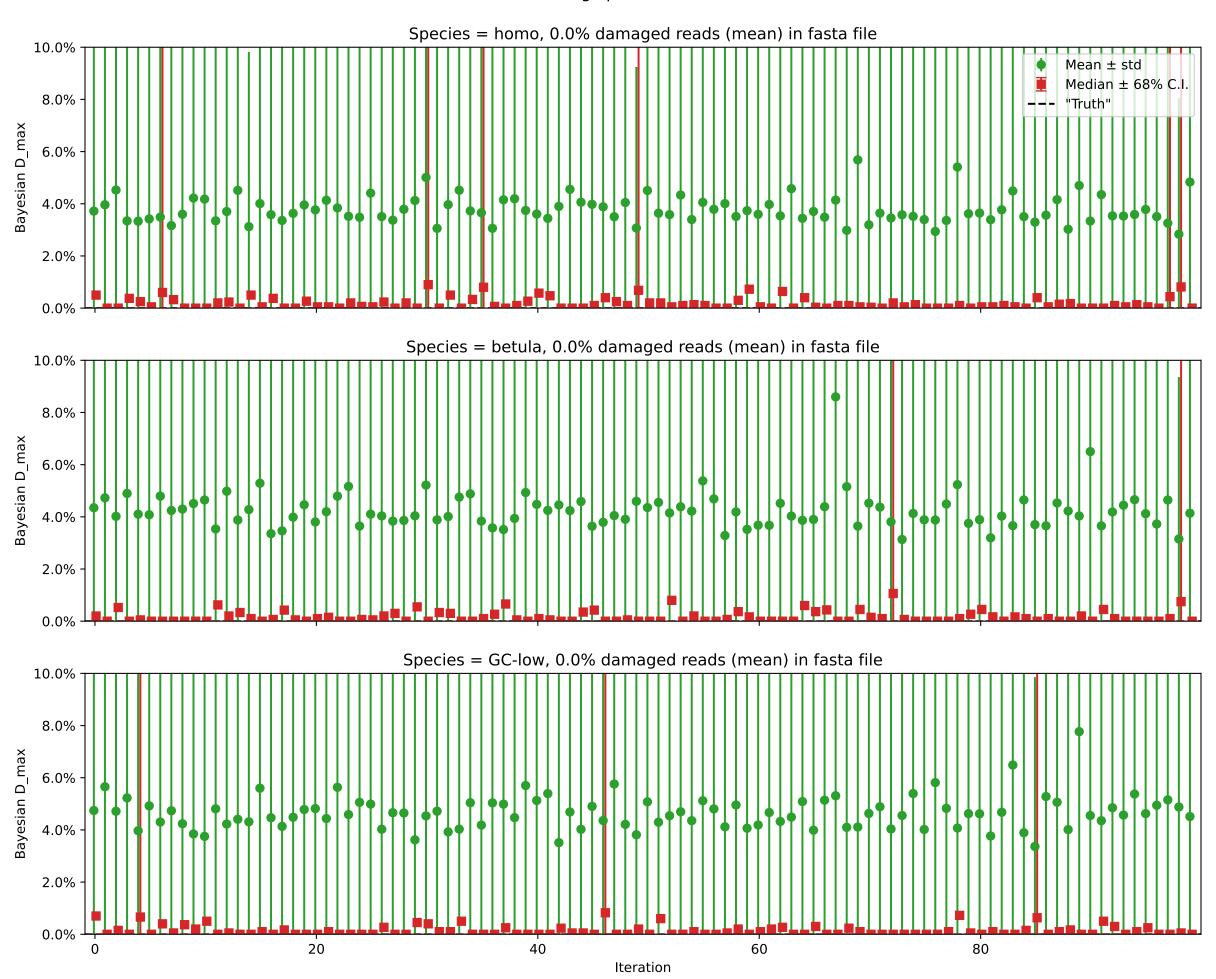
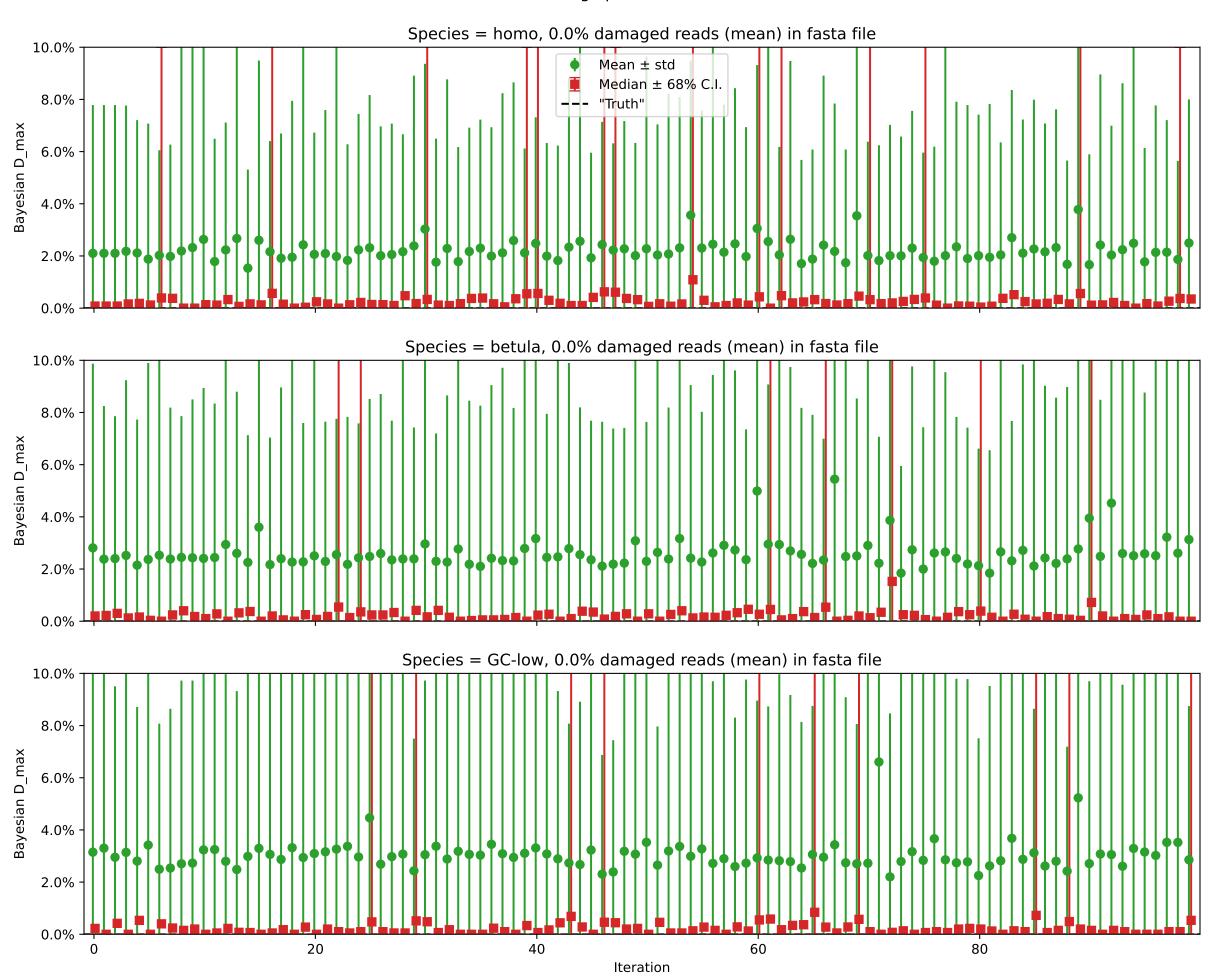
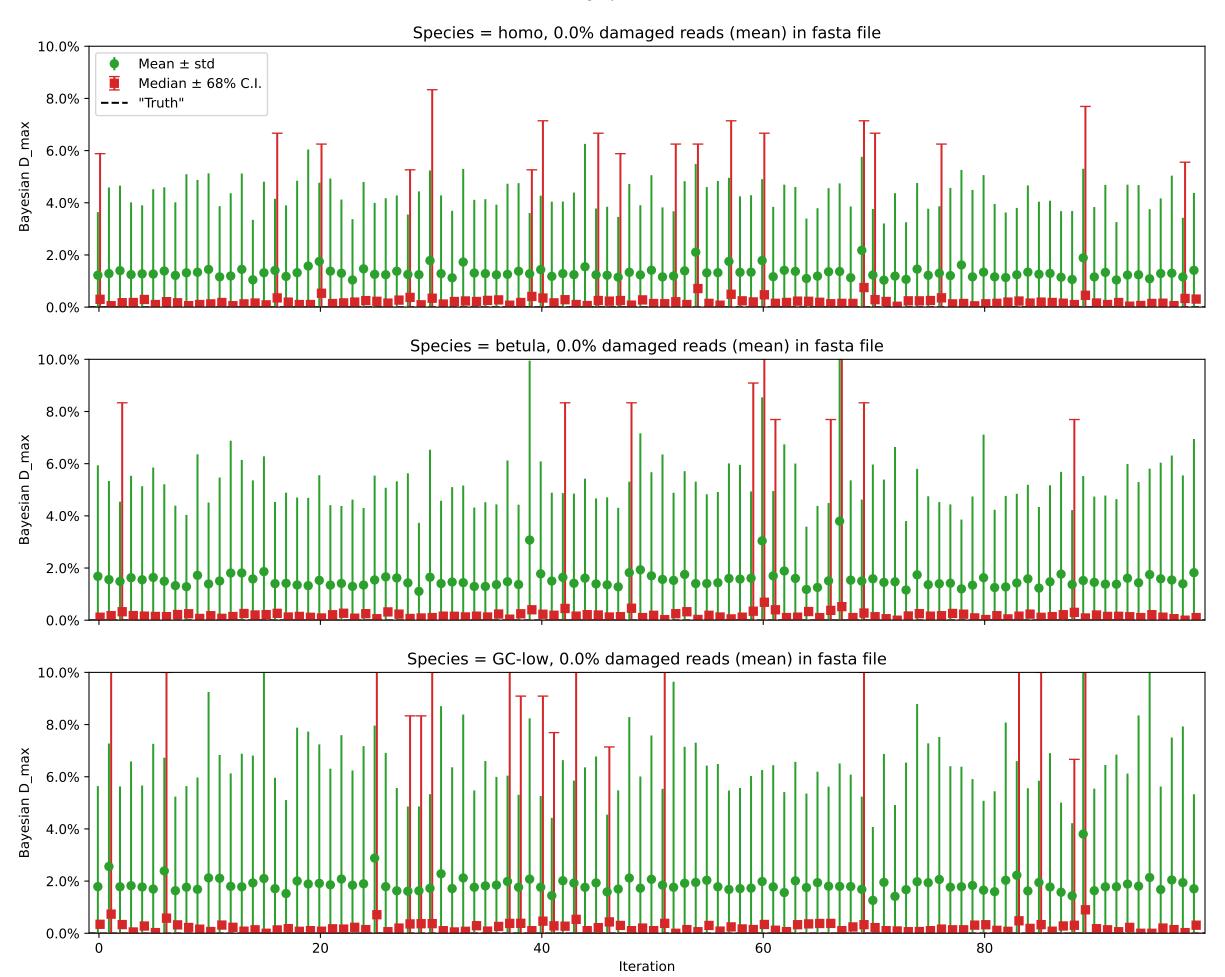
Individual damages: 10 reads Briggs damage = 0.0 Damage percent = 0%



Individual damages: 25 reads Briggs damage = 0.0 Damage percent = 0%



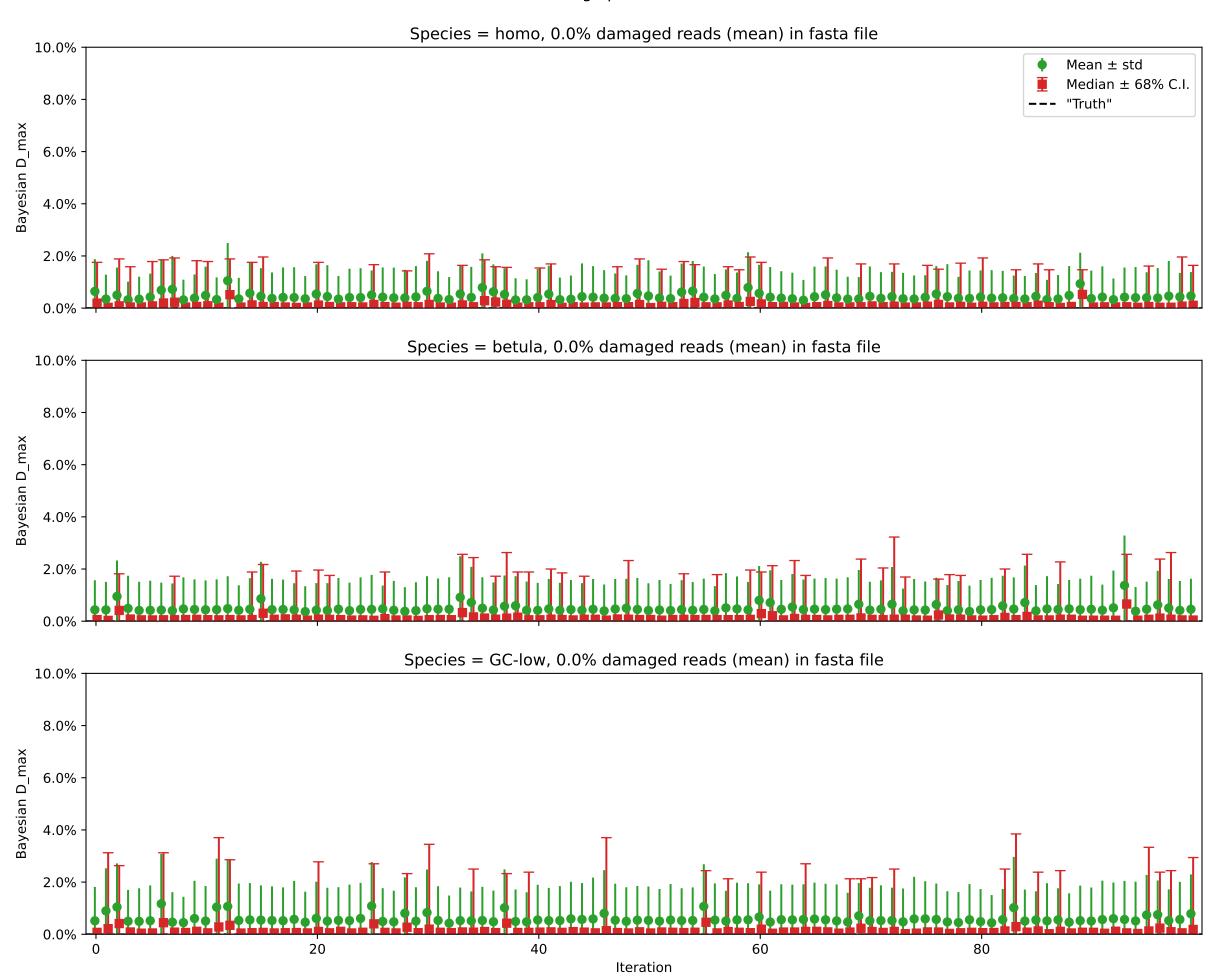
Individual damages: 50 reads Briggs damage = 0.0 Damage percent = 0%



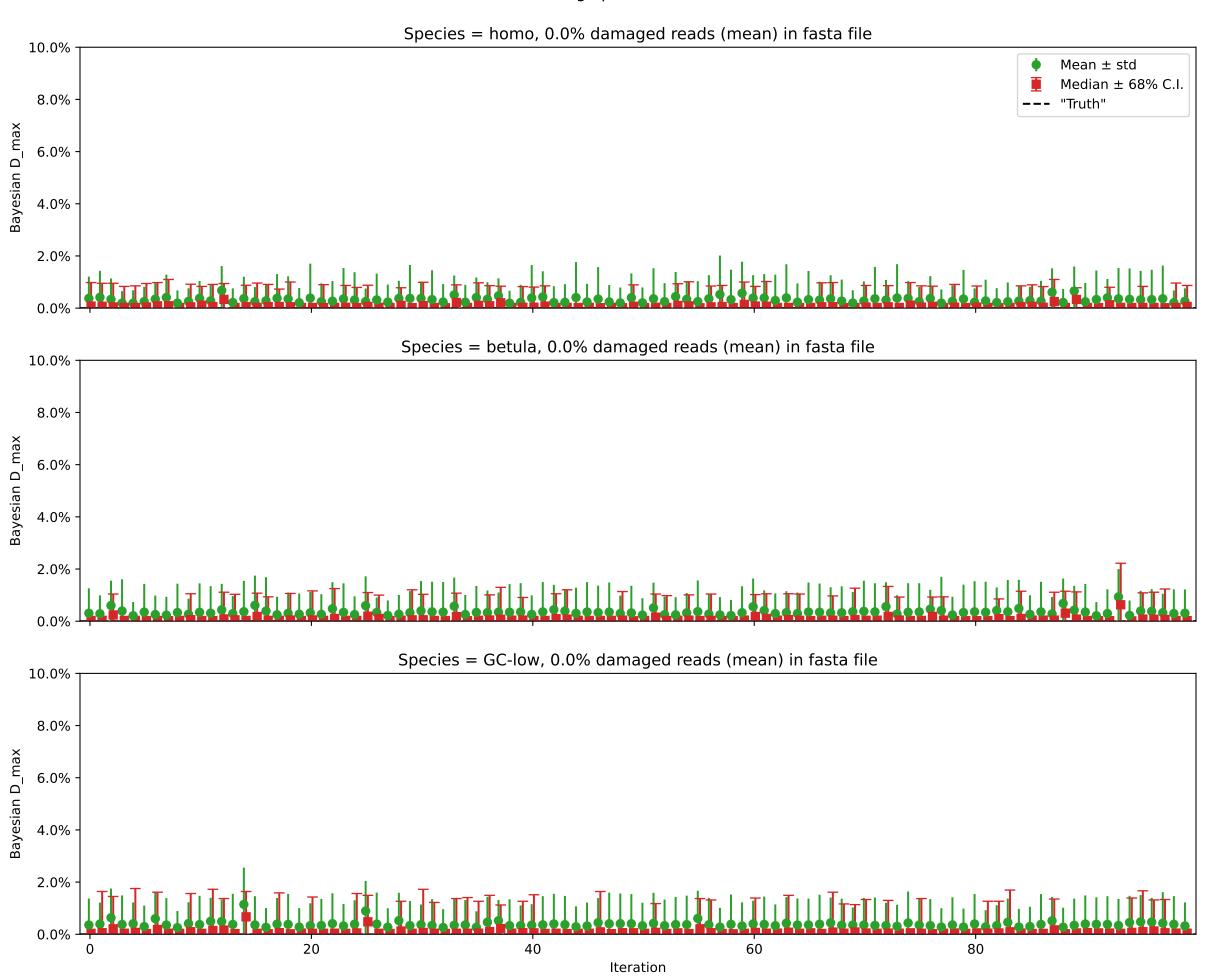
Individual damages: 100 reads Briggs damage = 0.0 Damage percent = 0%



Individual damages: 250 reads Briggs damage = 0.0 Damage percent = 0%



Individual damages: 500 reads Briggs damage = 0.0 Damage percent = 0%



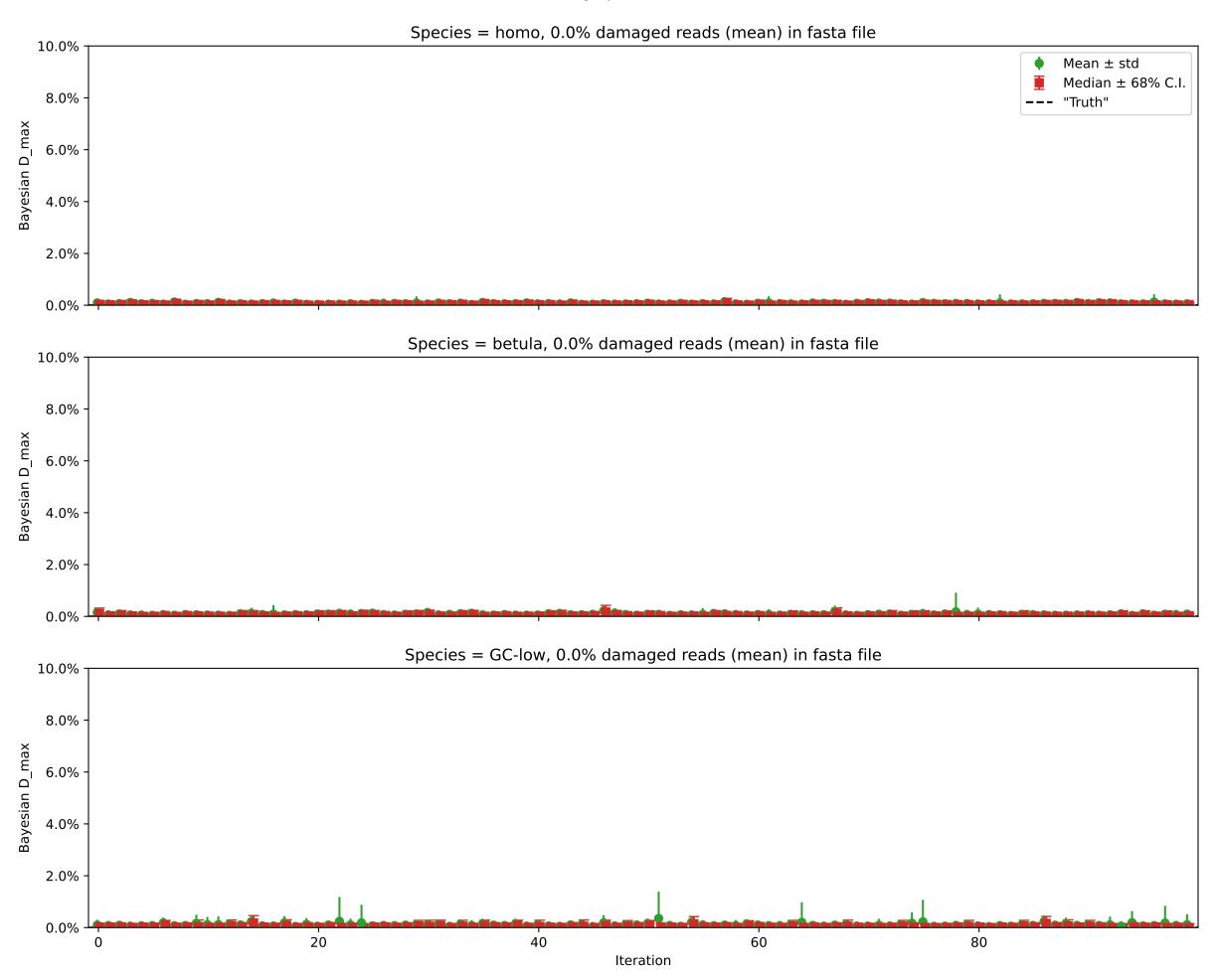
Individual damages: 1000 reads Briggs damage = 0.0 Damage percent = 0%



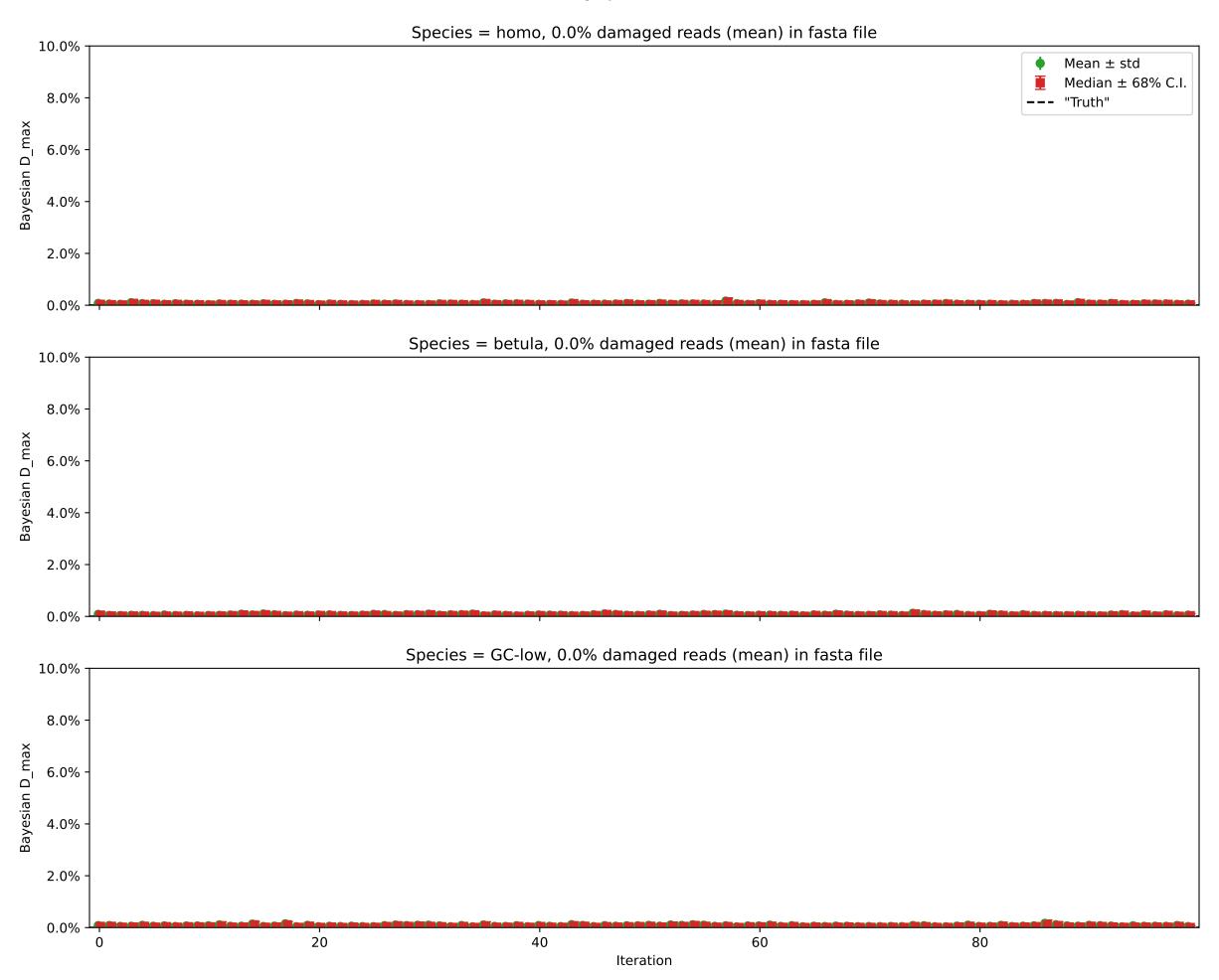
Individual damages: 2500 reads Briggs damage = 0.0 Damage percent = 0%



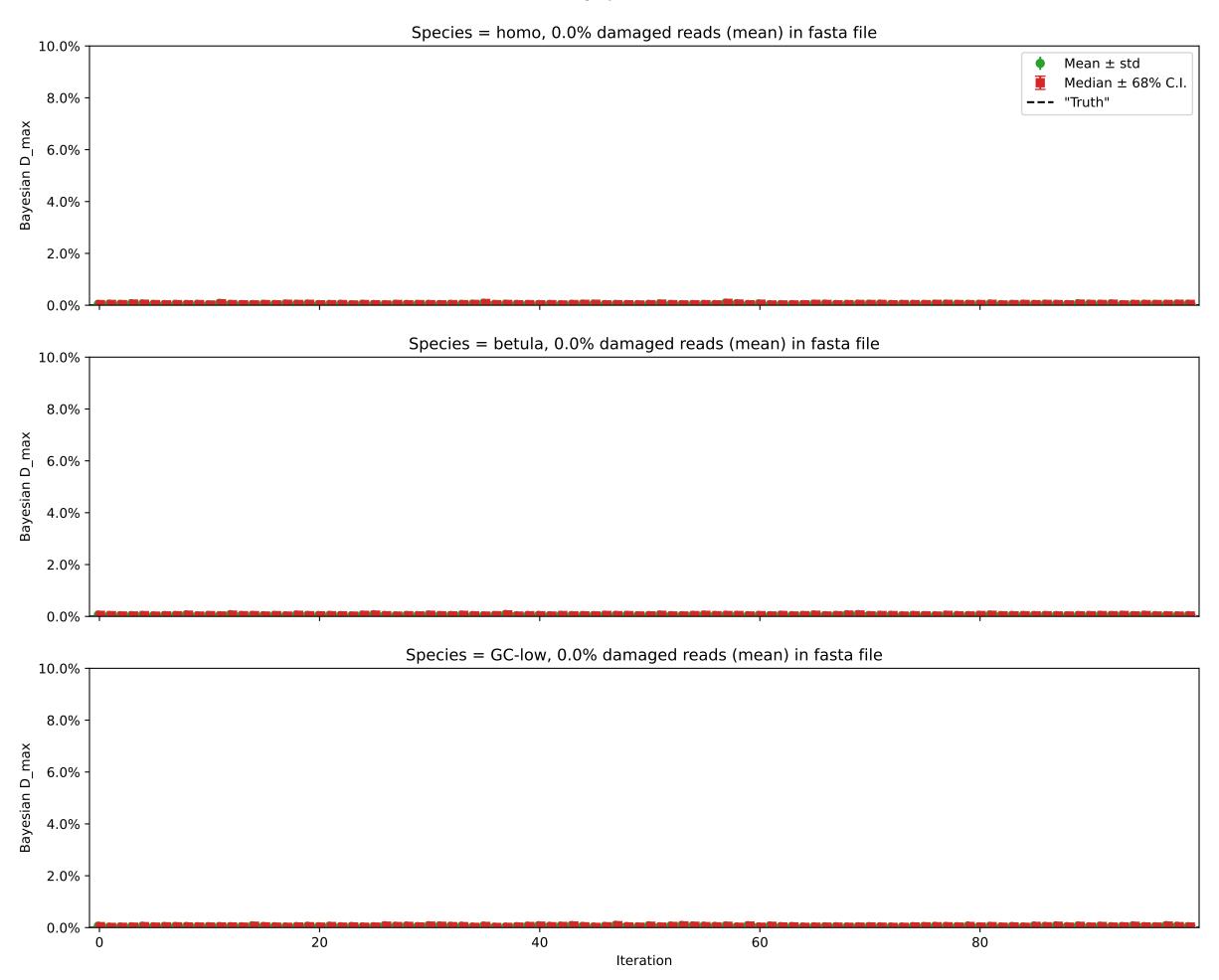
Individual damages: 5000 reads Briggs damage = 0.0 Damage percent = 0%



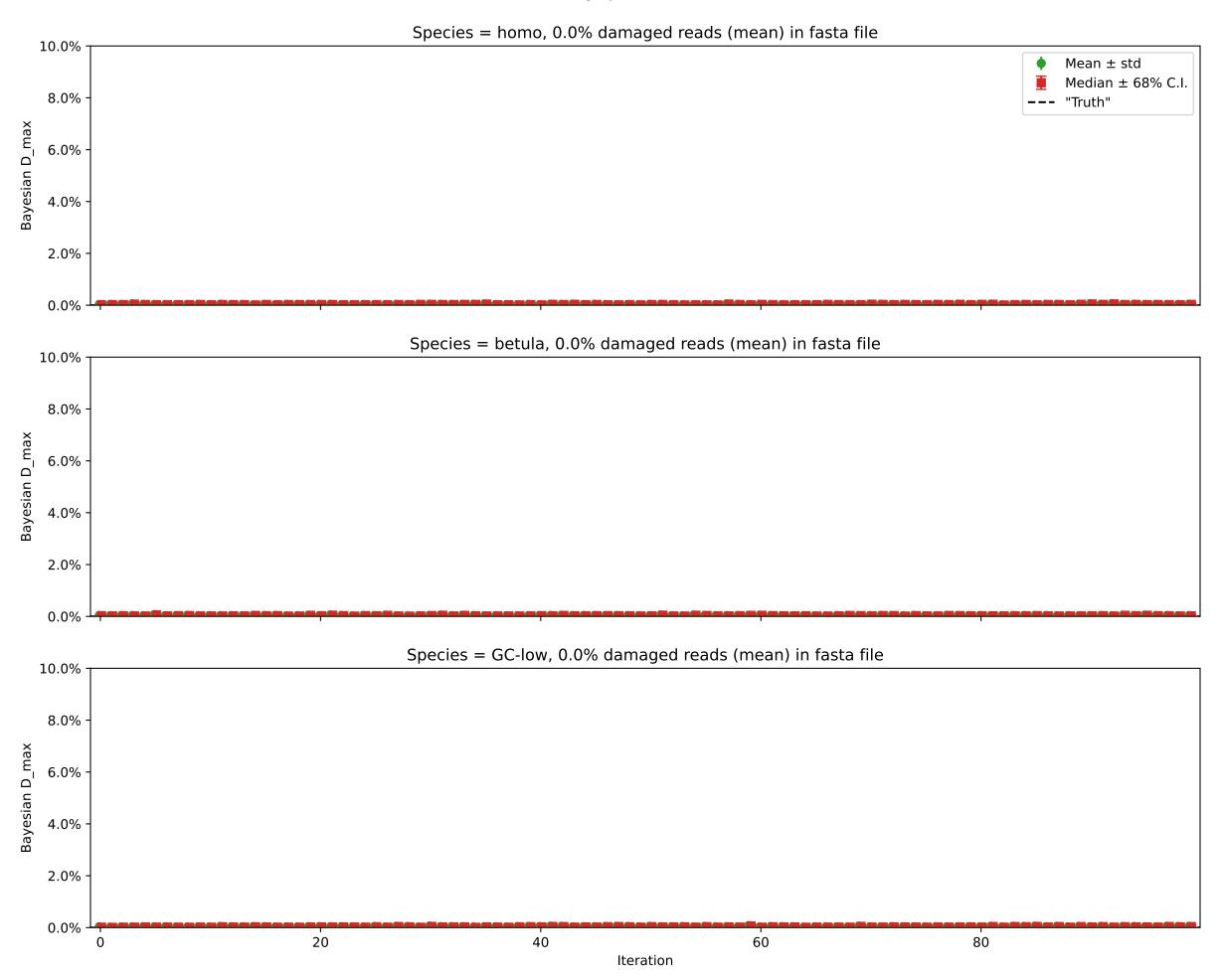
Individual damages: 10000 reads Briggs damage = 0.0 Damage percent = 0%



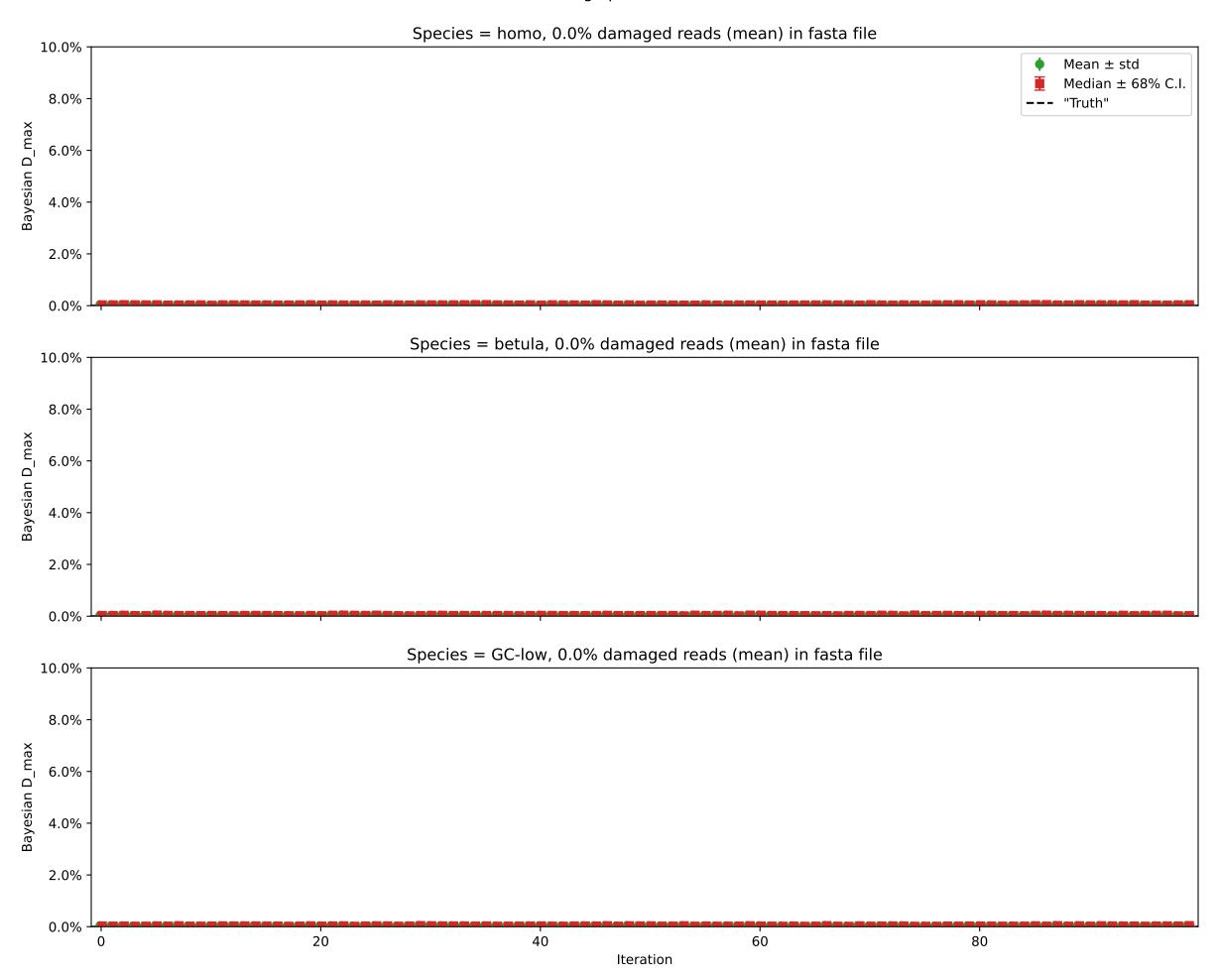
Individual damages: 25000 reads Briggs damage = 0.0 Damage percent = 0%



