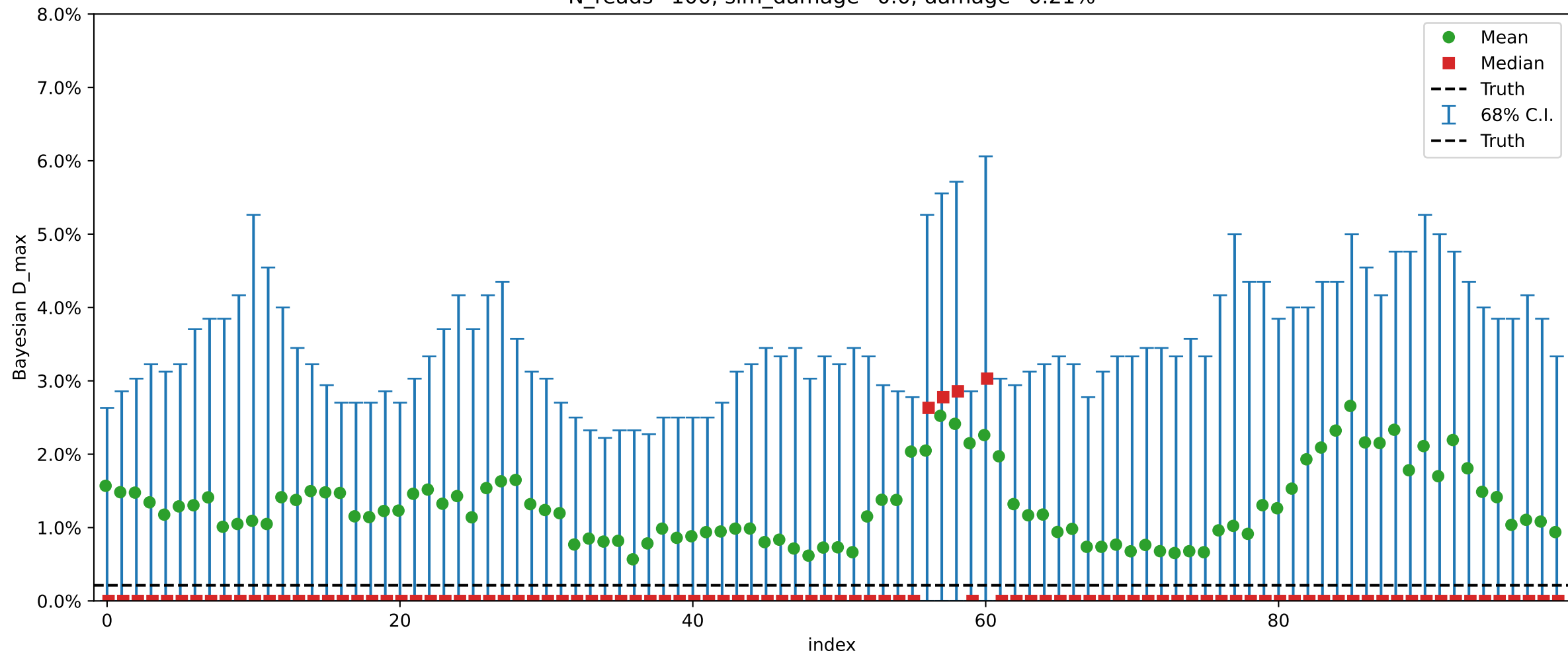
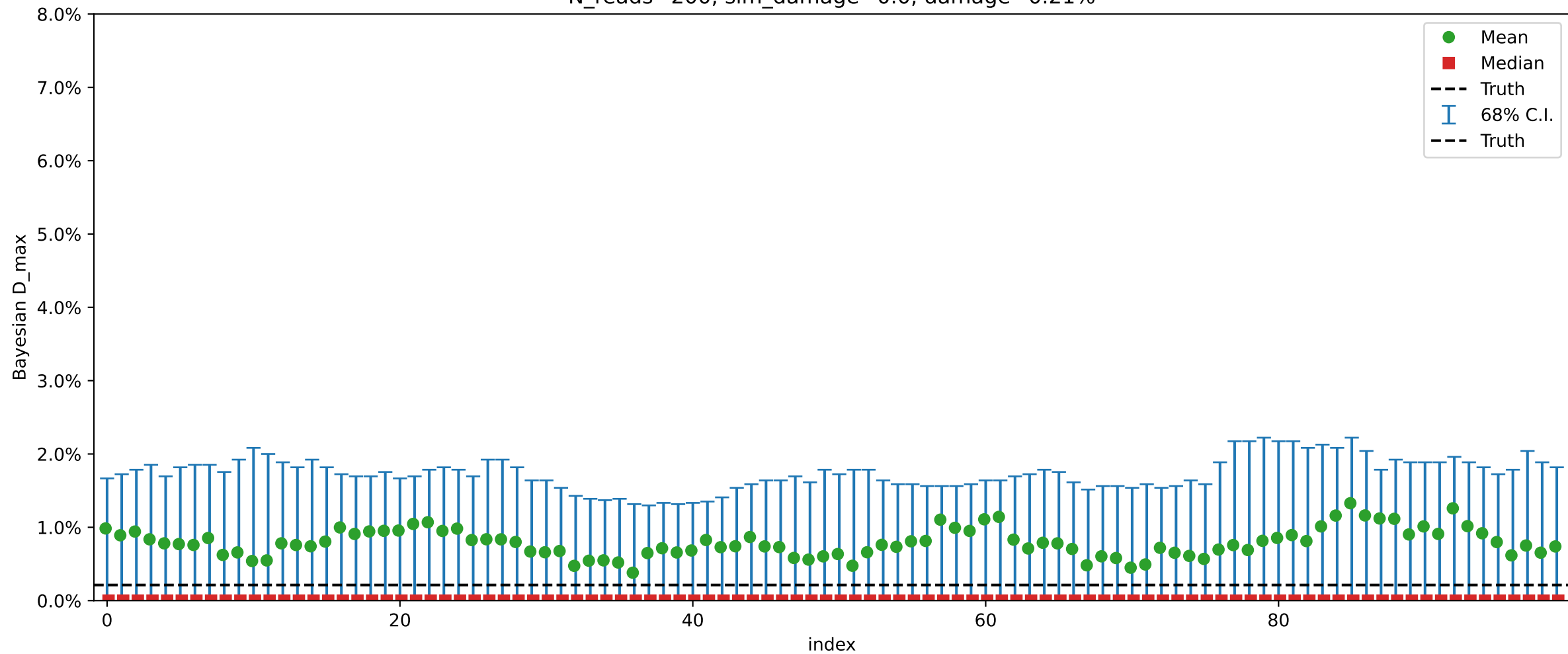


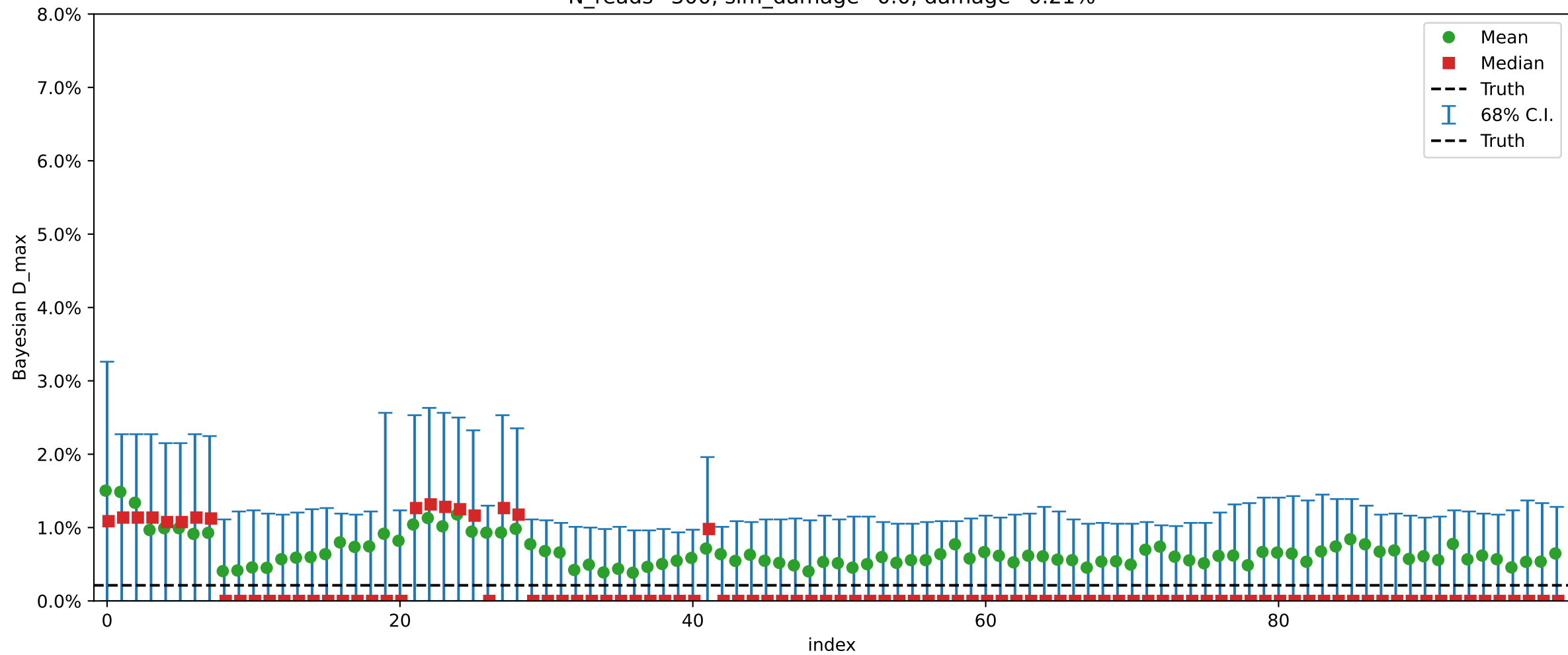
N\_reads=100, sim\_damage=0.0, damage=0.21%



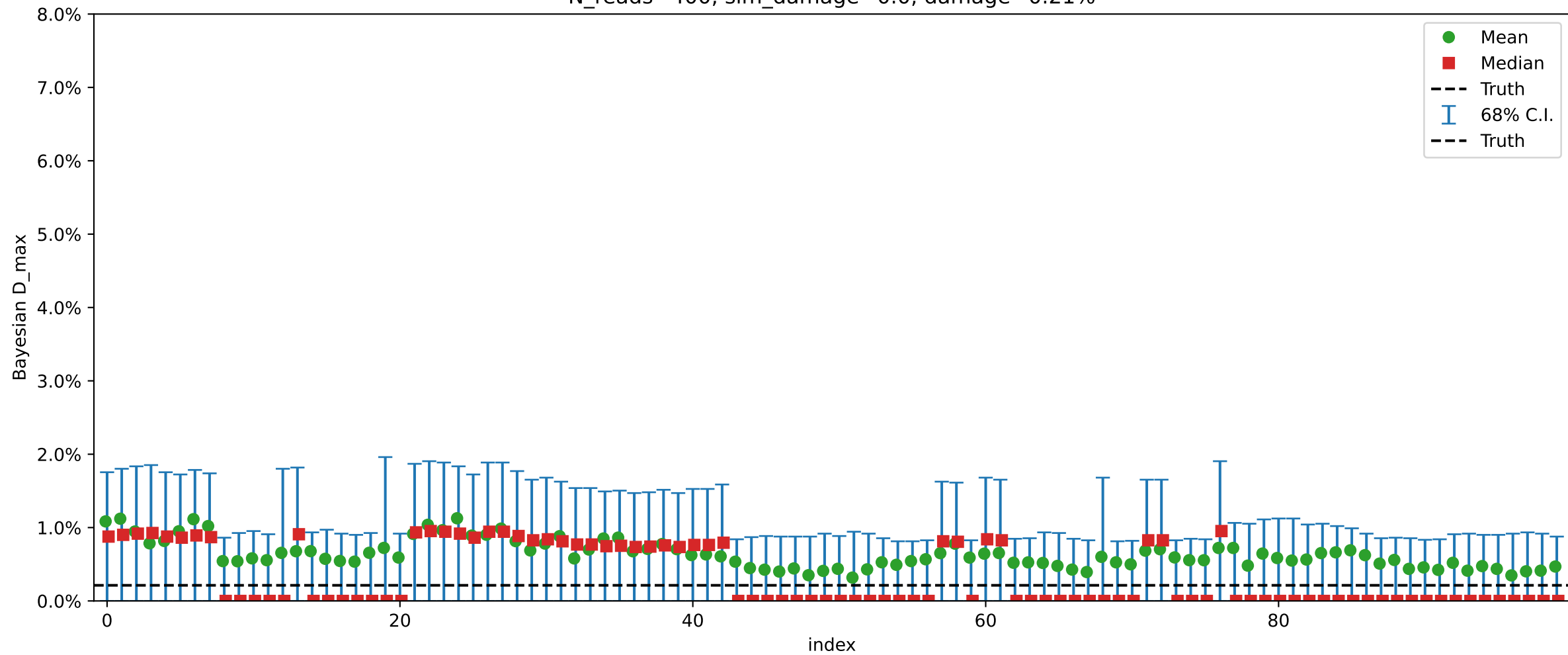
N\_reads=200, sim\_damage=0.0, damage=0.21%



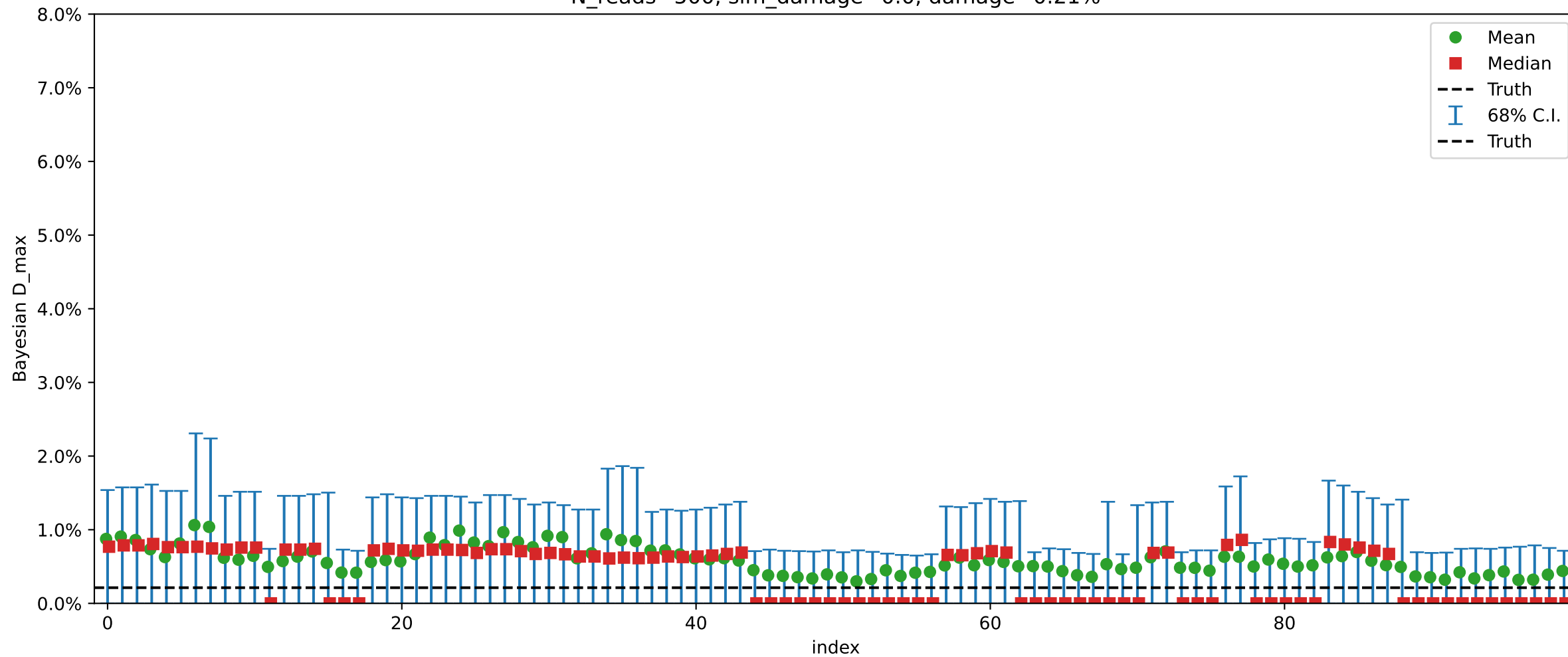
N\_reads=300, sim\_damage=0.0, damage=0.21%



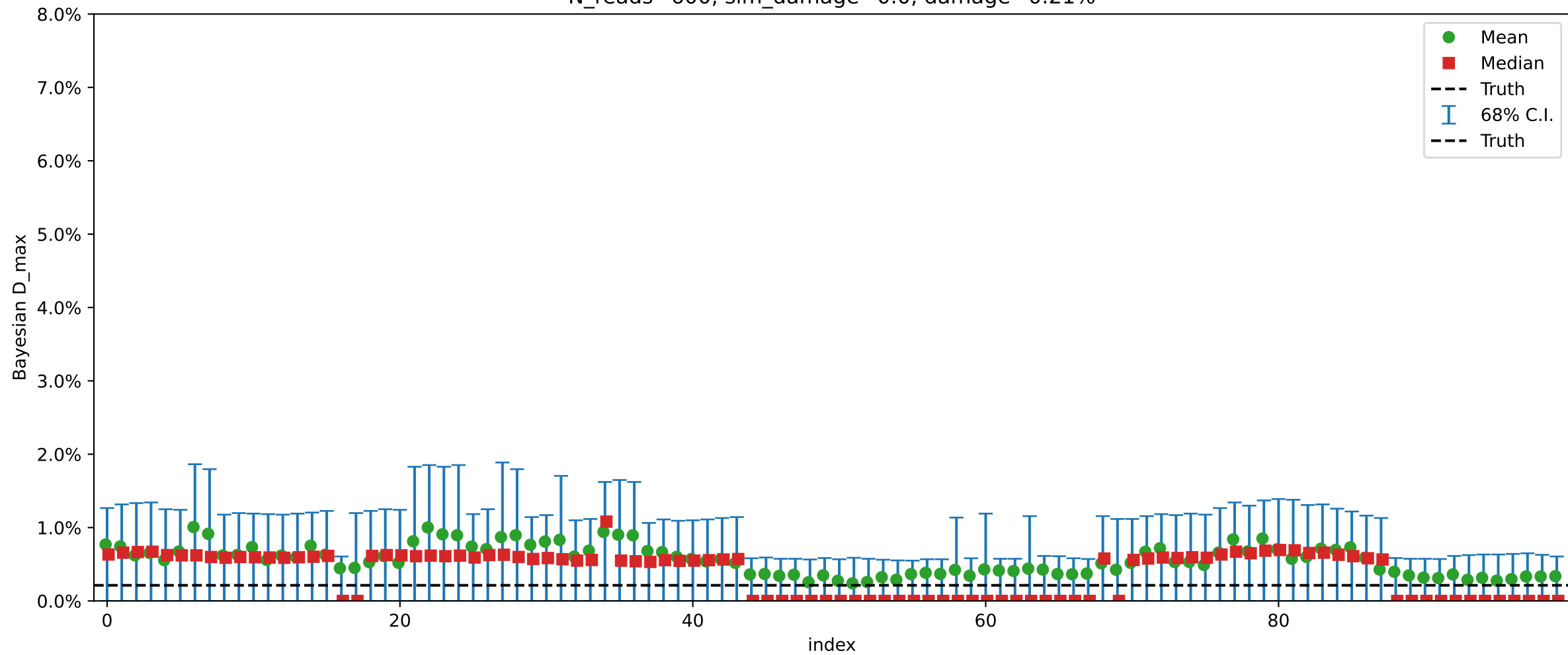
N\_reads=400, sim\_damage=0.0, damage=0.21%



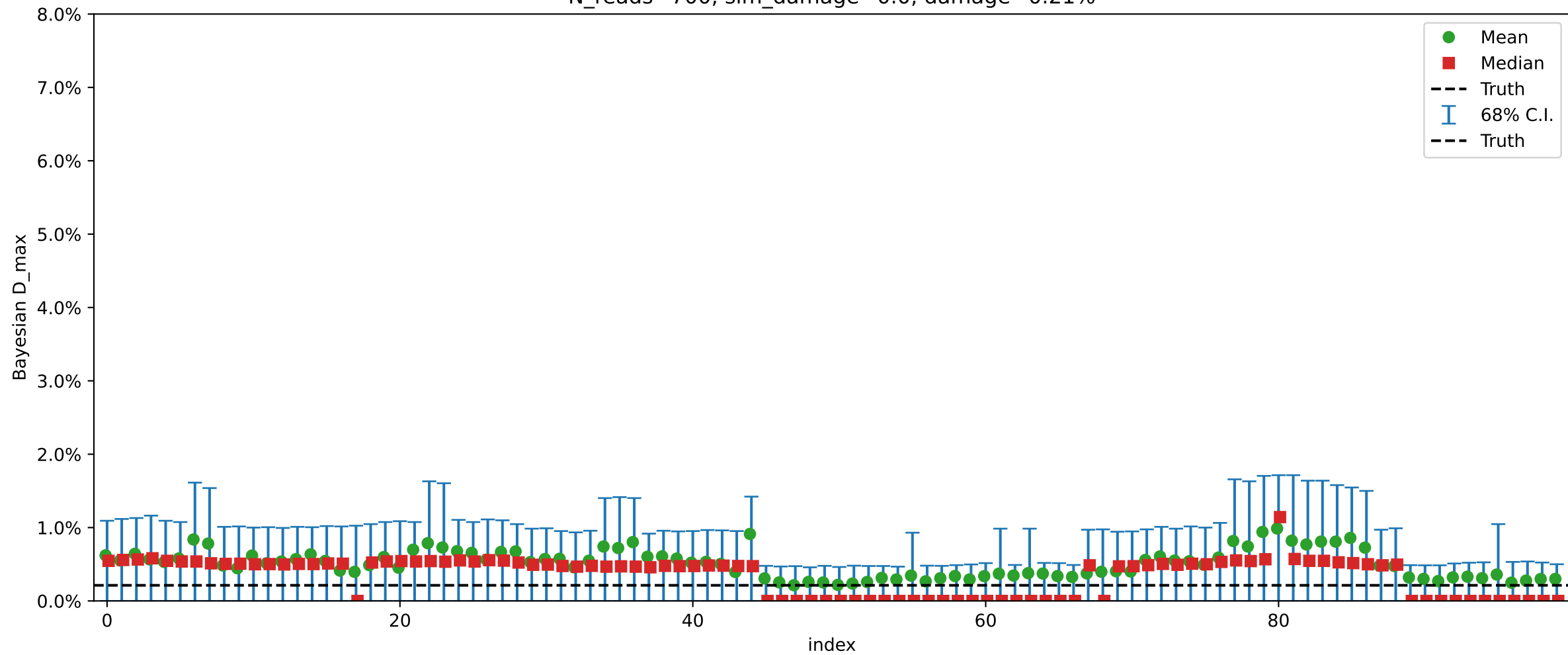
N\_reads=500, sim\_damage=0.0, damage=0.21%



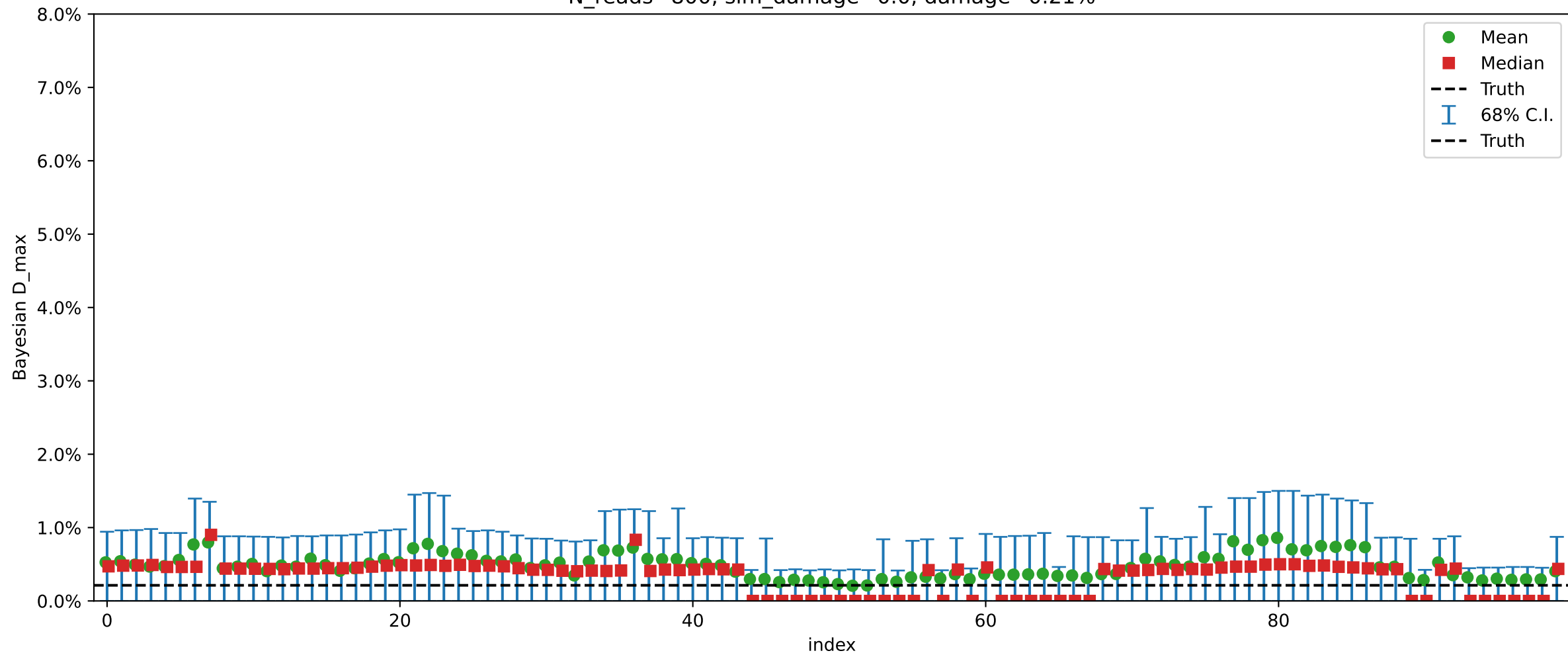
N\_reads=600, sim\_damage=0.0, damage=0.21%



N\_reads=700, sim\_damage=0.0, damage=0.21%

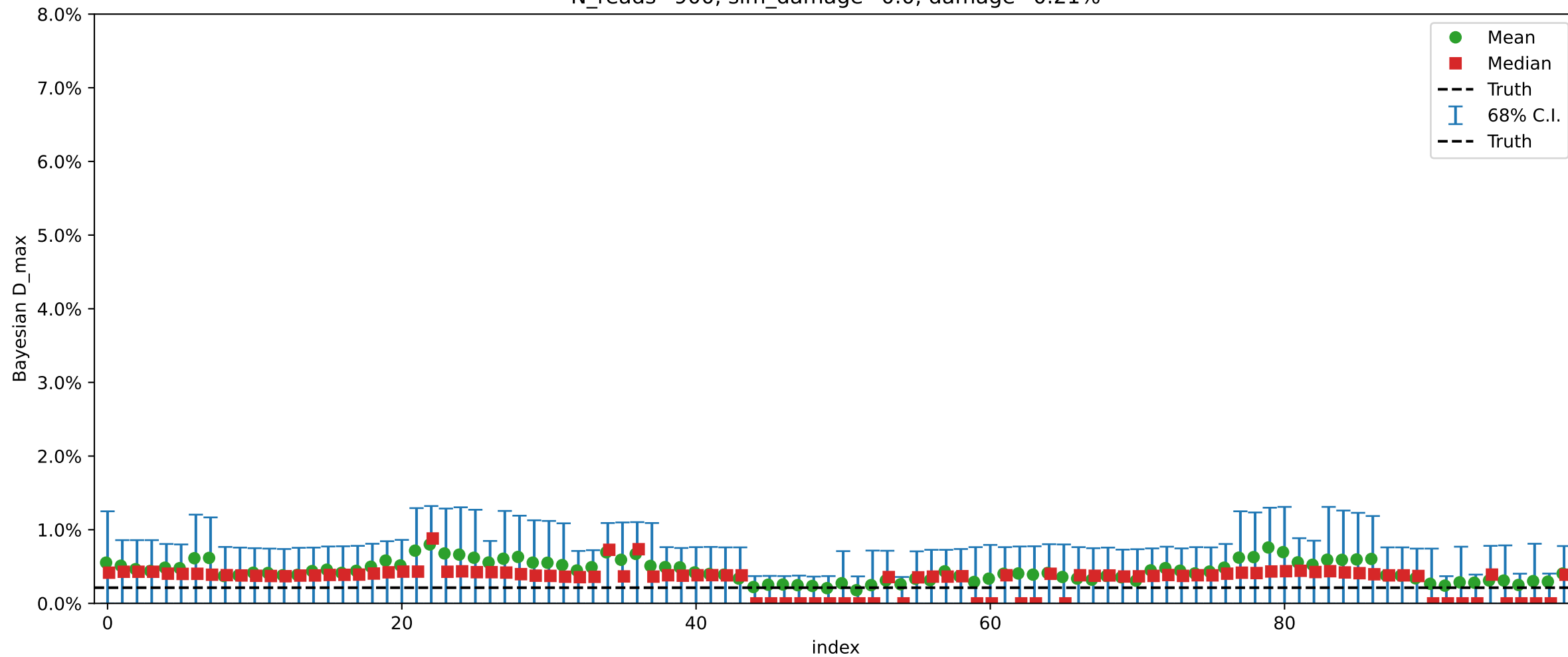


N\_reads=800, sim\_damage=0.0, damage=0.21%

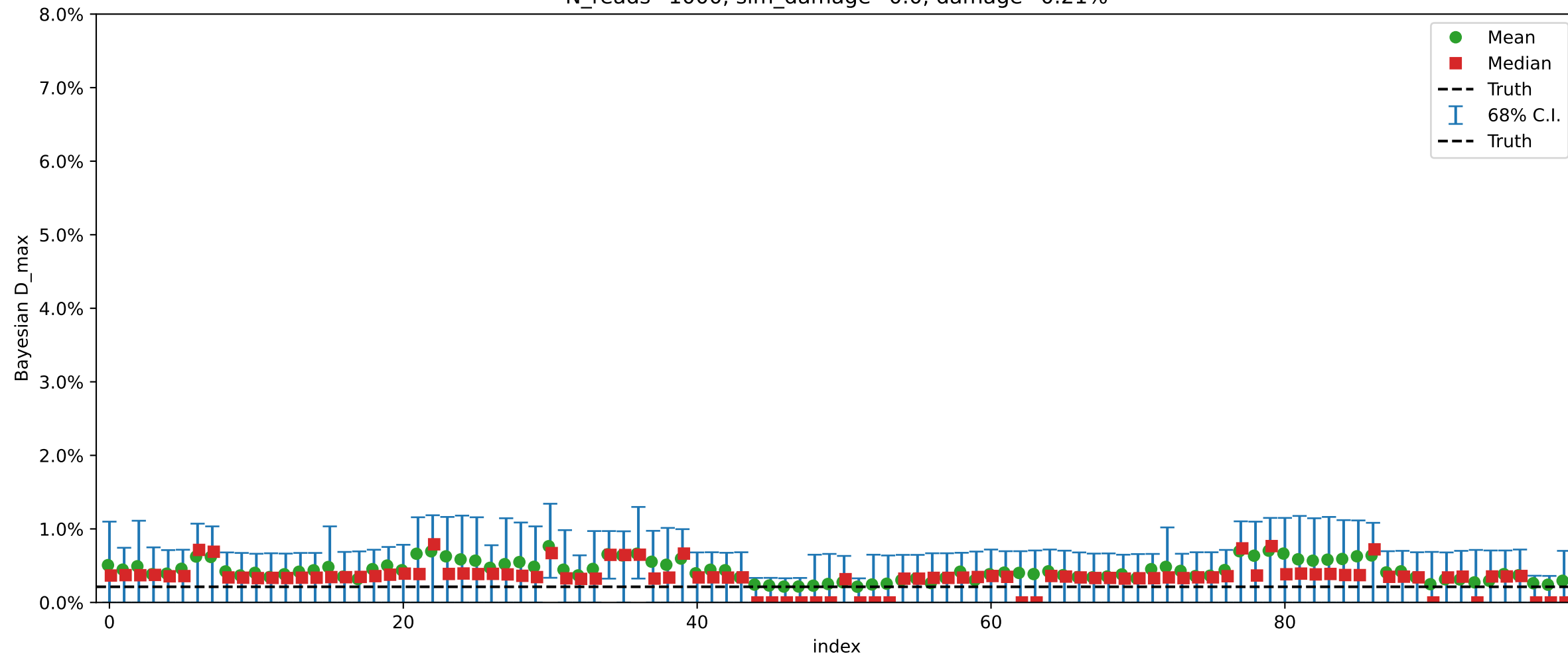




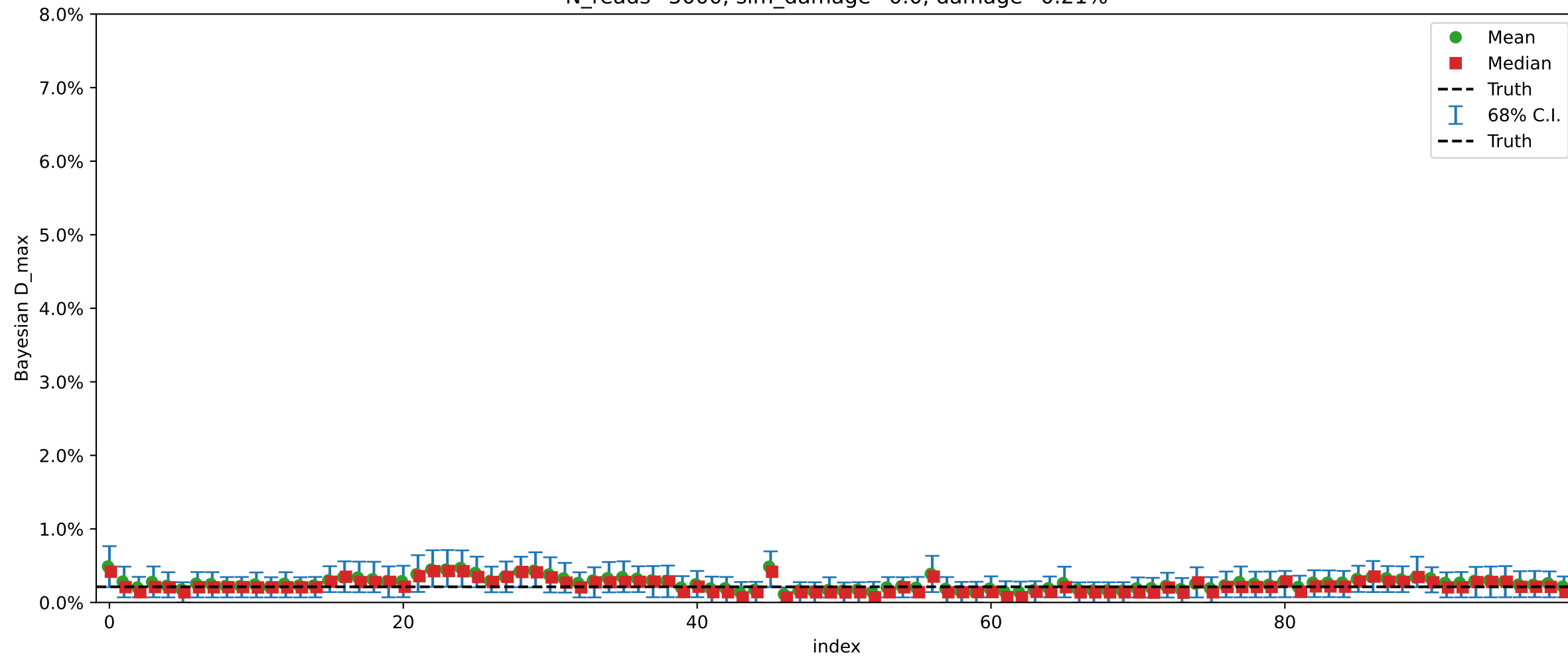
N\_reads=900, sim\_damage=0.0, damage=0.21%



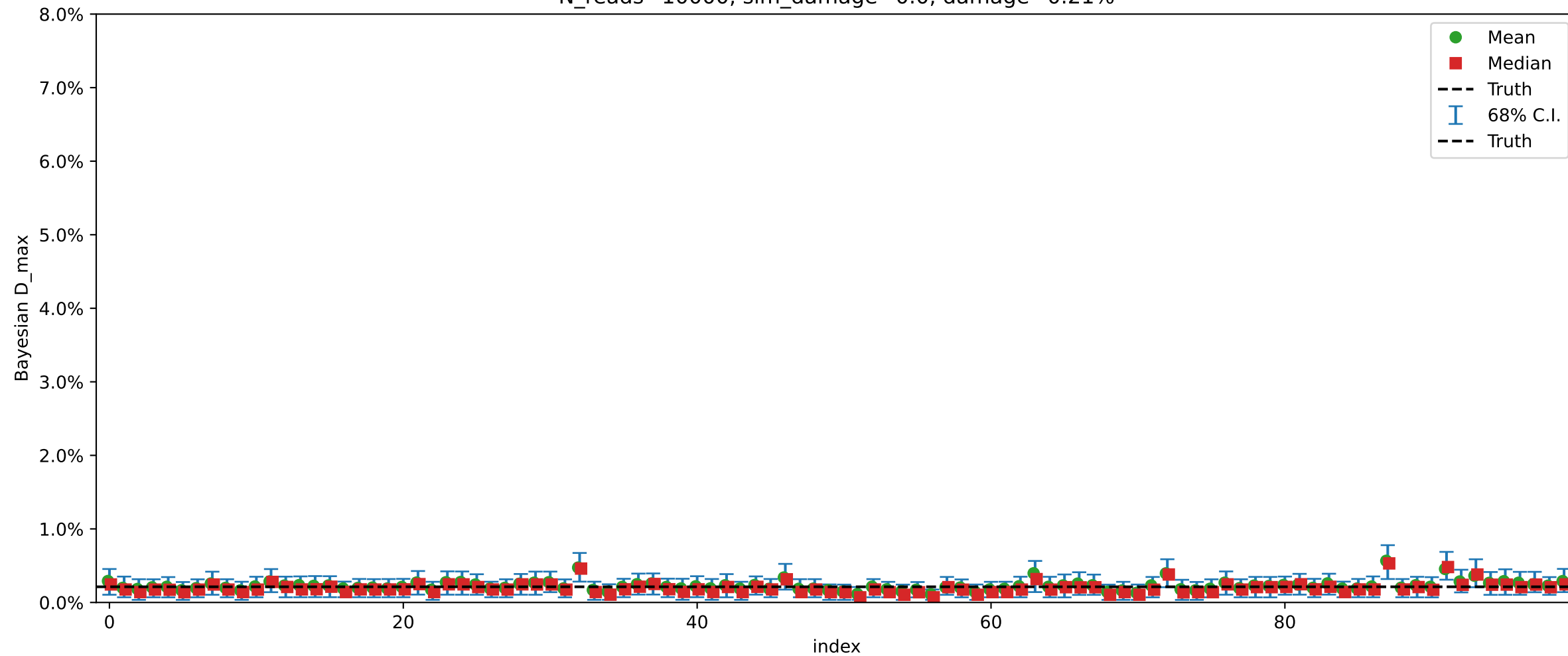
N\_reads=1000, sim\_damage=0.0, damage=0.21%



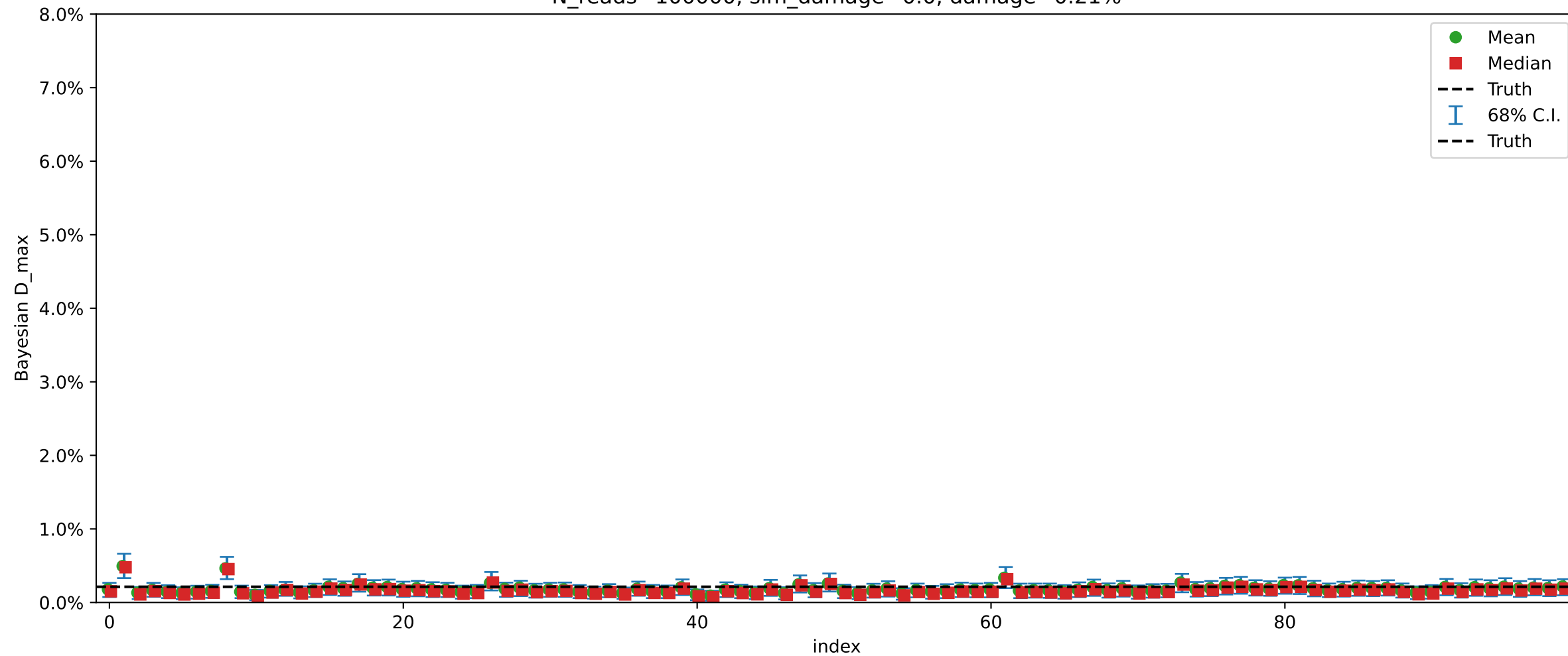
N\_reads=5000, sim\_damage=0.0, damage=0.21%



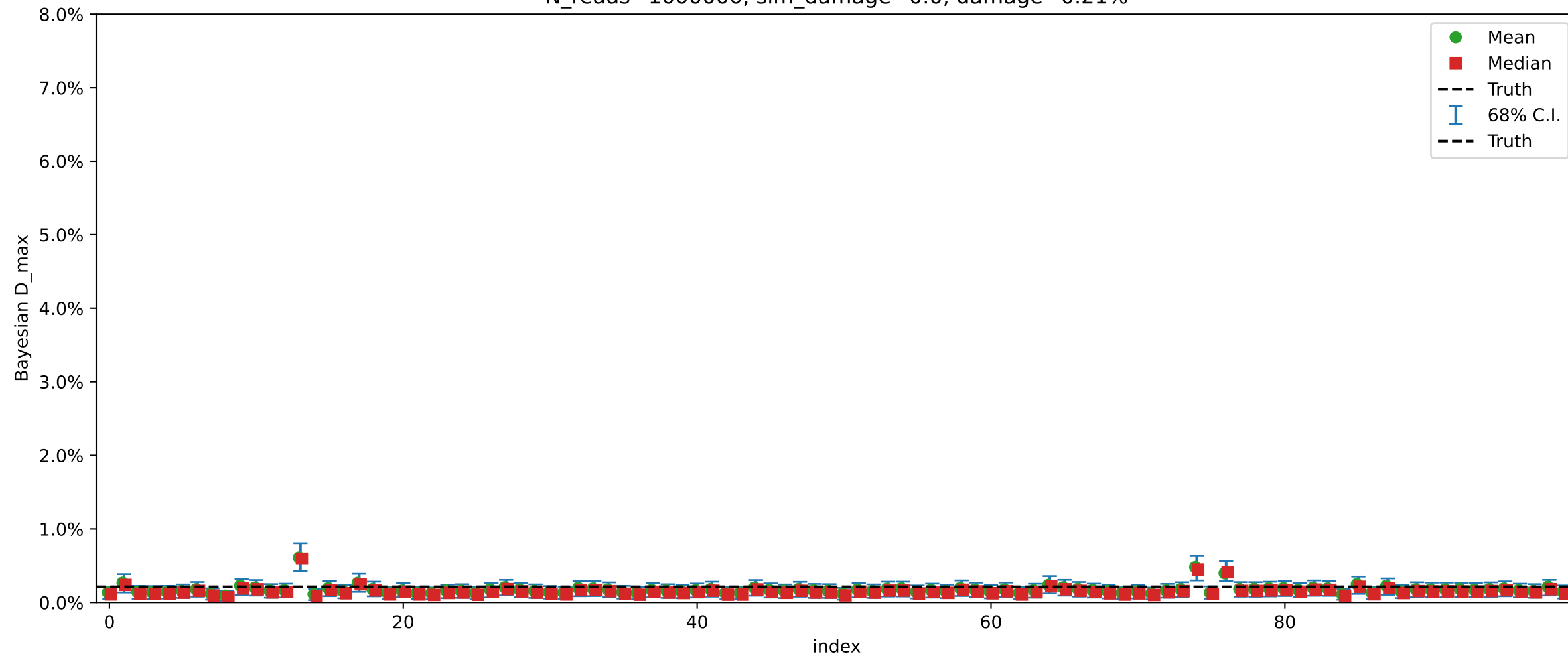
N\_reads=10000, sim\_damage=0.0, damage=0.21%



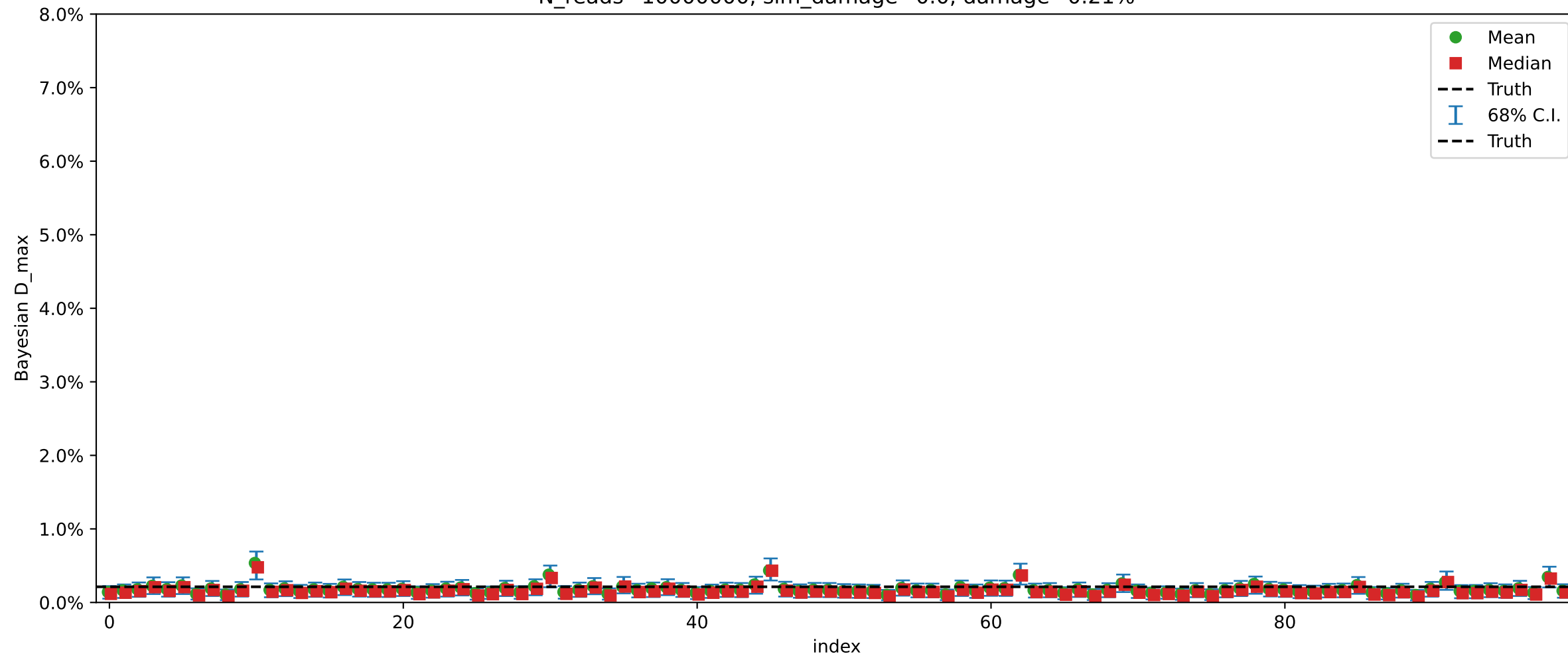
N\_reads=100000, sim\_damage=0.0, damage=0.21%



