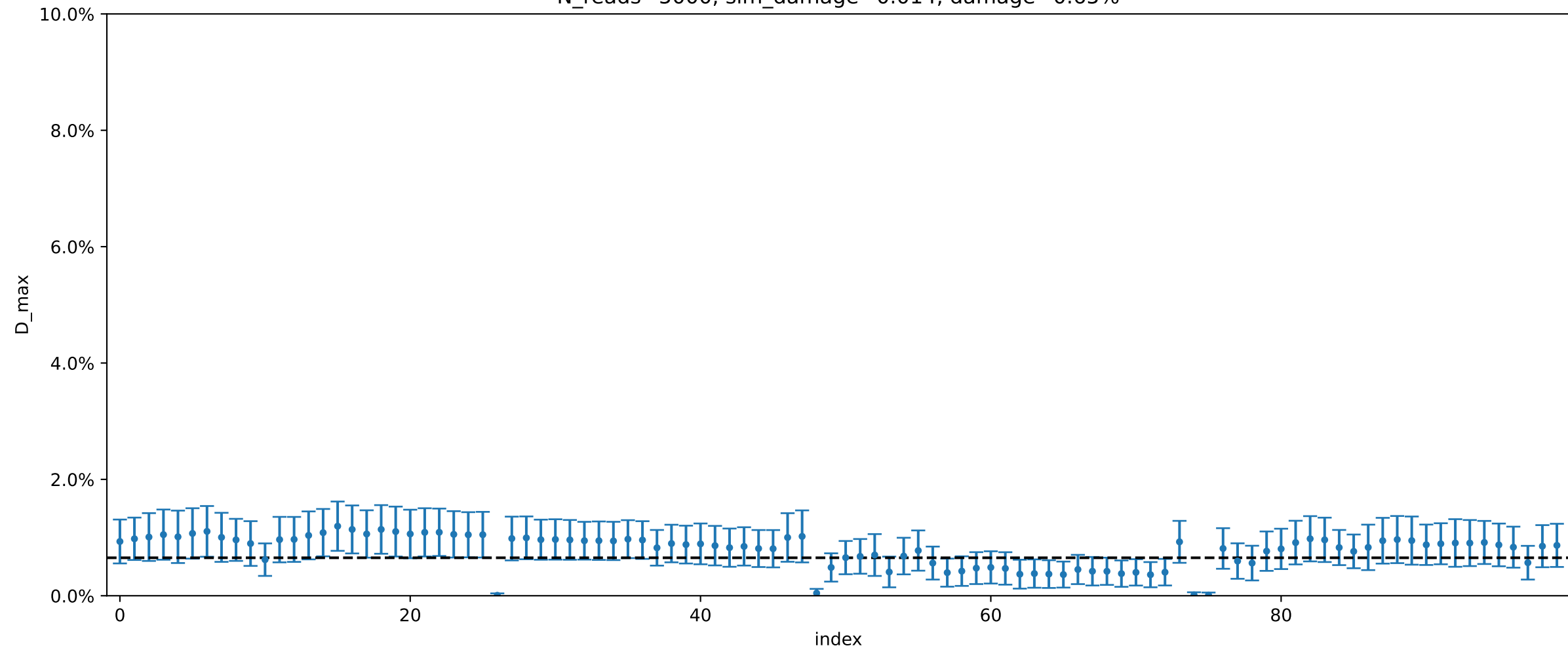
N_reads=900, sim_damage=0.014, damage=0.65%



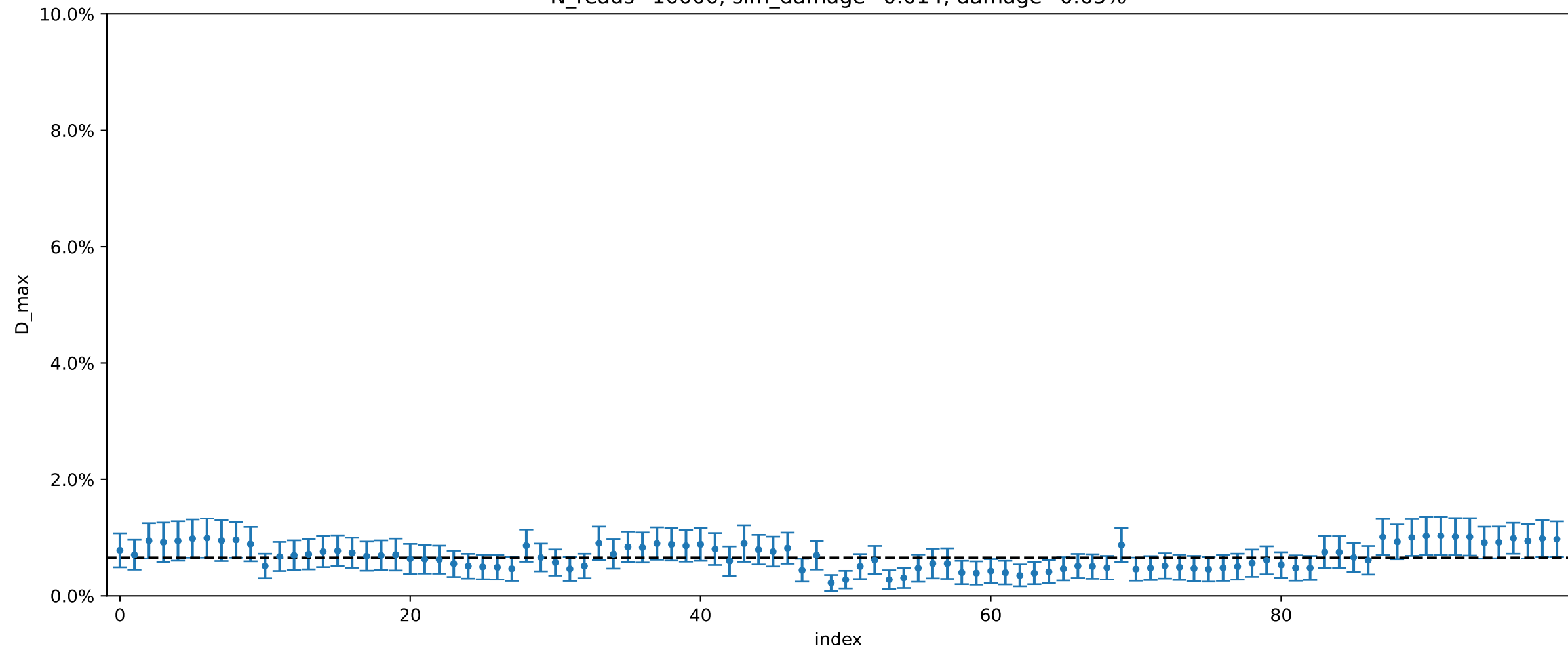
N_reads=1000, sim_damage=0.014, damage=0.65%



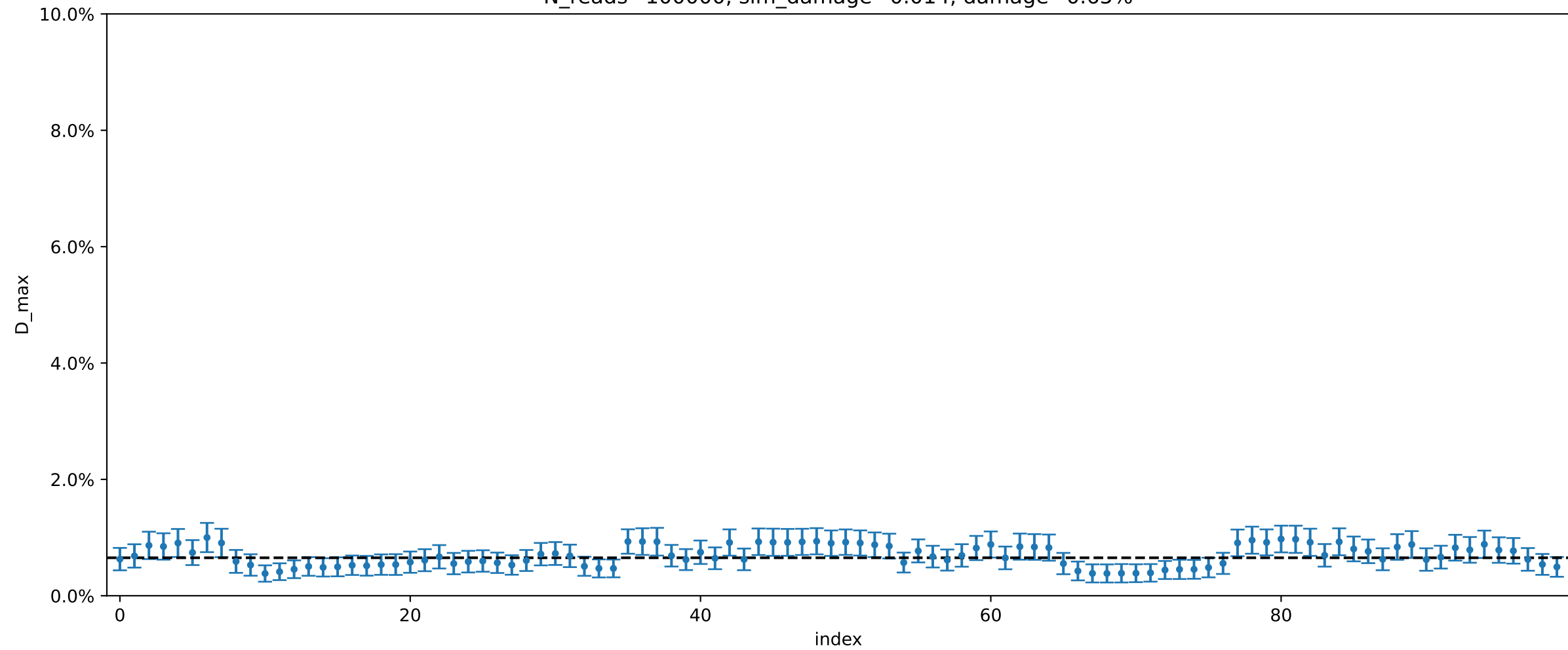
N_reads=5000, sim_damage=0.014, damage=0.65%



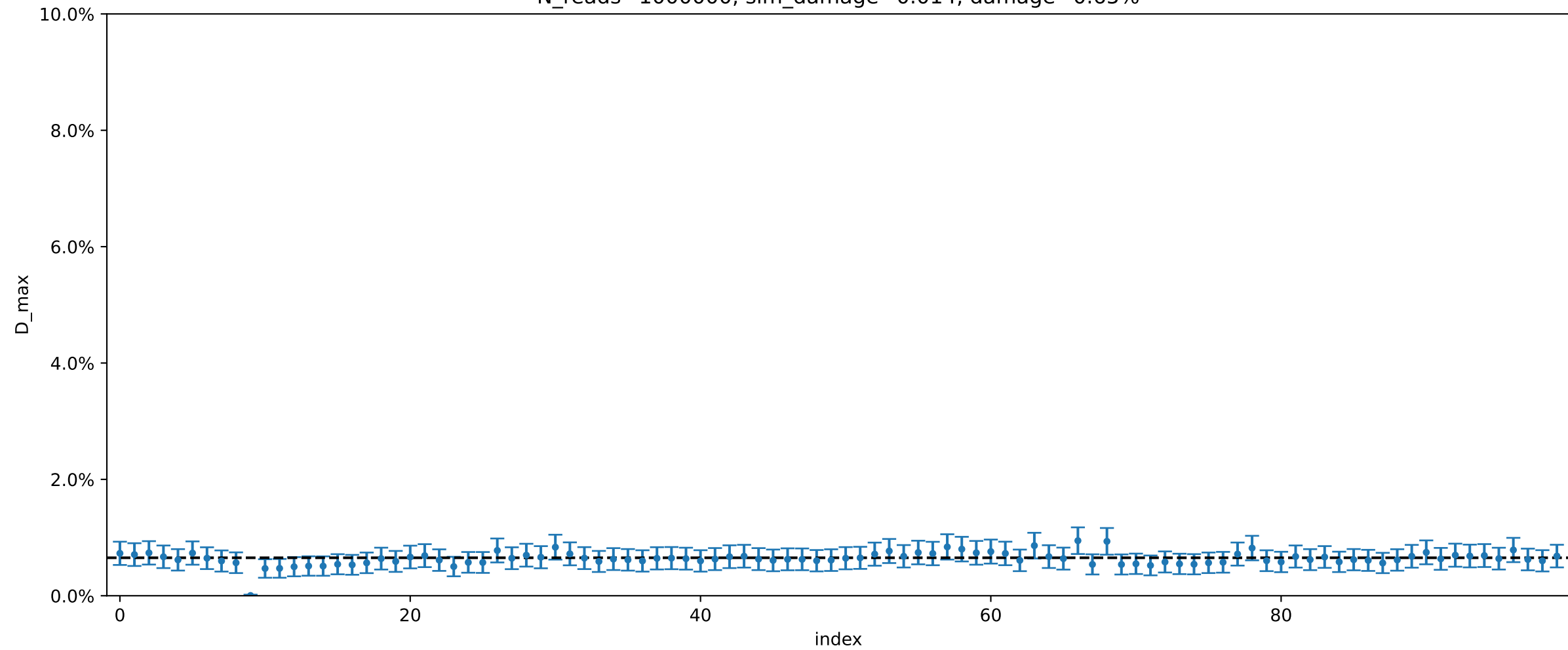
N_reads=10000, sim_damage=0.014, damage=0.65%



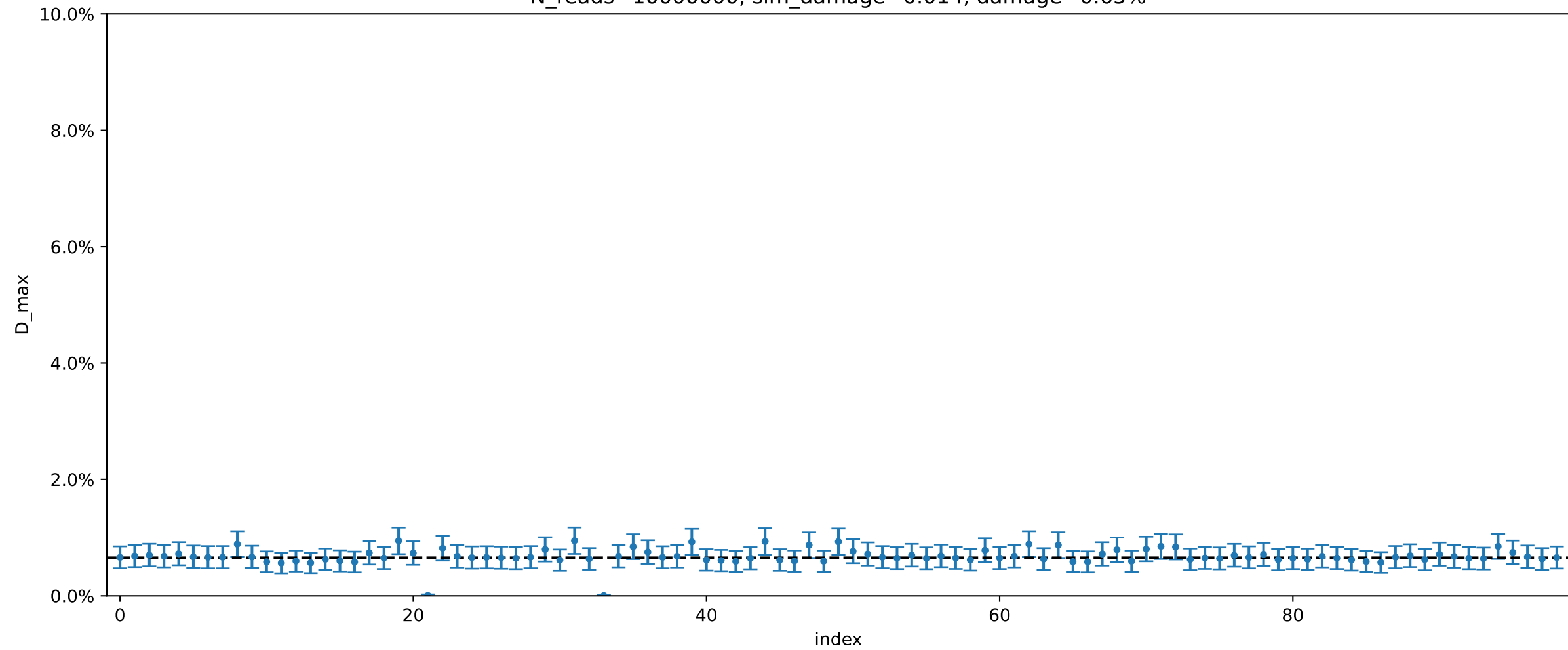
N_reads=100000, sim_damage=0.014, damage=0.65%



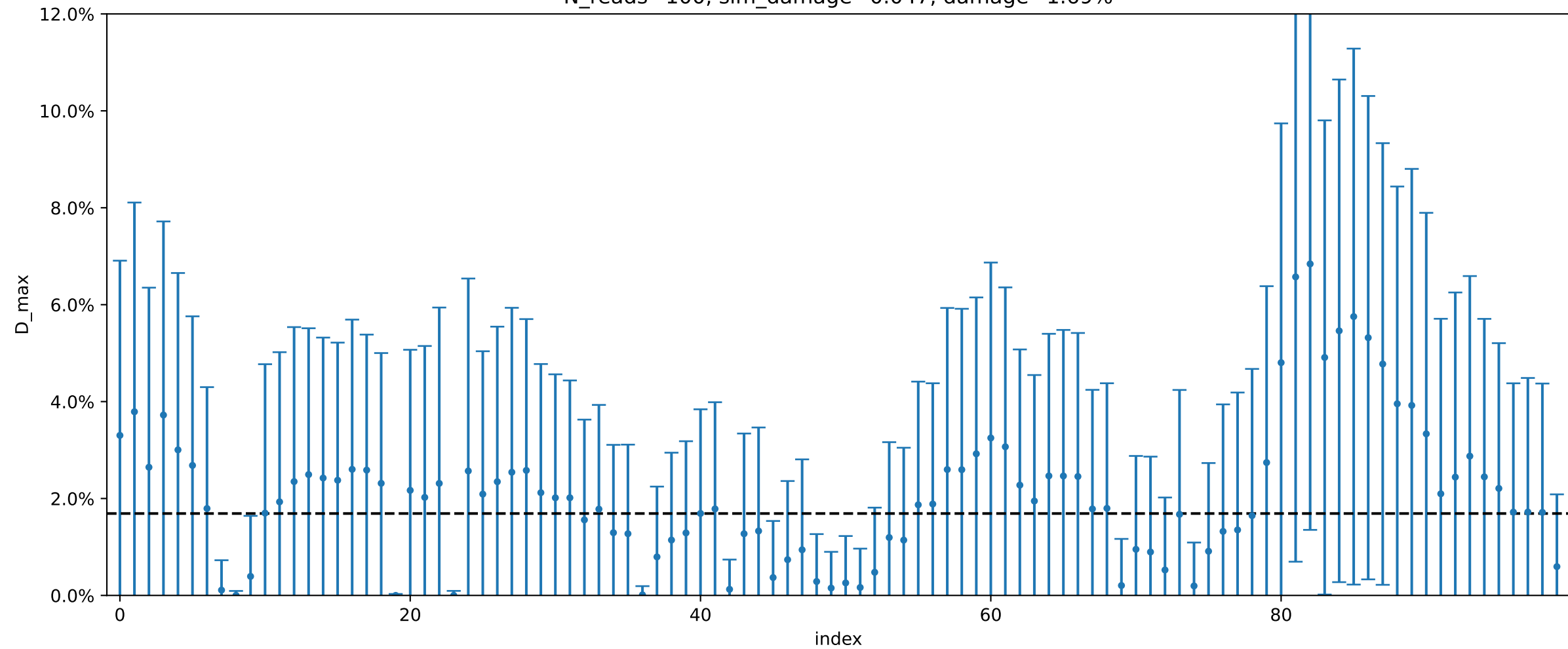
N_reads=1000000, sim_damage=0.014, damage=0.65%



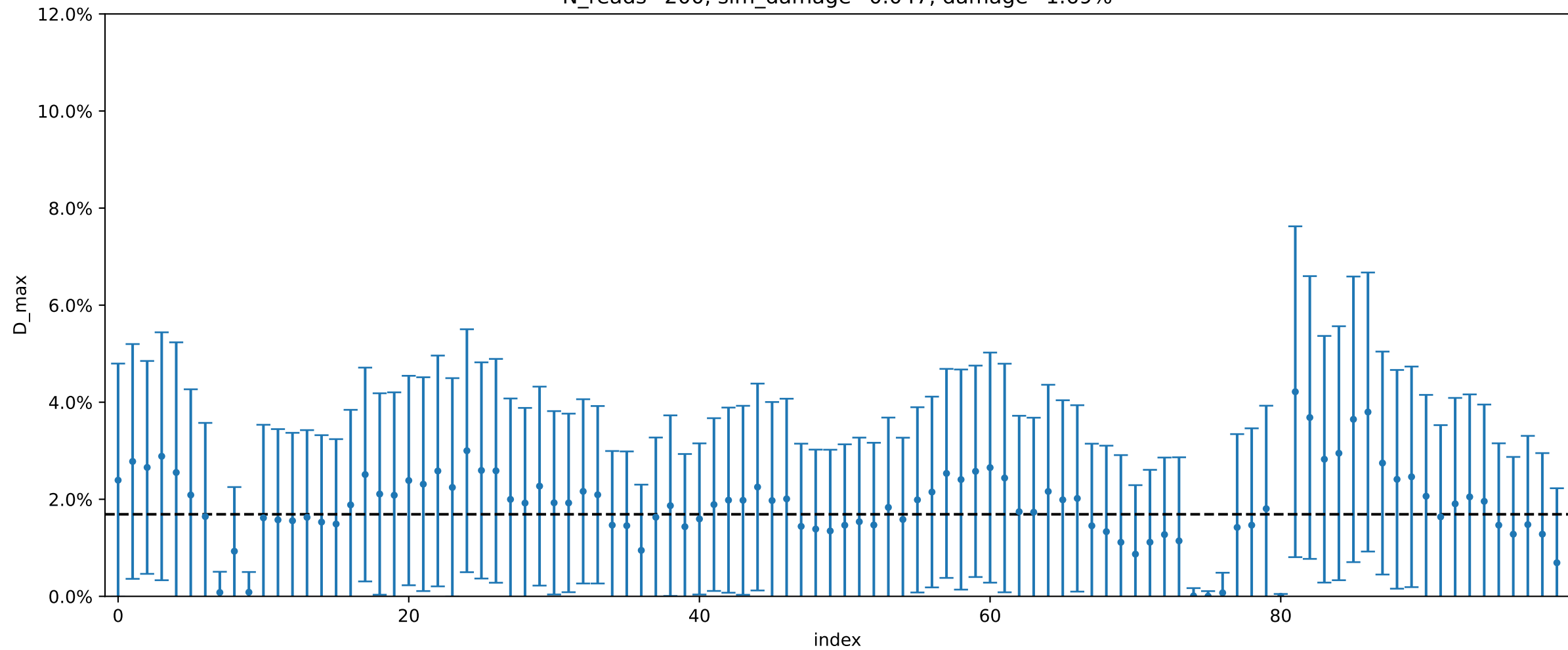
N_reads=10000000, sim_damage=0.014, damage=0.65%



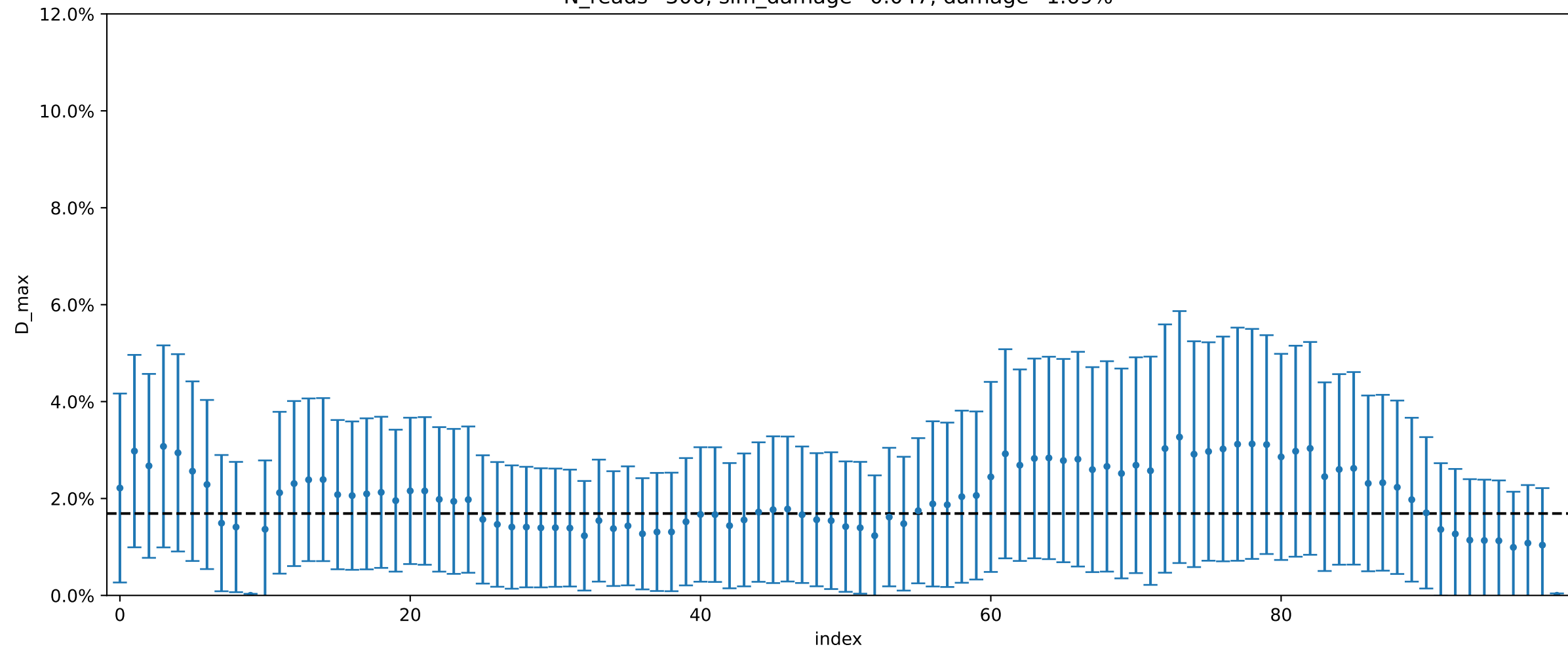
N_reads=100, sim_damage=0.047, damage=1.69%



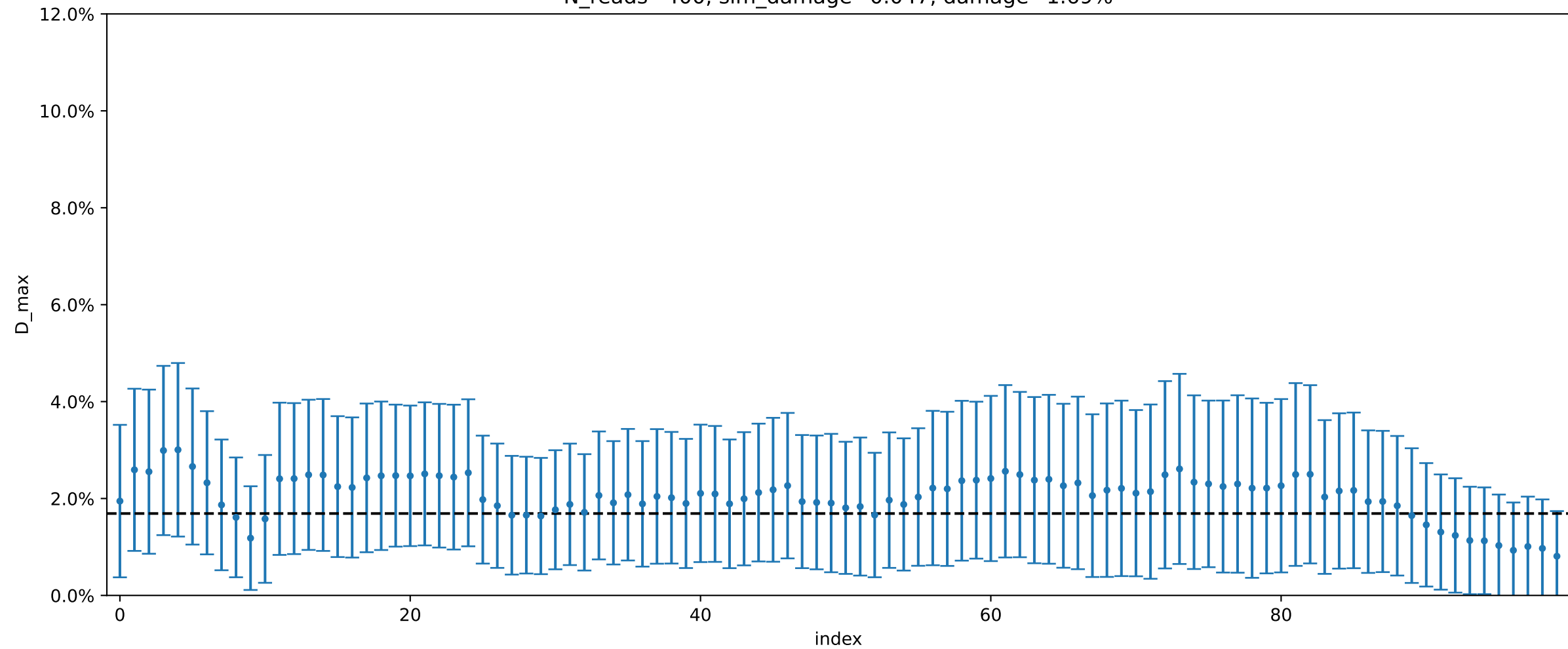
N_reads=200, sim_damage=0.047, damage=1.69%



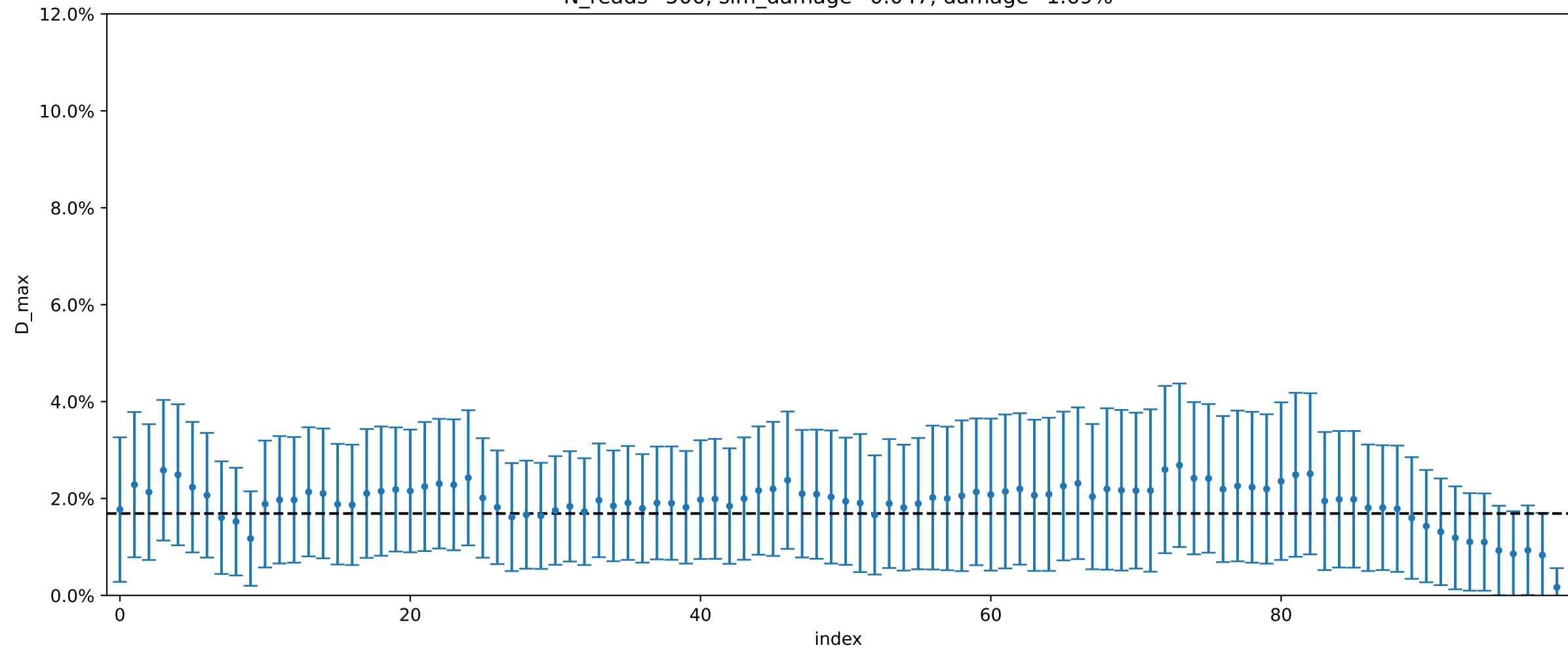
N_reads=300, sim_damage=0.047, damage=1.69%



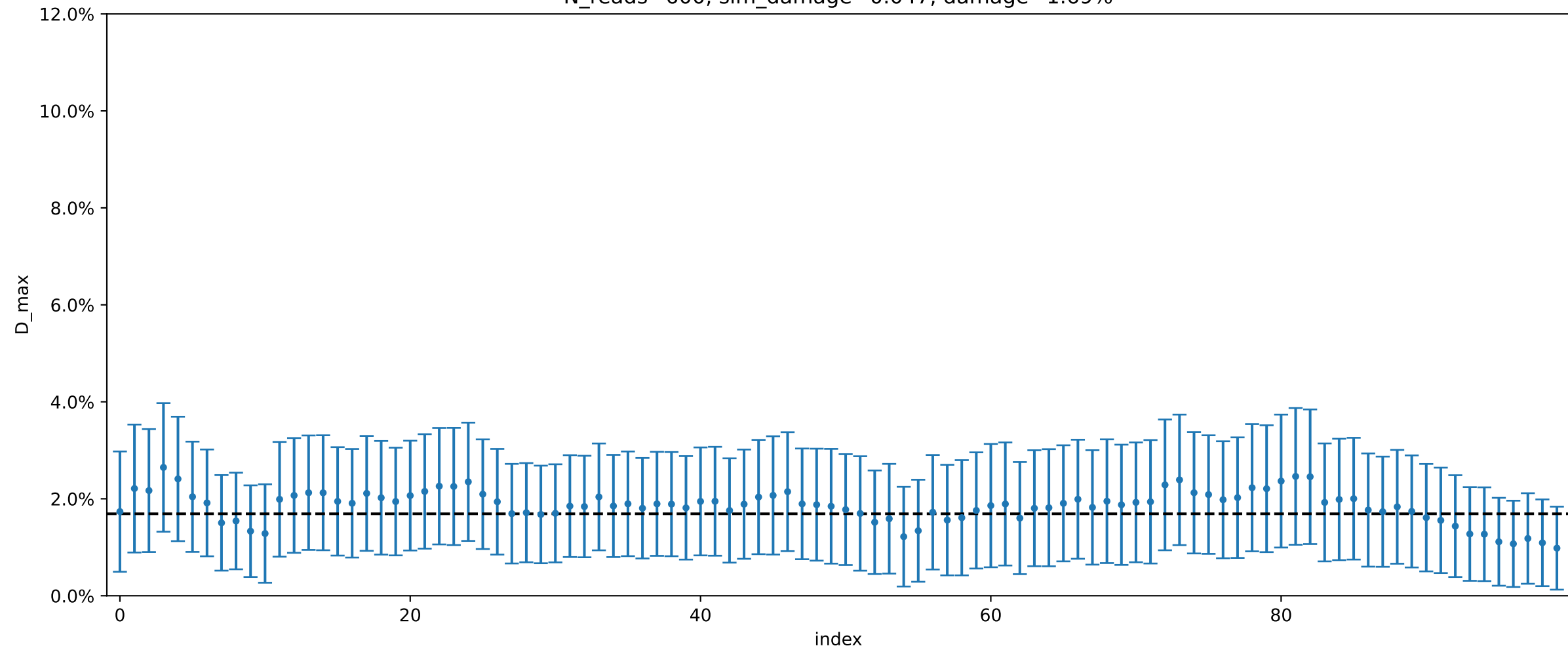
N_reads=400, sim_damage=0.047, damage=1.69%



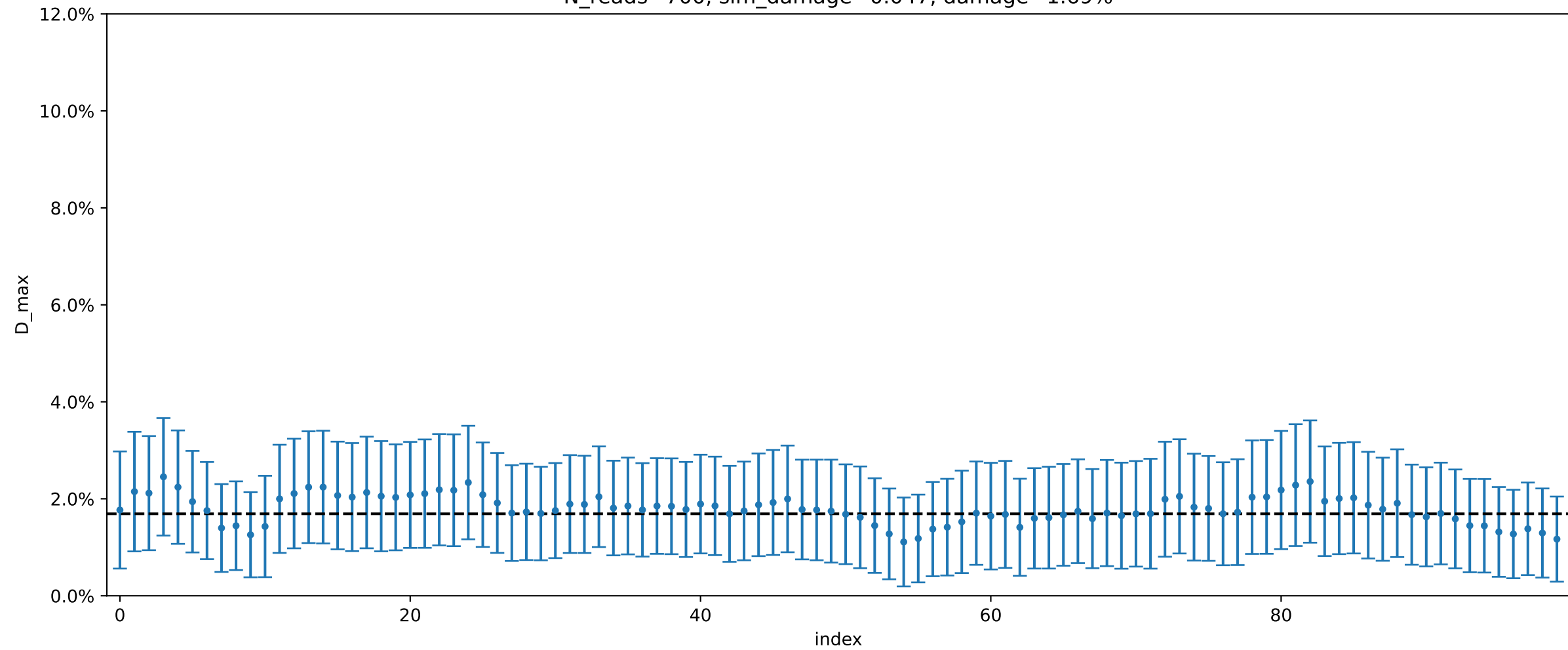
N_reads=500, sim_damage=0.047, damage=1.69%



