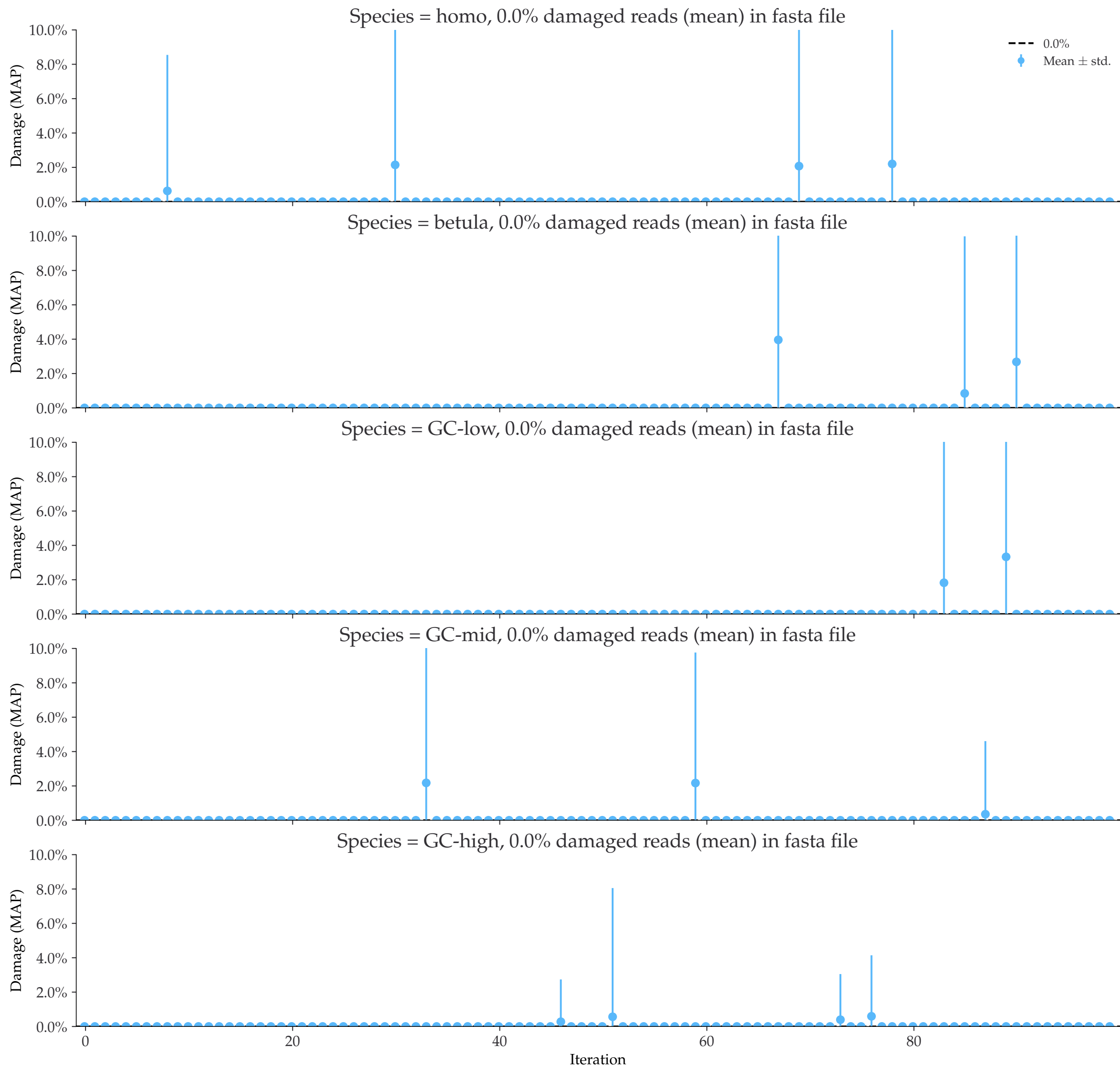
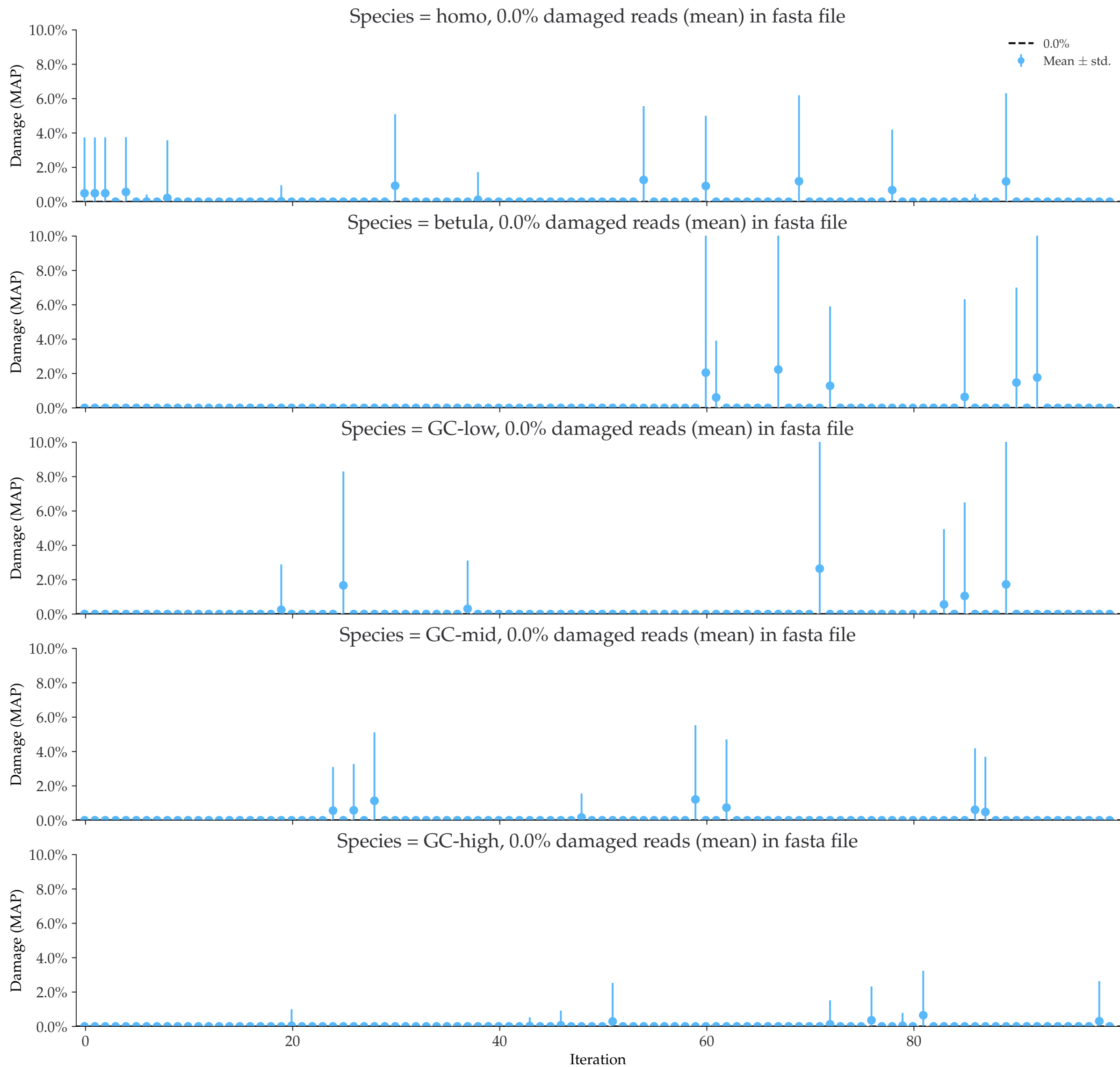


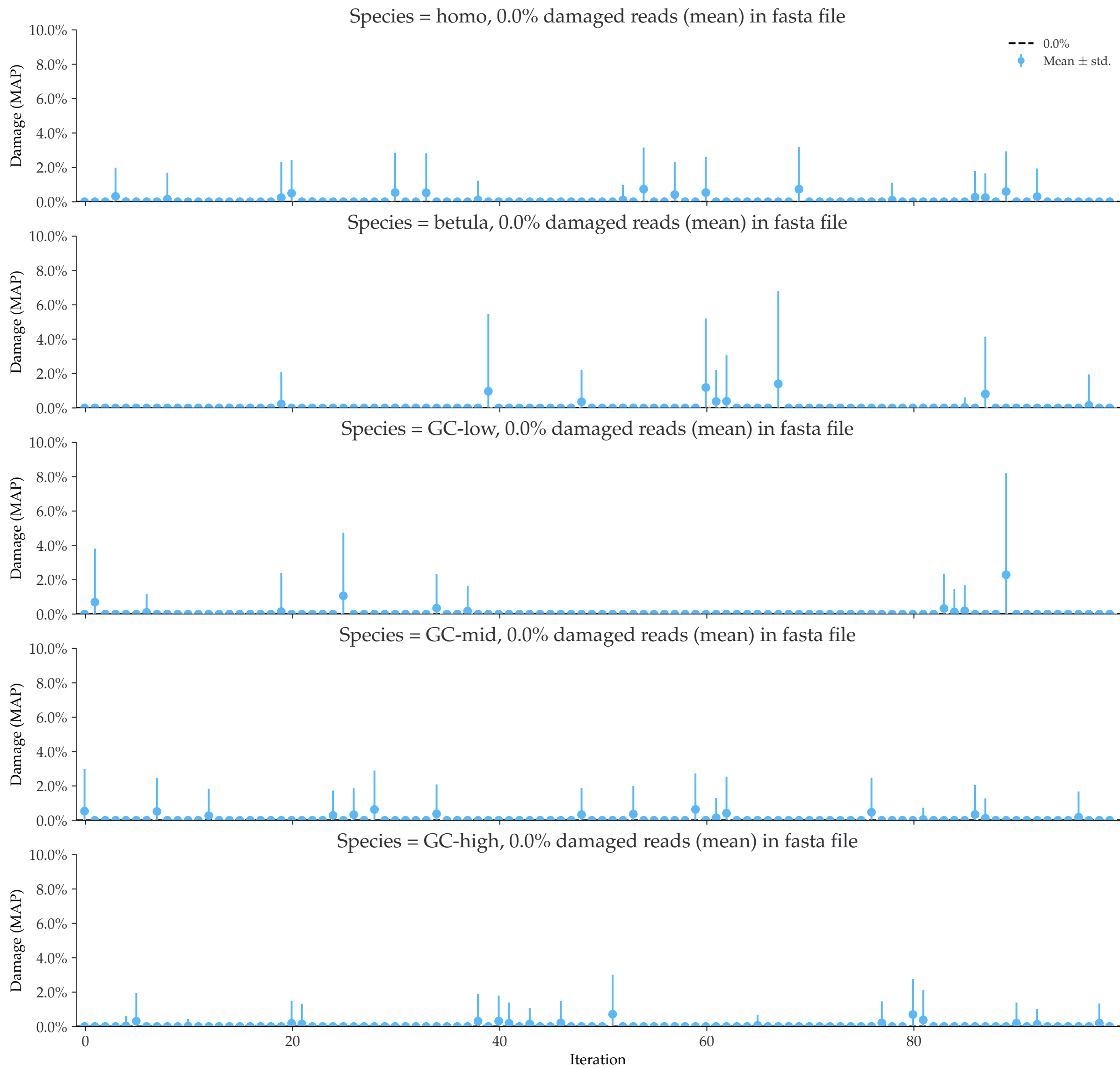
Individual damages:
10 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



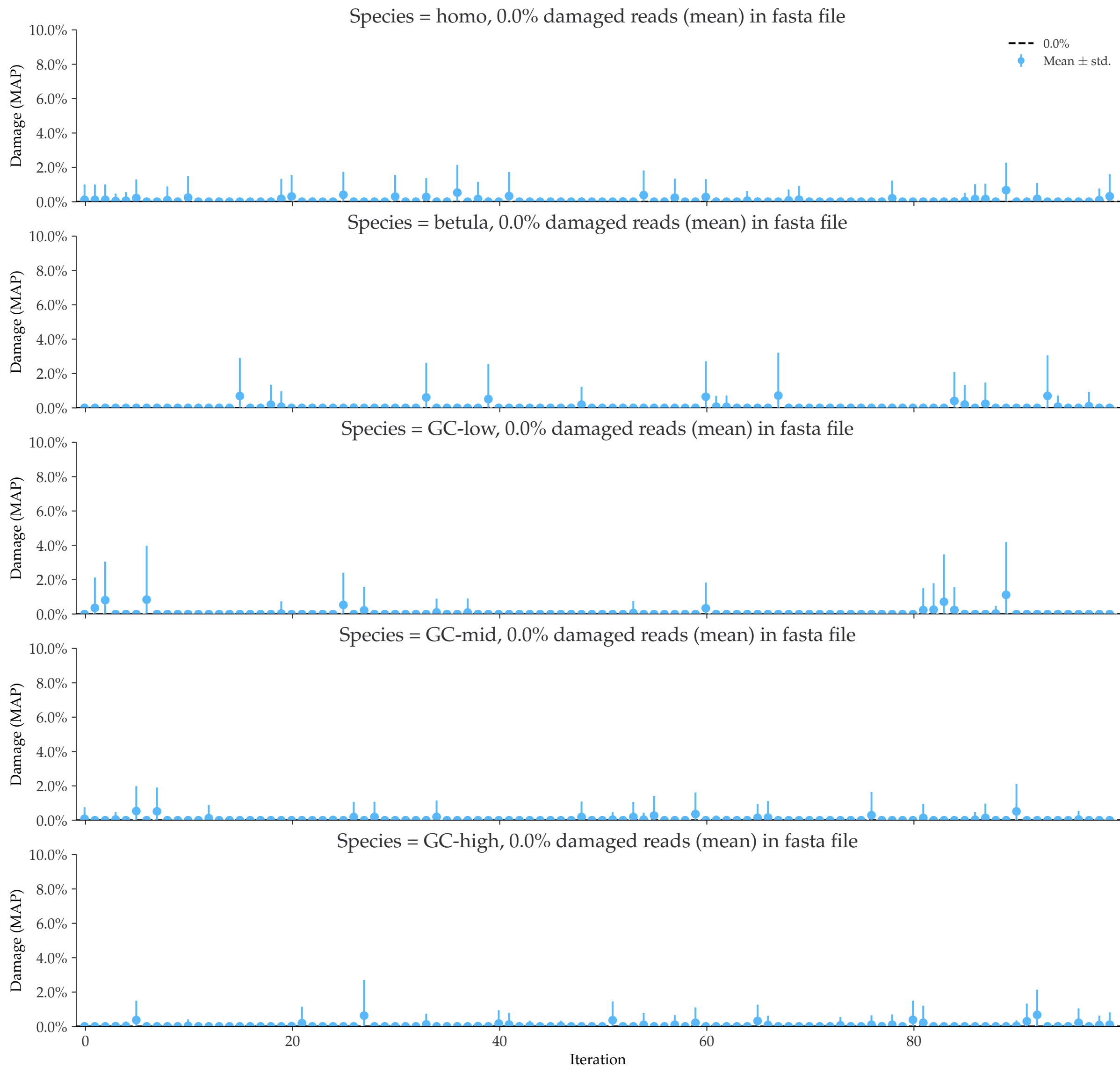
Individual damages:
25 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



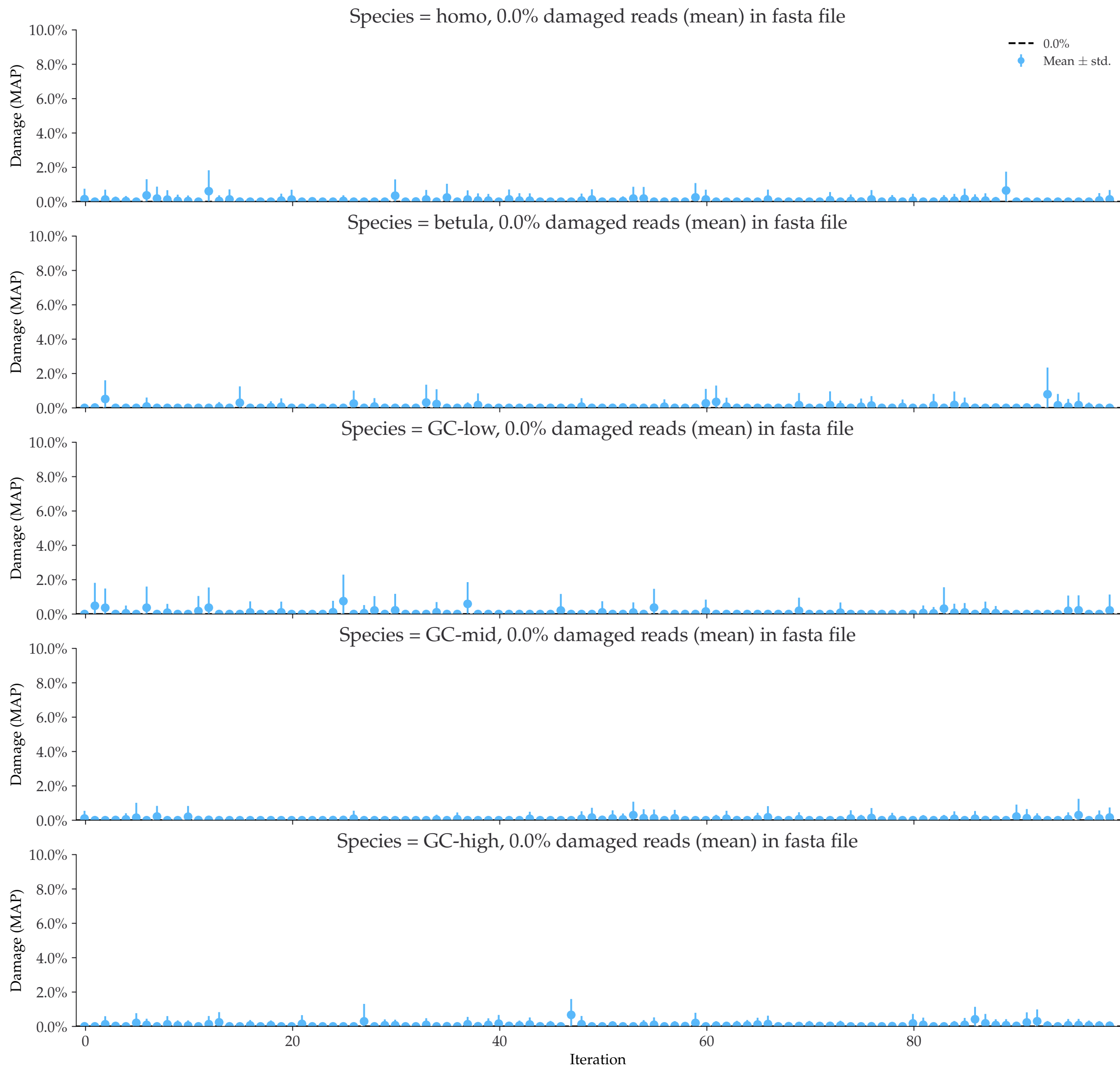
Individual damages:
50 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



Individual damages:
100 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



Individual damages:
250 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



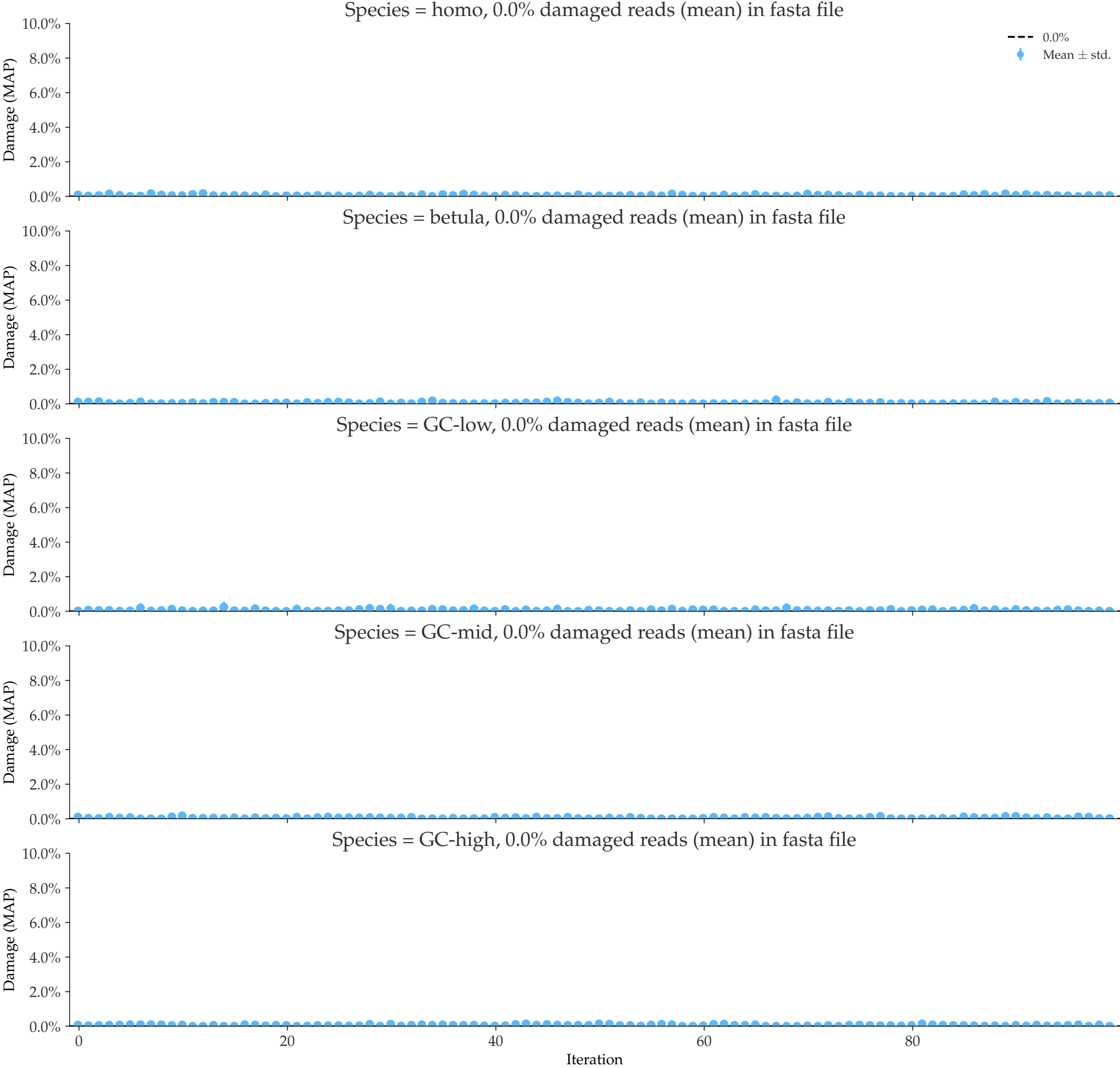
Individual damages:
500 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



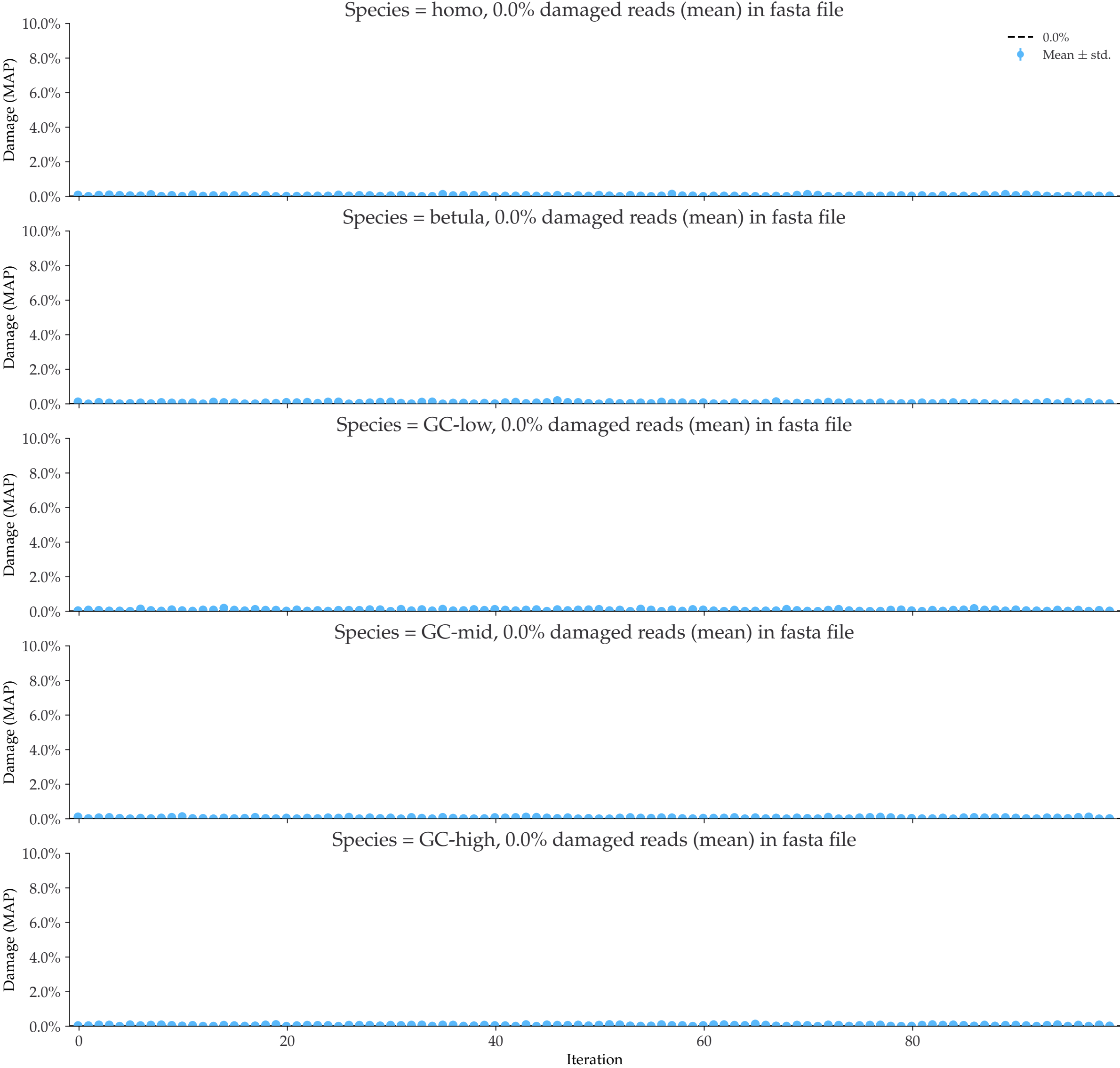
Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



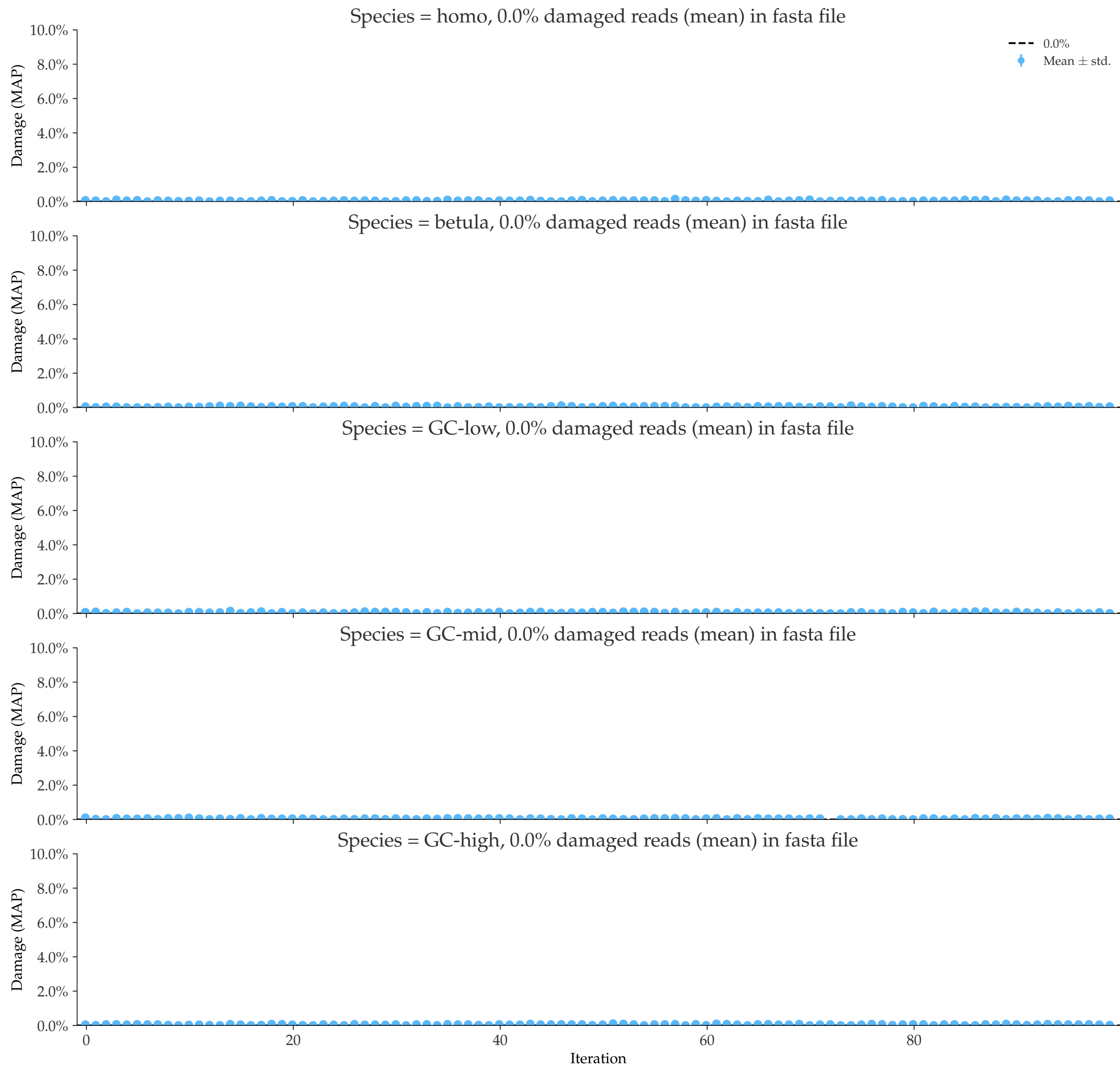
Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