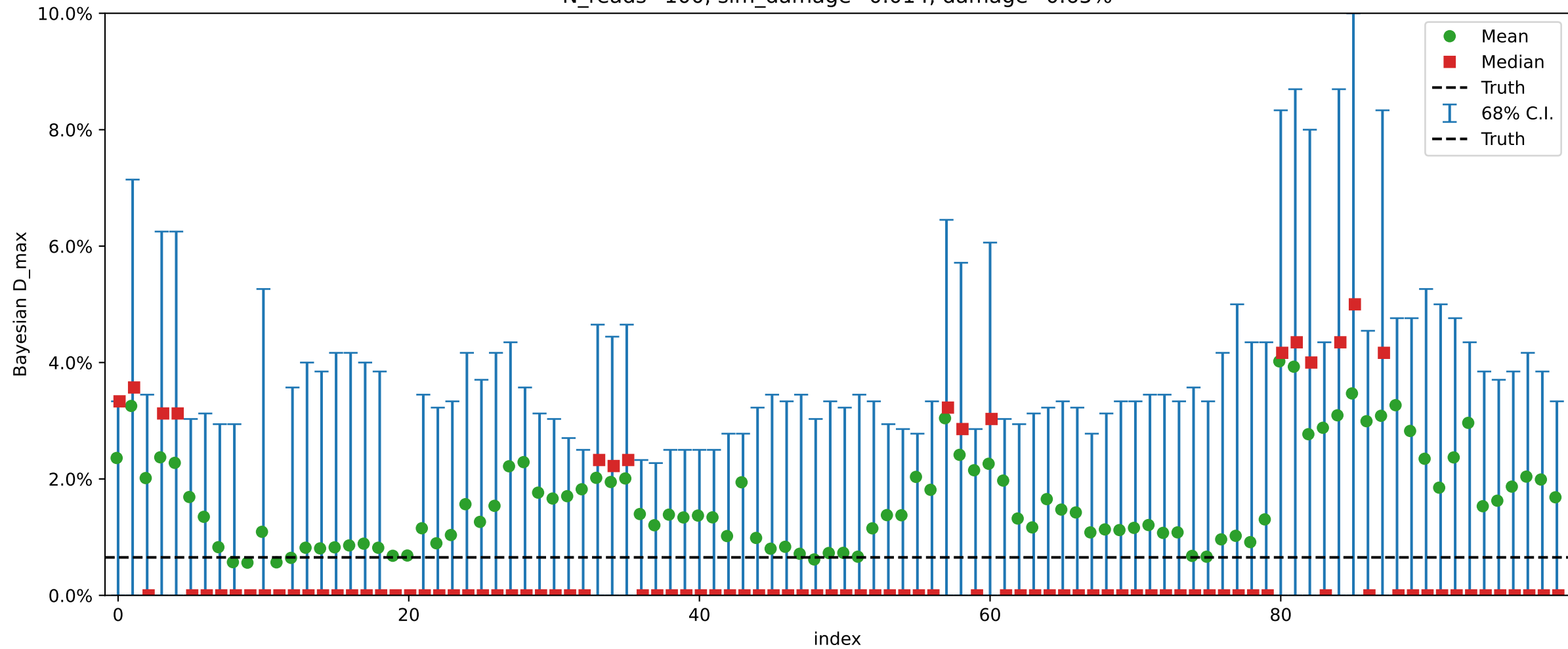
N\_reads=1000000, sim\_damage=0.0, damage=0.21%



N\_reads=10000000, sim\_damage=0.0, damage=0.21%

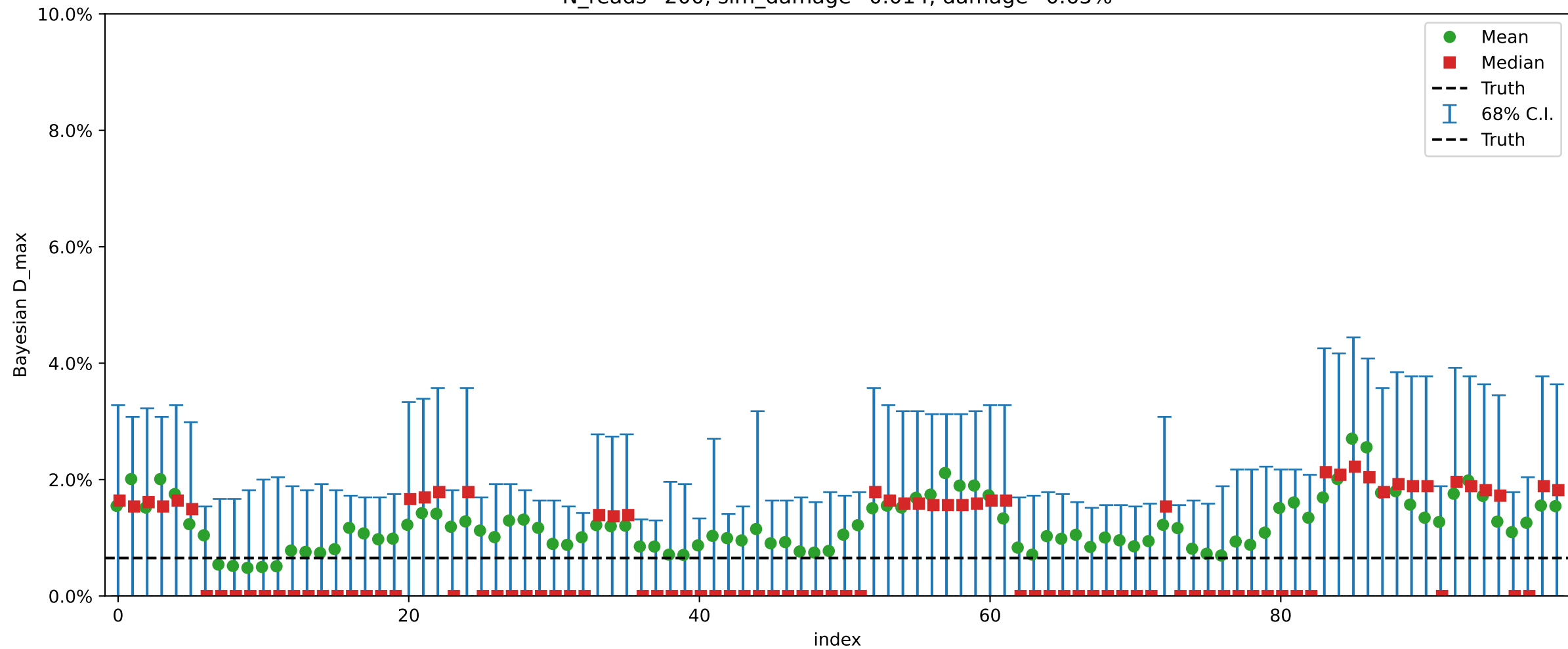


N\_reads=100, sim\_damage=0.014, damage=0.65%

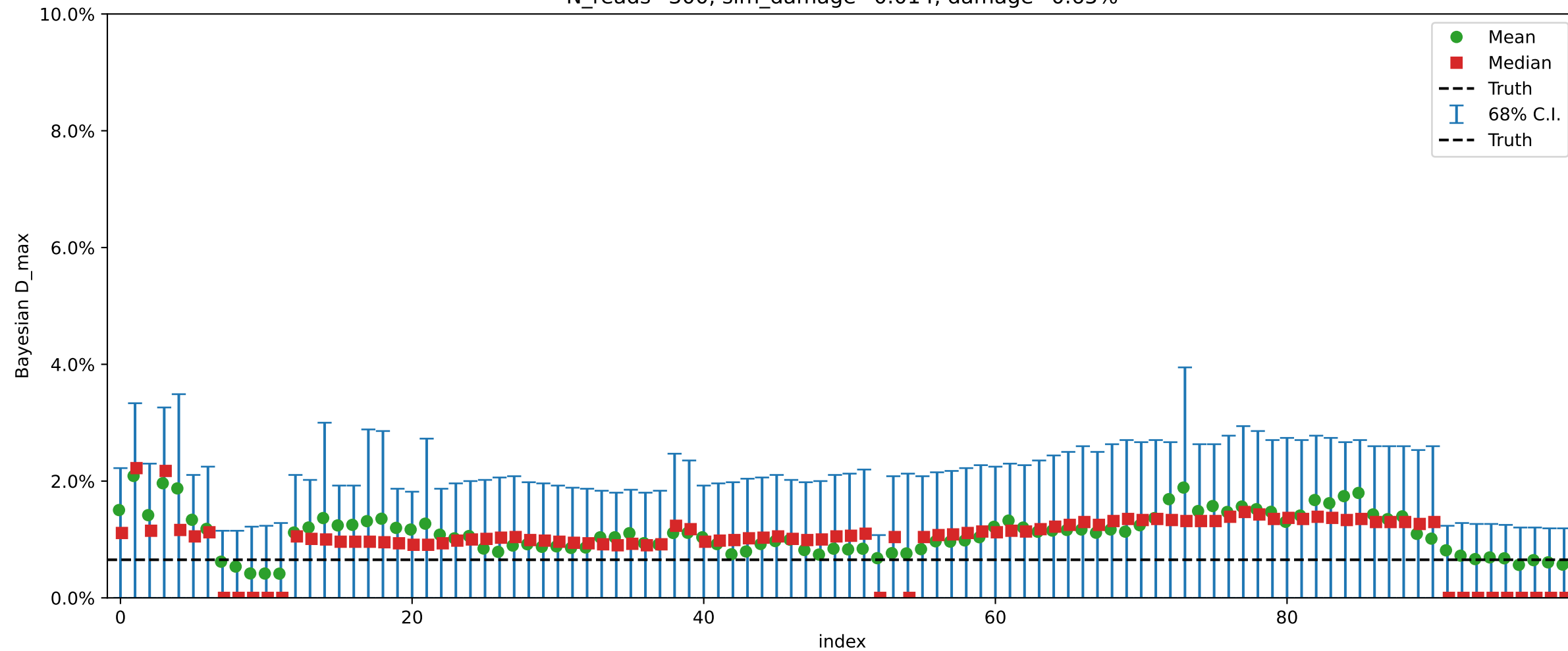




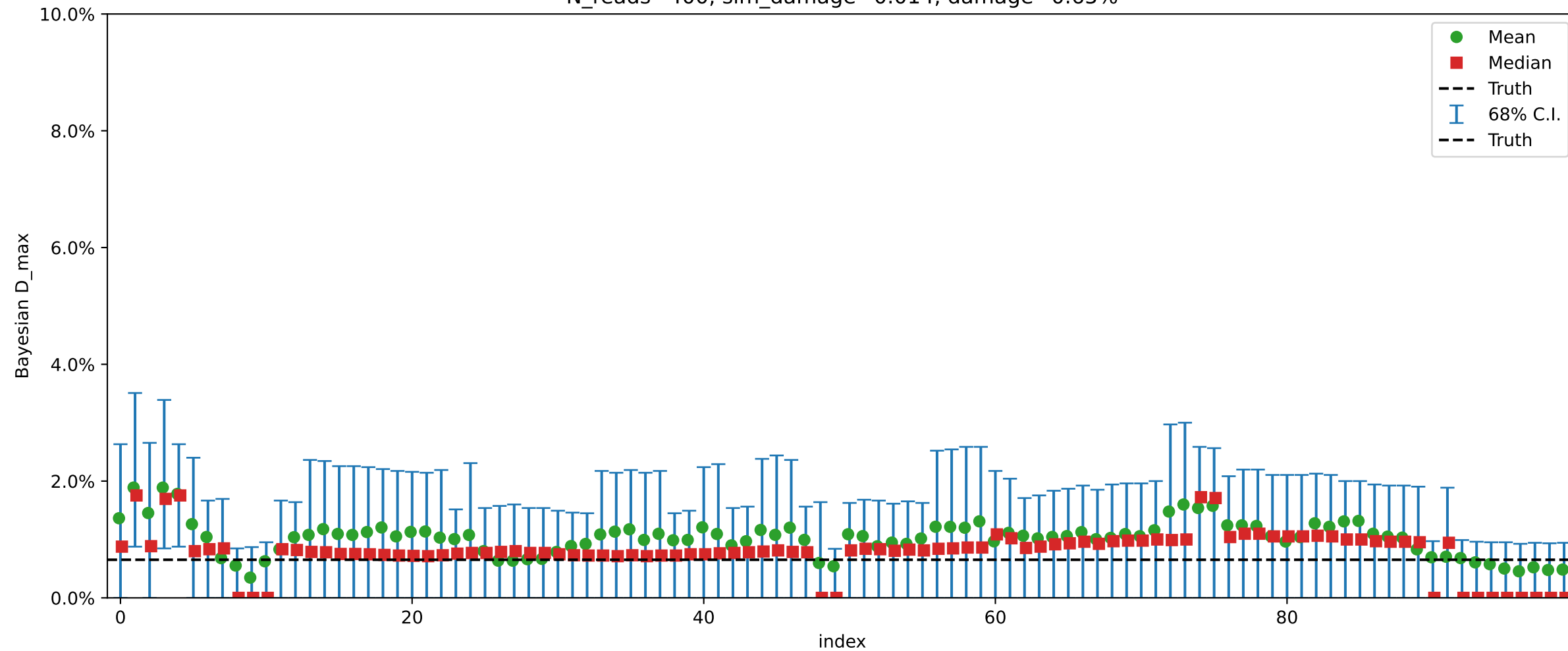
N\_reads=200, sim\_damage=0.014, damage=0.65%



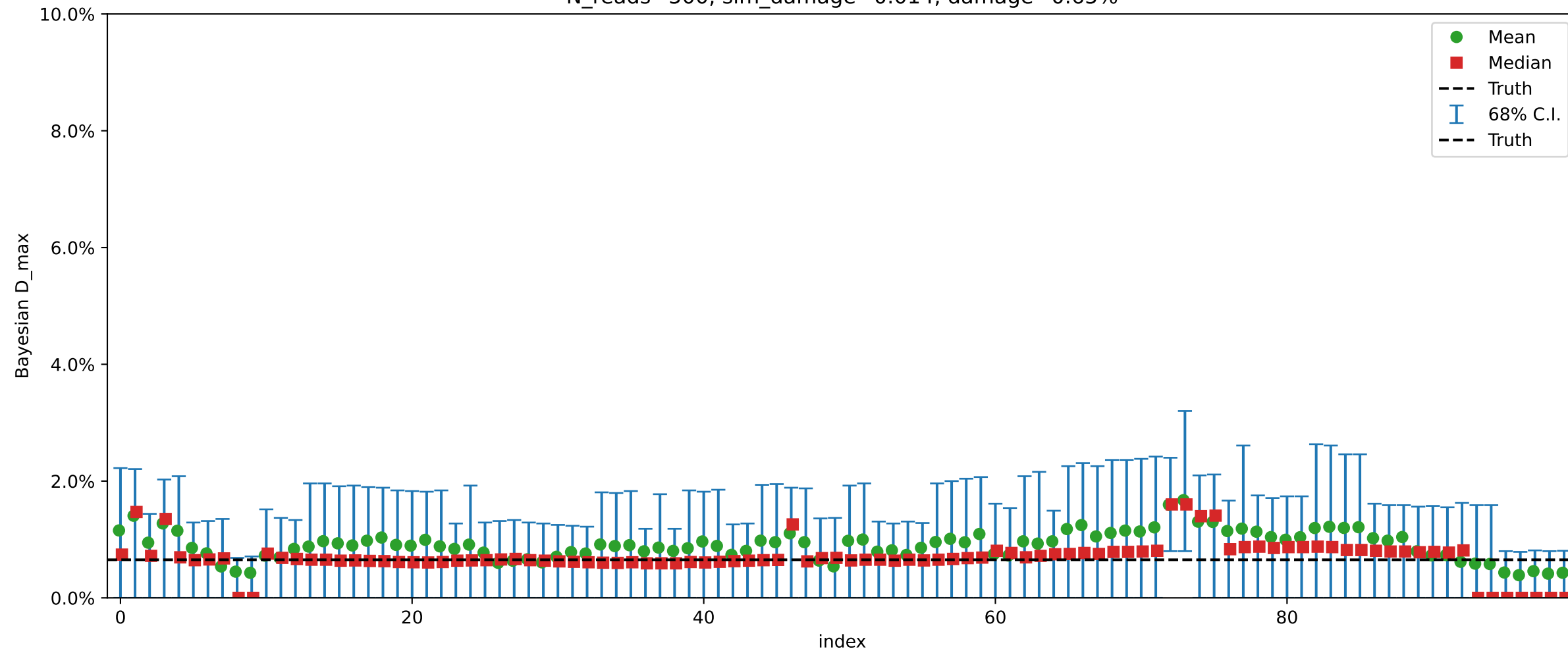
N\_reads=300, sim\_damage=0.014, damage=0.65%



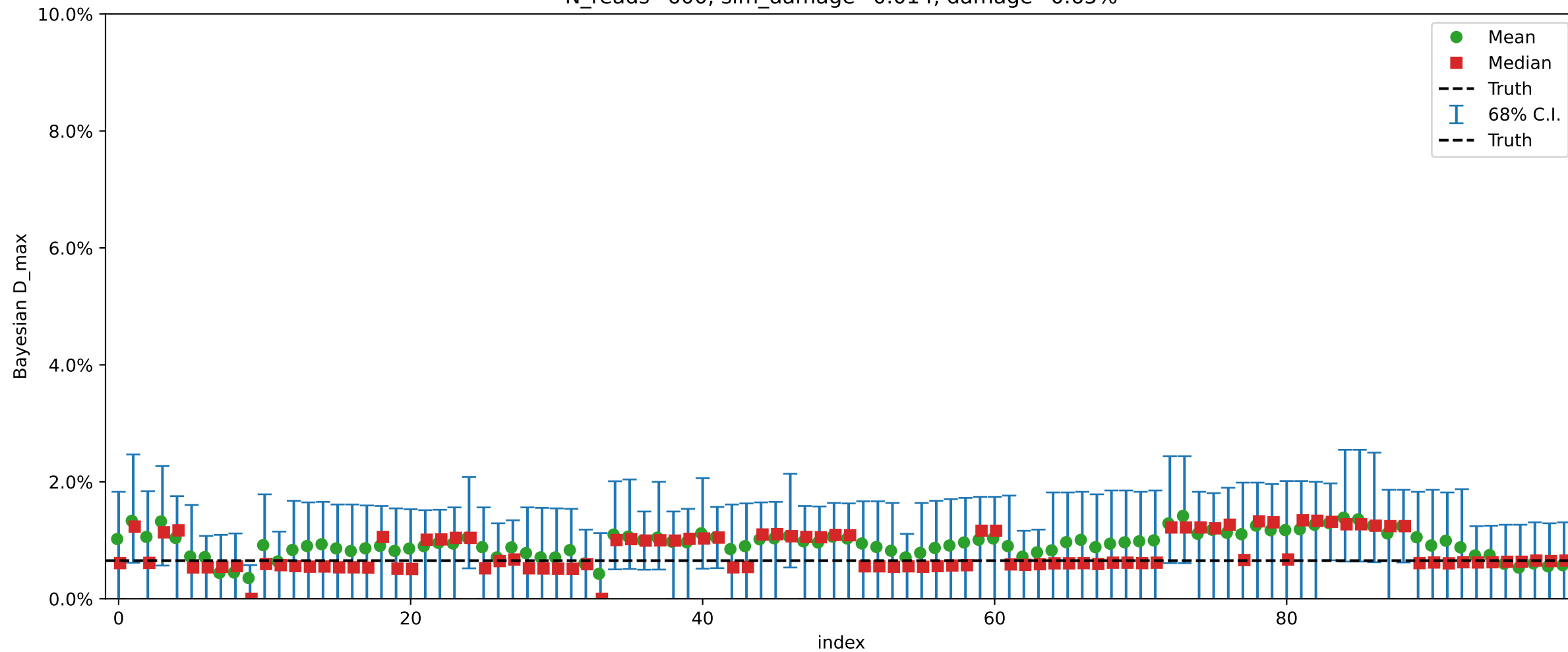
N\_reads=400, sim\_damage=0.014, damage=0.65%



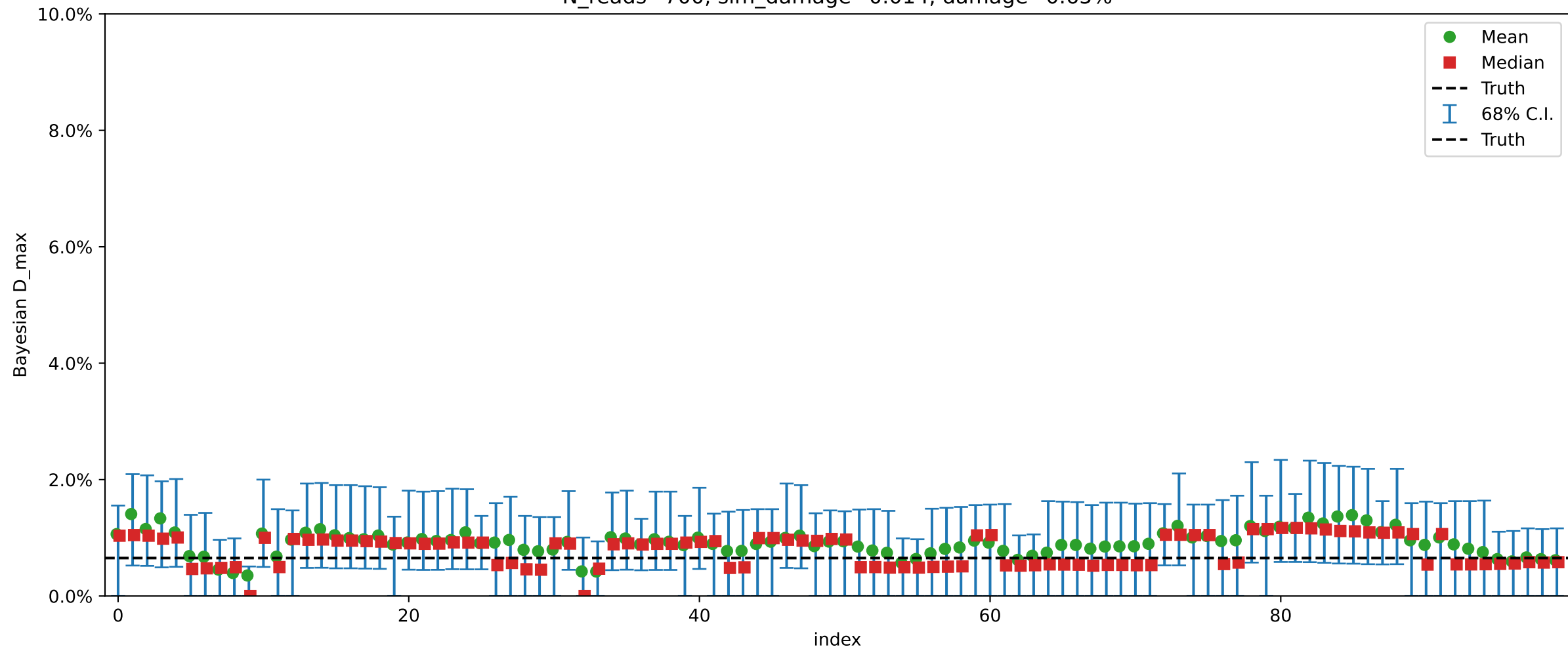
N\_reads=500, sim\_damage=0.014, damage=0.65%



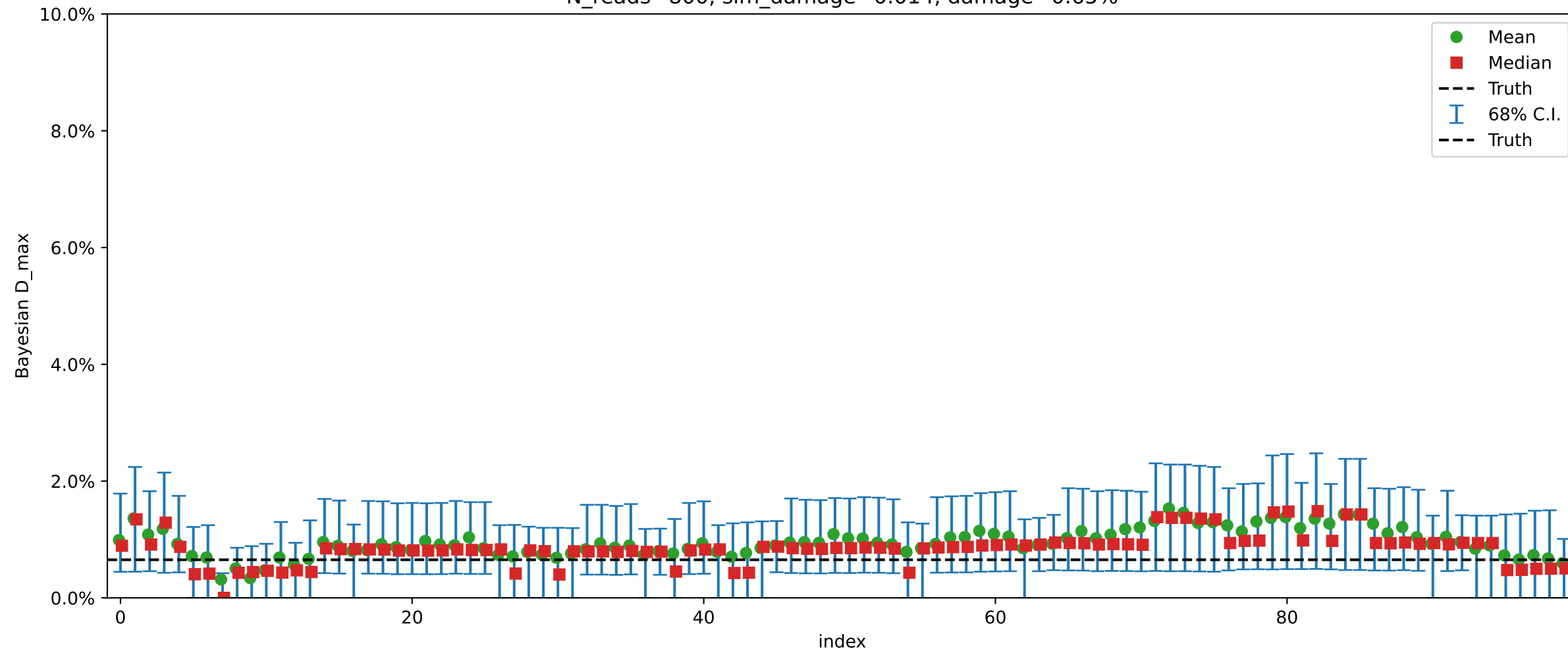
N\_reads=600, sim\_damage=0.014, damage=0.65%



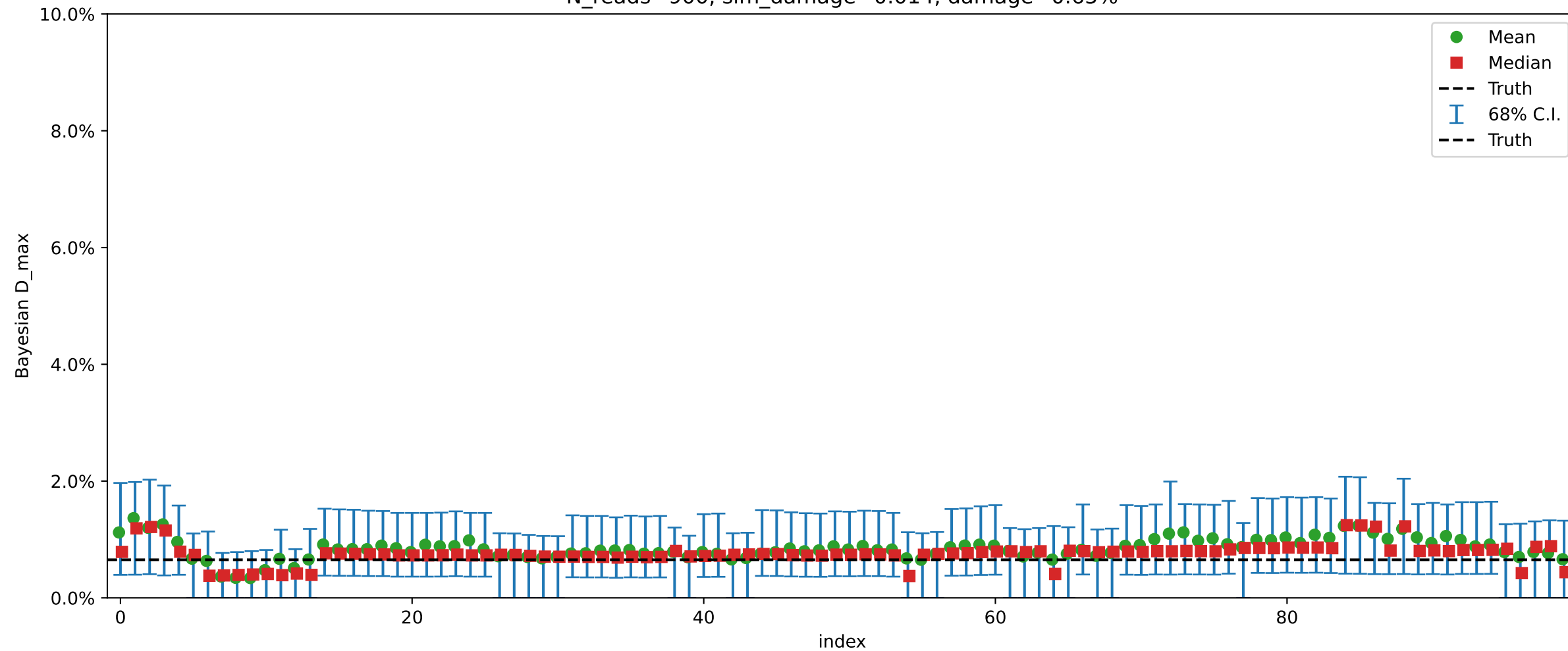
N\_reads=700, sim\_damage=0.014, damage=0.65%



N\_reads=800, sim\_damage=0.014, damage=0.65%

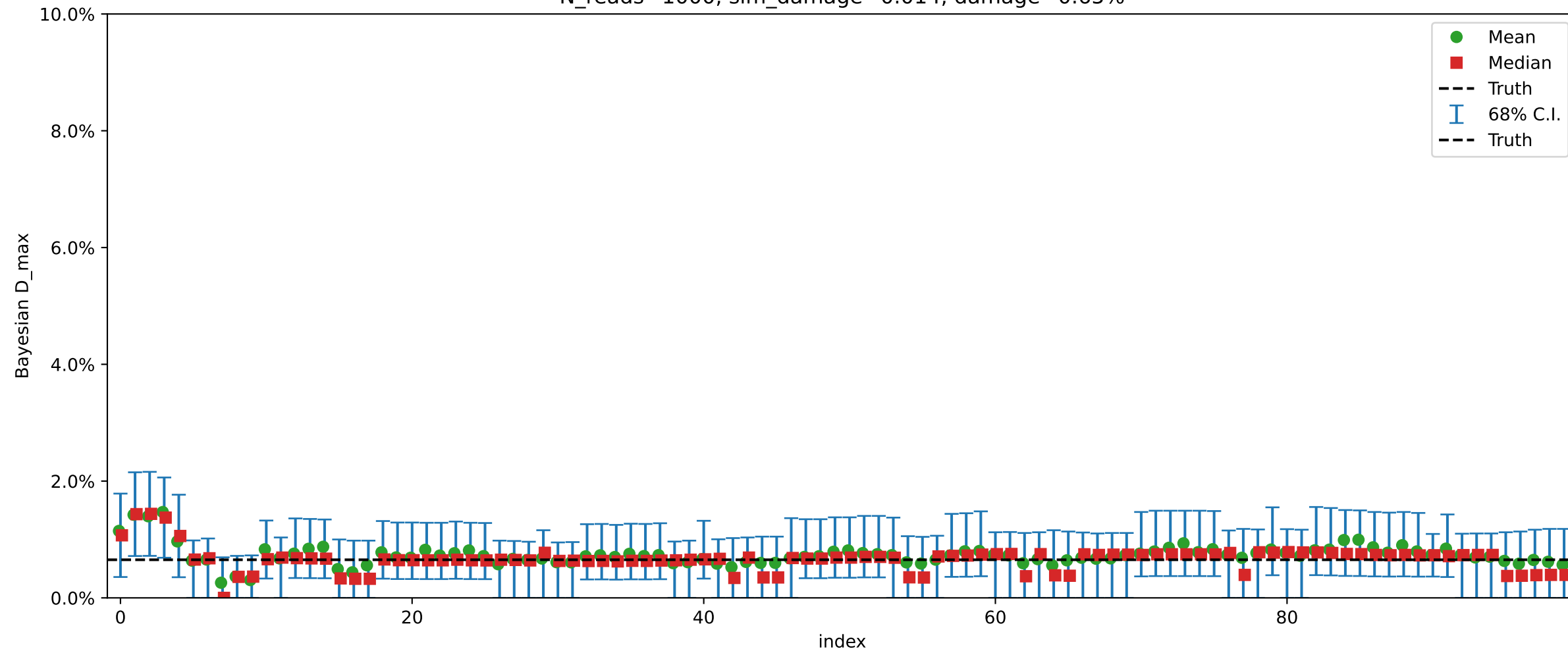


N\_reads=900, sim\_damage=0.014, damage=0.65%

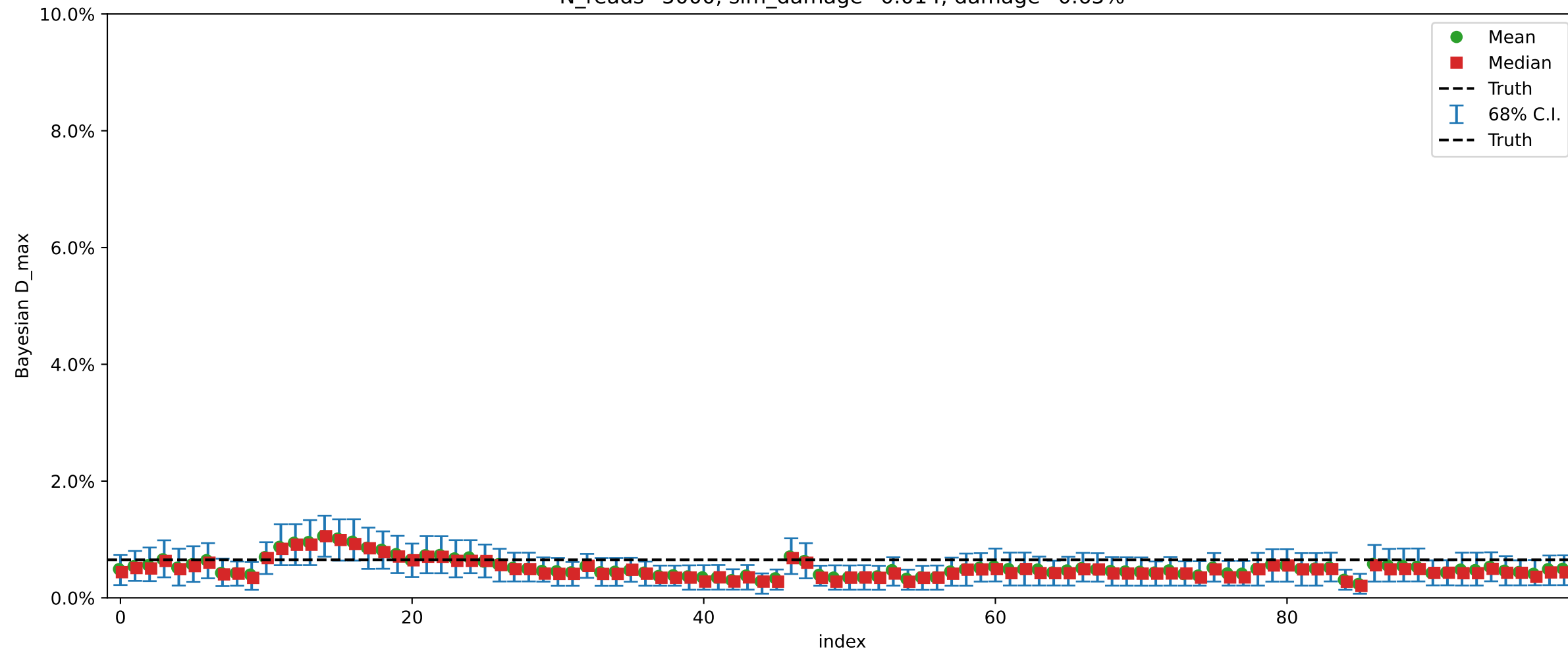




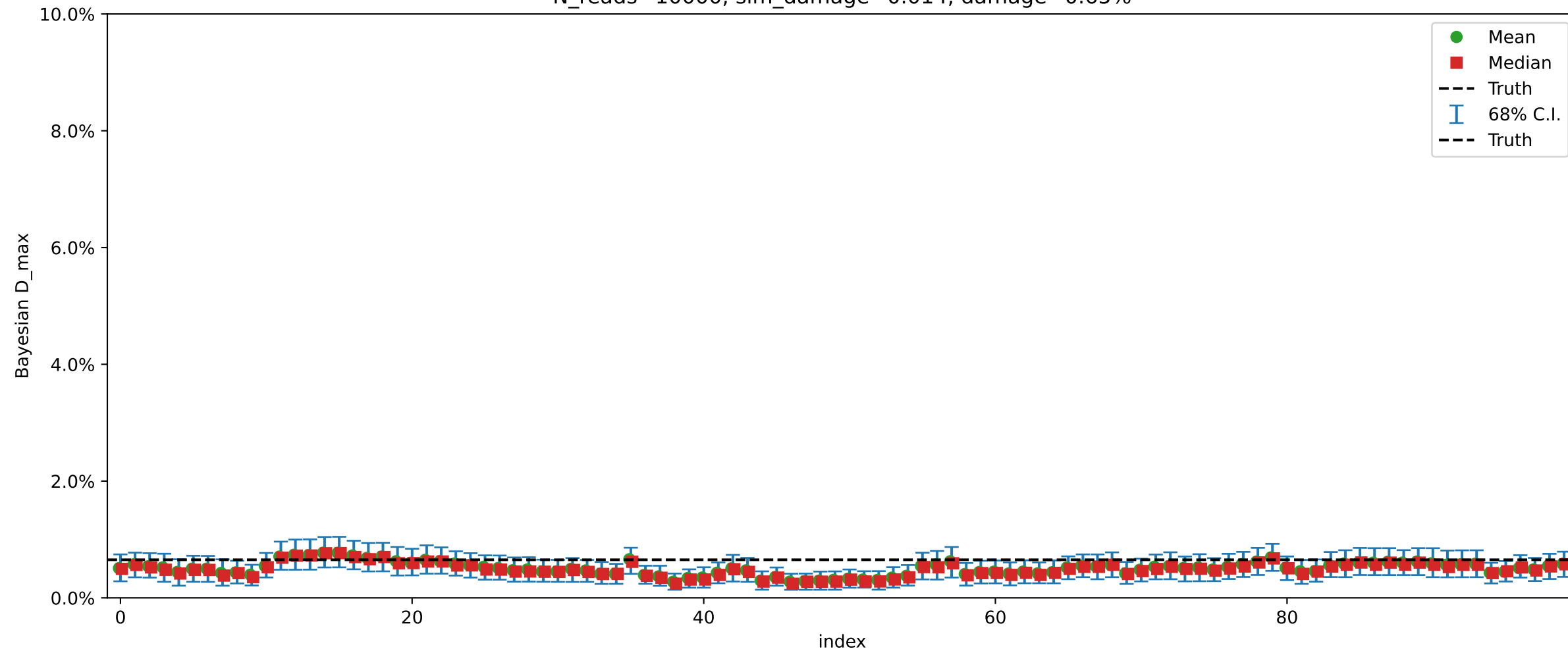
N\_reads=1000, sim\_damage=0.014, damage=0.65%



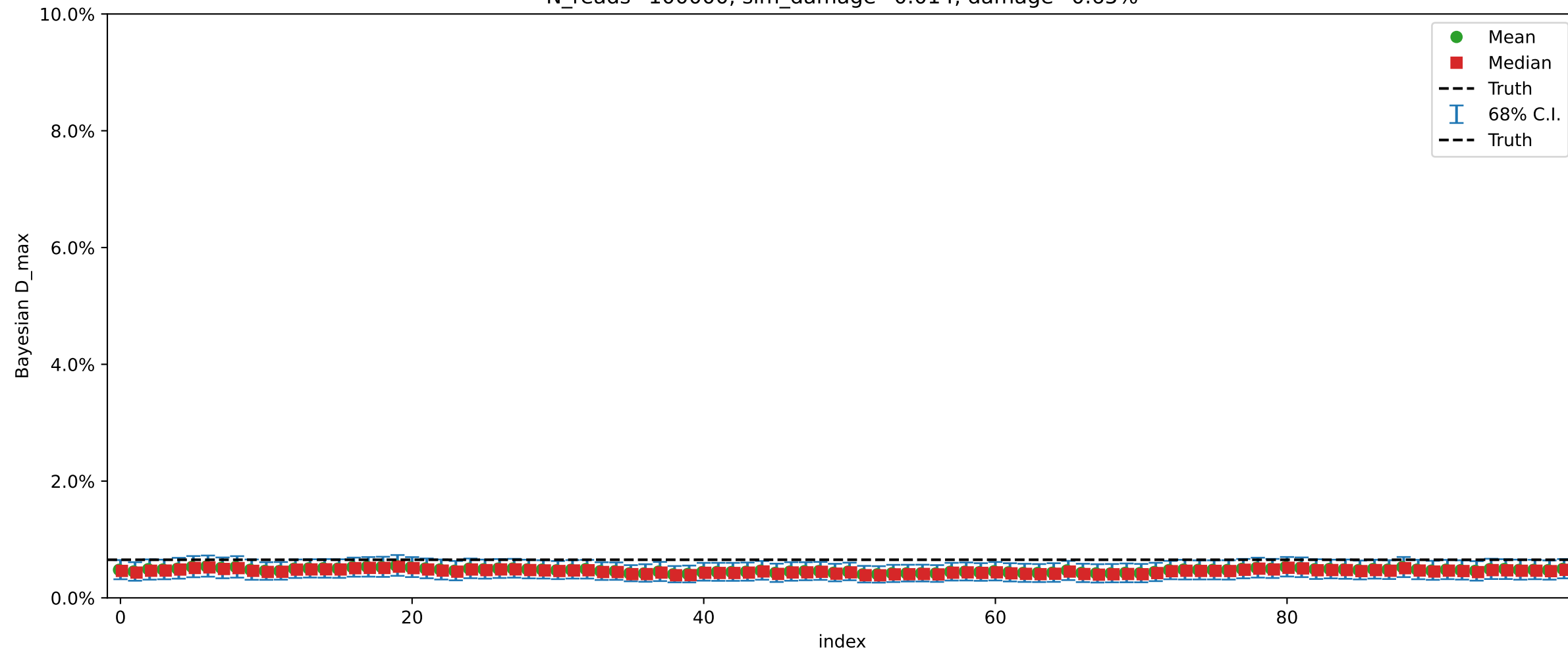
N\_reads=5000, sim\_damage=0.014, damage=0.65%



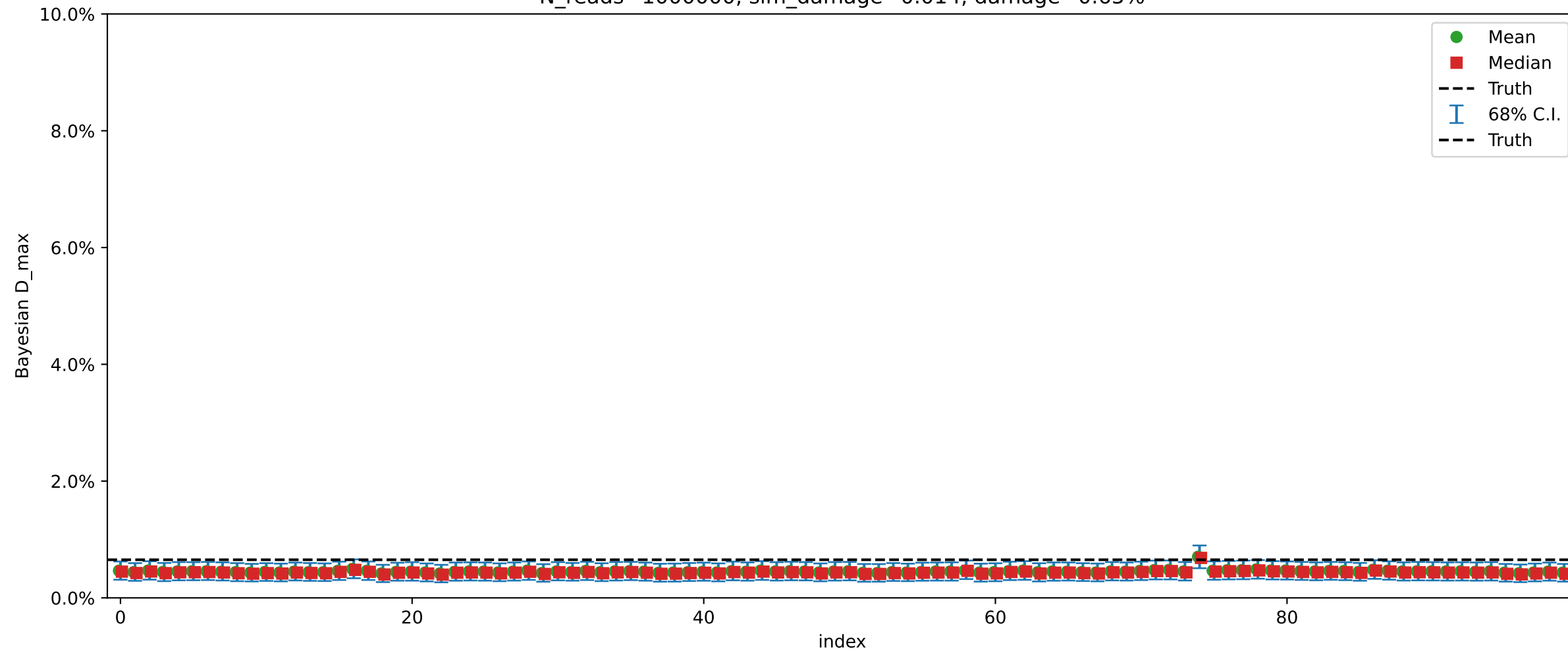
N\_reads=10000, sim\_damage=0.014, damage=0.65%



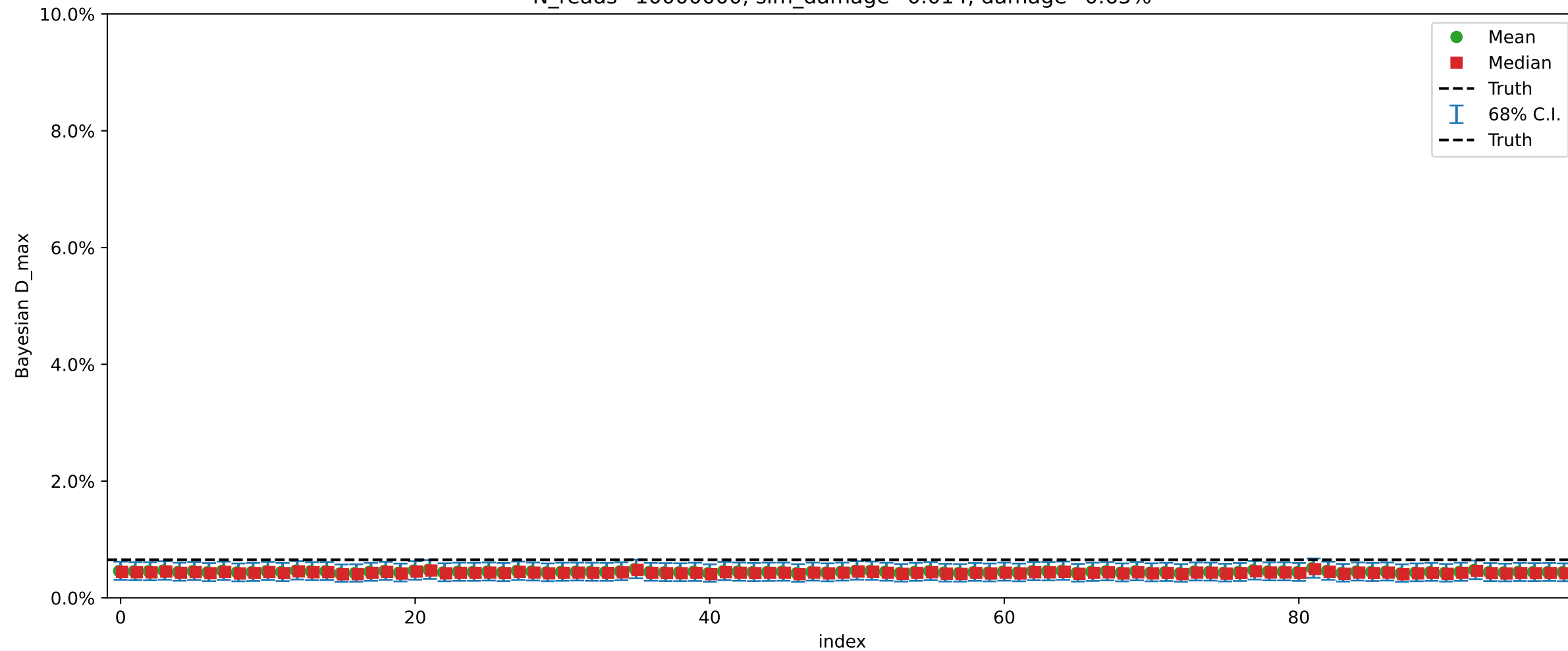
N\_reads=100000, sim\_damage=0.014, damage=0.65%