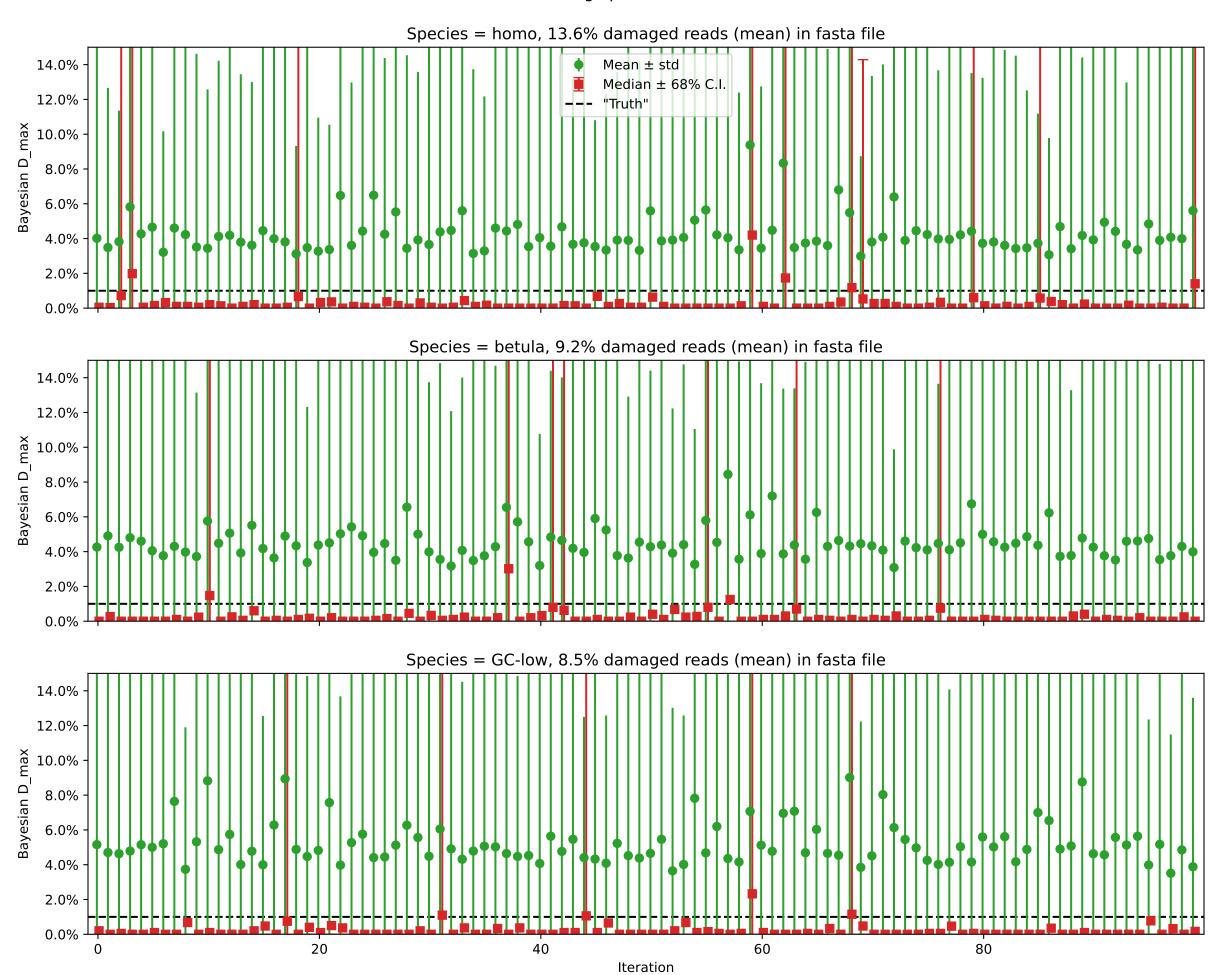
Individual damages: 50000 reads Briggs damage = 0.0 Damage percent = 0%



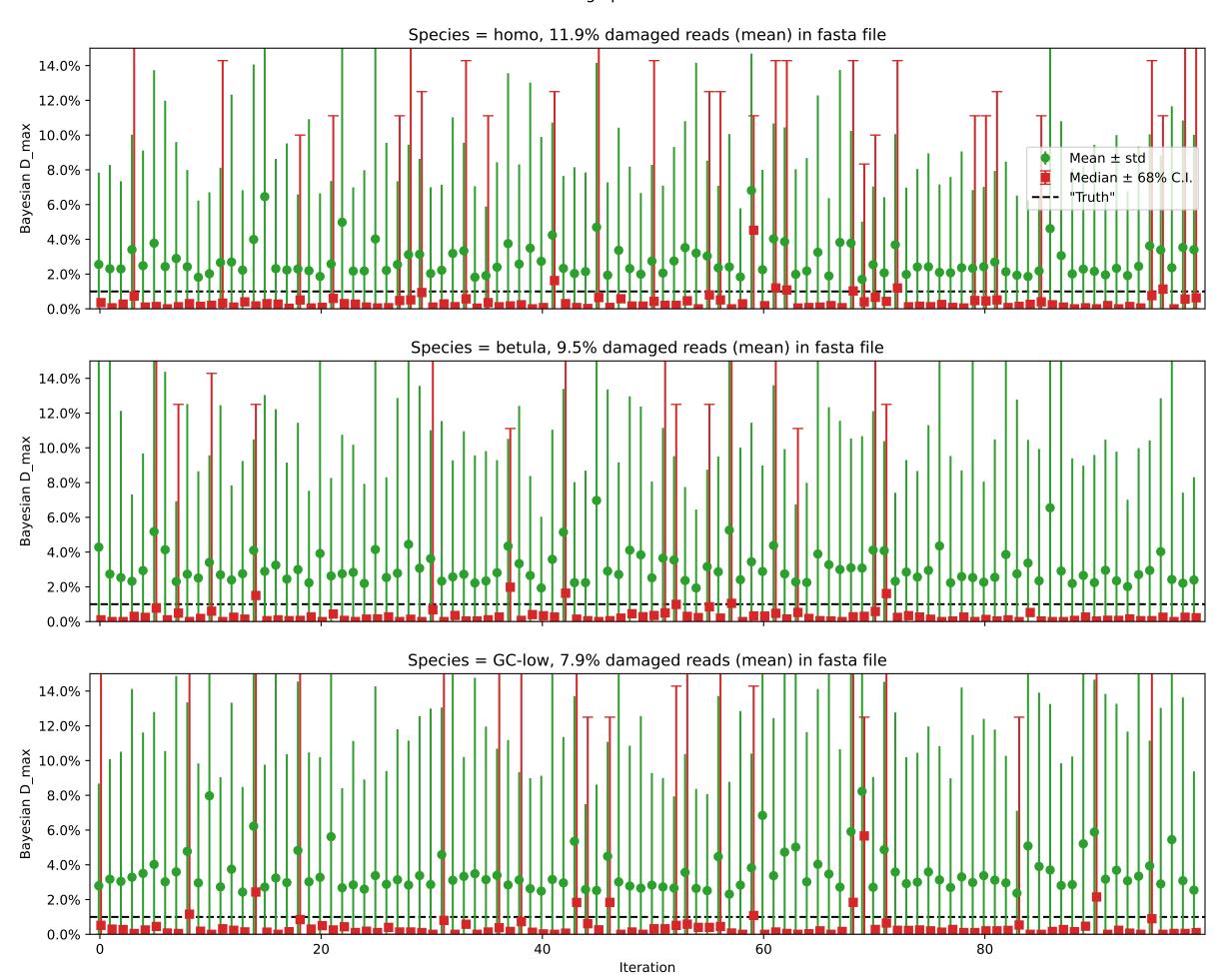
Individual damages: 100000 reads Briggs damage = 0.0 Damage percent = 0%



Individual damages: 10 reads Briggs damage = 0.014 Damage percent = 1%

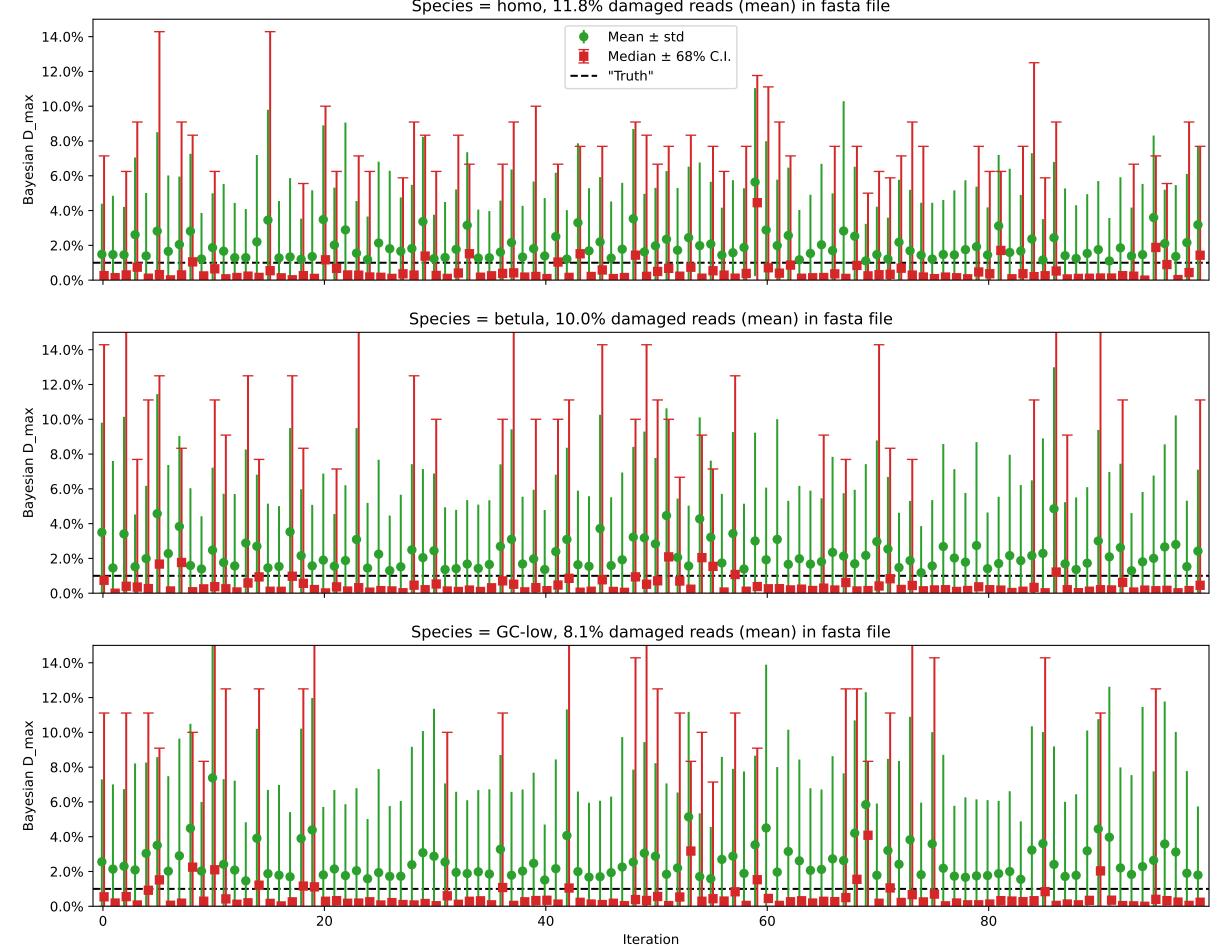


Individual damages: 25 reads Briggs damage = 0.014 Damage percent = 1%



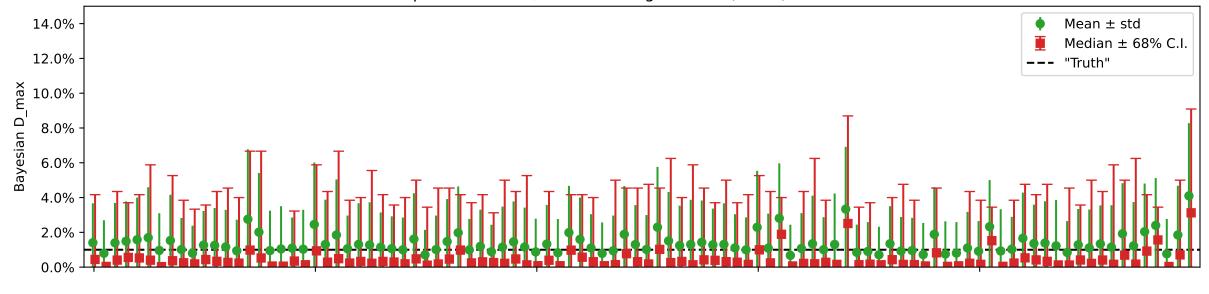
Individual damages: 50 reads Briggs damage = 0.014 Damage percent = 1%

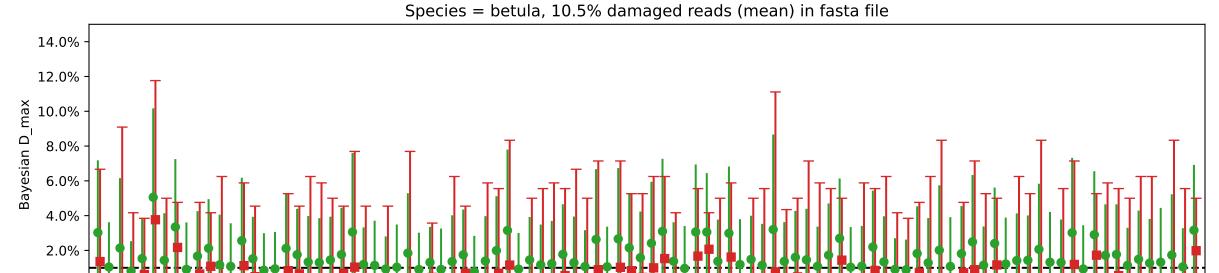
Species = homo, 11.8% damaged reads (mean) in fasta file



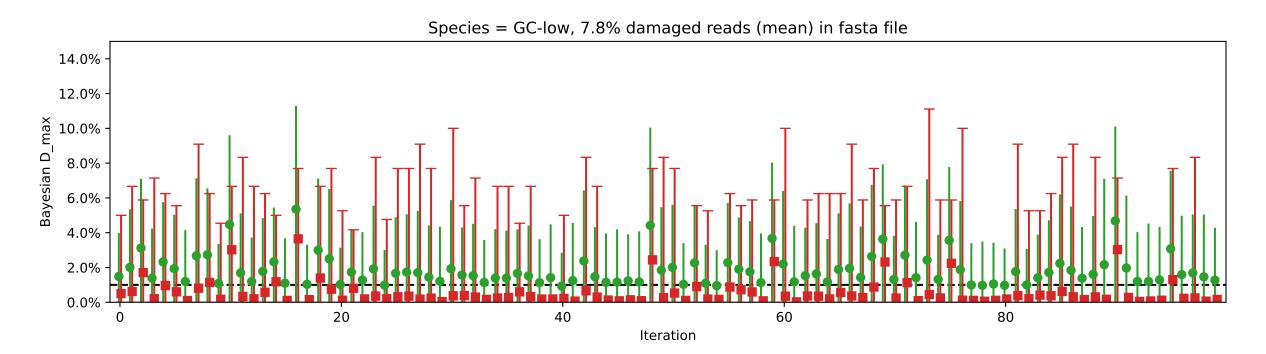
Individual damages: 100 reads Briggs damage = 0.014 Damage percent = 1%

Species = homo, 11.8% damaged reads (mean) in fasta file





0.0%

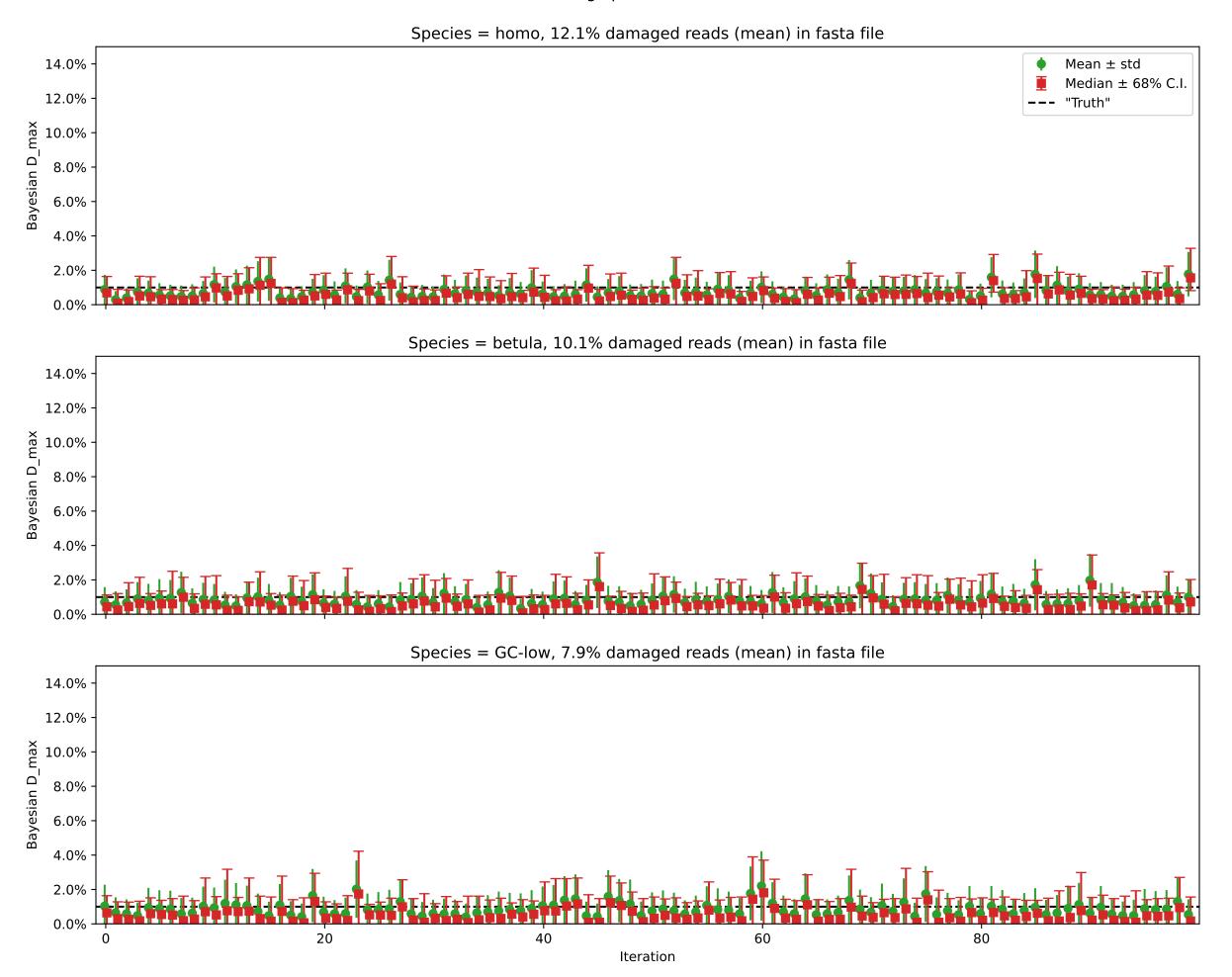


Individual damages: 250 reads Briggs damage = 0.014 Damage percent = 1%

Species = homo, 12.2% damaged reads (mean) in fasta file



Individual damages: 500 reads Briggs damage = 0.014 Damage percent = 1%

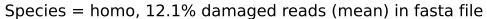


Individual damages: 1000 reads Briggs damage = 0.014 Damage percent = 1%





Individual damages: 2500 reads Briggs damage = 0.014 Damage percent = 1%





Individual damages: 5000 reads Briggs damage = 0.014 Damage percent = 1%





Individual damages: 10000 reads Briggs damage = 0.014 Damage percent = 1%





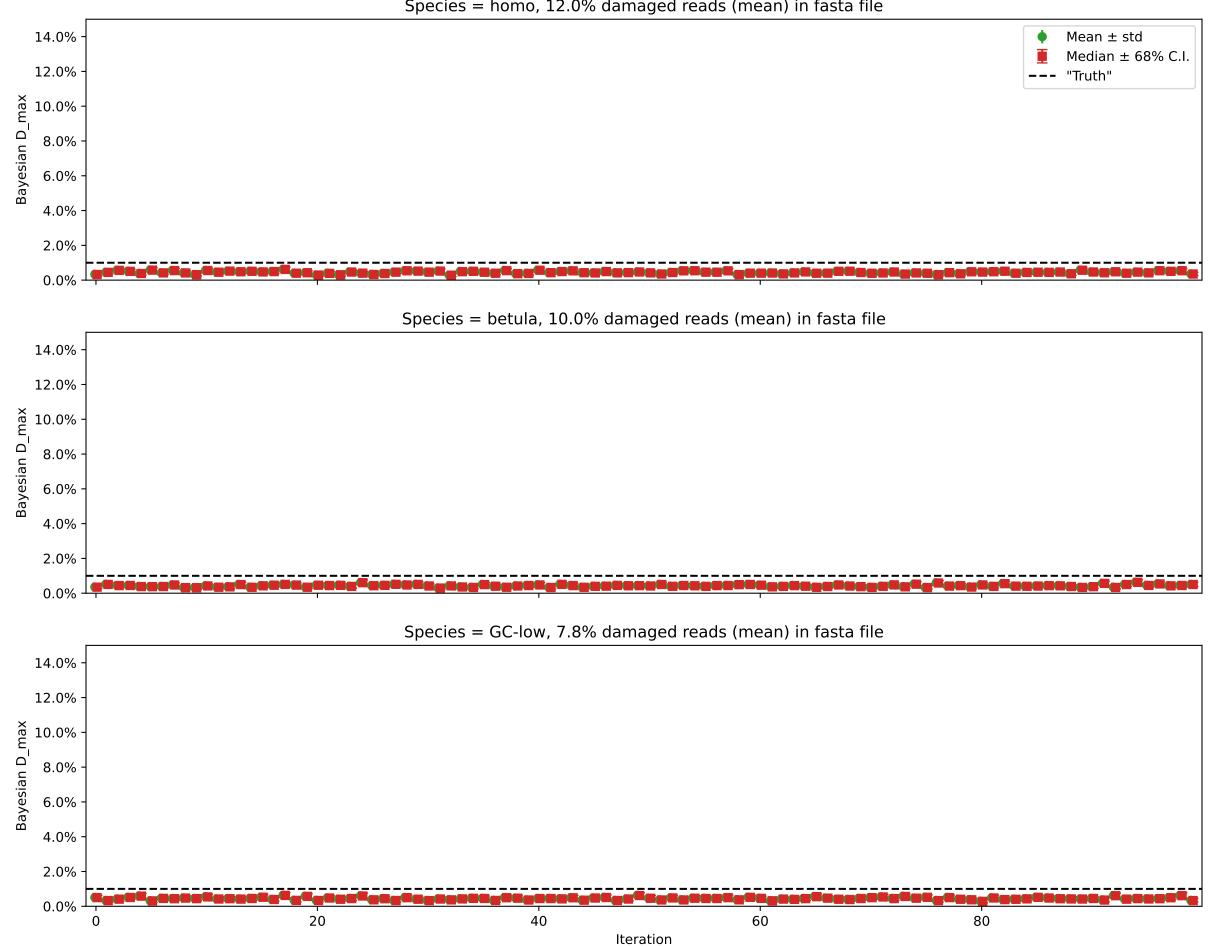
Individual damages: 25000 reads Briggs damage = 0.014 Damage percent = 1%

Species = homo, 12.0% damaged reads (mean) in fasta file



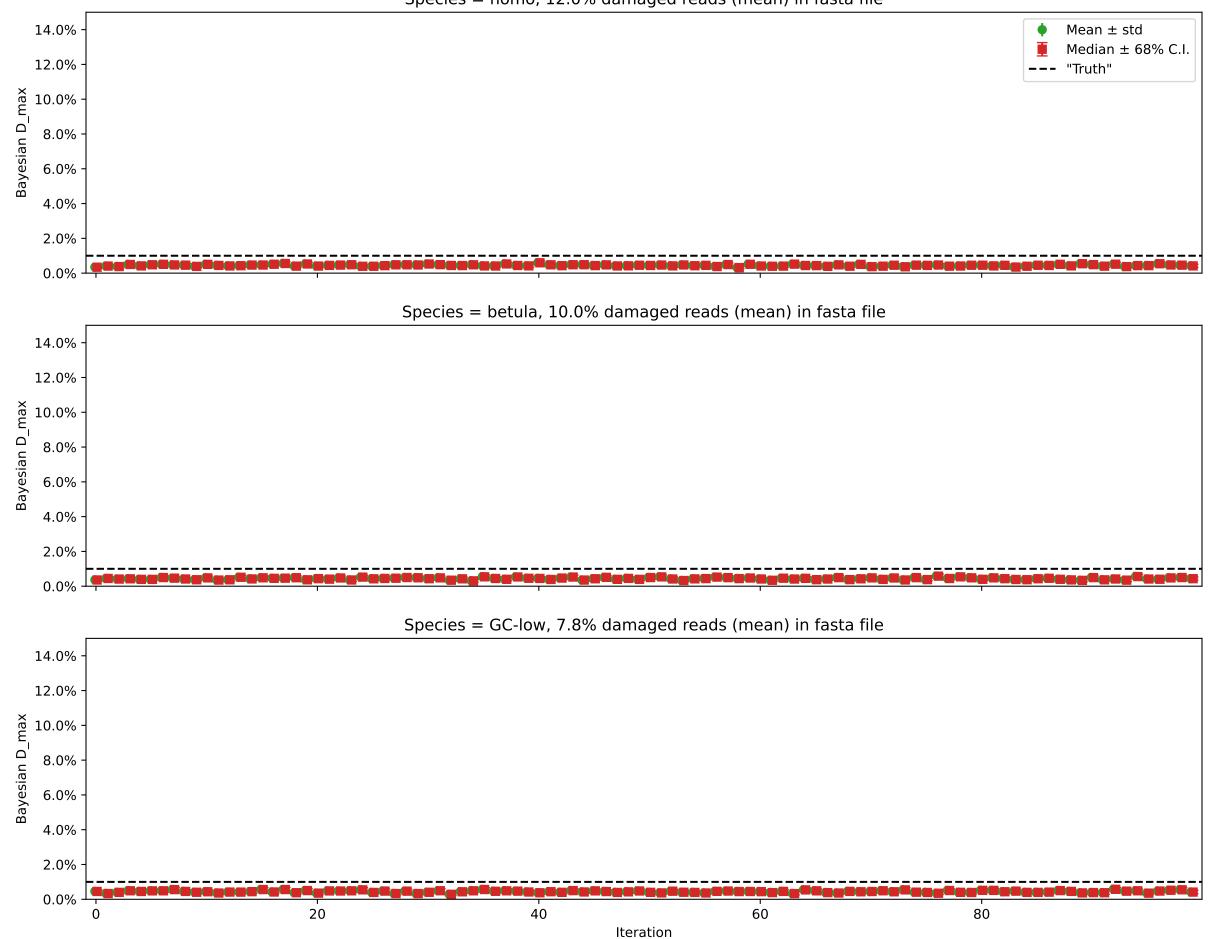
Individual damages: 50000 reads Briggs damage = 0.014 Damage percent = 1%



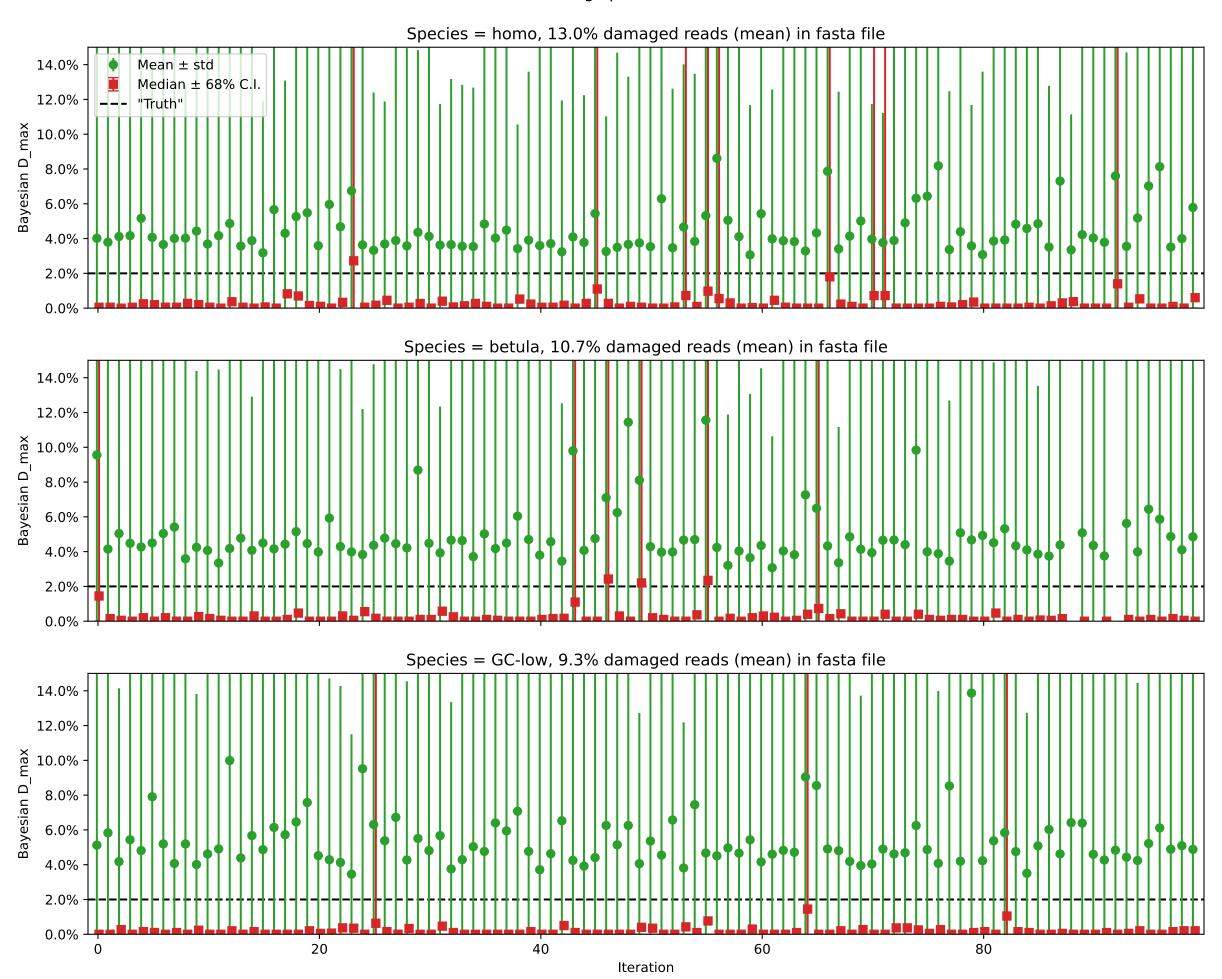


Individual damages: 100000 reads Briggs damage = 0.014 Damage percent = 1%

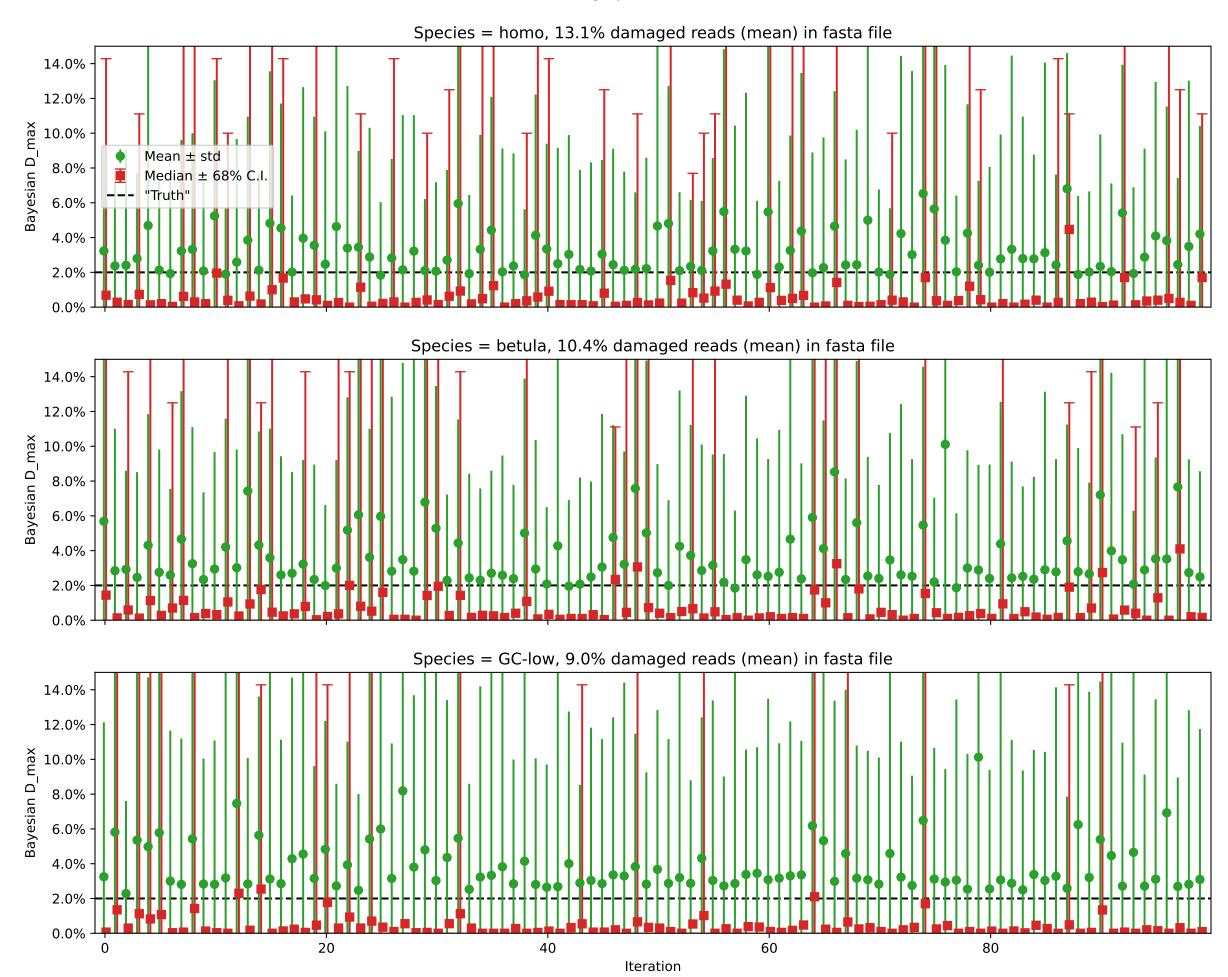
Species = homo, 12.0% damaged reads (mean) in fasta file