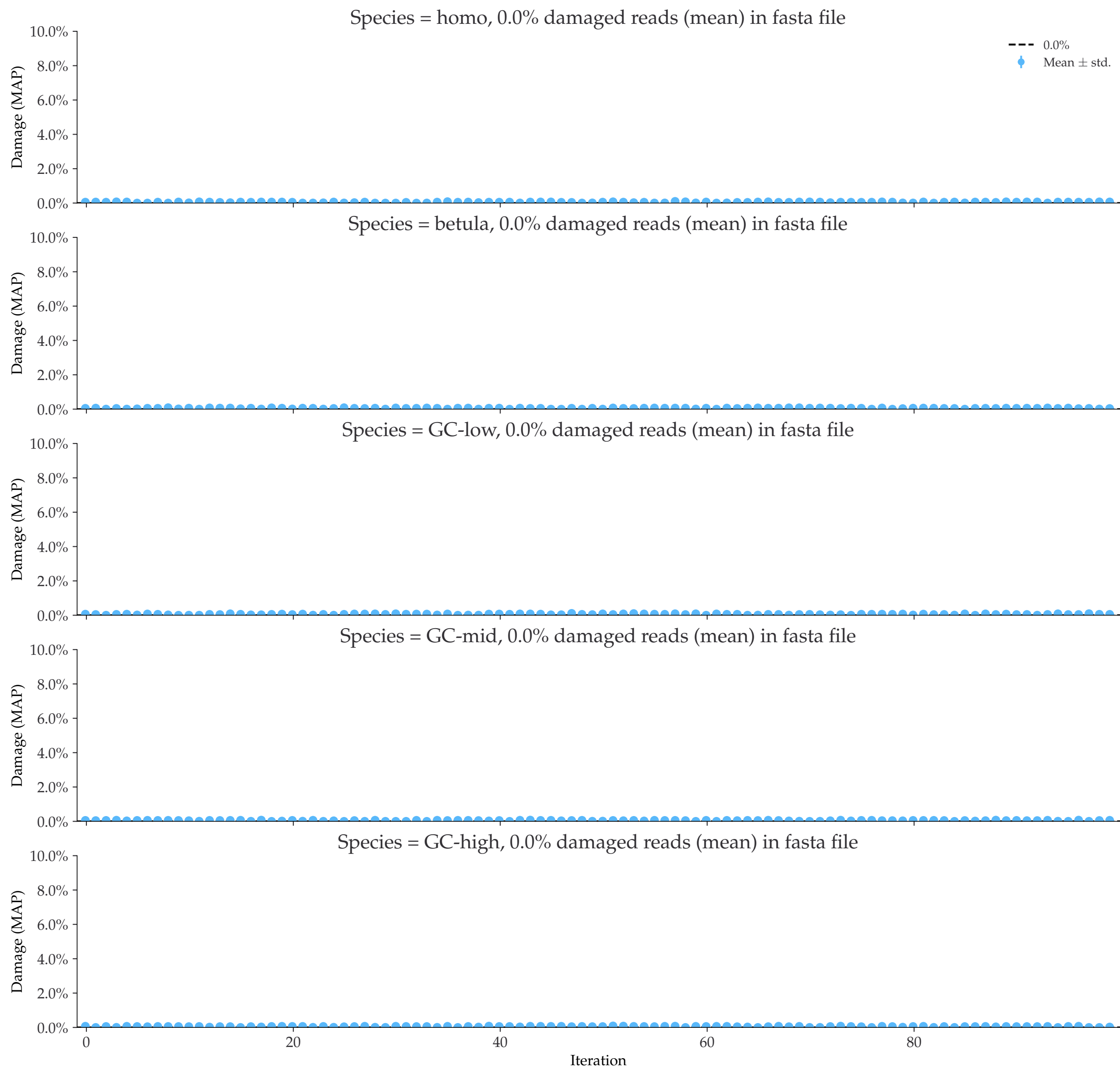
Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



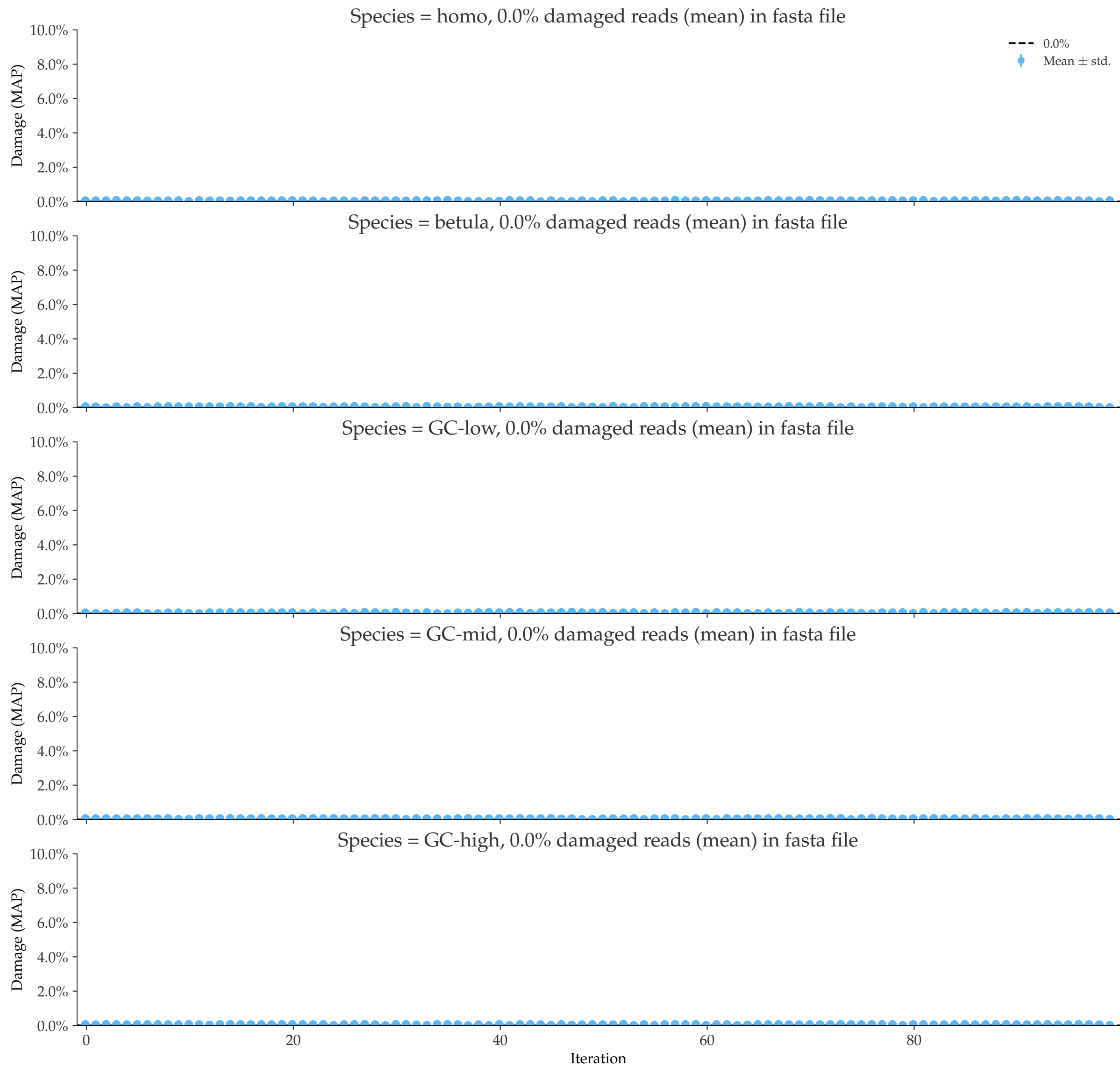
Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



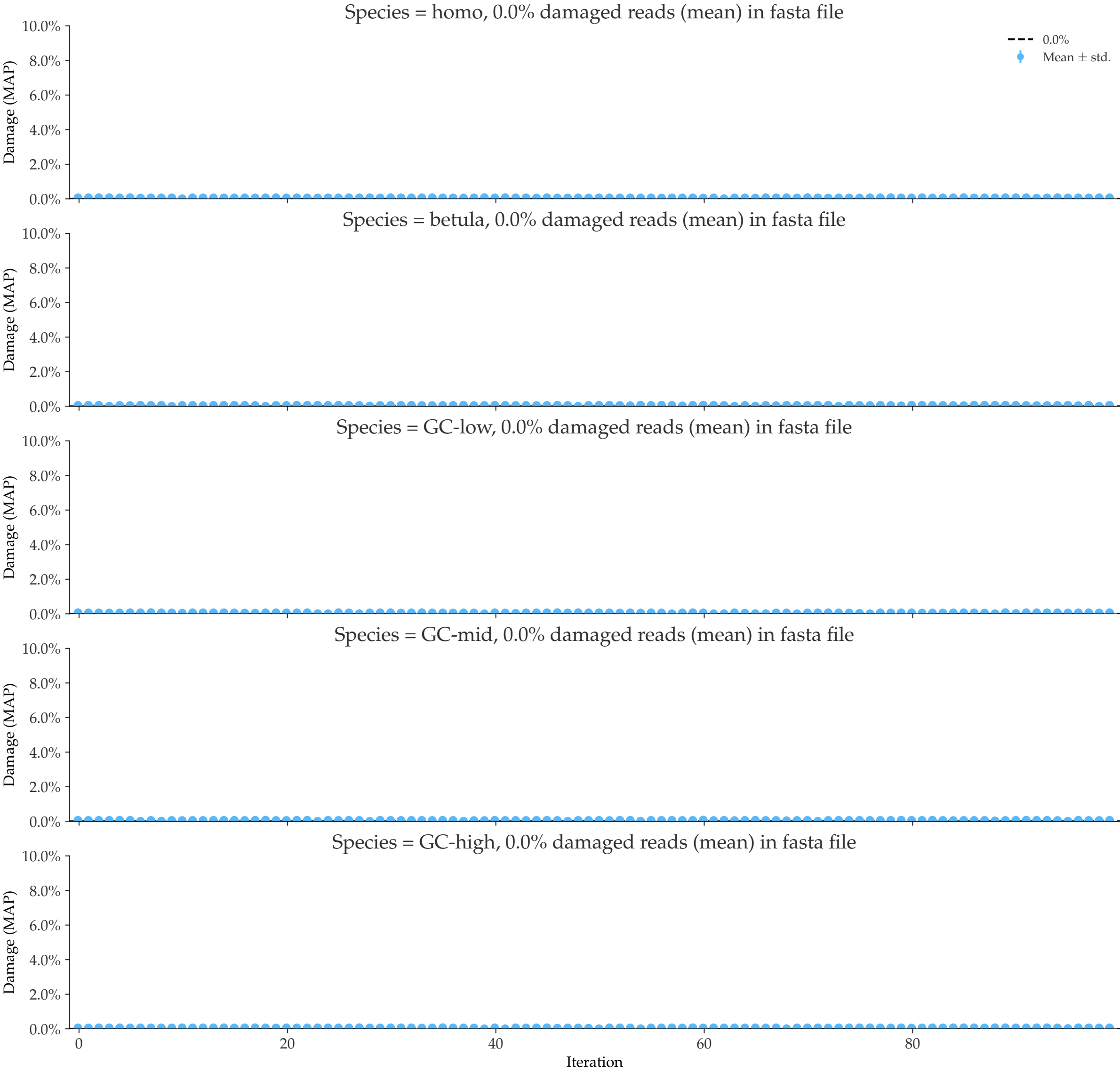
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



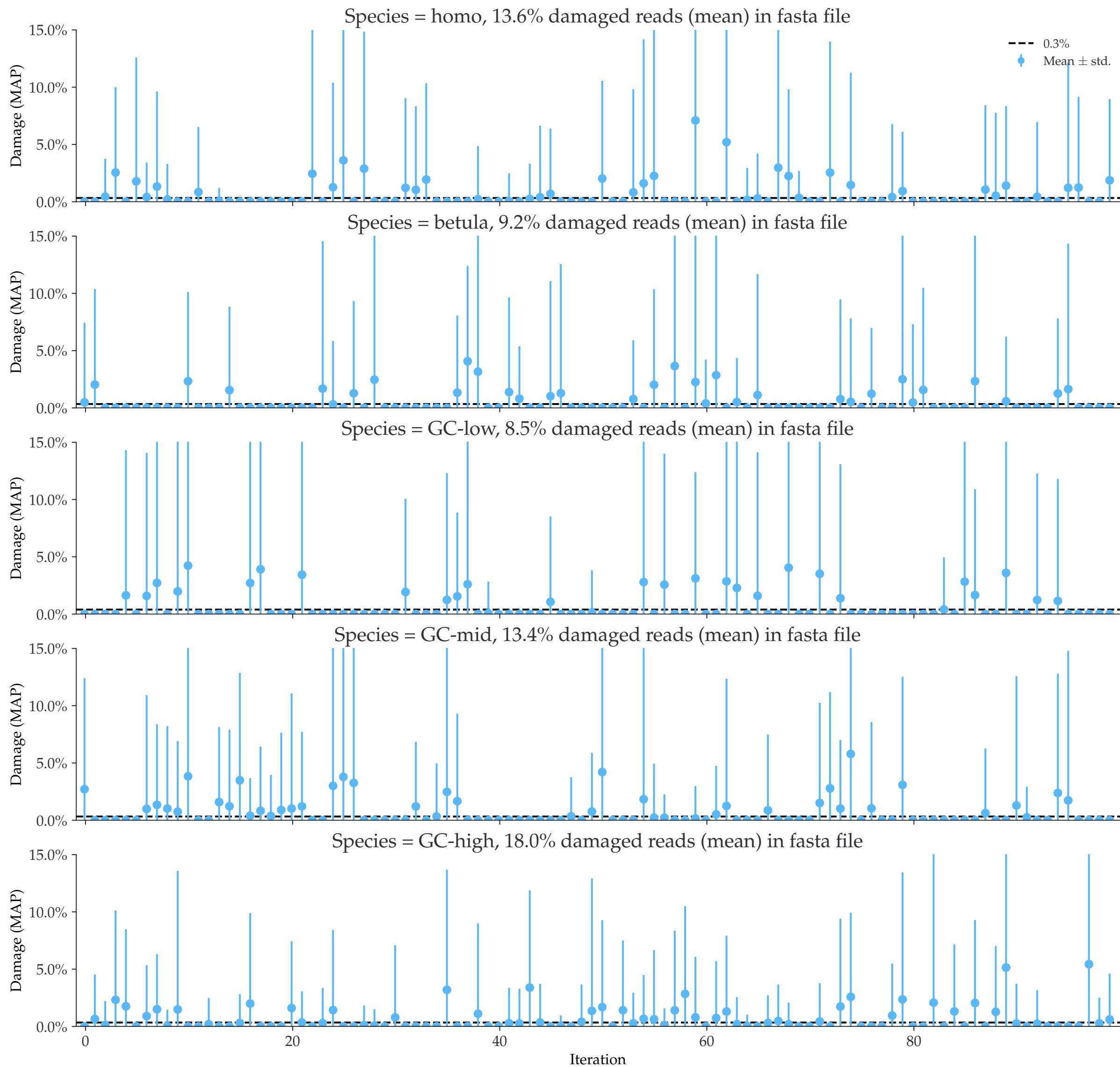
Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



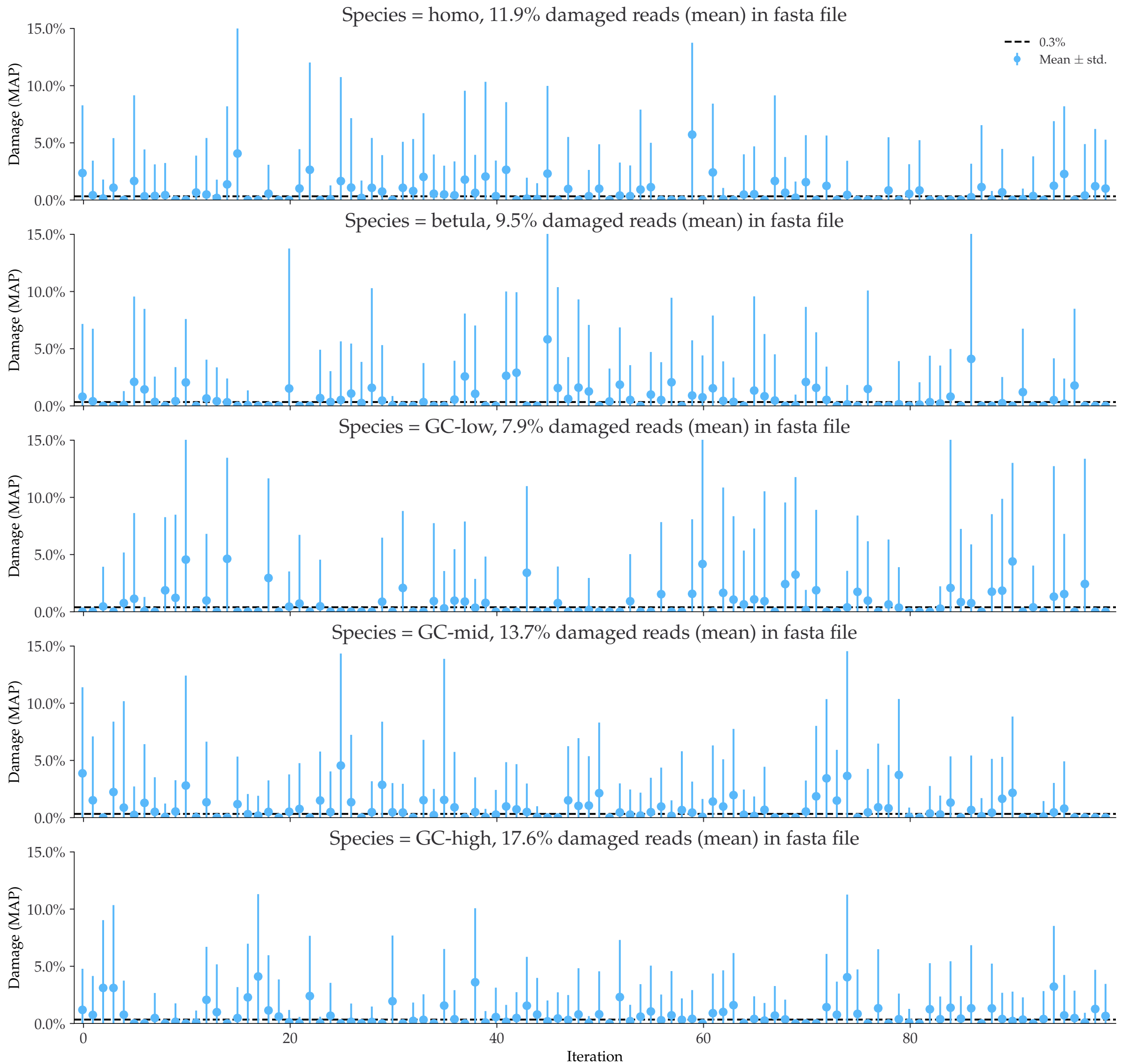
Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



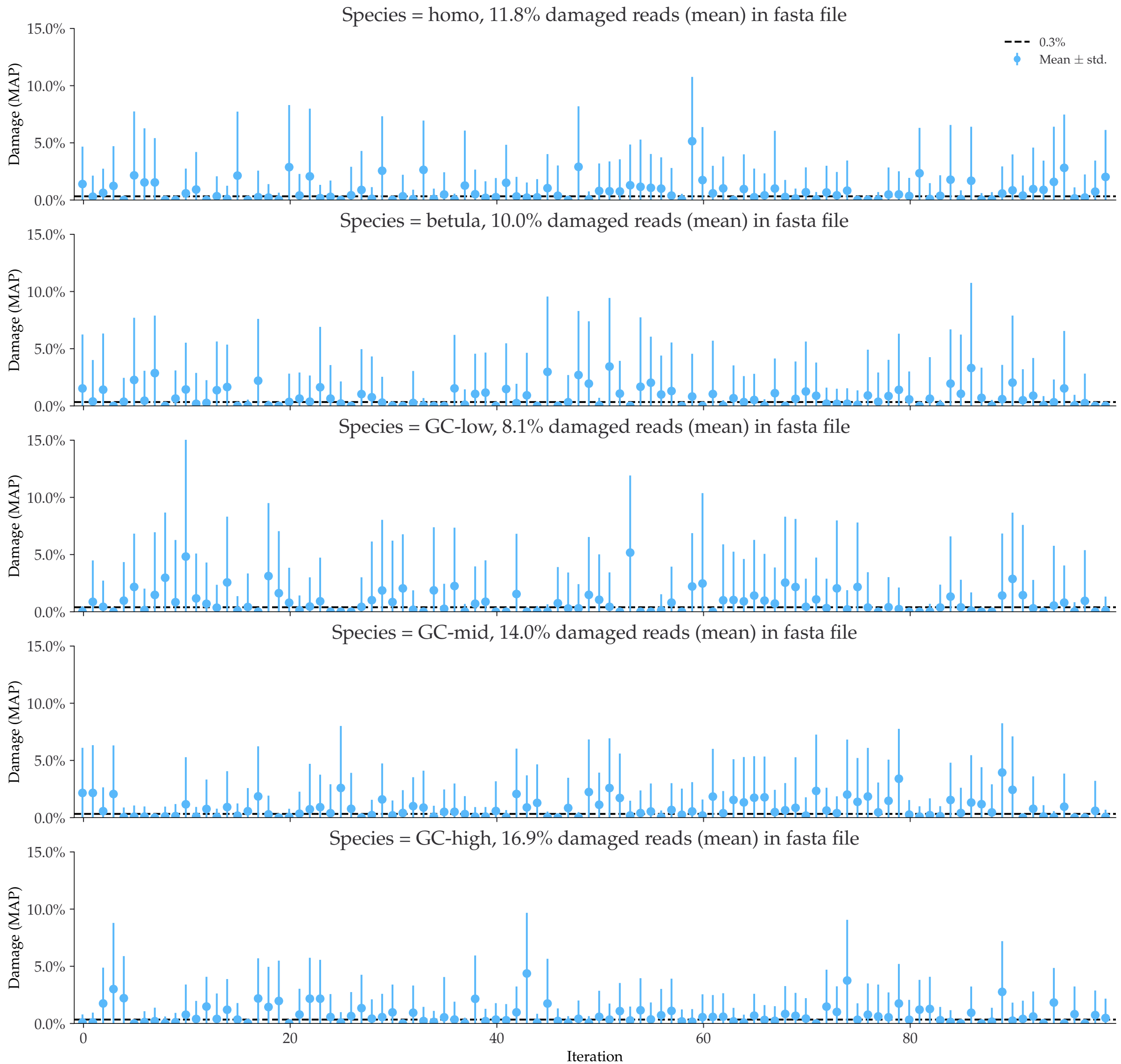
Individual damages:
 10 reads
 Briggs damage = 0.014
 Damage percent (approx) = 1%



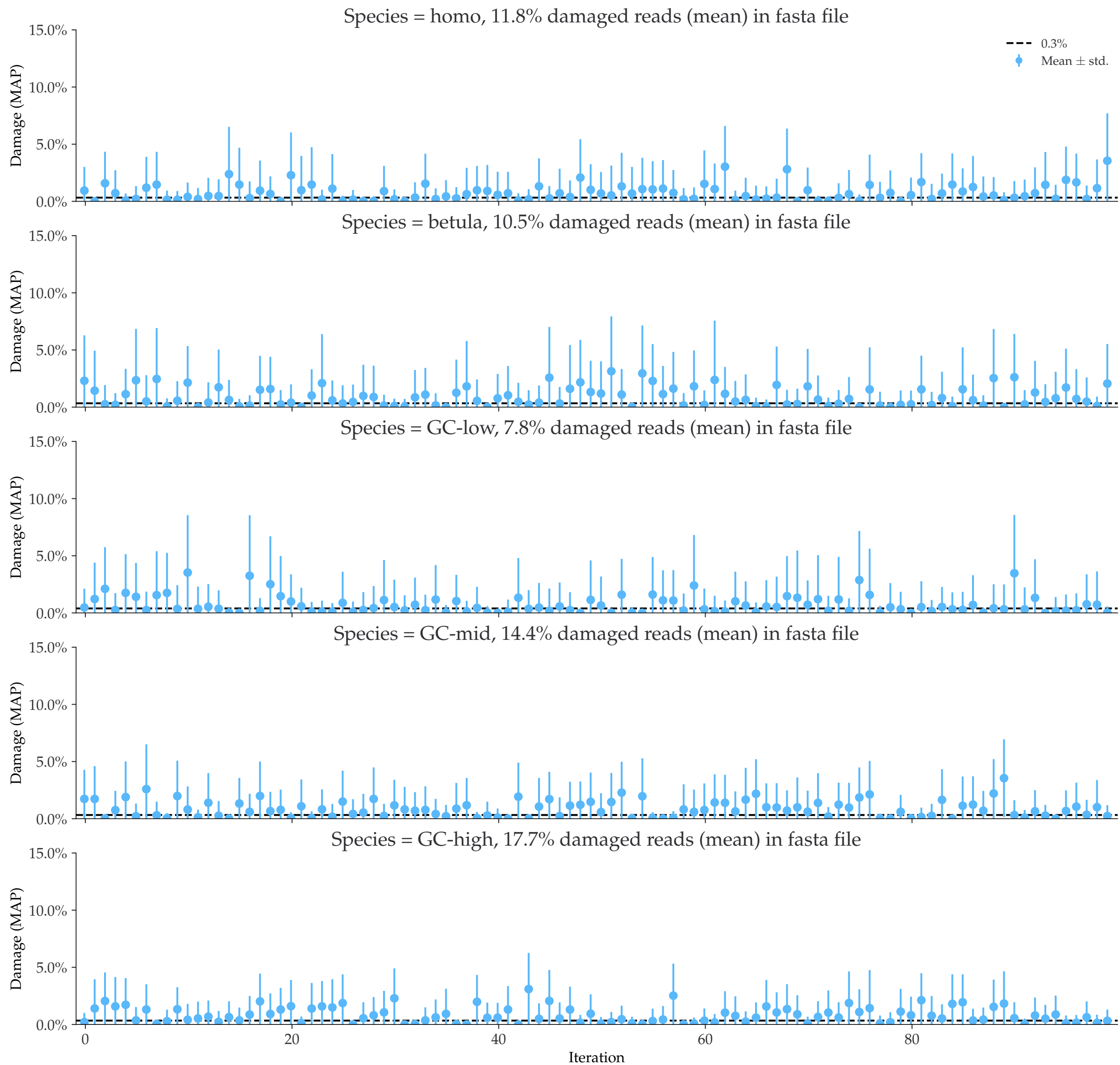
Individual damages:
 25 reads
 Briggs damage = 0.014
 Damage percent (approx) = 1%