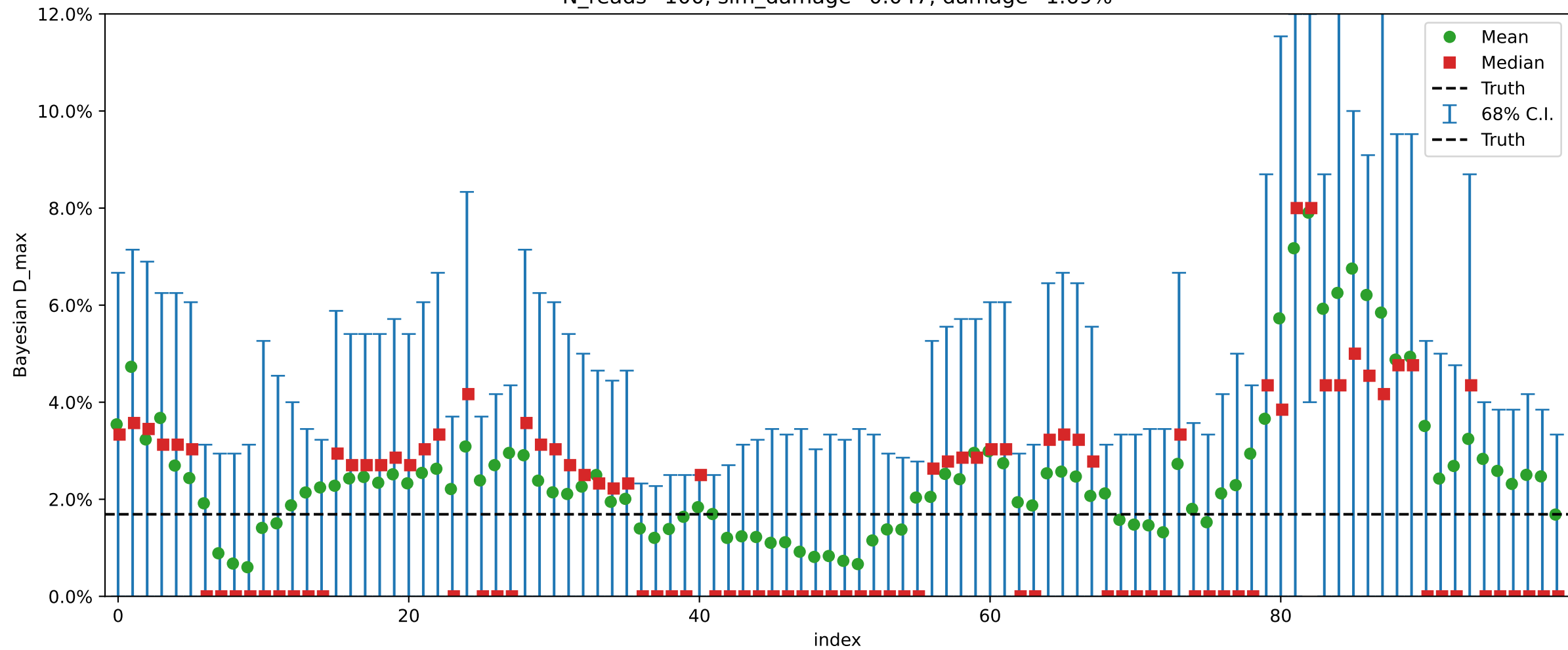
N\_reads=1000000, sim\_damage=0.014, damage=0.65%



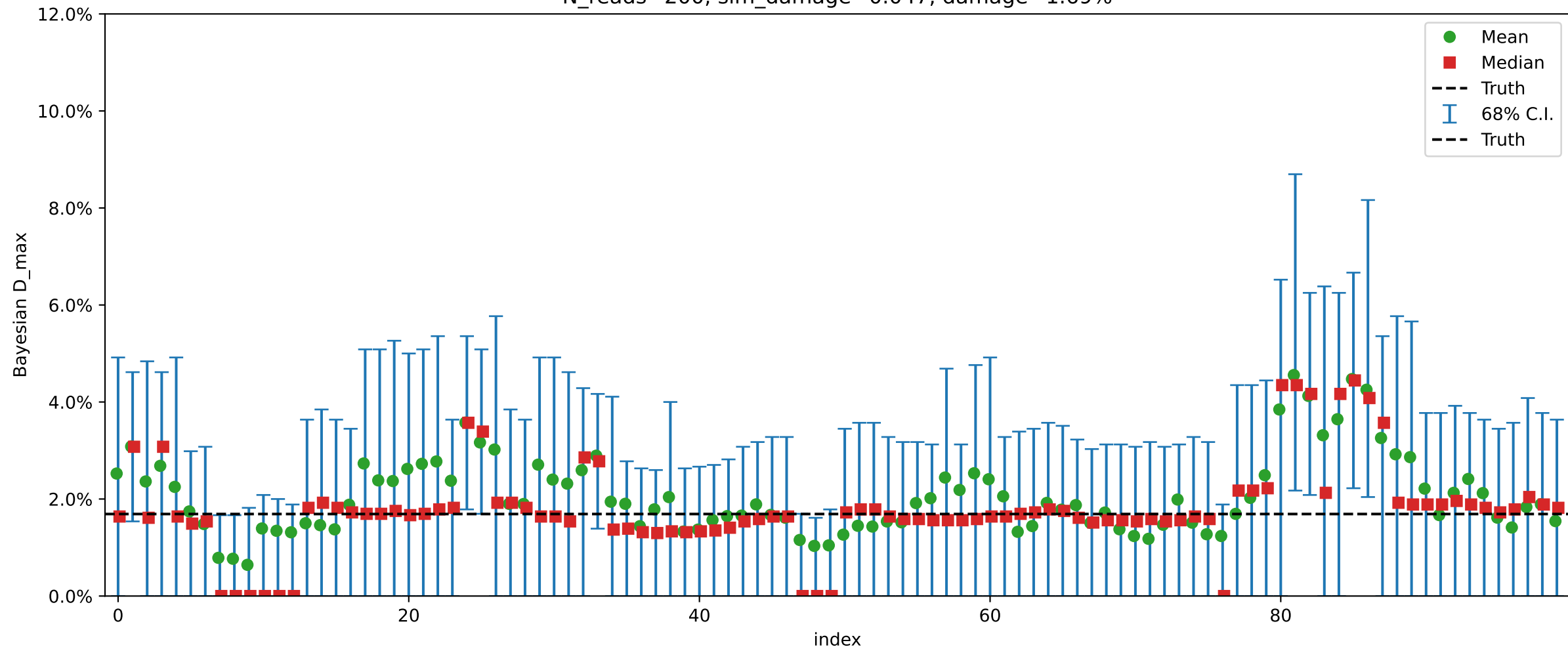
N\_reads=10000000, sim\_damage=0.014, damage=0.65%



N\_reads=100, sim\_damage=0.047, damage=1.69%

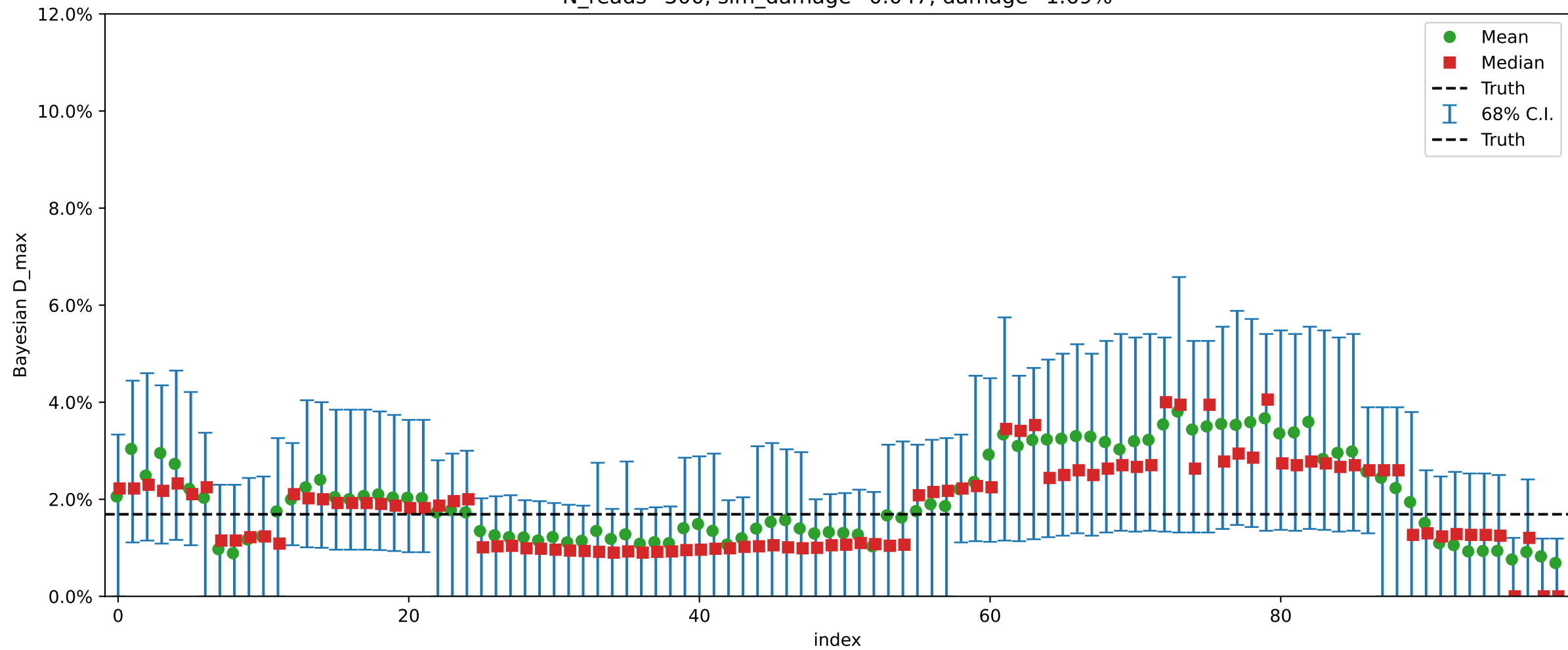


N\_reads=200, sim\_damage=0.047, damage=1.69%

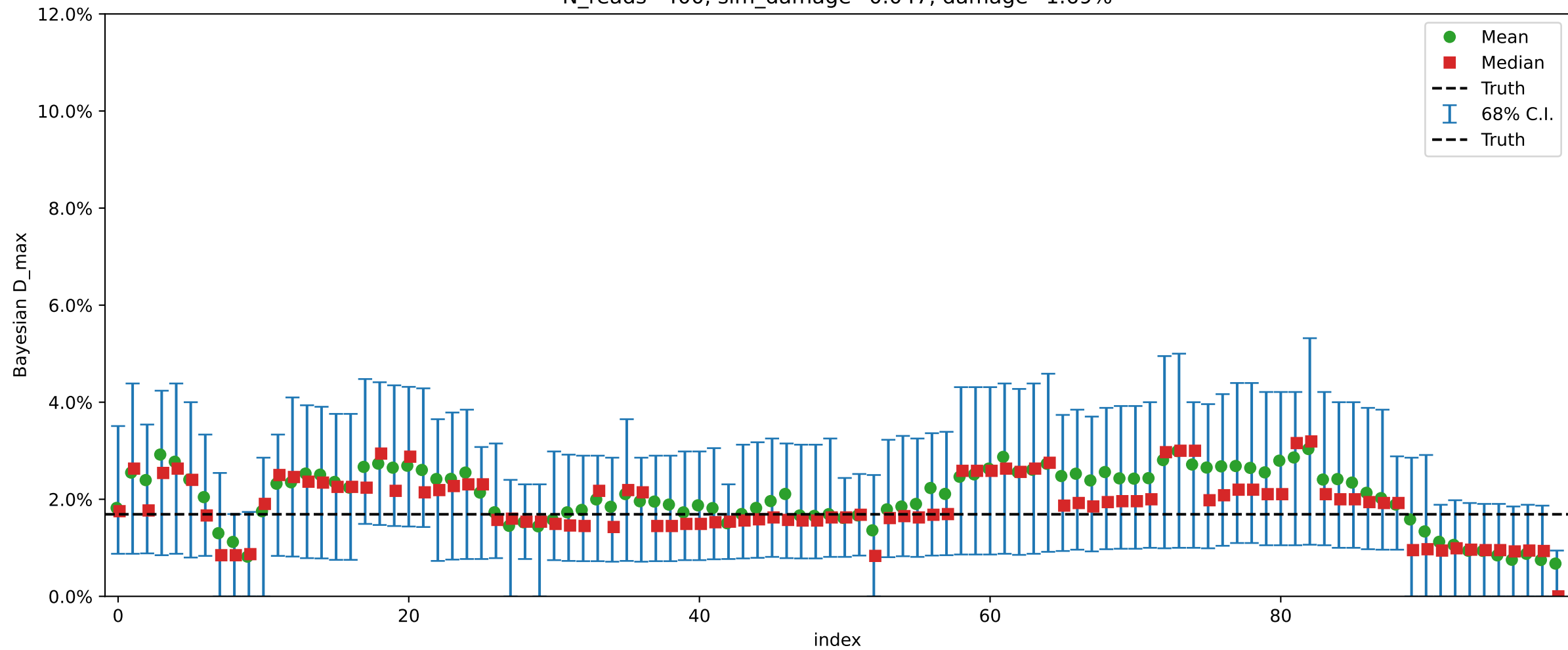




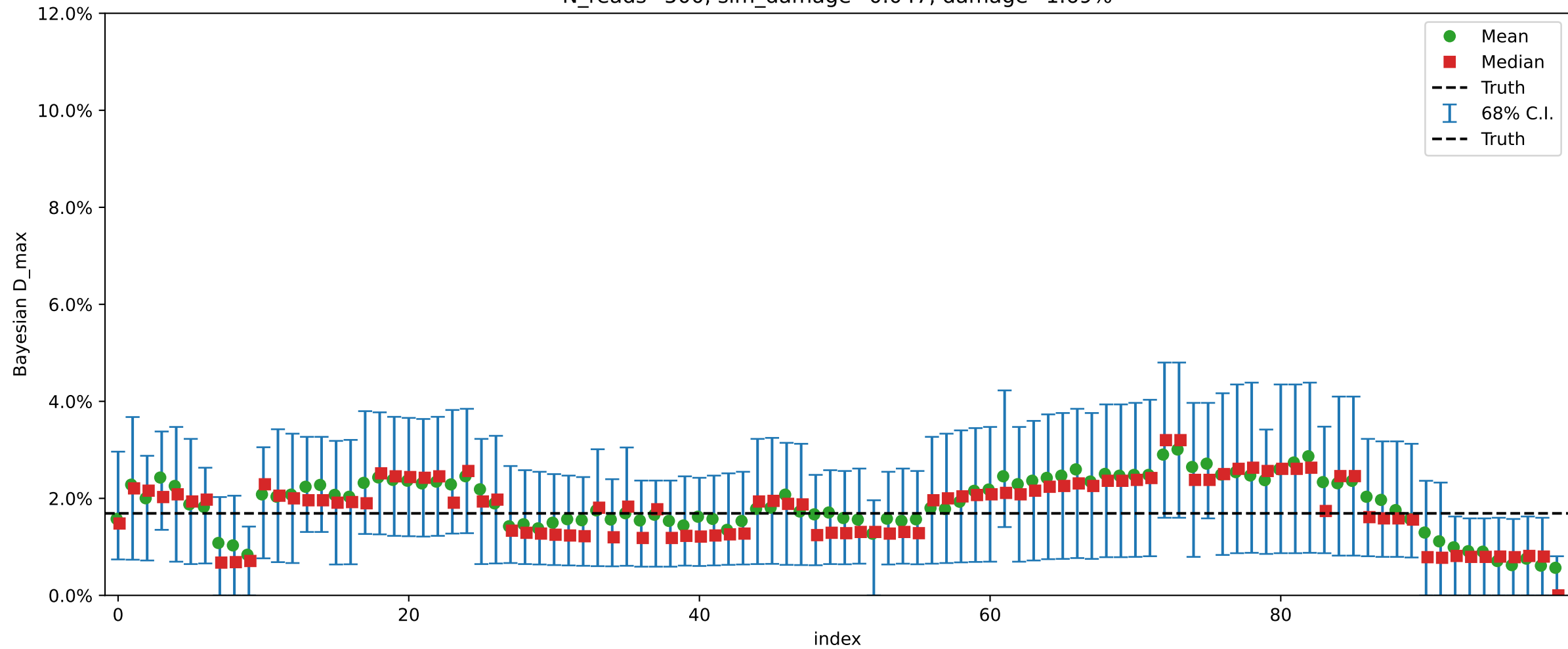
N\_reads=300, sim\_damage=0.047, damage=1.69%



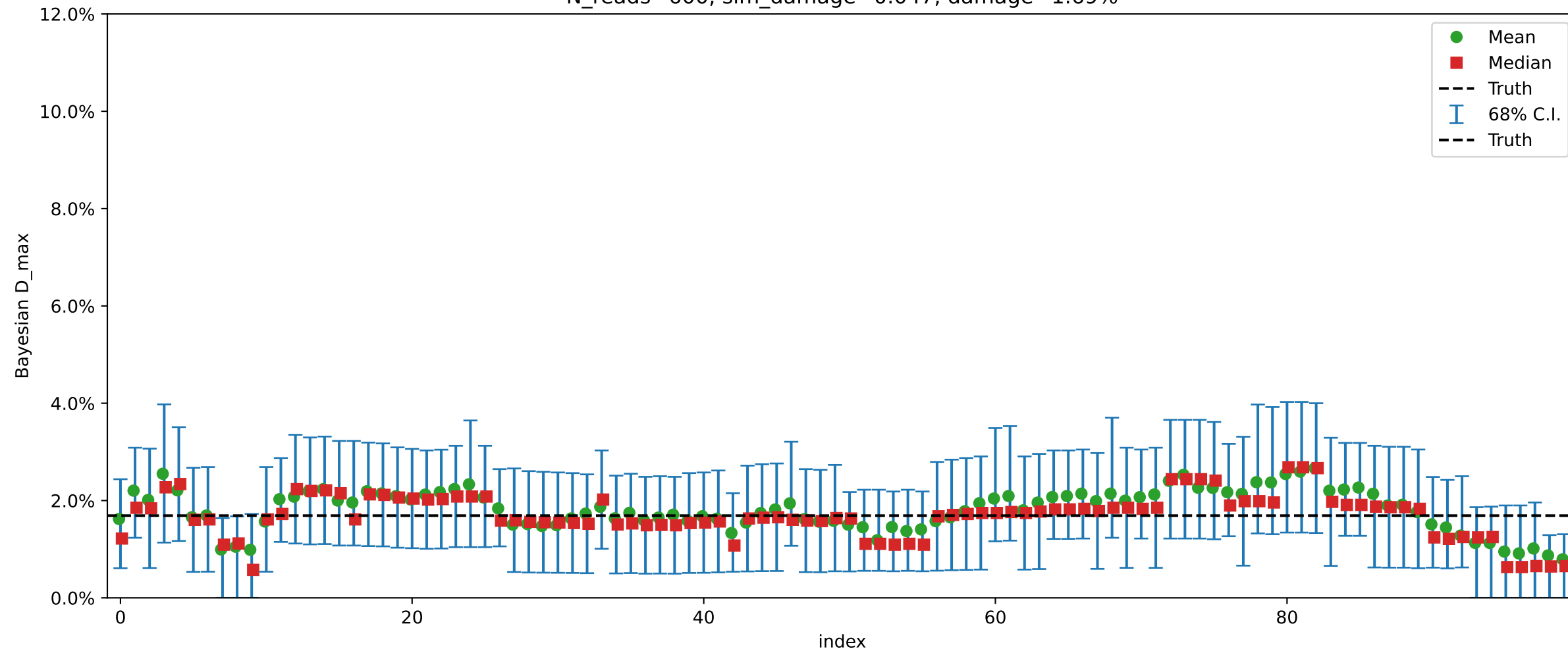
N\_reads=400, sim\_damage=0.047, damage=1.69%



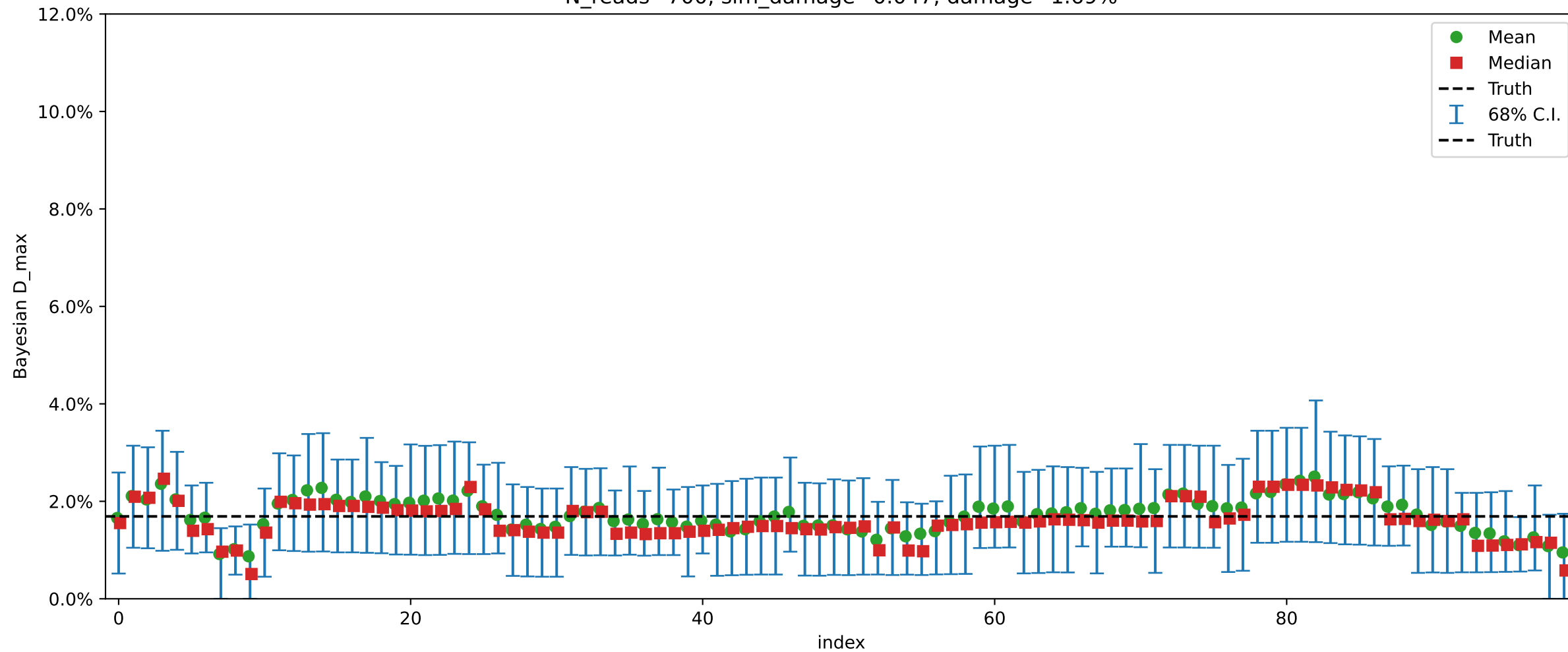
N\_reads=500, sim\_damage=0.047, damage=1.69%



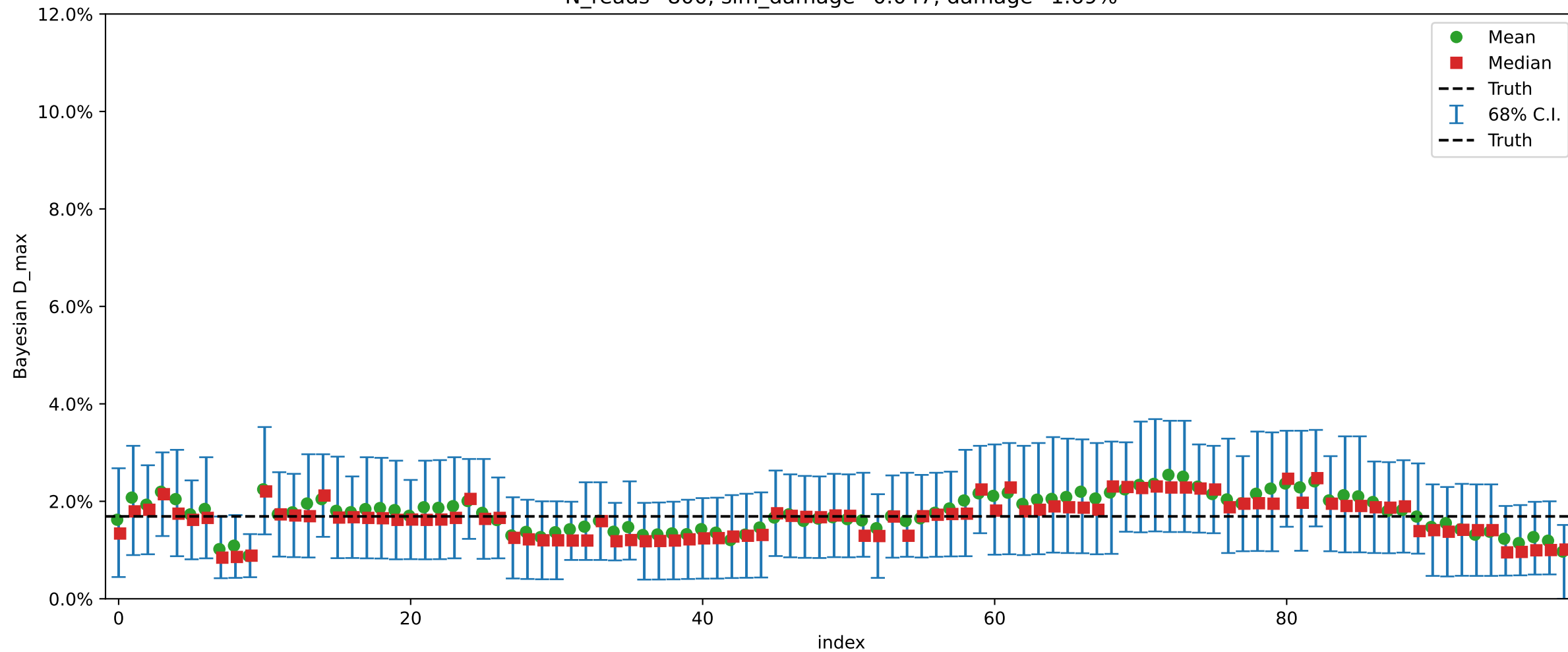
N\_reads=600, sim\_damage=0.047, damage=1.69%



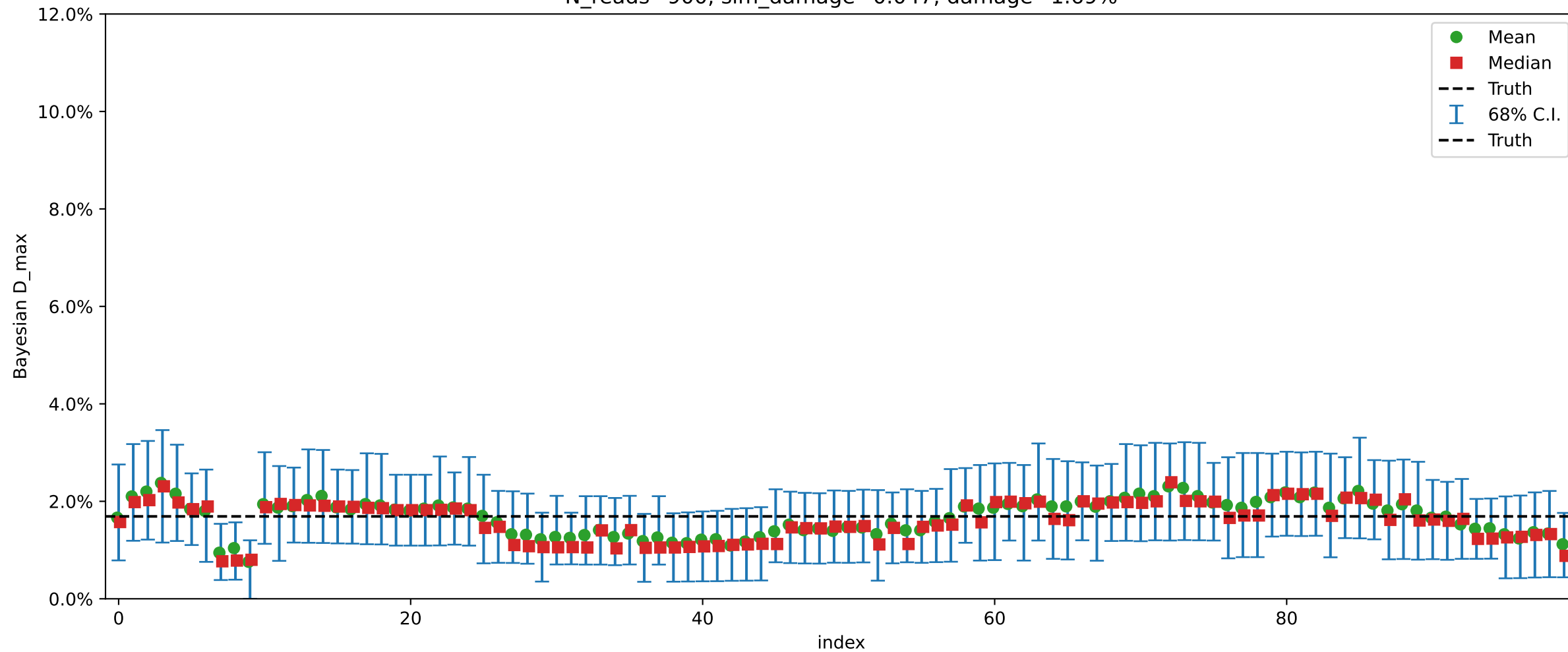
N\_reads=700, sim\_damage=0.047, damage=1.69%



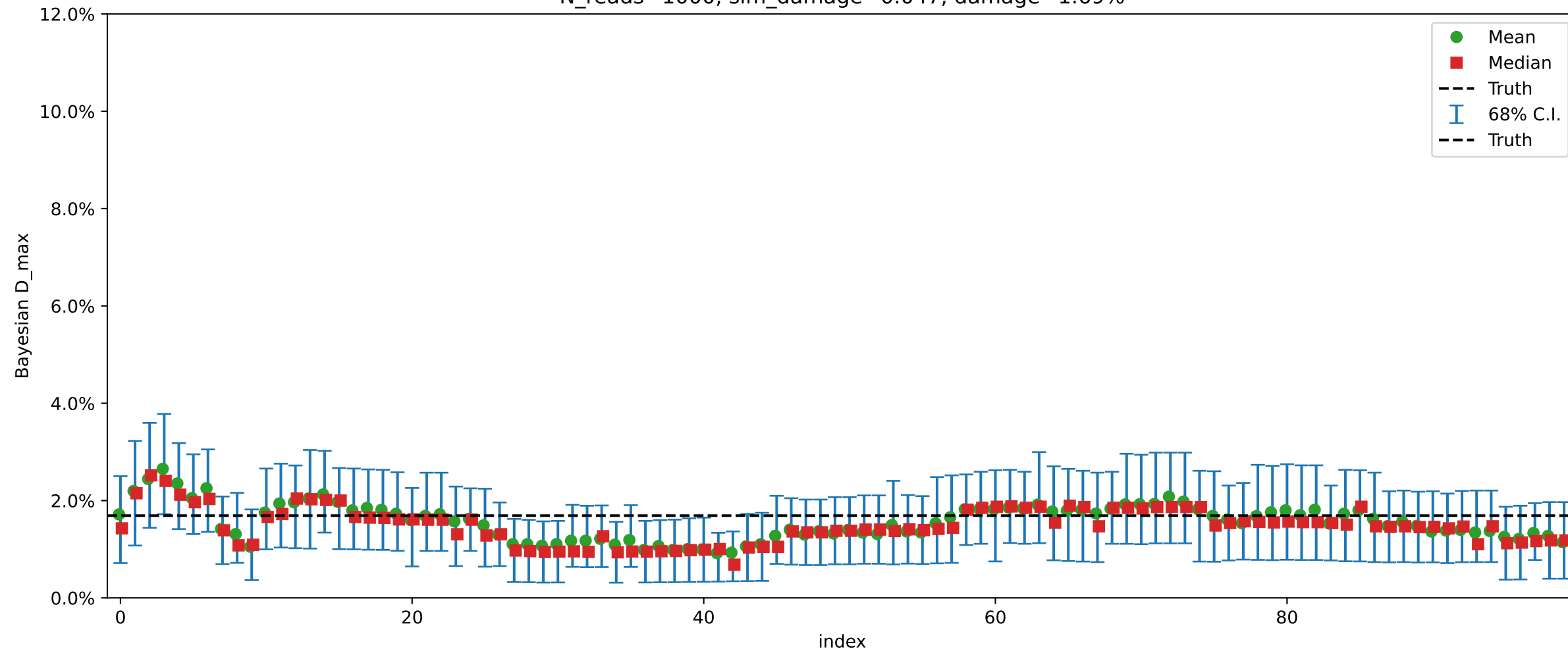
N\_reads=800, sim\_damage=0.047, damage=1.69%



N\_reads=900, sim\_damage=0.047, damage=1.69%

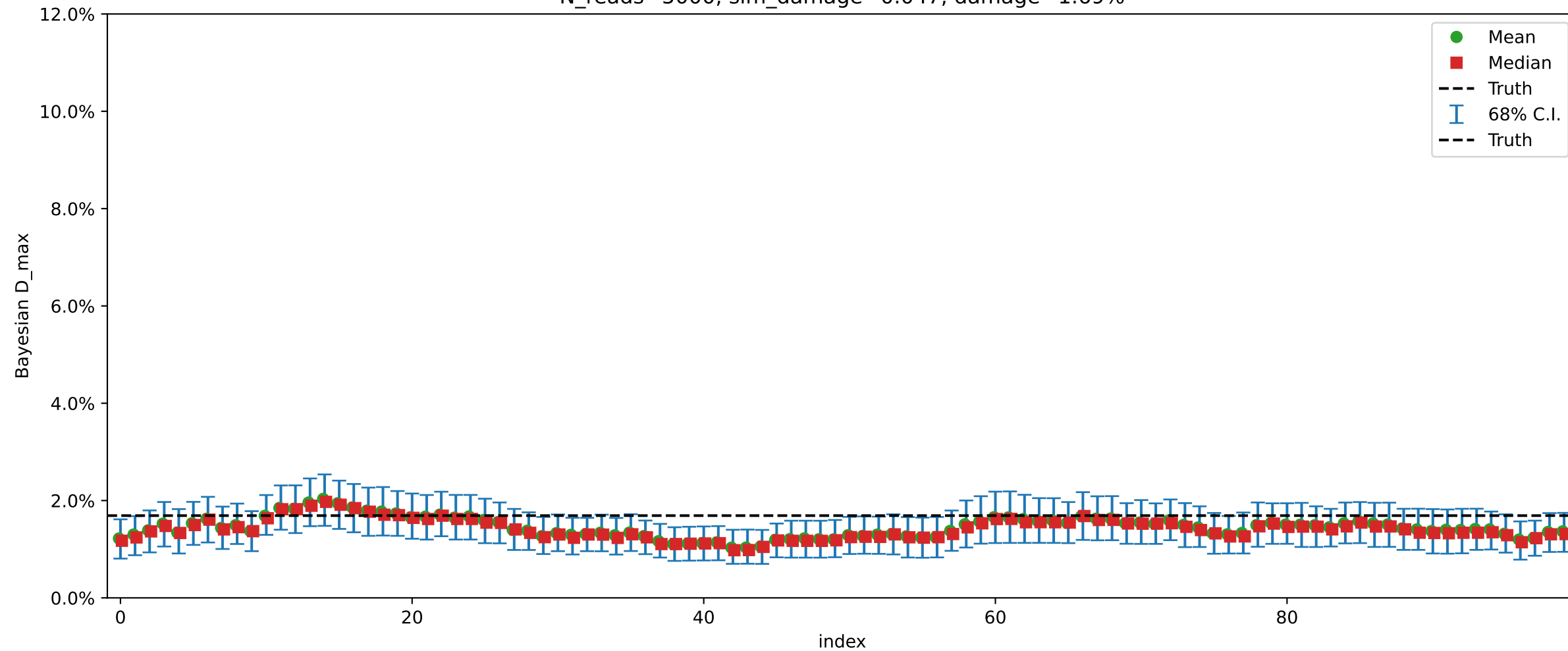


N\_reads=1000, sim\_damage=0.047, damage=1.69%

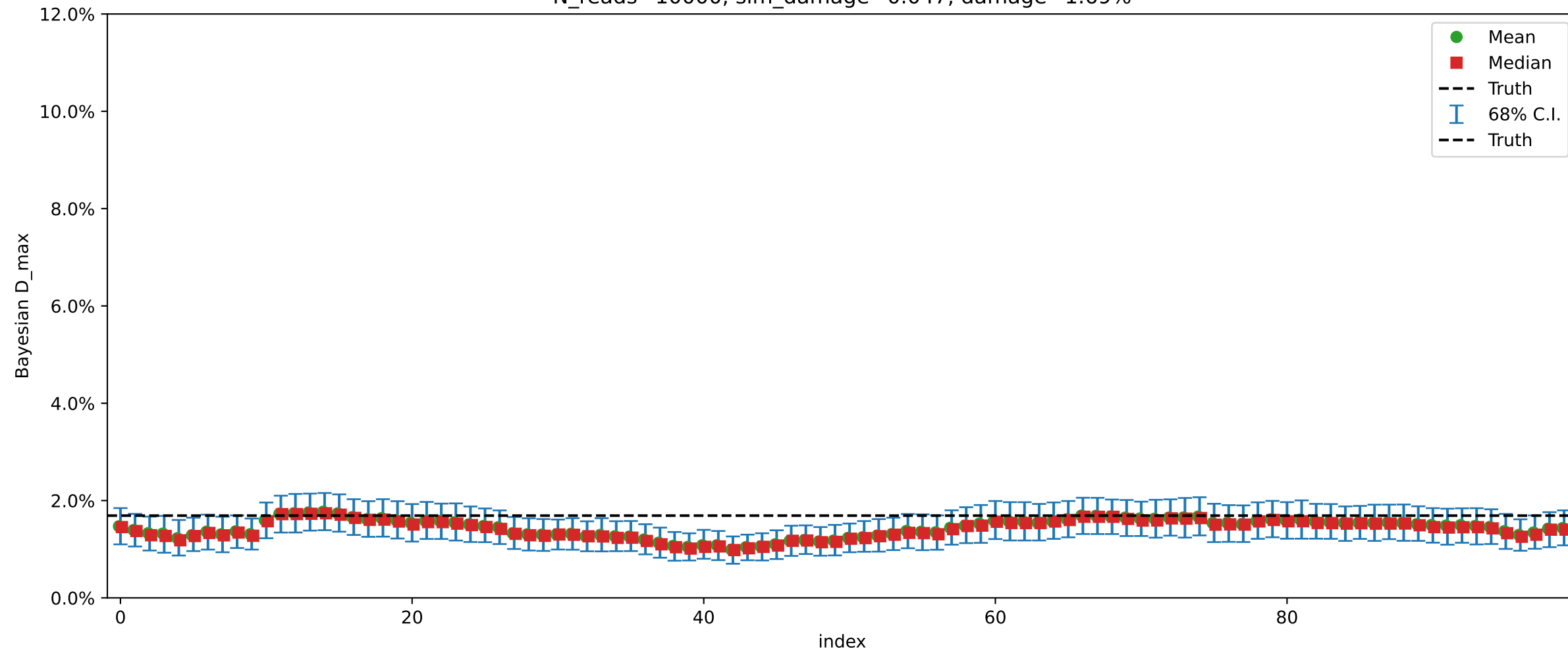




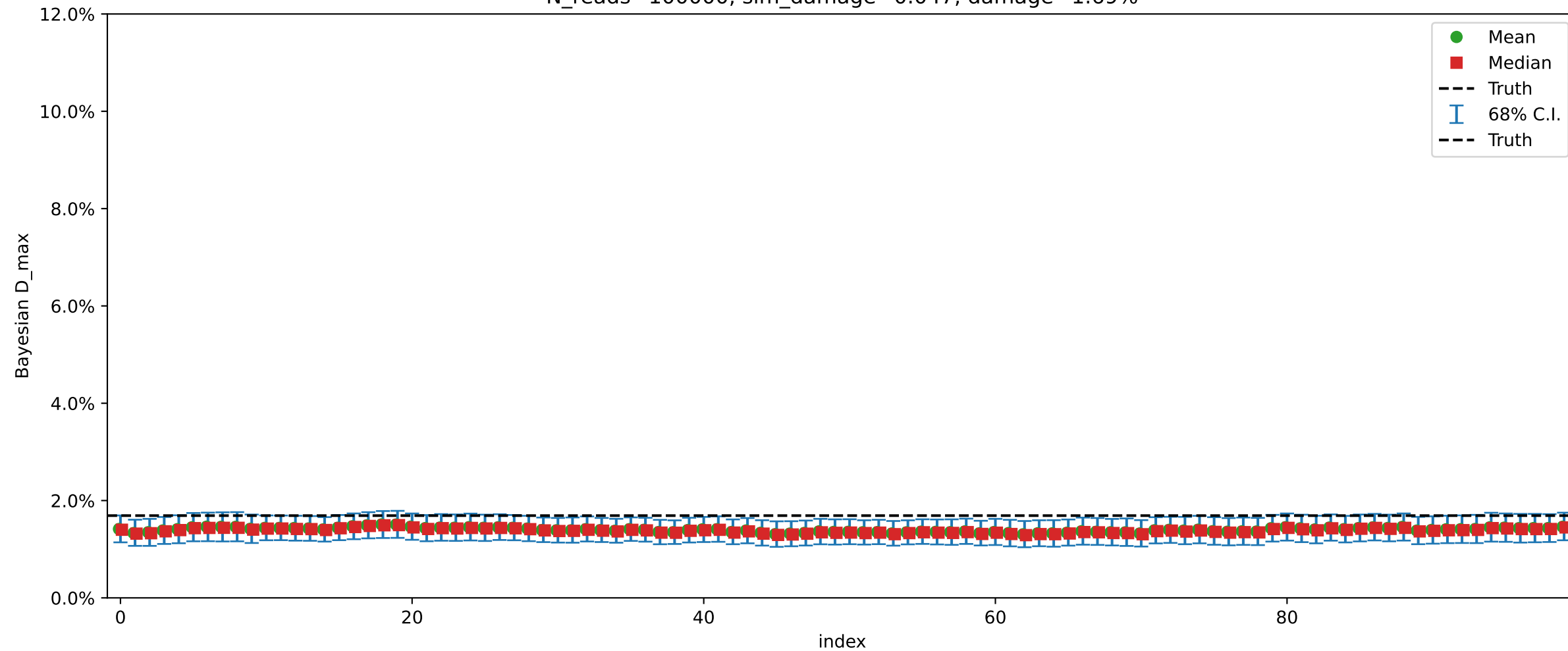
N\_reads=5000, sim\_damage=0.047, damage=1.69%



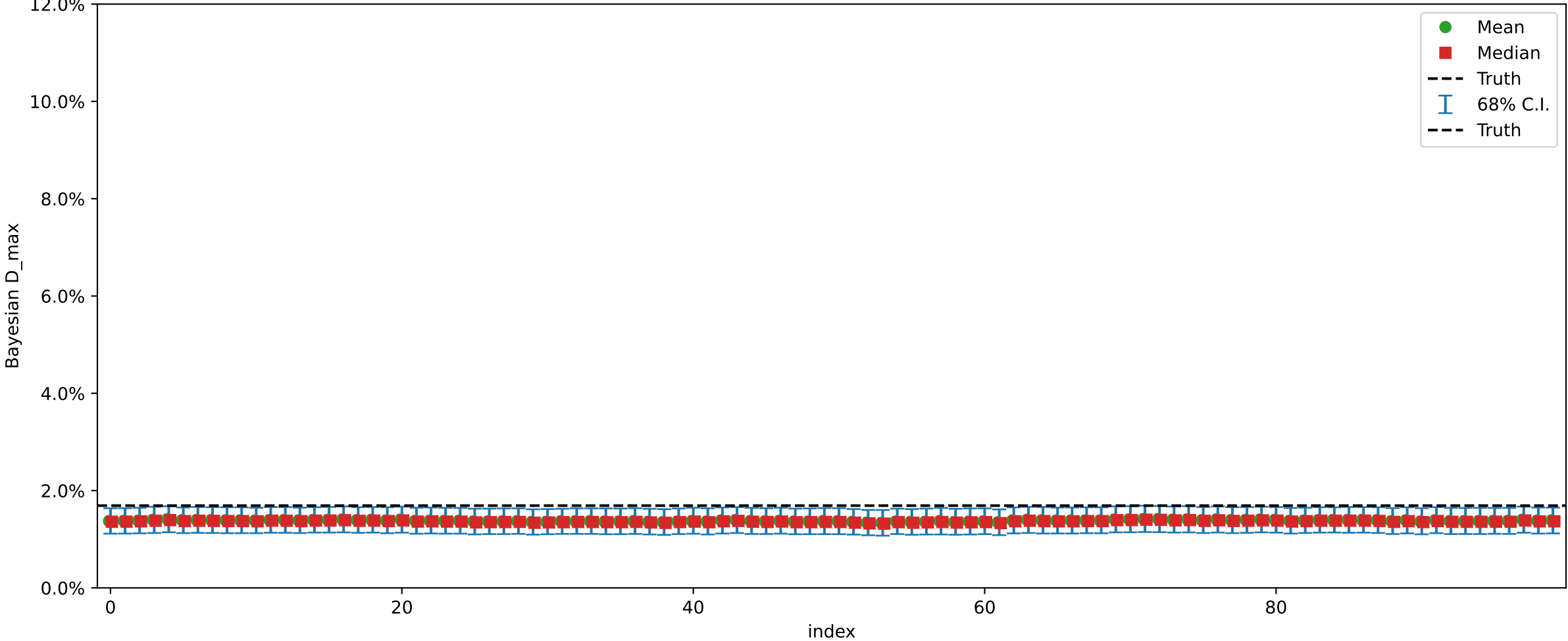
N\_reads=10000, sim\_damage=0.047, damage=1.69%



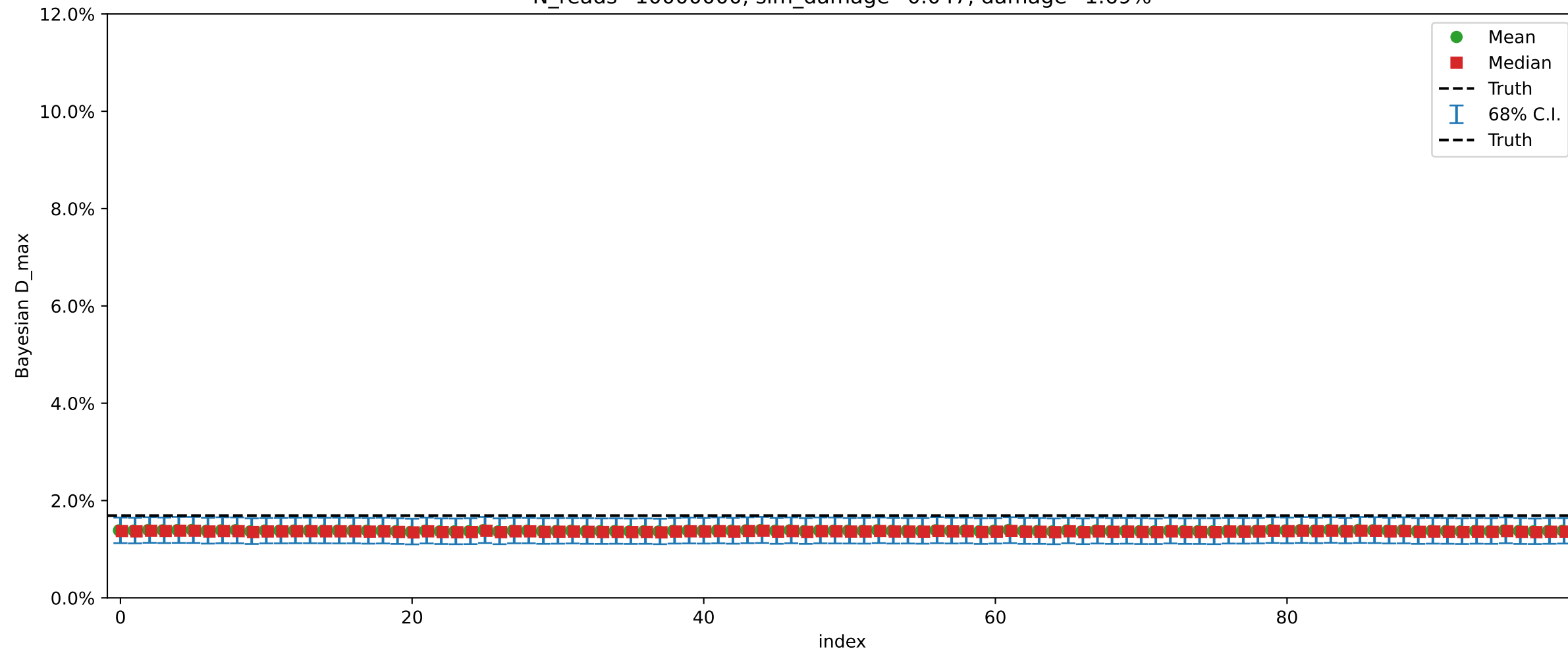
N\_reads=100000, sim\_damage=0.047, damage=1.69%