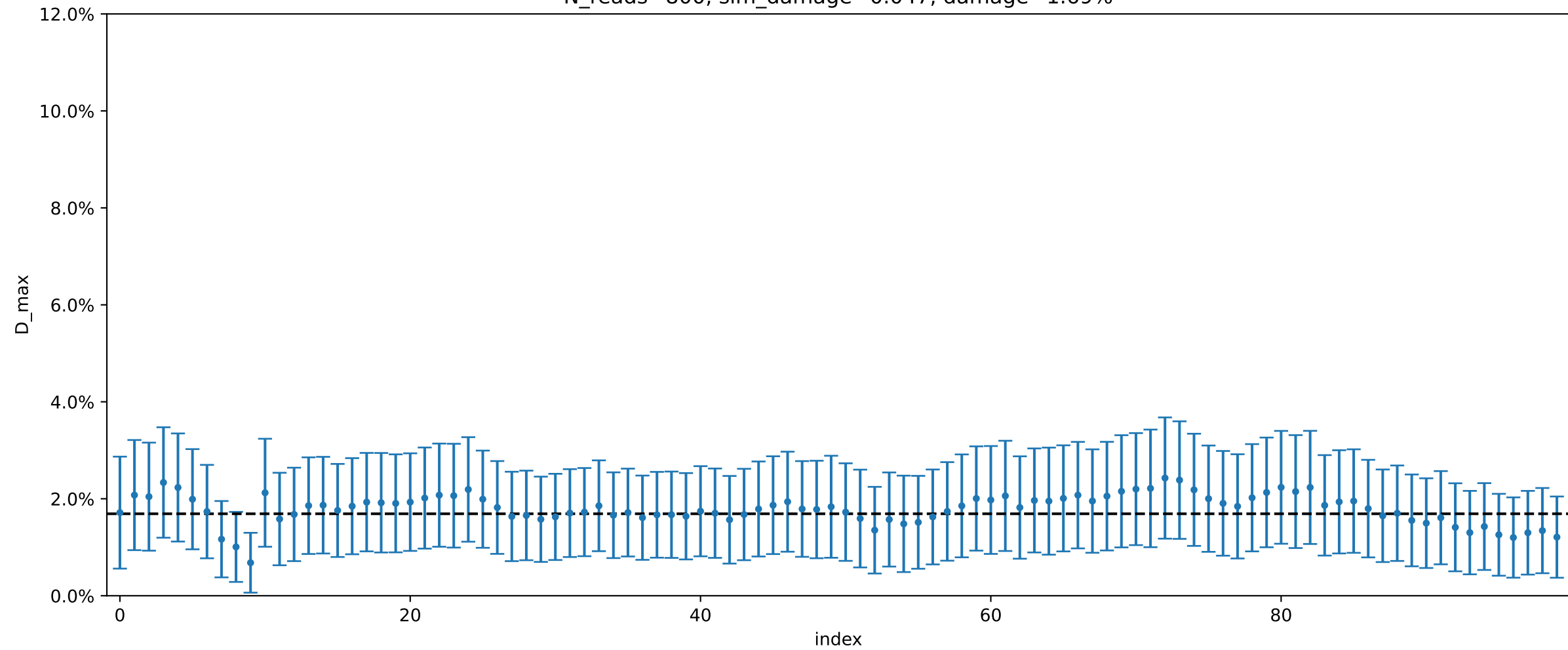
N_reads=600, sim_damage=0.047, damage=1.69%



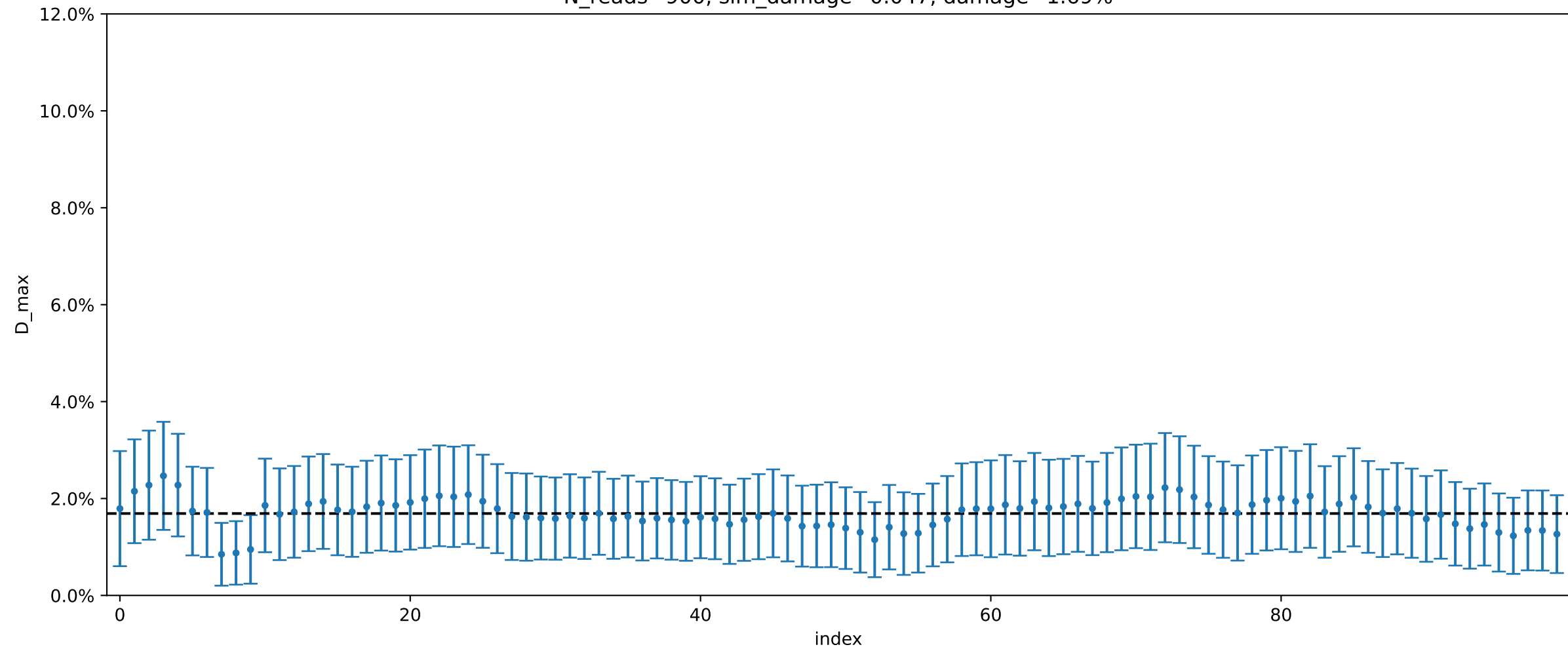
N_reads=700, sim_damage=0.047, damage=1.69%



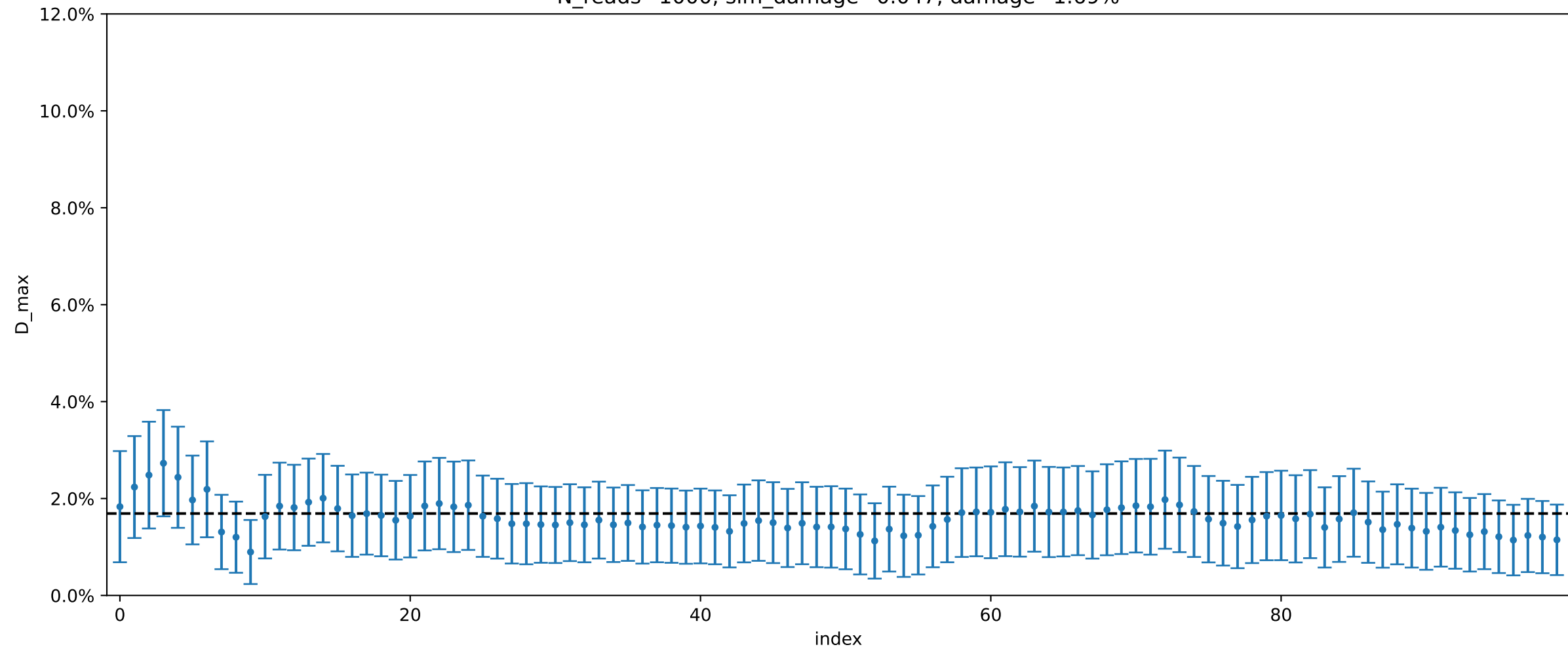
N_reads=800, sim_damage=0.047, damage=1.69%



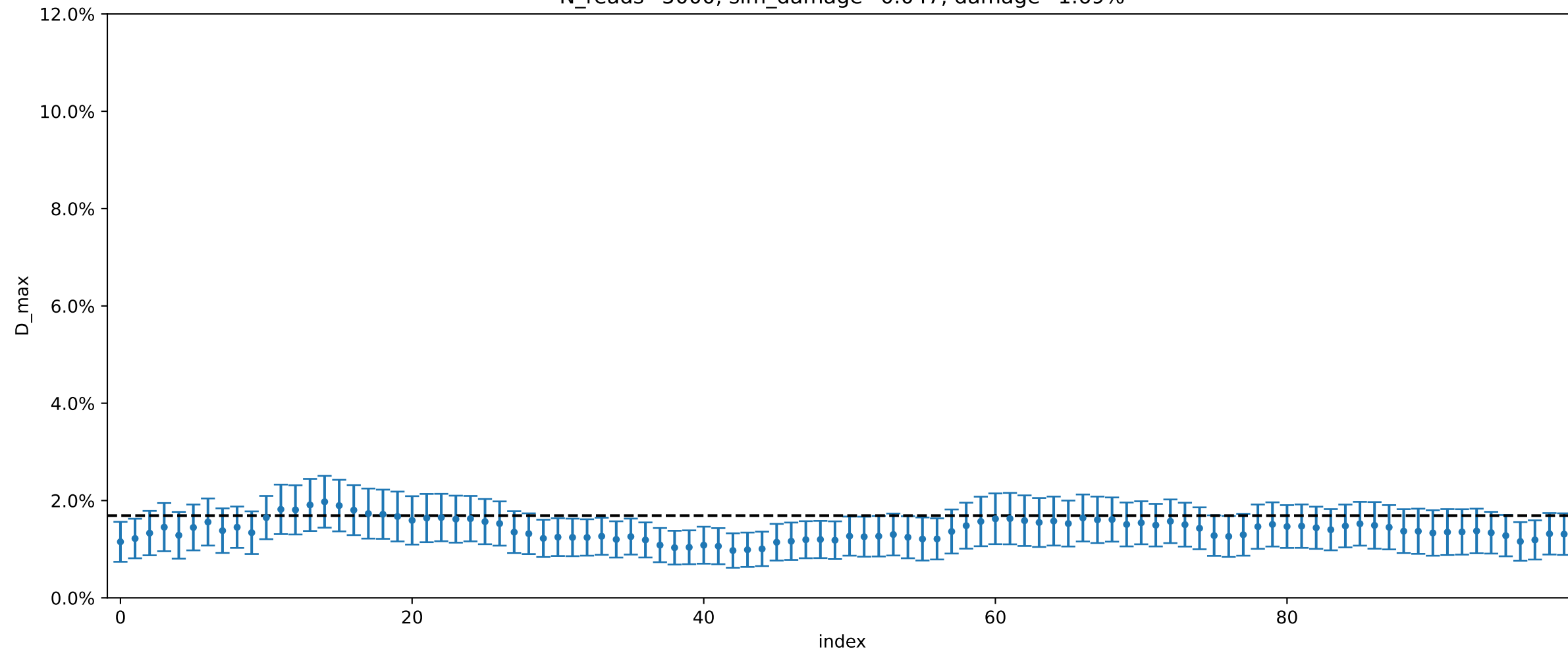
N_reads=900, sim_damage=0.047, damage=1.69%



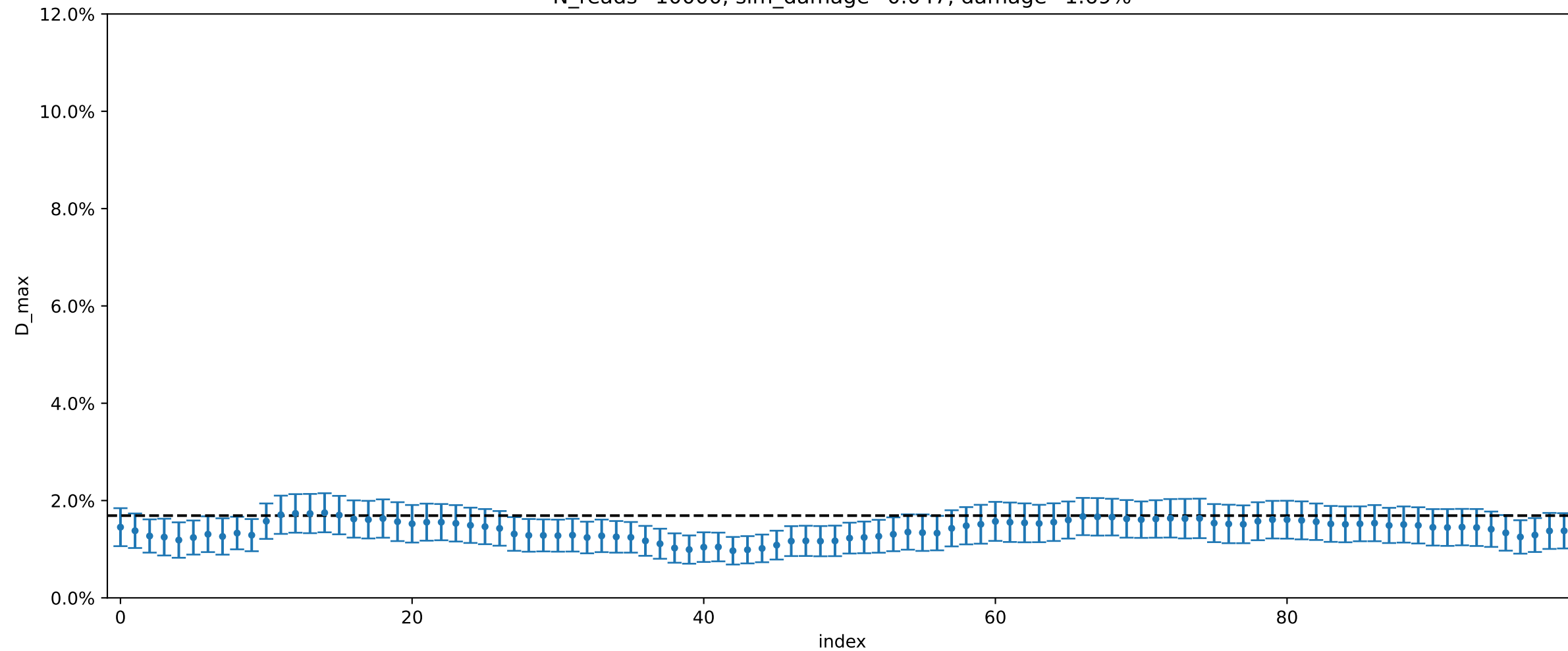
N_reads=1000, sim_damage=0.047, damage=1.69%



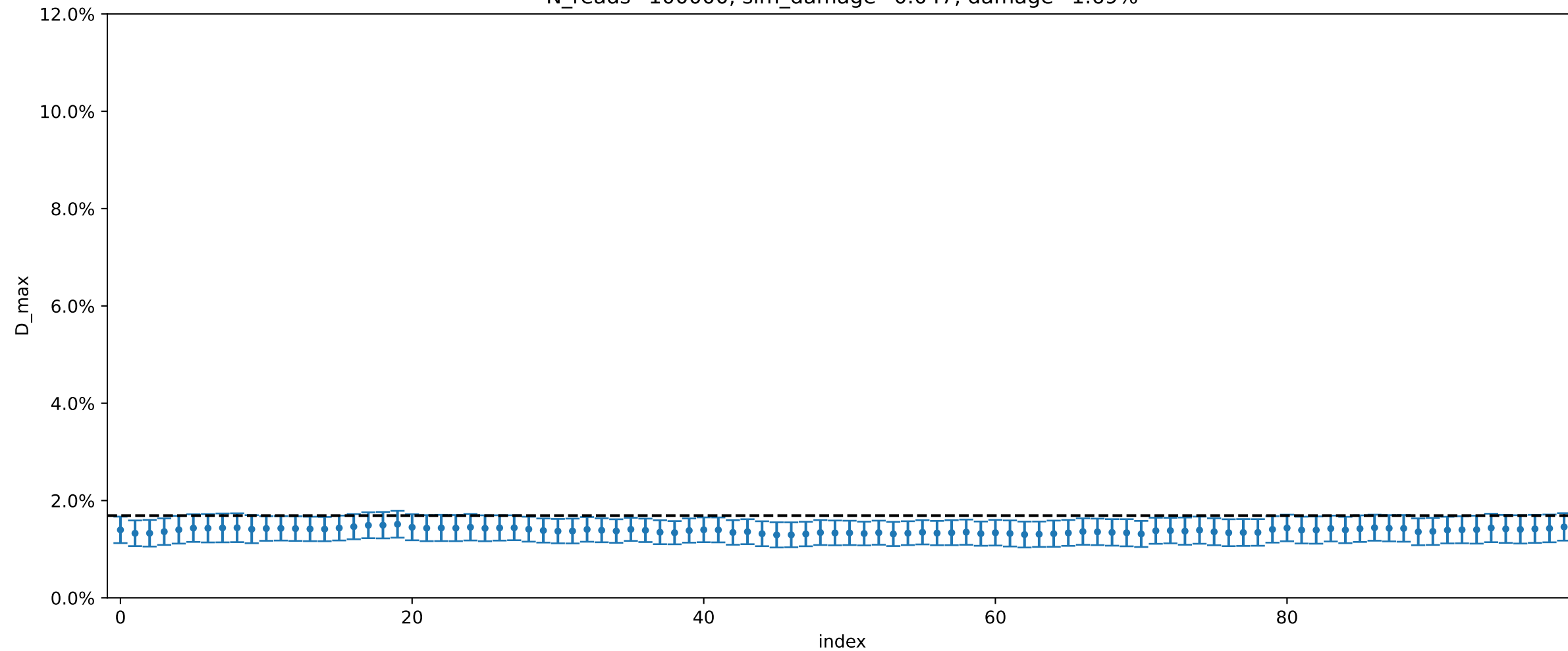
N_reads=5000, sim_damage=0.047, damage=1.69%



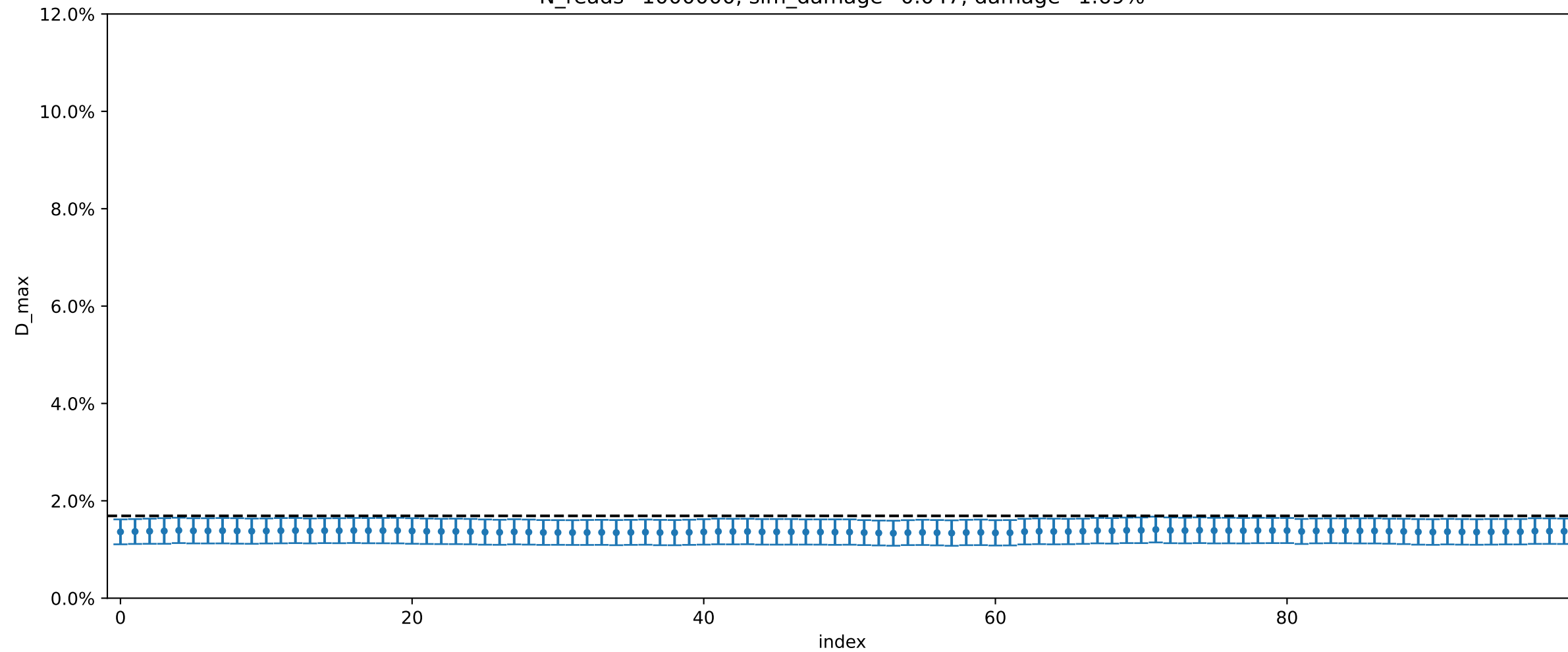
N_reads=10000, sim_damage=0.047, damage=1.69%



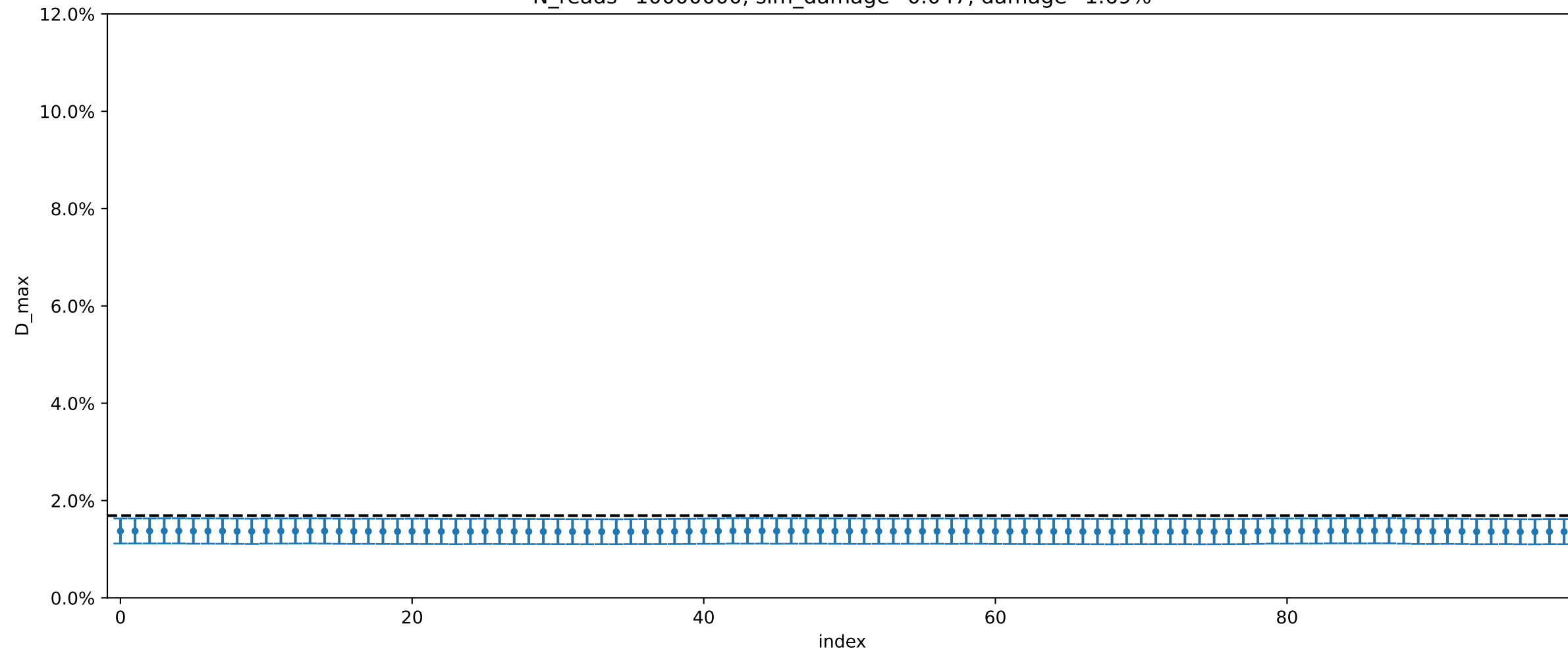
N_reads=100000, sim_damage=0.047, damage=1.69%



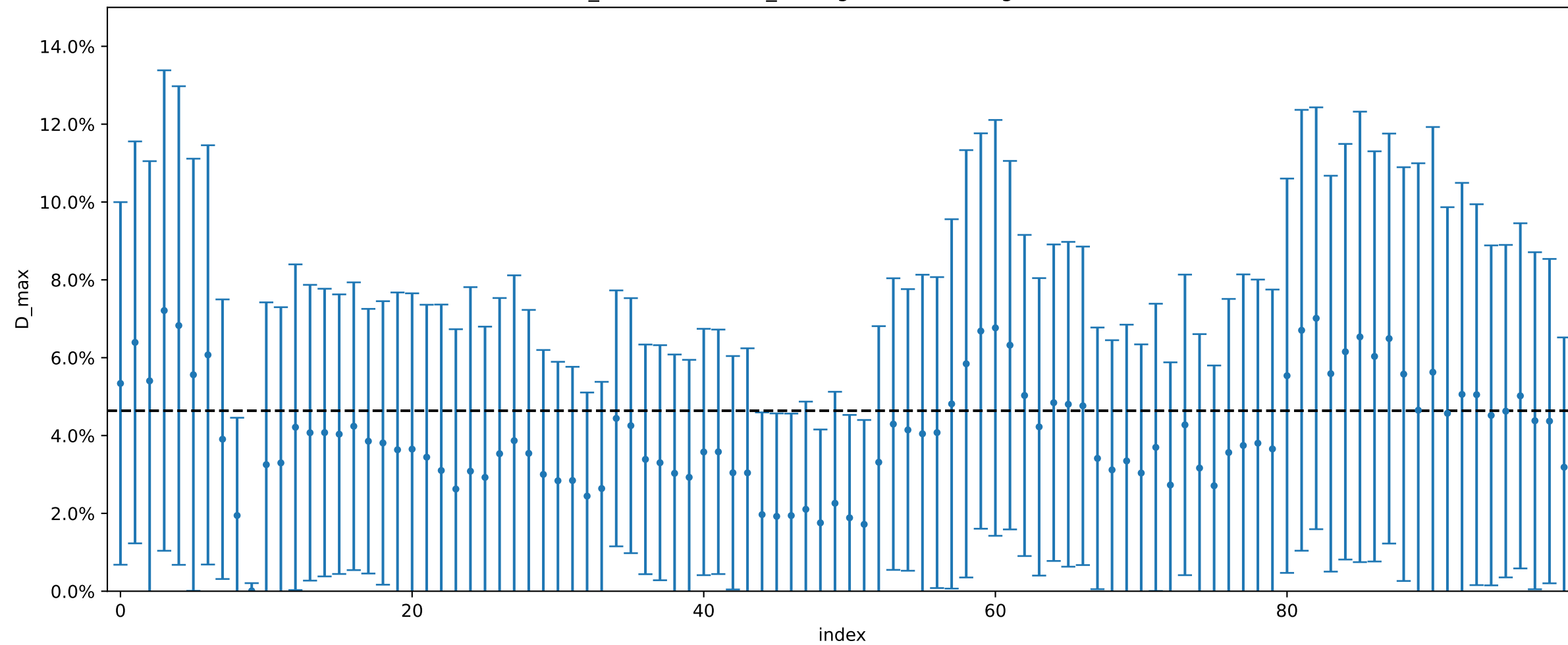
N_reads=1000000, sim_damage=0.047, damage=1.69%



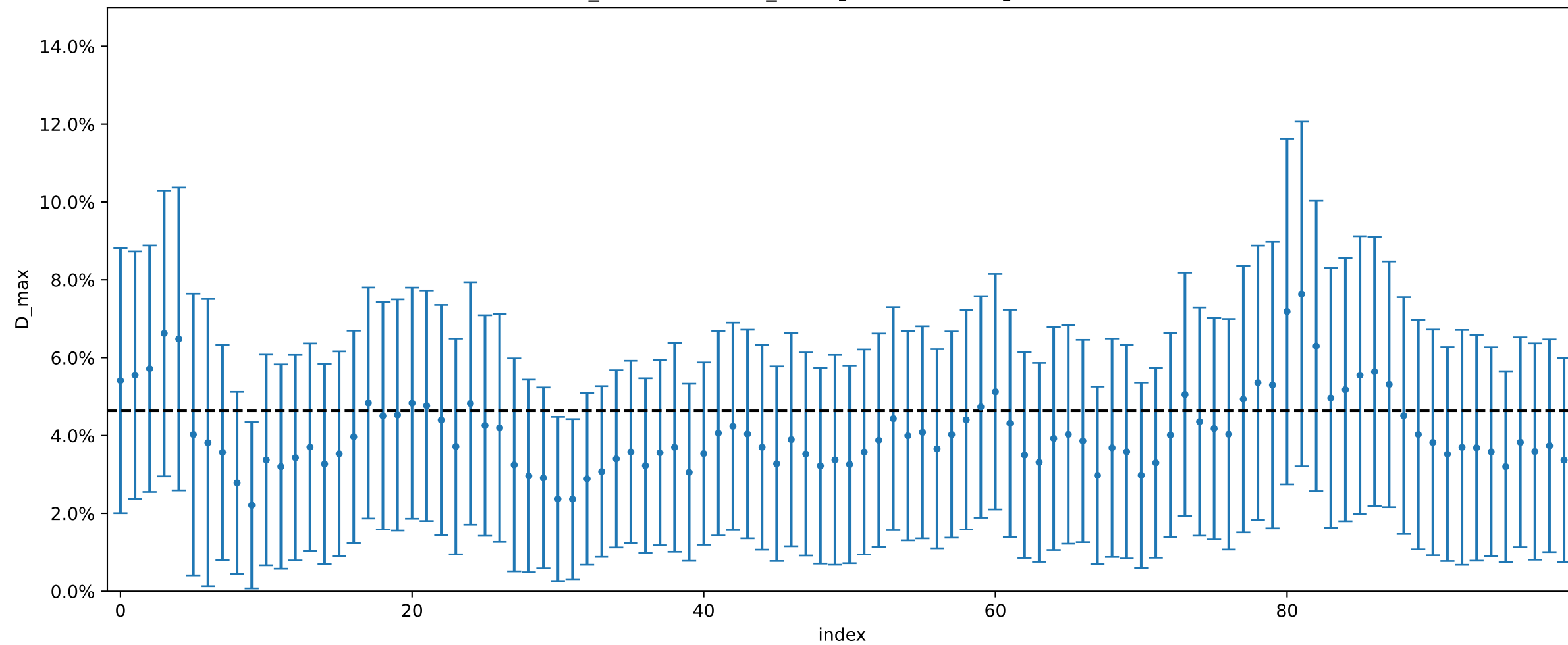
N_reads=10000000, sim_damage=0.047, damage=1.69%



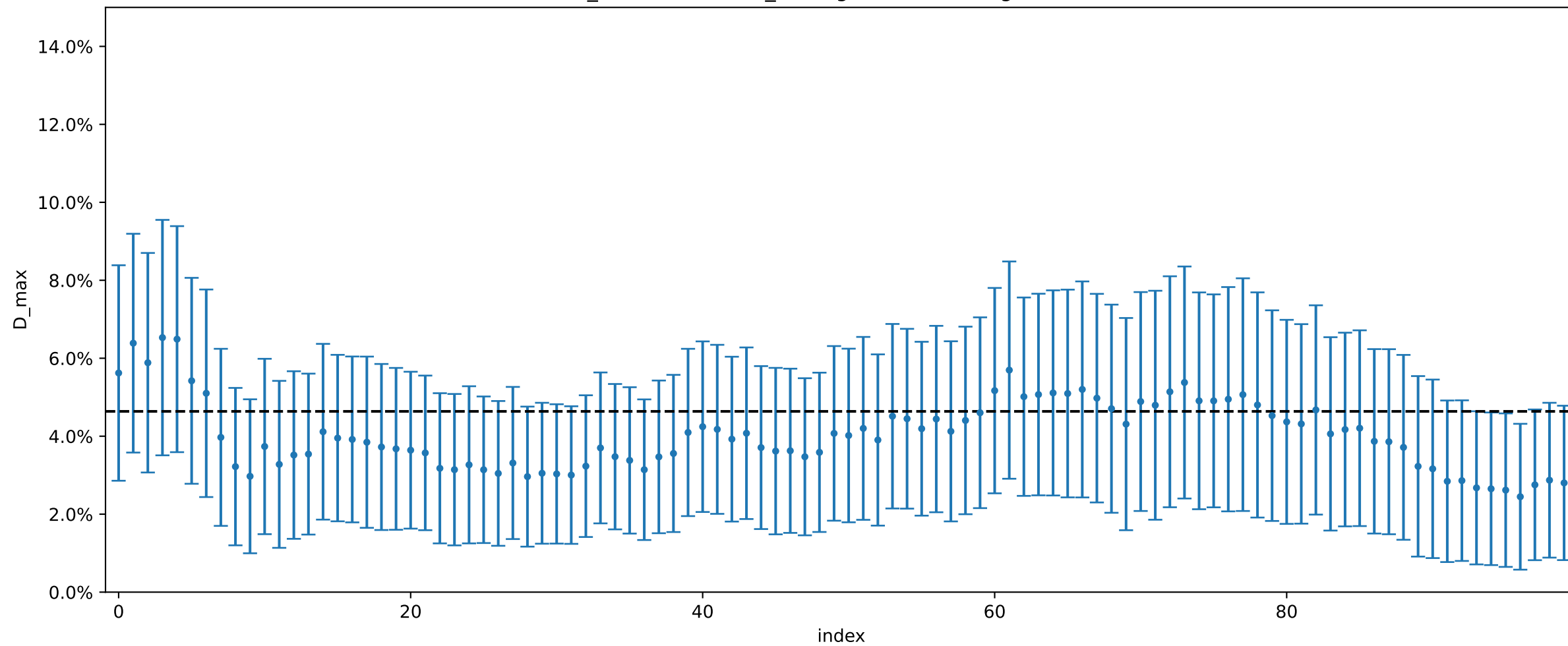
N_reads=100, sim_damage=0.14, damage=4.64%



