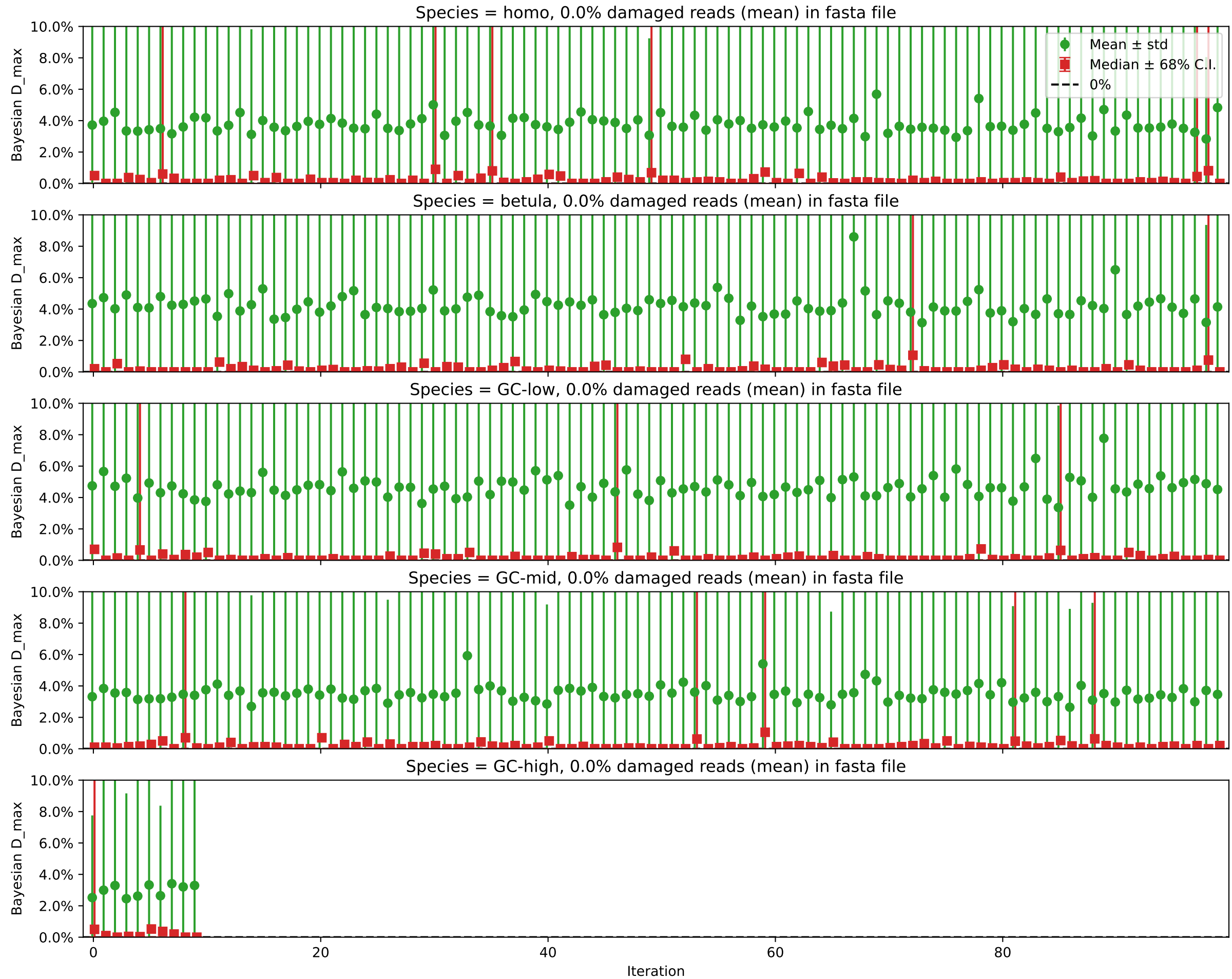
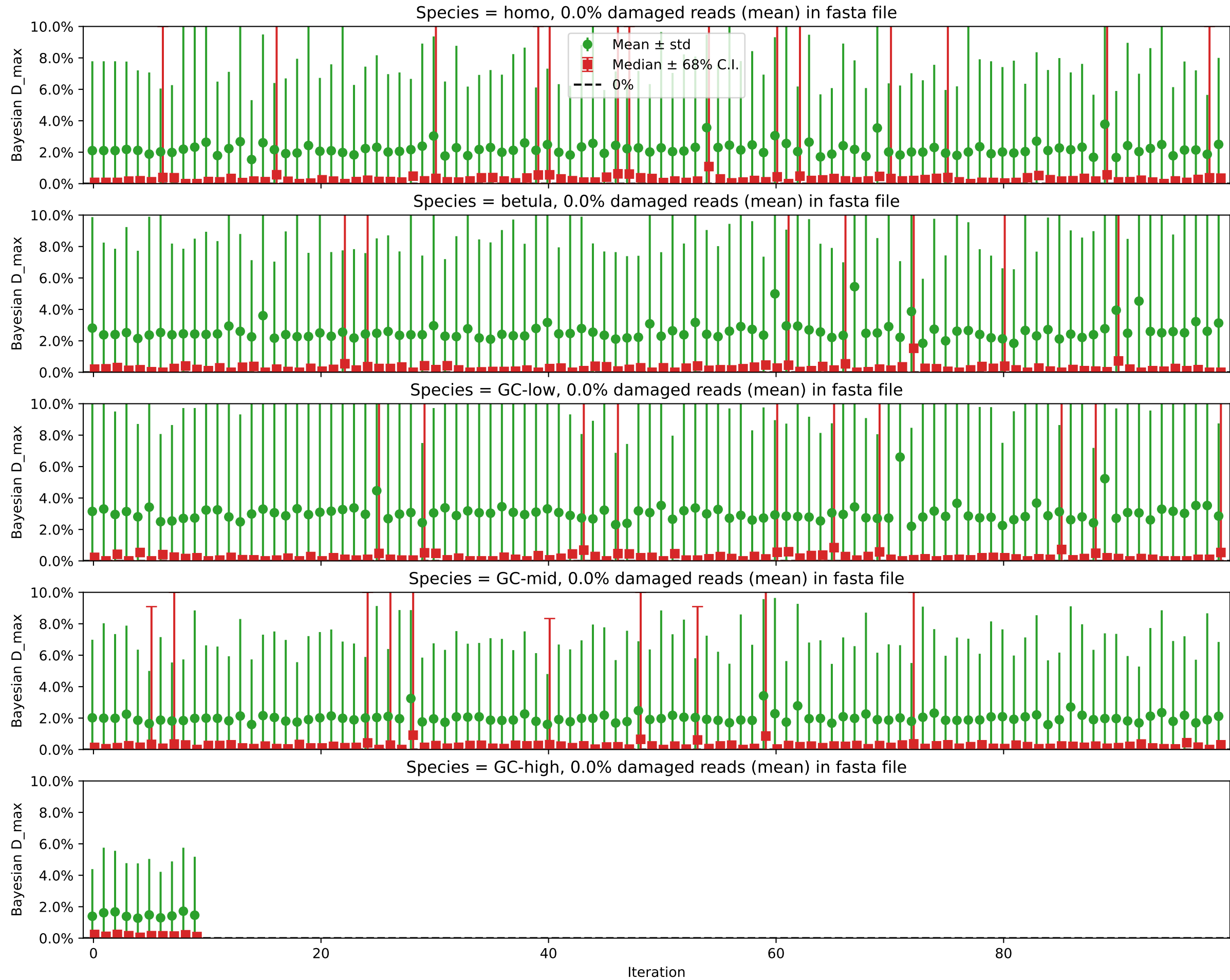


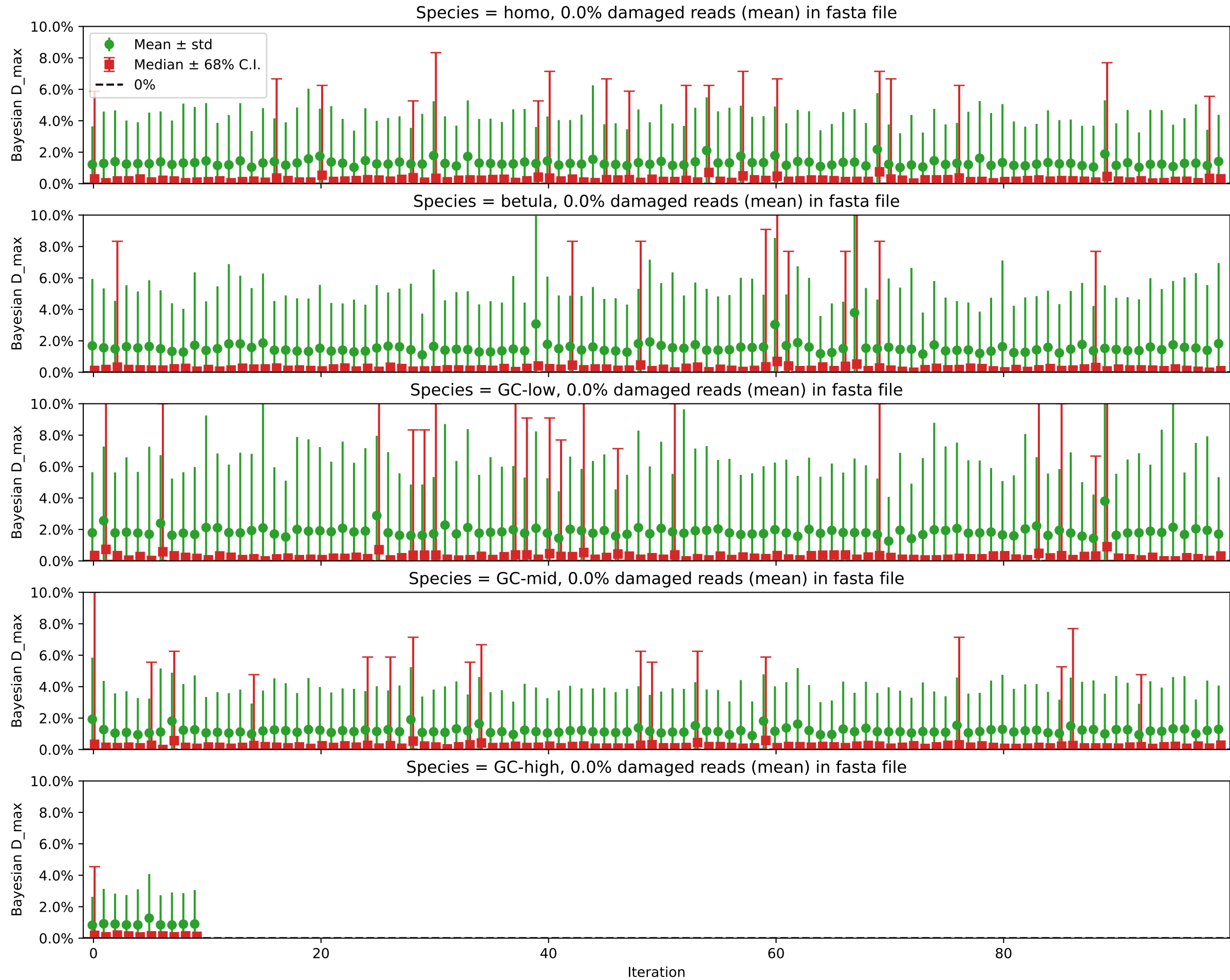
Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%



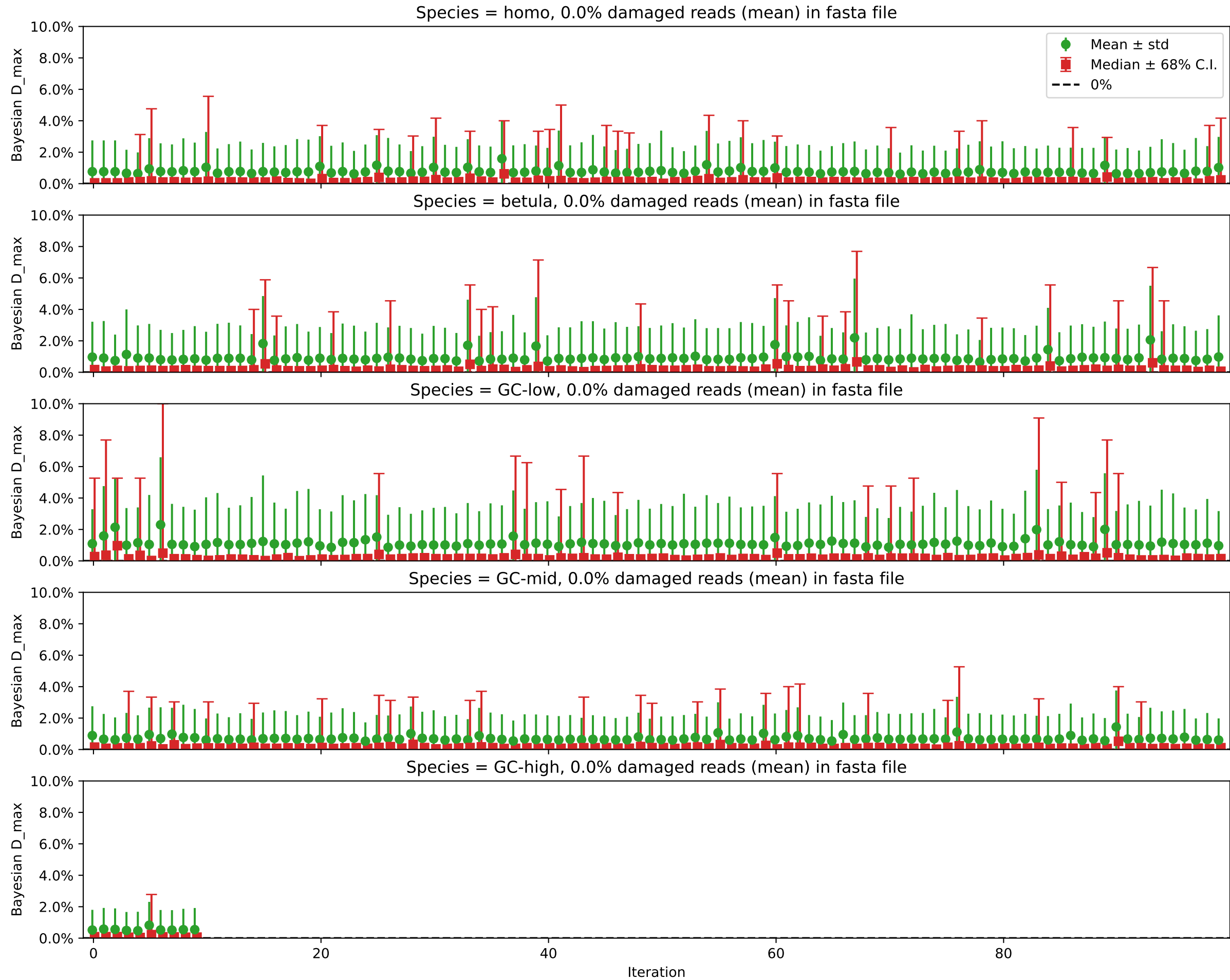
Individual damages:
25 reads
Briggs damage = 0.0
Damage percent = 0%



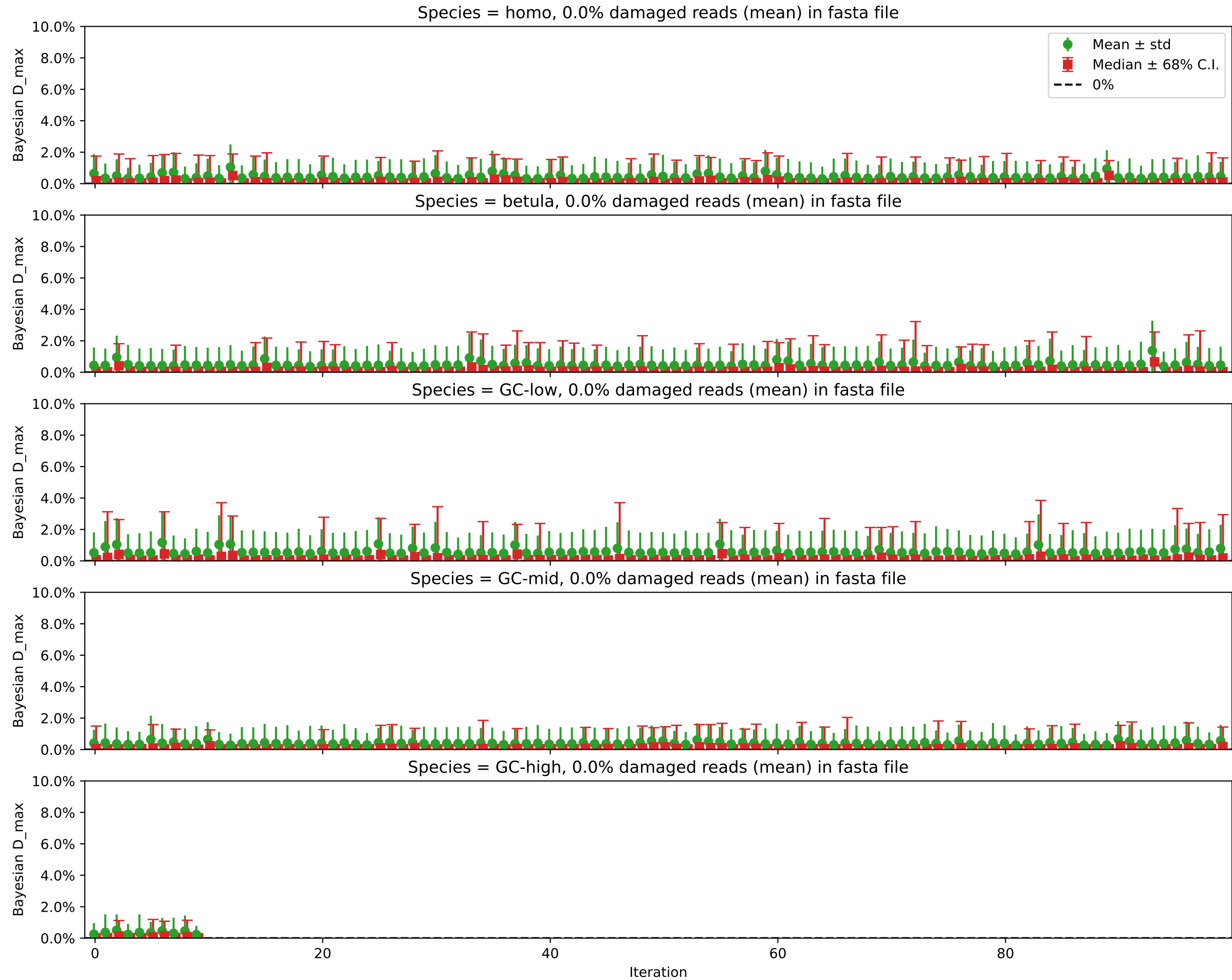
Individual damages:
50 reads
Briggs damage = 0.0
Damage percent = 0%



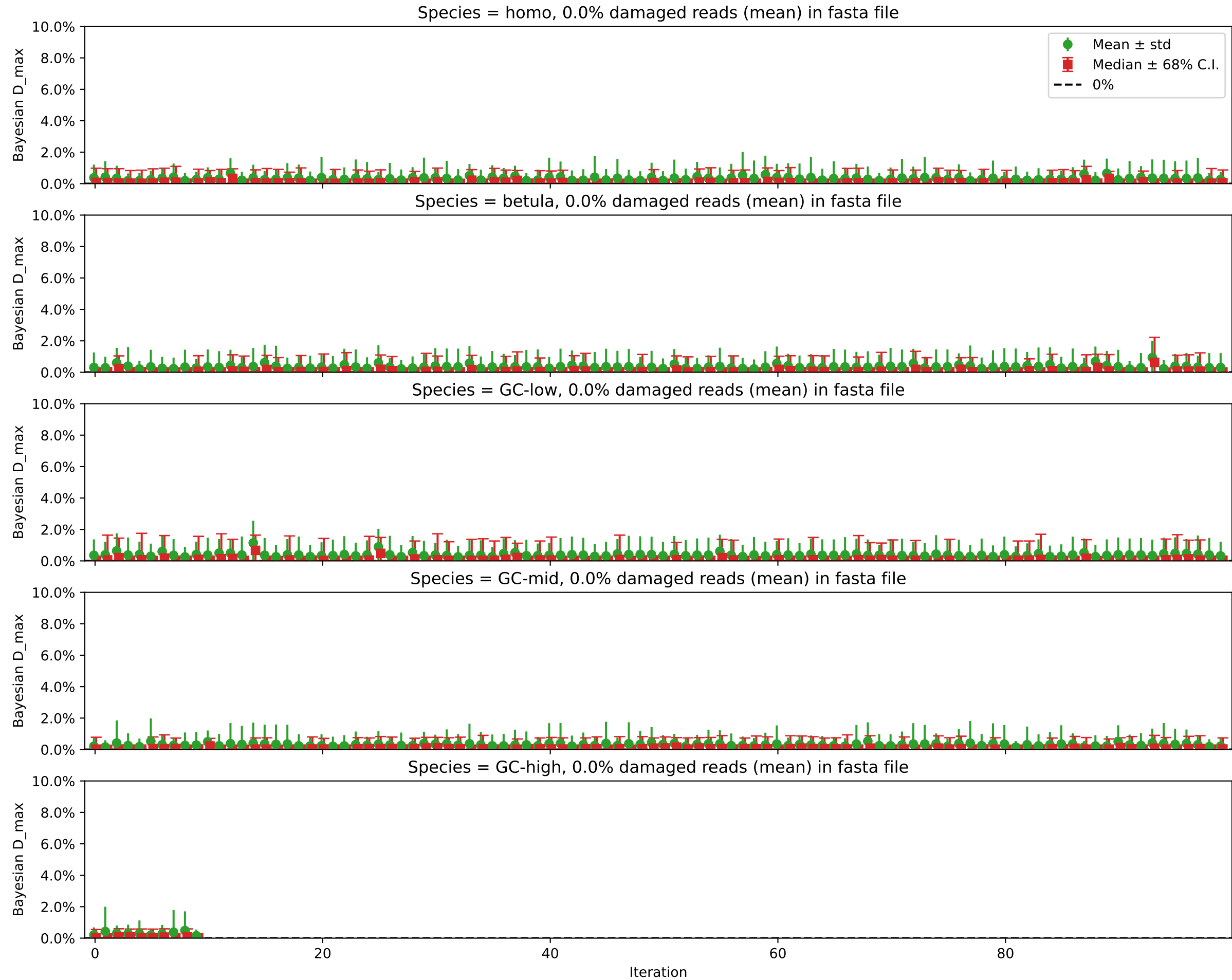
Individual damages:
100 reads
Briggs damage = 0.0
Damage percent = 0%



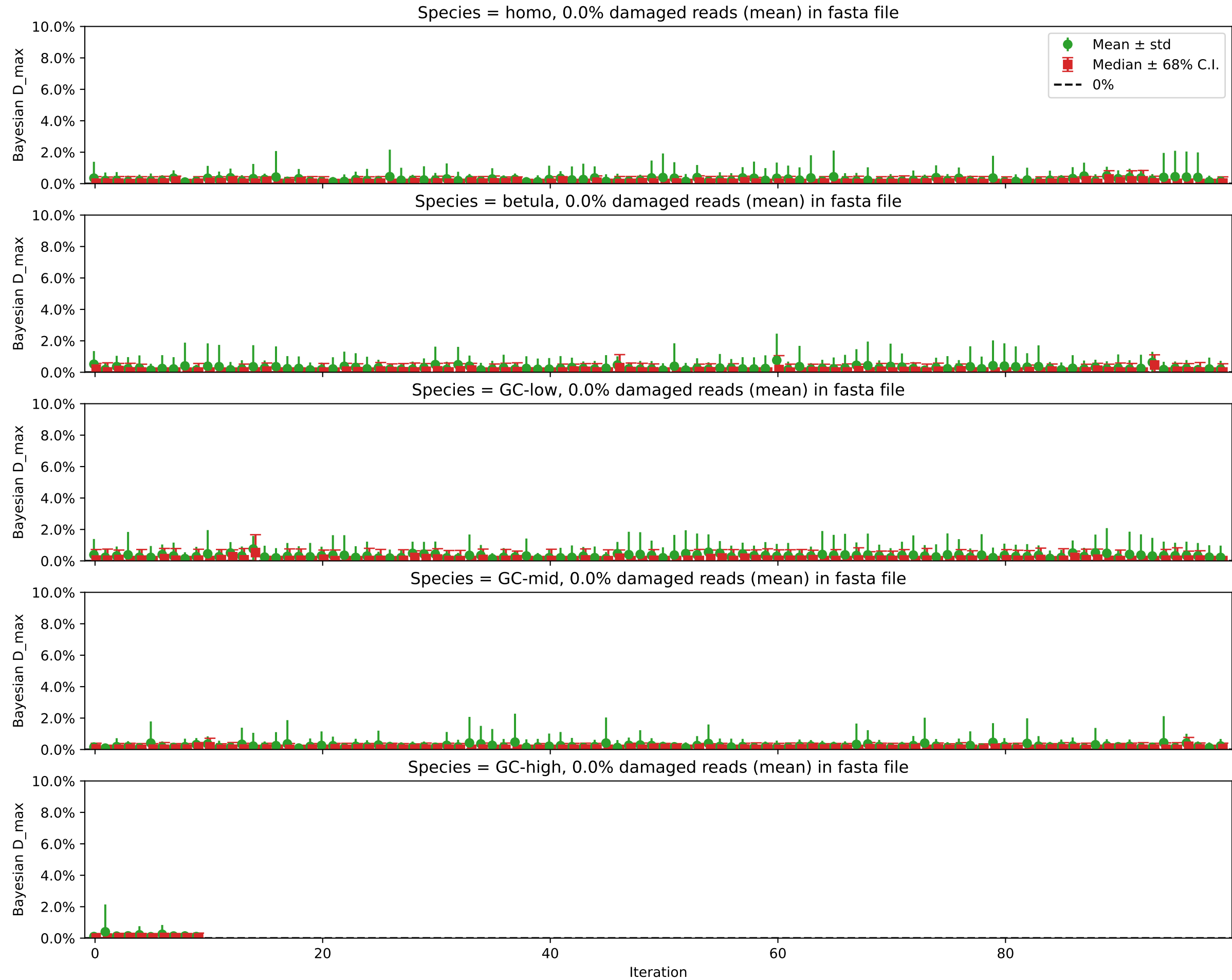
Individual damages:
250 reads
Briggs damage = 0.0
Damage percent = 0%



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



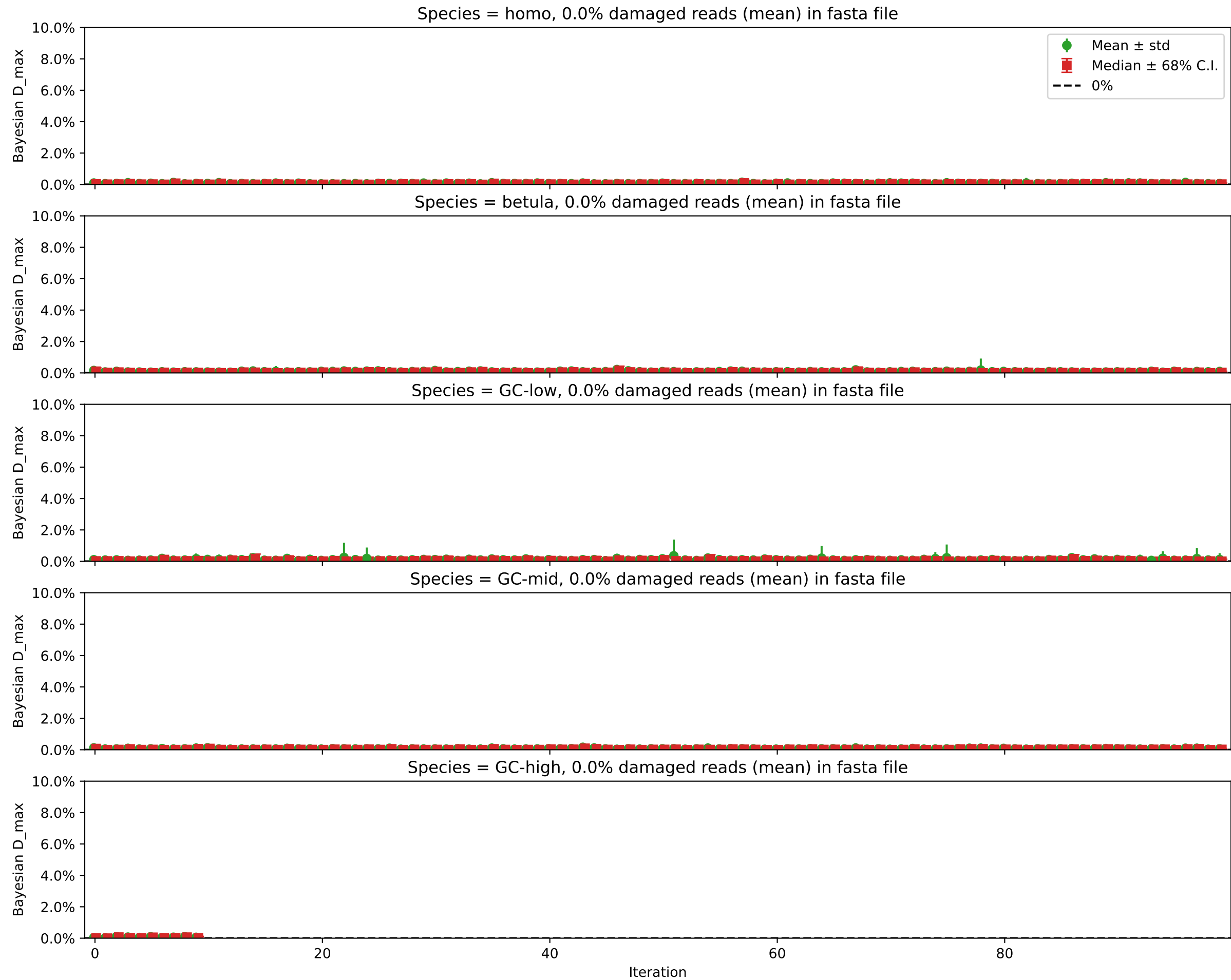
Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent = 0%



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%



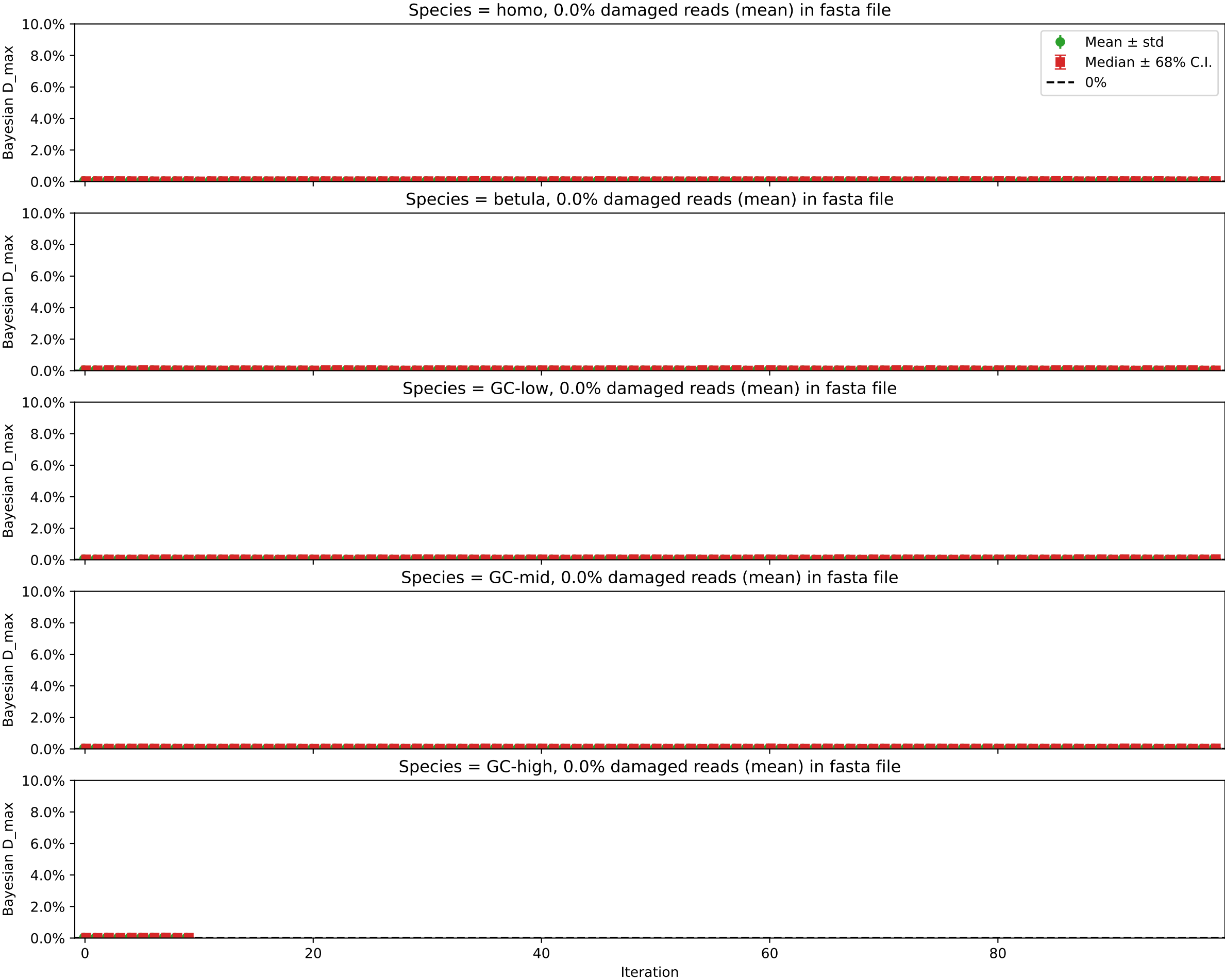
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent = 0%



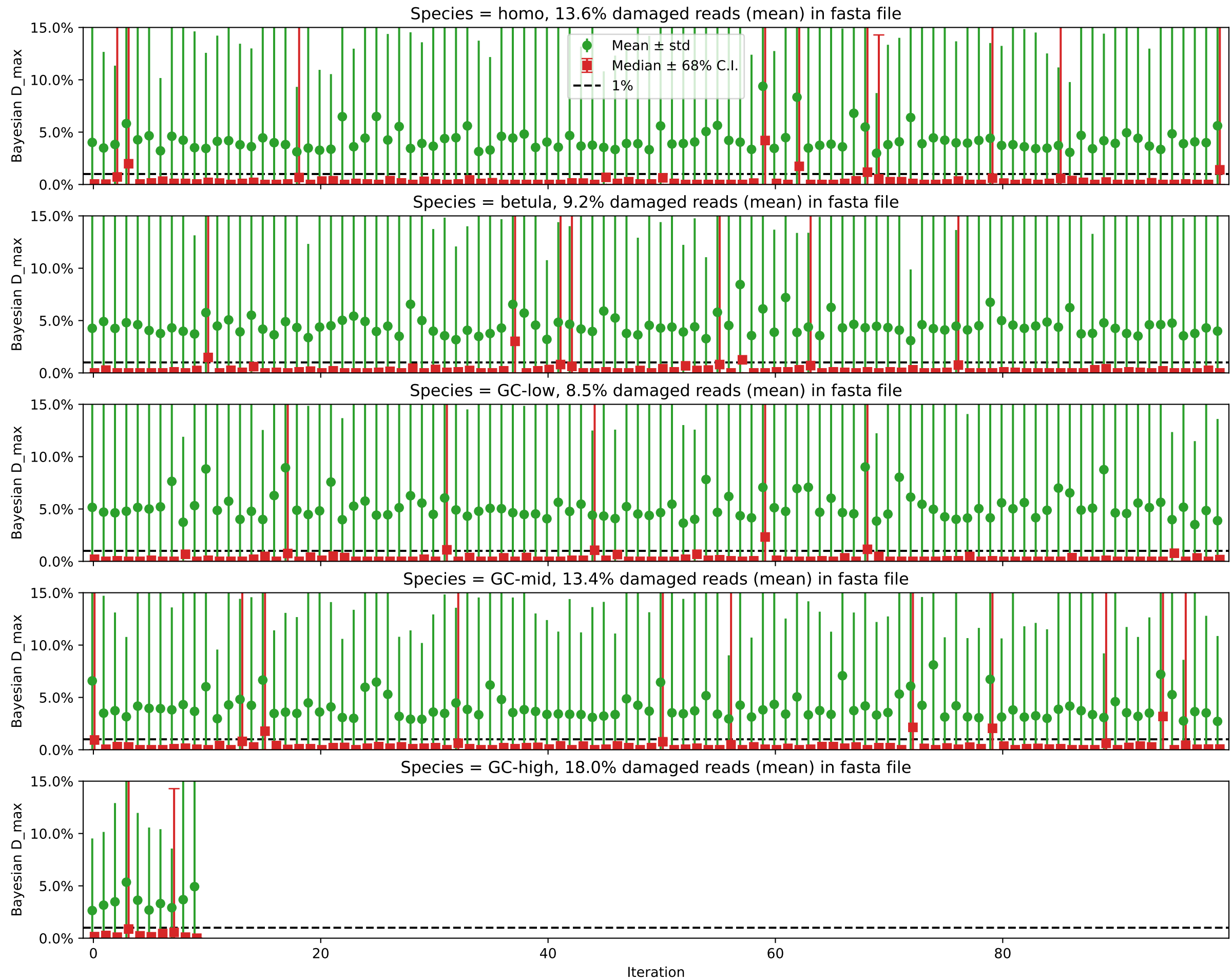
Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent = 0%



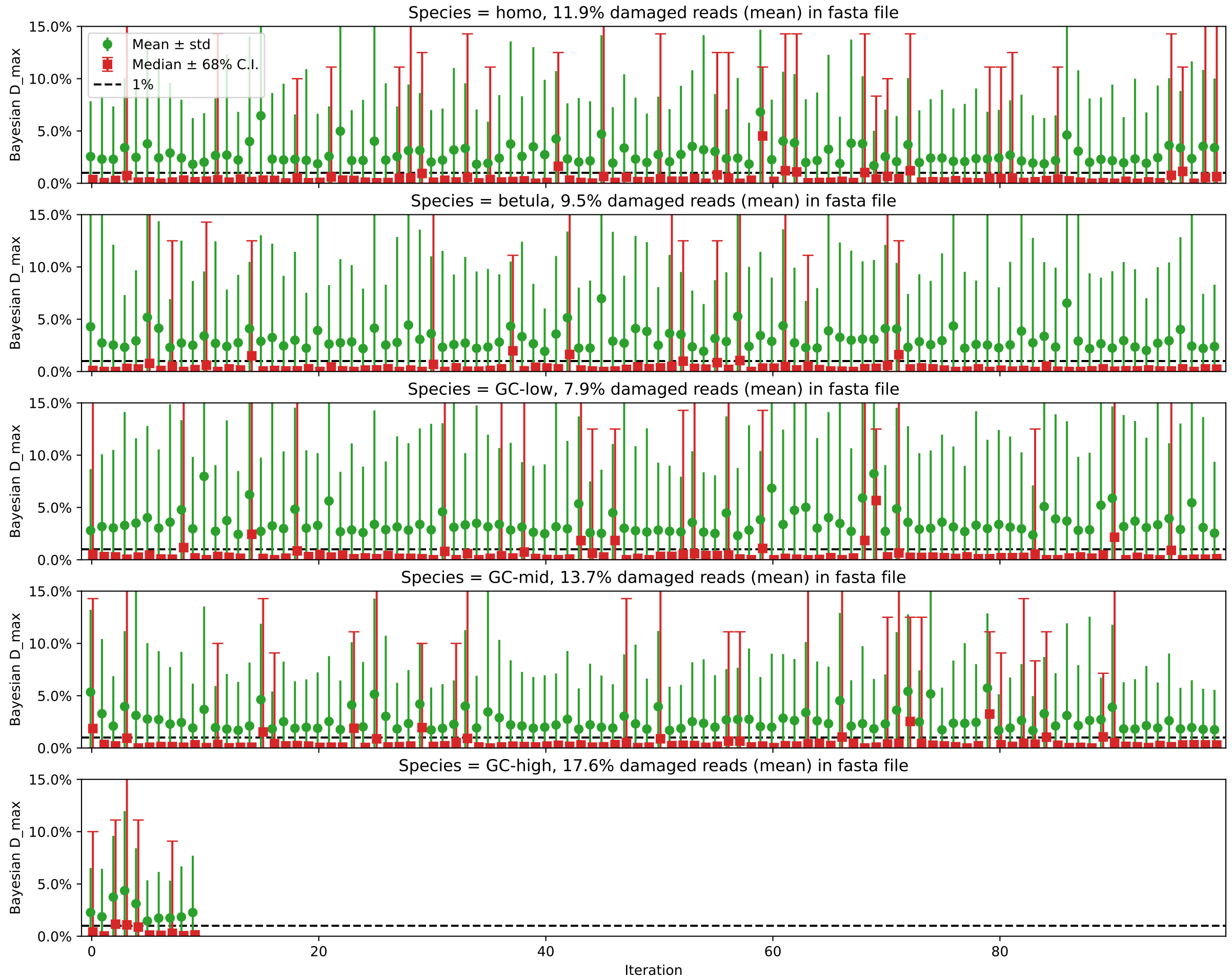
Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%



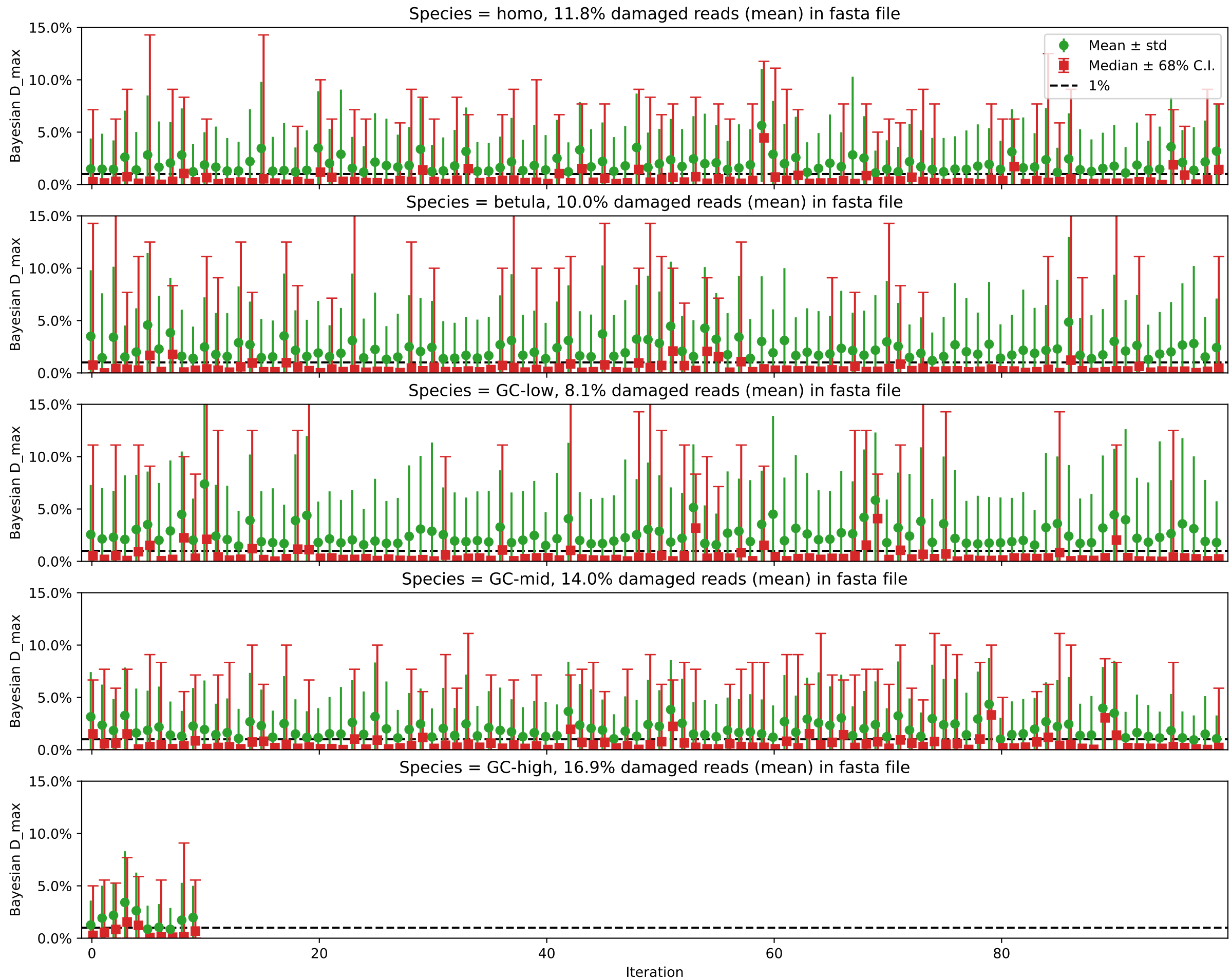
Individual damages:
10 reads
Briggs damage = 0.014
Damage percent = 1%



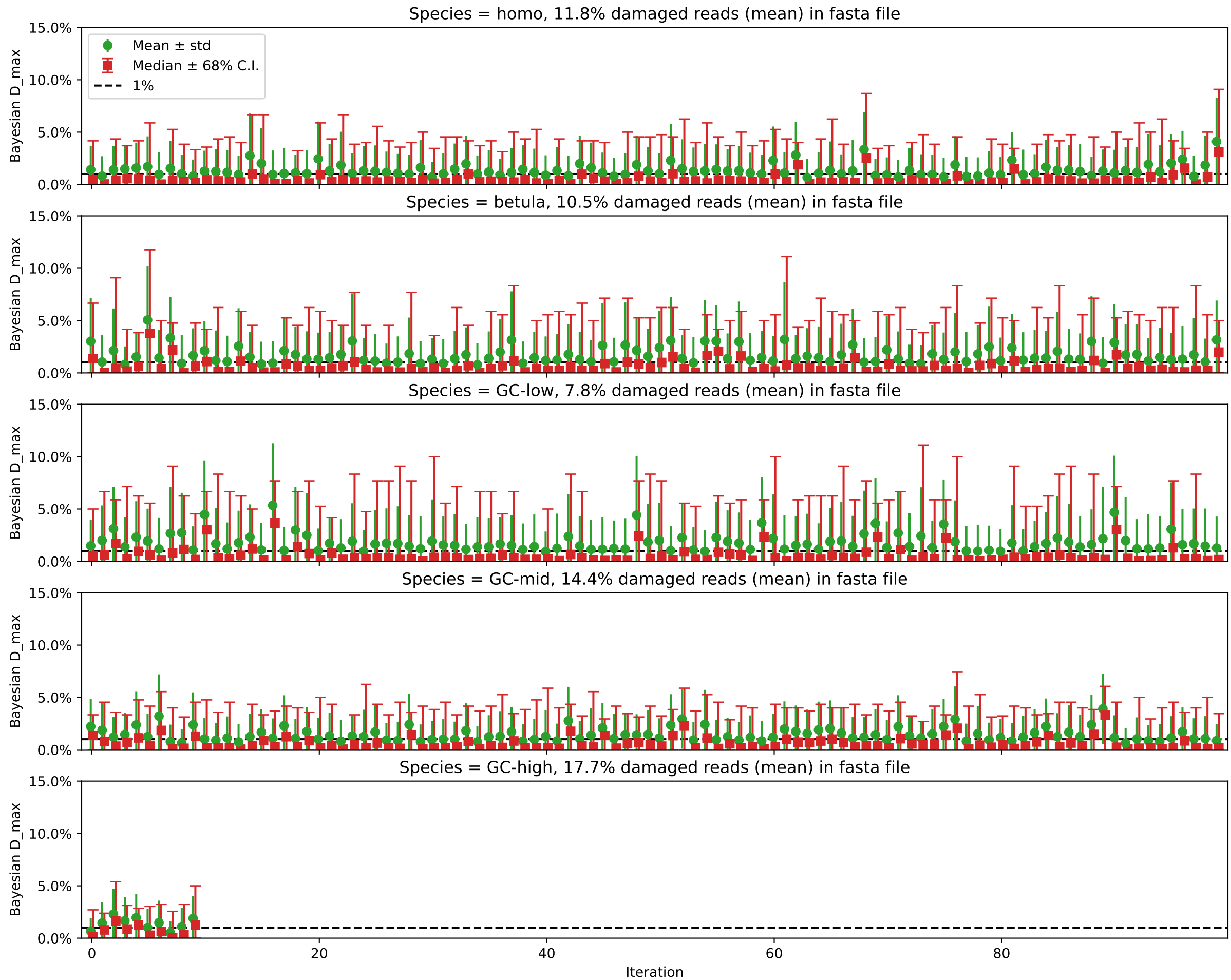
Individual damages:
25 reads
Briggs damage = 0.014
Damage percent = 1%



