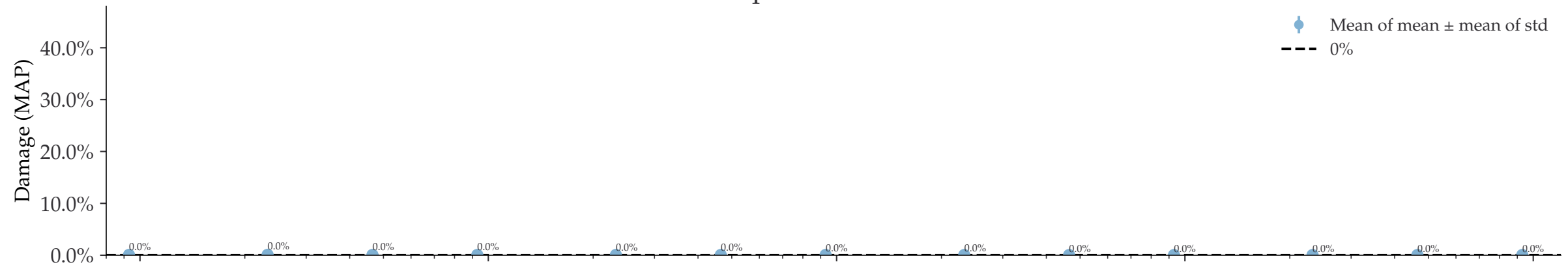
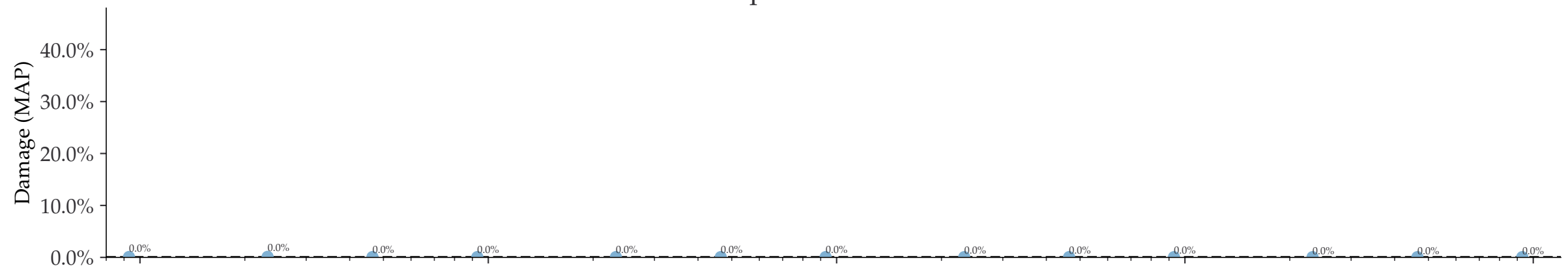


