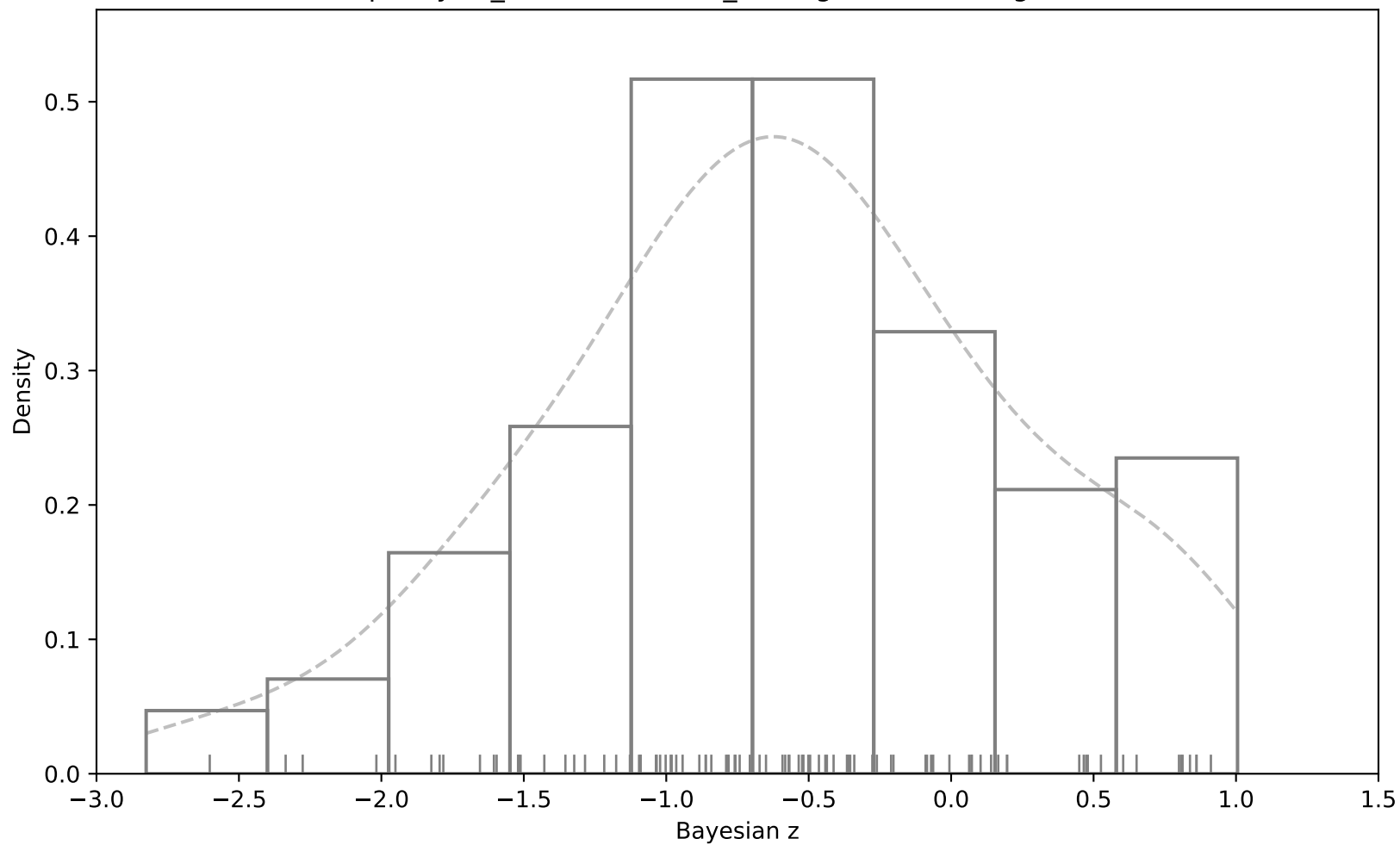
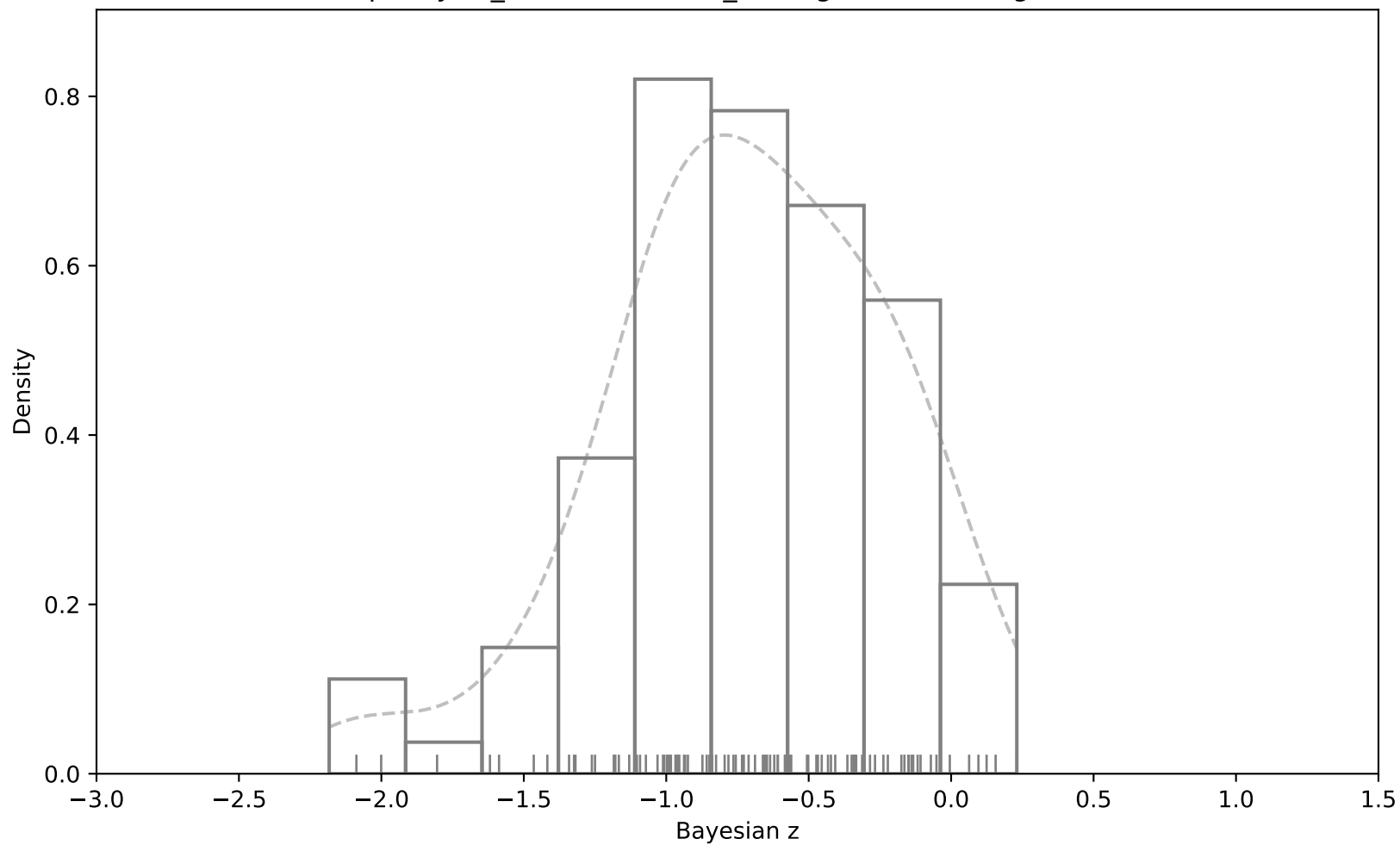


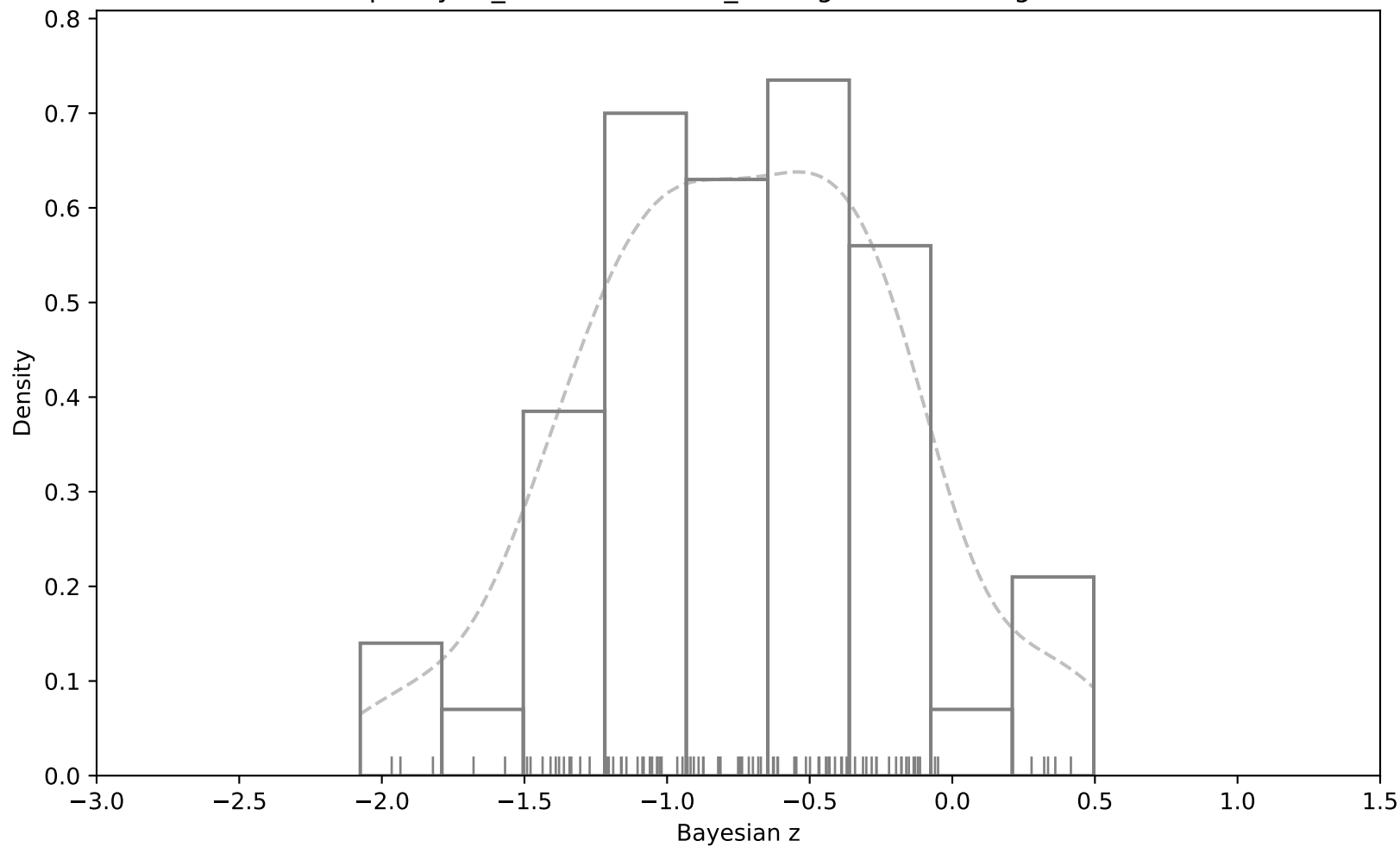
Fit quality, N_reads=100, sim_damage=0.0, damage=0.21%



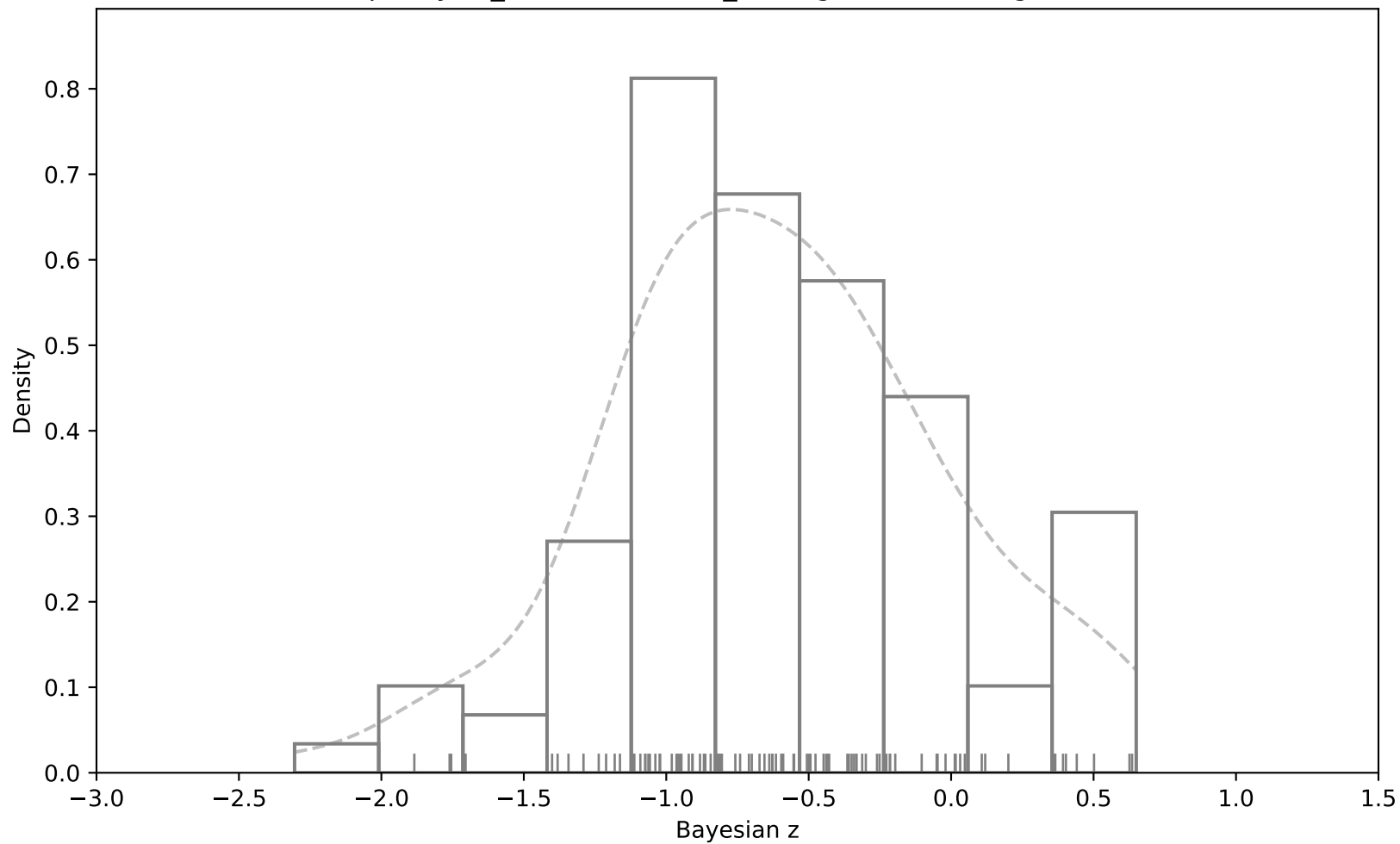
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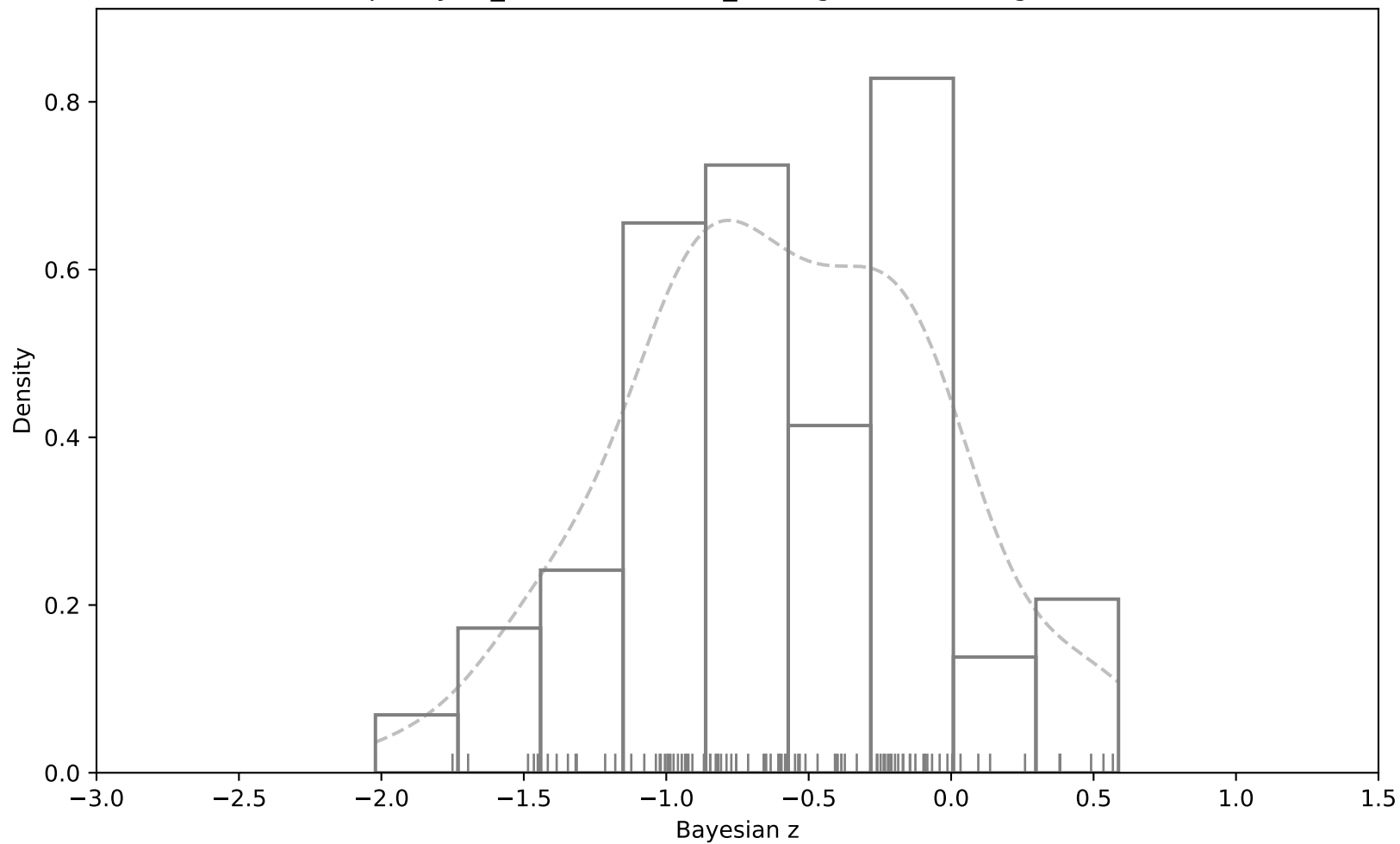
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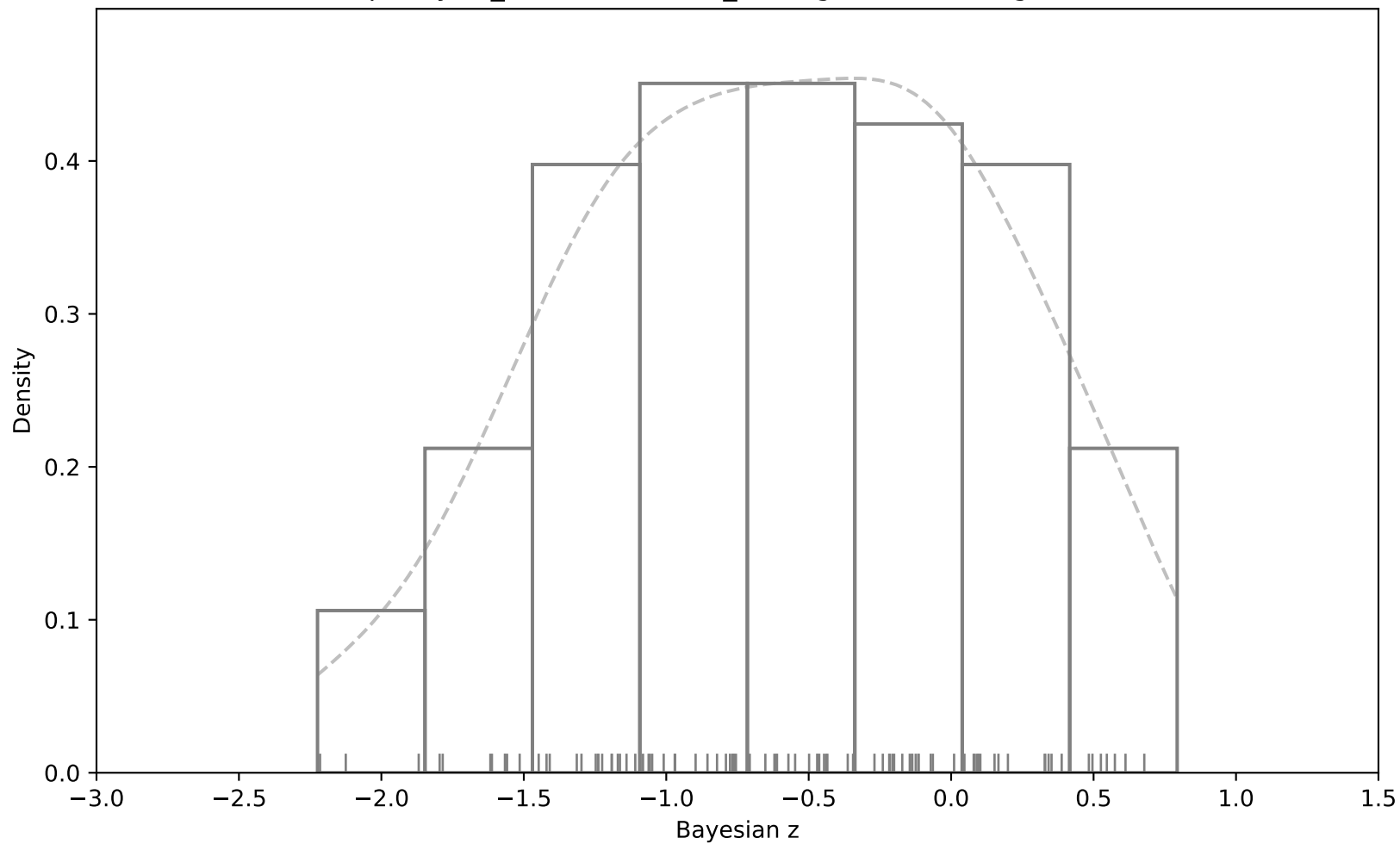
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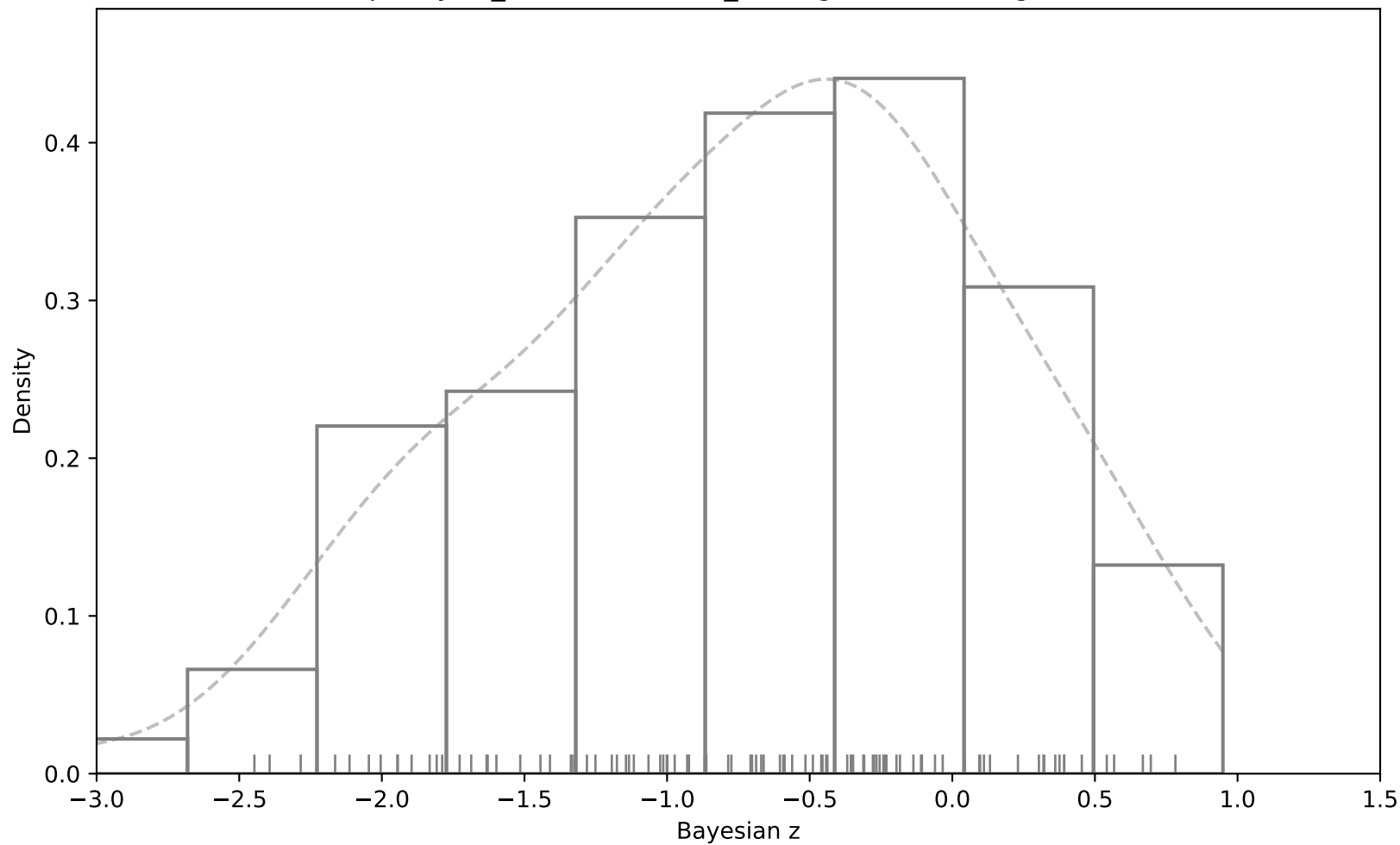
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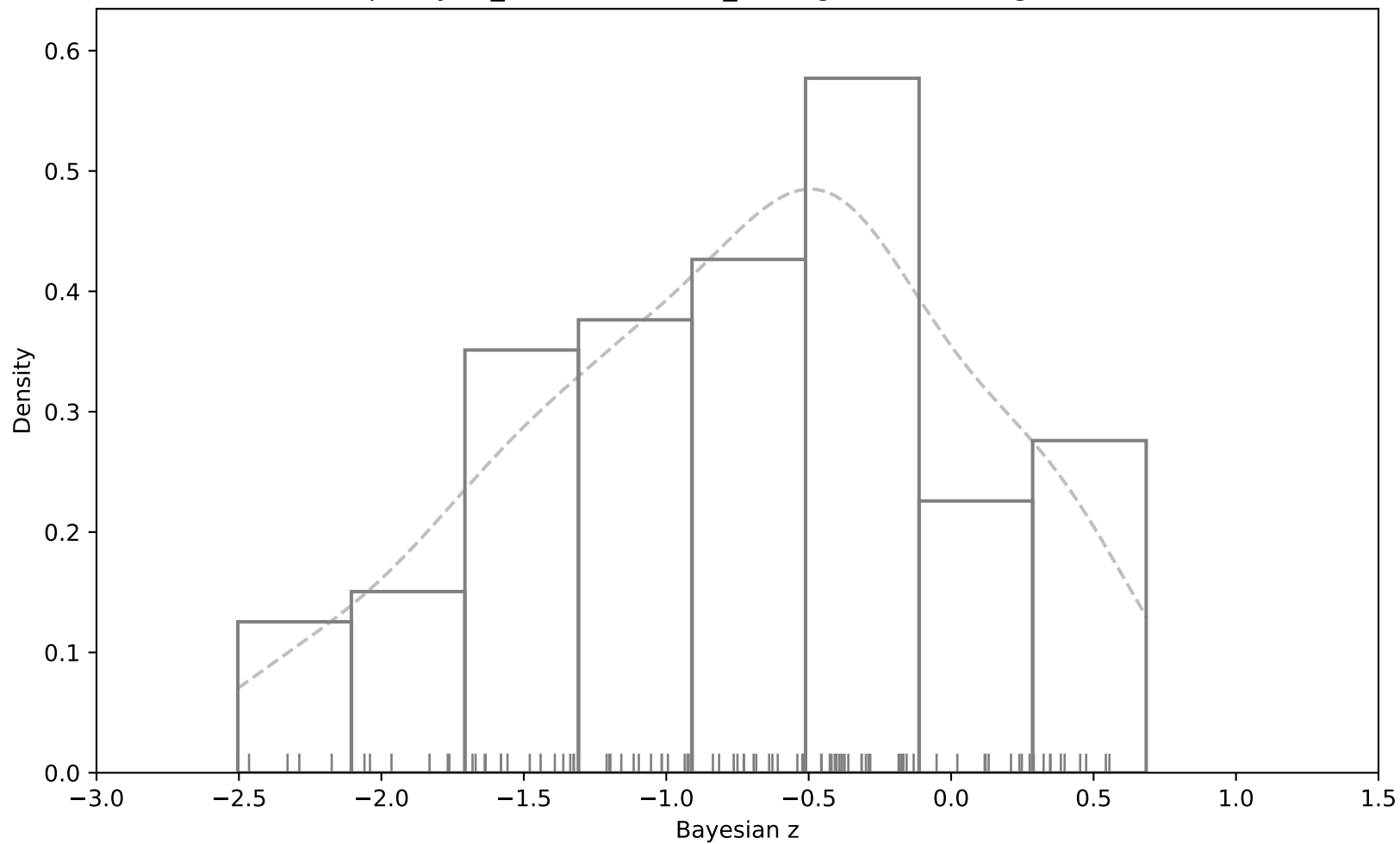
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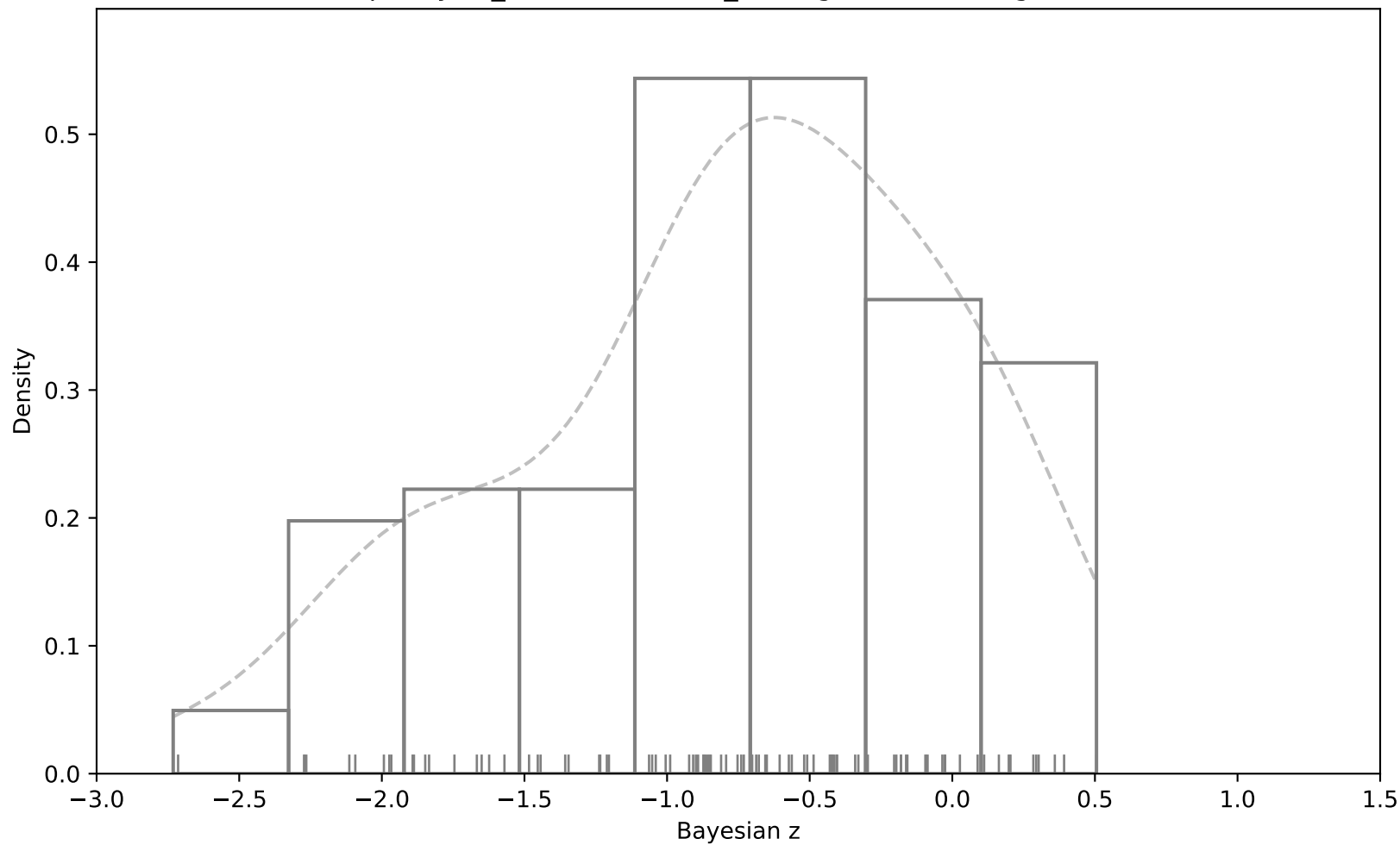
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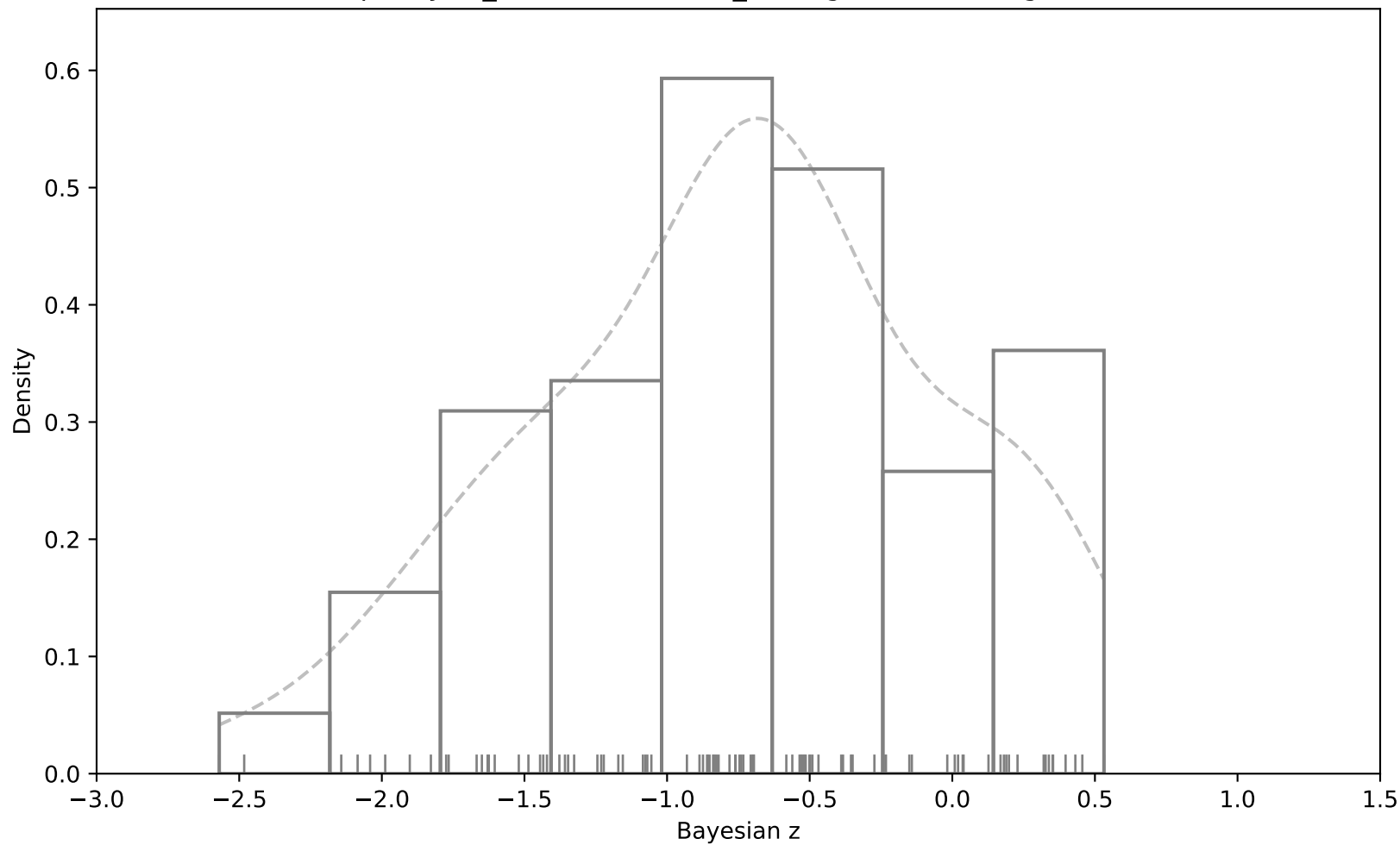
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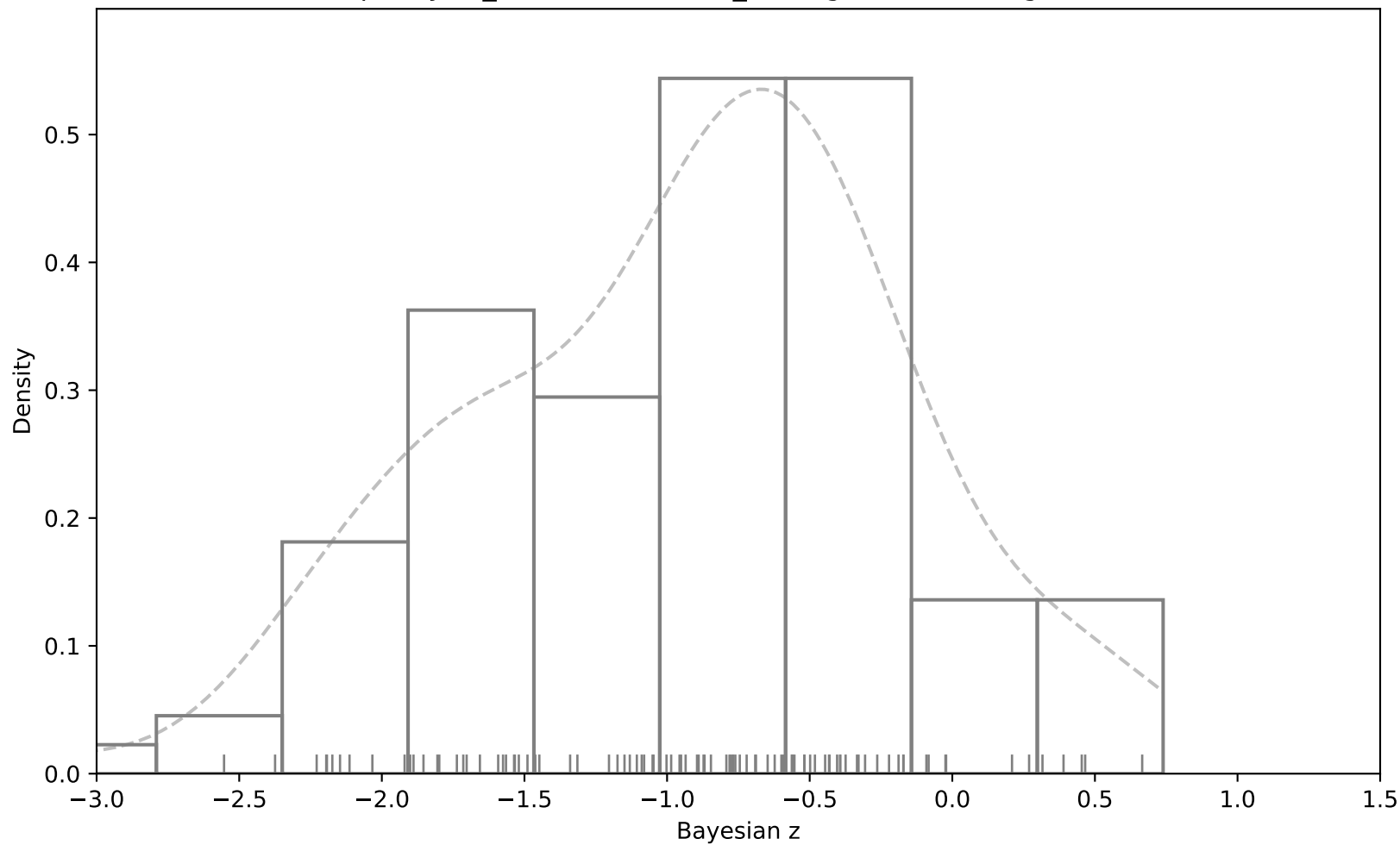
Fit quality, N_reads=900, sim_damage=0.0, damage=0.21%



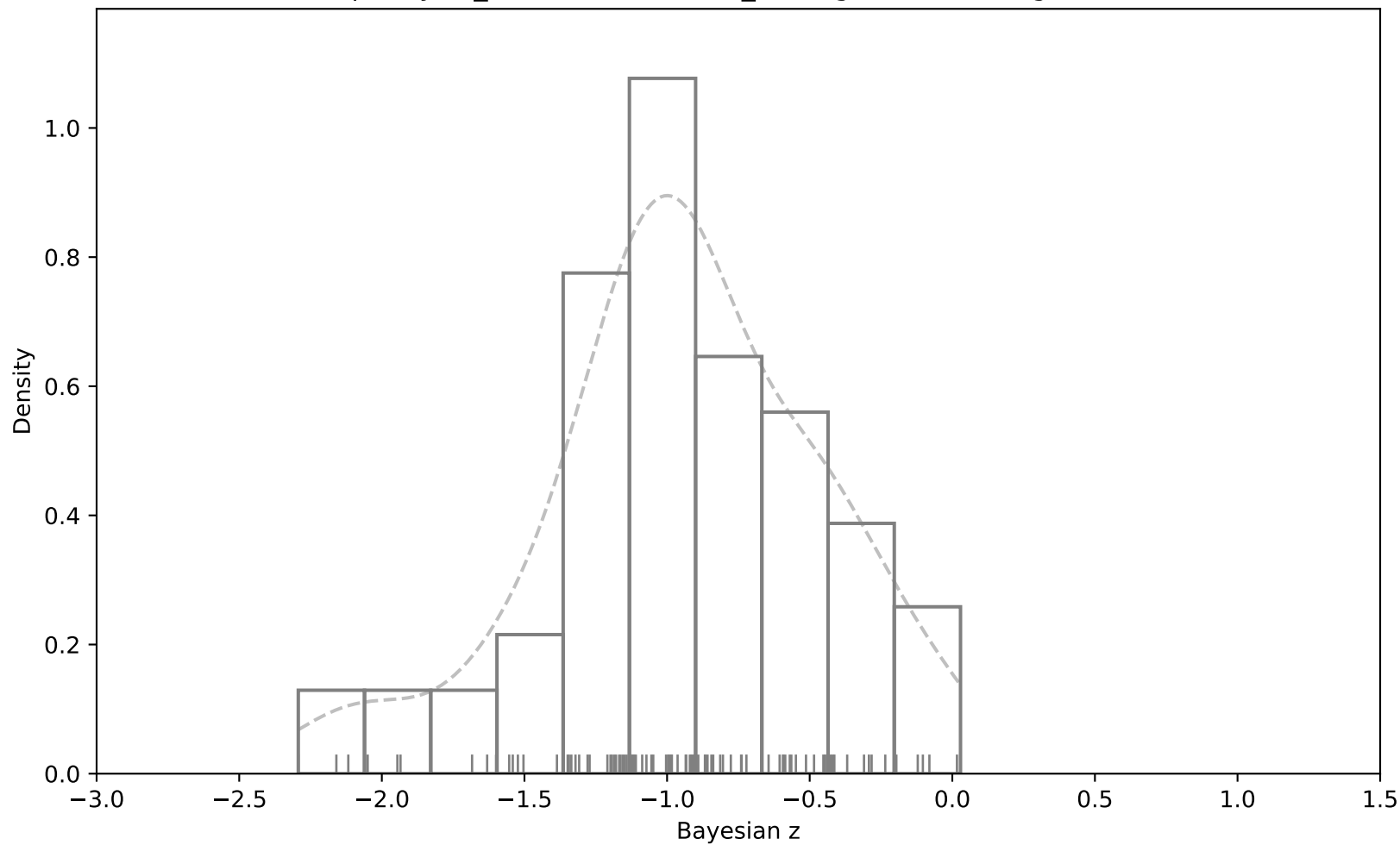
Fit quality, N_reads=1000, sim_damage=0.0, damage=0.21%



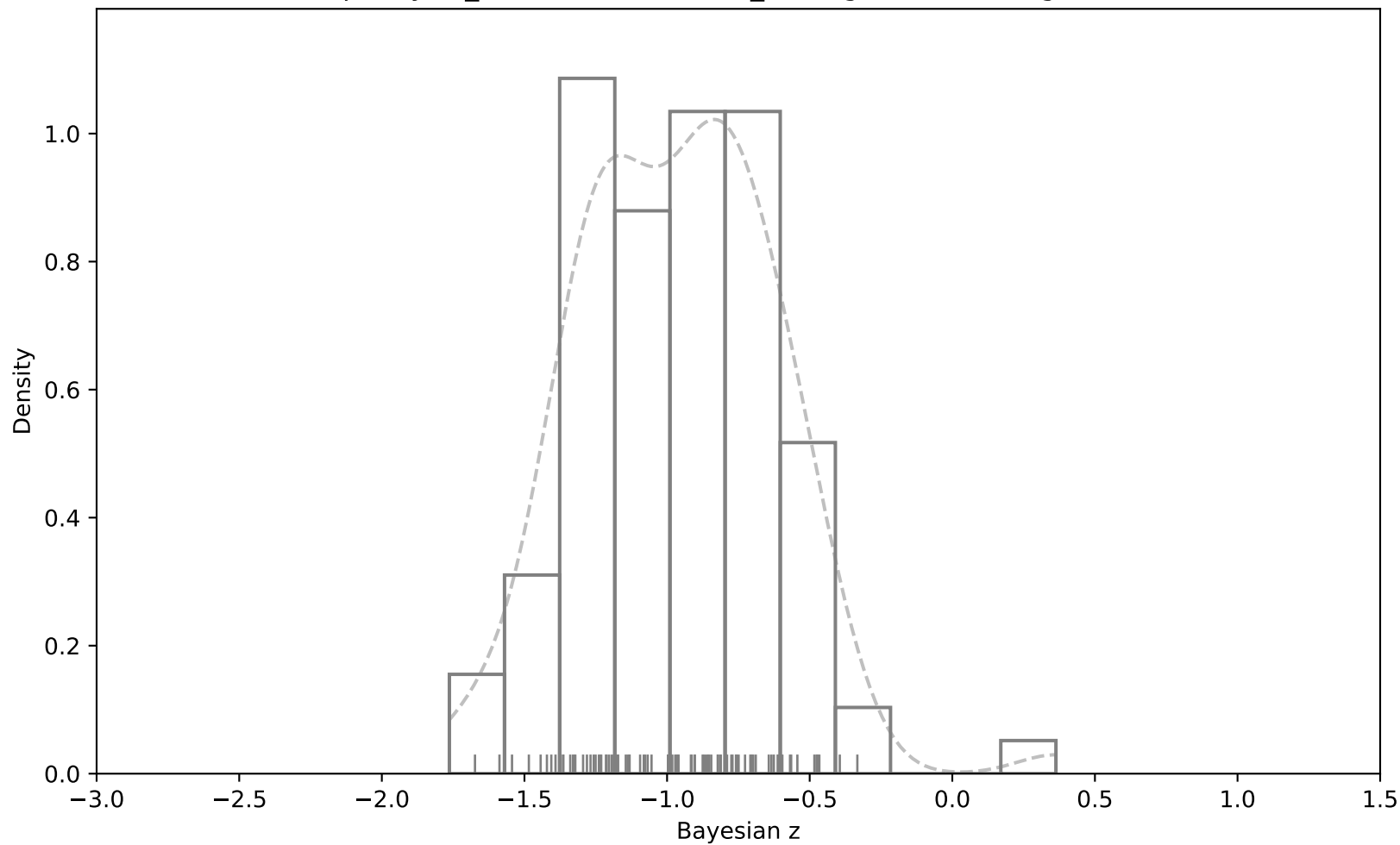
Fit quality, N_reads=5000, sim_damage=0.0, damage=0.21%



