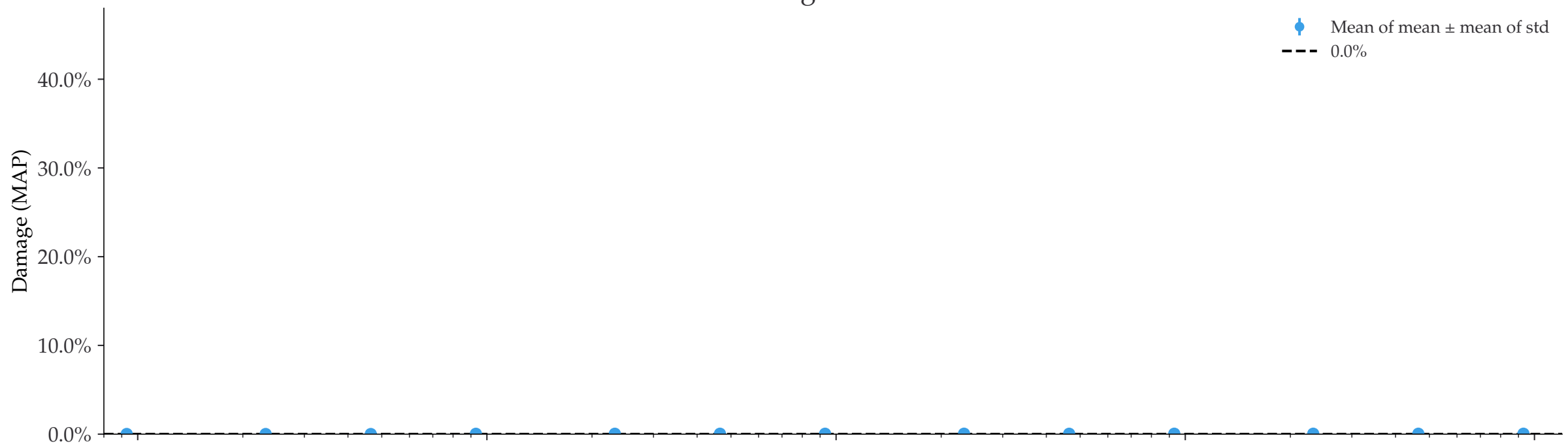
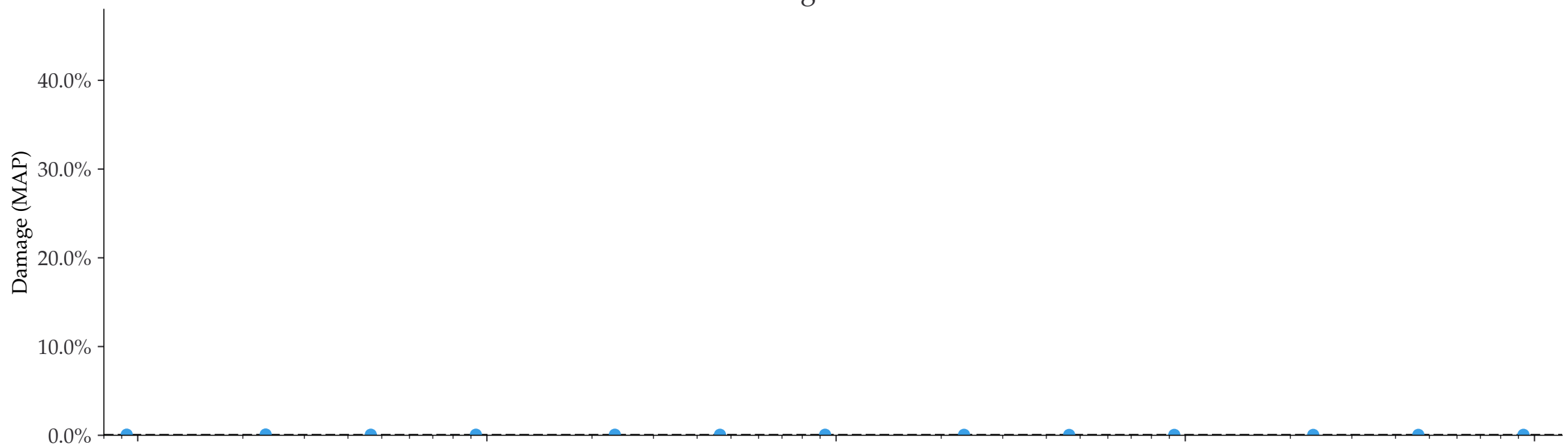


