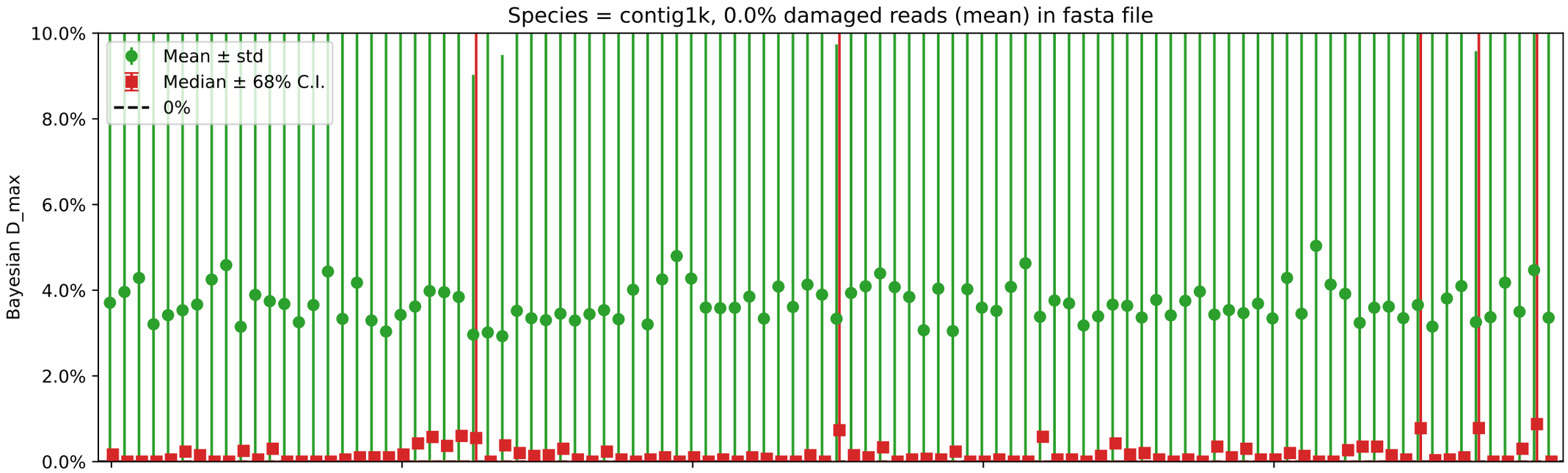
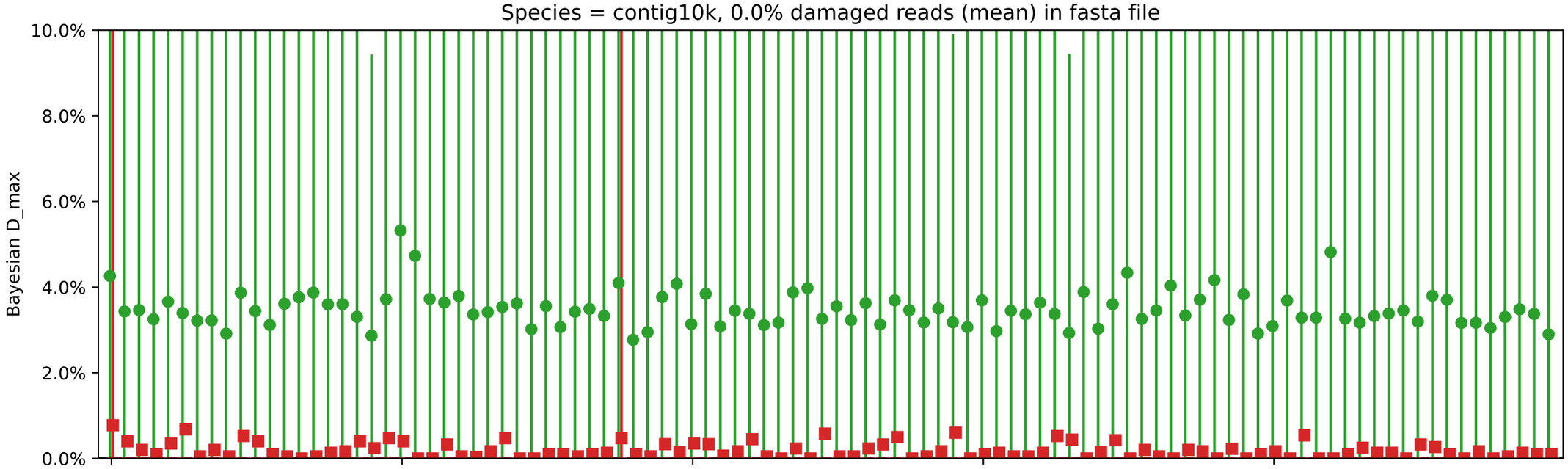
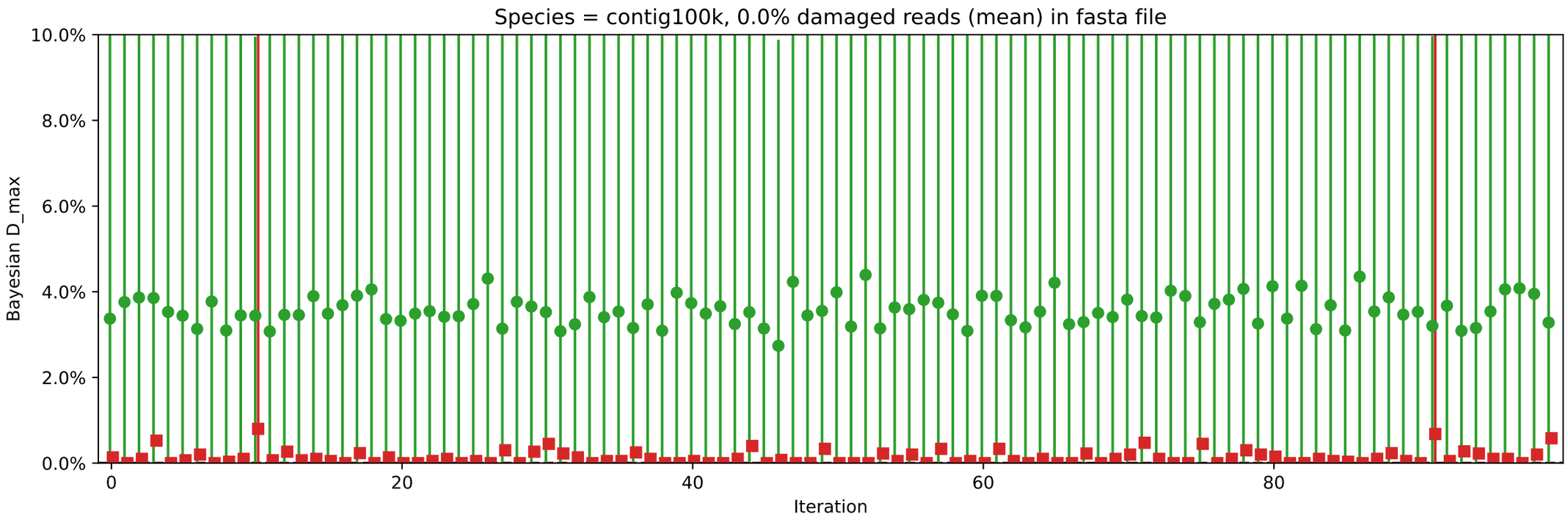
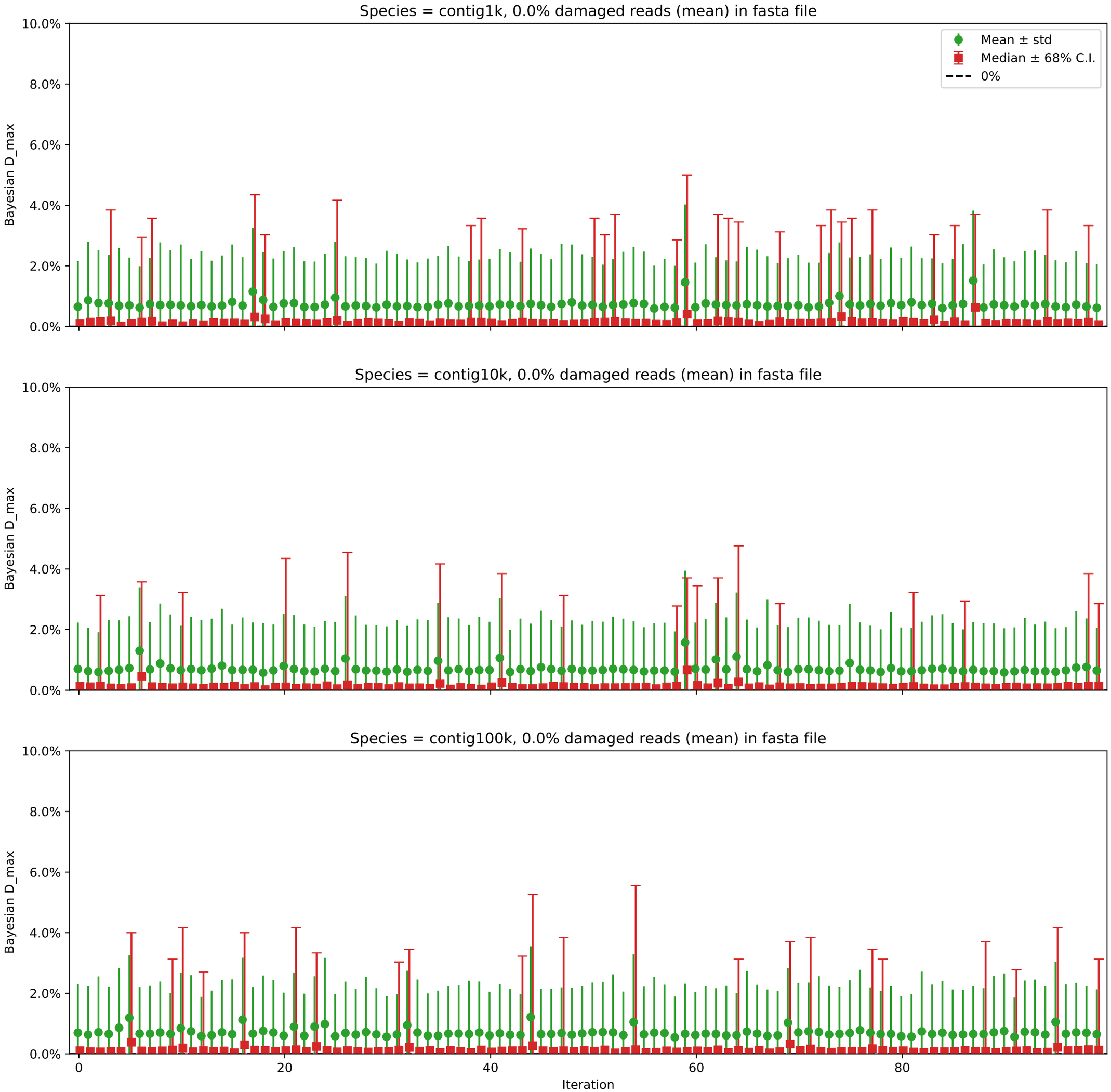
Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%
Bayesian D_max



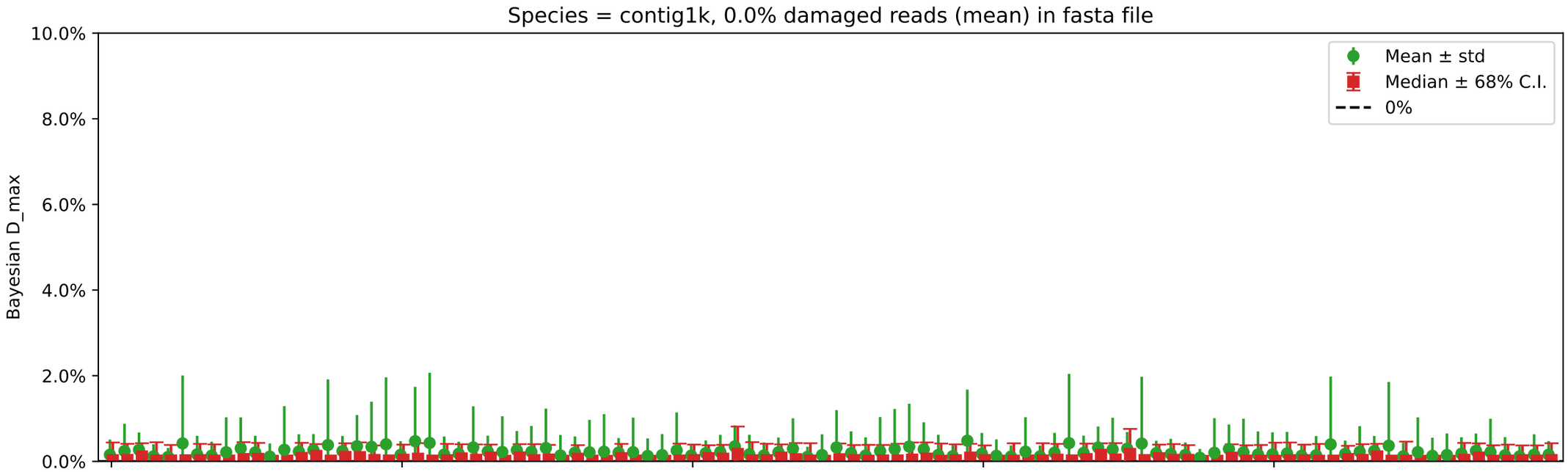


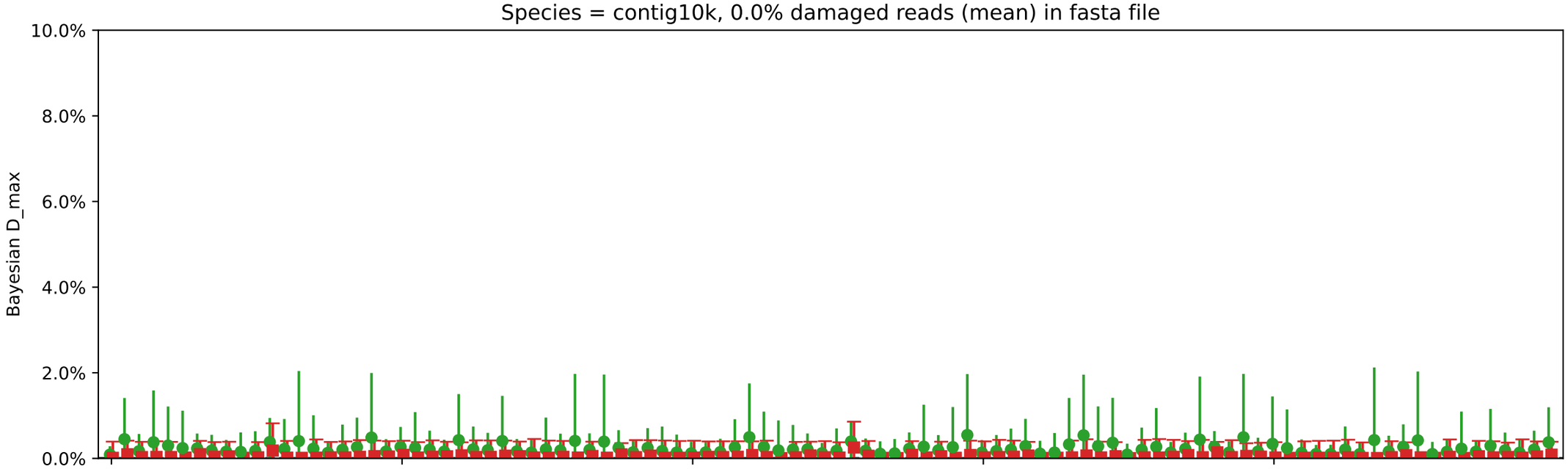


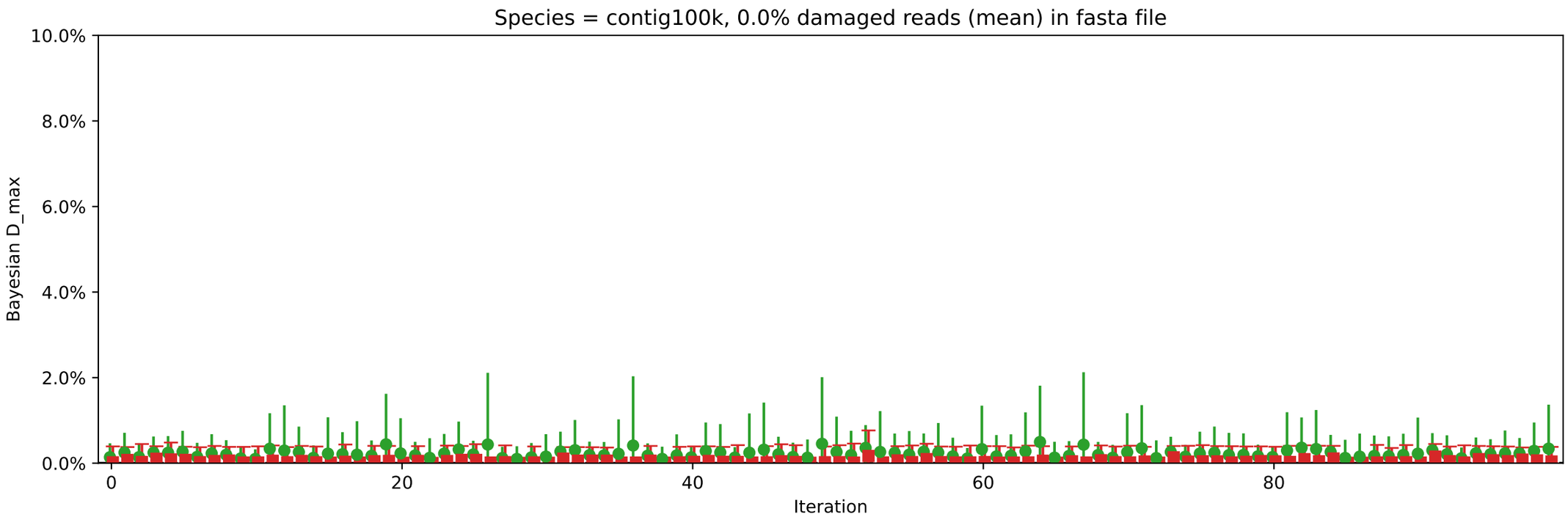
Individual damages:
100 reads
Briggs damage = 0.0
Damage percent = 0%
Bayesian D_max



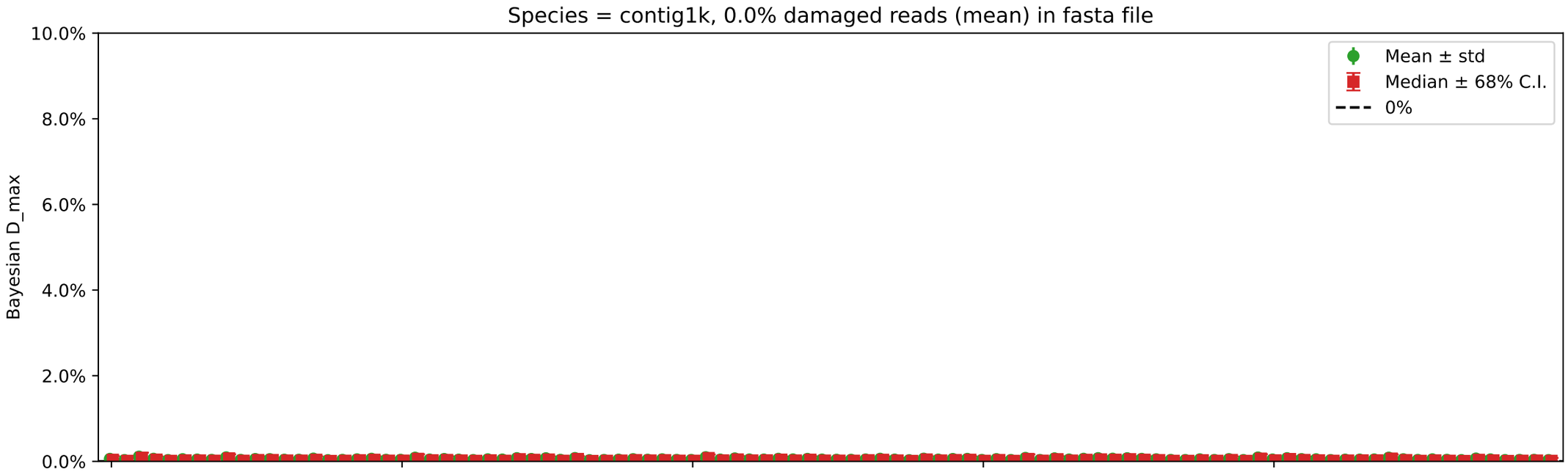
Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent = 0%
Bayesian D_max

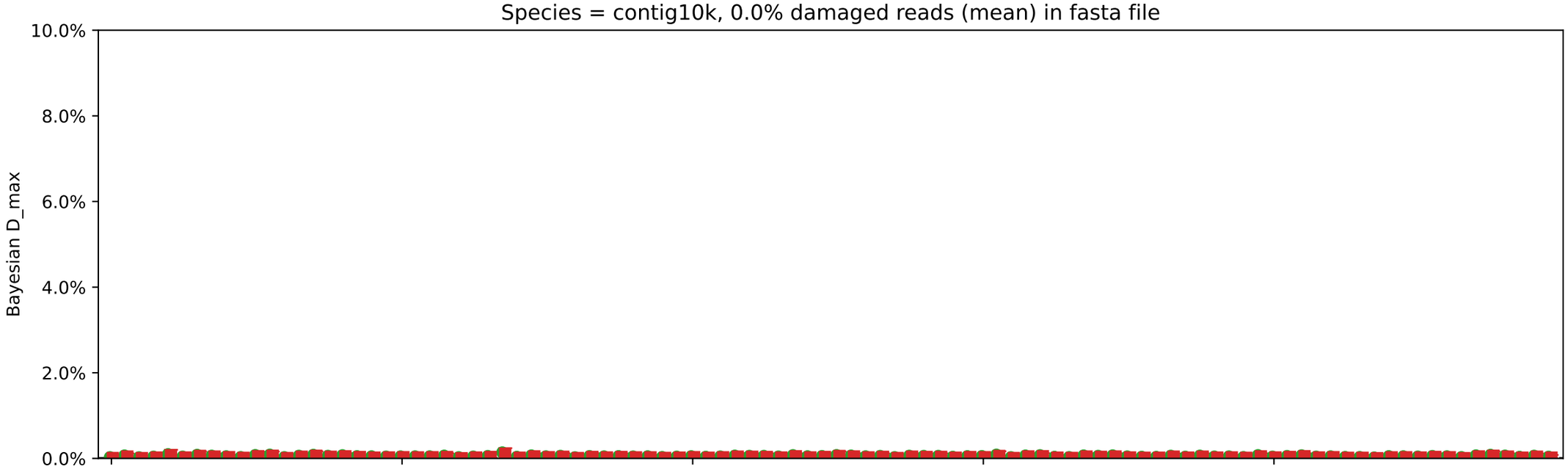


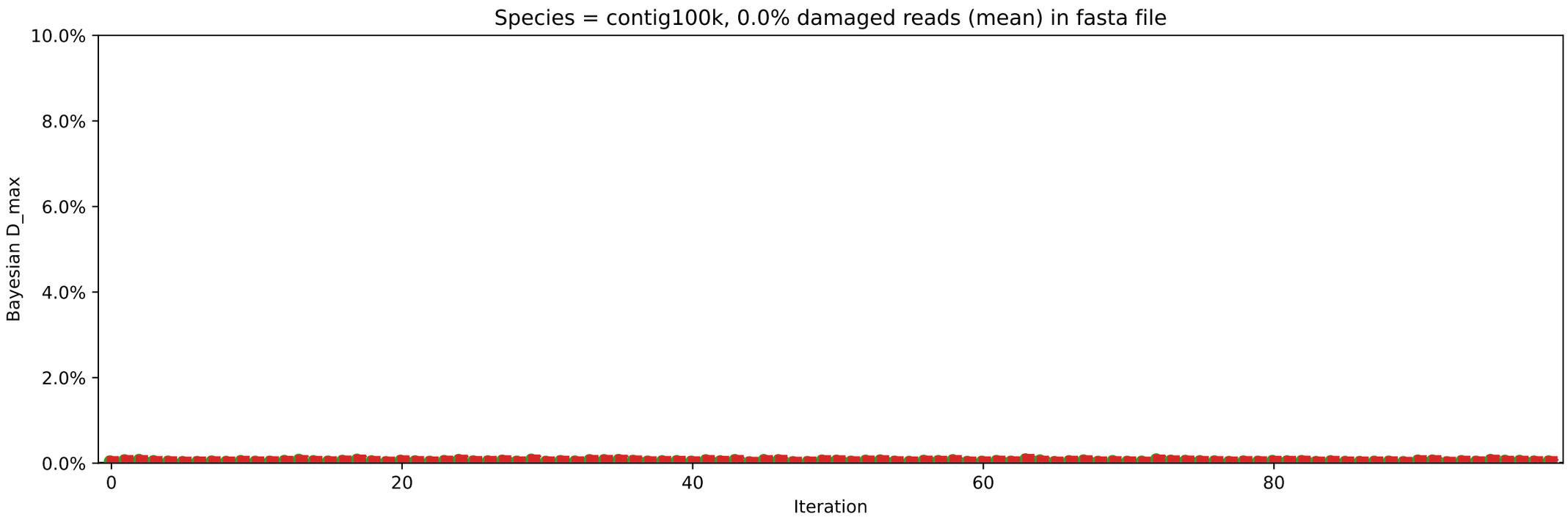




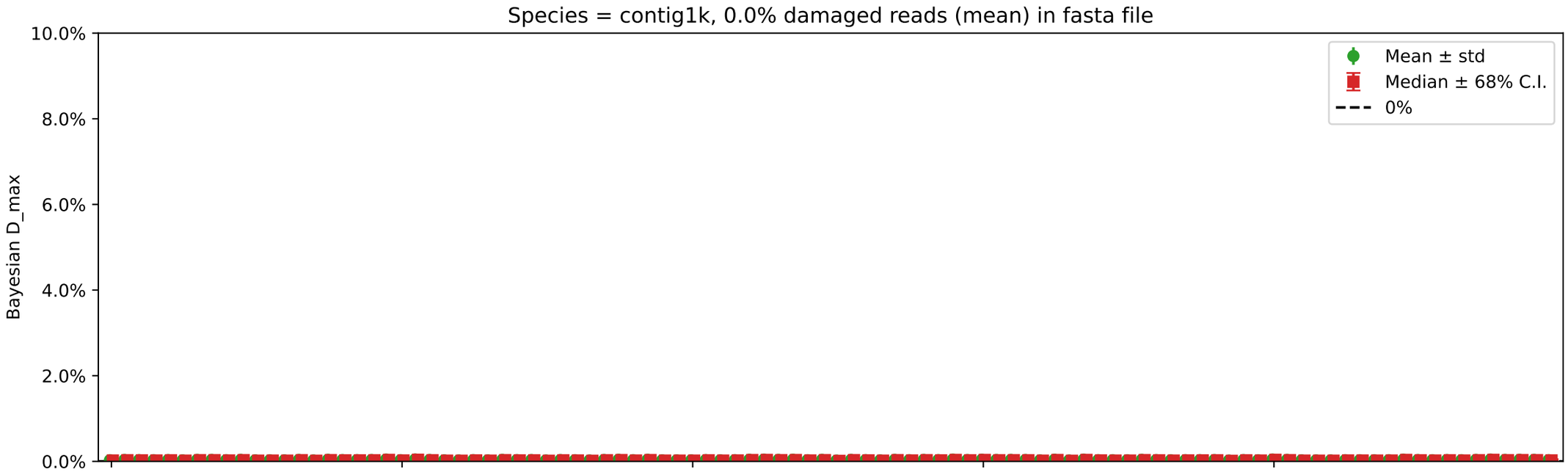
Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent = 0%
Bayesian D_max

