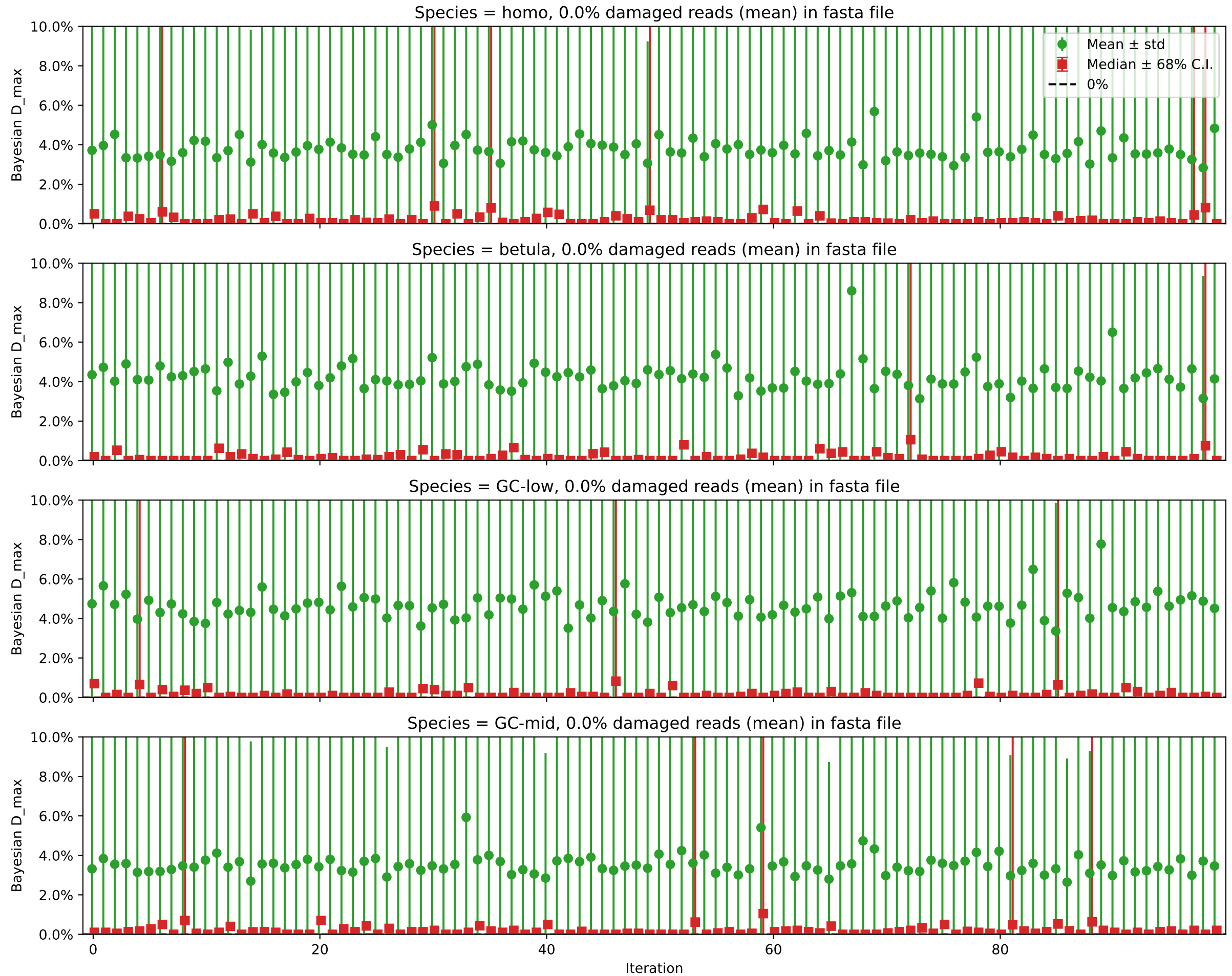
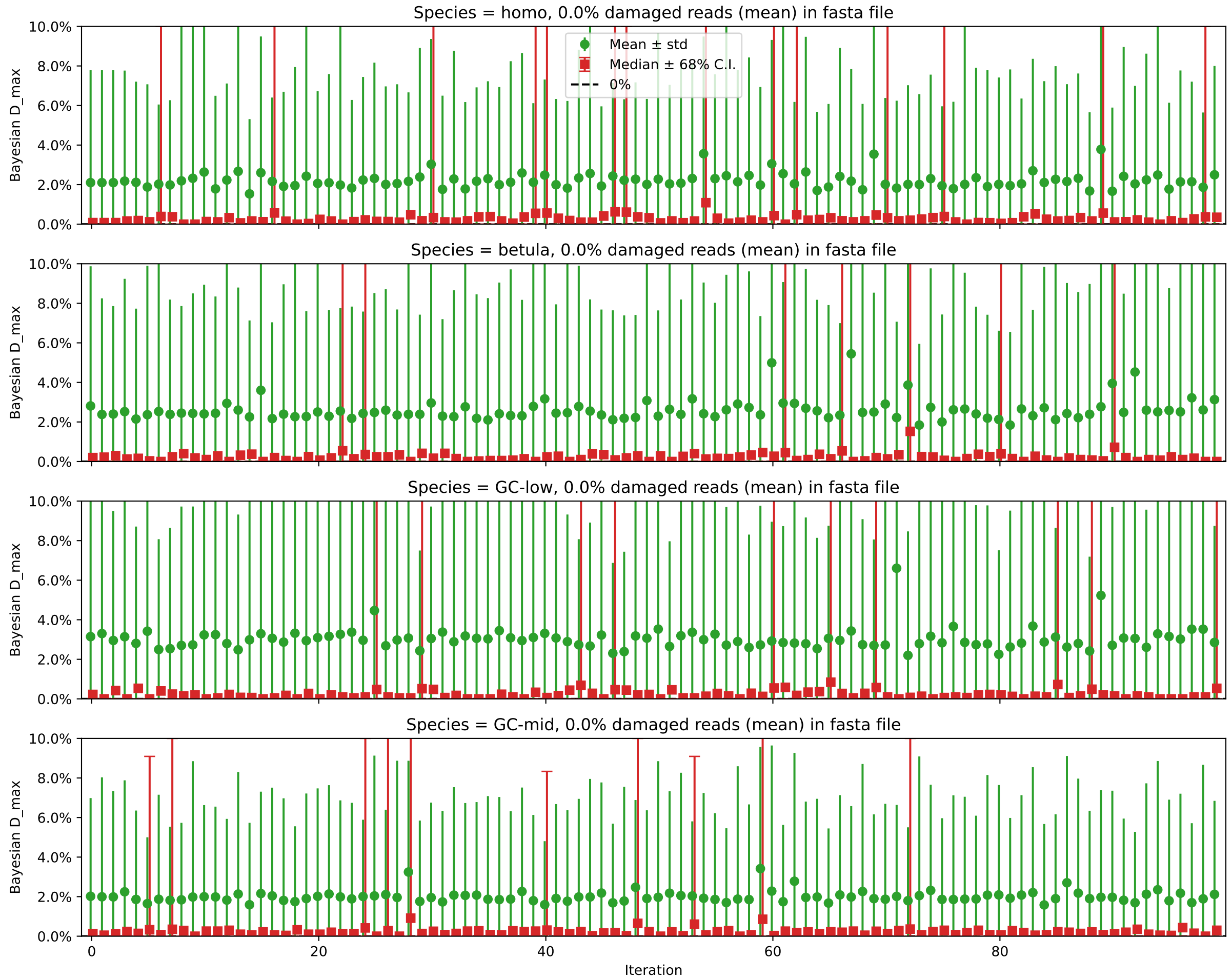


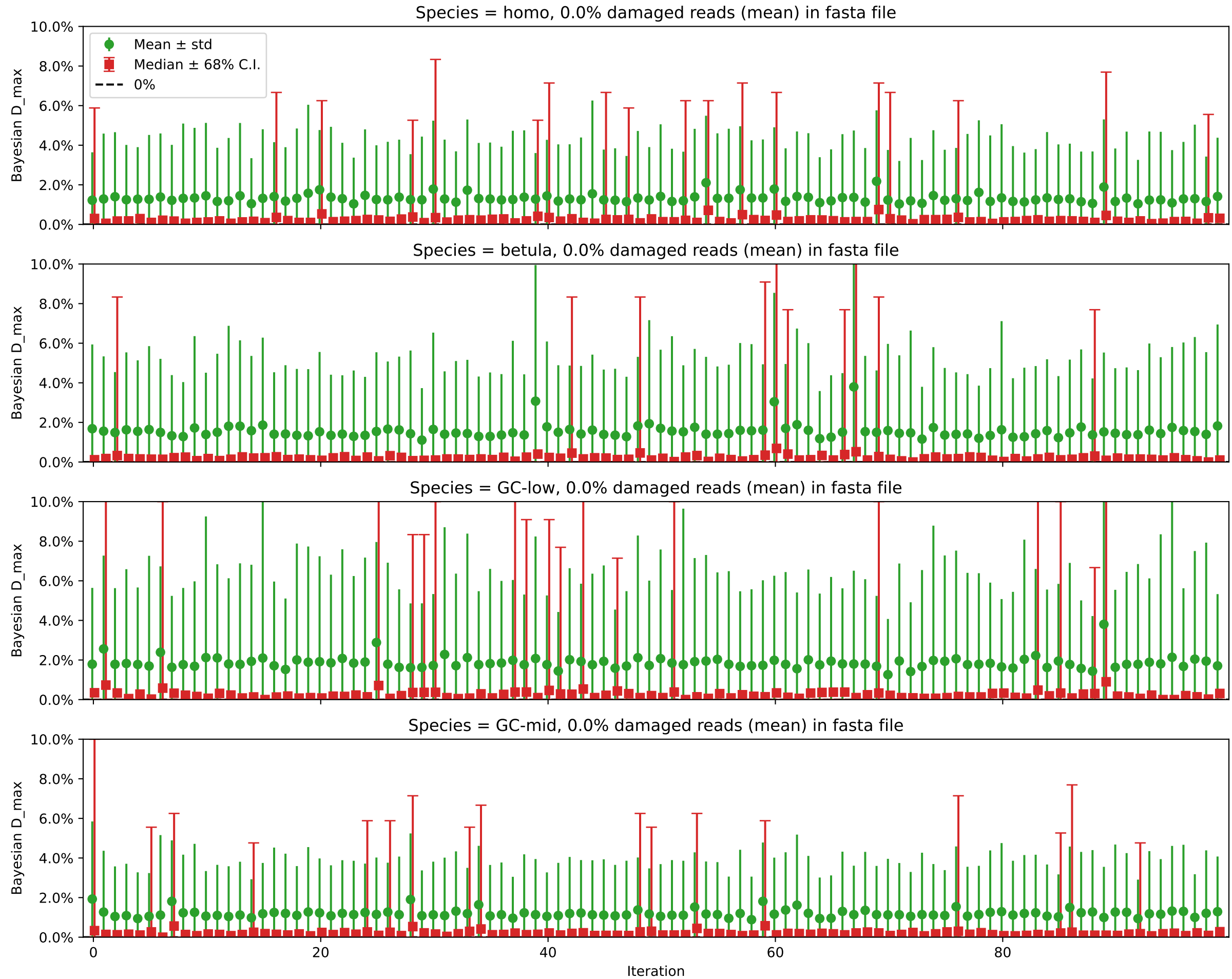
Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent = 0%



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%

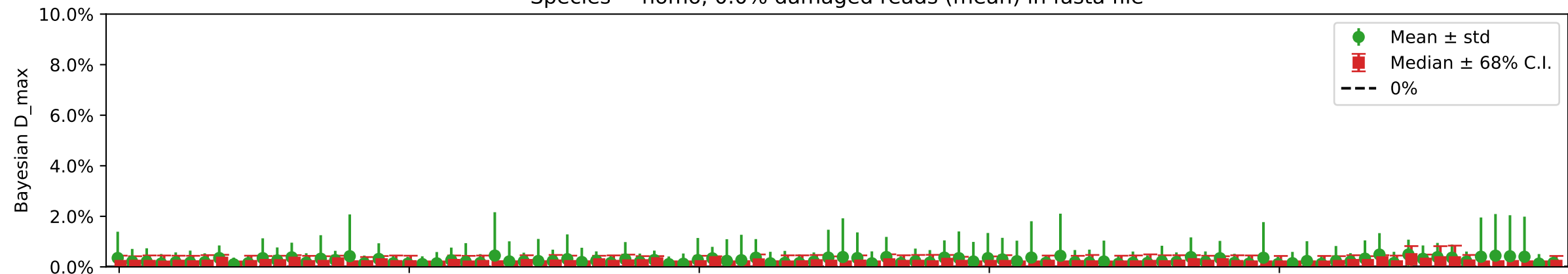


Individual damages:  
500 reads  
Briggs damage = 0.0  
Damage percent = 0%

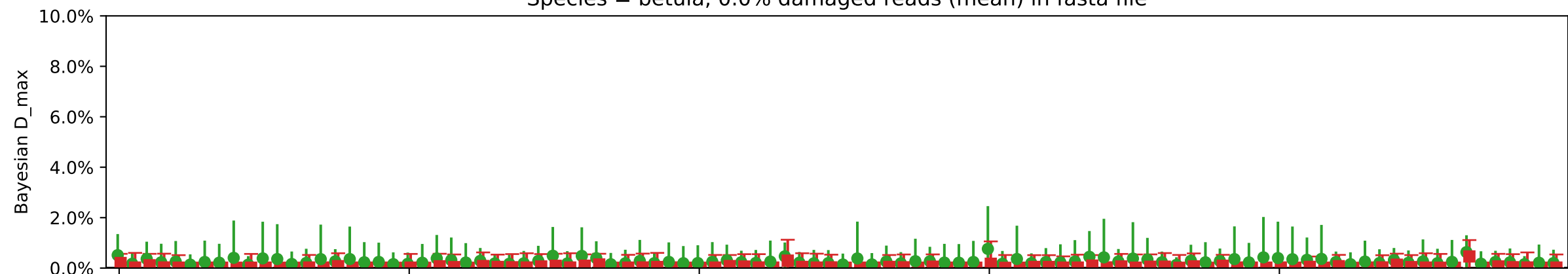


Individual damages:  
1000 reads  
Briggs damage = 0.0  
Damage percent = 0%

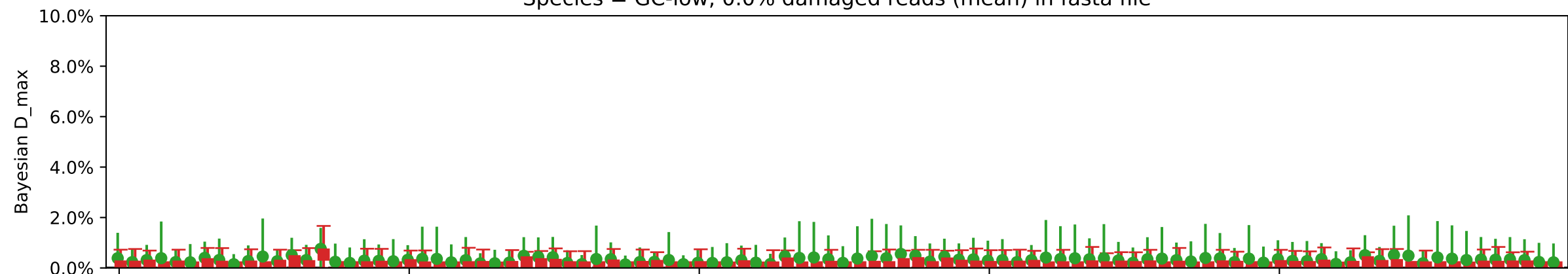
Species = homo, 0.0% damaged reads (mean) in fasta file



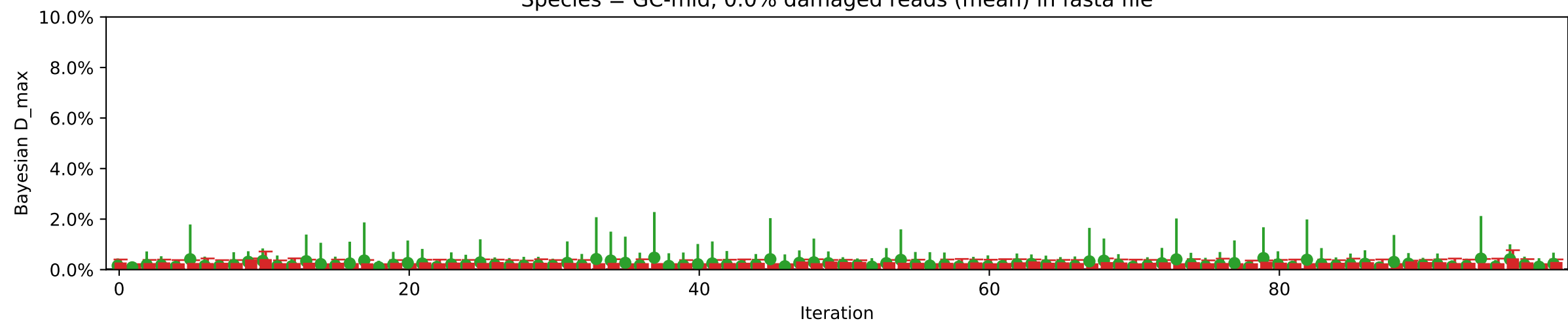
Species = betula, 0.0% damaged reads (mean) in fasta file



Species = GC-low, 0.0% damaged reads (mean) in fasta file



Species = GC-mid, 0.0% damaged reads (mean) in fasta file



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





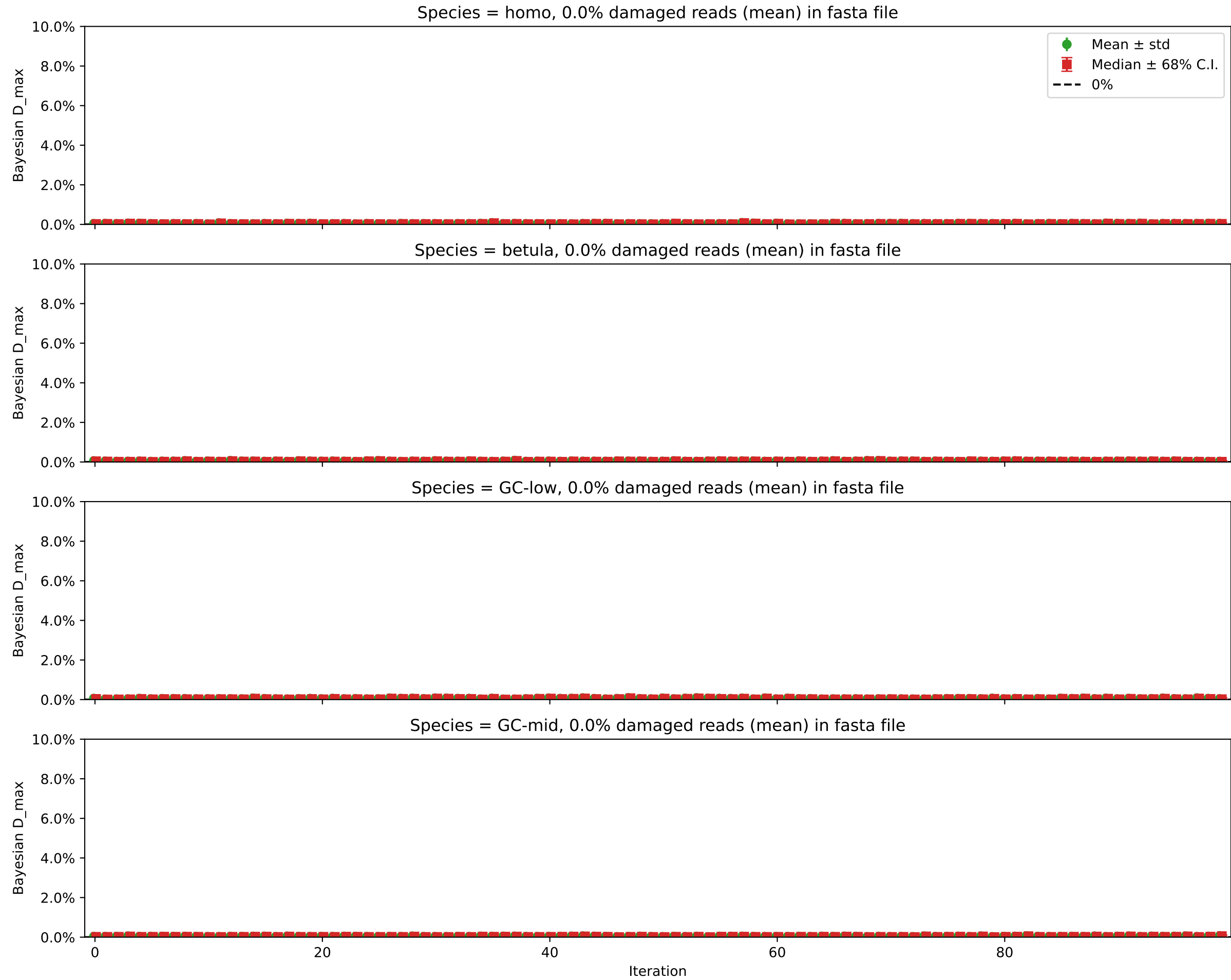
Individual damages:  
5000 reads  
Briggs damage = 0.0  
Damage percent = 0%



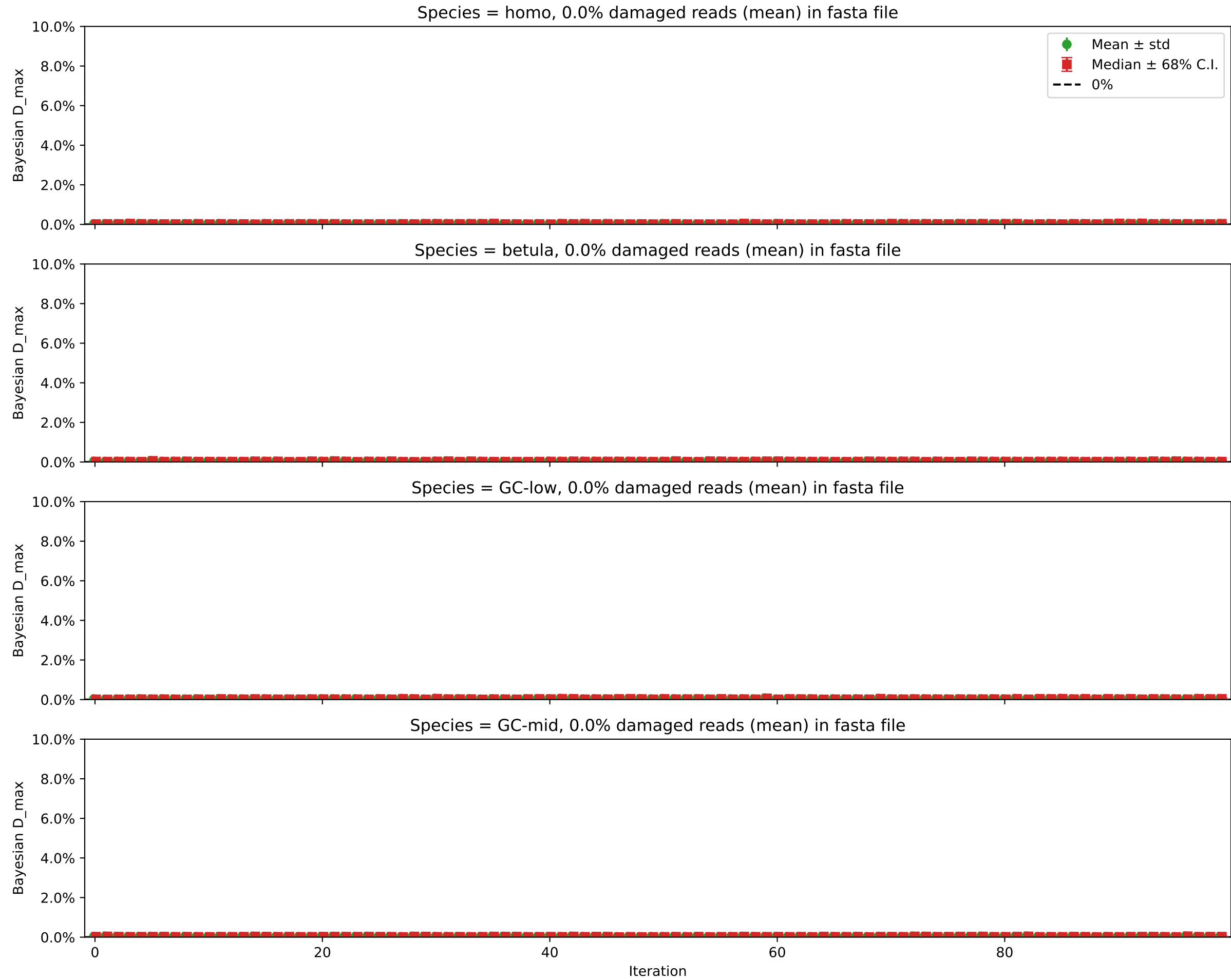
Individual damages:  
10000 reads  
Briggs damage = 0.0  
Damage percent = 0%



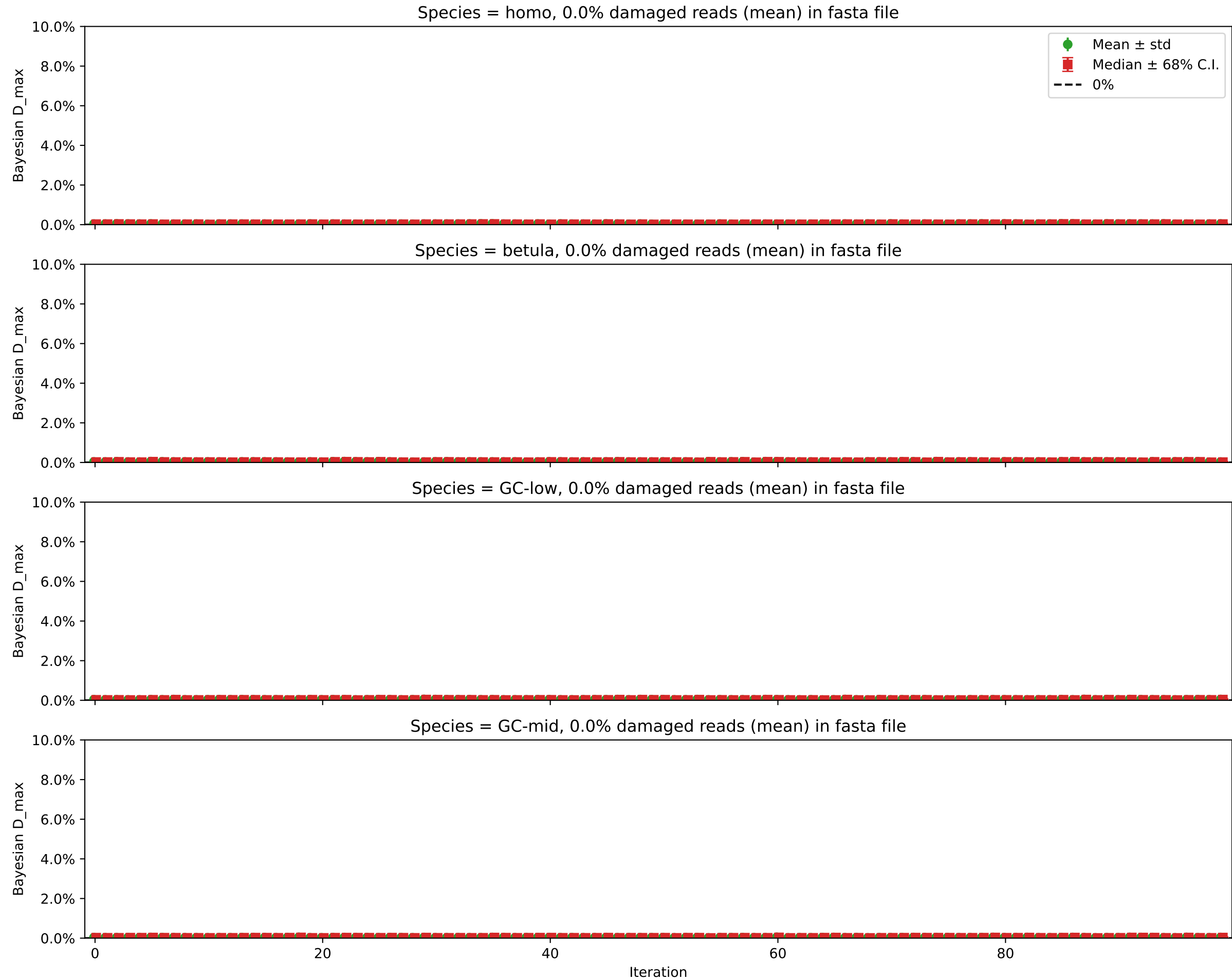
Individual damages:  
25000 reads  
Briggs damage = 0.0  
Damage percent = 0%



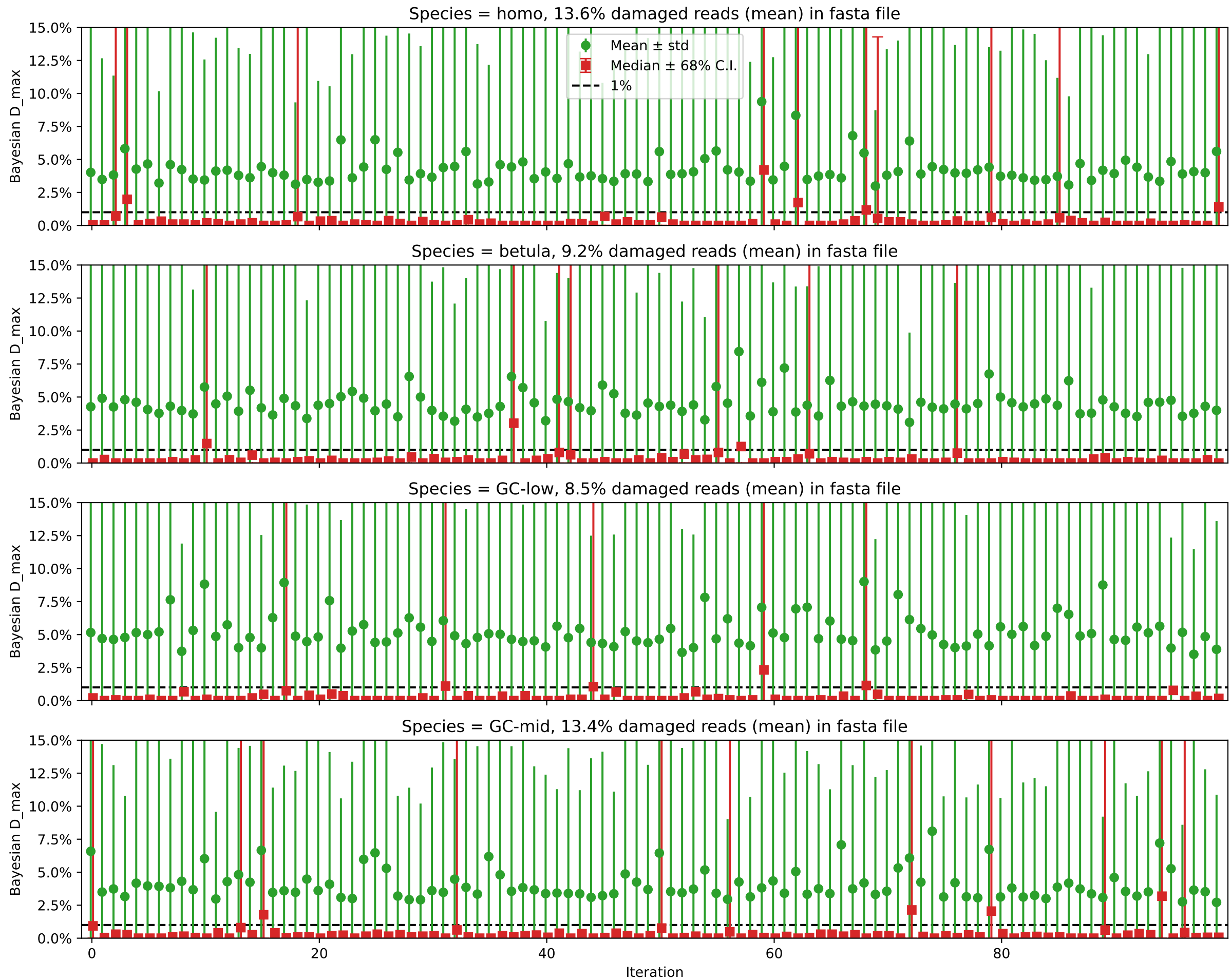
Individual damages:  
50000 reads  
Briggs damage = 0.0  
Damage percent = 0%



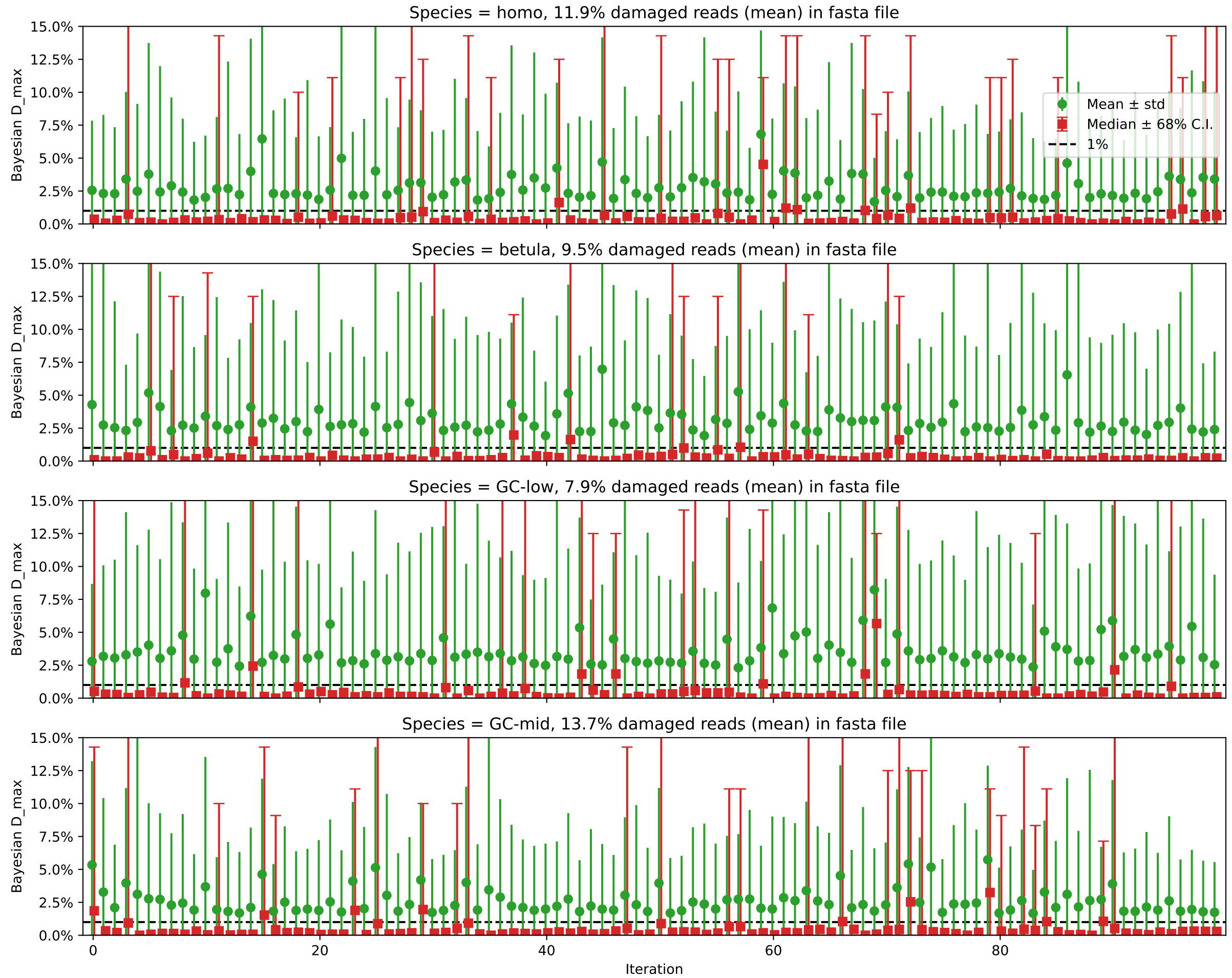
Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent = 0%



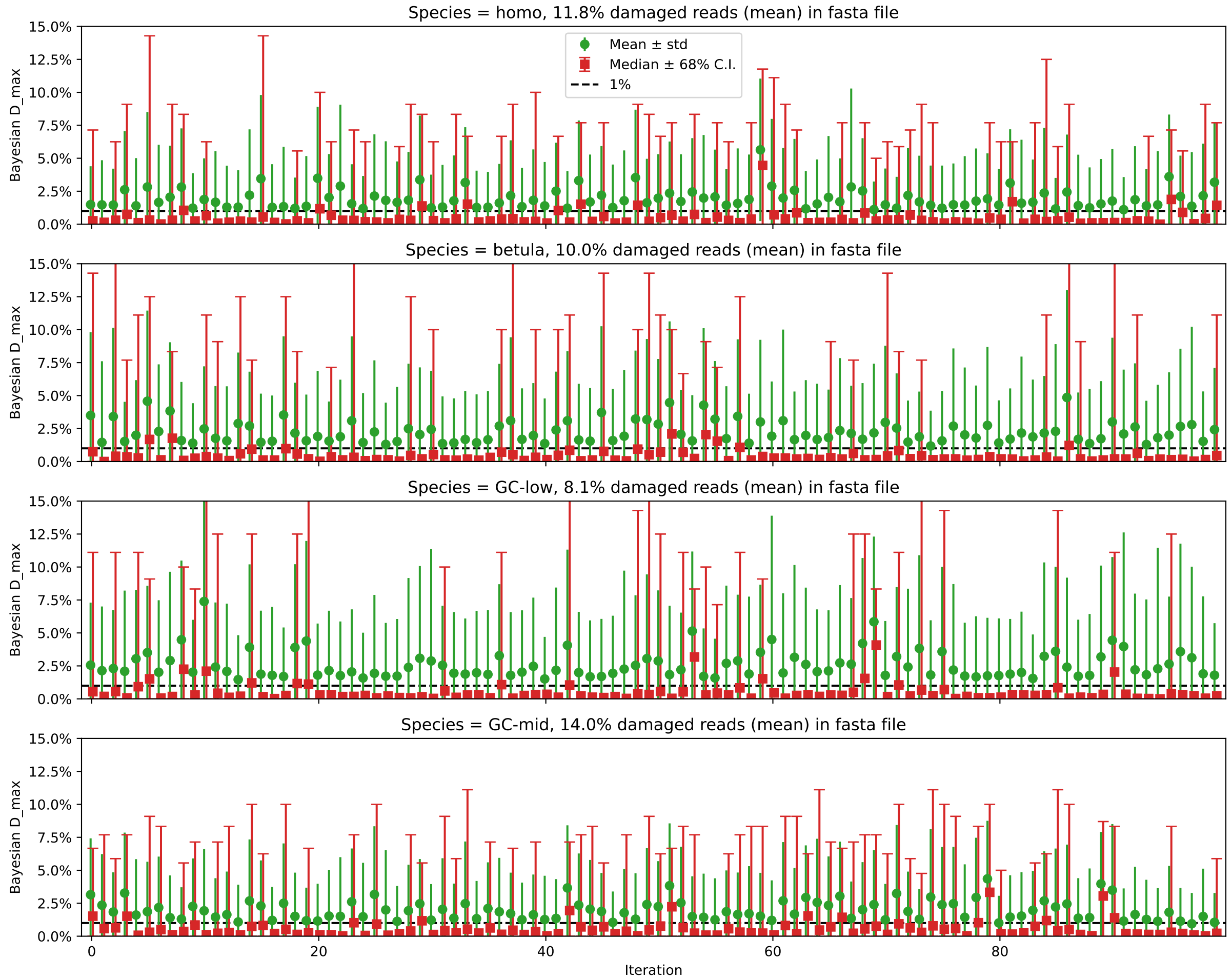
Individual damages:  
10 reads  
Briggs damage = 0.014  
Damage percent = 1%



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



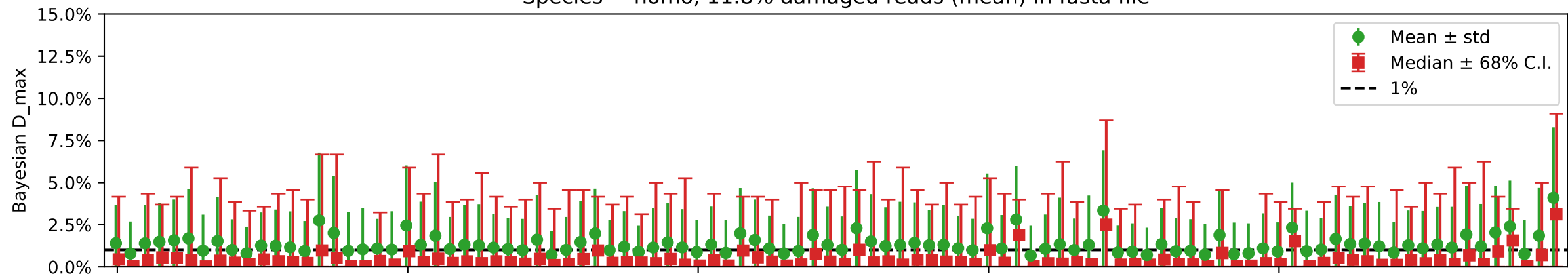
Individual damages:  
50 reads  
Briggs damage = 0.014  
Damage percent = 1%



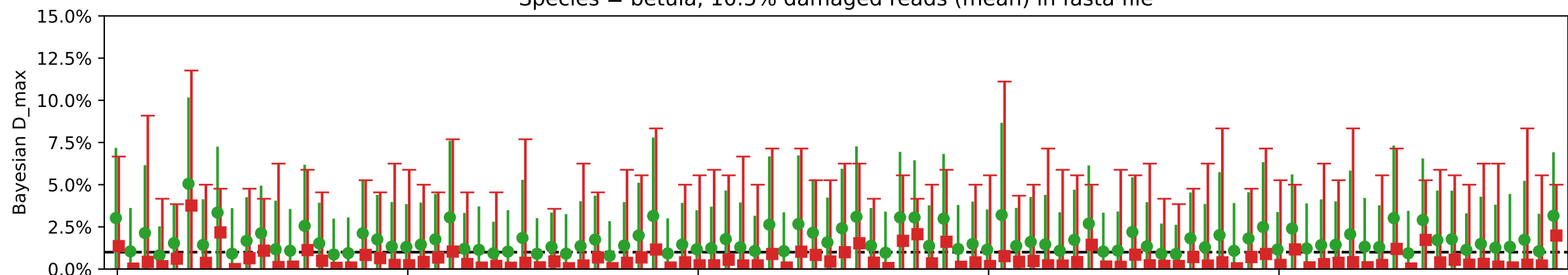


Individual damages:  
100 reads  
Briggs damage = 0.014  
Damage percent = 1%

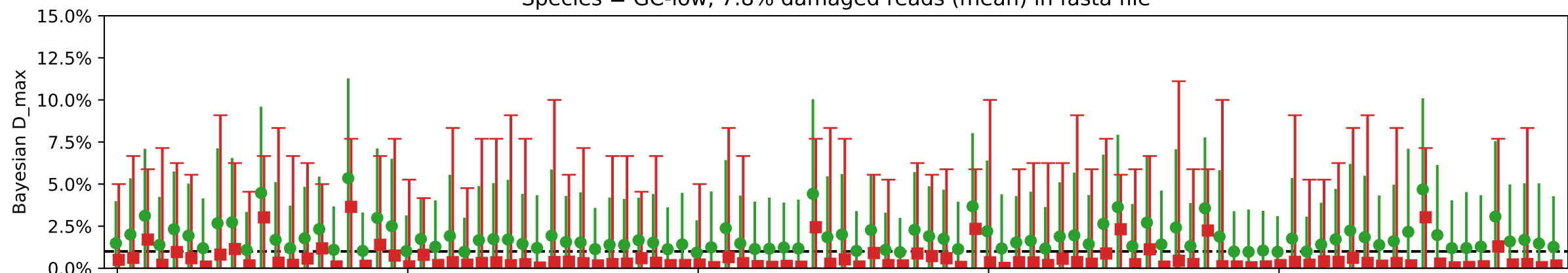
Species = homo, 11.8% damaged reads (mean) in fasta file