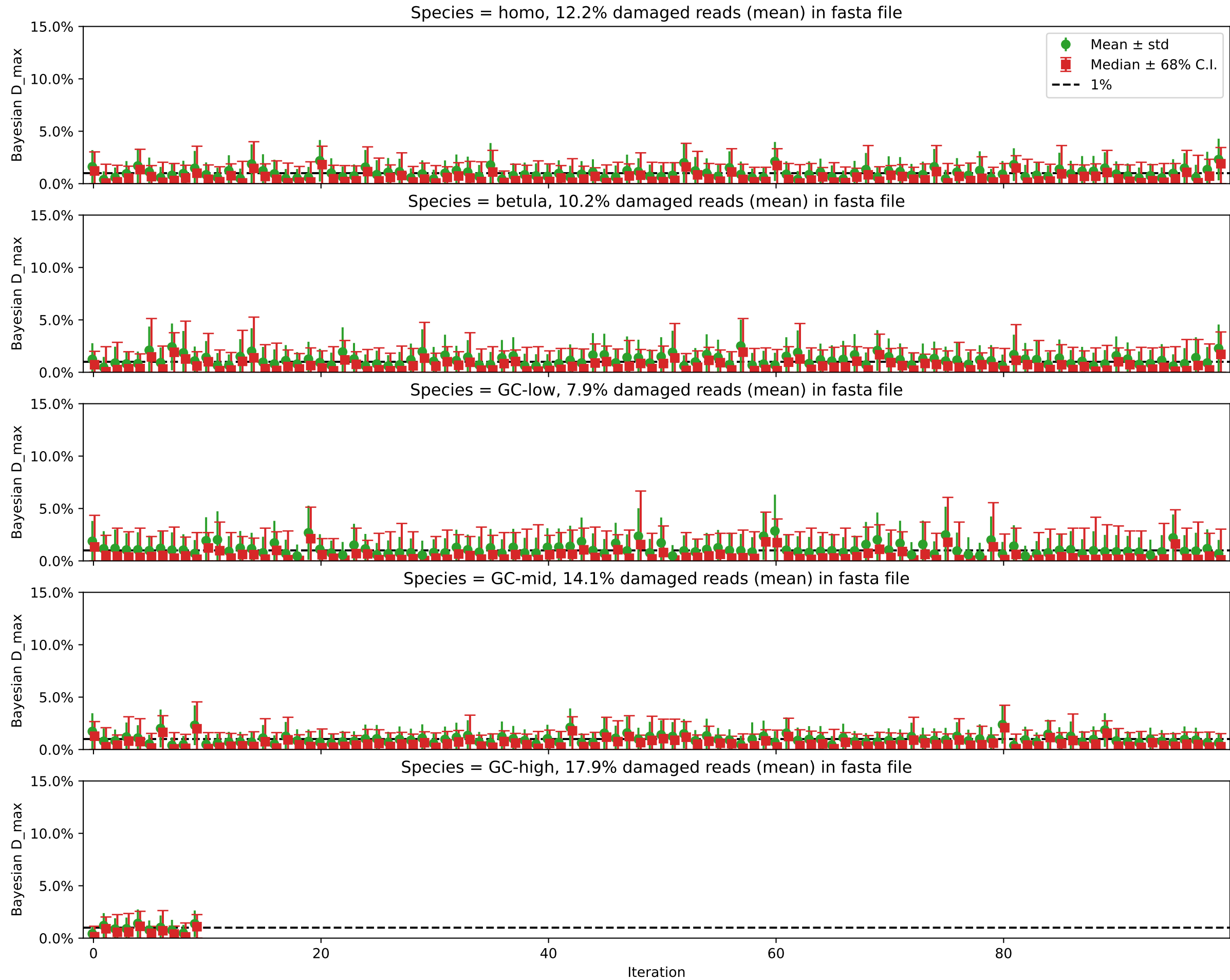
Individual damages:
50 reads
Briggs damage = 0.014
Damage percent = 1%



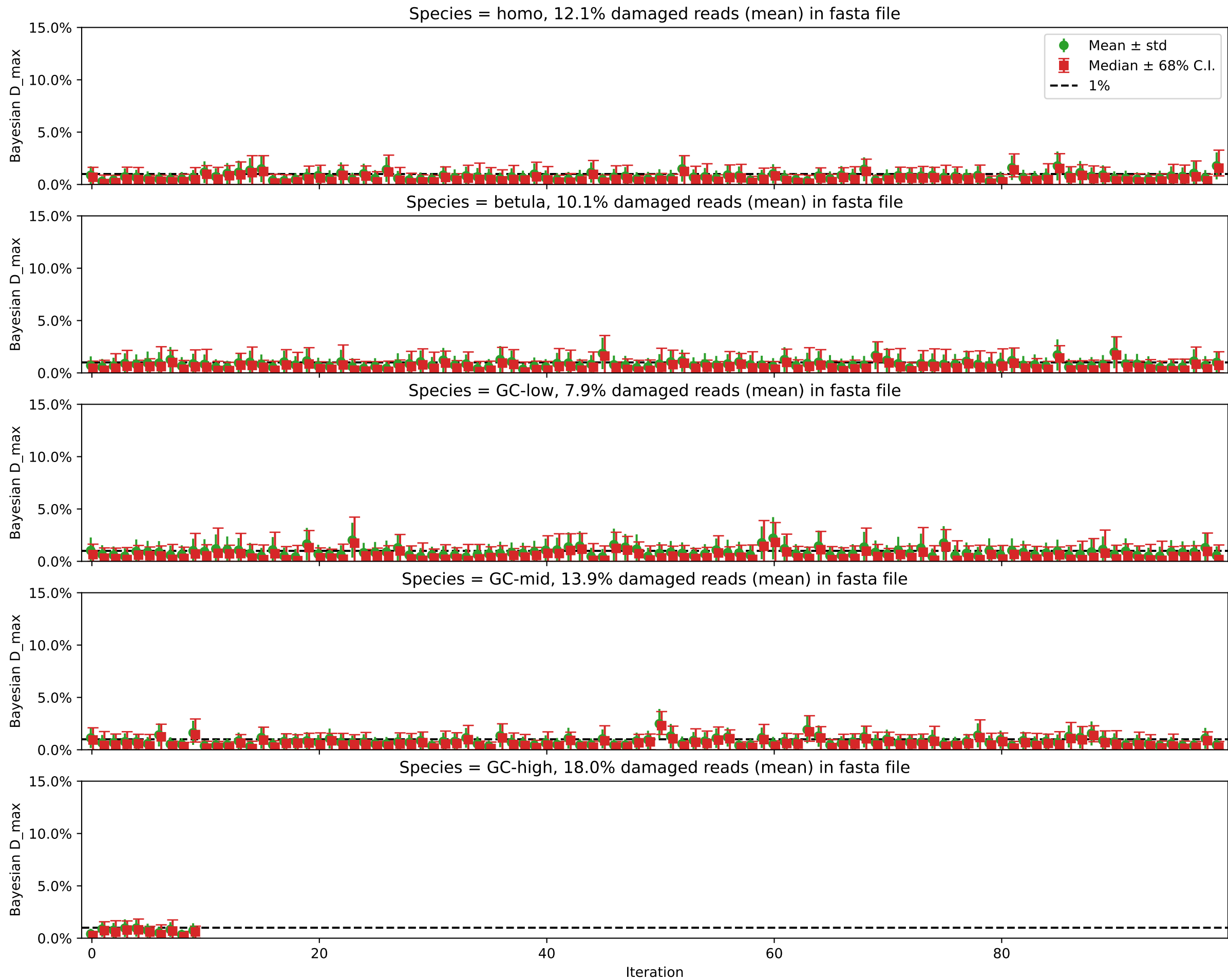
Individual damages:
100 reads
Briggs damage = 0.014
Damage percent = 1%



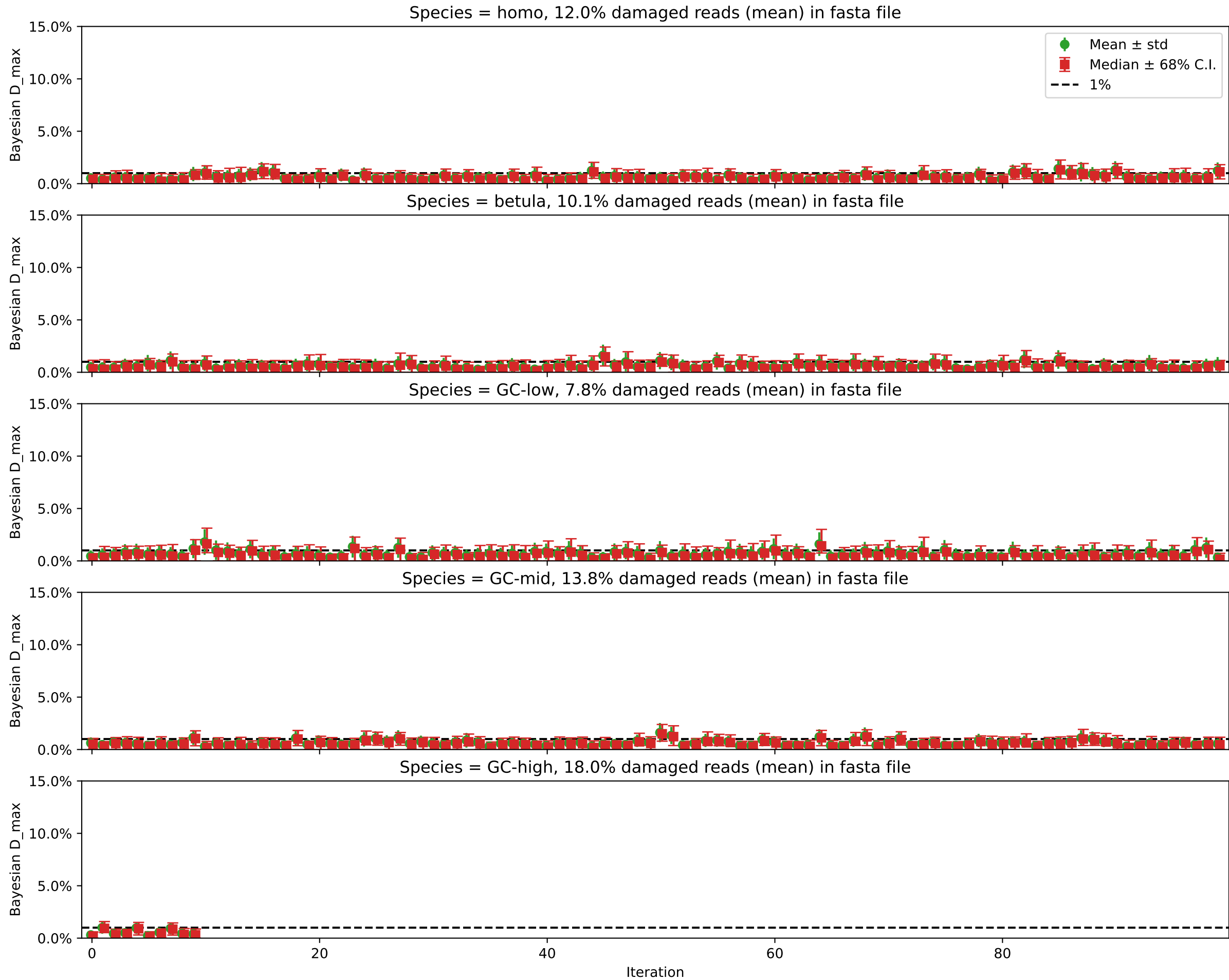
Individual damages:
250 reads
Briggs damage = 0.014
Damage percent = 1%



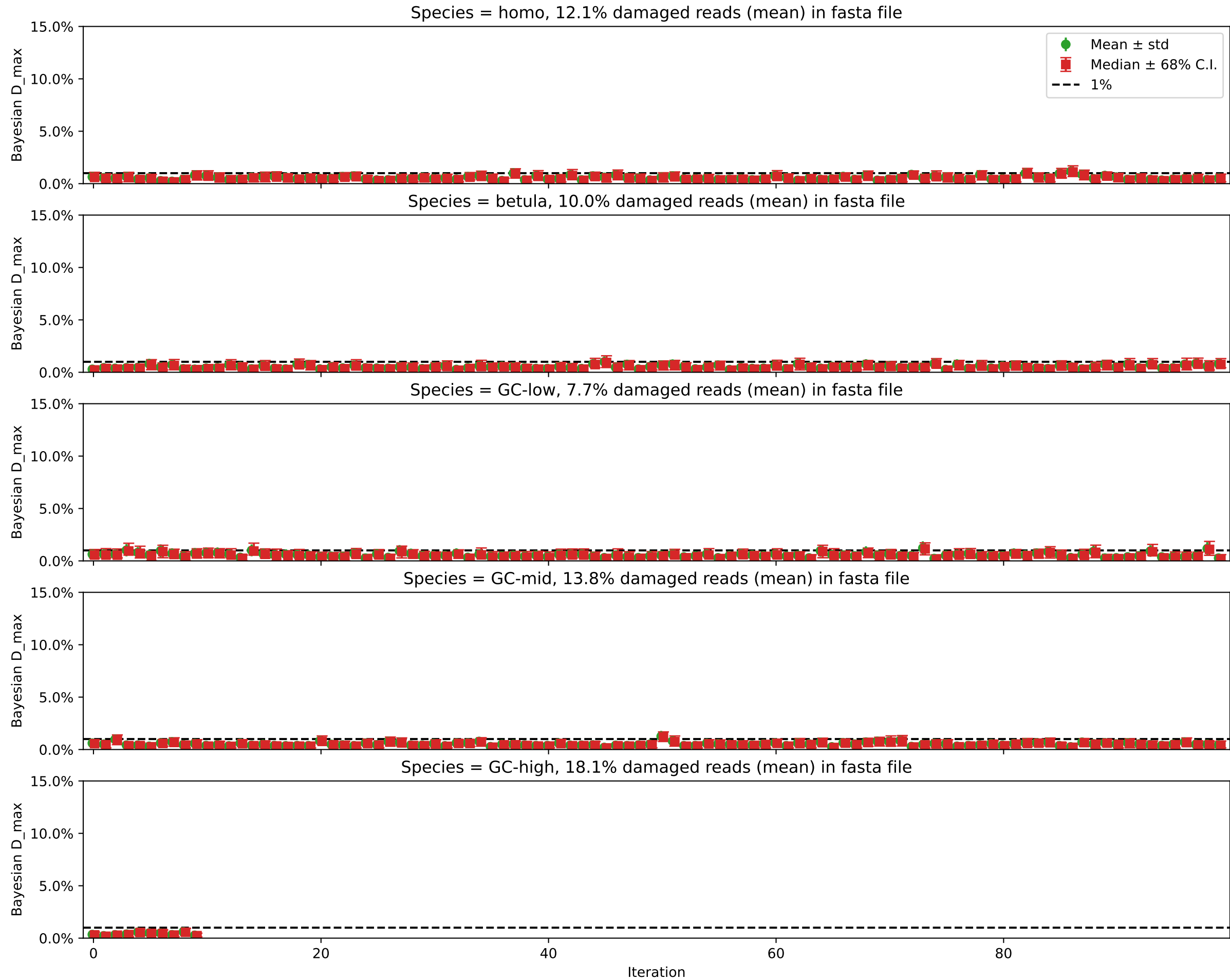
Individual damages:
500 reads
Briggs damage = 0.014
Damage percent = 1%



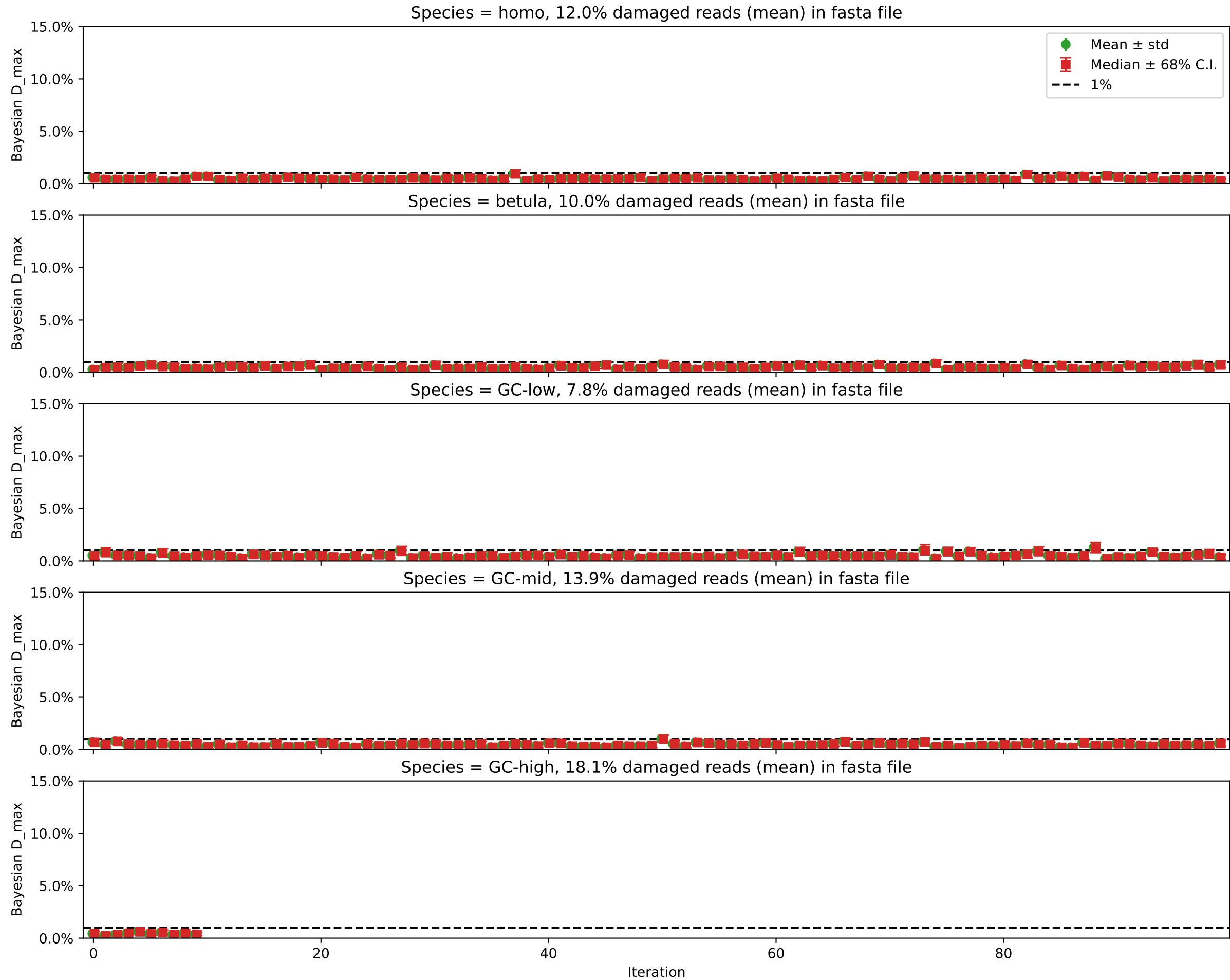
Individual damages:
1000 reads
Briggs damage = 0.014
Damage percent = 1%



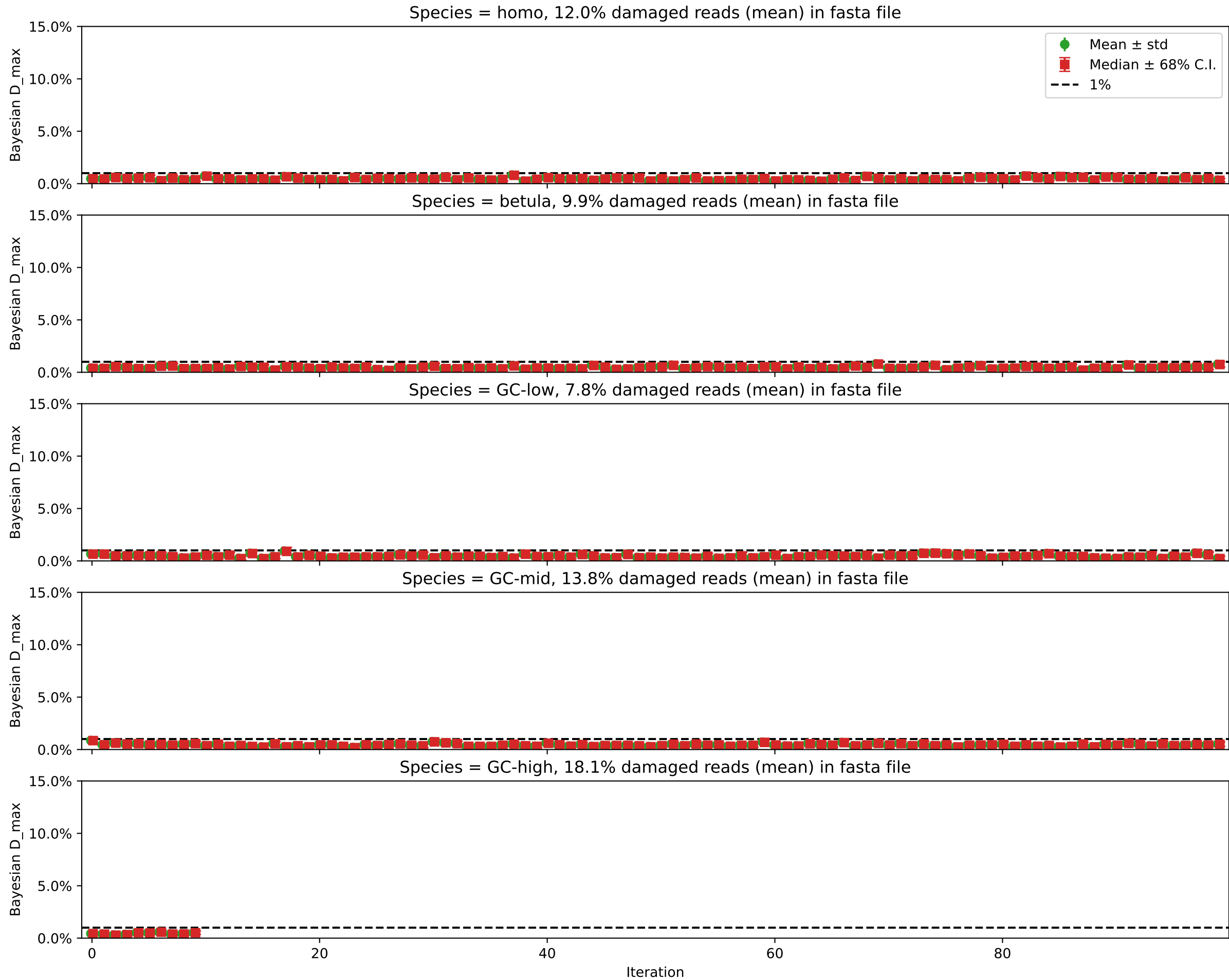
Individual damages:
2500 reads
Briggs damage = 0.014
Damage percent = 1%



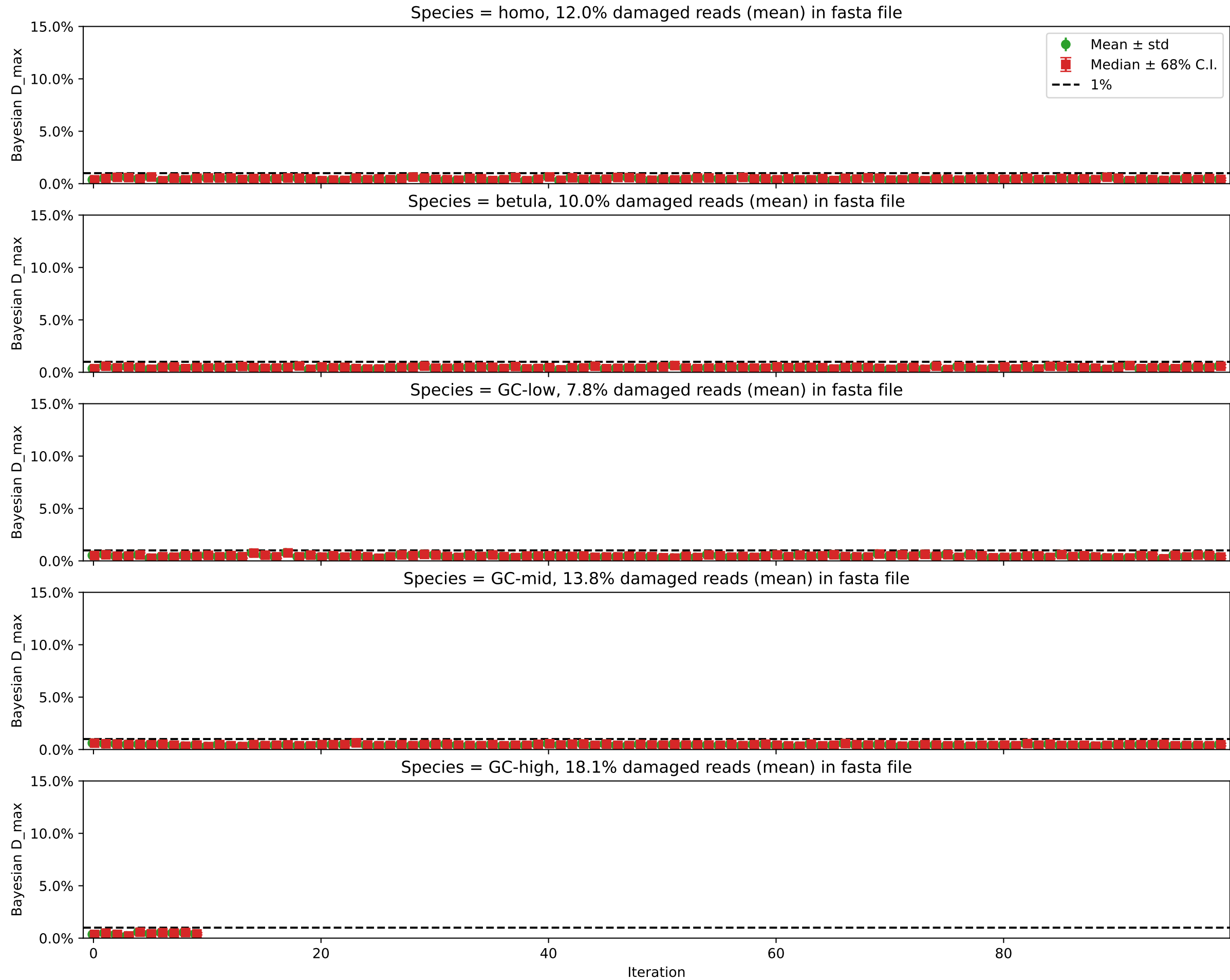
Individual damages:
5000 reads
Briggs damage = 0.014
Damage percent = 1%



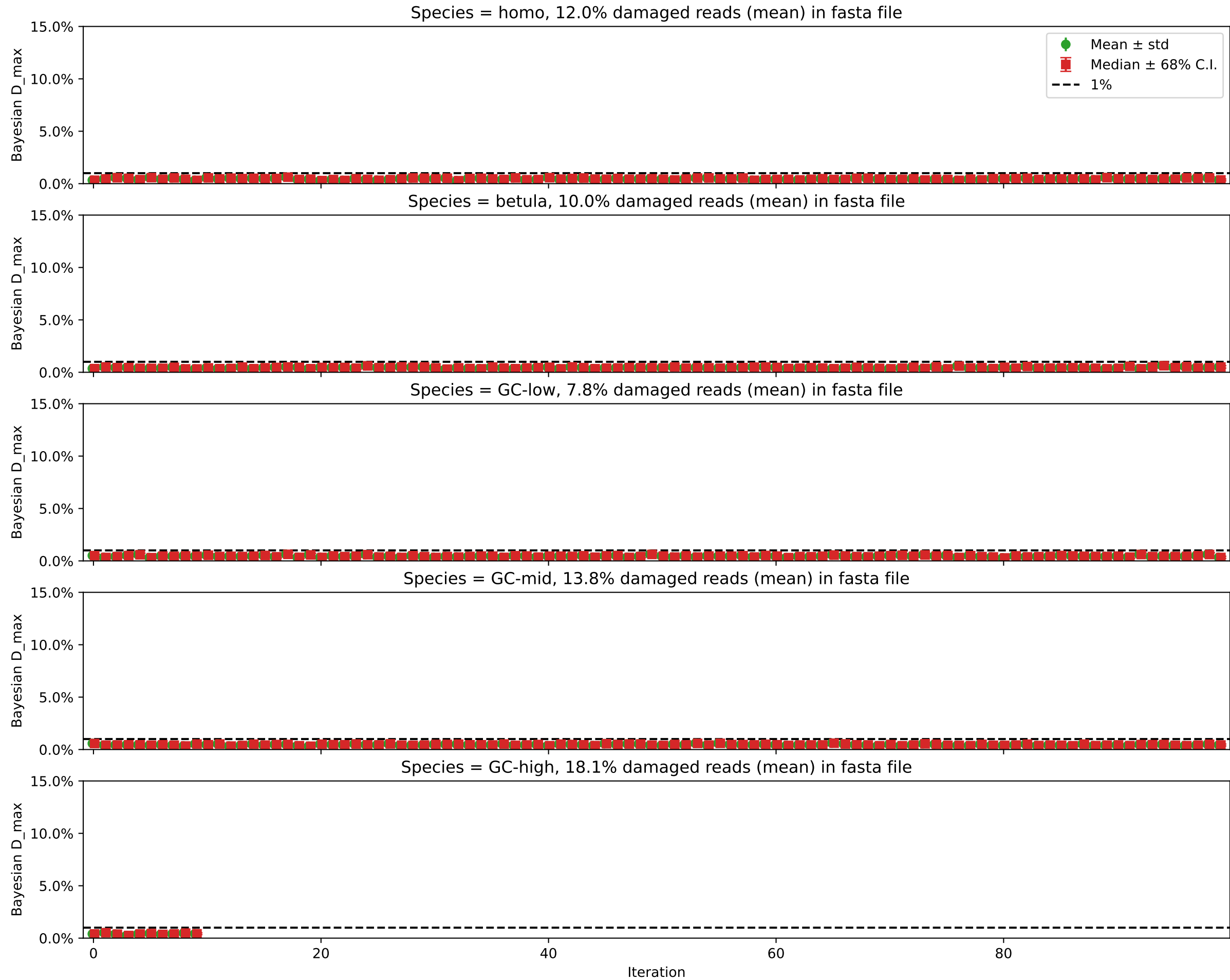
Individual damages:
10000 reads
Briggs damage = 0.014
Damage percent = 1%



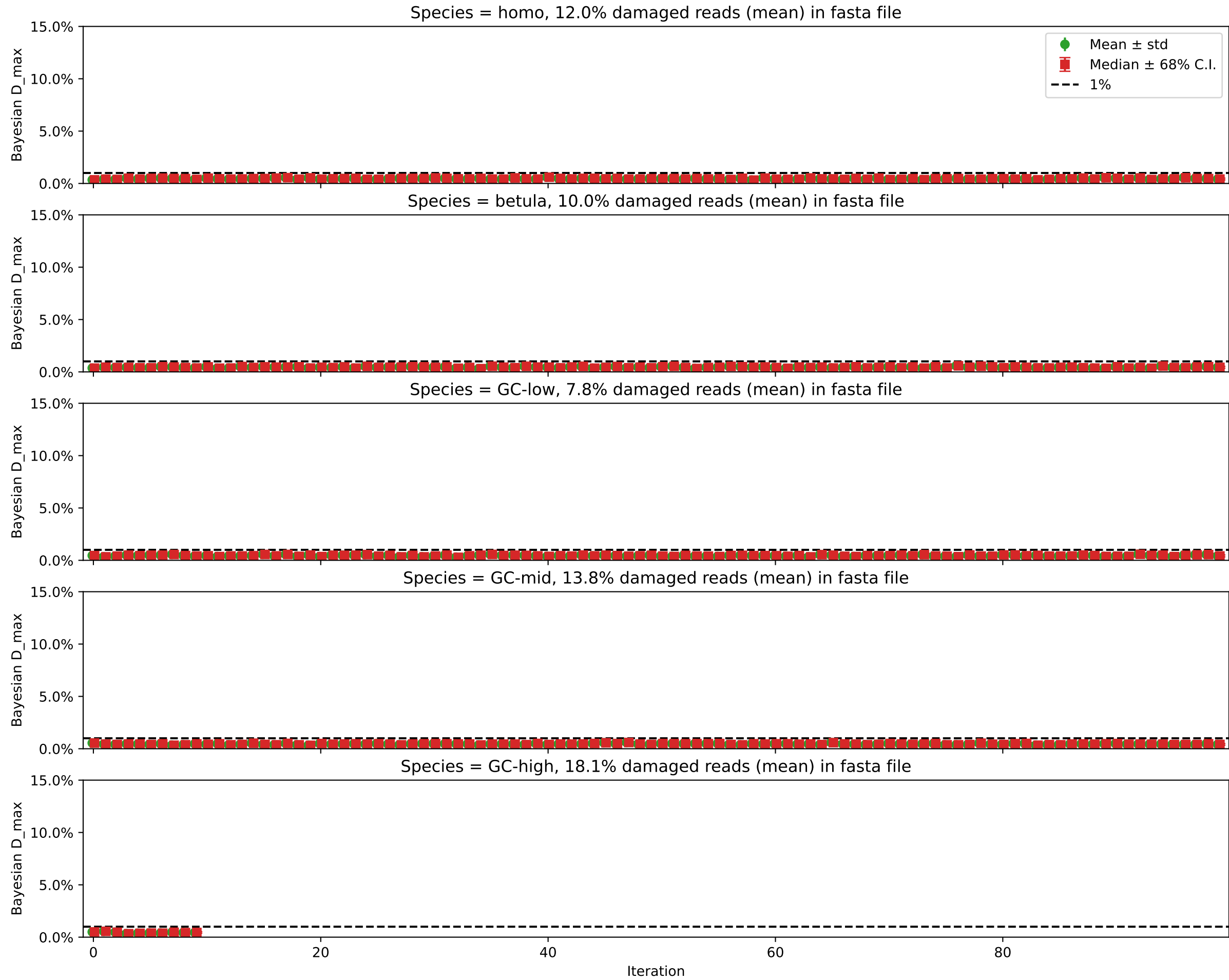
Individual damages:
25000 reads
Briggs damage = 0.014
Damage percent = 1%



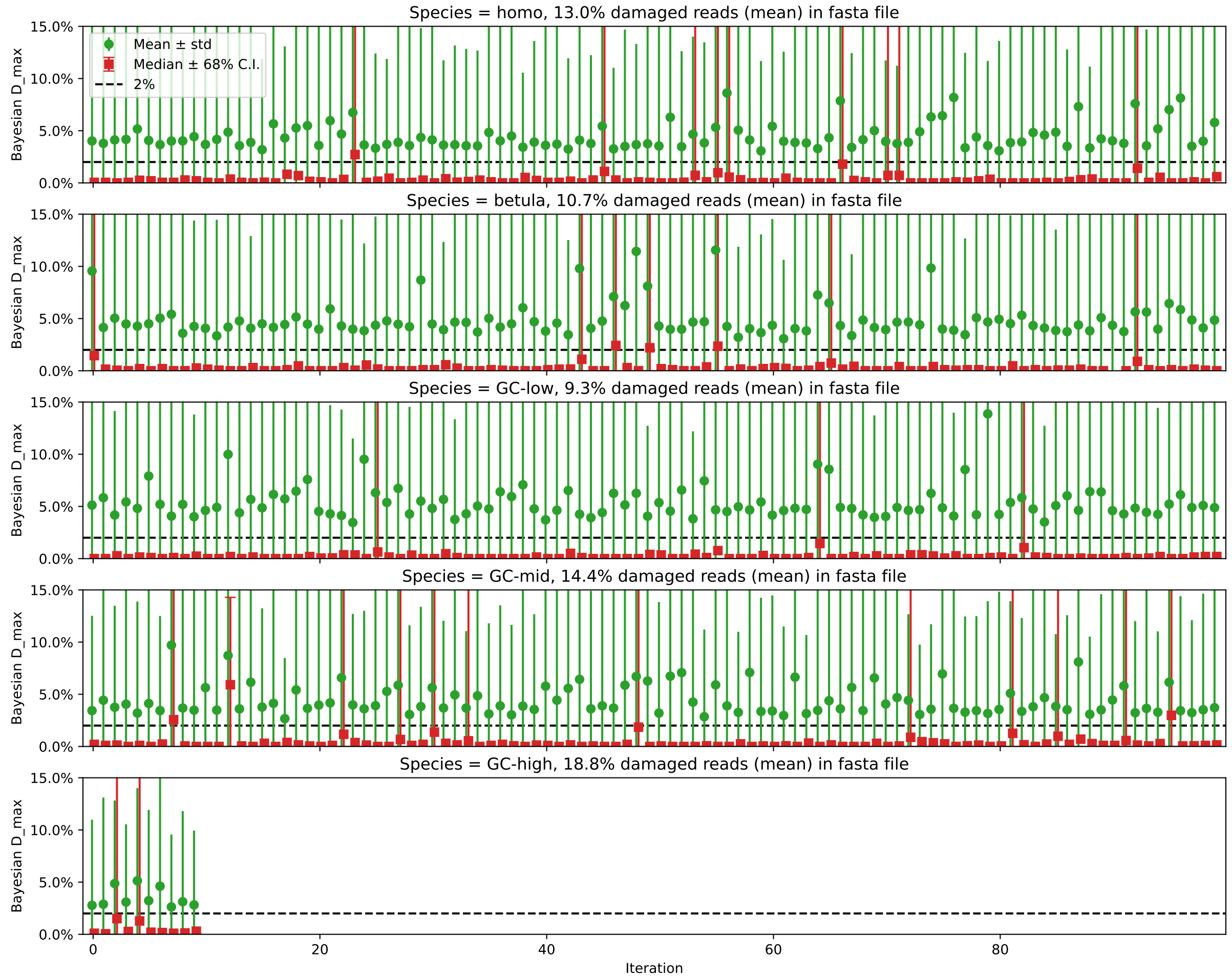
Individual damages:
50000 reads
Briggs damage = 0.014
Damage percent = 1%



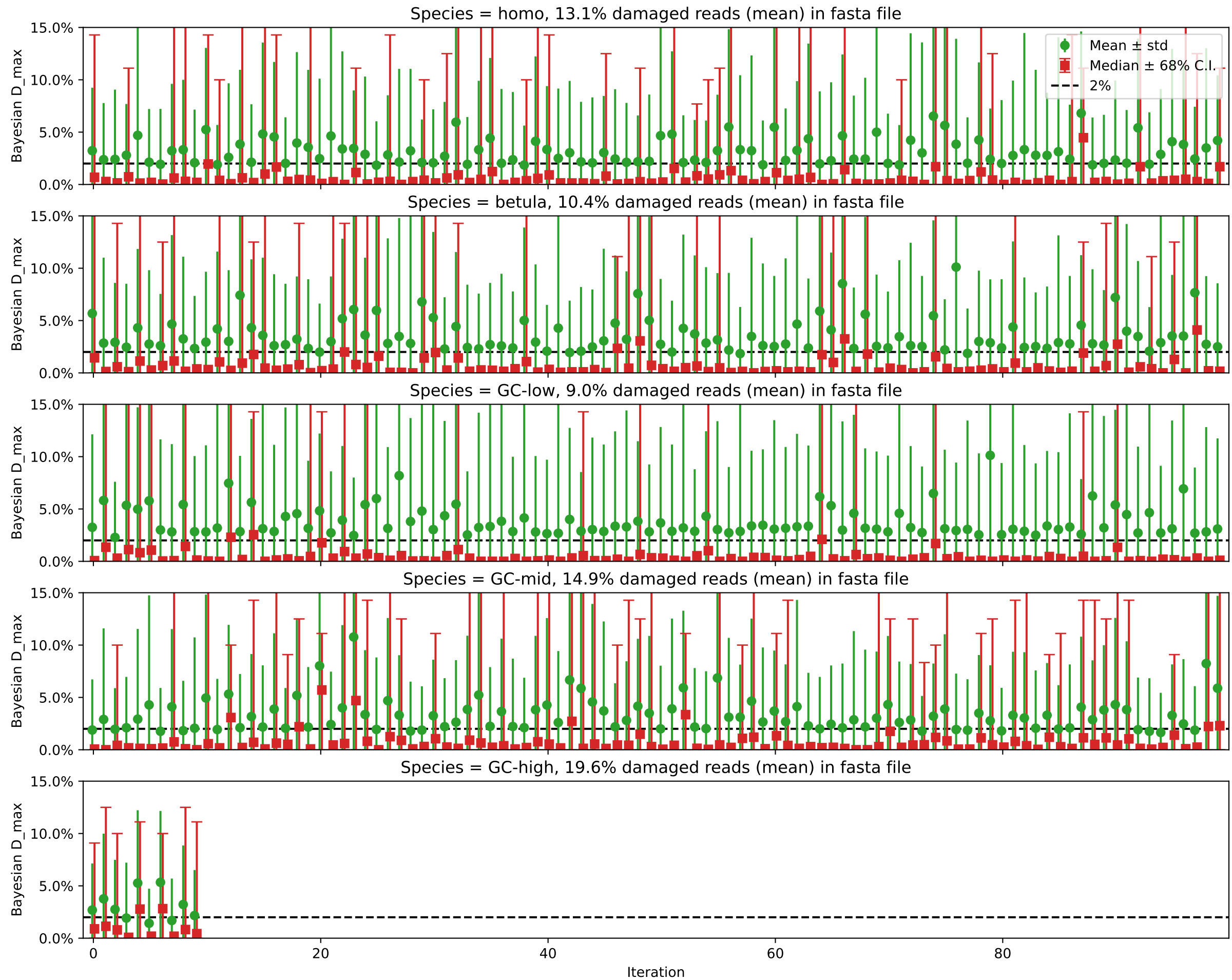
Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent = 1%



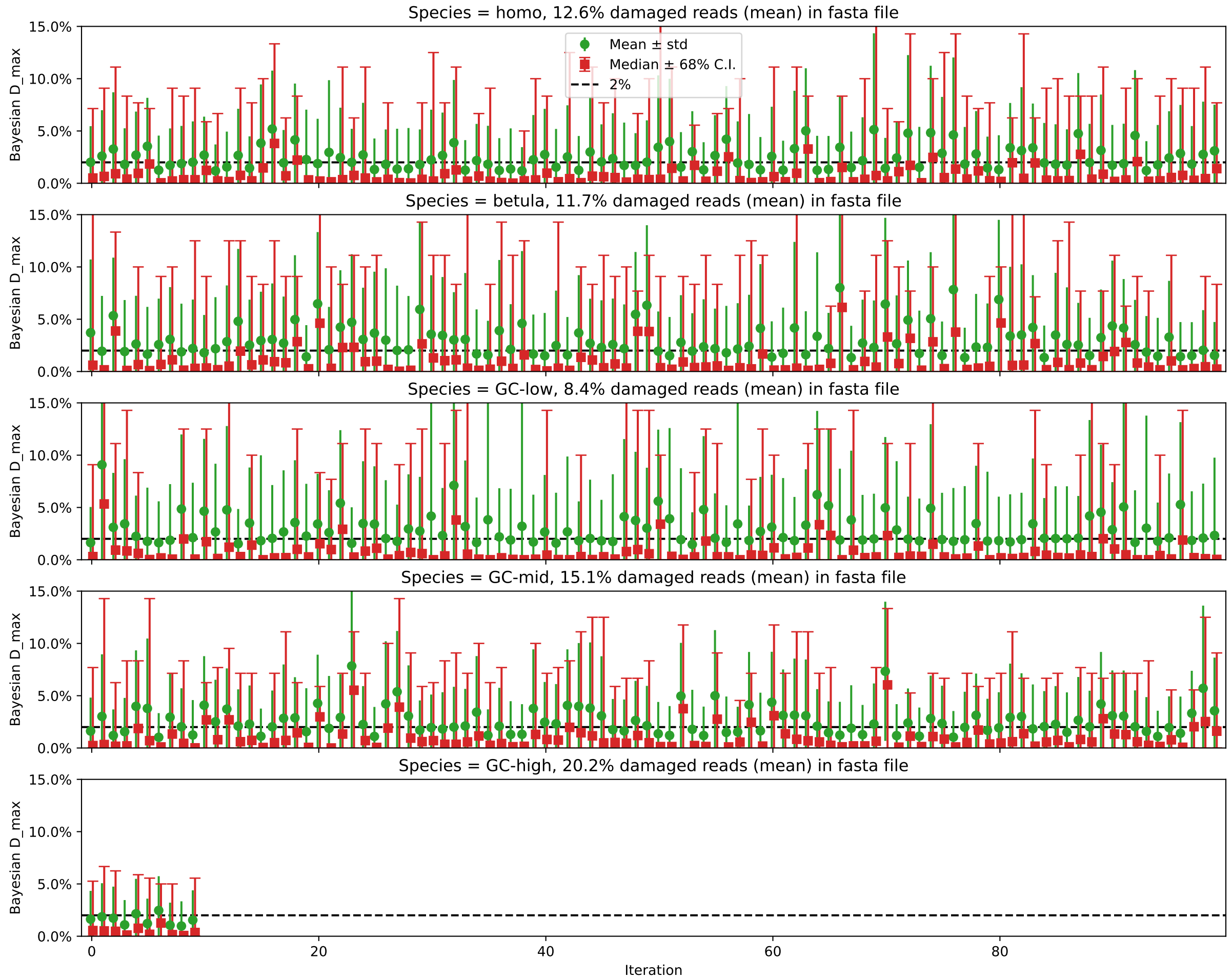
Individual damages:
10 reads
Briggs damage = 0.047
Damage percent = 2%



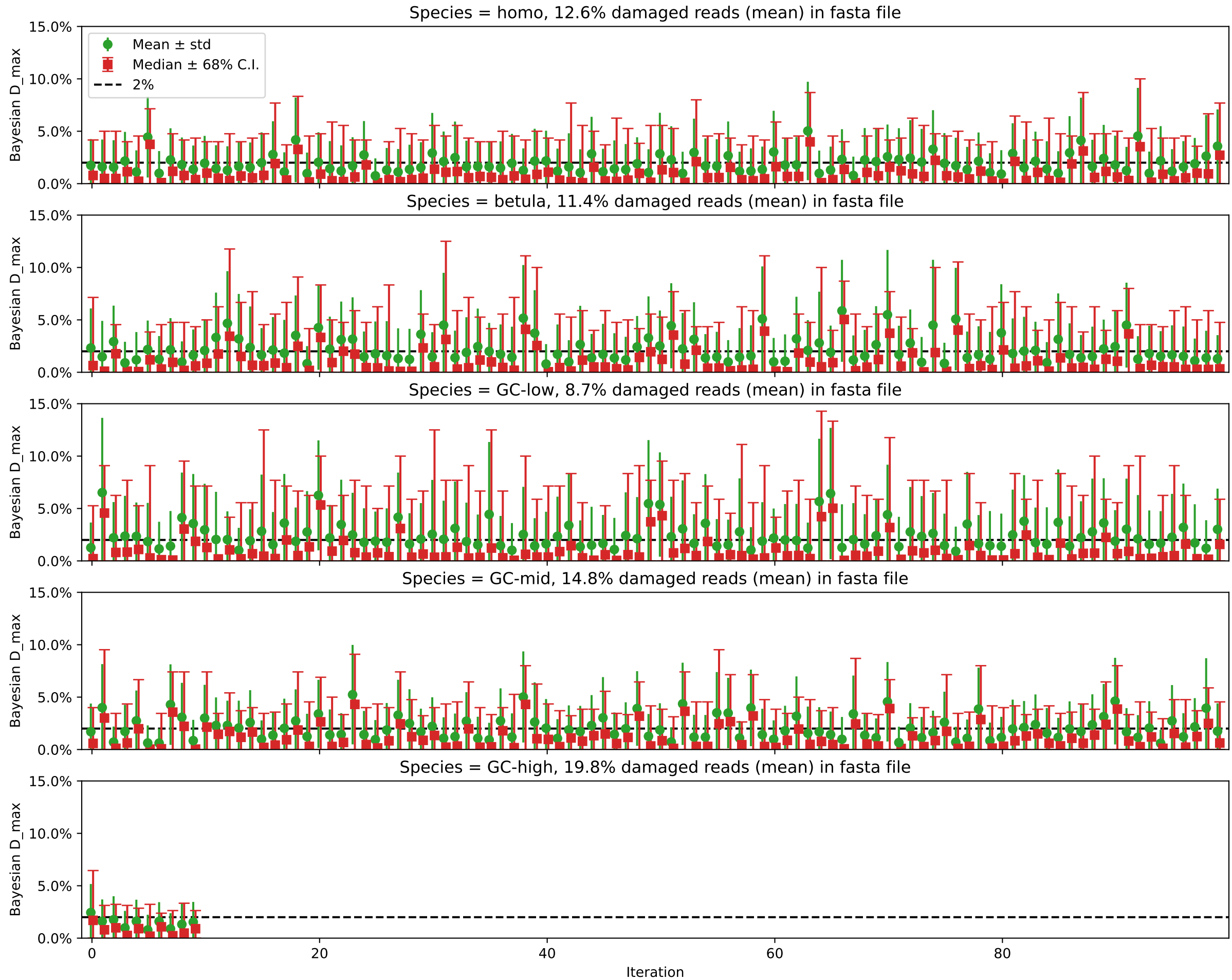
Individual damages:
25 reads
Briggs damage = 0.047
Damage percent = 2%



