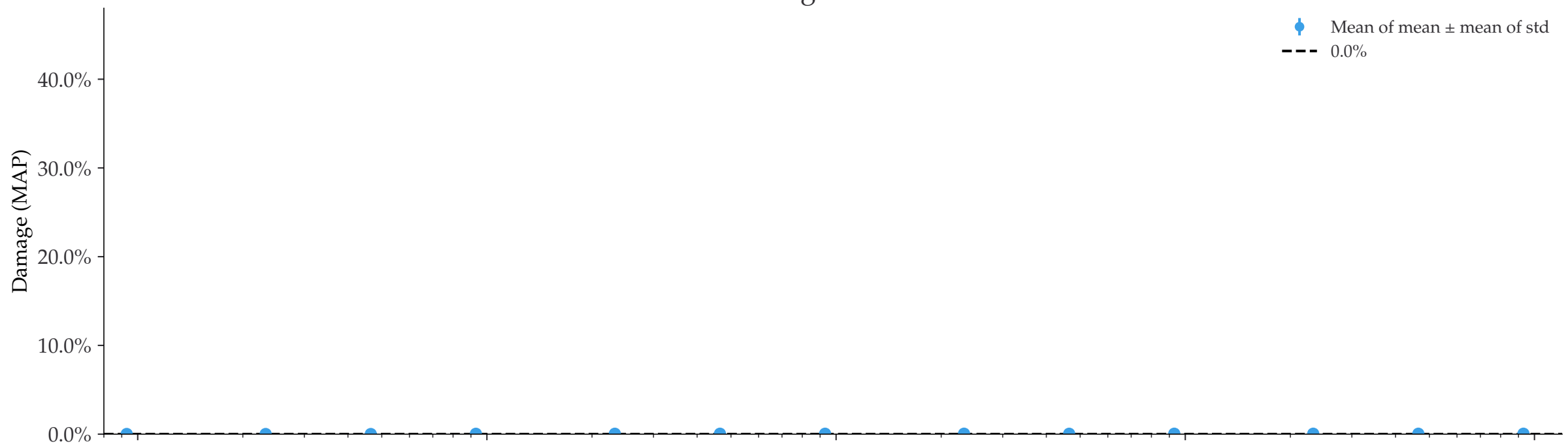
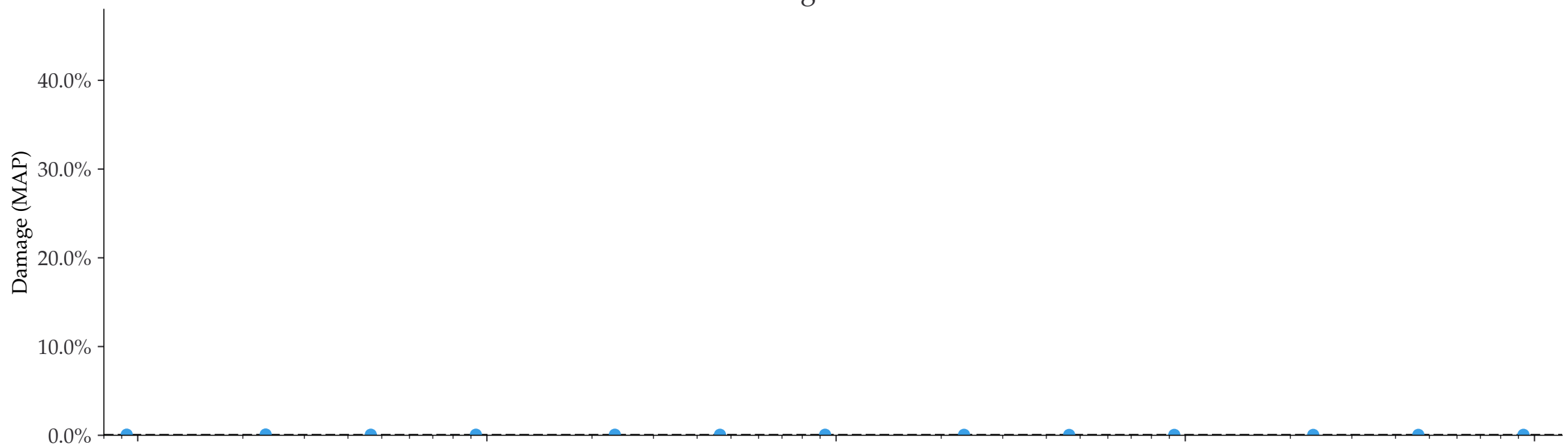


