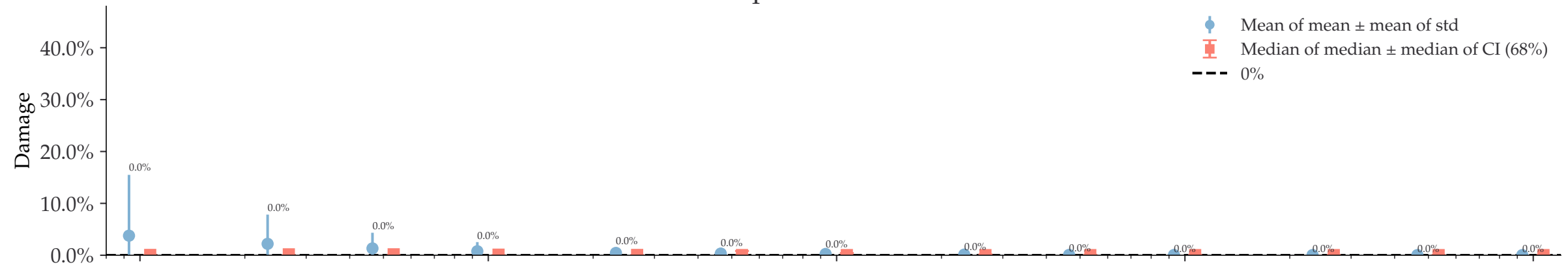
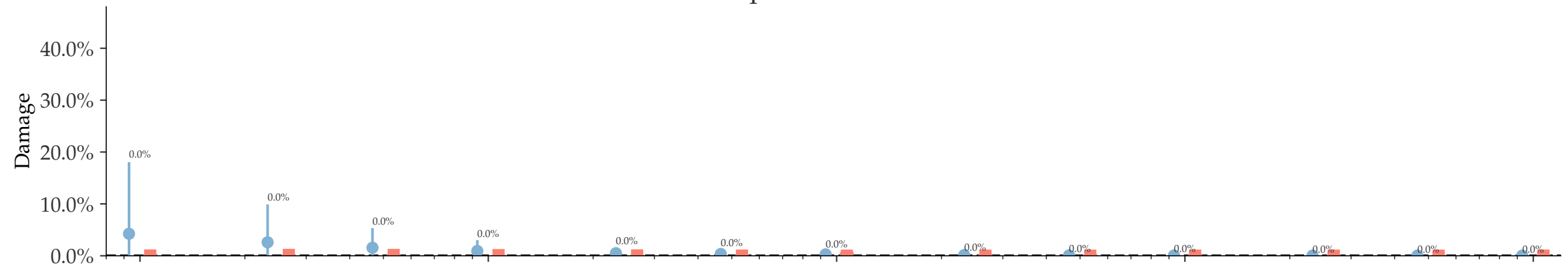