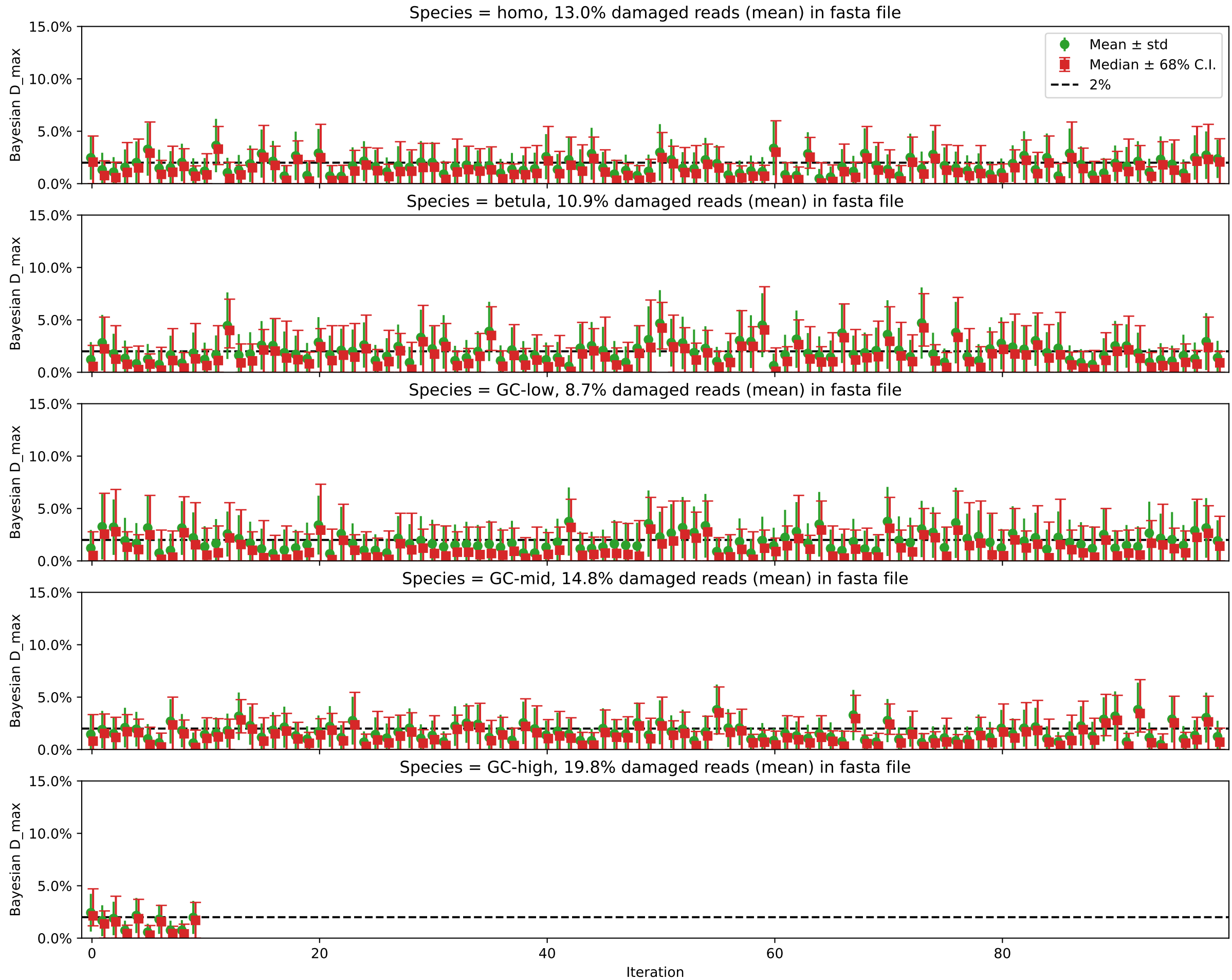
Individual damages:
50 reads
Briggs damage = 0.047
Damage percent = 2%



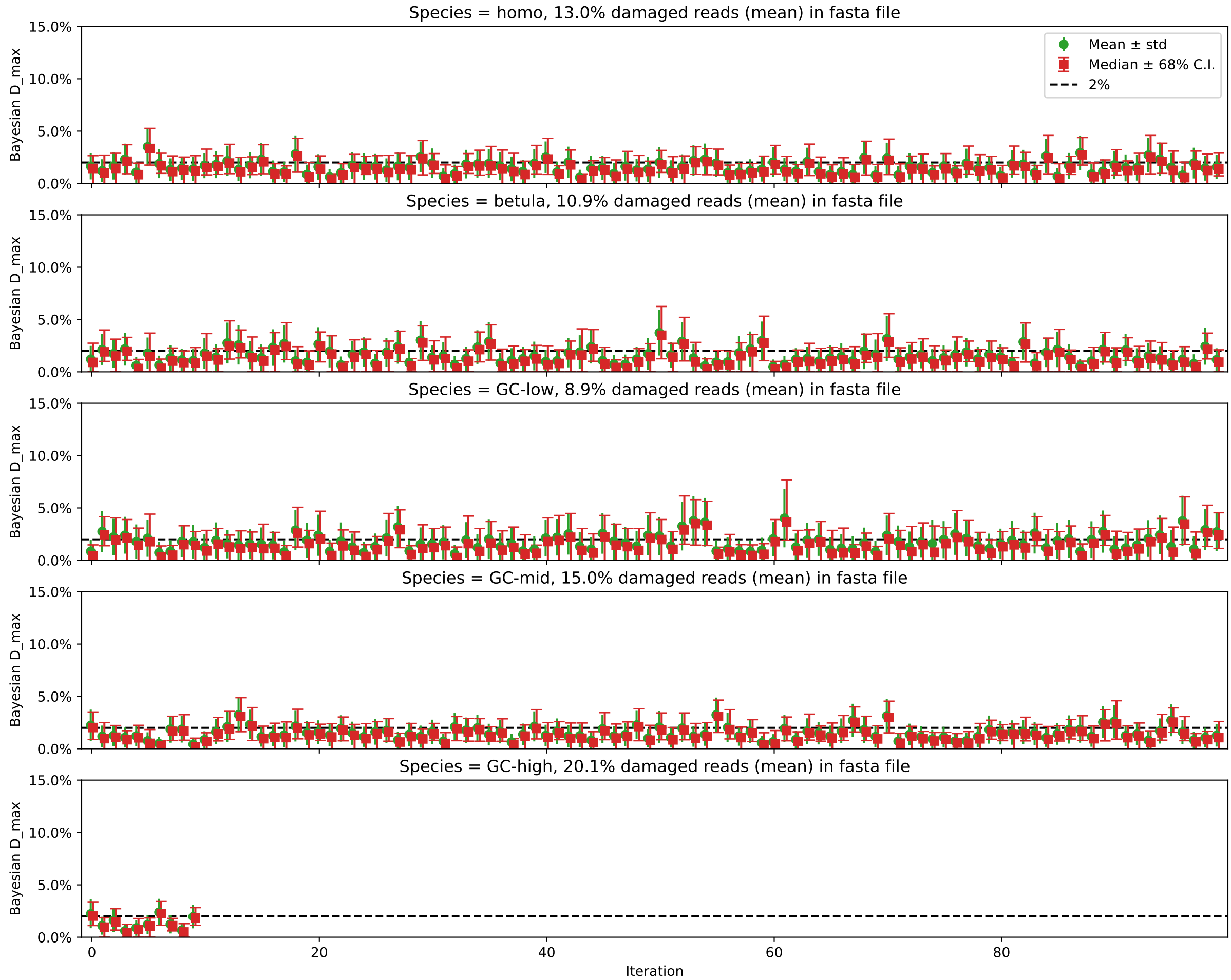
Individual damages:
100 reads
Briggs damage = 0.047
Damage percent = 2%



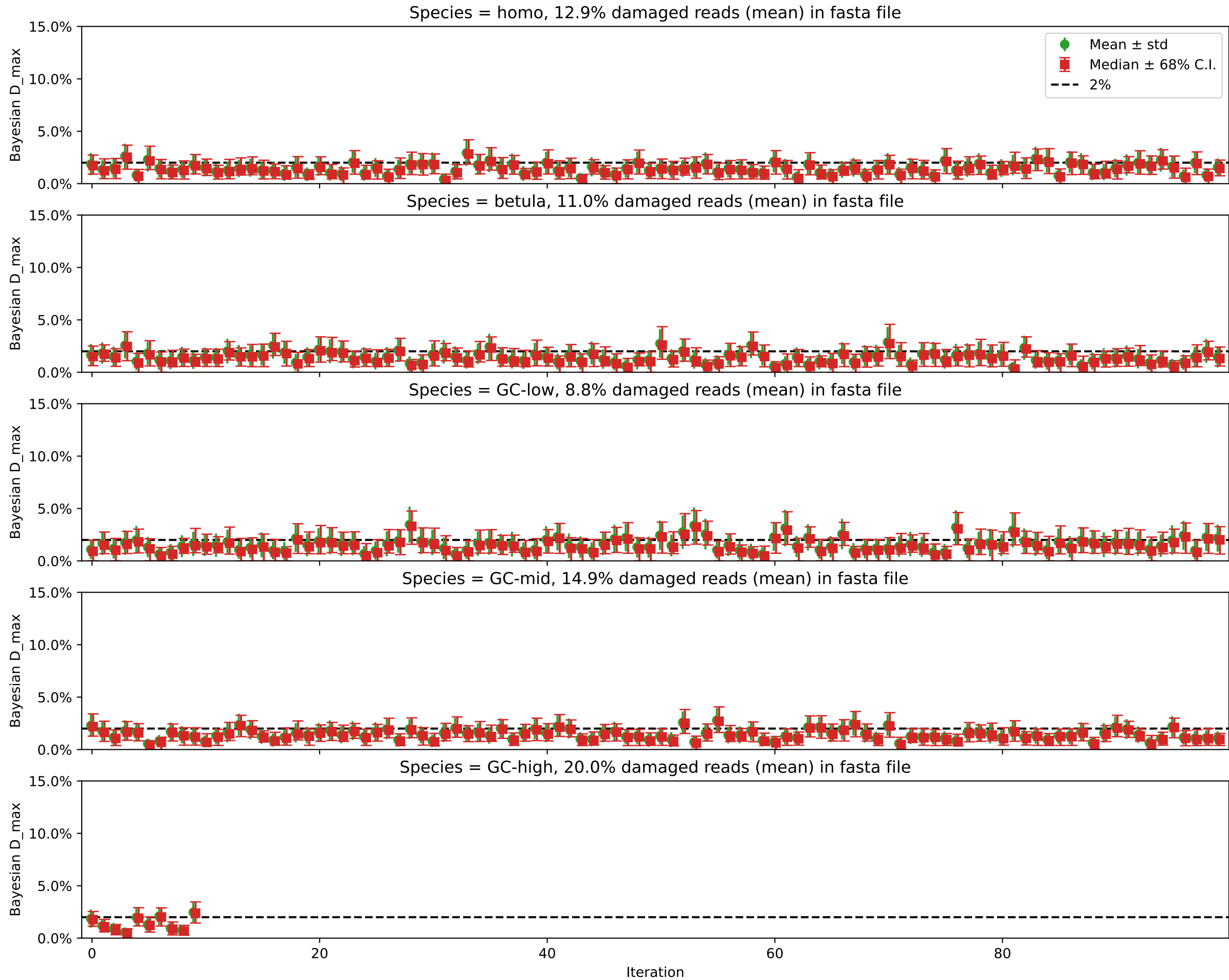
Individual damages:
250 reads
Briggs damage = 0.047
Damage percent = 2%



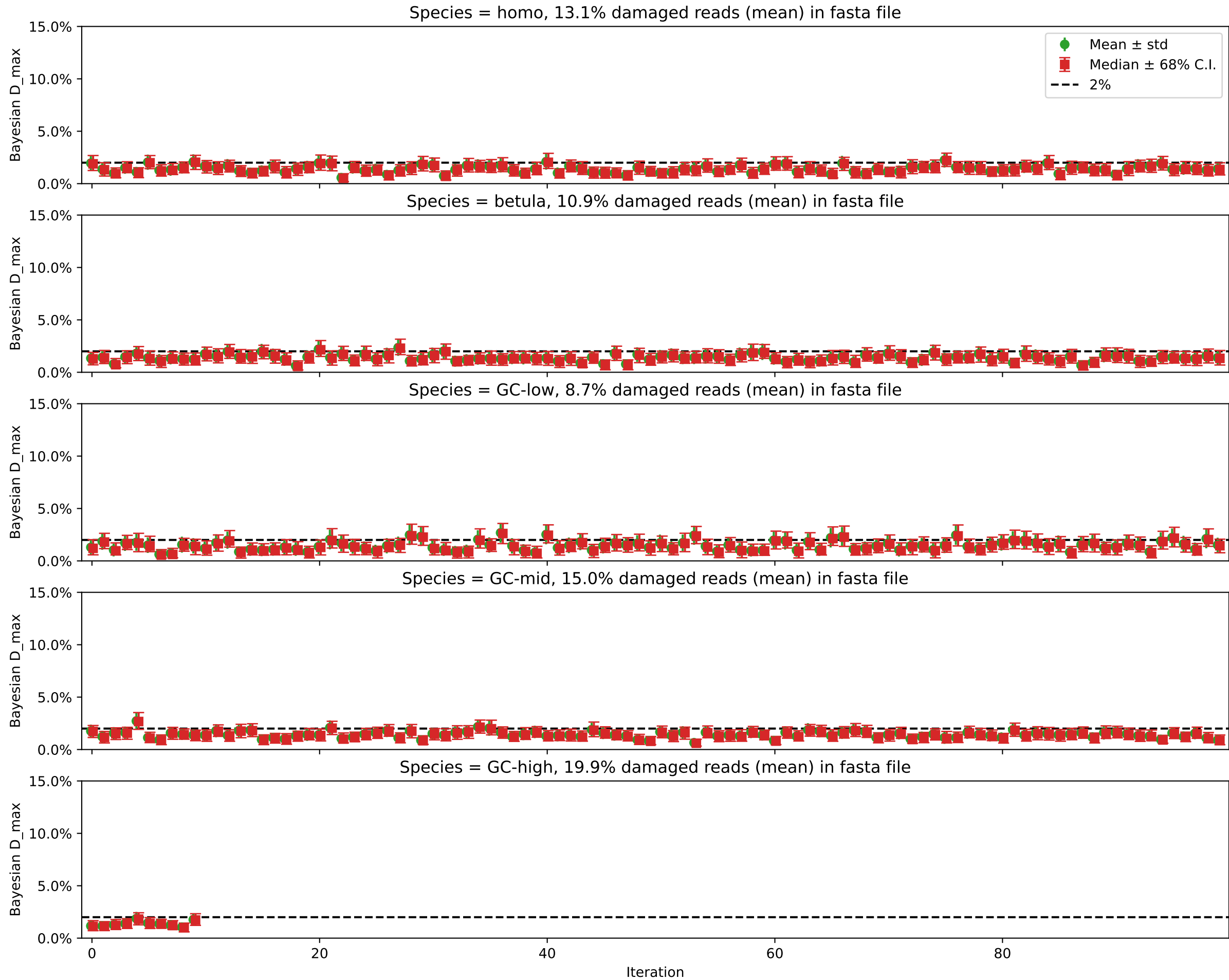
Individual damages:
500 reads
Briggs damage = 0.047
Damage percent = 2%



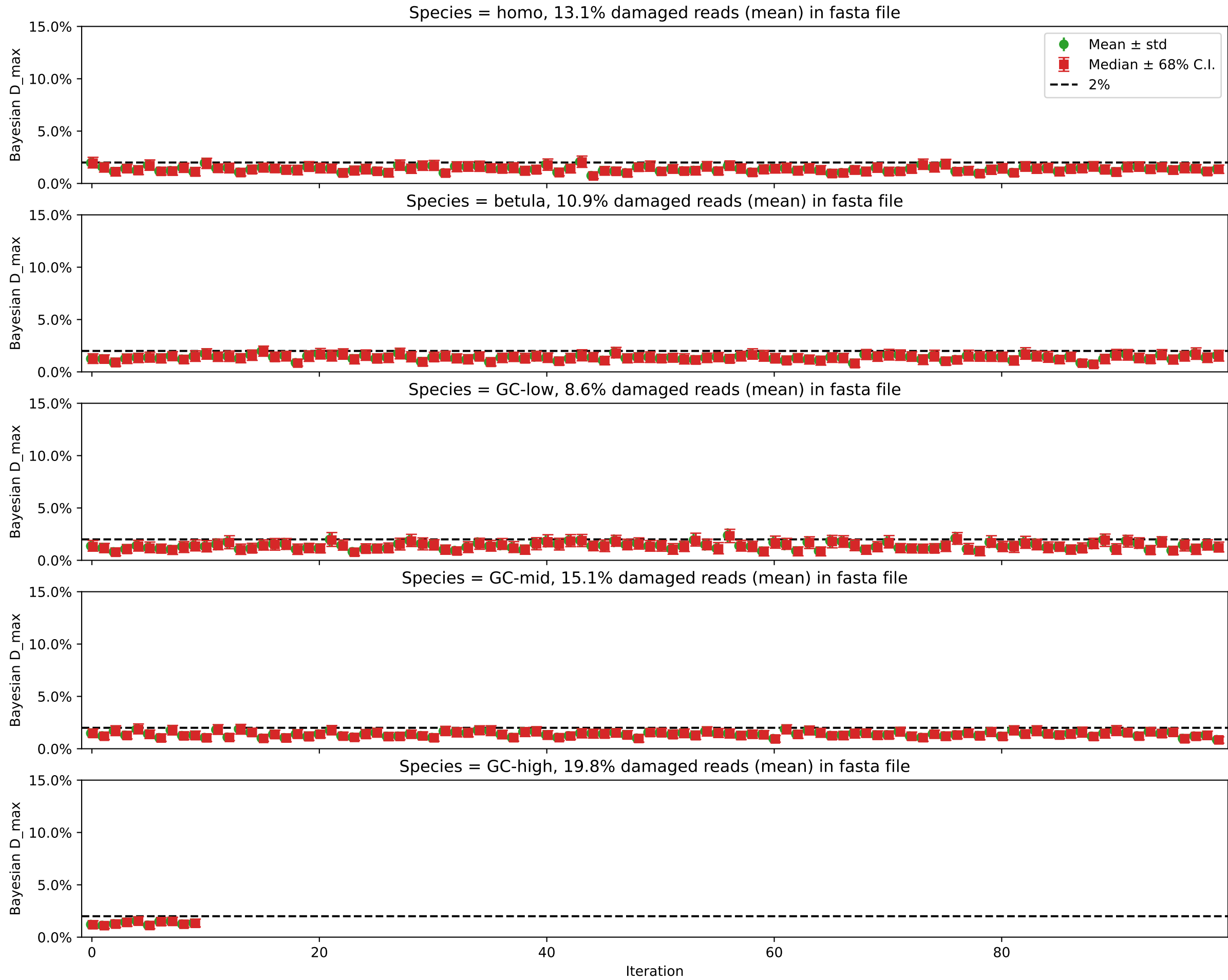
Individual damages:
1000 reads
Briggs damage = 0.047
Damage percent = 2%



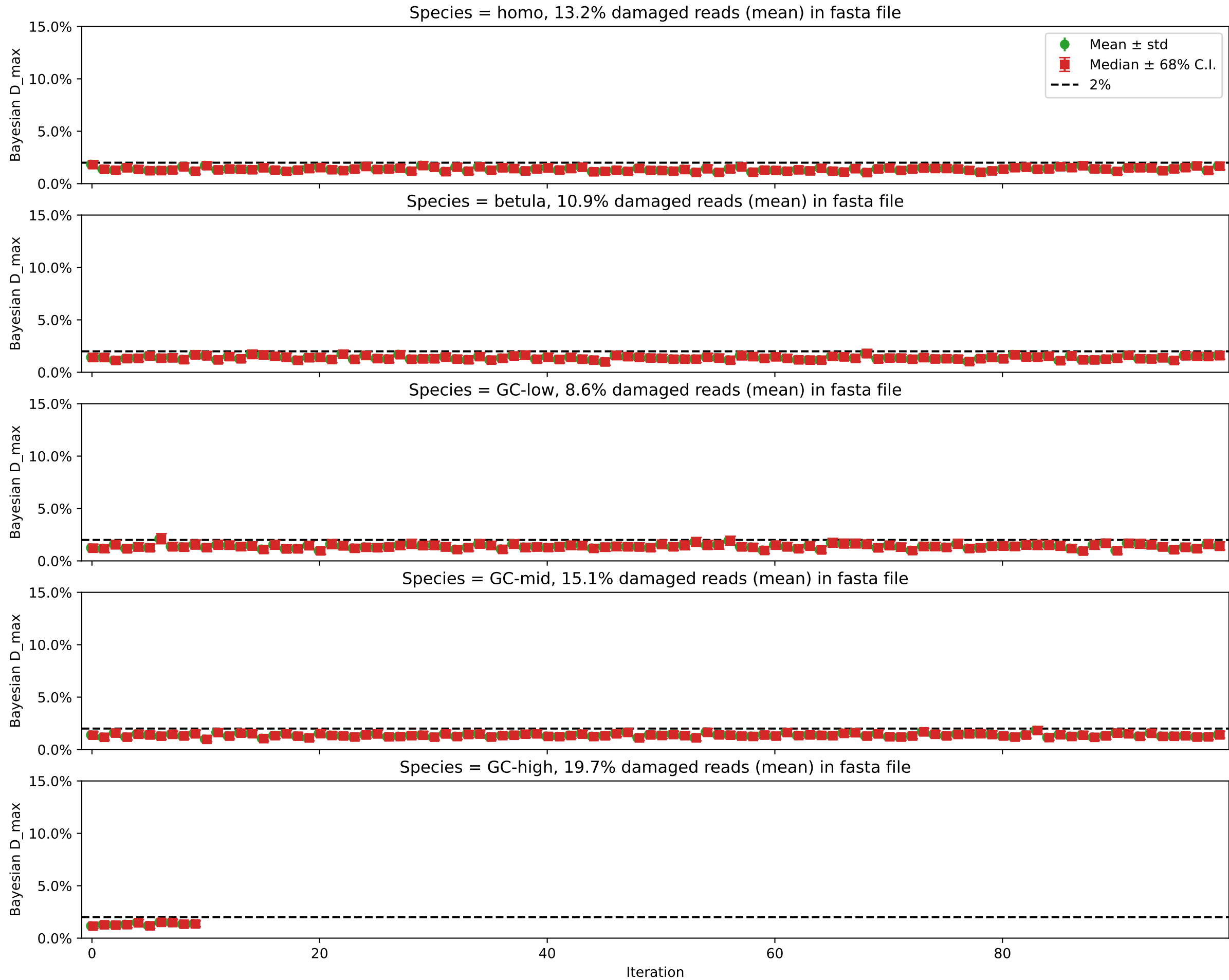
Individual damages:
2500 reads
Briggs damage = 0.047
Damage percent = 2%



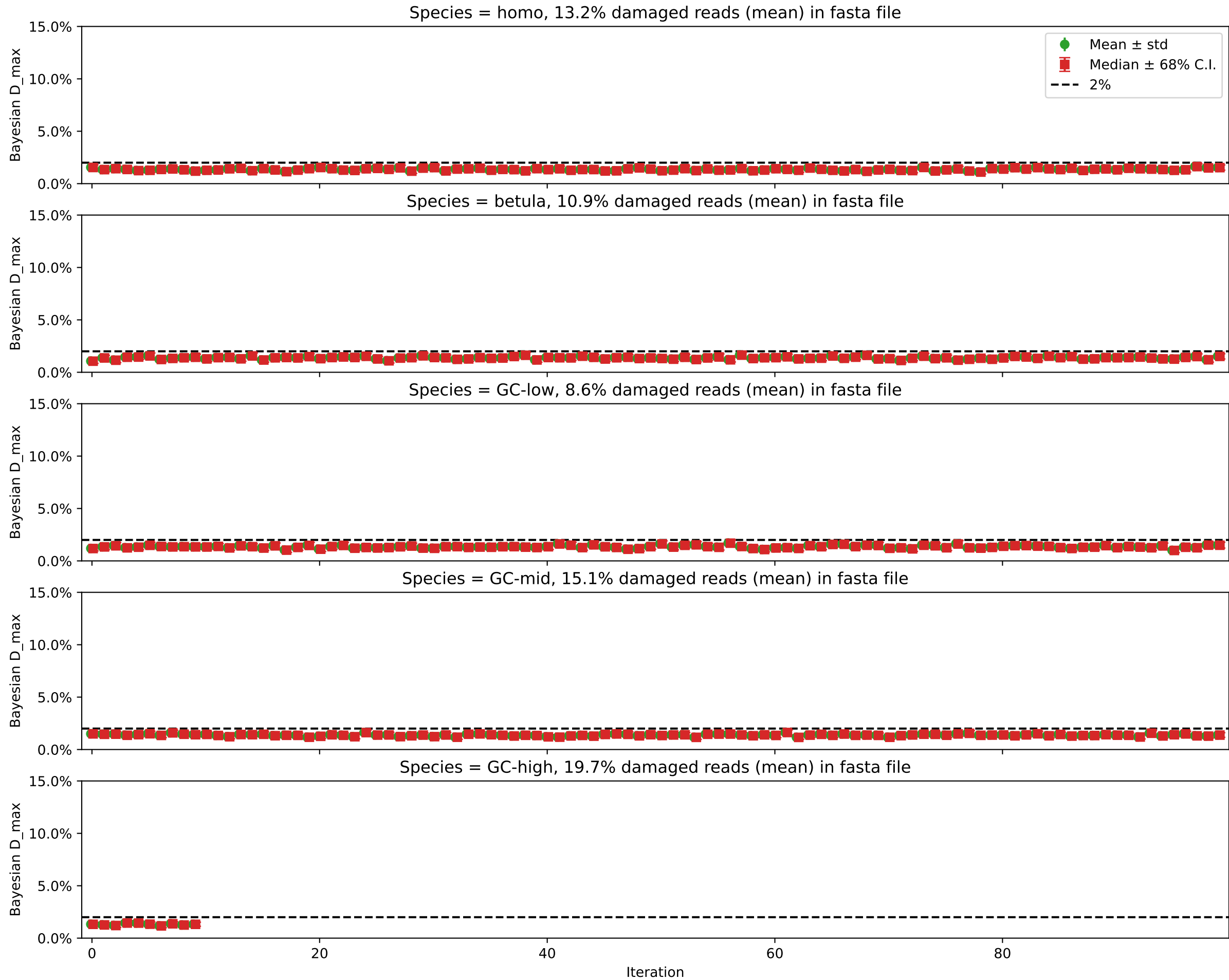
Individual damages:
5000 reads
Briggs damage = 0.047
Damage percent = 2%



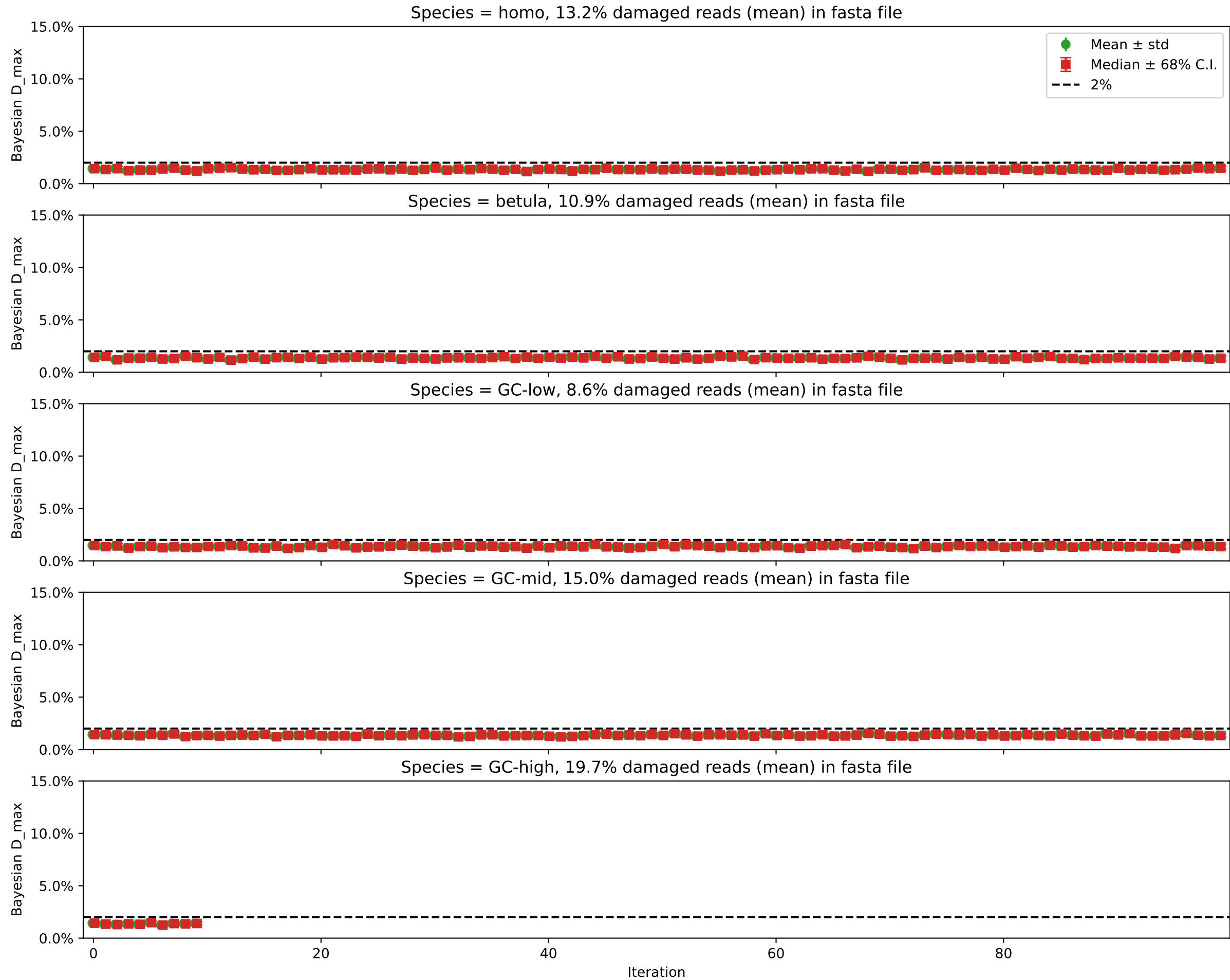
Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent = 2%



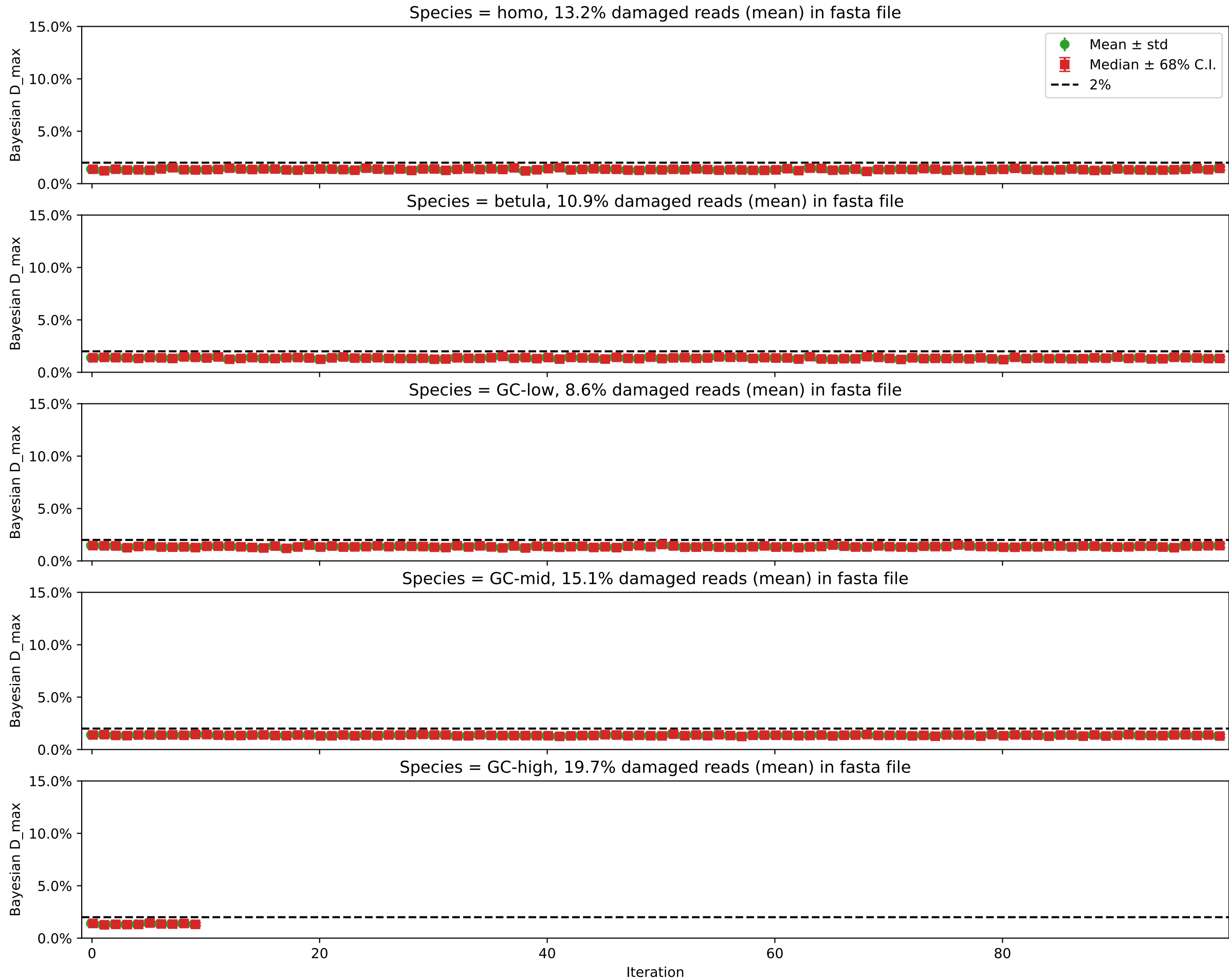
Individual damages:
25000 reads
Briggs damage = 0.047
Damage percent = 2%



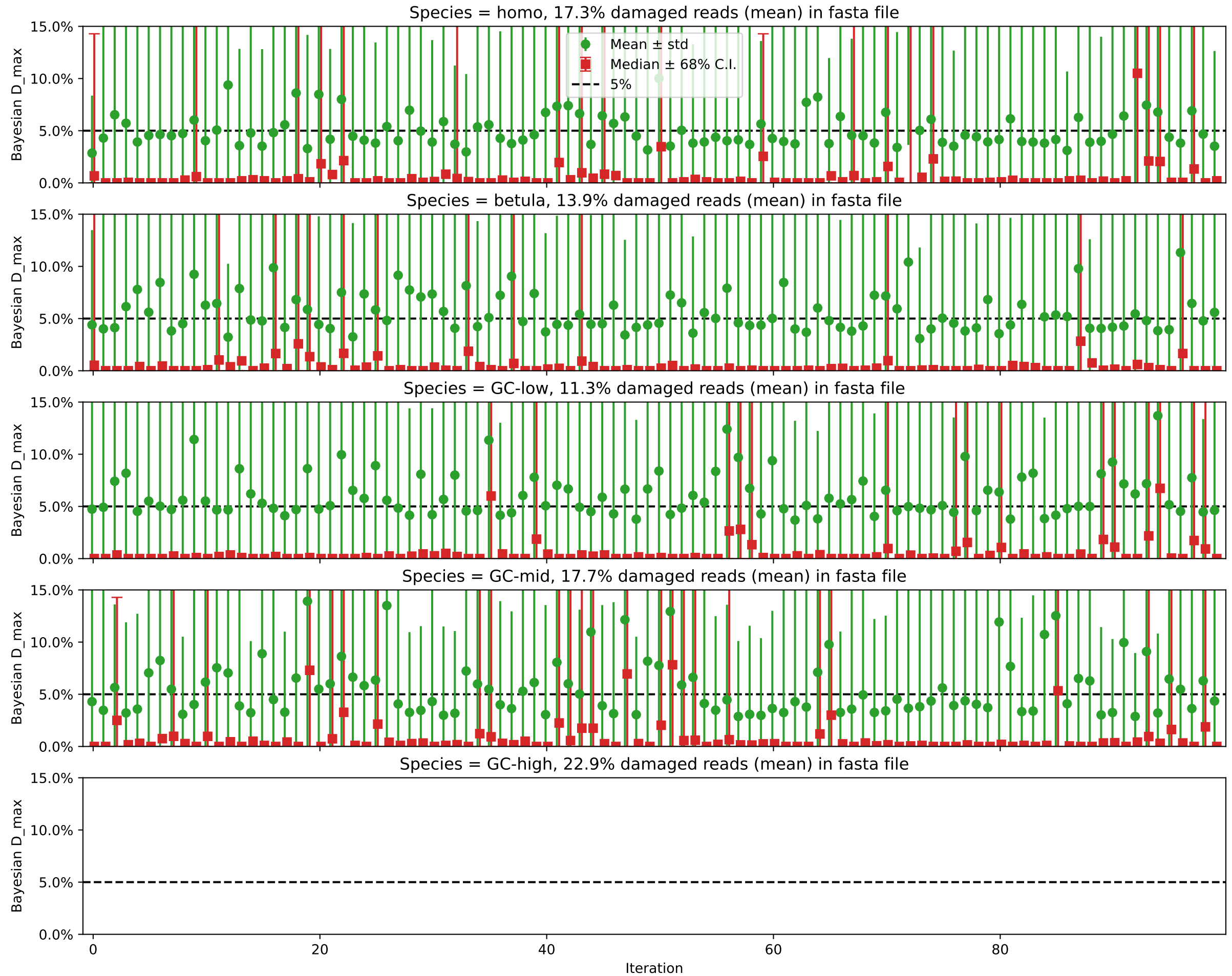
Individual damages:
50000 reads
Briggs damage = 0.047
Damage percent = 2%



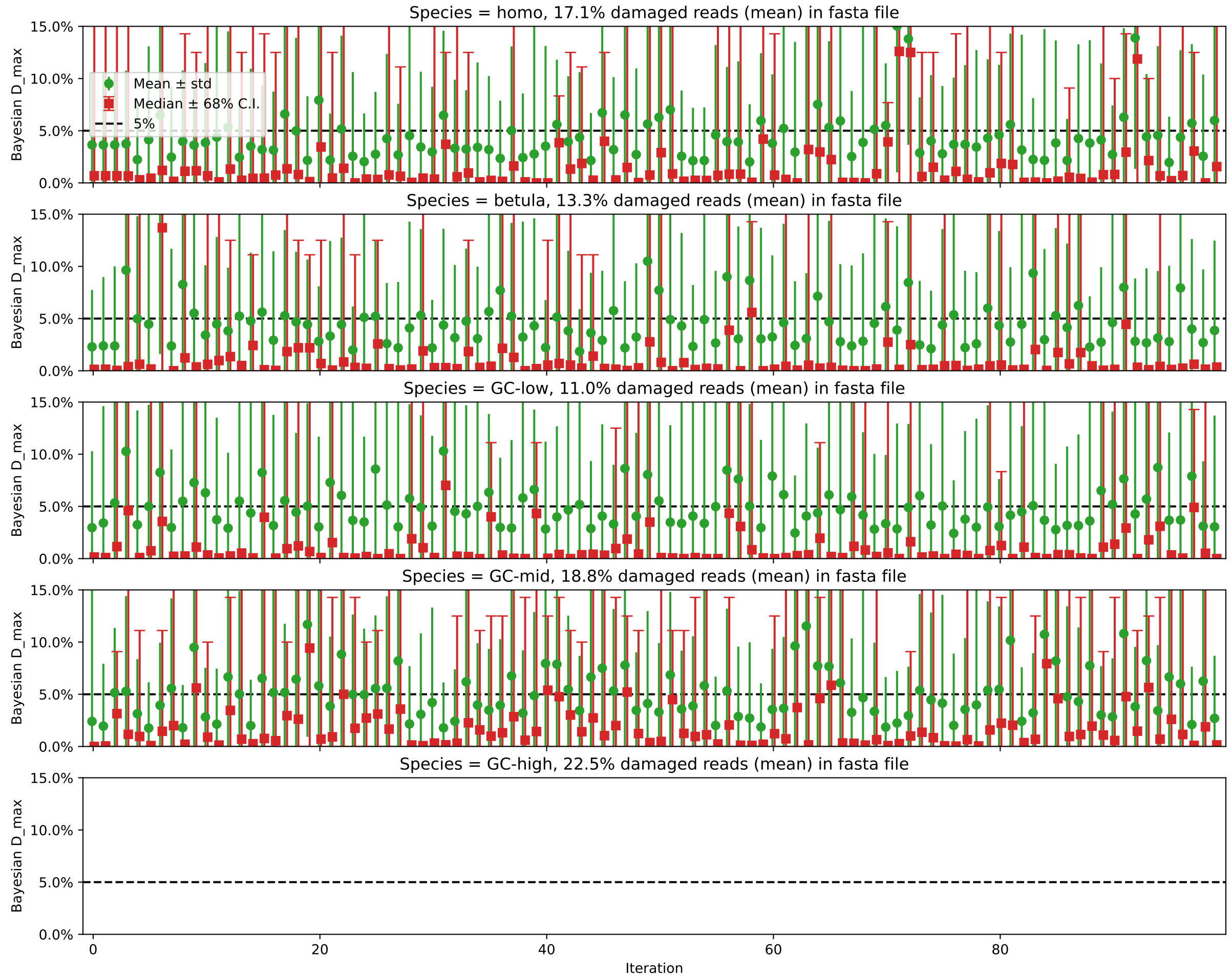
Individual damages:
100000 reads
Briggs damage = 0.047
Damage percent = 2%



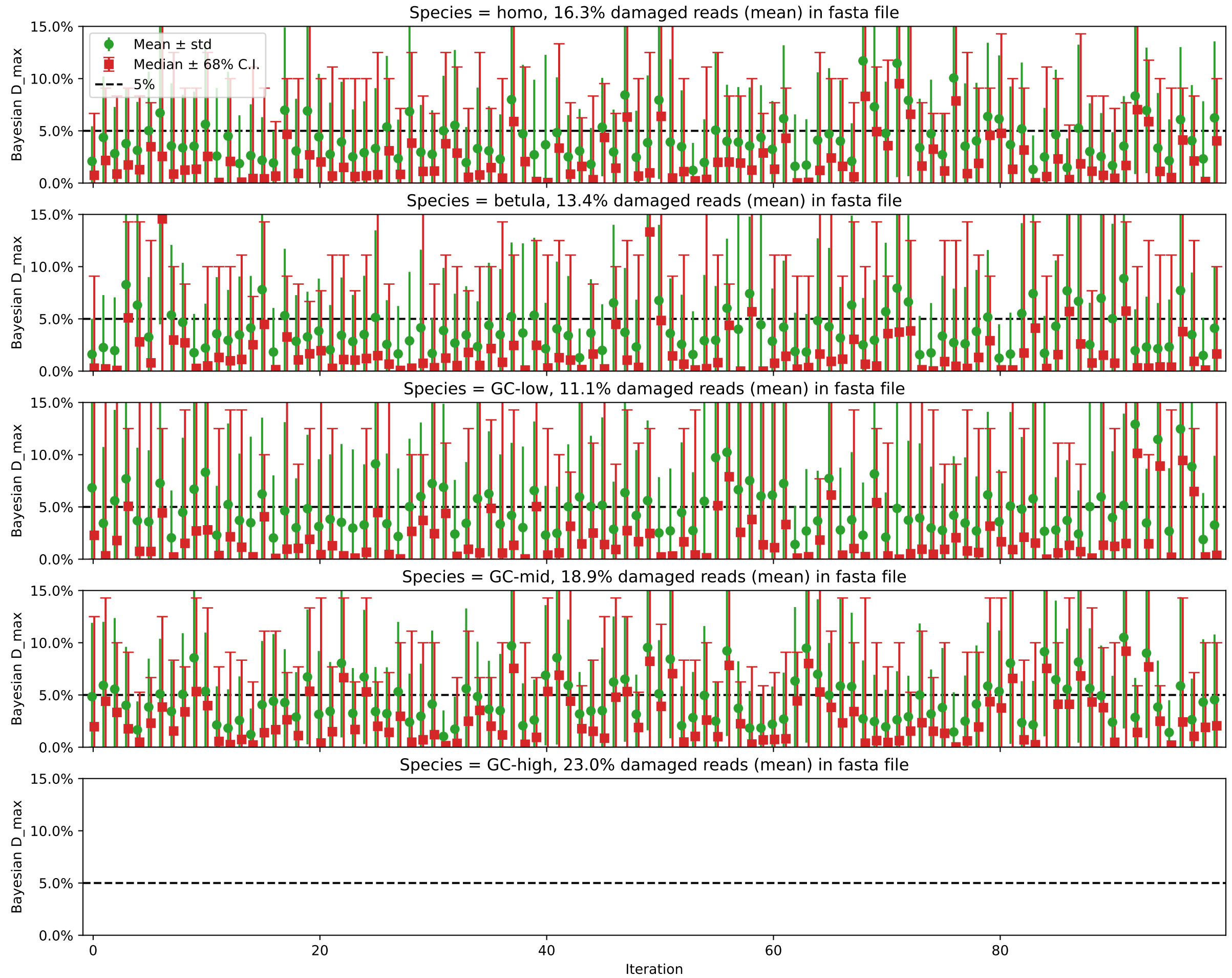
Individual damages:
10 reads
Briggs damage = 0.138
Damage percent = 5%



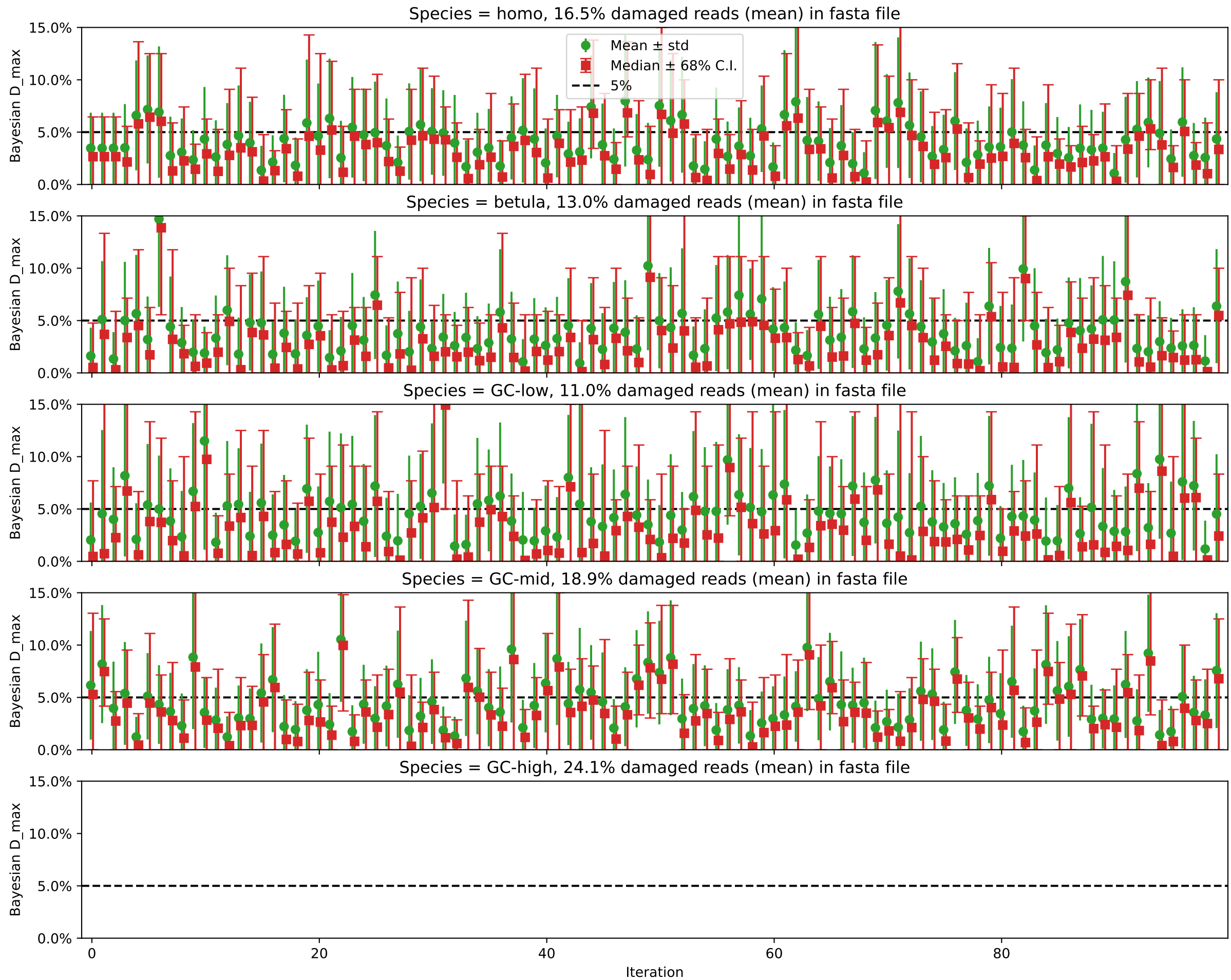
Individual damages:
25 reads
Briggs damage = 0.138
Damage percent = 5%



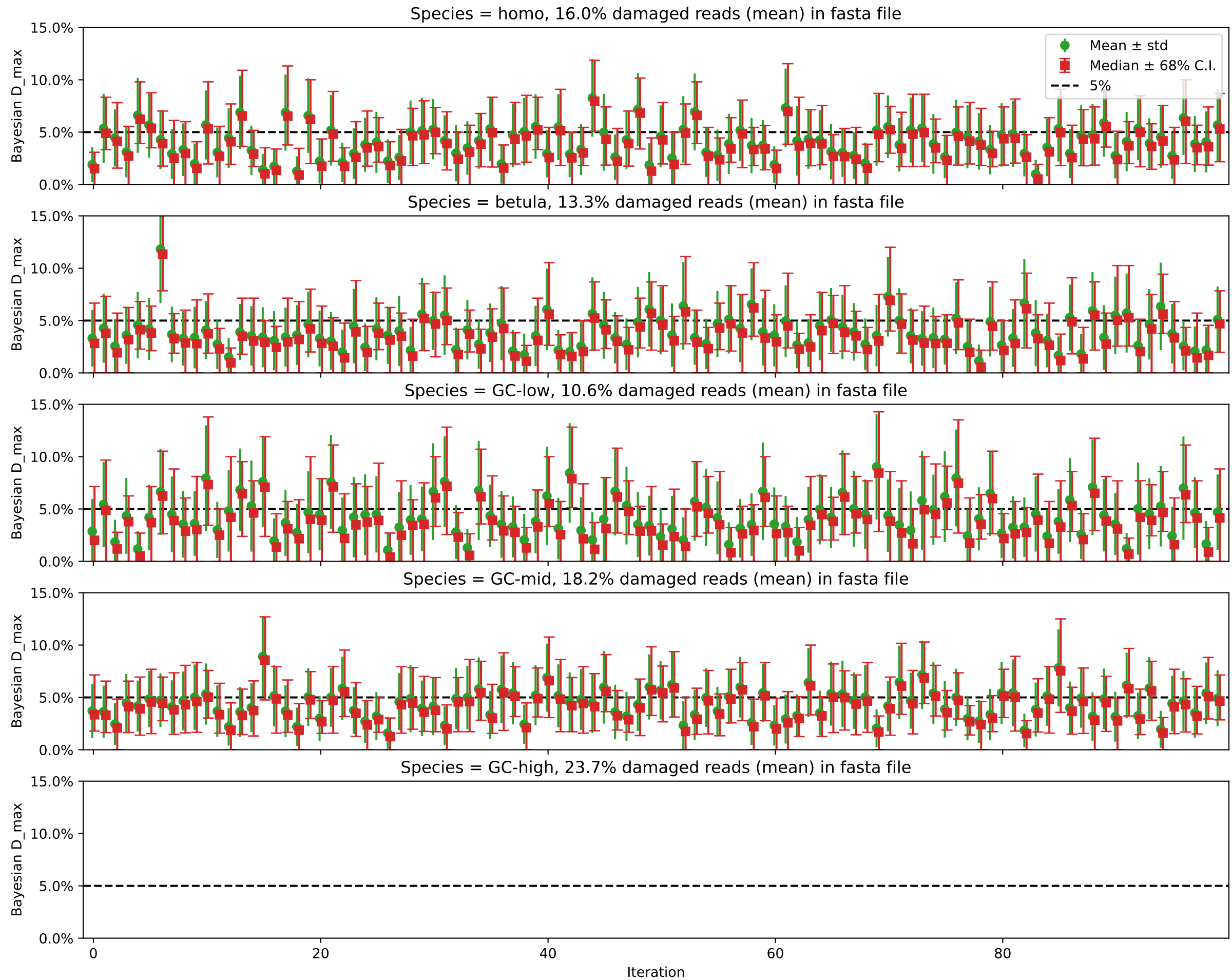
Individual damages:
50 reads
Briggs damage = 0.138
Damage percent = 5%