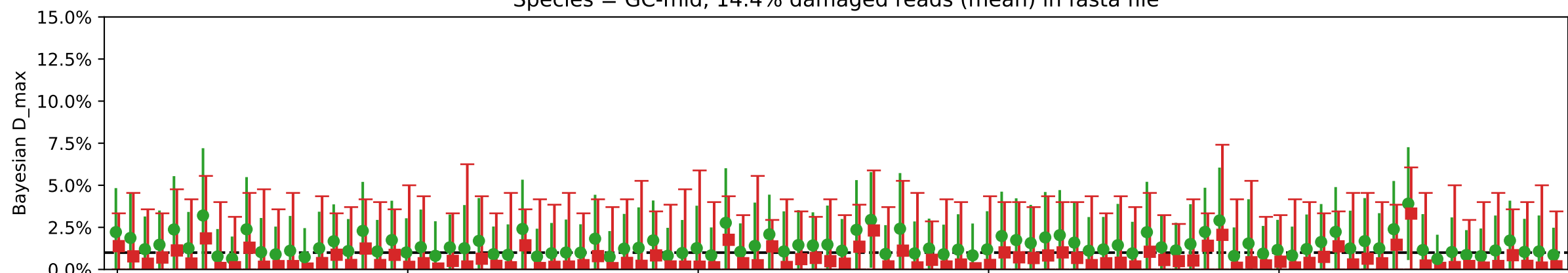
Species = betula, 10.5% damaged reads (mean) in fasta file



Species = GC-low, 7.8% damaged reads (mean) in fasta file



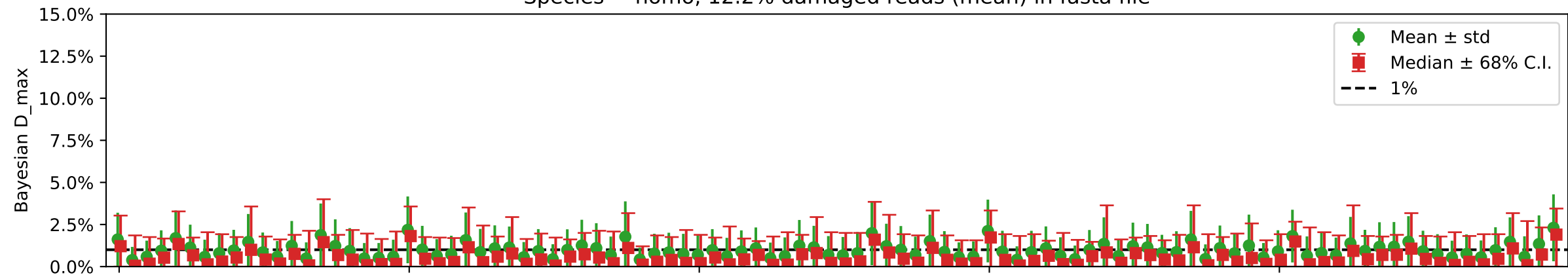
Species = GC-mid, 14.4% damaged reads (mean) in fasta file



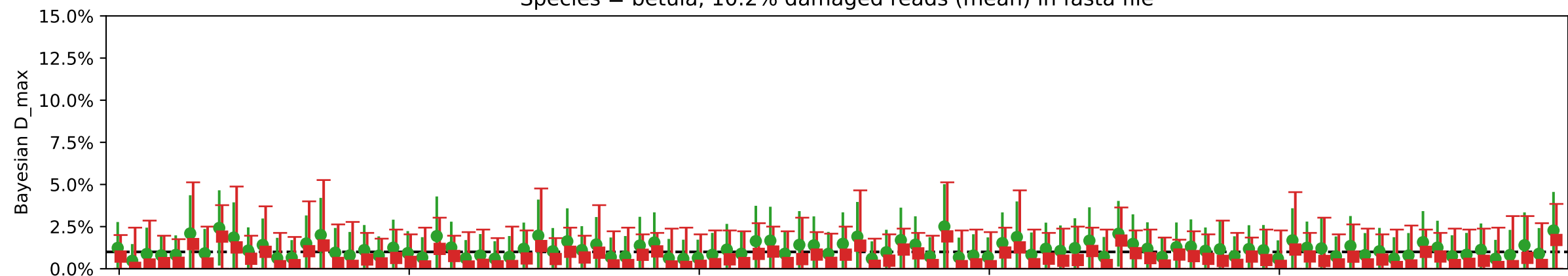
Iteration

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

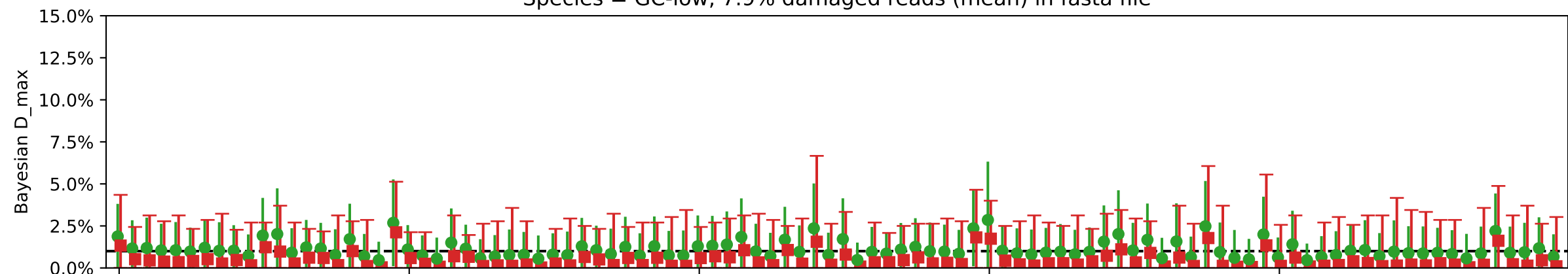
Species = homo, 12.2% damaged reads (mean) in fasta file



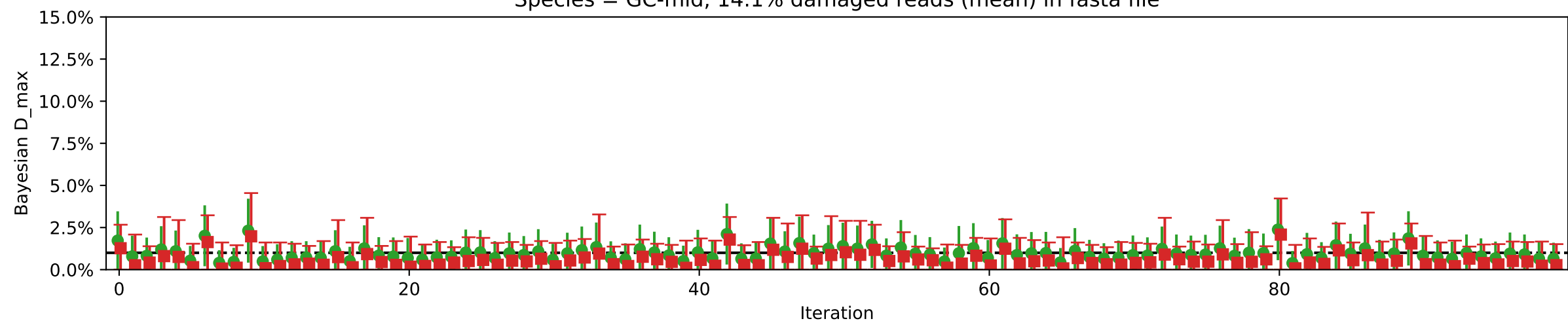
Species = betula, 10.2% damaged reads (mean) in fasta file



Species = GC-low, 7.9% damaged reads (mean) in fasta file

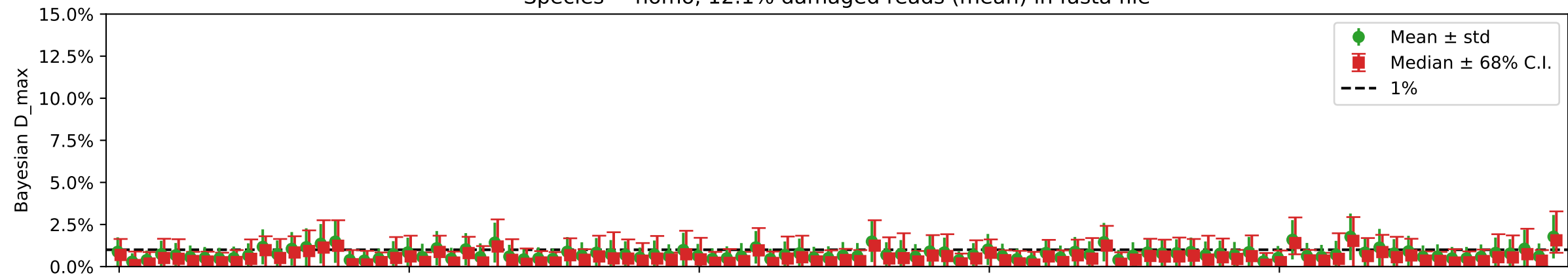


Species = GC-mid, 14.1% damaged reads (mean) in fasta file

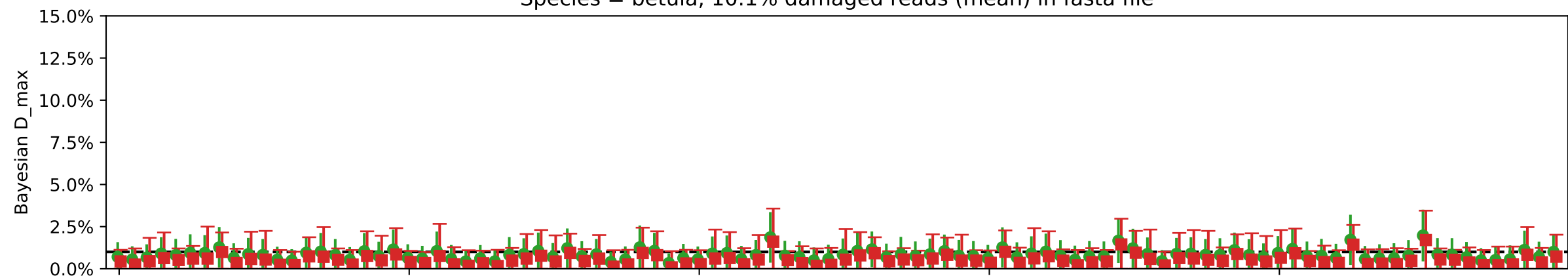


Individual damages:  
500 reads  
Briggs damage = 0.014  
Damage percent = 1%

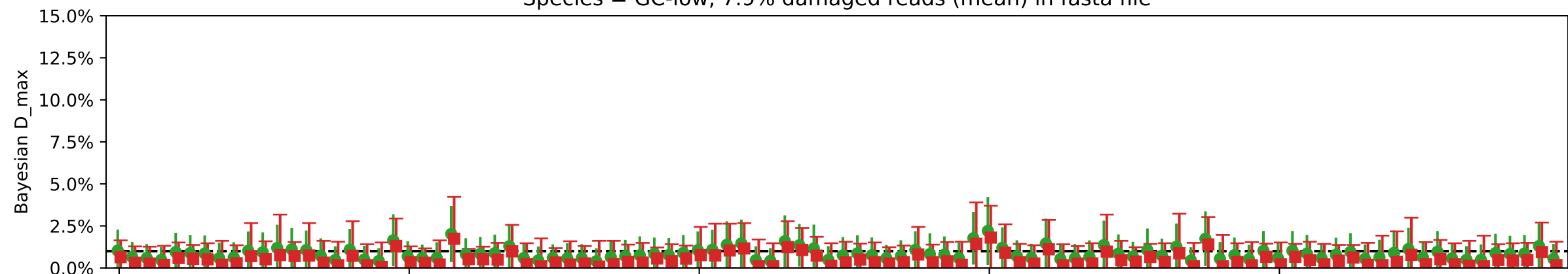
Species = homo, 12.1% damaged reads (mean) in fasta file



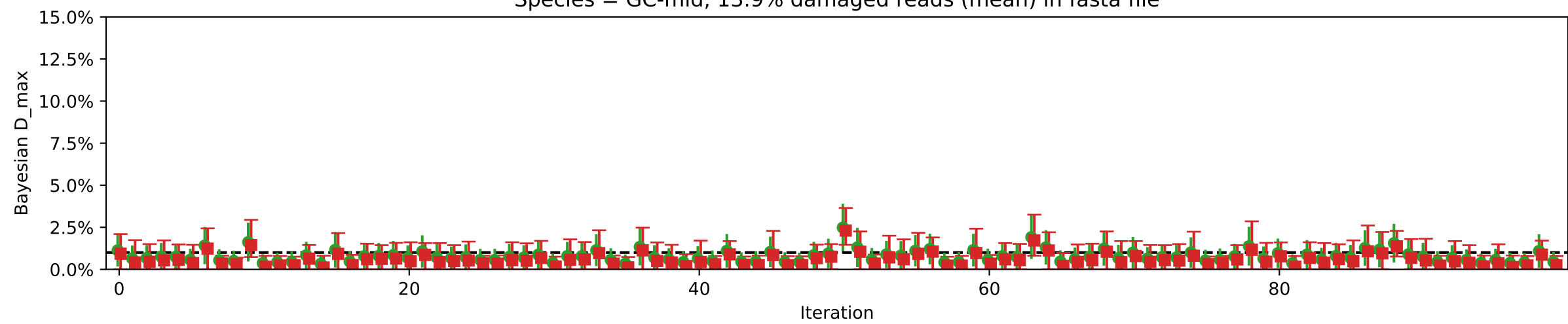
Species = betula, 10.1% damaged reads (mean) in fasta file



Species = GC-low, 7.9% damaged reads (mean) in fasta file

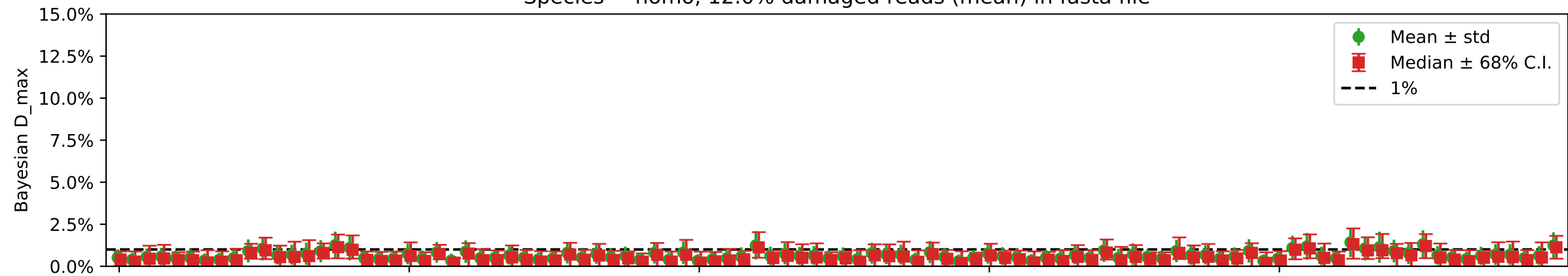


Species = GC-mid, 13.9% damaged reads (mean) in fasta file

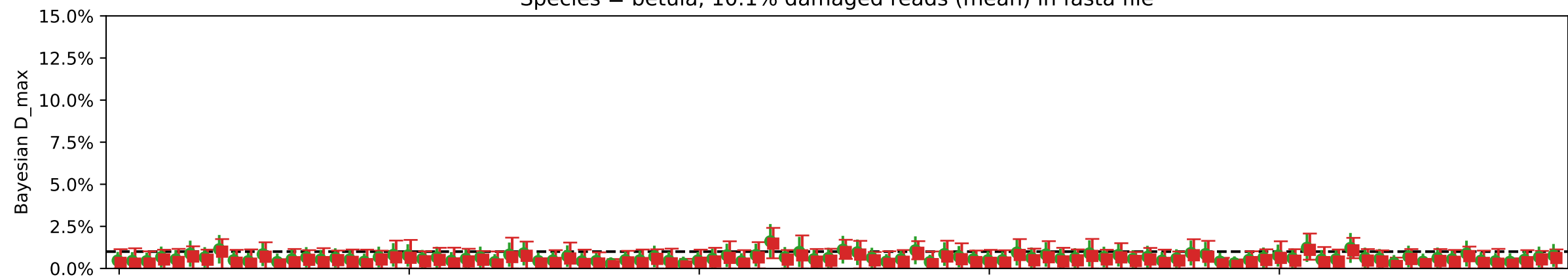


Individual damages:  
1000 reads  
Briggs damage = 0.014  
Damage percent = 1%

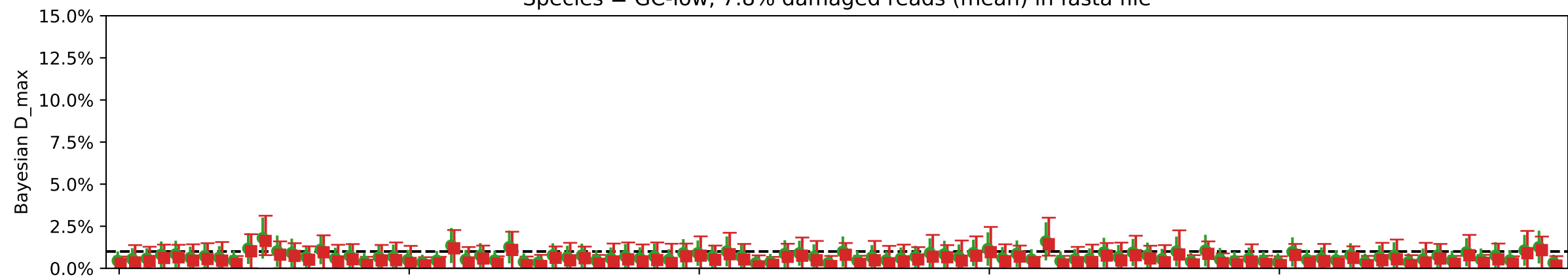
Species = homo, 12.0% damaged reads (mean) in fasta file



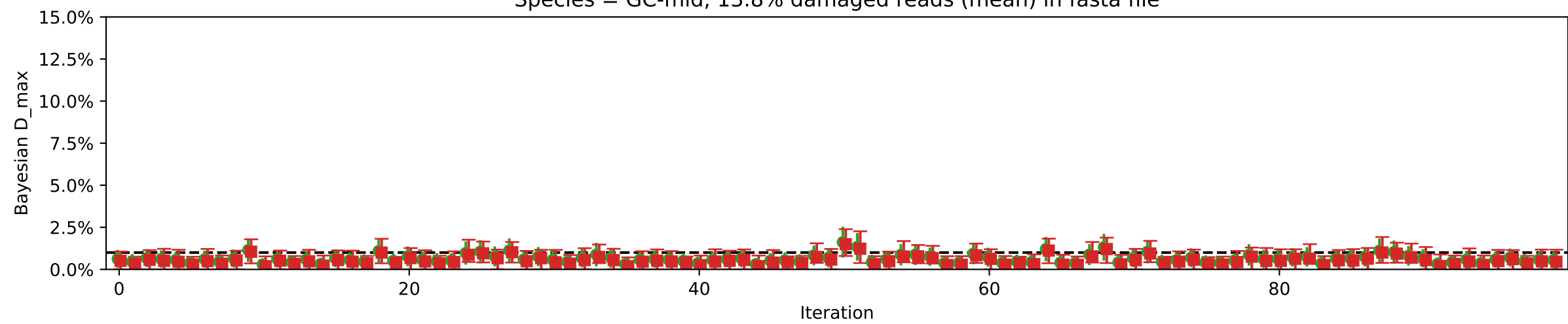
Species = betula, 10.1% damaged reads (mean) in fasta file



Species = GC-low, 7.8% damaged reads (mean) in fasta file

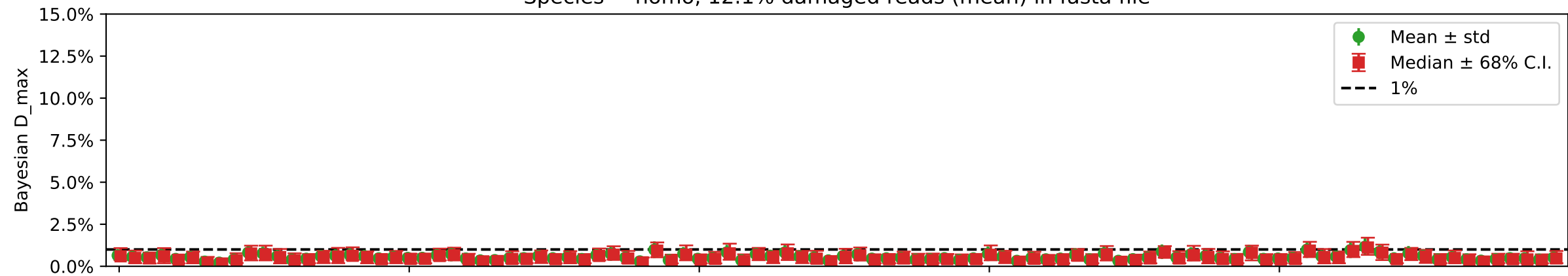


Species = GC-mid, 13.8% damaged reads (mean) in fasta file

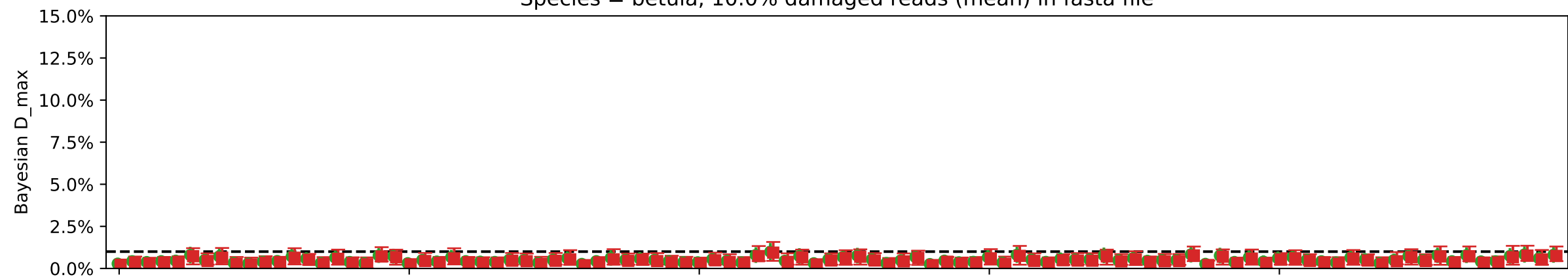


Individual damages:  
2500 reads  
Briggs damage = 0.014  
Damage percent = 1%

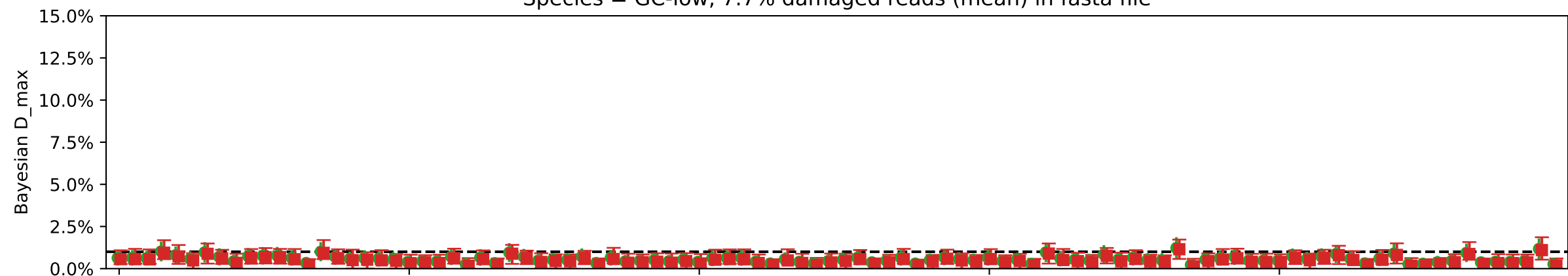
Species = homo, 12.1% damaged reads (mean) in fasta file



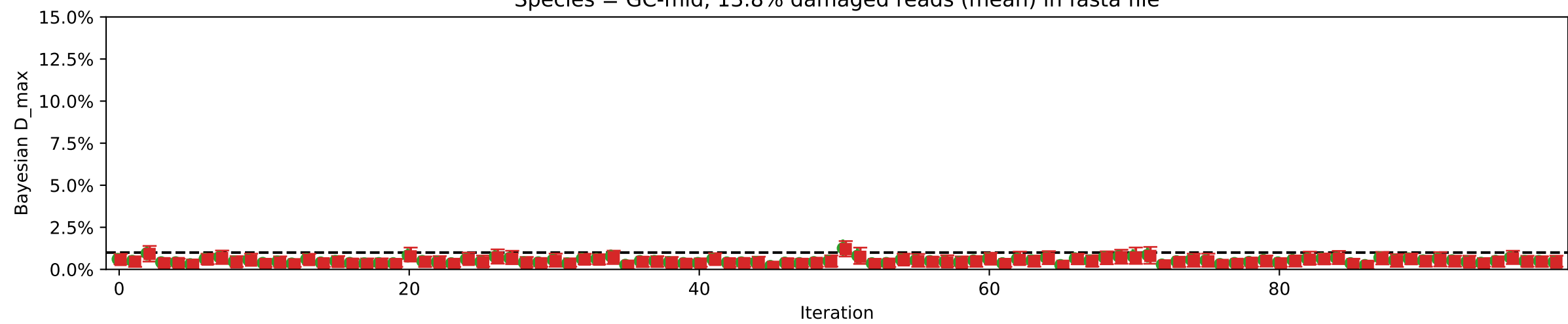
Species = betula, 10.0% damaged reads (mean) in fasta file



Species = GC-low, 7.7% damaged reads (mean) in fasta file

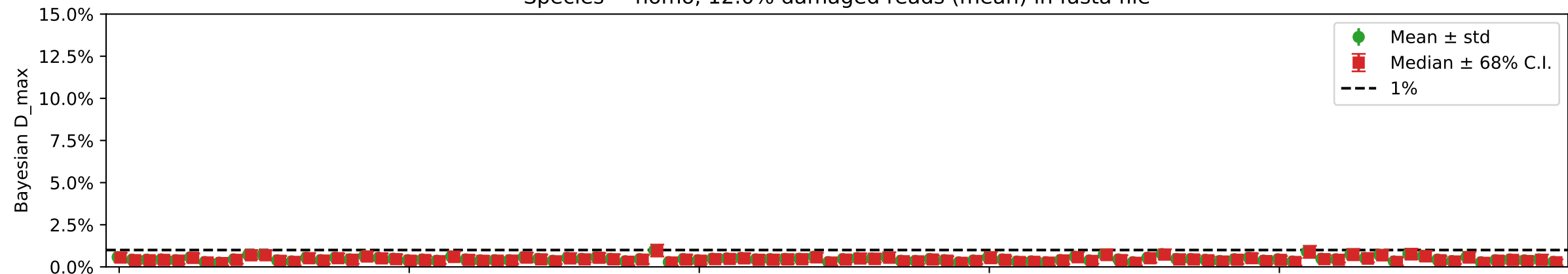


Species = GC-mid, 13.8% damaged reads (mean) in fasta file

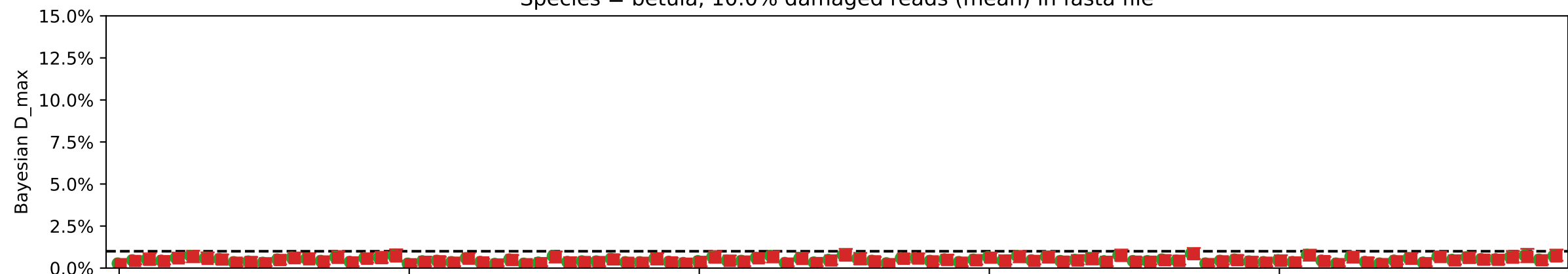


Individual damages:  
5000 reads  
Briggs damage = 0.014  
Damage percent = 1%

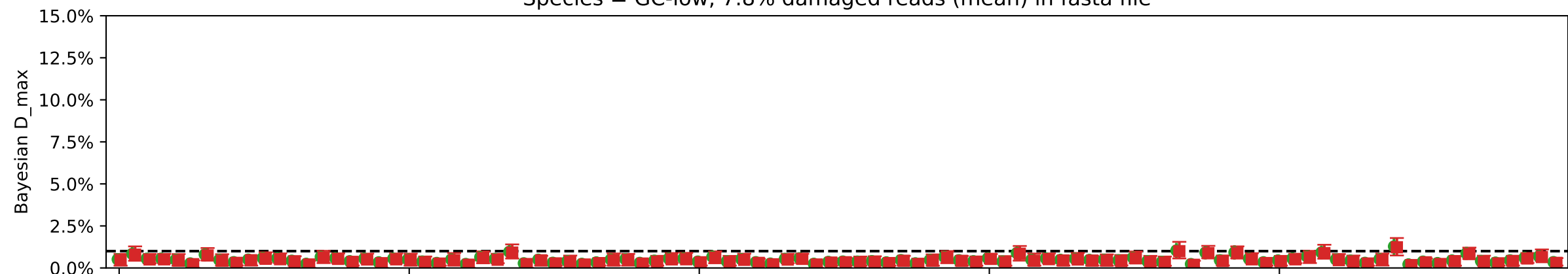
Species = homo, 12.0% damaged reads (mean) in fasta file



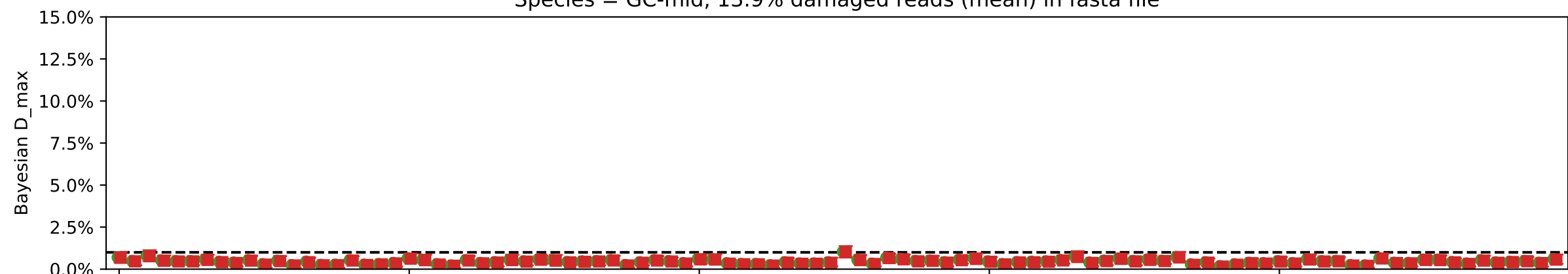
Species = betula, 10.0% damaged reads (mean) in fasta file



Species = GC-low, 7.8% damaged reads (mean) in fasta file



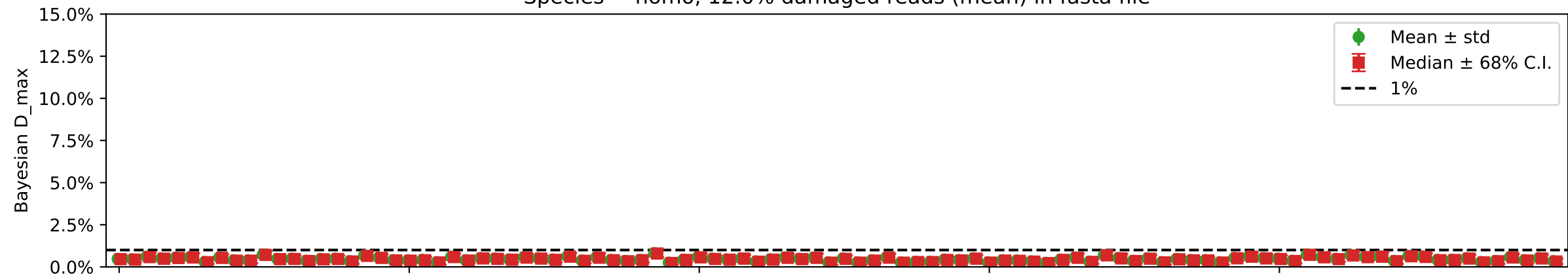
Species = GC-mid, 13.9% damaged reads (mean) in fasta file



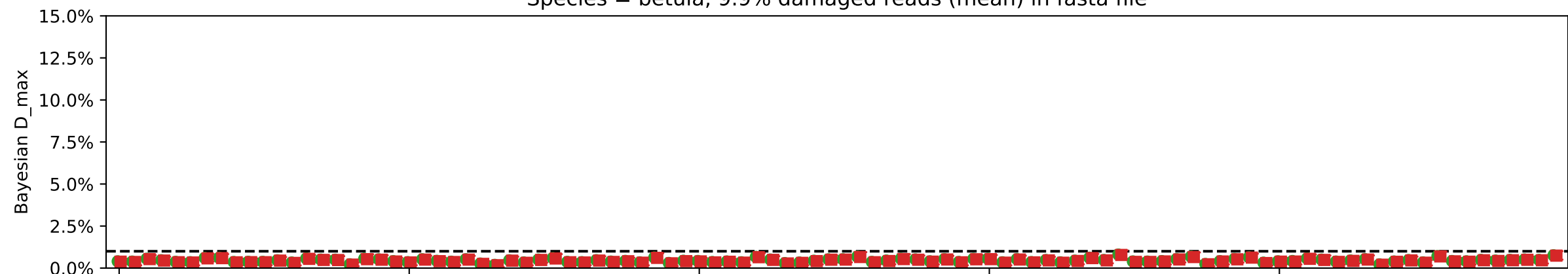
Iteration

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

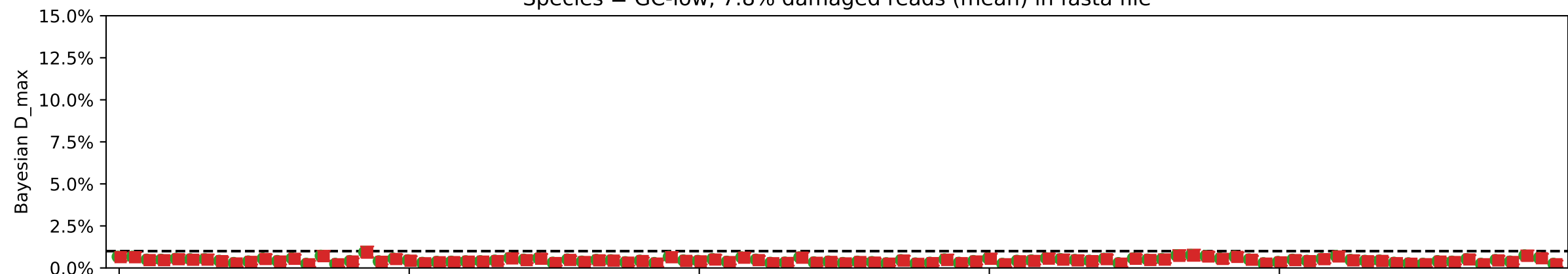
Species = homo, 12.0% damaged reads (mean) in fasta file



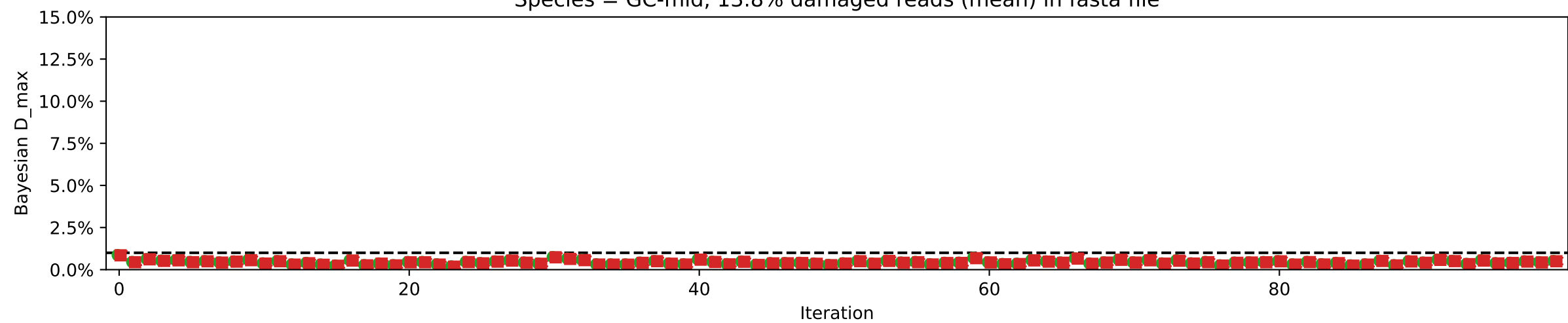
Species = betula, 9.9% damaged reads (mean) in fasta file



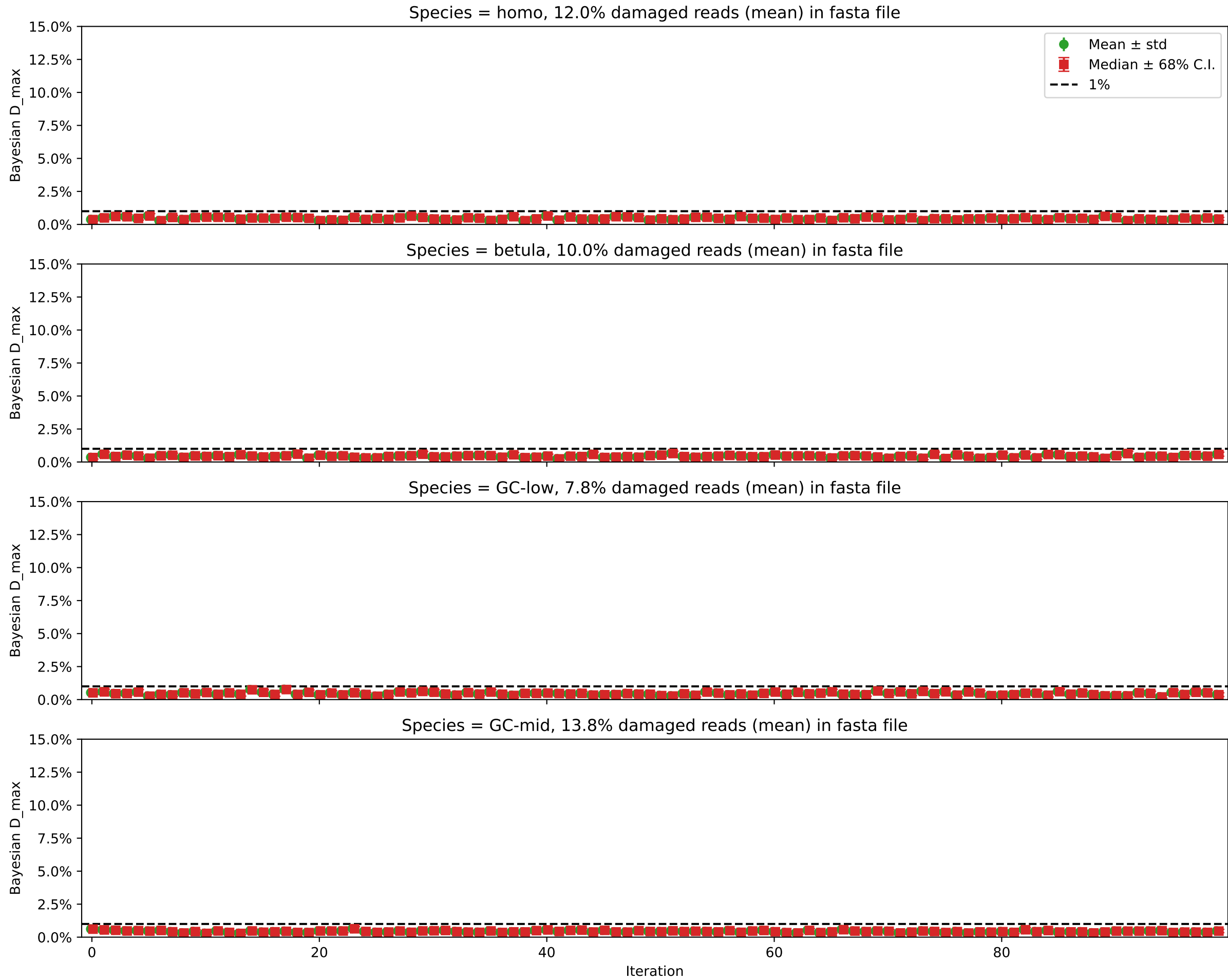
Species = GC-low, 7.8% damaged reads (mean) in fasta file