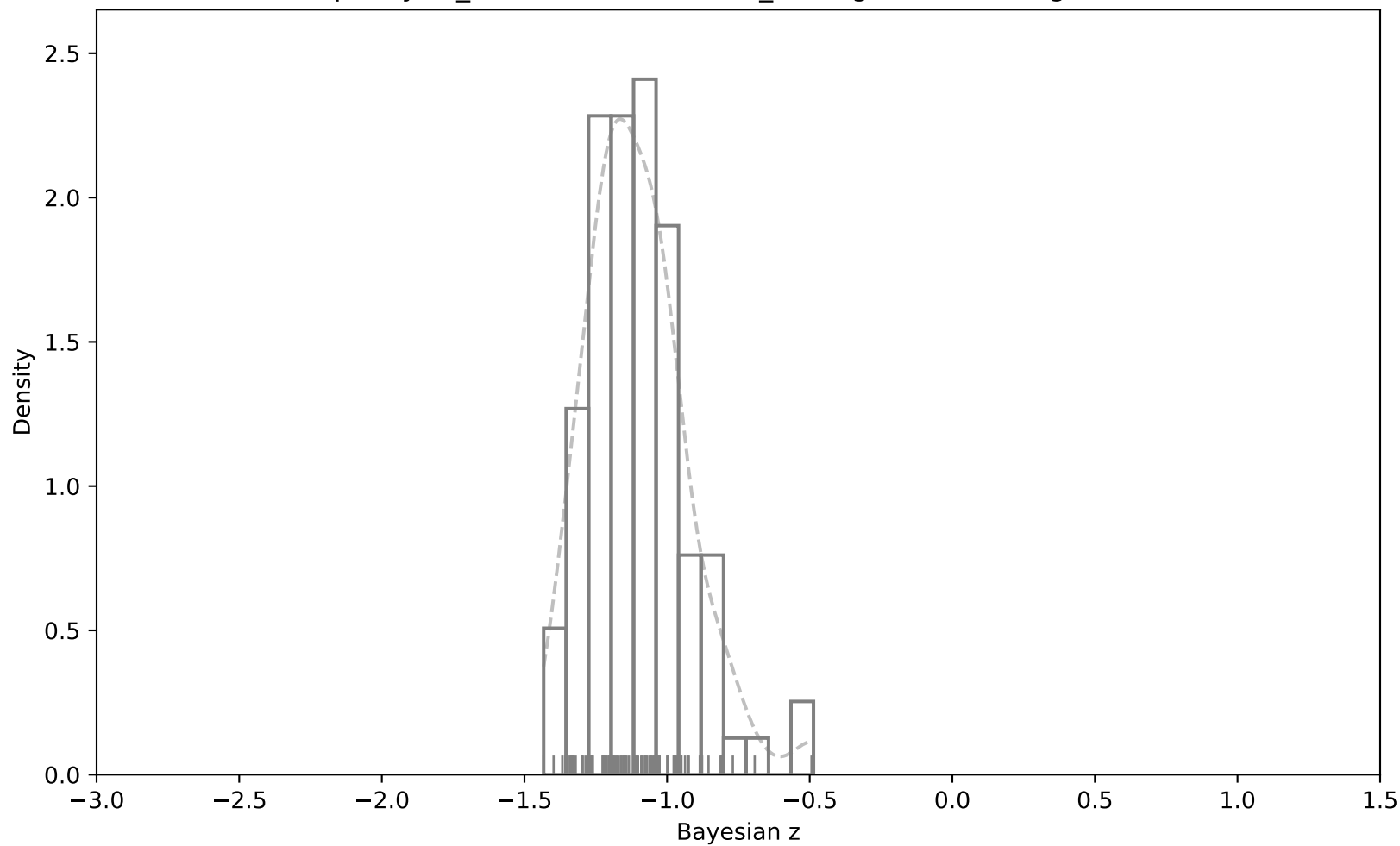
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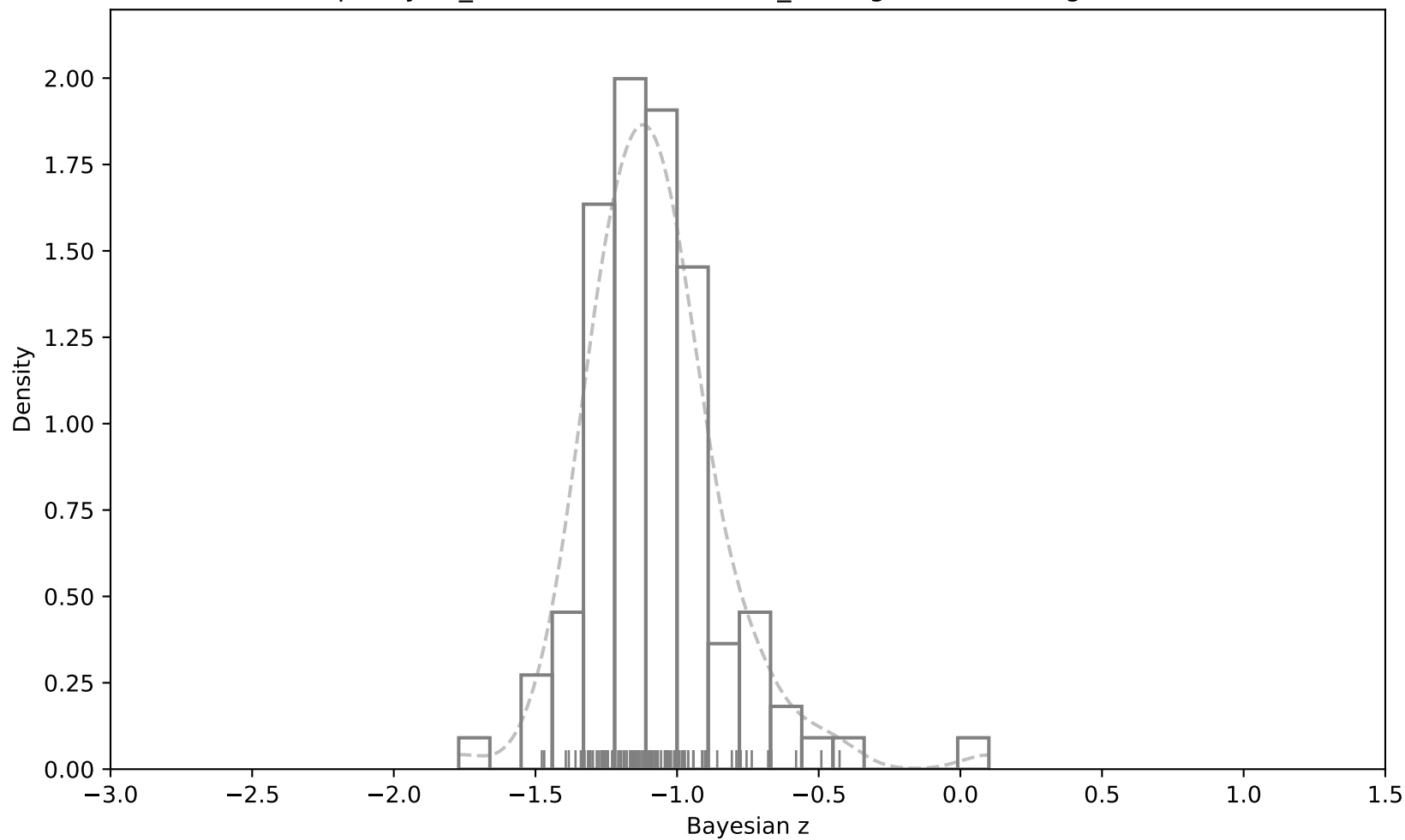
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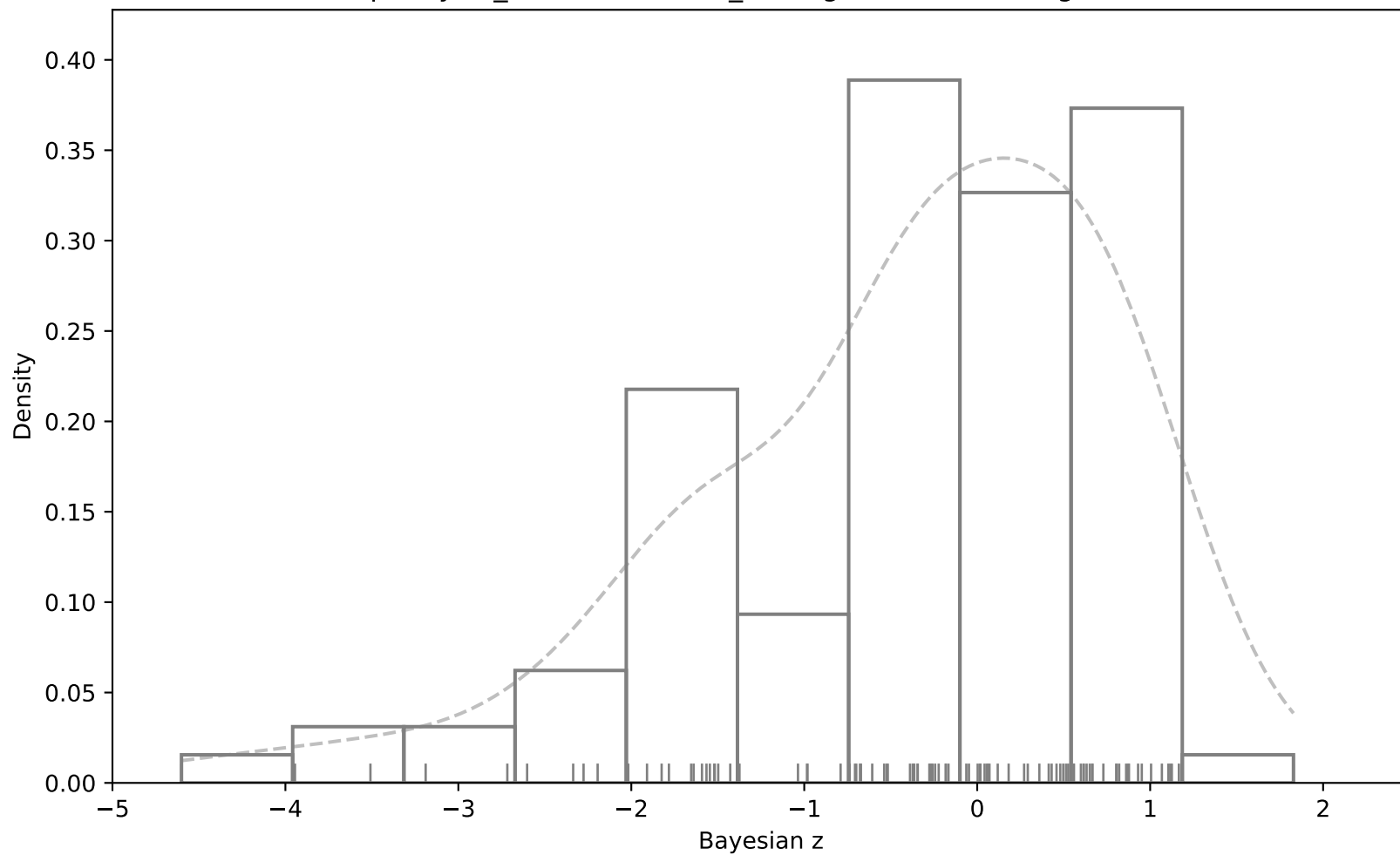
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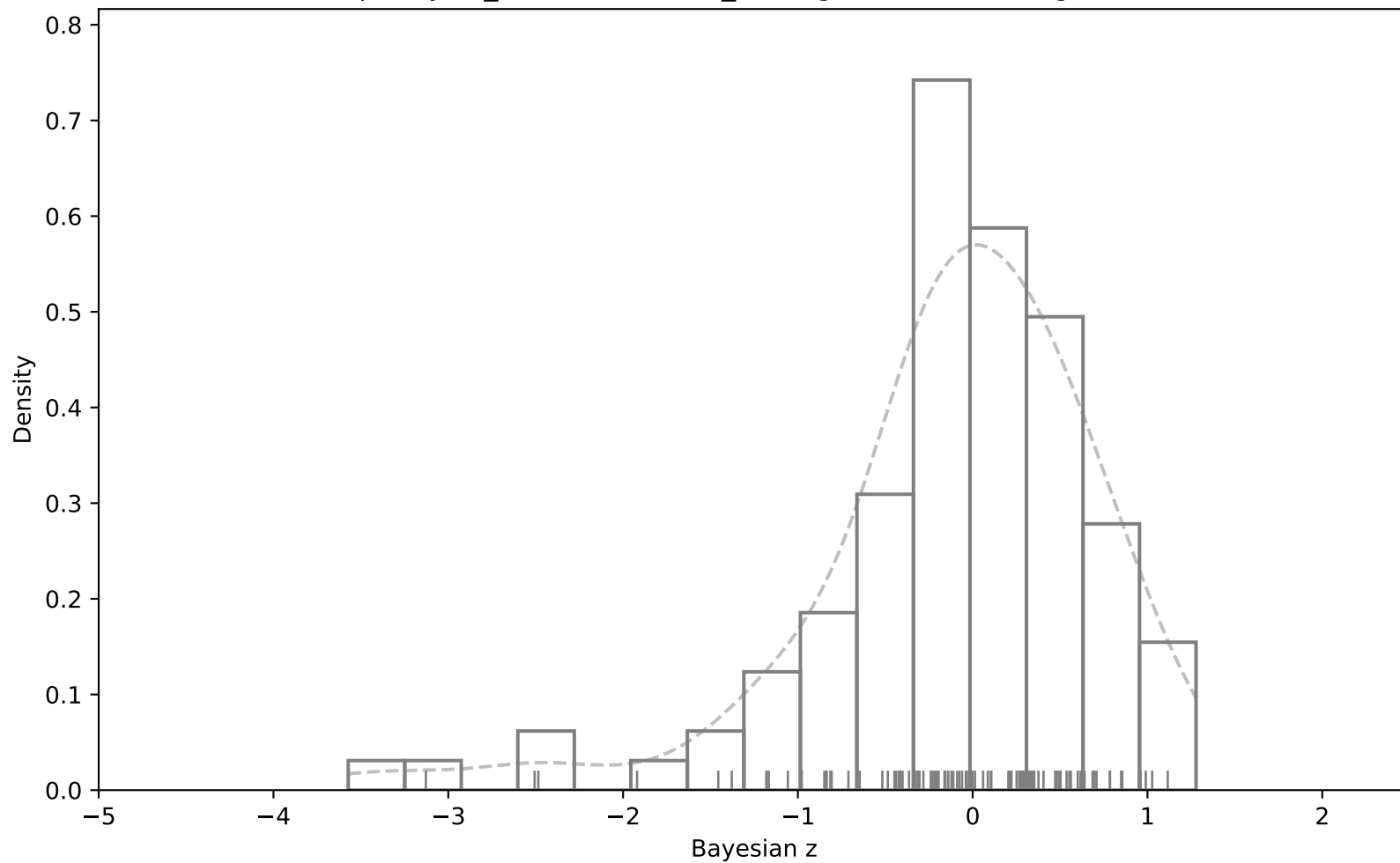
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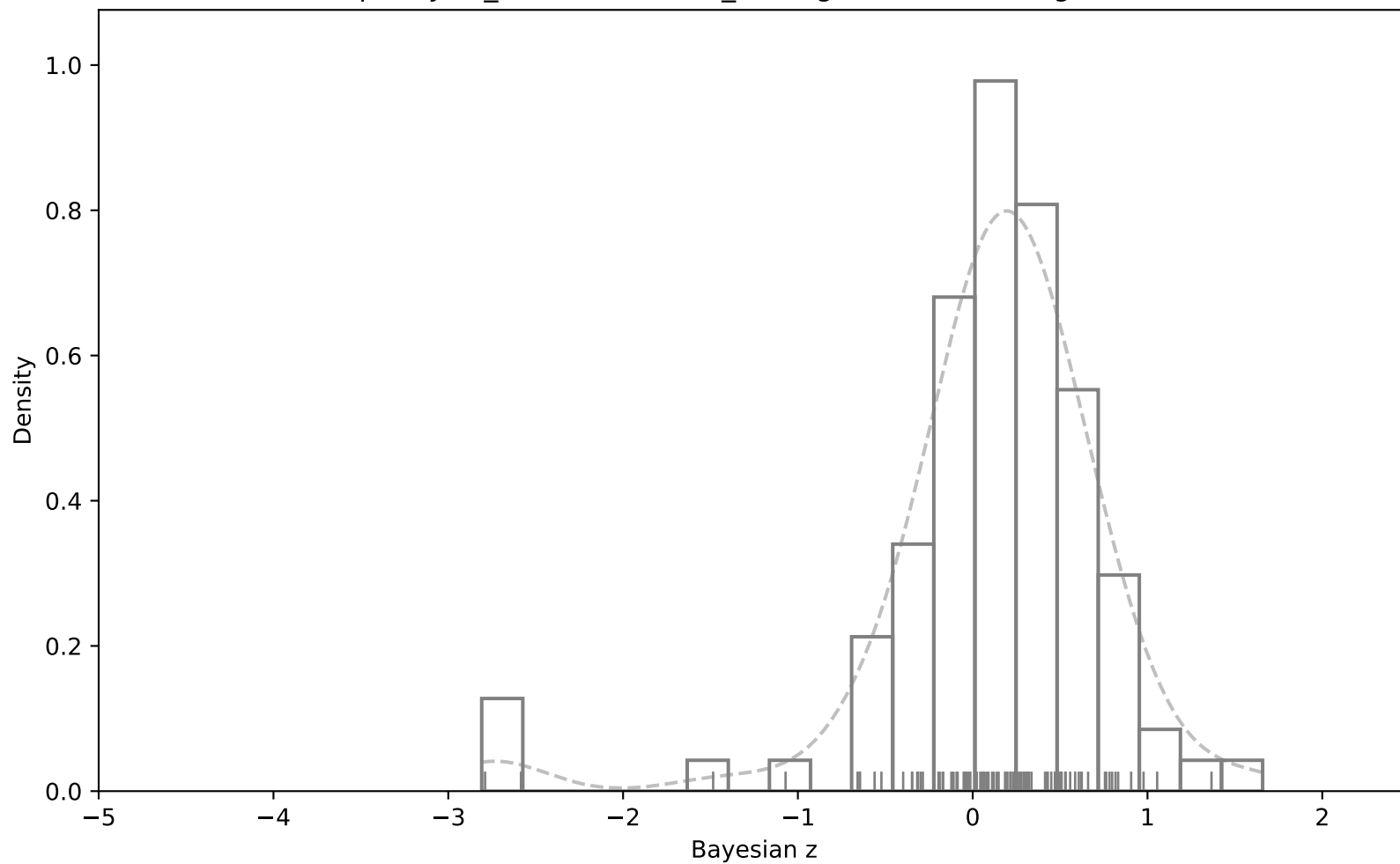
Fit quality, N_reads=100, sim_damage=0.014, damage=0.65%



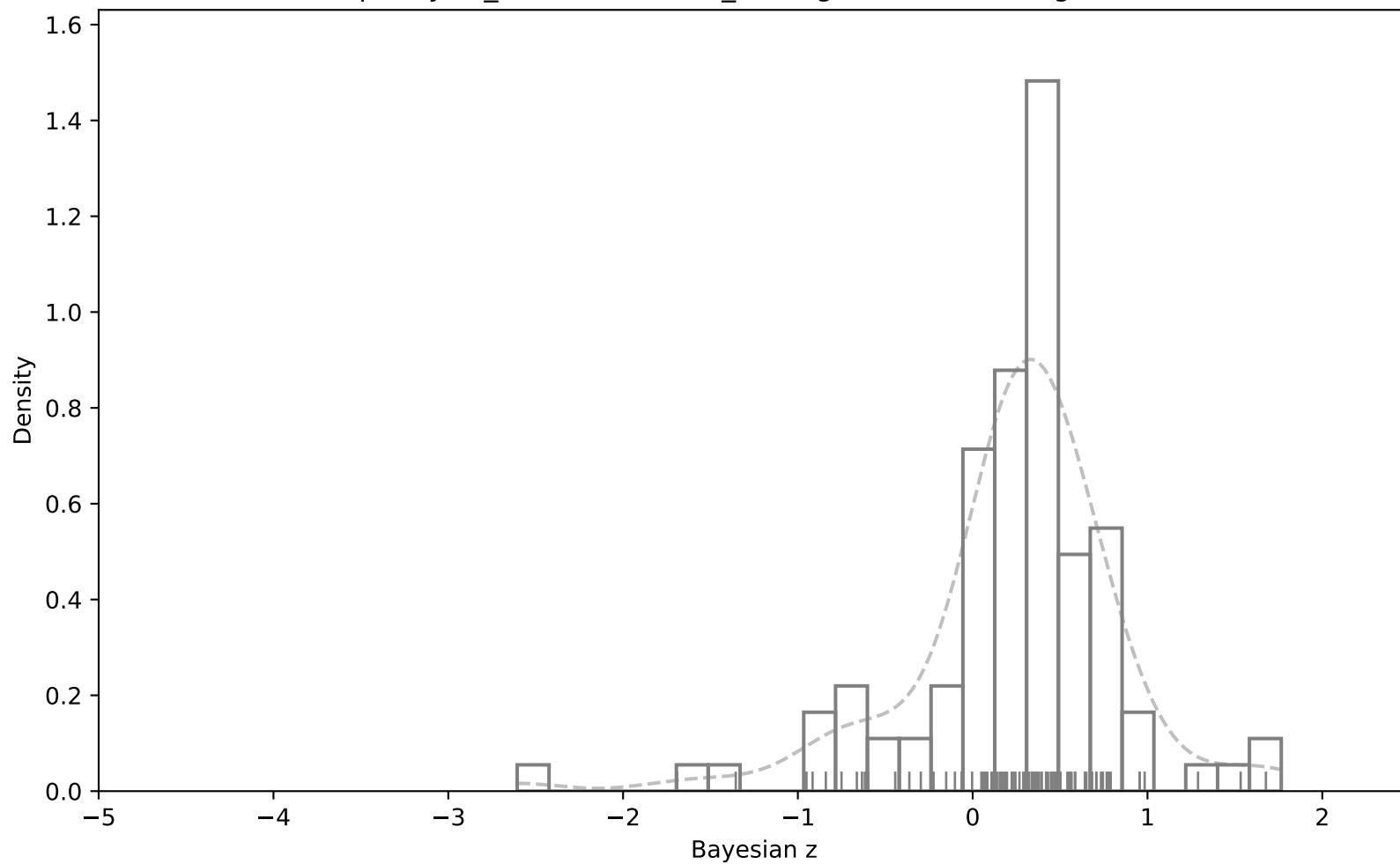
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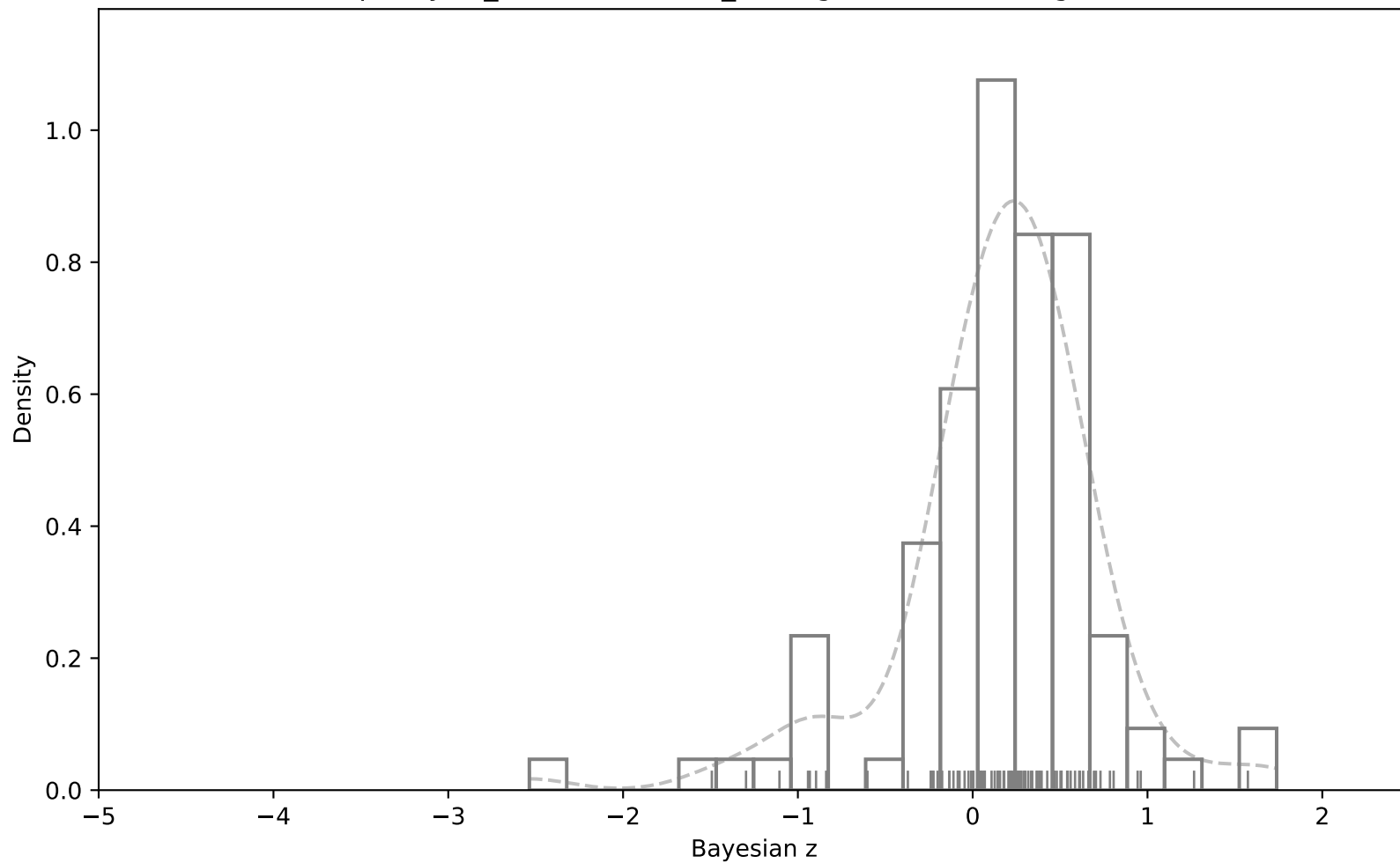
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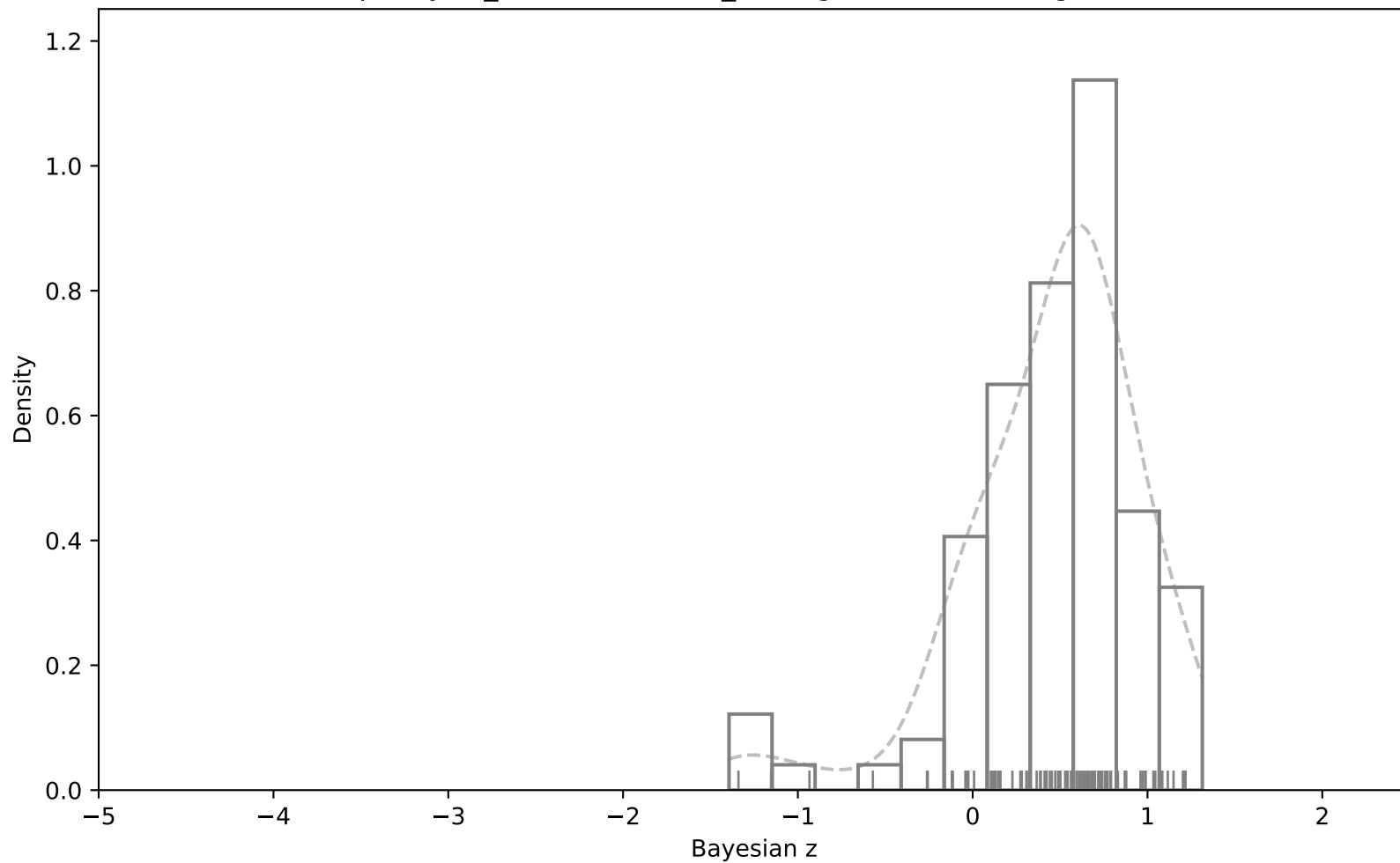
Fit quality, N_reads=400, sim_damage=0.014, damage=0.65%



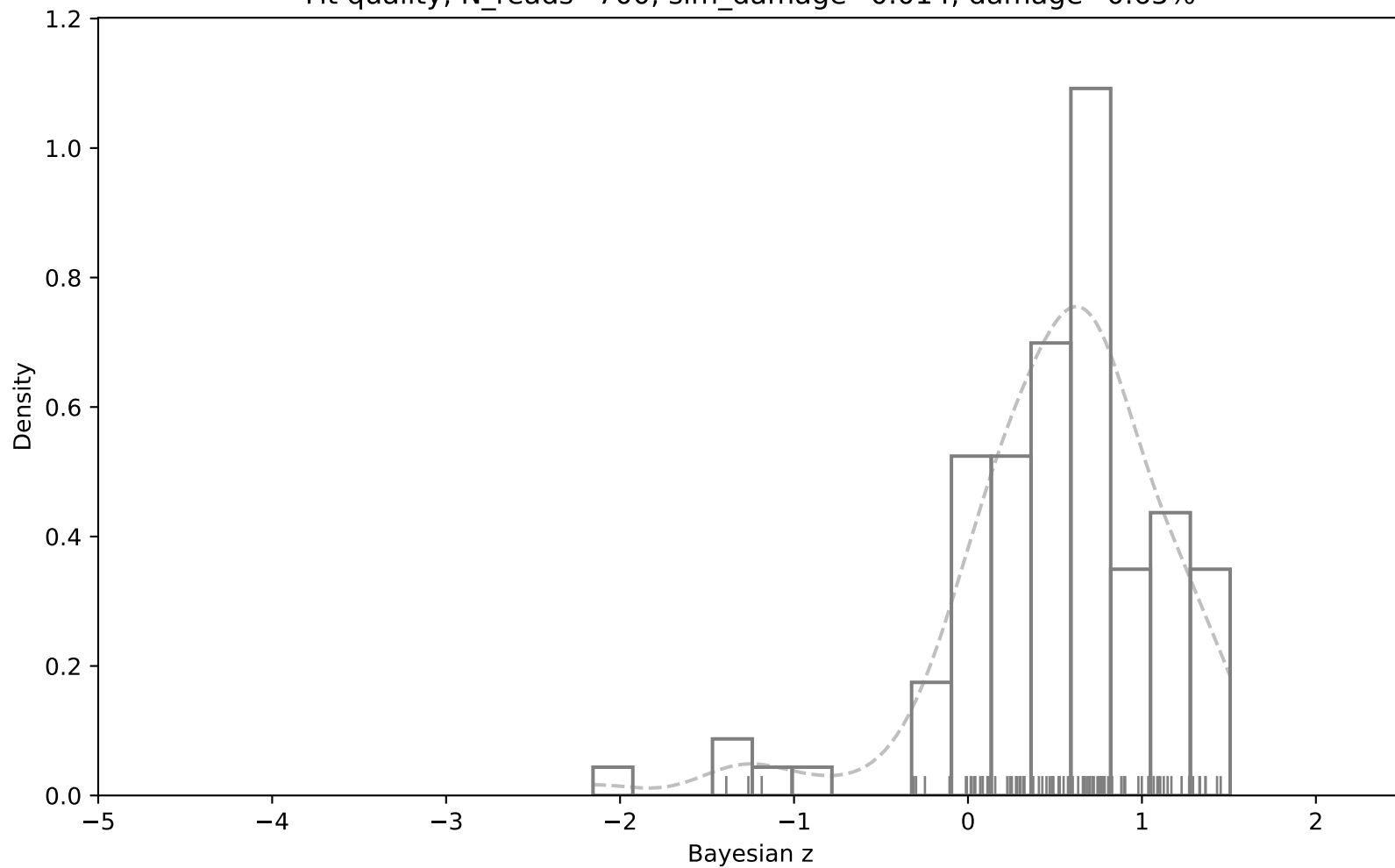
Fit quality, N_reads=500, sim_damage=0.014, damage=0.65%



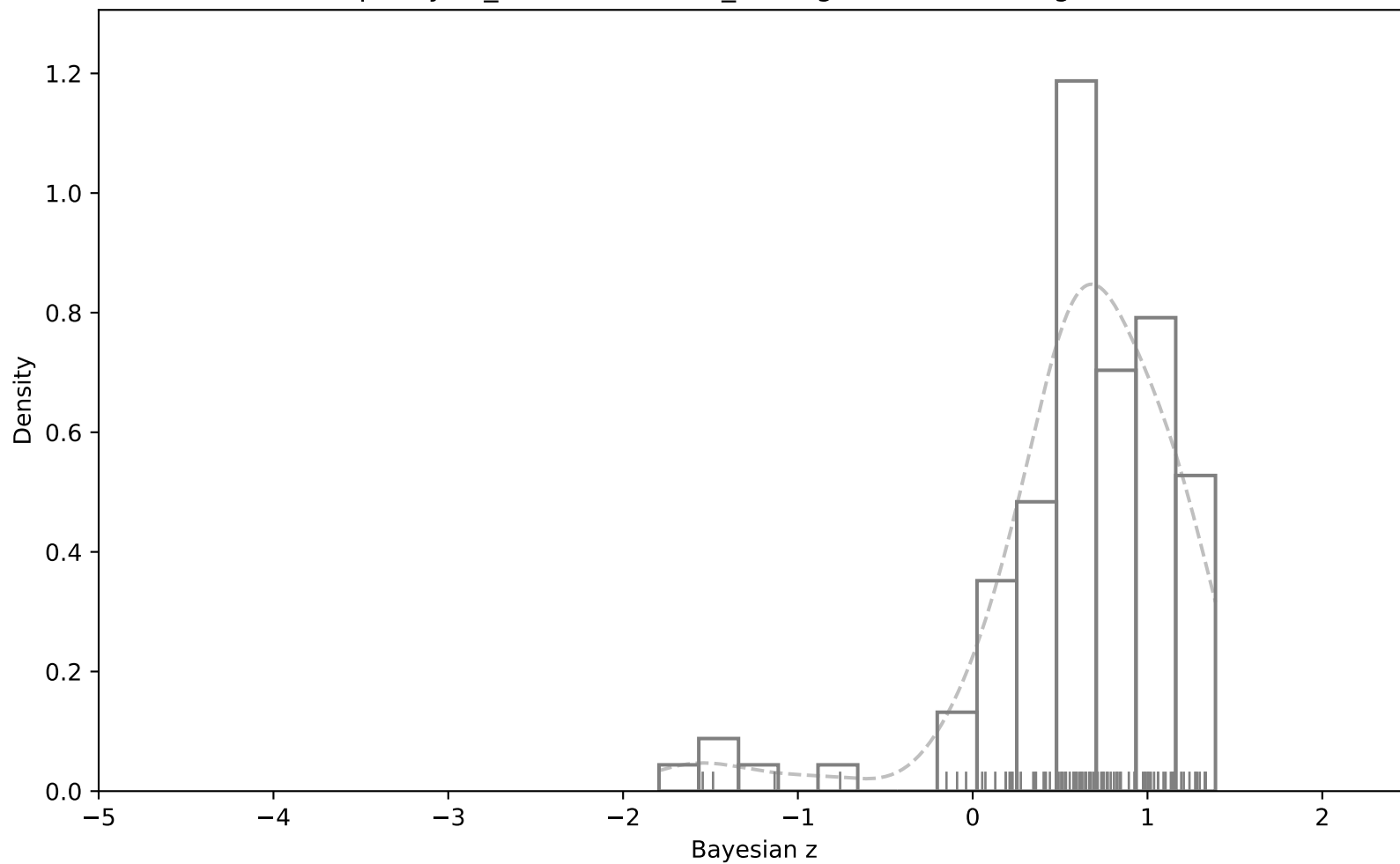
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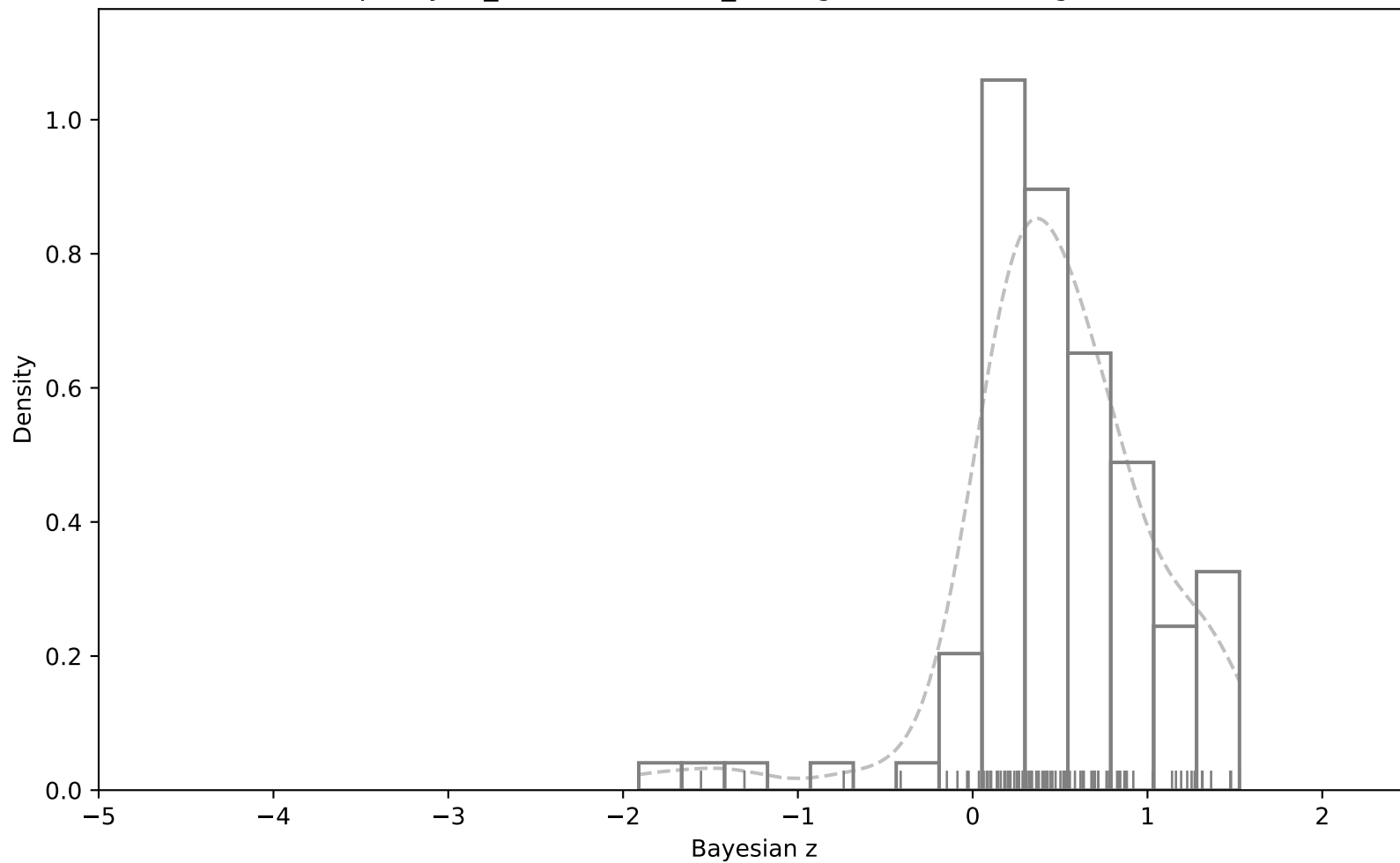
Fit quality, N_reads=700, sim_damage=0.014, damage=0.65%



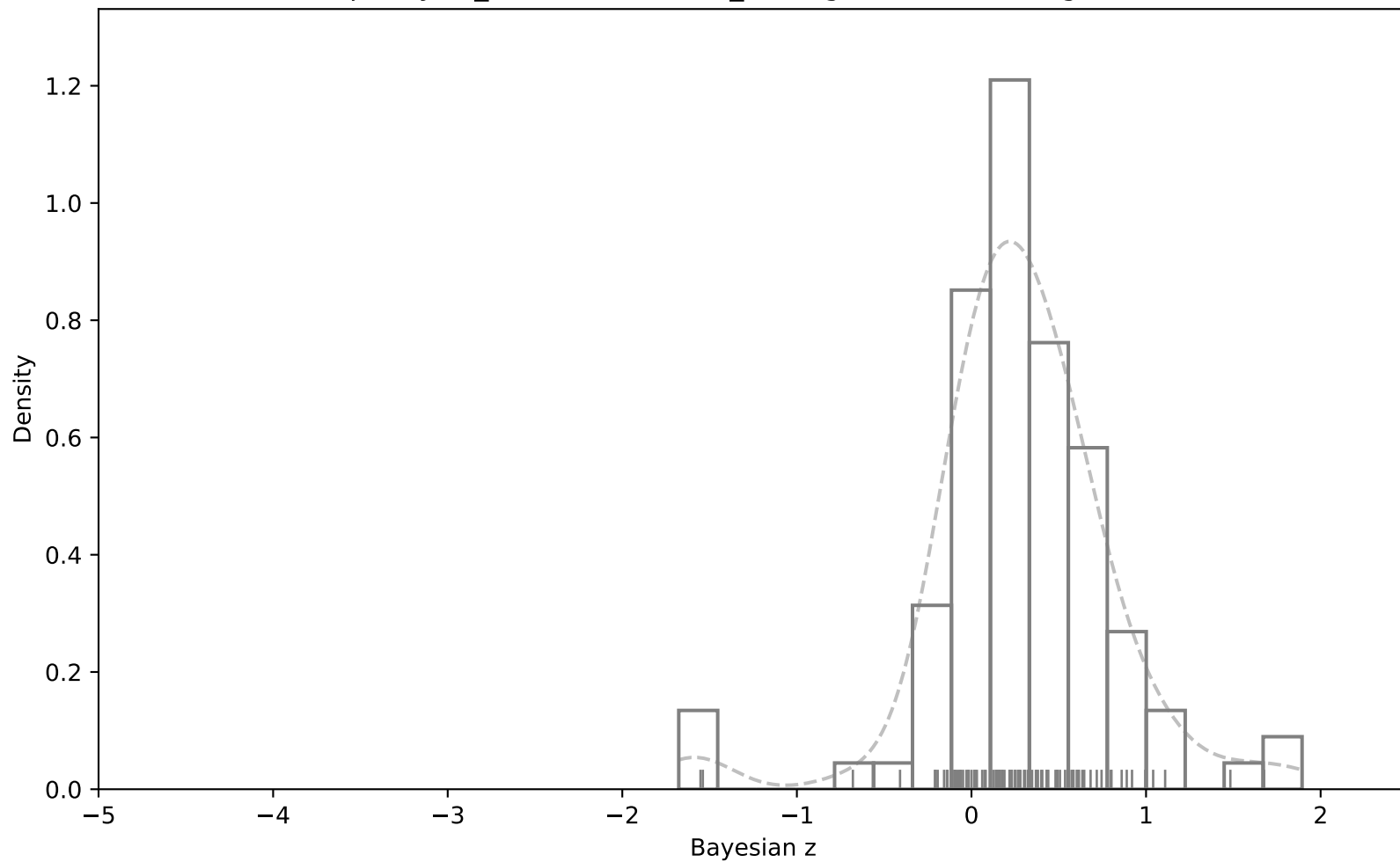
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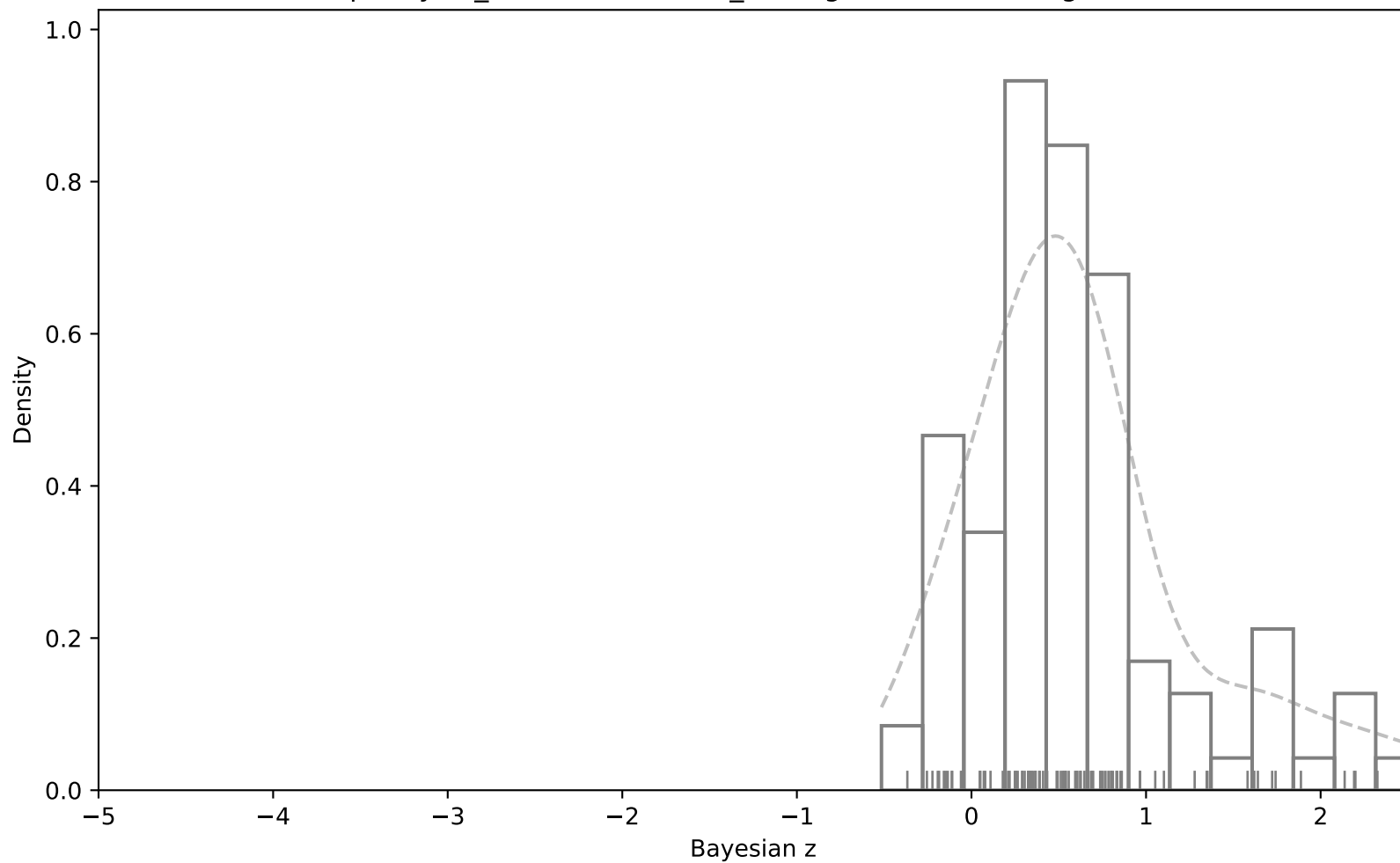
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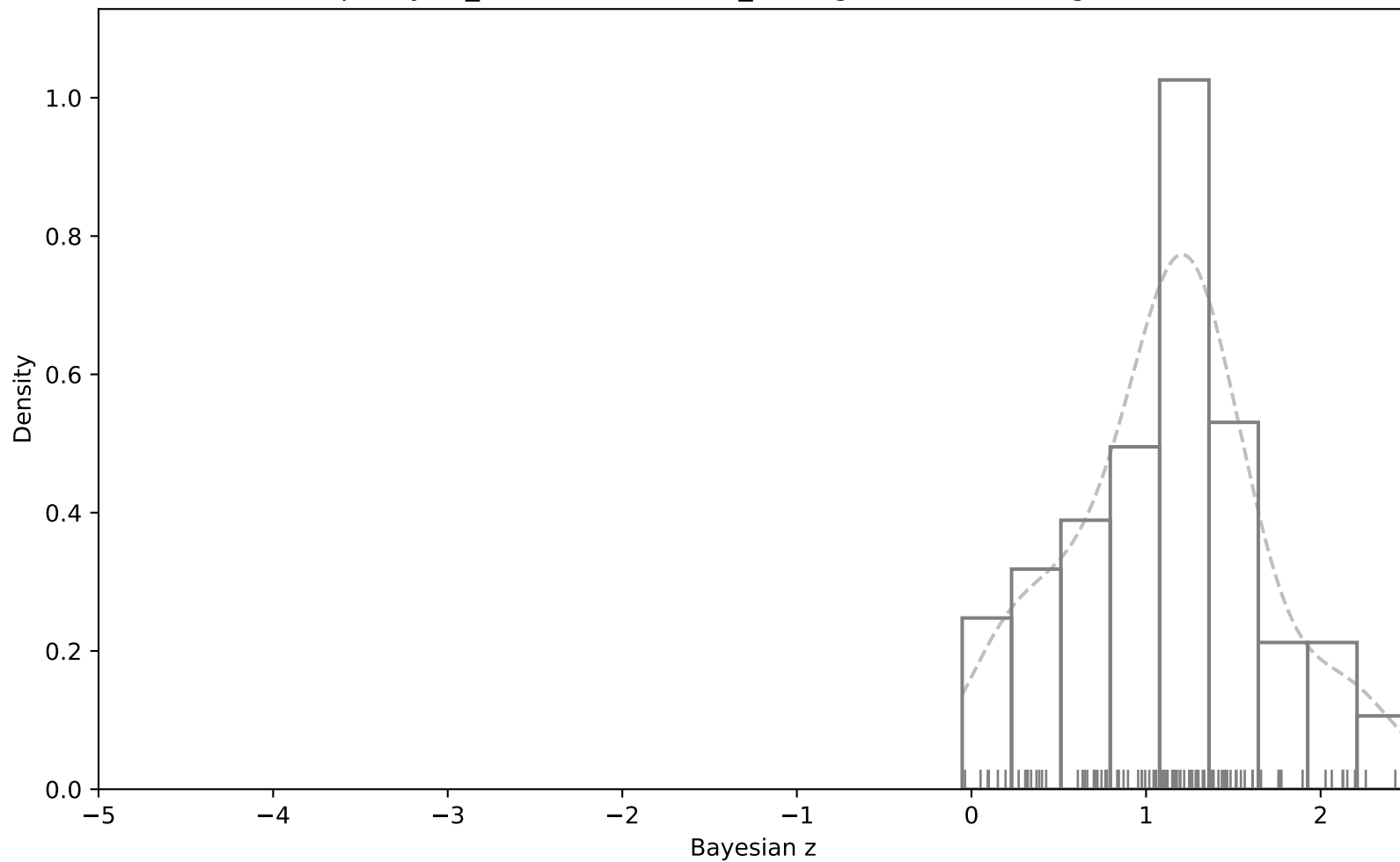
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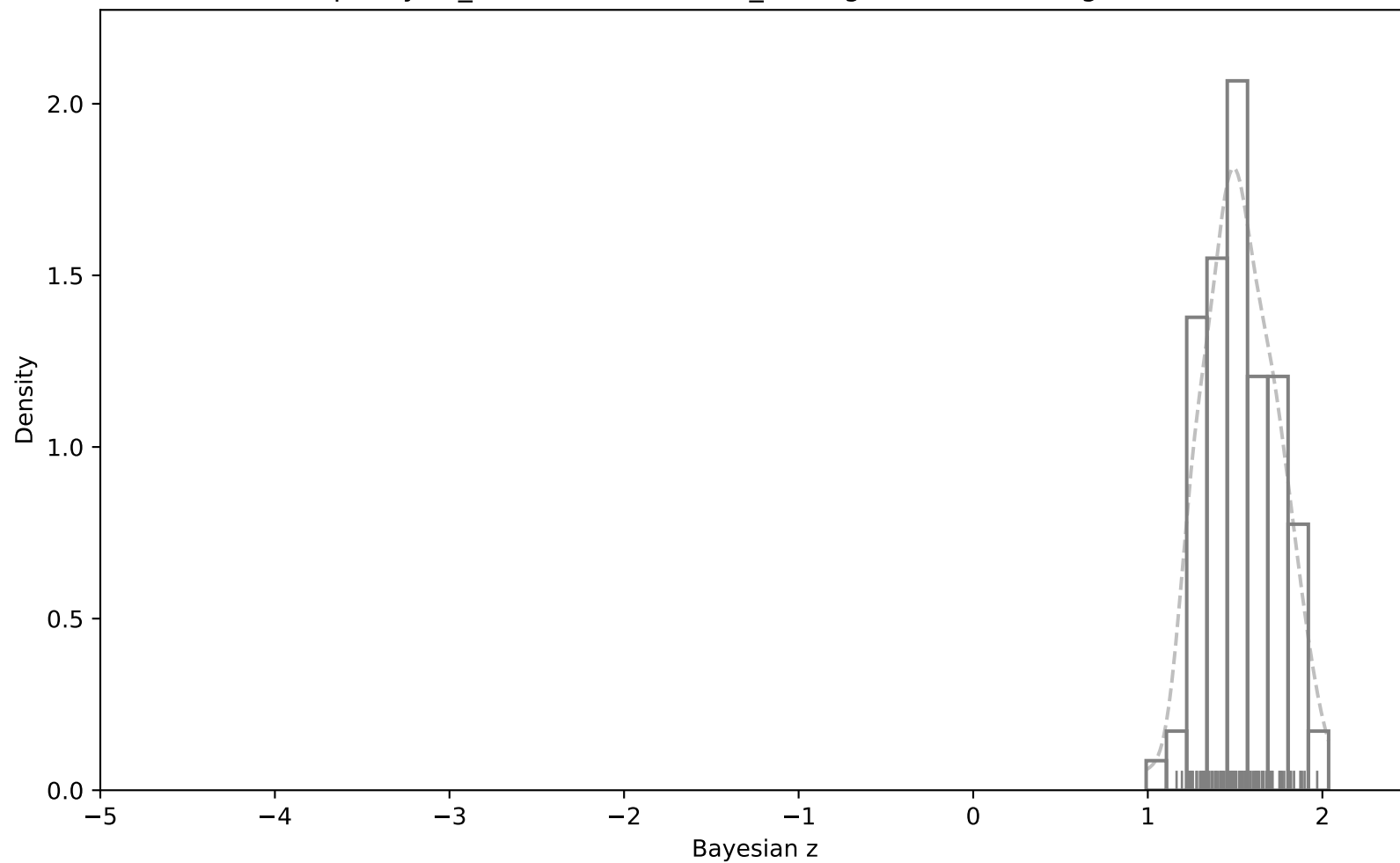
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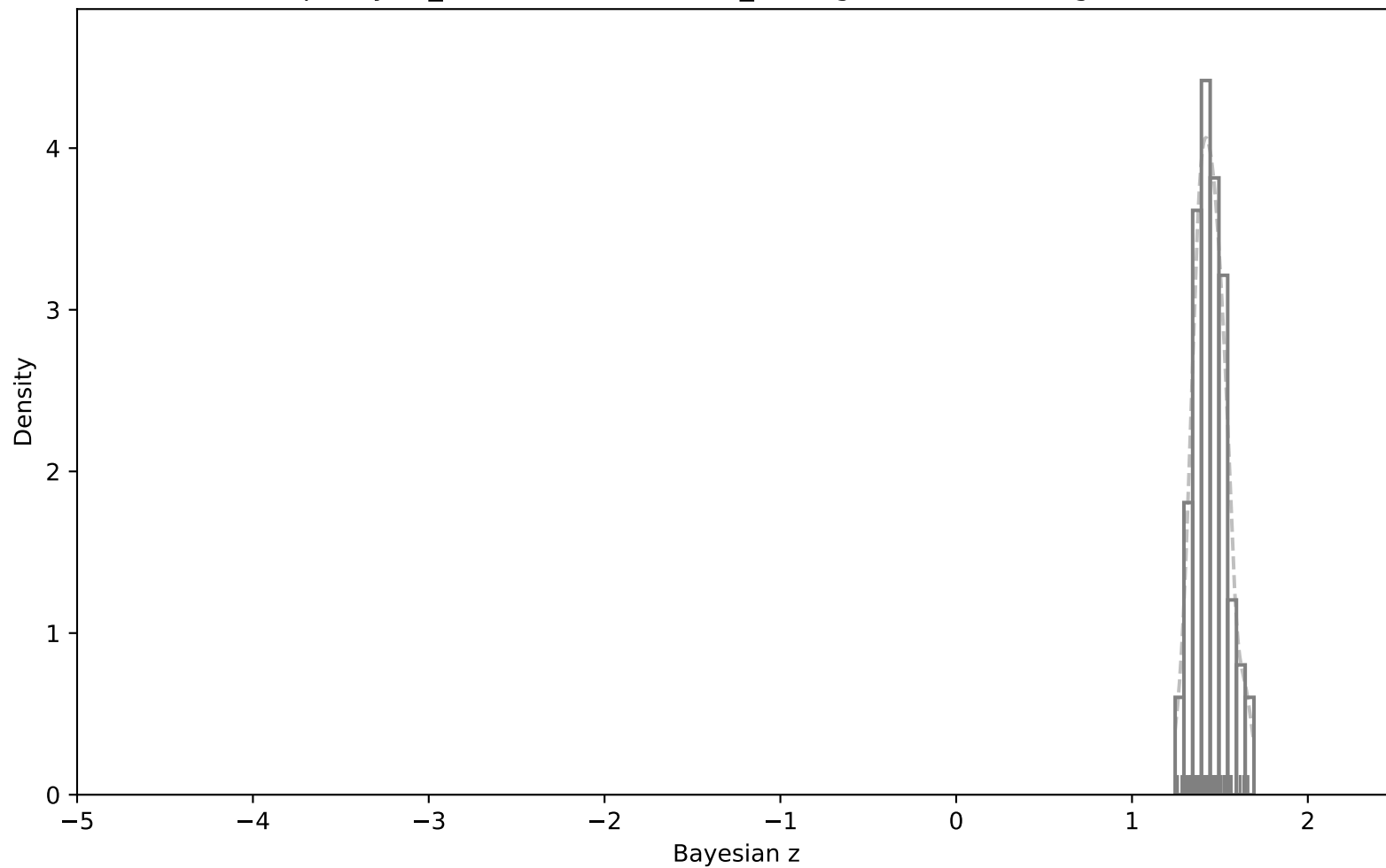
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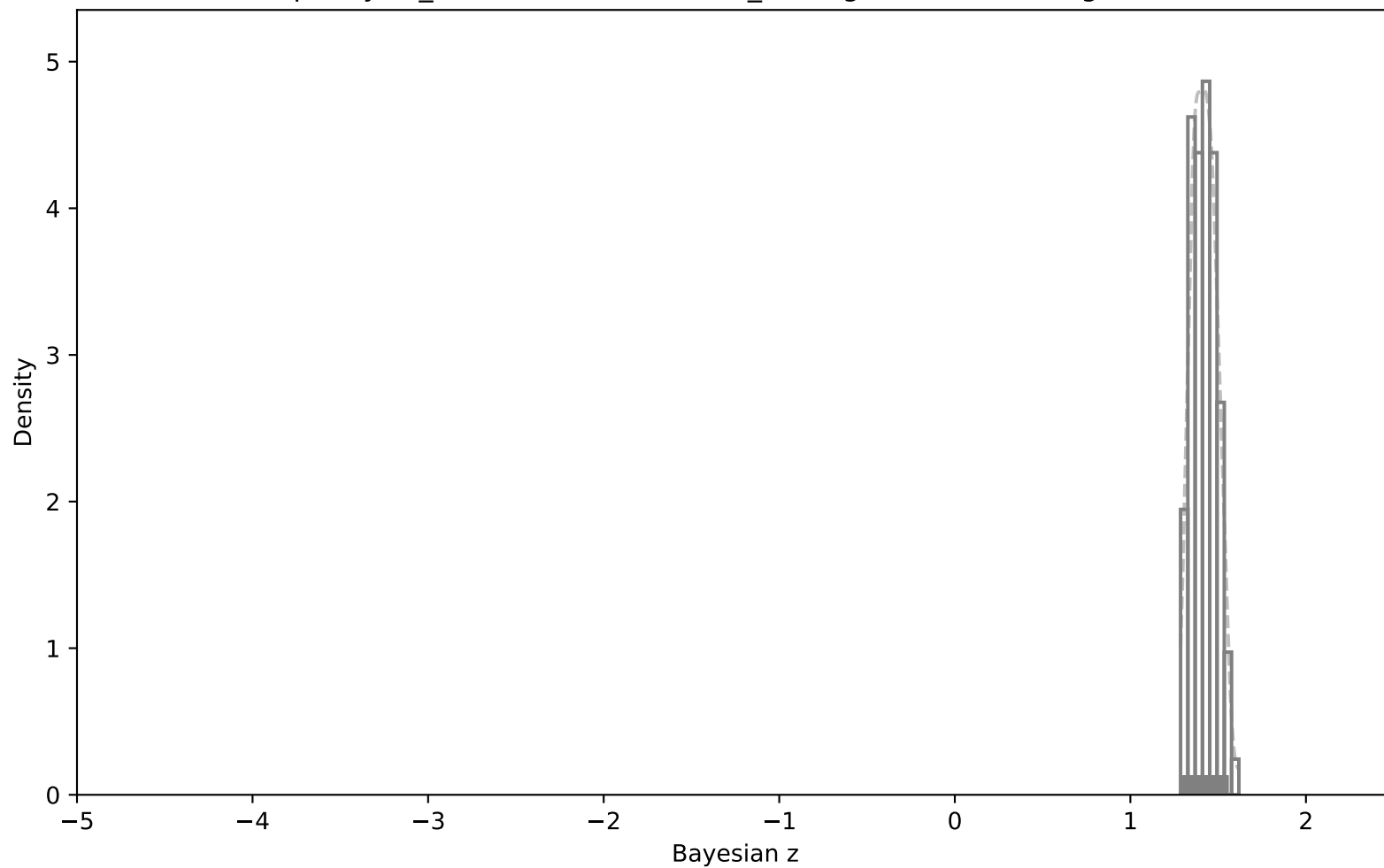
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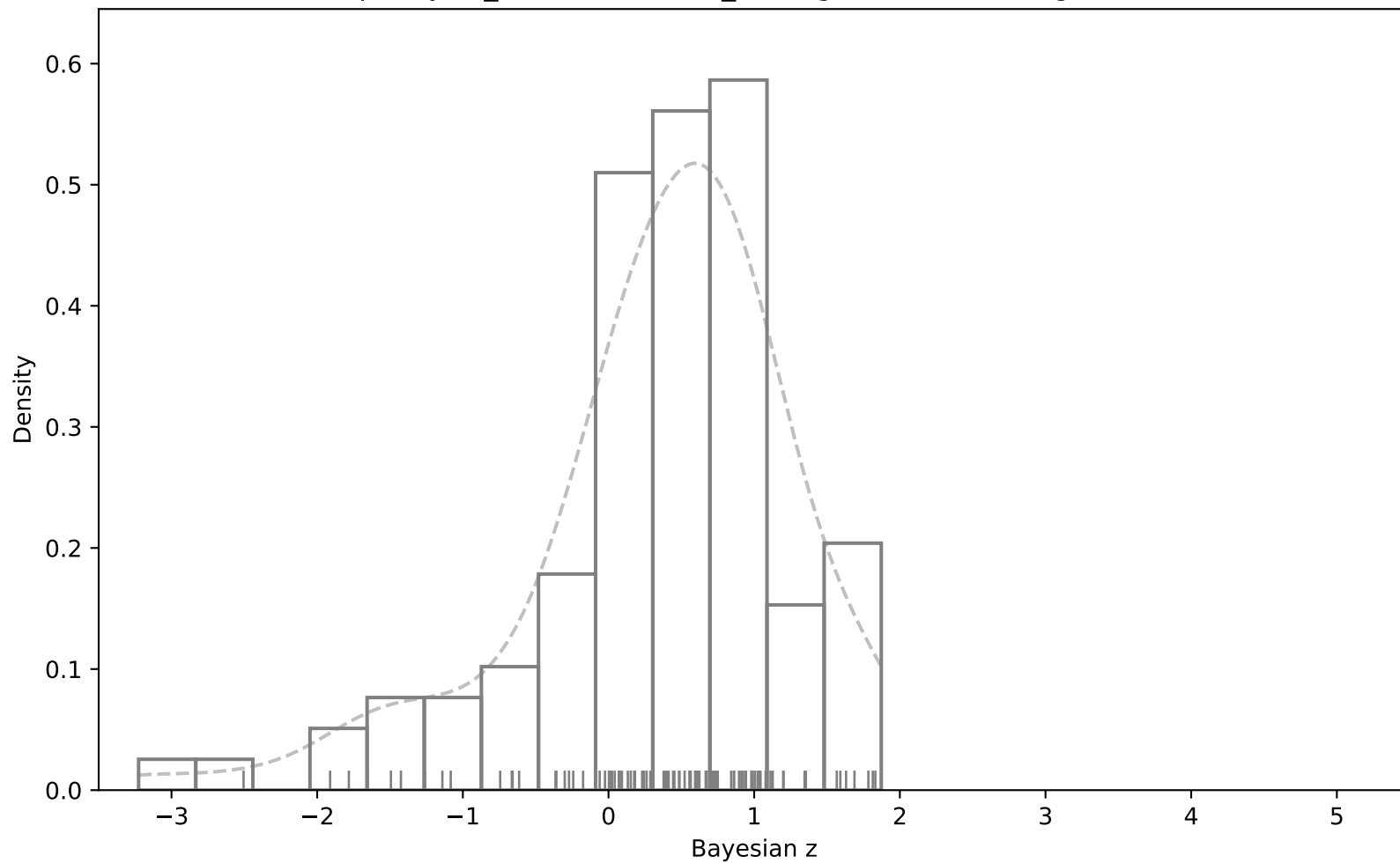
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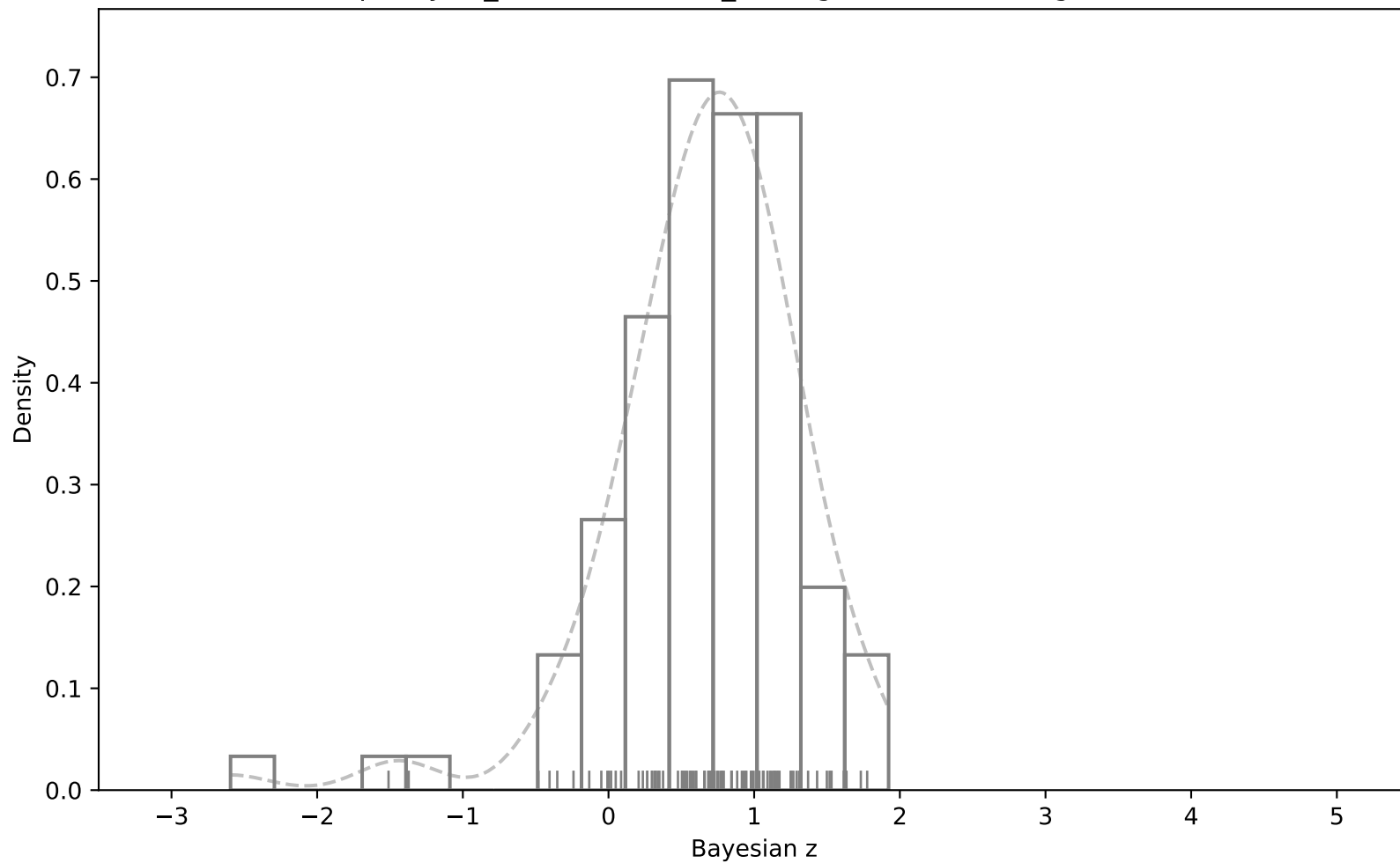
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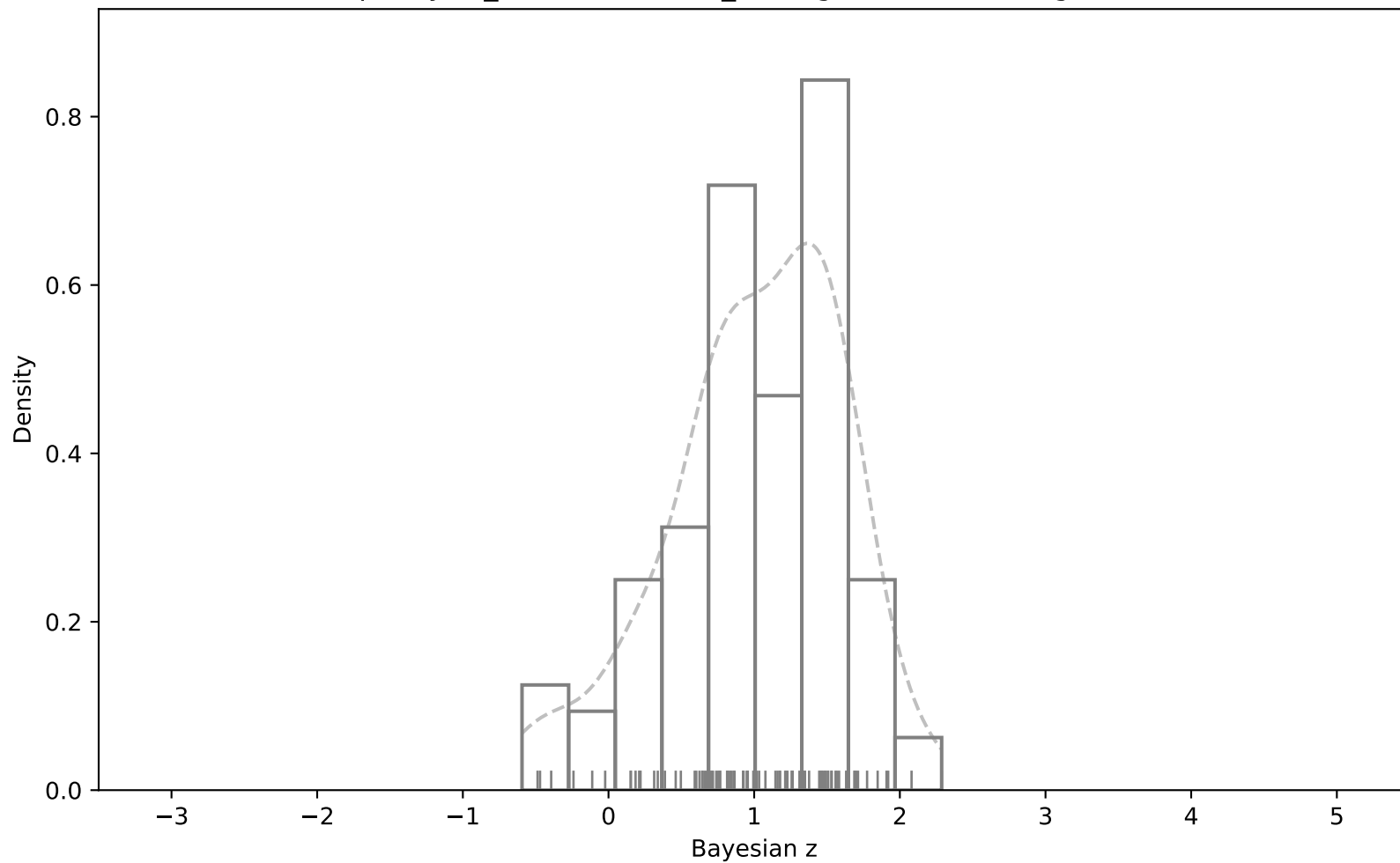
Fit quality, N_reads=100, sim_damage=0.047, damage=1.69%