Individual damages: 10 reads Briggs damage = 0.047 Damage percent = 2%

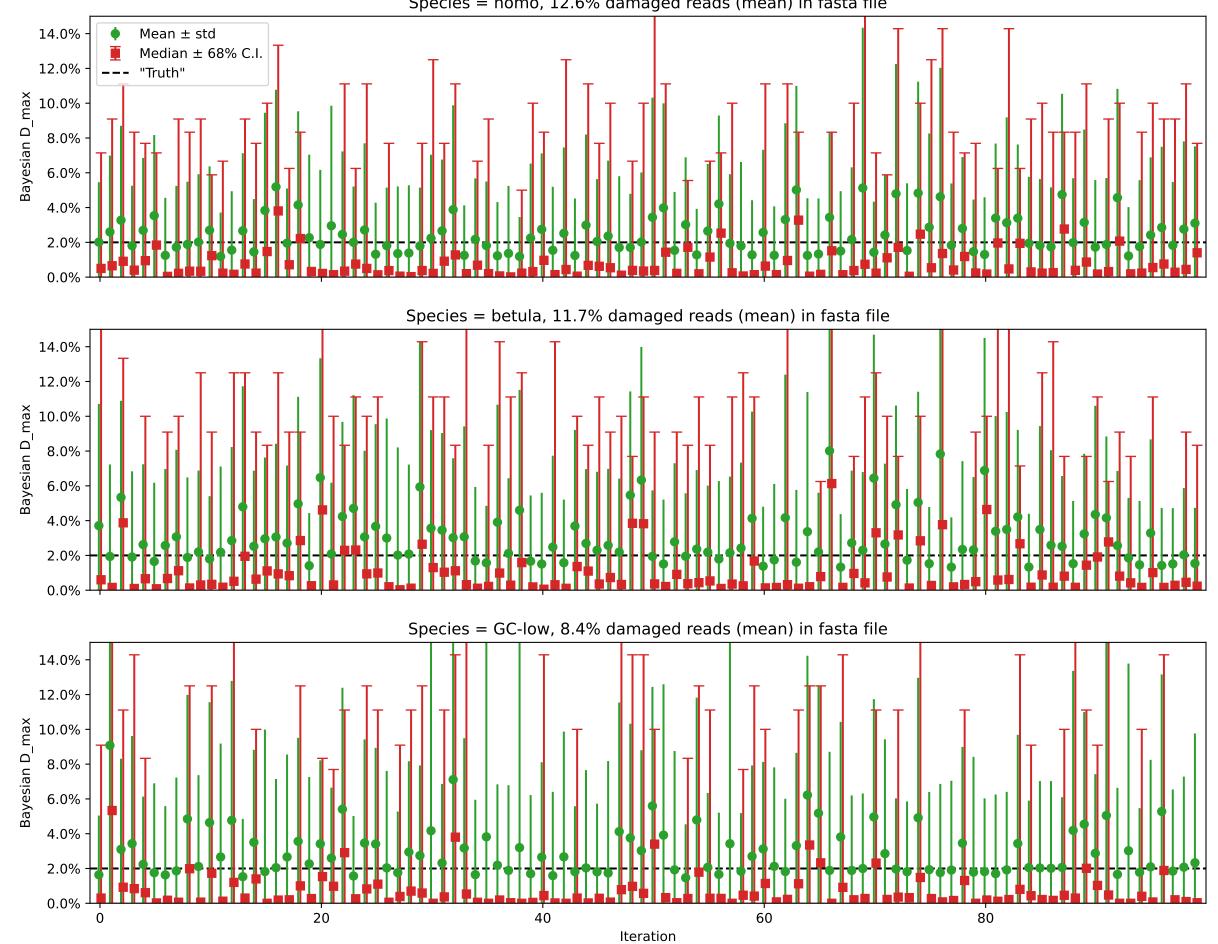


Individual damages: 25 reads Briggs damage = 0.047 Damage percent = 2%



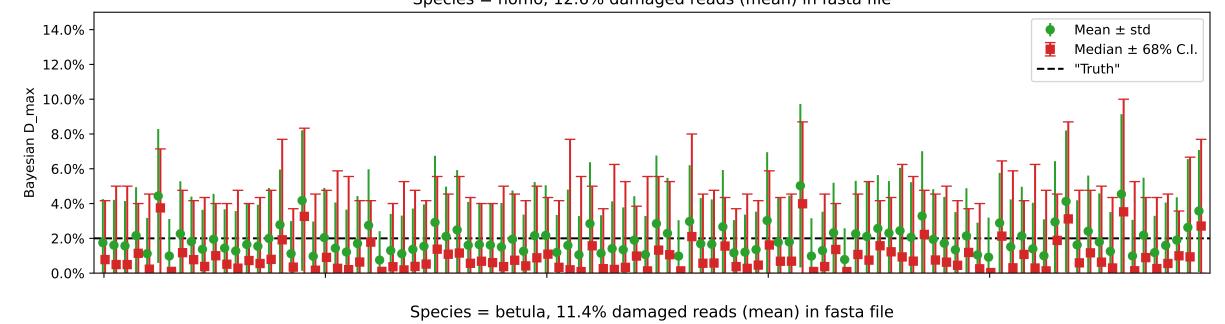
Individual damages: 50 reads Briggs damage = 0.047 Damage percent = 2%

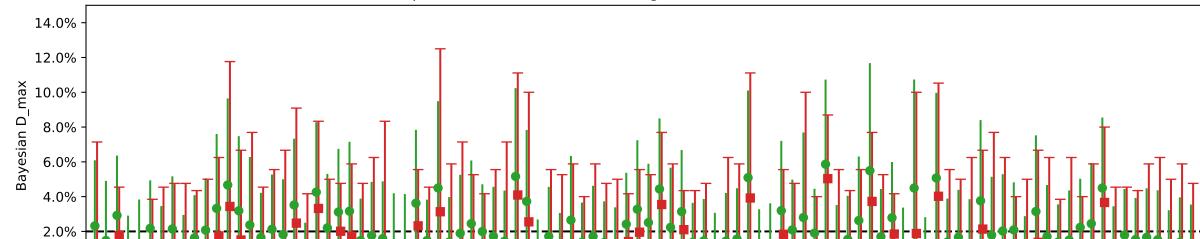
Species = homo, 12.6% damaged reads (mean) in fasta file



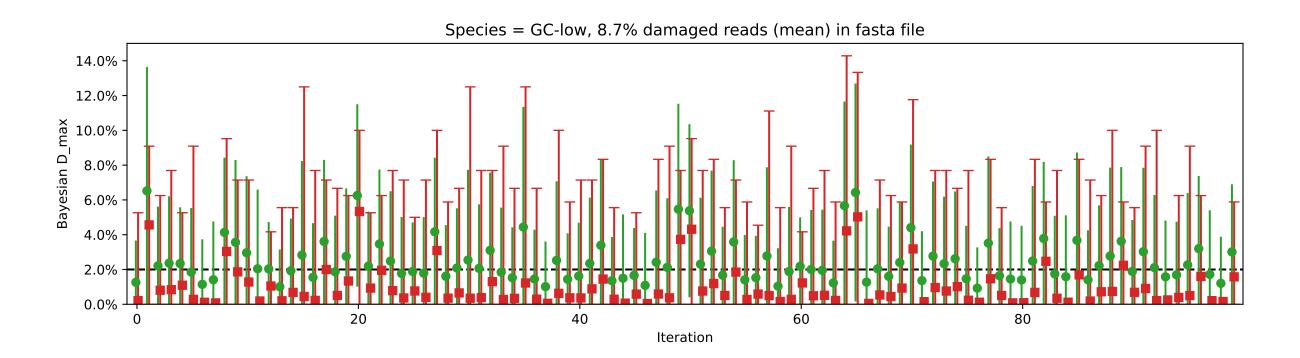
Individual damages: 100 reads Briggs damage = 0.047 Damage percent = 2%

Species = homo, 12.6% damaged reads (mean) in fasta file



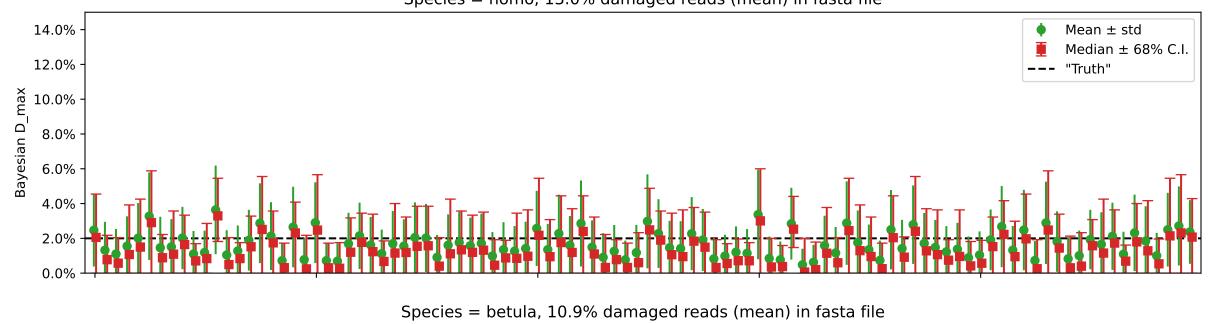


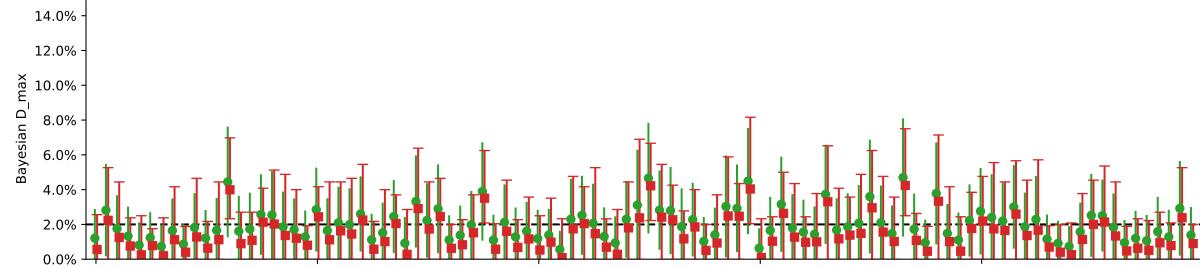
0.0%



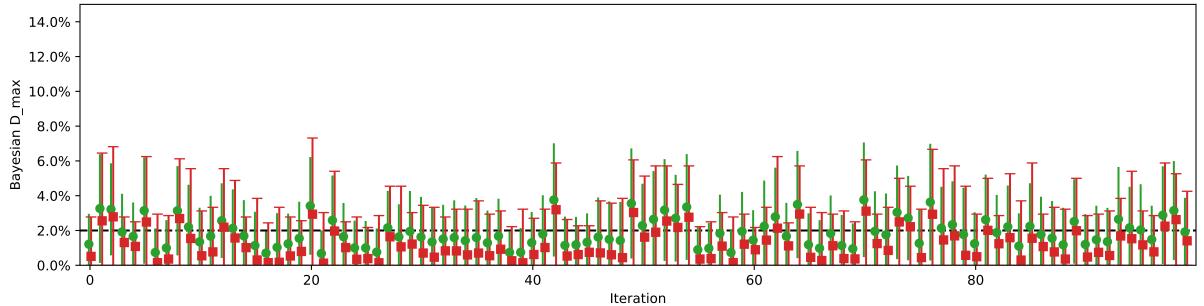
Individual damages: 250 reads Briggs damage = 0.047 Damage percent = 2%

Species = homo, 13.0% damaged reads (mean) in fasta file





Species = GC-low, 8.7% damaged reads (mean) in fasta file



Individual damages: 500 reads Briggs damage = 0.047 Damage percent = 2%

Species = homo, 13.0% damaged reads (mean) in fasta file



40

Iteration

20

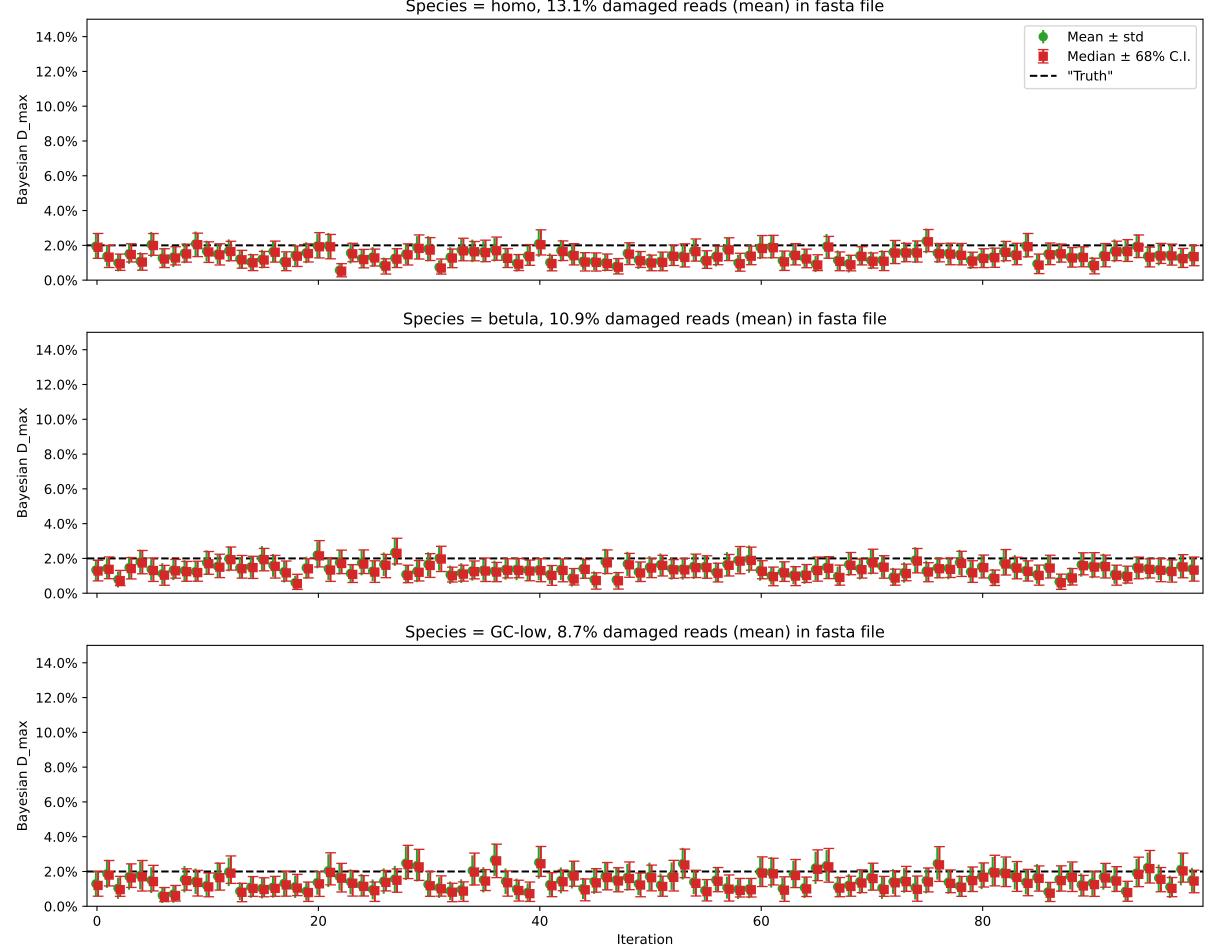
Individual damages: 1000 reads Briggs damage = 0.047 Damage percent = 2%

Species = homo, 12.9% damaged reads (mean) in fasta file



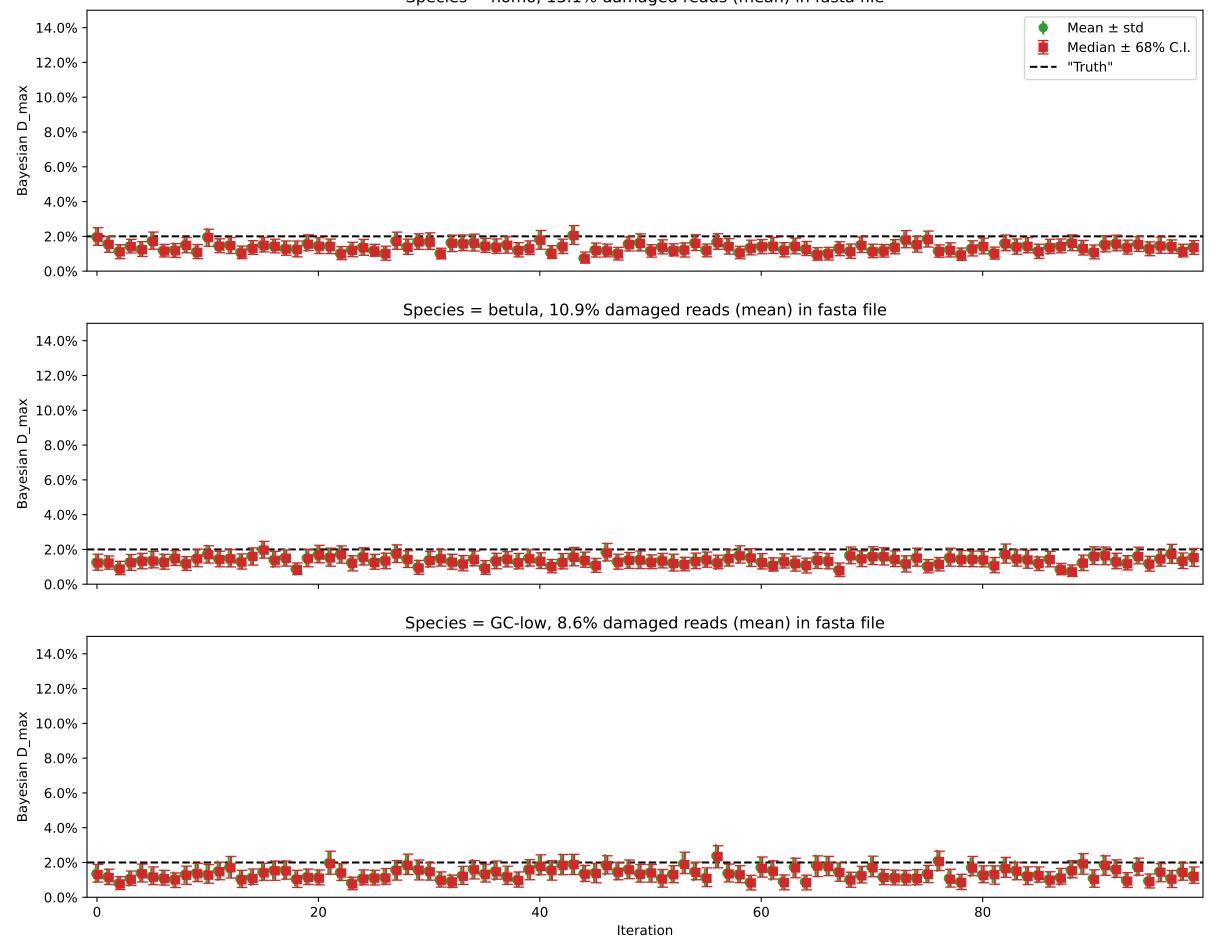
Individual damages: 2500 reads Briggs damage = 0.047 Damage percent = 2%

Species = homo, 13.1% damaged reads (mean) in fasta file



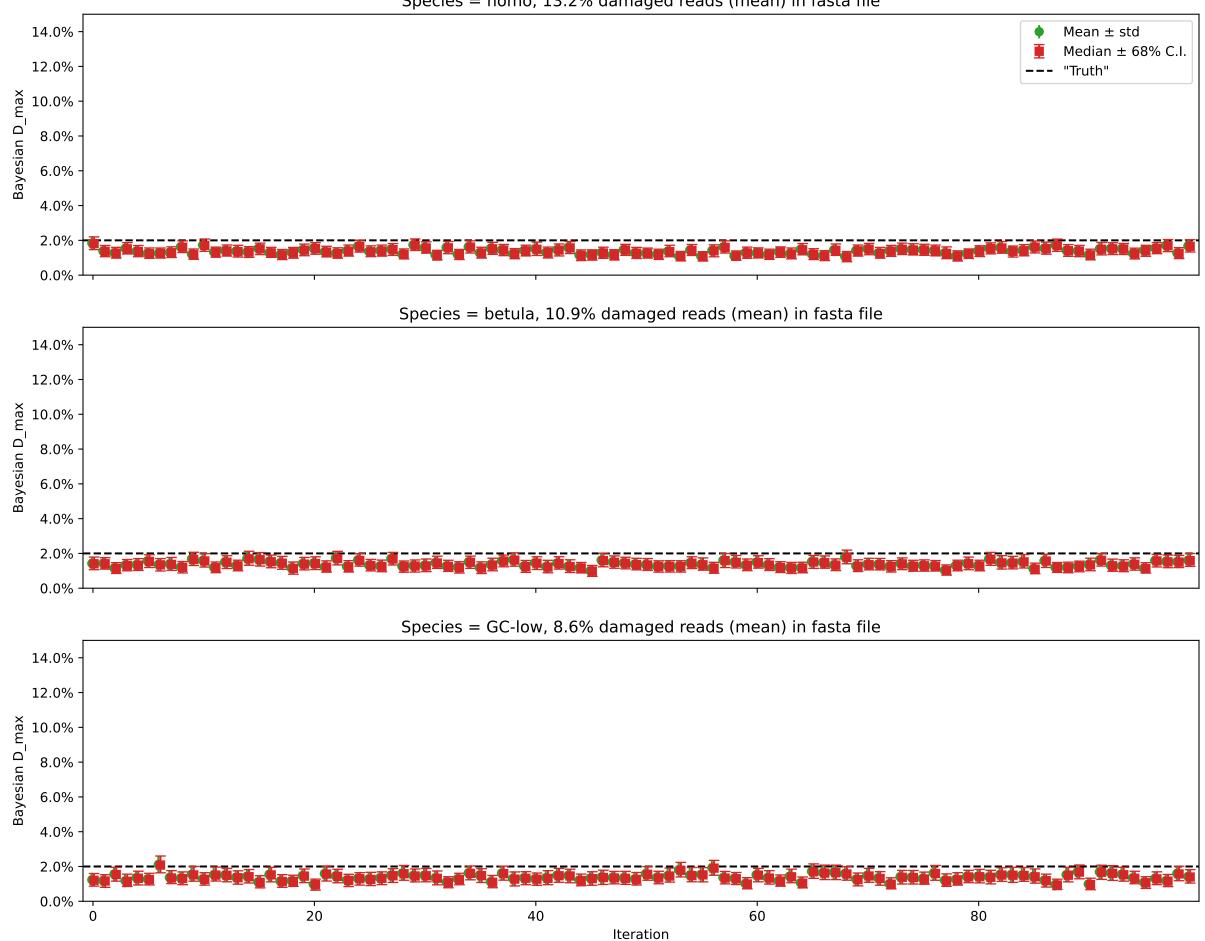
Individual damages: 5000 reads Briggs damage = 0.047 Damage percent = 2%

Species = homo, 13.1% damaged reads (mean) in fasta file



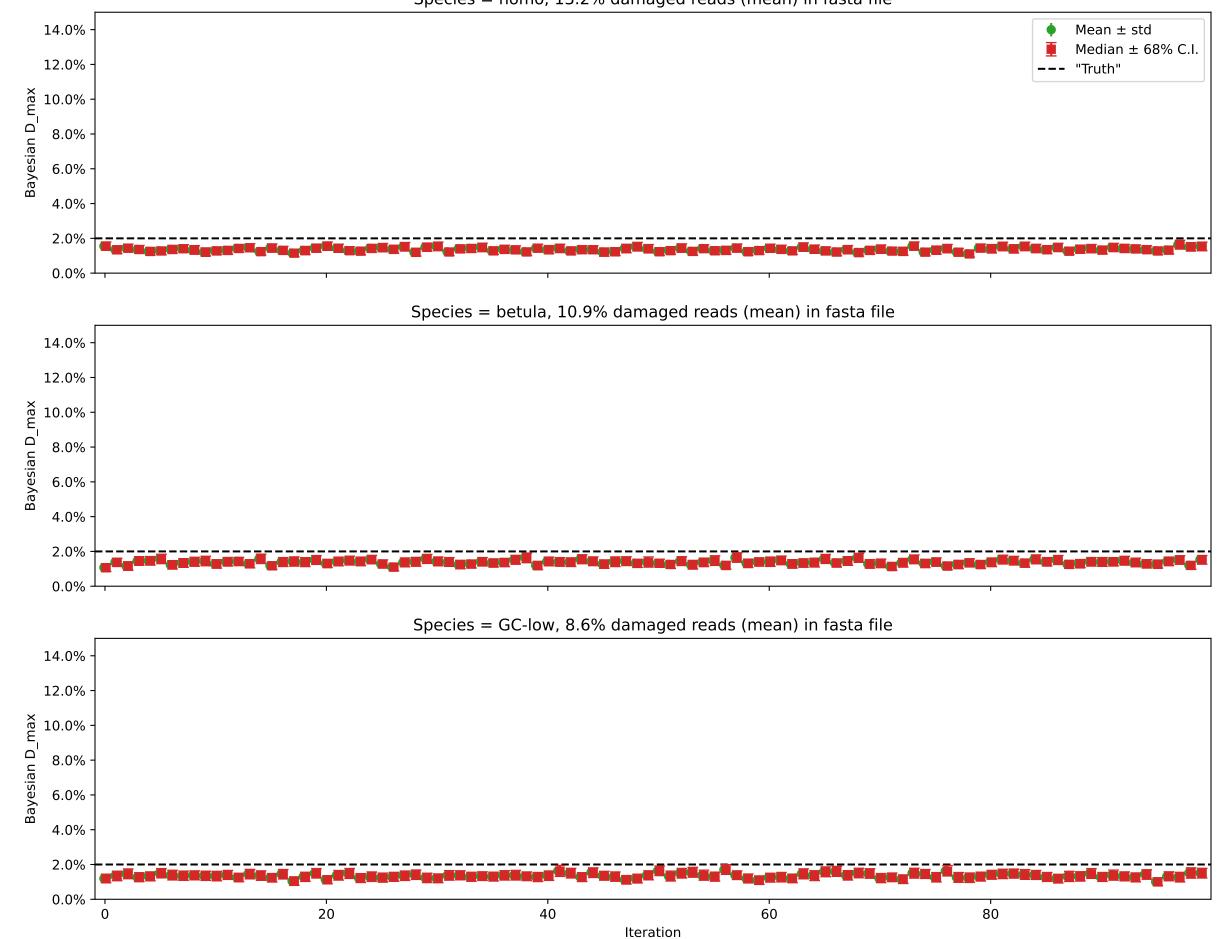
Individual damages: 10000 reads Briggs damage = 0.047 Damage percent = 2%





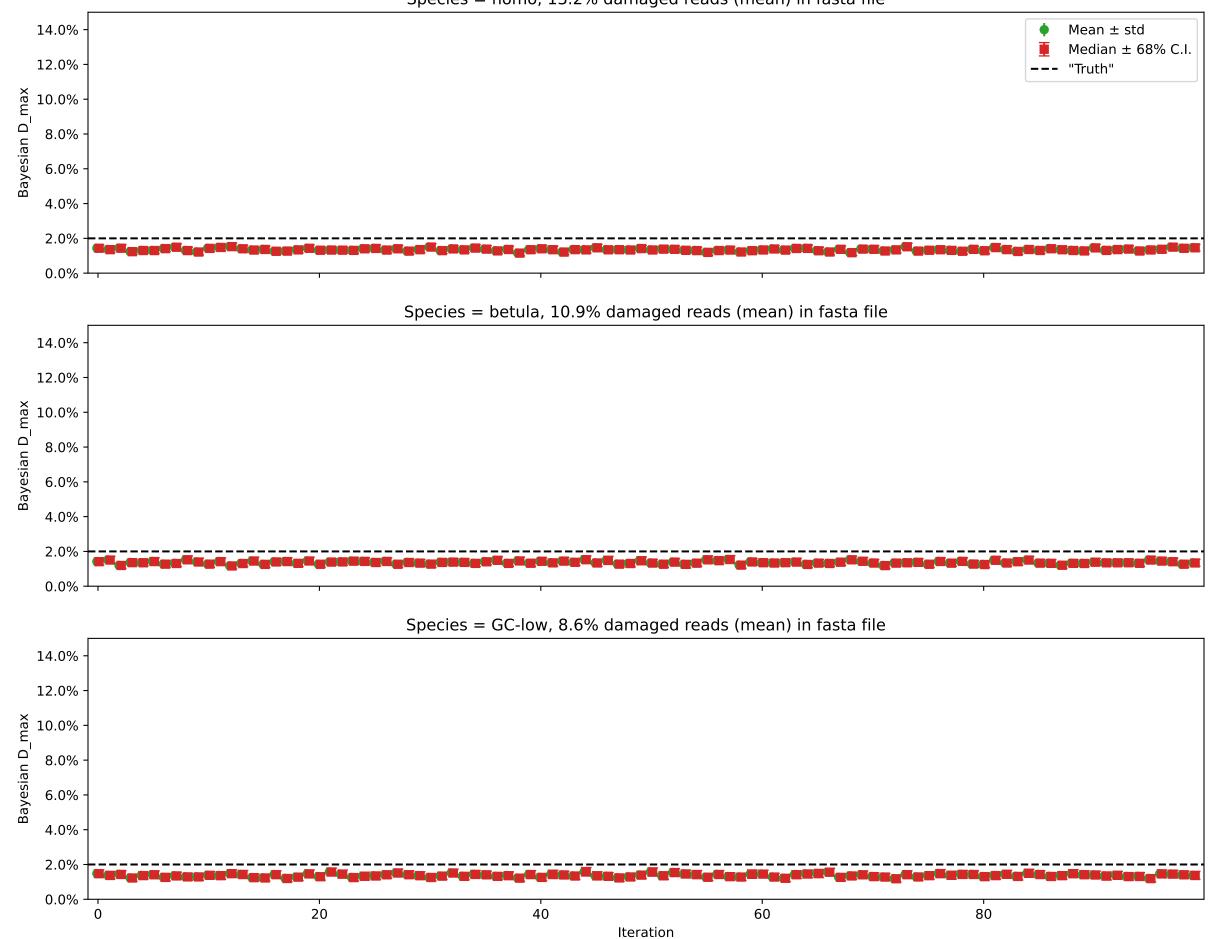
Individual damages: 25000 reads Briggs damage = 0.047 Damage percent = 2%

Species = homo, 13.2% damaged reads (mean) in fasta file



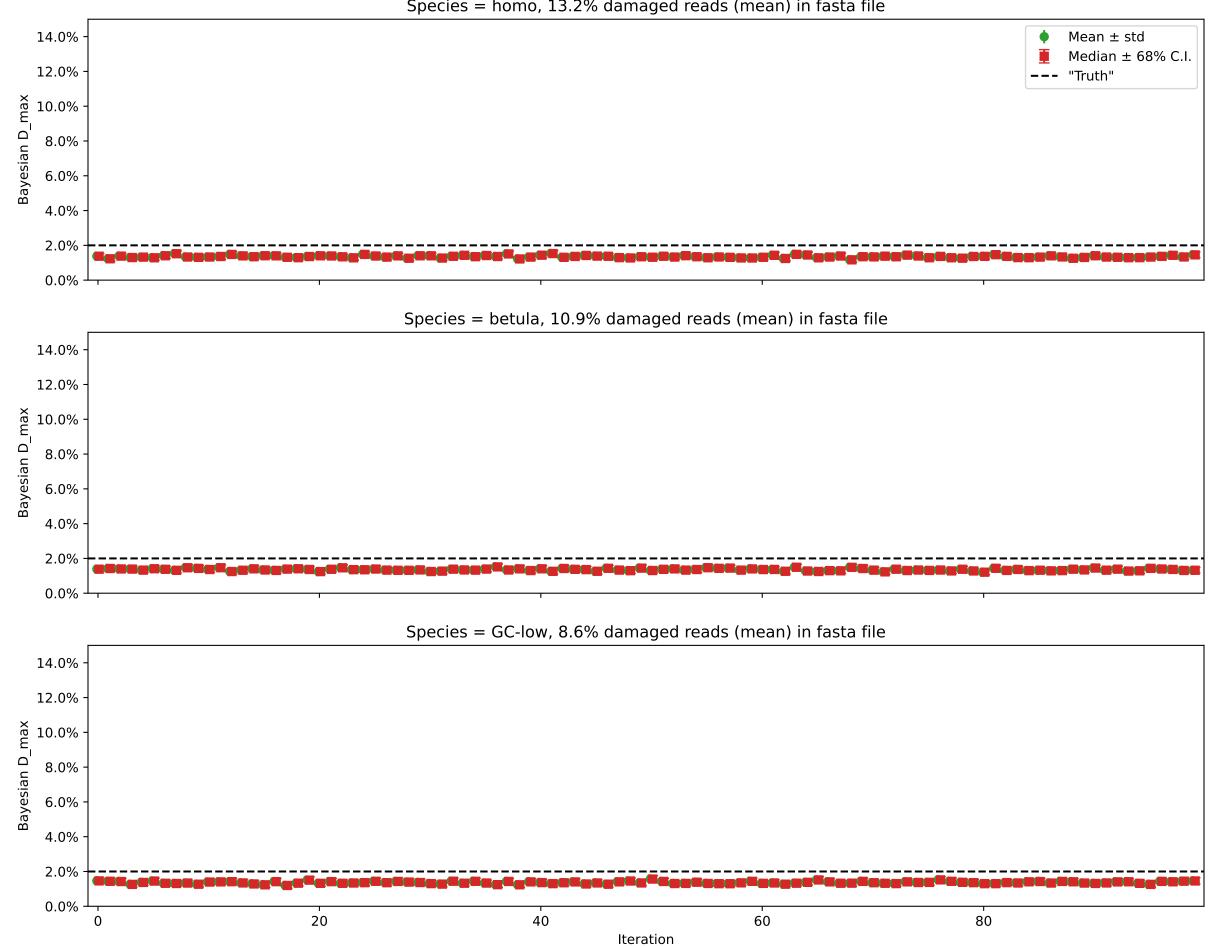
Individual damages: 50000 reads Briggs damage = 0.047 Damage percent = 2%