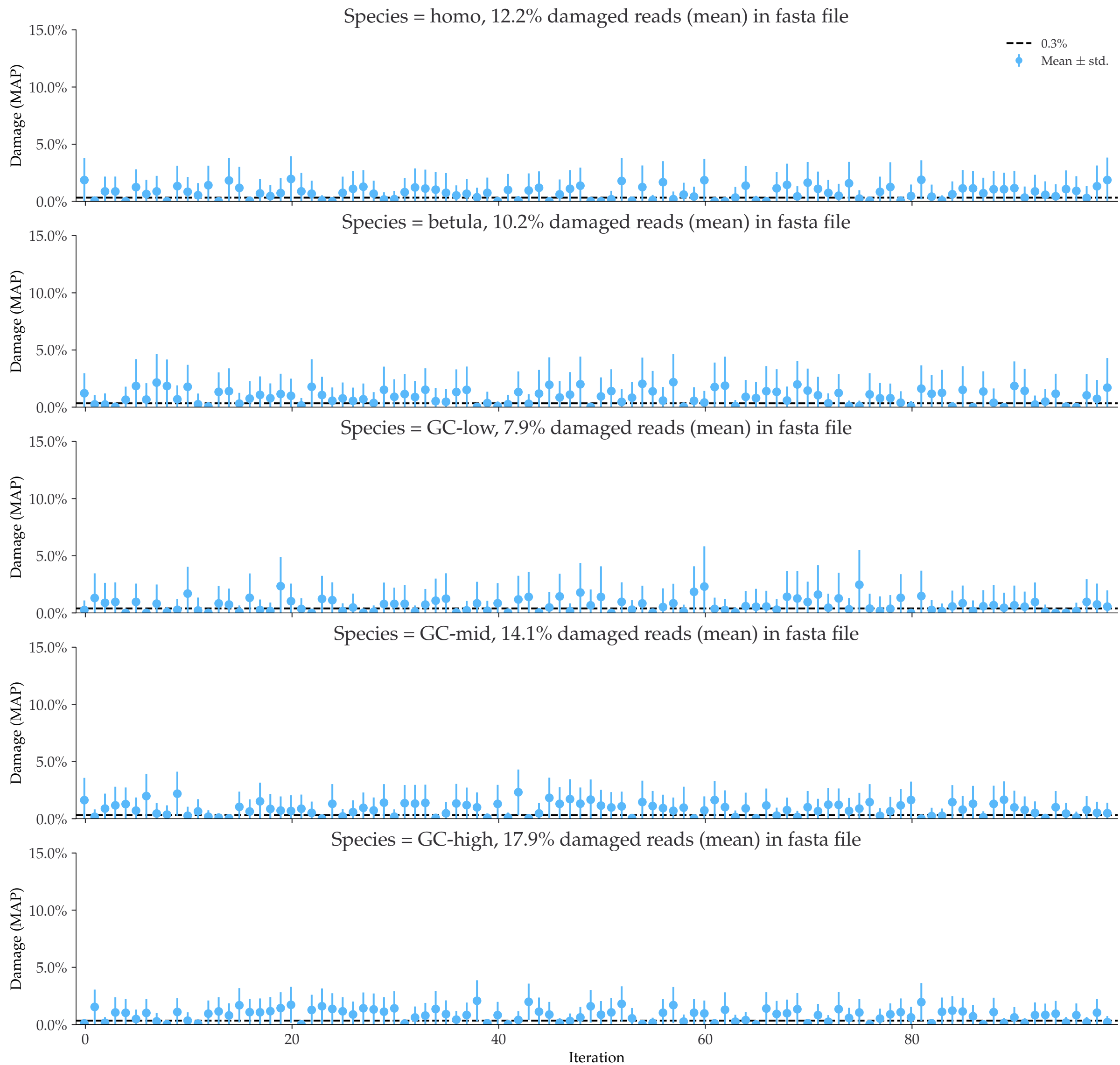
Individual damages:
 50 reads
 Briggs damage = 0.014
 Damage percent (approx) = 1%



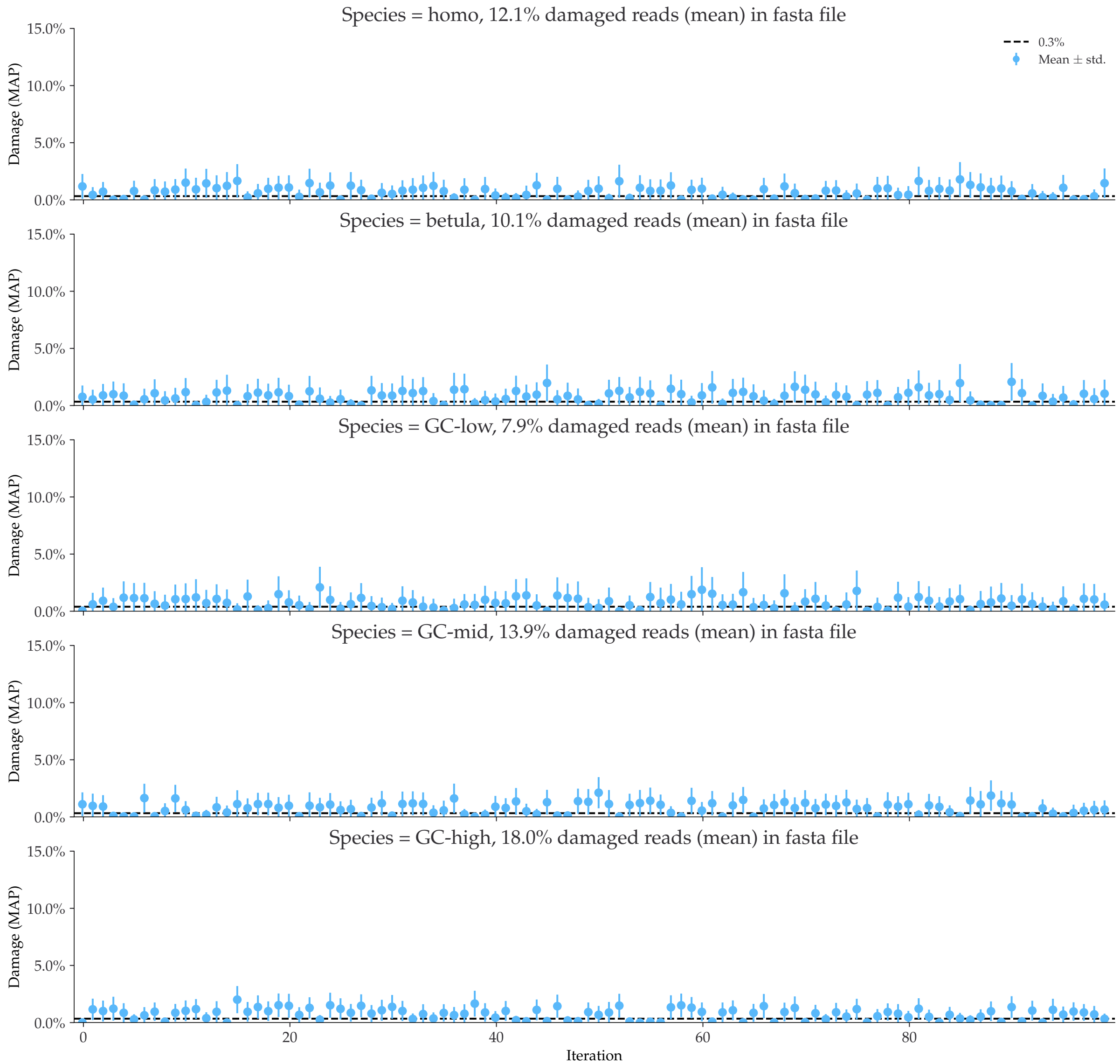
Individual damages:
 100 reads
 Briggs damage = 0.014
 Damage percent (approx) = 1%



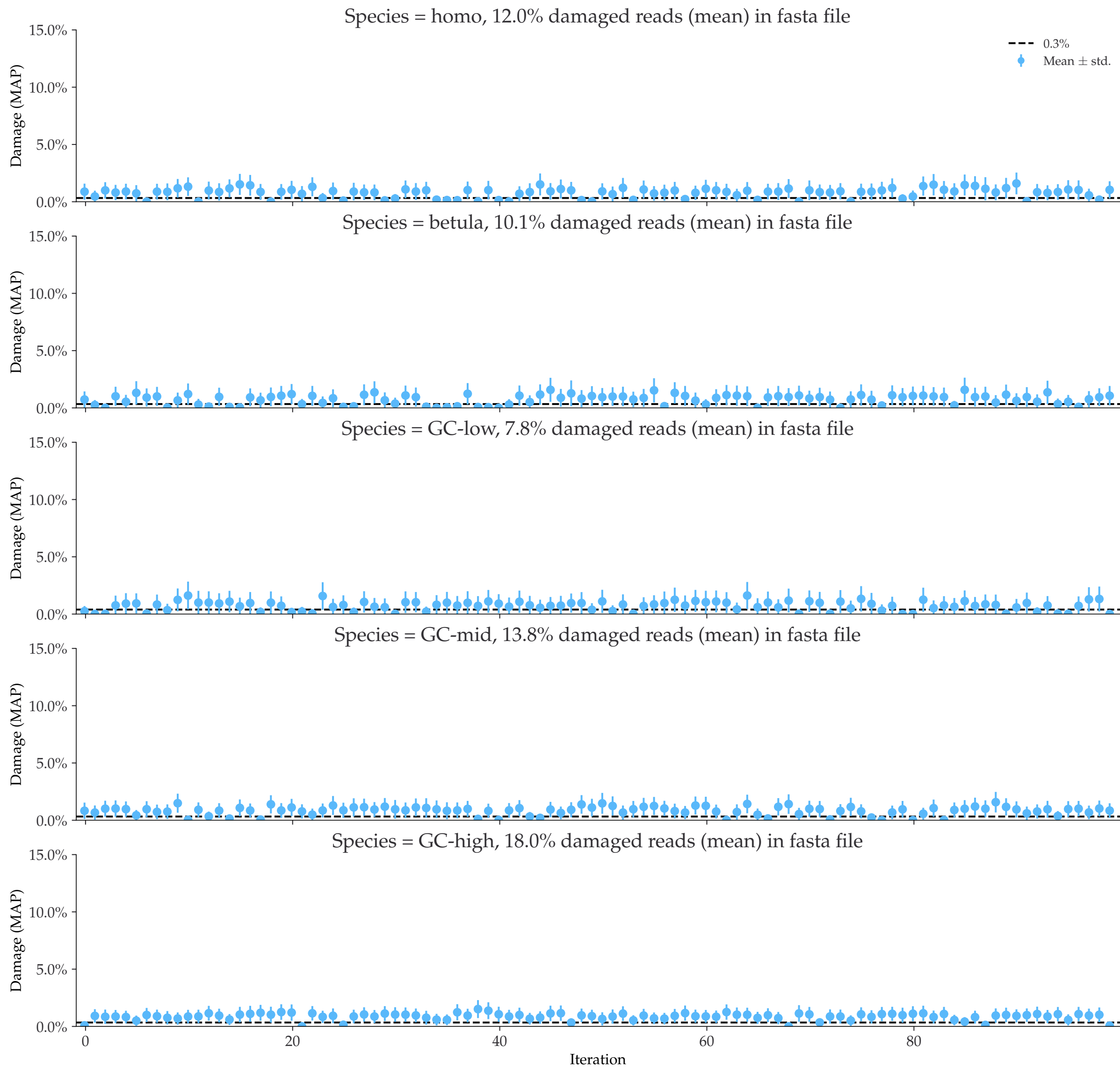
Individual damages:
250 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



Individual damages:
500 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



Individual damages:
1000 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



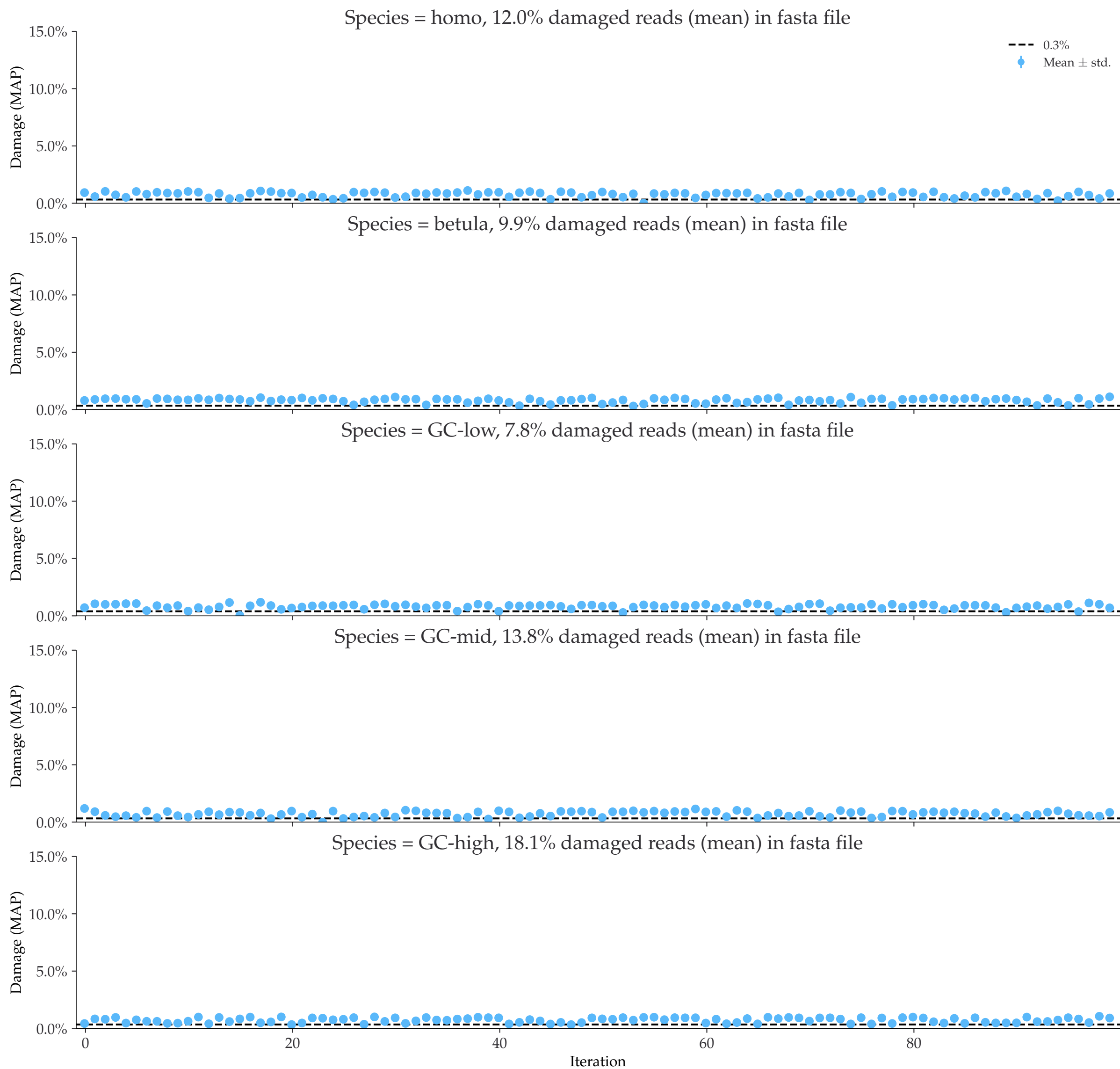
Individual damages:
2500 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



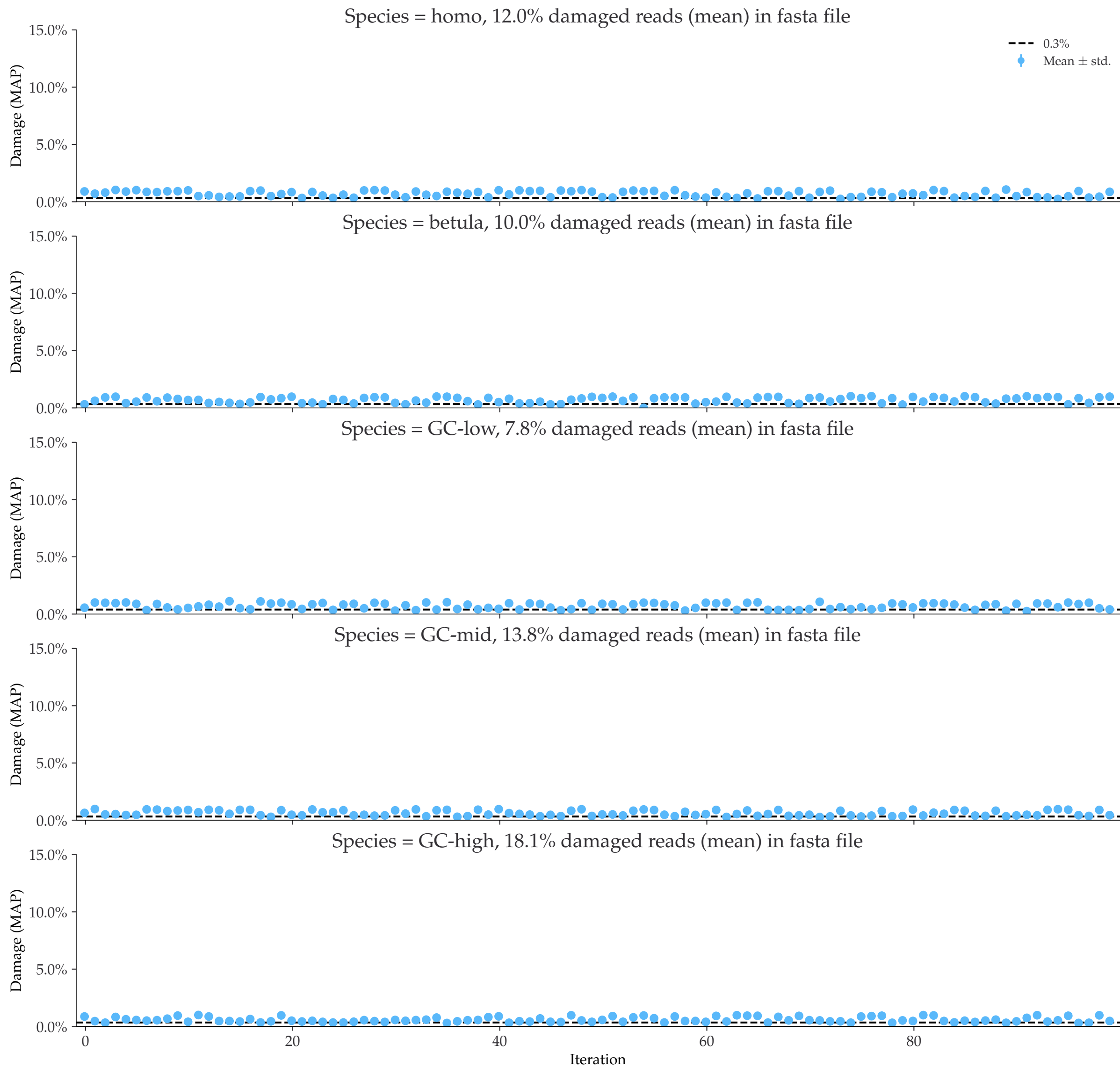
Individual damages:
5000 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



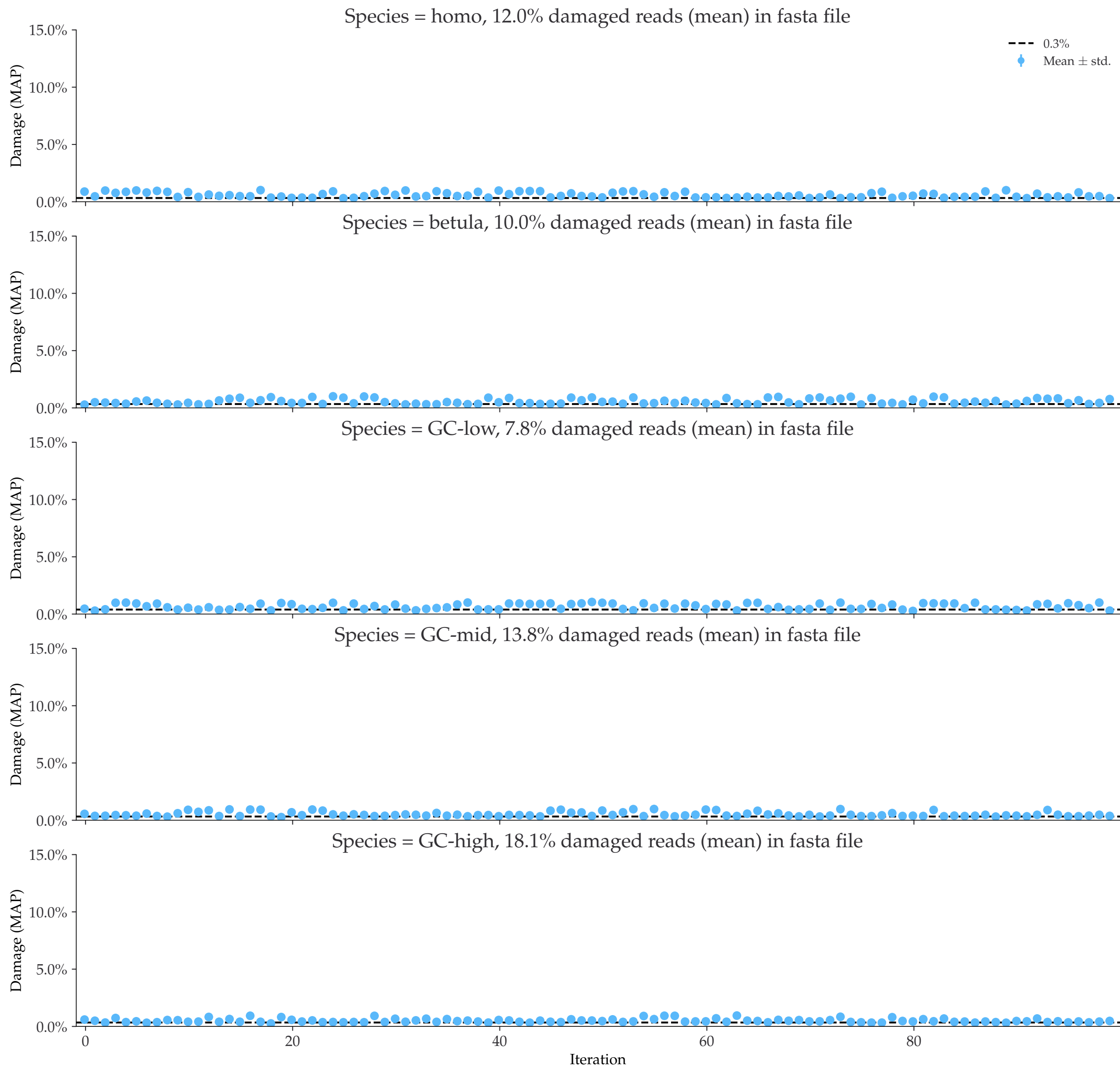
Individual damages:
10000 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



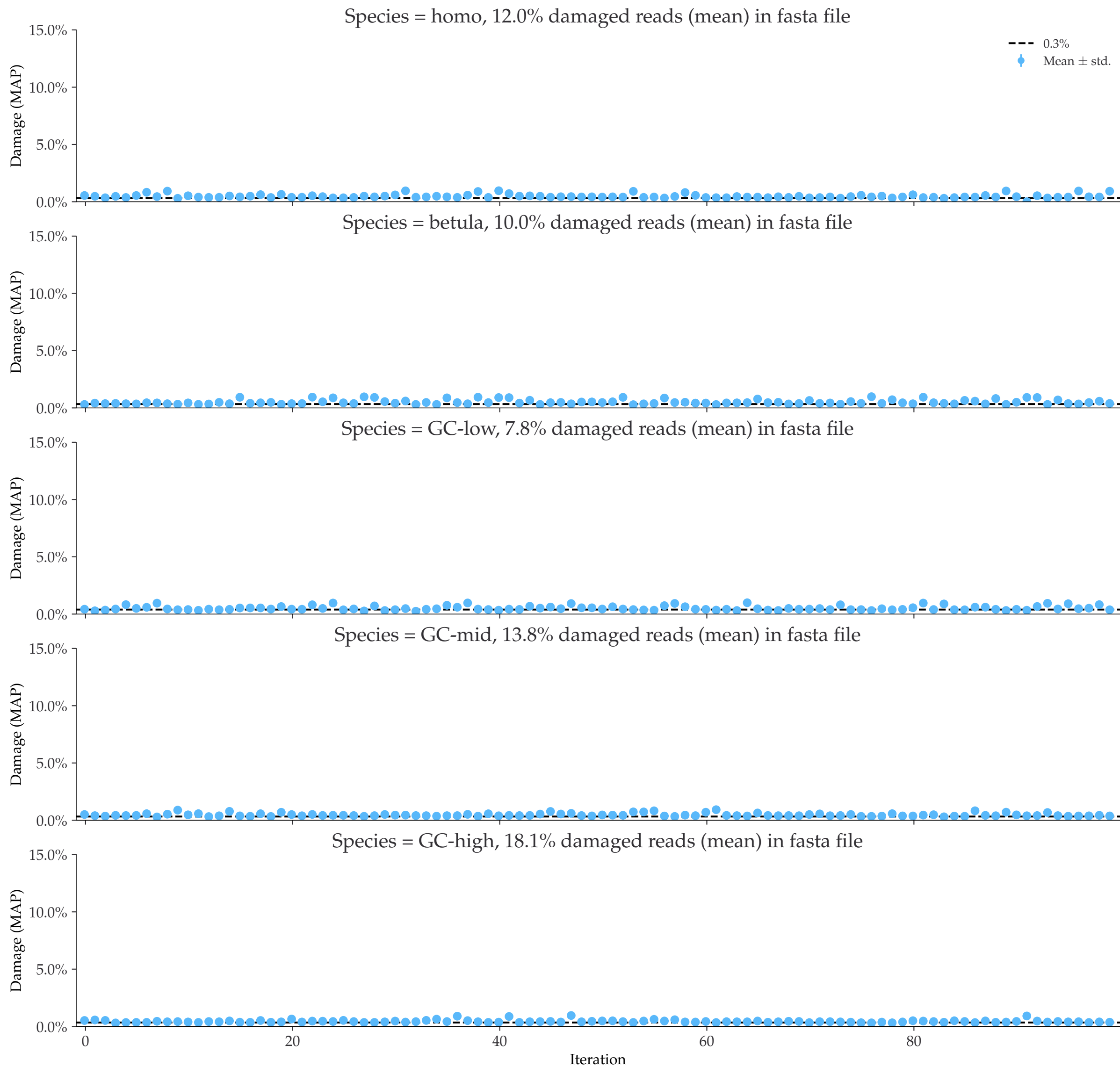
Individual damages:
25000 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



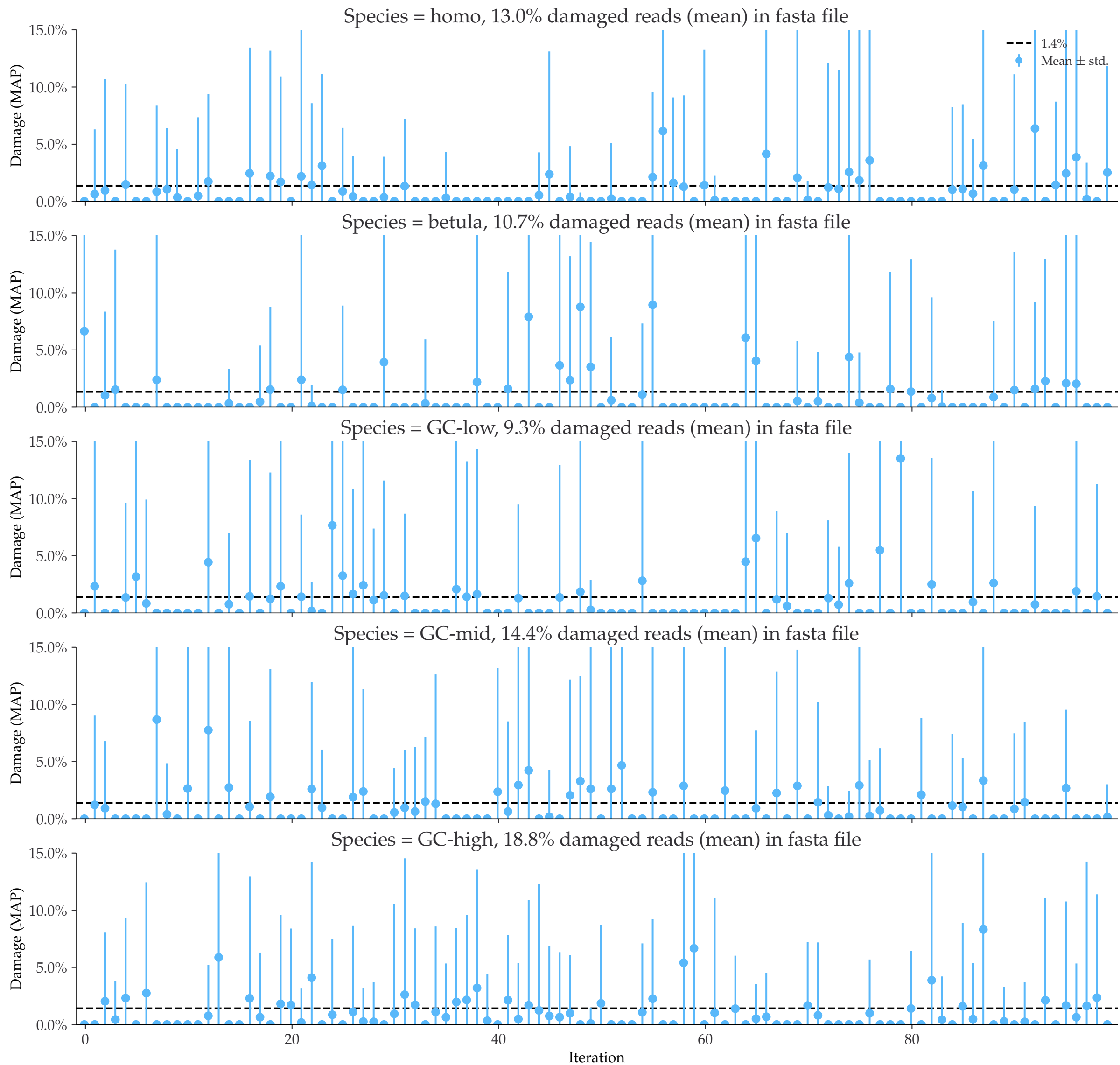
Individual damages:
50000 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