Damage
Briggs damage = 0.0
Damage percent = 0%

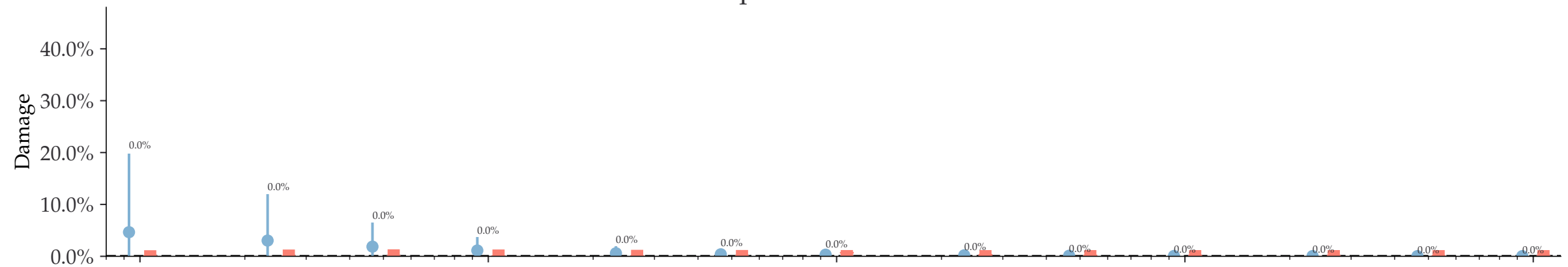
Species = homo



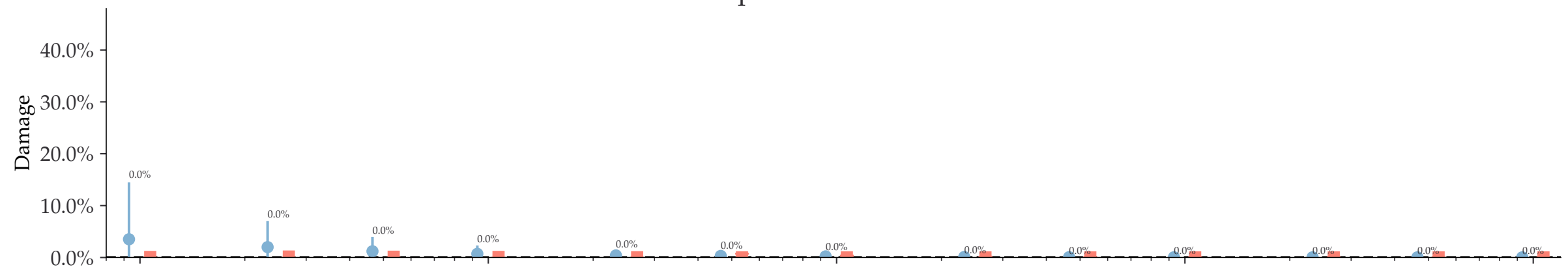
Species = betula



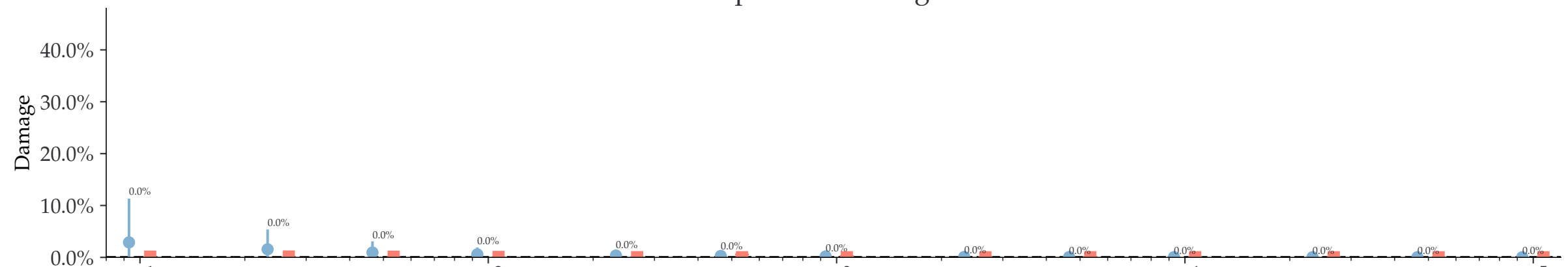
Species = GC-low



Species = GC-mid



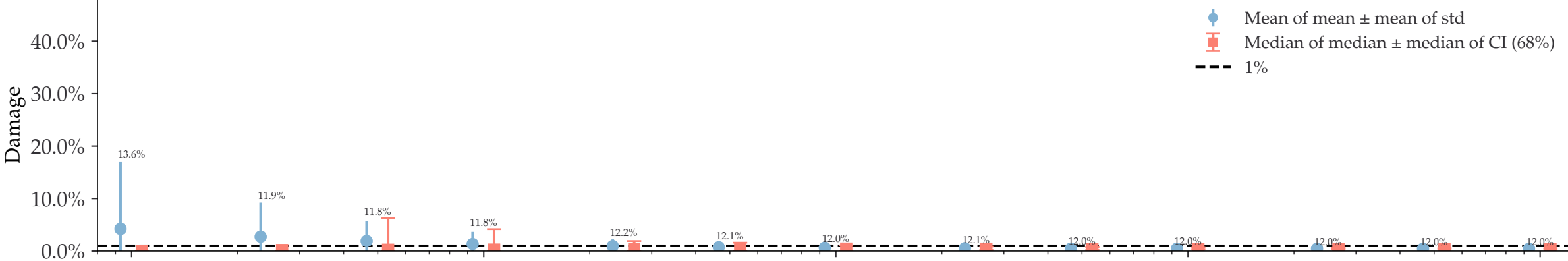
Species = GC-high