Damage (MAP)  
Briggs damage = 0.0  
Damage percent = 0%

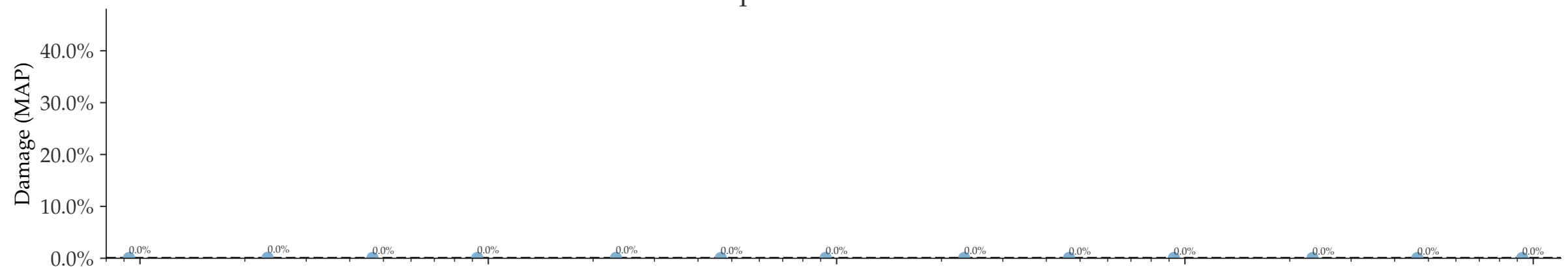
Species = homo



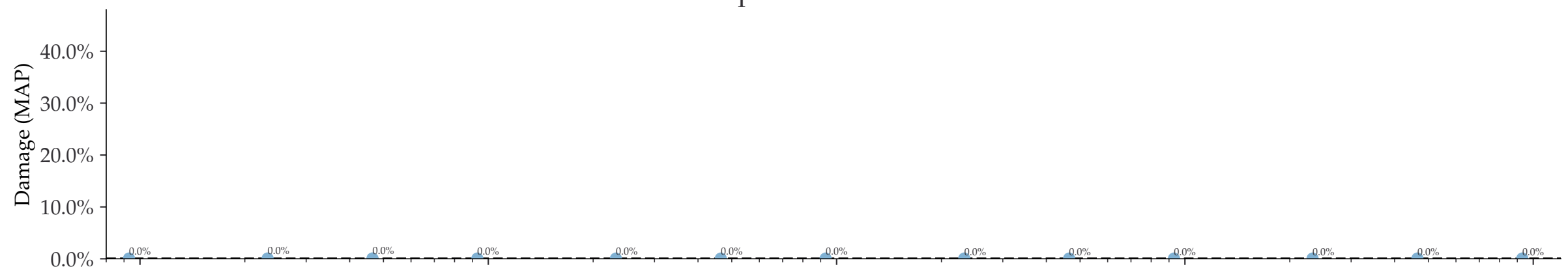
Species = betula



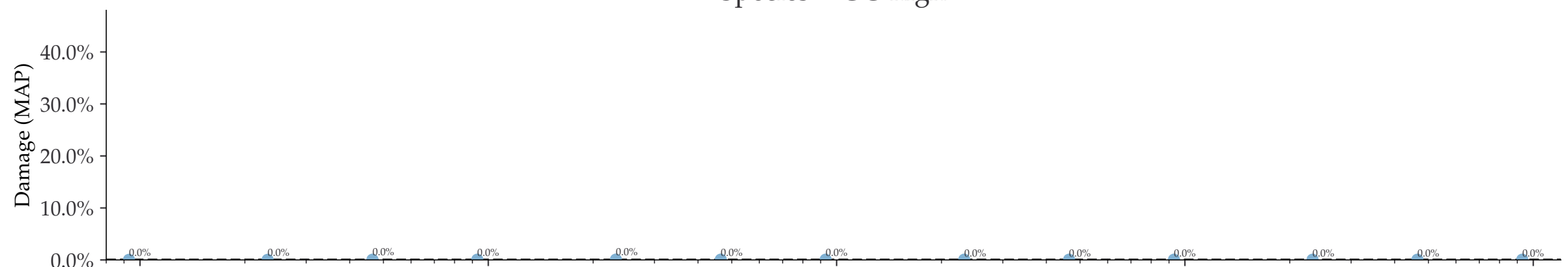
Species = GC-low



Species = GC-mid



