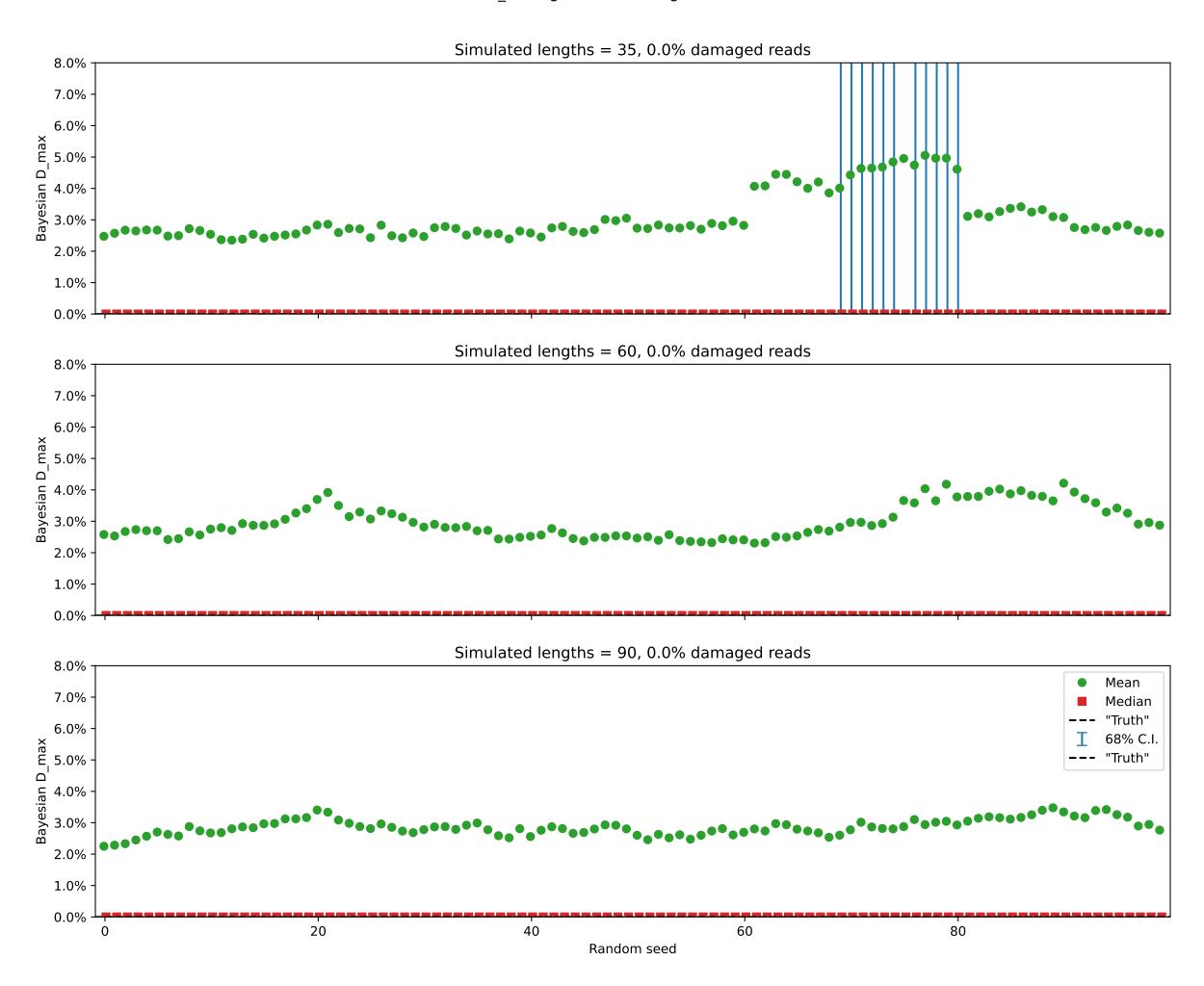
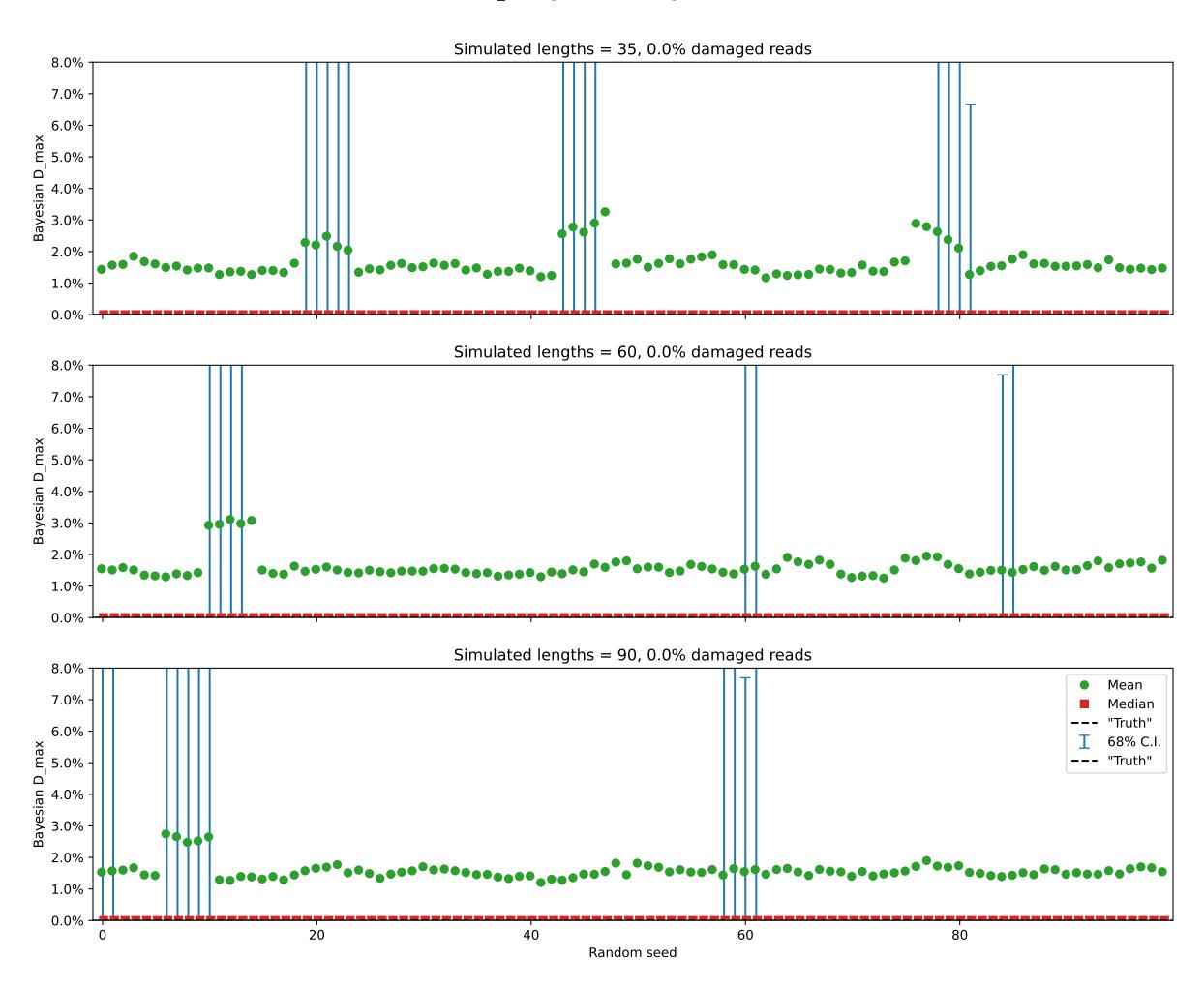
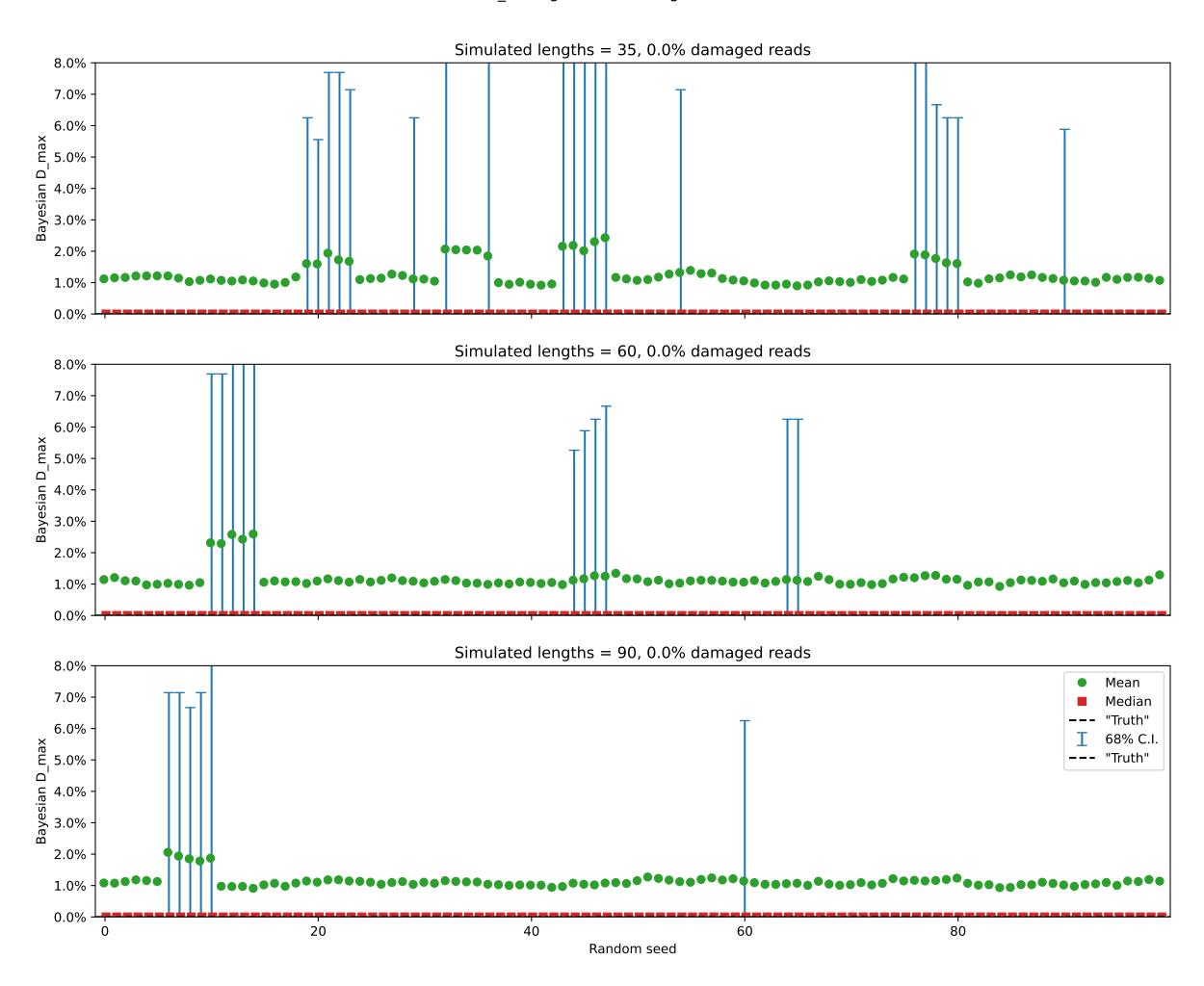
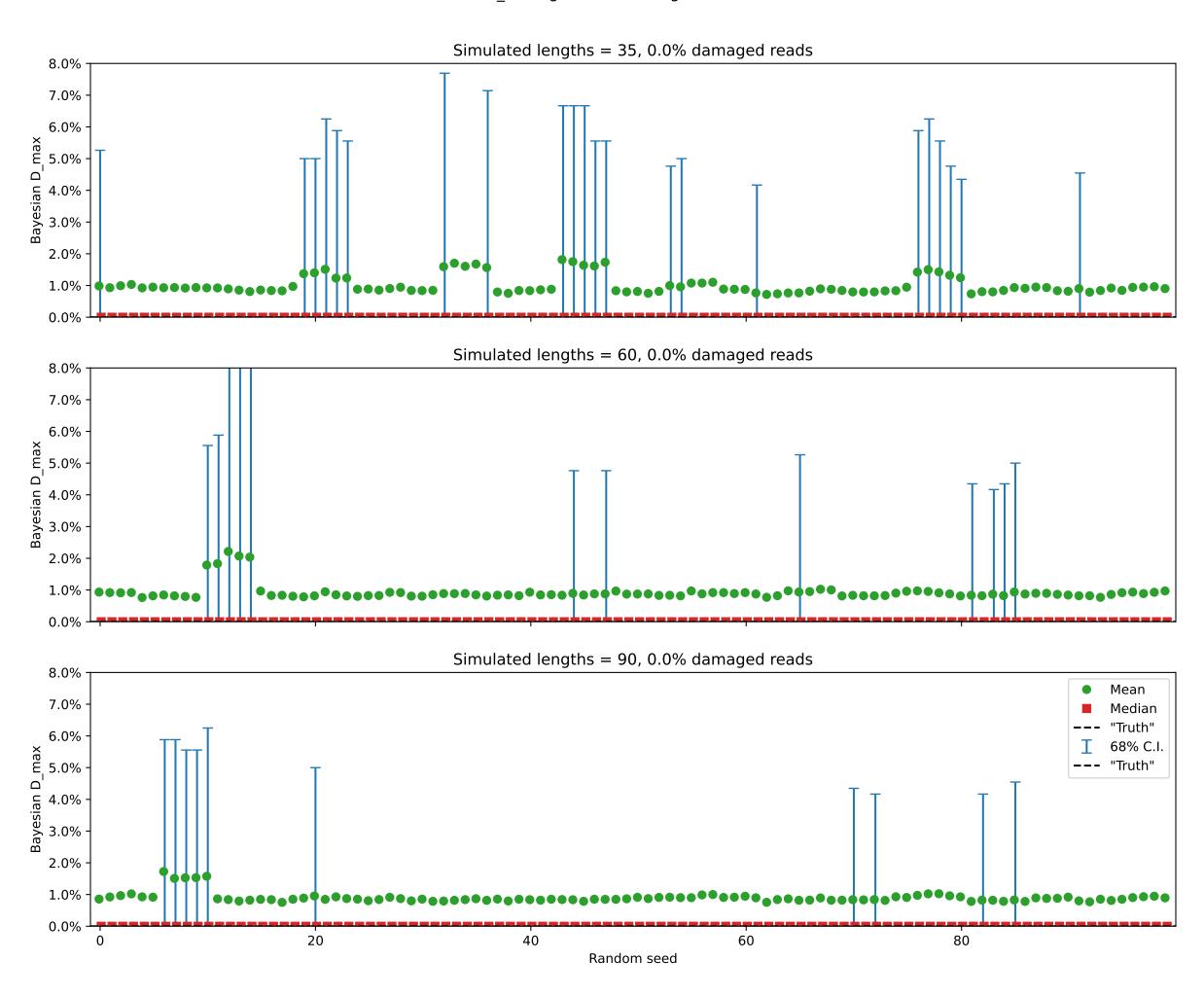
Species: betula 25 reads sim_damage = 0.0, damage = 0.00%



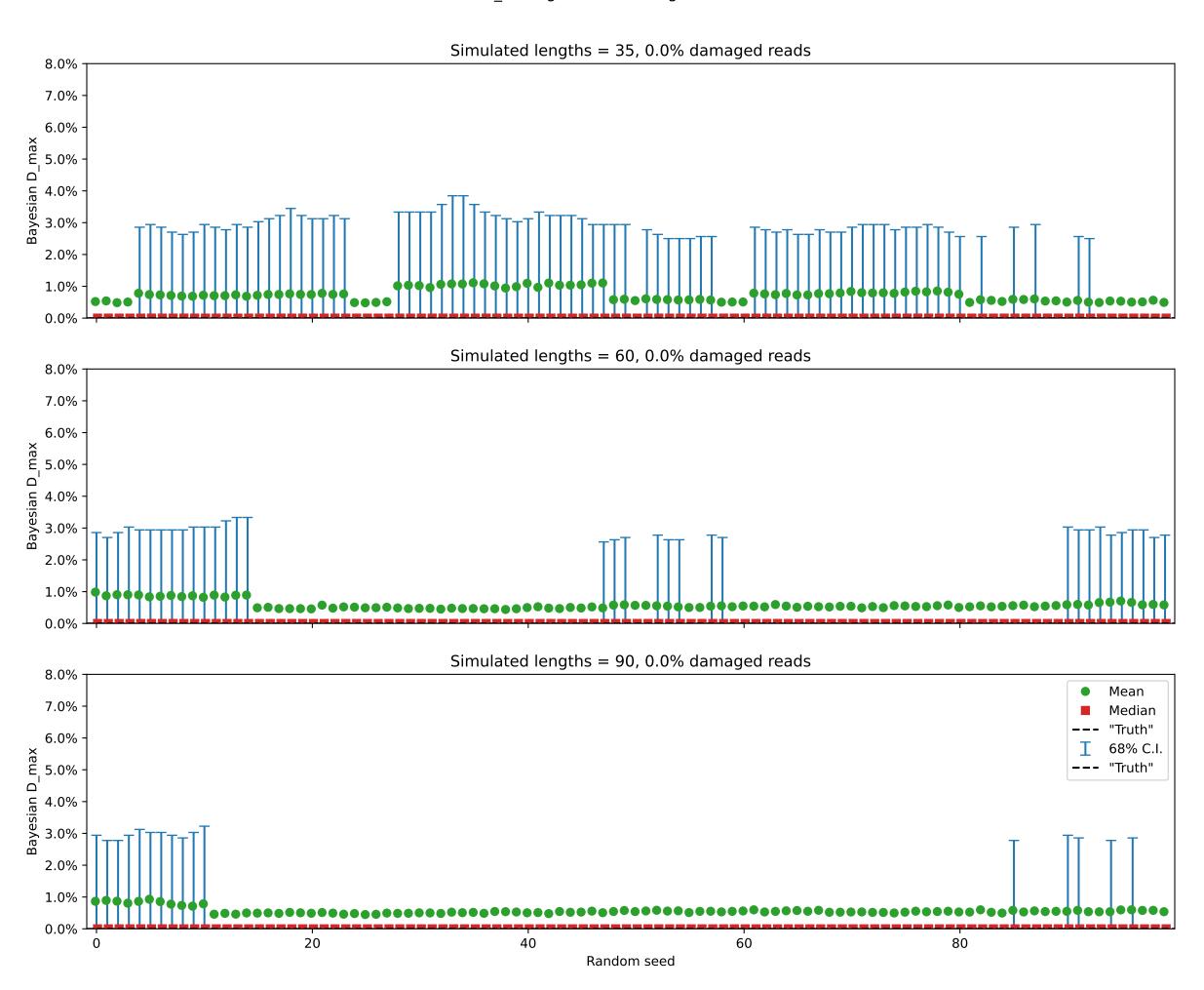


Species: betula 75 reads sim_damage = 0.0, damage = 0.00%

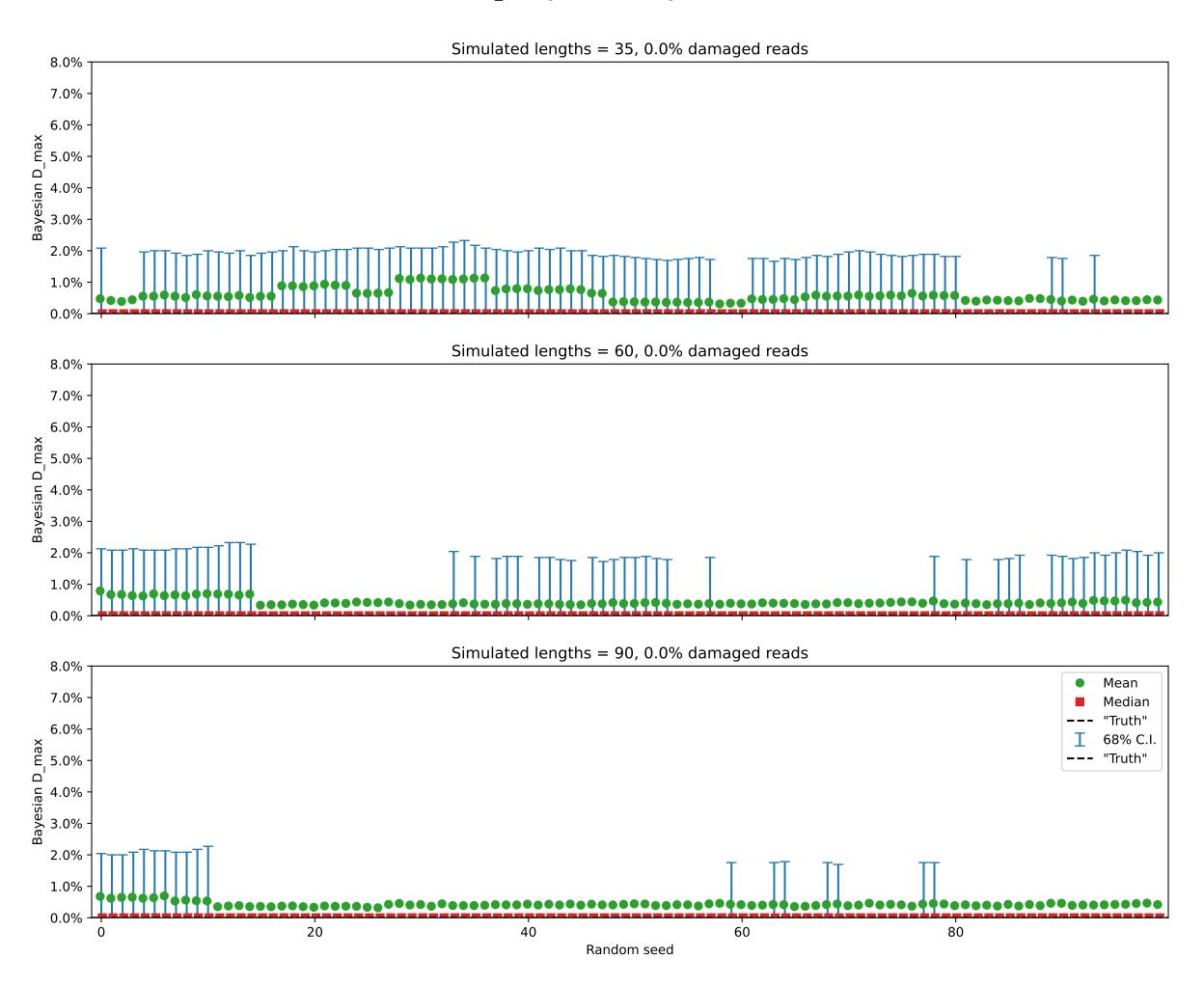




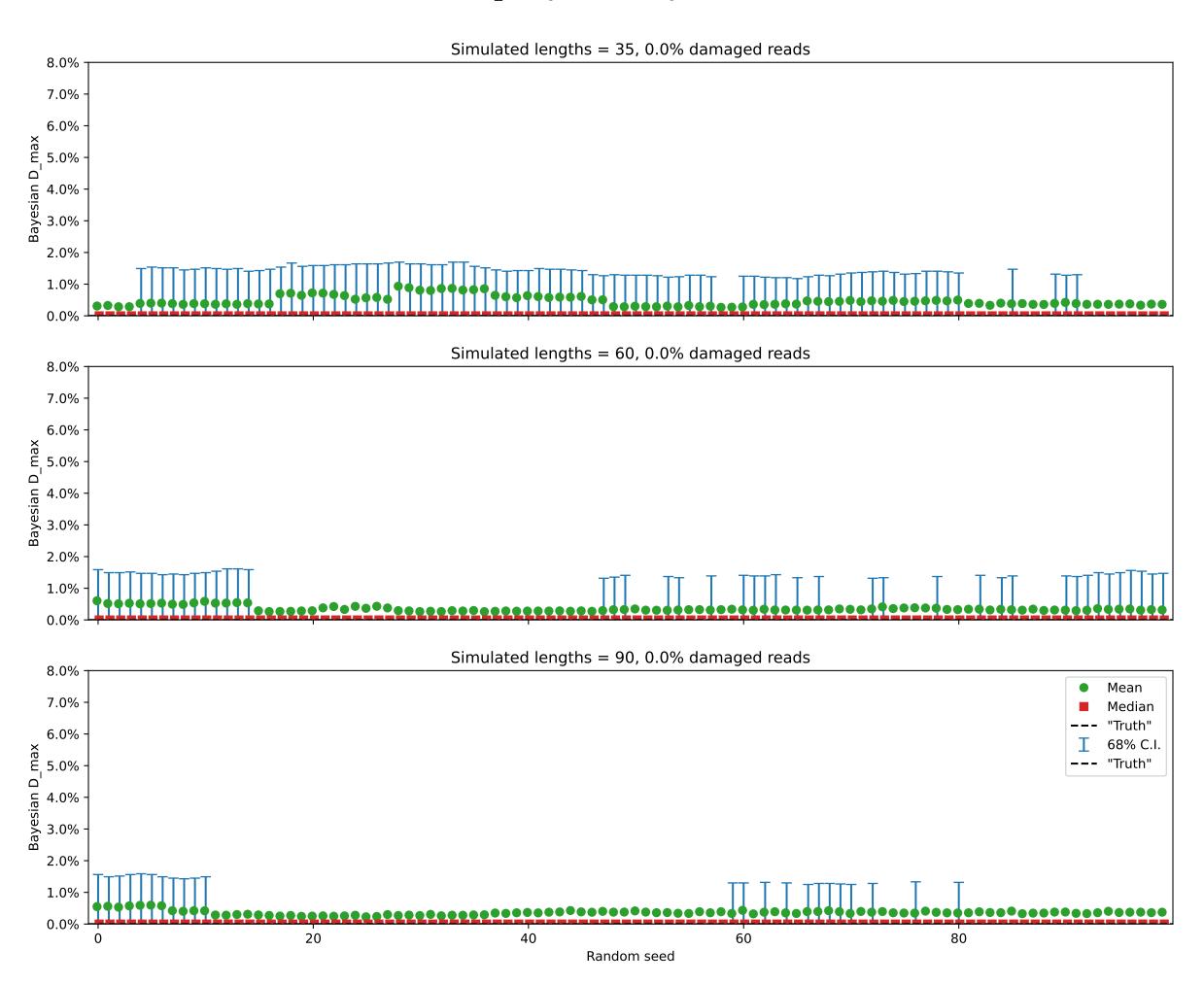
Species: betula 200 reads sim_damage = 0.0, damage = 0.00%



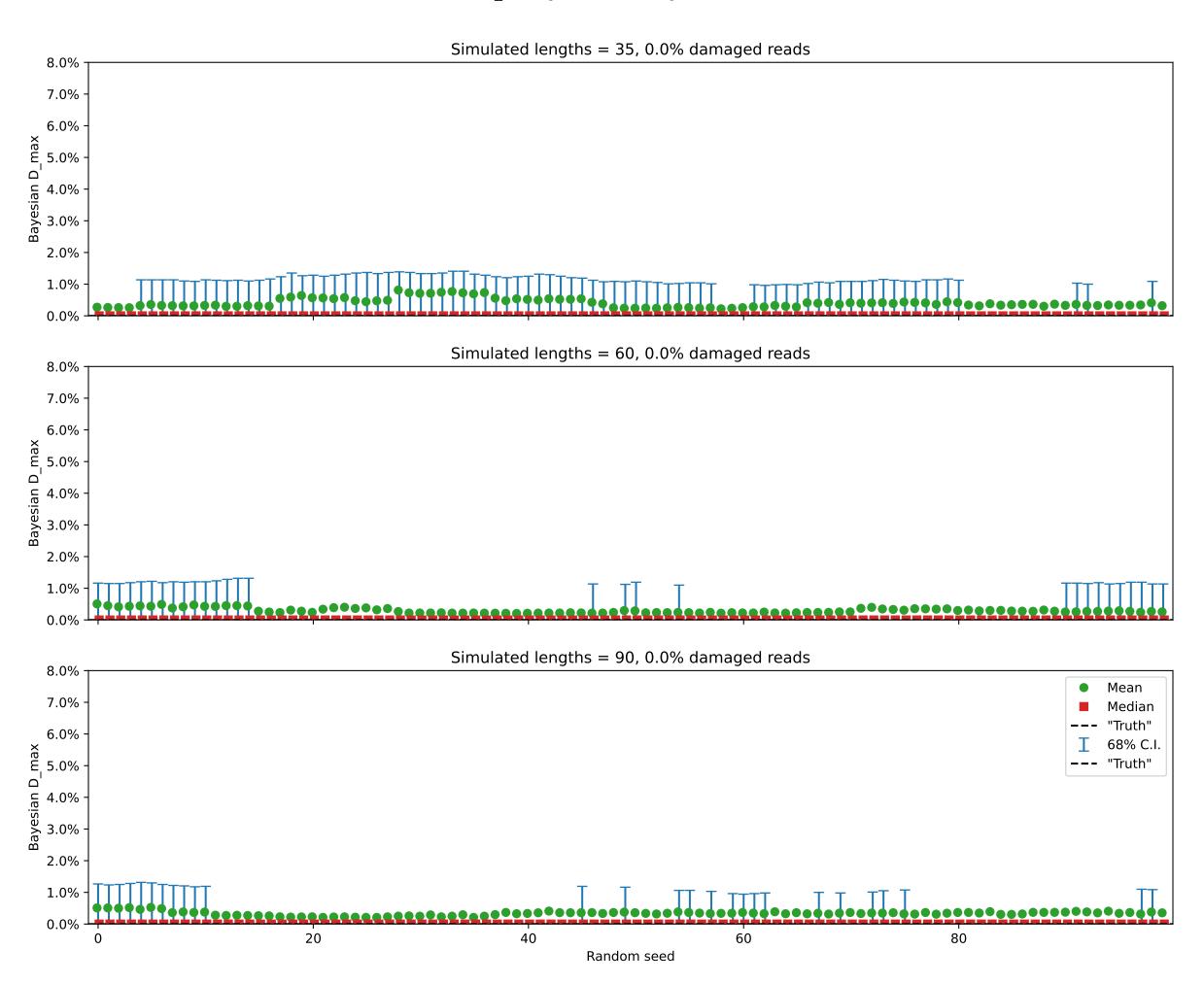
Species: betula 300 reads sim_damage = 0.0, damage = 0.00%



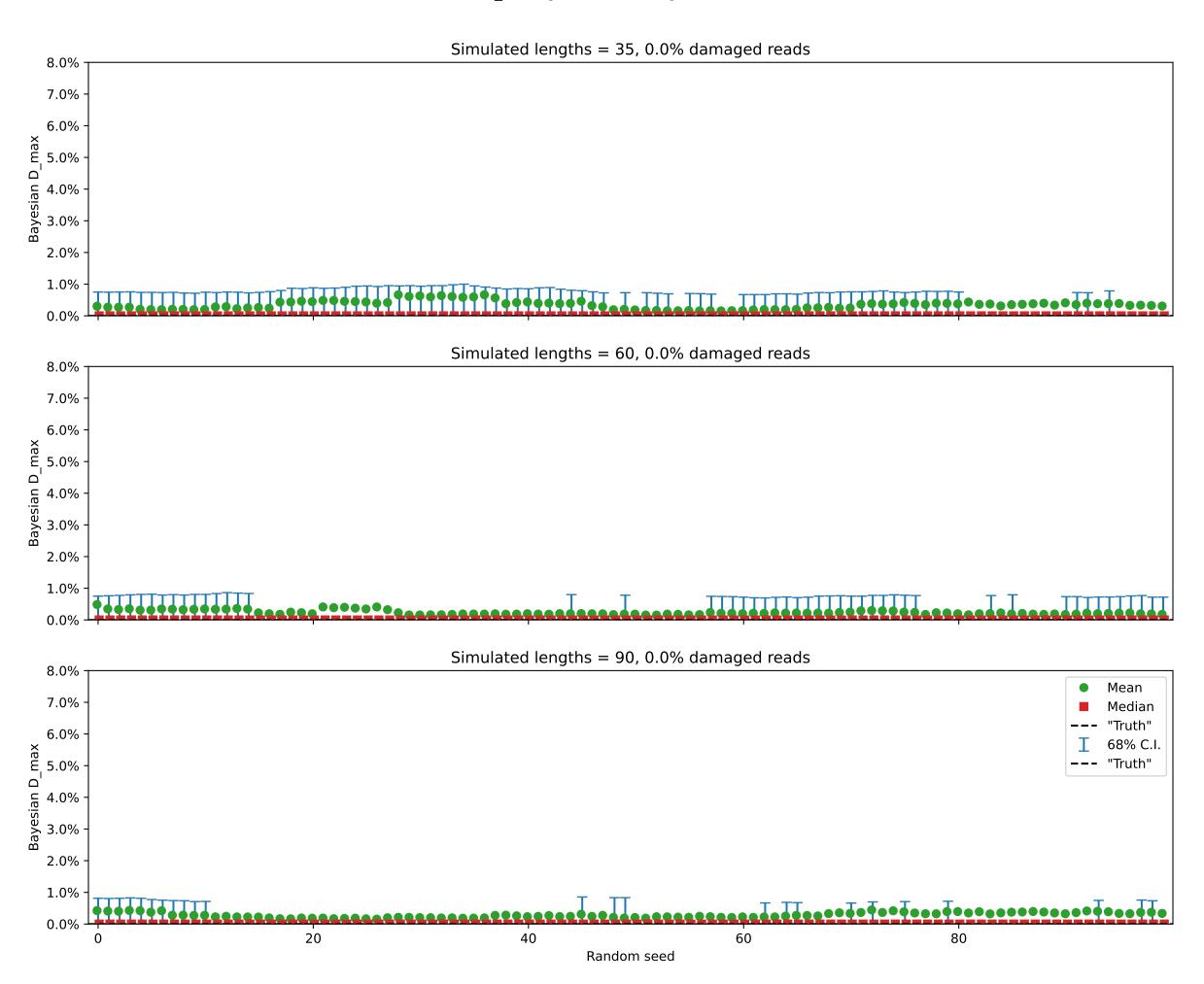
Species: betula 400 reads sim_damage = 0.0, damage = 0.00%



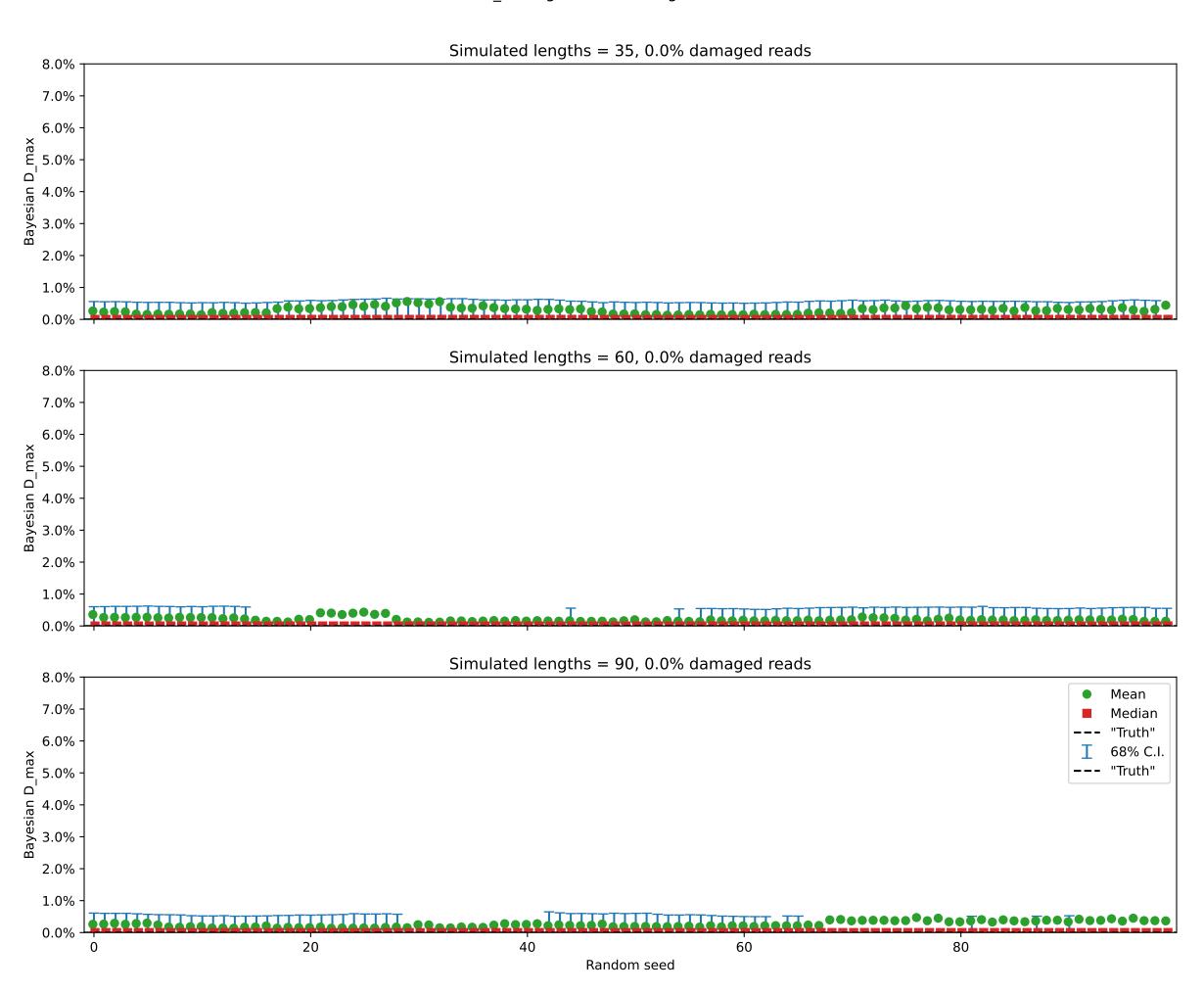
Species: betula 500 reads sim_damage = 0.0, damage = 0.00%