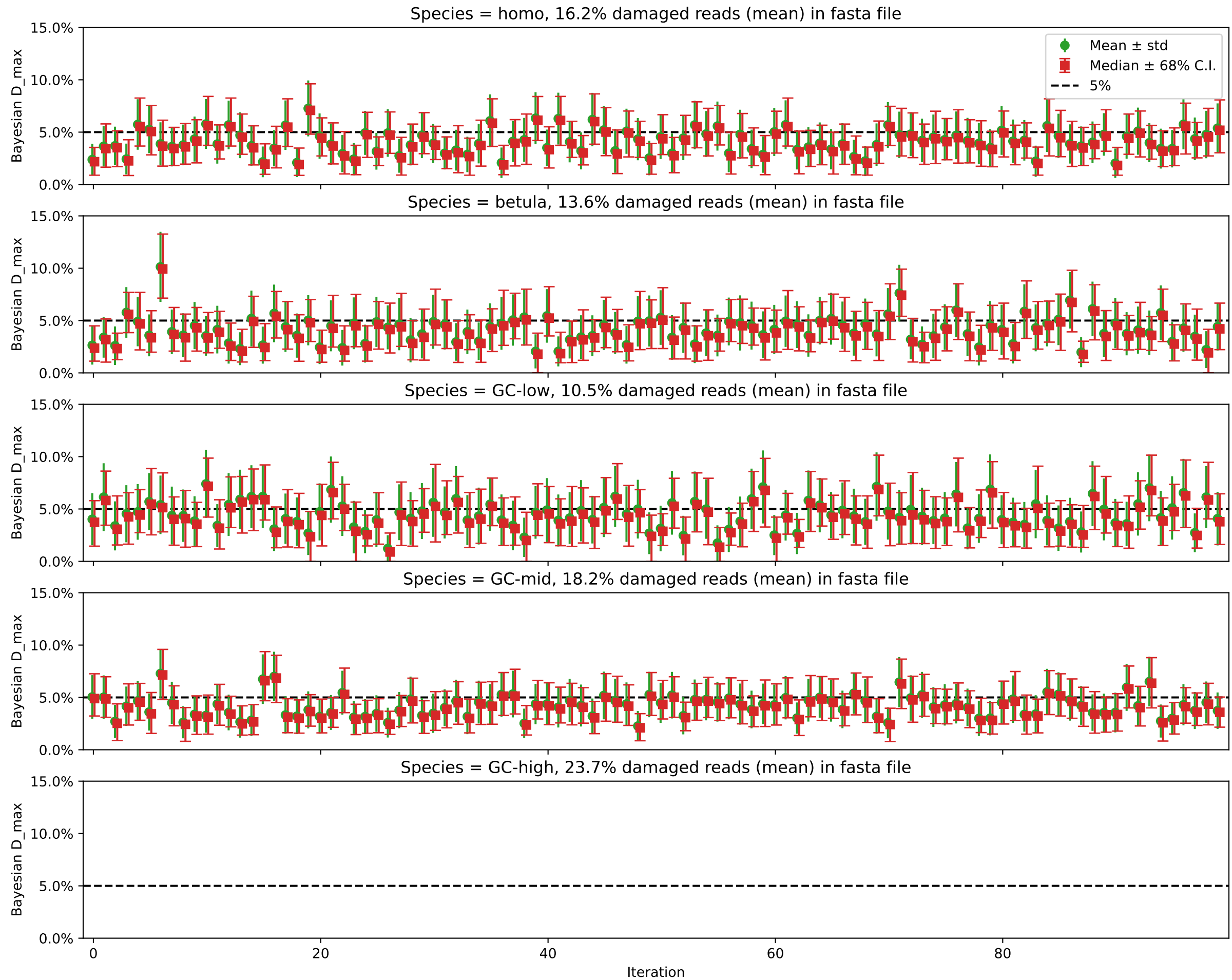
Individual damages:
100 reads
Briggs damage = 0.138
Damage percent = 5%



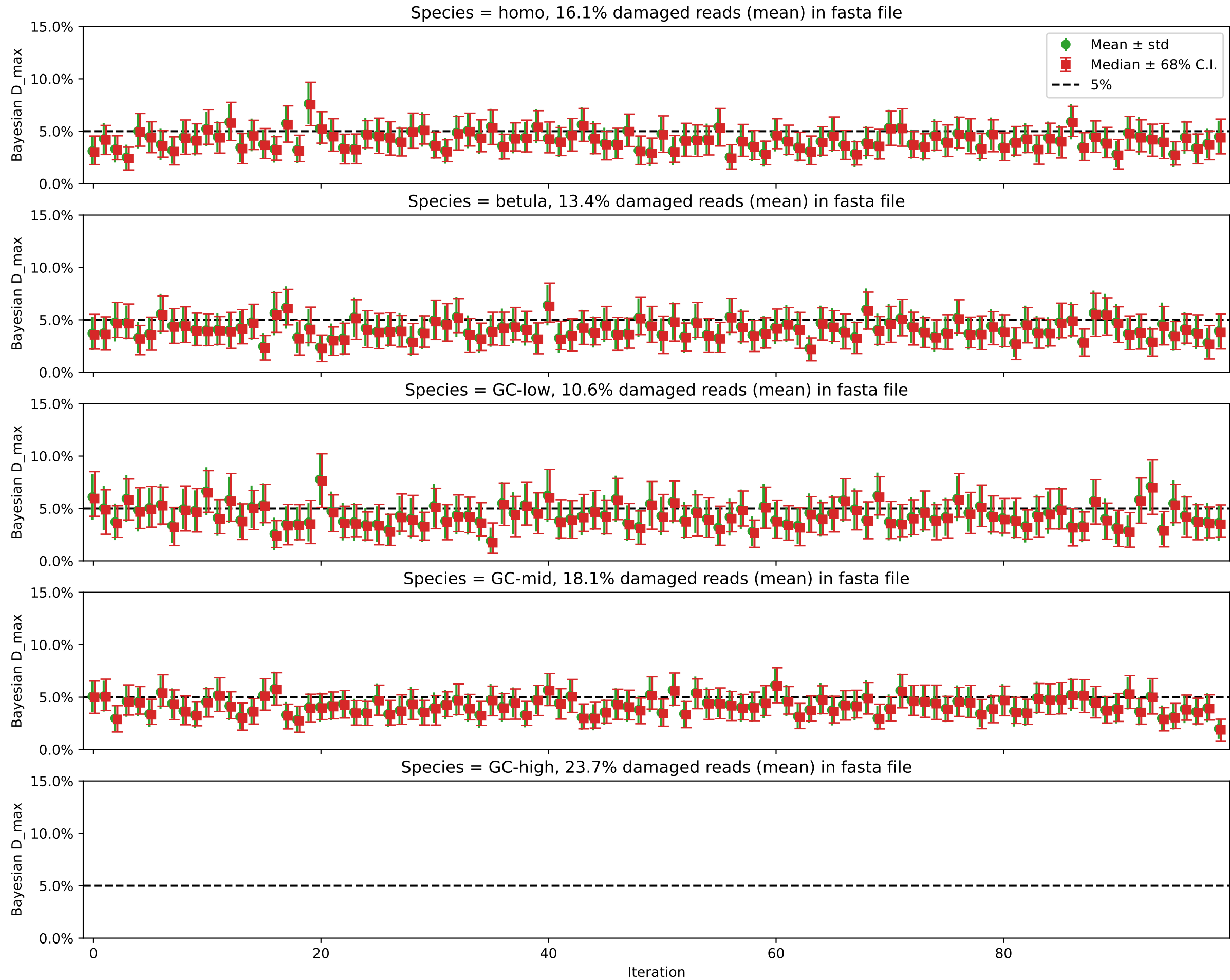
Individual damages:
250 reads
Briggs damage = 0.138
Damage percent = 5%



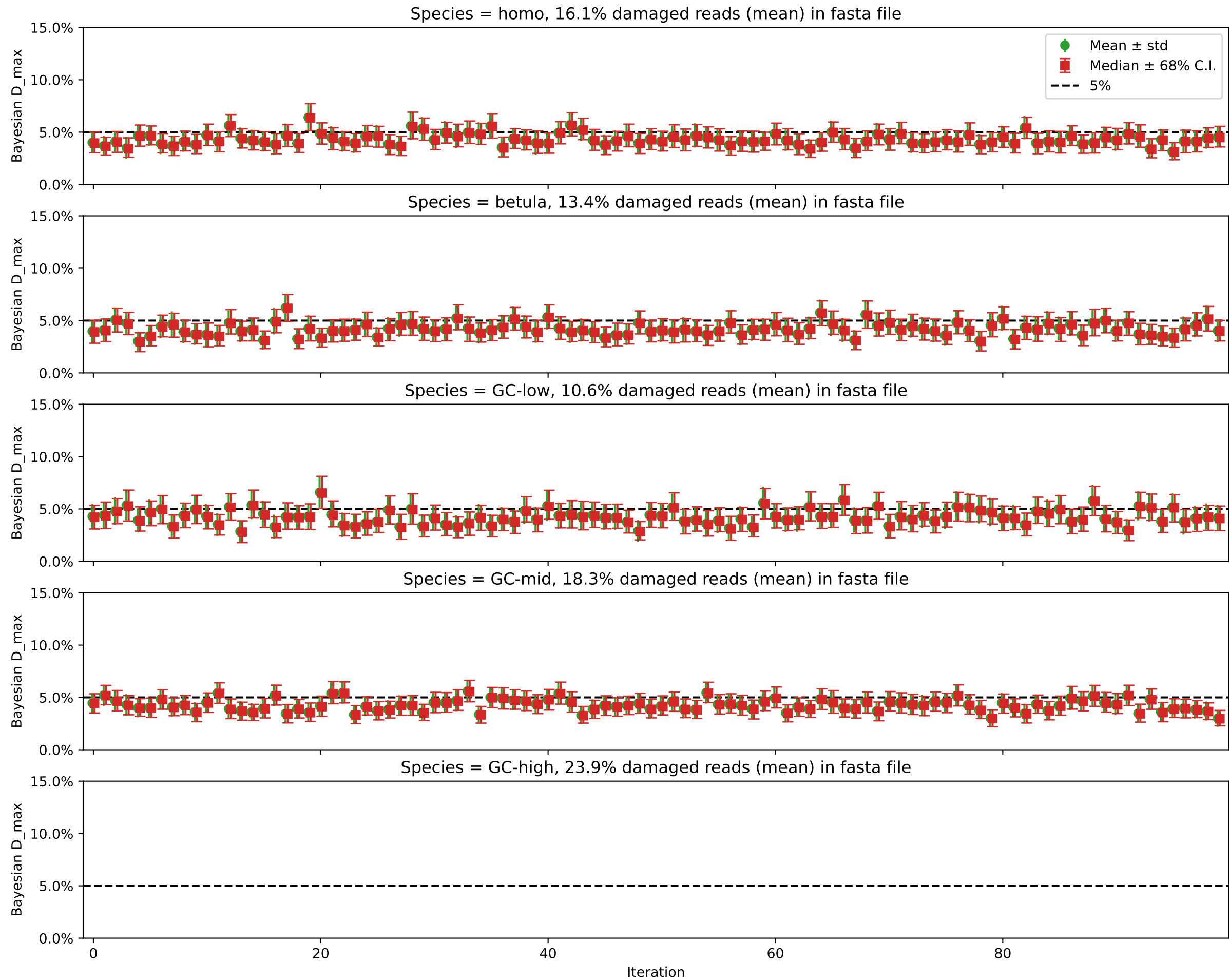
Individual damages:
500 reads
Briggs damage = 0.138
Damage percent = 5%



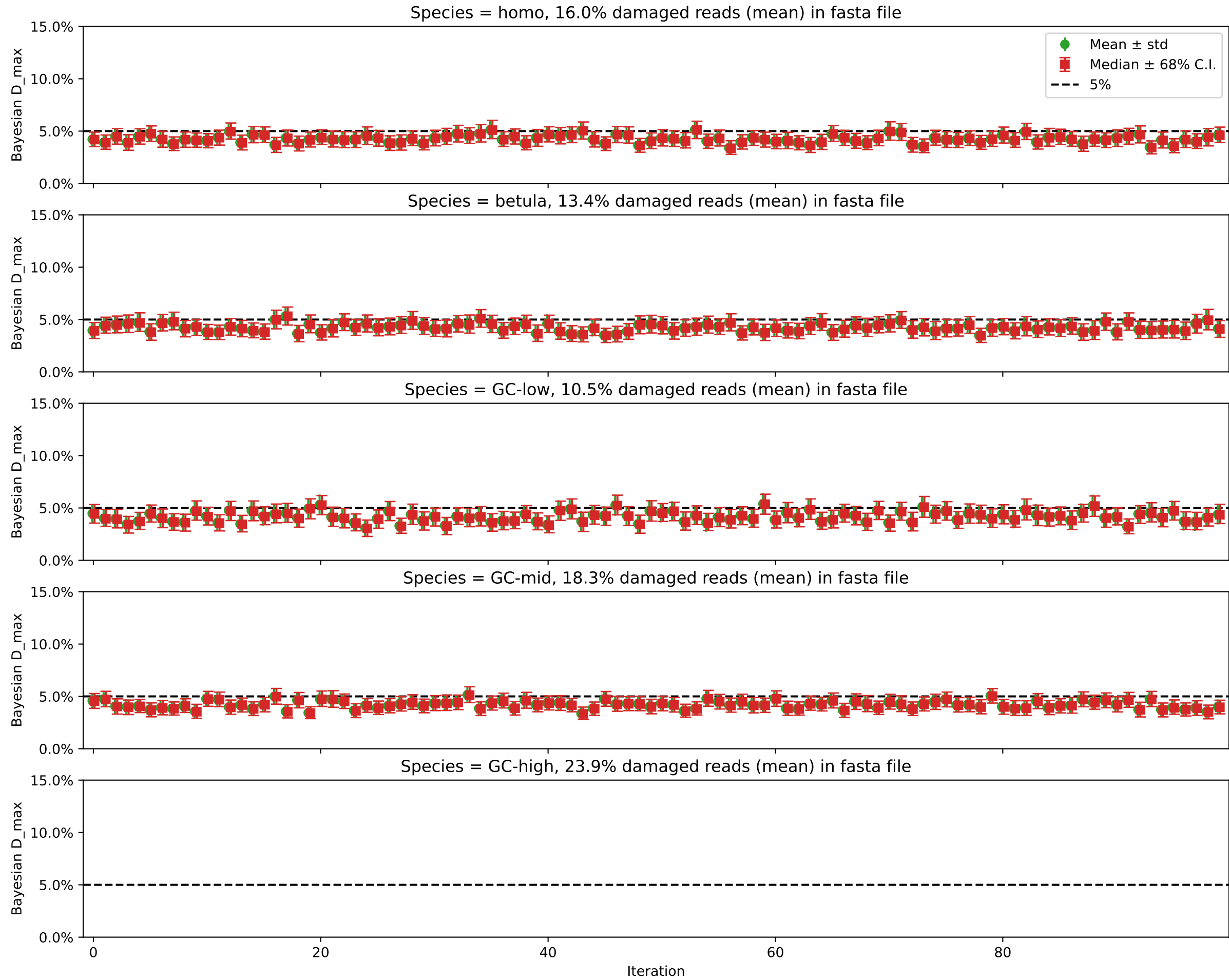
Individual damages:
1000 reads
Briggs damage = 0.138
Damage percent = 5%



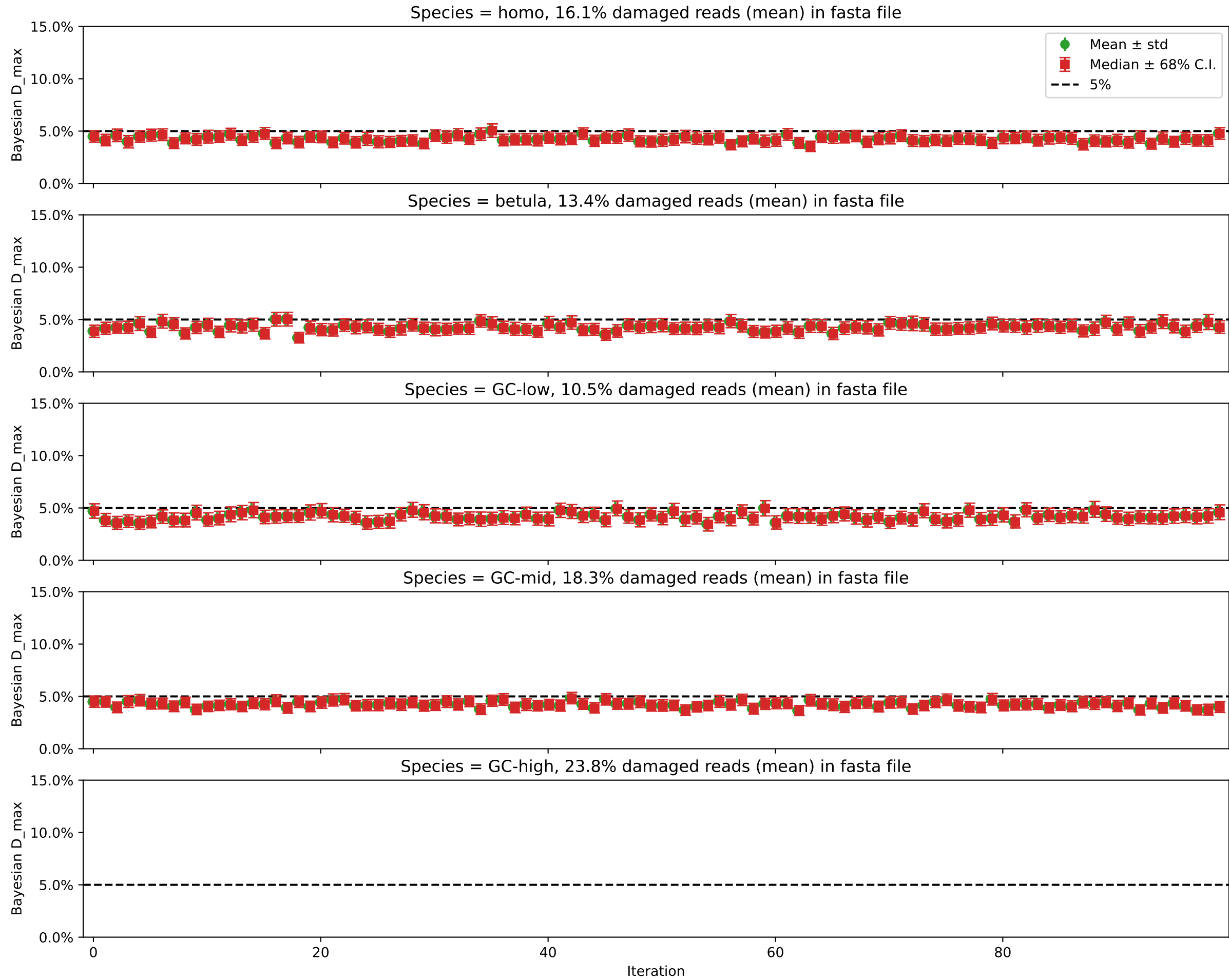
Individual damages:
2500 reads
Briggs damage = 0.138
Damage percent = 5%



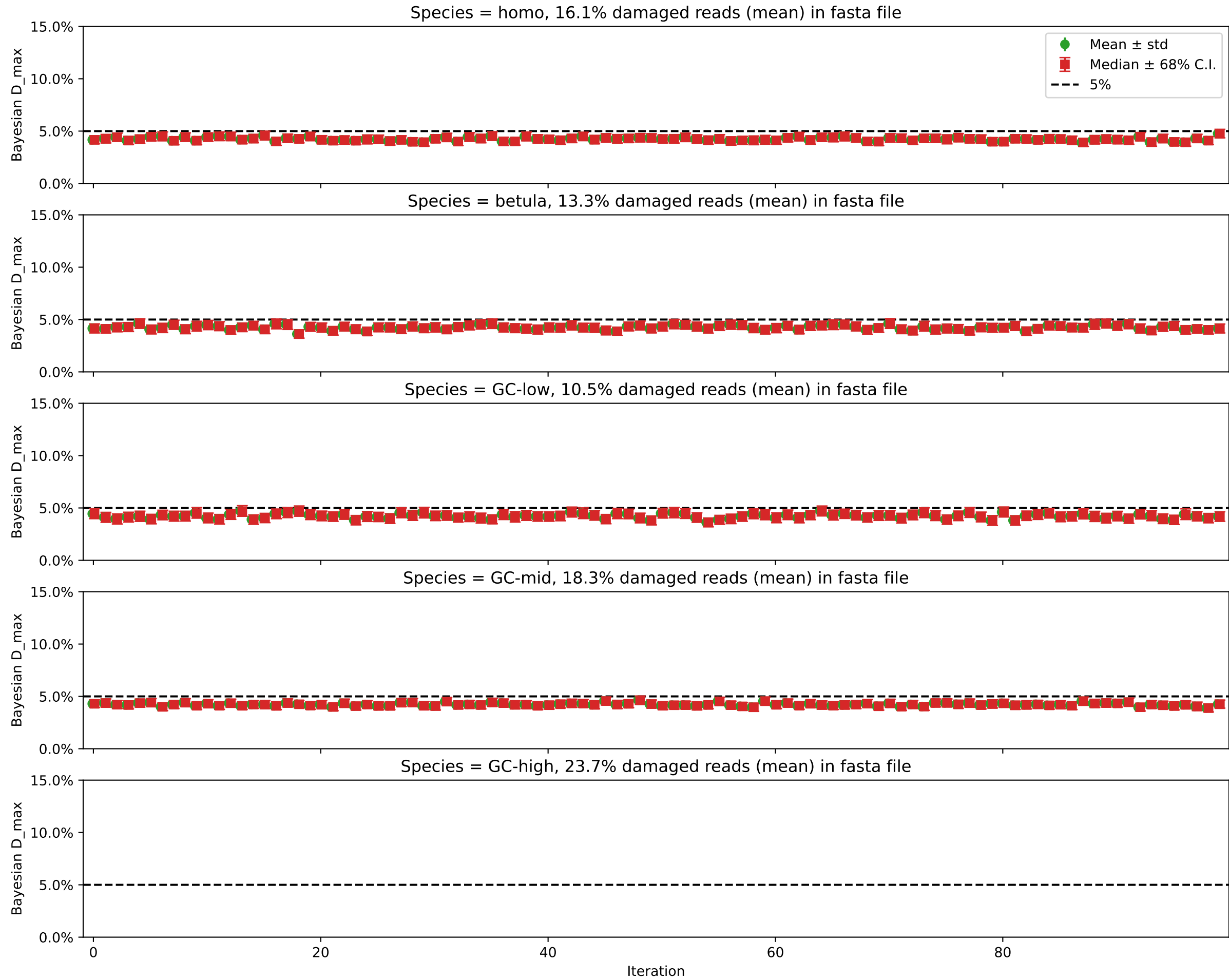
Individual damages:
5000 reads
Briggs damage = 0.138
Damage percent = 5%



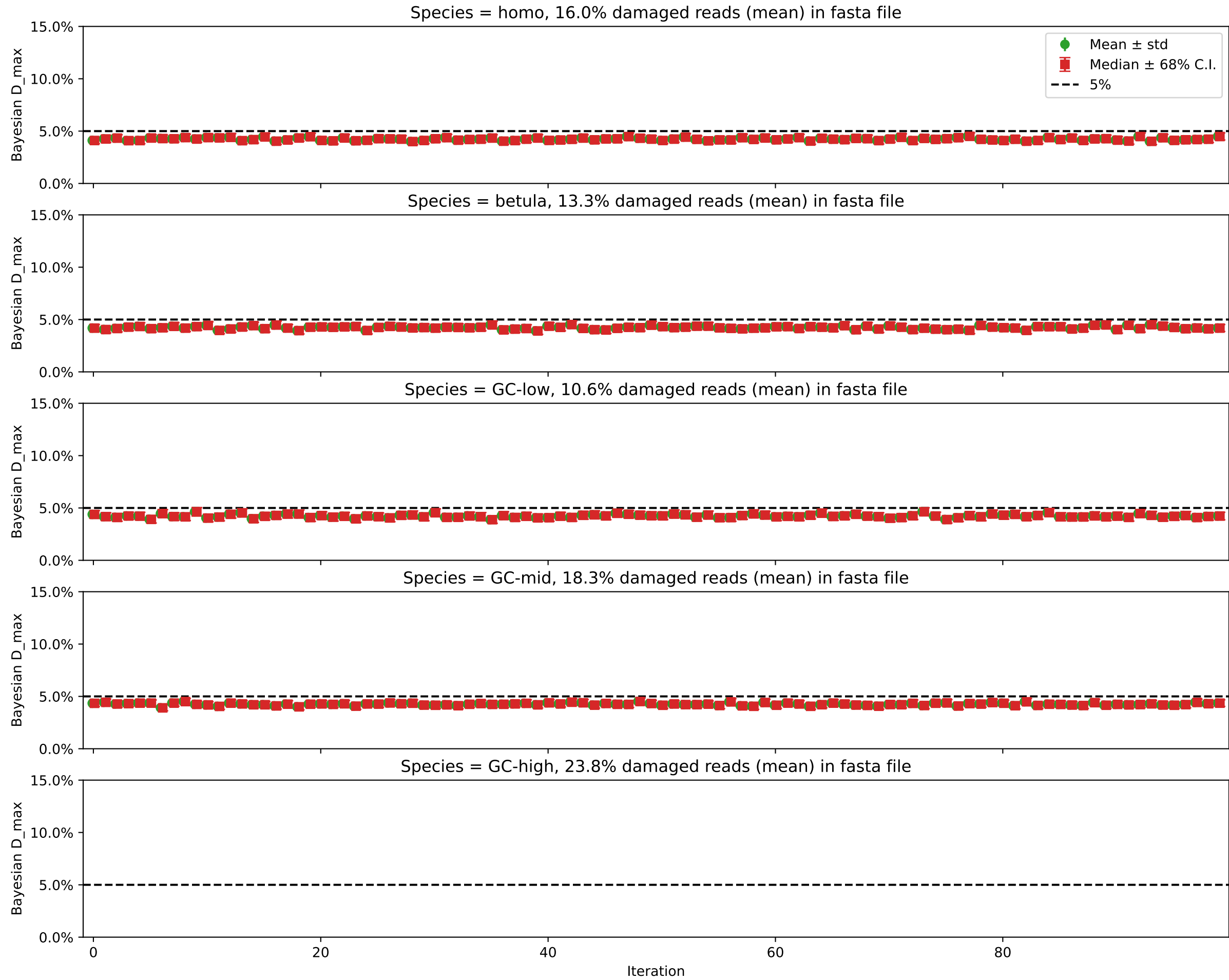
Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent = 5%



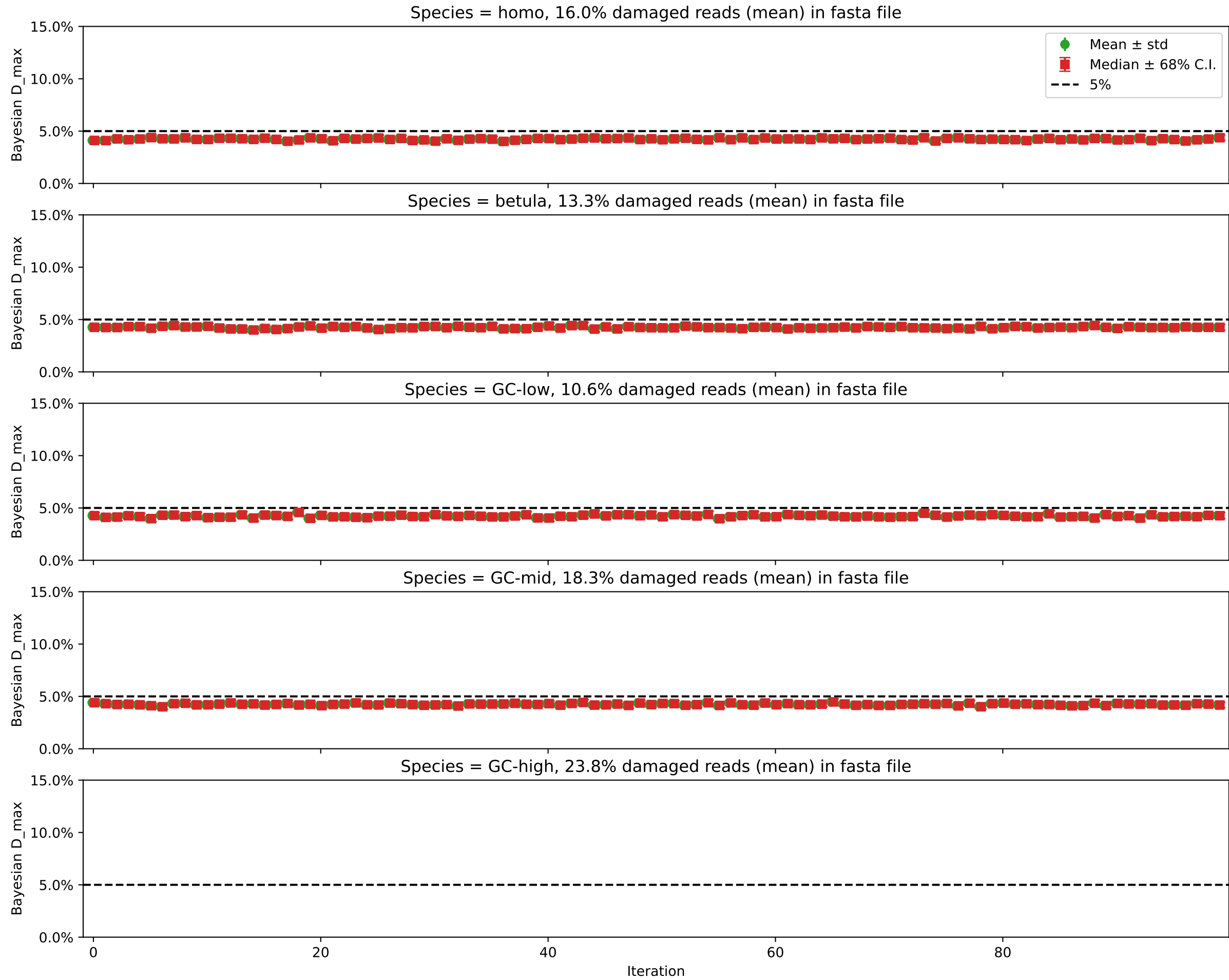
Individual damages:
25000 reads
Briggs damage = 0.138
Damage percent = 5%



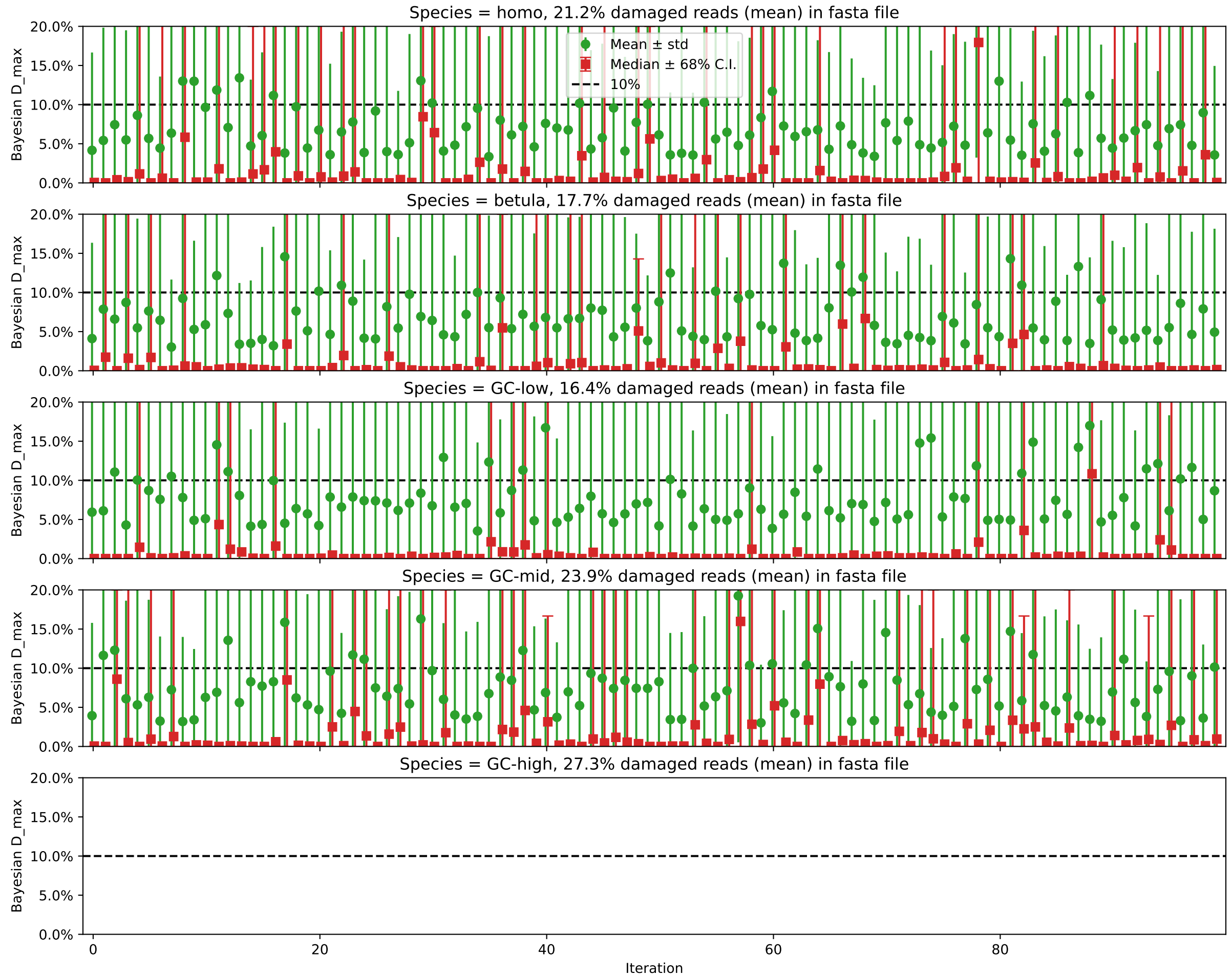
Individual damages:
50000 reads
Briggs damage = 0.138
Damage percent = 5%



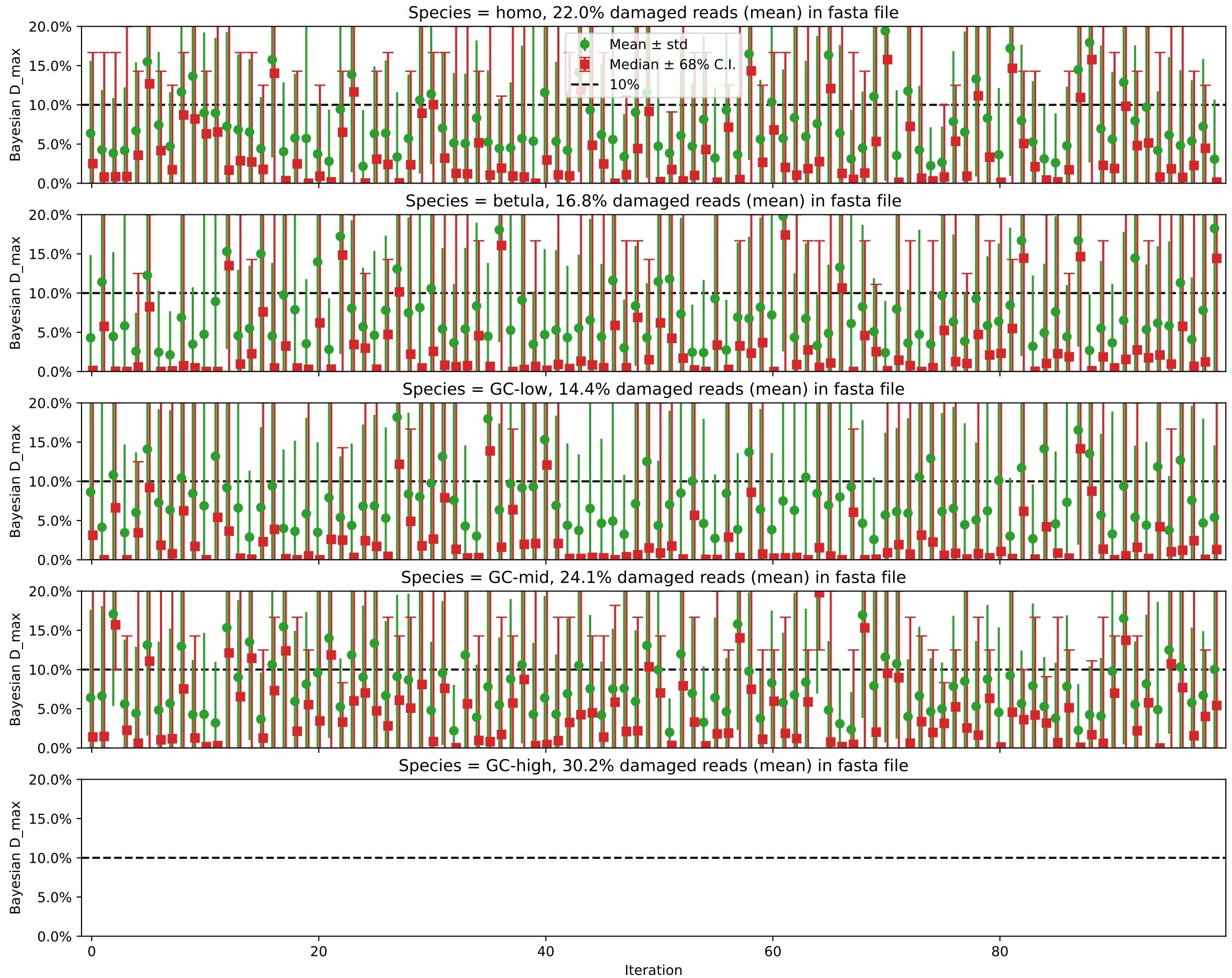
Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent = 5%



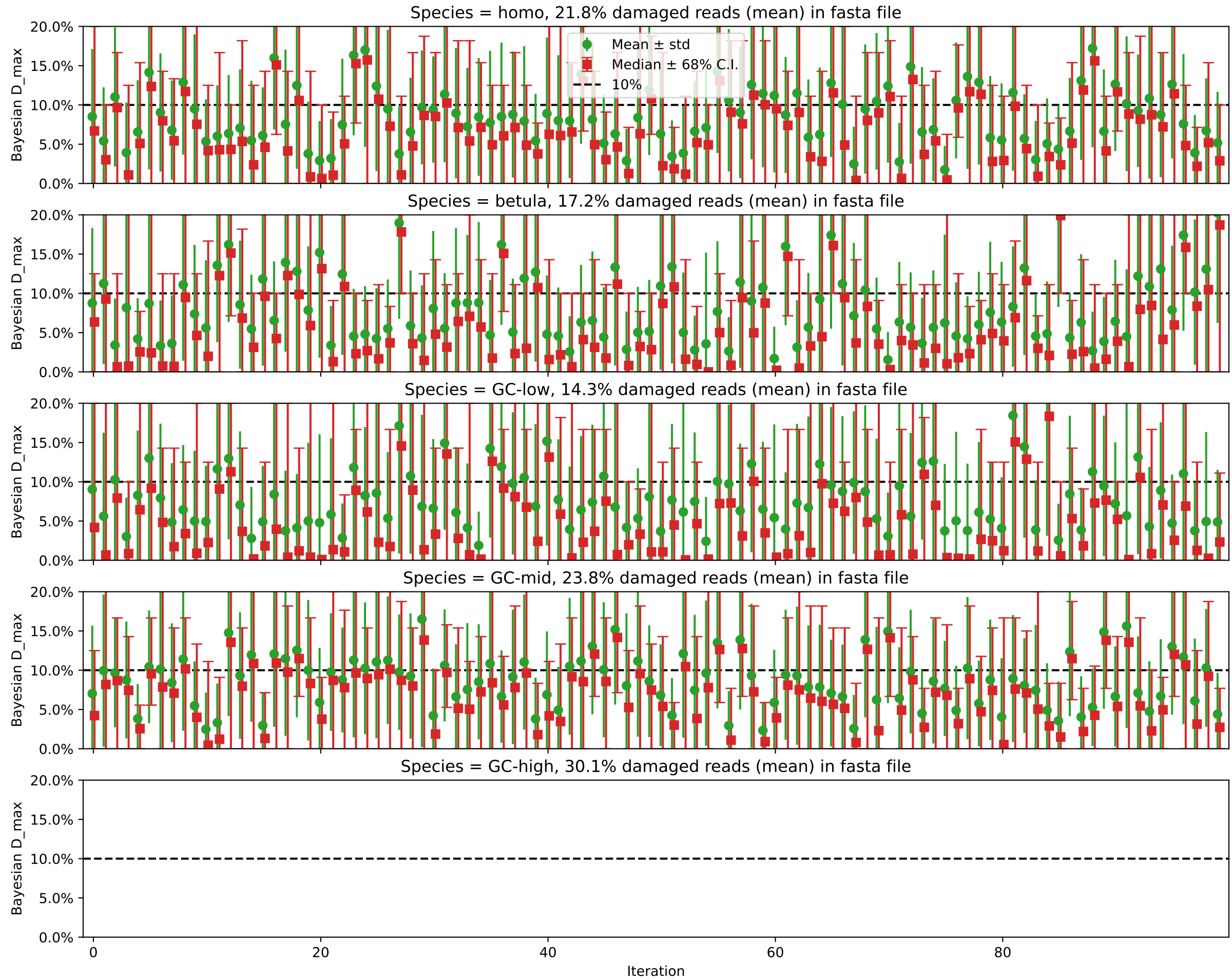
Individual damages:
10 reads
Briggs damage = 0.303
Damage percent = 10%



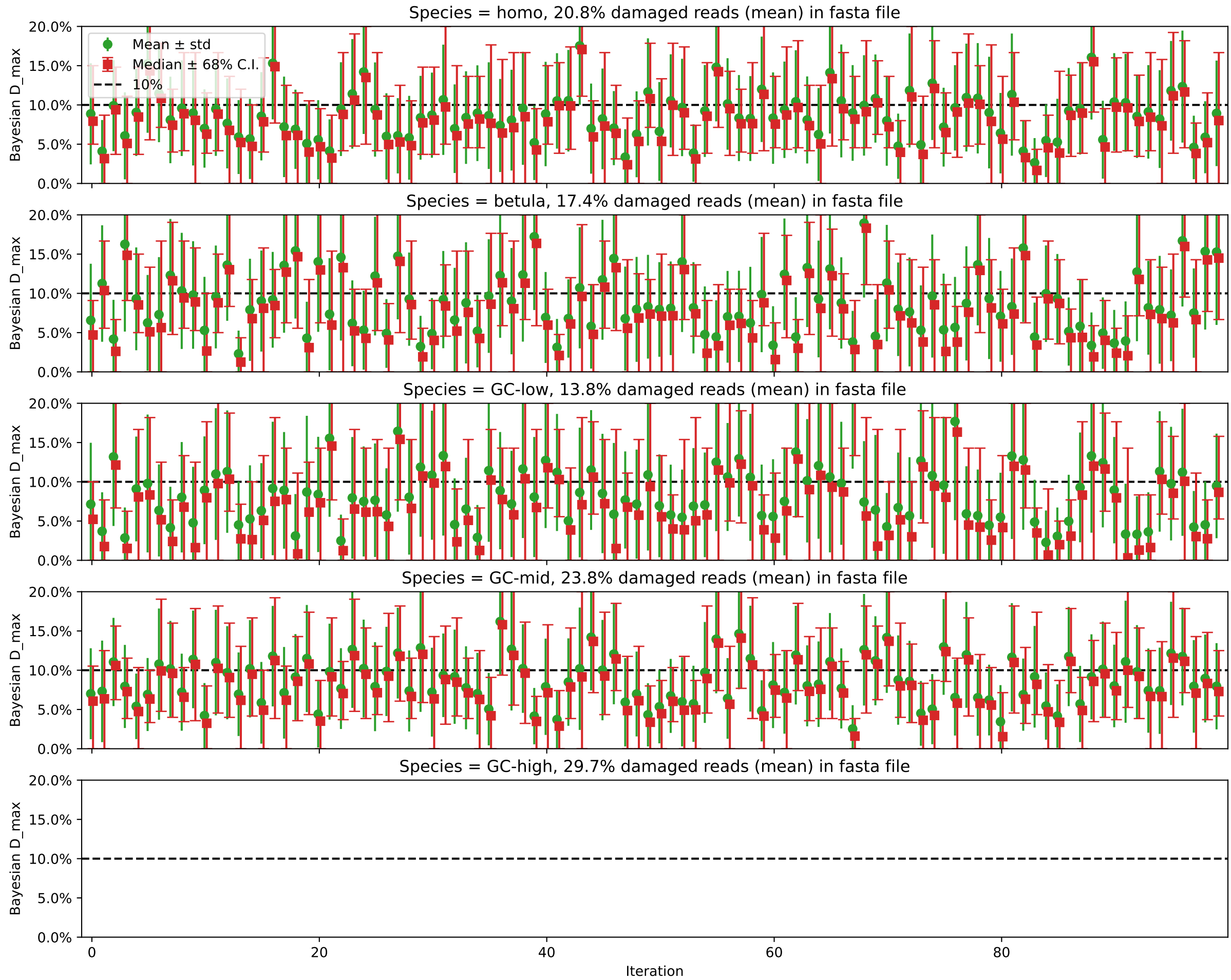
Individual damages:
25 reads
Briggs damage = 0.303
Damage percent = 10%



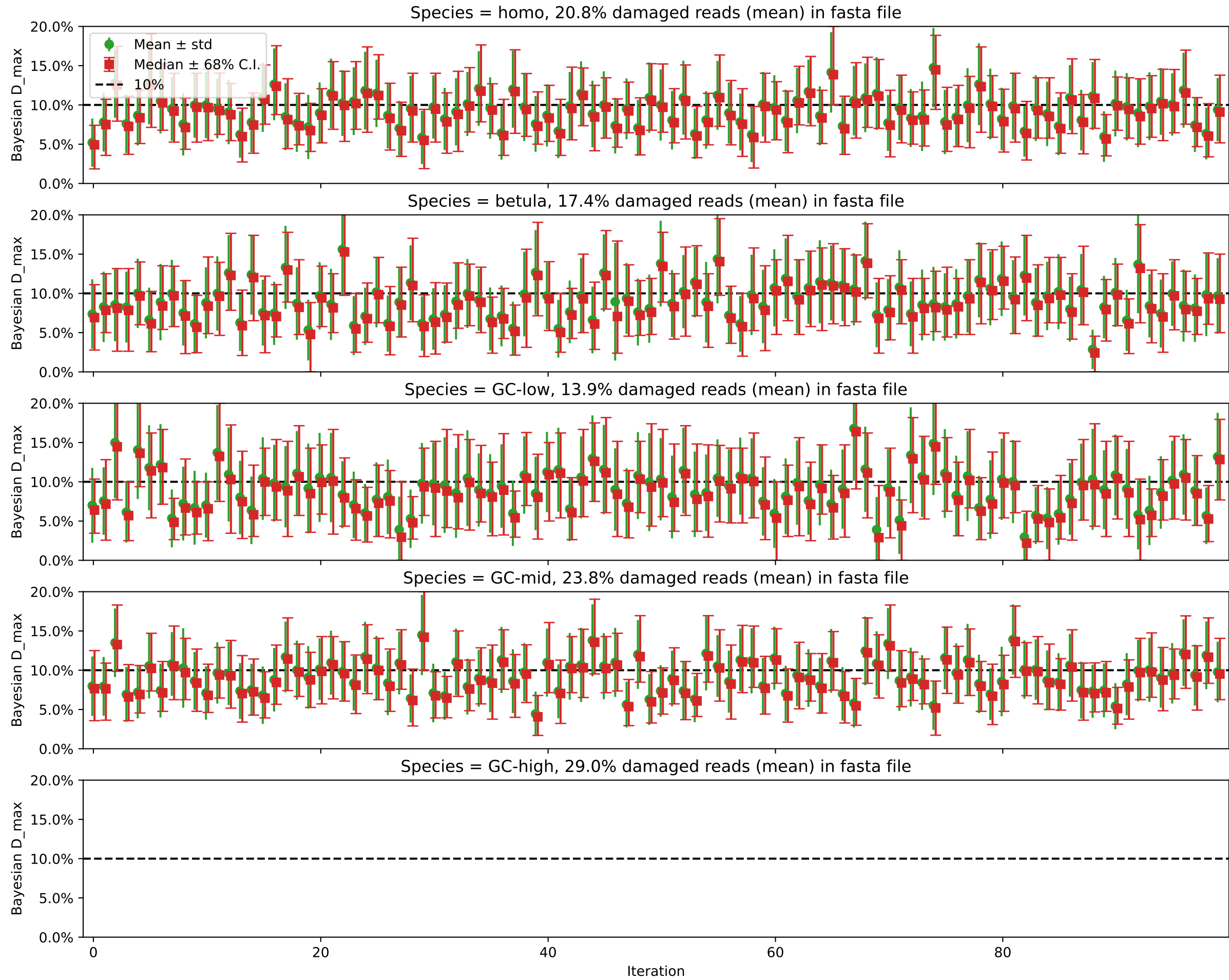
Individual damages:
50 reads
Briggs damage = 0.303
Damage percent = 10%