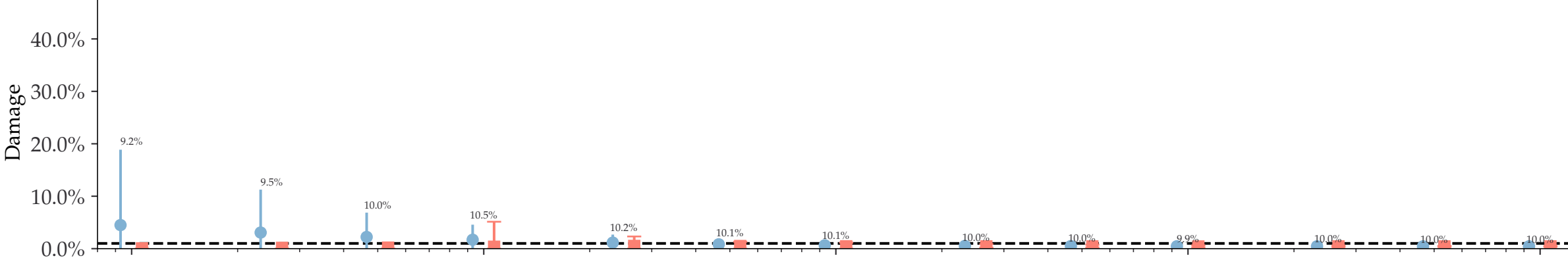
Number of reads

Damage
Briggs damage = 0.014
Damage percent = 1%

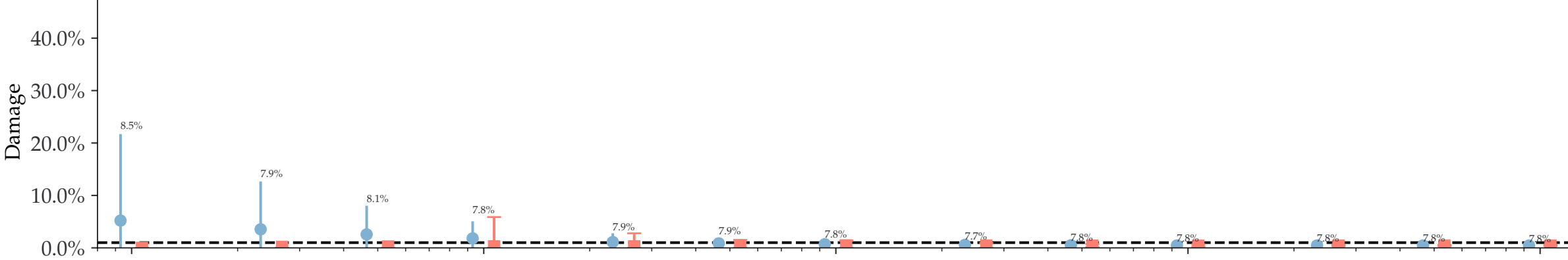
Species = homo



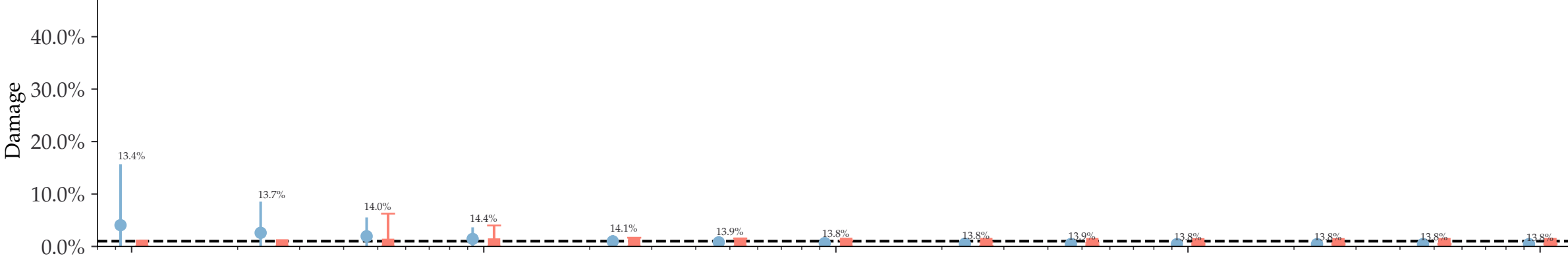
Species = betula



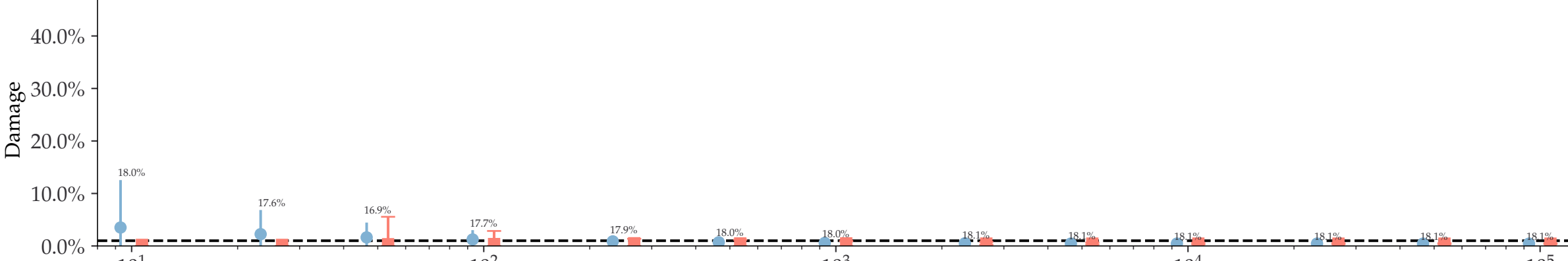
Species = GC-low



Species = GC-mid



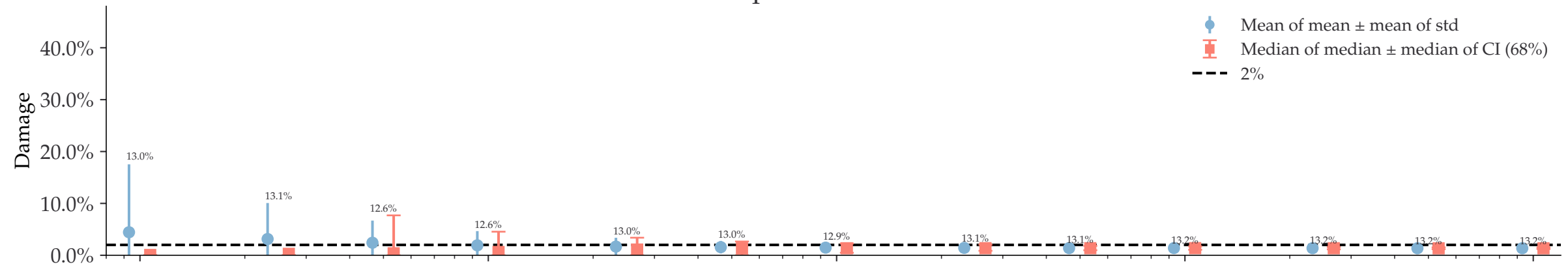