Damage (MAP)  
Briggs damage = 0.0  
Damage percent (approx) = 0%

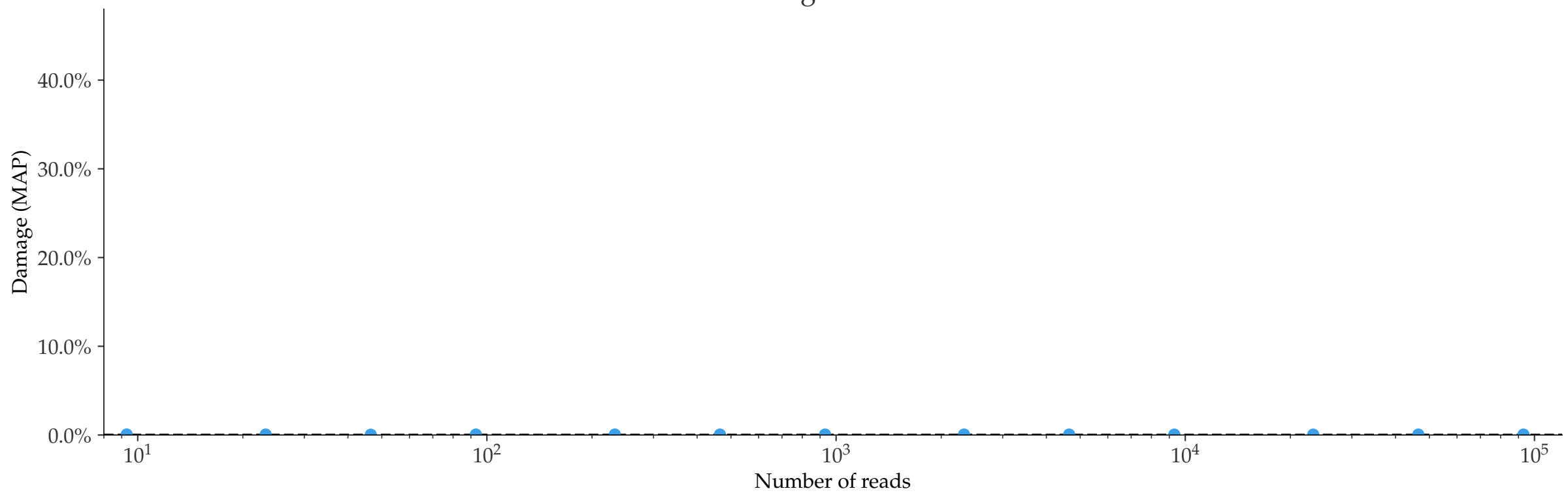
Lengths = 35



Lengths = 60

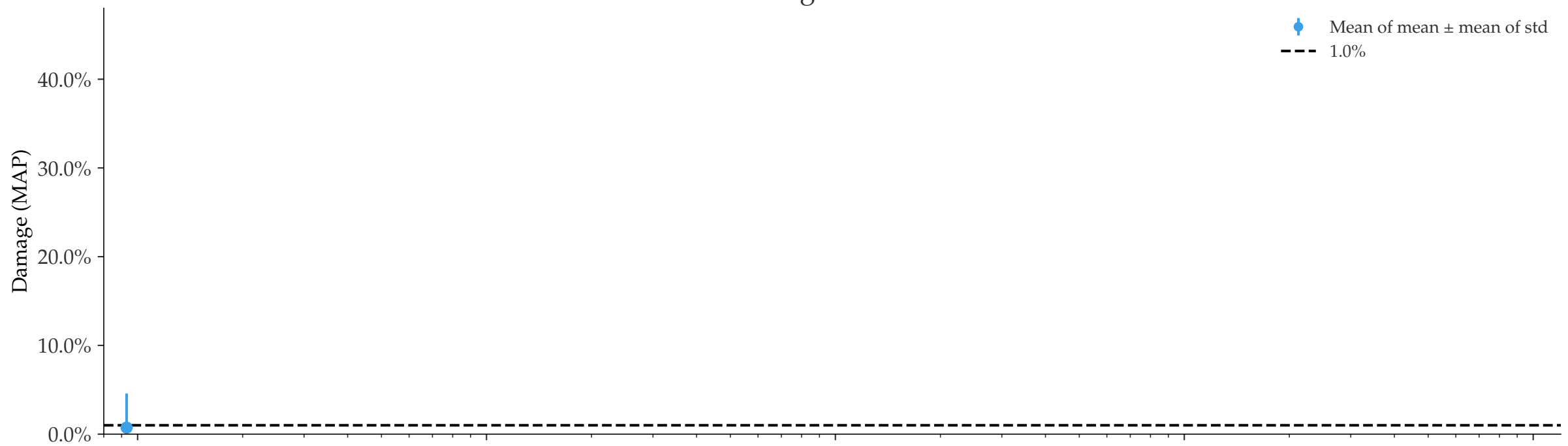


Lengths = 90

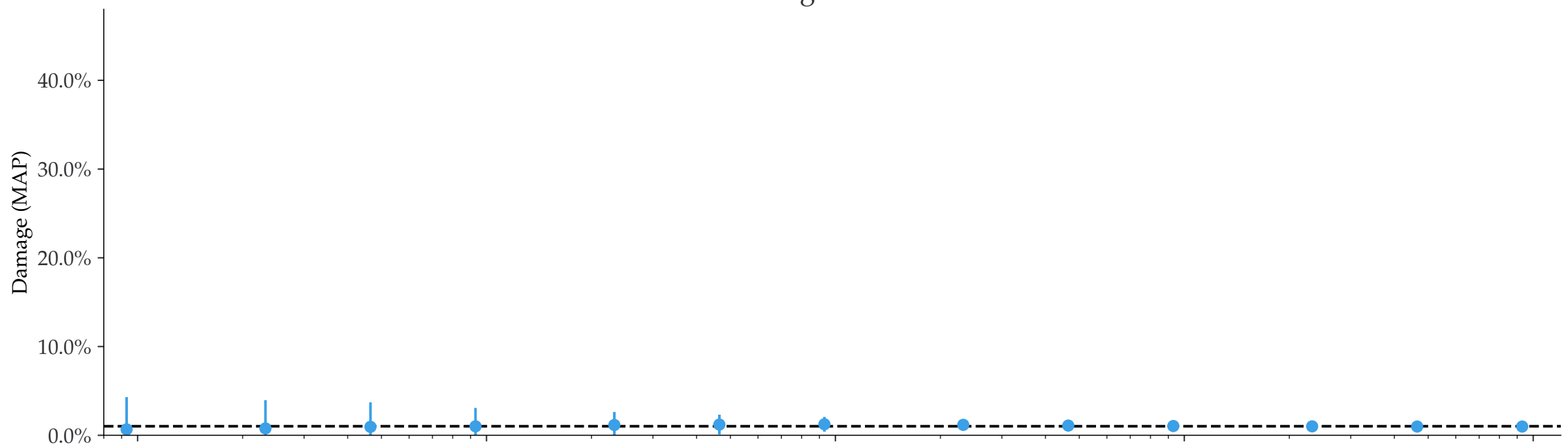


Damage (MAP)  
