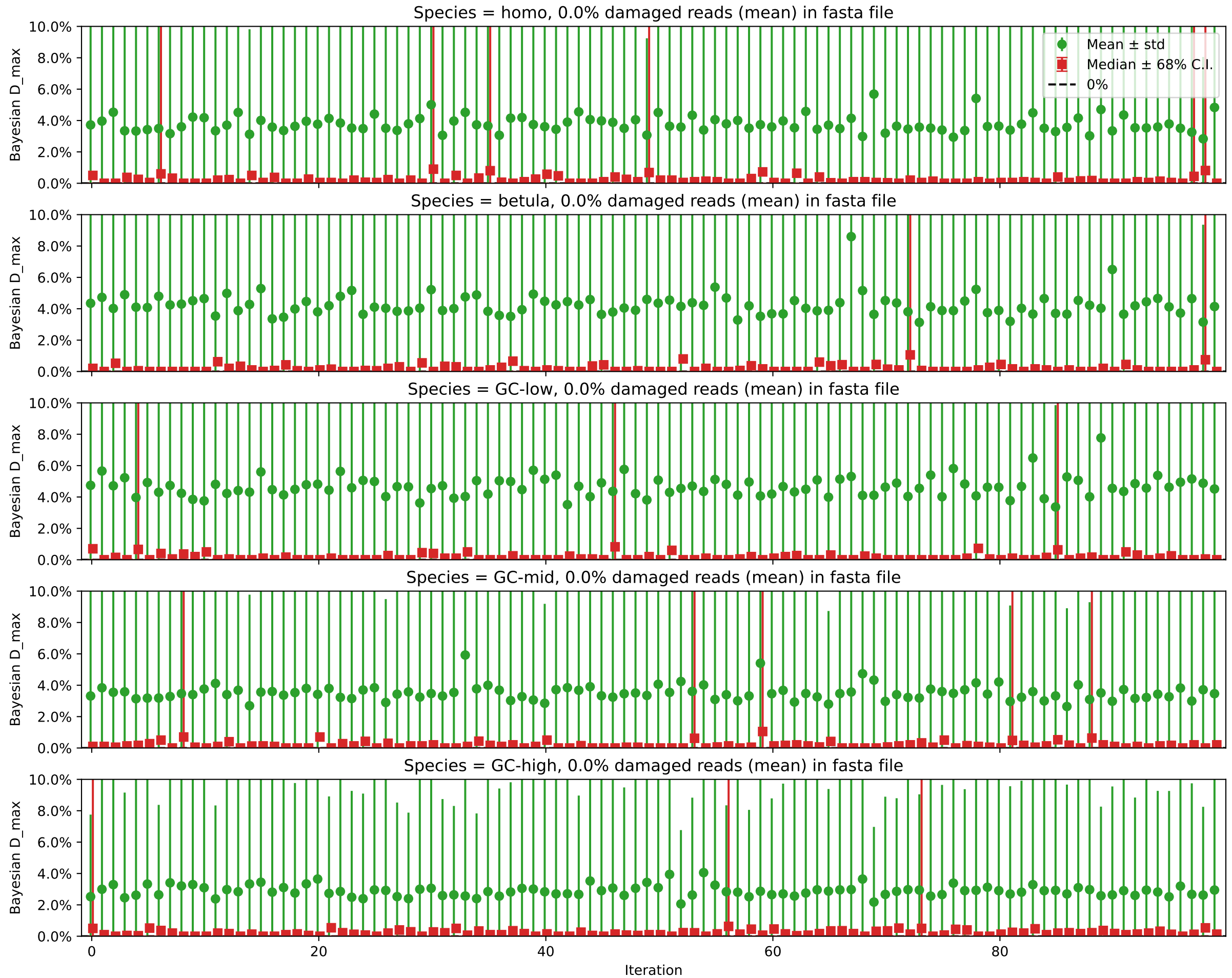
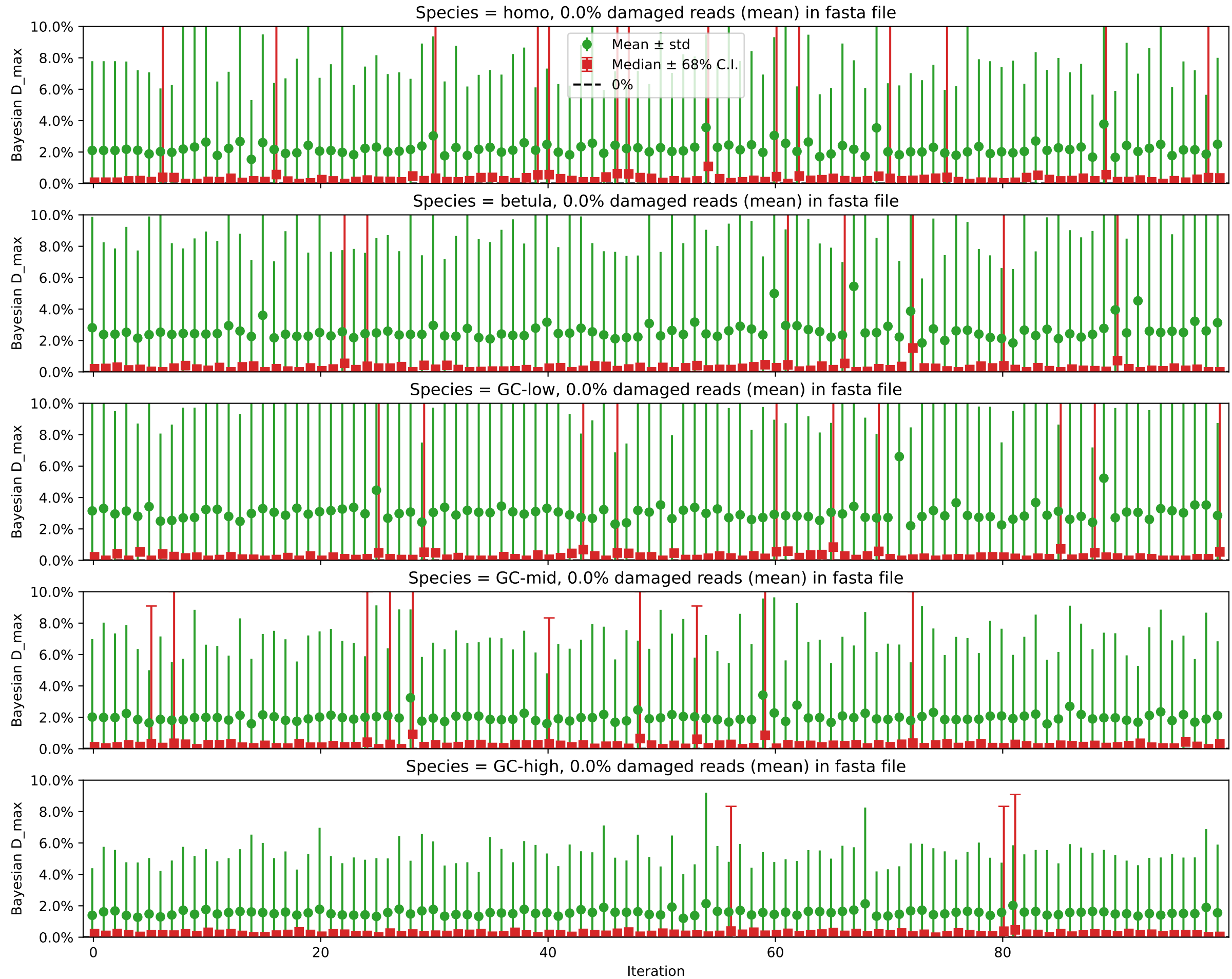


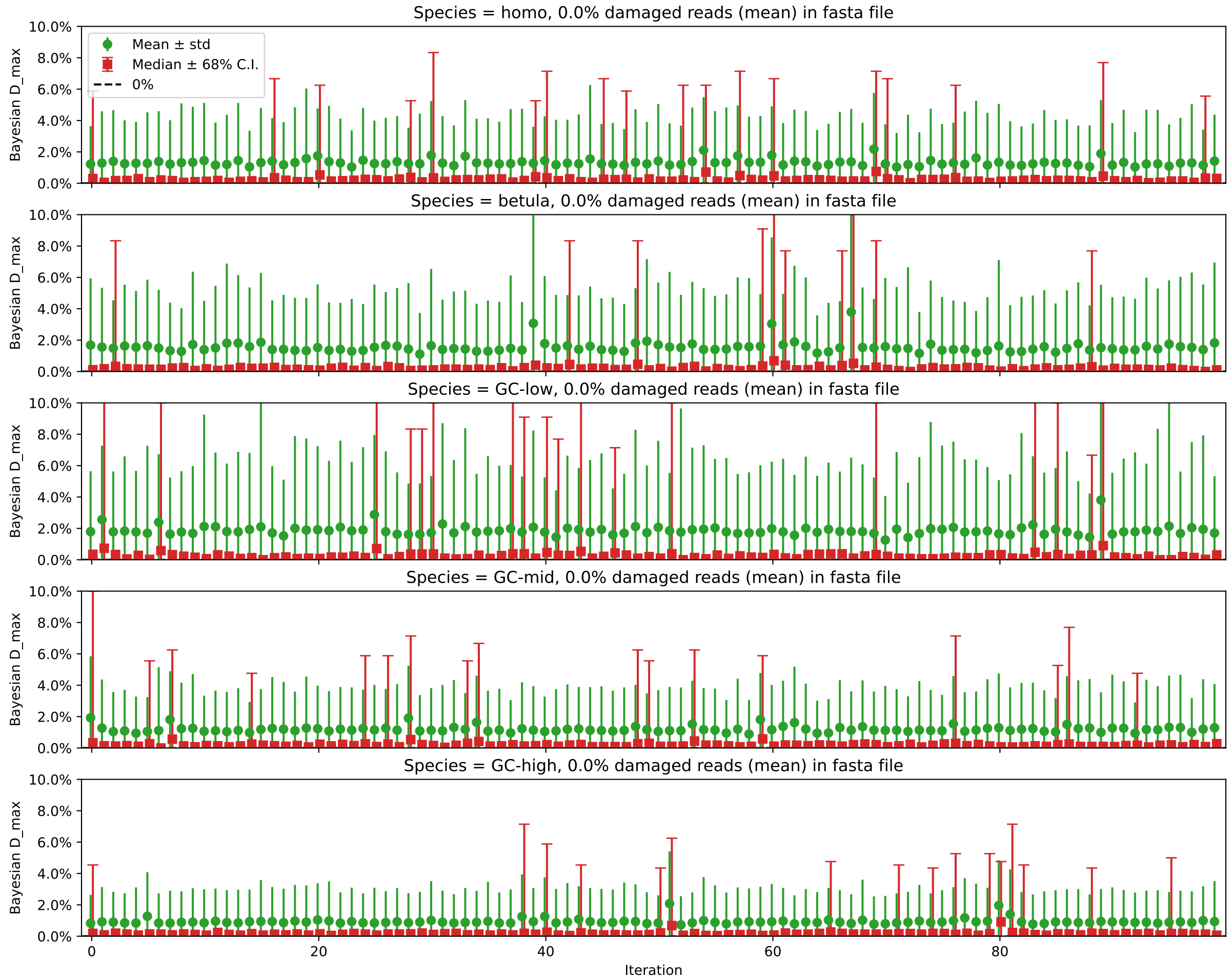
Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent = 0%



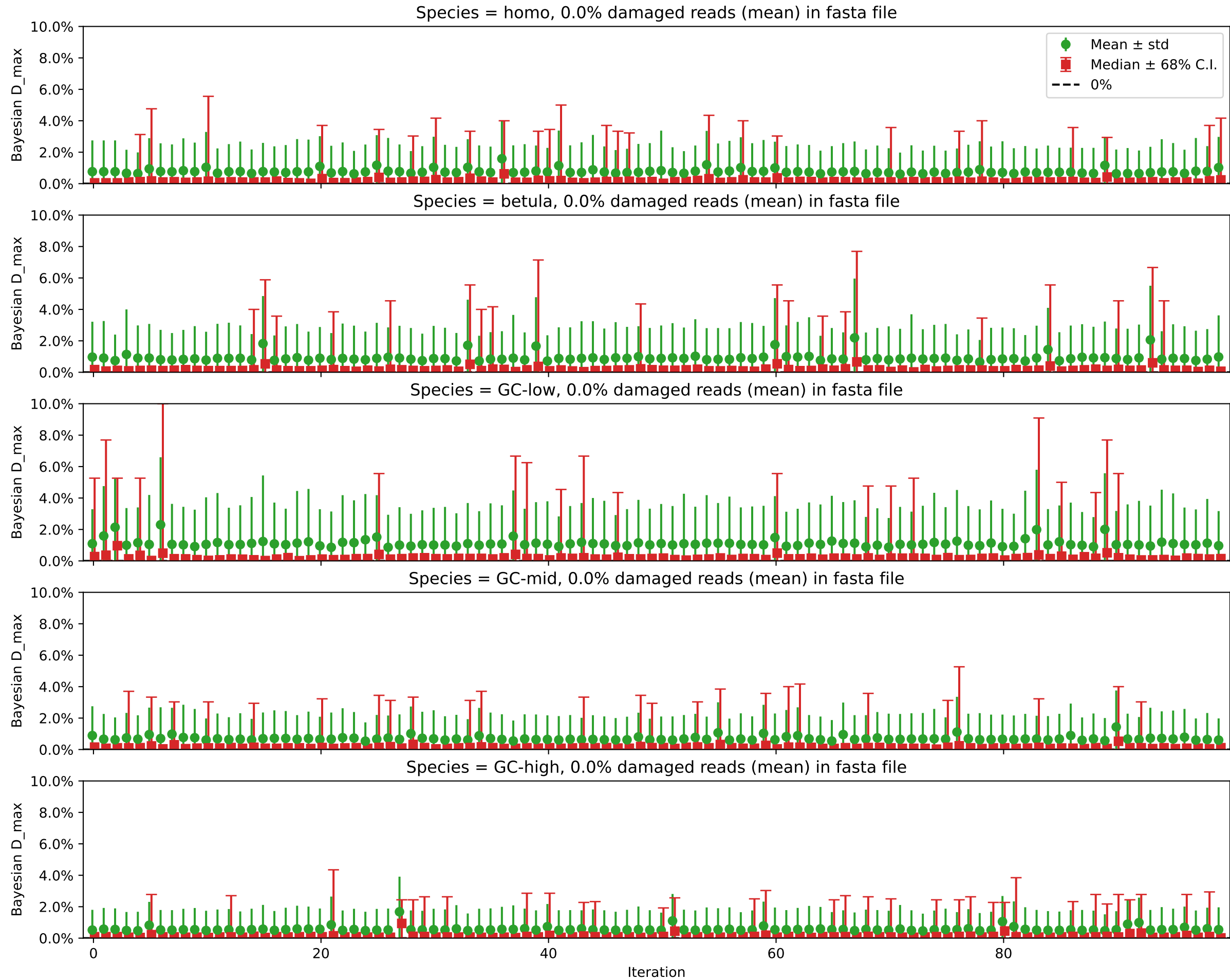
Individual damages:  
25 reads  
Briggs damage = 0.0  
Damage percent = 0%



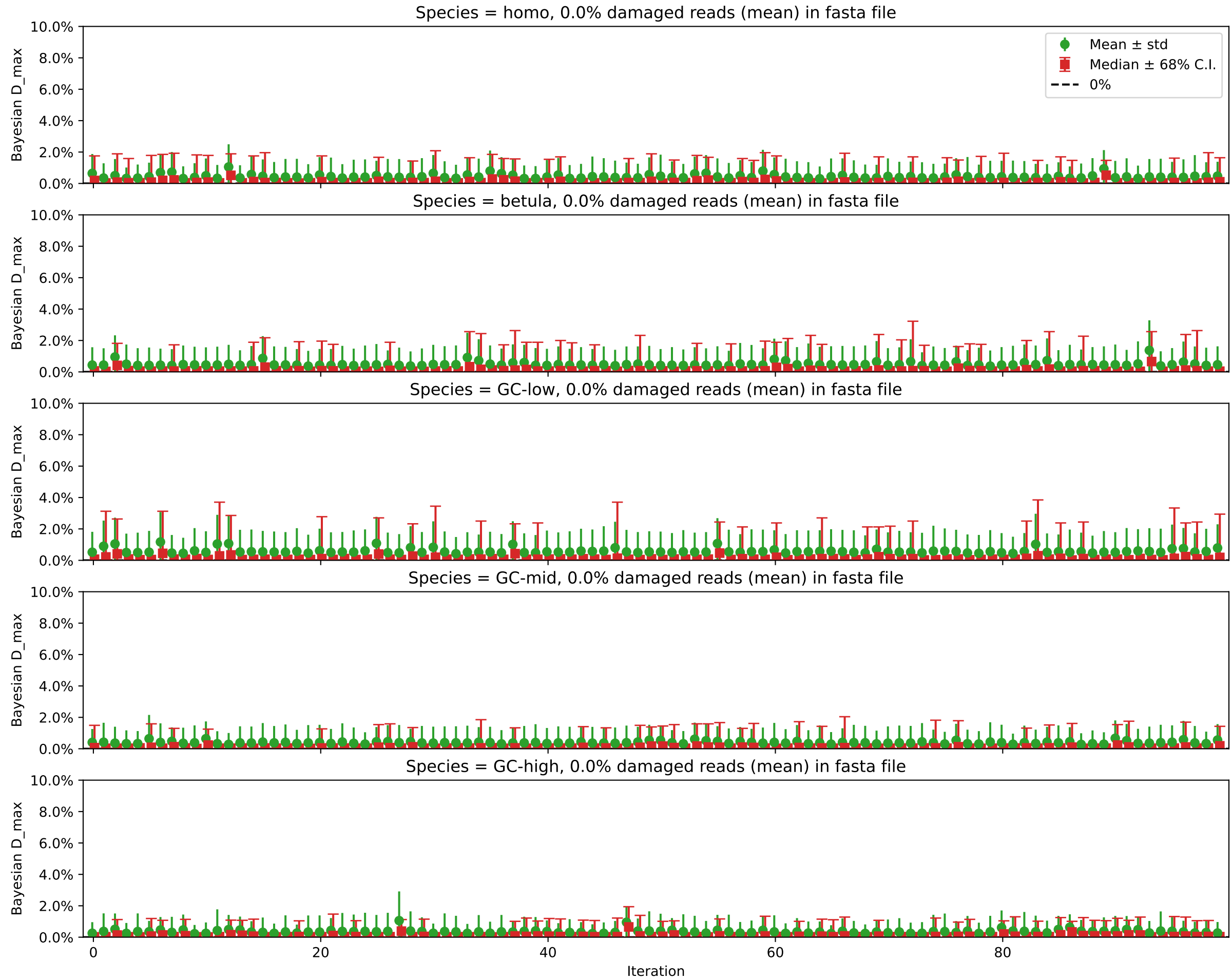
Individual damages:  
50 reads  
Briggs damage = 0.0  
Damage percent = 0%



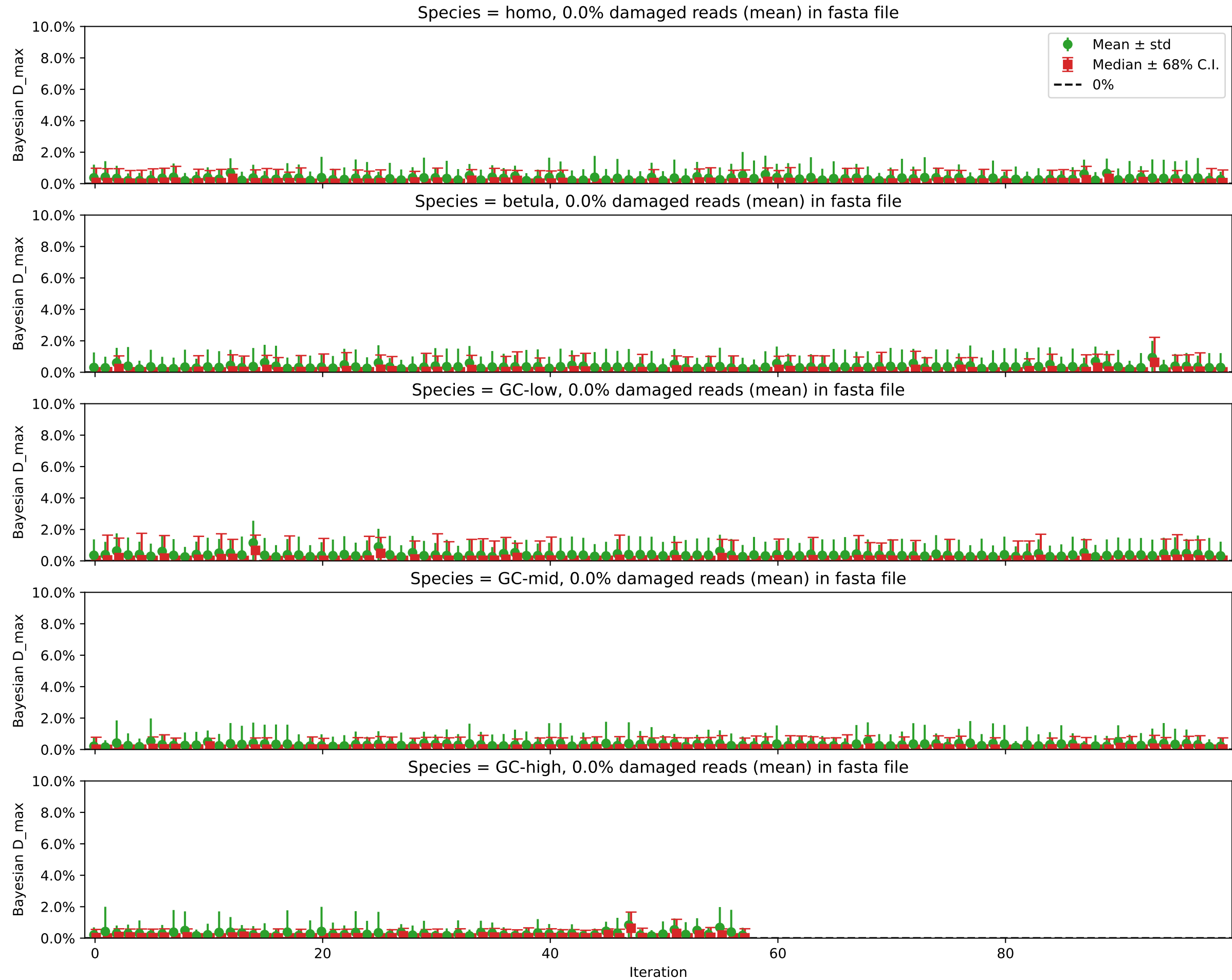
Individual damages:  
100 reads  
Briggs damage = 0.0  
Damage percent = 0%



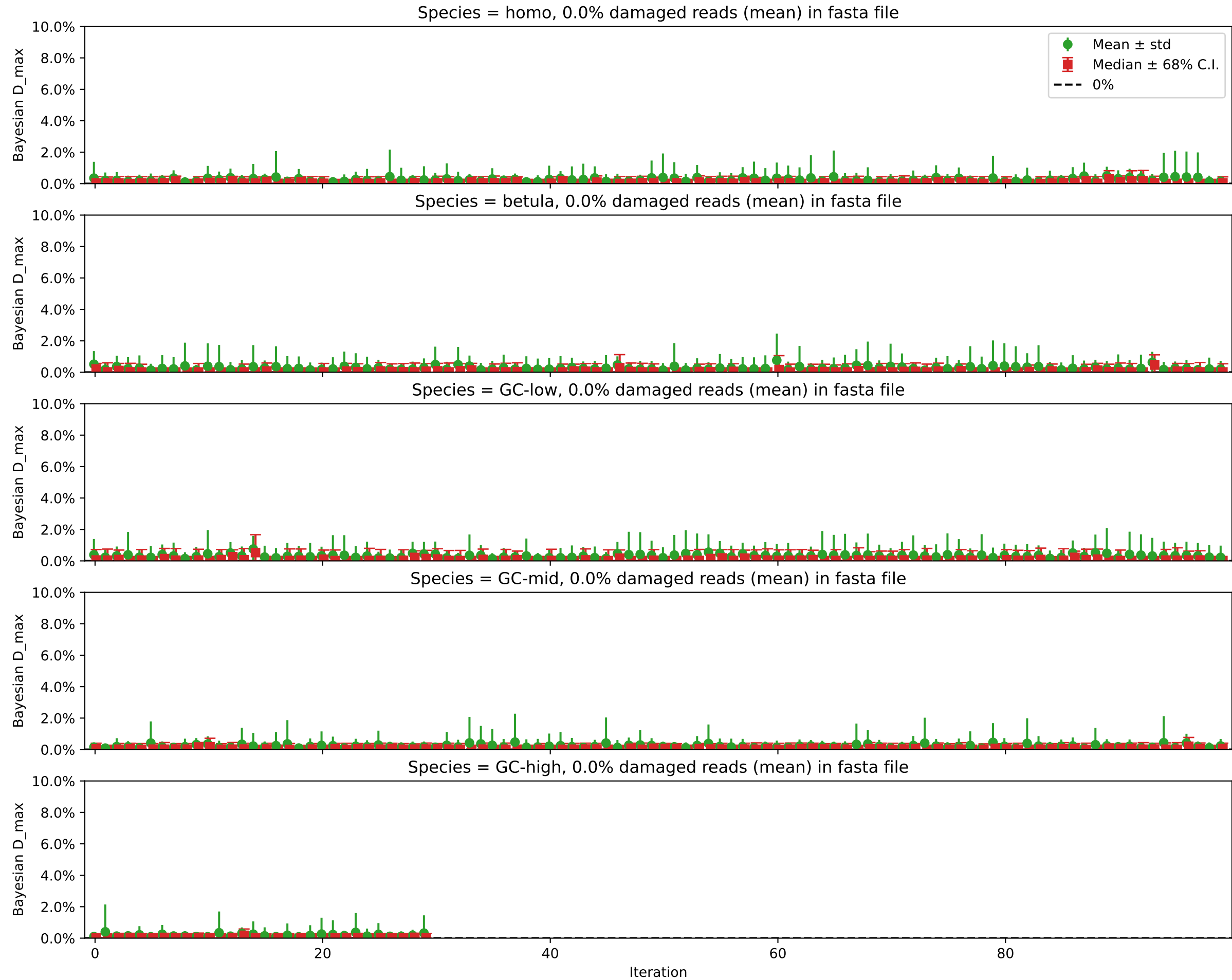
Individual damages:  
250 reads  
Briggs damage = 0.0  
Damage percent = 0%



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



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

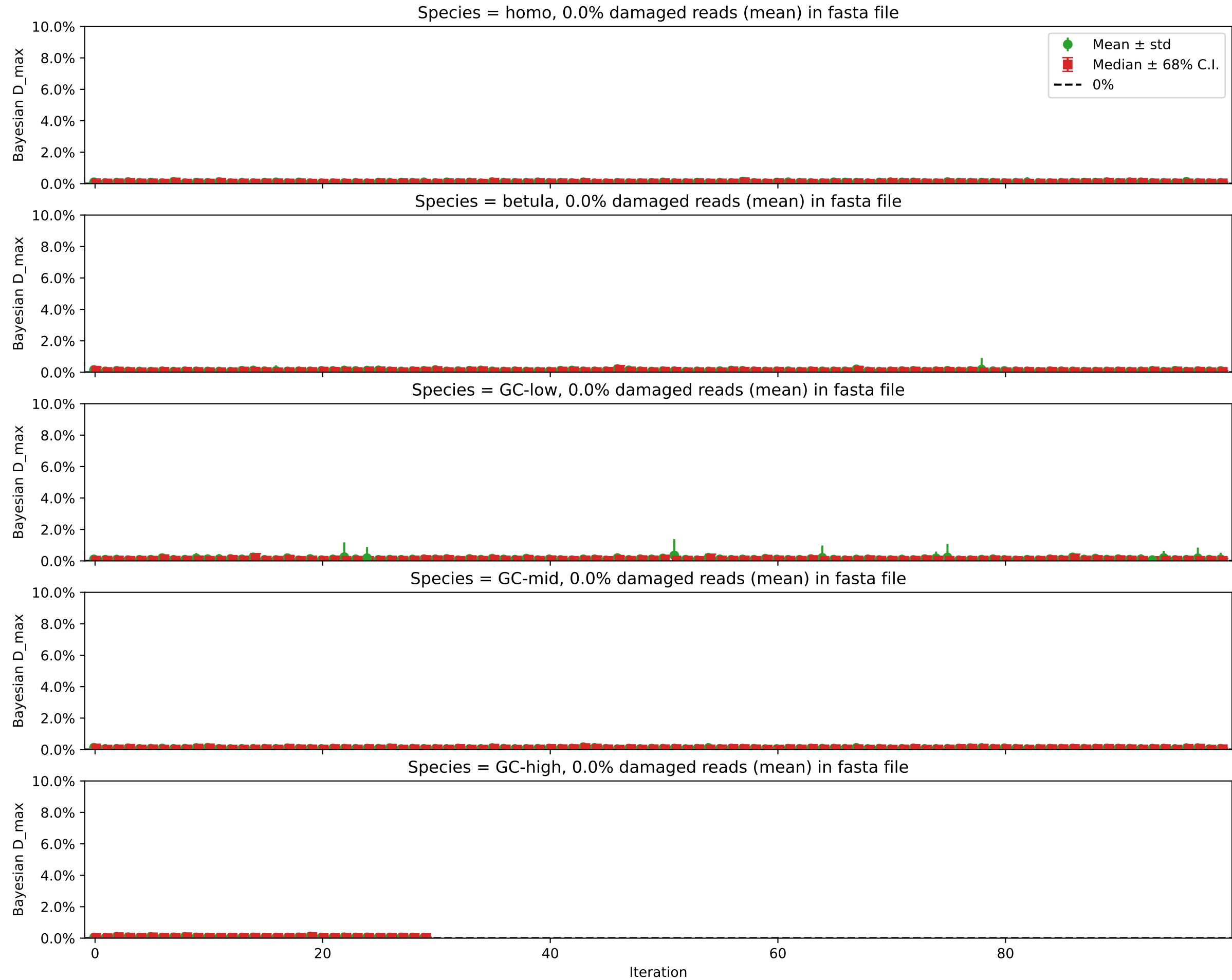


Individual damages:  
2500 reads  
Briggs damage = 0.0  
Damage percent = 0%





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%



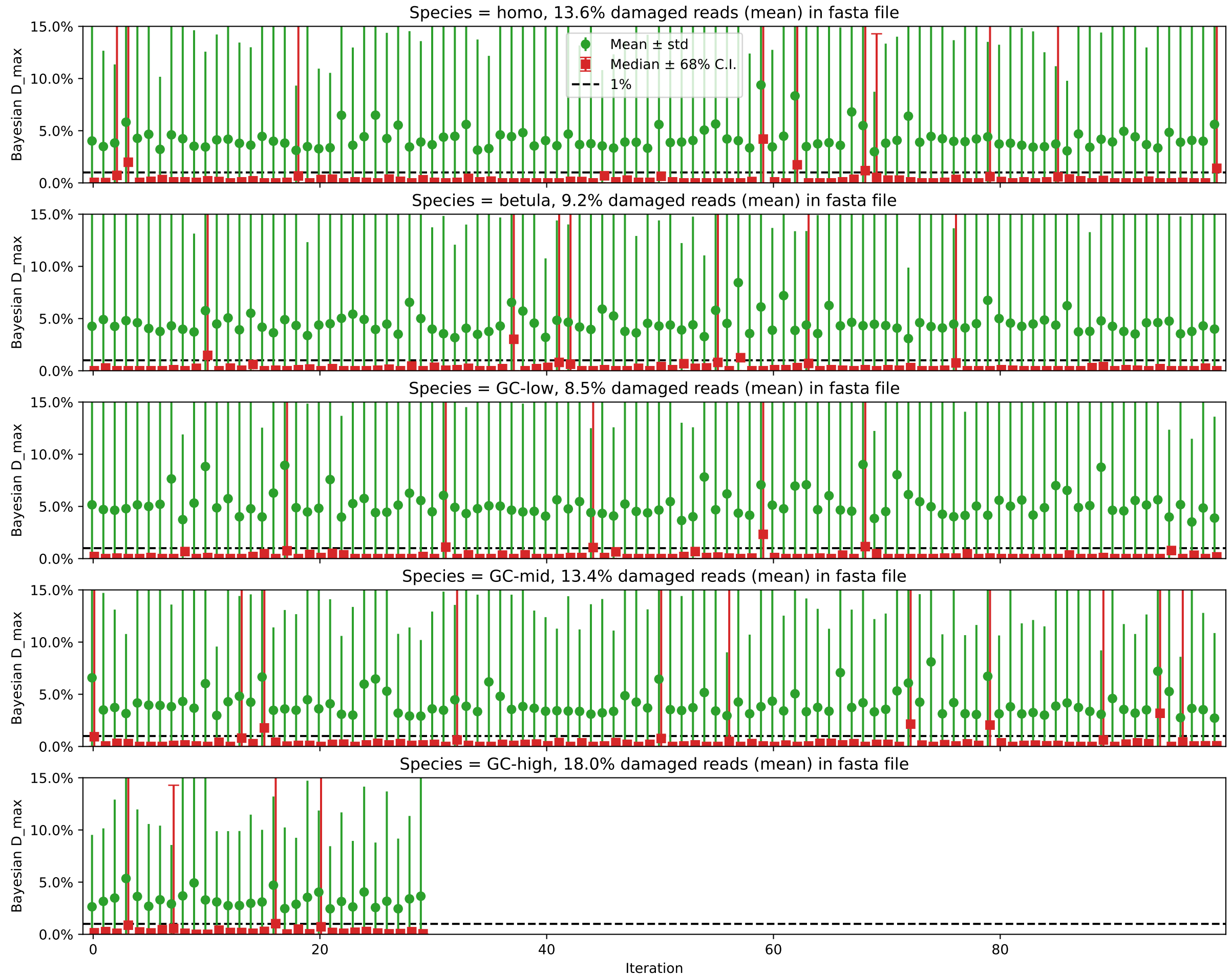
Individual damages:  
50000 reads  
Briggs damage = 0.0  
Damage percent = 0%



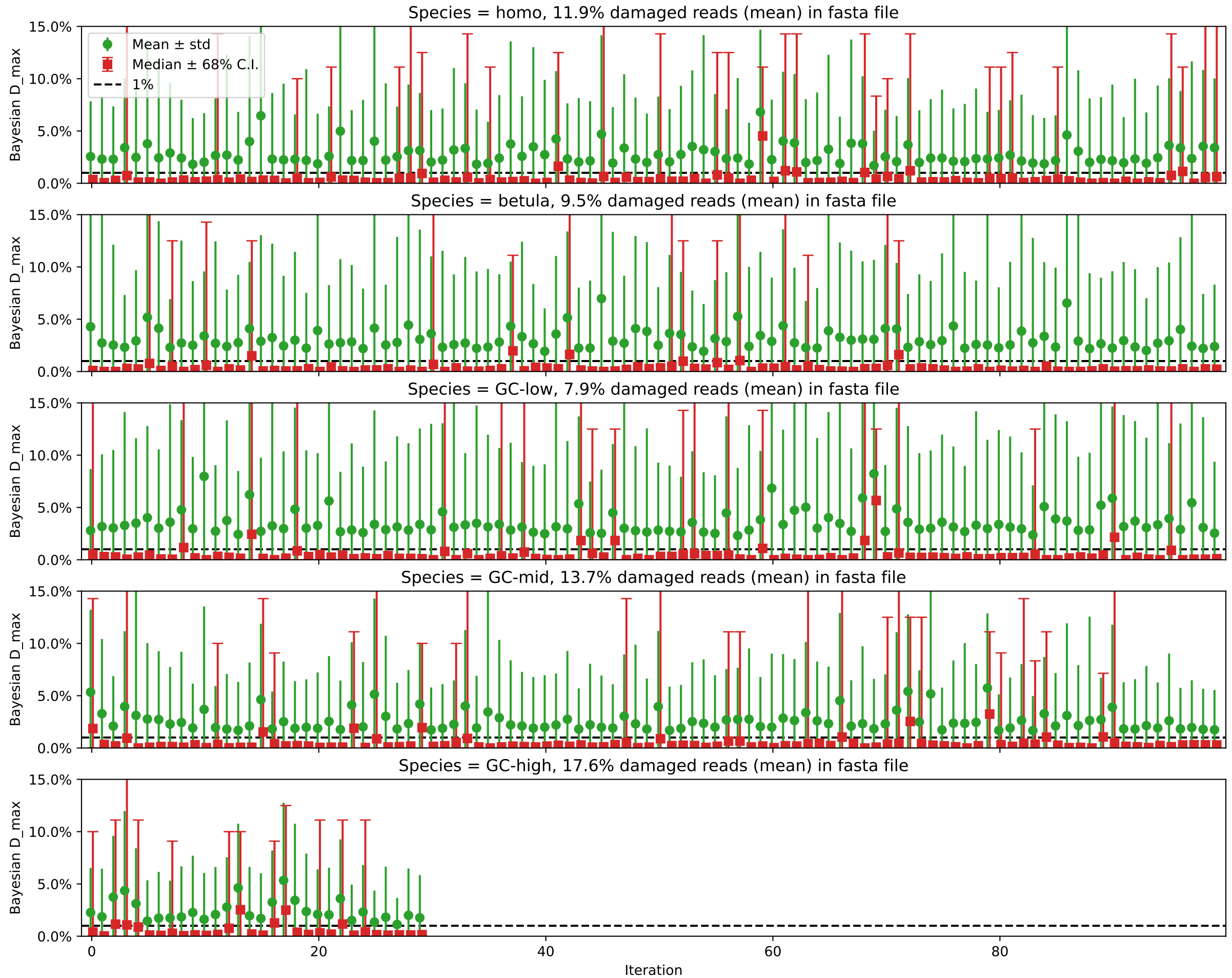
Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent = 0%



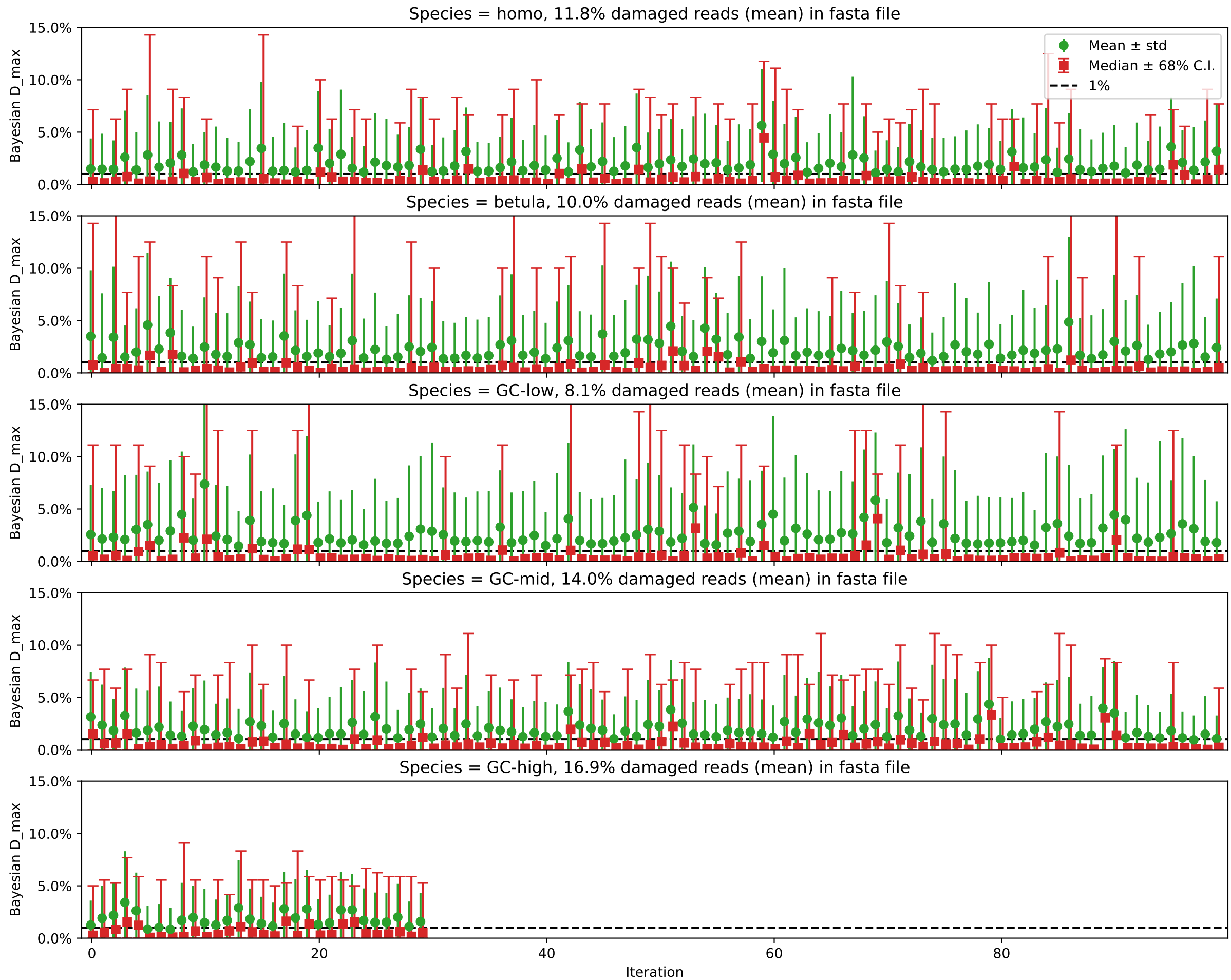
Individual damages:  
10 reads  
Briggs damage = 0.014  
Damage percent = 1%



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

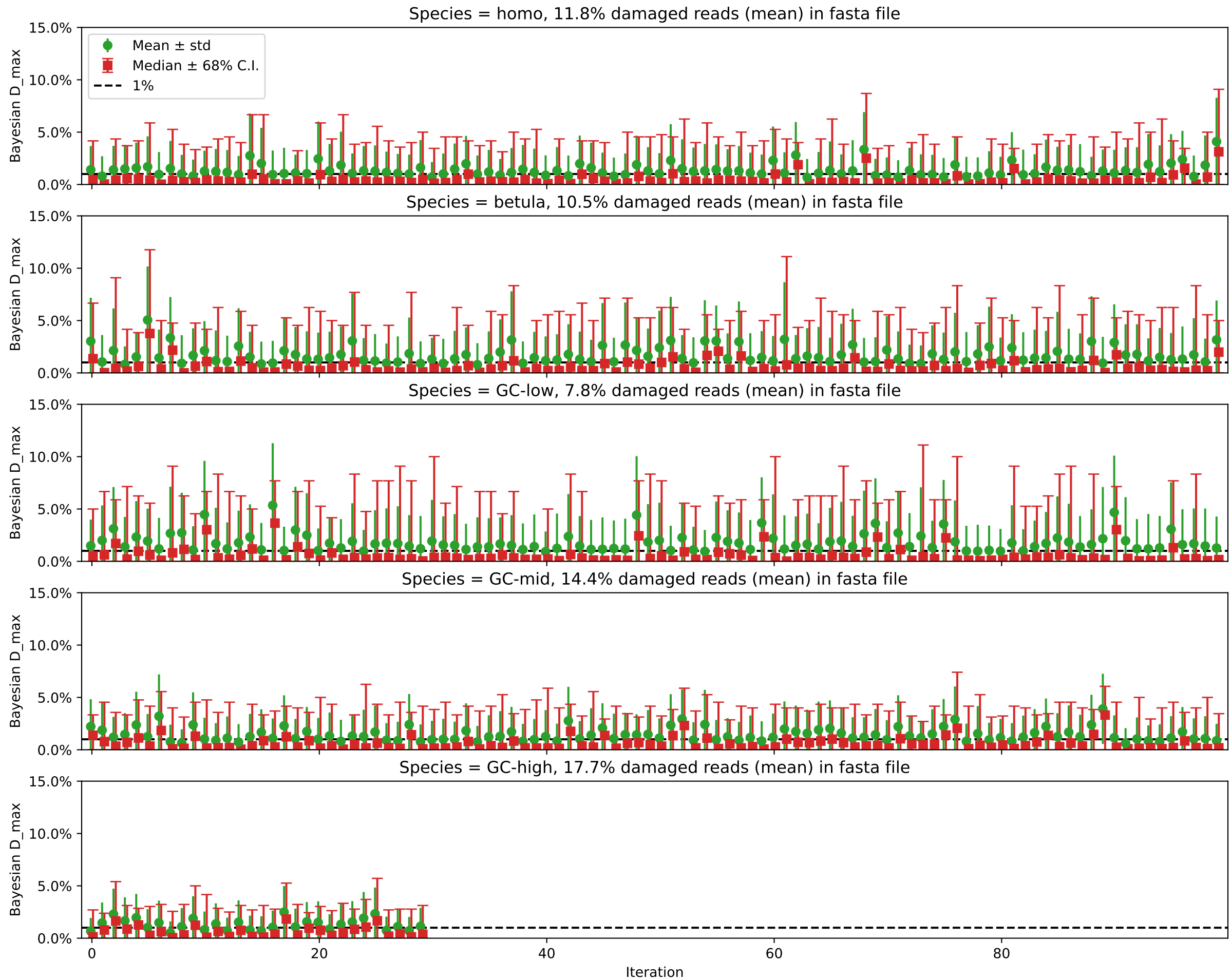


Individual damages:  
50 reads  
Briggs damage = 0.014  
Damage percent = 1%

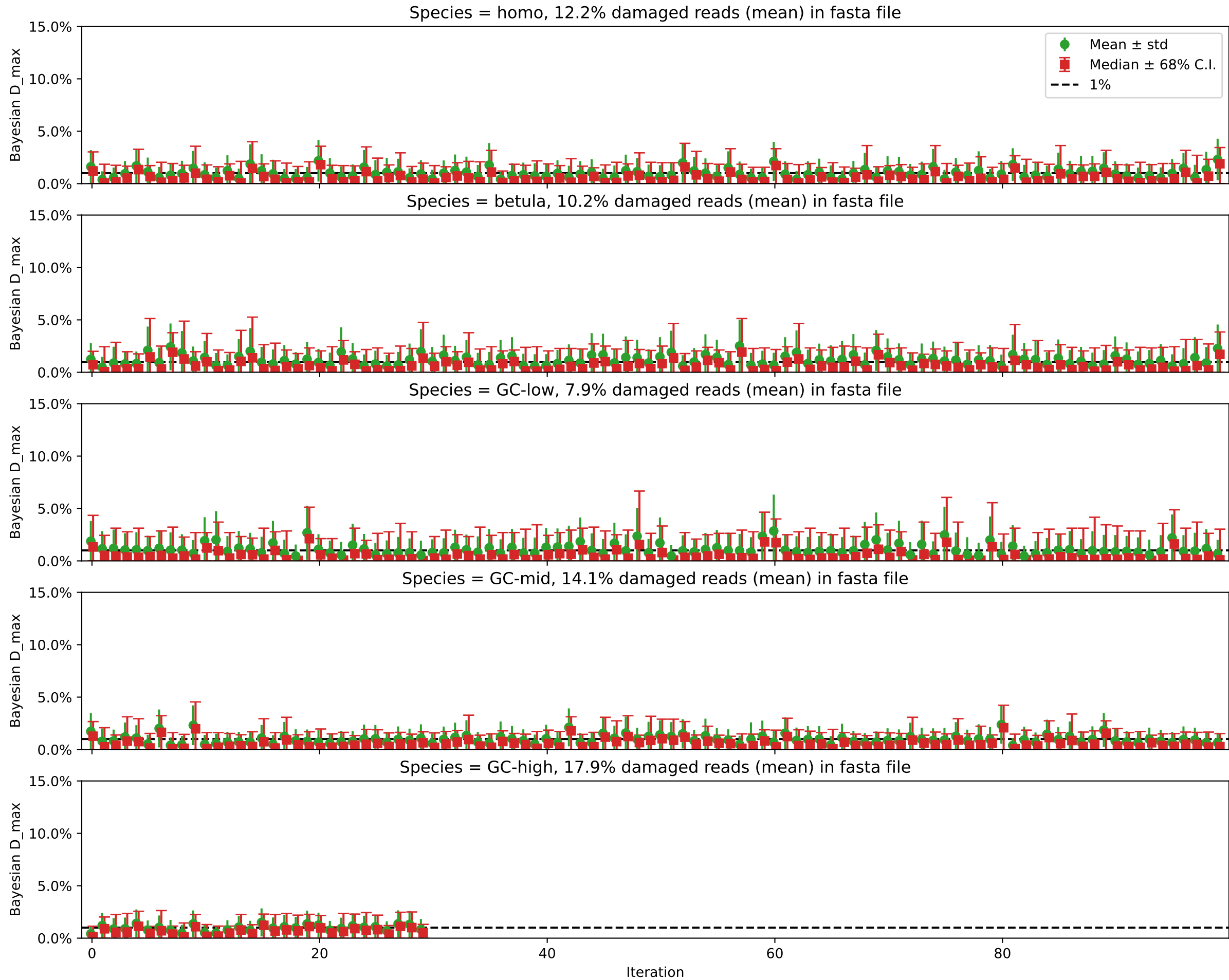




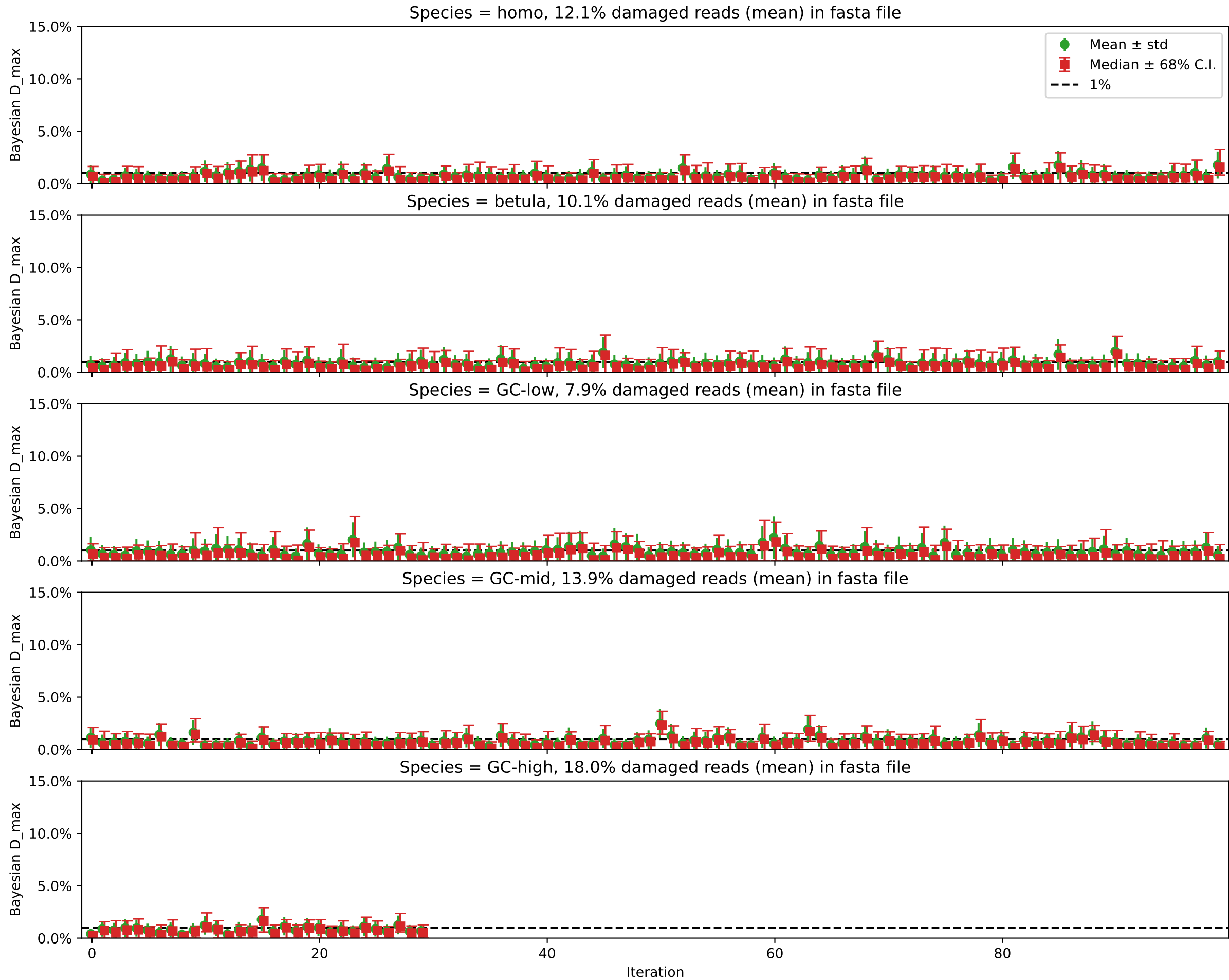
Individual damages:  
100 reads  
Briggs damage = 0.014  
Damage percent = 1%