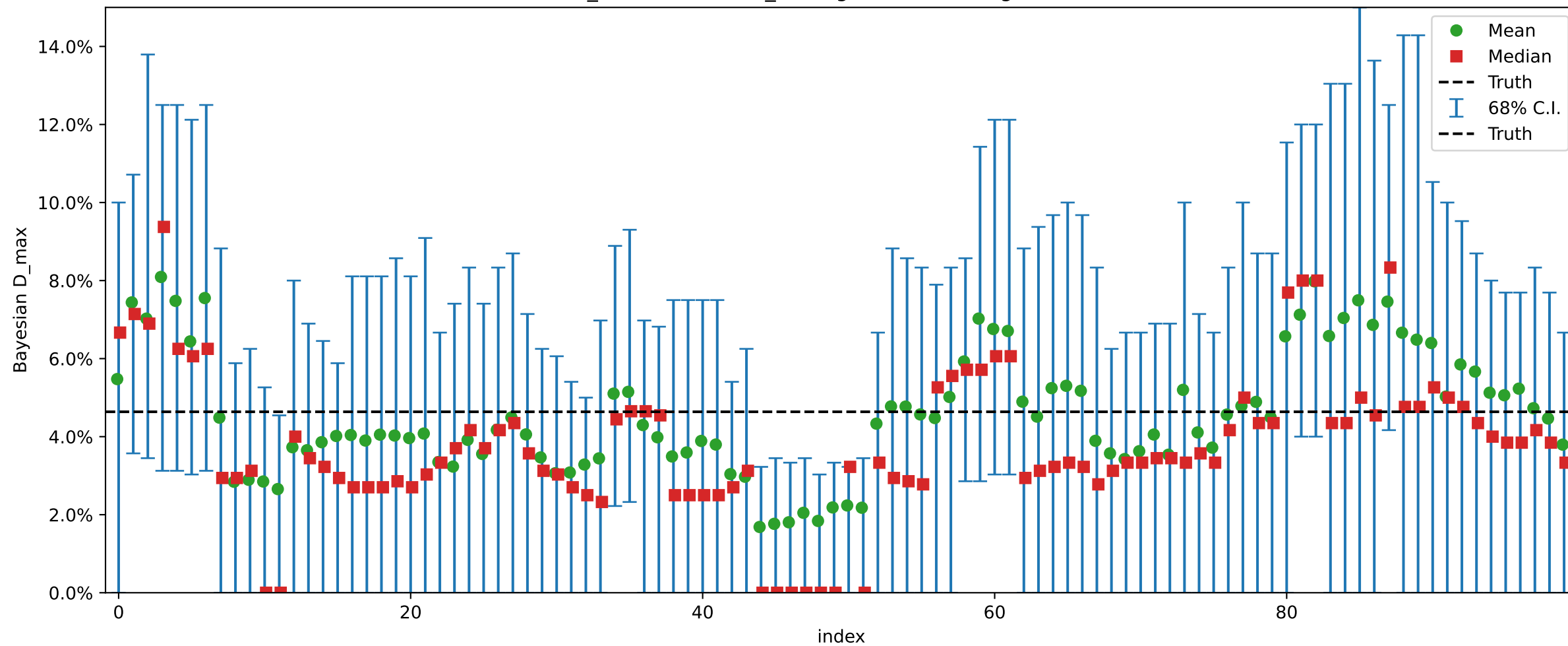
N\_reads=1000000, sim\_damage=0.047, damage=1.69%



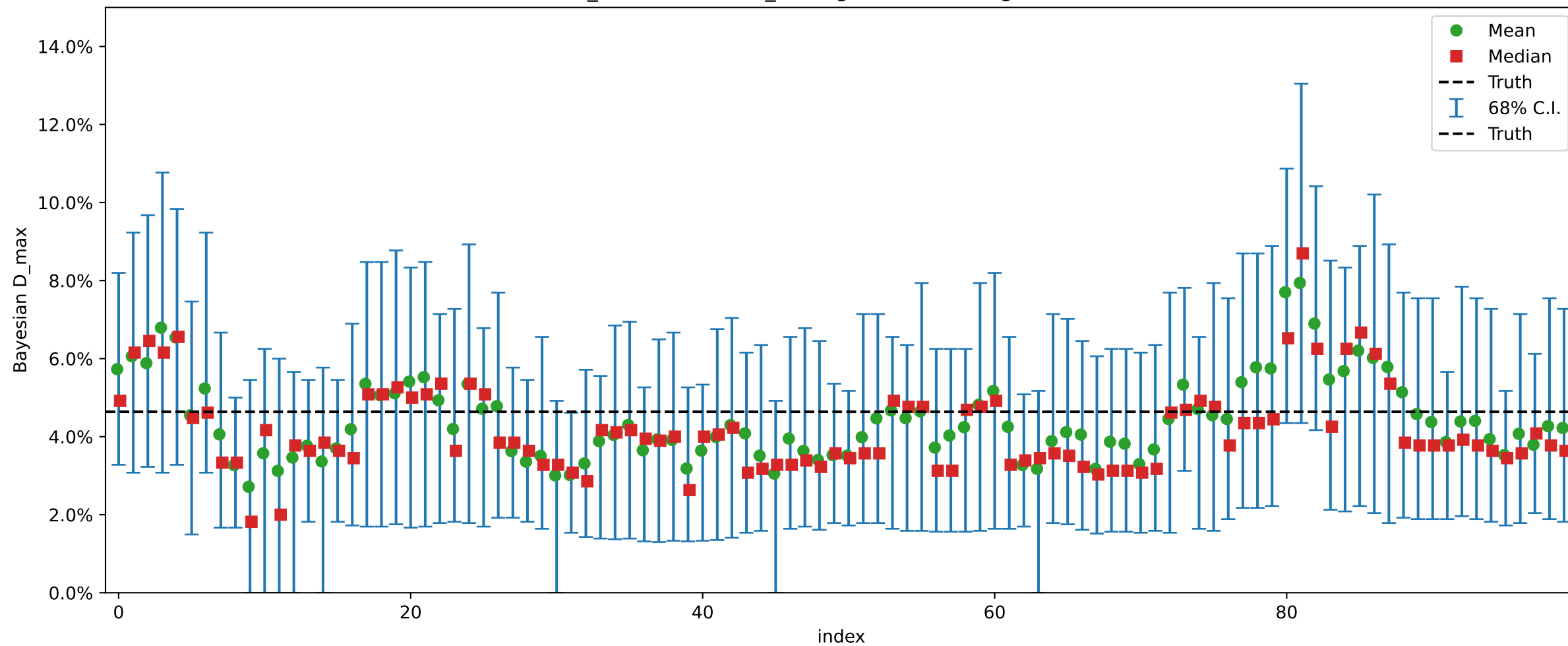
N\_reads=10000000, sim\_damage=0.047, damage=1.69%



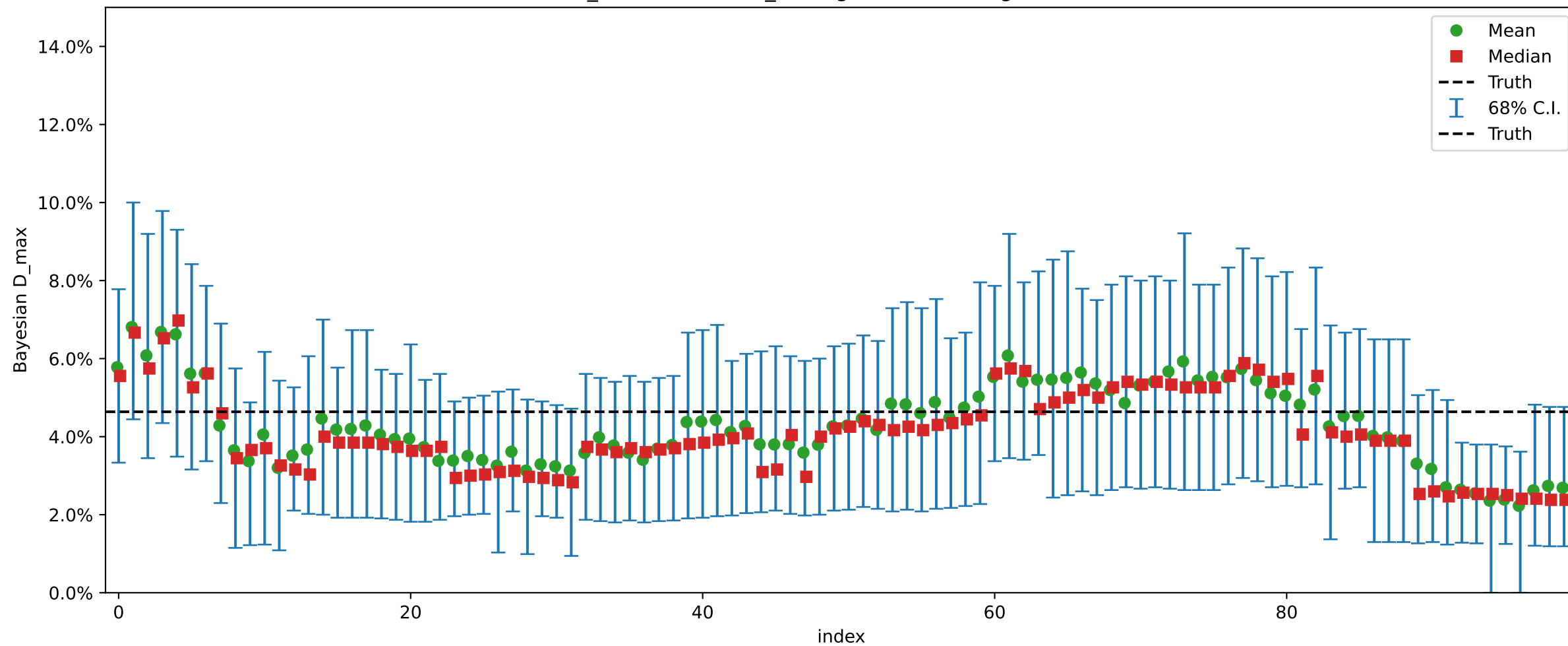
N\_reads=100, sim\_damage=0.14, damage=4.64%



N\_reads=200, sim\_damage=0.14, damage=4.64%

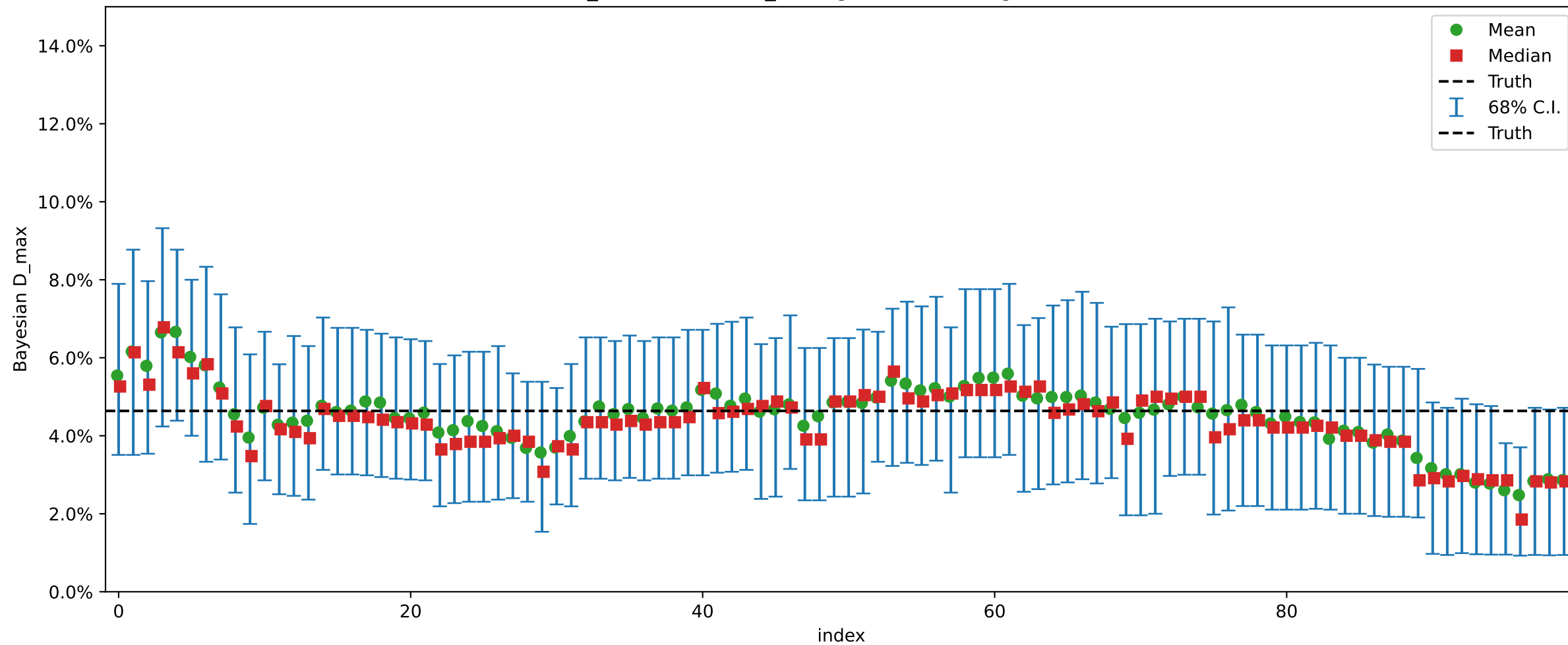


N\_reads=300, sim\_damage=0.14, damage=4.64%

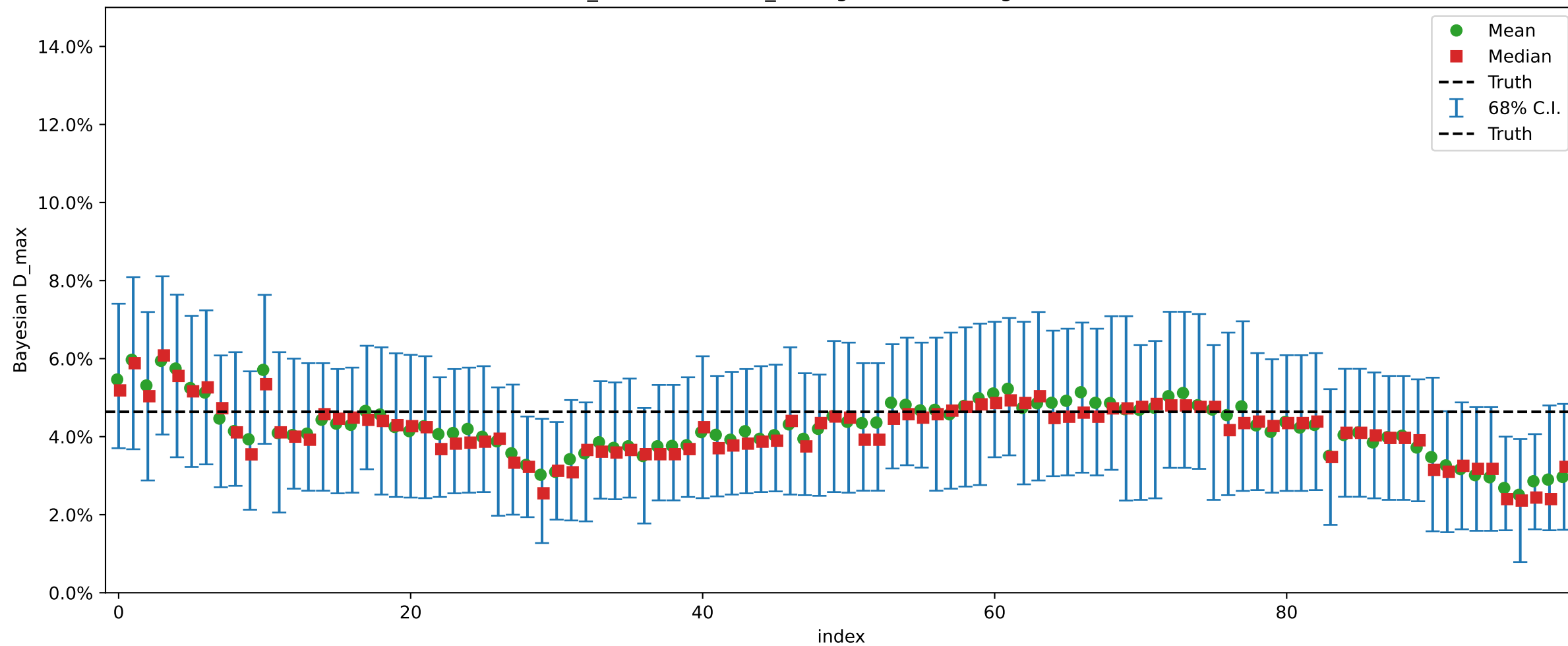




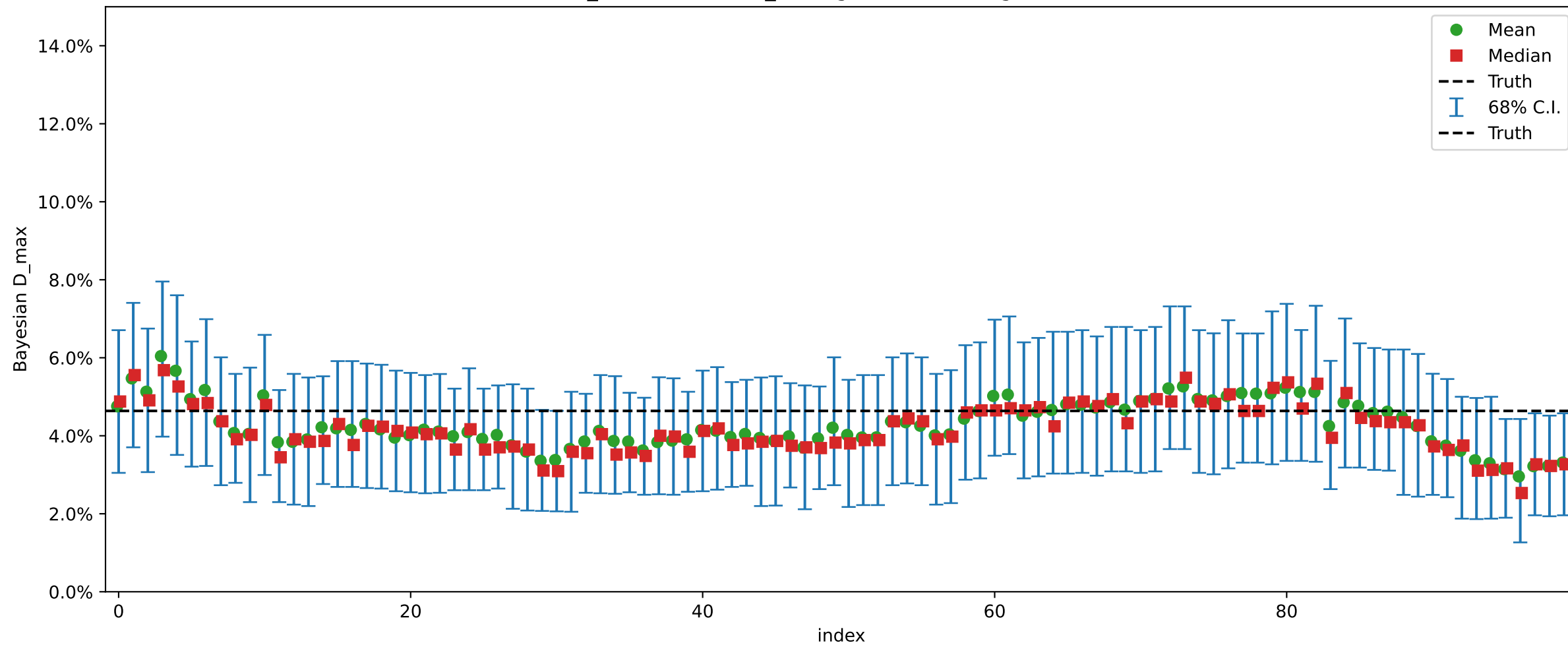
N\_reads=400, sim\_damage=0.14, damage=4.64%



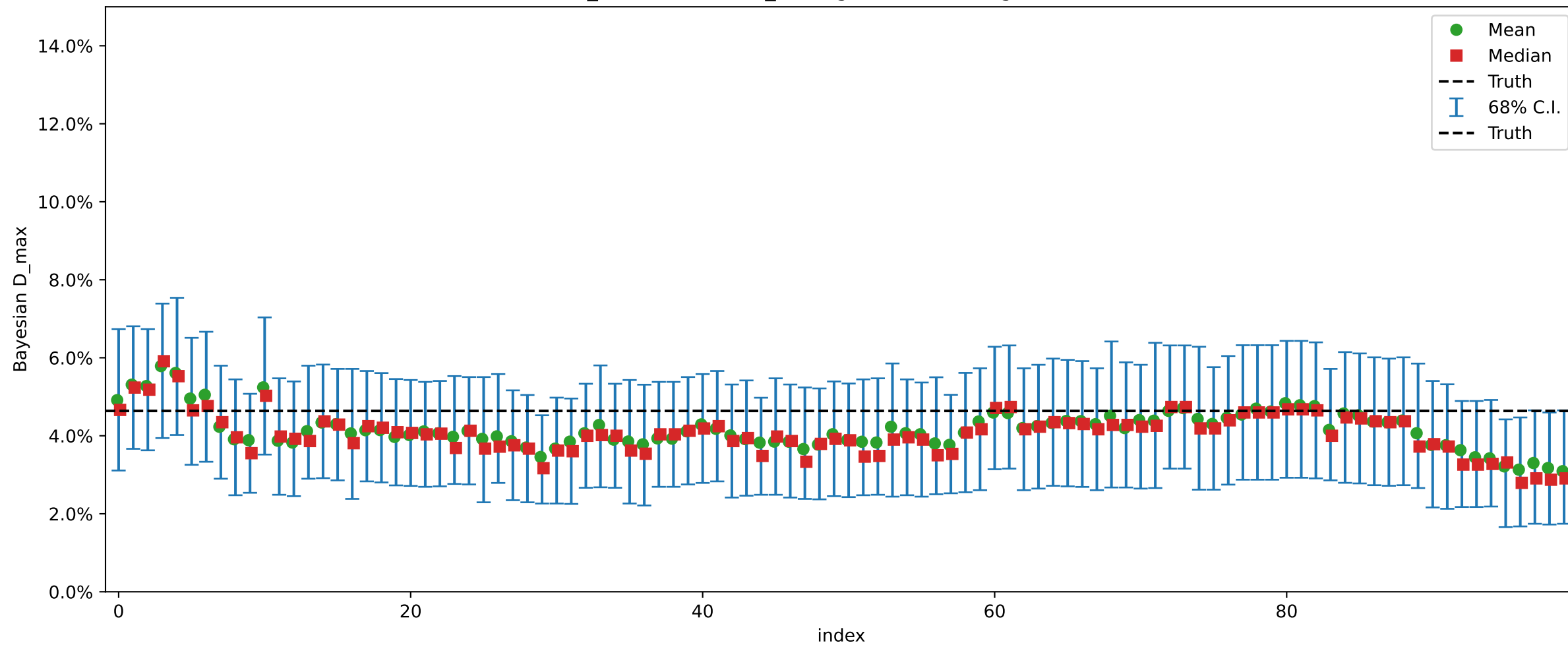
N\_reads=500, sim\_damage=0.14, damage=4.64%



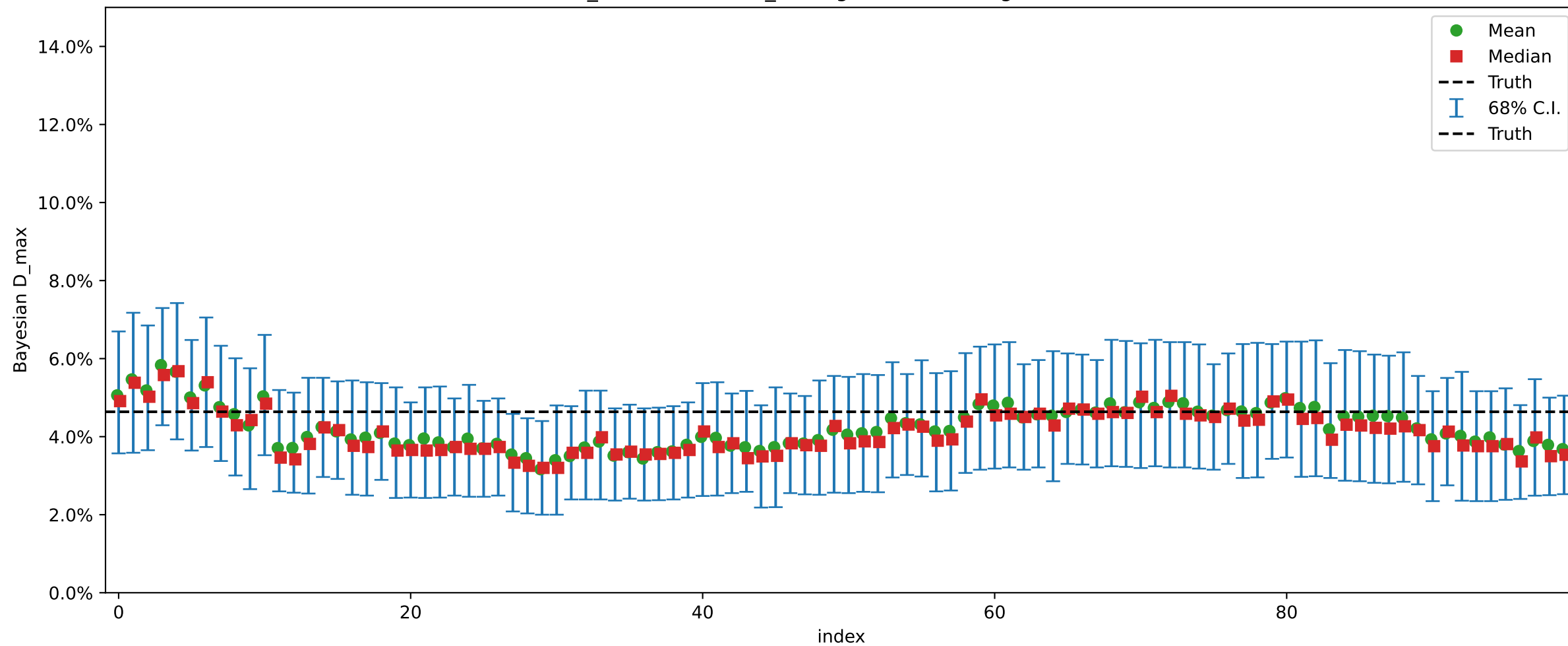
N\_reads=600, sim\_damage=0.14, damage=4.64%



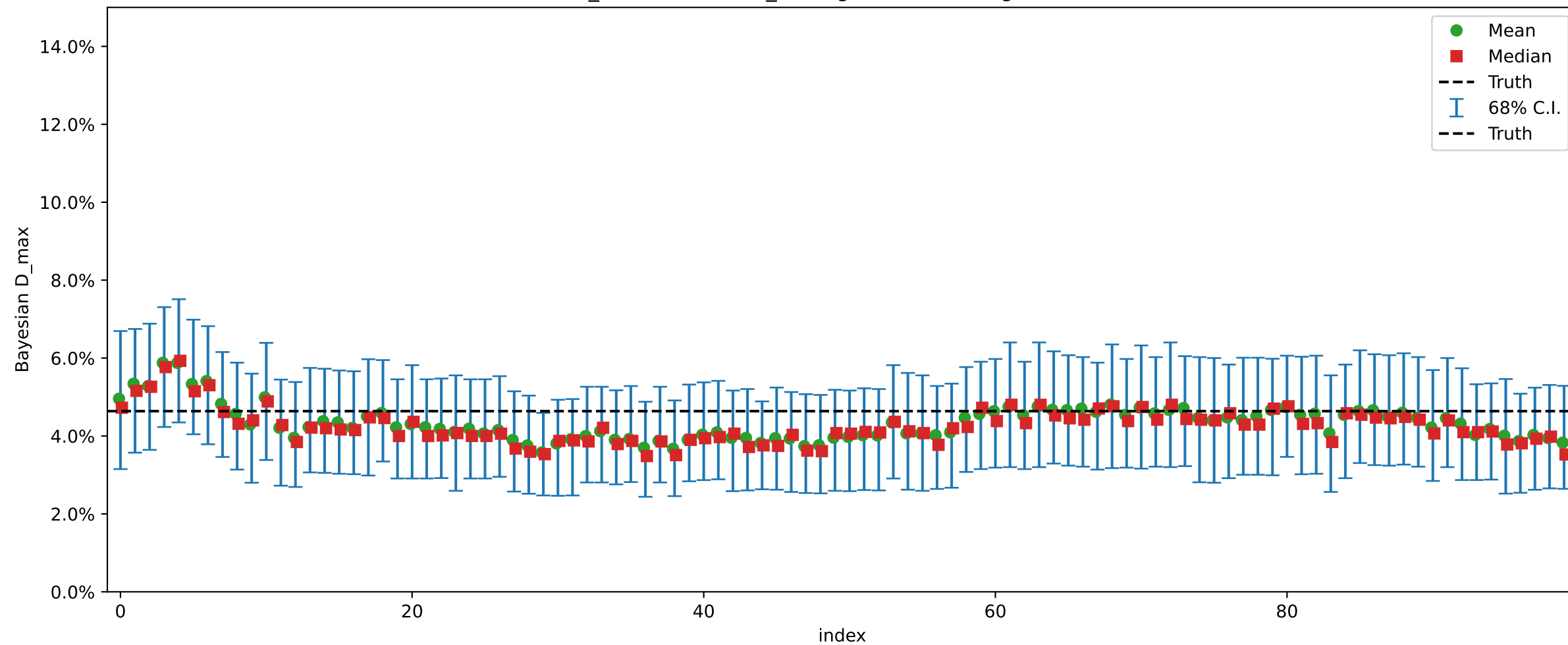
N\_reads=700, sim\_damage=0.14, damage=4.64%



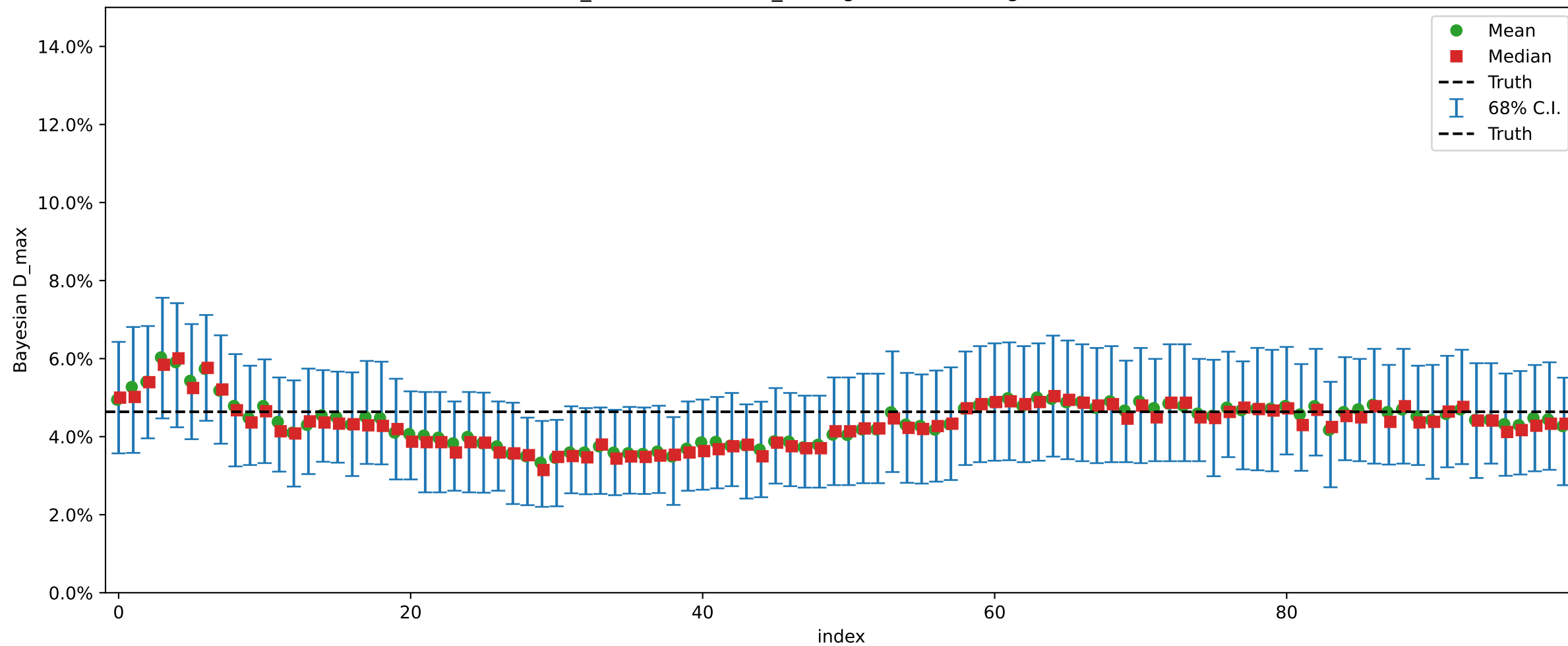
N\_reads=800, sim\_damage=0.14, damage=4.64%



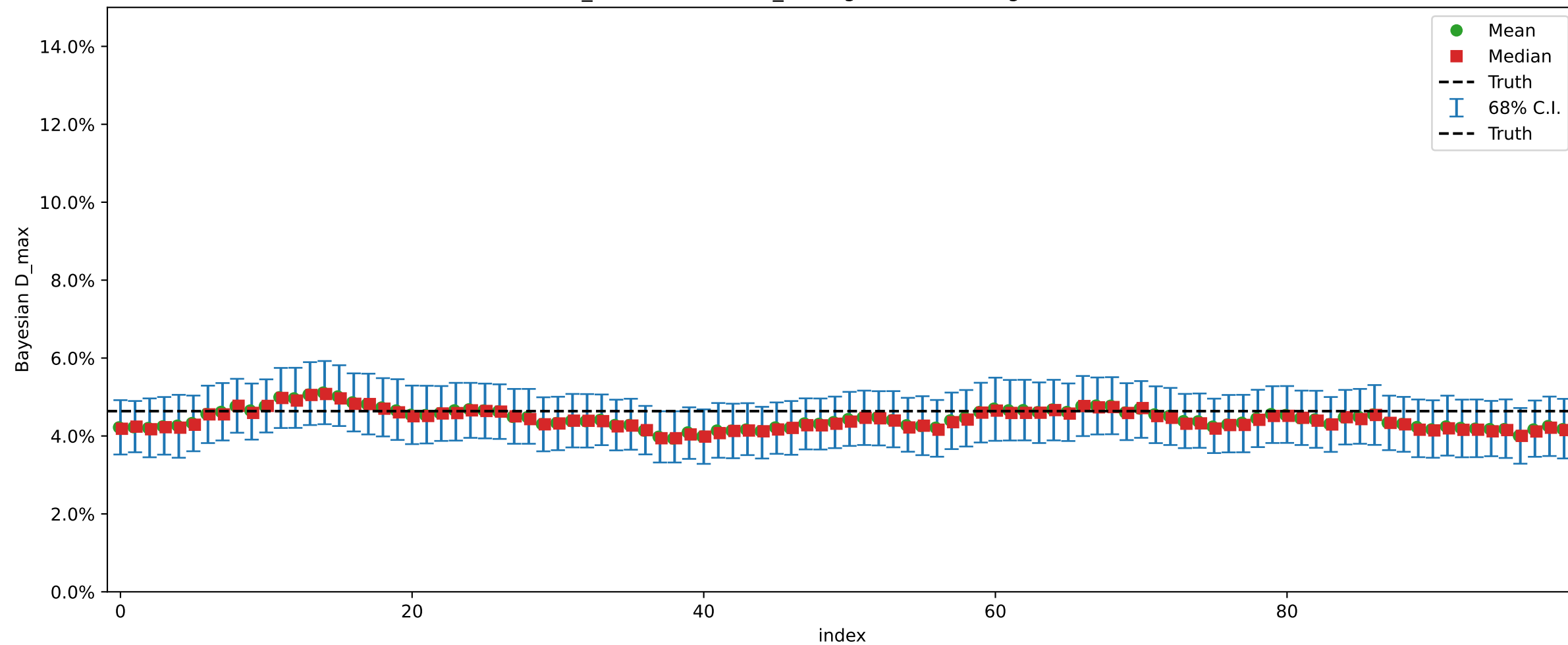
N\_reads=900, sim\_damage=0.14, damage=4.64%



N\_reads=1000, sim\_damage=0.14, damage=4.64%

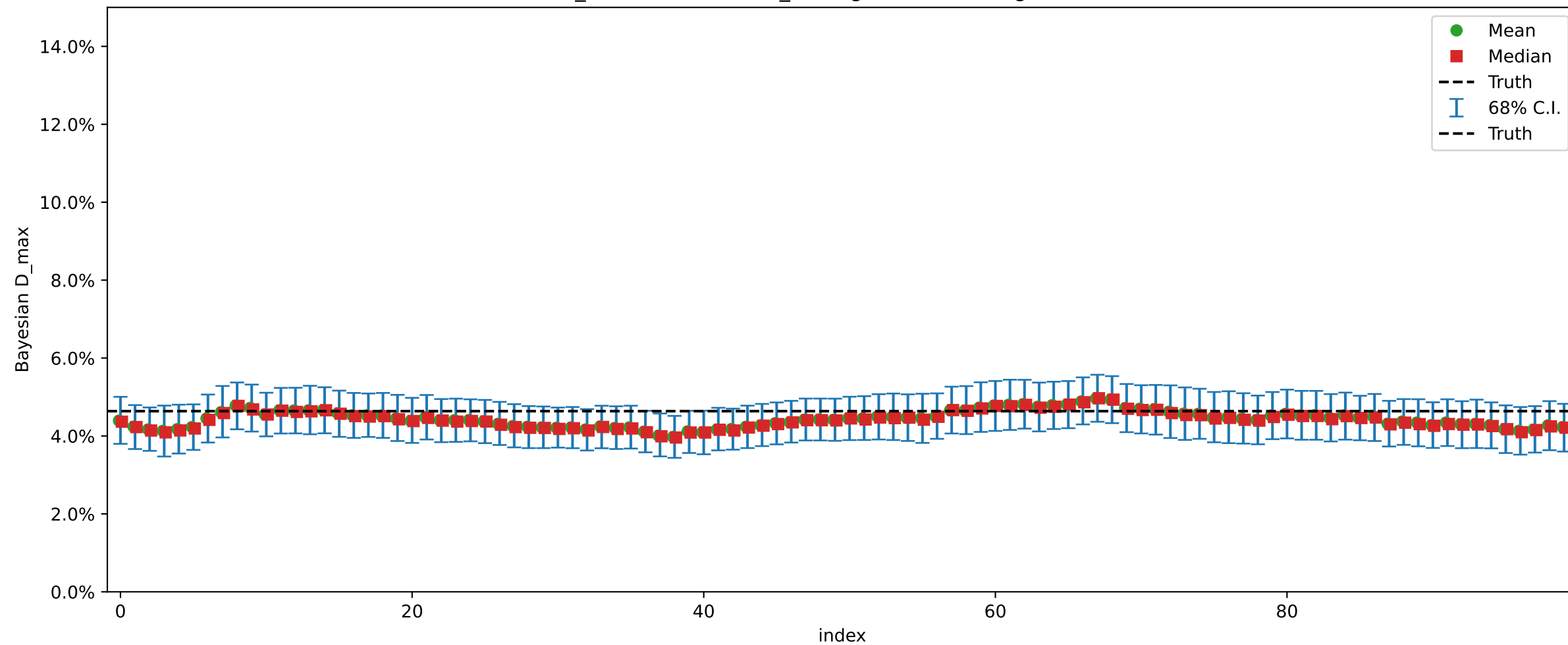


N\_reads=5000, sim\_damage=0.14, damage=4.64%

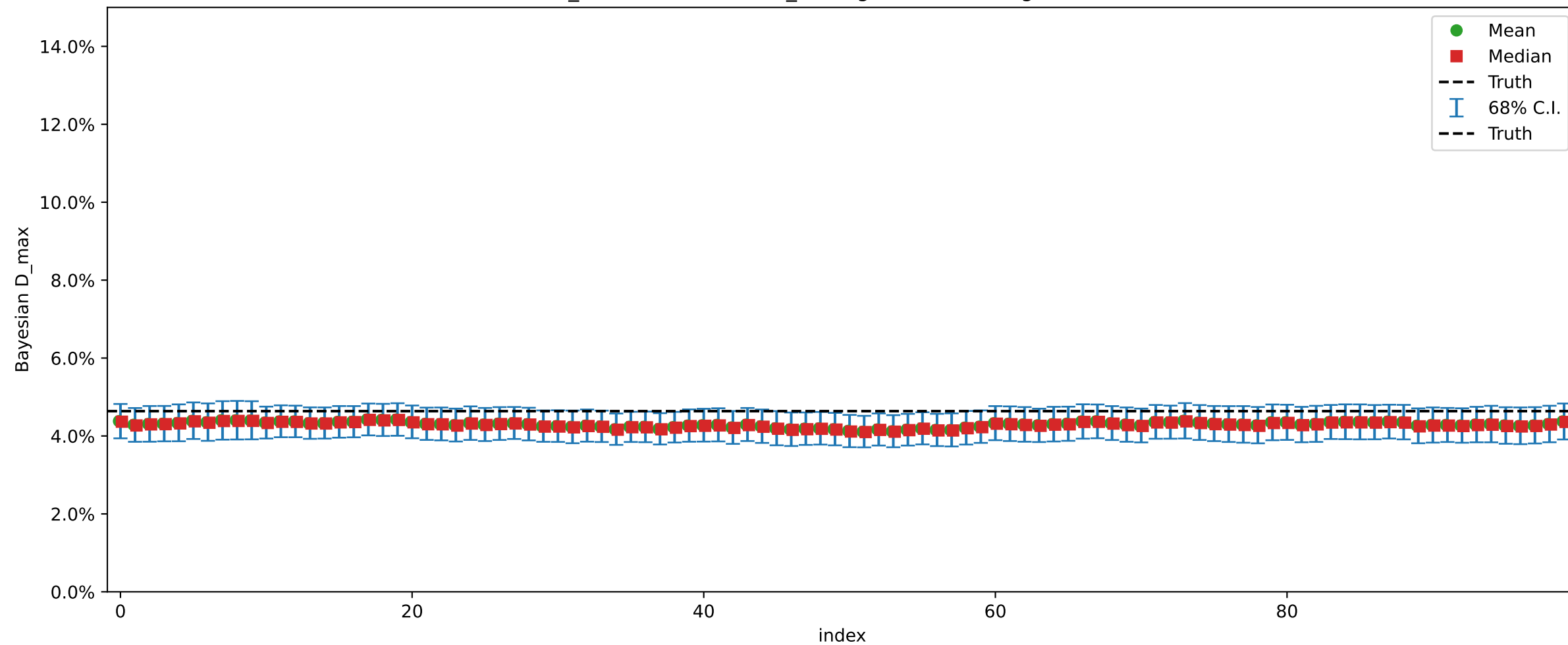




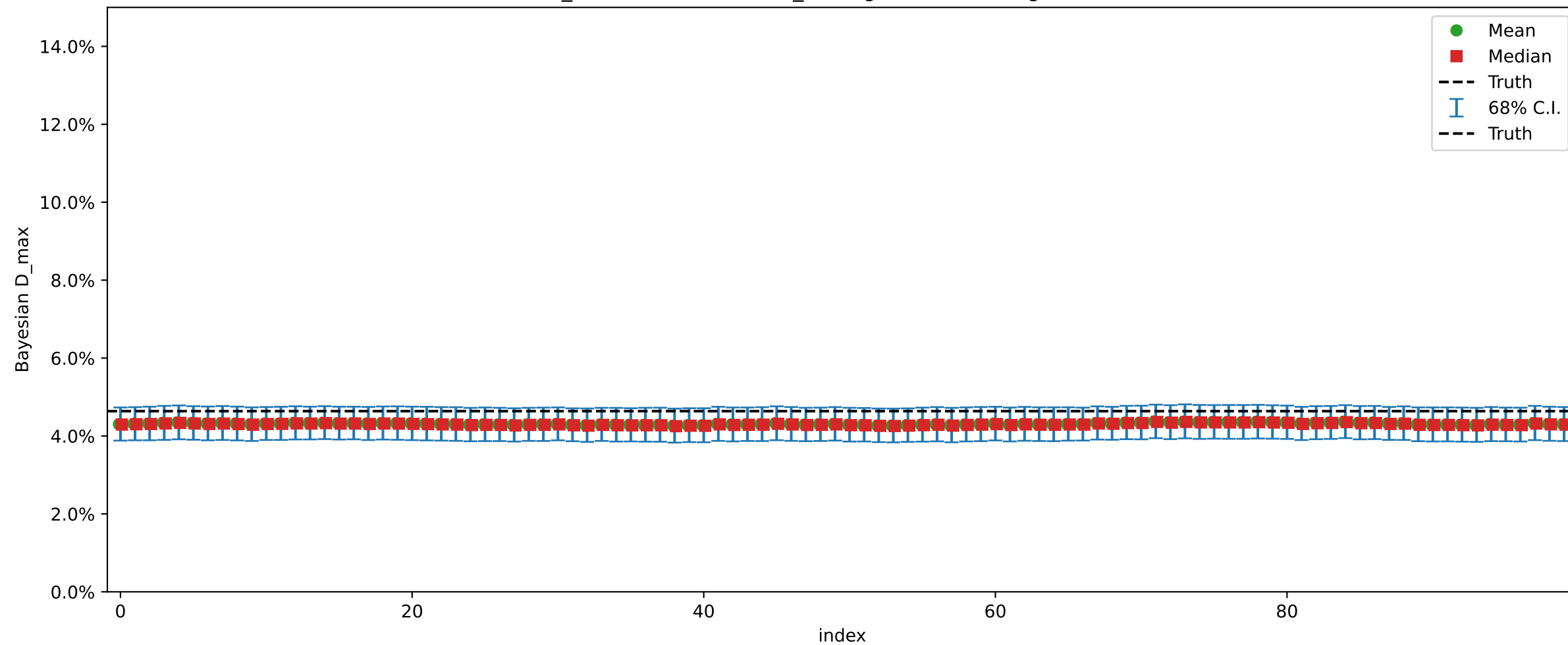
N\_reads=10000, sim\_damage=0.14, damage=4.64%



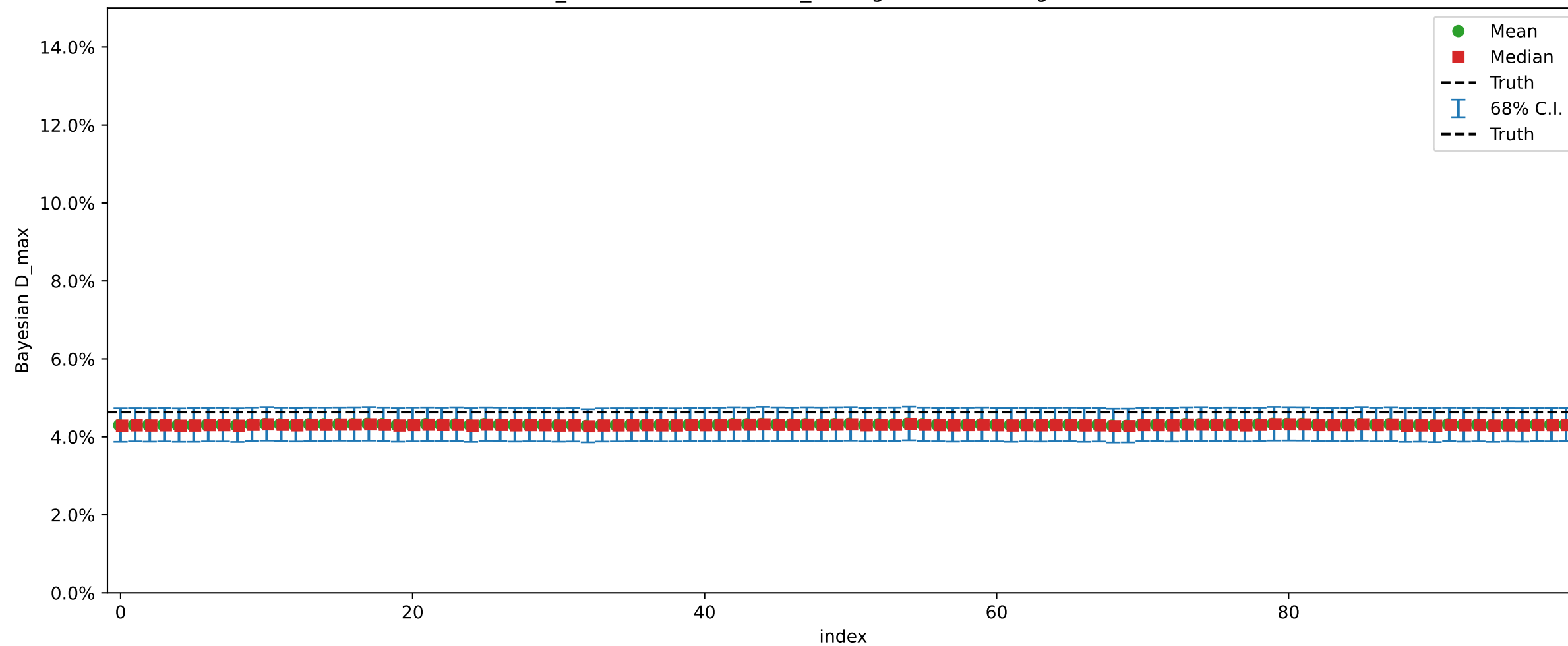
N\_reads=100000, sim\_damage=0.14, damage=4.64%