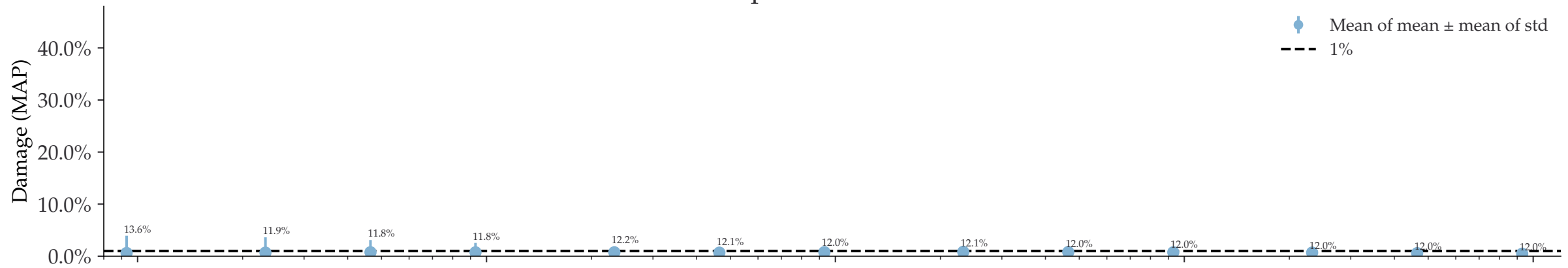
Species = GC-high



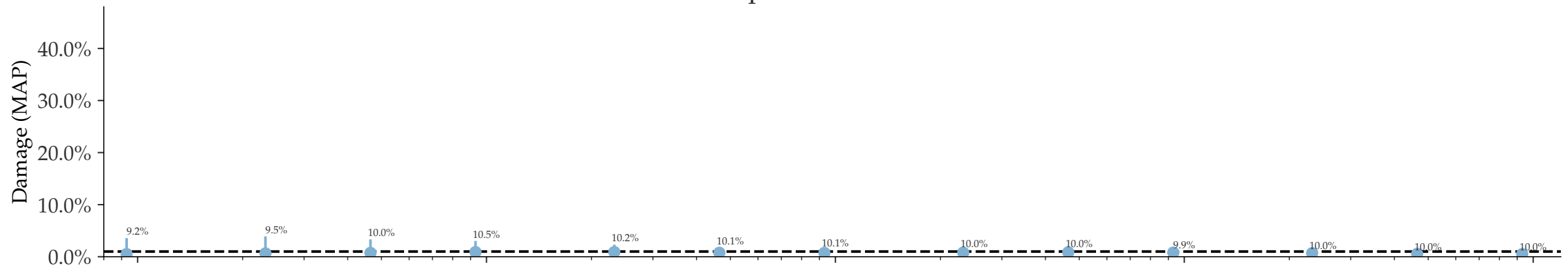
Number of reads

Damage (MAP)  
Briggs damage = 0.014  
Damage percent = 1%

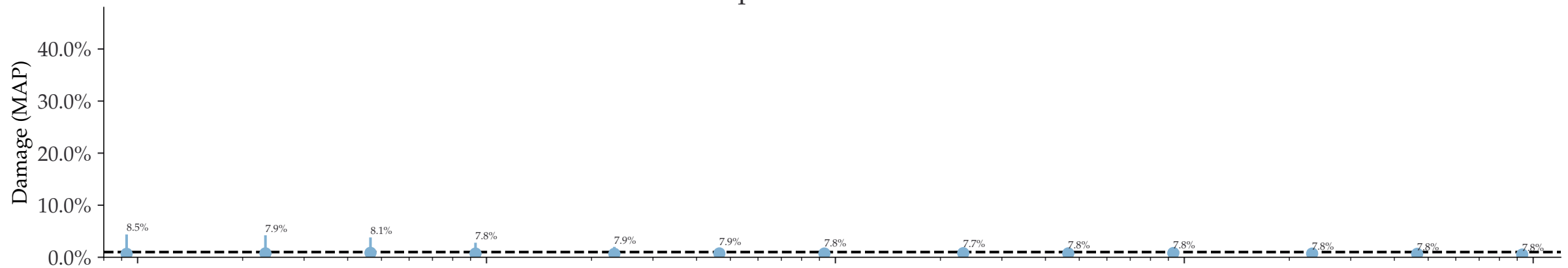
Species = homo



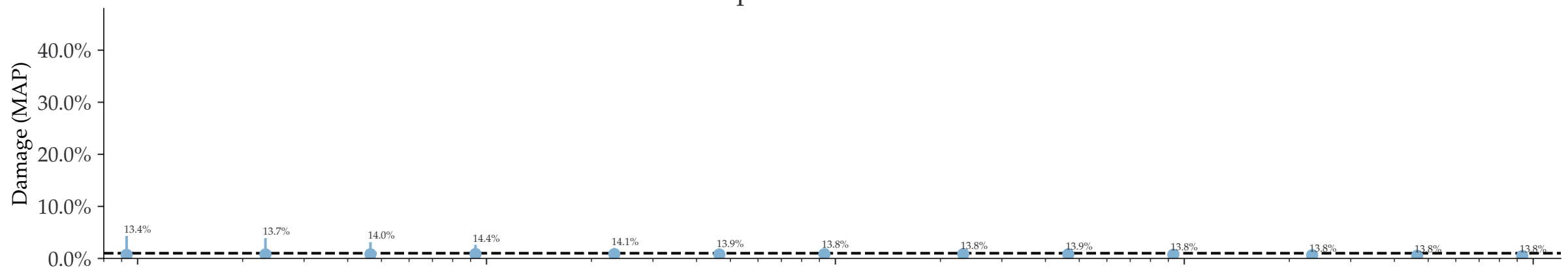