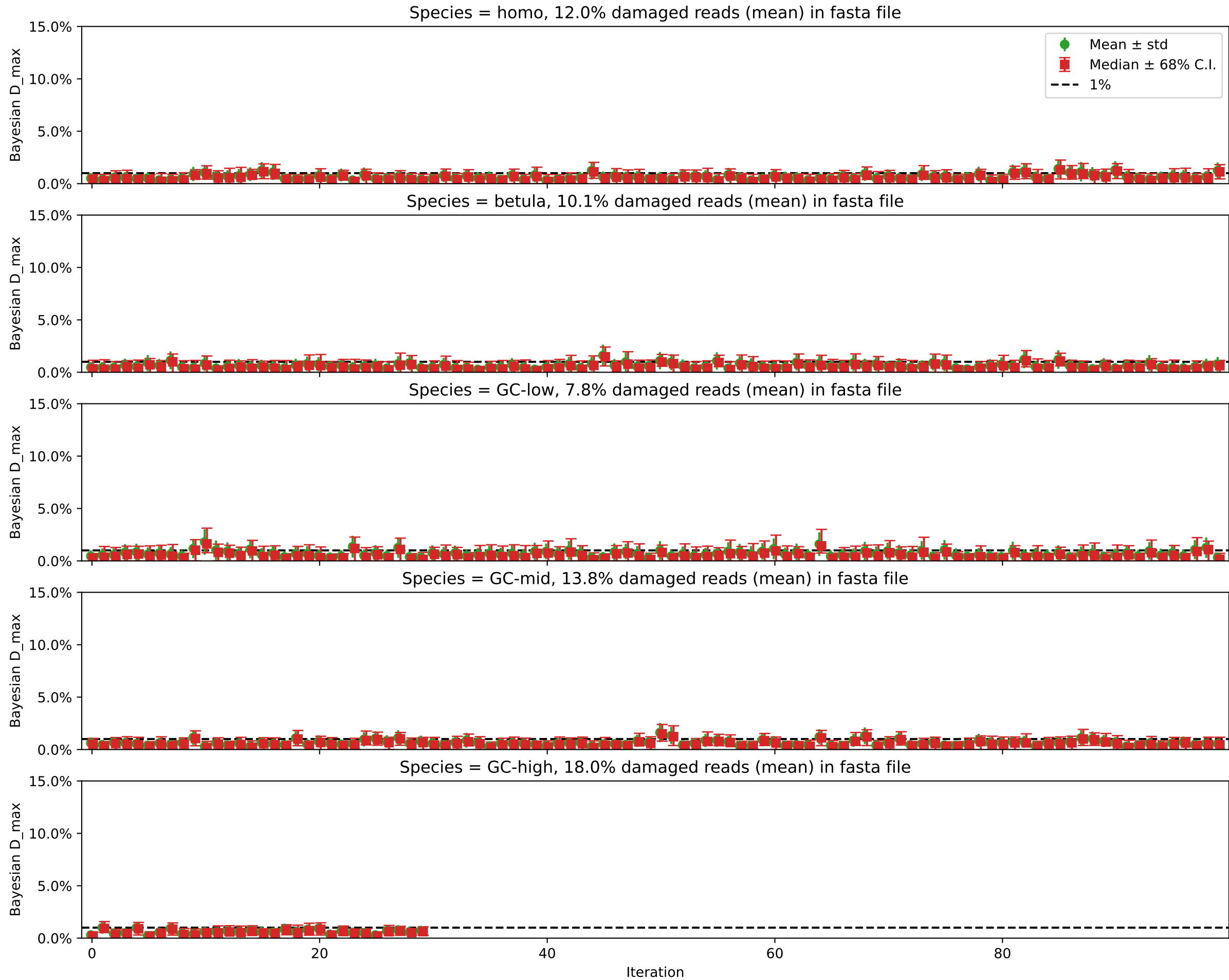
Individual damages:  
250 reads  
Briggs damage = 0.014  
Damage percent = 1%



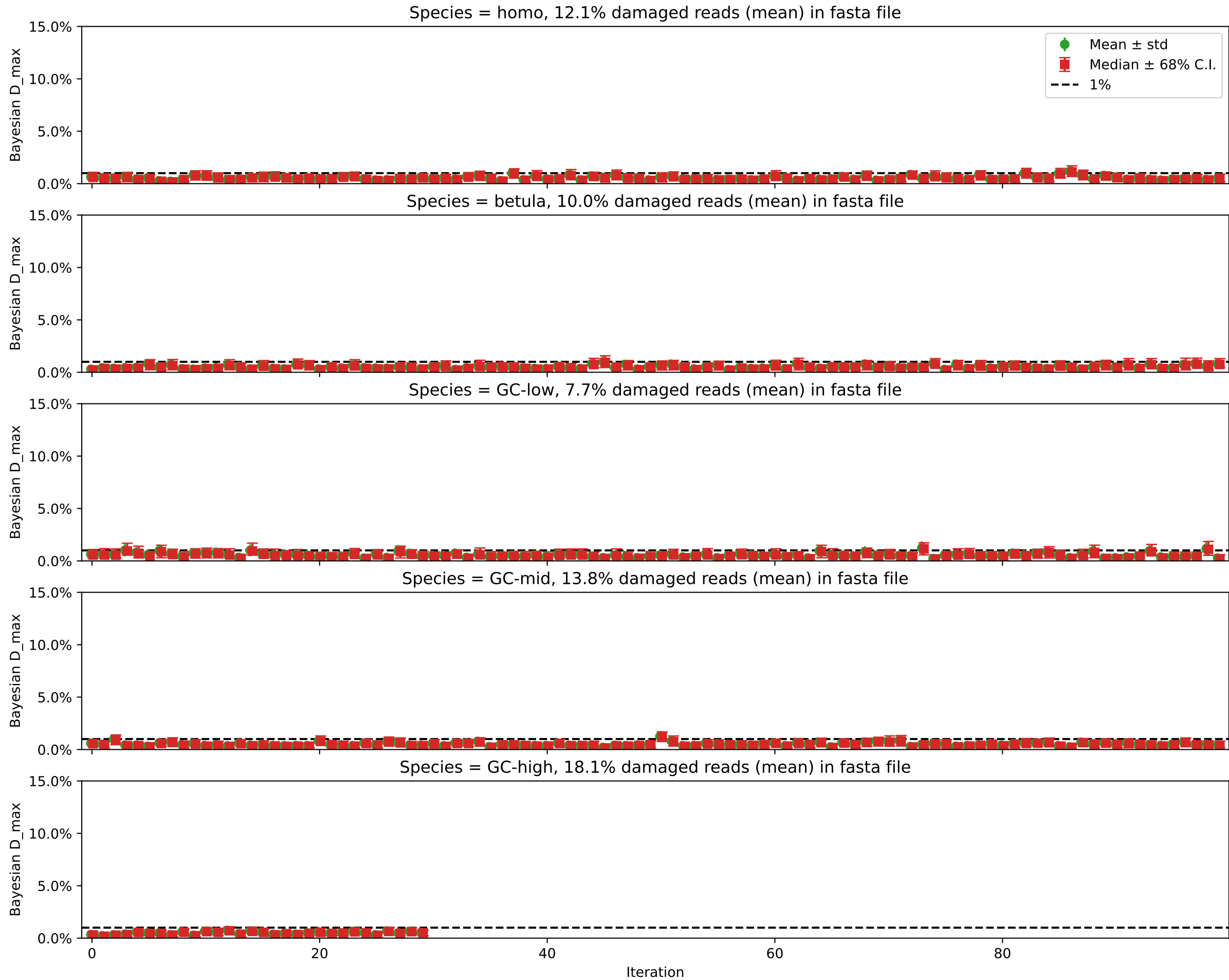
Individual damages:  
500 reads  
Briggs damage = 0.014  
Damage percent = 1%



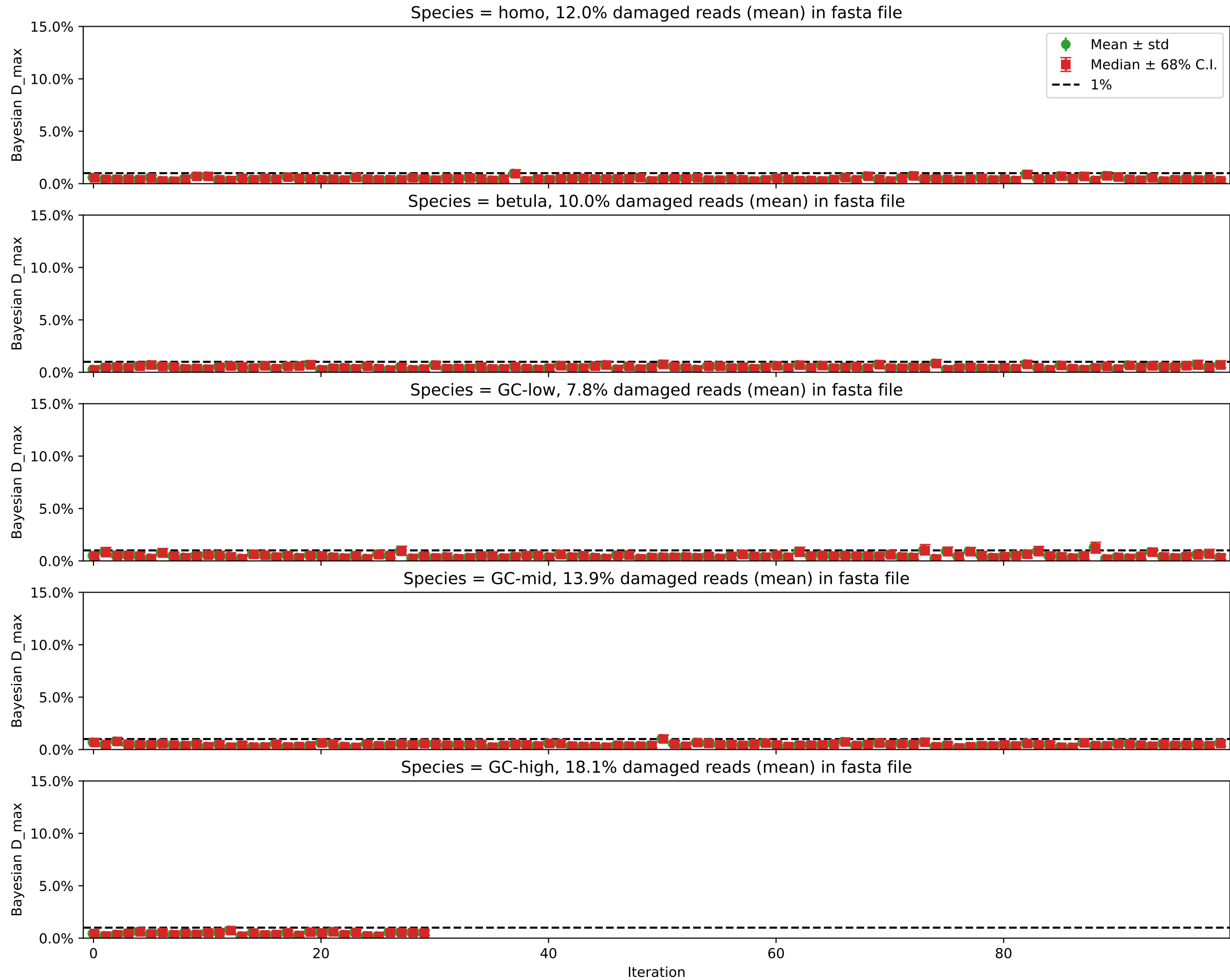
Individual damages:  
1000 reads  
Briggs damage = 0.014  
Damage percent = 1%



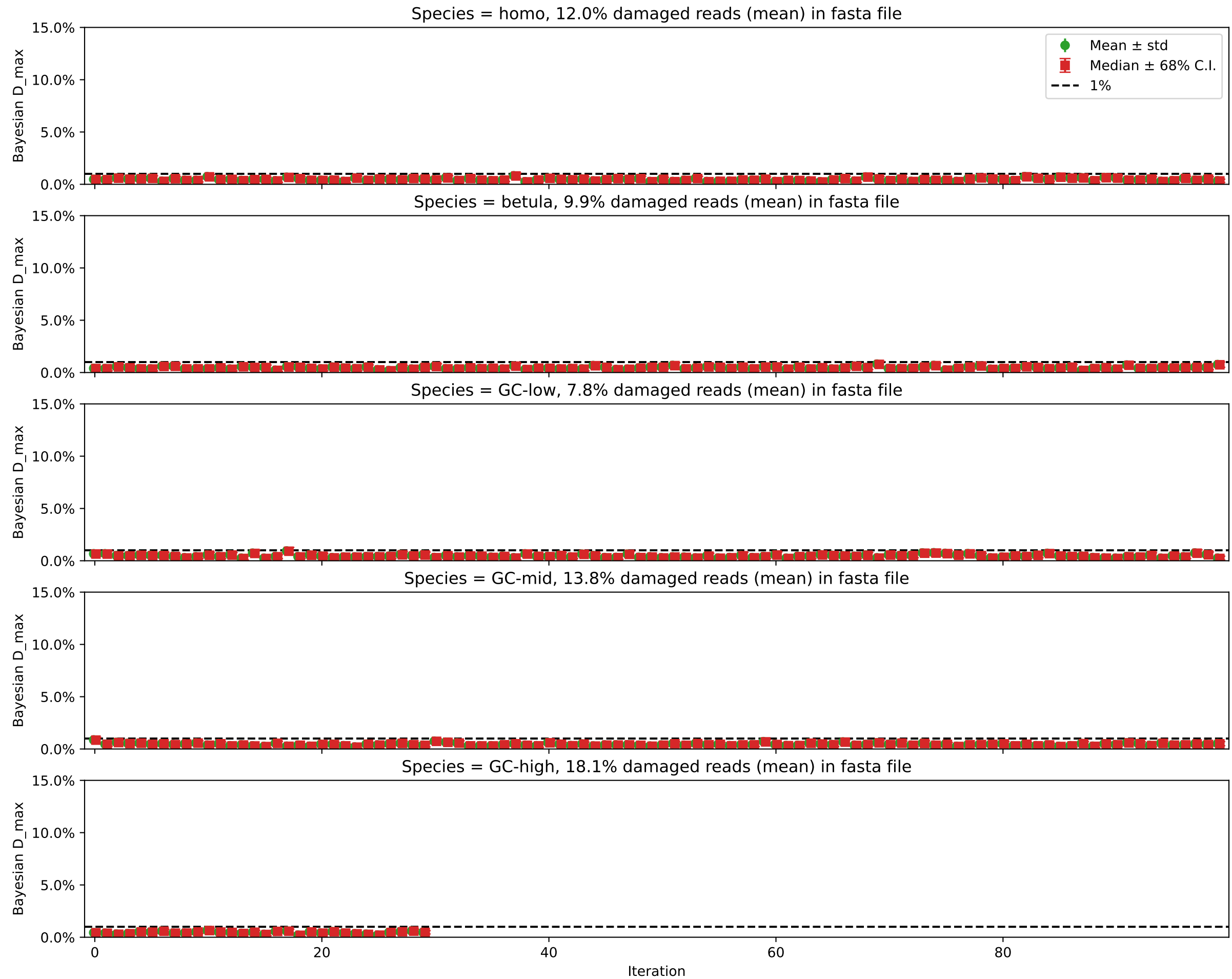
Individual damages:  
2500 reads  
Briggs damage = 0.014  
Damage percent = 1%



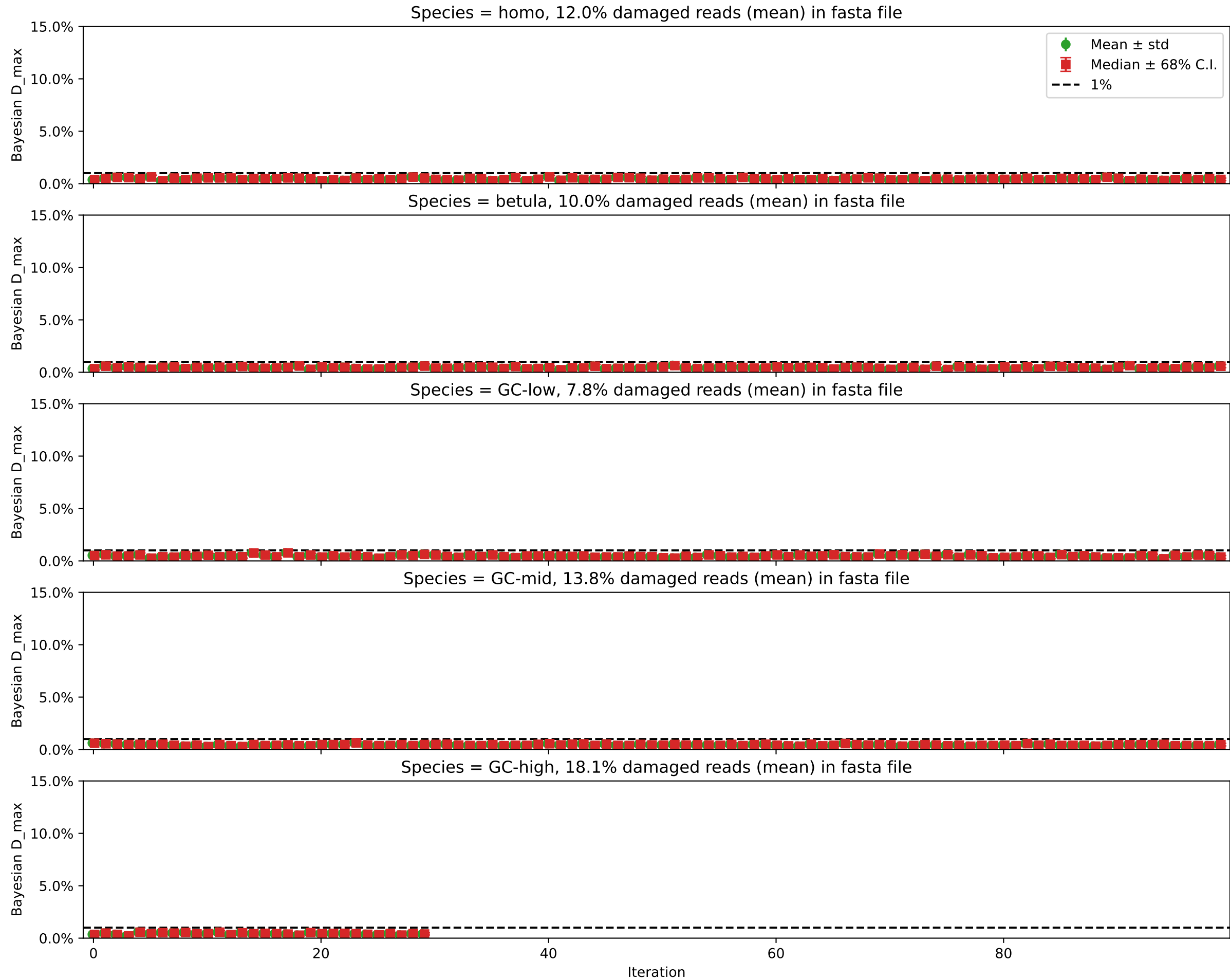
Individual damages:  
5000 reads  
Briggs damage = 0.014  
Damage percent = 1%



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

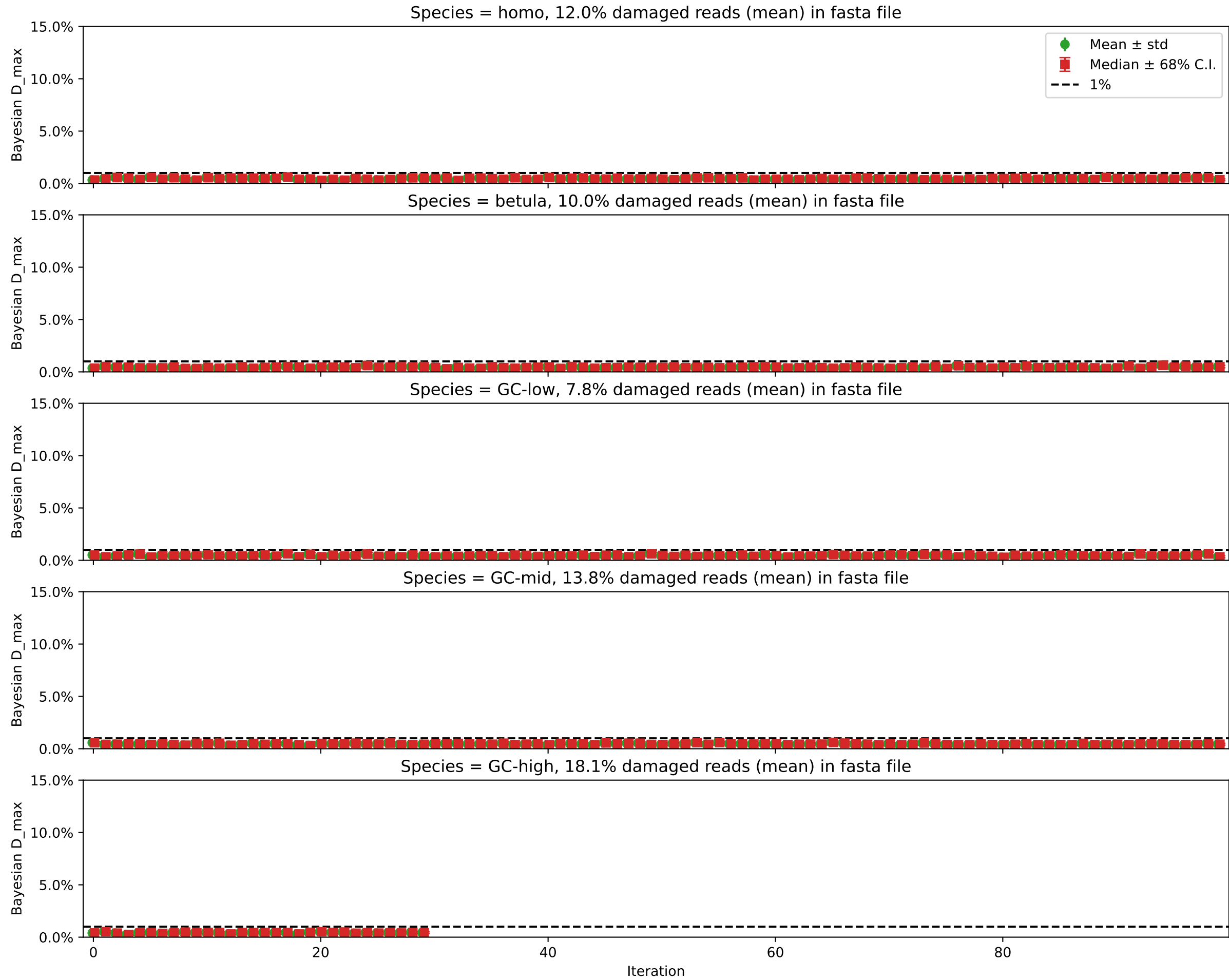


Individual damages:  
25000 reads  
Briggs damage = 0.014  
Damage percent = 1%

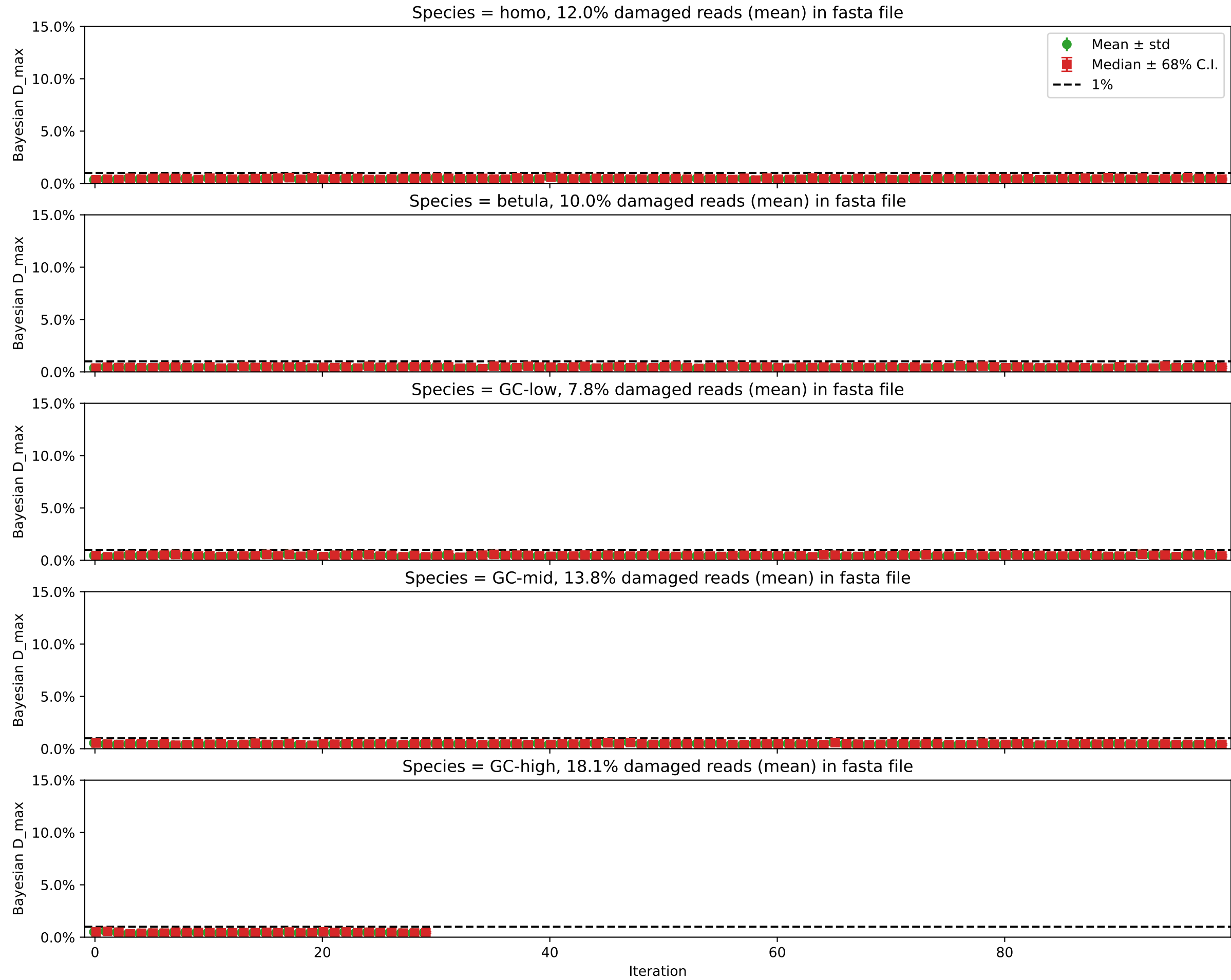




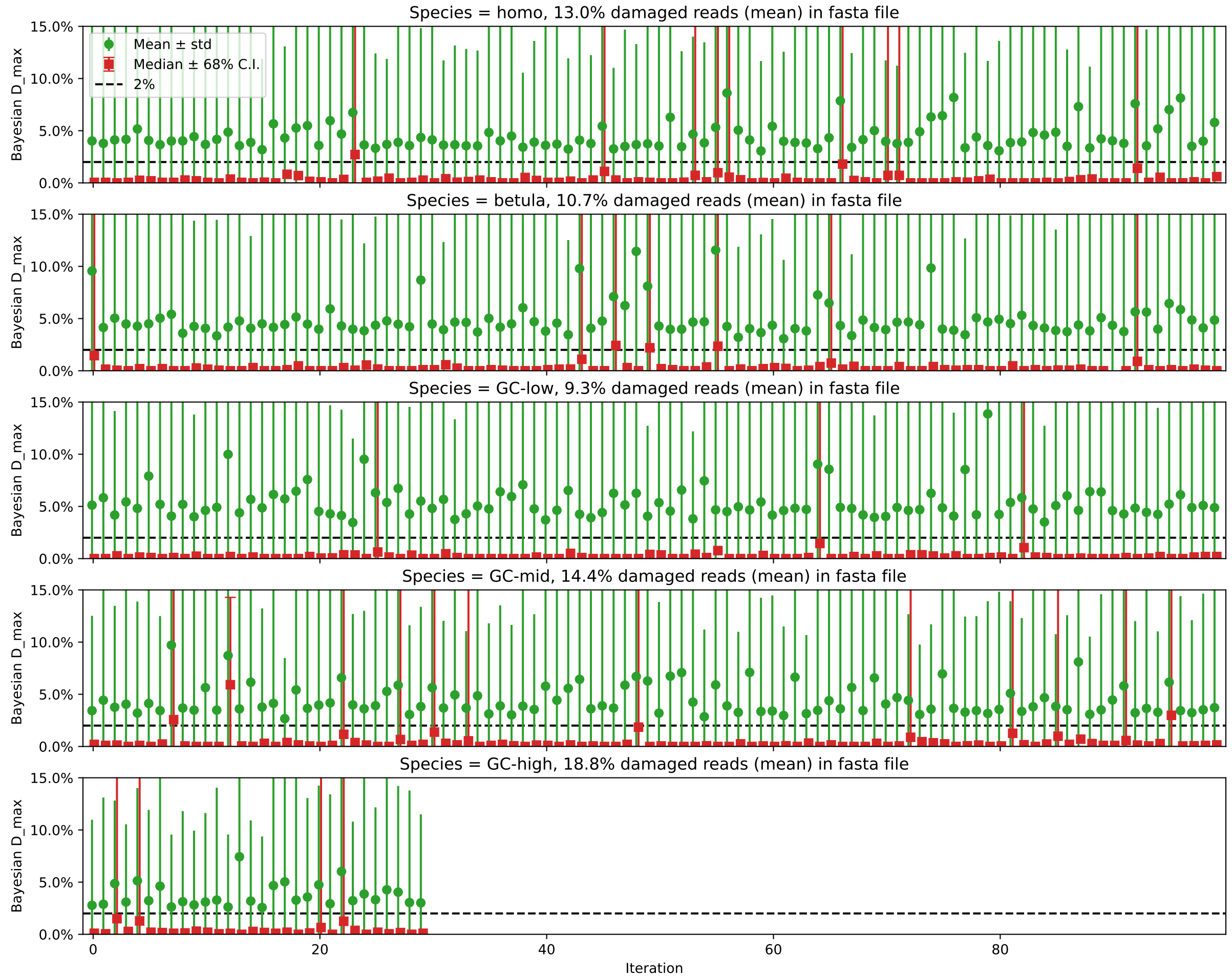
Individual damages:  
50000 reads  
Briggs damage = 0.014  
Damage percent = 1%



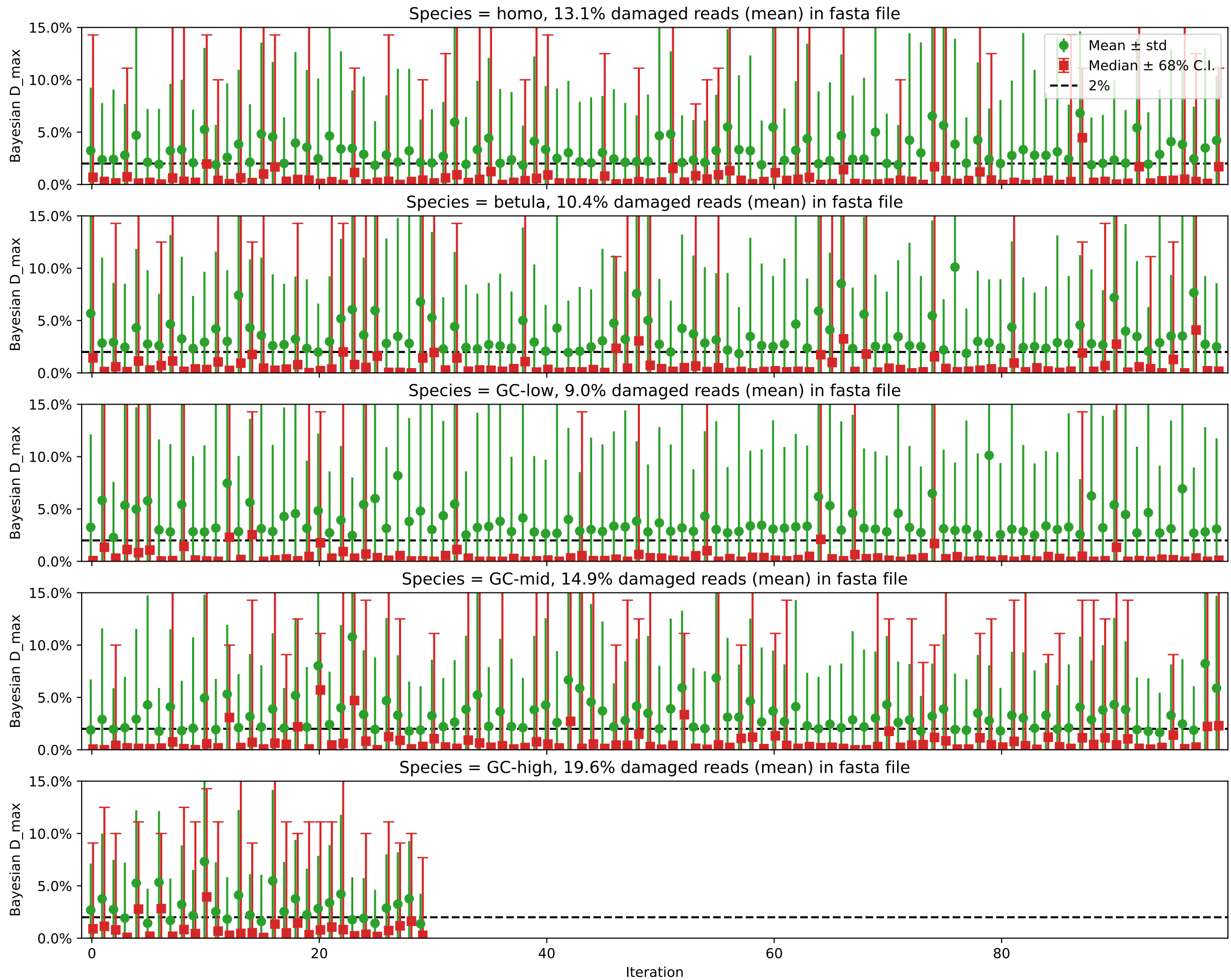
Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent = 1%



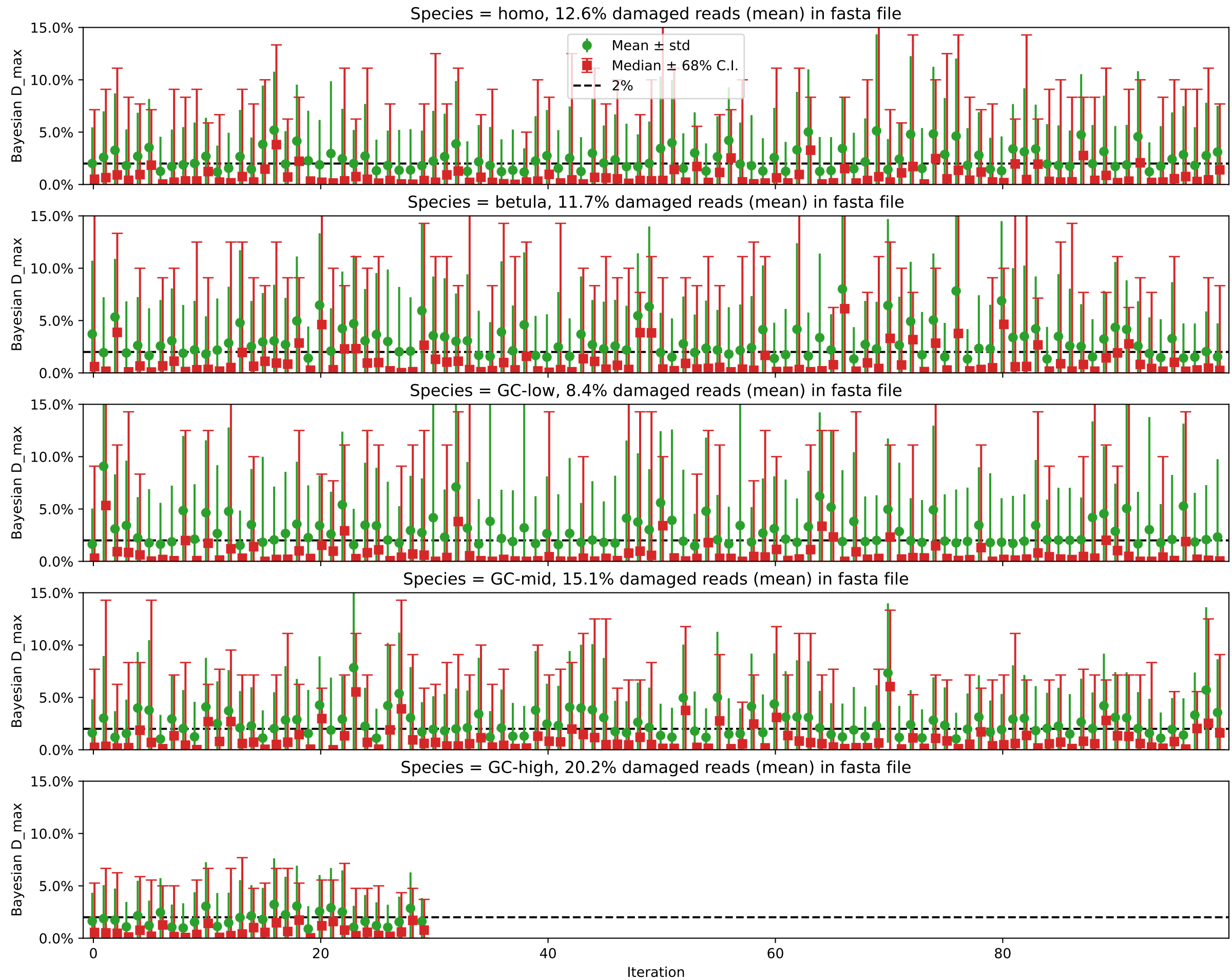
Individual damages:  
10 reads  
Briggs damage = 0.047  
Damage percent = 2%



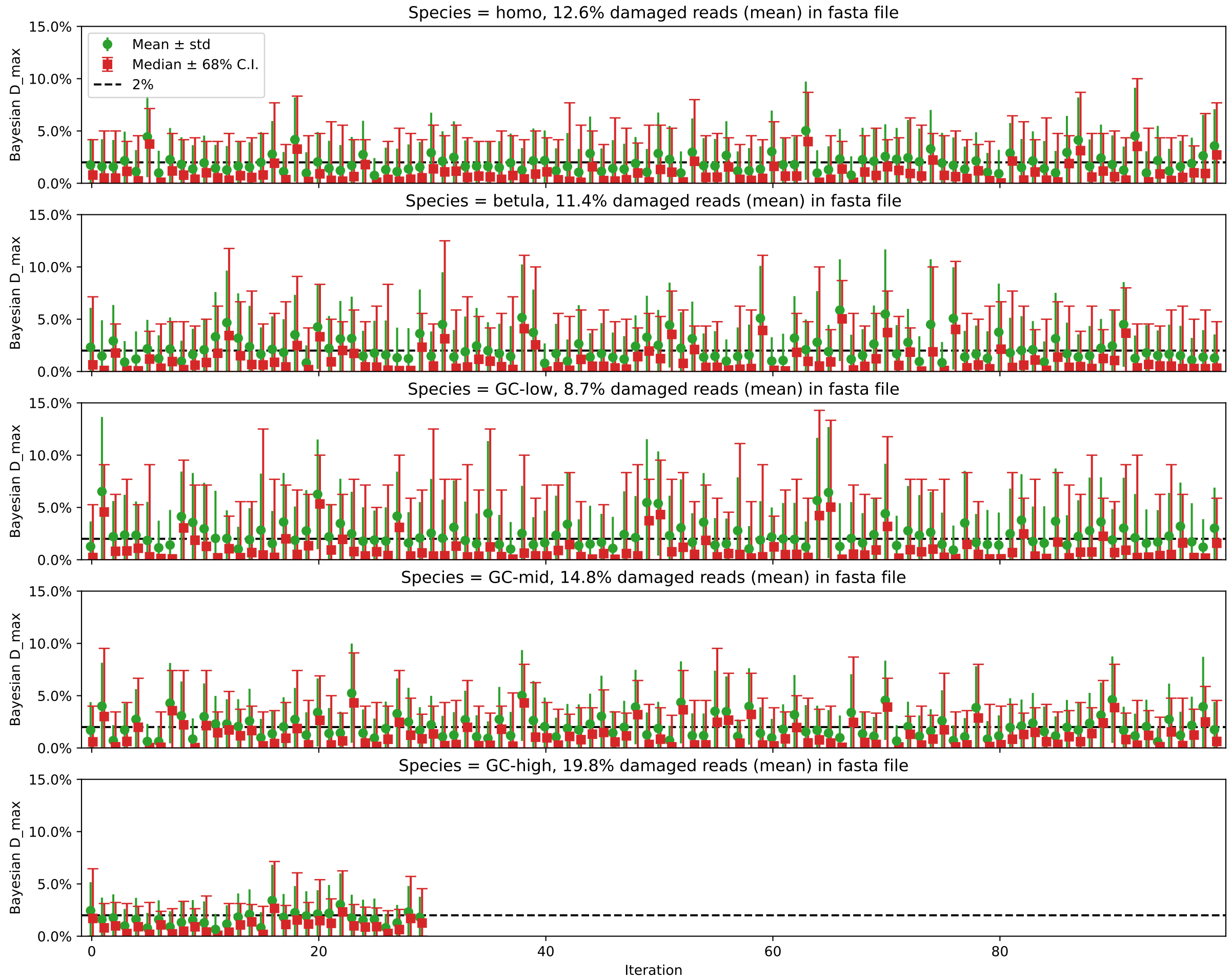
Individual damages:  
25 reads  
Briggs damage = 0.047  
Damage percent = 2%



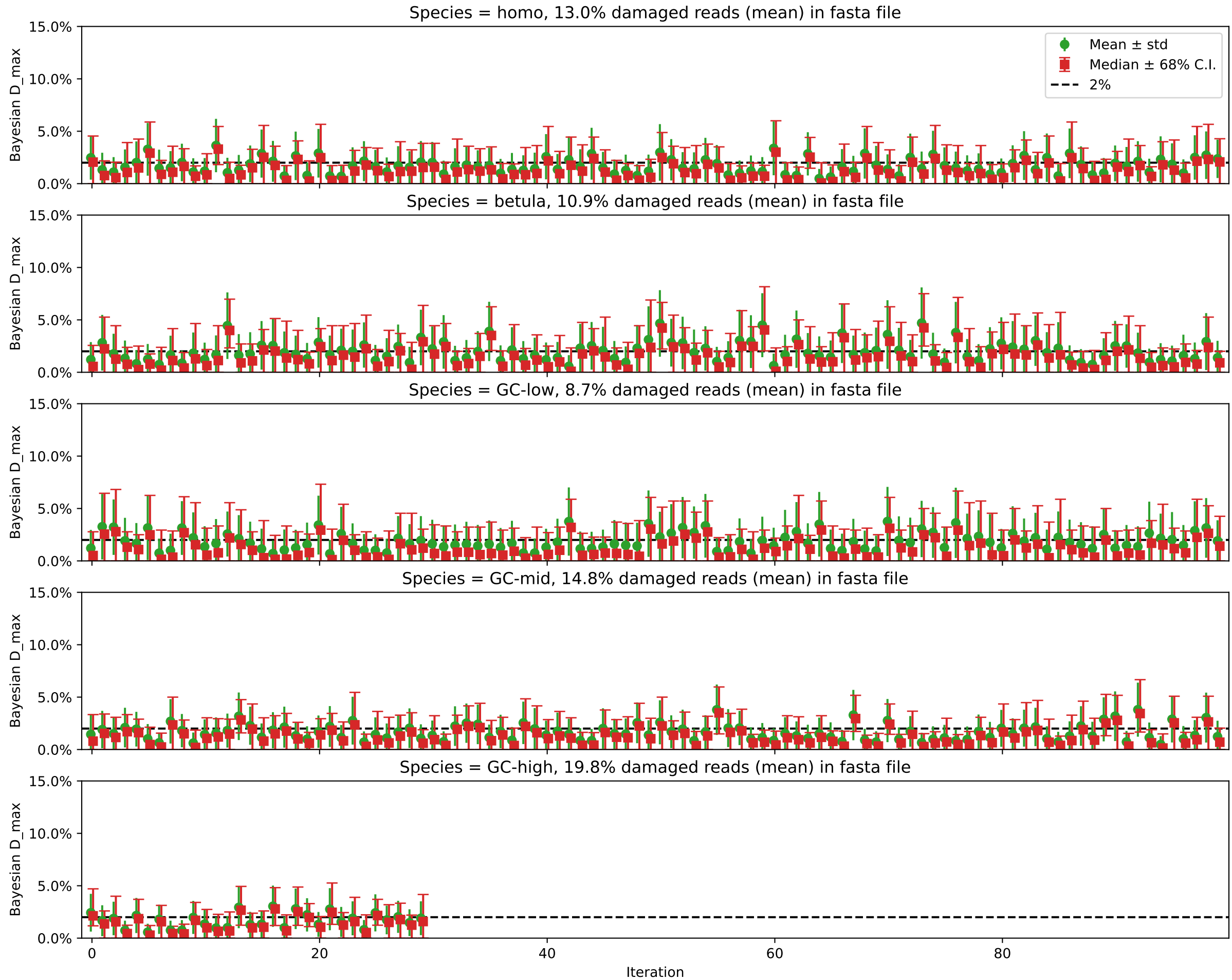
Individual damages:  
50 reads  
Briggs damage = 0.047  
Damage percent = 2%