Damage (MAP)
Briggs damage = 0.0
Damage percent (approx) = 0%

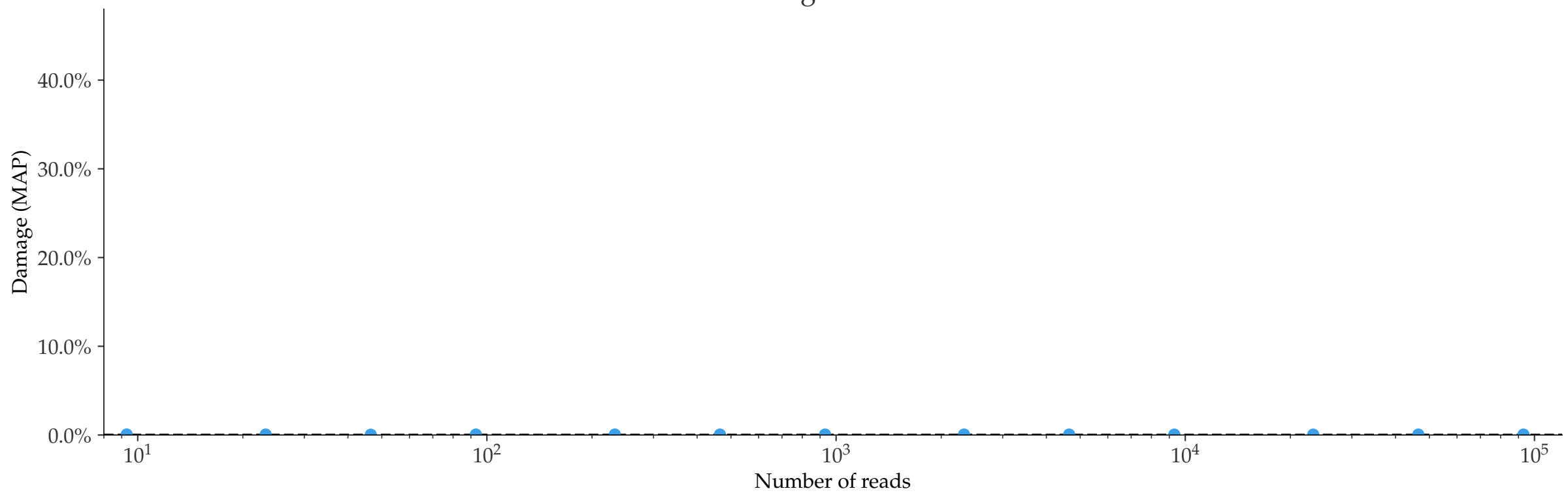
Lengths = 35



Lengths = 60

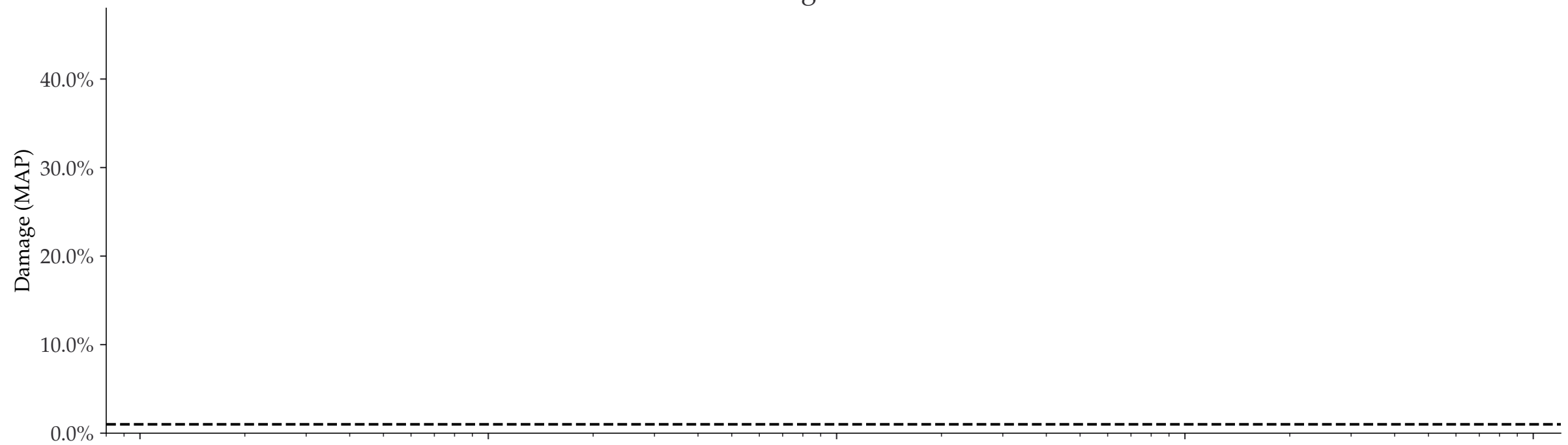


Lengths = 90

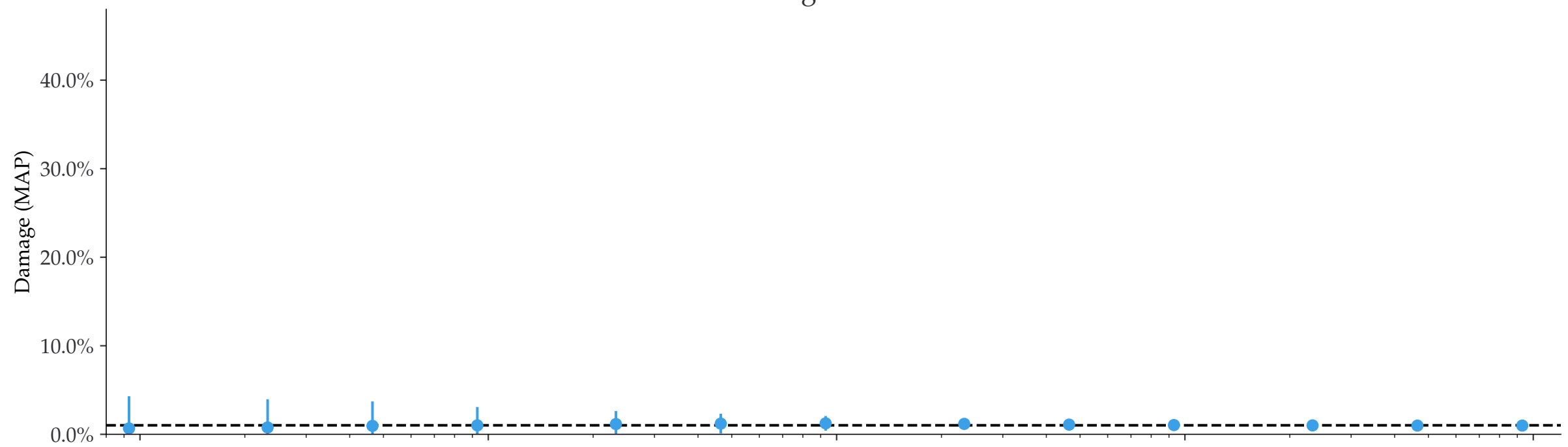


Damage (MAP)
Briggs damage = 0.035