Species = betula



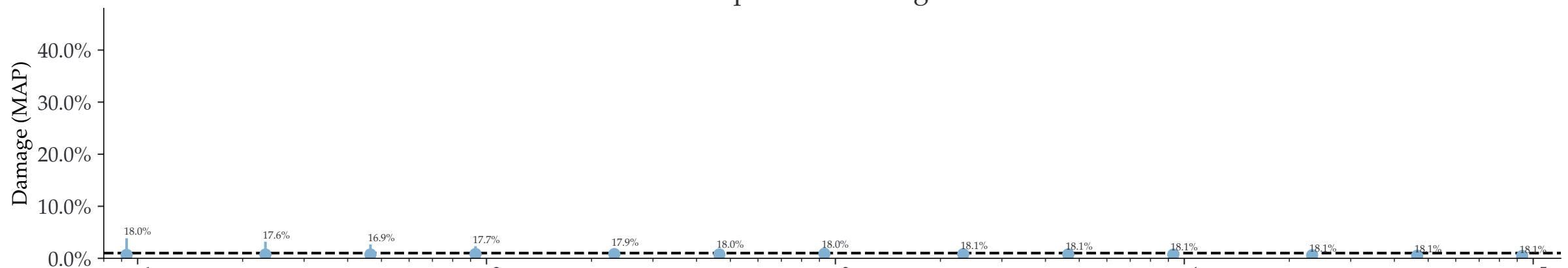
Species = GC-low



Species = GC-mid



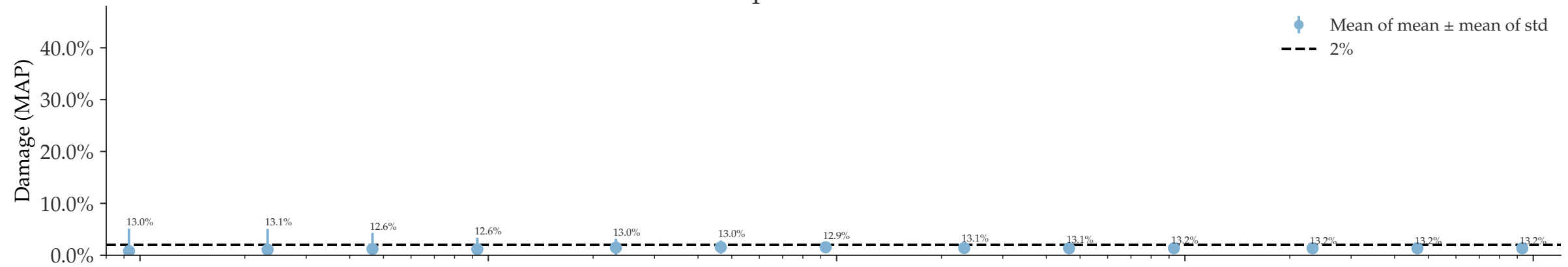
Species = GC-high



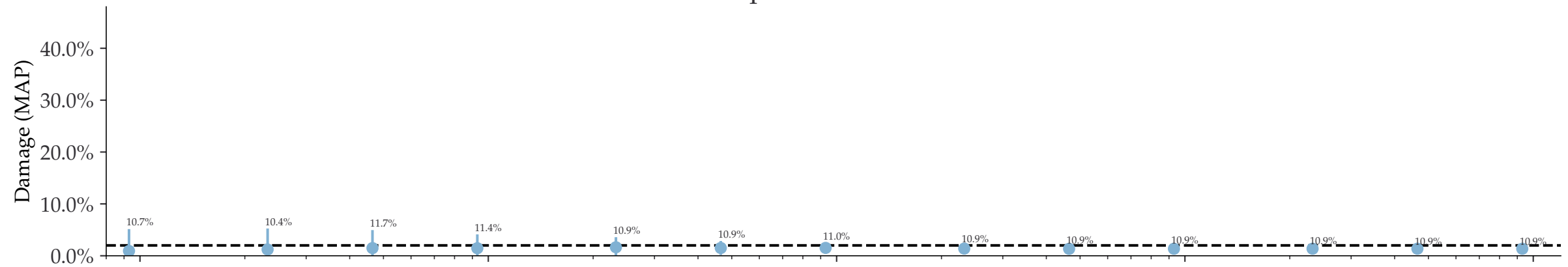
Number of reads

Damage (MAP)  
Briggs damage = 0.047  
Damage percent = 2%