Briggs damage = 0.035  
Damage percent (approx) = 1%

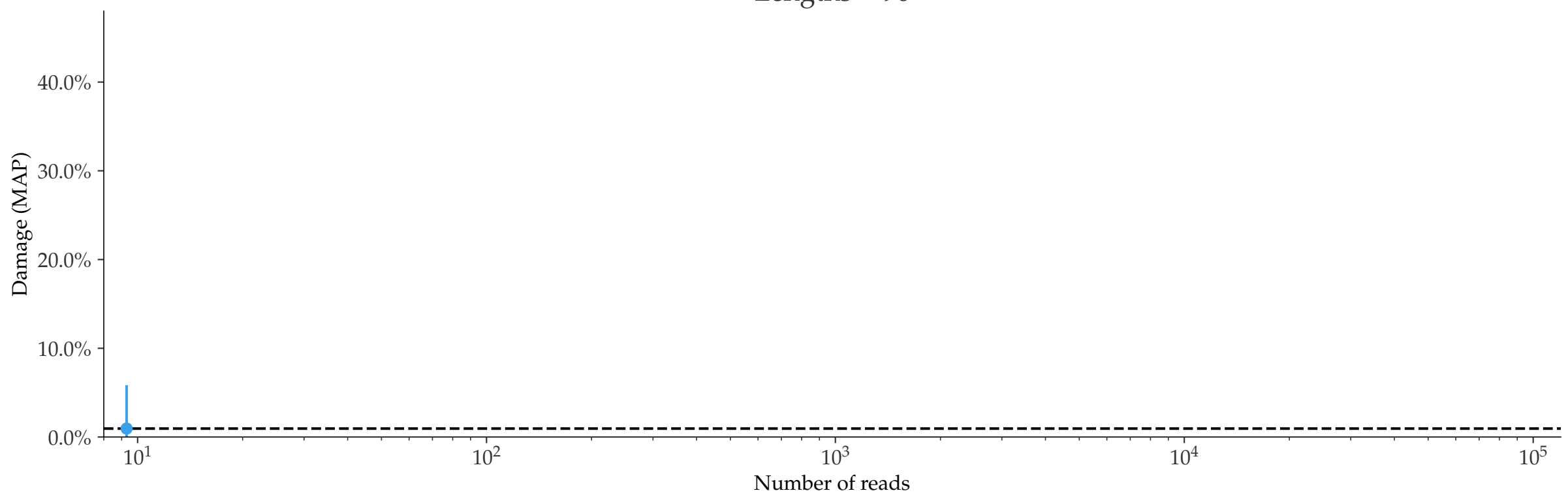
Lengths = 35



Lengths = 60

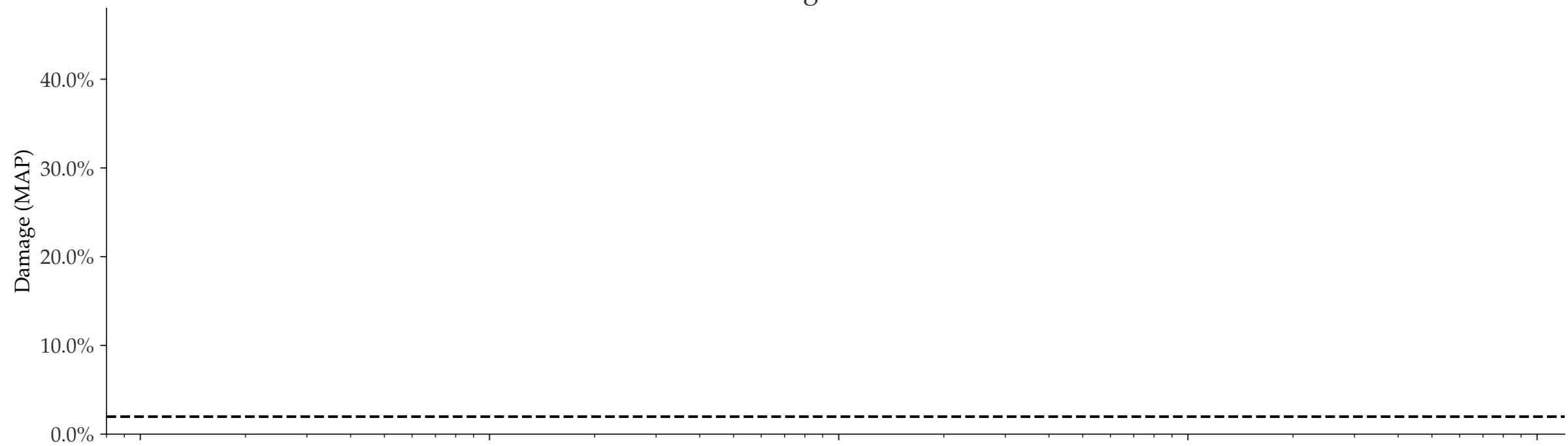


Lengths = 90

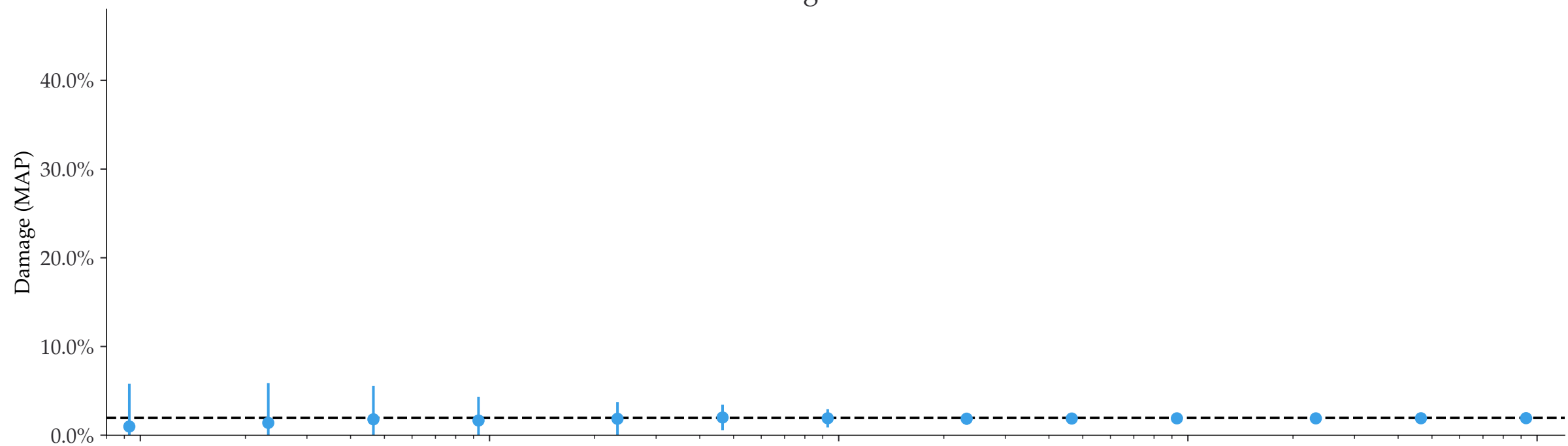


Damage (MAP)  
Briggs damage = 0.065  