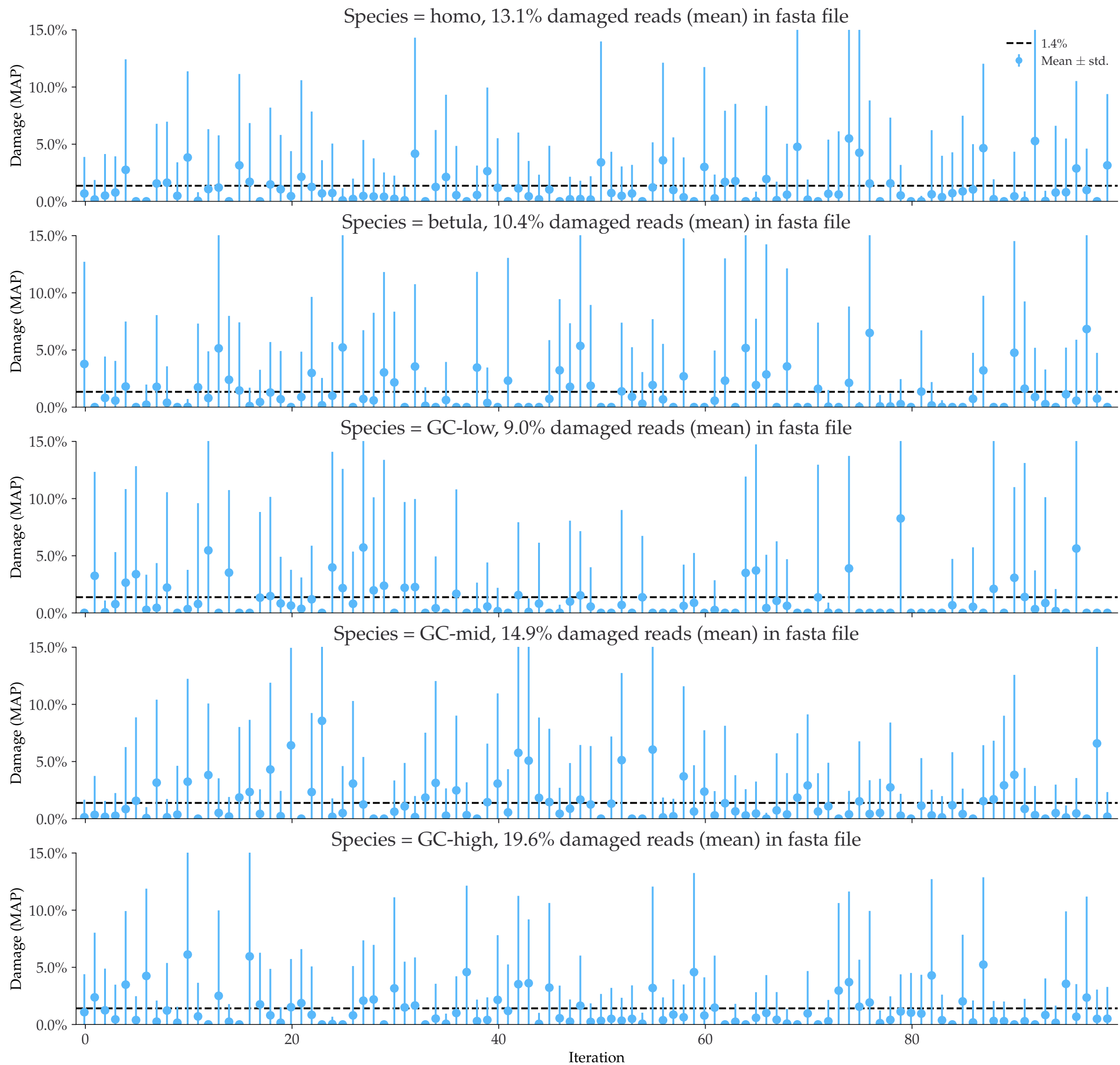
Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



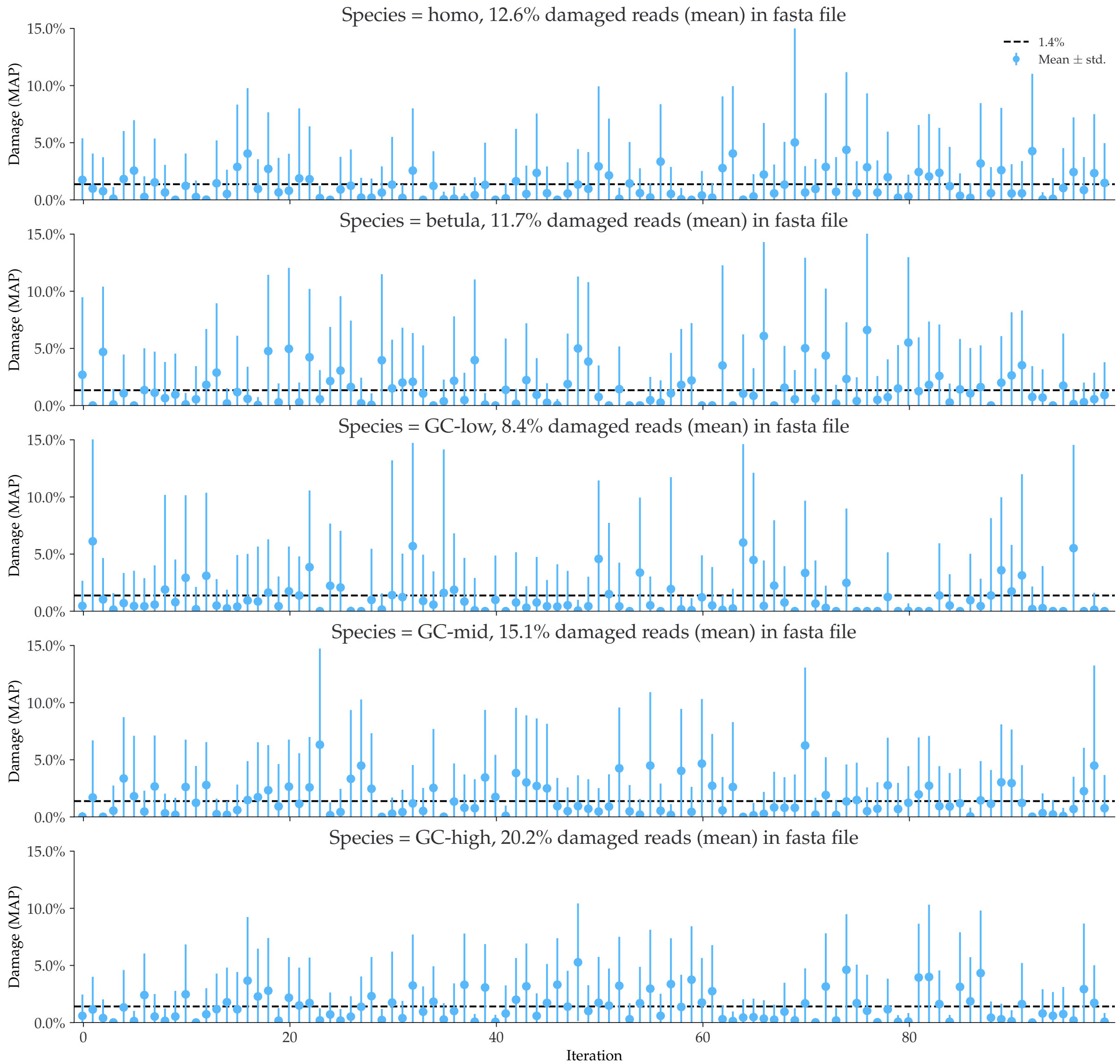
Individual damages:
10 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



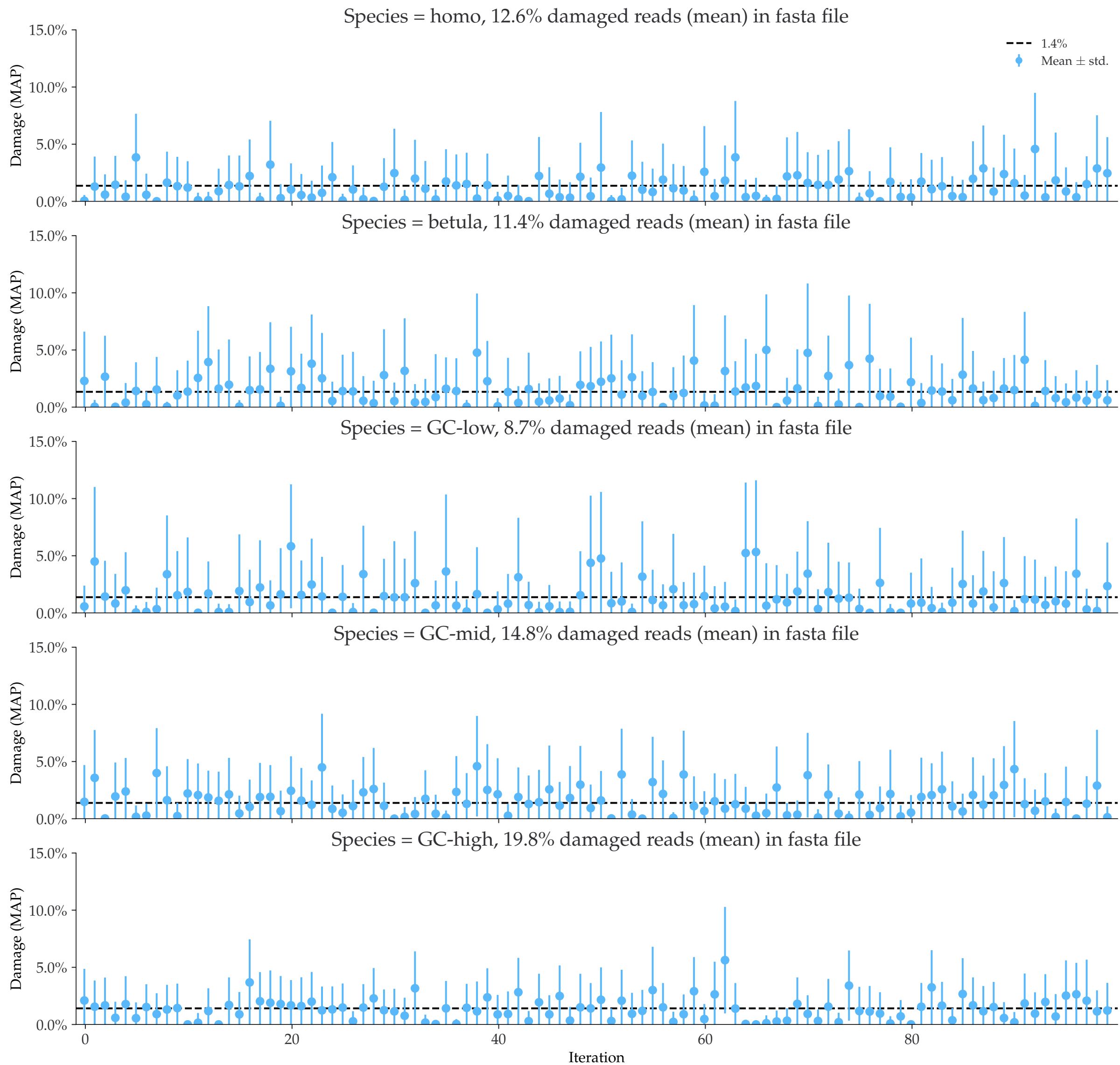
Individual damages:
 25 reads
 Briggs damage = 0.047
 Damage percent (approx) = 2%



Individual damages:
50 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



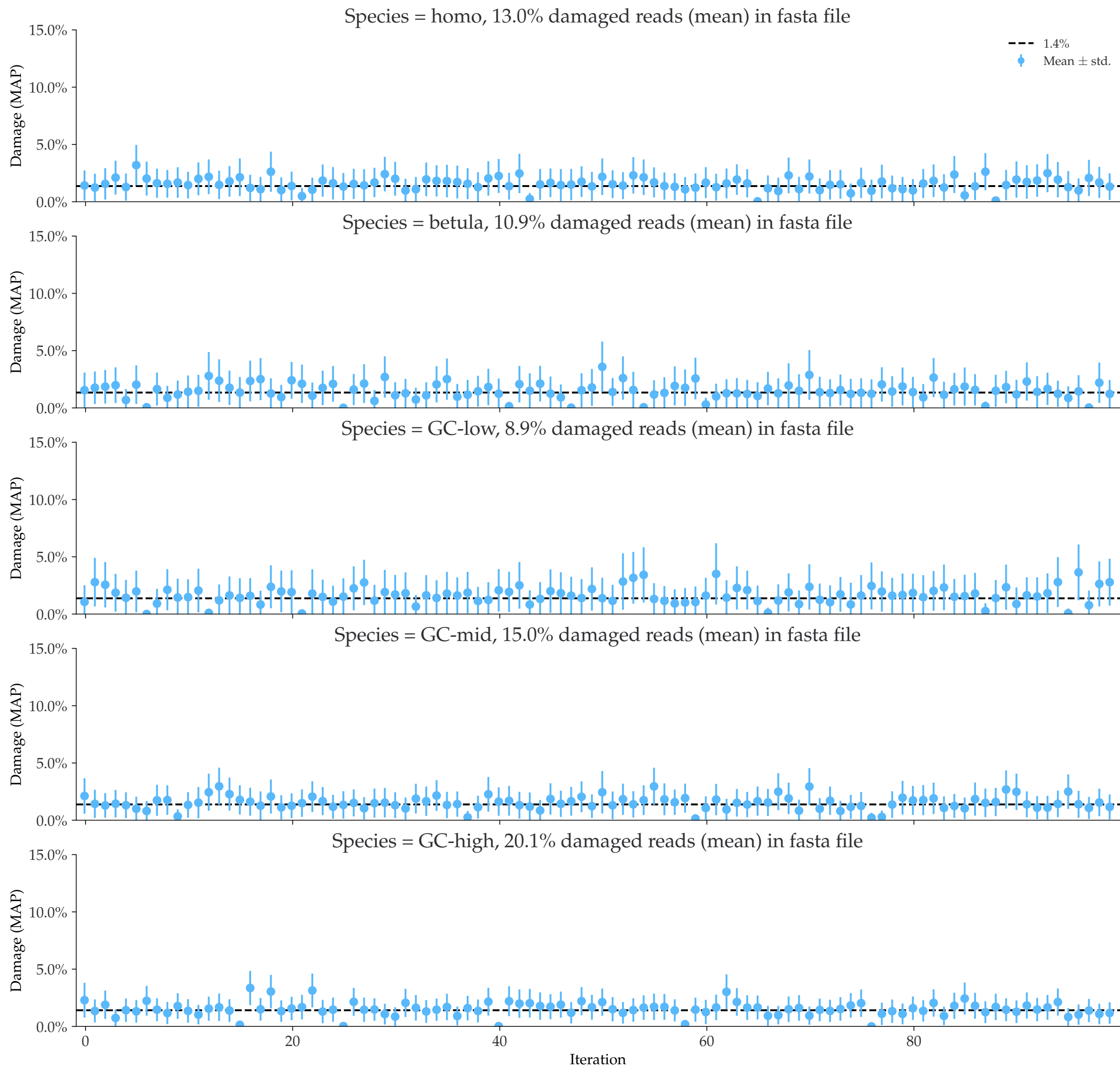
Individual damages:
 100 reads
 Briggs damage = 0.047
 Damage percent (approx) = 2%



Individual damages:
 250 reads
 Briggs damage = 0.047
 Damage percent (approx) = 2%



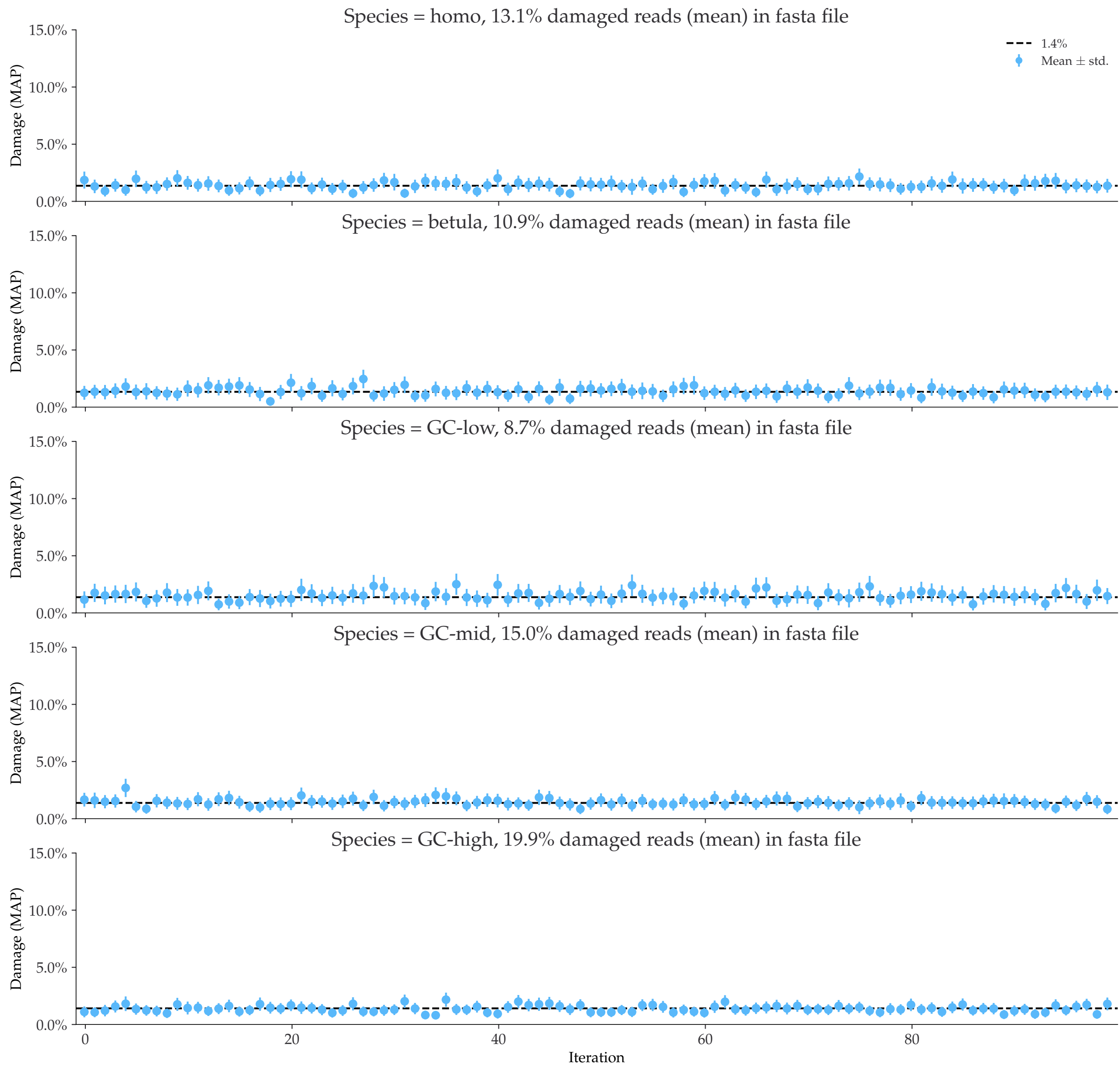
Individual damages:
500 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



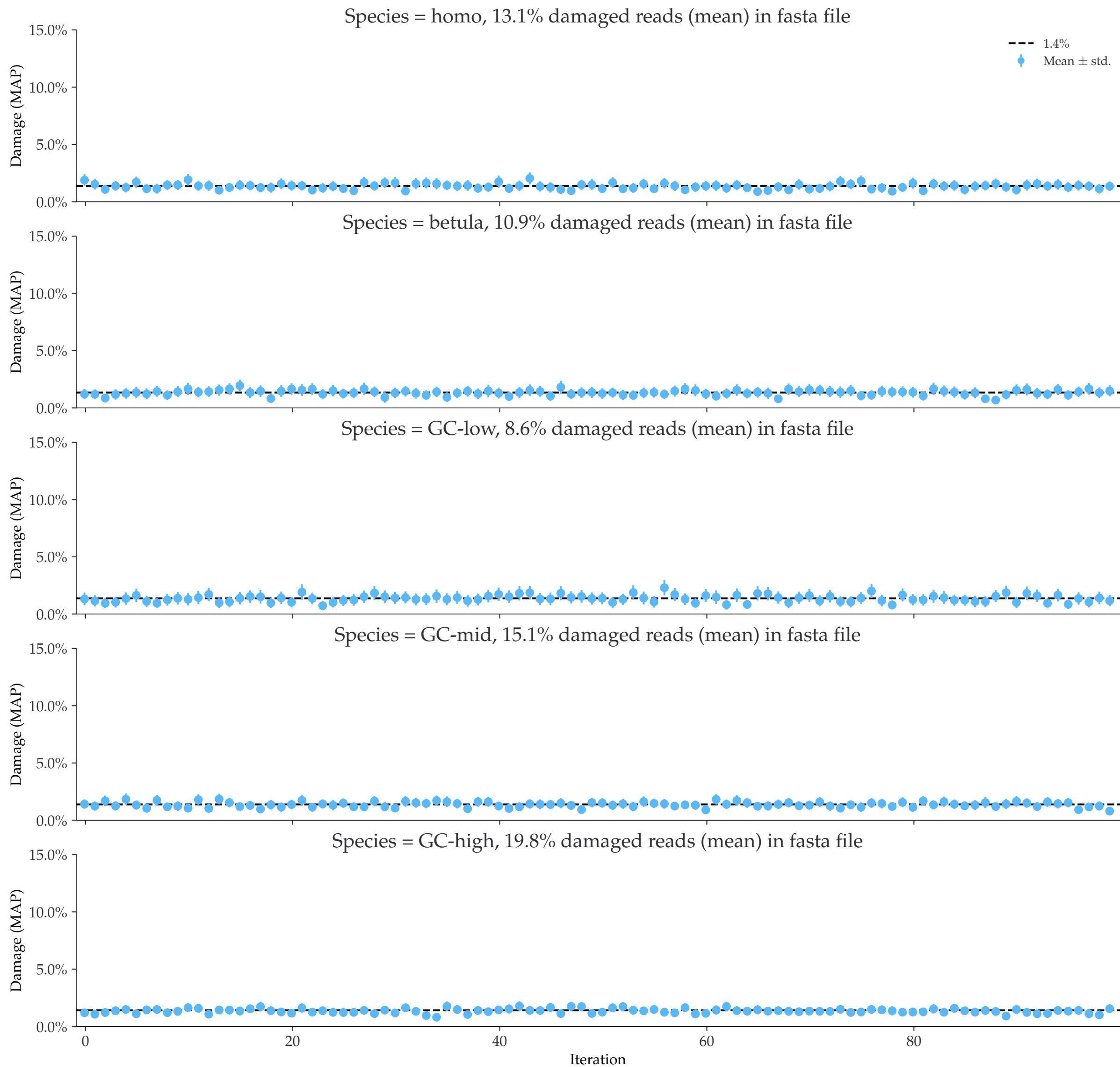
Individual damages:
1000 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



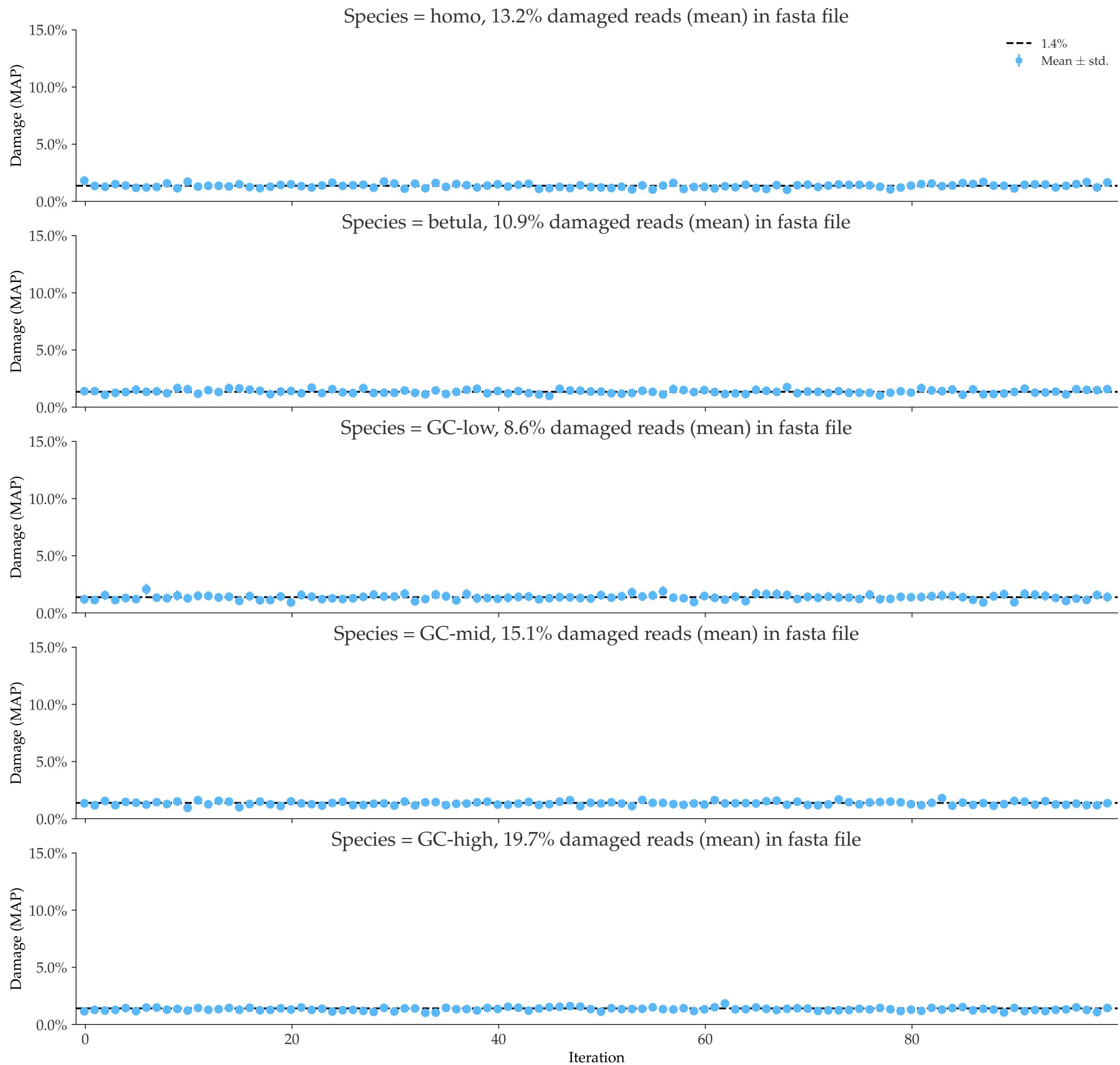
Individual damages:
2500 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



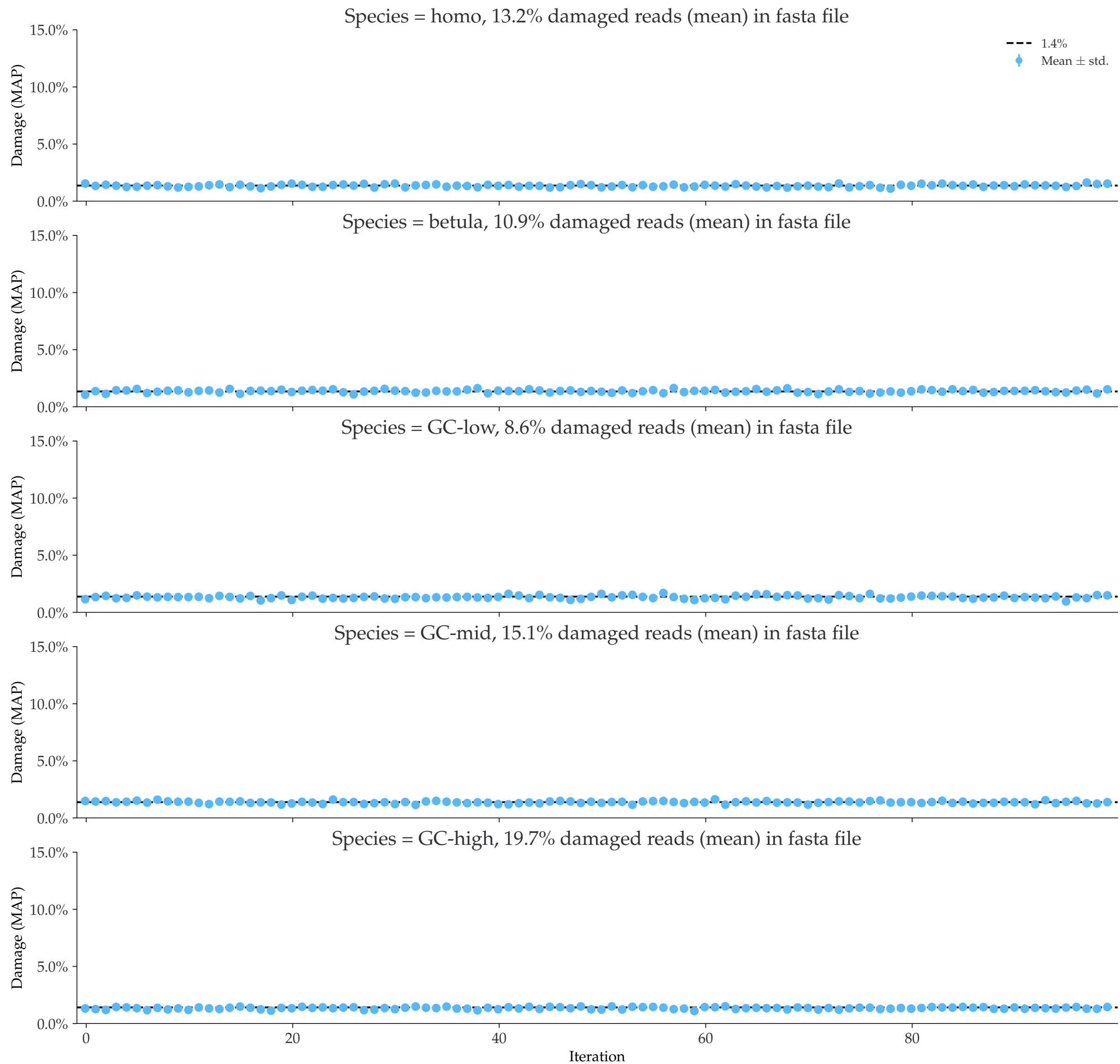
Individual damages:
5000 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