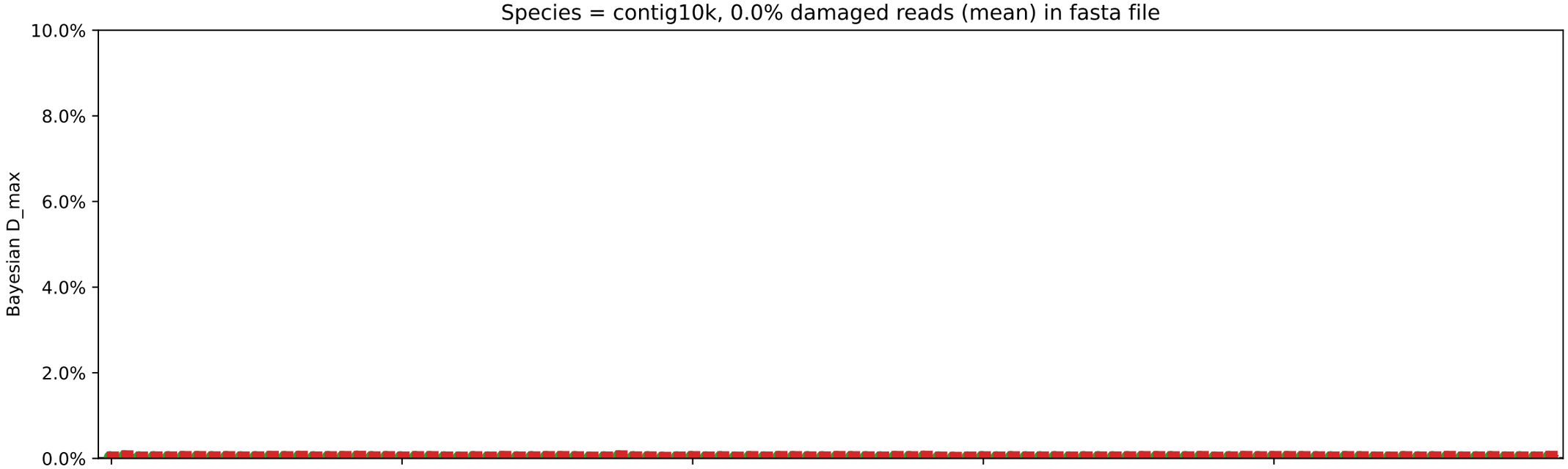


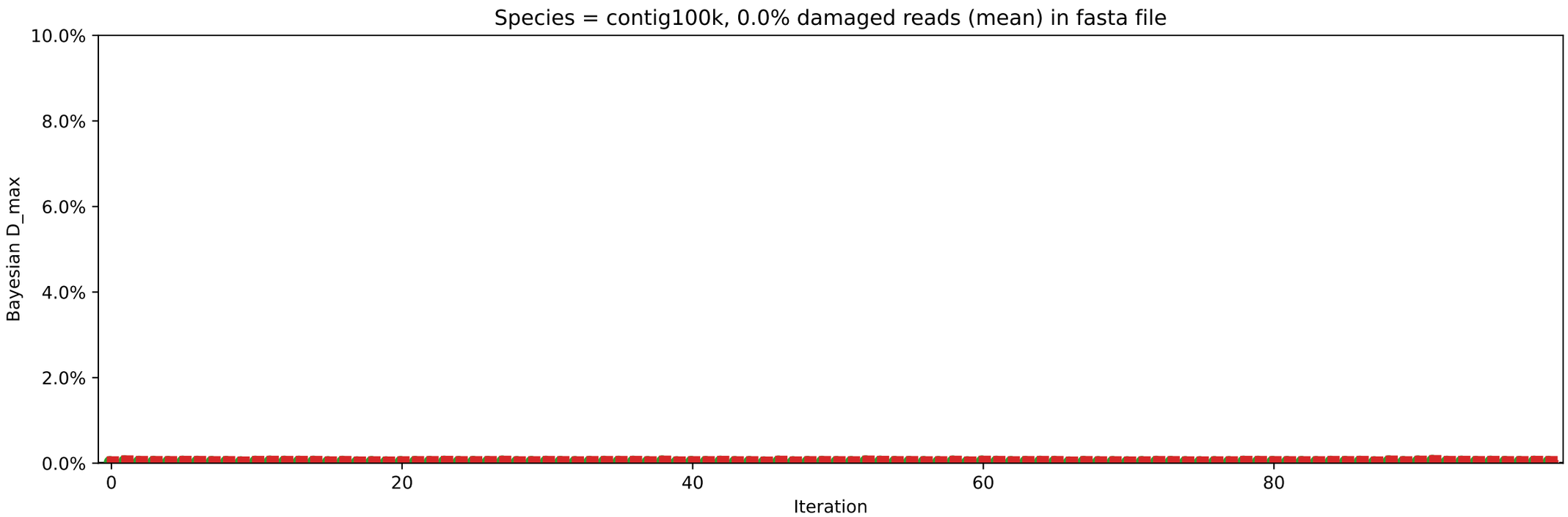




Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%
Bayesian D_max

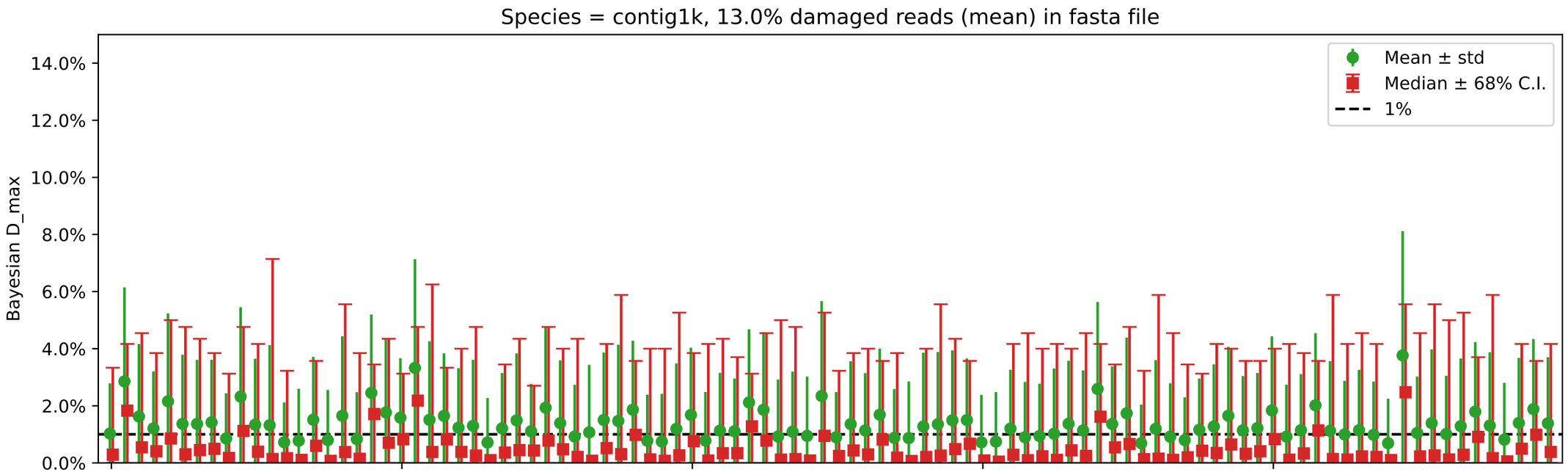


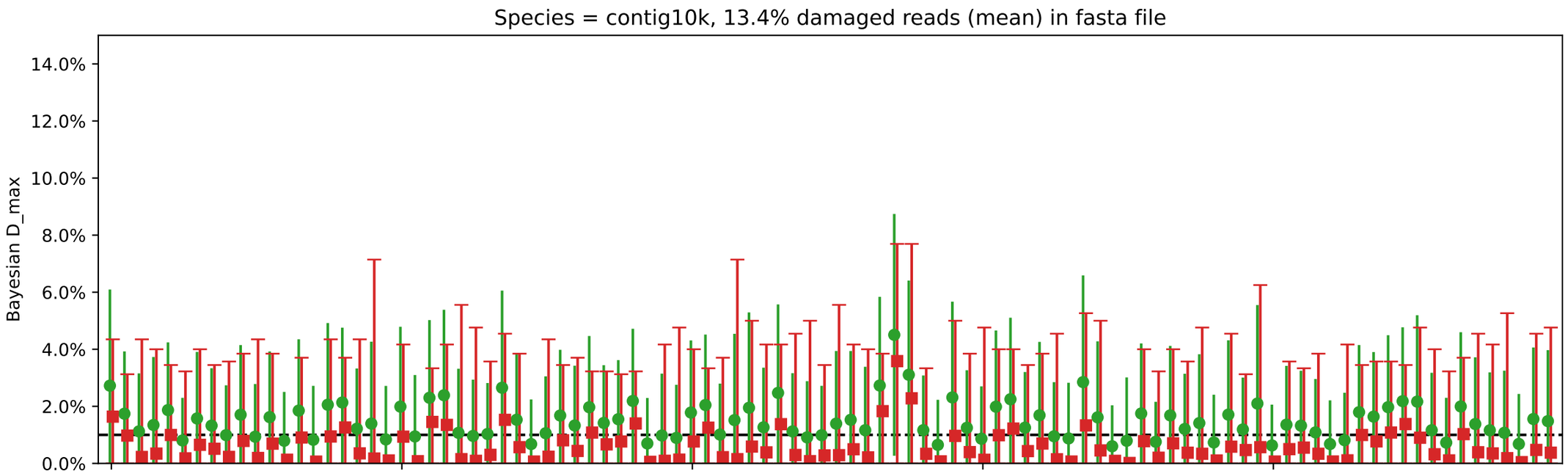


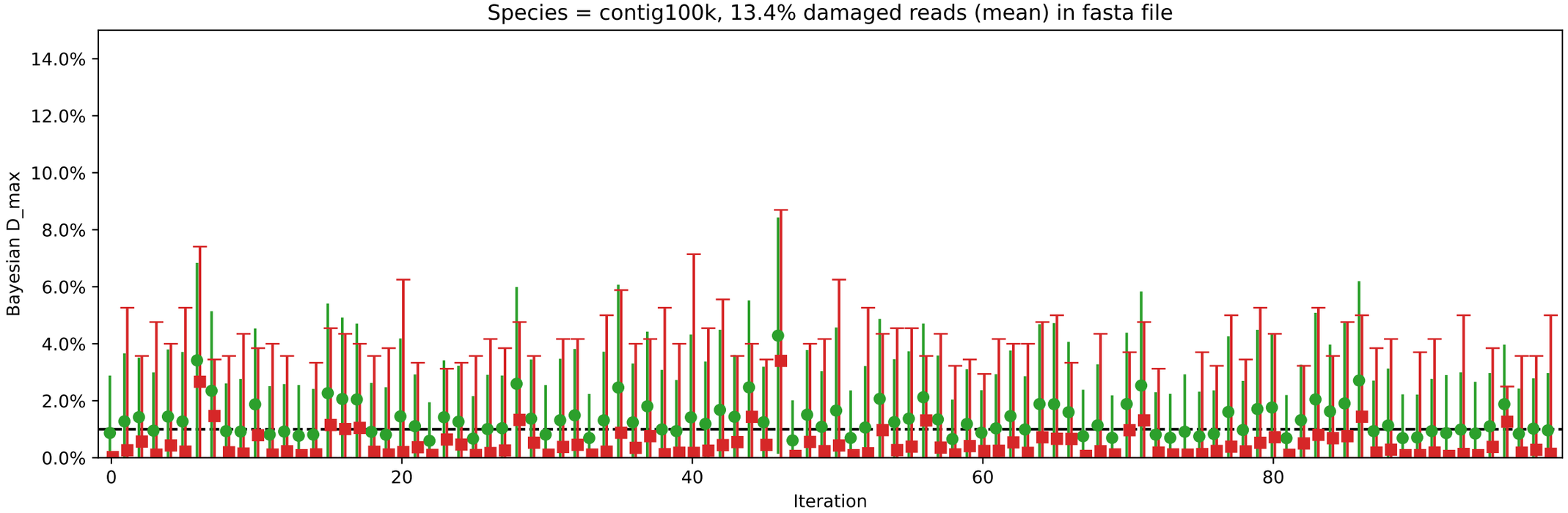


Individual damages:
10 reads
Briggs damage = 0.014
Damage percent = 1%
Bayesian D_max

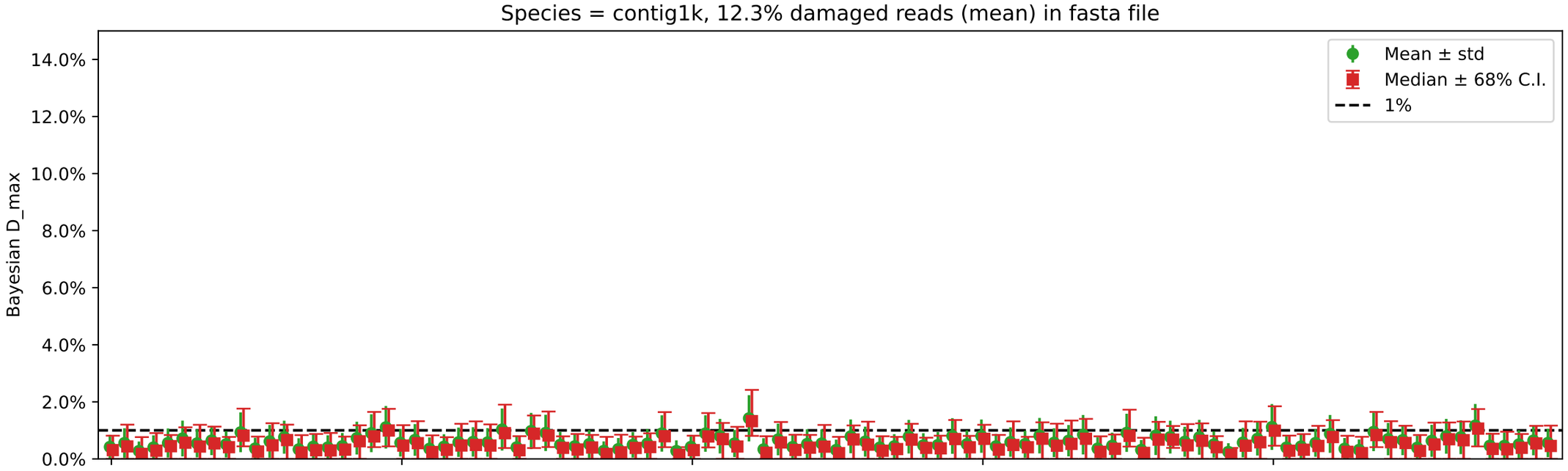
Individual damages:
100 reads
Briggs damage = 0.014
Damage percent = 1%
Bayesian D_max

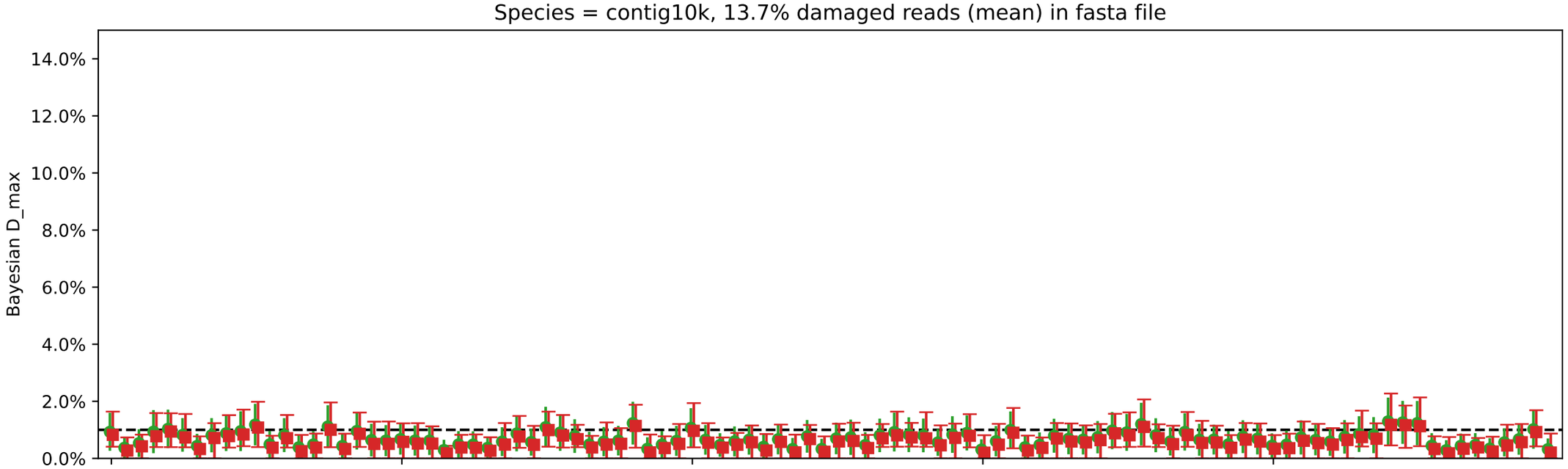


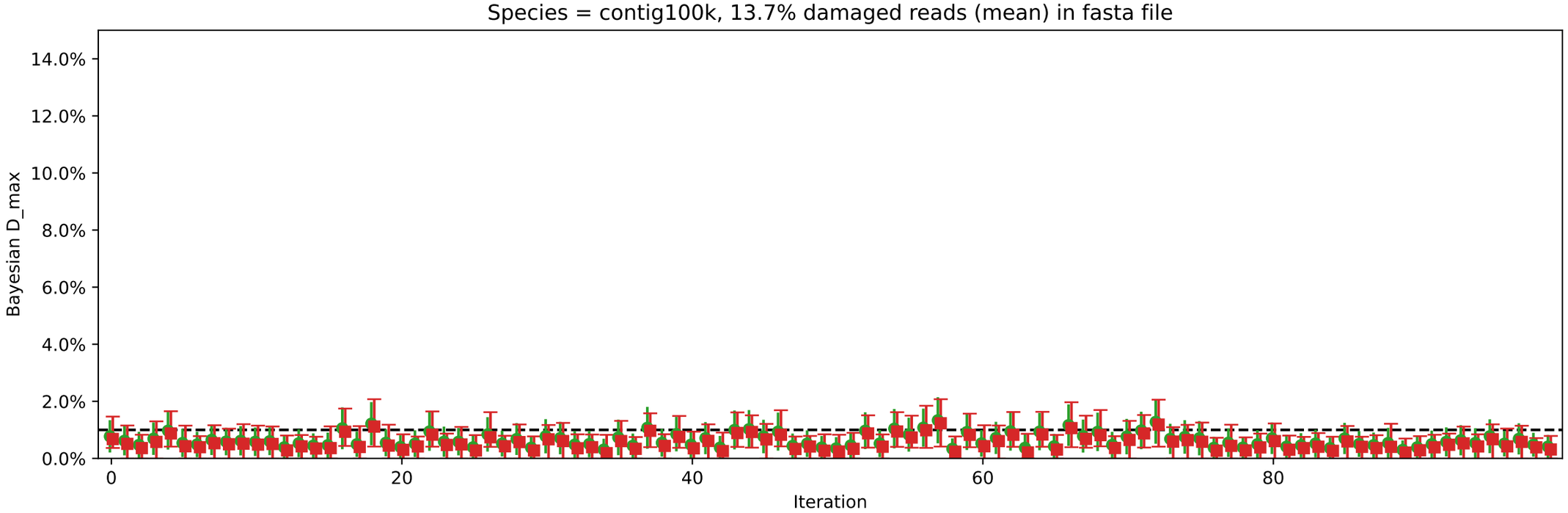




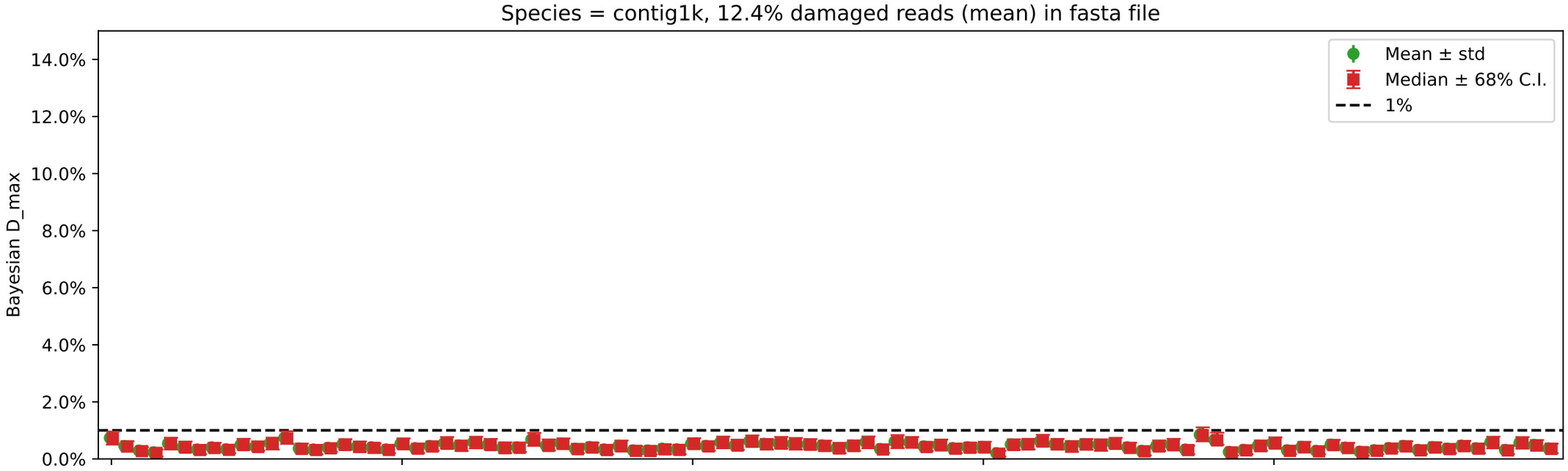
Individual damages:
1000 reads
Briggs damage = 0.014
Damage percent = 1%
Bayesian D_max

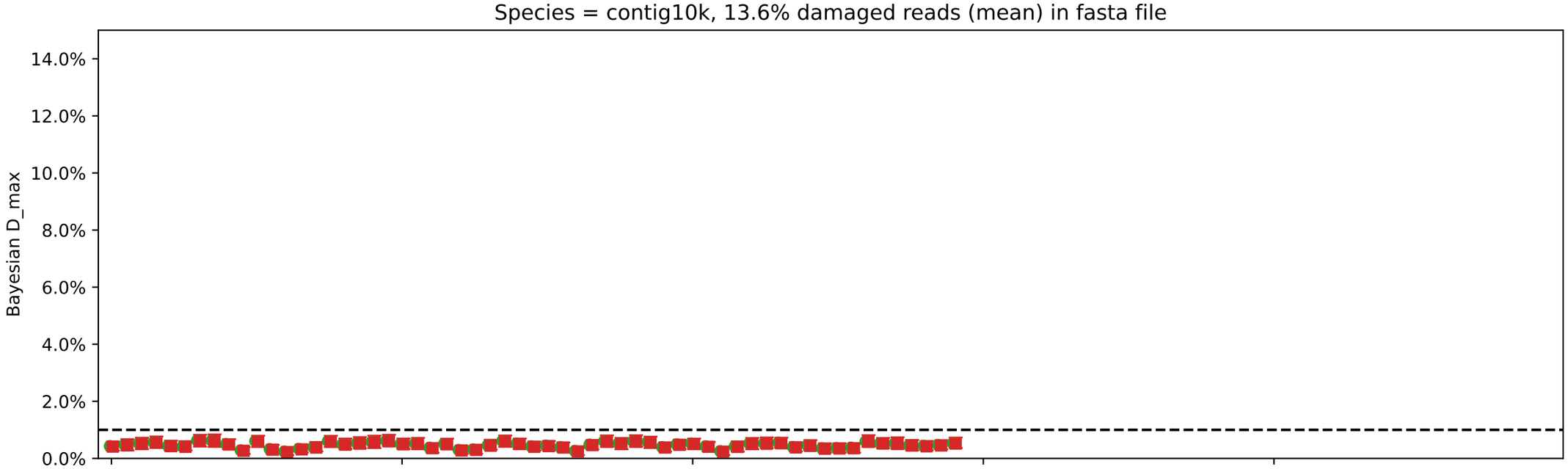


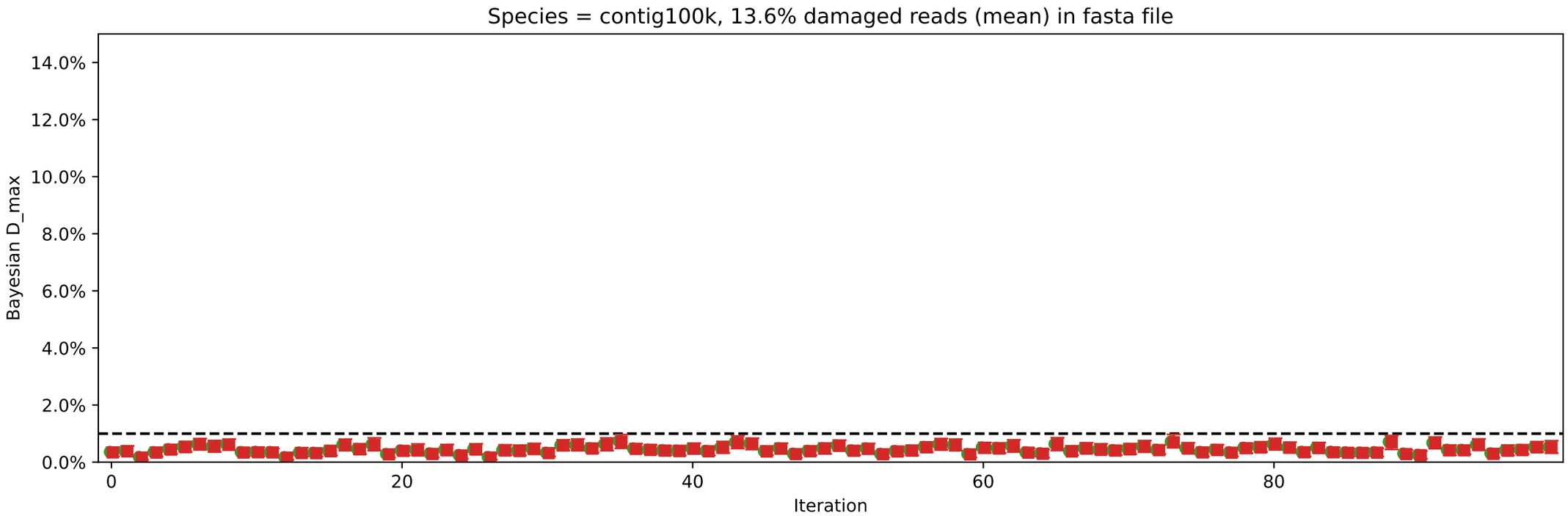




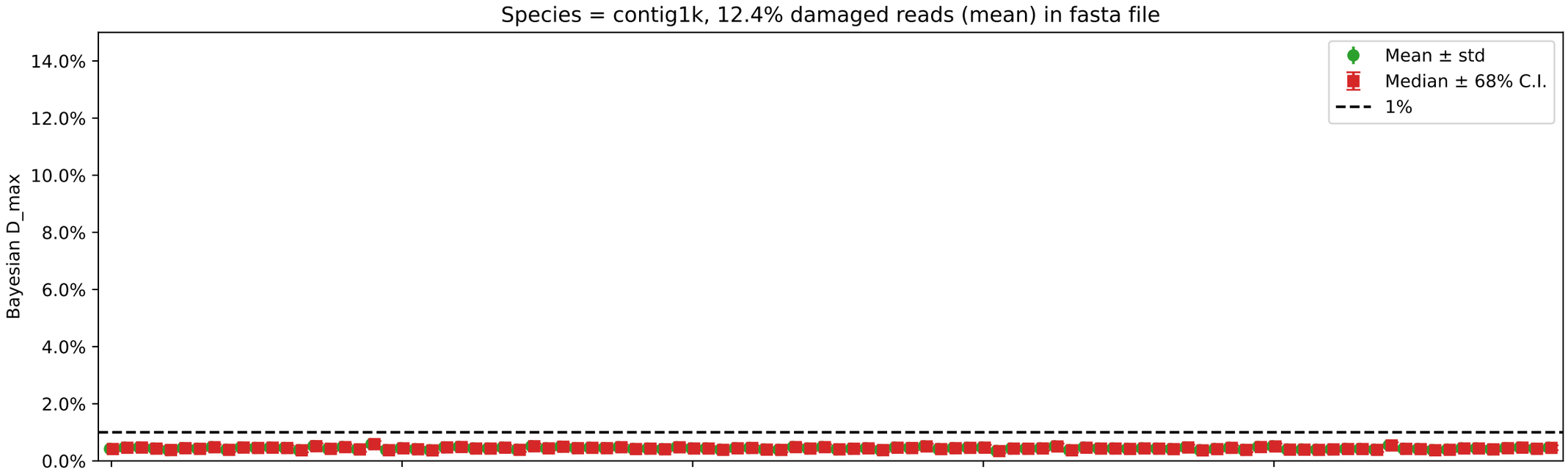
Individual damages:
10000 reads
Briggs damage = 0.014
Damage percent = 1%
Bayesian D_max