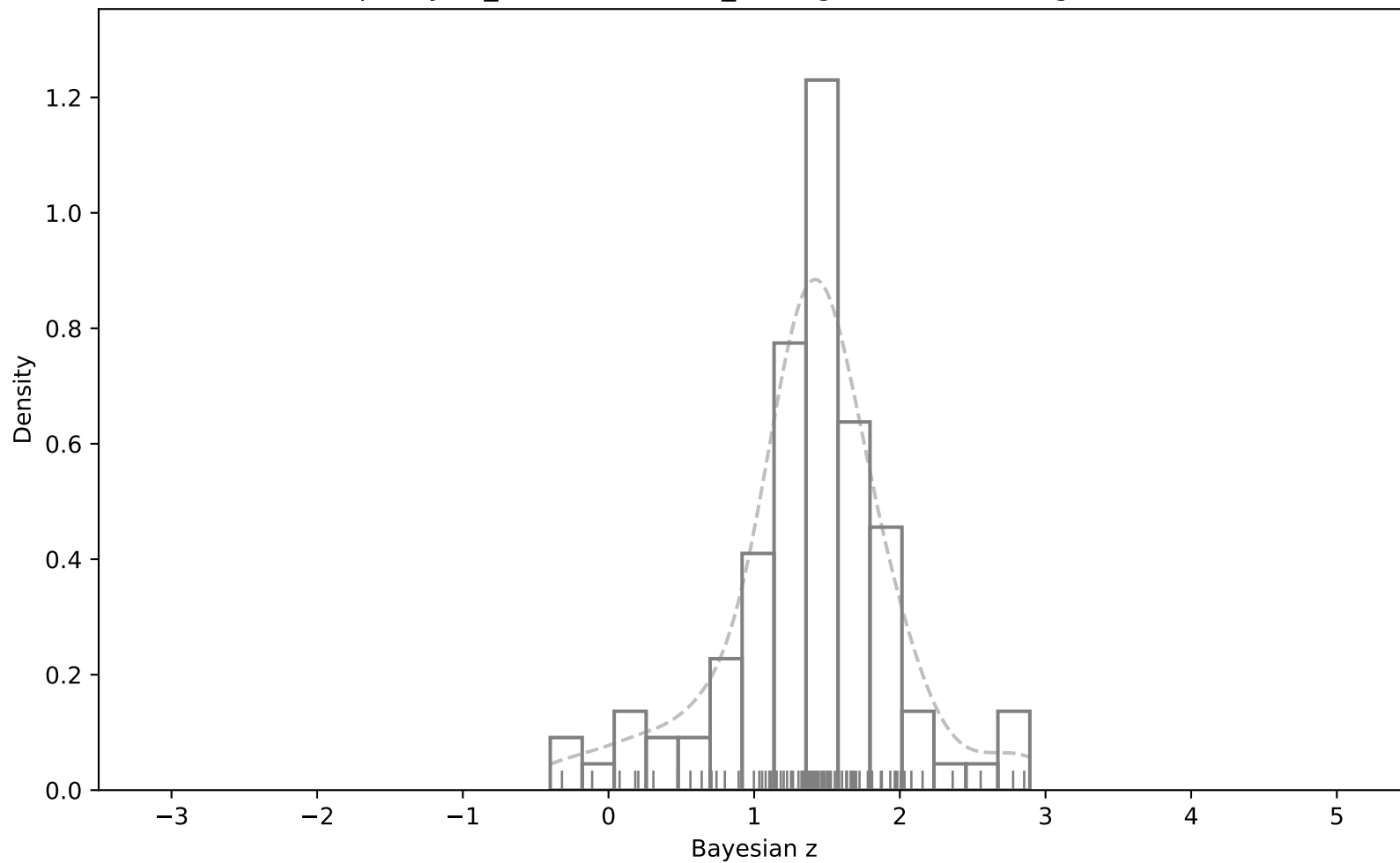
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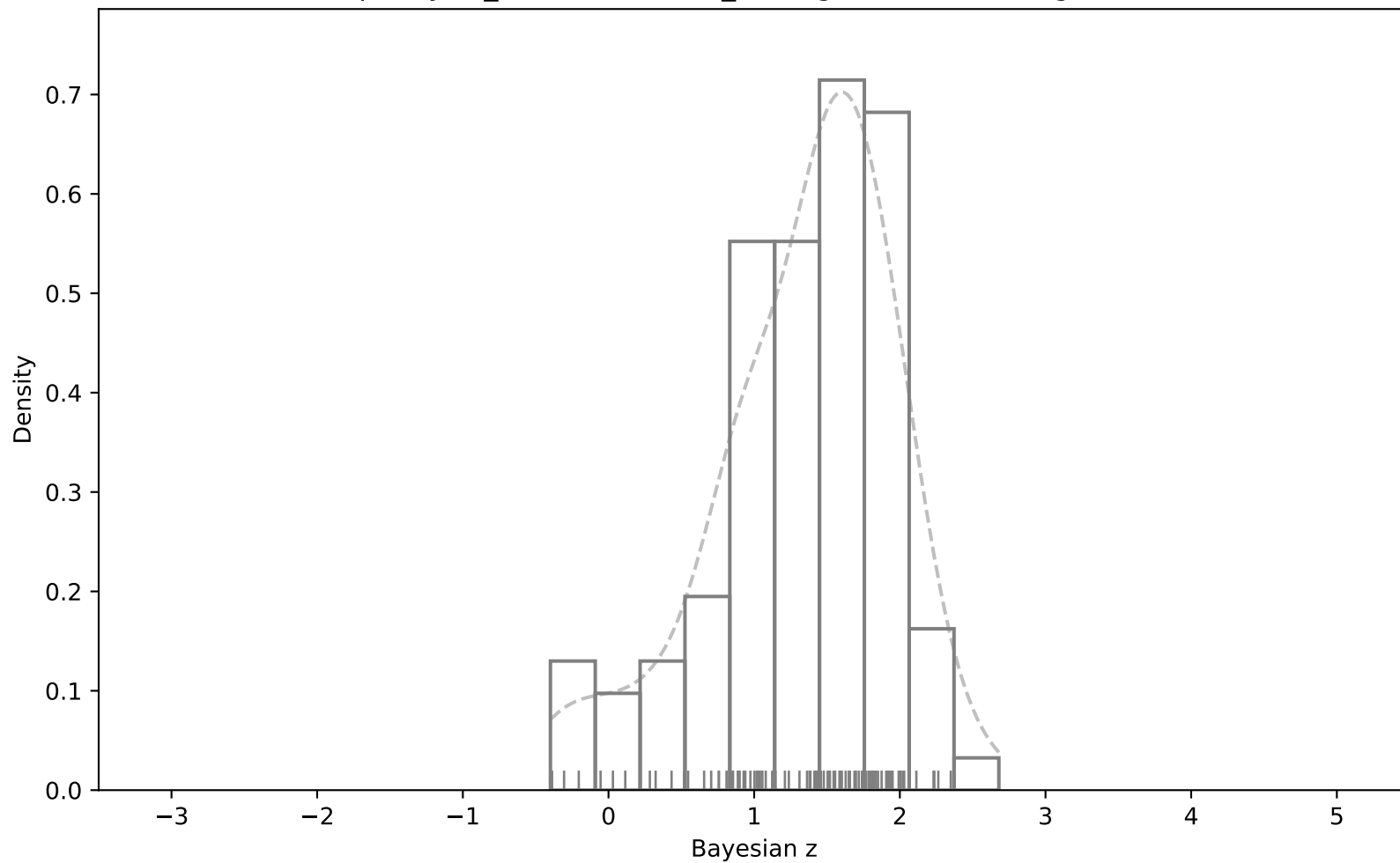
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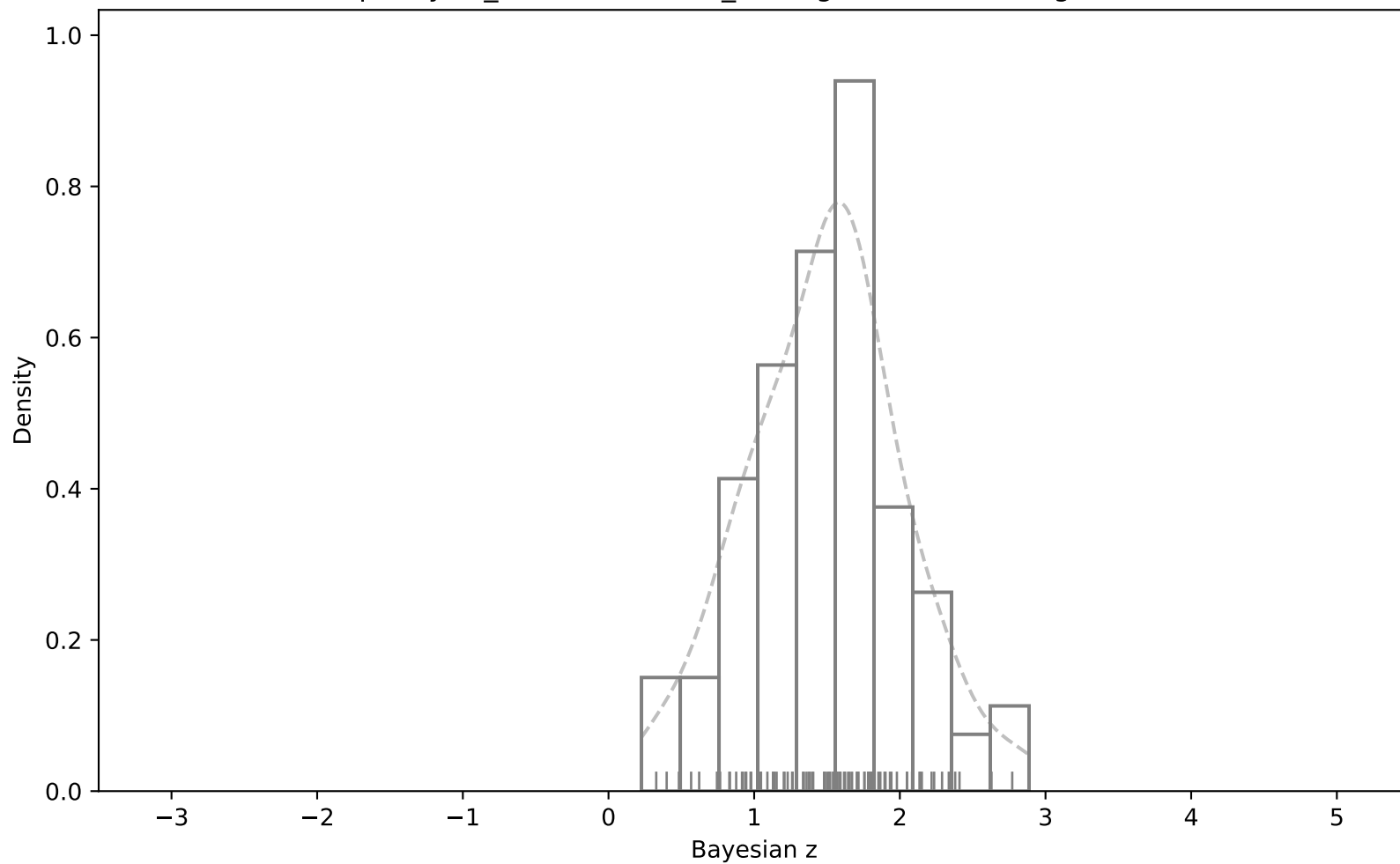
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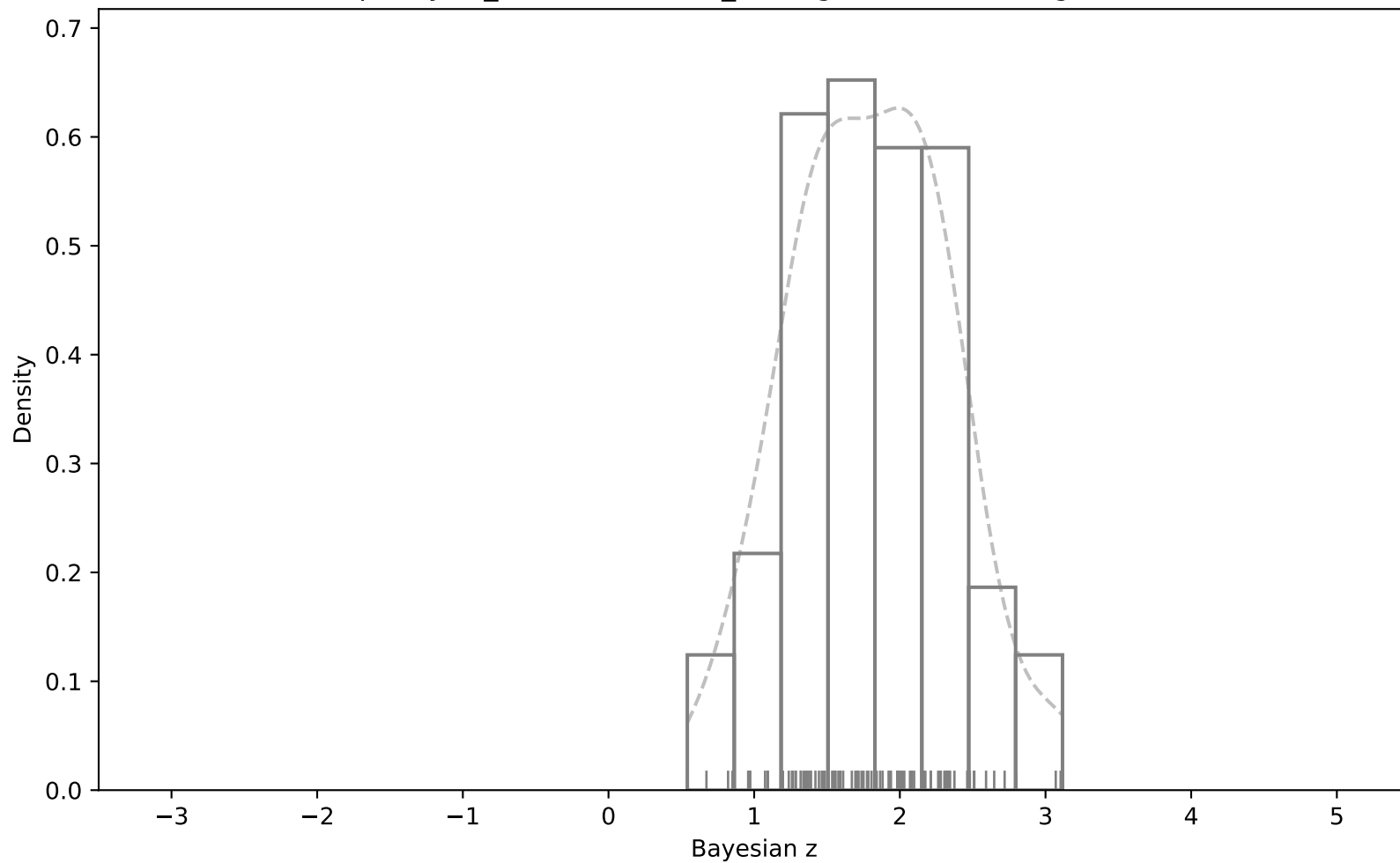
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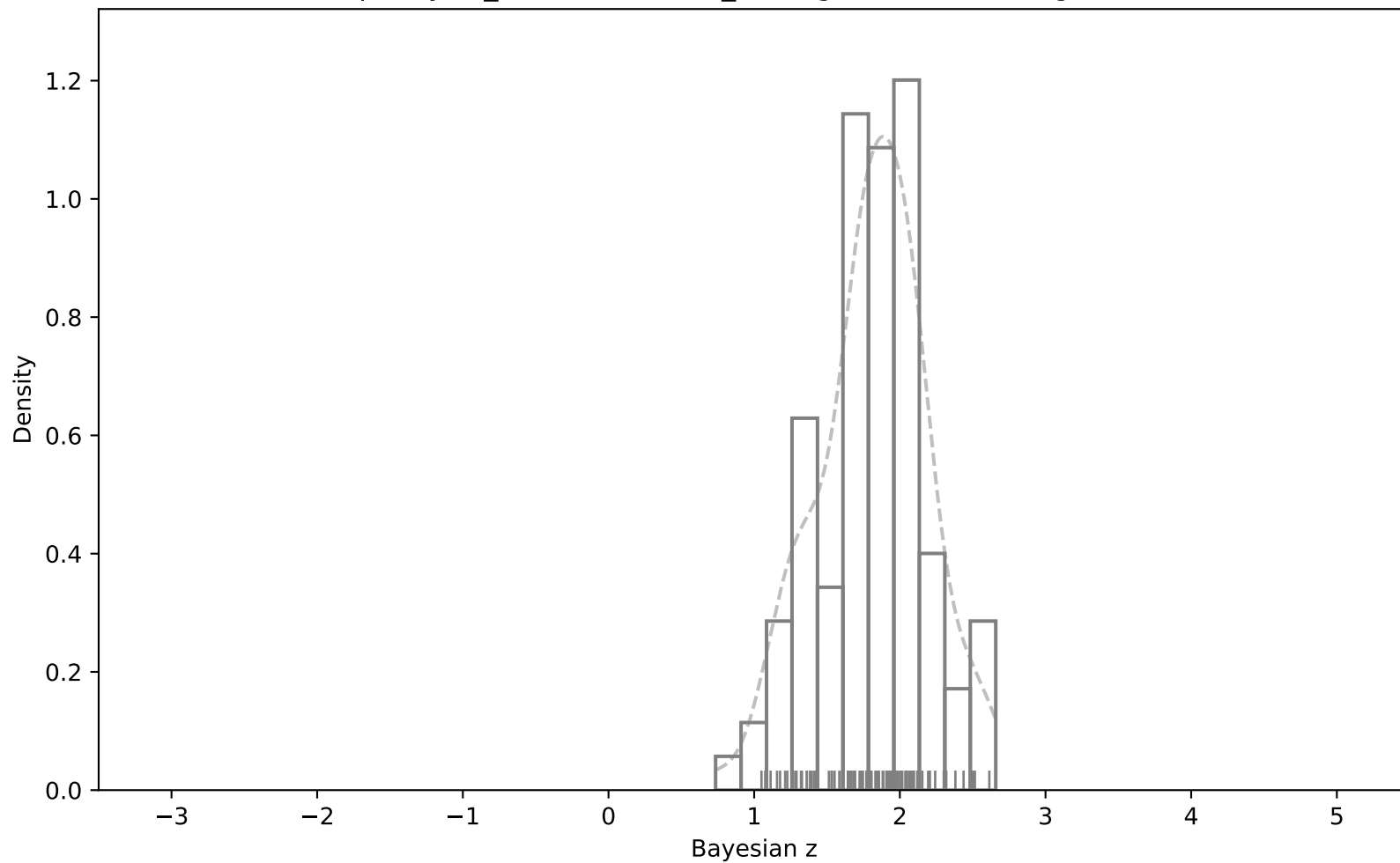
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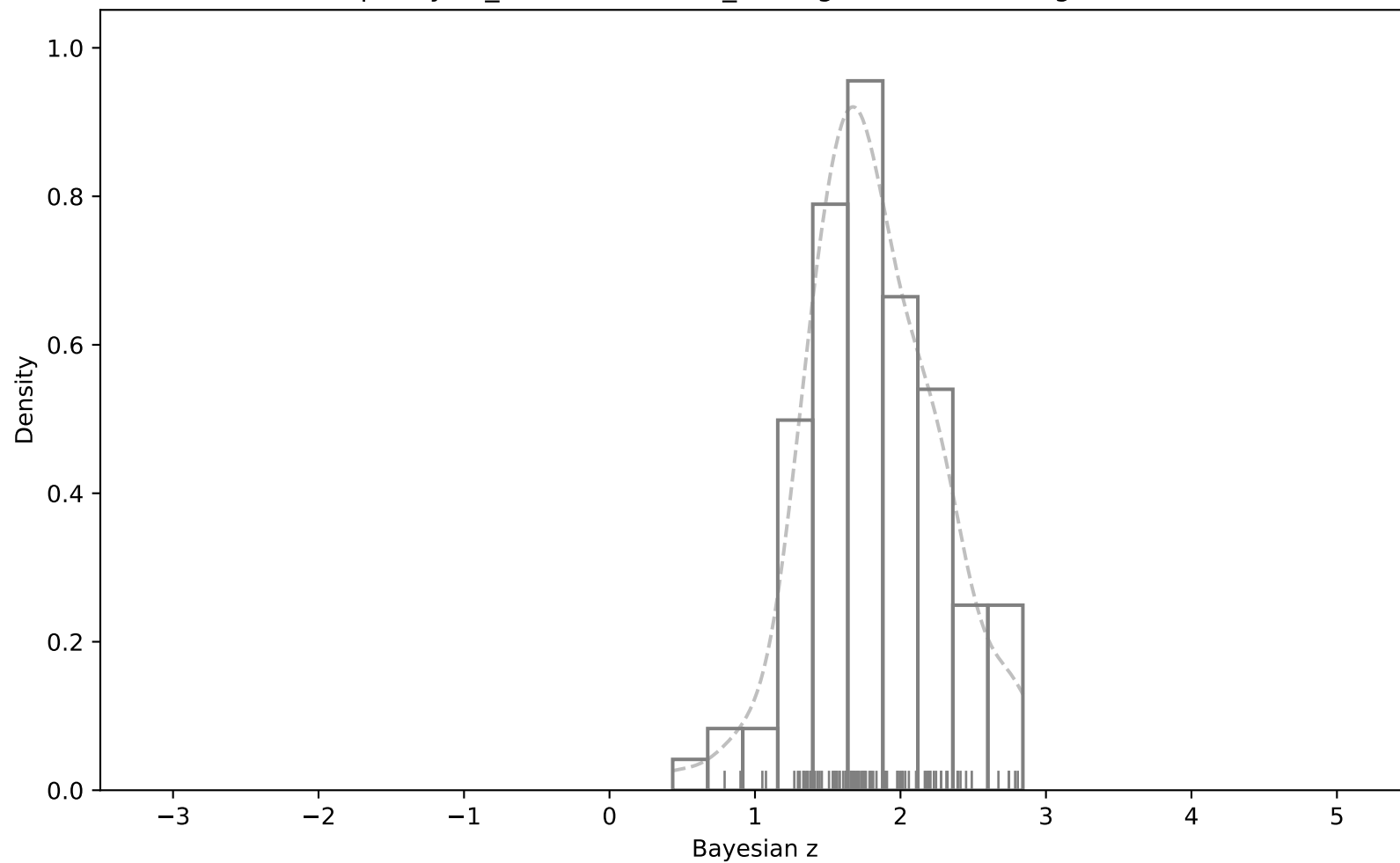
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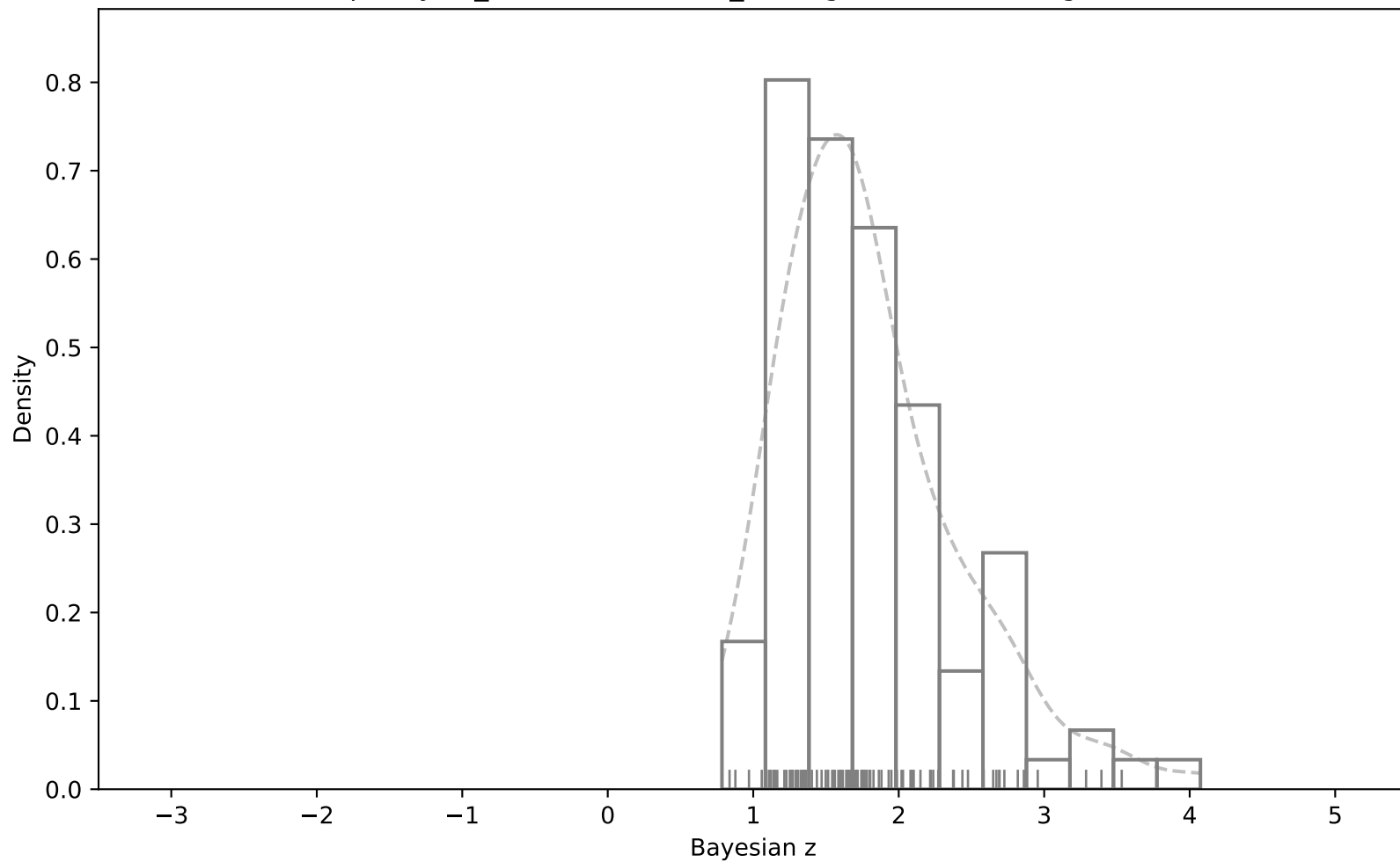
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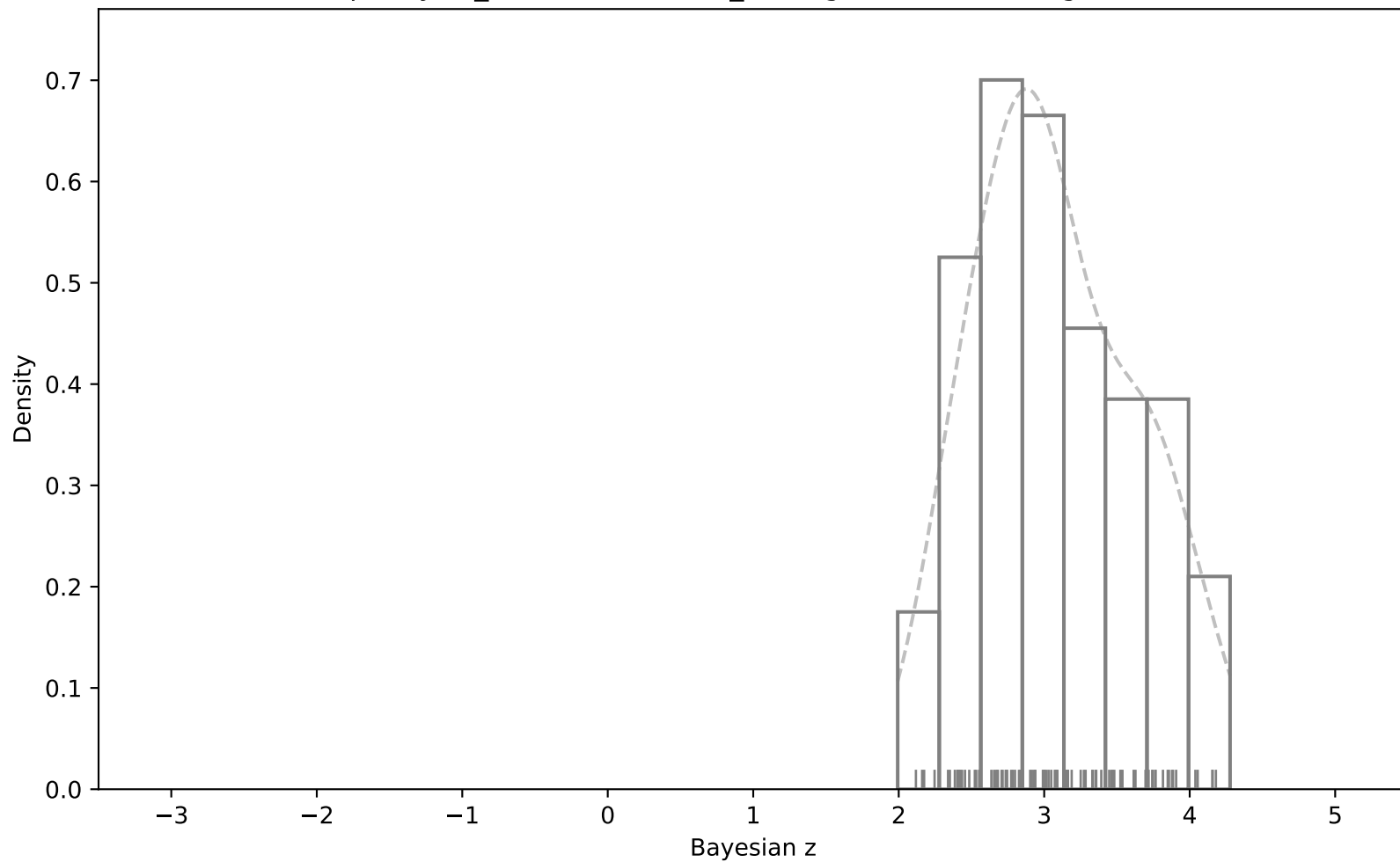
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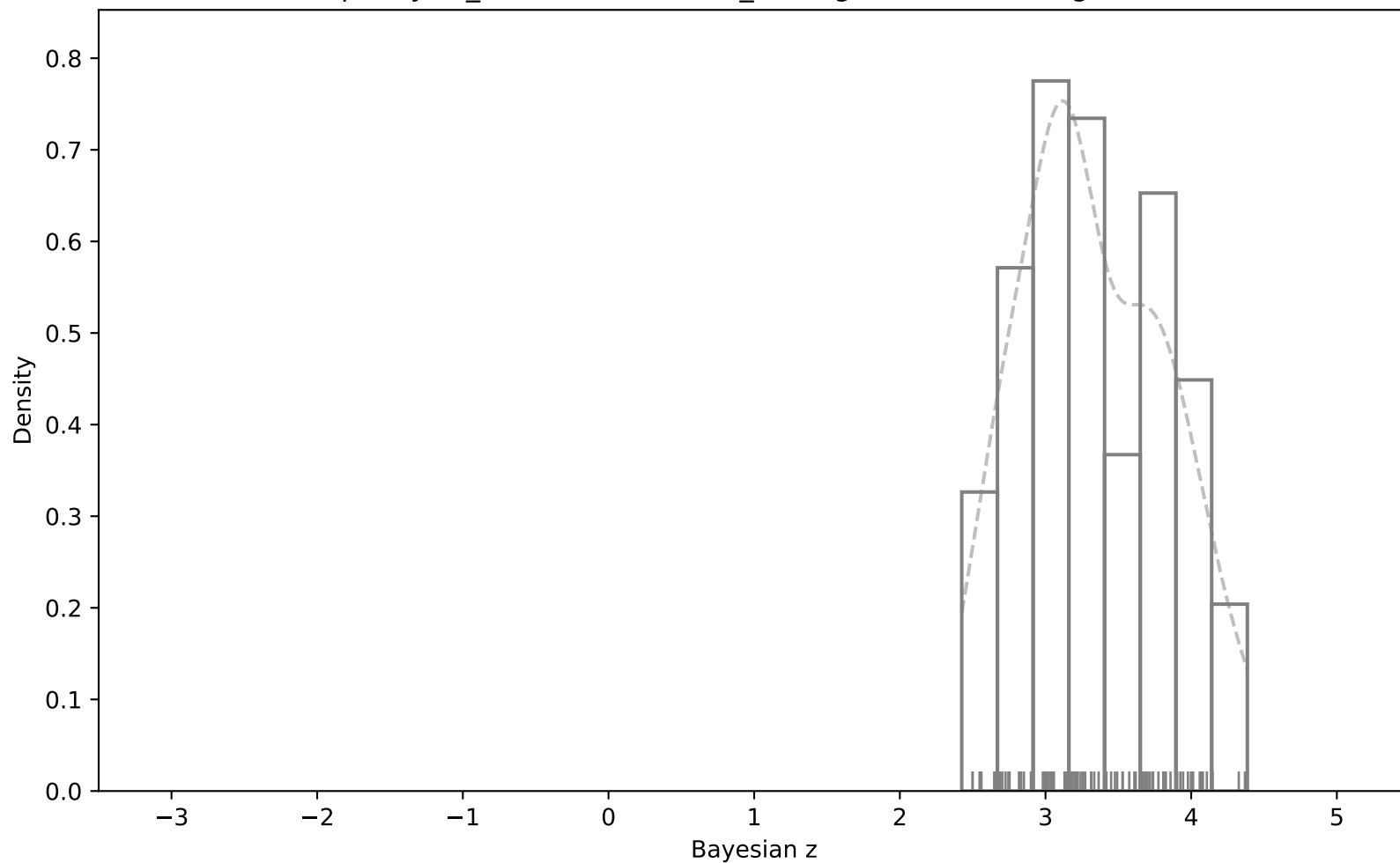
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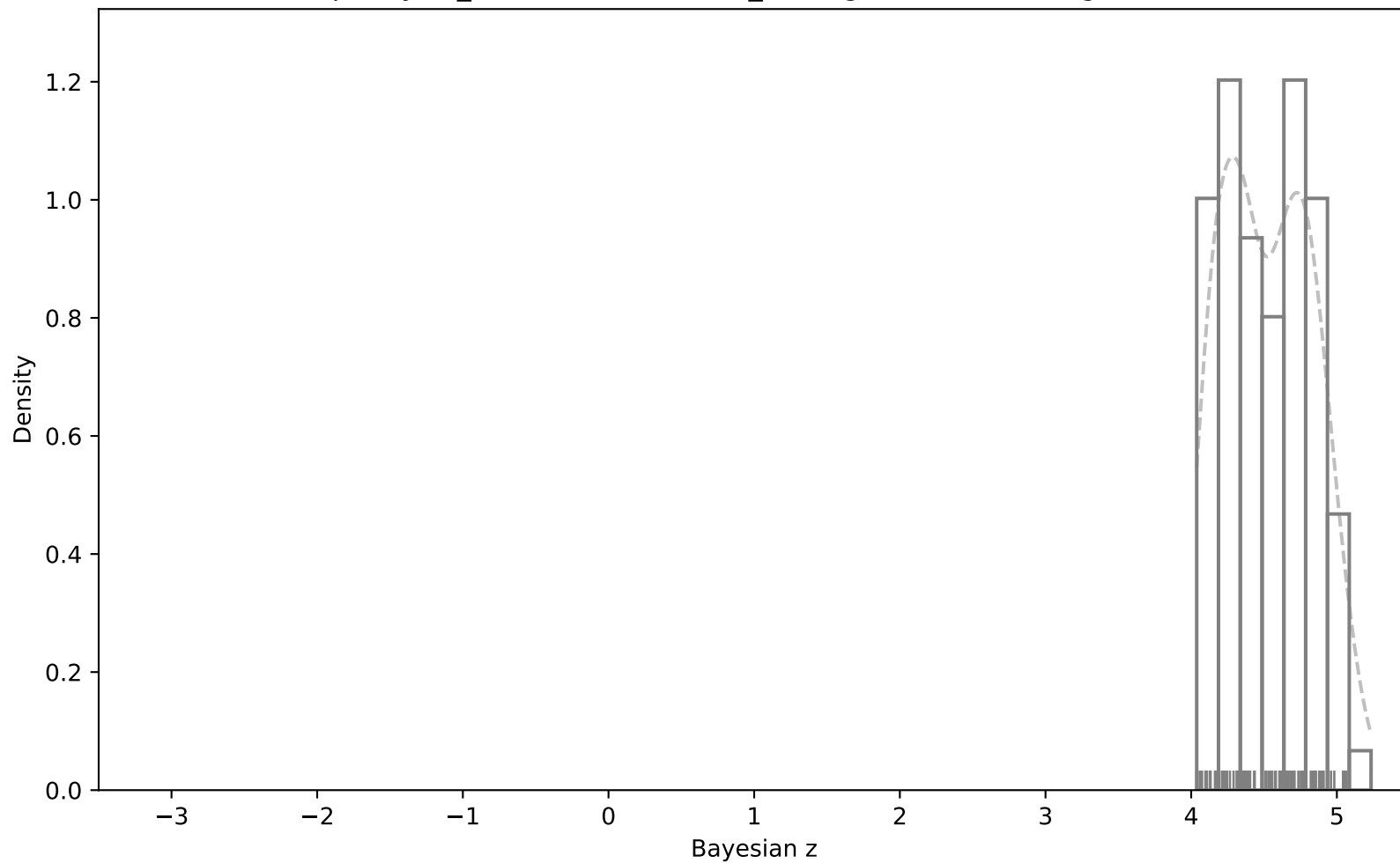
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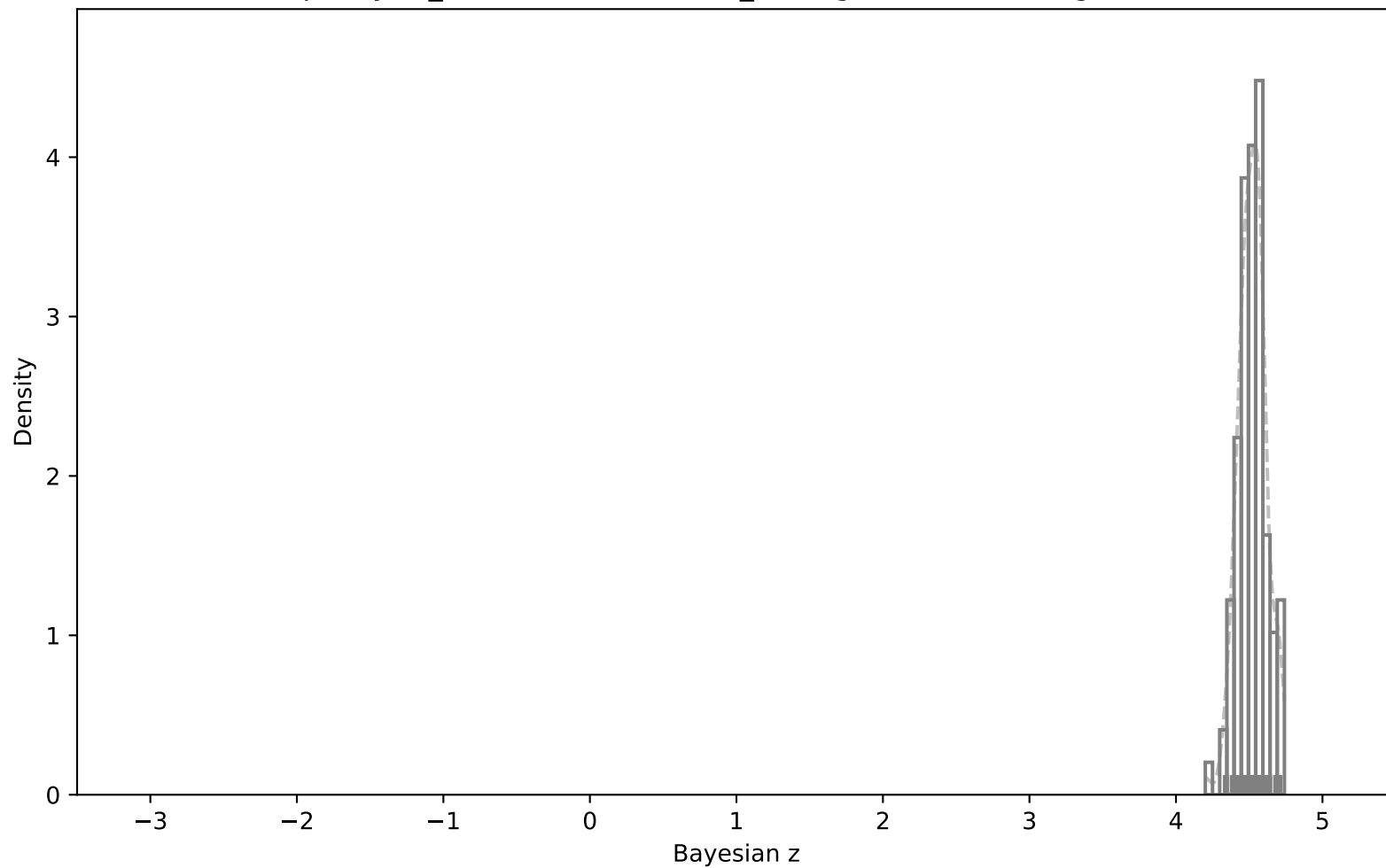
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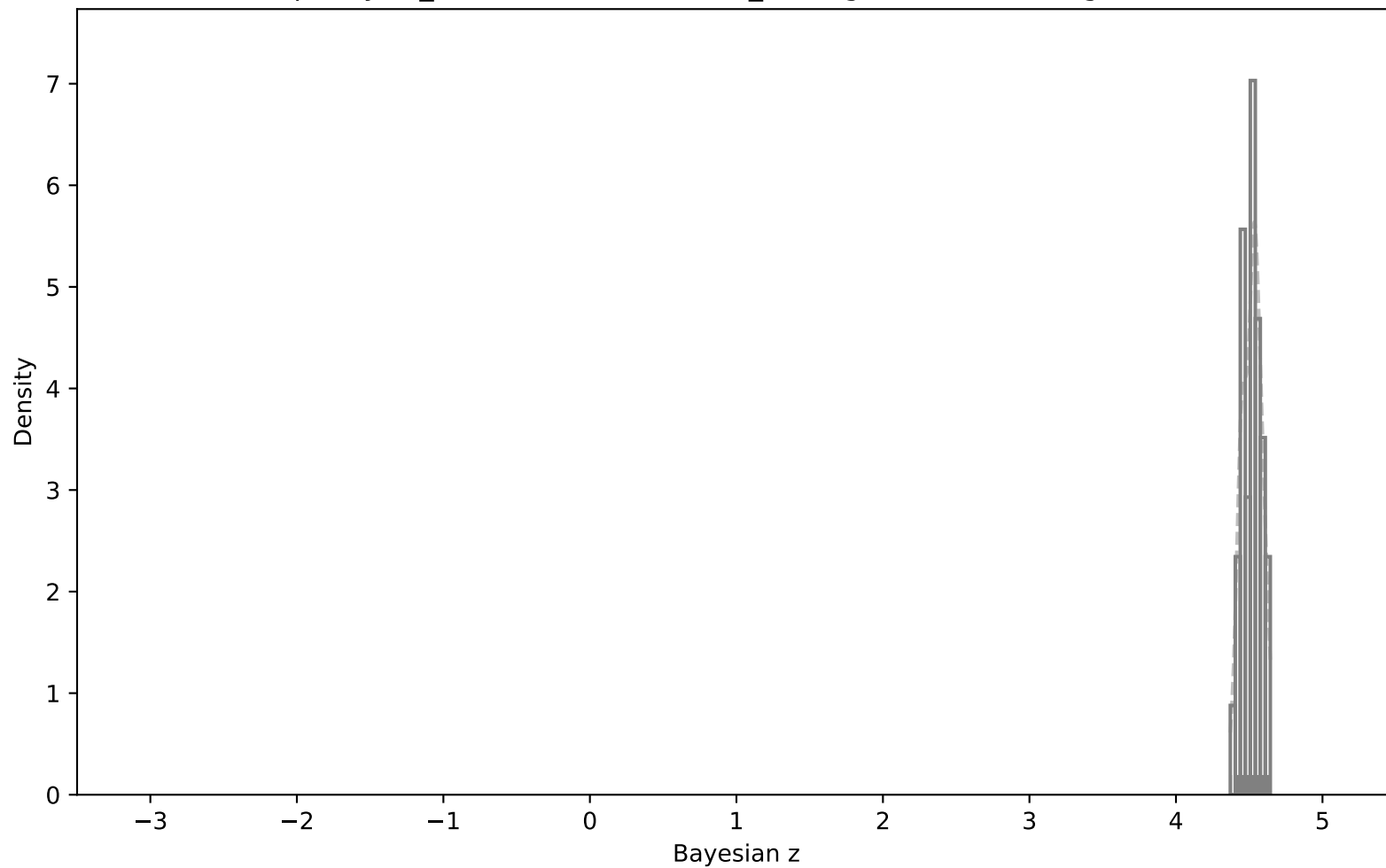
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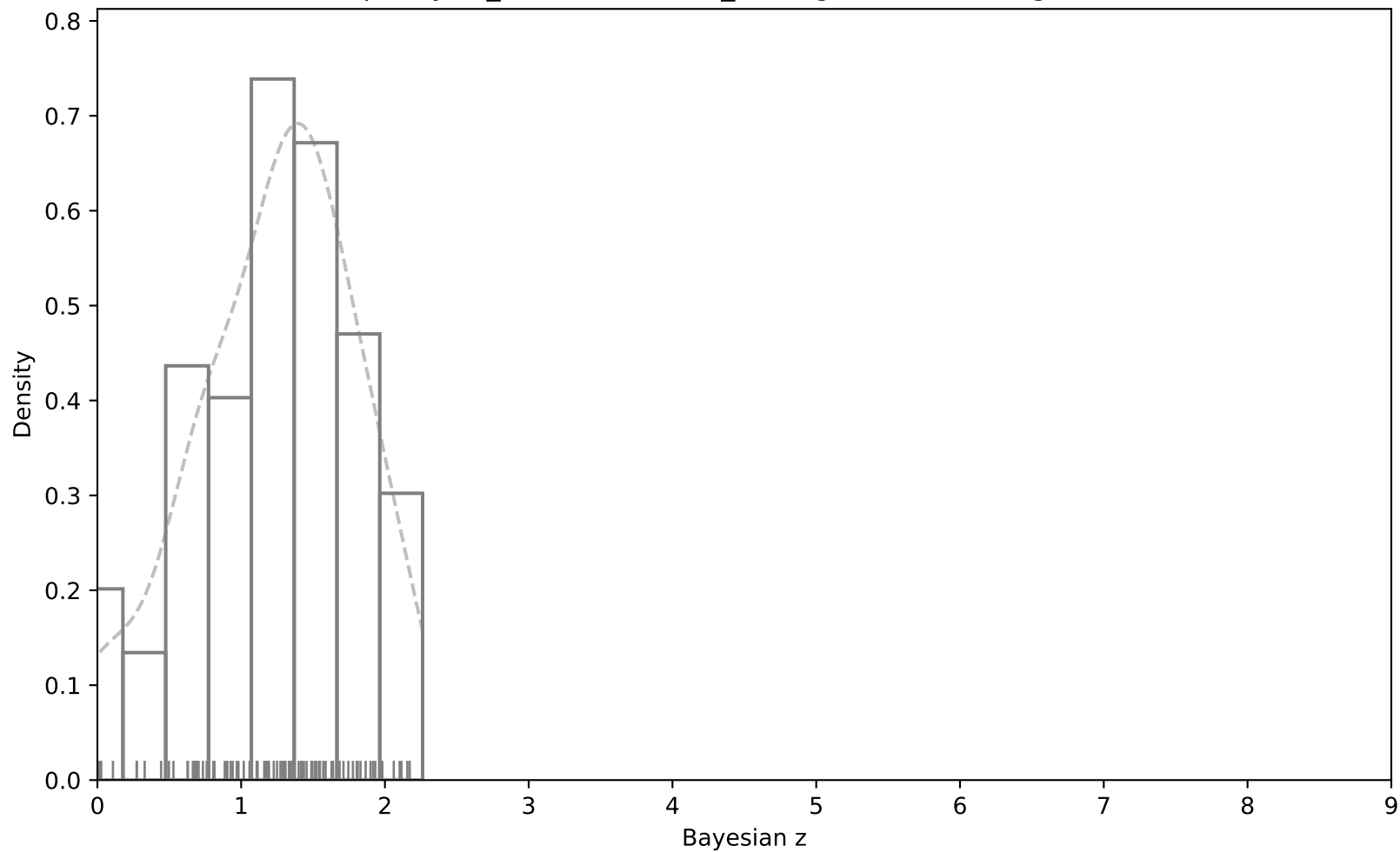
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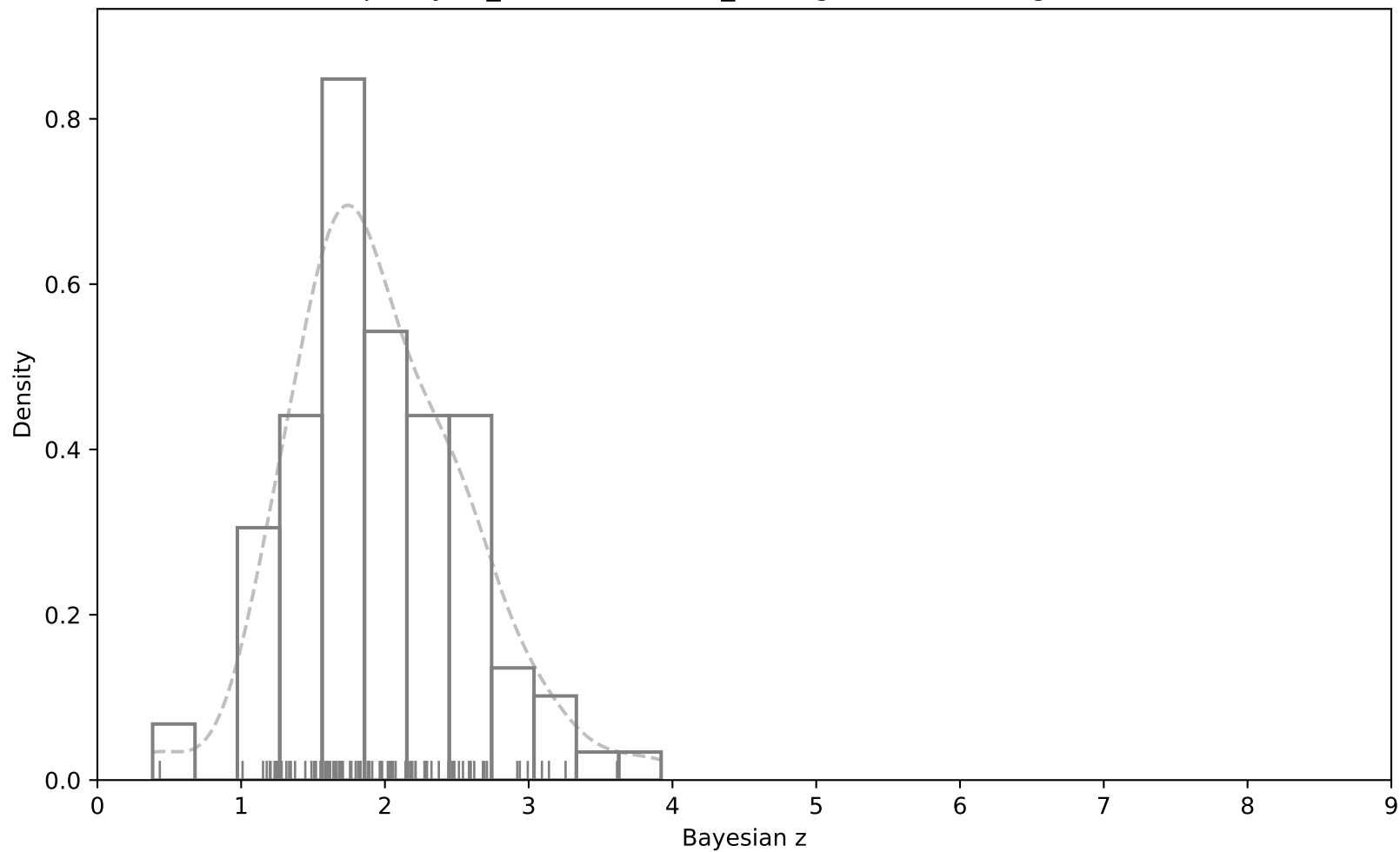
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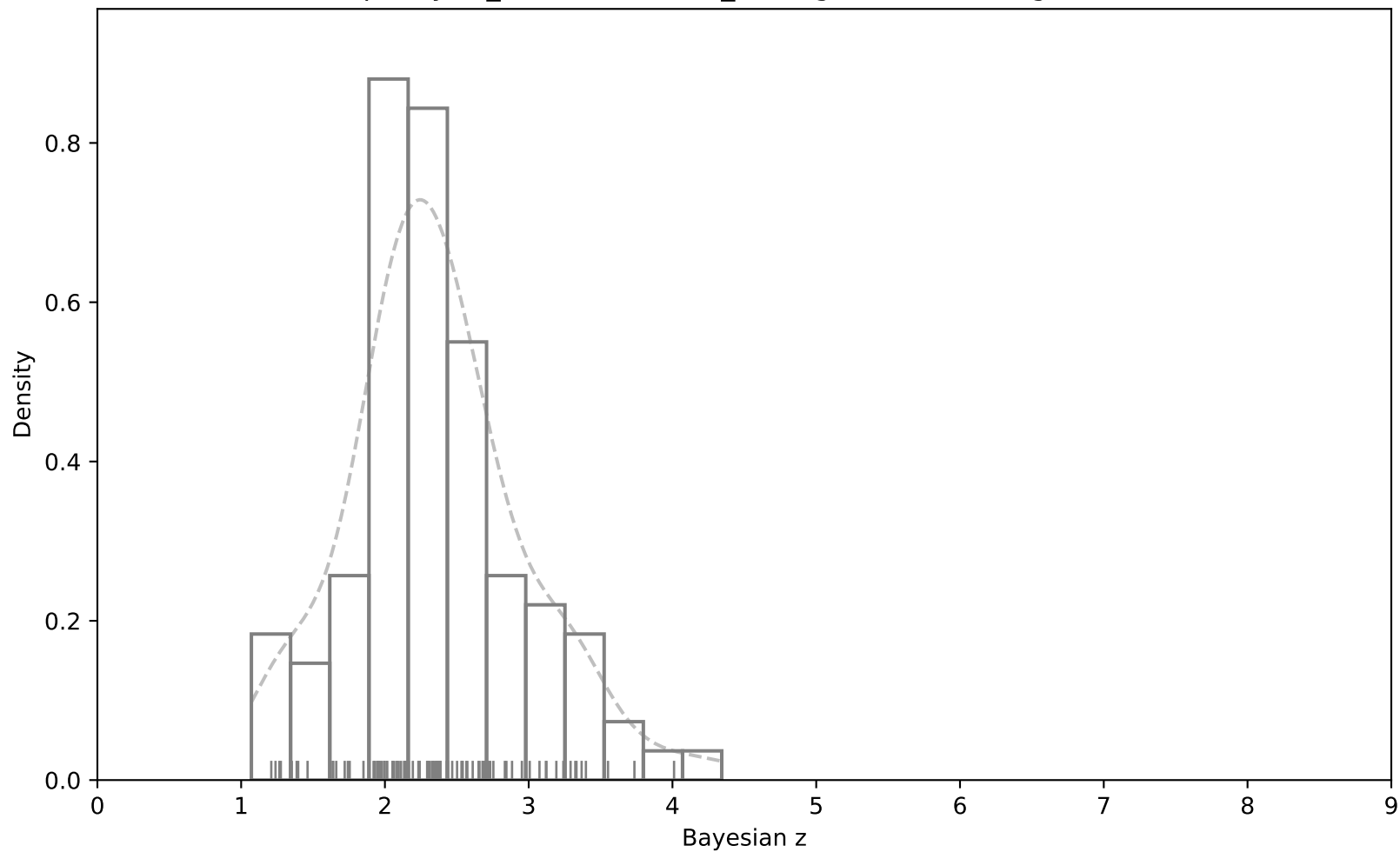
Fit quality, N_reads=100, sim_damage=0.14, damage=4.64%