Species = GC-mid, 13.8% damaged reads (mean) in fasta file



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

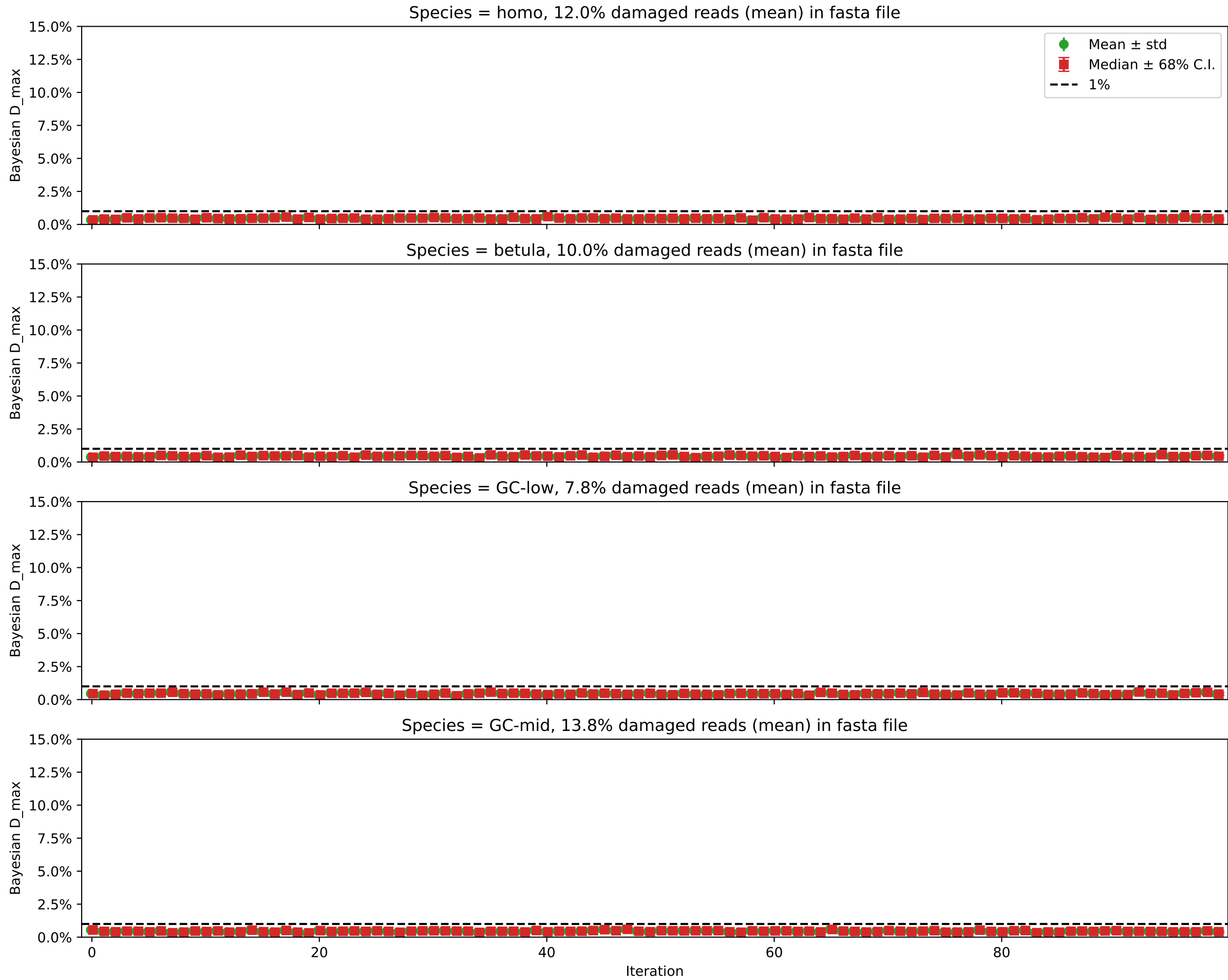




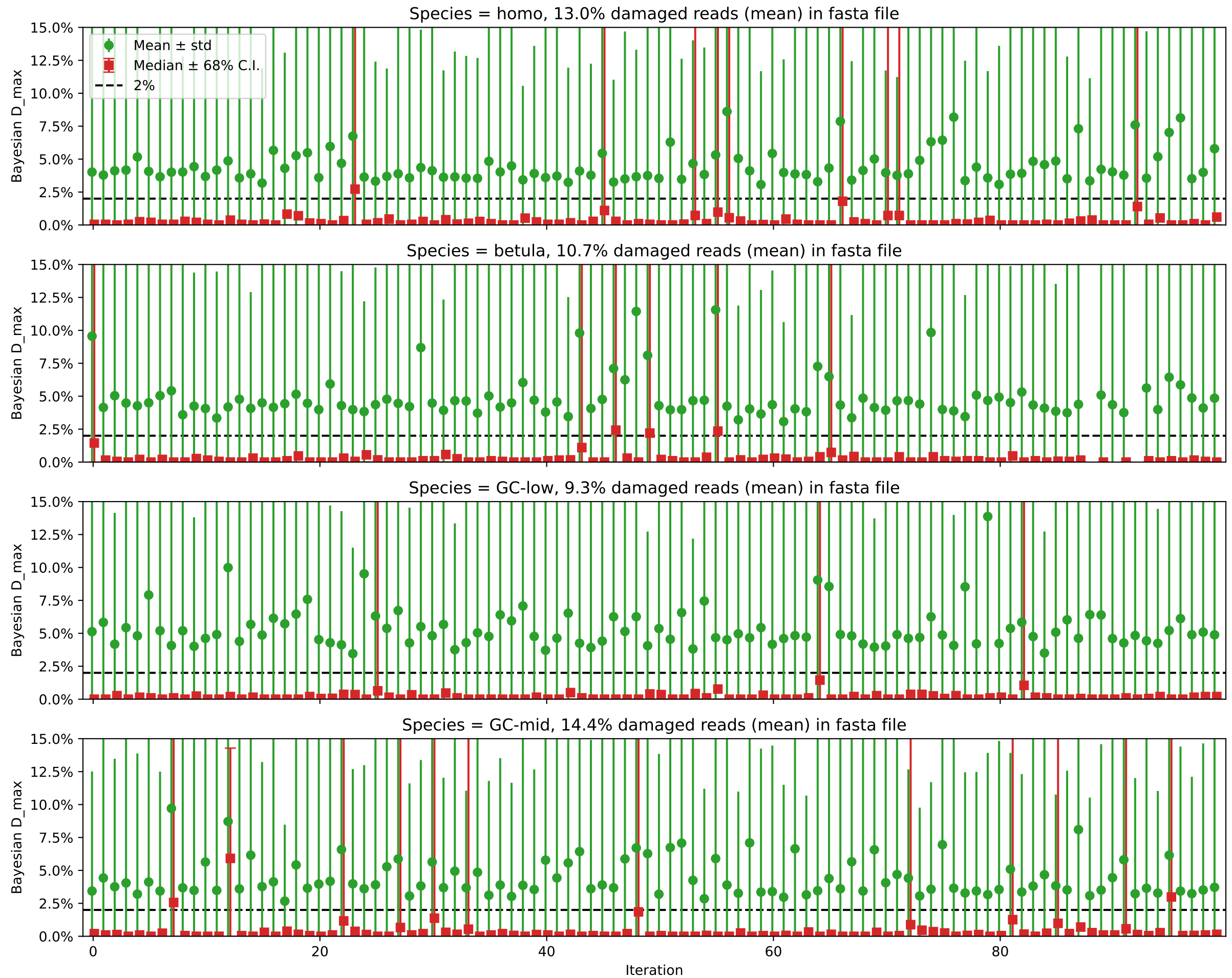
Individual damages:  
50000 reads  
Briggs damage = 0.014  
Damage percent = 1%



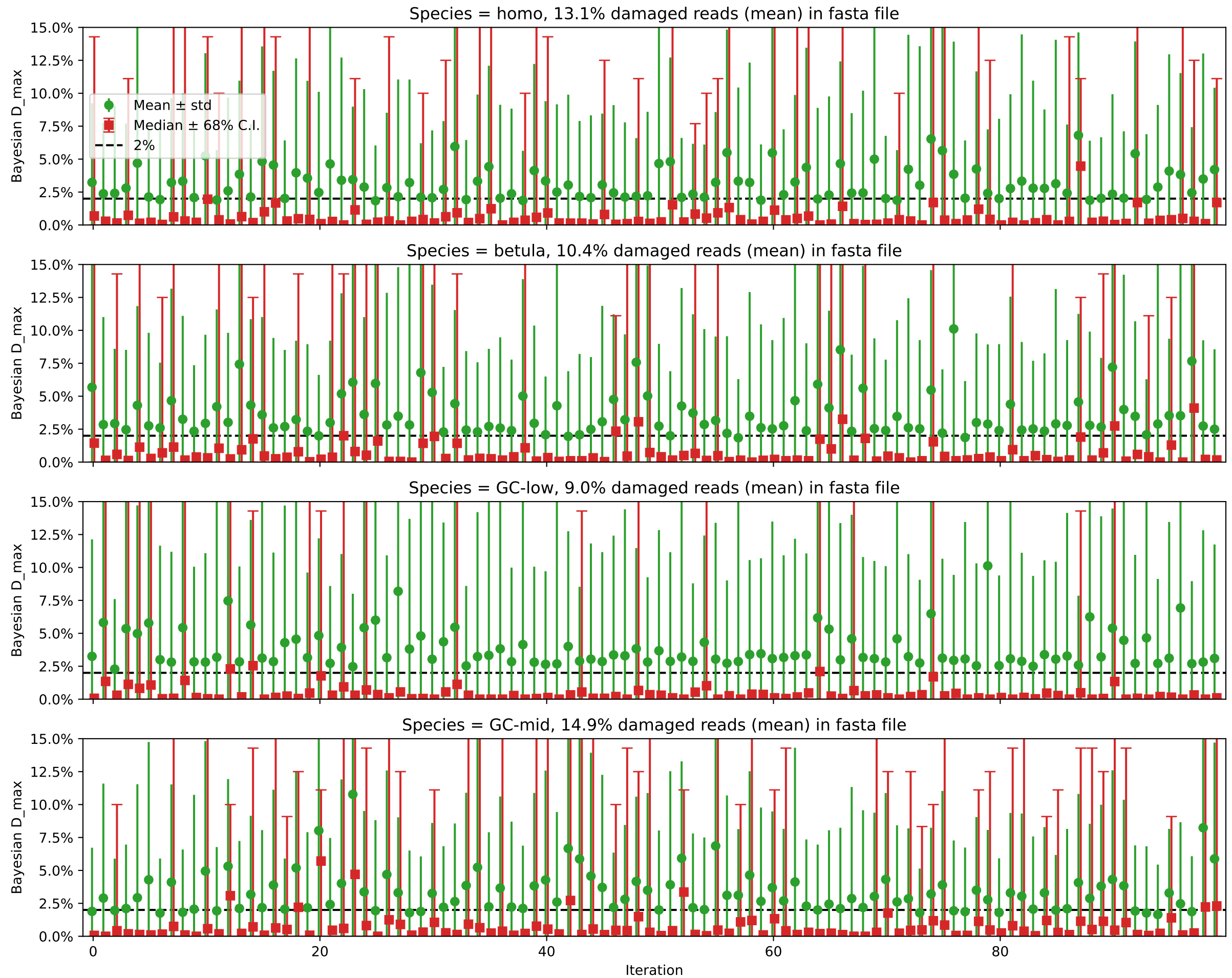
Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent = 1%



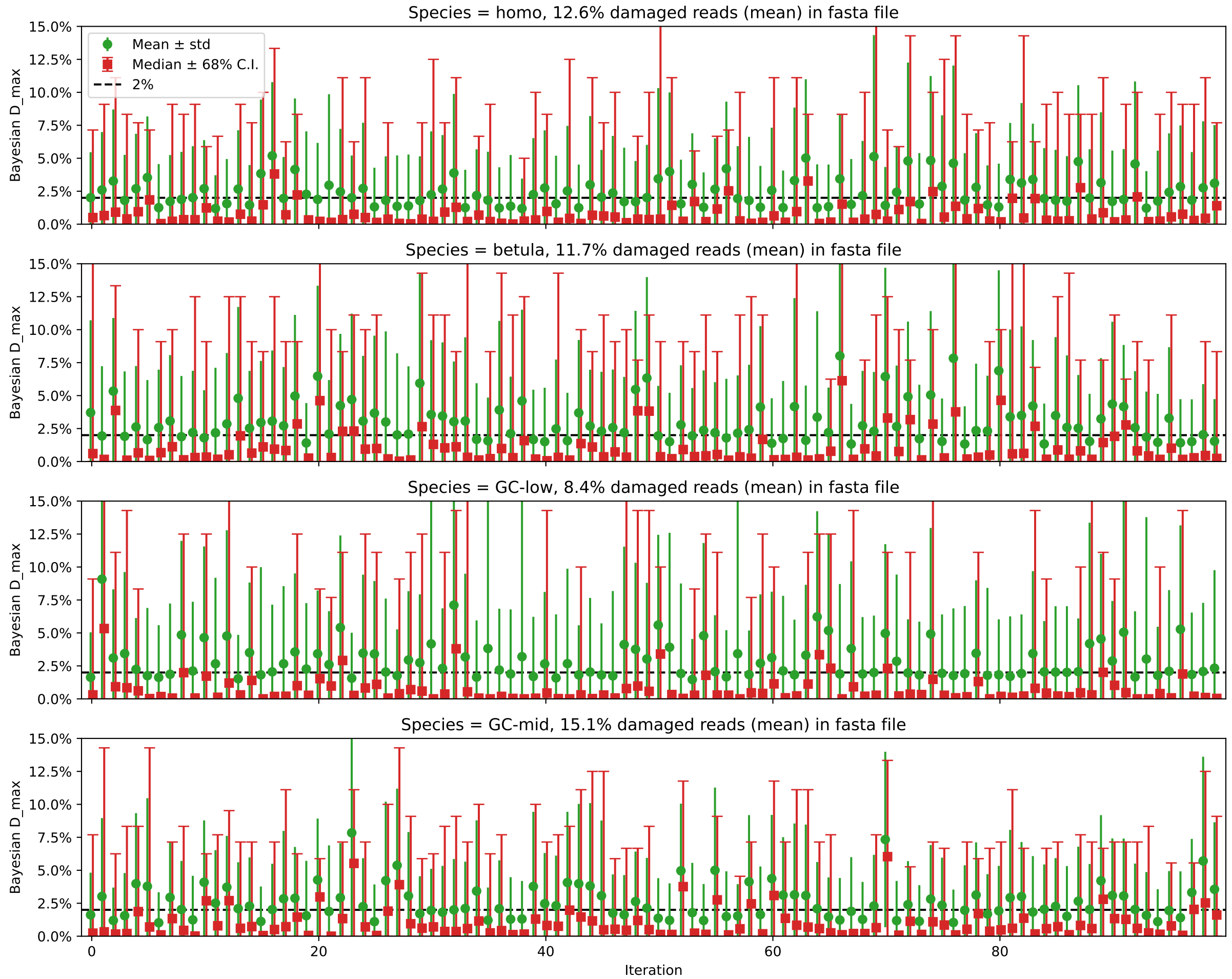
Individual damages:  
10 reads  
Briggs damage = 0.047  
Damage percent = 2%



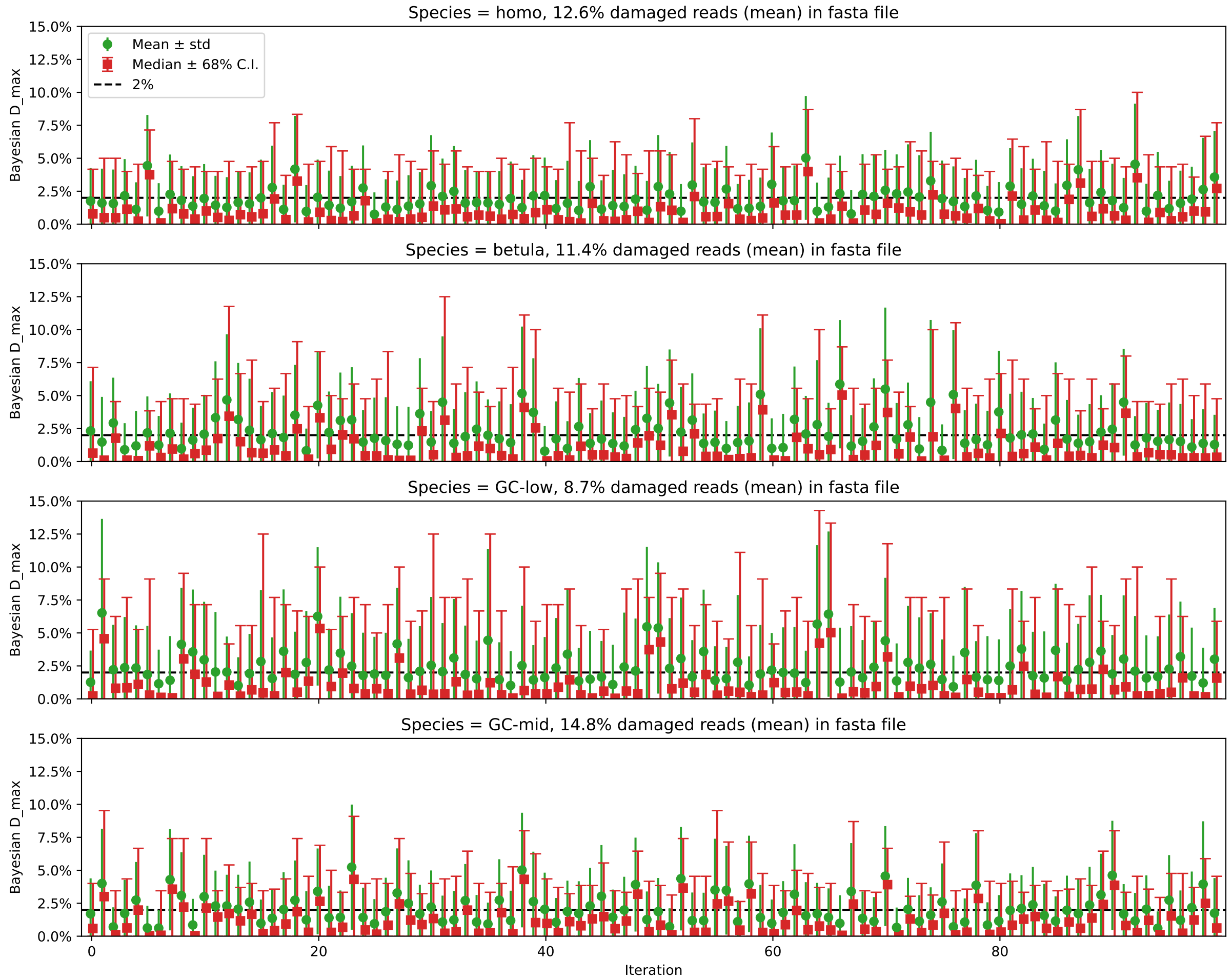
Individual damages:  
25 reads  
Briggs damage = 0.047  
Damage percent = 2%



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

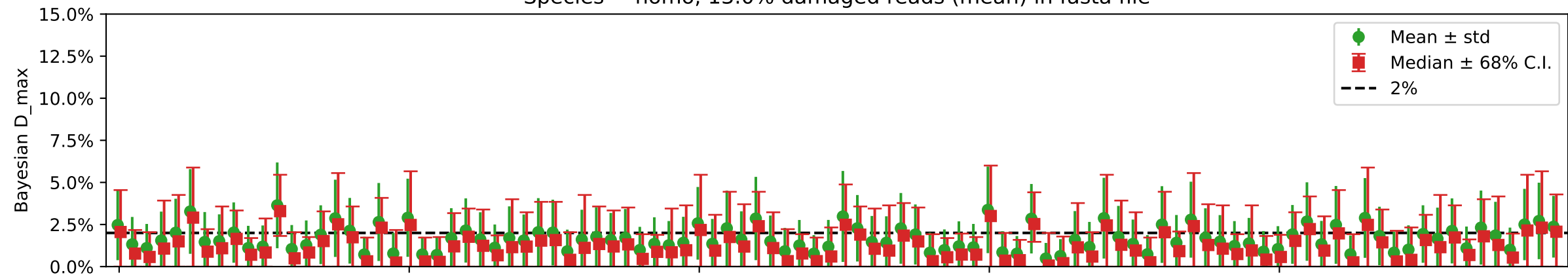


Individual damages:  
100 reads  
Briggs damage = 0.047  
Damage percent = 2%

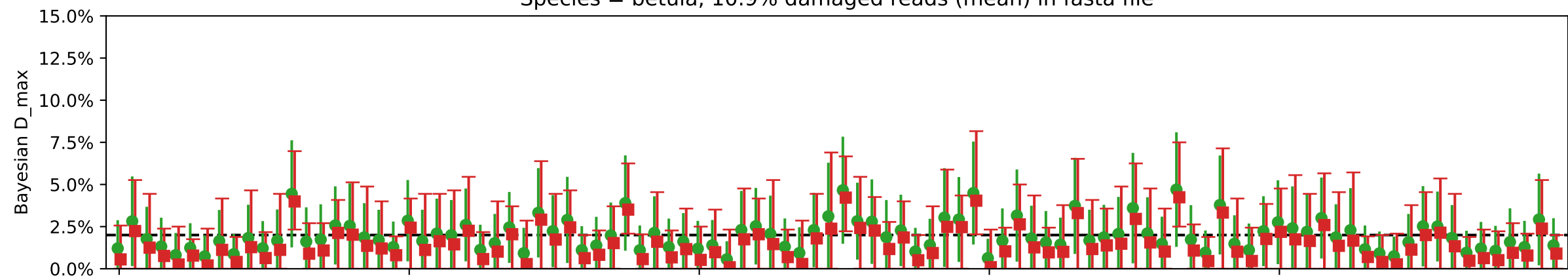


Individual damages:  
250 reads  
Briggs damage = 0.047  
Damage percent = 2%

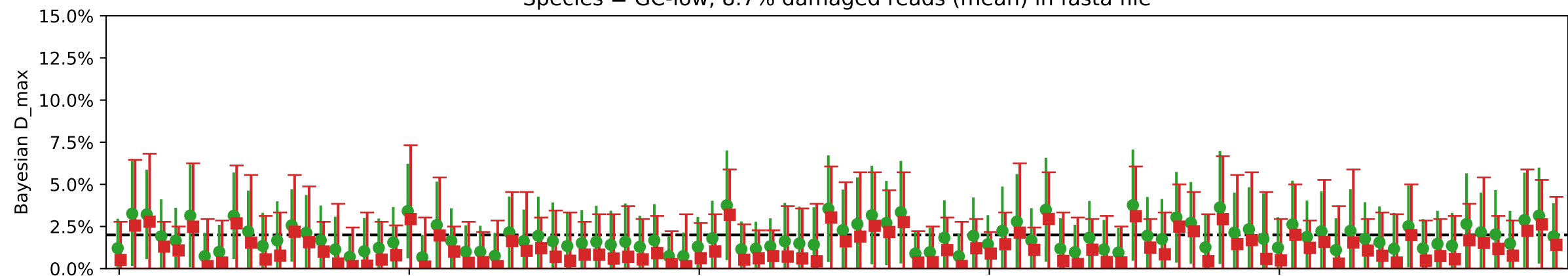
Species = homo, 13.0% damaged reads (mean) in fasta file



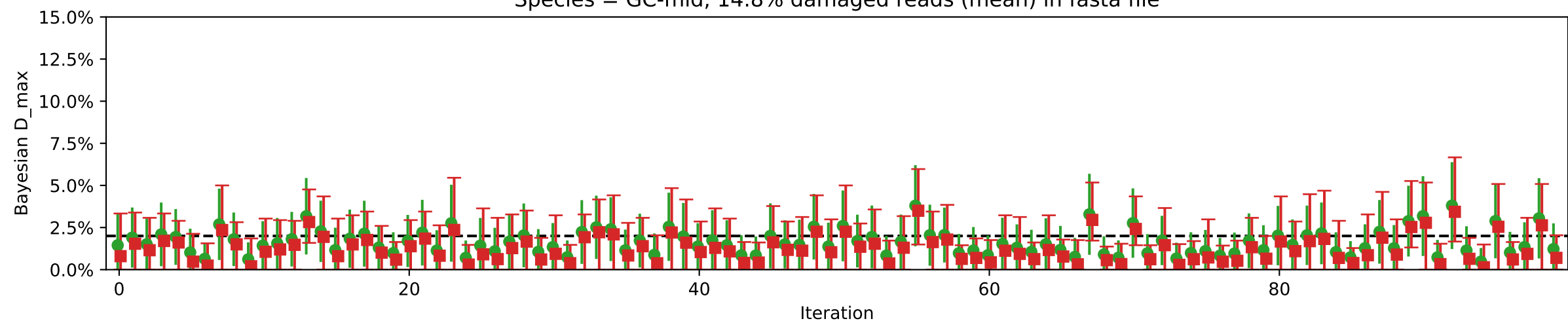
Species = betula, 10.9% damaged reads (mean) in fasta file



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

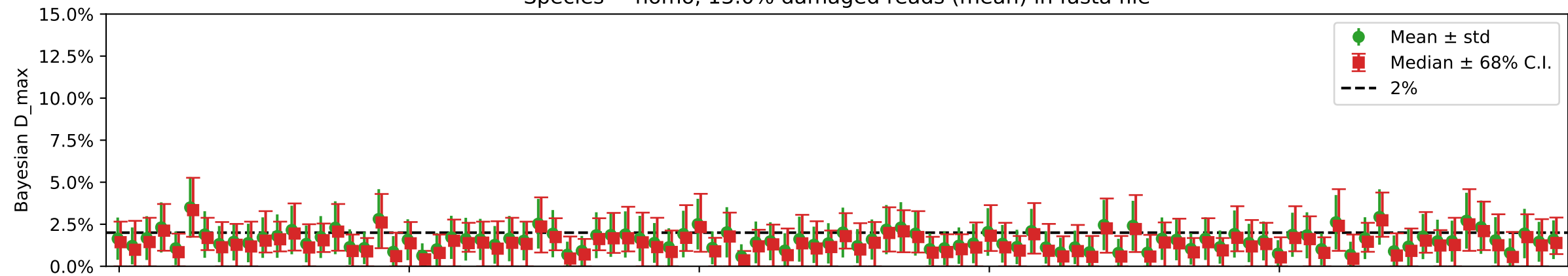


Species = GC-mid, 14.8% damaged reads (mean) in fasta file

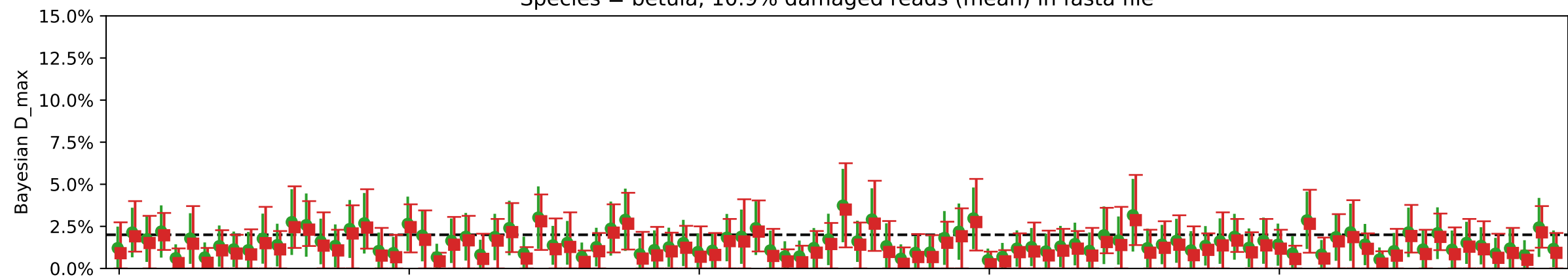


Individual damages:  
500 reads  
Briggs damage = 0.047  
Damage percent = 2%

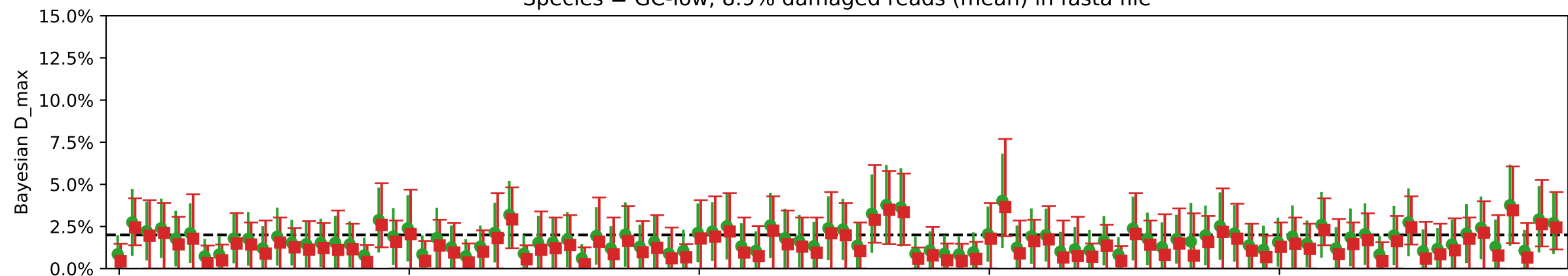
Species = homo, 13.0% damaged reads (mean) in fasta file



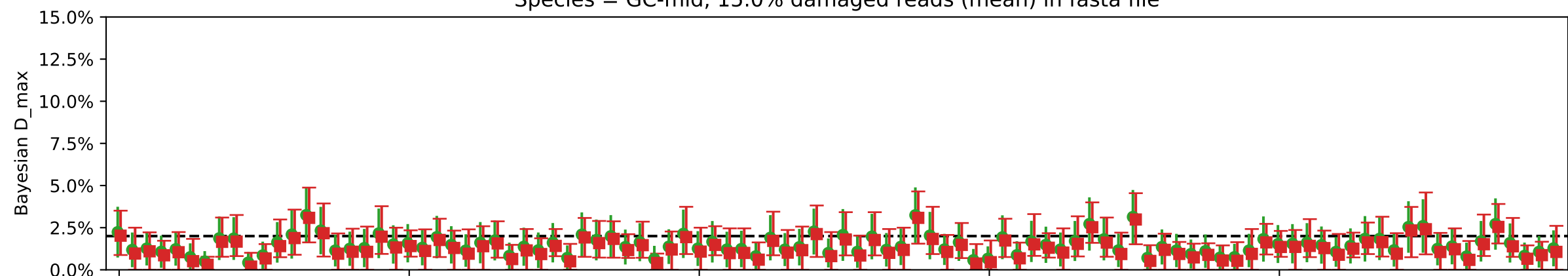
Species = betula, 10.9% damaged reads (mean) in fasta file



Species = GC-low, 8.9% damaged reads (mean) in fasta file



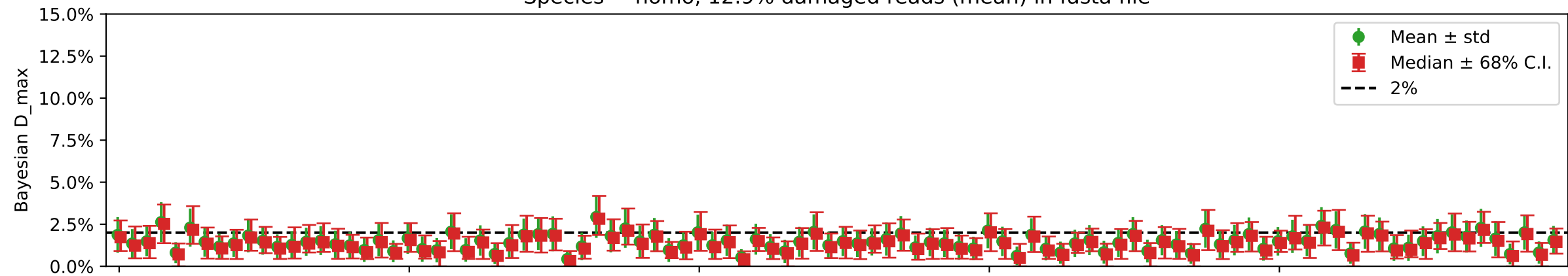
Species = GC-mid, 15.0% damaged reads (mean) in fasta file



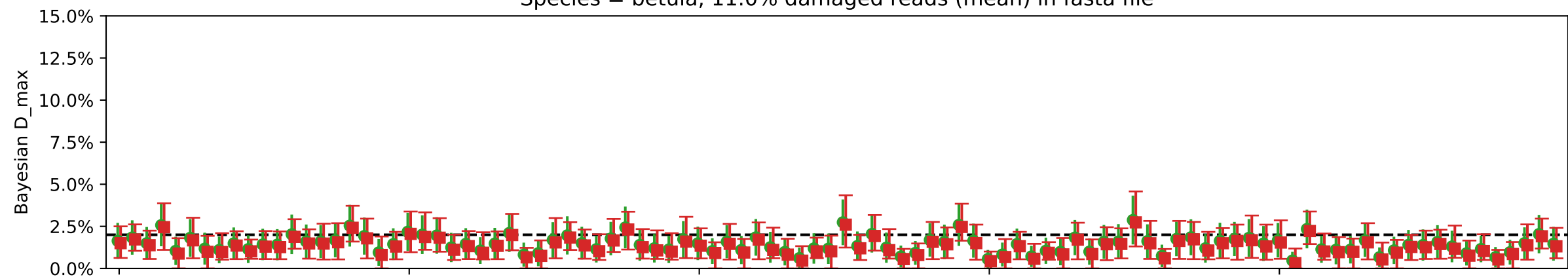


Individual damages:  
1000 reads  
Briggs damage = 0.047  
Damage percent = 2%

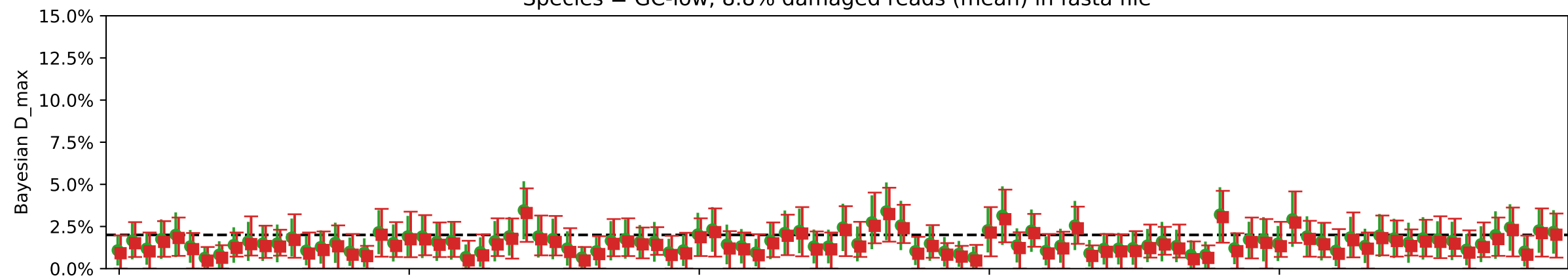
Species = homo, 12.9% damaged reads (mean) in fasta file



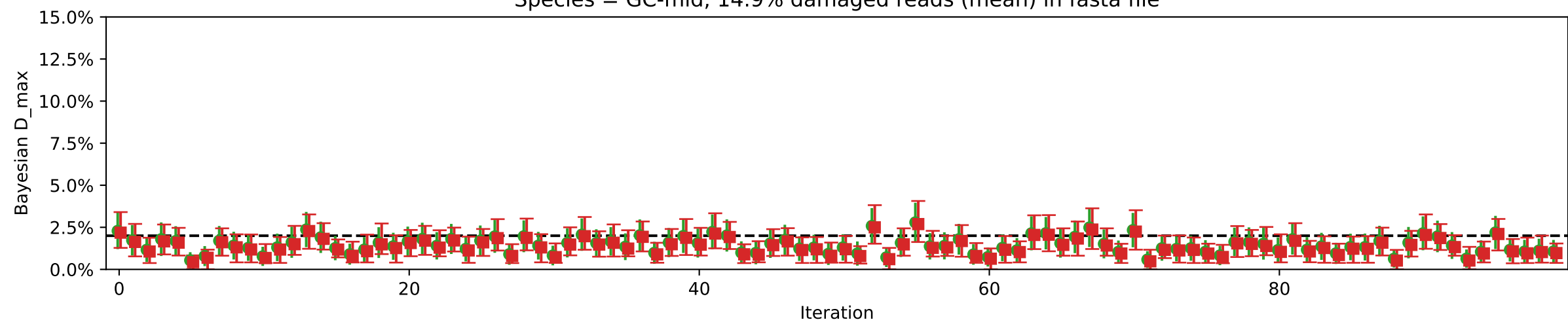
Species = betula, 11.0% damaged reads (mean) in fasta file



Species = GC-low, 8.8% damaged reads (mean) in fasta file

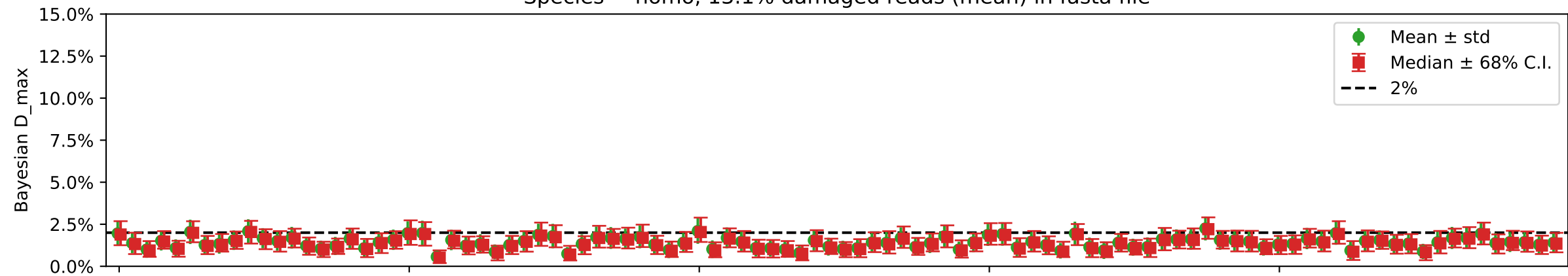


Species = GC-mid, 14.9% damaged reads (mean) in fasta file

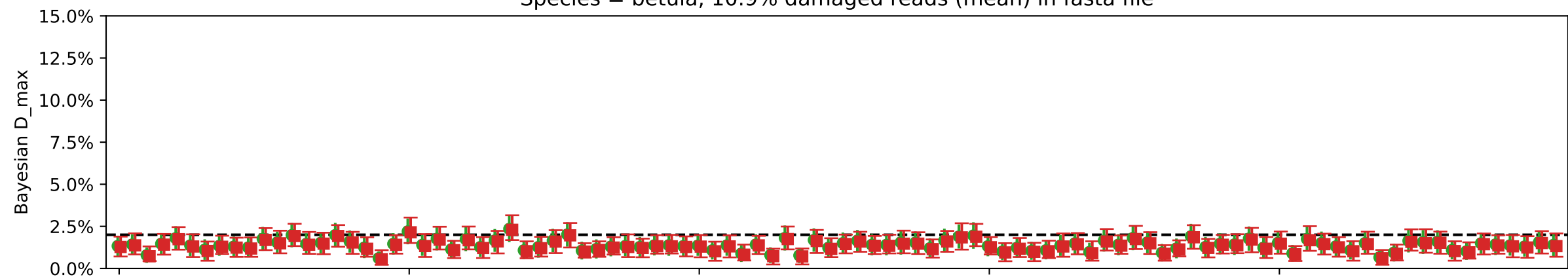


Individual damages:  
2500 reads  
Briggs damage = 0.047  
Damage percent = 2%

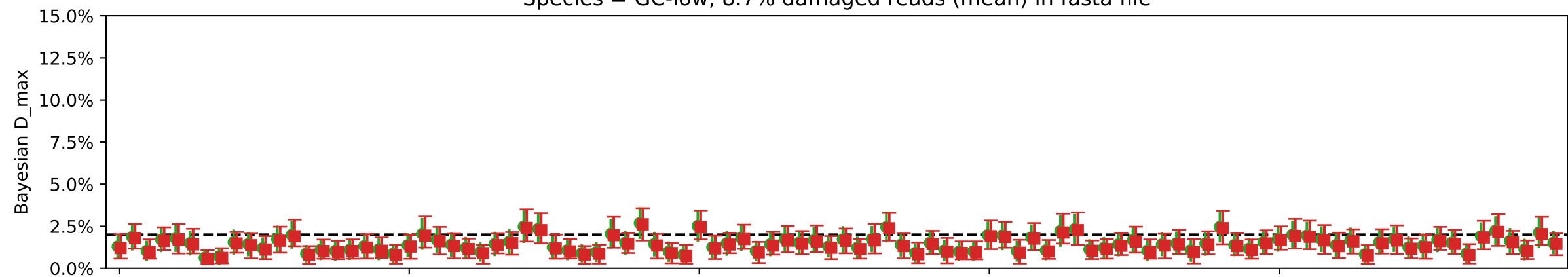
Species = homo, 13.1% damaged reads (mean) in fasta file



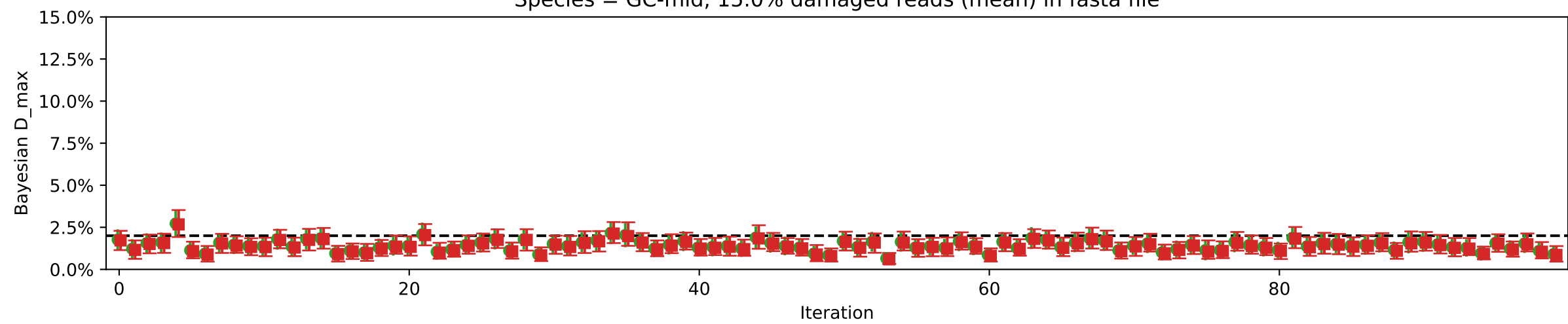
Species = betula, 10.9% damaged reads (mean) in fasta file



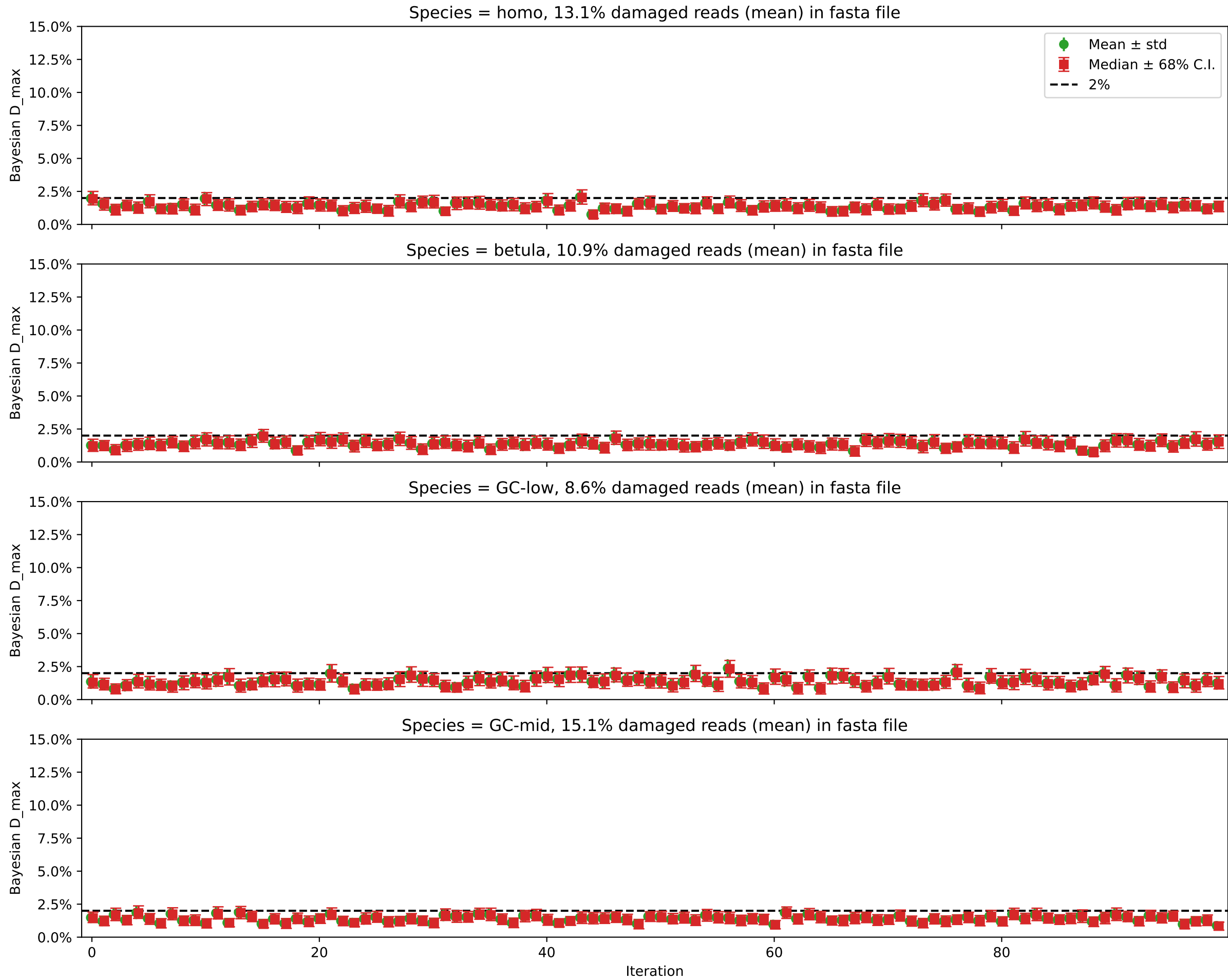
Species = GC-low, 8.7% damaged reads (mean) in fasta file