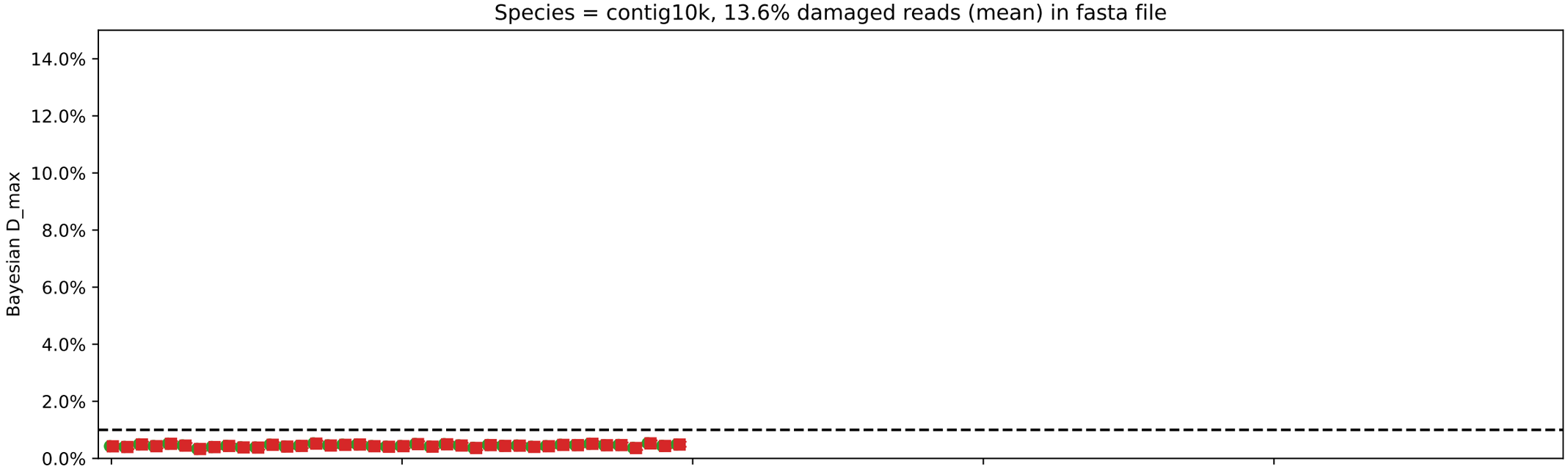


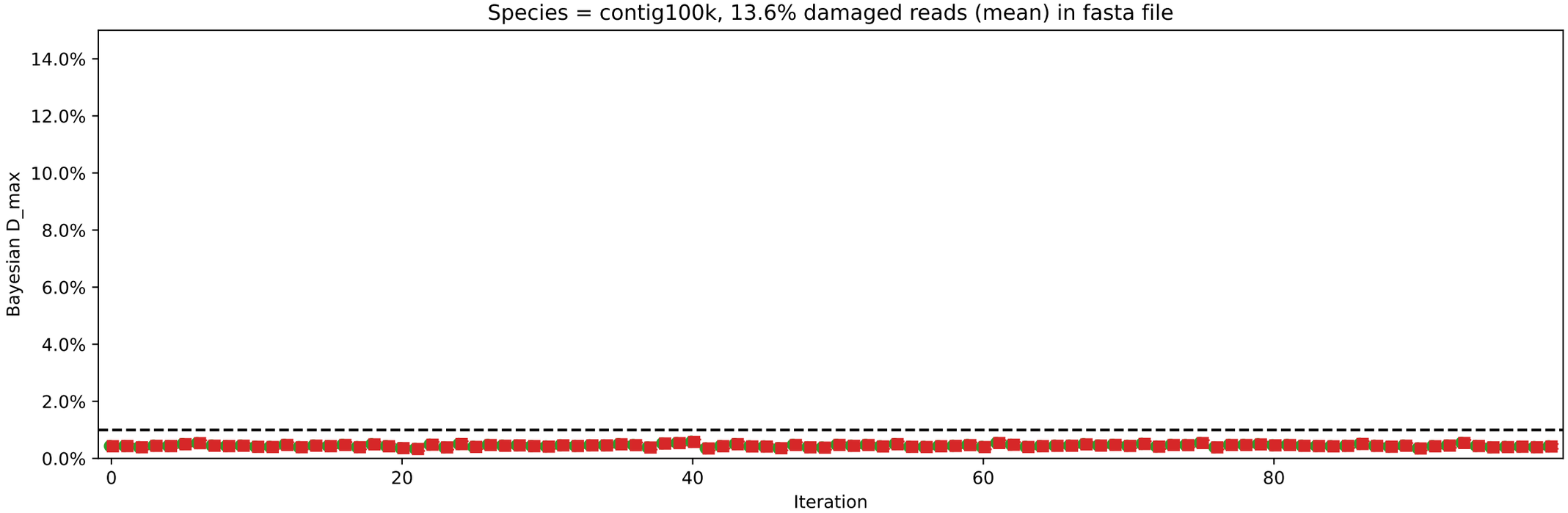




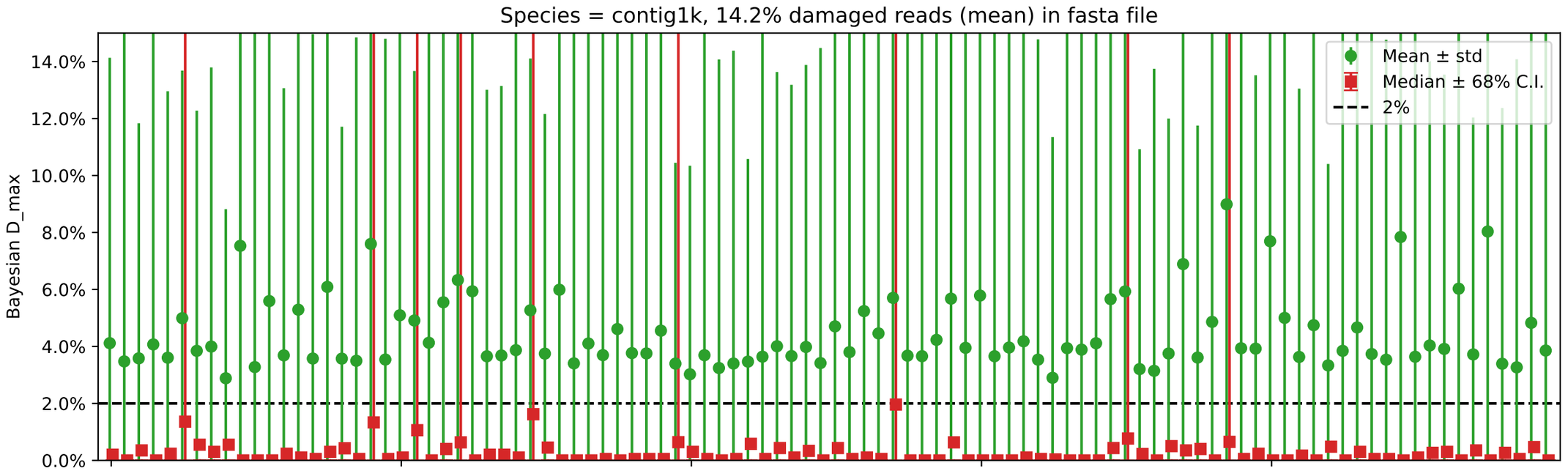
Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent = 1%
Bayesian D_max

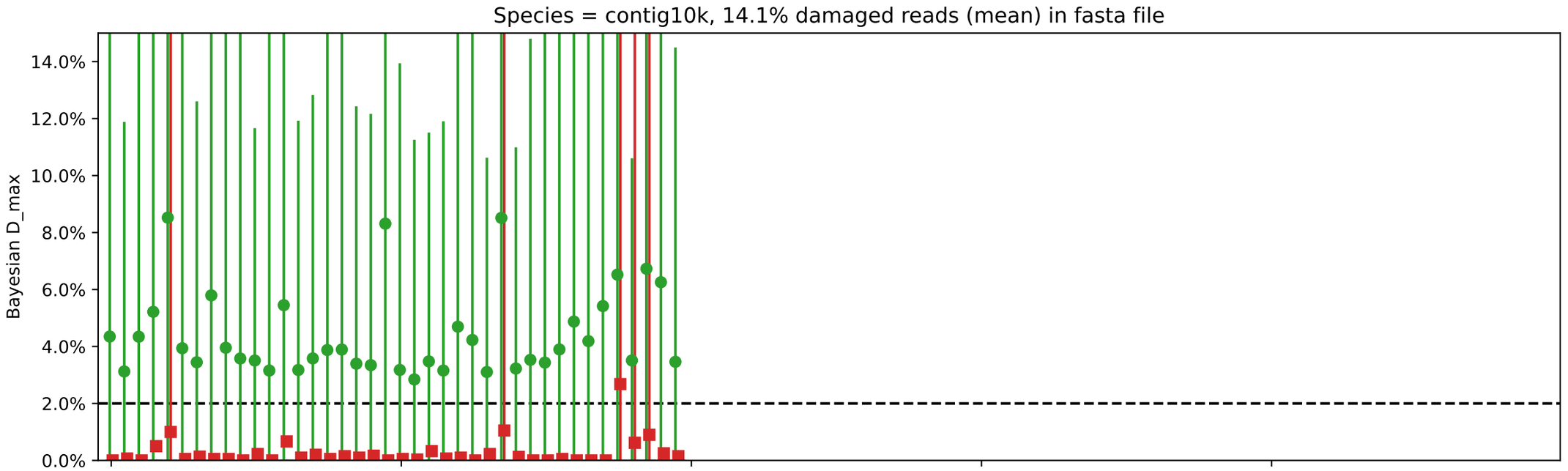






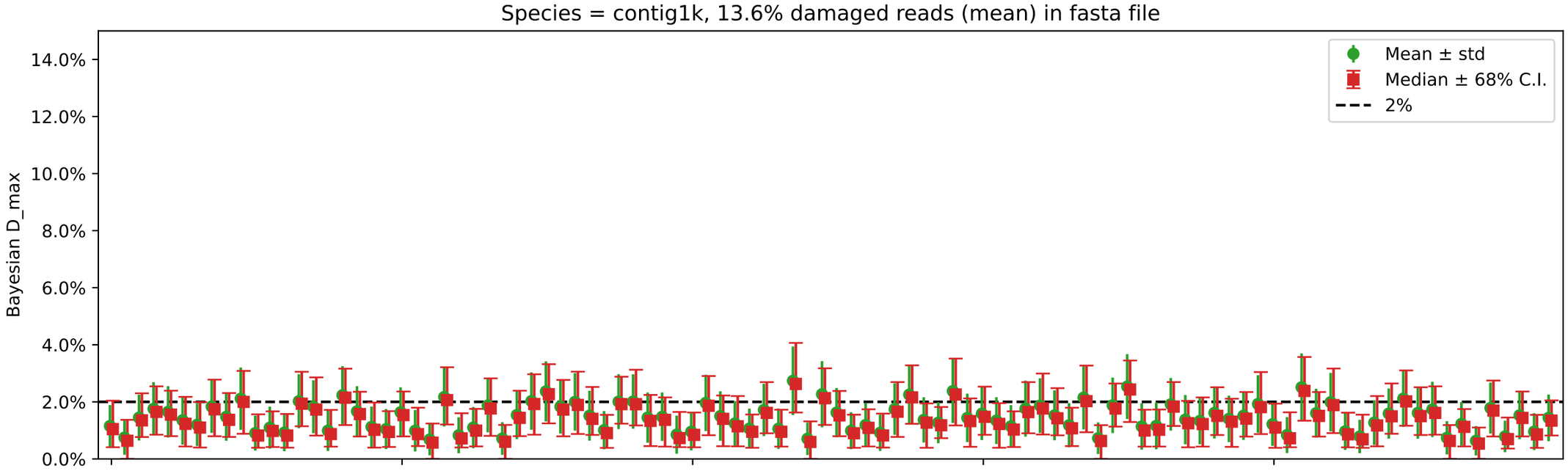
Individual damages:
10 reads
Briggs damage = 0.047
Damage percent = 2%
Bayesian D_max

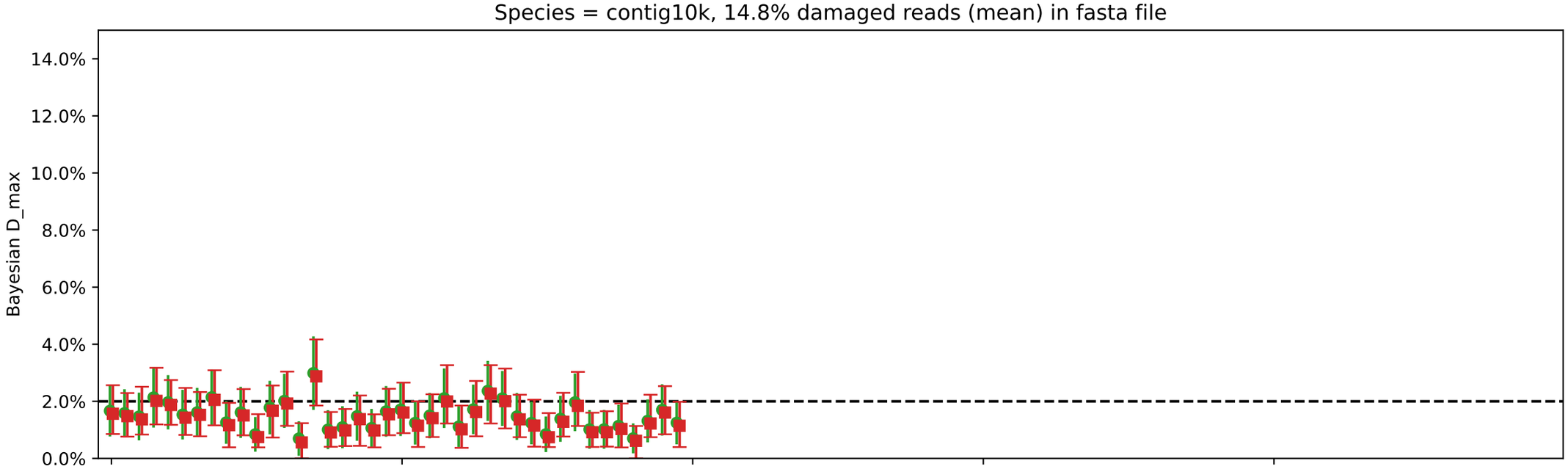


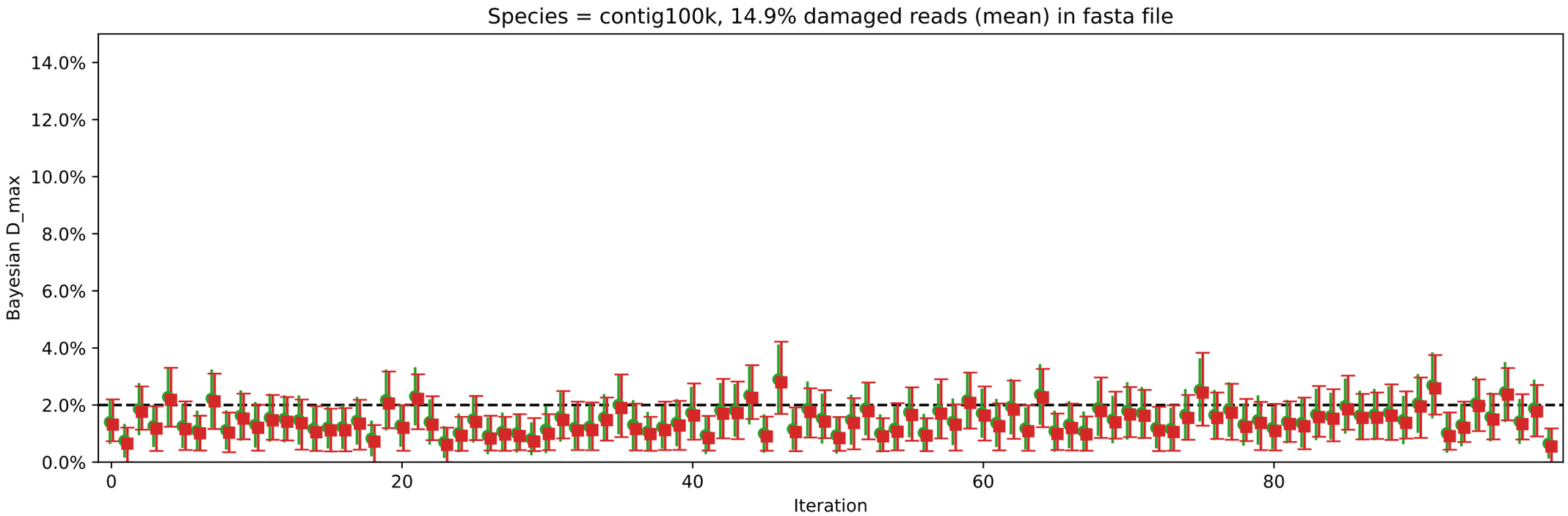


Individual damages:
100 reads
Briggs damage = 0.047
Damage percent = 2%
Bayesian D_max

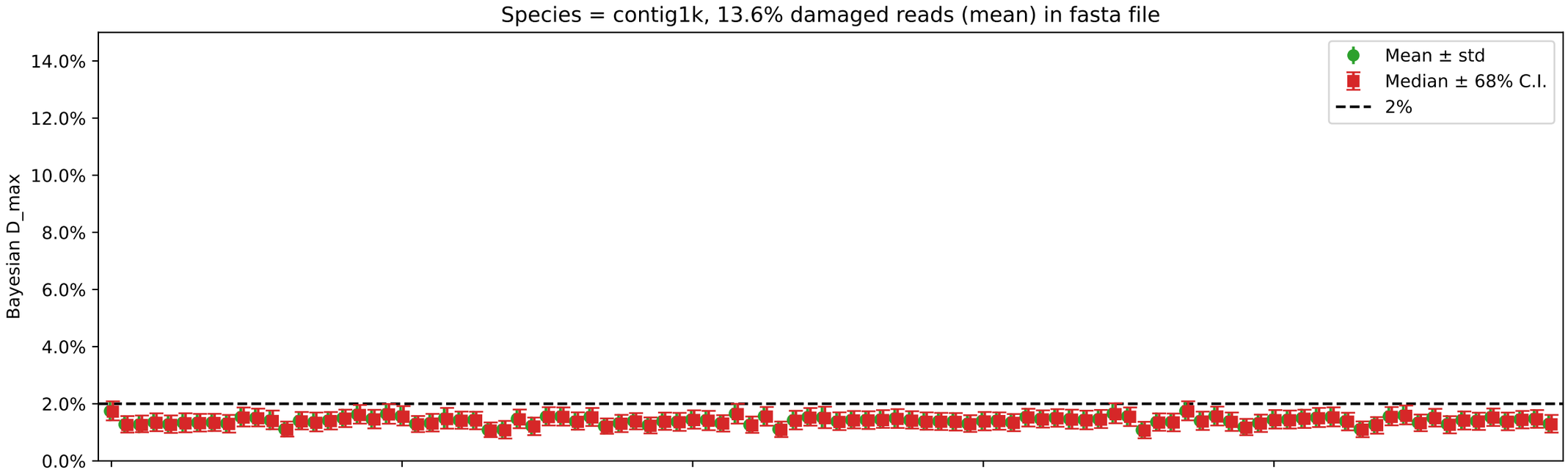
Individual damages:
1000 reads
Briggs damage = 0.047
Damage percent = 2%
Bayesian D_max

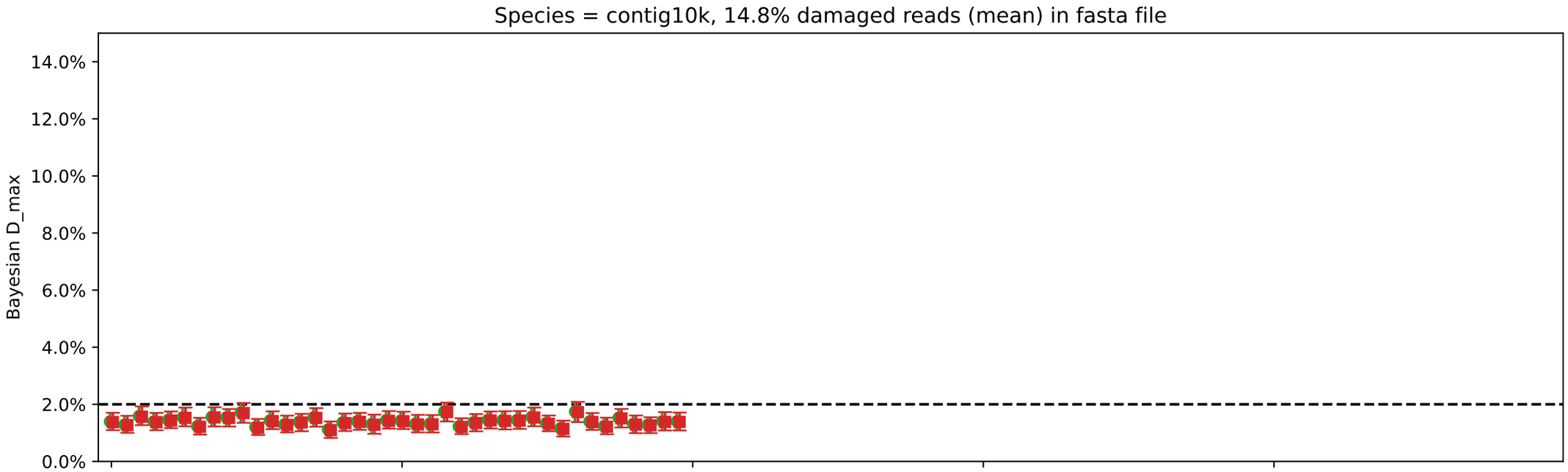


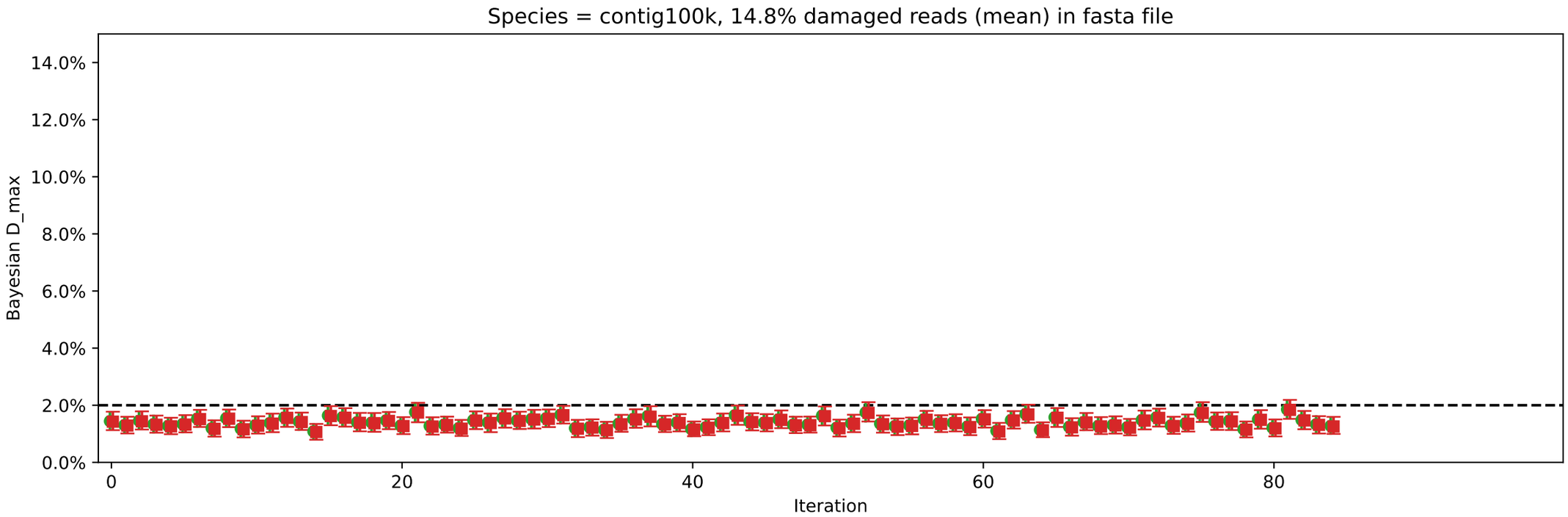




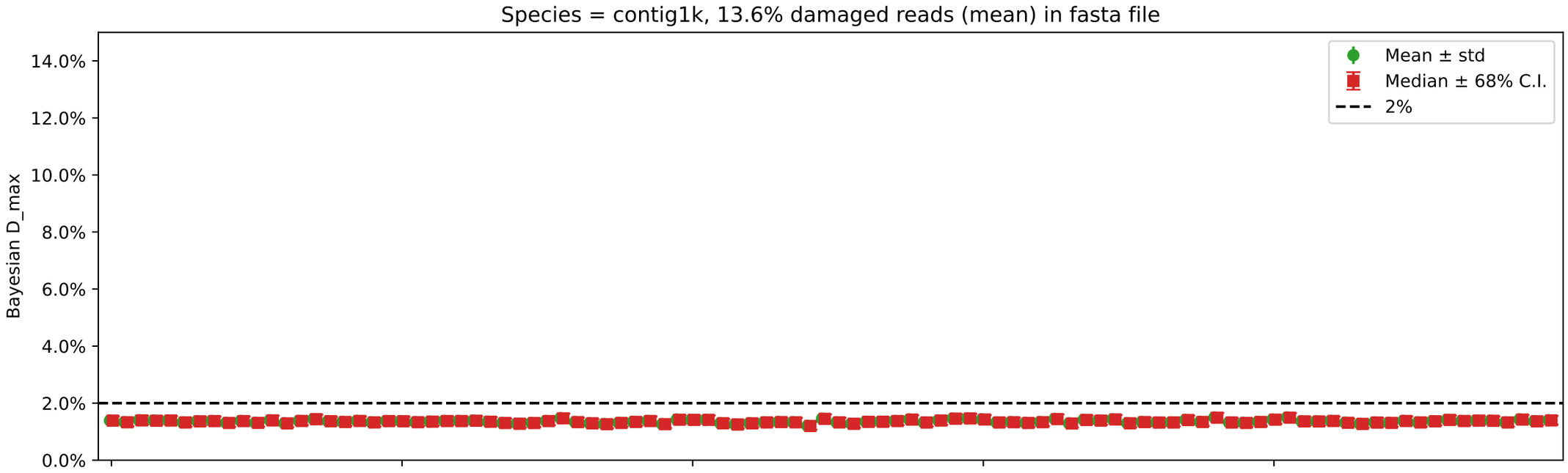
Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent = 2%
Bayesian D_max