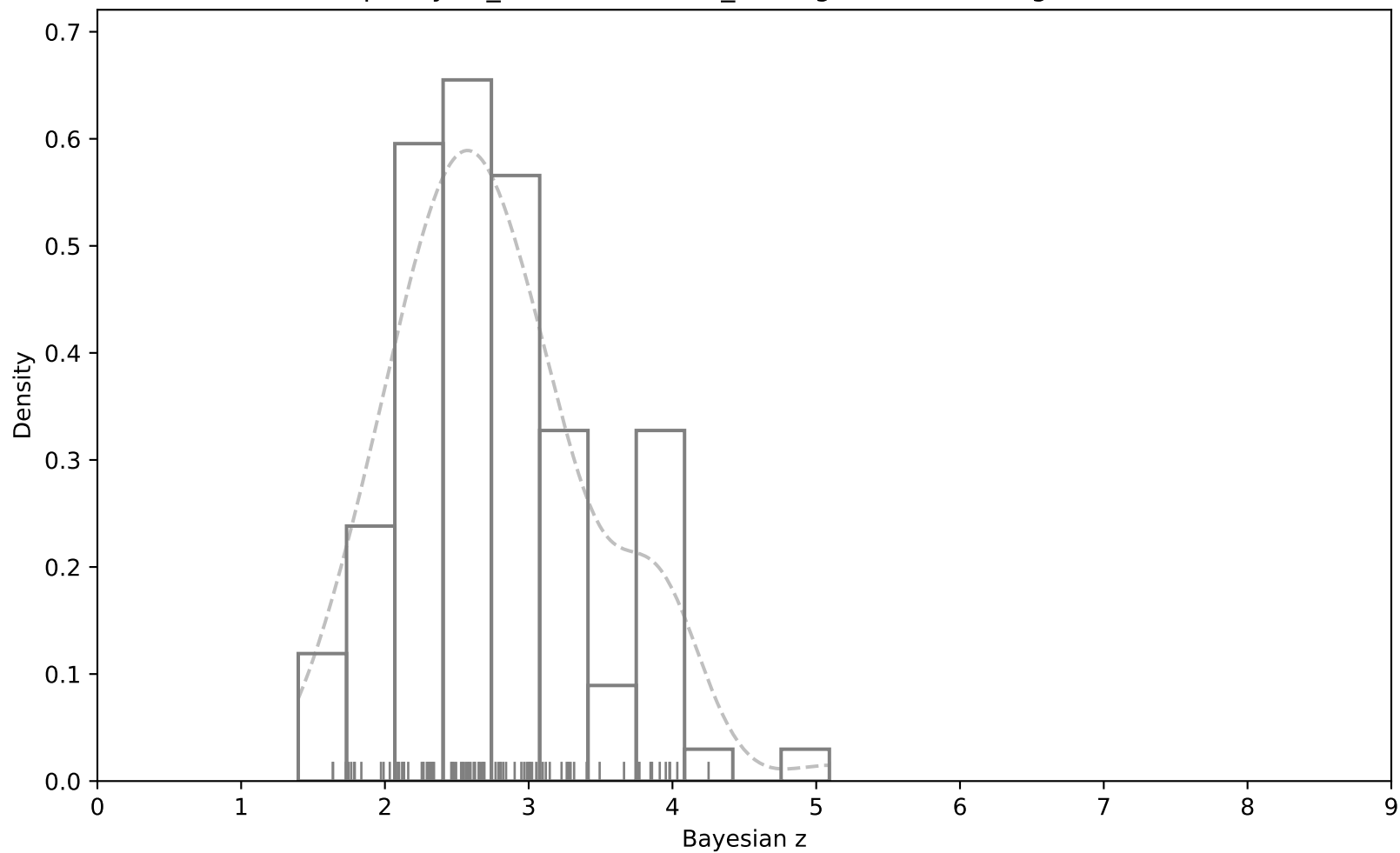
Fit quality, N_reads=200, sim_damage=0.14, damage=4.64%



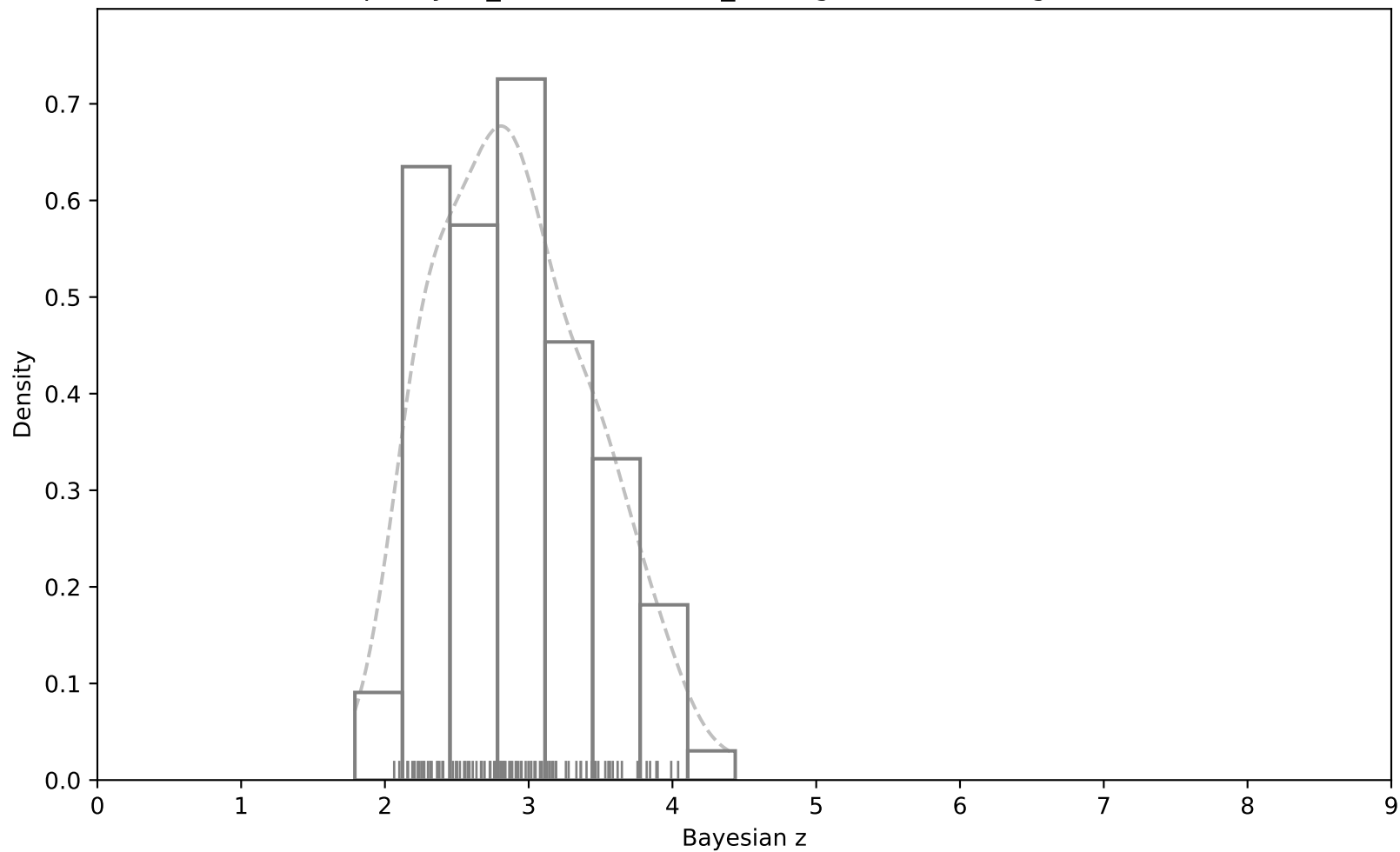
Fit quality, N_reads=300, sim_damage=0.14, damage=4.64%



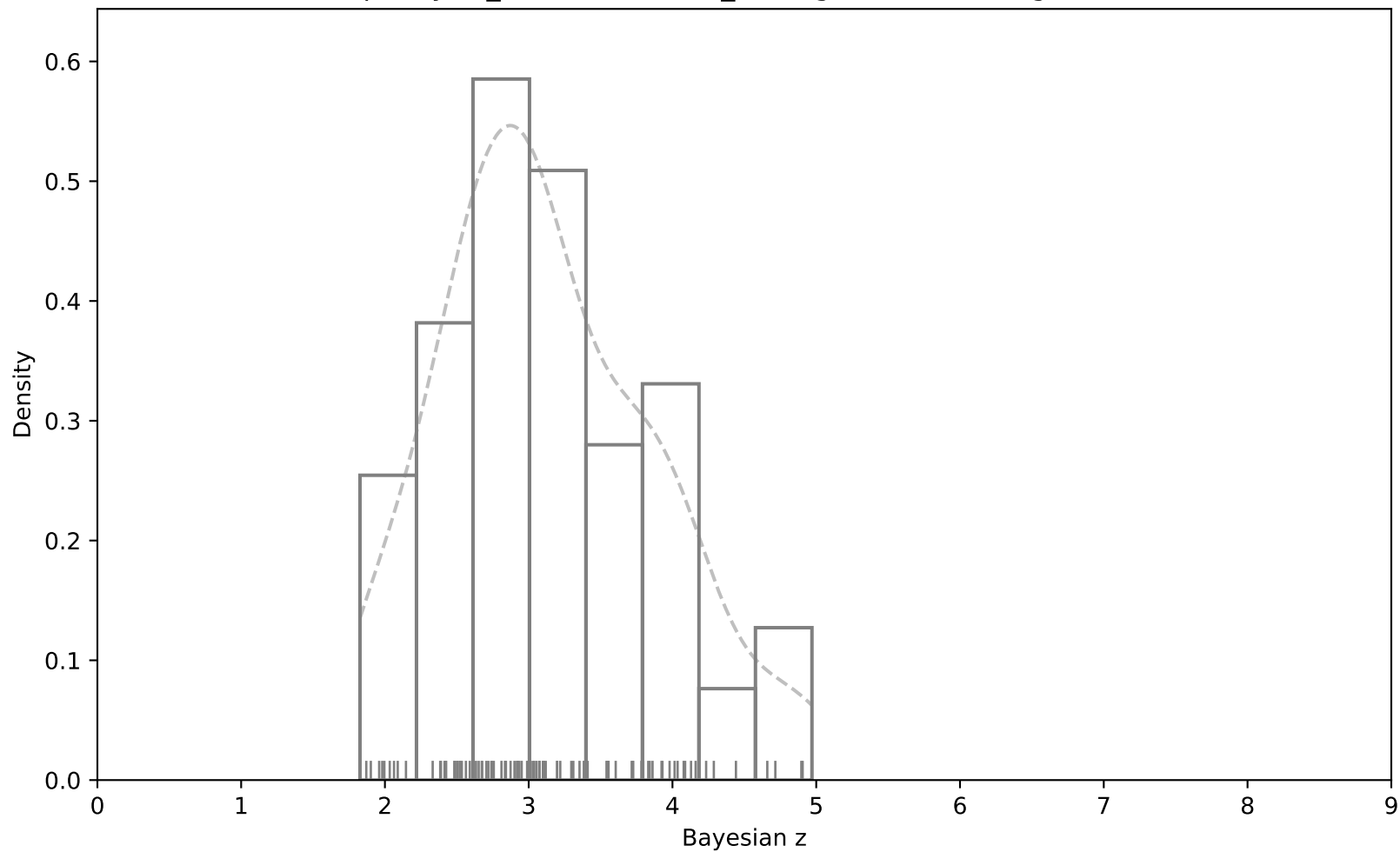
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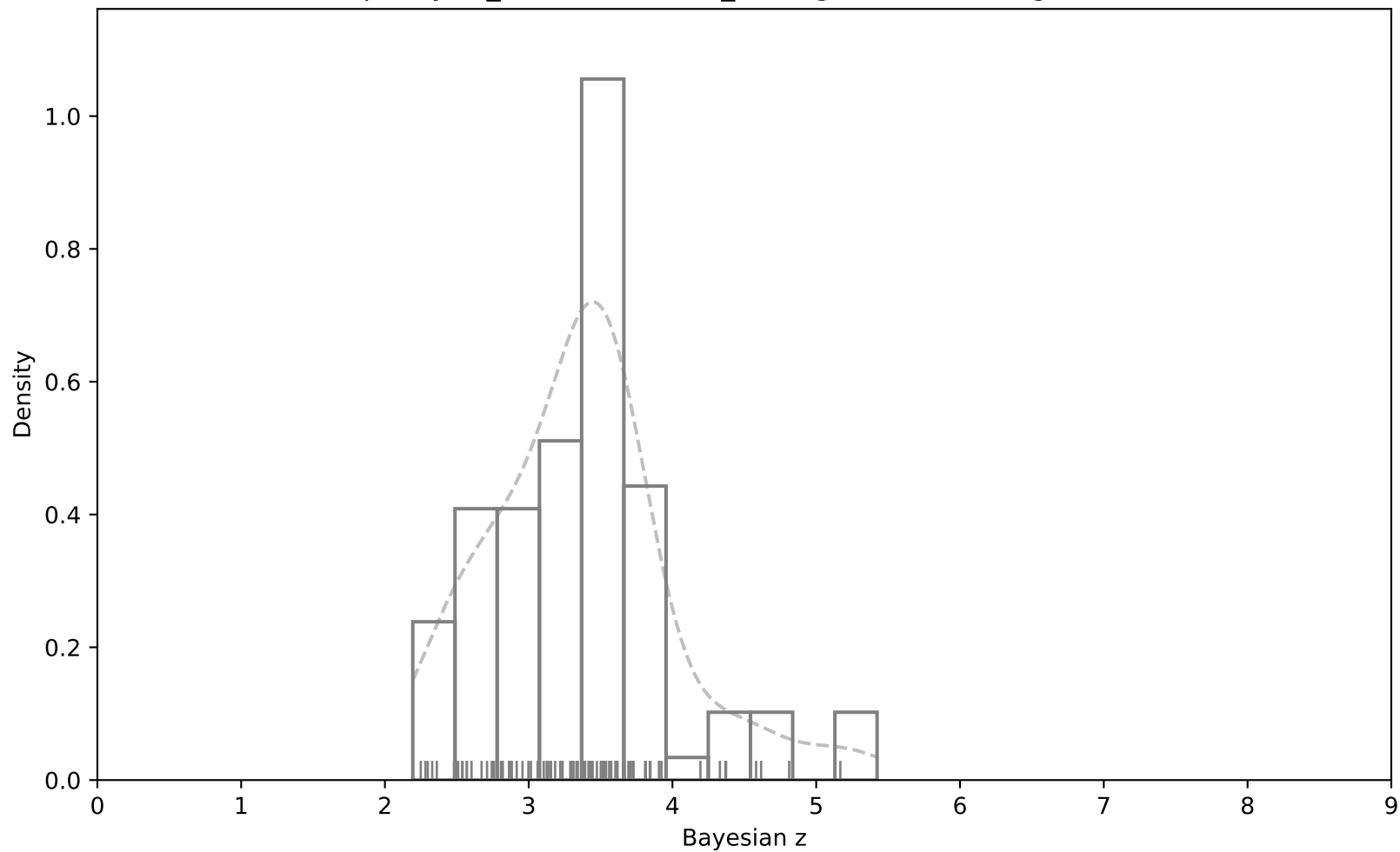
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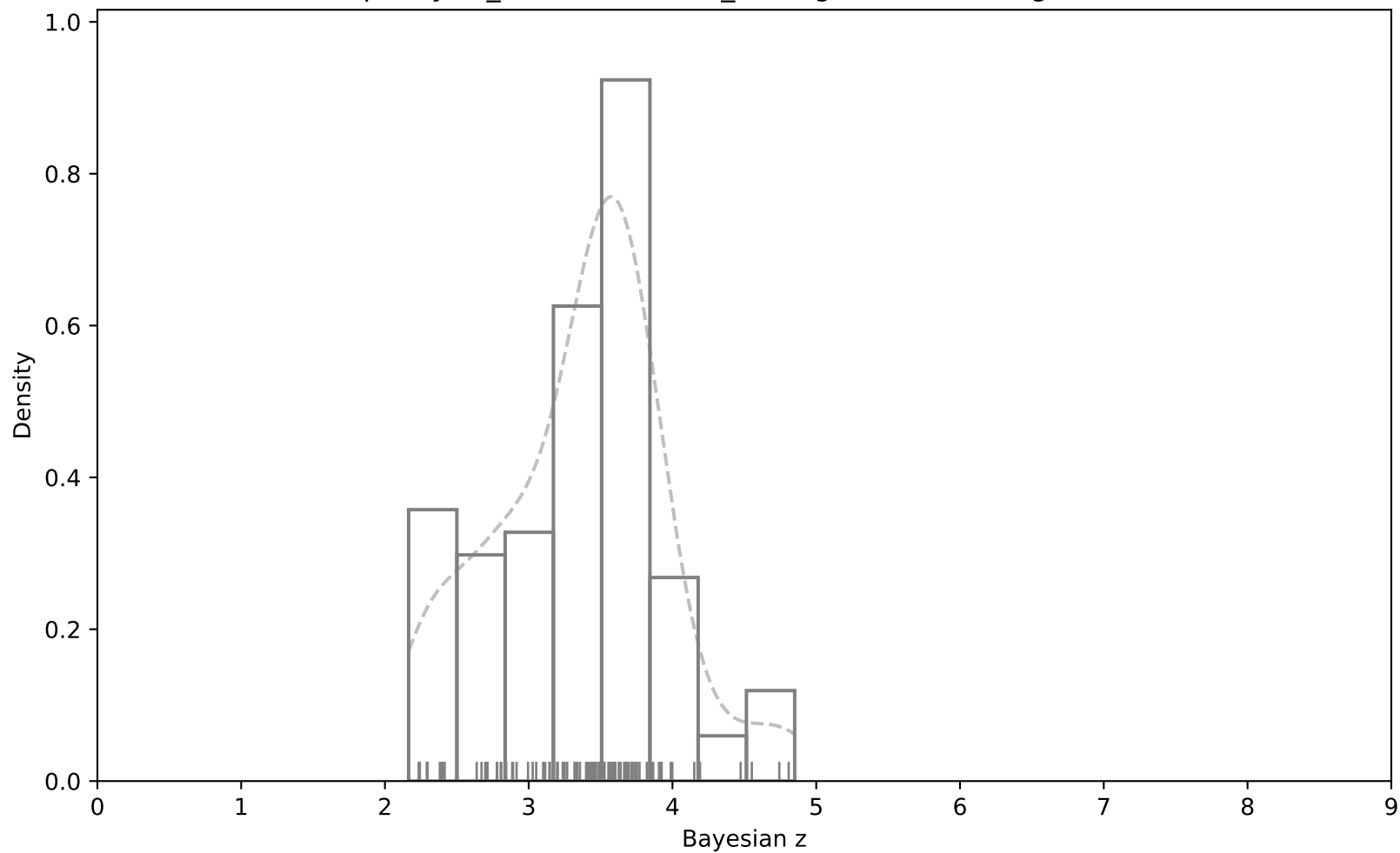
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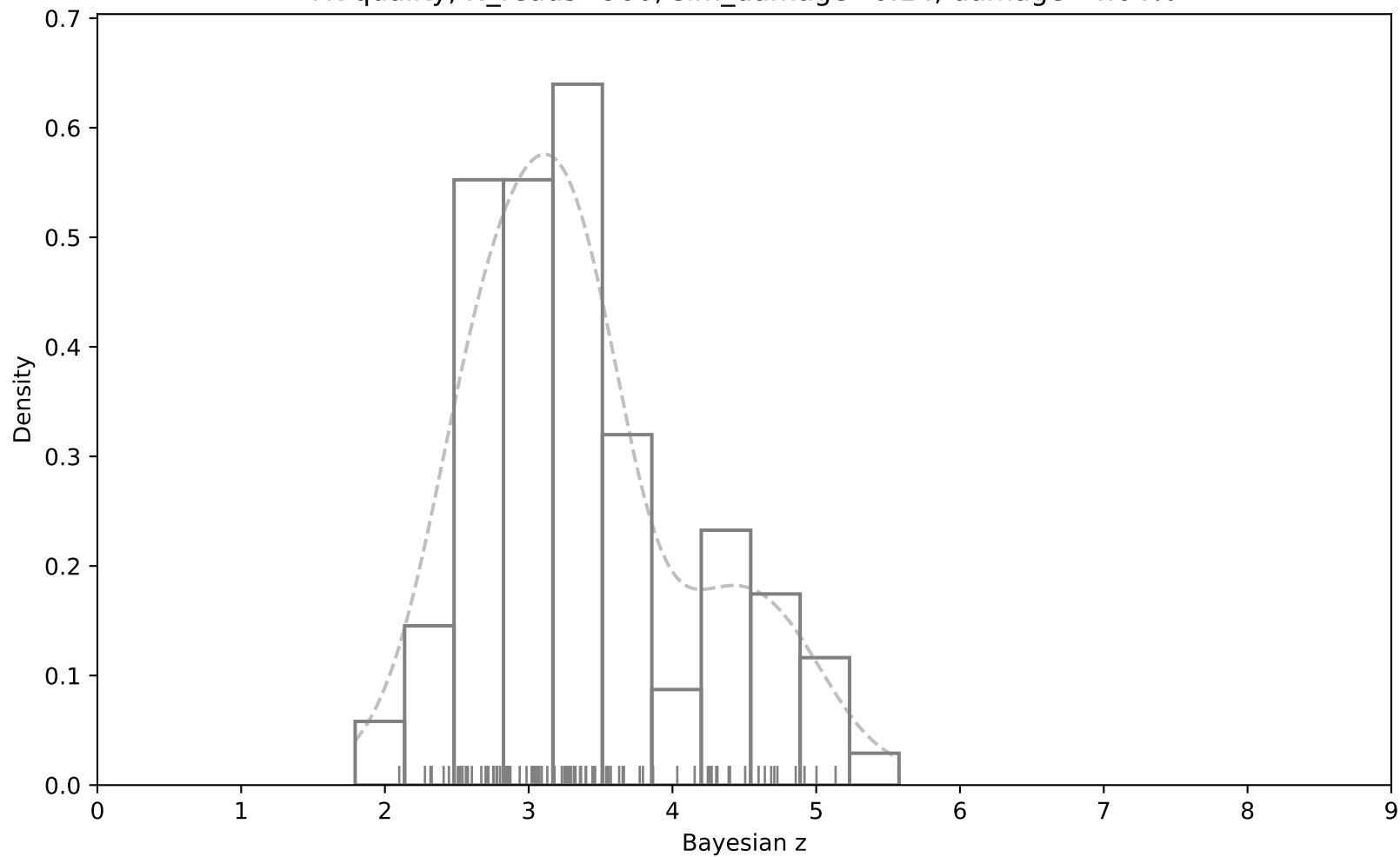
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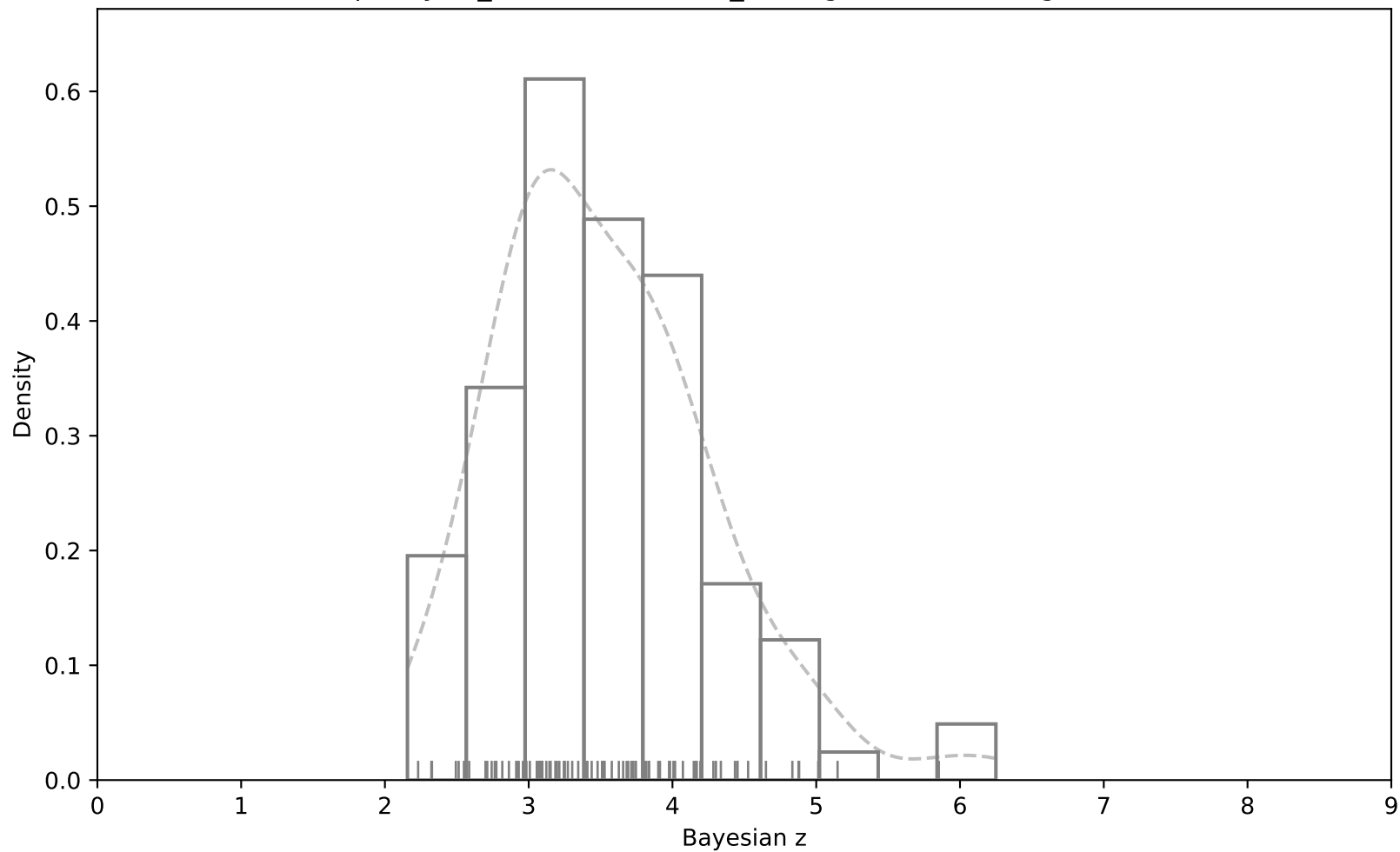
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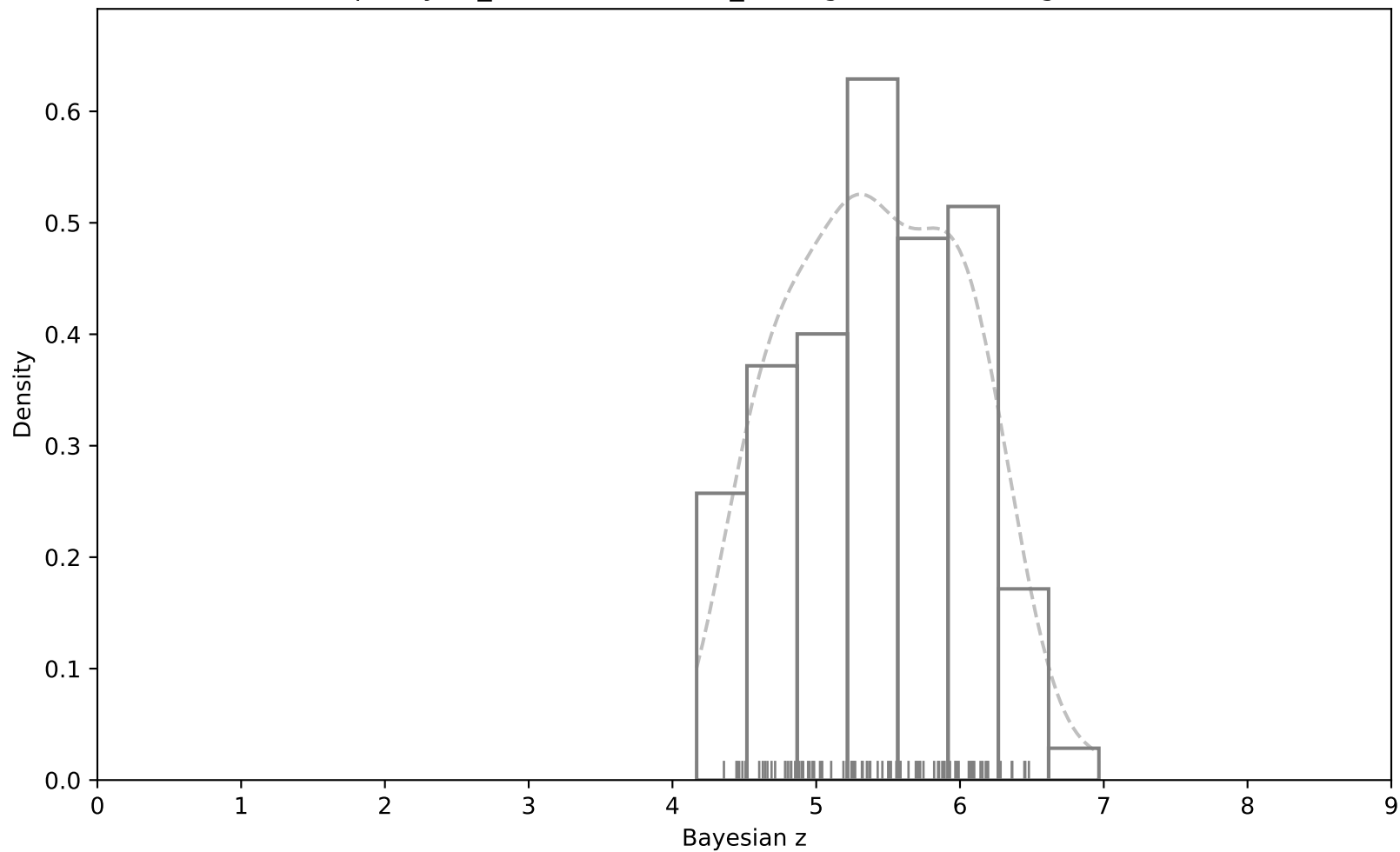
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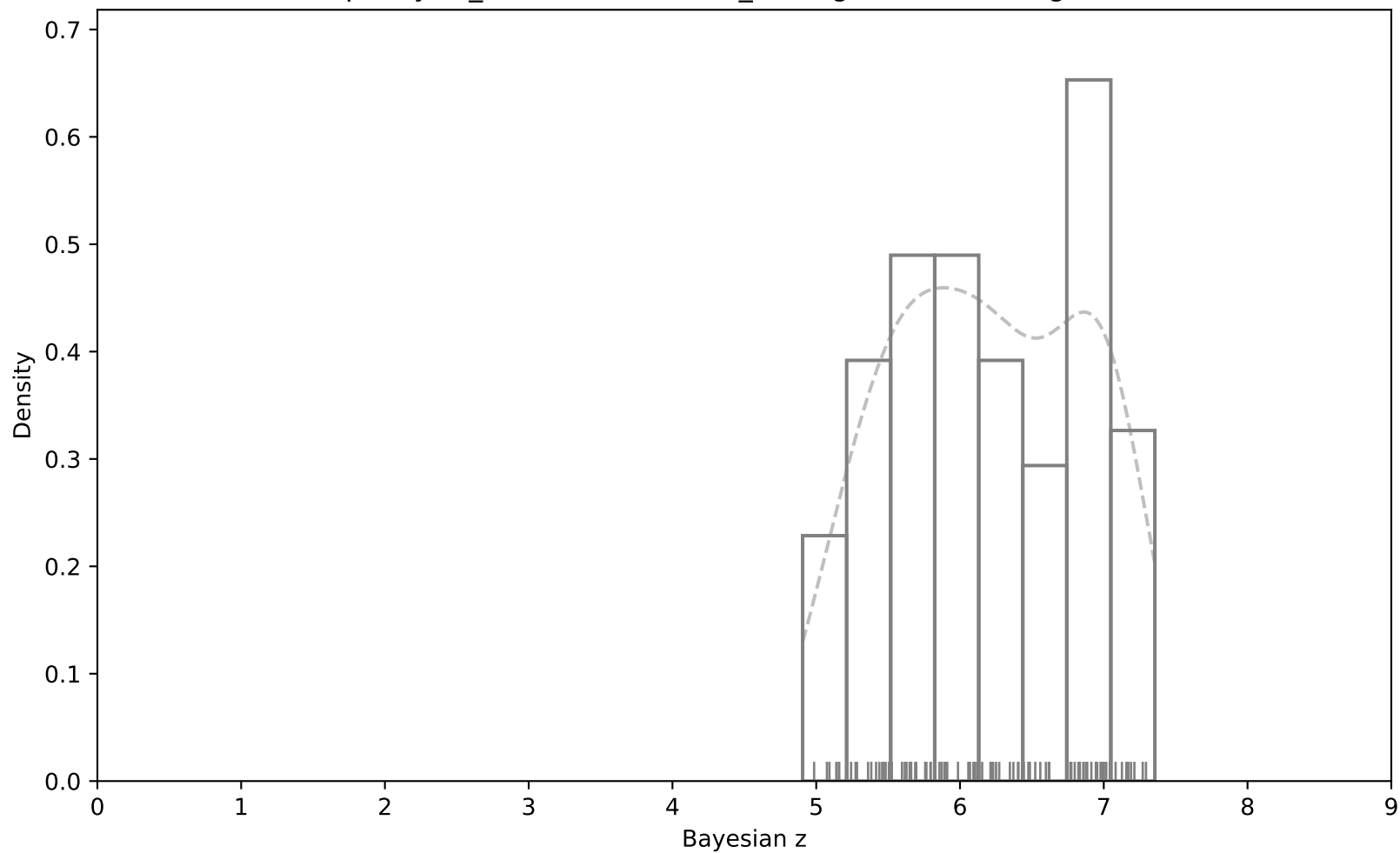
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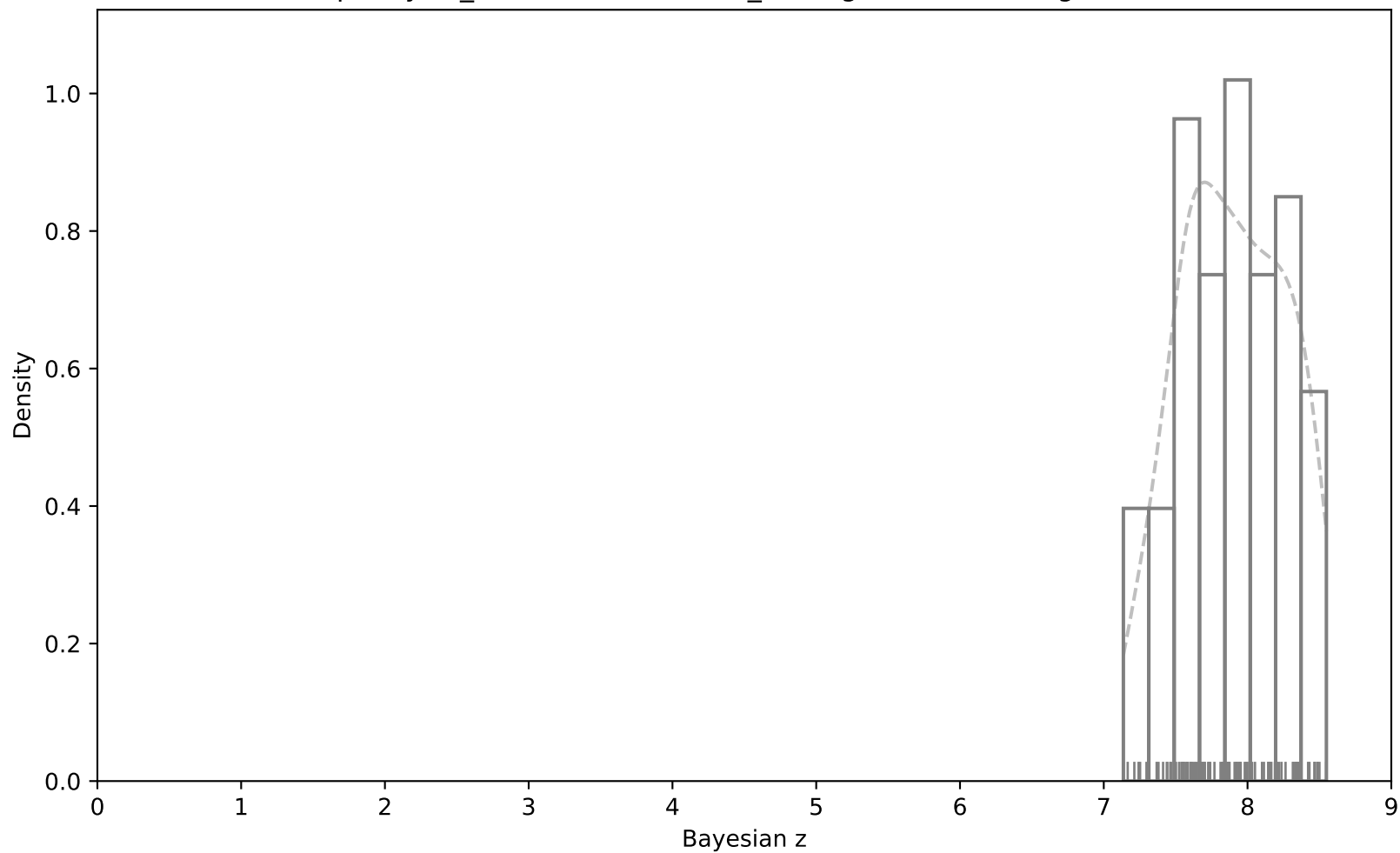
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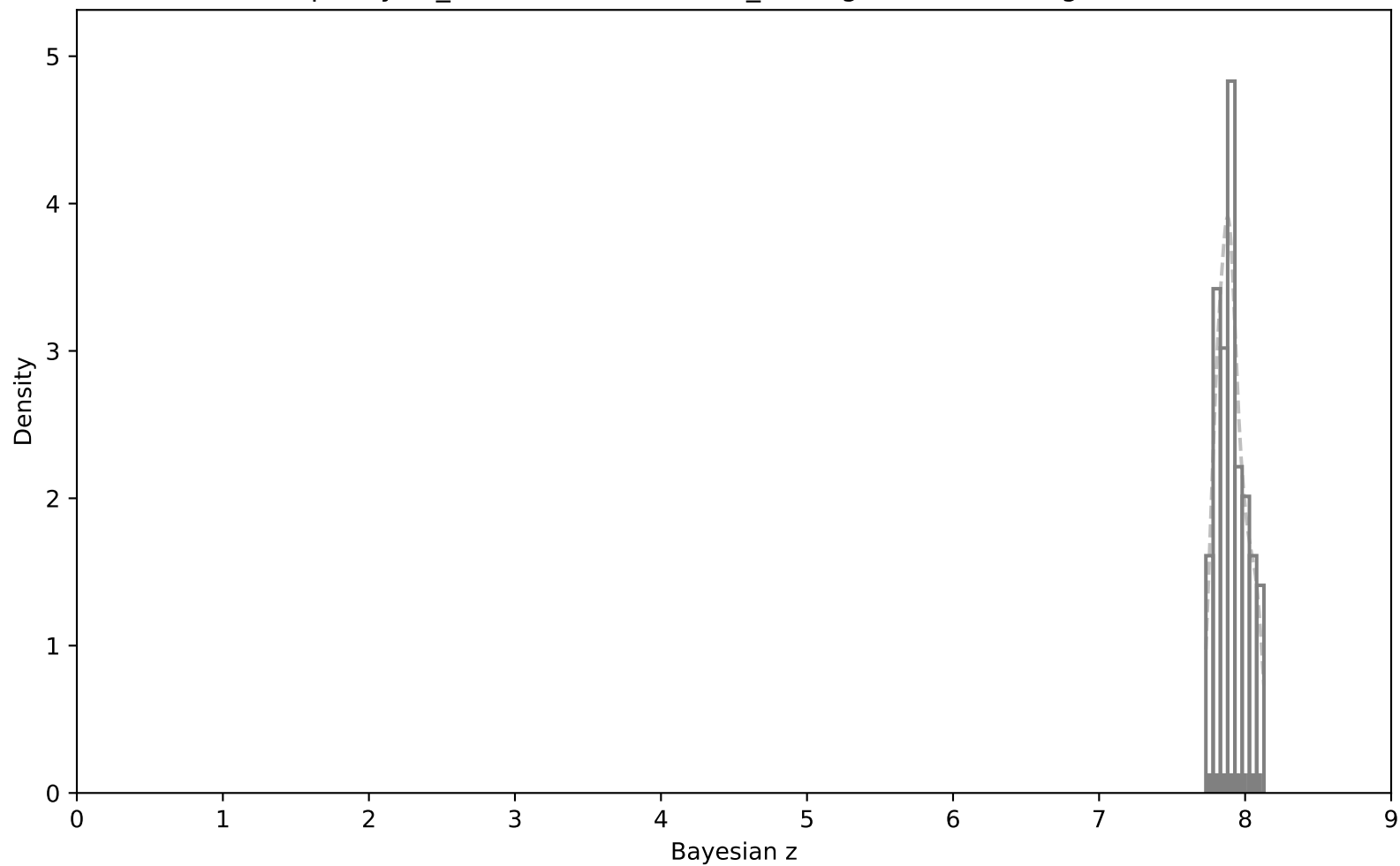
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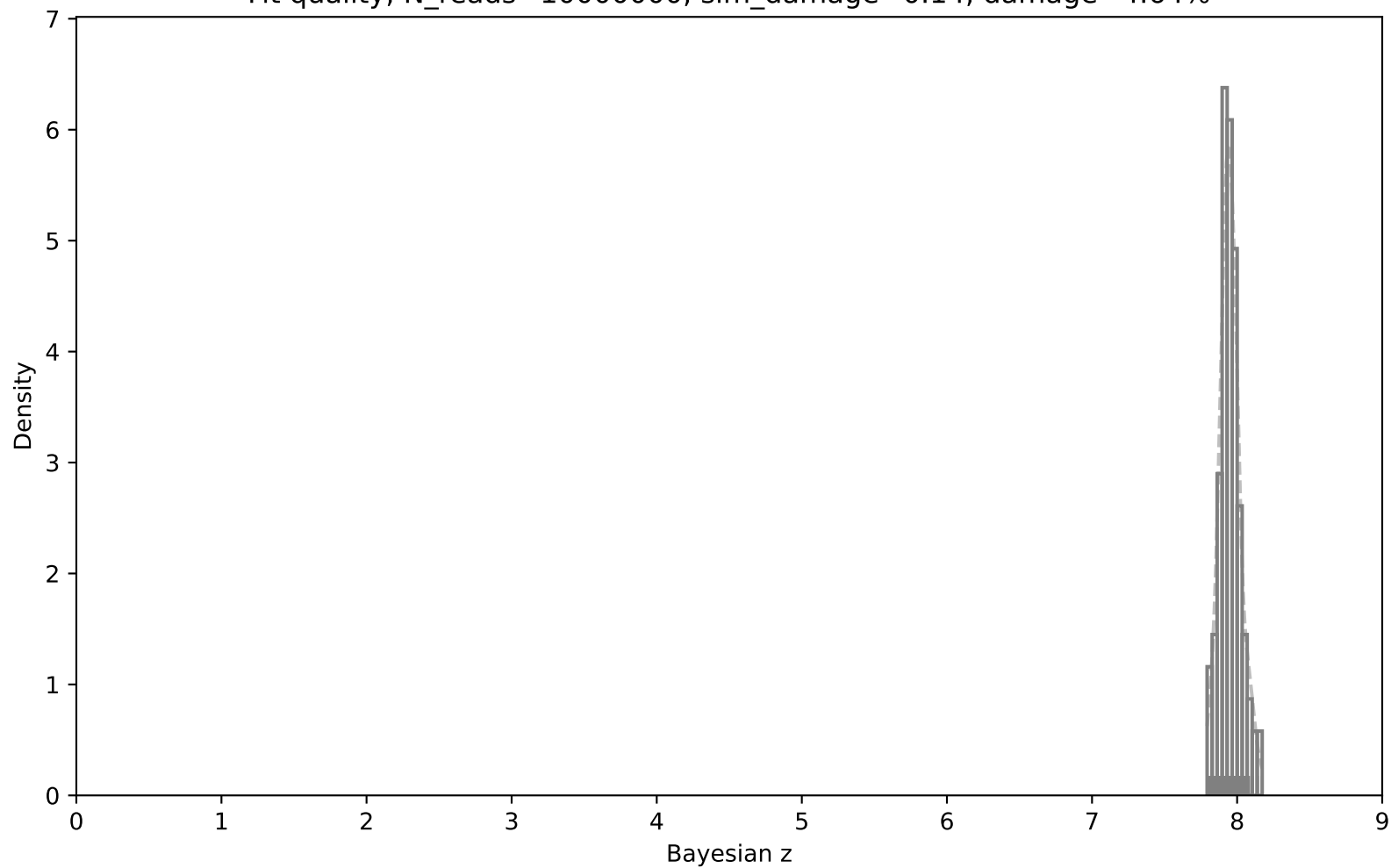
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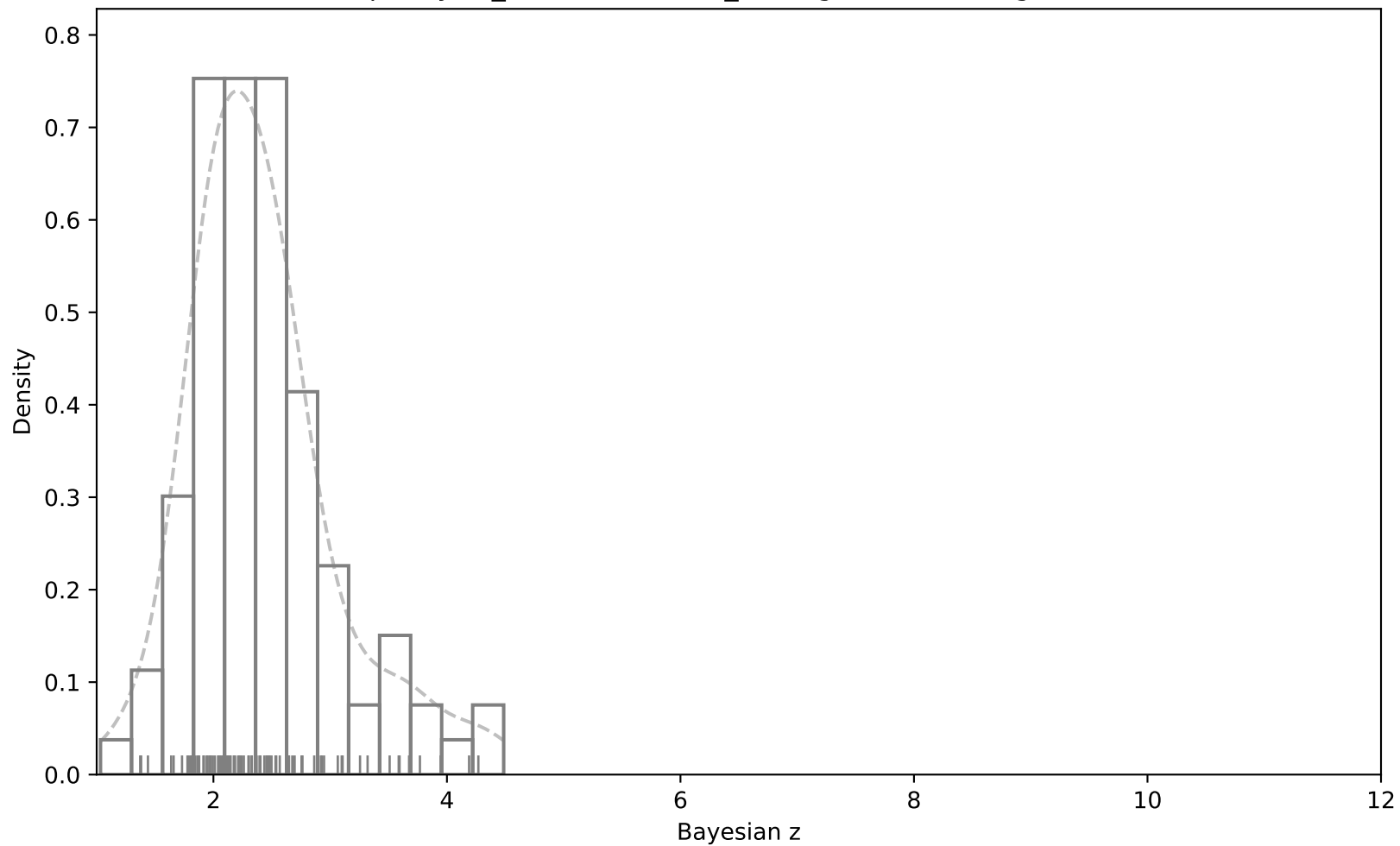
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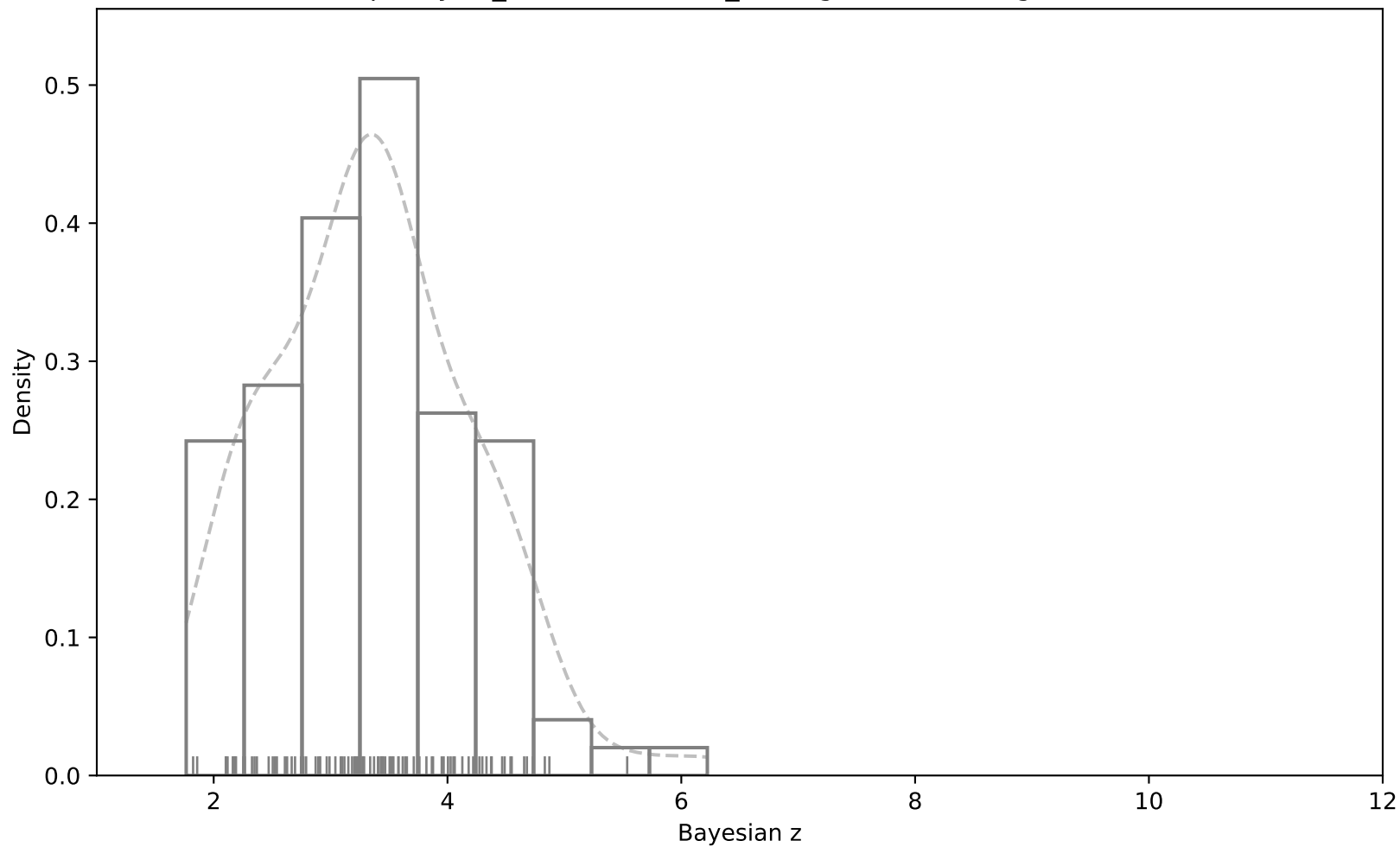
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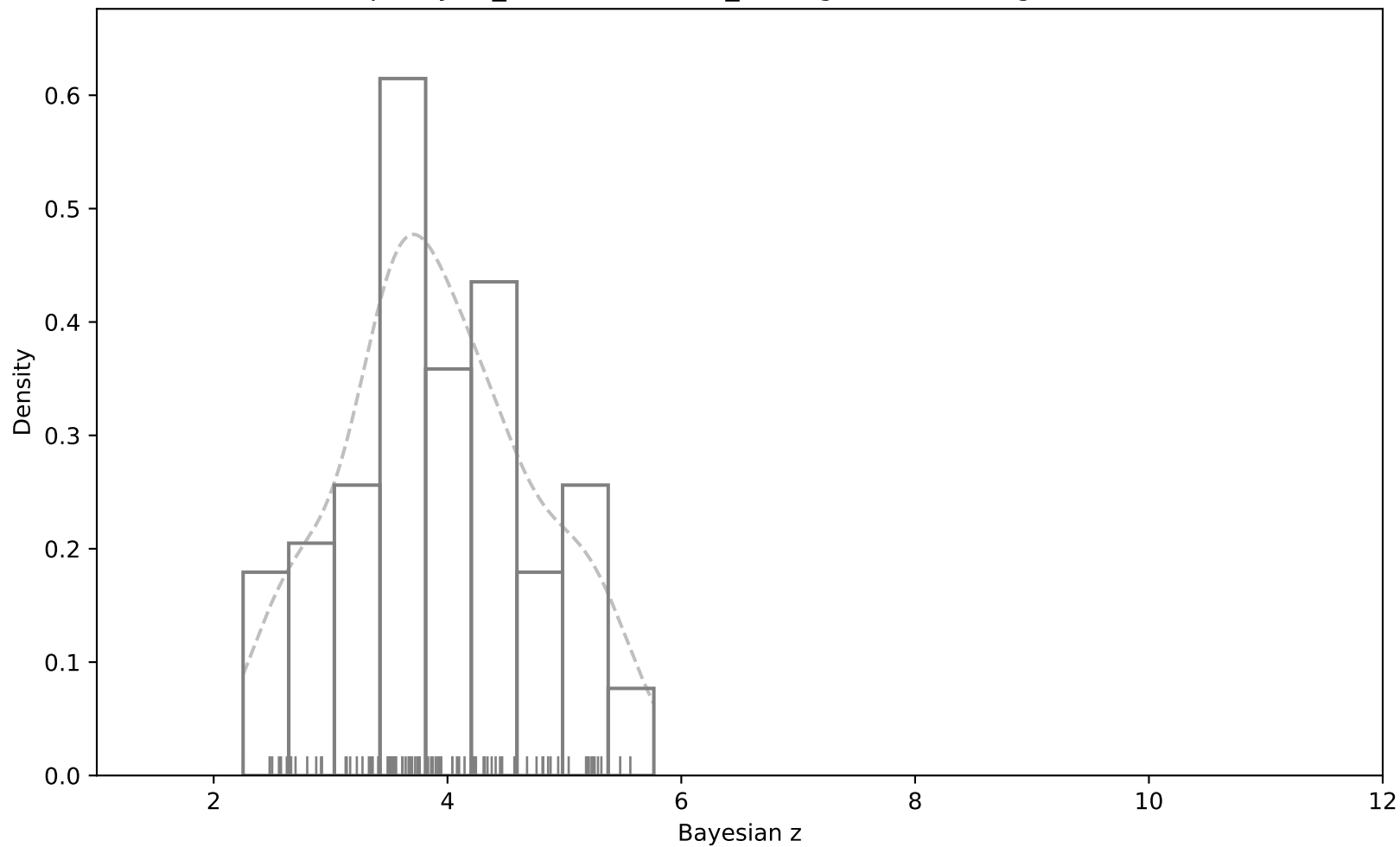
Fit quality, N_reads=100, sim_damage=0.3, damage=9.67%