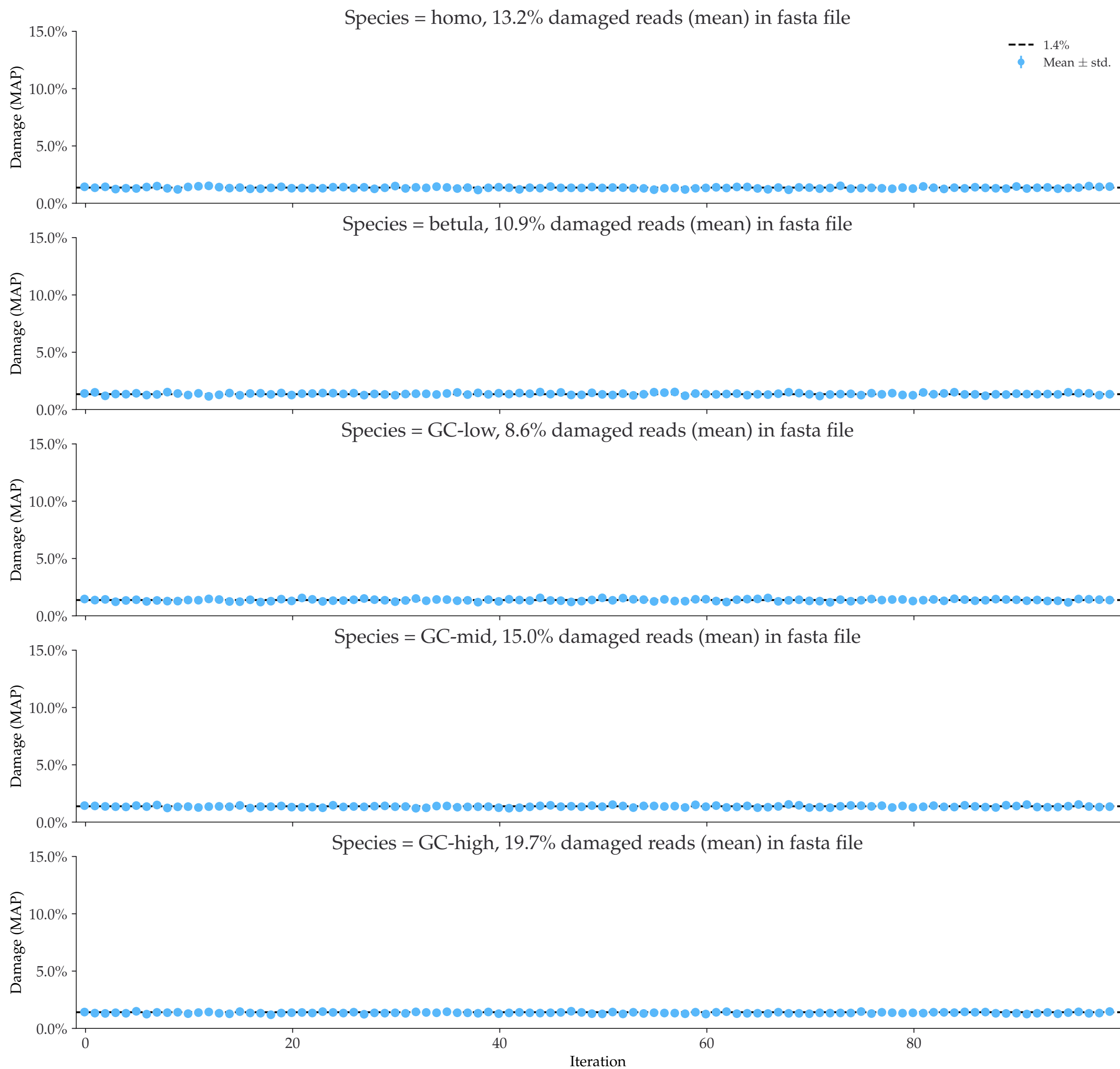
Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



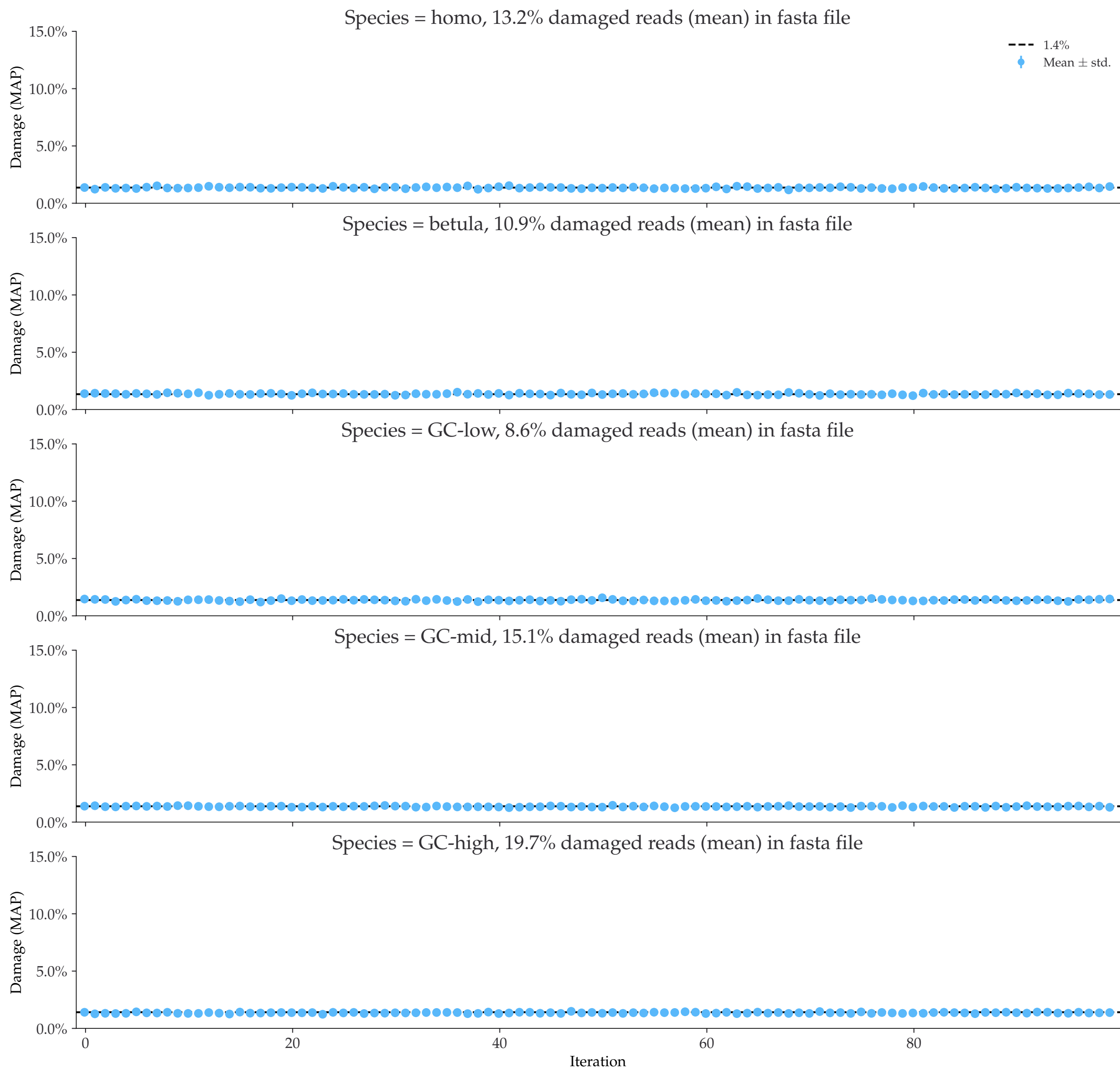
Individual damages:
25000 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



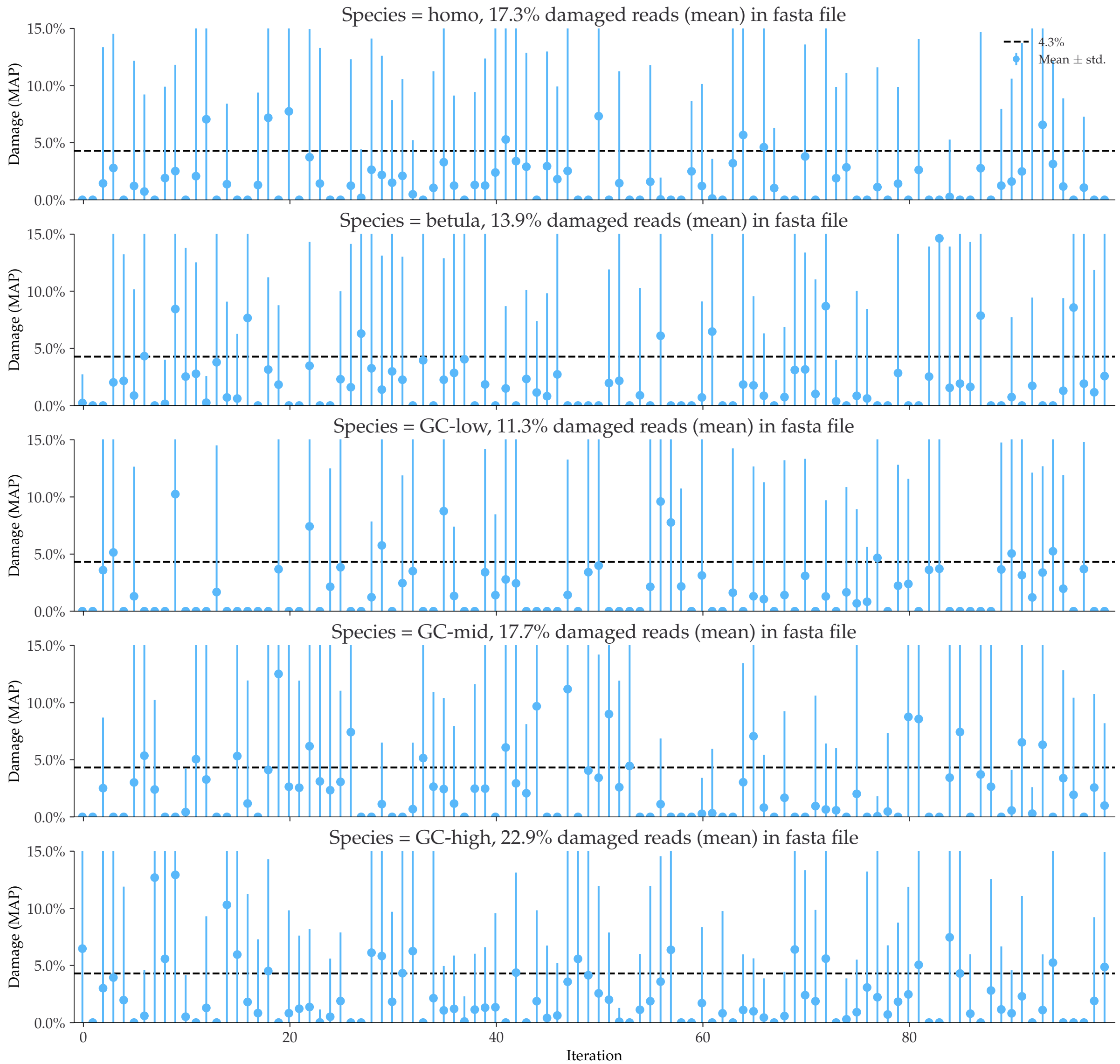
Individual damages:
50000 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



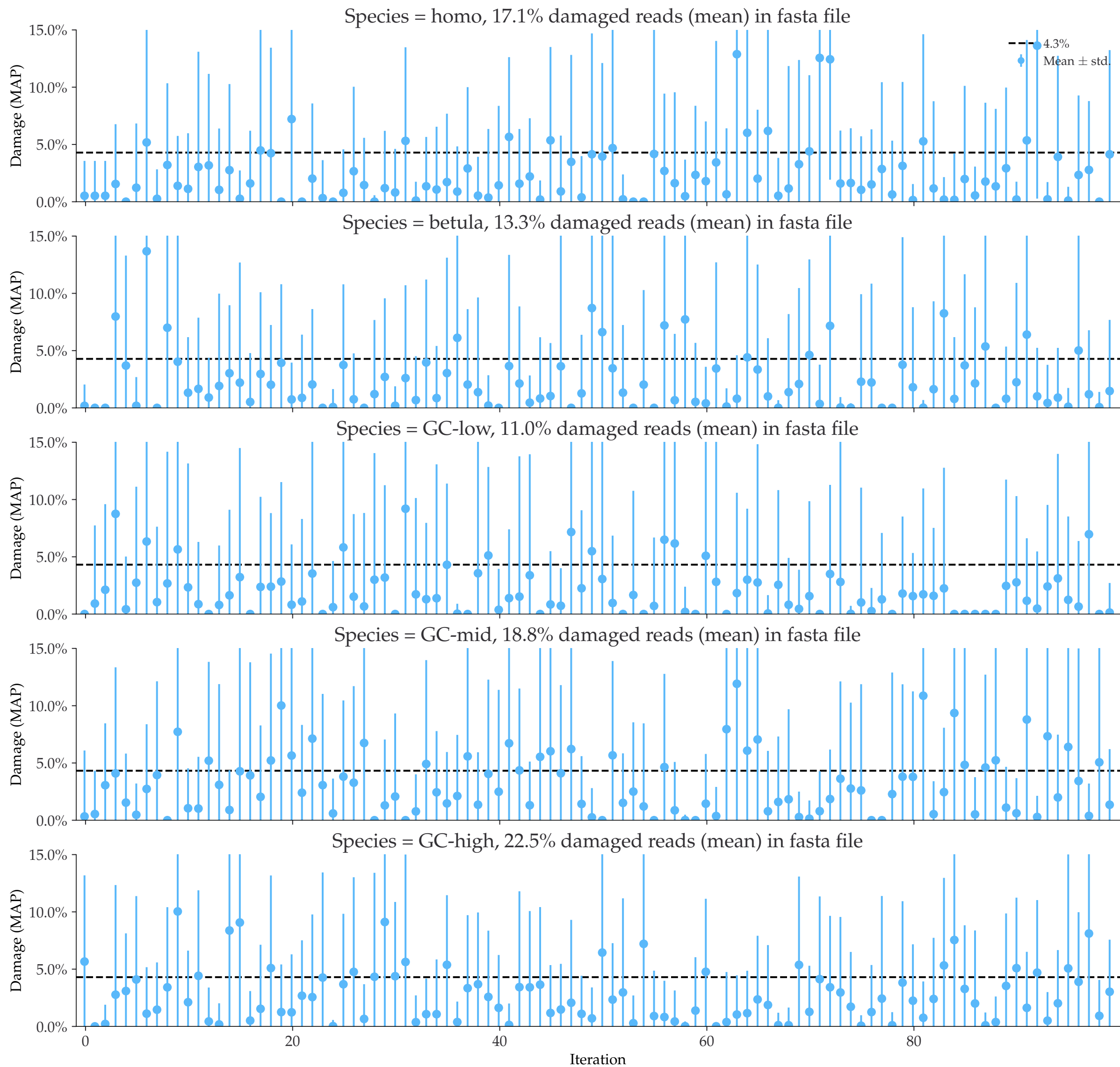
Individual damages:
100000 reads
Briggs damage = 0.047
Damage percent (approx) = 2%



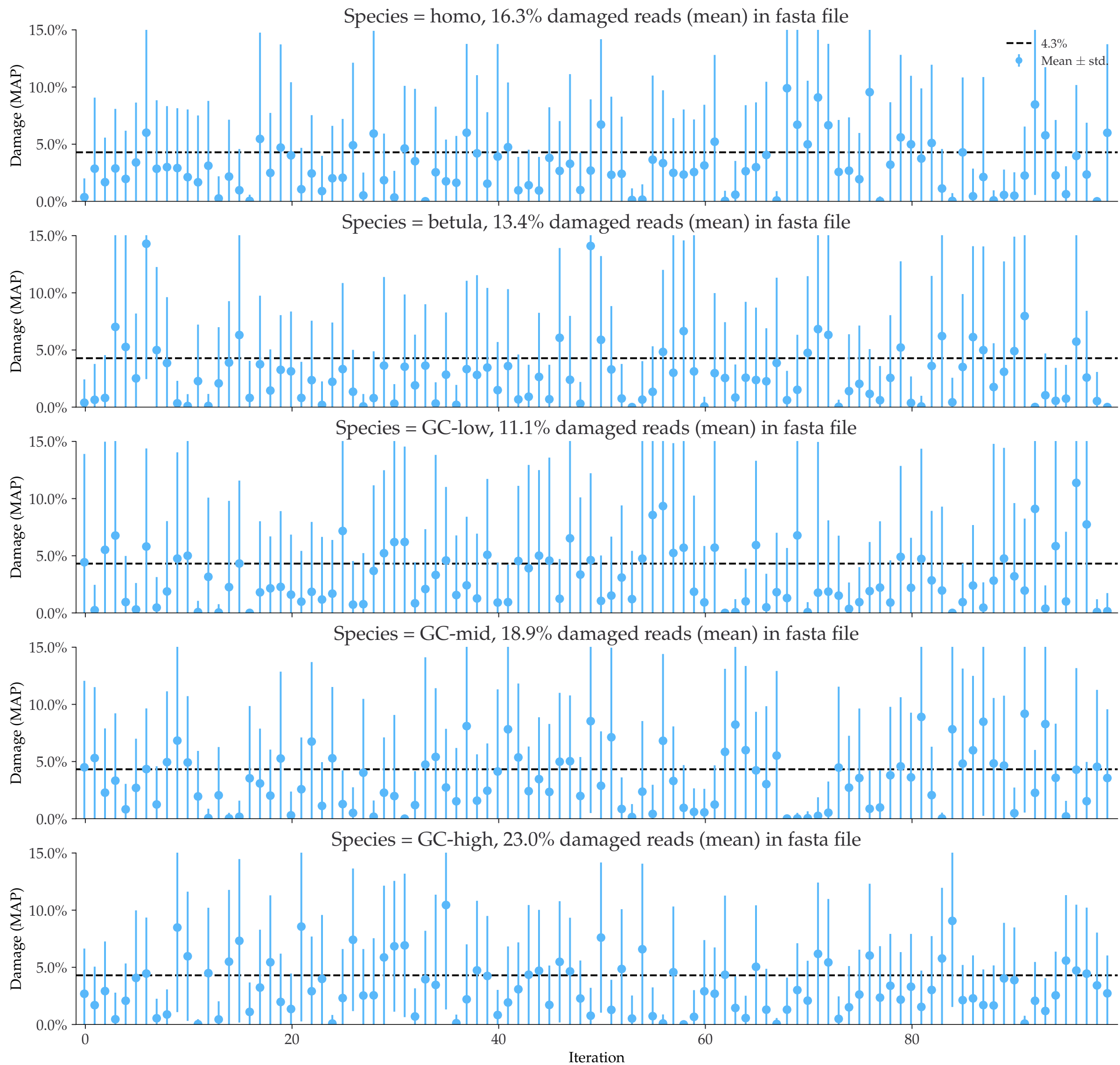
Individual damages:
10 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



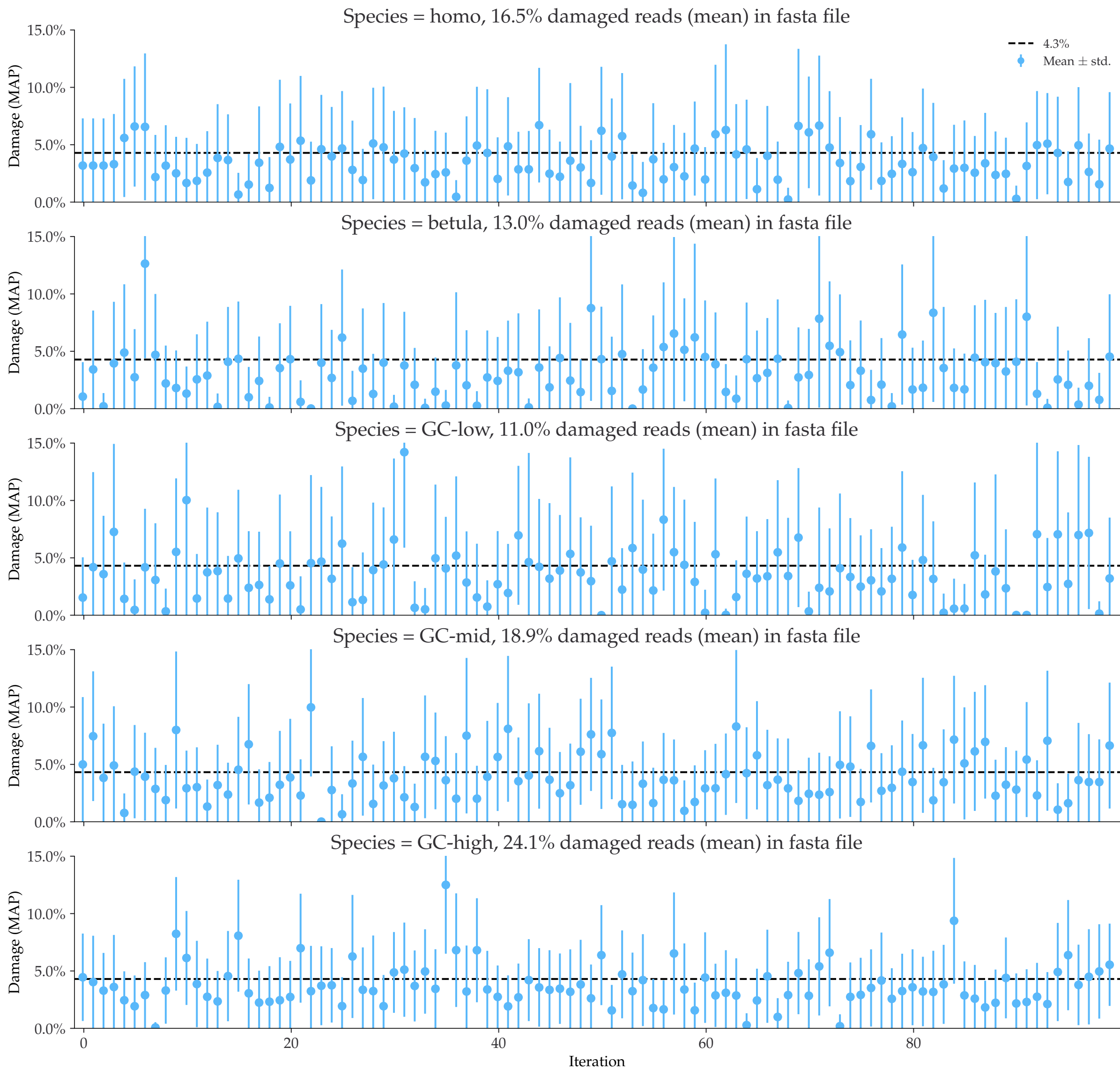
Individual damages:
25 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



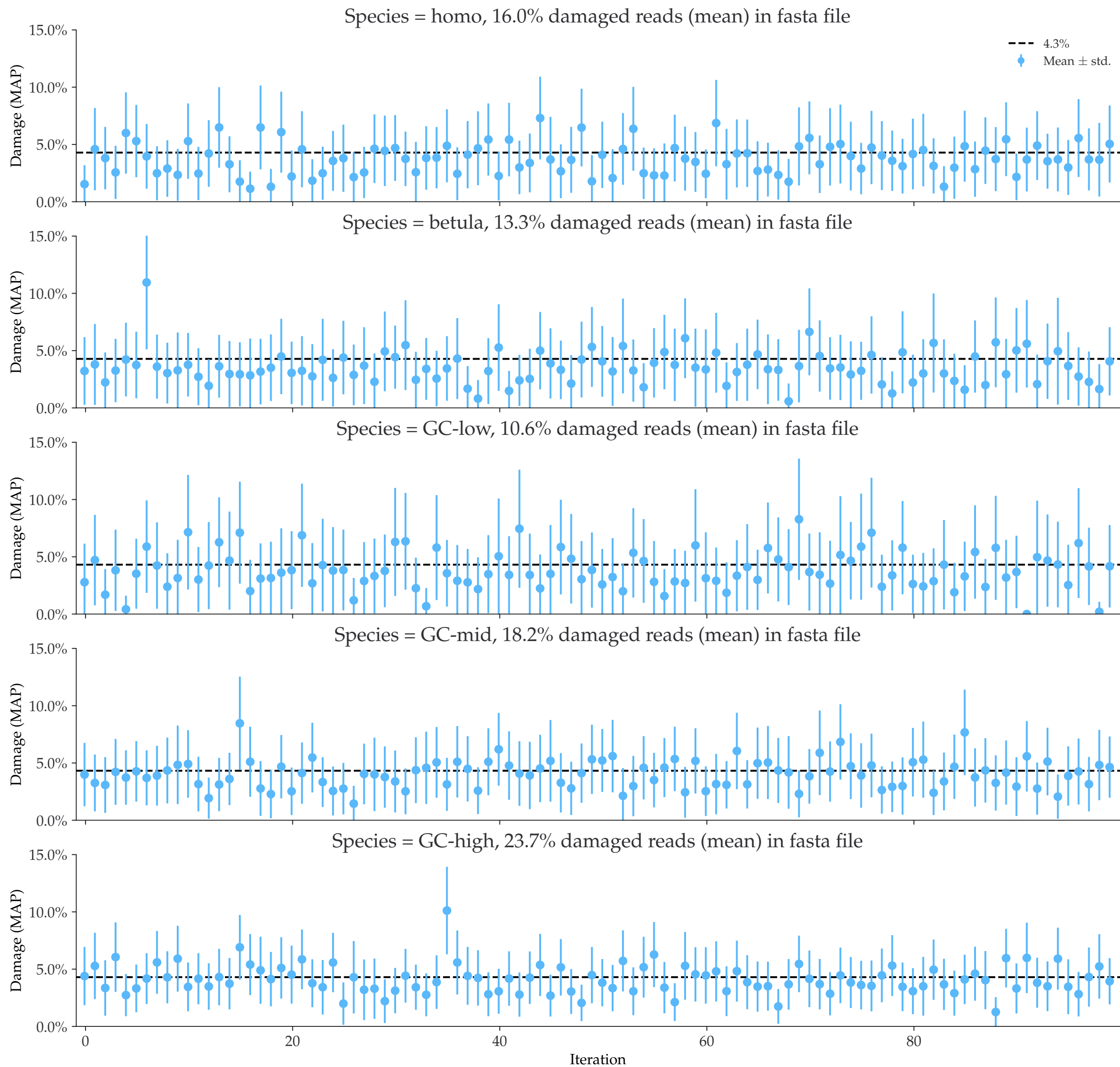
Individual damages:
 50 reads
 Briggs damage = 0.138
 Damage percent (approx) = 5%



Individual damages:
 100 reads
 Briggs damage = 0.138
 Damage percent (approx) = 5%