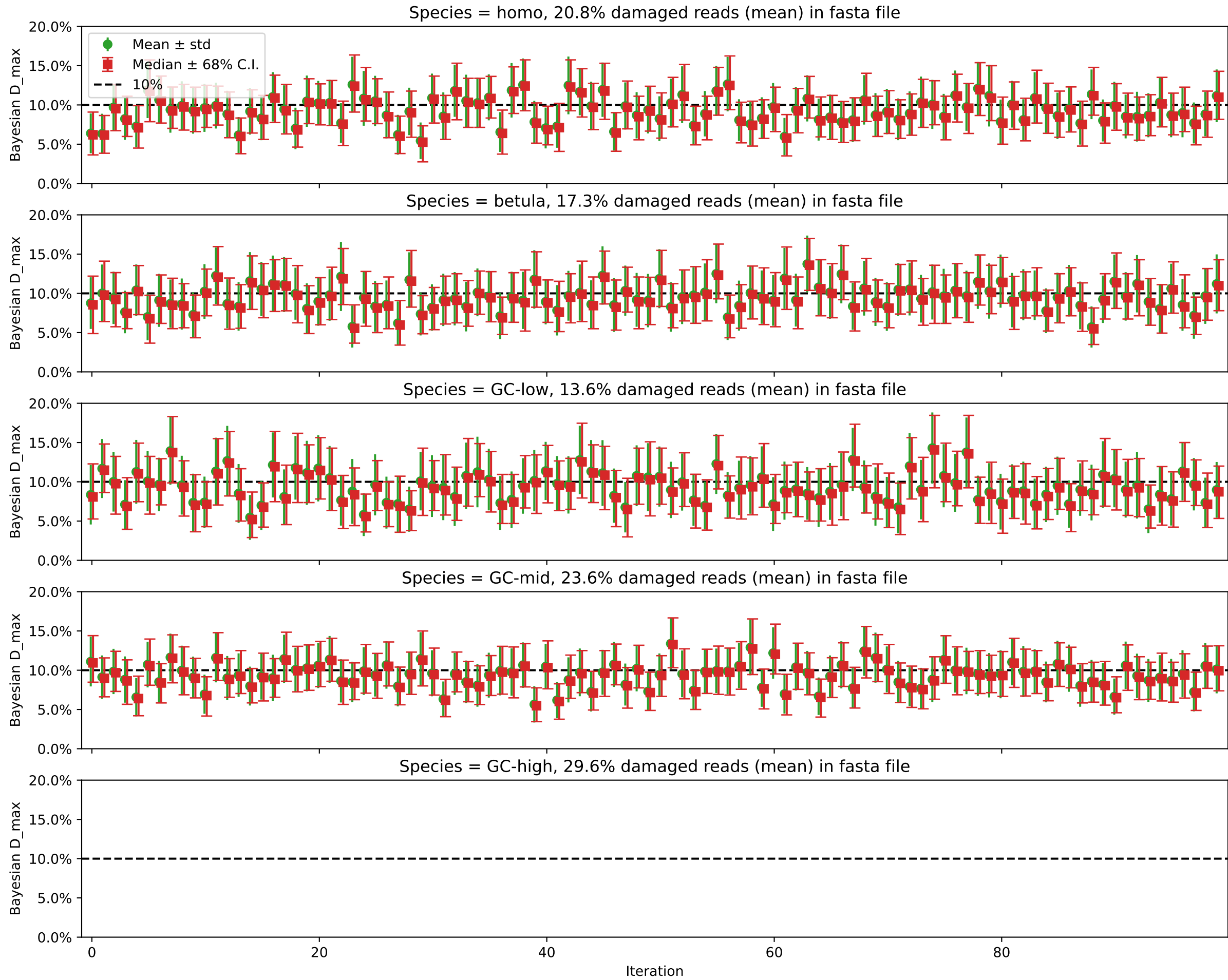
Individual damages:
100 reads
Briggs damage = 0.303
Damage percent = 10%



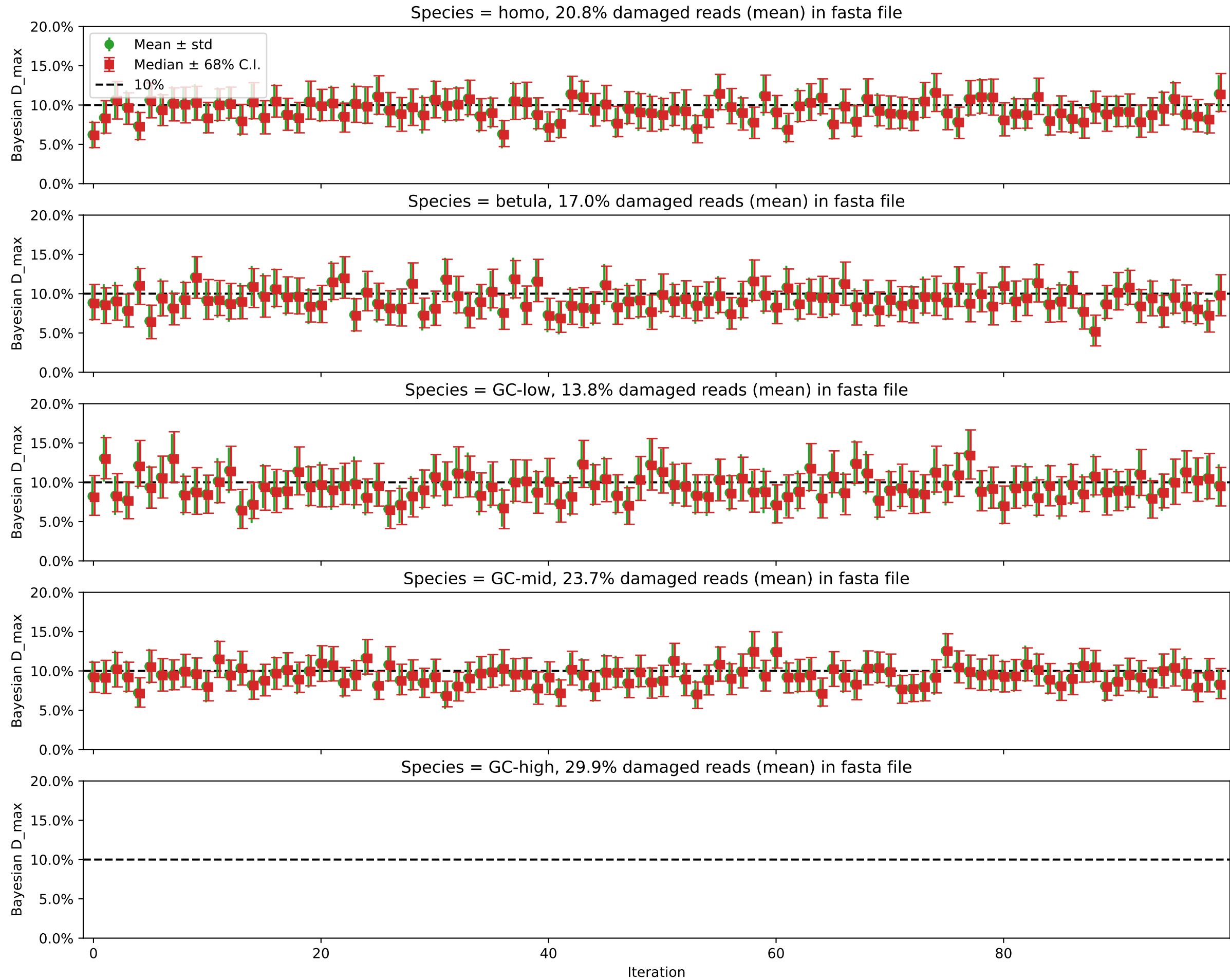
Individual damages:
250 reads
Briggs damage = 0.303
Damage percent = 10%



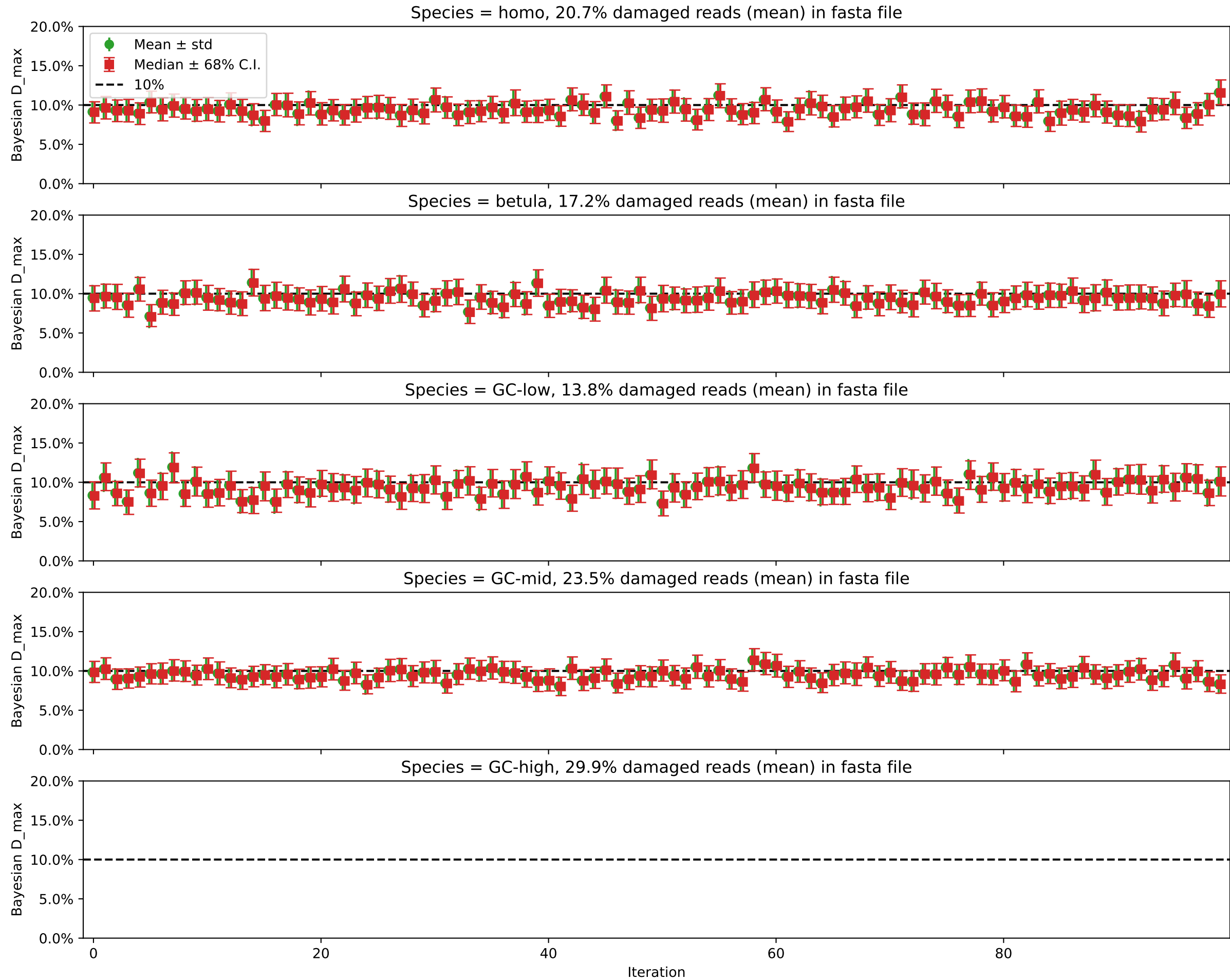
Individual damages:
500 reads
Briggs damage = 0.303
Damage percent = 10%



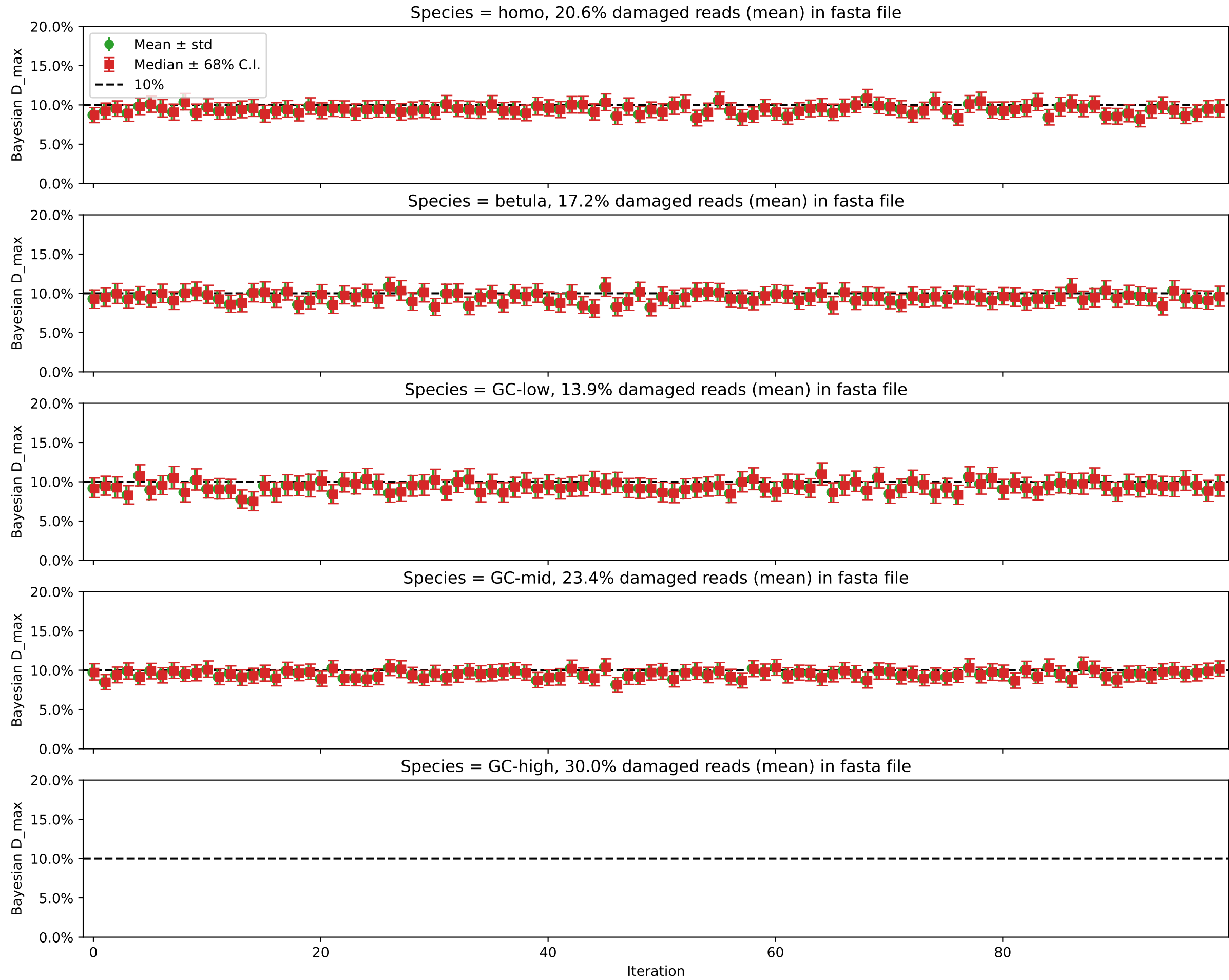
Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent = 10%



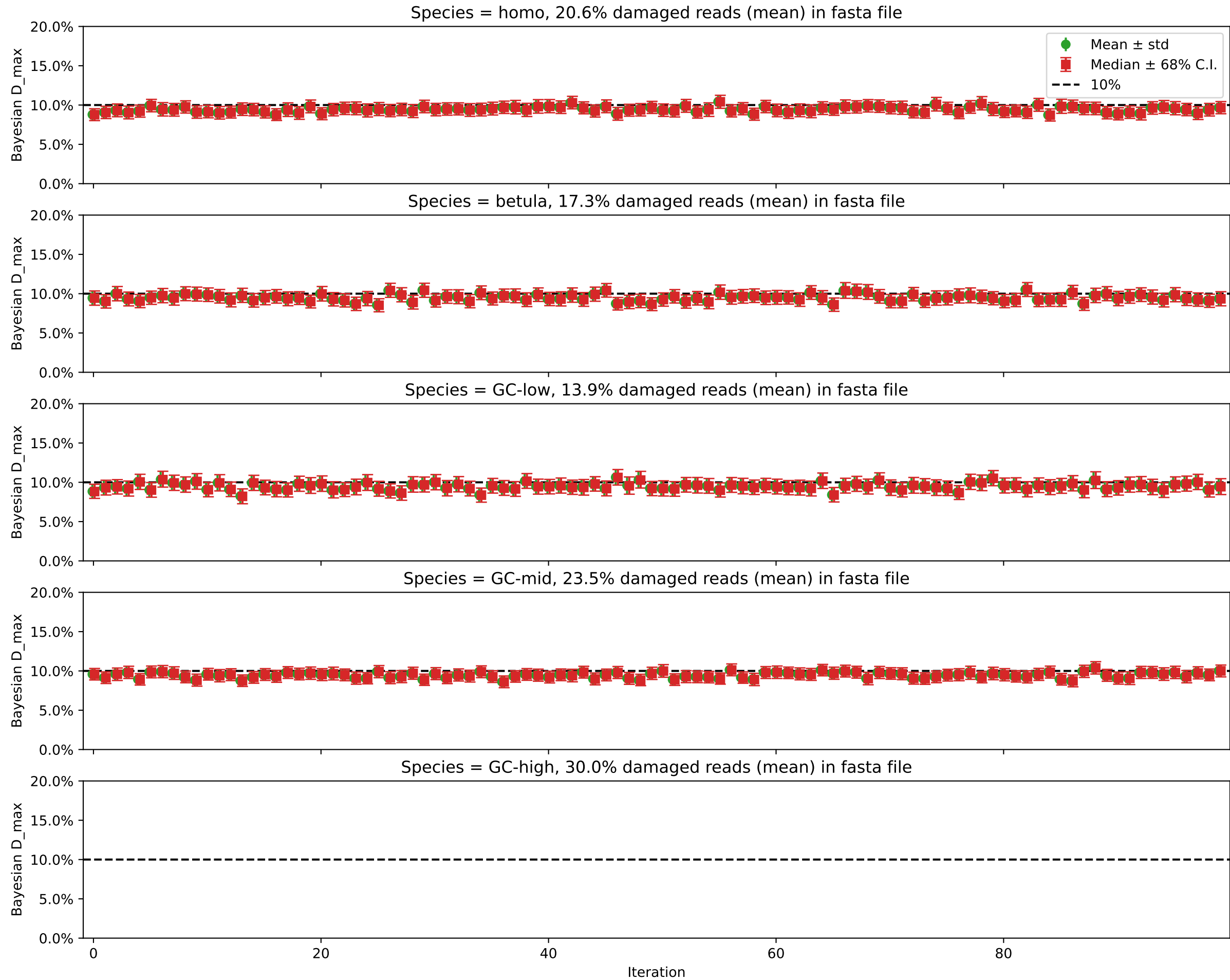
Individual damages:
2500 reads
Briggs damage = 0.303
Damage percent = 10%



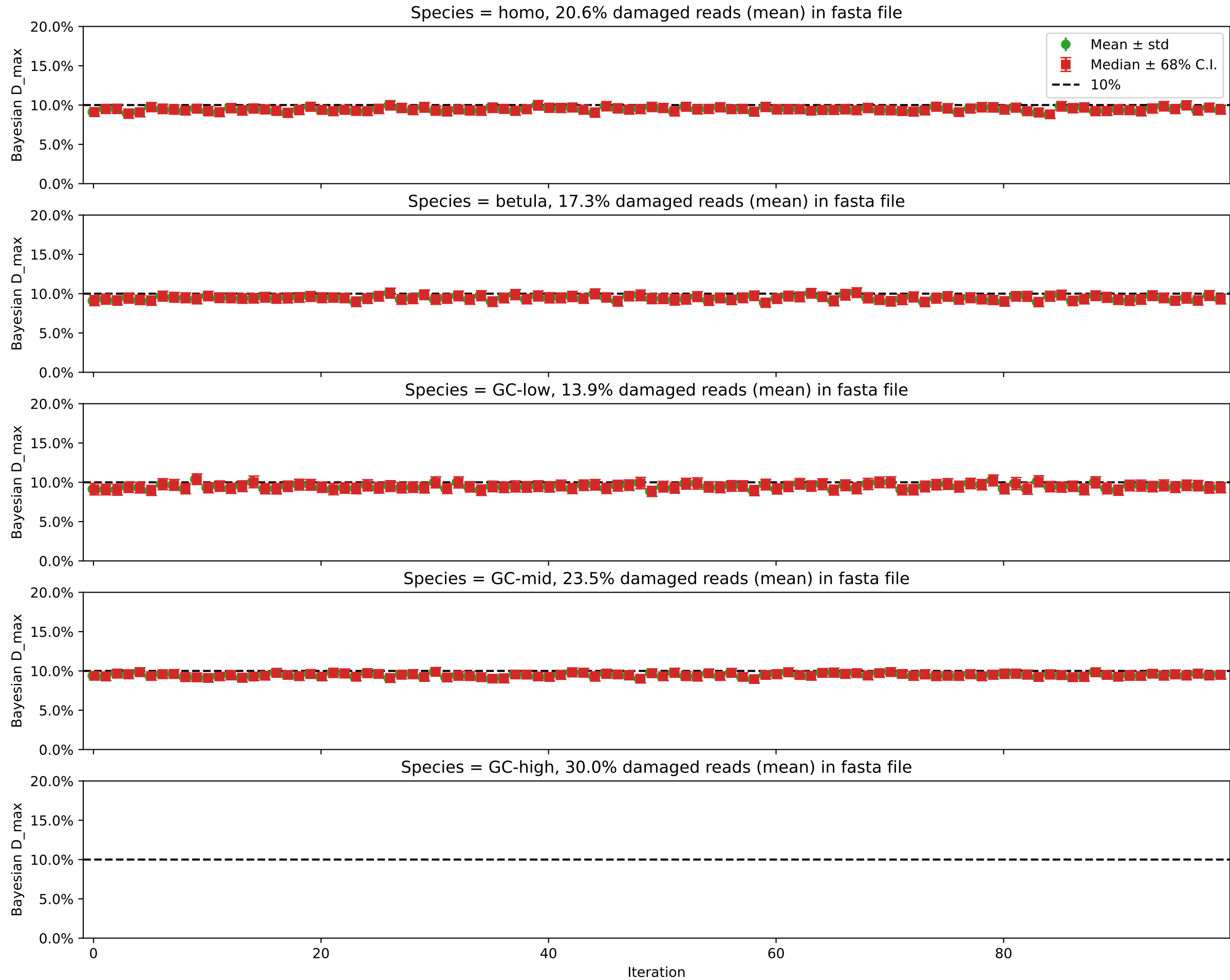
Individual damages:
5000 reads
Briggs damage = 0.303
Damage percent = 10%



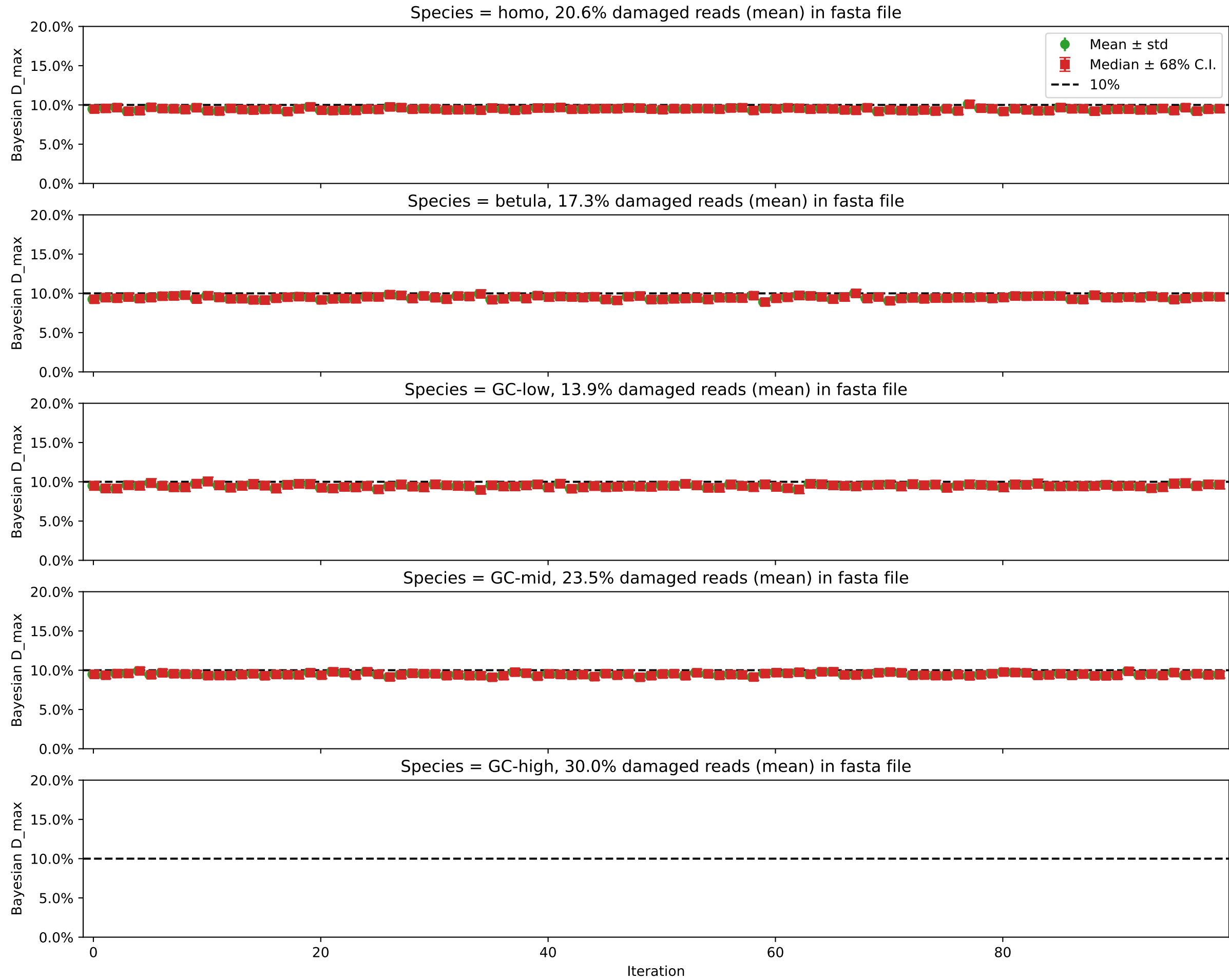
Individual damages:
10000 reads
Briggs damage = 0.303
Damage percent = 10%



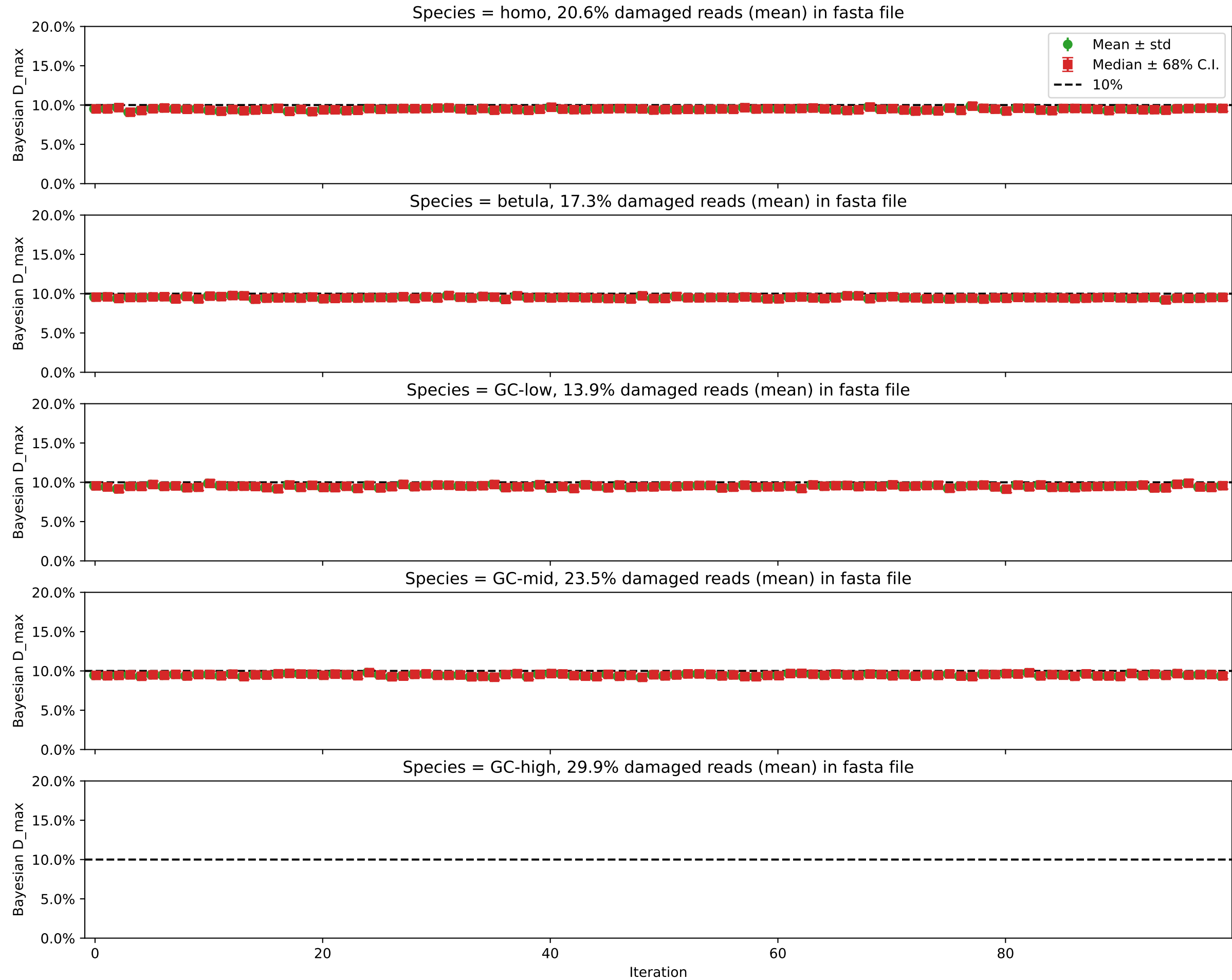
Individual damages:
25000 reads
Briggs damage = 0.303
Damage percent = 10%



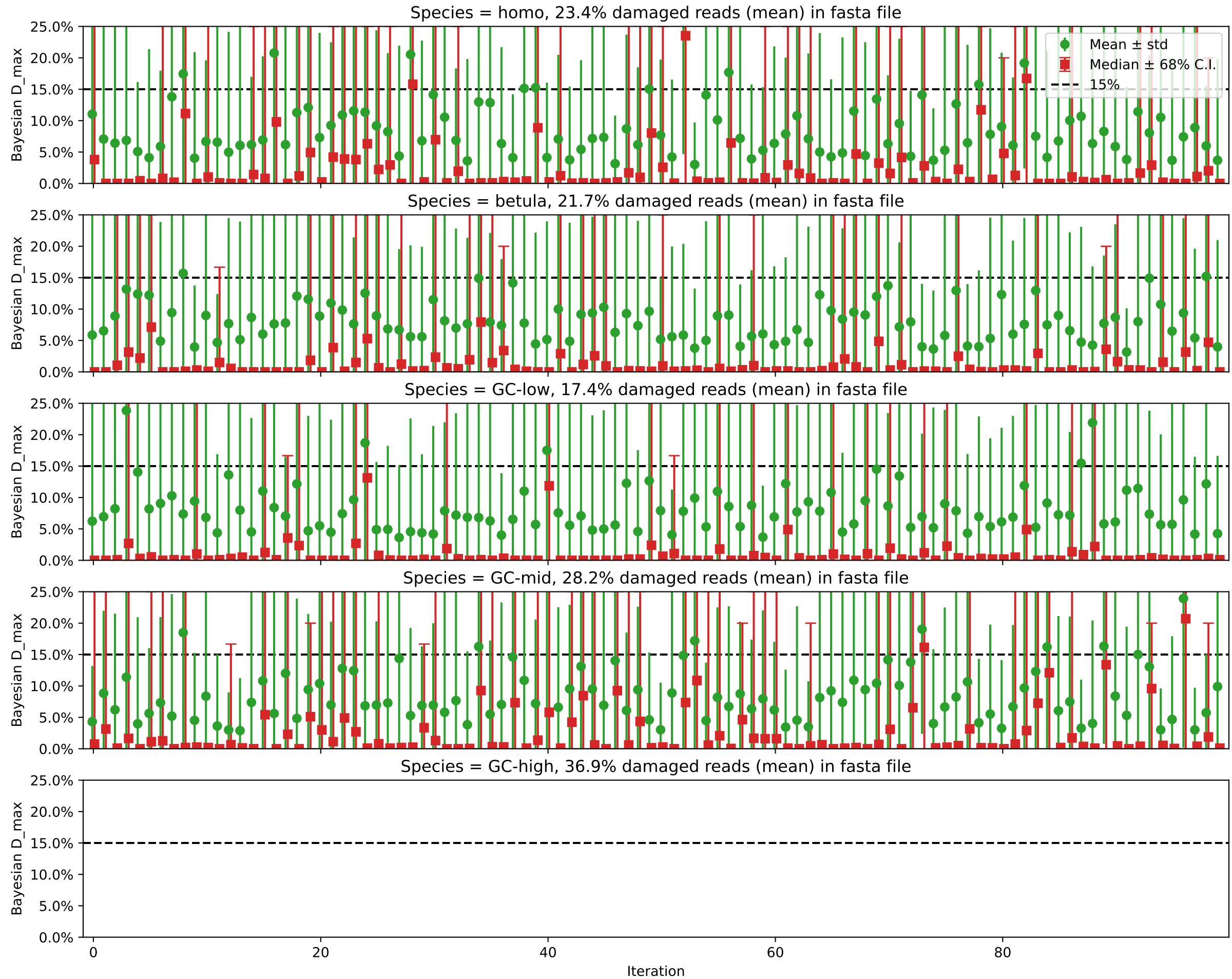
Individual damages:
50000 reads
Briggs damage = 0.303
Damage percent = 10%



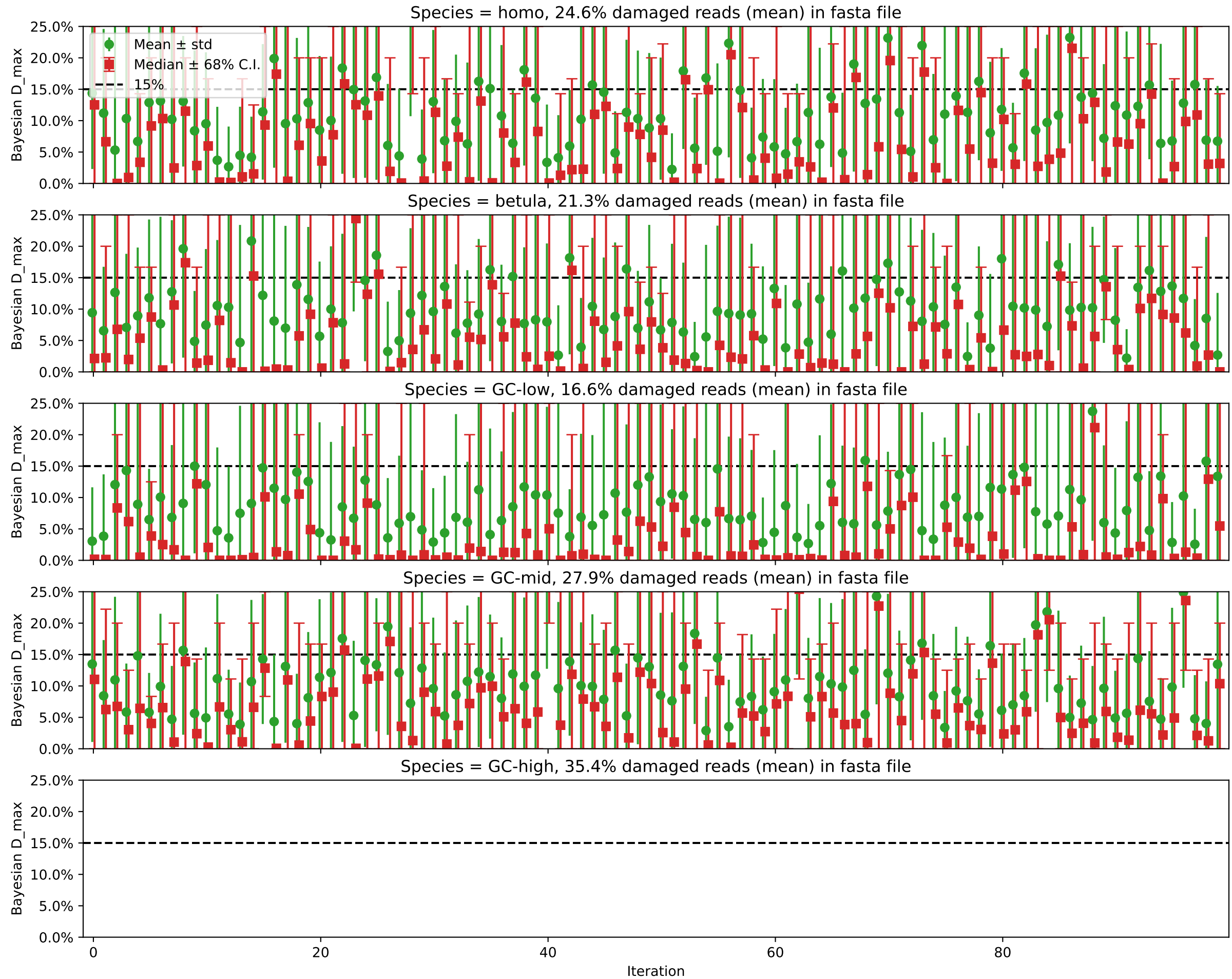
Individual damages:
100000 reads
Briggs damage = 0.303
Damage percent = 10%



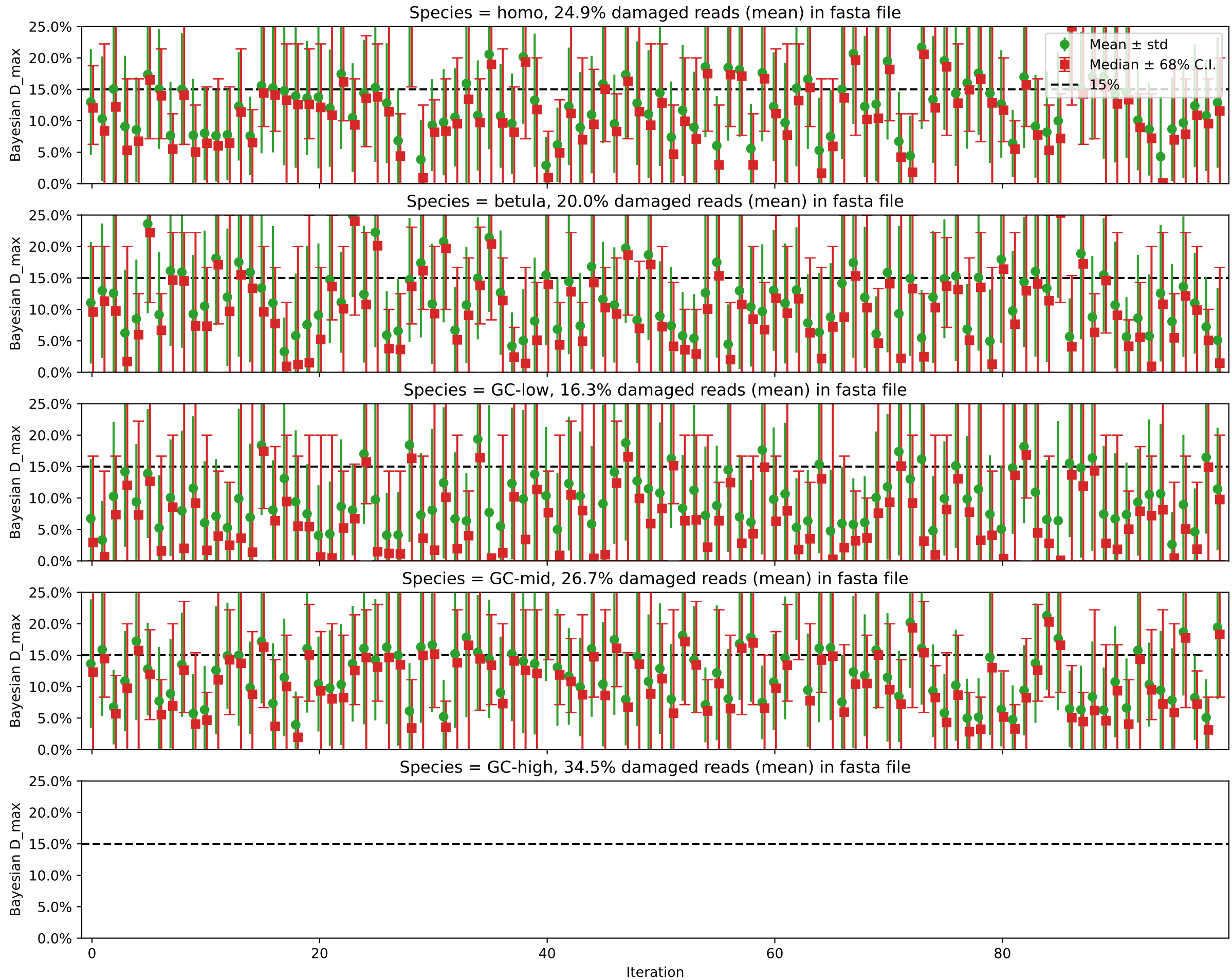
Individual damages:
10 reads
Briggs damage = 0.466
Damage percent = 15%



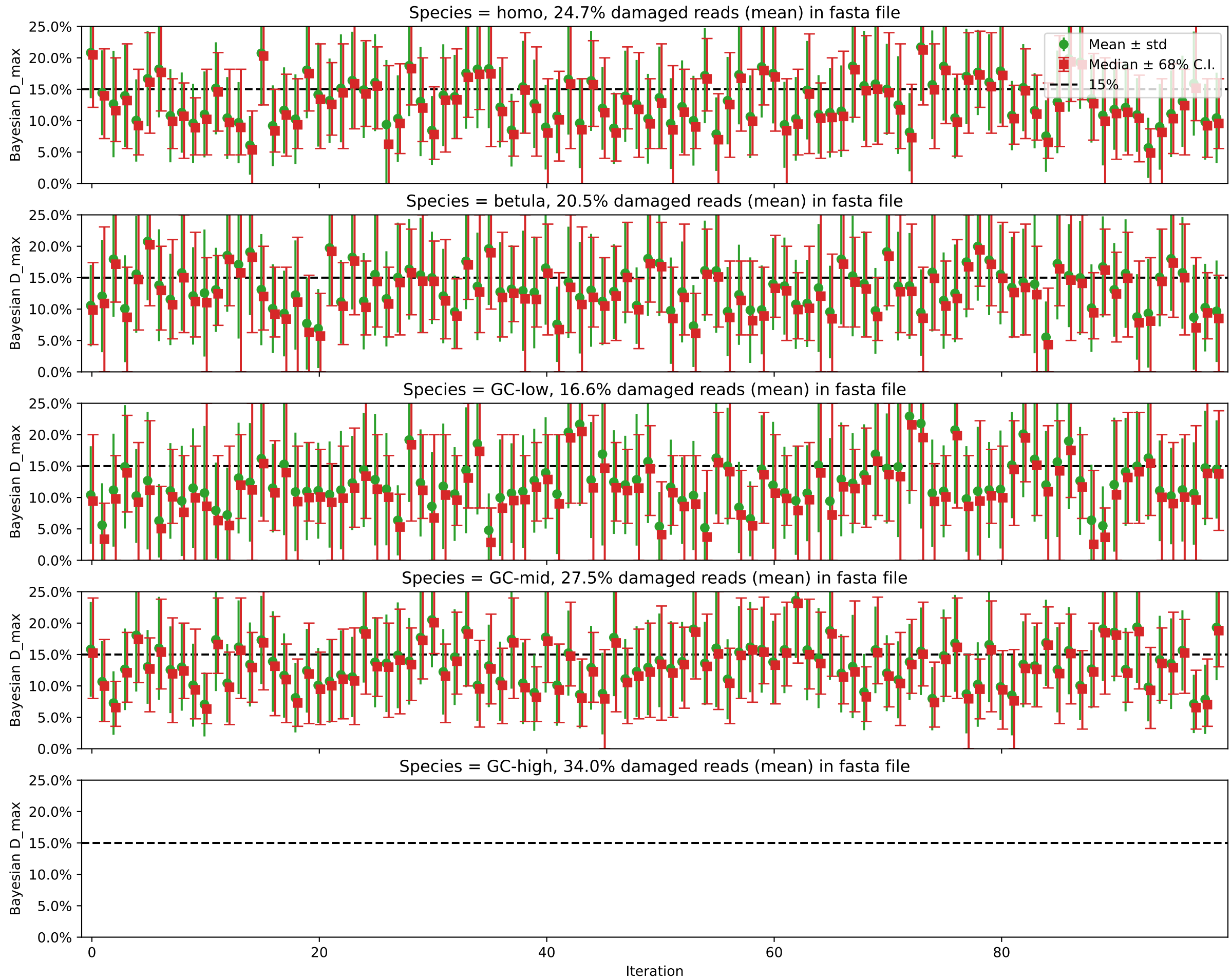
Individual damages:
25 reads
Briggs damage = 0.466
Damage percent = 15%



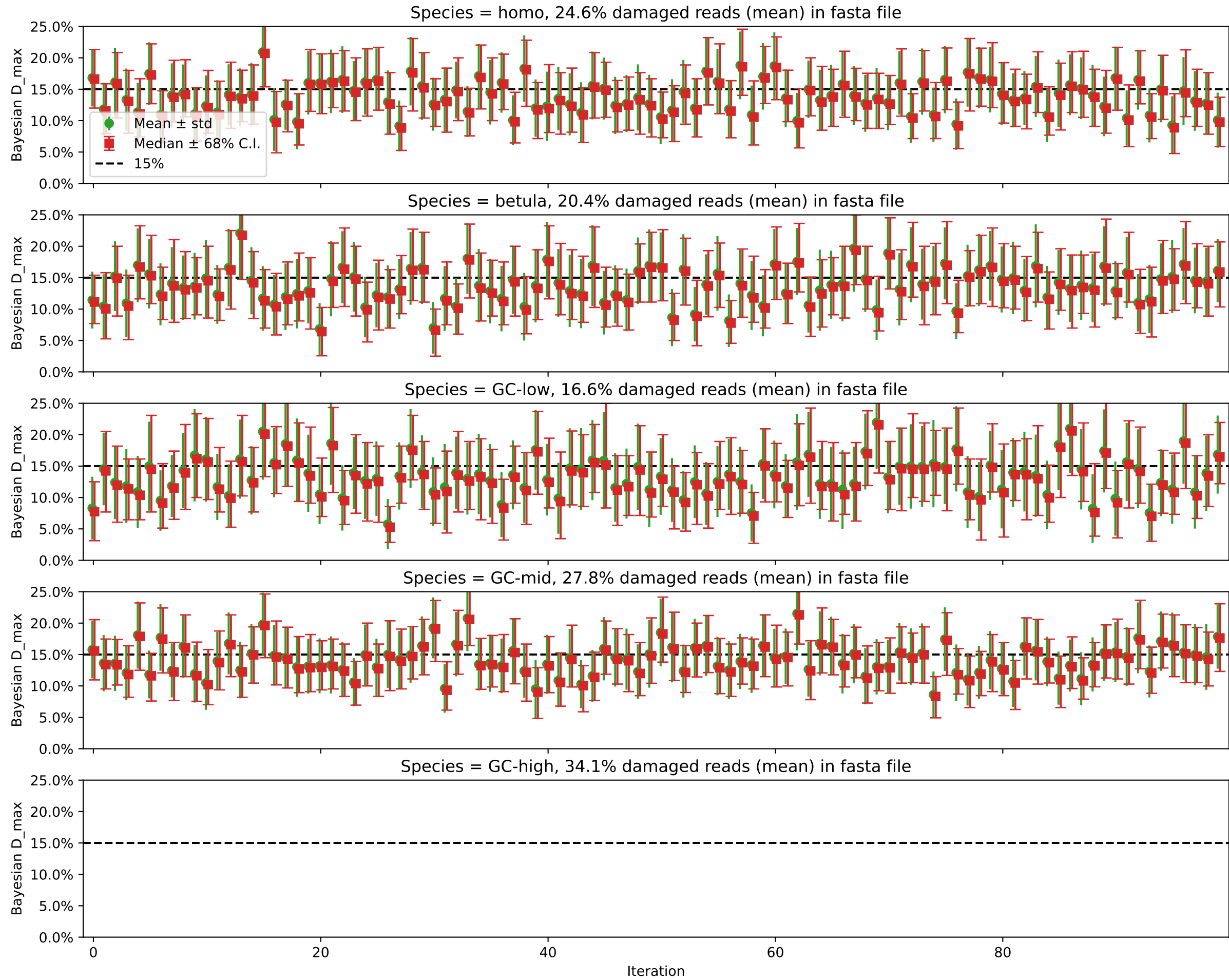
Individual damages:
50 reads
Briggs damage = 0.466
Damage percent = 15%