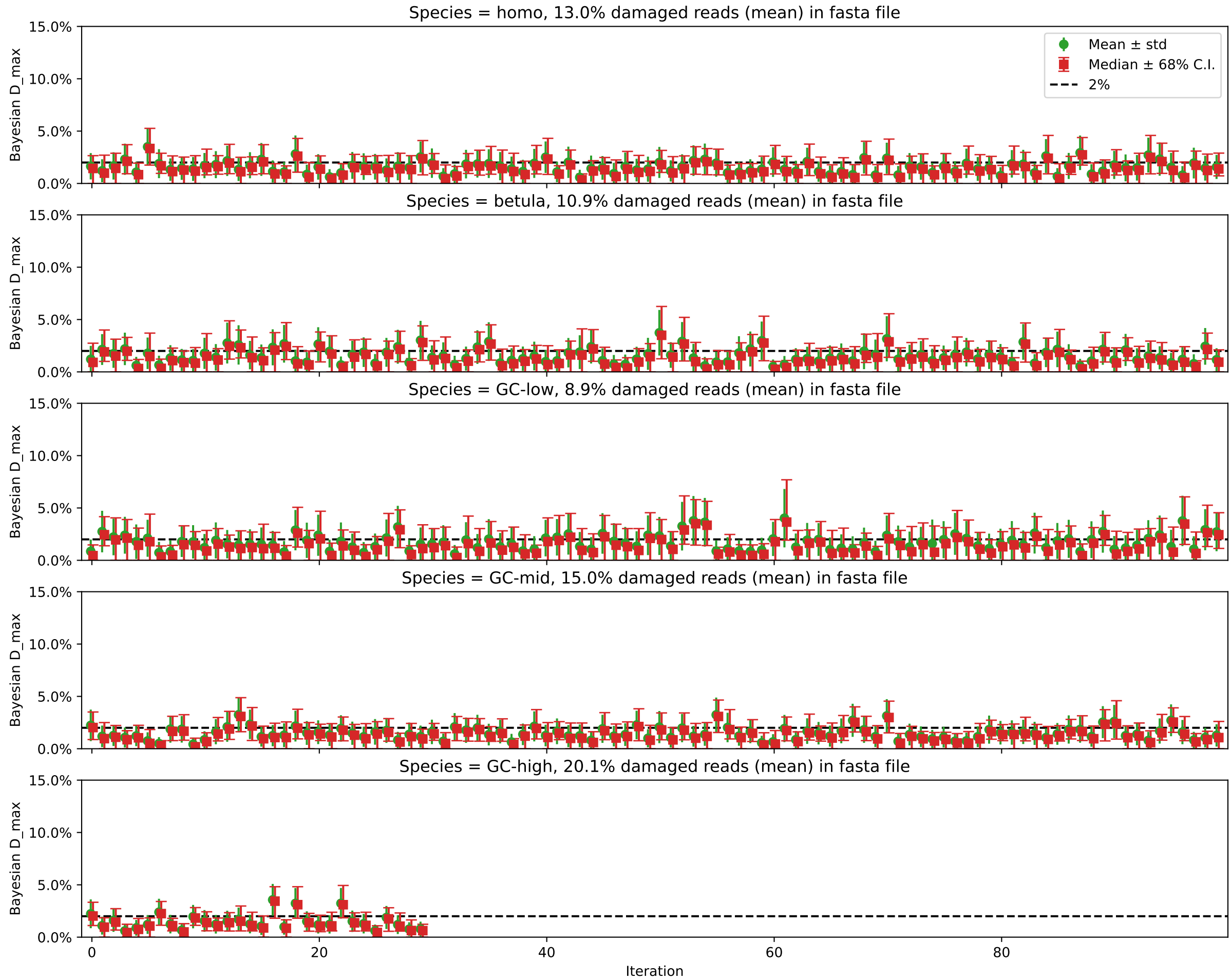
Individual damages:  
100 reads  
Briggs damage = 0.047  
Damage percent = 2%



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

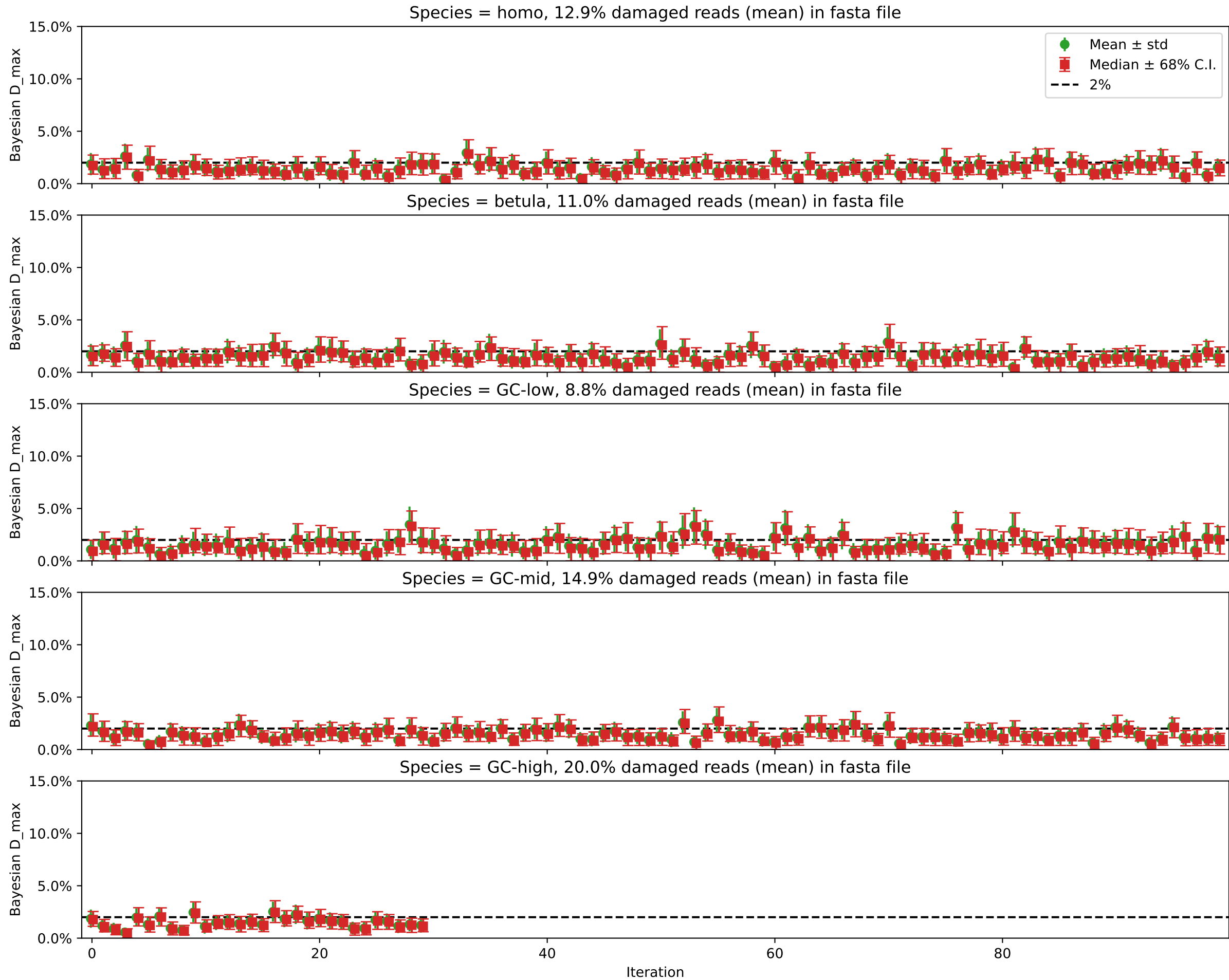


Individual damages:  
500 reads  
Briggs damage = 0.047  
Damage percent = 2%

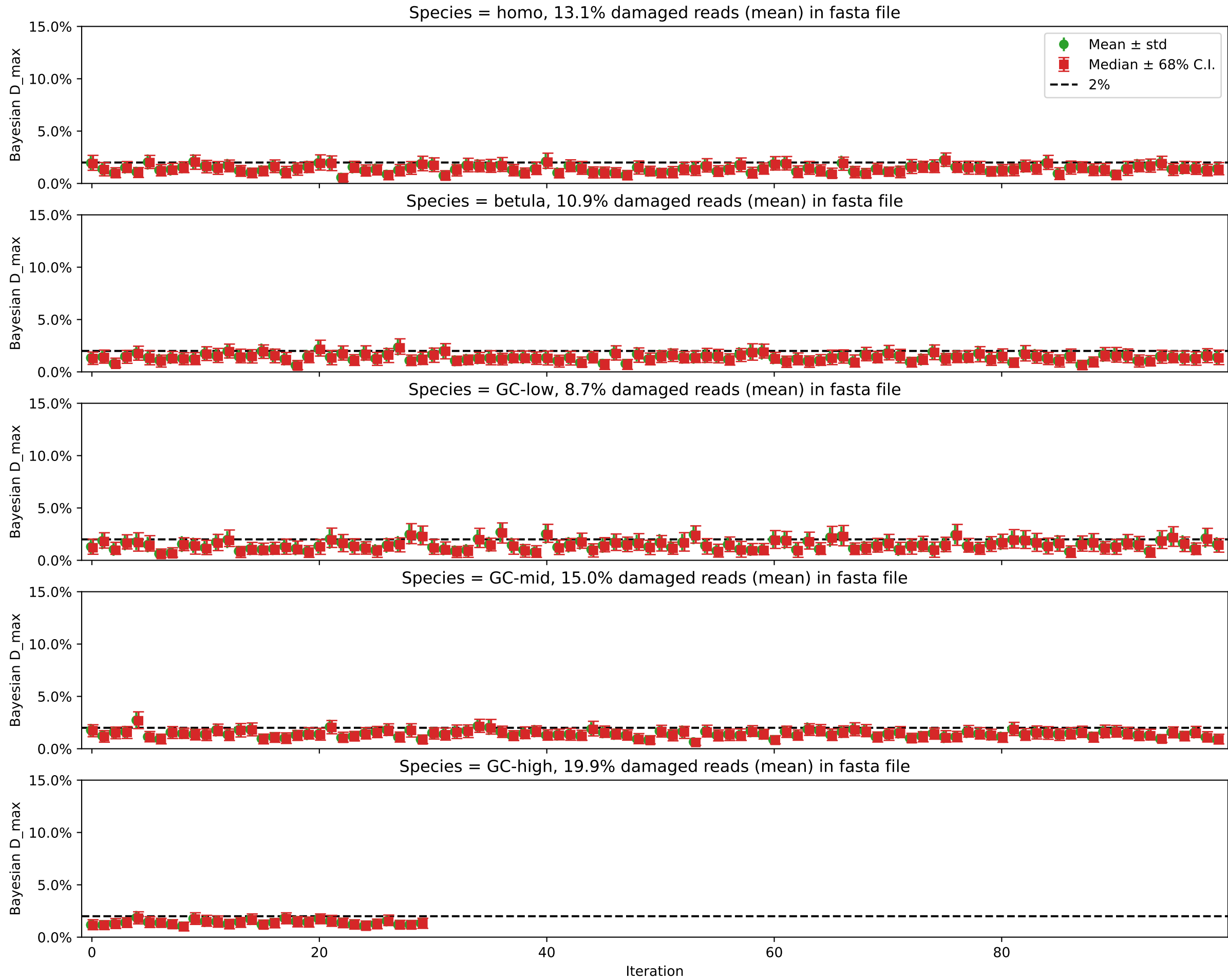




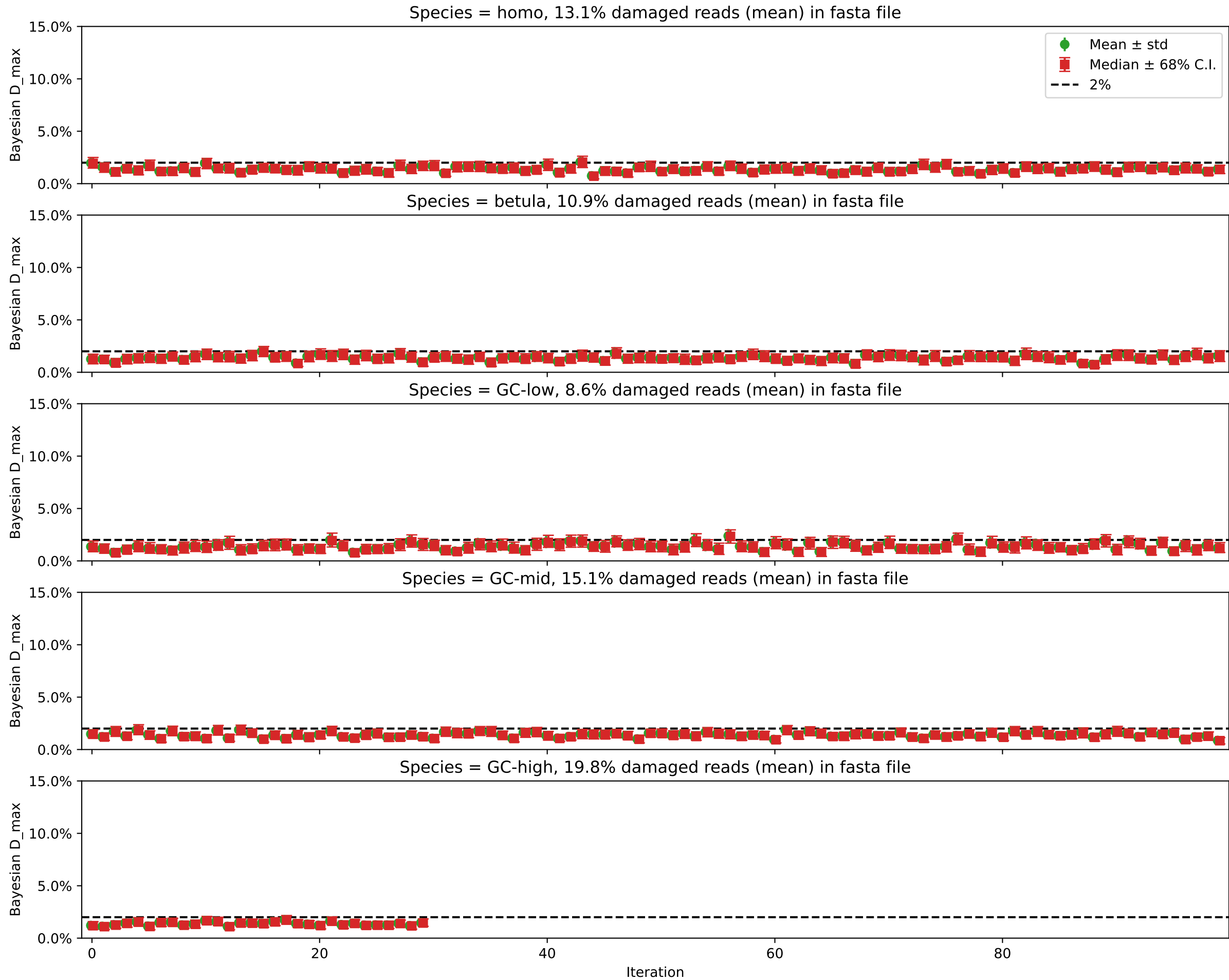
Individual damages:  
1000 reads  
Briggs damage = 0.047  
Damage percent = 2%



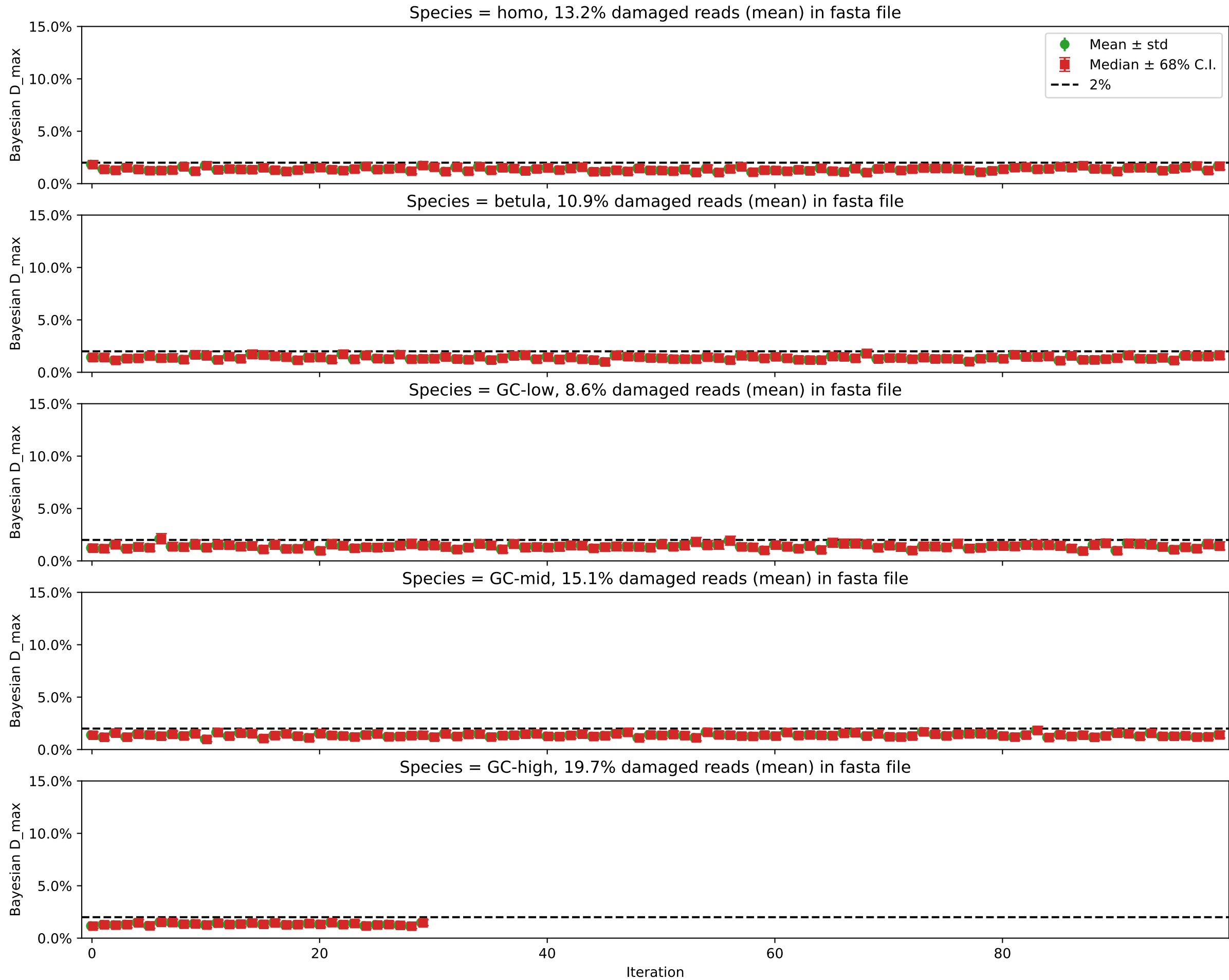
Individual damages:  
2500 reads  
Briggs damage = 0.047  
Damage percent = 2%



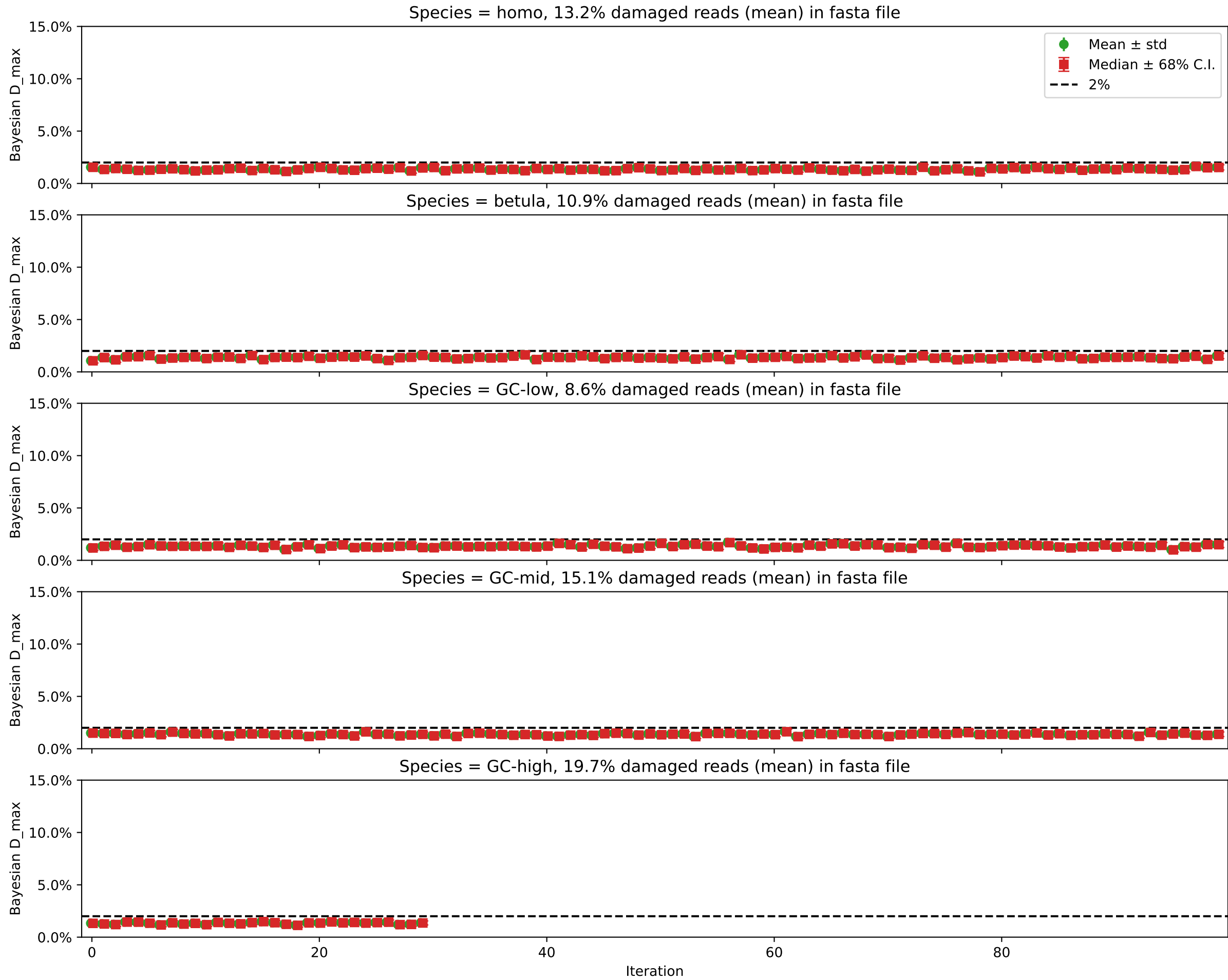
Individual damages:  
5000 reads  
Briggs damage = 0.047  
Damage percent = 2%



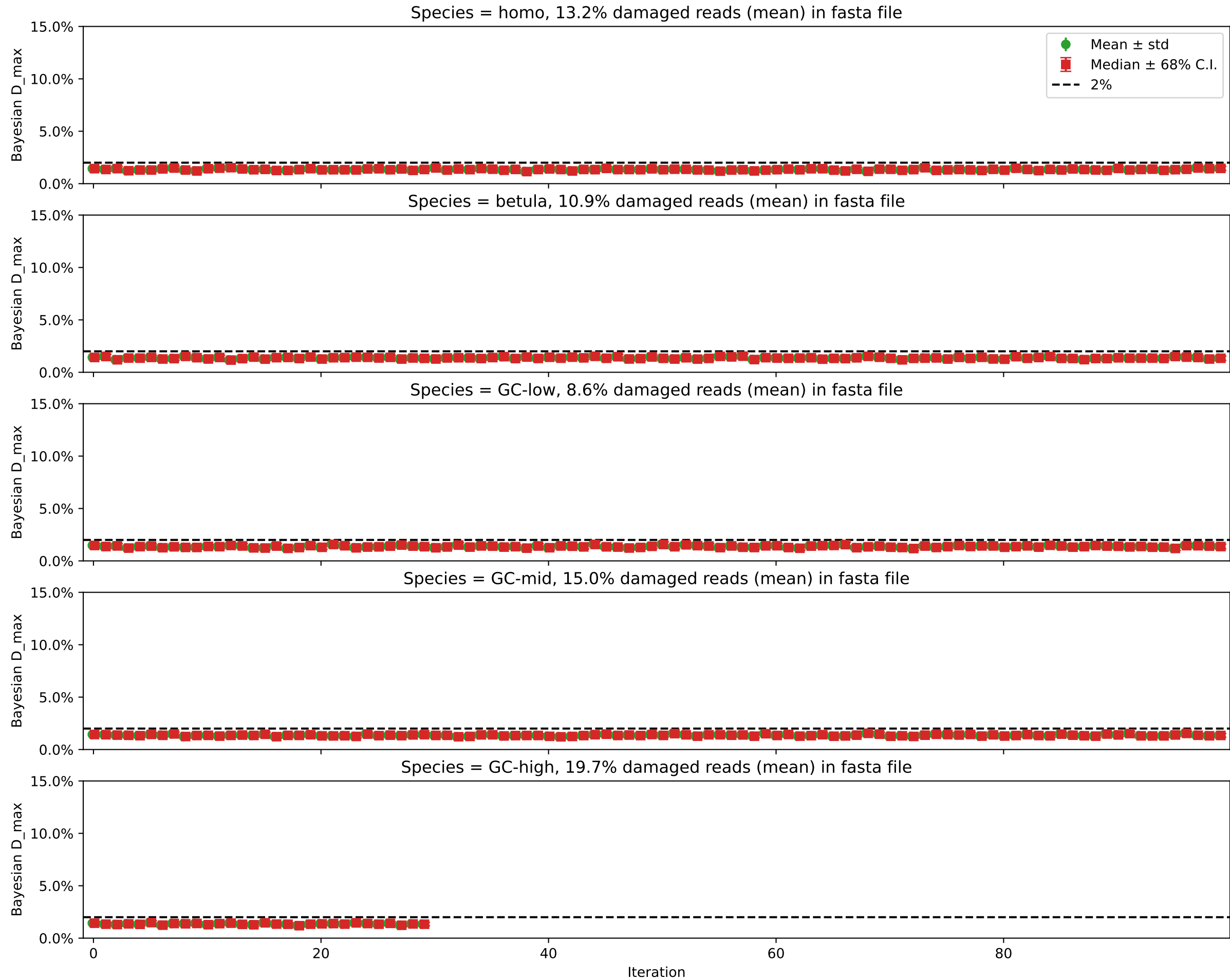
Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent = 2%



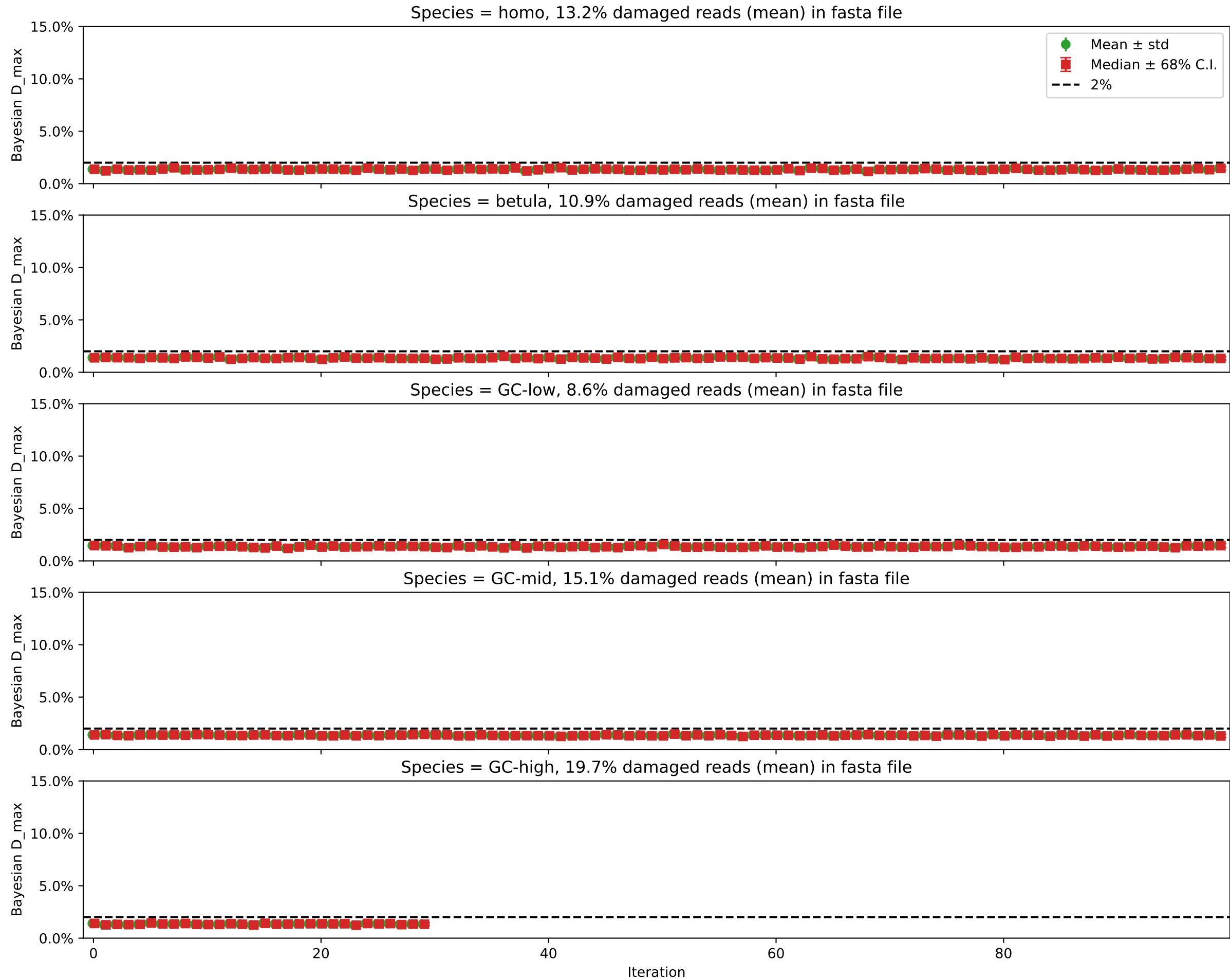
Individual damages:  
25000 reads  
Briggs damage = 0.047  
Damage percent = 2%



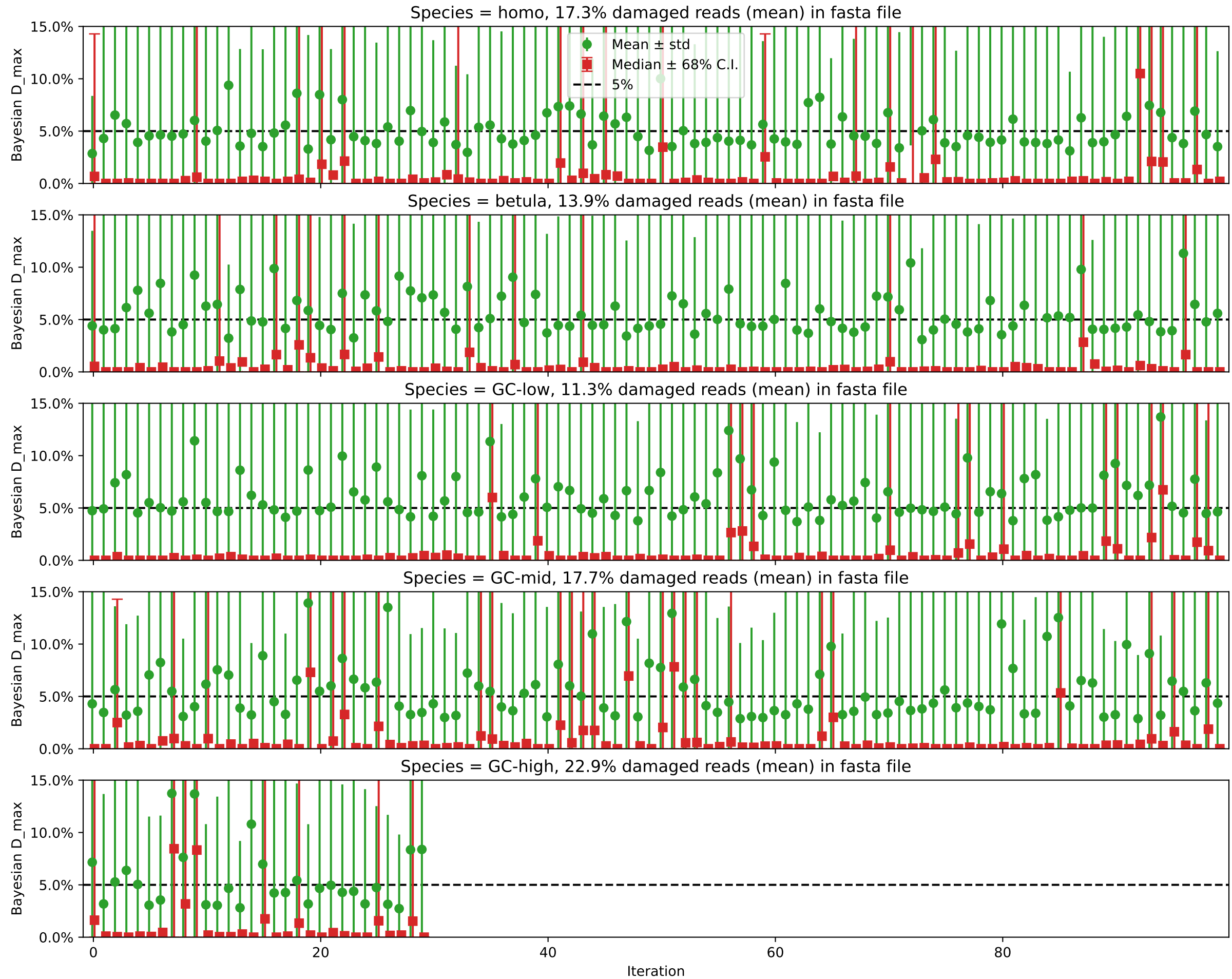
Individual damages:  
50000 reads  
Briggs damage = 0.047  
Damage percent = 2%



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

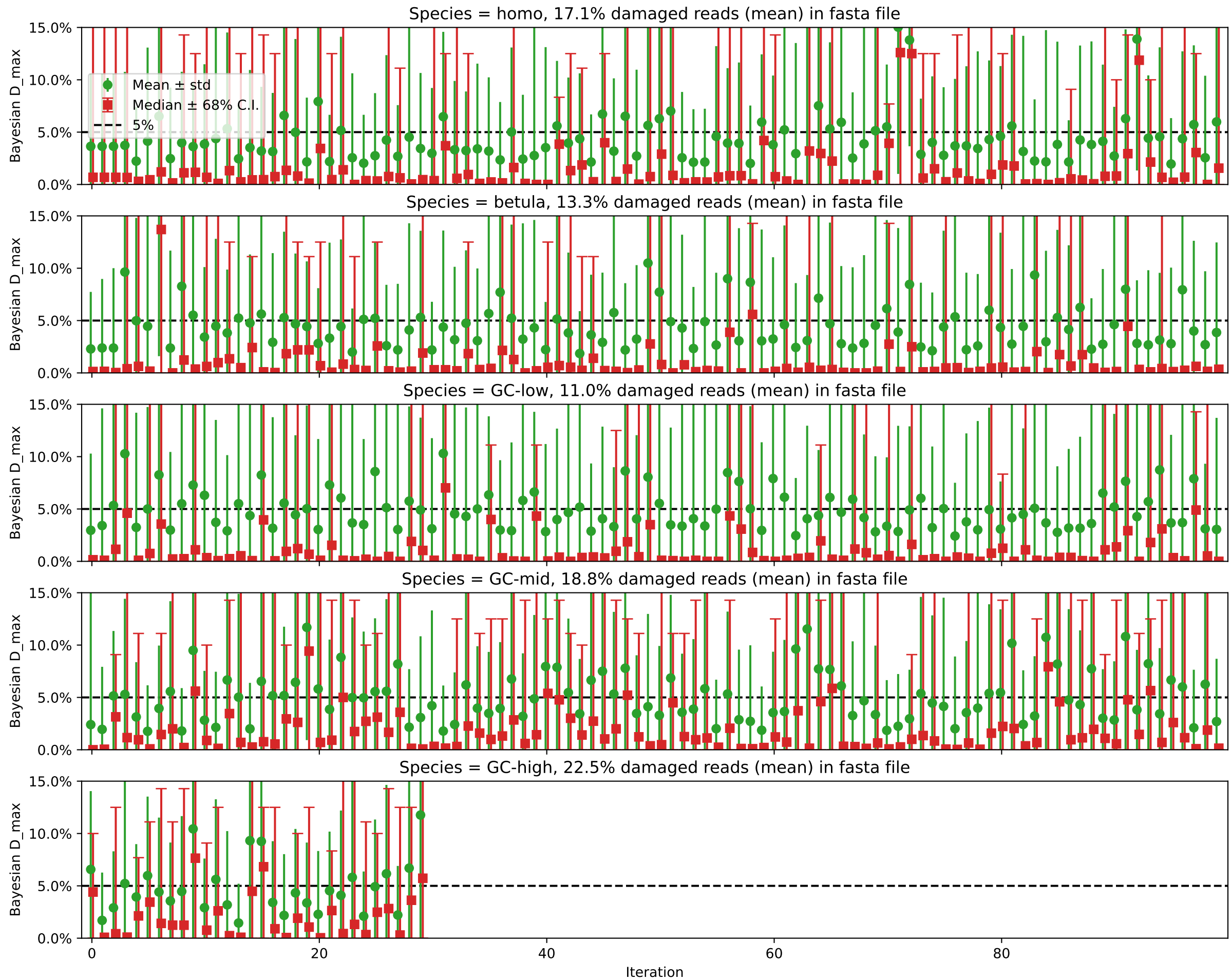


Individual damages:  
10 reads  
Briggs damage = 0.138  
Damage percent = 5%

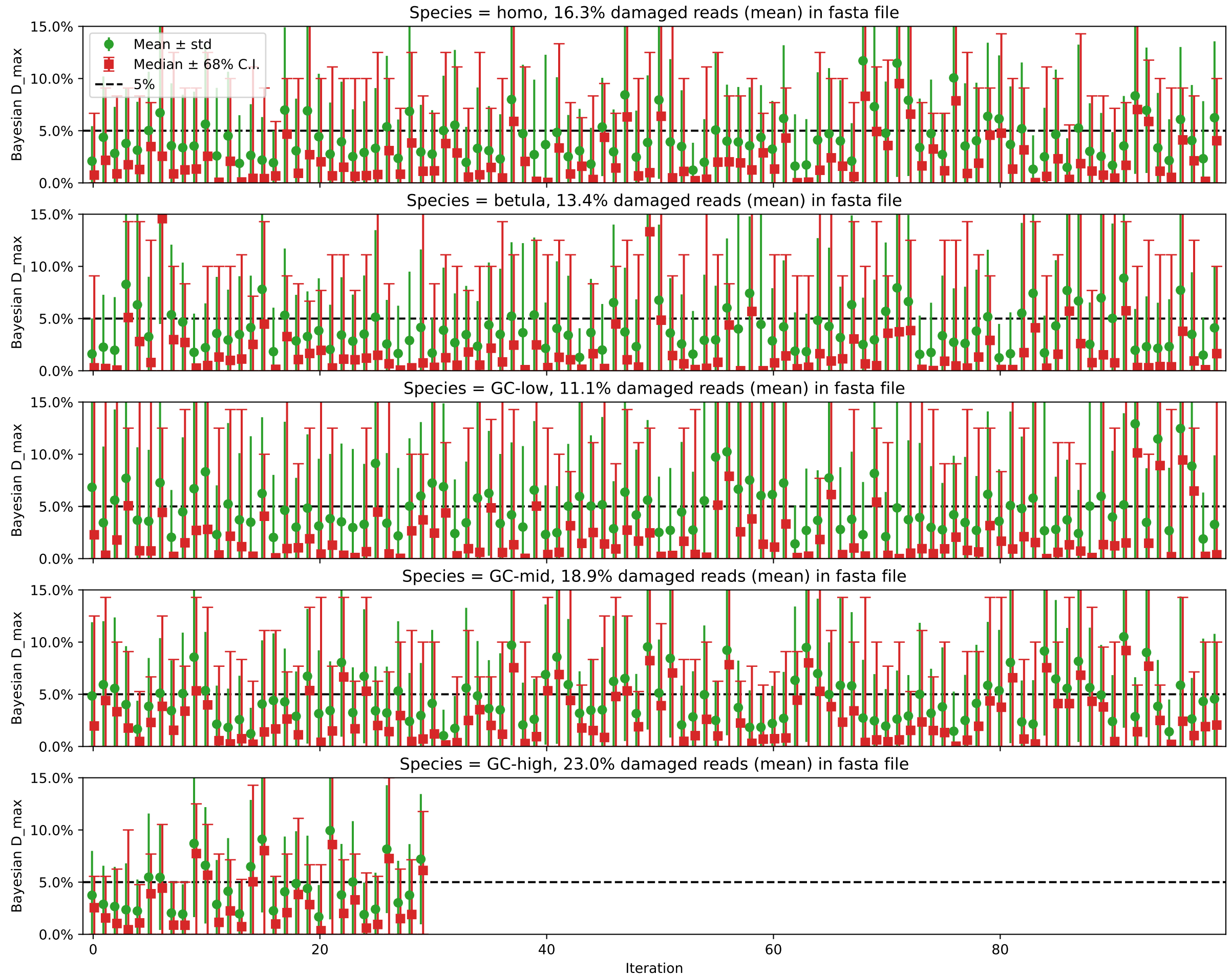




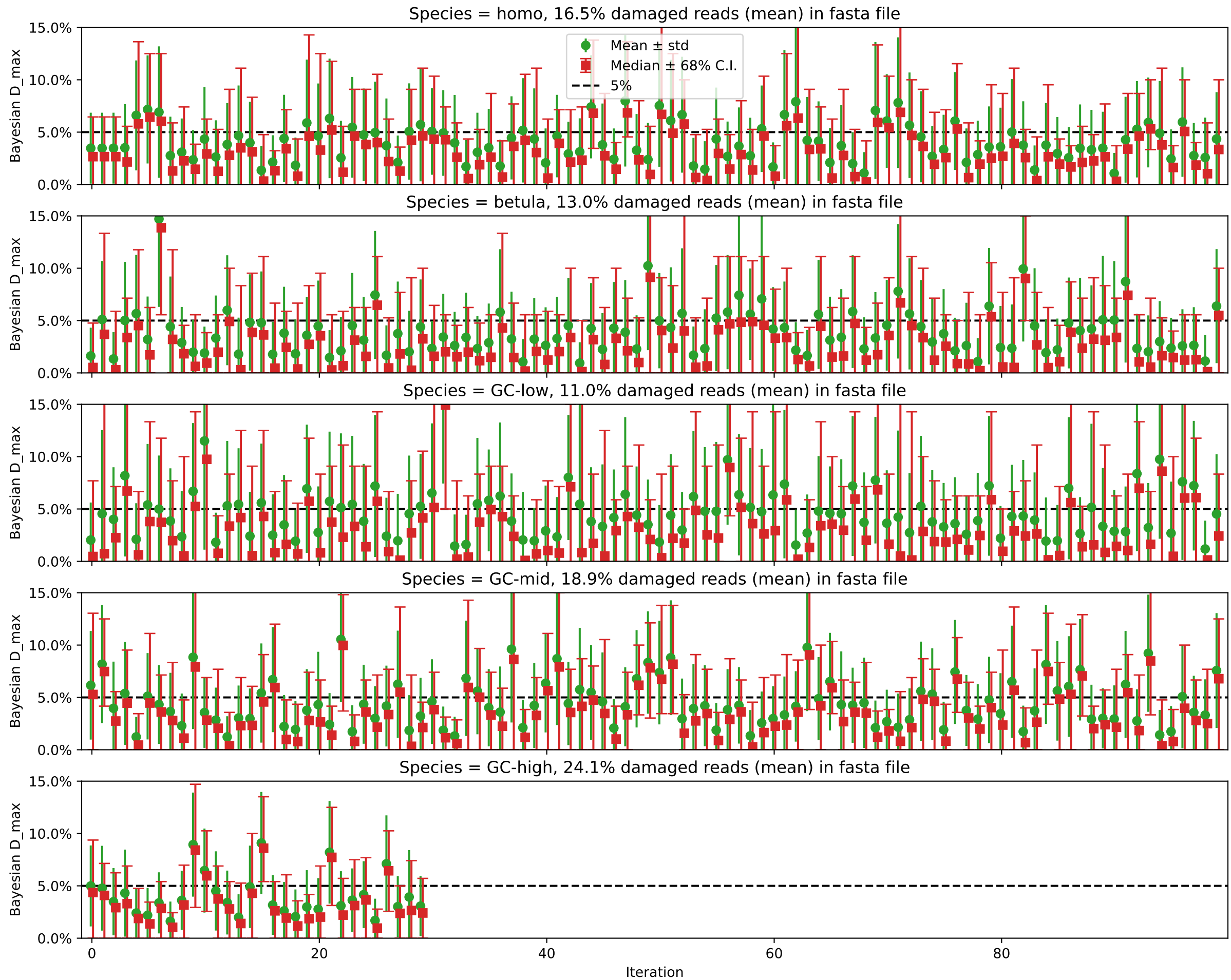
Individual damages:  
25 reads  
Briggs damage = 0.138  
Damage percent = 5%