Damage percent (approx) = 1%

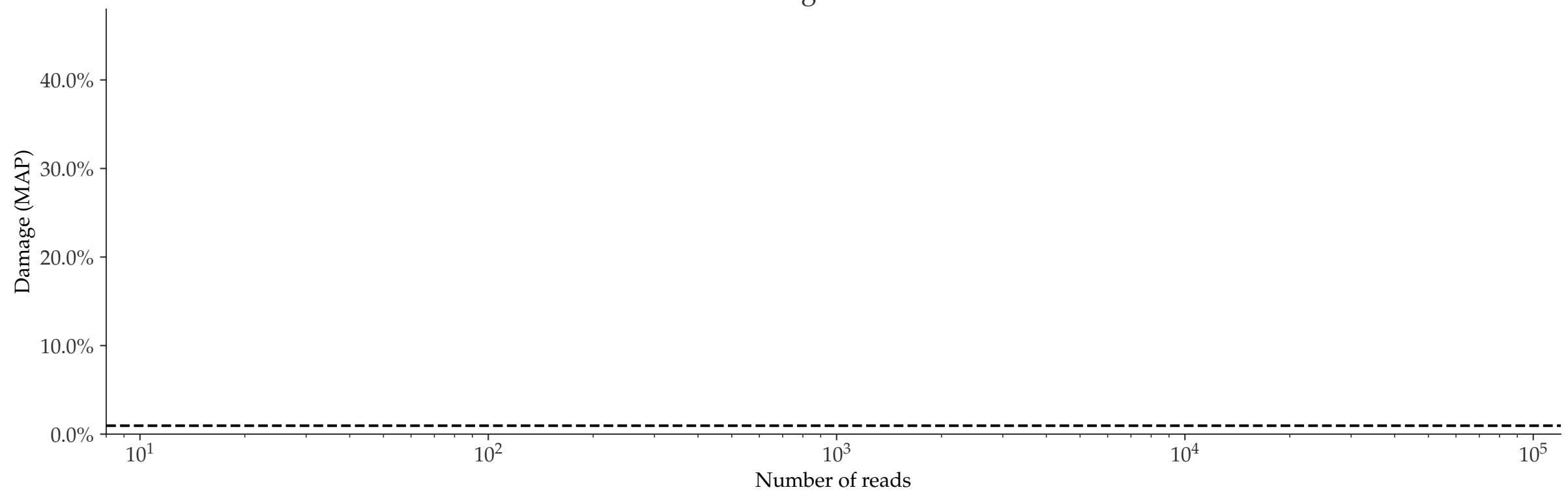
Lengths = 35



Lengths = 60

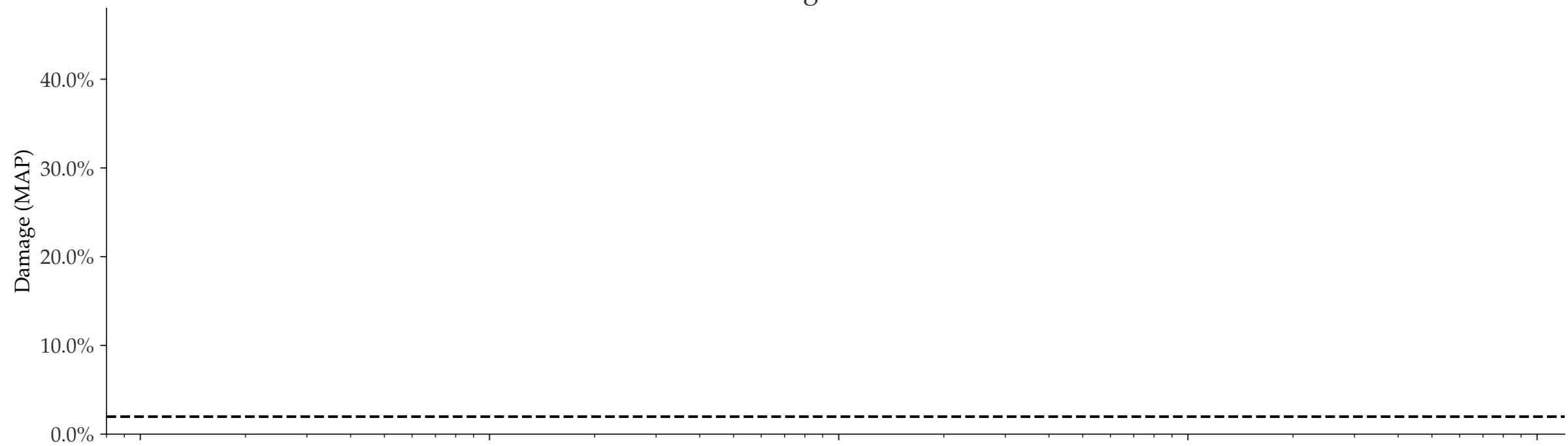


Lengths = 90

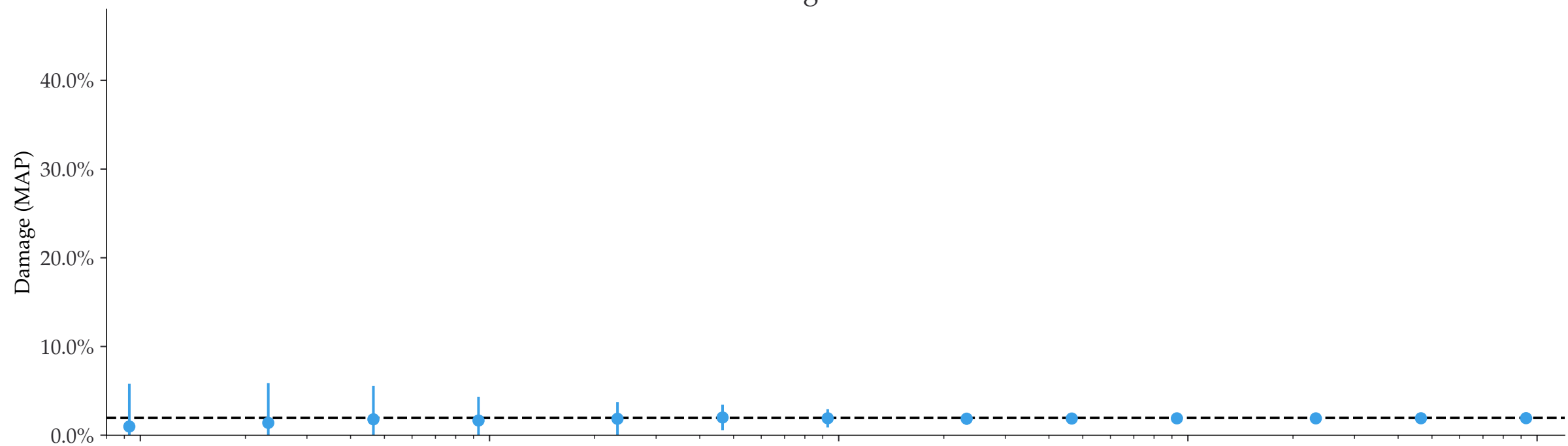


Damage (MAP)
Briggs damage = 0.065
Damage percent (approx) = 2%