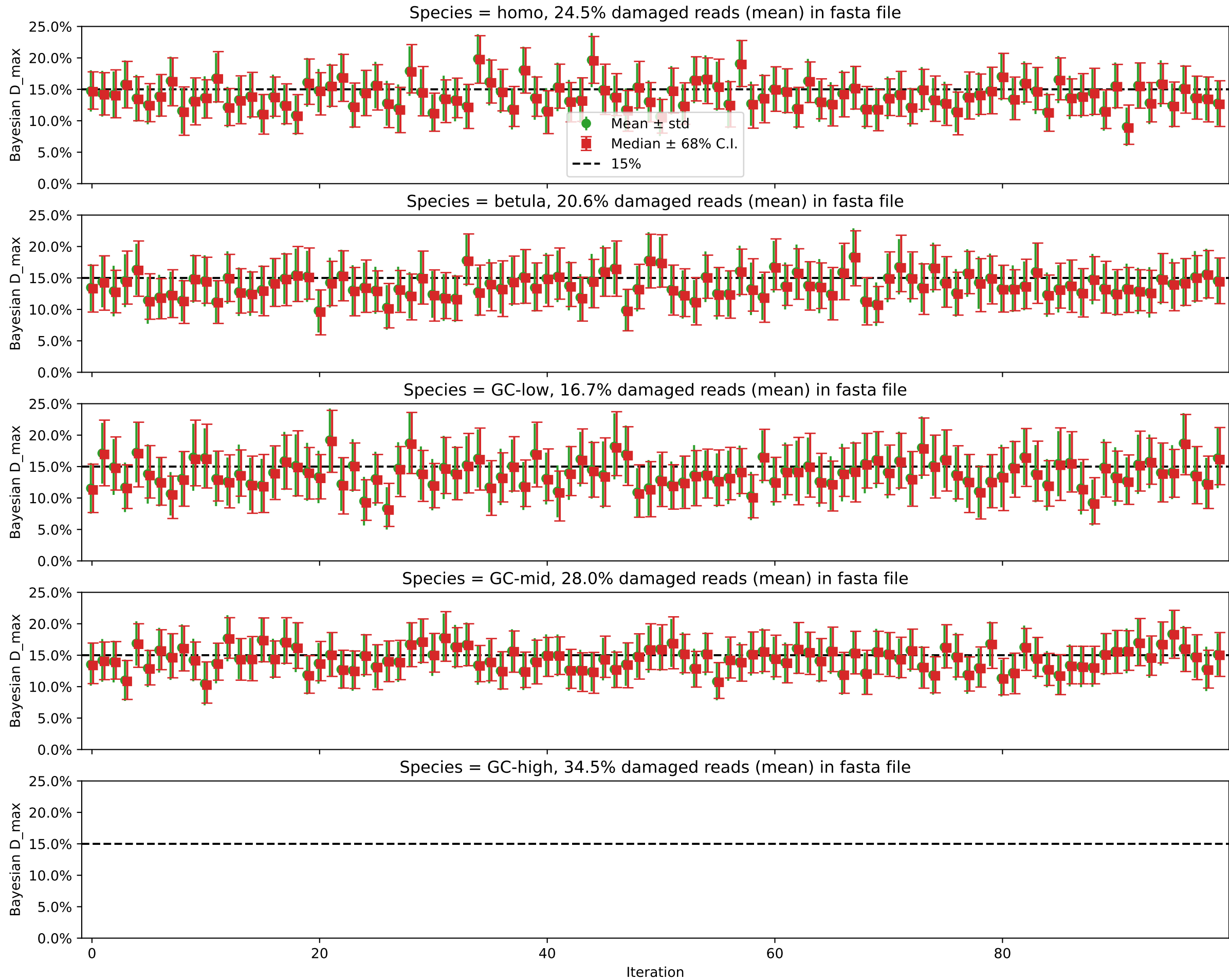
Individual damages:
100 reads
Briggs damage = 0.466
Damage percent = 15%



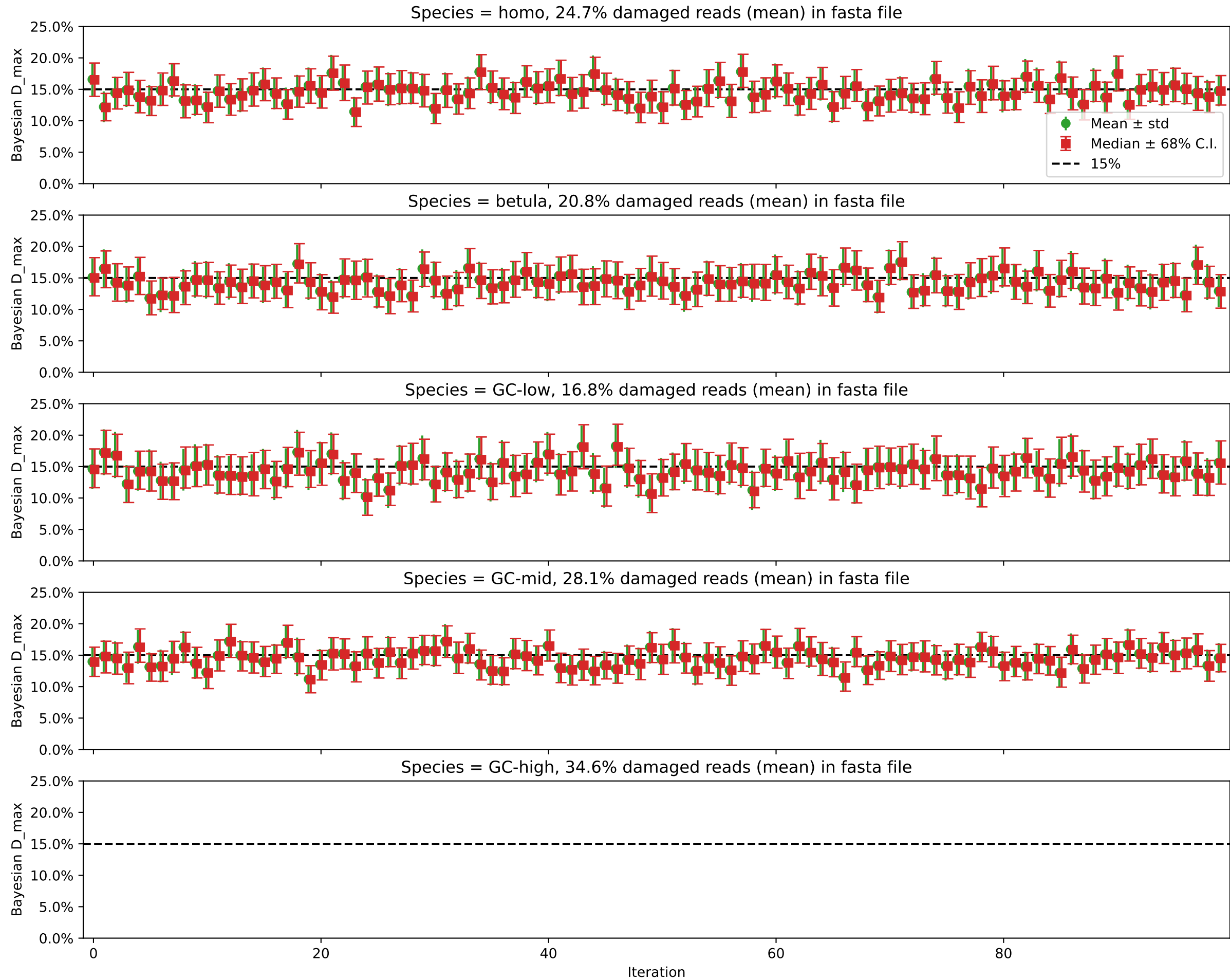
Individual damages:
250 reads
Briggs damage = 0.466
Damage percent = 15%



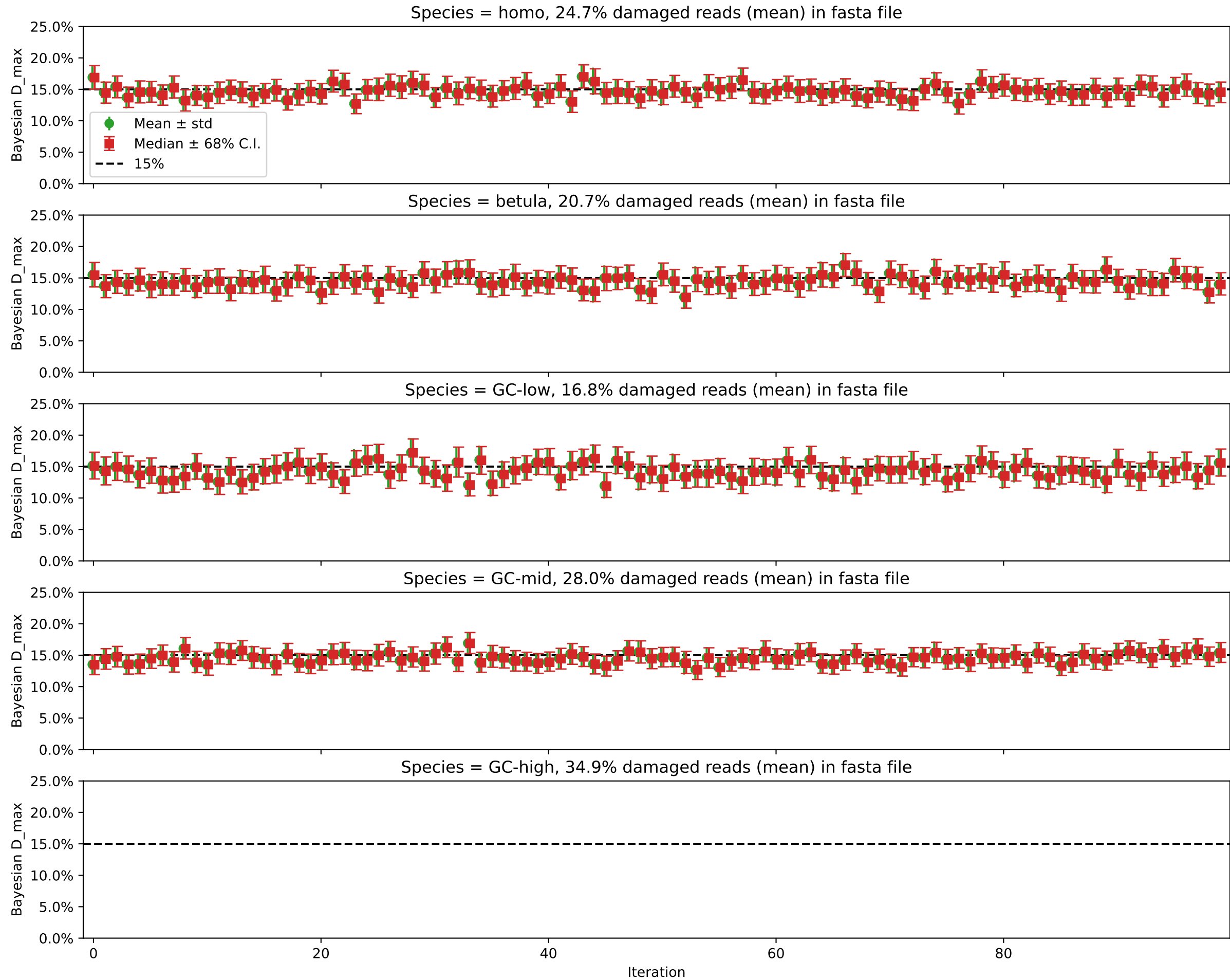
Individual damages:
500 reads
Briggs damage = 0.466
Damage percent = 15%



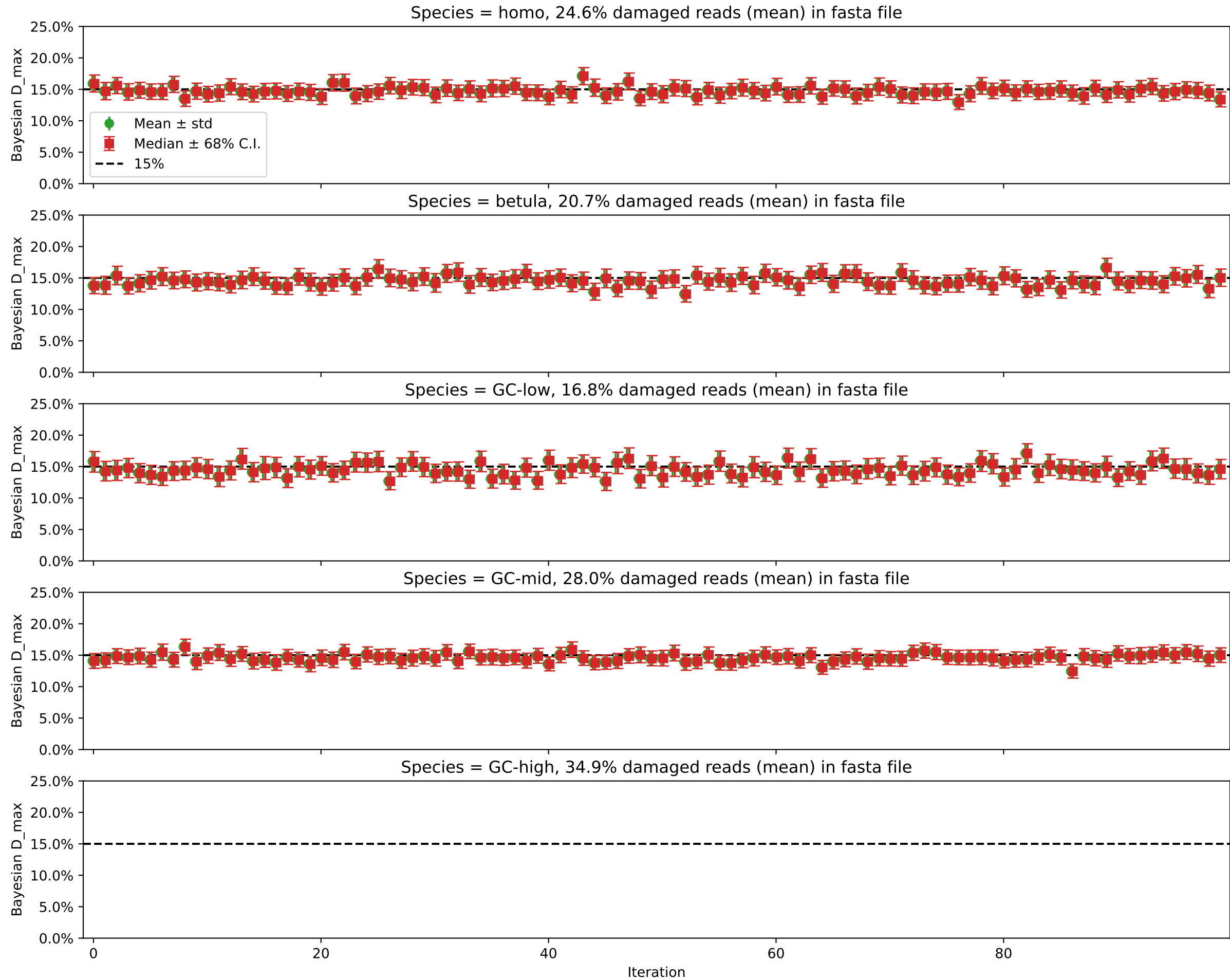
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent = 15%



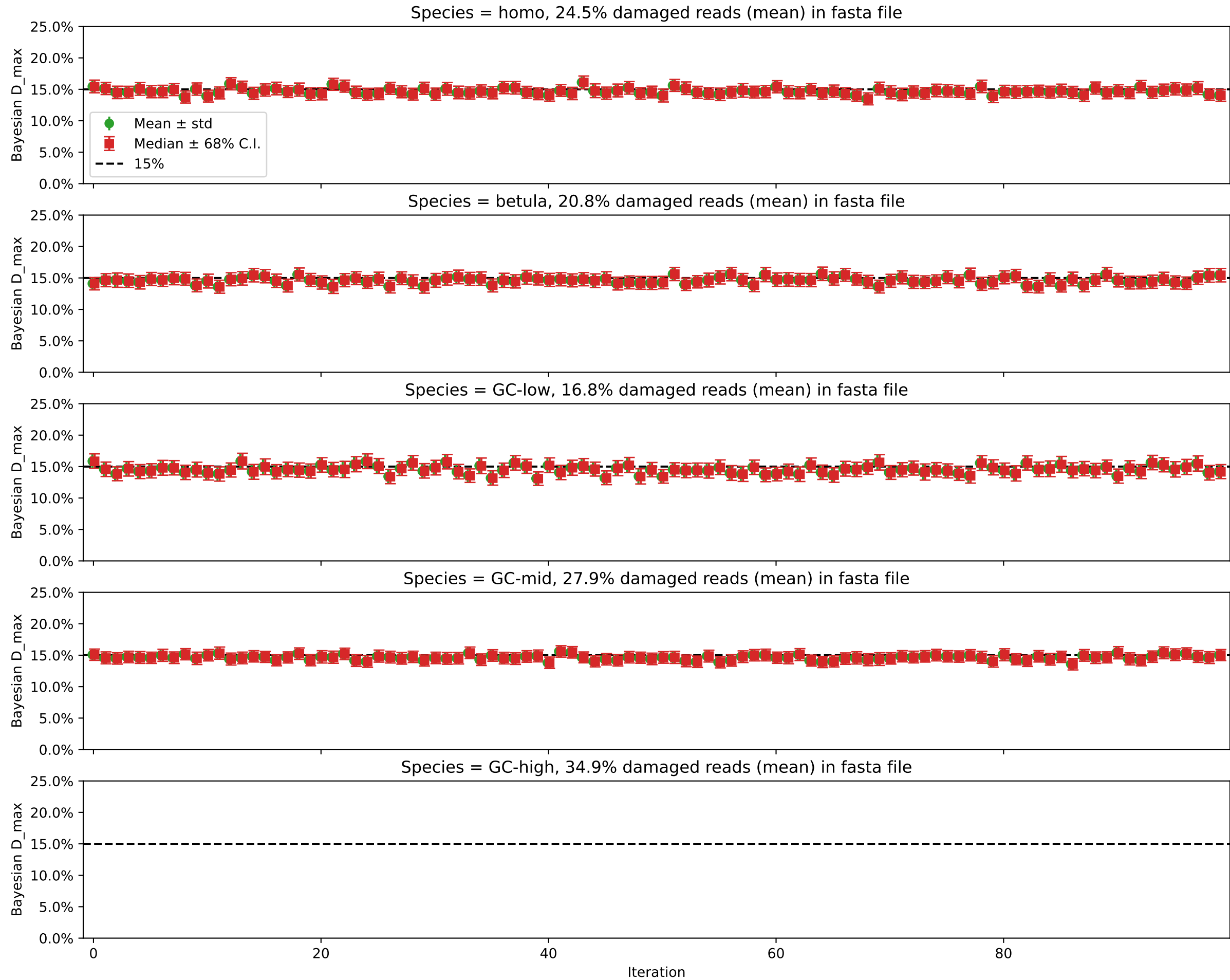
Individual damages:
2500 reads
Briggs damage = 0.466
Damage percent = 15%



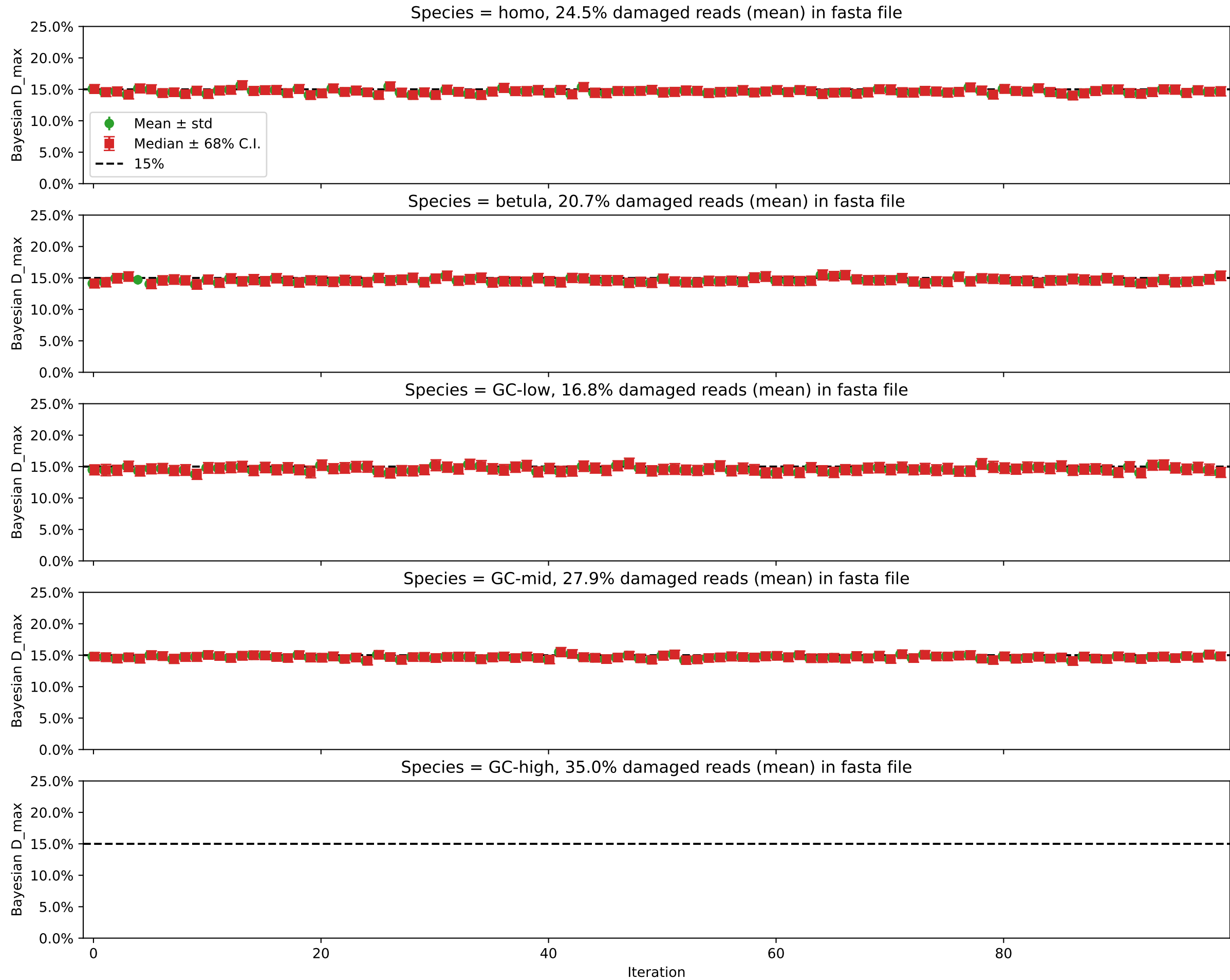
Individual damages:
5000 reads
Briggs damage = 0.466
Damage percent = 15%



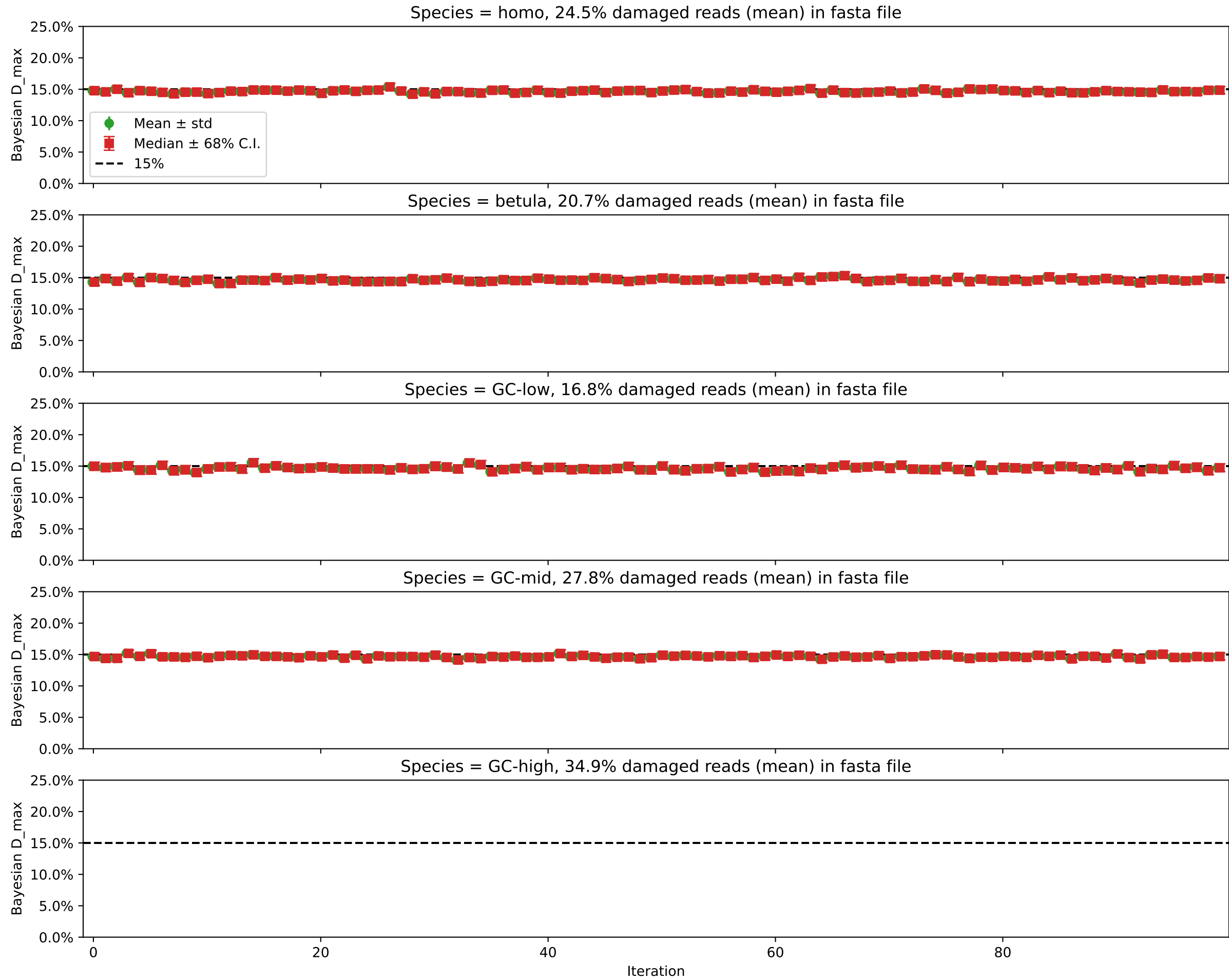
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent = 15%



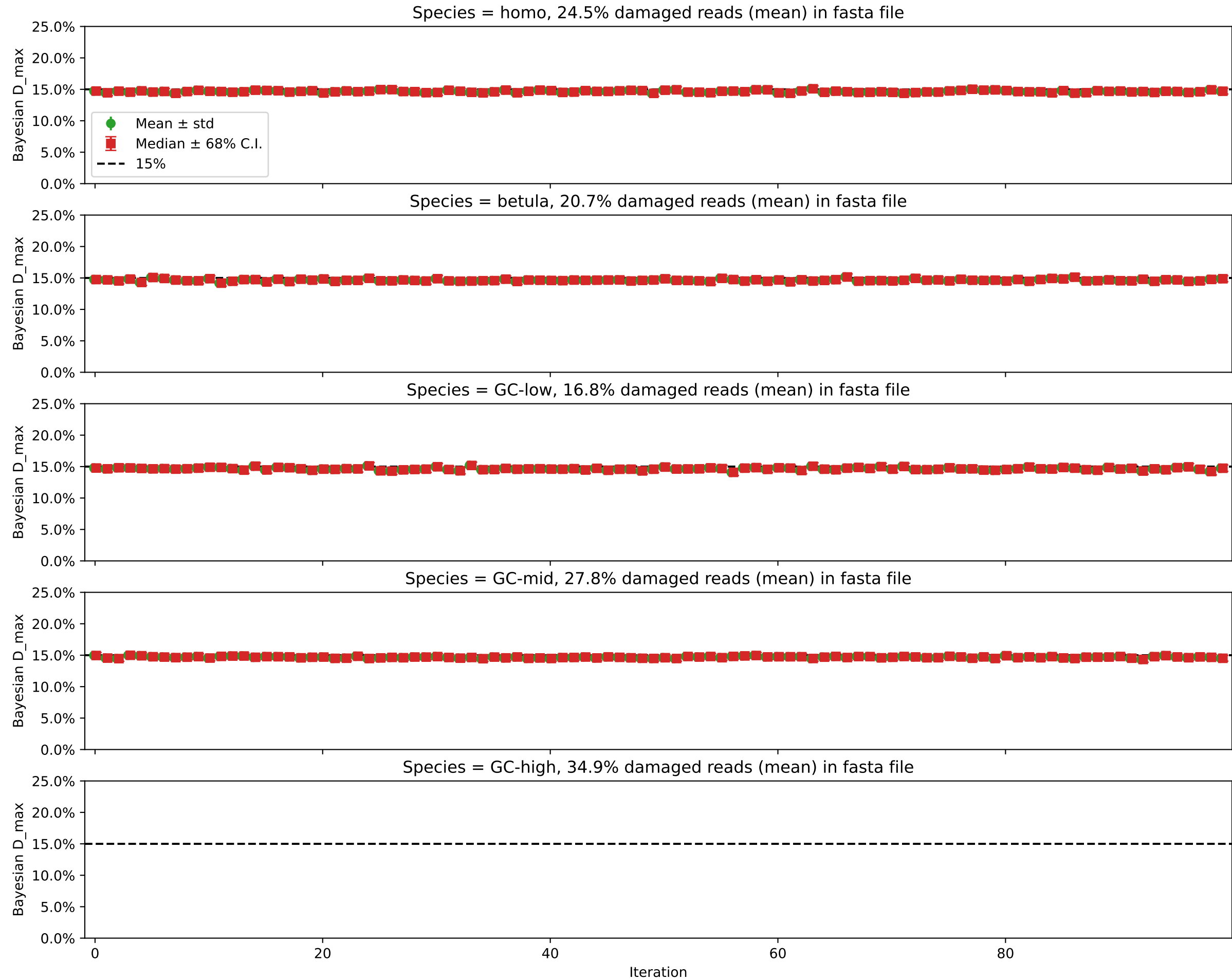
Individual damages:
25000 reads
Briggs damage = 0.466
Damage percent = 15%



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

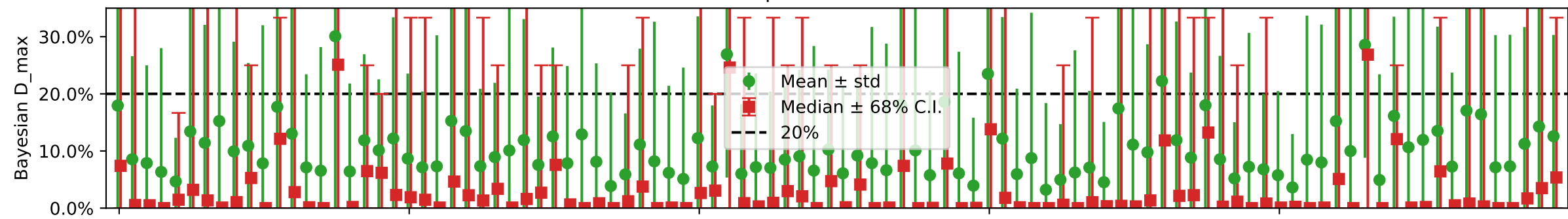


Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent = 15%

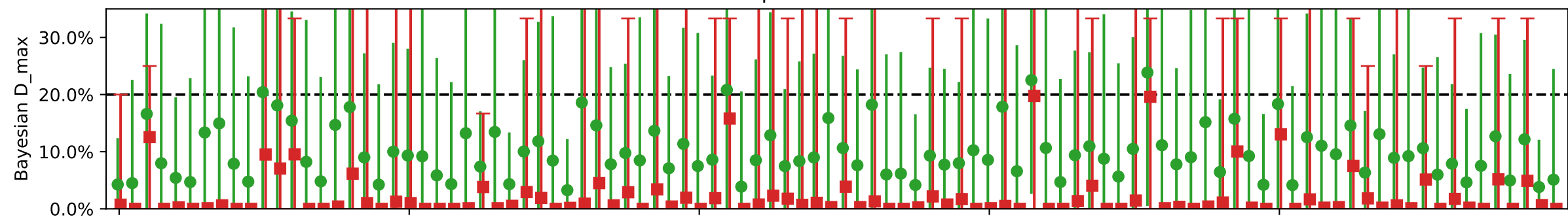


Individual damages:
10 reads
Briggs damage = 0.626
Damage percent = 20%

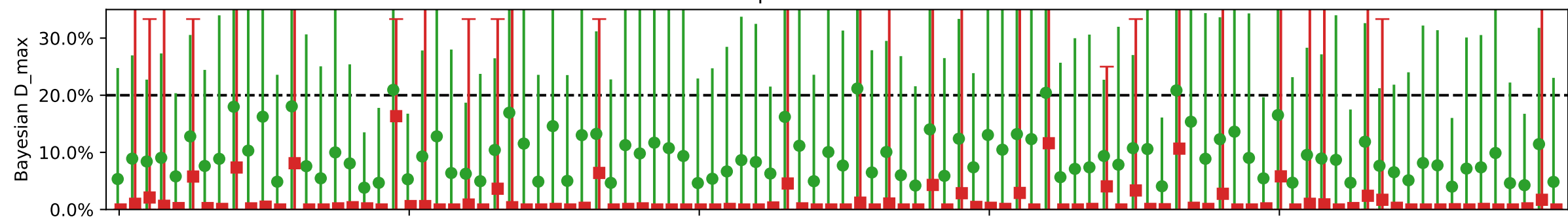
Species = homo



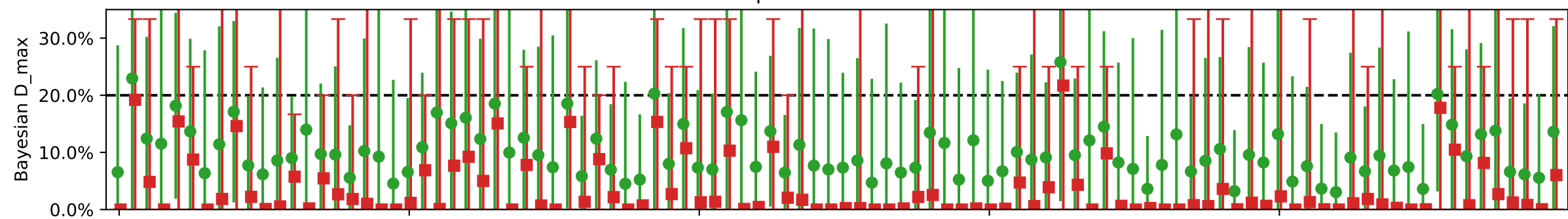
Species = betula



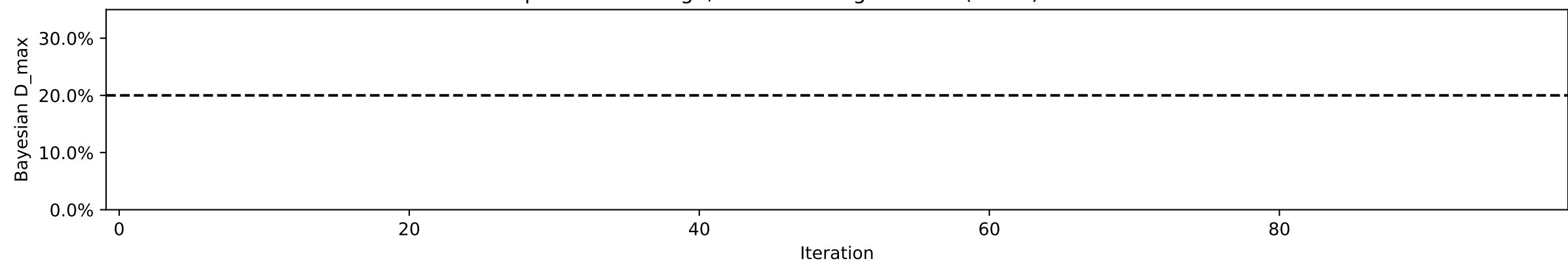
Species = GC-low



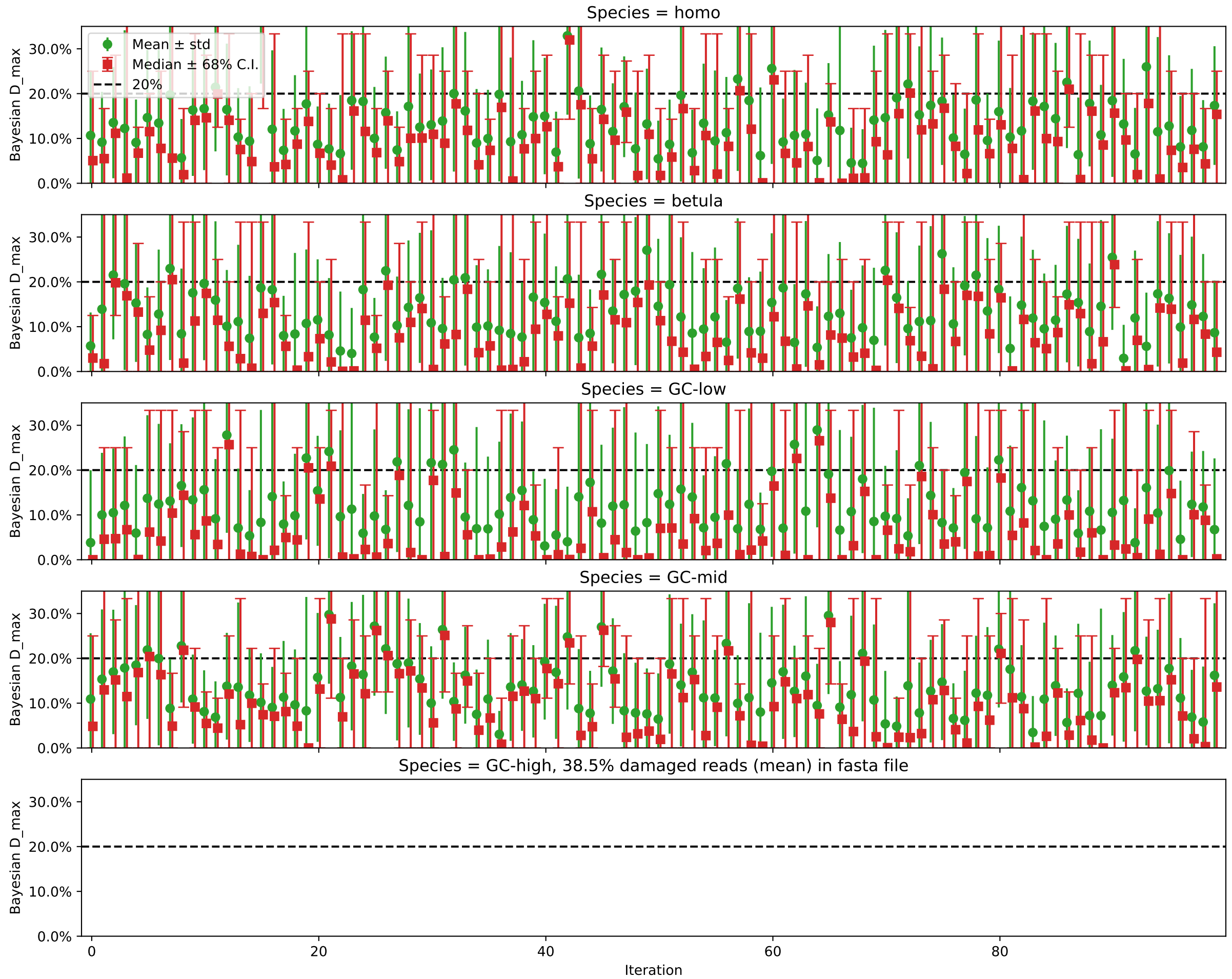
Species = GC-mid



Species = GC-high, 39.8% damaged reads (mean) in fasta file

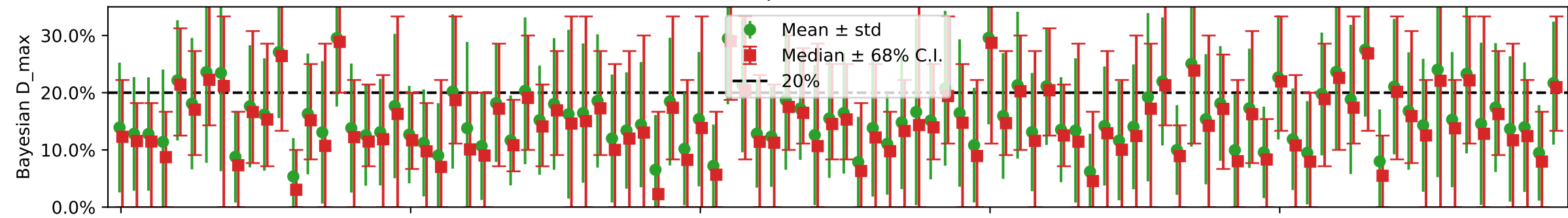


Individual damages:
25 reads
Briggs damage = 0.626
Damage percent = 20%

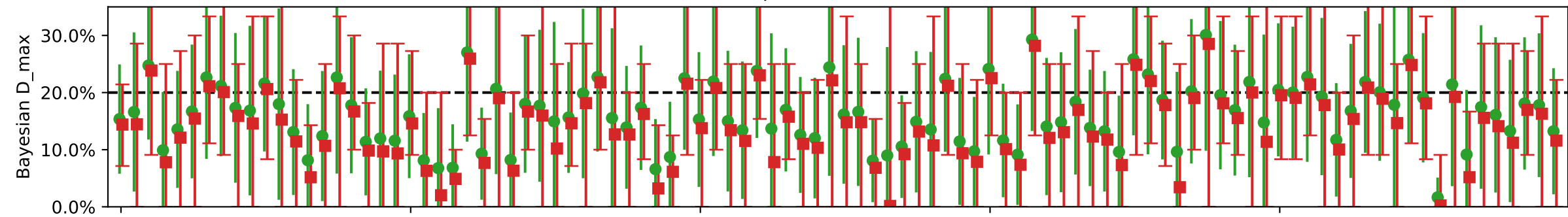


Individual damages:
50 reads
Briggs damage = 0.626
Damage percent = 20%

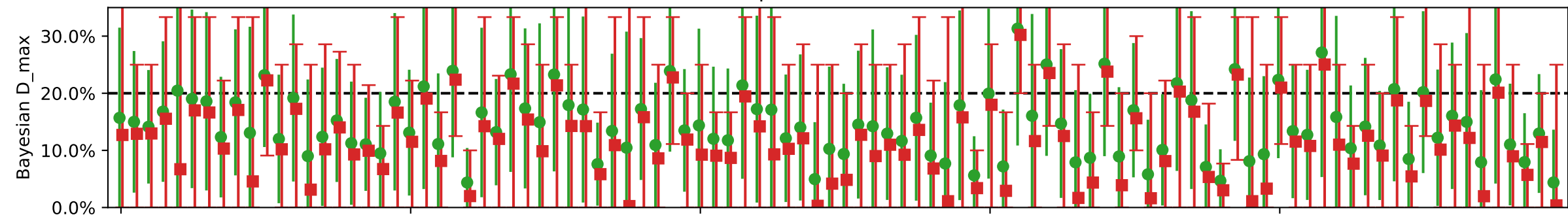
Species = homo



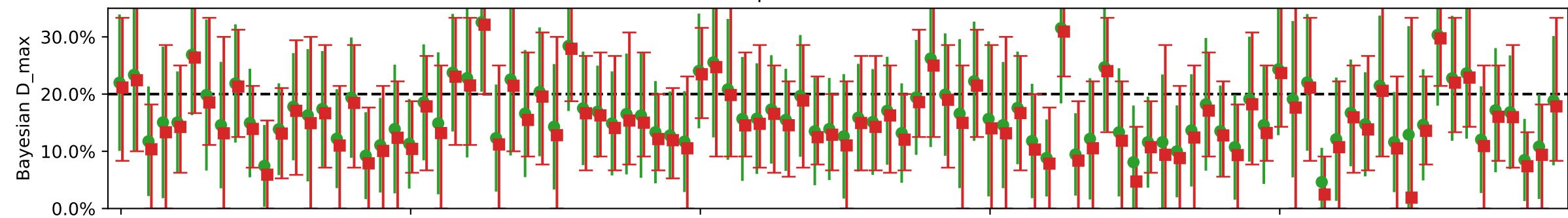
Species = betula



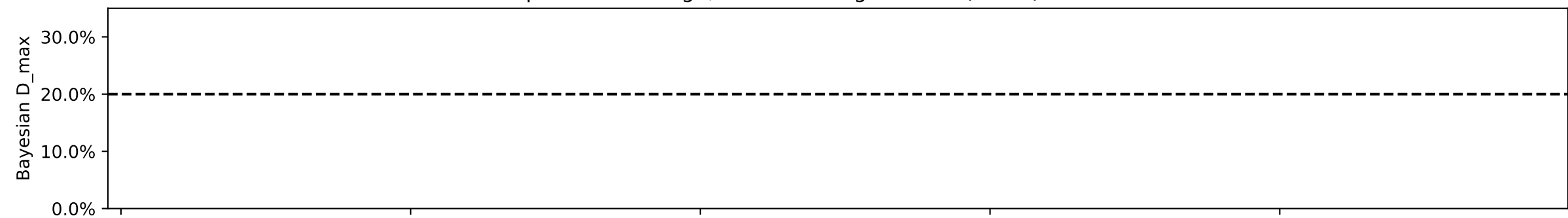
Species = GC-low



Species = GC-mid



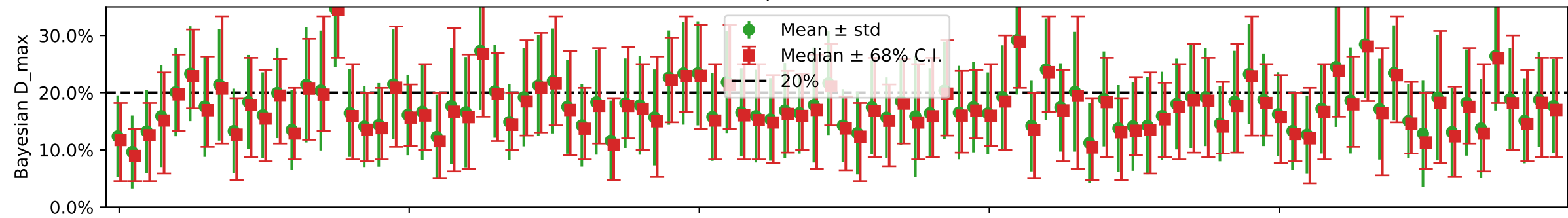
Species = GC-high, 38.3% damaged reads (mean) in fasta file