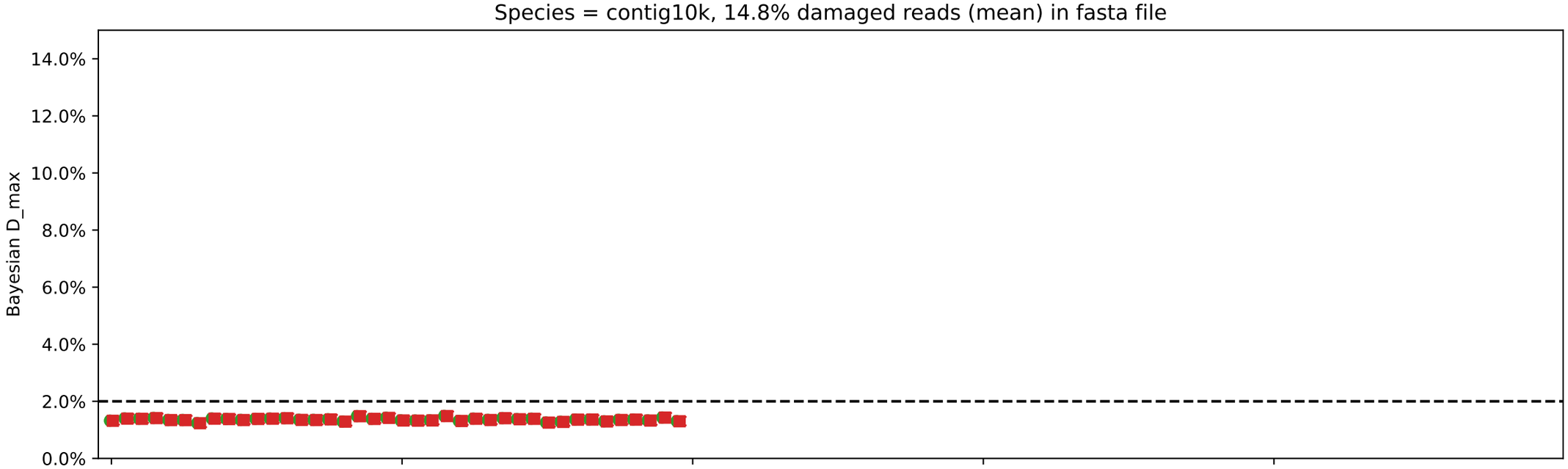


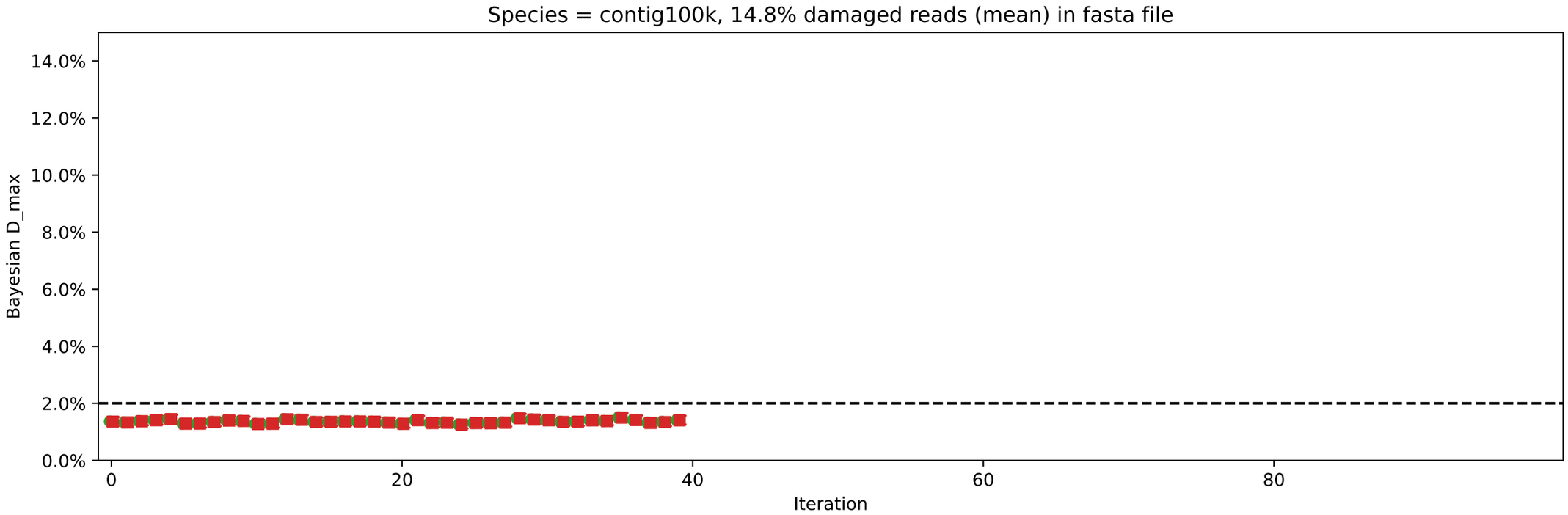




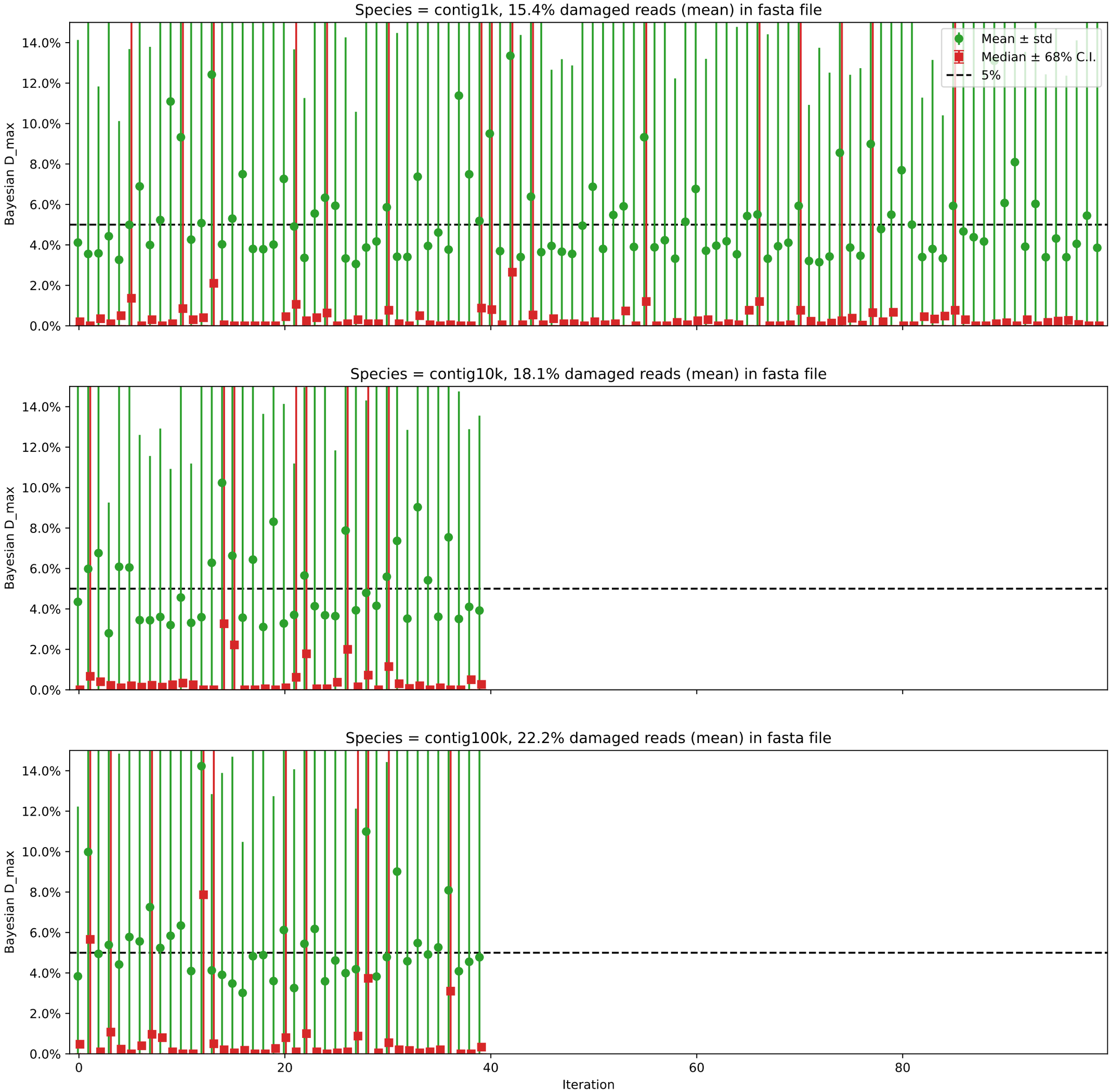
Individual damages:
100000 reads
Briggs damage = 0.047
Damage percent = 2%
Bayesian D_max



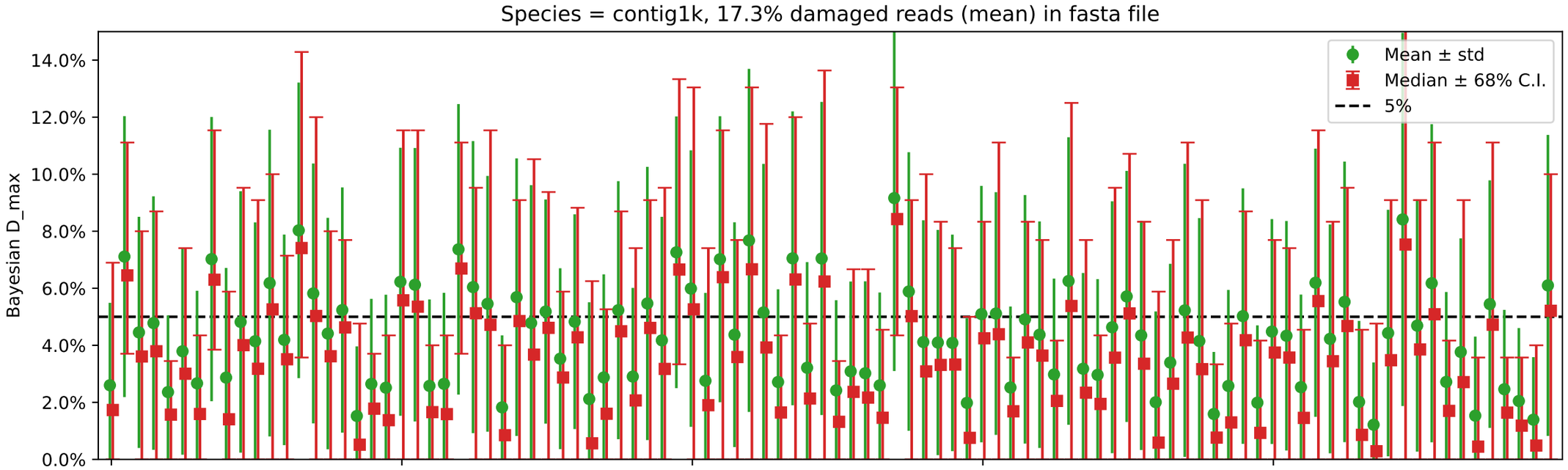


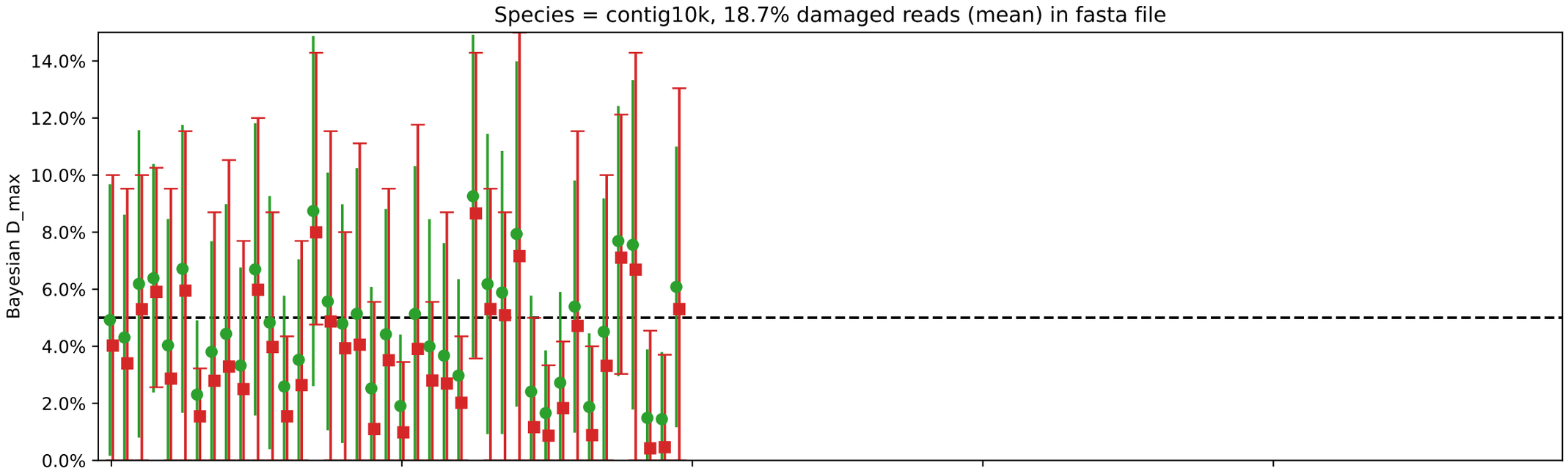


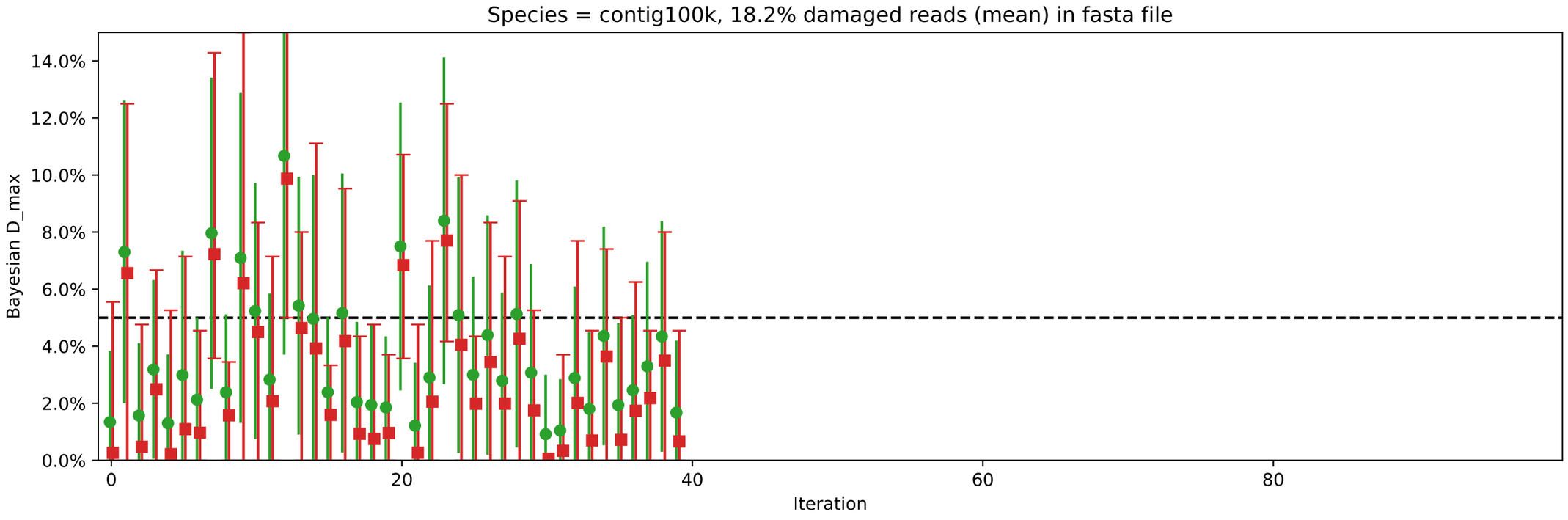
Individual damages:
10 reads
Briggs damage = 0.138
Damage percent = 5%
Bayesian D_max



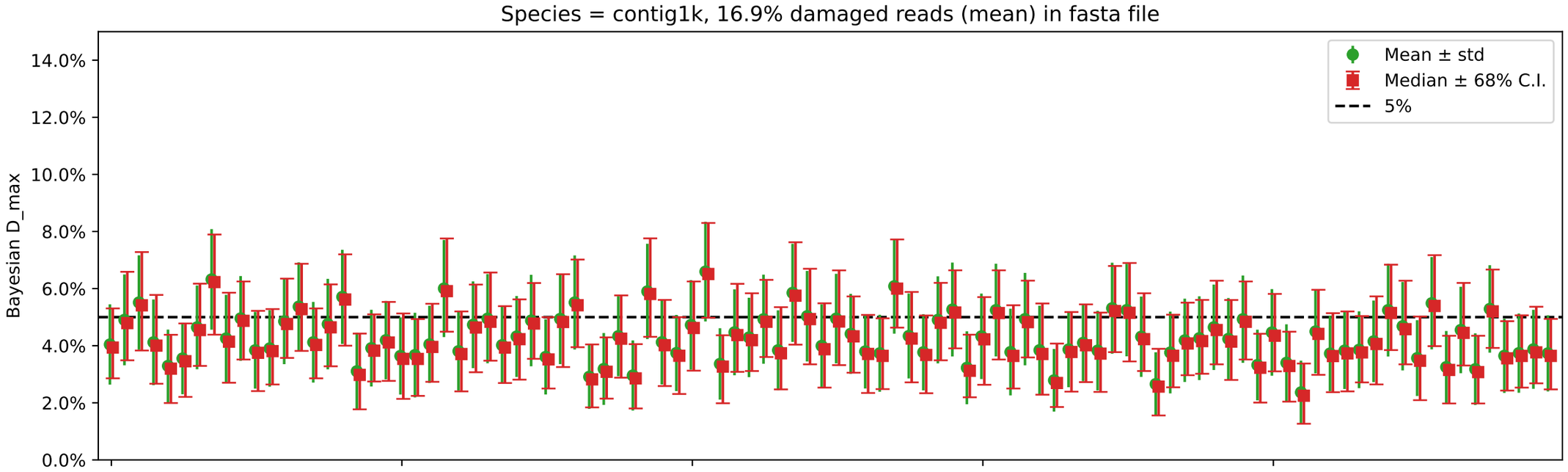
Individual damages:
100 reads
Briggs damage = 0.138
Damage percent = 5%
Bayesian D_max

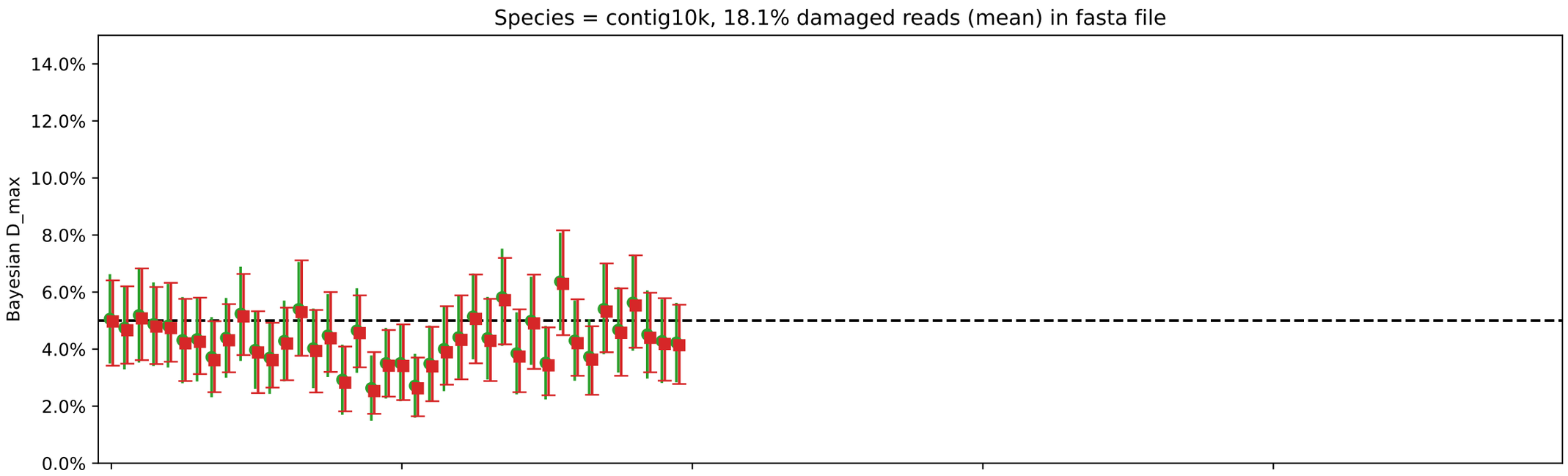


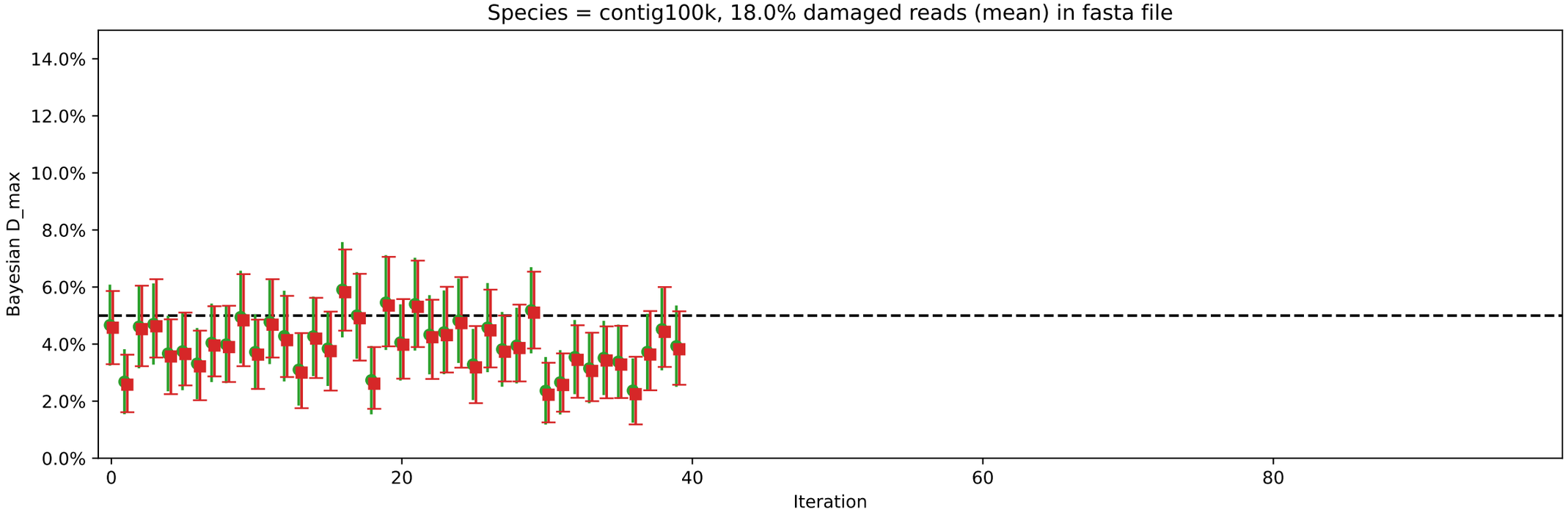




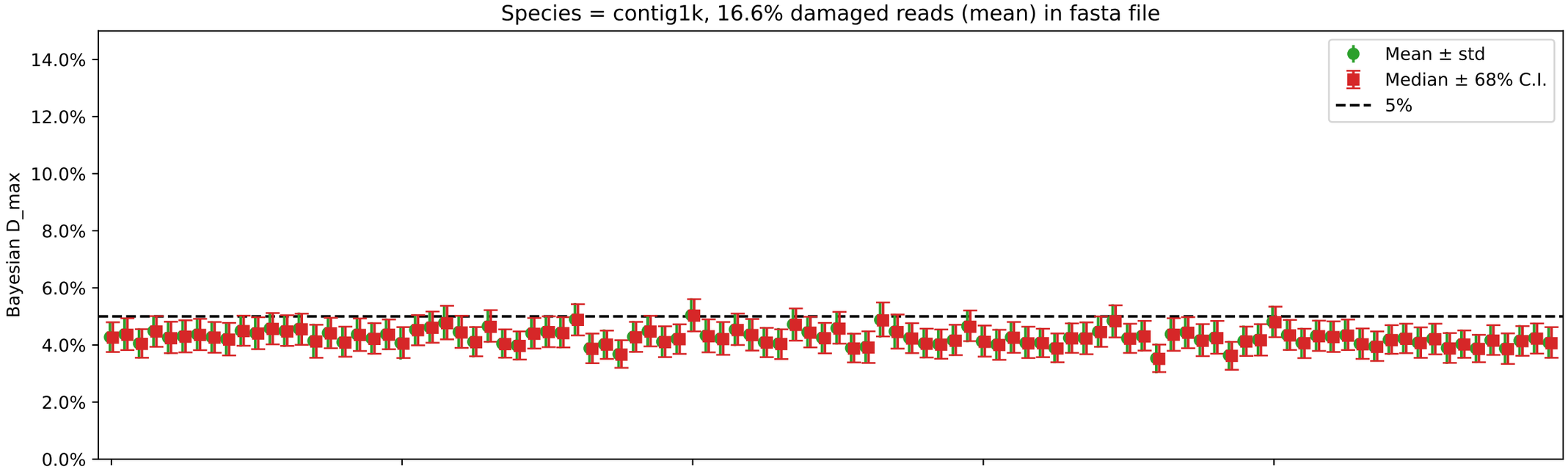
Individual damages:
1000 reads
Briggs damage = 0.138
Damage percent = 5%
Bayesian D_max