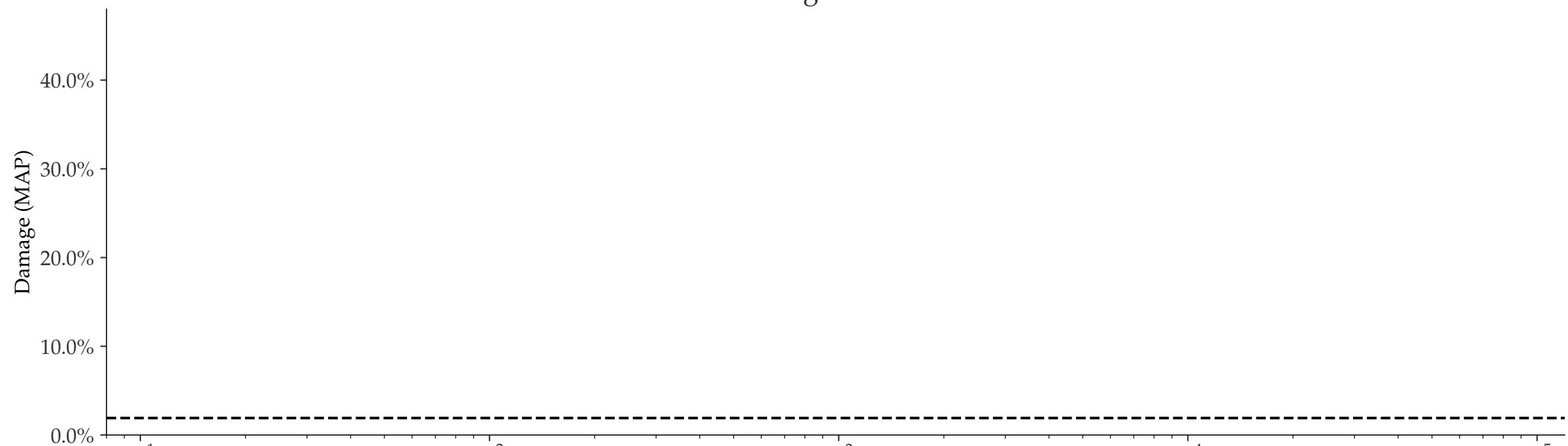
Lengths = 35



Lengths = 60



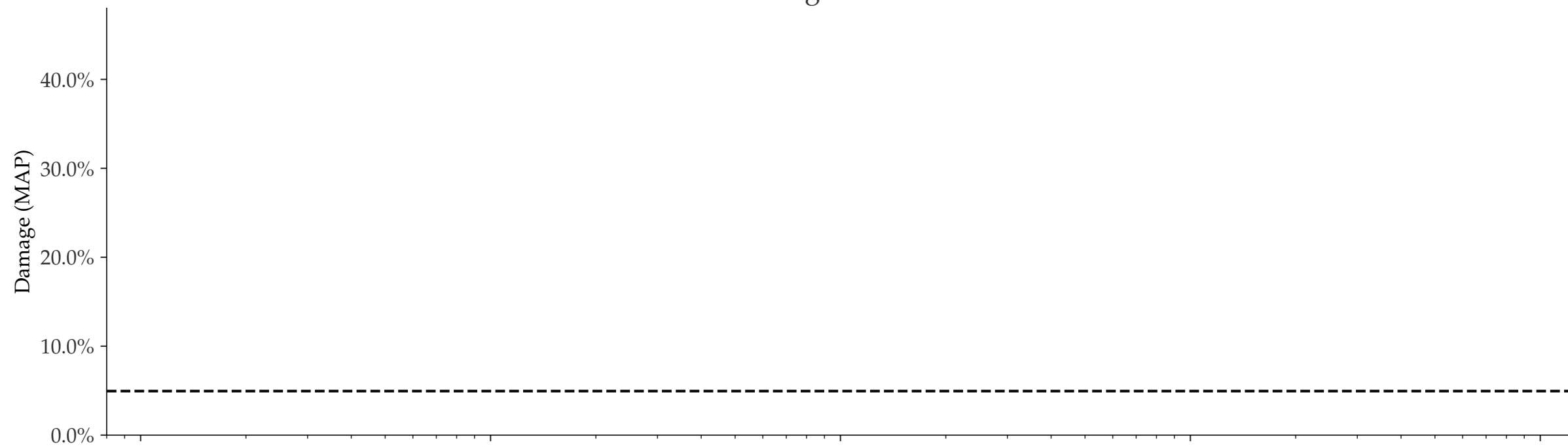
Lengths = 90



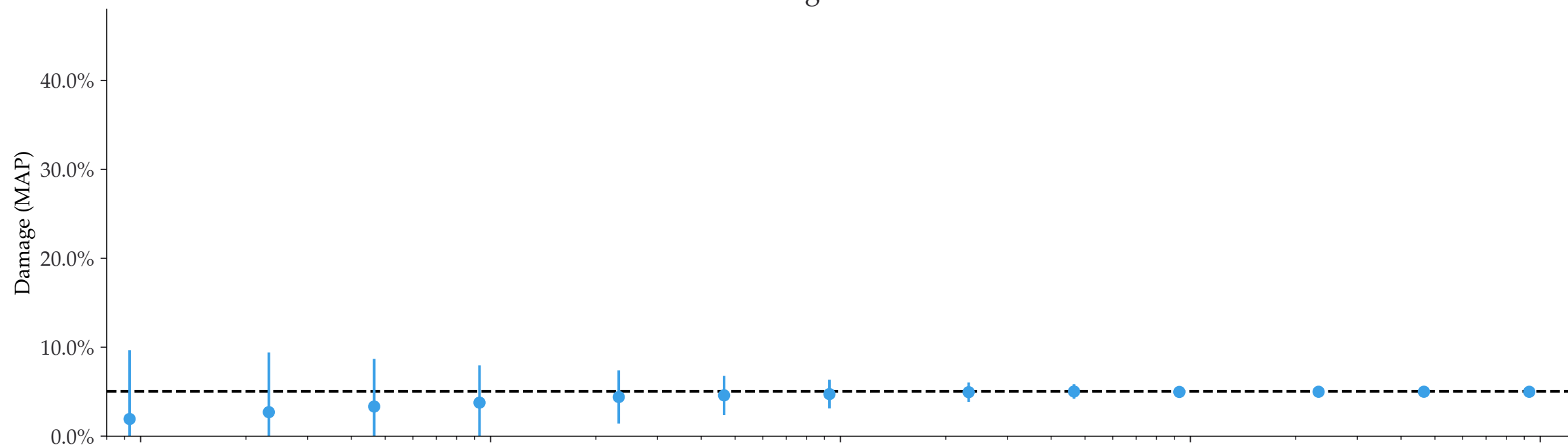
Number of reads

Damage (MAP)
Briggs damage = 0.162
Damage percent (approx) = 5%