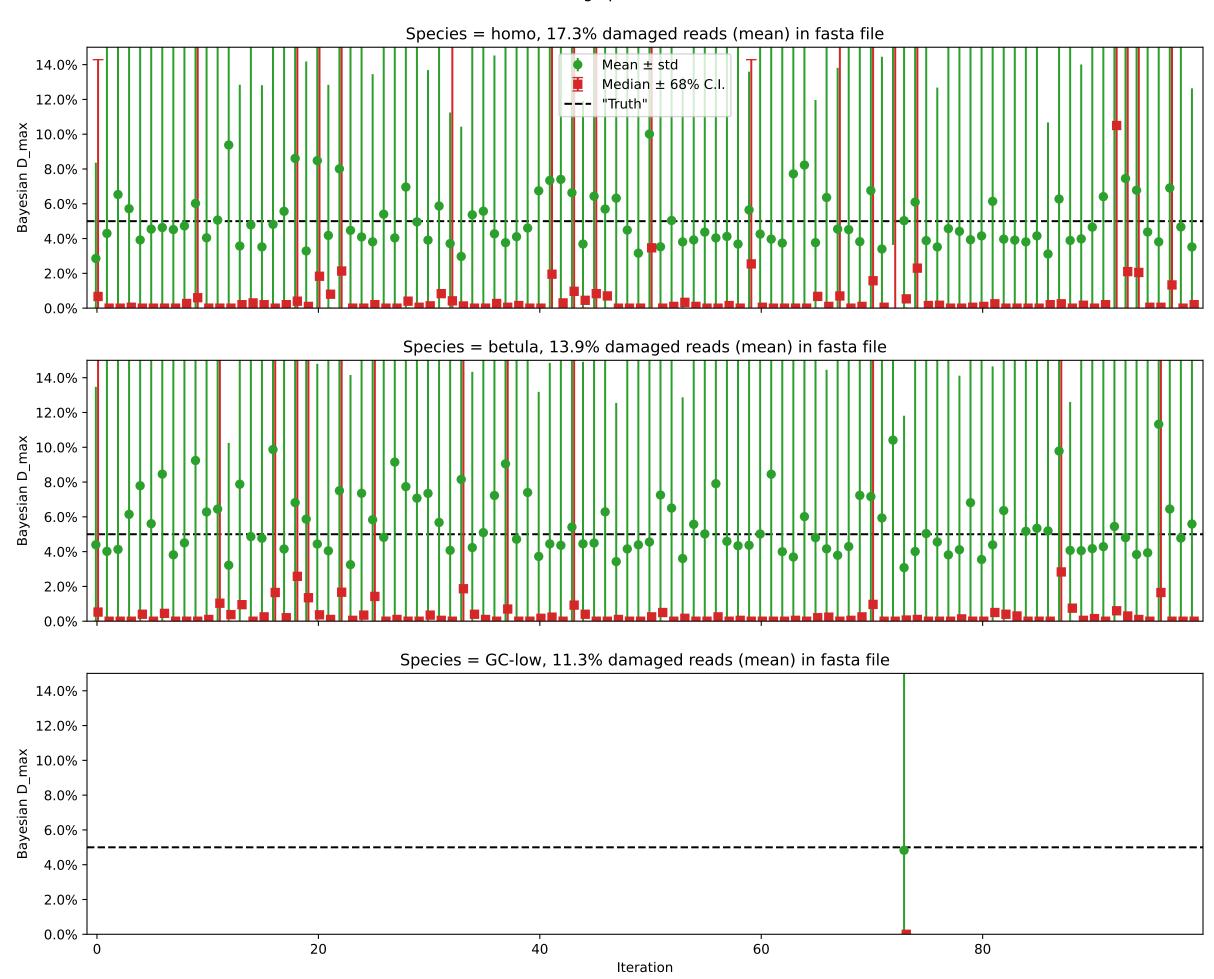


Individual damages: 100000 reads Briggs damage = 0.047 Damage percent = 2%

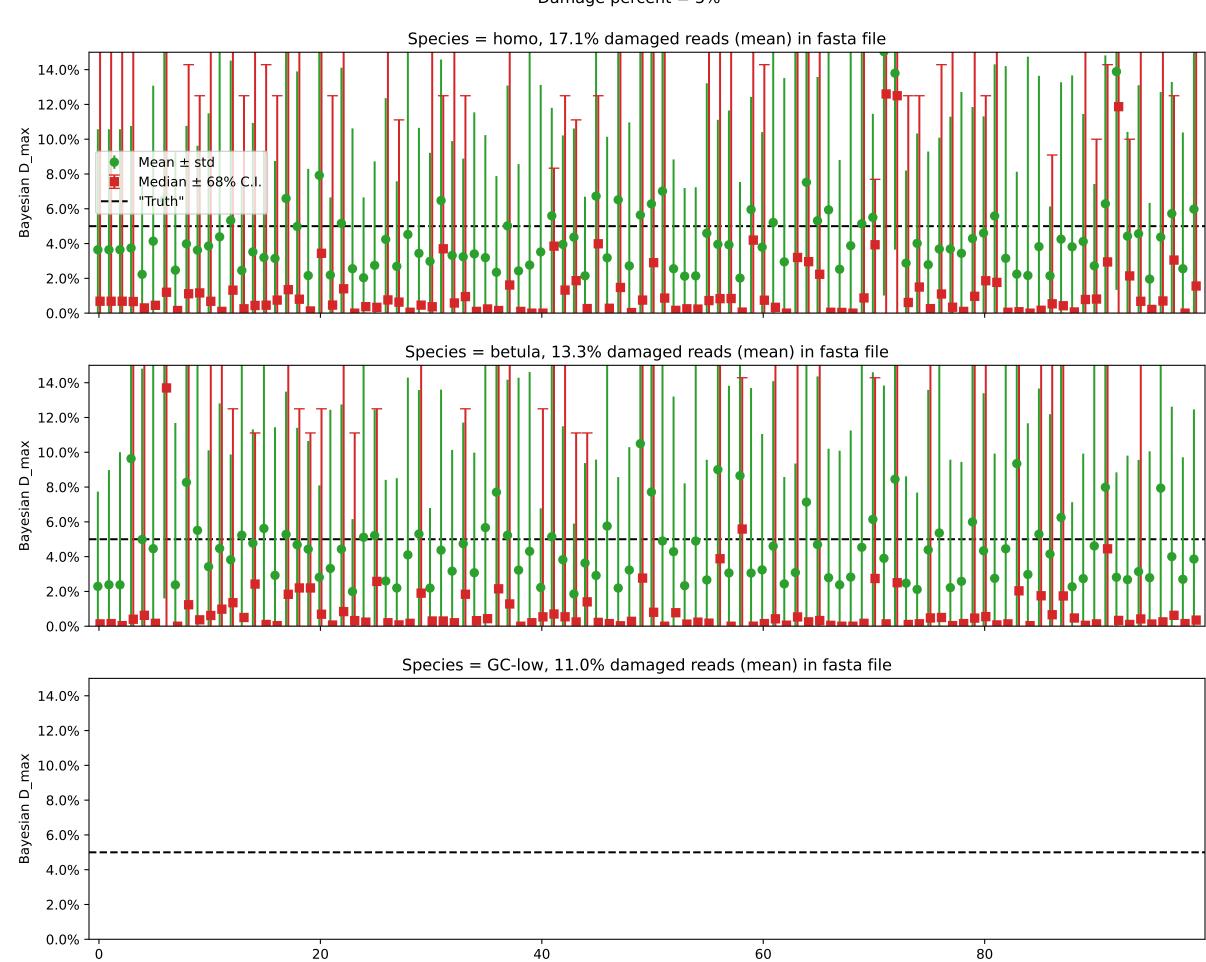




Individual damages: 10 reads Briggs damage = 0.138 Damage percent = 5%



Individual damages: 25 reads Briggs damage = 0.138 Damage percent = 5%

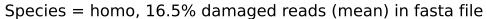


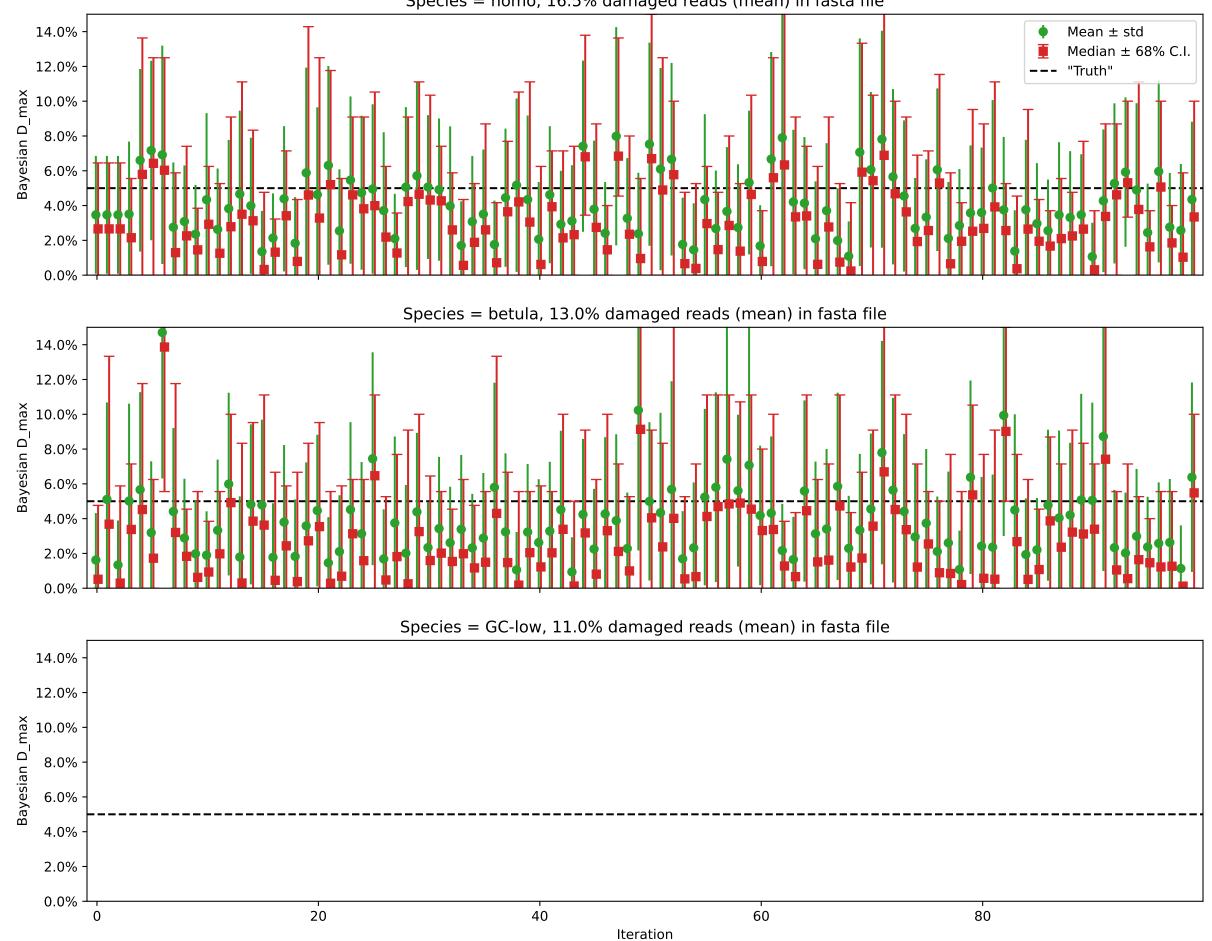
Iteration

Individual damages: 50 reads Briggs damage = 0.138 Damage percent = 5%



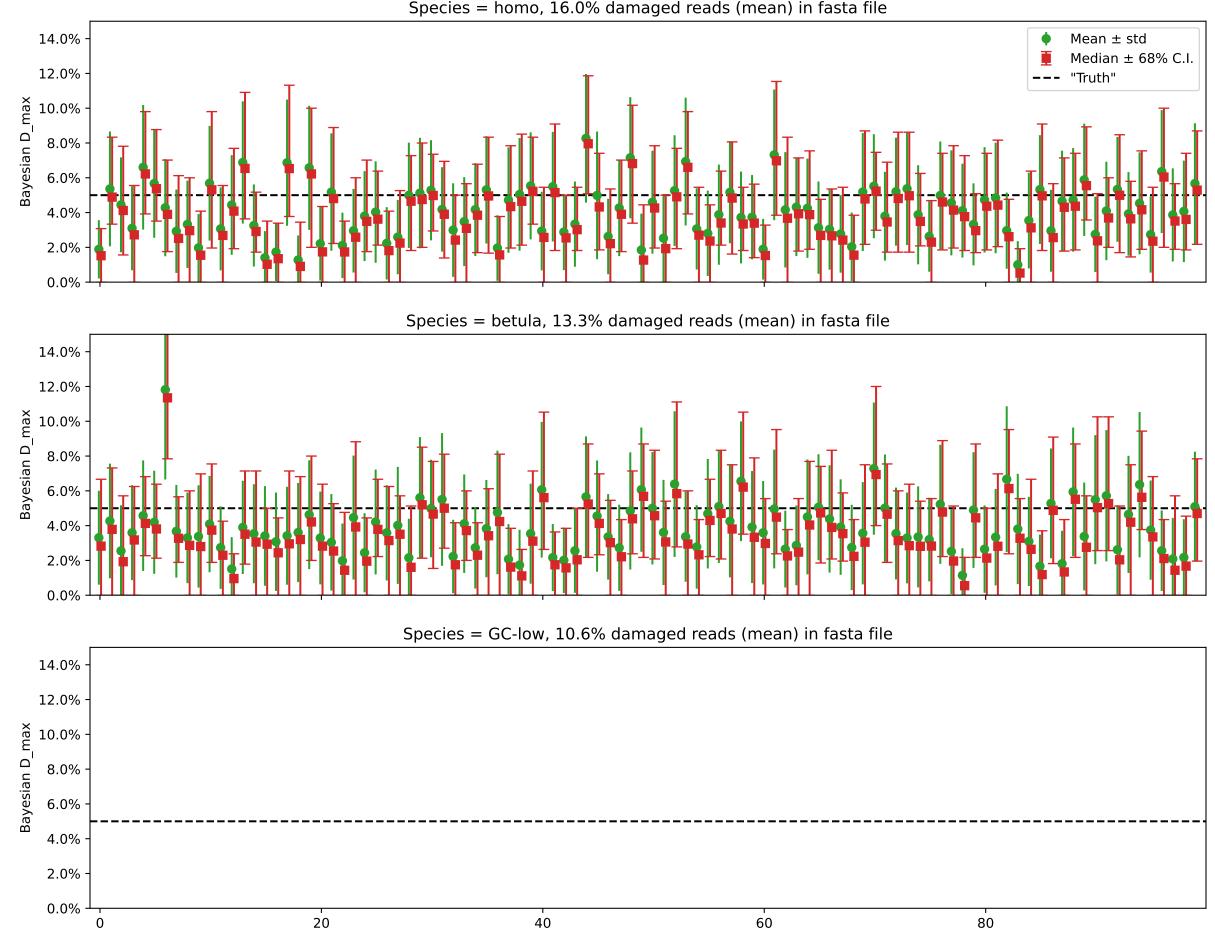
Individual damages: 100 reads Briggs damage = 0.138 Damage percent = 5%





Individual damages: 250 reads Briggs damage = 0.138 Damage percent = 5%

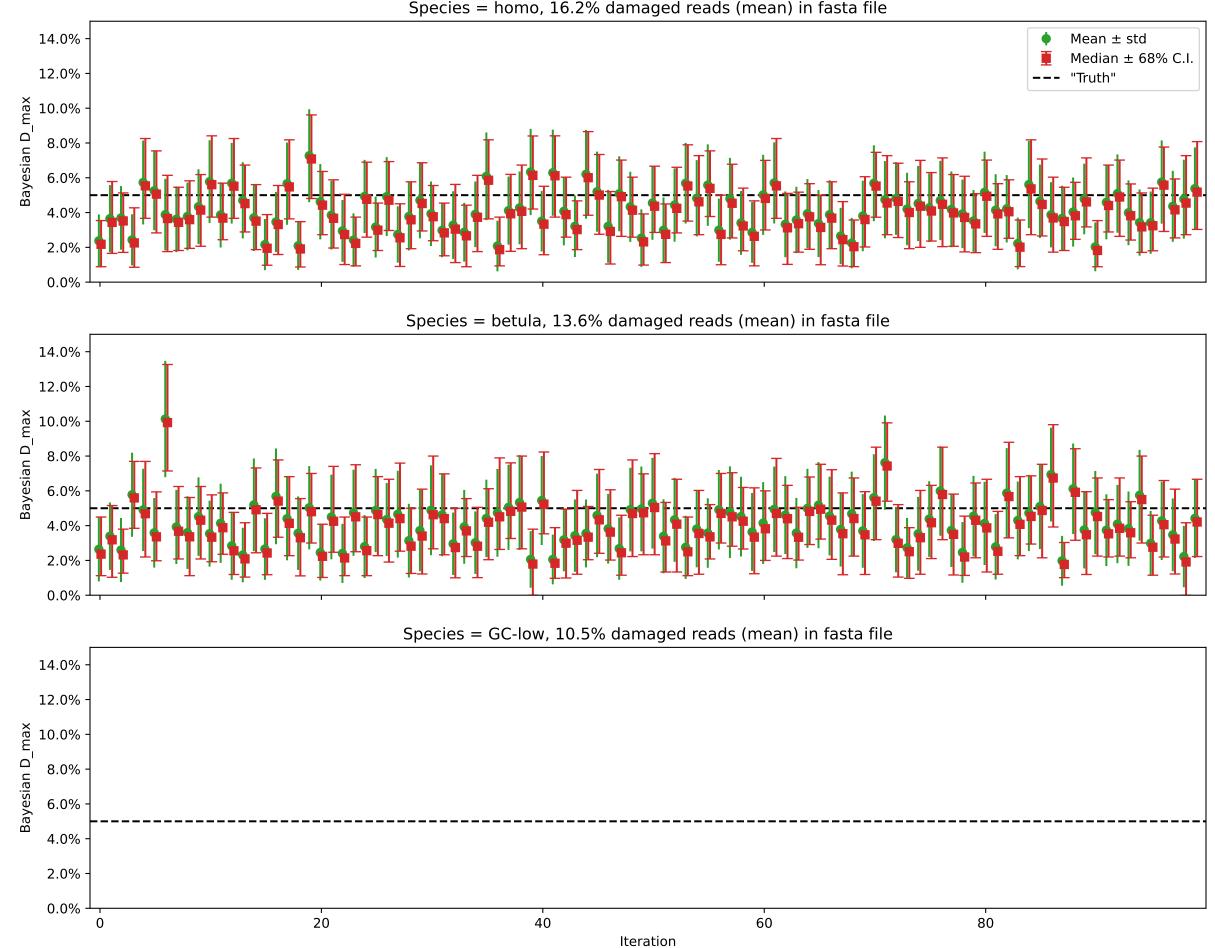
Species = homo, 16.0% damaged reads (mean) in fasta file



Iteration

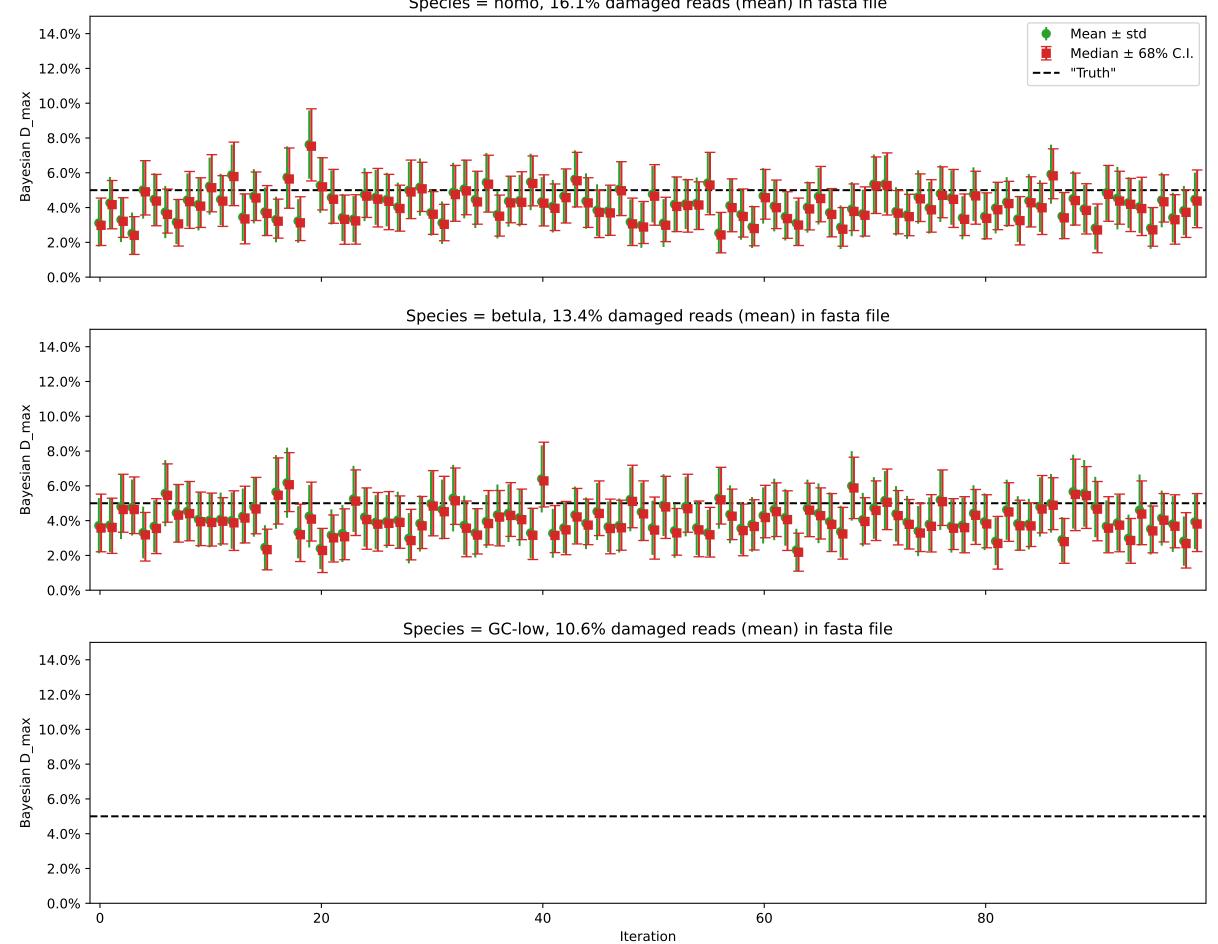
Individual damages: 500 reads Briggs damage = 0.138 Damage percent = 5%

Species = homo, 16.2% damaged reads (mean) in fasta file



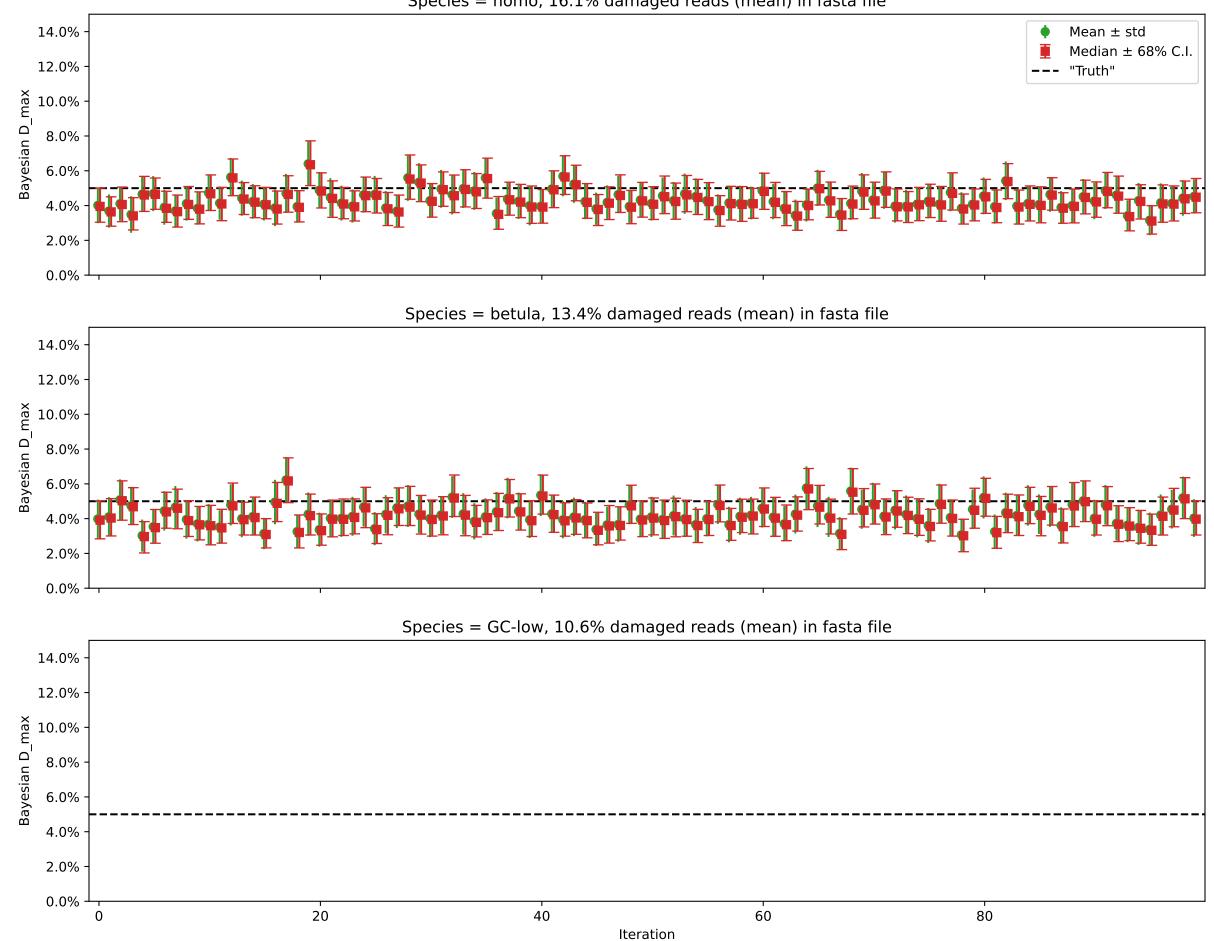
Individual damages: 1000 reads Briggs damage = 0.138 Damage percent = 5%

Species = homo, 16.1% damaged reads (mean) in fasta file



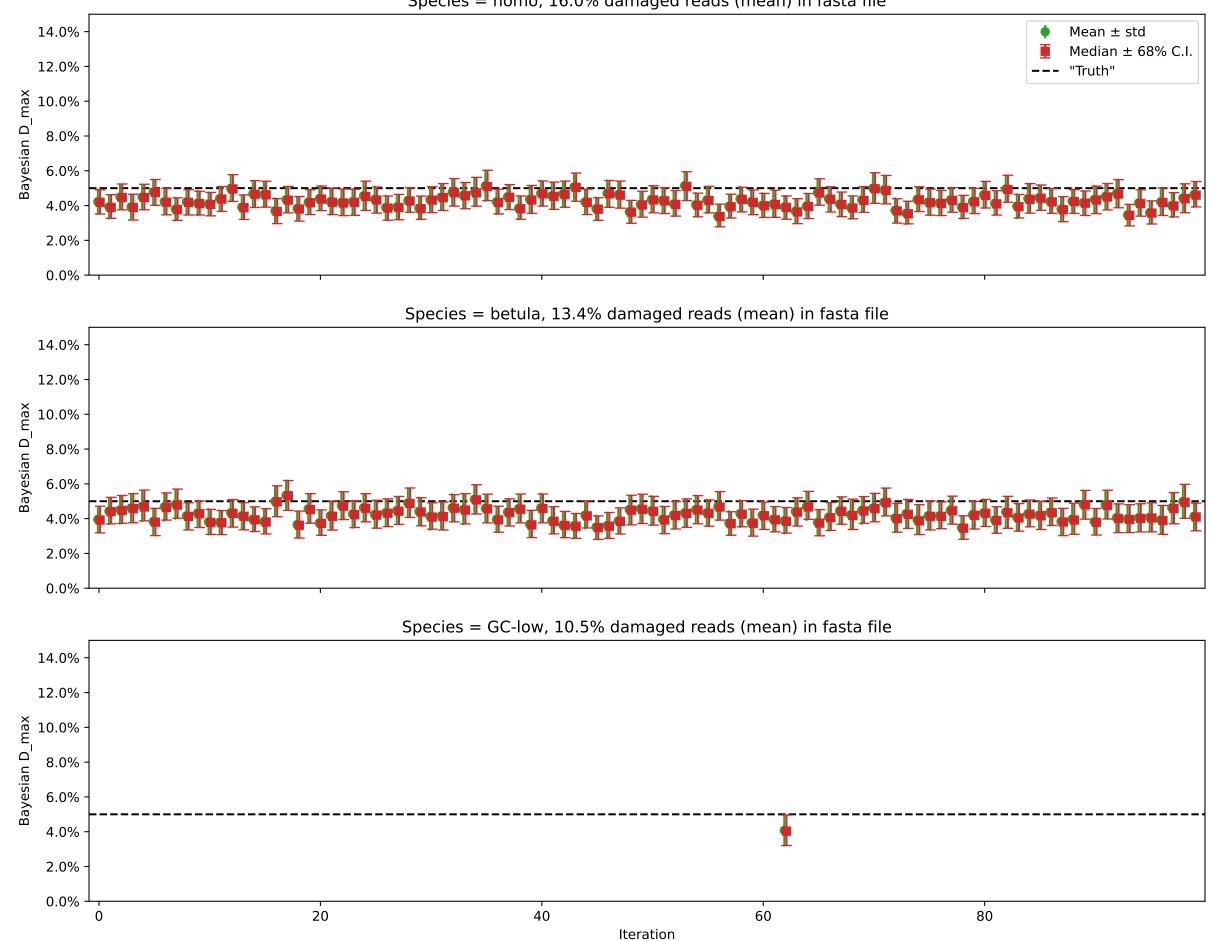
Individual damages: 2500 reads Briggs damage = 0.138 Damage percent = 5%

Species = homo, 16.1% damaged reads (mean) in fasta file



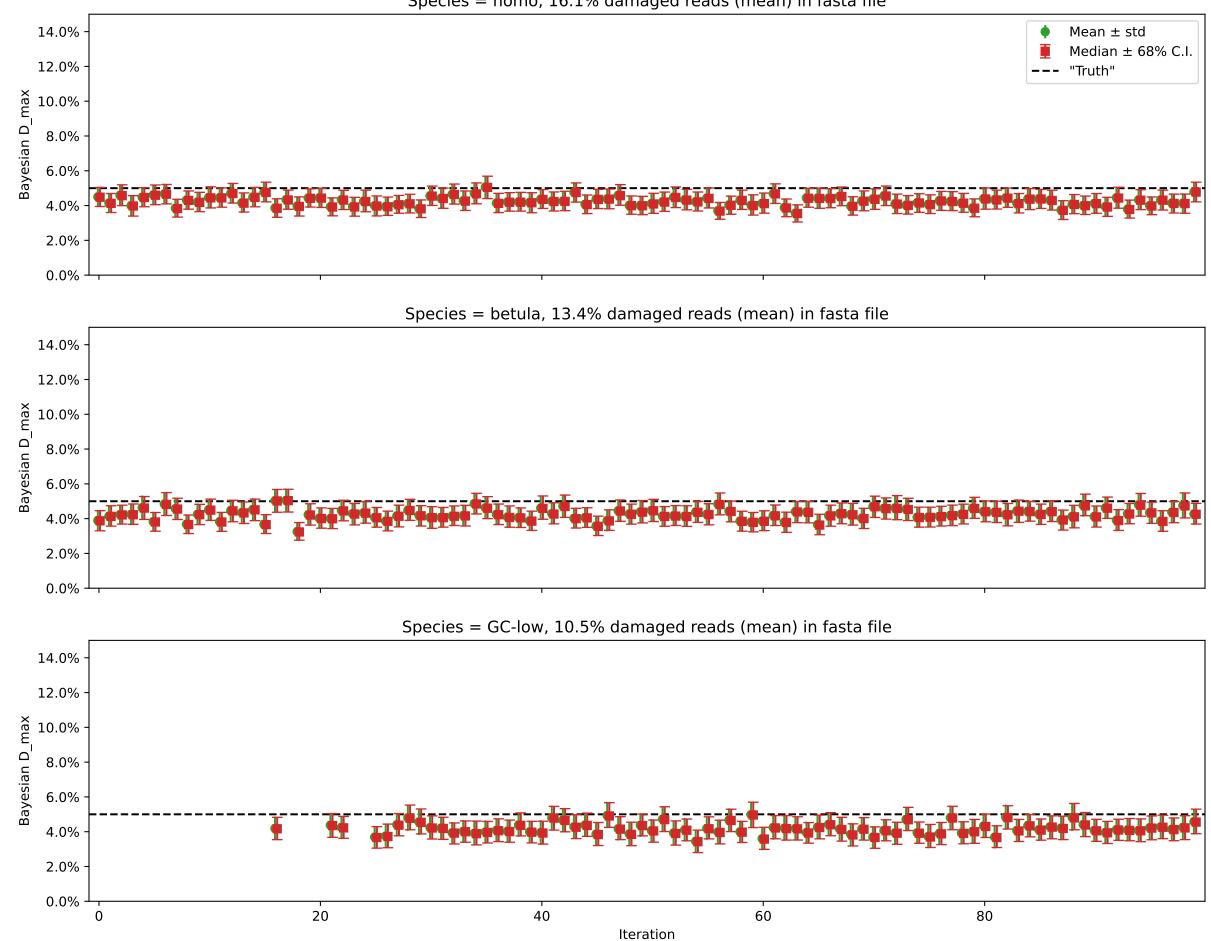
Individual damages: 5000 reads Briggs damage = 0.138 Damage percent = 5%





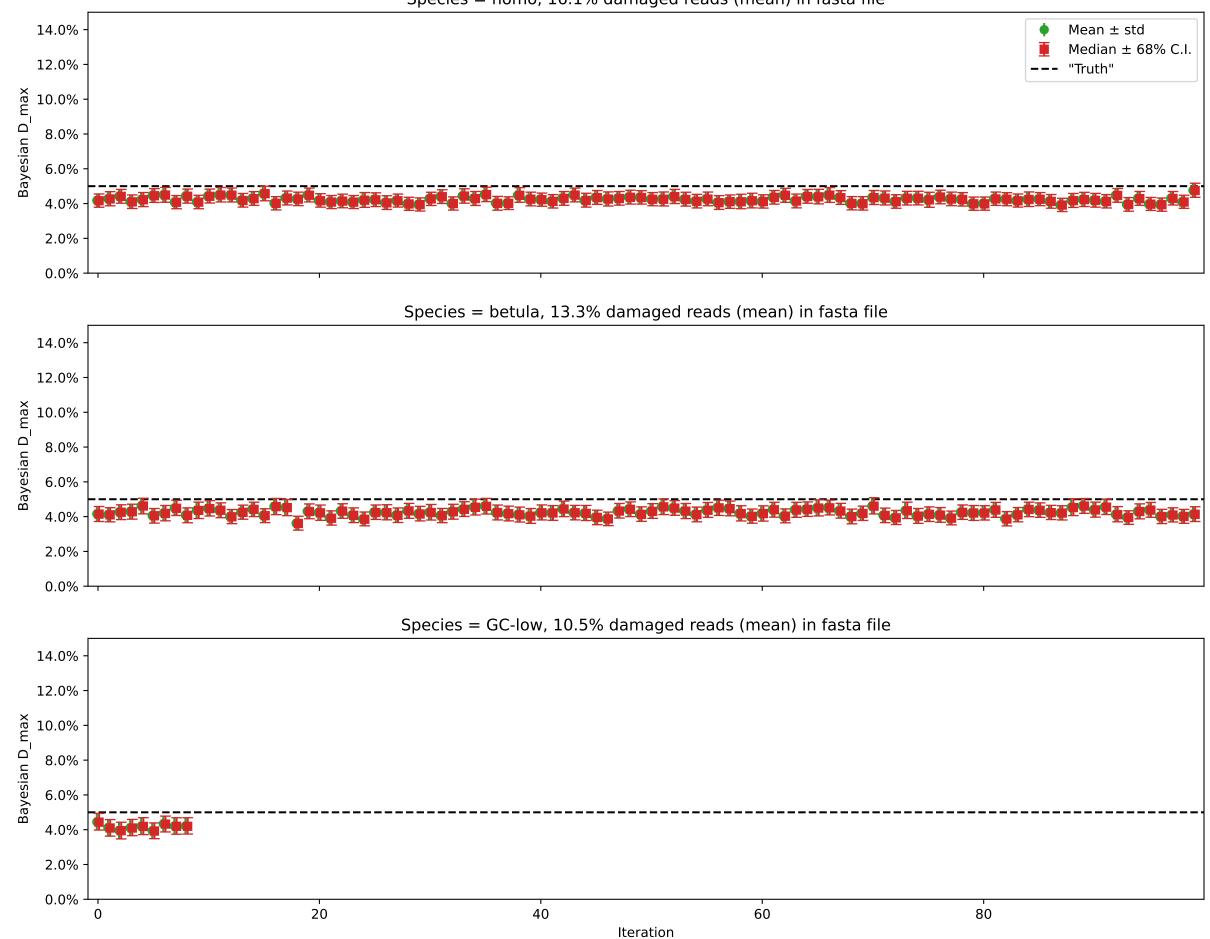
Individual damages: 10000 reads Briggs damage = 0.138 Damage percent = 5%





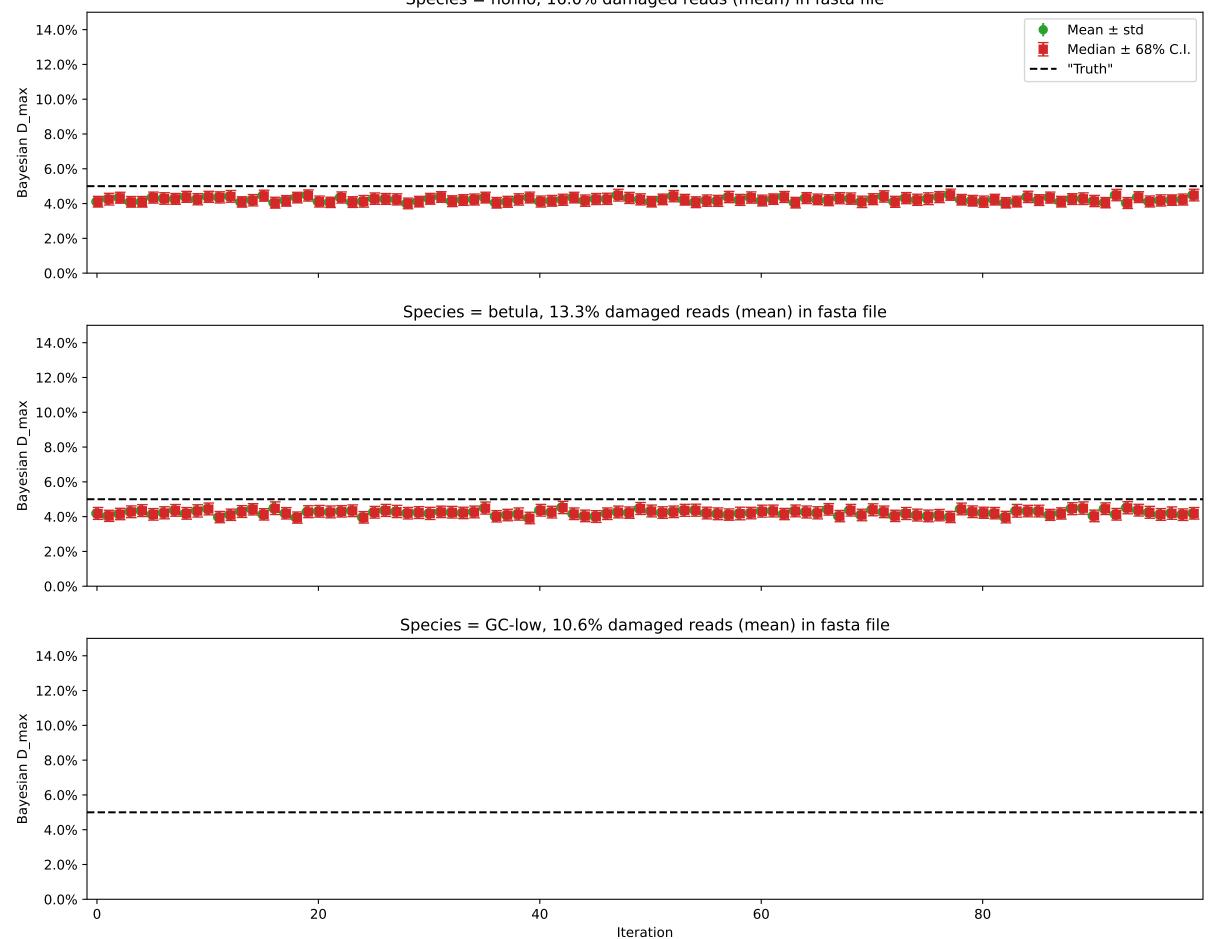
Individual damages: 25000 reads Briggs damage = 0.138 Damage percent = 5%