Damage percent (approx) = 2%

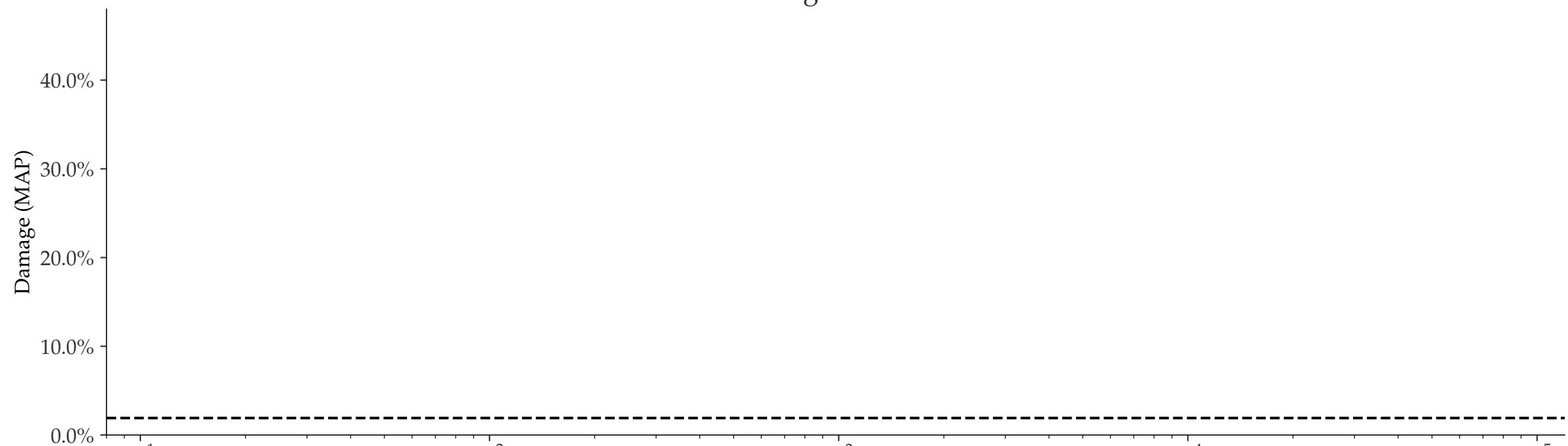
Lengths = 35



Lengths = 60



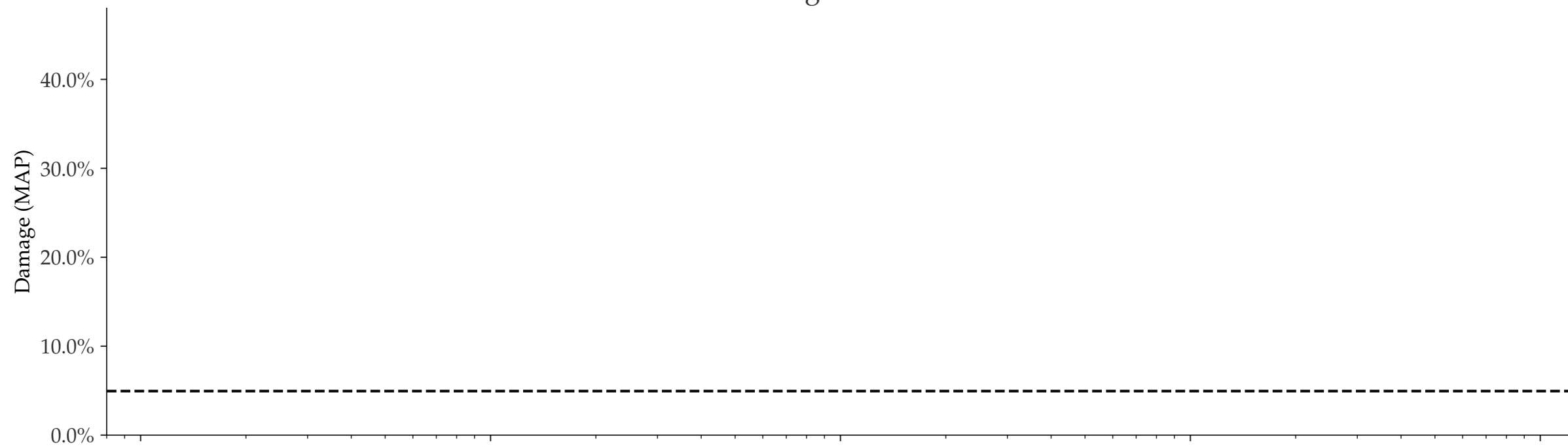
Lengths = 90



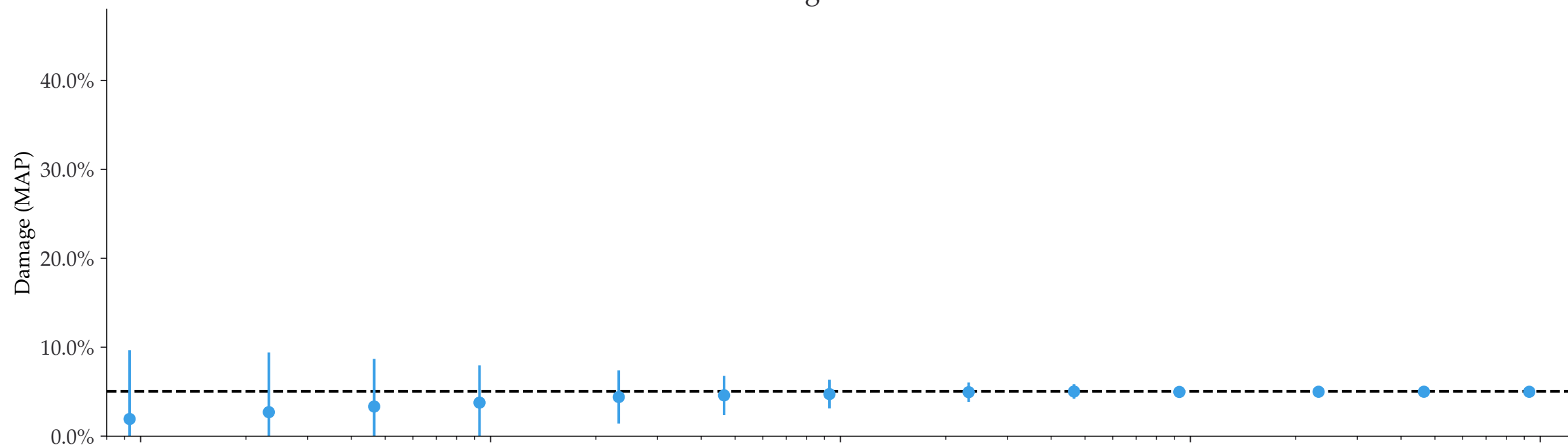
Number of reads

Damage (MAP)  
Briggs damage = 0.162  
Damage percent (approx) = 5%