Species = GC-high



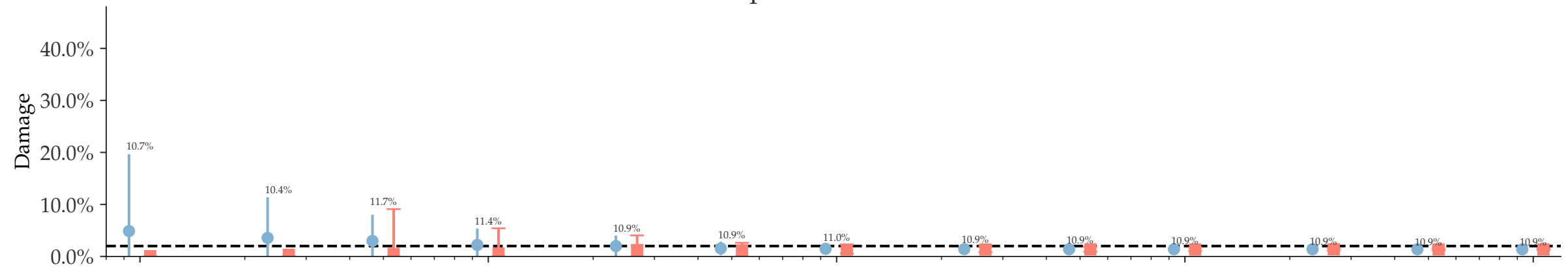
Number of reads

Damage
Briggs damage = 0.047
Damage percent = 2%

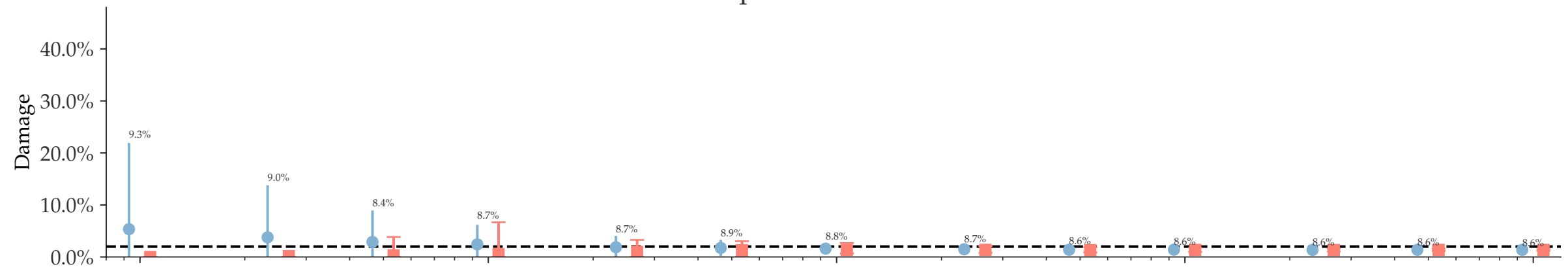
Species = homo



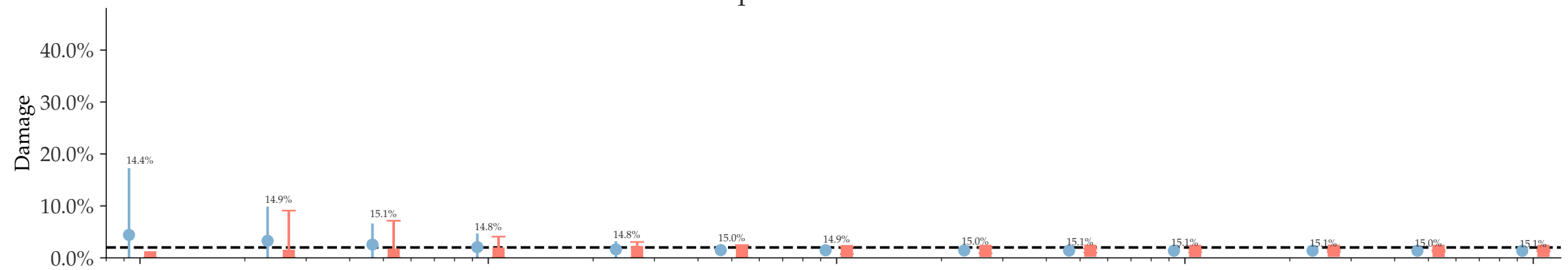
Species = betula



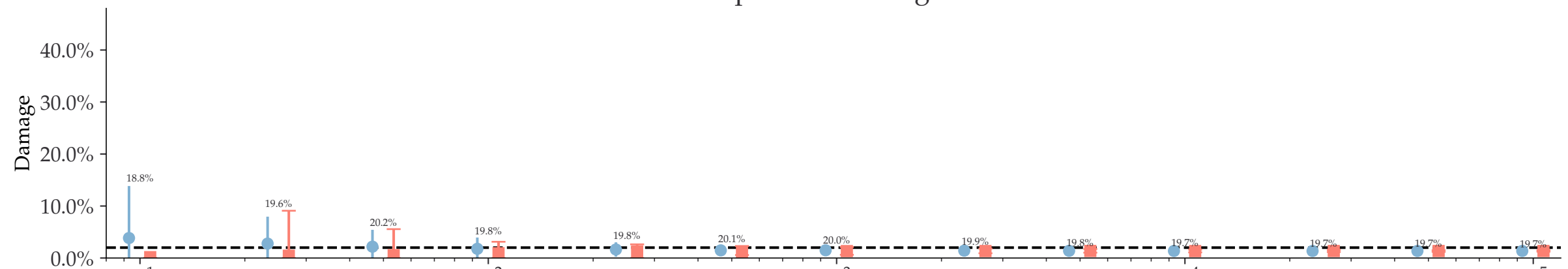
Species = GC-low



Species = GC-mid