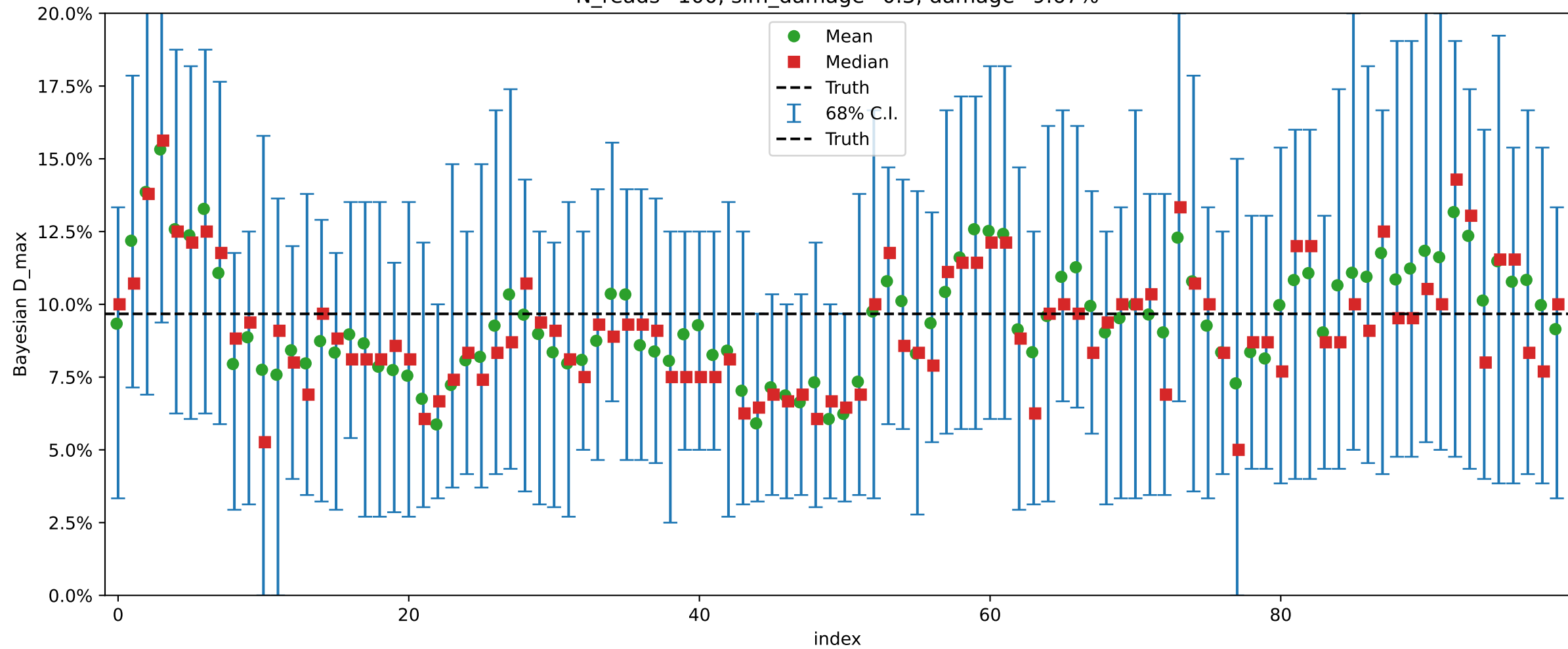
N\_reads=1000000, sim\_damage=0.14, damage=4.64%



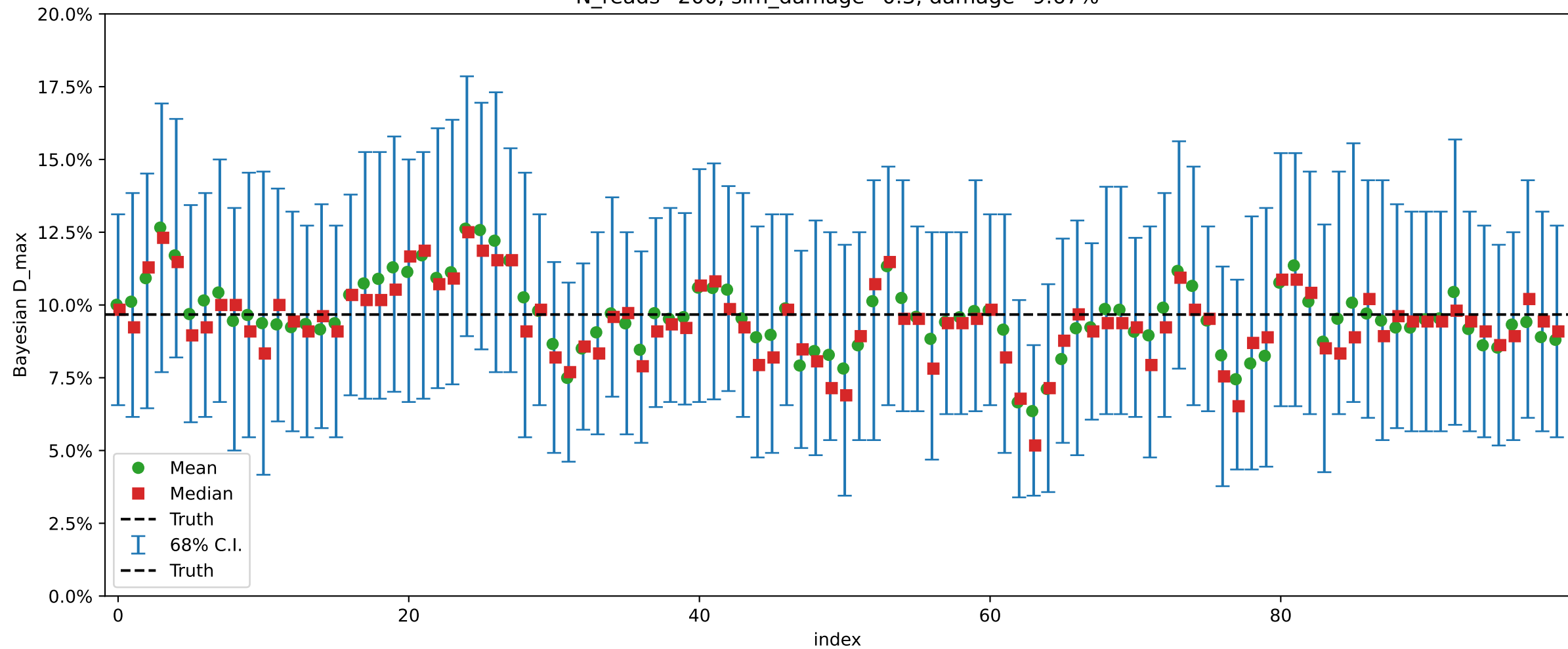
N\_reads=10000000, sim\_damage=0.14, damage=4.64%



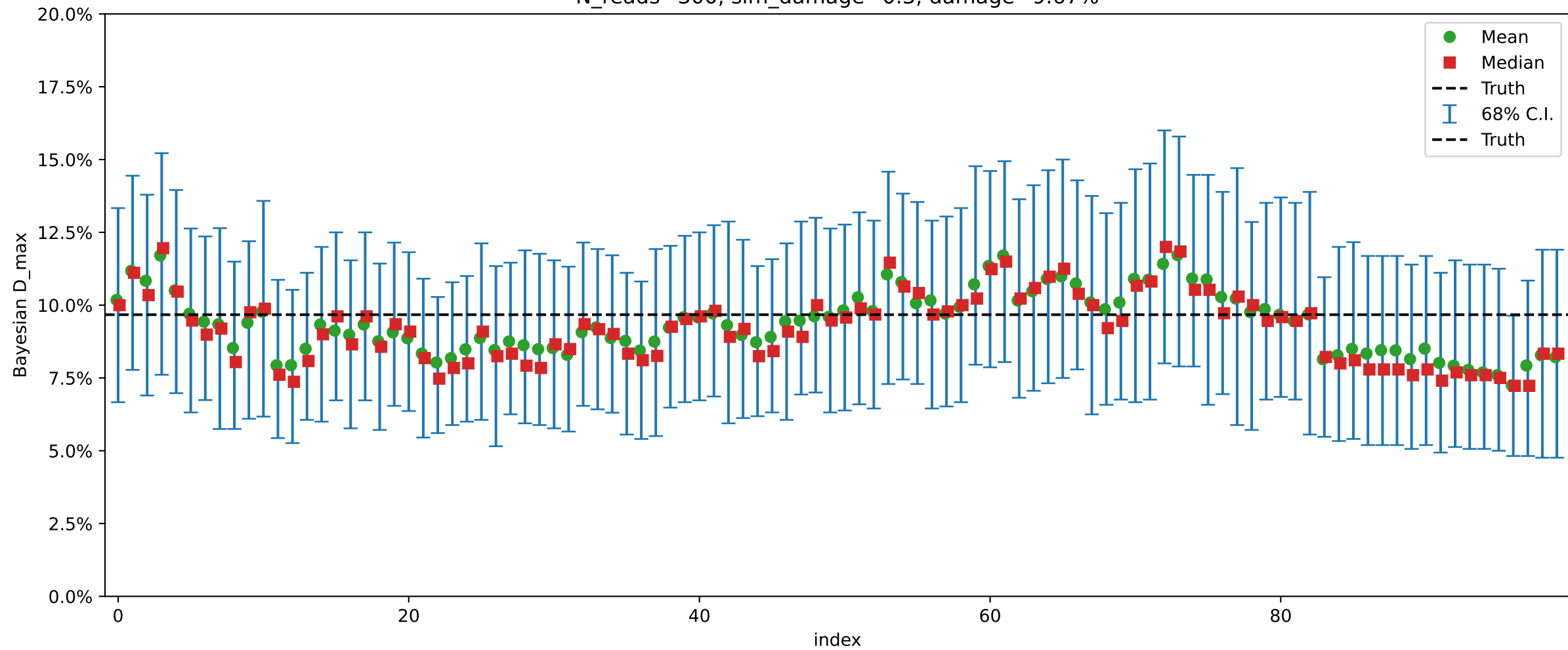
N\_reads=100, sim\_damage=0.3, damage=9.67%



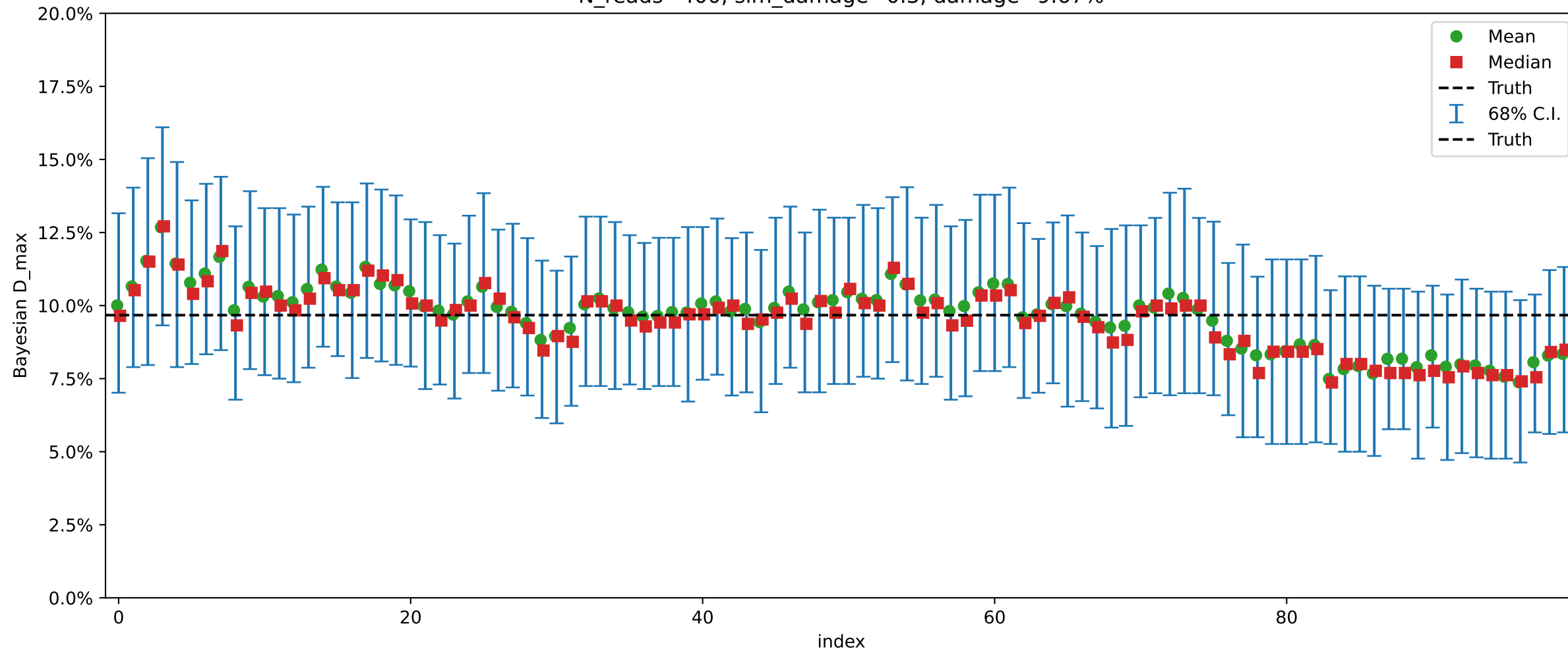
N\_reads=200, sim\_damage=0.3, damage=9.67%



N\_reads=300, sim\_damage=0.3, damage=9.67%

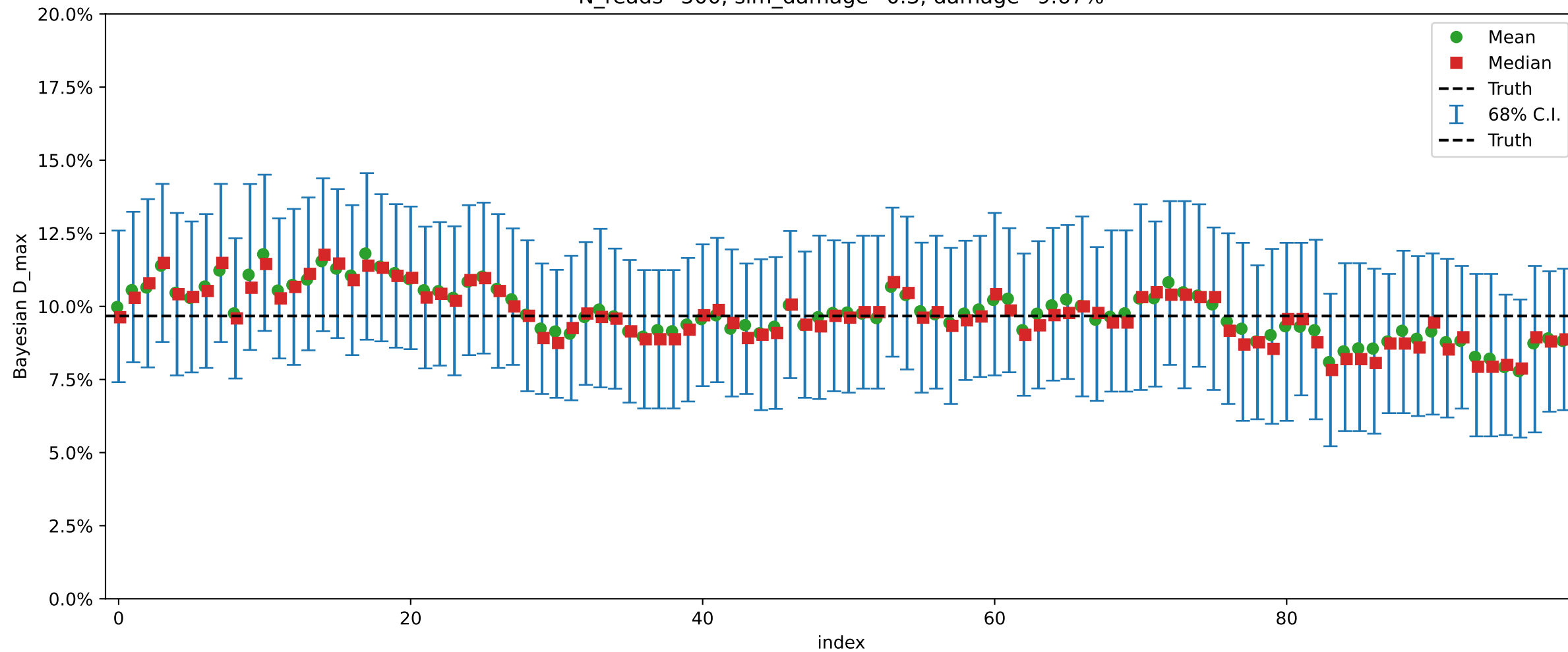


N\_reads=400, sim\_damage=0.3, damage=9.67%

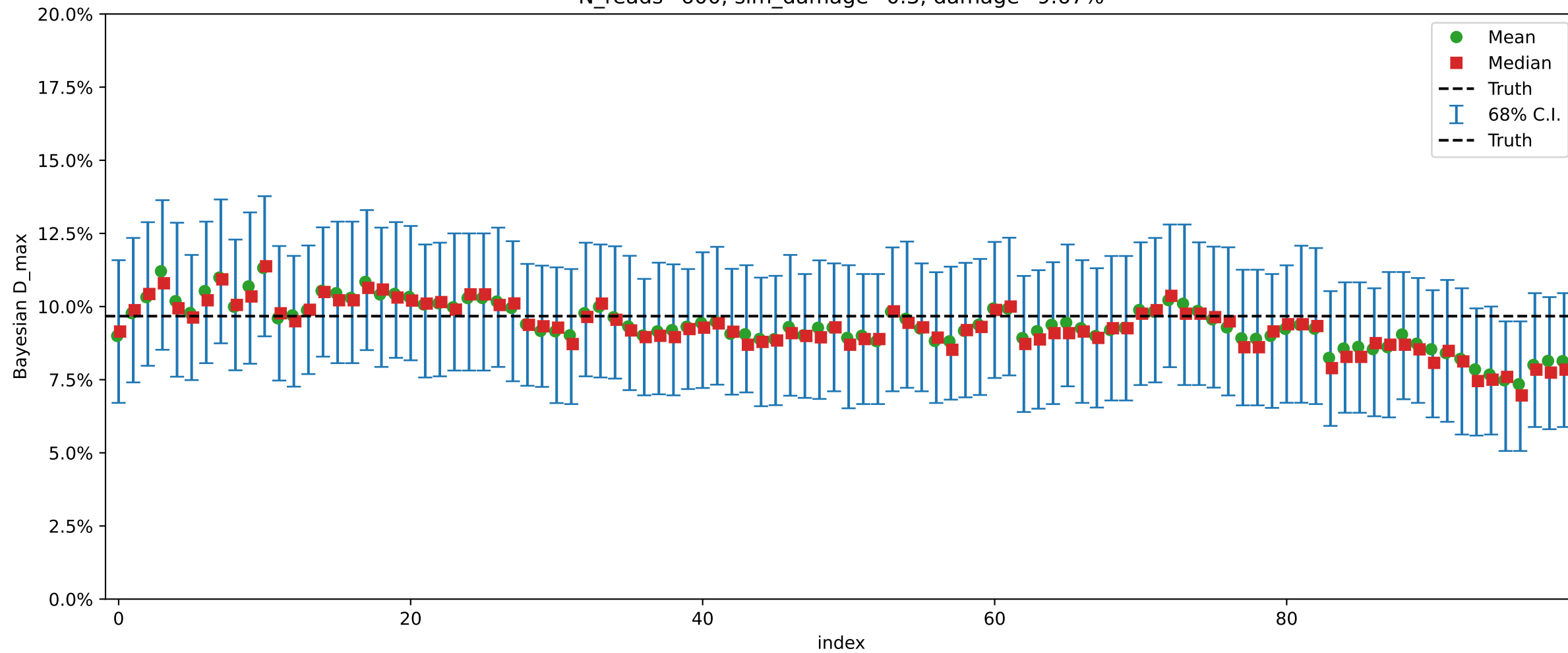




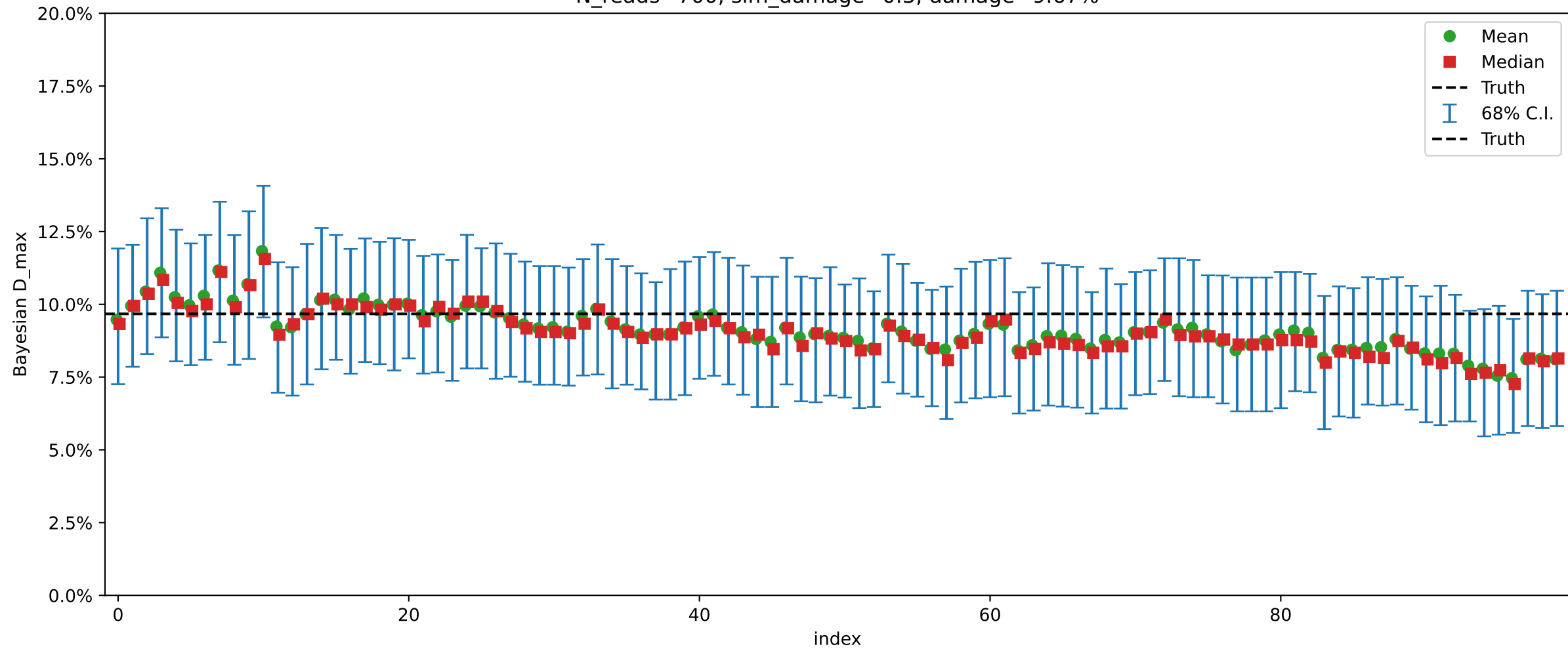
N\_reads=500, sim\_damage=0.3, damage=9.67%



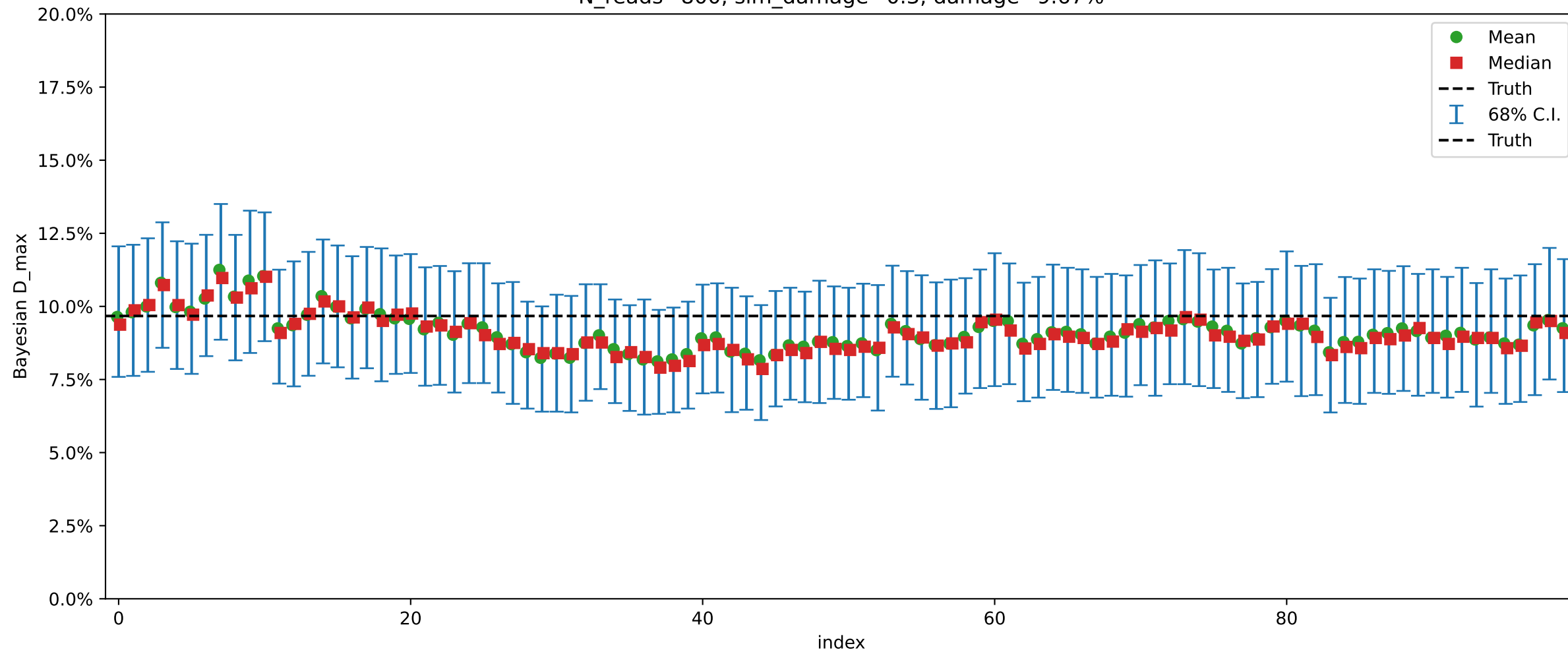
N\_reads=600, sim\_damage=0.3, damage=9.67%



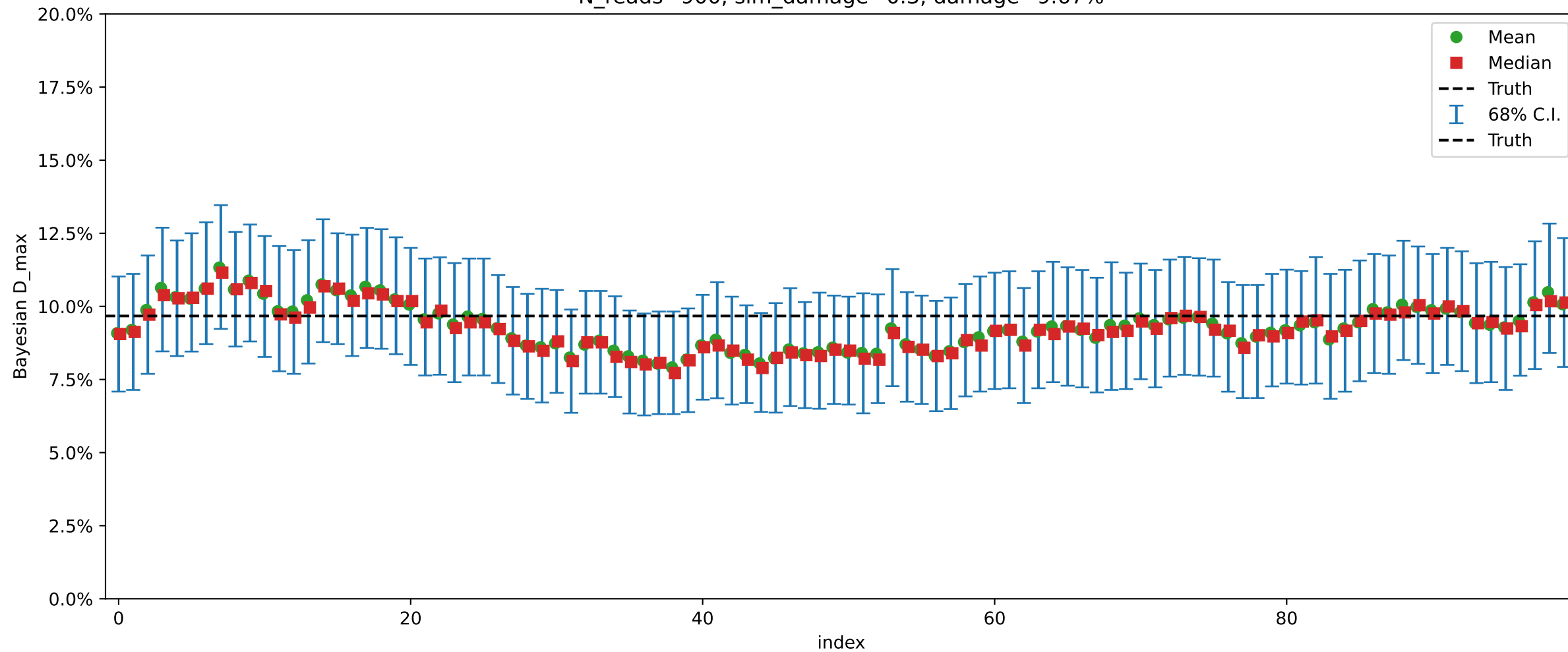
N\_reads=700, sim\_damage=0.3, damage=9.67%



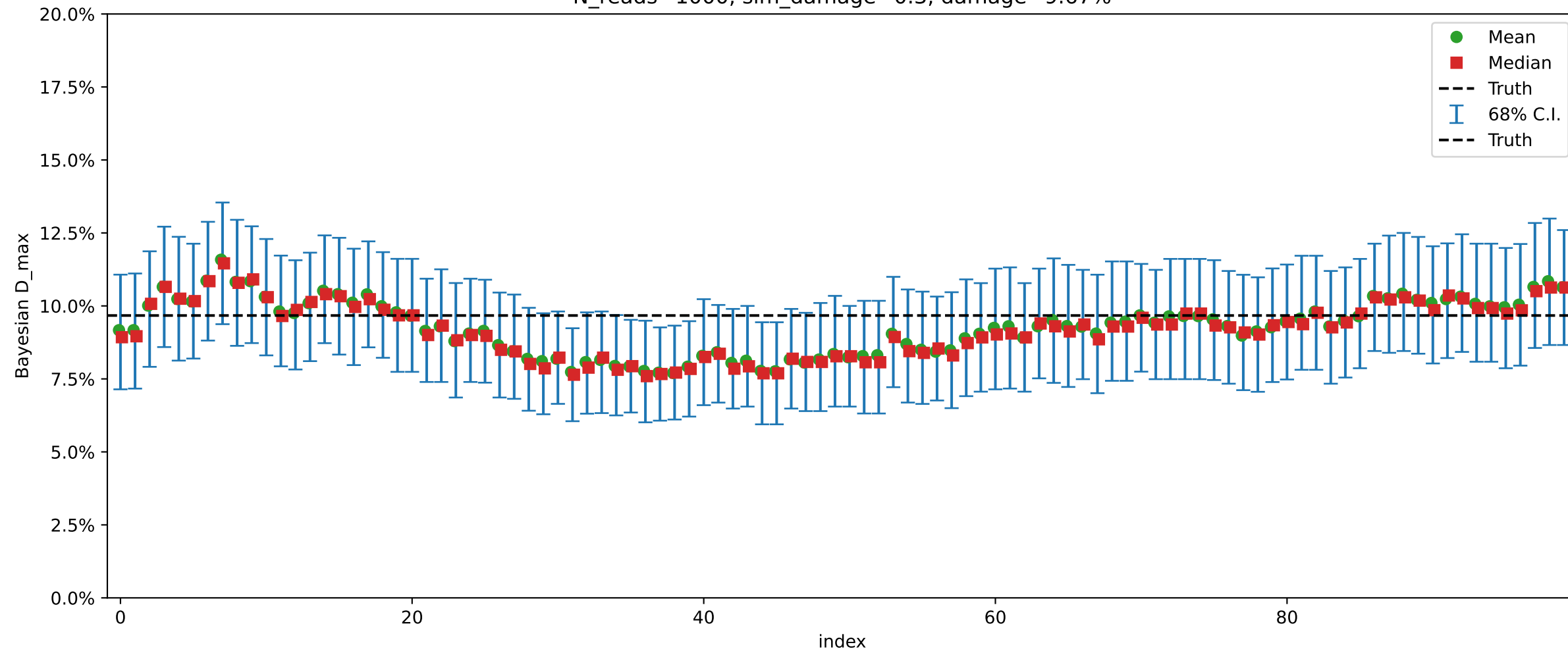
N\_reads=800, sim\_damage=0.3, damage=9.67%



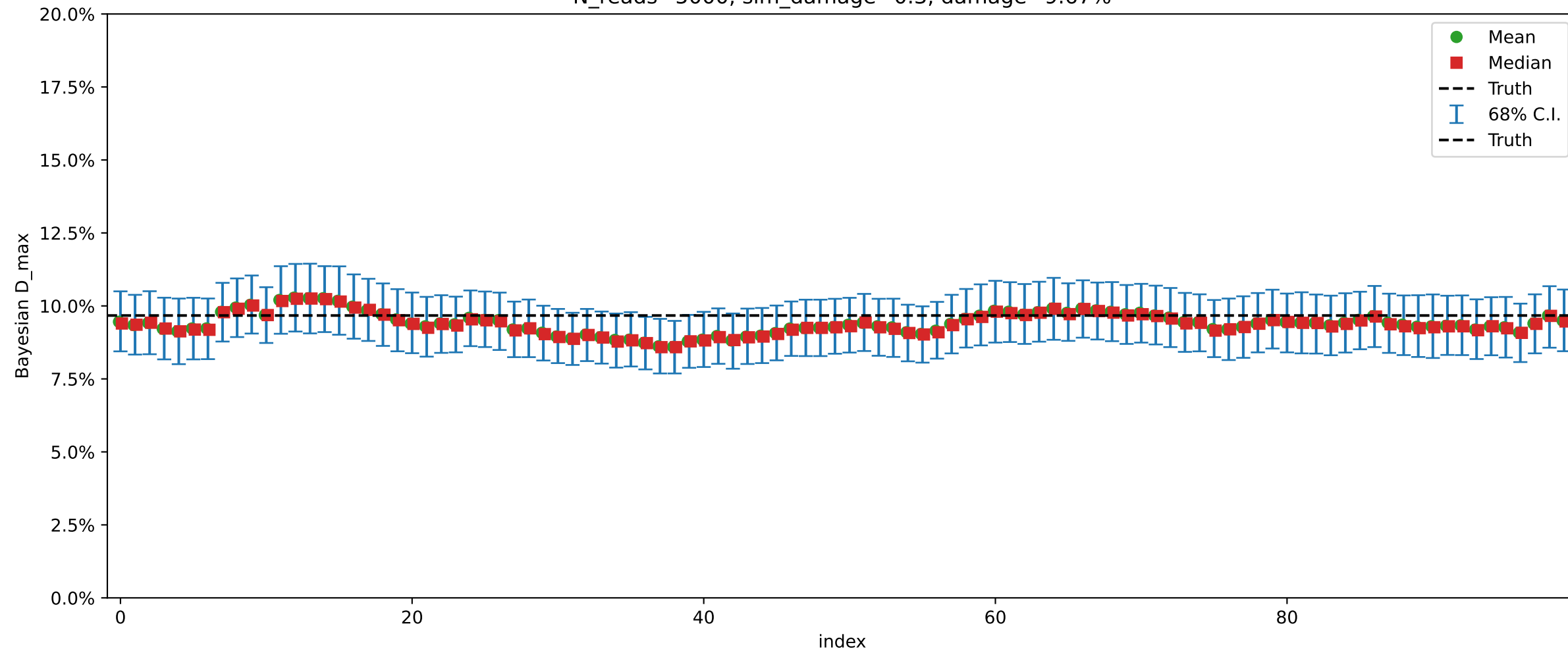
N\_reads=900, sim\_damage=0.3, damage=9.67%



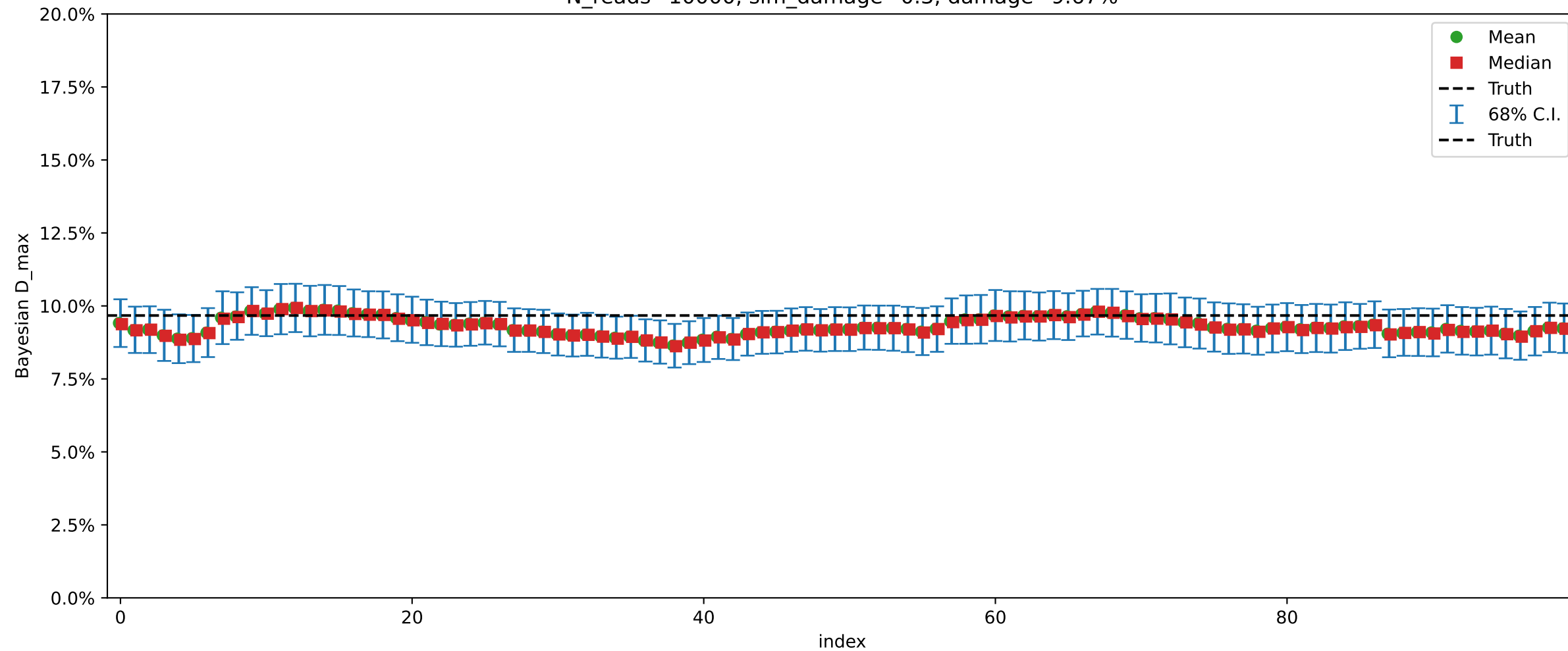
N\_reads=1000, sim\_damage=0.3, damage=9.67%



N\_reads=5000, sim\_damage=0.3, damage=9.67%

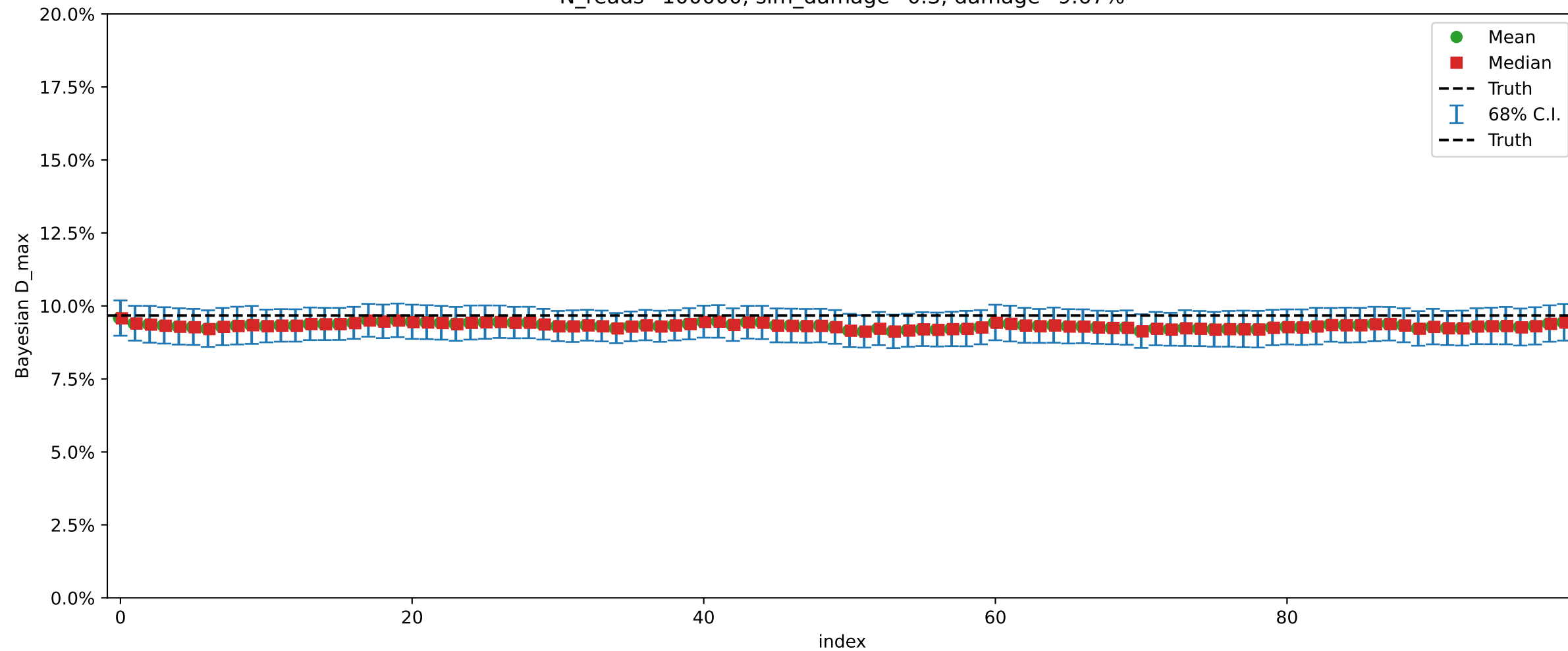


N\_reads=10000, sim\_damage=0.3, damage=9.67%

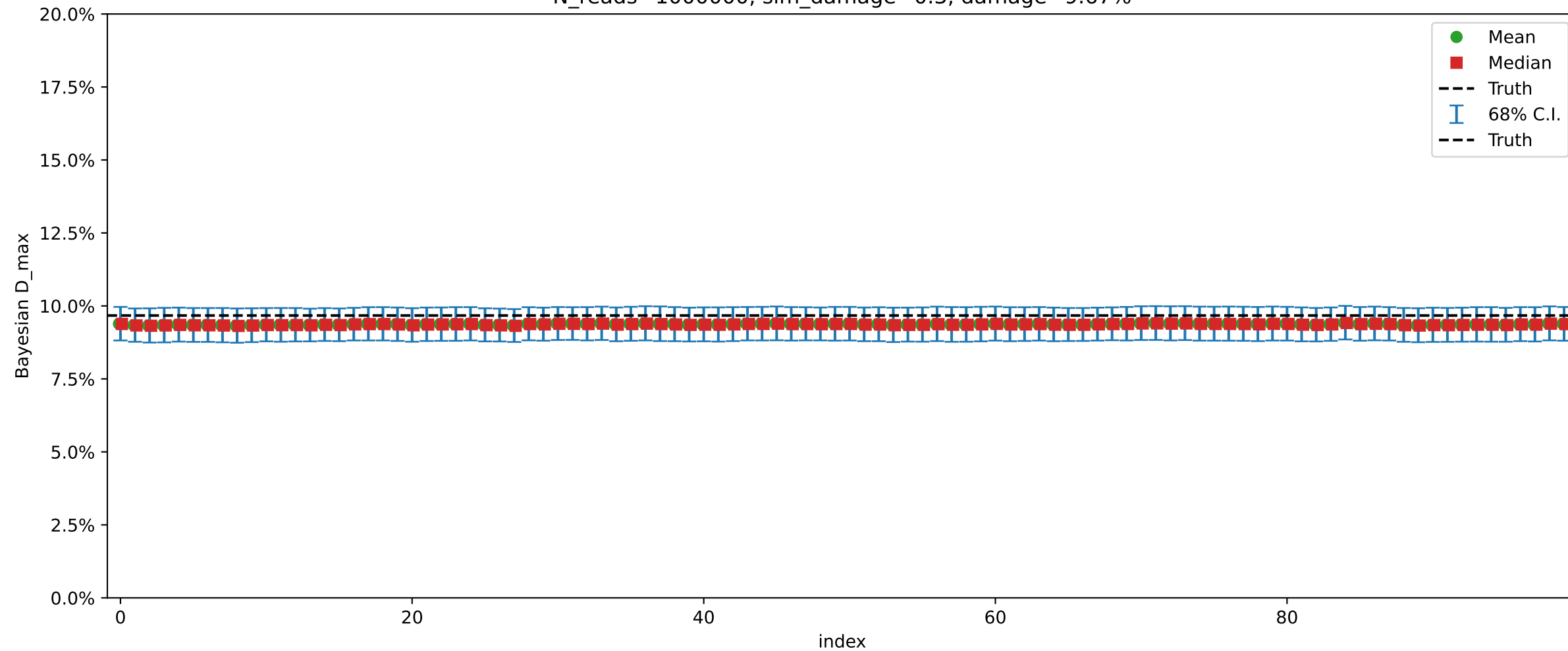




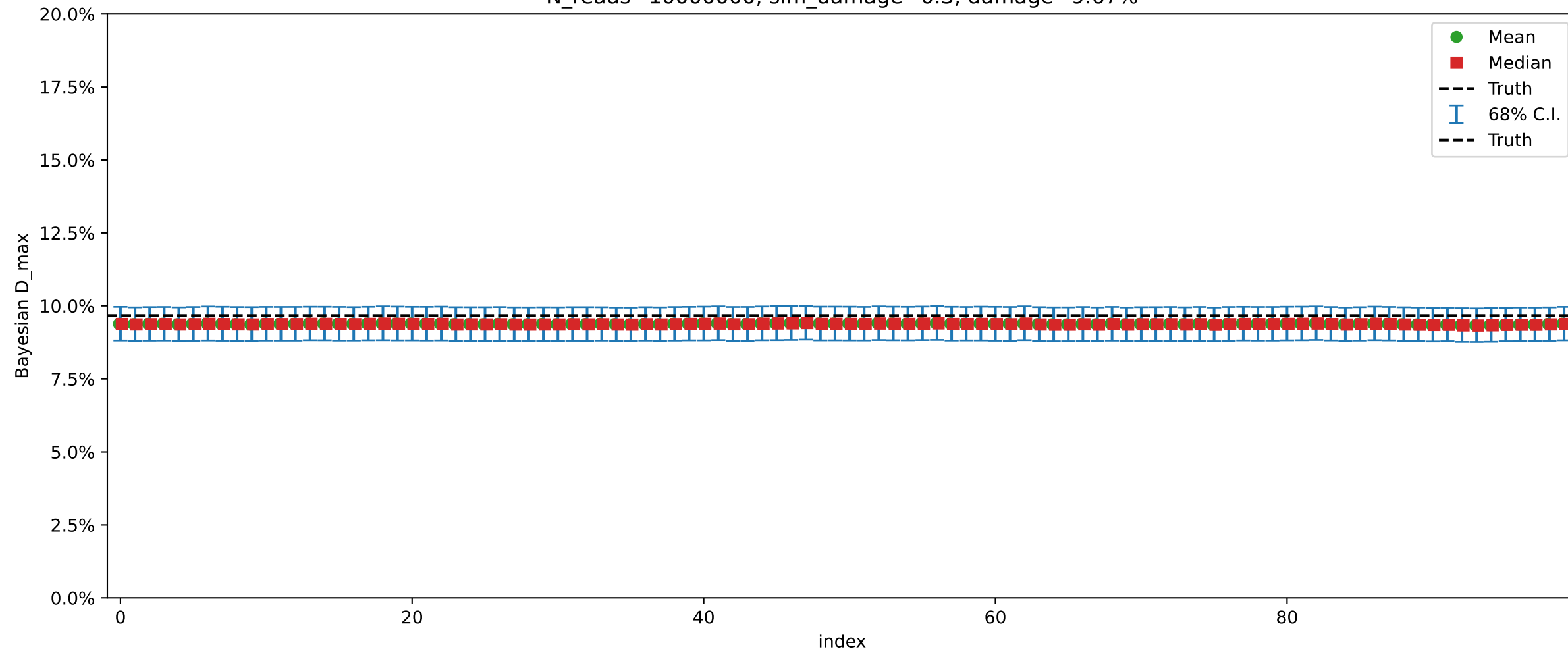
N\_reads=100000, sim\_damage=0.3, damage=9.67%