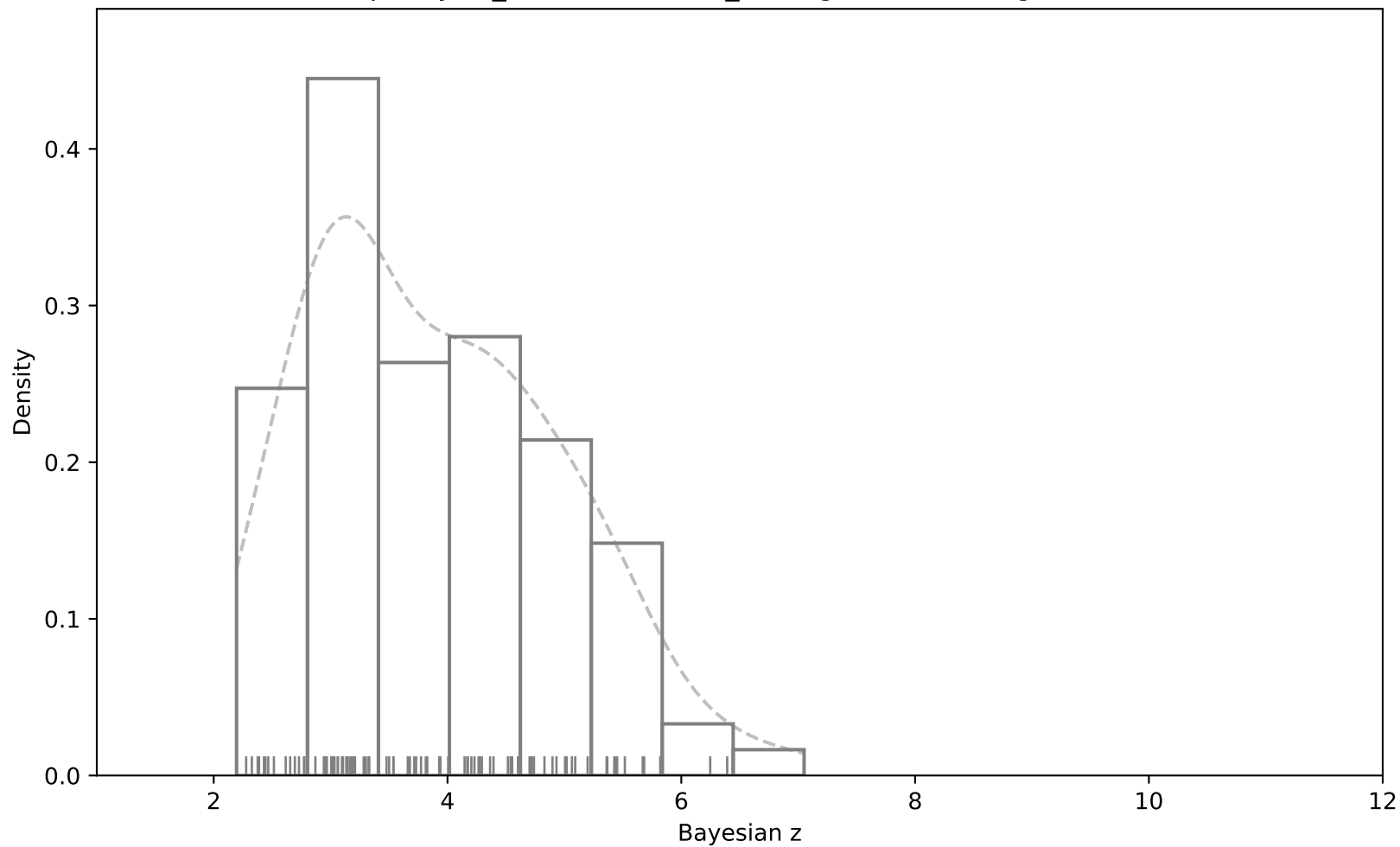
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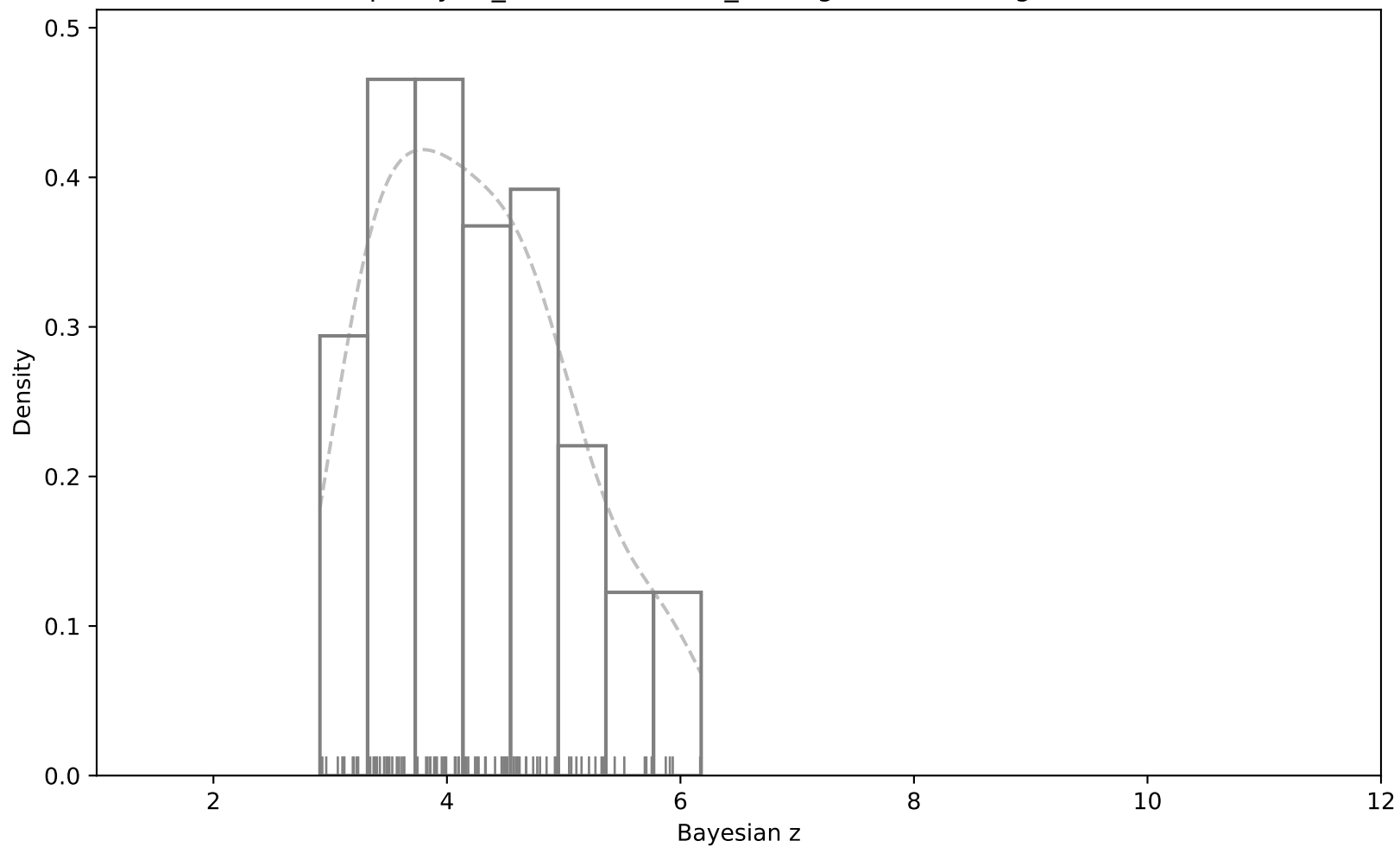
Fit quality, N_reads=300, sim_damage=0.3, damage=9.67%



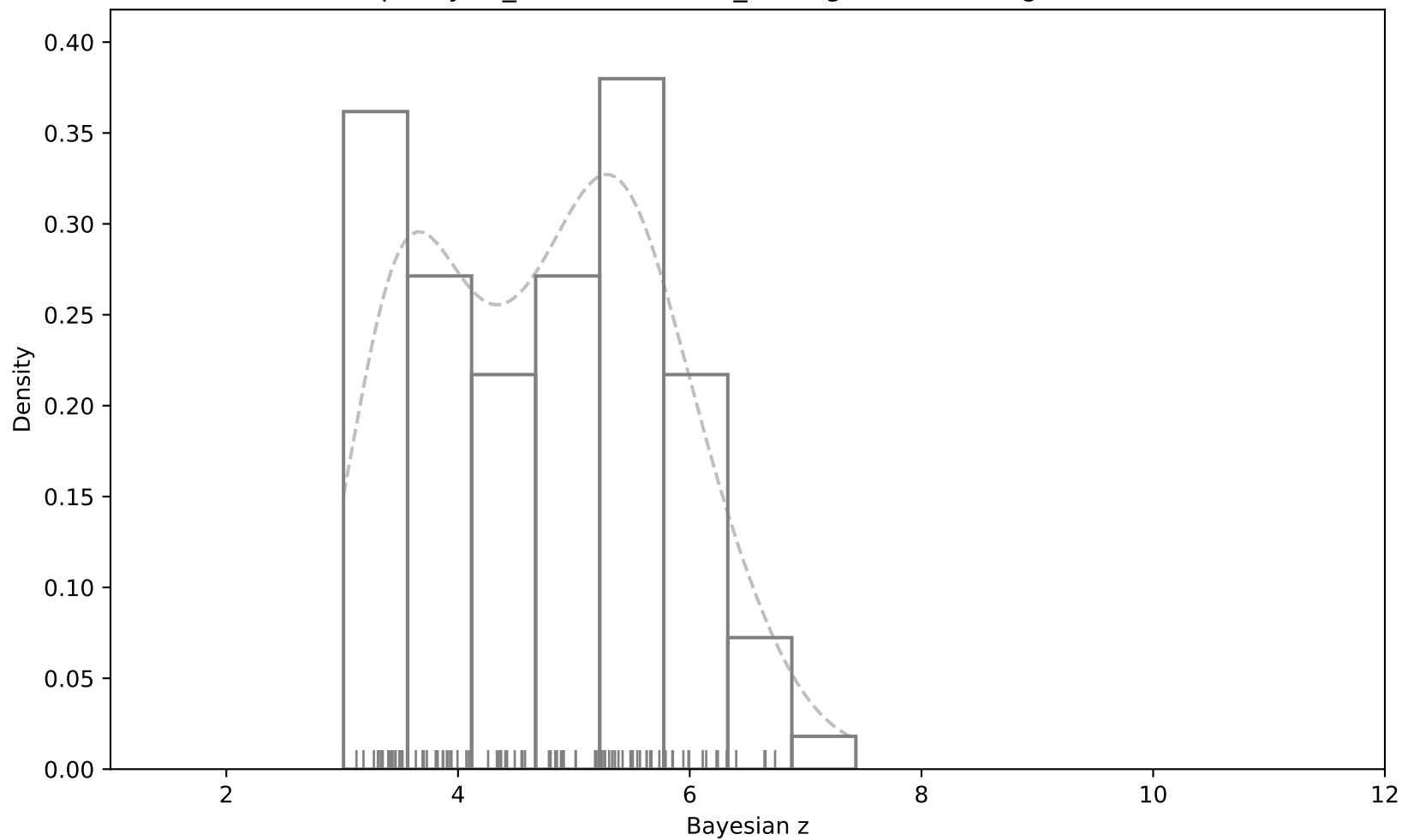
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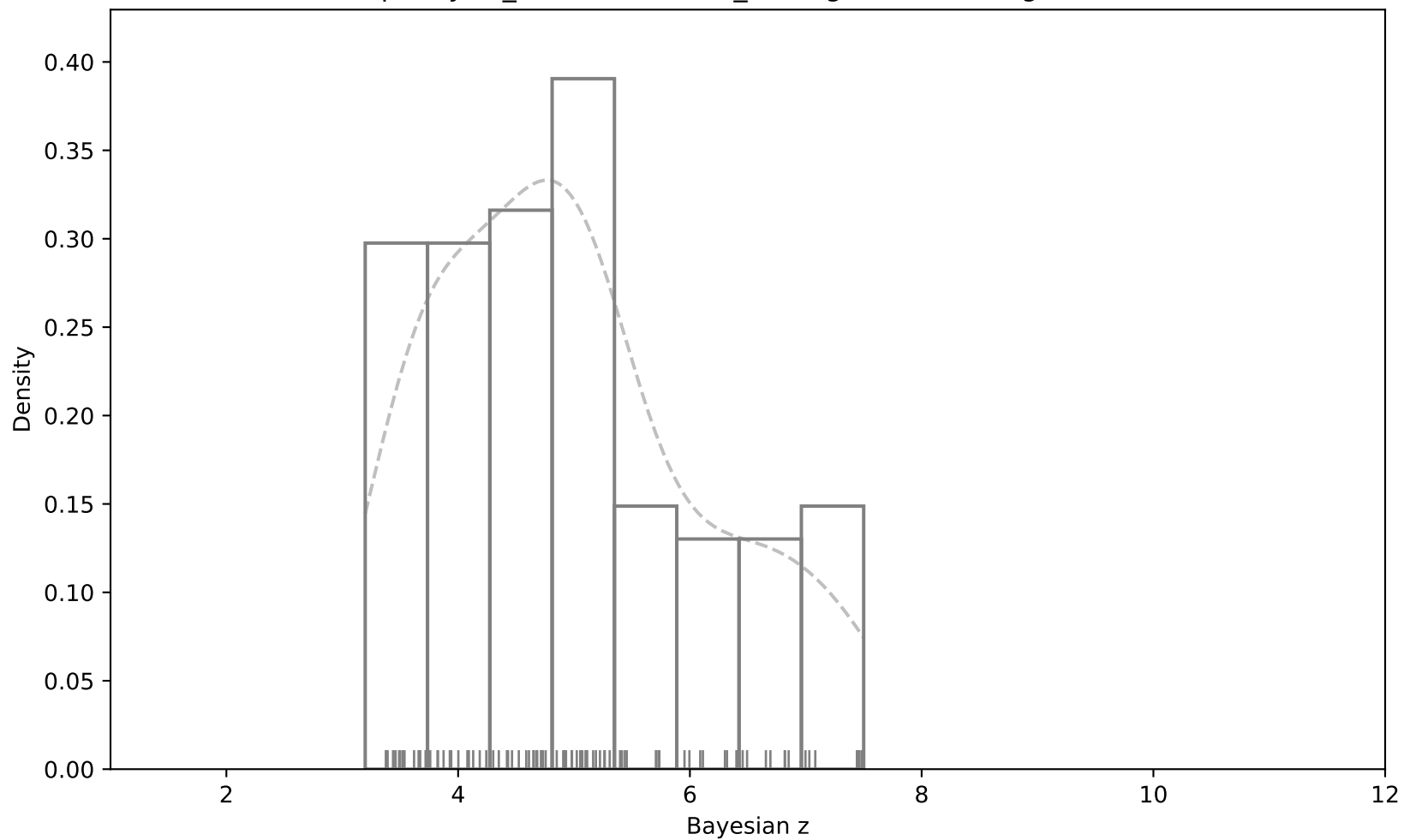
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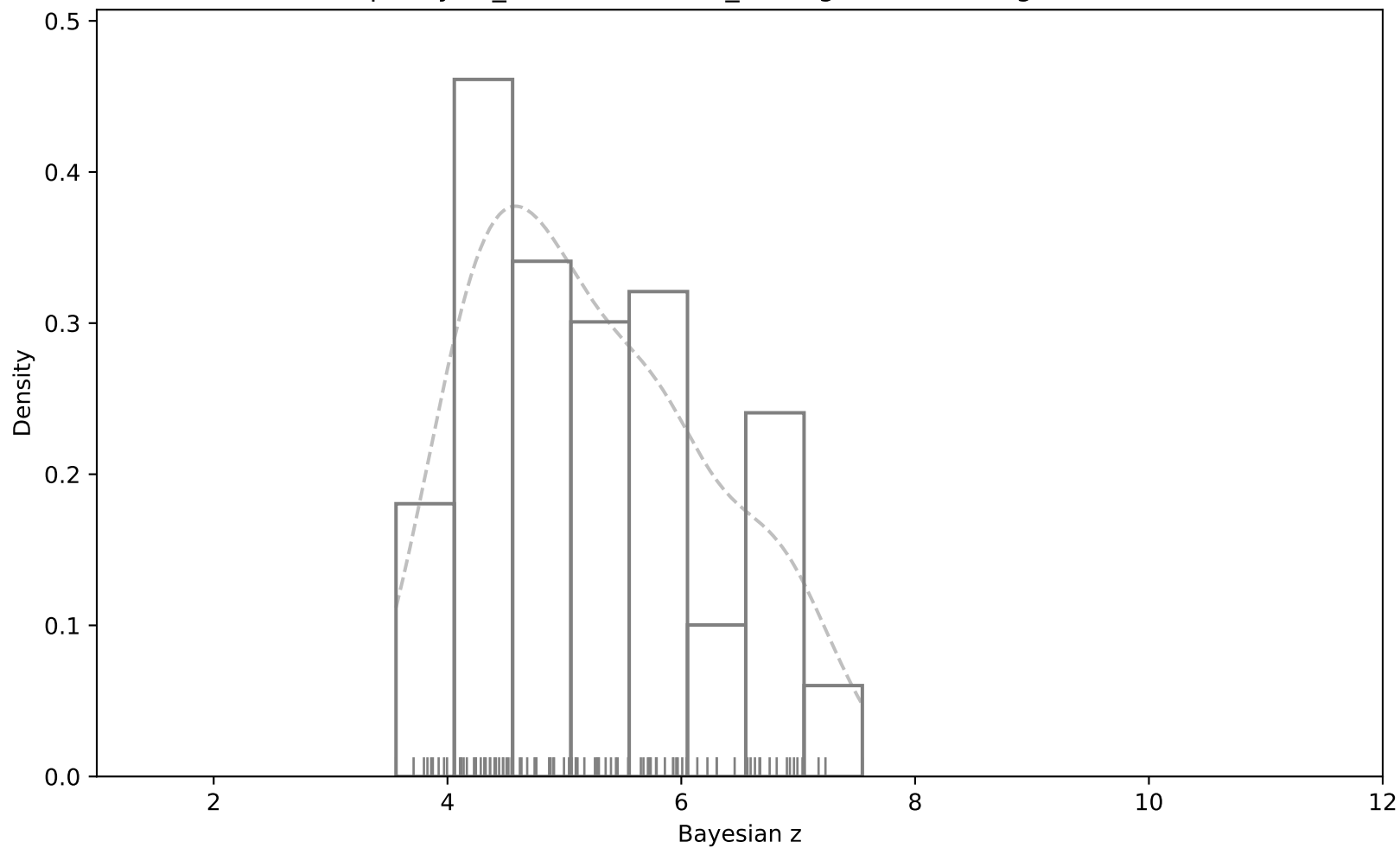
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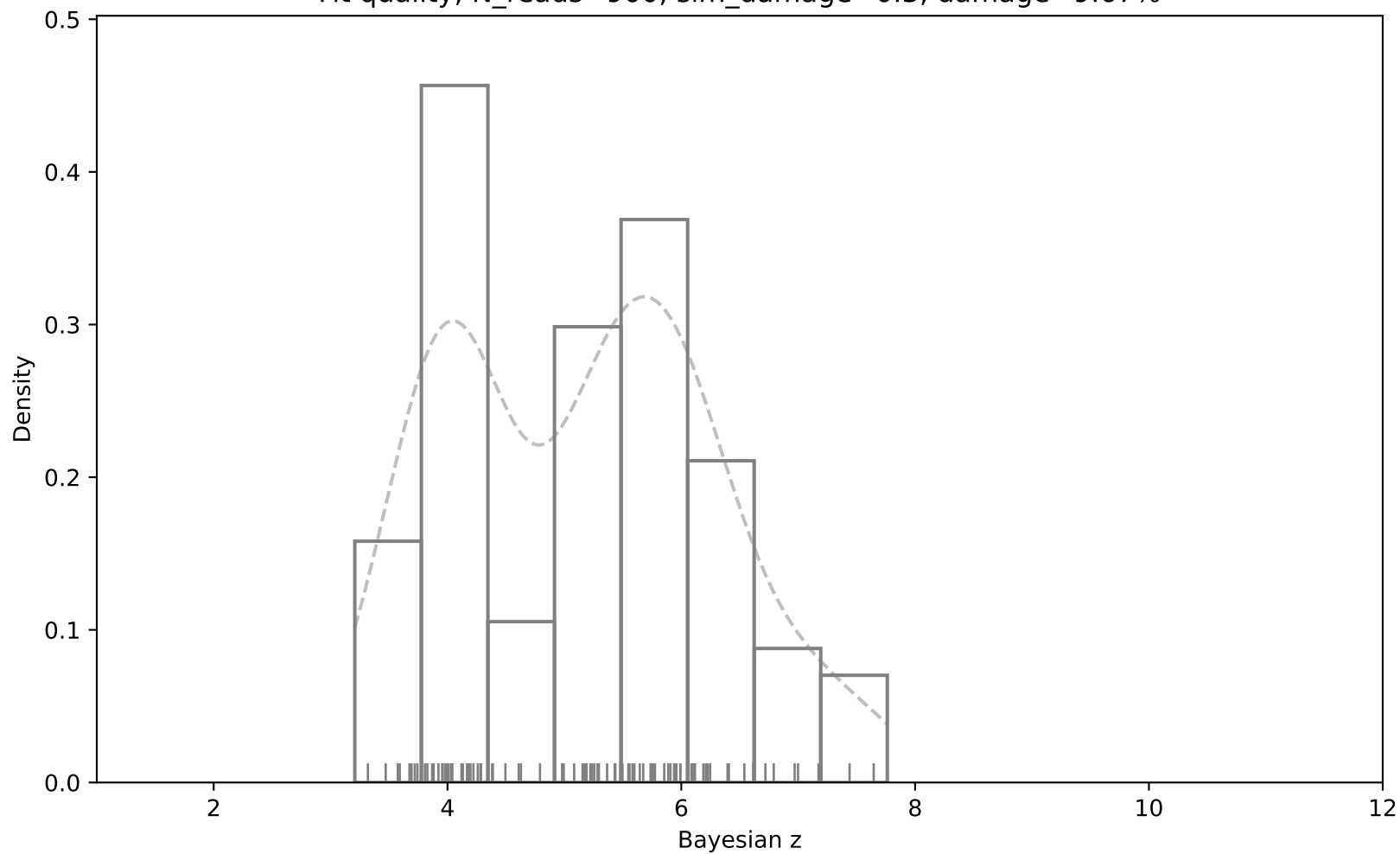
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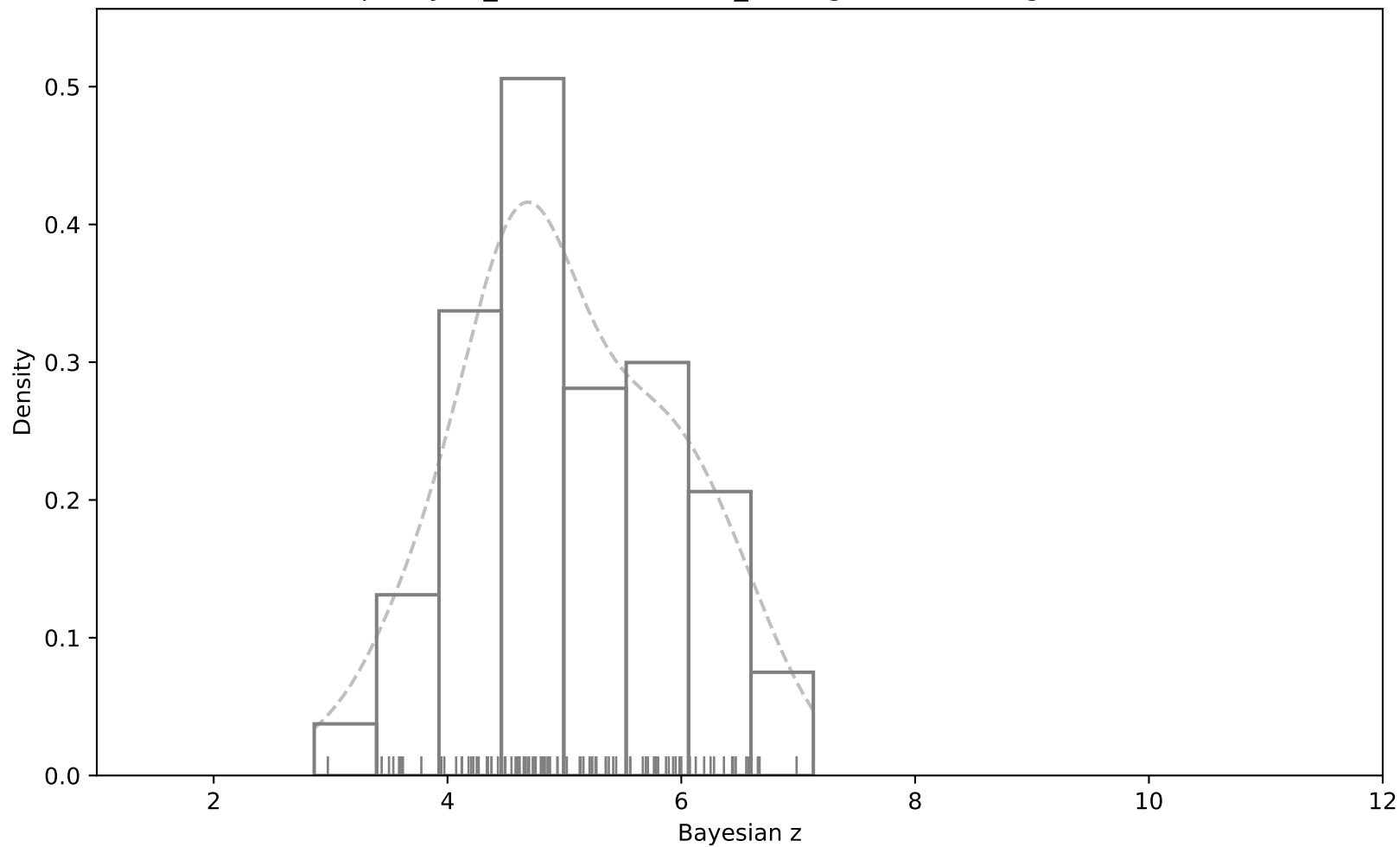
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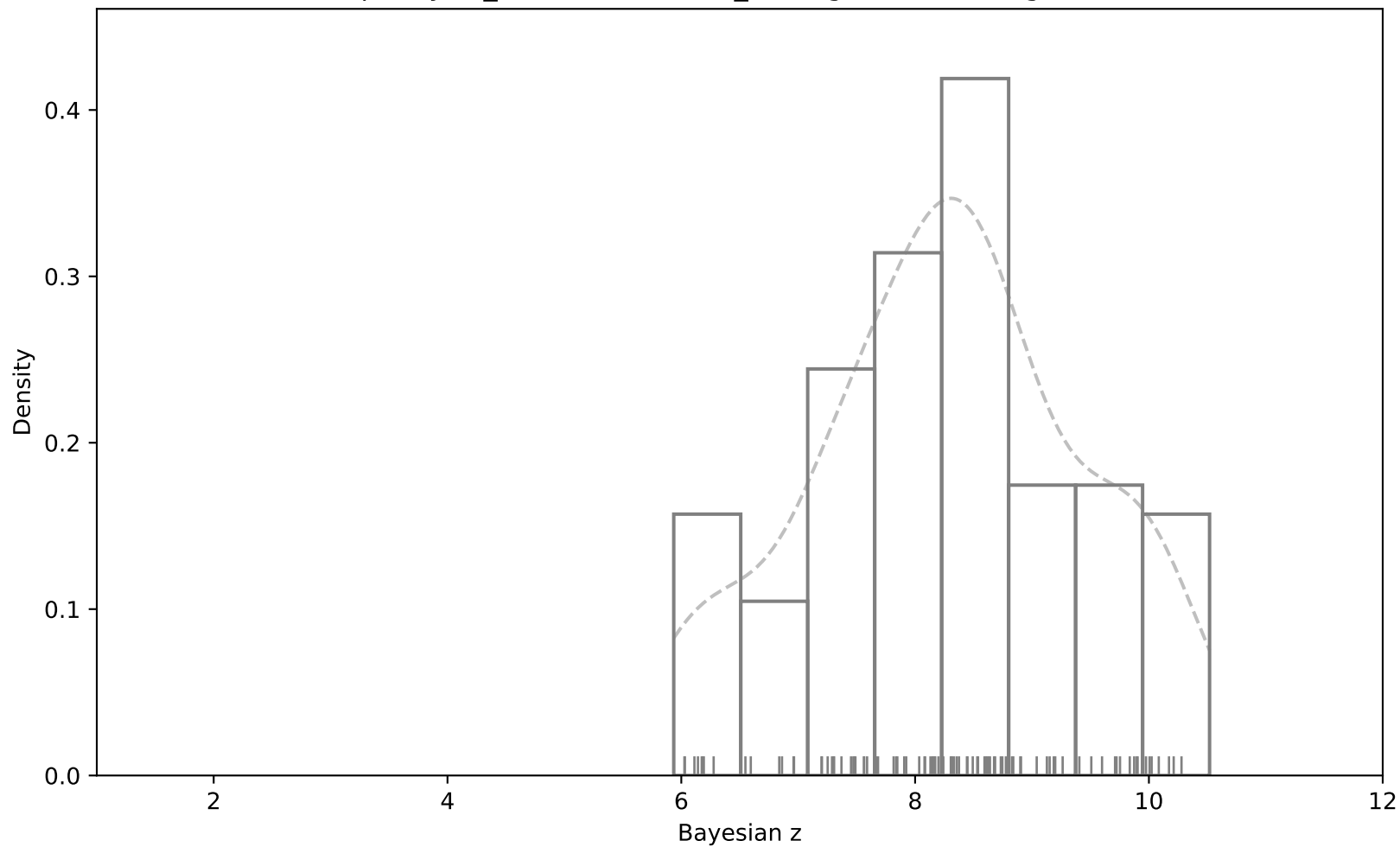
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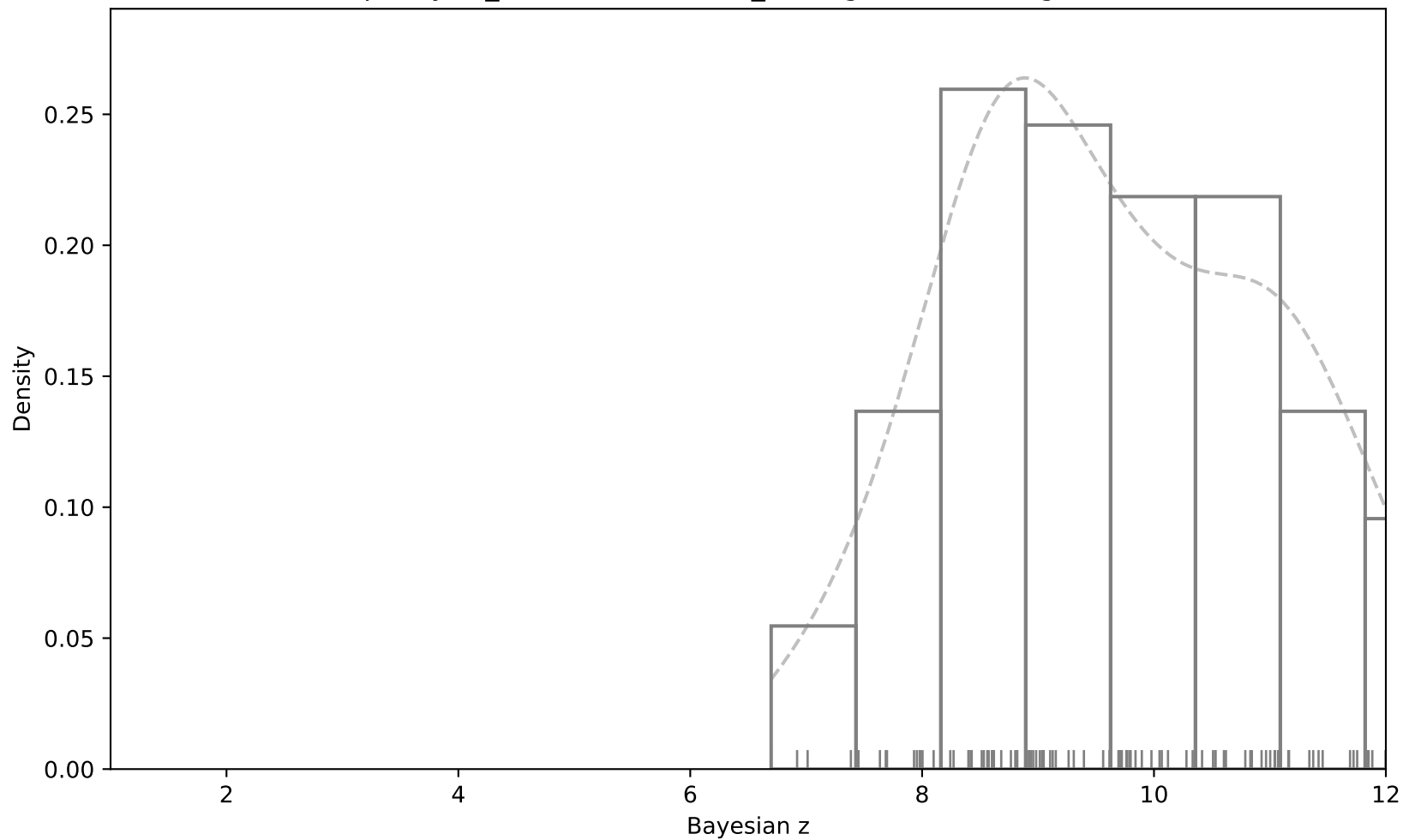
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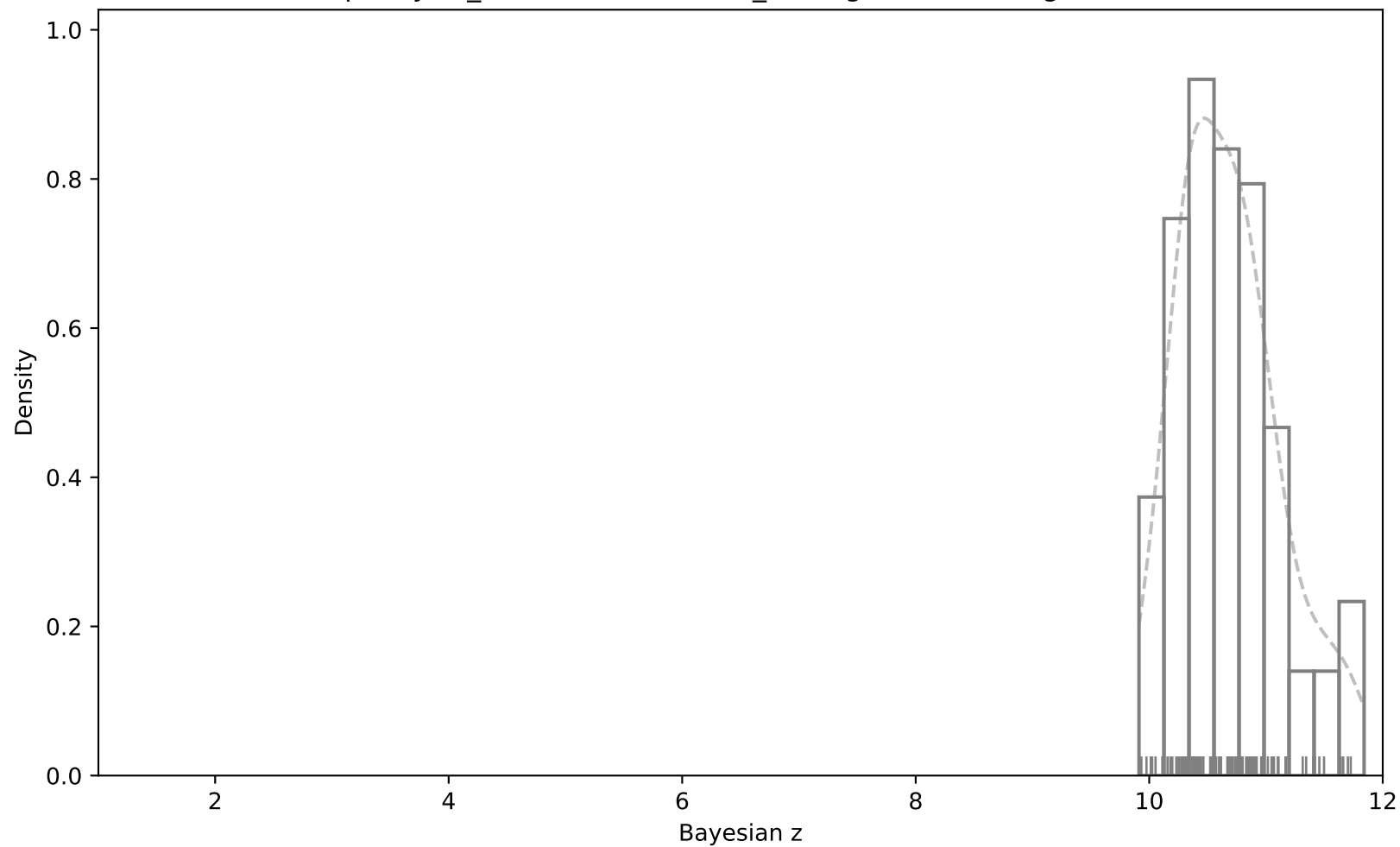
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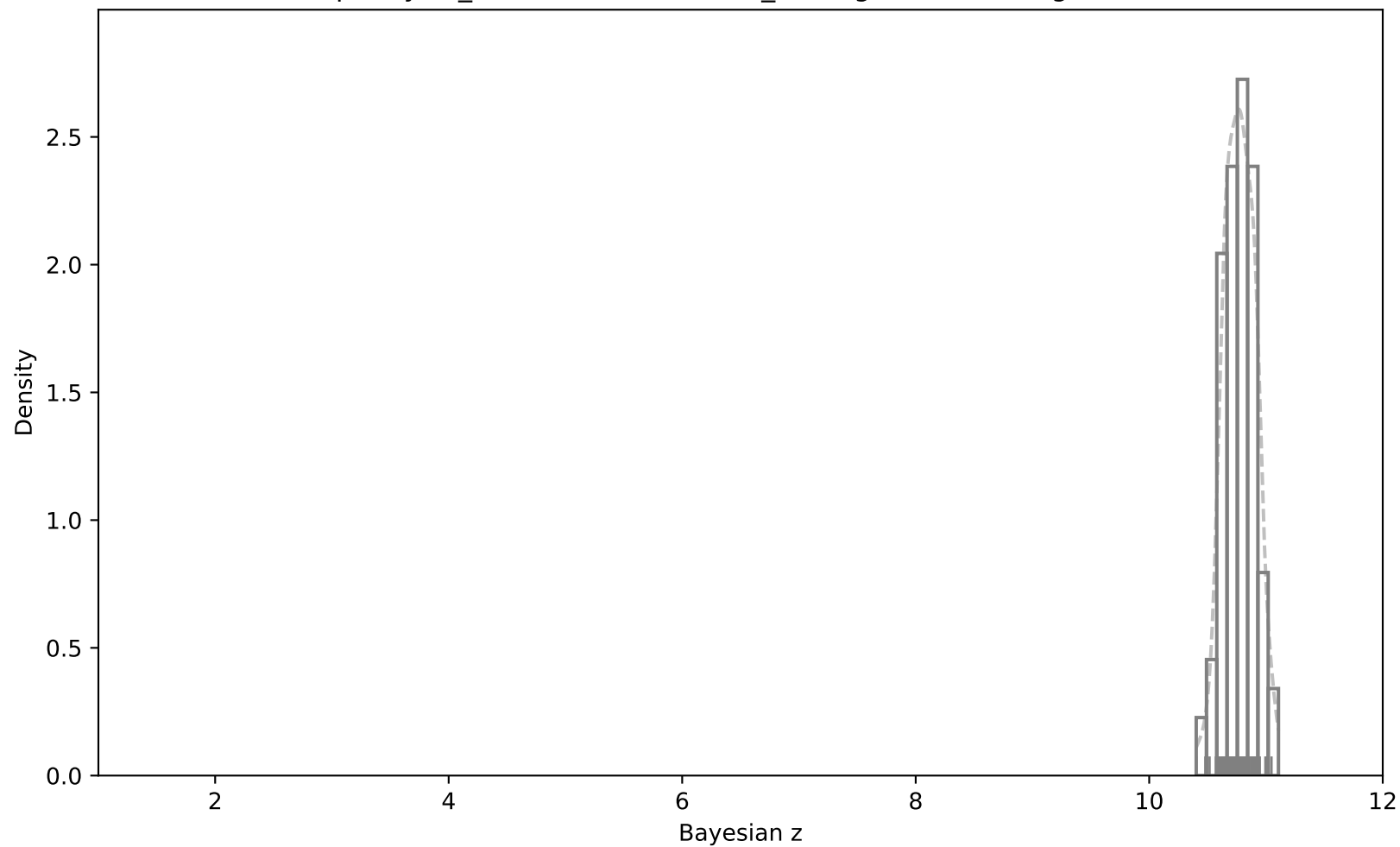
Fit quality, N_reads=10000, sim_damage=0.3, damage=9.67%