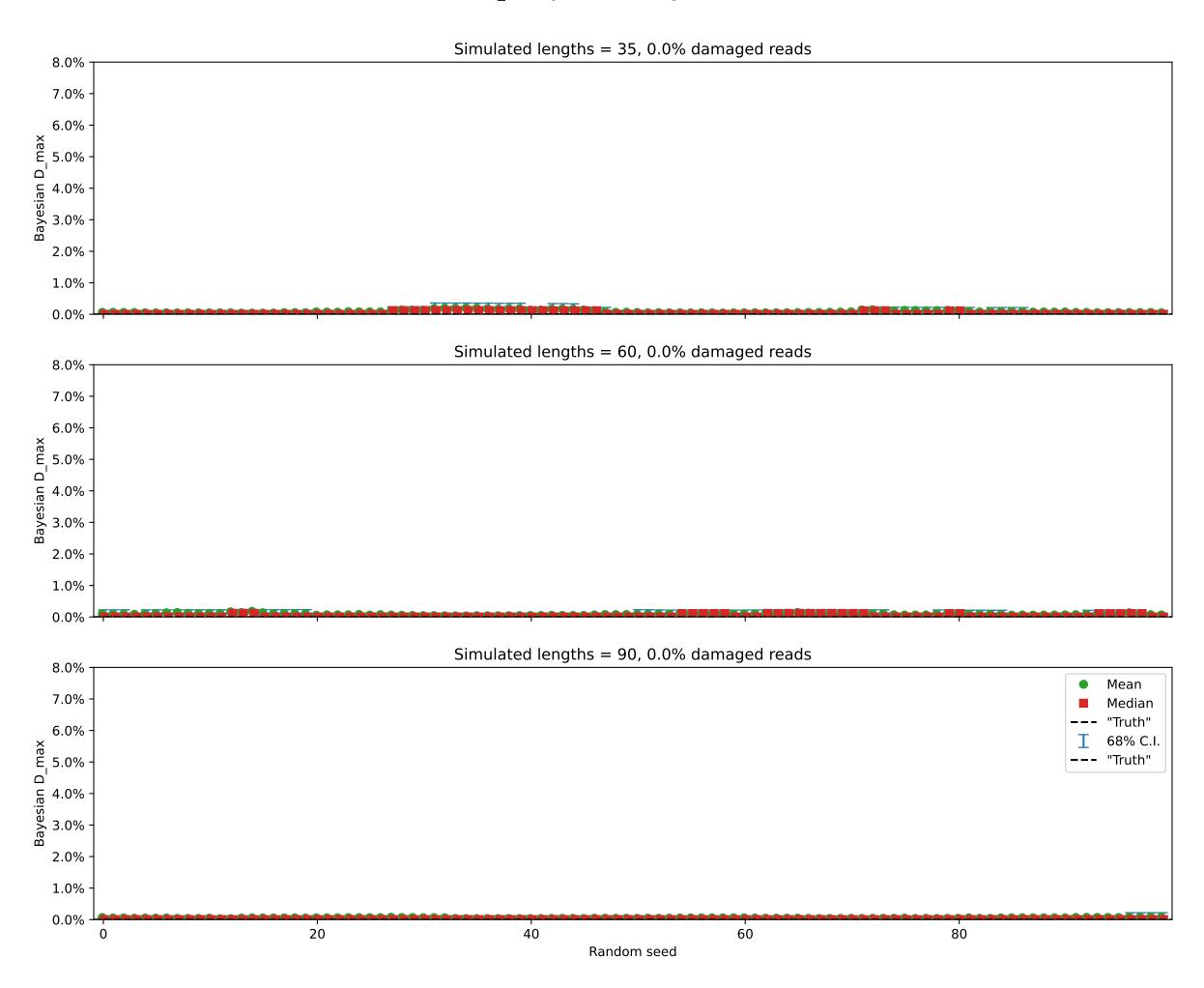


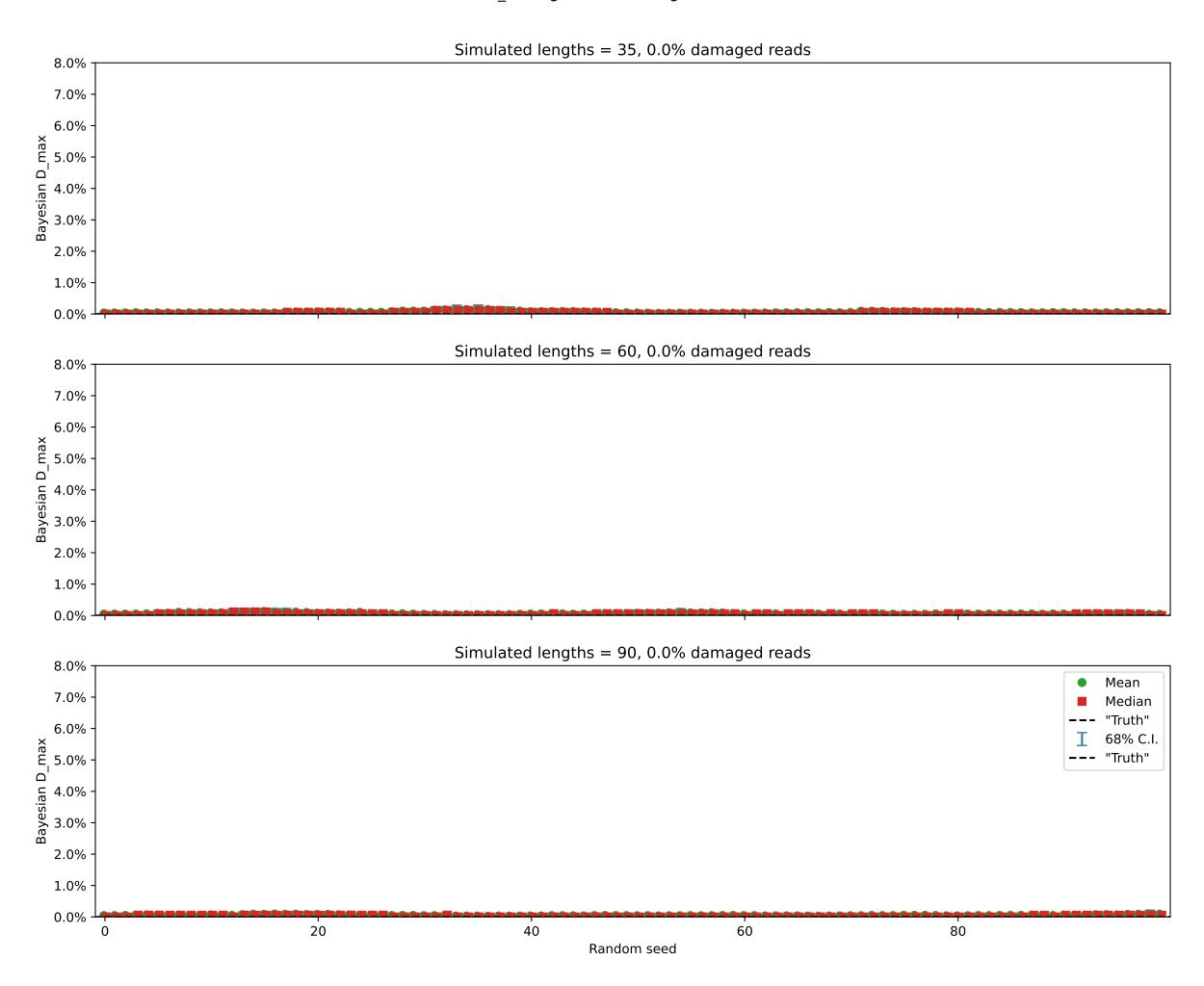
Species: betula 750 reads sim_damage = 0.0, damage = 0.00%

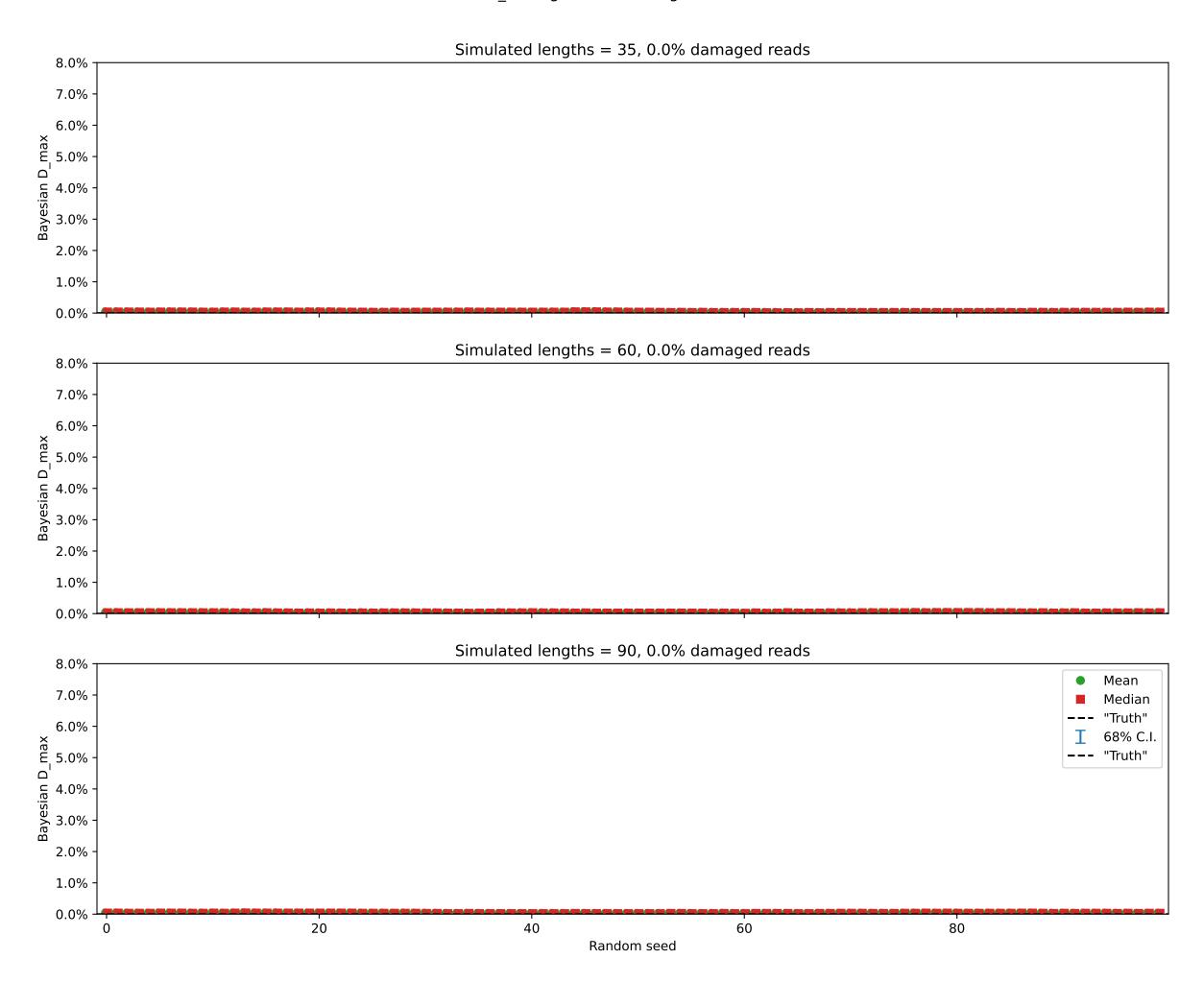


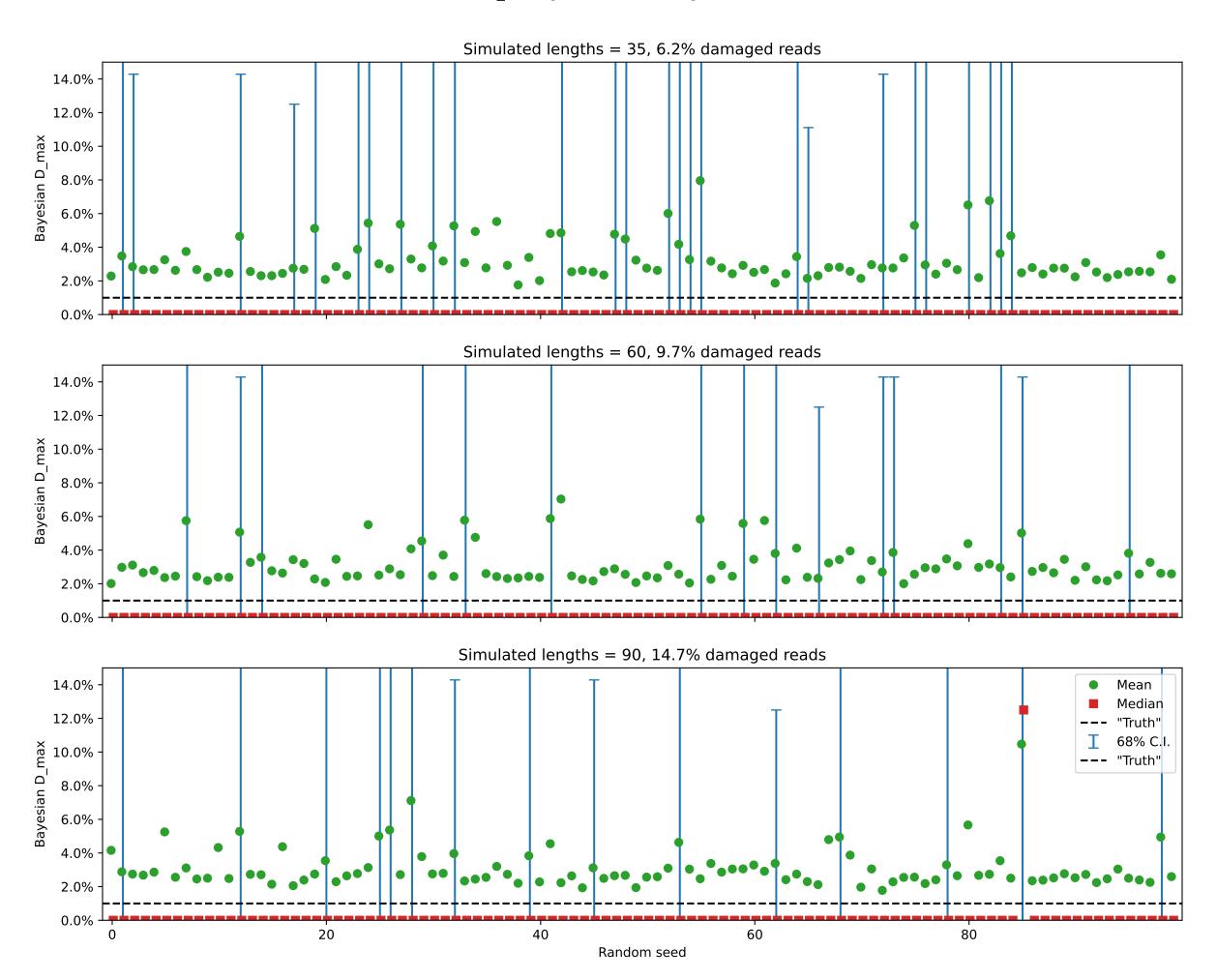
Species: betula 1000 reads sim_damage = 0.0, damage = 0.00%



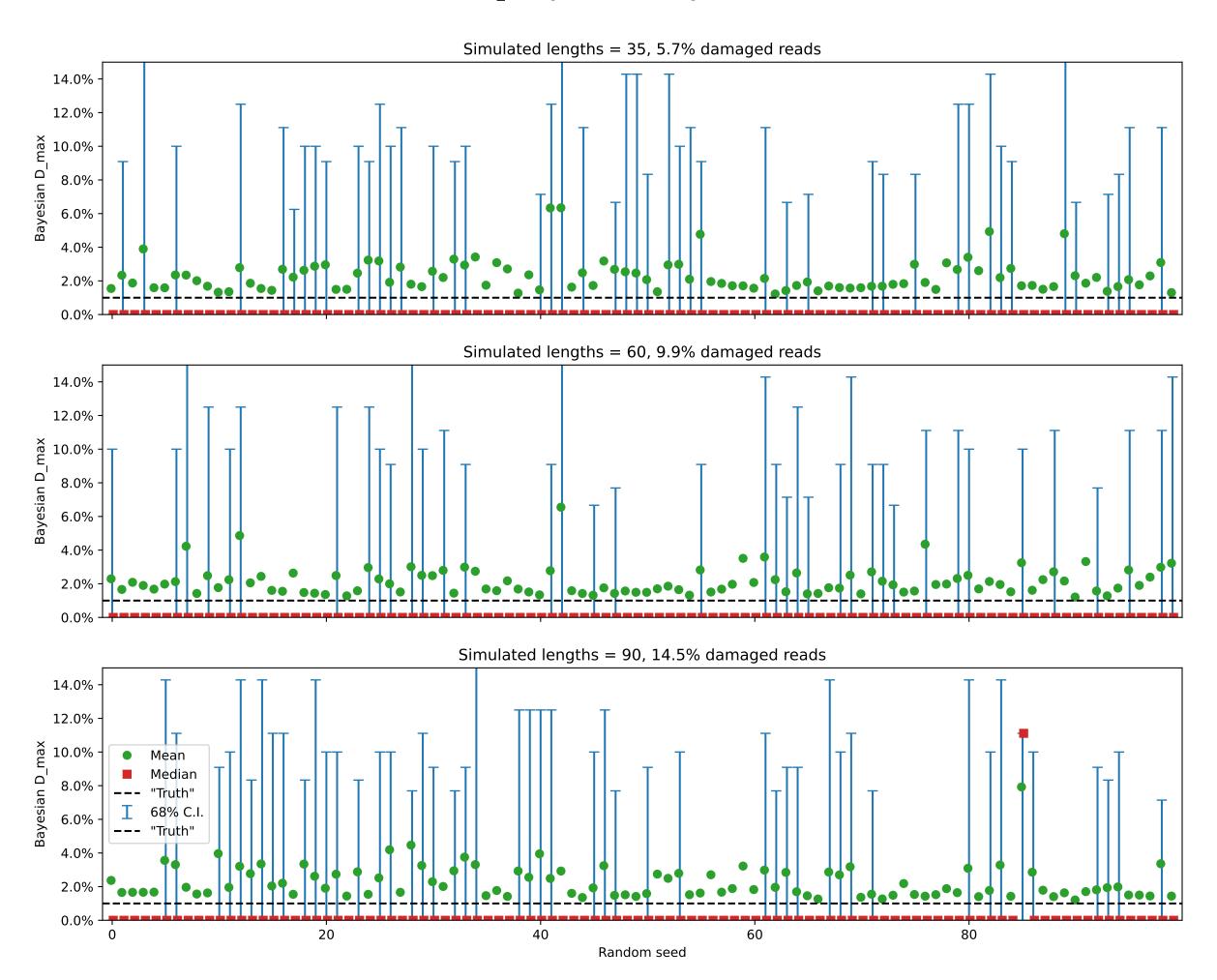




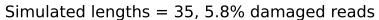


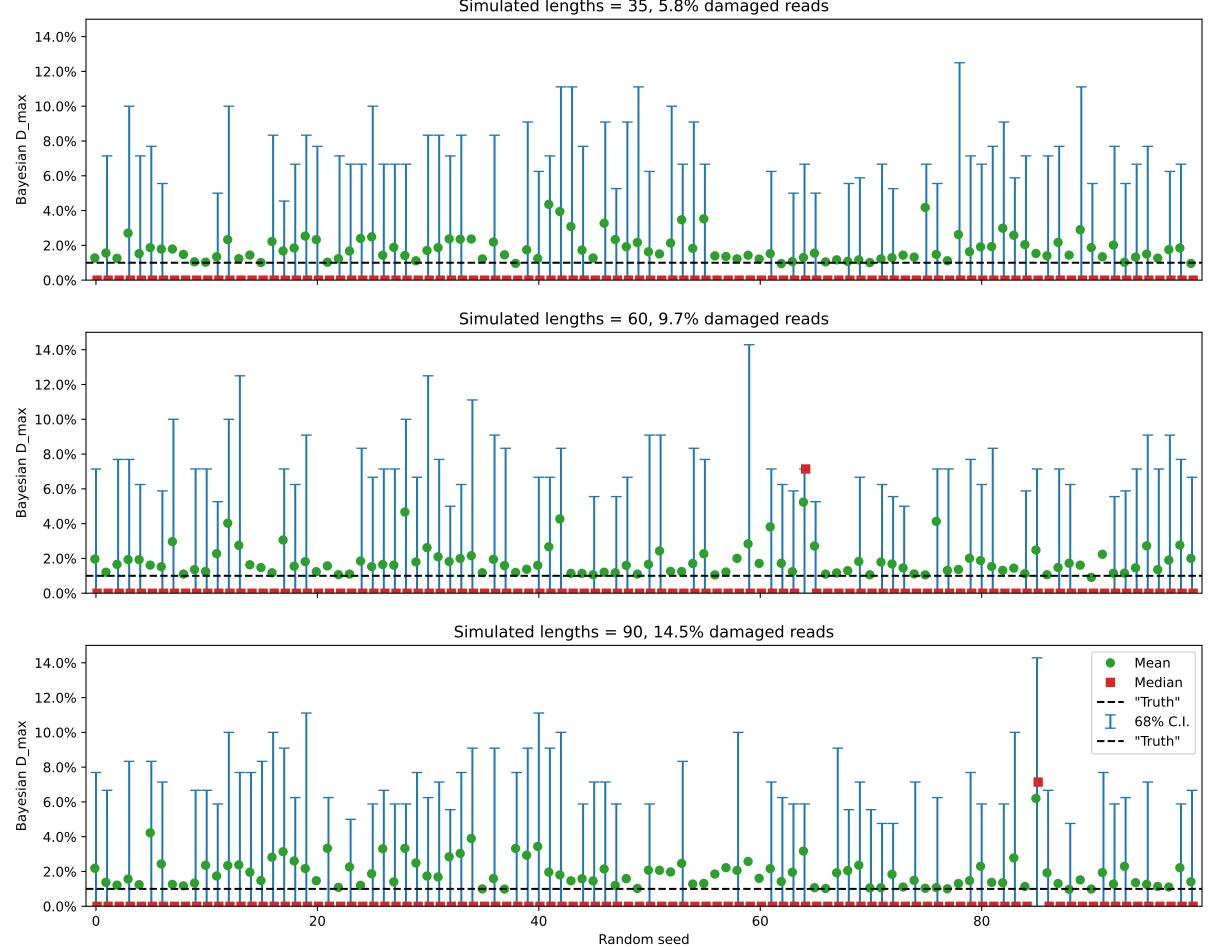


Species: betula
50 reads
sim_damage = 0.014, damage = 1.00%

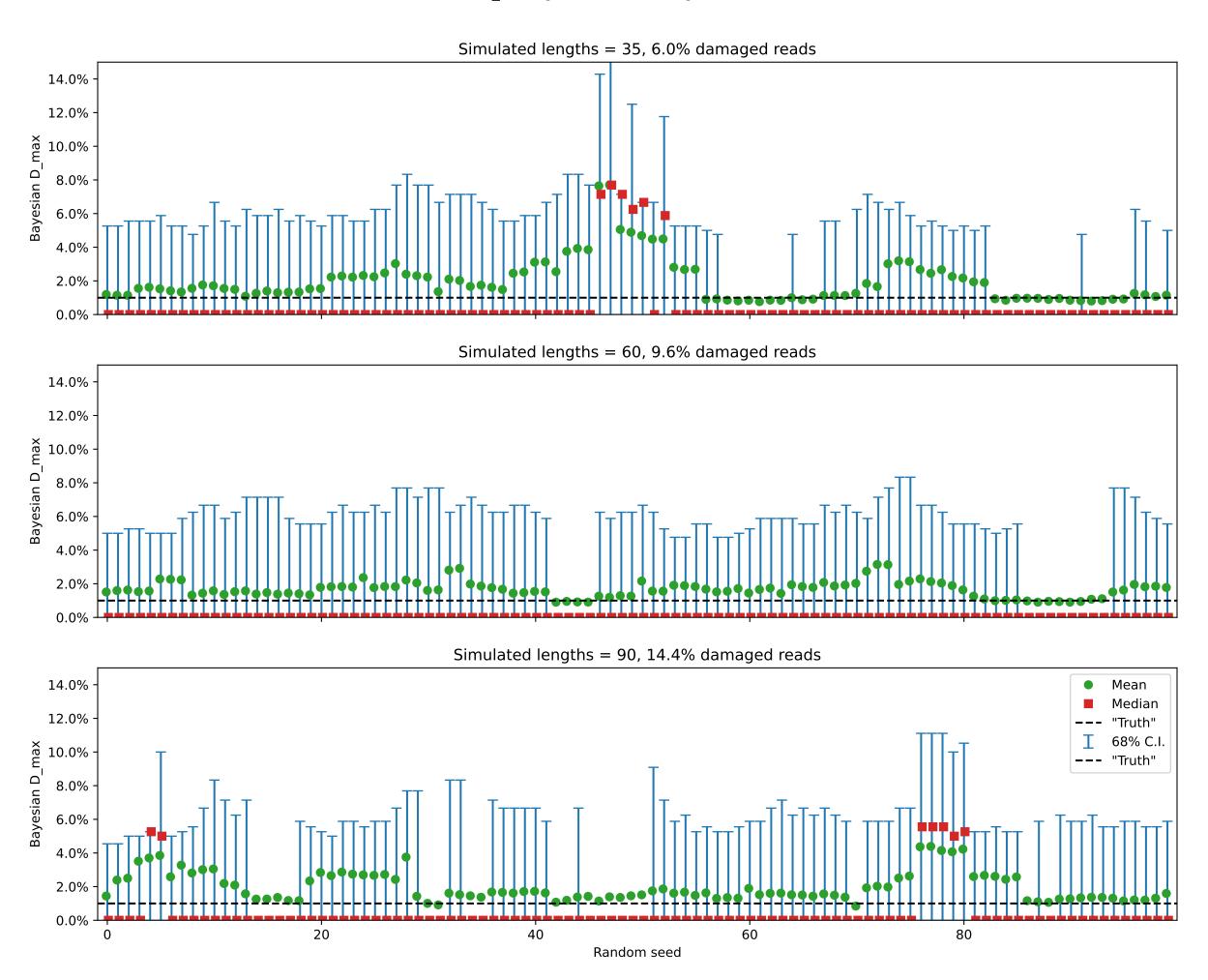


Species: betula 75 reads sim_damage = 0.014, damage = 1.00%

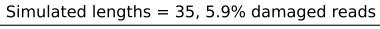


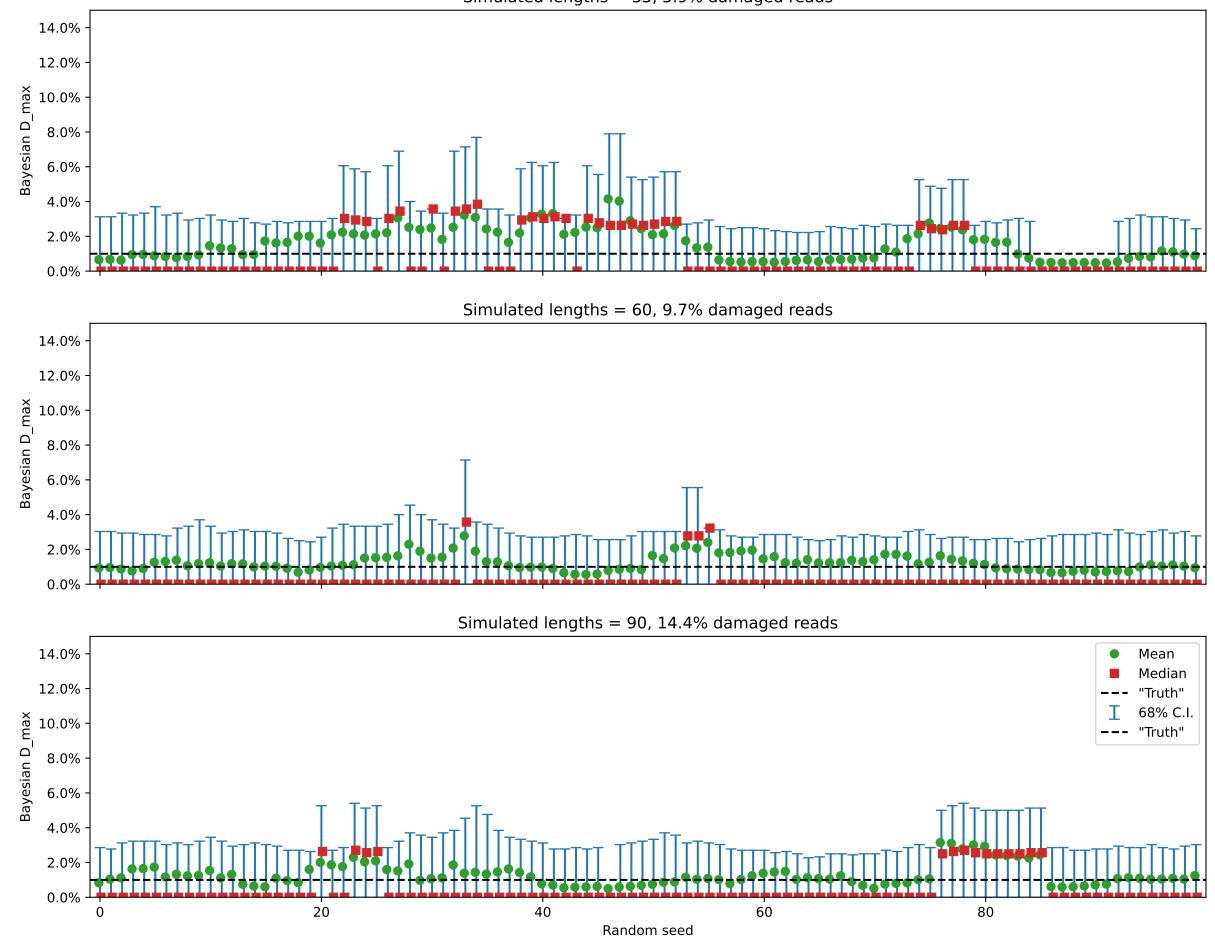


Species: betula 100 reads sim_damage = 0.014, damage = 1.00%

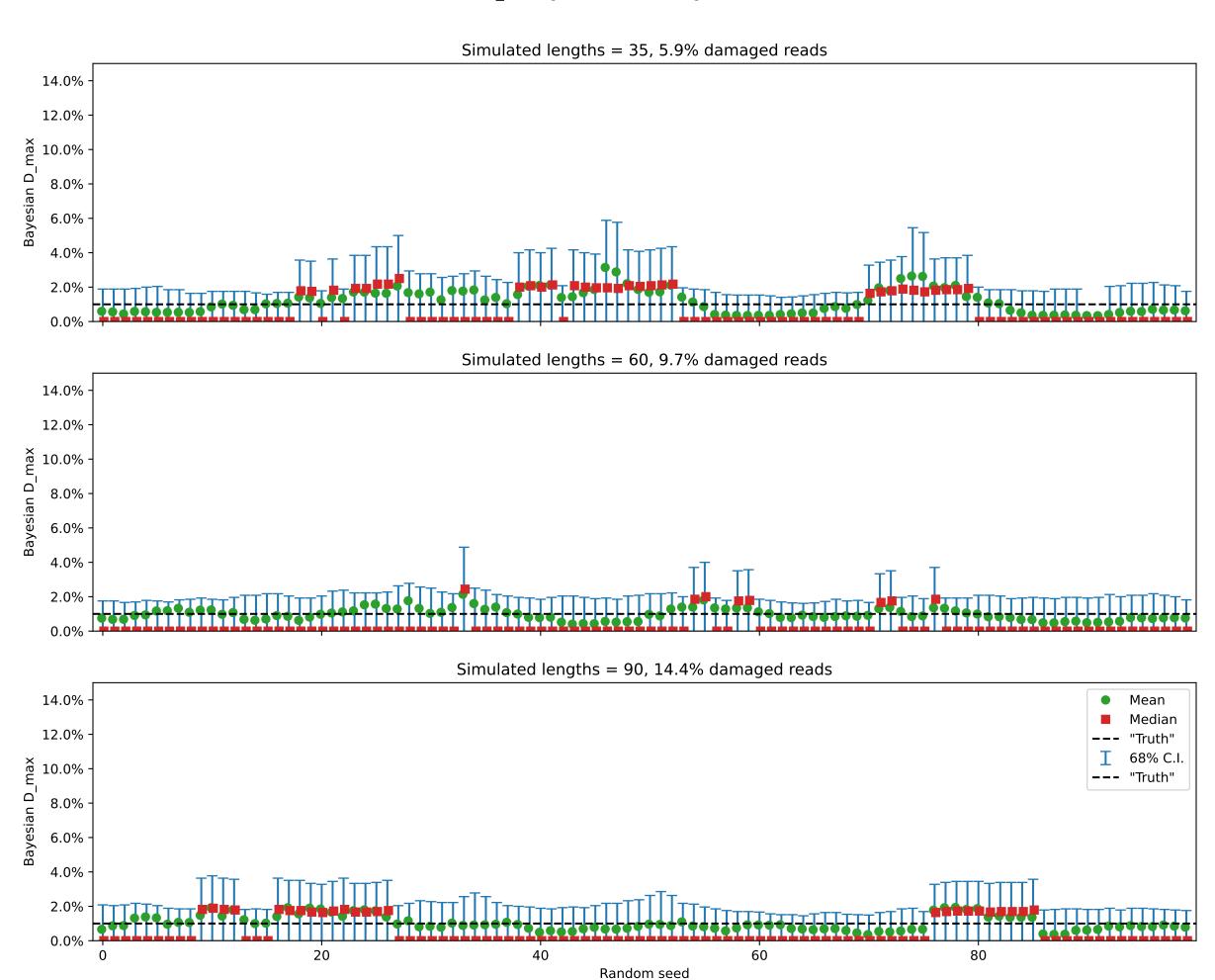


Species: betula 200 reads sim_damage = 0.014, damage = 1.00%

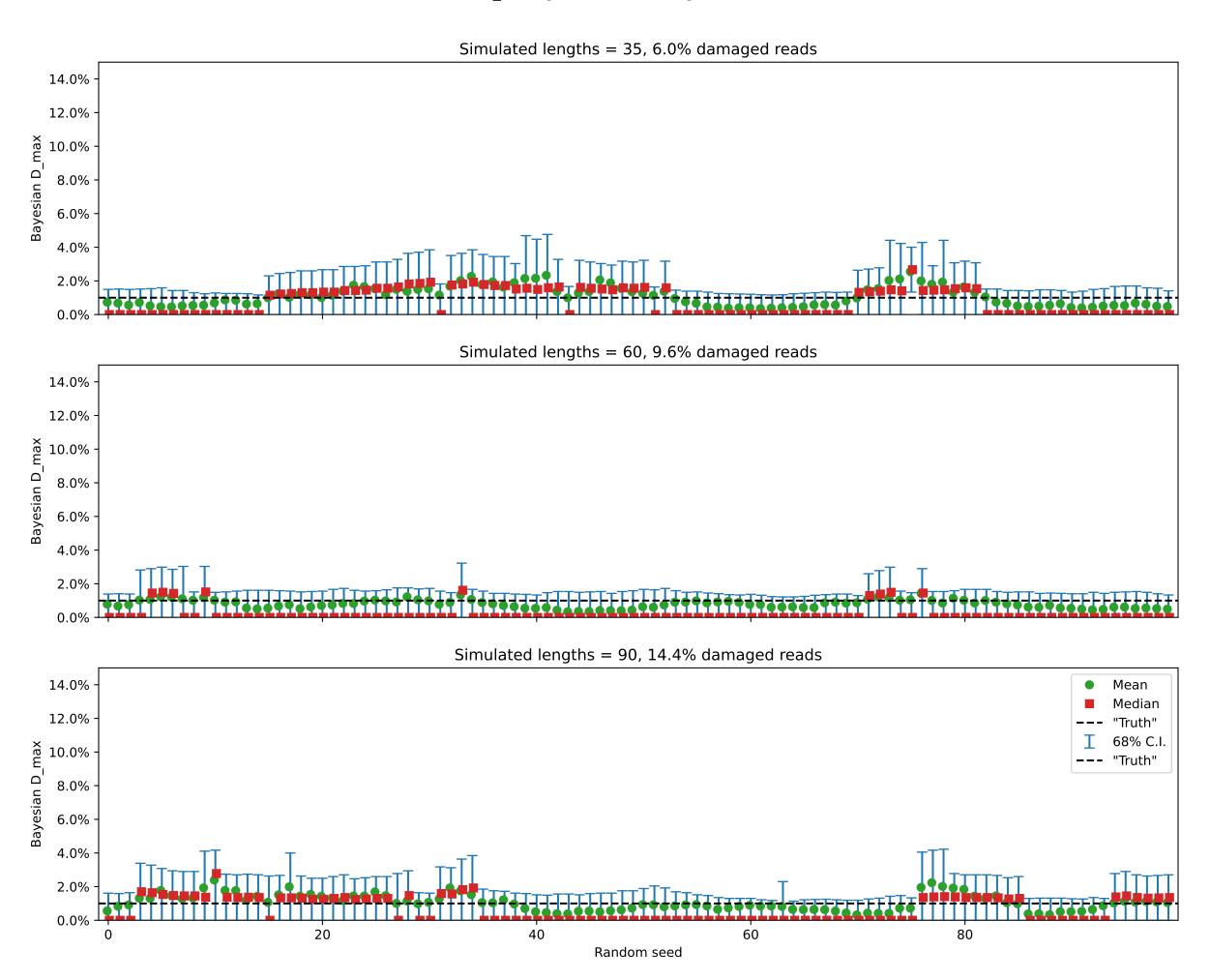




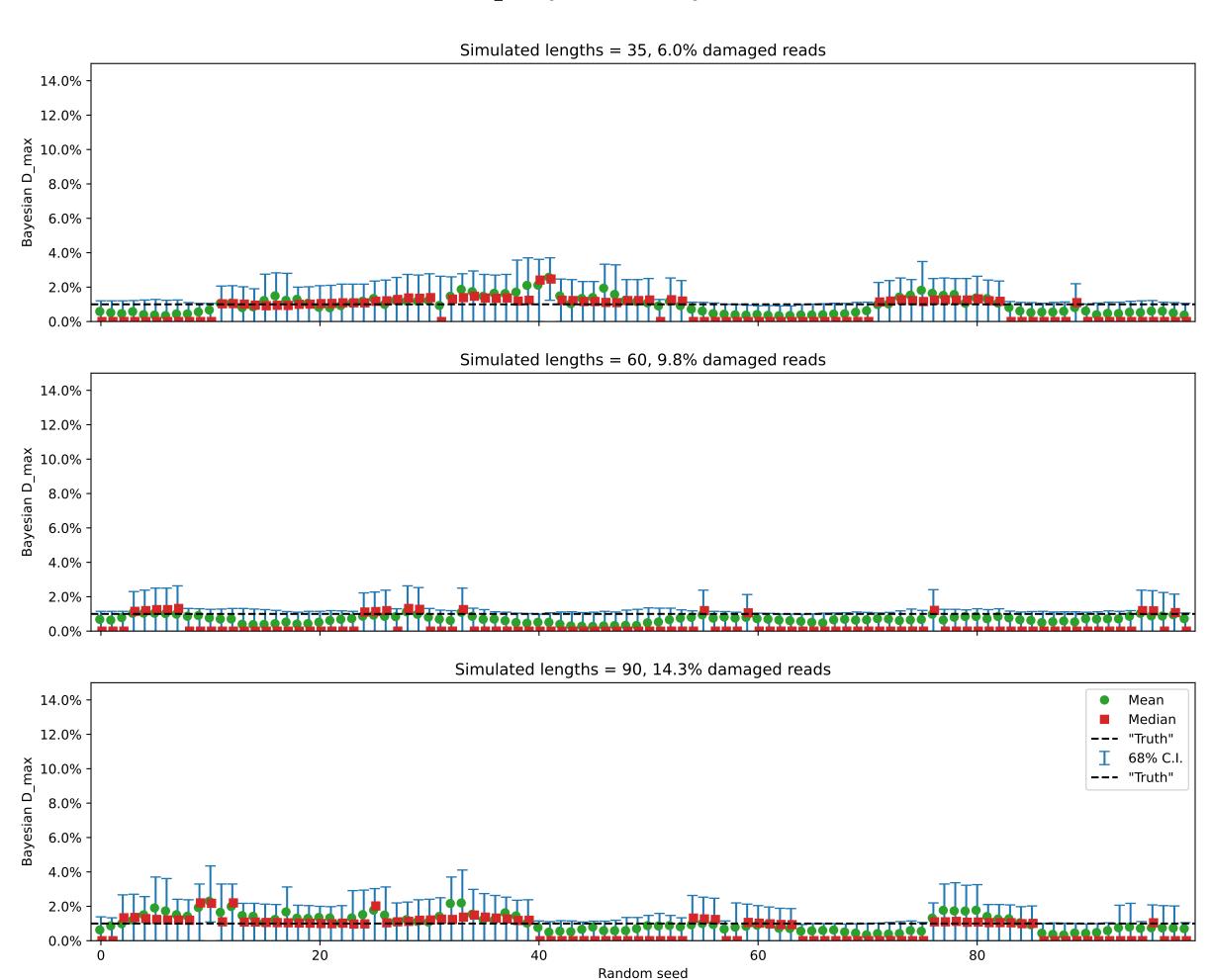
Species: betula 300 reads sim_damage = 0.014, damage = 1.00%