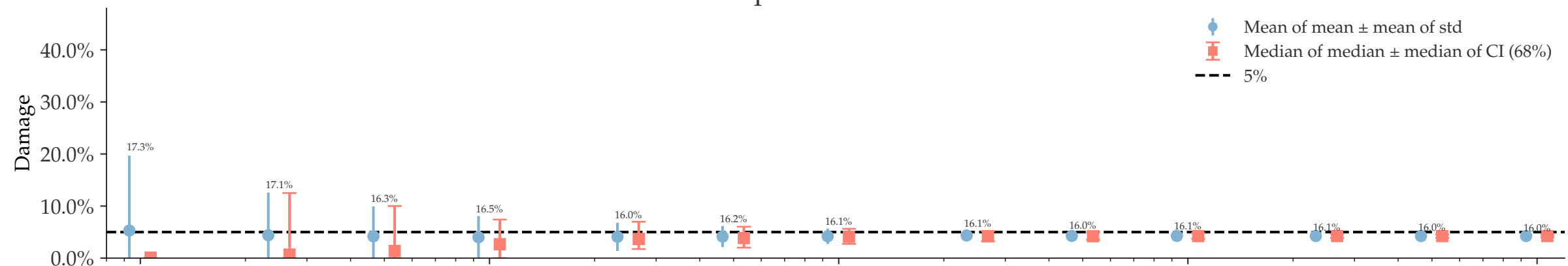
Species = GC-high



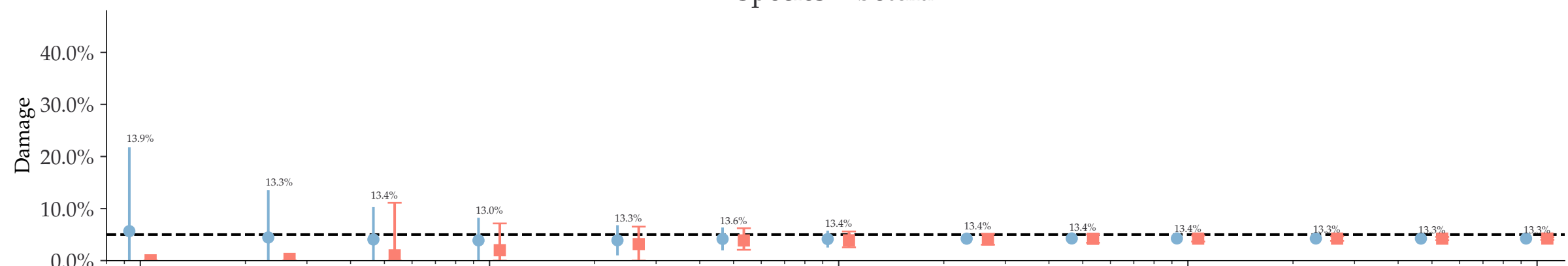
Number of reads

Damage
Briggs damage = 0.138
Damage percent = 5%

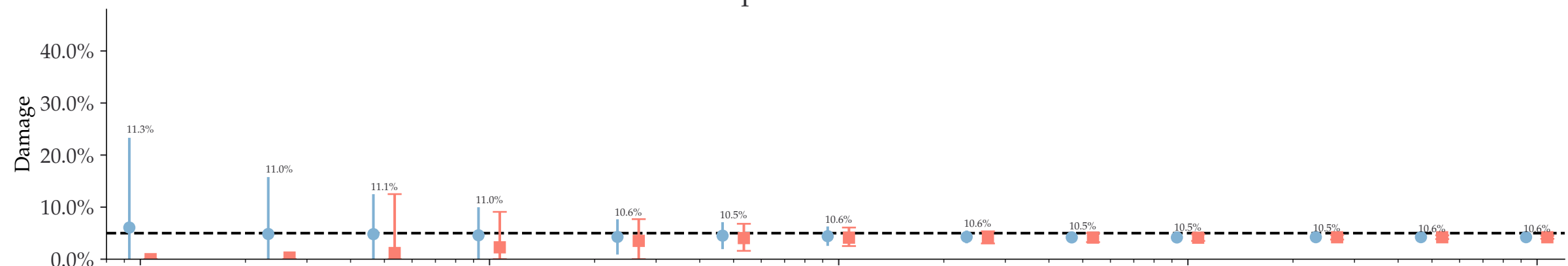
Species = homo



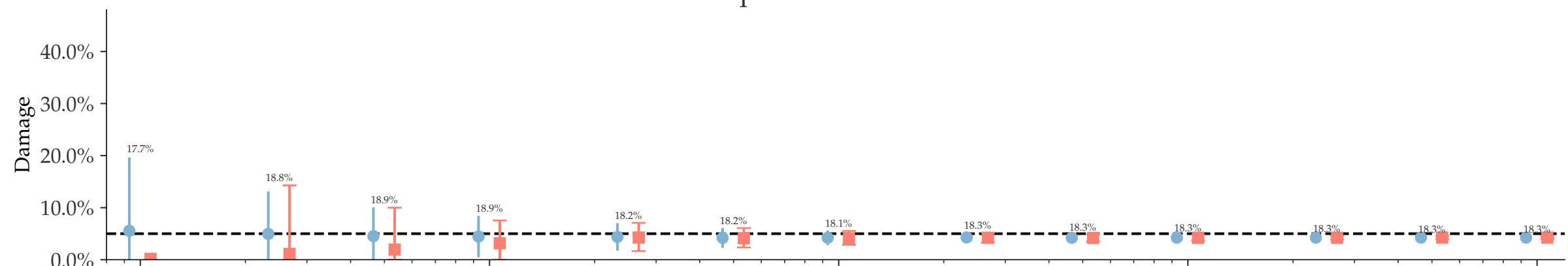
Species = betula



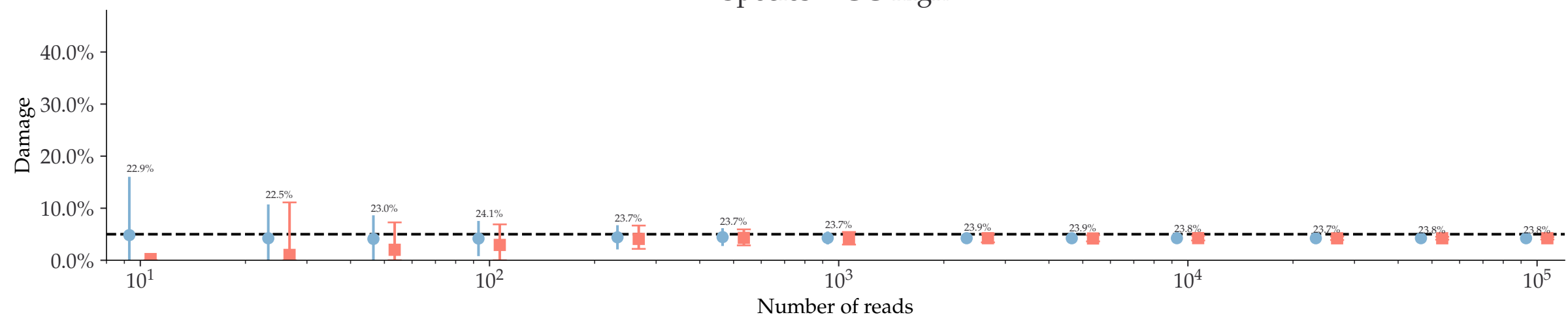