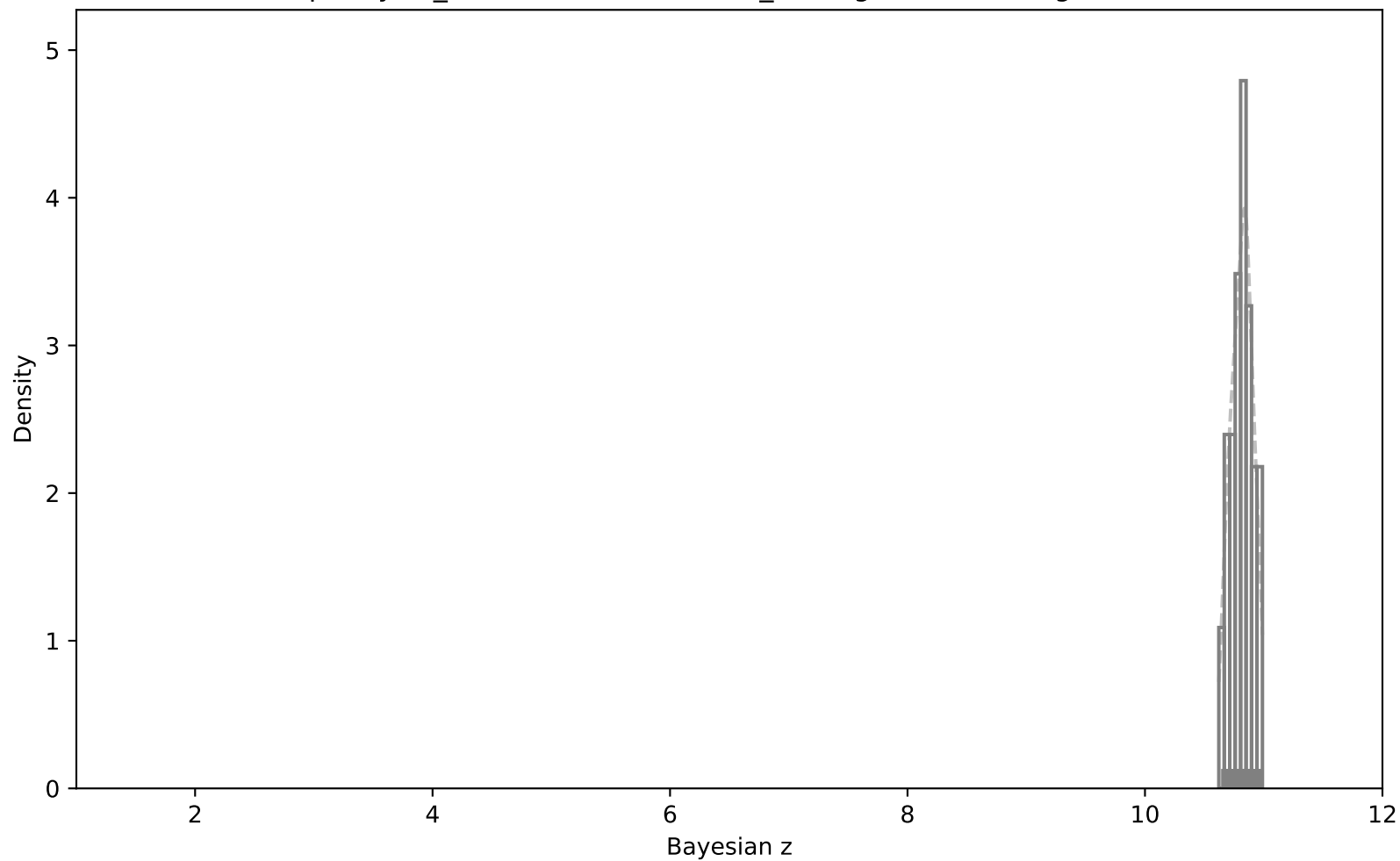
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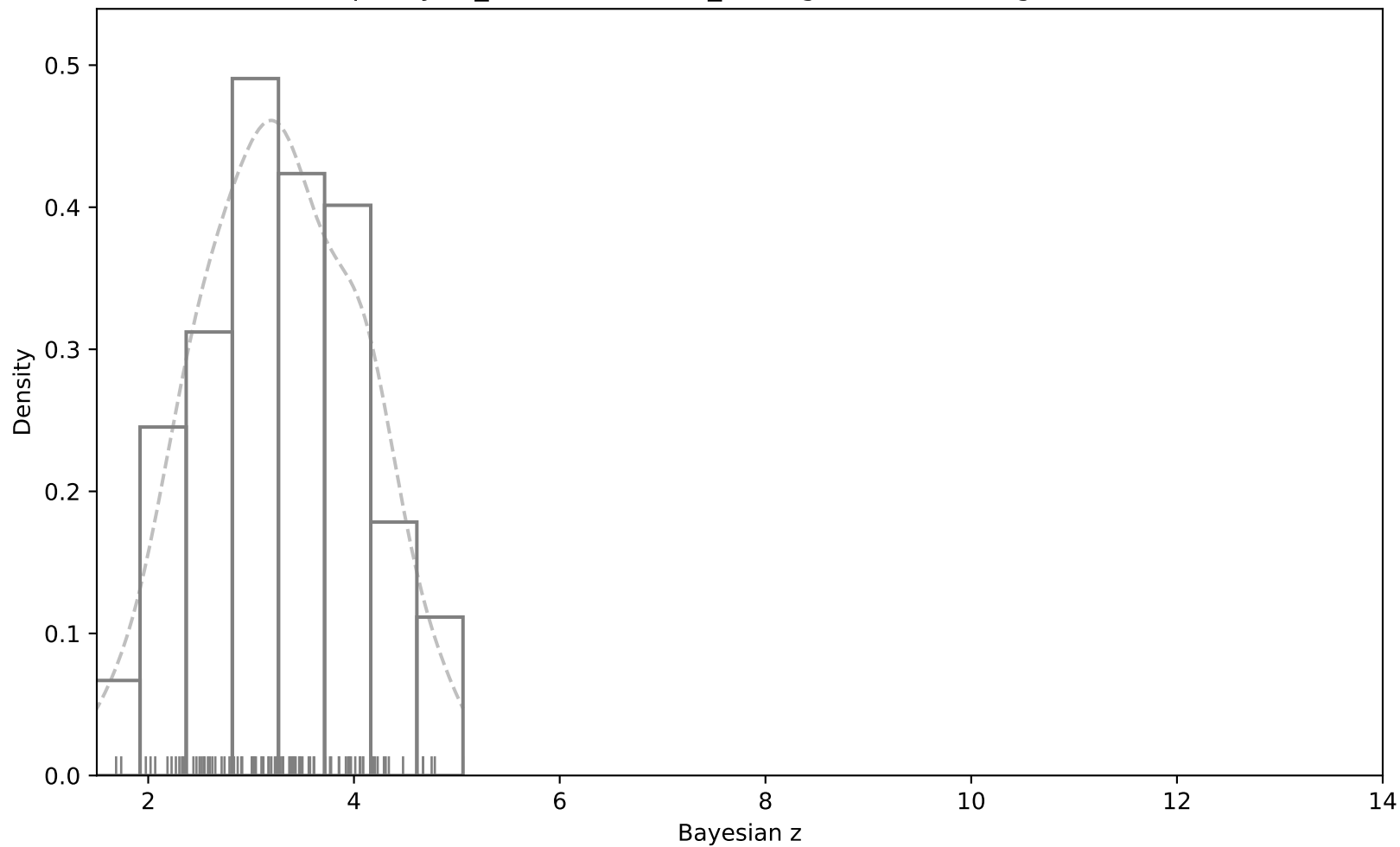
Fit quality, N_reads=1000000, sim_damage=0.3, damage=9.67%



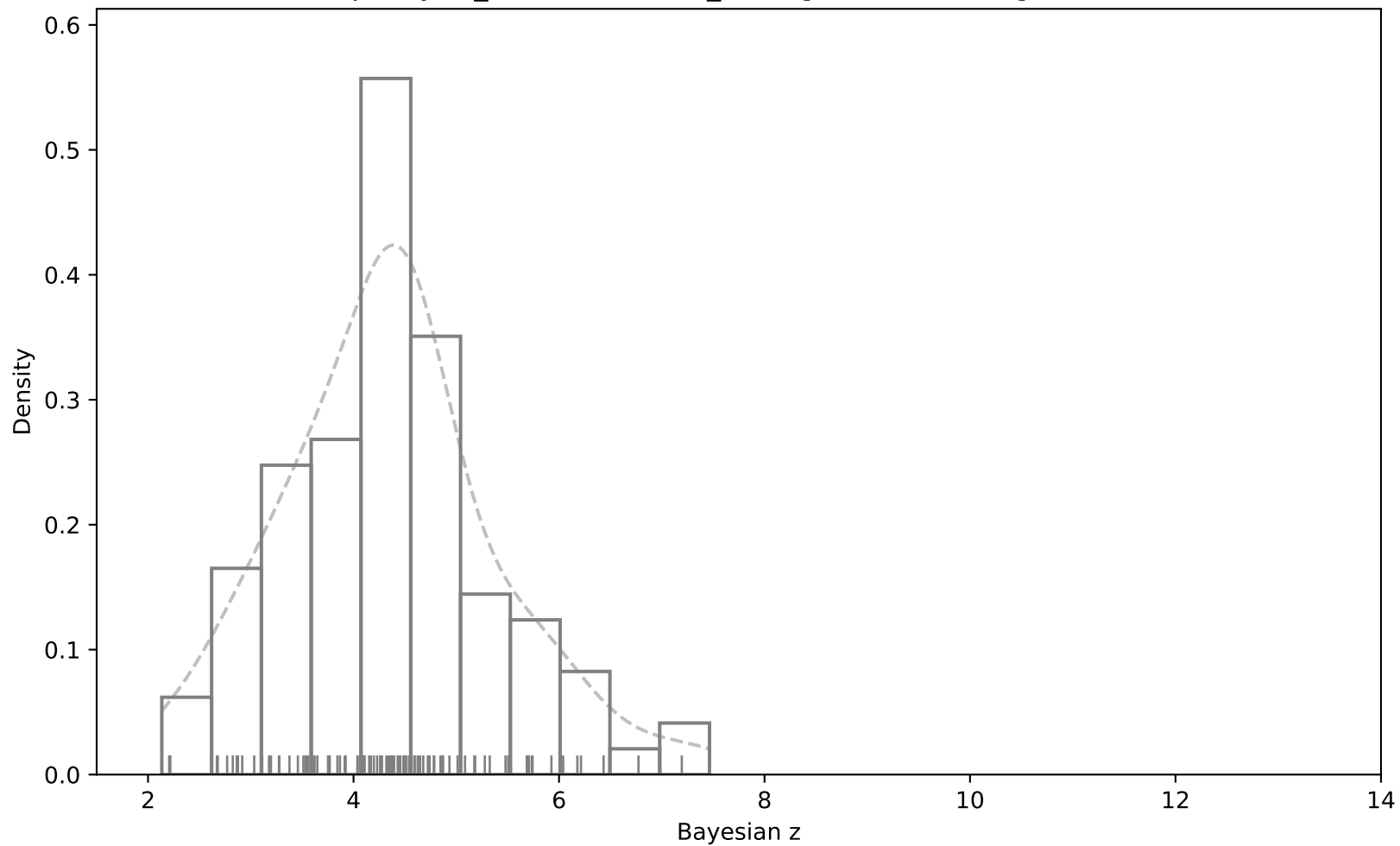
Fit quality, N_reads=10000000, sim_damage=0.3, damage=9.67%



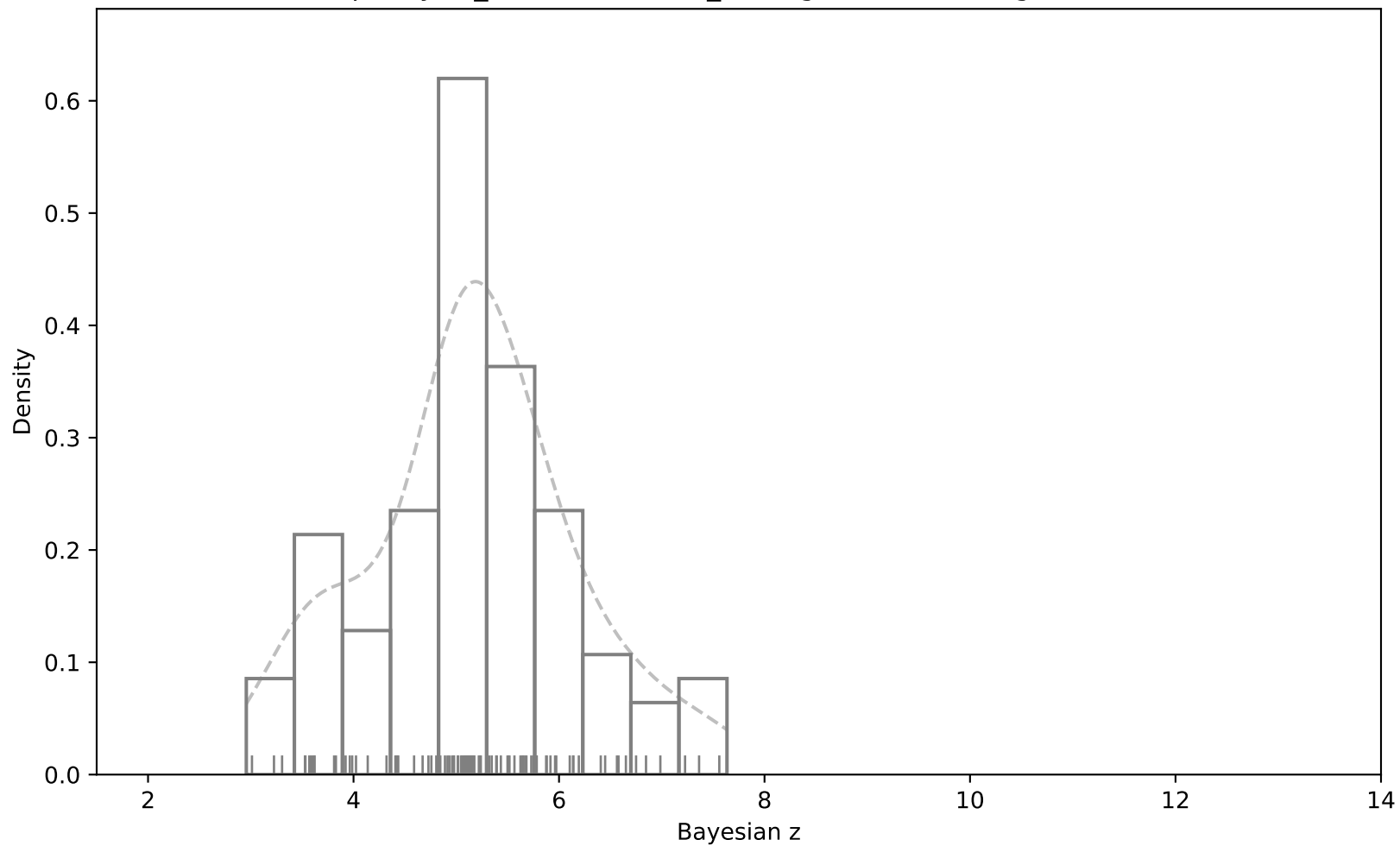
Fit quality, N_reads=100, sim_damage=0.46, damage=14.71%



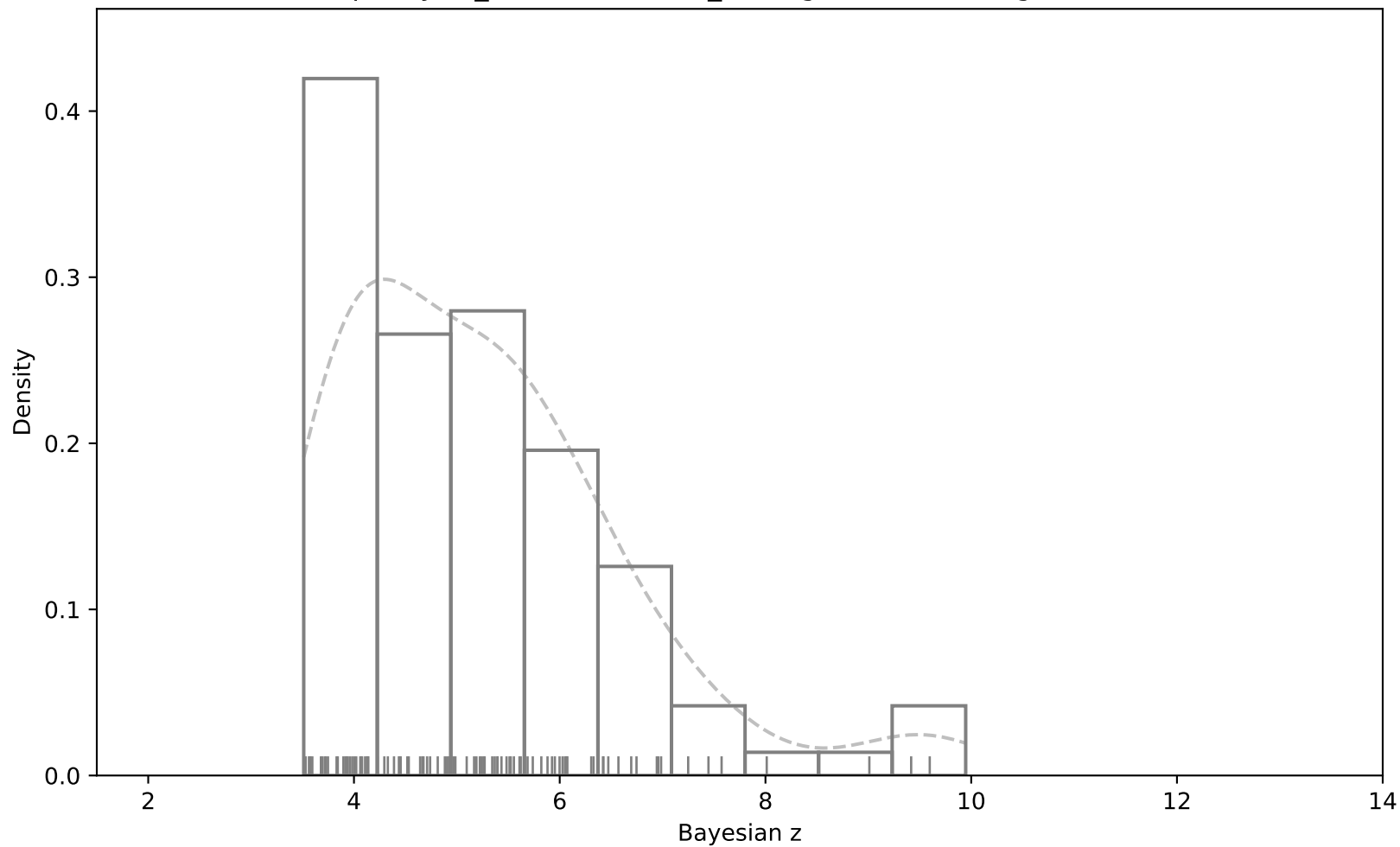
Fit quality, N_reads=200, sim_damage=0.46, damage=14.71%



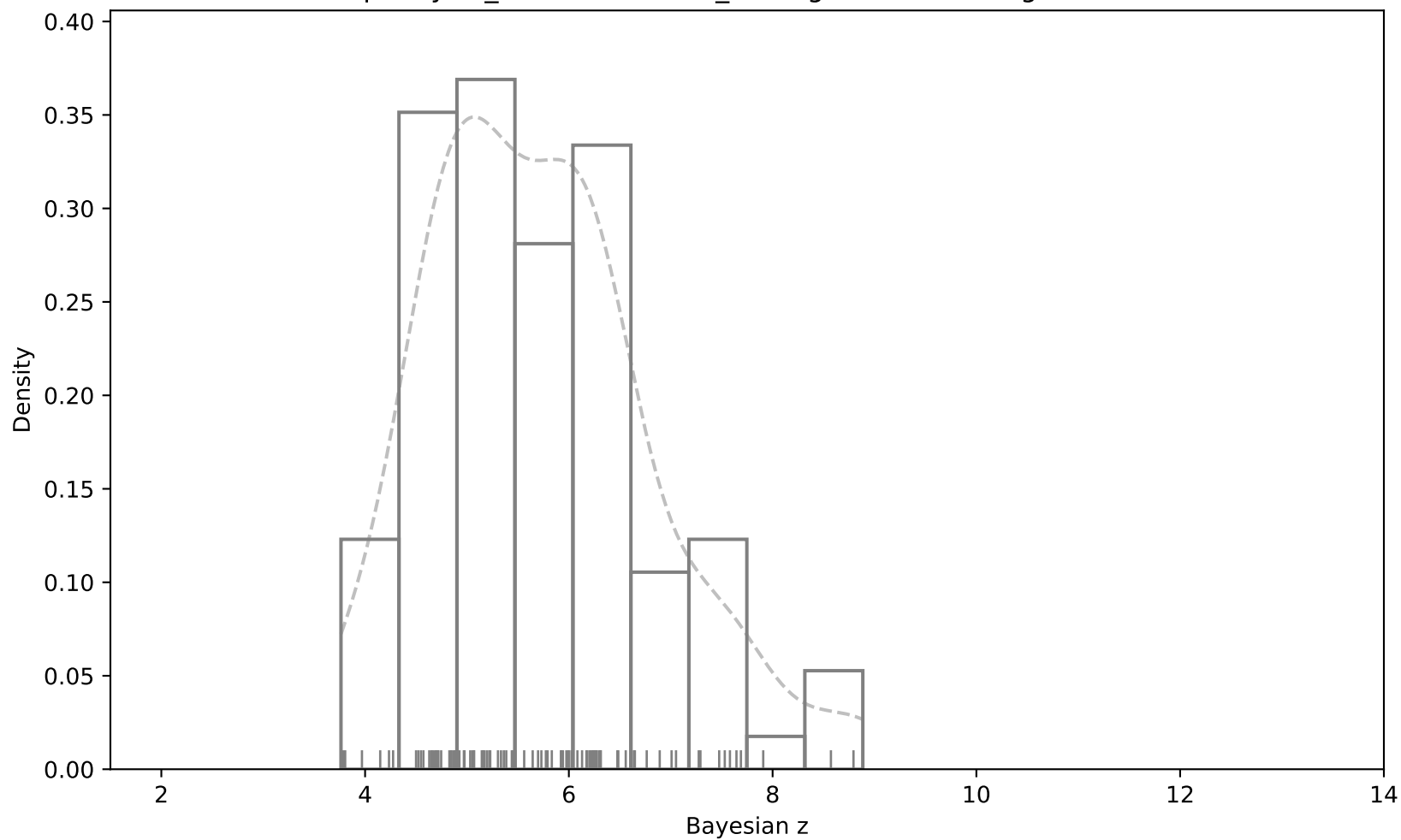
Fit quality, N_reads=300, sim_damage=0.46, damage=14.71%



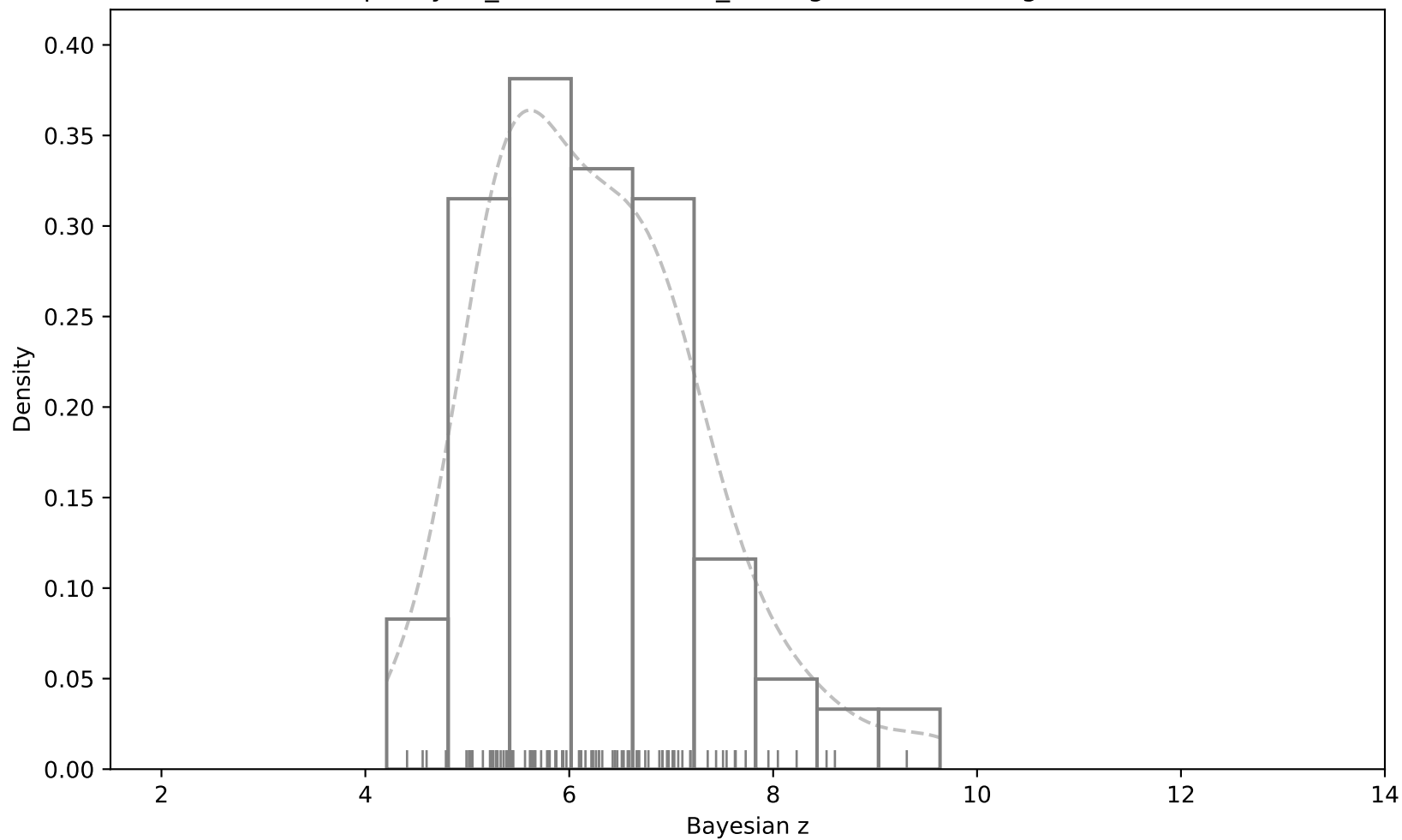
Fit quality, N_reads=400, sim_damage=0.46, damage=14.71%



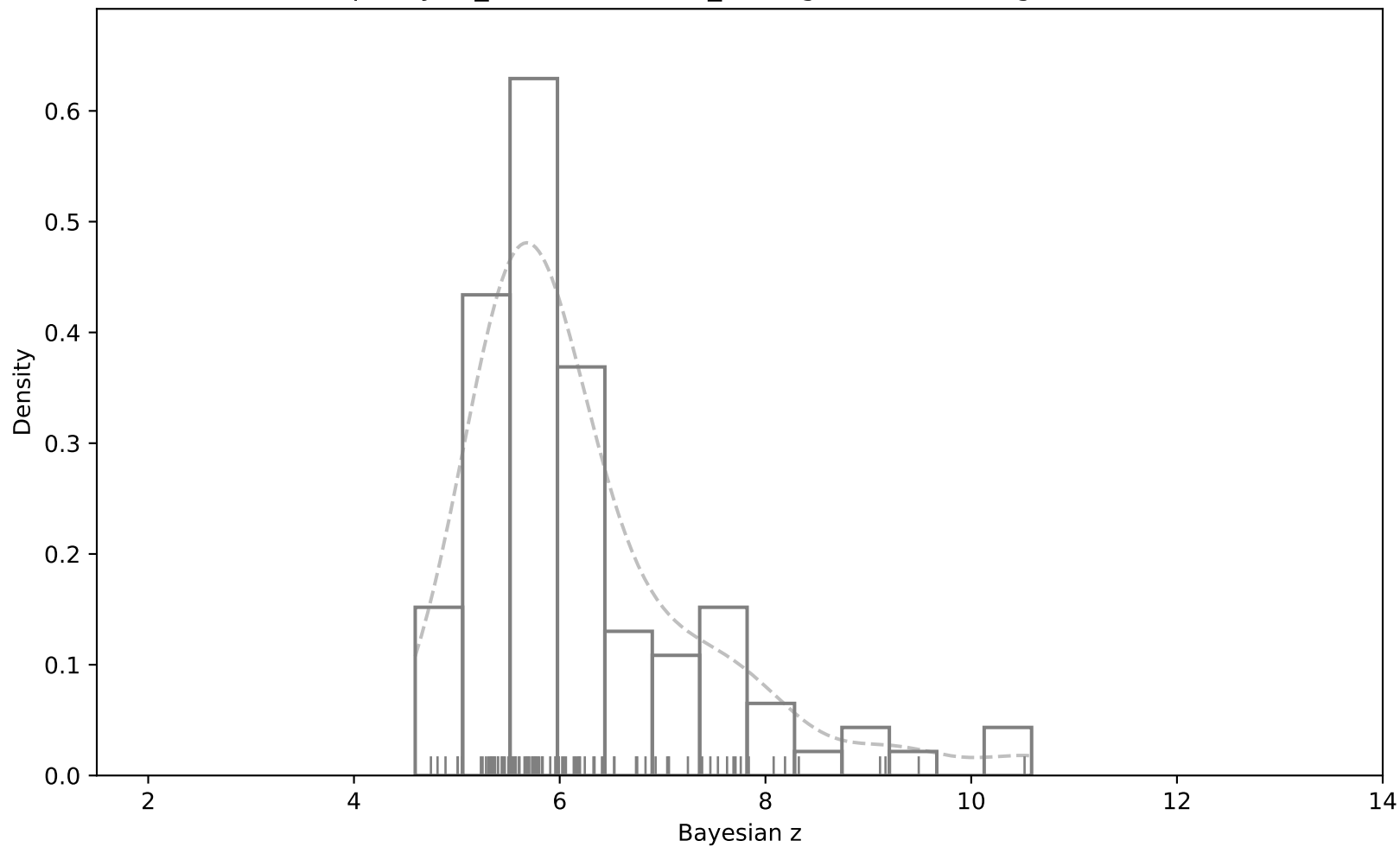
Fit quality, N_reads=500, sim_damage=0.46, damage=14.71%



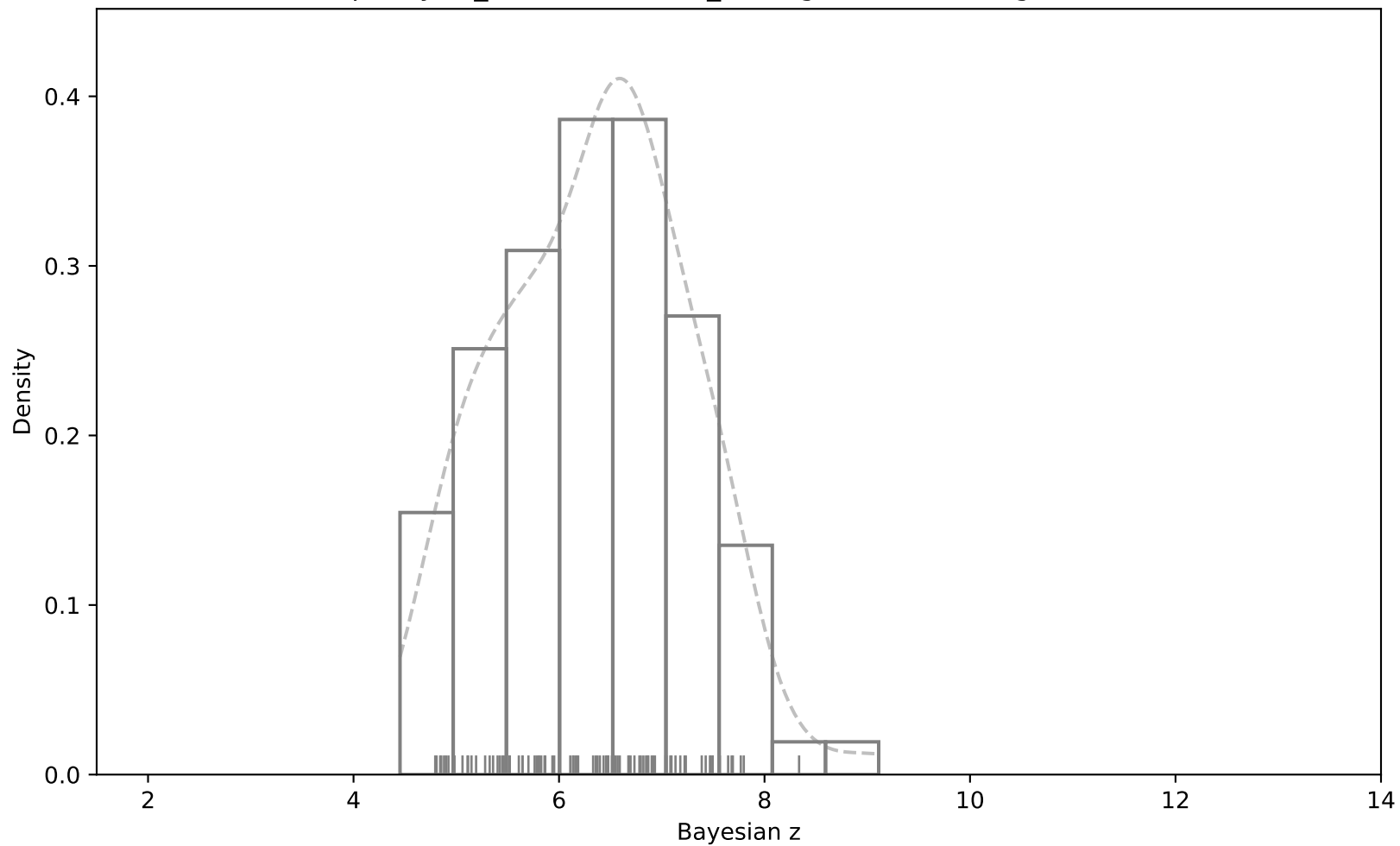
Fit quality, N_reads=600, sim_damage=0.46, damage=14.71%



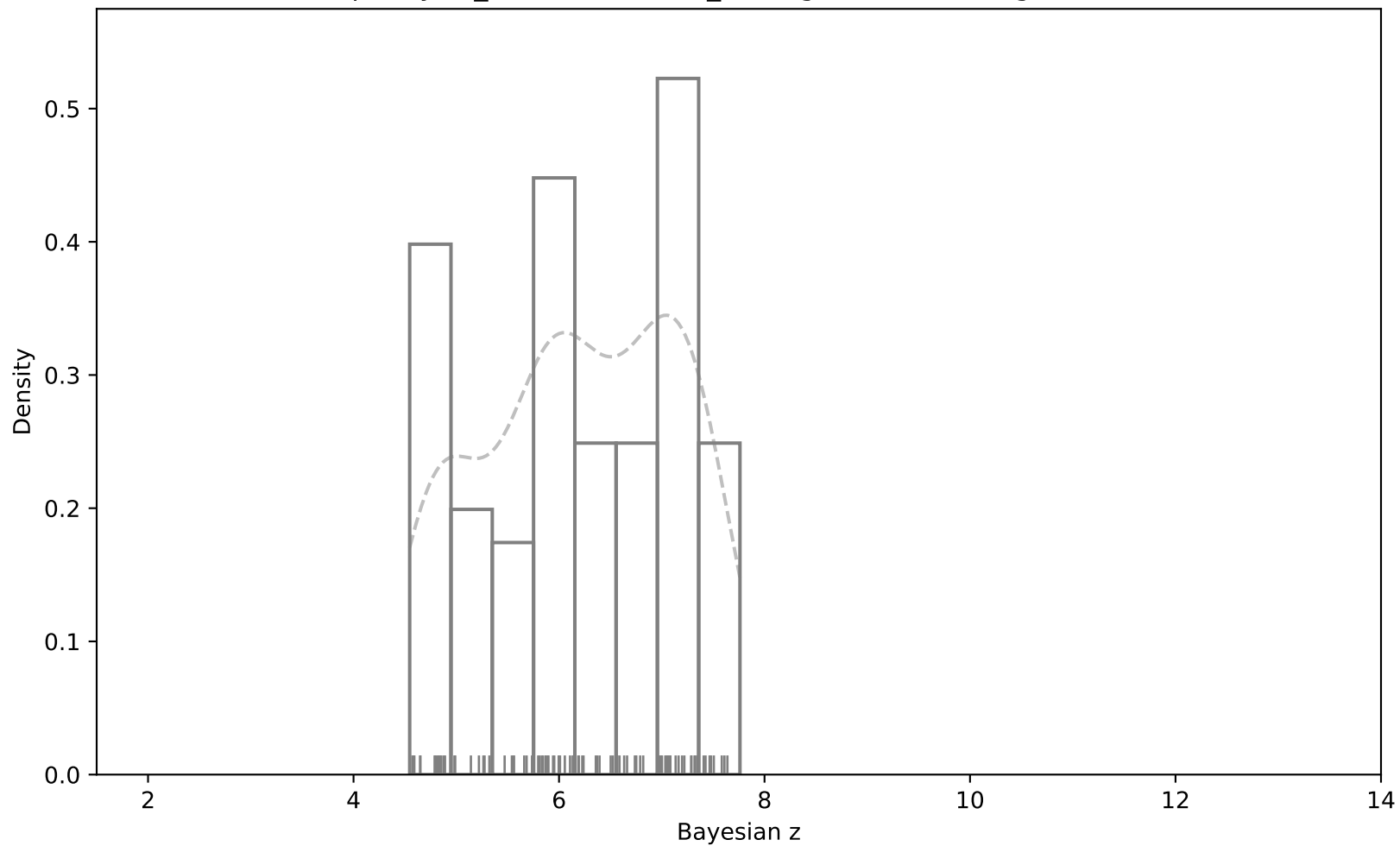
Fit quality, N_reads=700, sim_damage=0.46, damage=14.71%



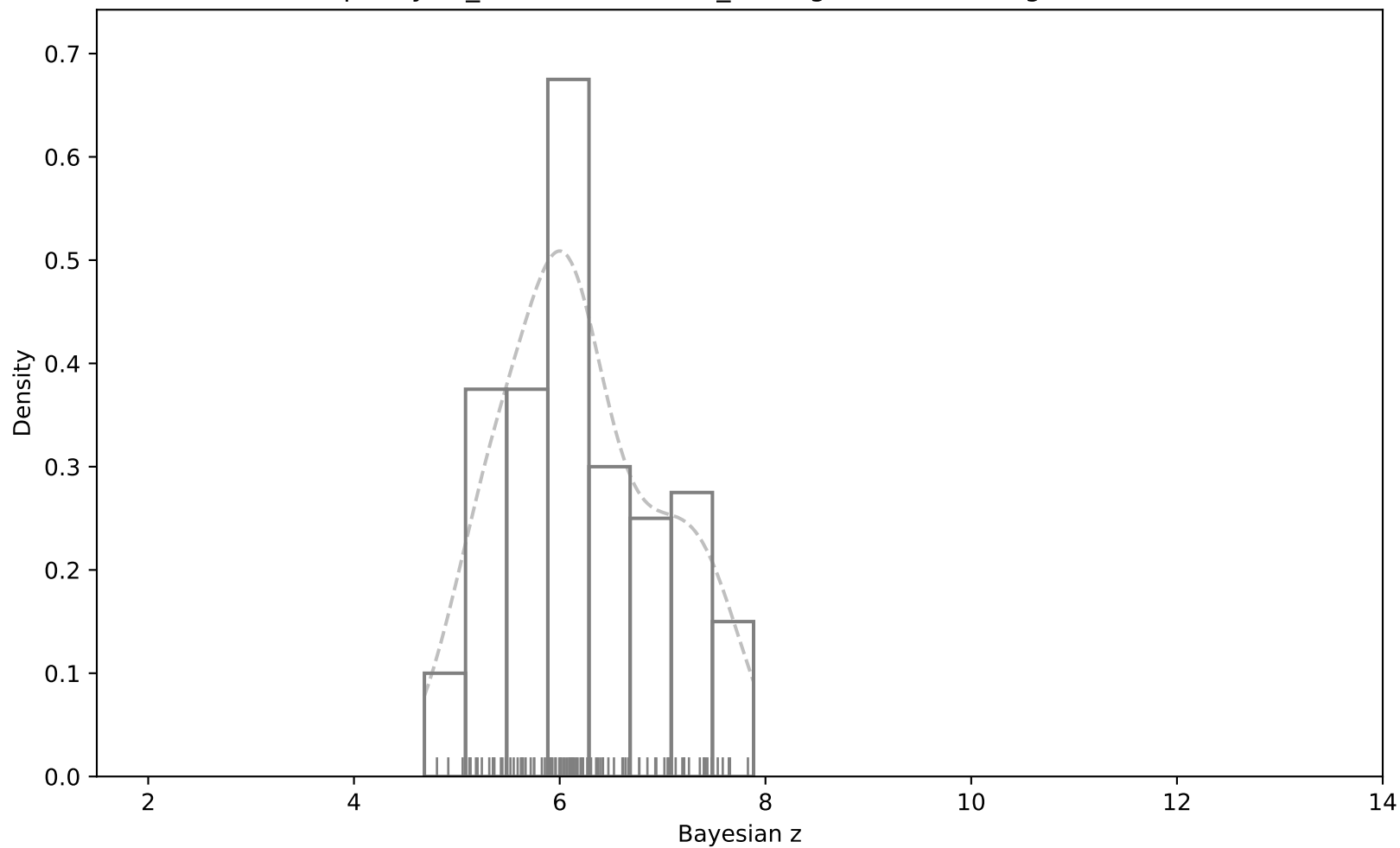
Fit quality, N_reads=800, sim_damage=0.46, damage=14.71%



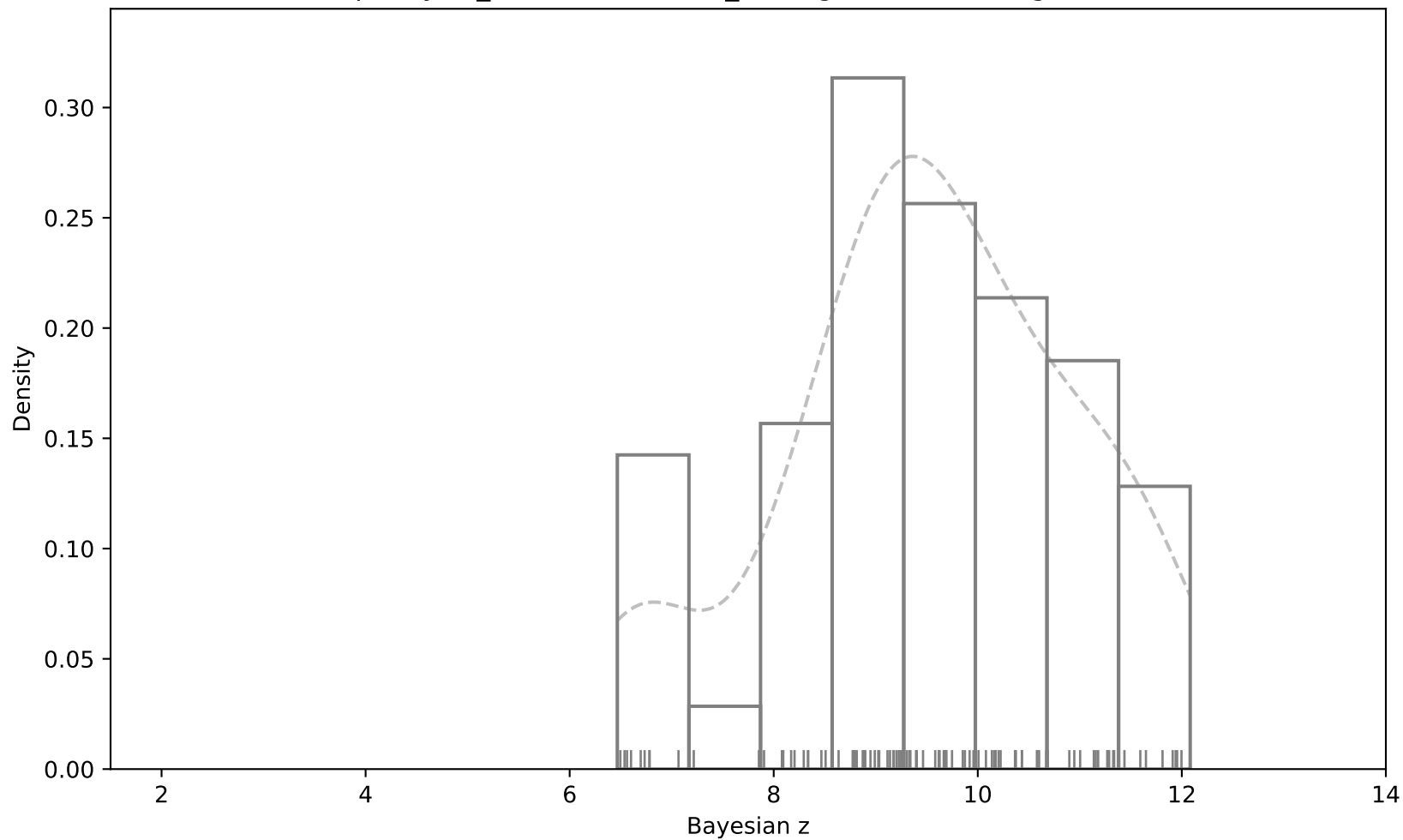
Fit quality, N_reads=900, sim_damage=0.46, damage=14.71%