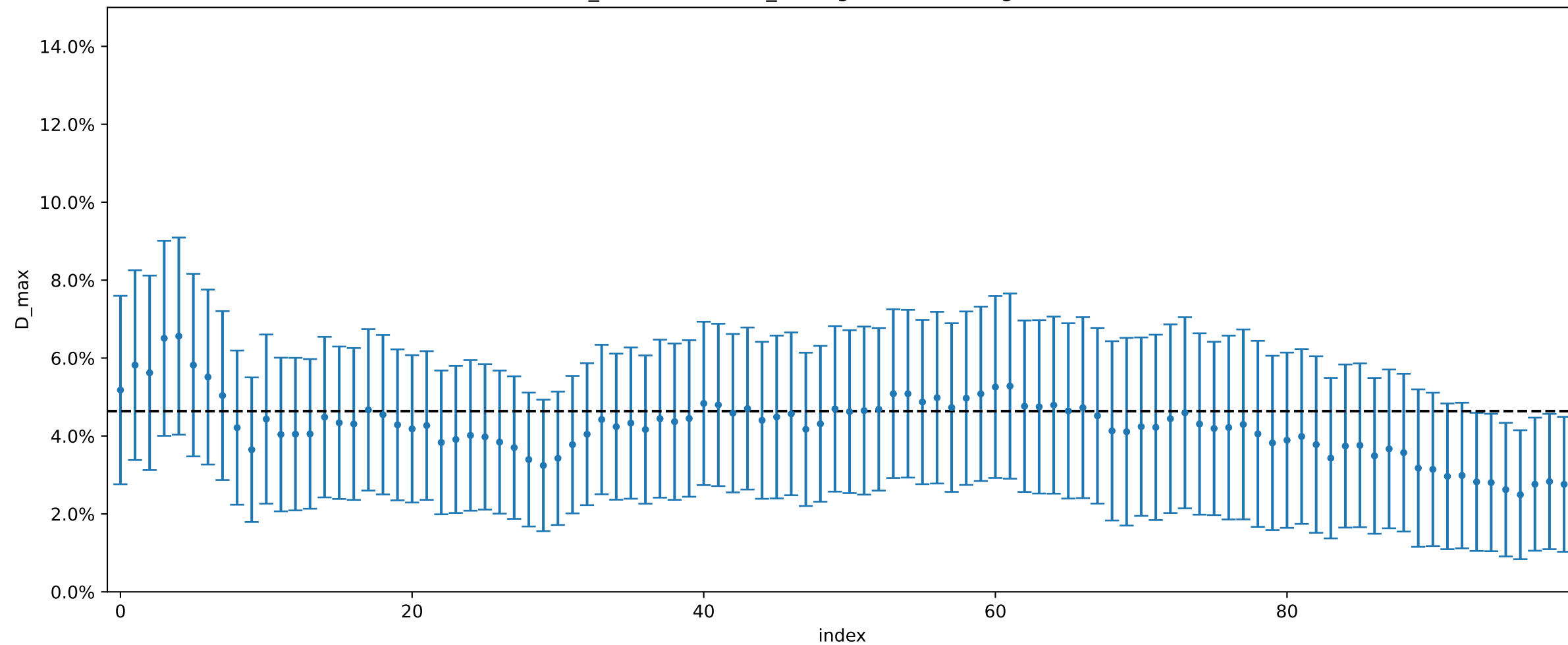
N_reads=200, sim_damage=0.14, damage=4.64%



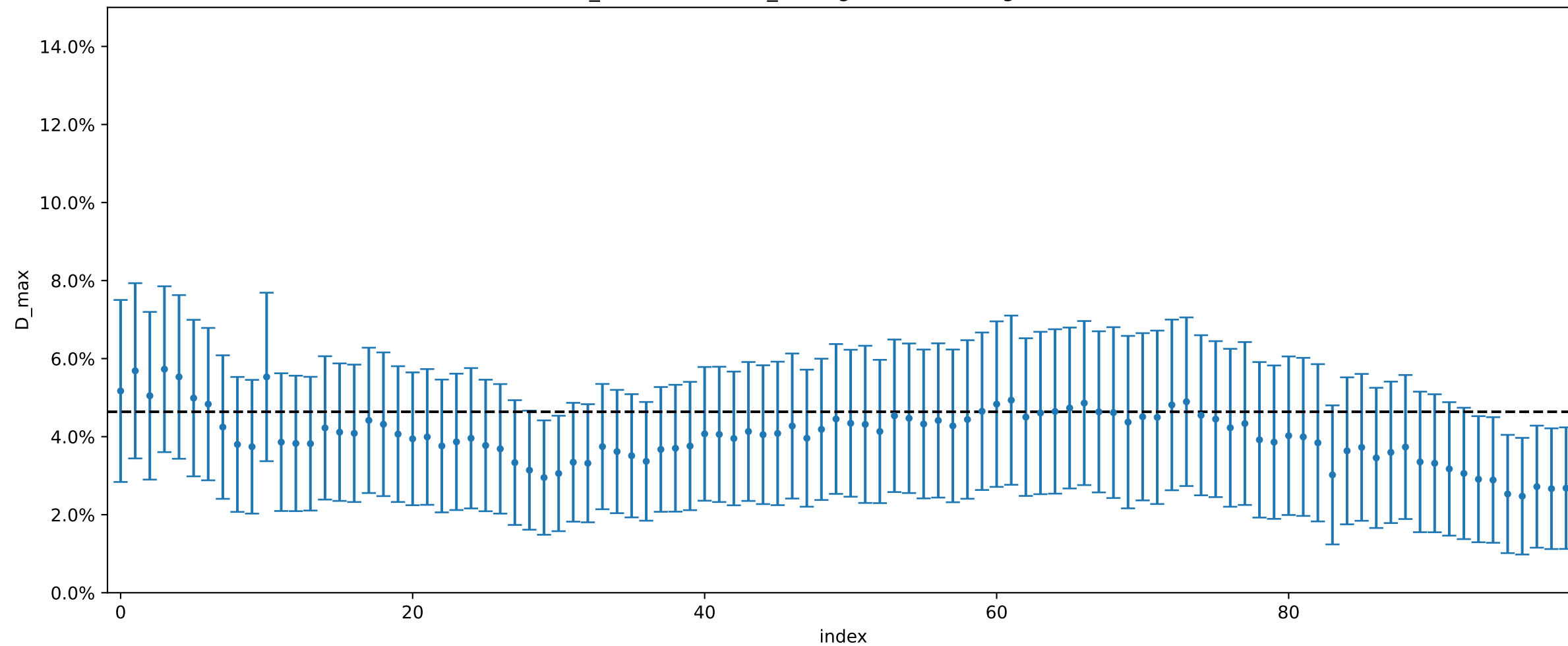
N_reads=300, sim_damage=0.14, damage=4.64%



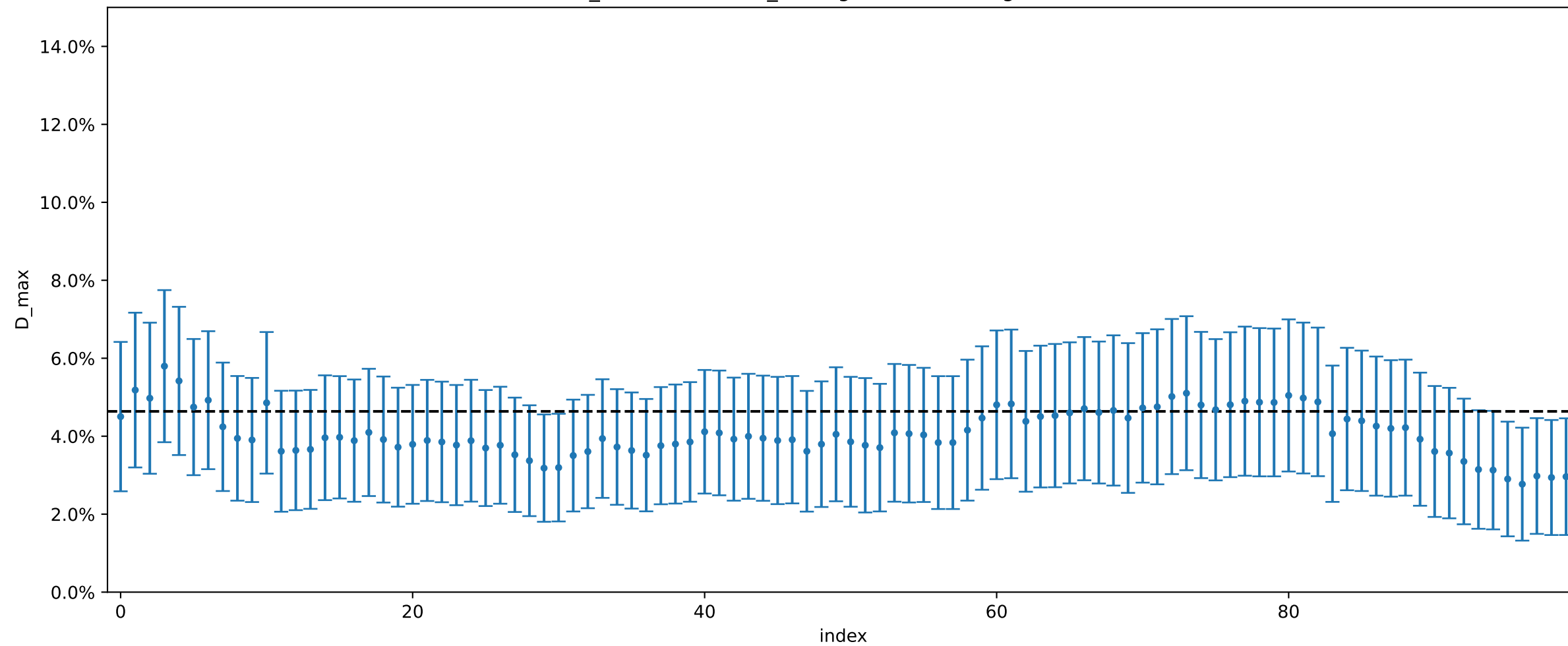
N_reads=400, sim_damage=0.14, damage=4.64%



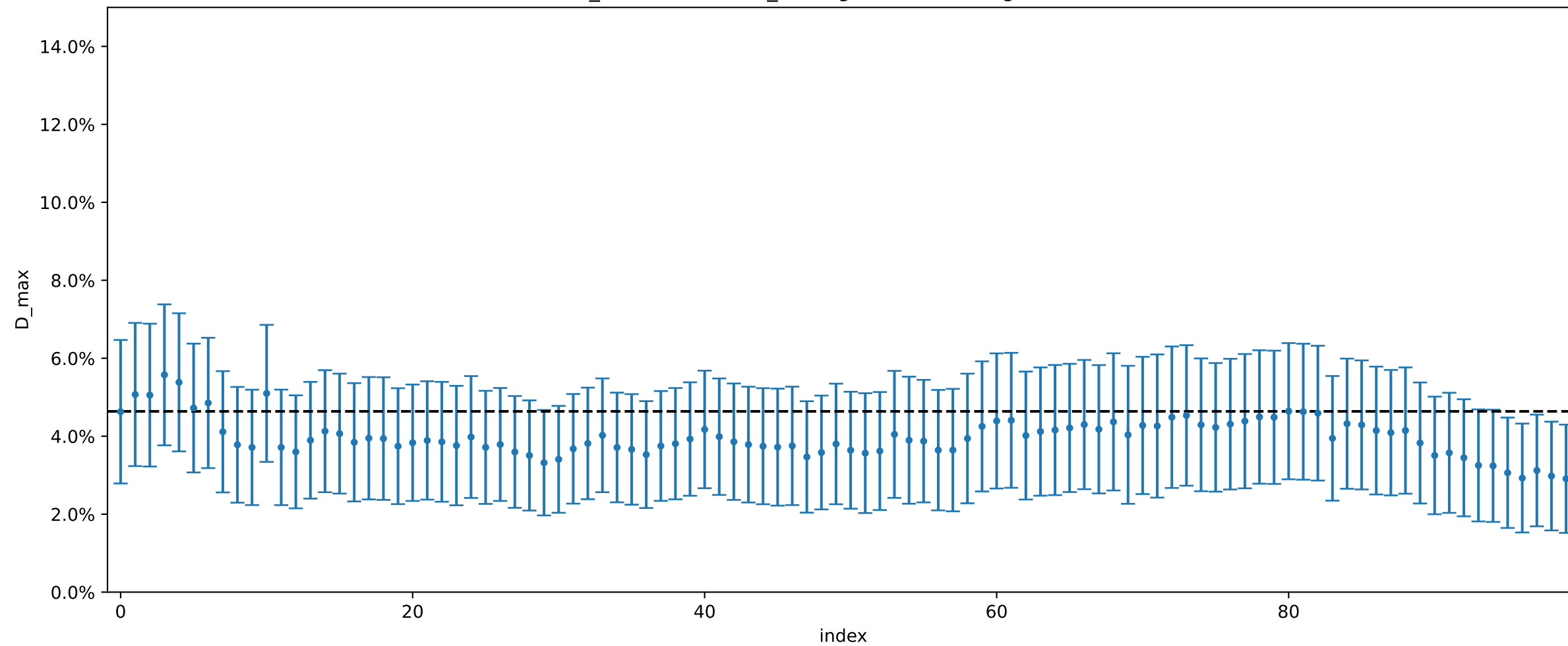
N_reads=500, sim_damage=0.14, damage=4.64%



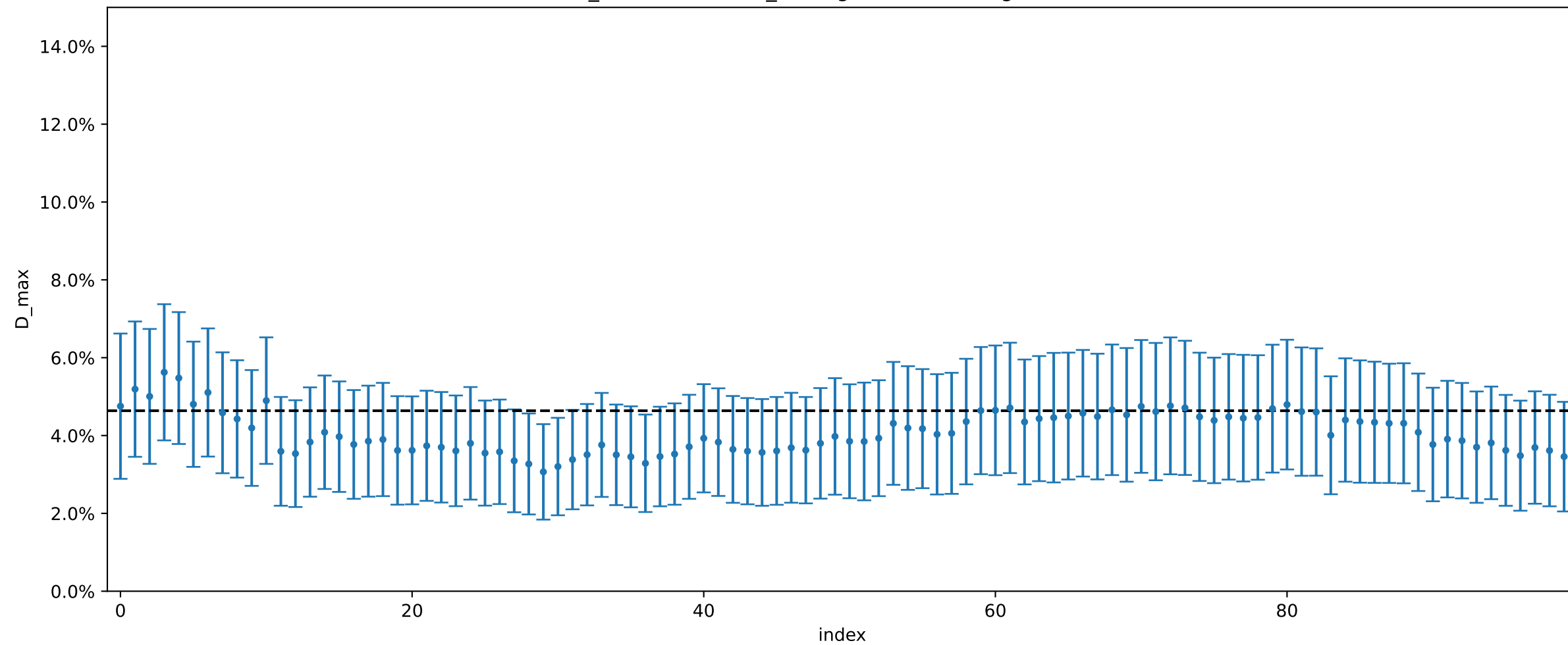
N_reads=600, sim_damage=0.14, damage=4.64%



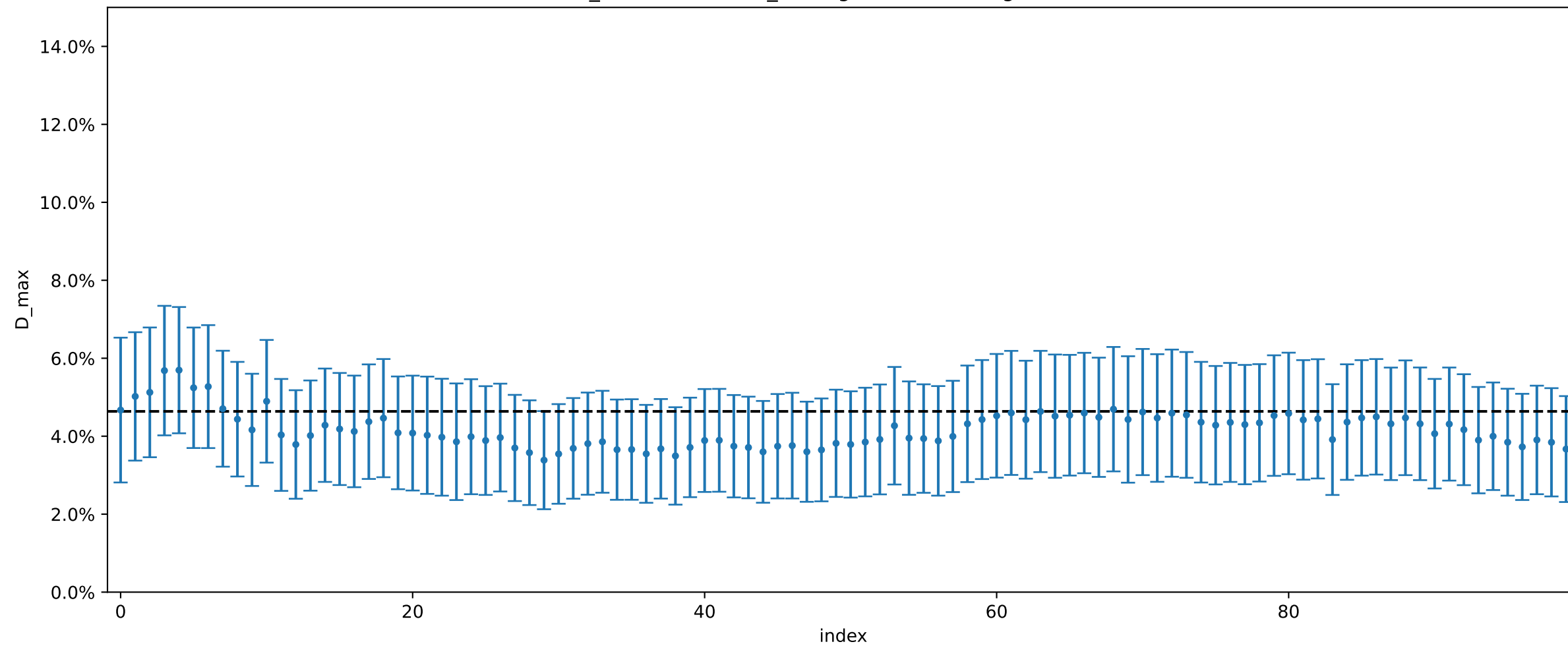
N_reads=700, sim_damage=0.14, damage=4.64%



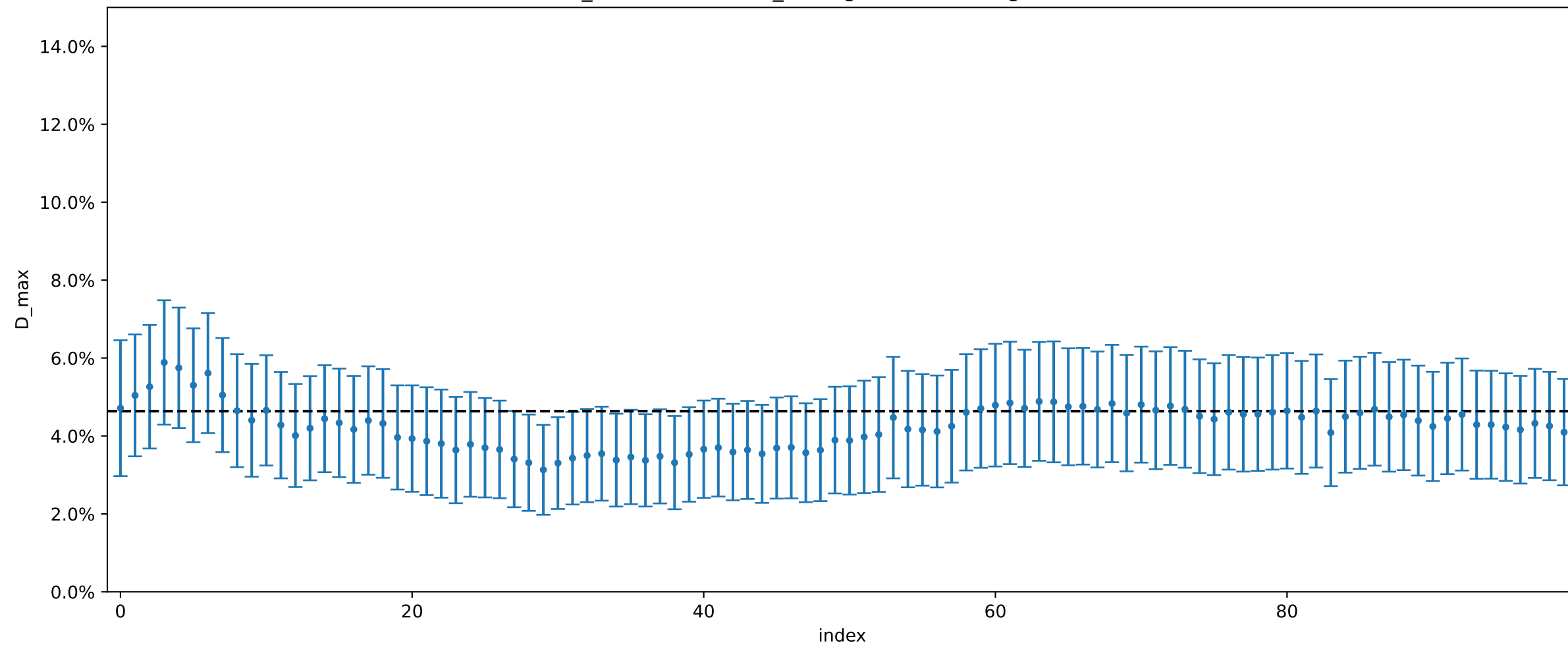
N_reads=800, sim_damage=0.14, damage=4.64%



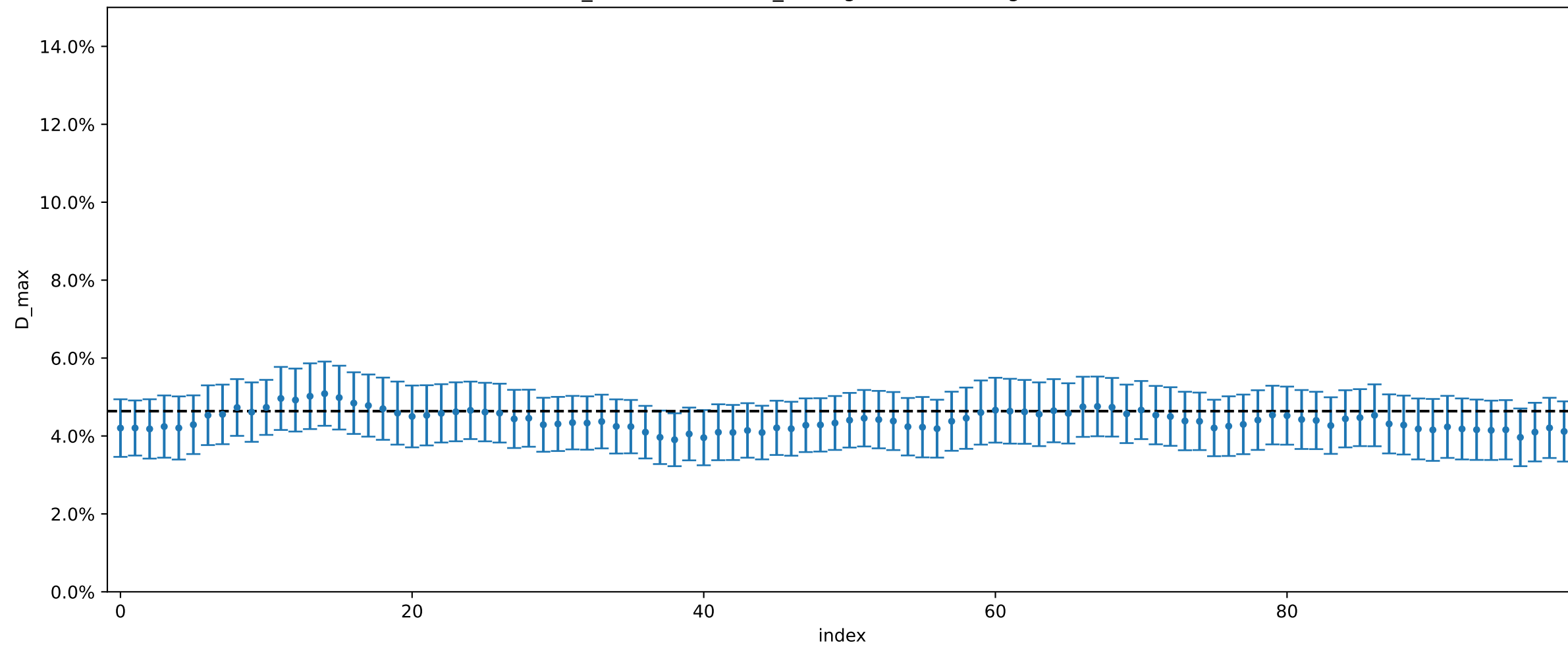
N_reads=900, sim_damage=0.14, damage=4.64%



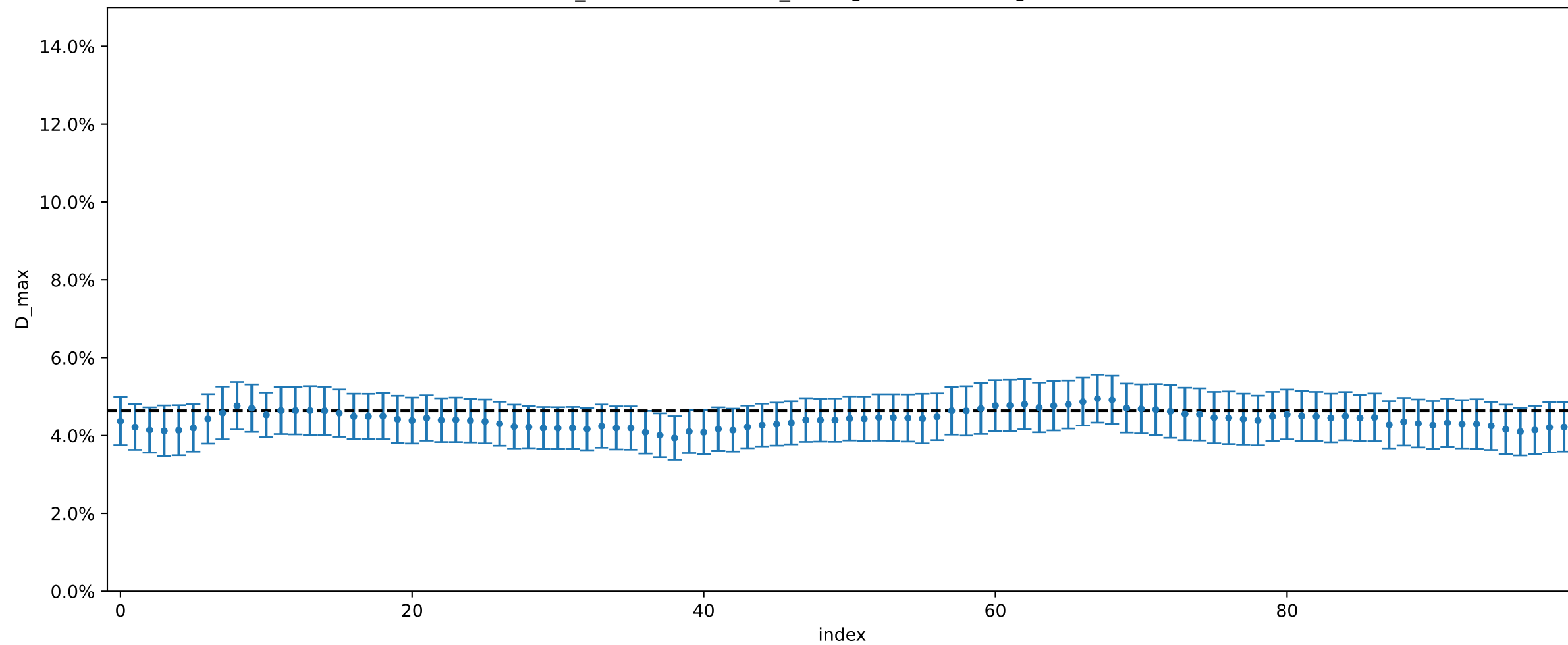
N_reads=1000, sim_damage=0.14, damage=4.64%



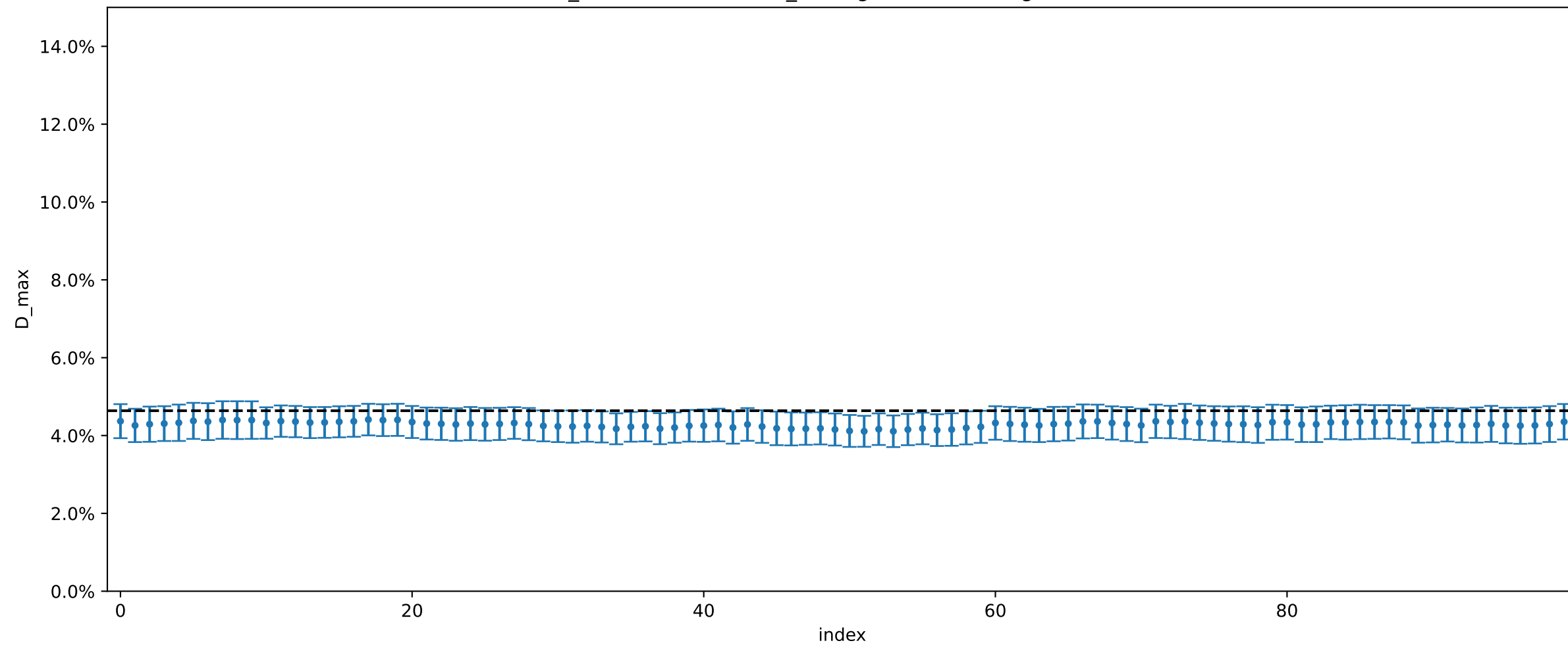
N_reads=5000, sim_damage=0.14, damage=4.64%



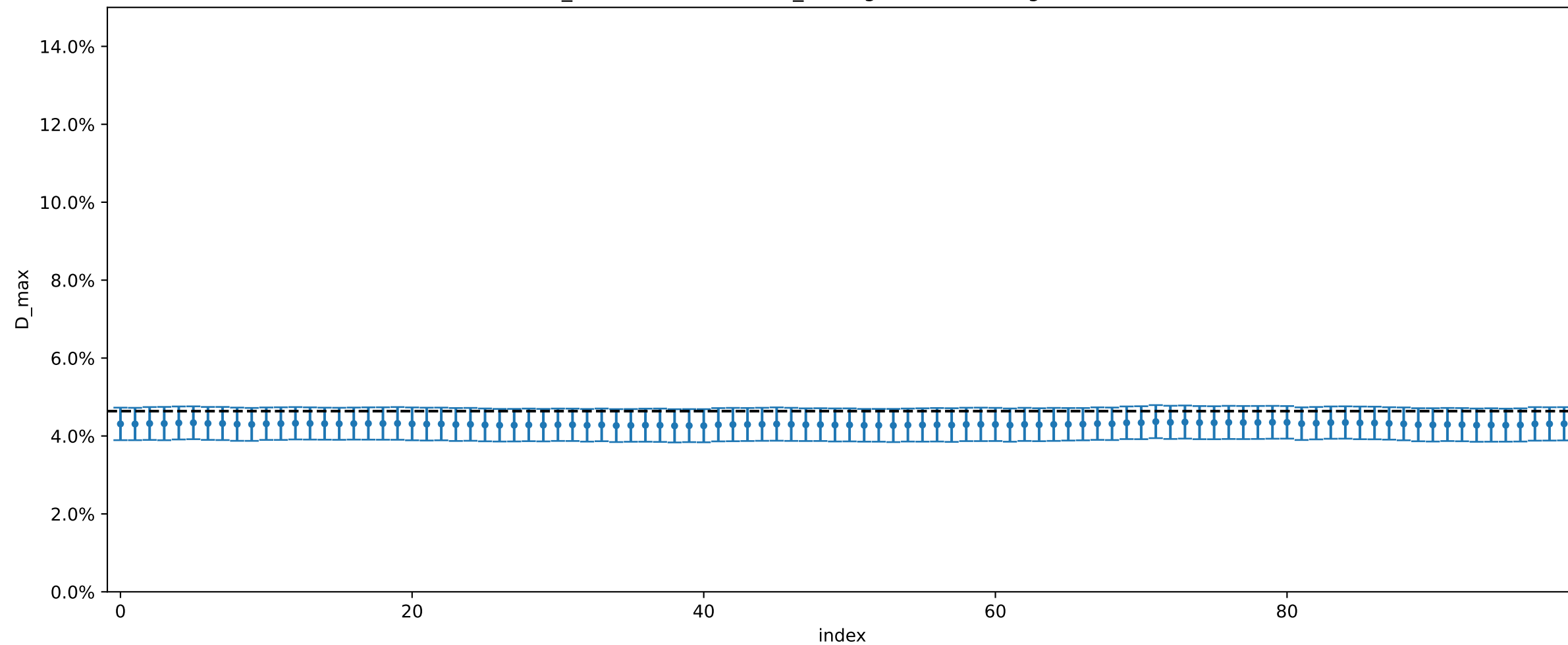
N_reads=10000, sim_damage=0.14, damage=4.64%



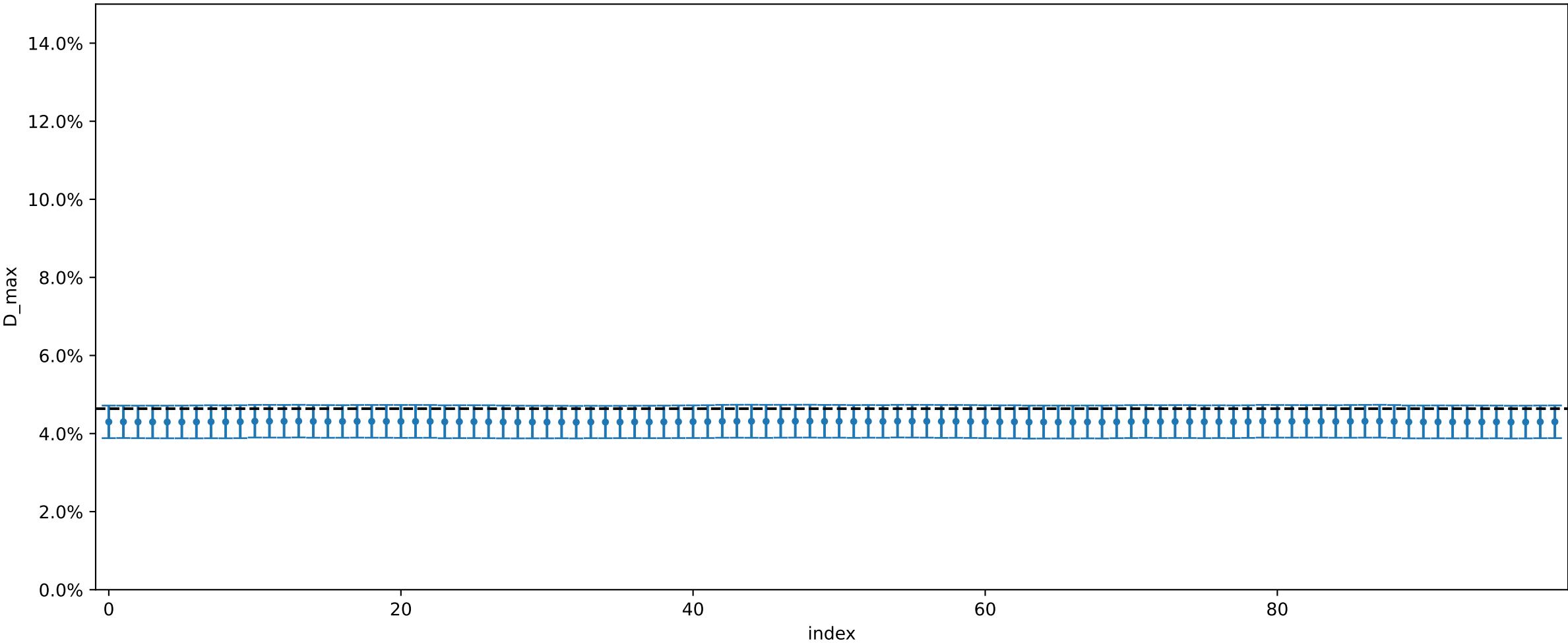
N_reads=100000, sim_damage=0.14, damage=4.64%