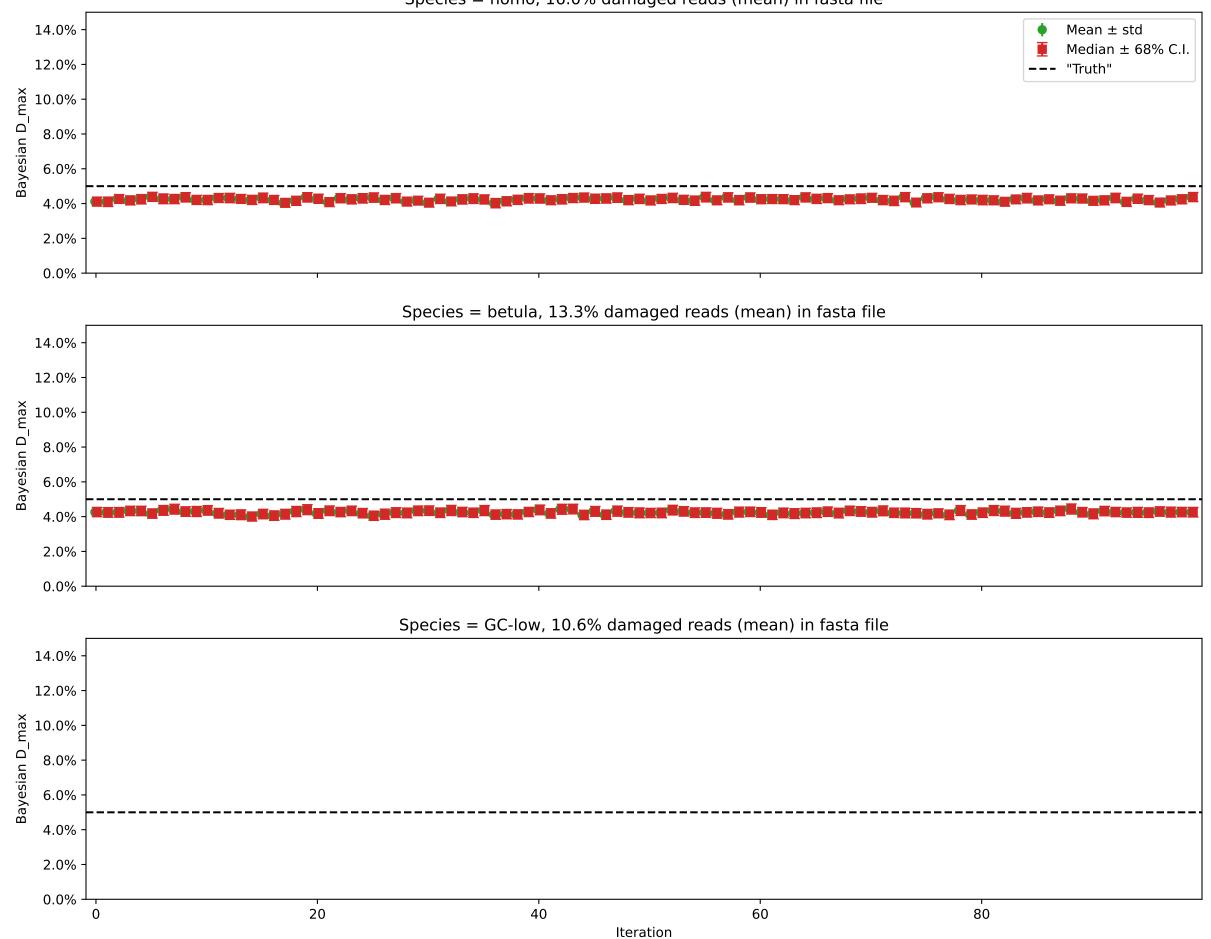
Individual damages: 50000 reads Briggs damage = 0.138 Damage percent = 5%



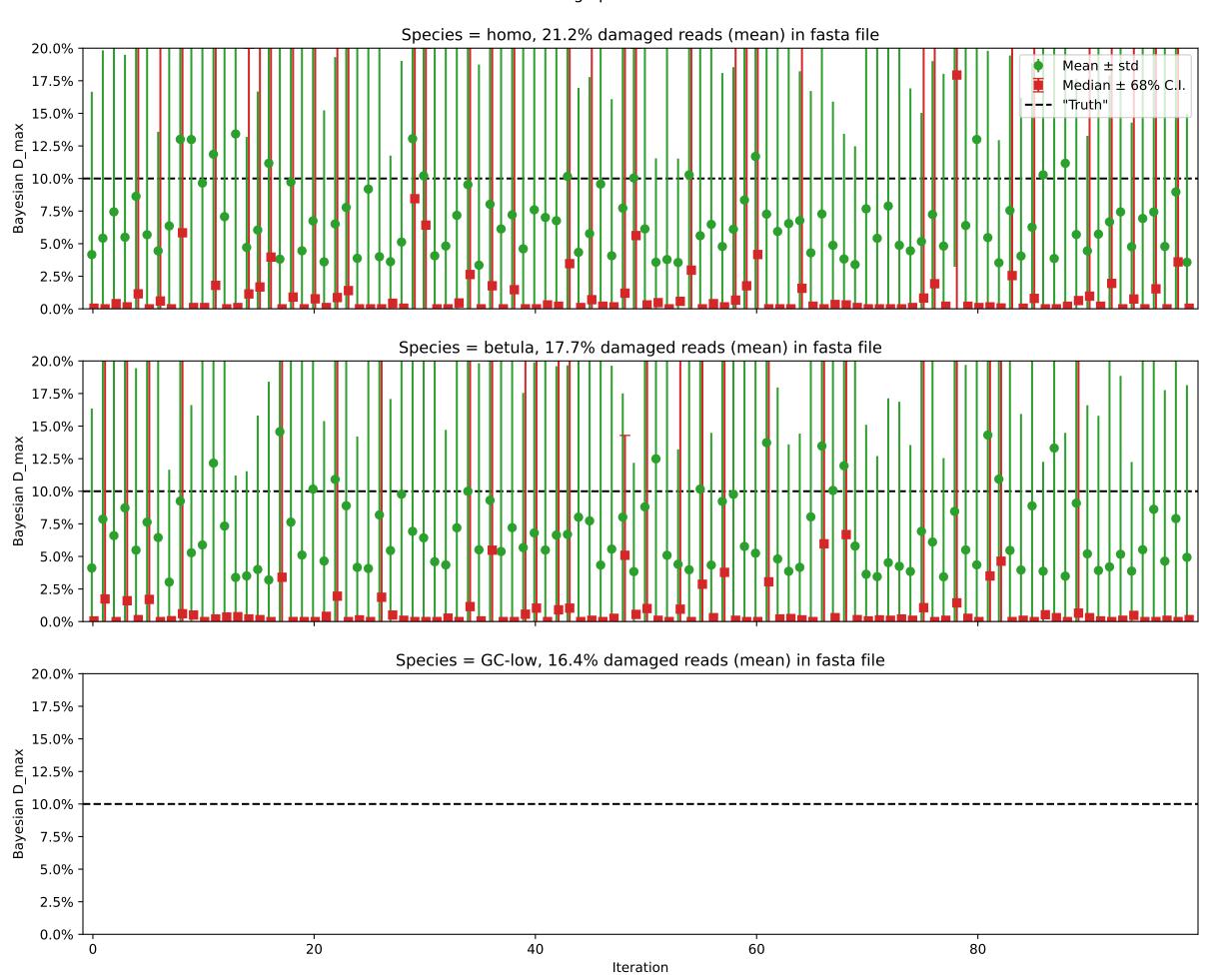


Individual damages: 100000 reads Briggs damage = 0.138 Damage percent = 5%

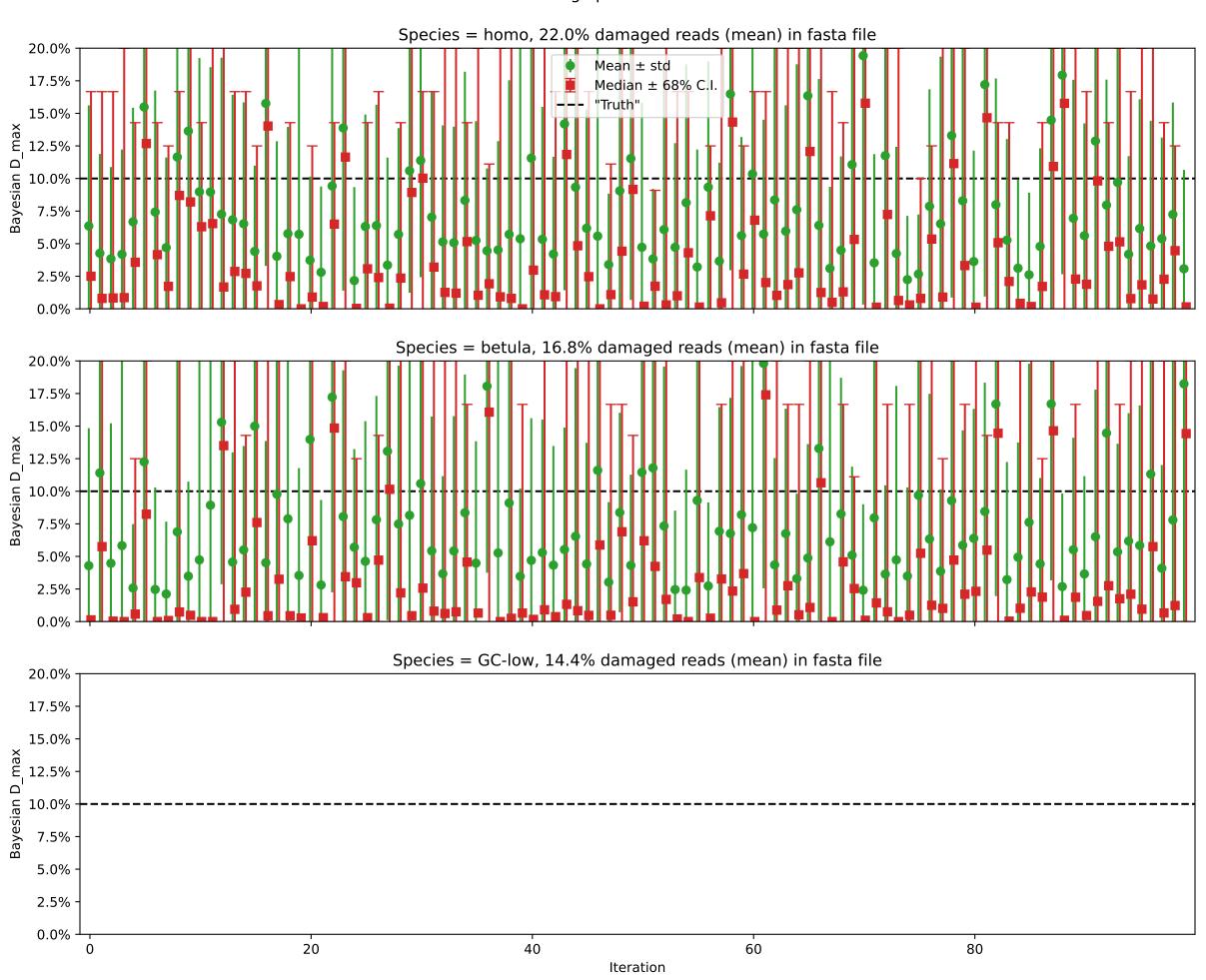




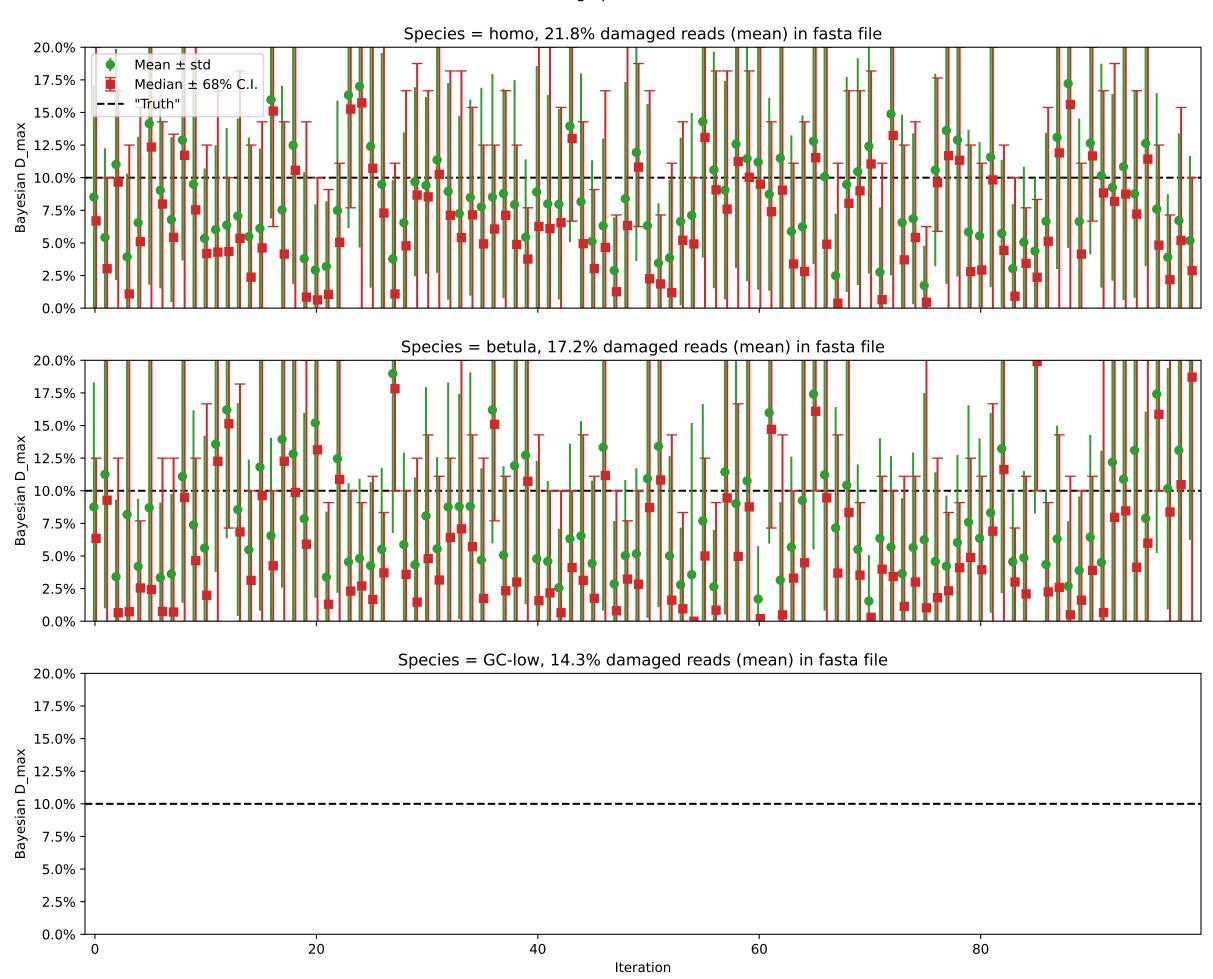
Individual damages: 10 reads Briggs damage = 0.303 Damage percent = 10%



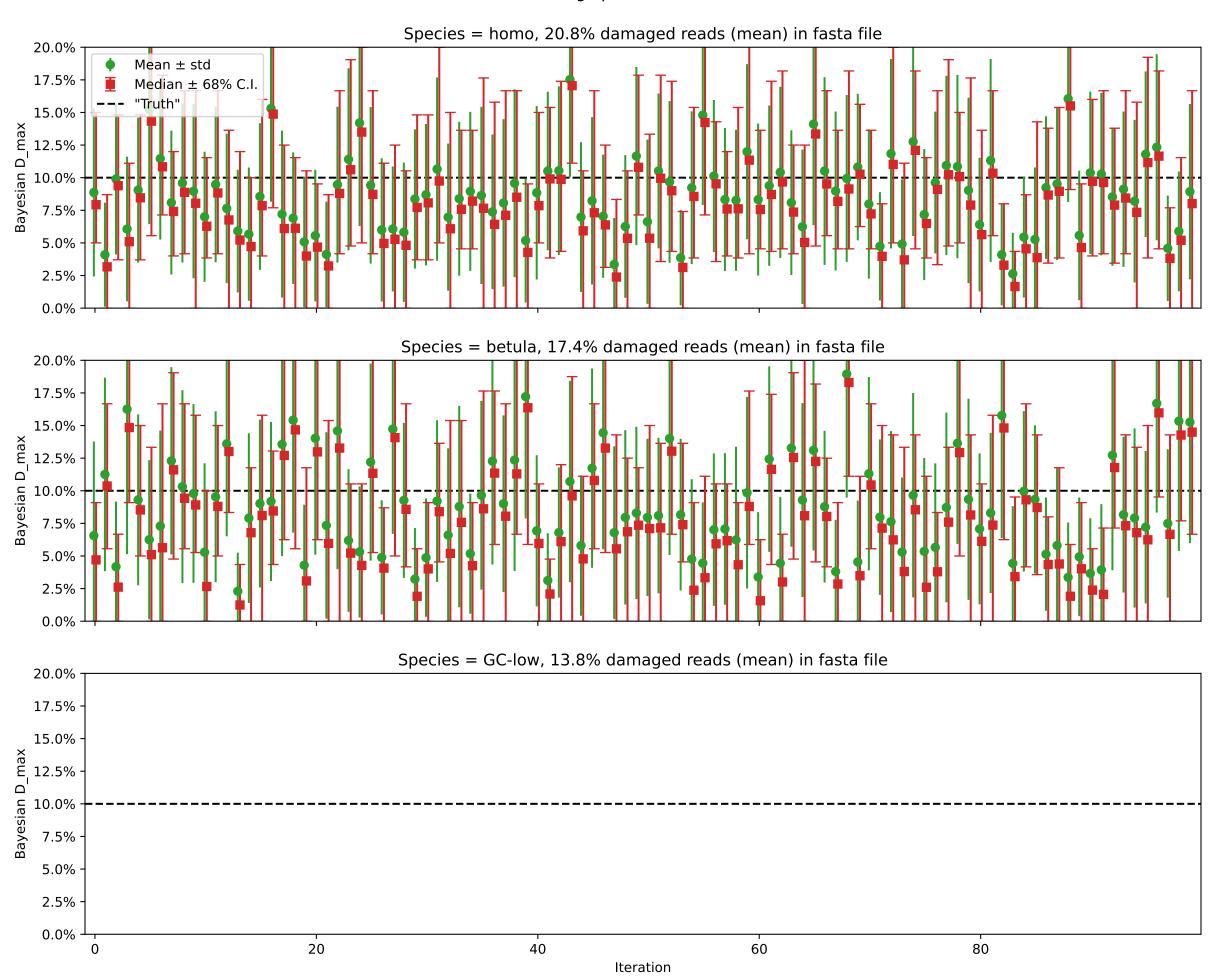
Individual damages: 25 reads Briggs damage = 0.303 Damage percent = 10%



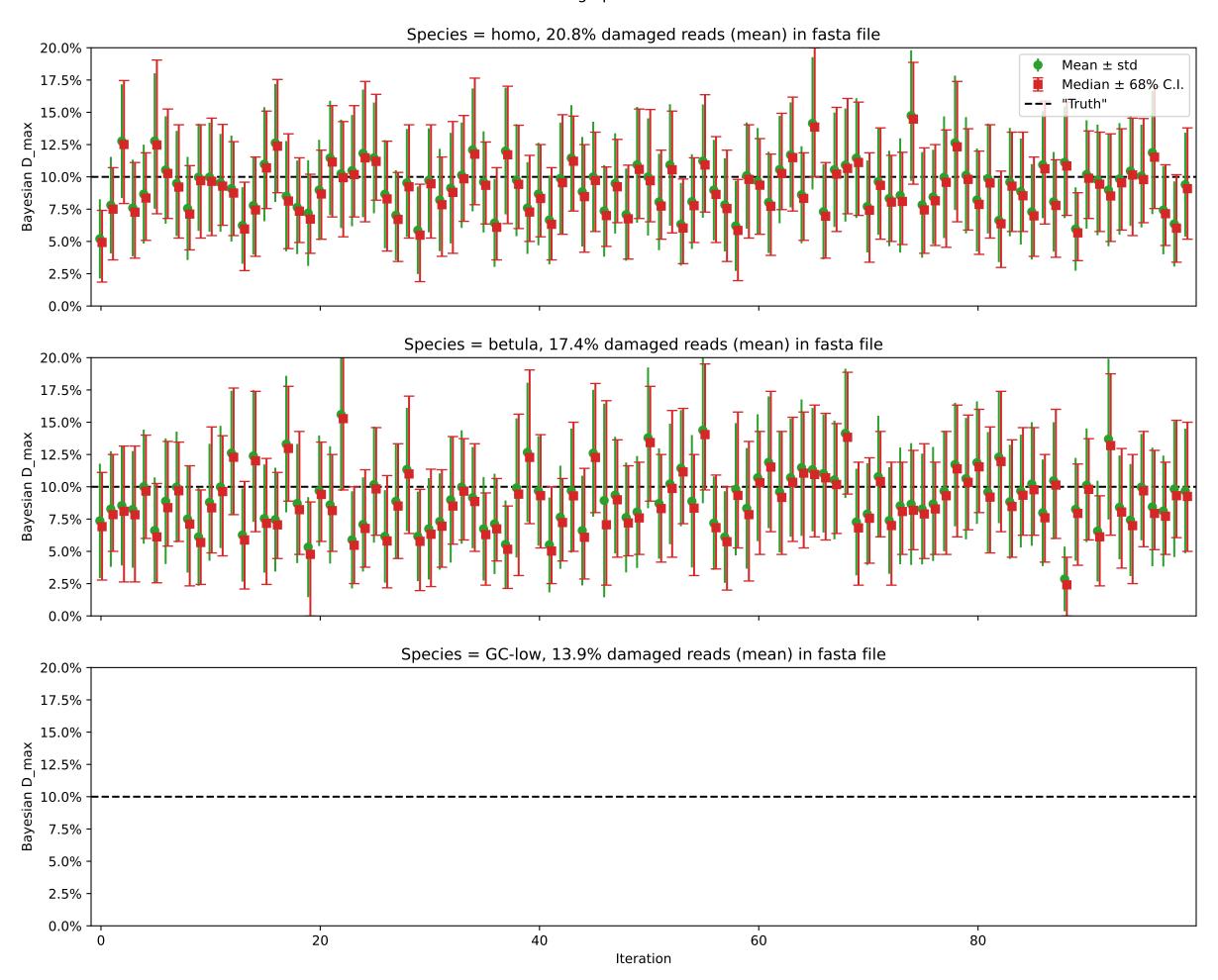
Individual damages: 50 reads Briggs damage = 0.303 Damage percent = 10%



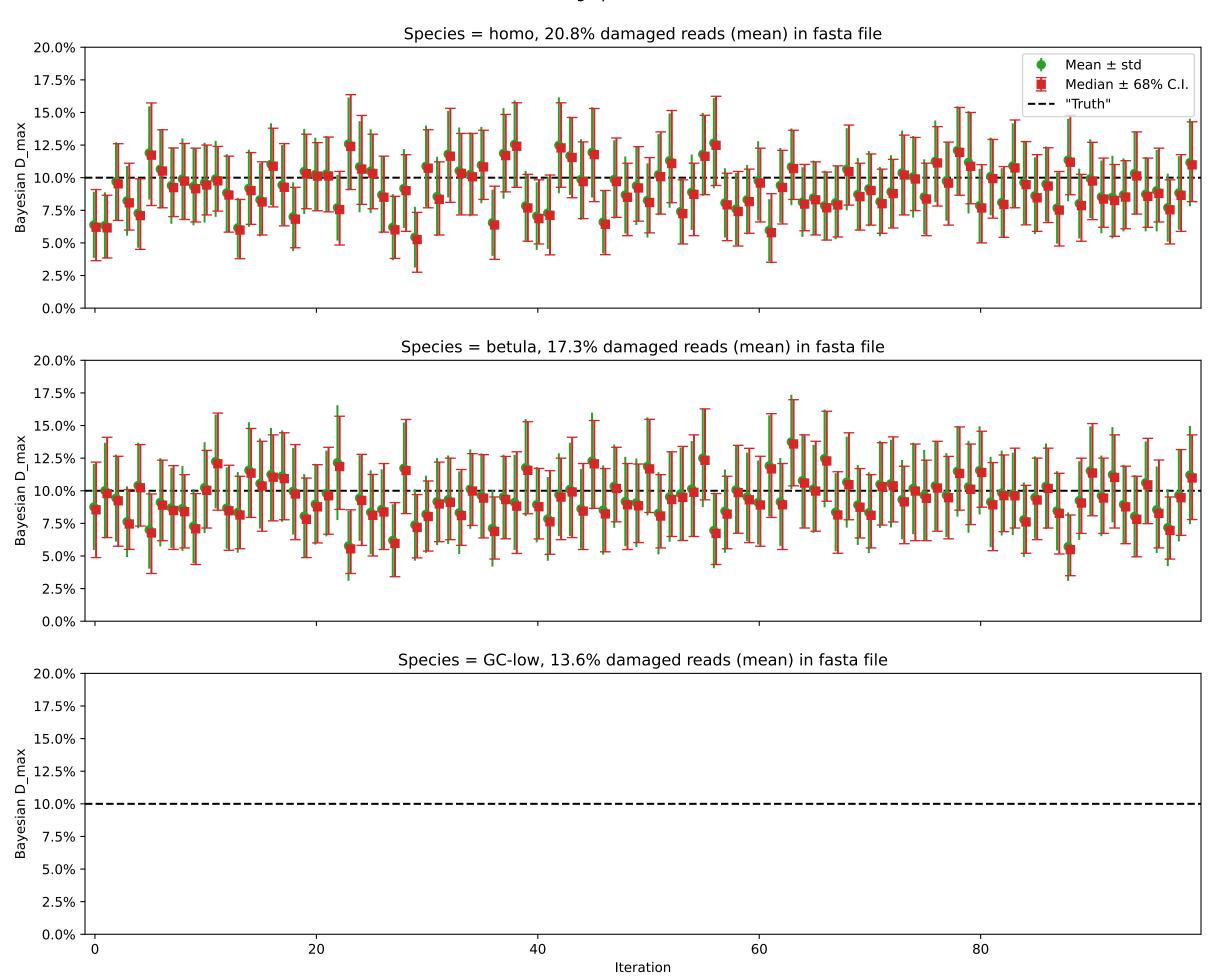
Individual damages: 100 reads Briggs damage = 0.303 Damage percent = 10%



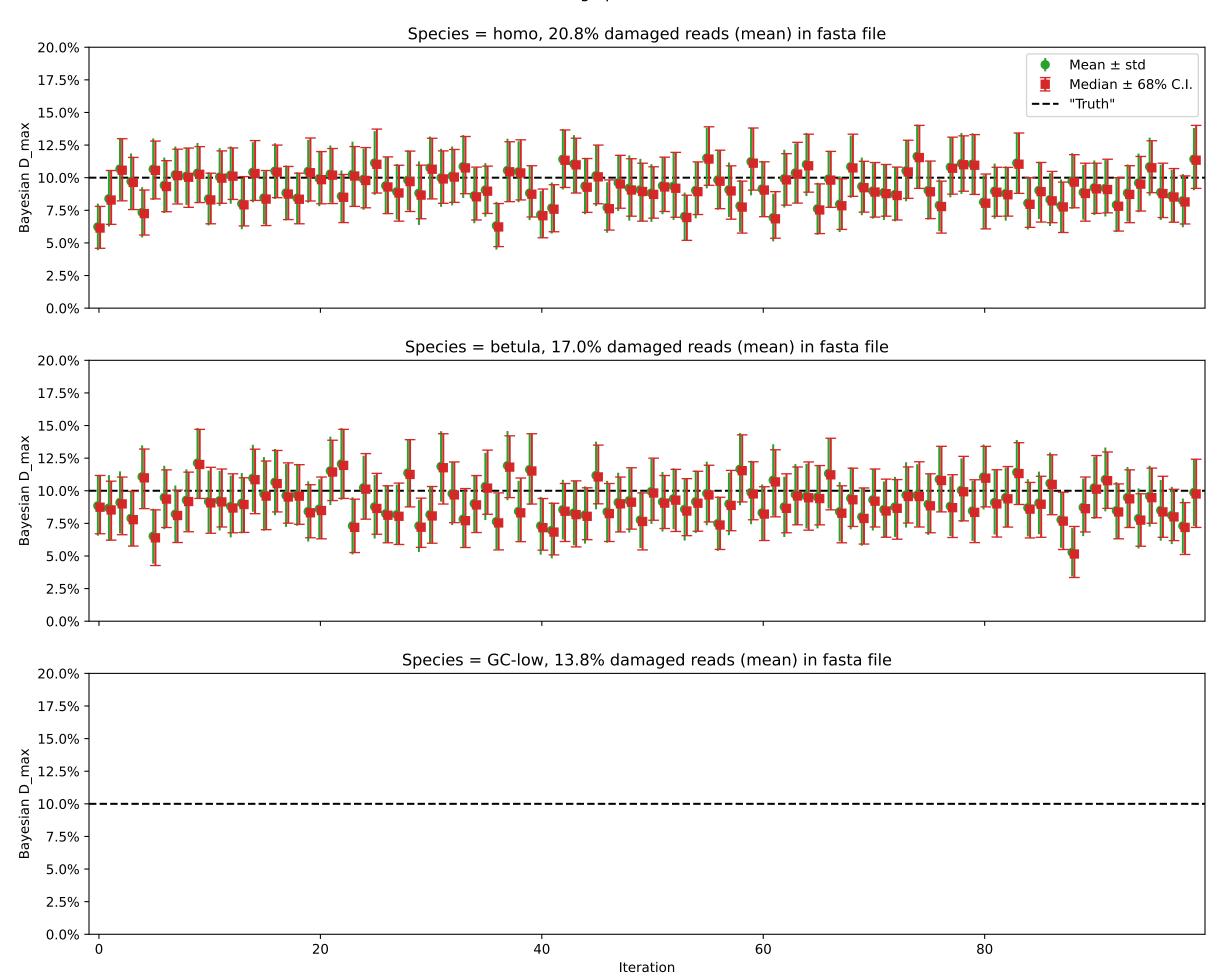
Individual damages: 250 reads Briggs damage = 0.303 Damage percent = 10%



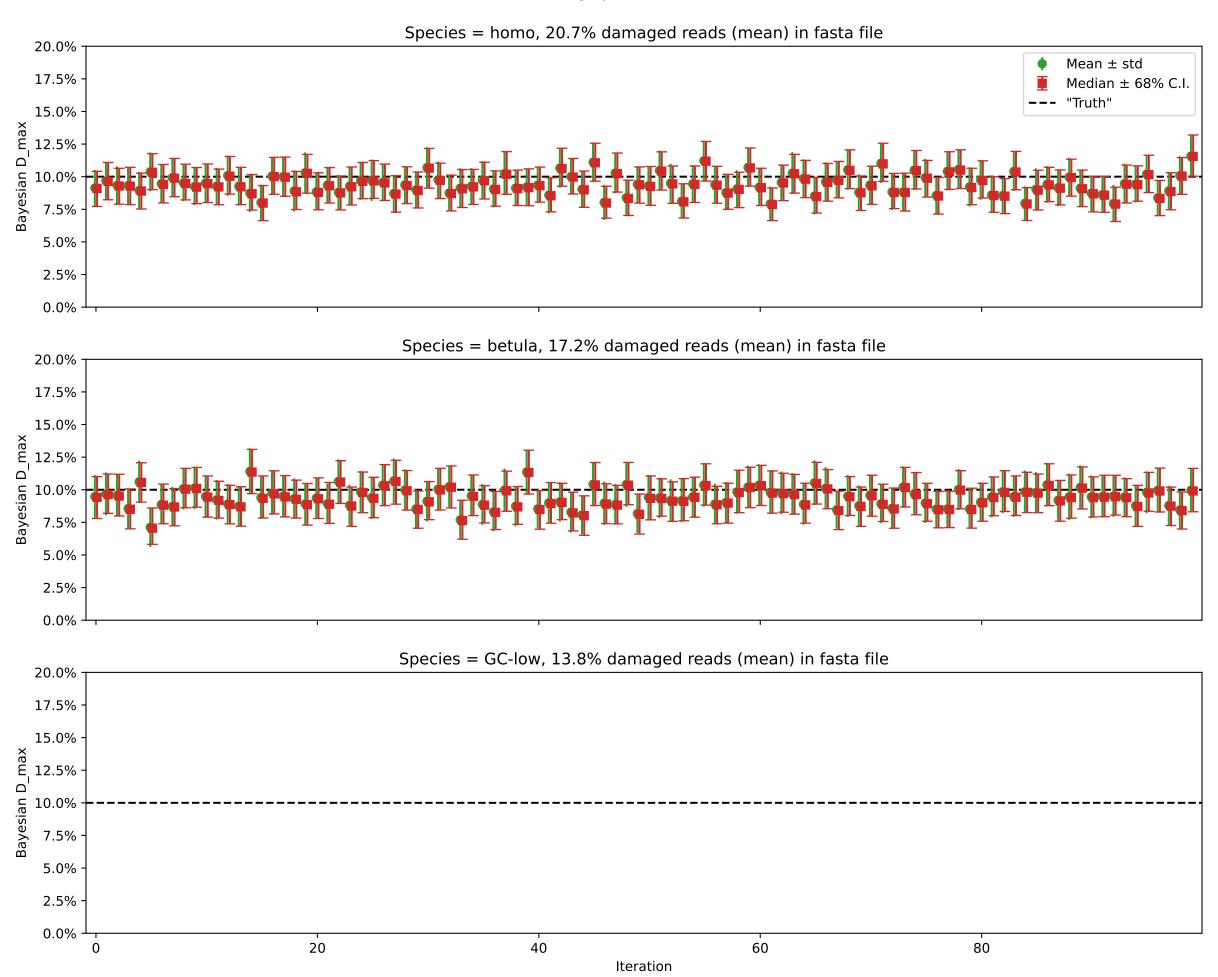
Individual damages: 500 reads Briggs damage = 0.303 Damage percent = 10%



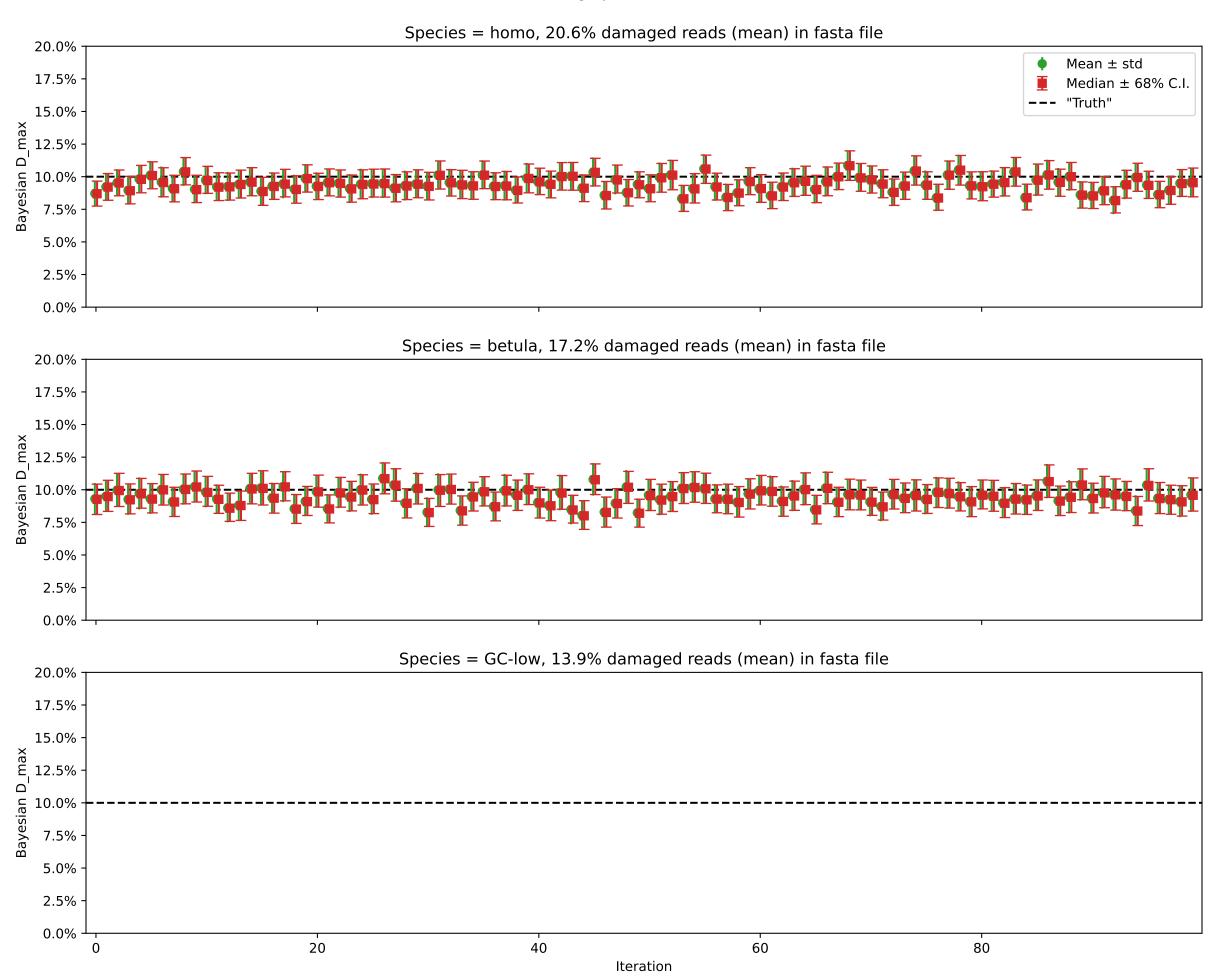
Individual damages: 1000 reads Briggs damage = 0.303 Damage percent = 10%