Species = GC-mid, 15.0% damaged reads (mean) in fasta file

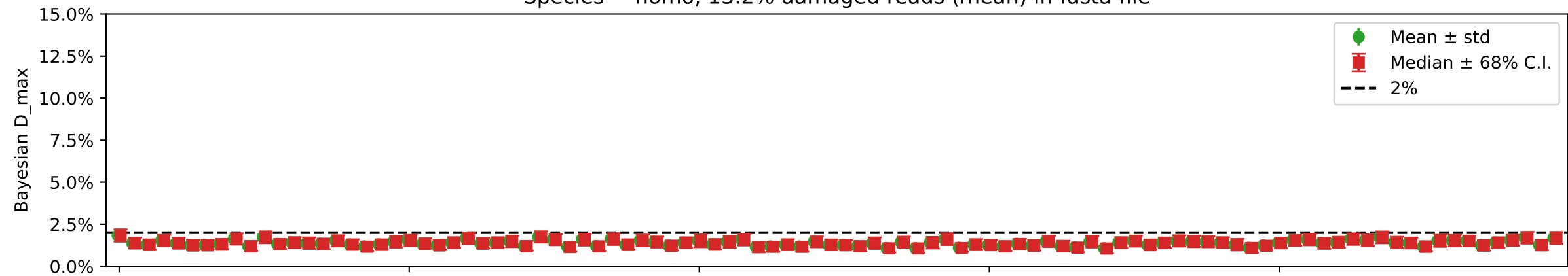


Individual damages:  
5000 reads  
Briggs damage = 0.047  
Damage percent = 2%

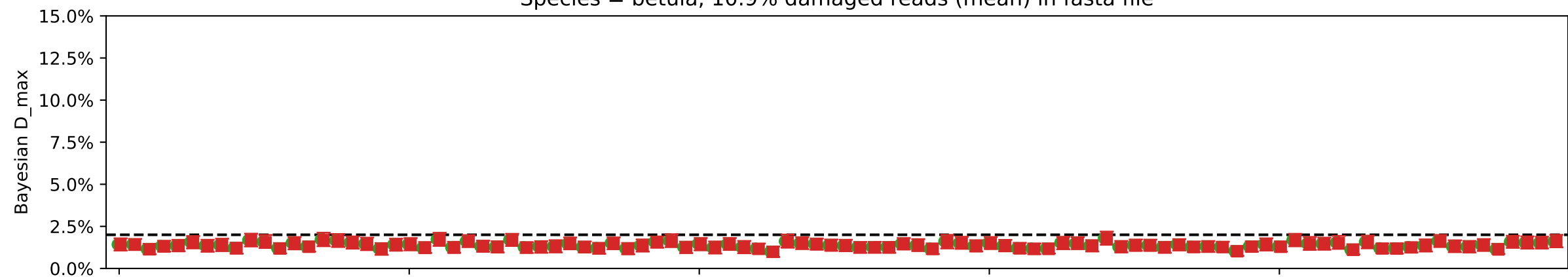


Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent = 2%

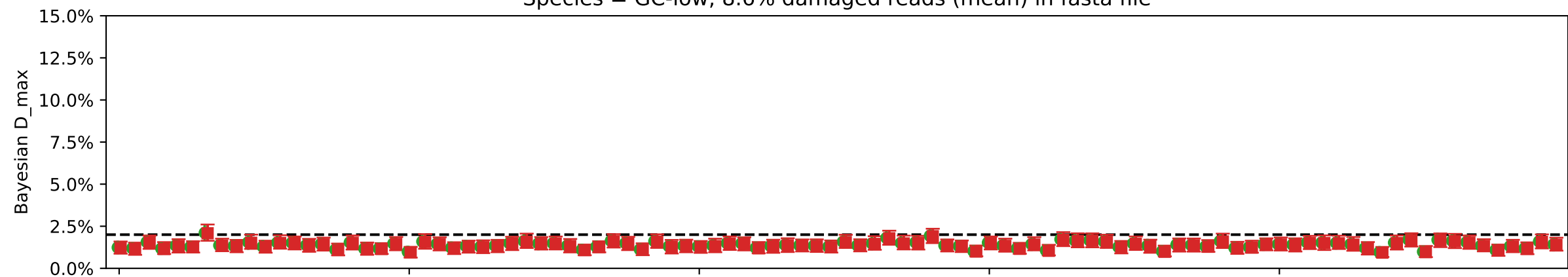
Species = homo, 13.2% damaged reads (mean) in fasta file



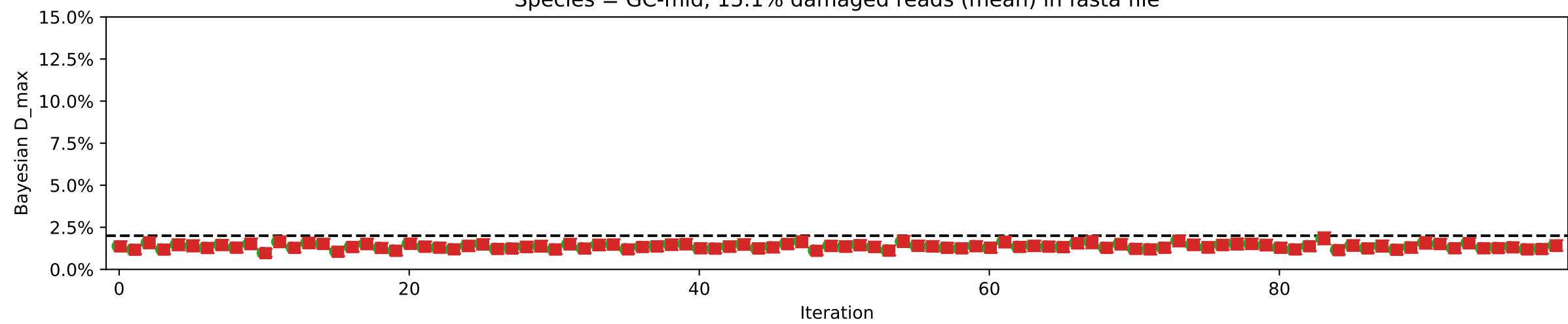
Species = betula, 10.9% damaged reads (mean) in fasta file



Species = GC-low, 8.6% damaged reads (mean) in fasta file

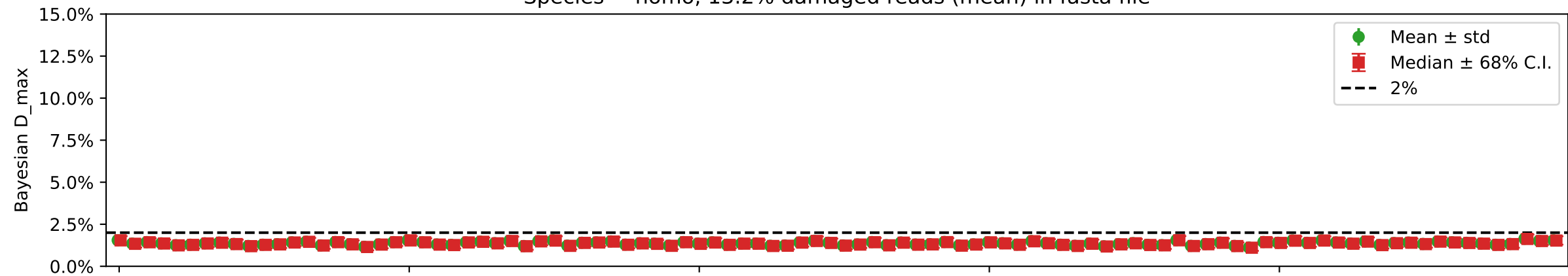


Species = GC-mid, 15.1% damaged reads (mean) in fasta file

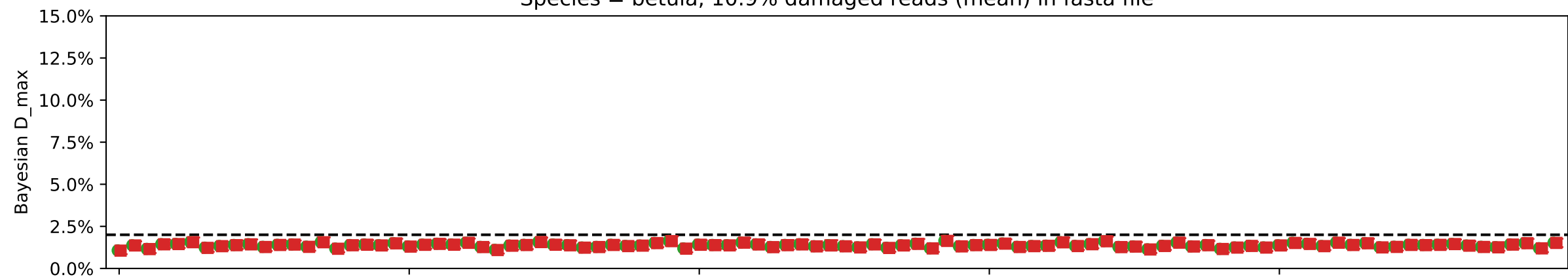


Individual damages:  
25000 reads  
Briggs damage = 0.047  
Damage percent = 2%

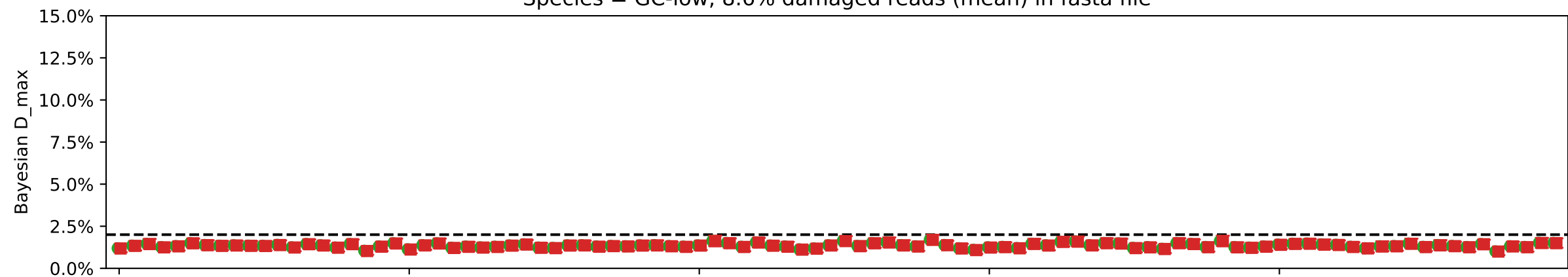
Species = homo, 13.2% damaged reads (mean) in fasta file



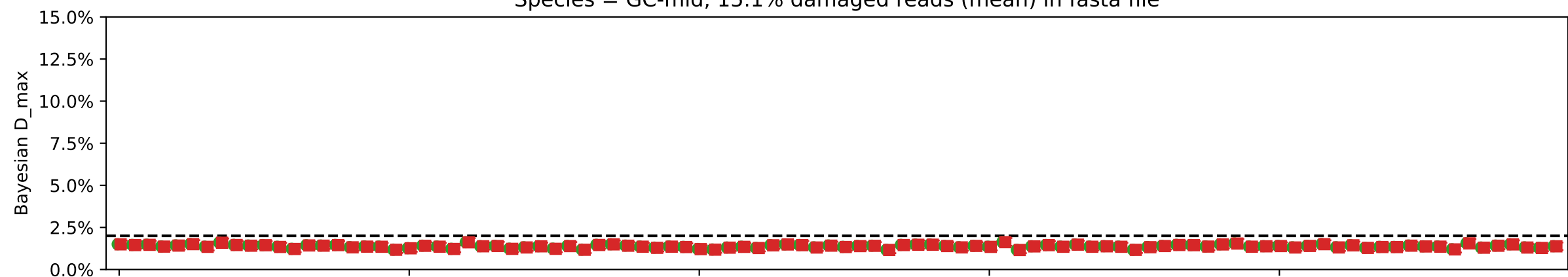
Species = betula, 10.9% damaged reads (mean) in fasta file



Species = GC-low, 8.6% damaged reads (mean) in fasta file

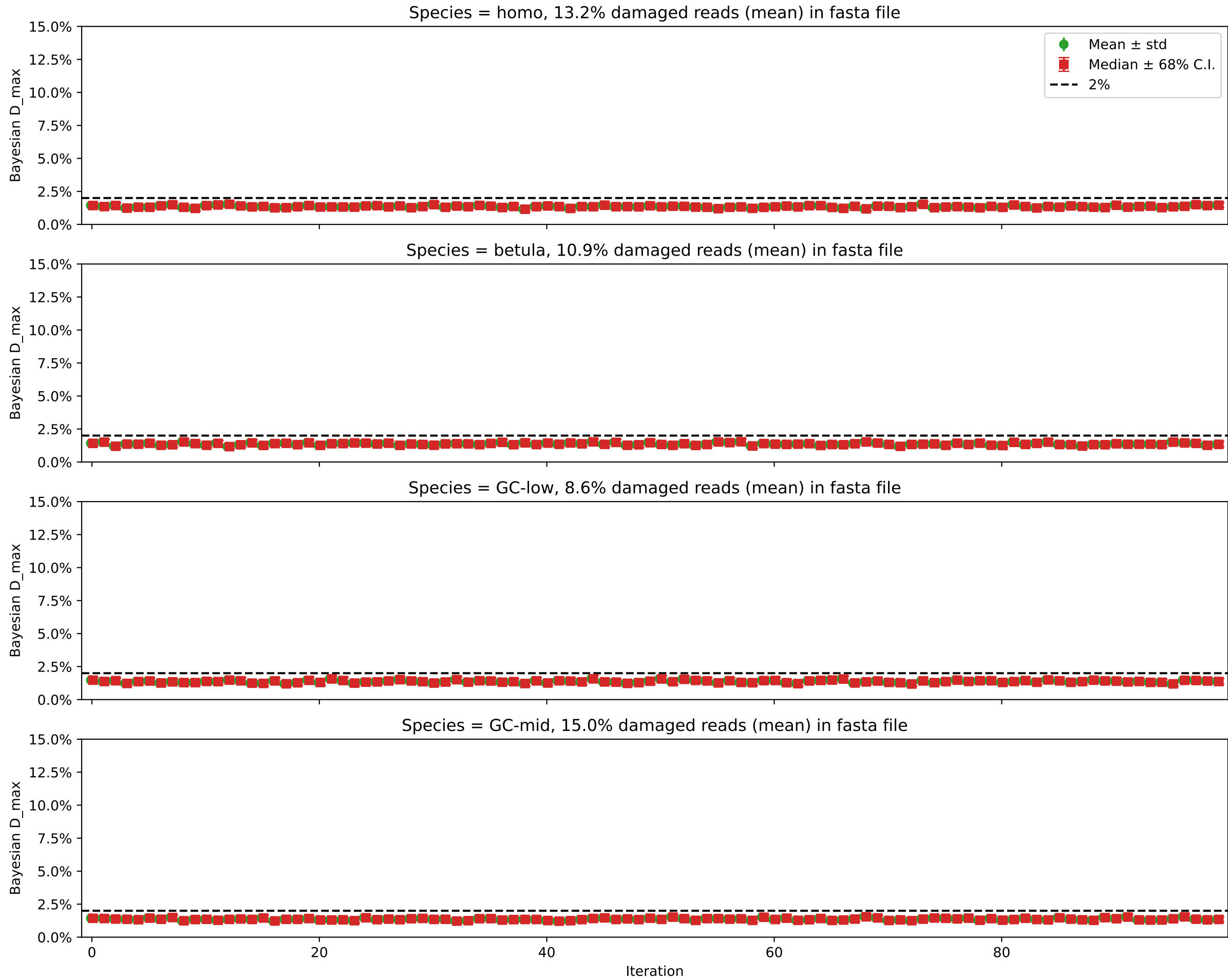


Species = GC-mid, 15.1% damaged reads (mean) in fasta file

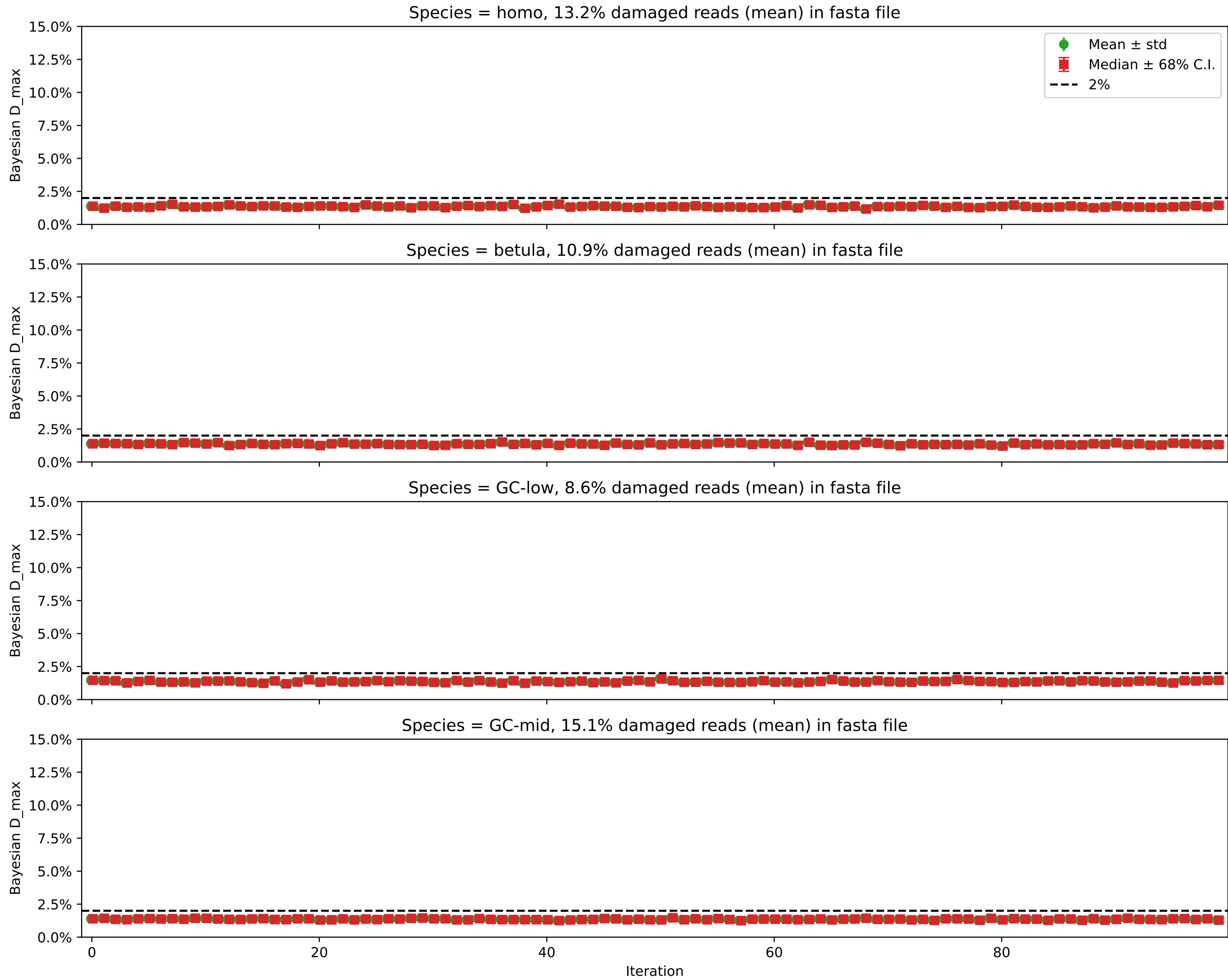


Iteration

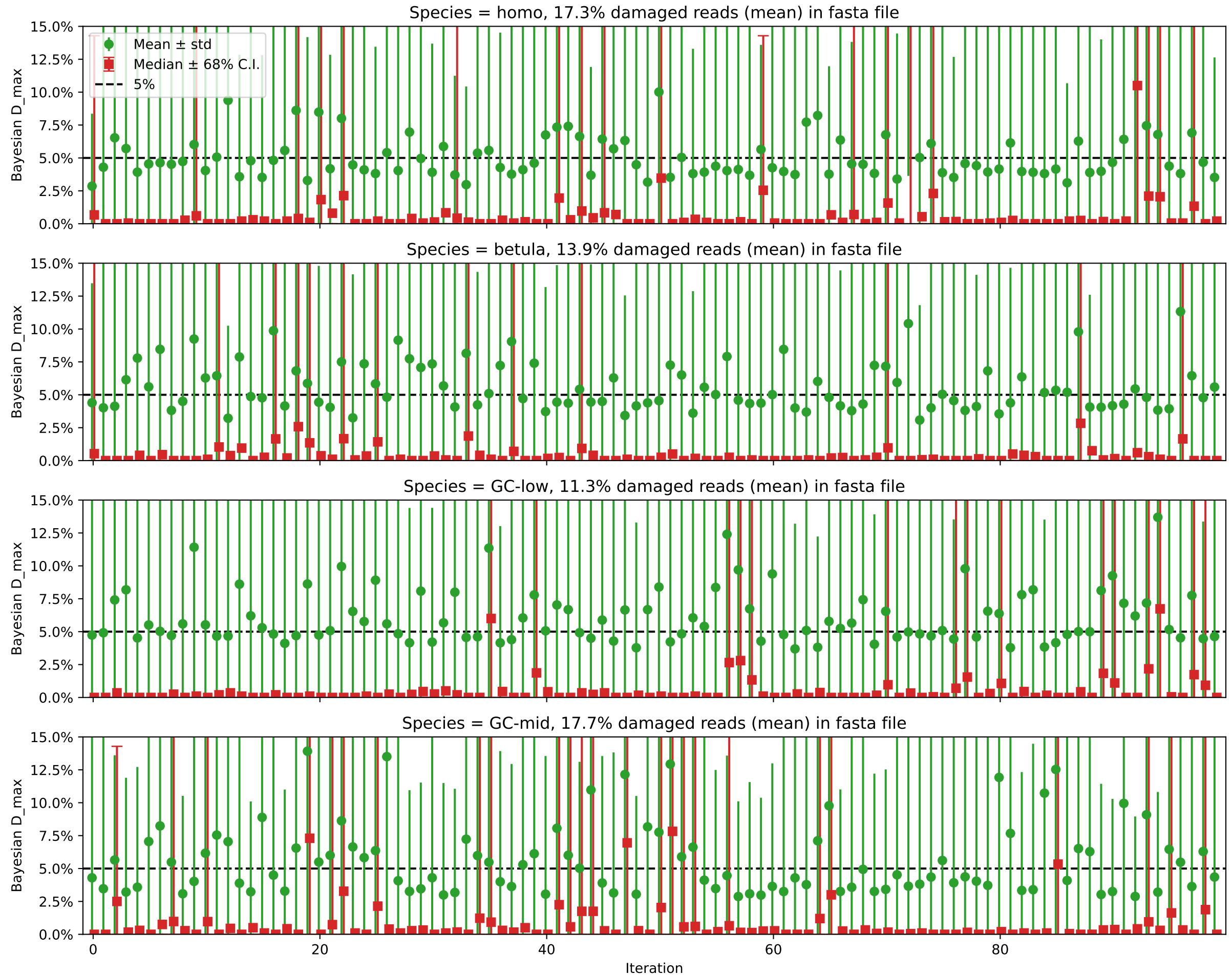
Individual damages:  
50000 reads  
Briggs damage = 0.047  
Damage percent = 2%



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

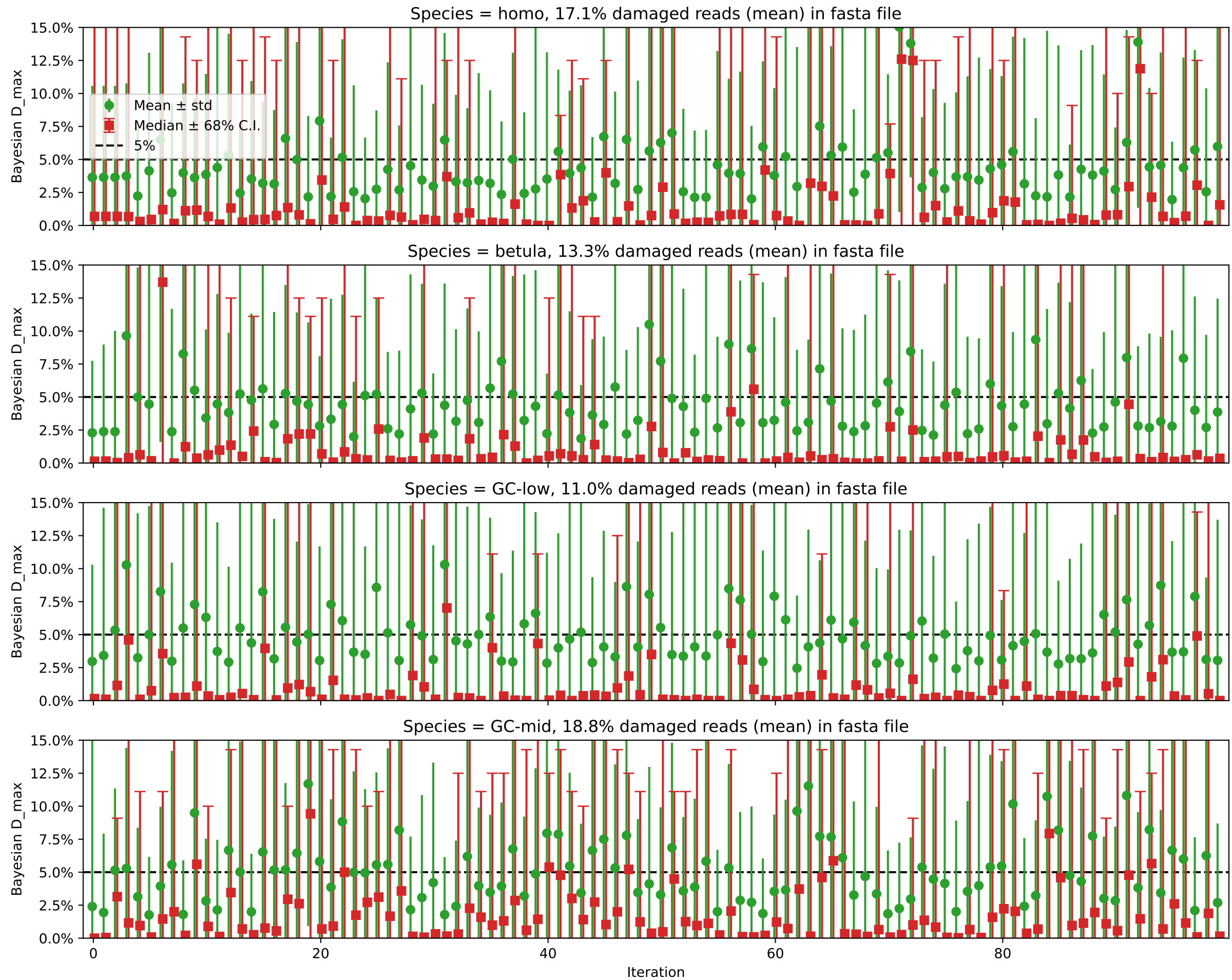


Individual damages:  
10 reads  
Briggs damage = 0.138  
Damage percent = 5%

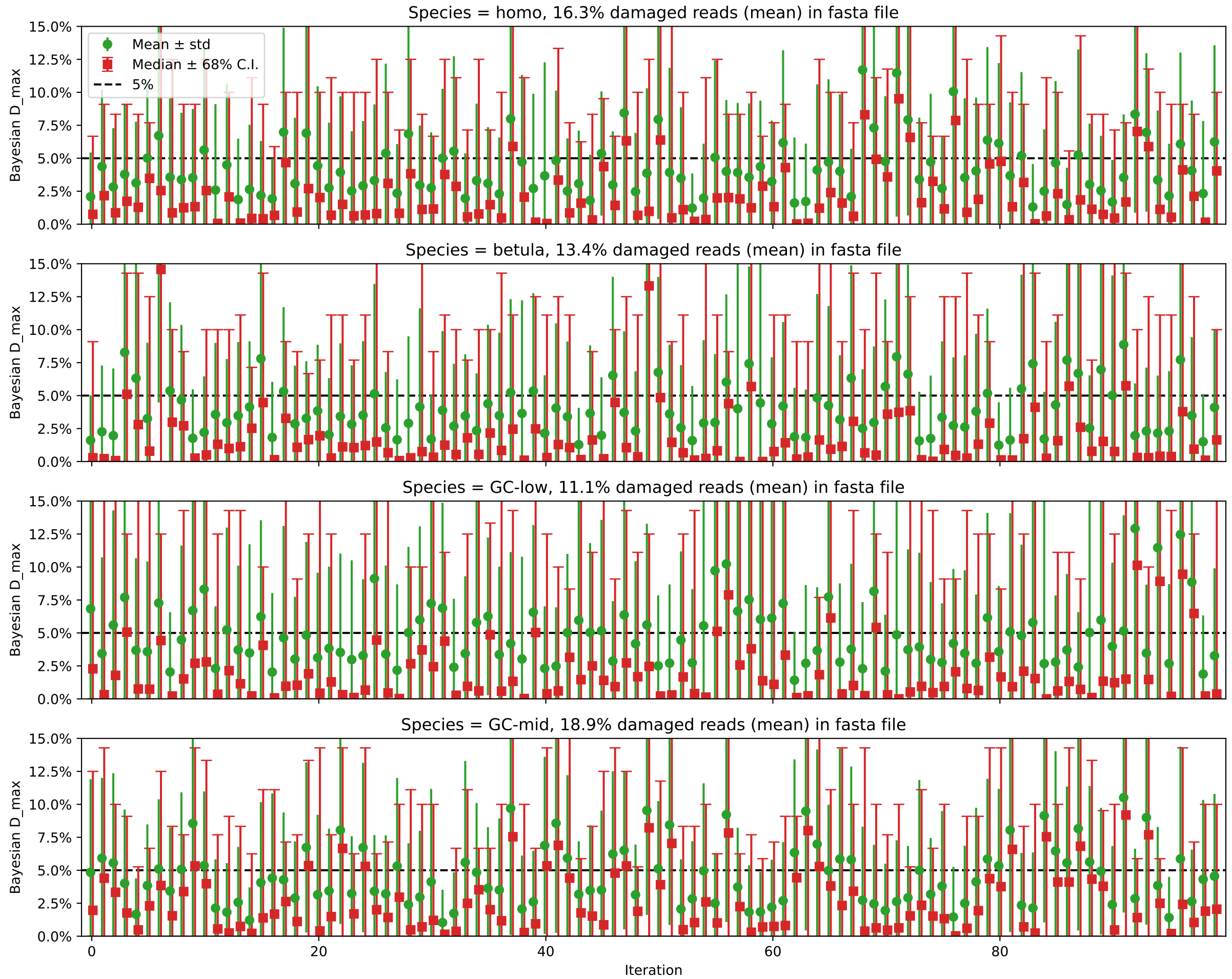




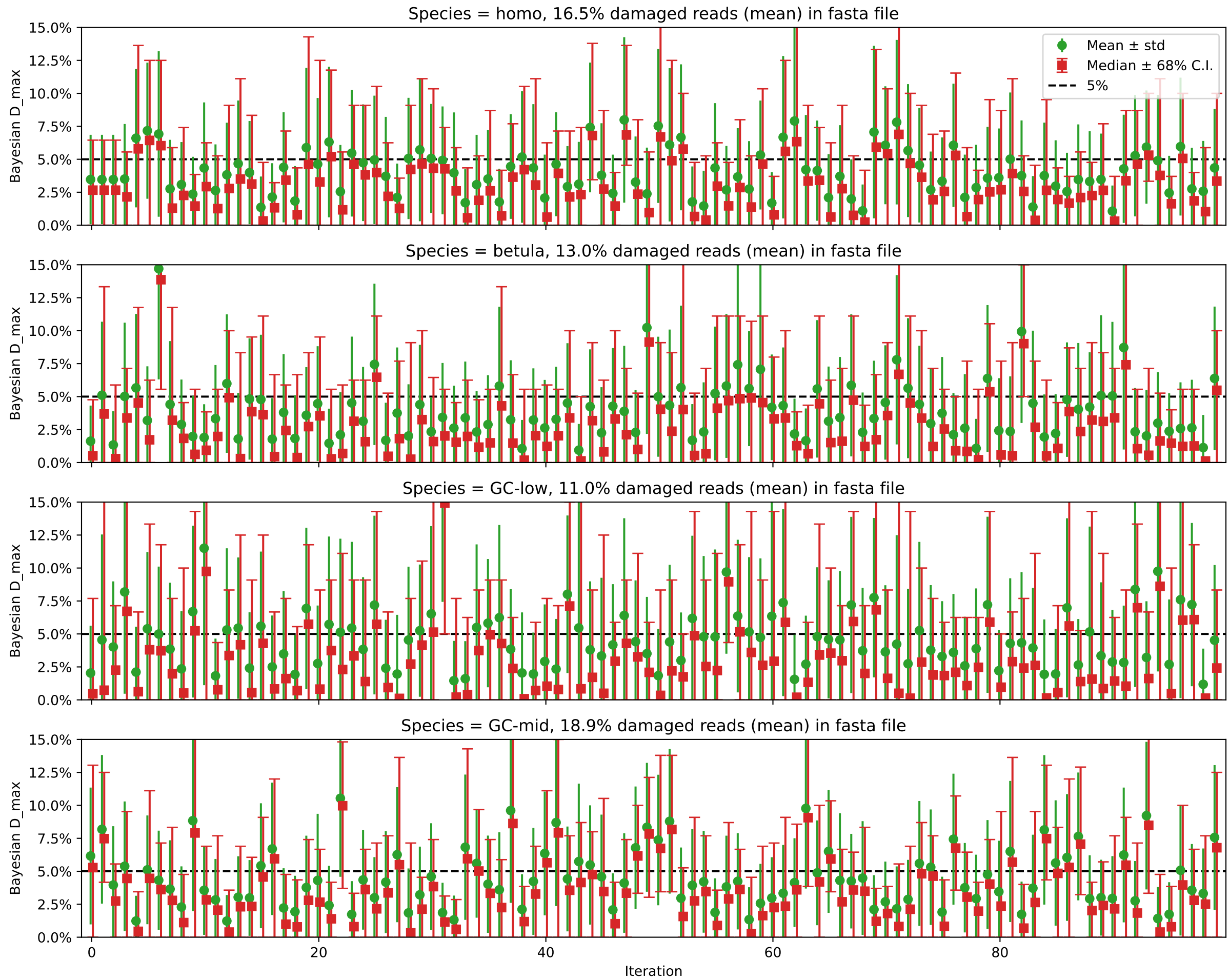
Individual damages:  
25 reads  
Briggs damage = 0.138  
Damage percent = 5%



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

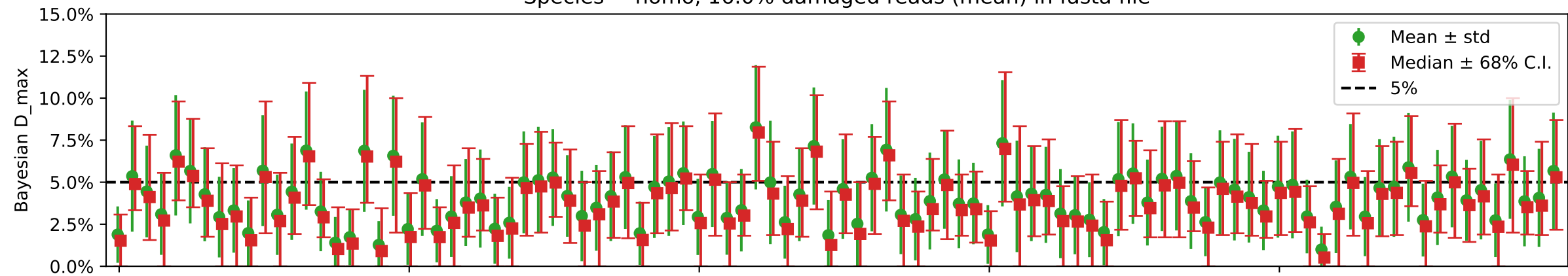


Individual damages:  
100 reads  
Briggs damage = 0.138  
Damage percent = 5%

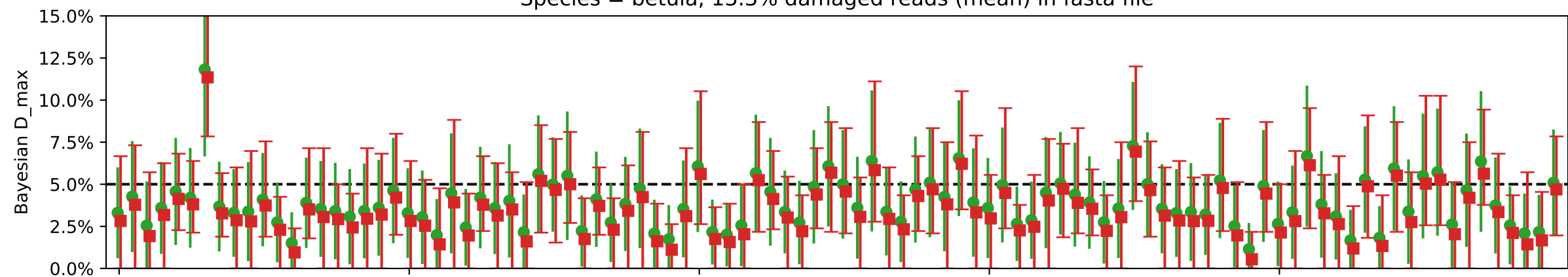


Individual damages:  
250 reads  
Briggs damage = 0.138  
Damage percent = 5%

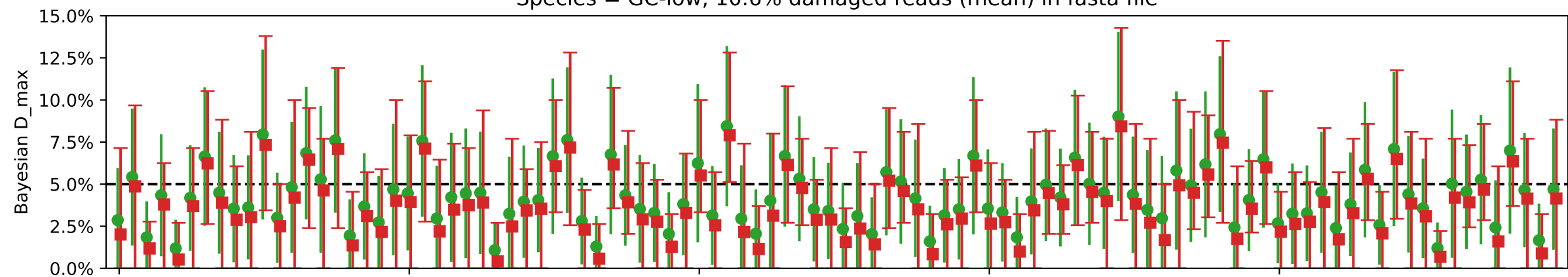
Species = homo, 16.0% damaged reads (mean) in fasta file



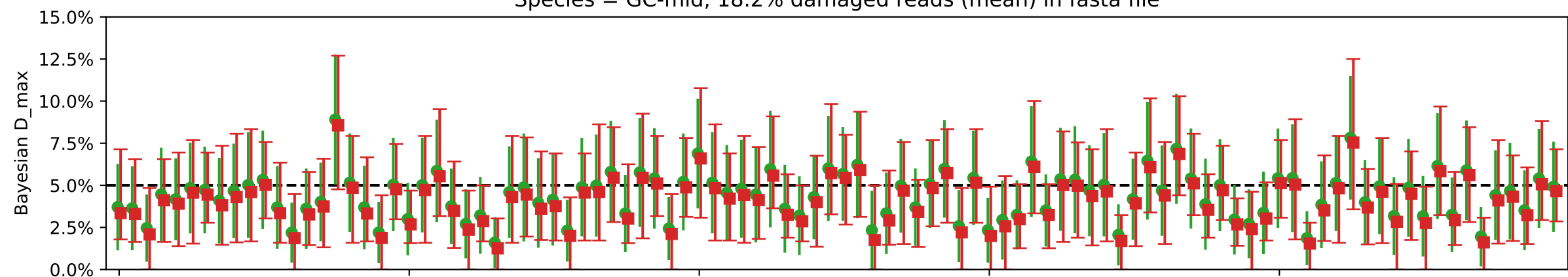
Species = betula, 13.3% damaged reads (mean) in fasta file



Species = GC-low, 10.6% damaged reads (mean) in fasta file



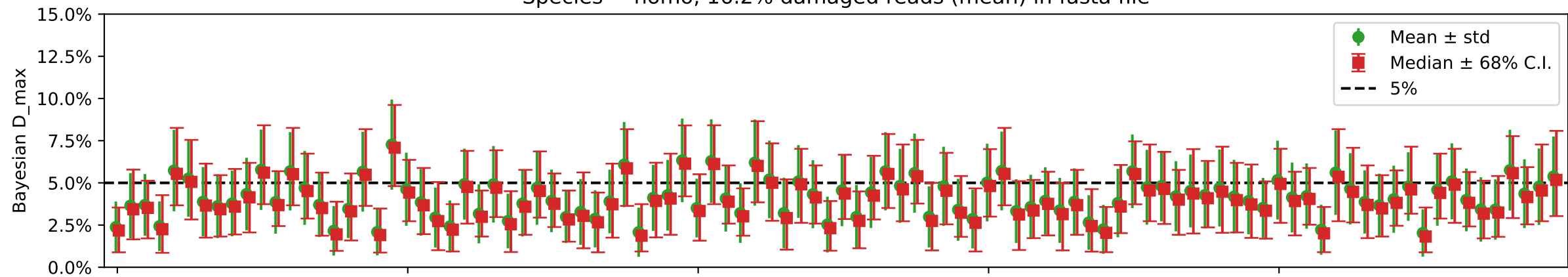
Species = GC-mid, 18.2% damaged reads (mean) in fasta file



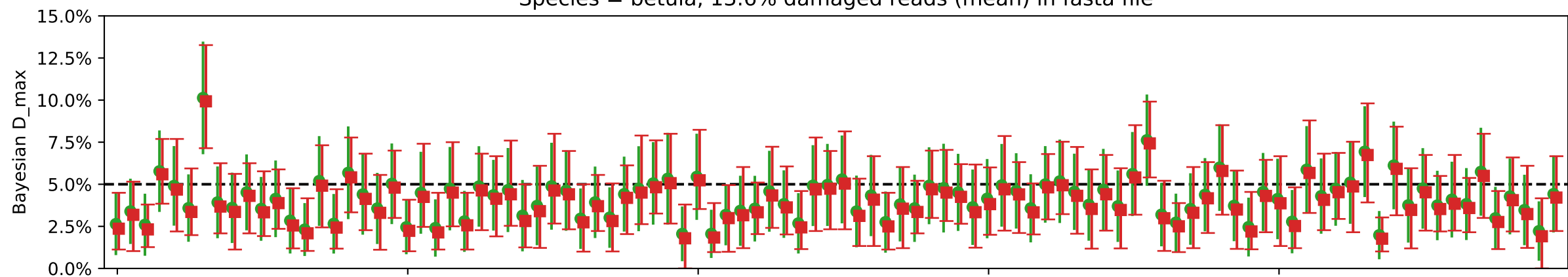
Iteration

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

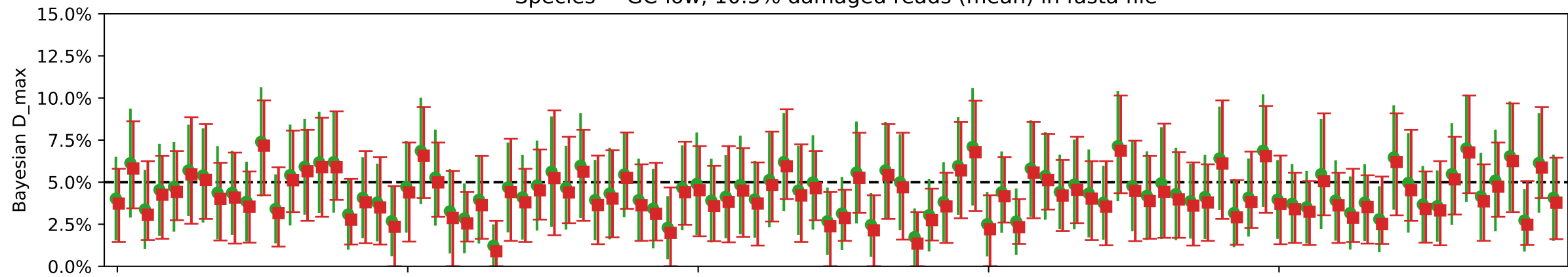
Species = homo, 16.2% damaged reads (mean) in fasta file