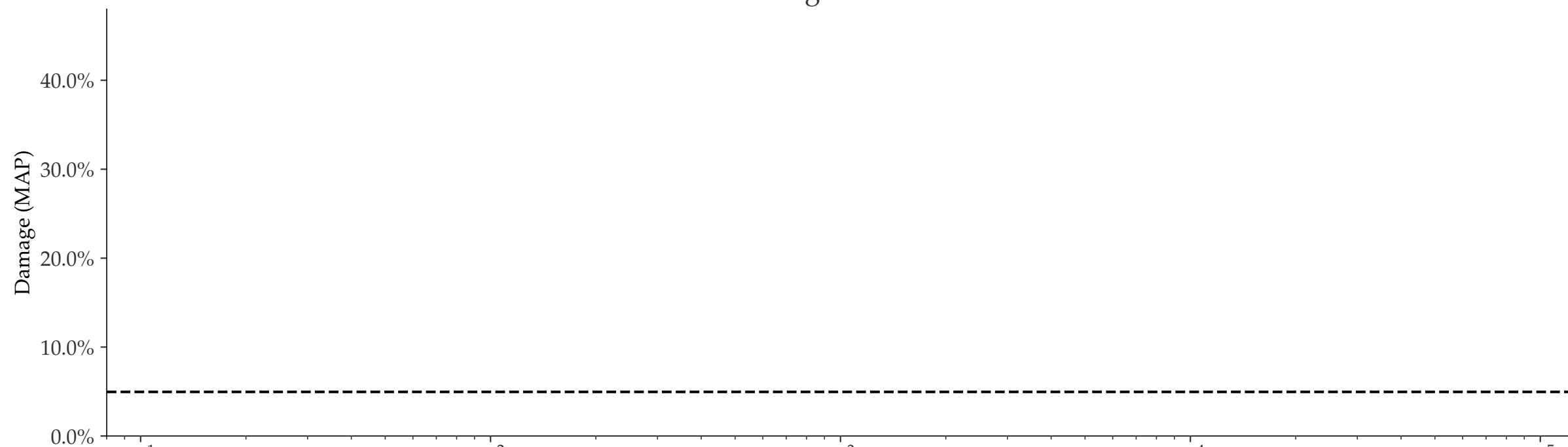
Lengths = 35



Lengths = 60



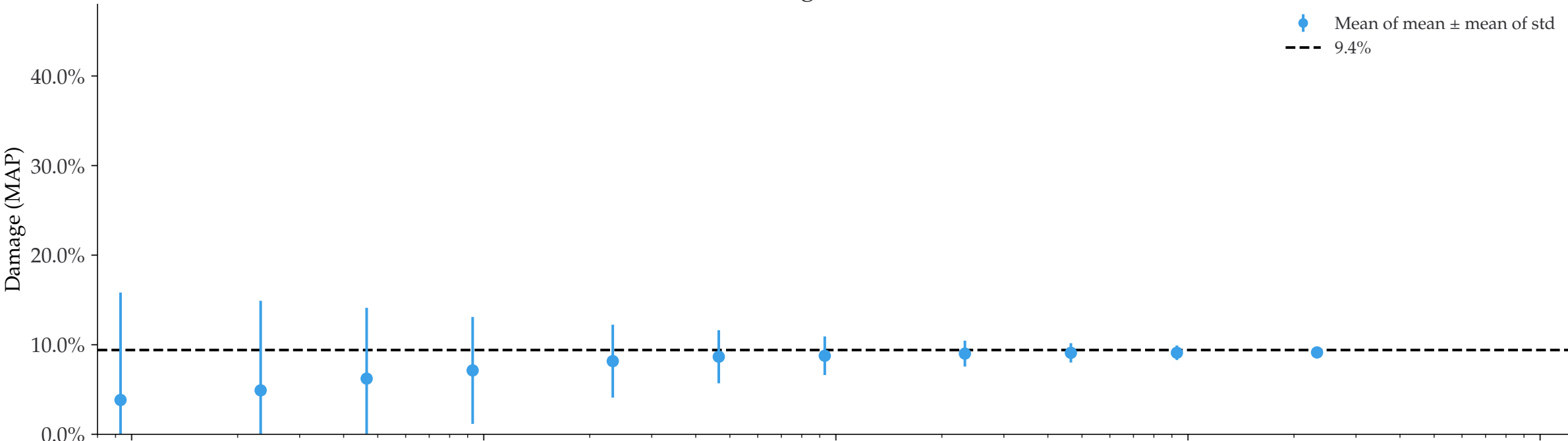
Lengths = 90



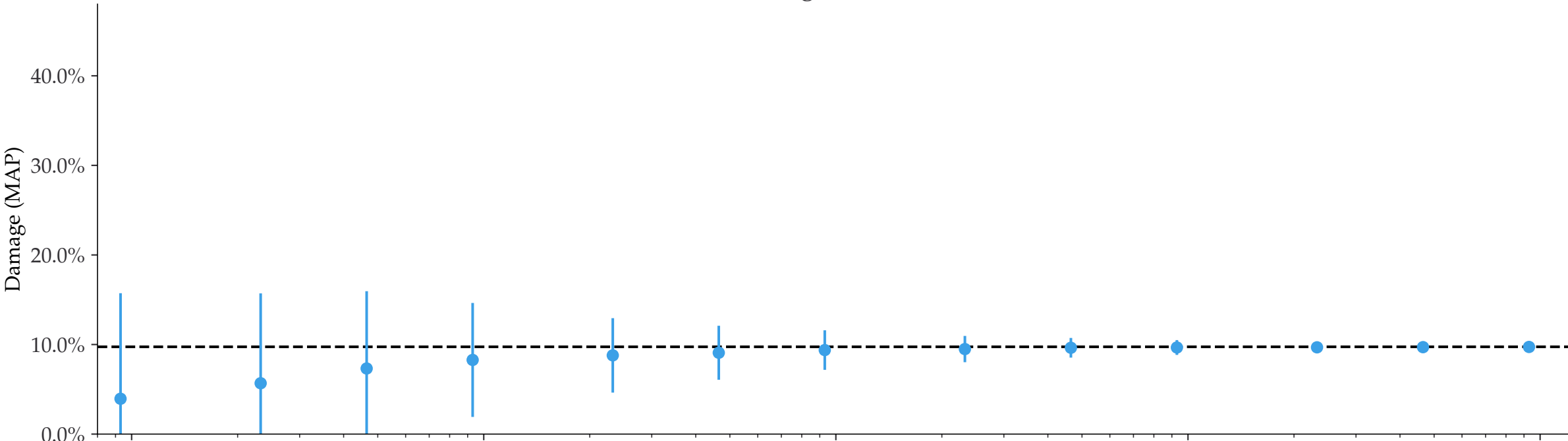
Number of reads

Damage (MAP)
Briggs damage = 0.31
Damage percent (approx) = 10%