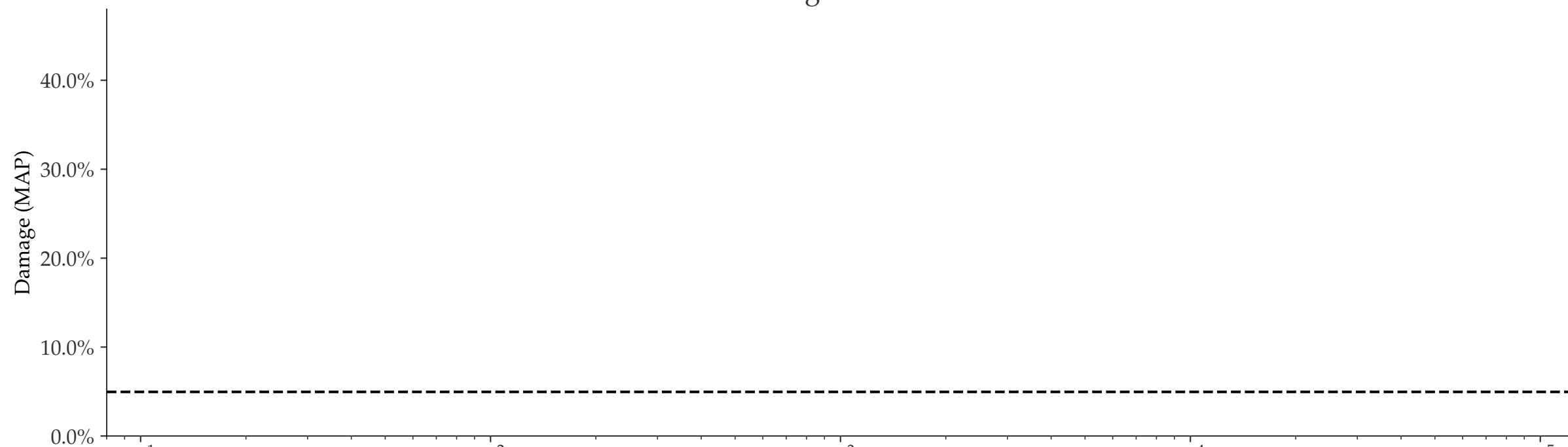
Lengths = 35



Lengths = 60



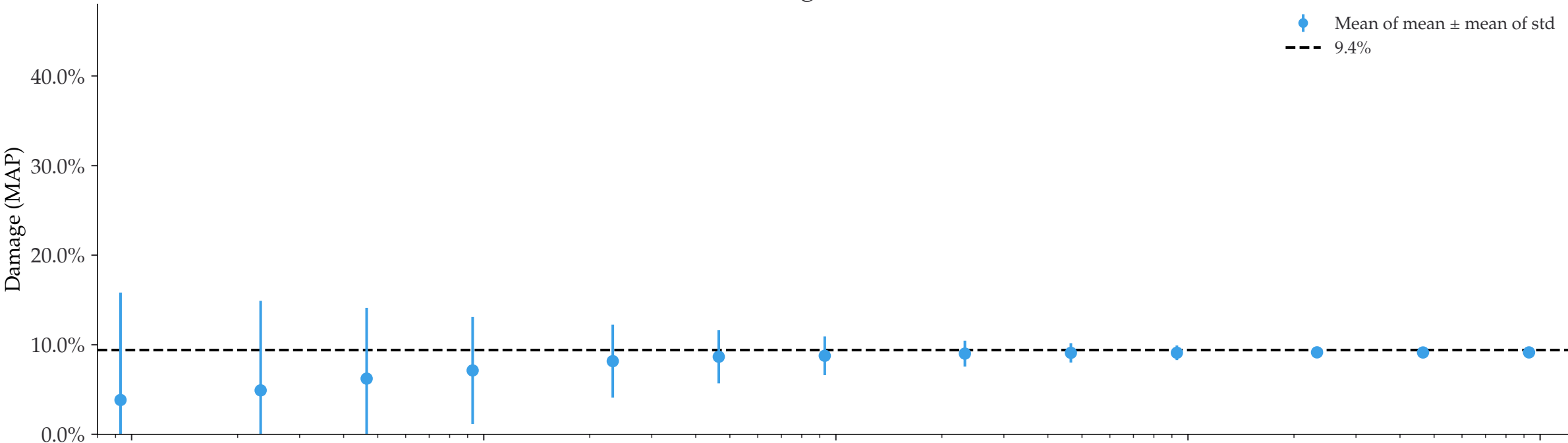
Lengths = 90



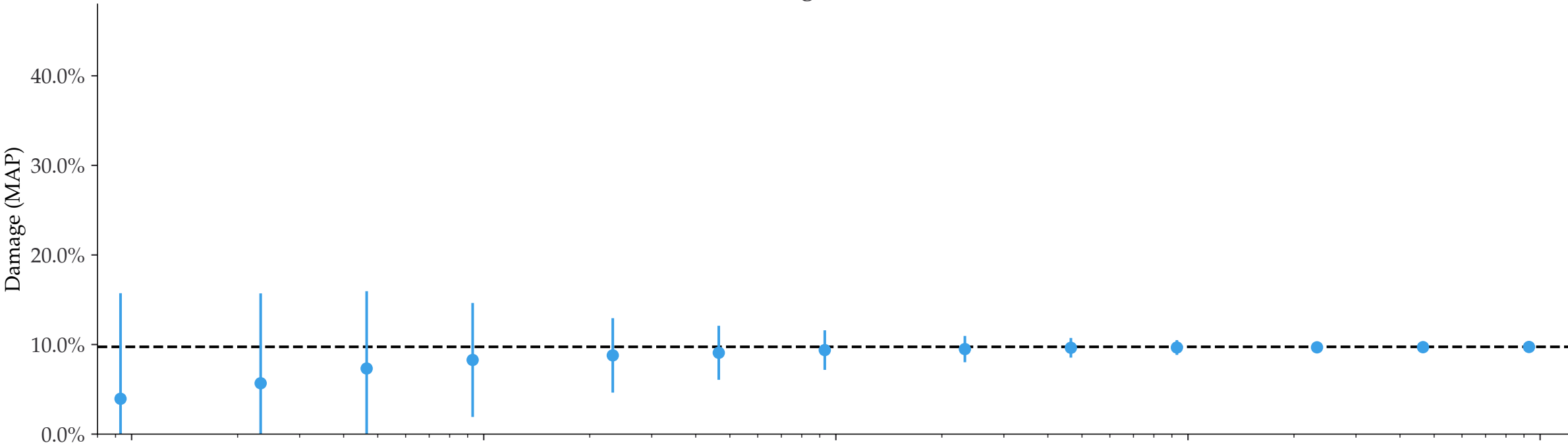
Number of reads

Damage (MAP)  
Briggs damage = 0.31  
Damage percent (approx) = 10%