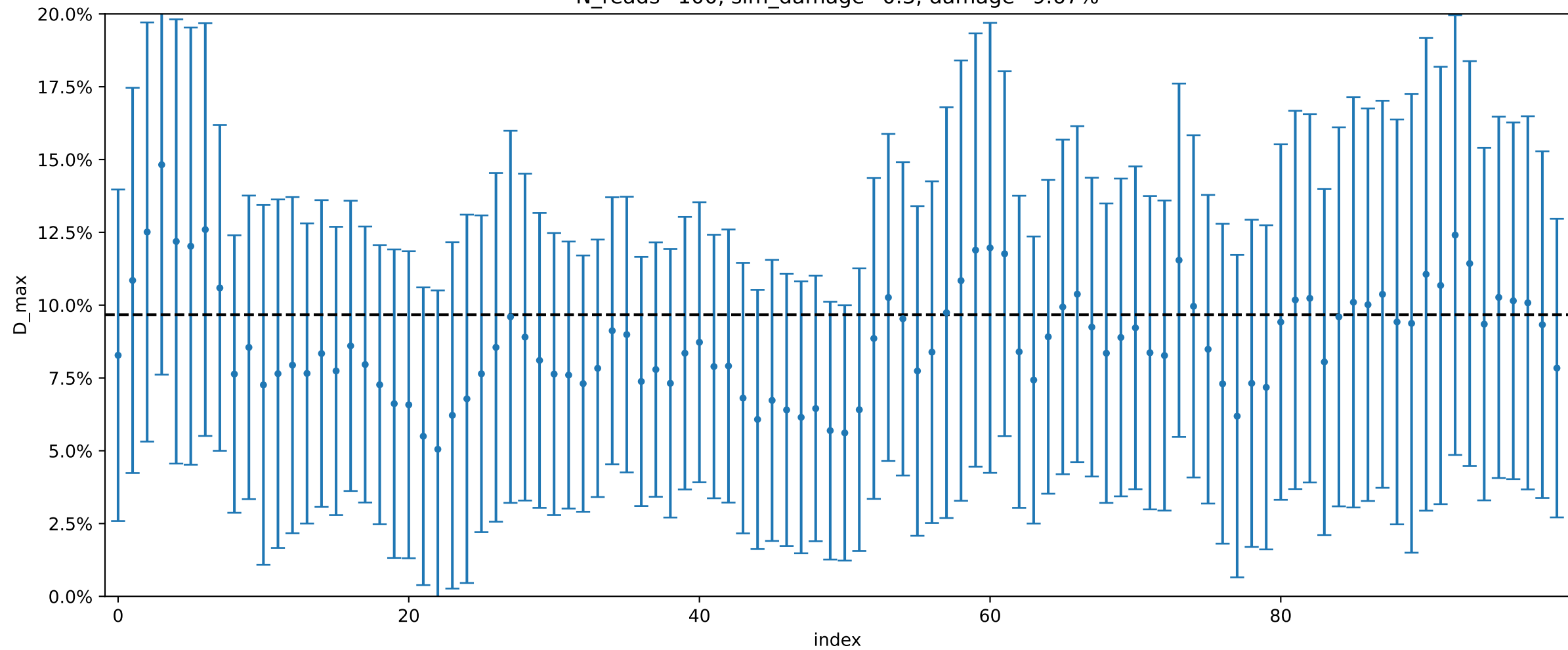
N_reads=1000000, sim_damage=0.14, damage=4.64%



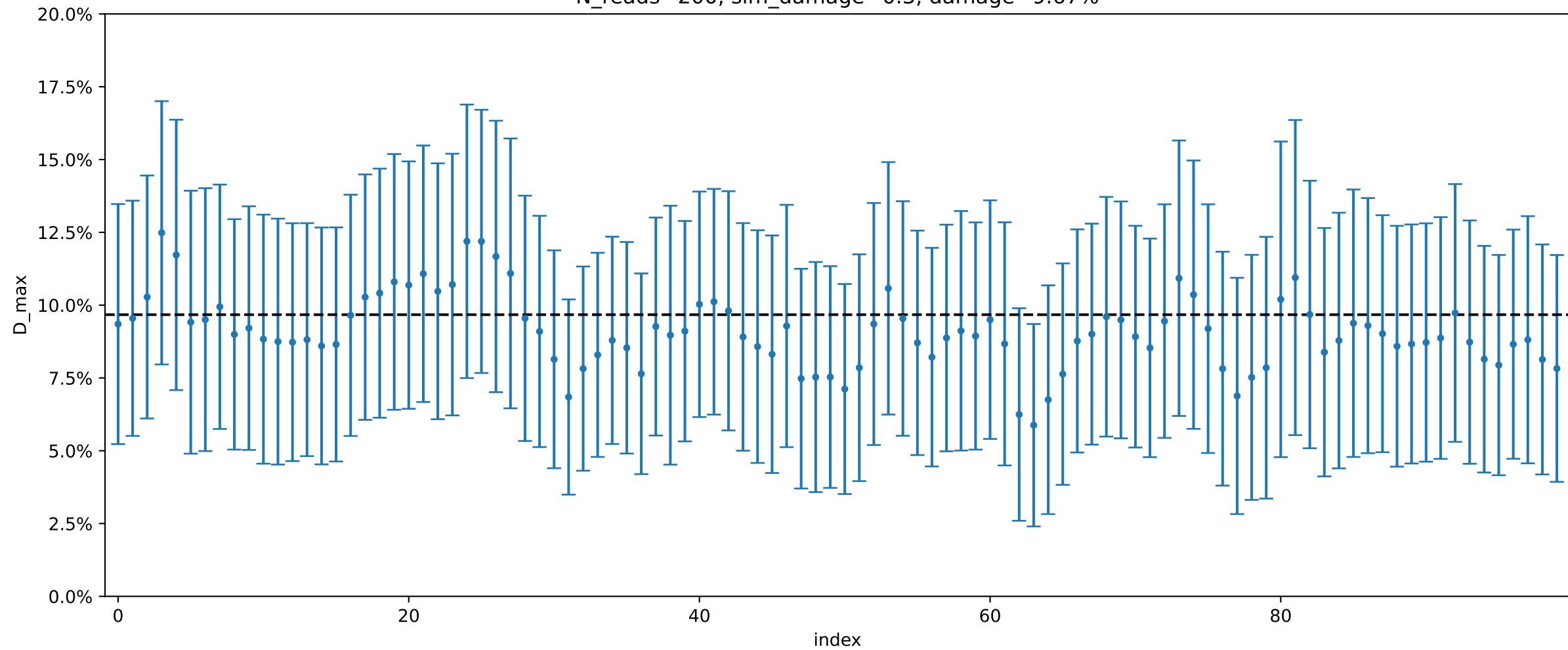
N_reads=10000000, sim_damage=0.14, damage=4.64%



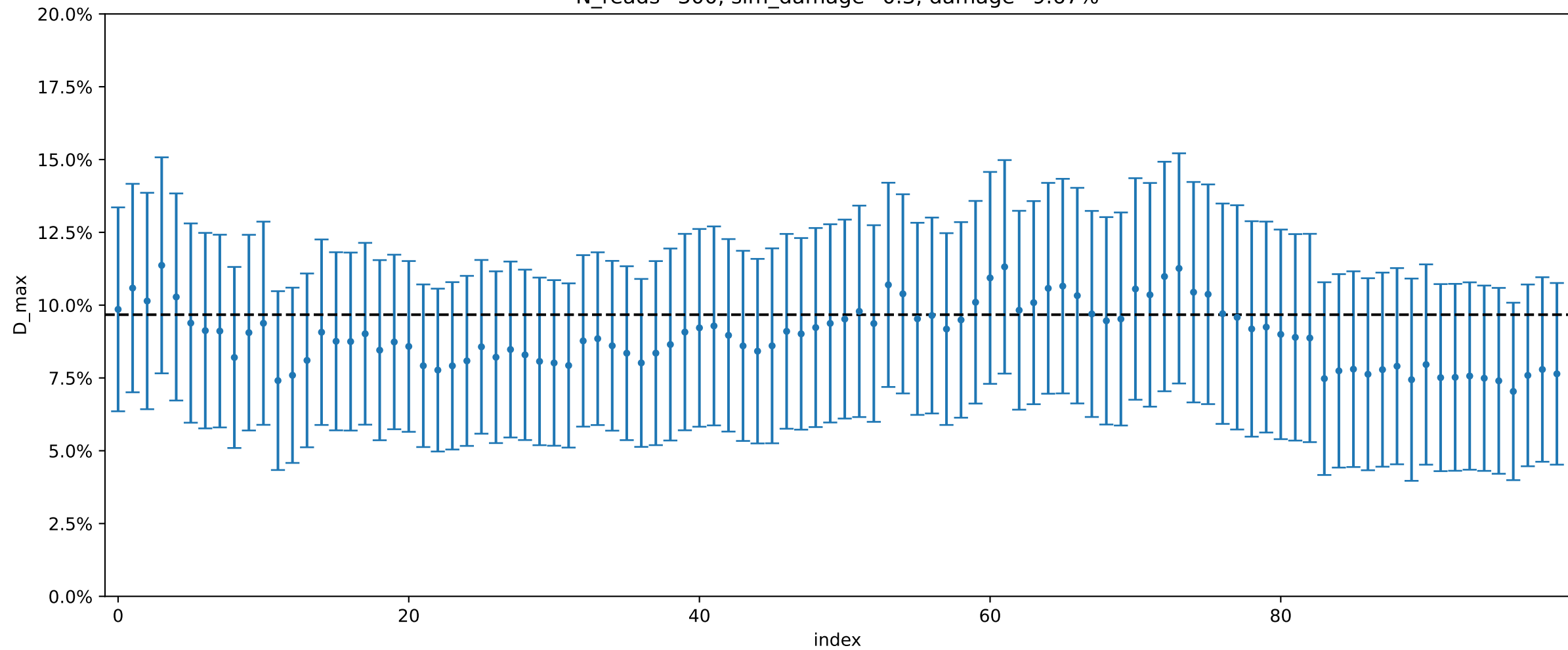
N_reads=100, sim_damage=0.3, damage=9.67%



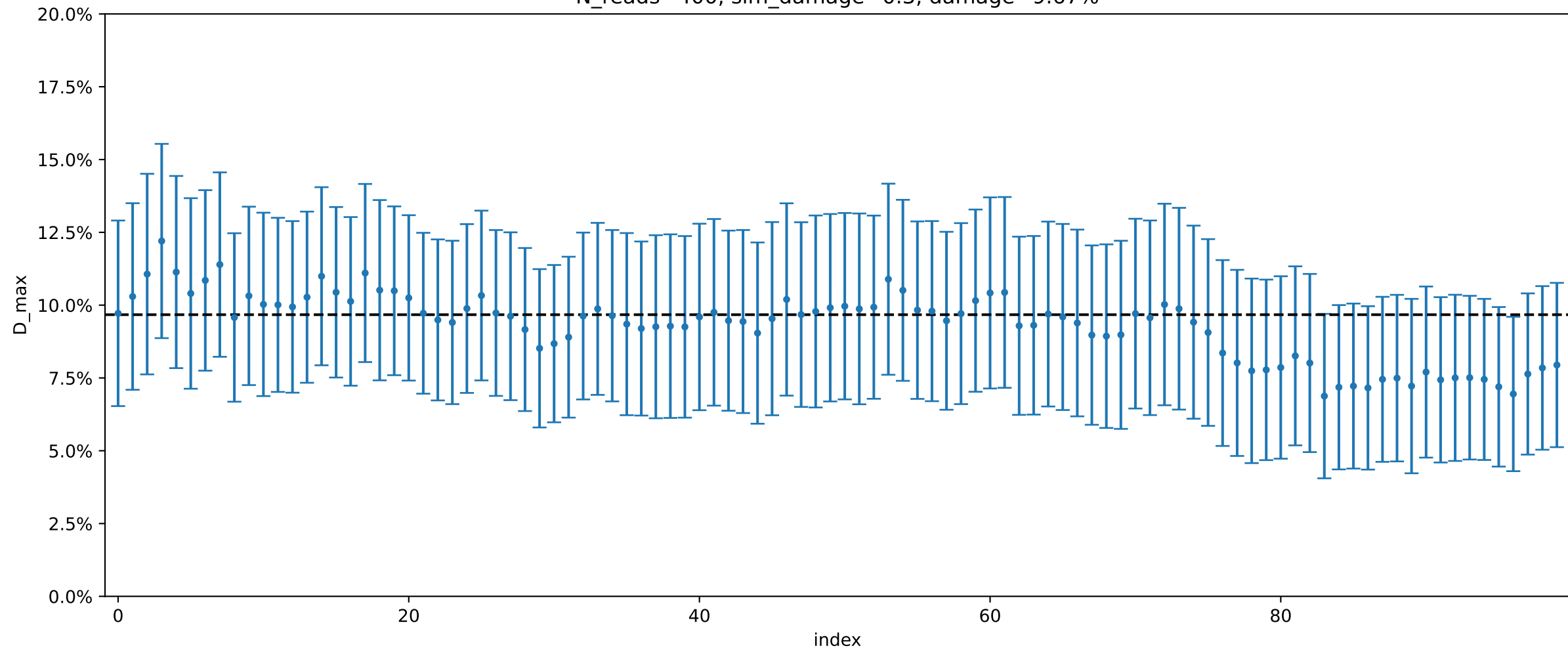
N_reads=200, sim_damage=0.3, damage=9.67%



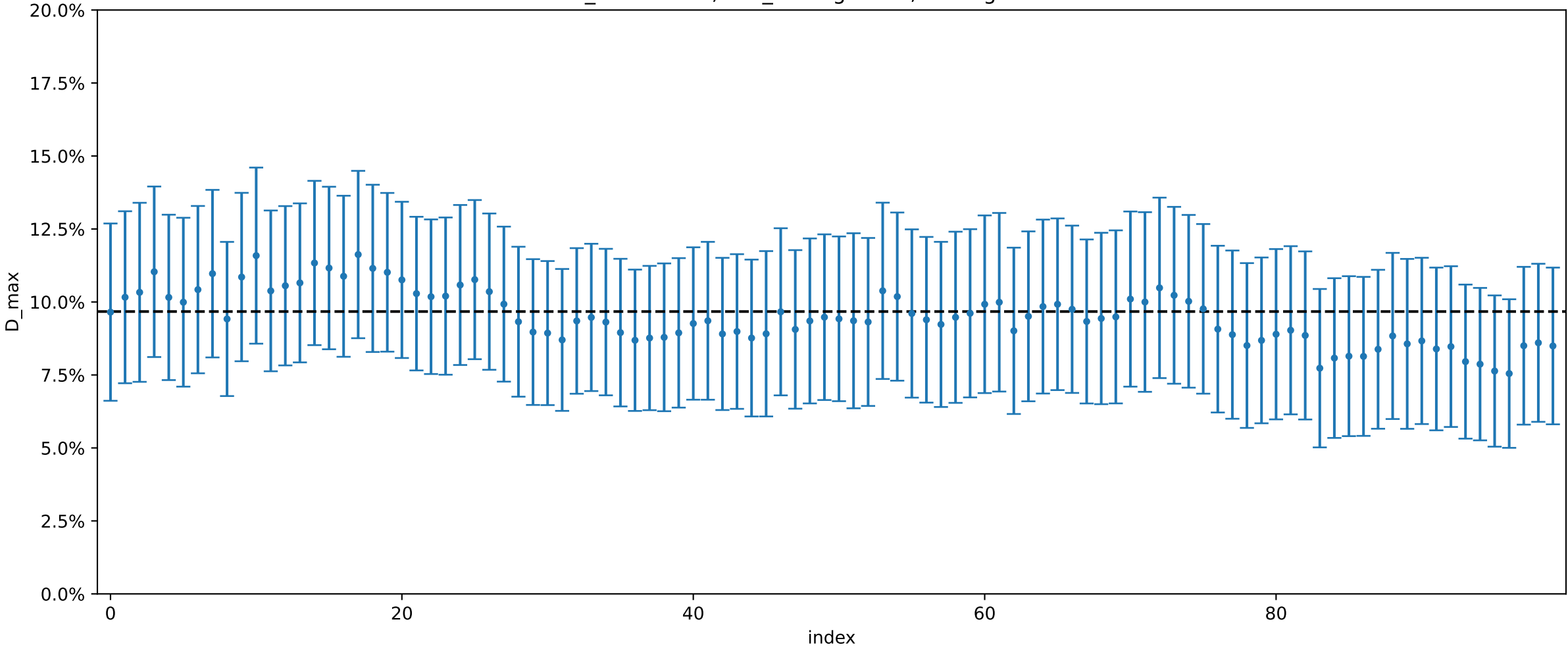
N_reads=300, sim_damage=0.3, damage=9.67%



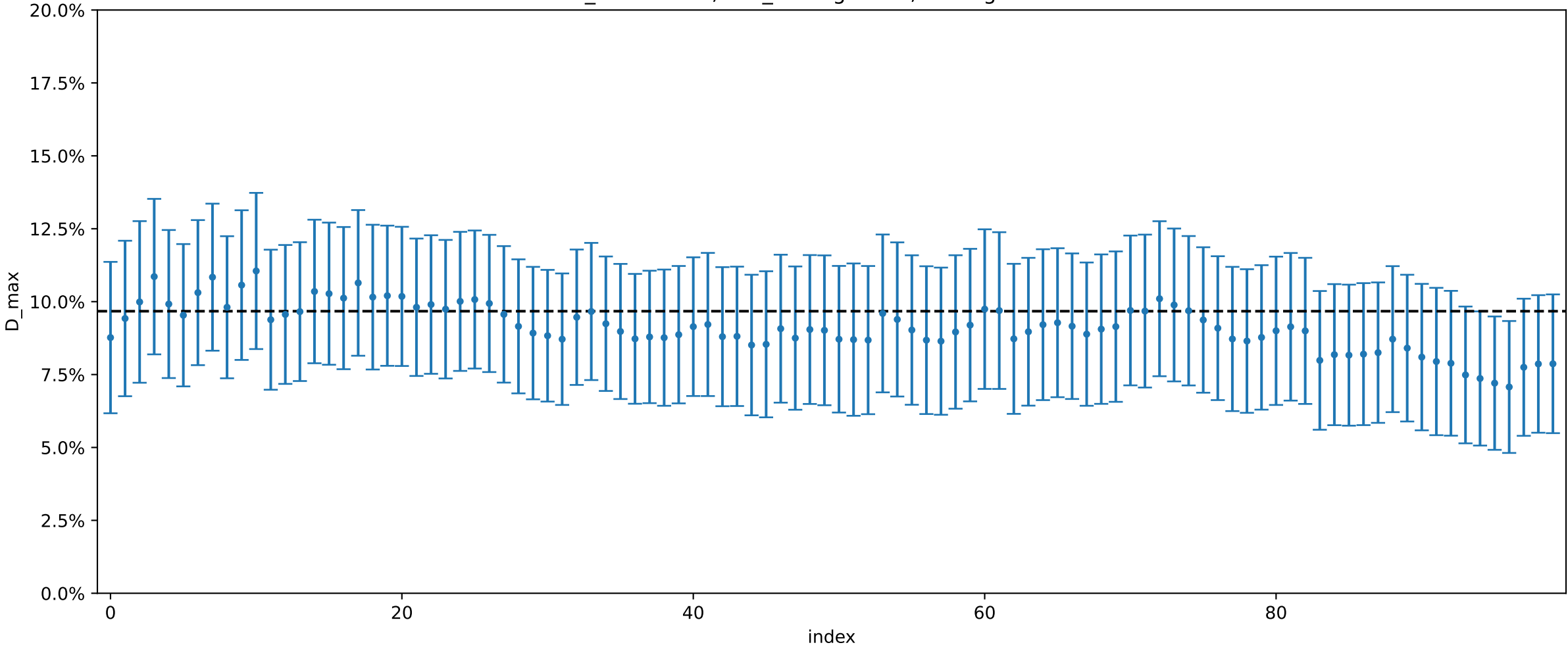
N_reads=400, sim_damage=0.3, damage=9.67%



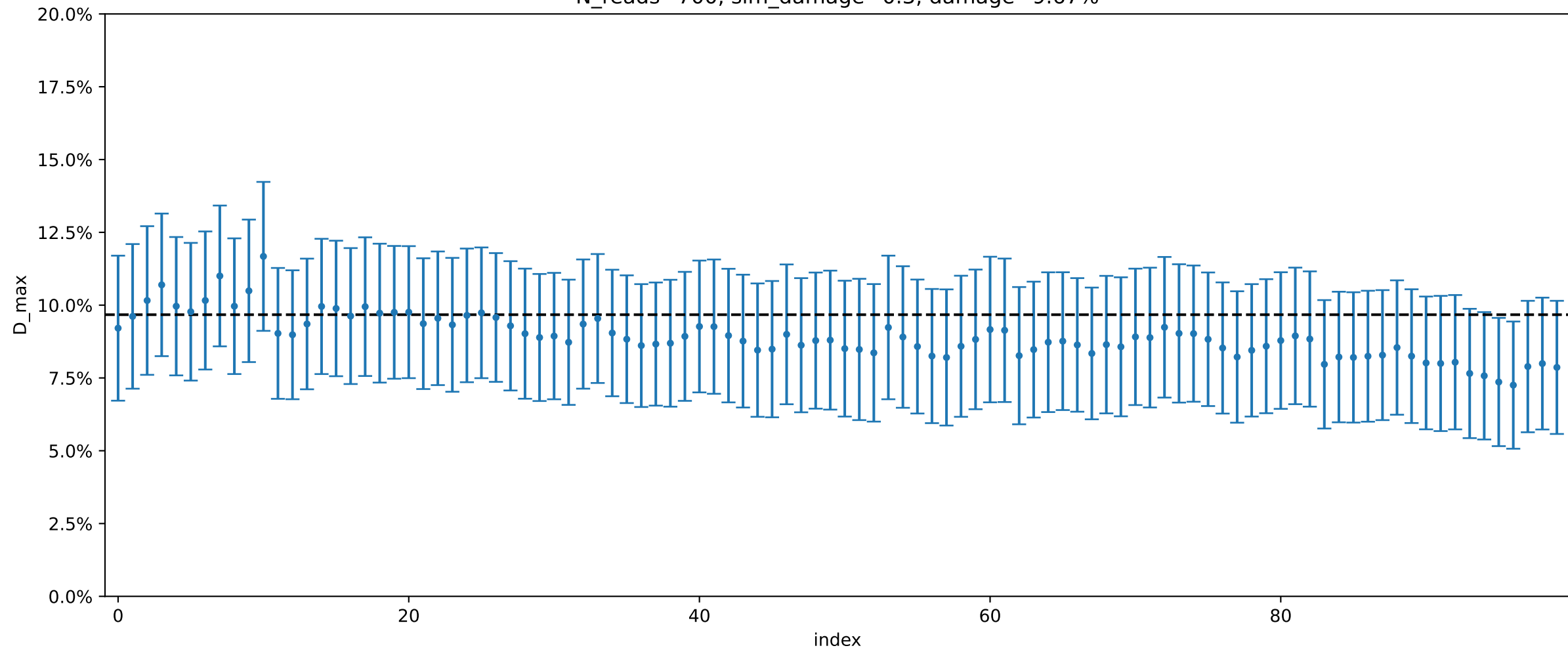
N_reads=500, sim_damage=0.3, damage=9.67%



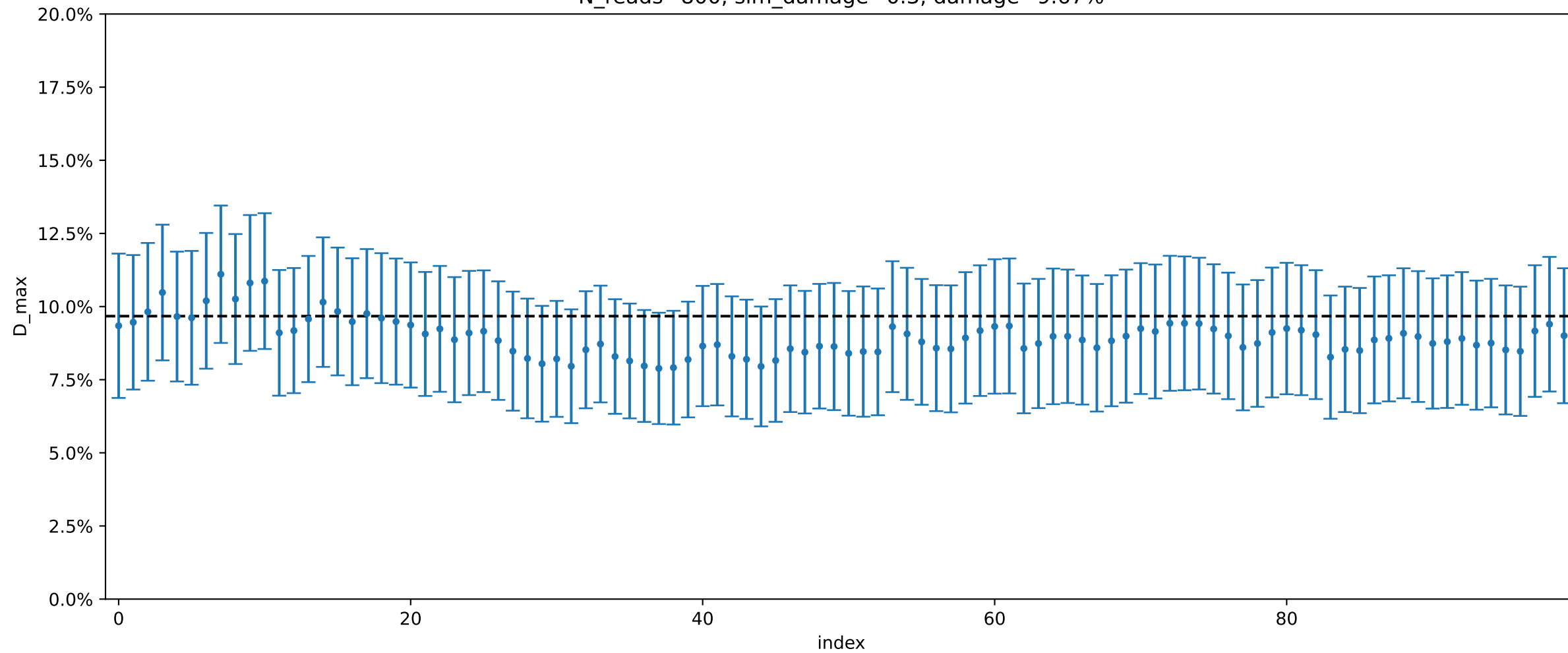
N_reads=600, sim_damage=0.3, damage=9.67%



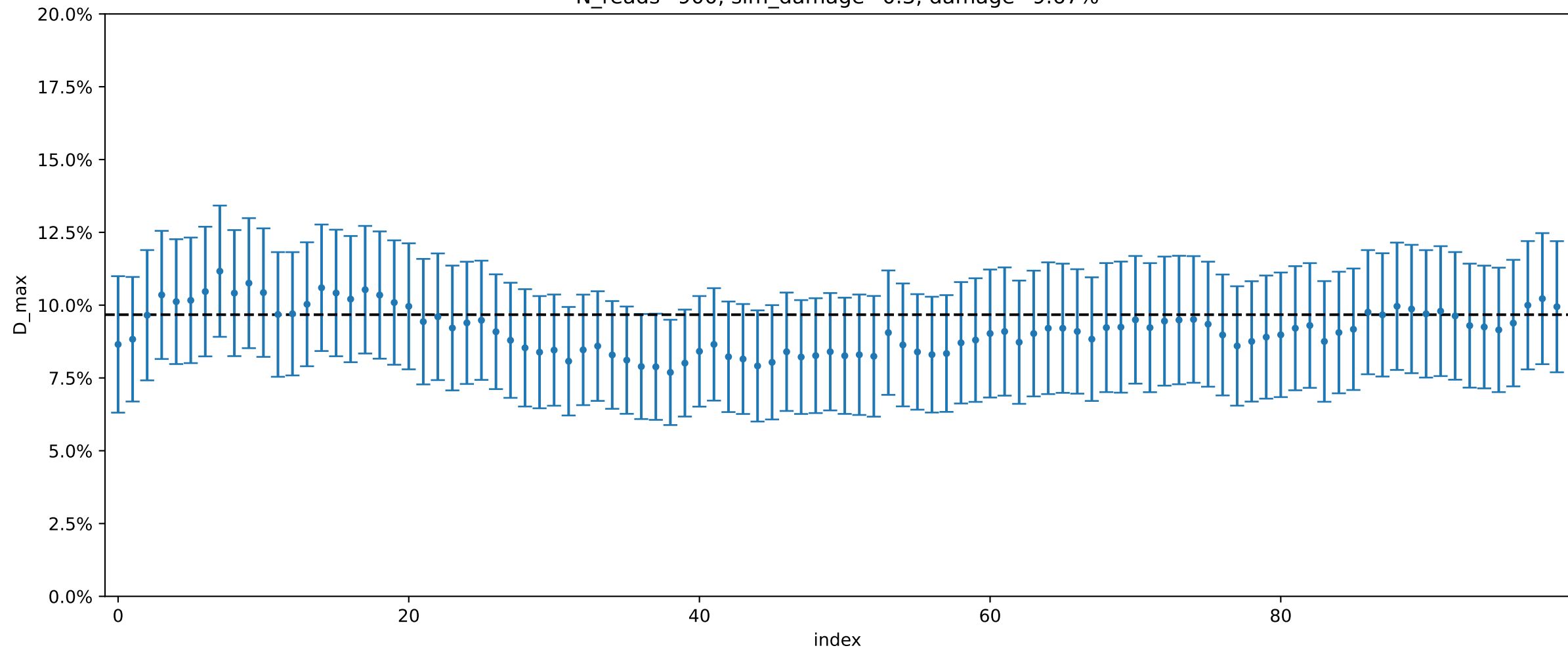
N_reads=700, sim_damage=0.3, damage=9.67%



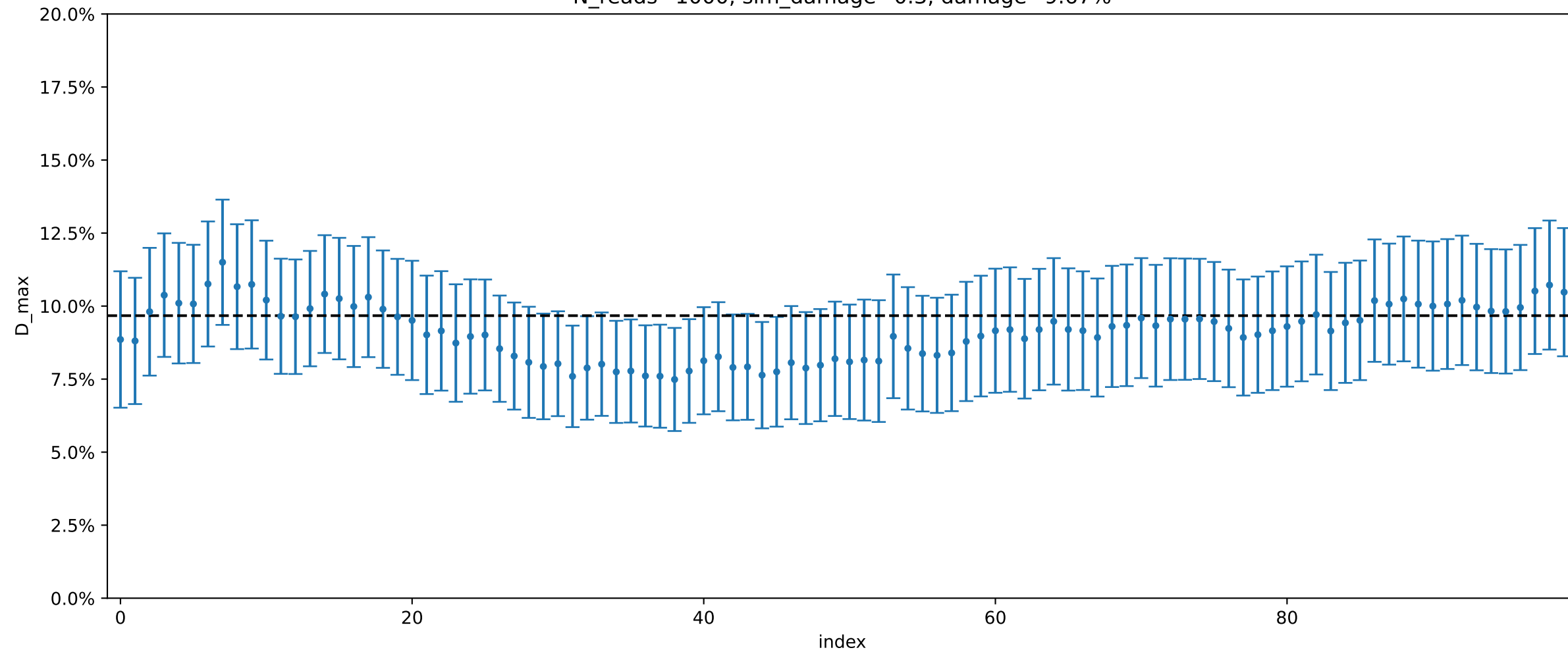
N_reads=800, sim_damage=0.3, damage=9.67%



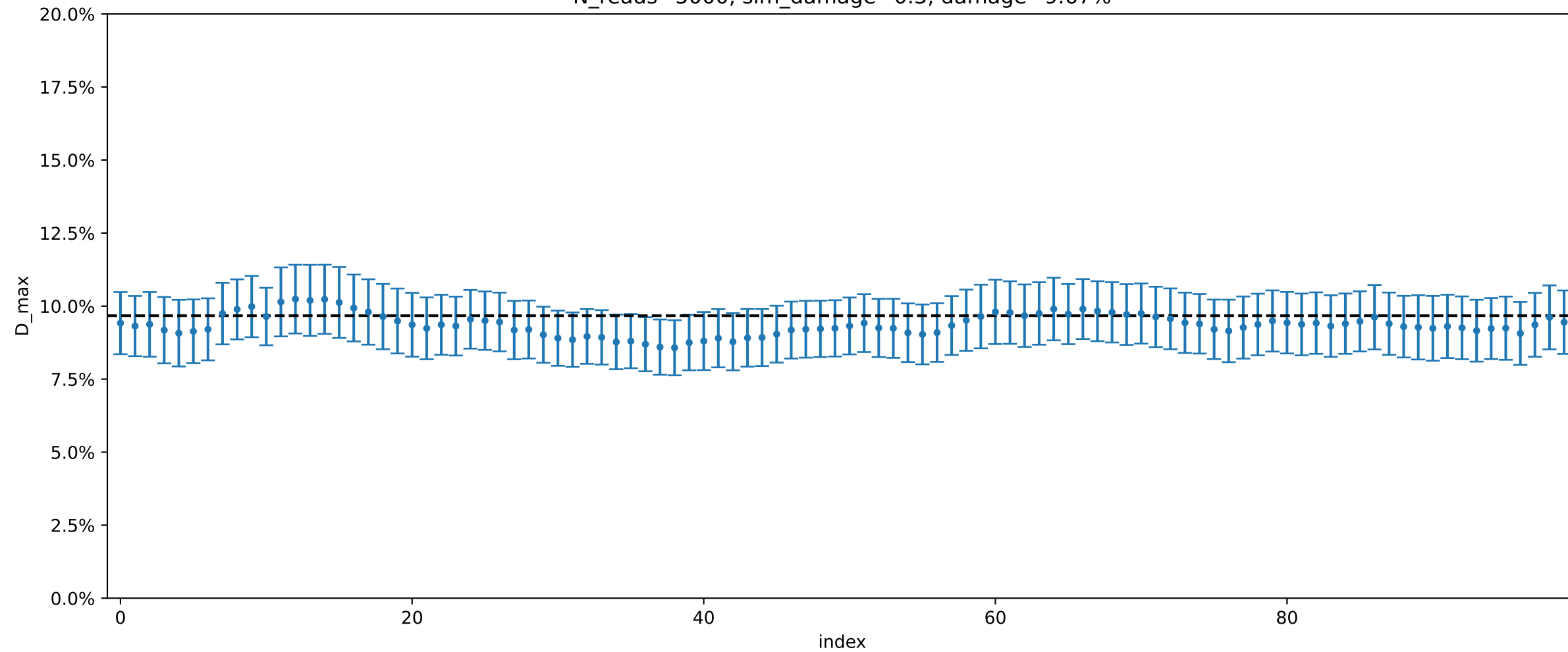
N_reads=900, sim_damage=0.3, damage=9.67%



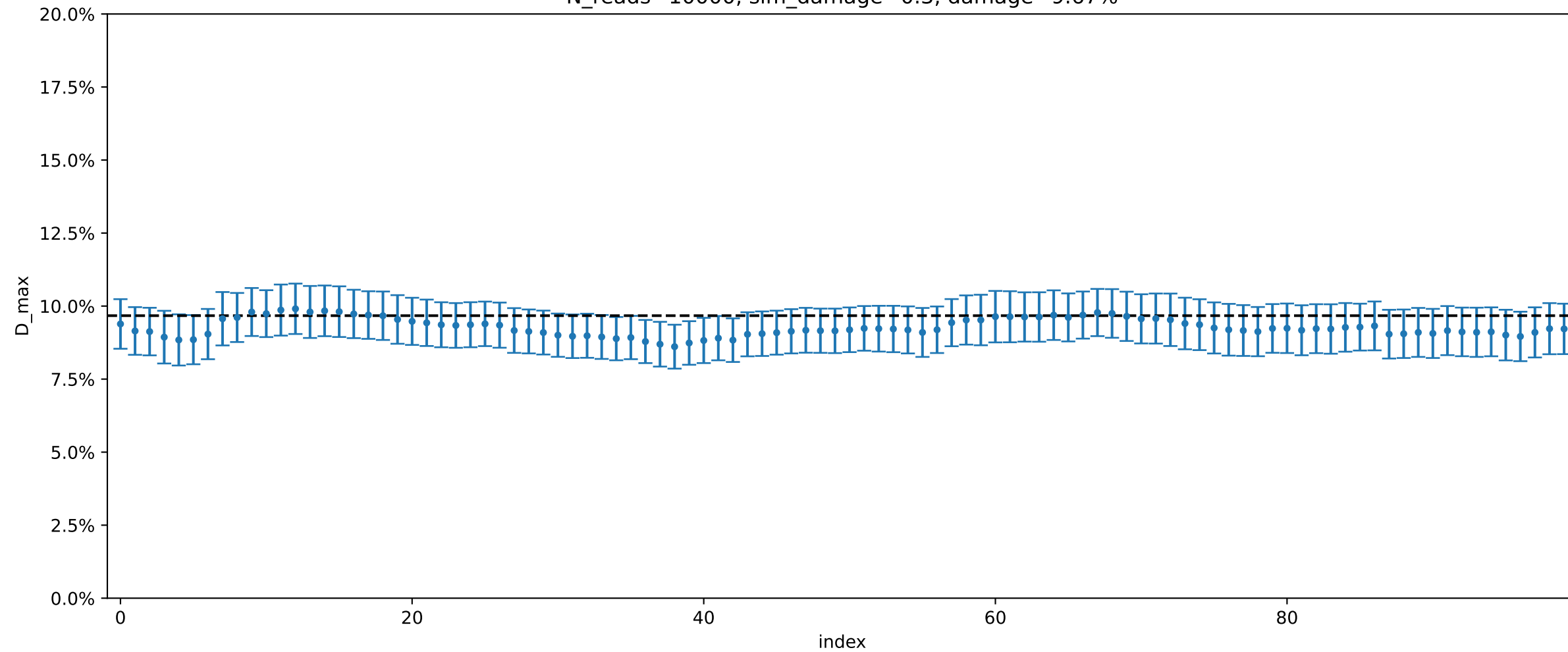
N_reads=1000, sim_damage=0.3, damage=9.67%