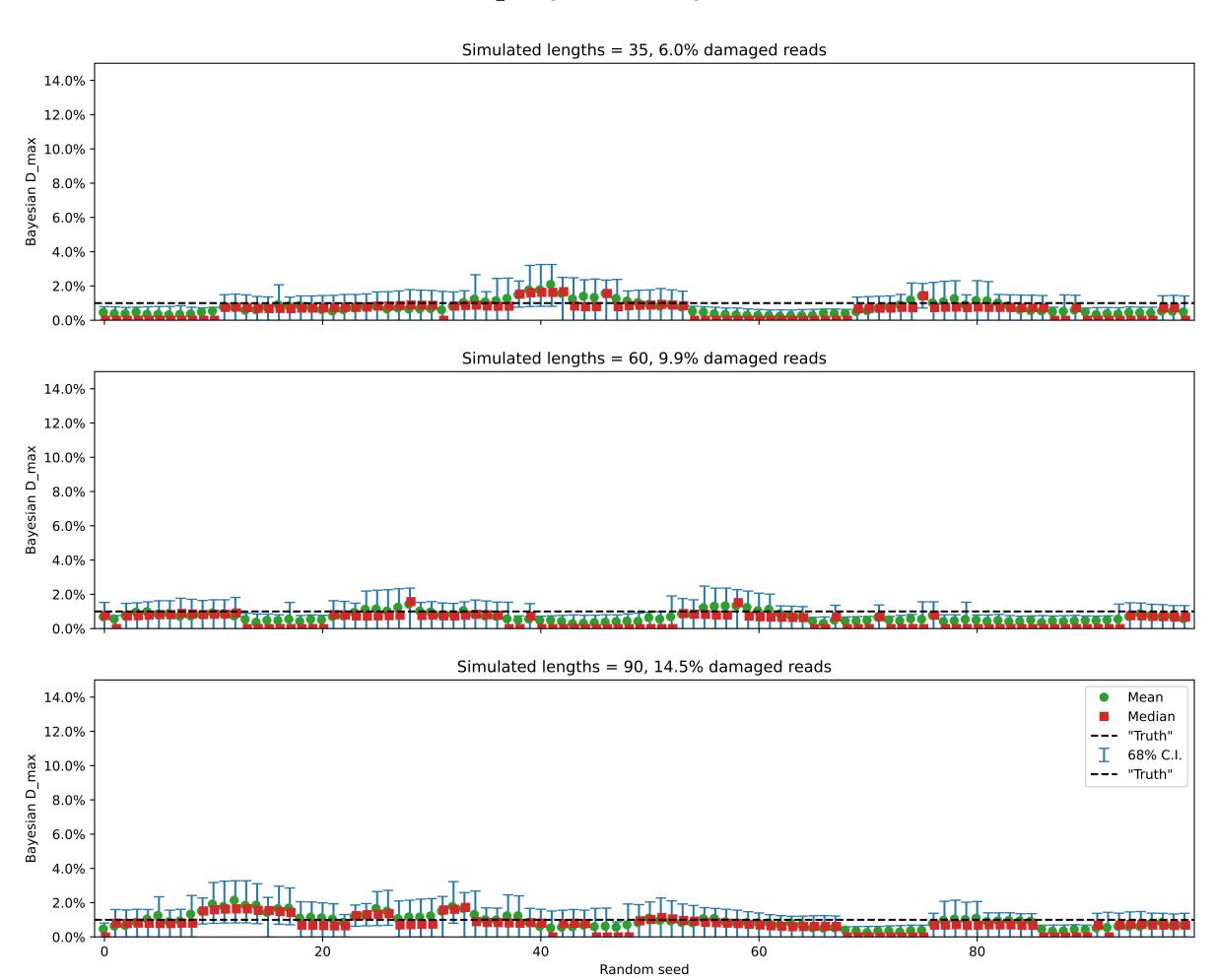
Species: betula 400 reads sim_damage = 0.014, damage = 1.00%

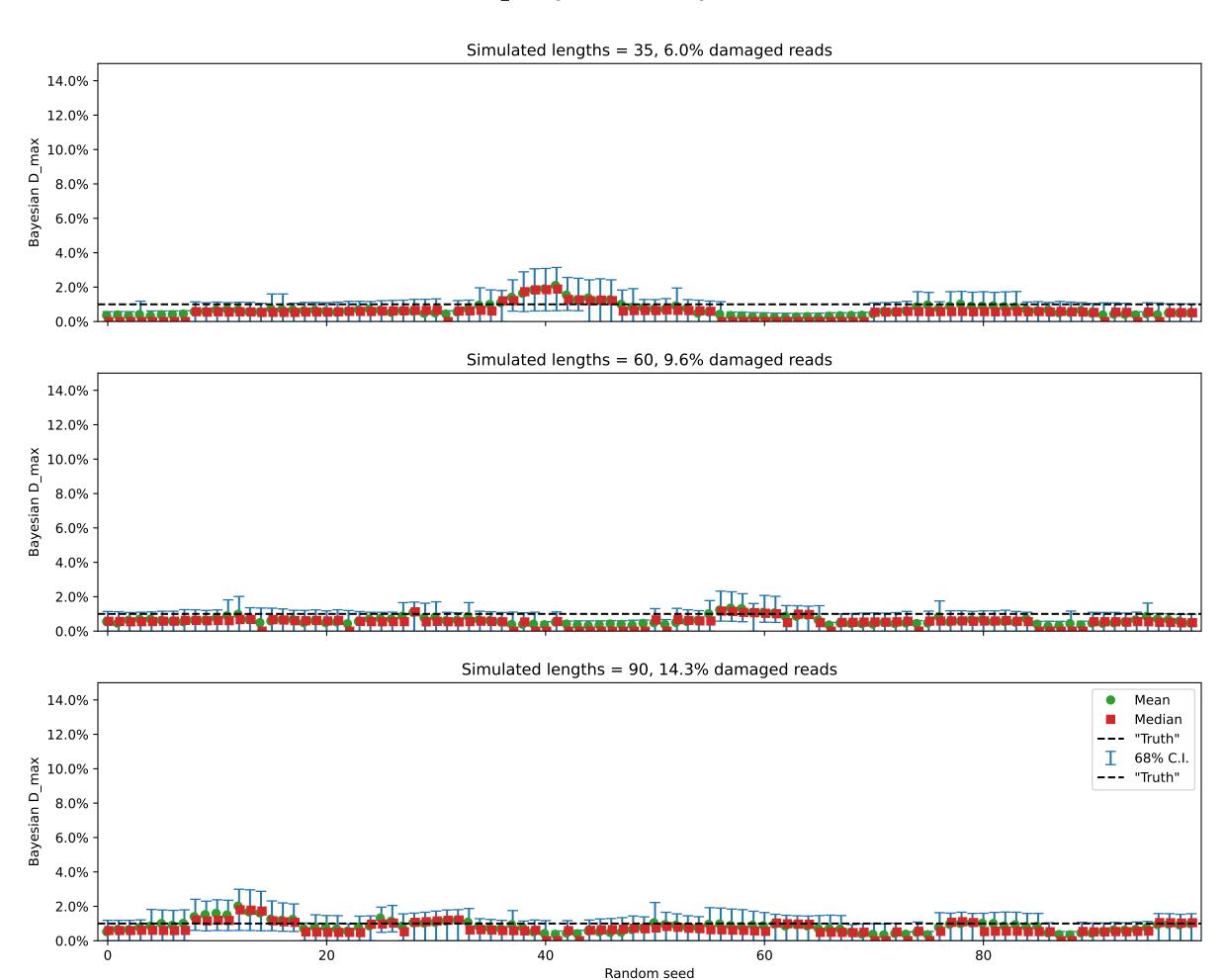


Species: betula
500 reads
sim_damage = 0.014, damage = 1.00%

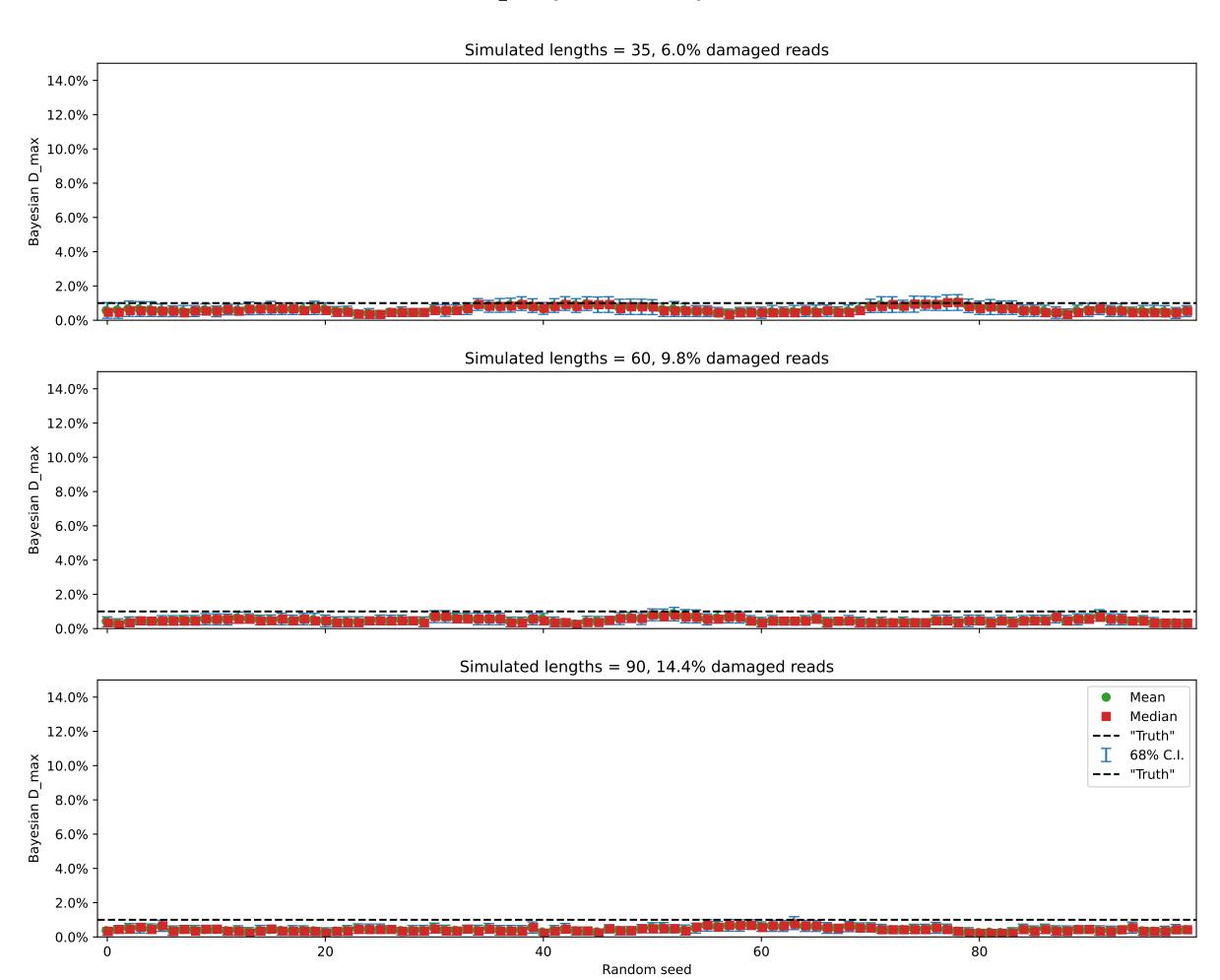


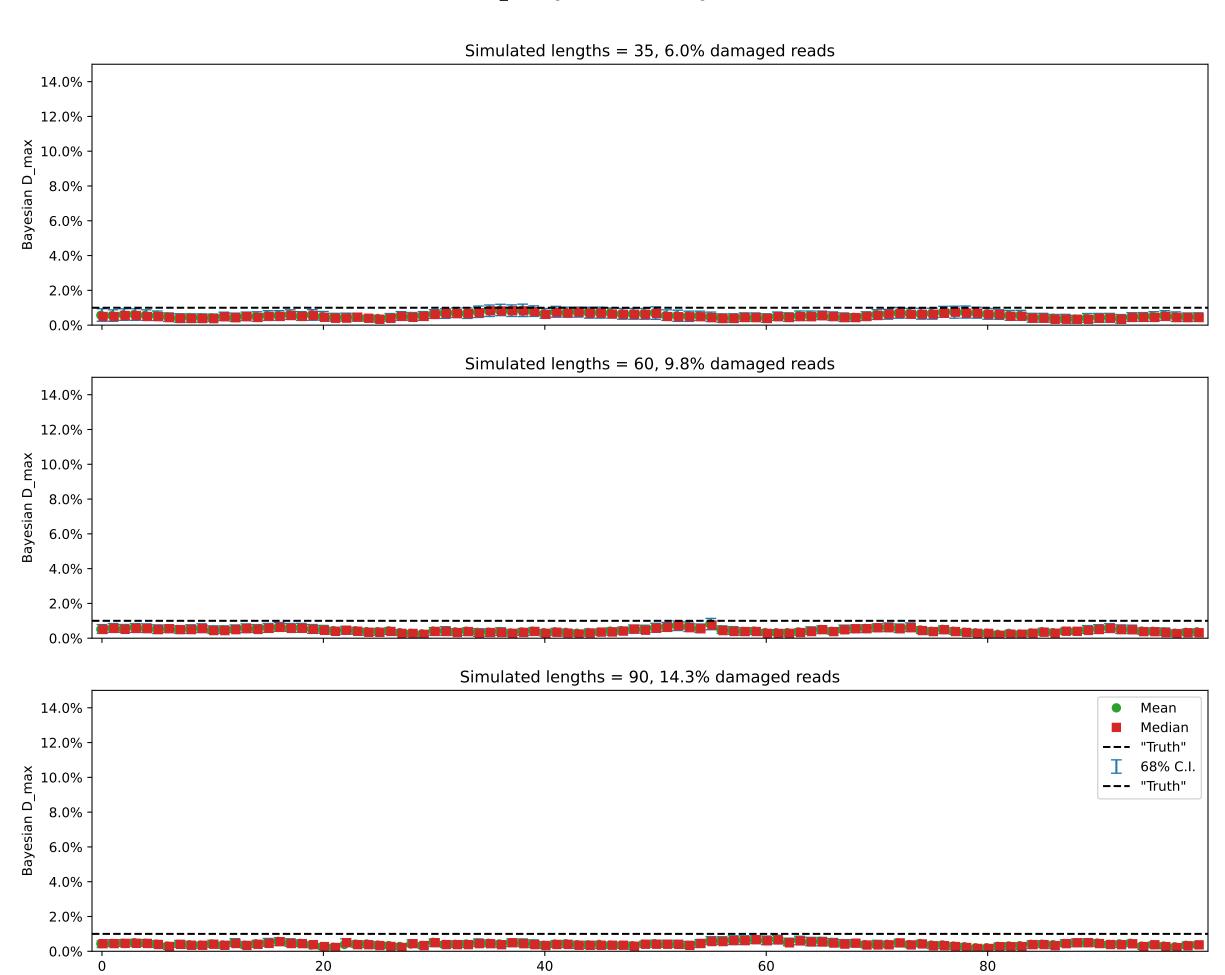
Species: betula 750 reads sim_damage = 0.014, damage = 1.00%



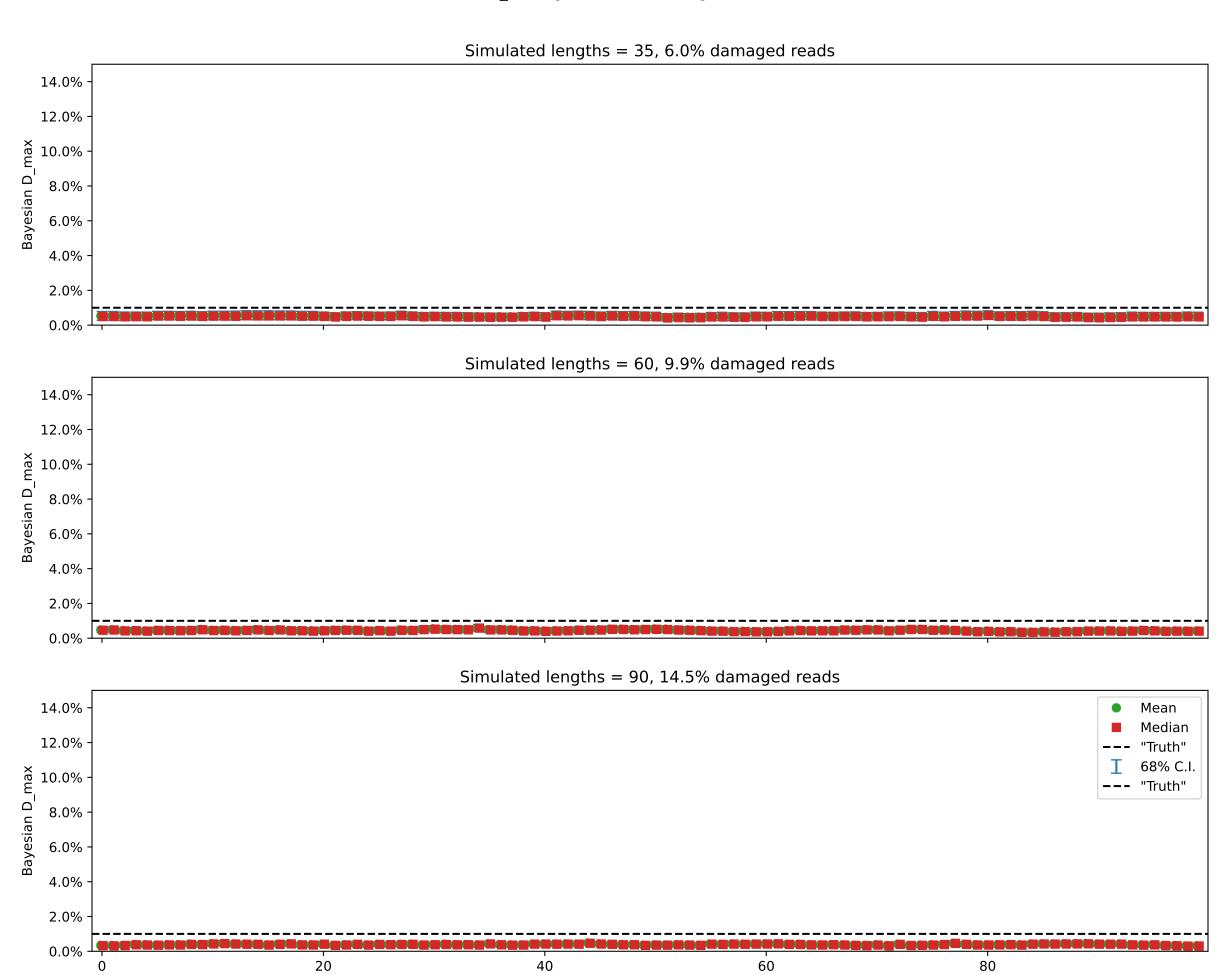


Species: betula 5000 reads sim_damage = 0.014, damage = 1.00%



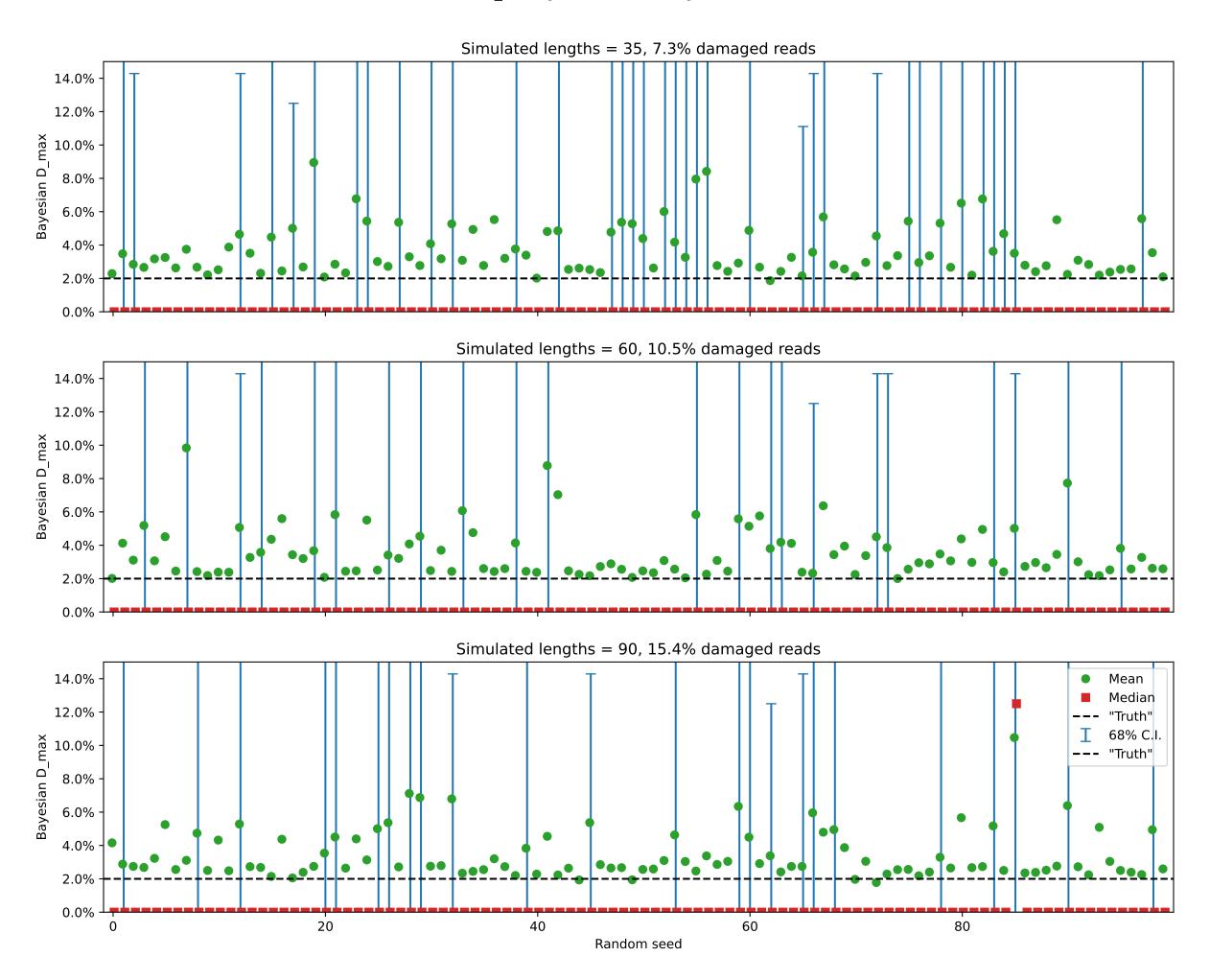


Random seed

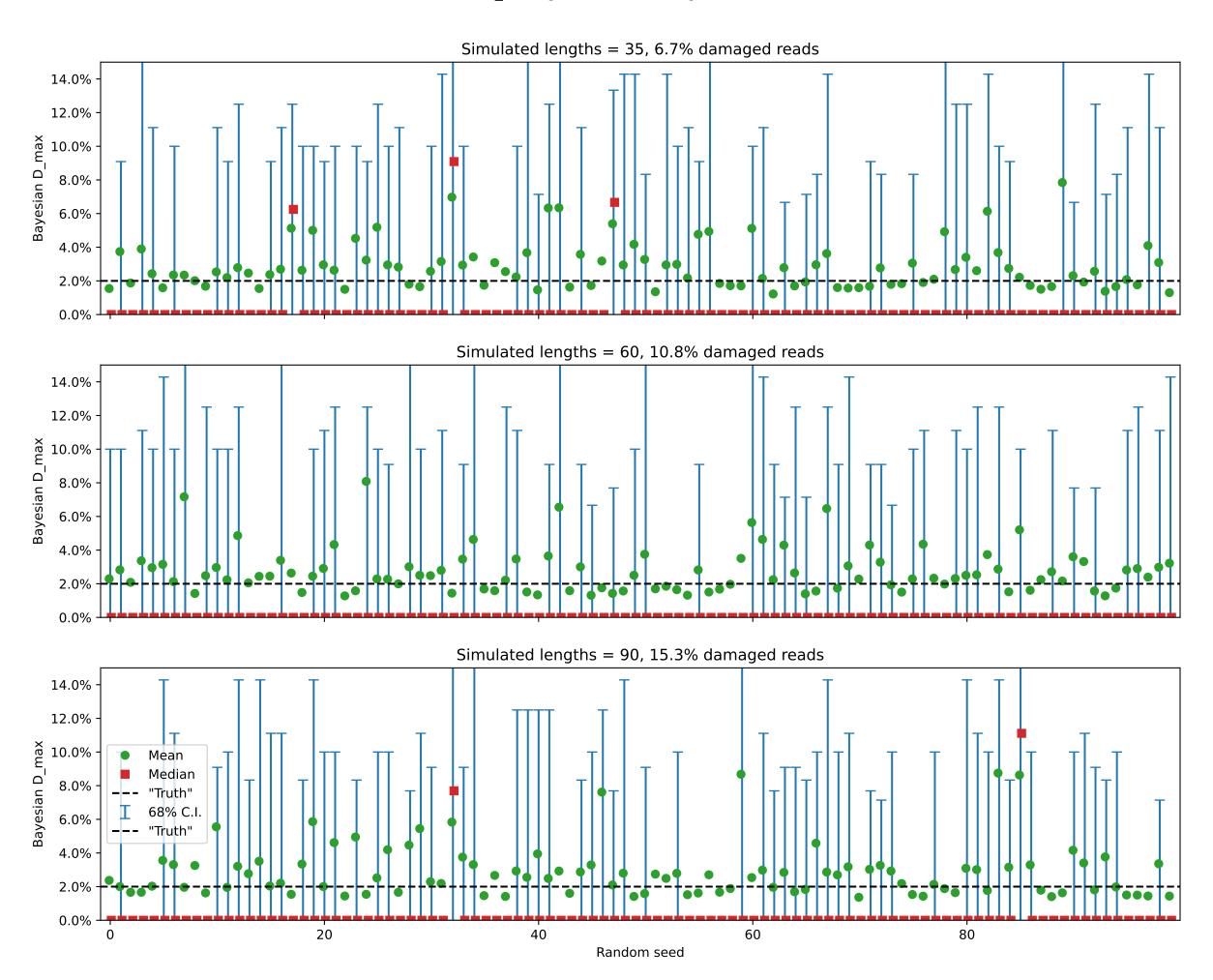


Random seed

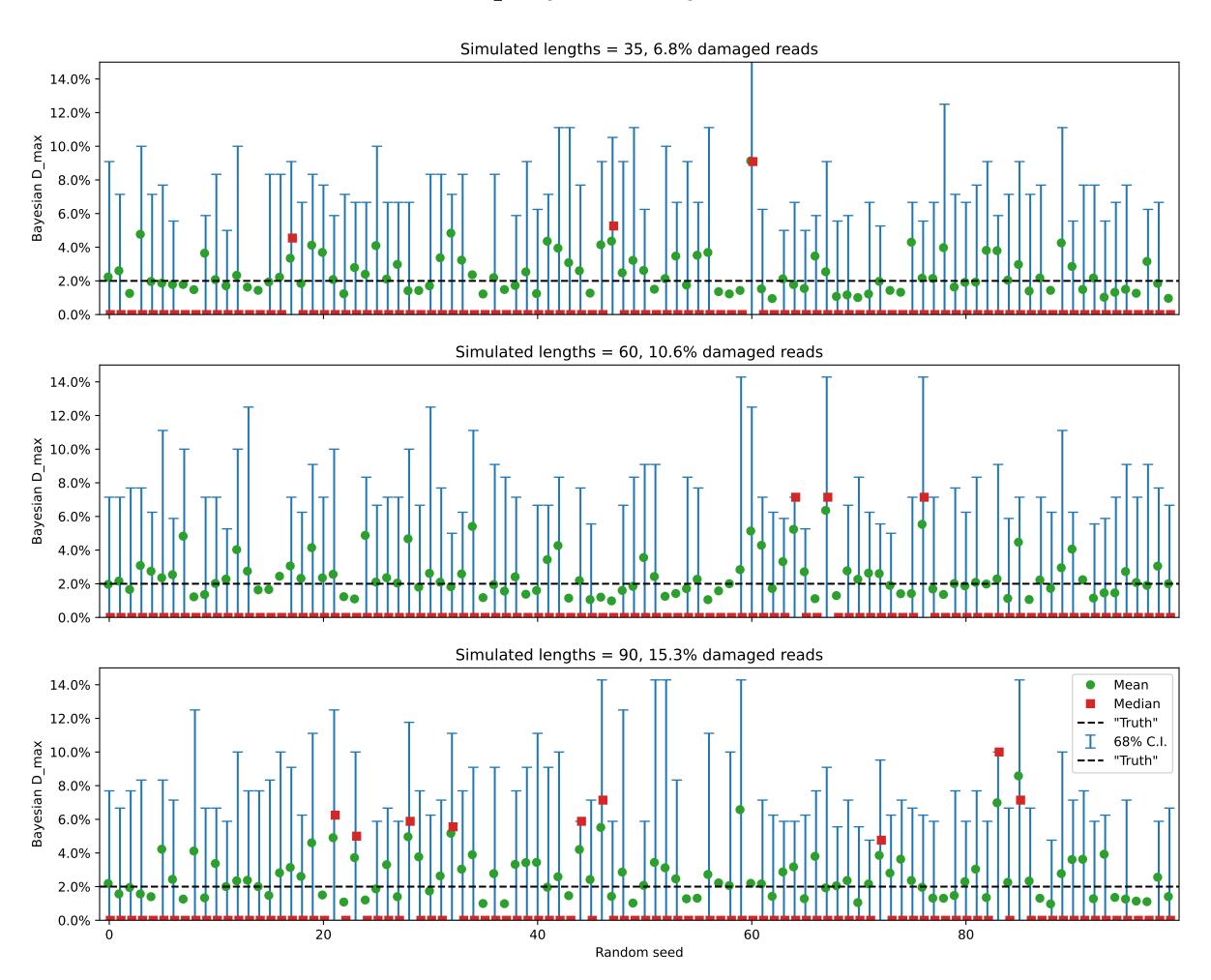
Species: betula 25 reads sim_damage = 0.047, damage = 2.00%



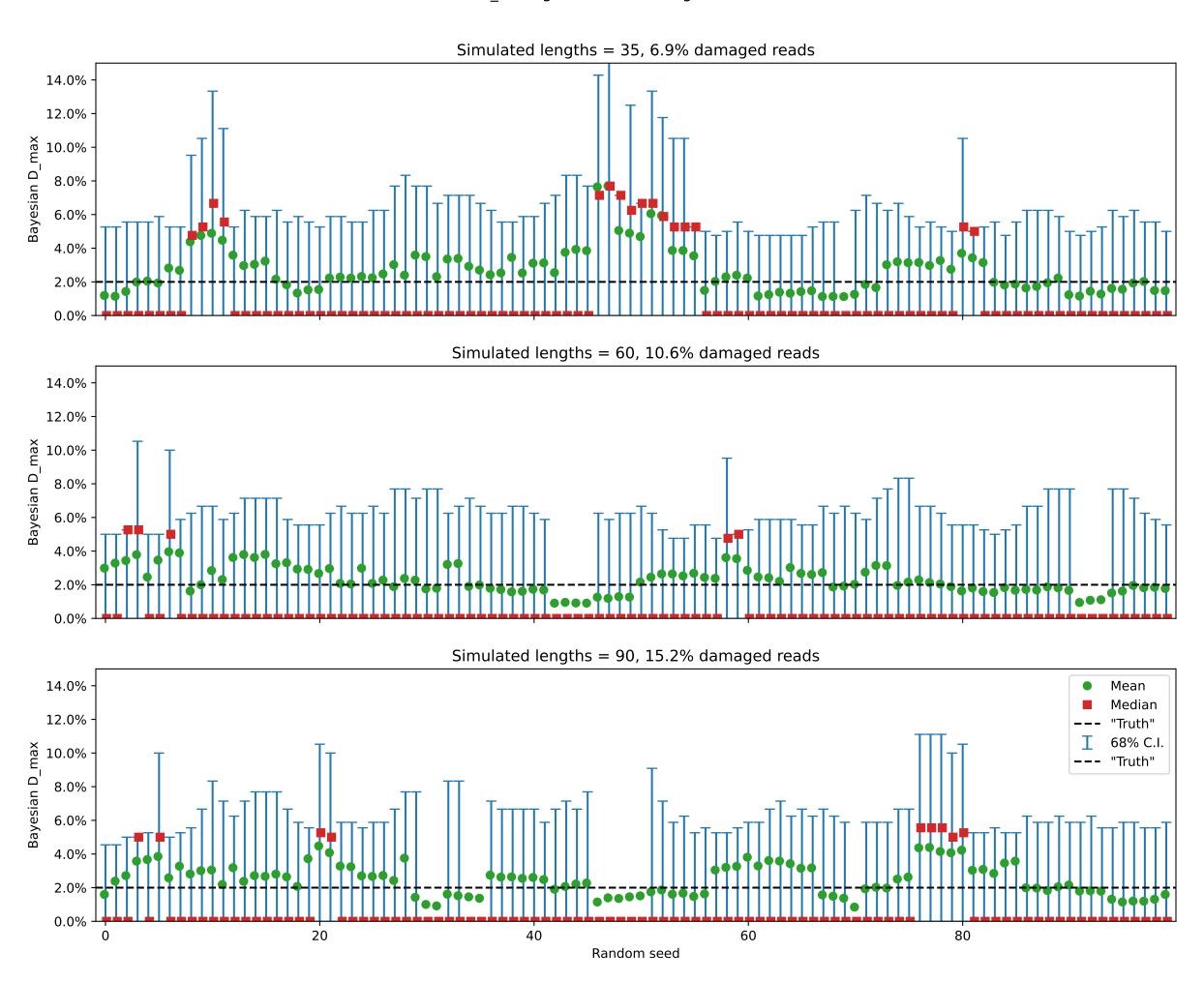
Species: betula
50 reads
sim_damage = 0.047, damage = 2.00%



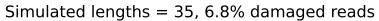
Species: betula 75 reads sim_damage = 0.047, damage = 2.00%