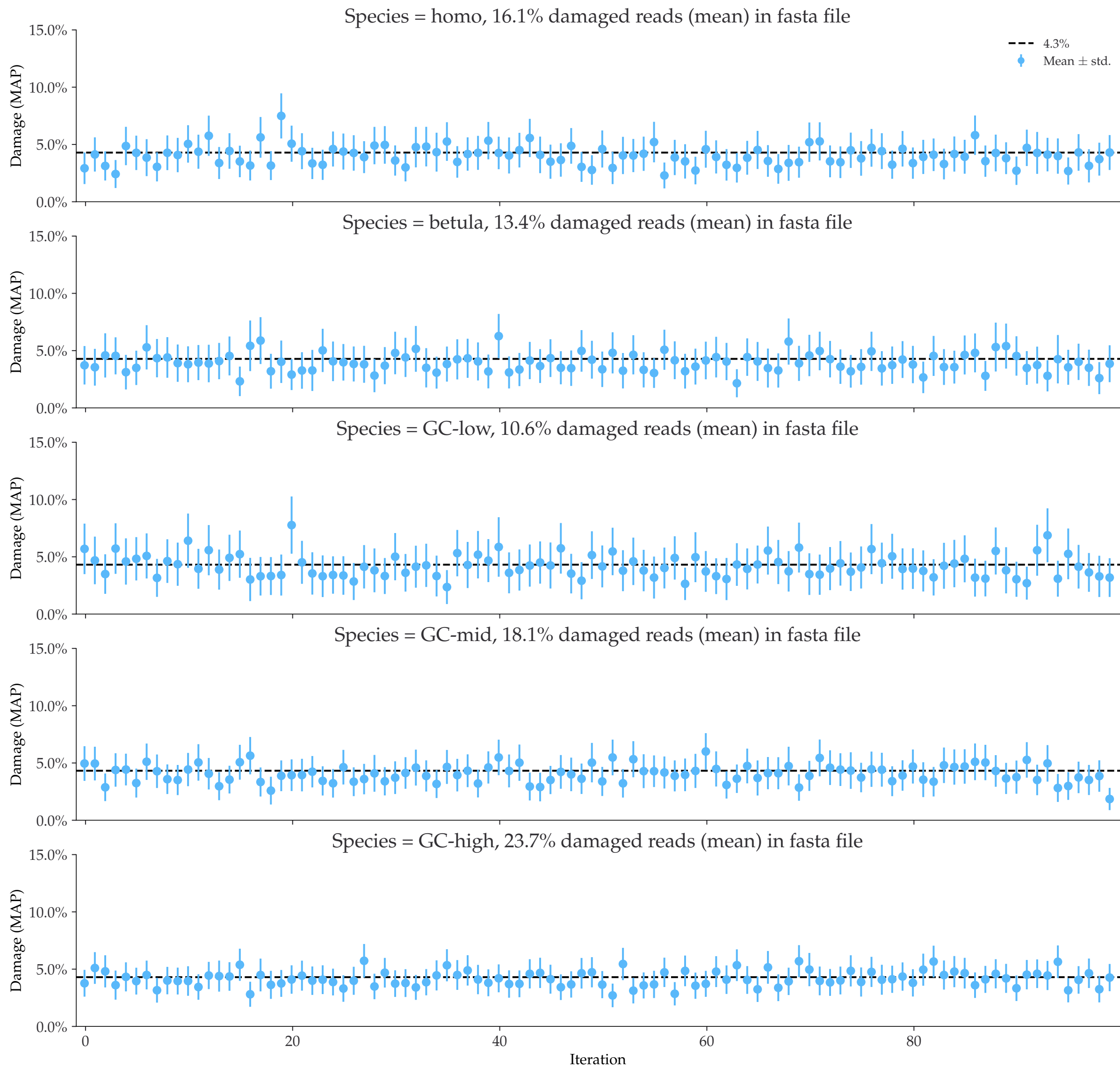
Individual damages:
250 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



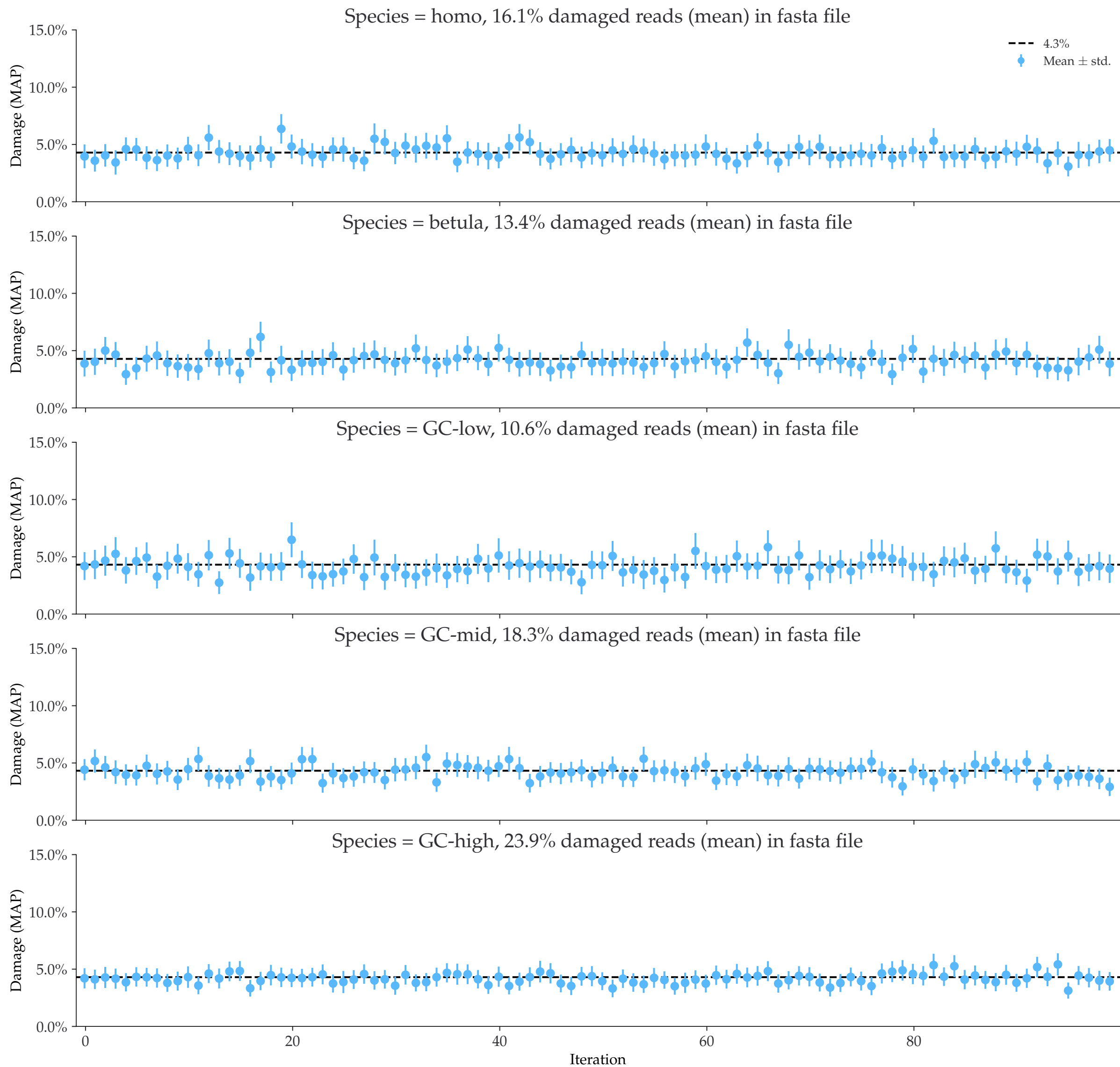
Individual damages:
500 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



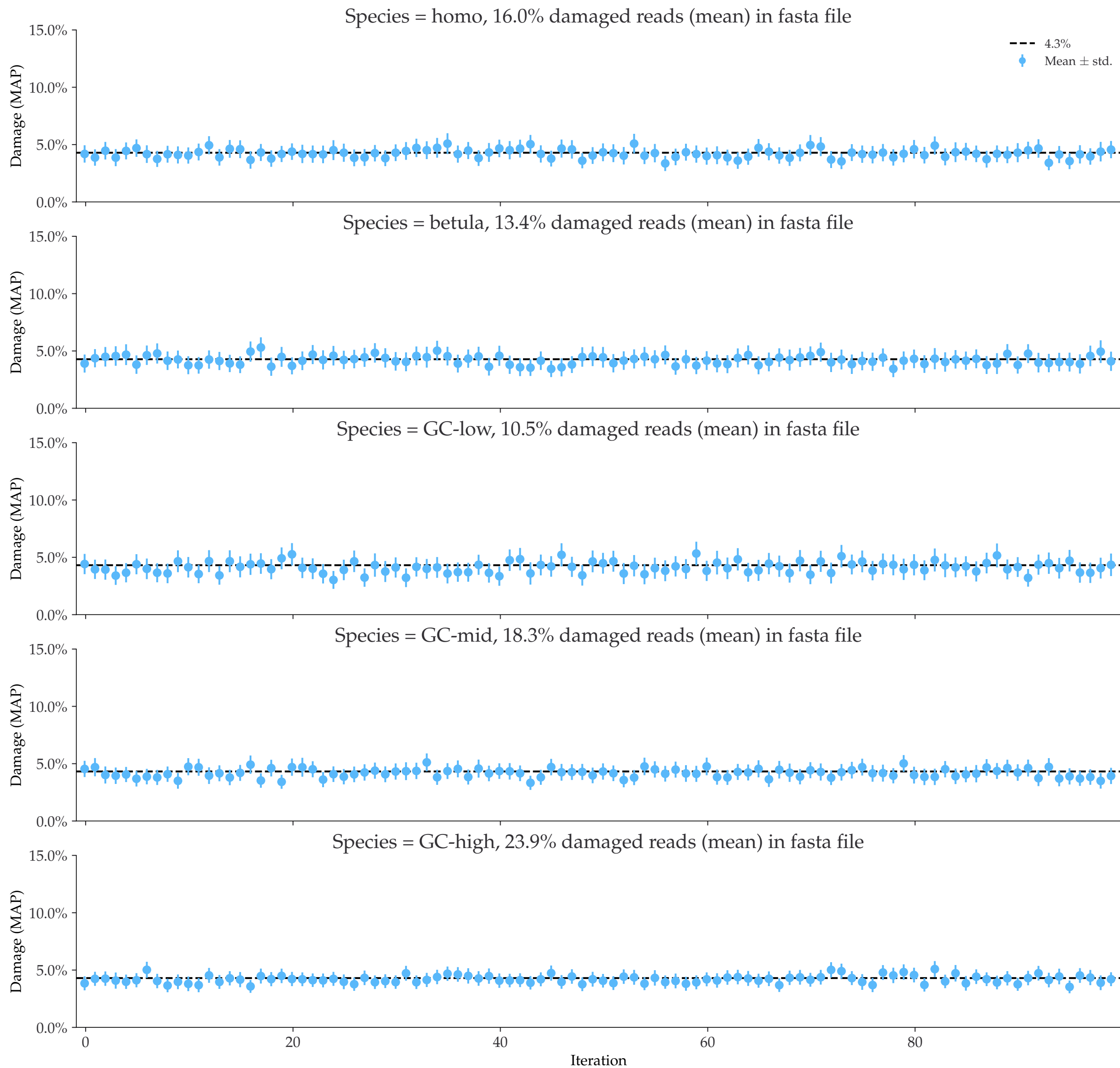
Individual damages:
1000 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



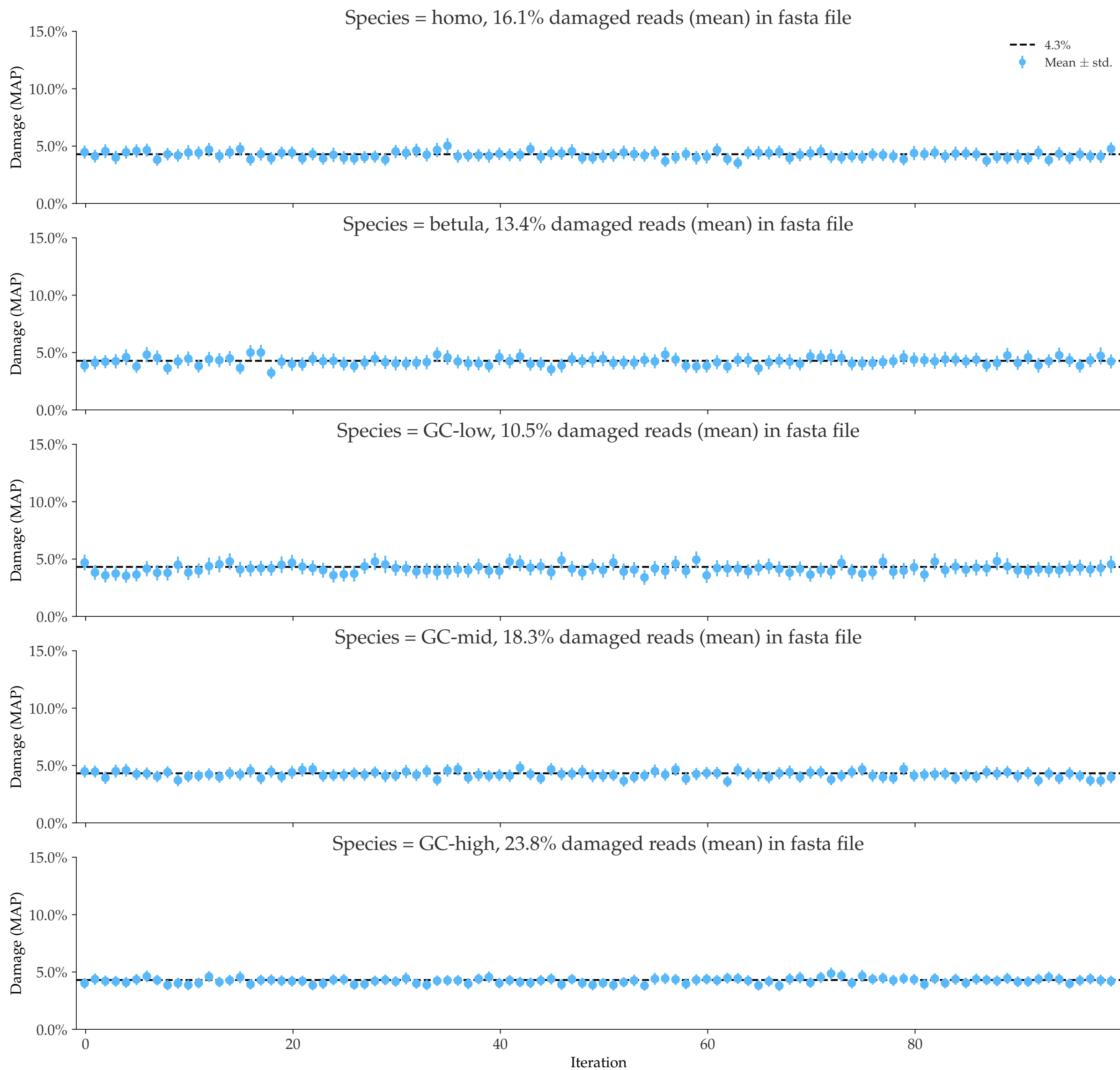
Individual damages:
2500 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



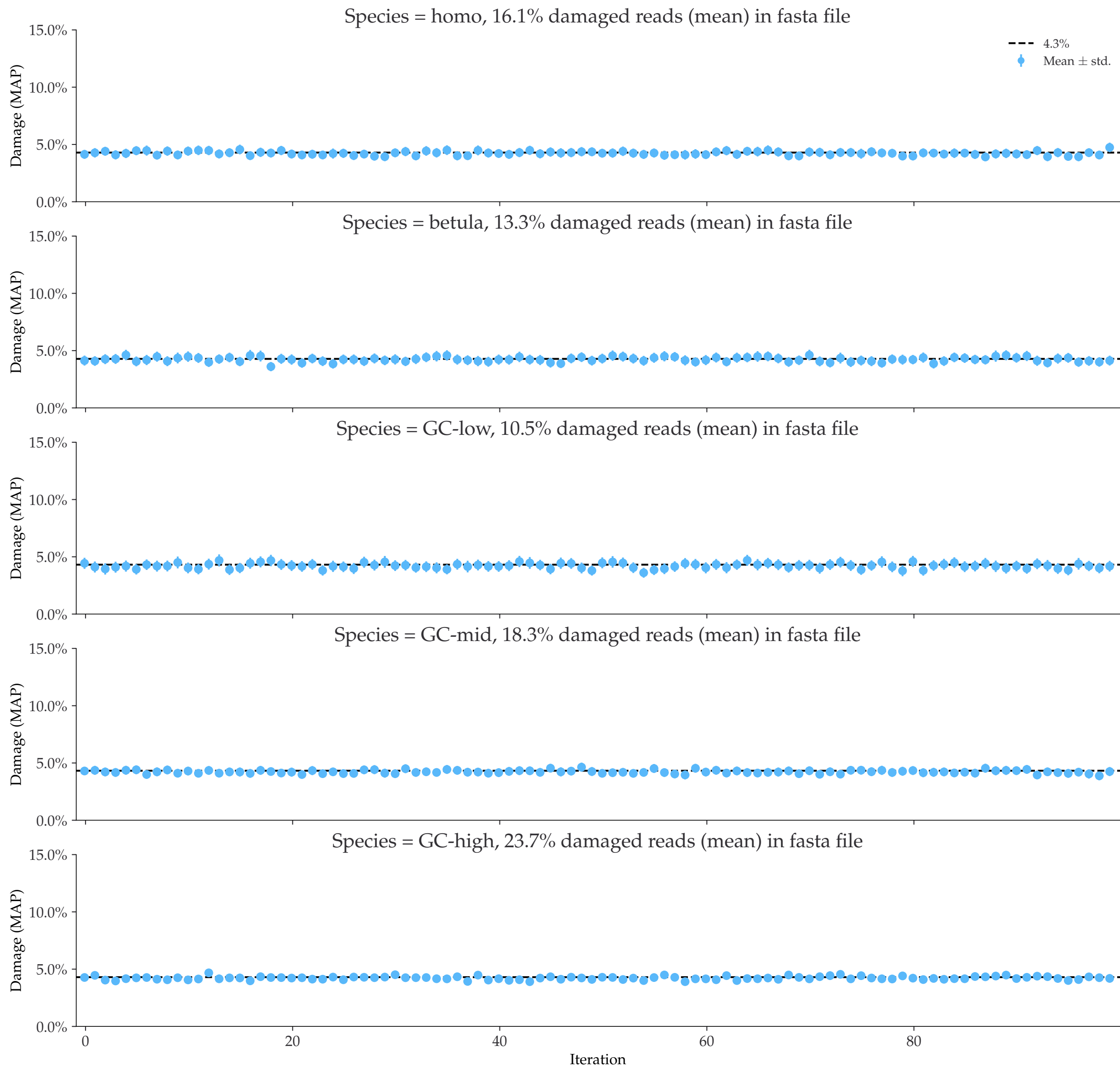
Individual damages:
5000 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



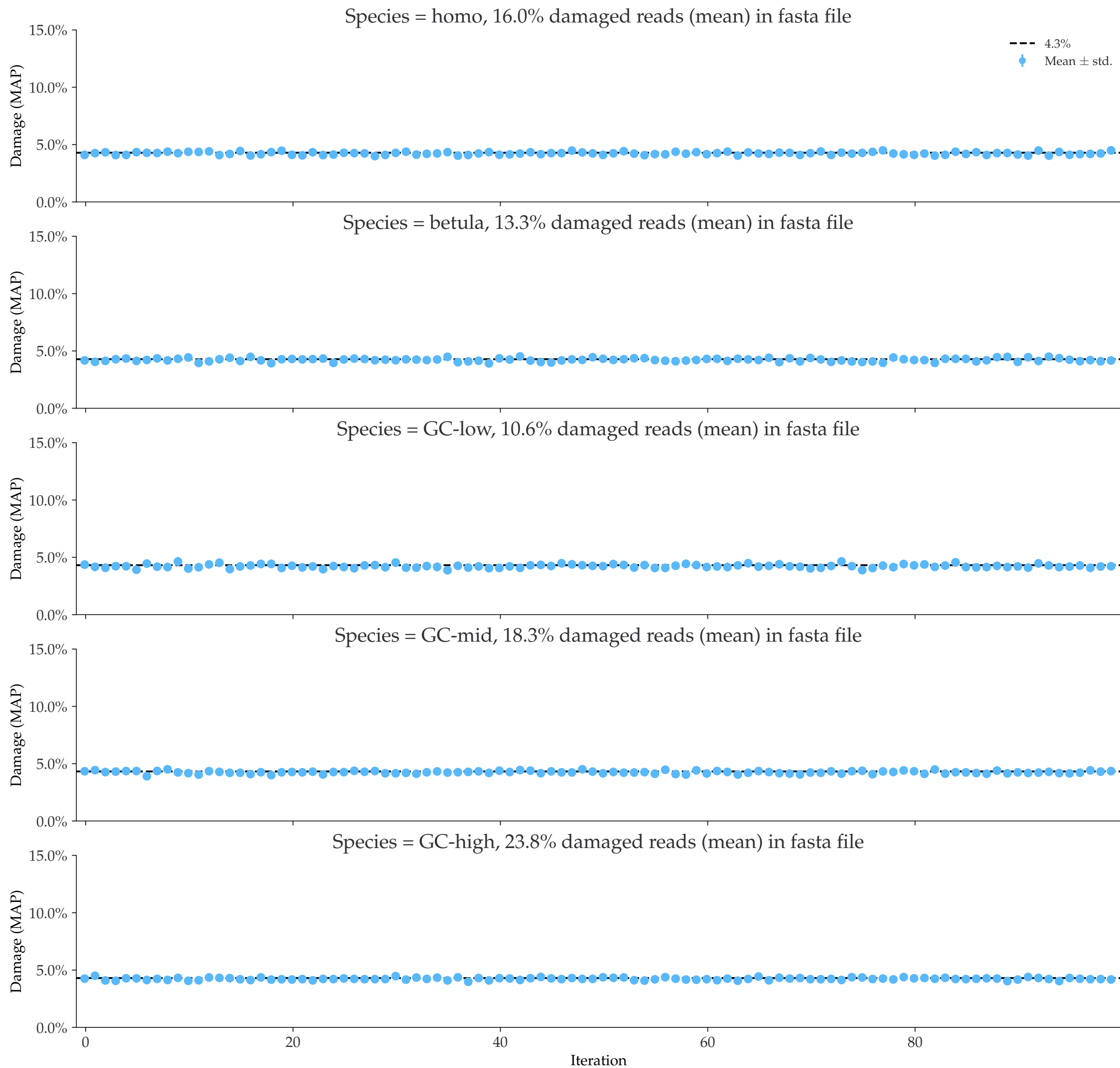
Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



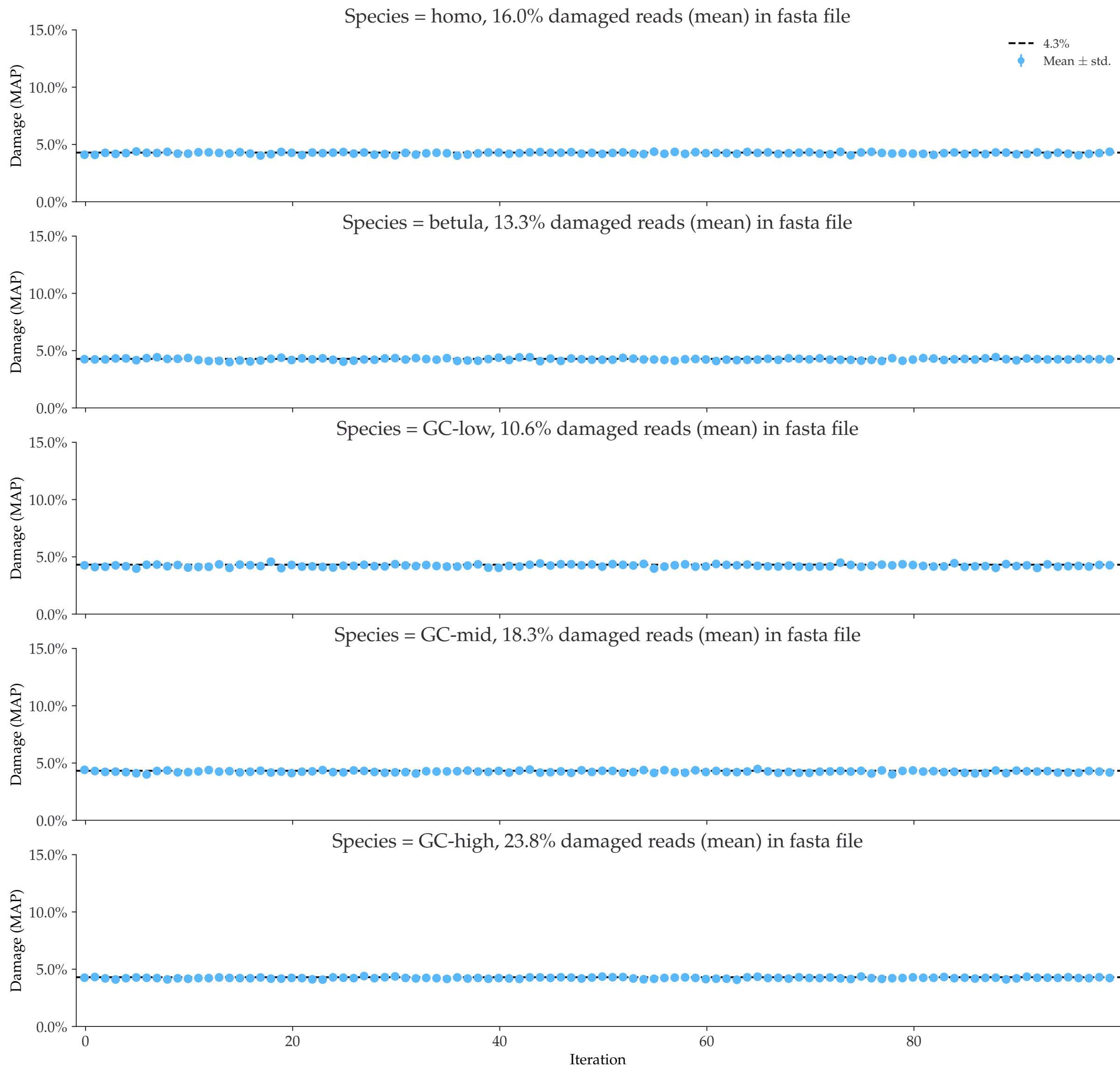
Individual damages:
25000 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



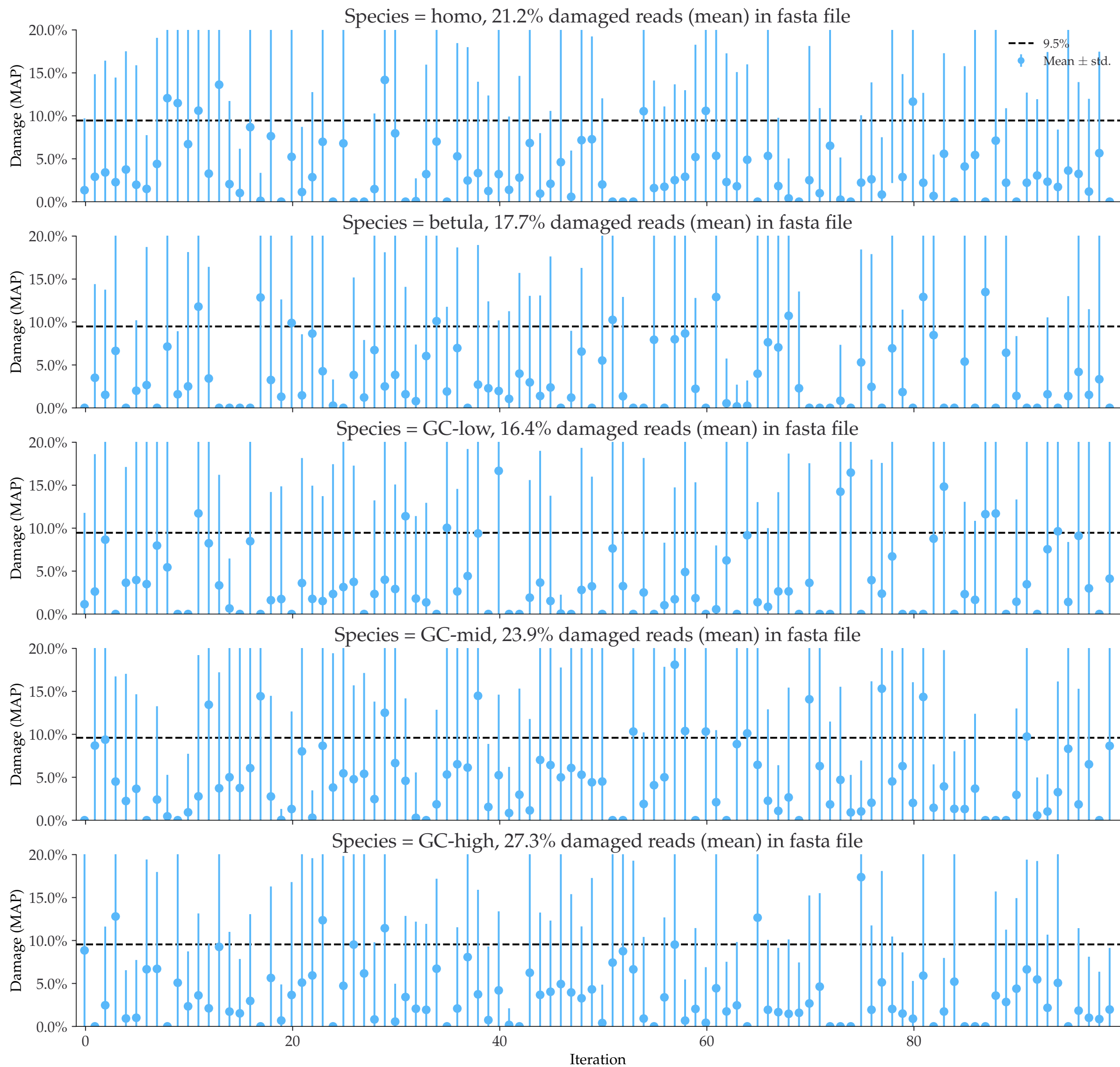
Individual damages:
50000 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