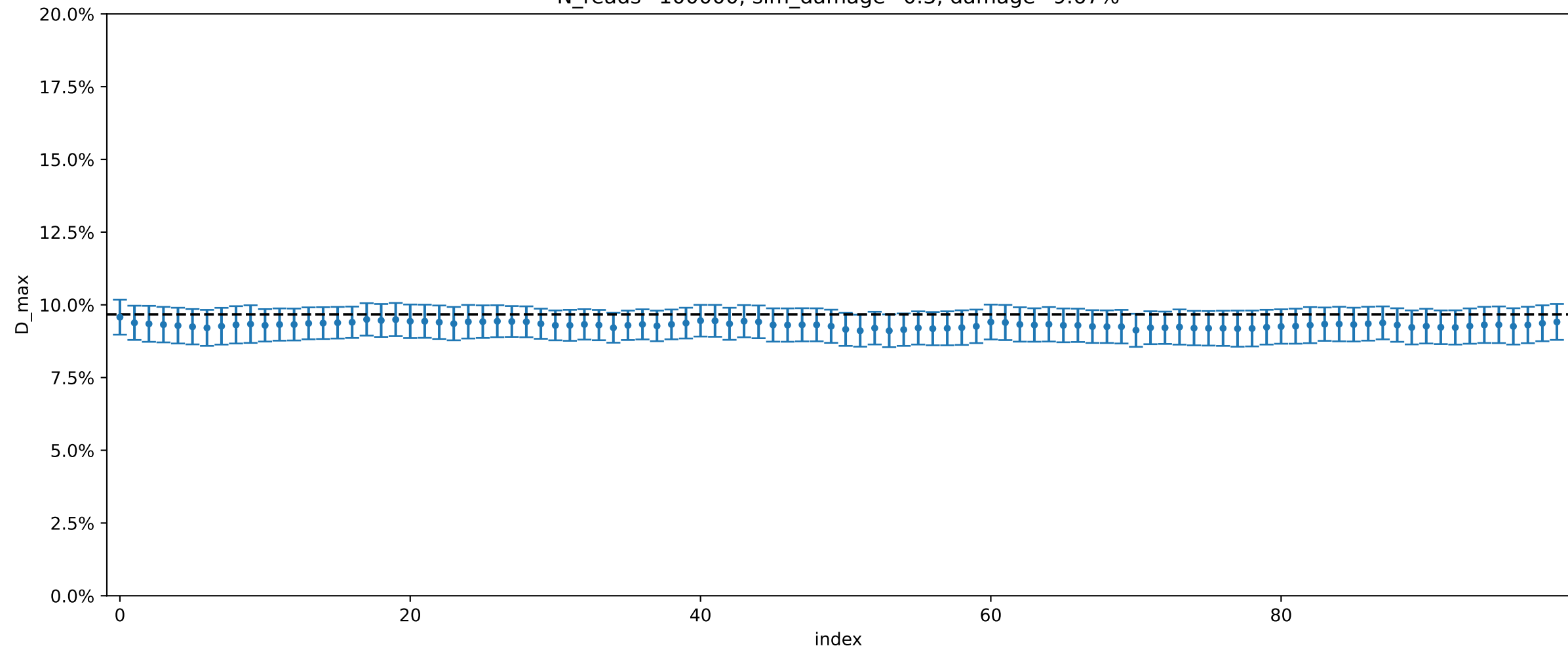
N_reads=5000, sim_damage=0.3, damage=9.67%



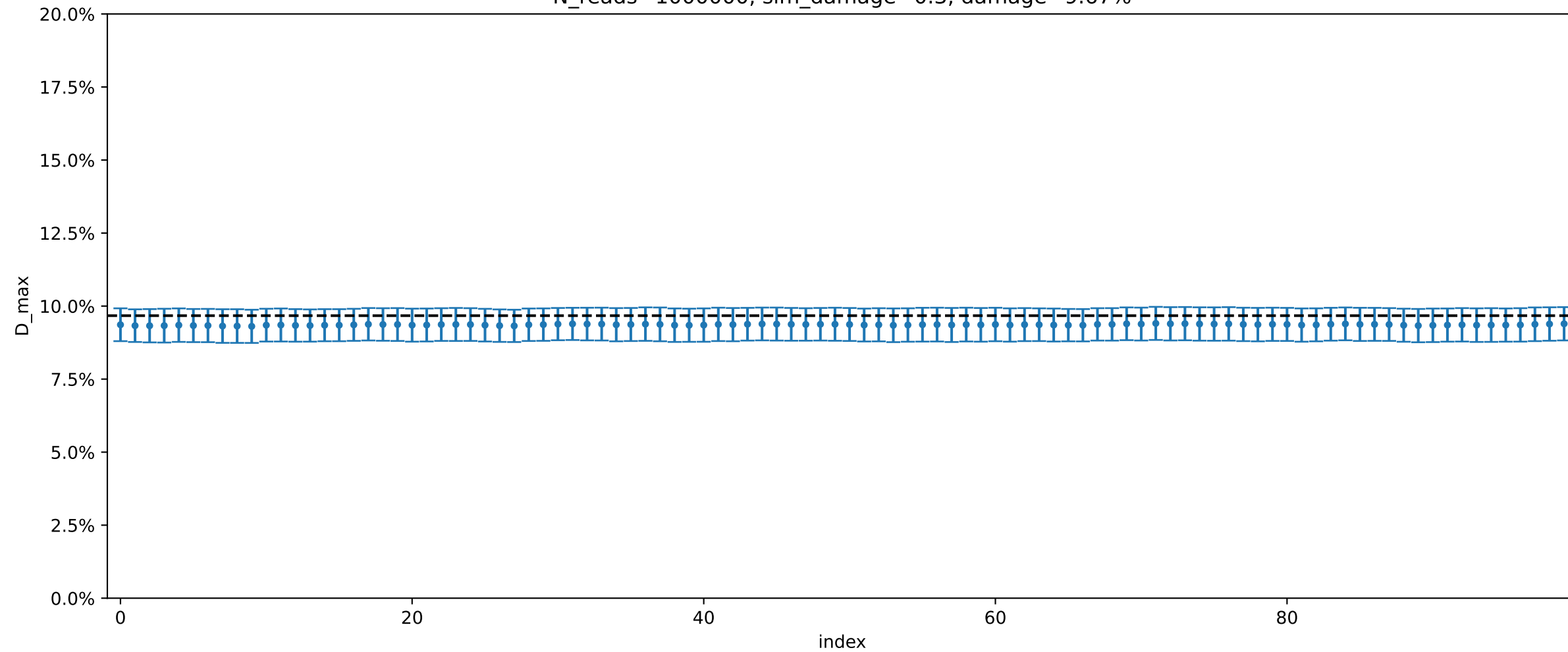
N_reads=10000, sim_damage=0.3, damage=9.67%



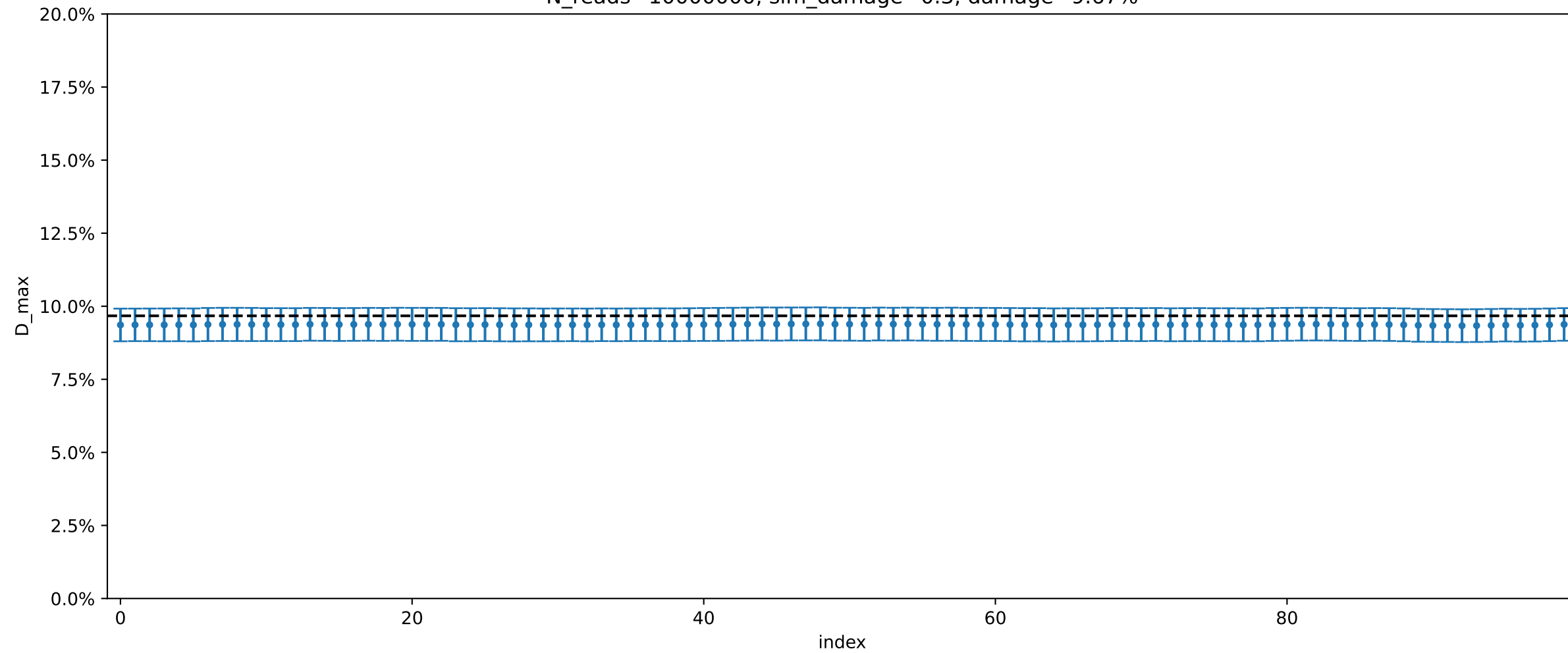
N_reads=100000, sim_damage=0.3, damage=9.67%



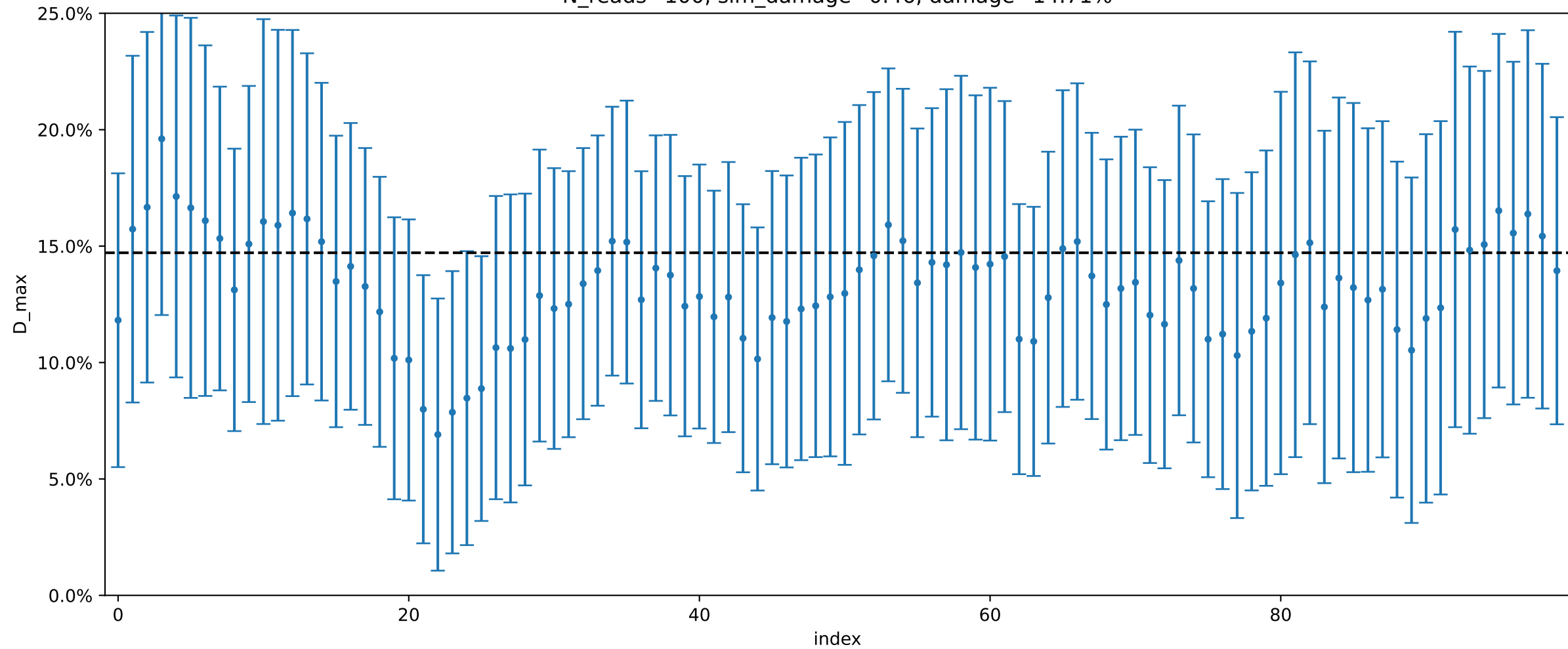
N_reads=1000000, sim_damage=0.3, damage=9.67%



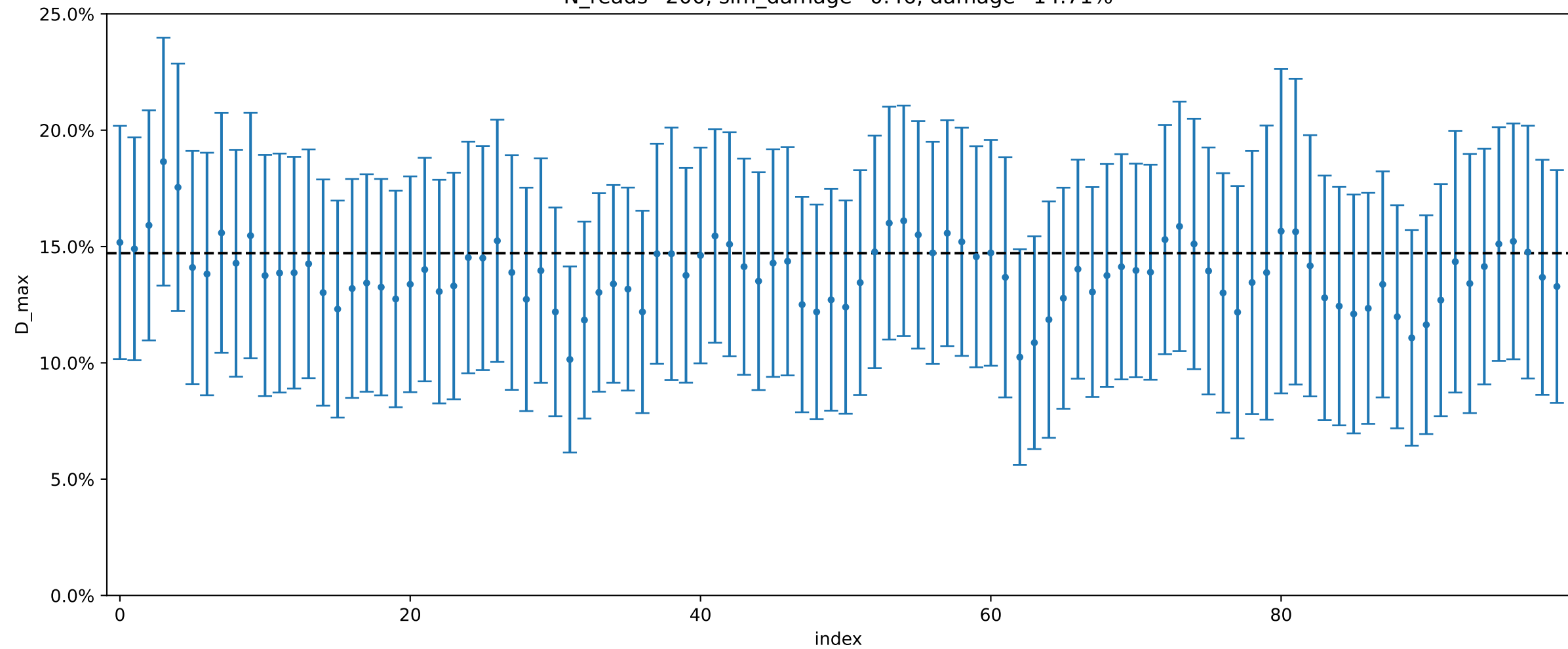
N_reads=10000000, sim_damage=0.3, damage=9.67%



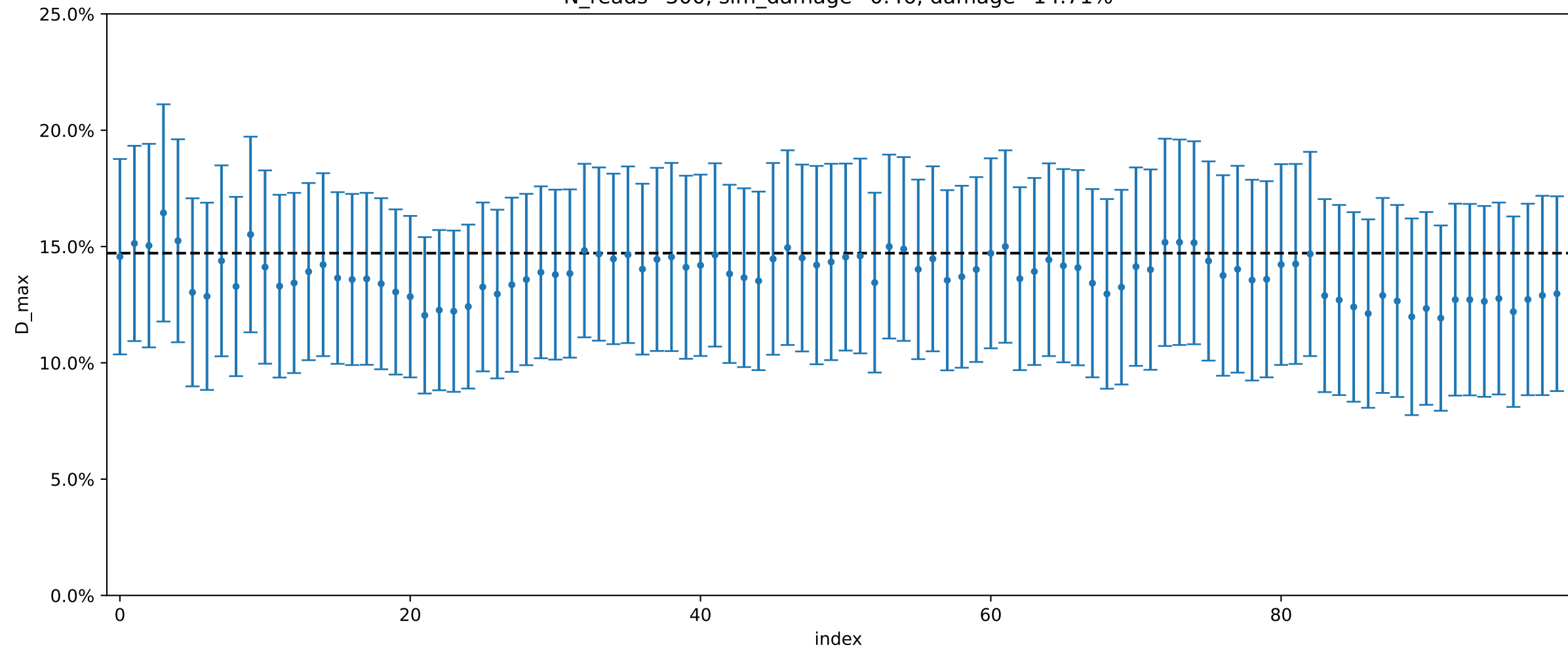
N_reads=100, sim_damage=0.46, damage=14.71%



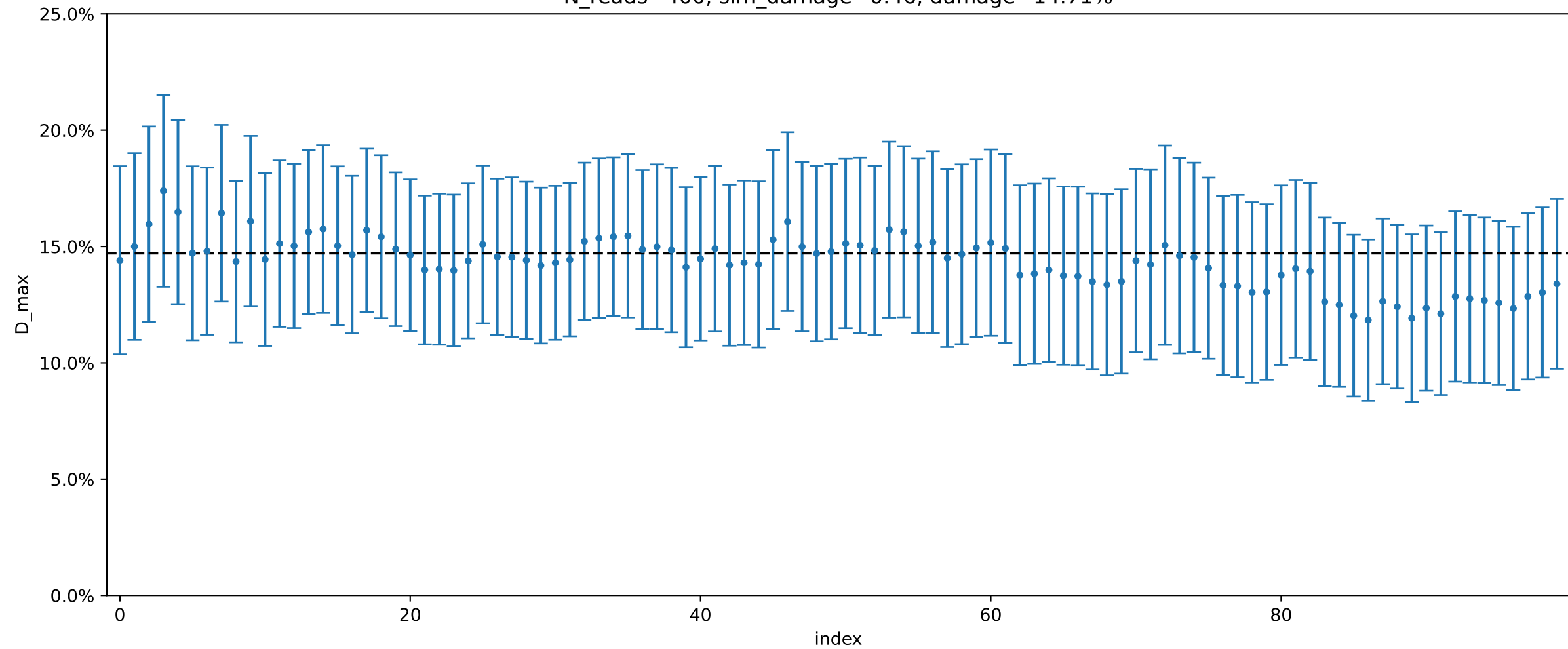
N_reads=200, sim_damage=0.46, damage=14.71%



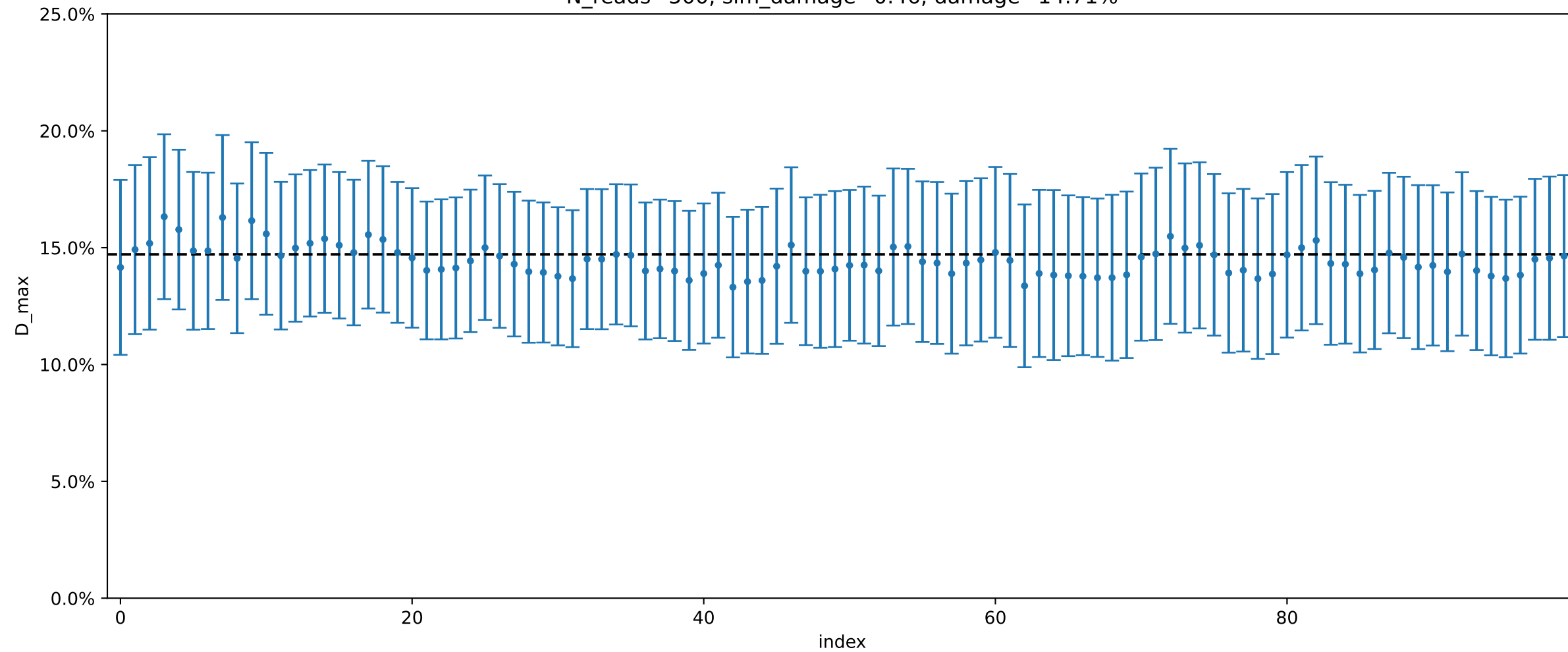
N_reads=300, sim_damage=0.46, damage=14.71%



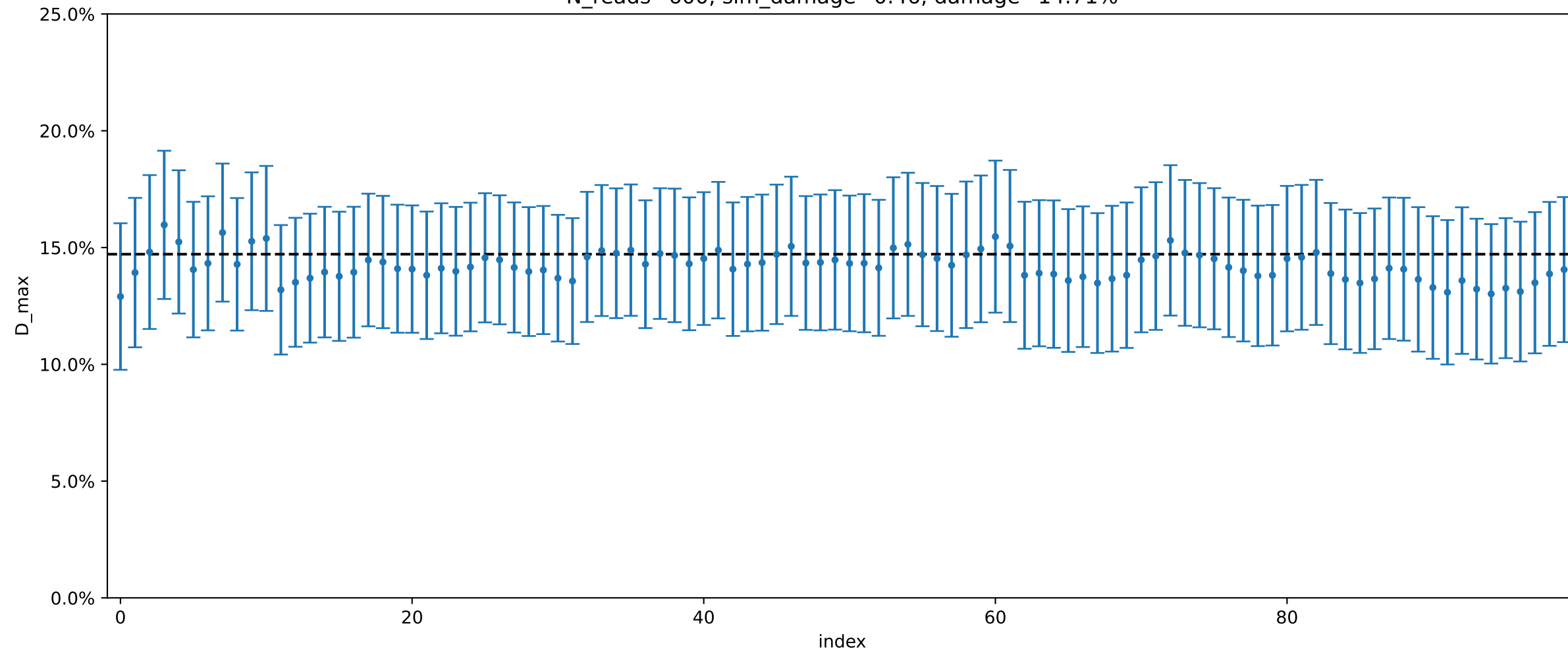
N_reads=400, sim_damage=0.46, damage=14.71%



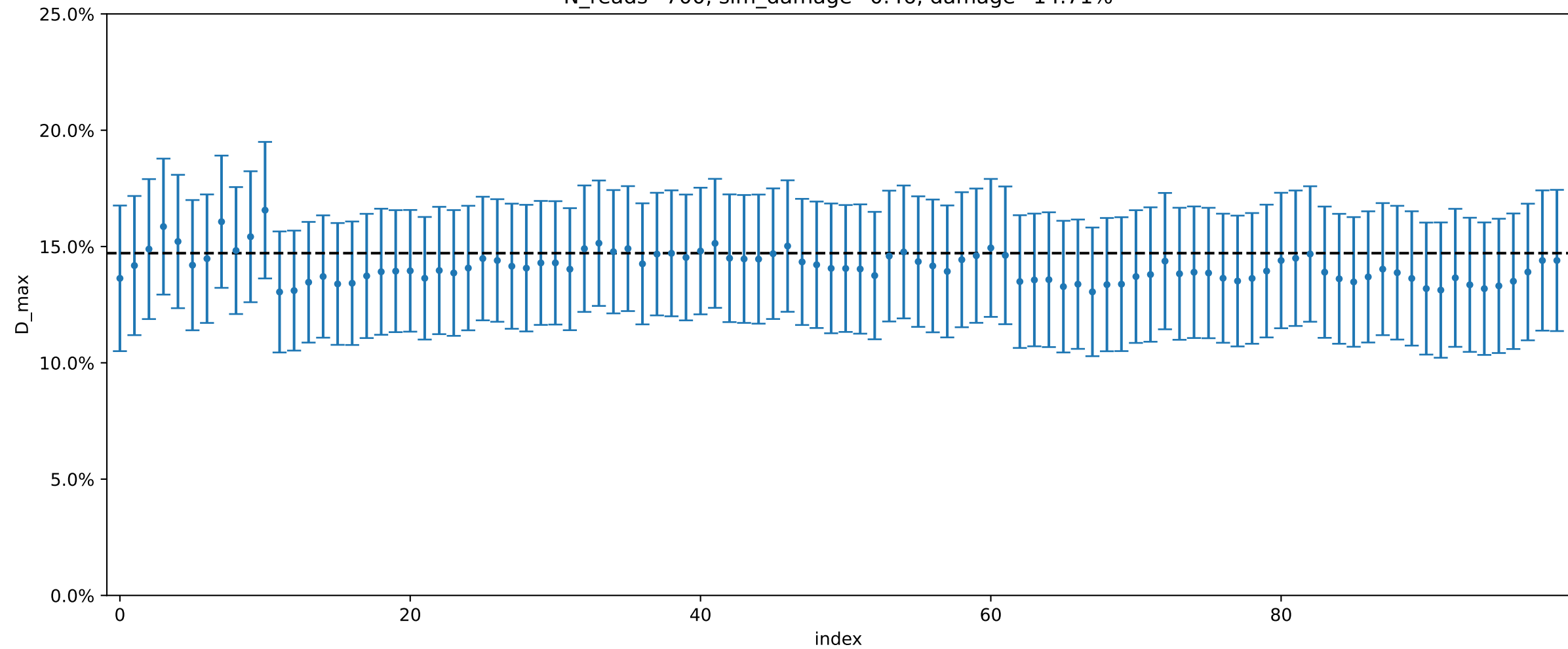
N_reads=500, sim_damage=0.46, damage=14.71%



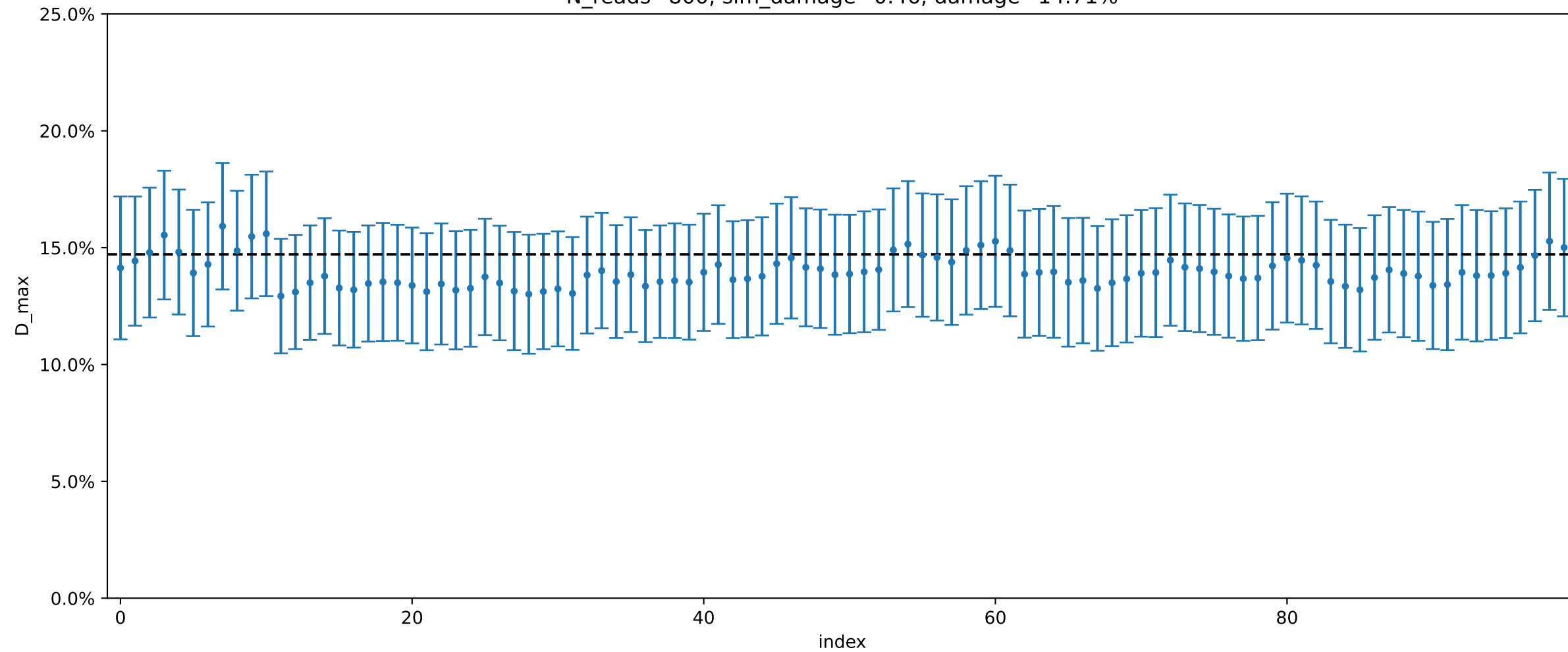
N_reads=600, sim_damage=0.46, damage=14.71%



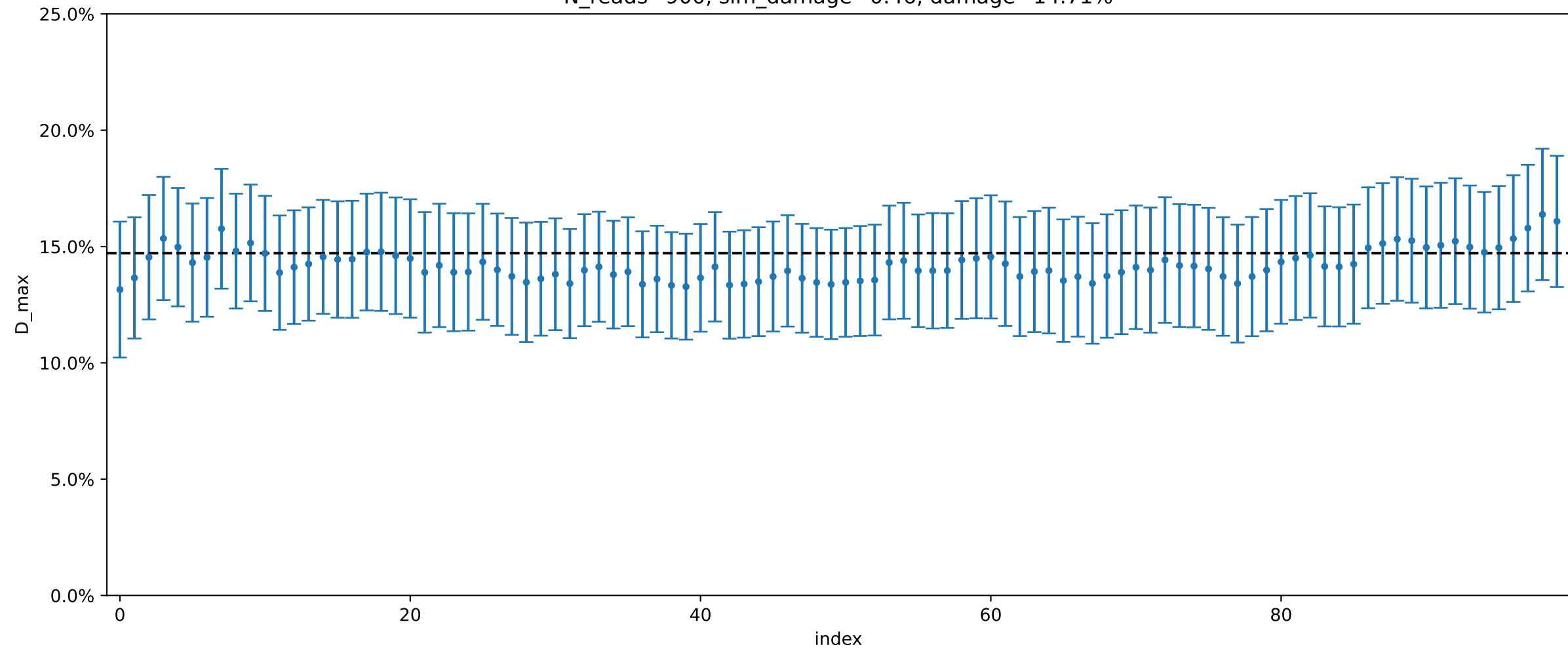
N_reads=700, sim_damage=0.46, damage=14.71%