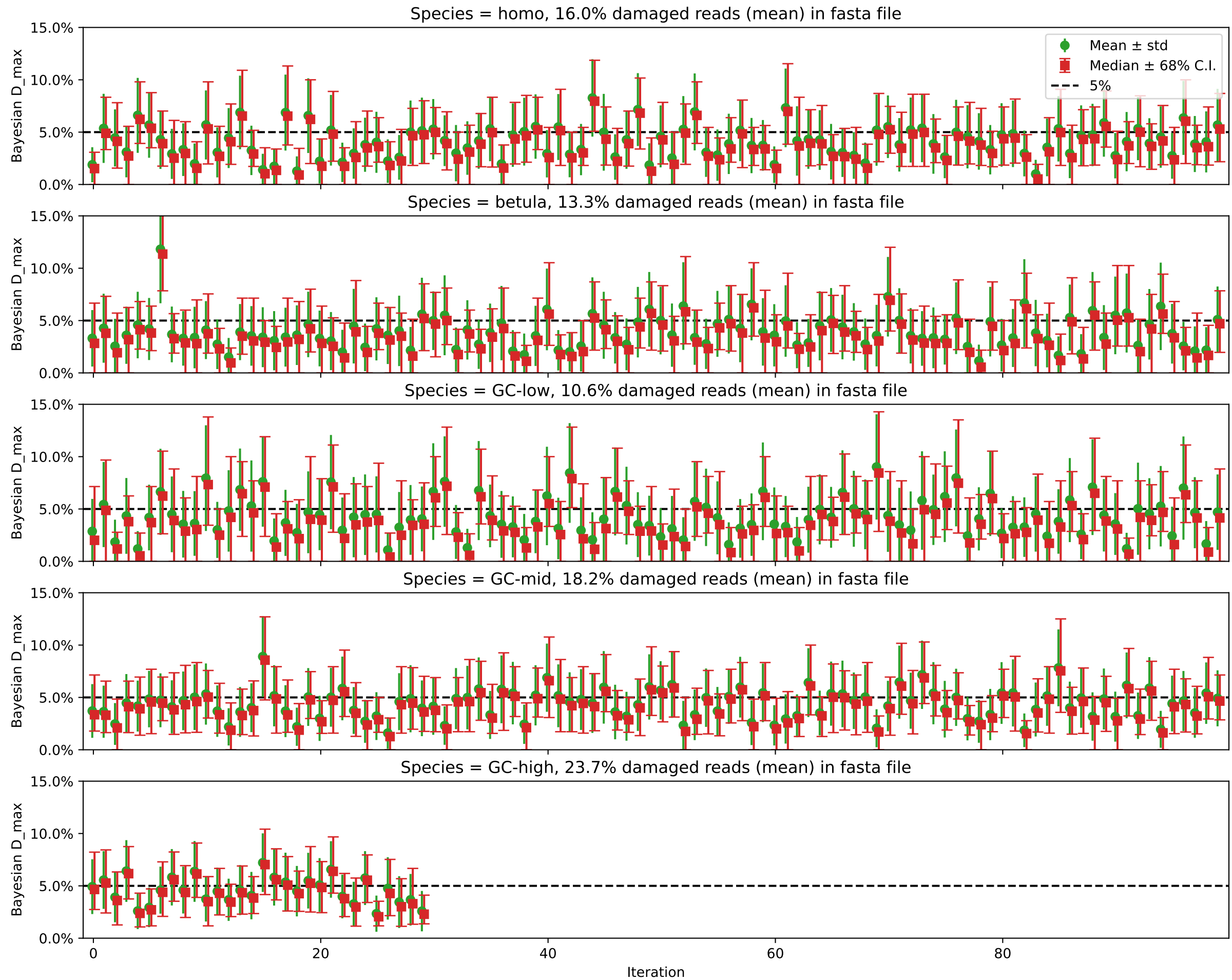
Individual damages:  
50 reads  
Briggs damage = 0.138  
Damage percent = 5%



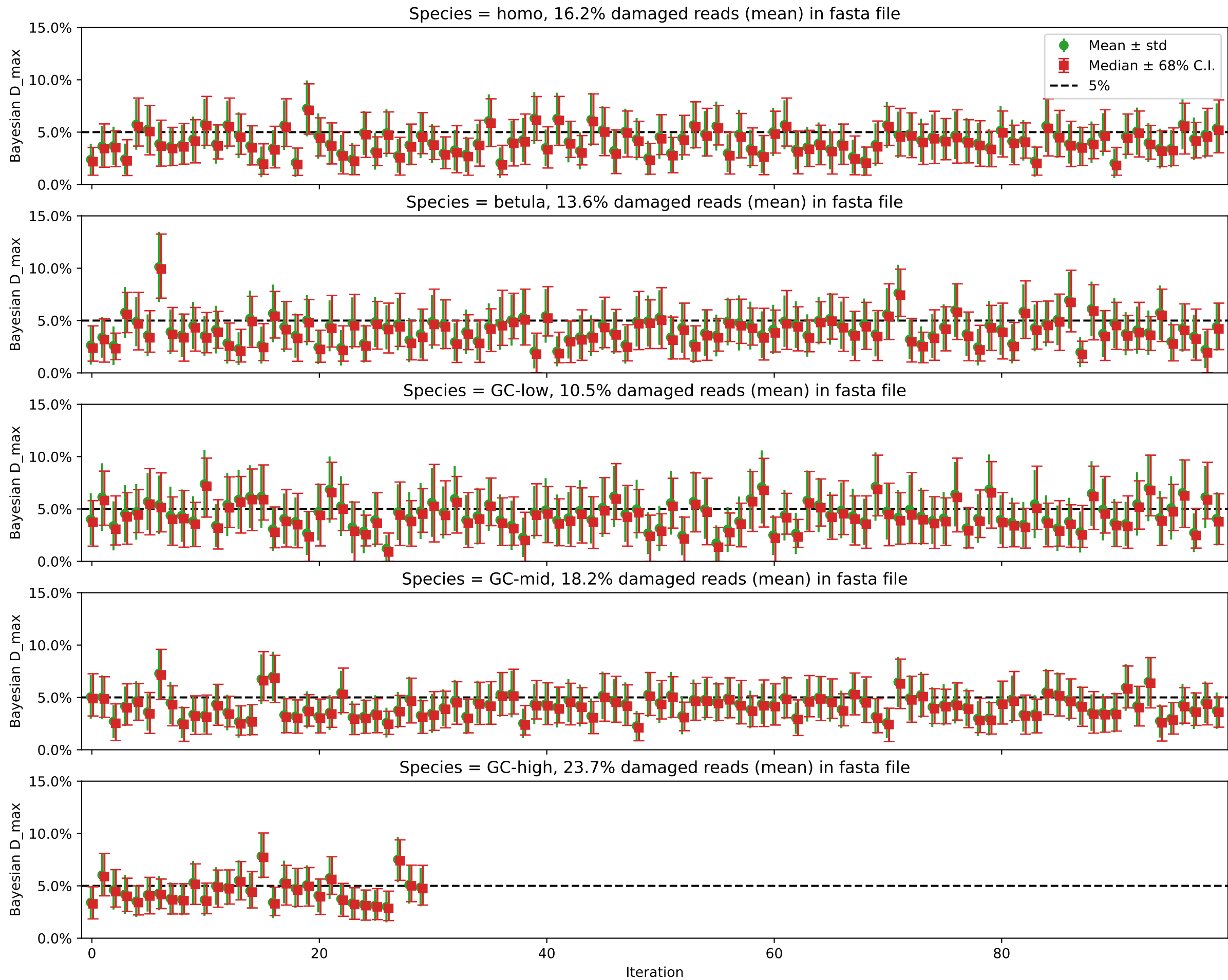
Individual damages:  
100 reads  
Briggs damage = 0.138  
Damage percent = 5%



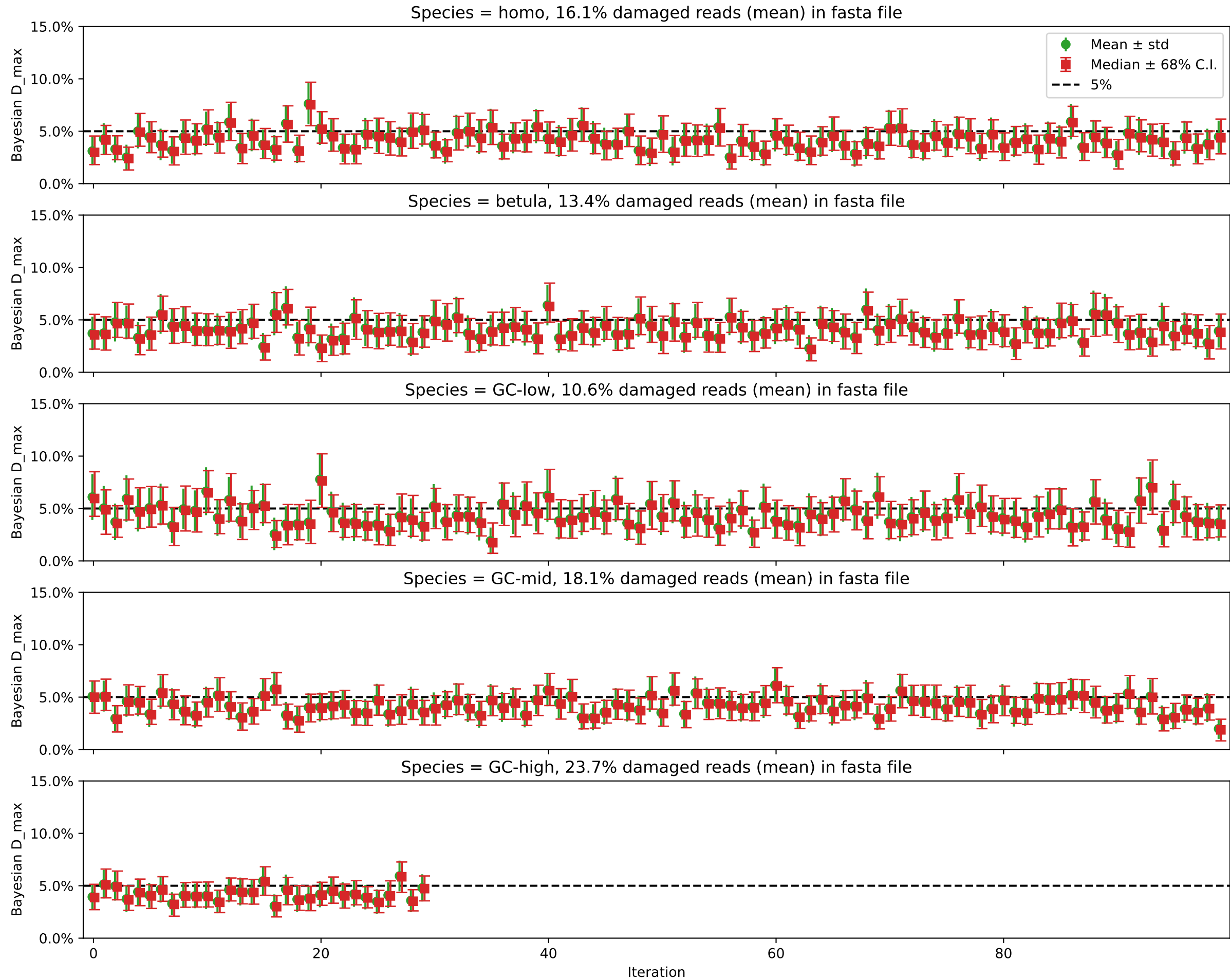
Individual damages:  
250 reads  
Briggs damage = 0.138  
Damage percent = 5%



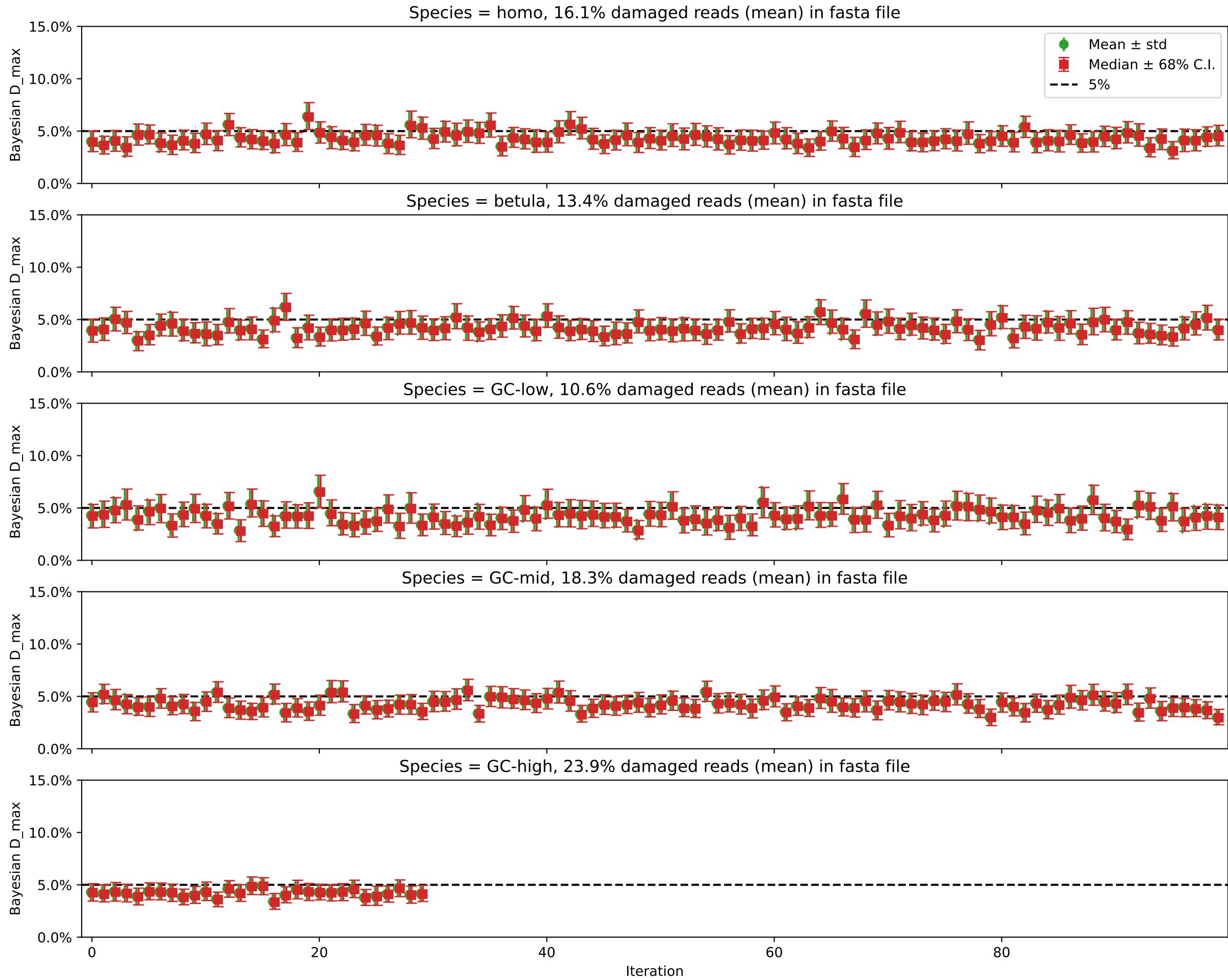
Individual damages:  
500 reads  
Briggs damage = 0.138  
Damage percent = 5%



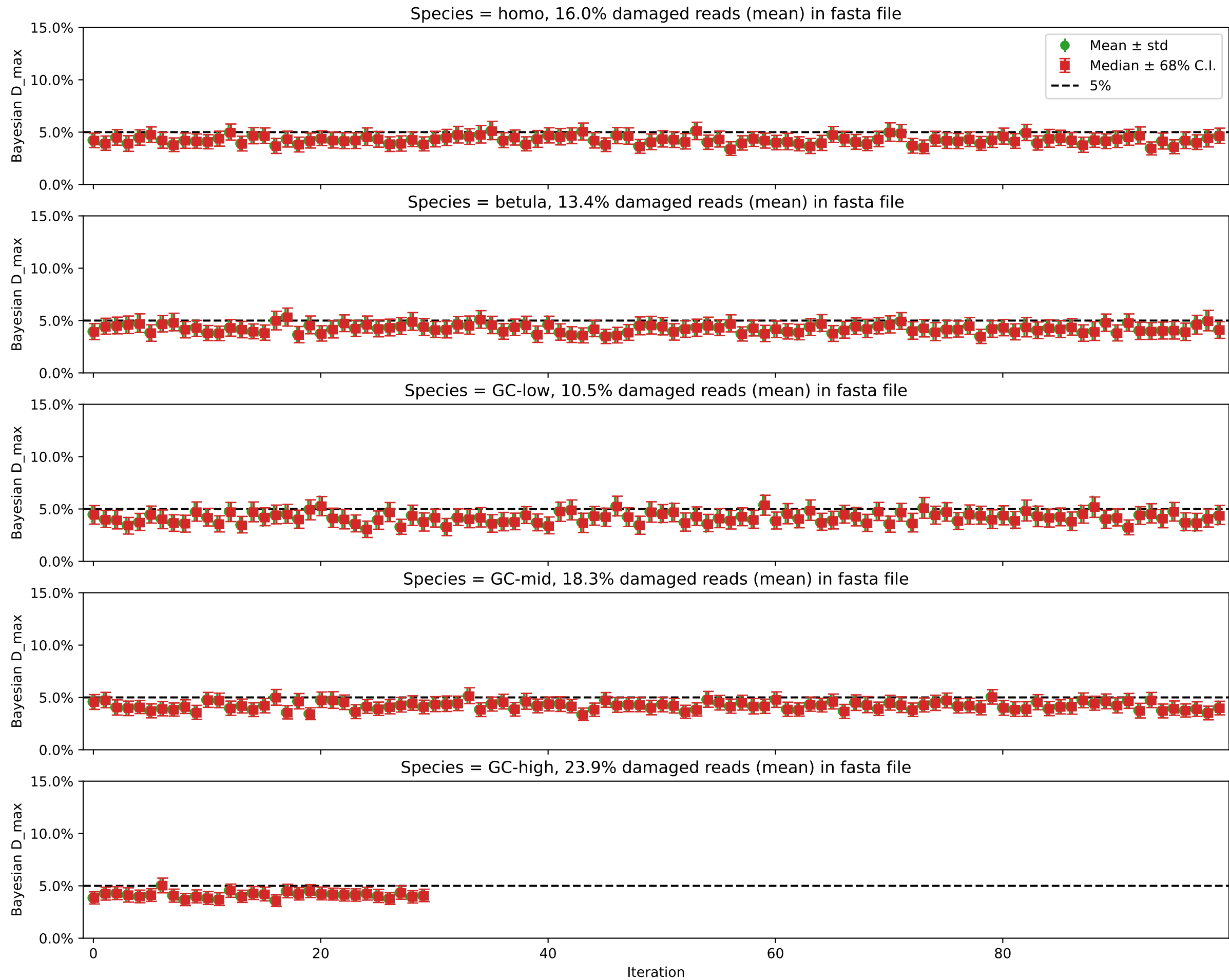
Individual damages:  
1000 reads  
Briggs damage = 0.138  
Damage percent = 5%



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

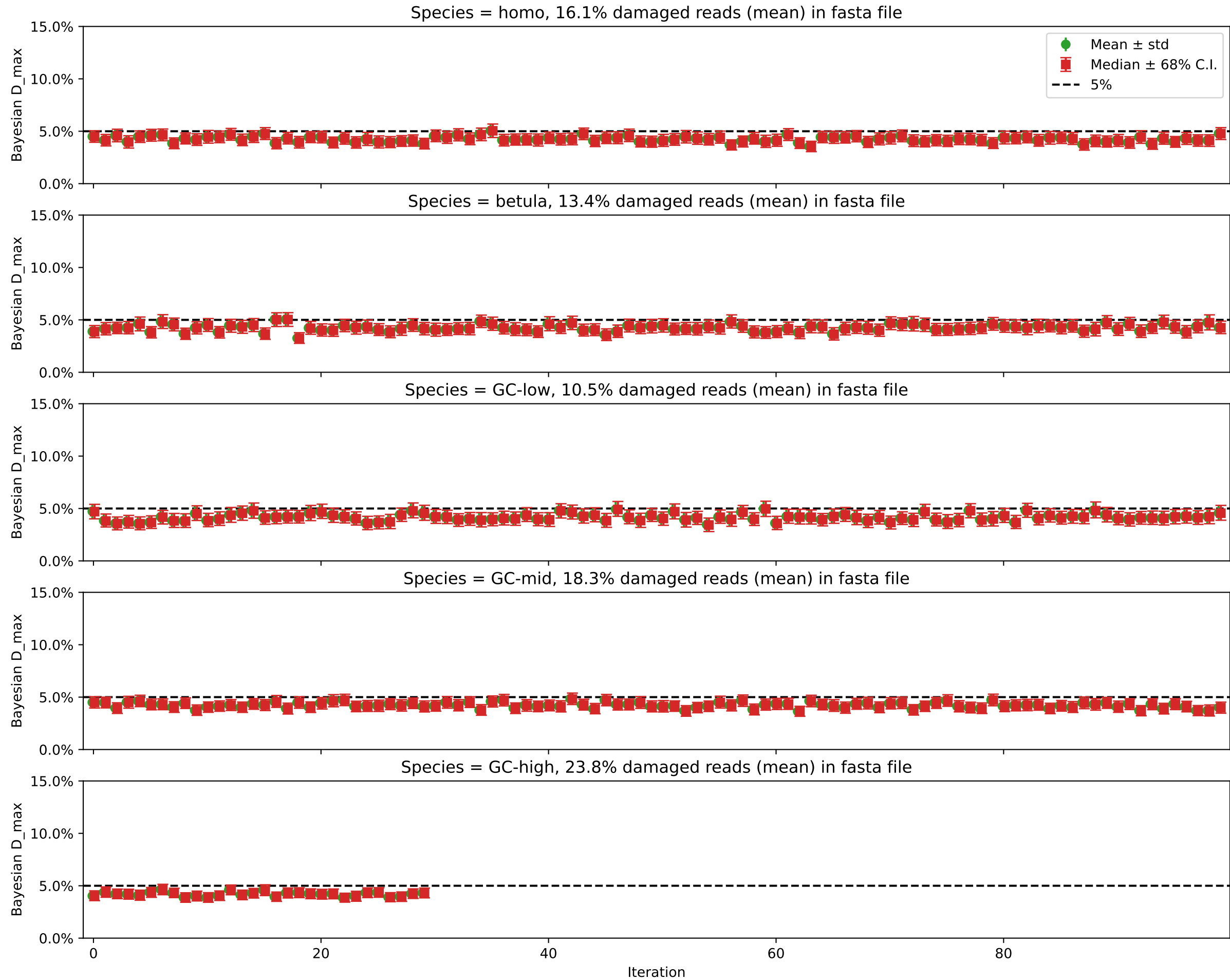


Individual damages:  
5000 reads  
Briggs damage = 0.138  
Damage percent = 5%

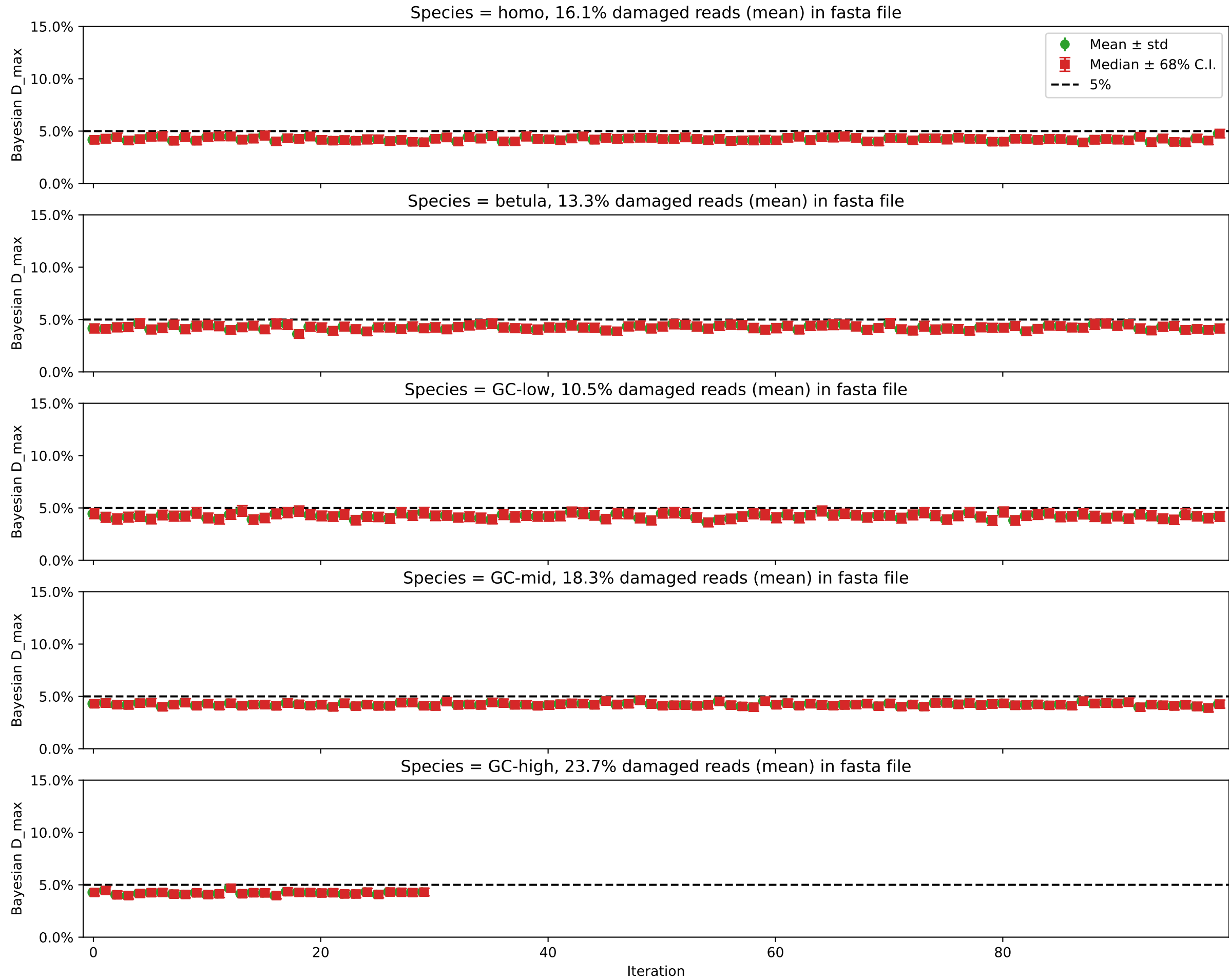




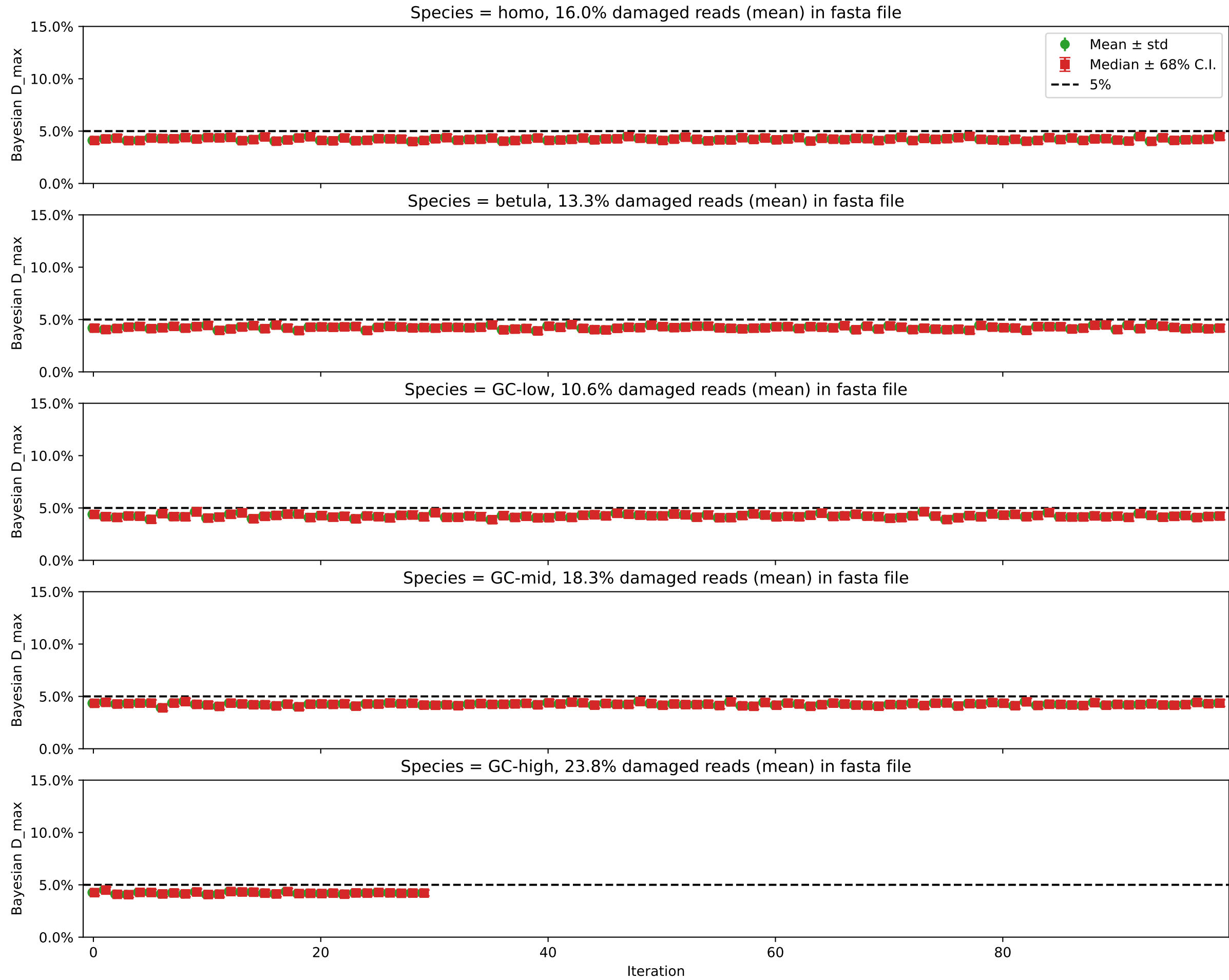
Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent = 5%



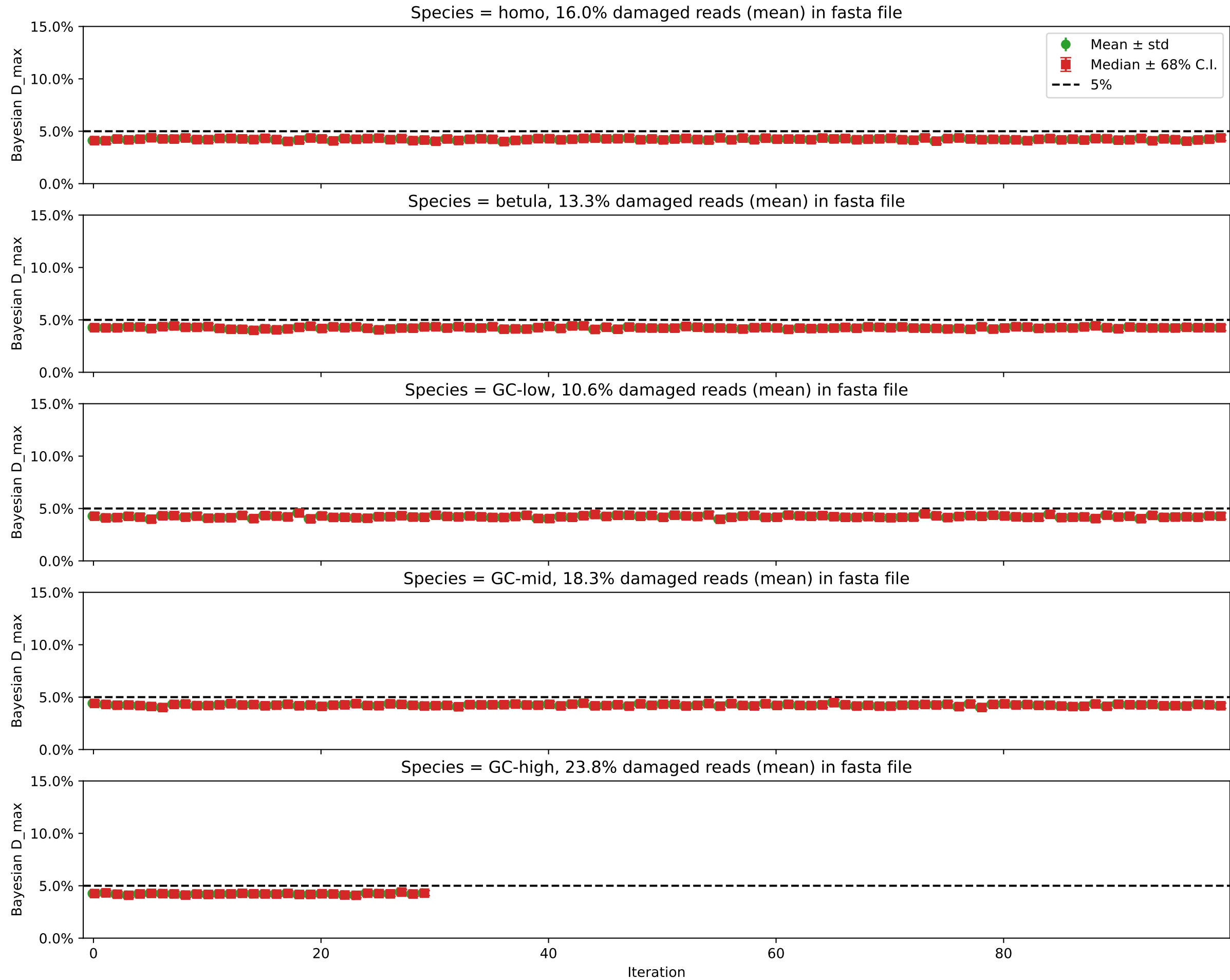
Individual damages:  
25000 reads  
Briggs damage = 0.138  
Damage percent = 5%



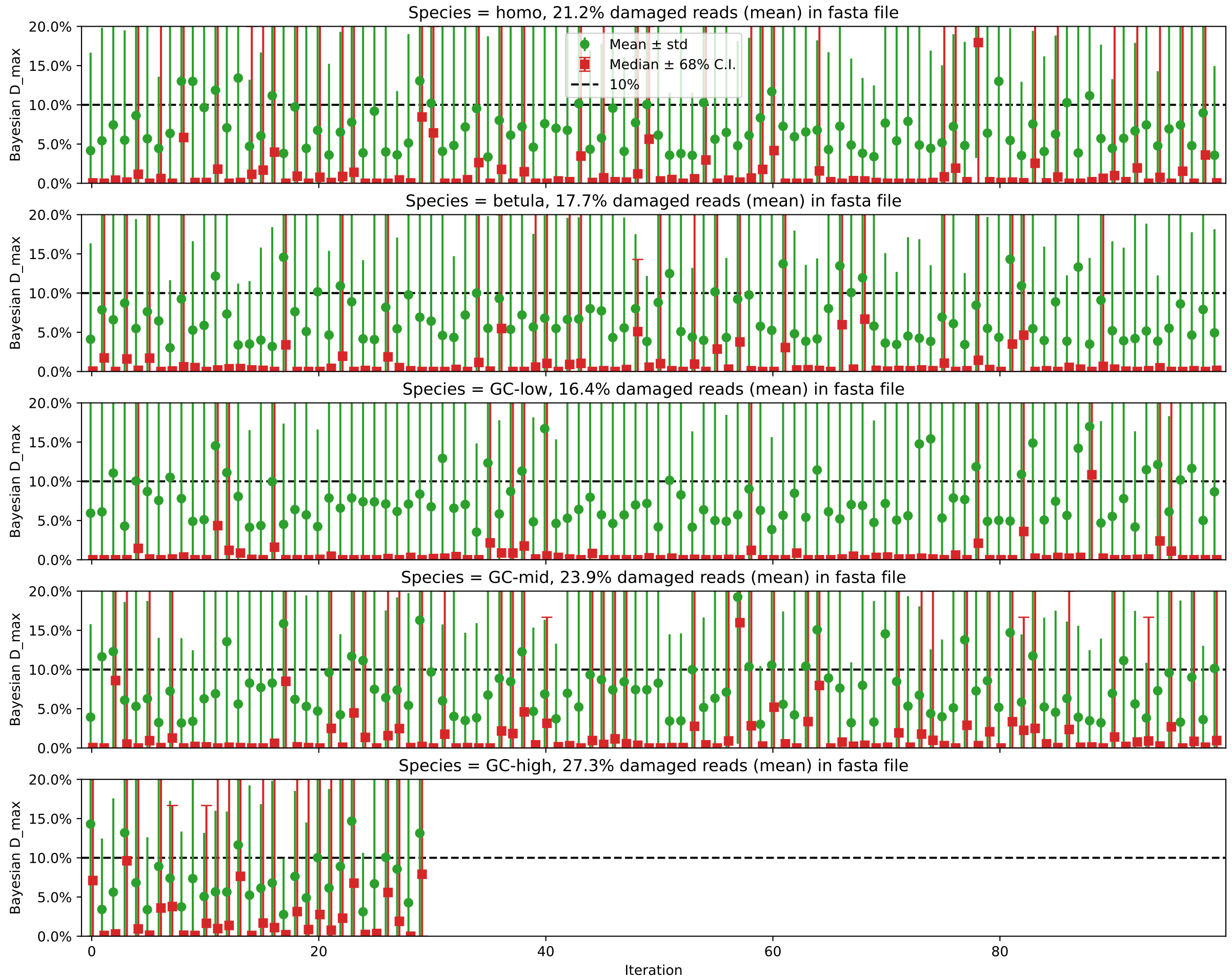
Individual damages:  
50000 reads  
Briggs damage = 0.138  
Damage percent = 5%



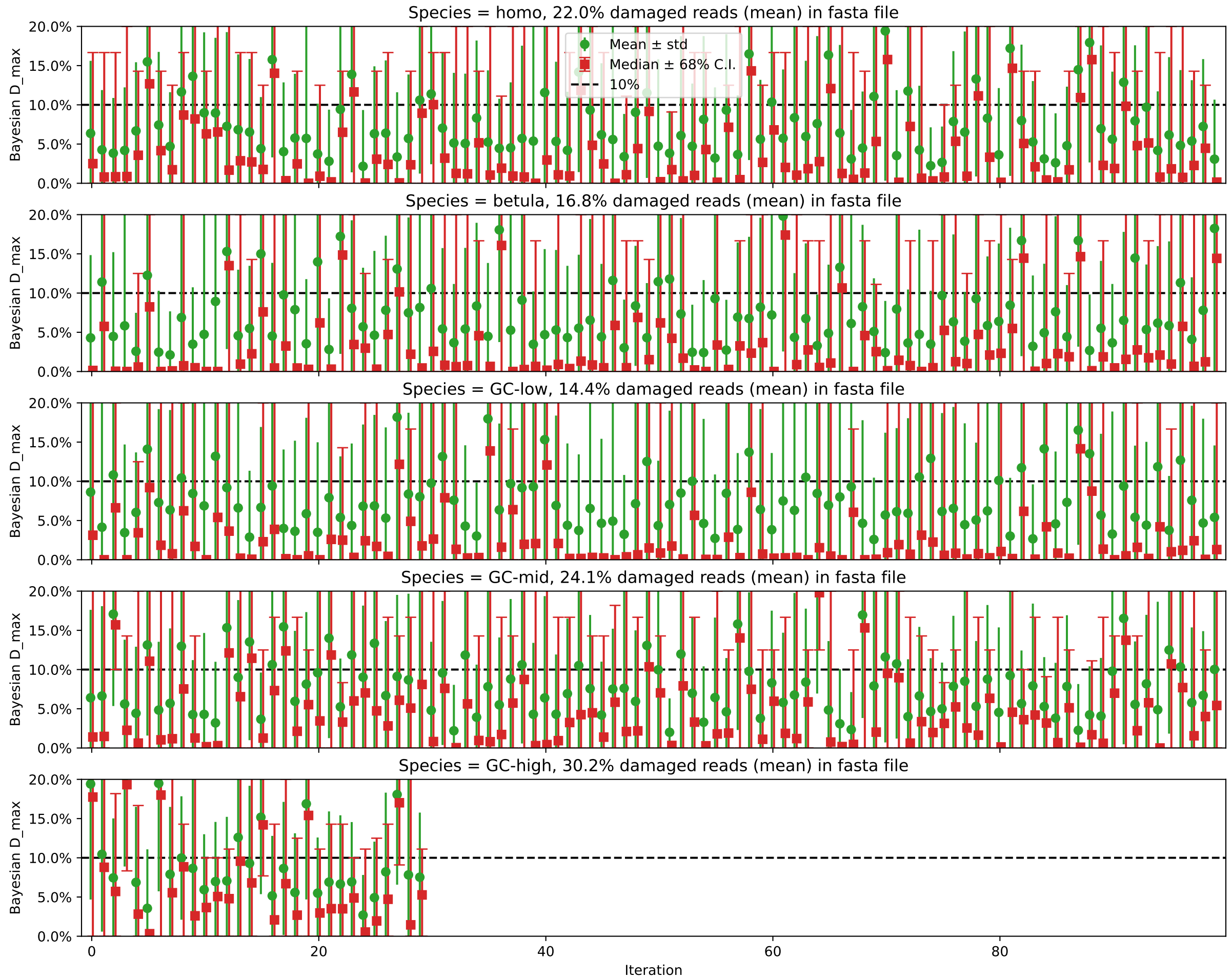
Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent = 5%



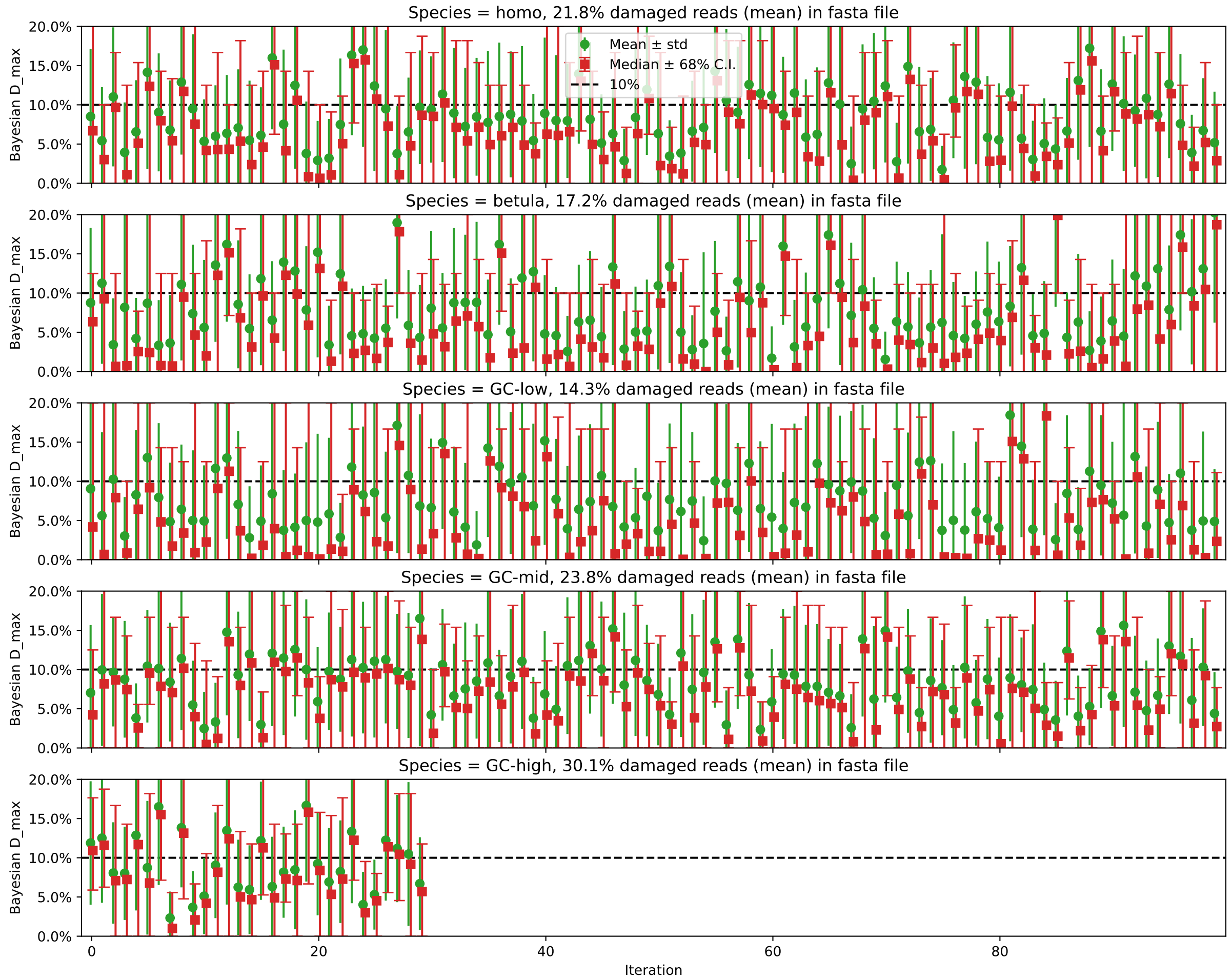
Individual damages:  
10 reads  
Briggs damage = 0.303  
Damage percent = 10%



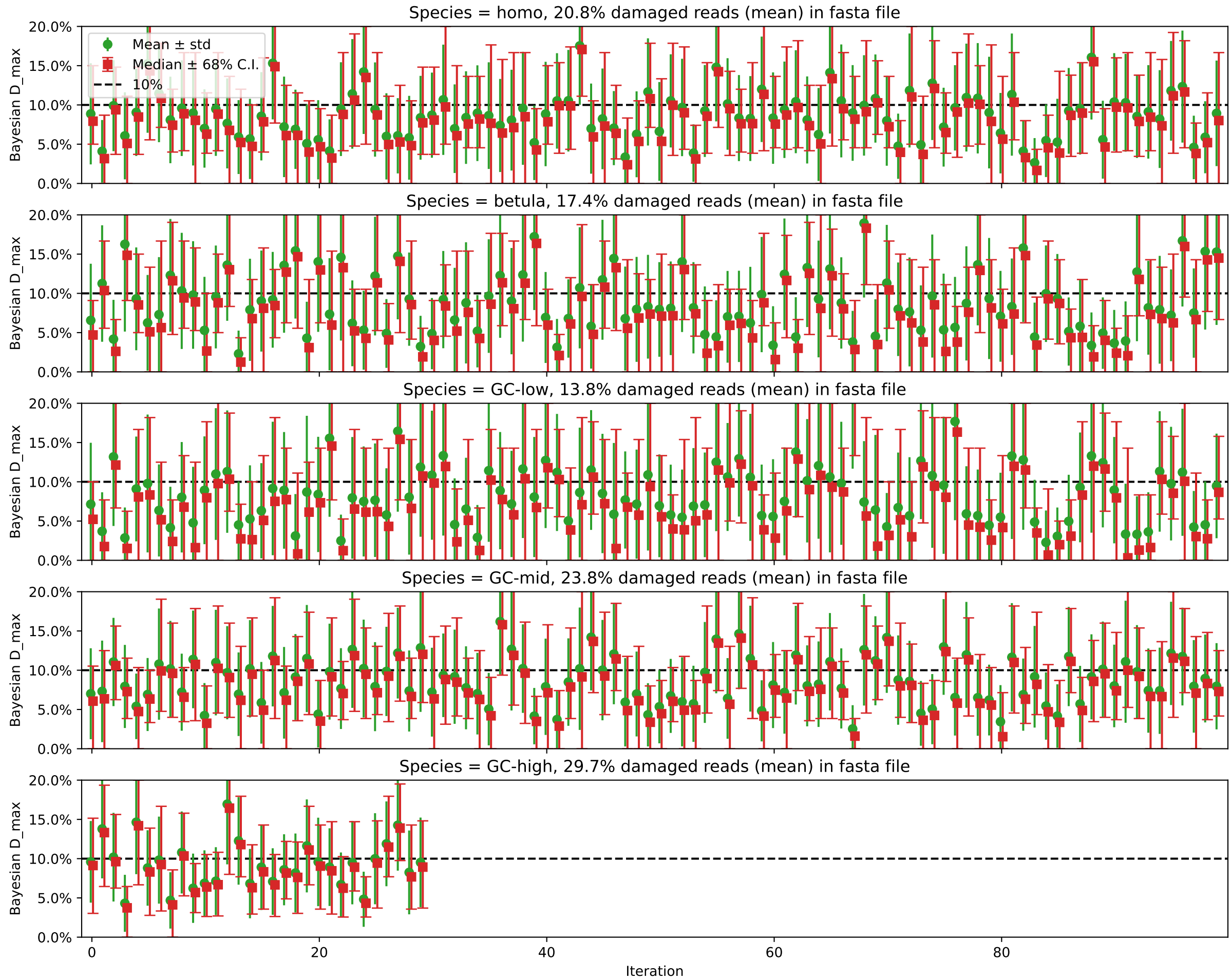
Individual damages:  
25 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