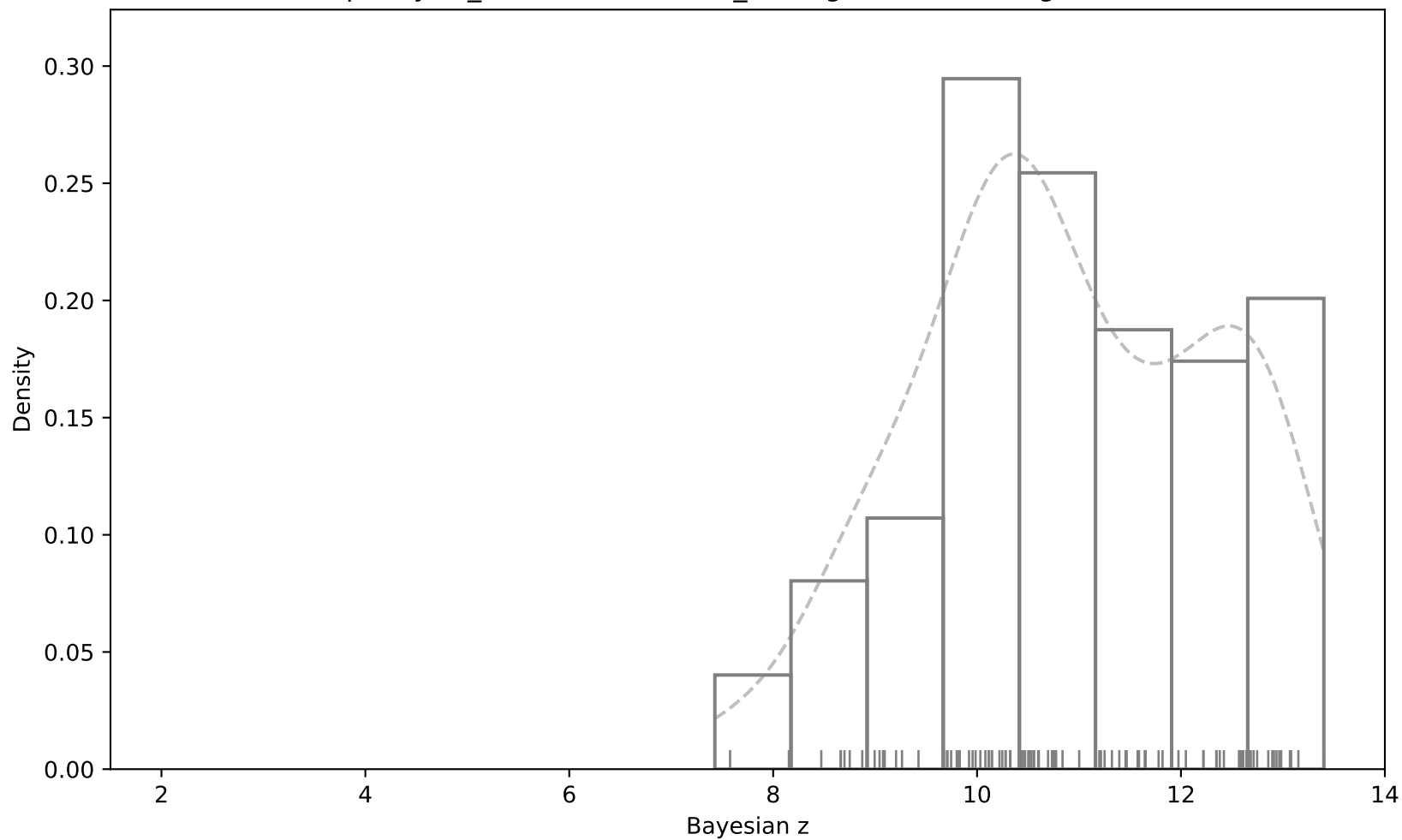
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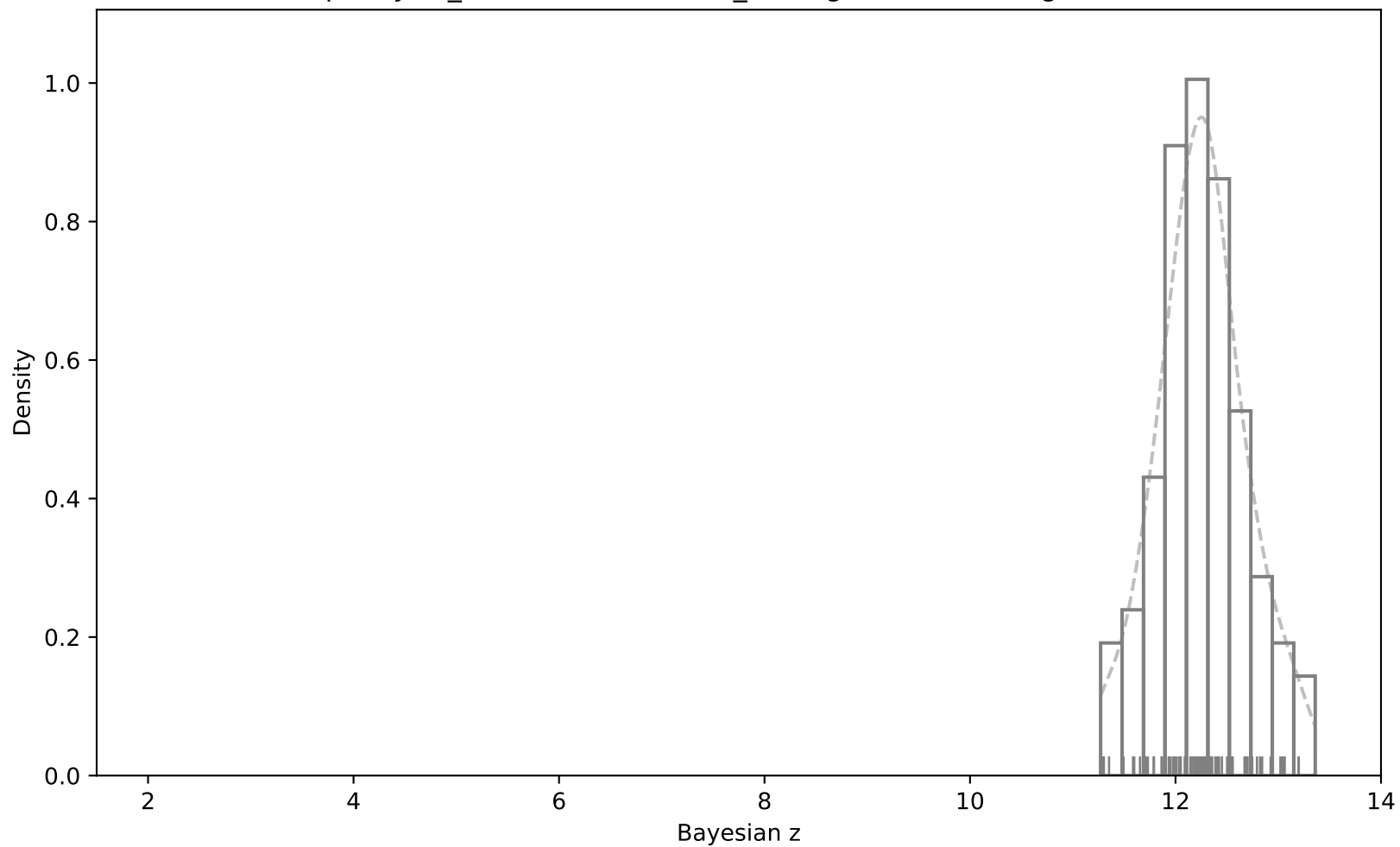
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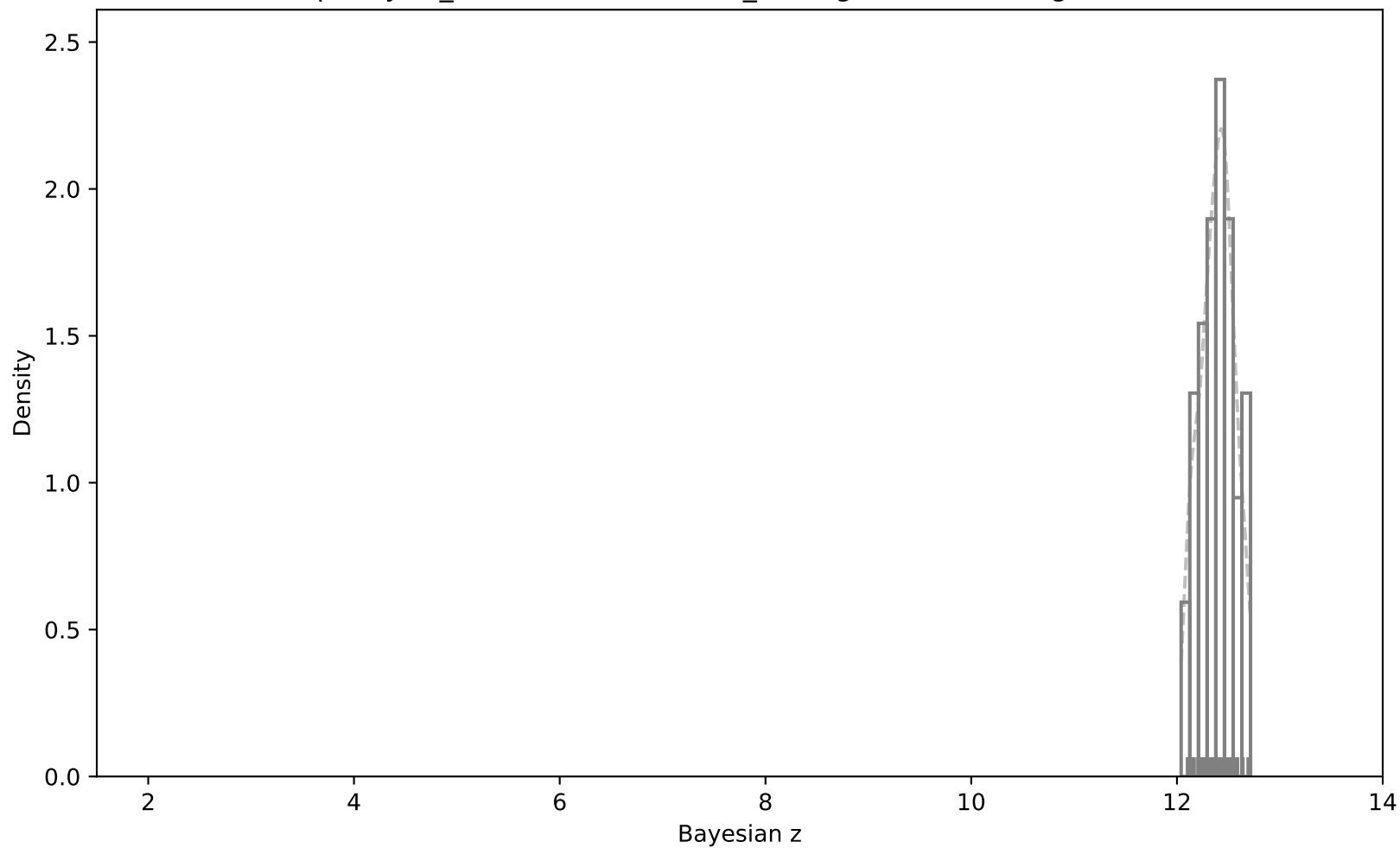
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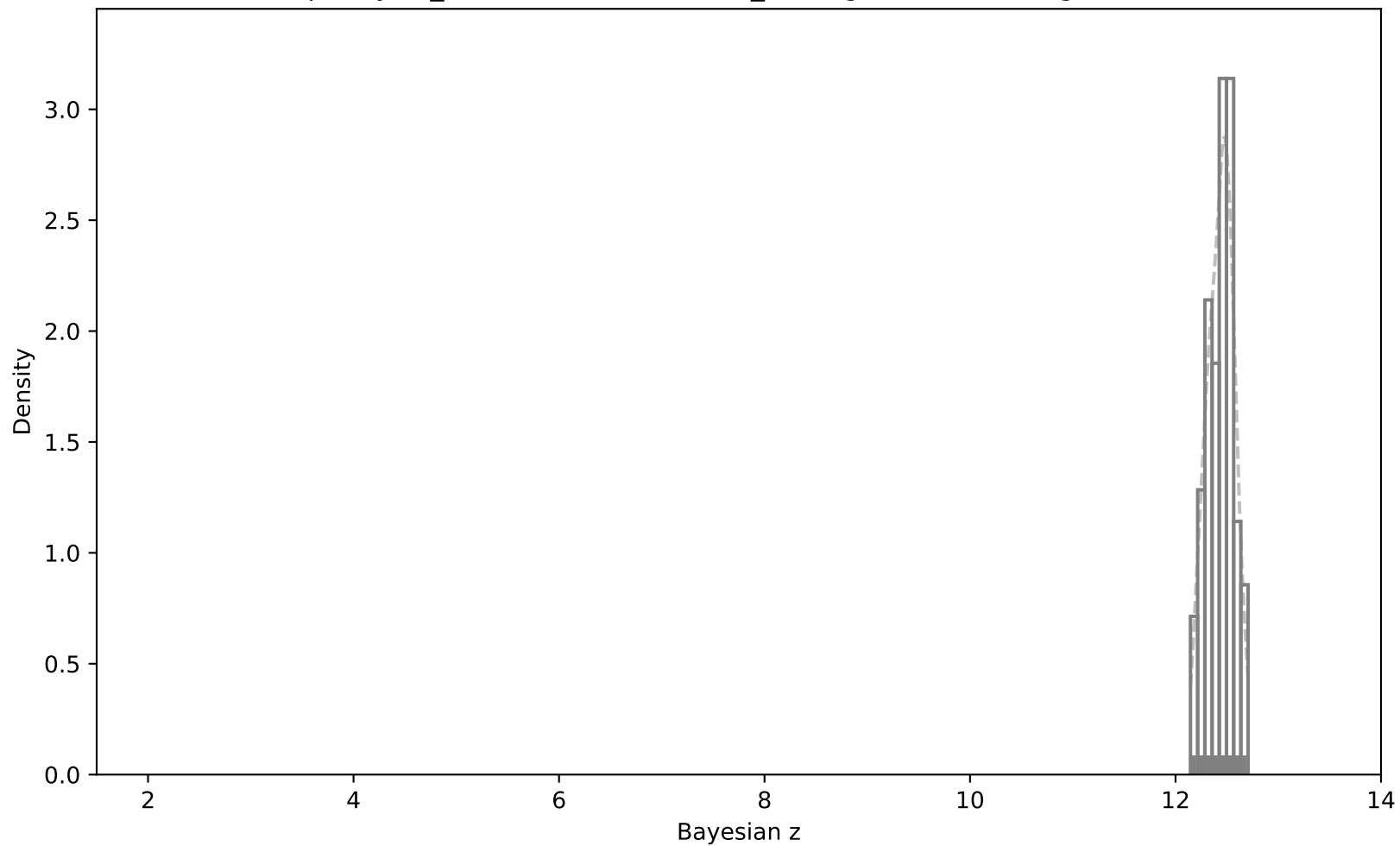
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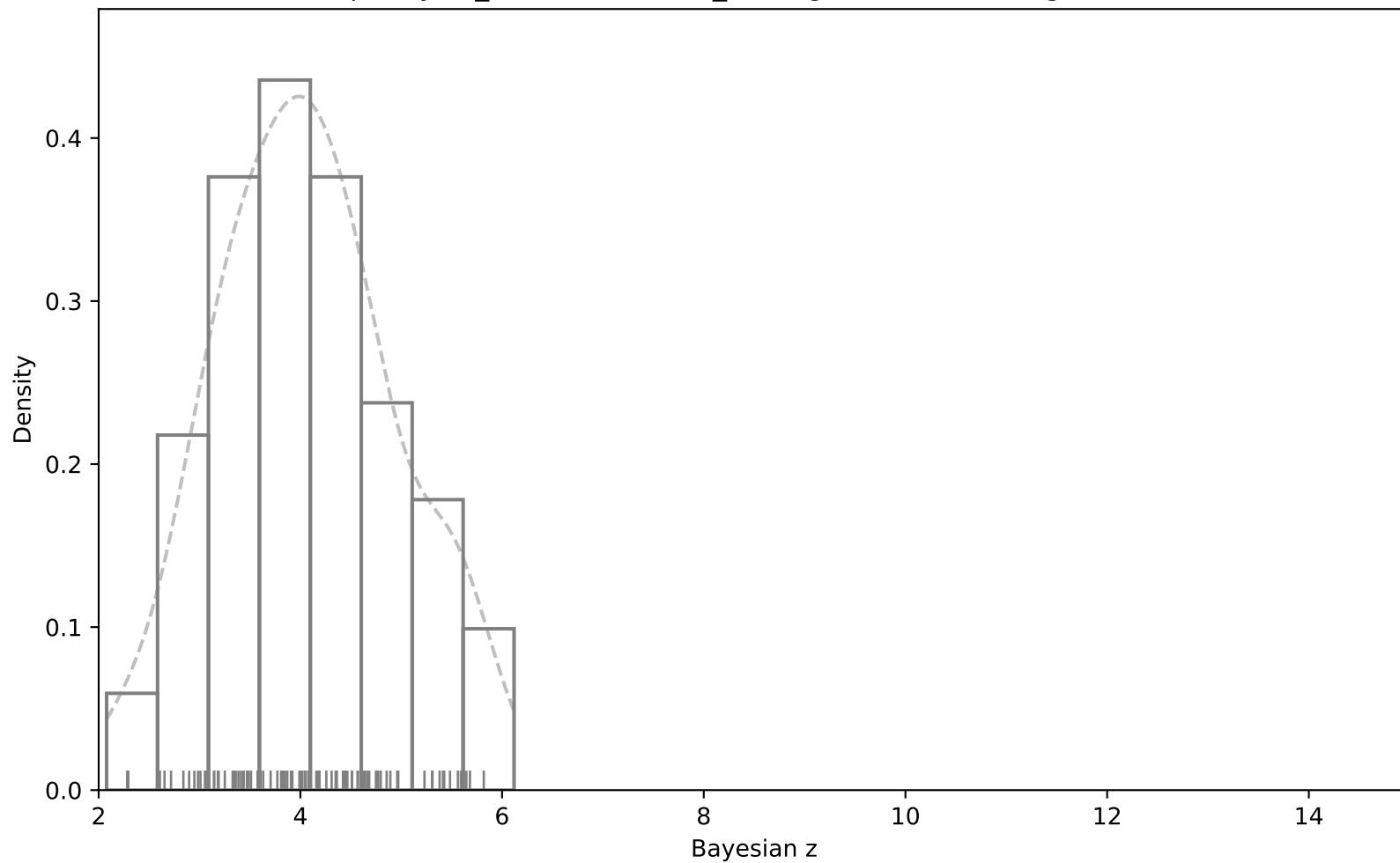
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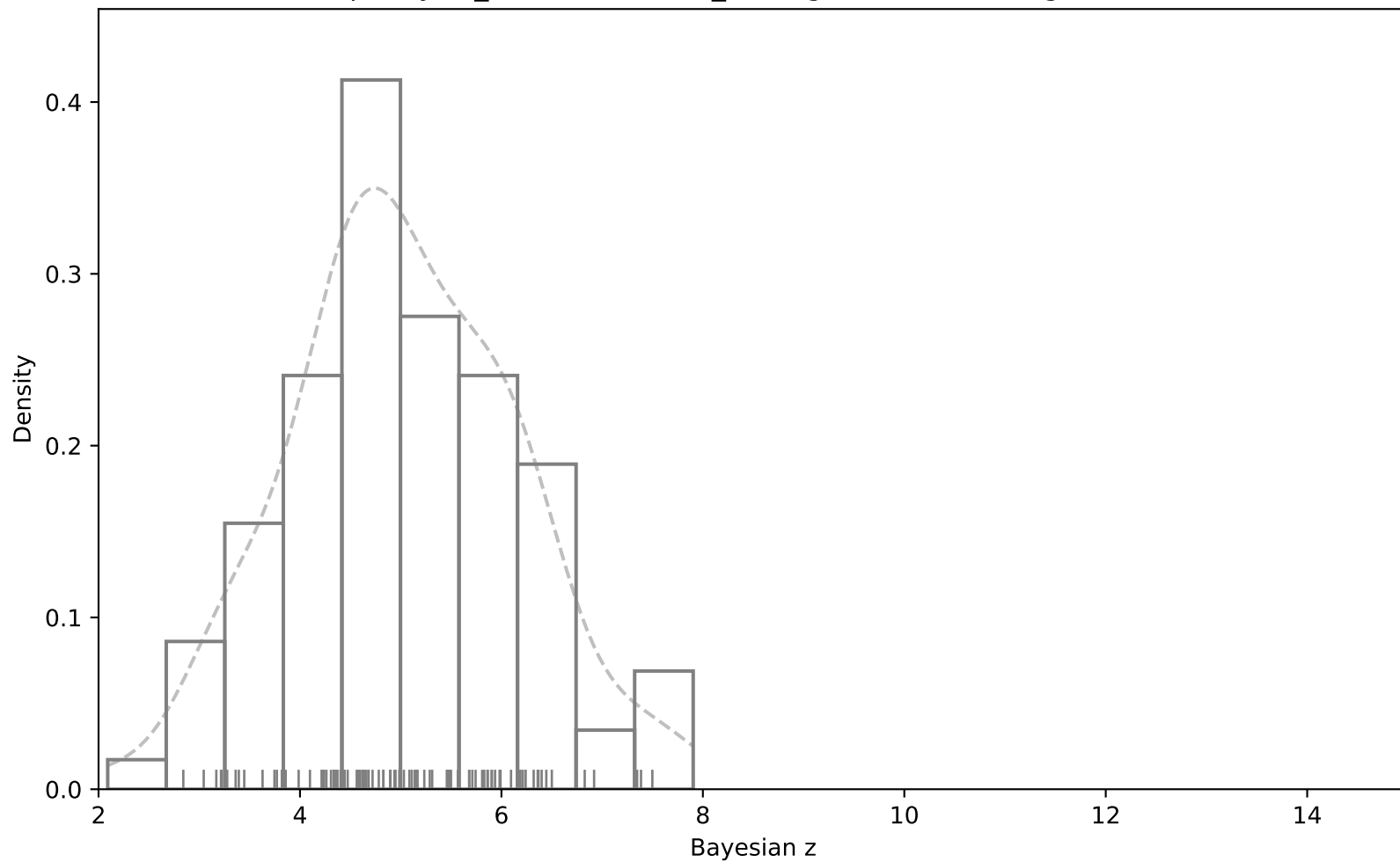
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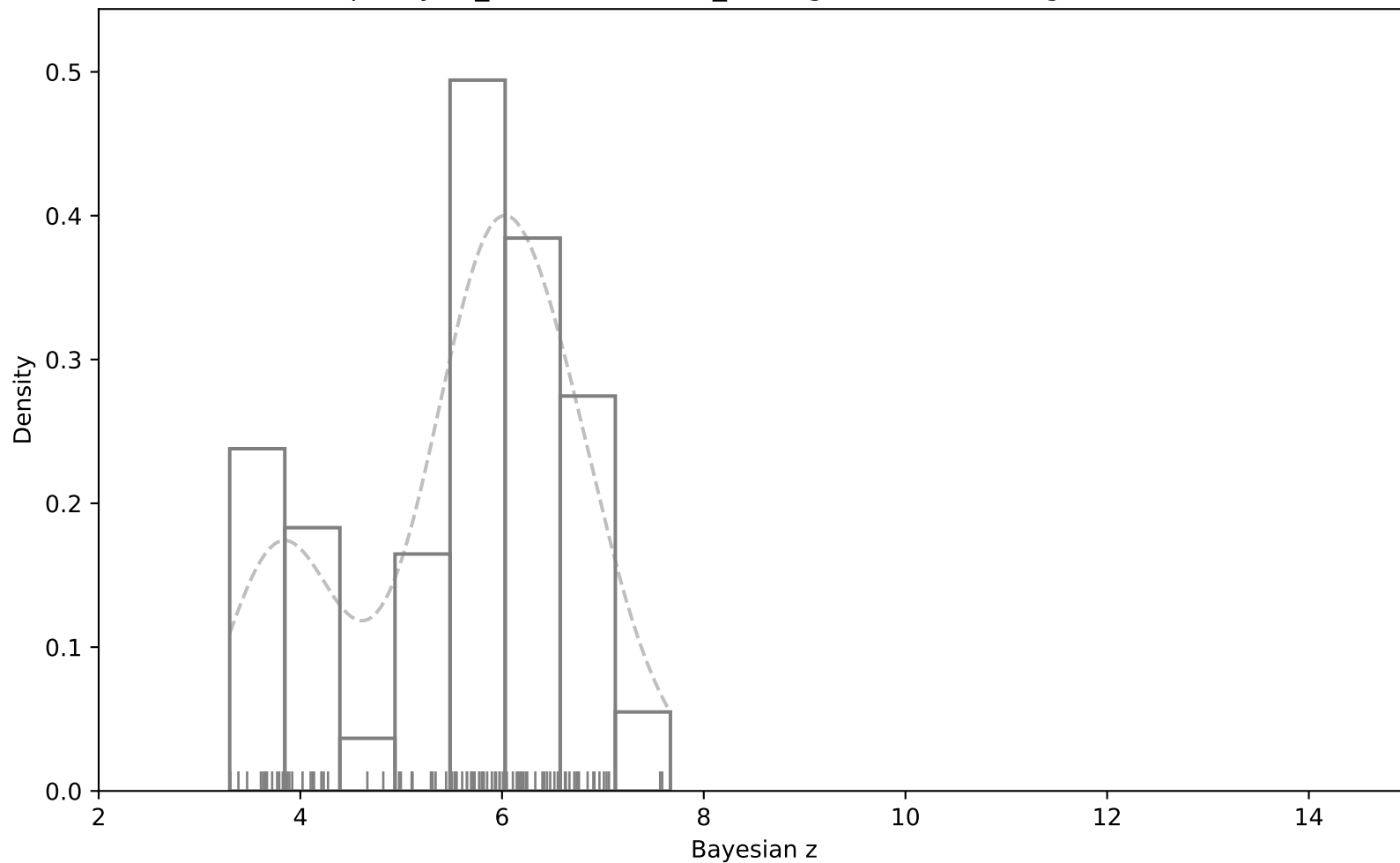
Fit quality, N_reads=100, sim_damage=0.615, damage=19.68%



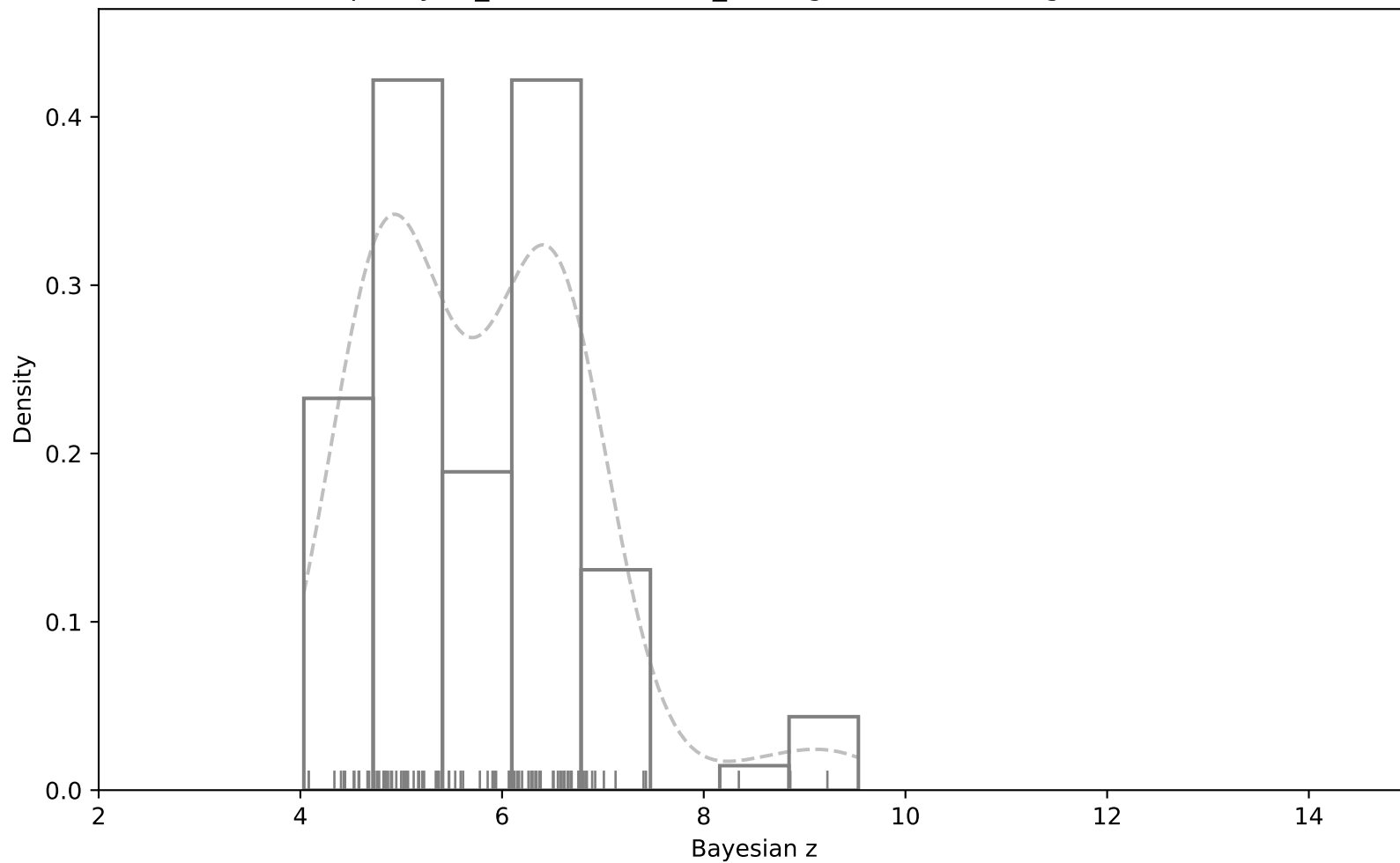
Fit quality, N_reads=200, sim_damage=0.615, damage=19.68%



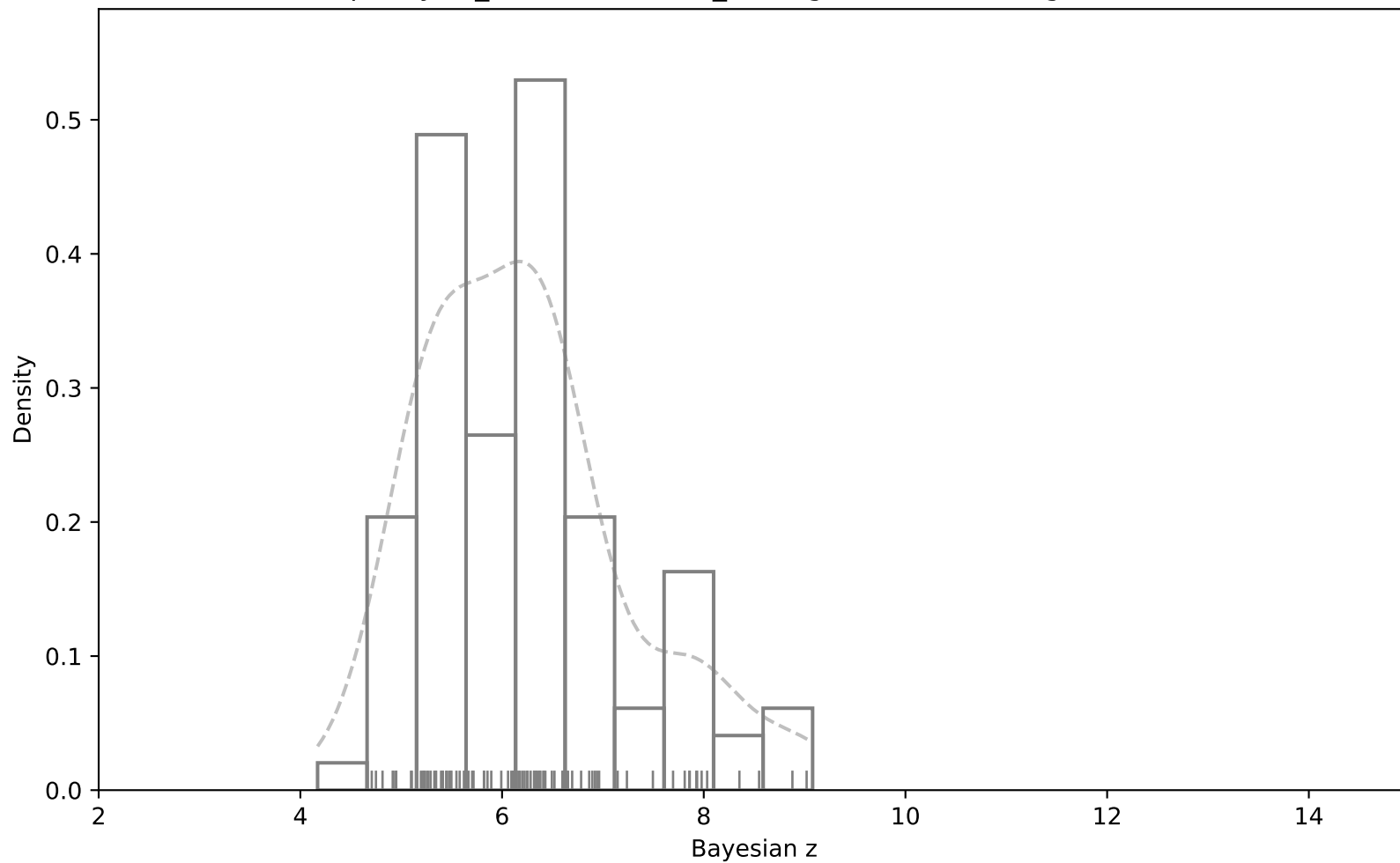
Fit quality, N_reads=300, sim_damage=0.615, damage=19.68%



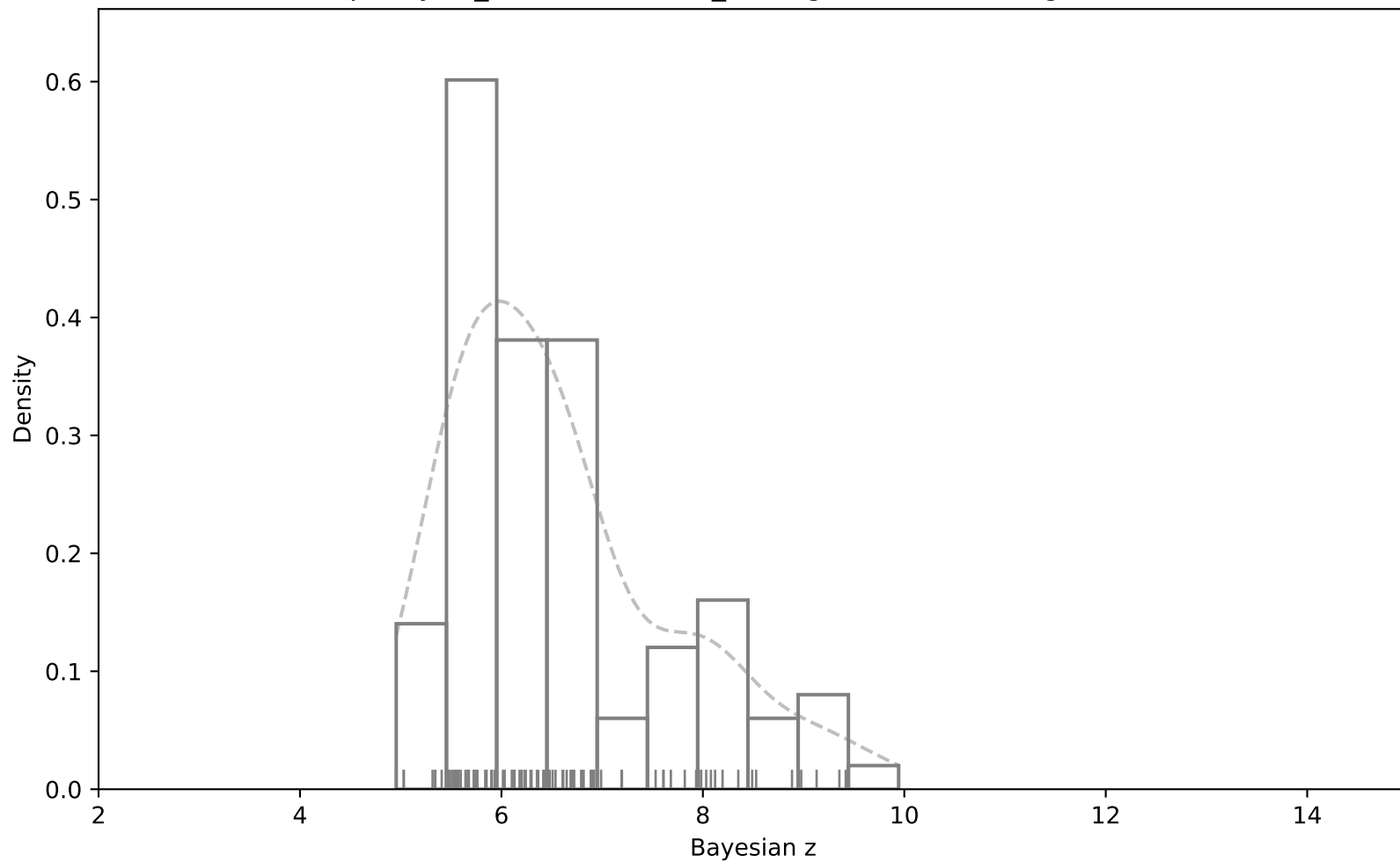
Fit quality, N_reads=400, sim_damage=0.615, damage=19.68%



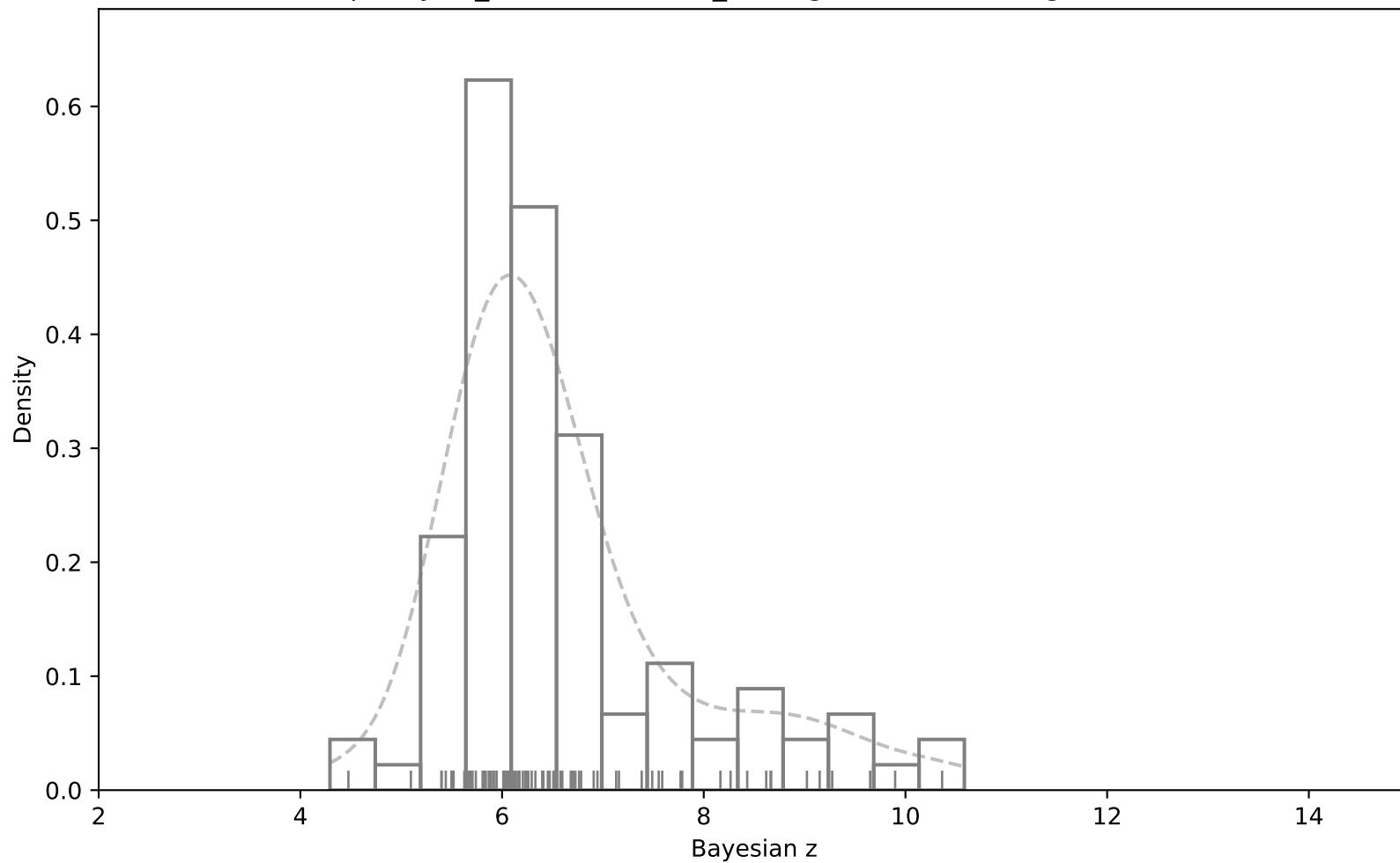
Fit quality, N_reads=500, sim_damage=0.615, damage=19.68%



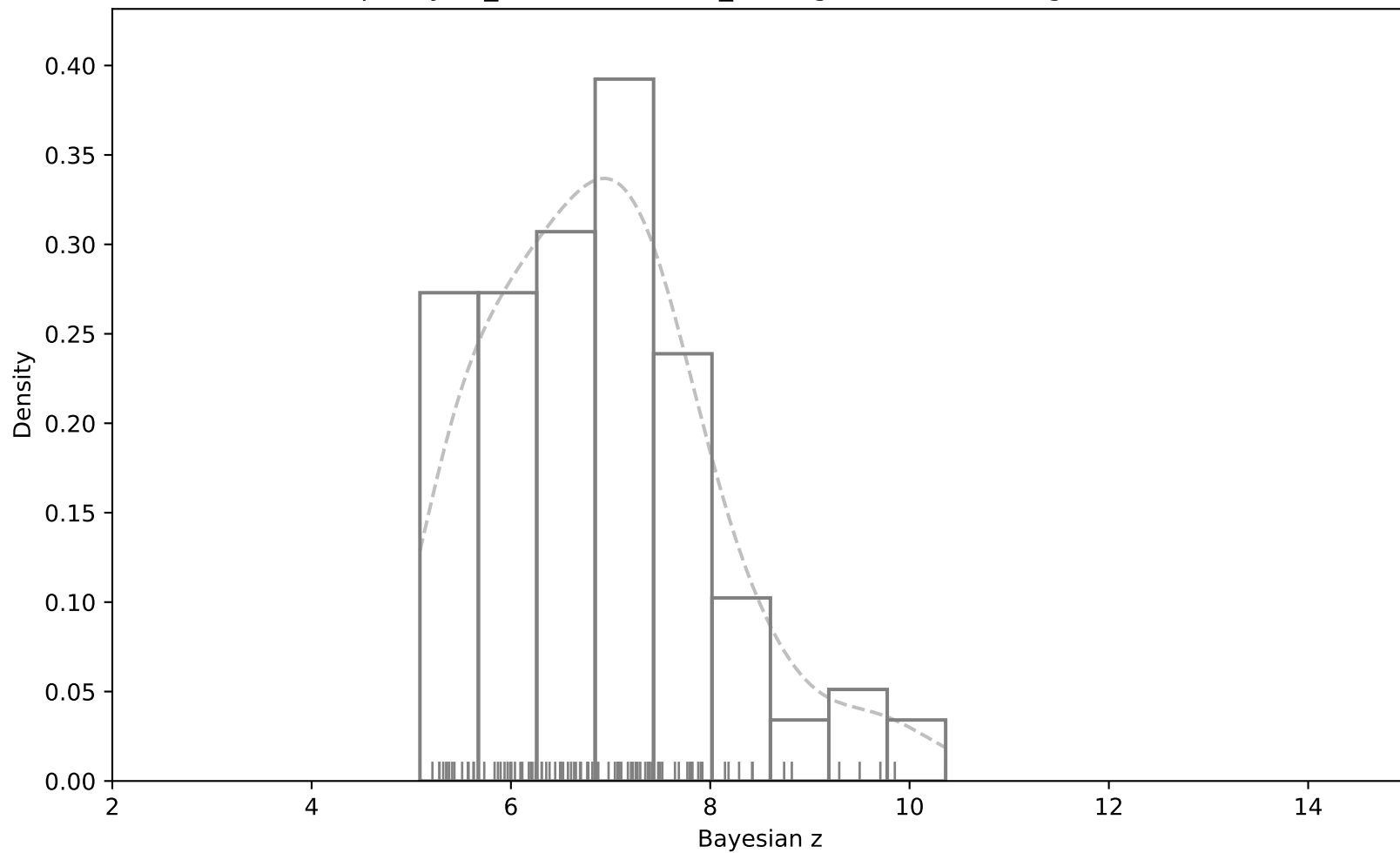
Fit quality, N_reads=600, sim_damage=0.615, damage=19.68%



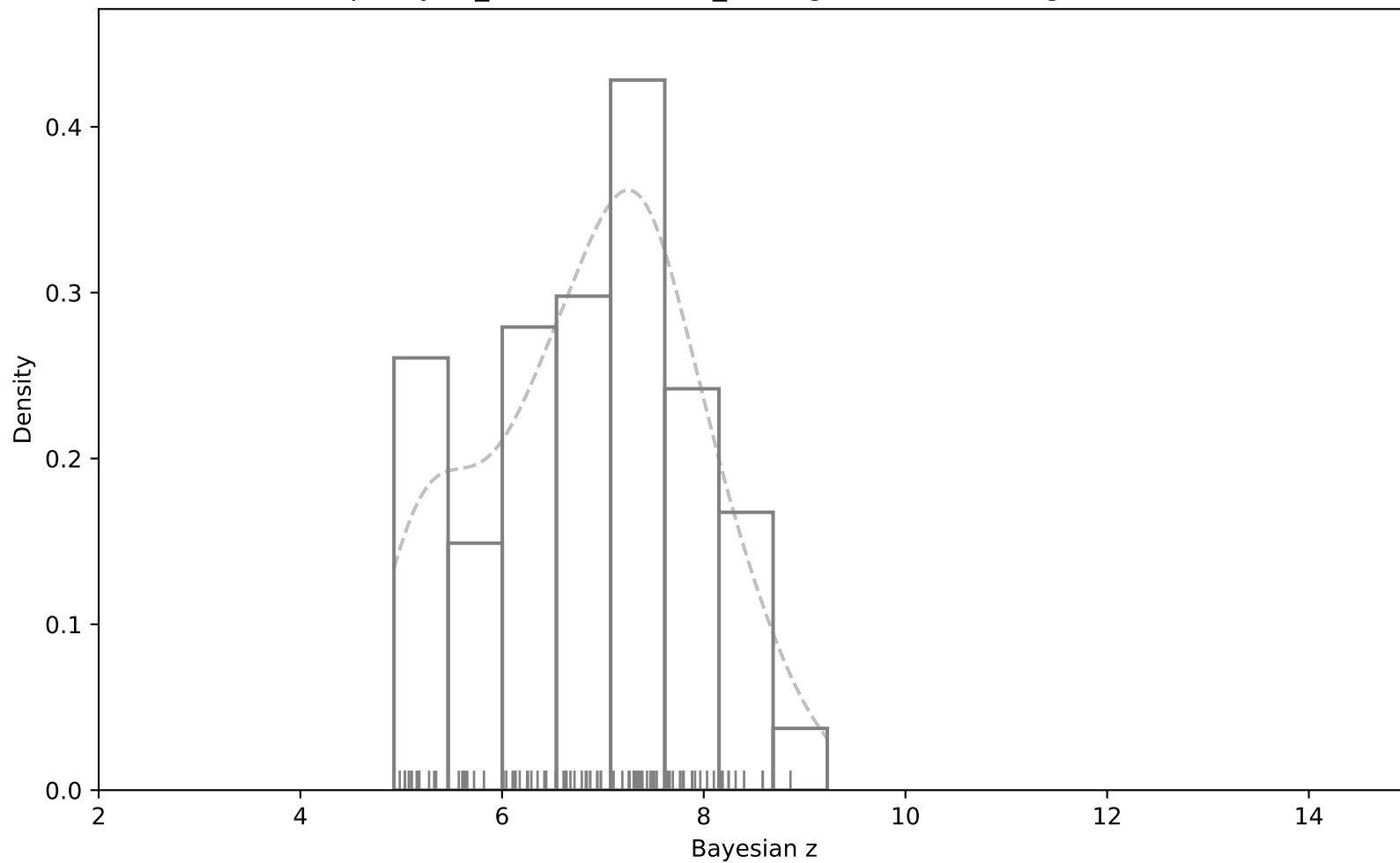
Fit quality, N_reads=700, sim_damage=0.615, damage=19.68%



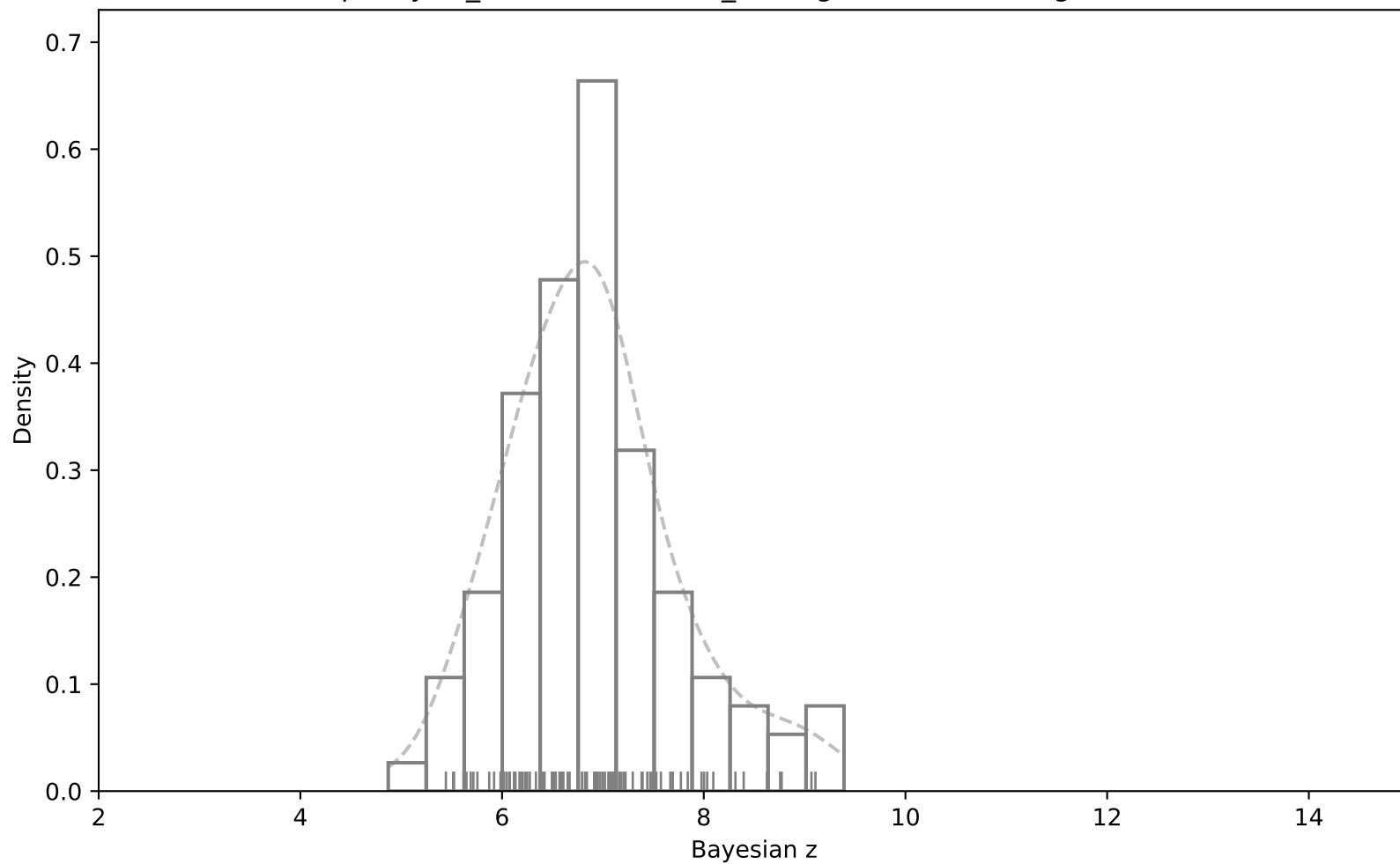
Fit quality, N_reads=800, sim_damage=0.615, damage=19.68%



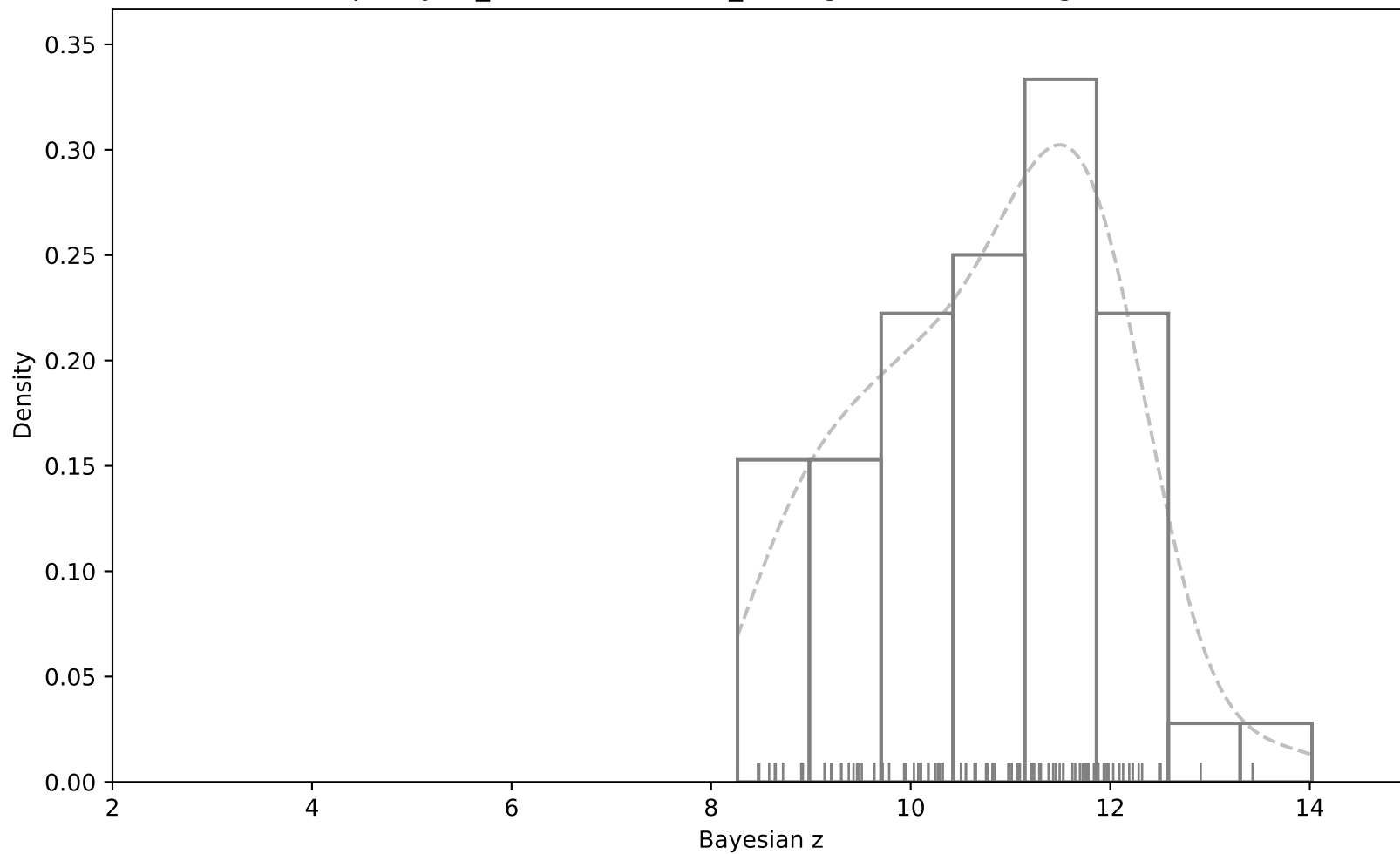
Fit quality, N_reads=900, sim_damage=0.615, damage=19.68%



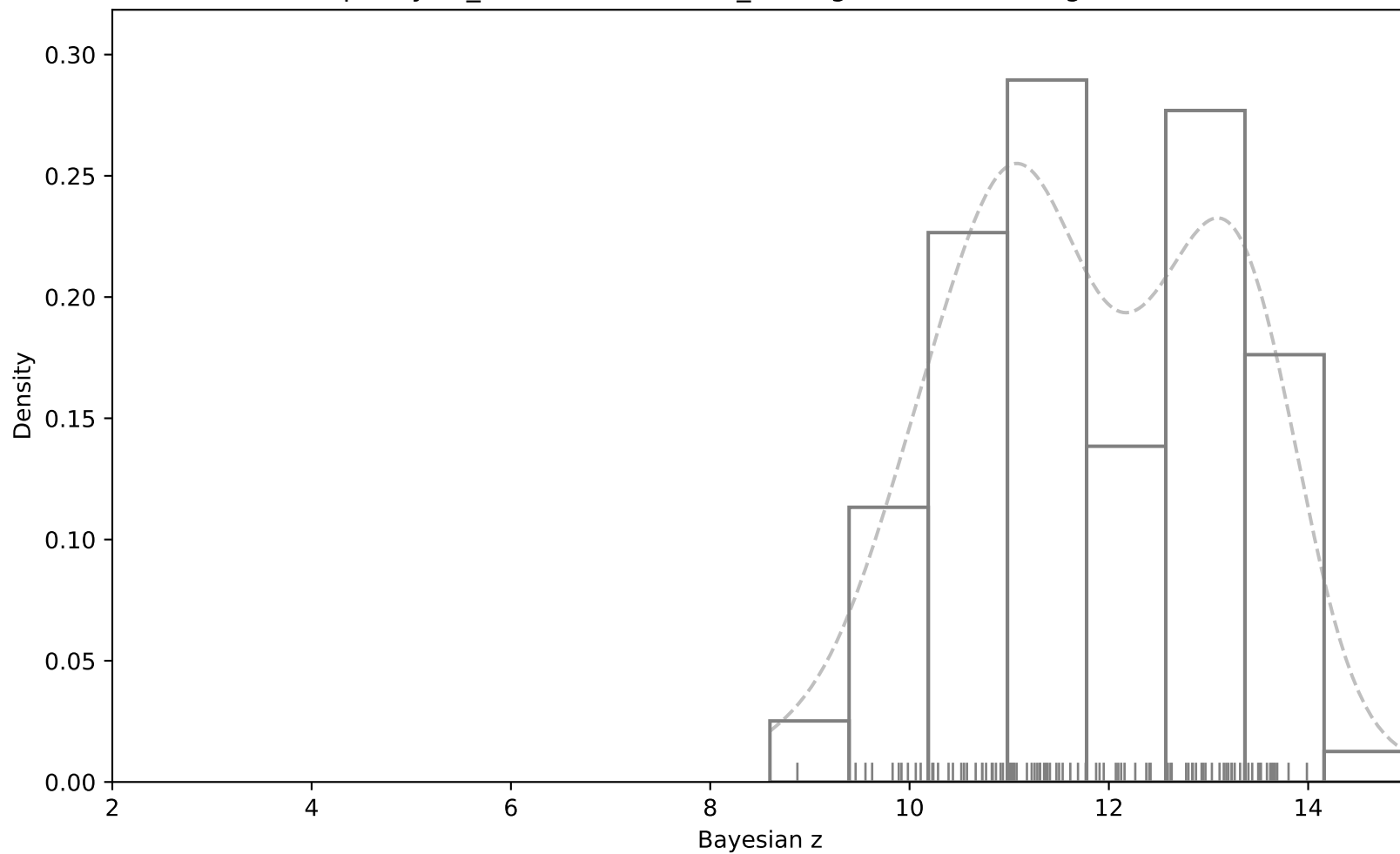
Fit quality, N_reads=1000, sim_damage=0.615, damage=19.68%