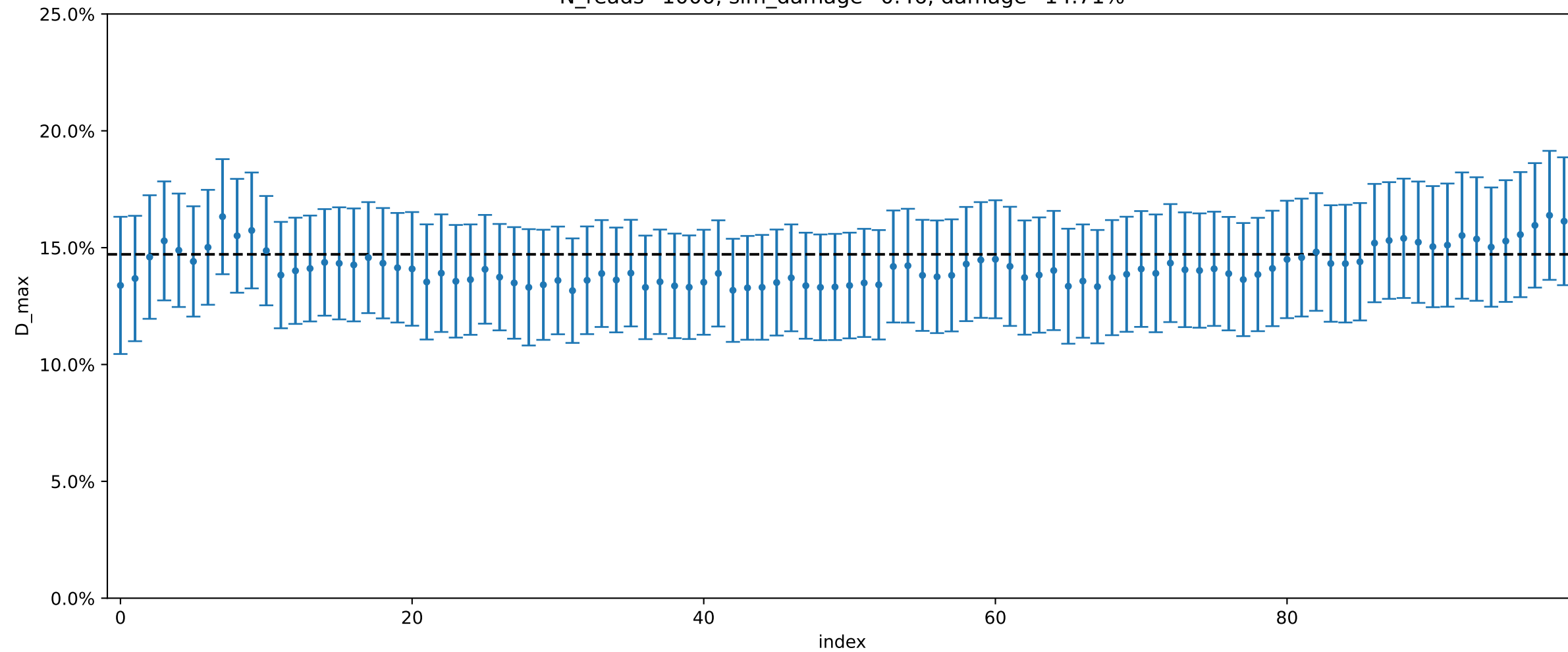
N_reads=800, sim_damage=0.46, damage=14.71%



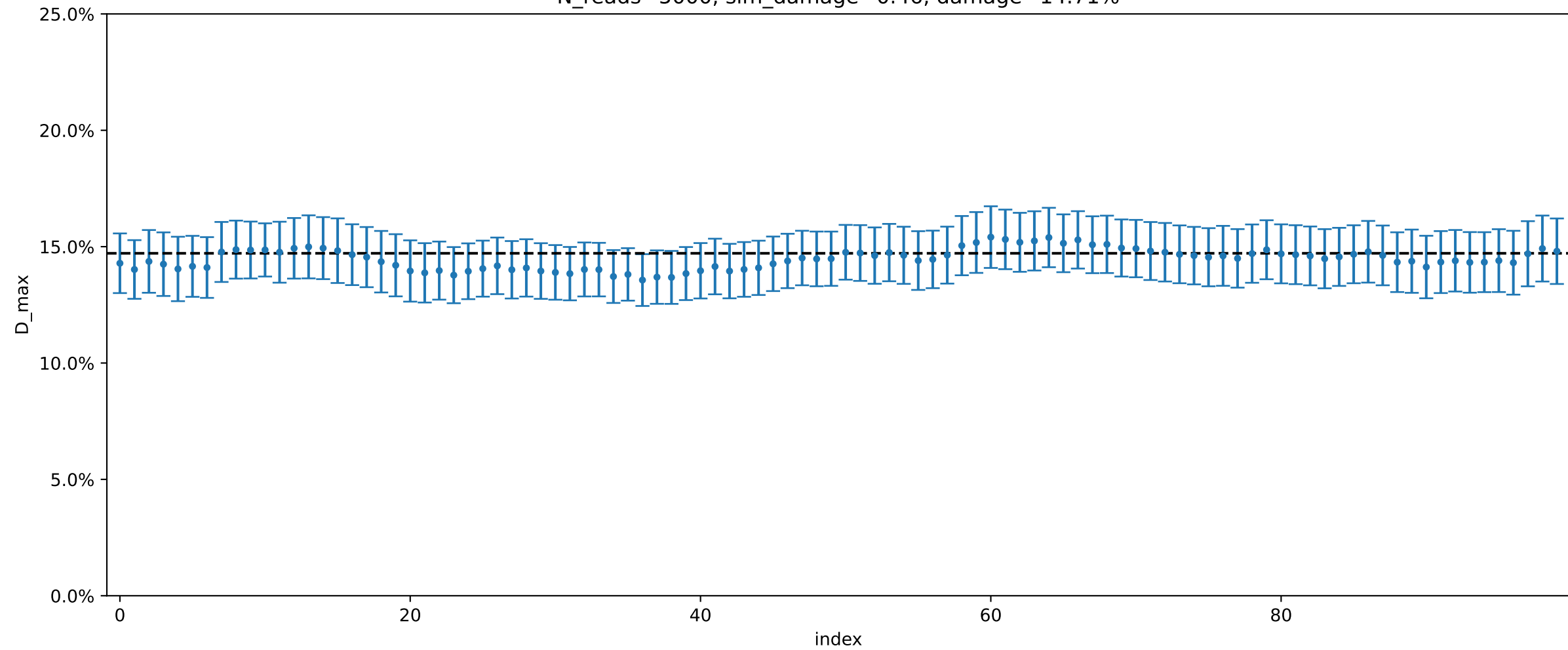
N_reads=900, sim_damage=0.46, damage=14.71%



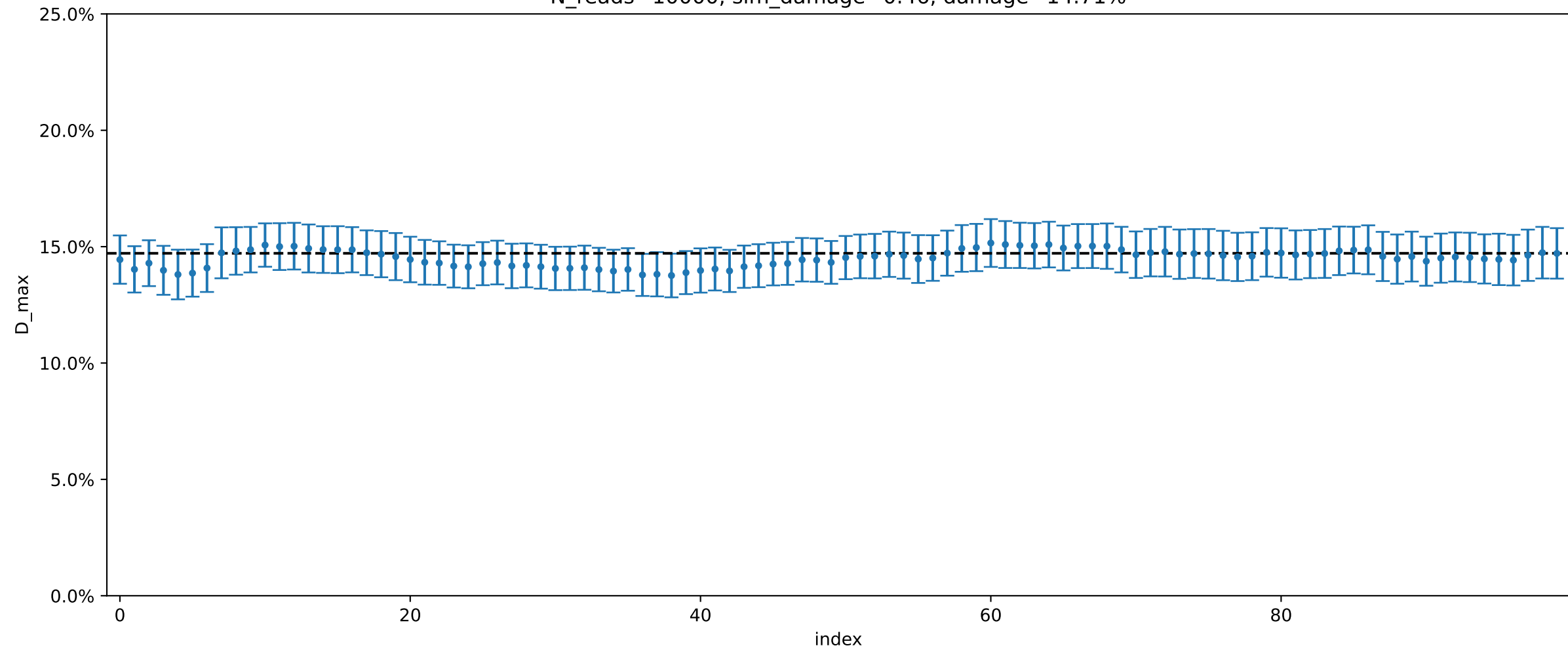
N_reads=1000, sim_damage=0.46, damage=14.71%



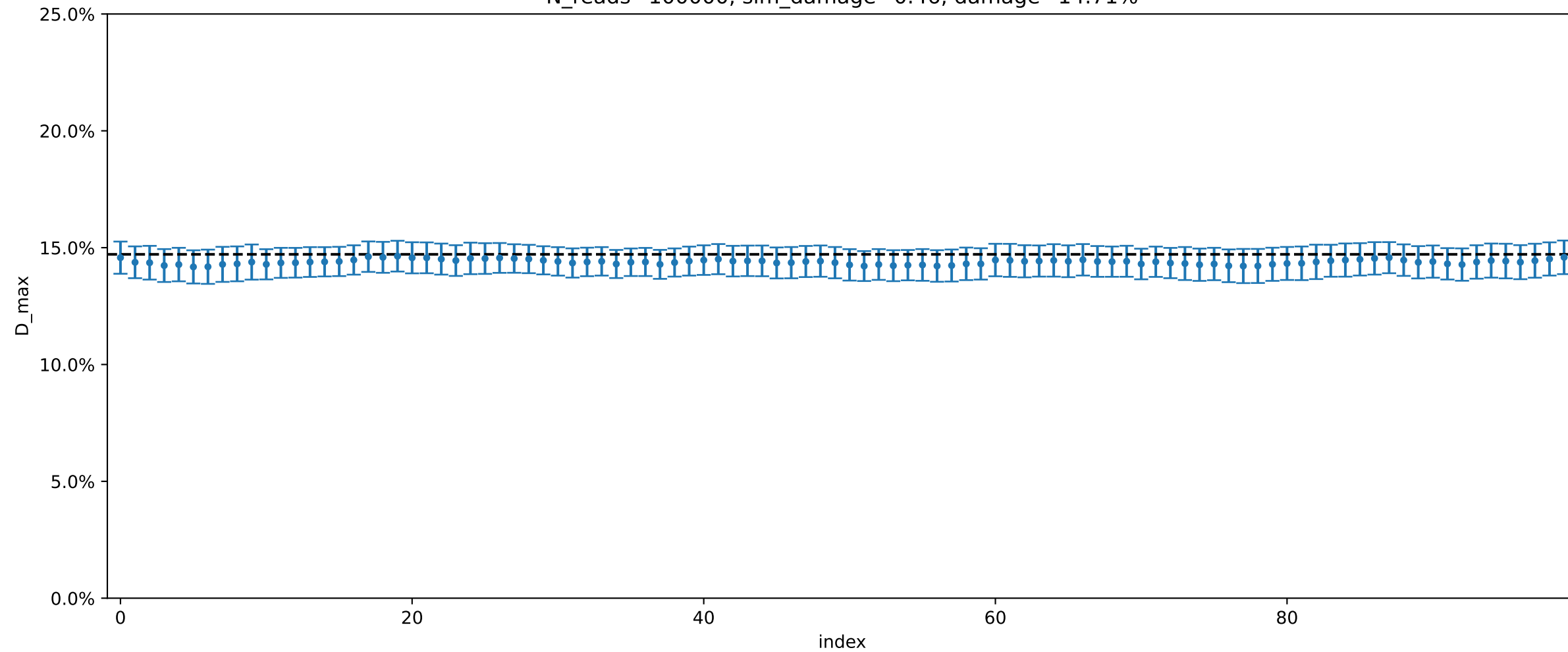
N_reads=5000, sim_damage=0.46, damage=14.71%



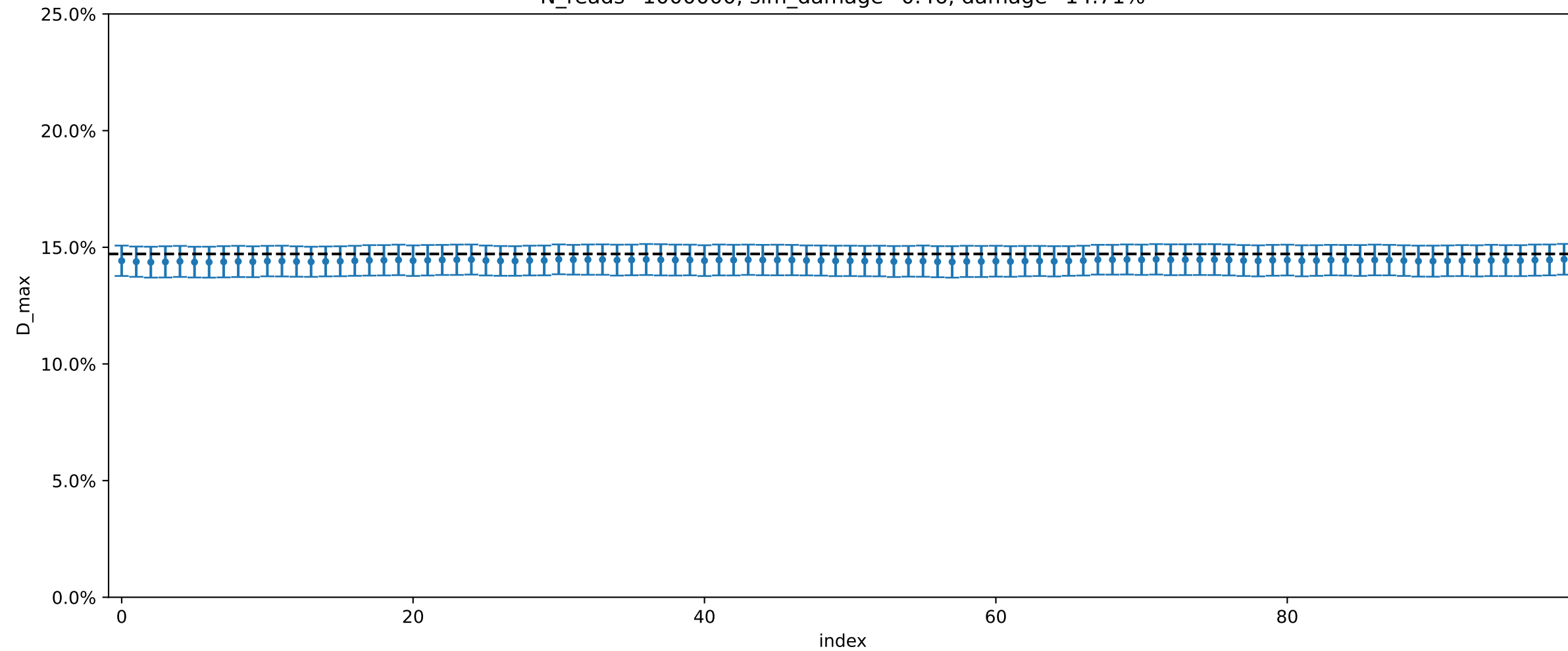
N_reads=10000, sim_damage=0.46, damage=14.71%



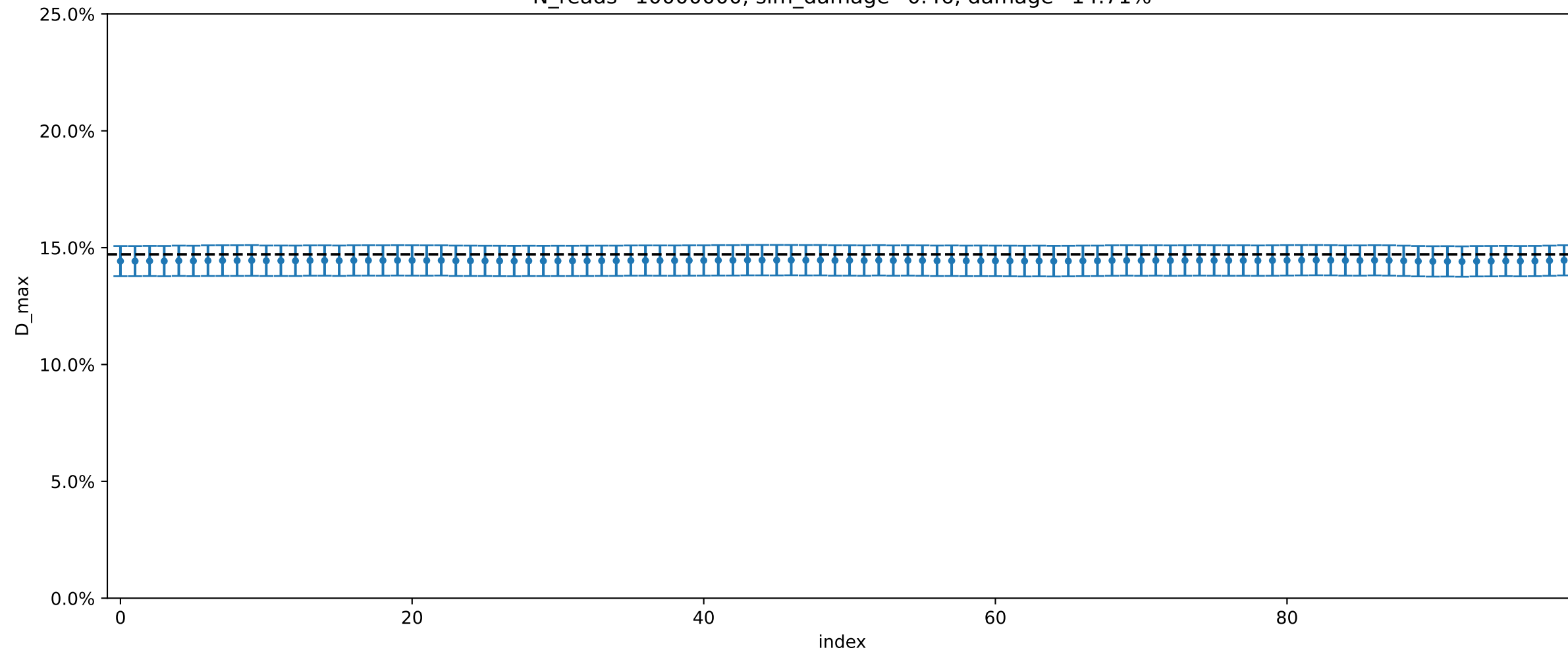
N_reads=100000, sim_damage=0.46, damage=14.71%



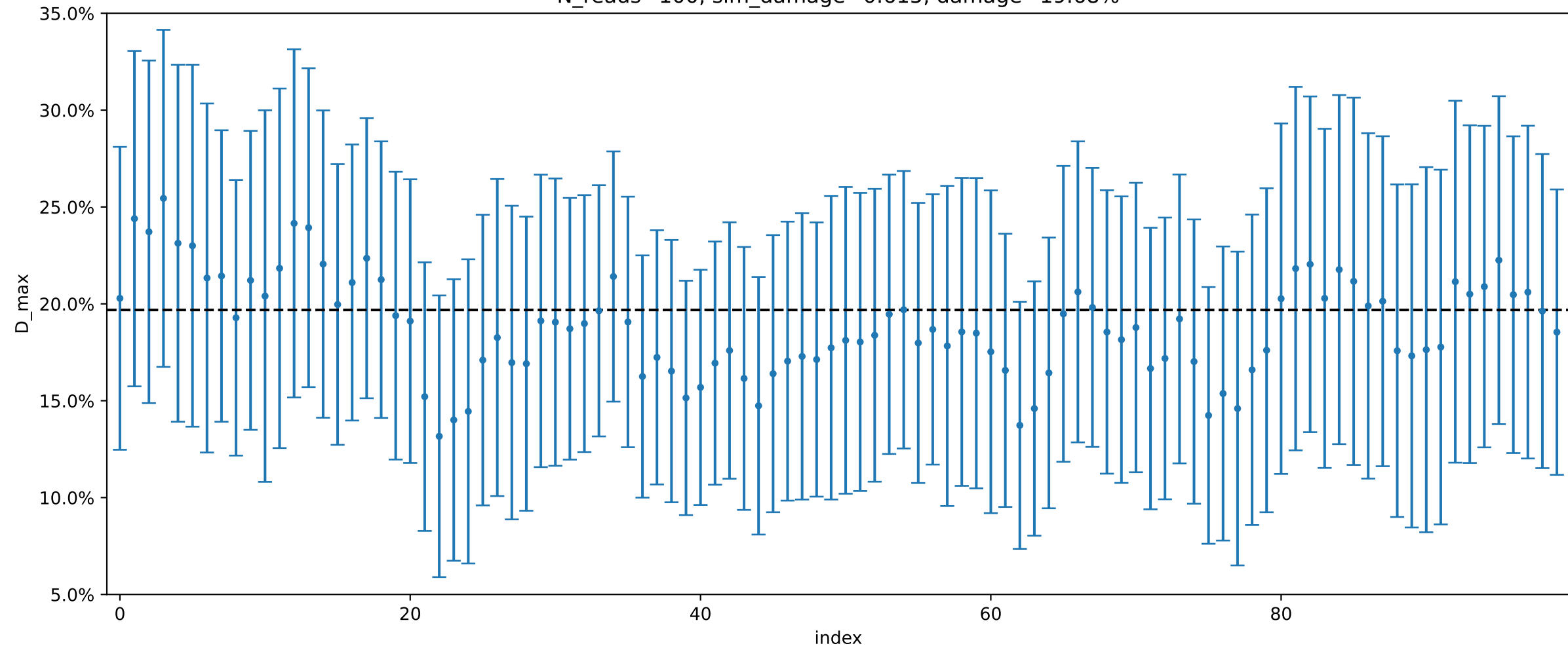
N_reads=1000000, sim_damage=0.46, damage=14.71%



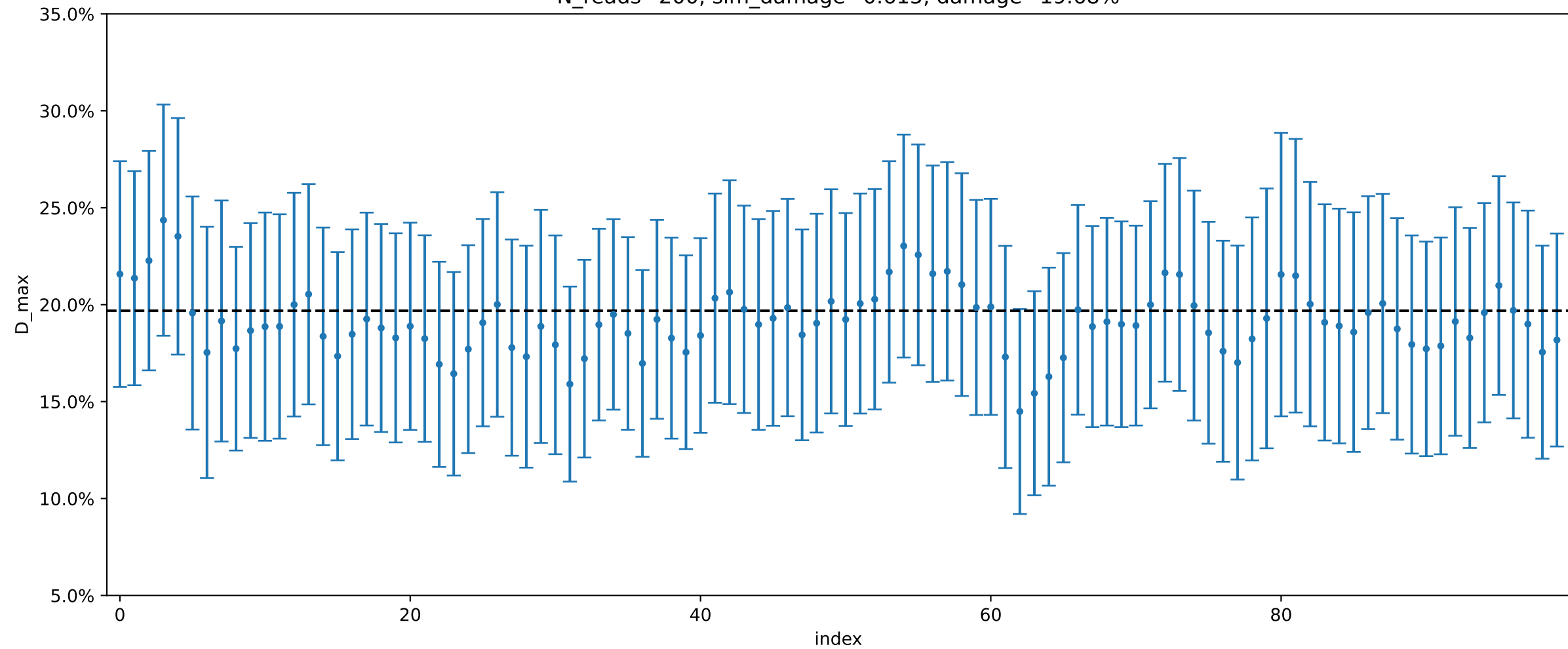
N_reads=10000000, sim_damage=0.46, damage=14.71%



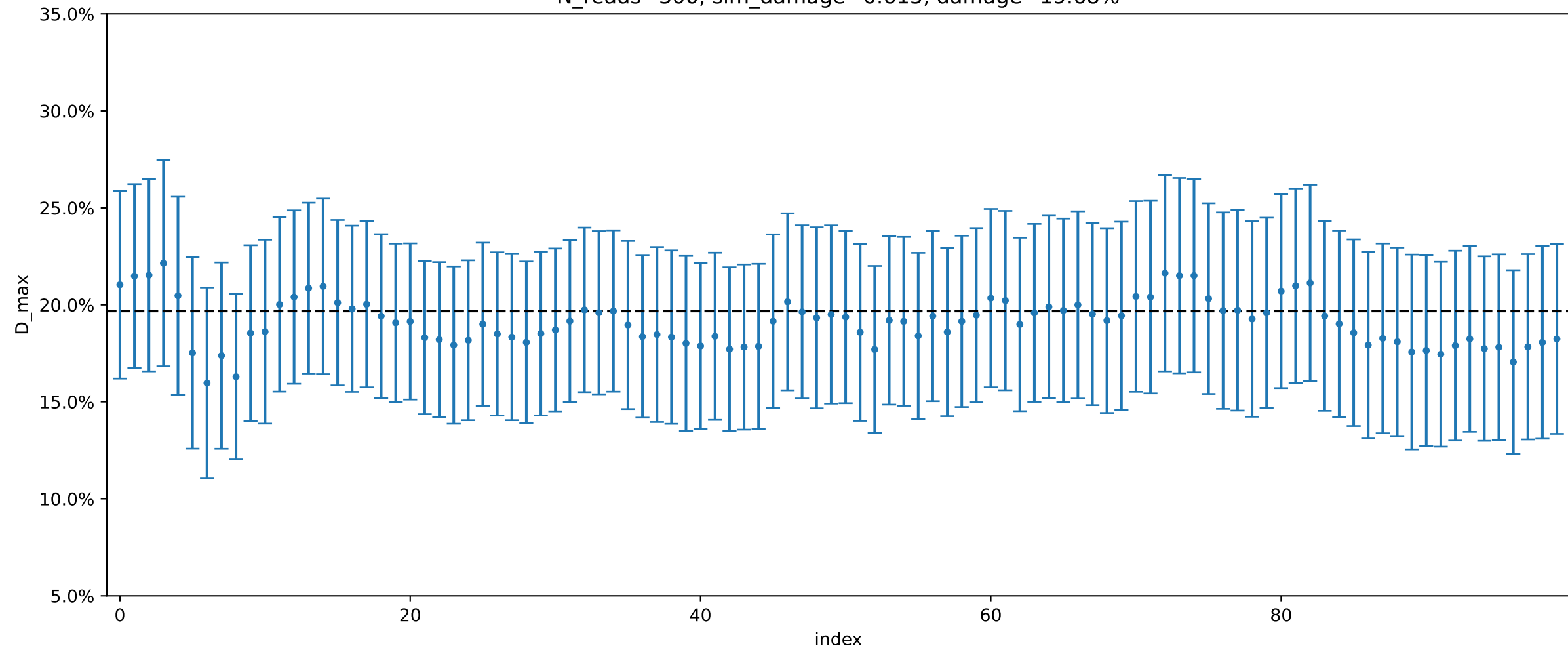
N_reads=100, sim_damage=0.615, damage=19.68%



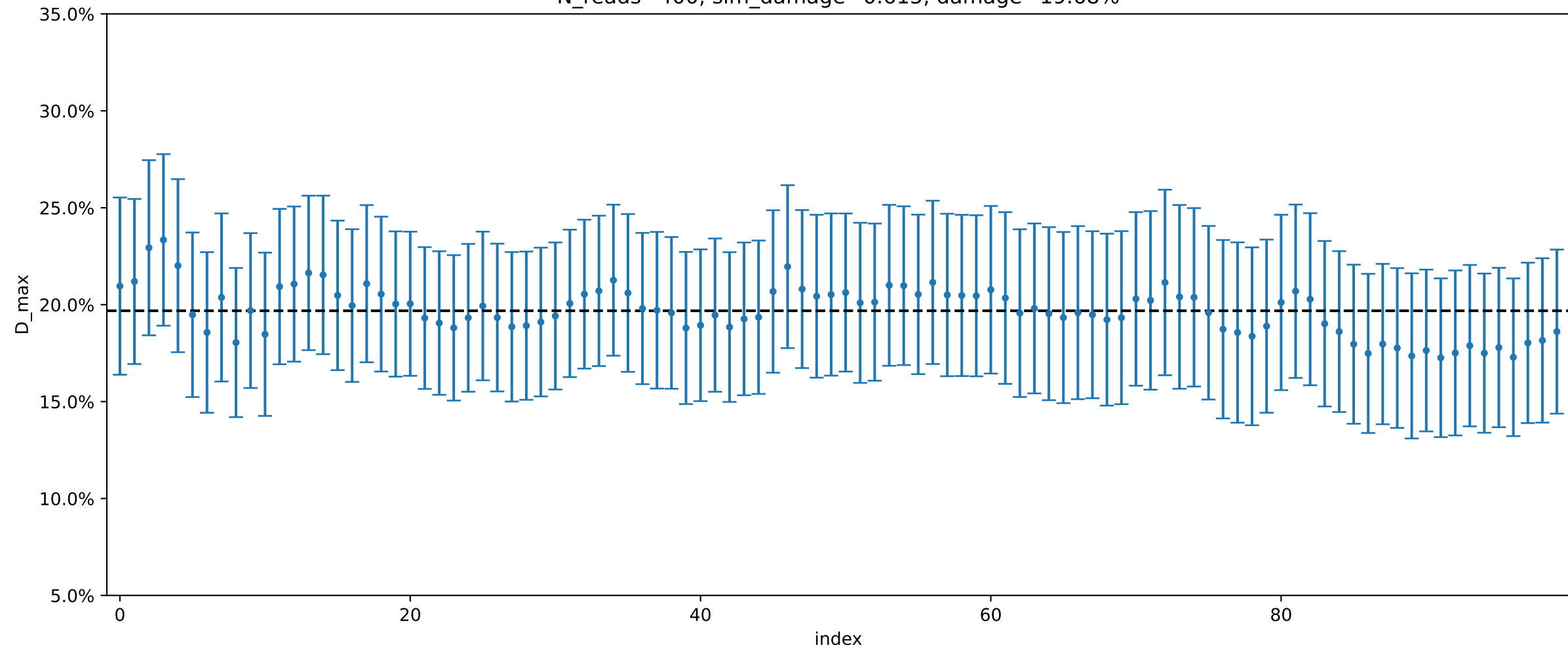
N_reads=200, sim_damage=0.615, damage=19.68%



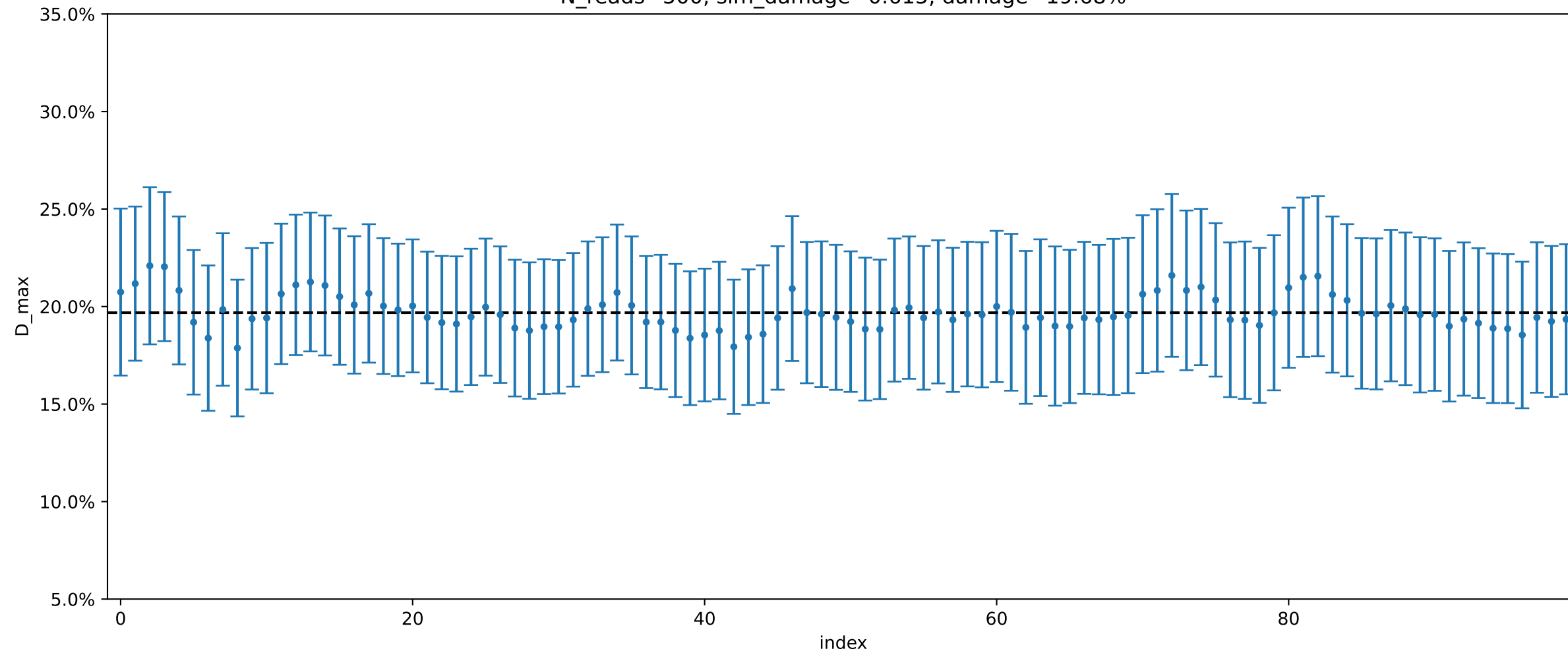
N_reads=300, sim_damage=0.615, damage=19.68%



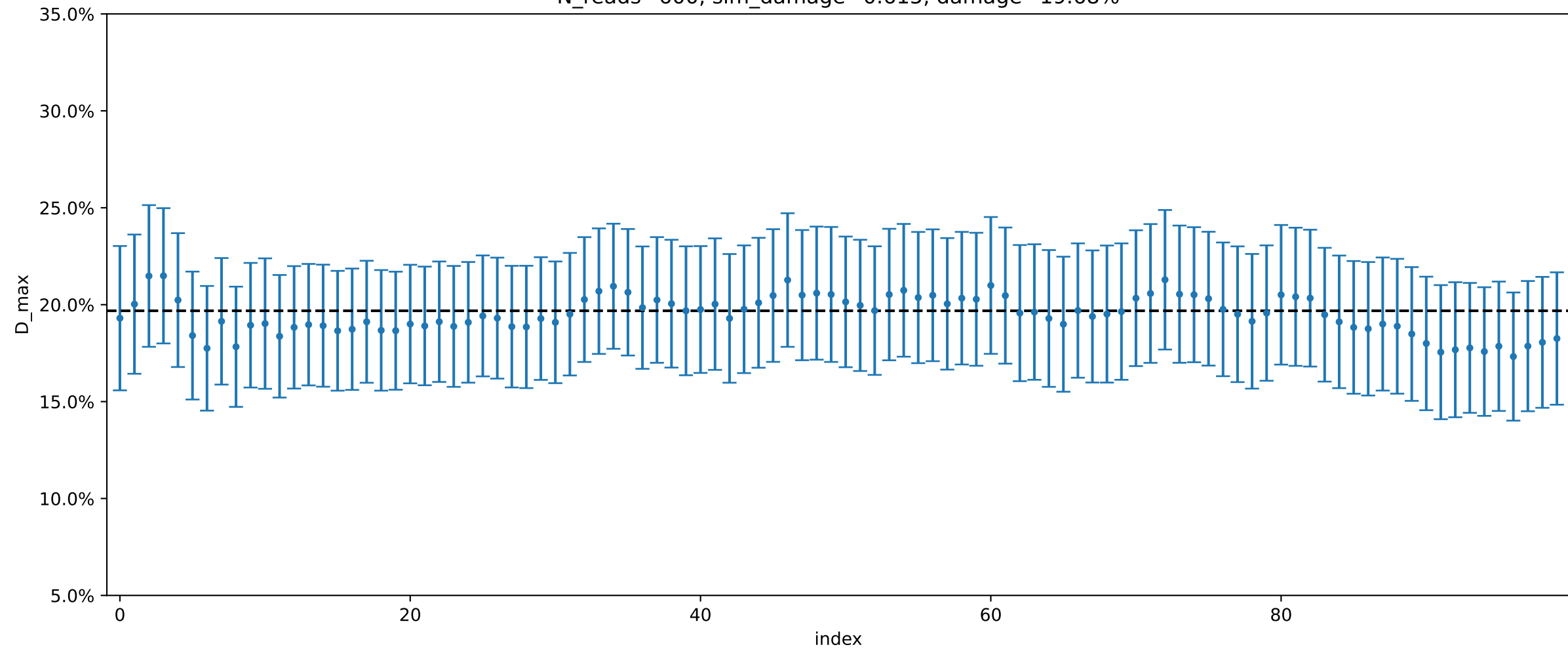
N_reads=400, sim_damage=0.615, damage=19.68%