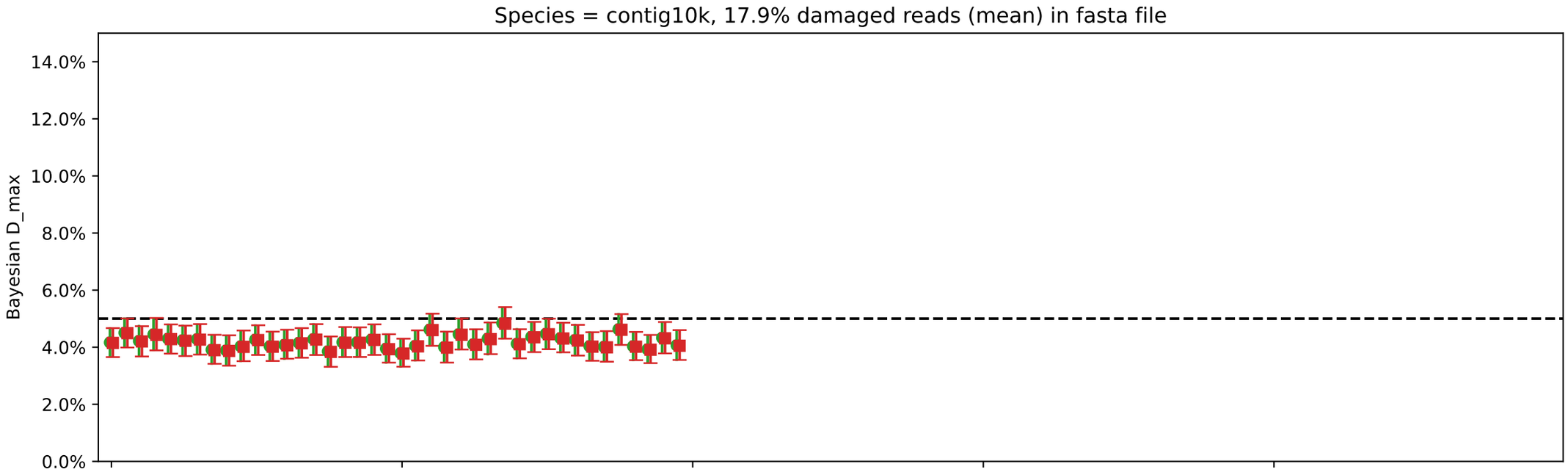


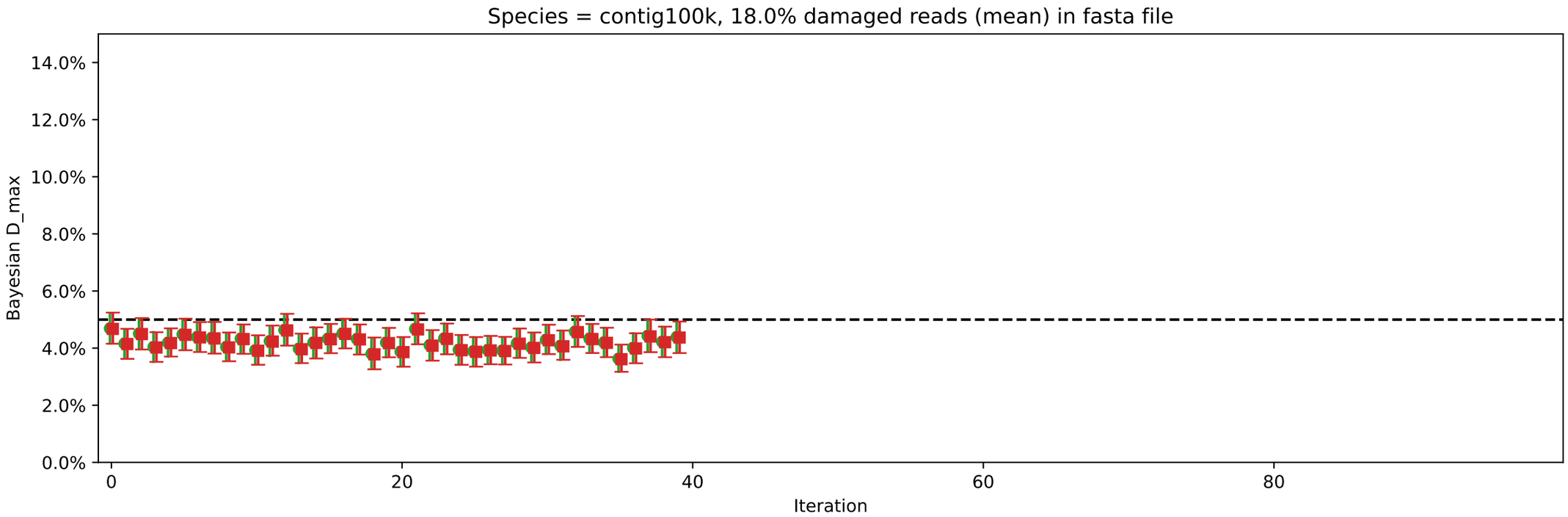




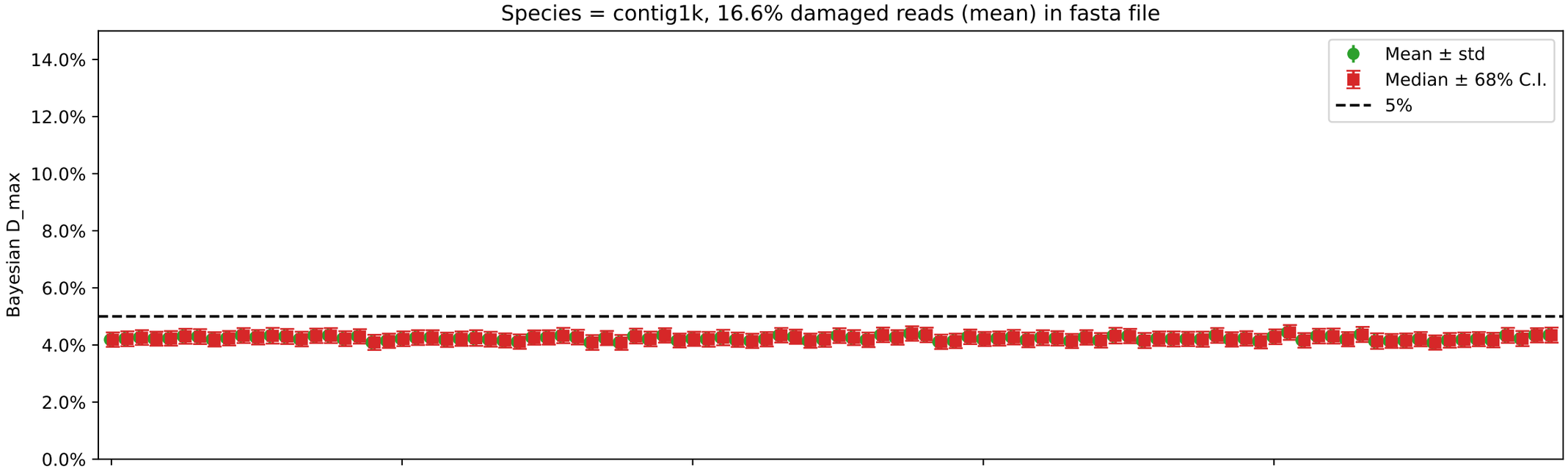
Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent = 5%
Bayesian D_max

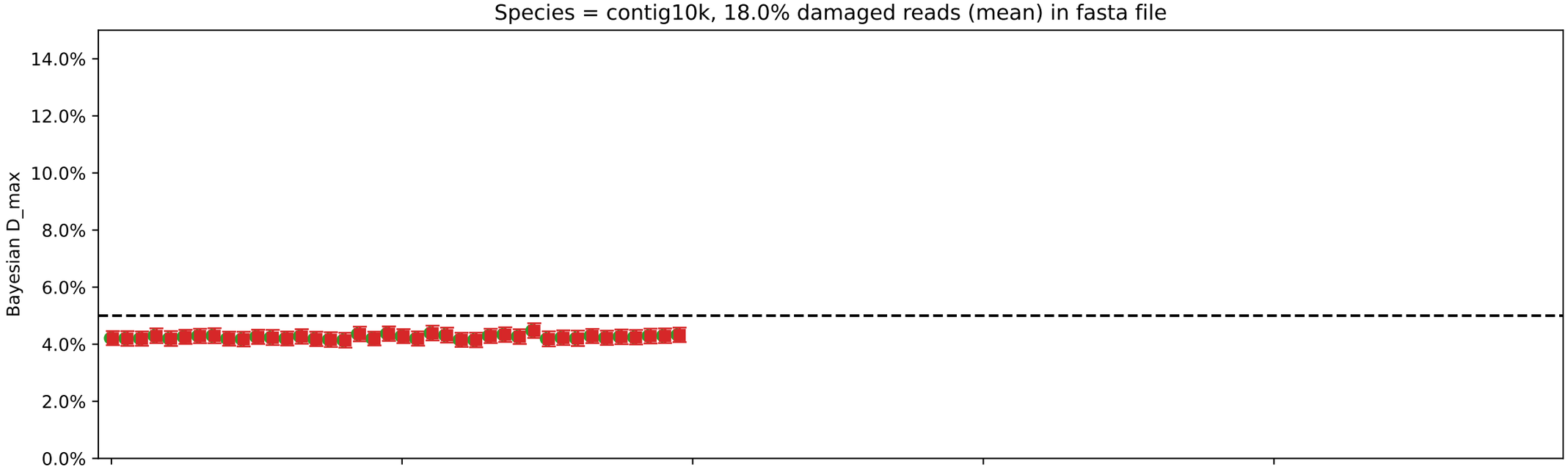


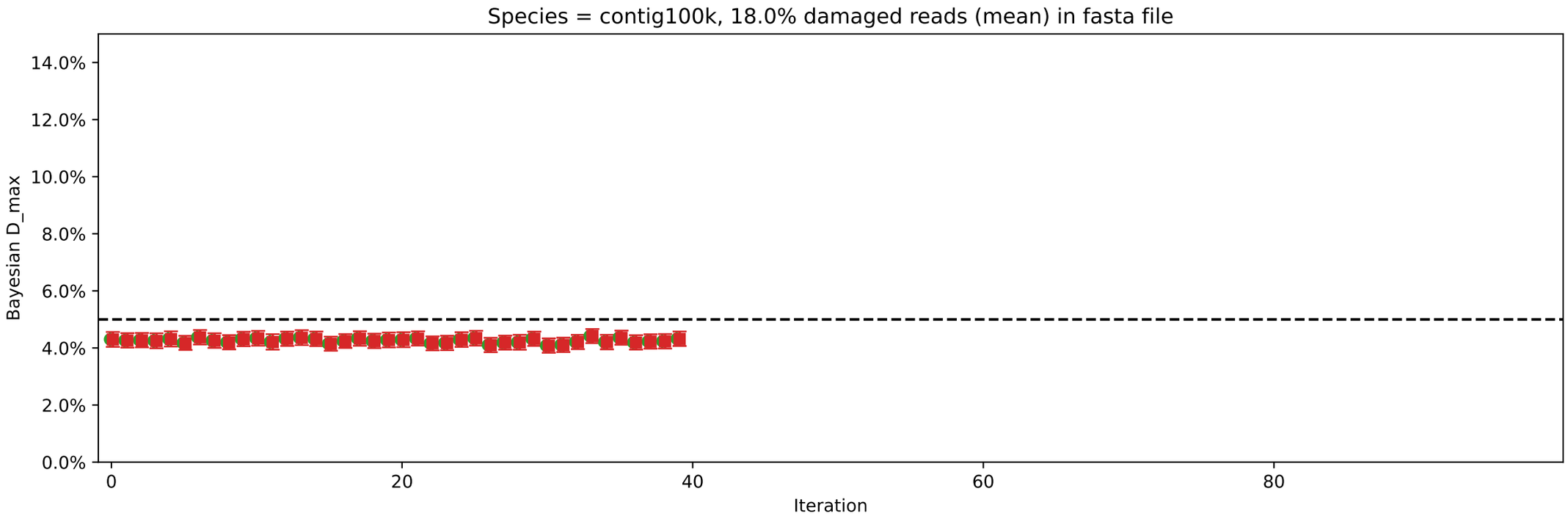




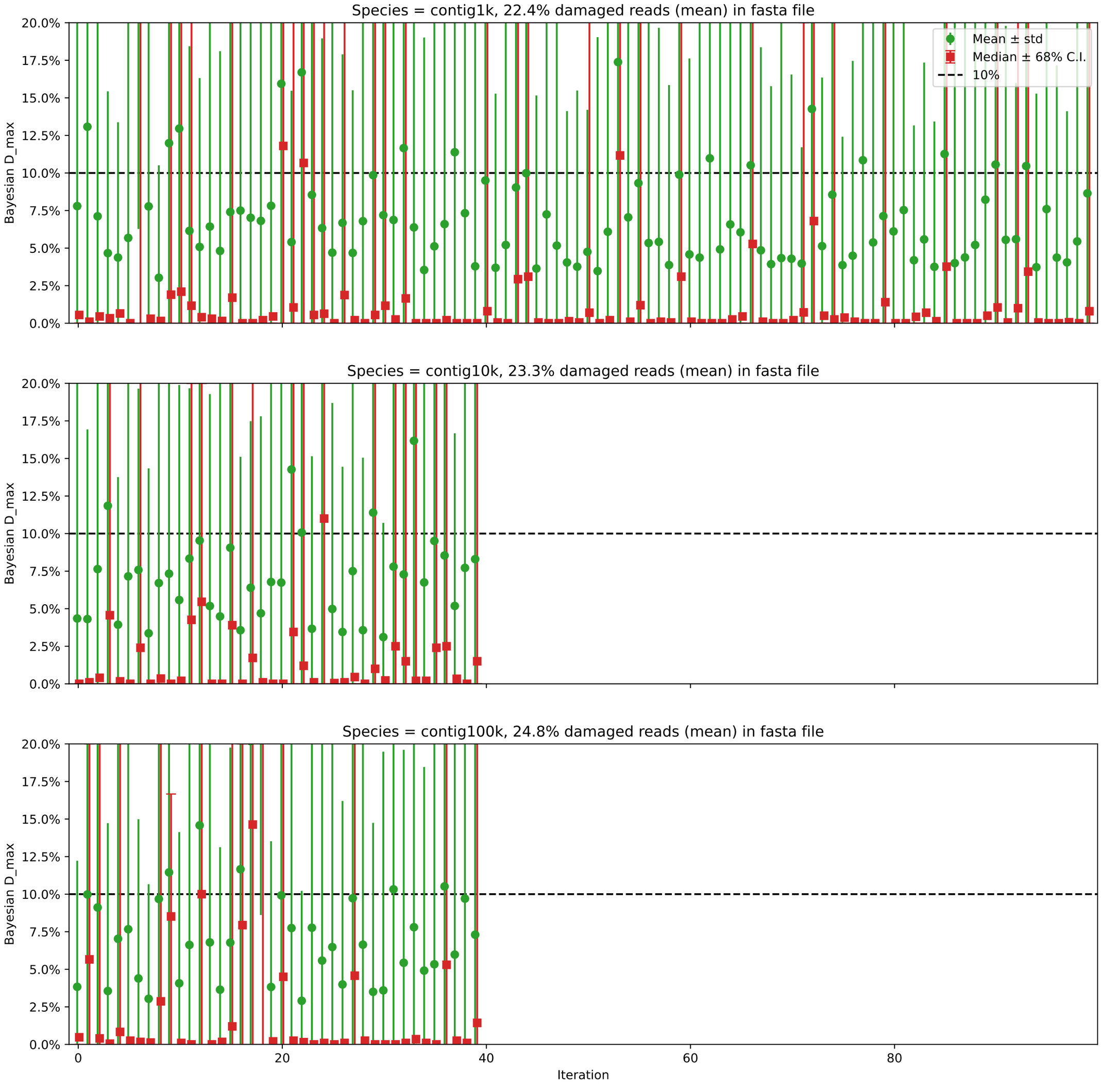
Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent = 5%
Bayesian D_max



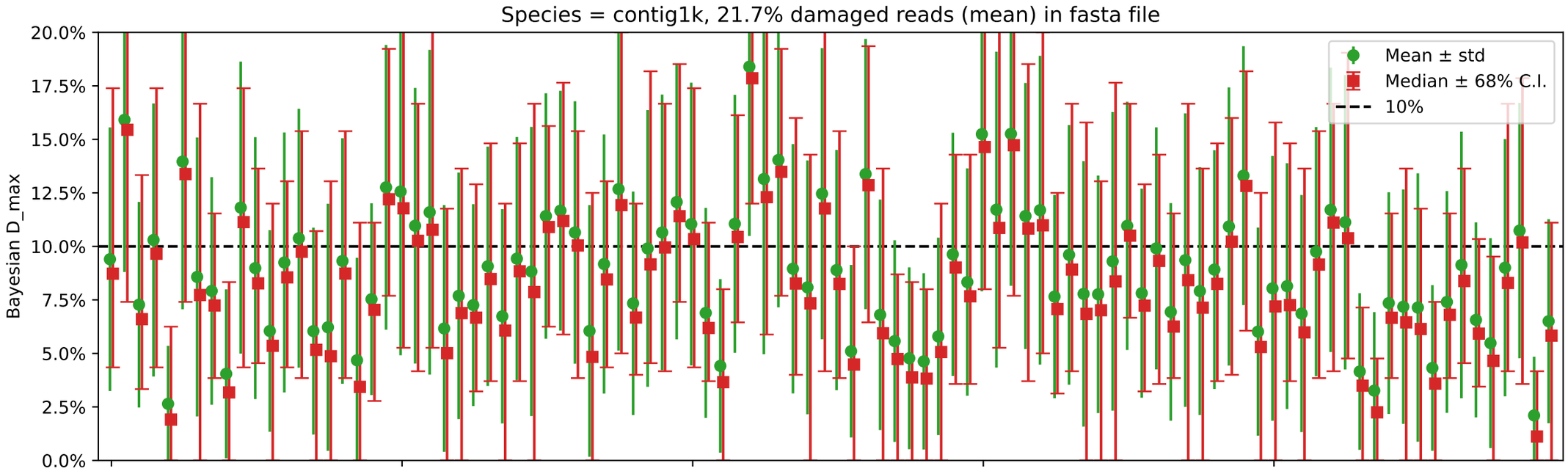


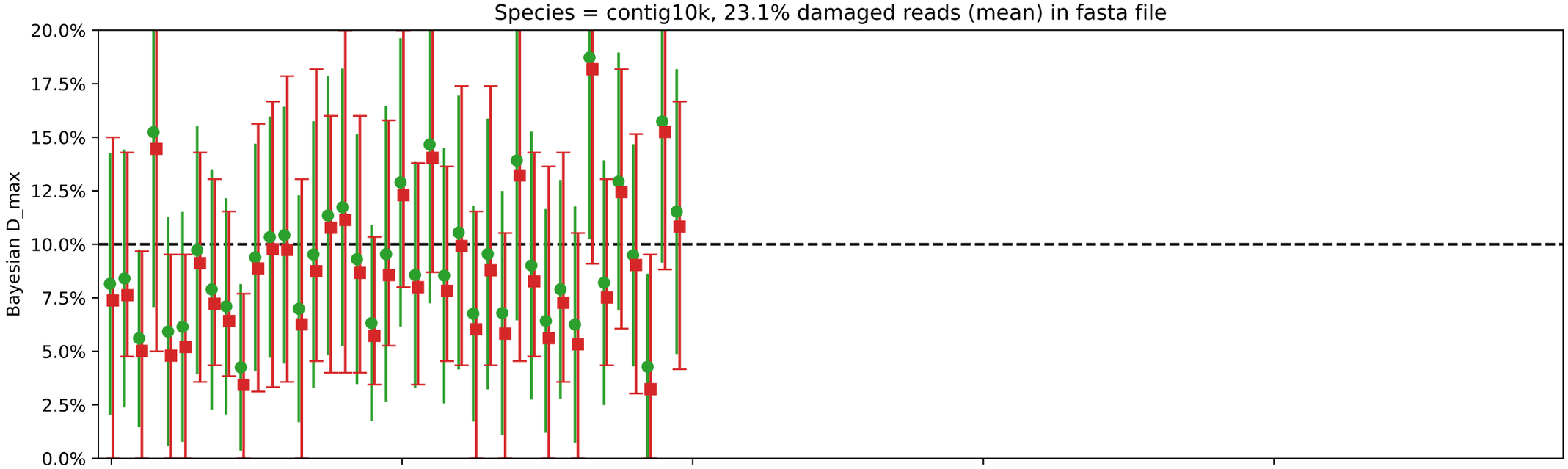


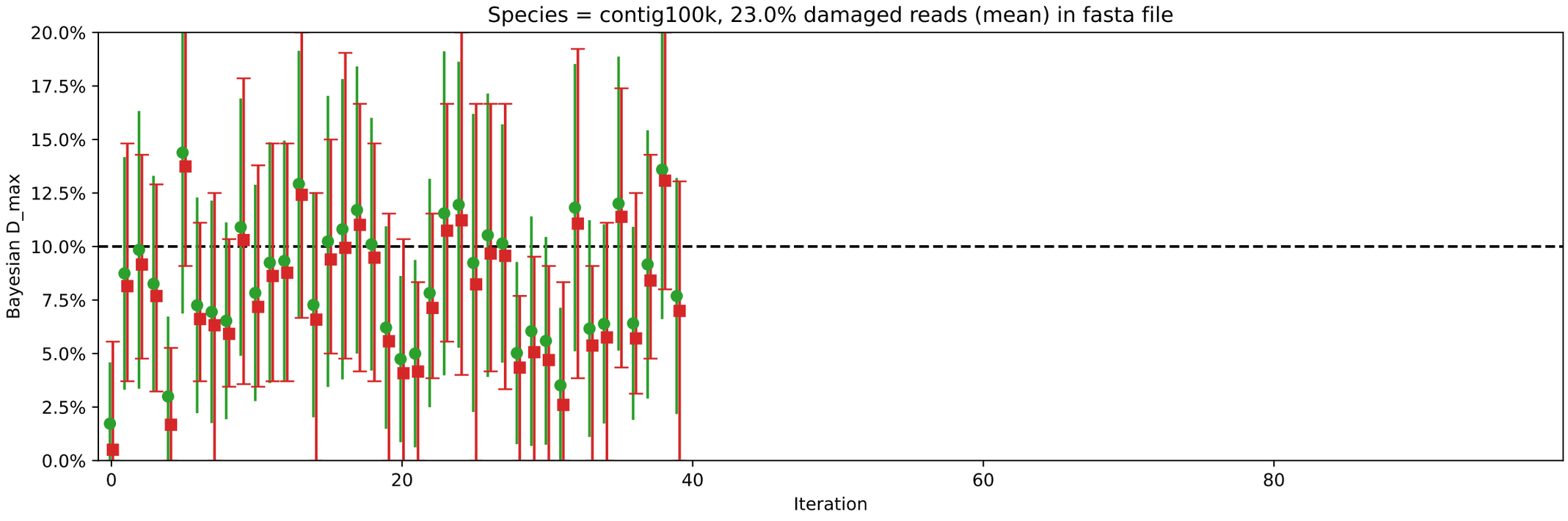
Individual damages:
10 reads
Briggs damage = 0.303
Damage percent = 10%
Bayesian D_max



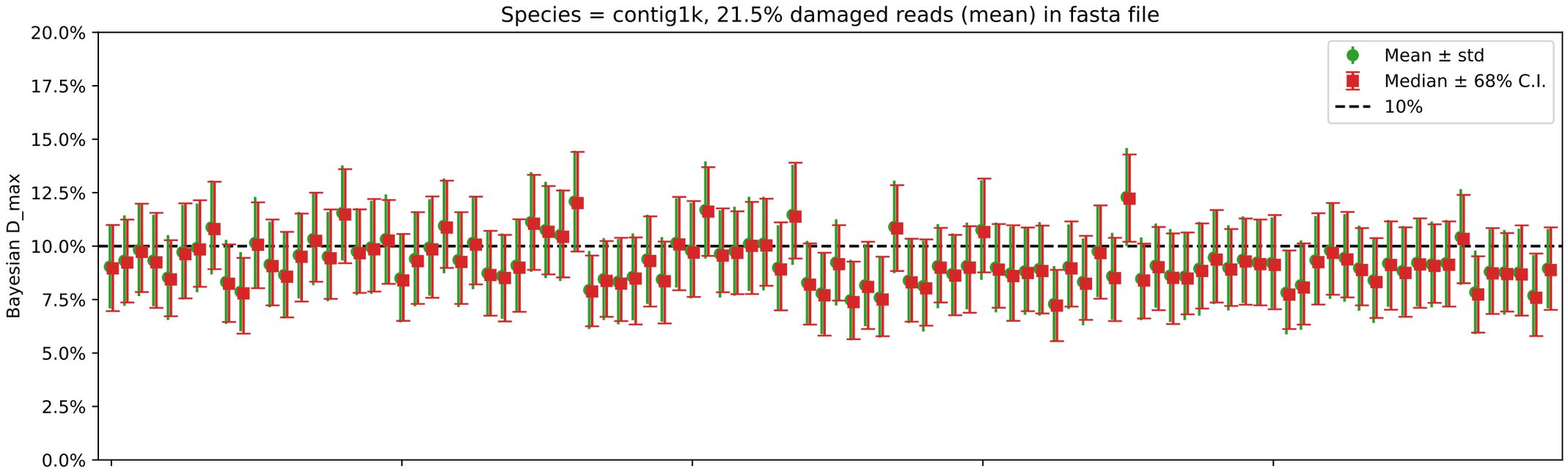
Individual damages:
100 reads
Briggs damage = 0.303
Damage percent = 10%
Bayesian D_max