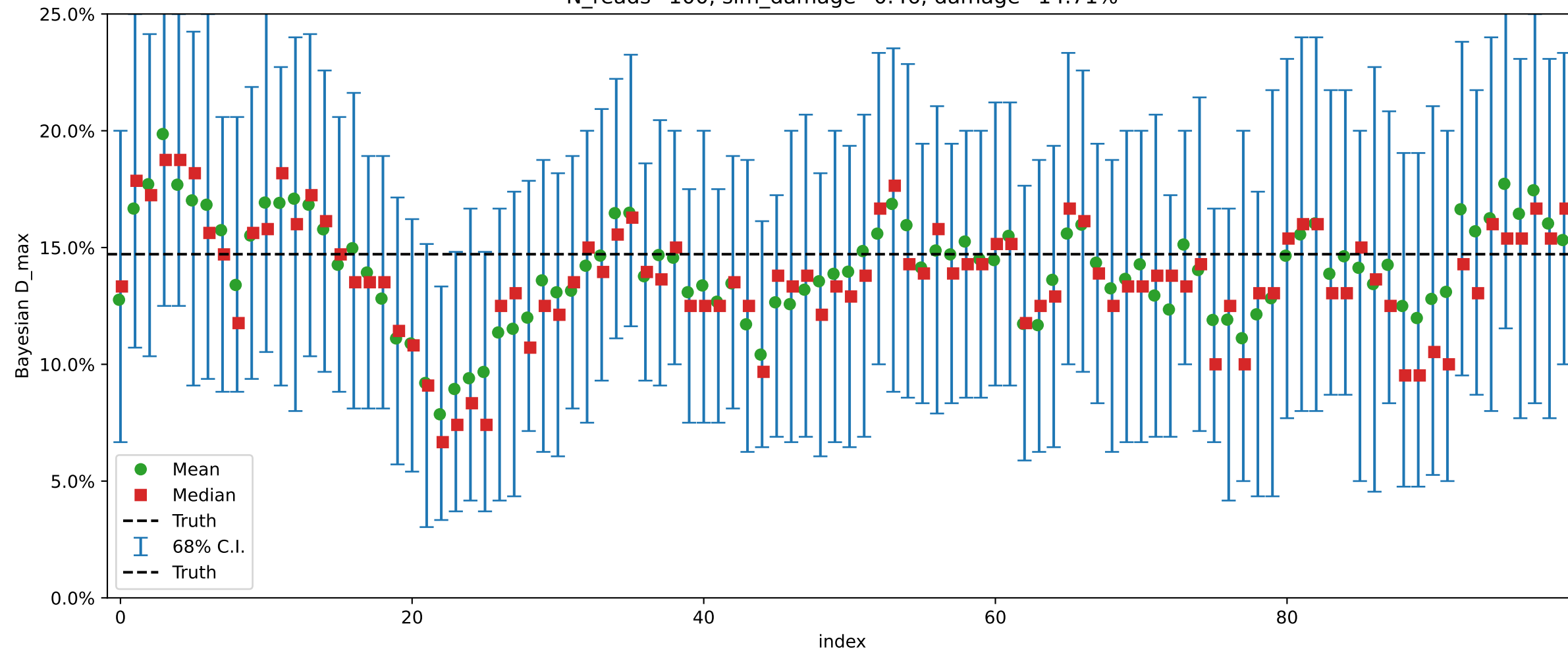
N\_reads=1000000, sim\_damage=0.3, damage=9.67%



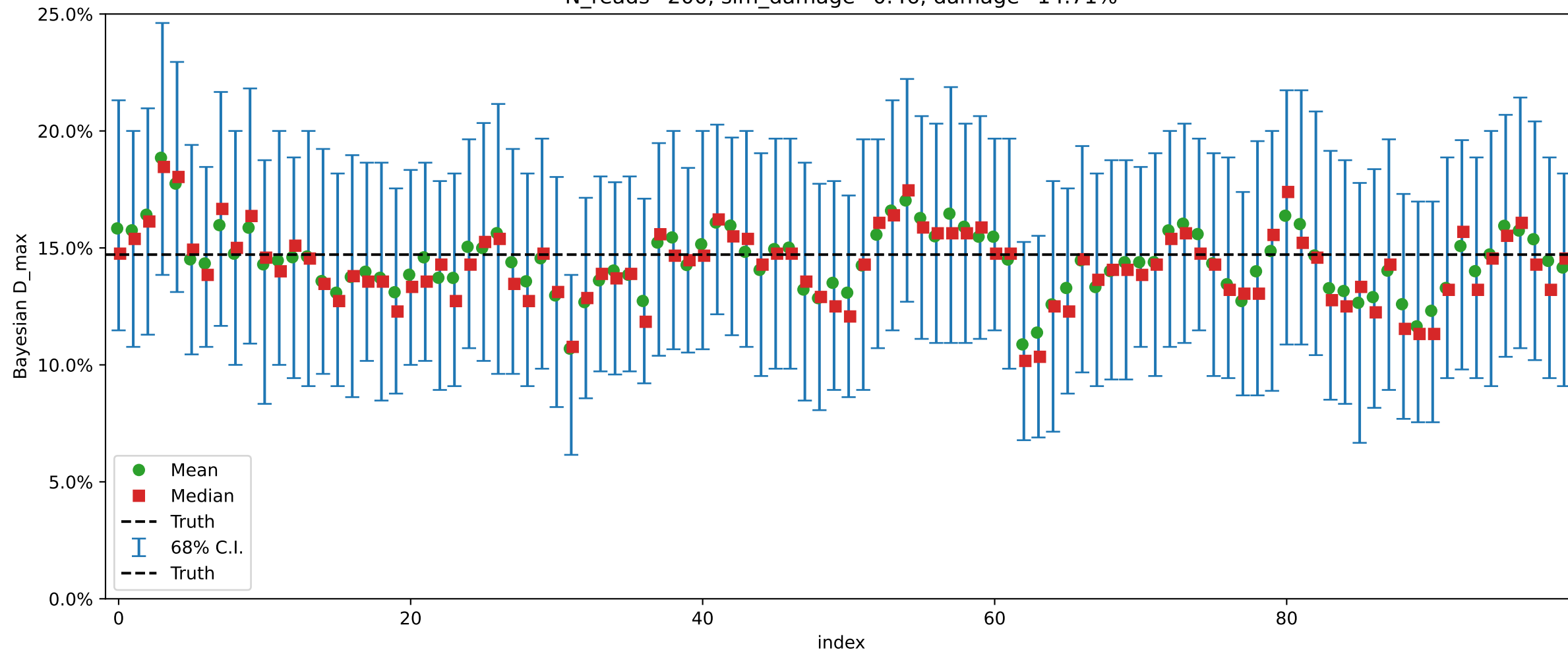
N\_reads=10000000, sim\_damage=0.3, damage=9.67%



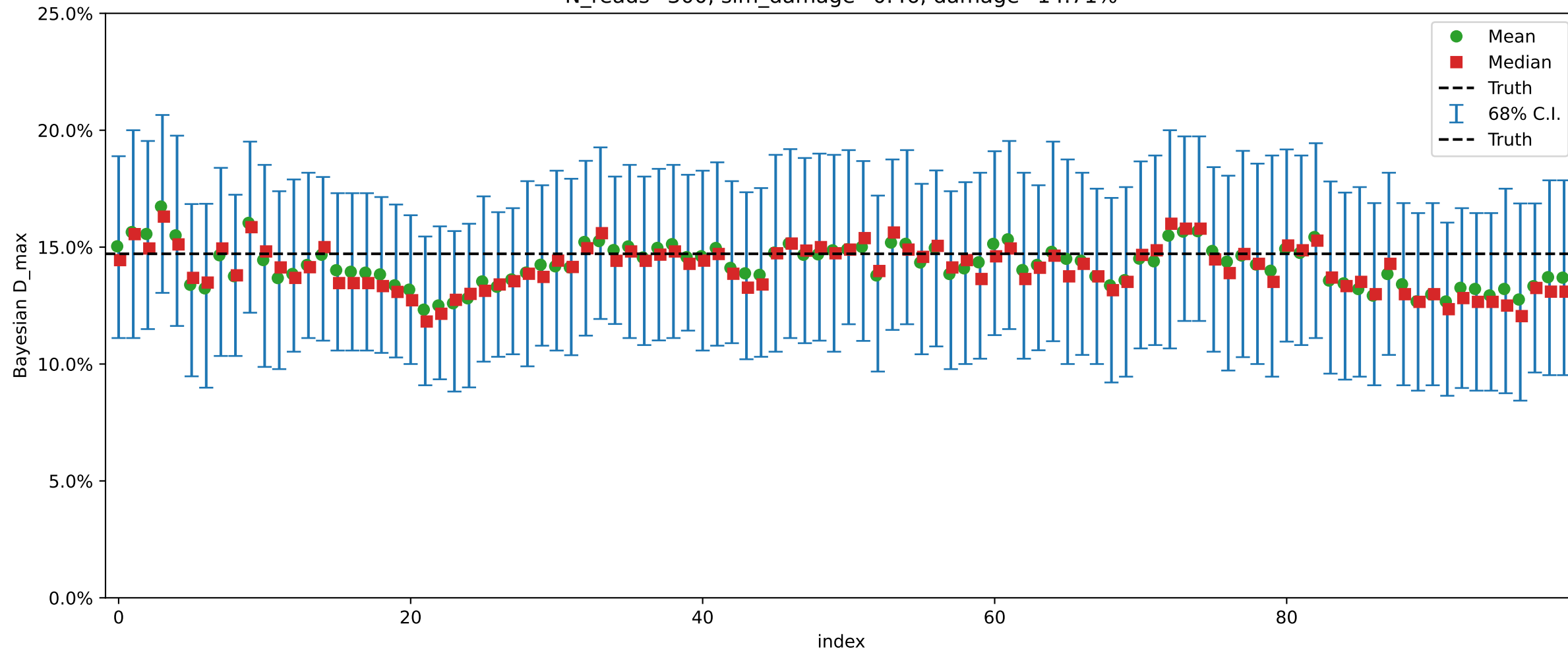
N\_reads=100, sim\_damage=0.46, damage=14.71%



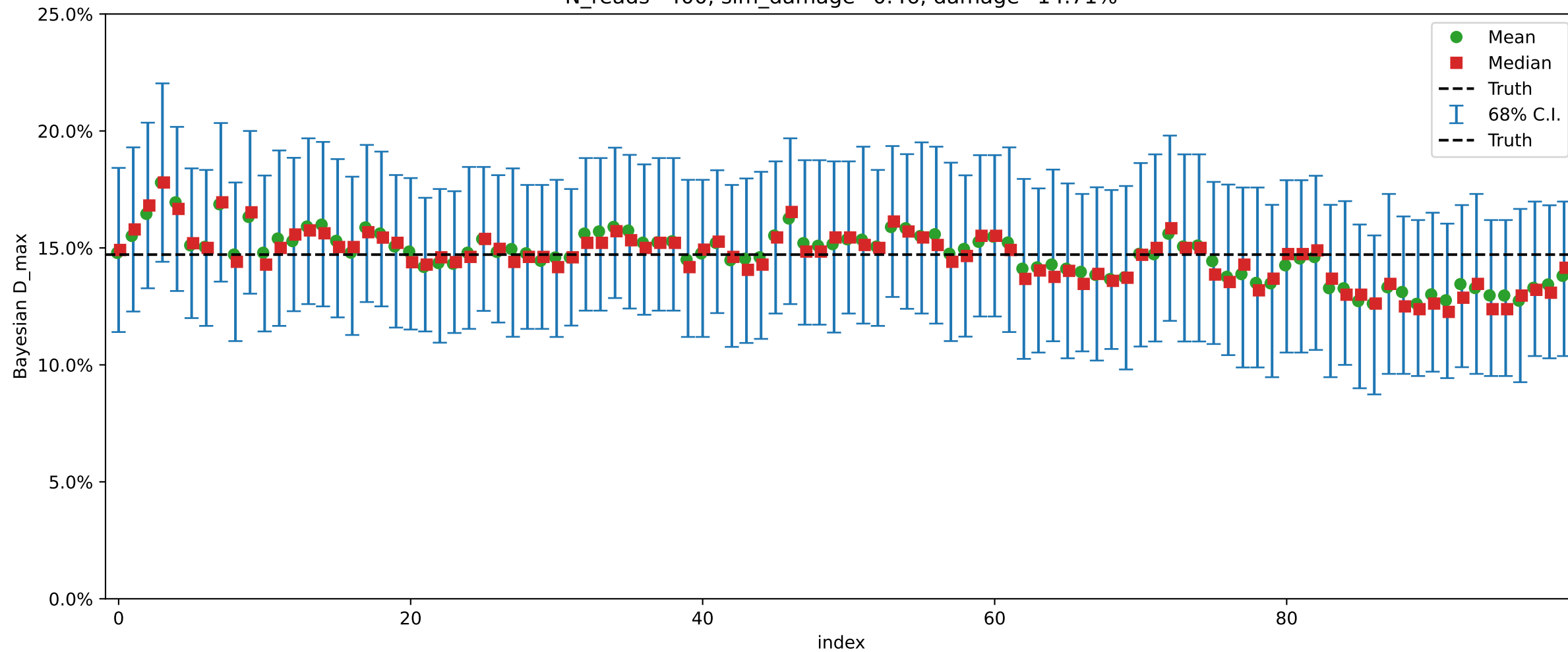
N\_reads=200, sim\_damage=0.46, damage=14.71%



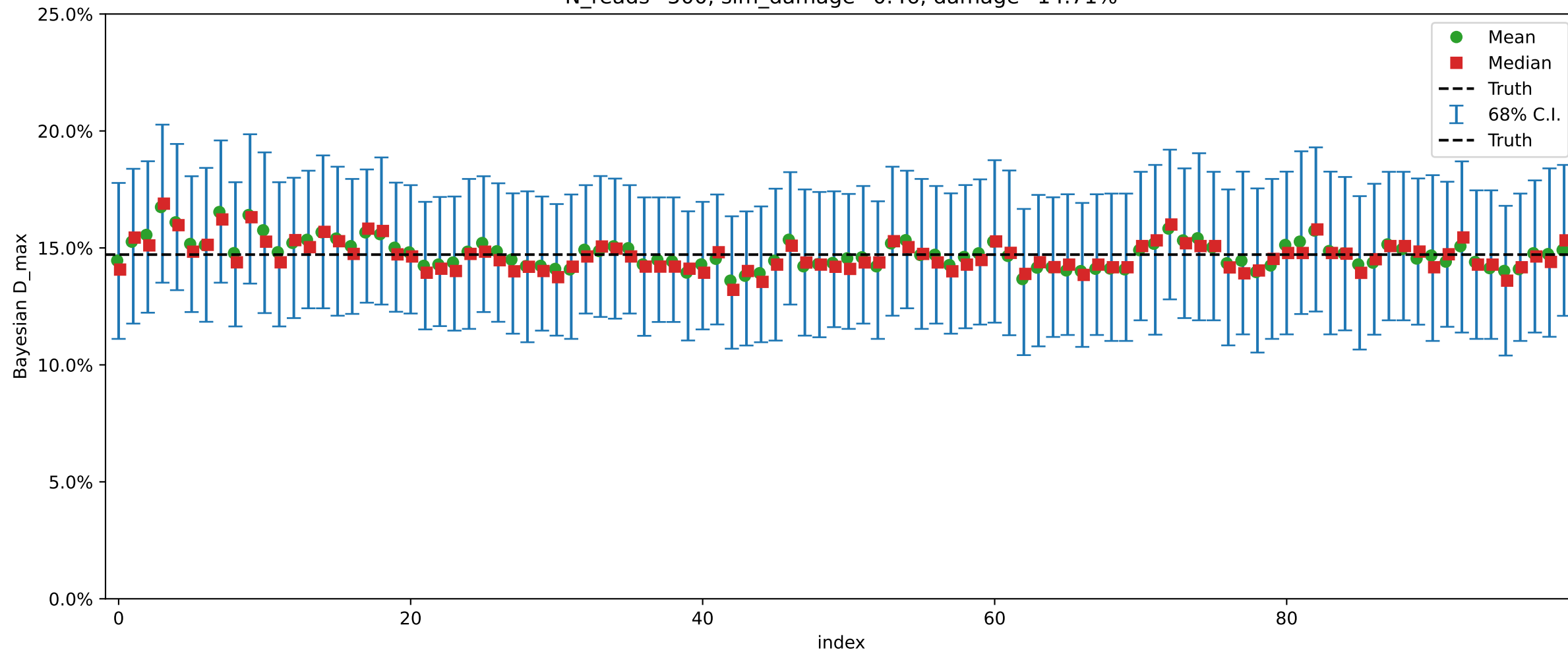
N\_reads=300, sim\_damage=0.46, damage=14.71%



N\_reads=400, sim\_damage=0.46, damage=14.71%

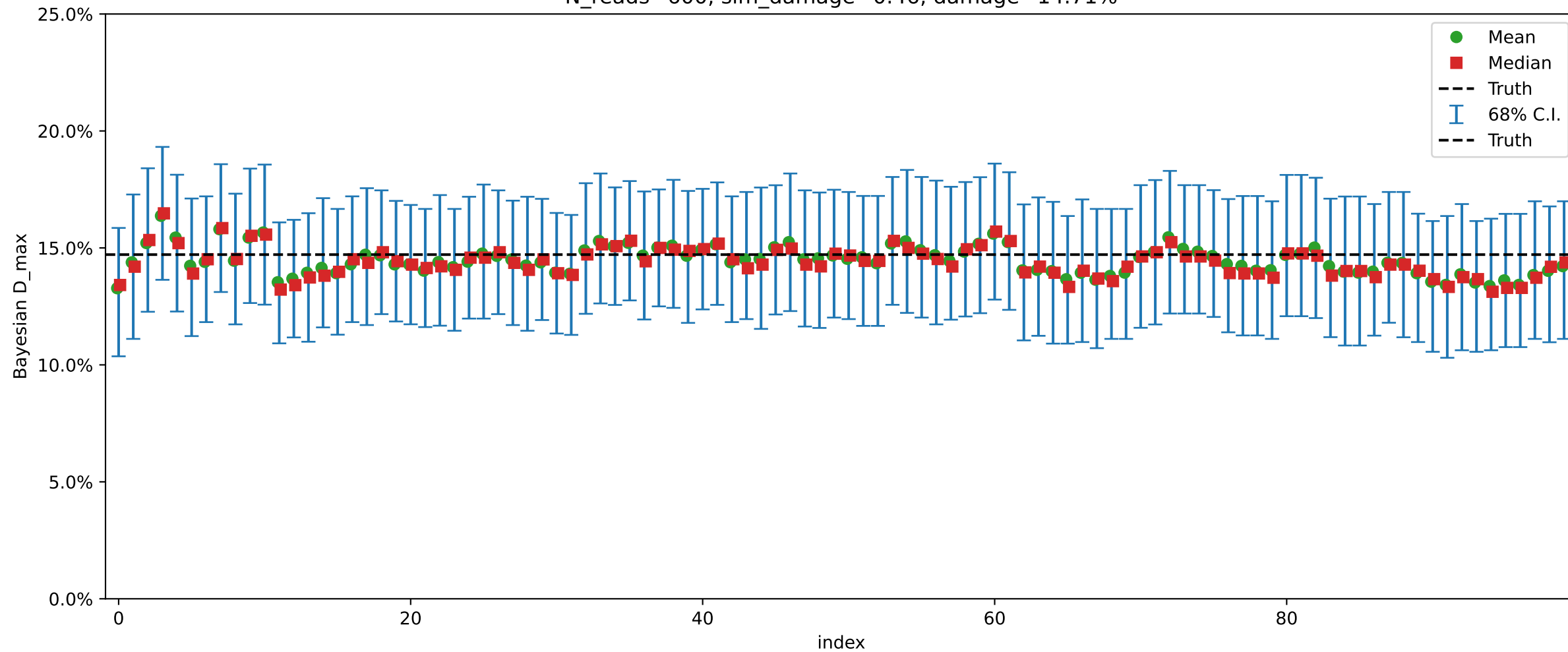


N\_reads=500, sim\_damage=0.46, damage=14.71%

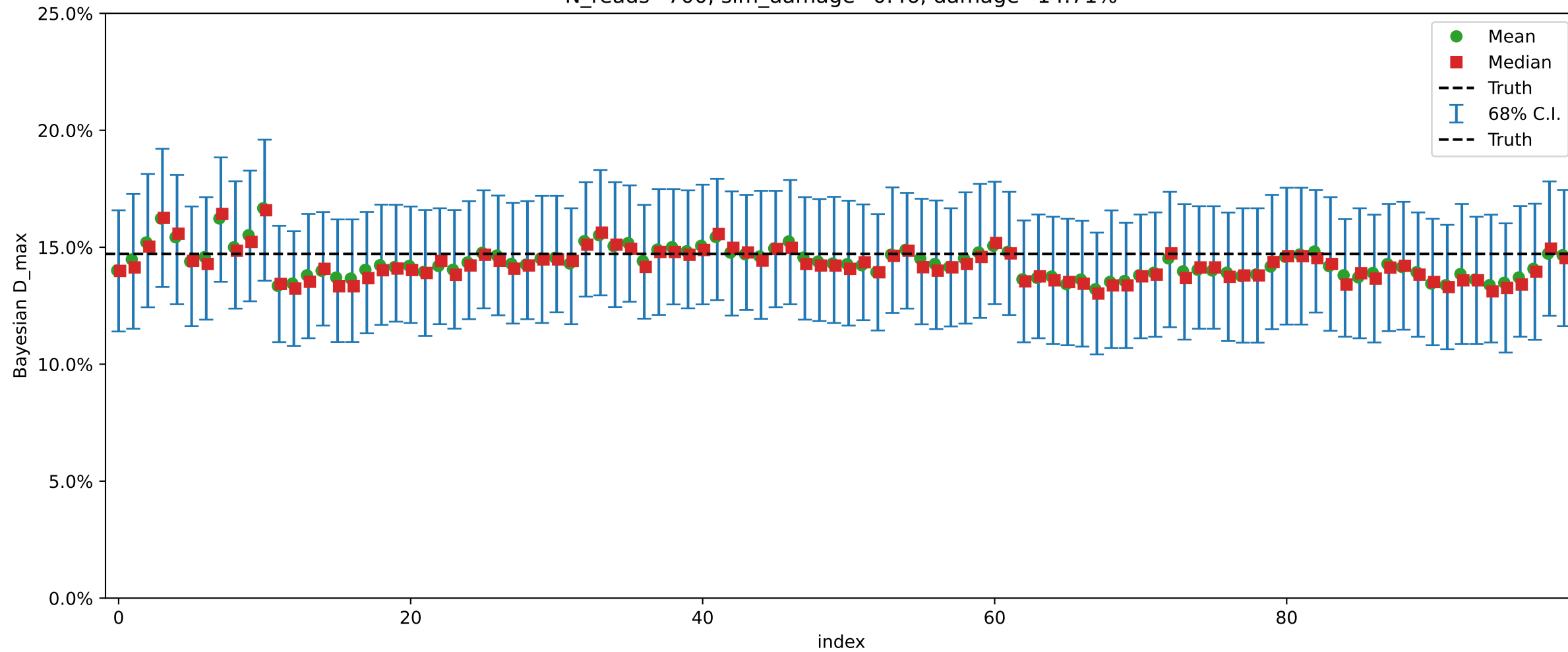




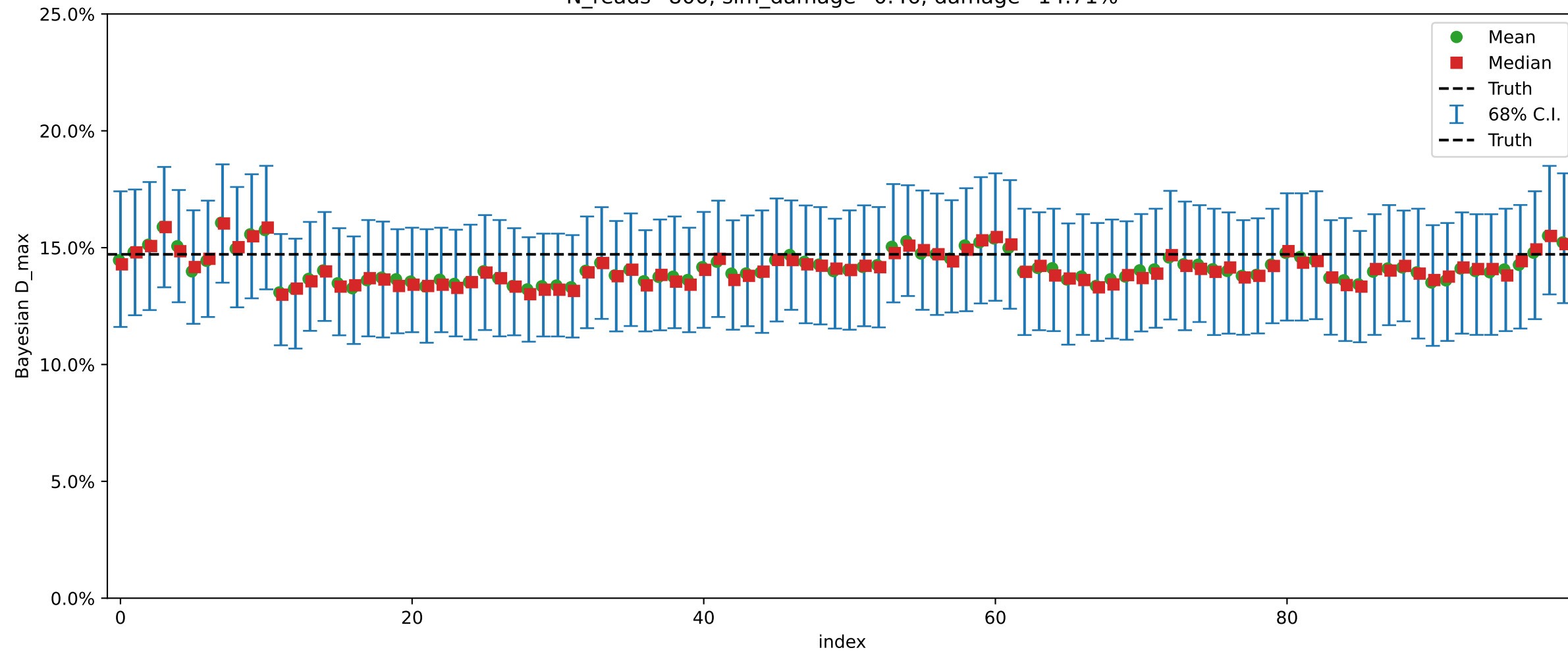
N\_reads=600, sim\_damage=0.46, damage=14.71%



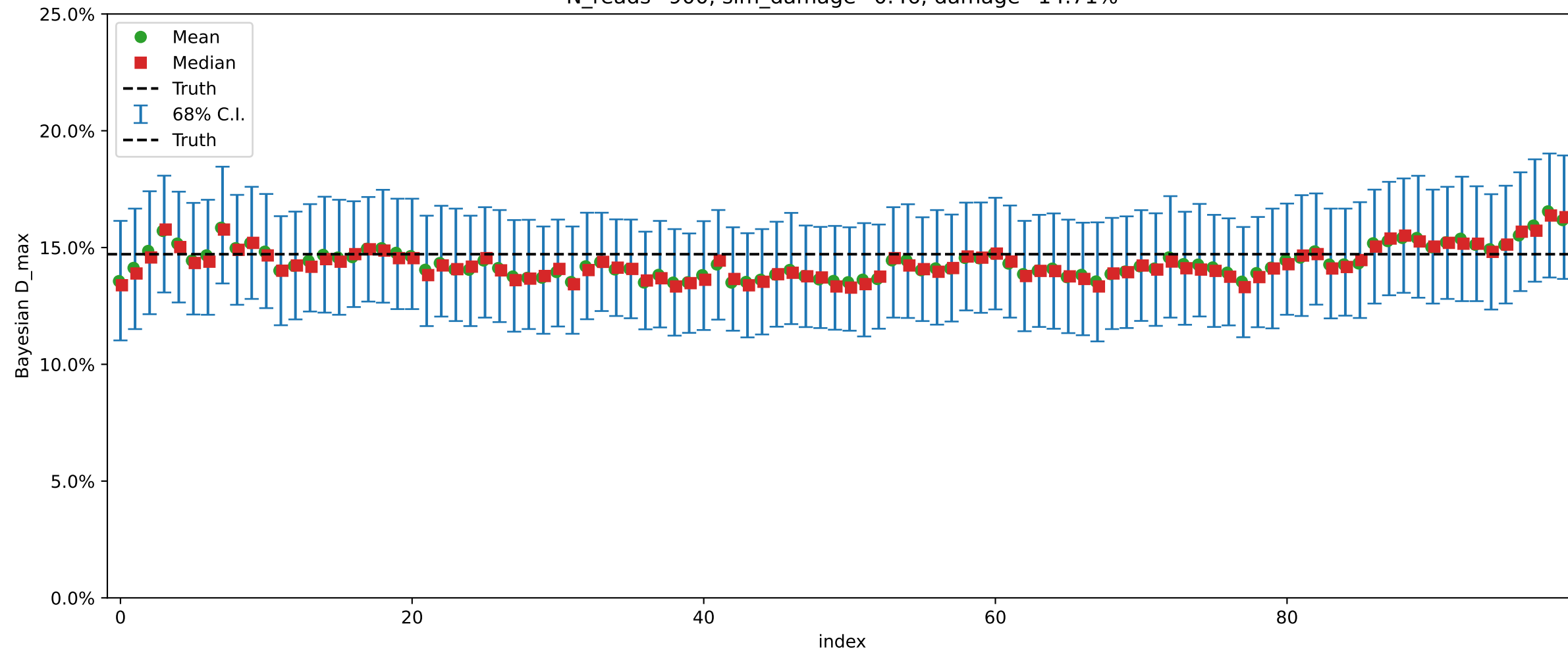
N\_reads=700, sim\_damage=0.46, damage=14.71%



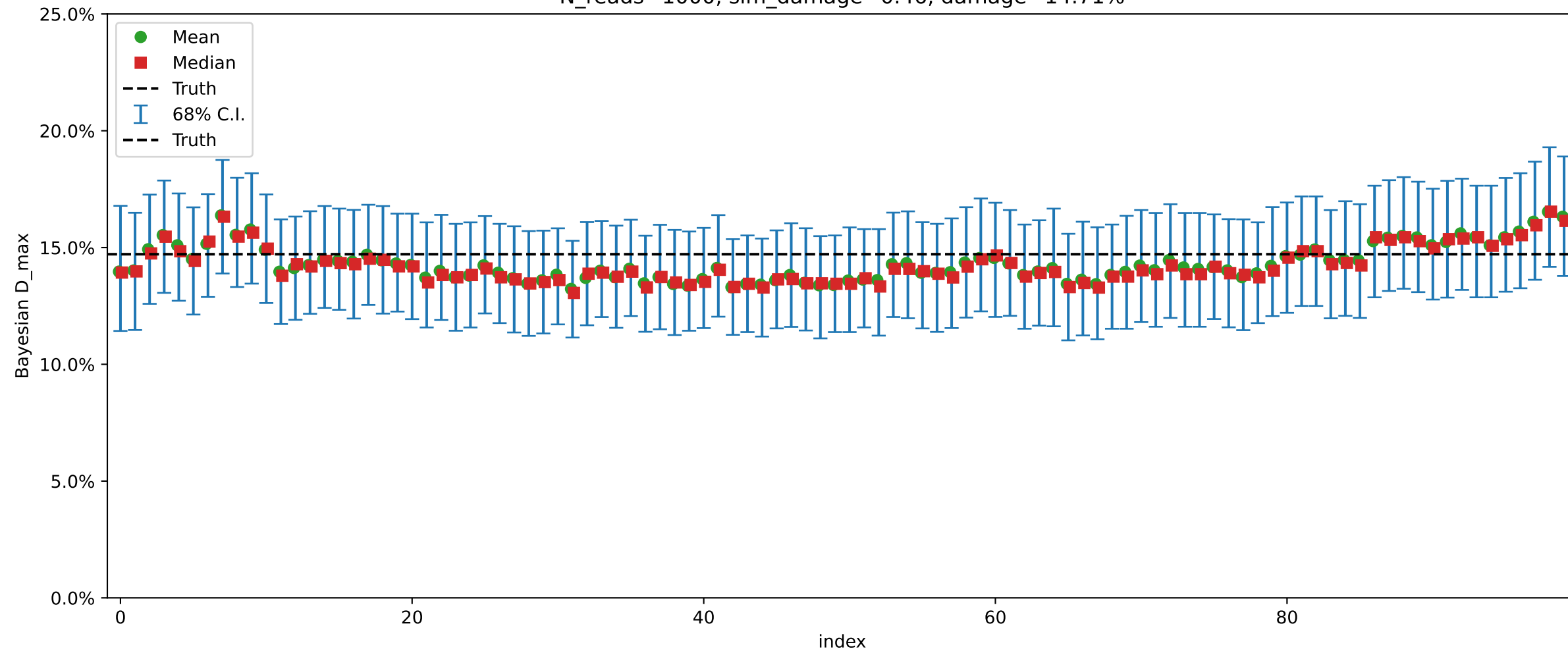
N\_reads=800, sim\_damage=0.46, damage=14.71%



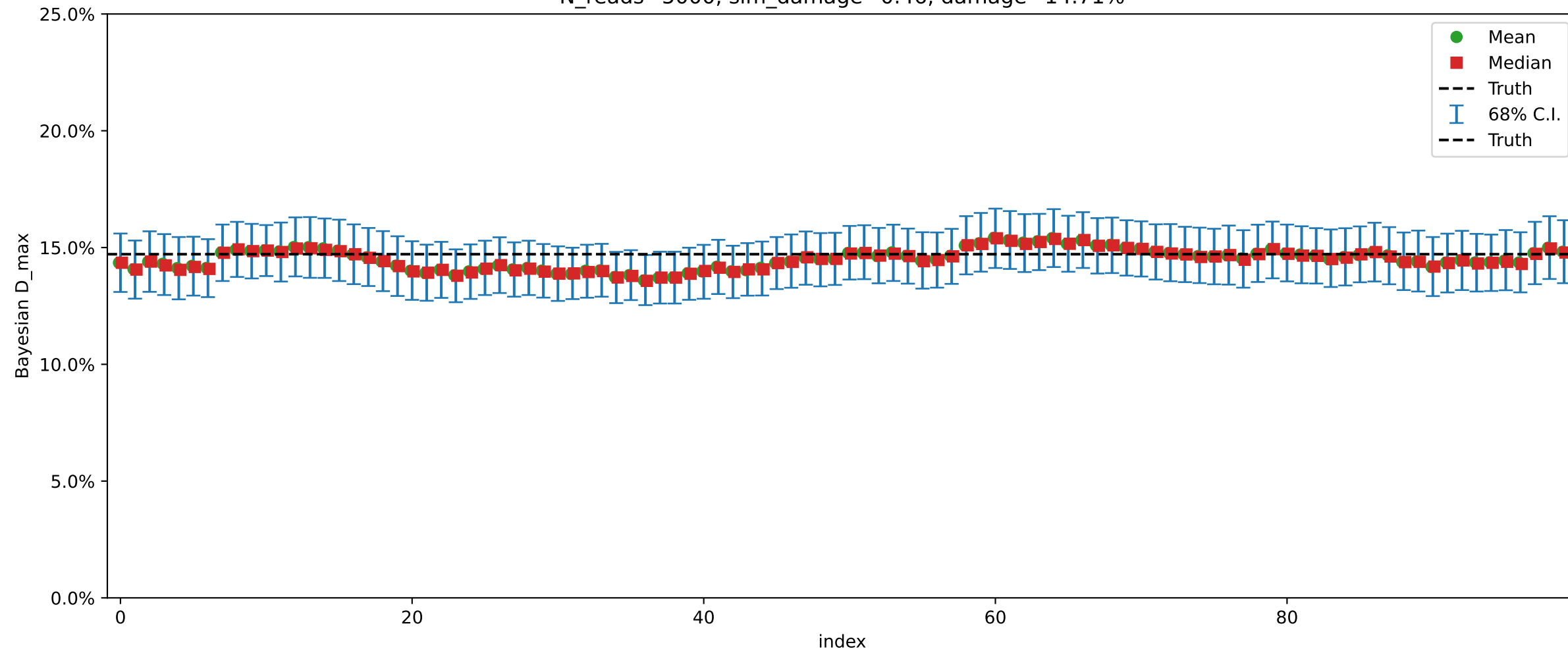
N\_reads=900, sim\_damage=0.46, damage=14.71%



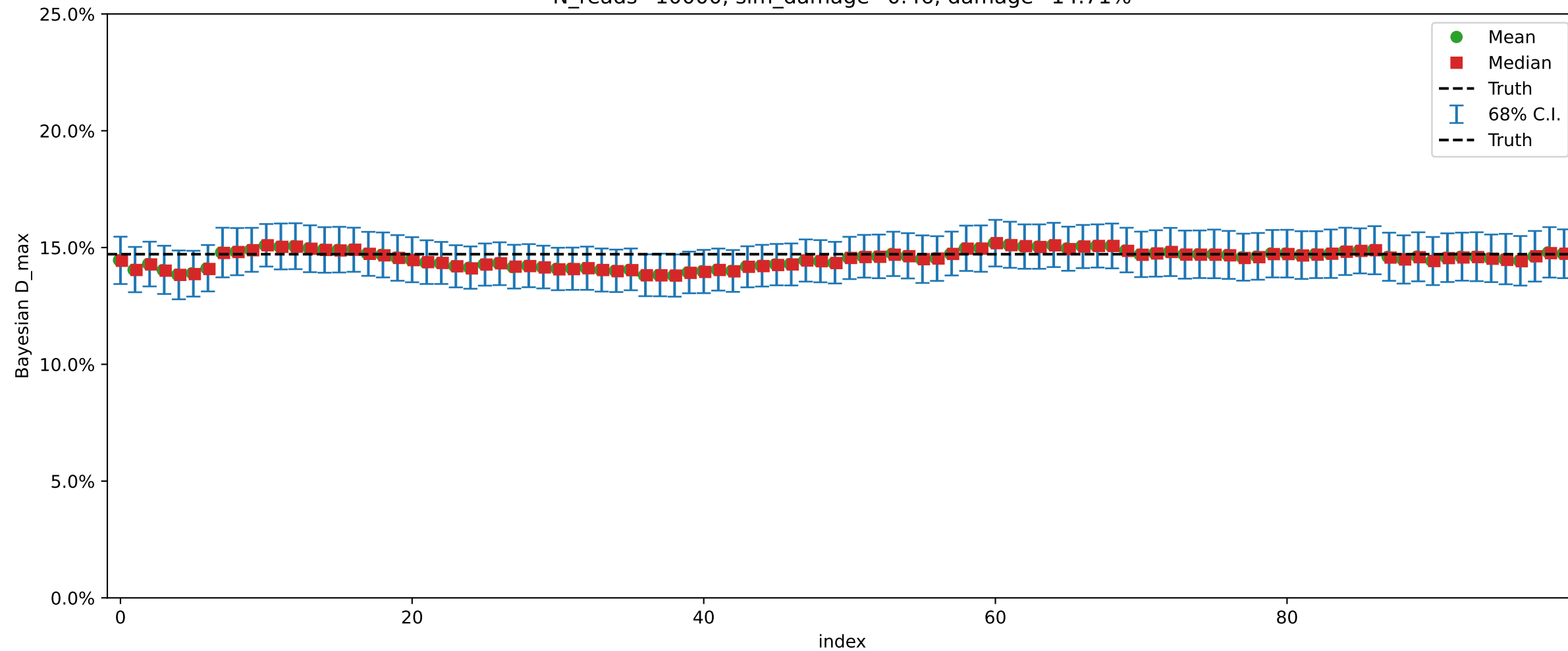
N\_reads=1000, sim\_damage=0.46, damage=14.71%



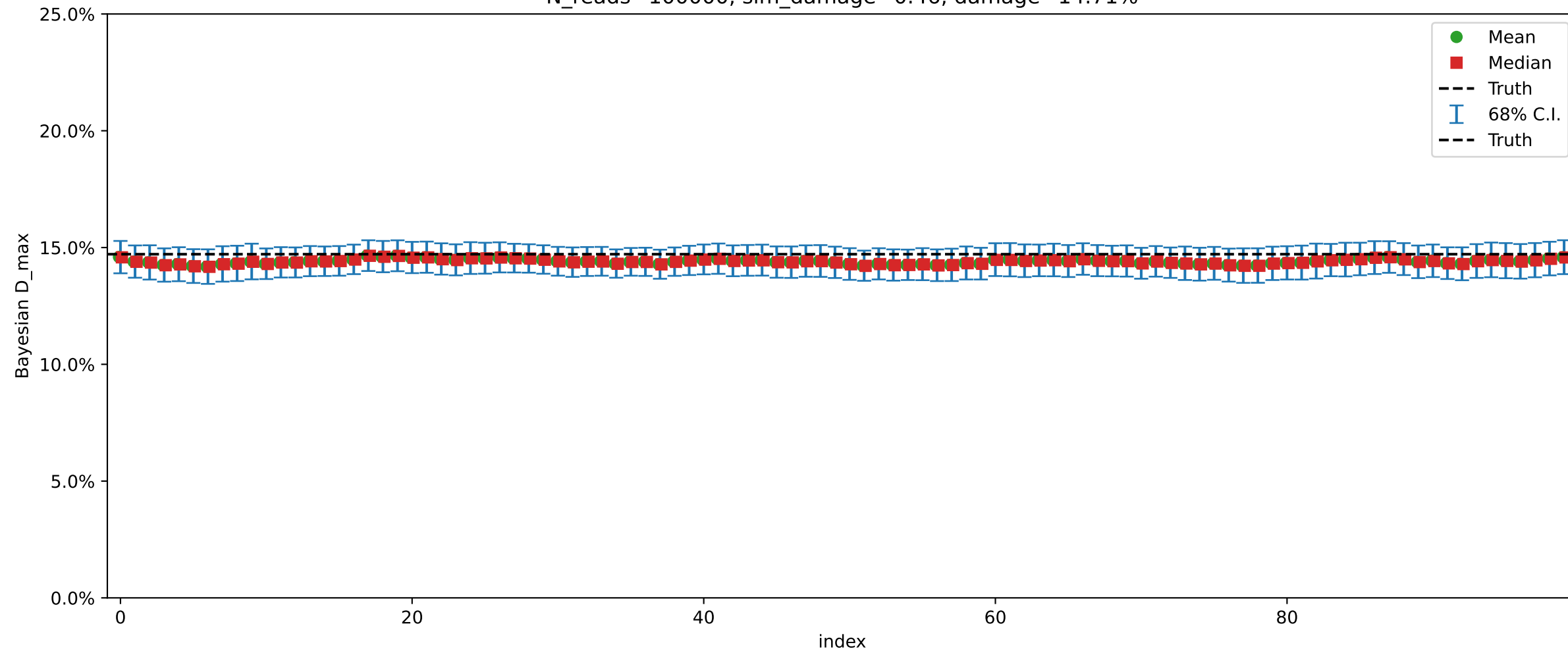
N\_reads=5000, sim\_damage=0.46, damage=14.71%