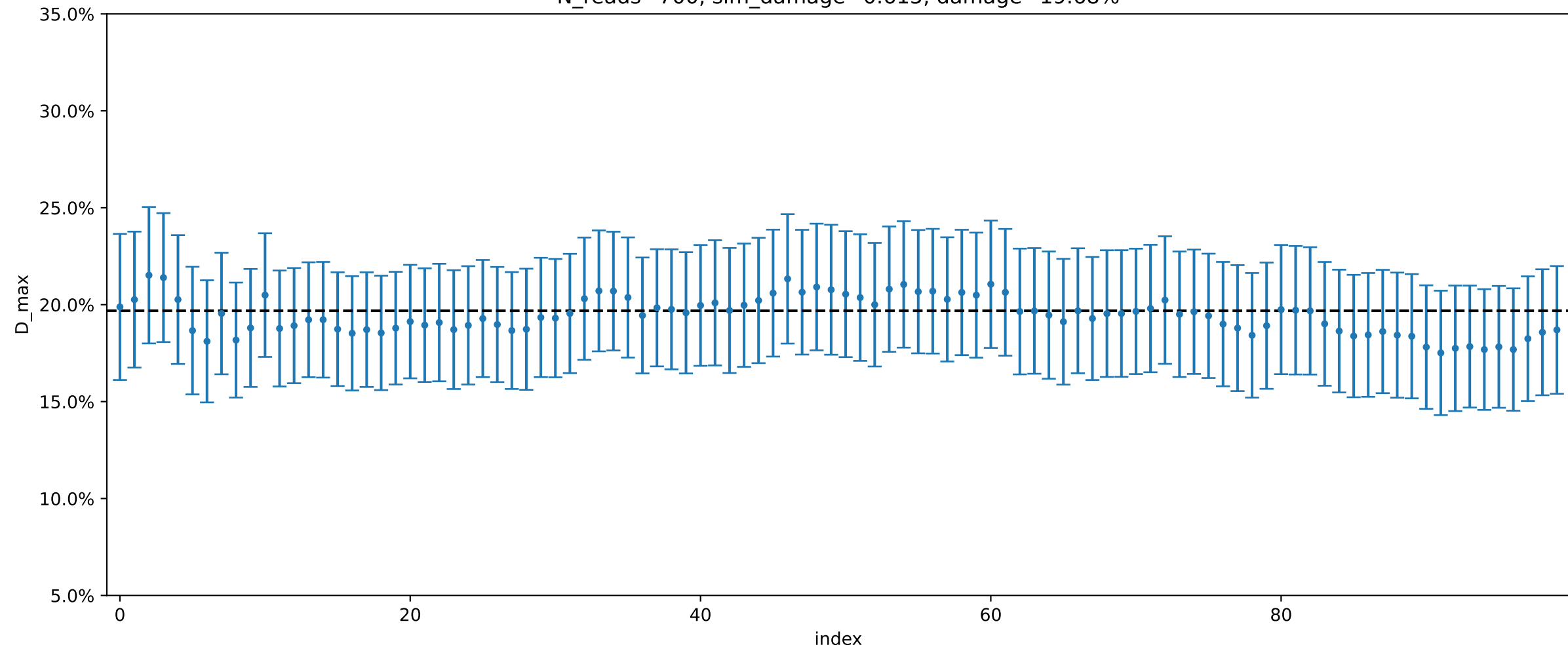
N_reads=500, sim_damage=0.615, damage=19.68%



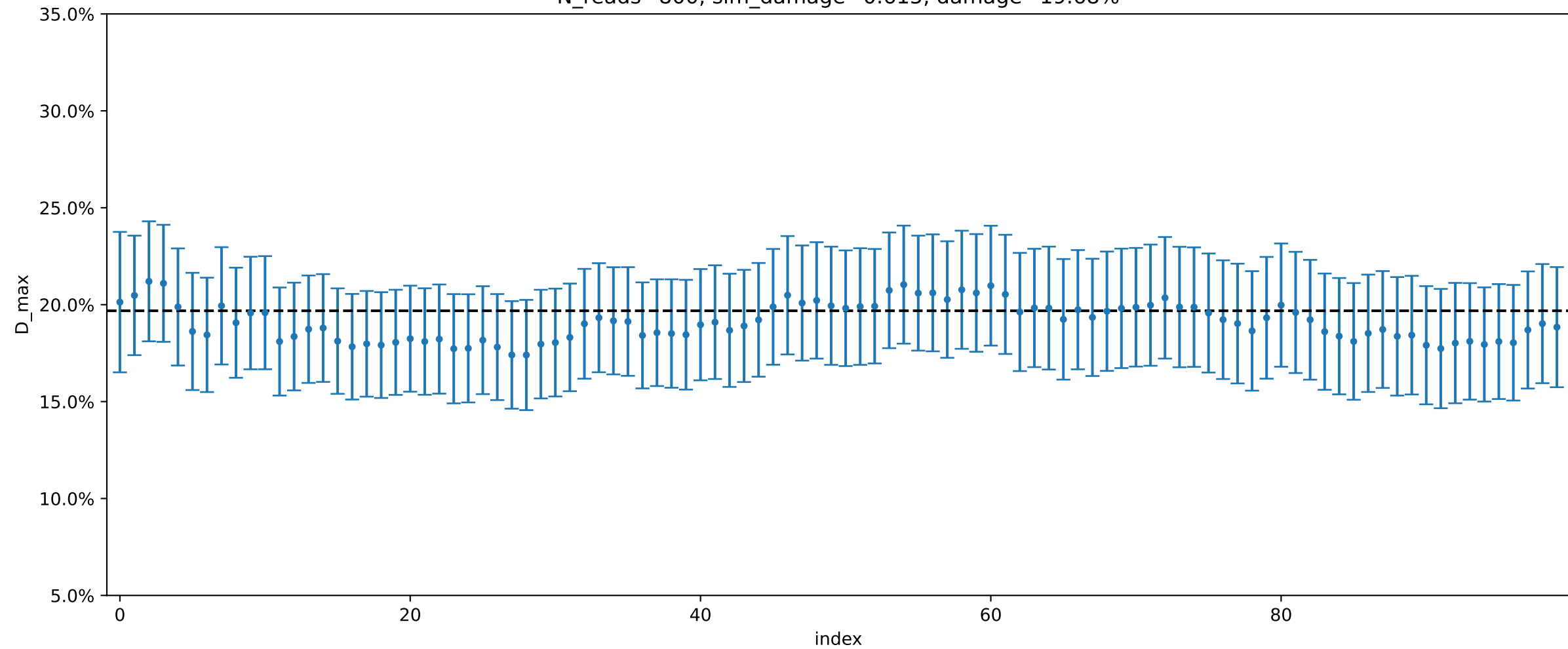
N_reads=600, sim_damage=0.615, damage=19.68%



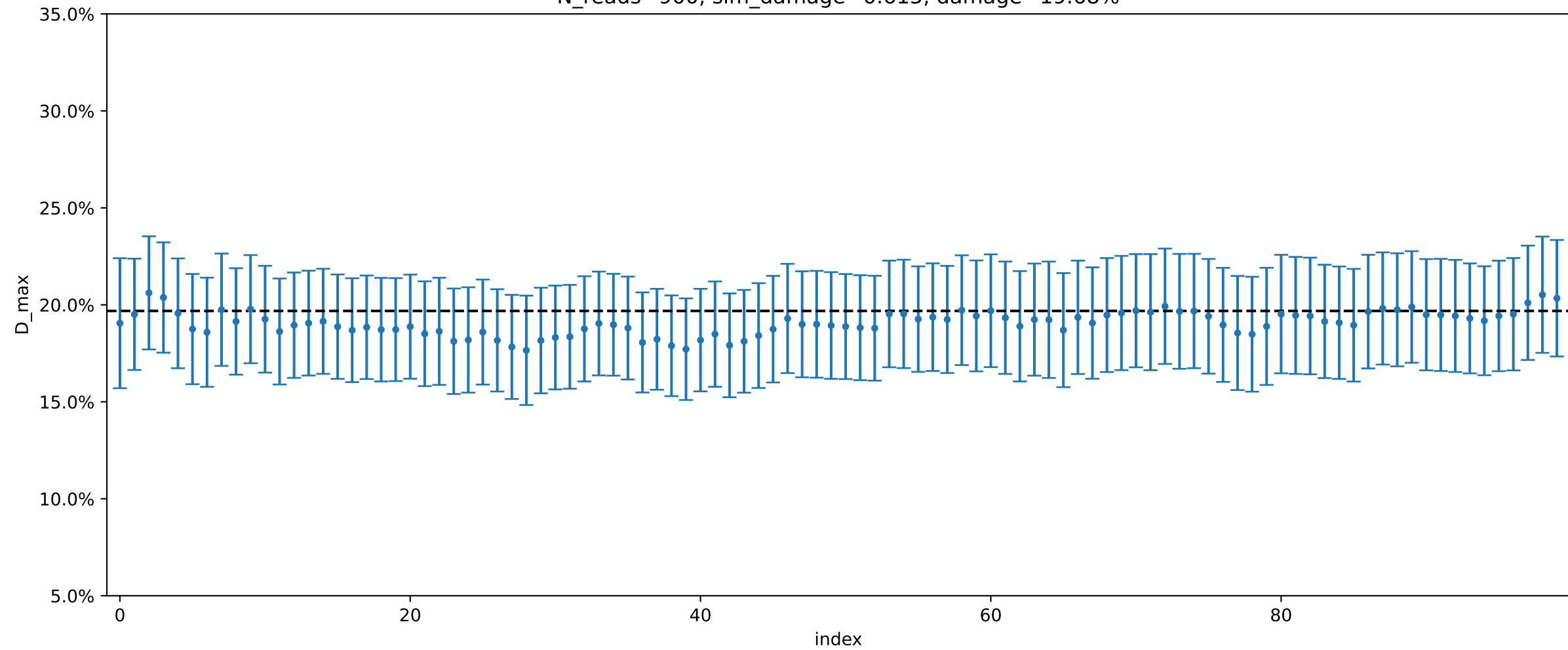
N_reads=700, sim_damage=0.615, damage=19.68%



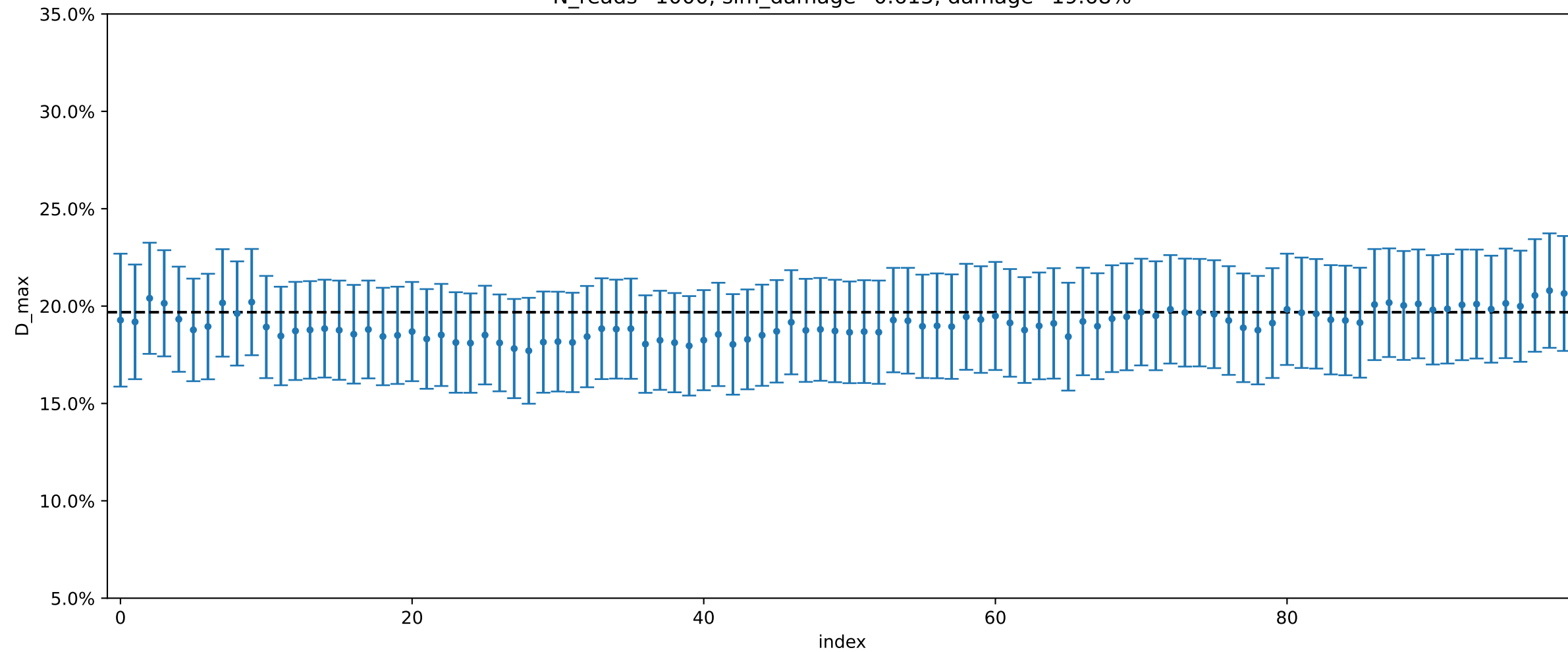
N_reads=800, sim_damage=0.615, damage=19.68%



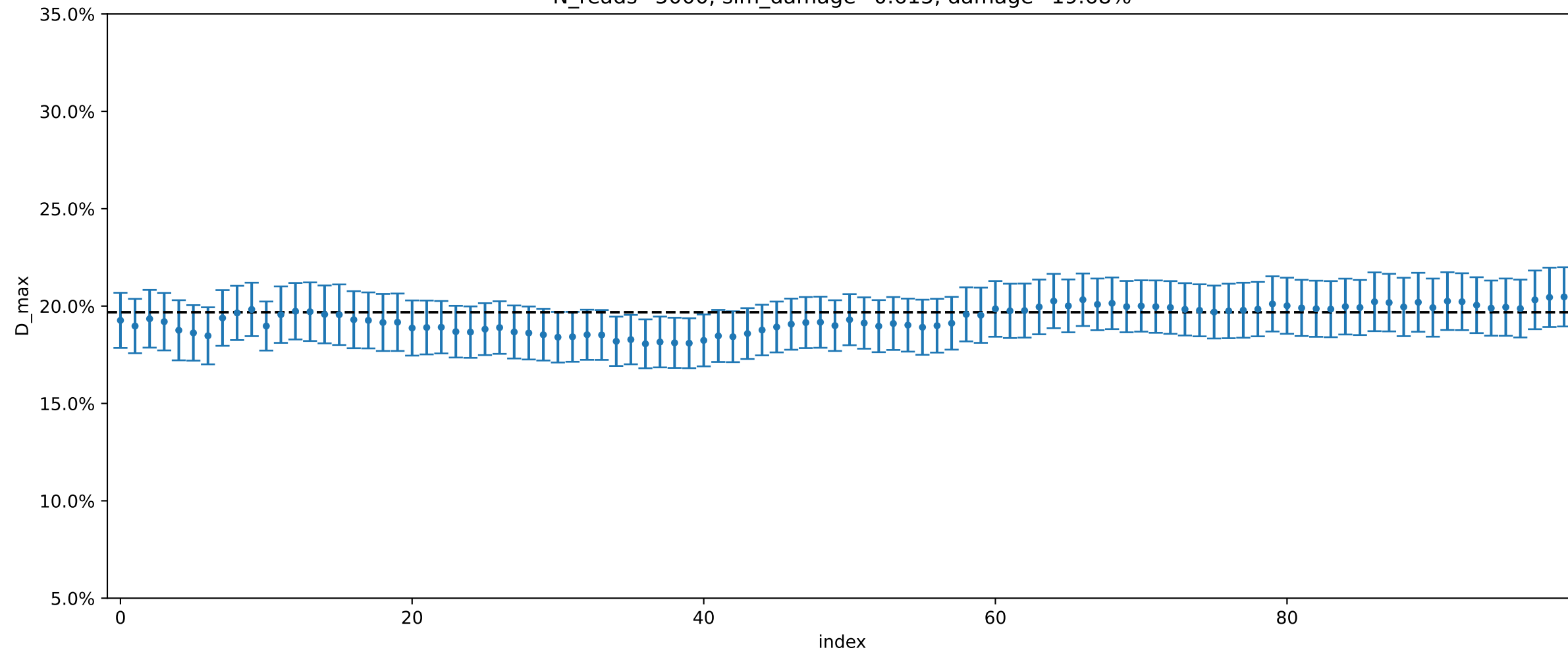
N_reads=900, sim_damage=0.615, damage=19.68%



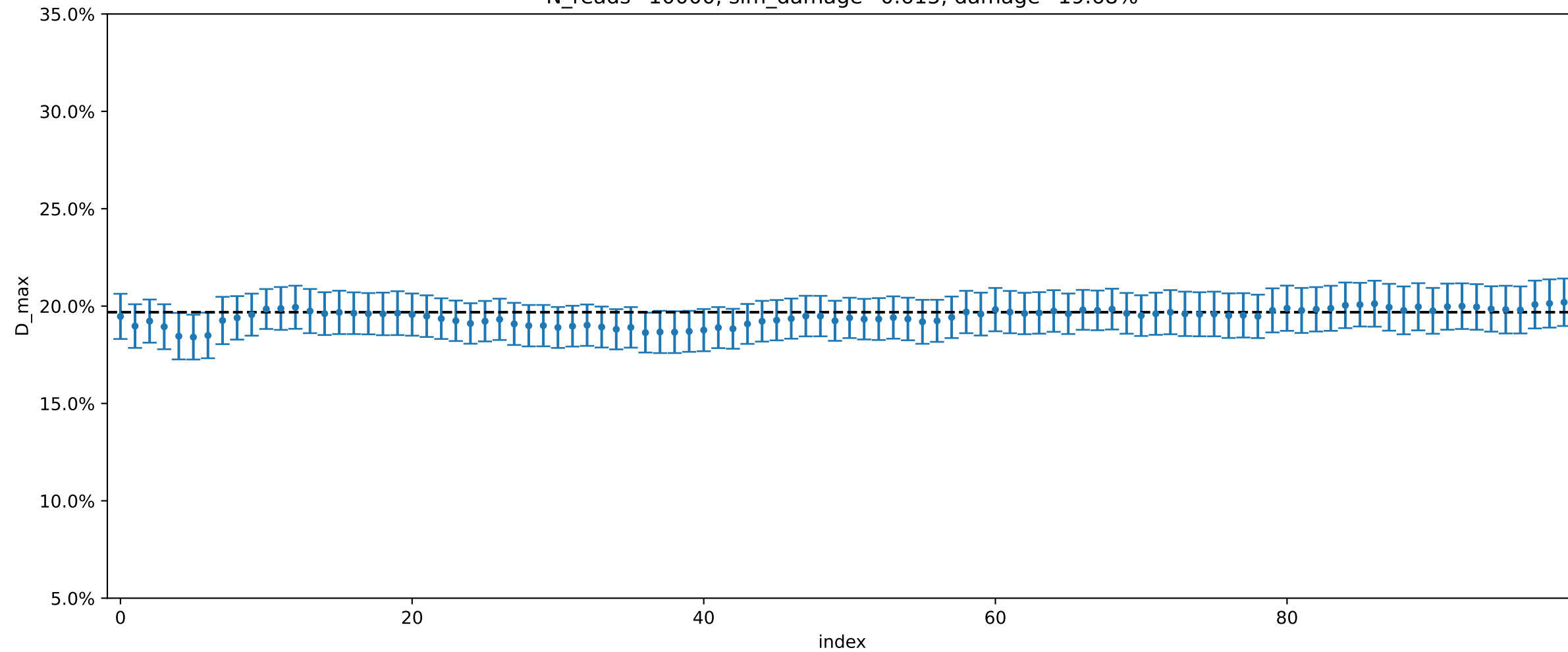
N_reads=1000, sim_damage=0.615, damage=19.68%



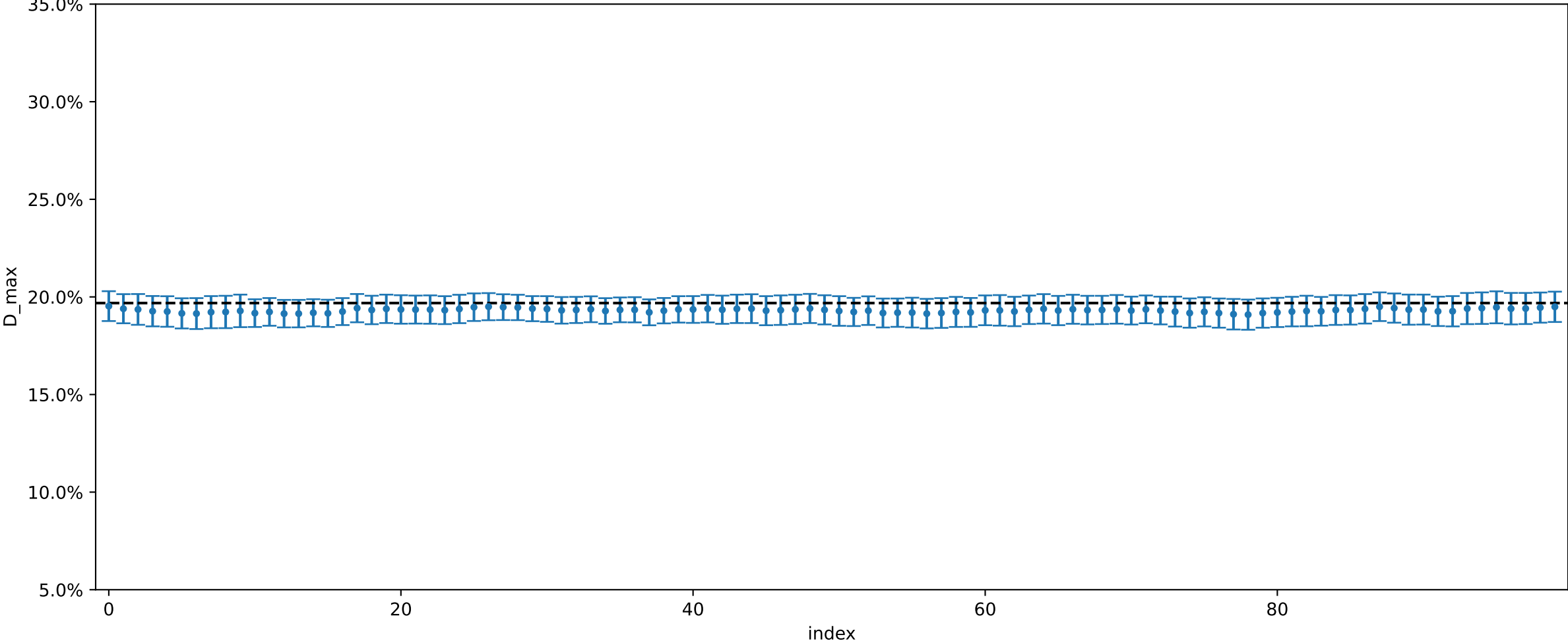
N_reads=5000, sim_damage=0.615, damage=19.68%



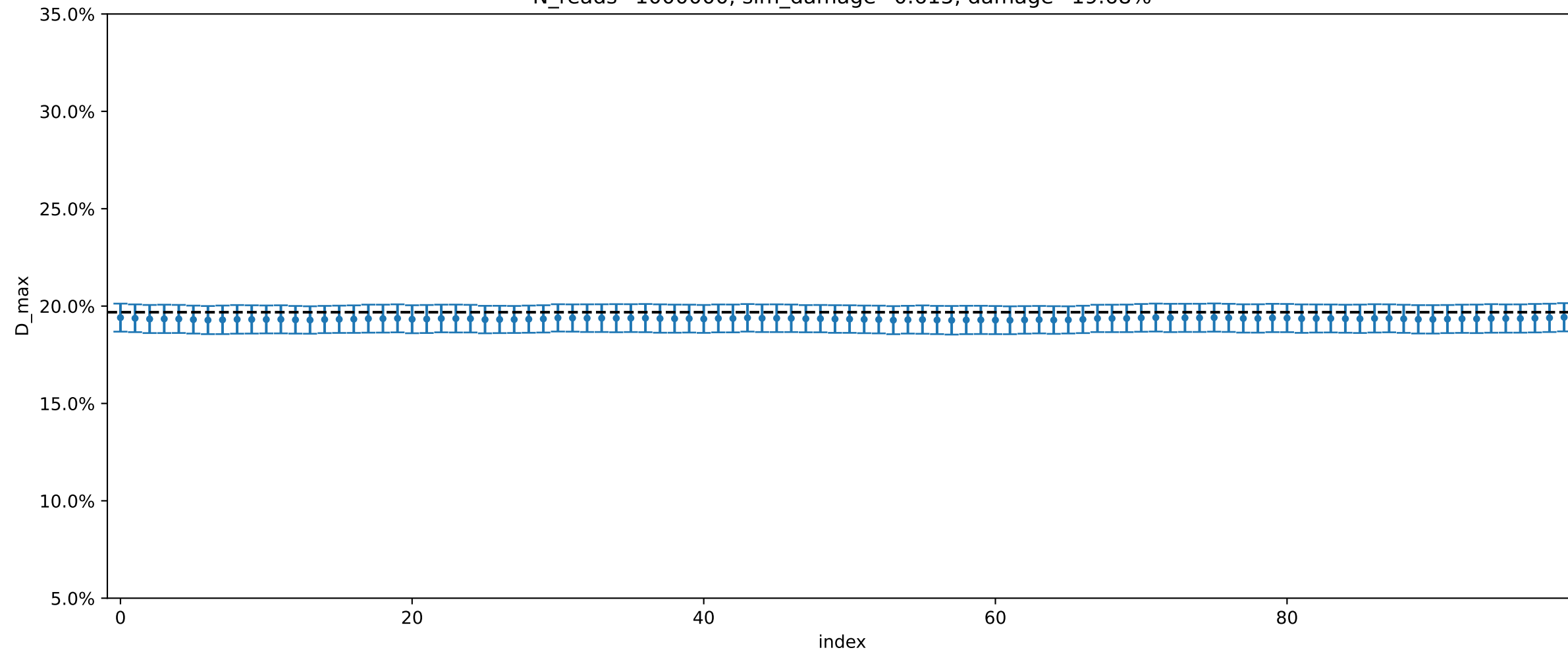
N_reads=10000, sim_damage=0.615, damage=19.68%



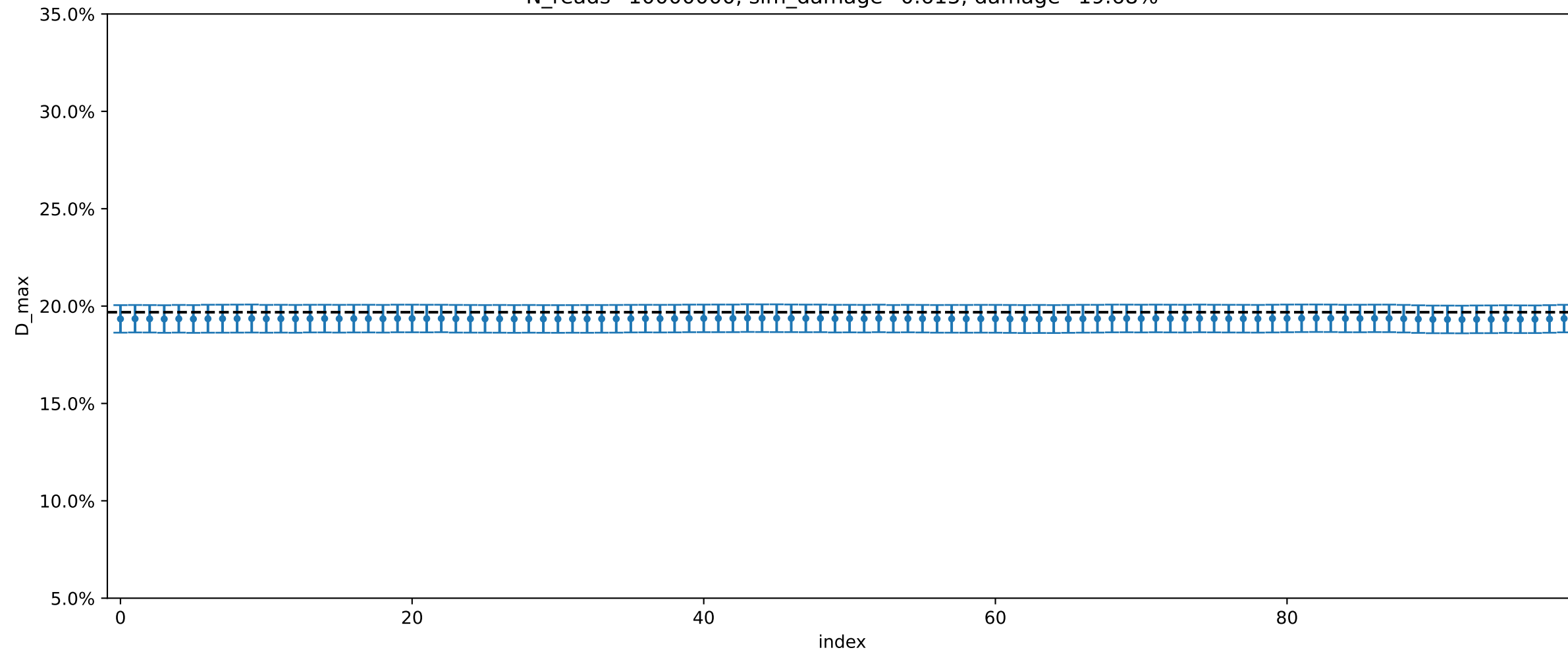
N_reads=100000, sim_damage=0.615, damage=19.68%



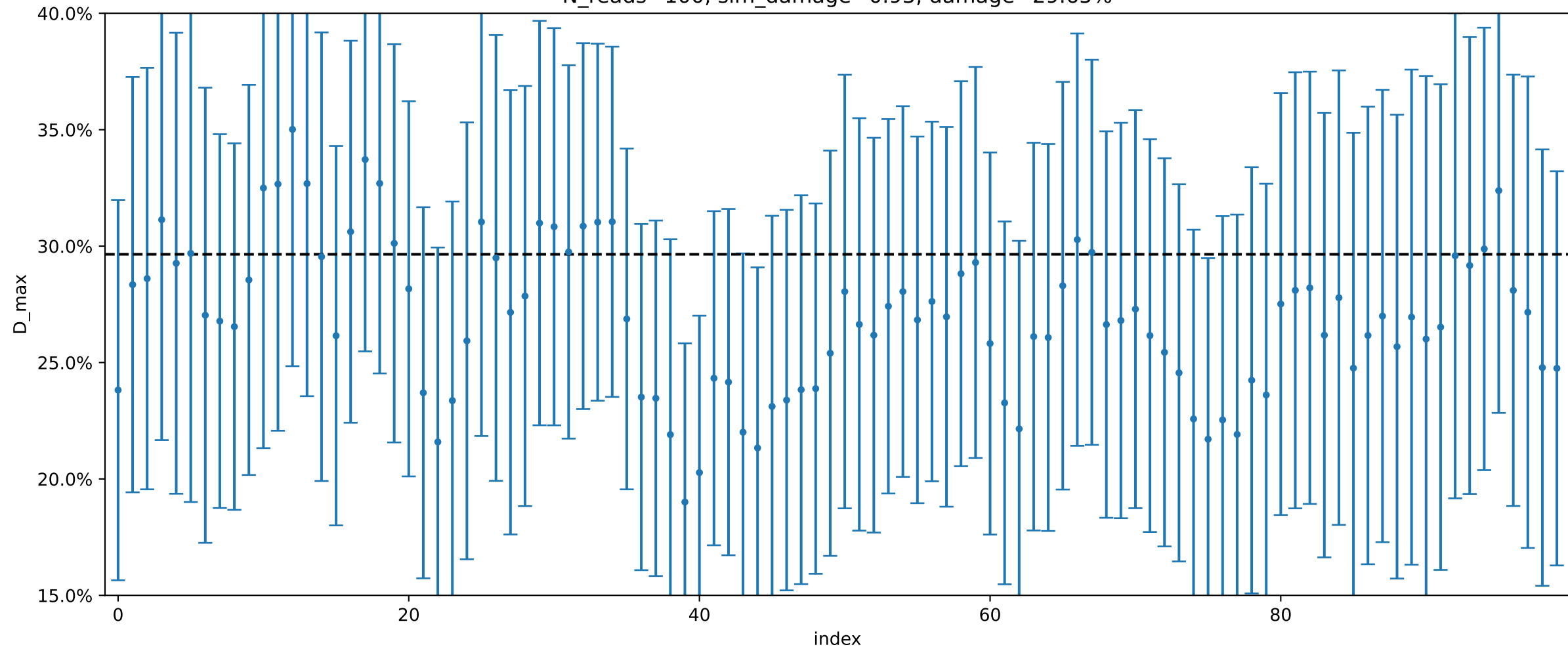
N_reads=1000000, sim_damage=0.615, damage=19.68%



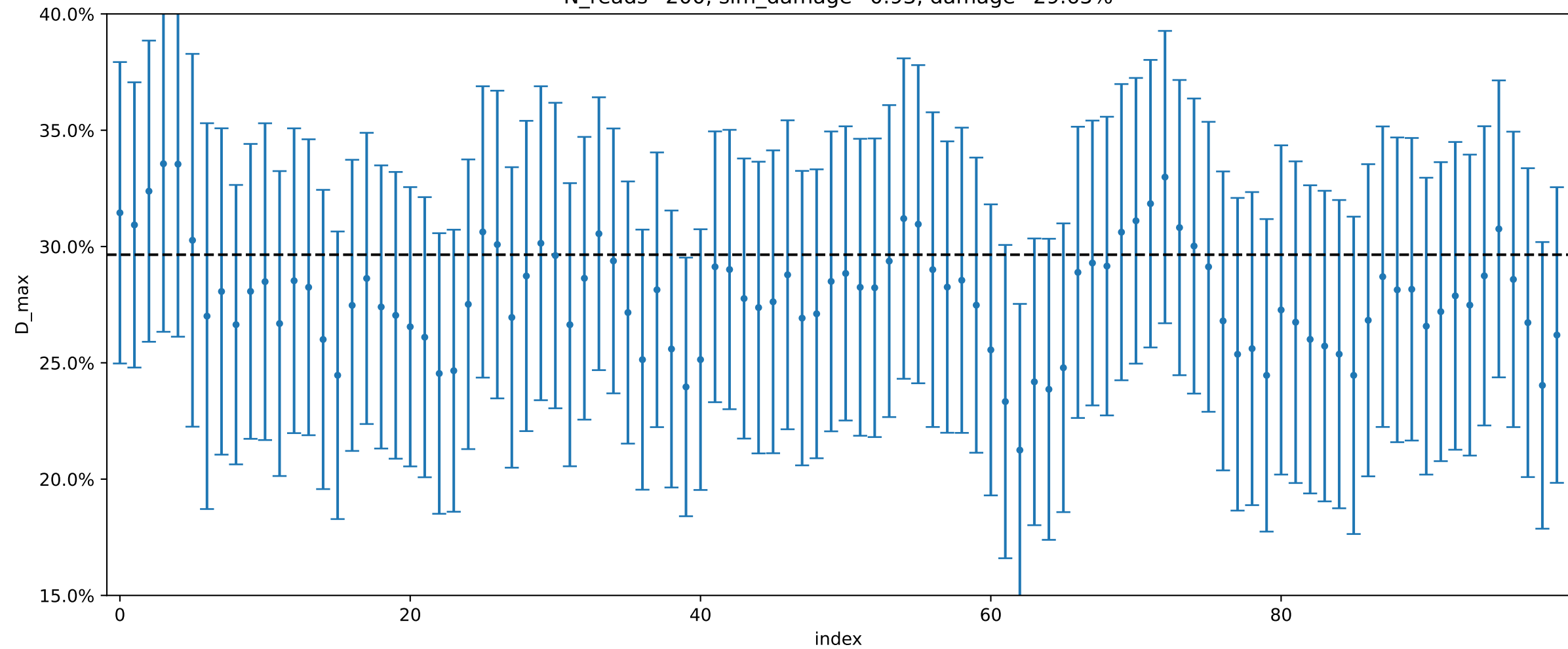
N_reads=10000000, sim_damage=0.615, damage=19.68%