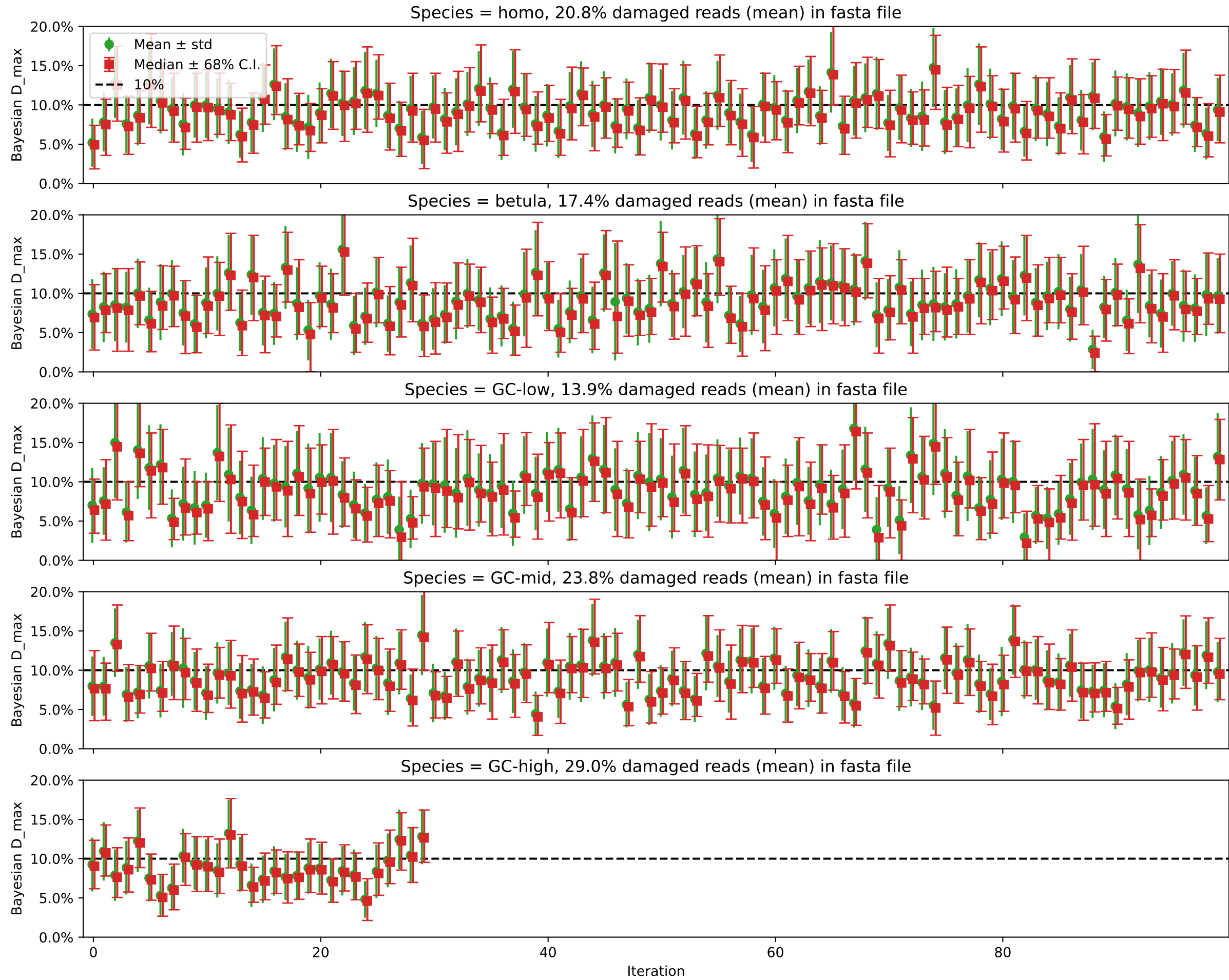


Individual damages:  
100 reads  
Briggs damage = 0.303  
Damage percent = 10%

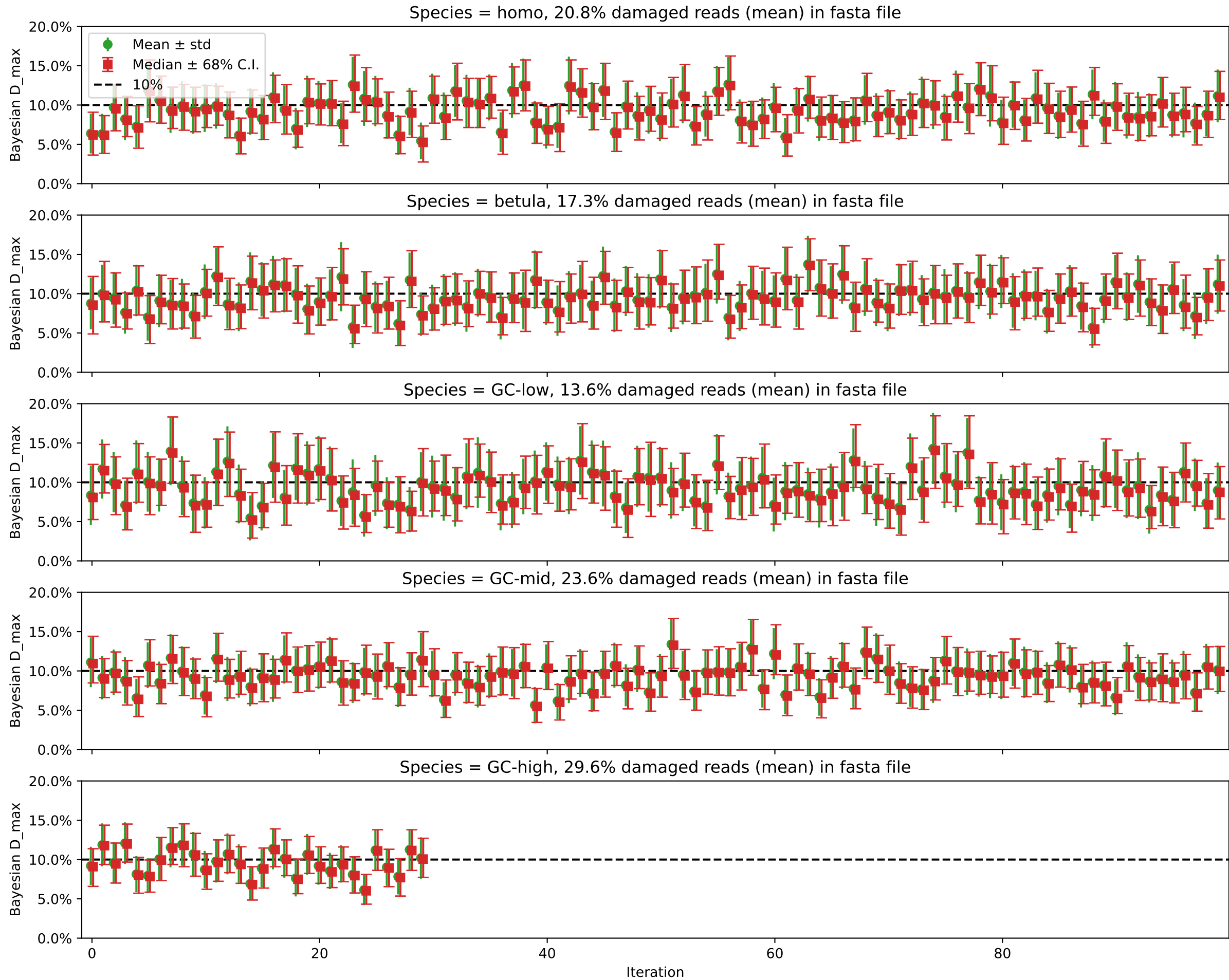




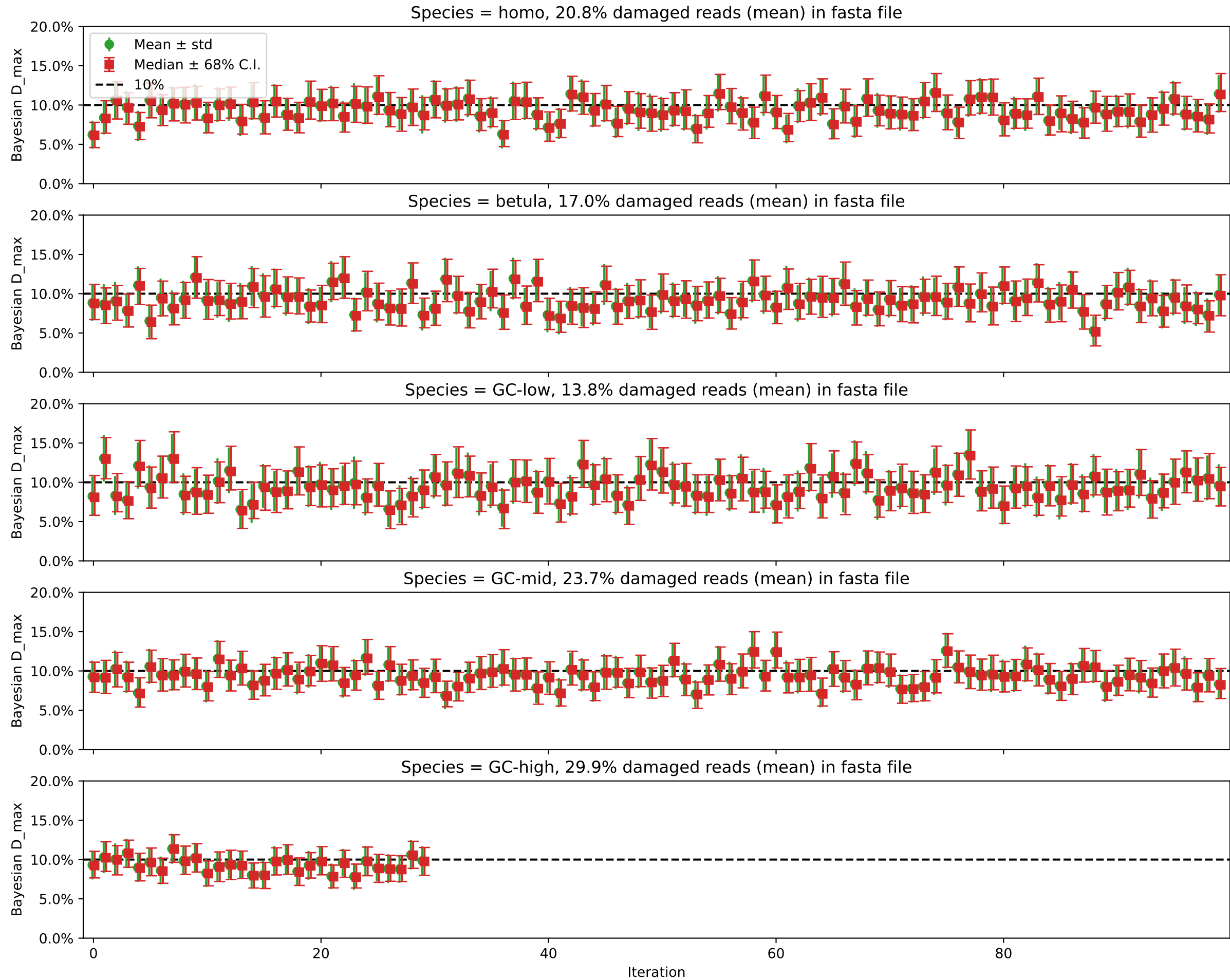
Individual damages:  
250 reads  
Briggs damage = 0.303  
Damage percent = 10%



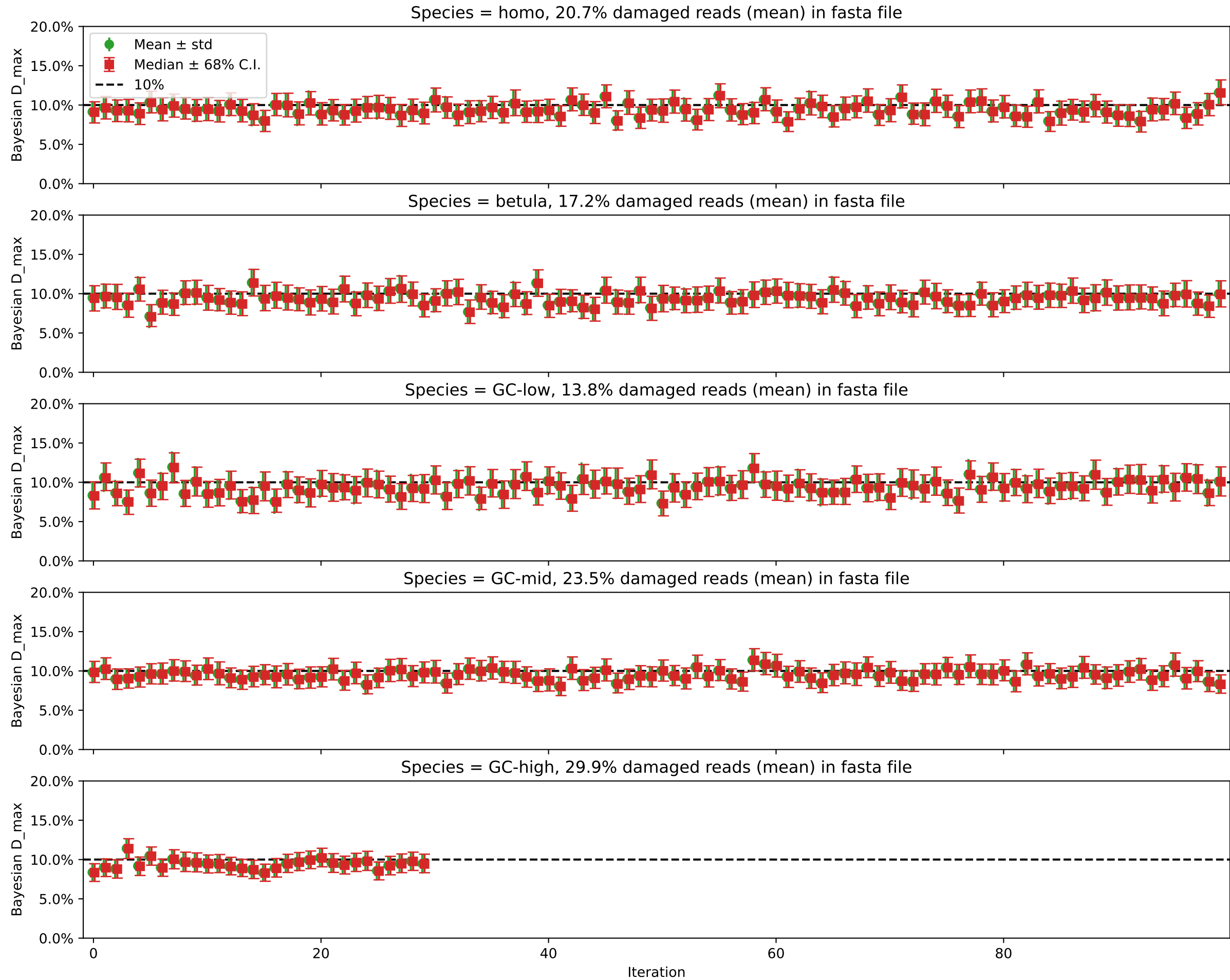
Individual damages:  
500 reads  
Briggs damage = 0.303  
Damage percent = 10%



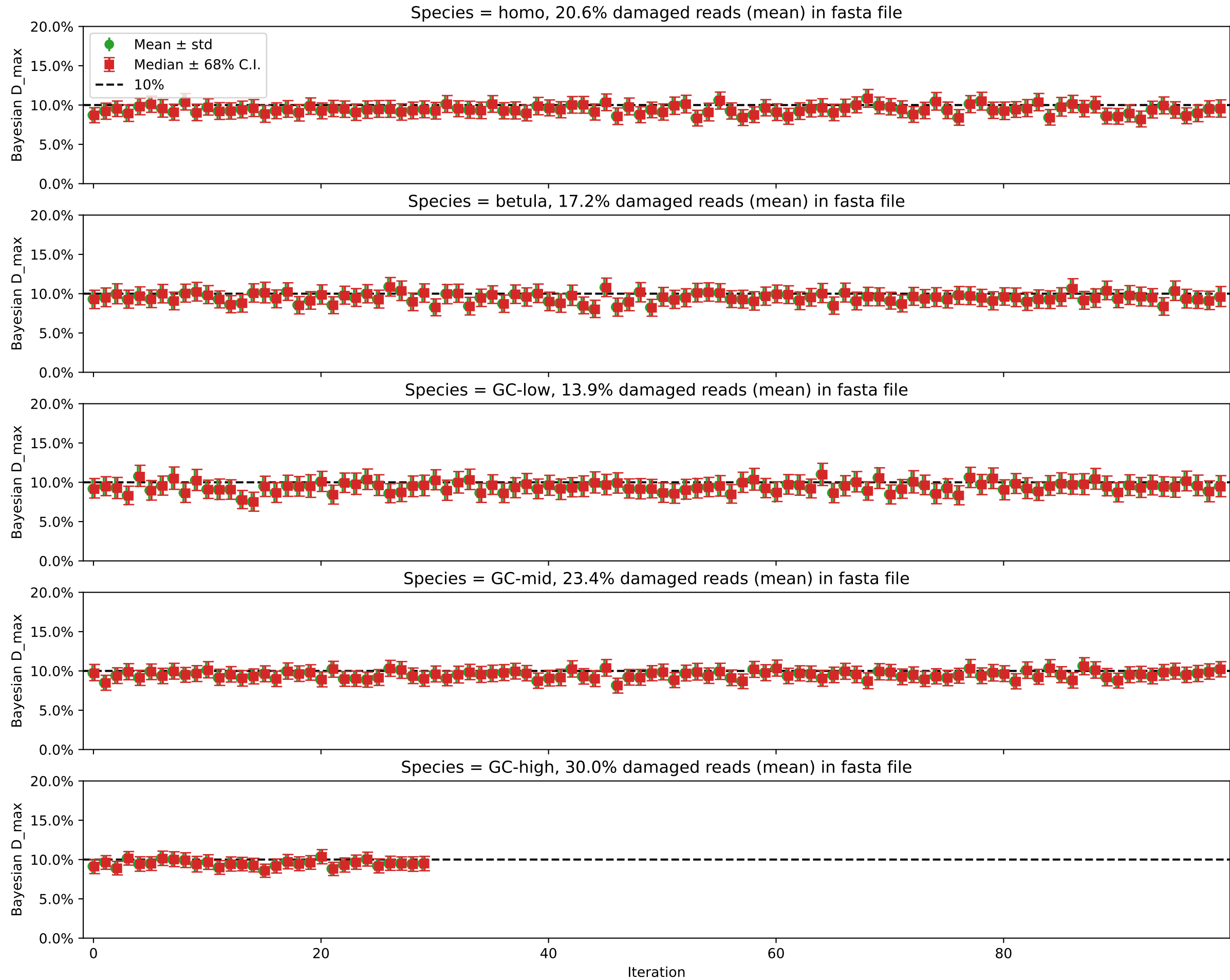
Individual damages:  
1000 reads  
Briggs damage = 0.303  
Damage percent = 10%



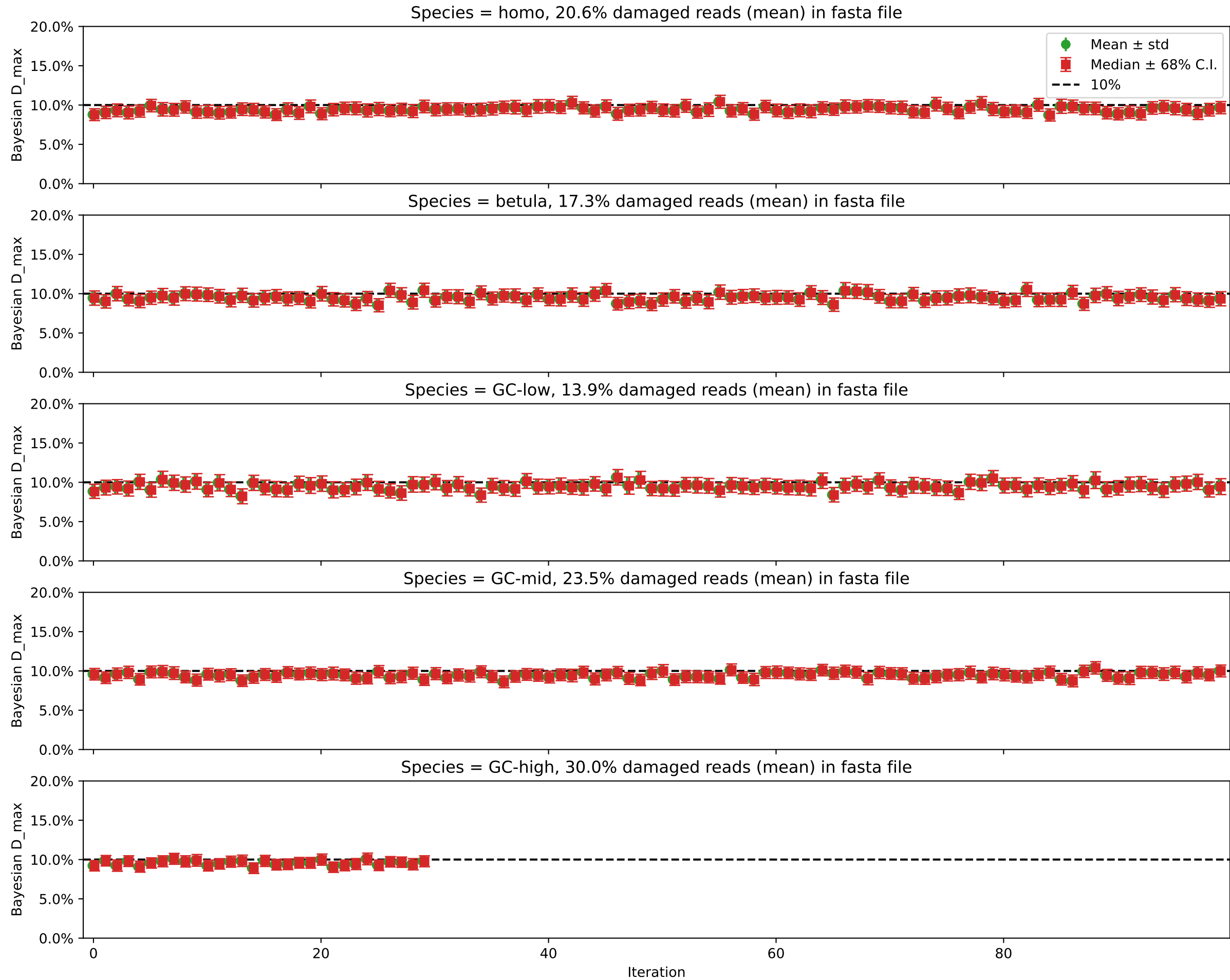
Individual damages:  
2500 reads  
Briggs damage = 0.303  
Damage percent = 10%



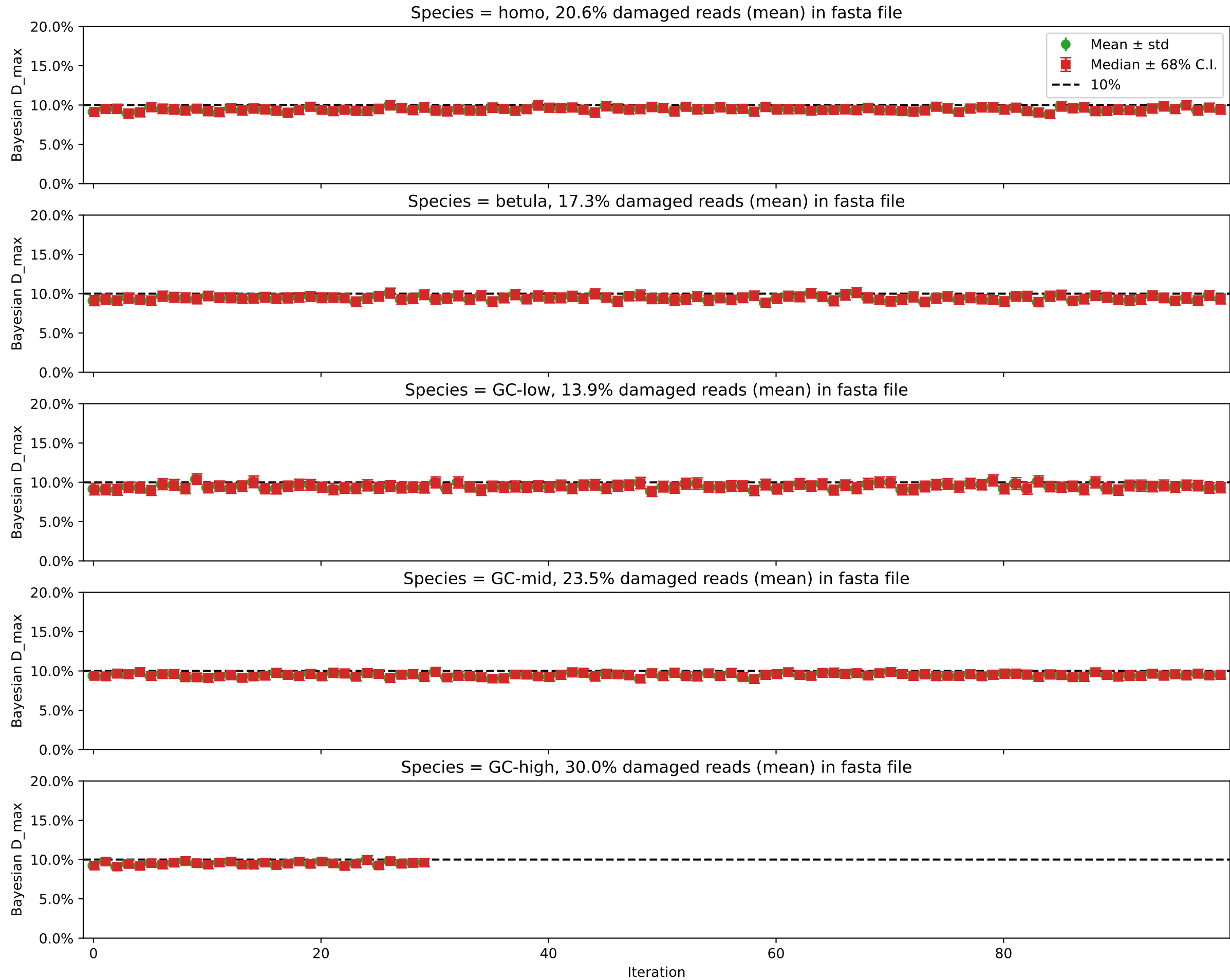
Individual damages:  
5000 reads  
Briggs damage = 0.303  
Damage percent = 10%



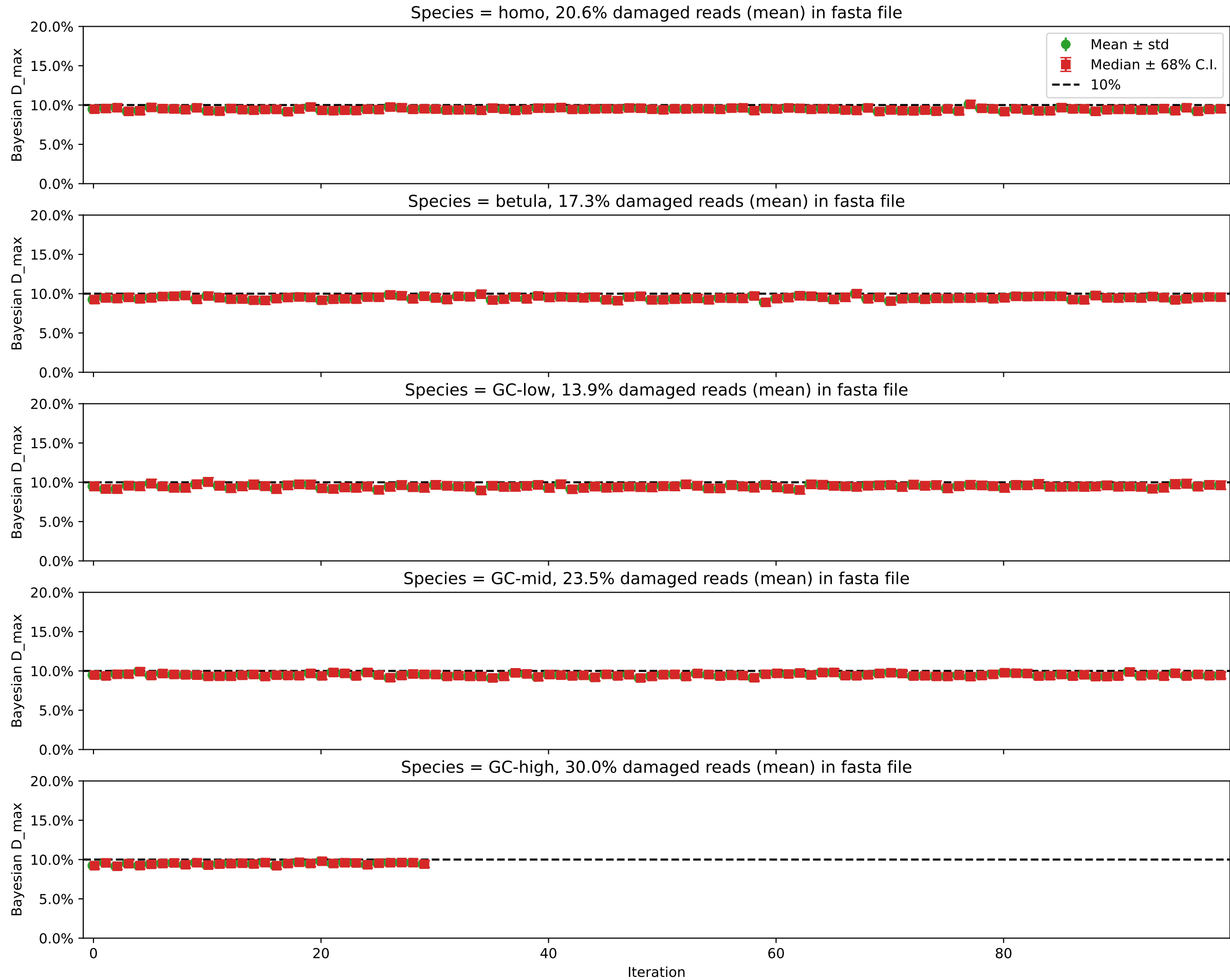
Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

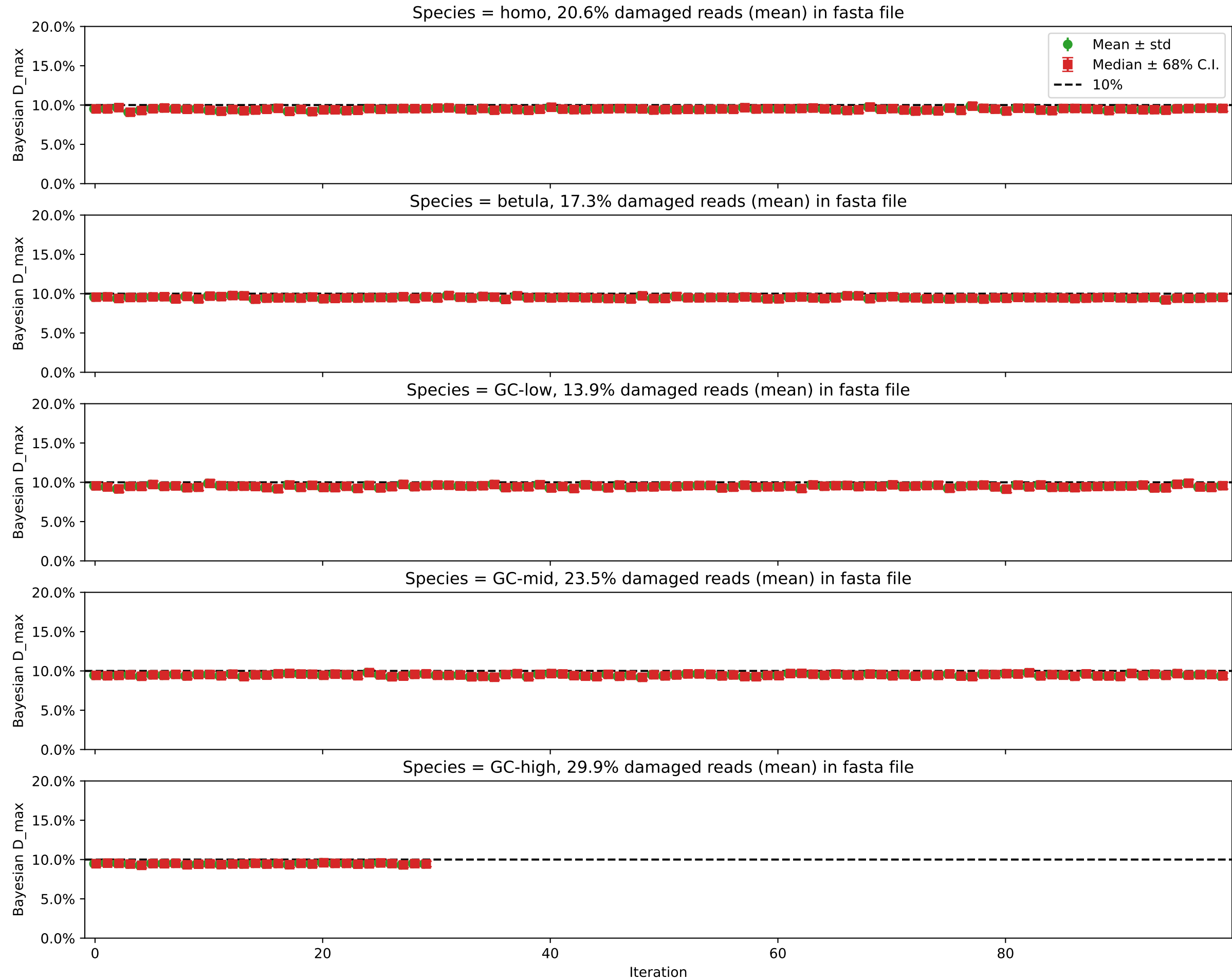


Individual damages:  
50000 reads  
Briggs damage = 0.303  
Damage percent = 10%

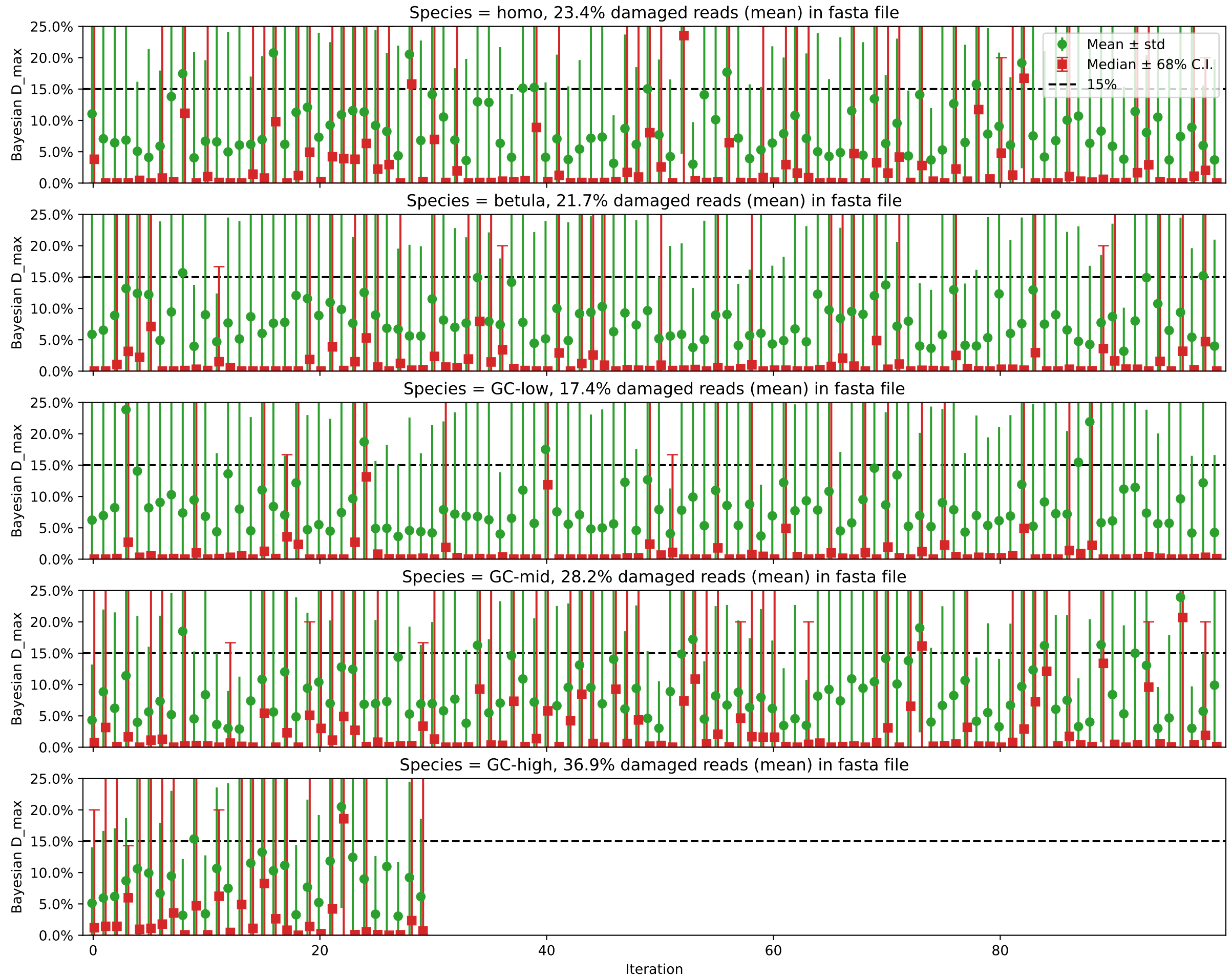




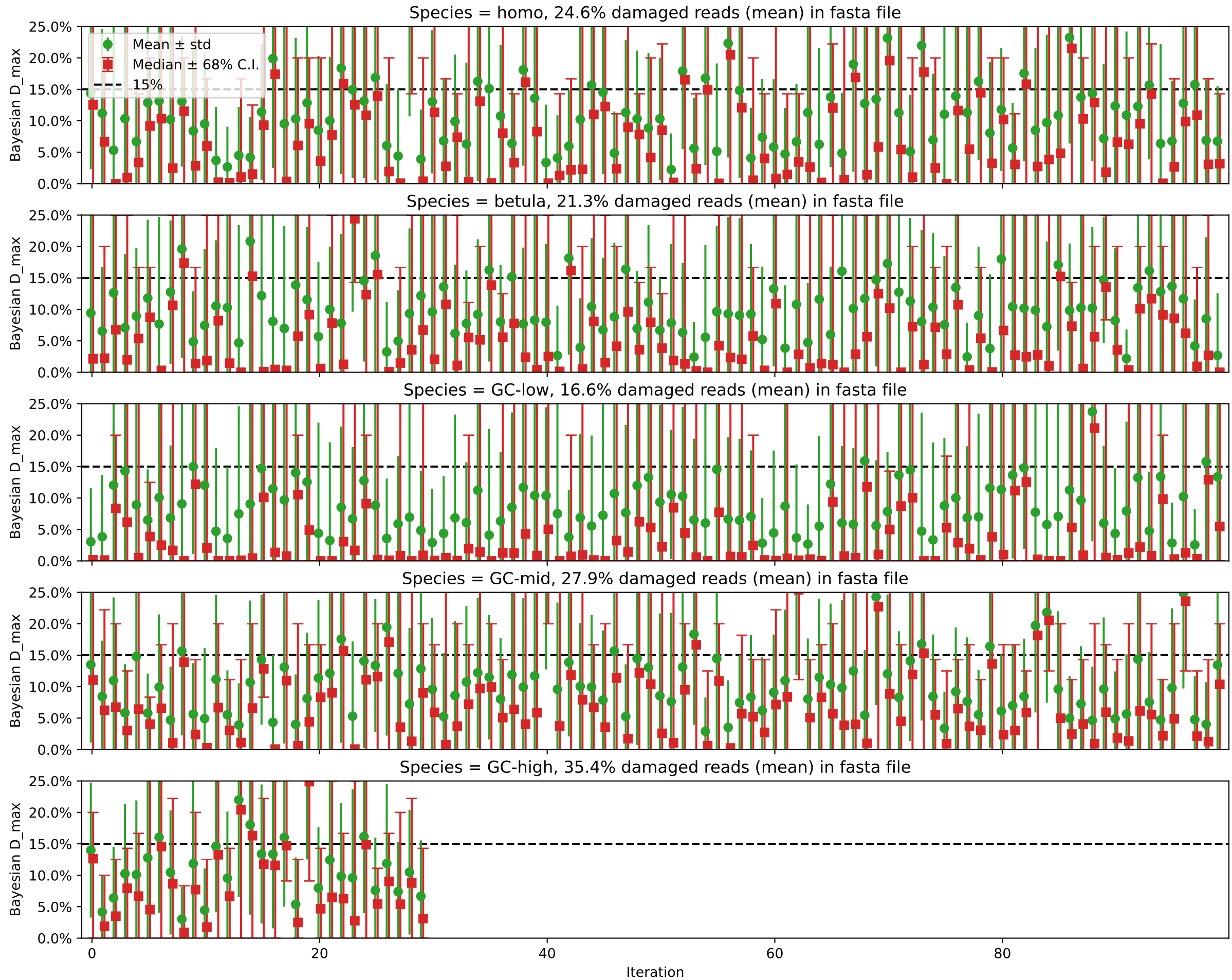
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent = 10%



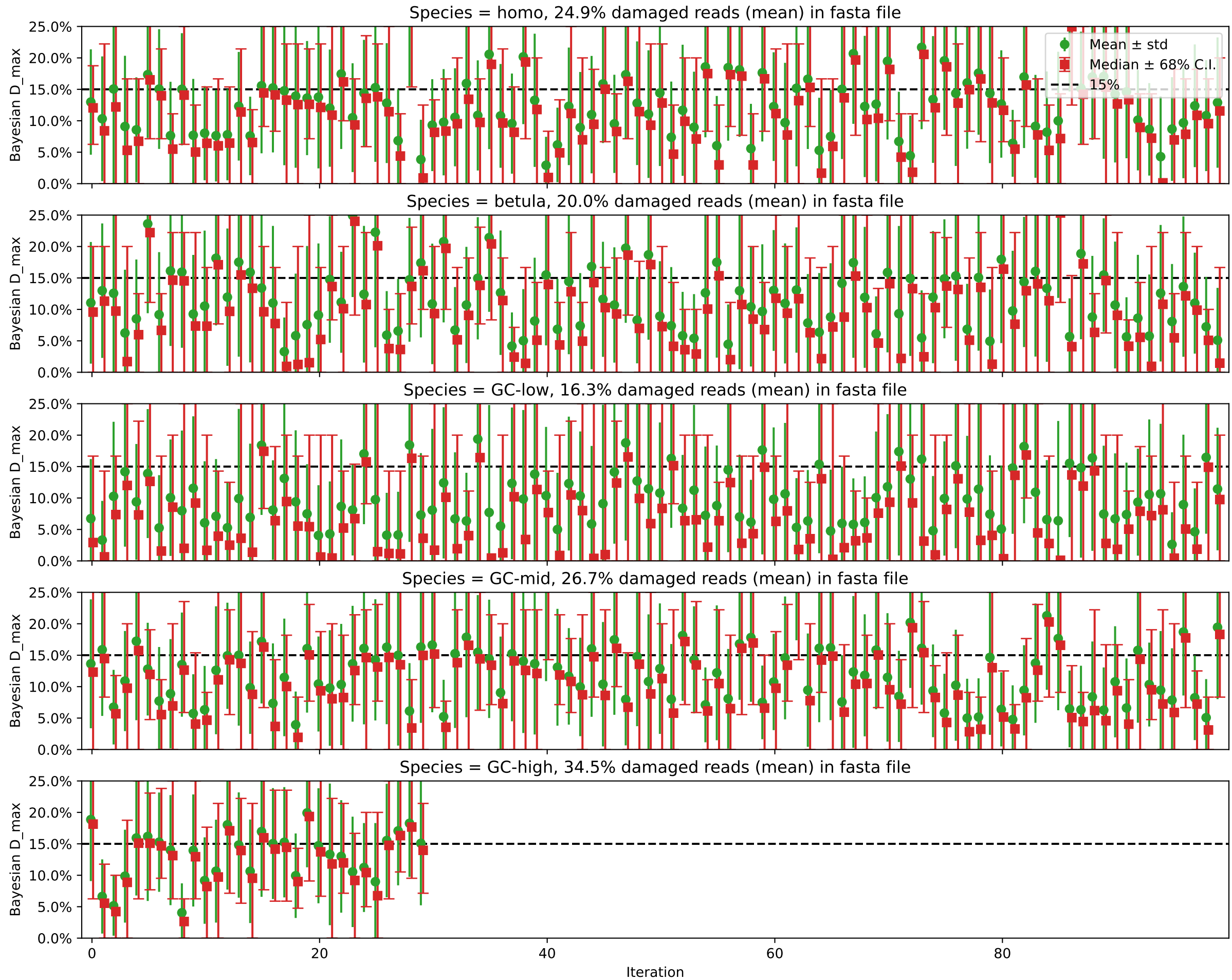
Individual damages:  
10 reads  
Briggs damage = 0.466  
Damage percent = 15%



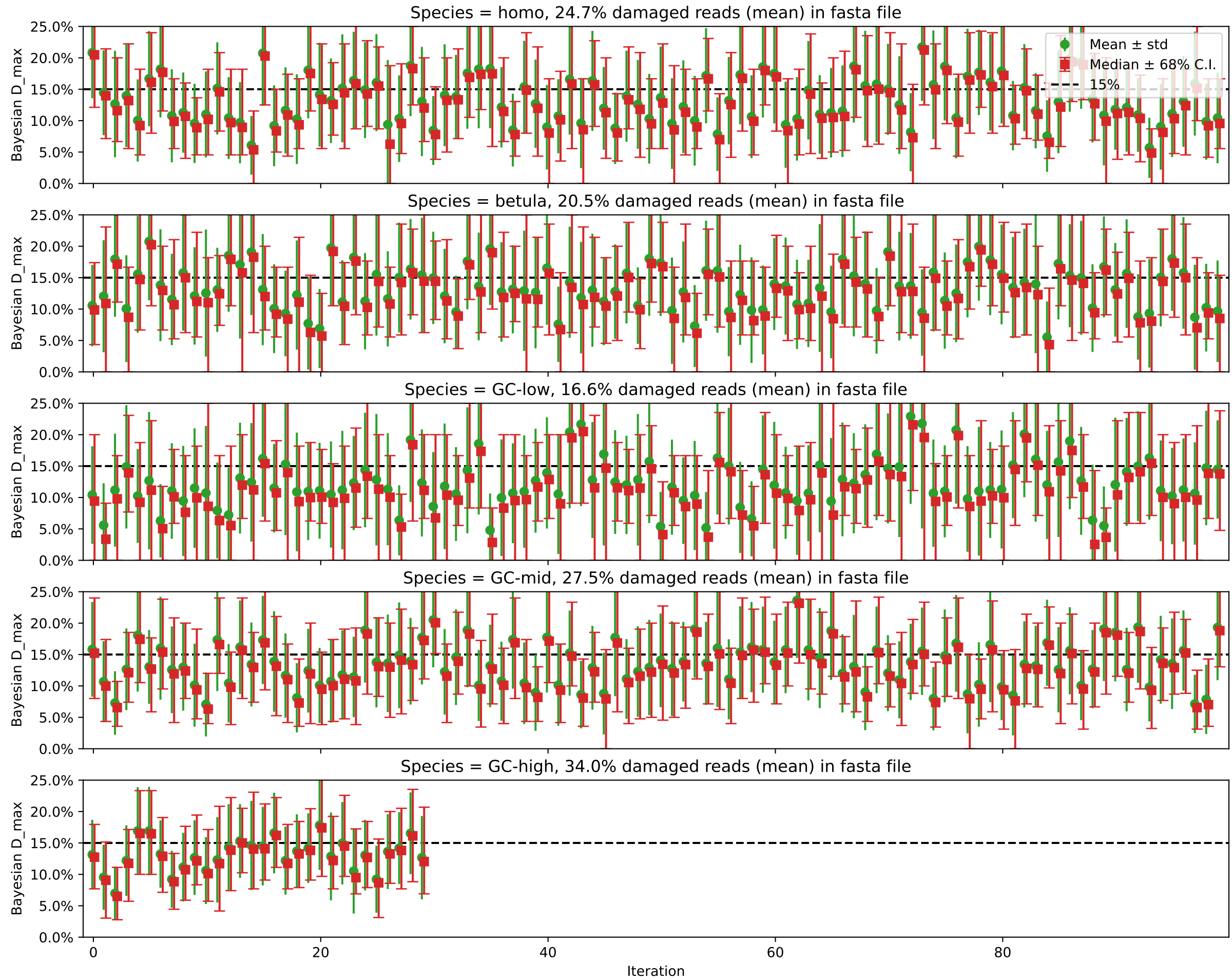
Individual damages:  
25 reads  
Briggs damage = 0.466  
Damage percent = 15%