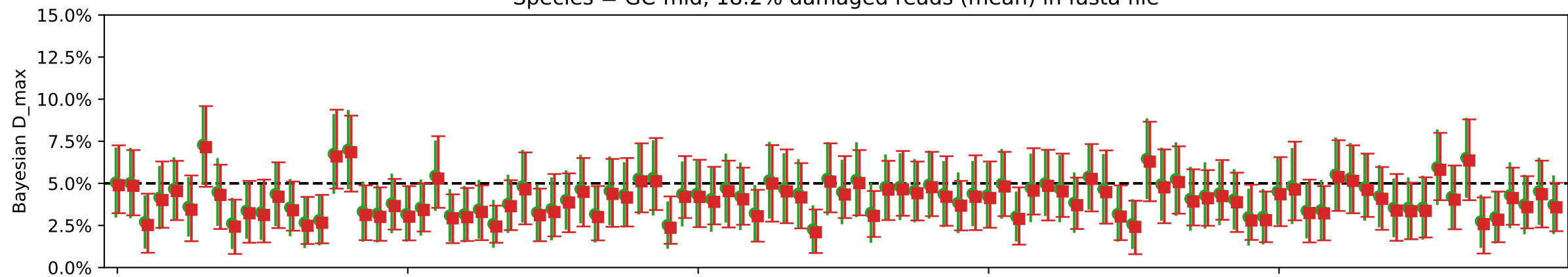
Species = betula, 13.6% damaged reads (mean) in fasta file



Species = GC-low, 10.5% damaged reads (mean) in fasta file



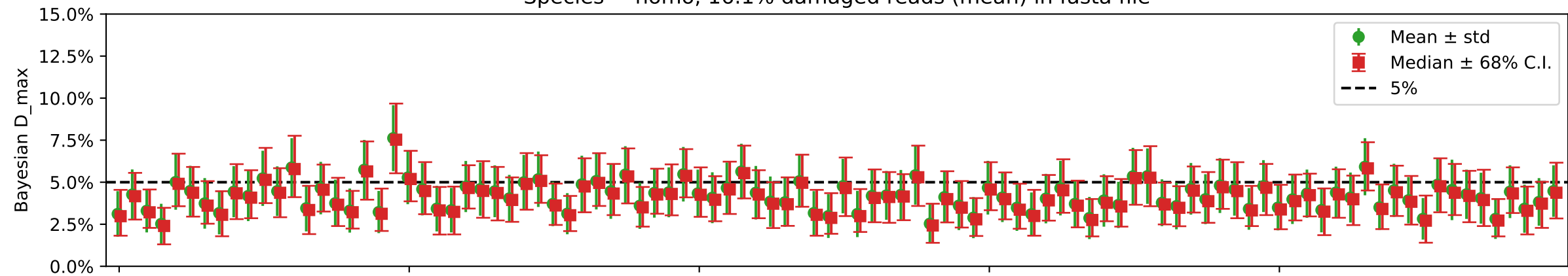
Species = GC-mid, 18.2% damaged reads (mean) in fasta file



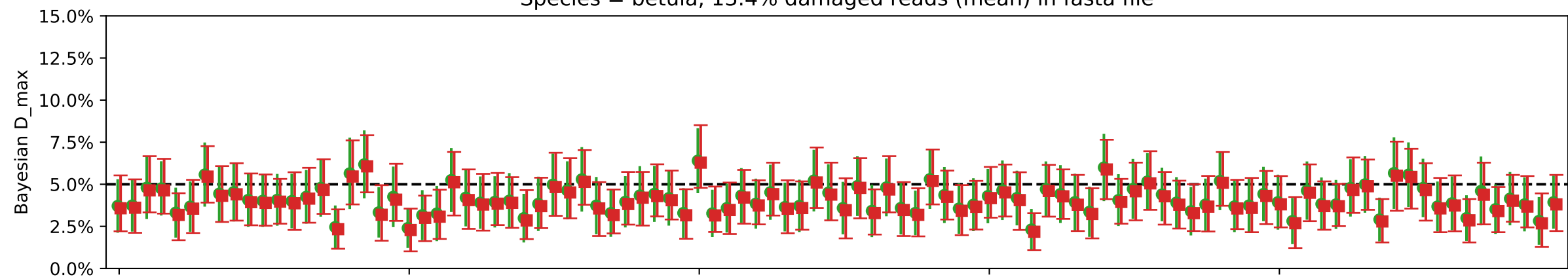
Iteration

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

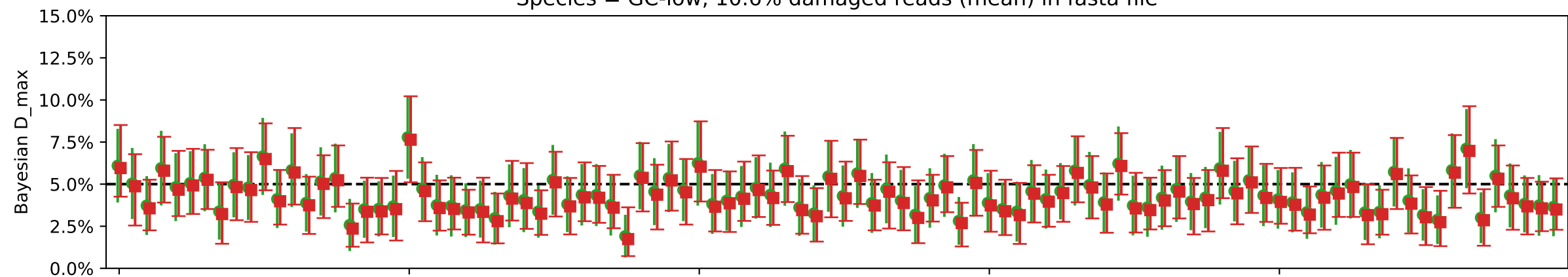
Species = homo, 16.1% damaged reads (mean) in fasta file



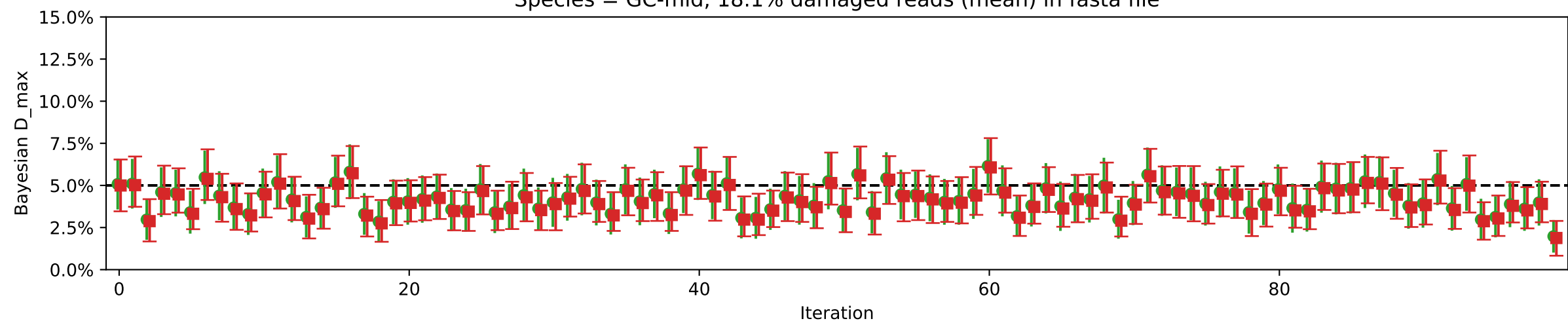
Species = betula, 13.4% damaged reads (mean) in fasta file



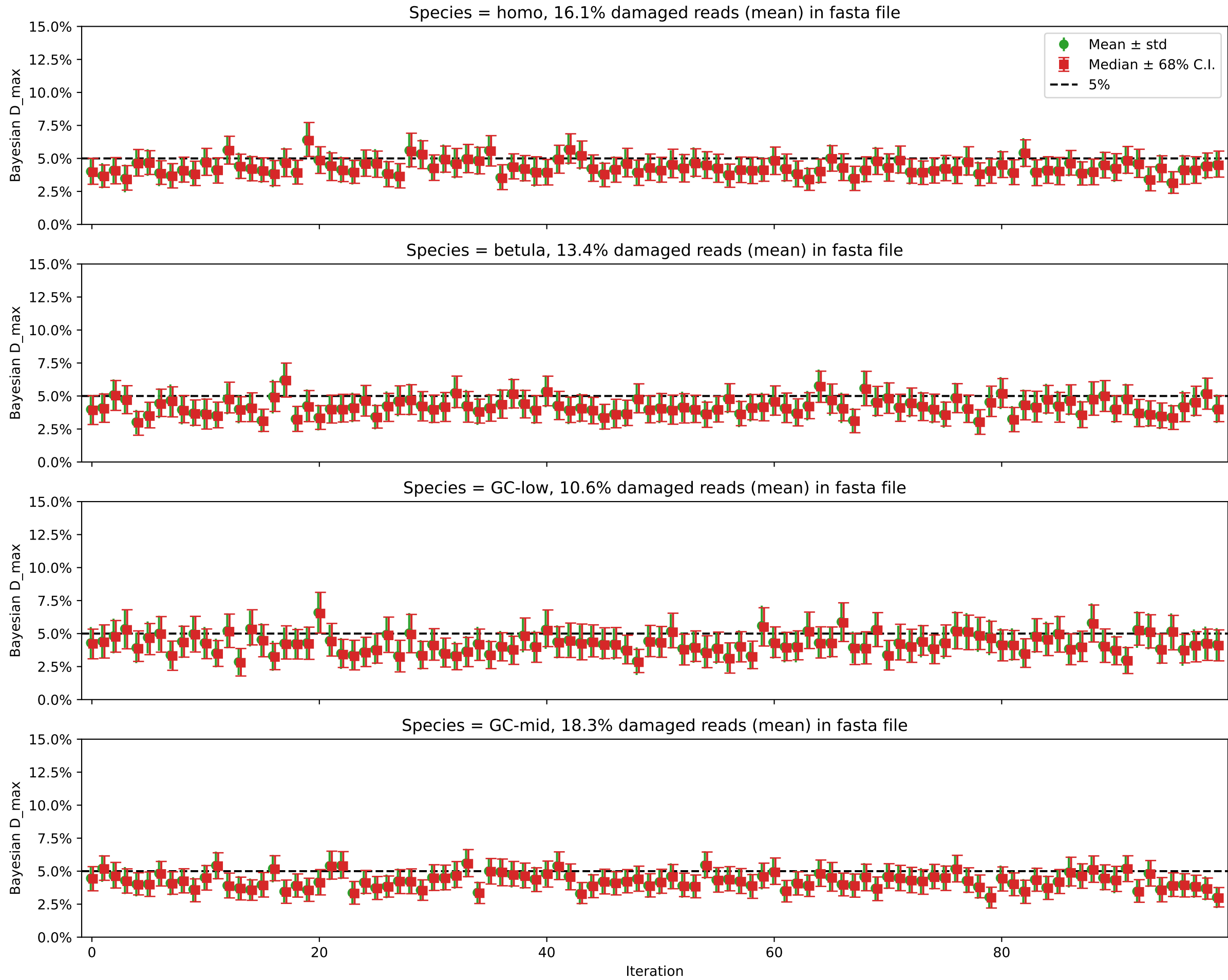
Species = GC-low, 10.6% damaged reads (mean) in fasta file



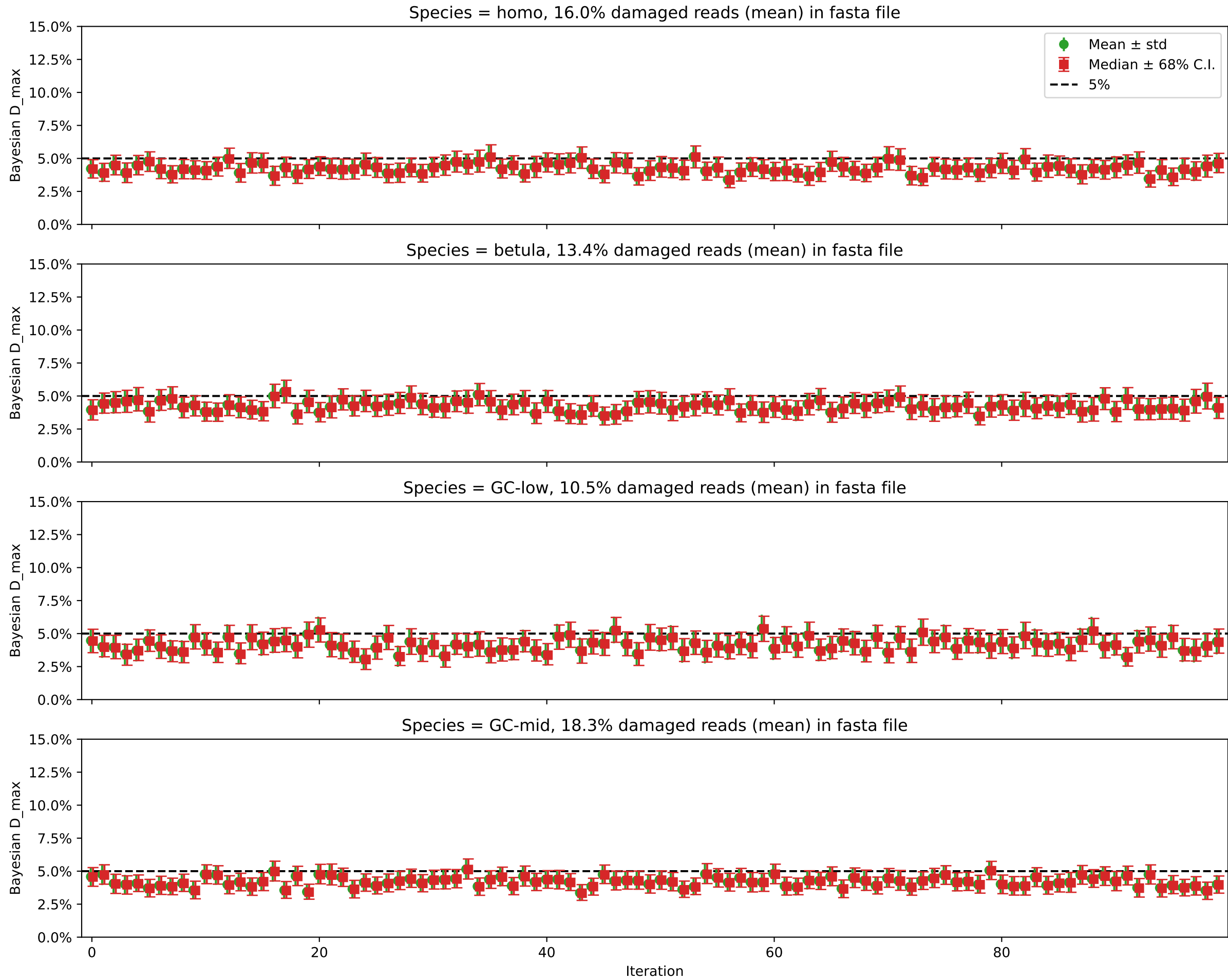
Species = GC-mid, 18.1% damaged reads (mean) in fasta file



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

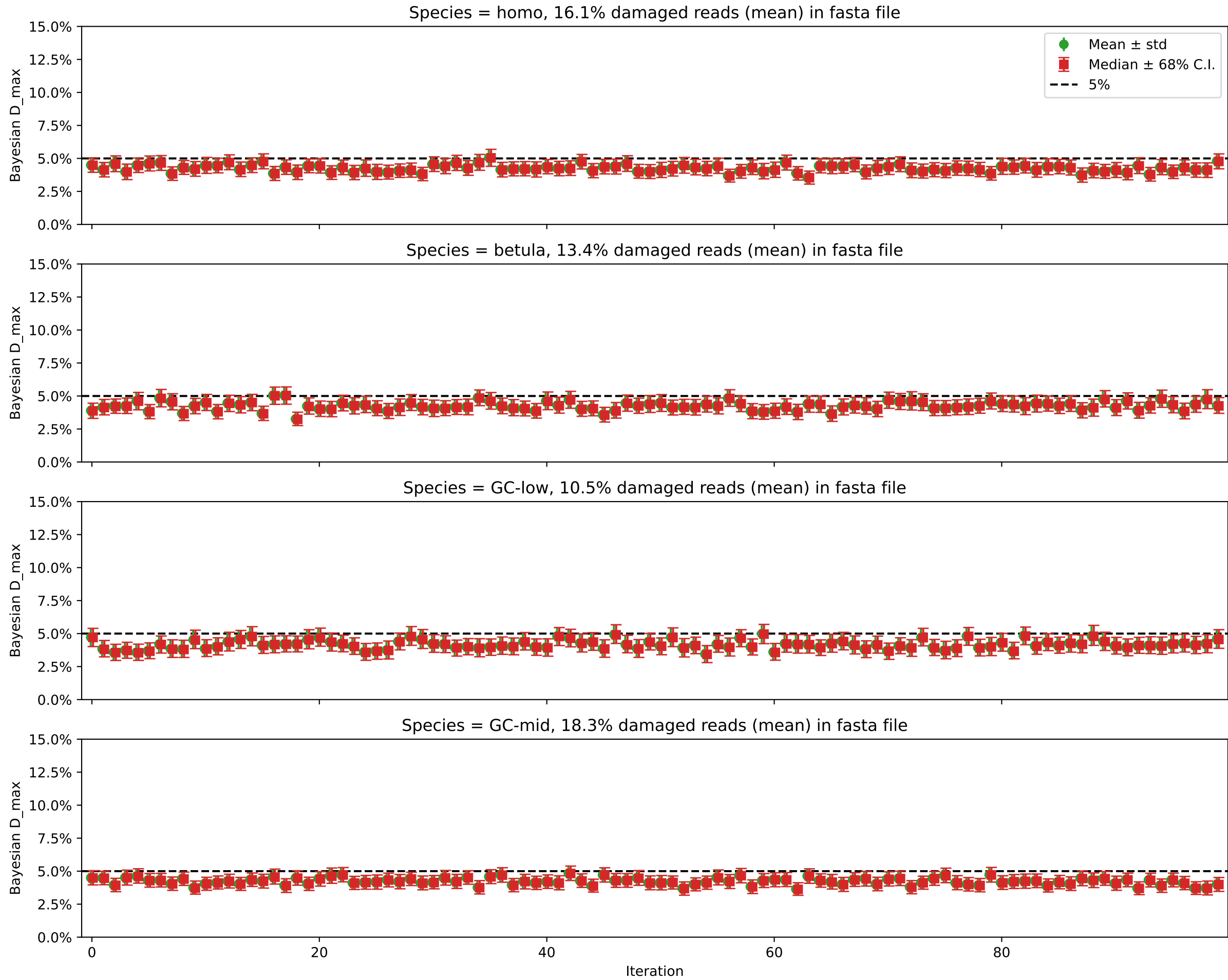


Individual damages:  
5000 reads  
Briggs damage = 0.138  
Damage percent = 5%

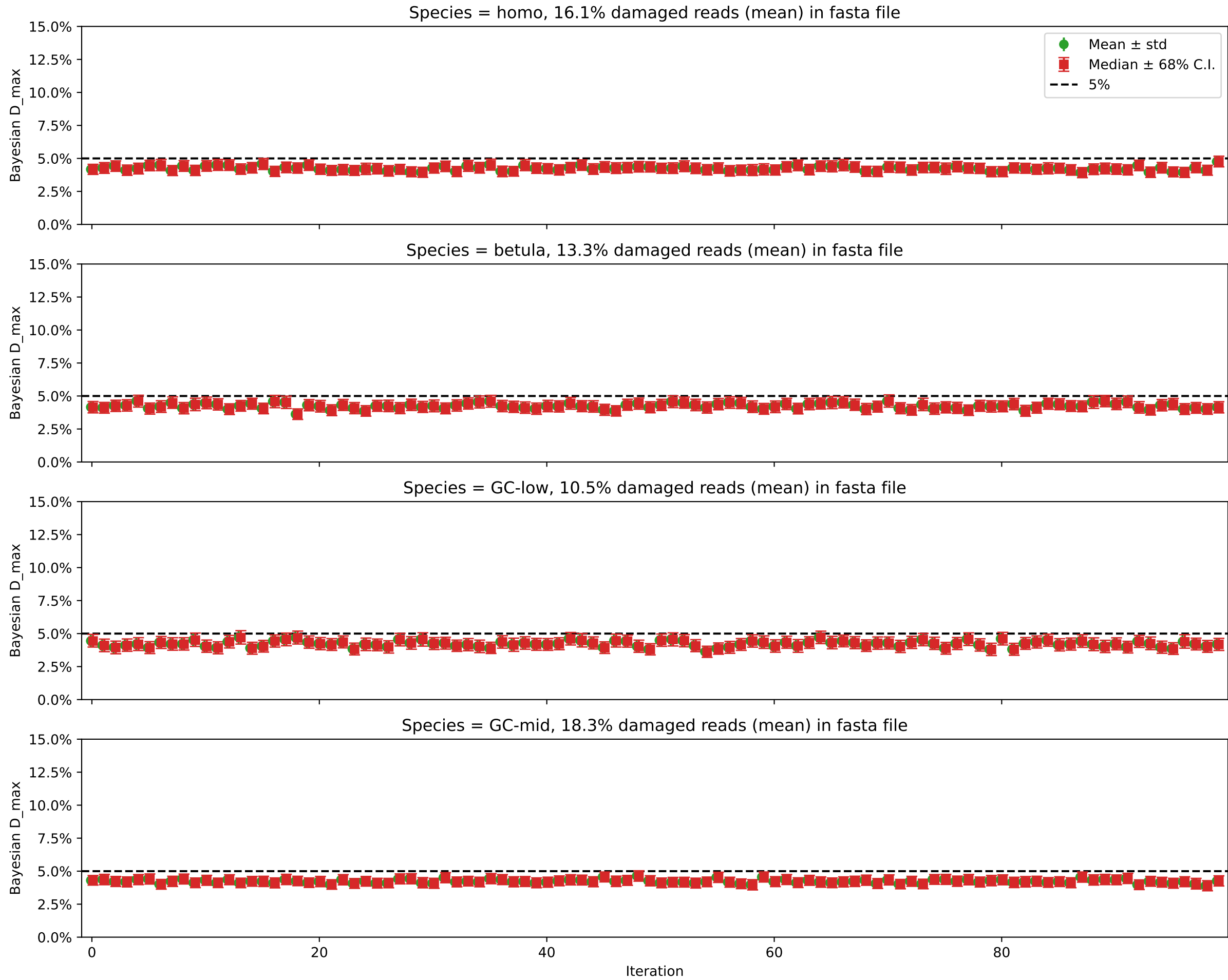




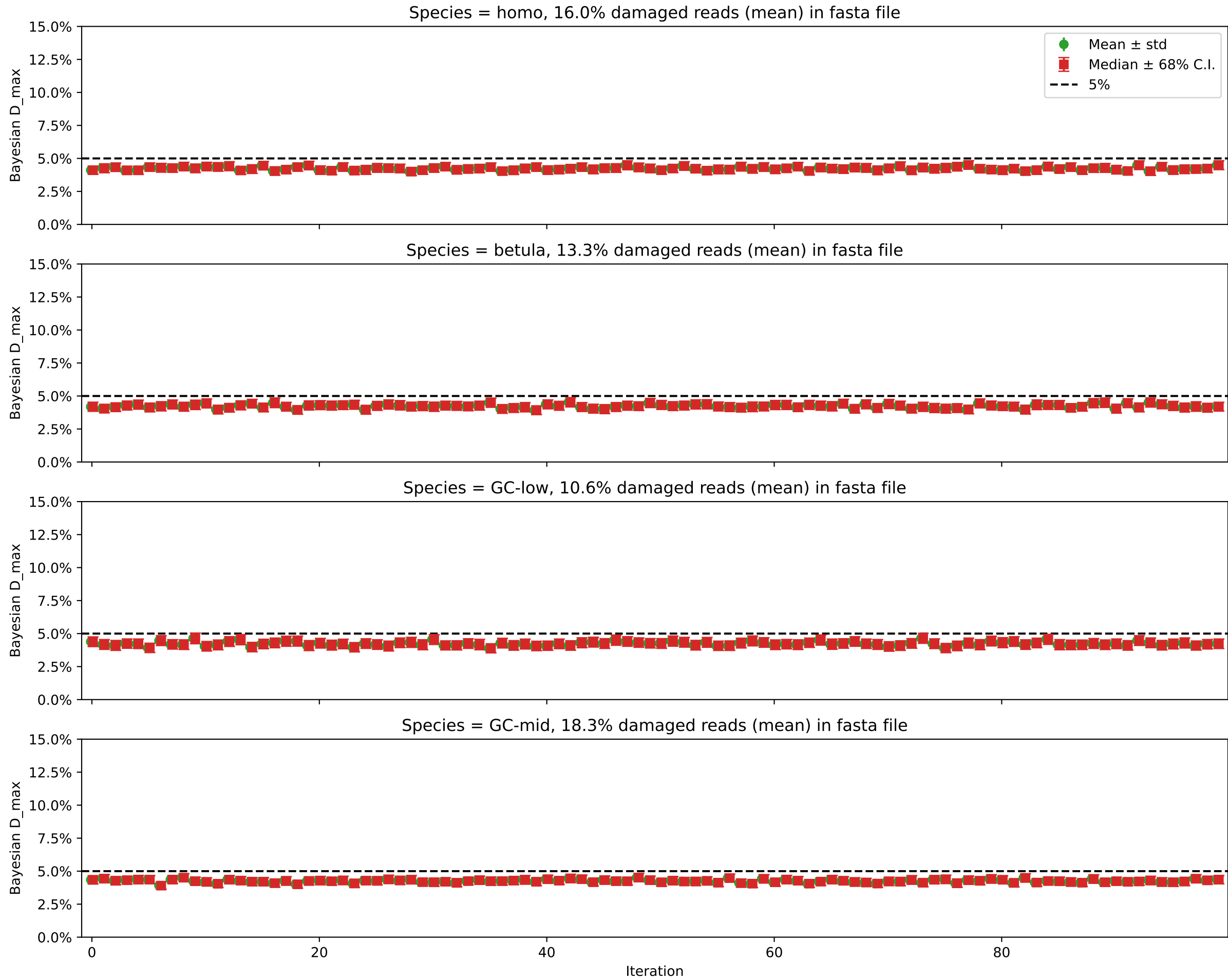
Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent = 5%



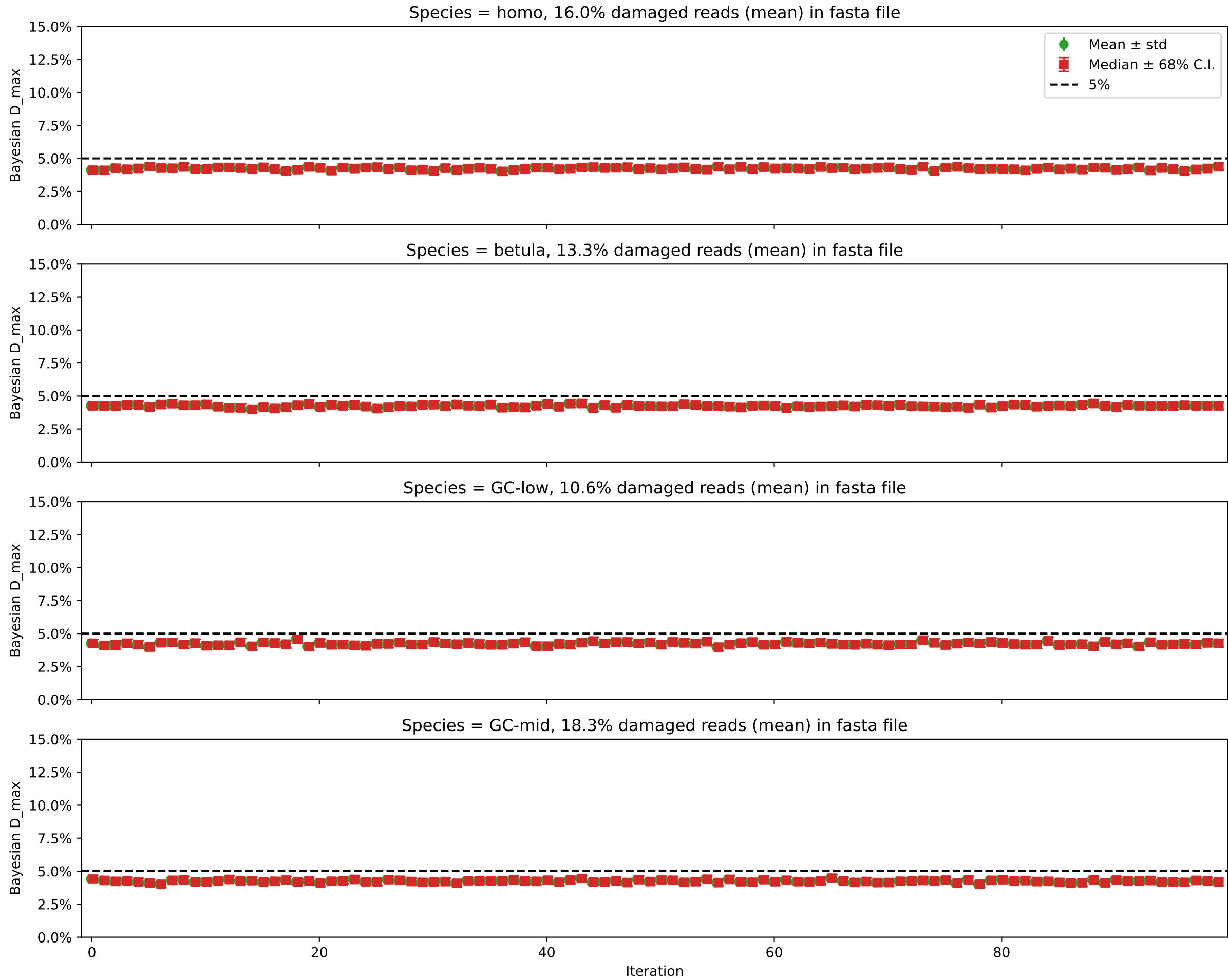
Individual damages:  
25000 reads  
Briggs damage = 0.138  
Damage percent = 5%



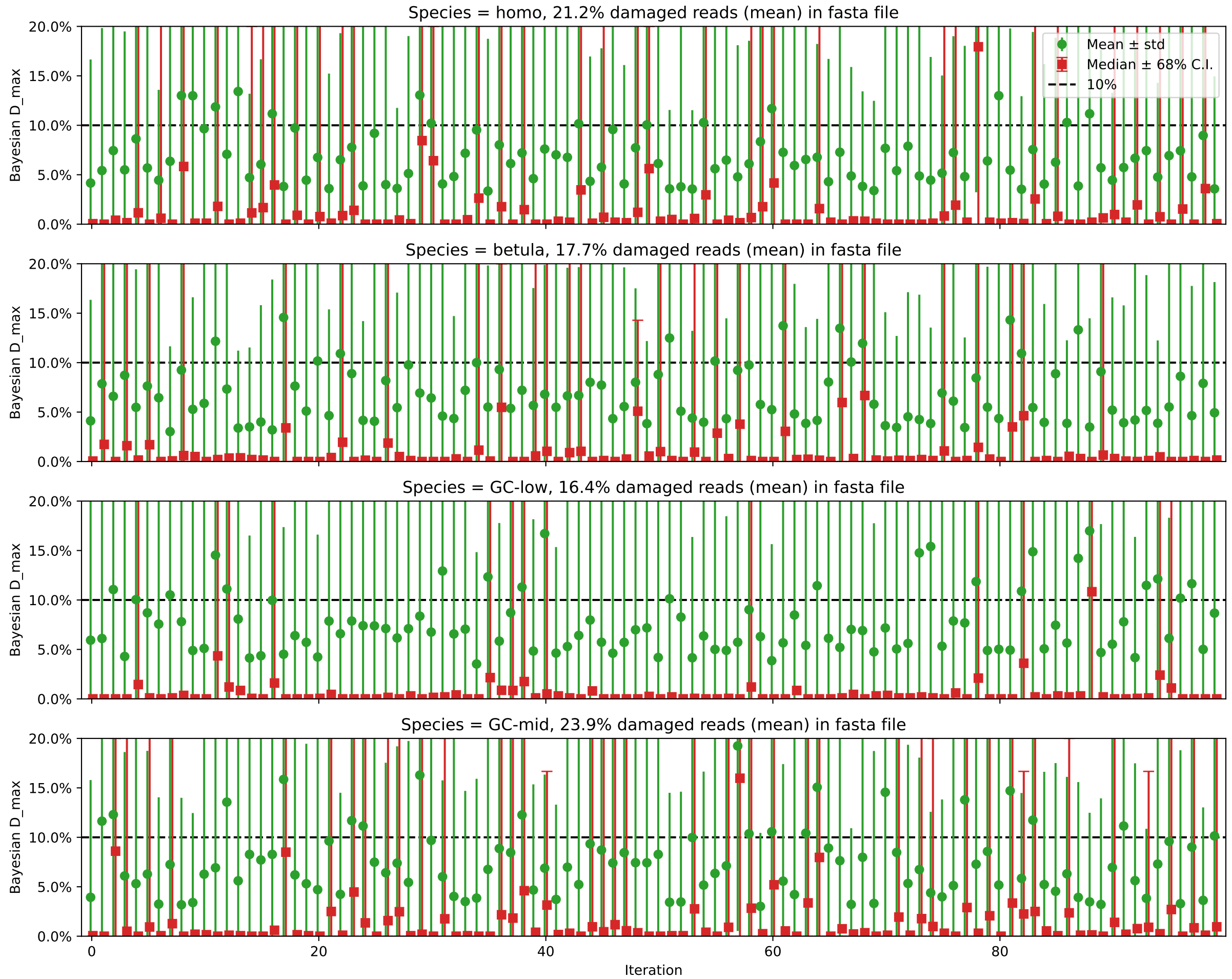
Individual damages:  
50000 reads  
Briggs damage = 0.138  
Damage percent = 5%



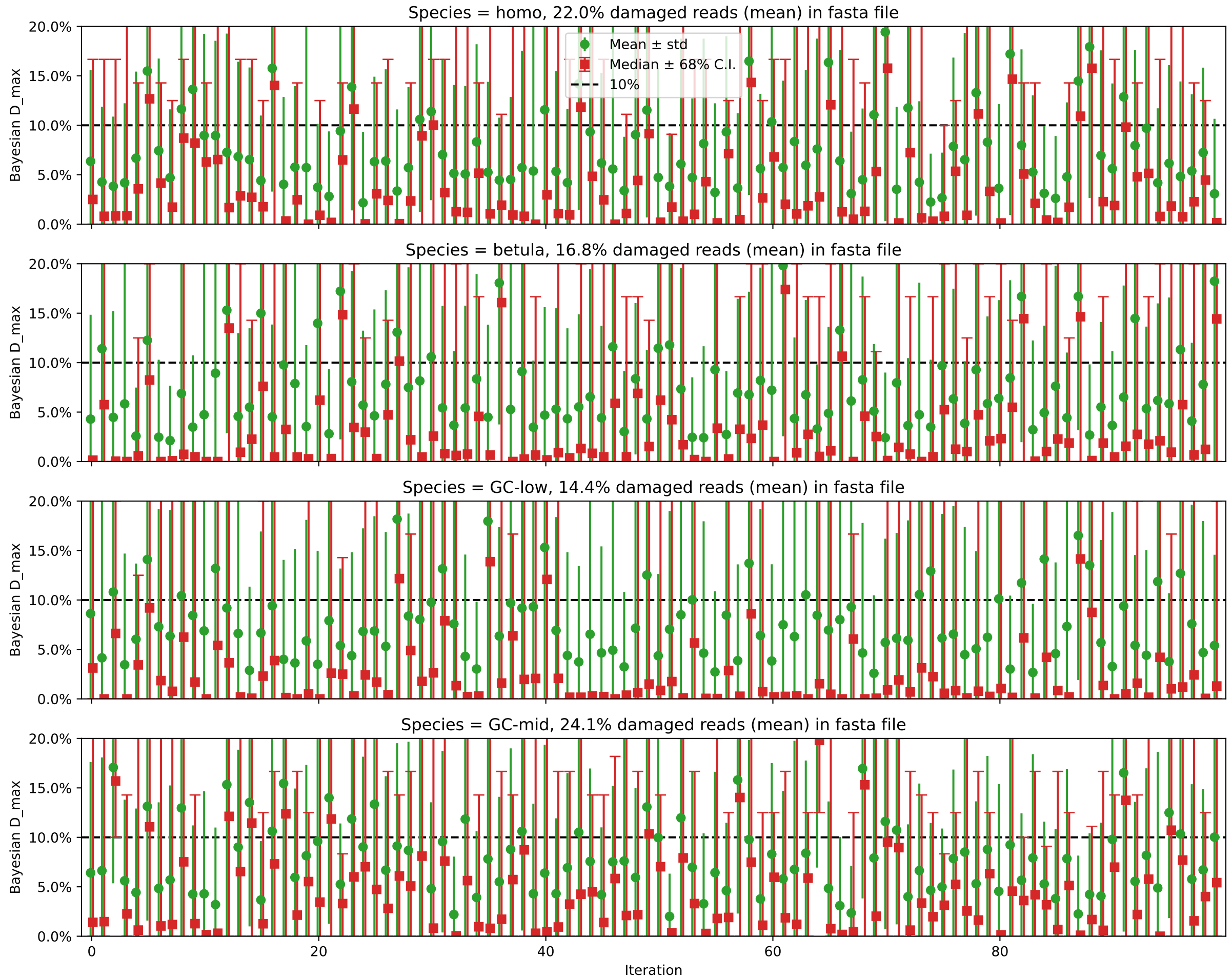
Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent = 5%



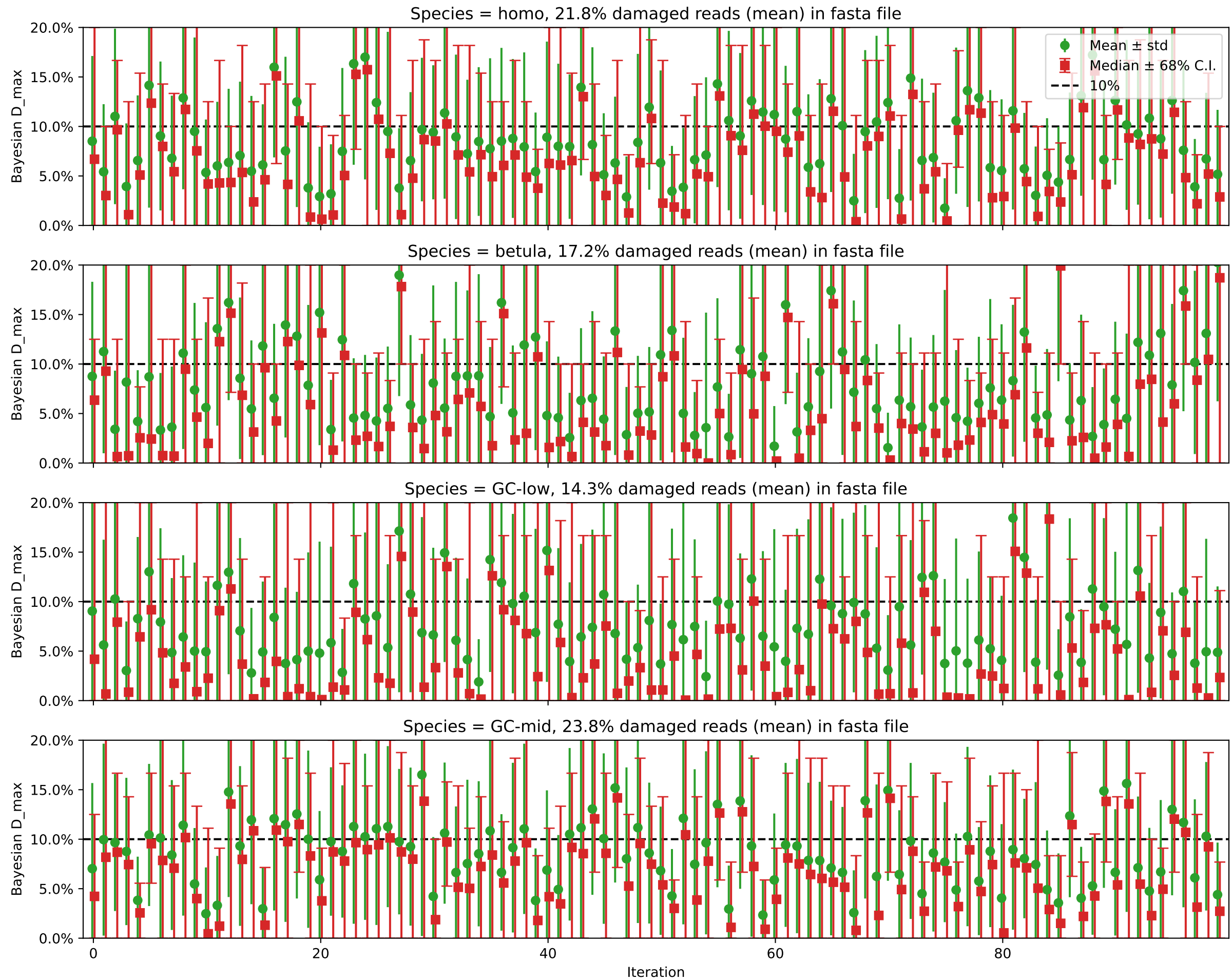
Individual damages:  
10 reads  
Briggs damage = 0.303  
Damage percent = 10%