Species = GC-low



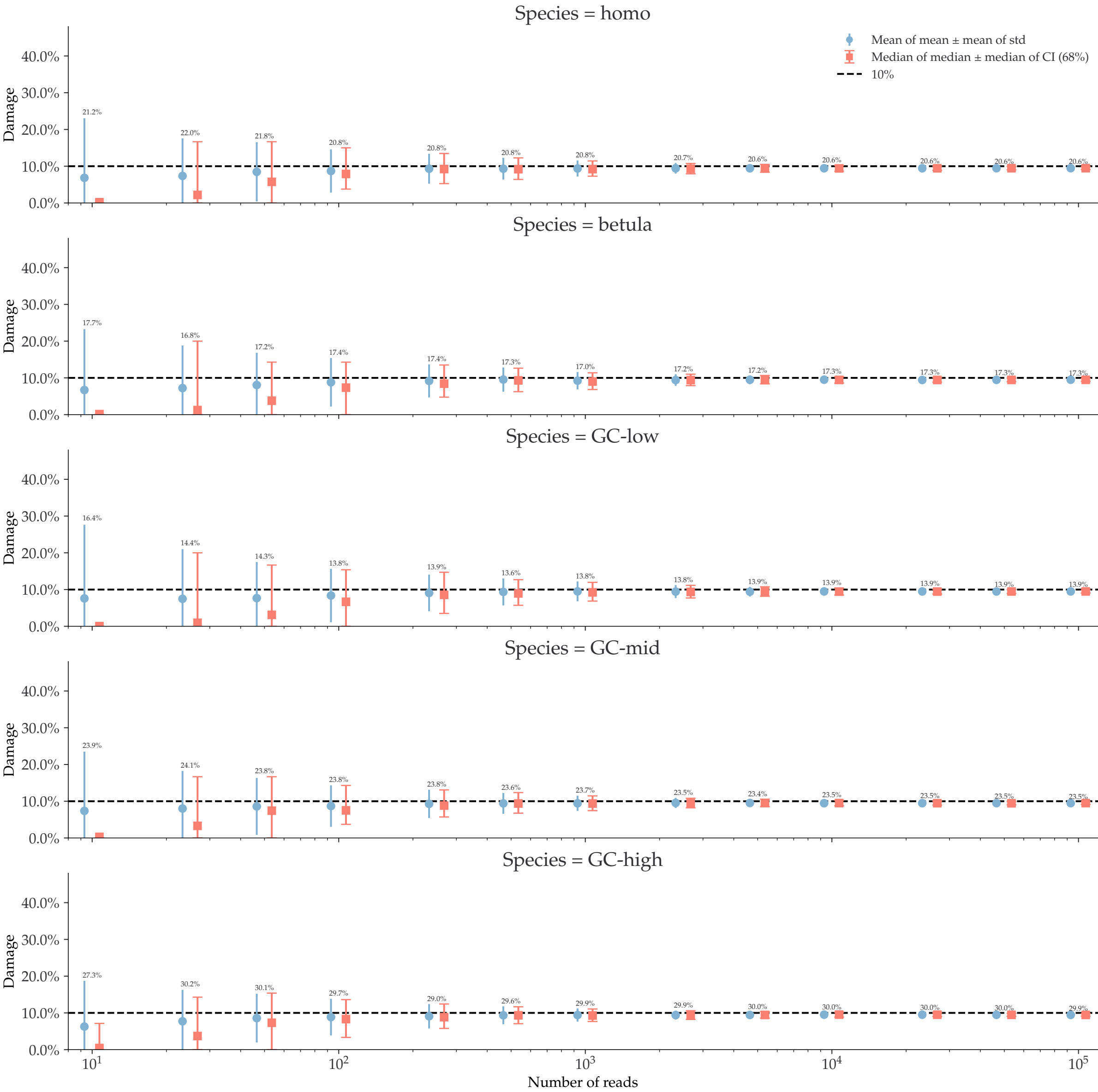
Species = GC-mid



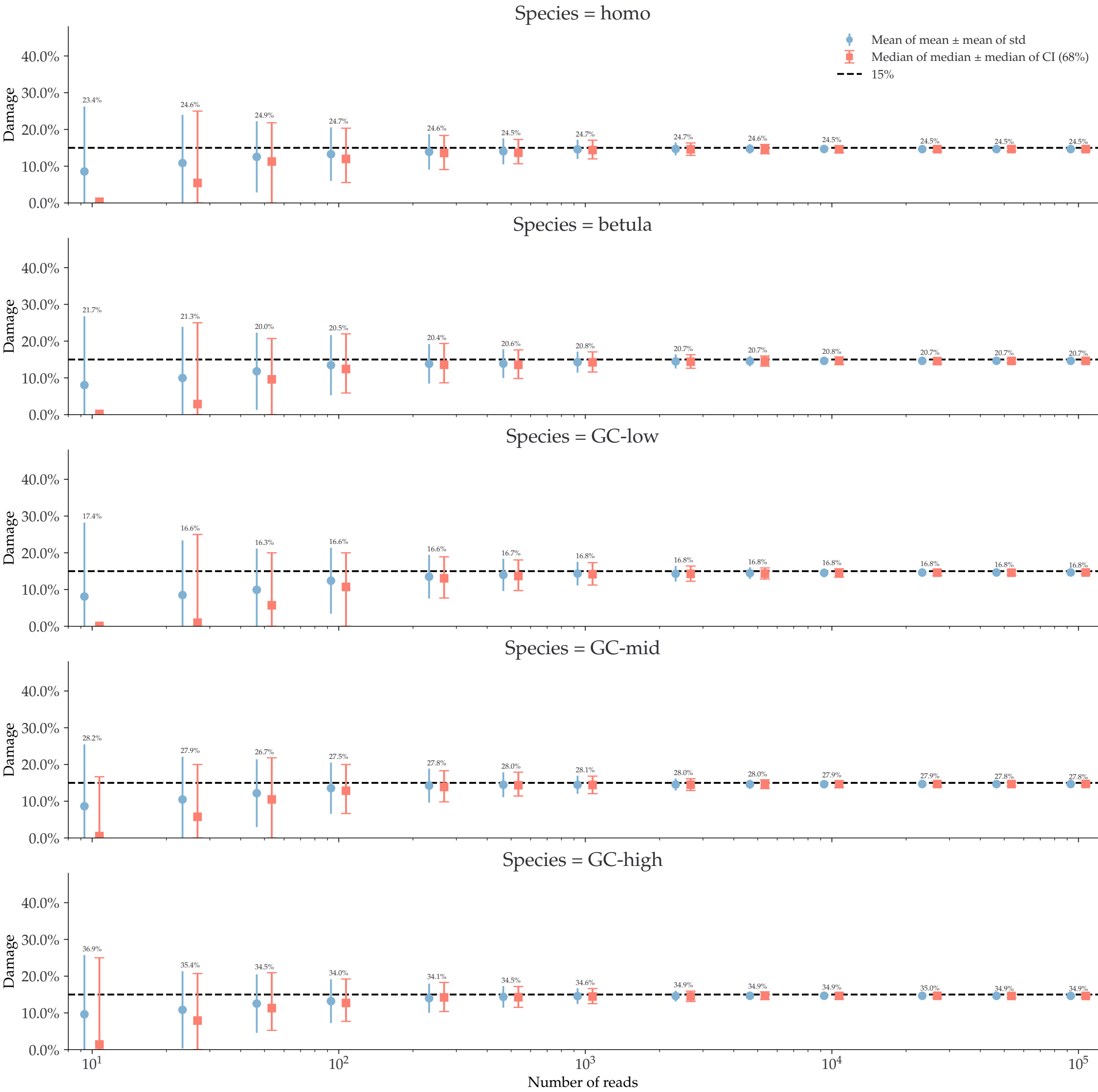
Species = GC-high



Damage
Briggs damage = 0.303
Damage percent = 10%

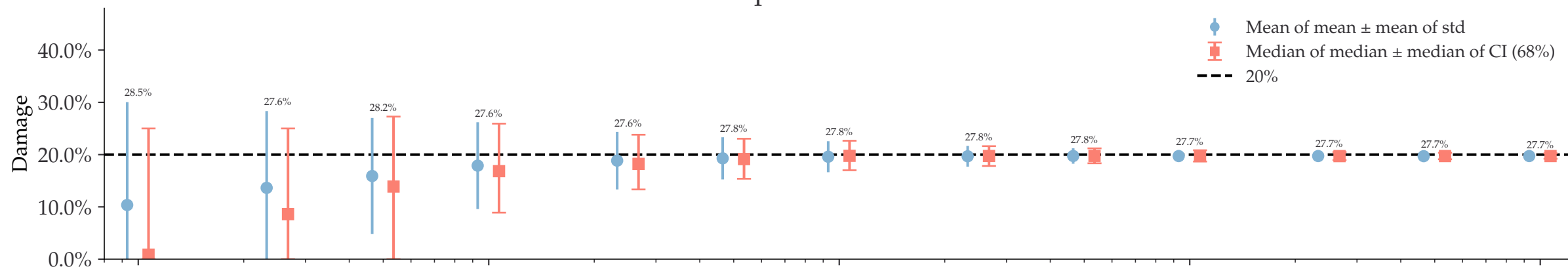


Damage
Briggs damage = 0.466
Damage percent = 15%

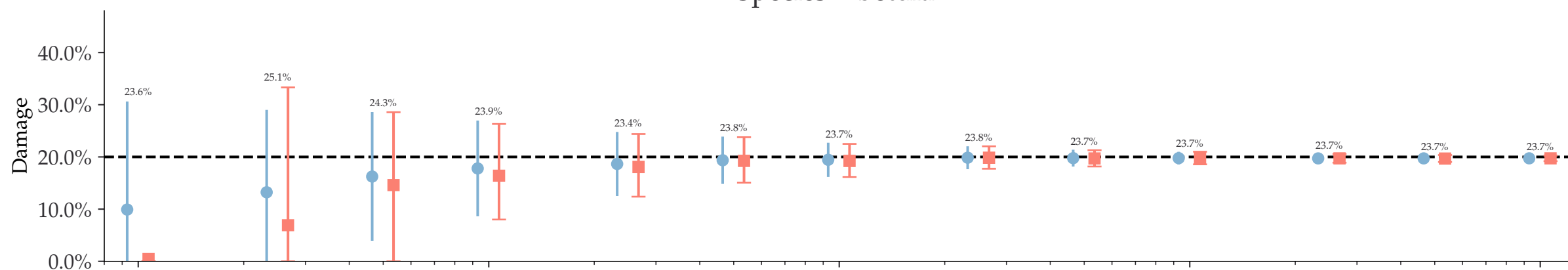