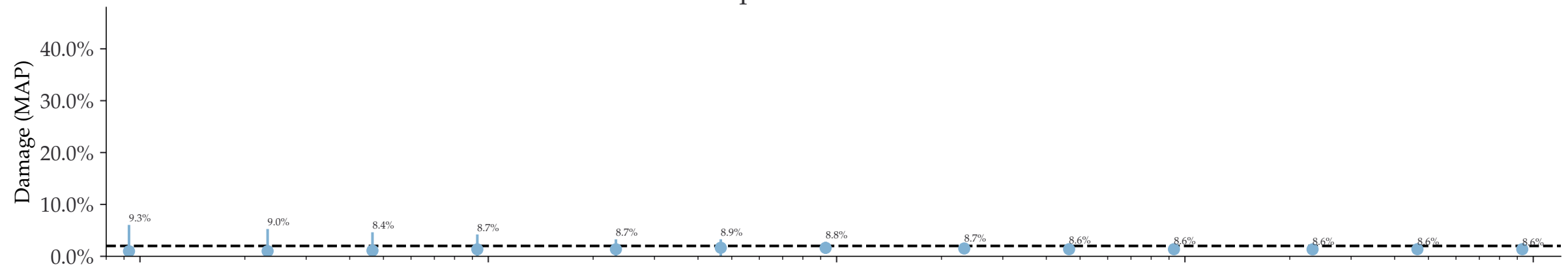
Species = homo



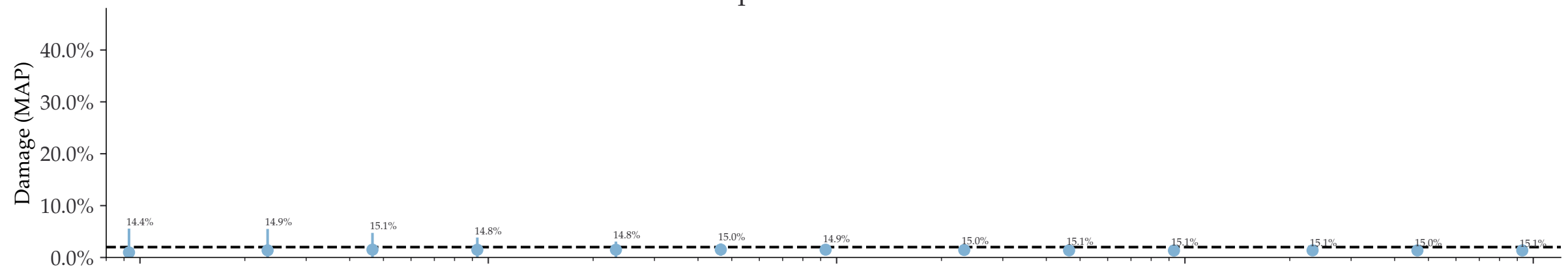
Species = betula



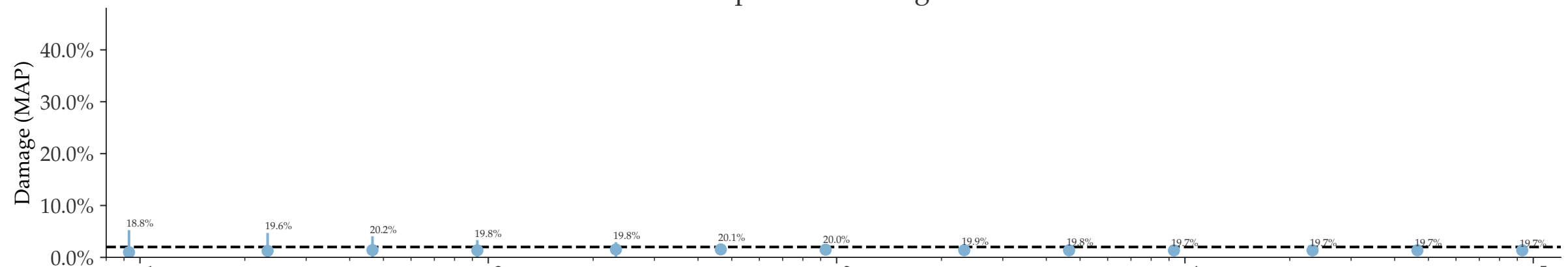
Species = GC-low



Species = GC-mid



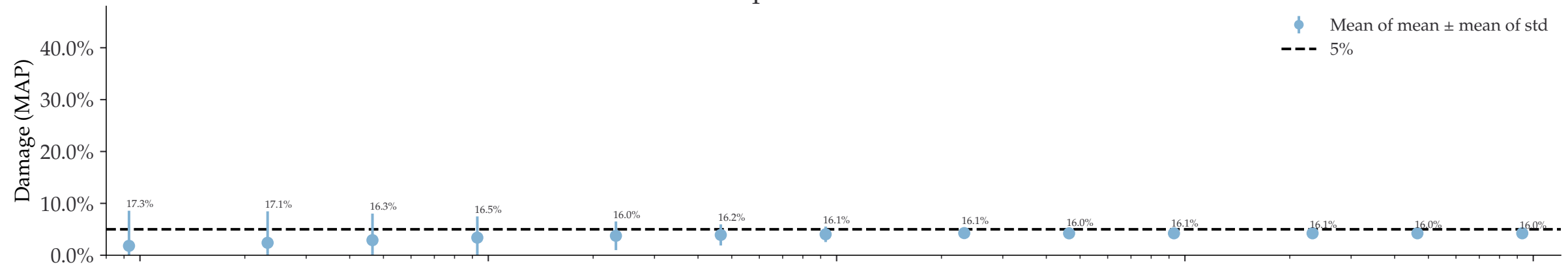
Species = GC-high