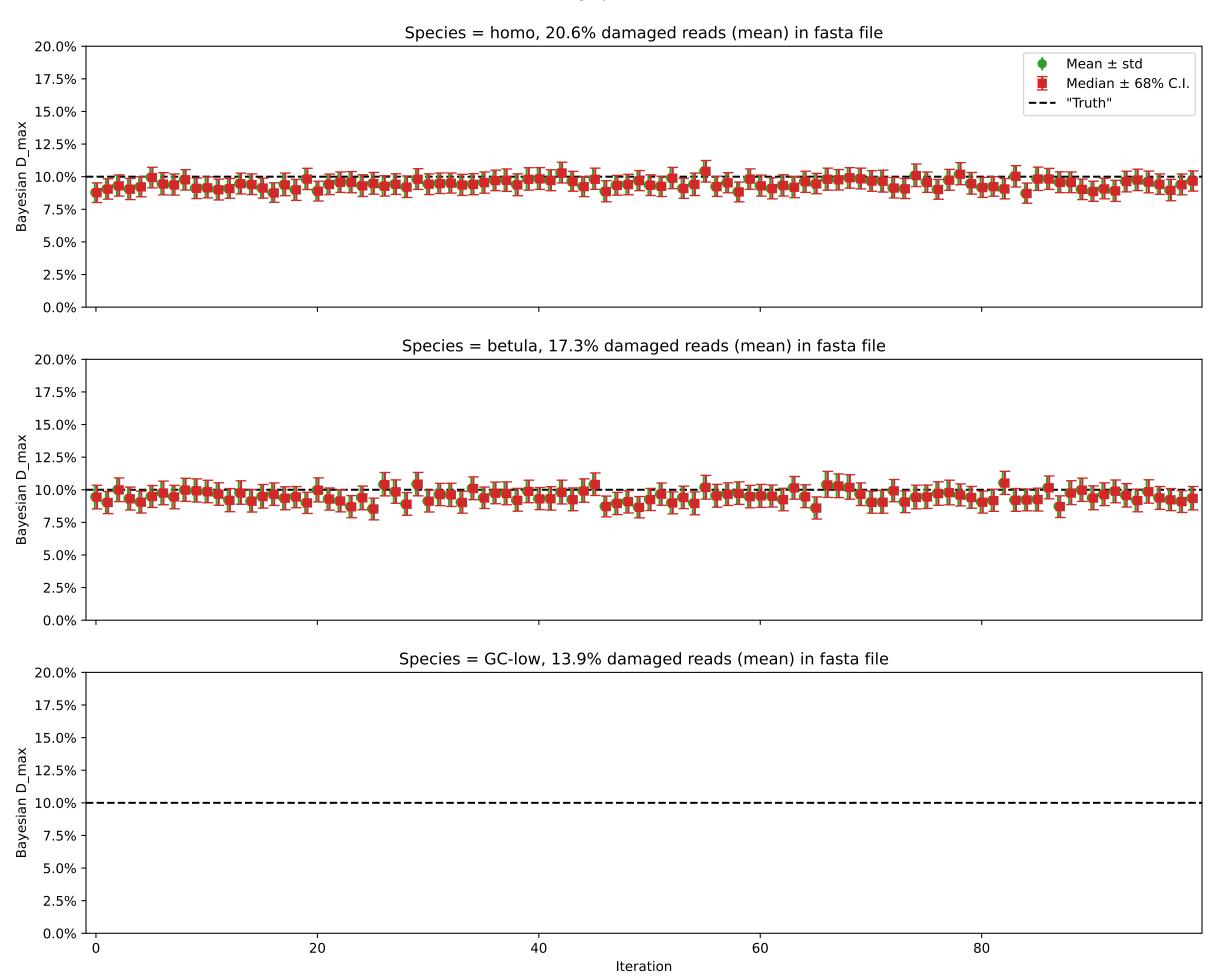
Individual damages: 2500 reads Briggs damage = 0.303 Damage percent = 10%



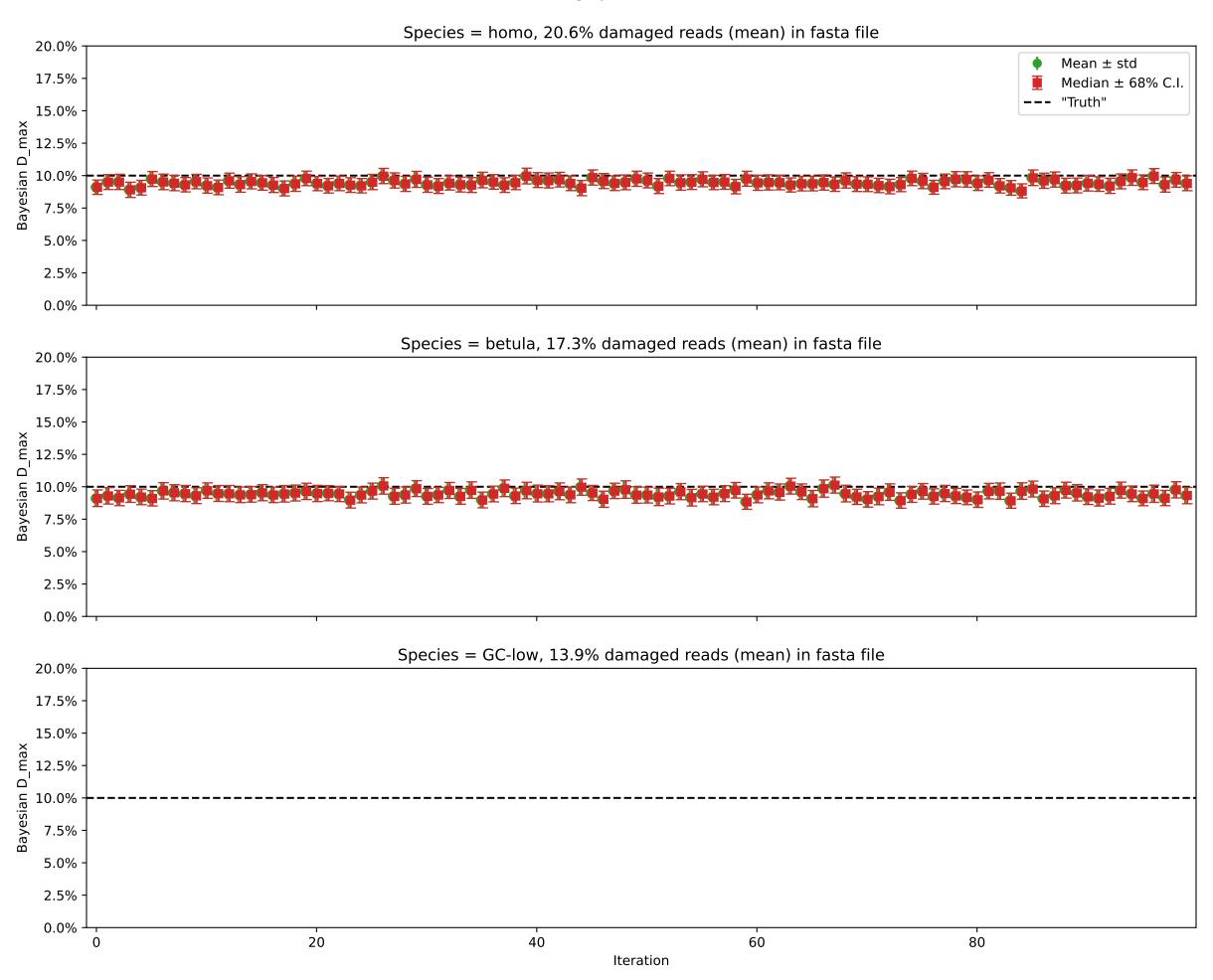
Individual damages: 5000 reads Briggs damage = 0.303 Damage percent = 10%



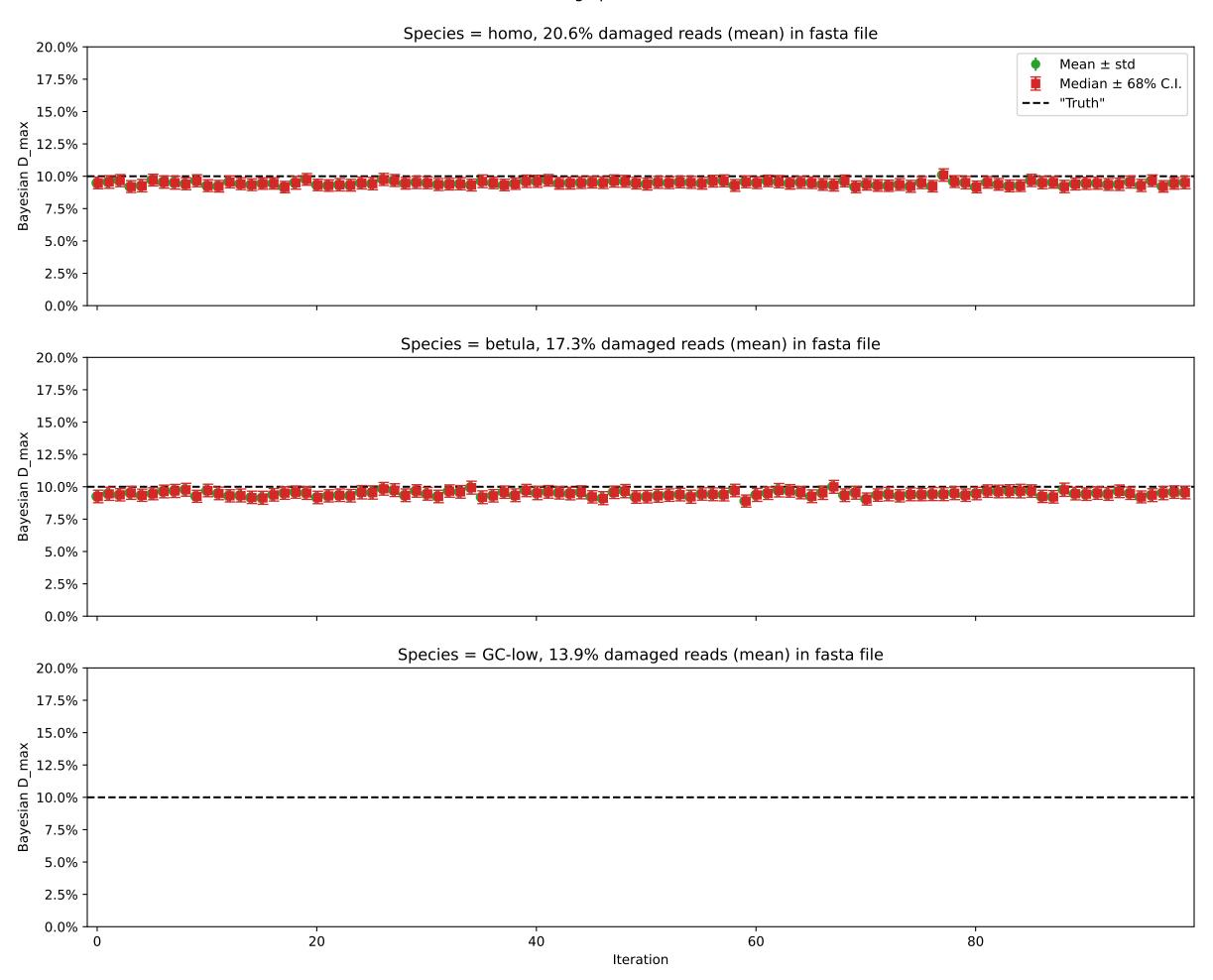
Individual damages: 10000 reads Briggs damage = 0.303 Damage percent = 10%



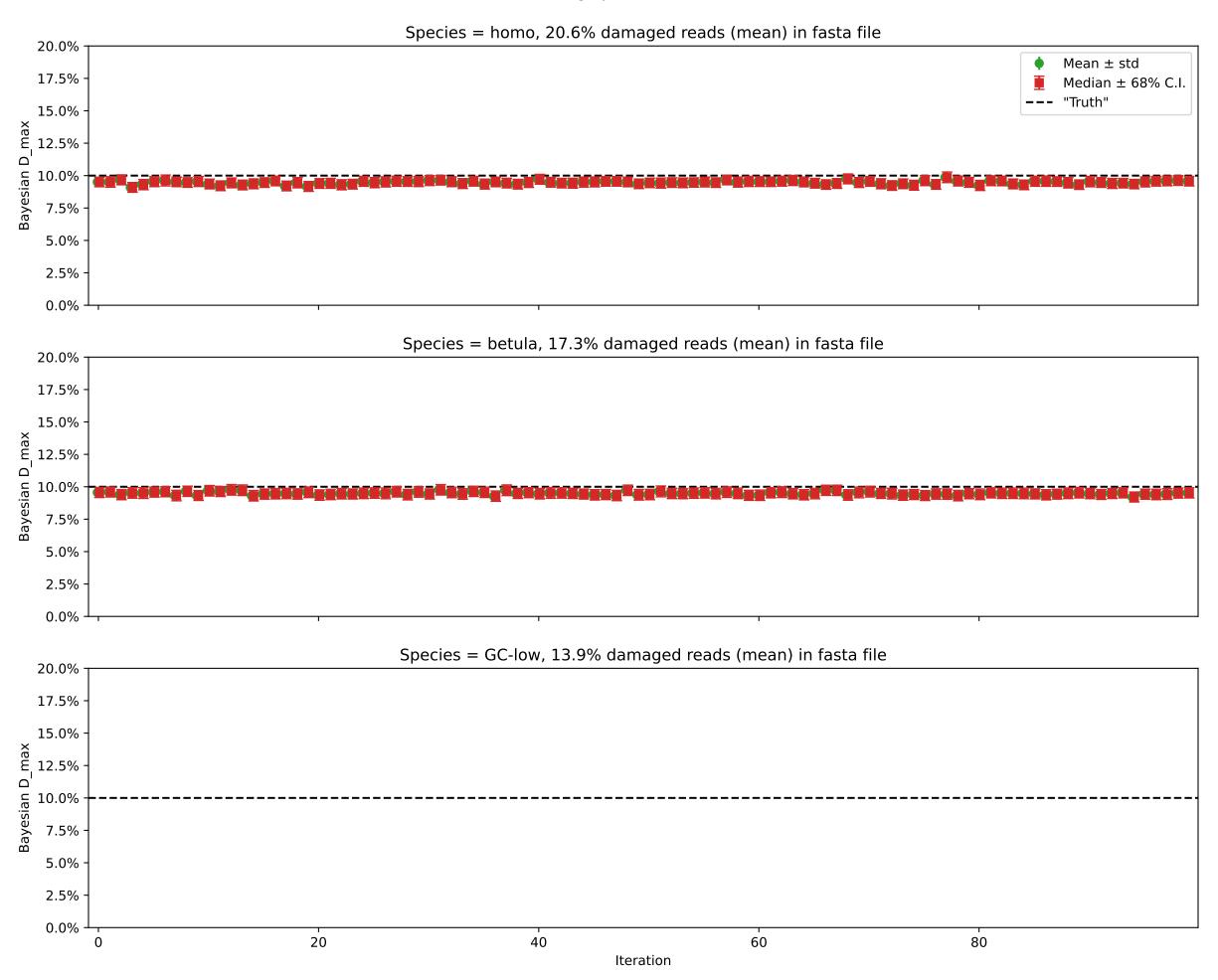
Individual damages: 25000 reads Briggs damage = 0.303 Damage percent = 10%



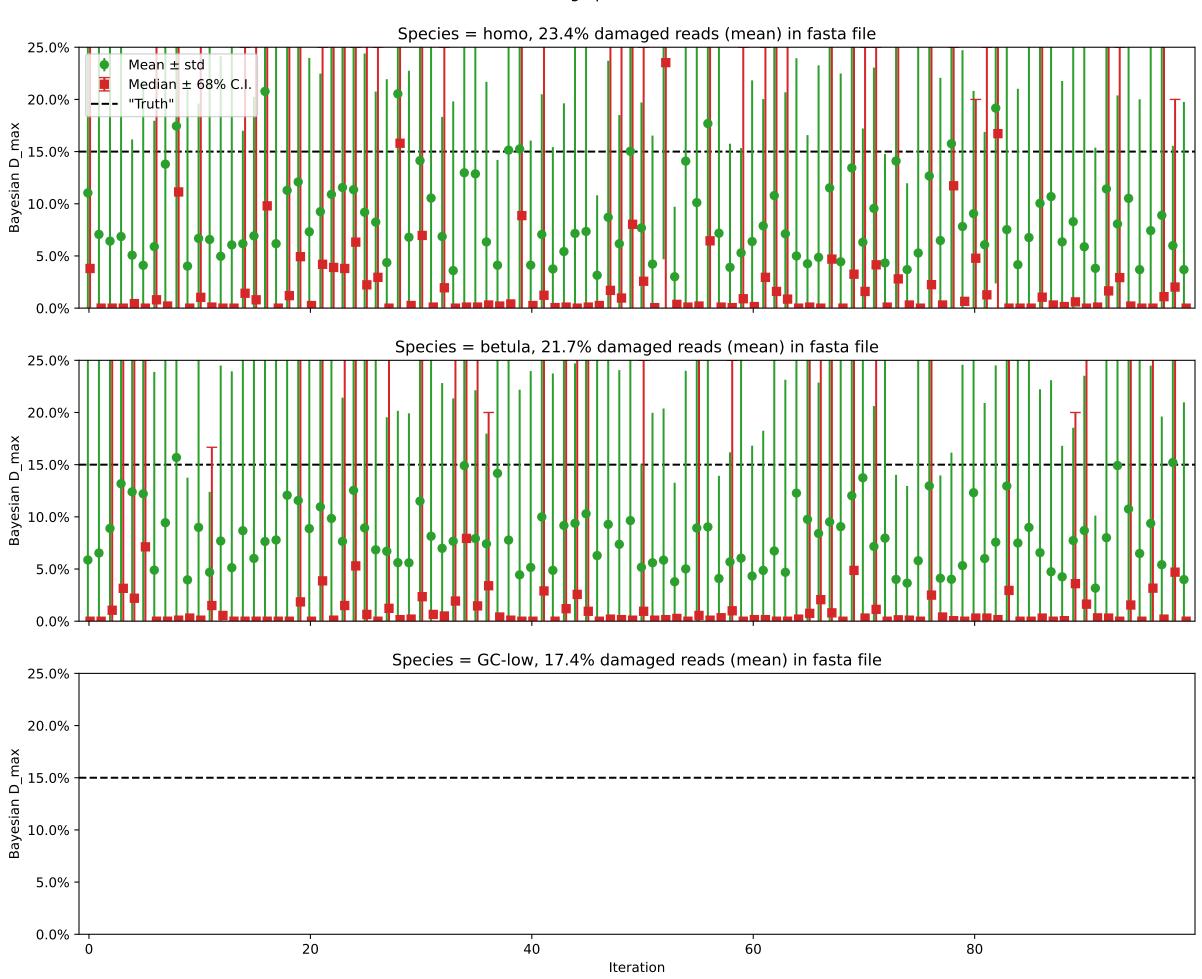
Individual damages: 50000 reads Briggs damage = 0.303 Damage percent = 10%



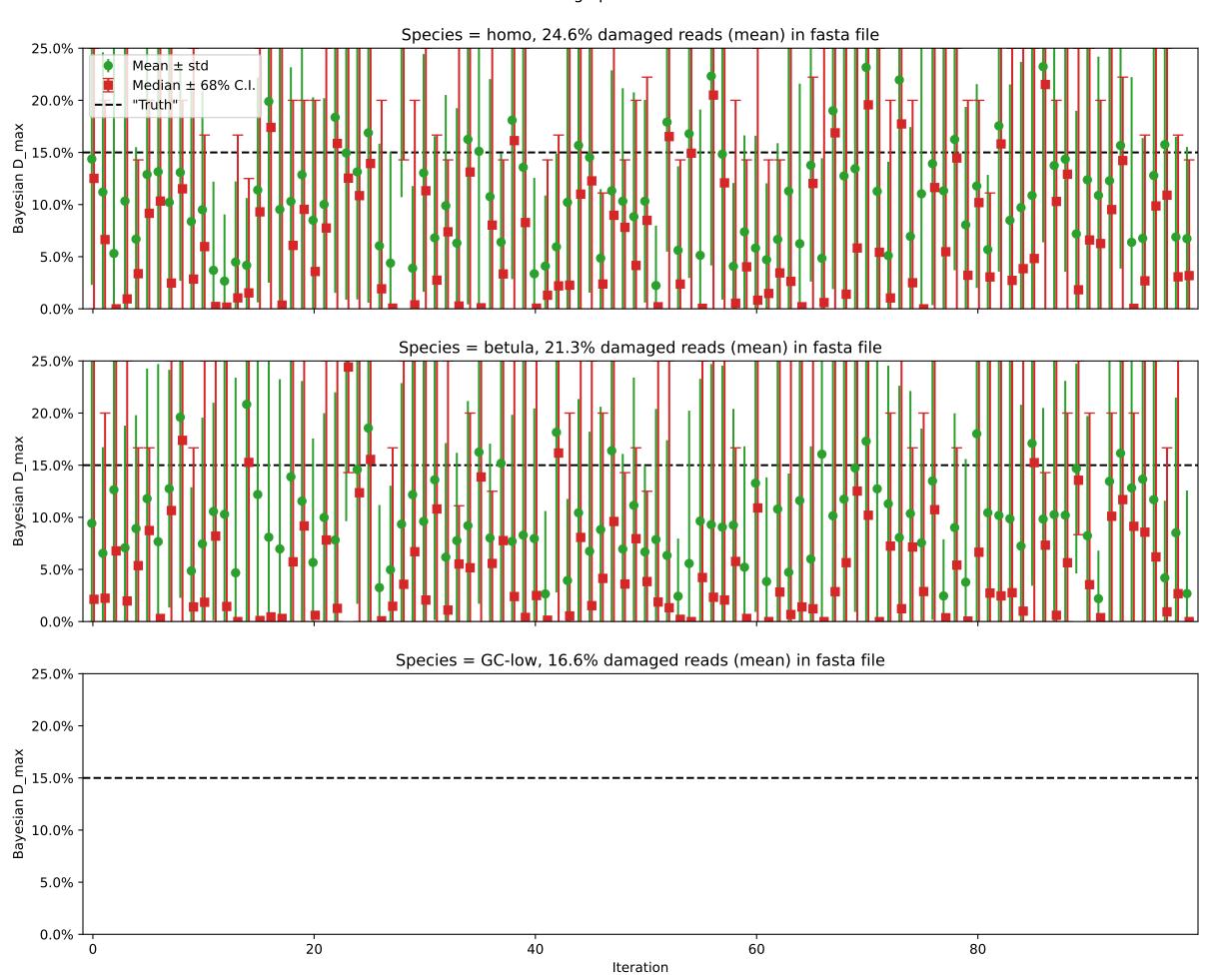
Individual damages: 100000 reads Briggs damage = 0.303 Damage percent = 10%



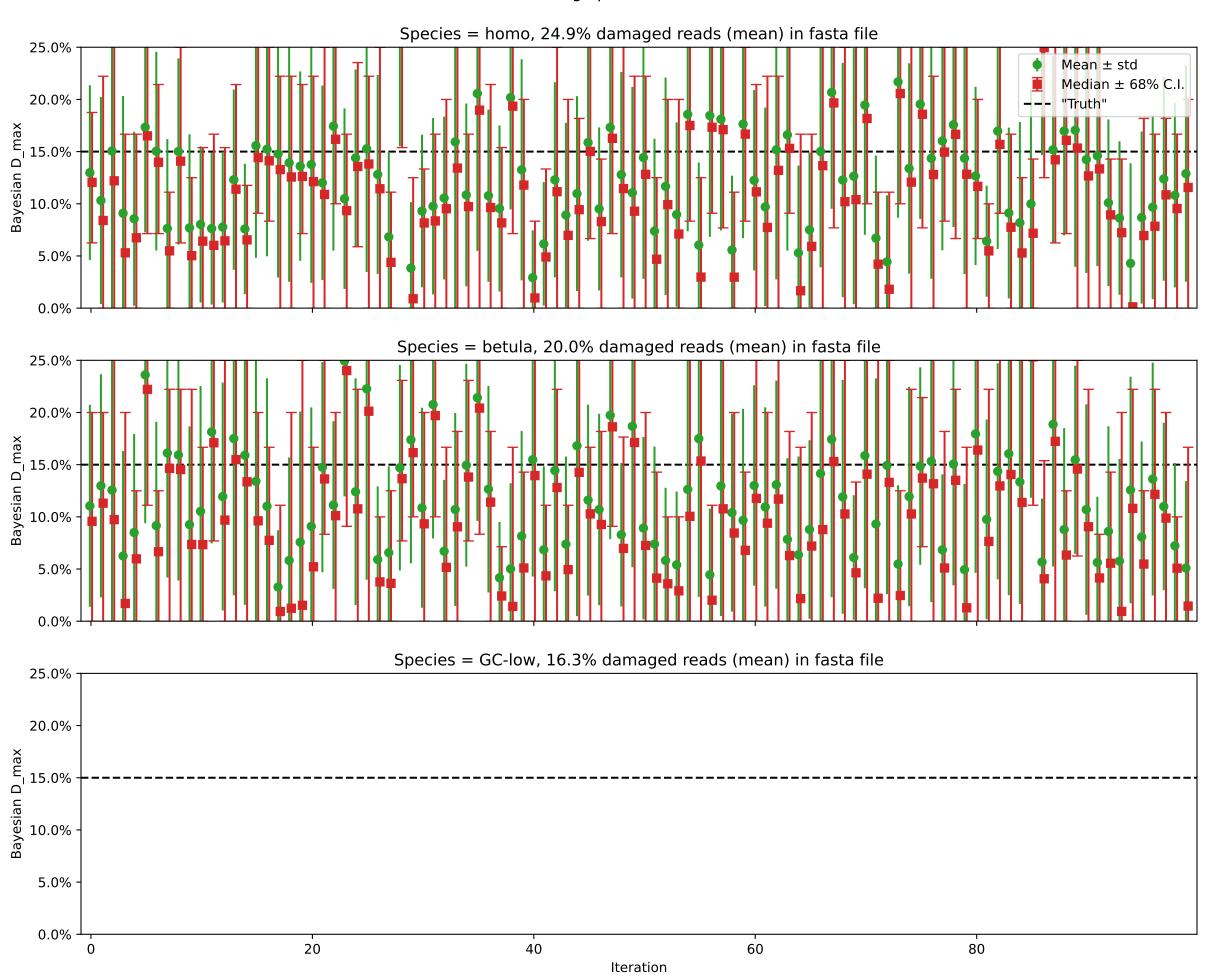
Individual damages: 10 reads Briggs damage = 0.466 Damage percent = 15%



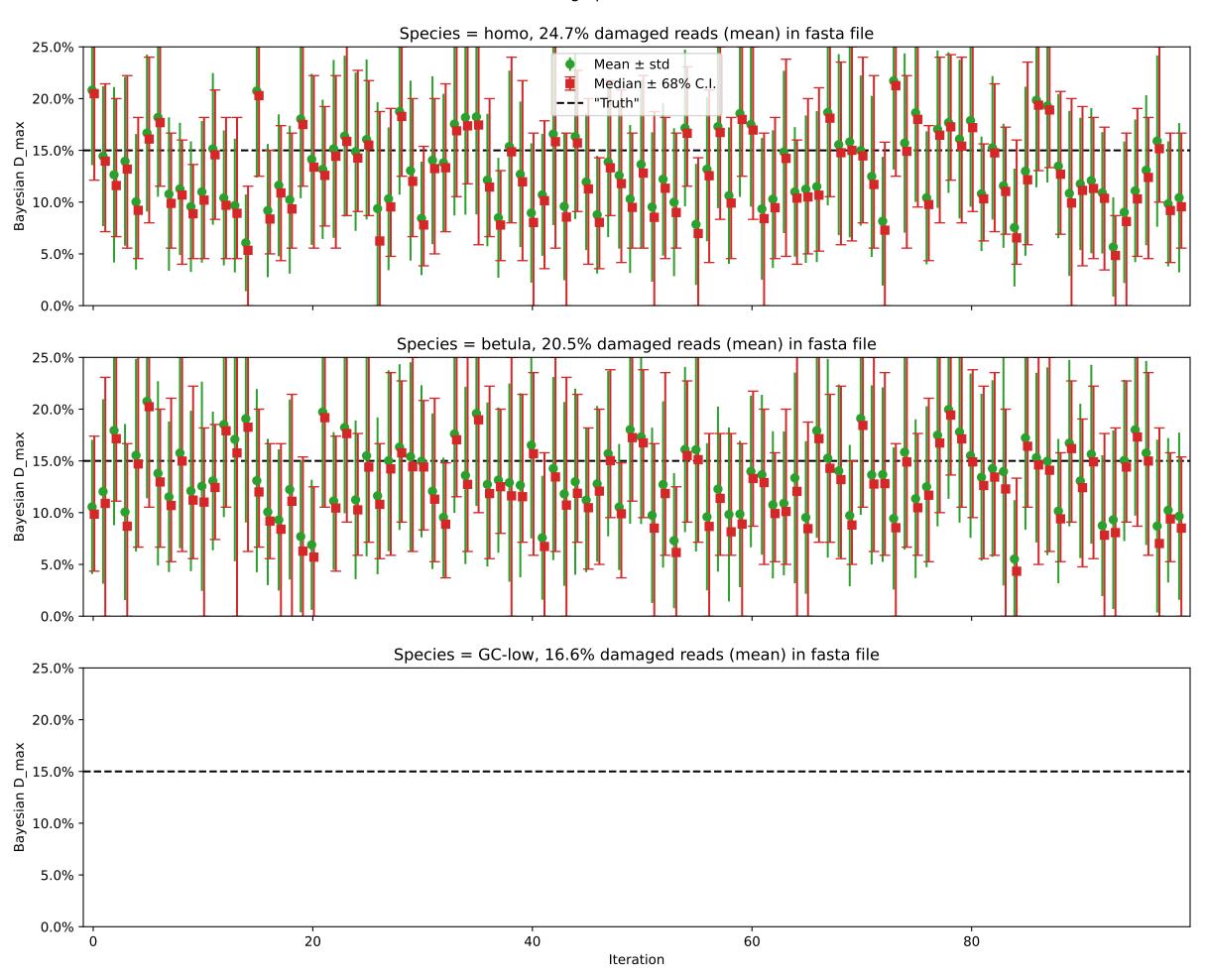
Individual damages: 25 reads Briggs damage = 0.466 Damage percent = 15%



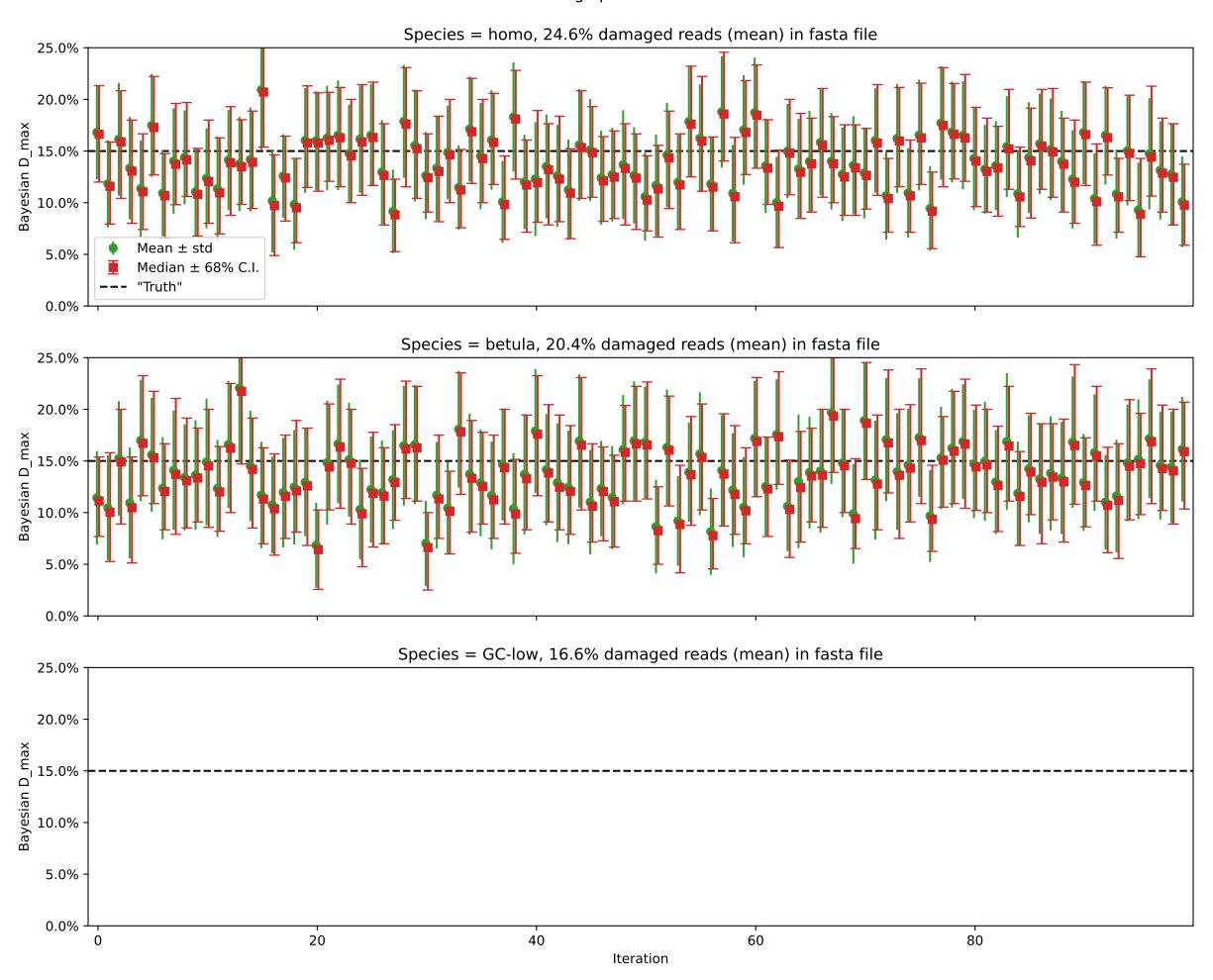
Individual damages: 50 reads Briggs damage = 0.466 Damage percent = 15%



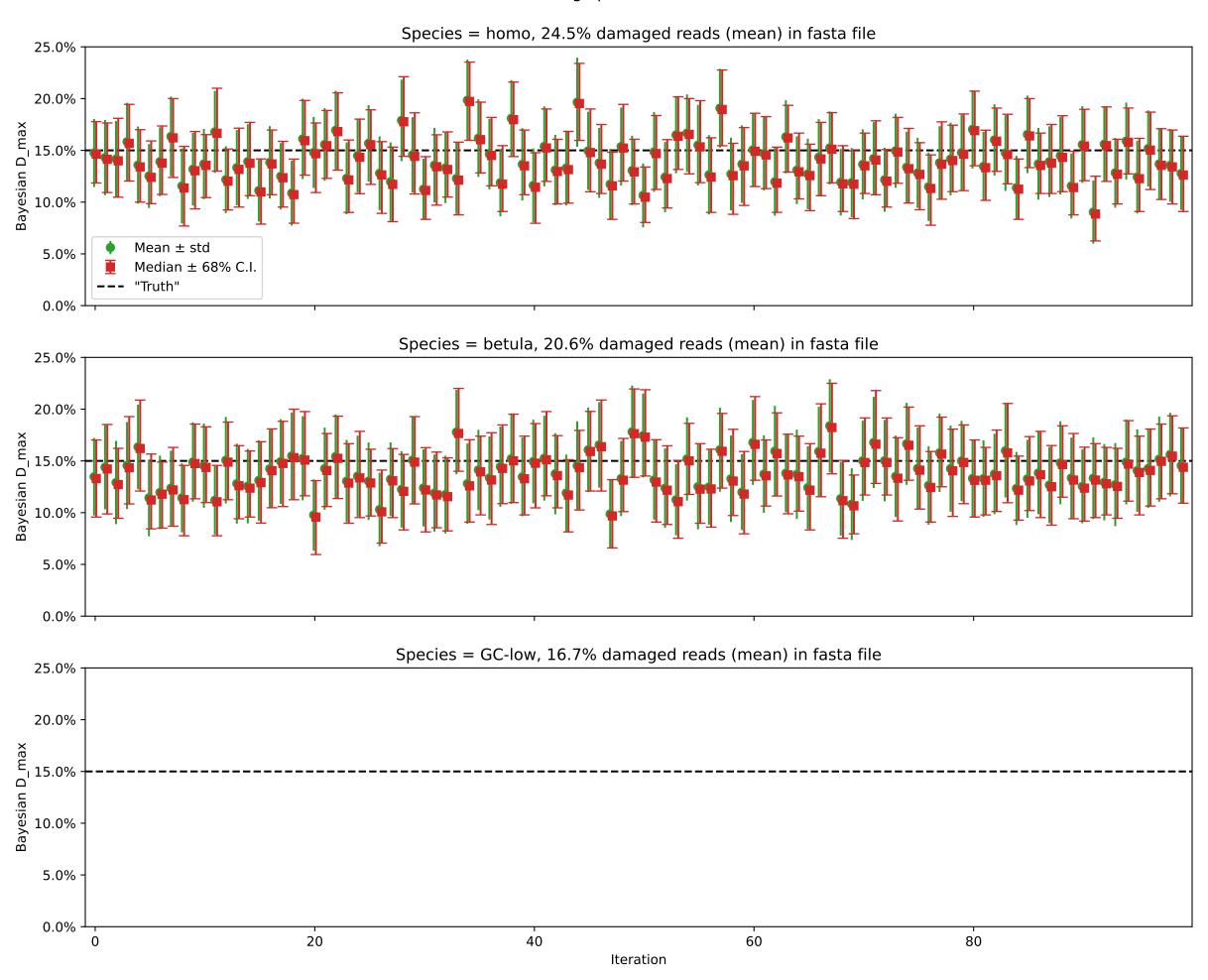
Individual damages: 100 reads Briggs damage = 0.466 Damage percent = 15%