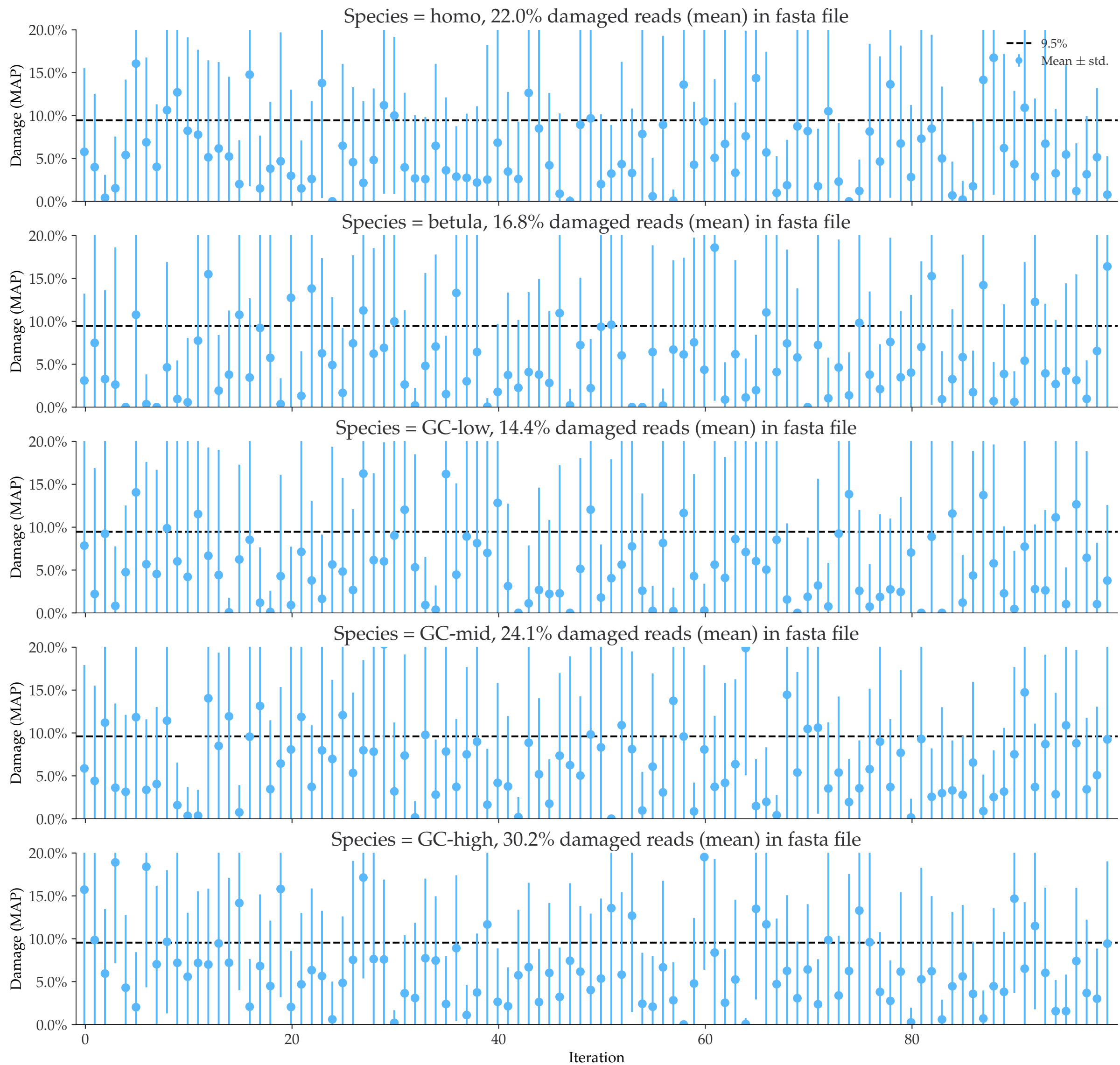
Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent (approx) = 5%



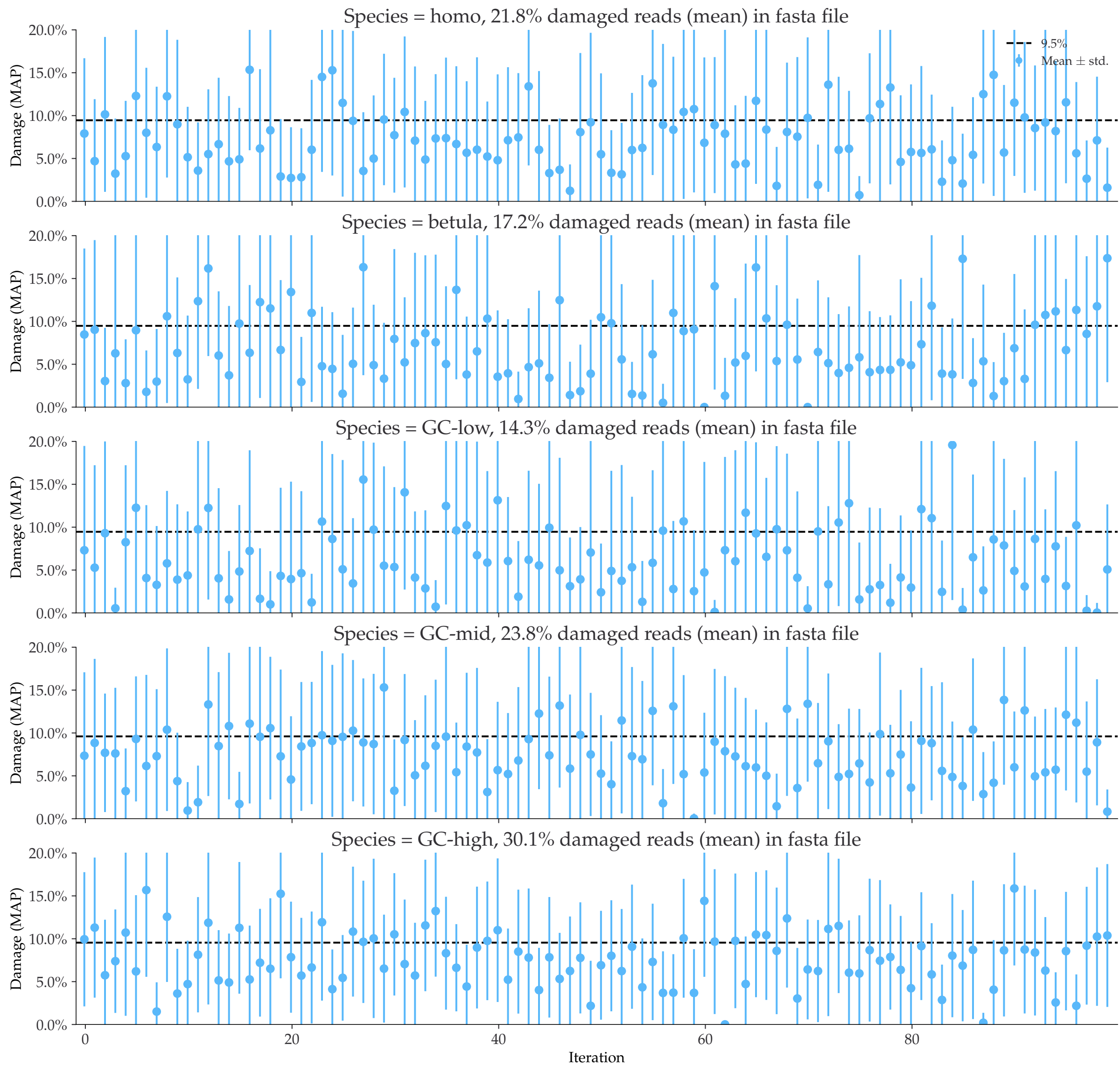
Individual damages:
 10 reads
 Briggs damage = 0.303
 Damage percent (approx) = 10%



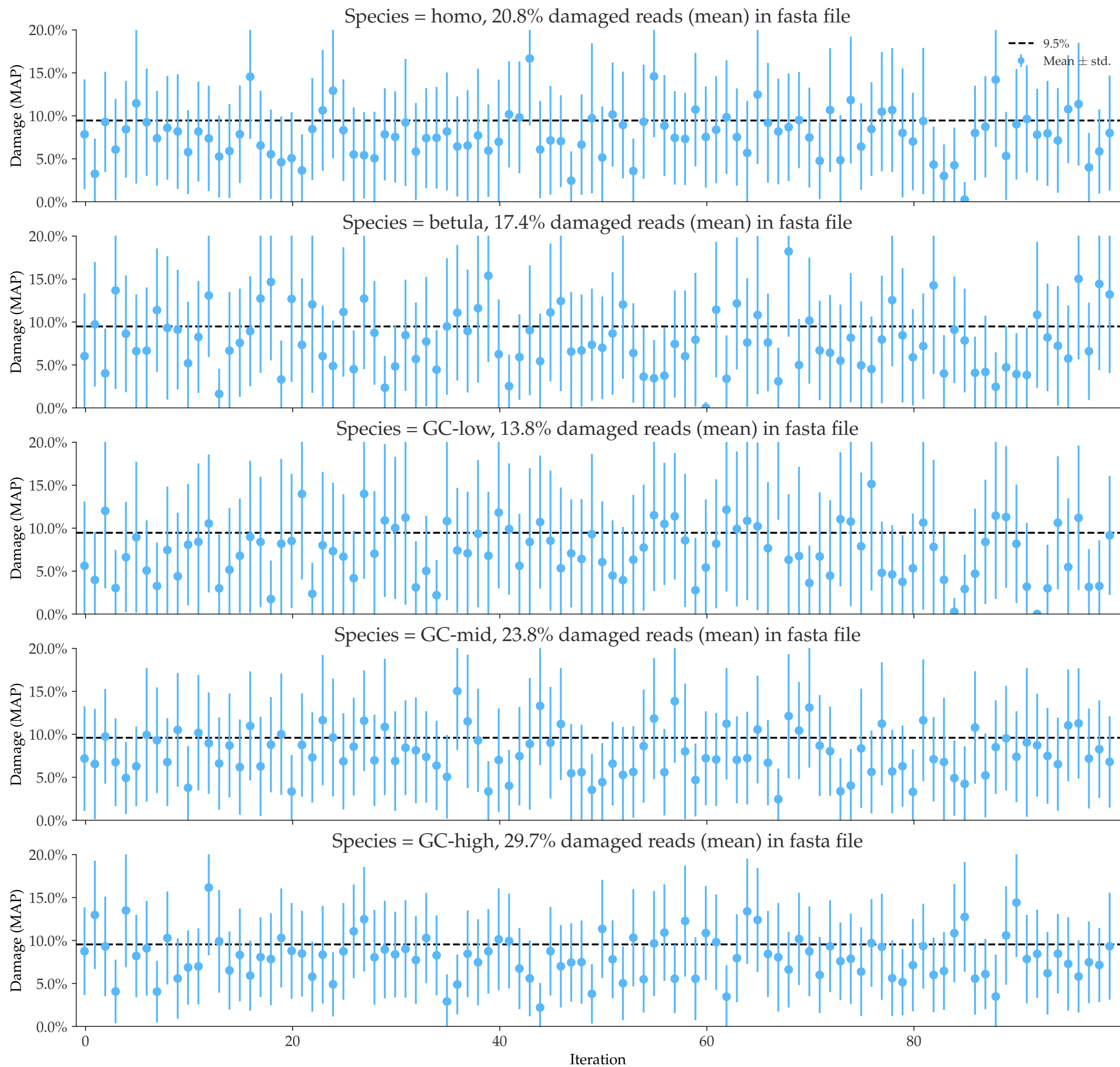
Individual damages:
 25 reads
 Briggs damage = 0.303
 Damage percent (approx) = 10%



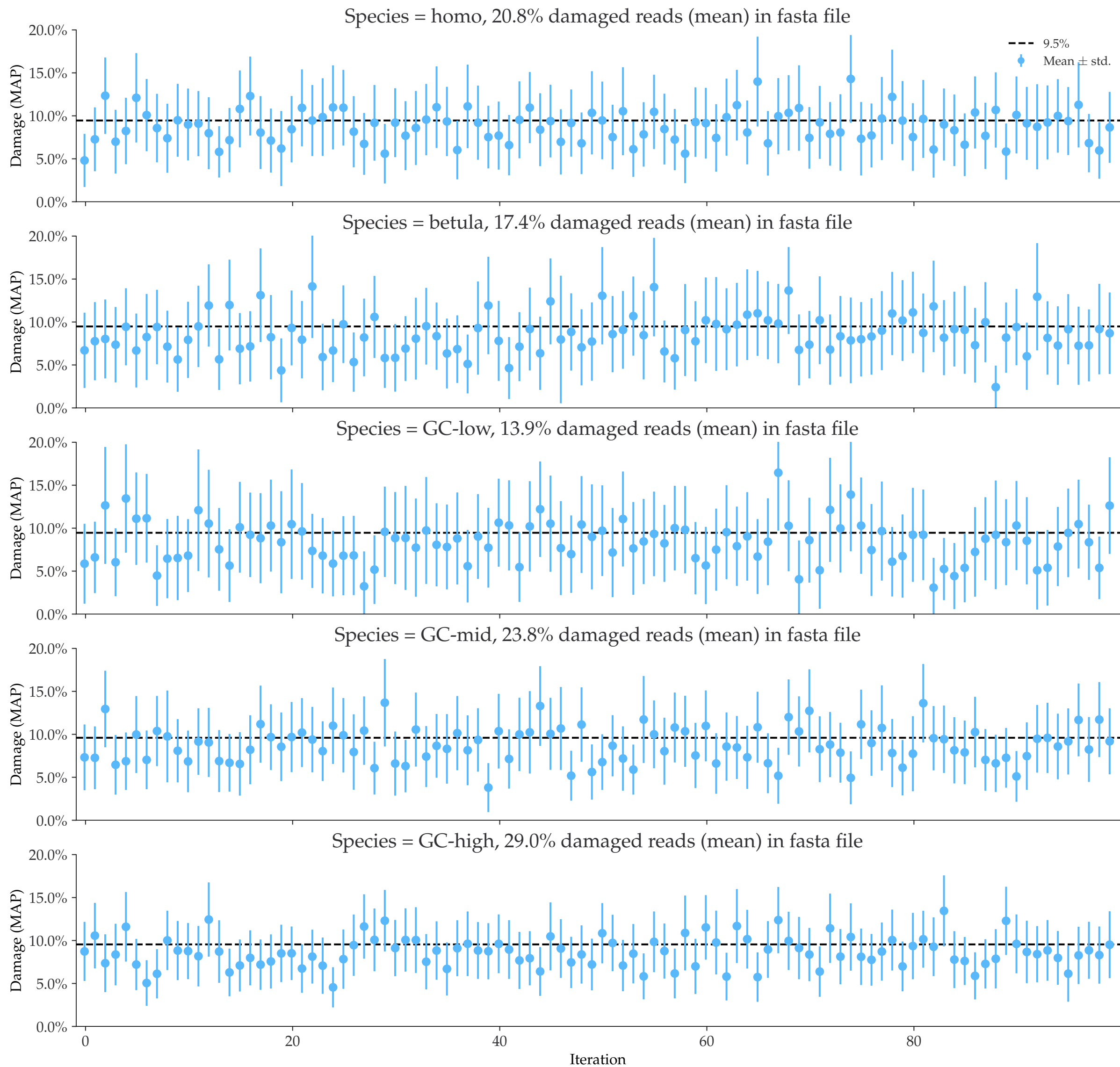
Individual damages:
 50 reads
 Briggs damage = 0.303
 Damage percent (approx) = 10%



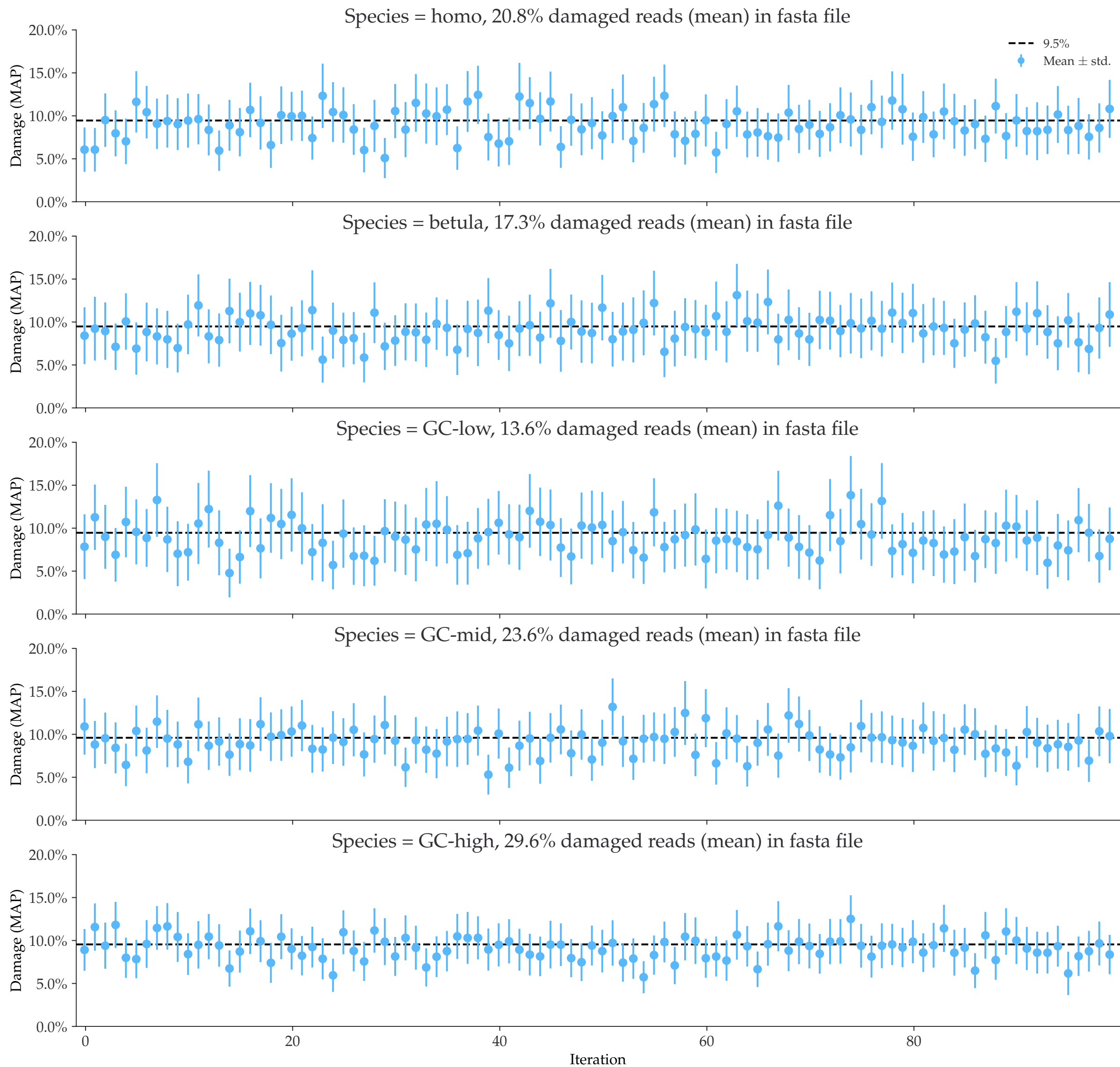
Individual damages:
100 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



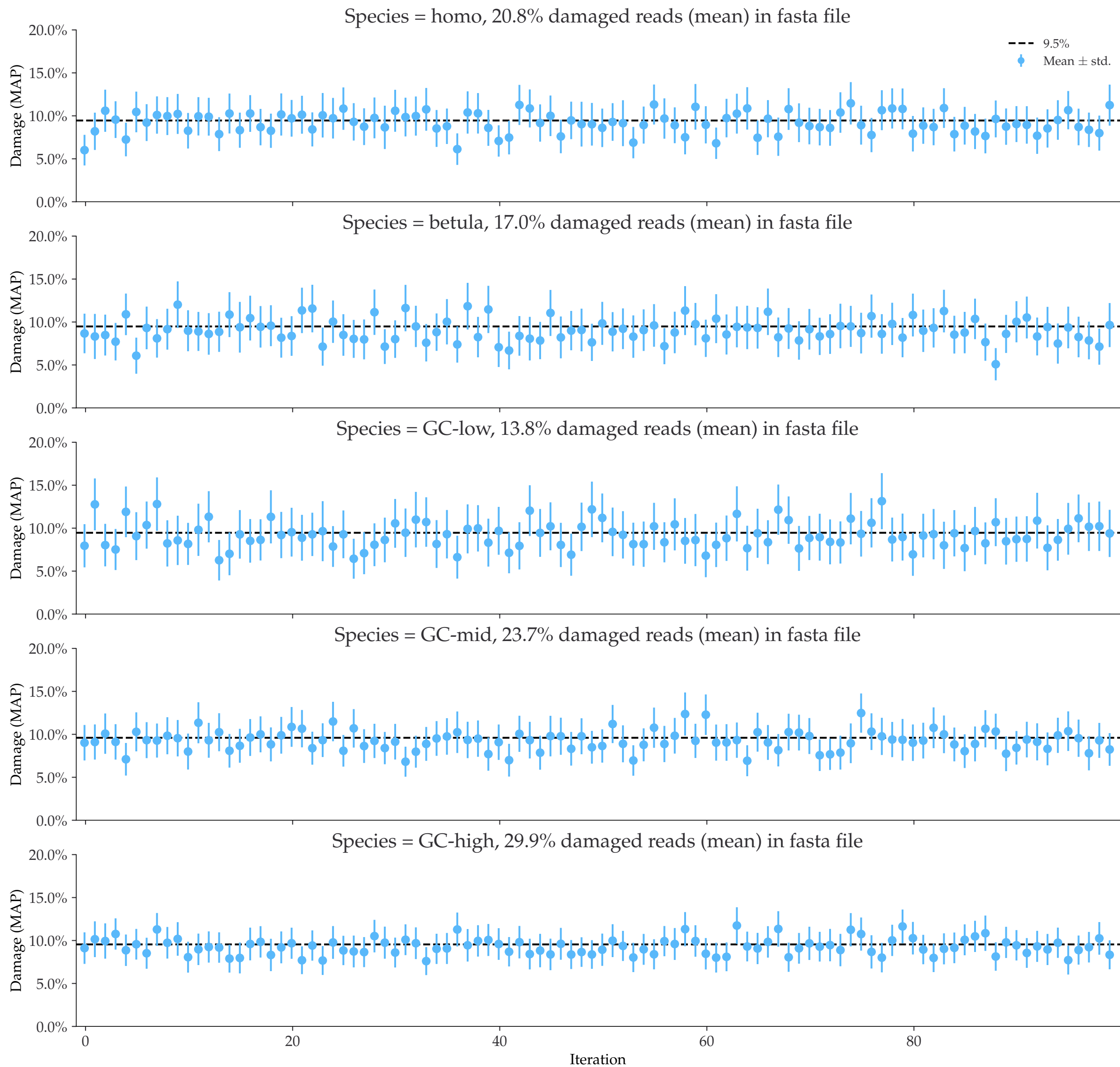
Individual damages:
250 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



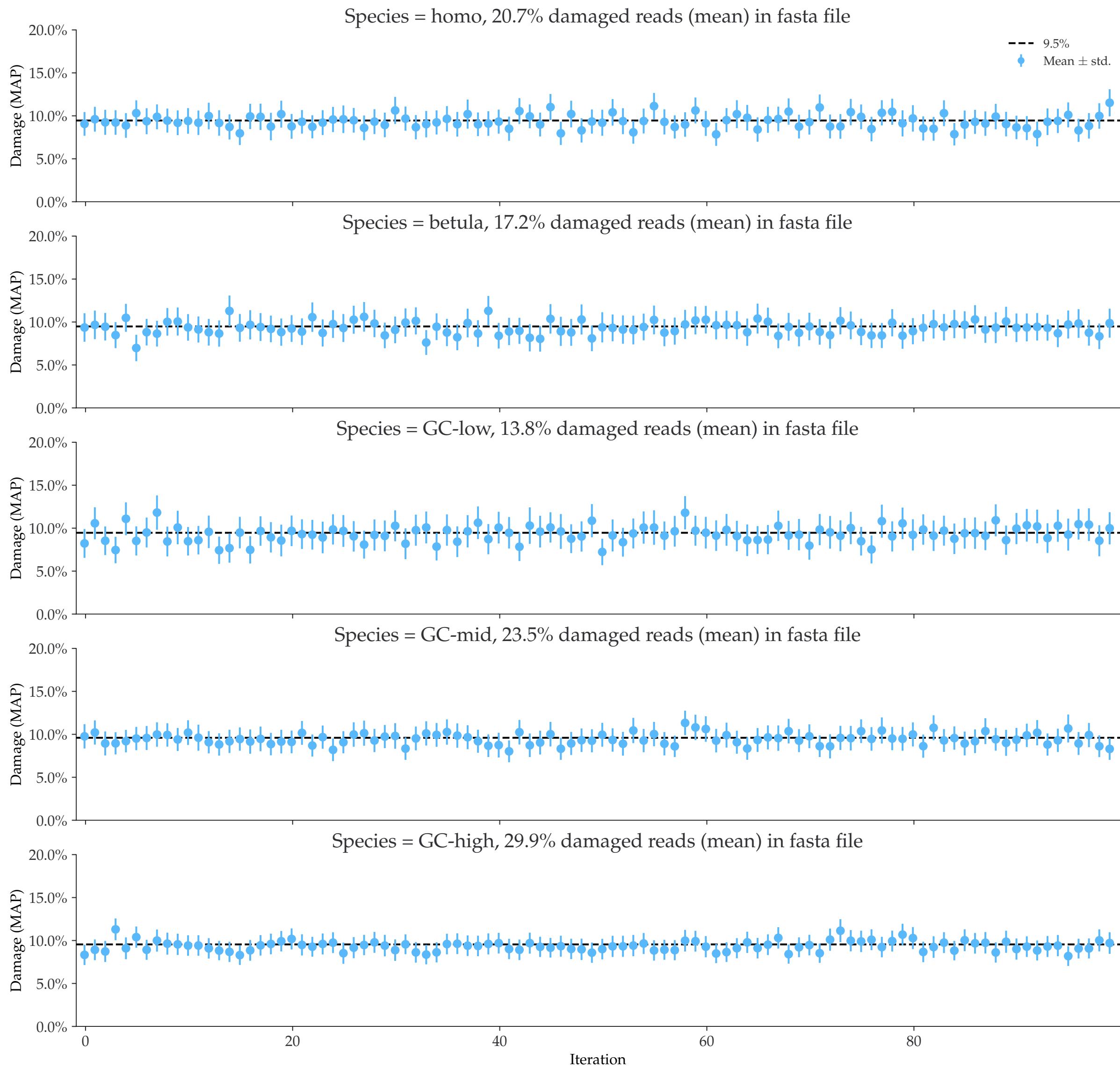
Individual damages:
500 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