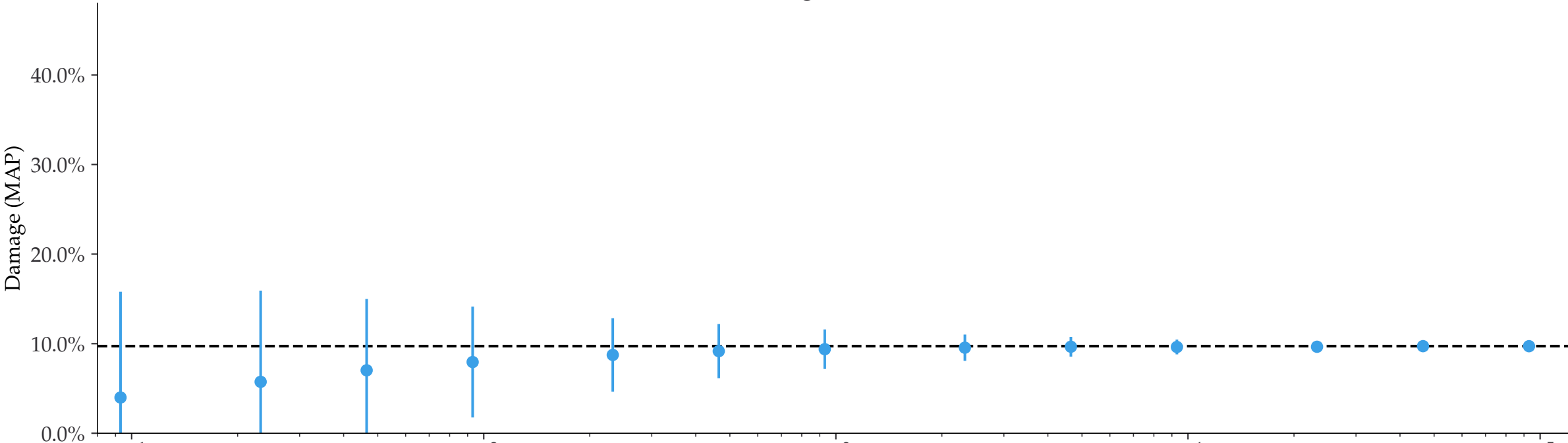
Lengths = 35



Lengths = 60



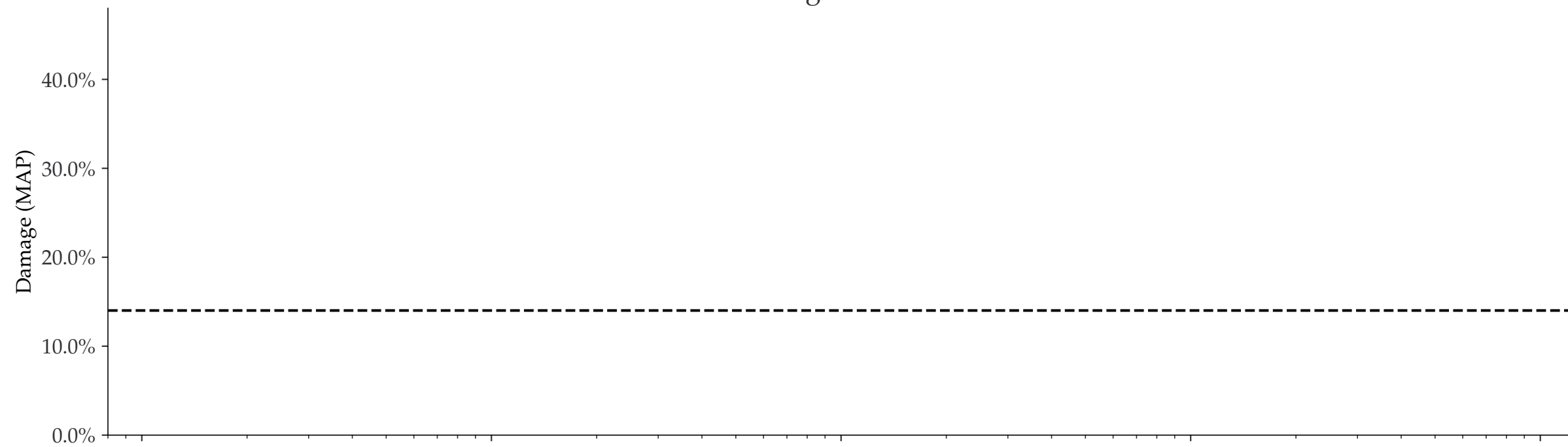
Lengths = 90



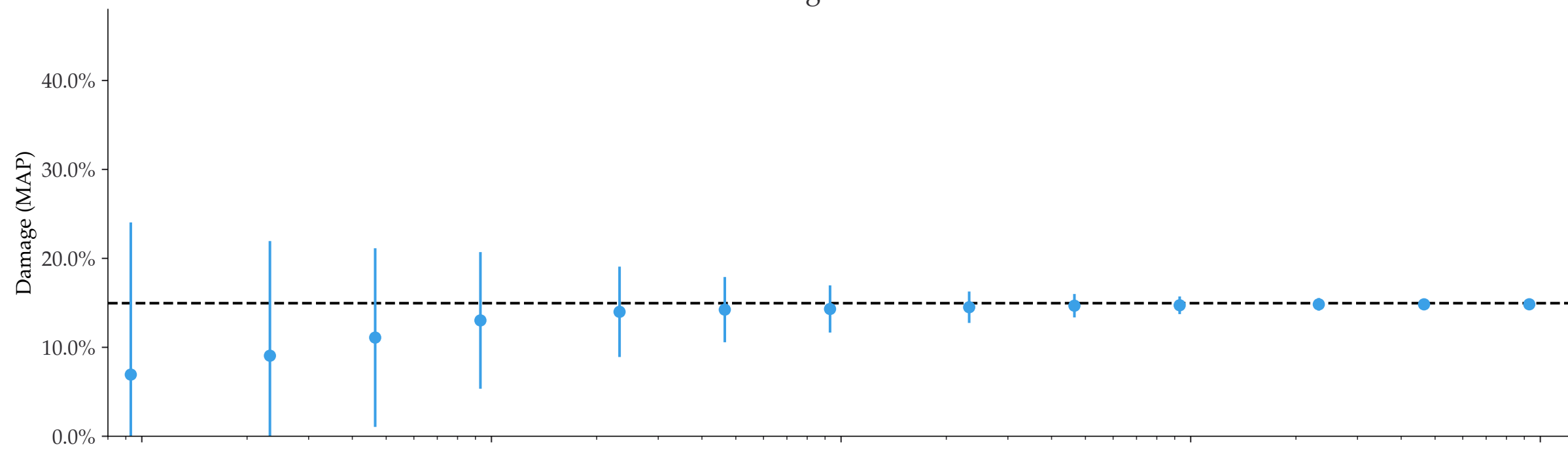
Number of reads

Damage (MAP)  
Briggs damage = 0.472  
Damage percent (approx) = 15%