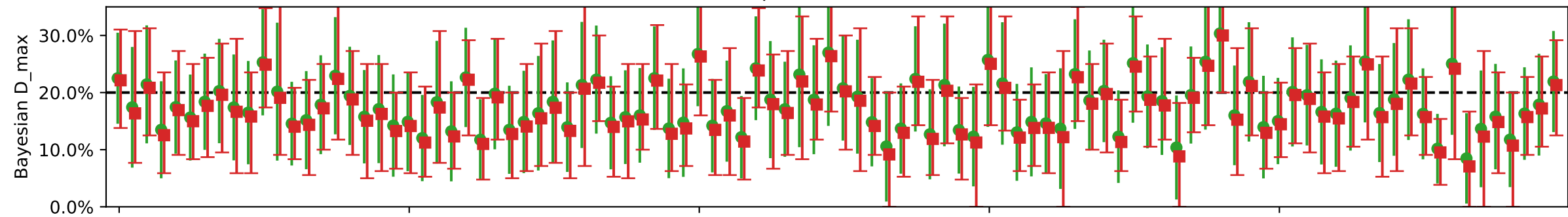
Iteration

Individual damages:
100 reads
Briggs damage = 0.626
Damage percent = 20%

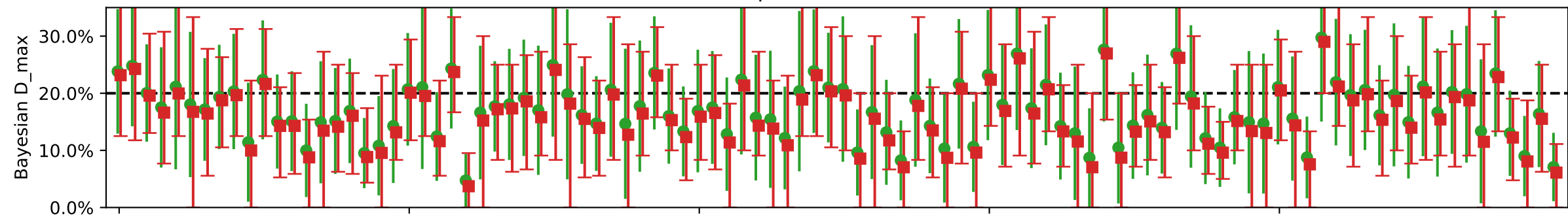
Species = homo



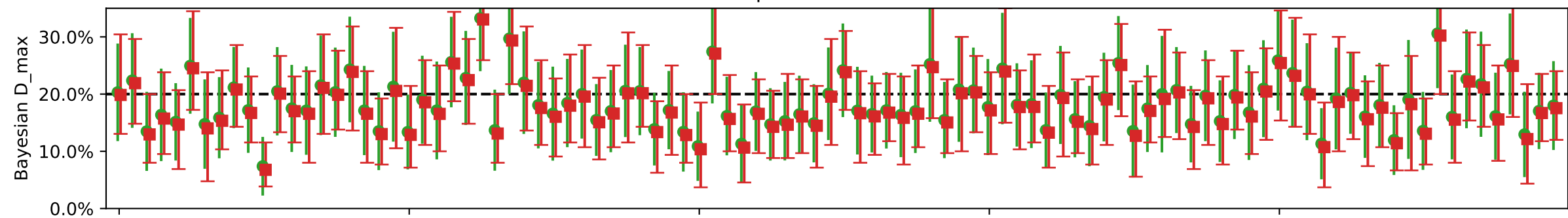
Species = betula



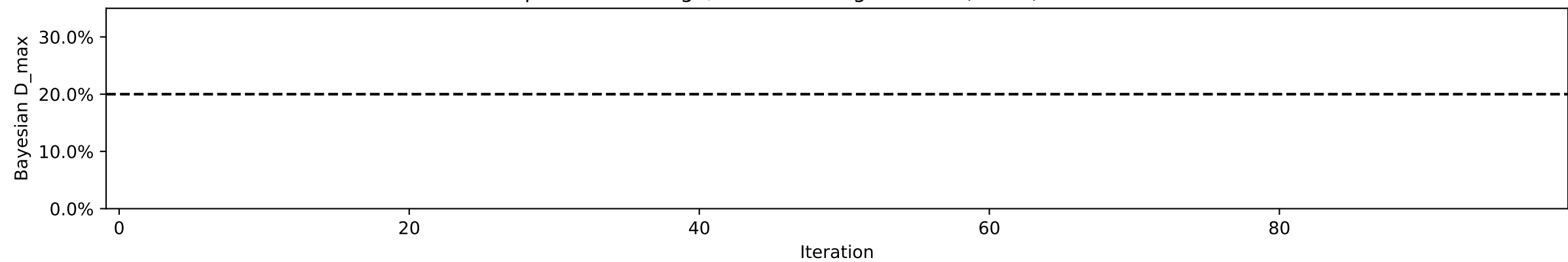
Species = GC-low



Species = GC-mid

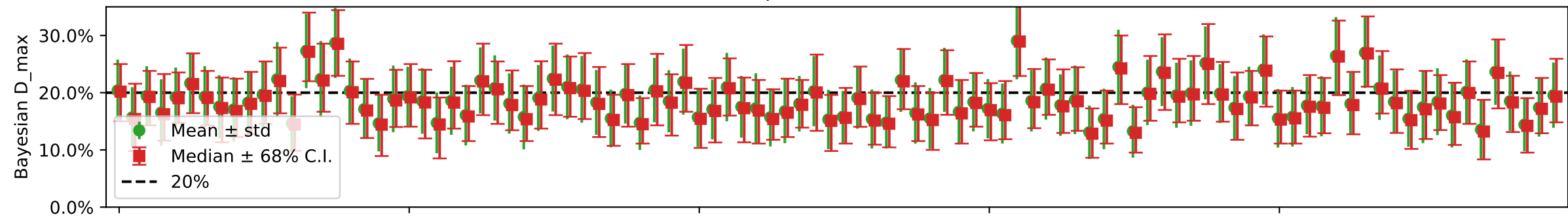


Species = GC-high, 38.5% damaged reads (mean) in fasta file

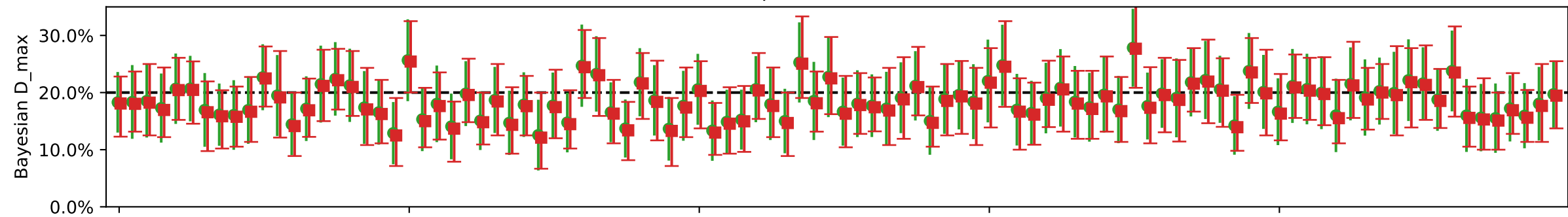


Individual damages:
250 reads
Briggs damage = 0.626
Damage percent = 20%

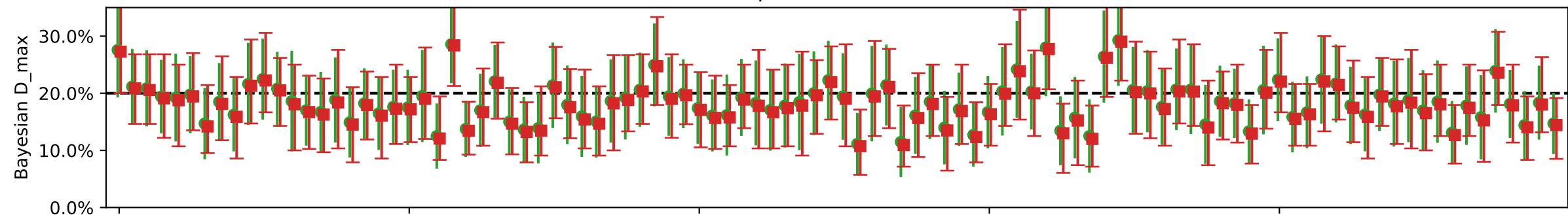
Species = homo



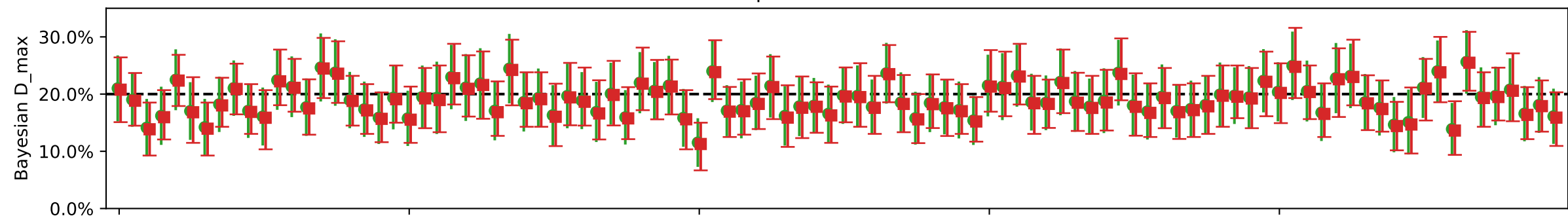
Species = betula



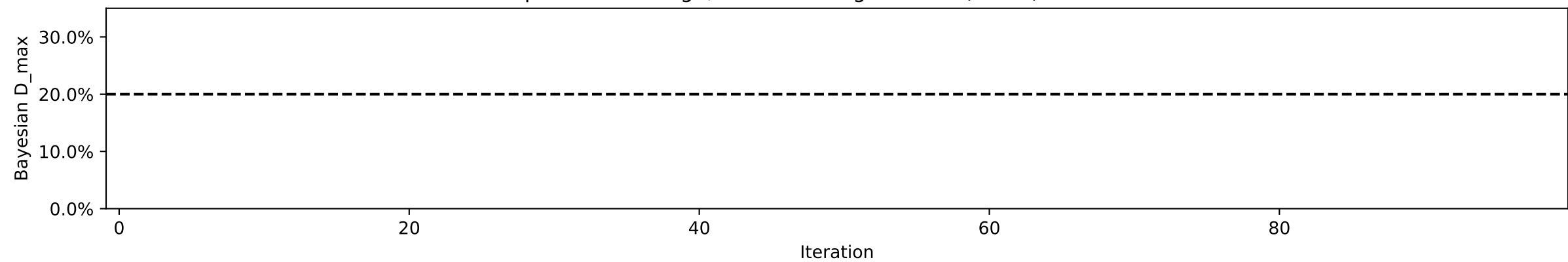
Species = GC-low



Species = GC-mid

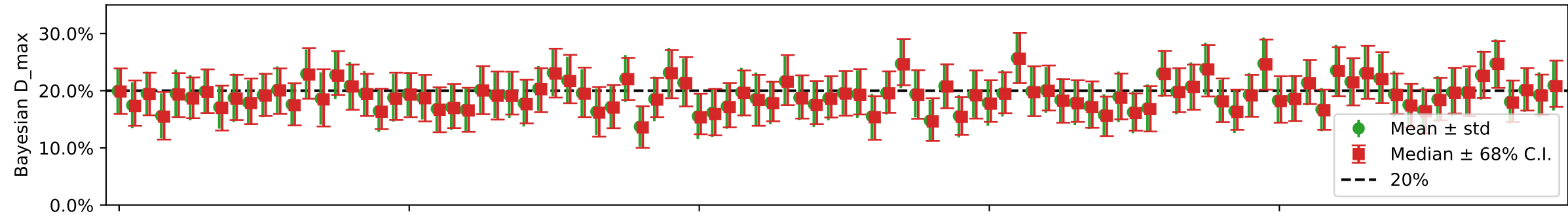


Species = GC-high, 39.2% damaged reads (mean) in fasta file

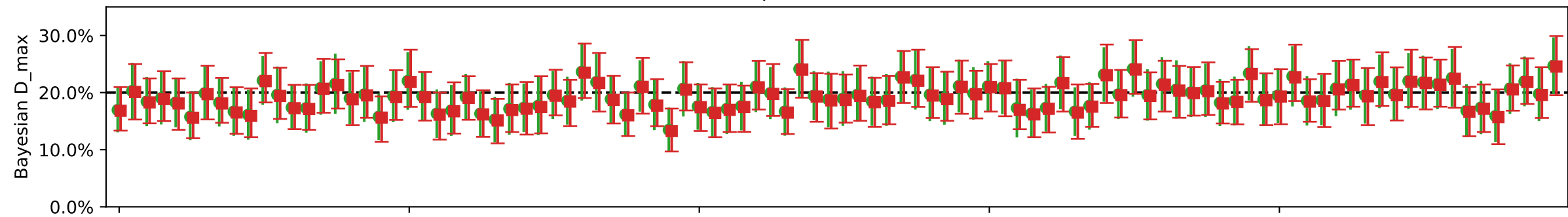


Individual damages:
500 reads
Briggs damage = 0.626
Damage percent = 20%

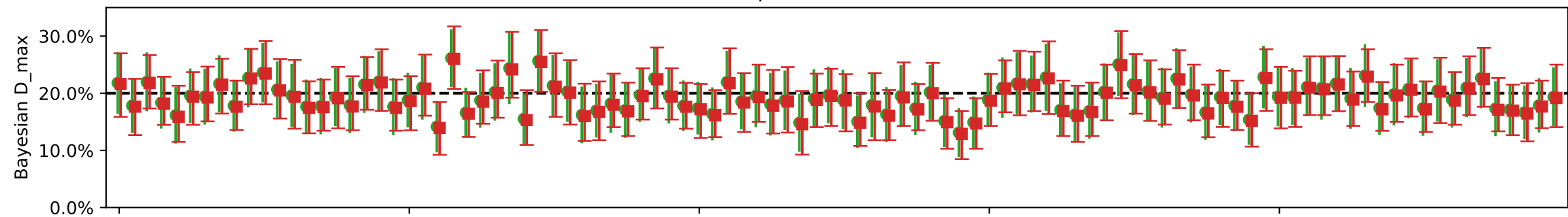
Species = homo



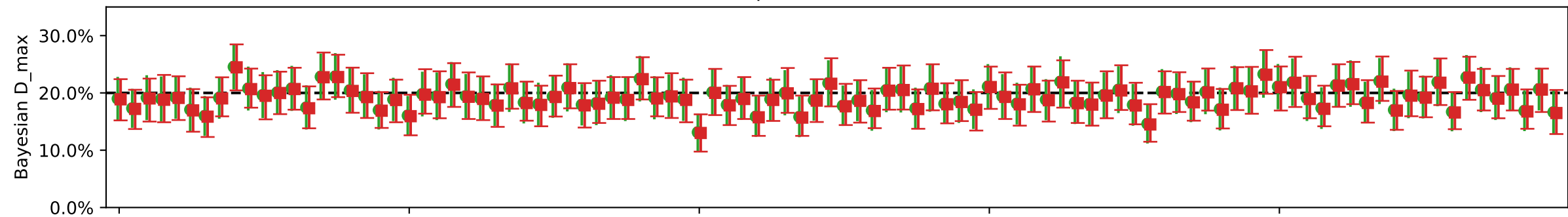
Species = betula



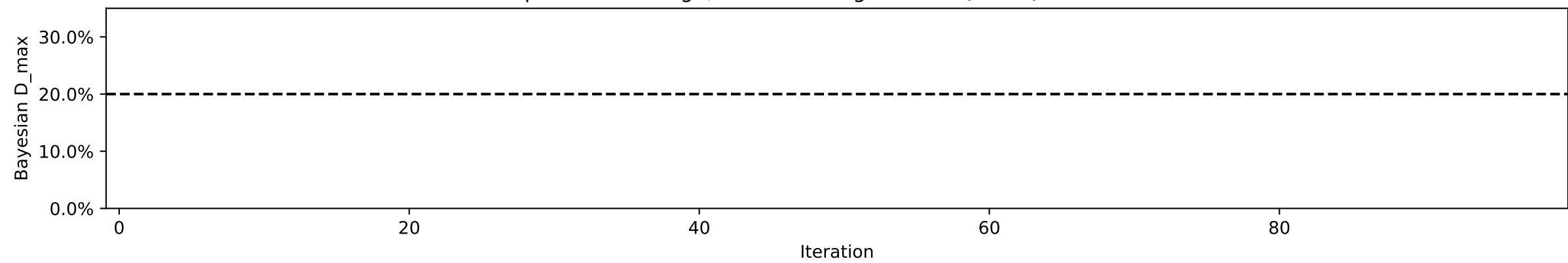
Species = GC-low



Species = GC-mid

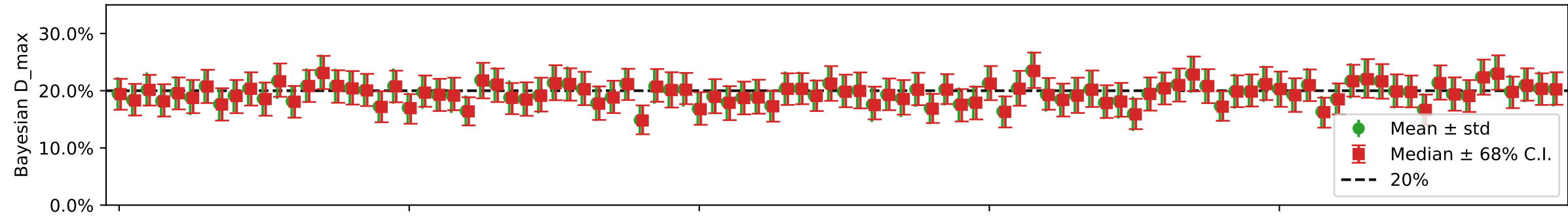


Species = GC-high, 39.1% damaged reads (mean) in fasta file

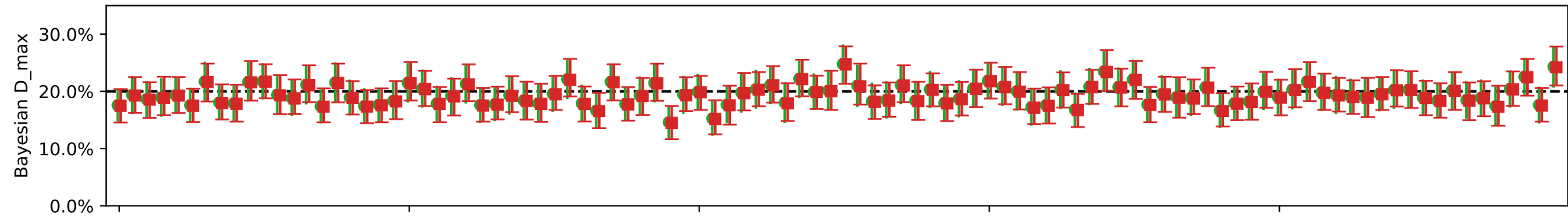


Individual damages:
1000 reads
Briggs damage = 0.626
Damage percent = 20%

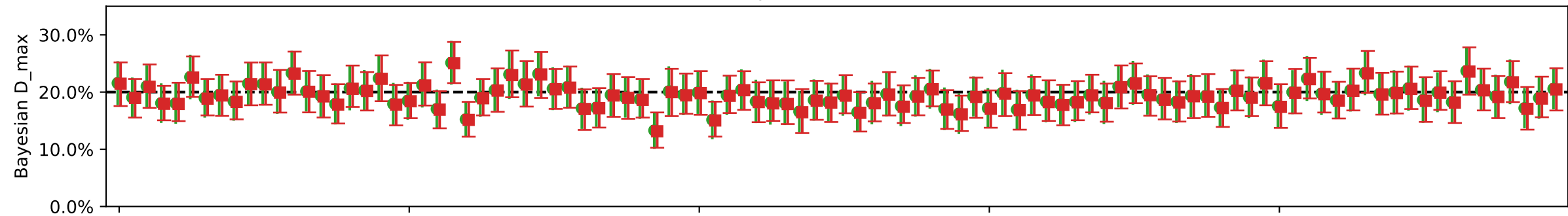
Species = homo



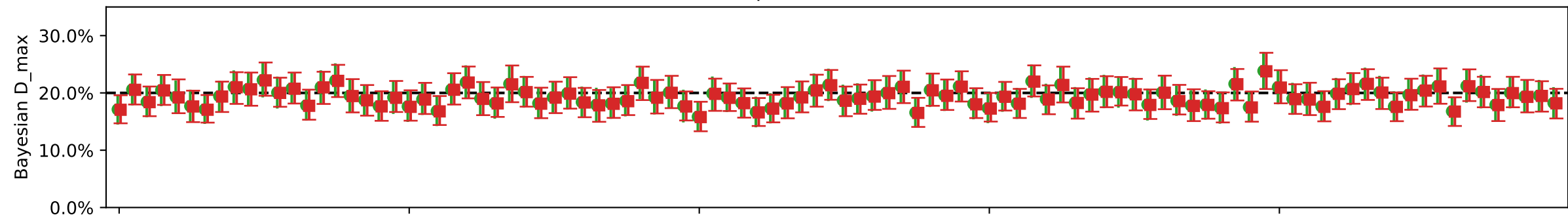
Species = betula



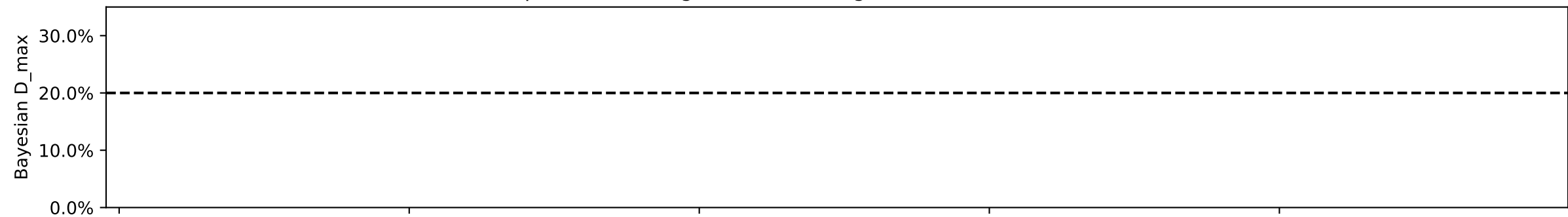
Species = GC-low



Species = GC-mid



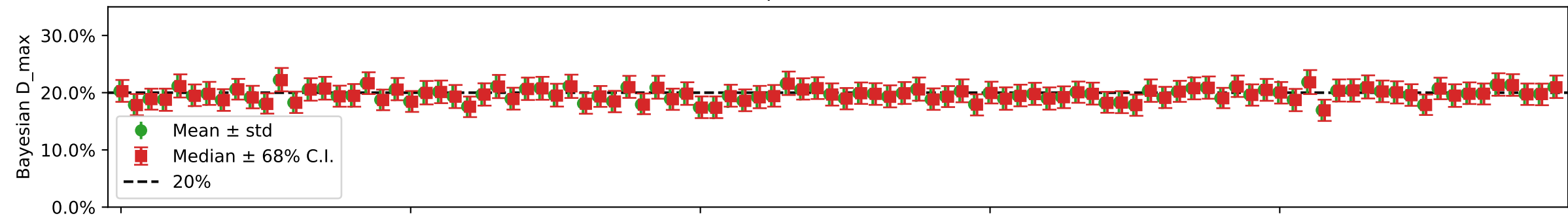
Species = GC-high, 39.1% damaged reads (mean) in fasta file