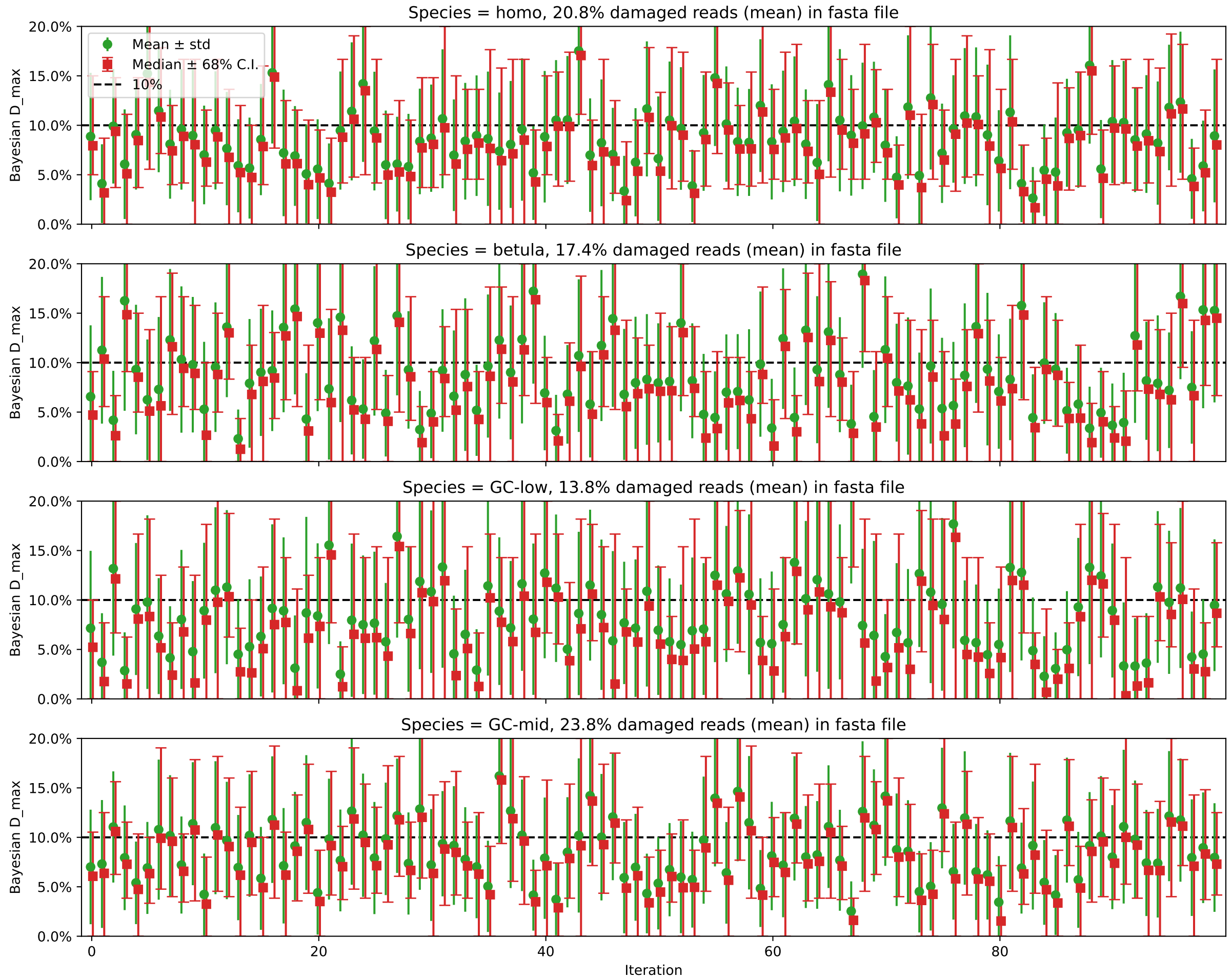
Individual damages:  
25 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

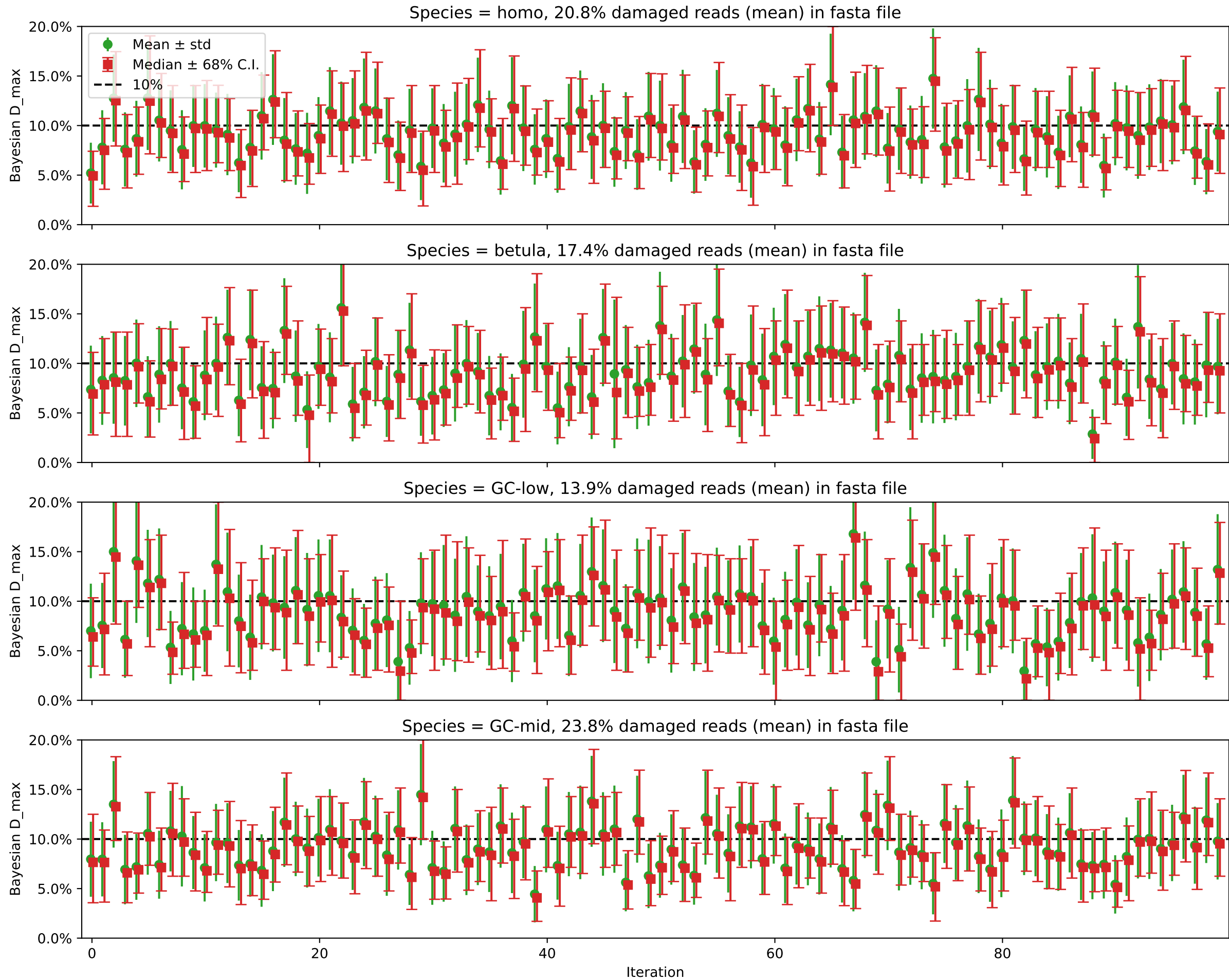


Individual damages:  
100 reads  
Briggs damage = 0.303  
Damage percent = 10%

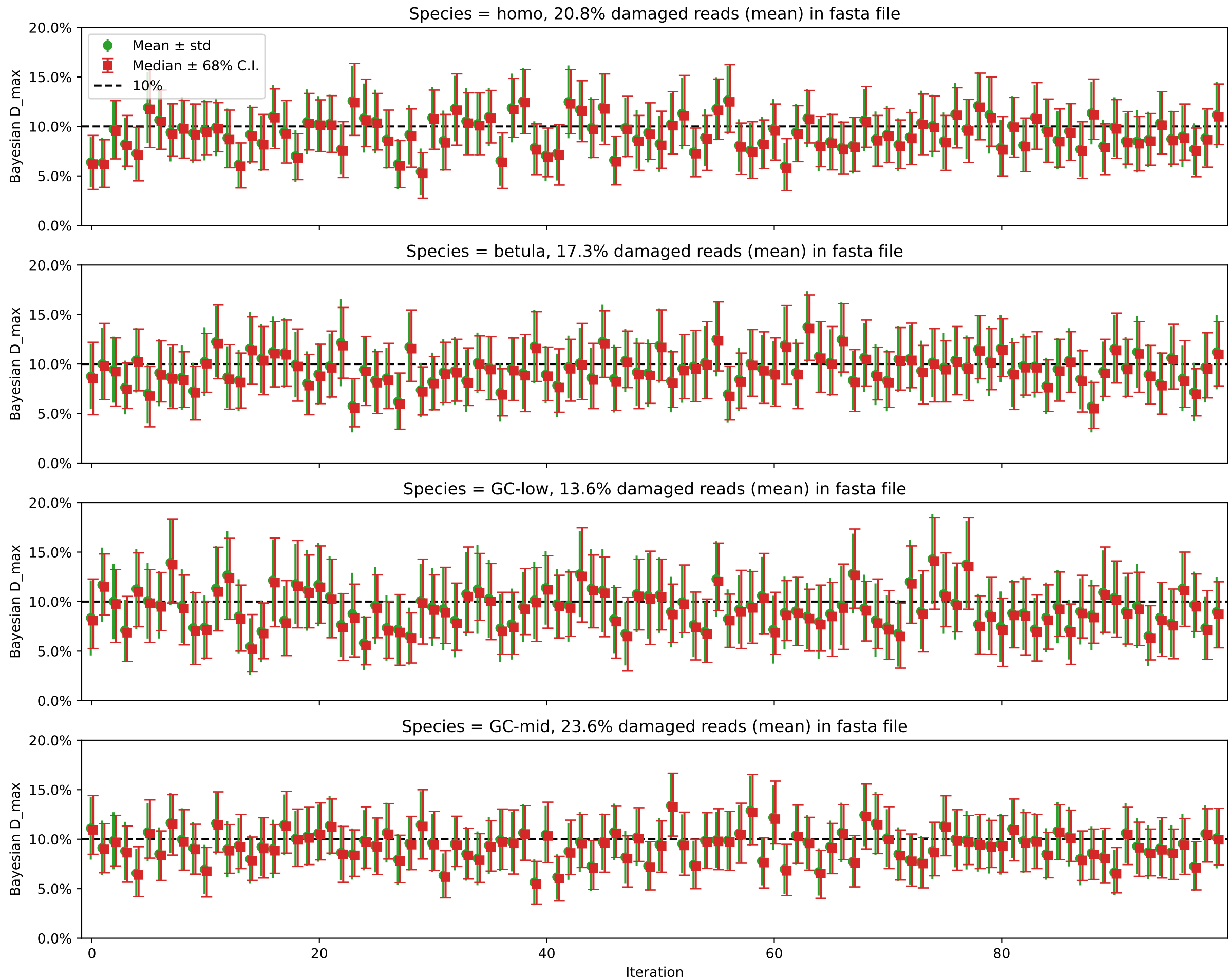




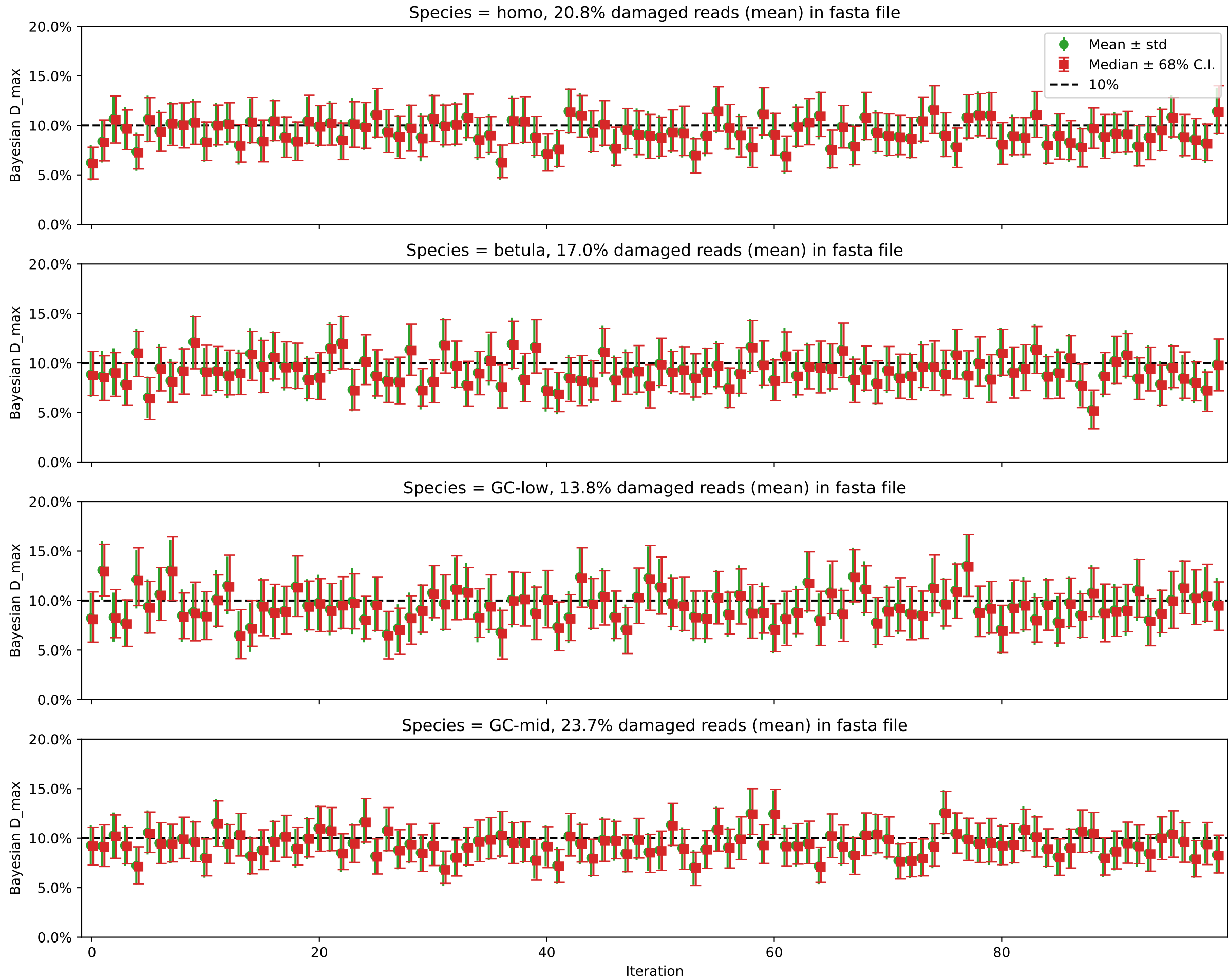
Individual damages:  
250 reads  
Briggs damage = 0.303  
Damage percent = 10%



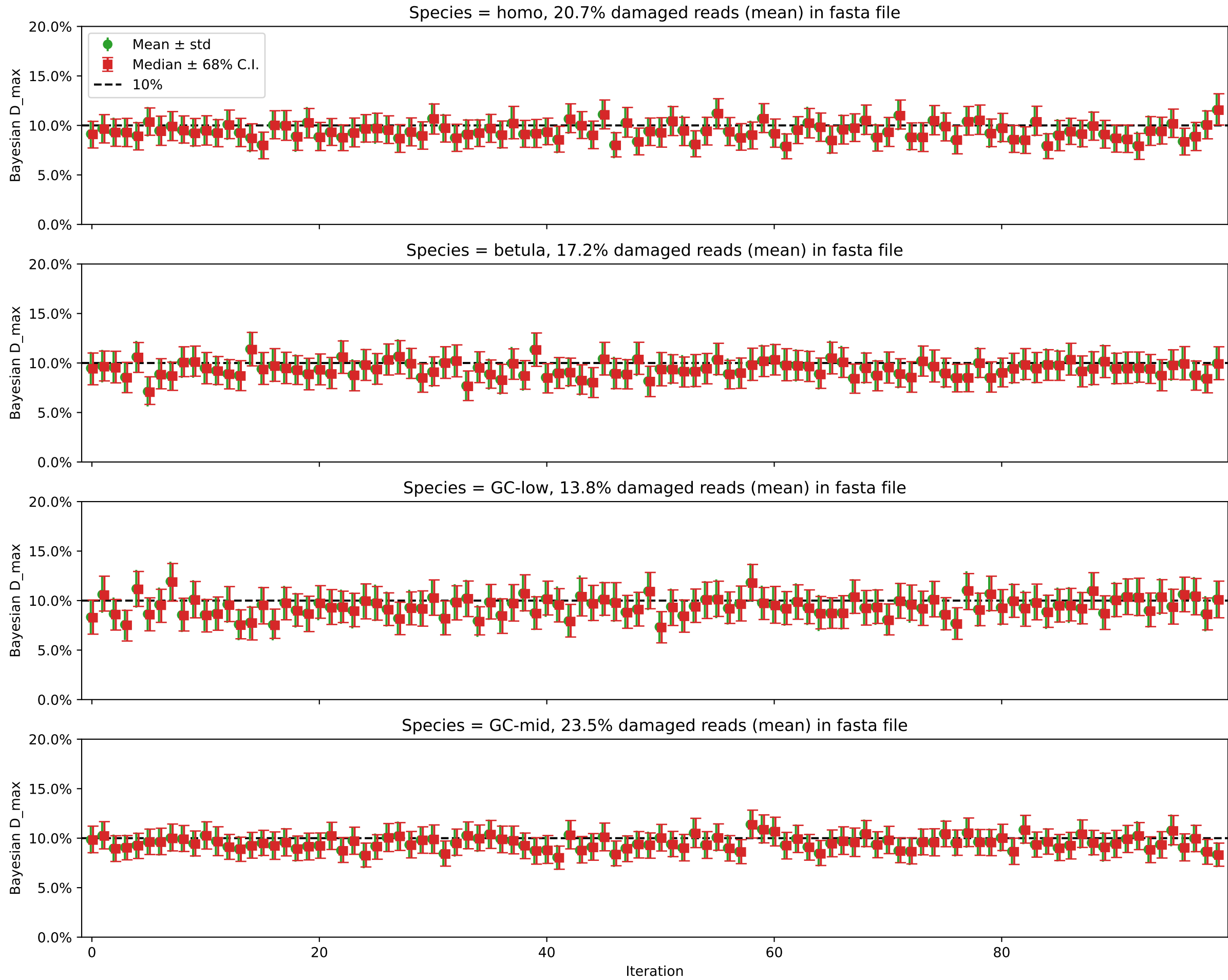
Individual damages:  
500 reads  
Briggs damage = 0.303  
Damage percent = 10%



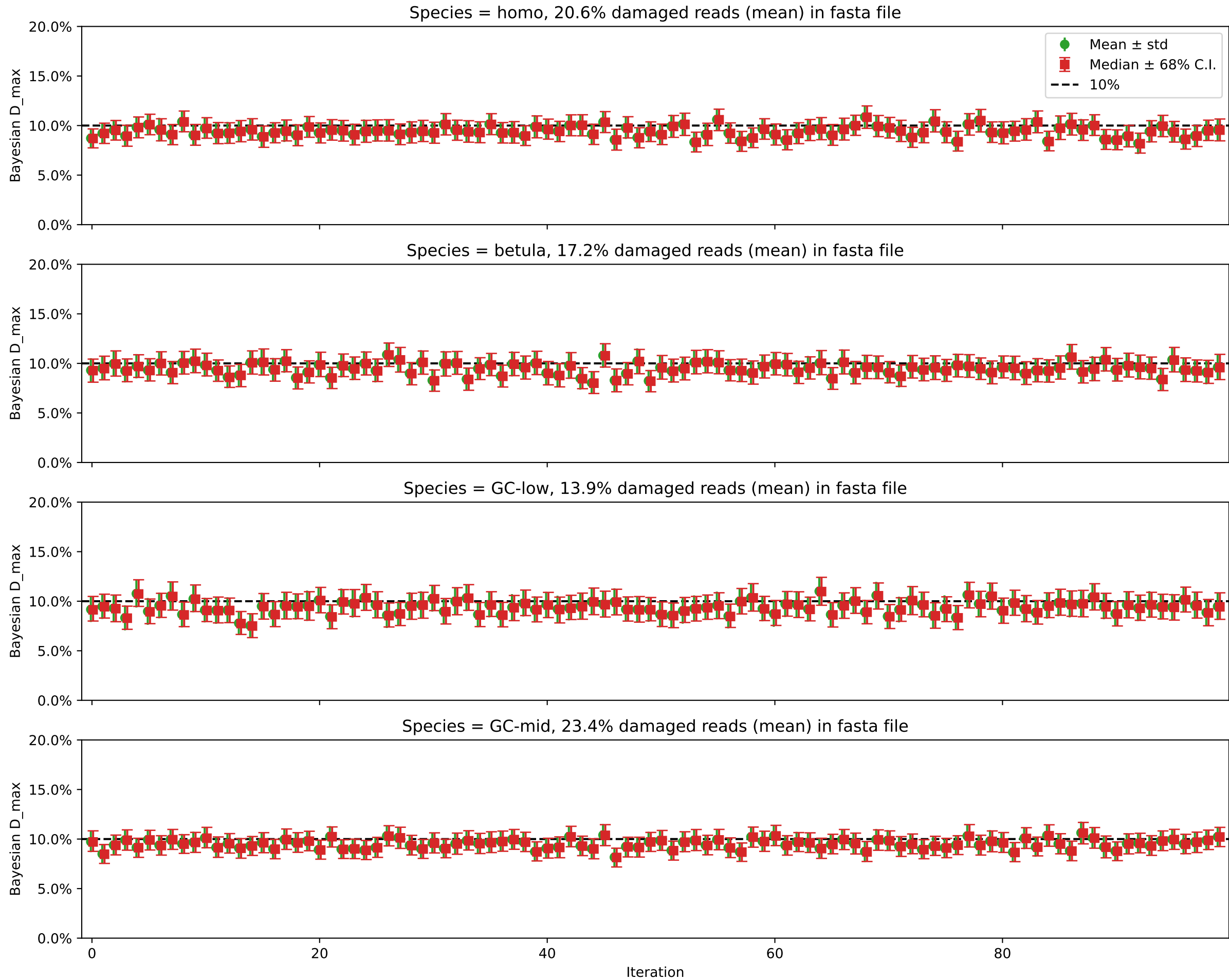
Individual damages:  
1000 reads  
Briggs damage = 0.303  
Damage percent = 10%



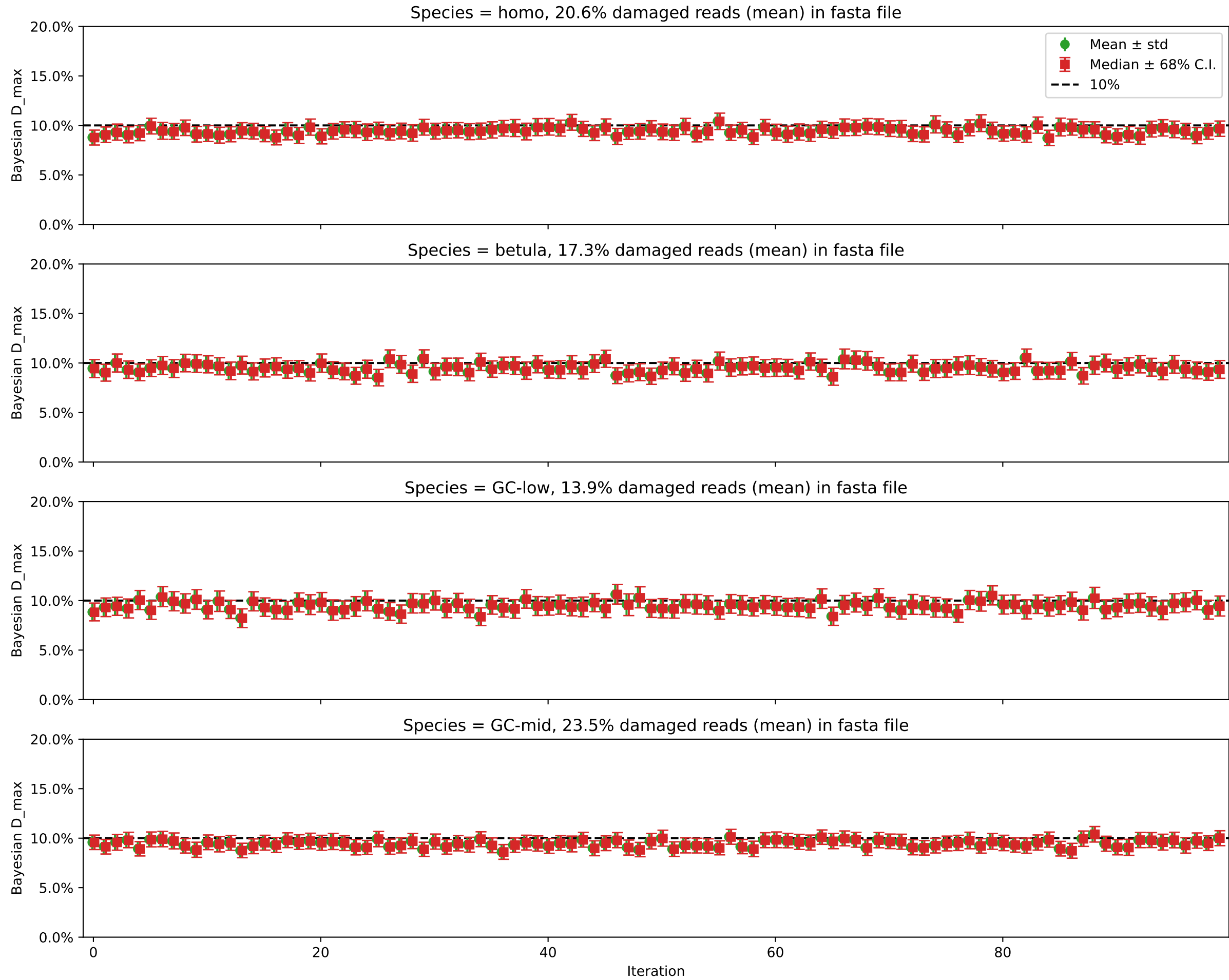
Individual damages:  
2500 reads  
Briggs damage = 0.303  
Damage percent = 10%



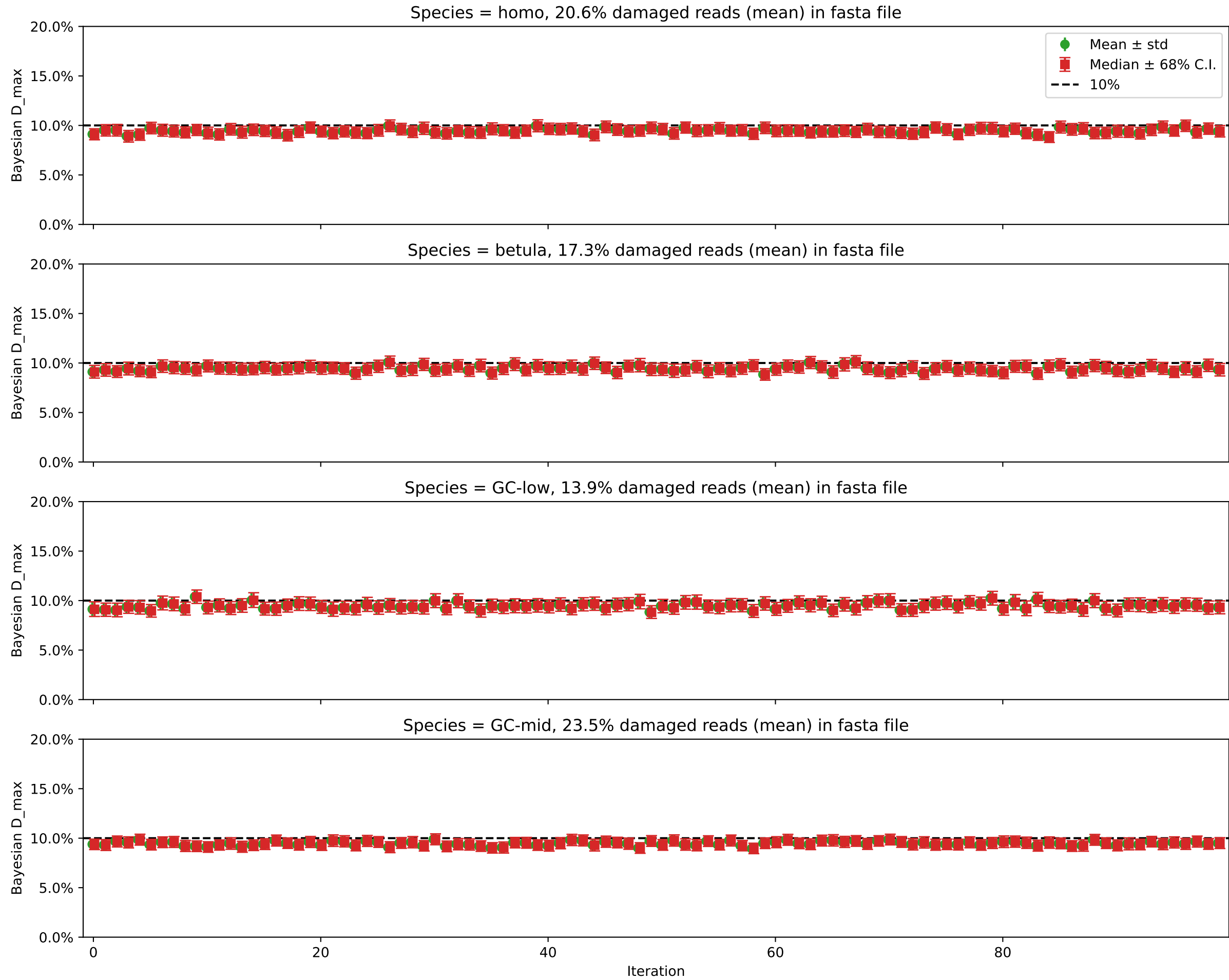
Individual damages:  
5000 reads  
Briggs damage = 0.303  
Damage percent = 10%



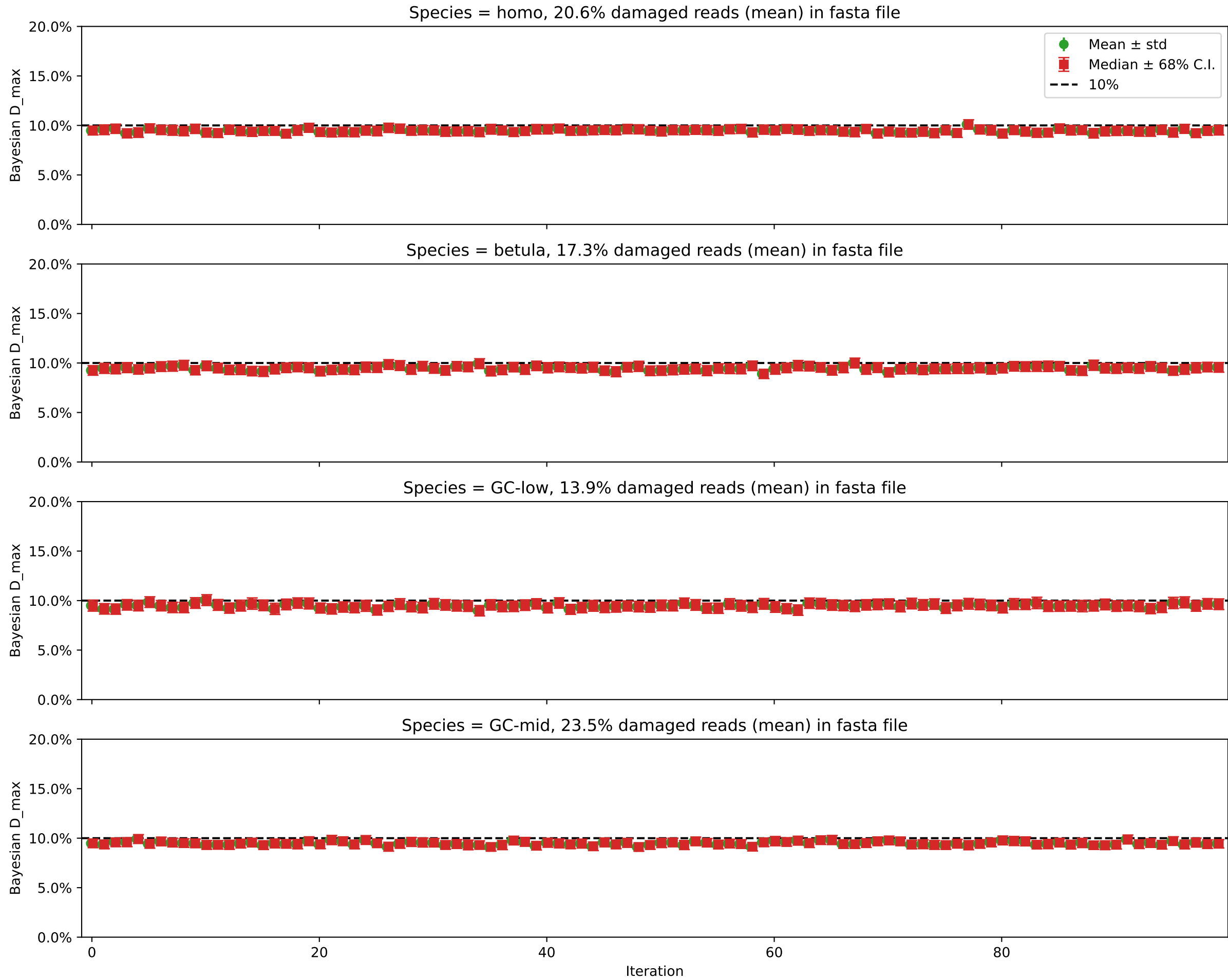
Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

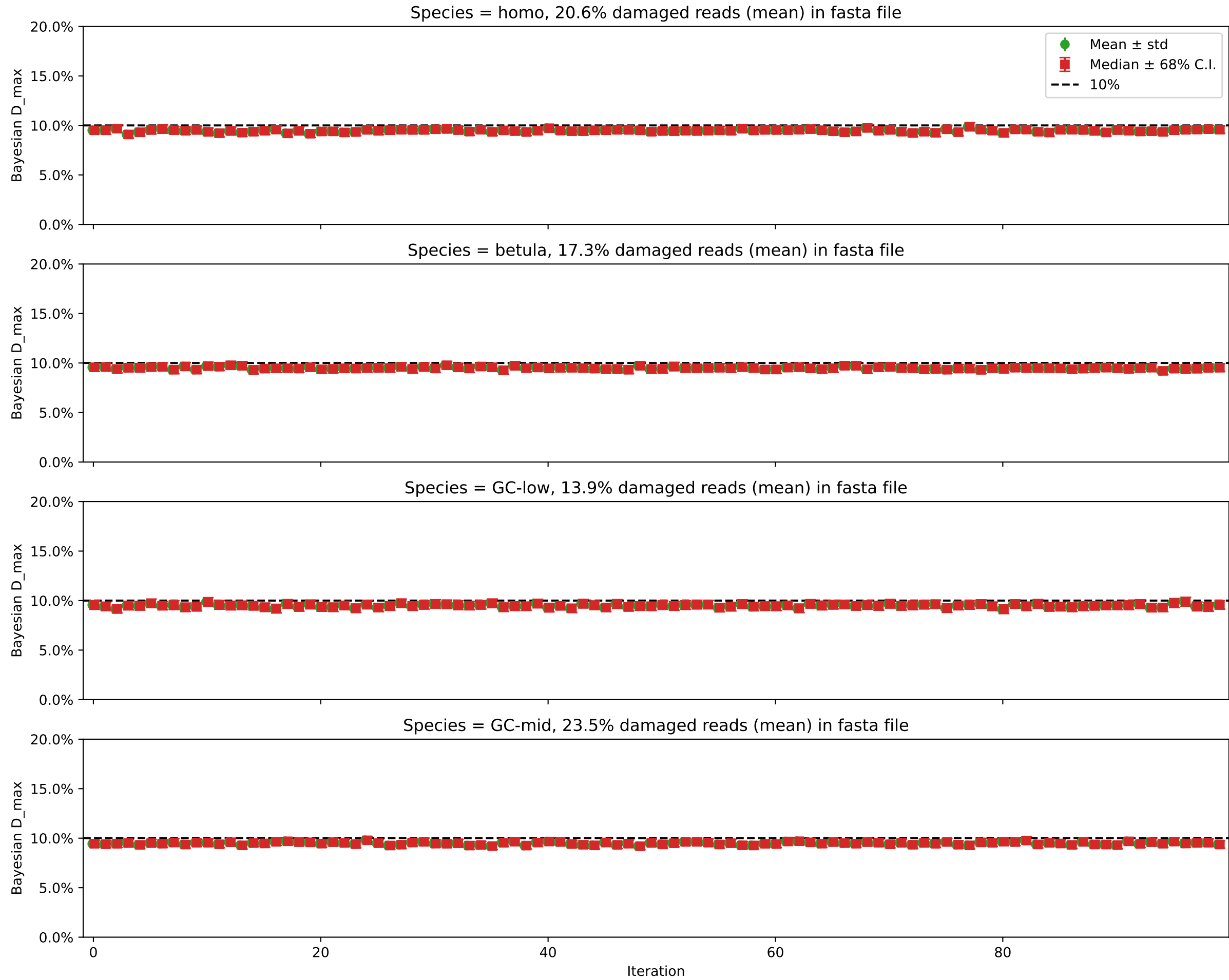


Individual damages:  
50000 reads  
Briggs damage = 0.303  
Damage percent = 10%

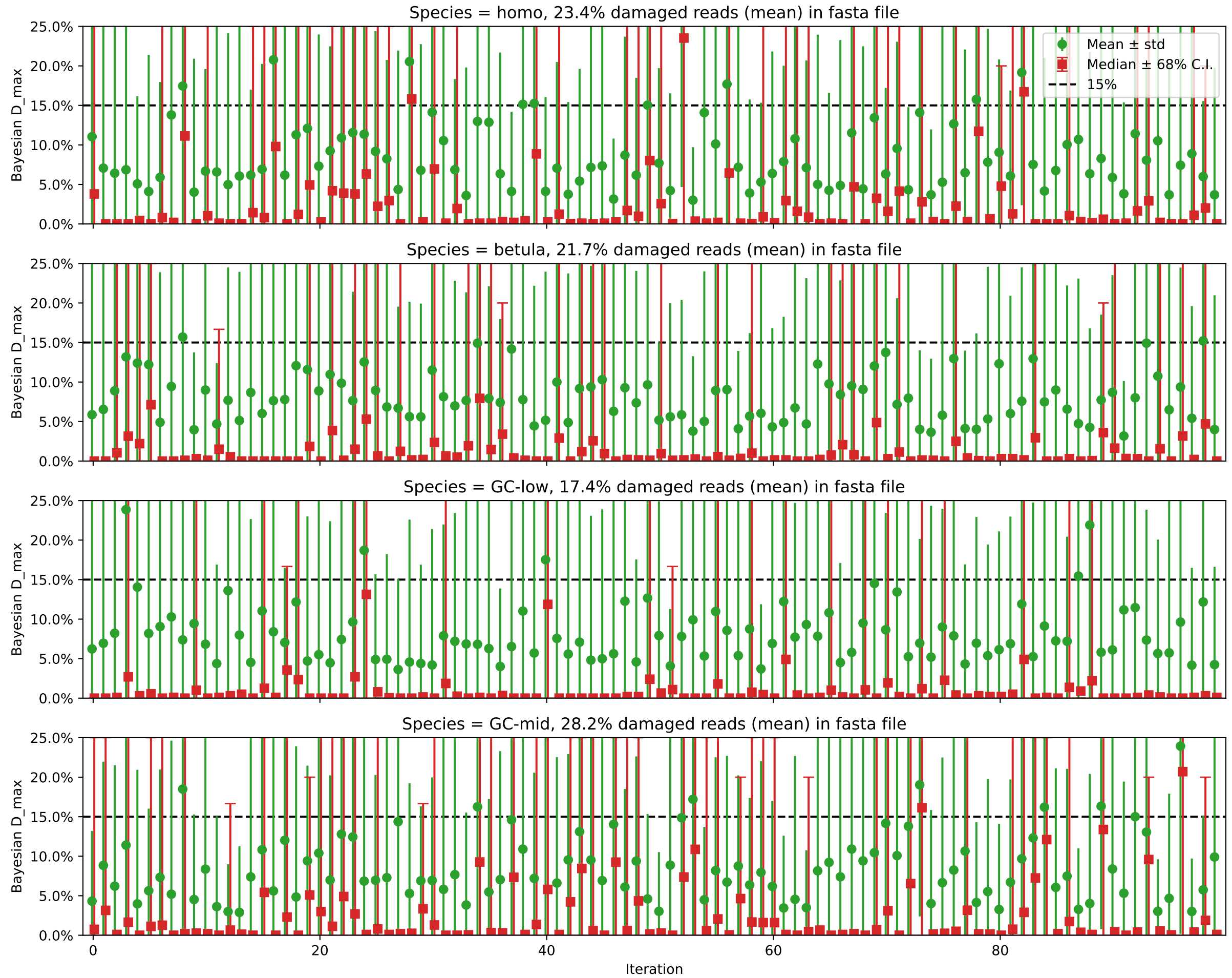




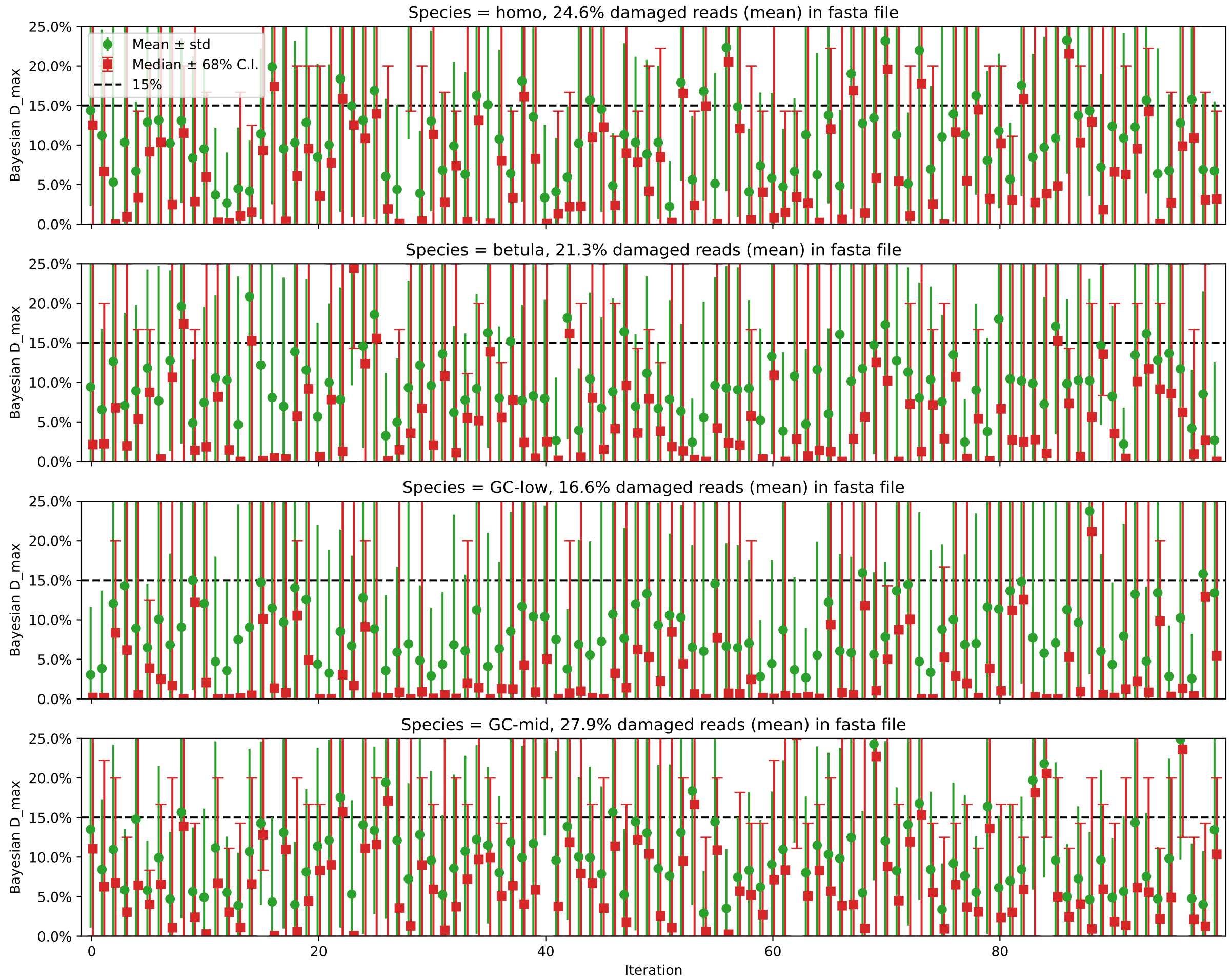
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent = 10%