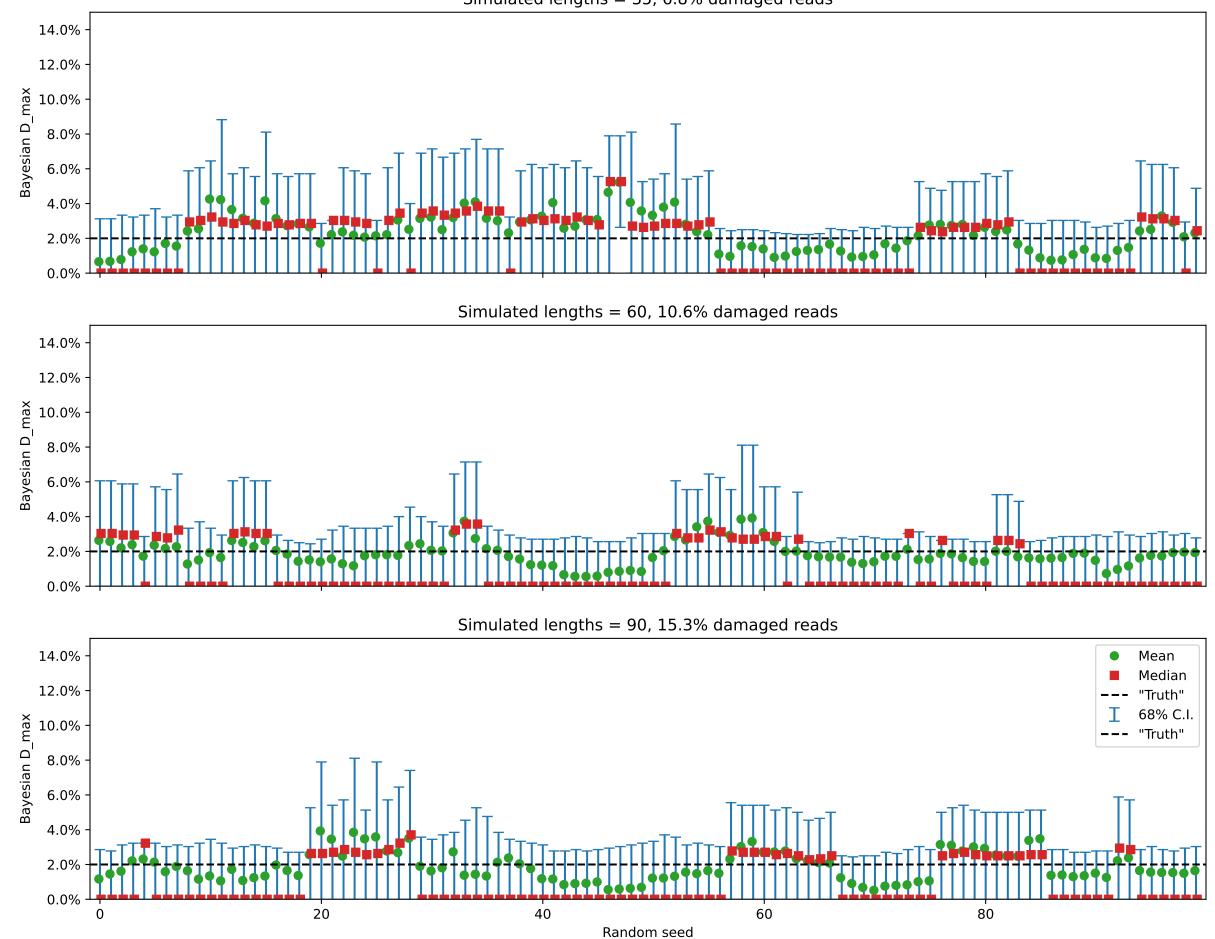


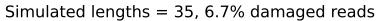
Species: betula 100 reads sim_damage = 0.047, damage = 2.00%

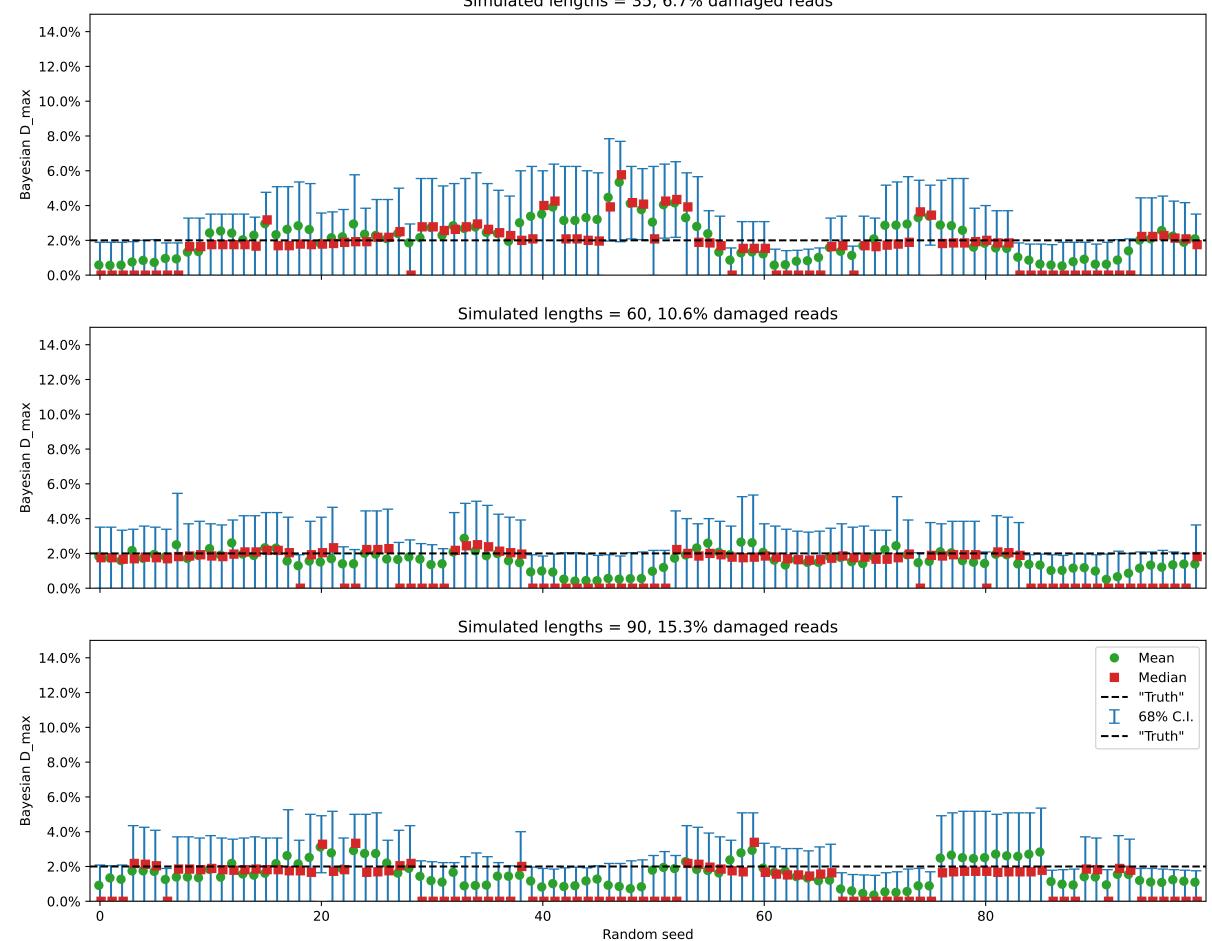


Species: betula 200 reads sim_damage = 0.047, damage = 2.00%

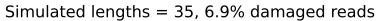


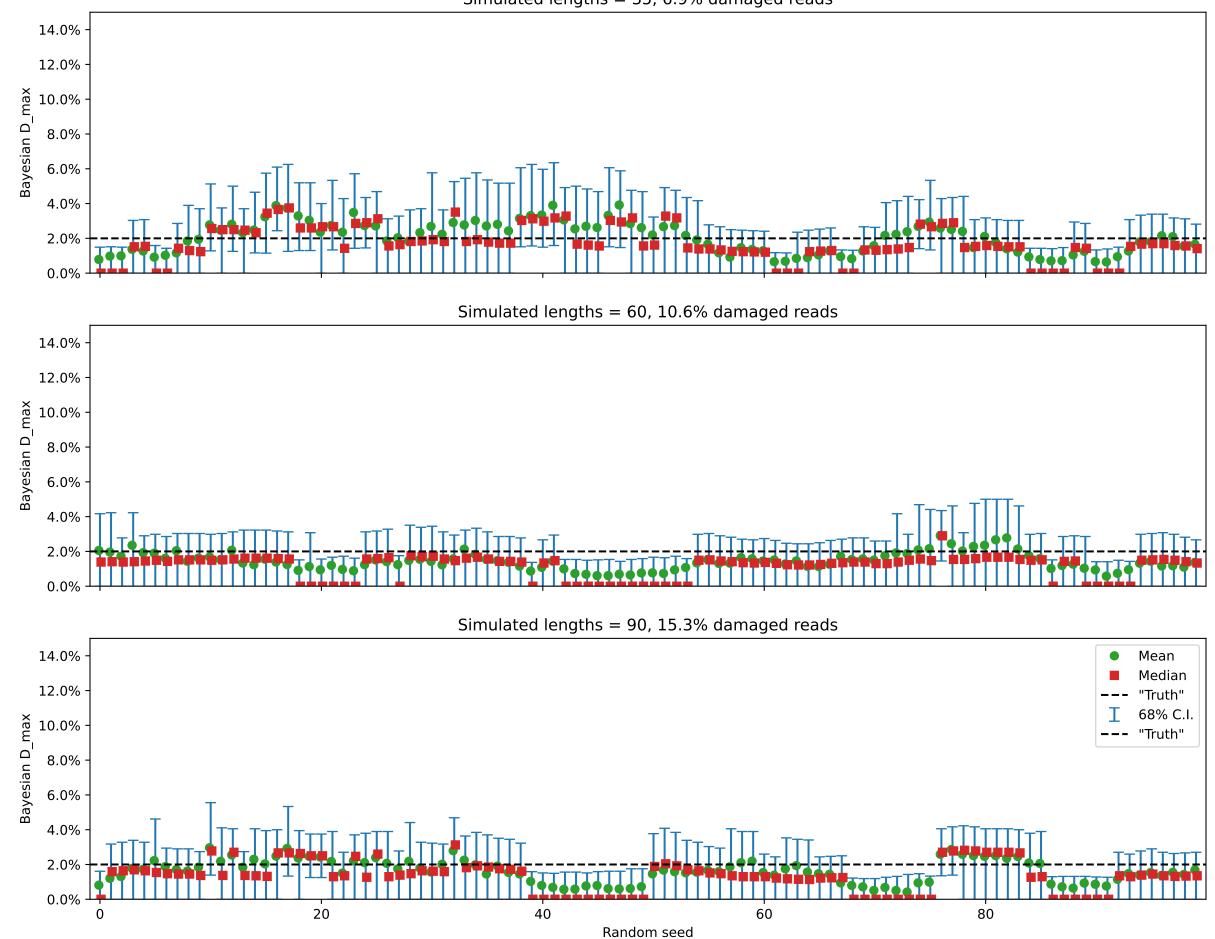




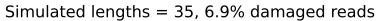


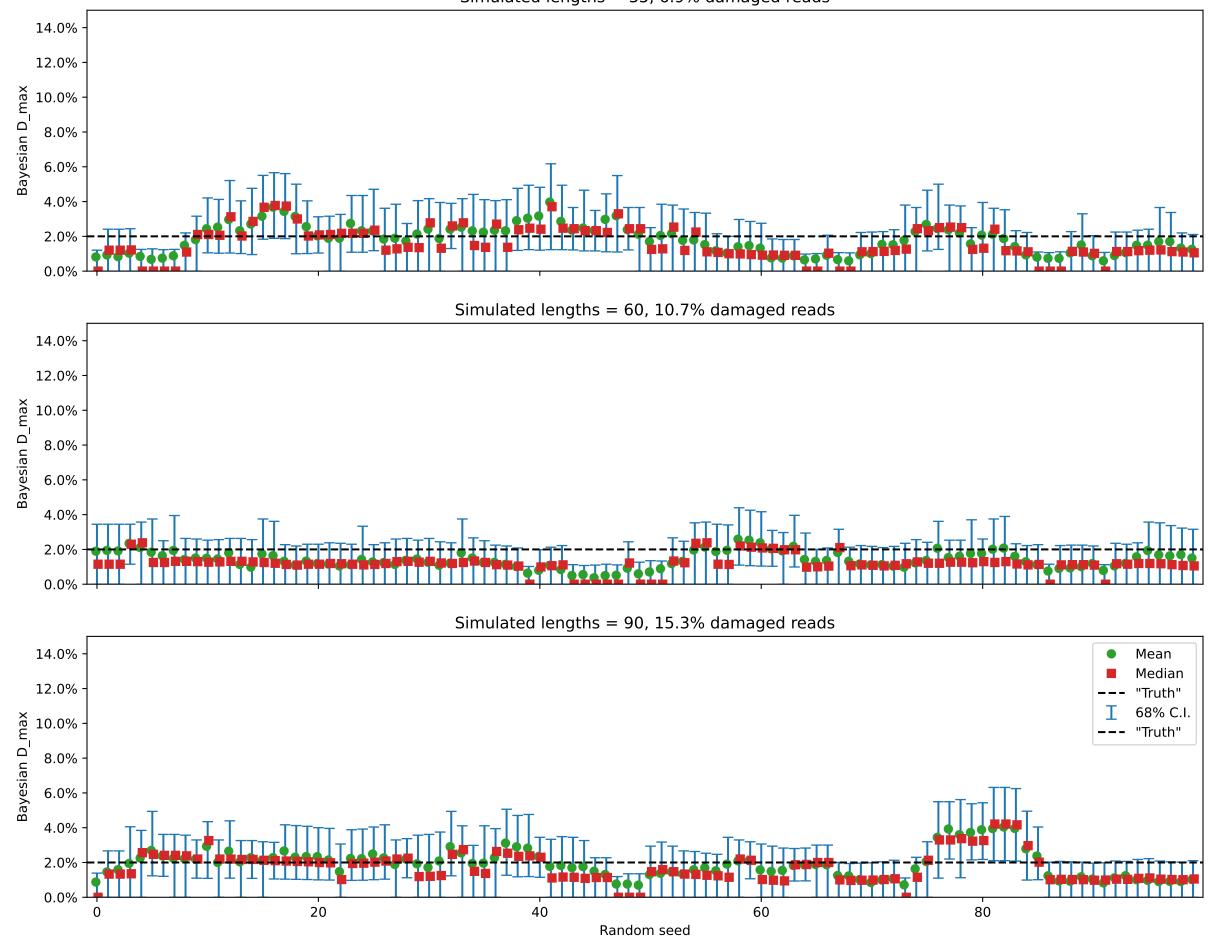
Species: betula 400 reads sim_damage = 0.047, damage = 2.00%



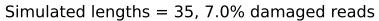


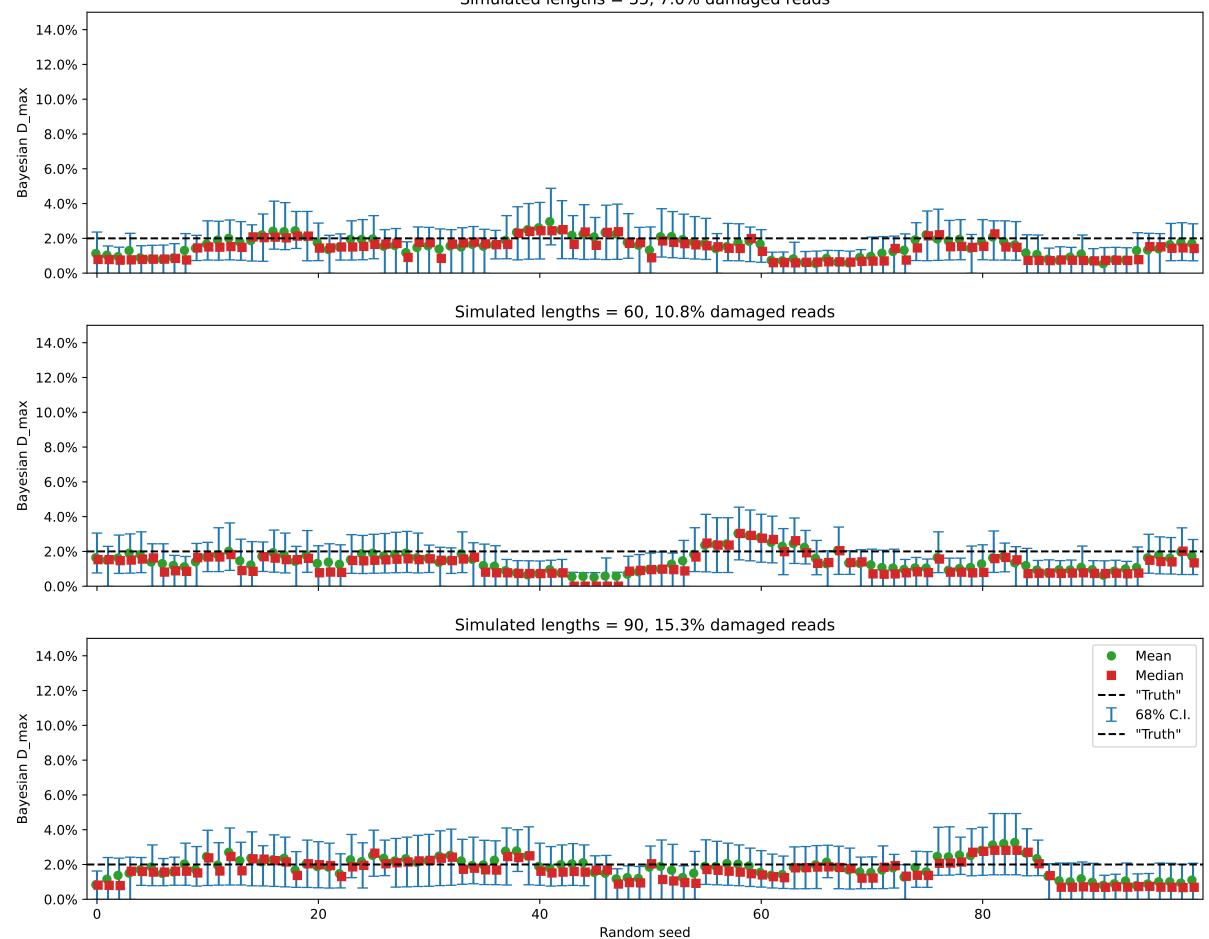
Species: betula 500 reads sim_damage = 0.047, damage = 2.00%



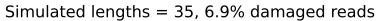


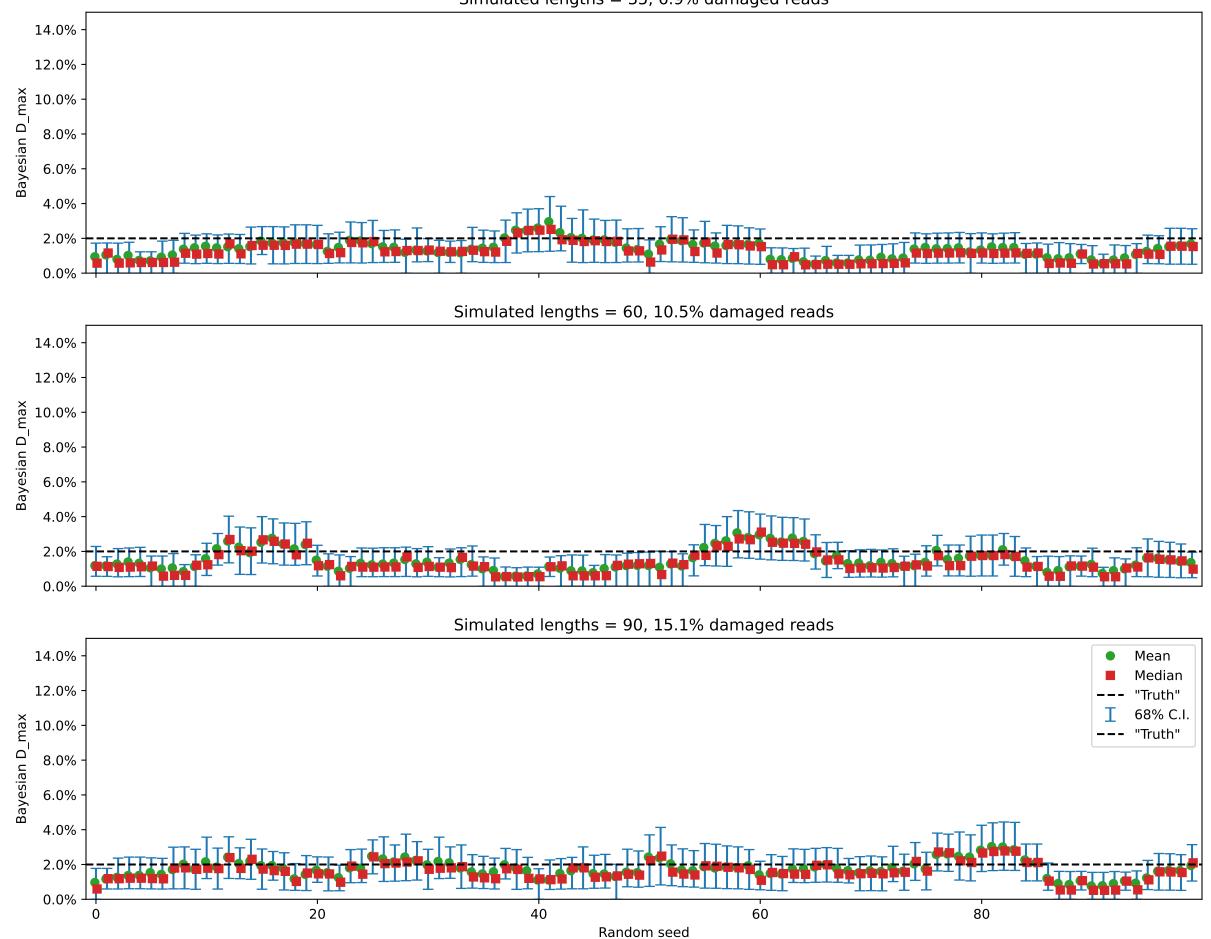
Species: betula 750 reads sim_damage = 0.047, damage = 2.00%

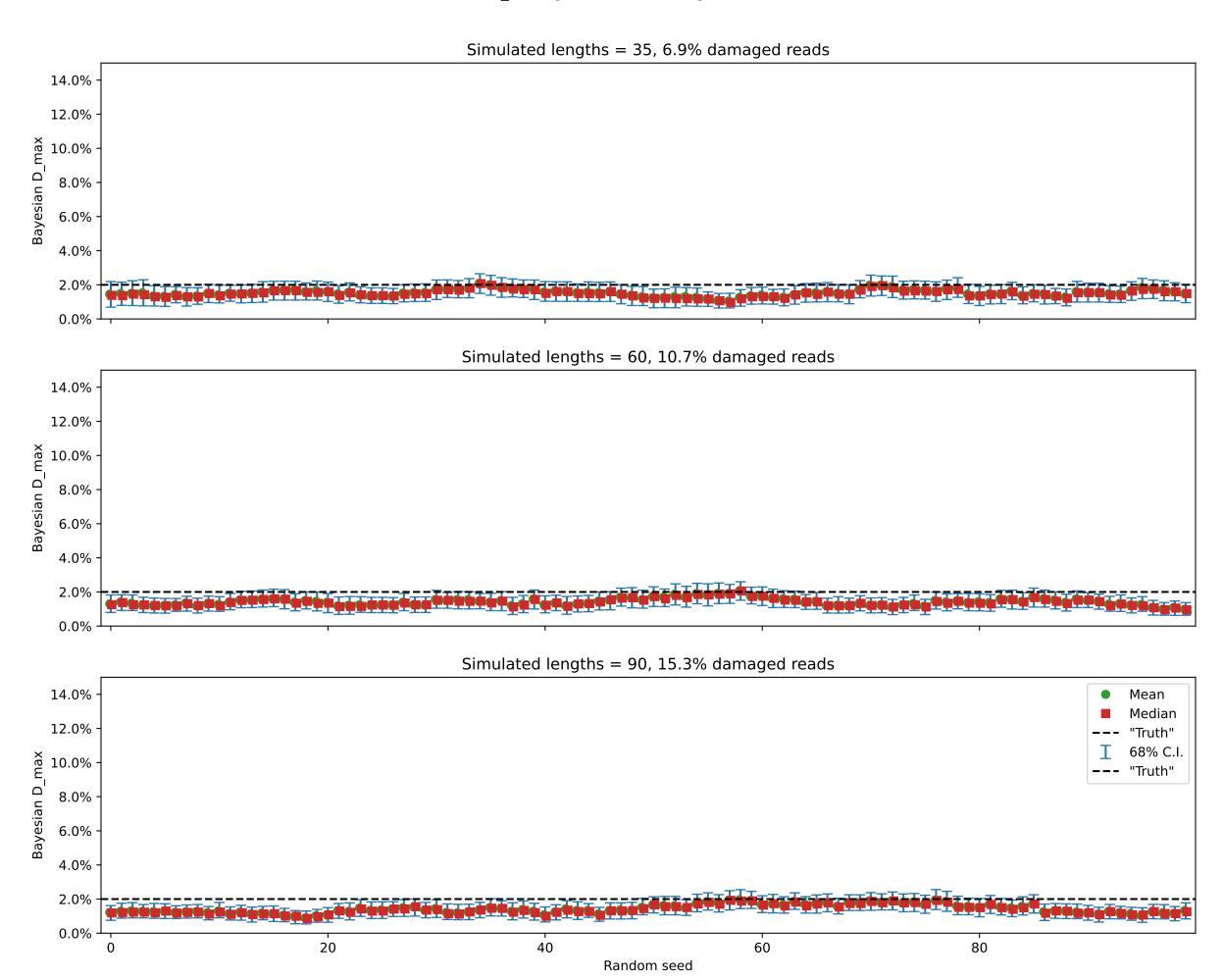


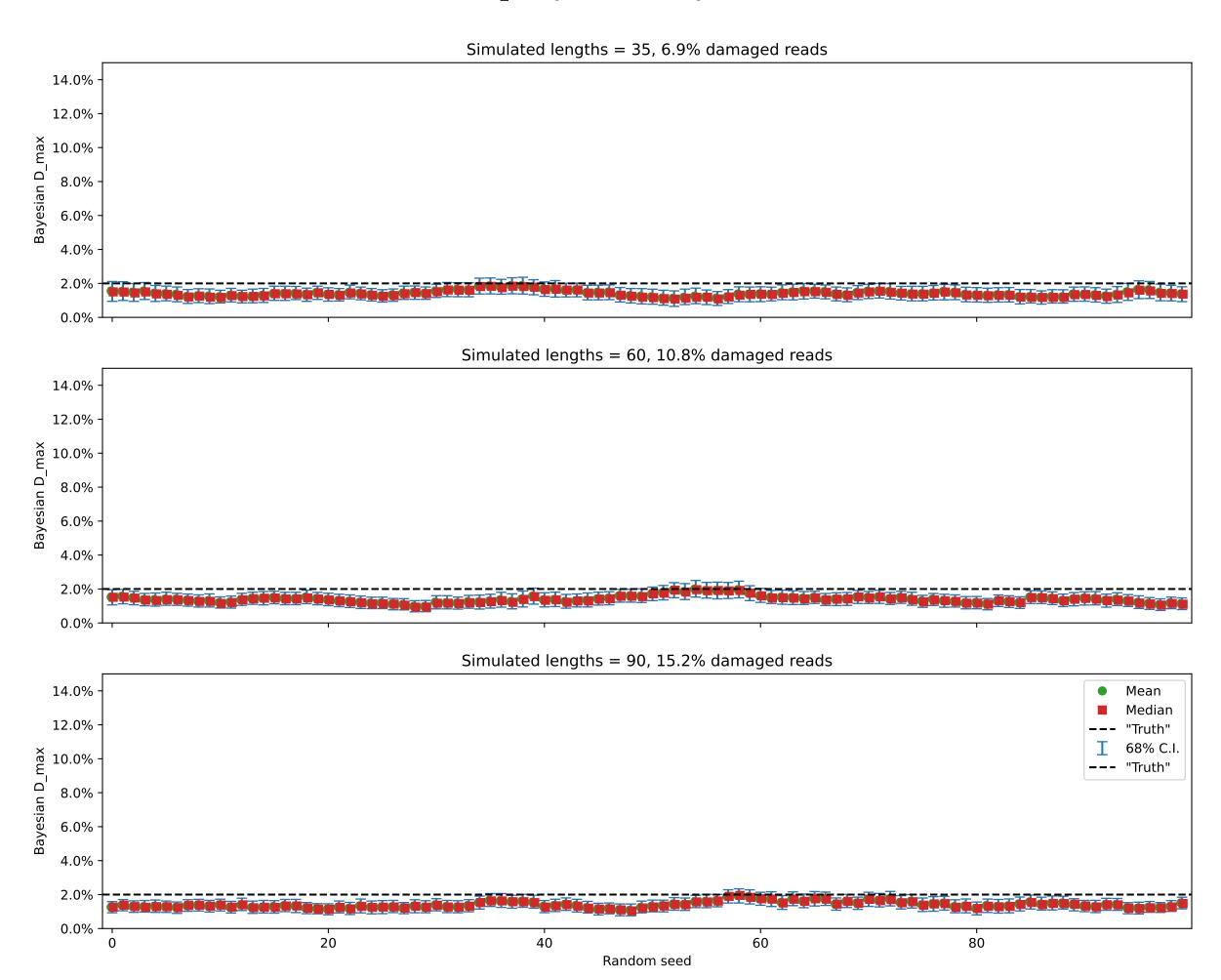


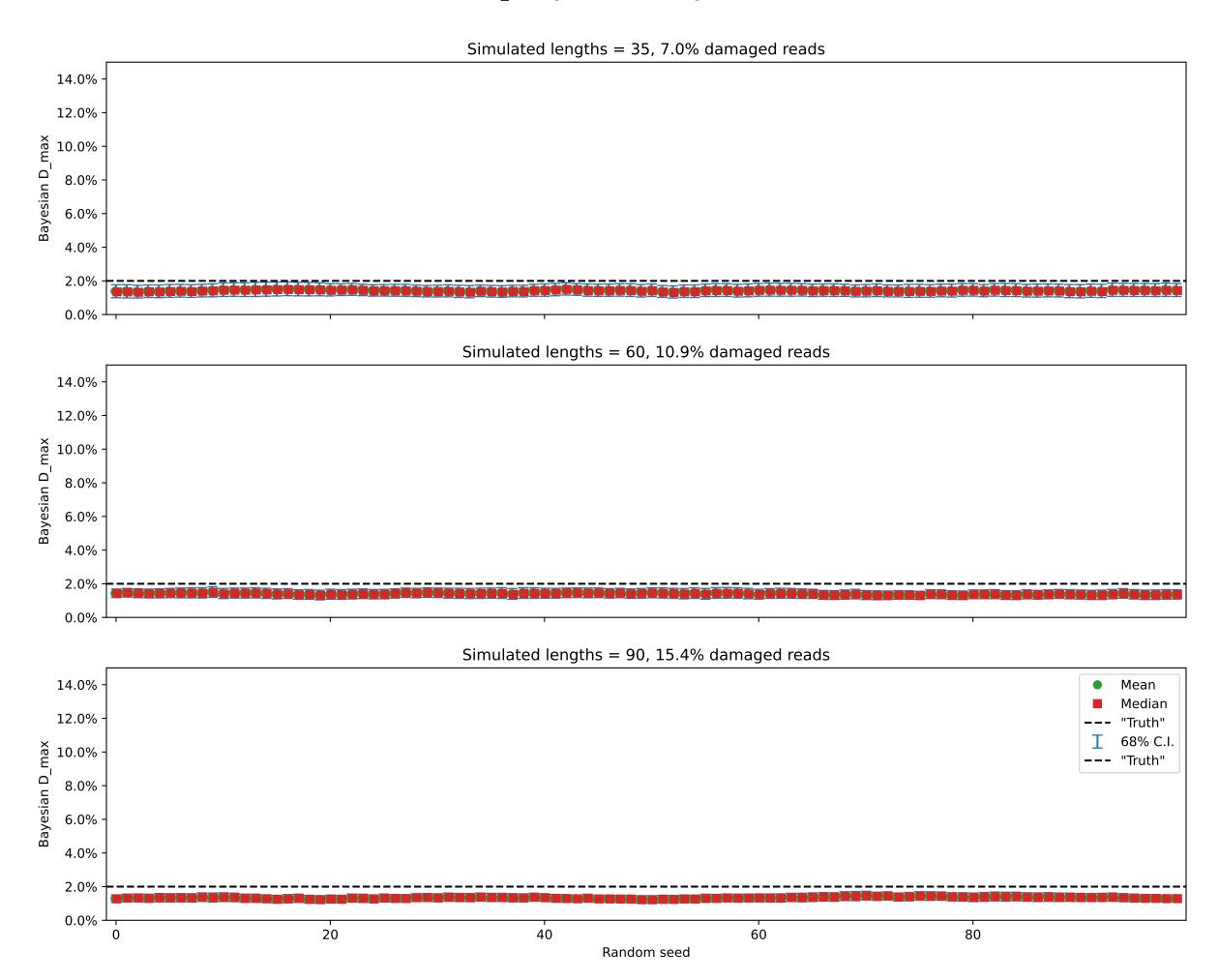
Species: betula 1000 reads sim_damage = 0.047, damage = 2.00%