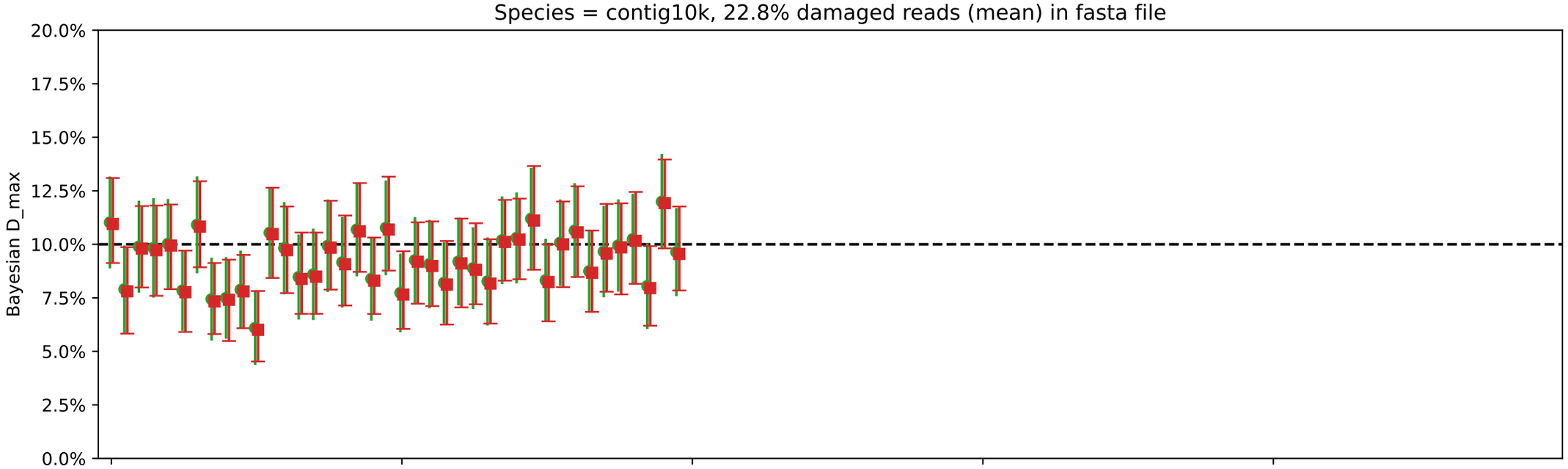


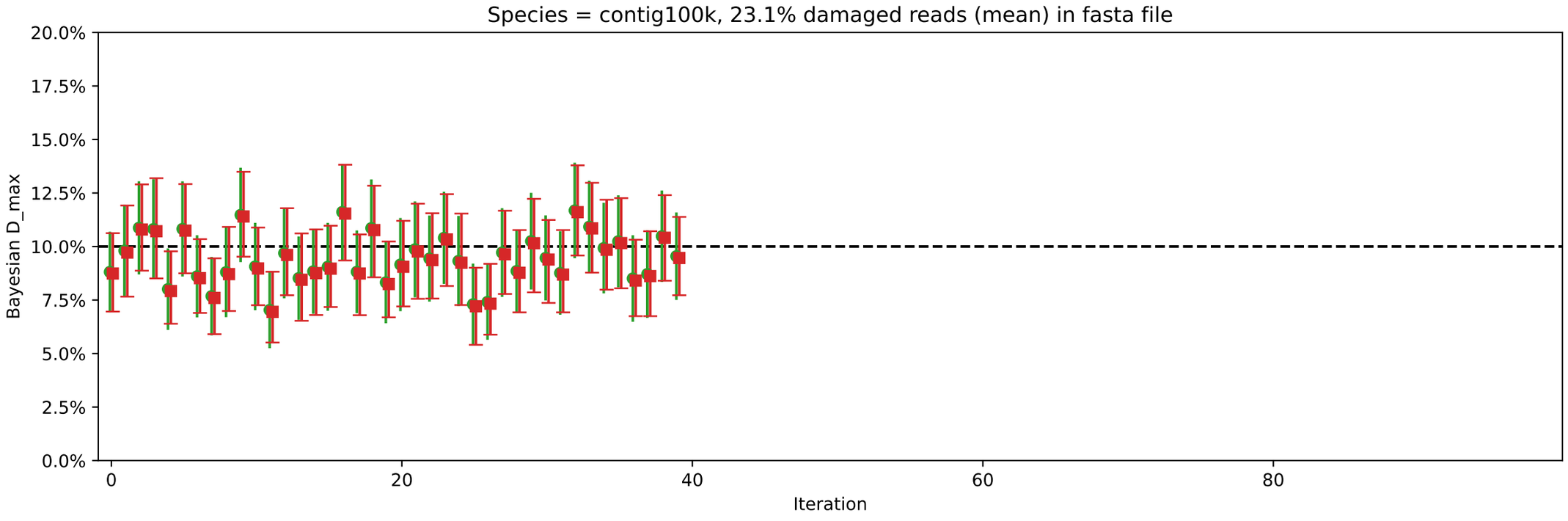




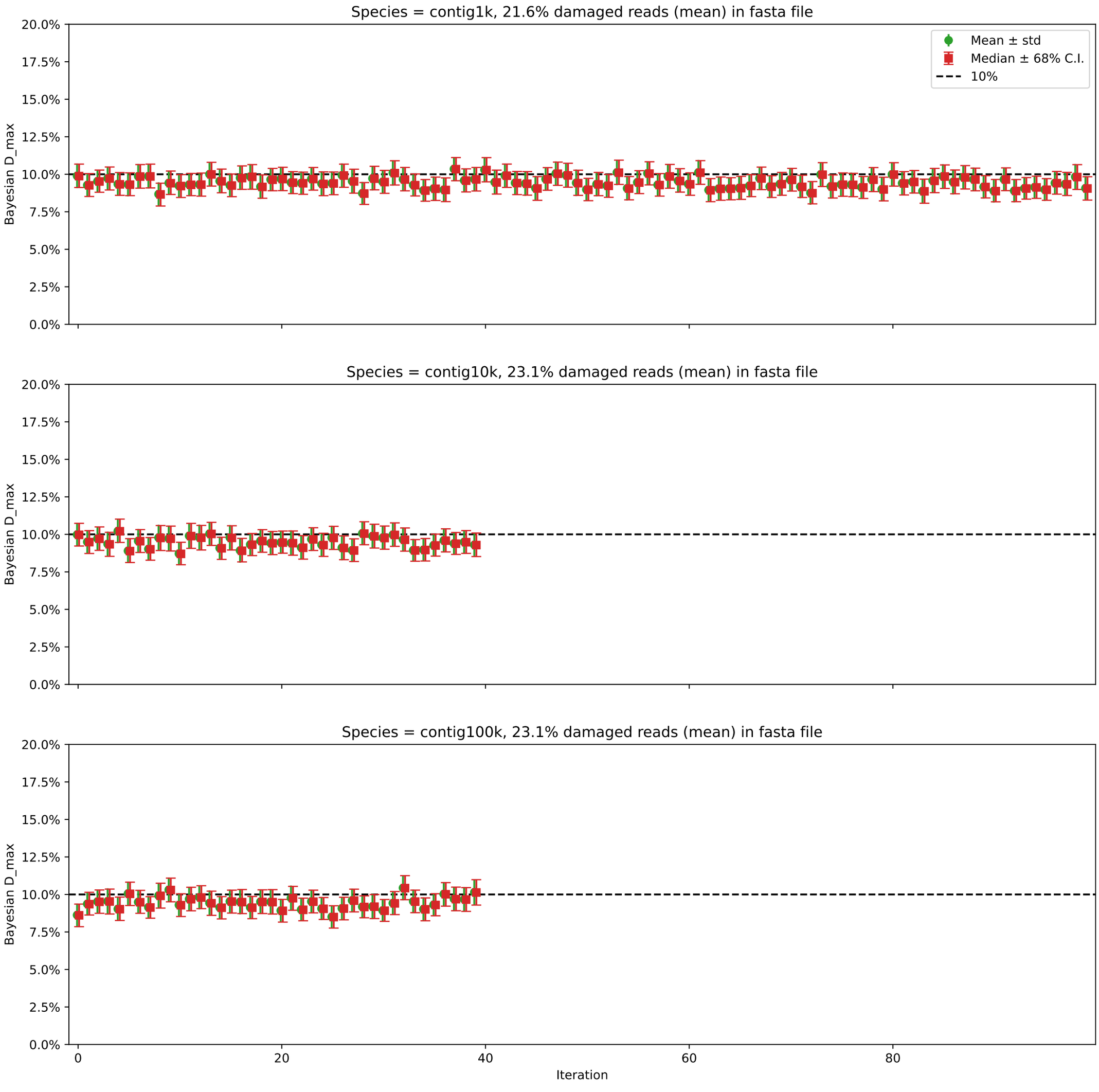
Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent = 10%
Bayesian D_max



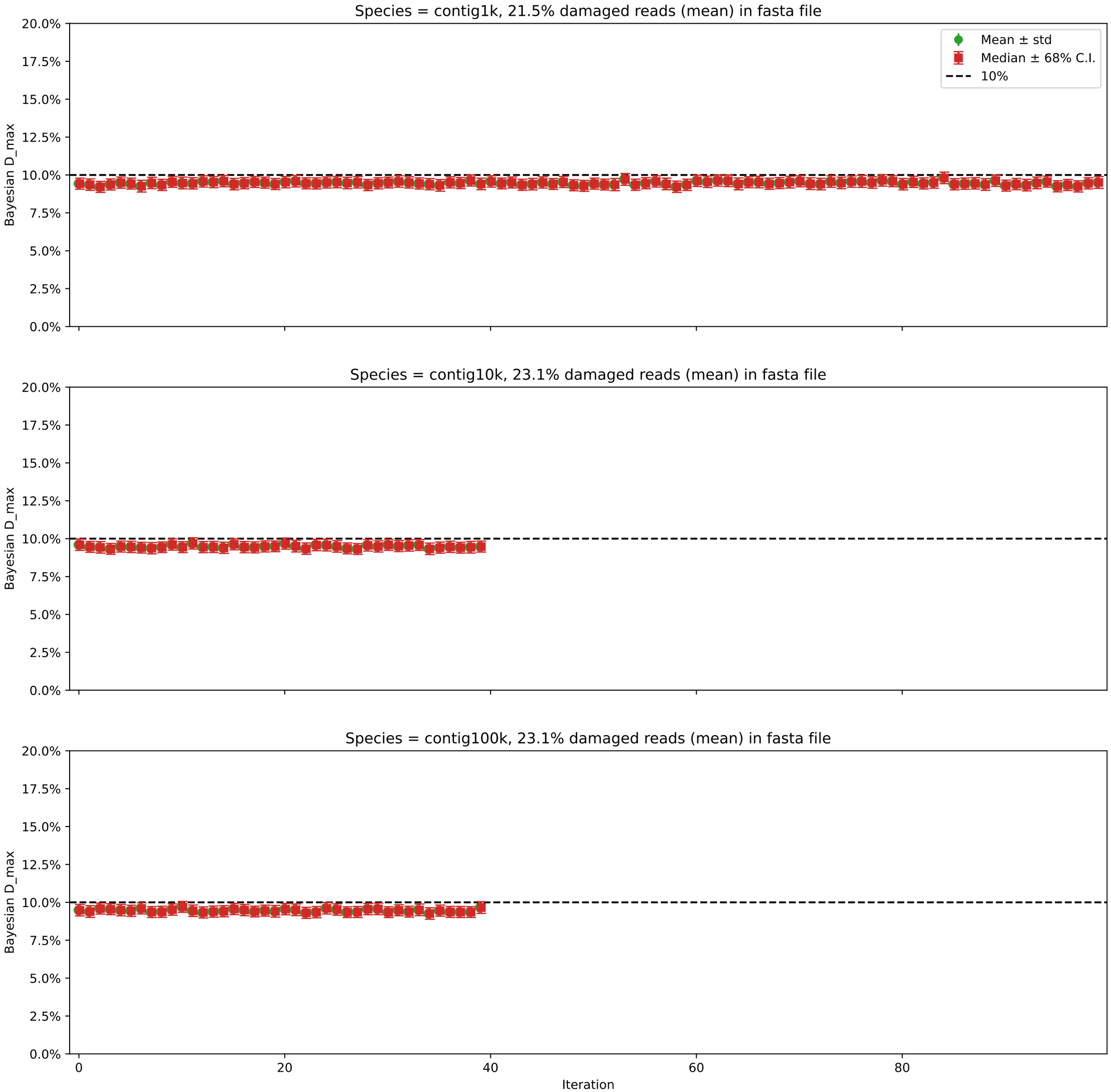




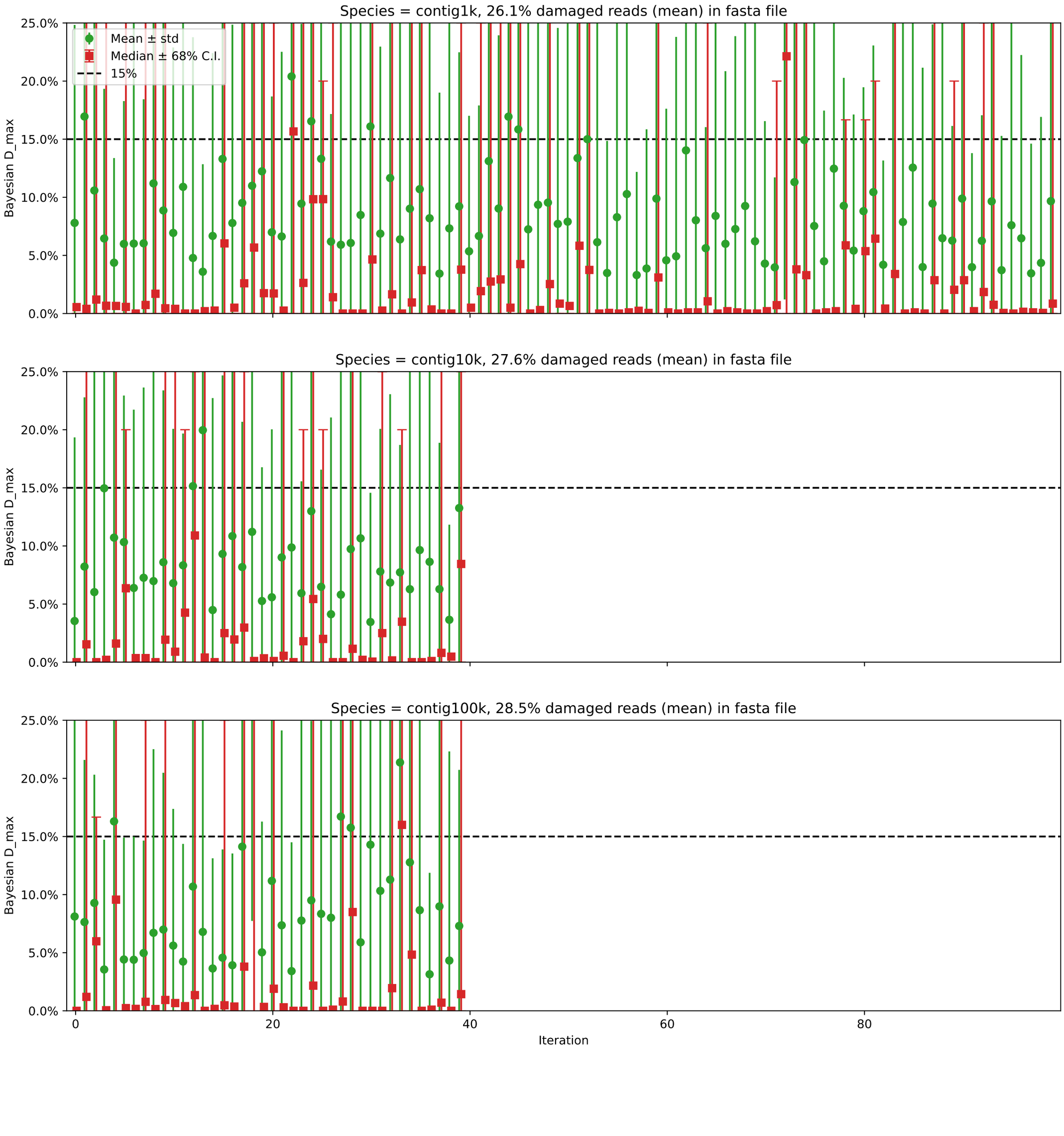
Individual damages:
10000 reads
Briggs damage = 0.303
Damage percent = 10%
Bayesian D_max



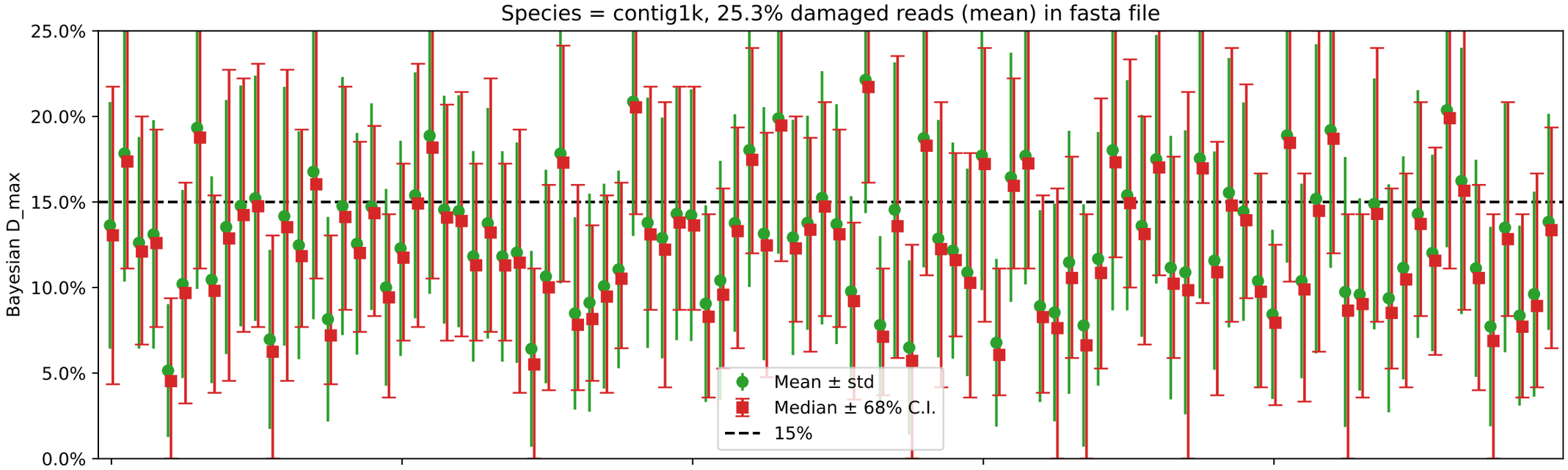
Individual damages:
100000 reads
Briggs damage = 0.303
Damage percent = 10%
Bayesian D_max

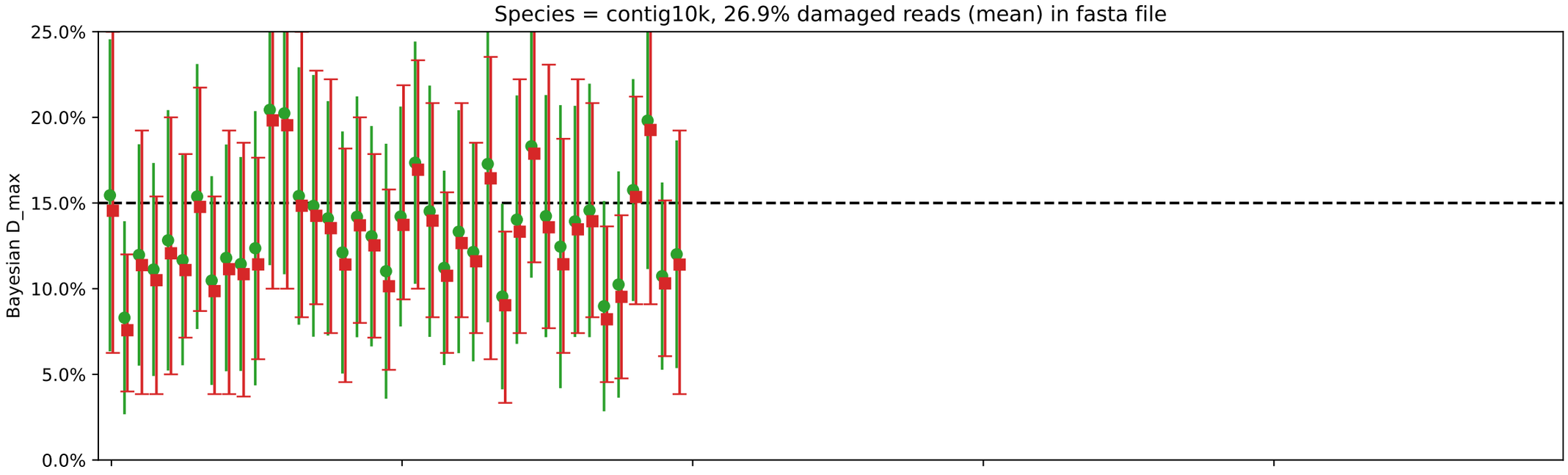


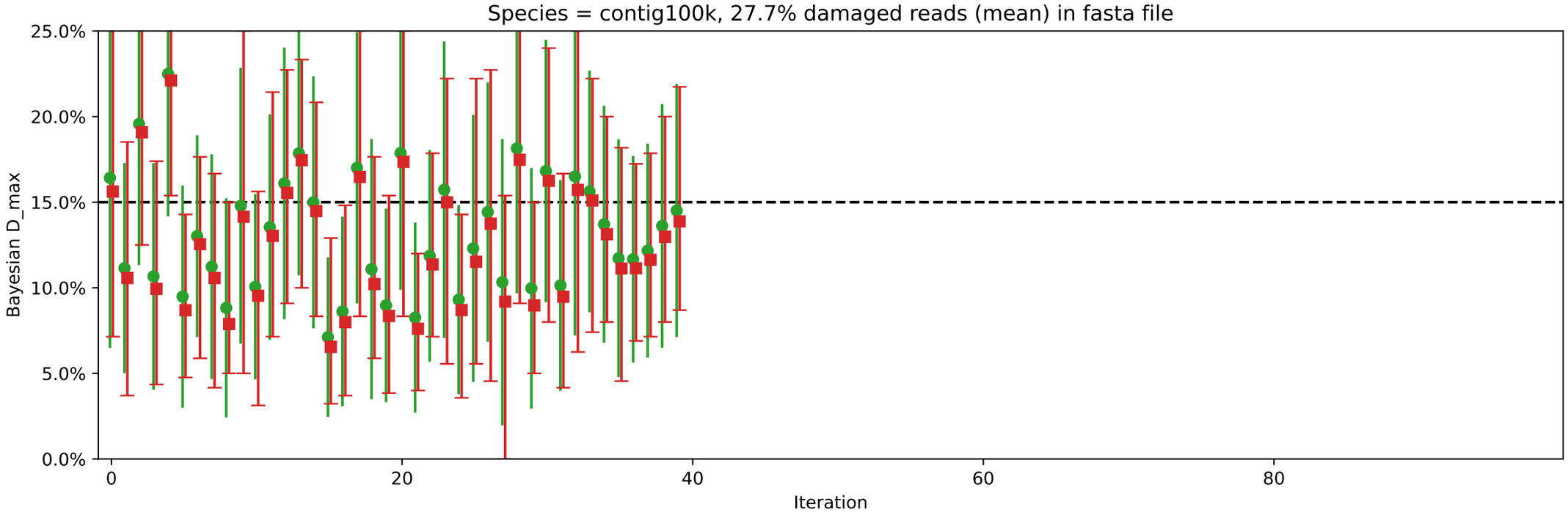
Individual damages:
10 reads
Briggs damage = 0.466
Damage percent = 15%
Bayesian D_max



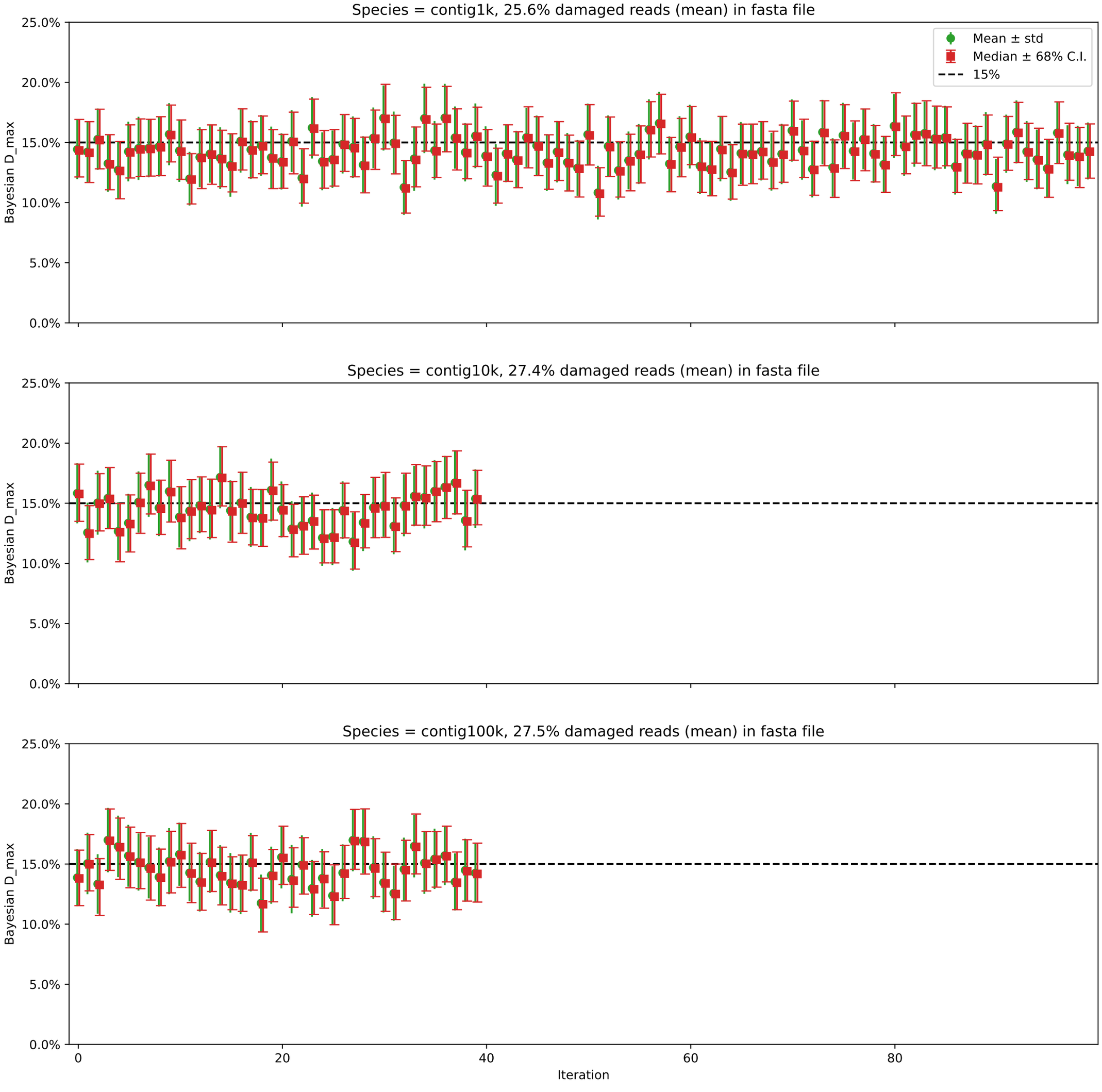
Individual damages:
100 reads
Briggs damage = 0.466
Damage percent = 15%
Bayesian D_max