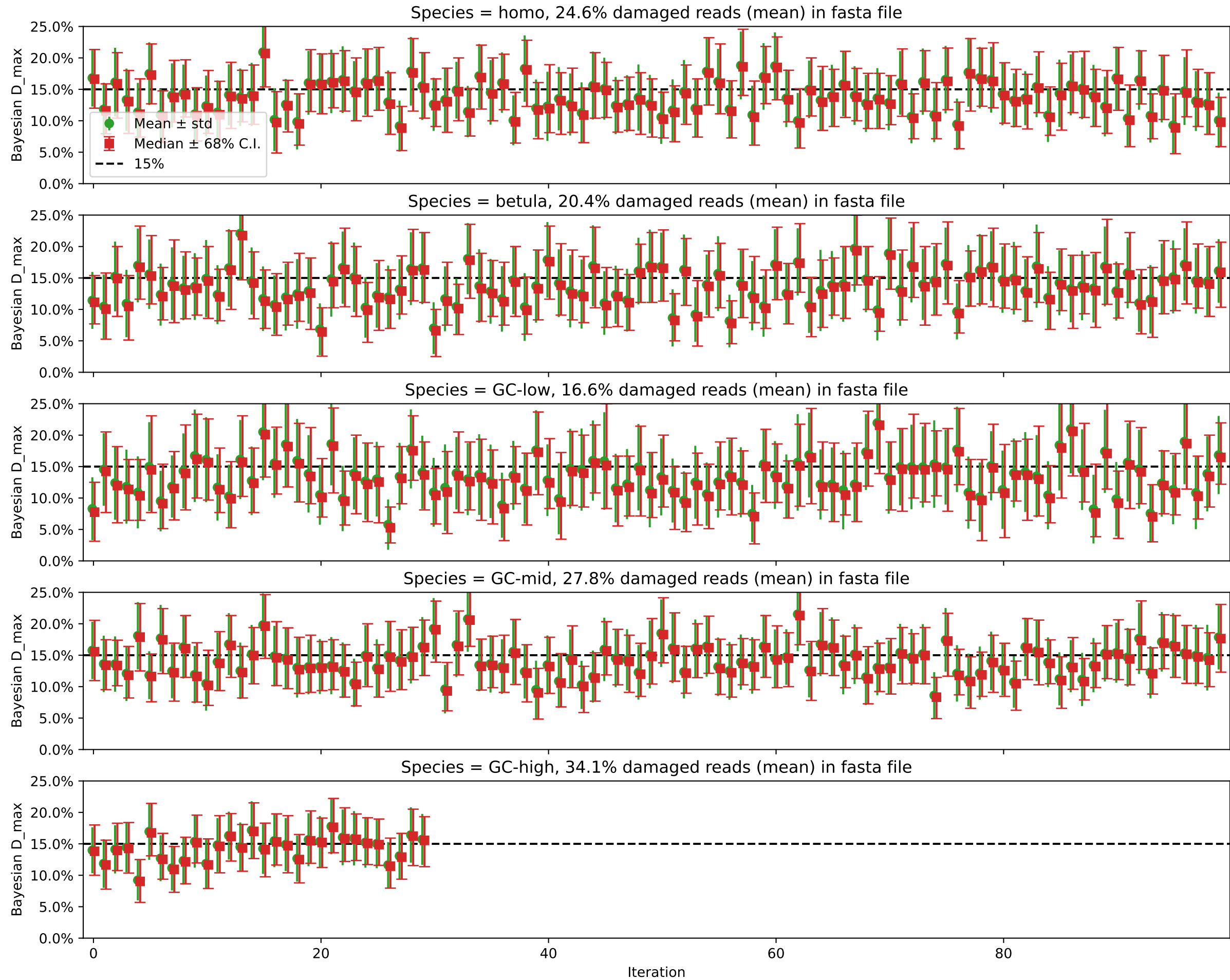
Individual damages:  
50 reads  
Briggs damage = 0.466  
Damage percent = 15%



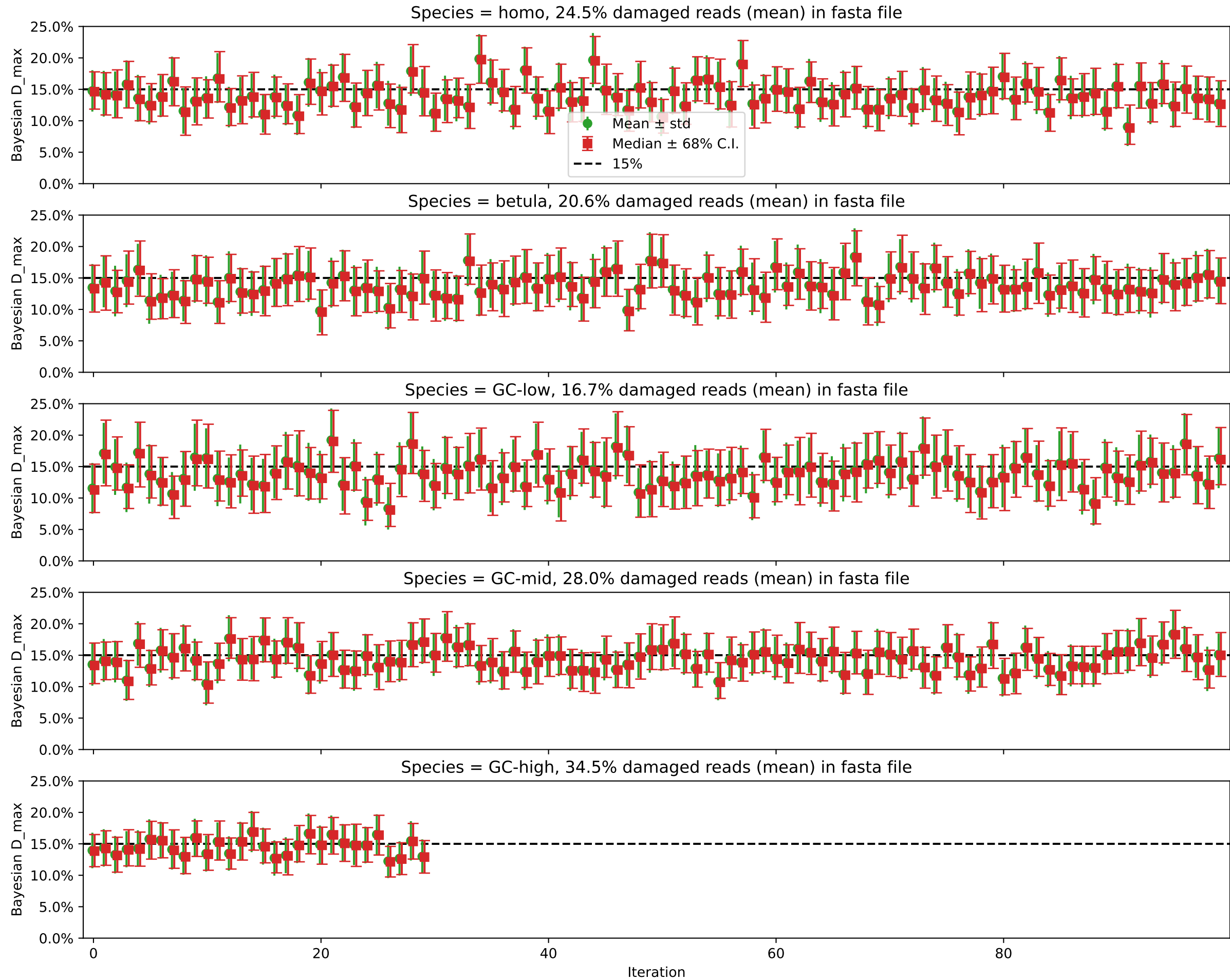
Individual damages:  
100 reads  
Briggs damage = 0.466  
Damage percent = 15%



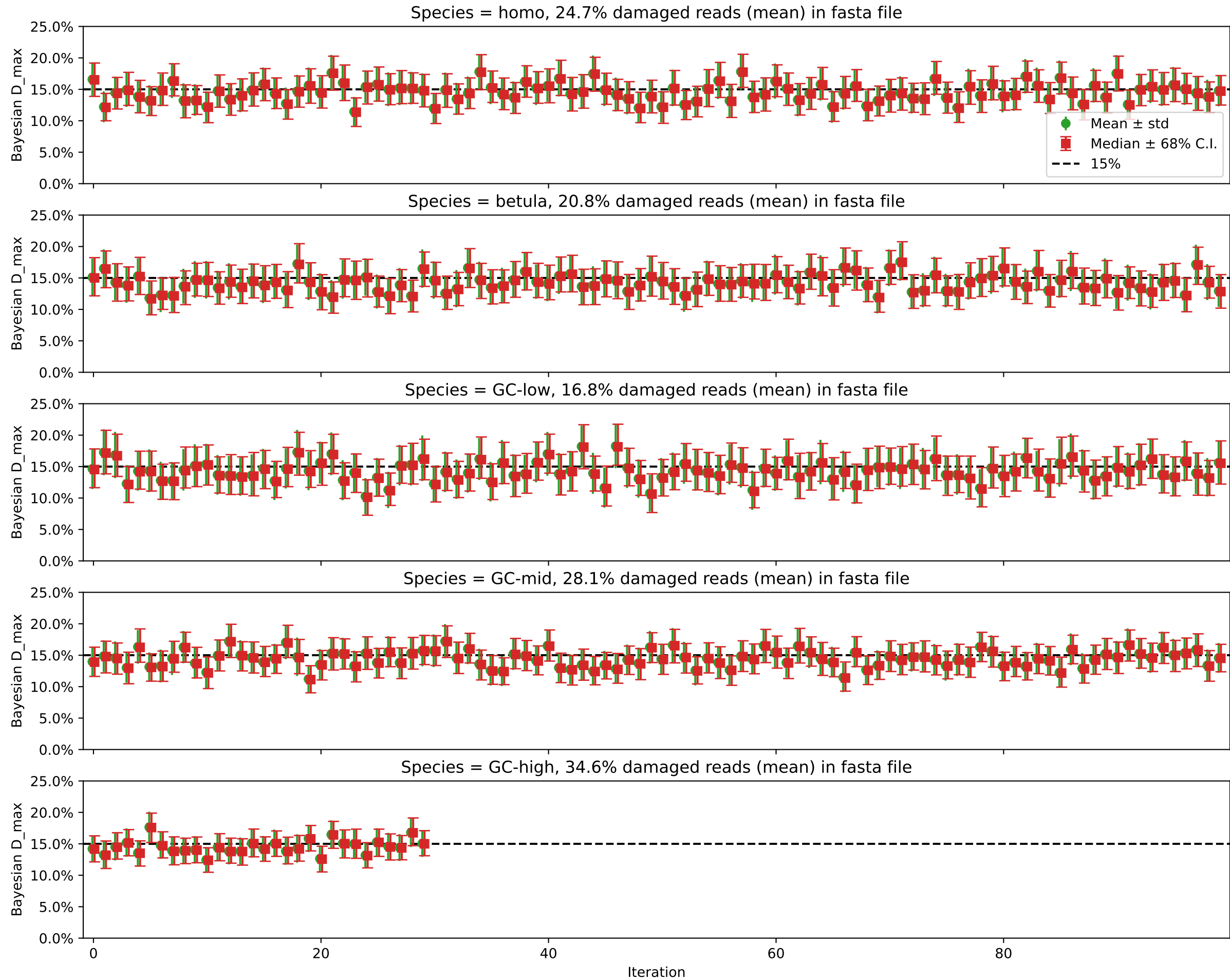
Individual damages:  
250 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

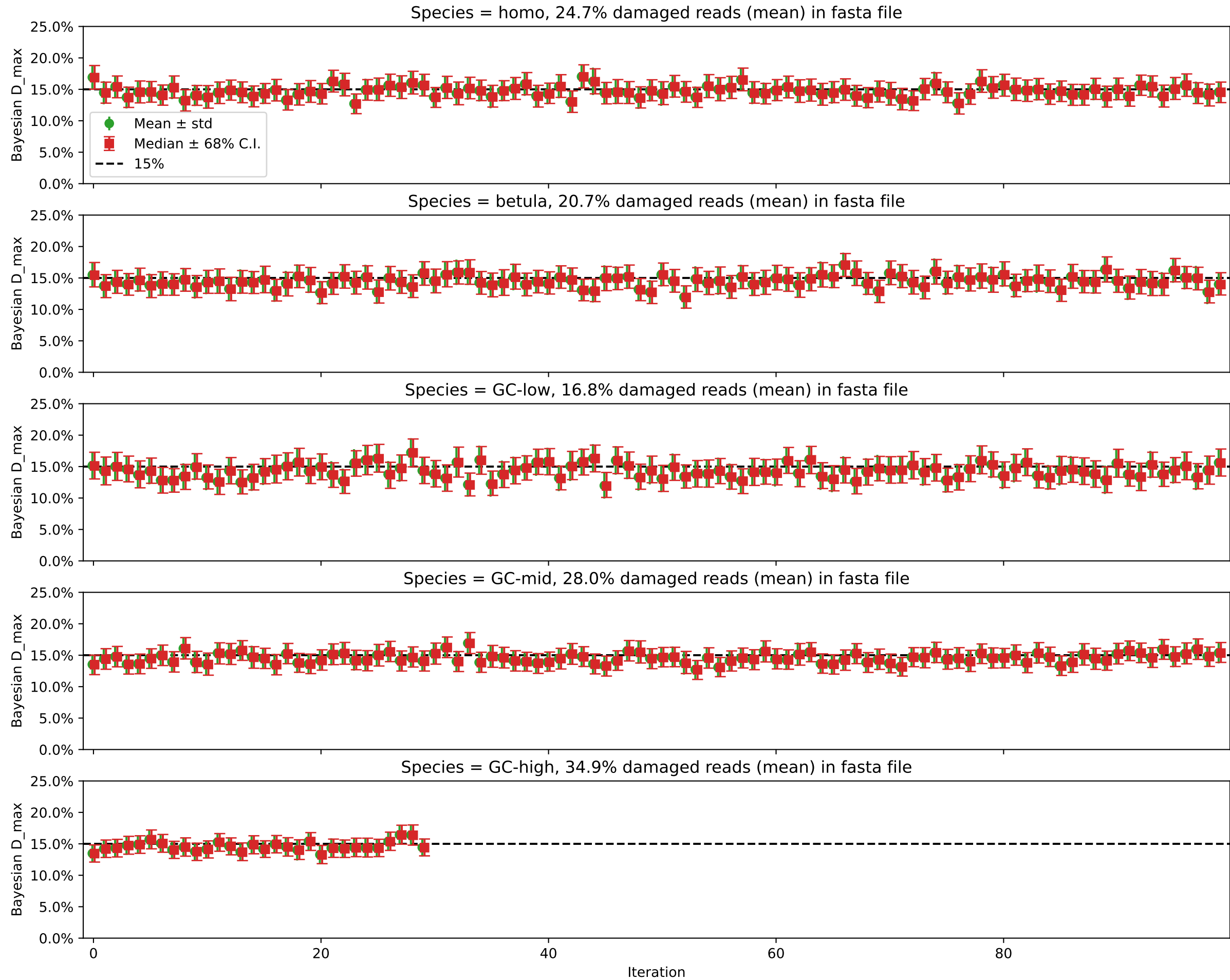


Individual damages:  
1000 reads  
Briggs damage = 0.466  
Damage percent = 15%

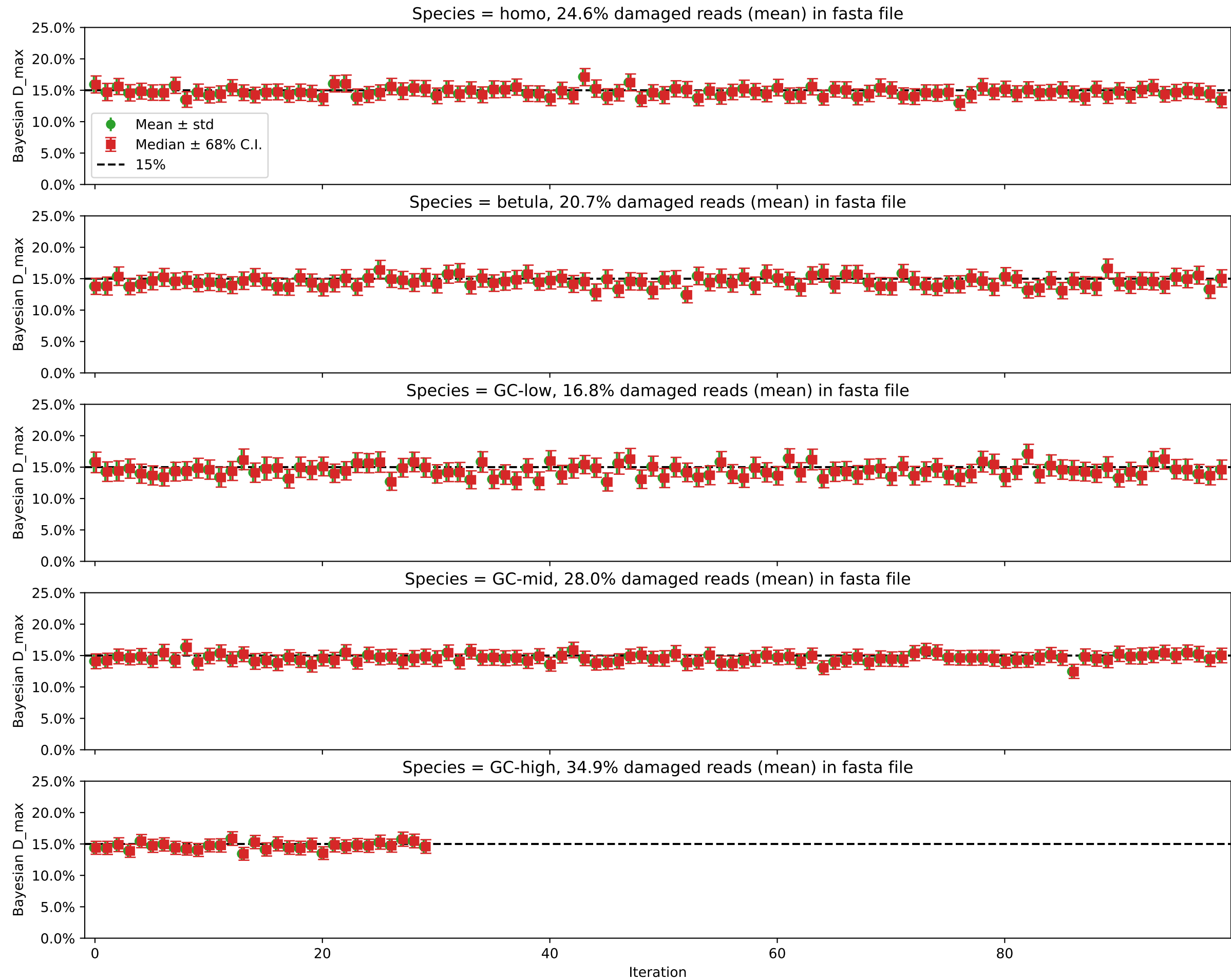




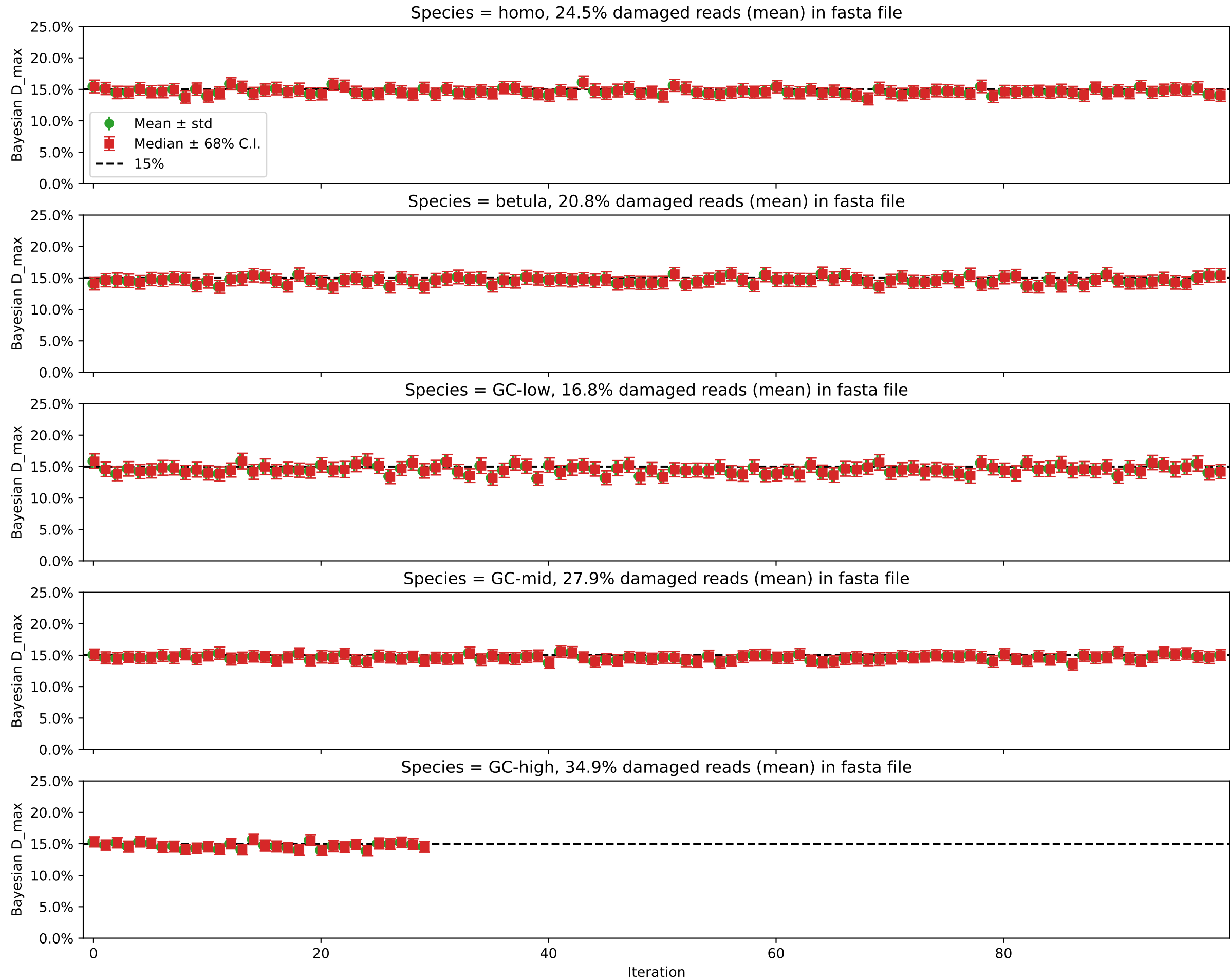
Individual damages:  
2500 reads  
Briggs damage = 0.466  
Damage percent = 15%



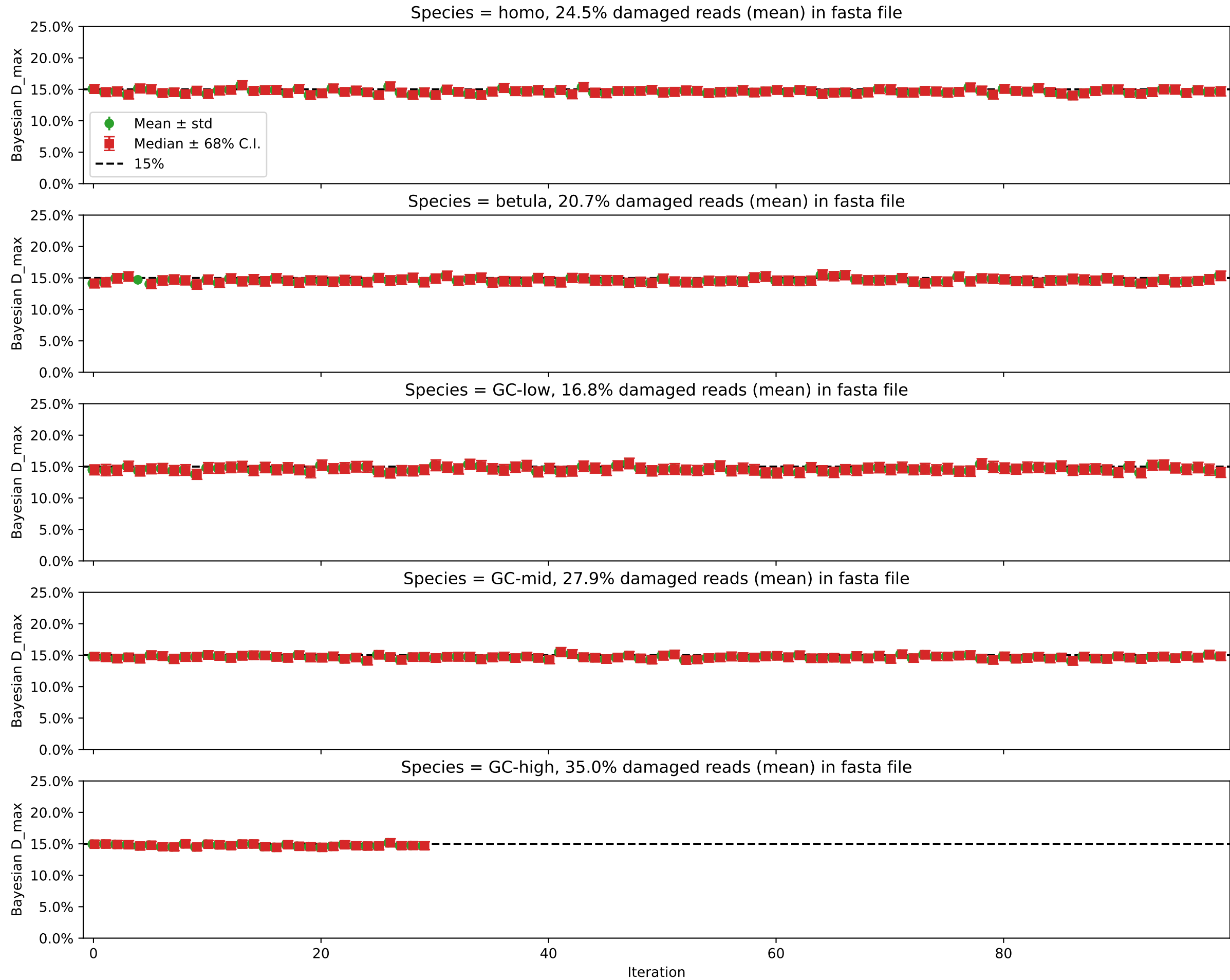
Individual damages:  
5000 reads  
Briggs damage = 0.466  
Damage percent = 15%



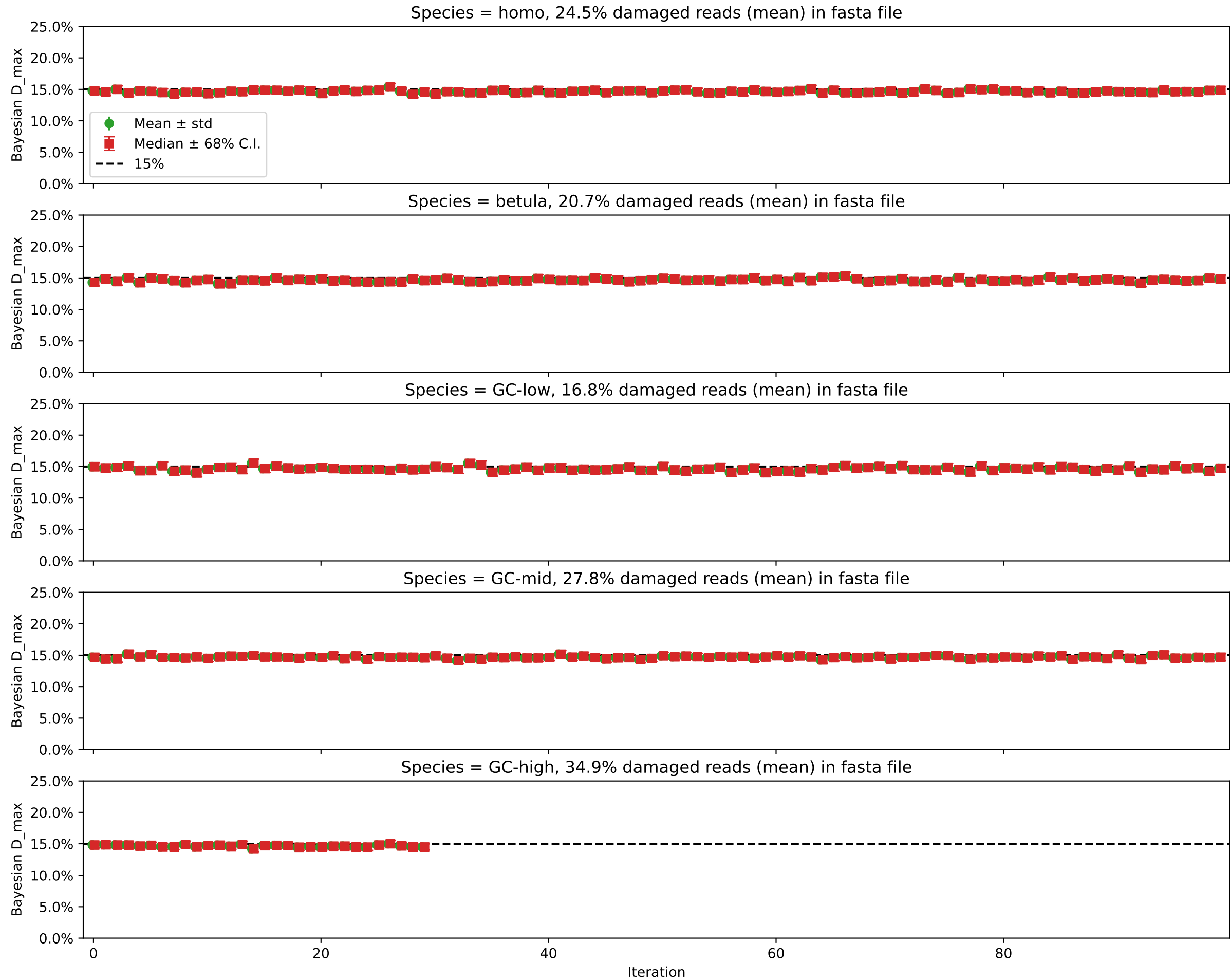
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent = 15%



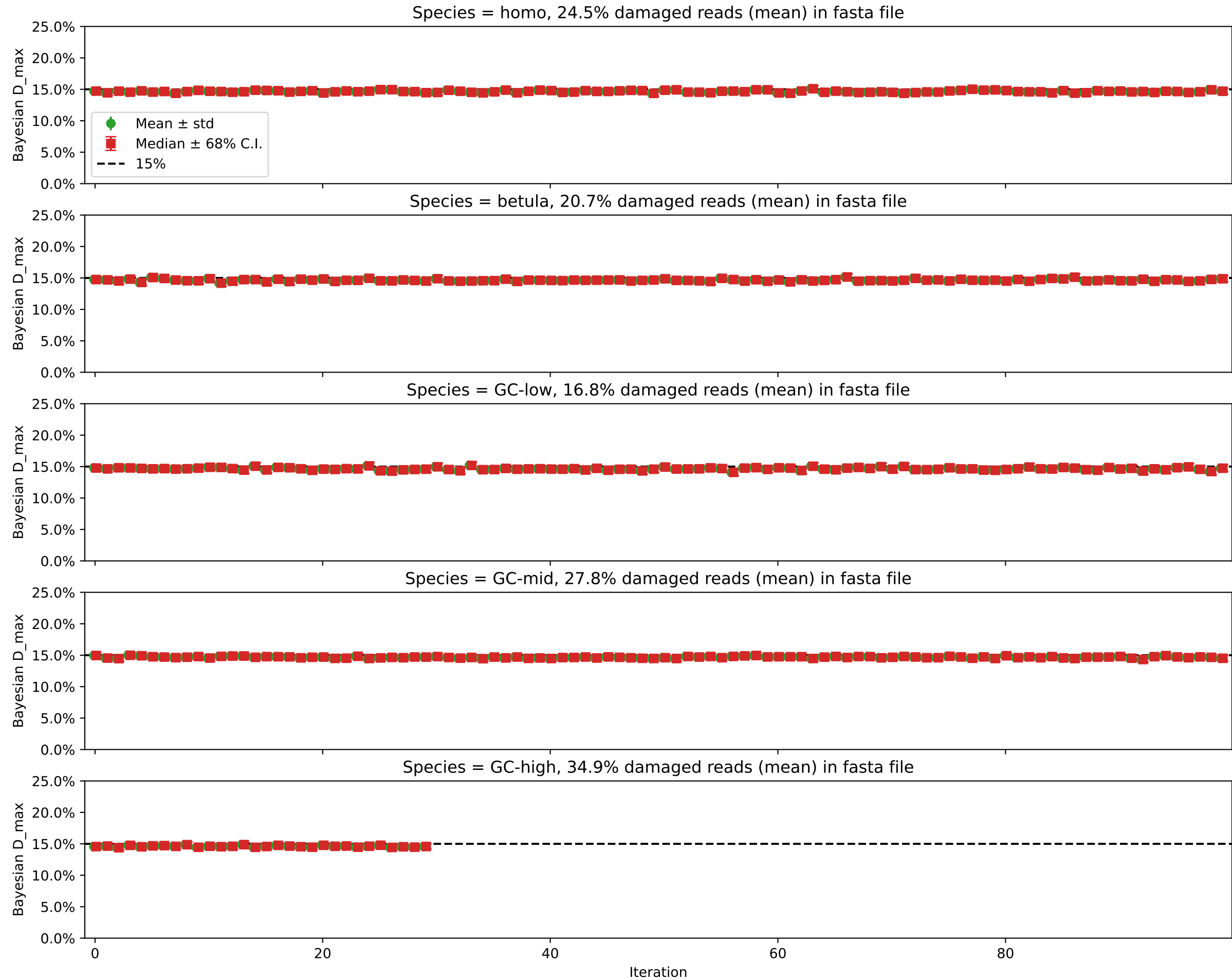
Individual damages:  
25000 reads  
Briggs damage = 0.466  
Damage percent = 15%



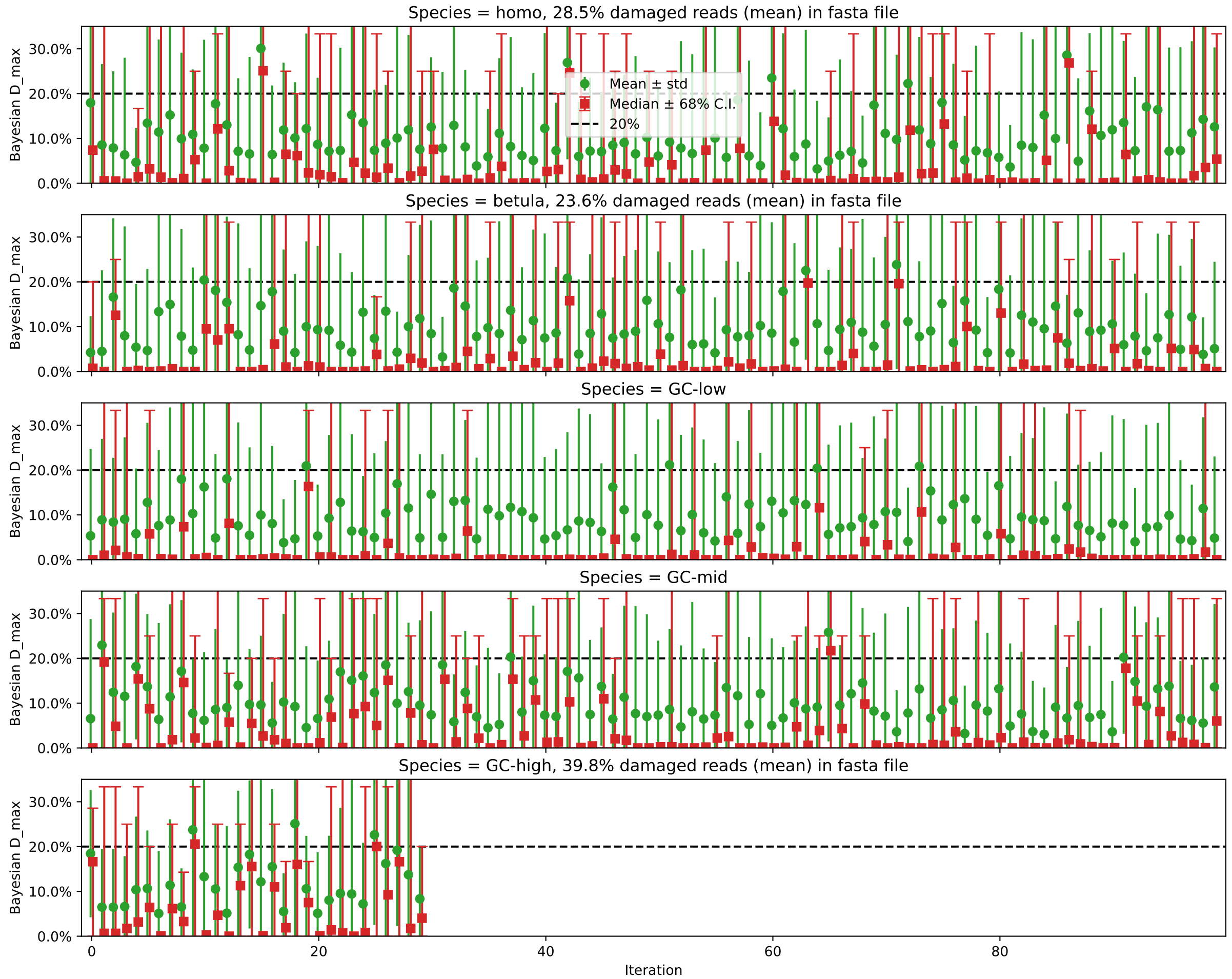
Individual damages:  
50000 reads  
Briggs damage = 0.466  
Damage percent = 15%



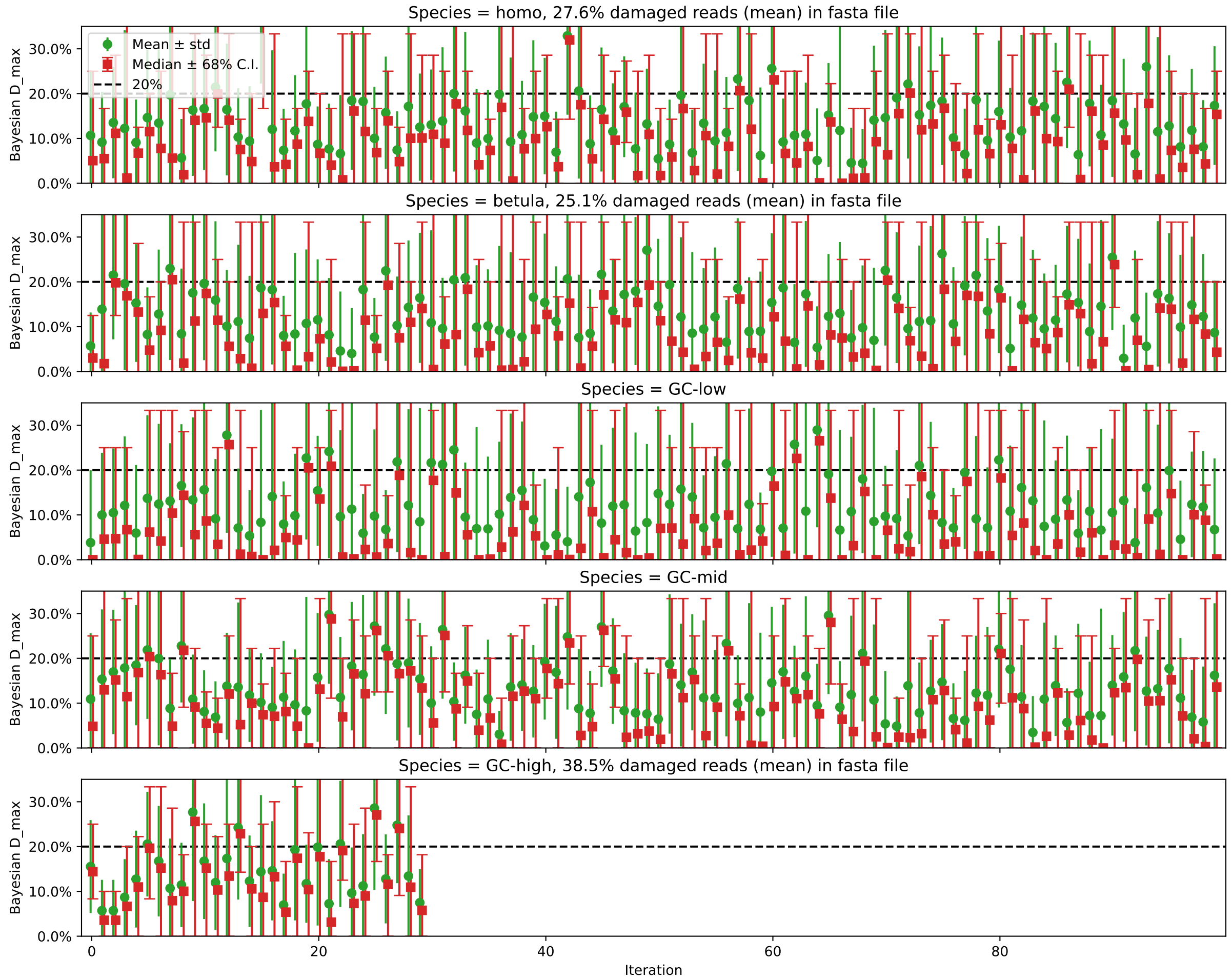
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

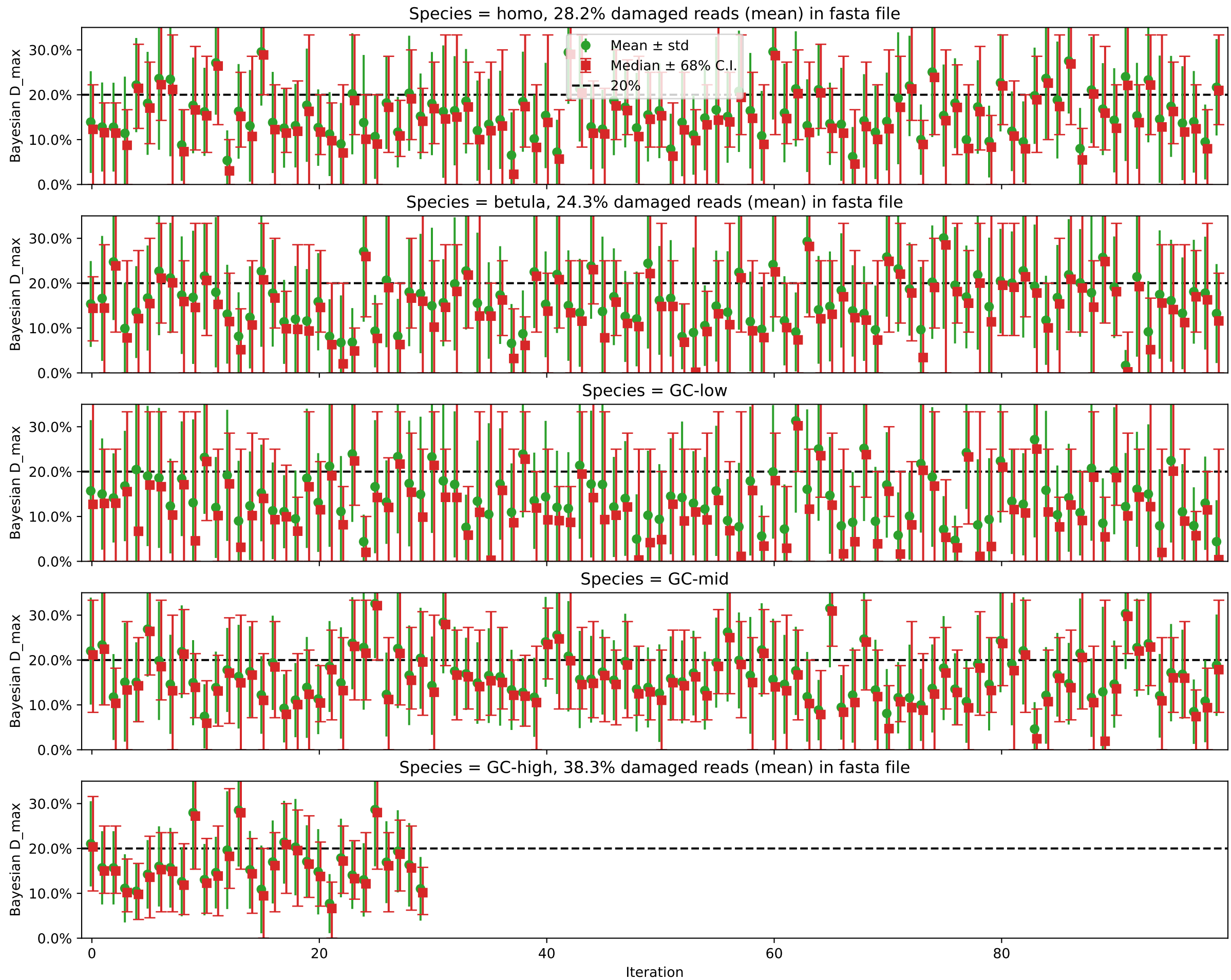


Individual damages:  
25 reads  
Briggs damage = 0.626  
Damage percent = 20%

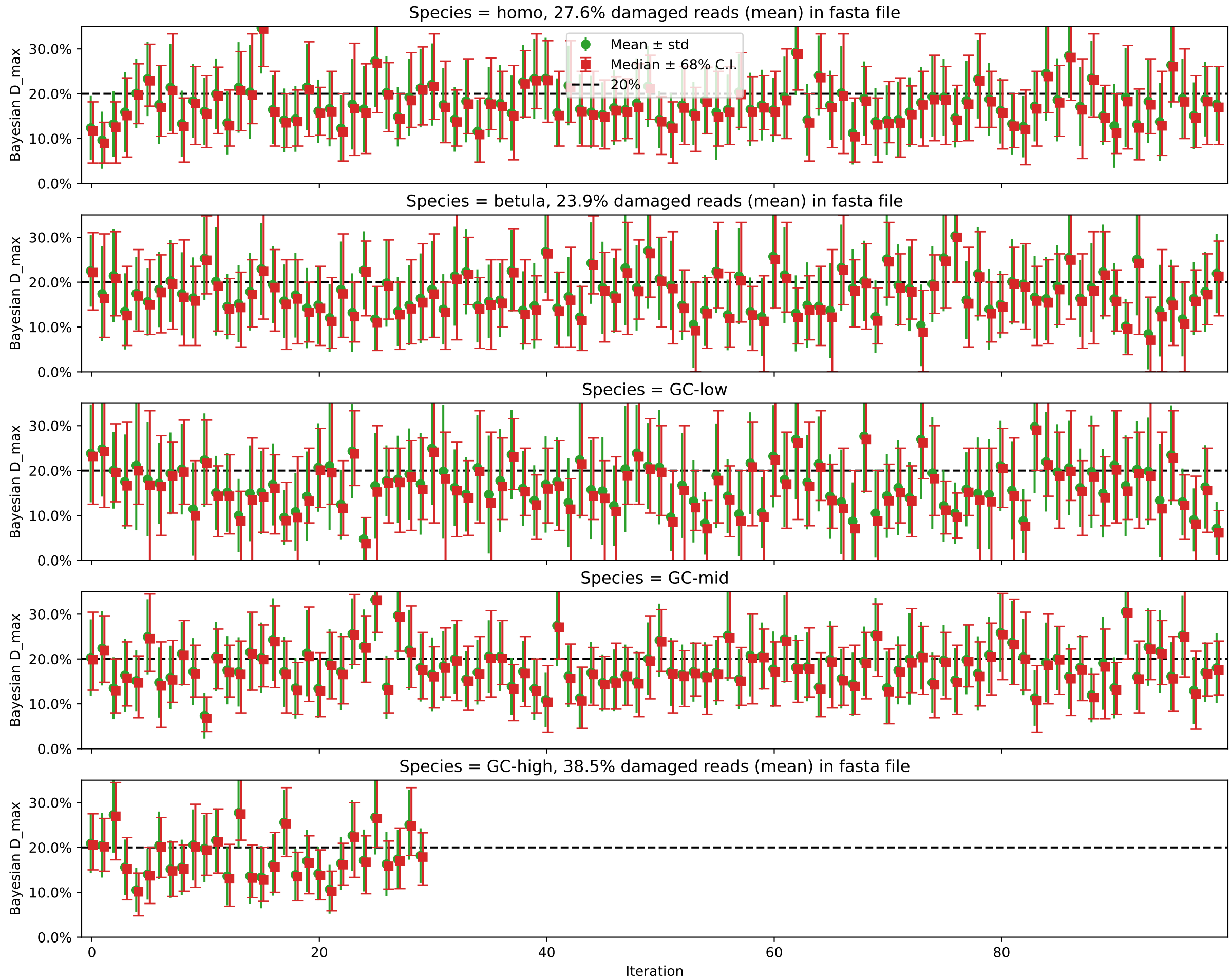




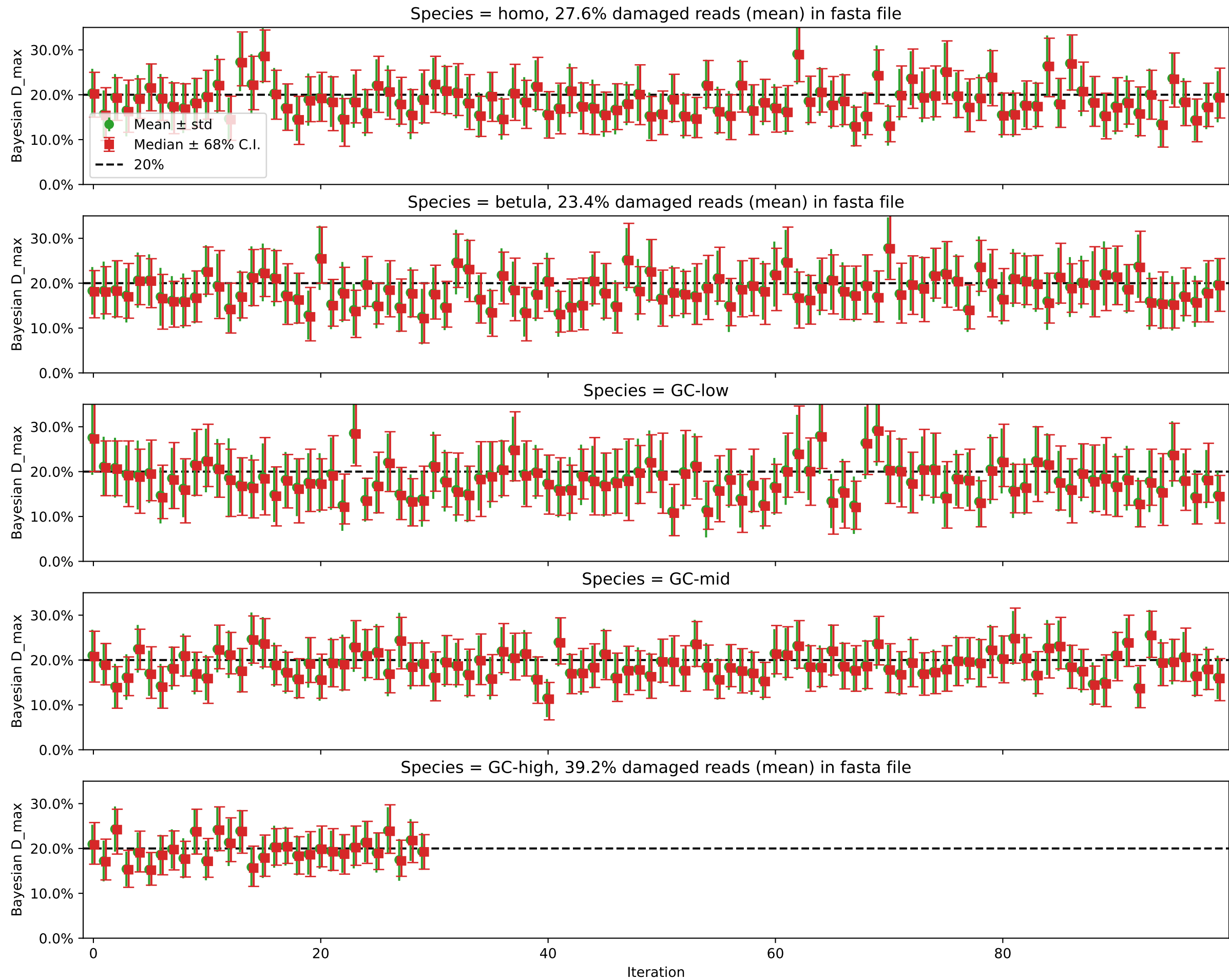
Individual damages:  
50 reads  
Briggs damage = 0.626  
Damage percent = 20%