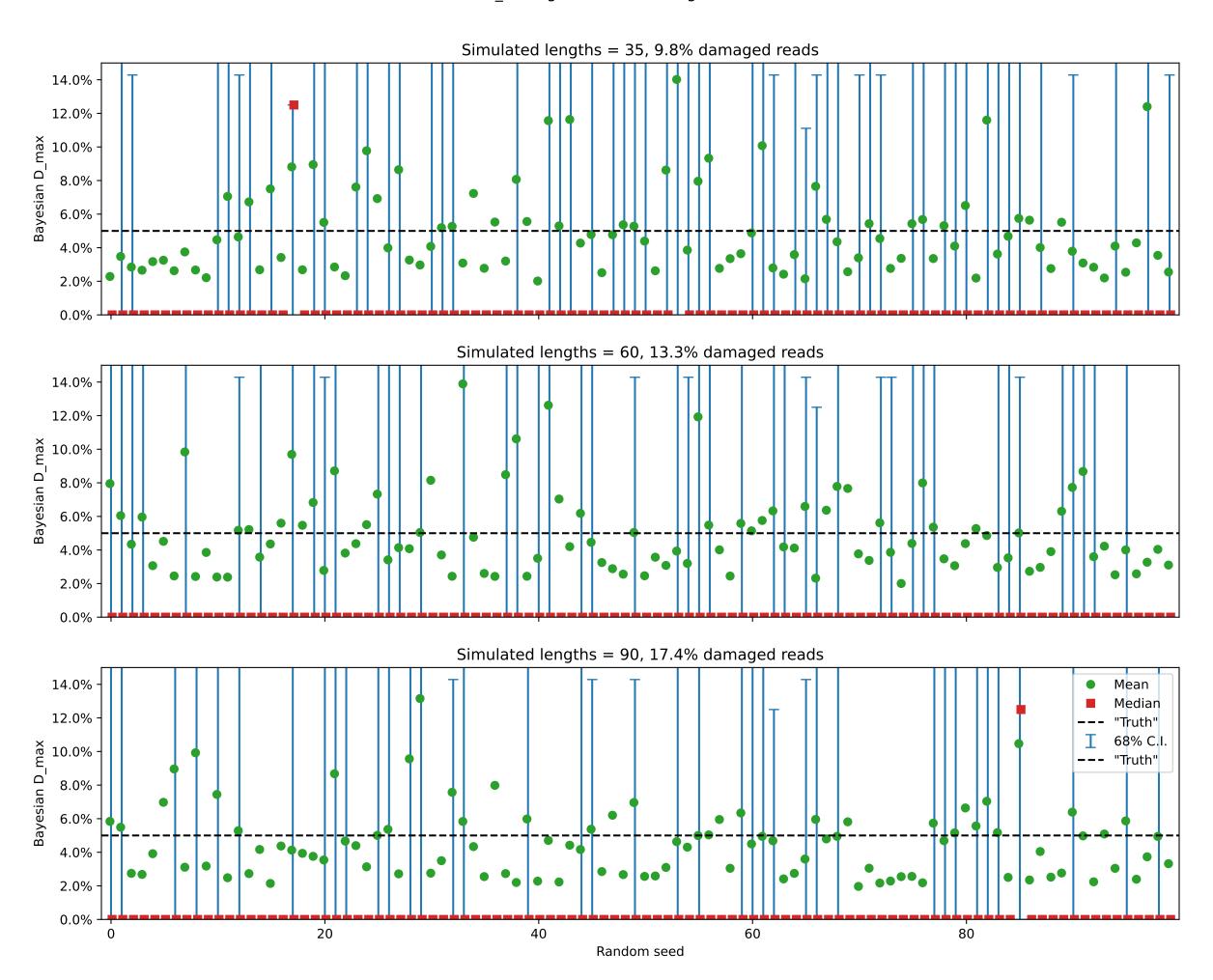




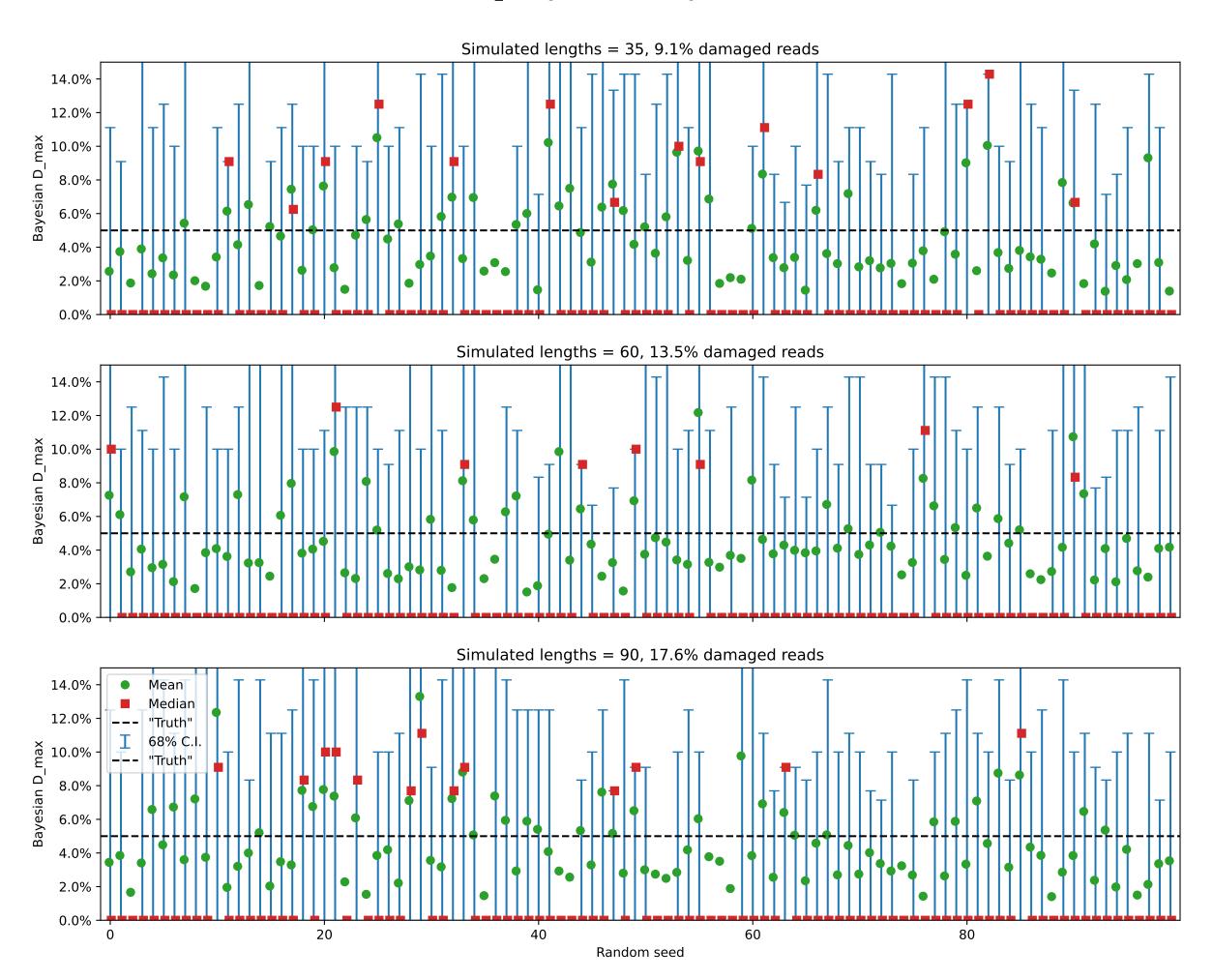




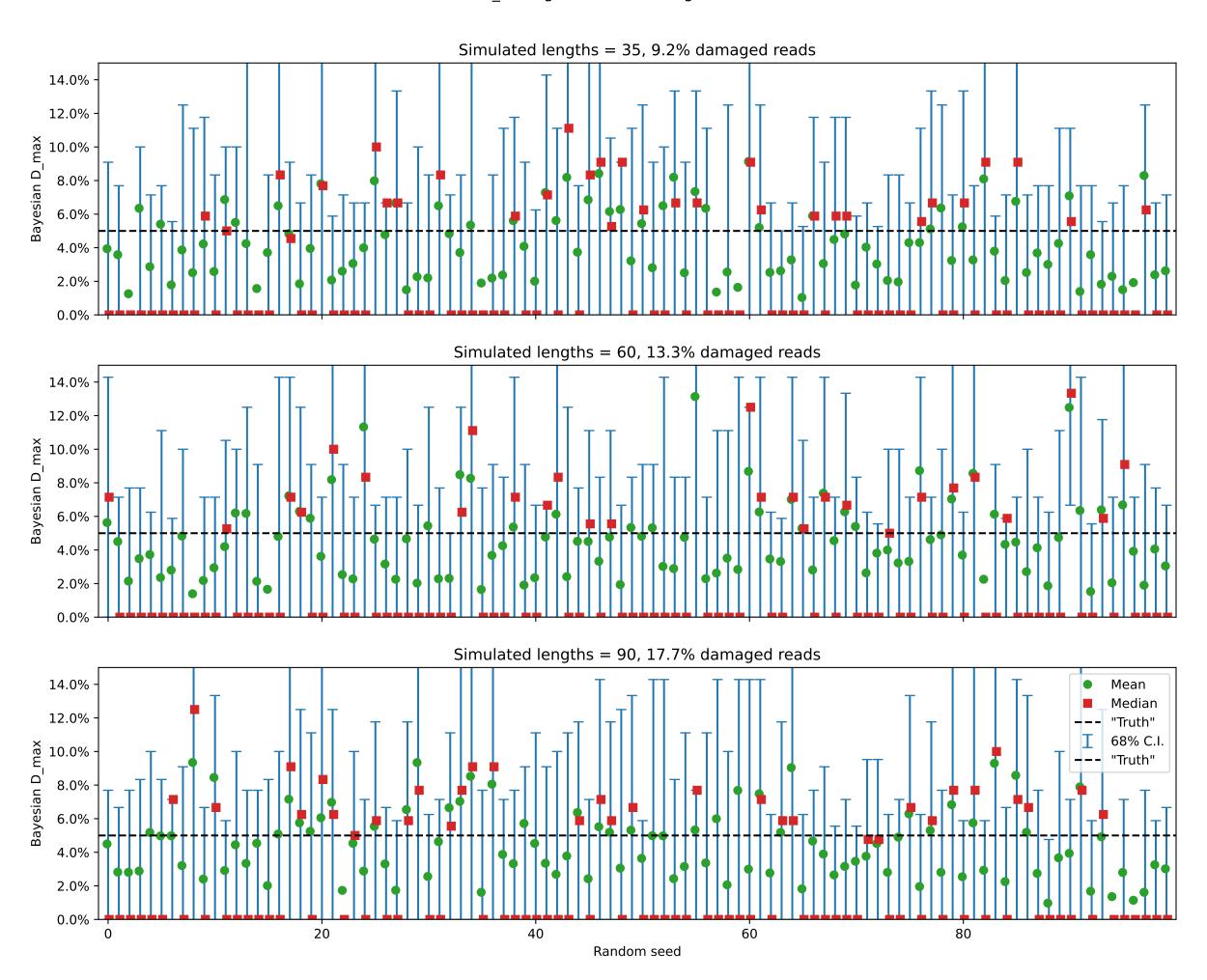
Species: betula 25 reads sim_damage = 0.138, damage = 5.00%



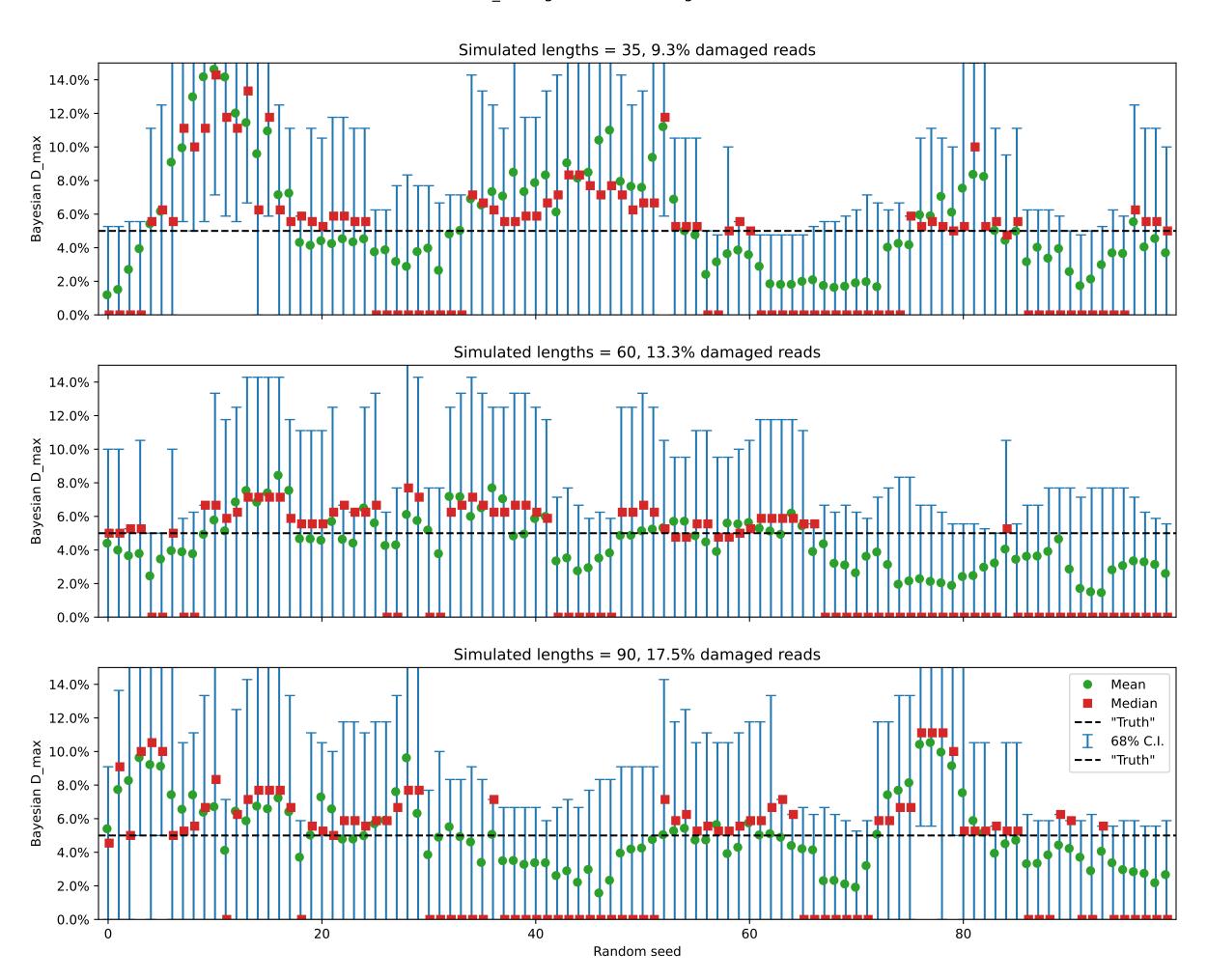
Species: betula
50 reads
sim_damage = 0.138, damage = 5.00%

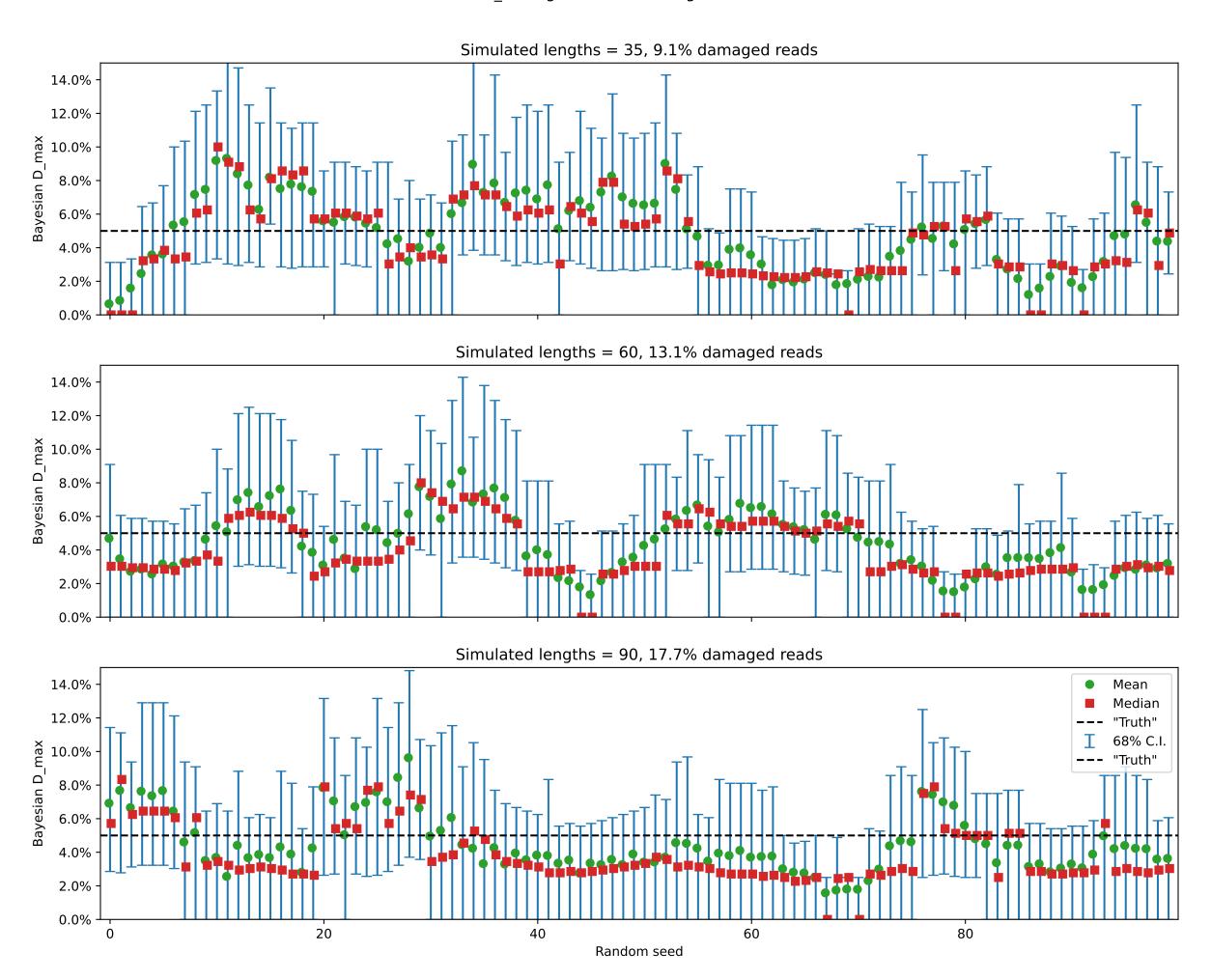


Species: betula 75 reads sim_damage = 0.138, damage = 5.00%

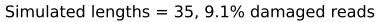


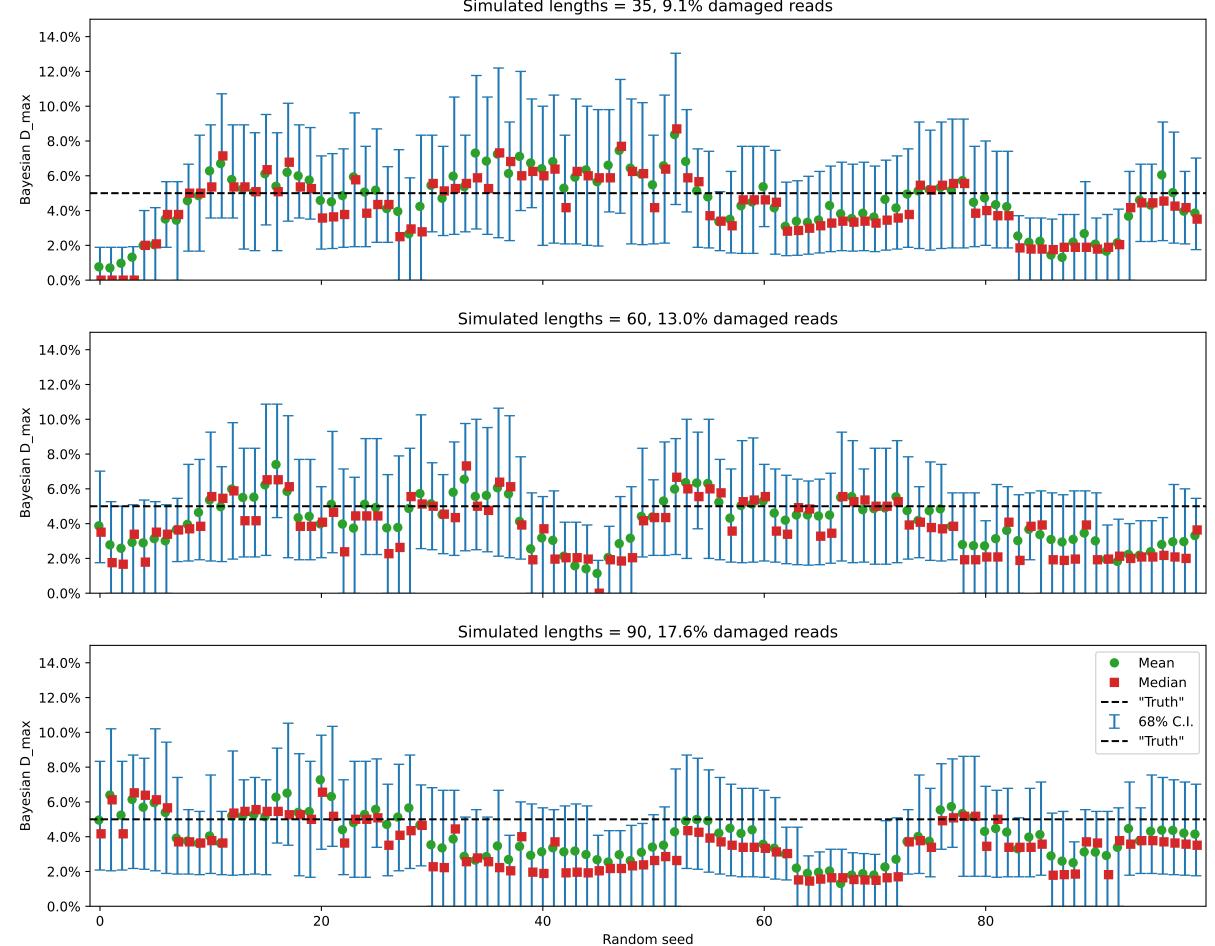
Species: betula 100 reads sim_damage = 0.138, damage = 5.00%



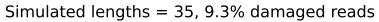


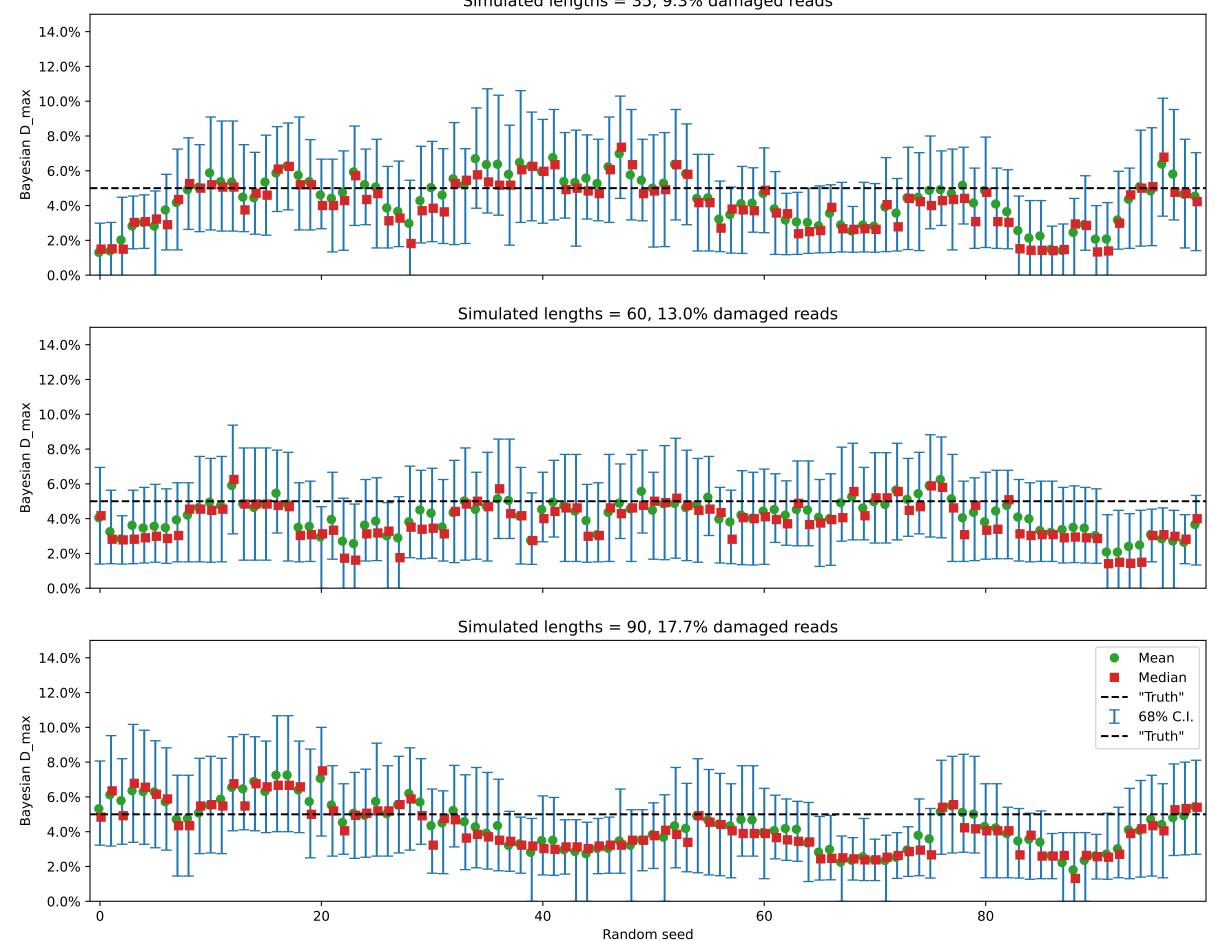
Species: betula
300 reads
sim_damage = 0.138, damage = 5.00%



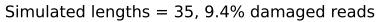


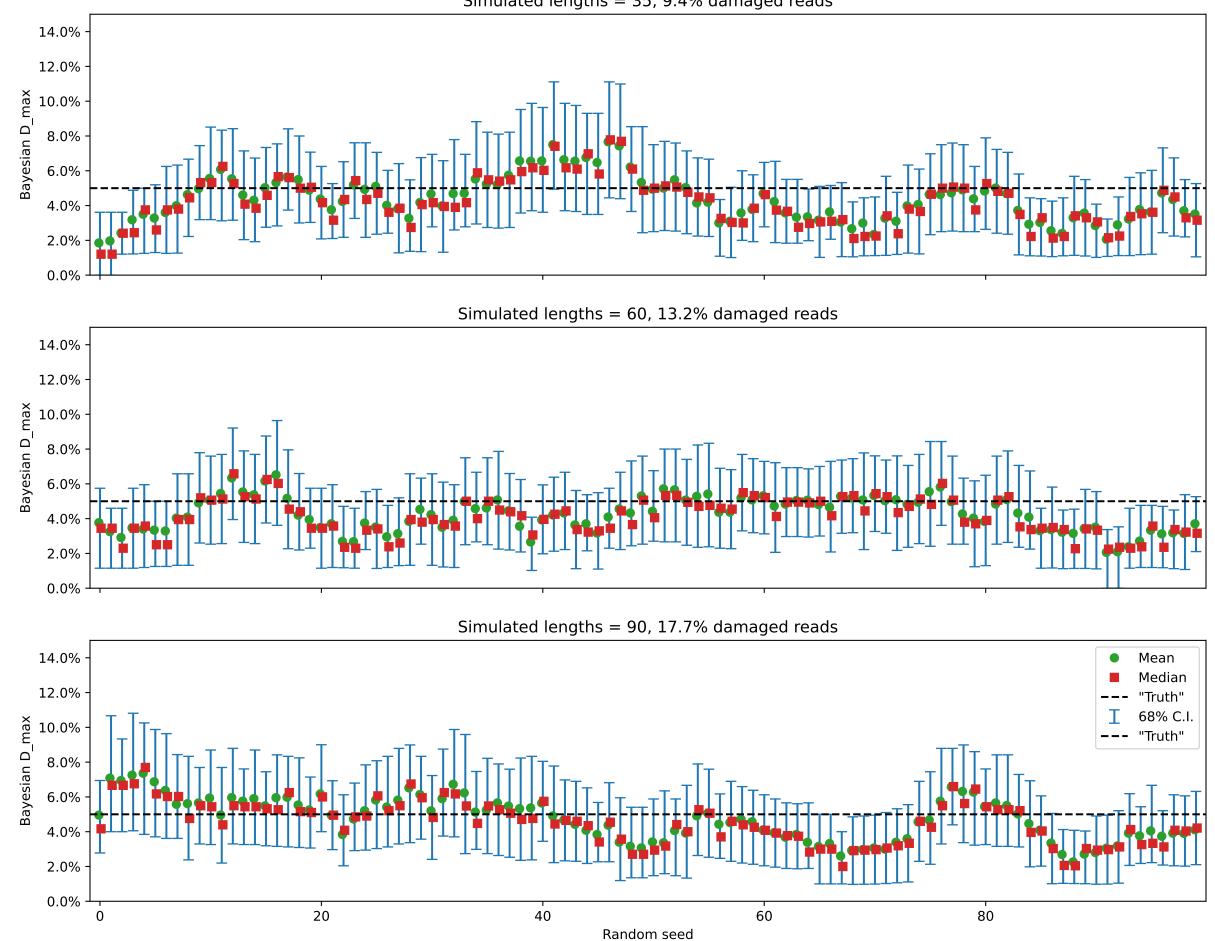
Species: betula 400 reads sim_damage = 0.138, damage = 5.00%



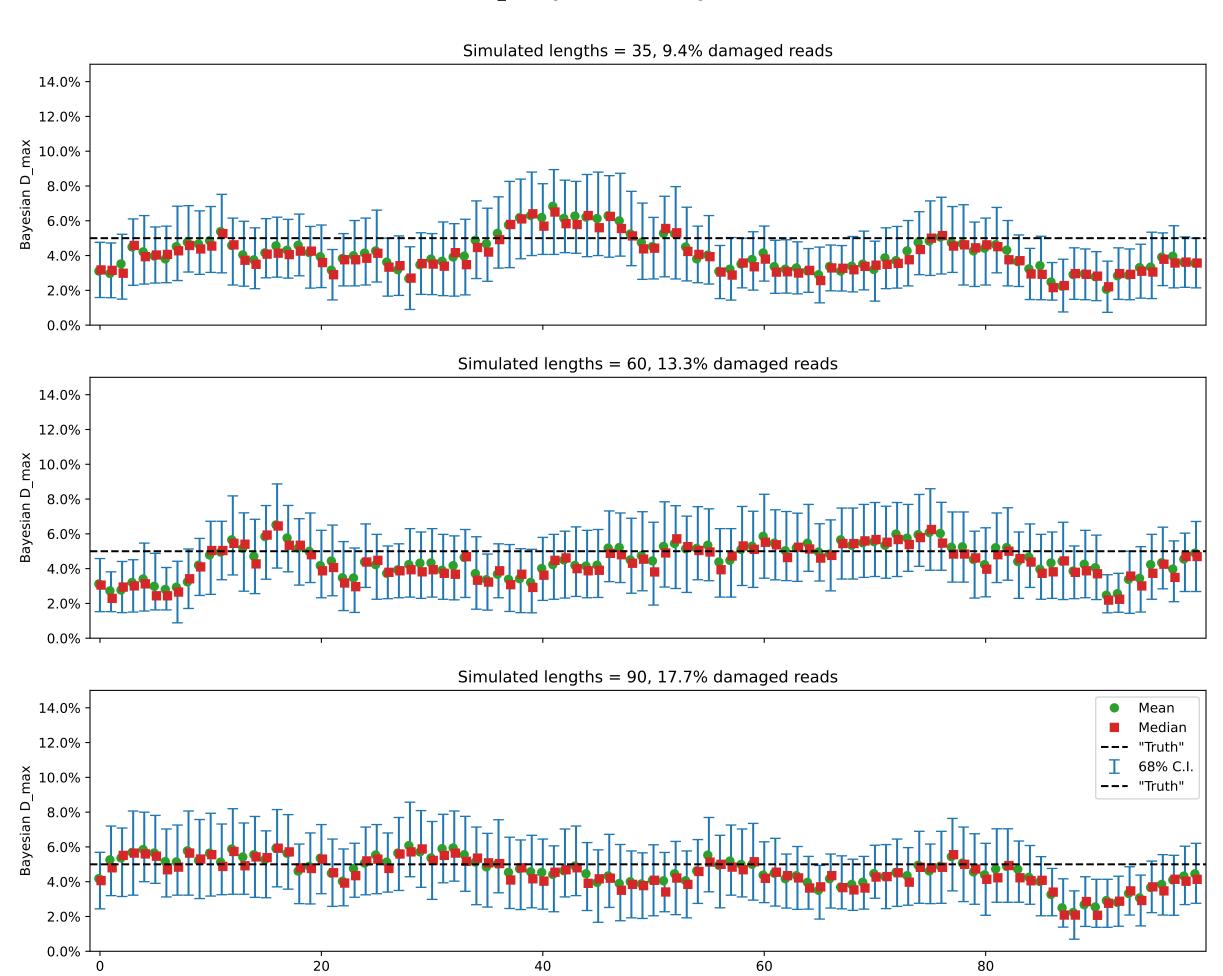


Species: betula 500 reads sim_damage = 0.138, damage = 5.00%



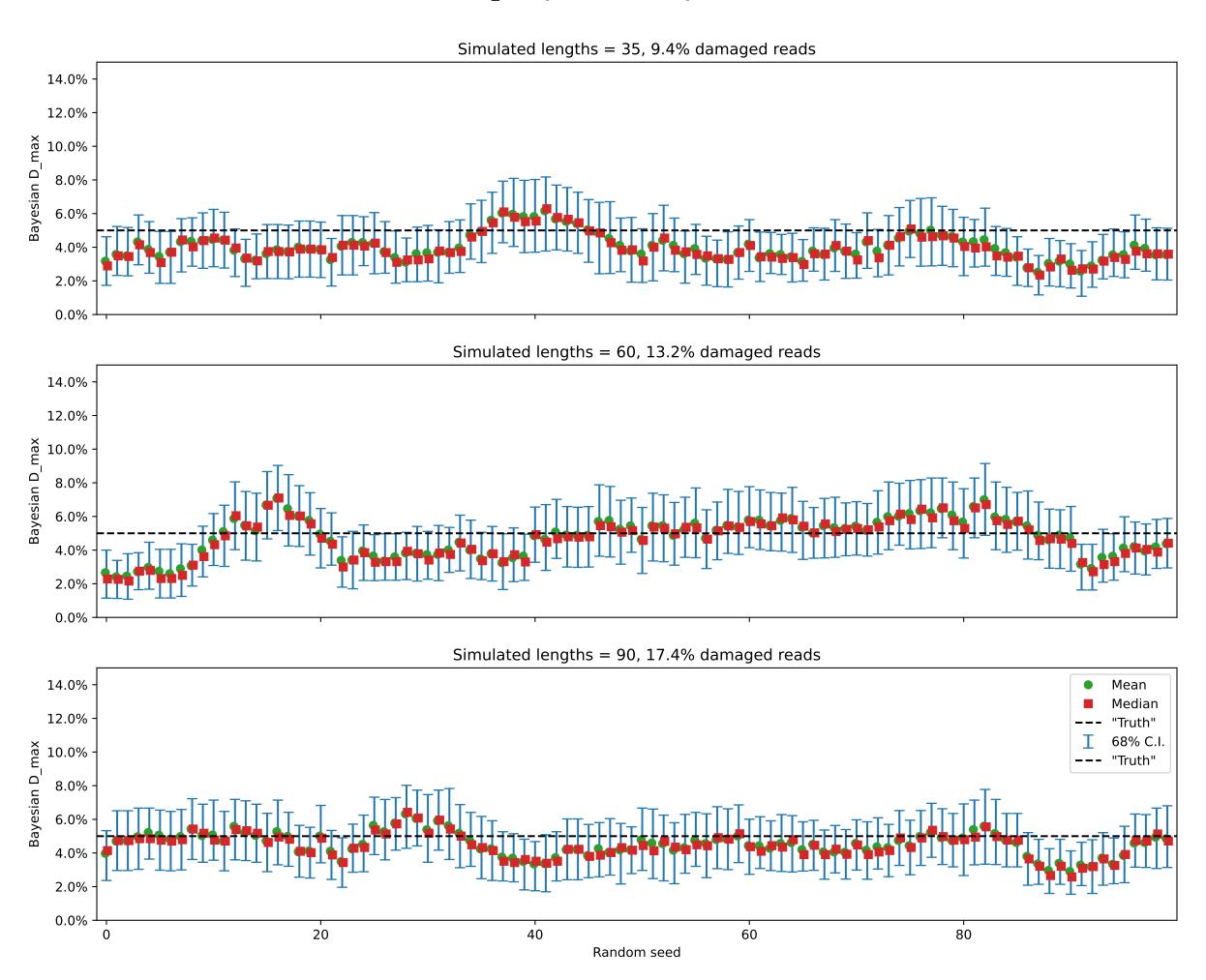


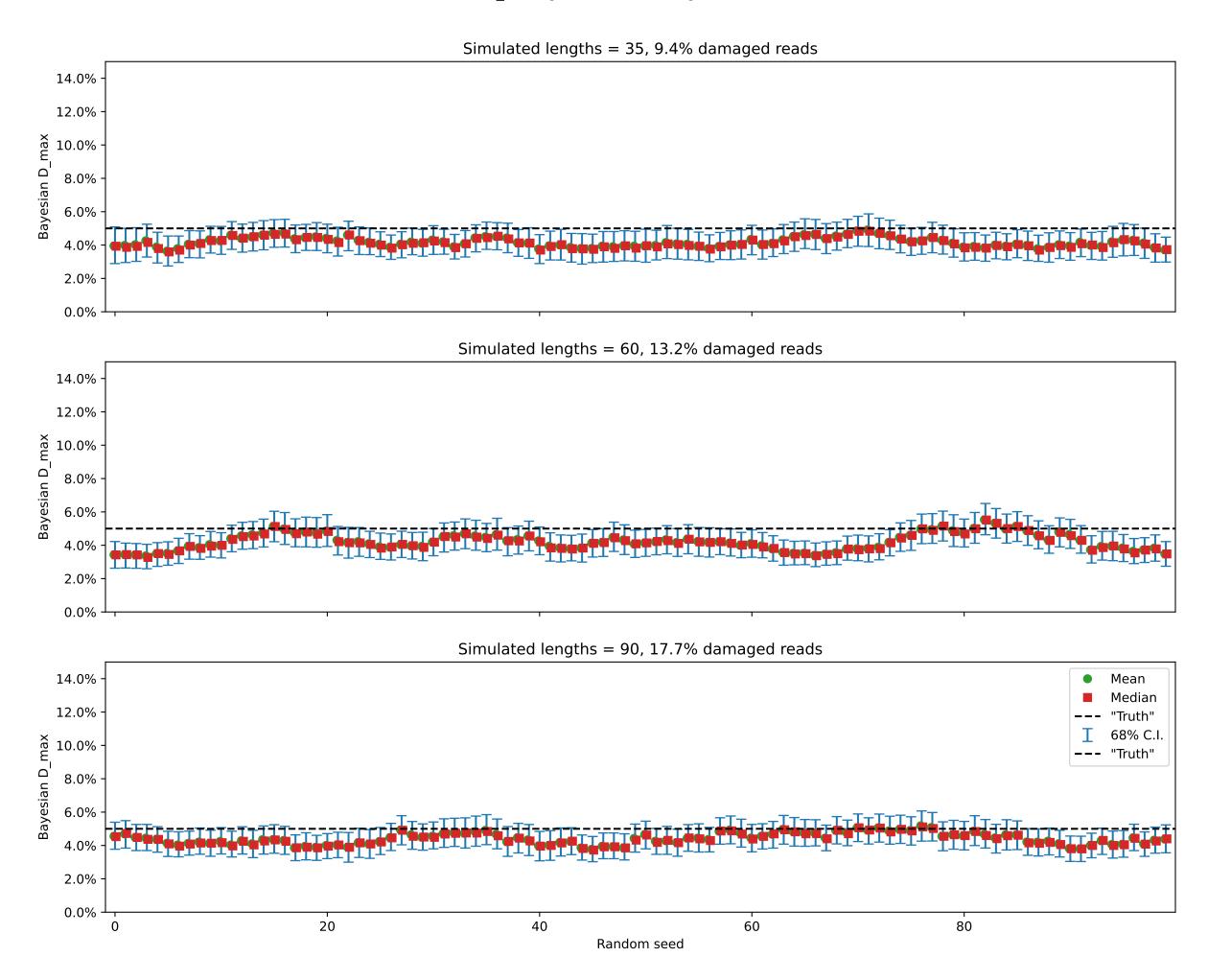
Species: betula 750 reads sim_damage = 0.138, damage = 5.00%