N\_reads=10000, sim\_damage=0.46, damage=14.71%

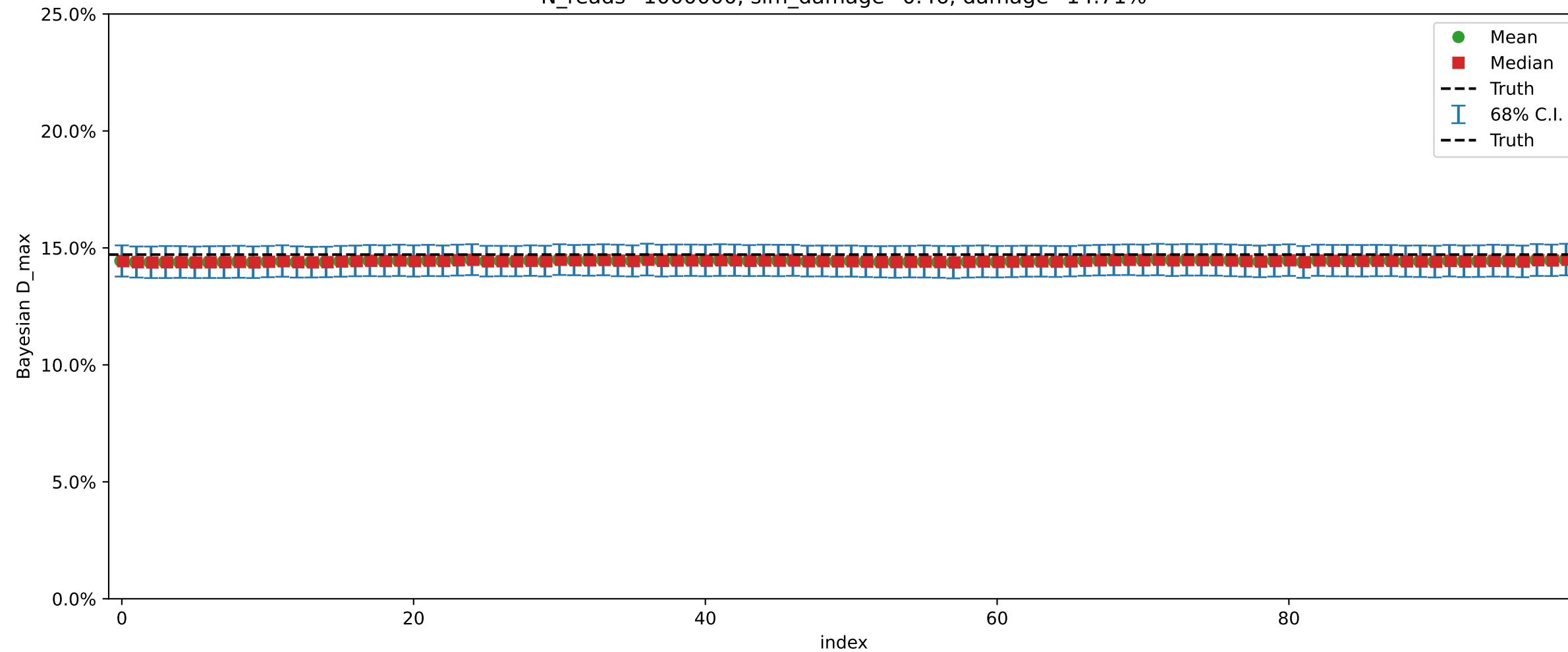


N\_reads=100000, sim\_damage=0.46, damage=14.71%

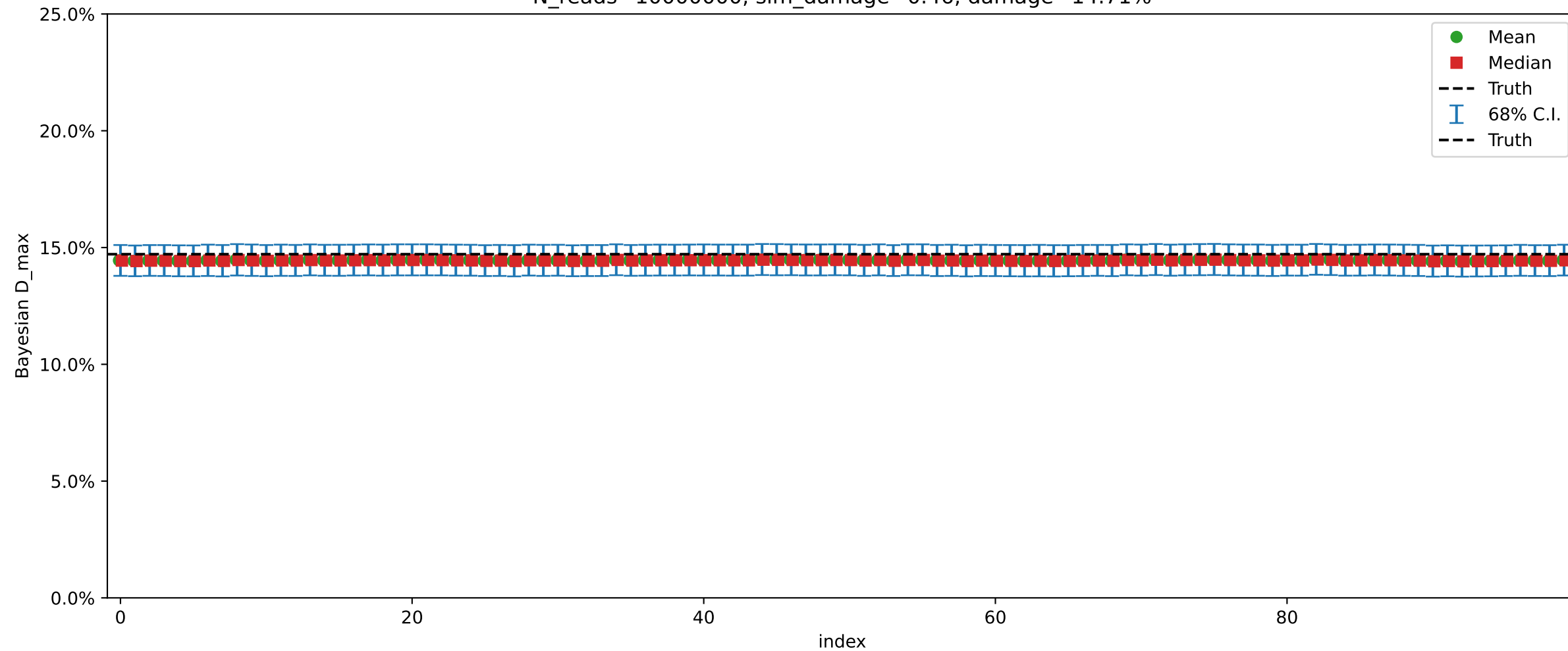




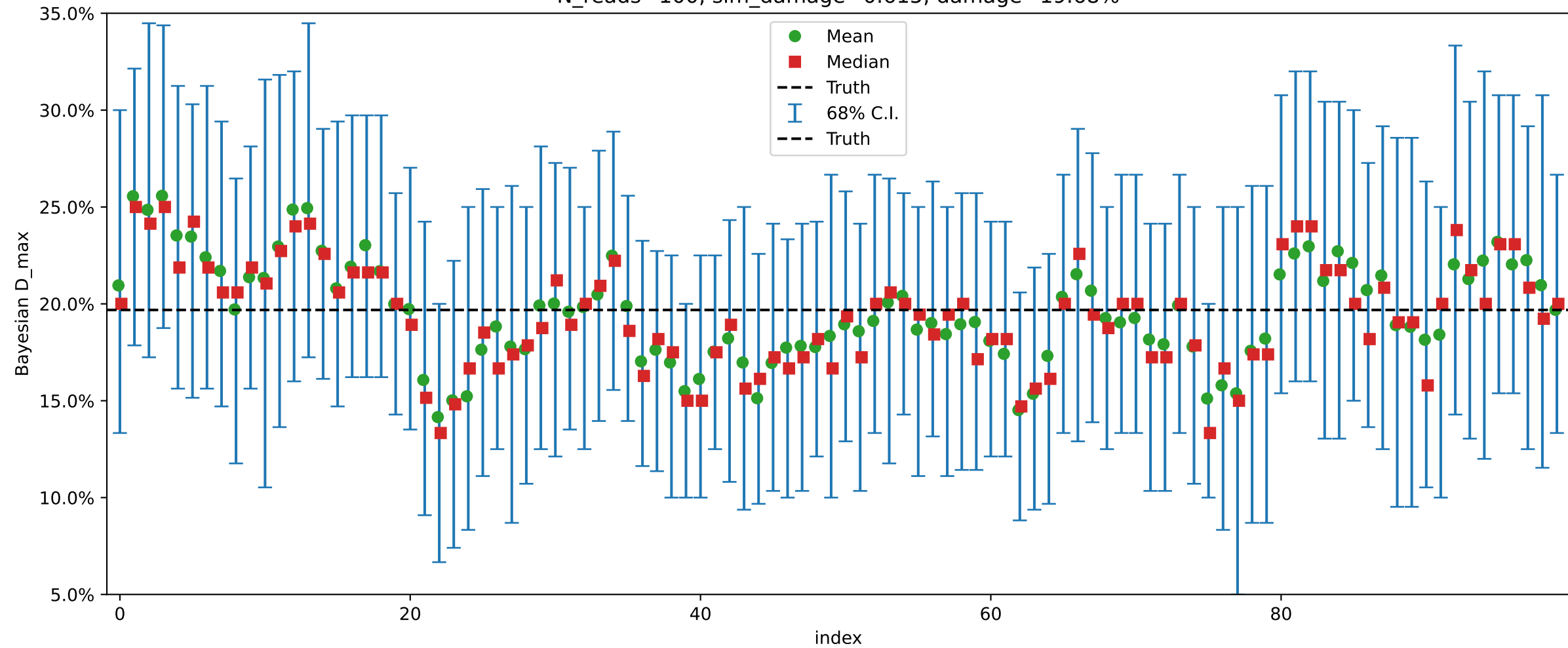
N\_reads=1000000, sim\_damage=0.46, damage=14.71%



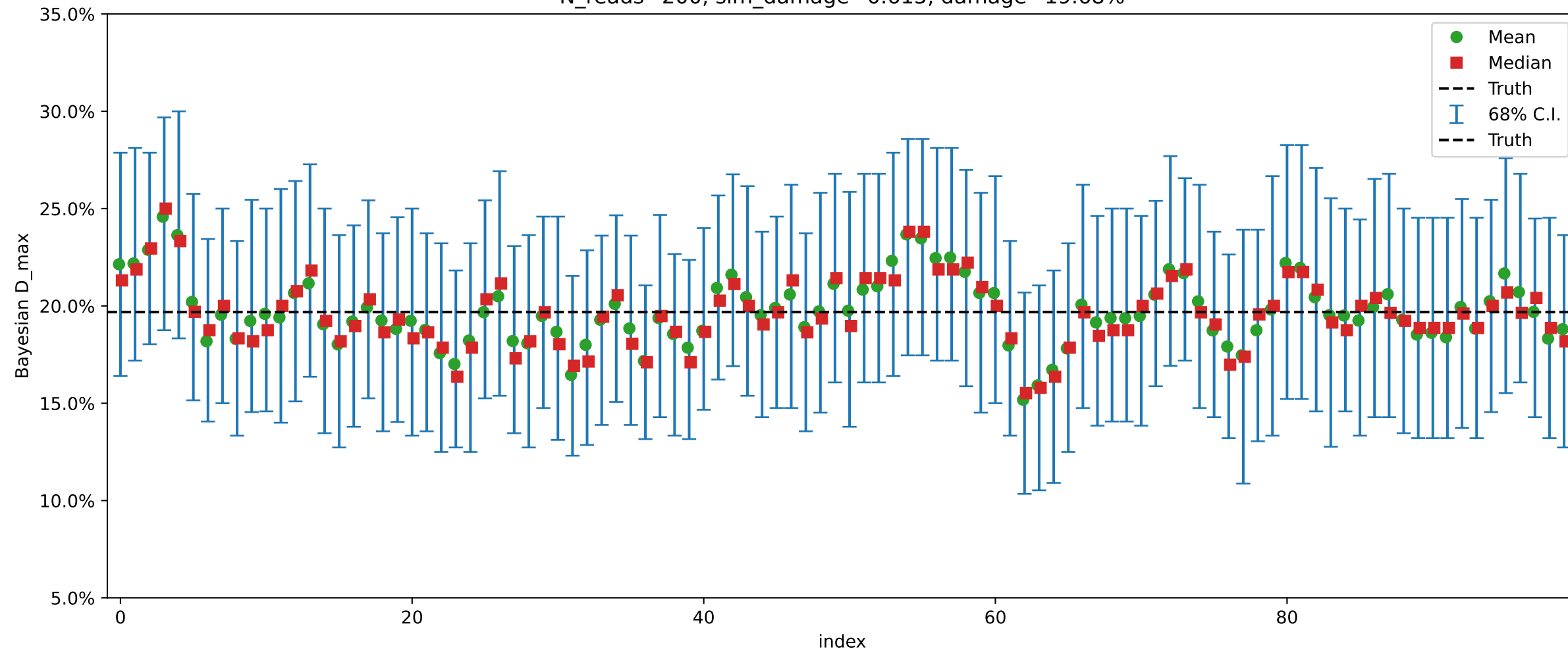
N\_reads=10000000, sim\_damage=0.46, damage=14.71%



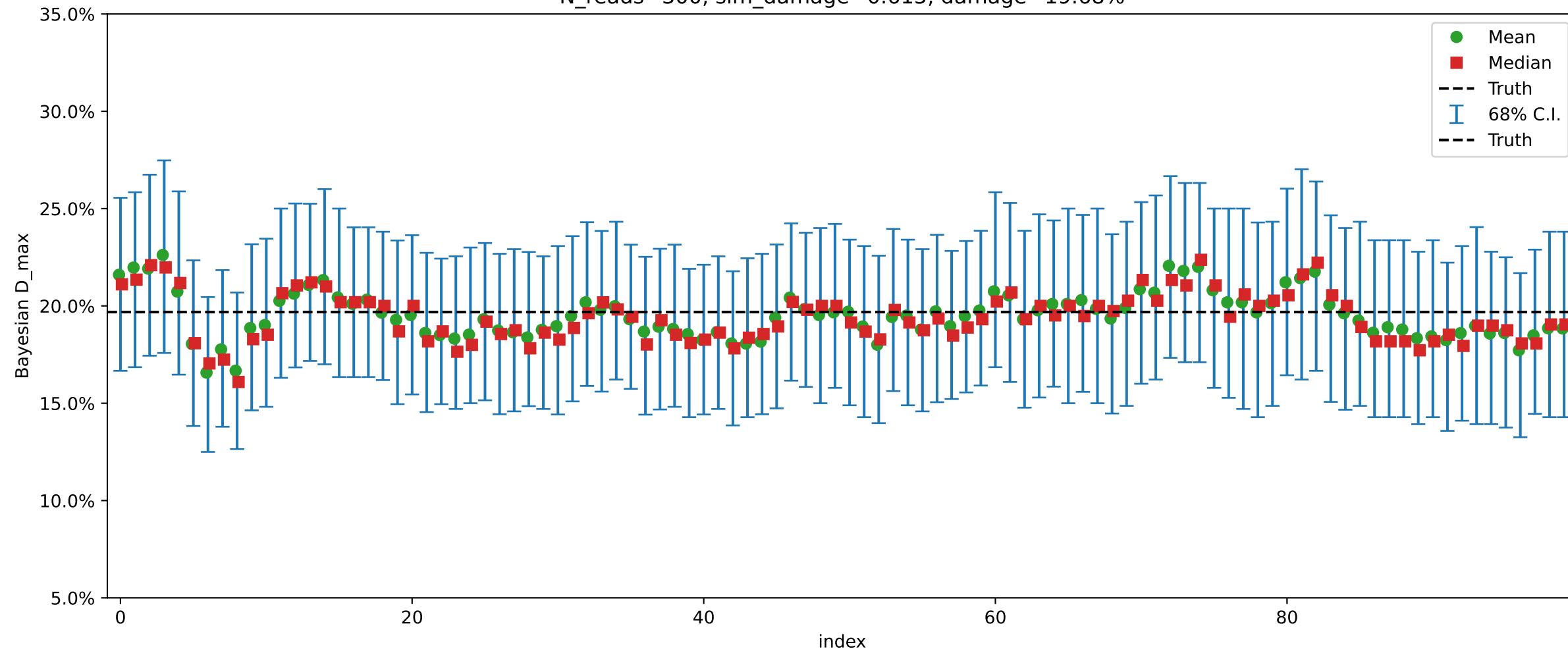
N\_reads=100, sim\_damage=0.615, damage=19.68%



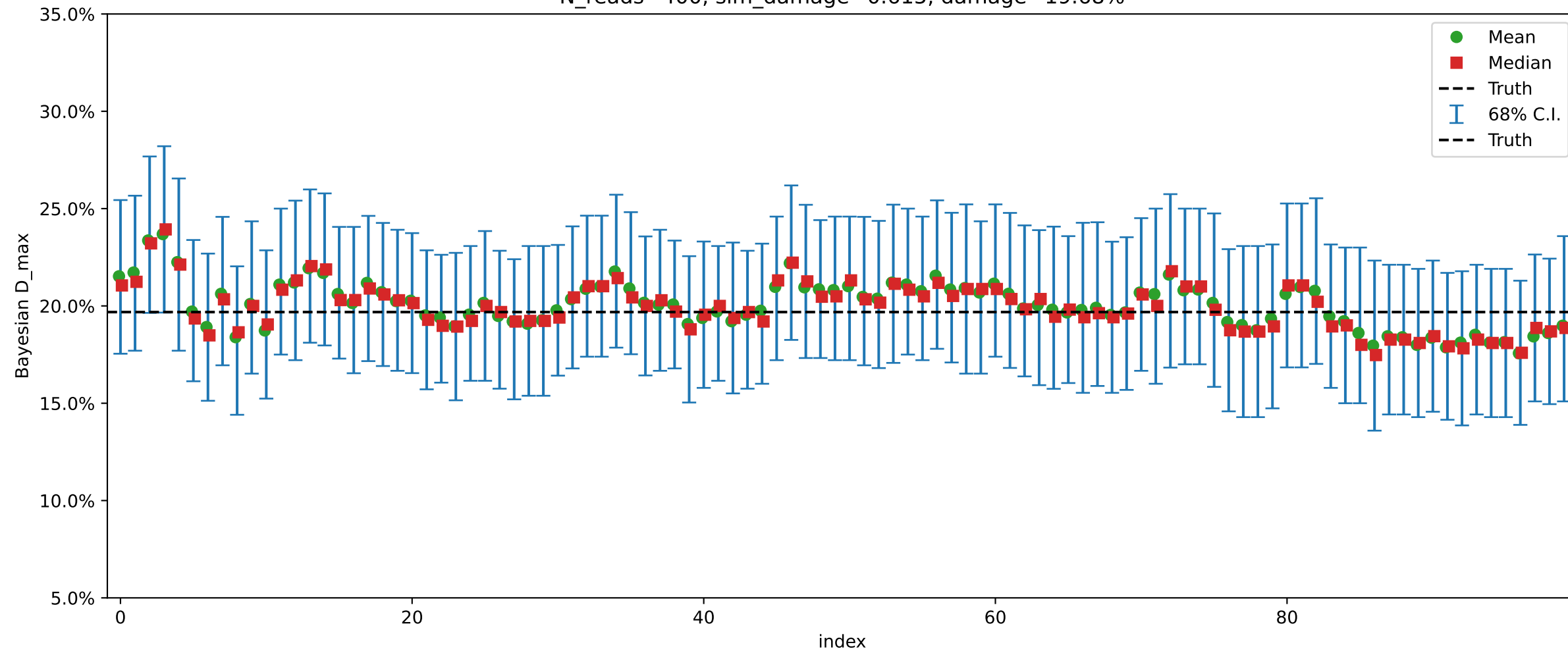
N\_reads=200, sim\_damage=0.615, damage=19.68%



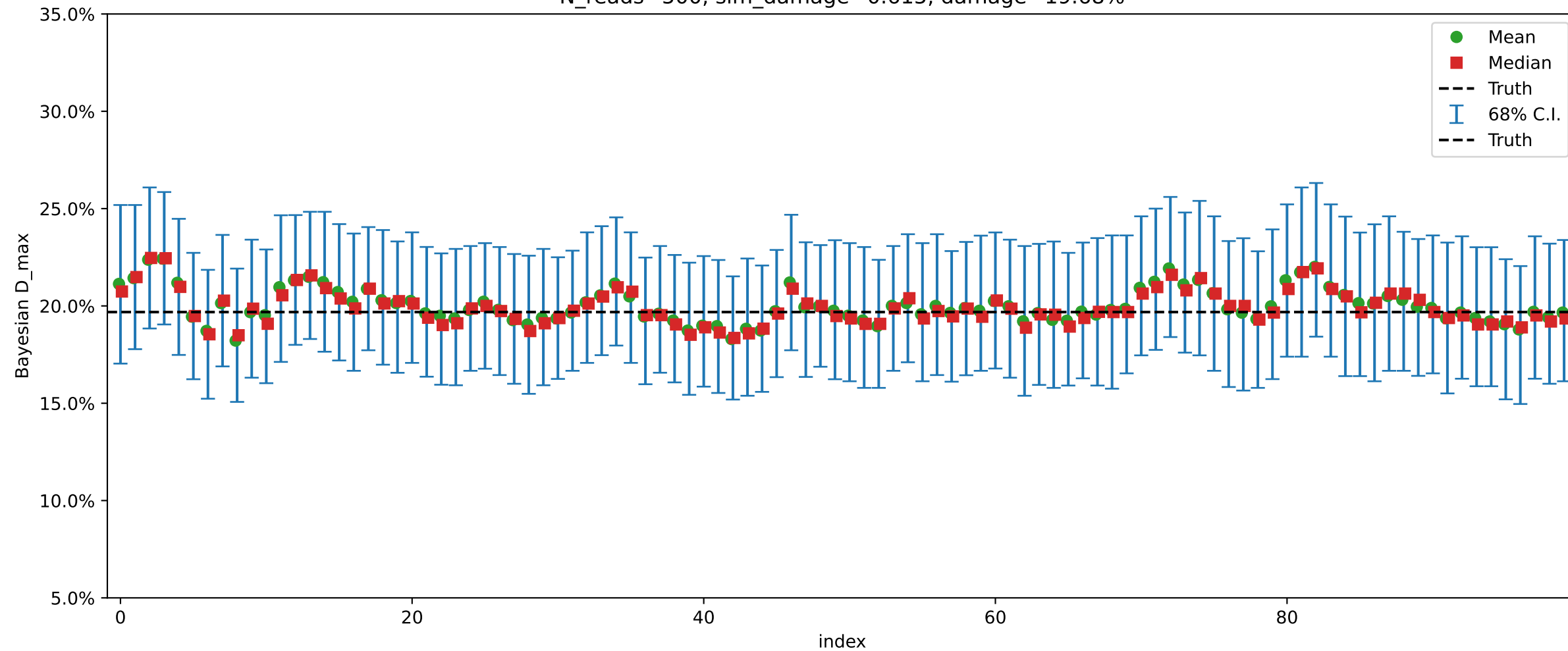
N\_reads=300, sim\_damage=0.615, damage=19.68%



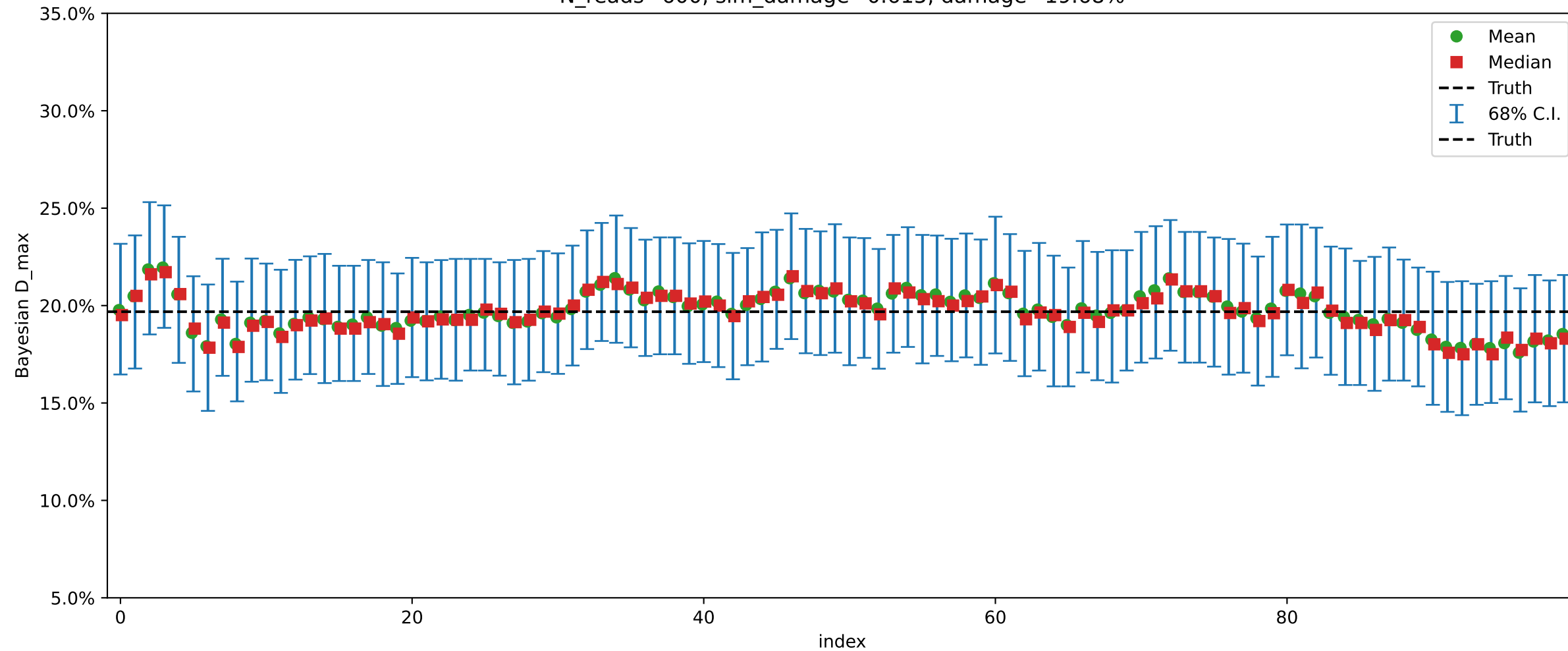
N\_reads=400, sim\_damage=0.615, damage=19.68%



N\_reads=500, sim\_damage=0.615, damage=19.68%

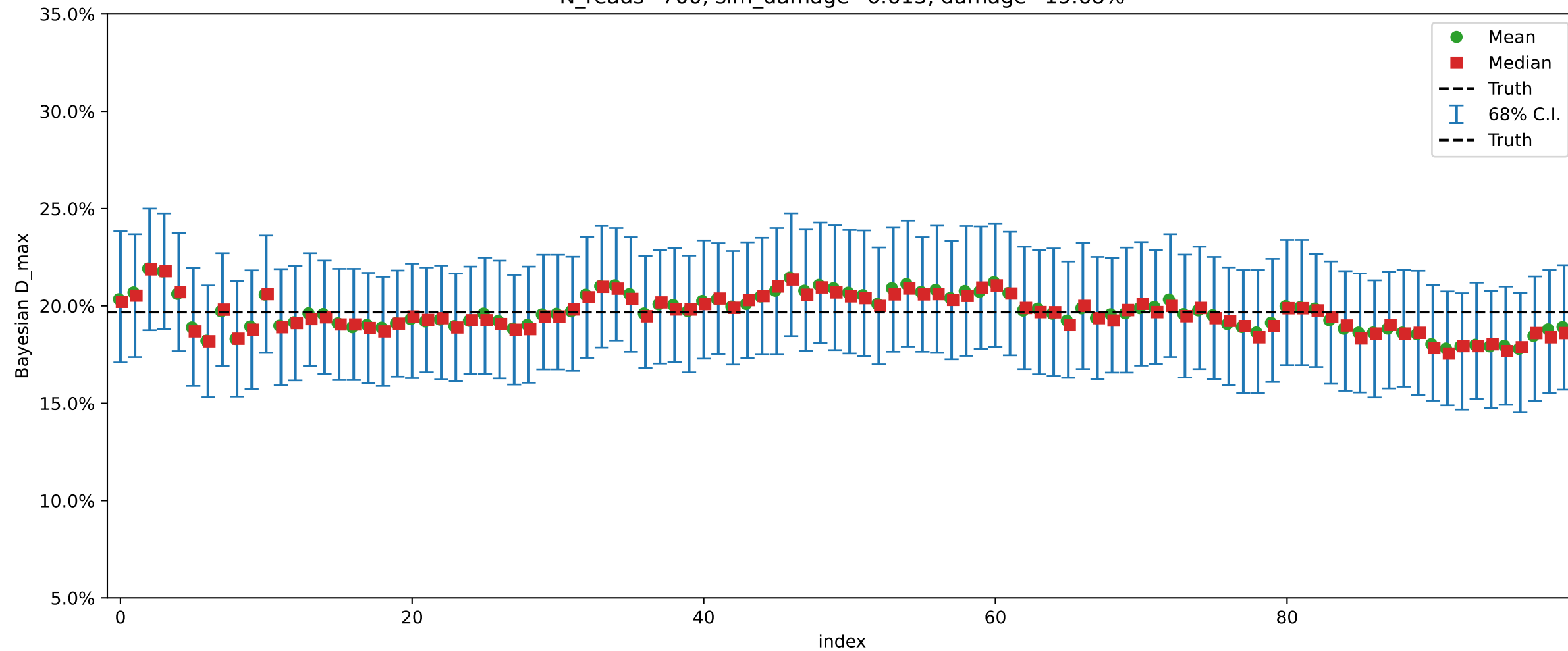


N\_reads=600, sim\_damage=0.615, damage=19.68%

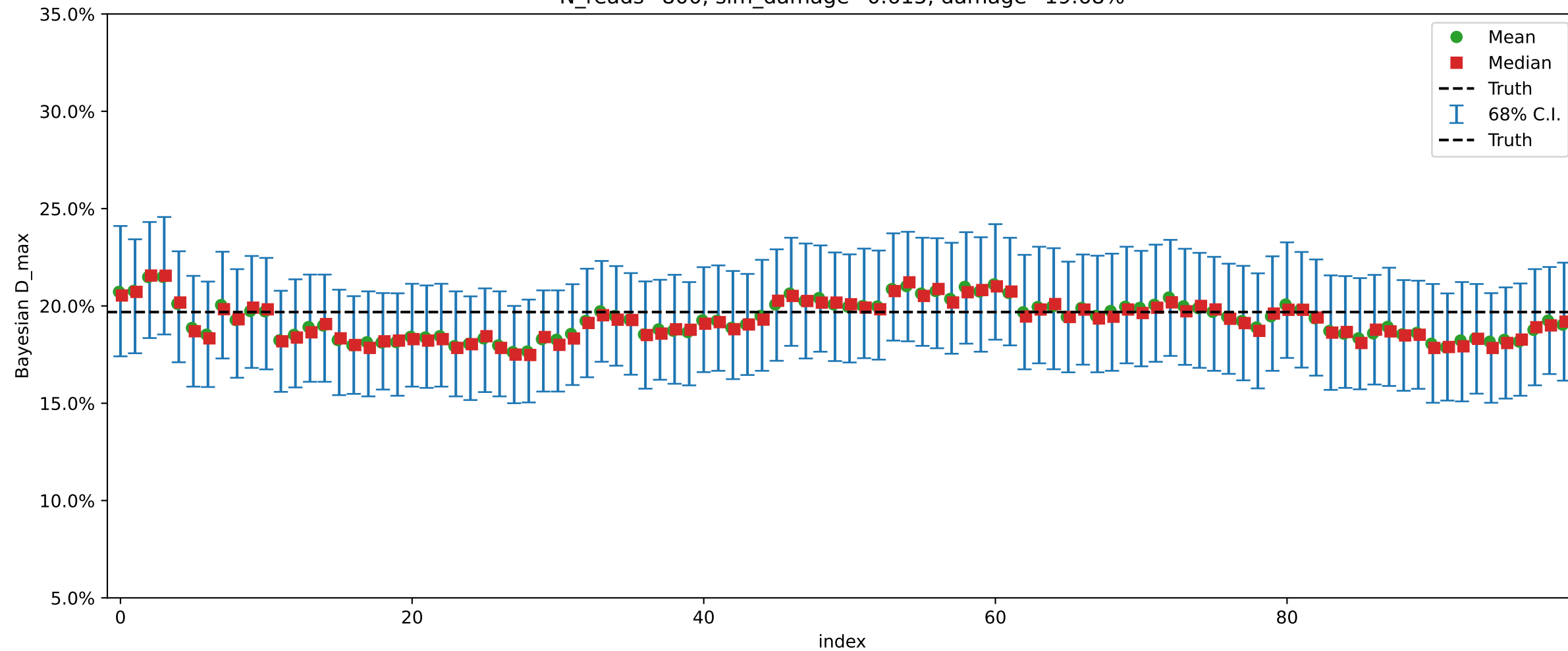




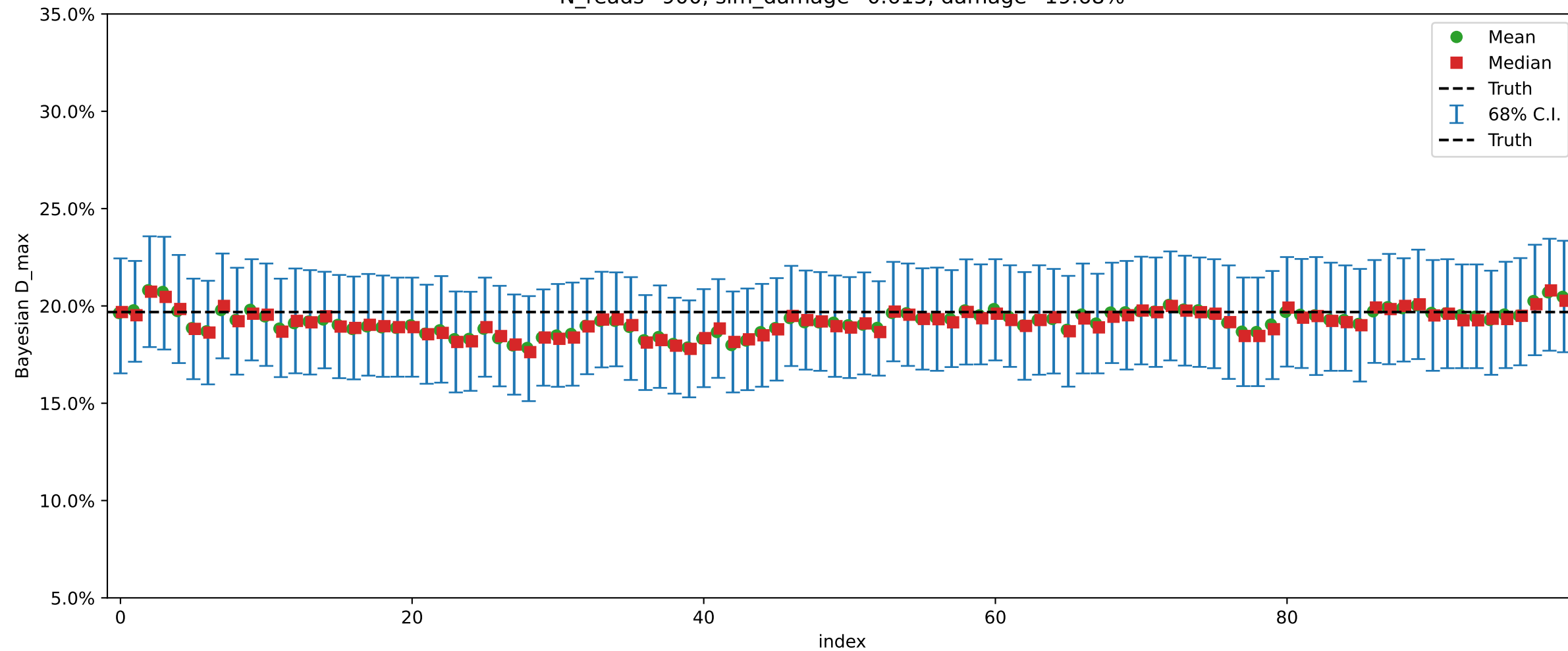
N\_reads=700, sim\_damage=0.615, damage=19.68%



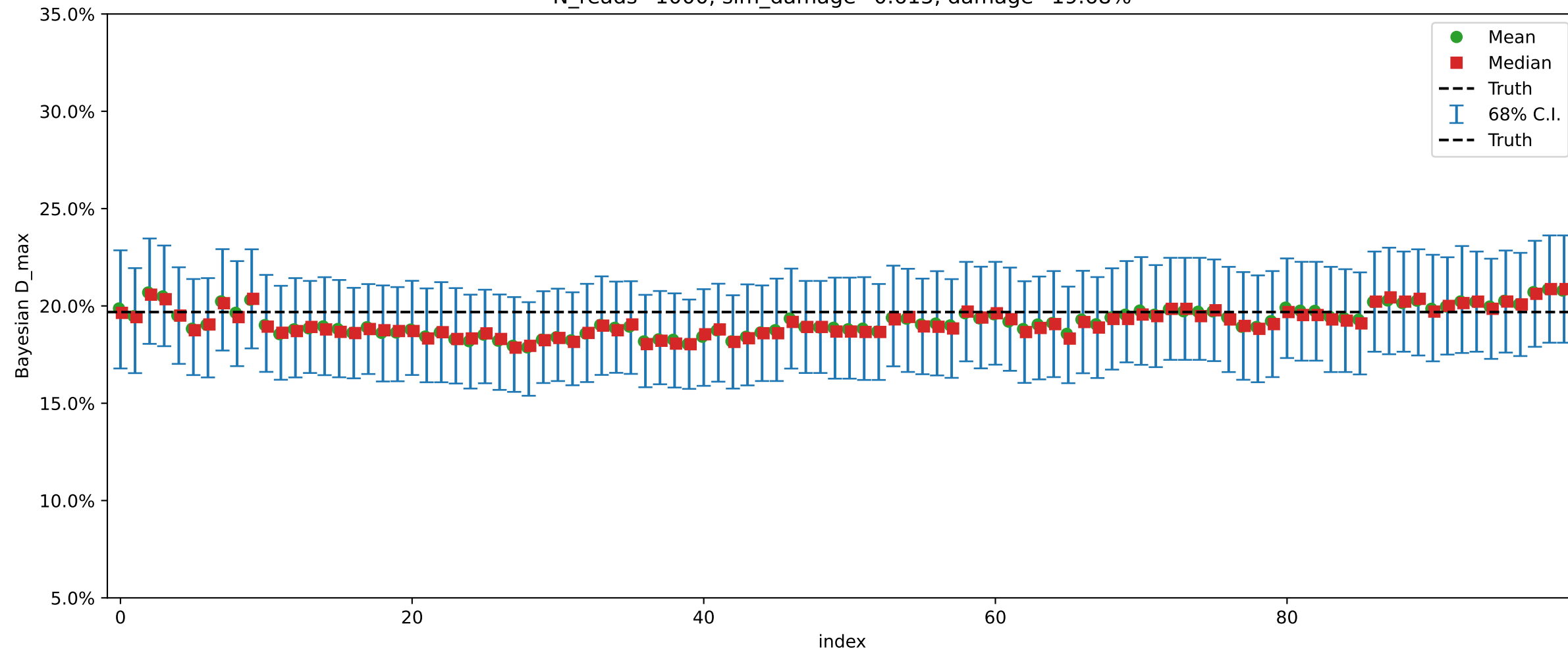
N\_reads=800, sim\_damage=0.615, damage=19.68%



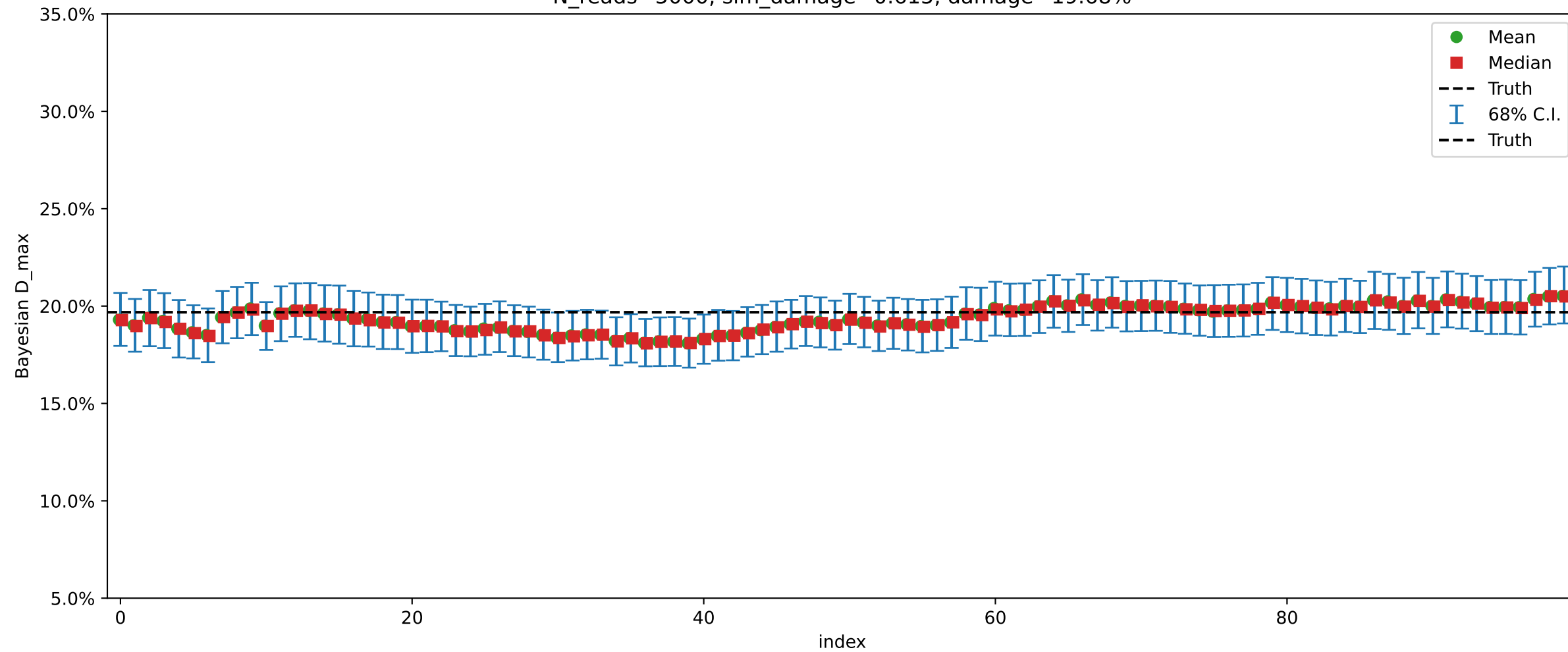
N\_reads=900, sim\_damage=0.615, damage=19.68%



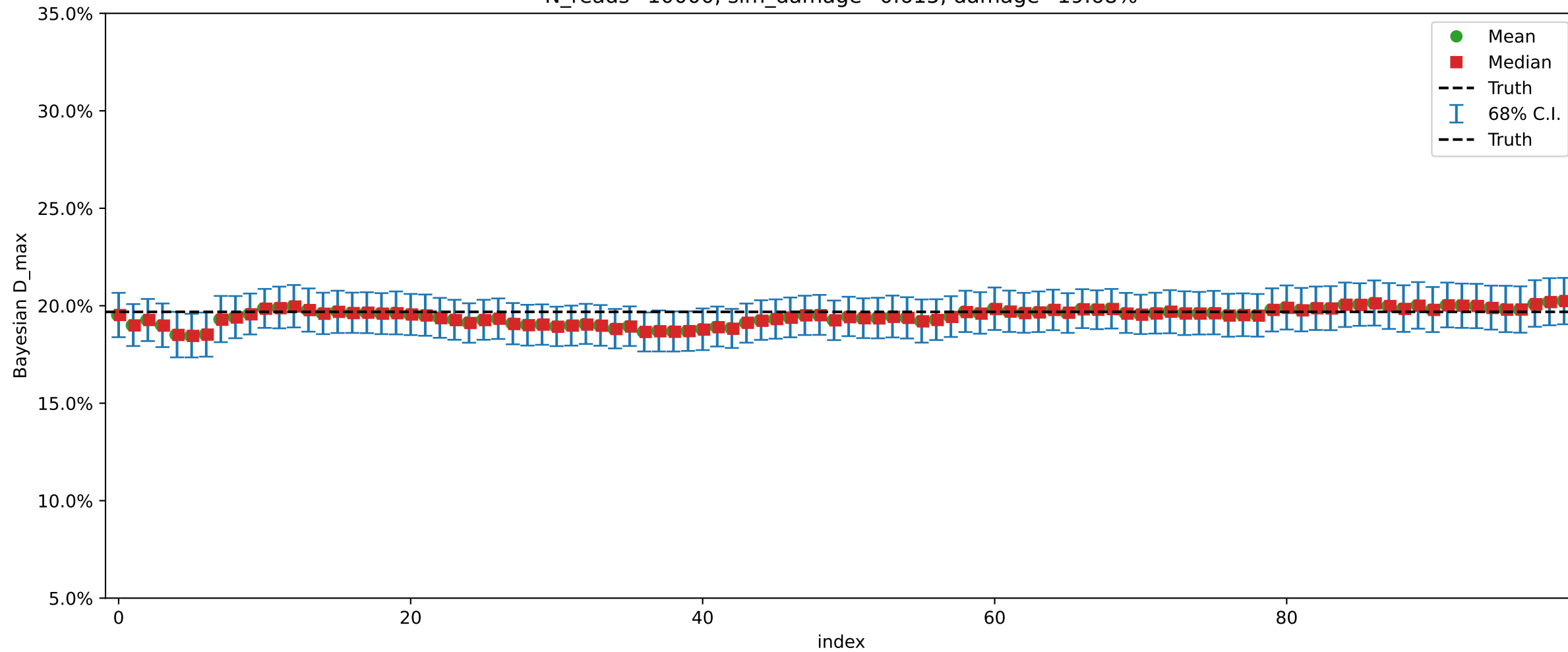
N\_reads=1000, sim\_damage=0.615, damage=19.68%



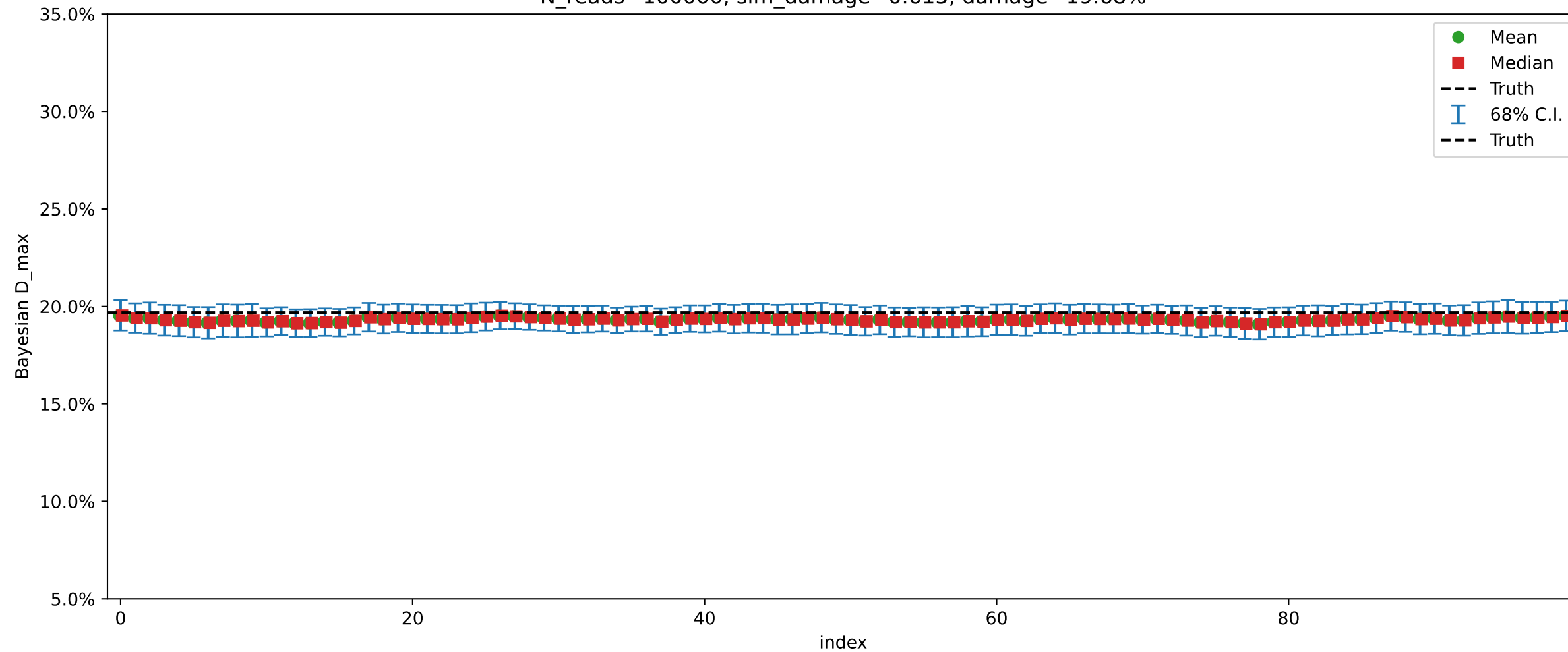
N\_reads=5000, sim\_damage=0.615, damage=19.68%



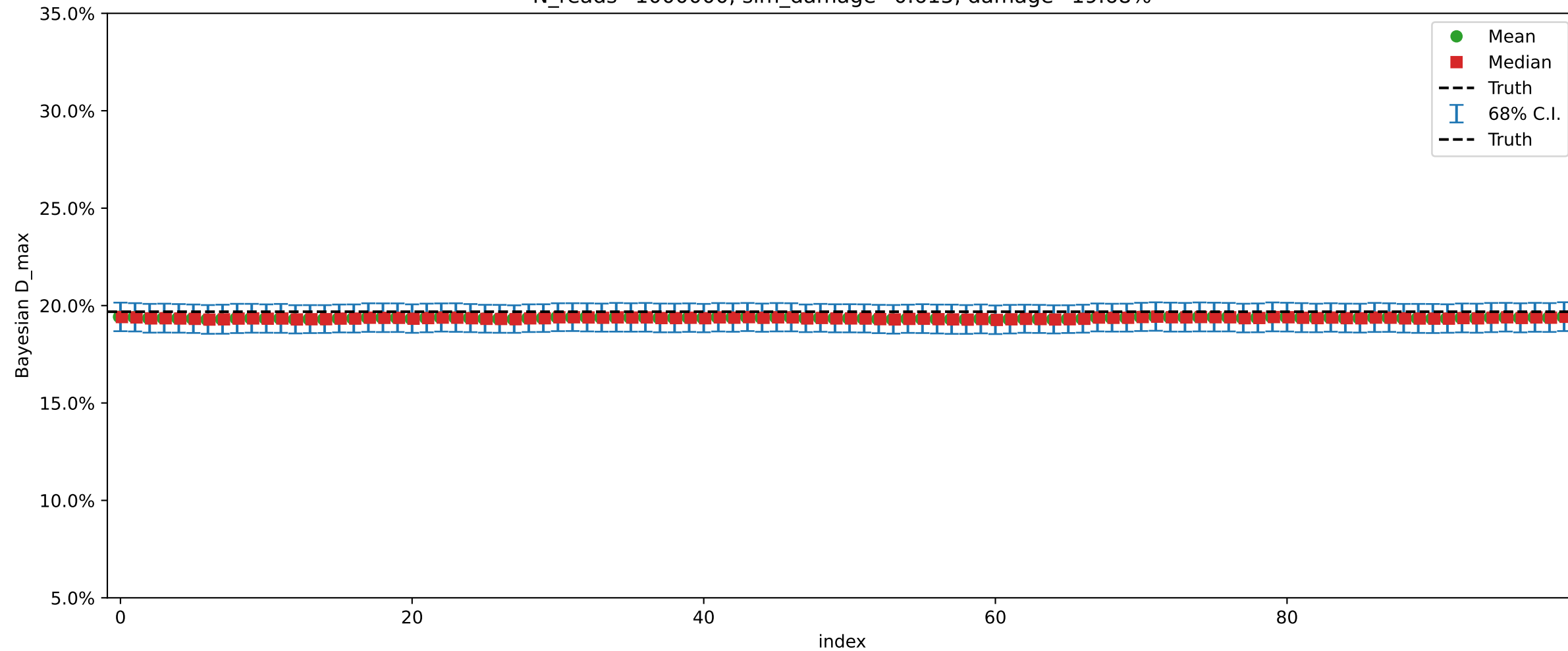
N\_reads=10000, sim\_damage=0.615, damage=19.68%