Damage
Briggs damage = 0.626
Damage percent = 20%

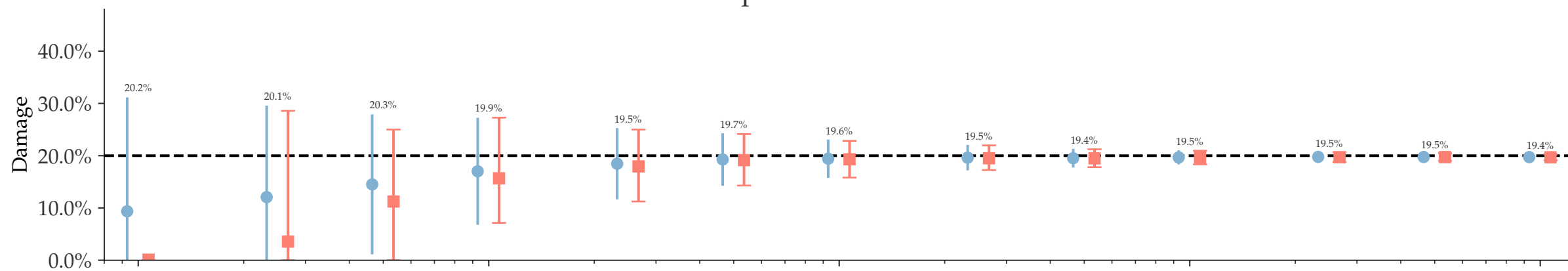
Species = homo



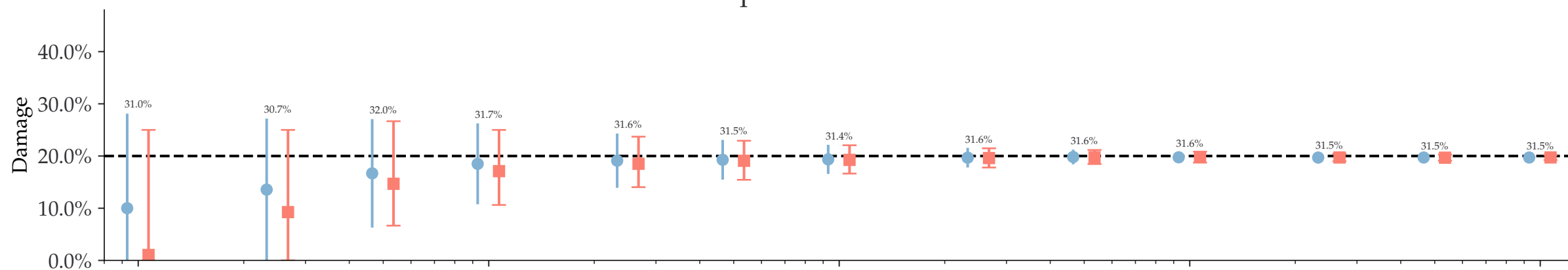
Species = betula



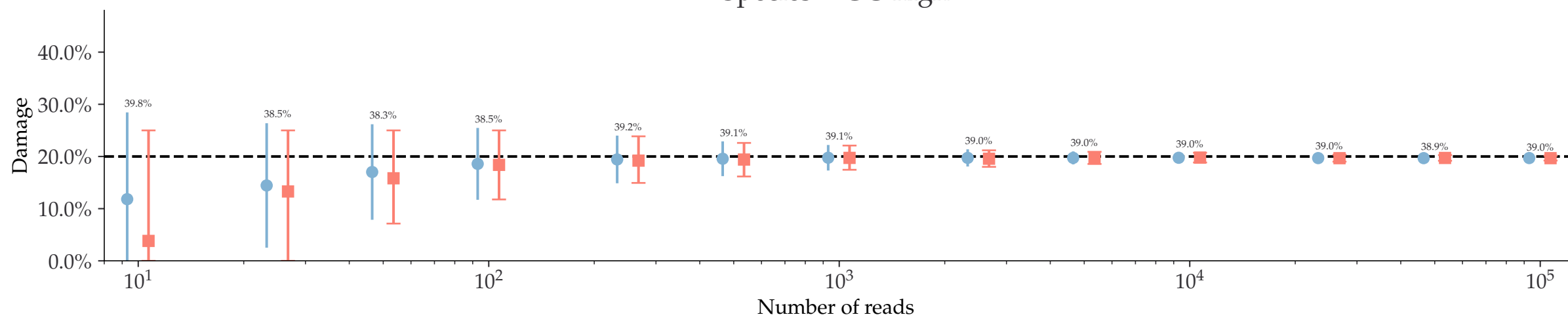
Species = GC-low



Species = GC-mid

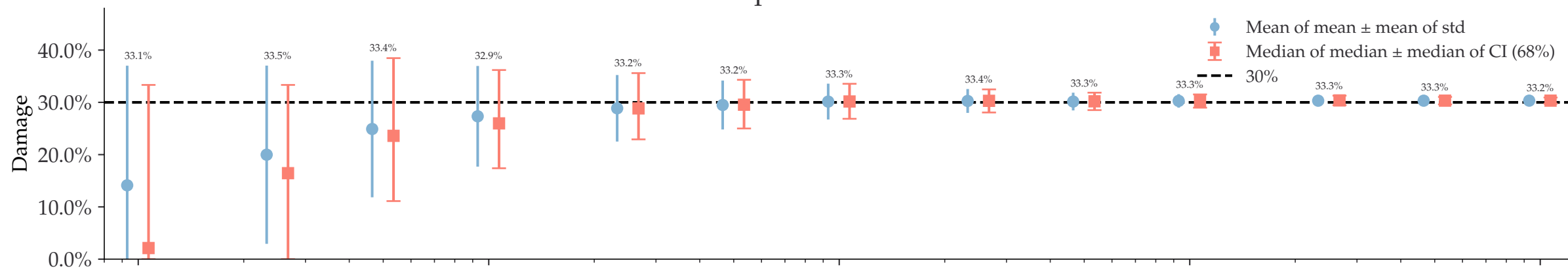


Species = GC-high