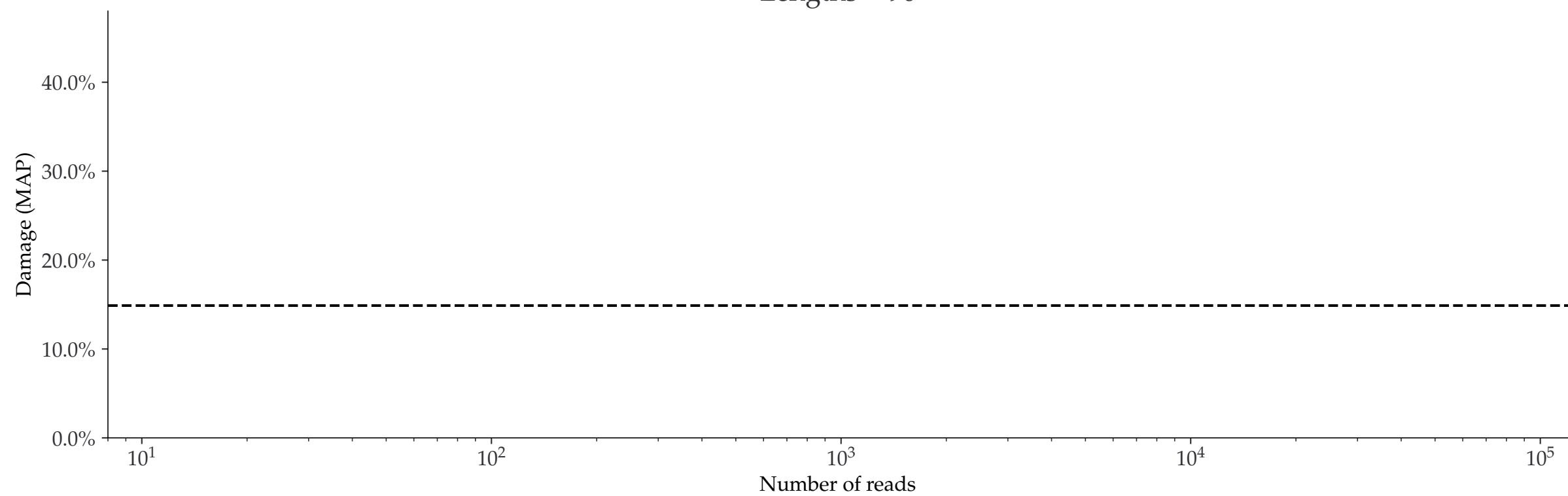
Lengths = 35



Lengths = 60

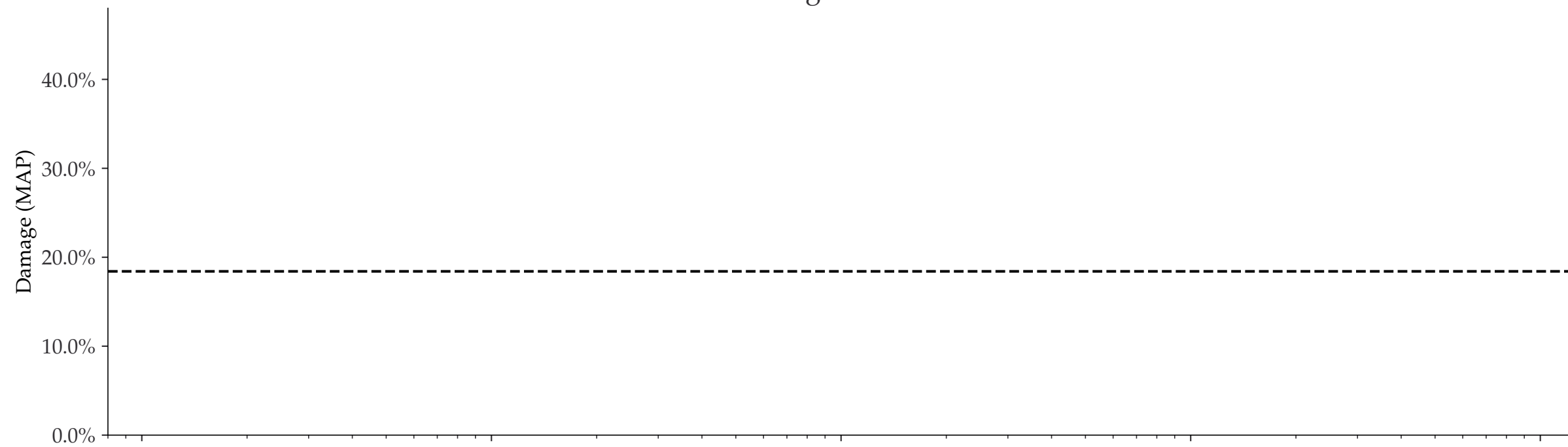


Lengths = 90

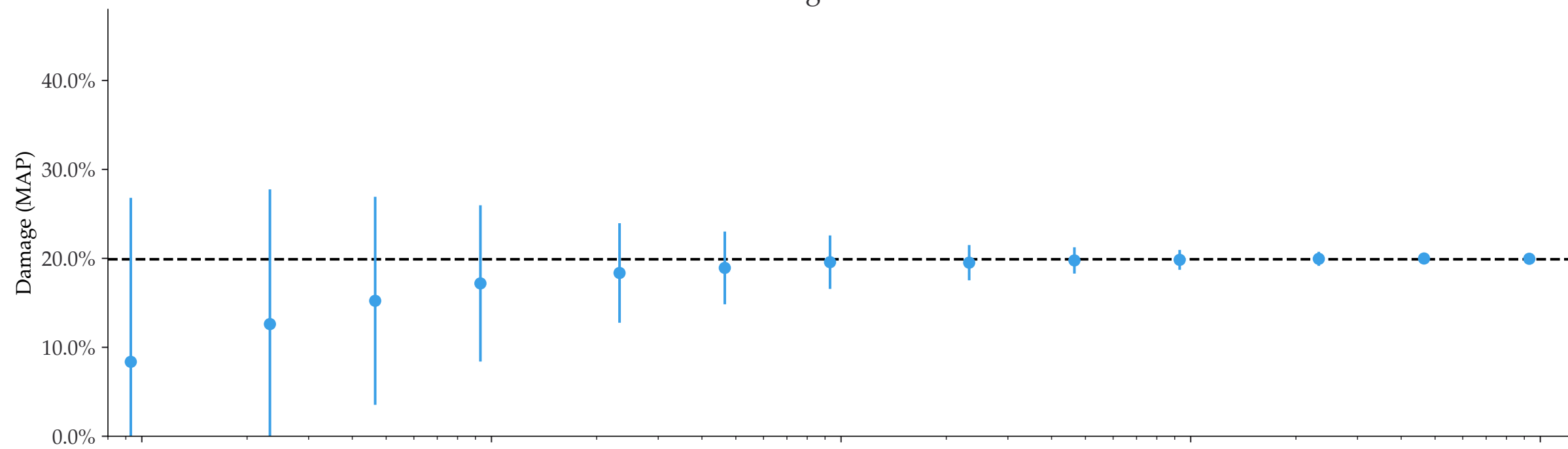


Damage (MAP)  
Briggs damage = 0.633  
Damage percent (approx) = 20%

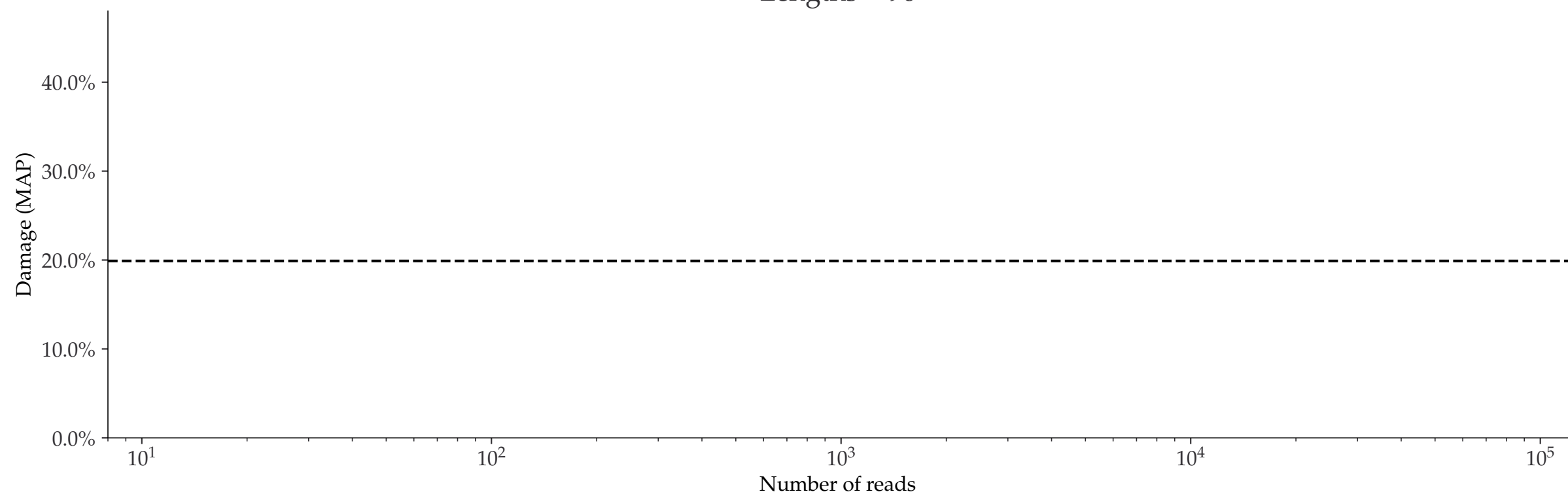