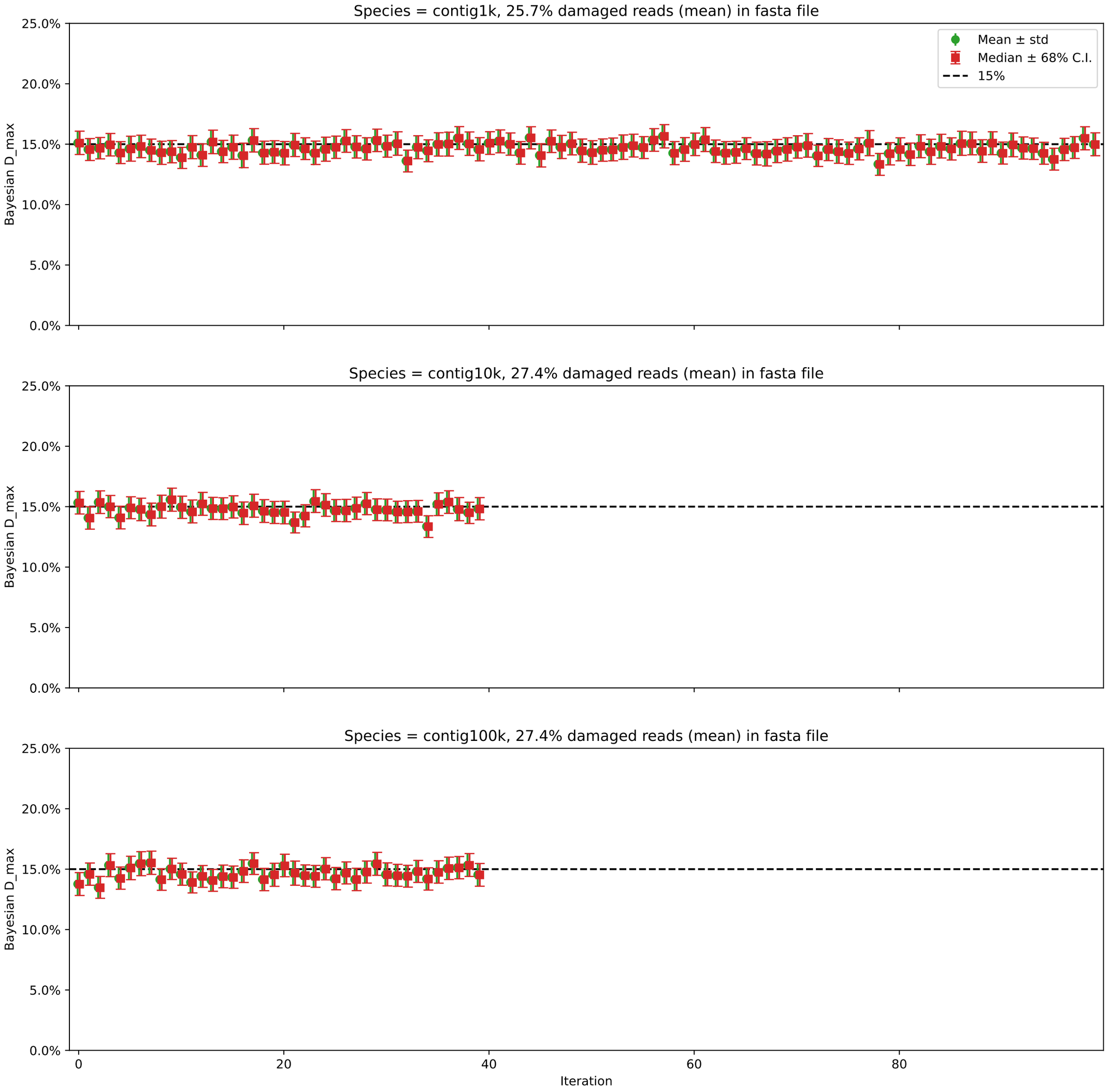




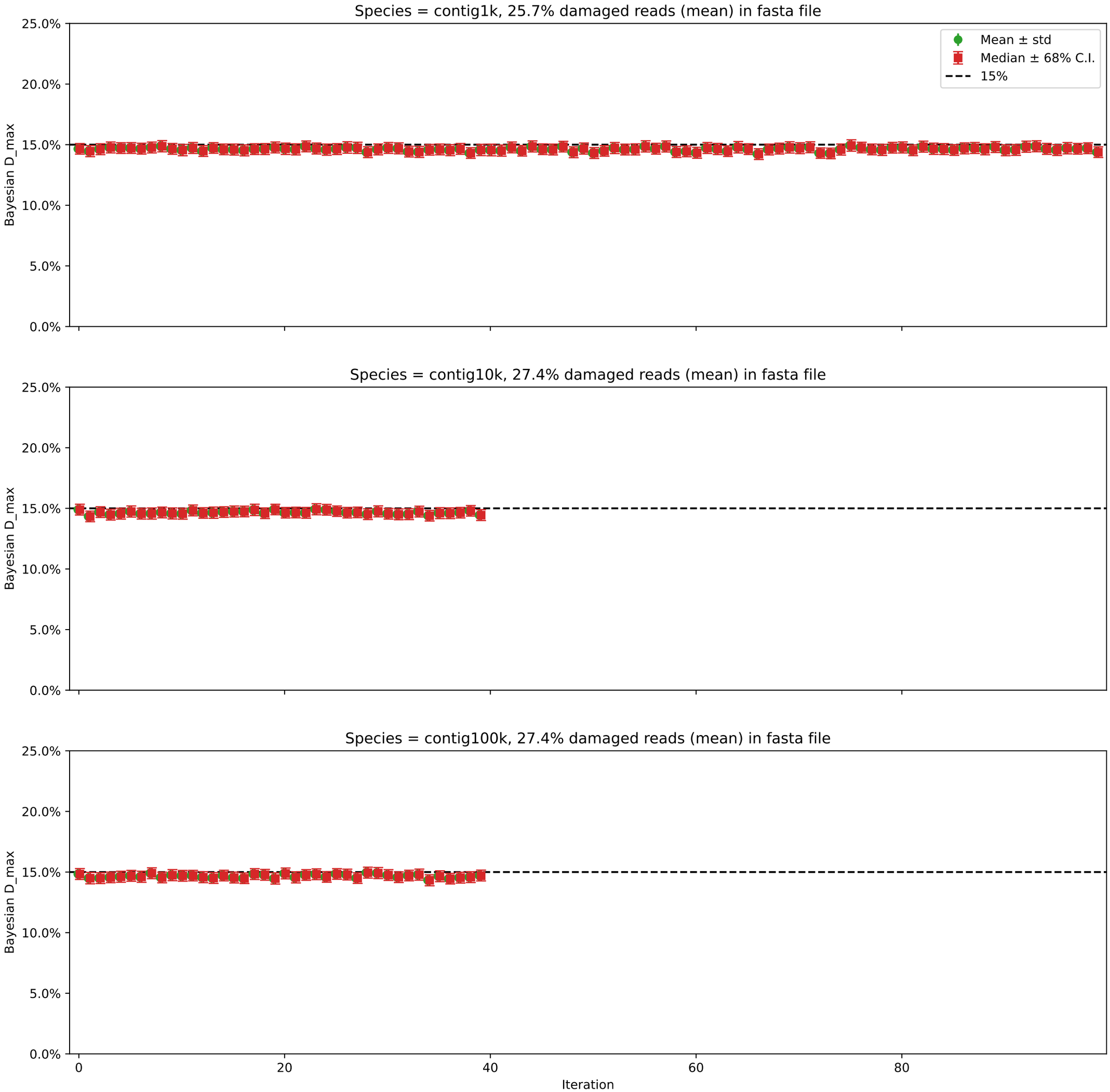
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent = 15%
Bayesian D_max



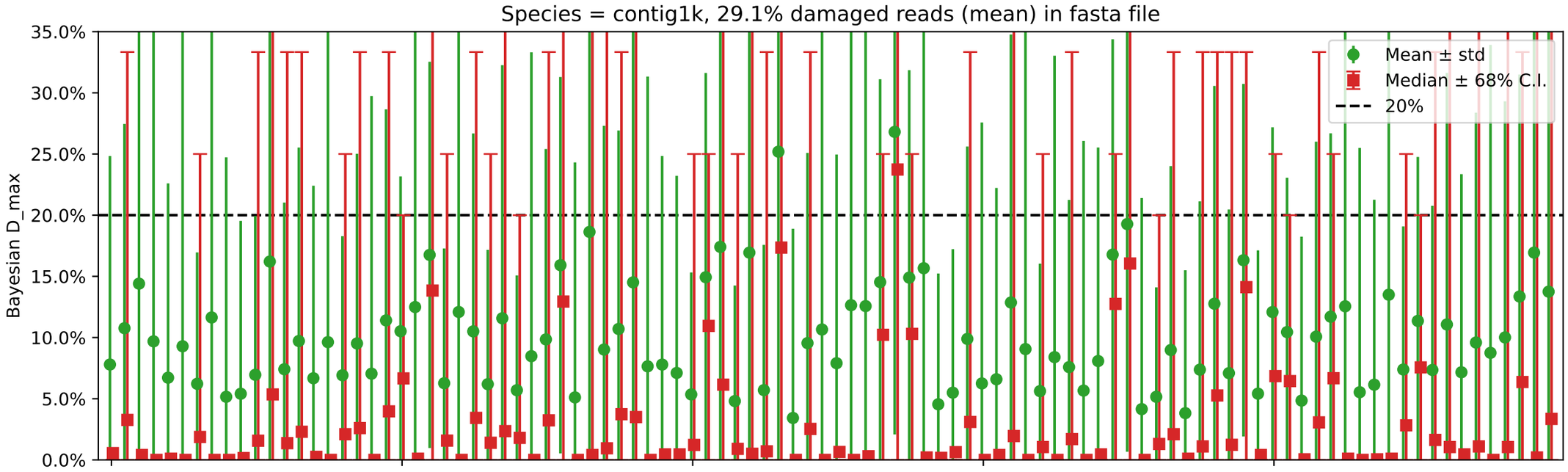
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent = 15%
Bayesian D_max

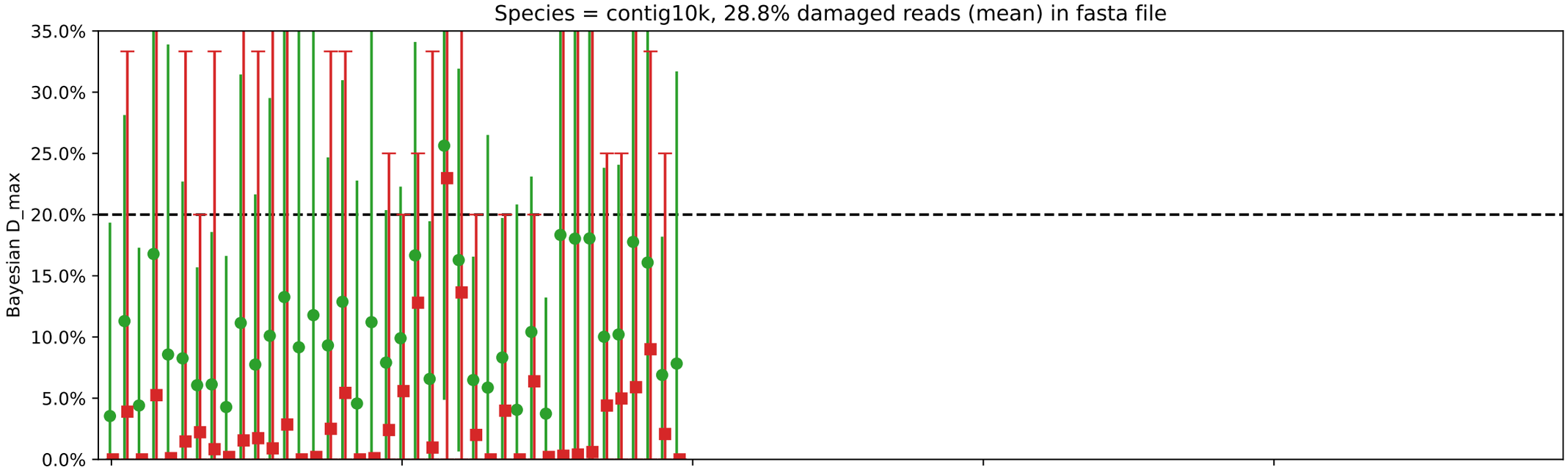


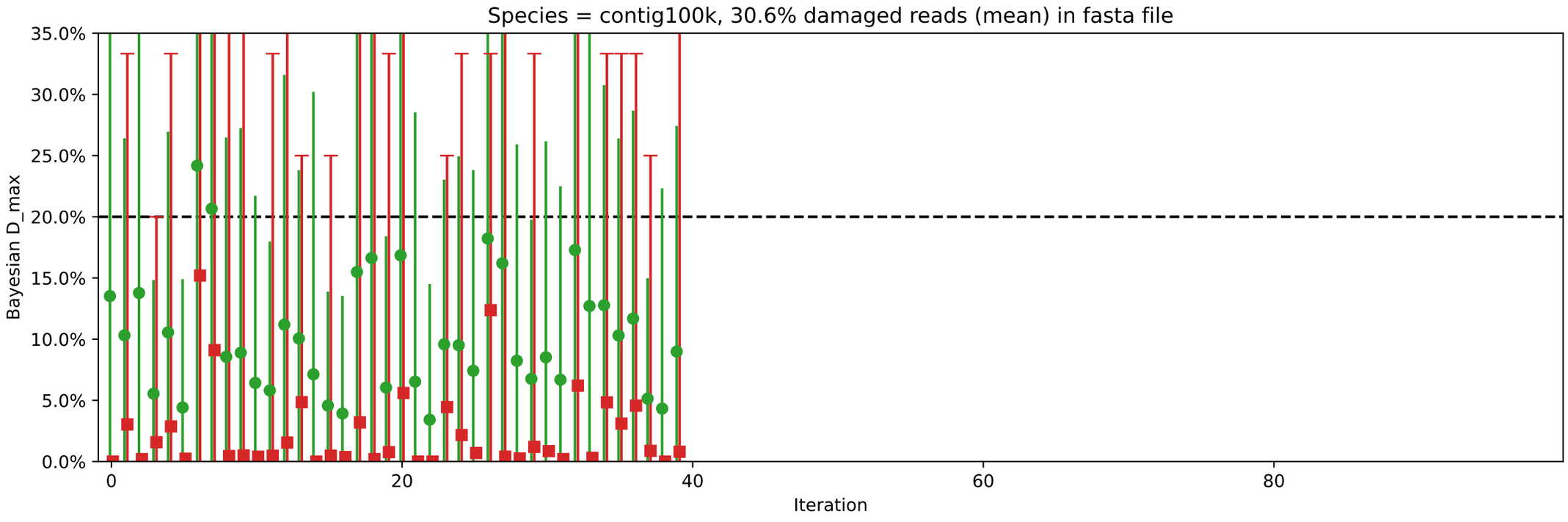
Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent = 15%
Bayesian D_max



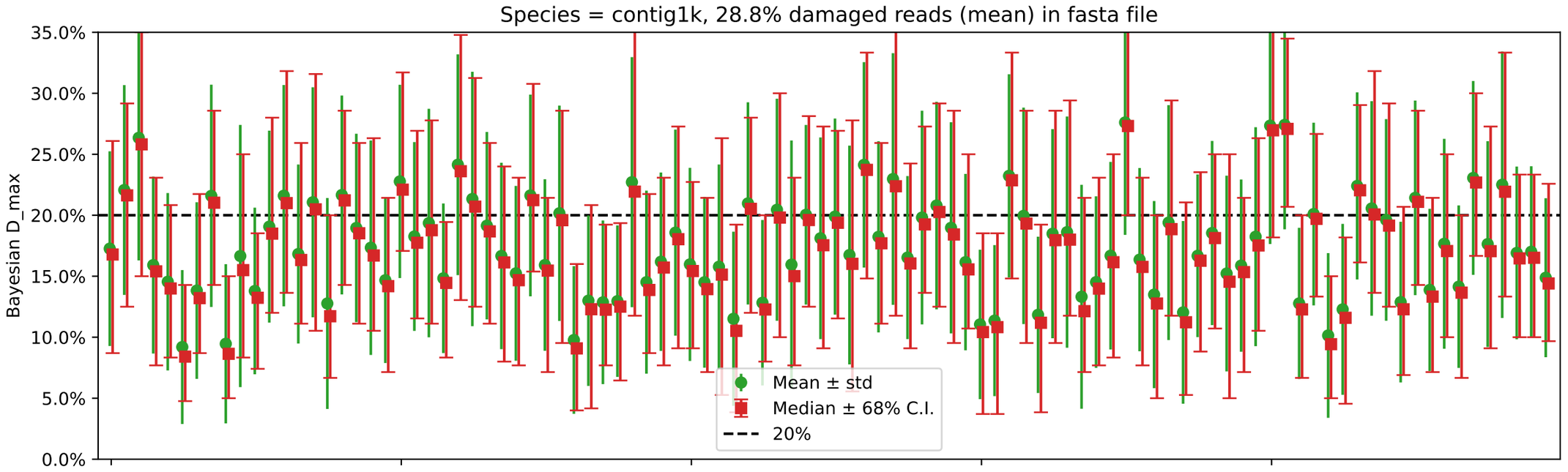
Individual damages:
10 reads
Briggs damage = 0.626
Damage percent = 20%
Bayesian D_max

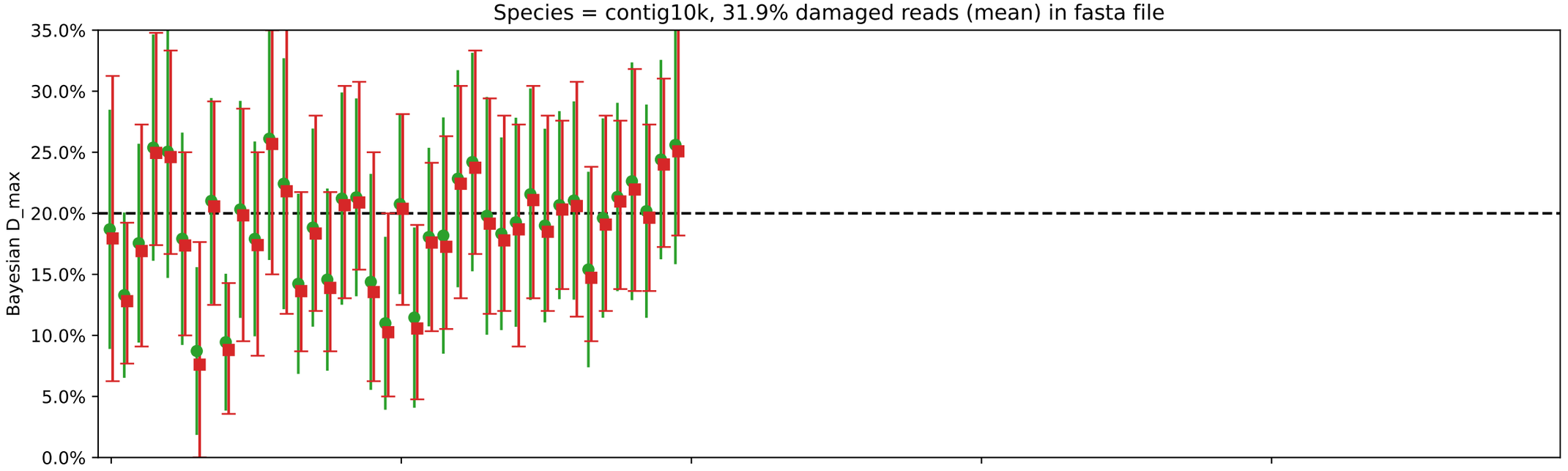




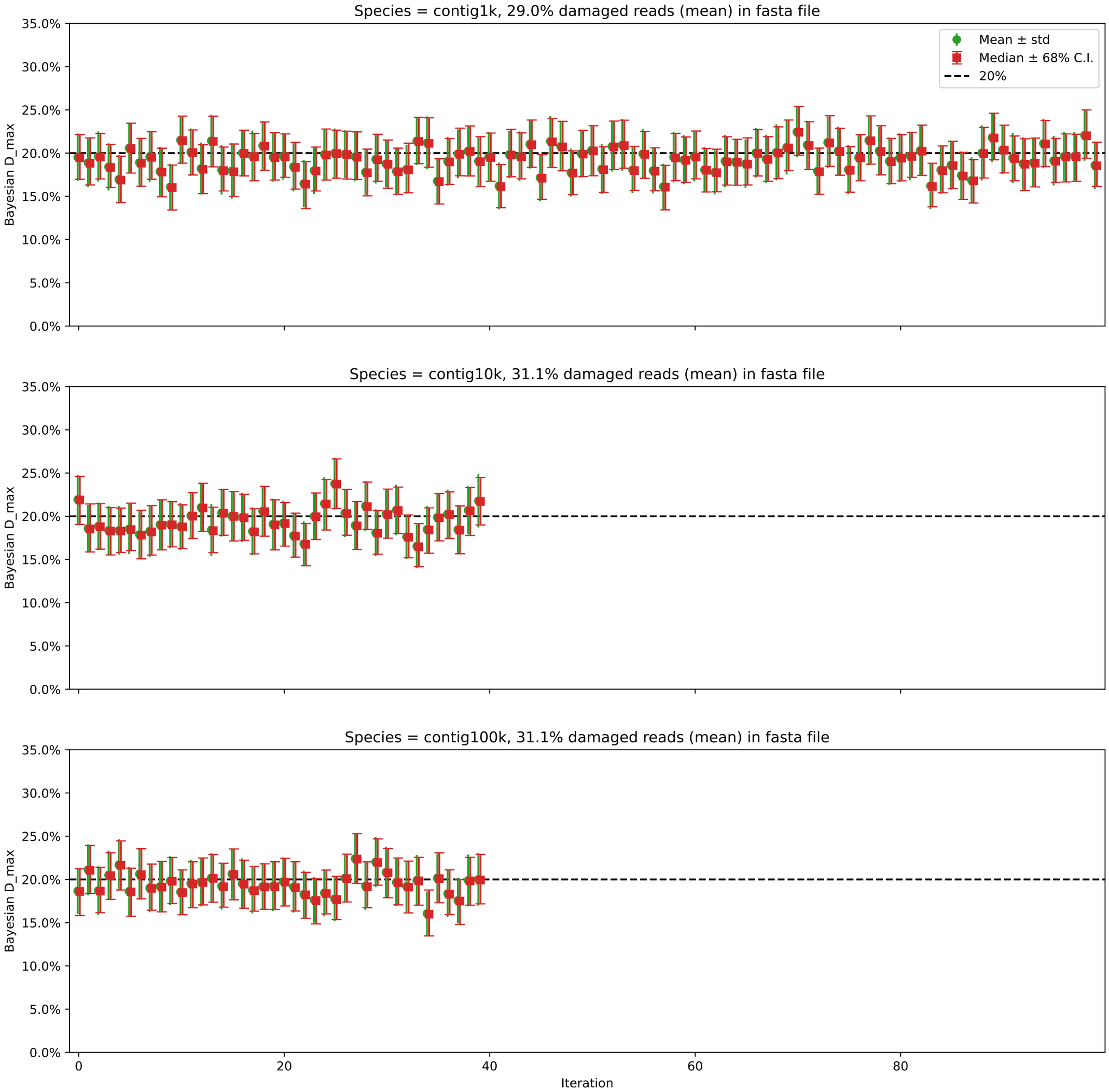


Individual damages:
100 reads
Briggs damage = 0.626
Damage percent = 20%
Bayesian D_max

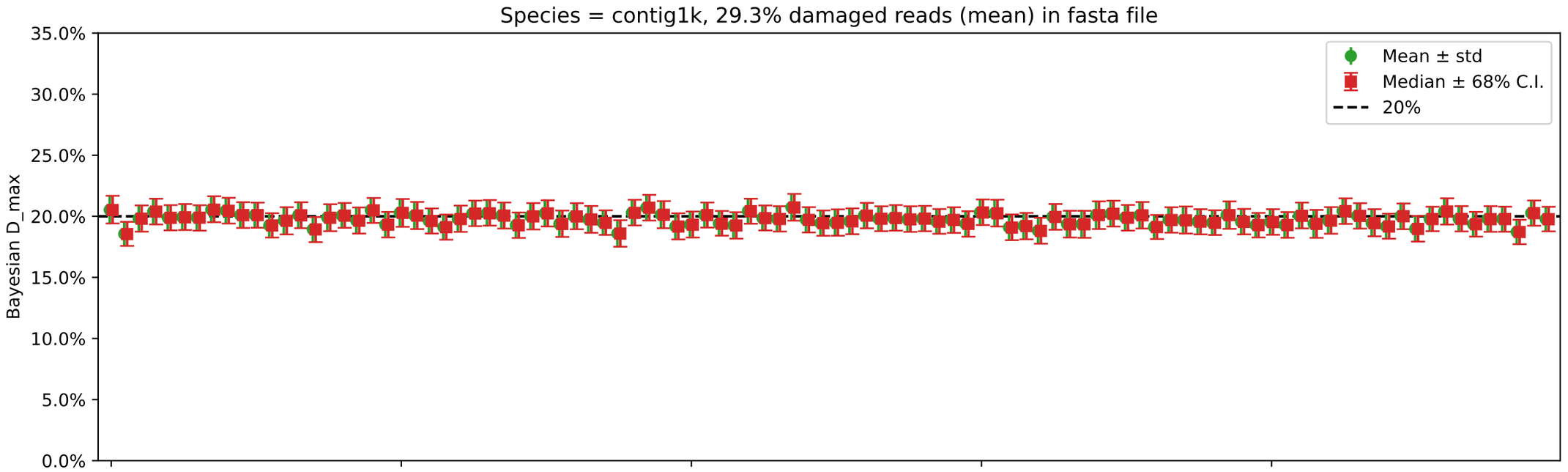


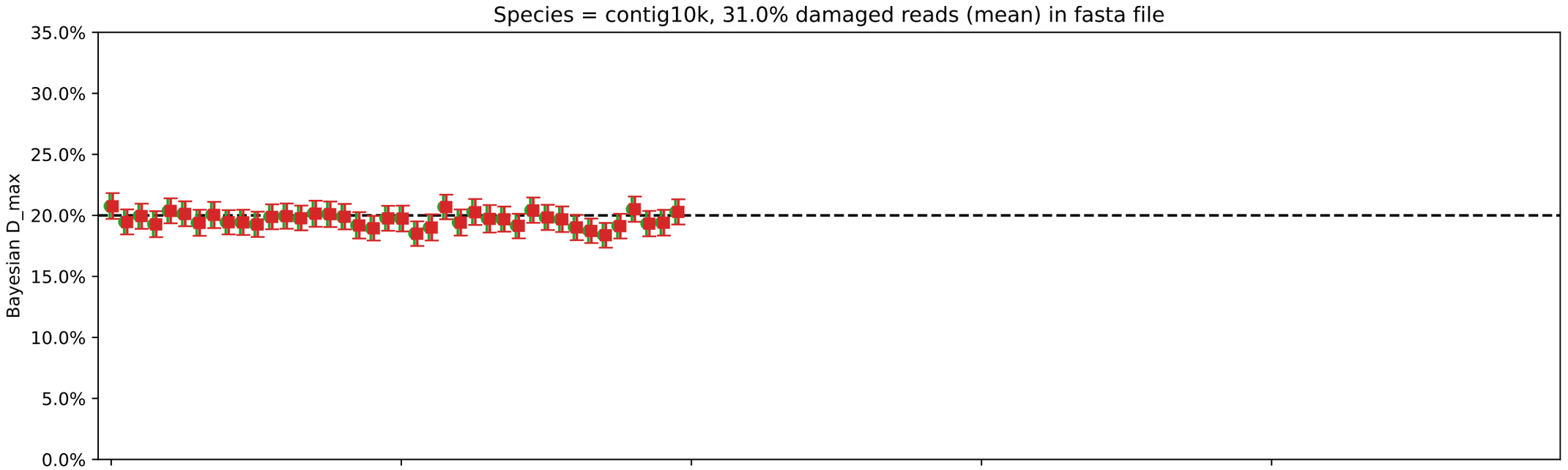


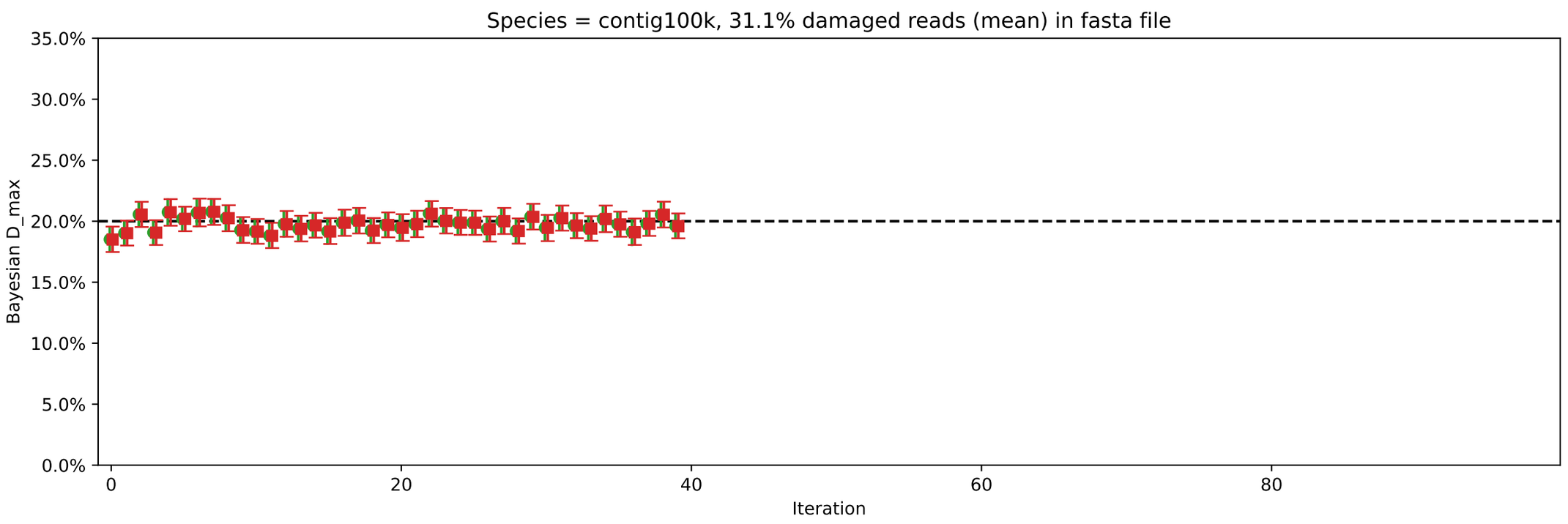
Individual damages:
1000 reads
Briggs damage = 0.626
Damage percent = 20%
Bayesian D_max