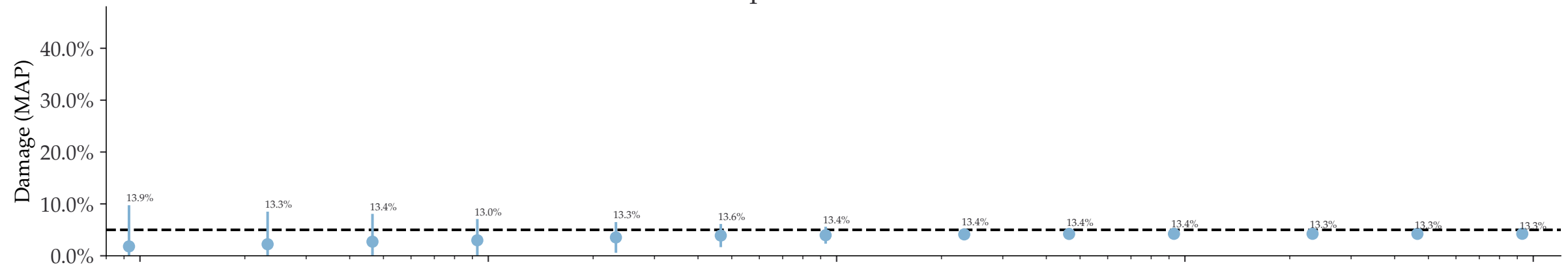
Number of reads

Damage (MAP)  
Briggs damage = 0.138  
Damage percent = 5%

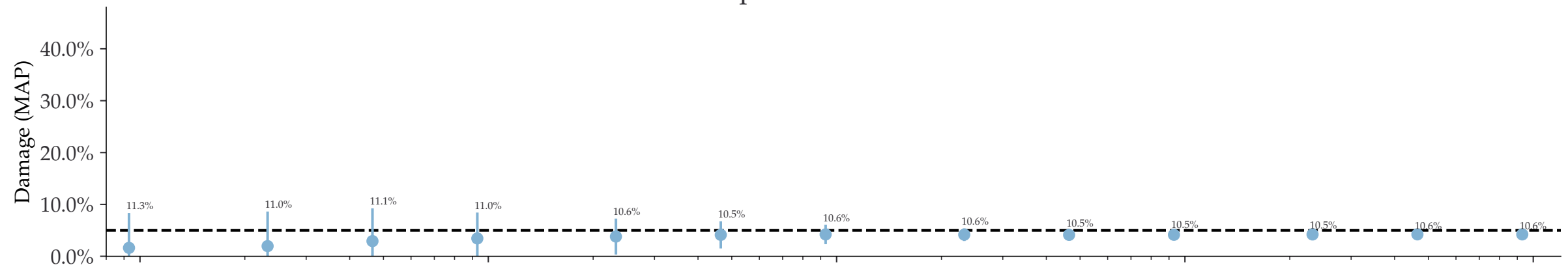
Species = homo



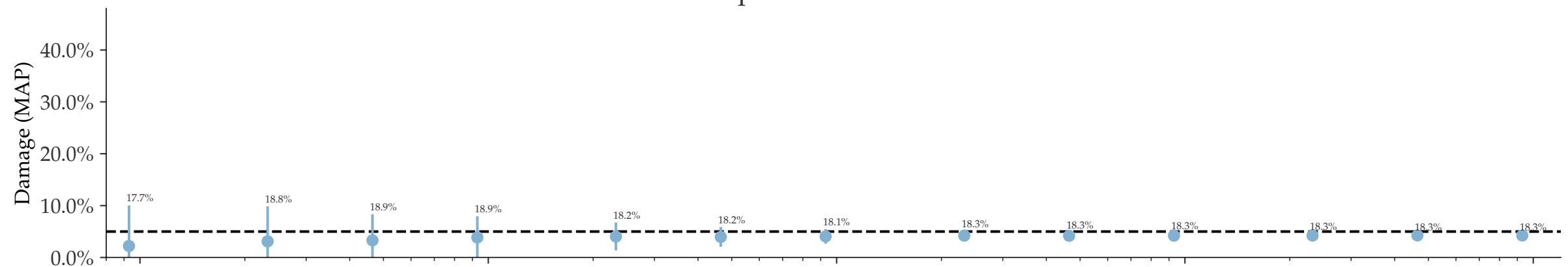
Species = betula



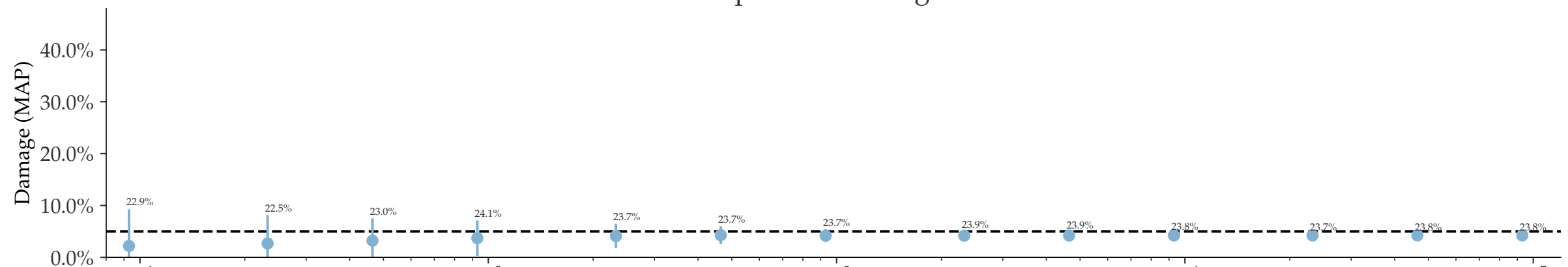