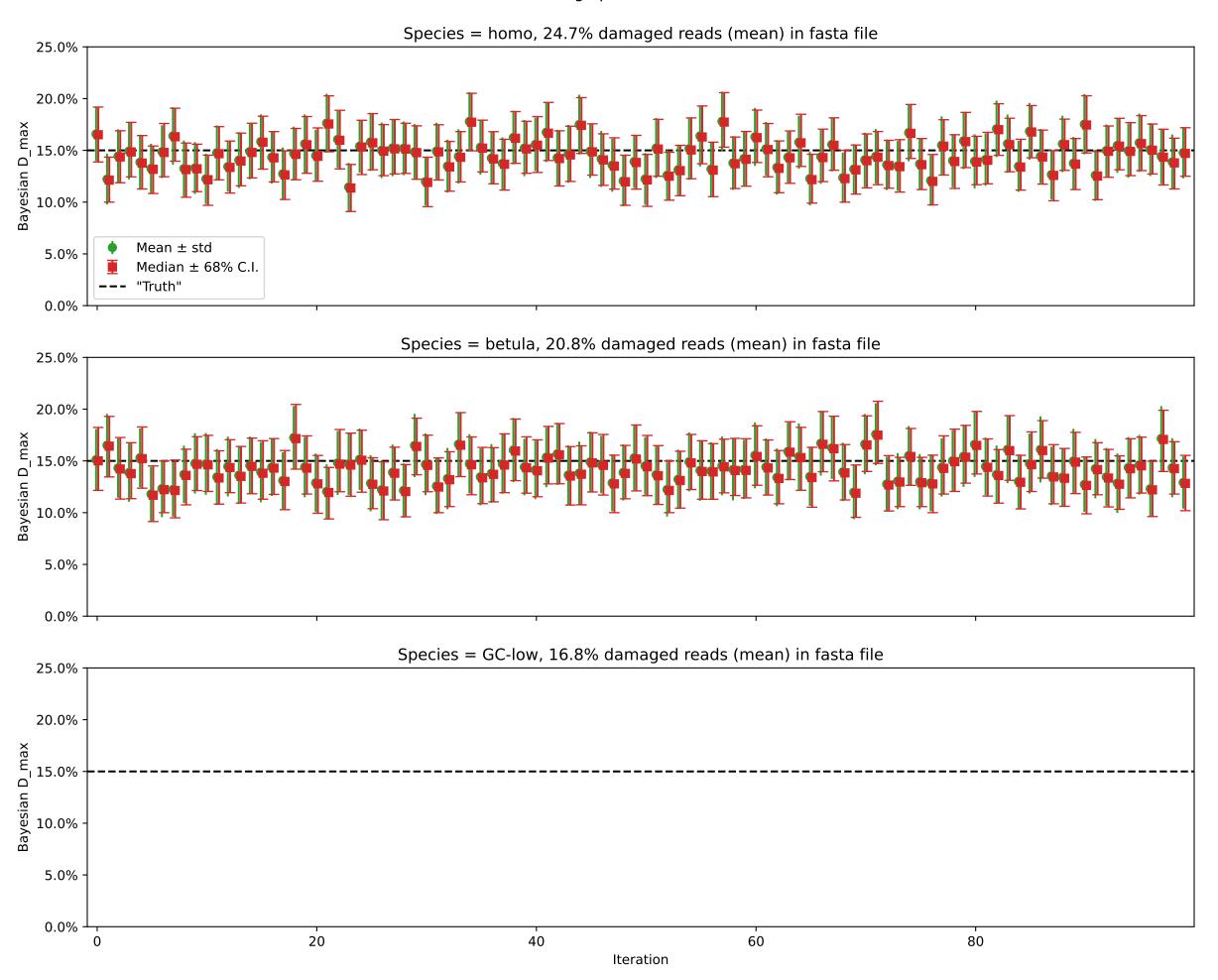
Individual damages: 250 reads Briggs damage = 0.466 Damage percent = 15%



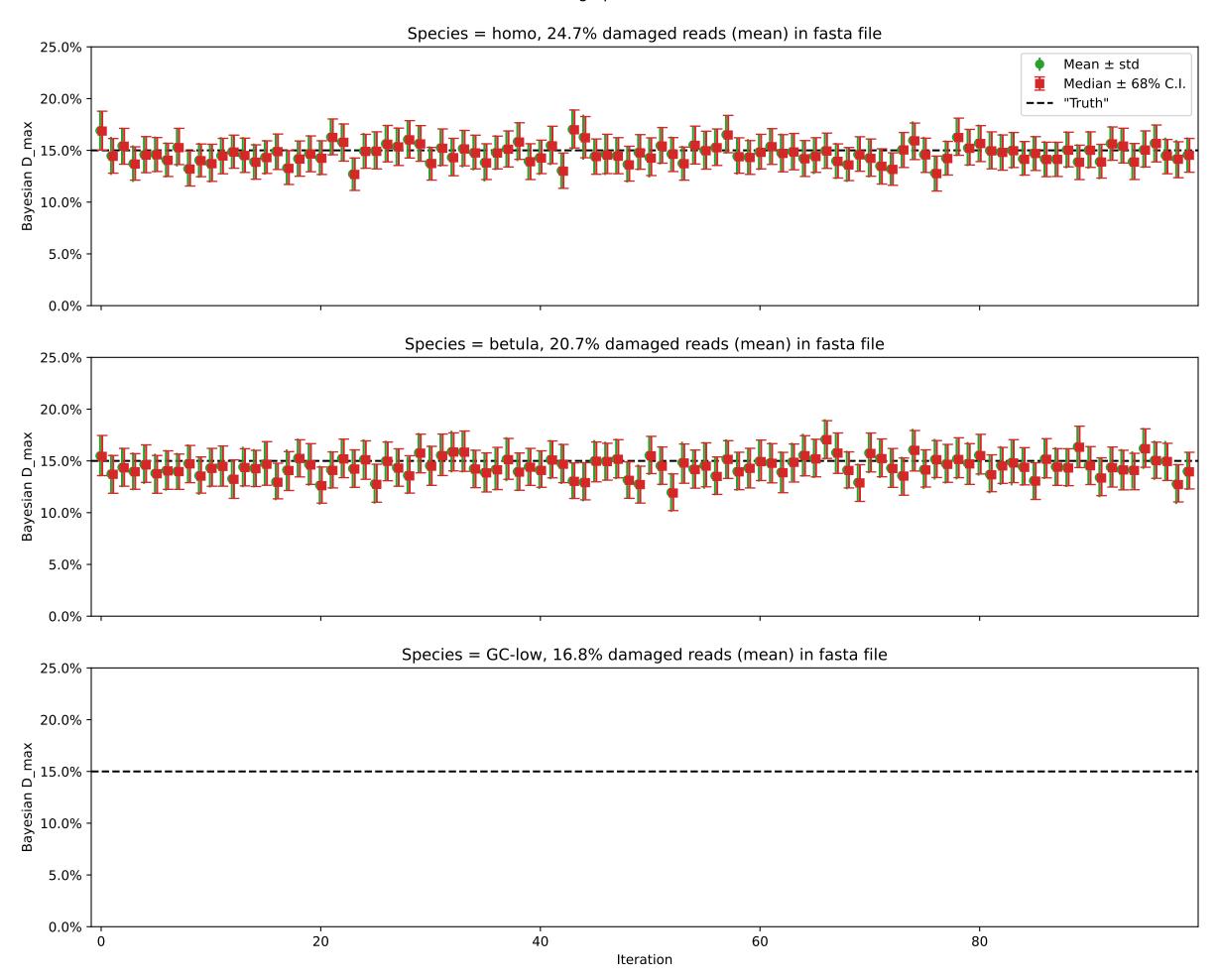
Individual damages: 500 reads Briggs damage = 0.466 Damage percent = 15%



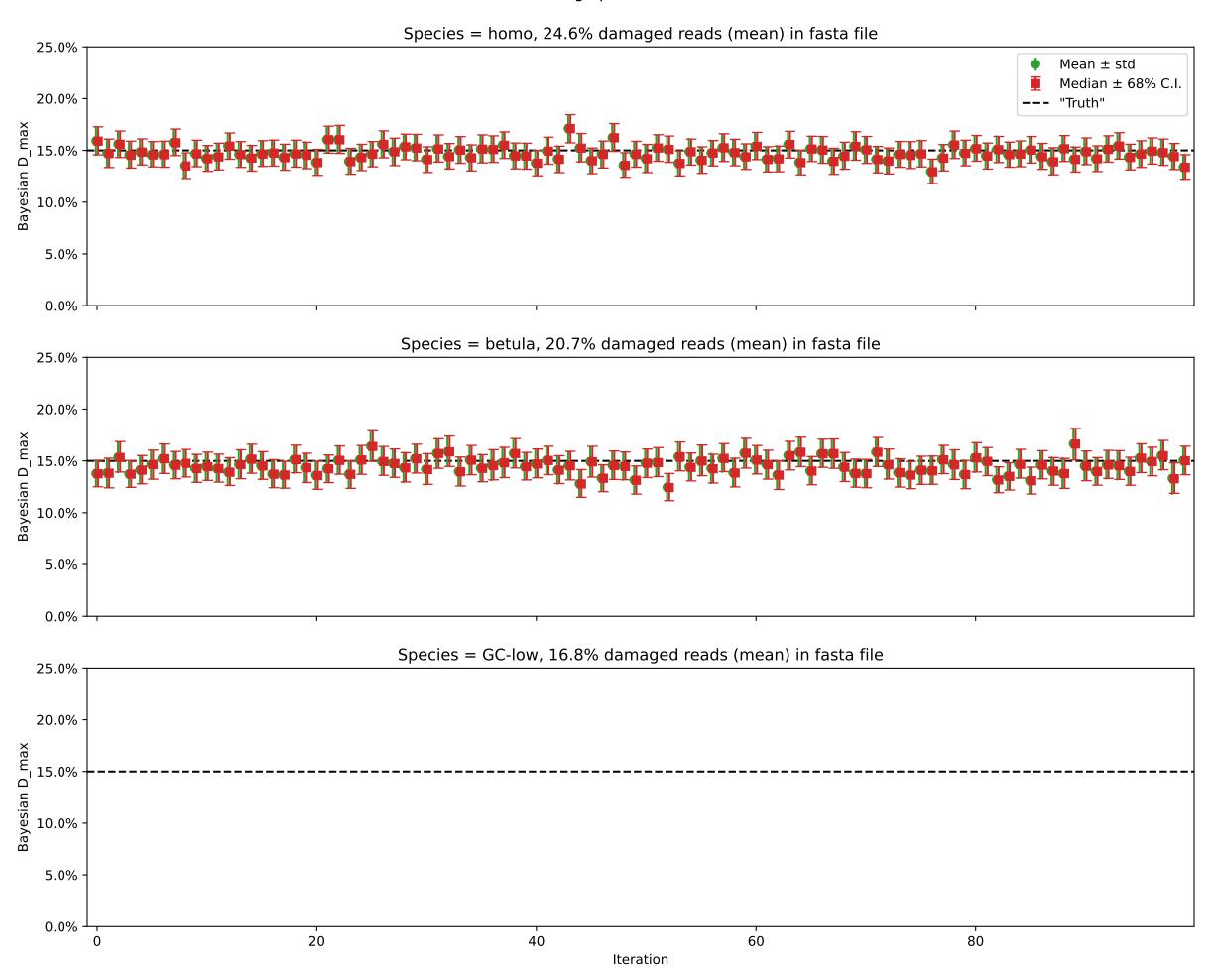
Individual damages: 1000 reads Briggs damage = 0.466 Damage percent = 15%



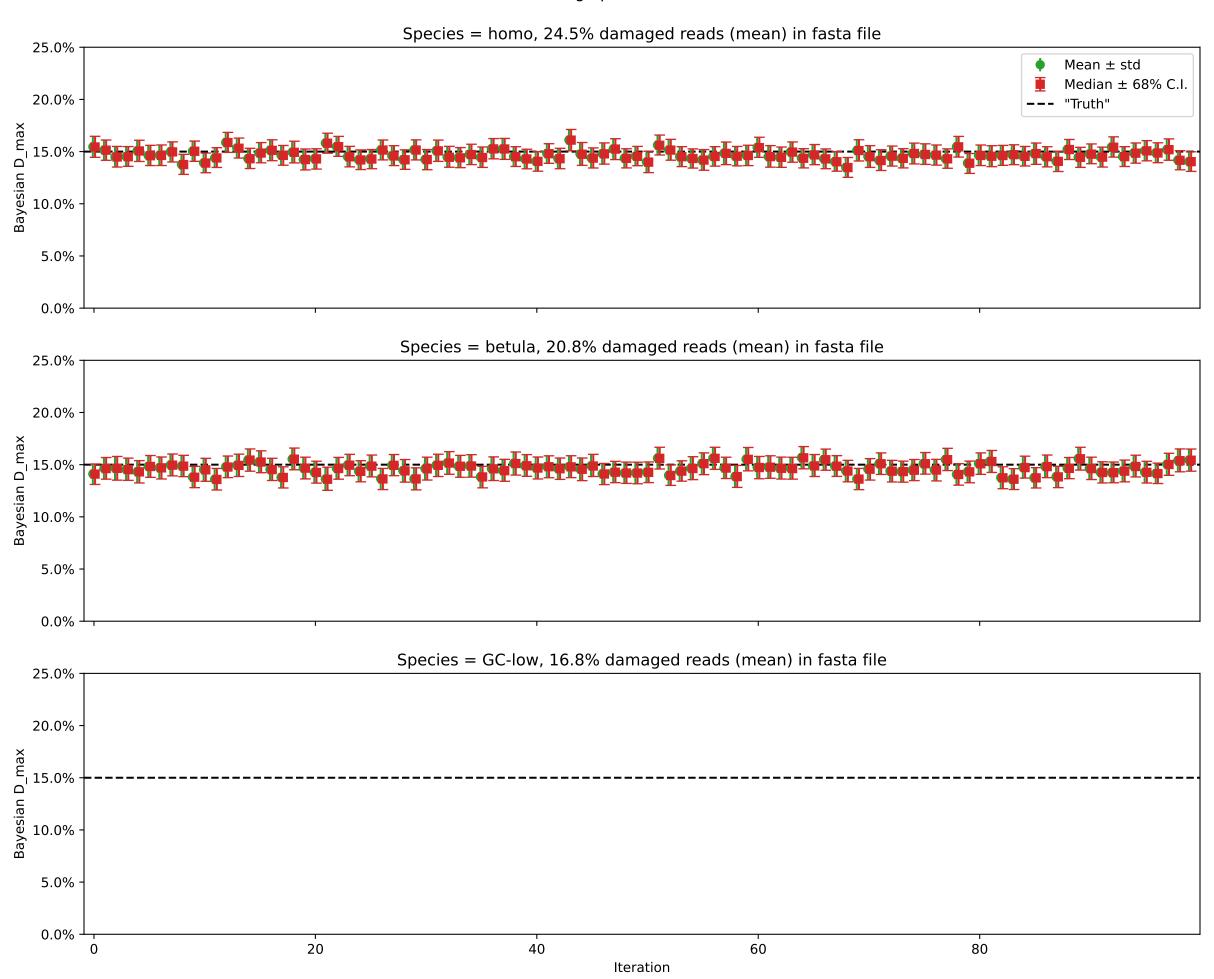
Individual damages: 2500 reads Briggs damage = 0.466 Damage percent = 15%



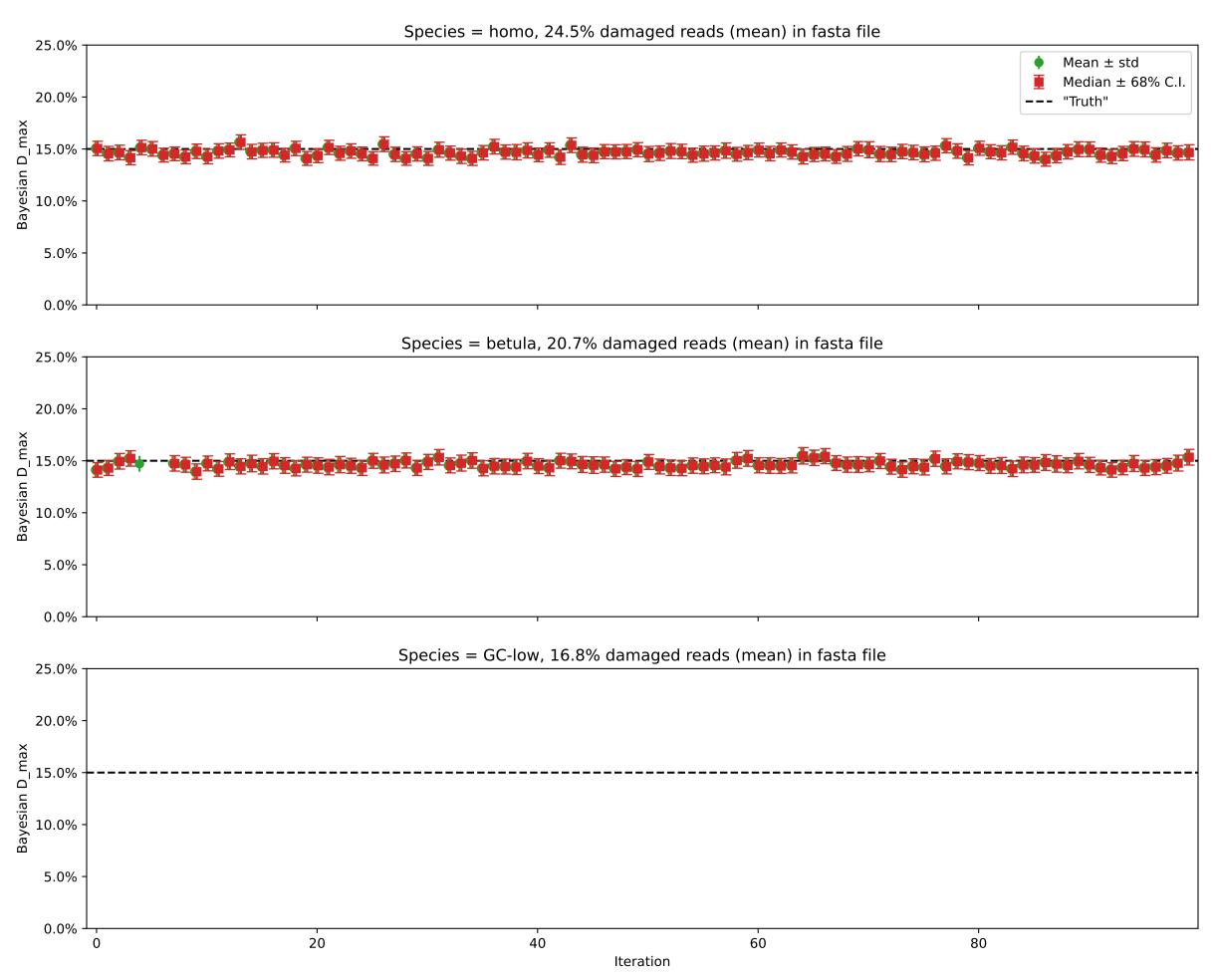
Individual damages: 5000 reads Briggs damage = 0.466 Damage percent = 15%



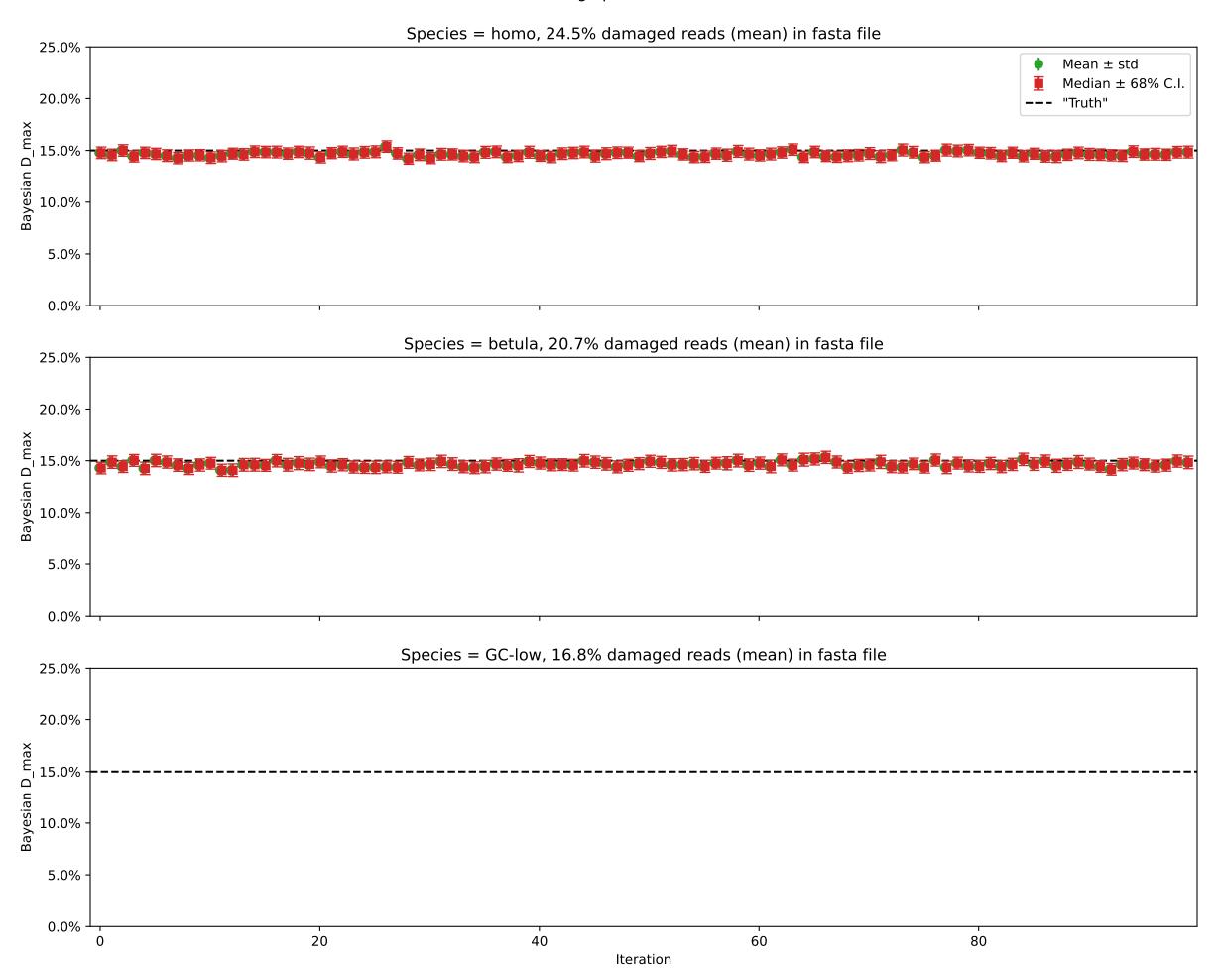
Individual damages: 10000 reads Briggs damage = 0.466 Damage percent = 15%



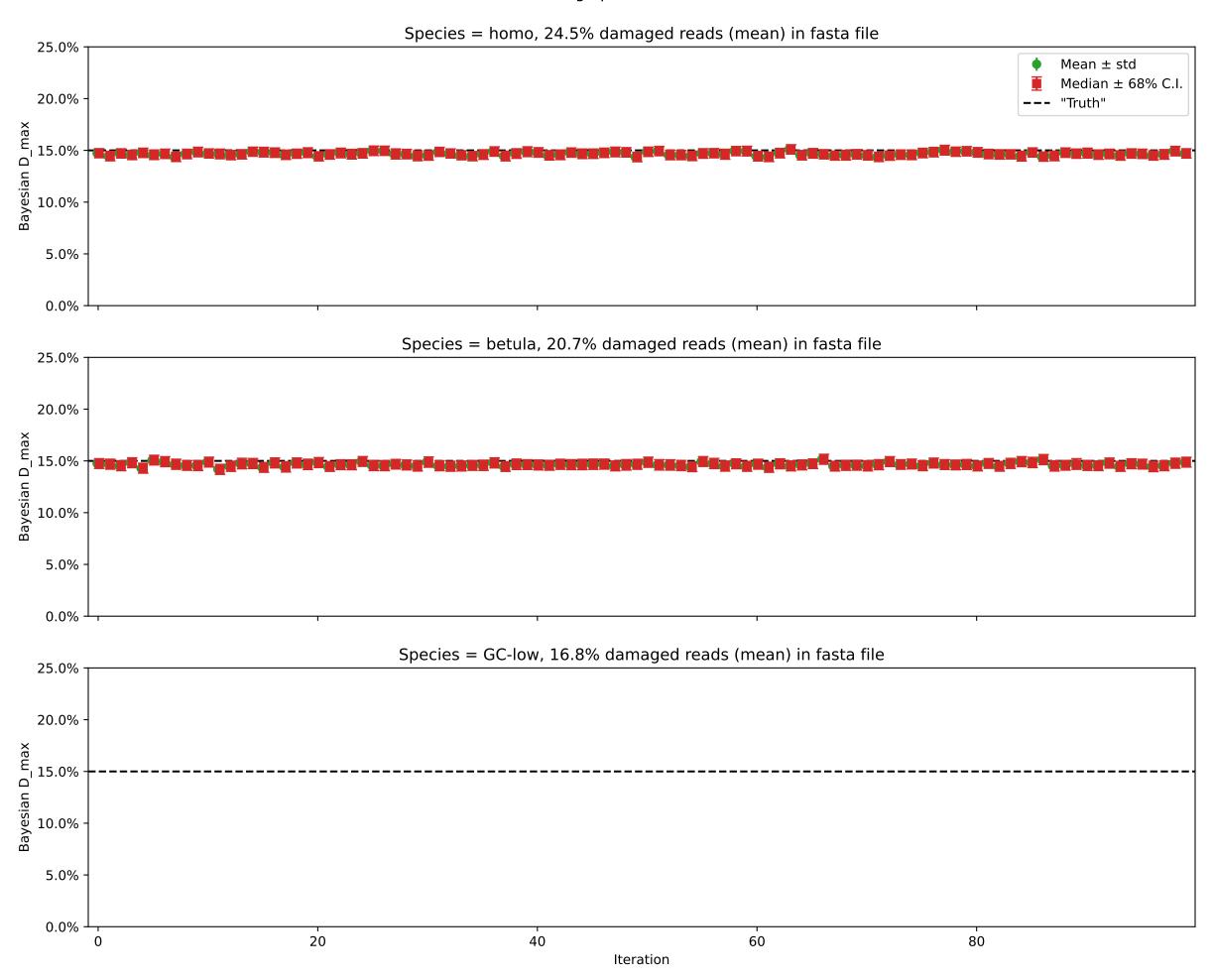
Individual damages: 25000 reads Briggs damage = 0.466 Damage percent = 15%



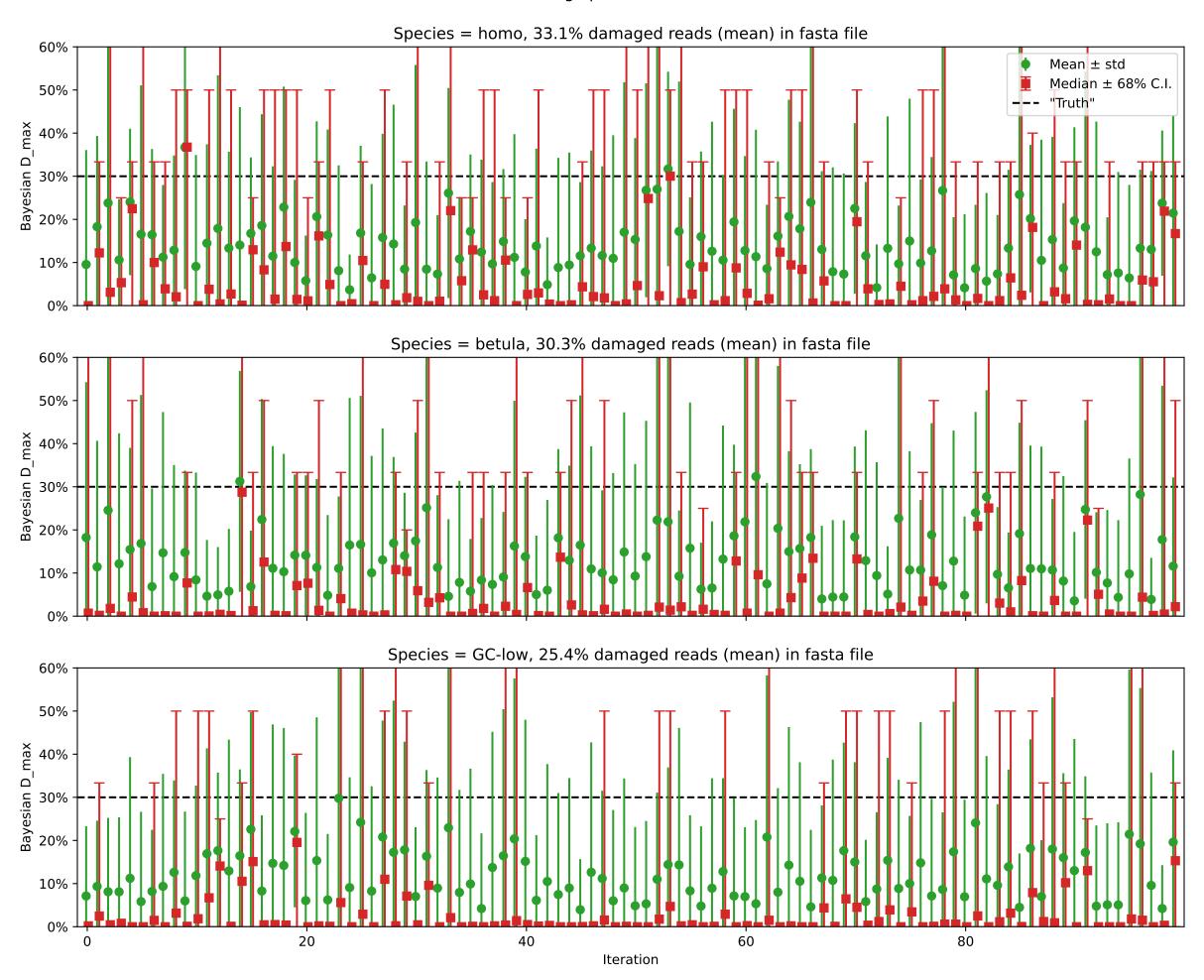
Individual damages: 50000 reads Briggs damage = 0.466 Damage percent = 15%



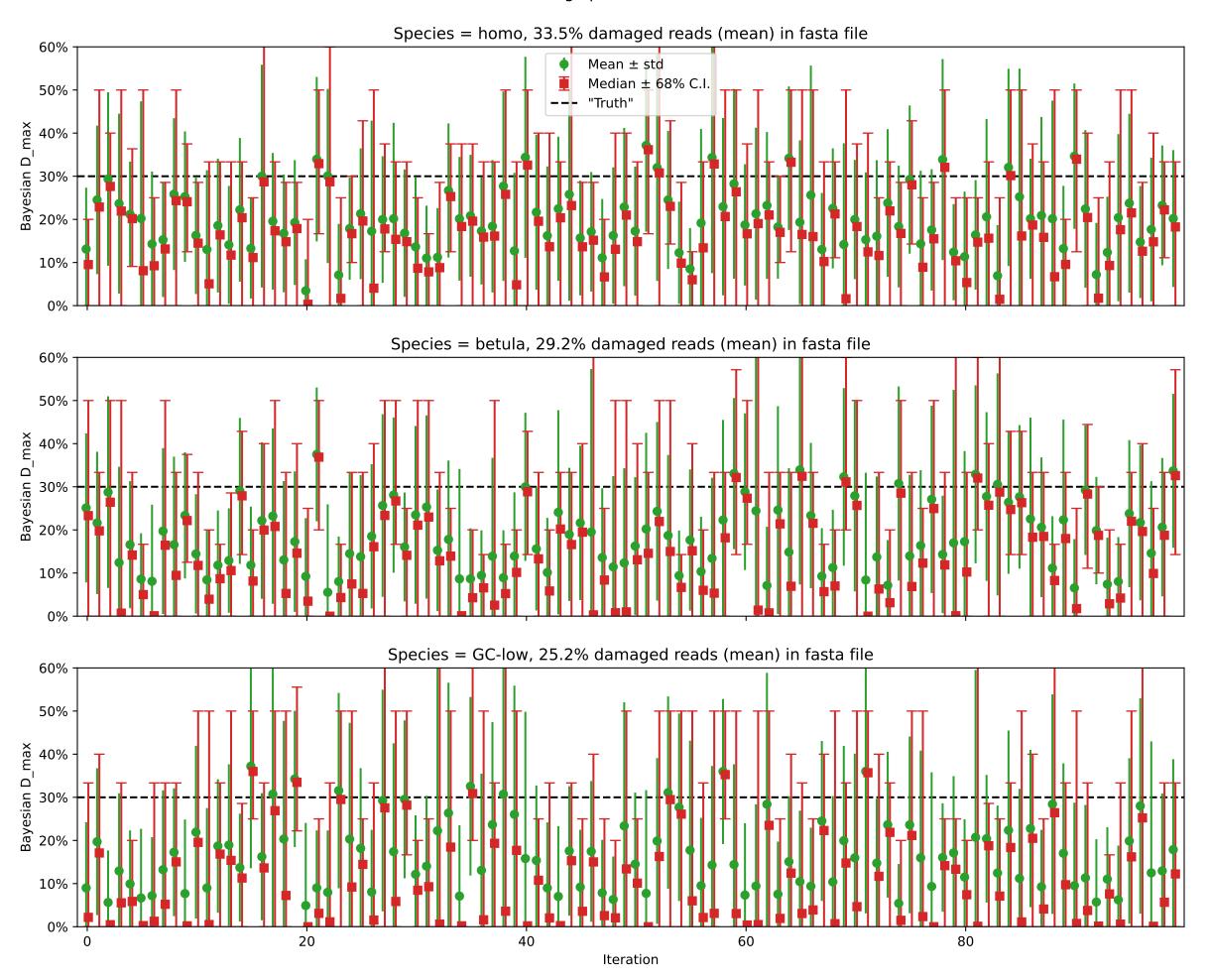
Individual damages: 100000 reads Briggs damage = 0.466 Damage percent = 15%