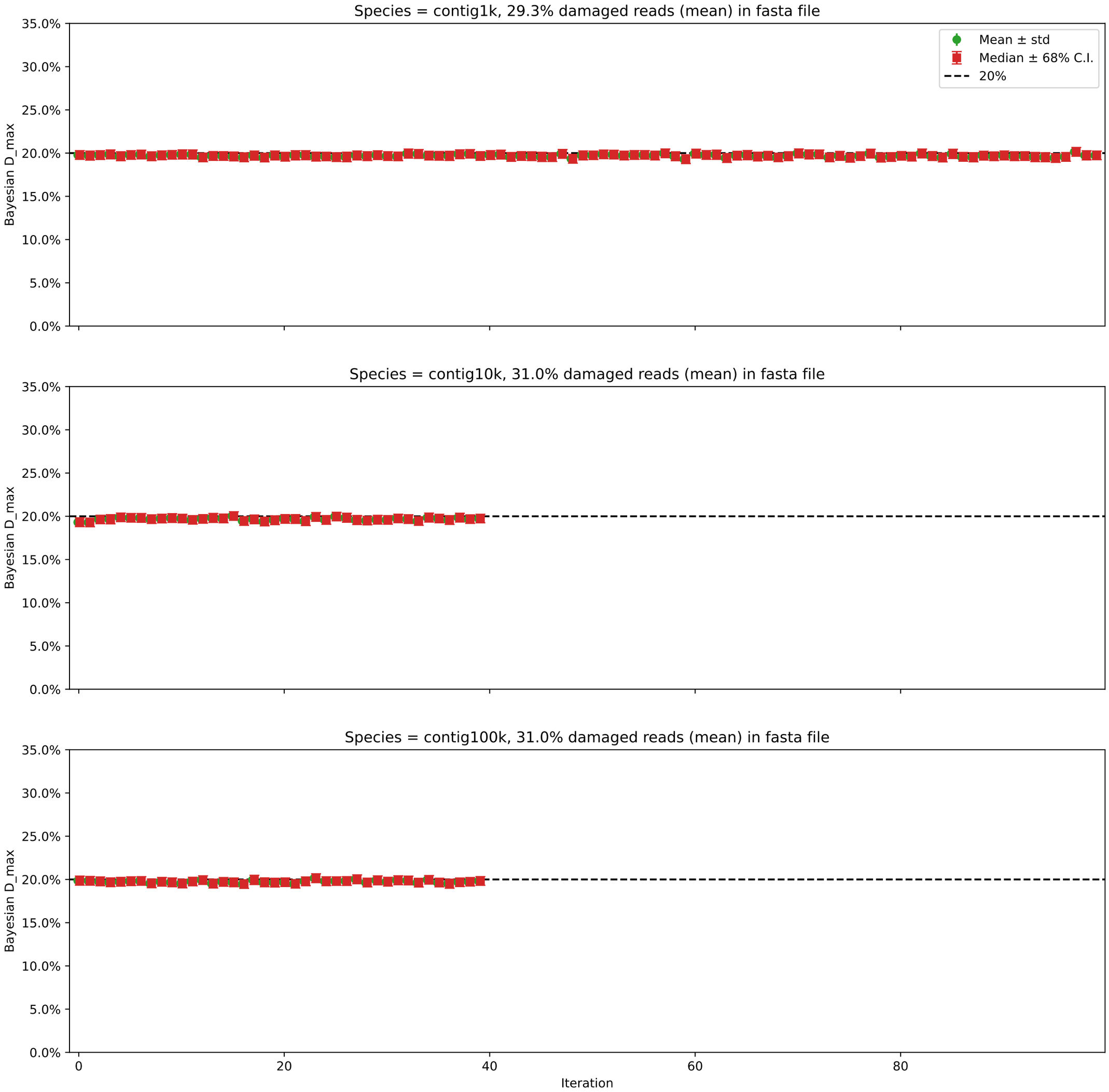
Individual damages:
10000 reads
Briggs damage = 0.626
Damage percent = 20%
Bayesian D_max



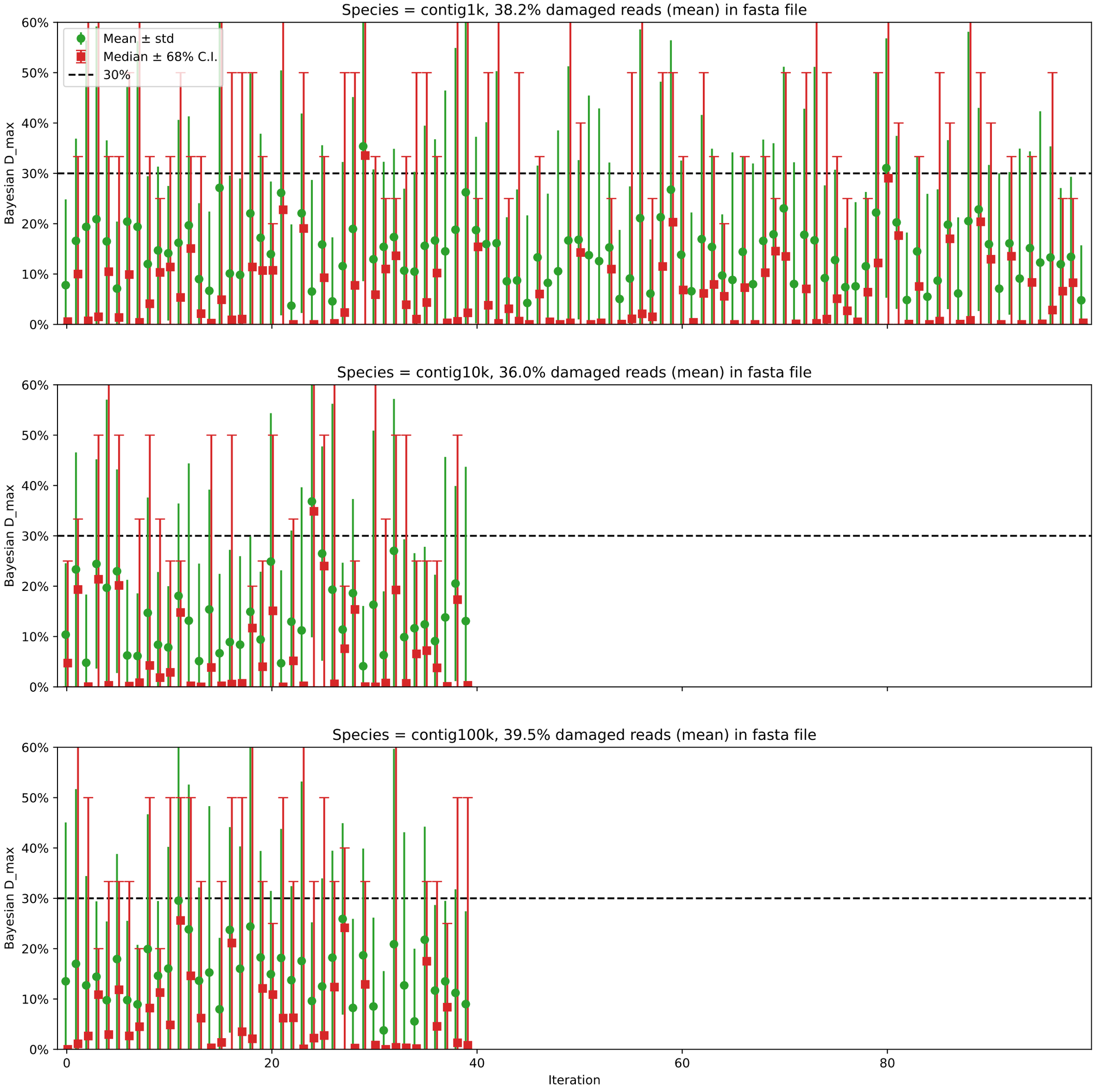




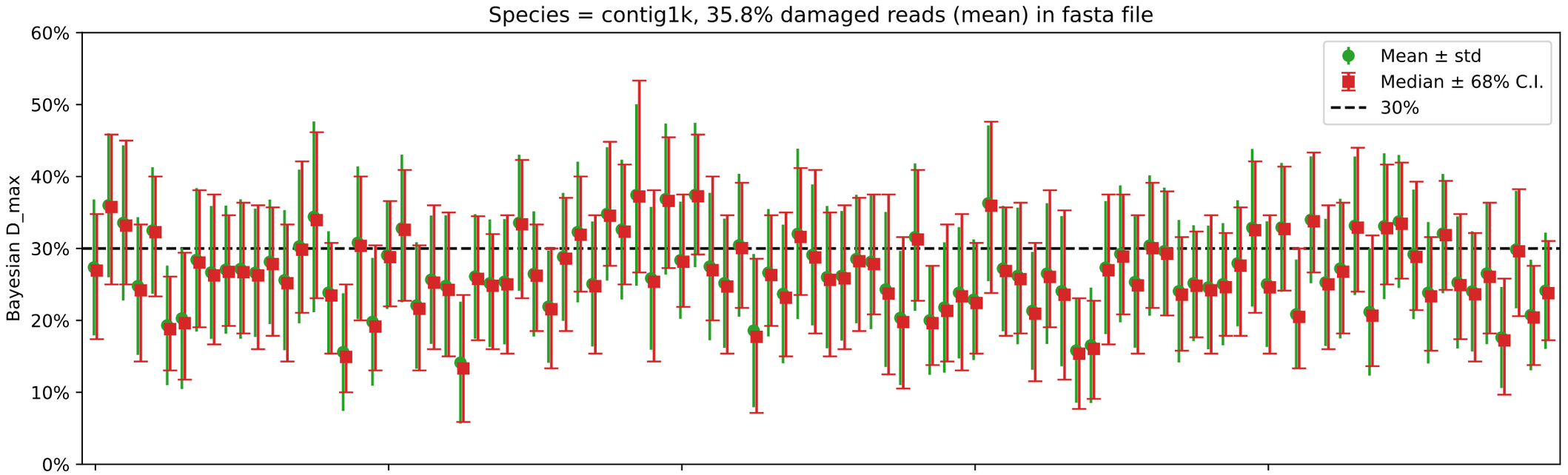
Individual damages:
100000 reads
Briggs damage = 0.626
Damage percent = 20%
Bayesian D_max

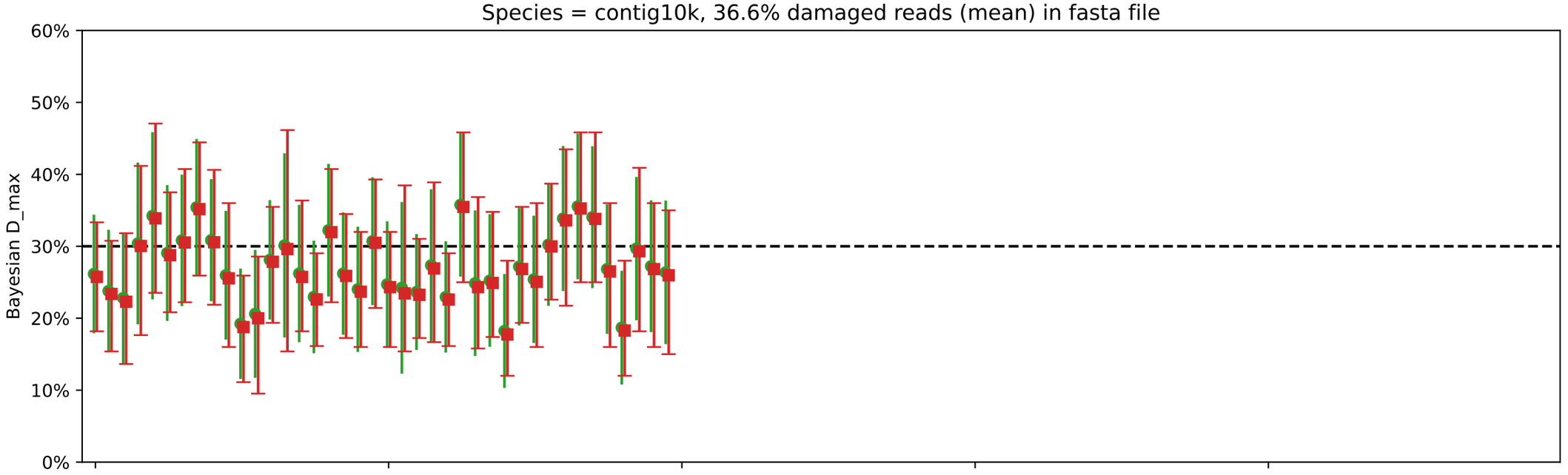


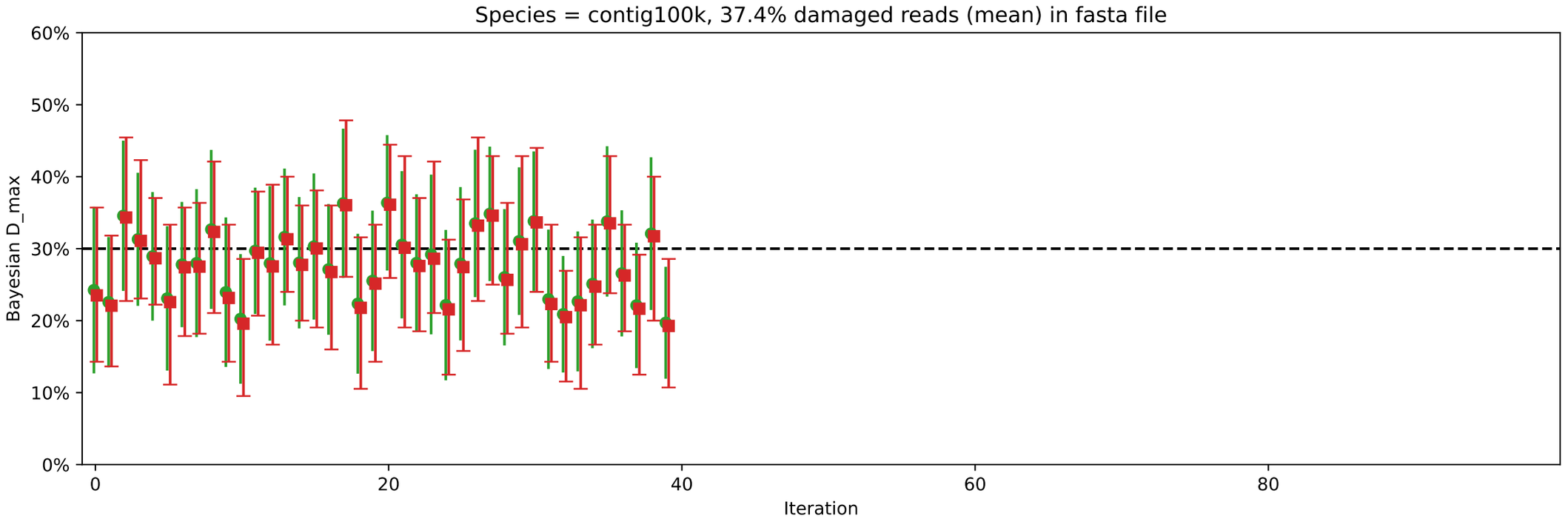
Individual damages:
10 reads
Briggs damage = 0.96
Damage percent = 30%
Bayesian D_max



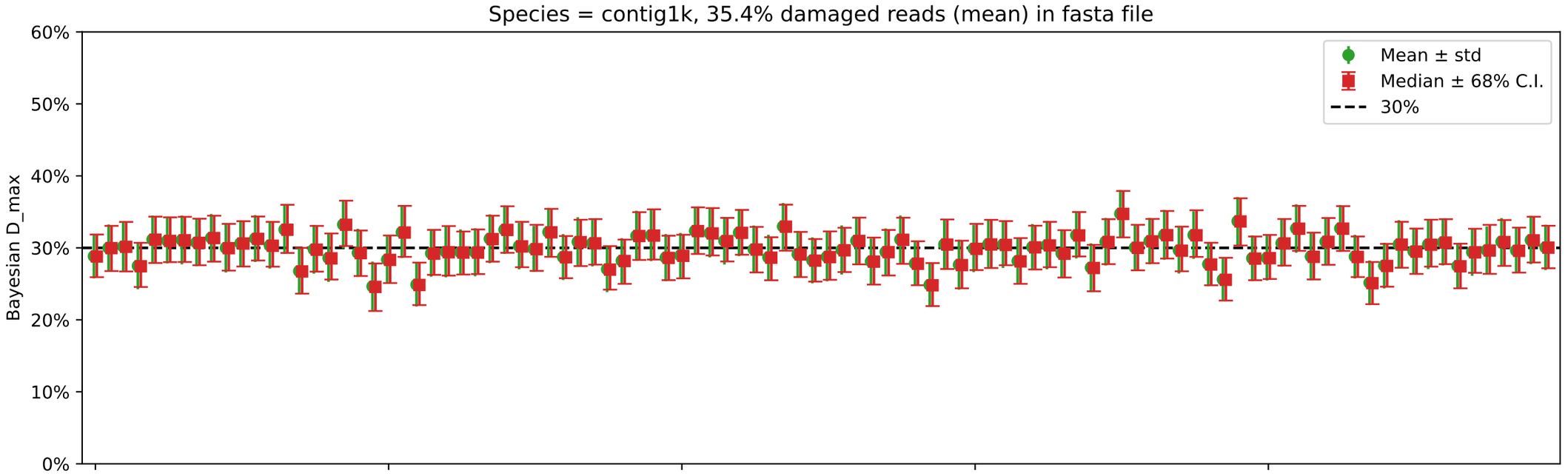
Individual damages:
100 reads
Briggs damage = 0.96
Damage percent = 30%
Bayesian D_max

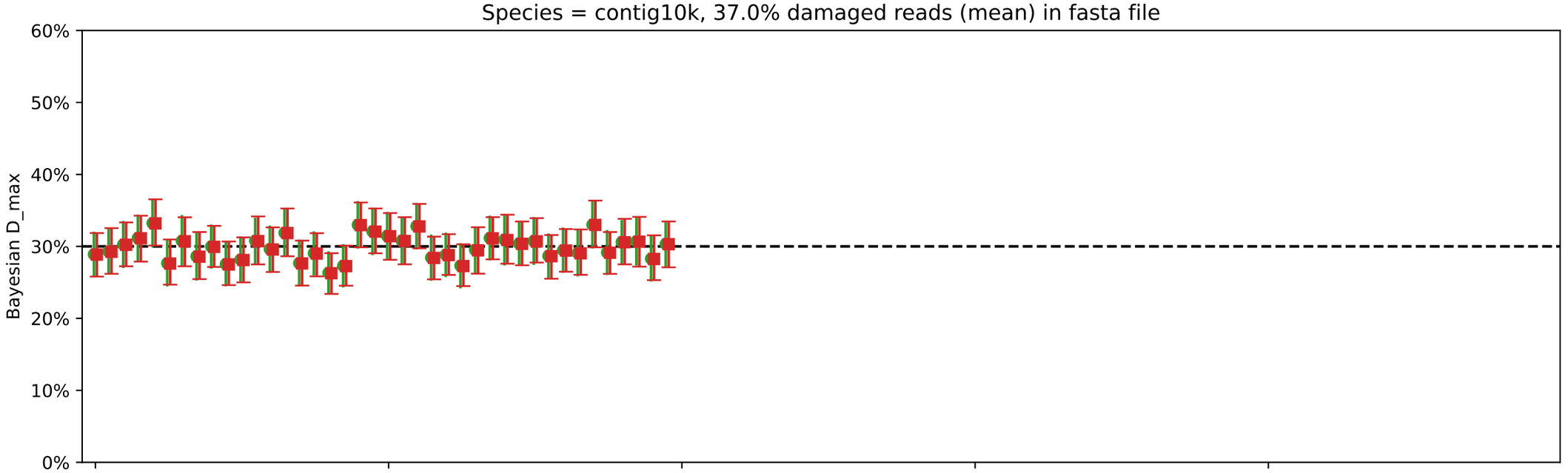


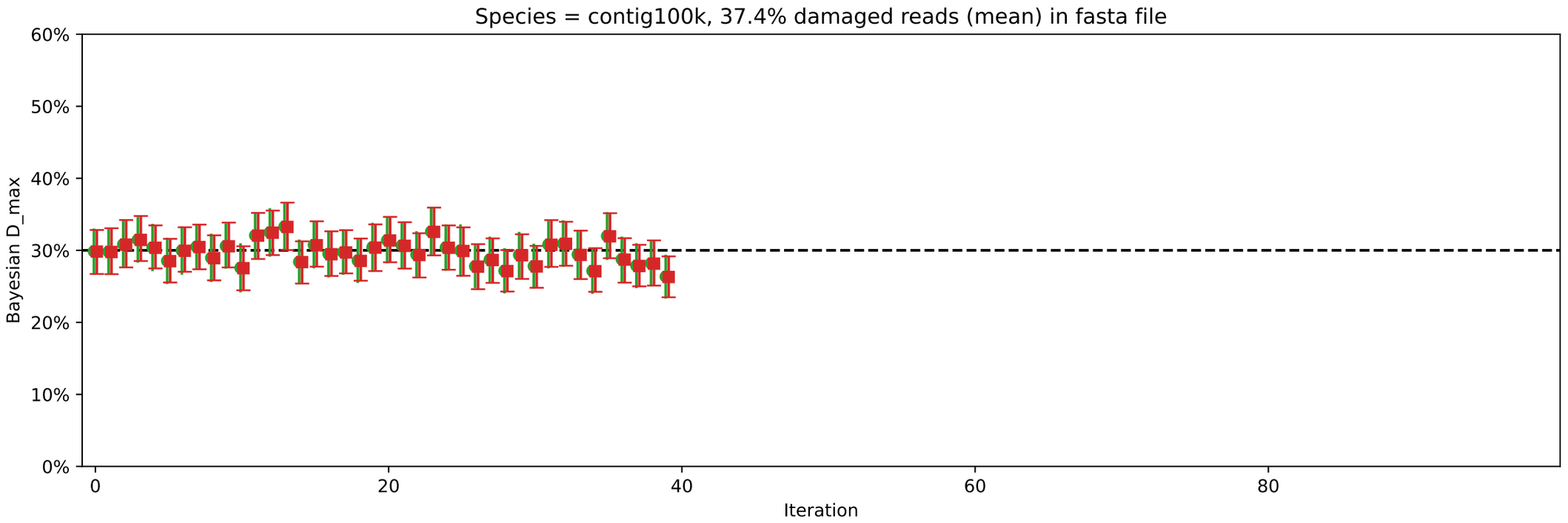




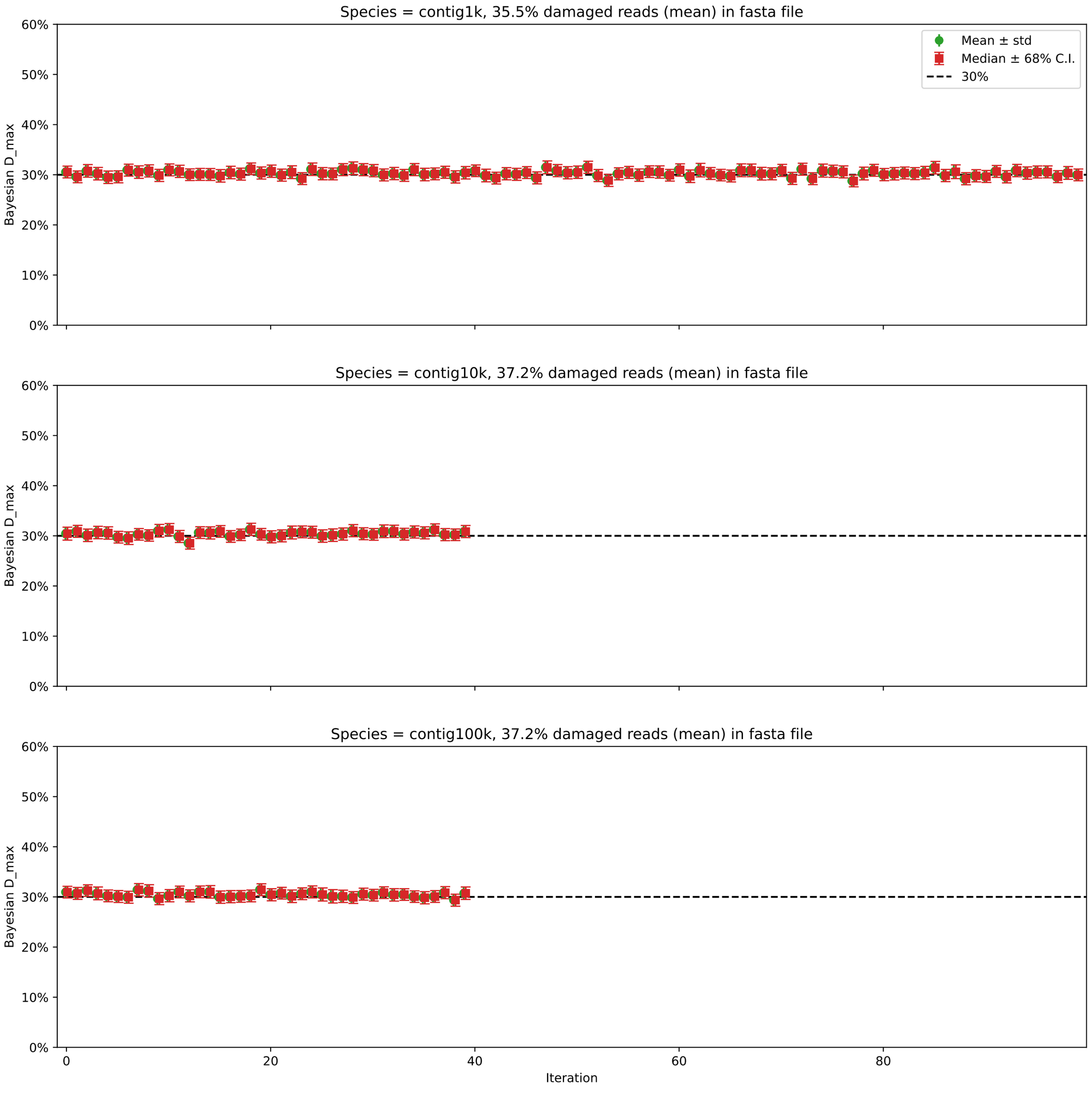
Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent = 30%
Bayesian D_max







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



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