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

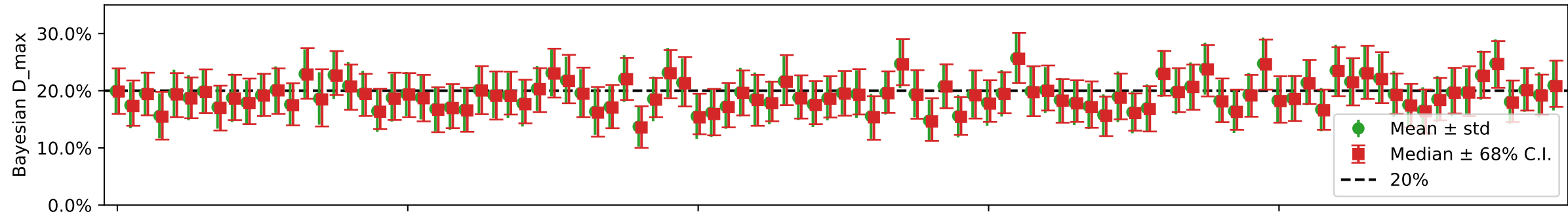


Individual damages:  
250 reads  
Briggs damage = 0.626  
Damage percent = 20%

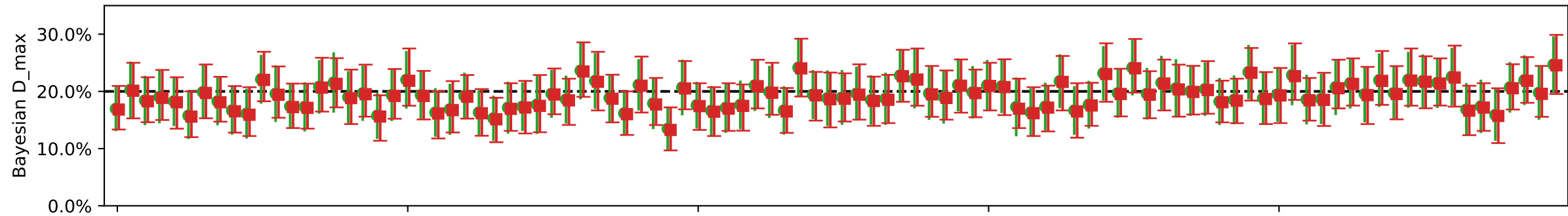


Individual damages:  
500 reads  
Briggs damage = 0.626  
Damage percent = 20%

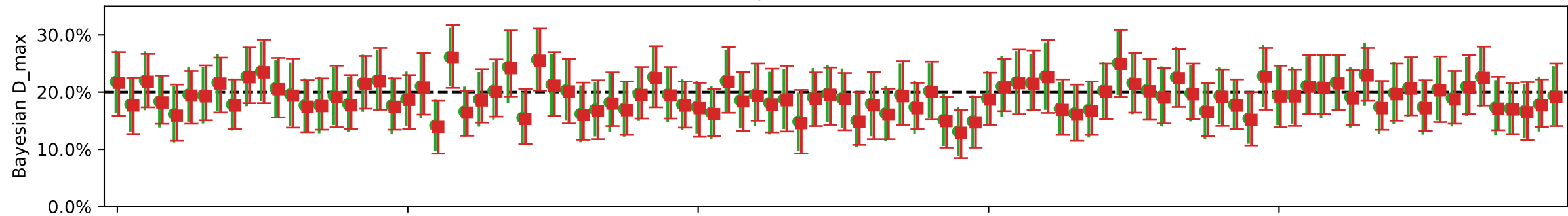
Species = homo, 27.8% damaged reads (mean) in fasta file



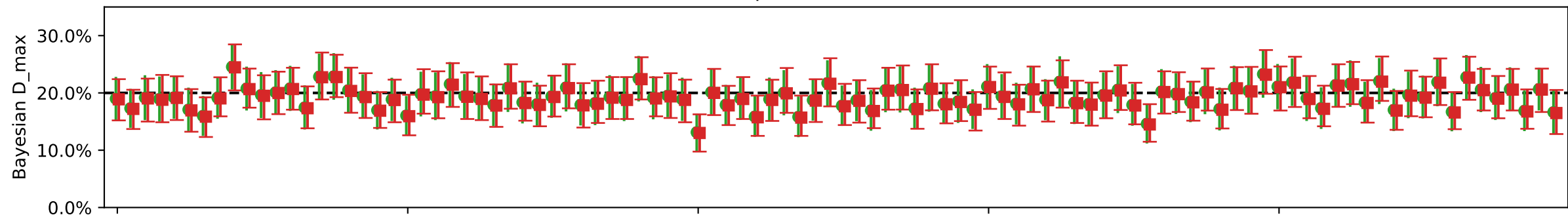
Species = betula, 23.8% damaged reads (mean) in fasta file



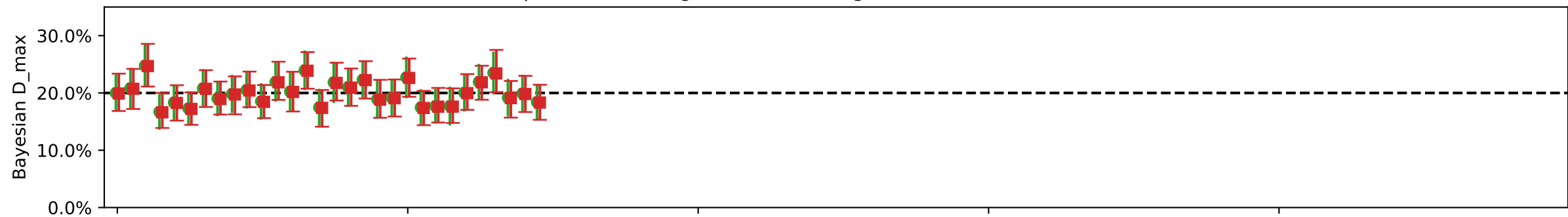
Species = GC-low



Species = GC-mid



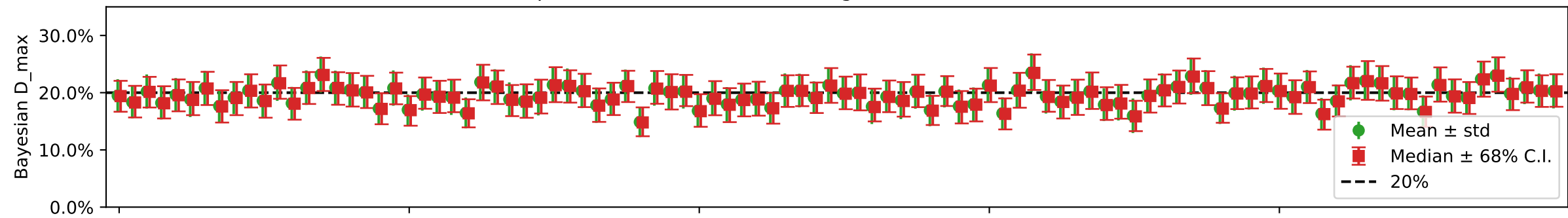
Species = GC-high, 39.1% damaged reads (mean) in fasta file



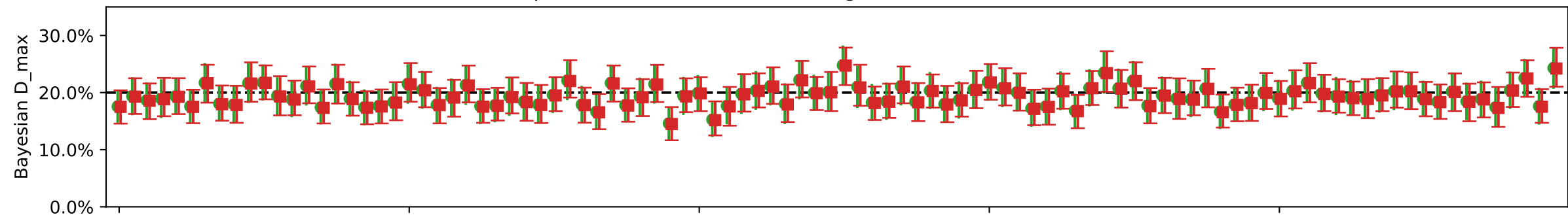
Iteration

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

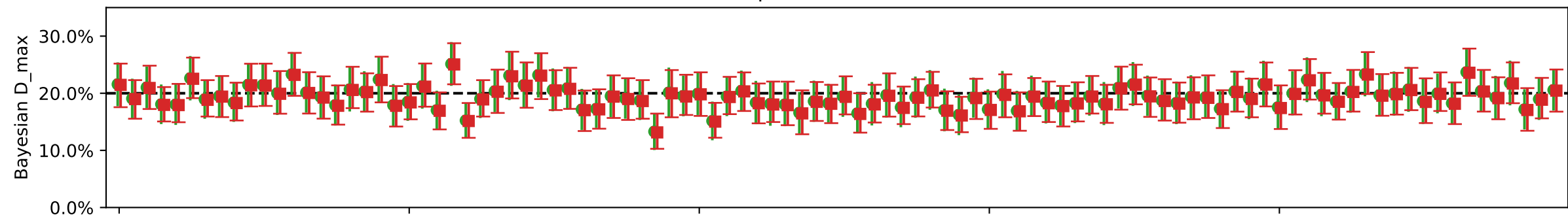
Species = homo, 27.8% damaged reads (mean) in fasta file



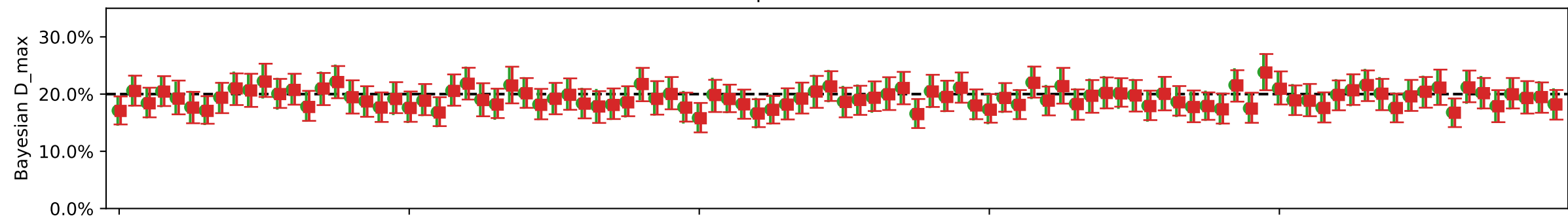
Species = betula, 23.7% damaged reads (mean) in fasta file



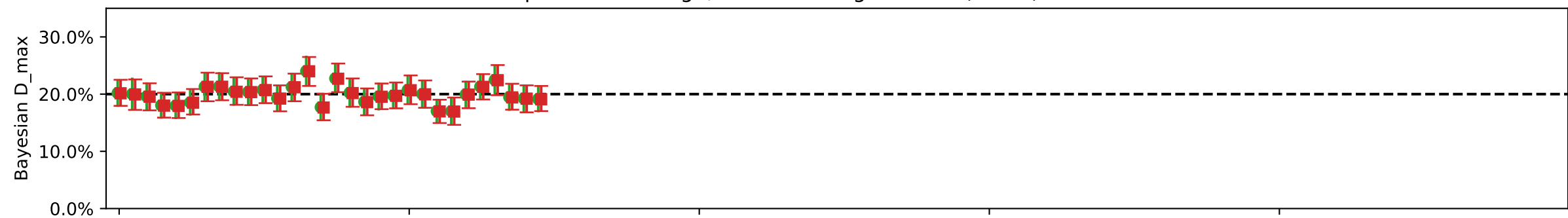
Species = GC-low



Species = GC-mid



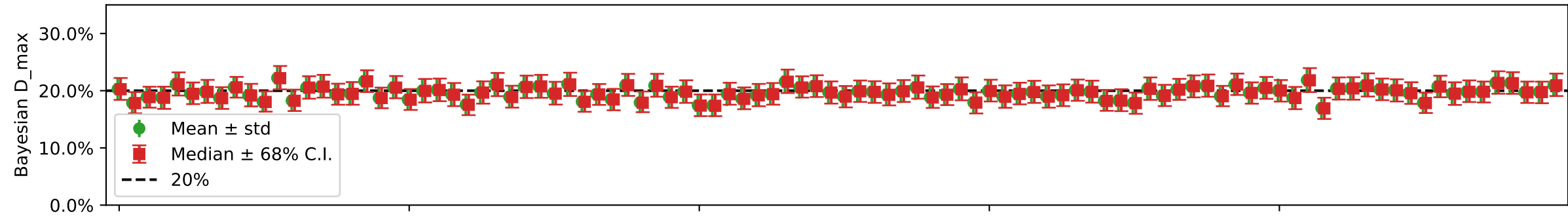
Species = GC-high, 39.1% damaged reads (mean) in fasta file



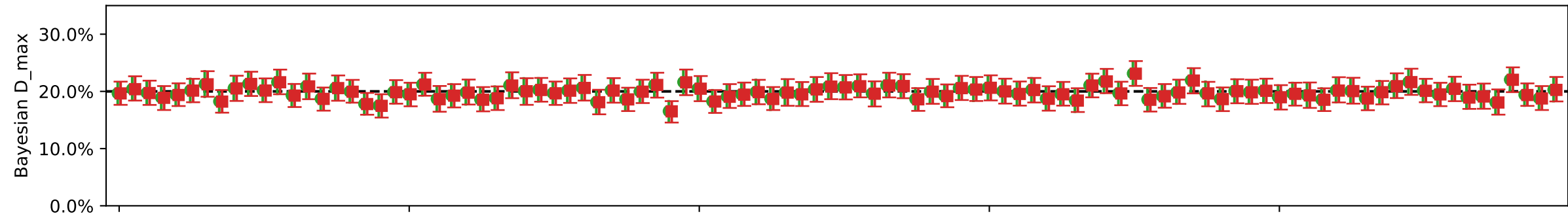
Iteration

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

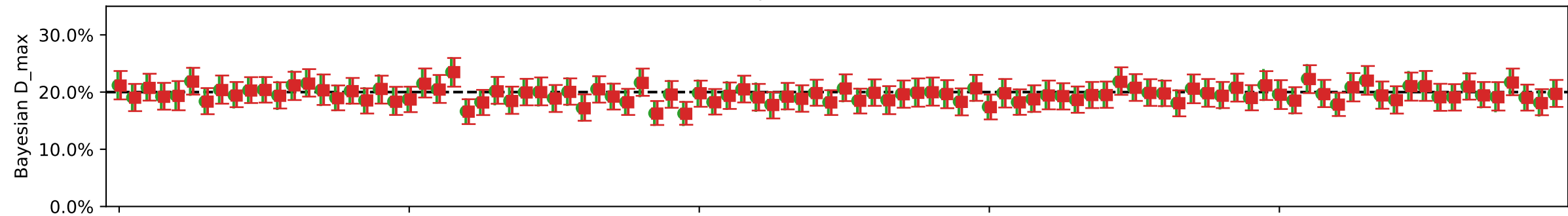
Species = homo, 27.8% damaged reads (mean) in fasta file



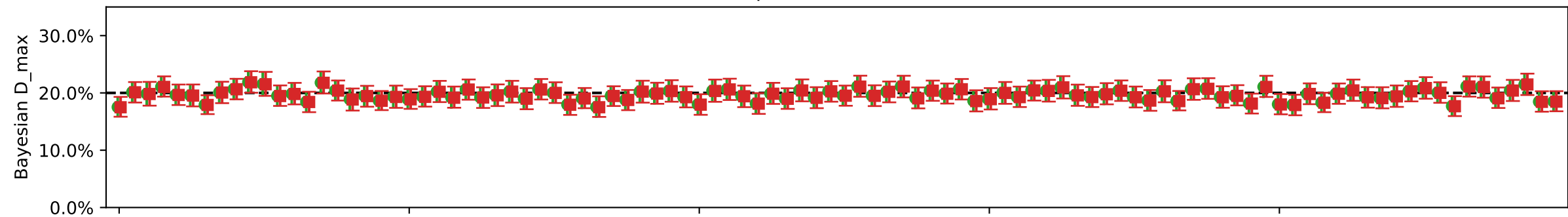
Species = betula, 23.8% damaged reads (mean) in fasta file



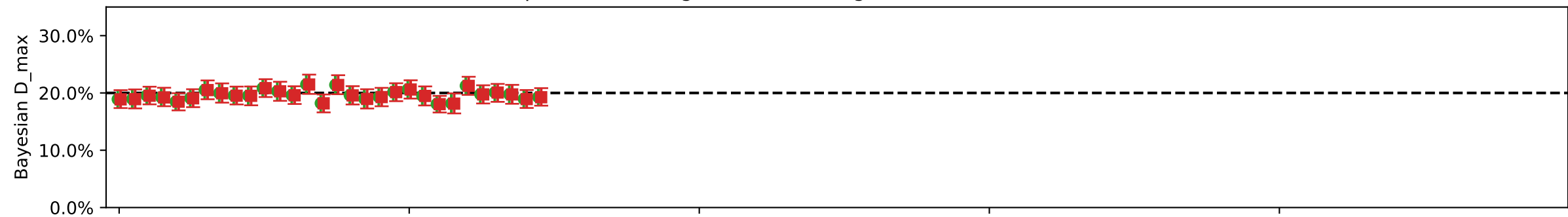
Species = GC-low



Species = GC-mid



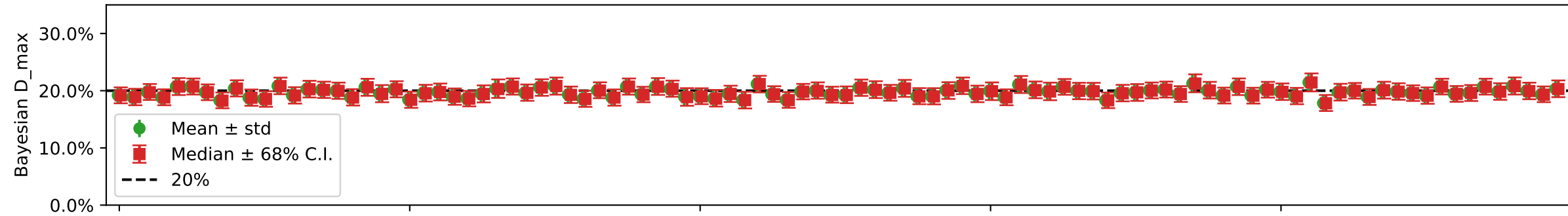
Species = GC-high, 39.0% damaged reads (mean) in fasta file



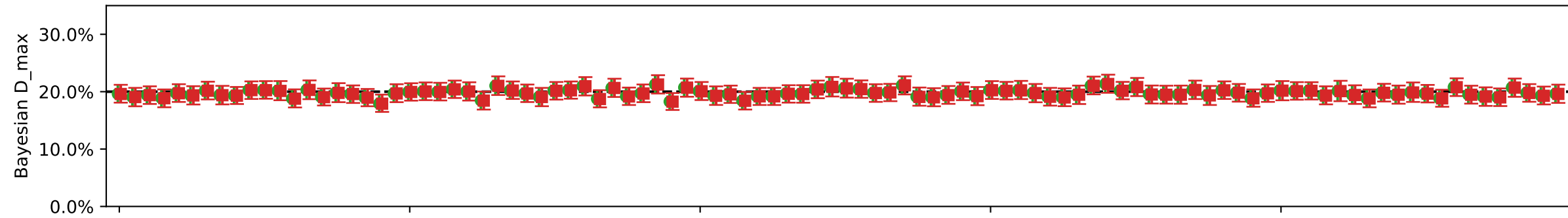
Iteration

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

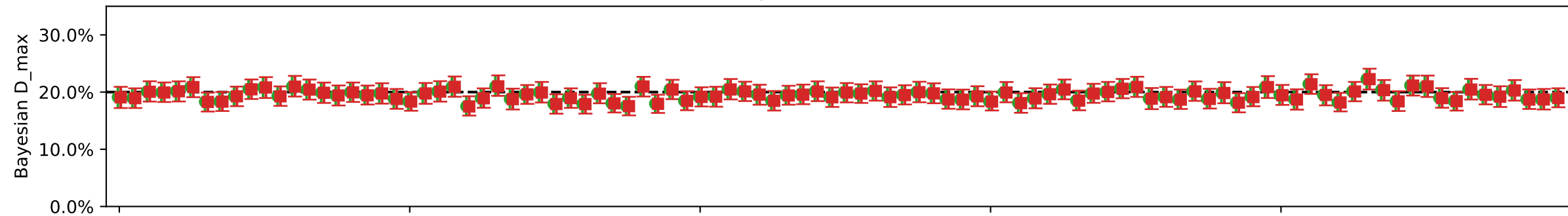
Species = homo, 27.8% damaged reads (mean) in fasta file



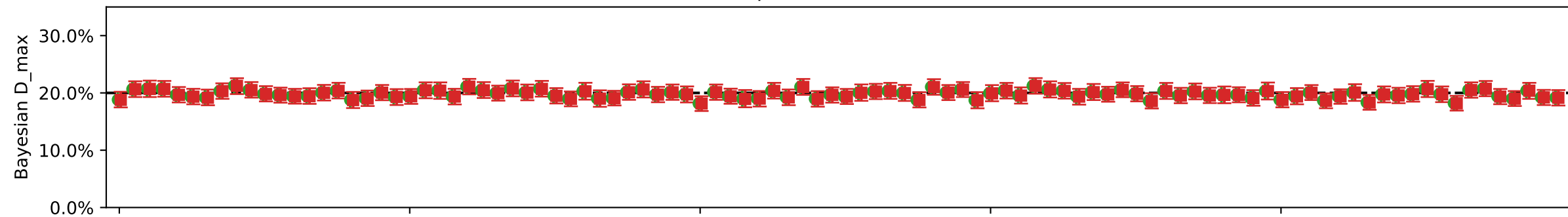
Species = betula, 23.7% damaged reads (mean) in fasta file



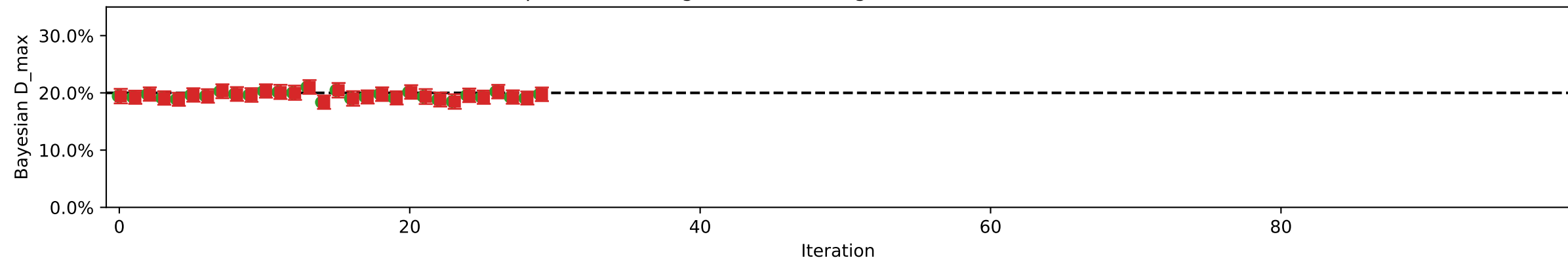
Species = GC-low



Species = GC-mid

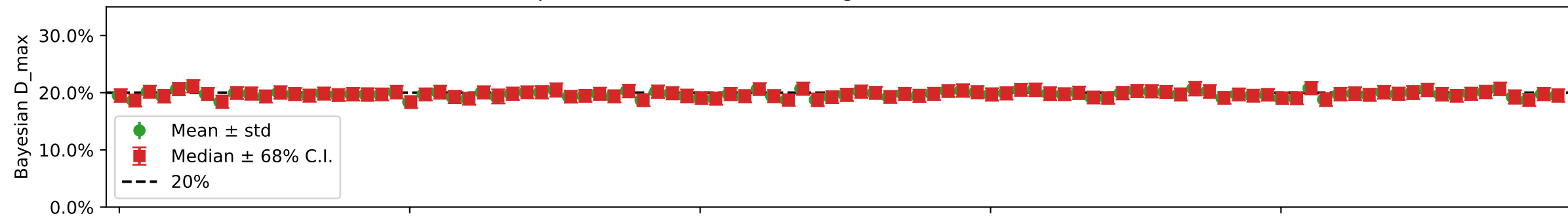


Species = GC-high, 39.0% damaged reads (mean) in fasta file

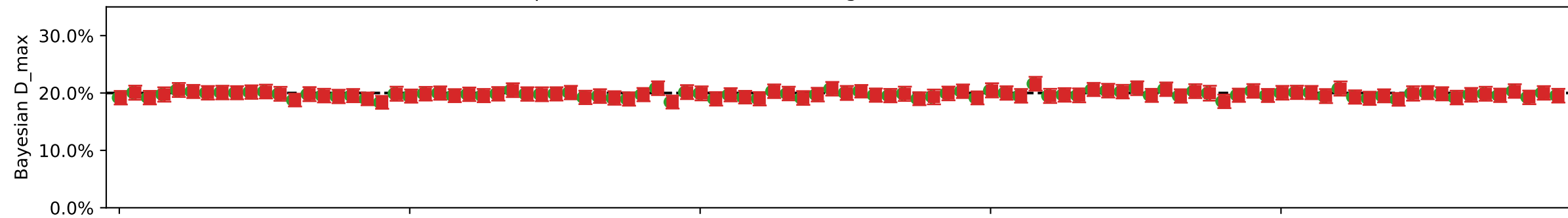


Individual damages:  
10000 reads  
Briggs damage = 0.626  
Damage percent = 20%

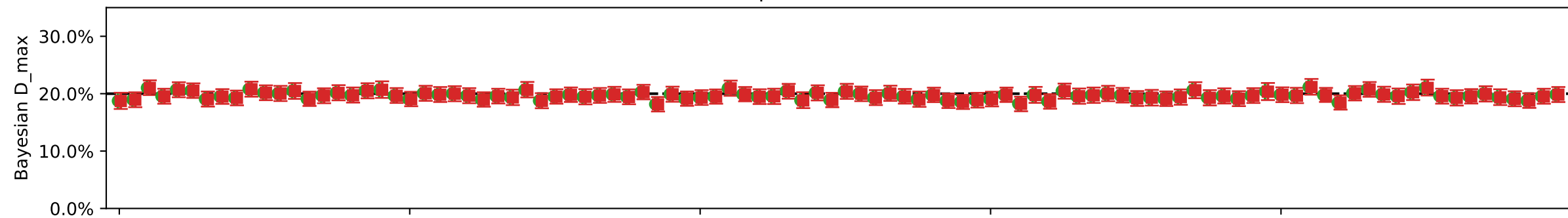
Species = homo, 27.7% damaged reads (mean) in fasta file



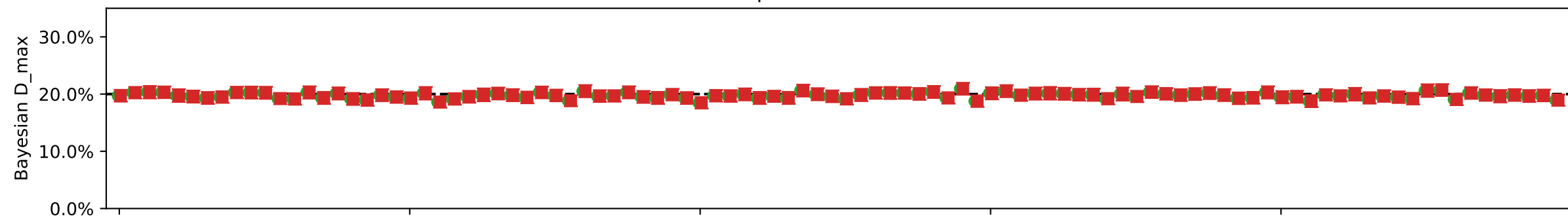
Species = betula, 23.7% damaged reads (mean) in fasta file



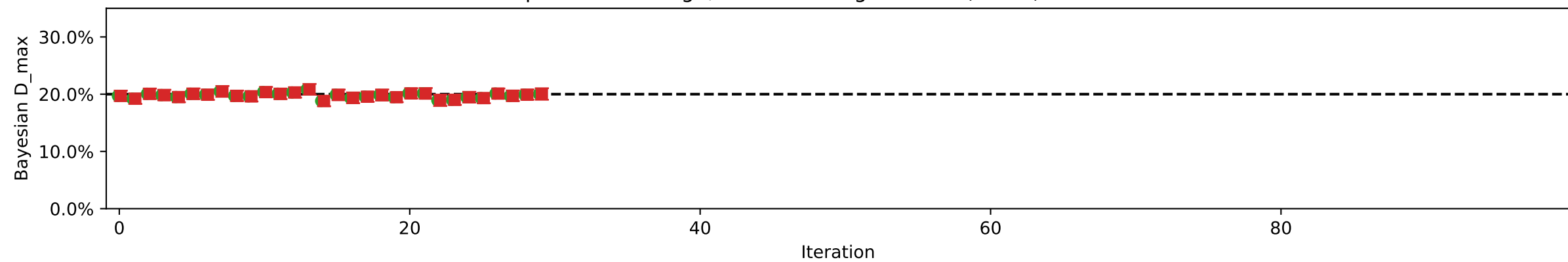
Species = GC-low



Species = GC-mid



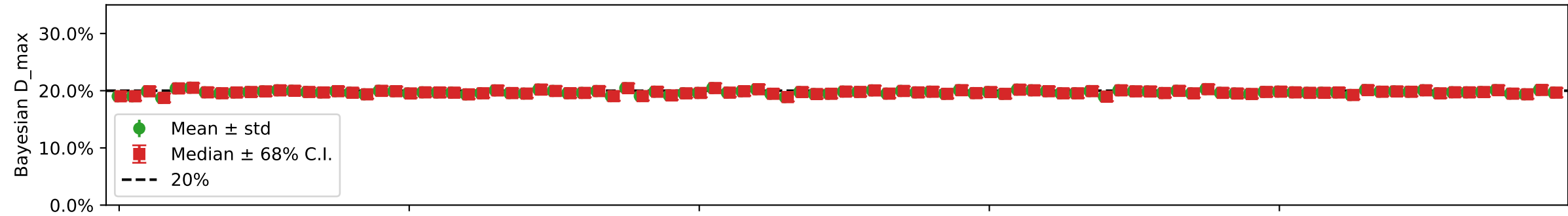
Species = GC-high, 39.0% damaged reads (mean) in fasta file



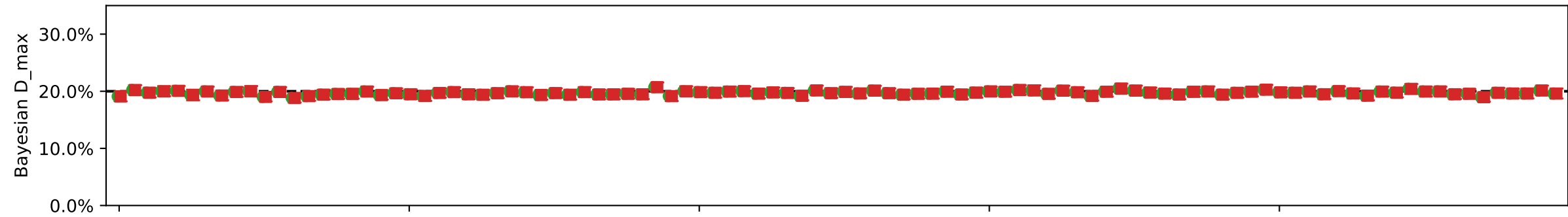


Individual damages:  
25000 reads  
Briggs damage = 0.626  
Damage percent = 20%

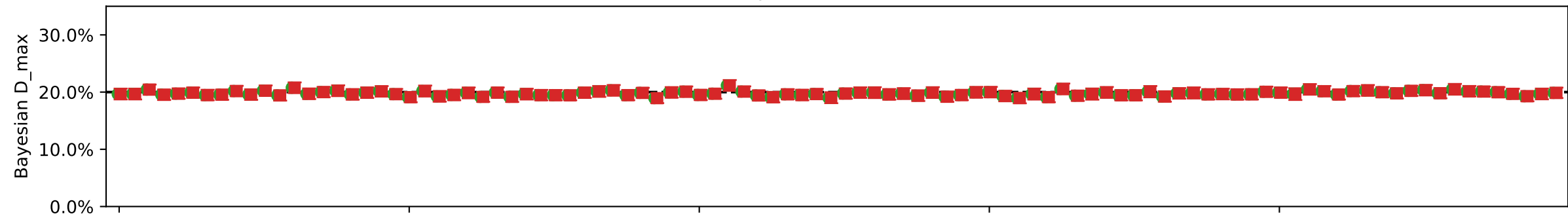
Species = homo, 27.7% damaged reads (mean) in fasta file



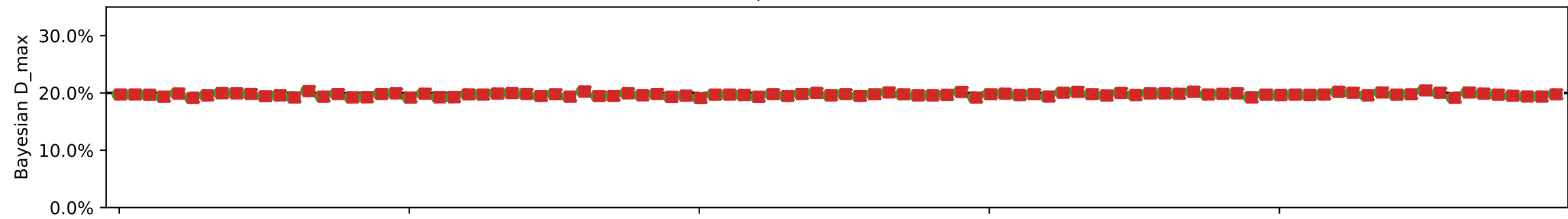
Species = betula, 23.7% damaged reads (mean) in fasta file



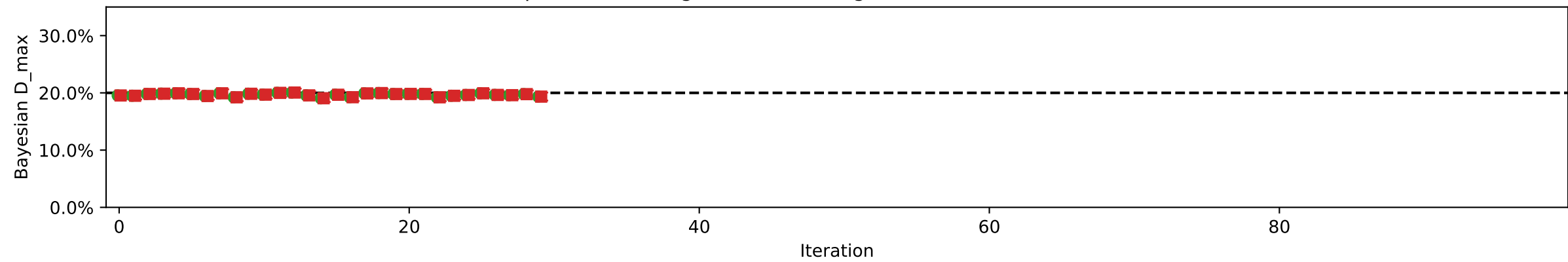
Species = GC-low



Species = GC-mid

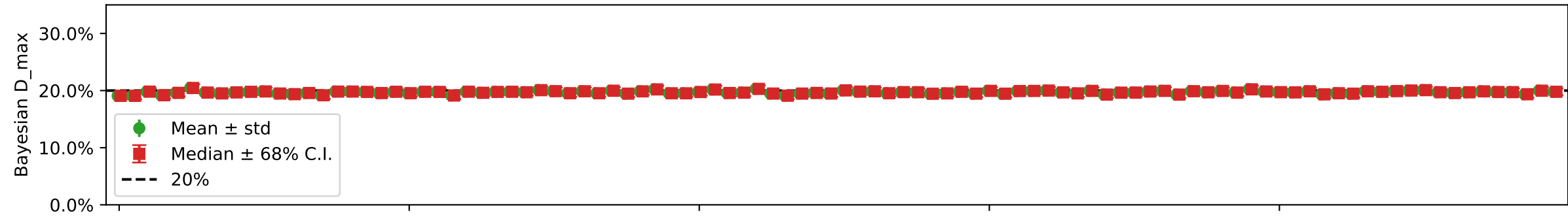


Species = GC-high, 39.0% damaged reads (mean) in fasta file

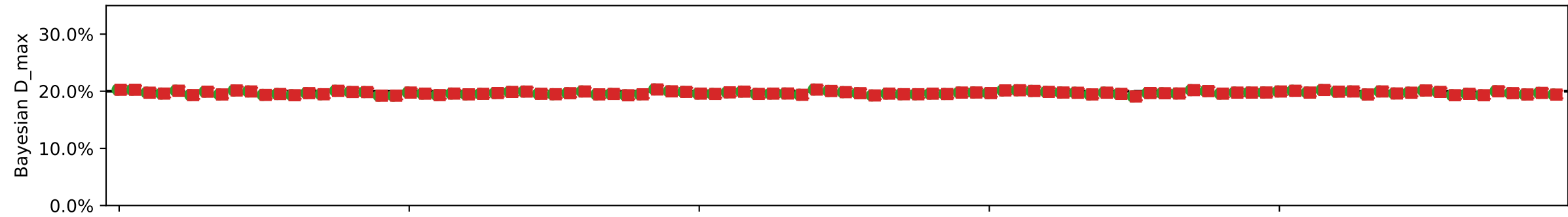


Individual damages:  
50000 reads  
Briggs damage = 0.626  
Damage percent = 20%

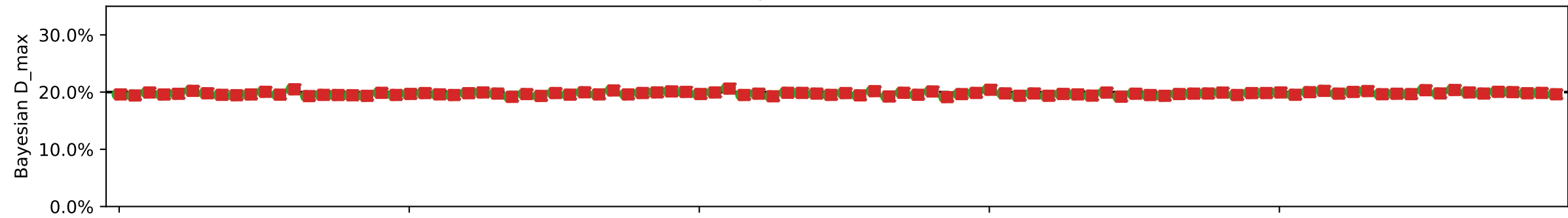
Species = homo, 27.7% damaged reads (mean) in fasta file



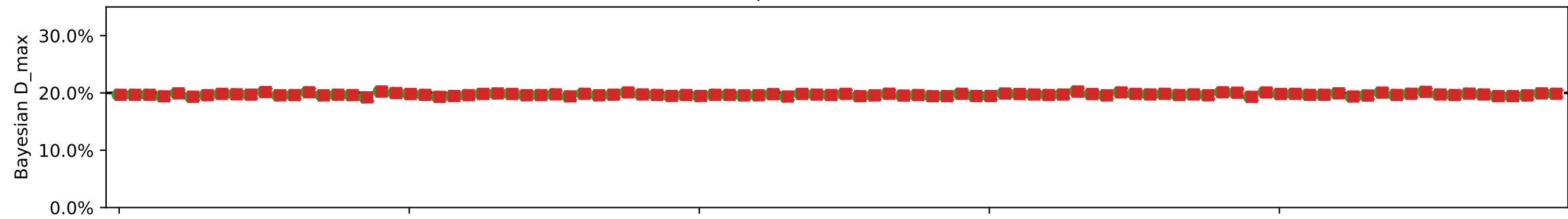
Species = betula, 23.7% damaged reads (mean) in fasta file



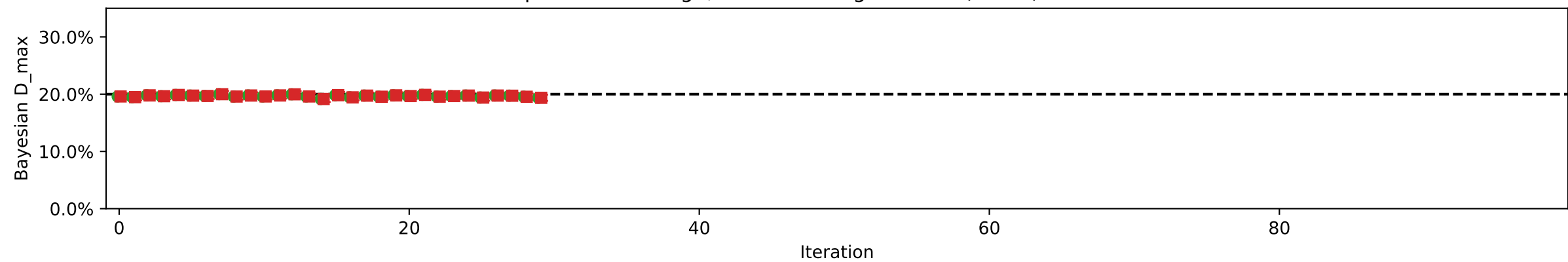
Species = GC-low



Species = GC-mid

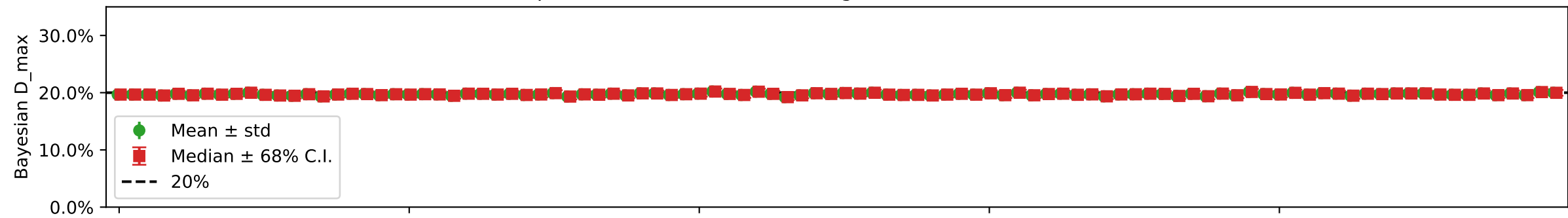


Species = GC-high, 38.9% damaged reads (mean) in fasta file

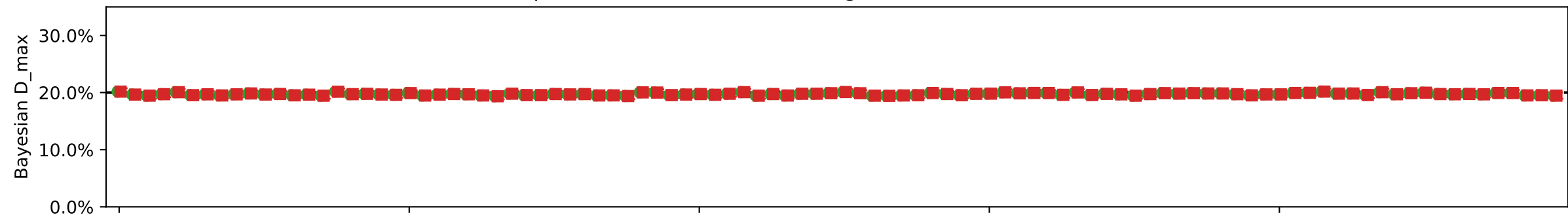


Individual damages:  
100000 reads  
Briggs damage = 0.626  
Damage percent = 20%

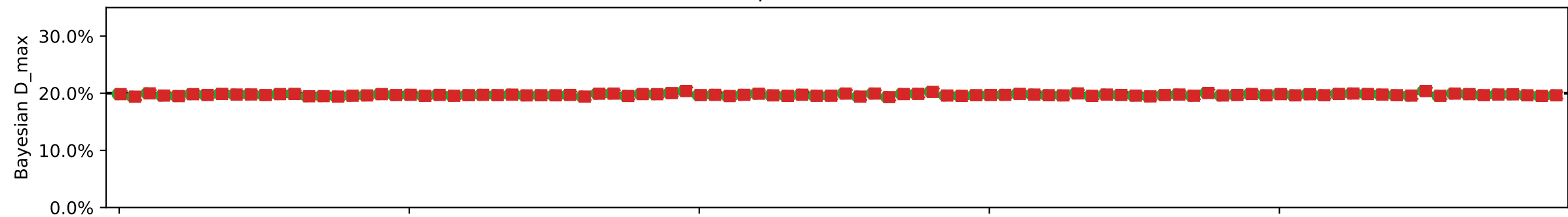
Species = homo, 27.7% damaged reads (mean) in fasta file