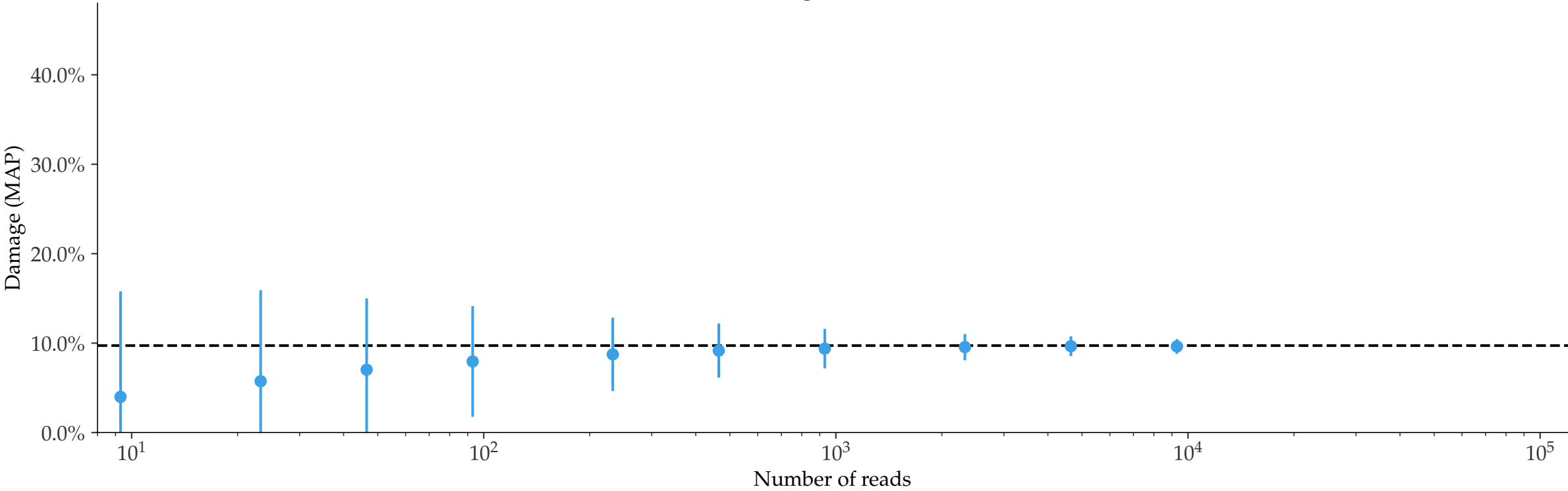
Lengths = 35



Lengths = 60

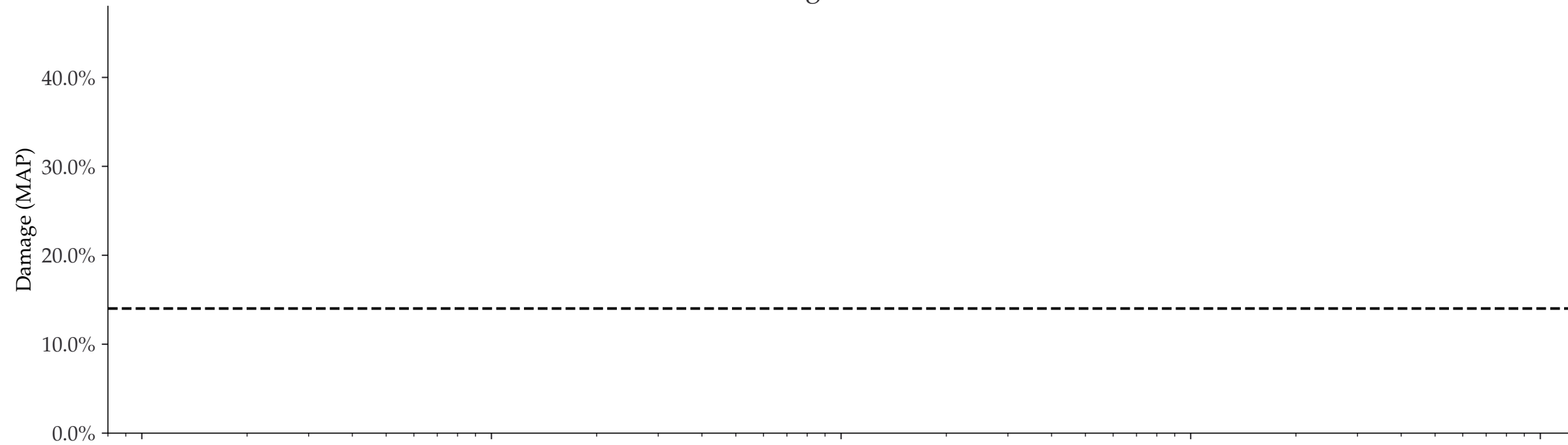


Lengths = 90

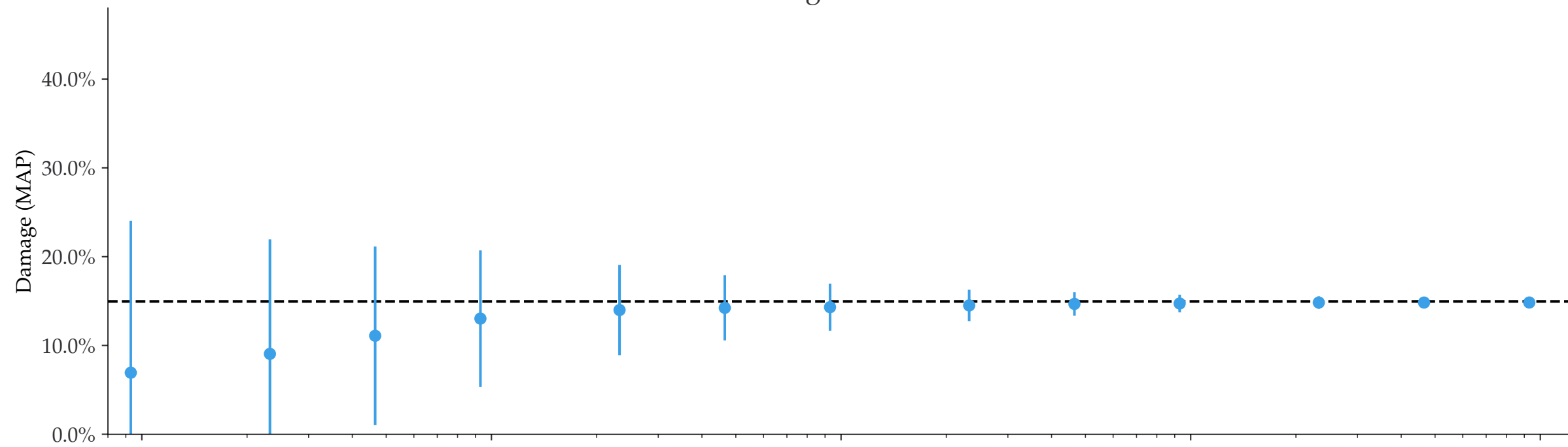


Damage (MAP)
Briggs damage = 0.472
Damage percent (approx) = 15%

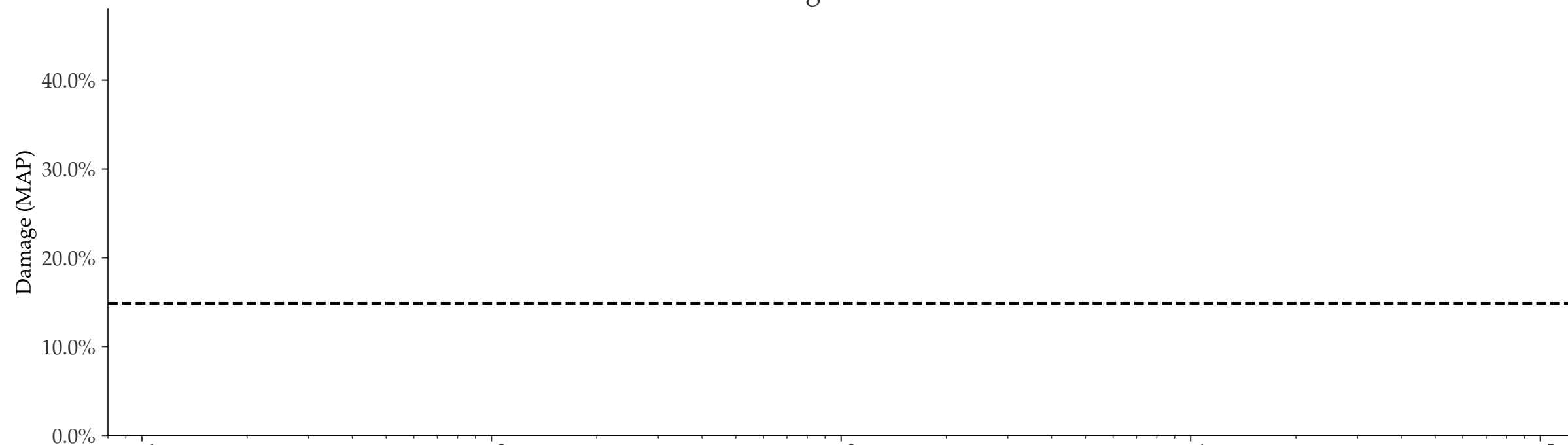