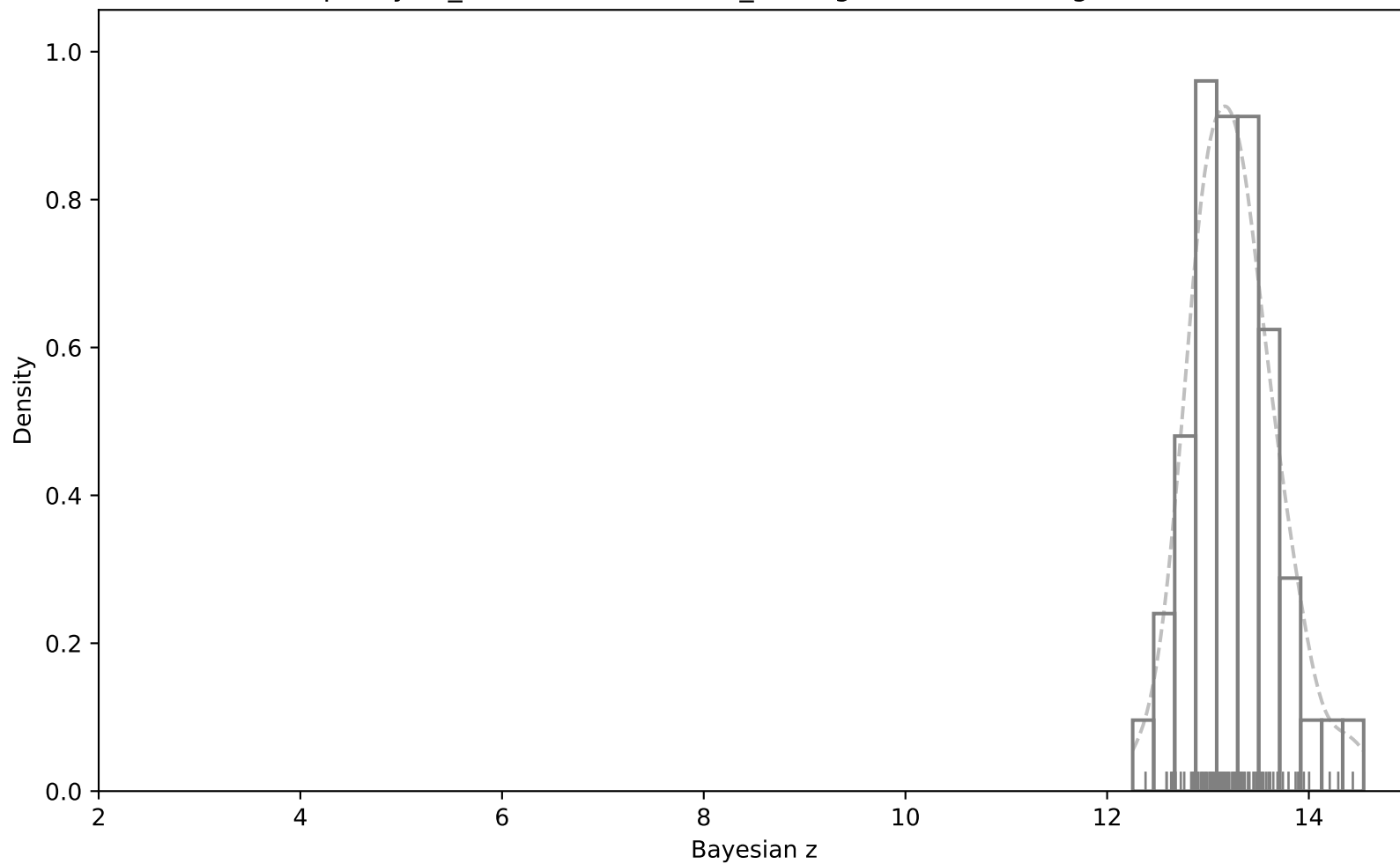
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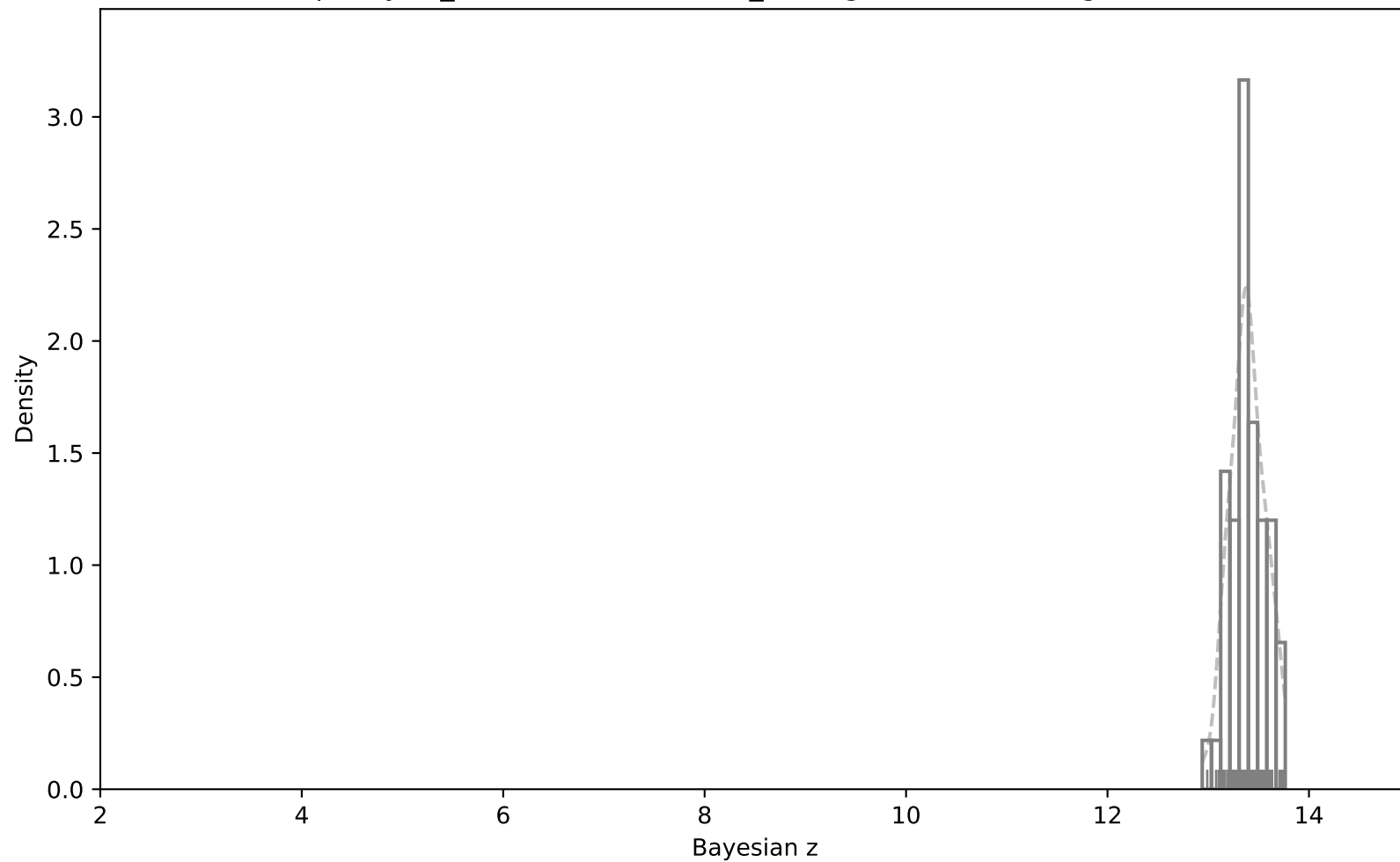
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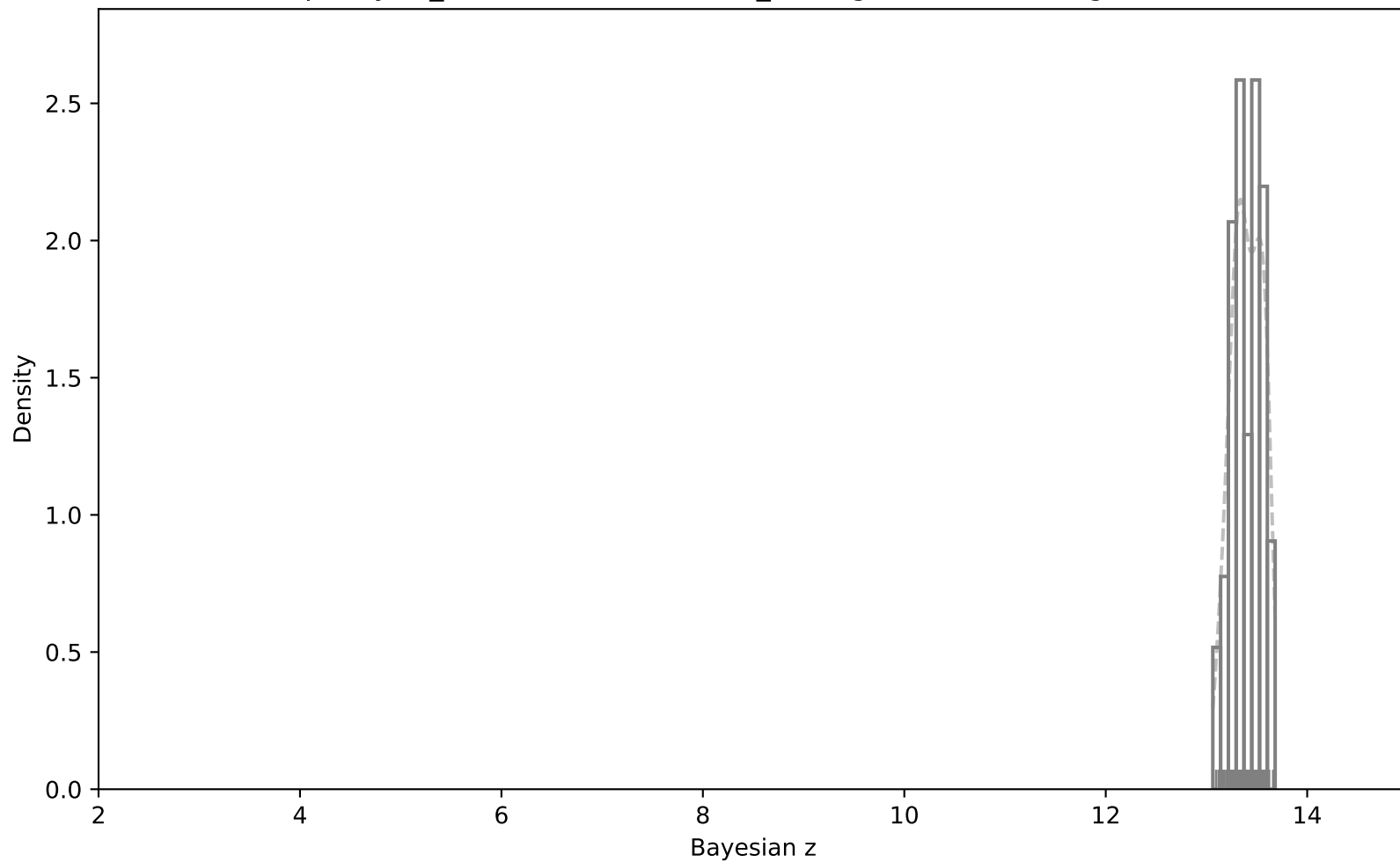
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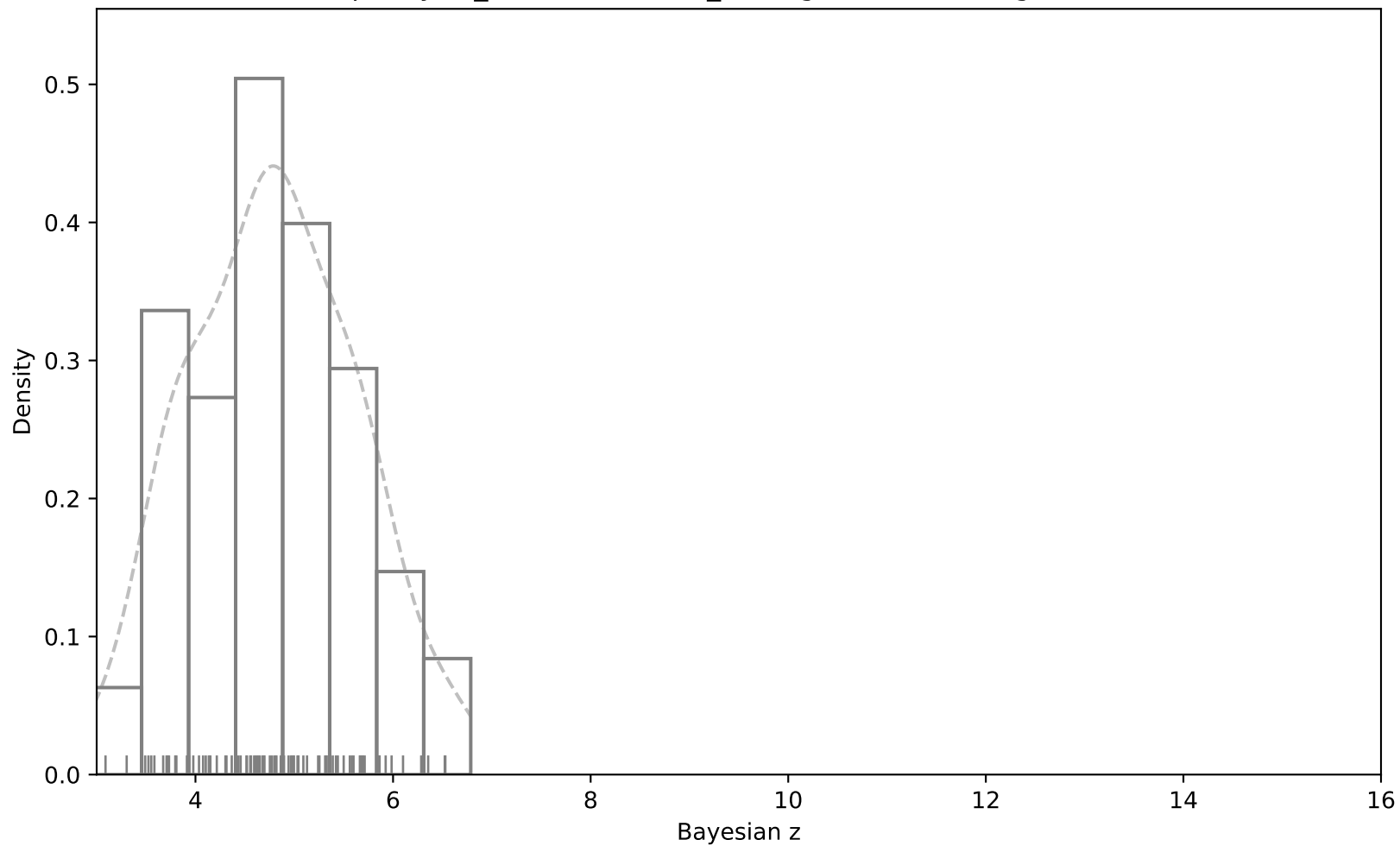
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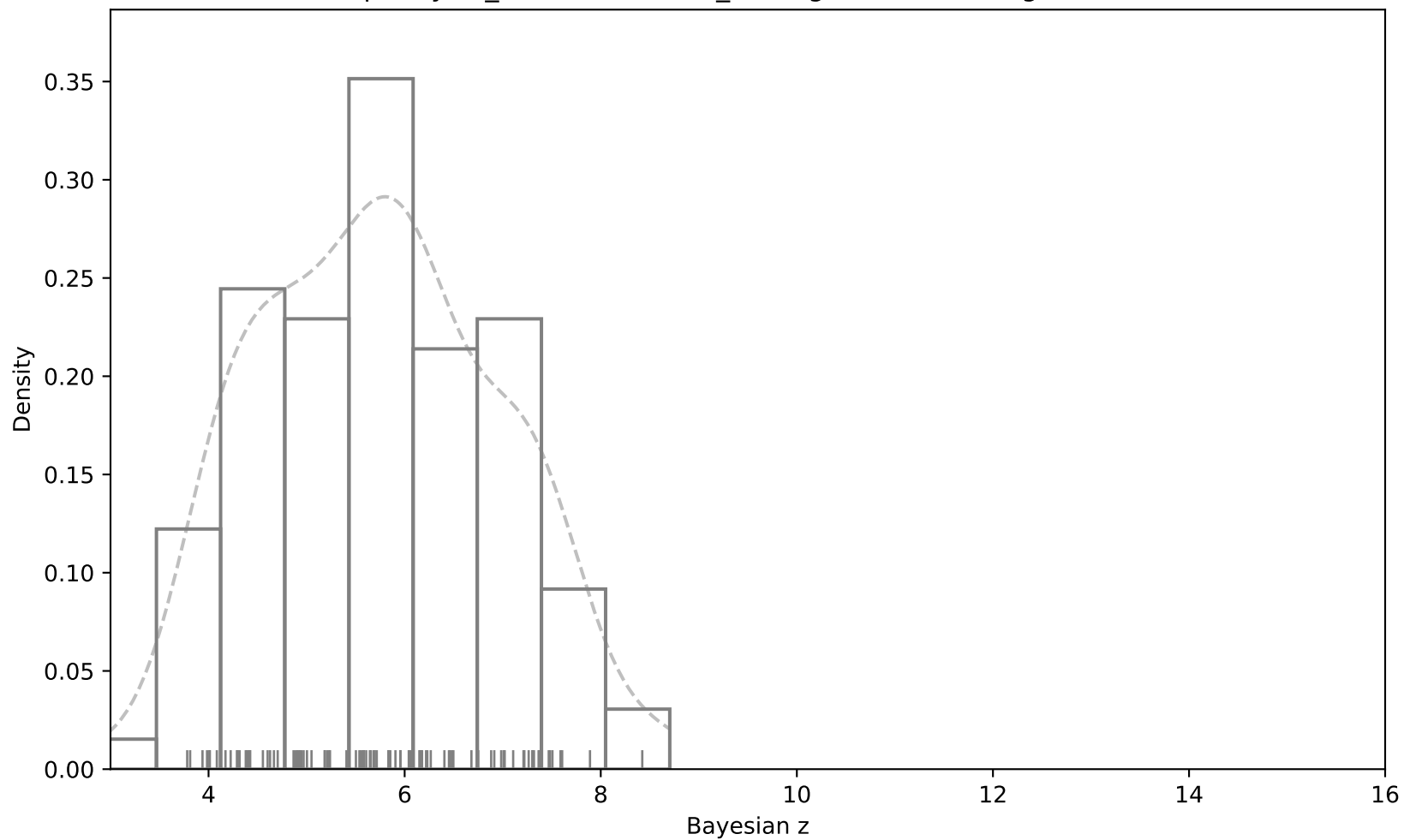
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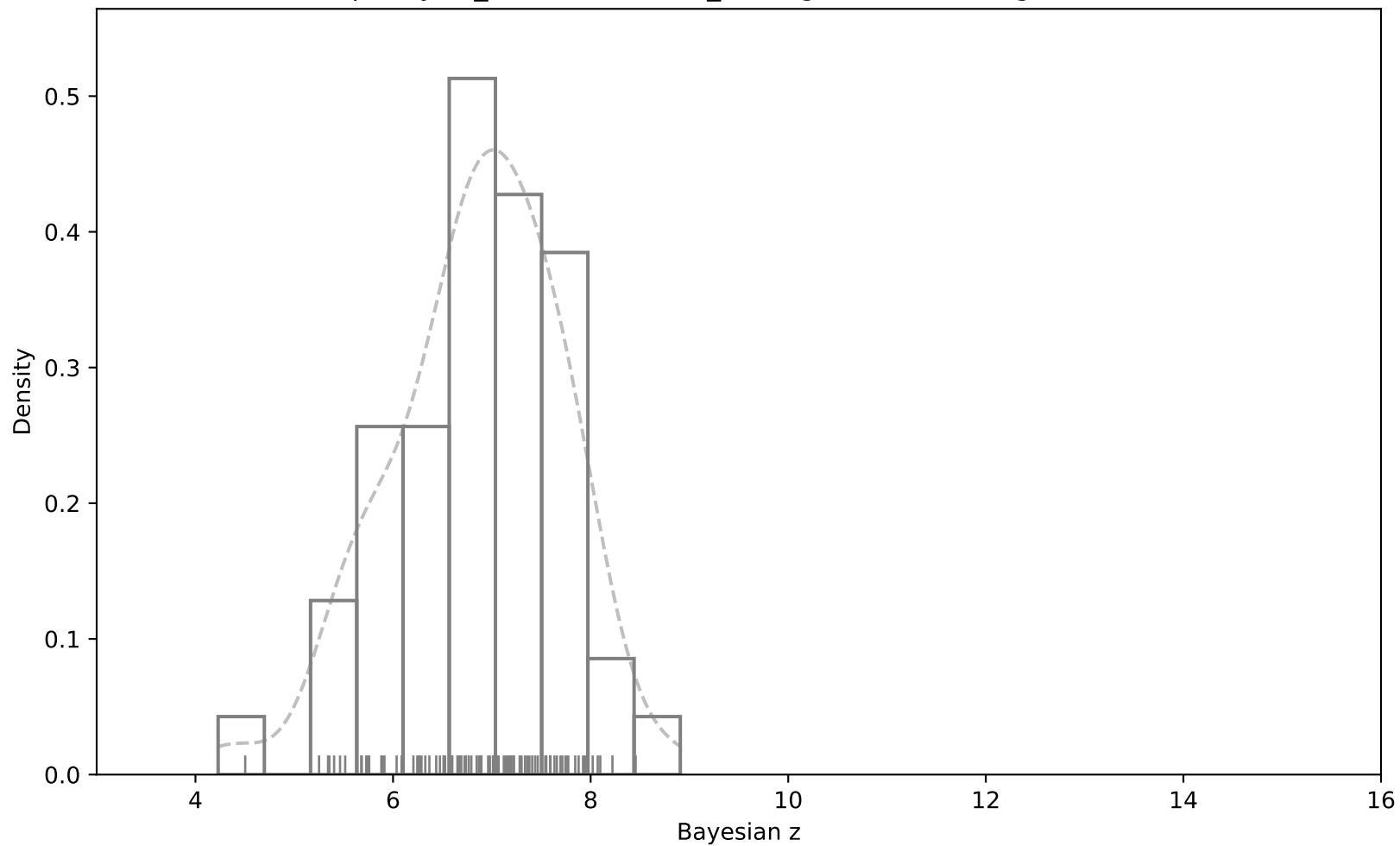
Fit quality, N_reads=100, sim_damage=0.93, damage=29.65%



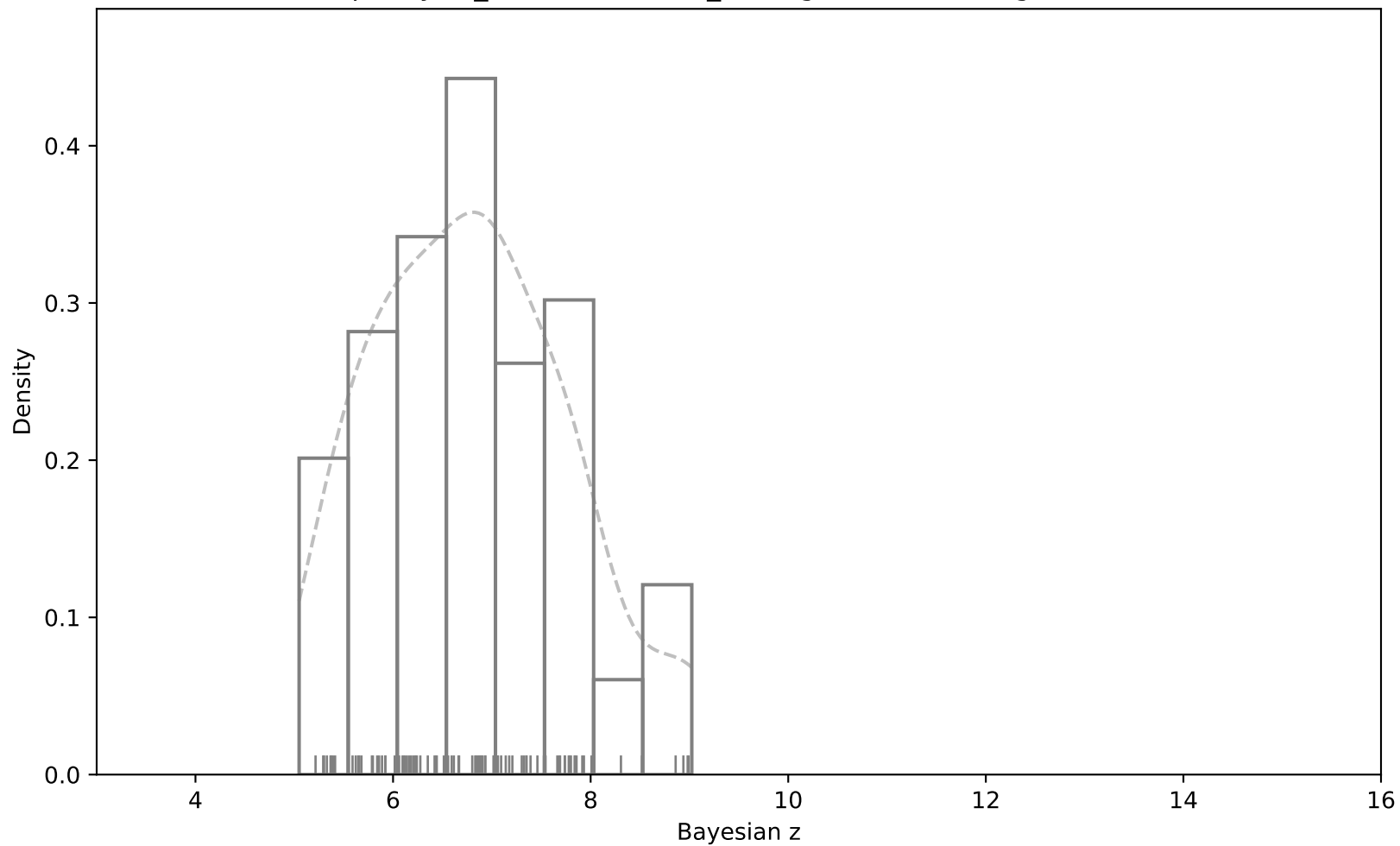
Fit quality, N_reads=200, sim_damage=0.93, damage=29.65%



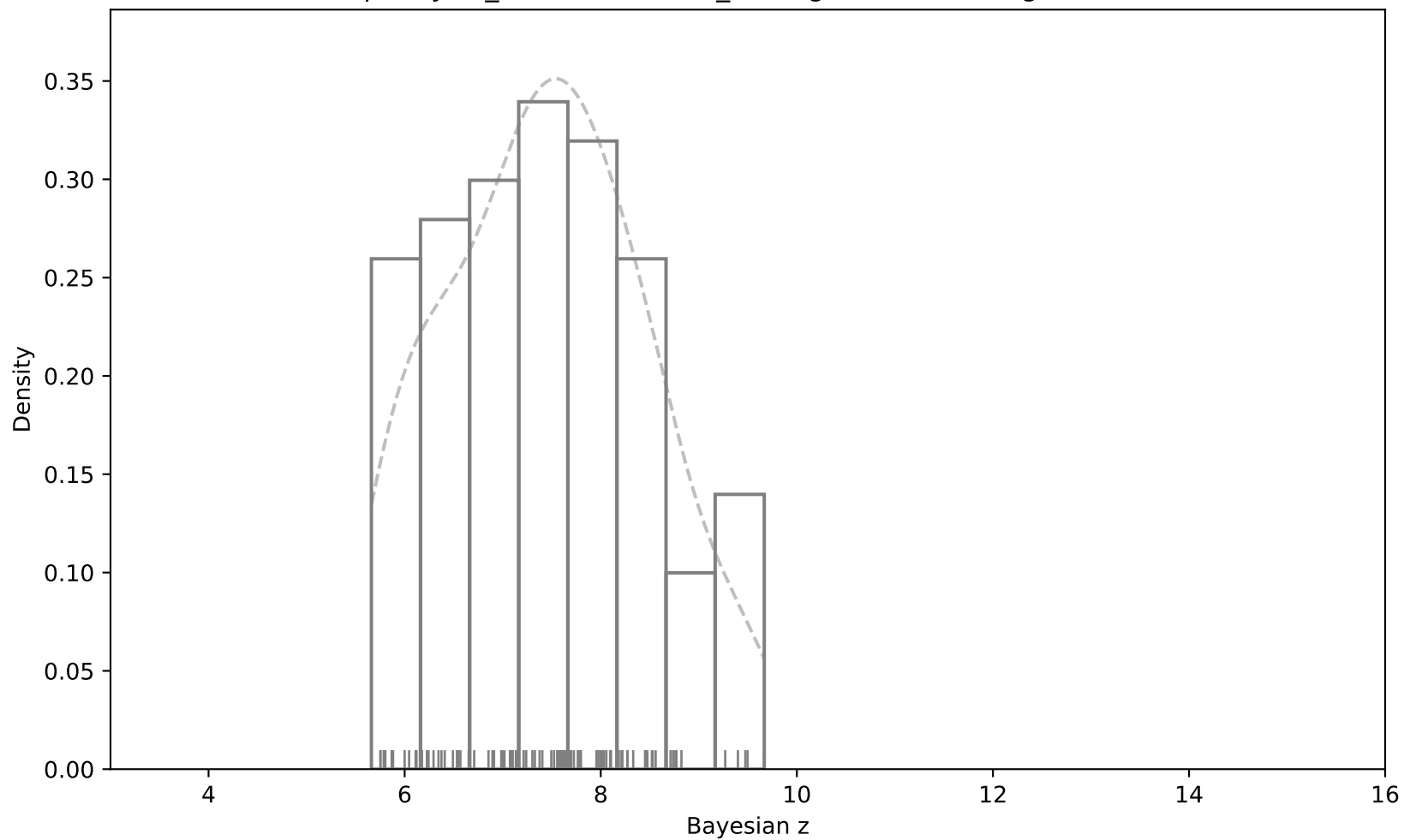
Fit quality, N_reads=300, sim_damage=0.93, damage=29.65%



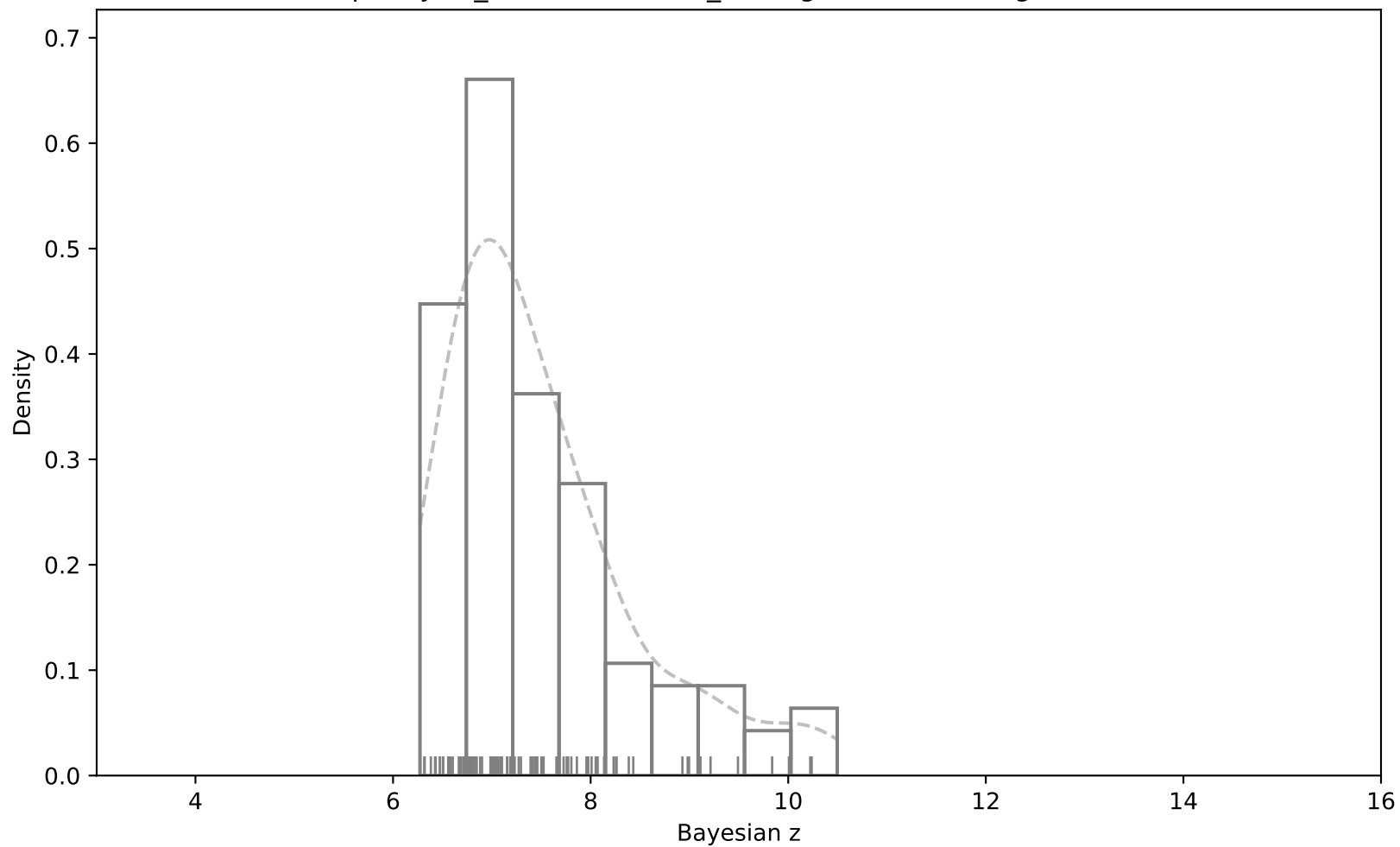
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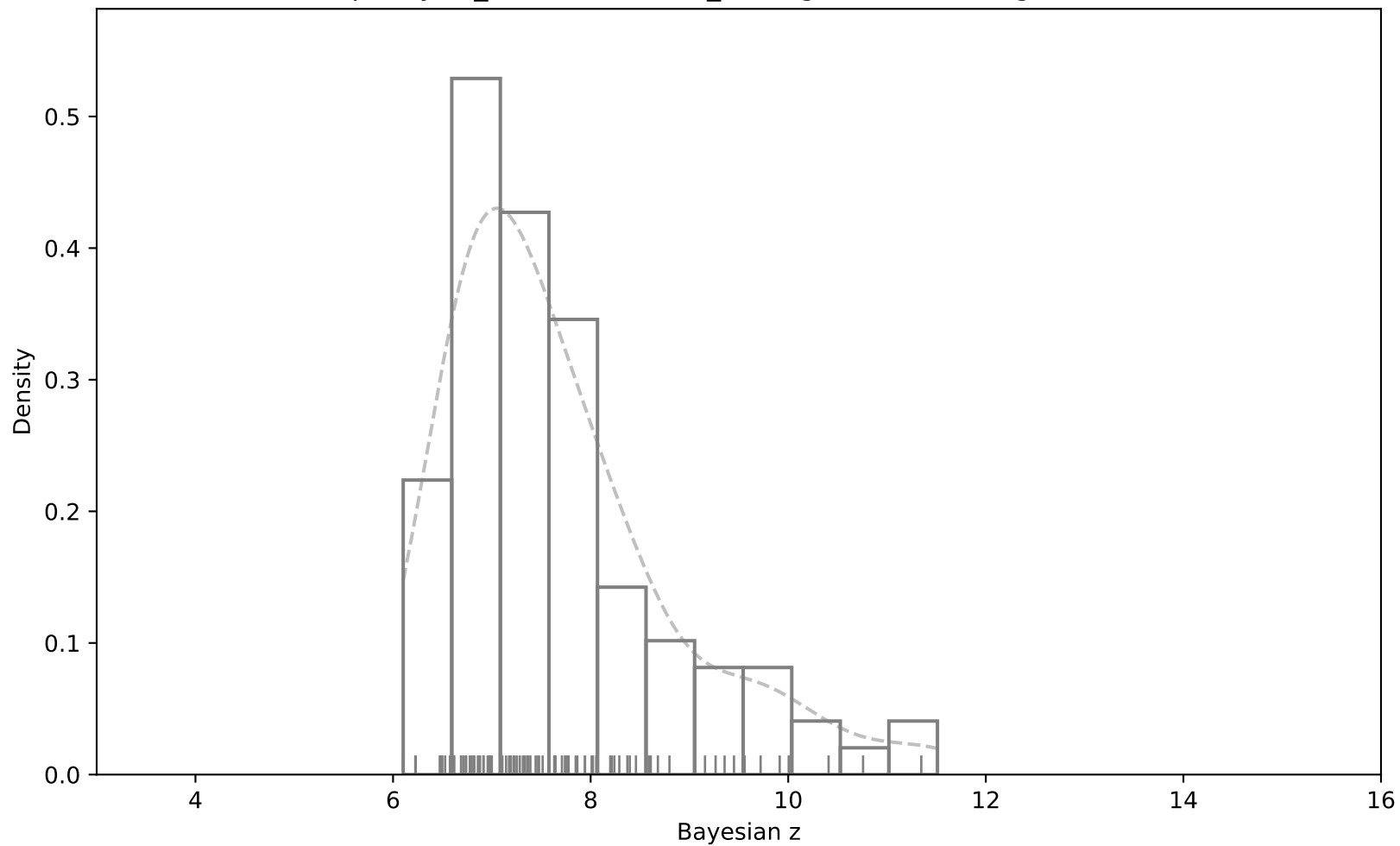
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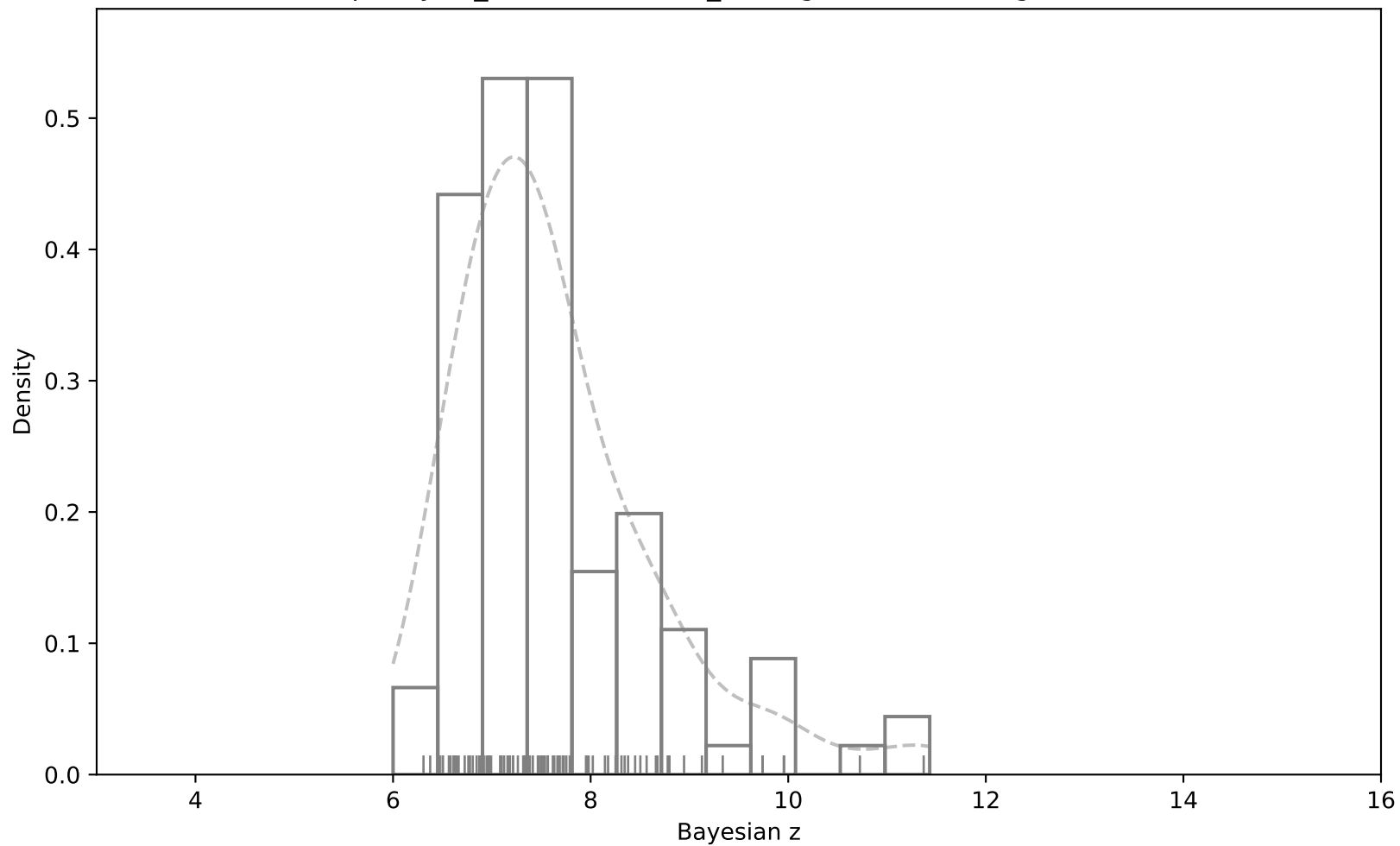
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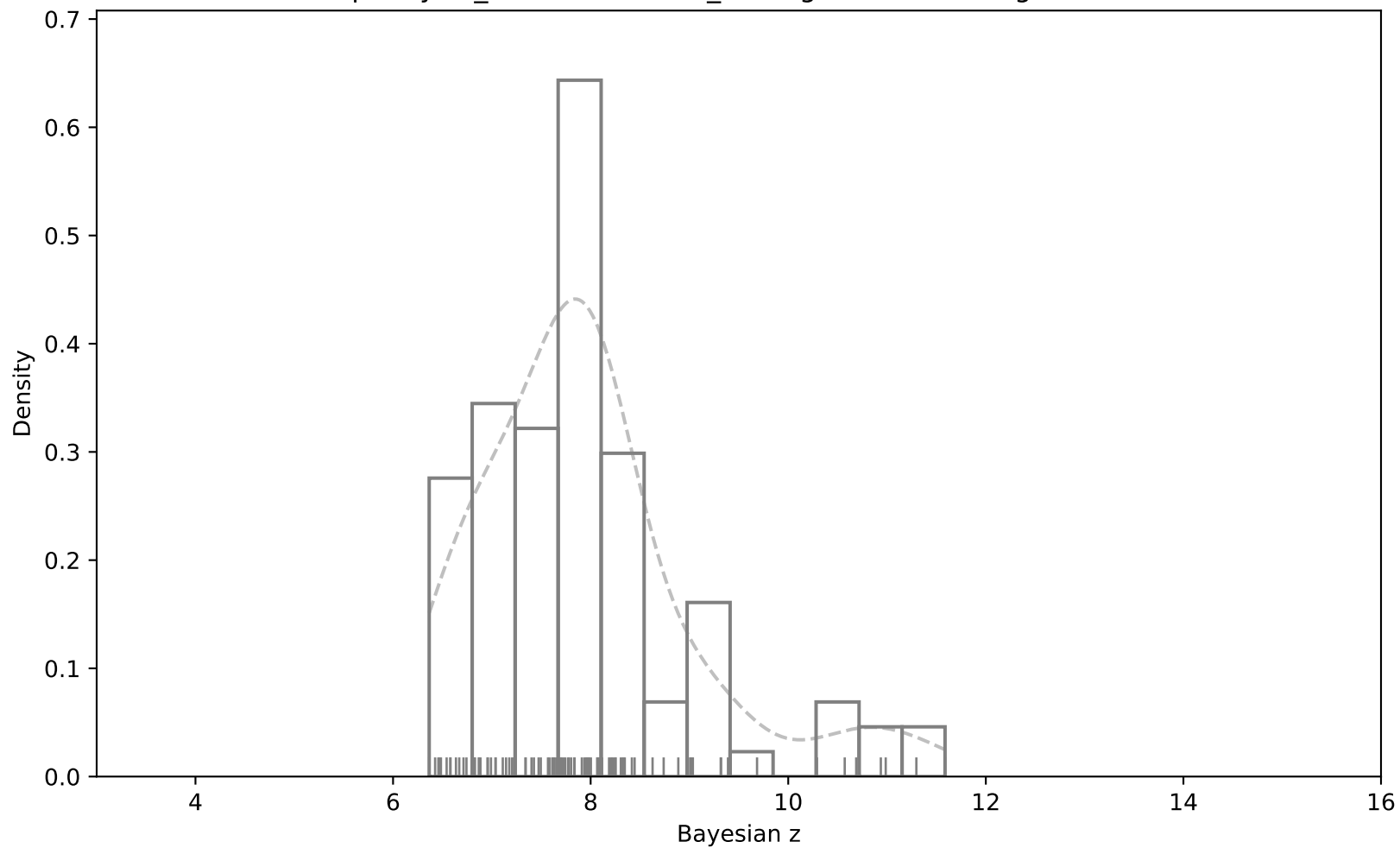
Fit quality, N_reads=700, sim_damage=0.93, damage=29.65%



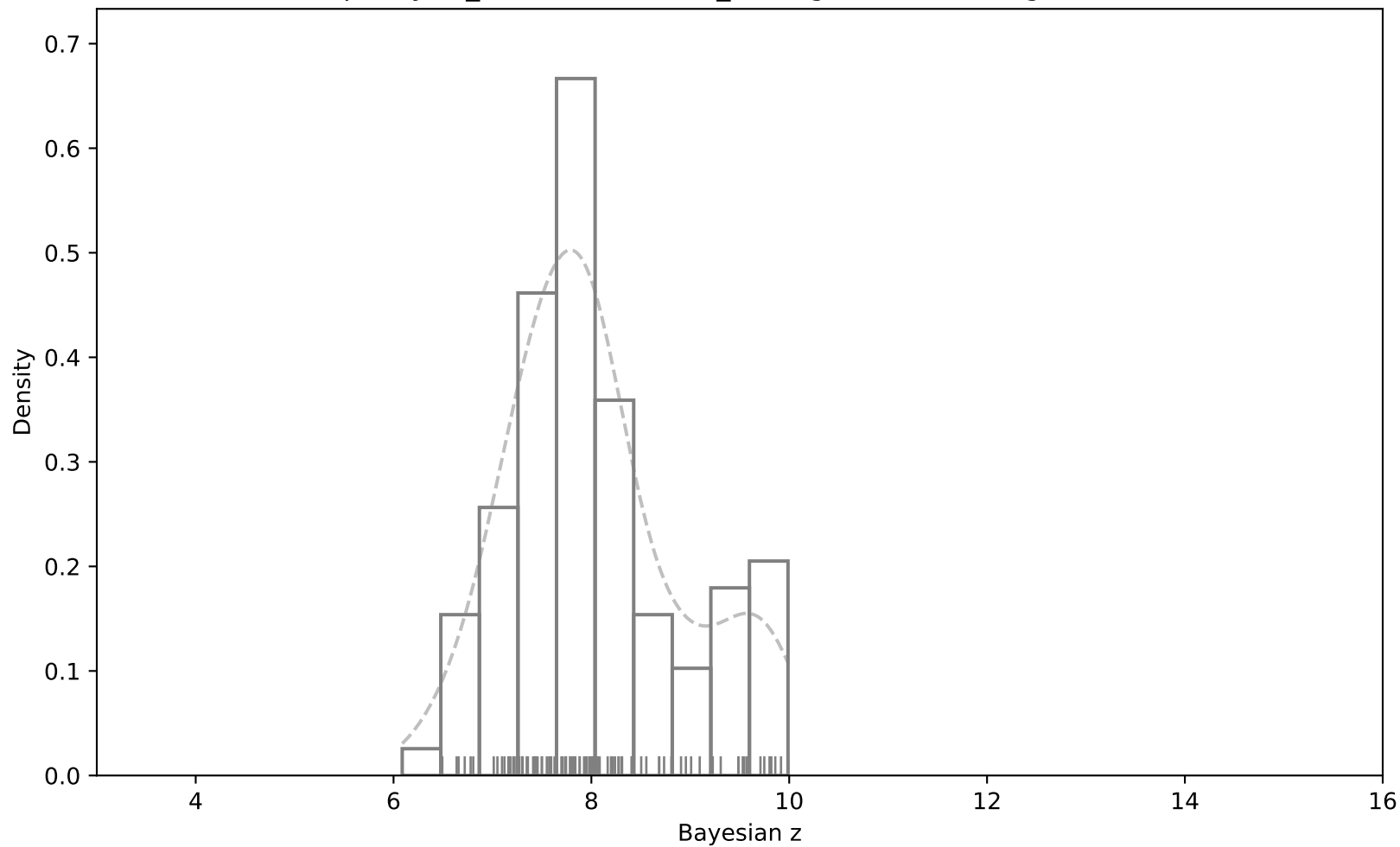
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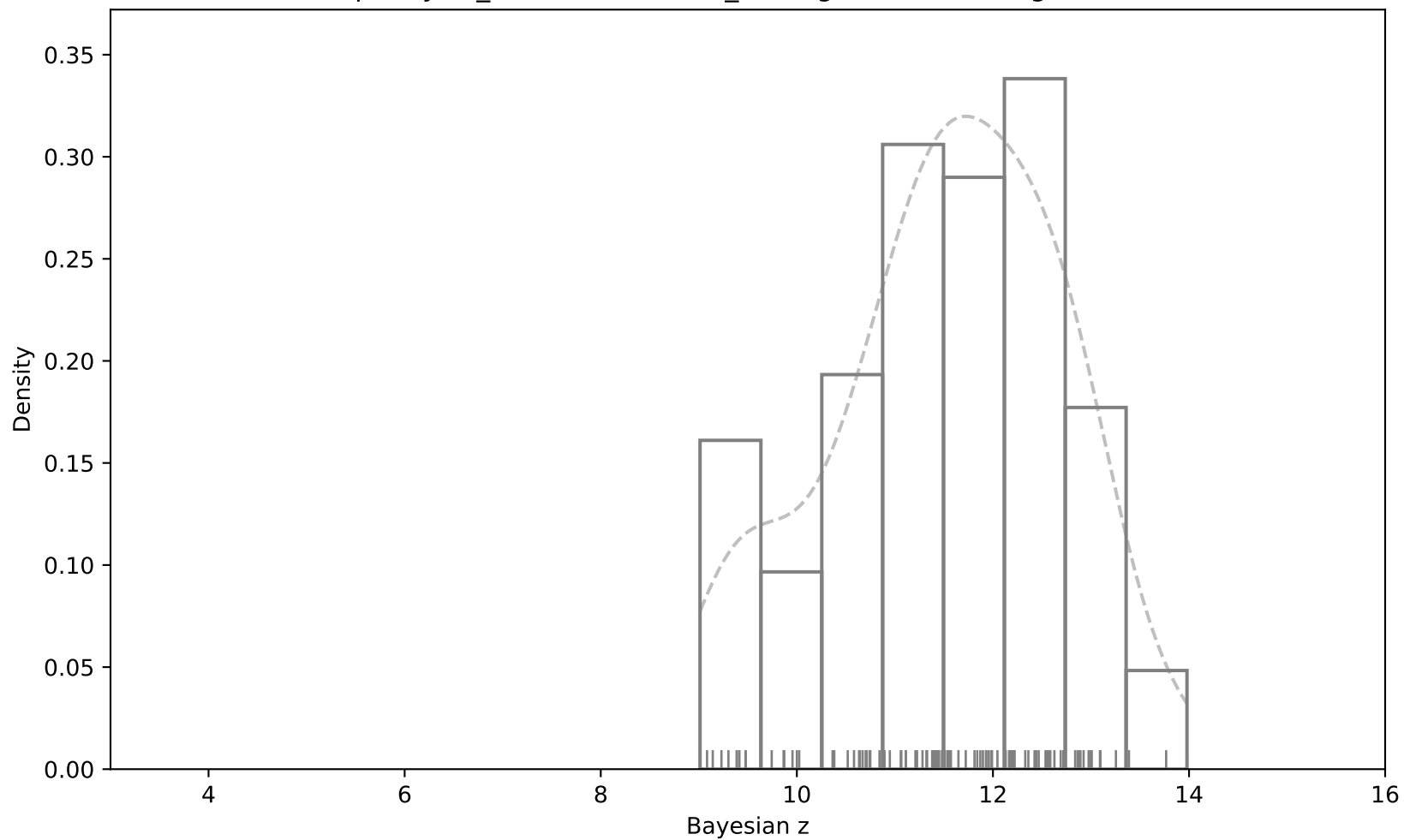
Fit quality, N_reads=900, sim_damage=0.93, damage=29.65%



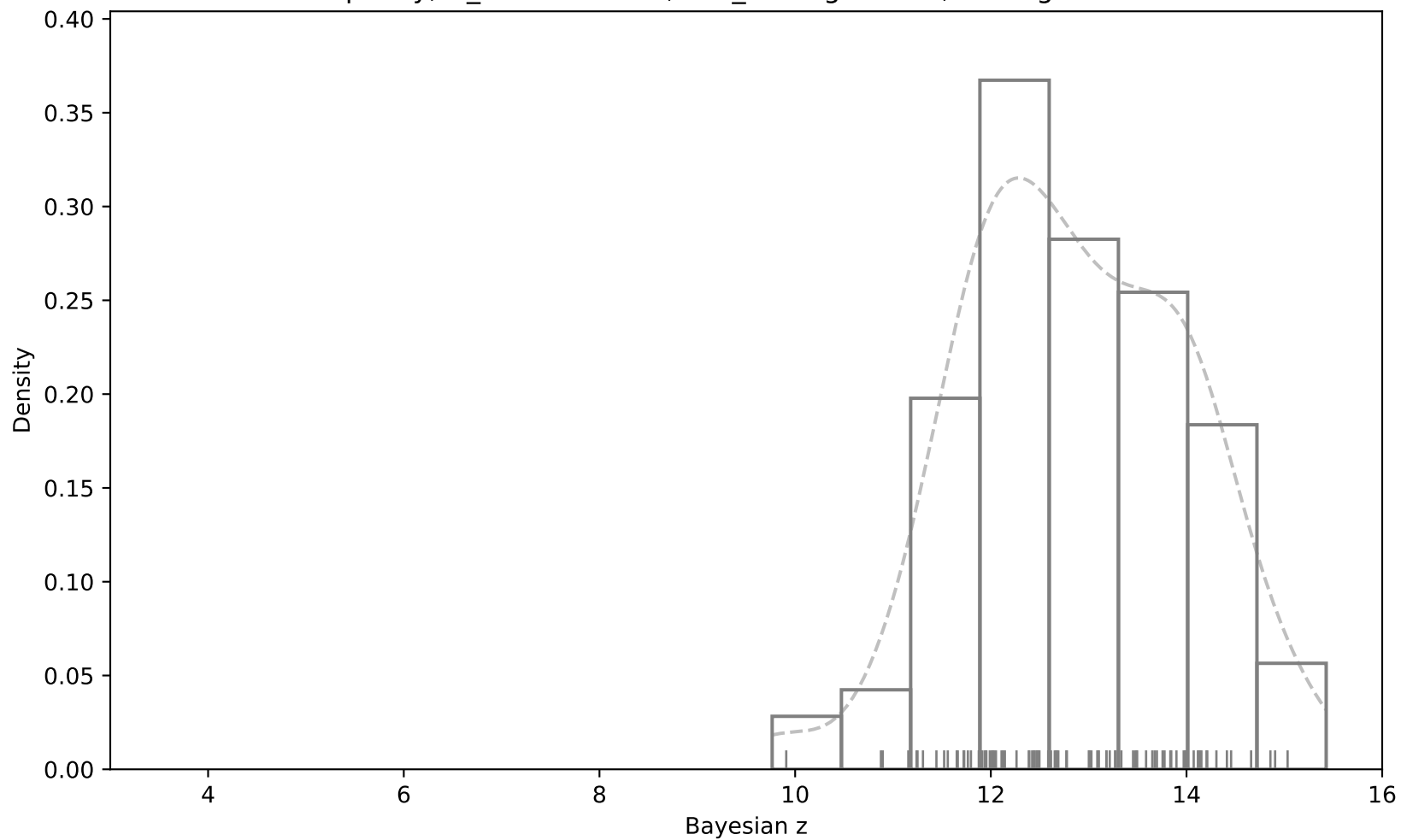
Fit quality, N_reads=1000, sim_damage=0.93, damage=29.65%



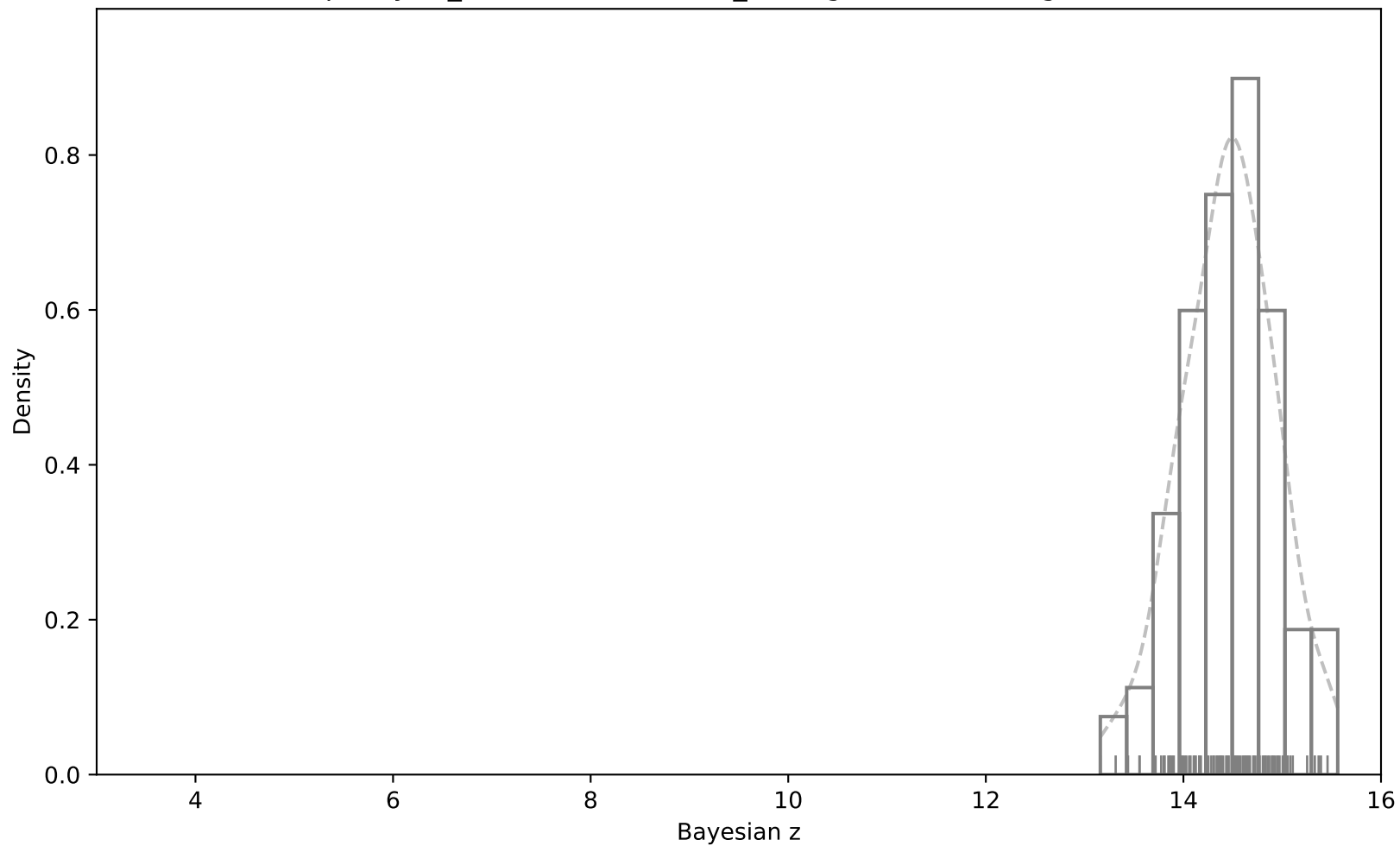
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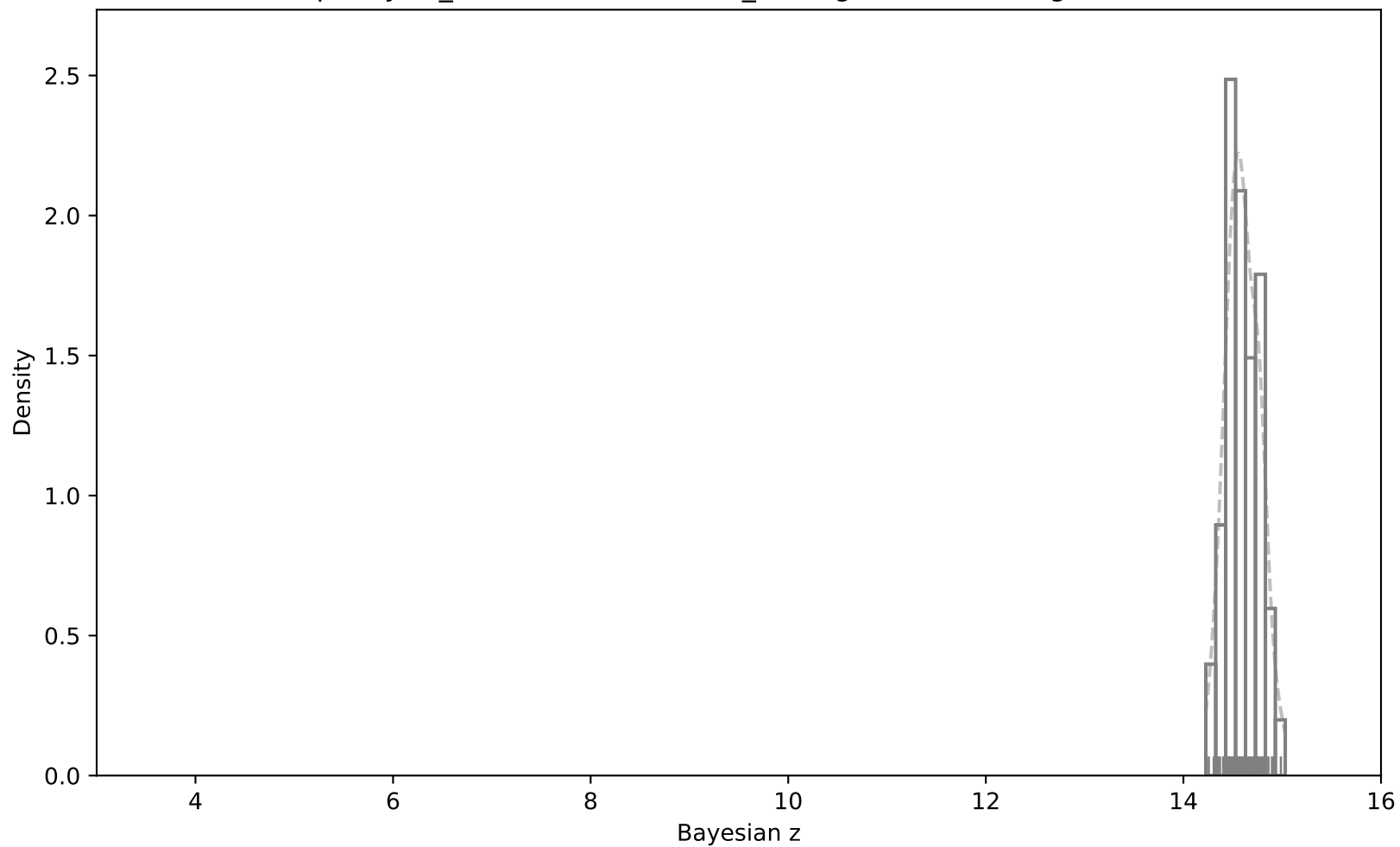
Fit quality, N_reads=10000, sim_damage=0.93, damage=29.65%



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



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



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