Species = GC-low



Species = GC-mid

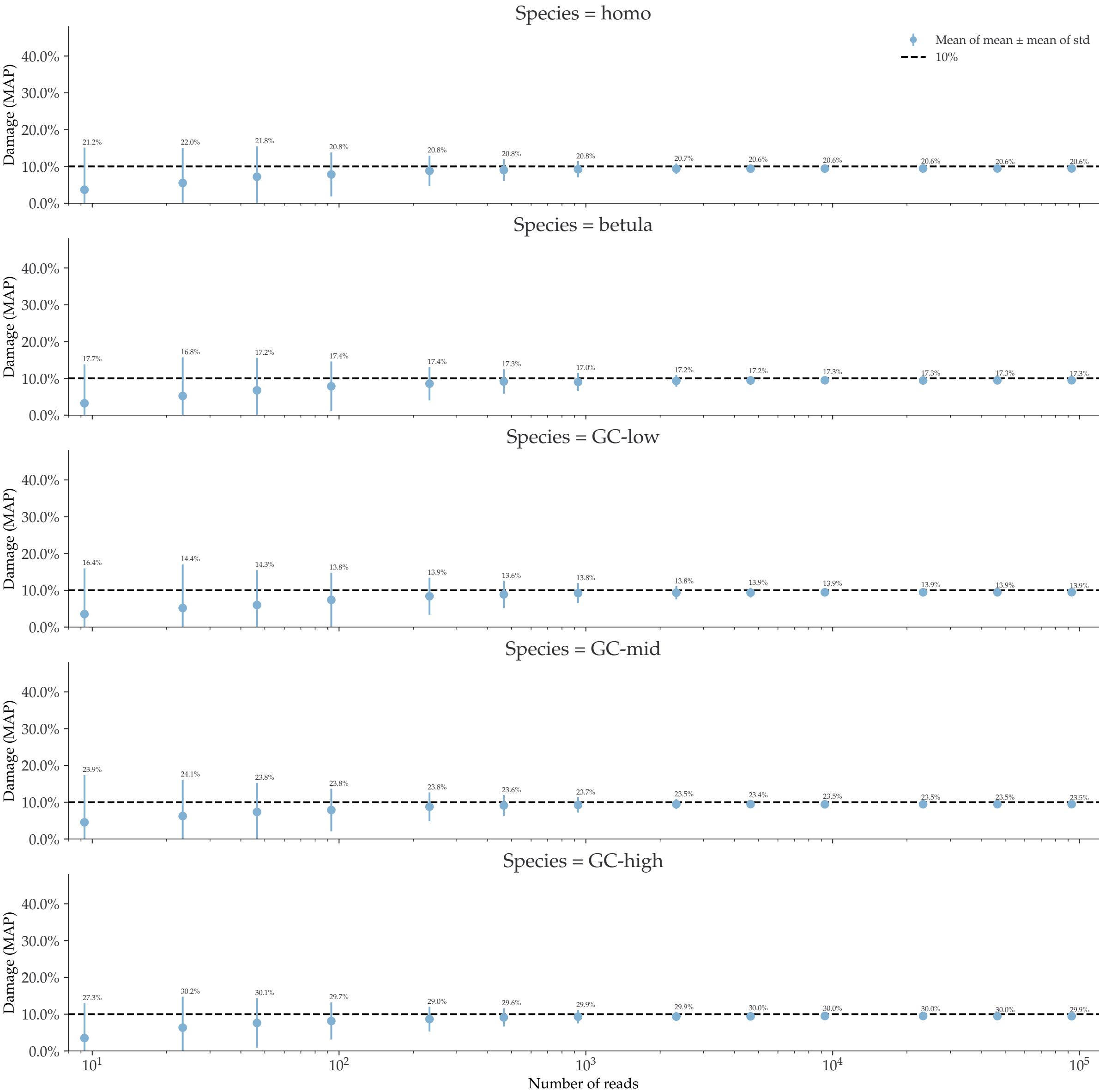


Species = GC-high

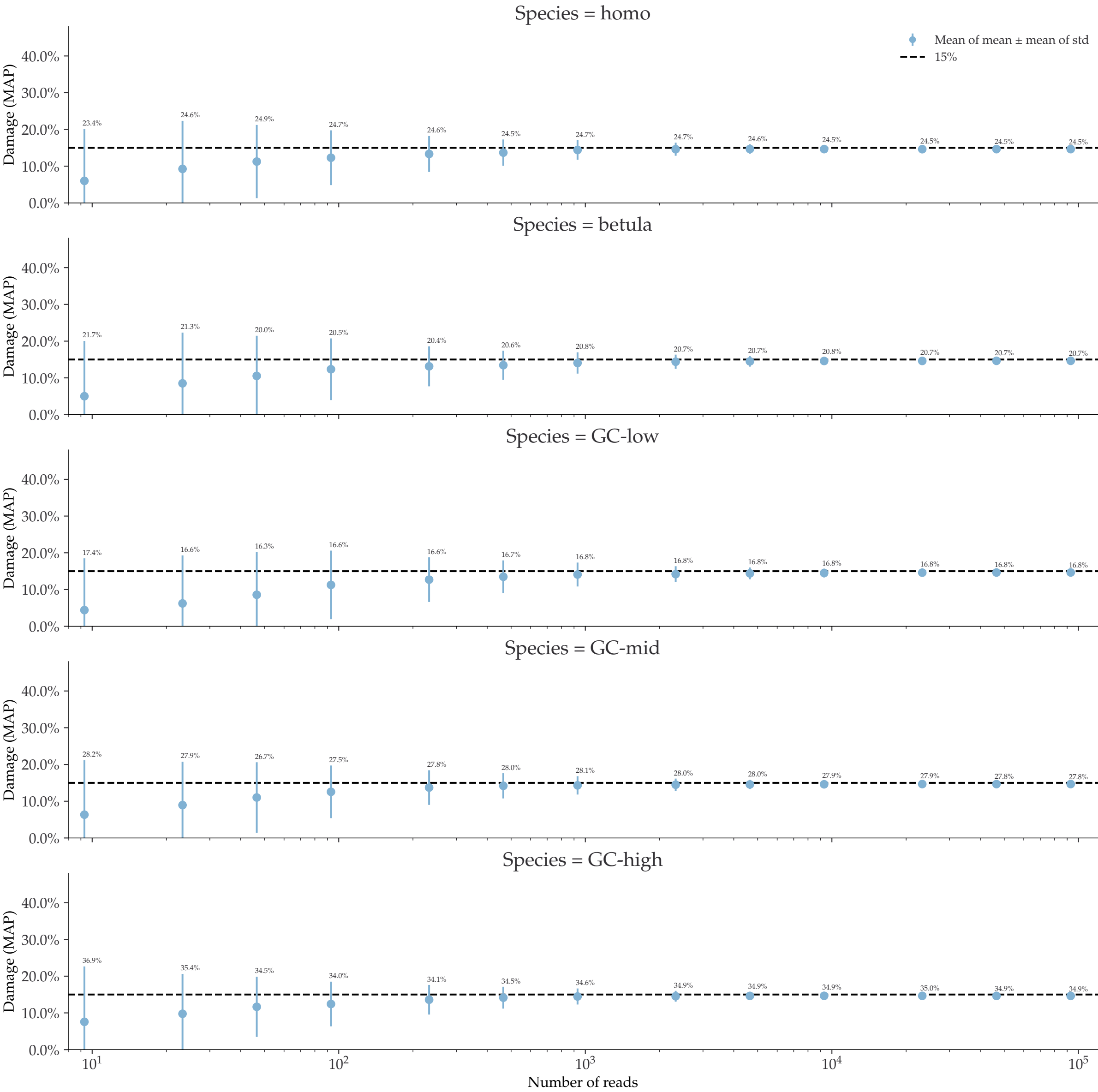


Number of reads

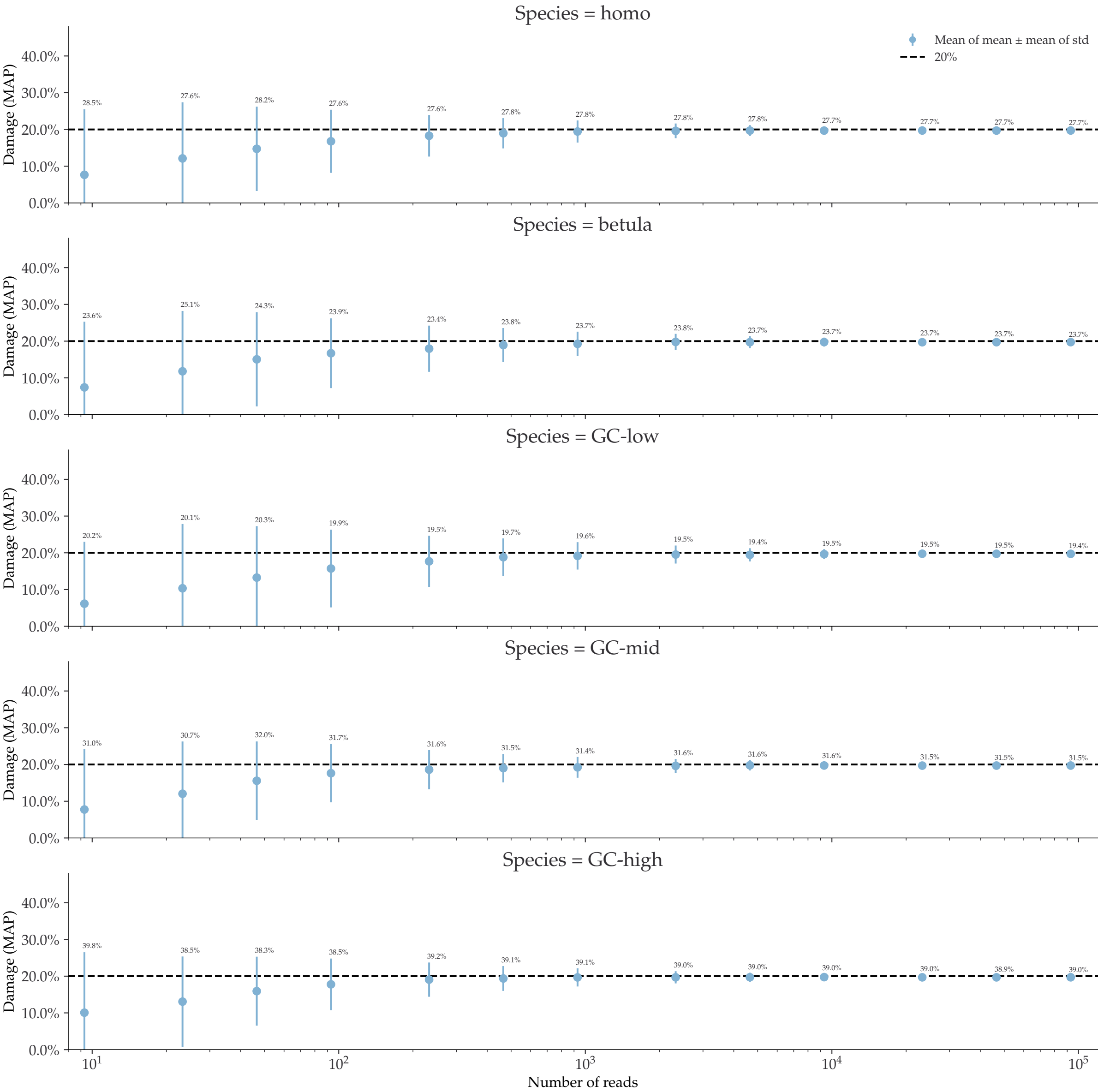
Damage (MAP)  
Briggs damage = 0.303  
Damage percent = 10%