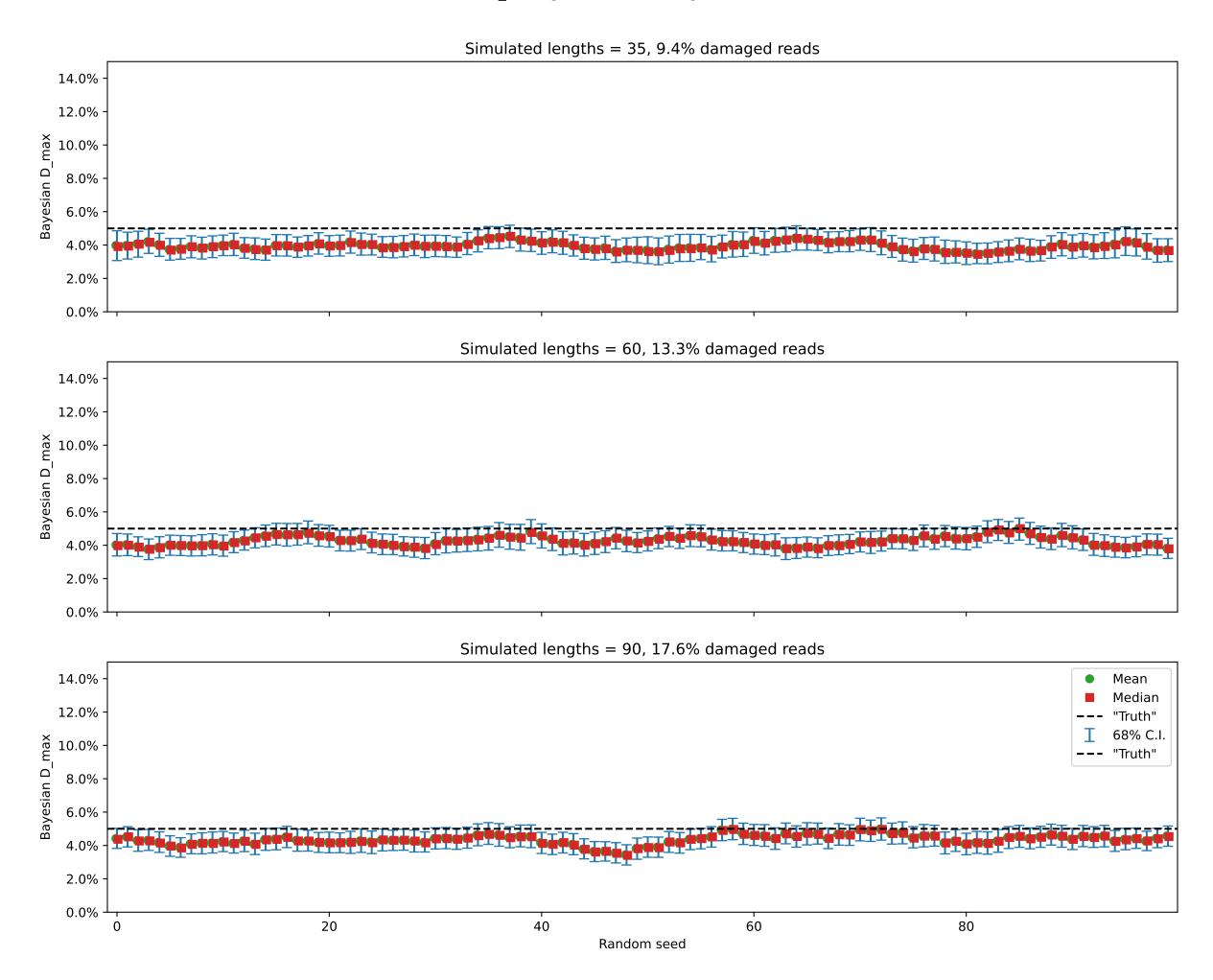


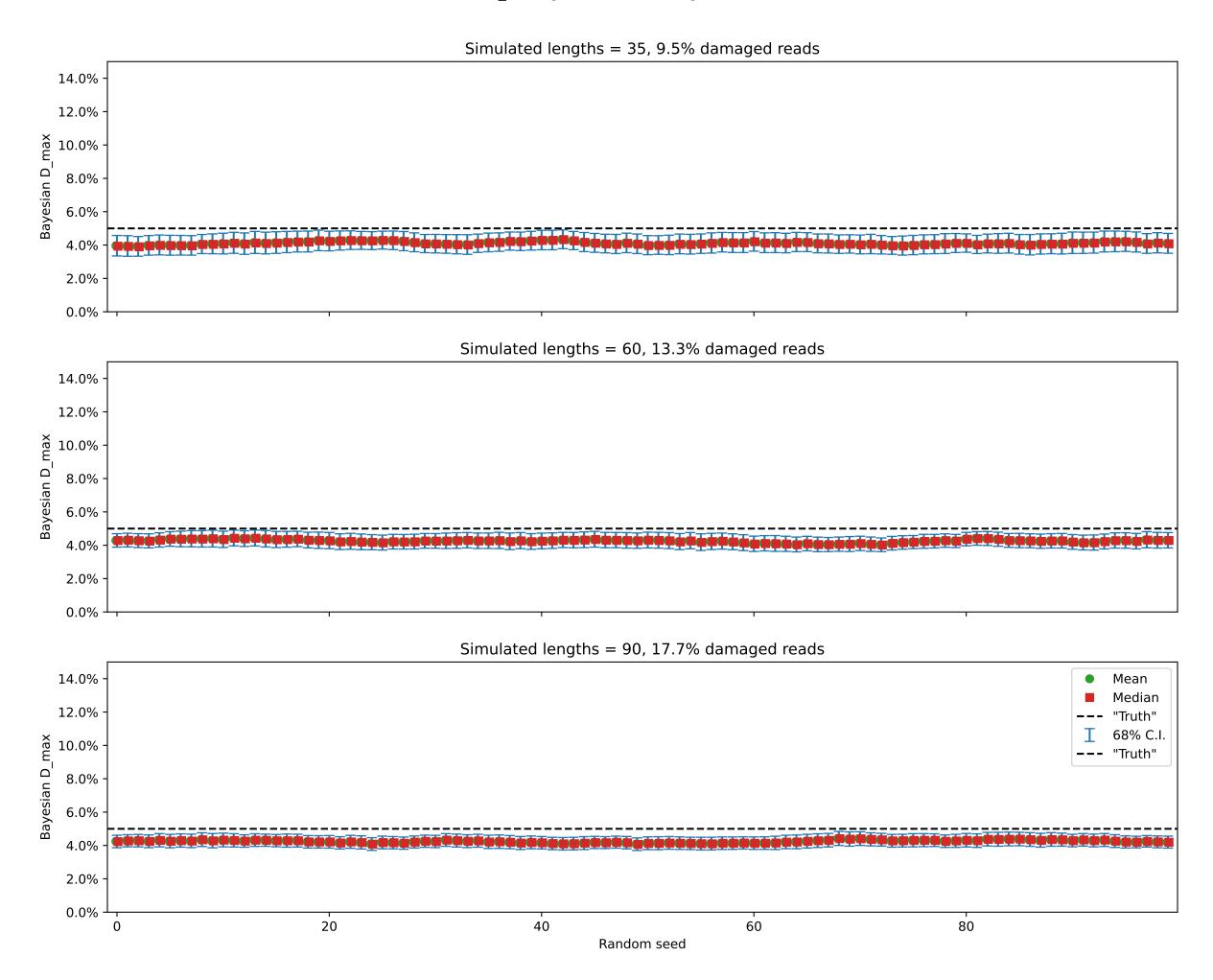
Random seed

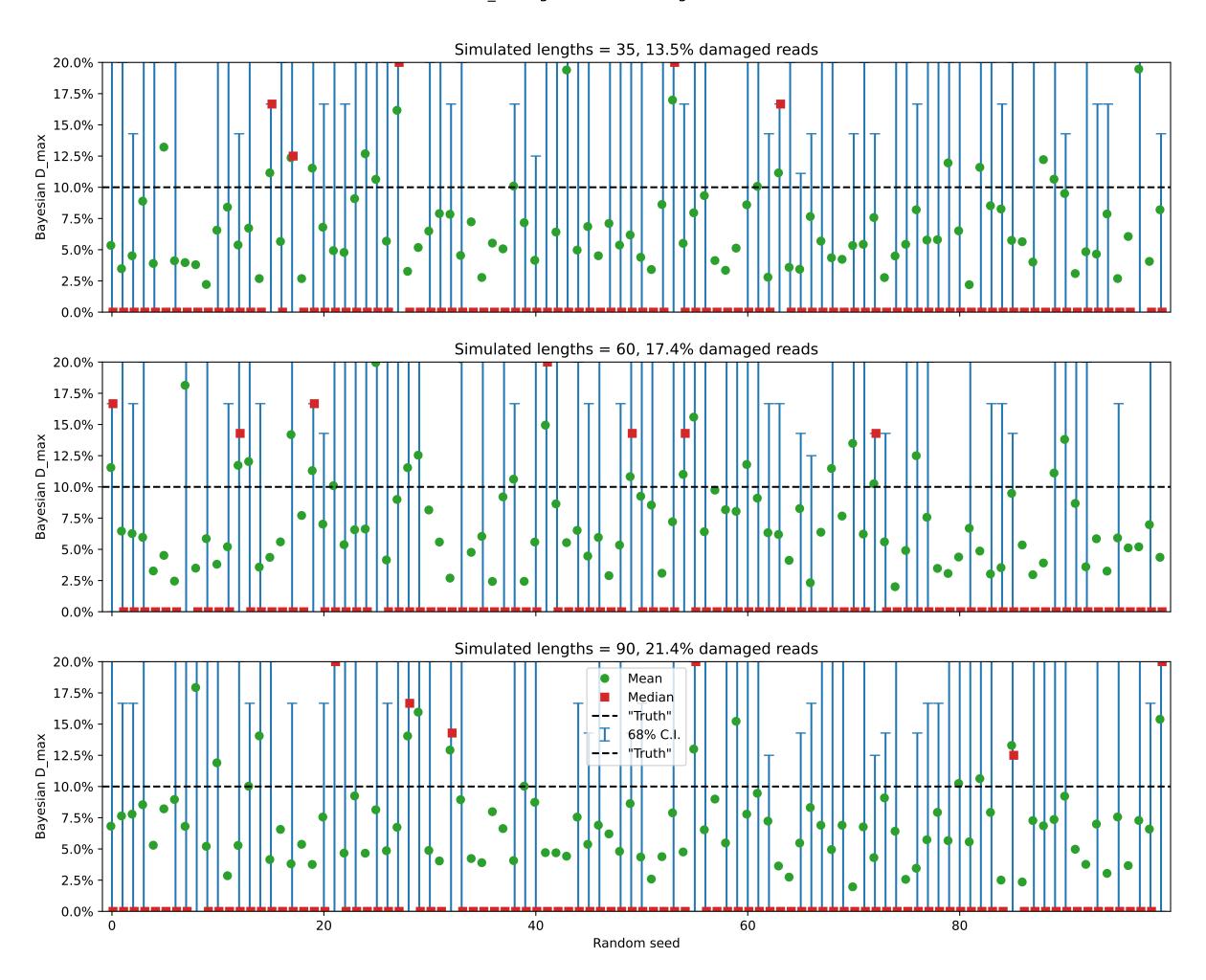
Species: betula 1000 reads sim_damage = 0.138, damage = 5.00%

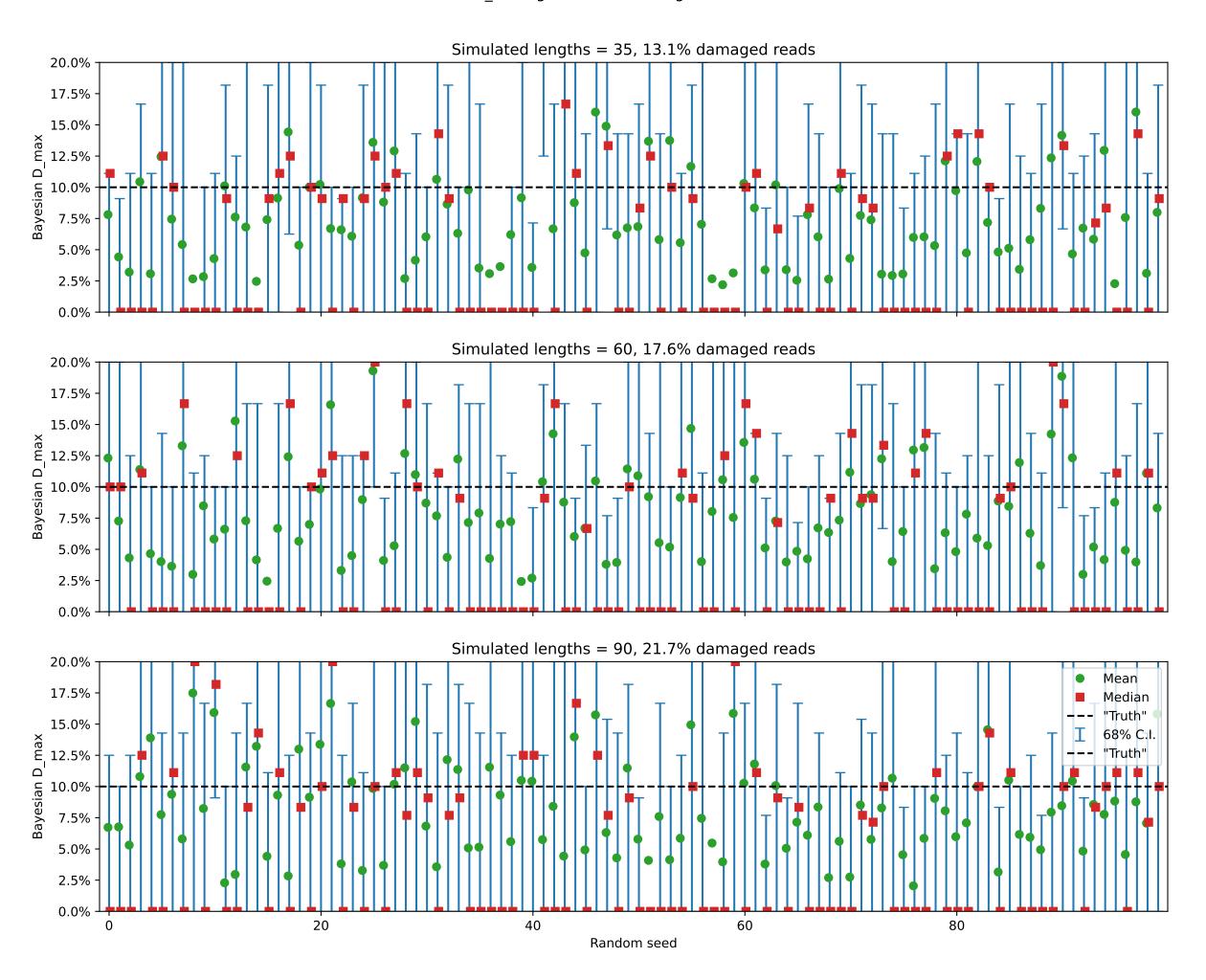


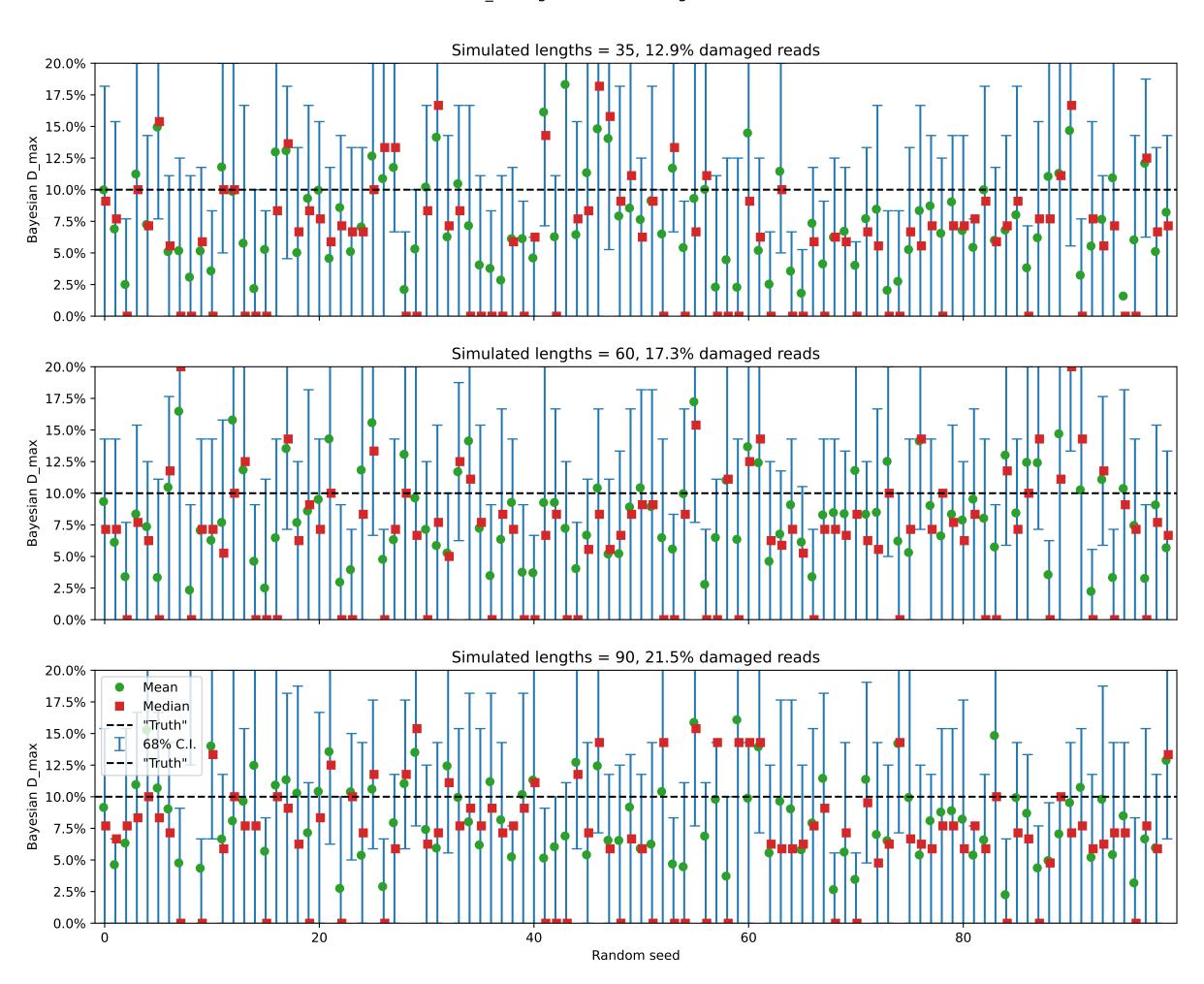


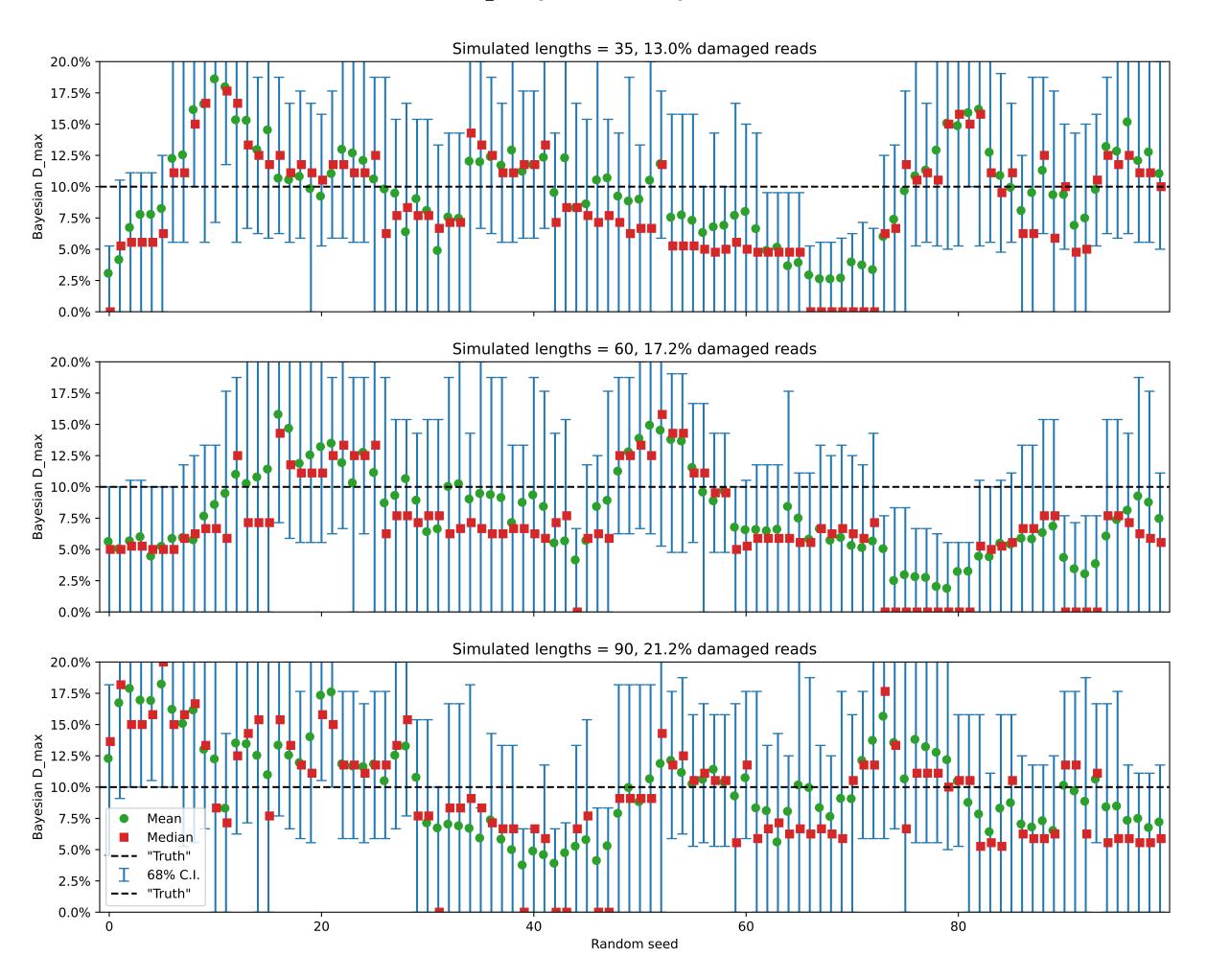




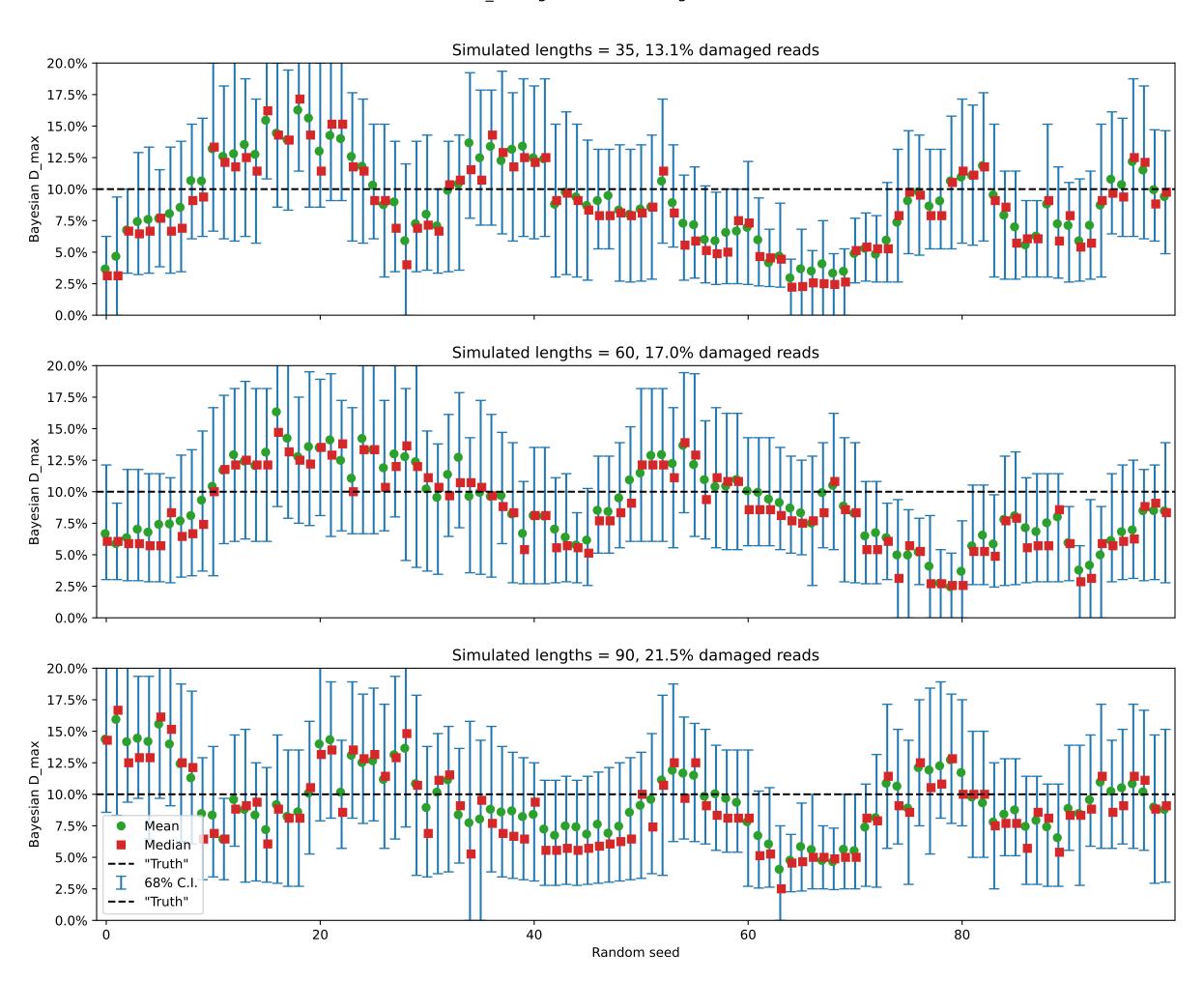


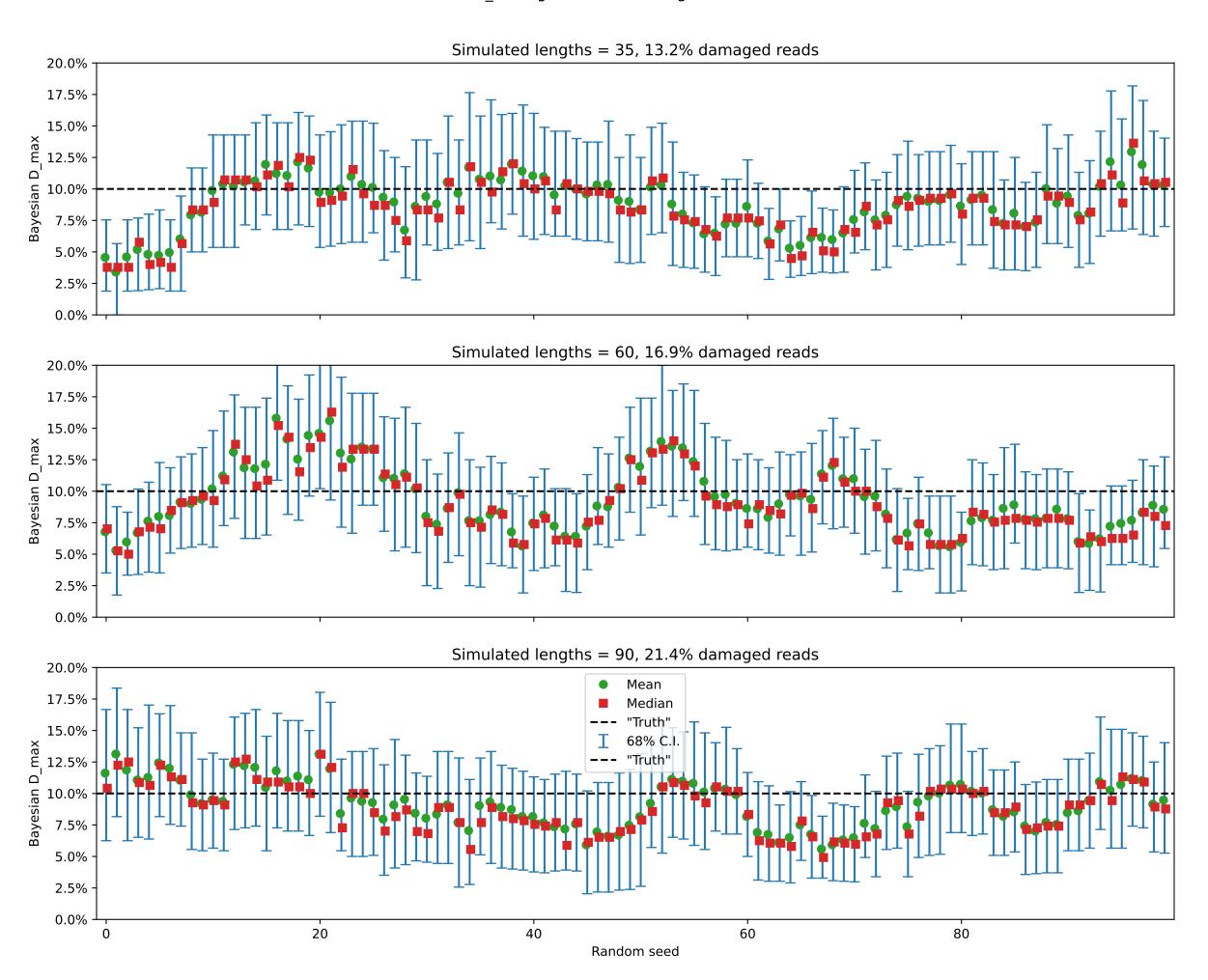




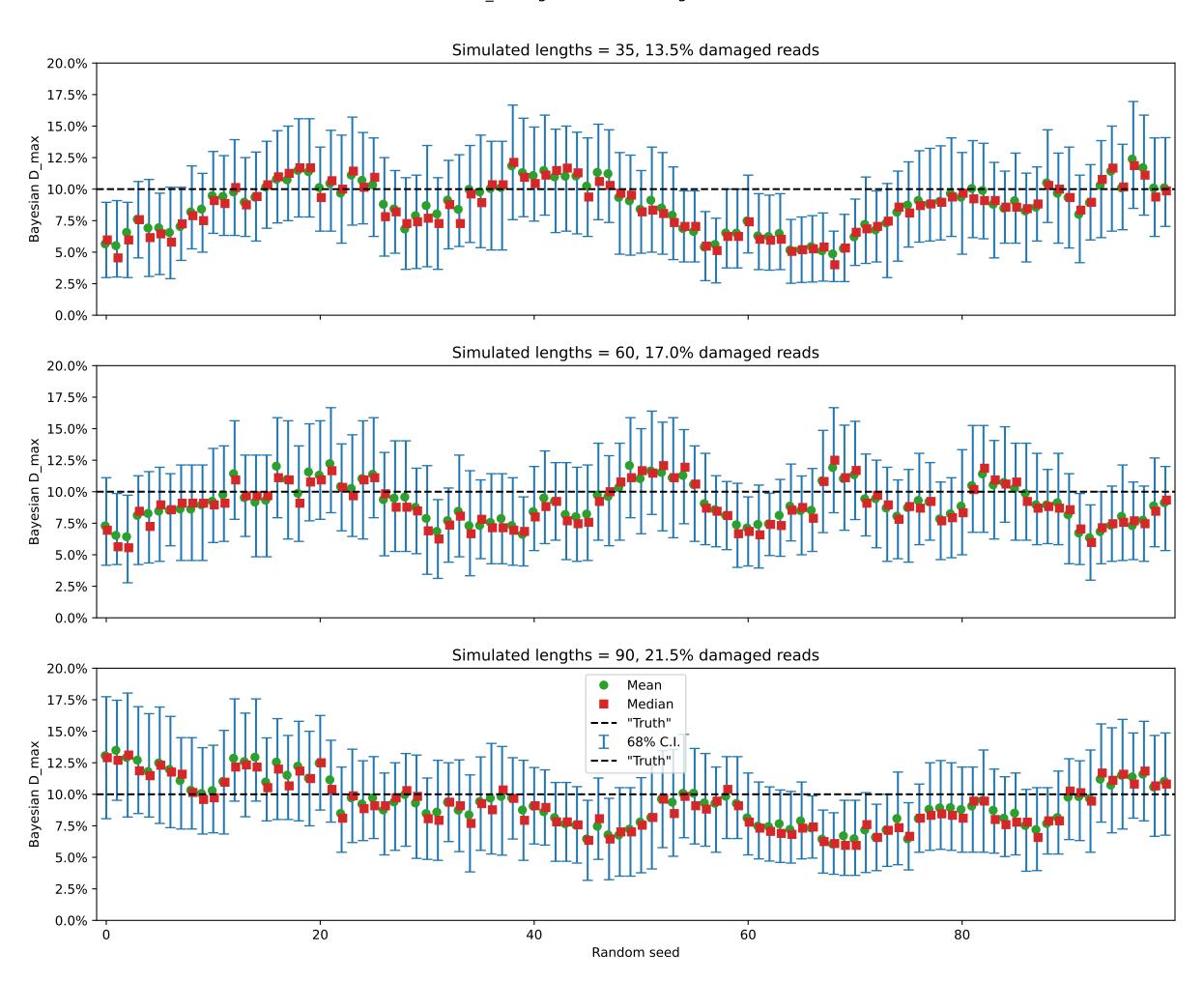


Species: betula 200 reads sim_damage = 0.303, damage = 10.00%

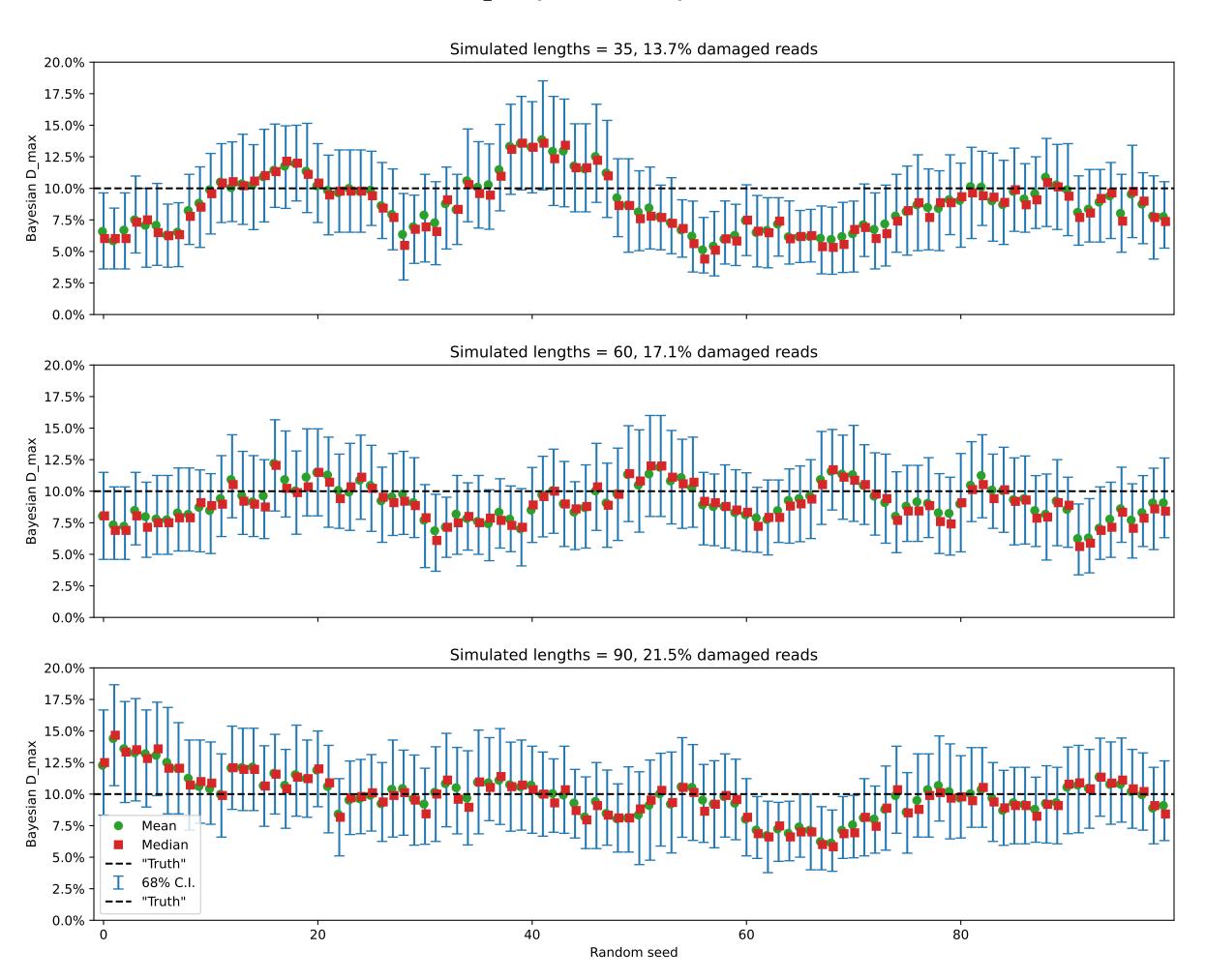




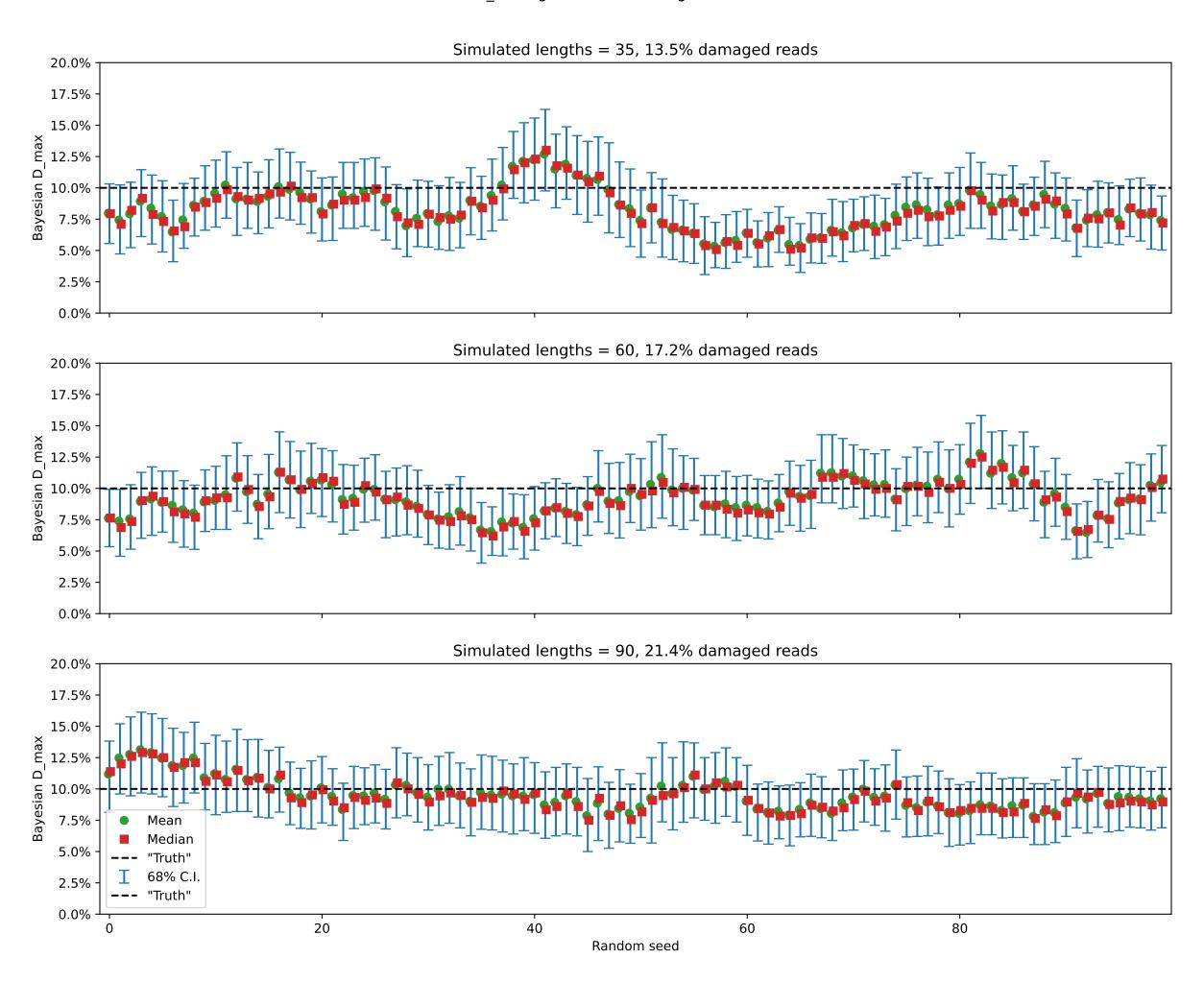
Species: betula 400 reads sim_damage = 0.303, damage = 10.00%