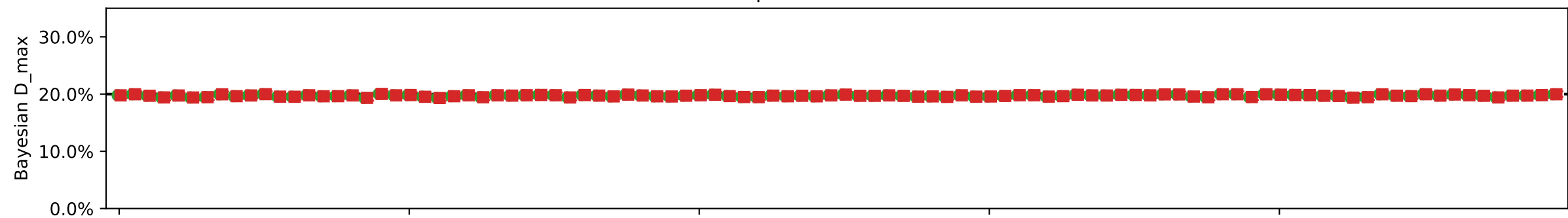
Species = betula, 23.7% damaged reads (mean) in fasta file



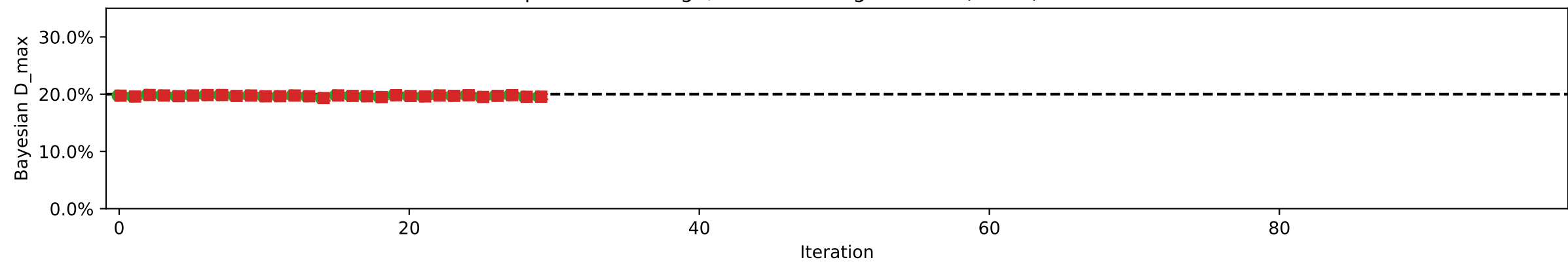
Species = GC-low



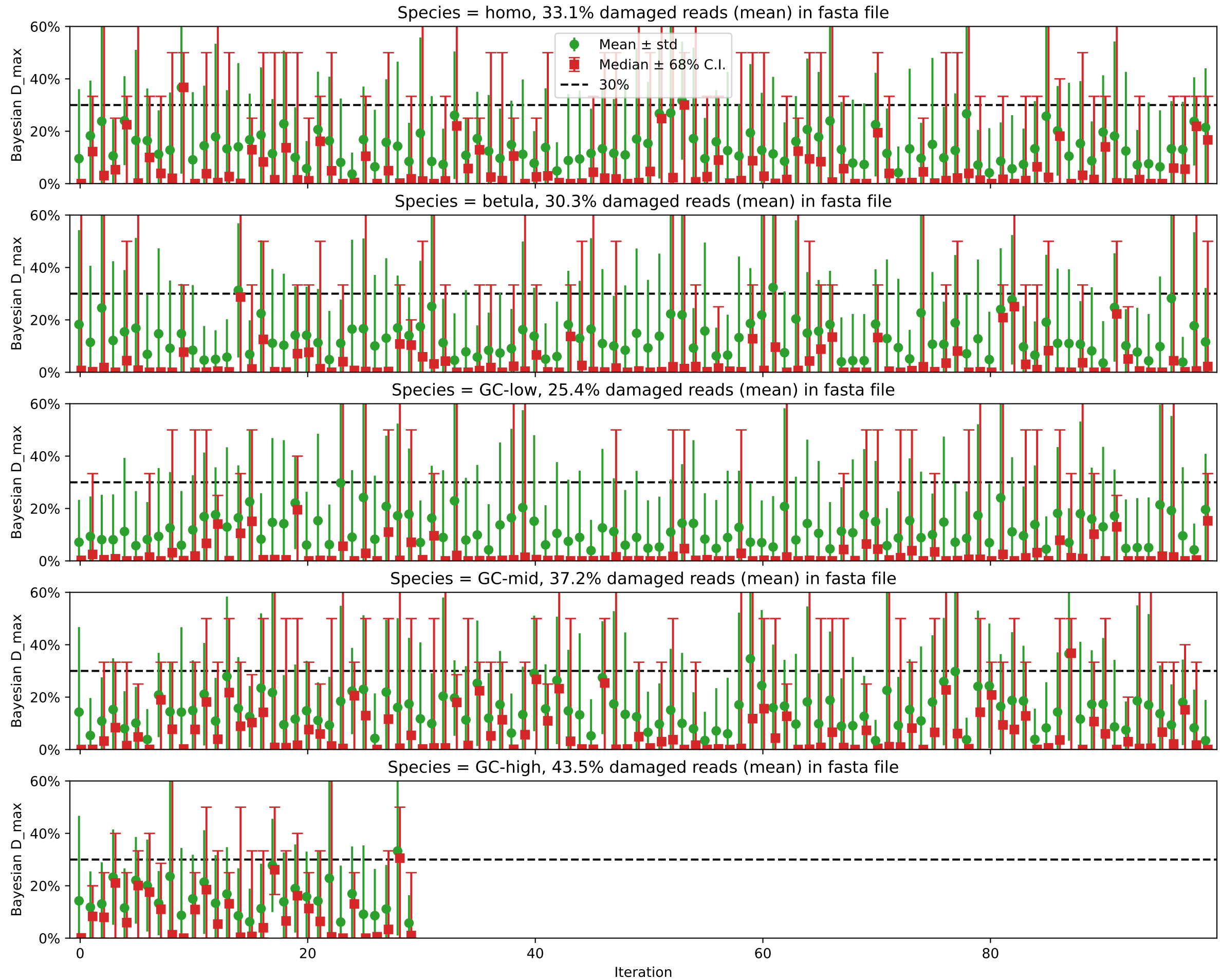
Species = GC-mid



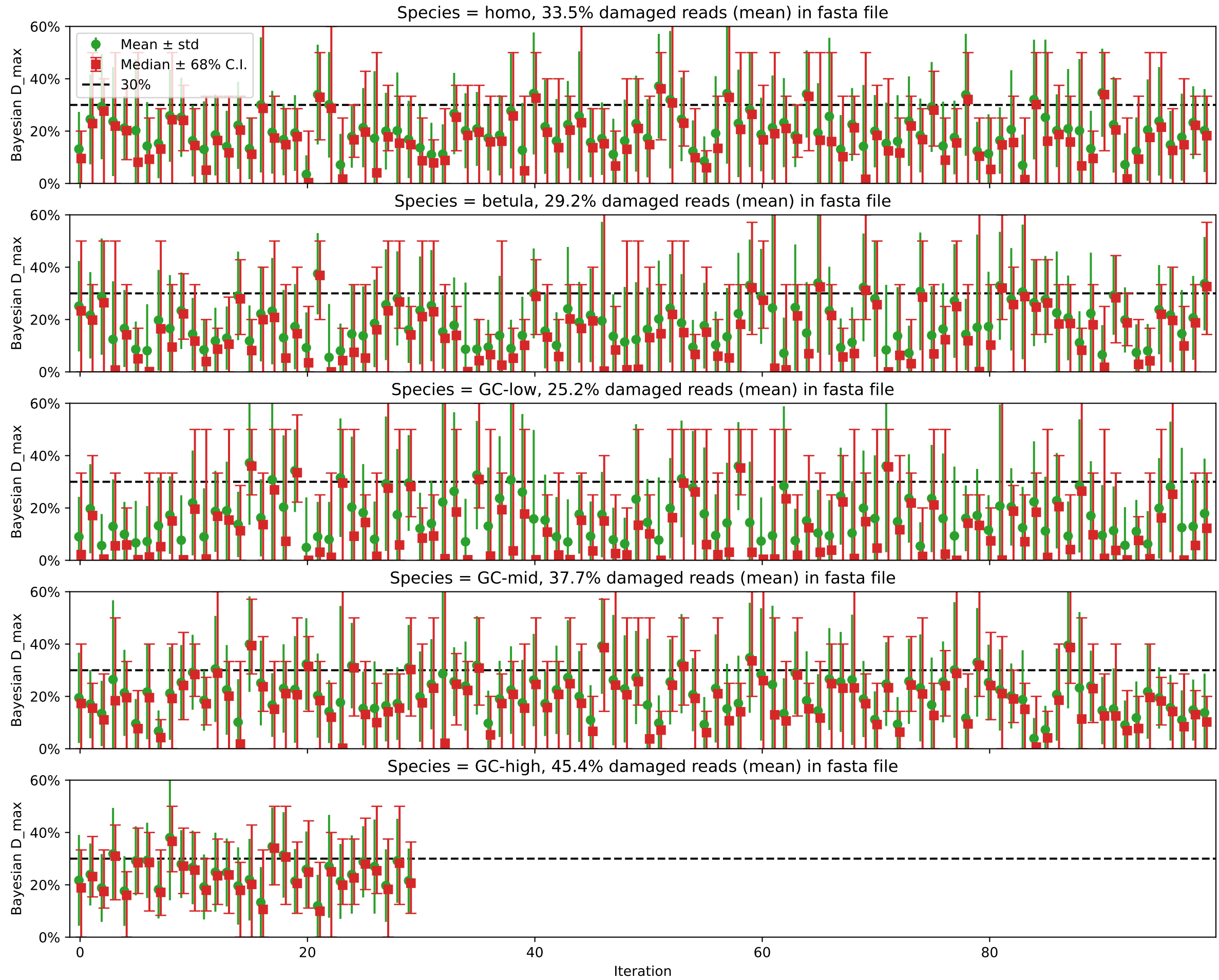
Species = GC-high, 39.0% damaged reads (mean) in fasta file



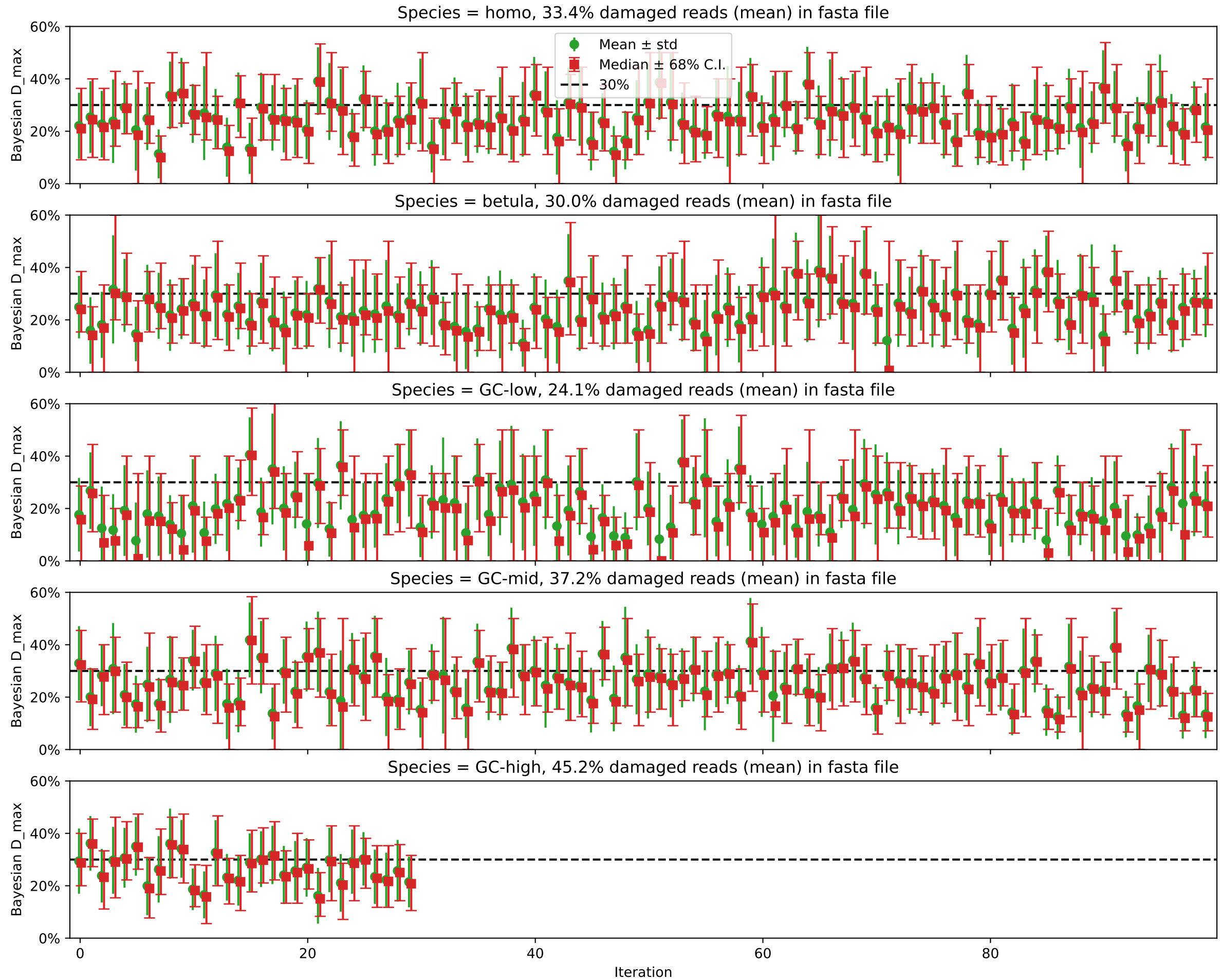
Individual damages:  
10 reads  
Briggs damage = 0.96  
Damage percent = 30%



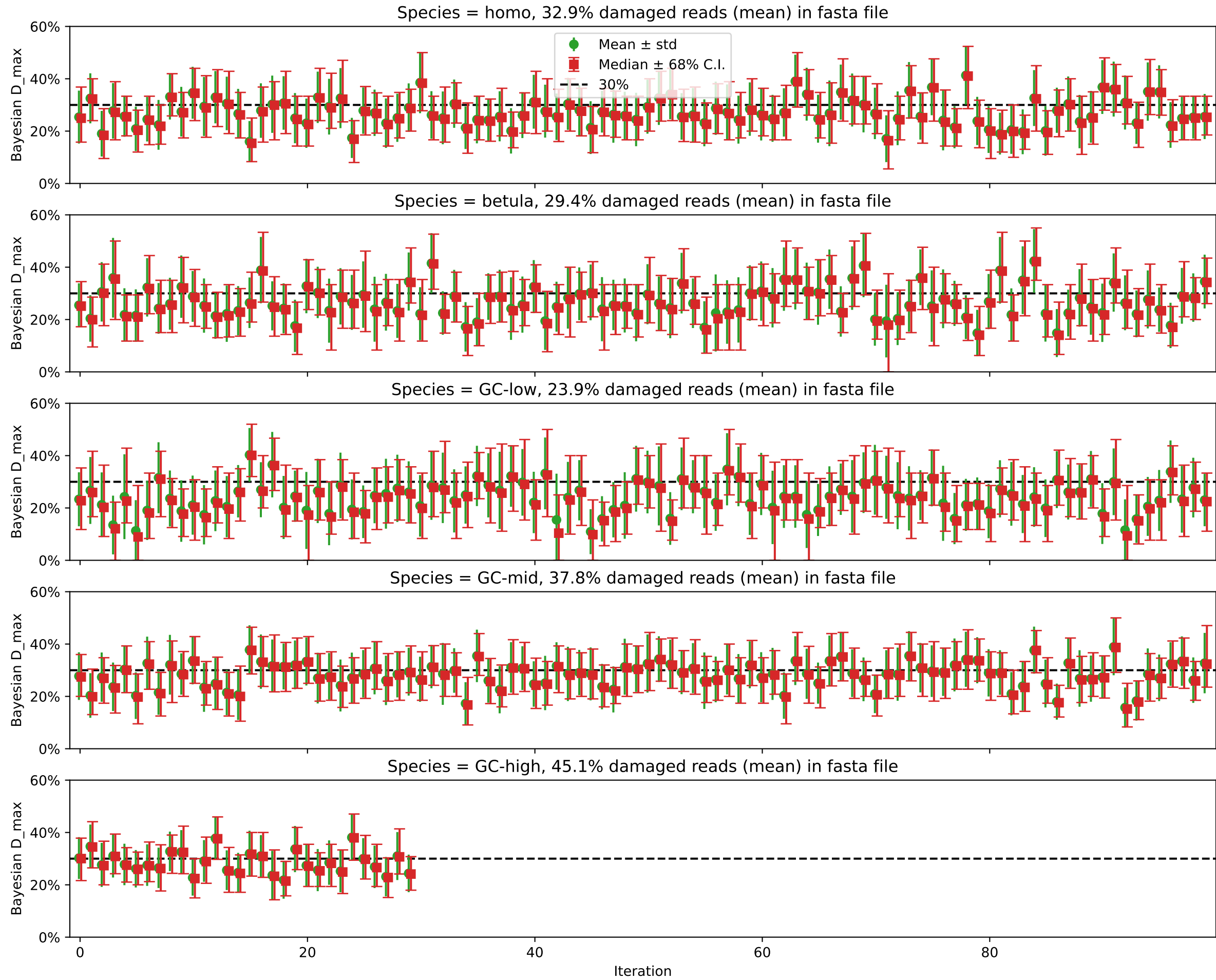
Individual damages:  
25 reads  
Briggs damage = 0.96  
Damage percent = 30%



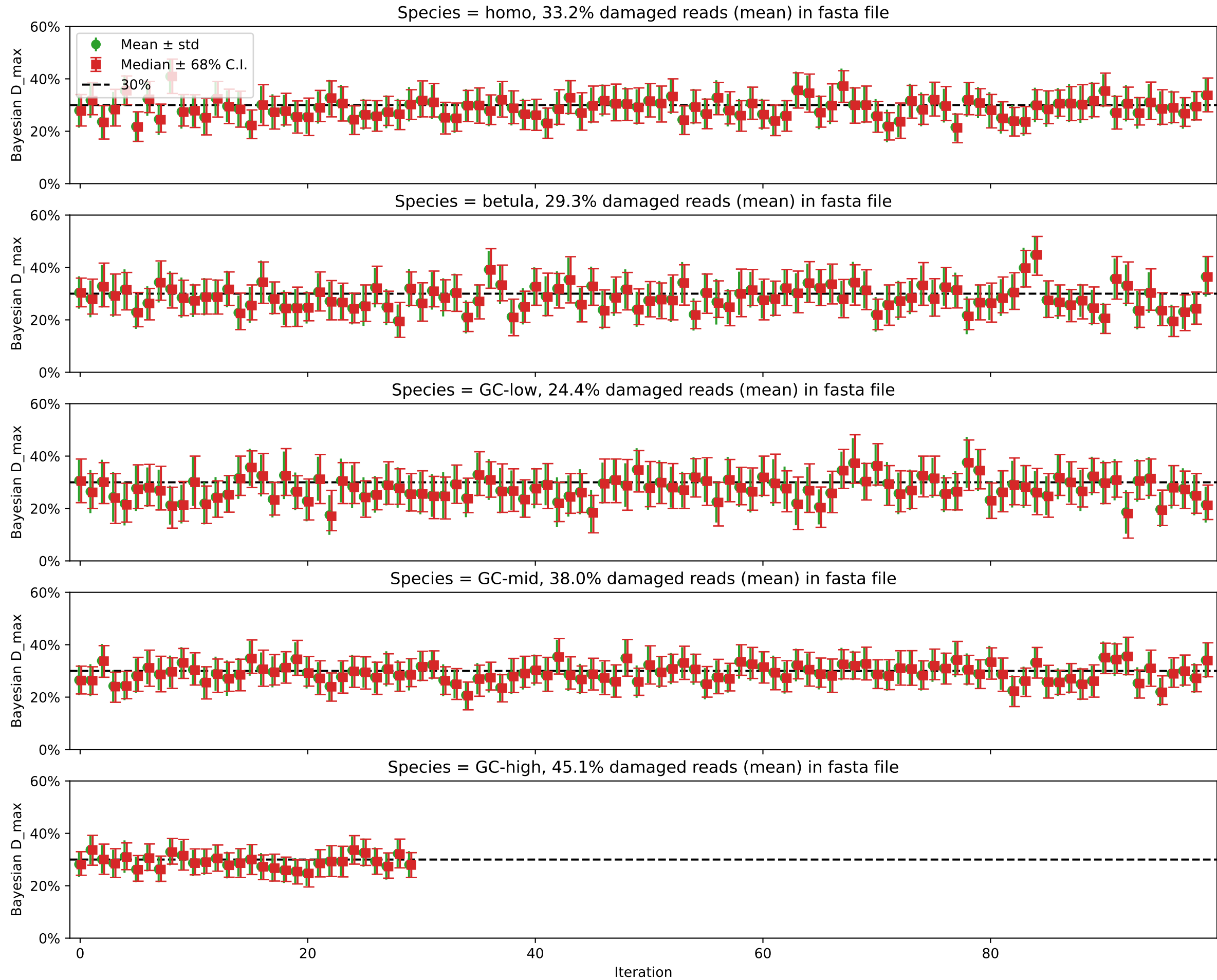
Individual damages:  
50 reads  
Briggs damage = 0.96  
Damage percent = 30%



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

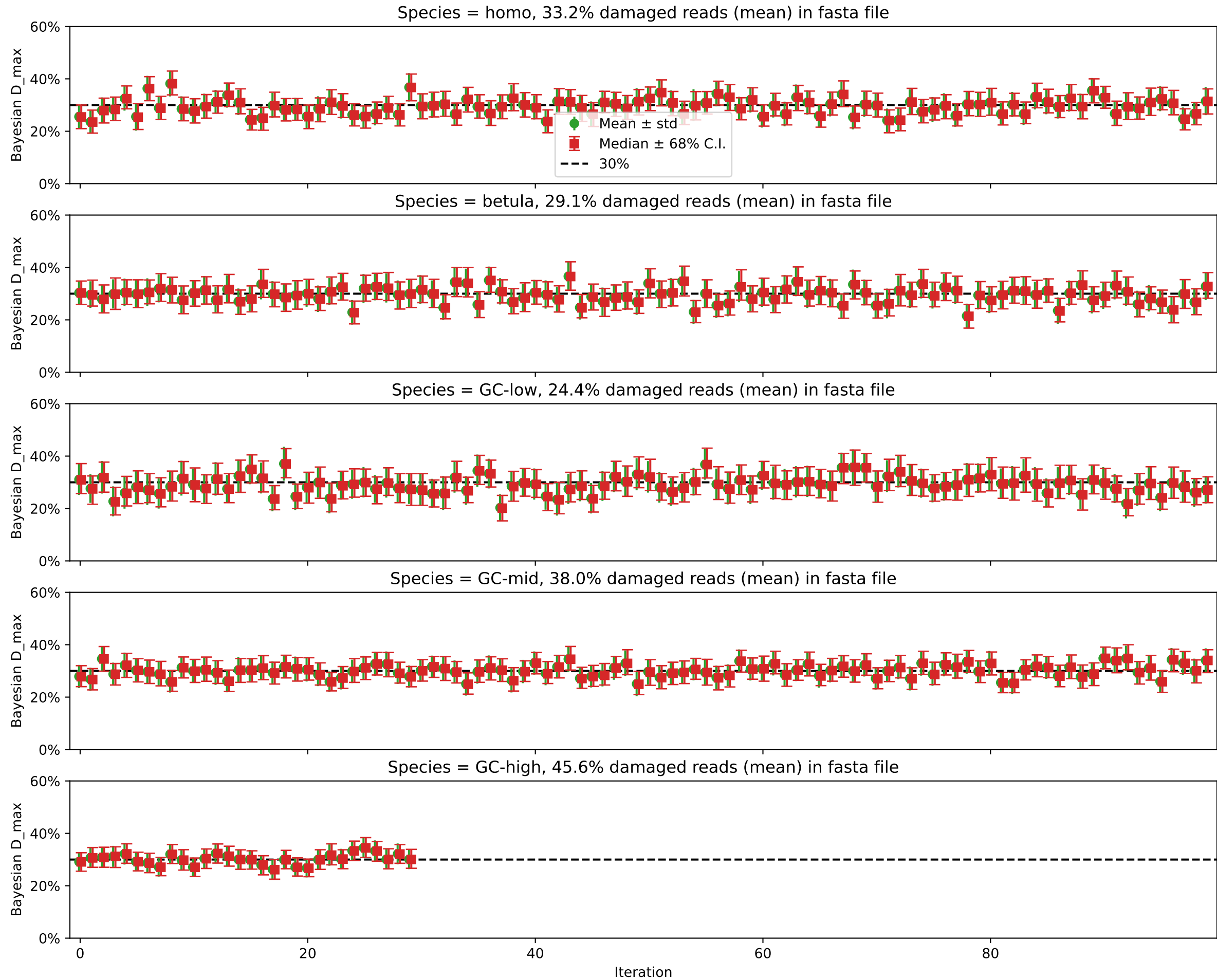


Individual damages:  
250 reads  
Briggs damage = 0.96  
Damage percent = 30%

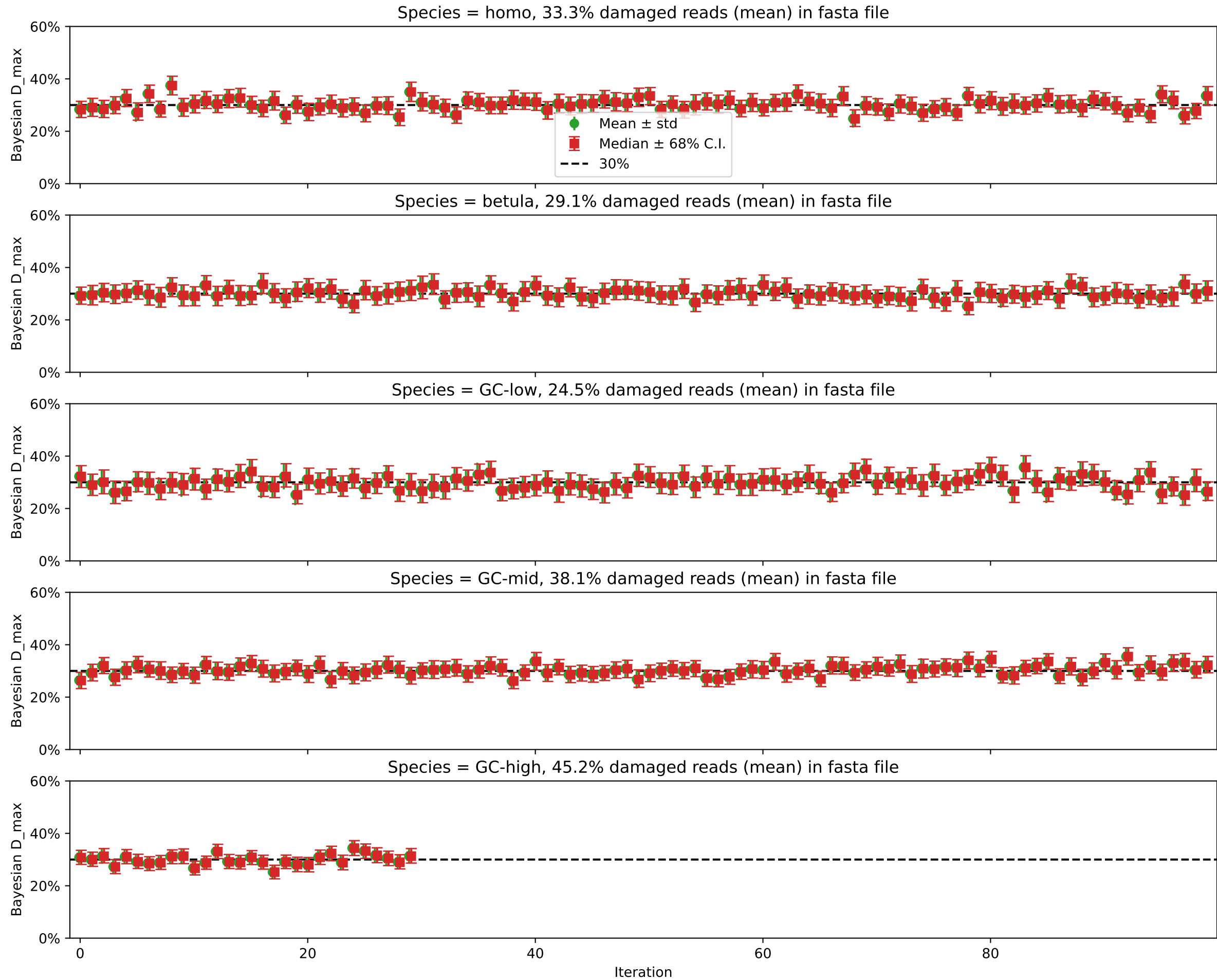




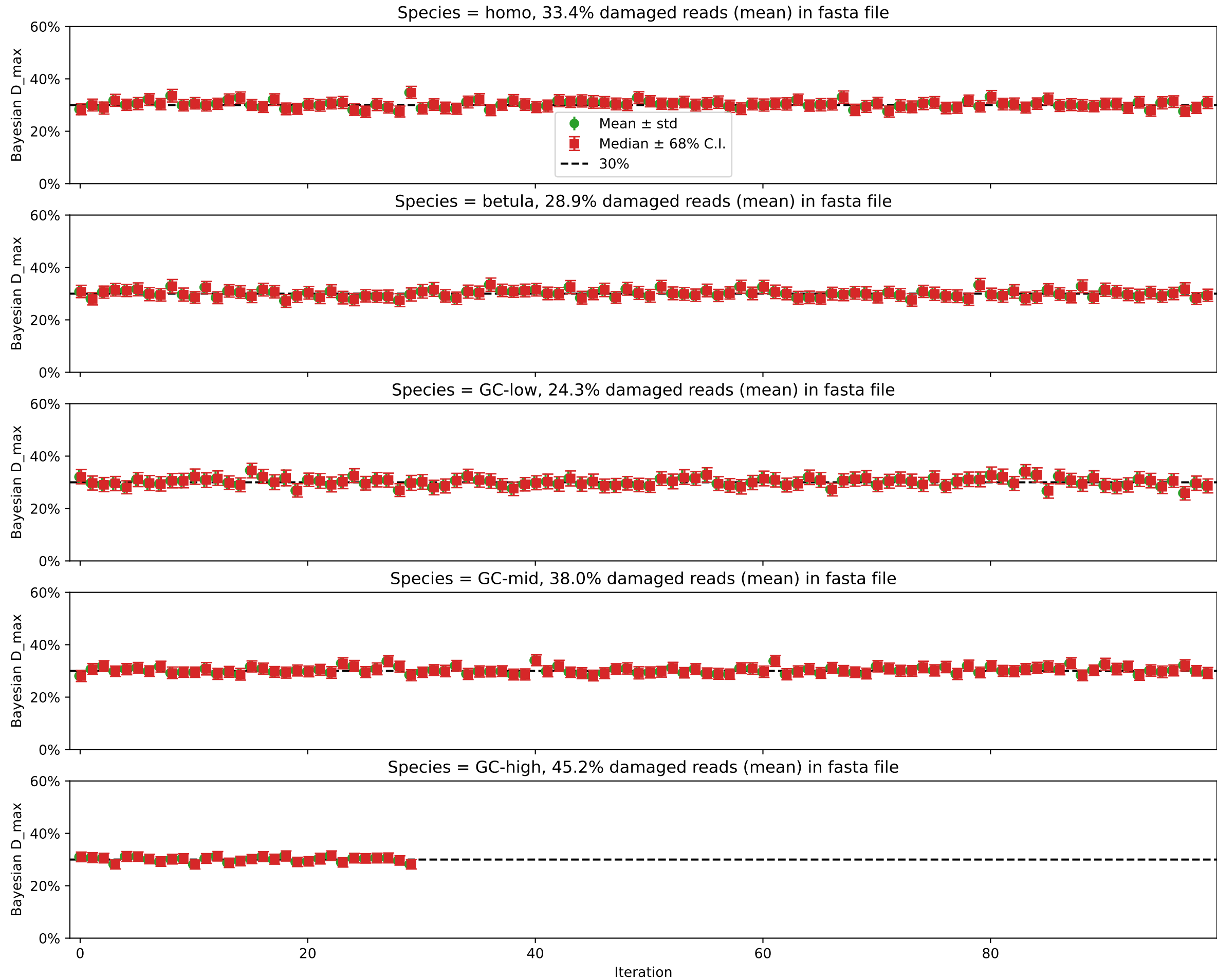
Individual damages:  
500 reads  
Briggs damage = 0.96  
Damage percent = 30%



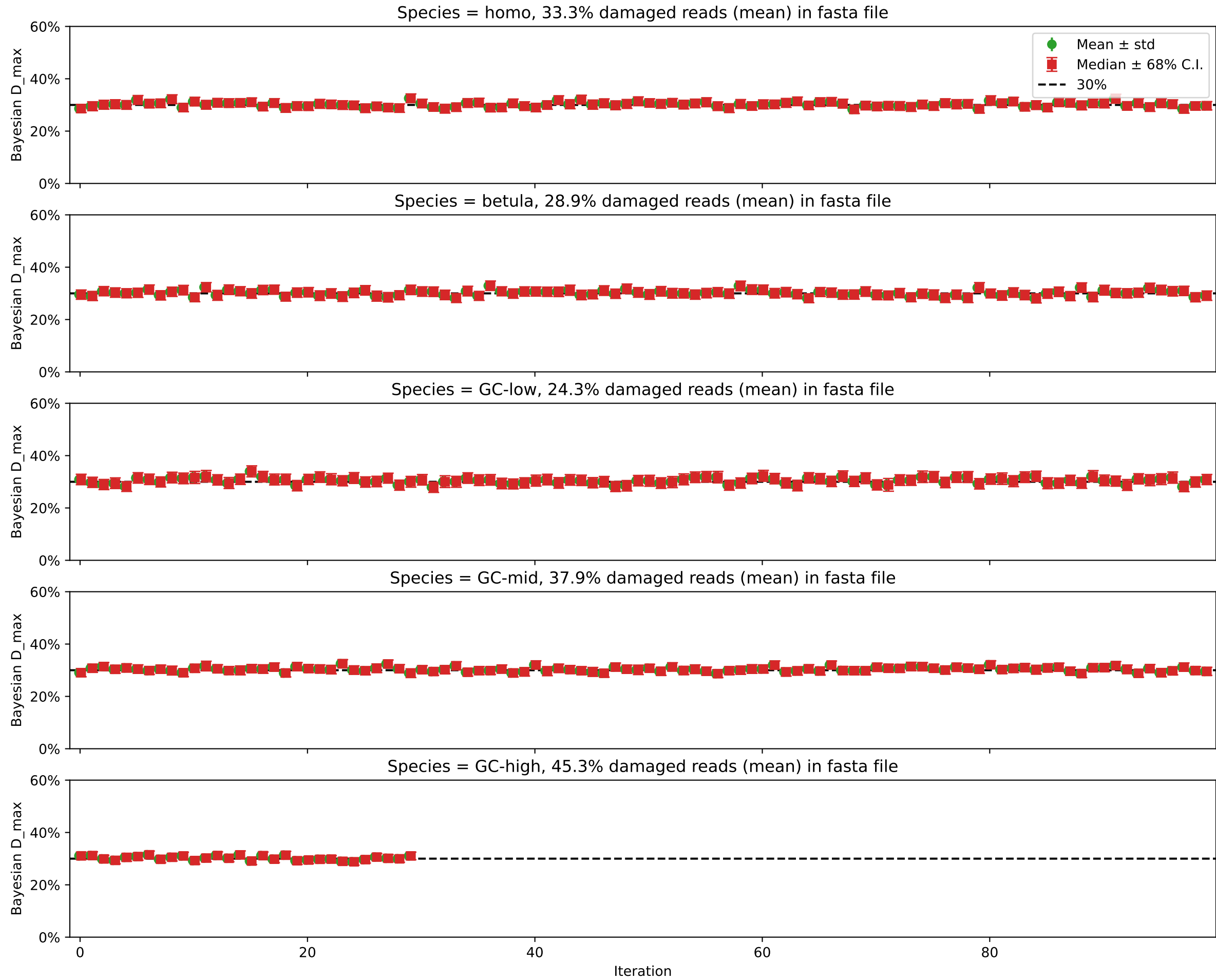
Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent = 30%



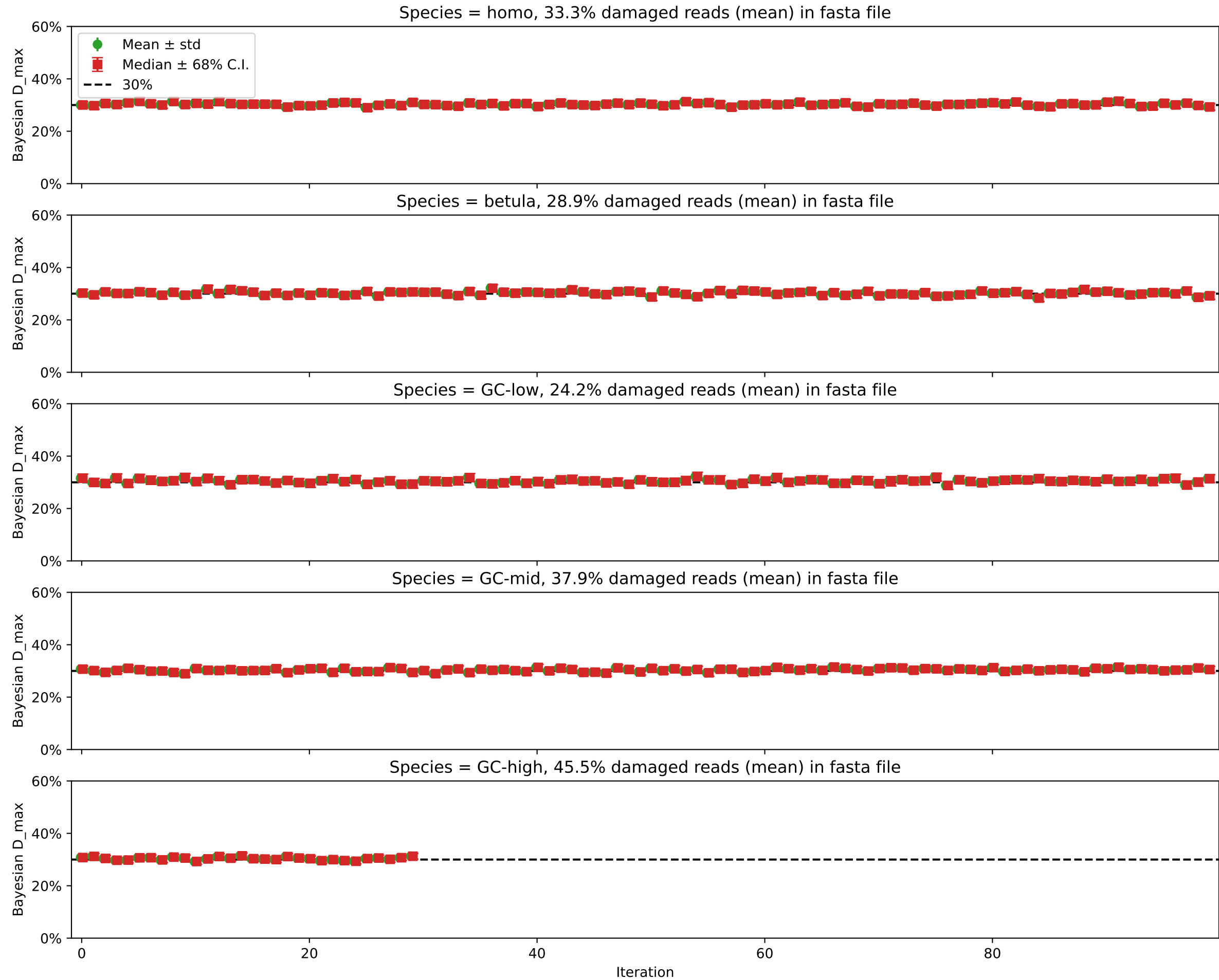
Individual damages:  
2500 reads  
Briggs damage = 0.96  
Damage percent = 30%



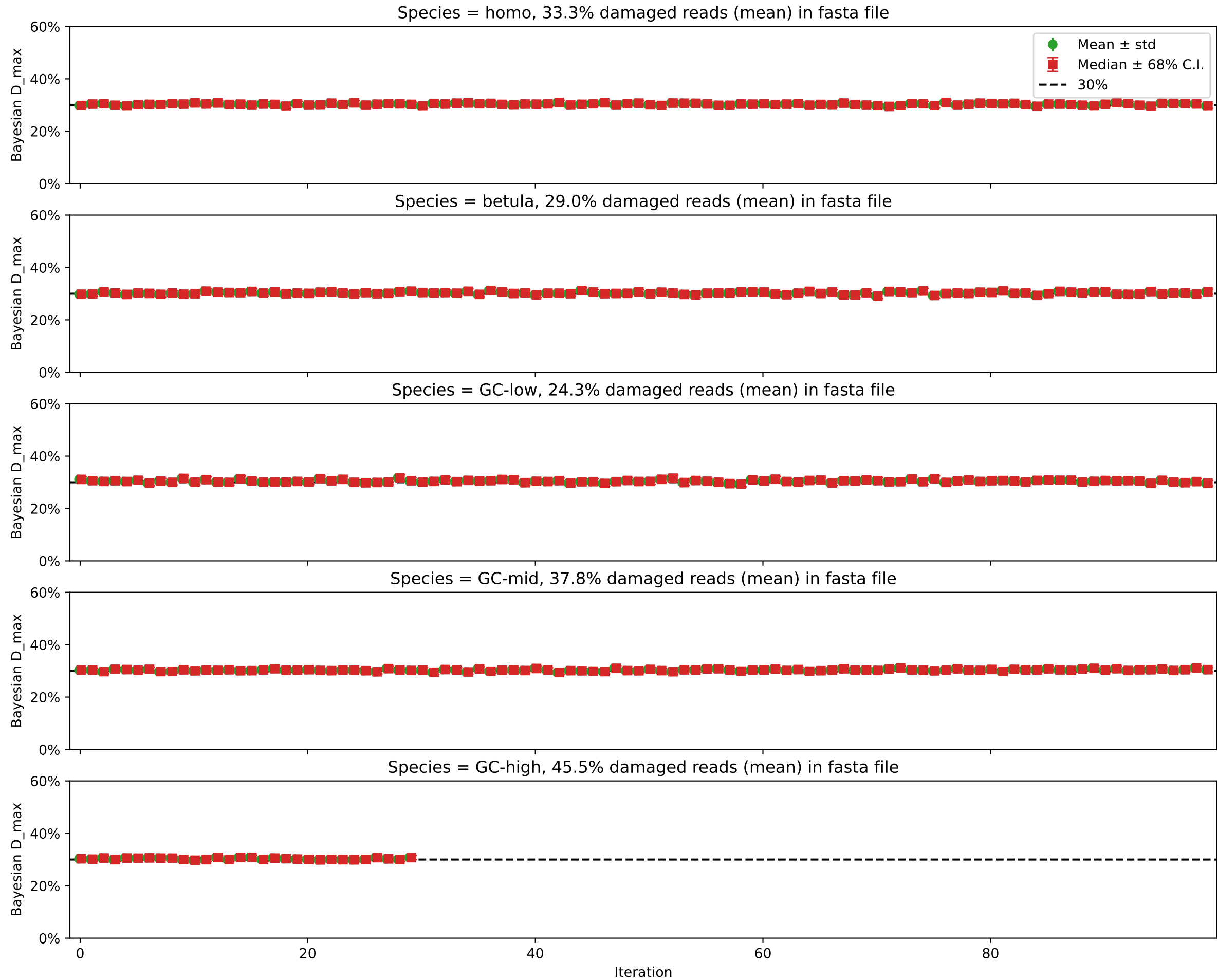
Individual damages:  
5000 reads  
Briggs damage = 0.96  
Damage percent = 30%



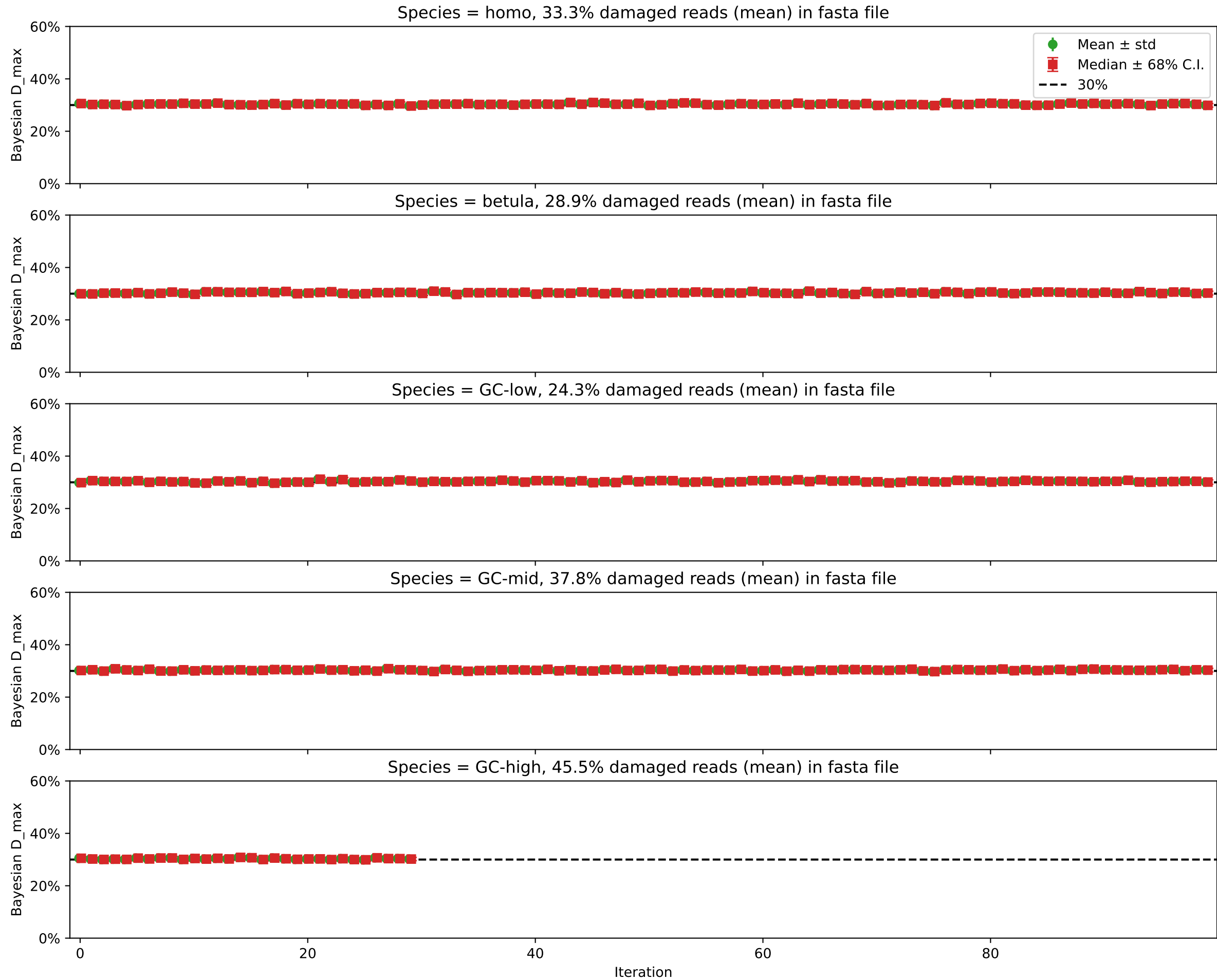
Individual damages:  
10000 reads  
Briggs damage = 0.96  
Damage percent = 30%



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%