Damage (MAP)  
Briggs damage = 0.466  
Damage percent = 15%

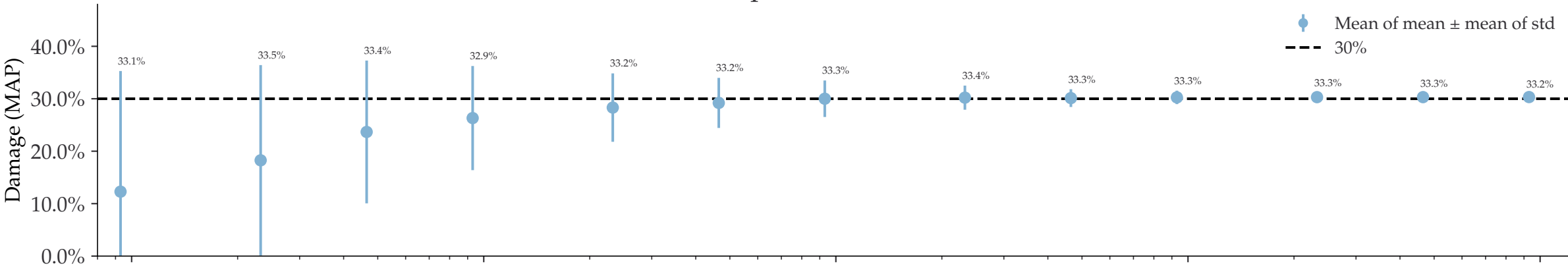


Damage (MAP)  
Briggs damage = 0.626  
Damage percent = 20%

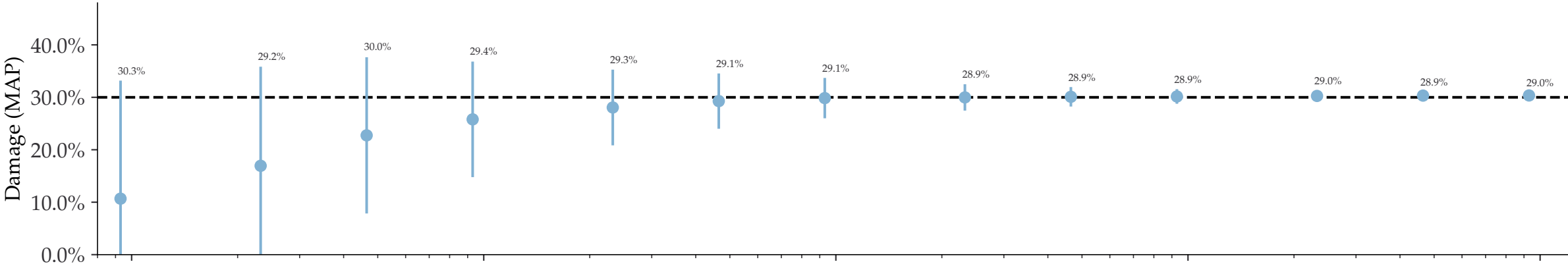


Damage (MAP)  
Briggs damage = 0.96  
Damage percent = 30%

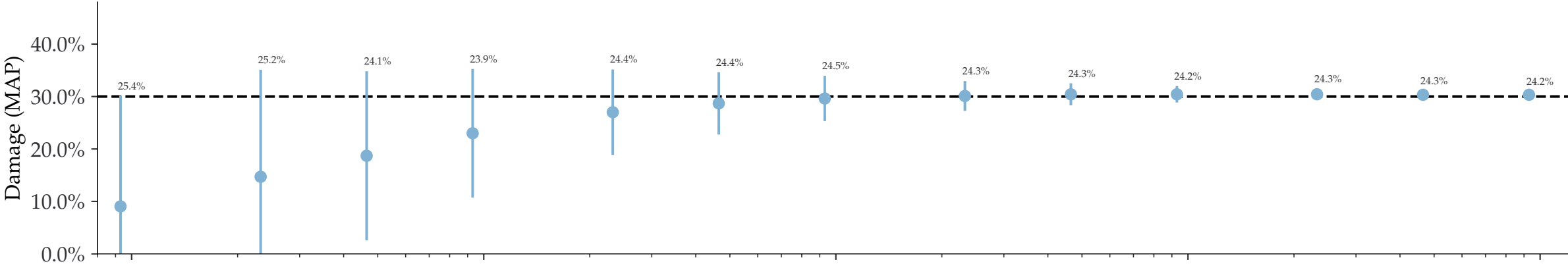
Species = homo



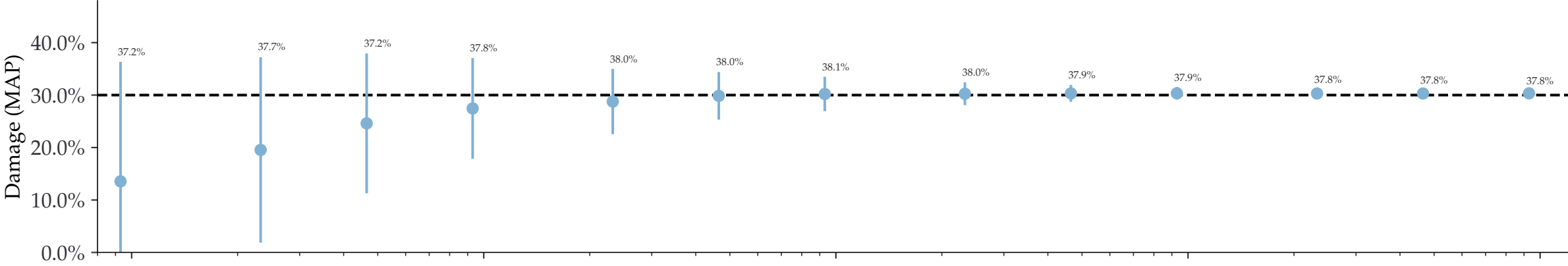
Species = betula



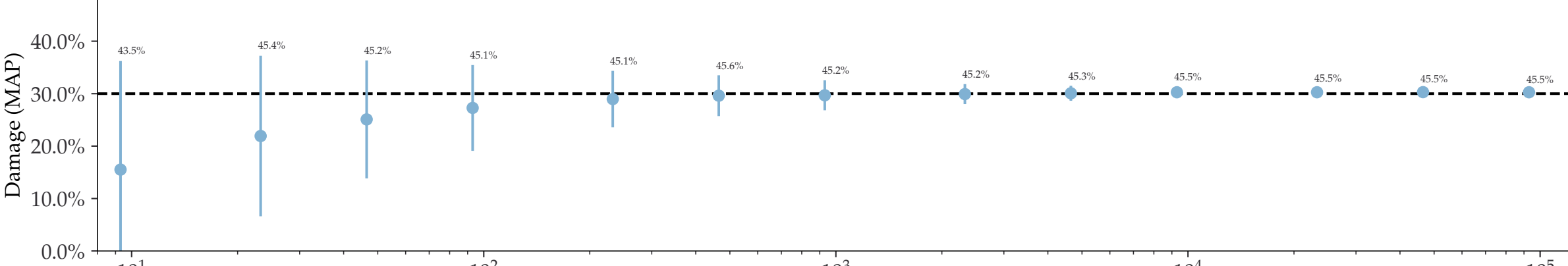
Species = GC-low



Species = GC-mid



Species = GC-high



Number of reads