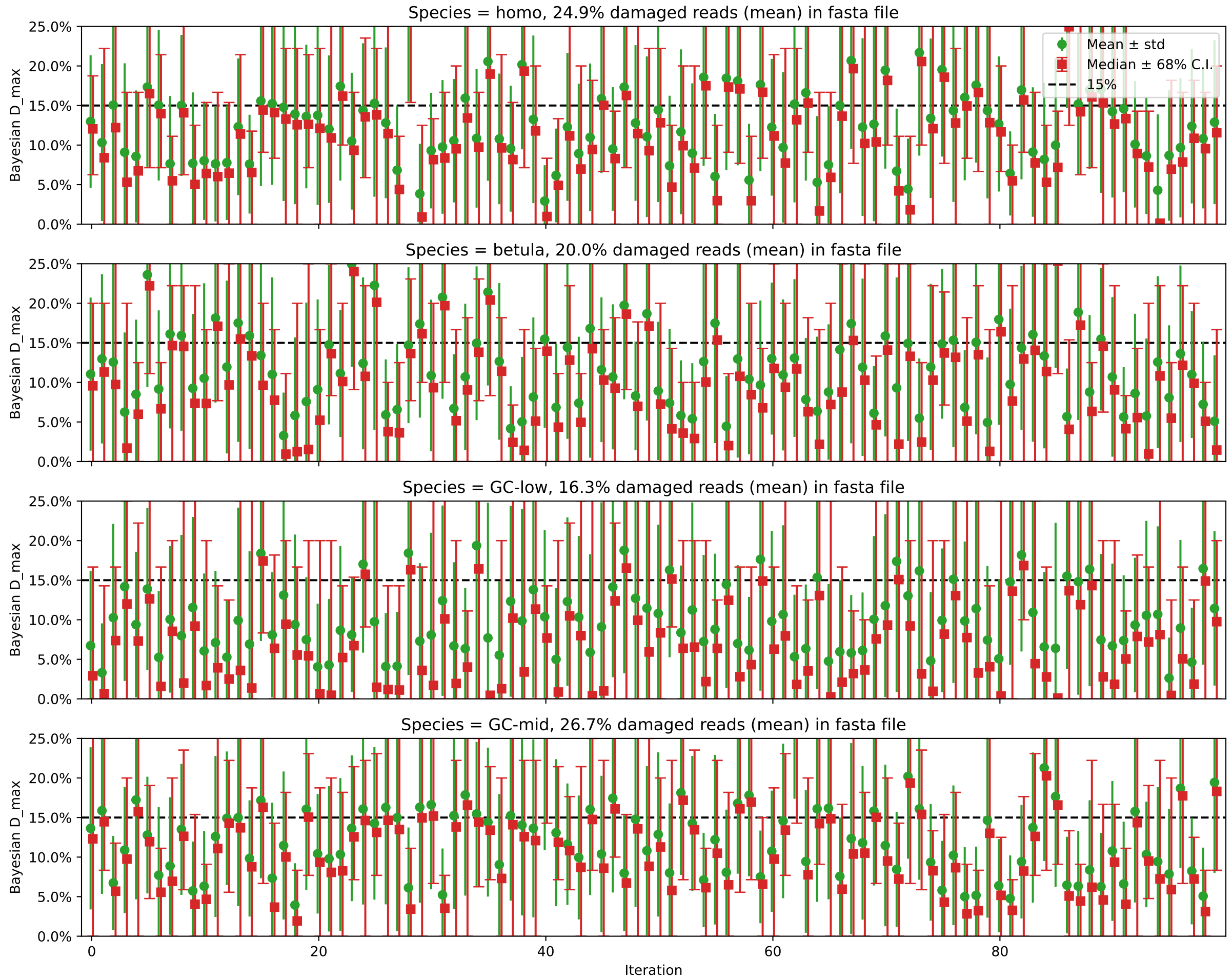
Individual damages:  
10 reads  
Briggs damage = 0.466  
Damage percent = 15%



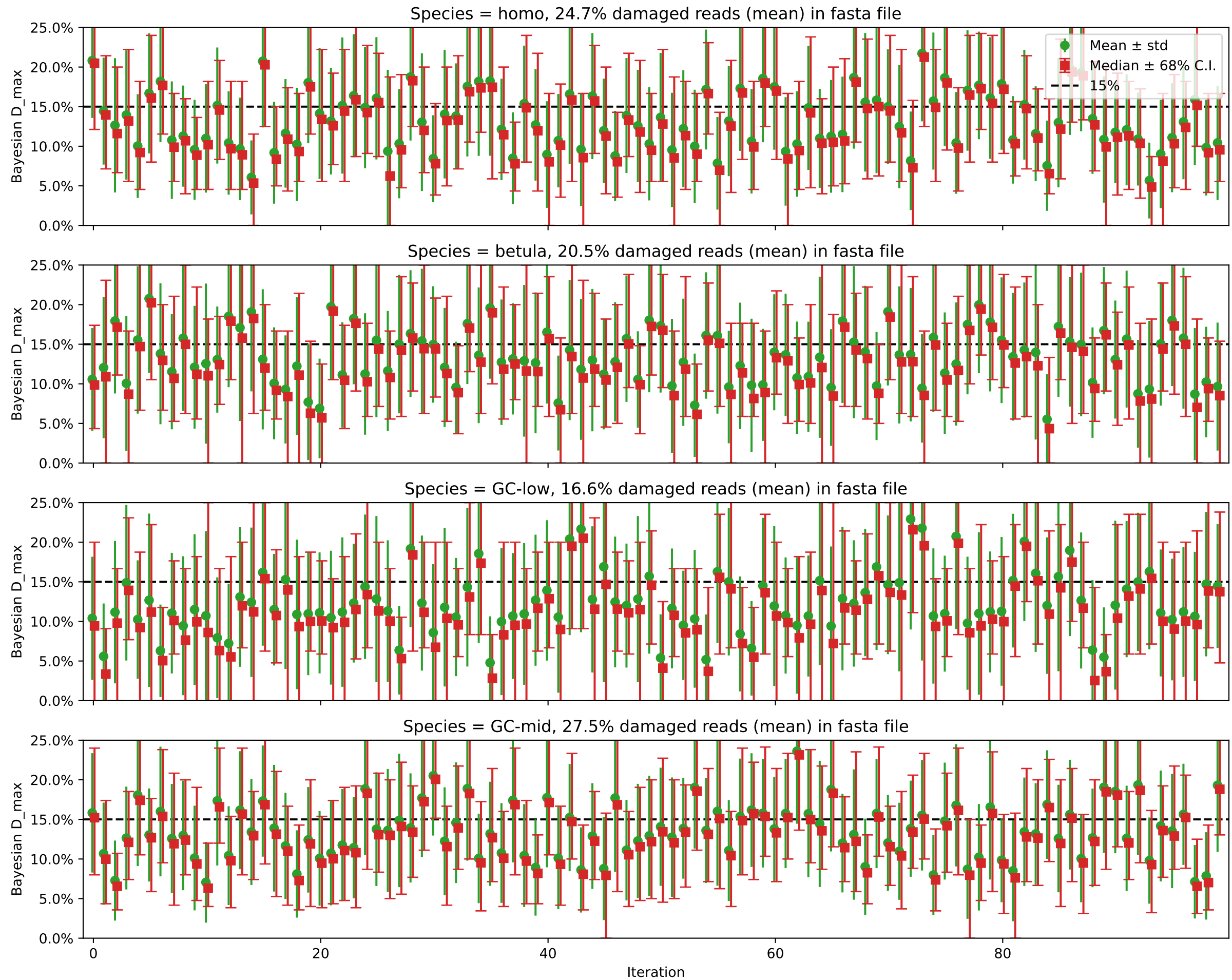
Individual damages:  
25 reads  
Briggs damage = 0.466  
Damage percent = 15%



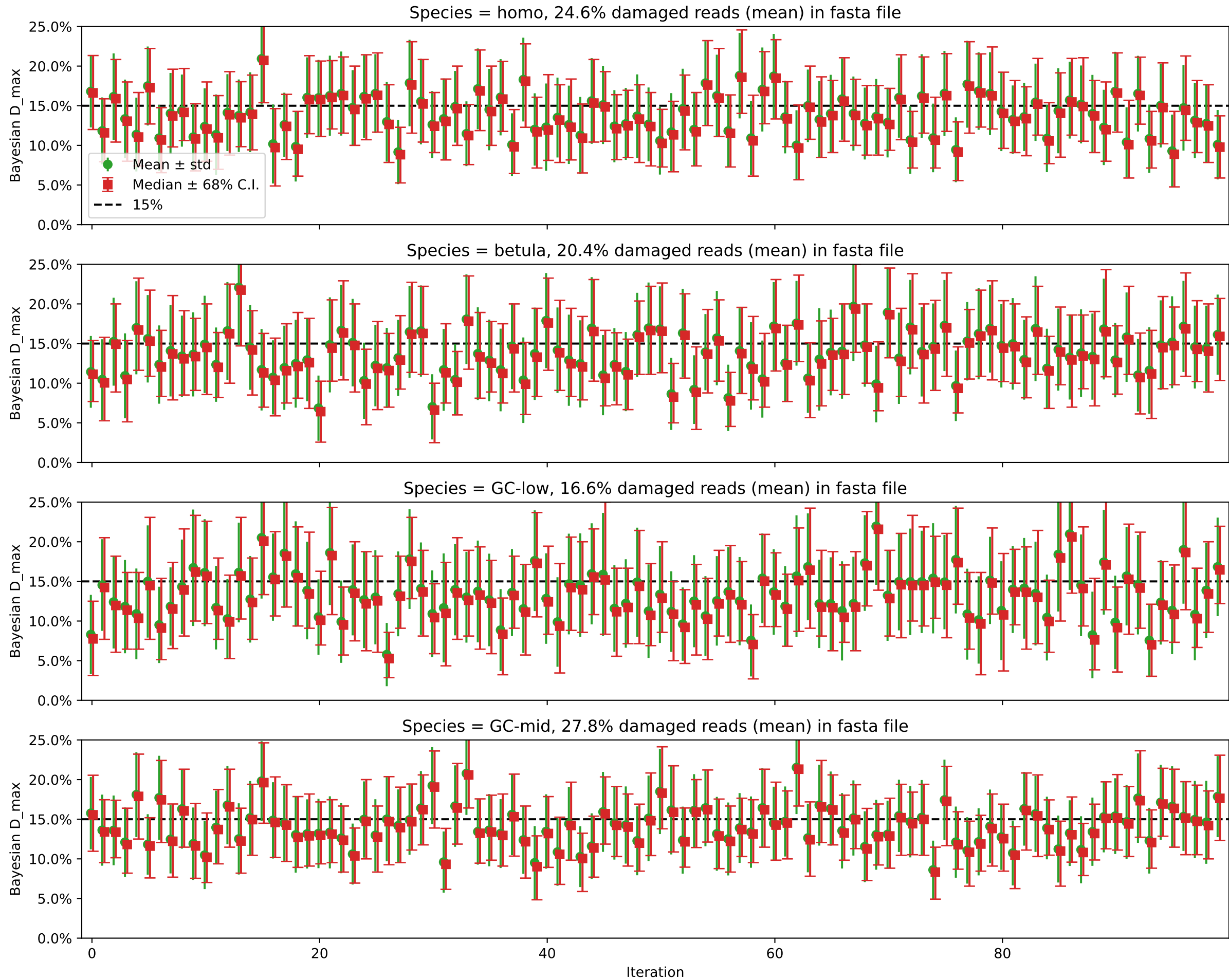
Individual damages:  
50 reads  
Briggs damage = 0.466  
Damage percent = 15%



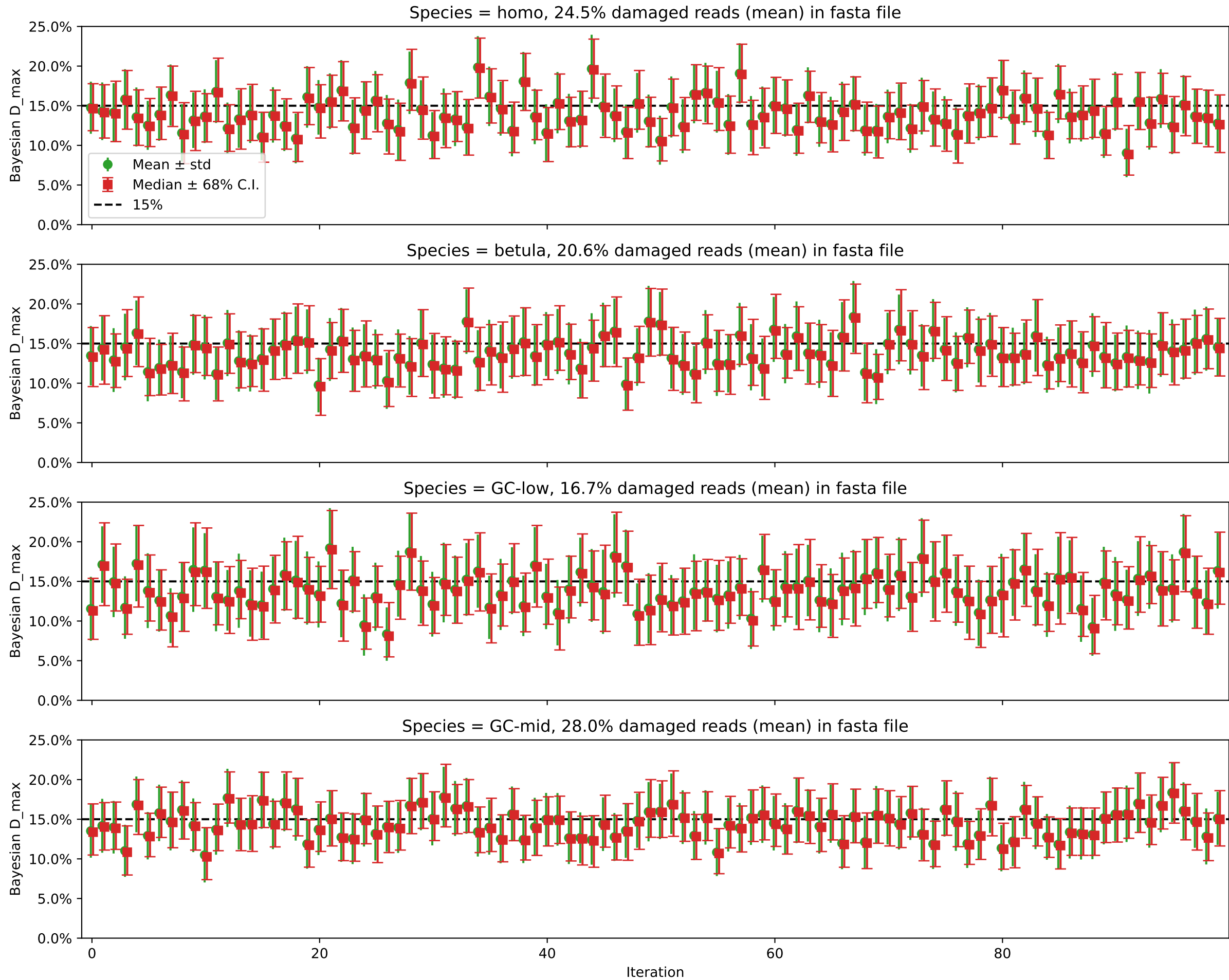
Individual damages:  
100 reads  
Briggs damage = 0.466  
Damage percent = 15%



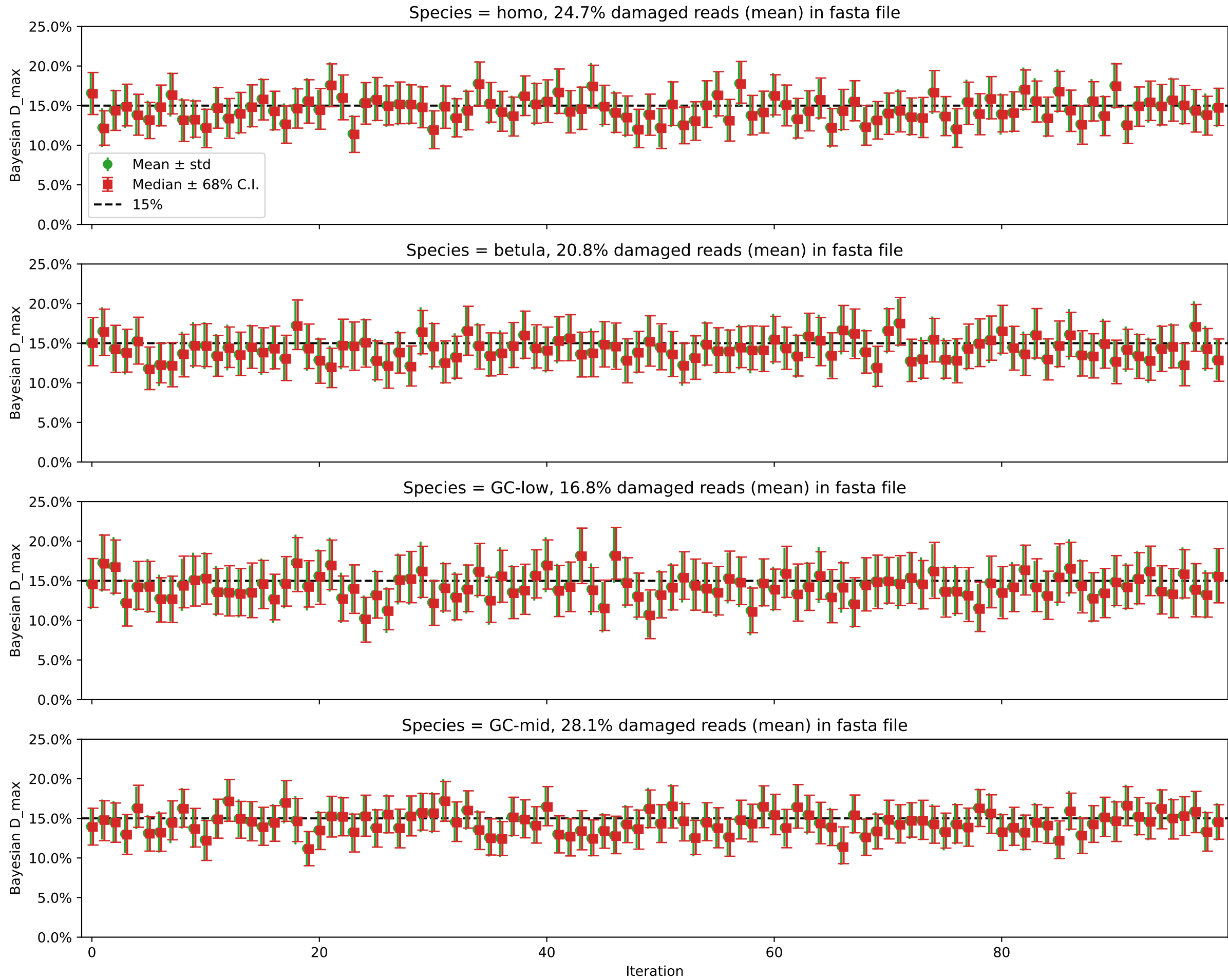
Individual damages:  
250 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

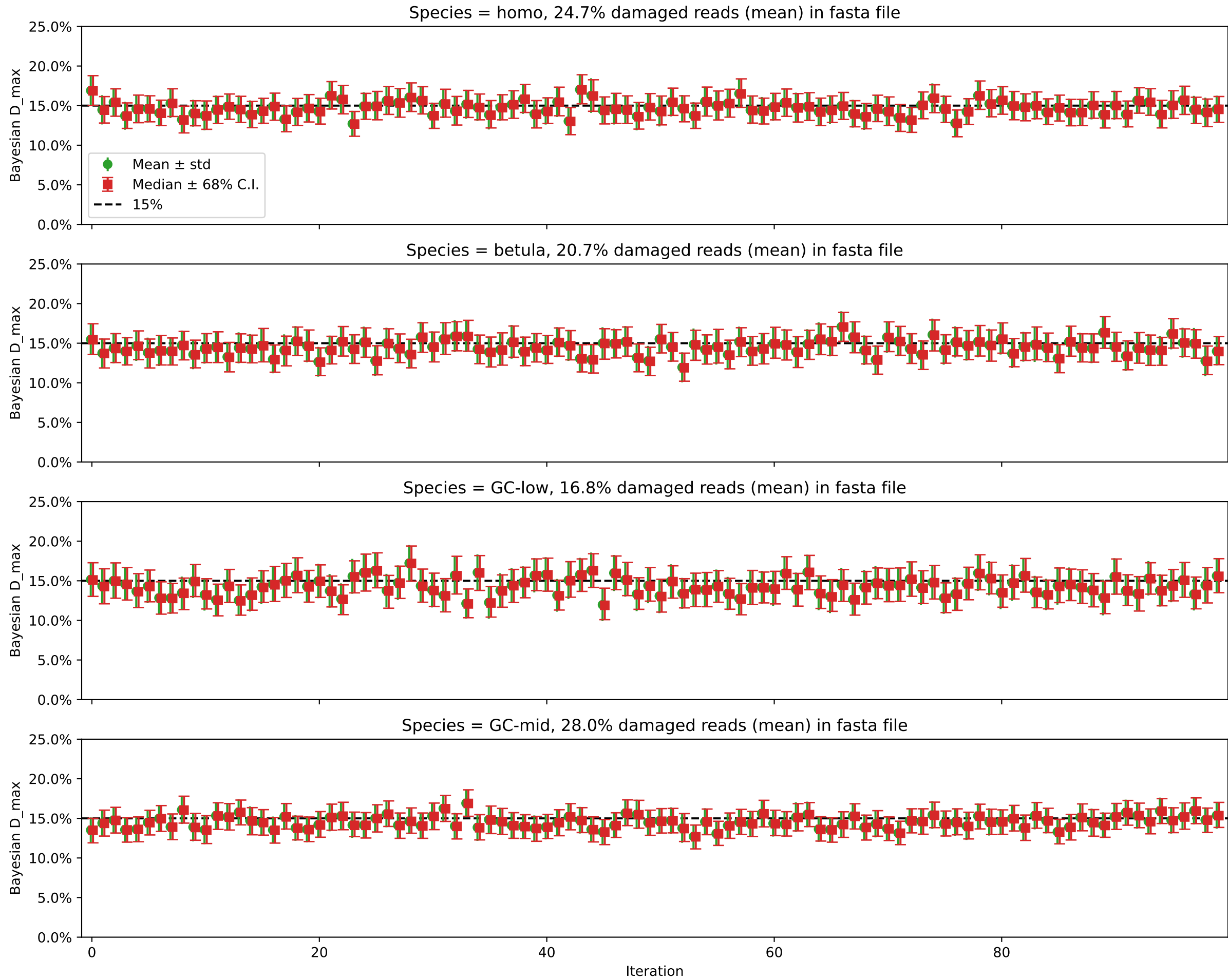


Individual damages:  
1000 reads  
Briggs damage = 0.466  
Damage percent = 15%

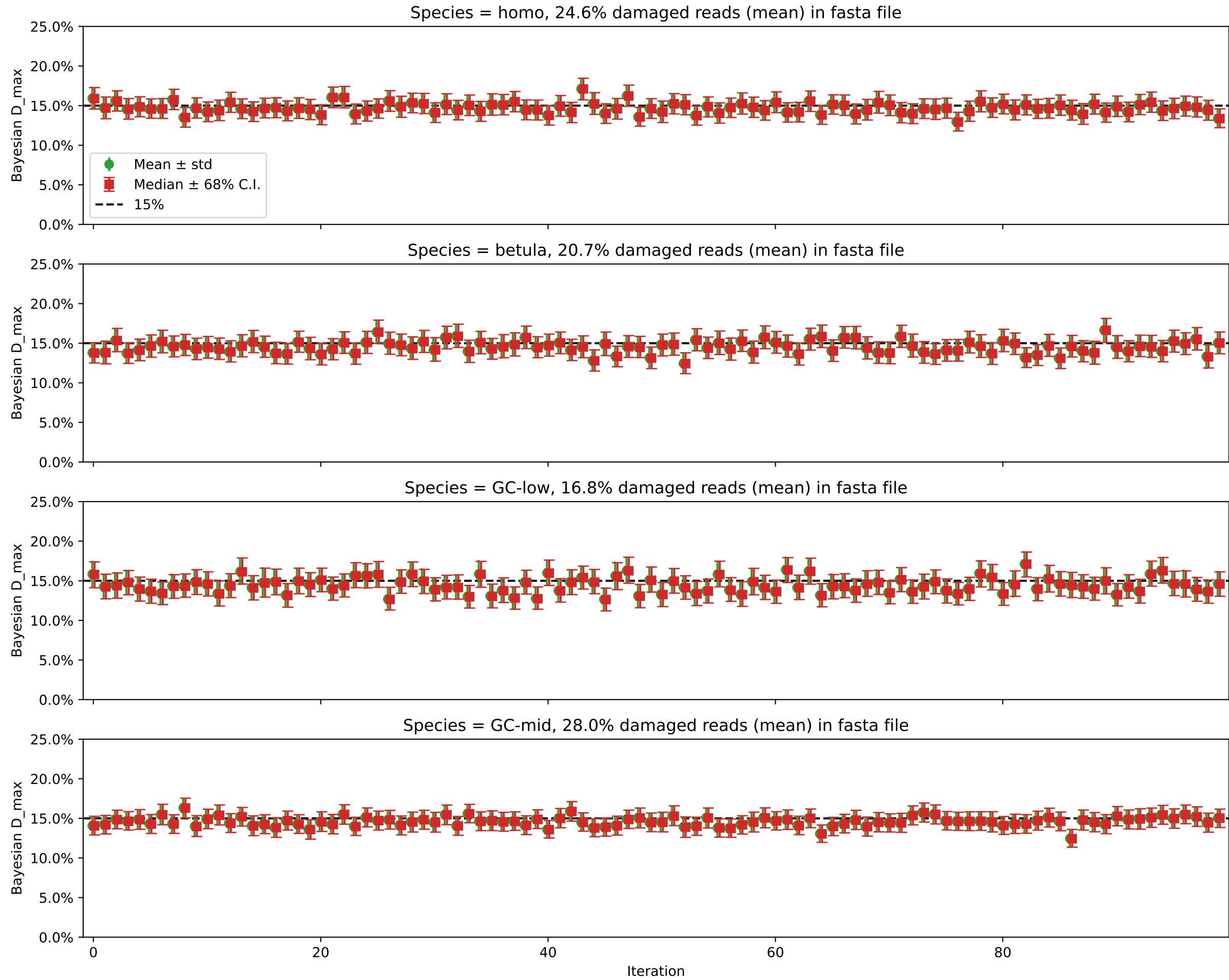




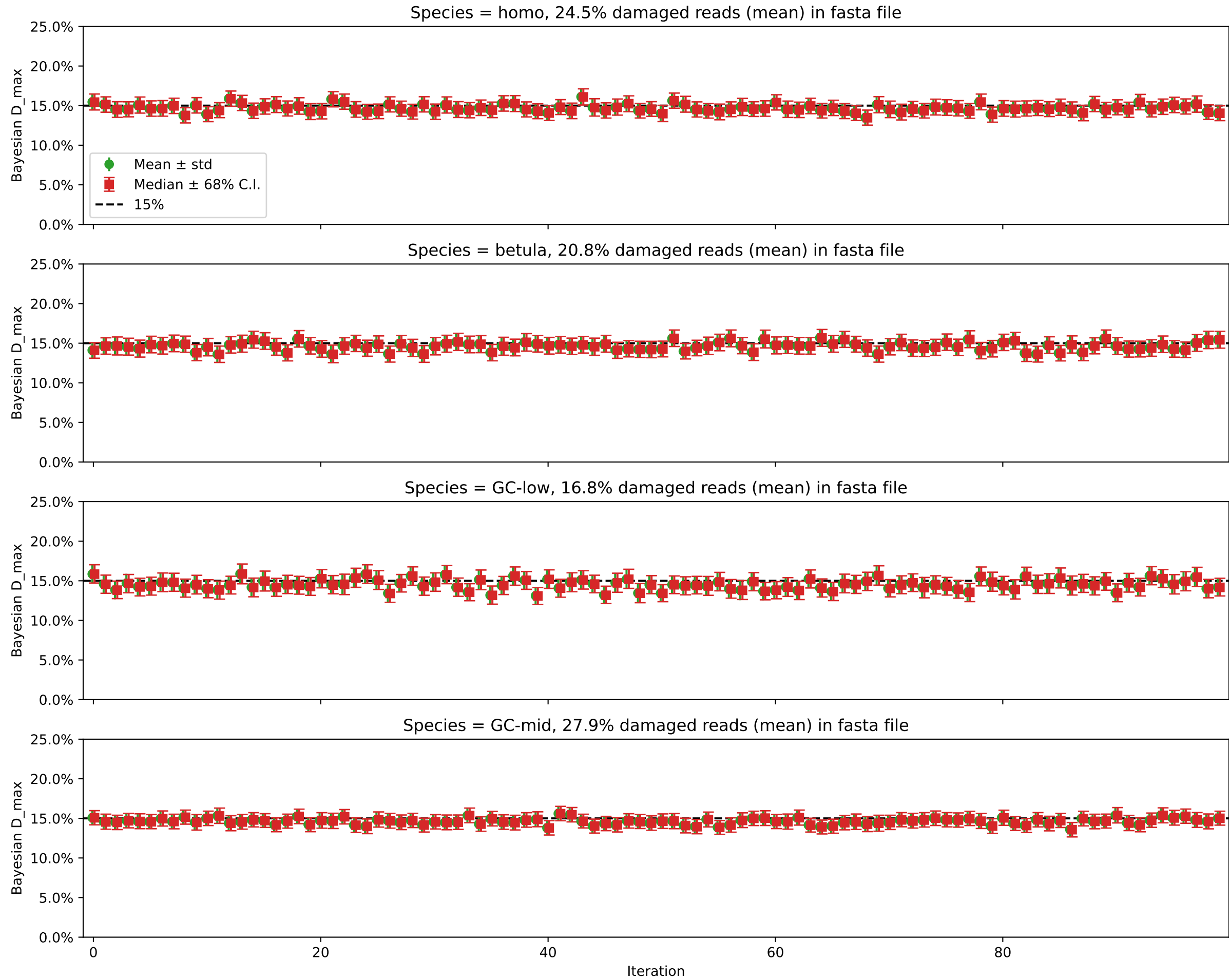
Individual damages:  
2500 reads  
Briggs damage = 0.466  
Damage percent = 15%



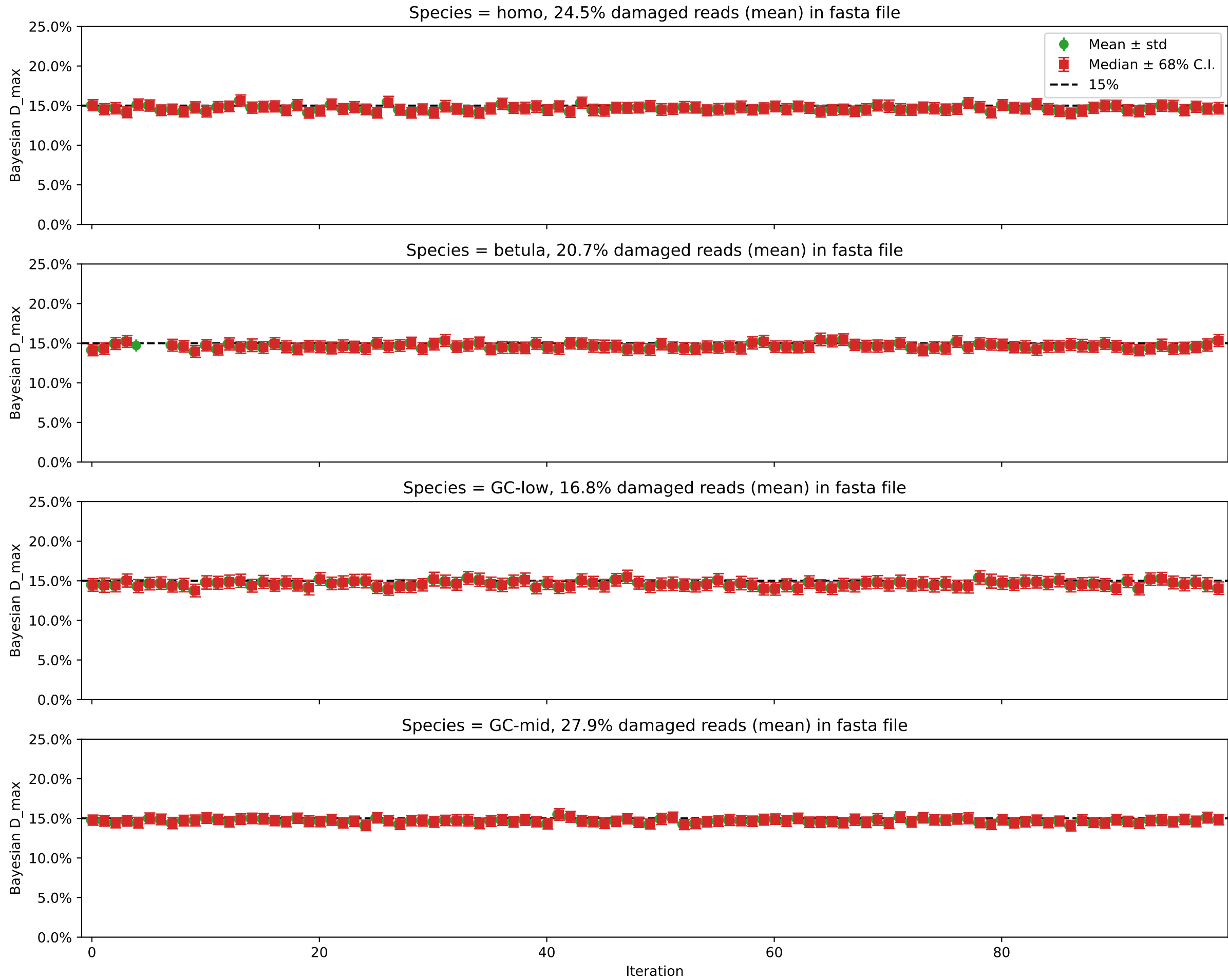
Individual damages:  
5000 reads  
Briggs damage = 0.466  
Damage percent = 15%



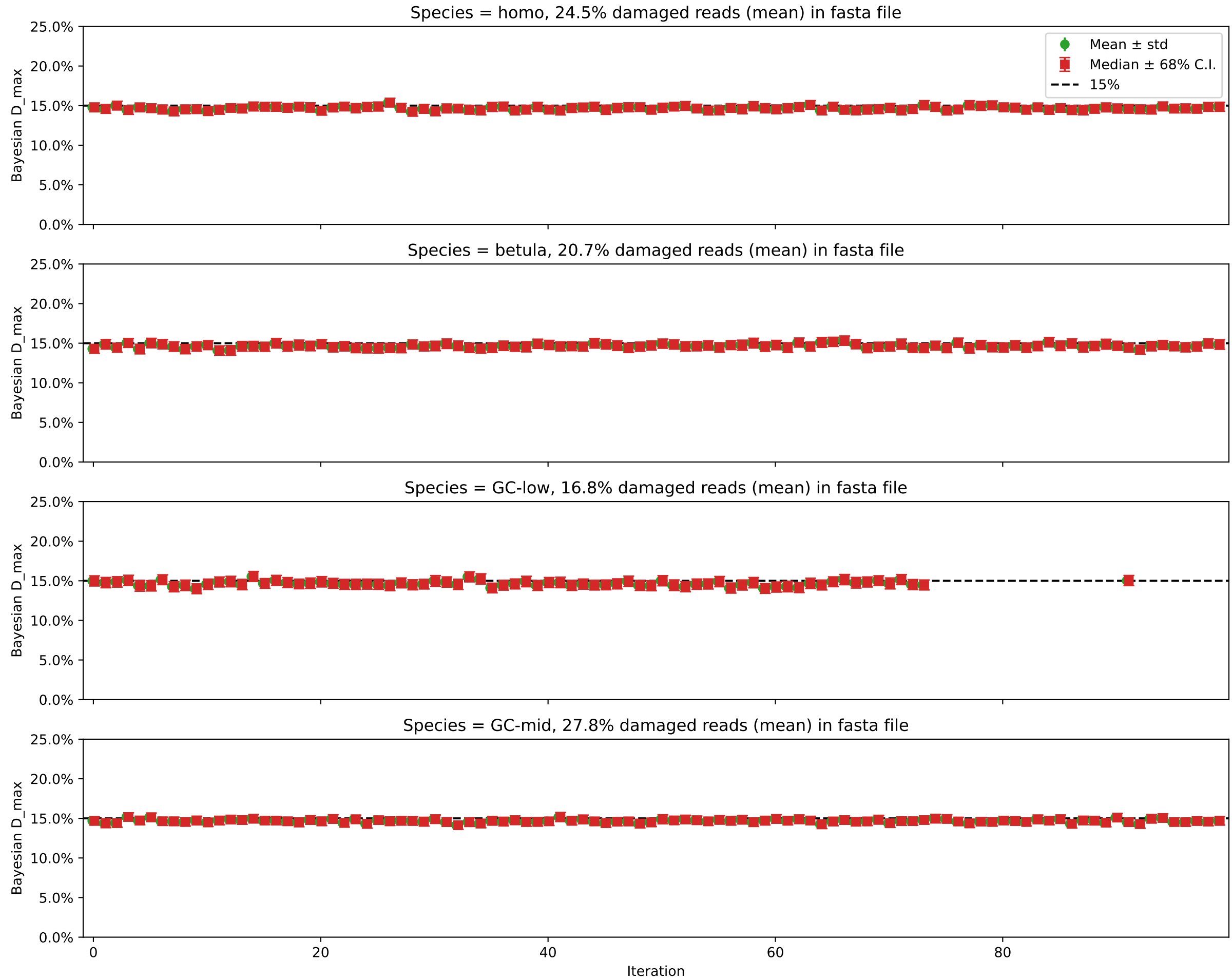
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent = 15%



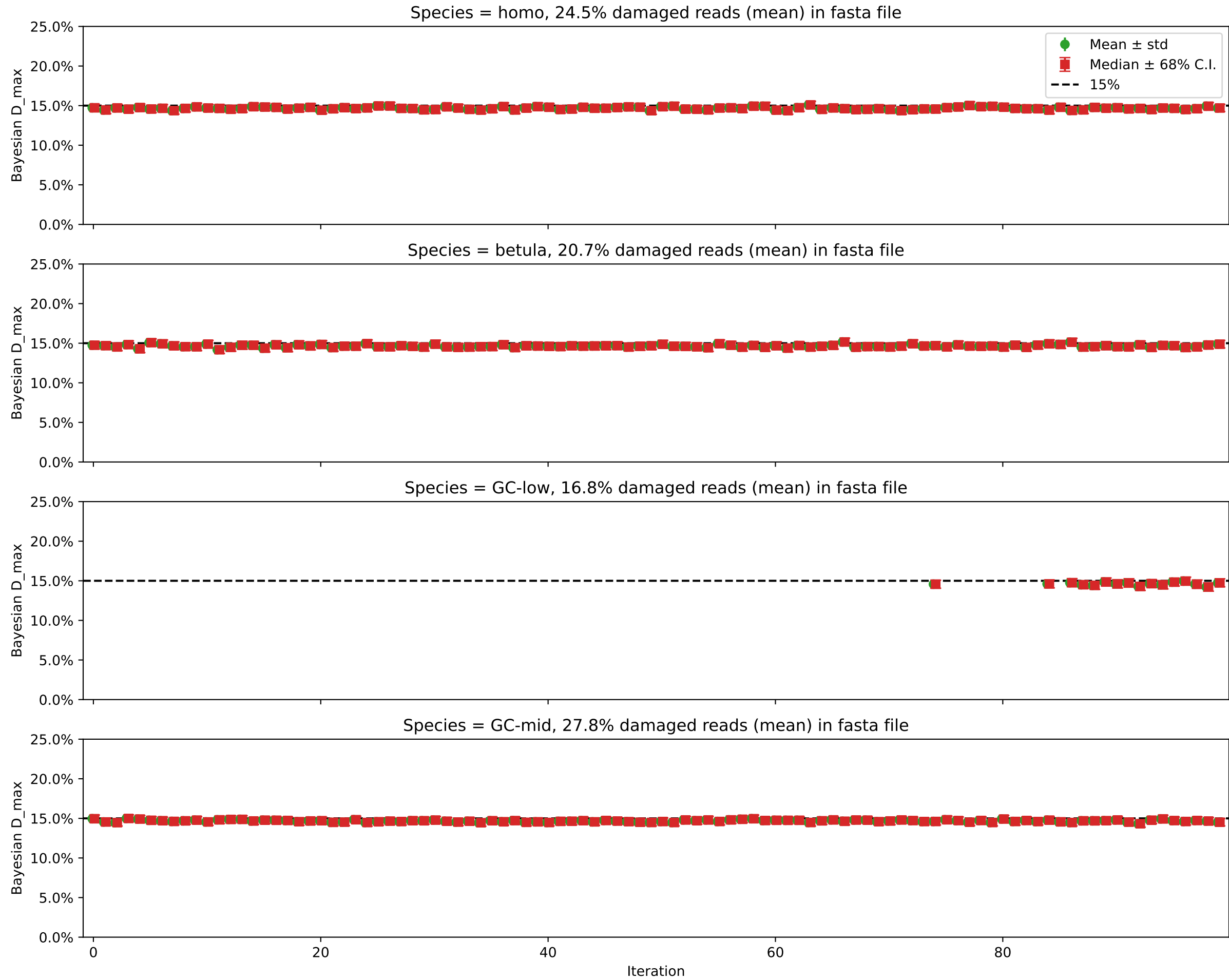
Individual damages:  
25000 reads  
Briggs damage = 0.466  
Damage percent = 15%