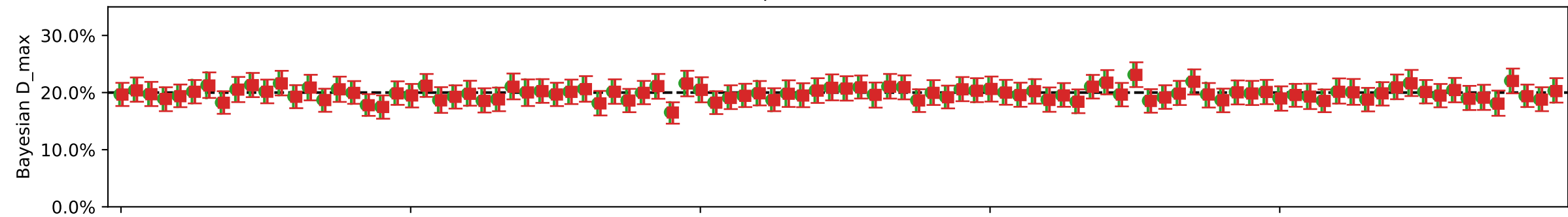
Iteration

Individual damages:
2500 reads
Briggs damage = 0.626
Damage percent = 20%

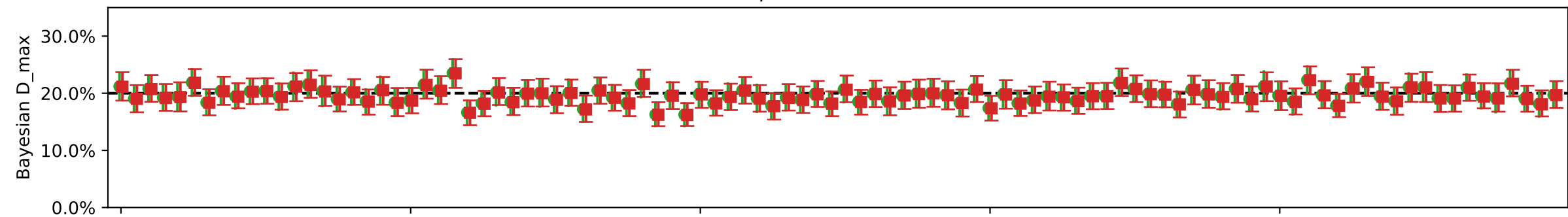
Species = homo



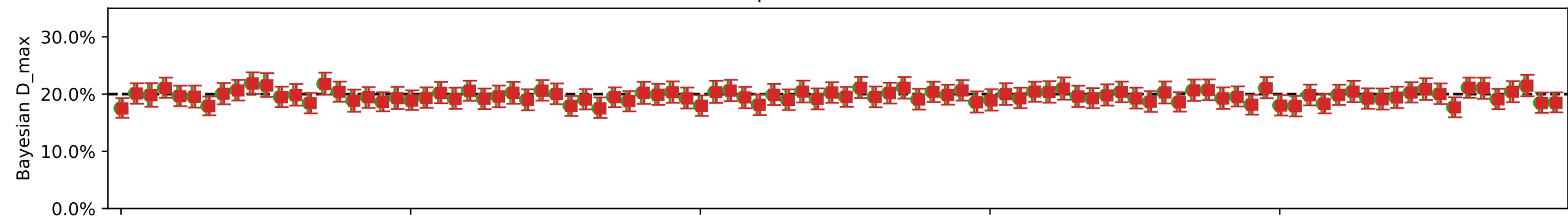
Species = betula



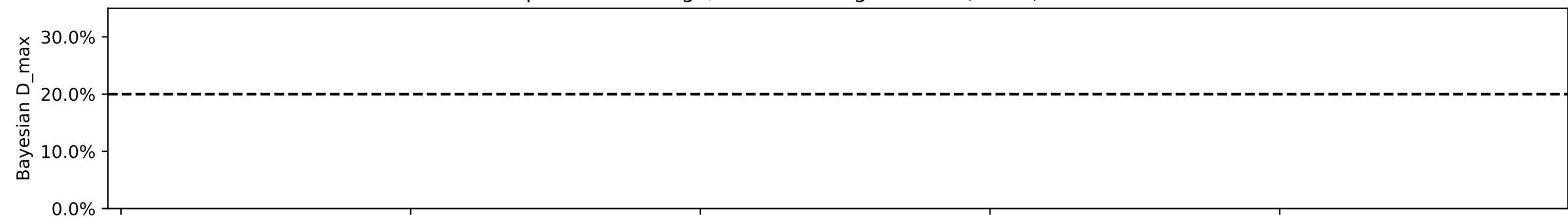
Species = GC-low



Species = GC-mid

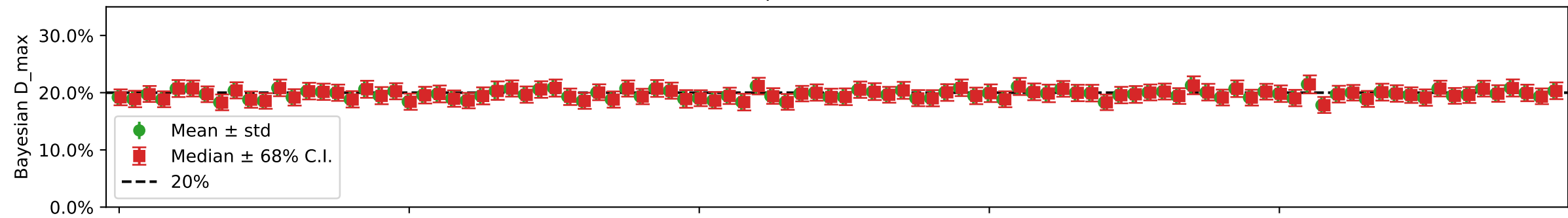


Species = GC-high, 39.0% damaged reads (mean) in fasta file

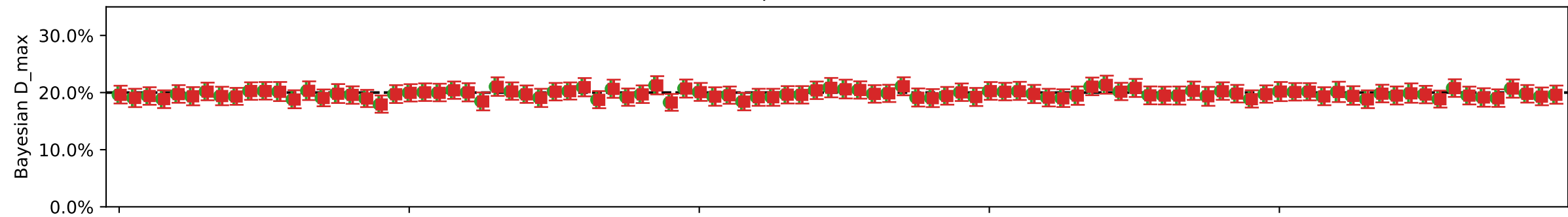


Individual damages:
5000 reads
Briggs damage = 0.626
Damage percent = 20%

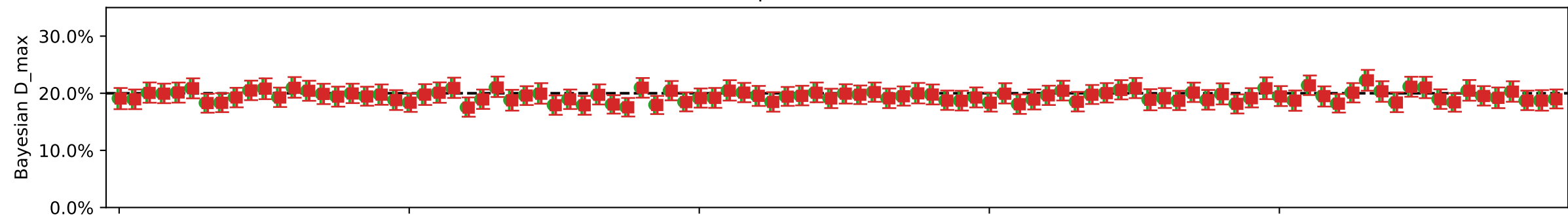
Species = homo



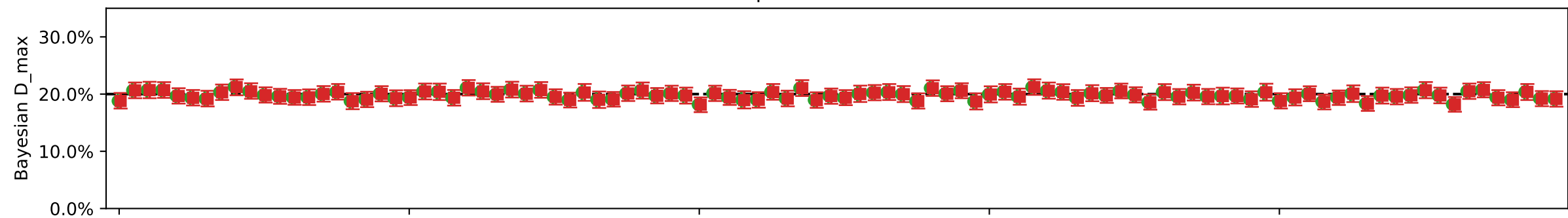
Species = betula



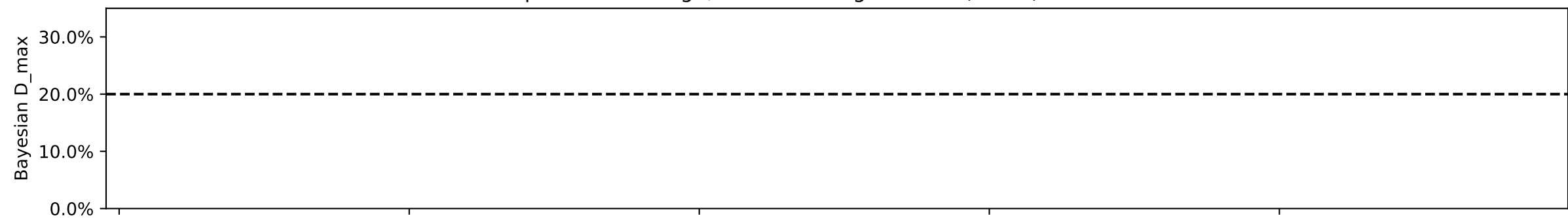
Species = GC-low



Species = GC-mid

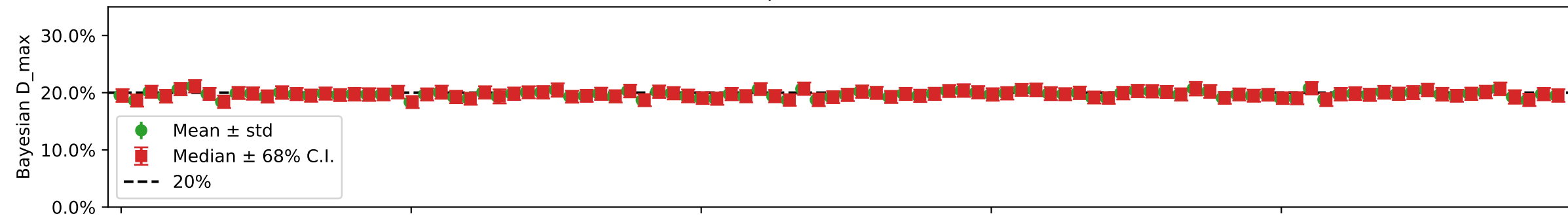


Species = GC-high, 39.0% damaged reads (mean) in fasta file

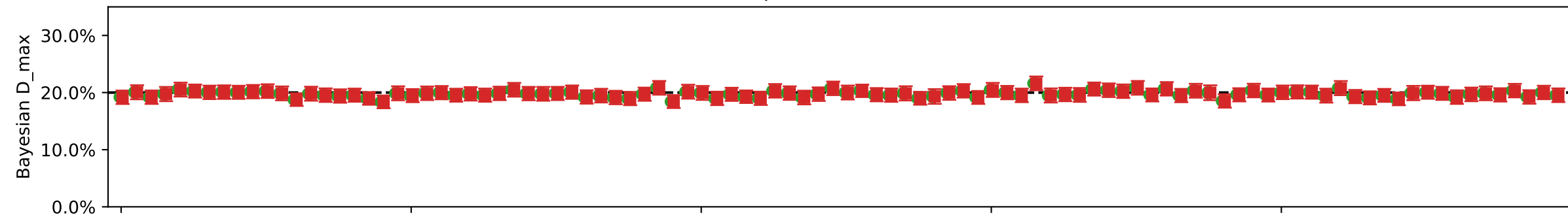


Individual damages:
10000 reads
Briggs damage = 0.626
Damage percent = 20%

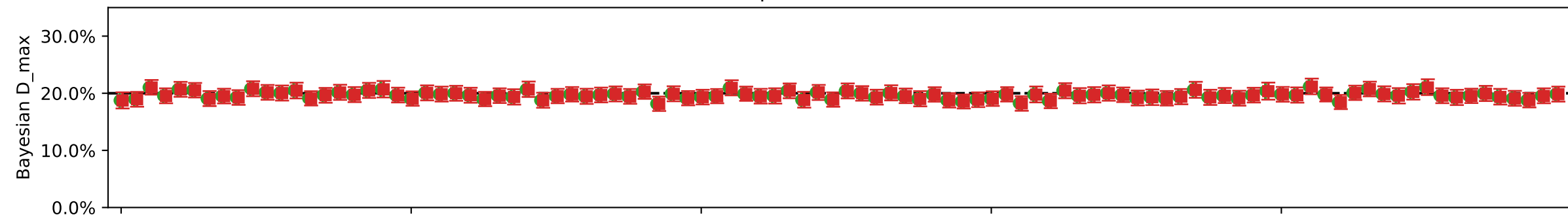
Species = homo



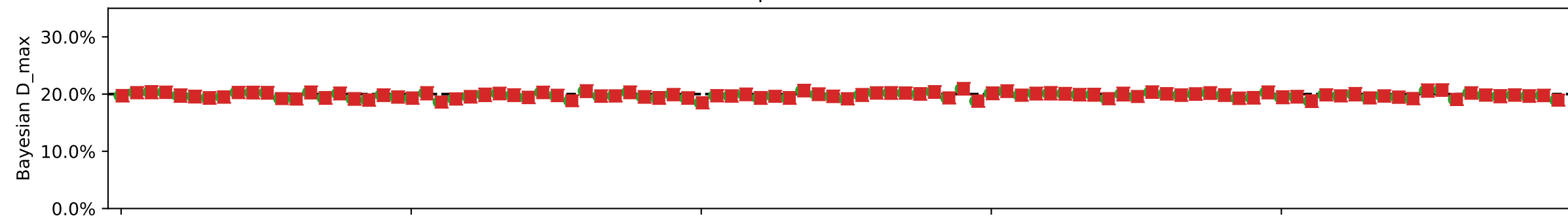
Species = betula



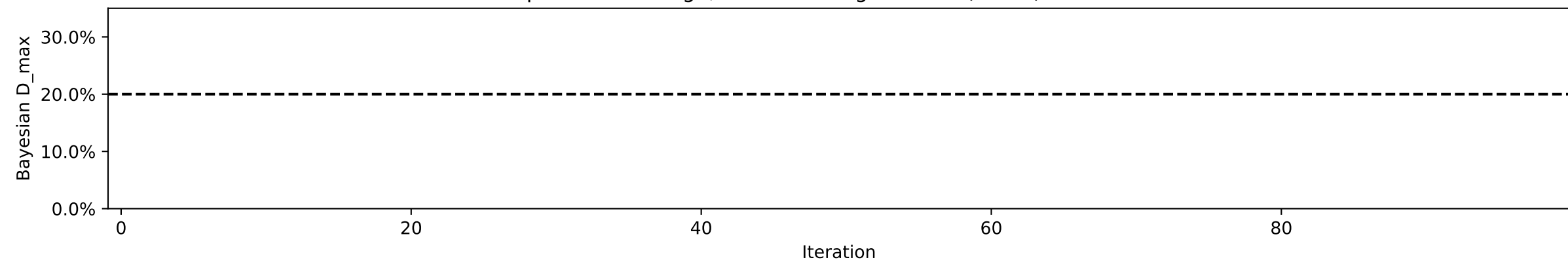
Species = GC-low



Species = GC-mid

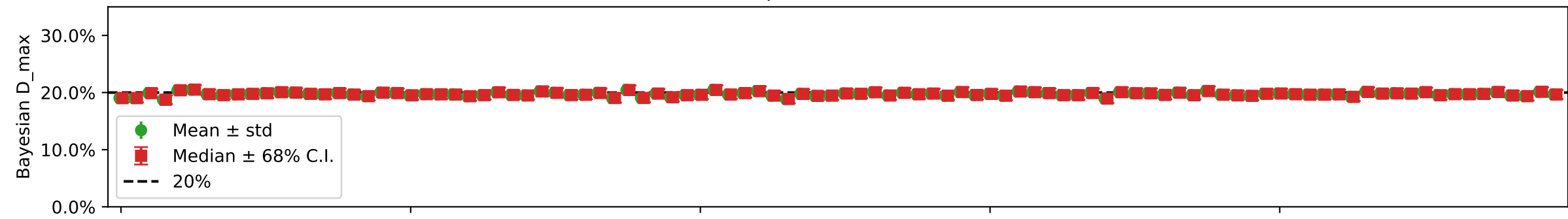


Species = GC-high, 39.0% damaged reads (mean) in fasta file

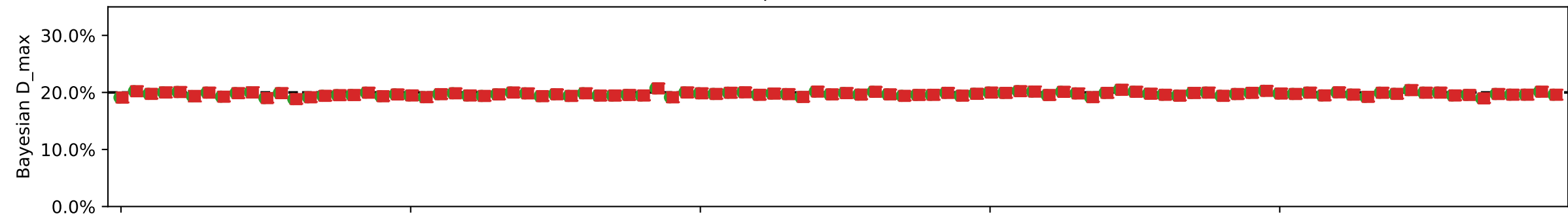


Individual damages:
25000 reads
Briggs damage = 0.626
Damage percent = 20%

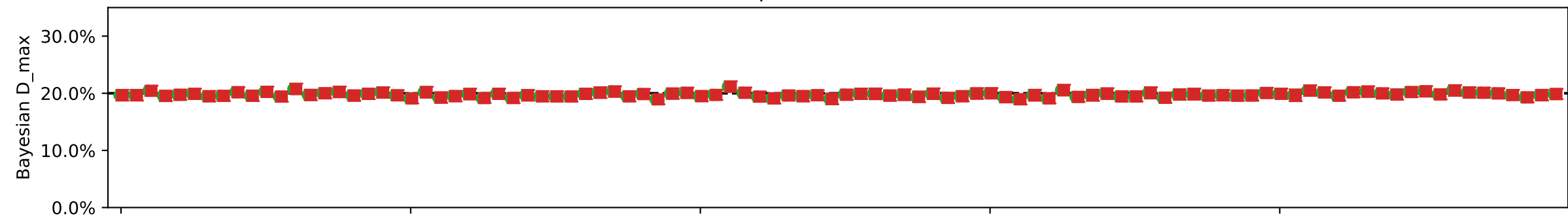
Species = homo



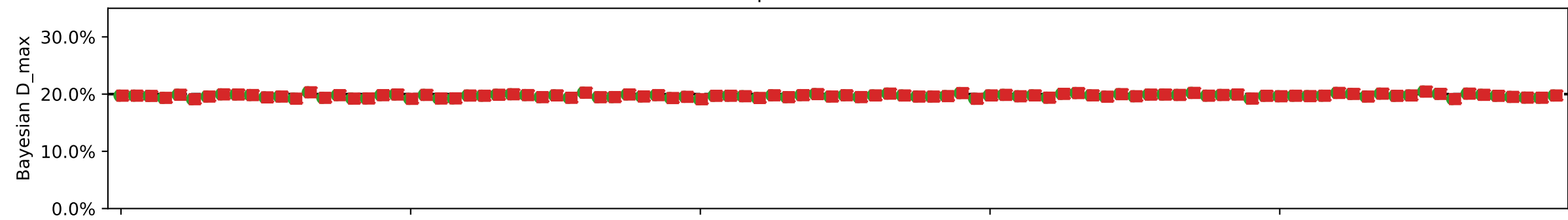
Species = betula



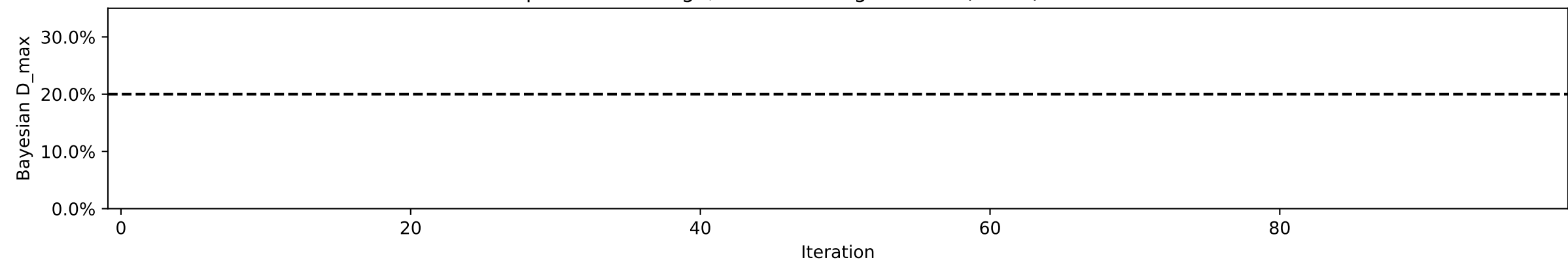
Species = GC-low



Species = GC-mid

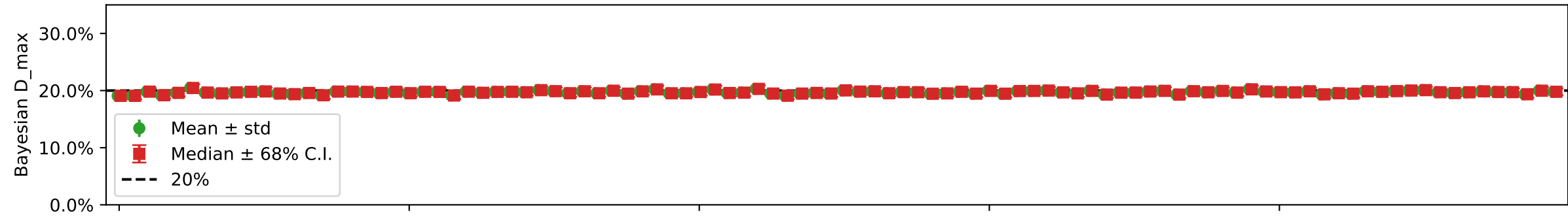


Species = GC-high, 39.0% damaged reads (mean) in fasta file

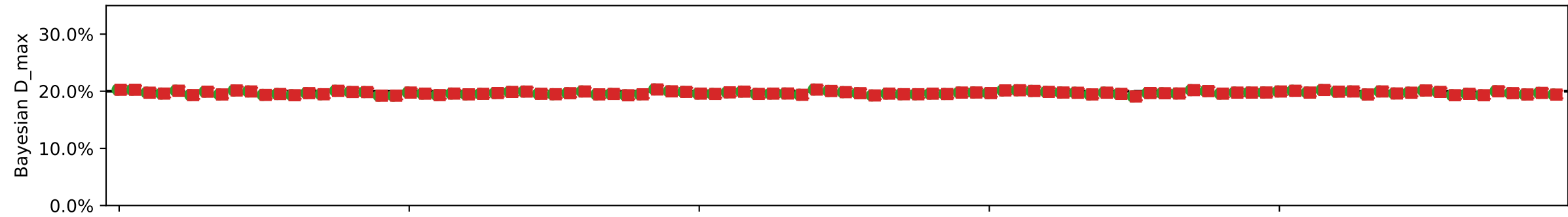


Individual damages:
50000 reads
Briggs damage = 0.626
Damage percent = 20%

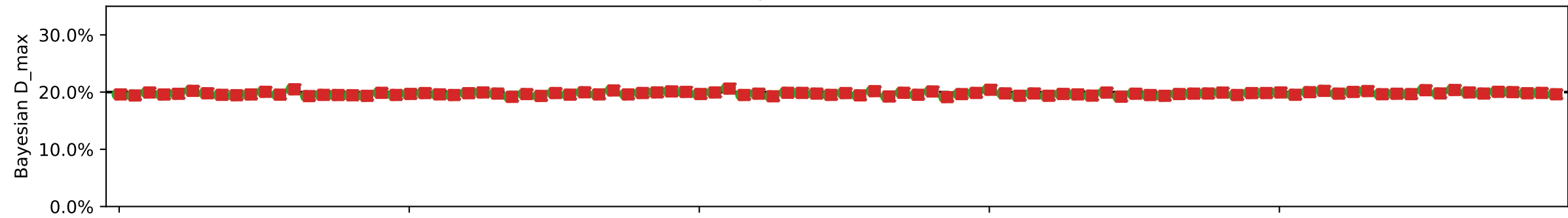
Species = homo



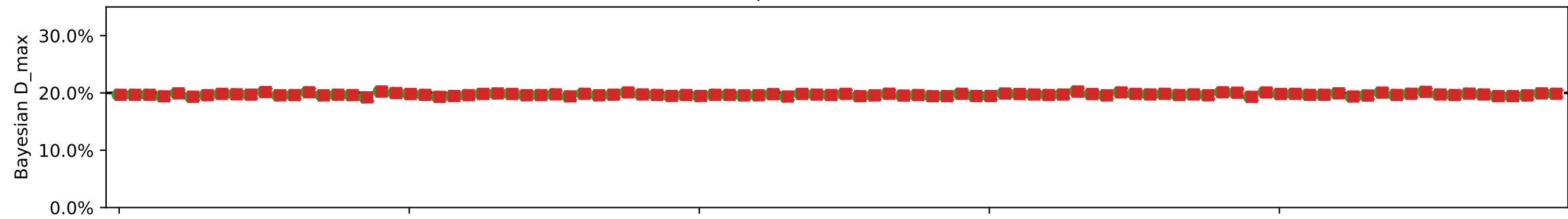
Species = betula



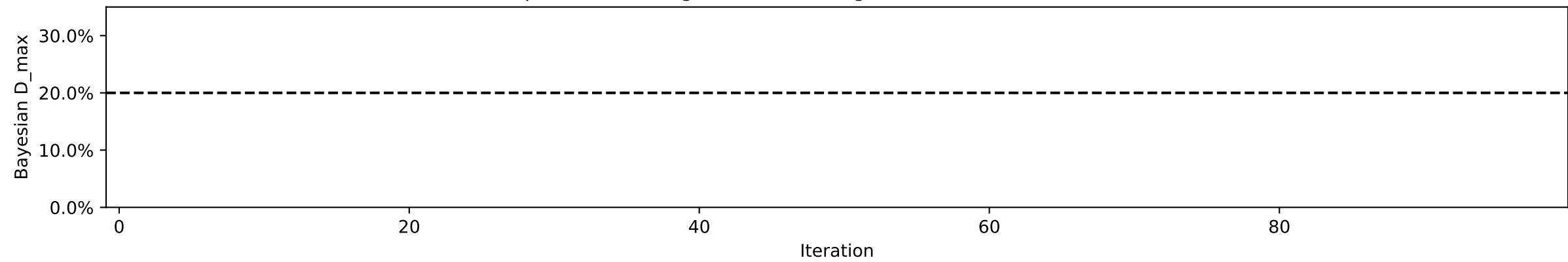
Species = GC-low



Species = GC-mid

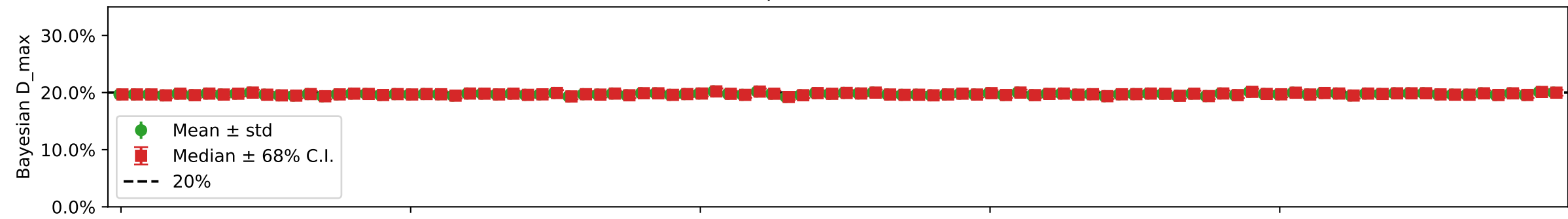


Species = GC-high, 38.9% damaged reads (mean) in fasta file

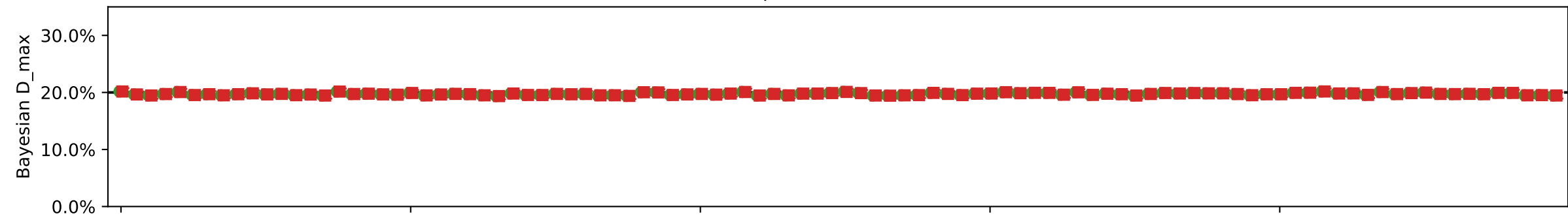


Individual damages:
100000 reads
Briggs damage = 0.626
Damage percent = 20%

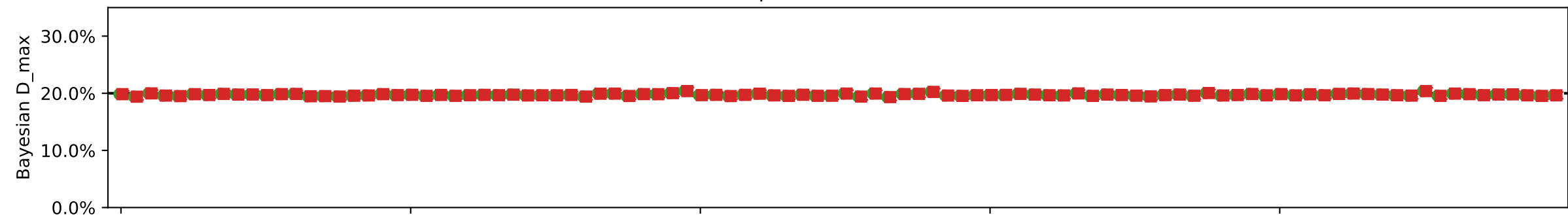
Species = homo



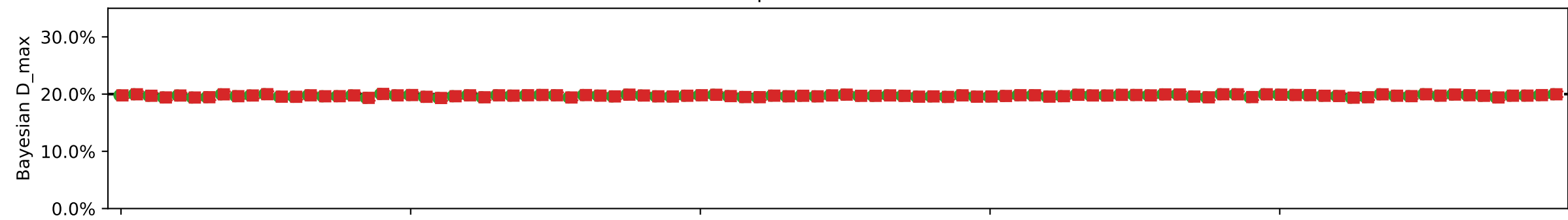
Species = betula



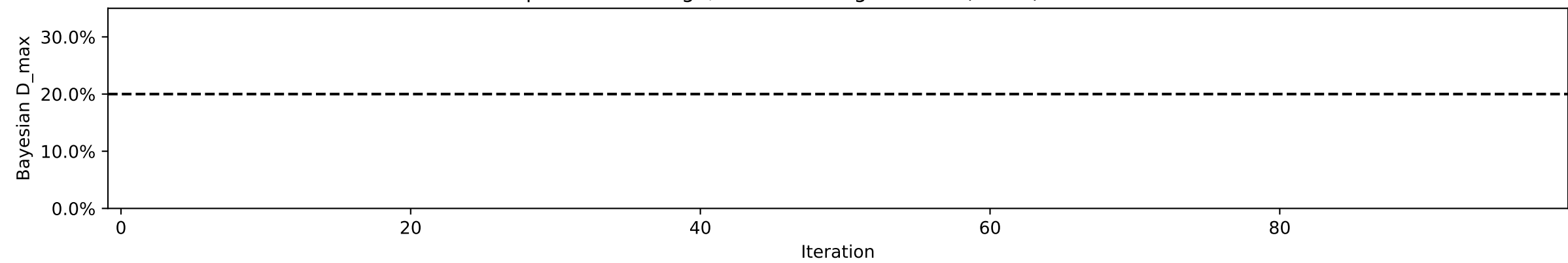
Species = GC-low



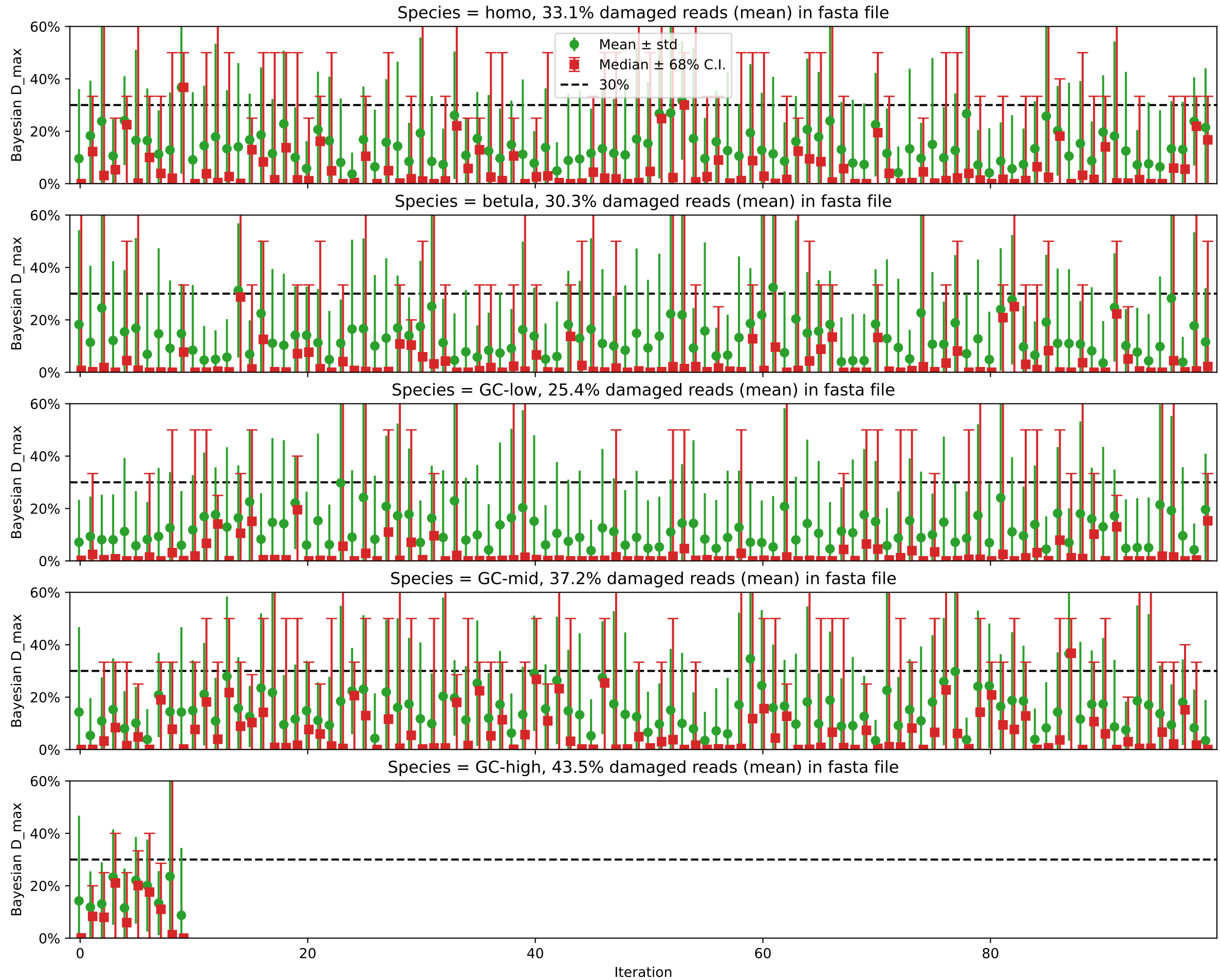
Species = GC-mid



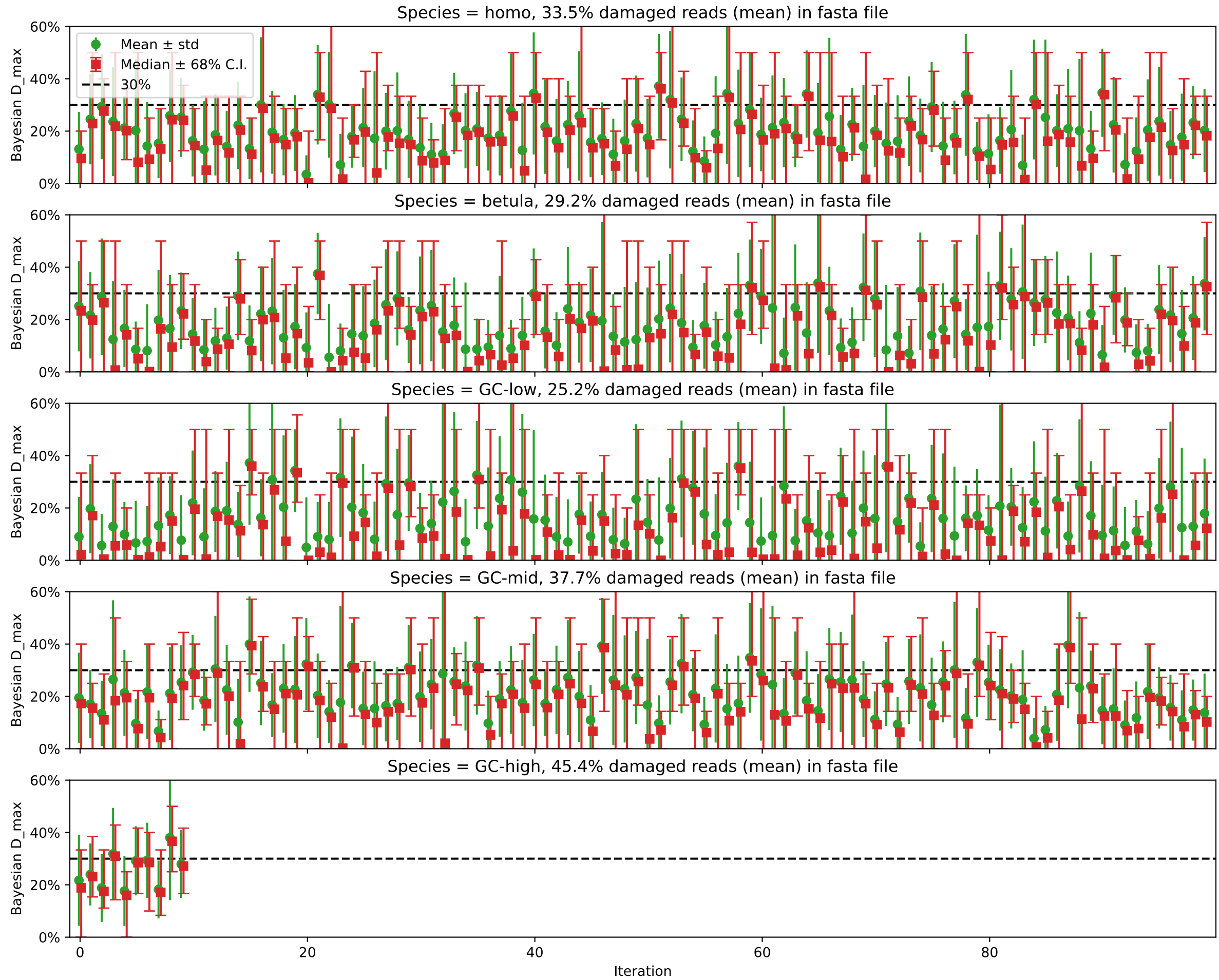
Species = GC-high, 39.0% damaged reads (mean) in fasta file



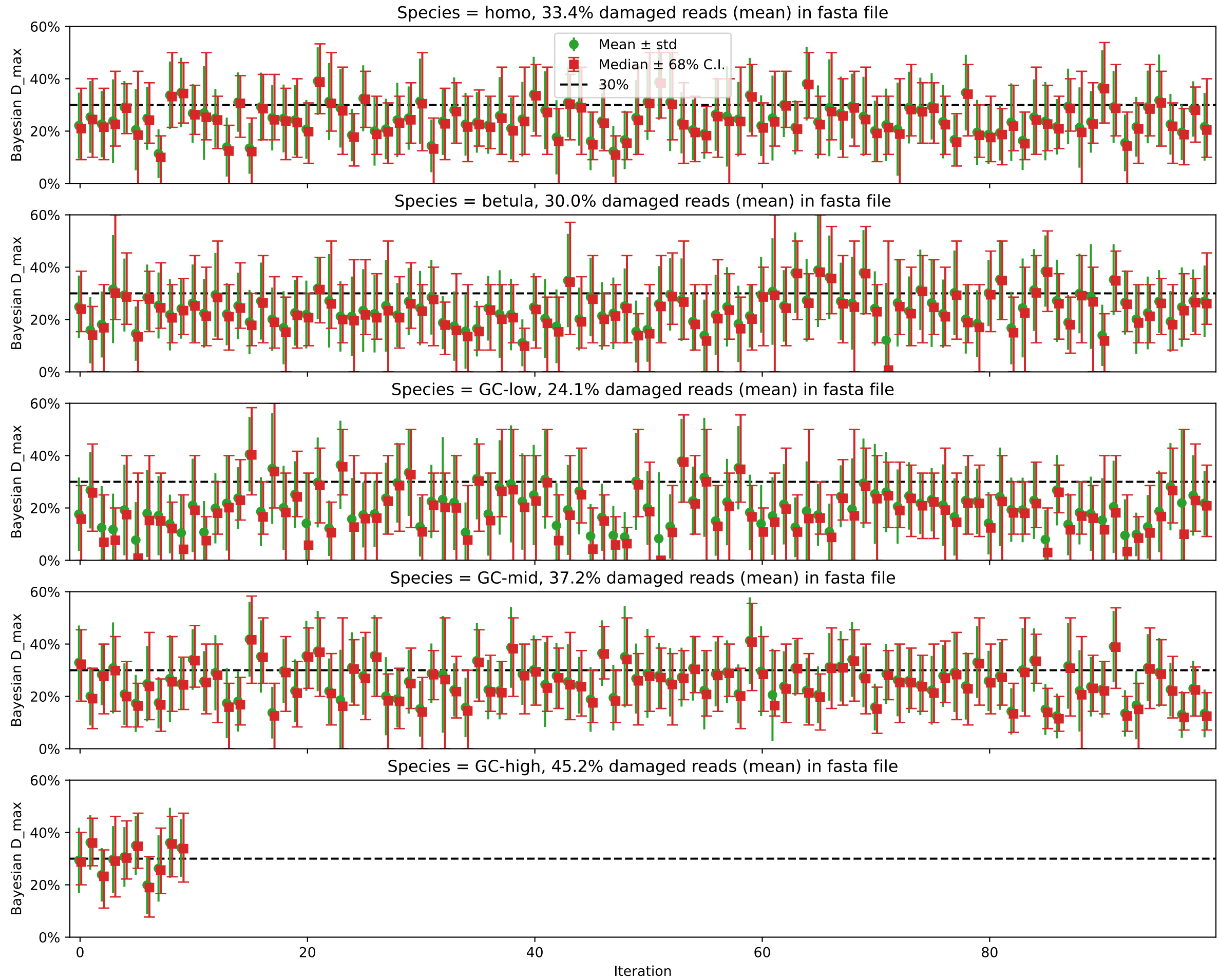
Individual damages:
10 reads
Briggs damage = 0.96
Damage percent = 30%



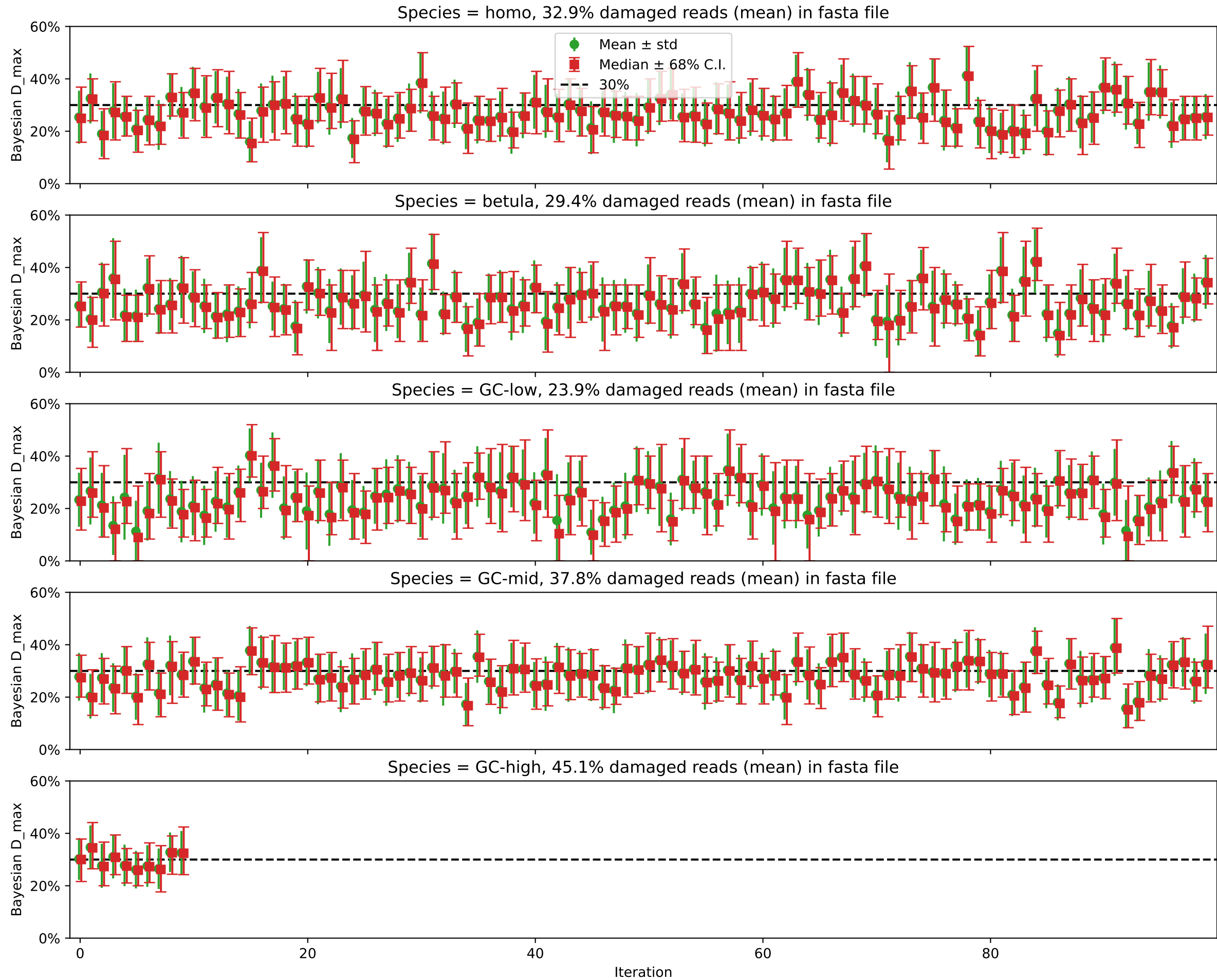
Individual damages:
25 reads
Briggs damage = 0.96
Damage percent = 30%



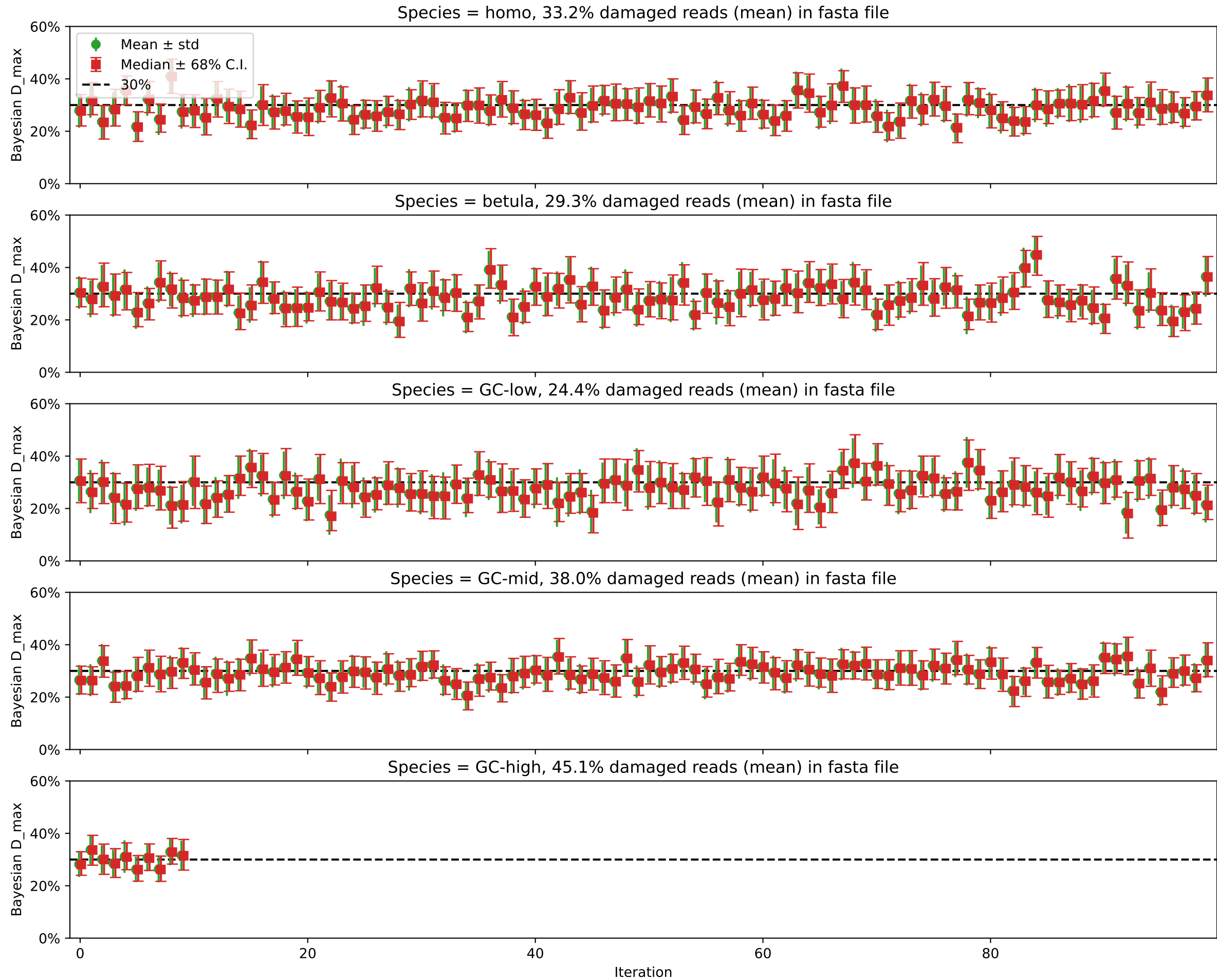
Individual damages:
50 reads
Briggs damage = 0.96
Damage percent = 30%



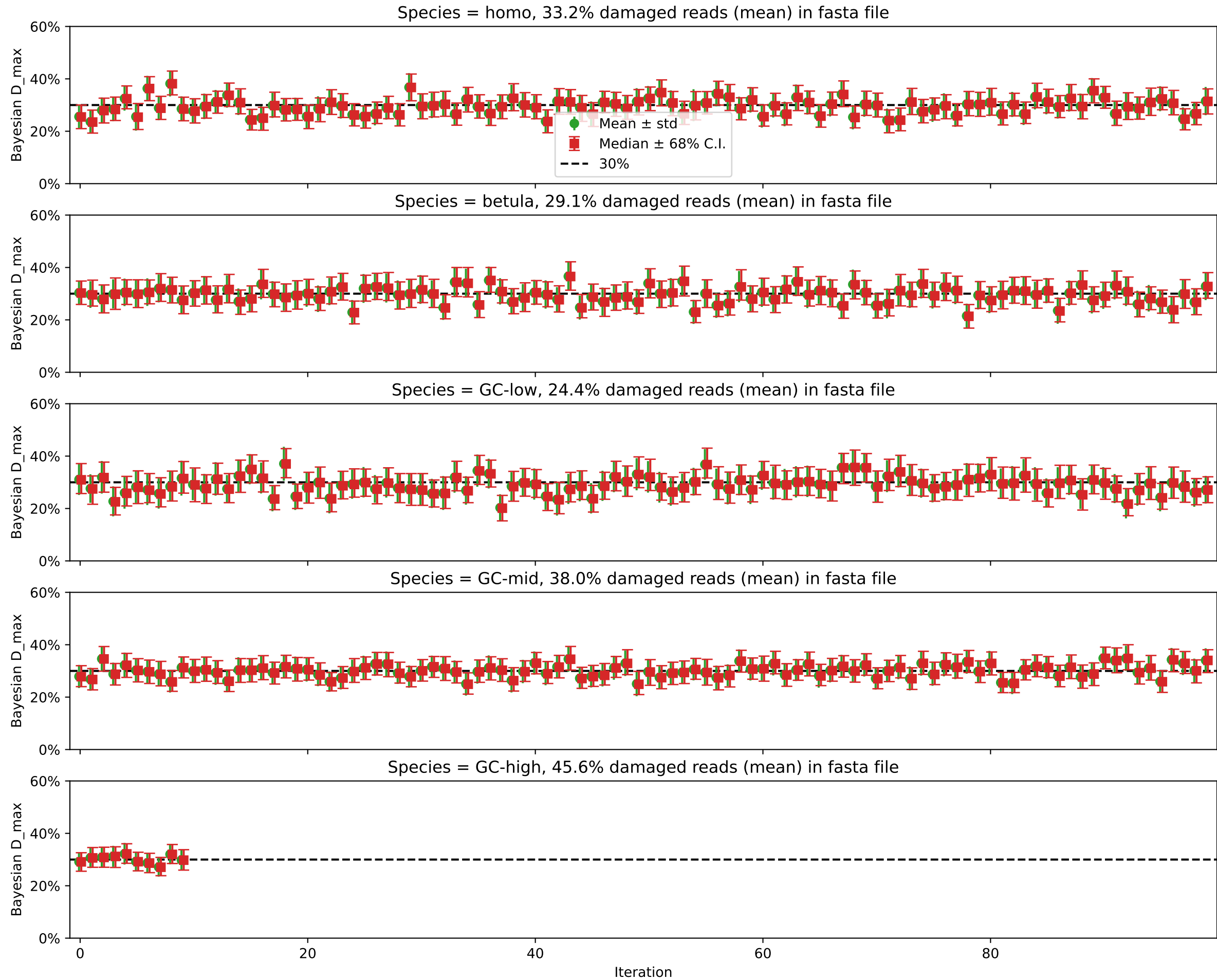
Individual damages:
100 reads
Briggs damage = 0.96
Damage percent = 30%



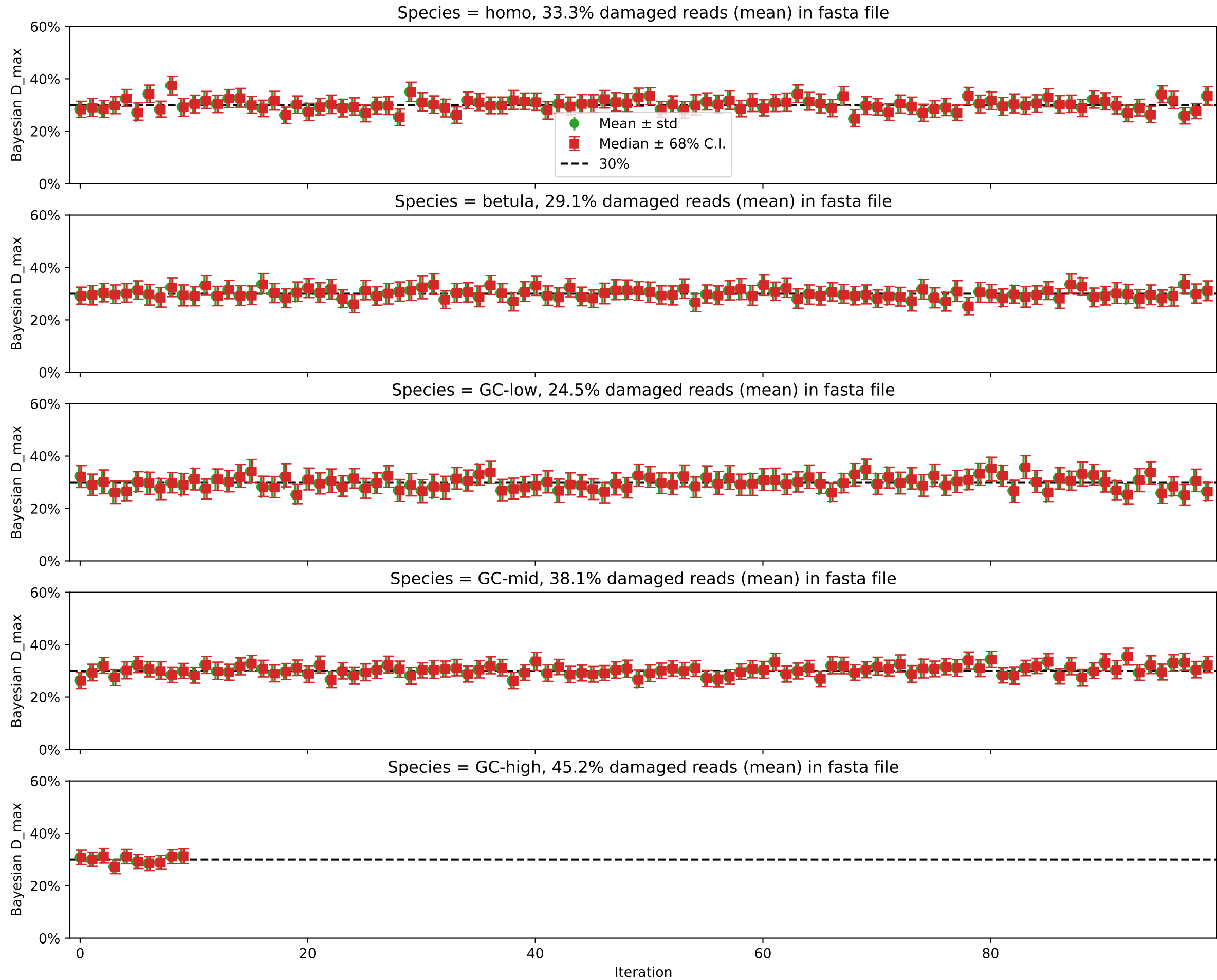
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent = 30%



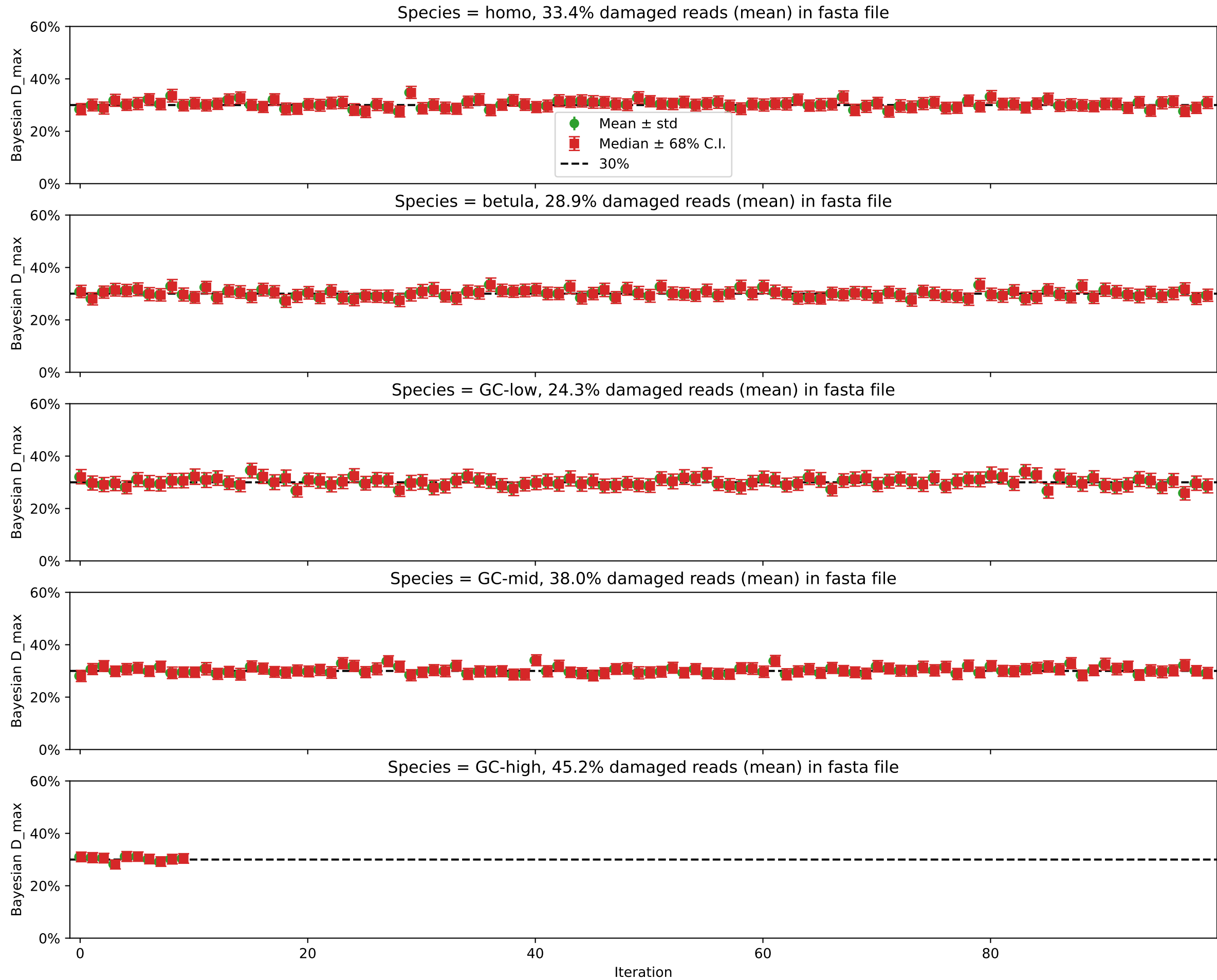
Individual damages:
500 reads
Briggs damage = 0.96
Damage percent = 30%



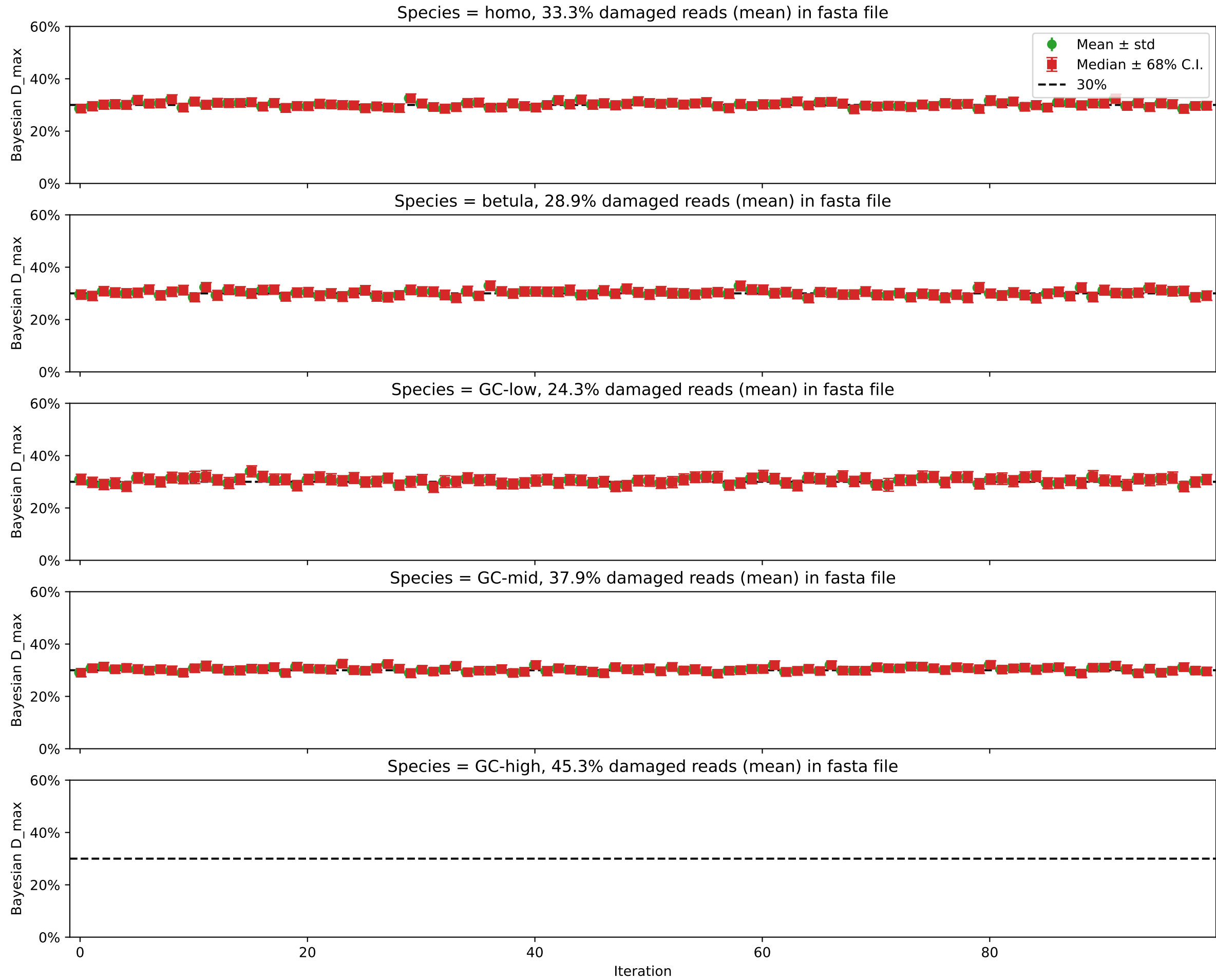
Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent = 30%



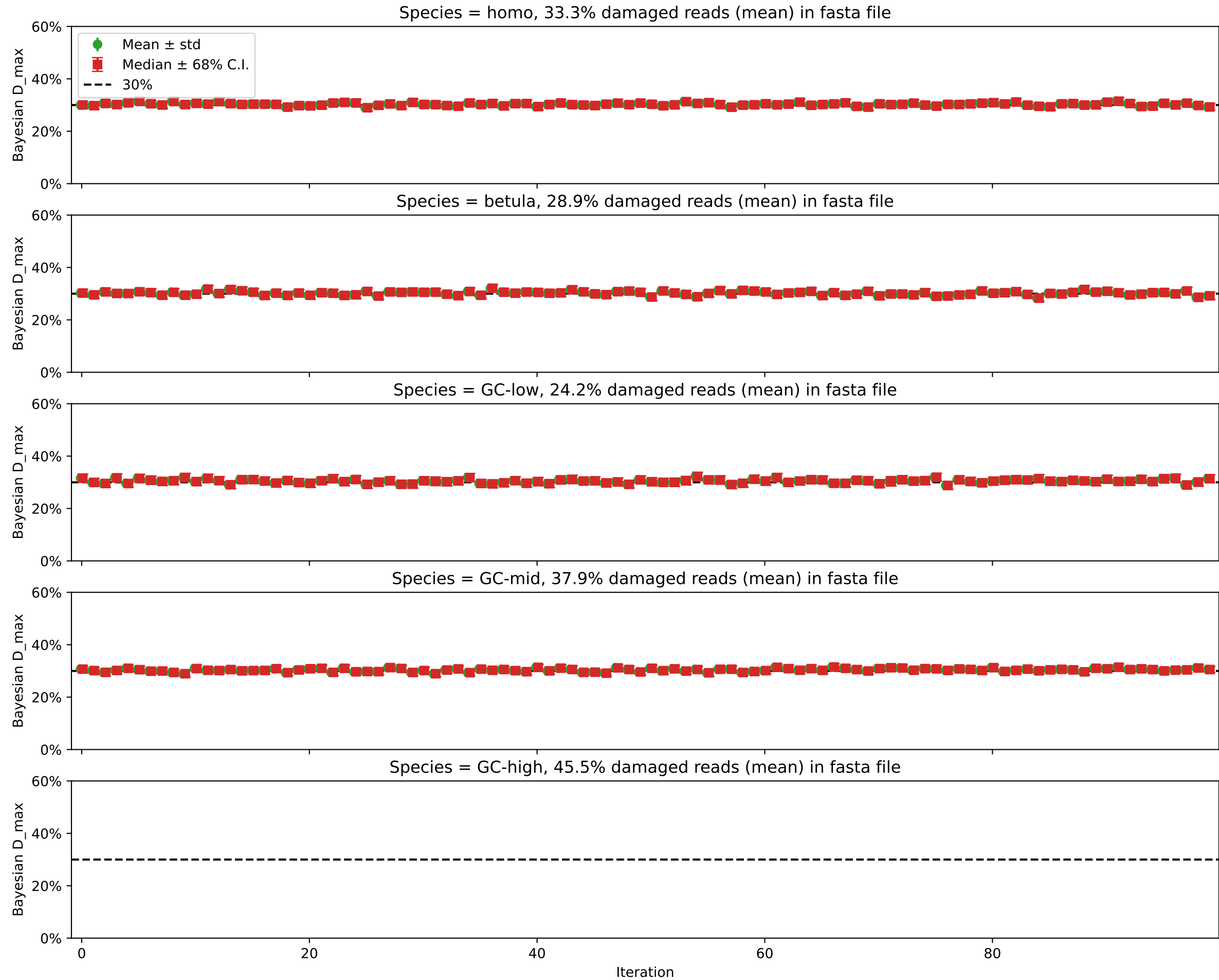
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent = 30%



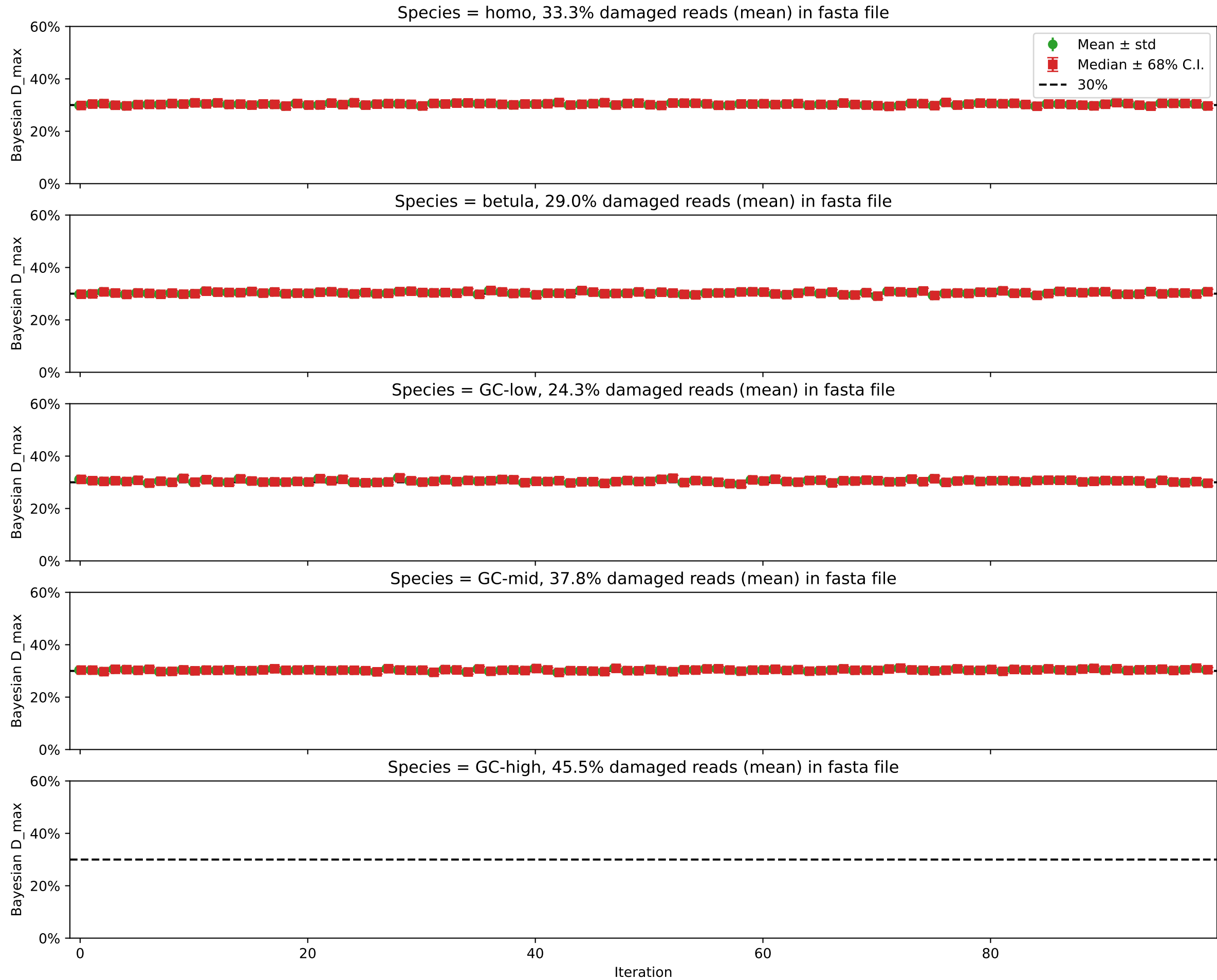
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent = 30%



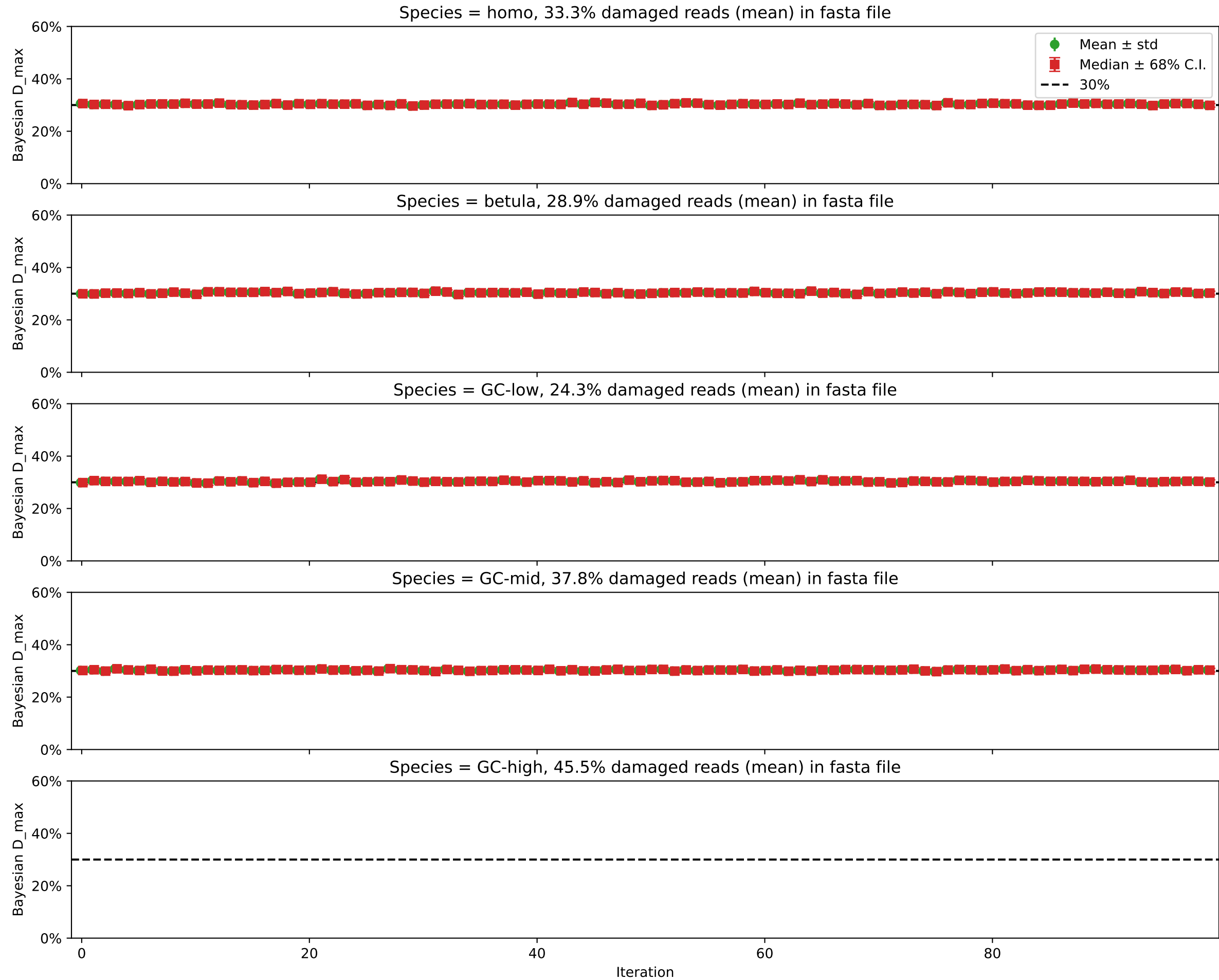
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent = 30%



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%