Lengths = 35



Lengths = 60



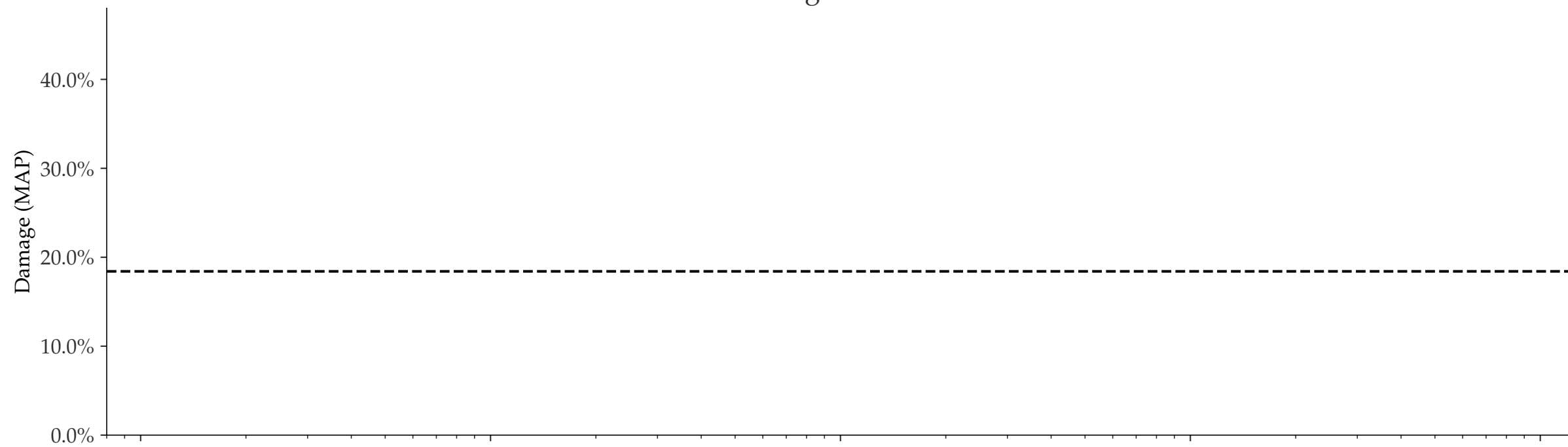
Lengths = 90



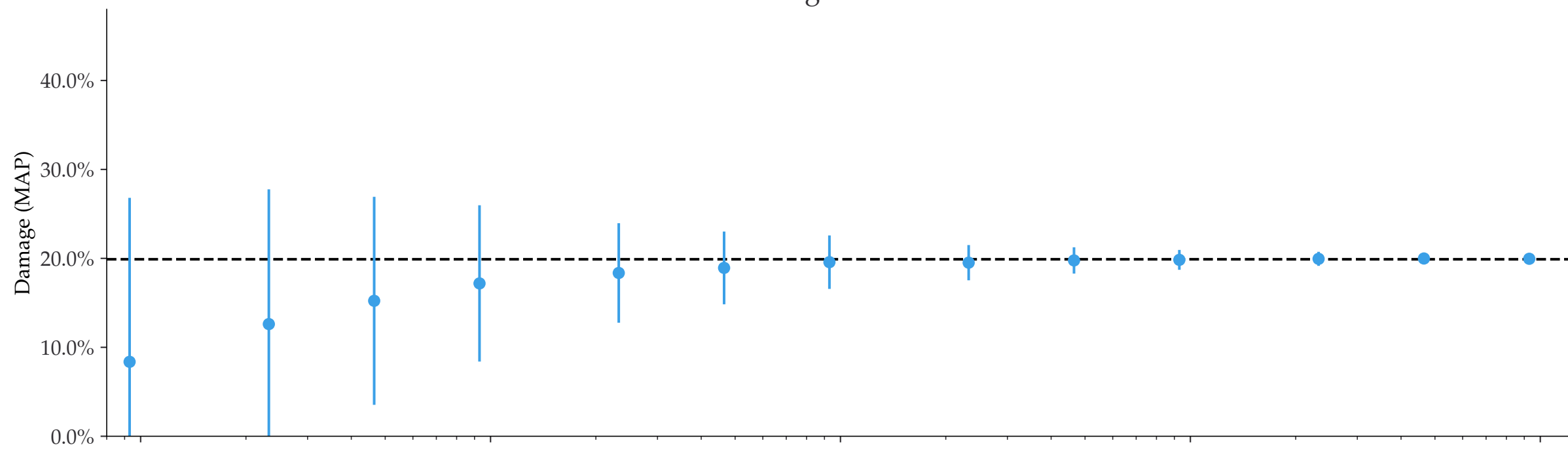
Number of reads

Damage (MAP)
Briggs damage = 0.633
Damage percent (approx) = 20%

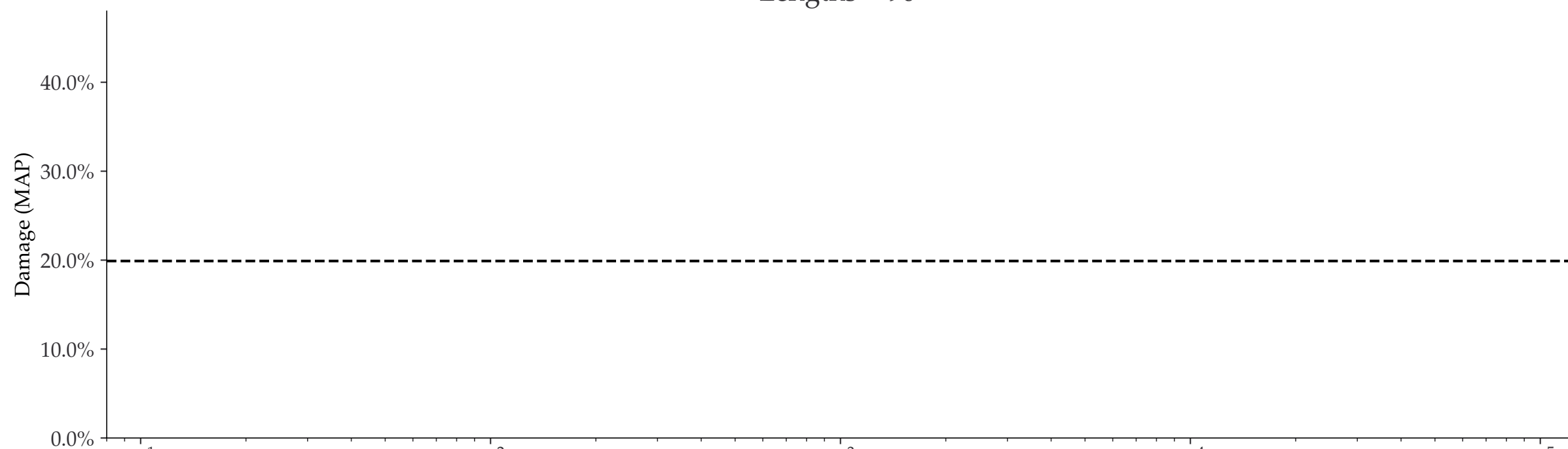