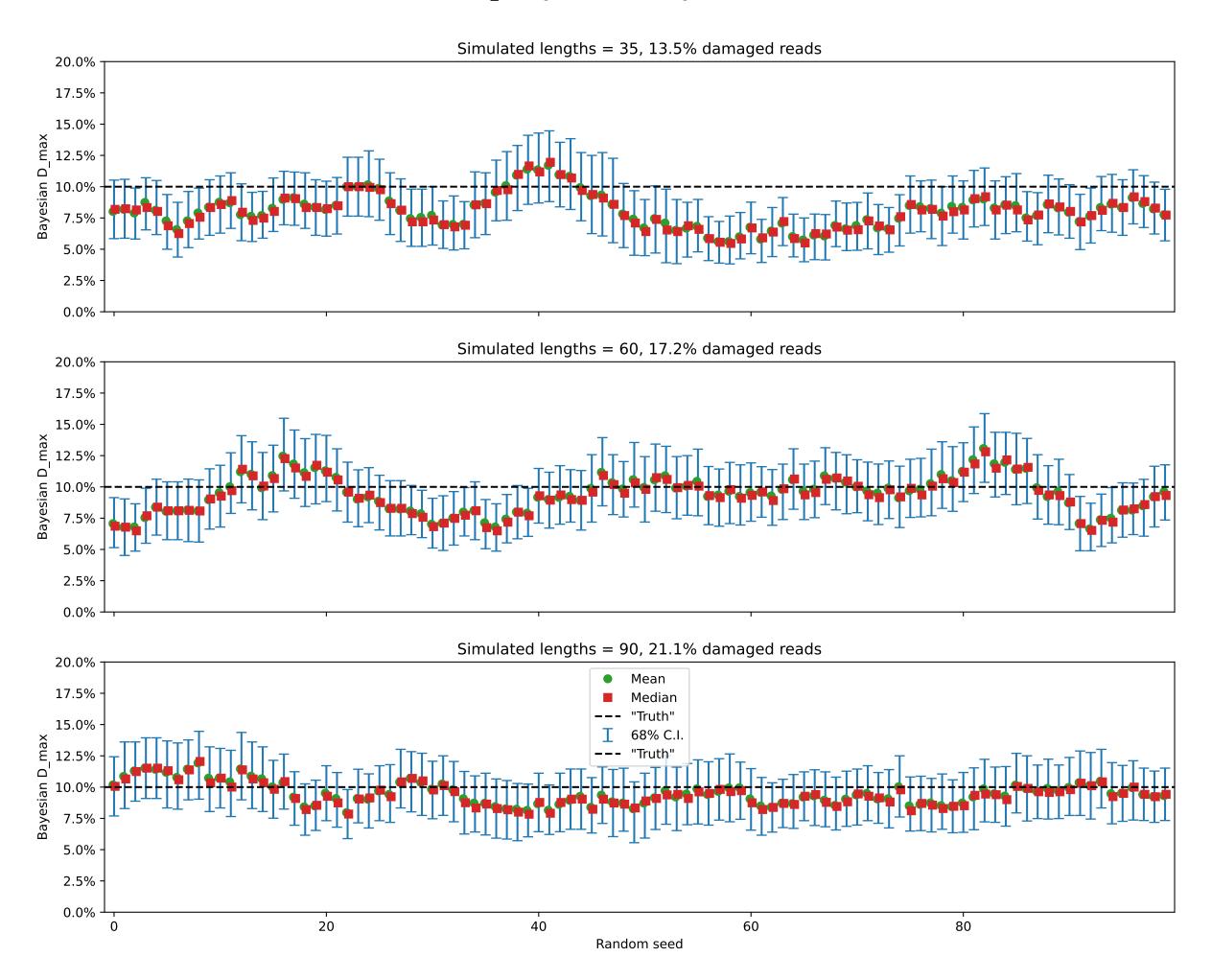


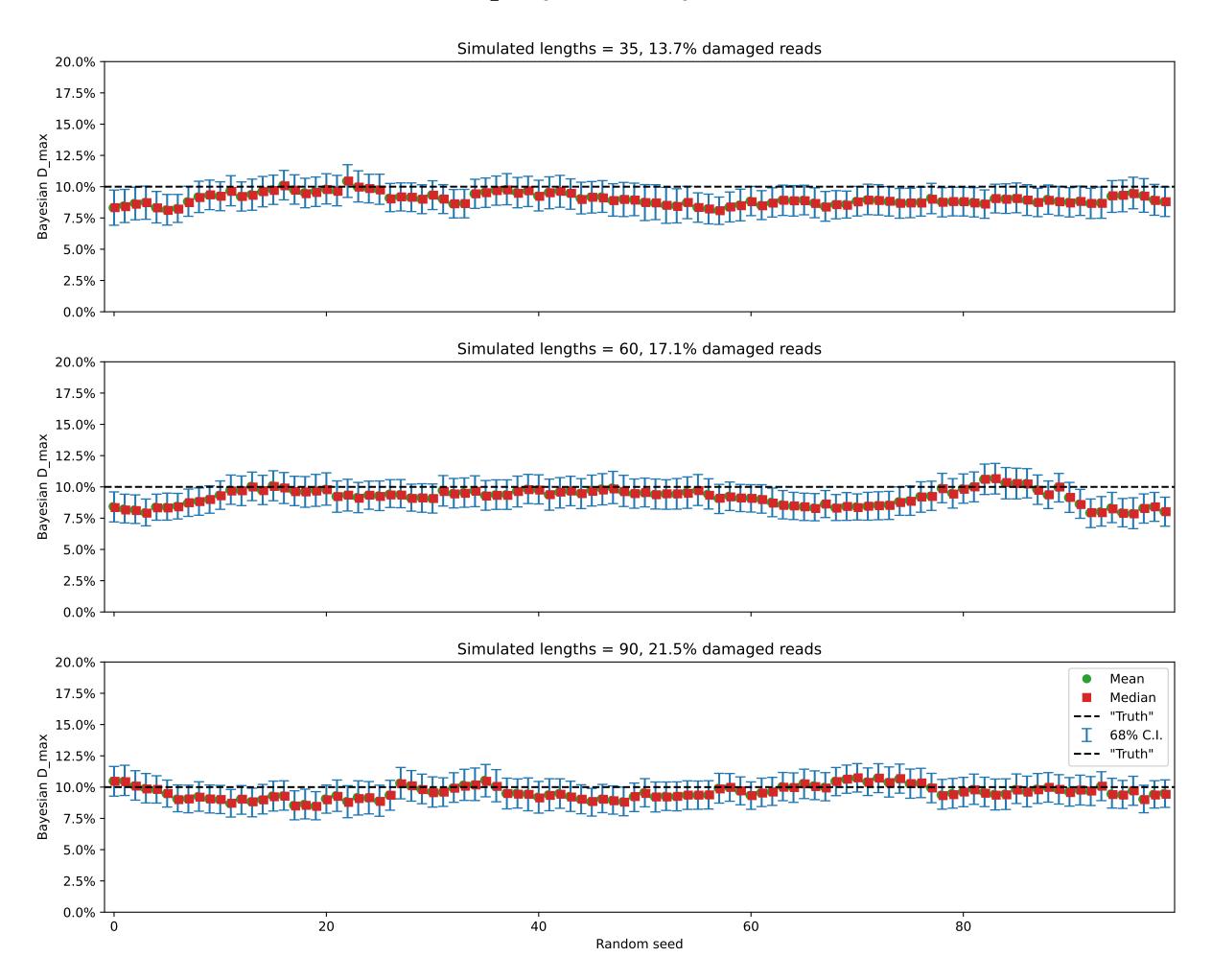
Species: betula
500 reads
sim_damage = 0.303, damage = 10.00%

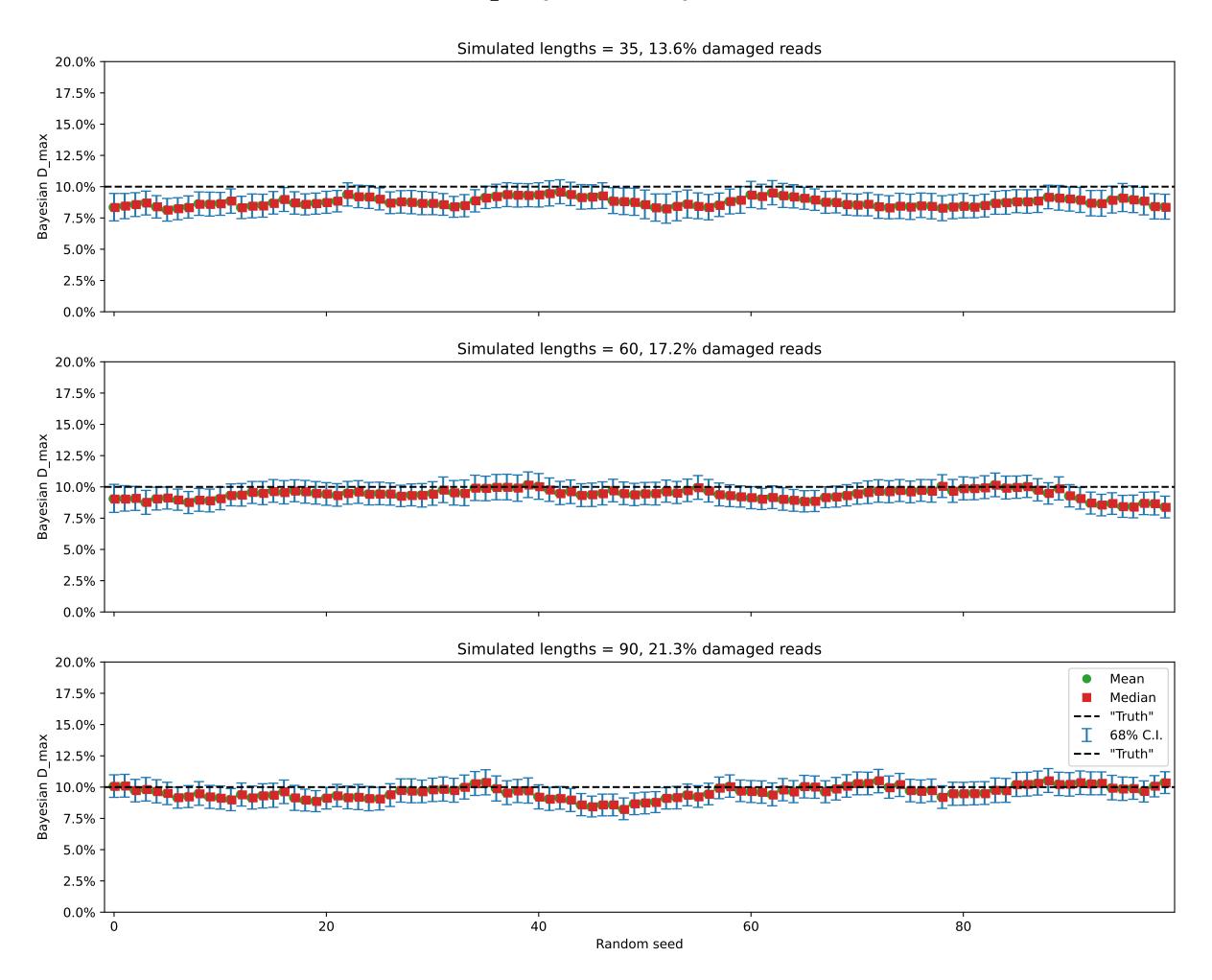


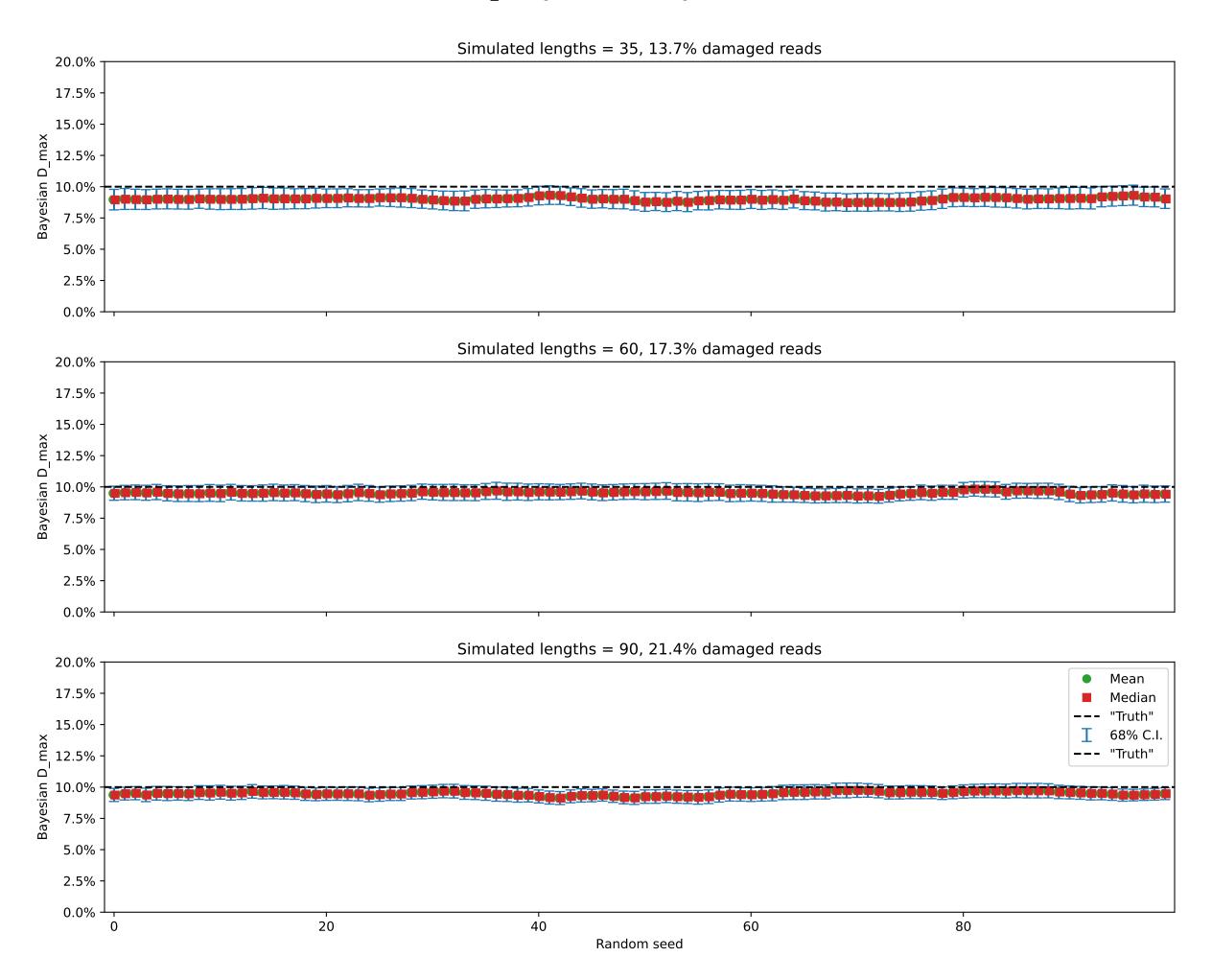
Species: betula 750 reads sim_damage = 0.303, damage = 10.00%