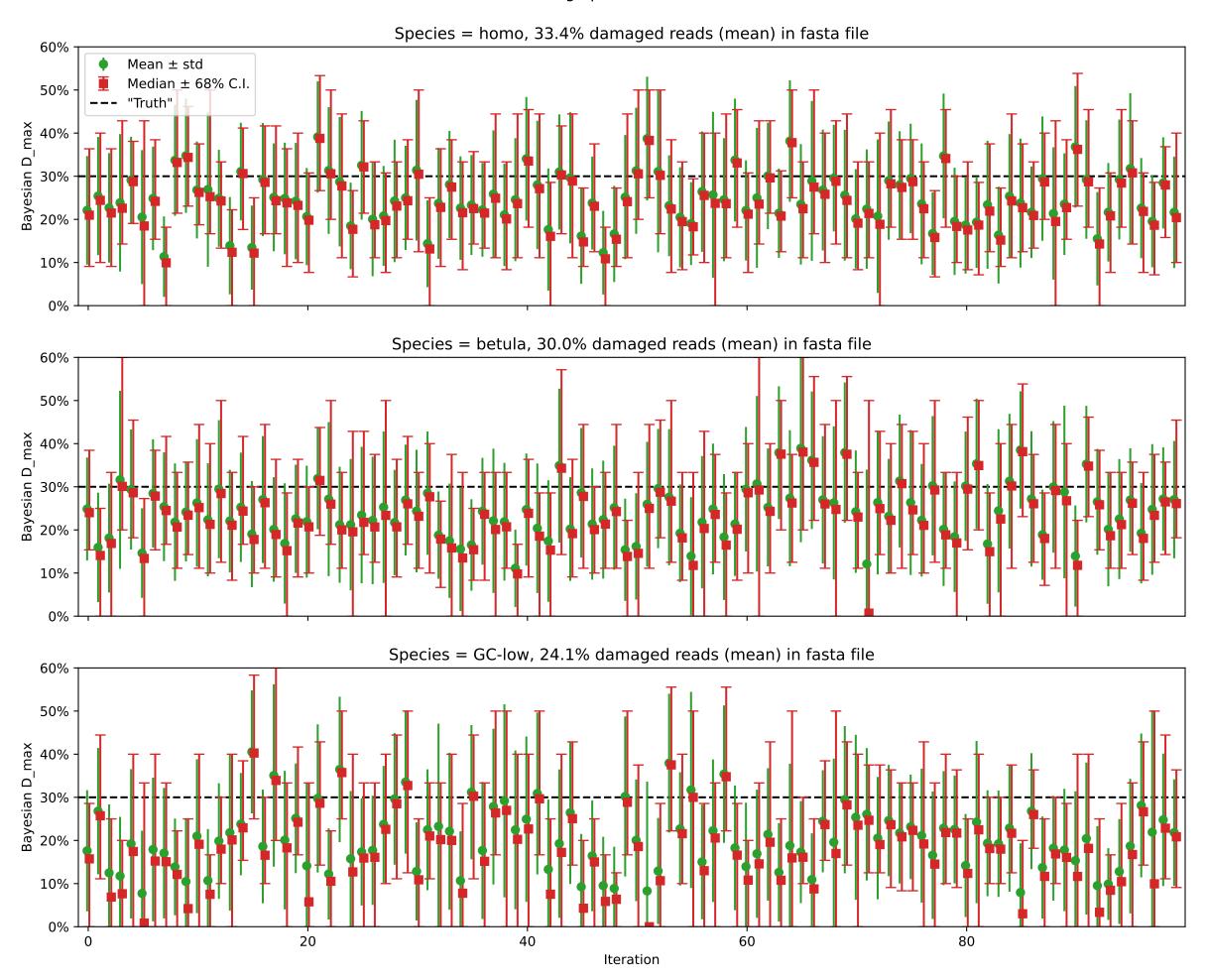
Individual damages: 10 reads Briggs damage = 0.96 Damage percent = 30%



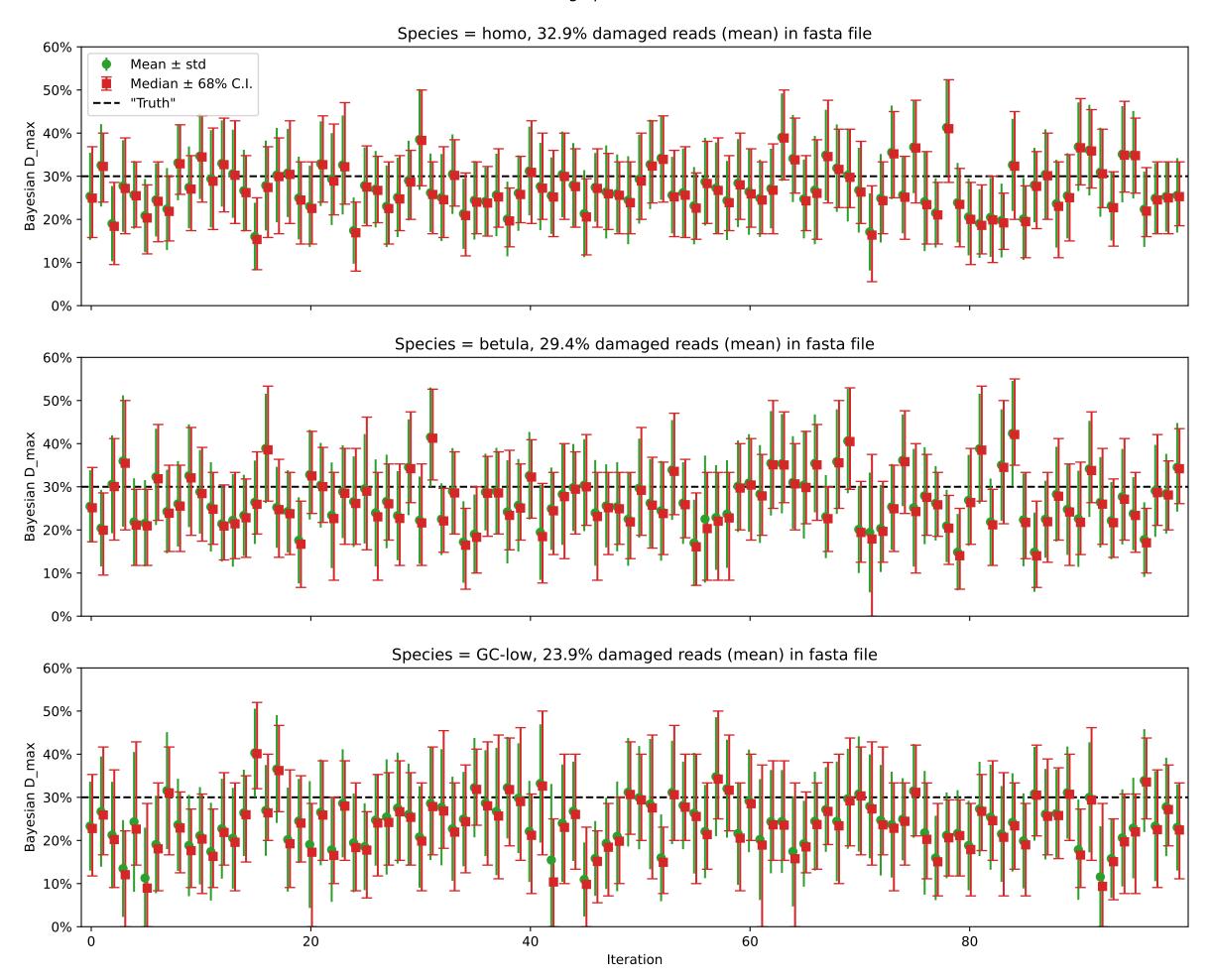
Individual damages: 25 reads Briggs damage = 0.96 Damage percent = 30%



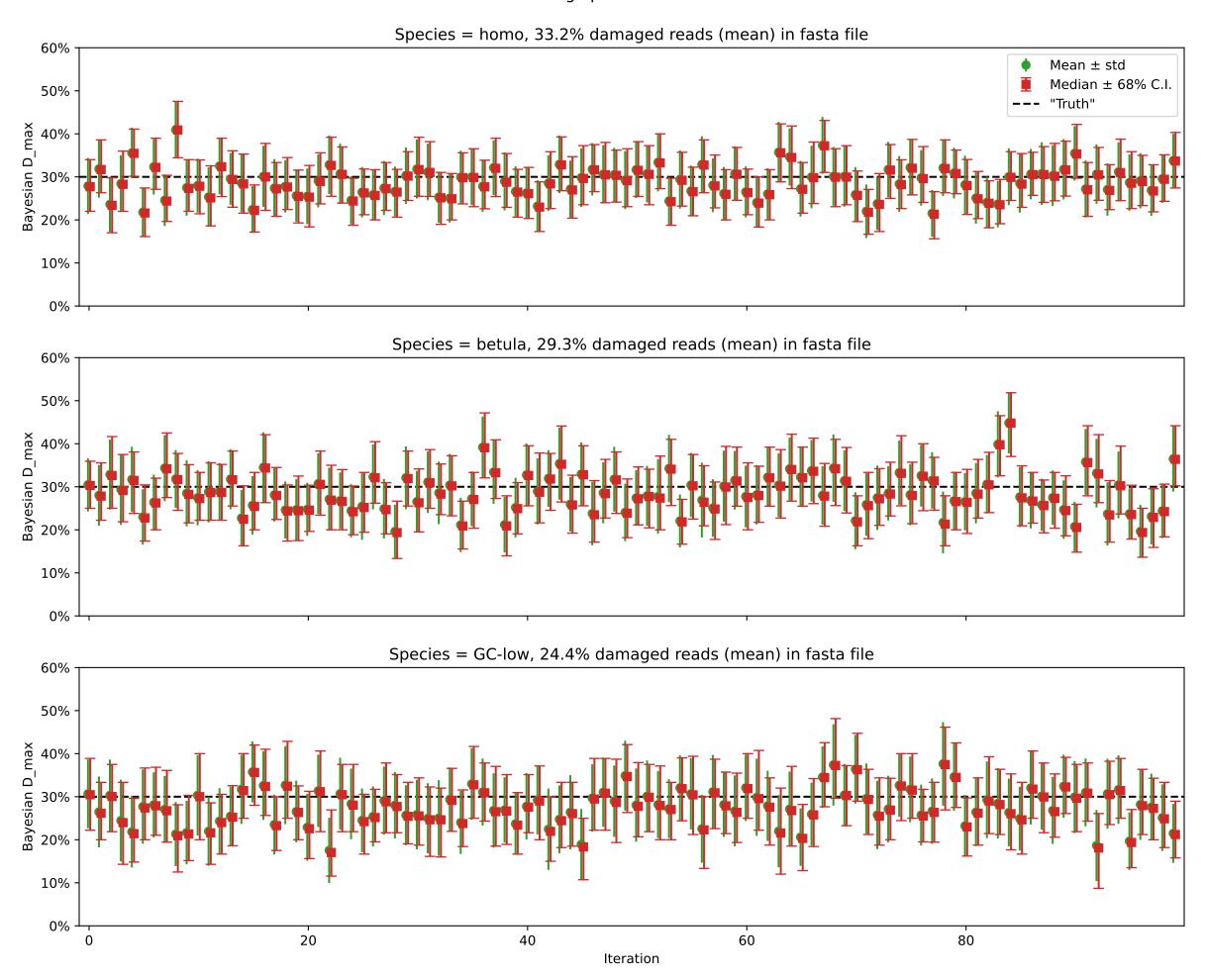
Individual damages: 50 reads Briggs damage = 0.96 Damage percent = 30%



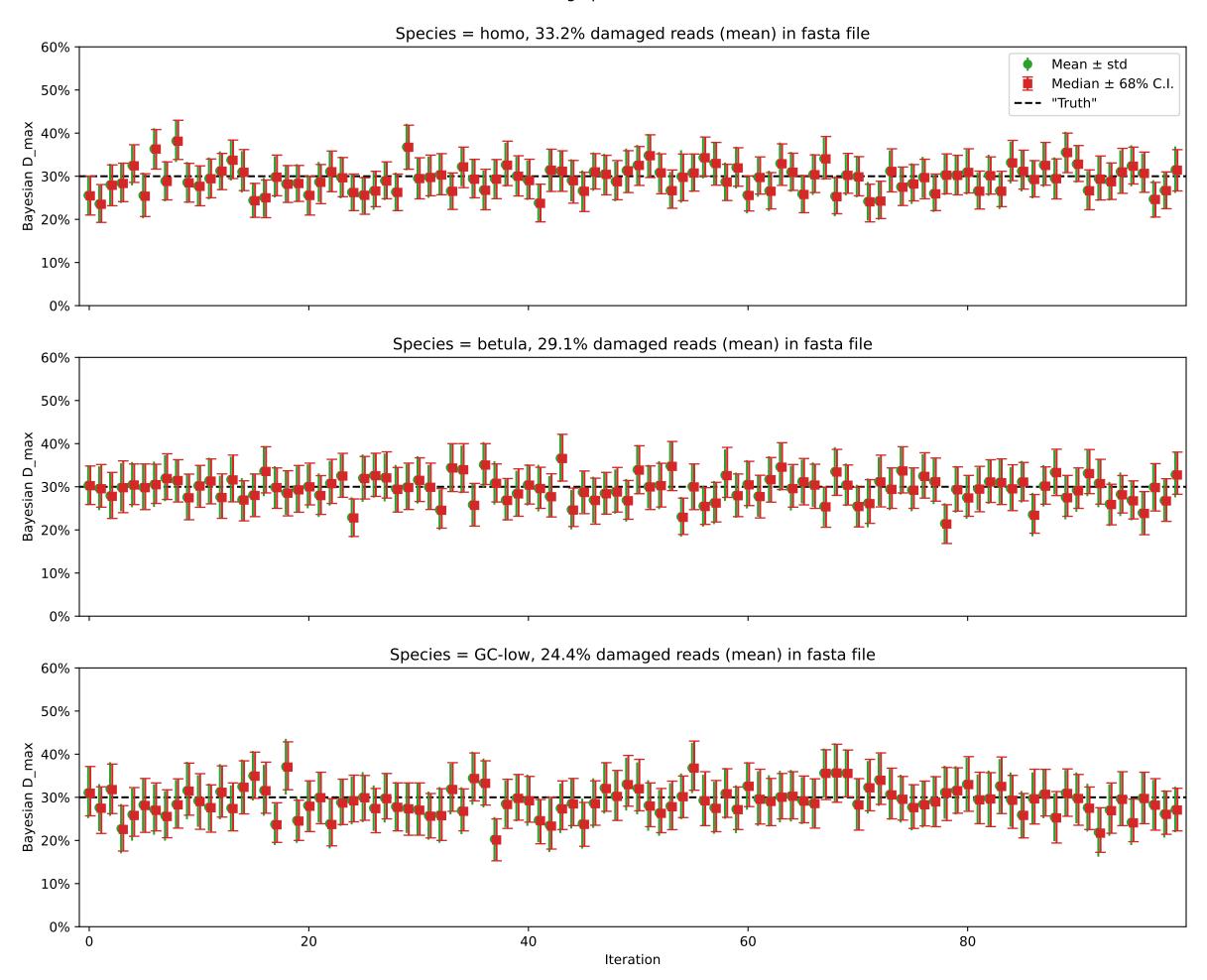
Individual damages: 100 reads Briggs damage = 0.96 Damage percent = 30%



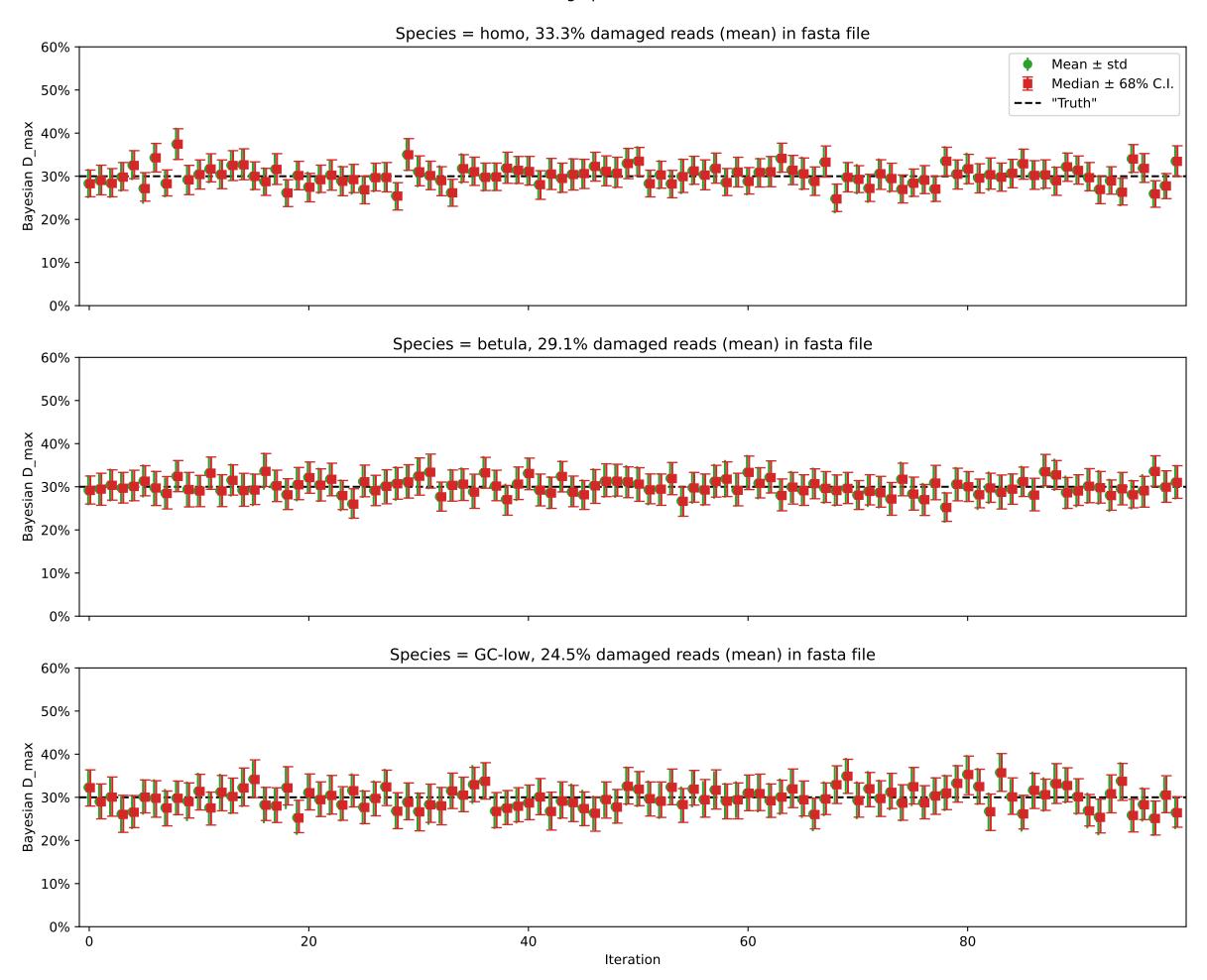
Individual damages: 250 reads Briggs damage = 0.96 Damage percent = 30%



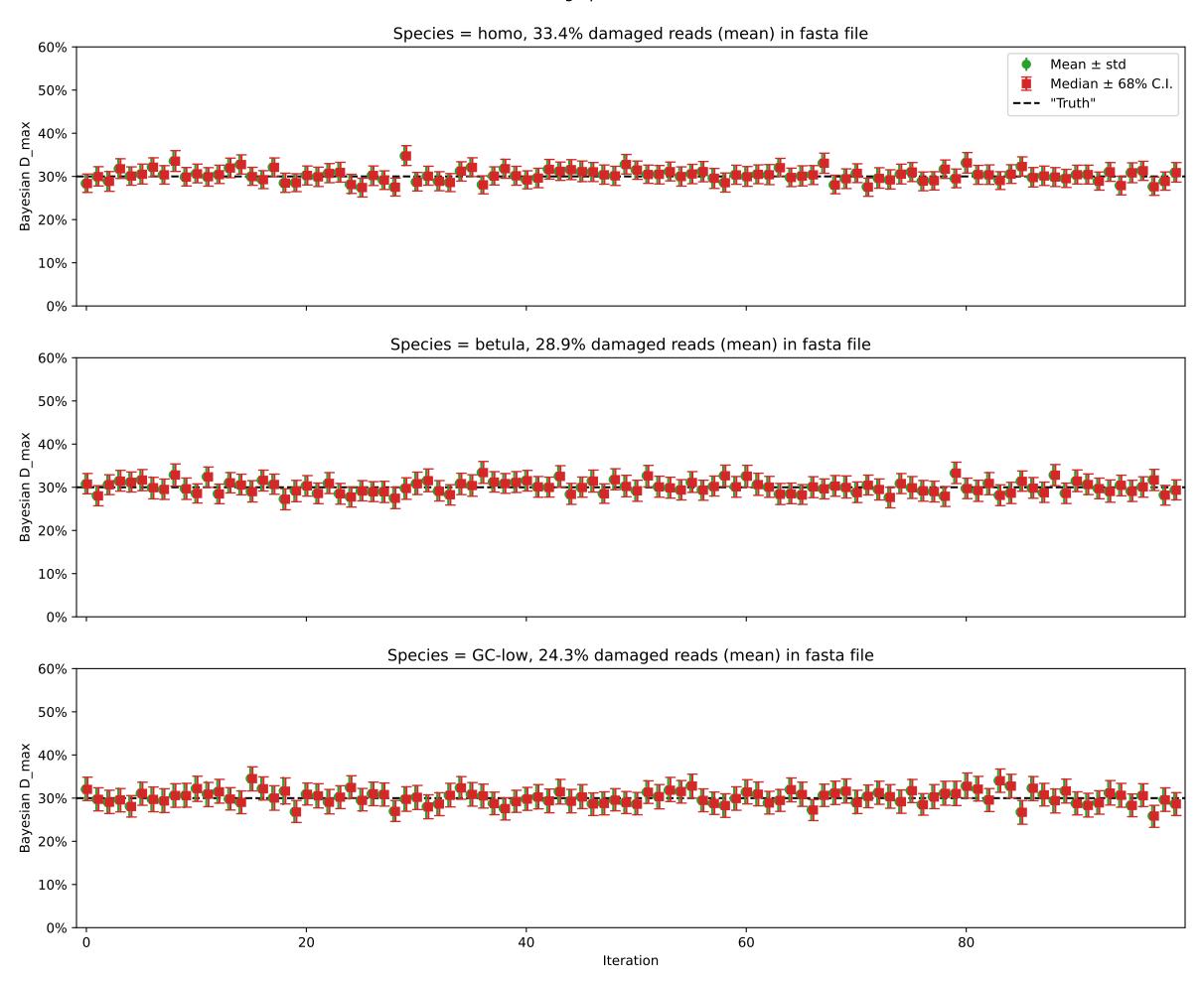
Individual damages: 500 reads Briggs damage = 0.96 Damage percent = 30%



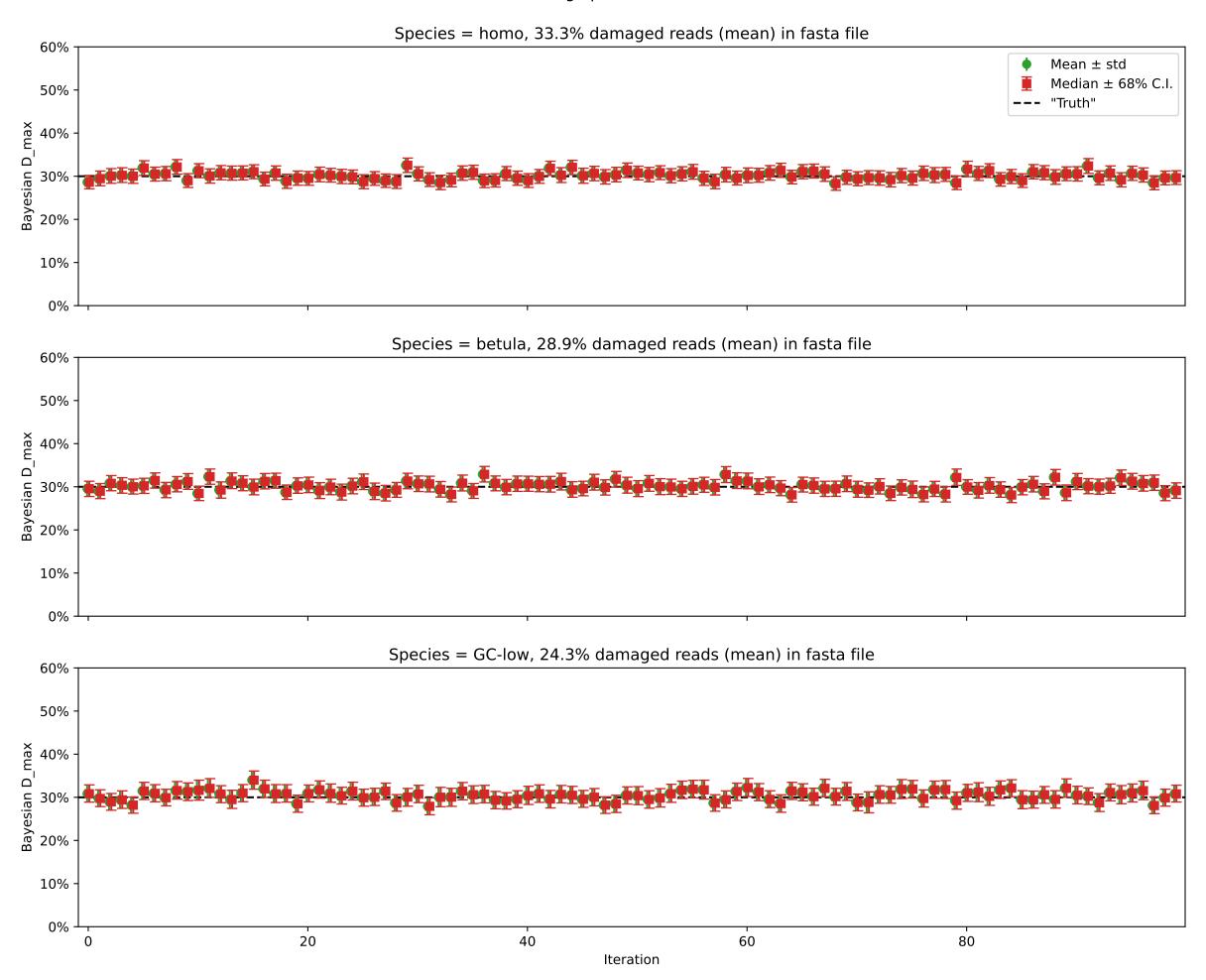
Individual damages: 1000 reads Briggs damage = 0.96 Damage percent = 30%



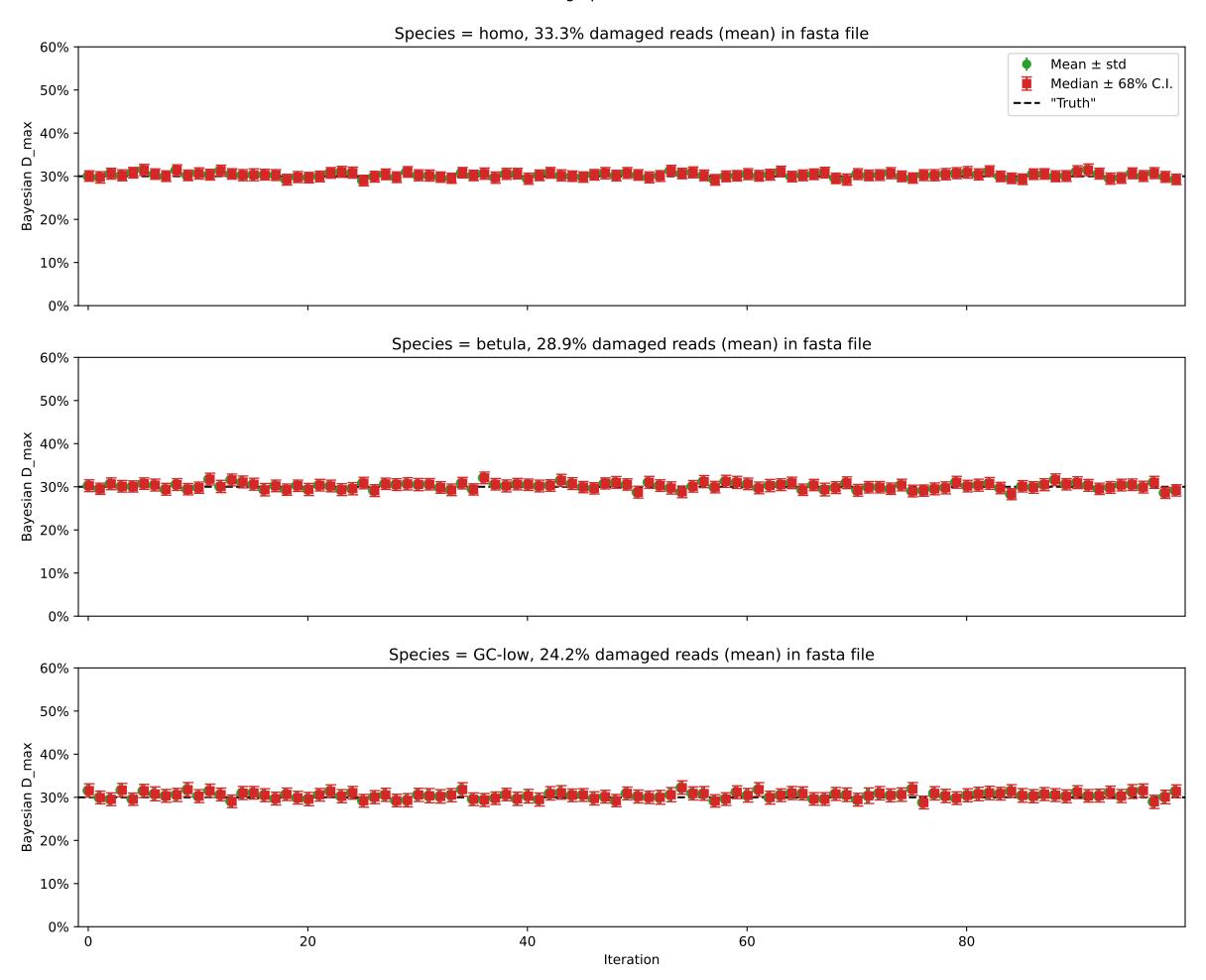
Individual damages: 2500 reads Briggs damage = 0.96 Damage percent = 30%



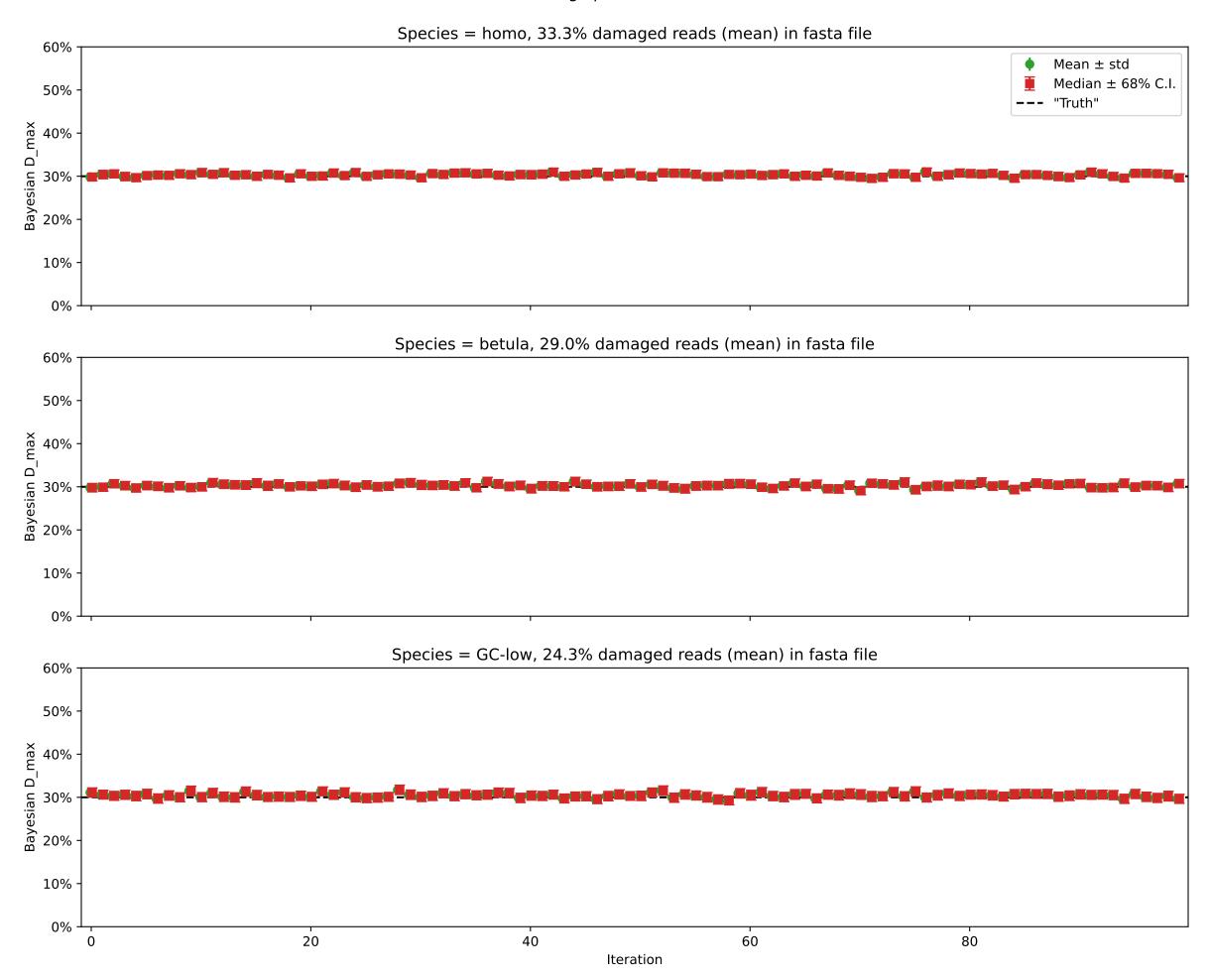
Individual damages: 5000 reads Briggs damage = 0.96 Damage percent = 30%



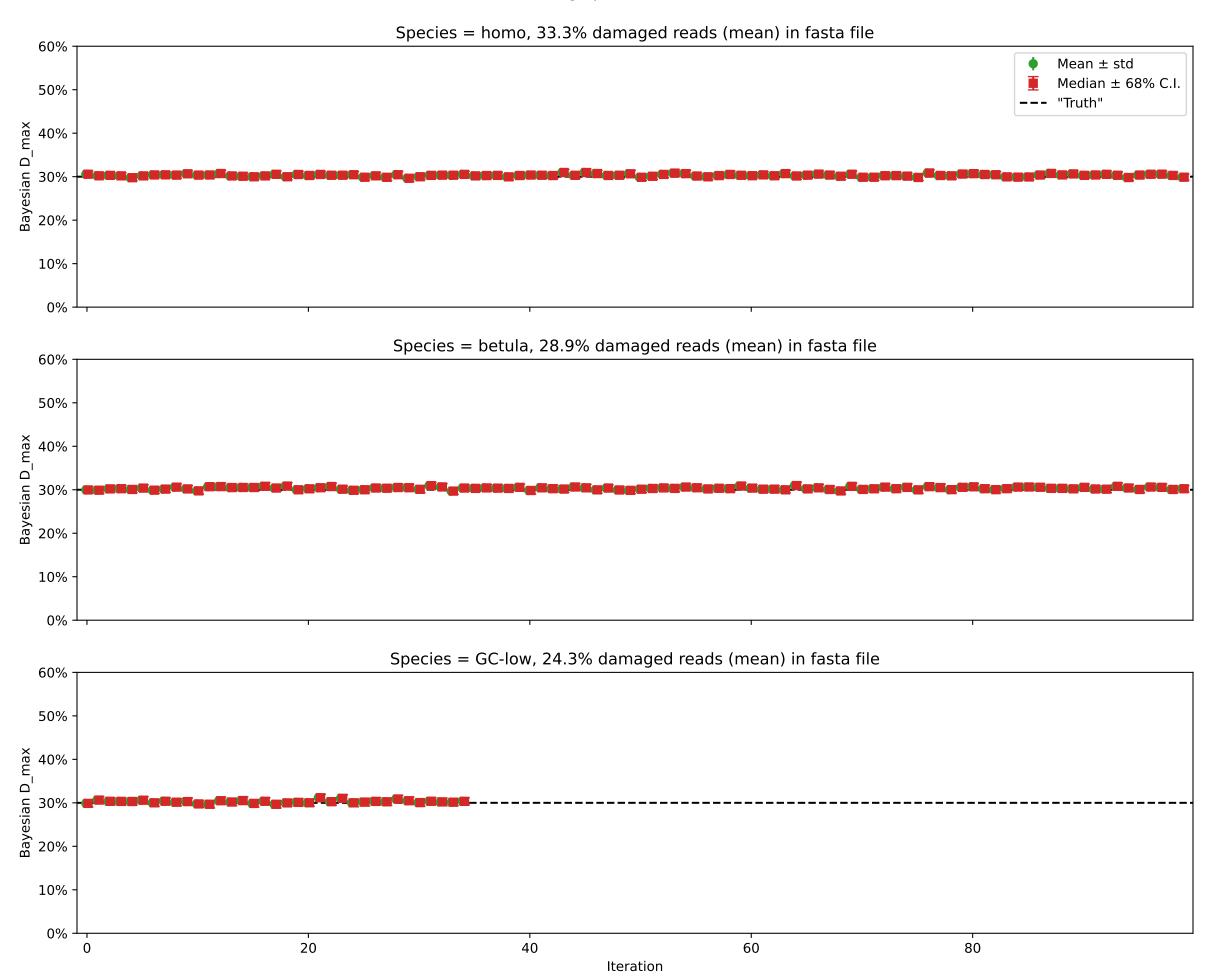
Individual damages: 10000 reads Briggs damage = 0.96 Damage percent = 30%



Individual damages: 25000 reads Briggs damage = 0.96 Damage percent = 30%



Individual damages: 50000 reads Briggs damage = 0.96 Damage percent = 30%



Individual damages: 100000 reads Briggs damage = 0.96 Damage percent = 30%