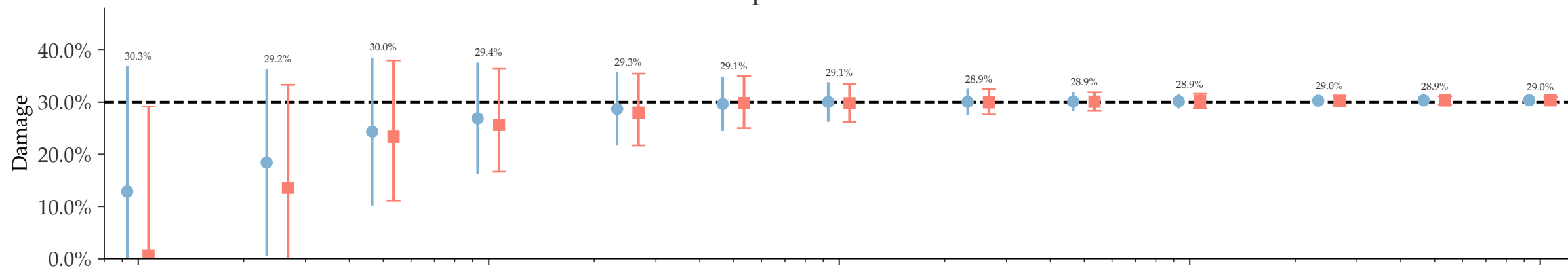


Damage
Briggs damage = 0.96
Damage percent = 30%

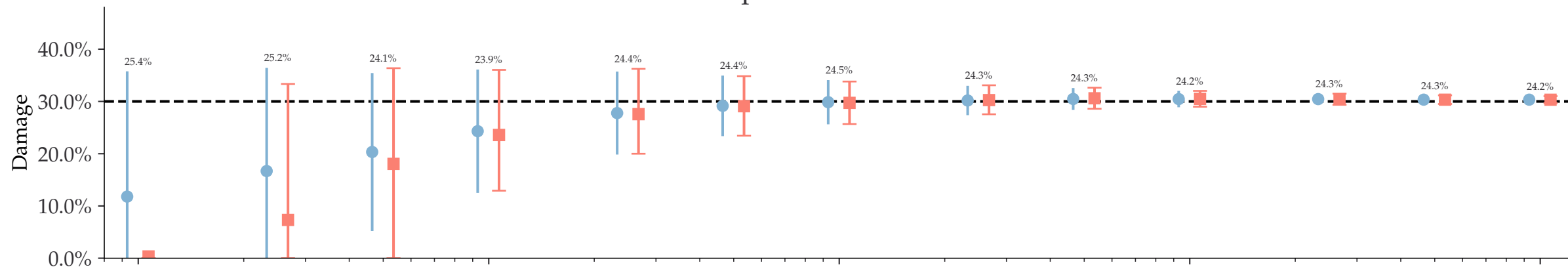
Species = homo



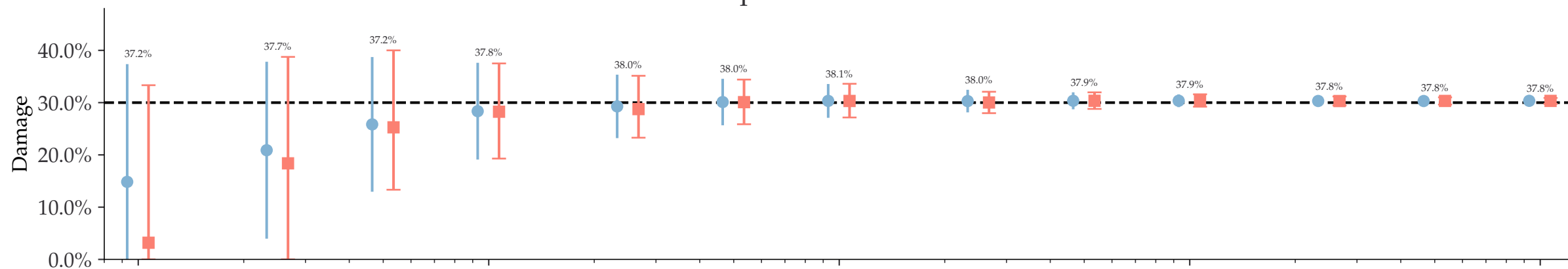
Species = betula



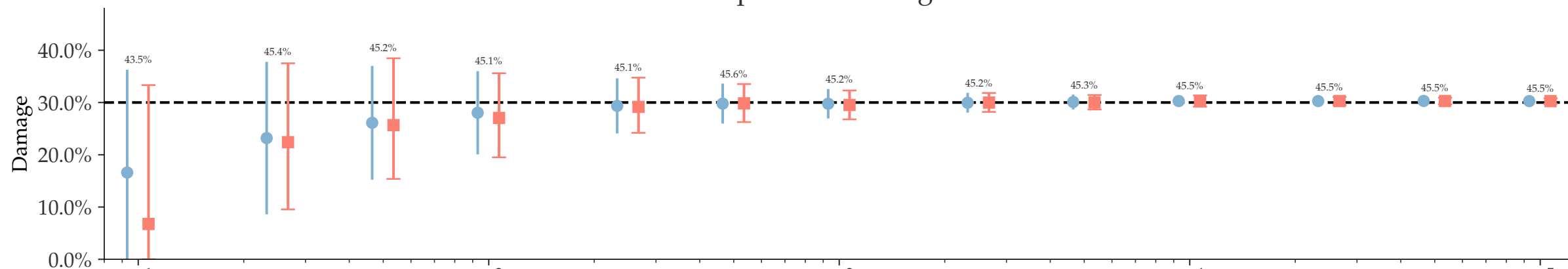
Species = GC-low



Species = GC-mid



Species = GC-high



Number of reads