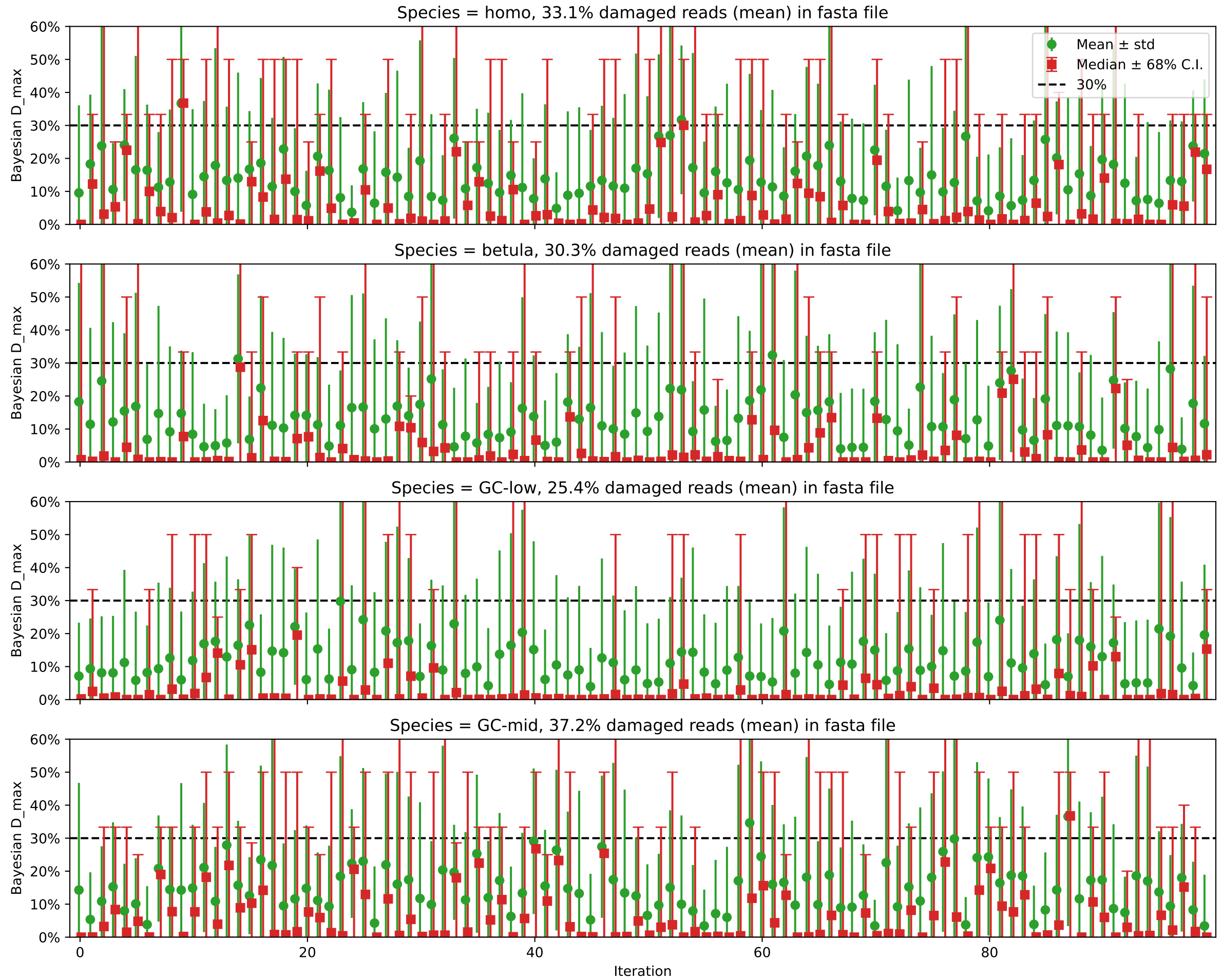
Individual damages:  
50000 reads  
Briggs damage = 0.466  
Damage percent = 15%



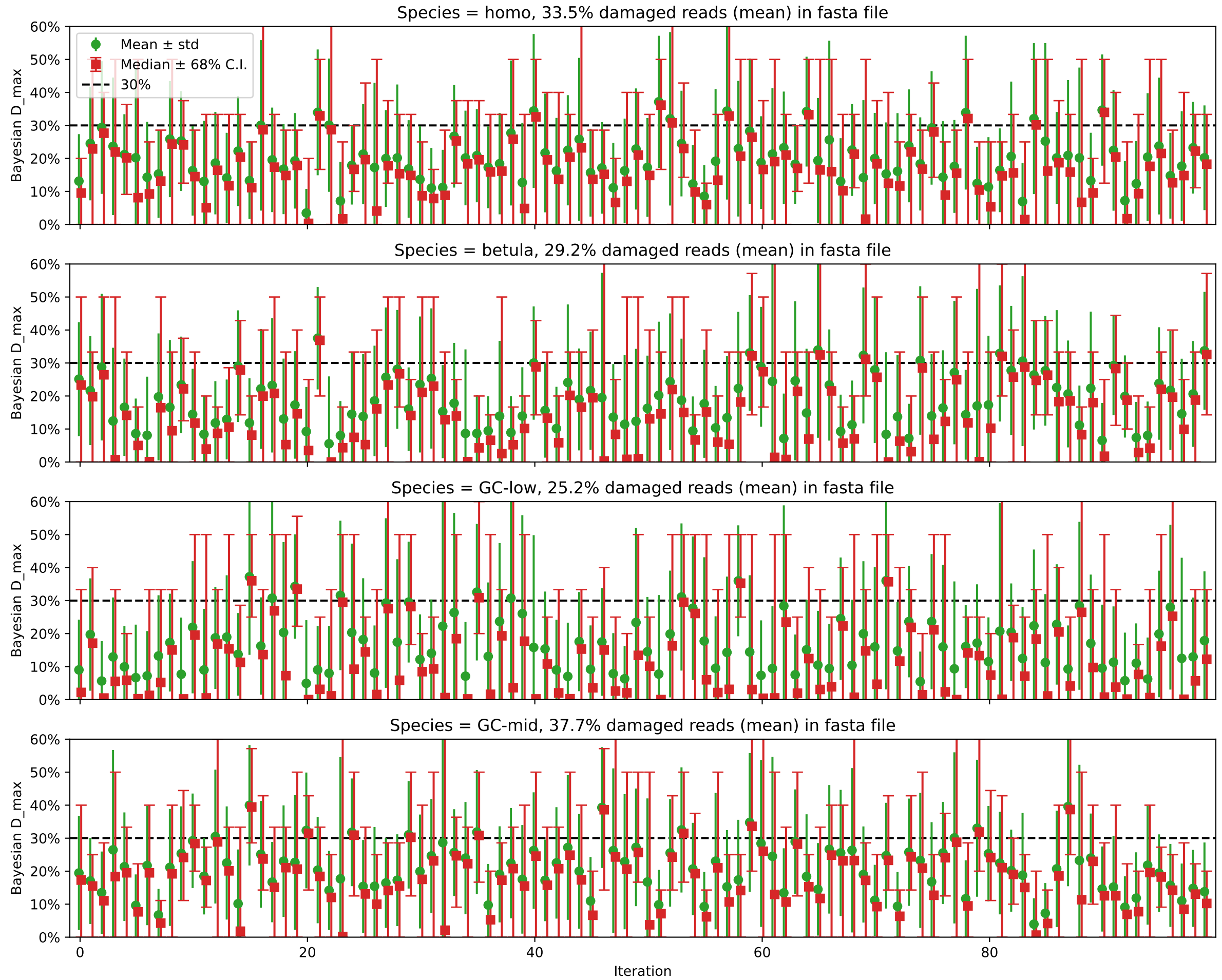
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

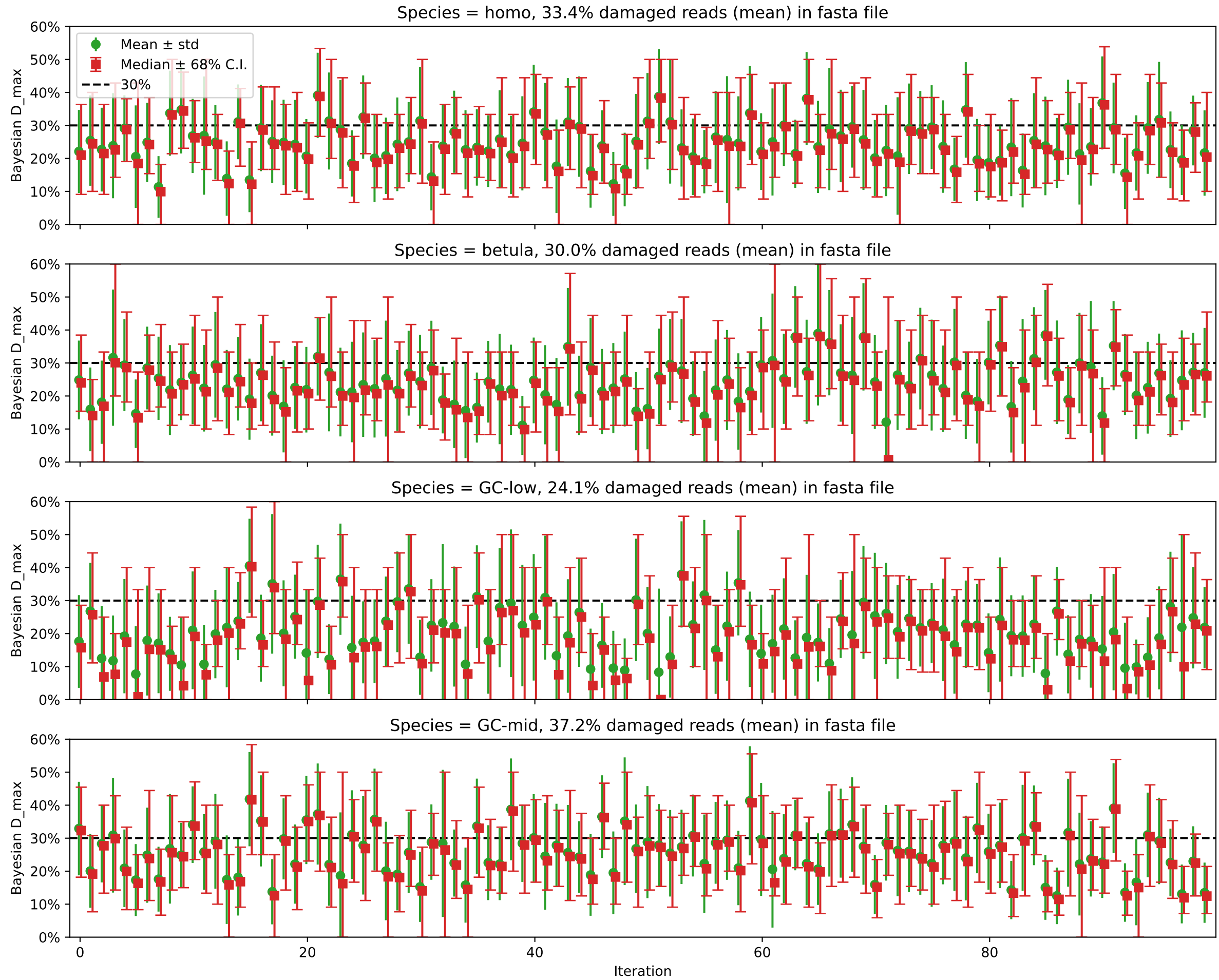


Individual damages:  
25 reads  
Briggs damage = 0.96  
Damage percent = 30%

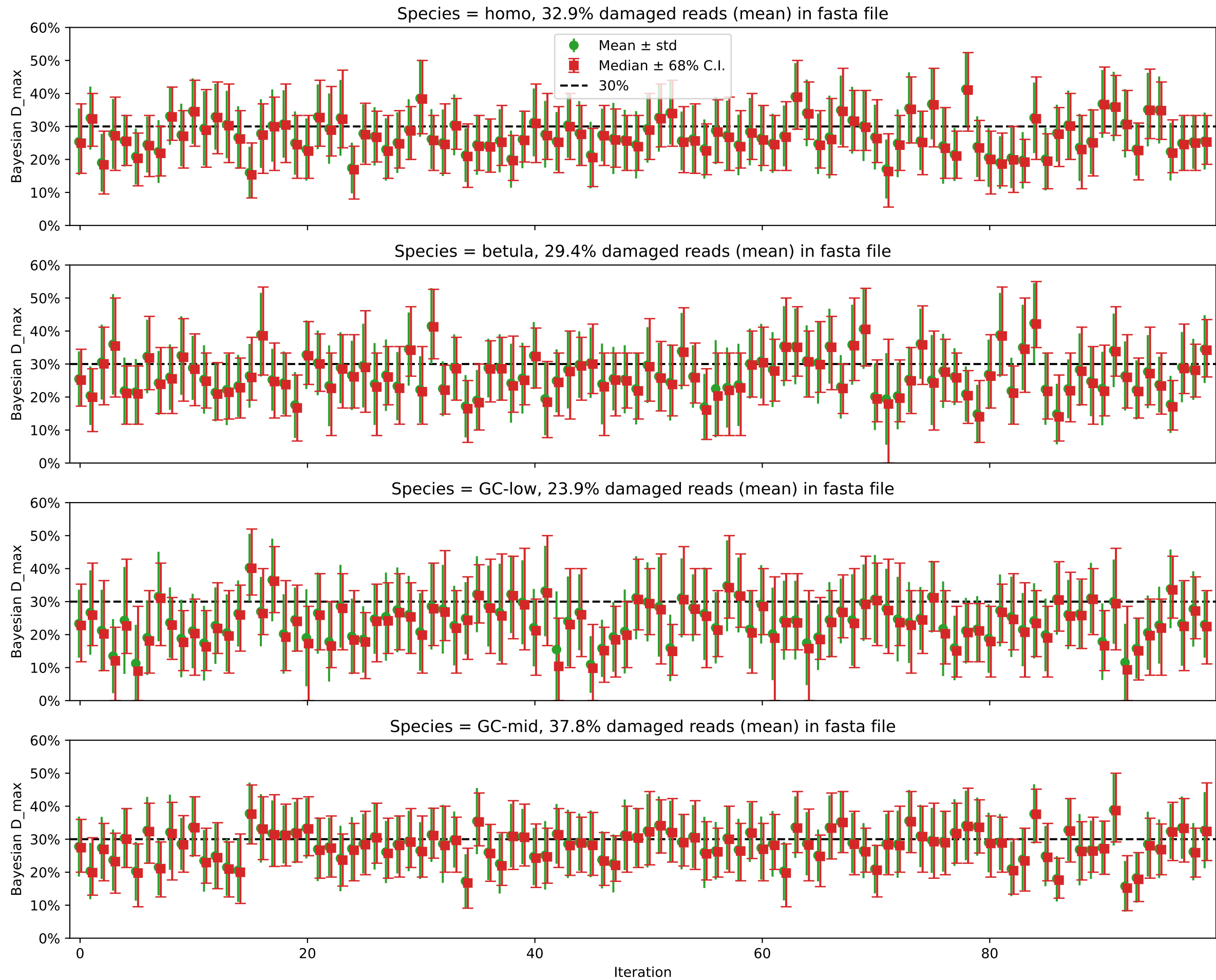




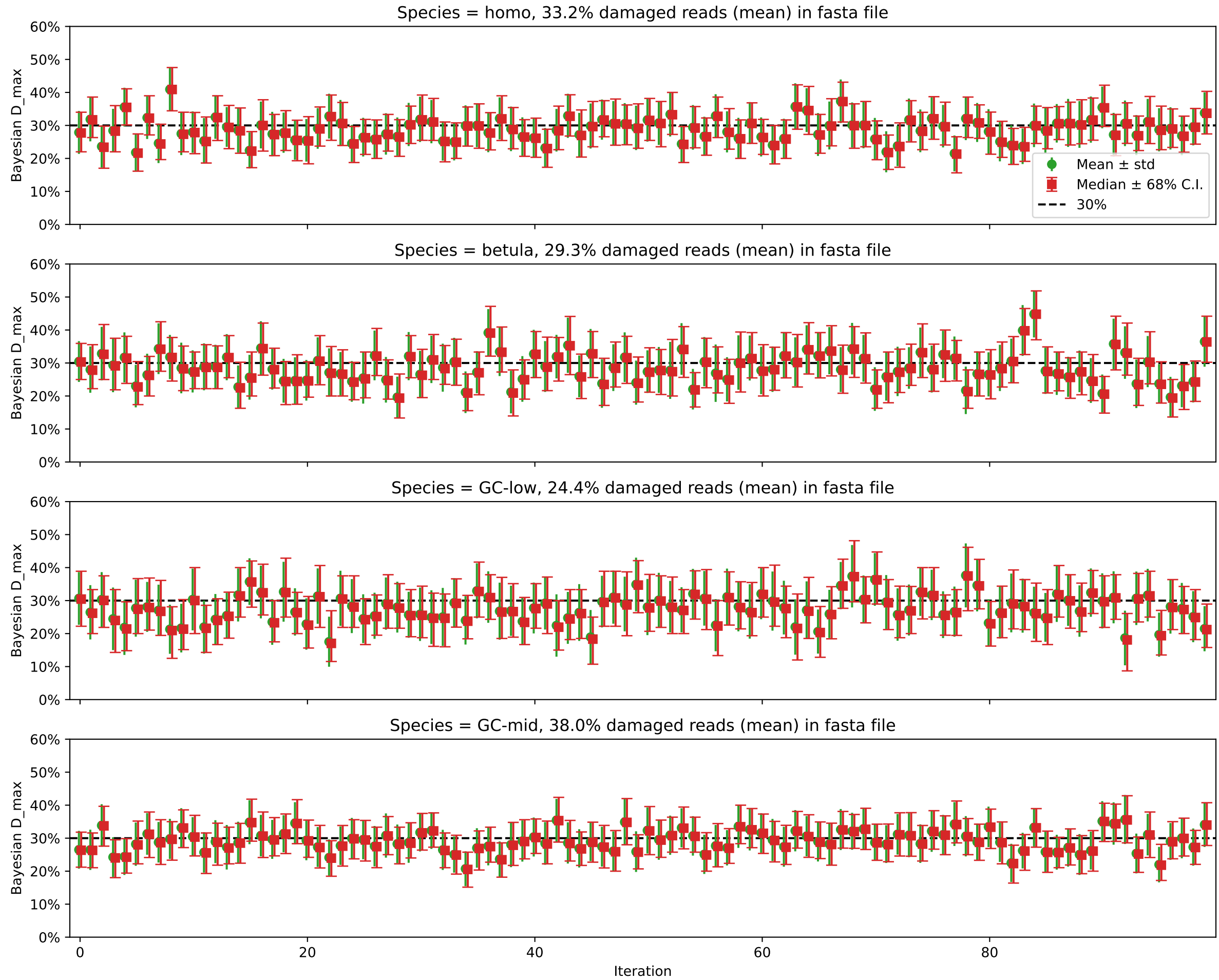
Individual damages:  
50 reads  
Briggs damage = 0.96  
Damage percent = 30%



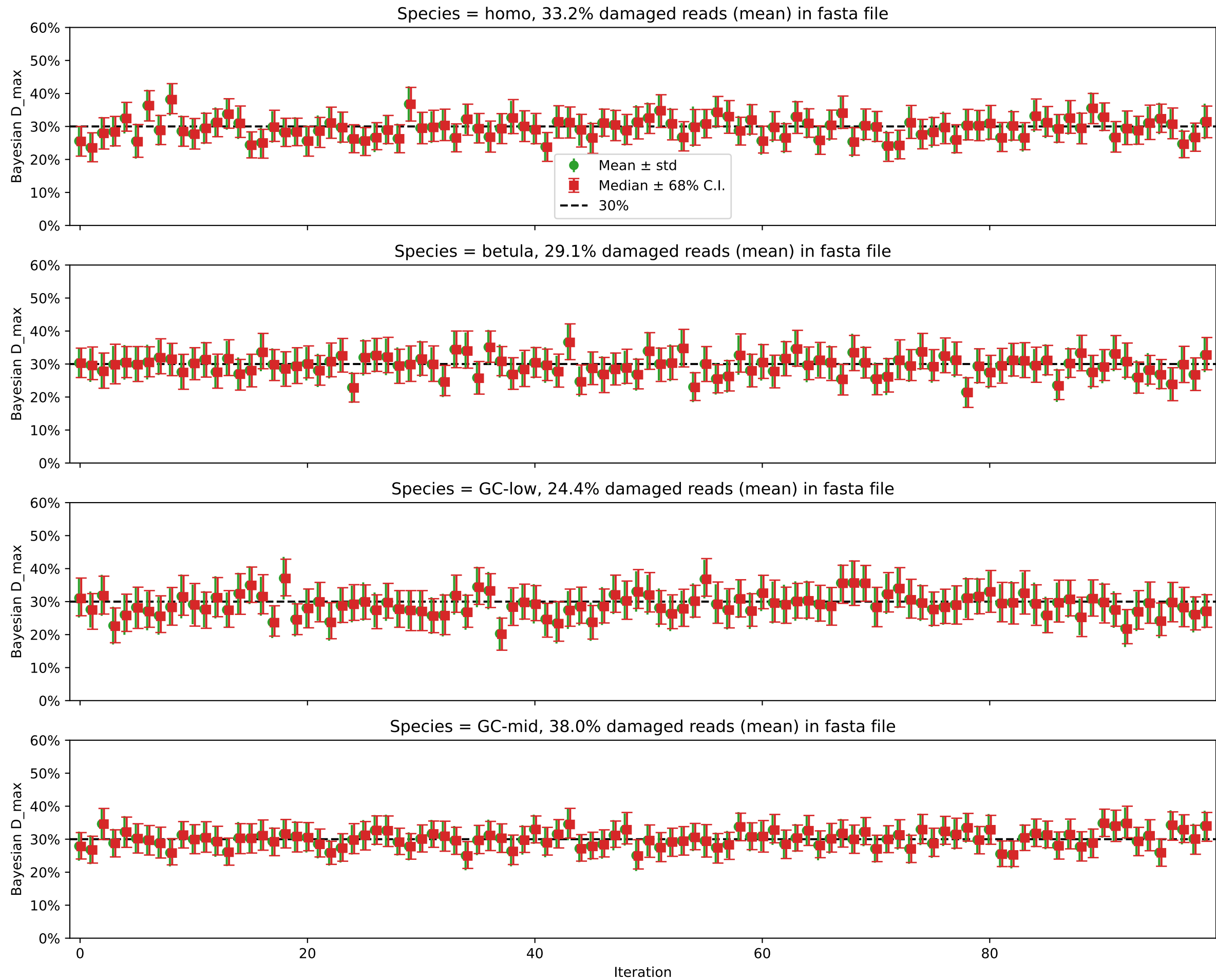
Individual damages:  
100 reads  
Briggs damage = 0.96  
Damage percent = 30%



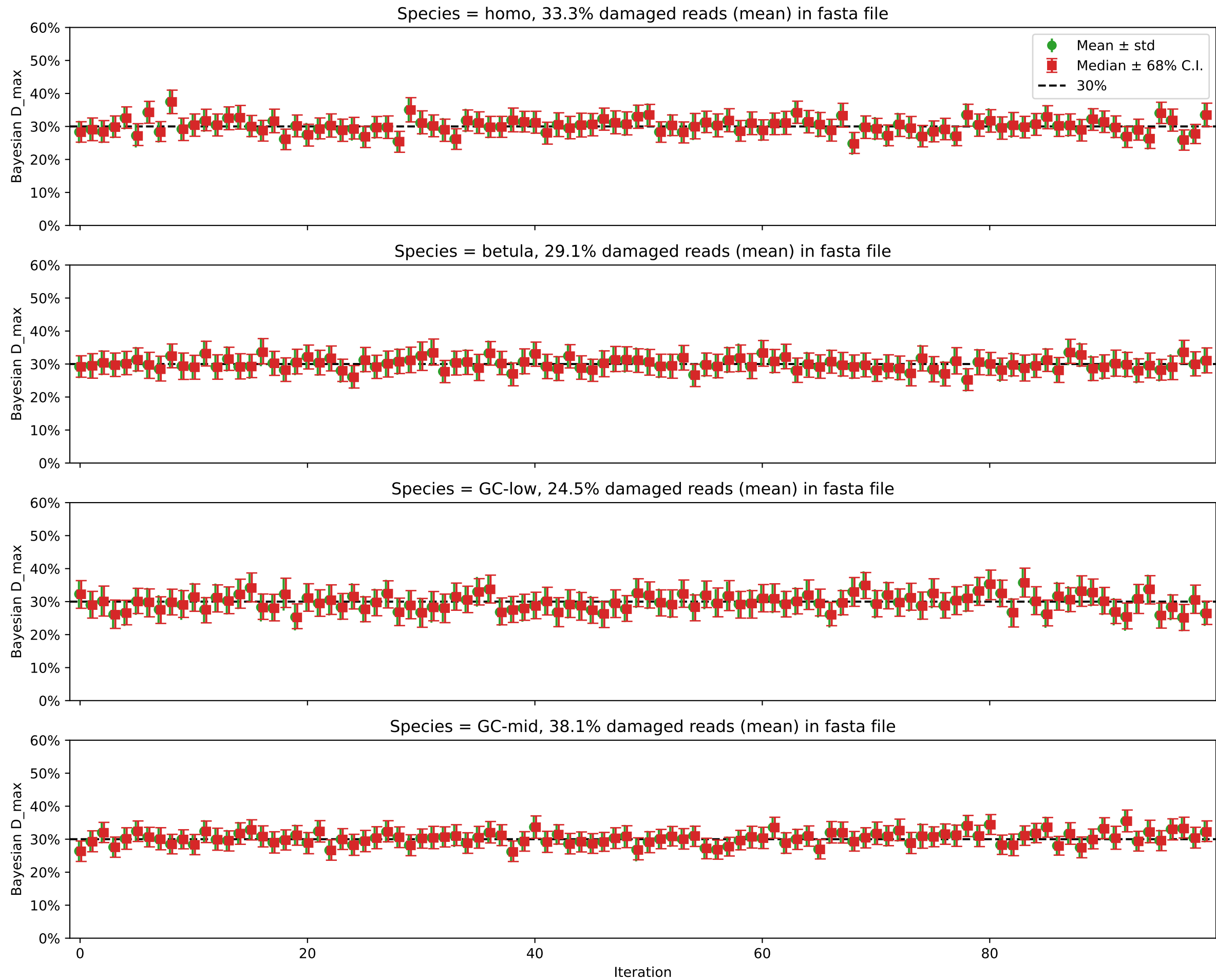
Individual damages:  
250 reads  
Briggs damage = 0.96  
Damage percent = 30%



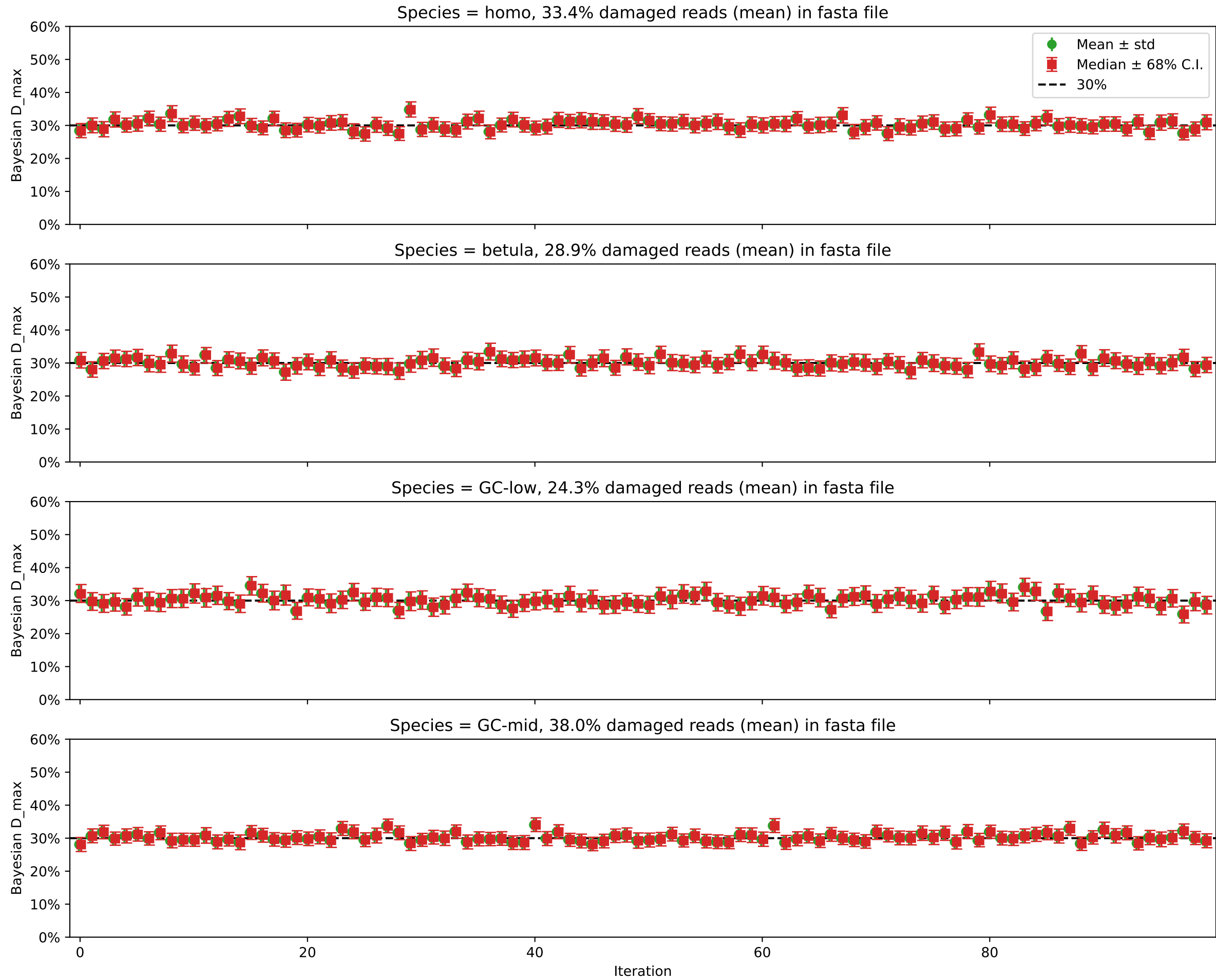
Individual damages:  
500 reads  
Briggs damage = 0.96  
Damage percent = 30%



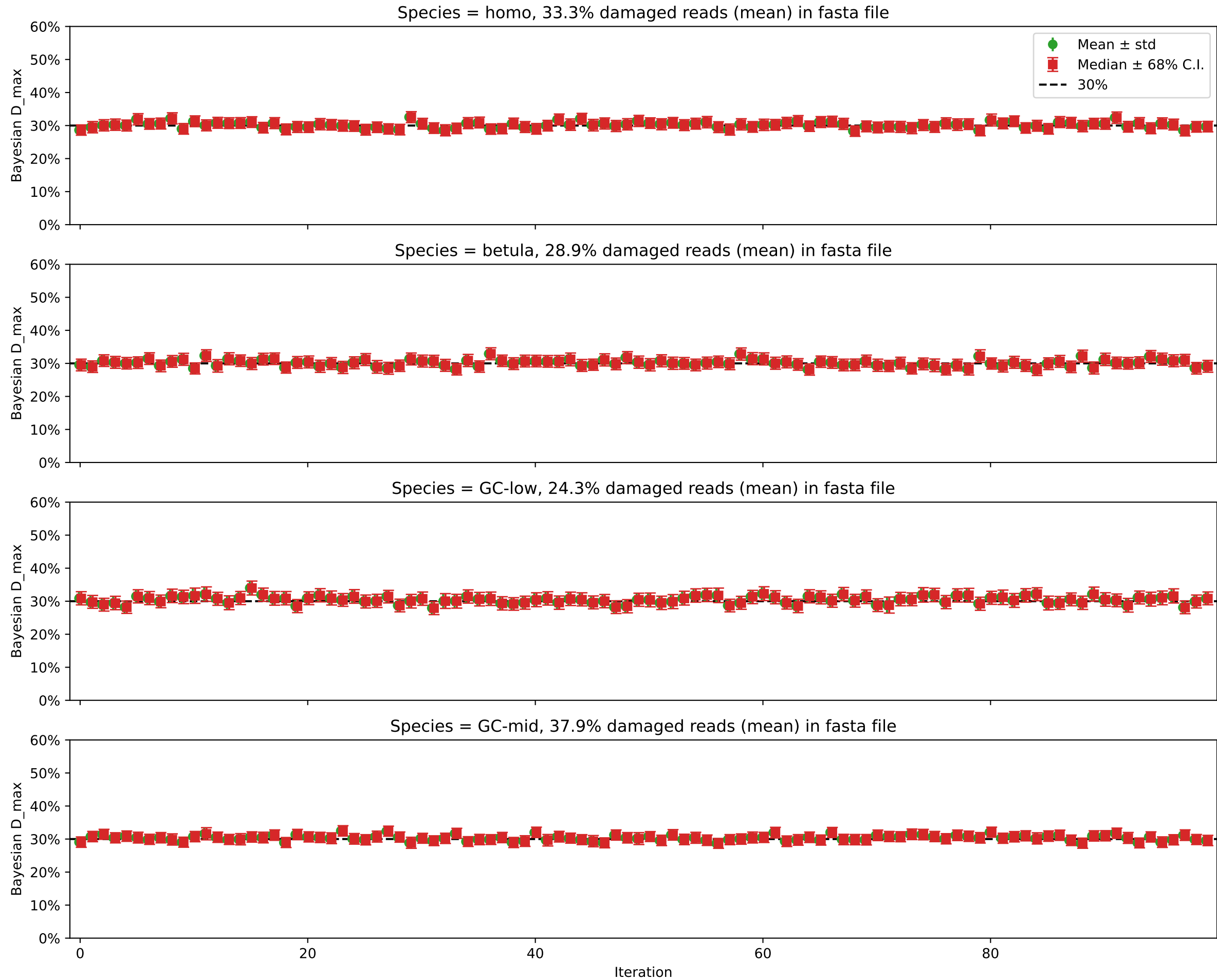
Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent = 30%



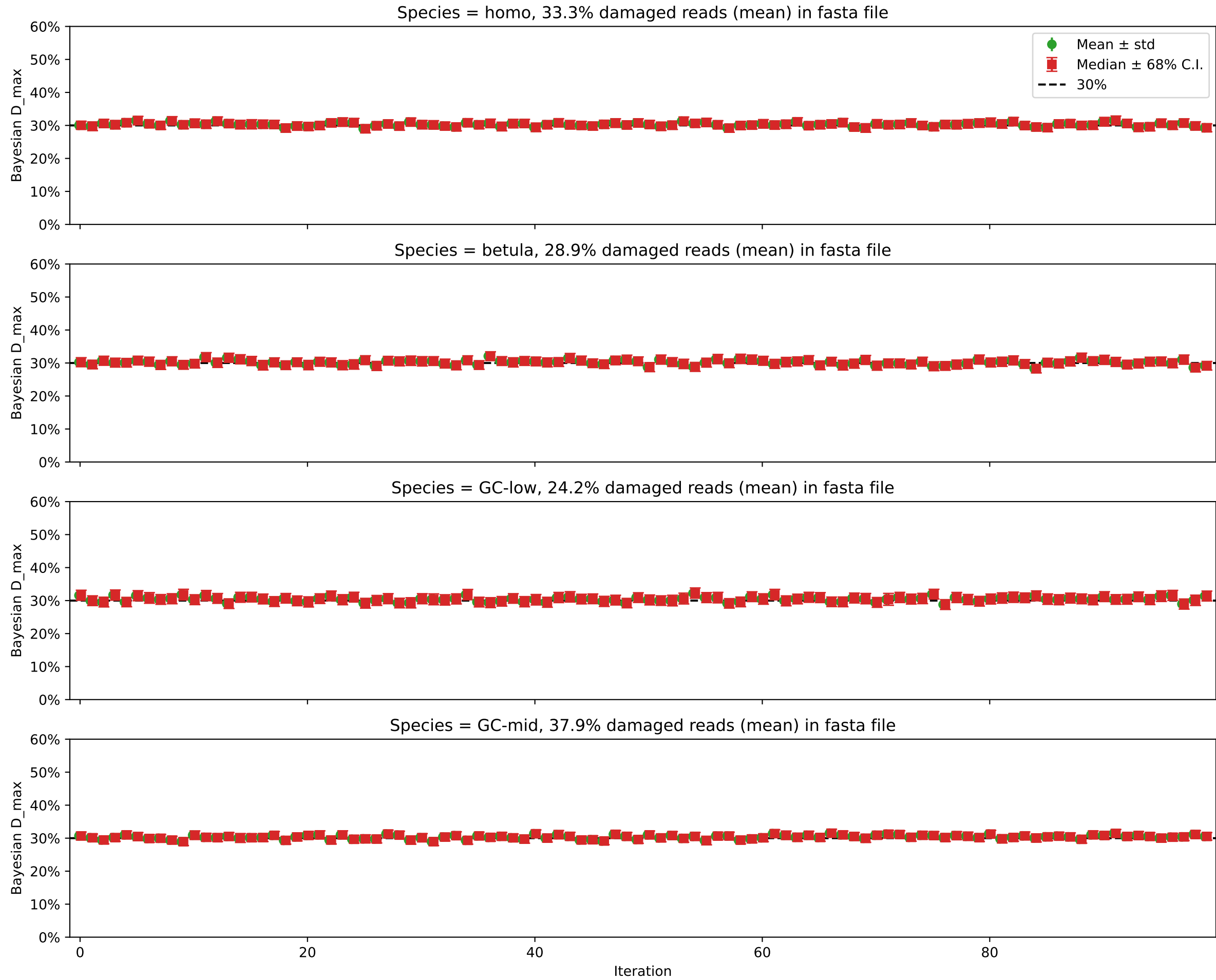
Individual damages:  
2500 reads  
Briggs damage = 0.96  
Damage percent = 30%



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

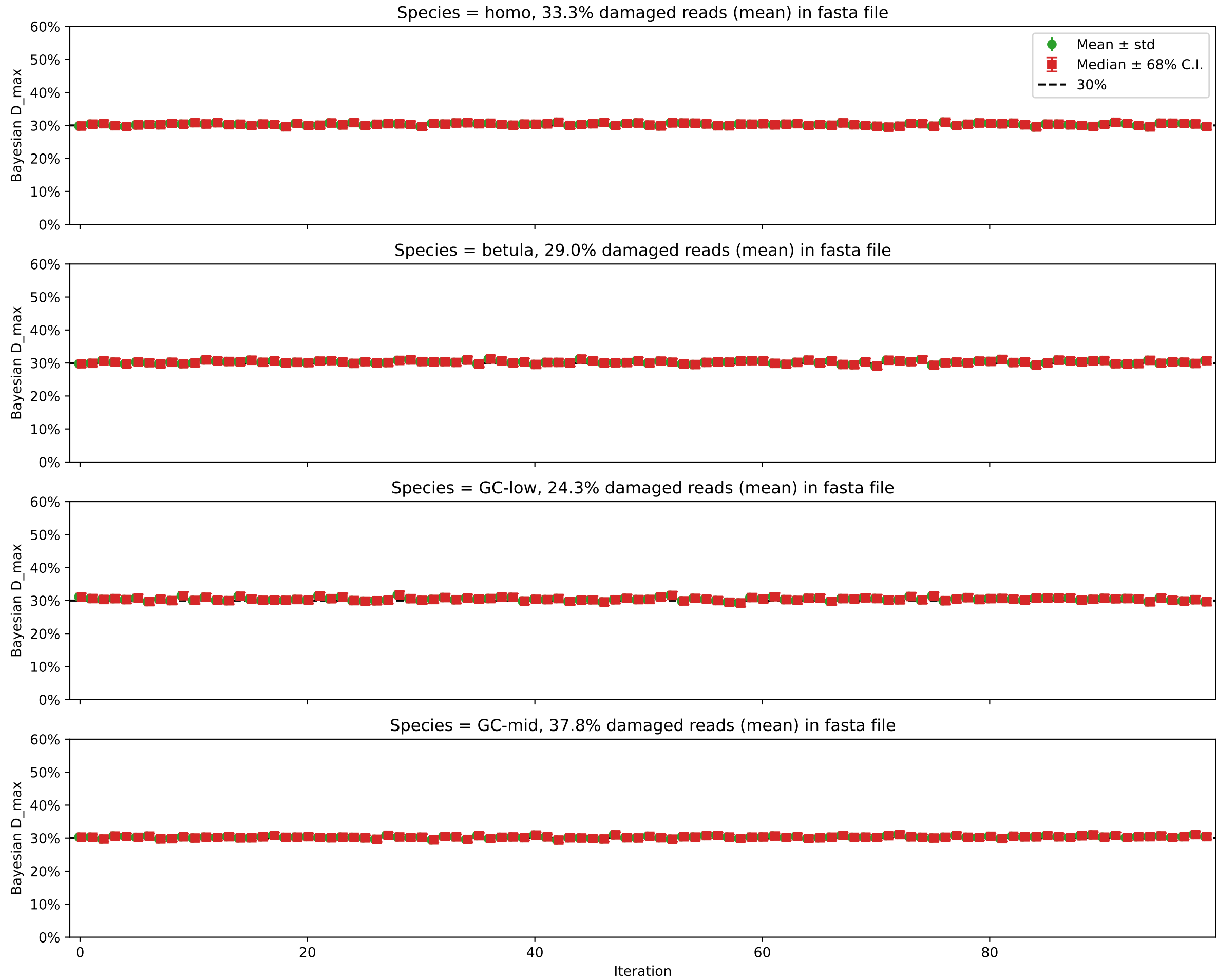


Individual damages:  
10000 reads  
Briggs damage = 0.96  
Damage percent = 30%

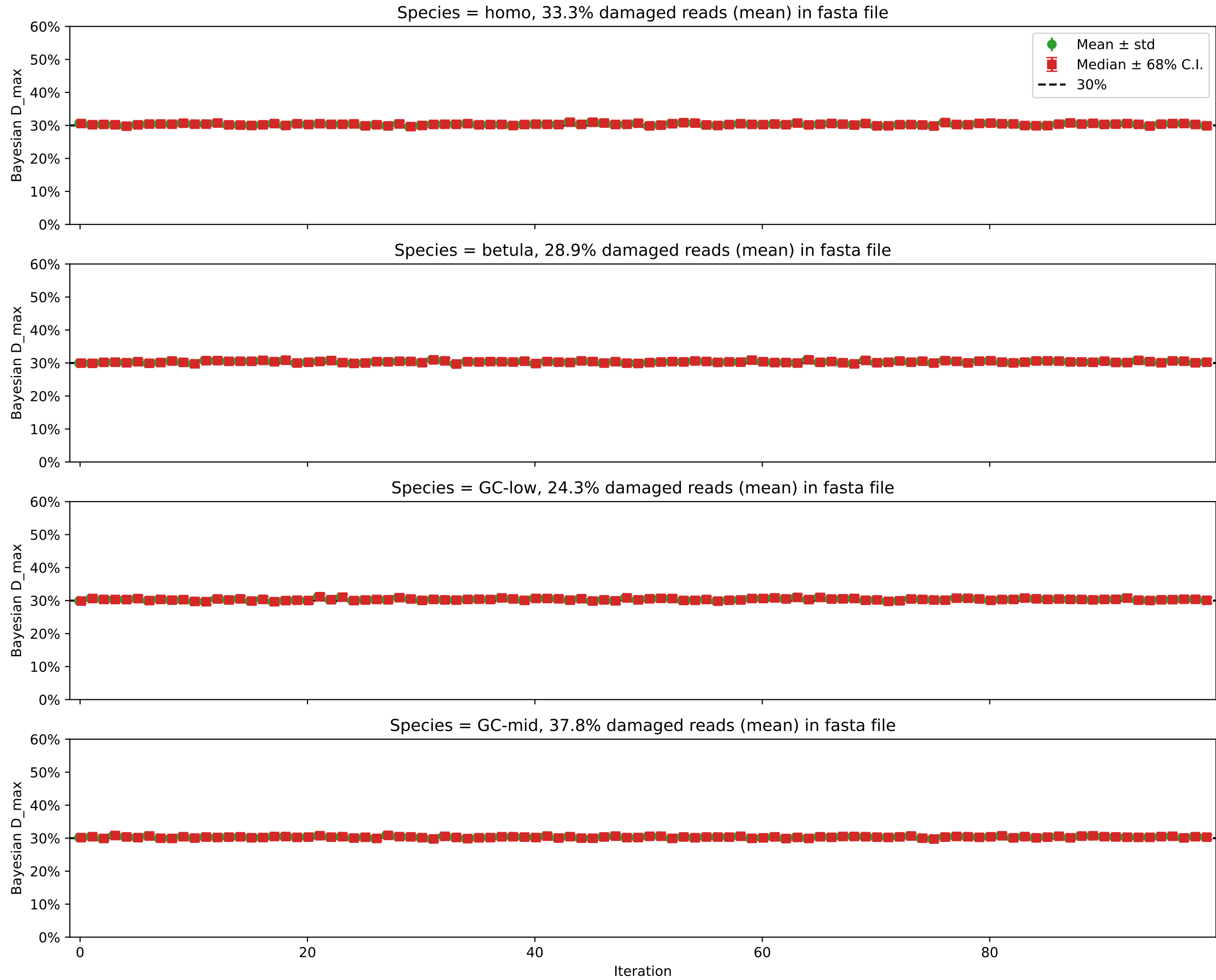




Individual damages:  
25000 reads  
Briggs damage = 0.96  
Damage percent = 30%



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



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