Lengths = 35



Lengths = 60



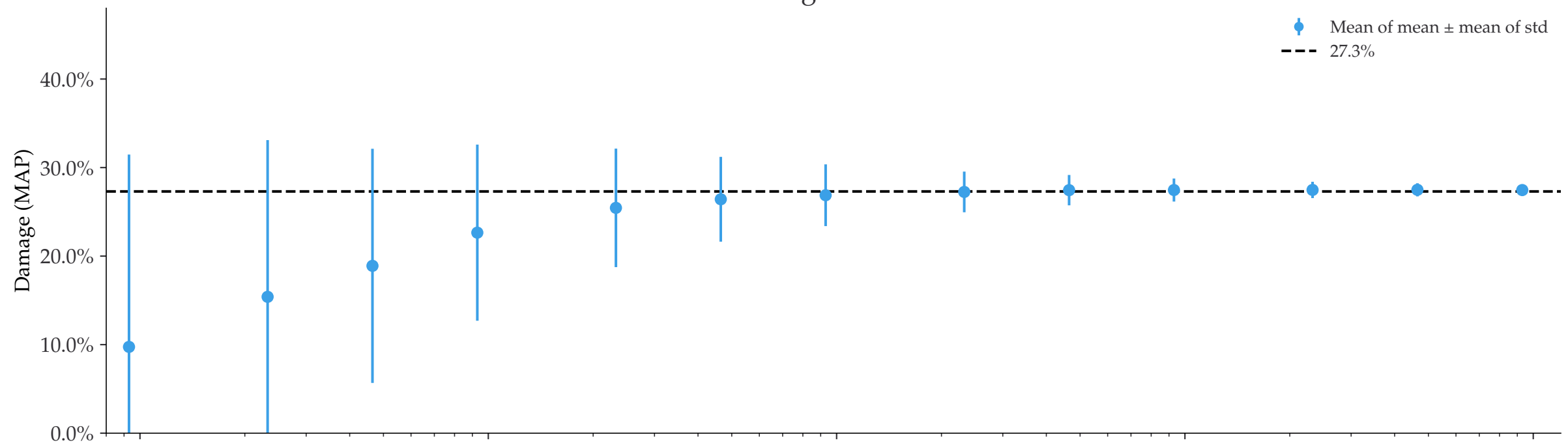
Lengths = 90



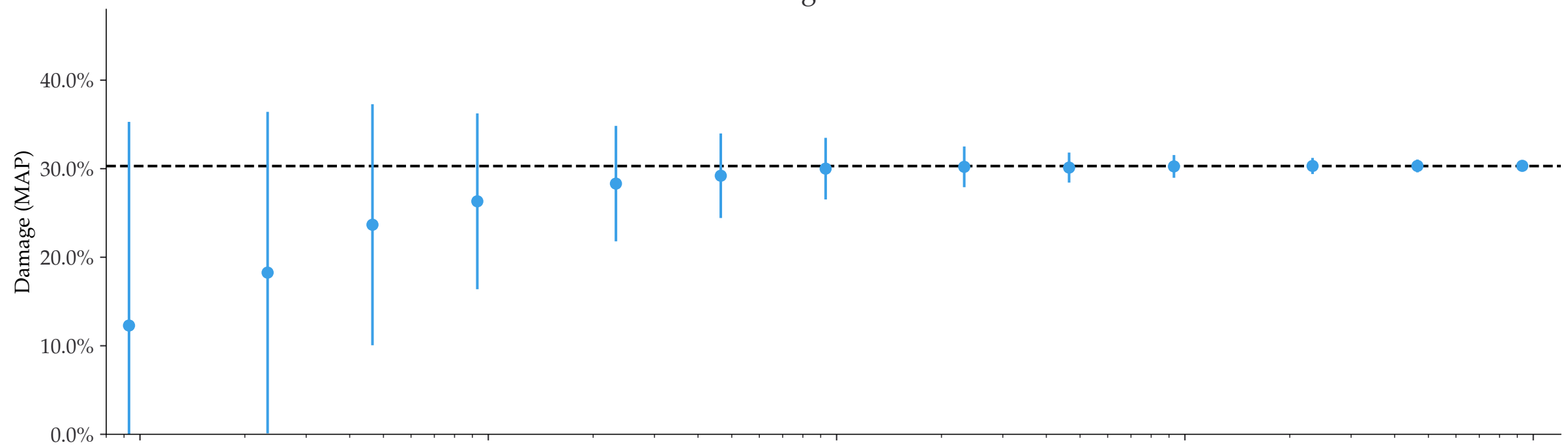
Number of reads

Damage (MAP)
Briggs damage = 0.96
Damage percent (approx) = 30%

Lengths = 35



Lengths = 60



Lengths = 90