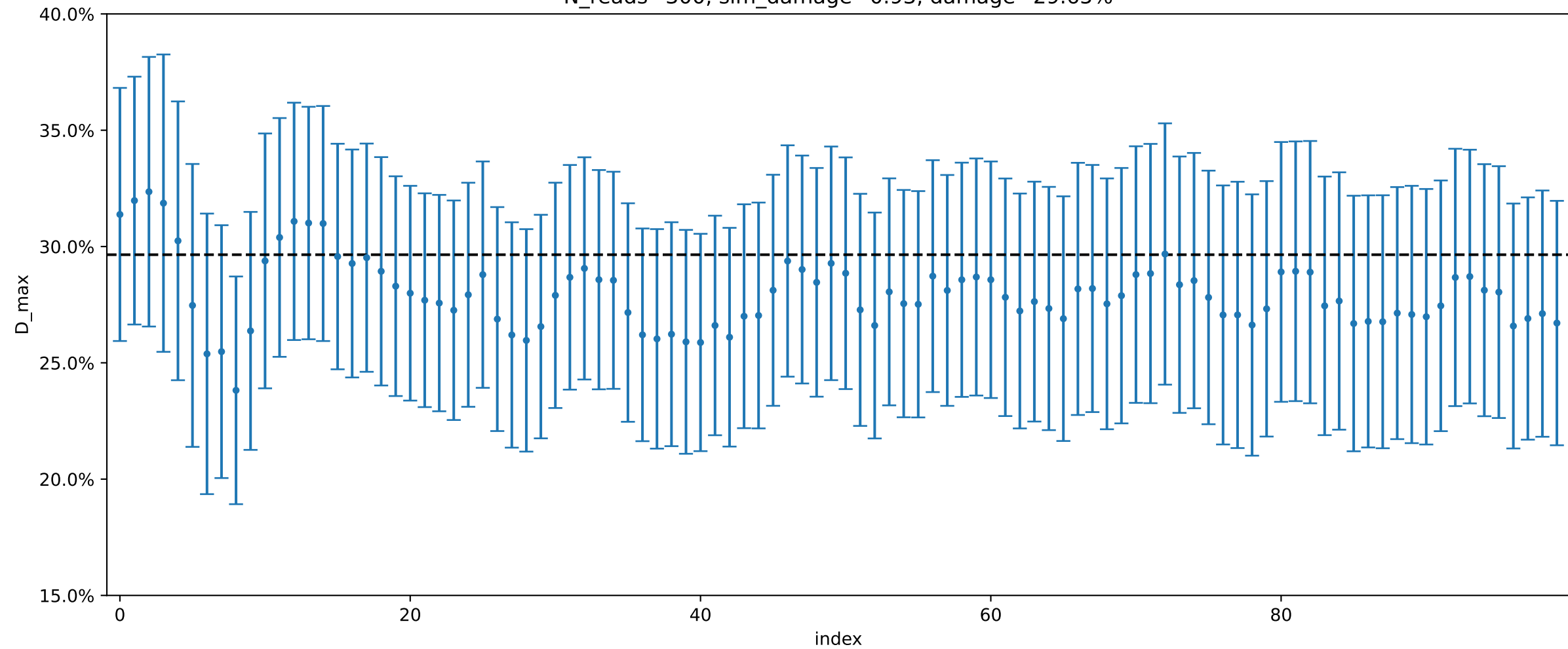
N_reads=100, sim_damage=0.93, damage=29.65%



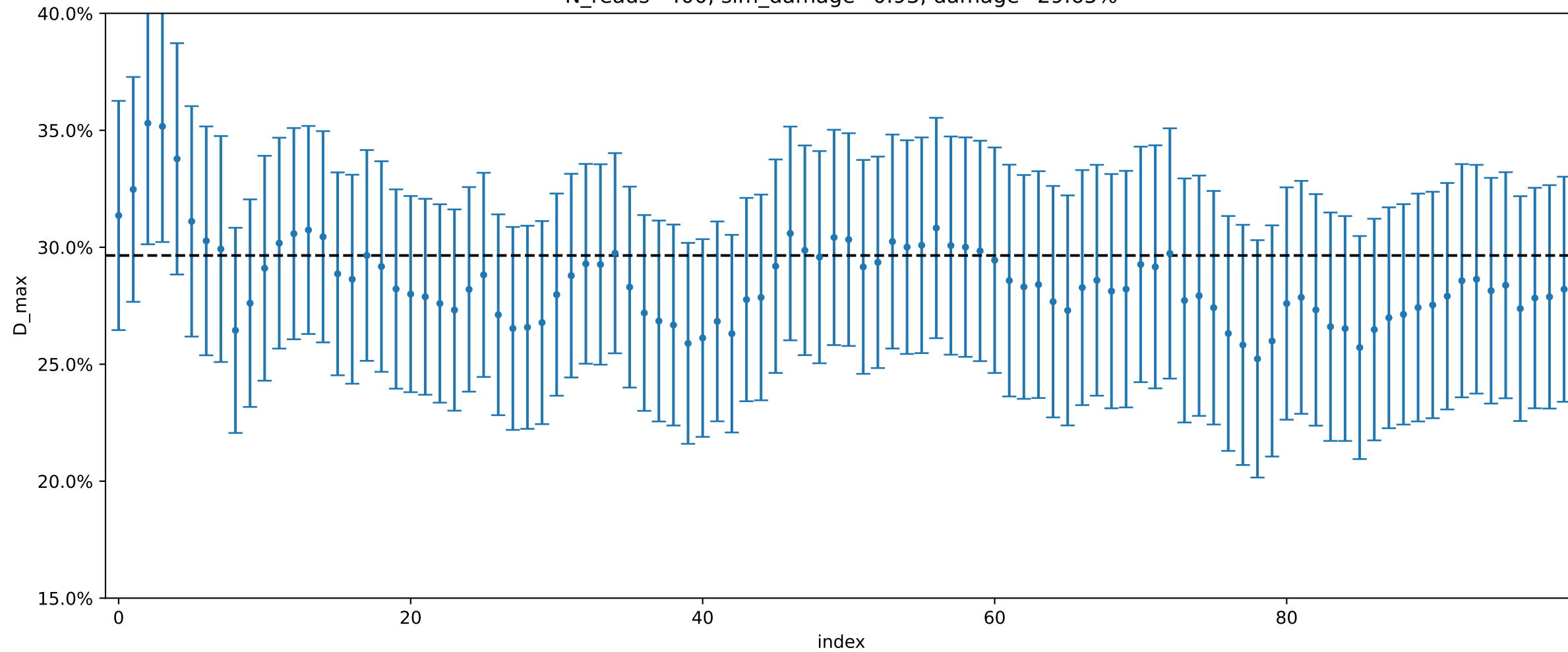
N_reads=200, sim_damage=0.93, damage=29.65%



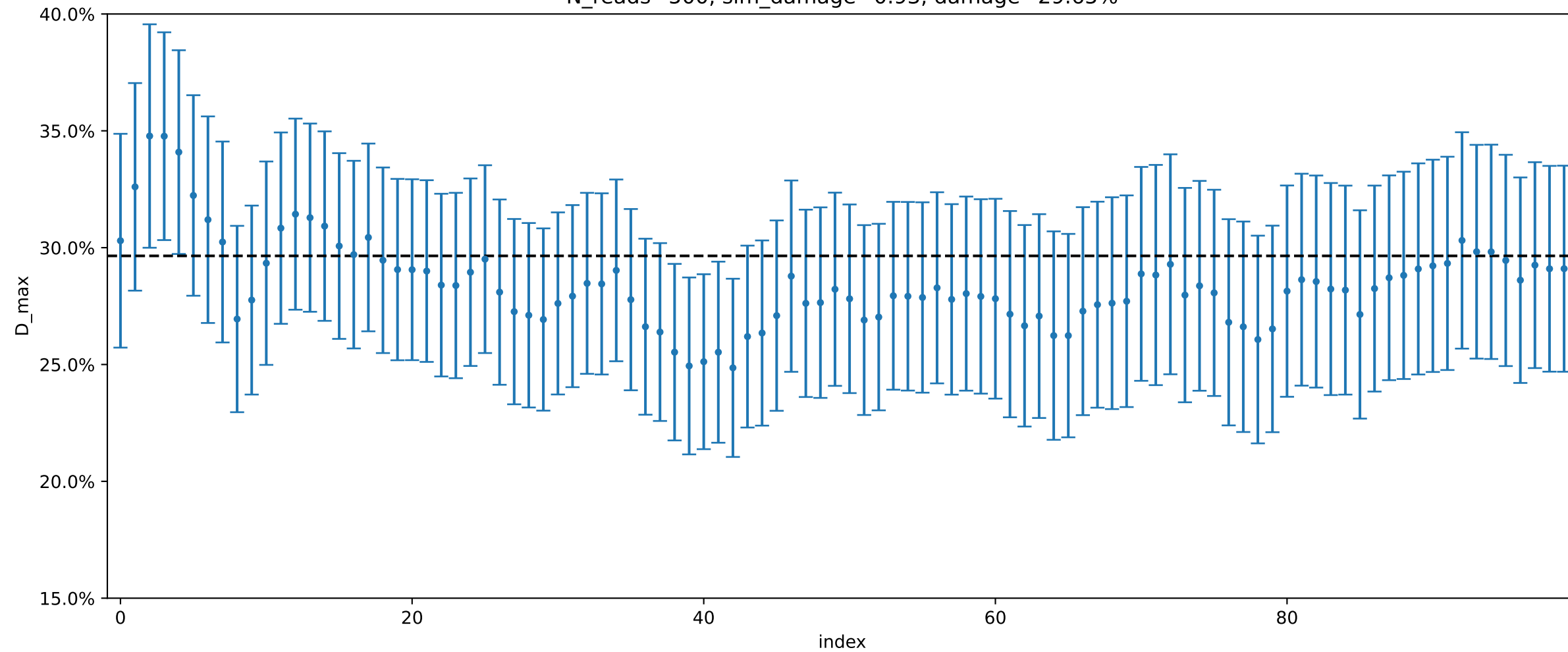
N_reads=300, sim_damage=0.93, damage=29.65%



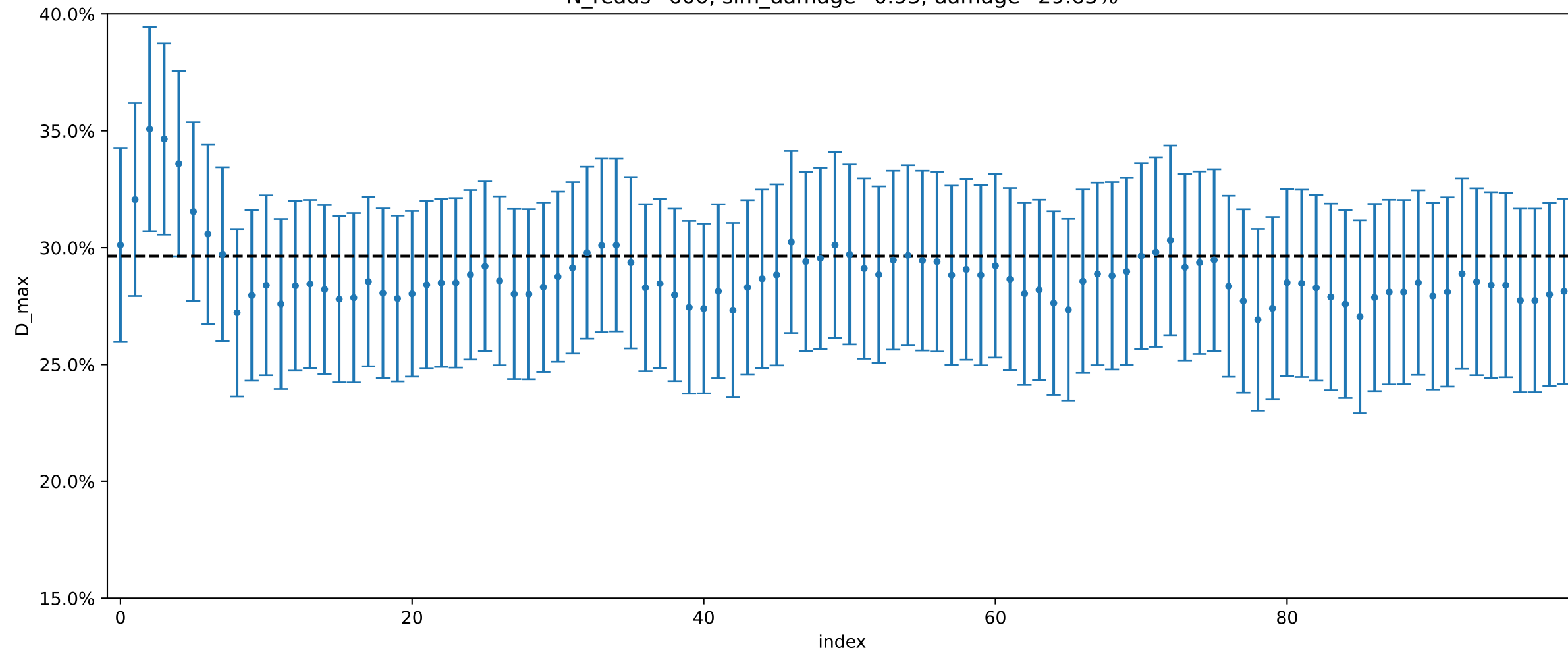
N_reads=400, sim_damage=0.93, damage=29.65%



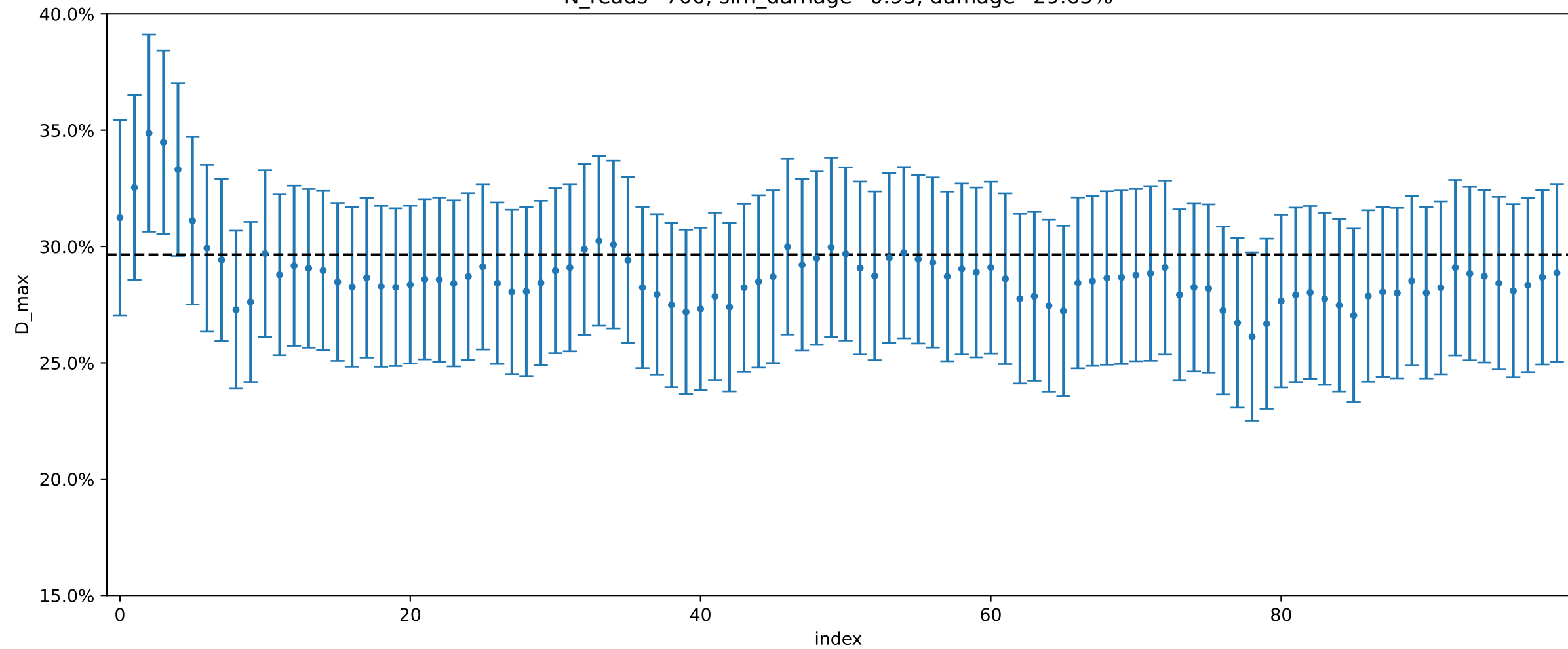
N_reads=500, sim_damage=0.93, damage=29.65%



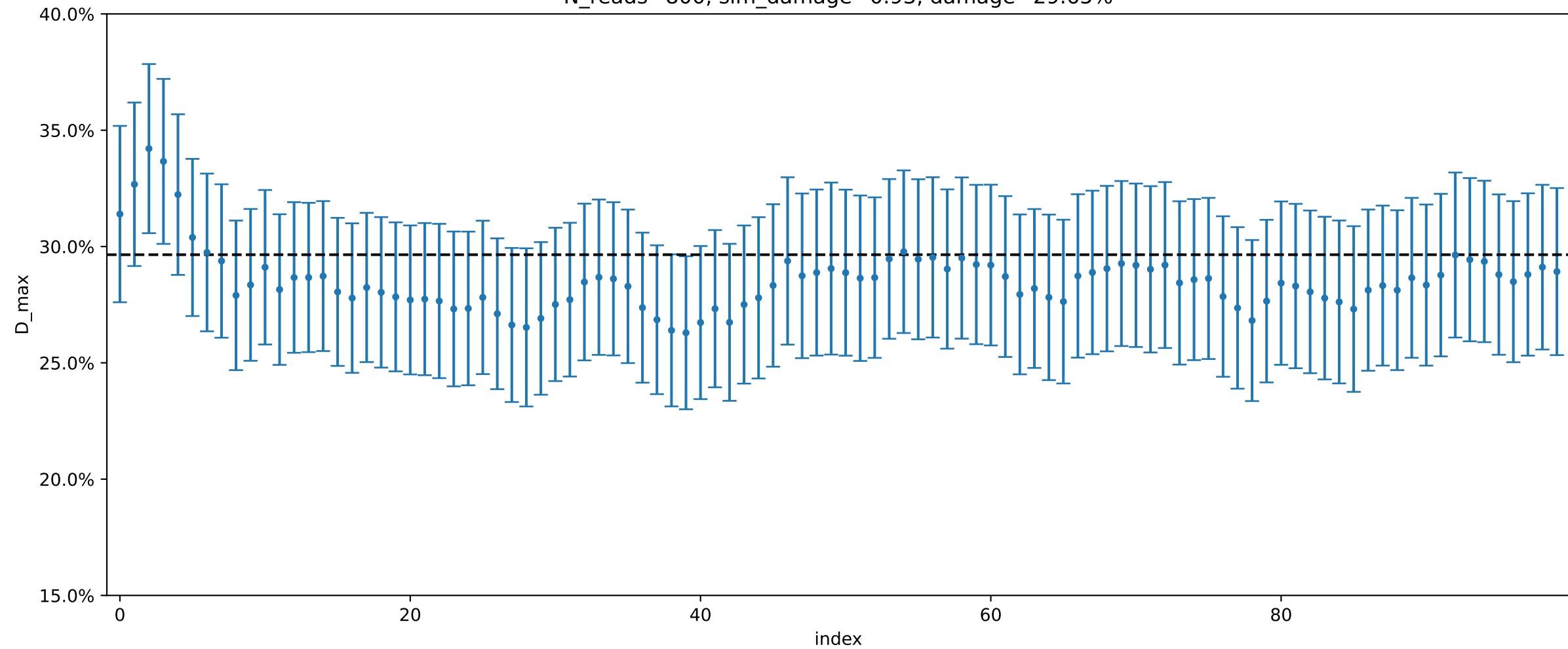
N_reads=600, sim_damage=0.93, damage=29.65%



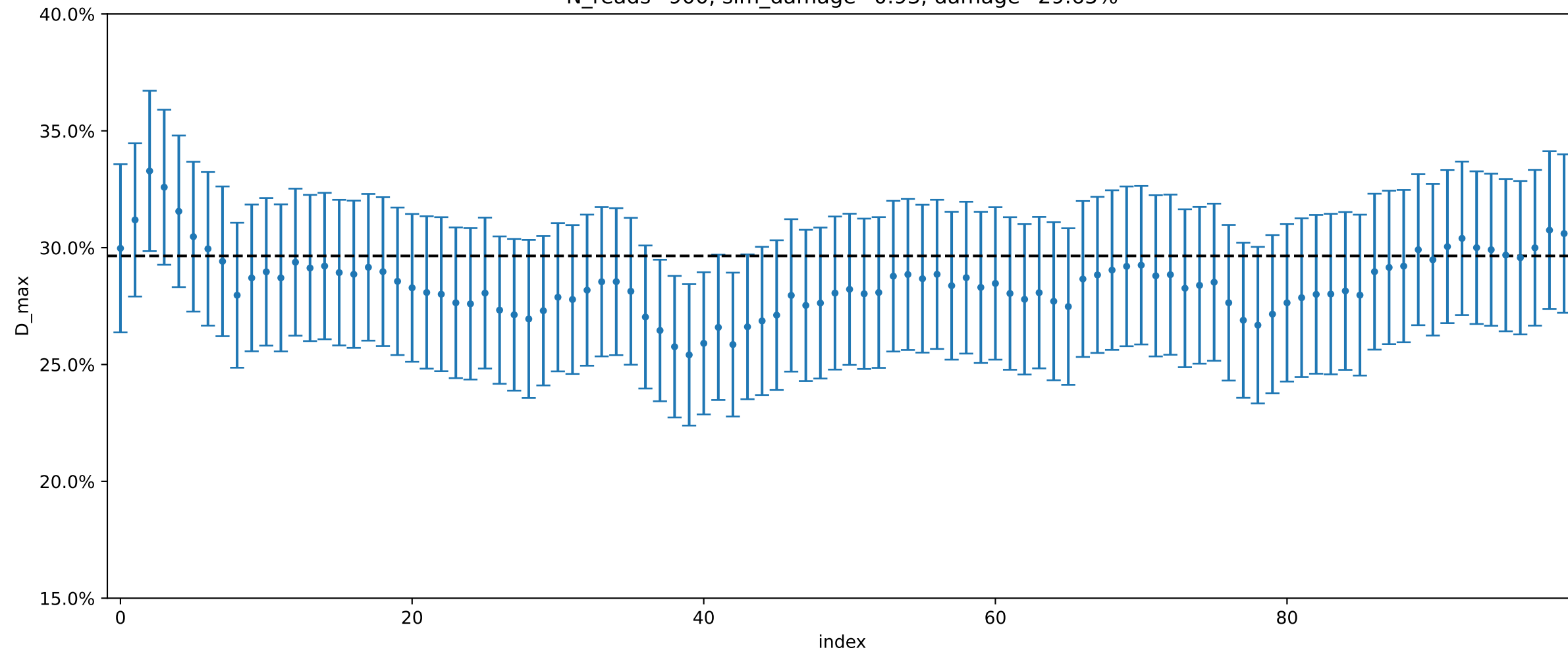
N_reads=700, sim_damage=0.93, damage=29.65%



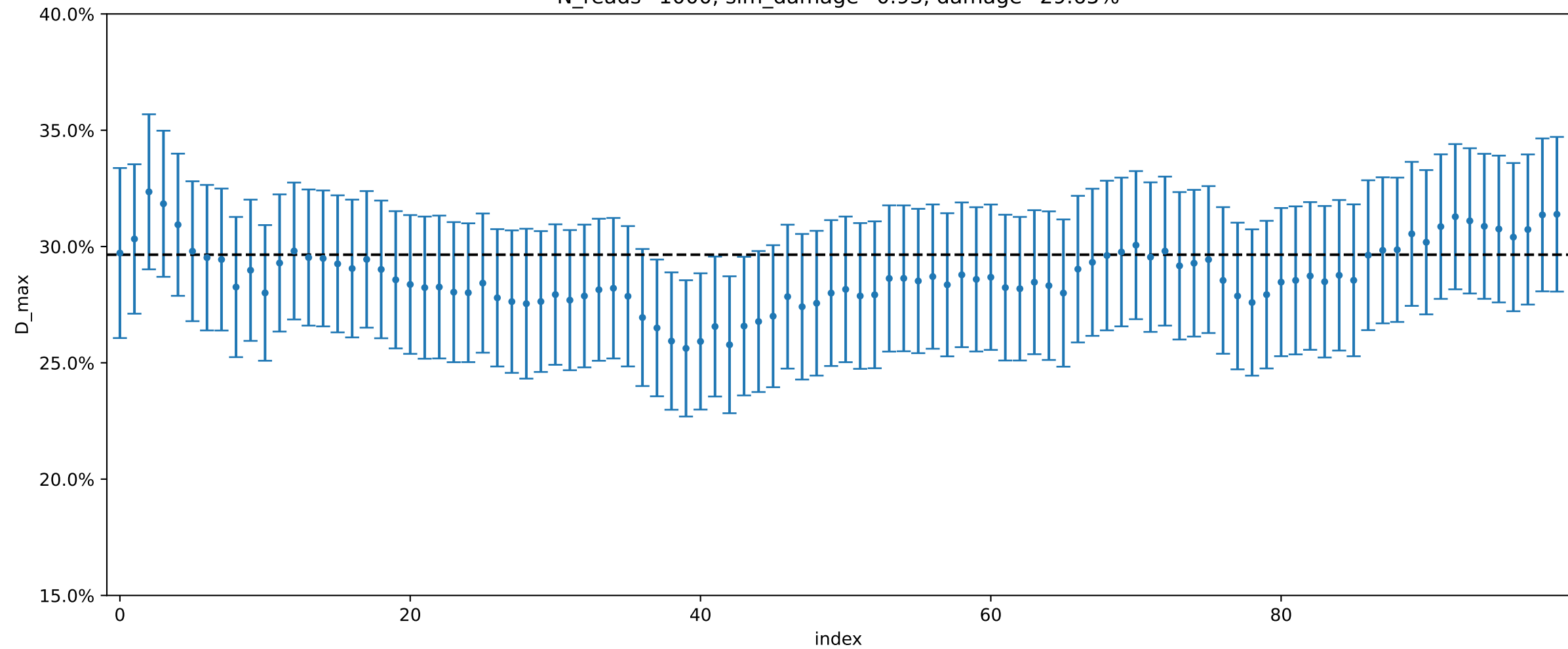
N_reads=800, sim_damage=0.93, damage=29.65%



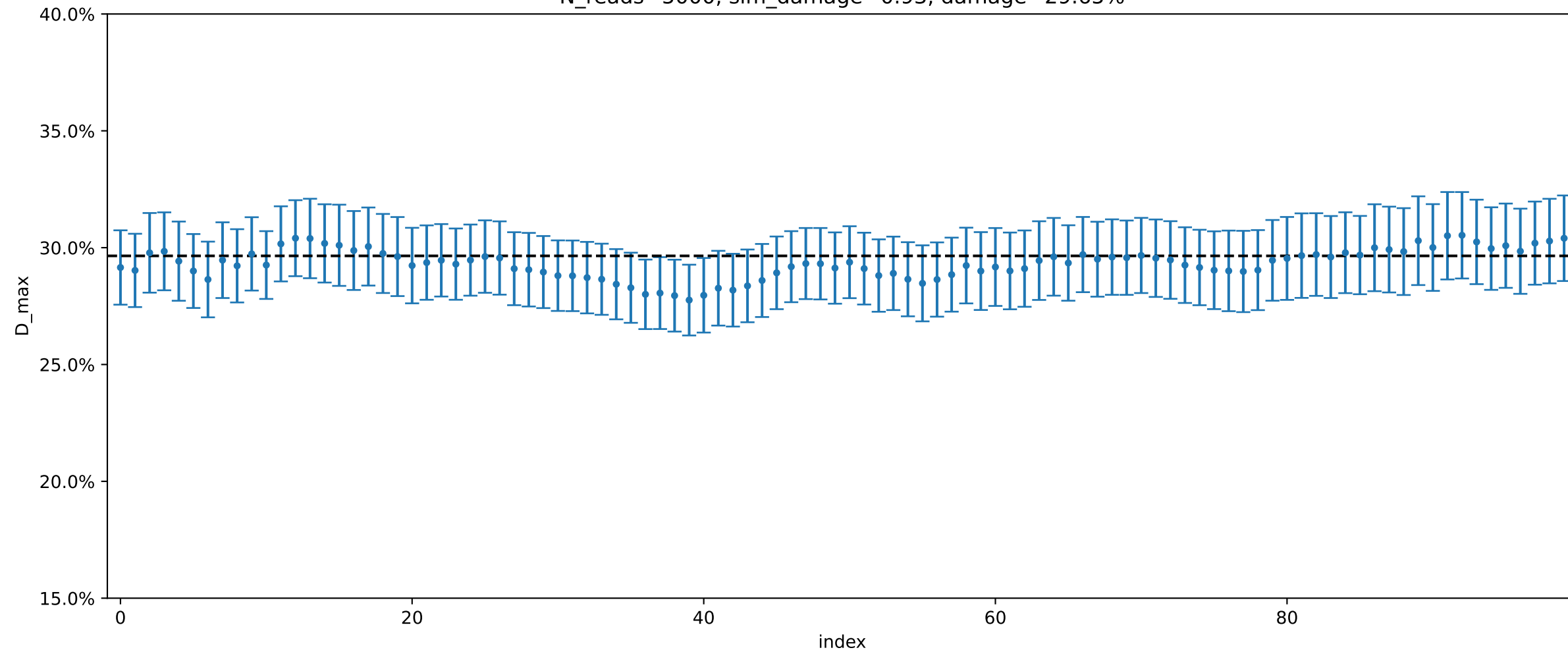
N_reads=900, sim_damage=0.93, damage=29.65%



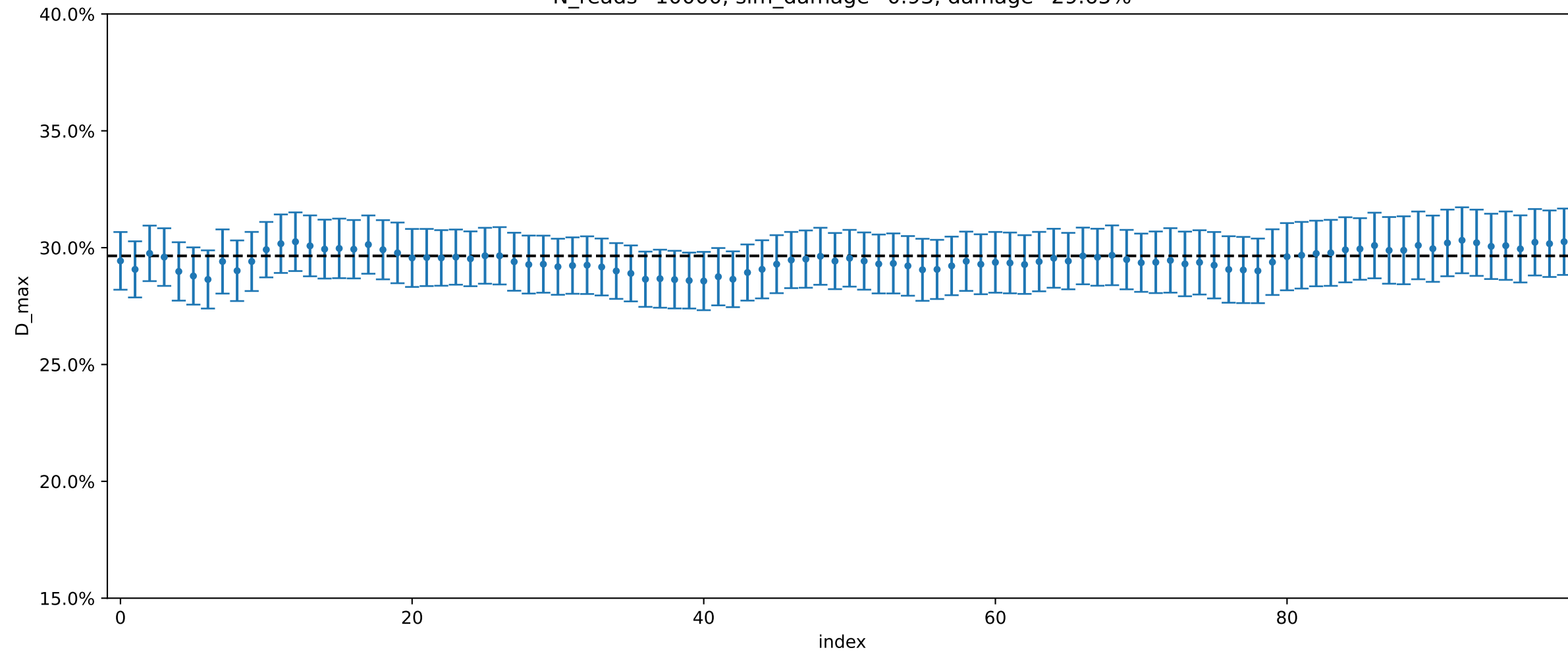
N_reads=1000, sim_damage=0.93, damage=29.65%



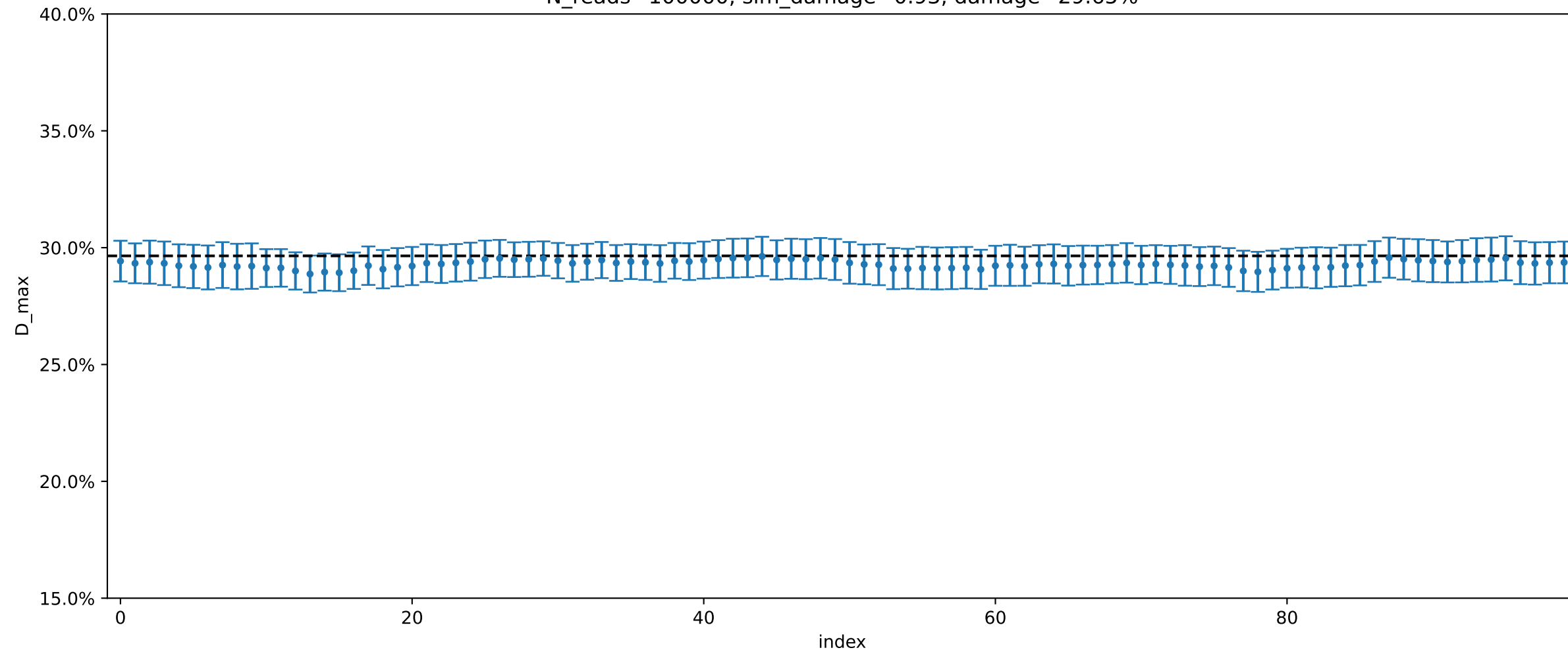
N_reads=5000, sim_damage=0.93, damage=29.65%



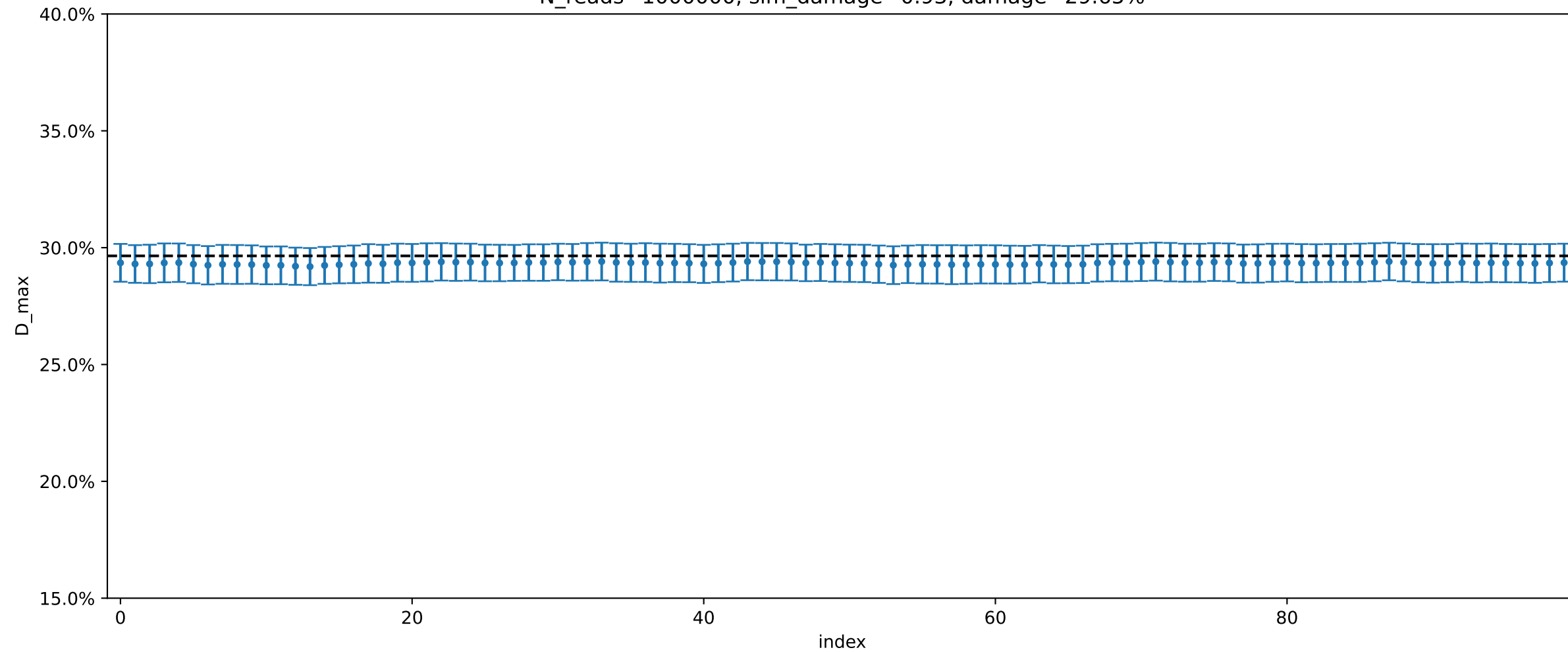
N_reads=10000, sim_damage=0.93, damage=29.65%



N_reads=100000, sim_damage=0.93, damage=29.65%



N_reads=1000000, sim_damage=0.93, damage=29.65%



N_reads=10000000, sim_damage=0.93, damage=29.65%