Lengths = 35



Lengths = 60

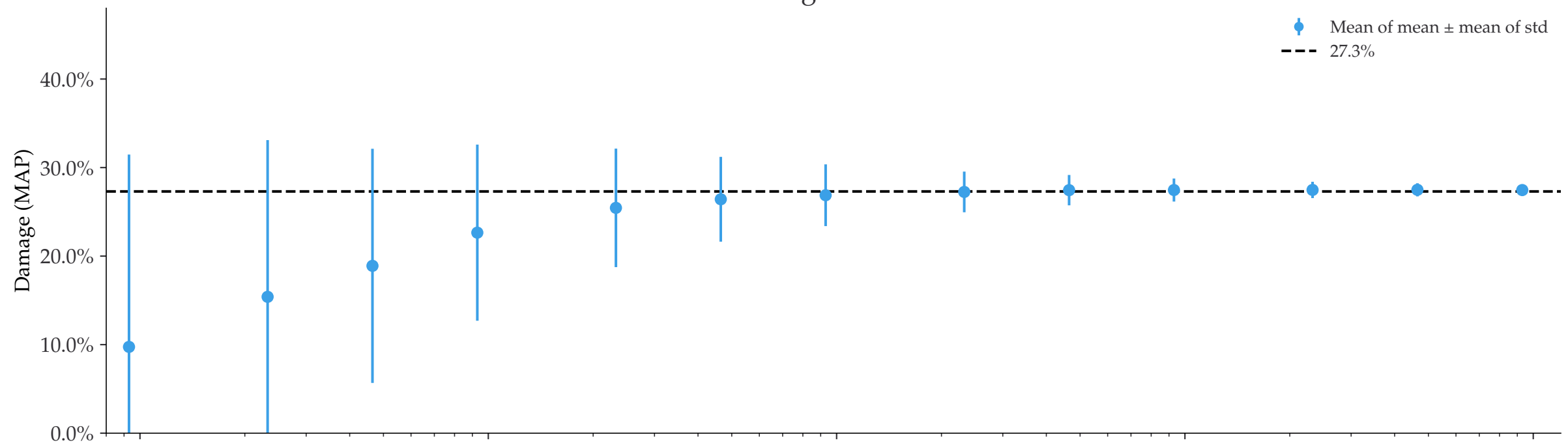


Lengths = 90

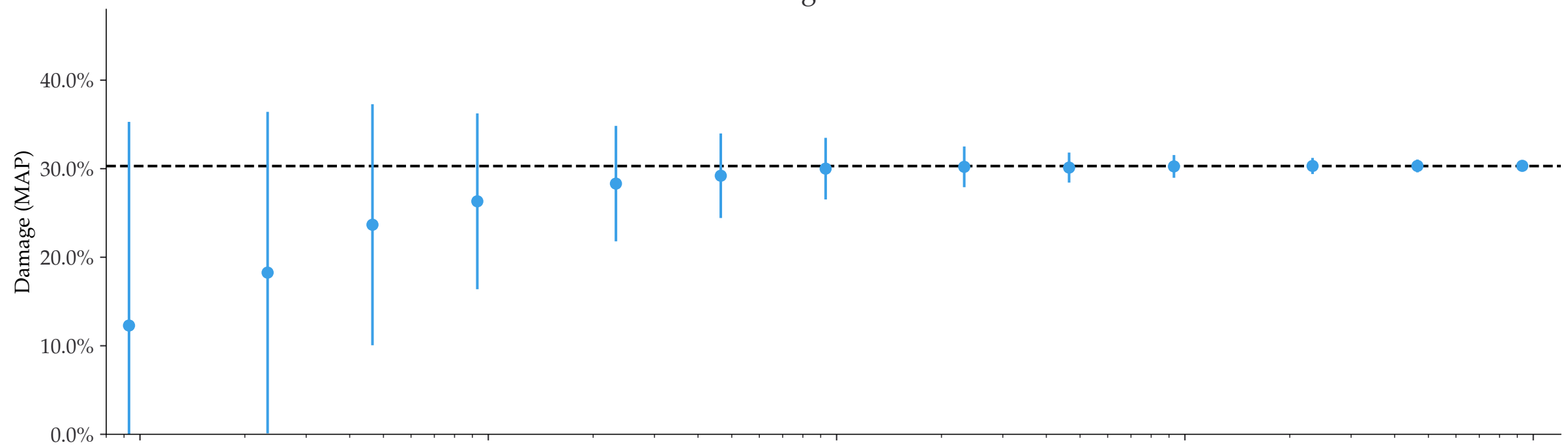


Damage (MAP)  
Briggs damage = 0.96  
Damage percent (approx) = 30%

Lengths = 35



Lengths = 60



Lengths = 90