N\_reads=100000, sim\_damage=0.615, damage=19.68%

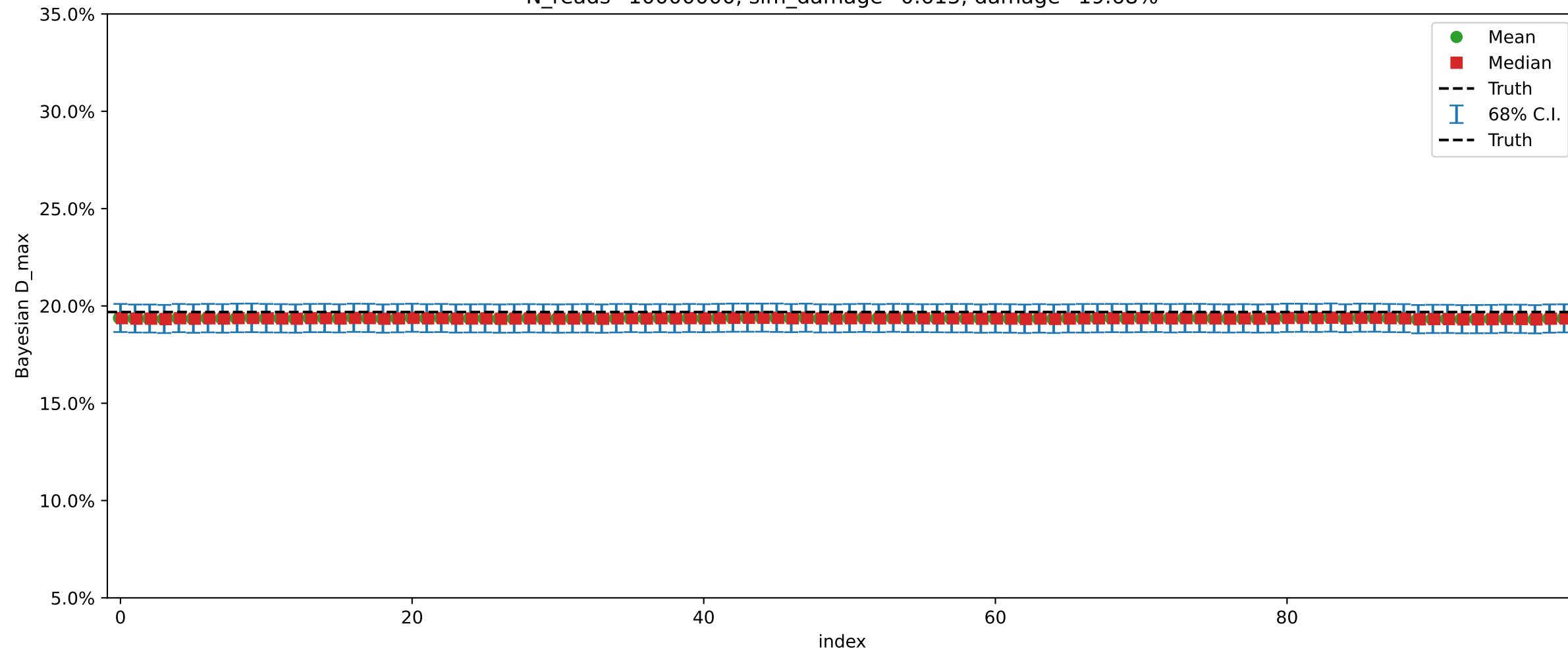


N\_reads=1000000, sim\_damage=0.615, damage=19.68%

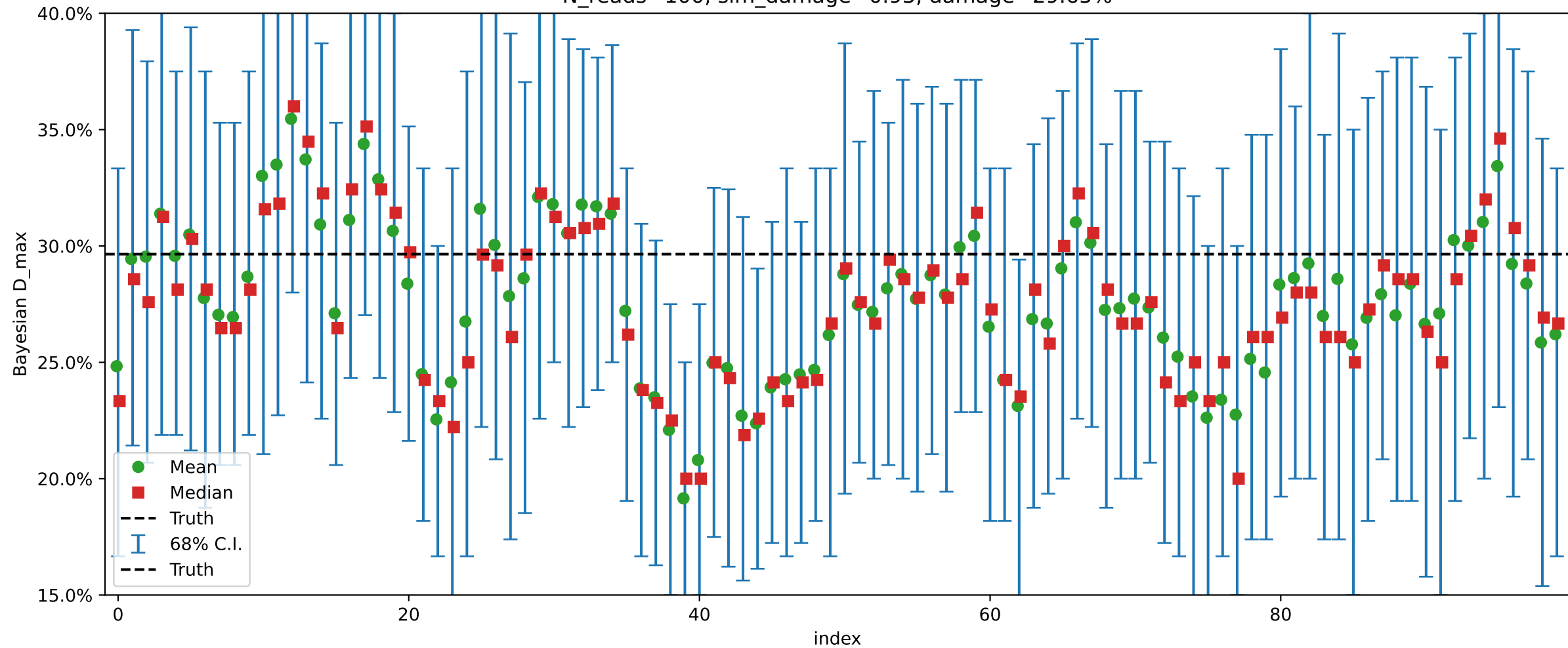




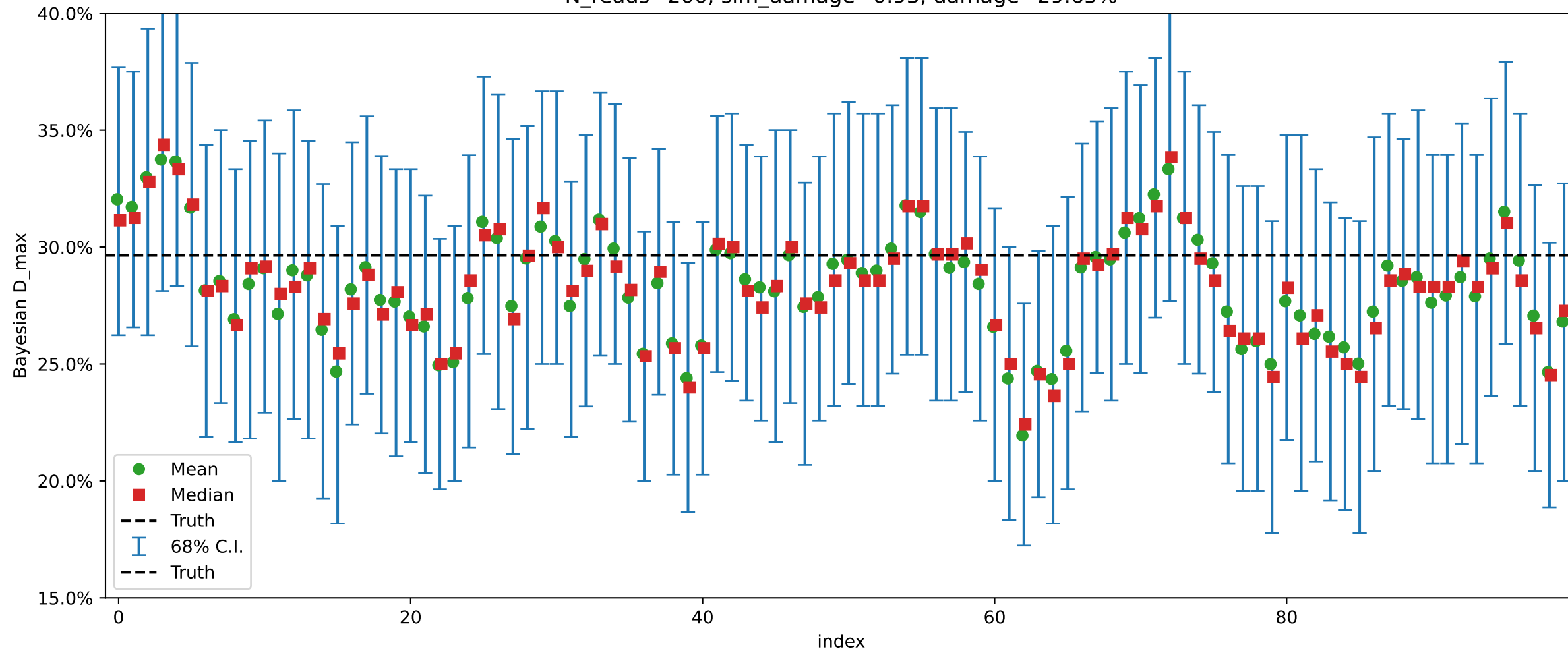
N\_reads=10000000, sim\_damage=0.615, damage=19.68%



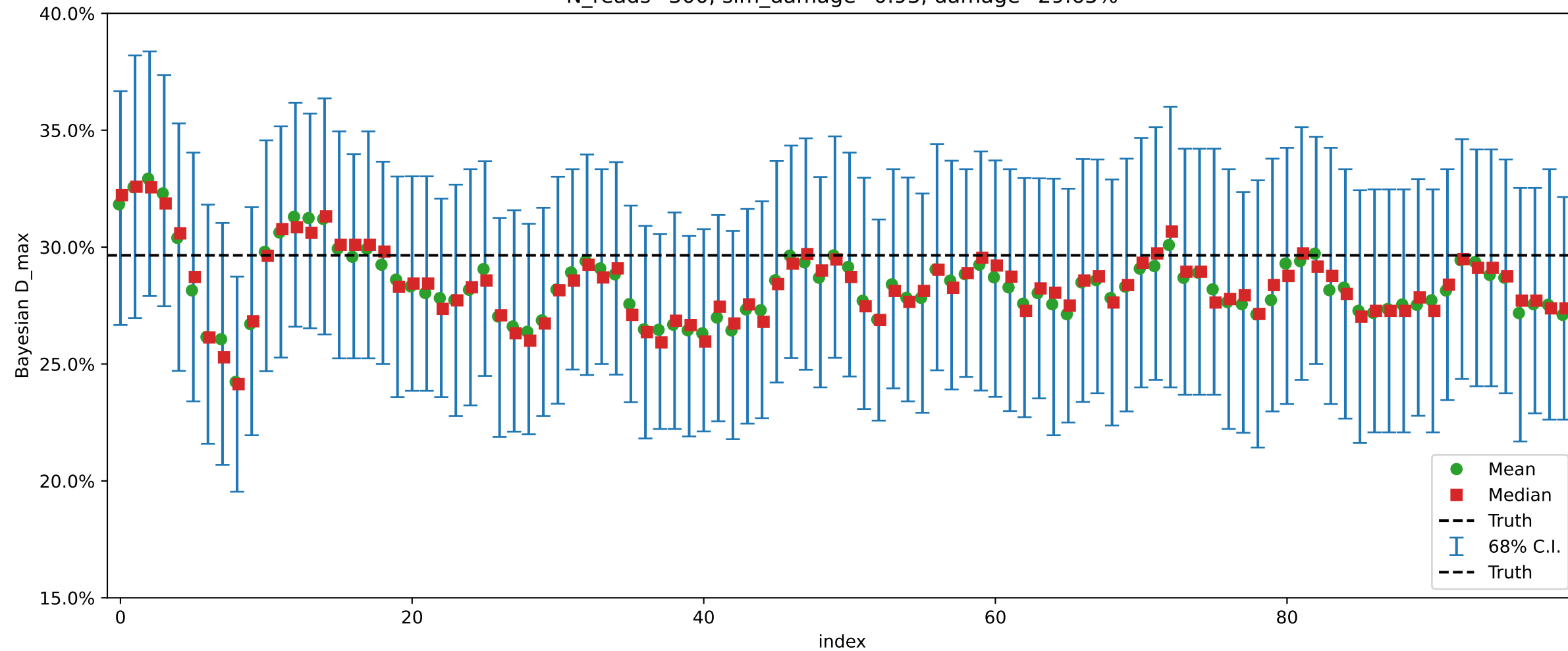
N\_reads=100, sim\_damage=0.93, damage=29.65%



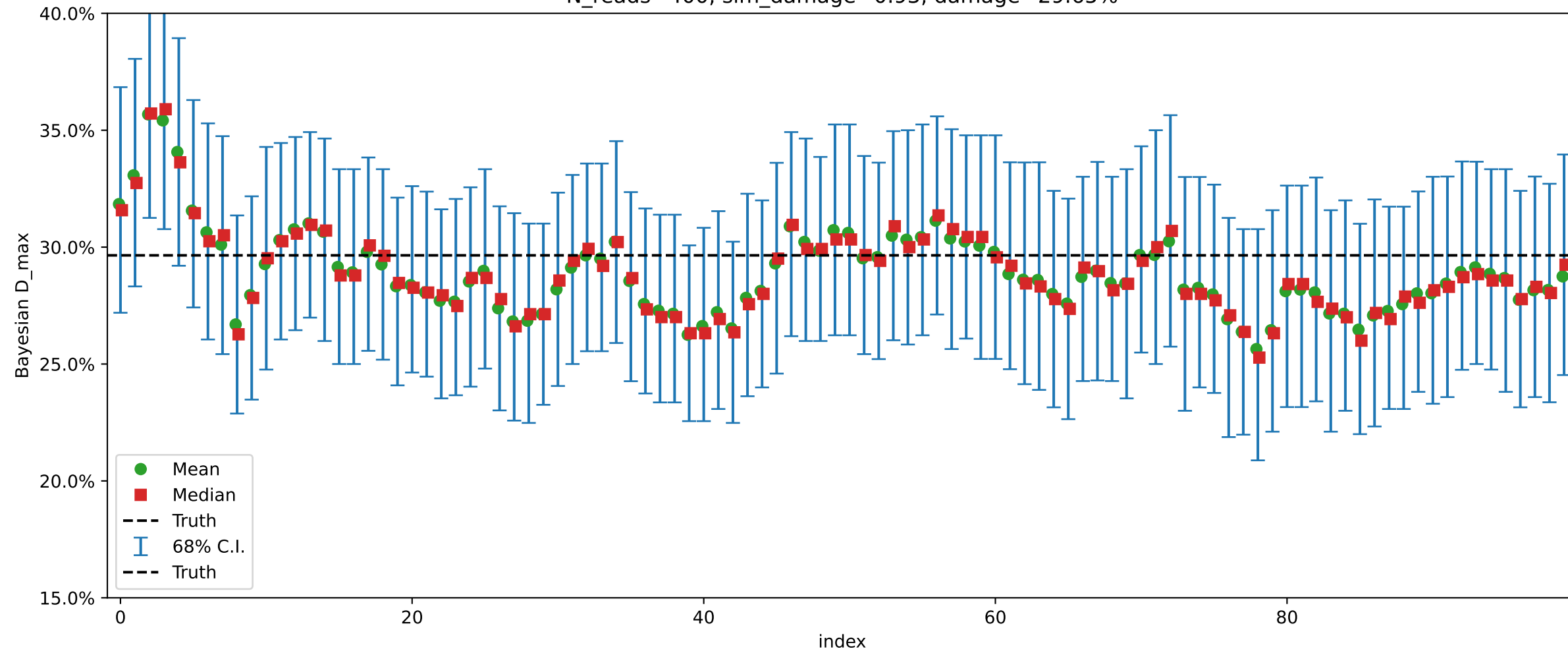
N\_reads=200, sim\_damage=0.93, damage=29.65%



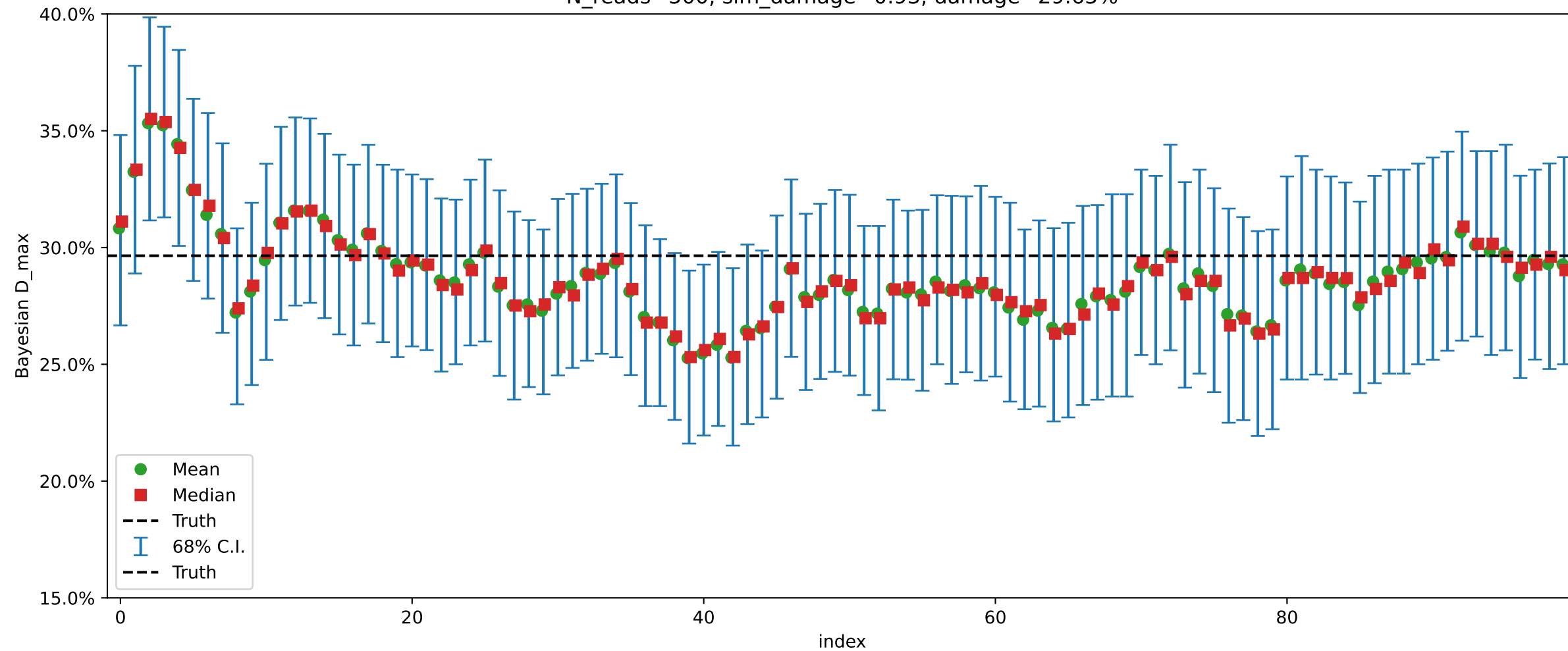
N\_reads=300, sim\_damage=0.93, damage=29.65%



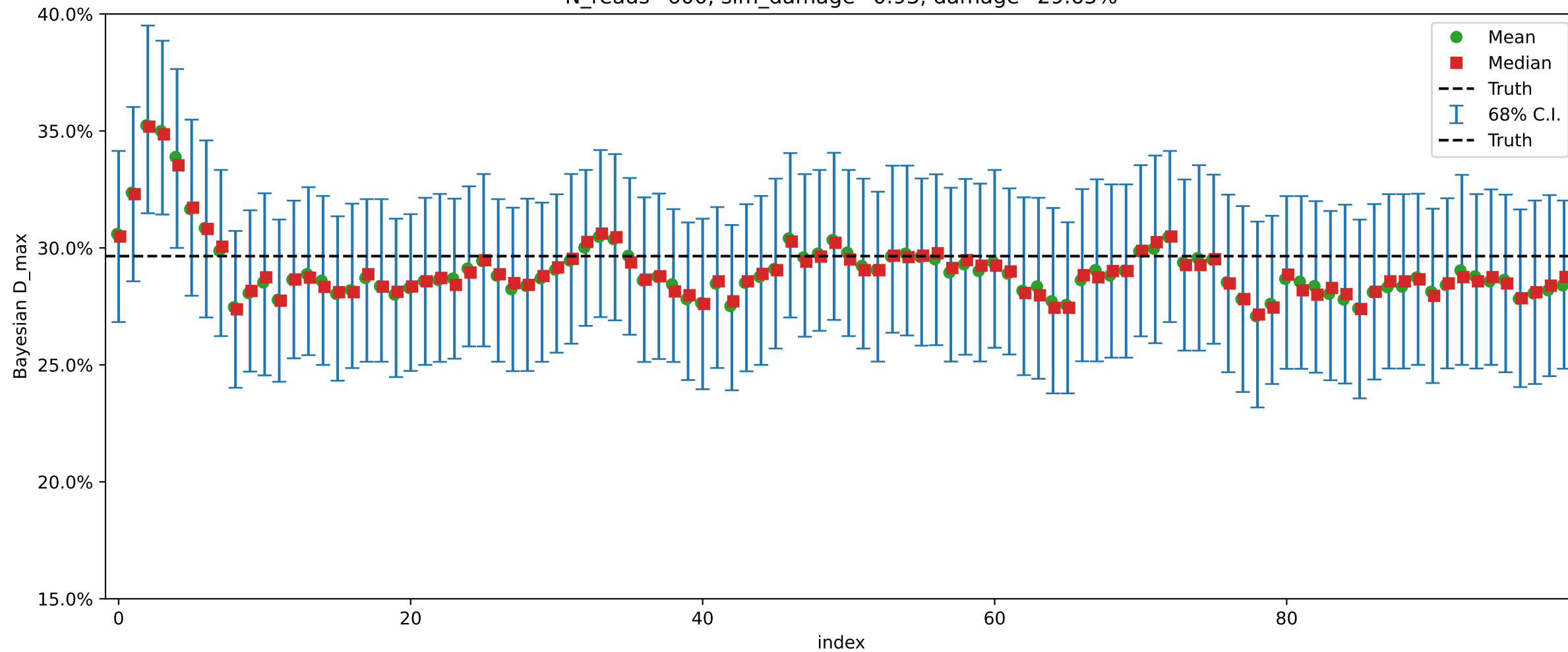
N\_reads=400, sim\_damage=0.93, damage=29.65%



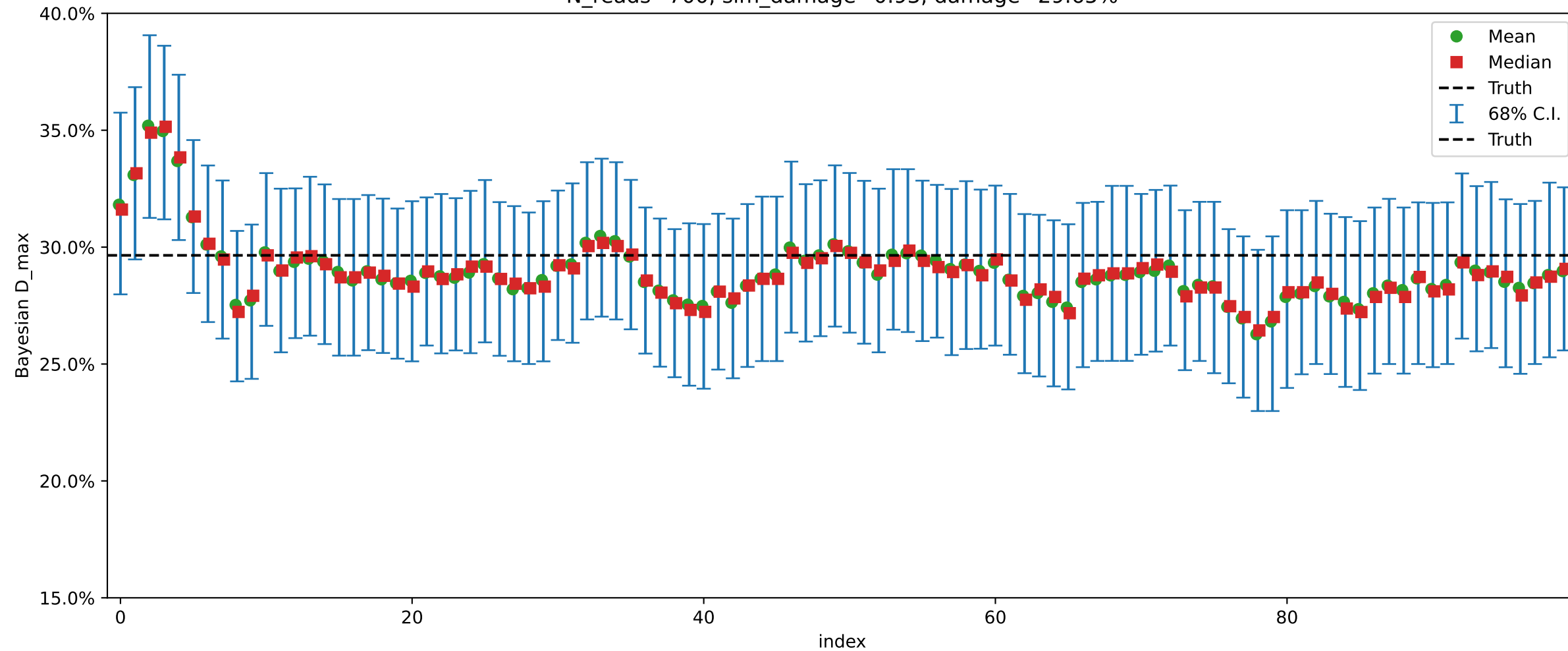
N\_reads=500, sim\_damage=0.93, damage=29.65%



N\_reads=600, sim\_damage=0.93, damage=29.65%

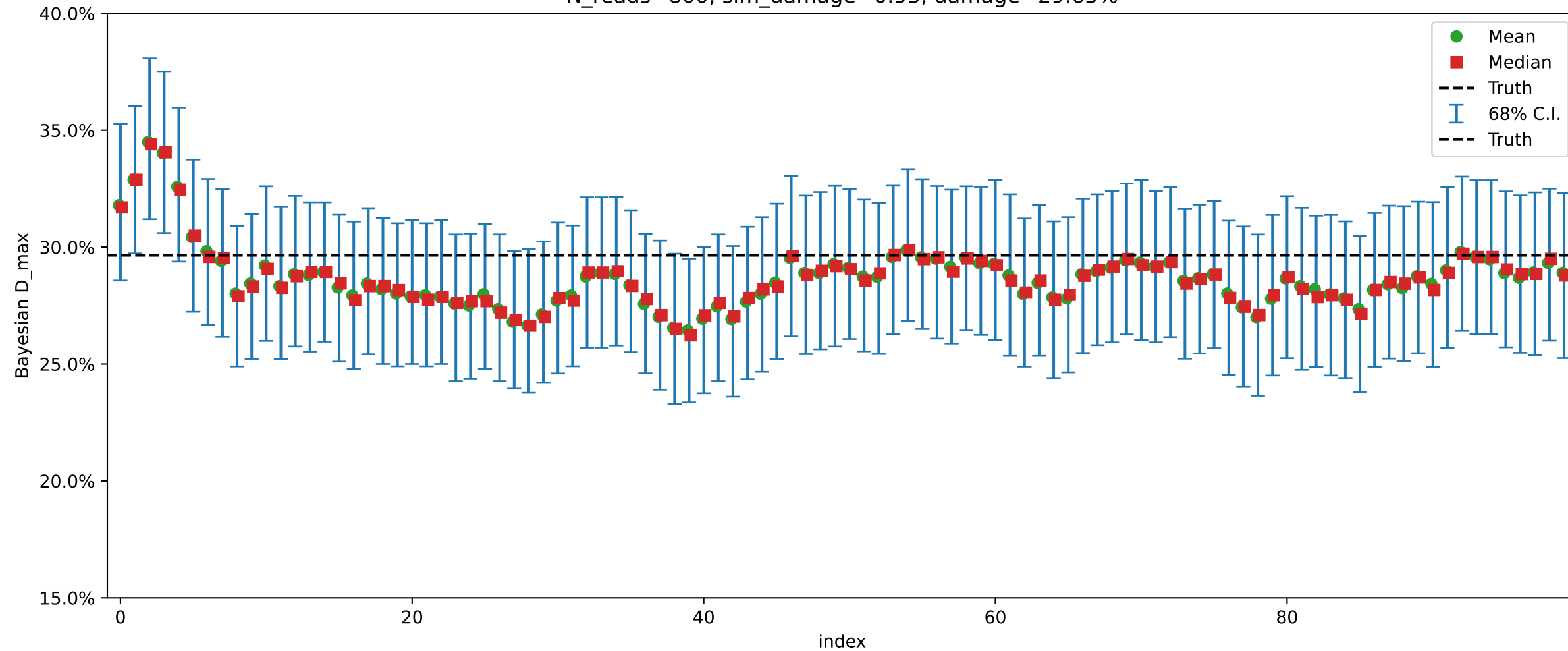


N\_reads=700, sim\_damage=0.93, damage=29.65%

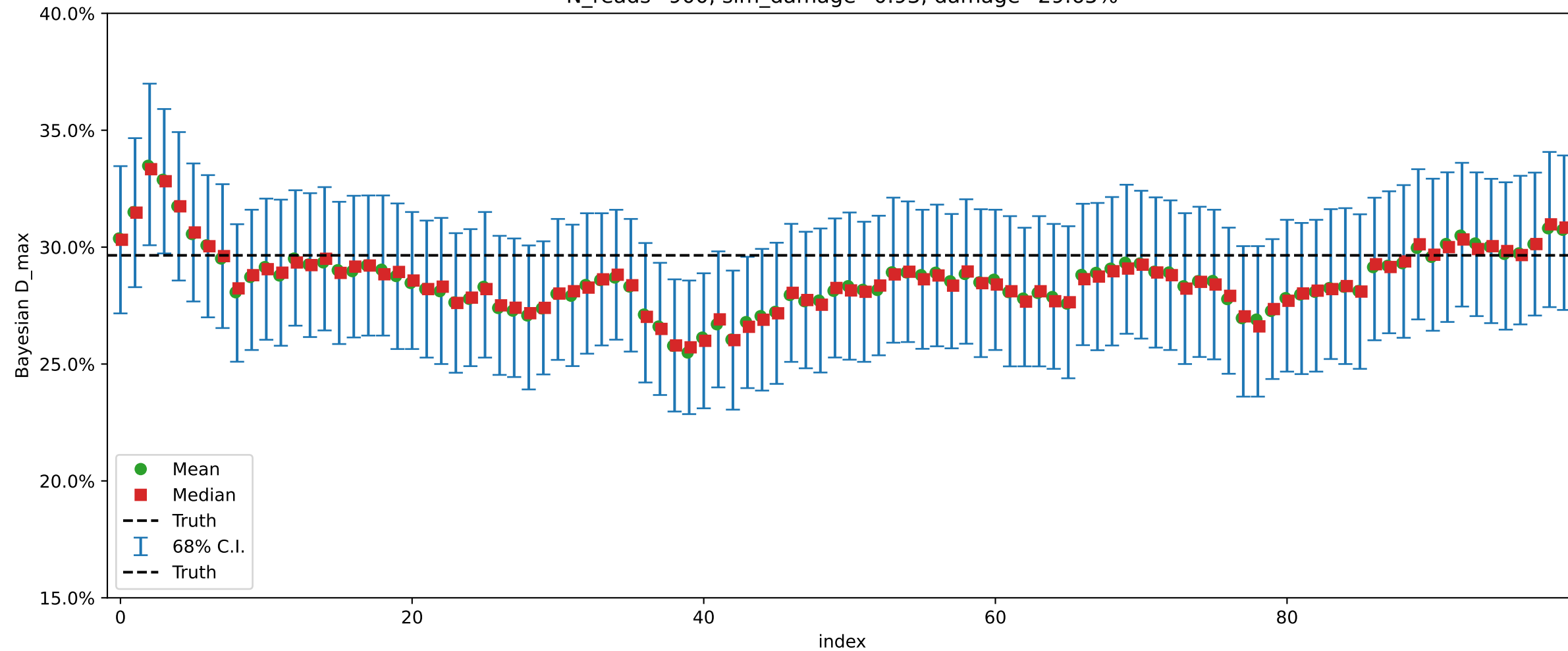




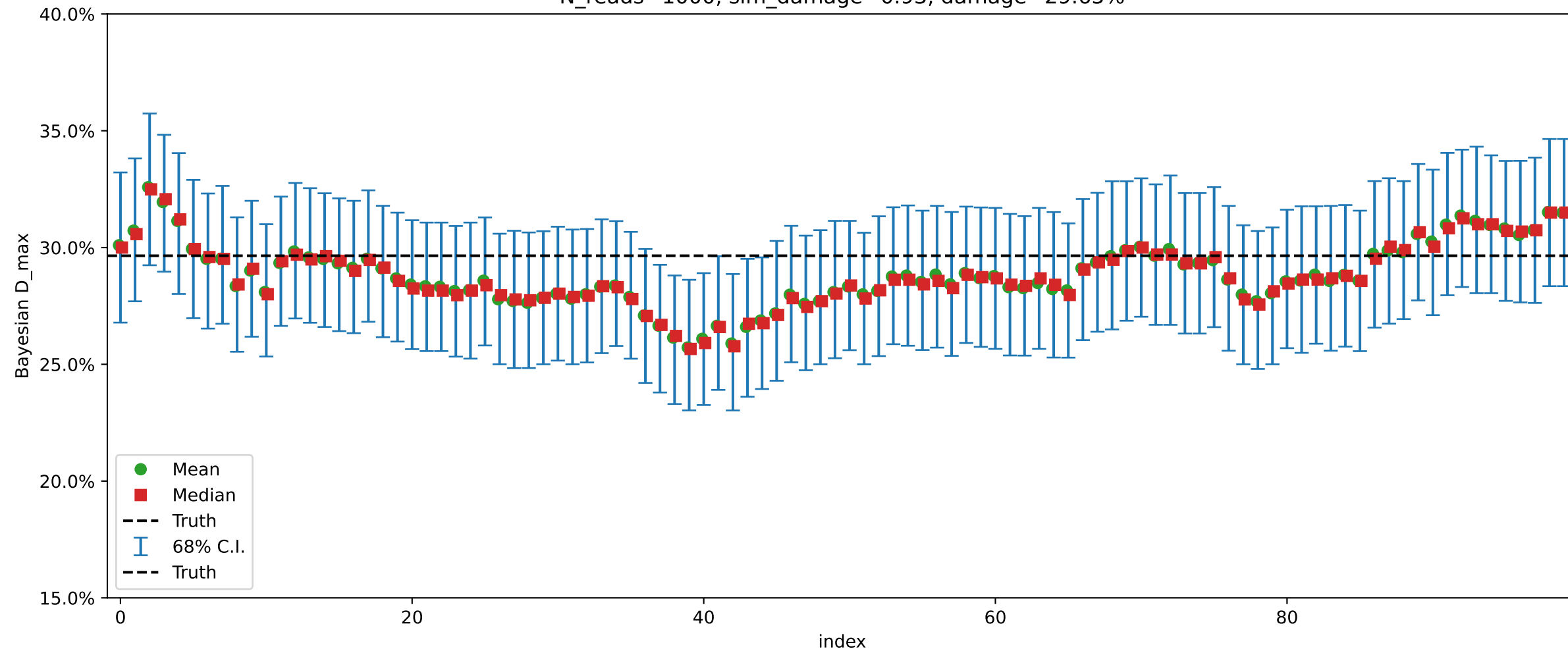
N\_reads=800, sim\_damage=0.93, damage=29.65%



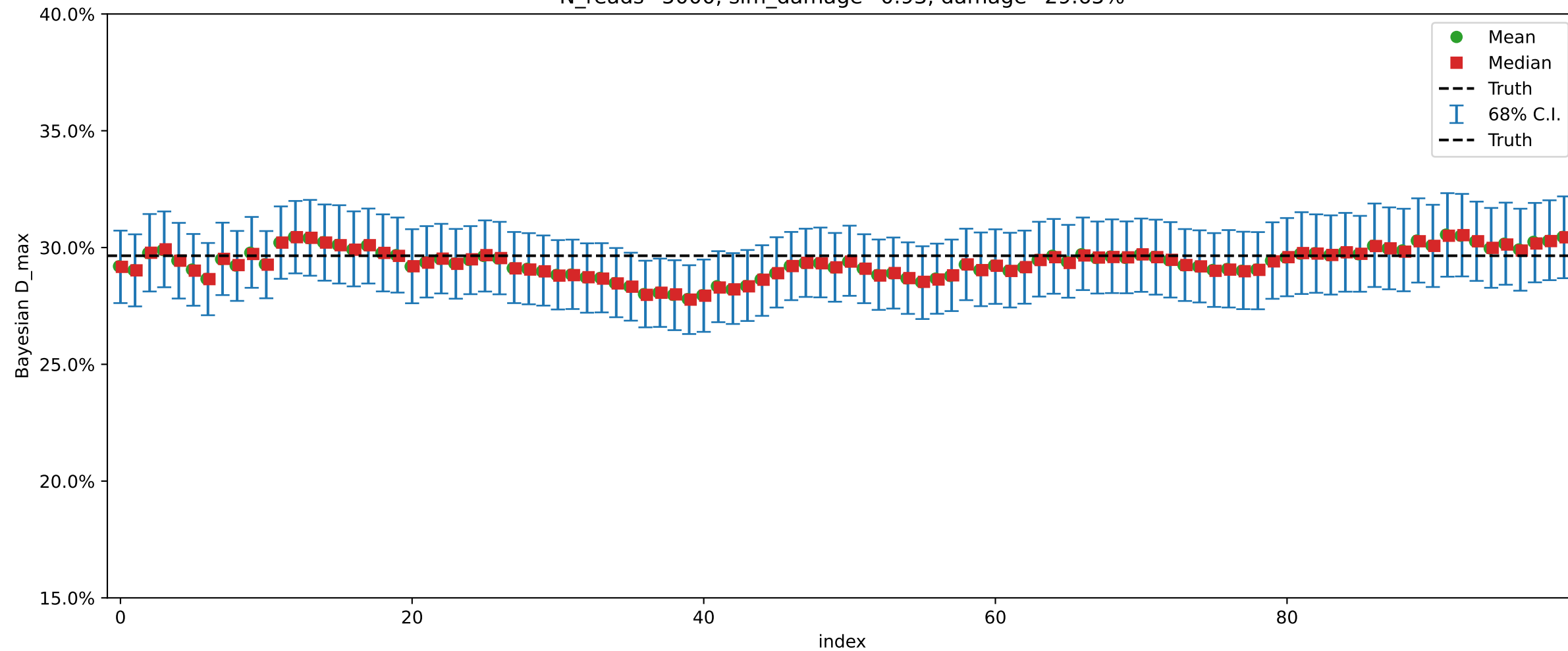
N\_reads=900, sim\_damage=0.93, damage=29.65%



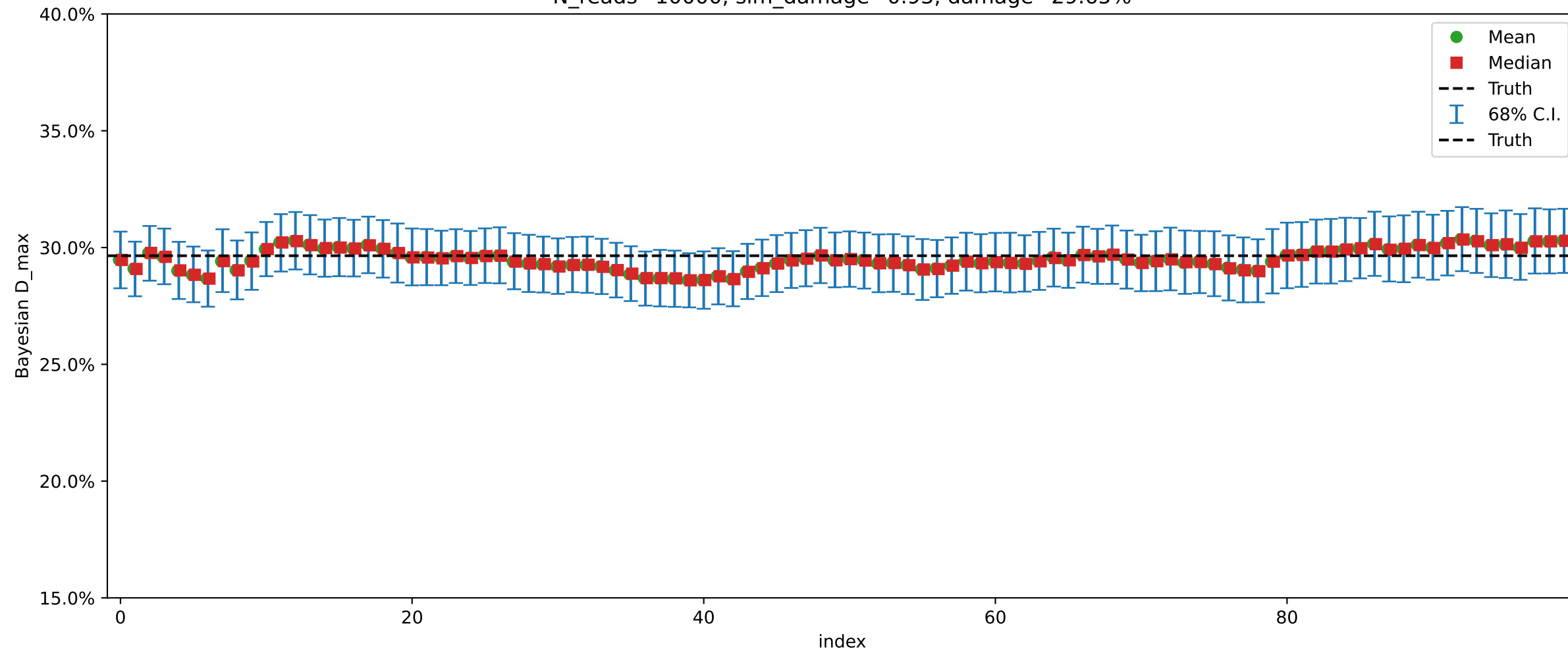
N\_reads=1000, sim\_damage=0.93, damage=29.65%



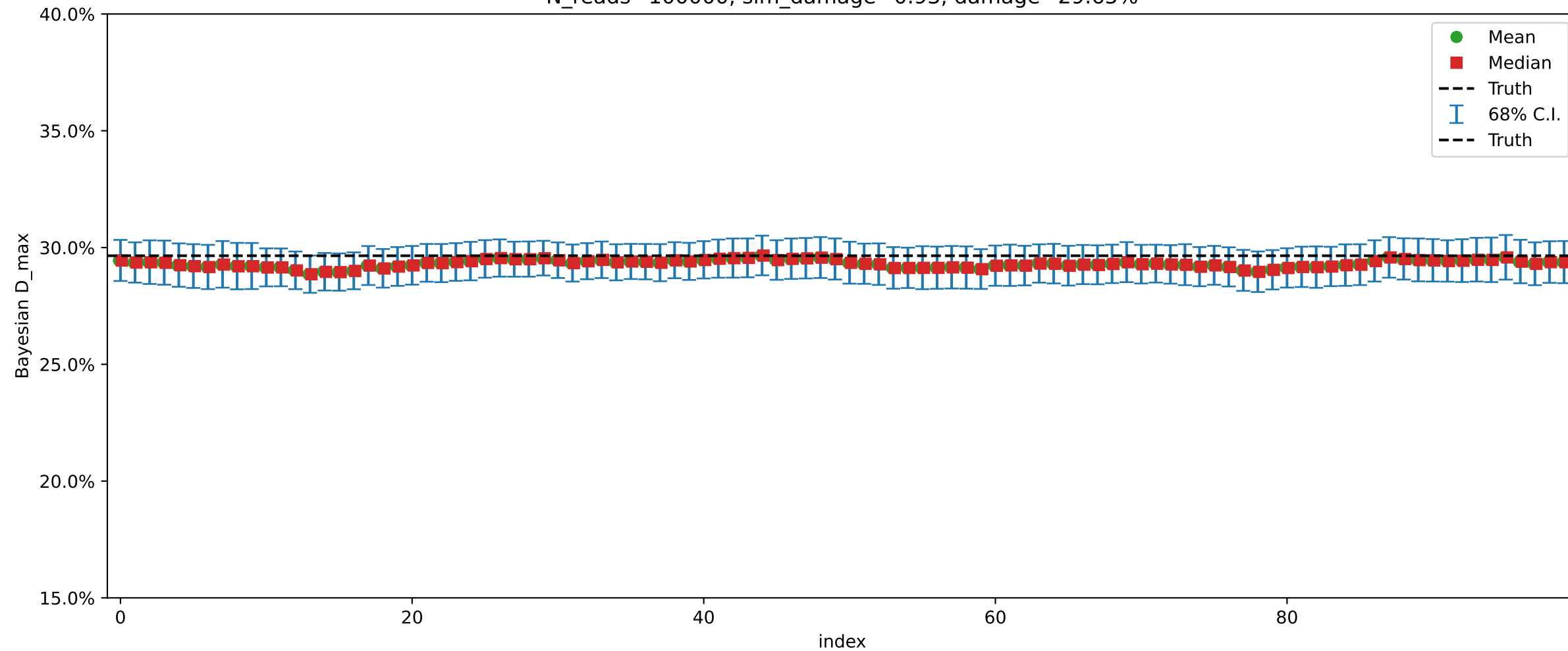
N\_reads=5000, sim\_damage=0.93, damage=29.65%



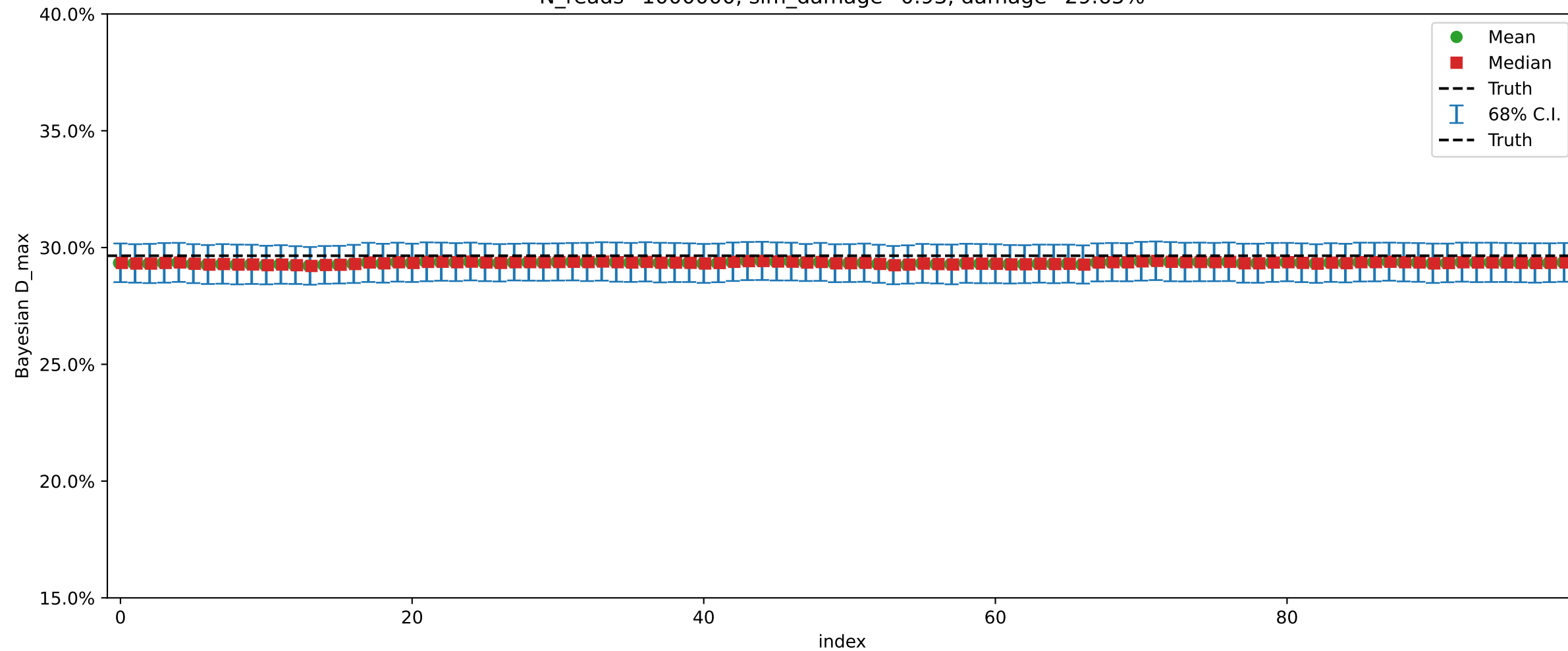
N\_reads=10000, sim\_damage=0.93, damage=29.65%



N\_reads=100000, sim\_damage=0.93, damage=29.65%



N\_reads=1000000, sim\_damage=0.93, damage=29.65%



N\_reads=10000000, sim\_damage=0.93, damage=29.65%