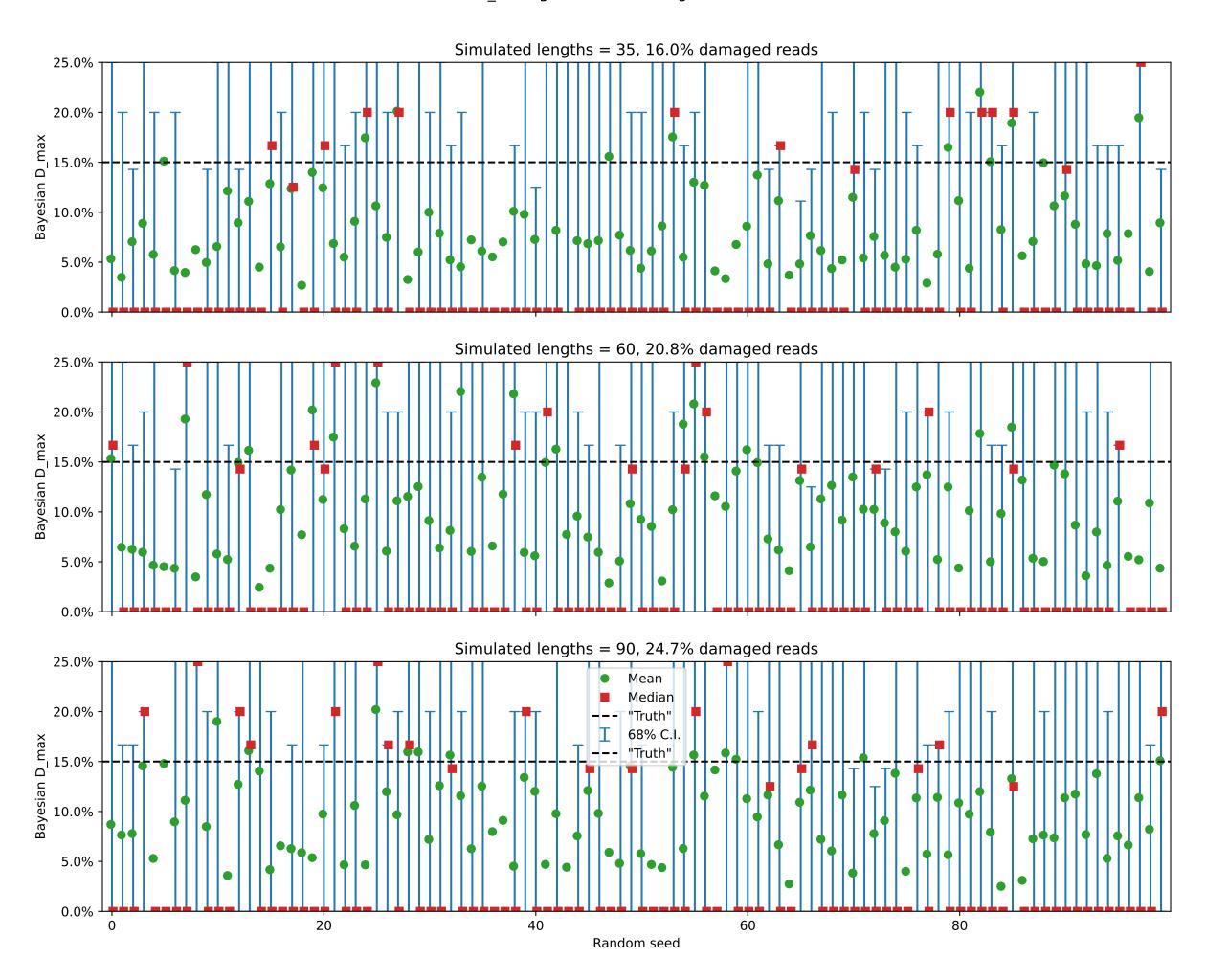


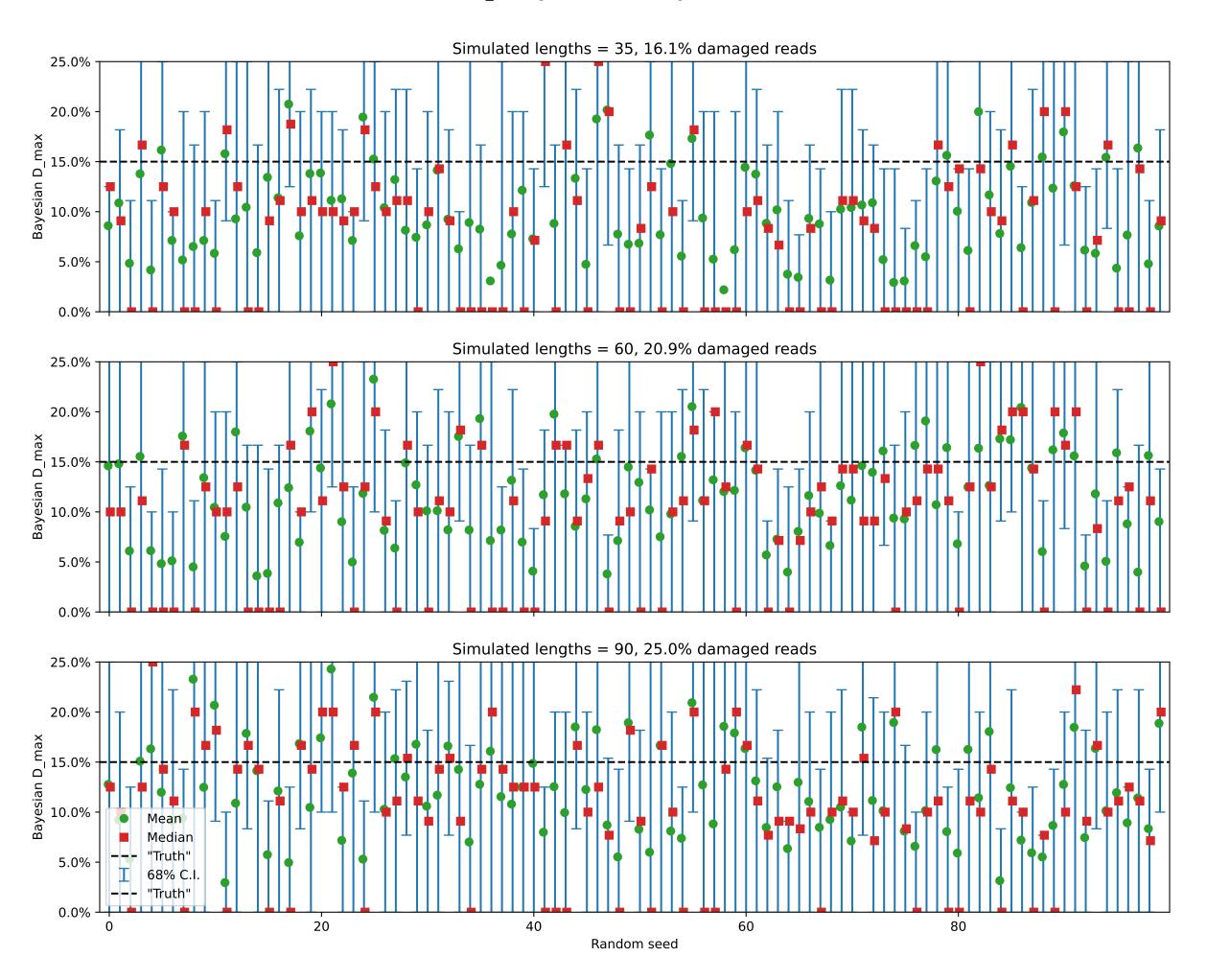


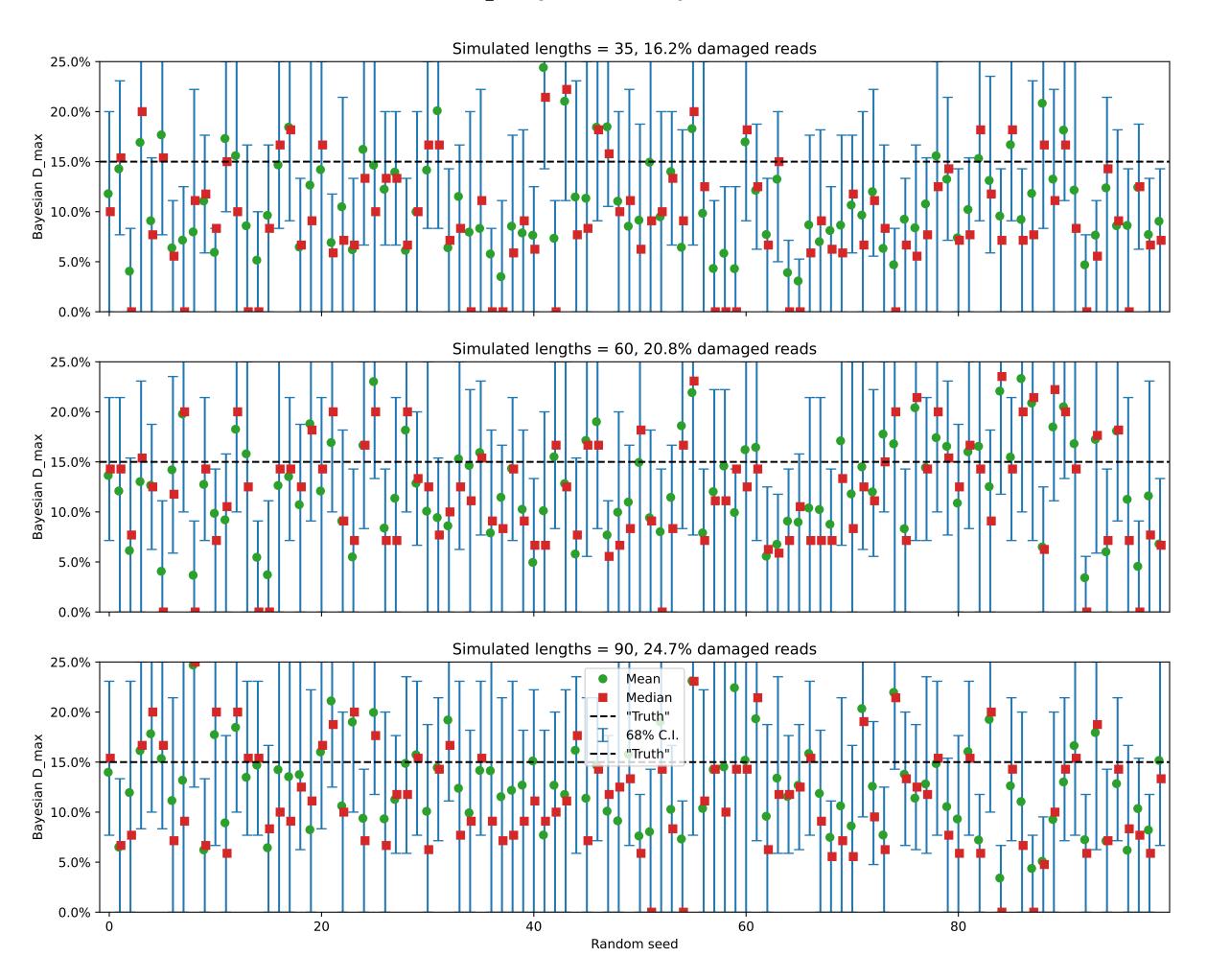


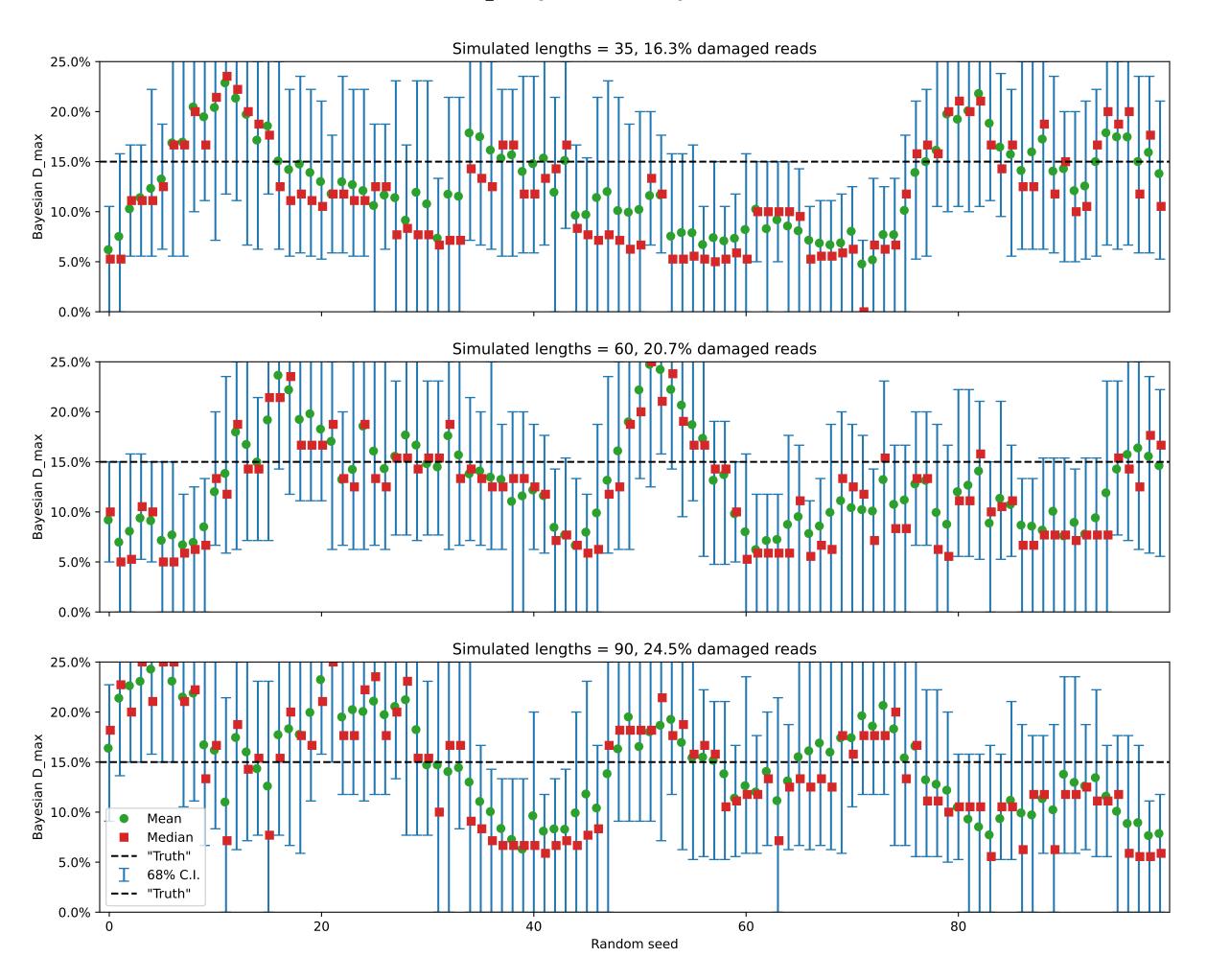


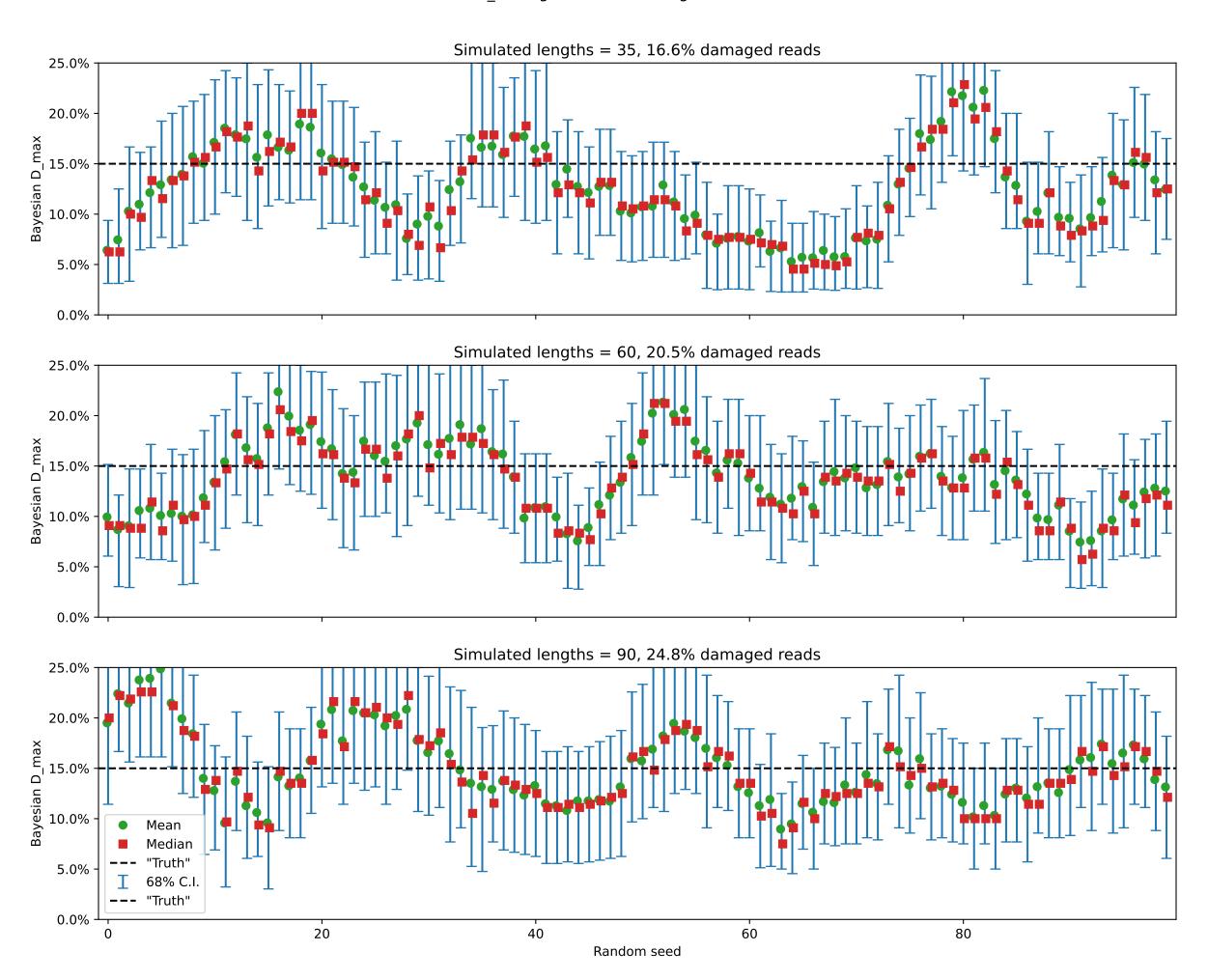


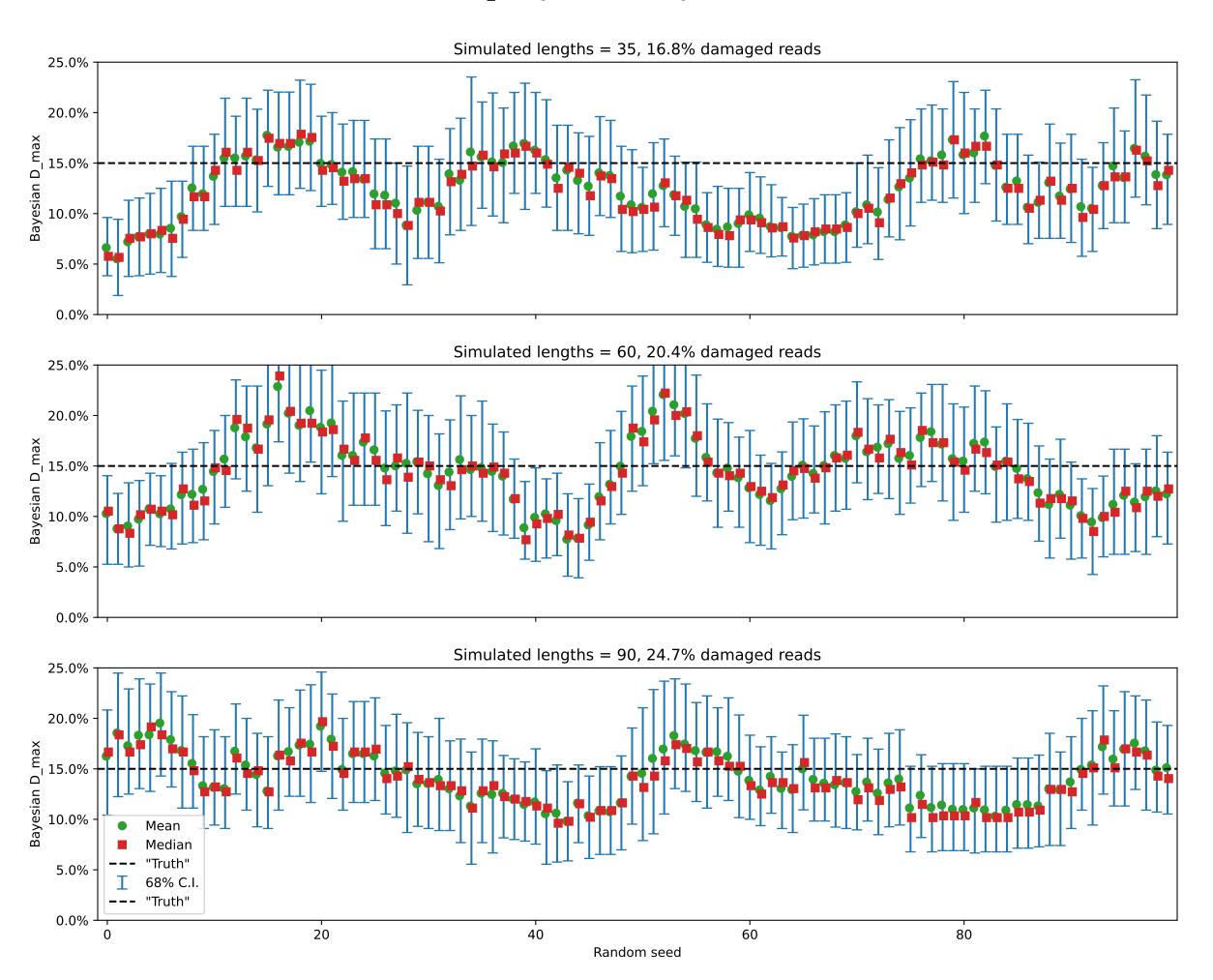




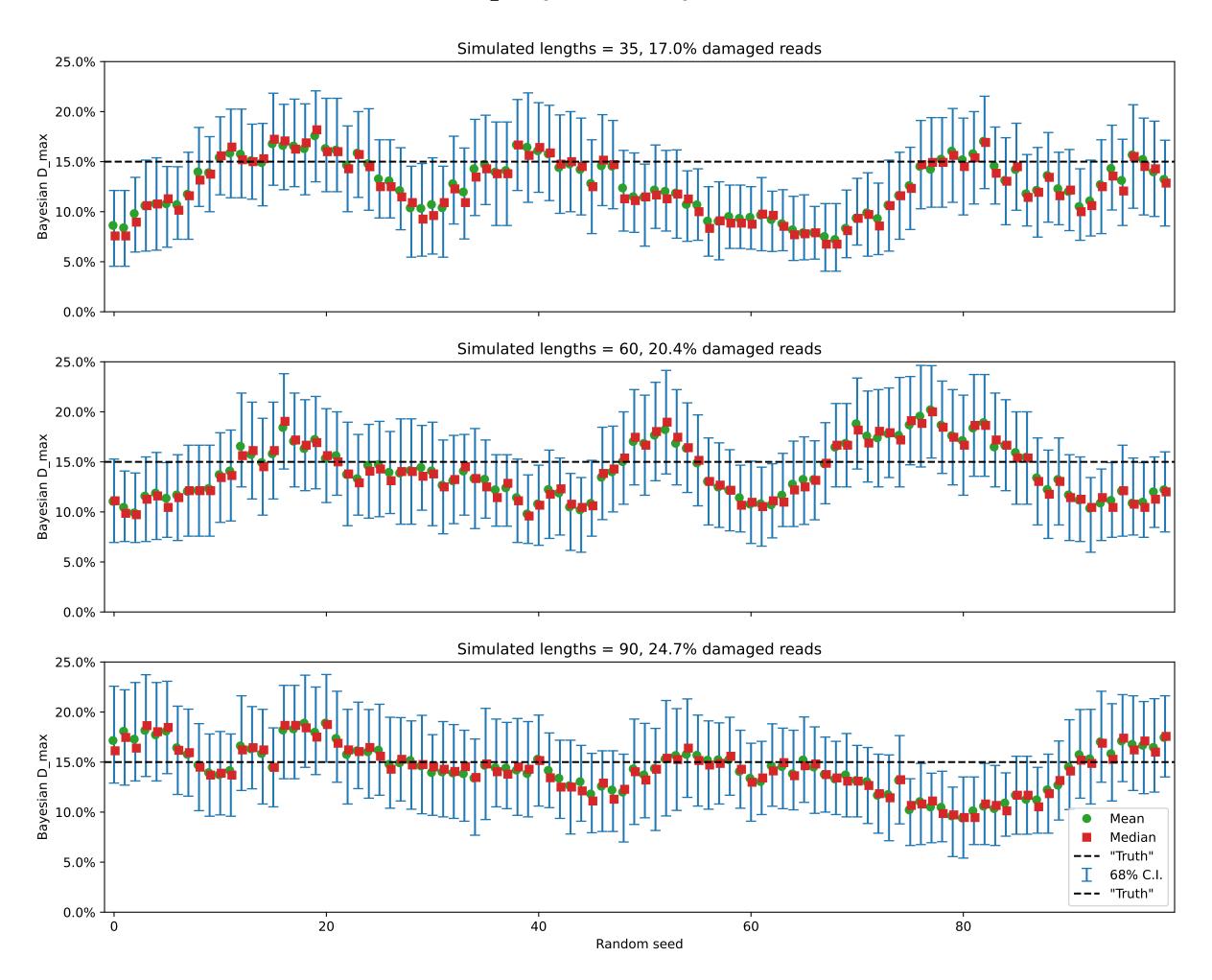


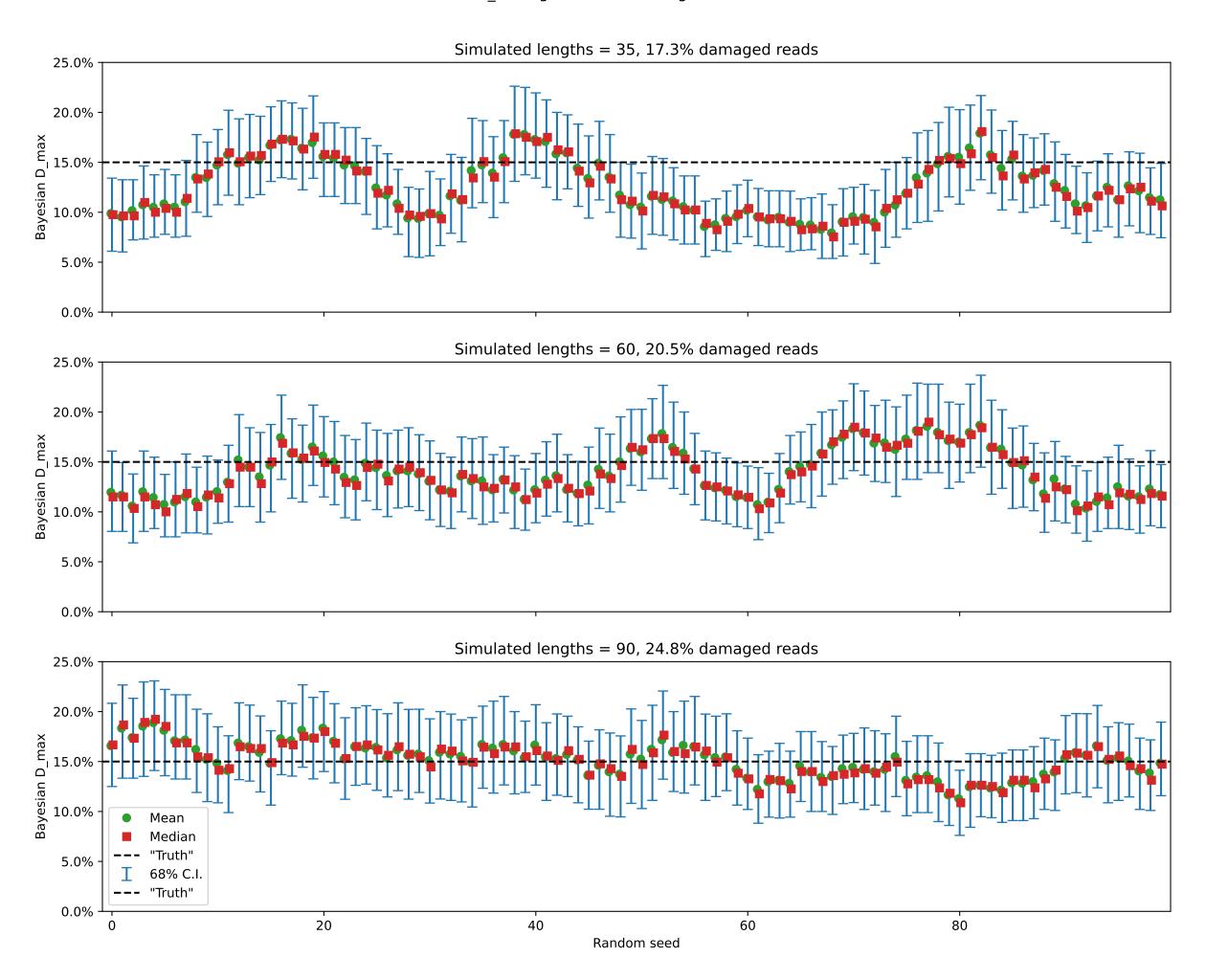


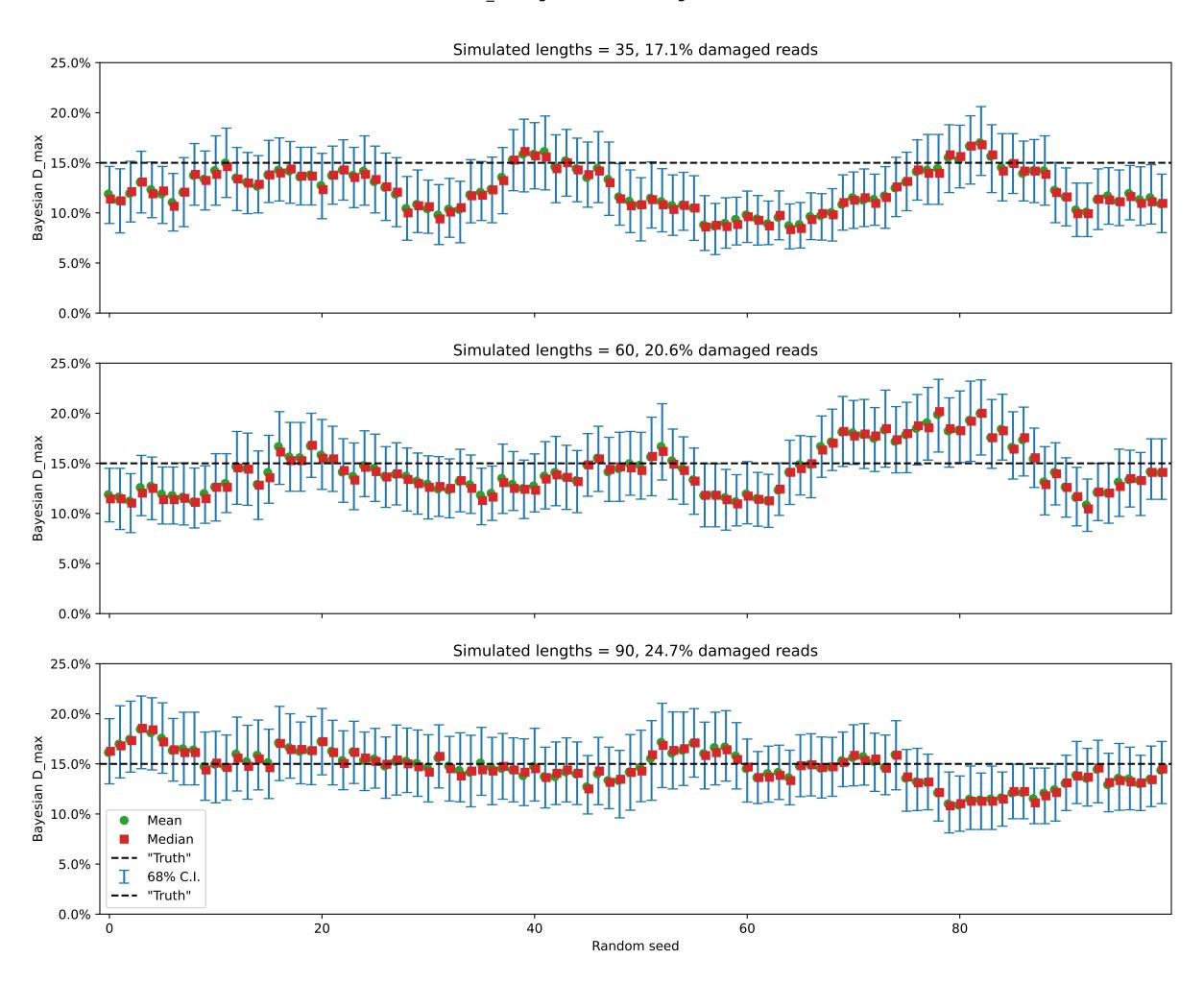


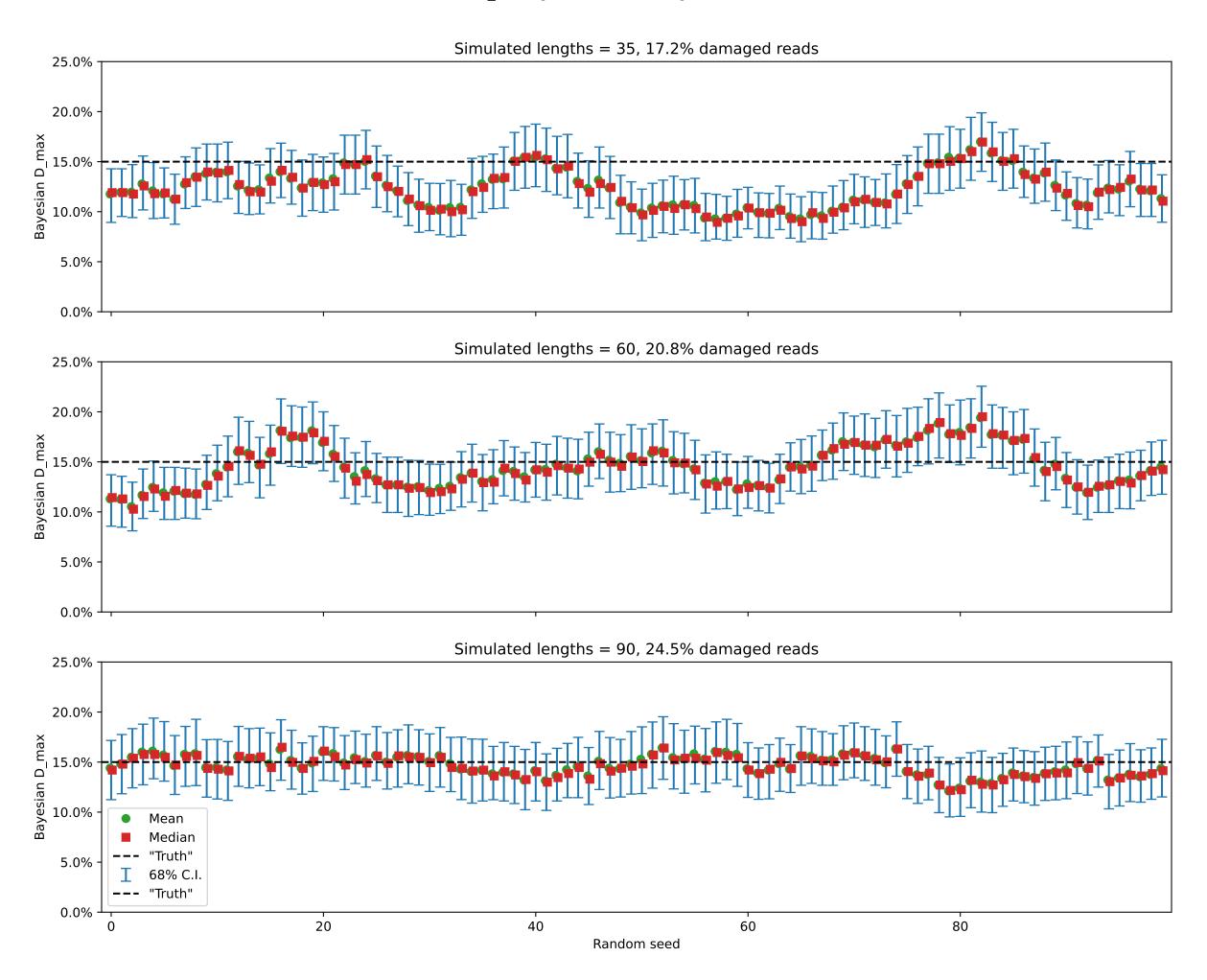


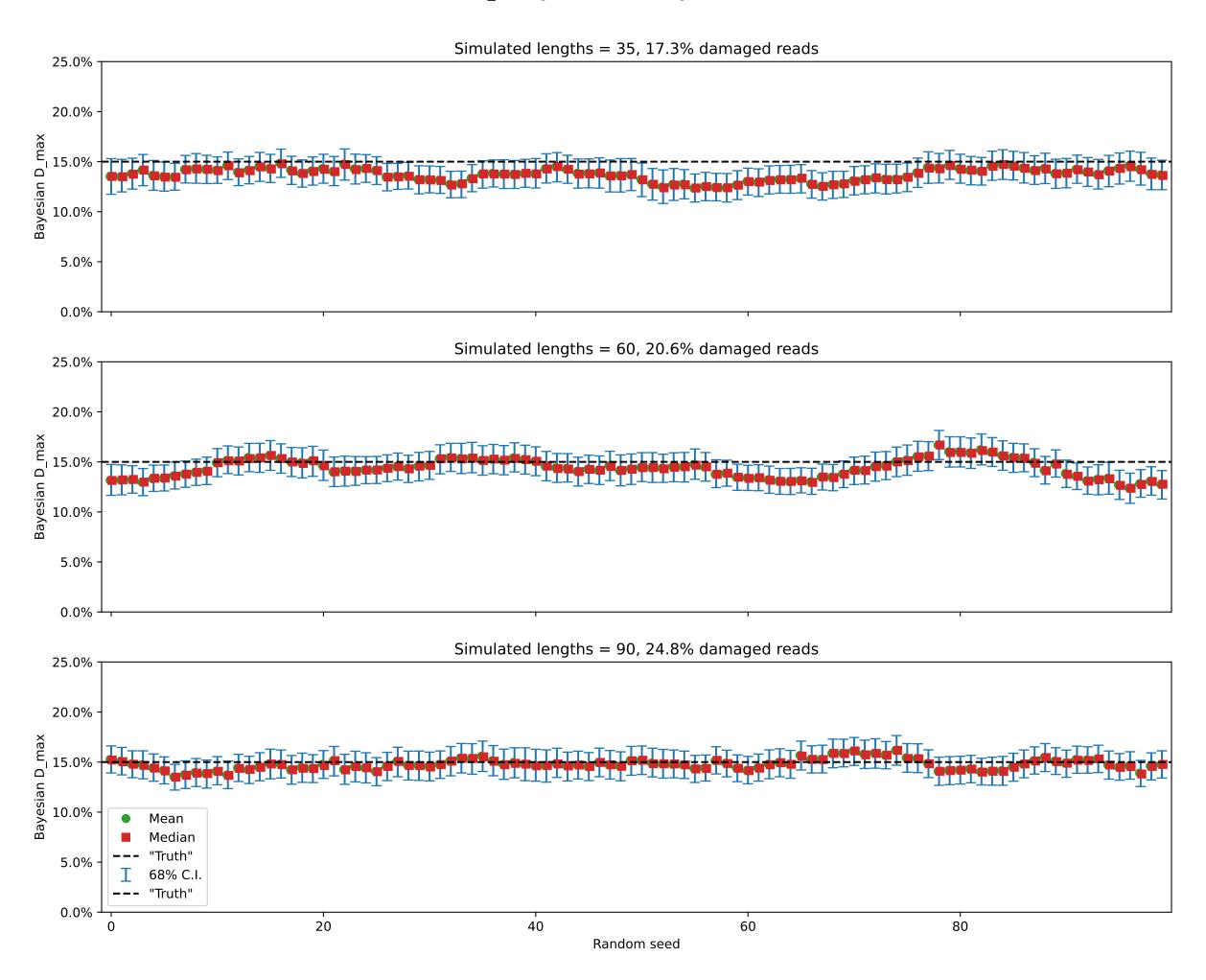
Species: betula 400 reads sim_damage = 0.466, damage = 15.00%

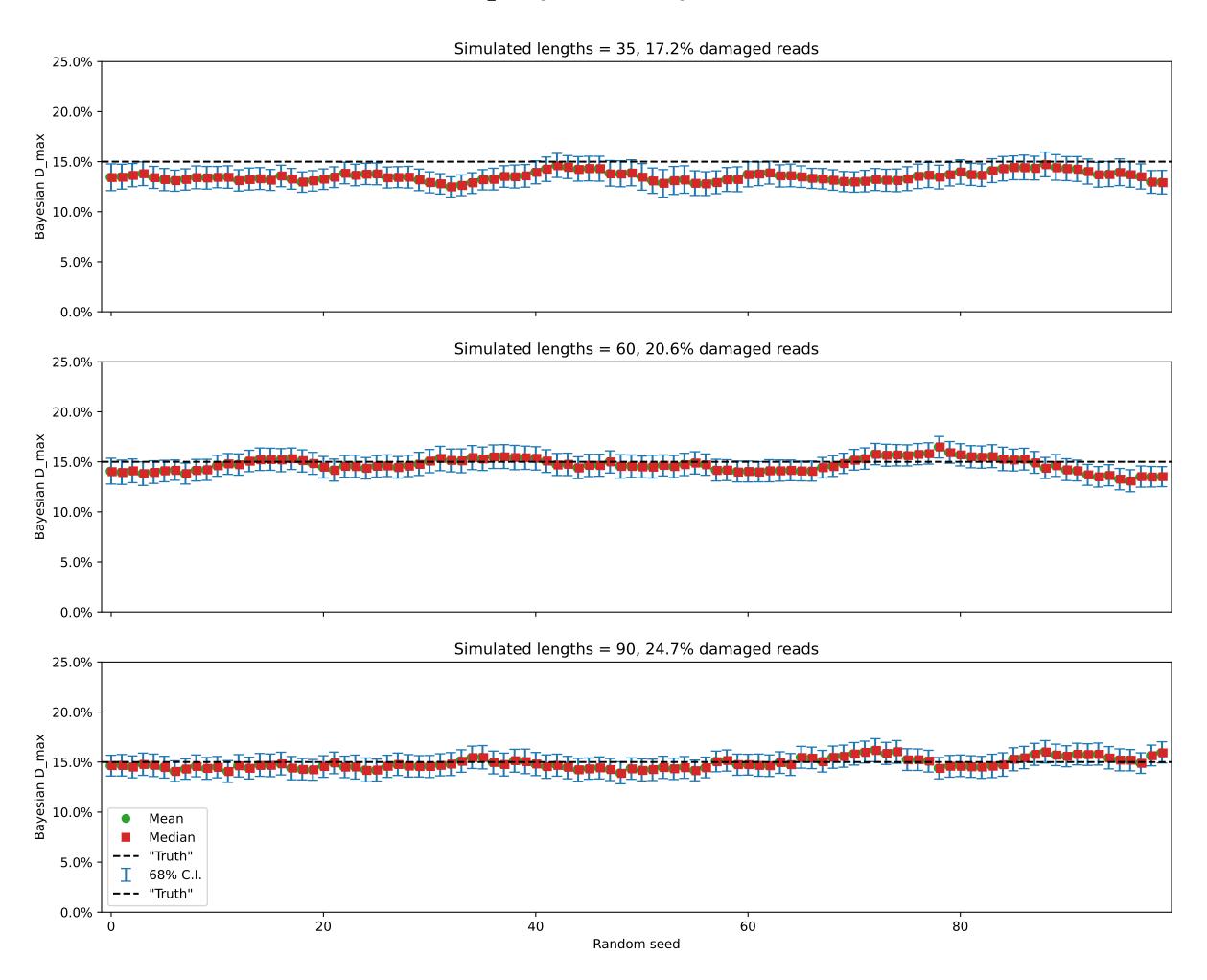


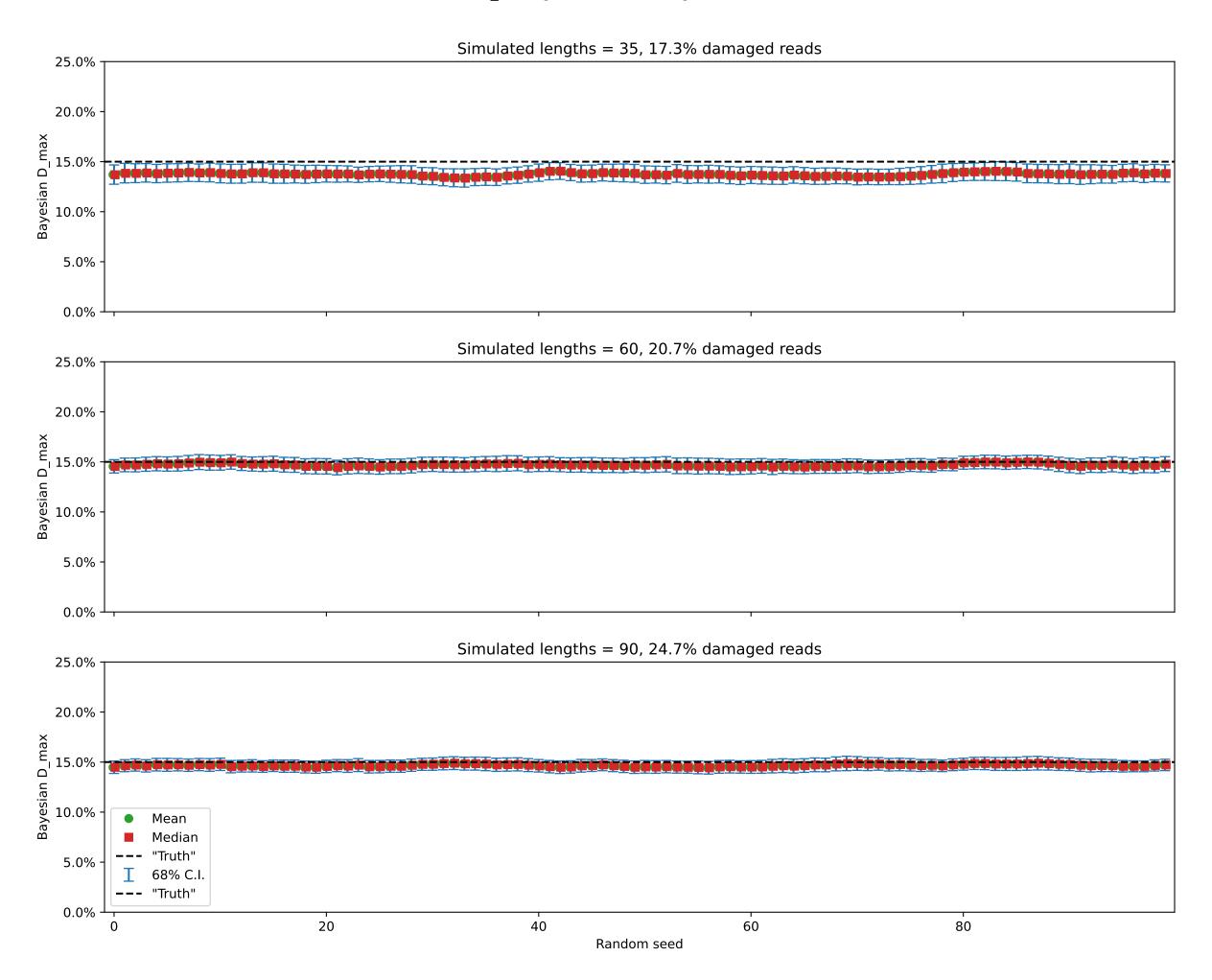




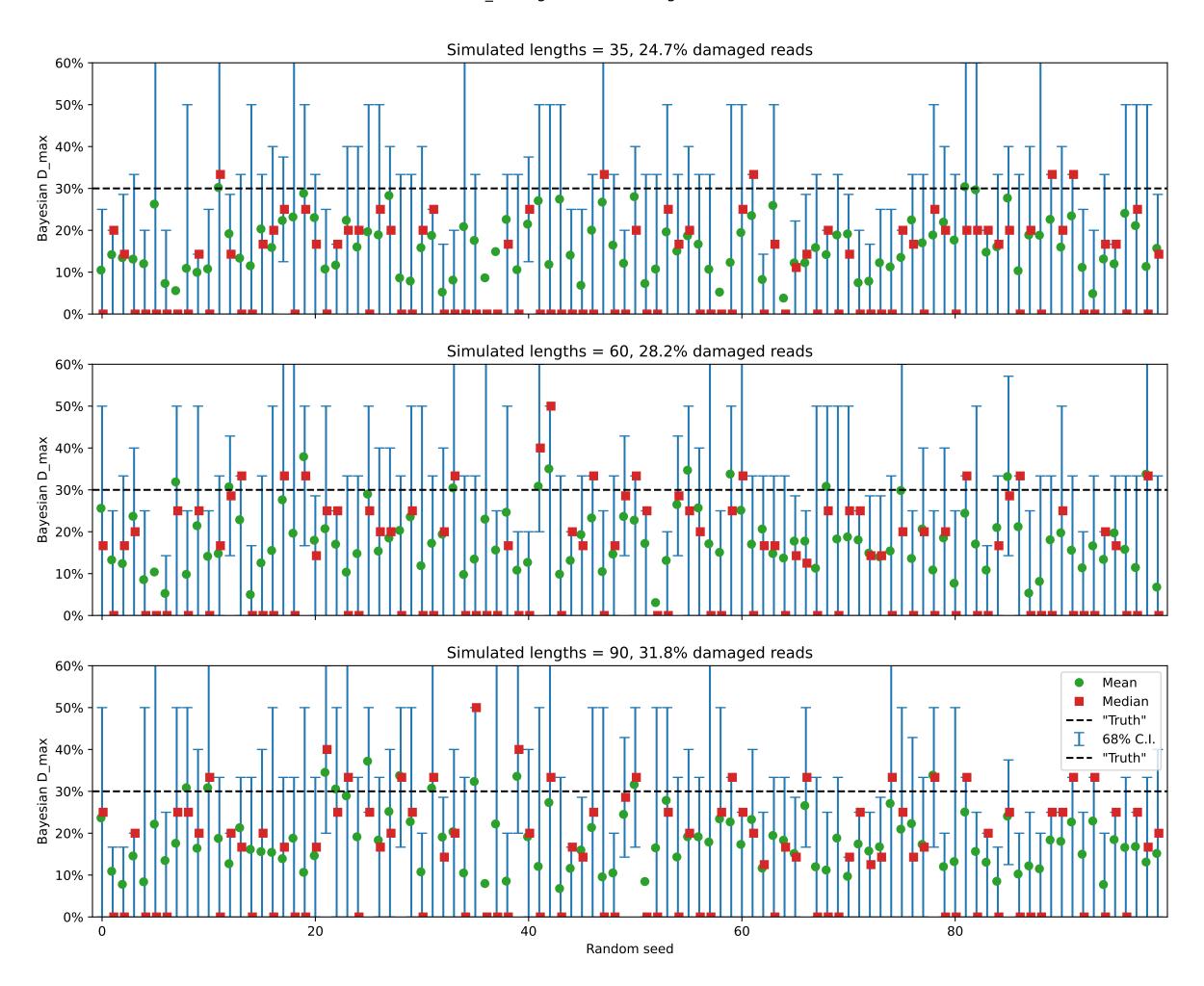




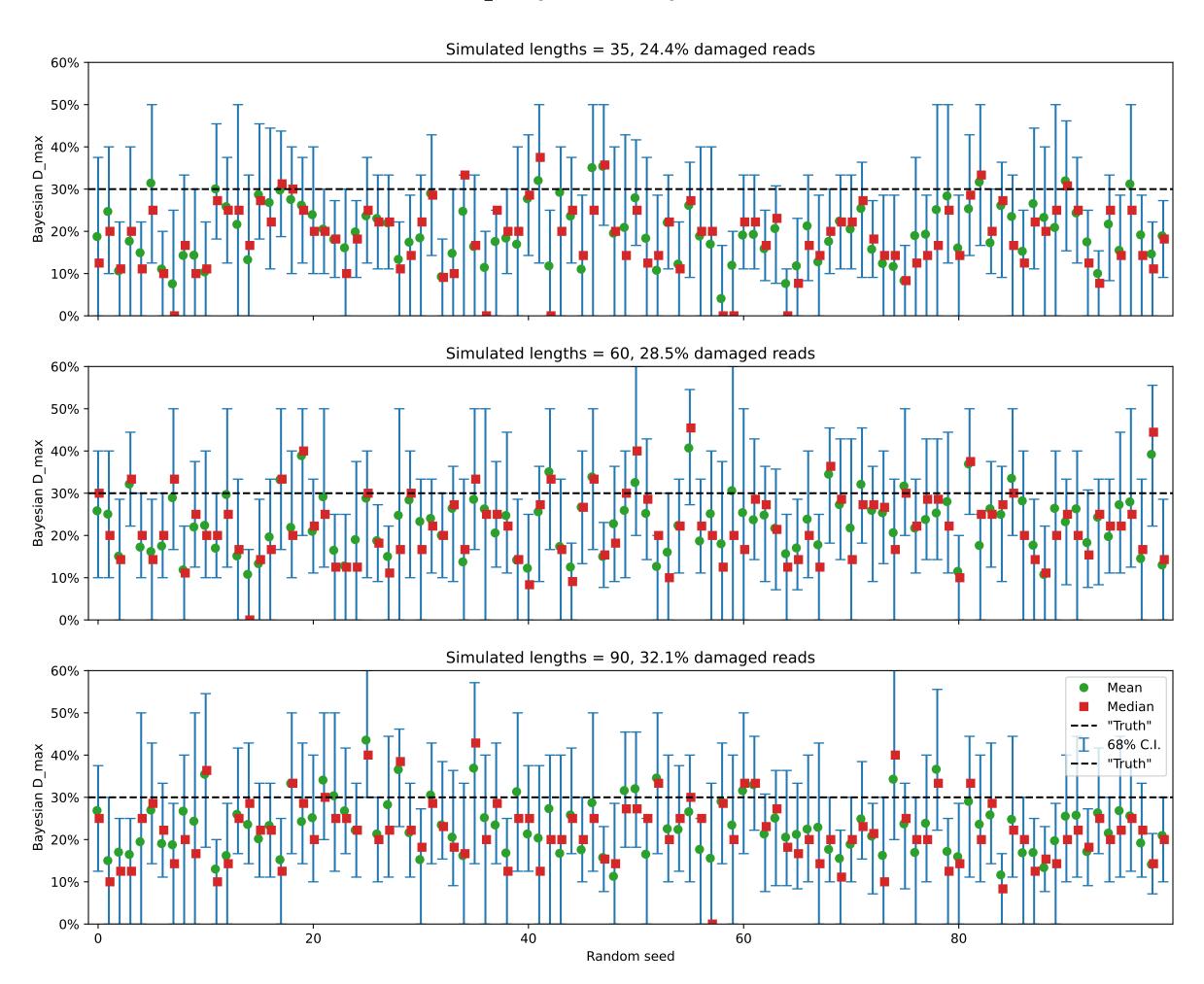




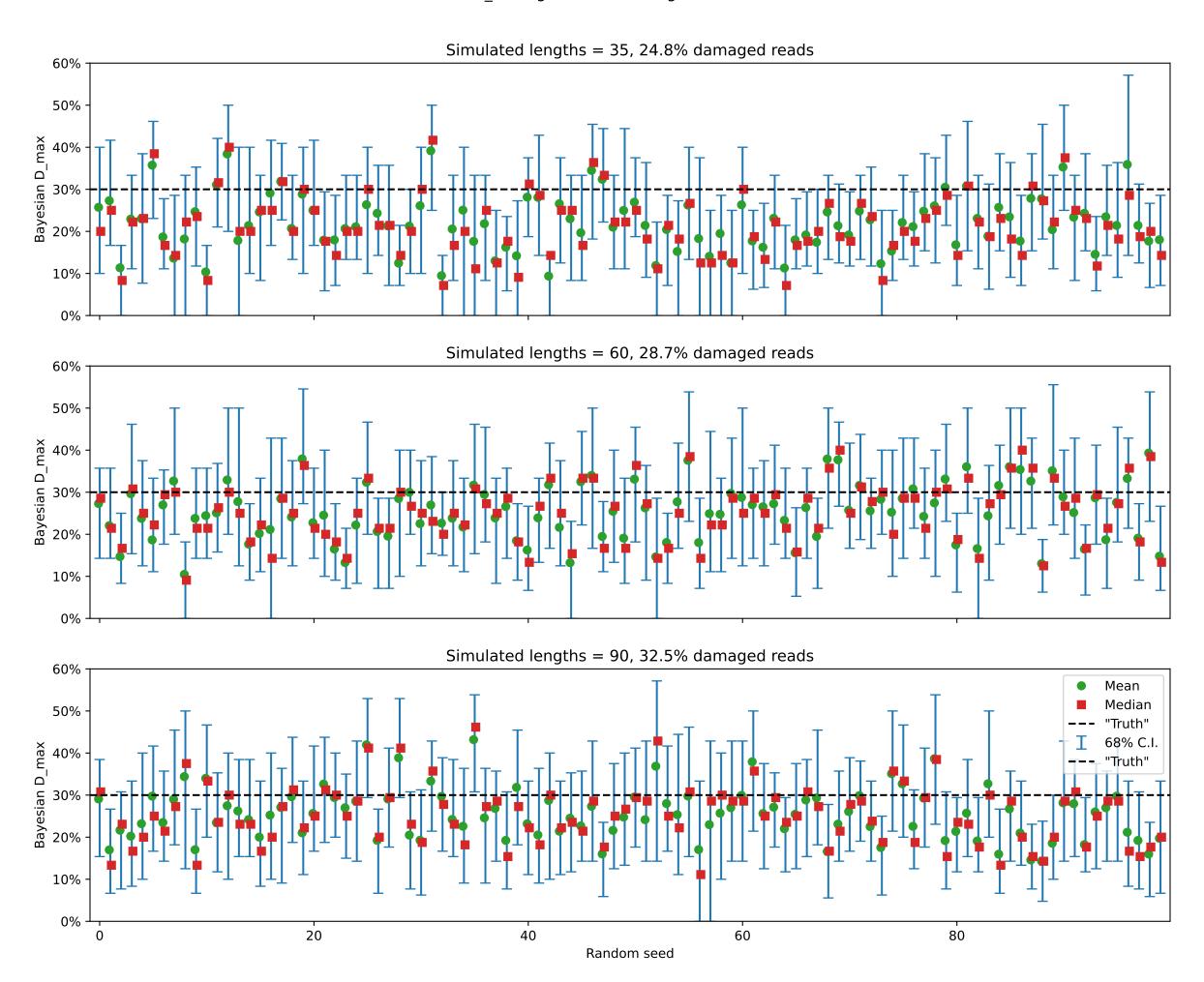
Species: betula 25 reads sim_damage = 0.96, damage = 30.00%



Species: betula
50 reads
sim_damage = 0.96, damage = 30.00%



Species: betula 75 reads sim_damage = 0.96, damage = 30.00%



Species: betula 100 reads sim_damage = 0.96, damage = 30.00%