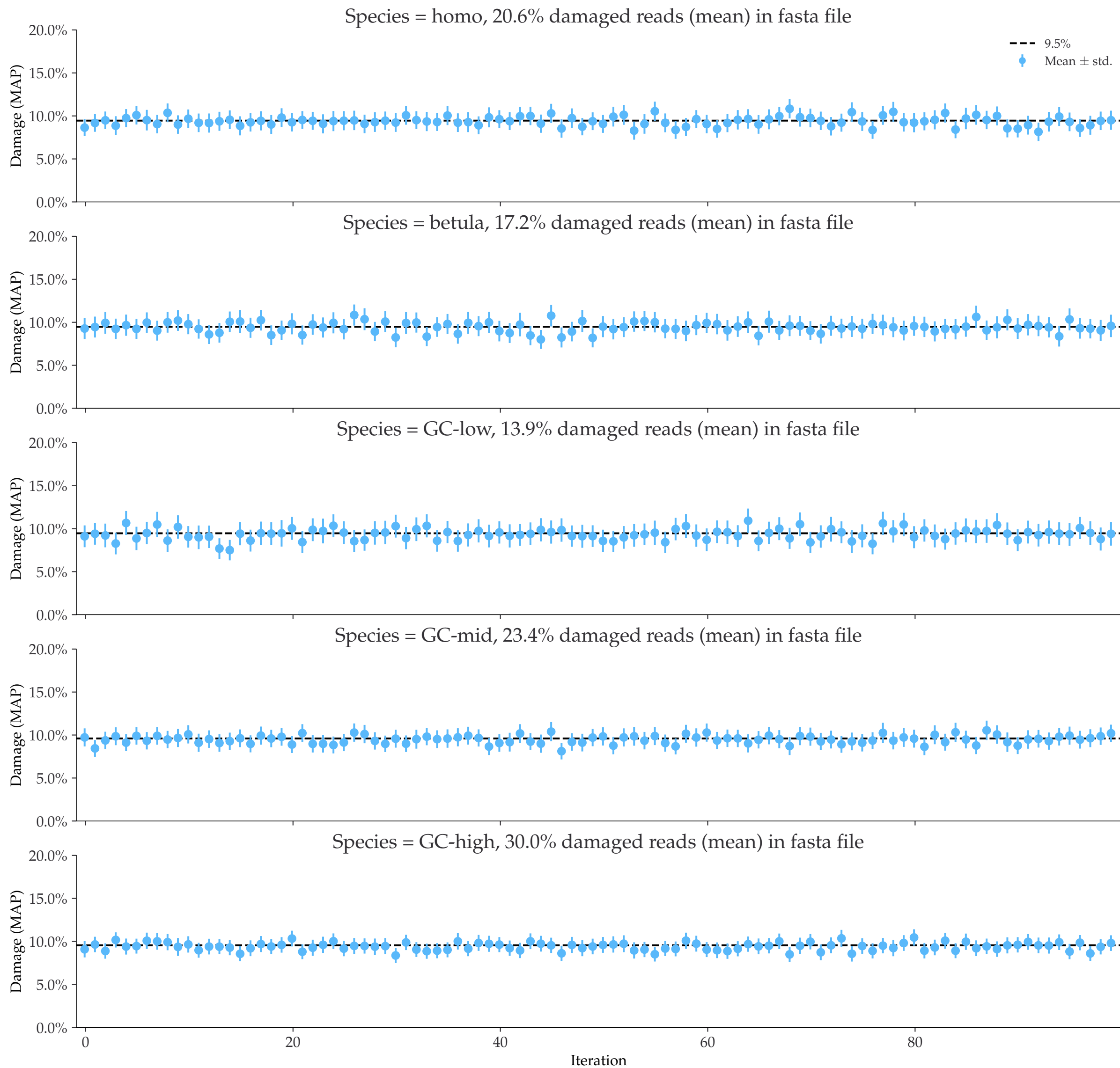
Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



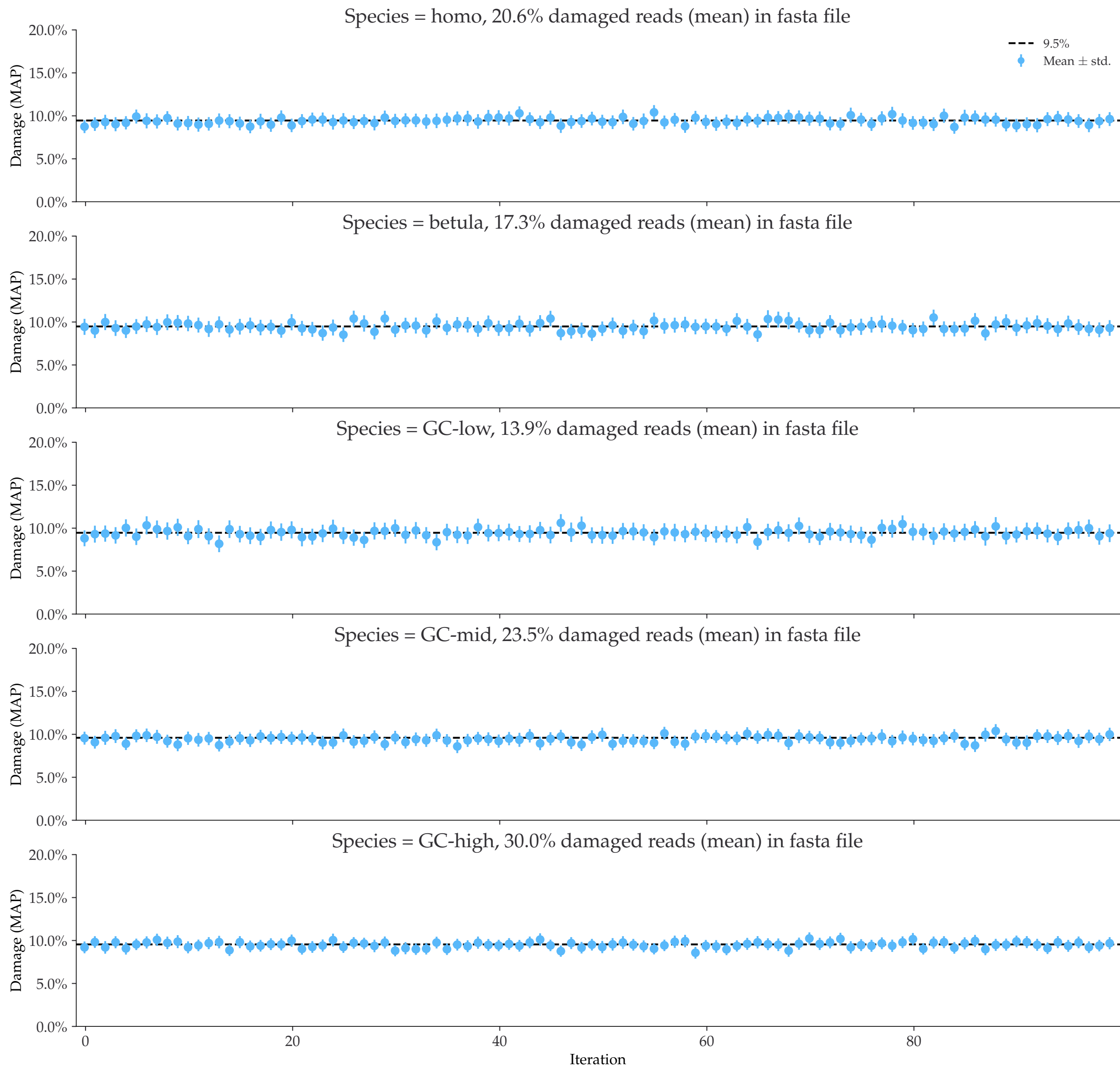
Individual damages:
2500 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



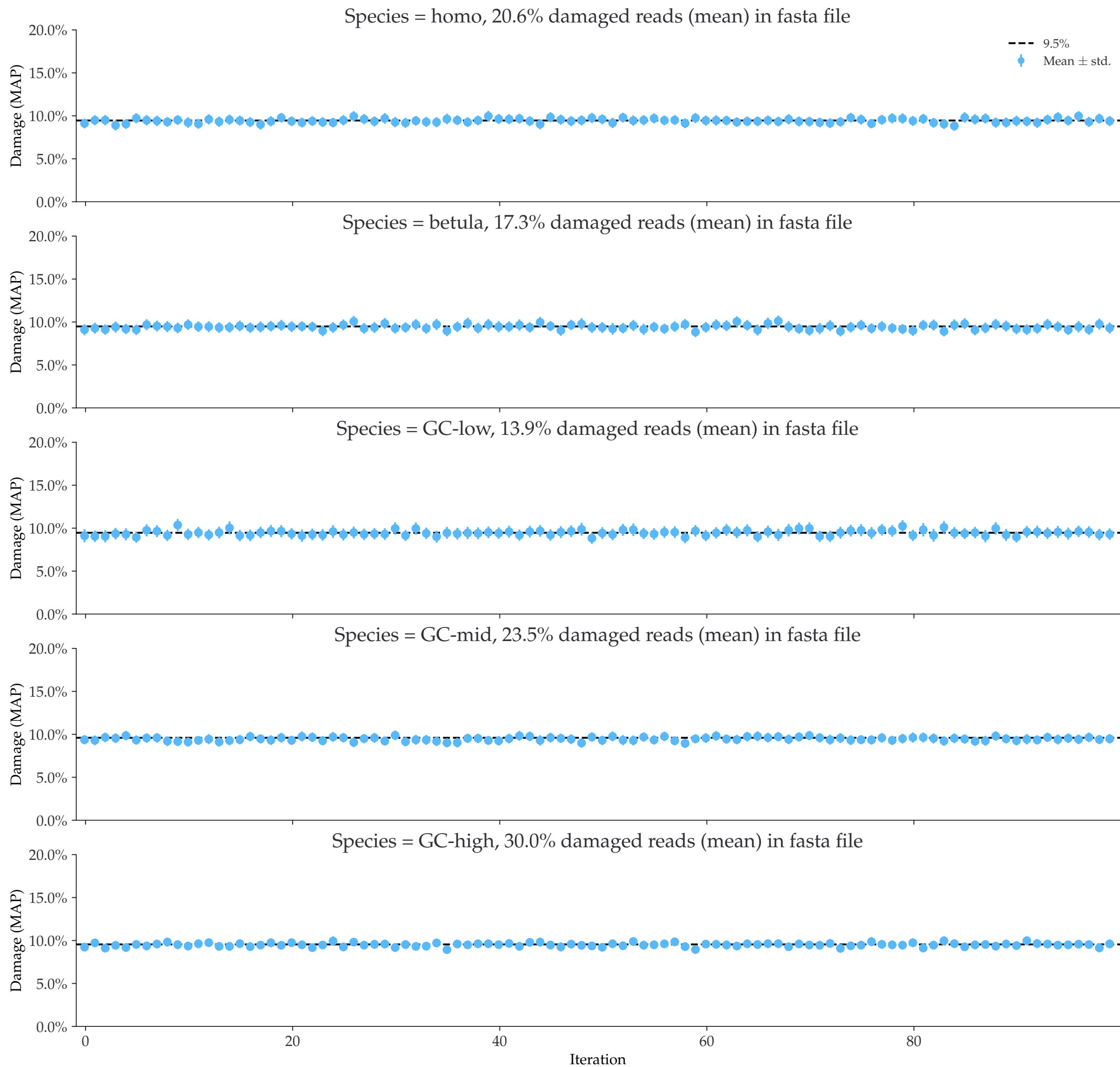
Individual damages:
5000 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



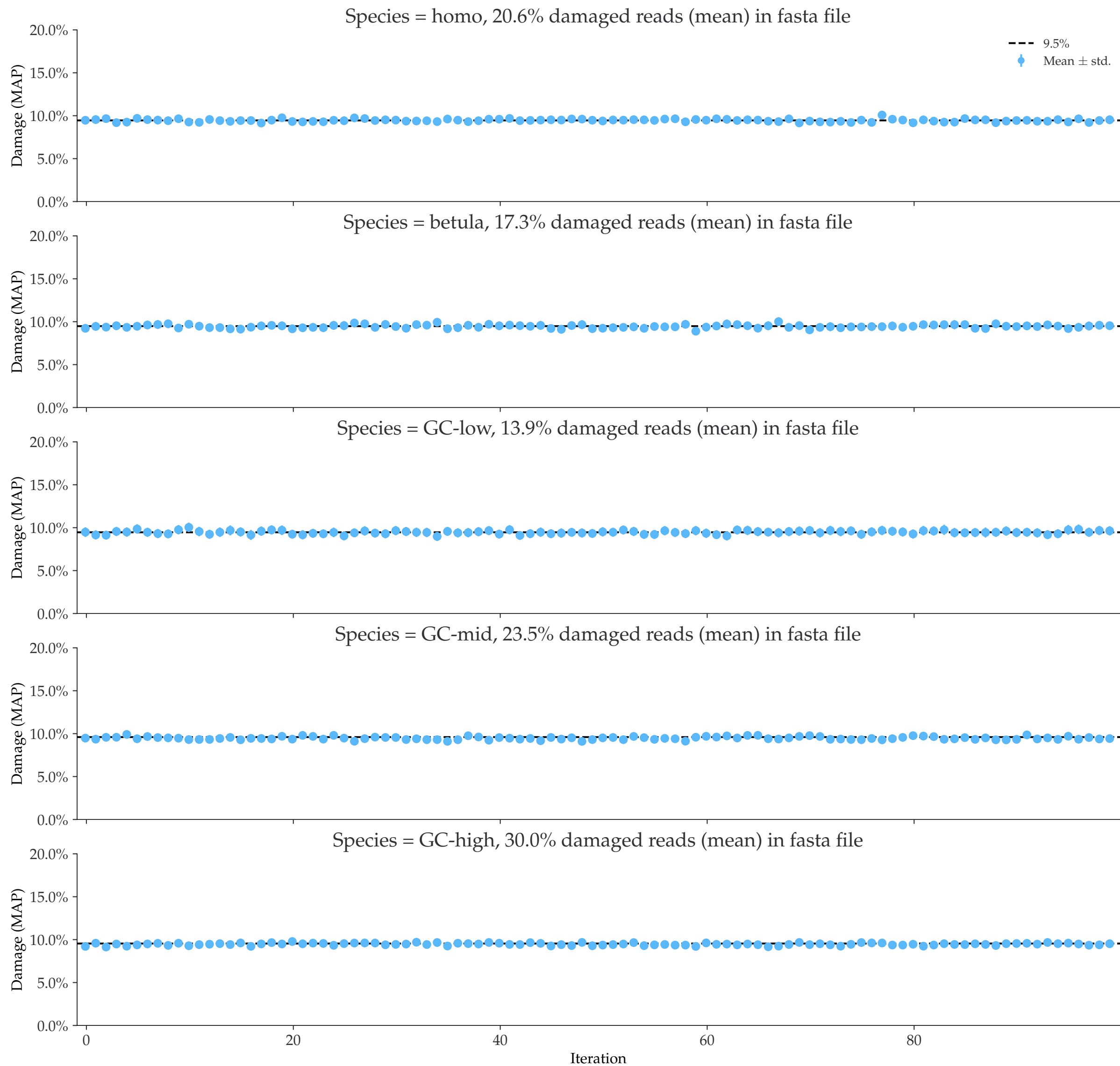
Individual damages:
10000 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



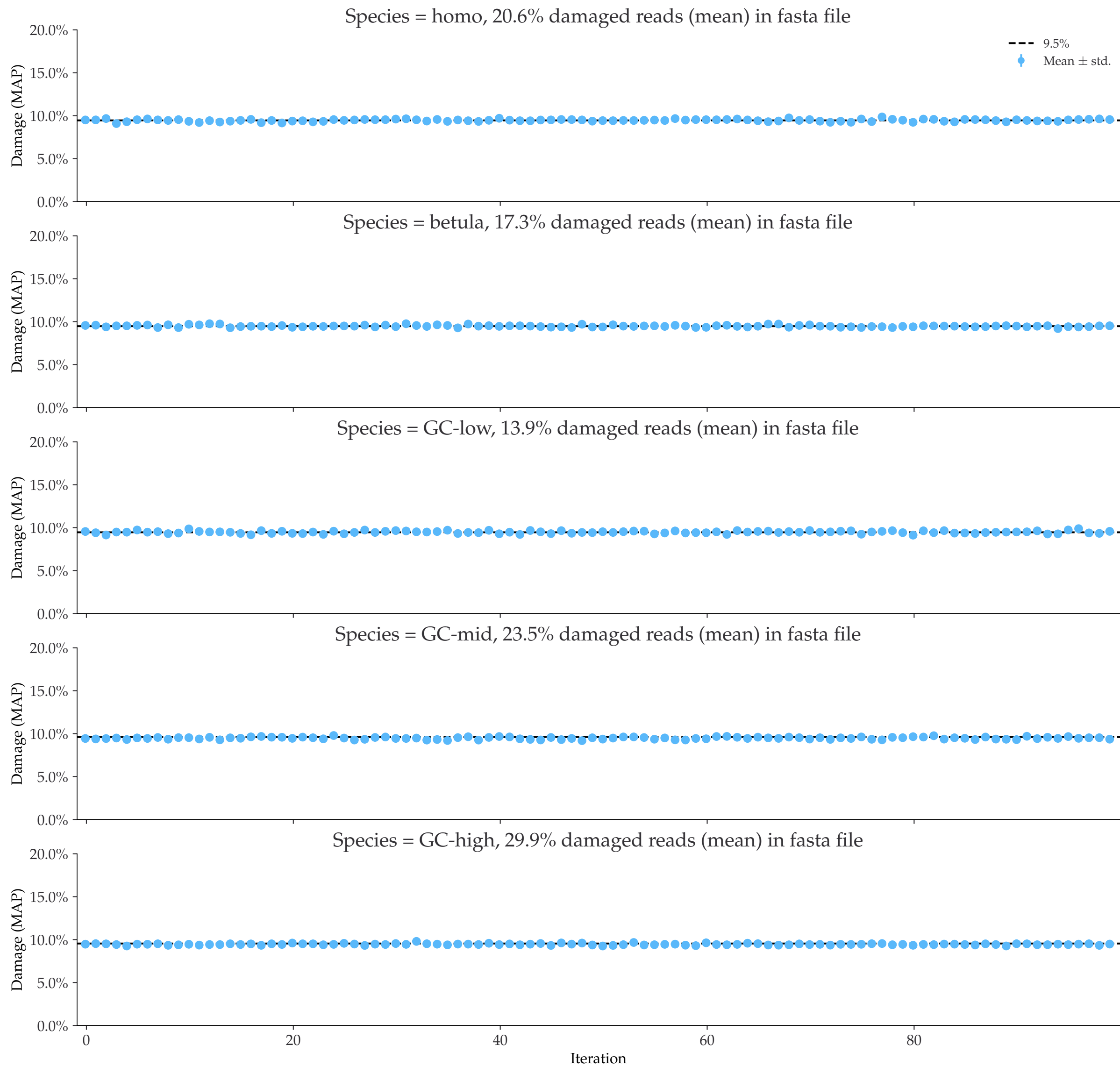
Individual damages:
25000 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



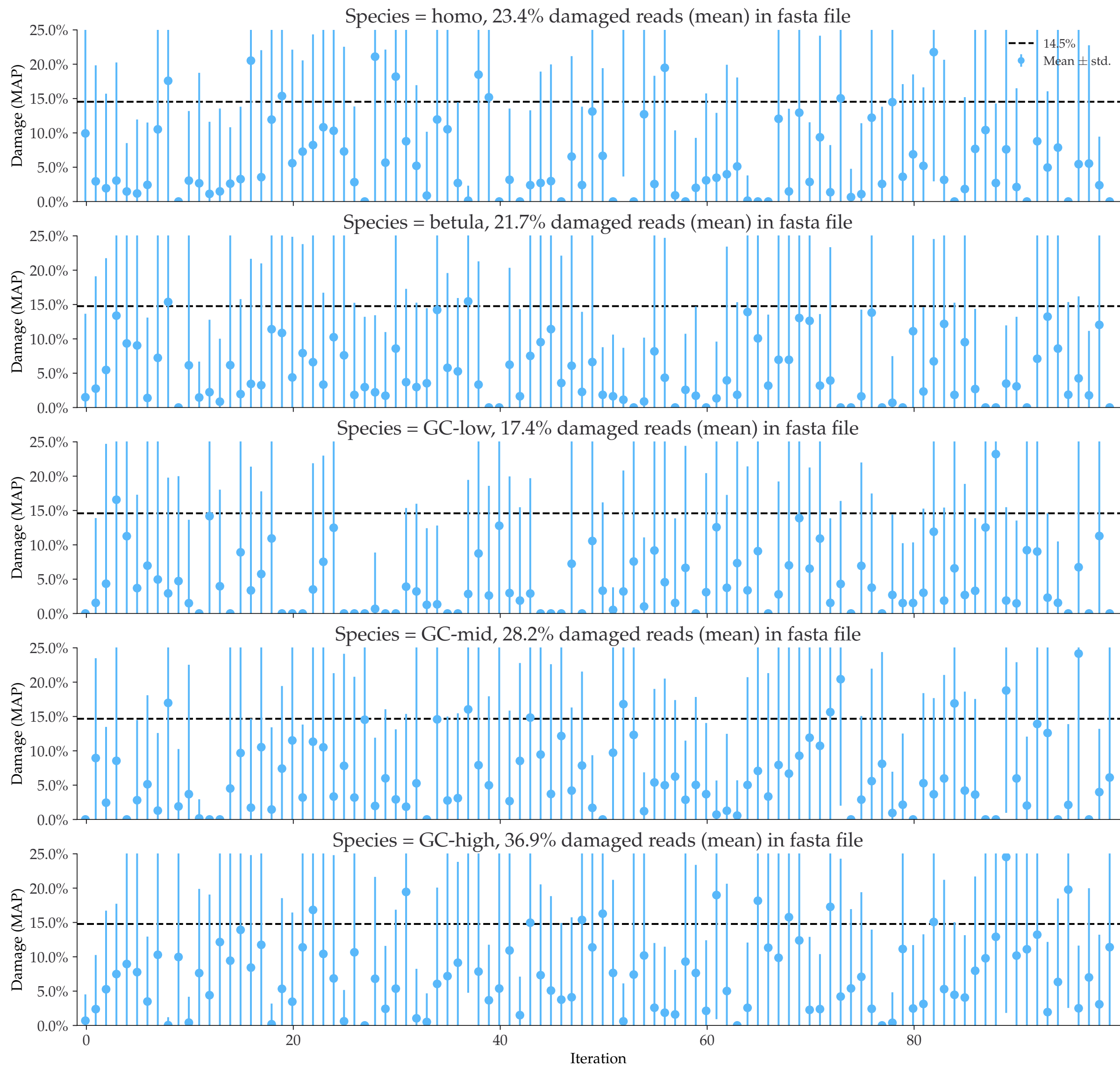
Individual damages:
50000 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



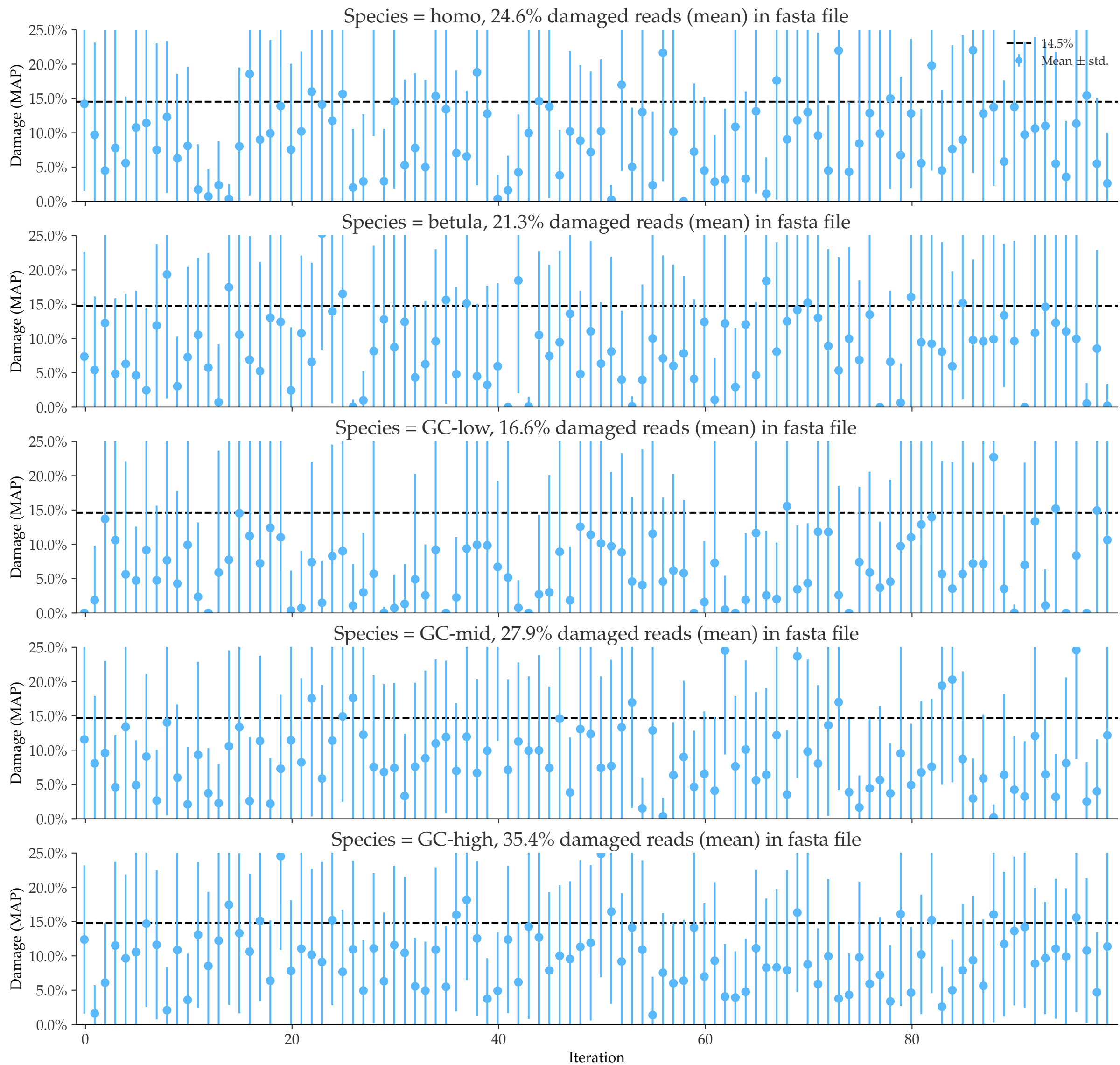
Individual damages:
100000 reads
Briggs damage = 0.303
Damage percent (approx) = 10%



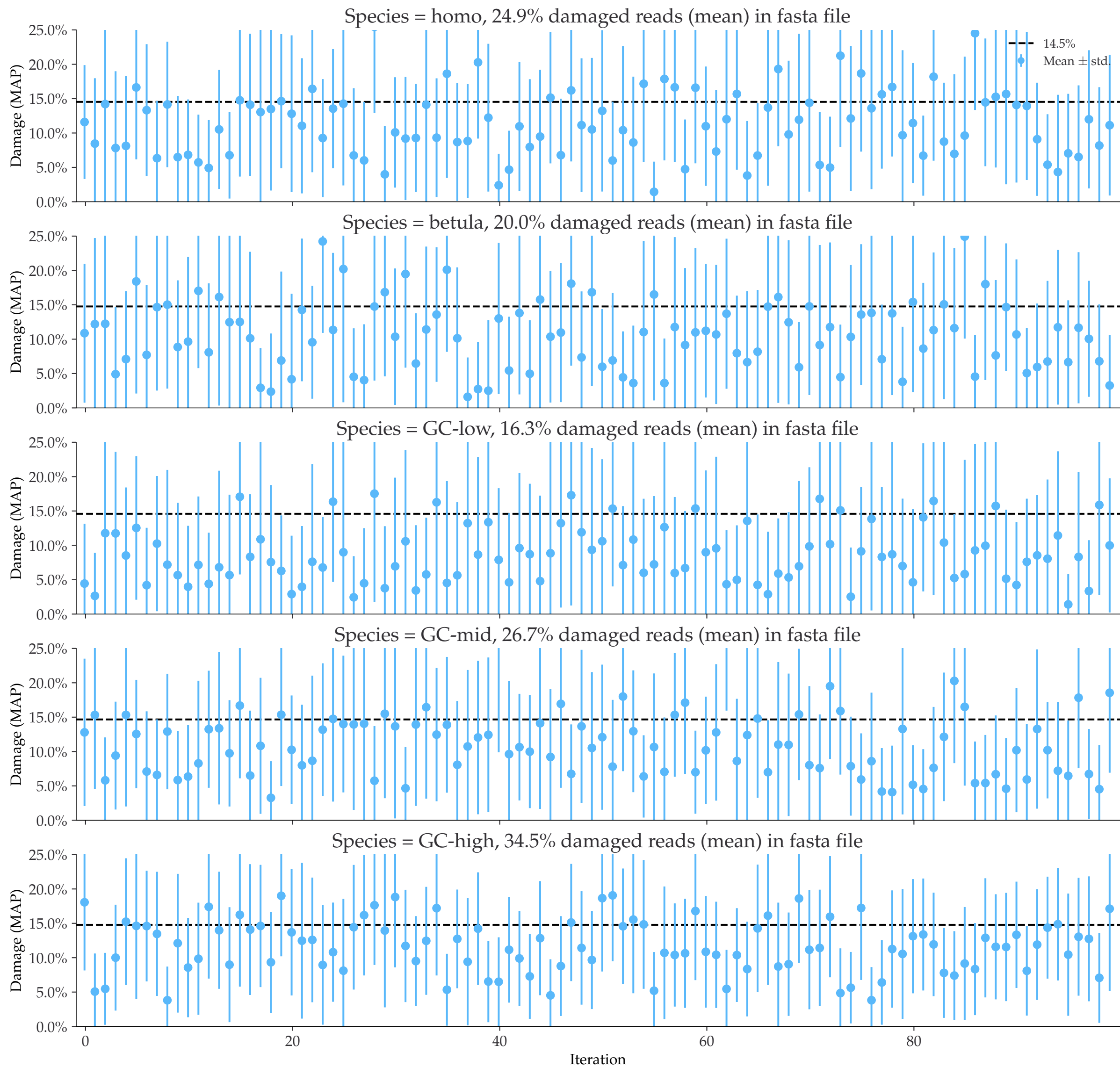
Individual damages:
10 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



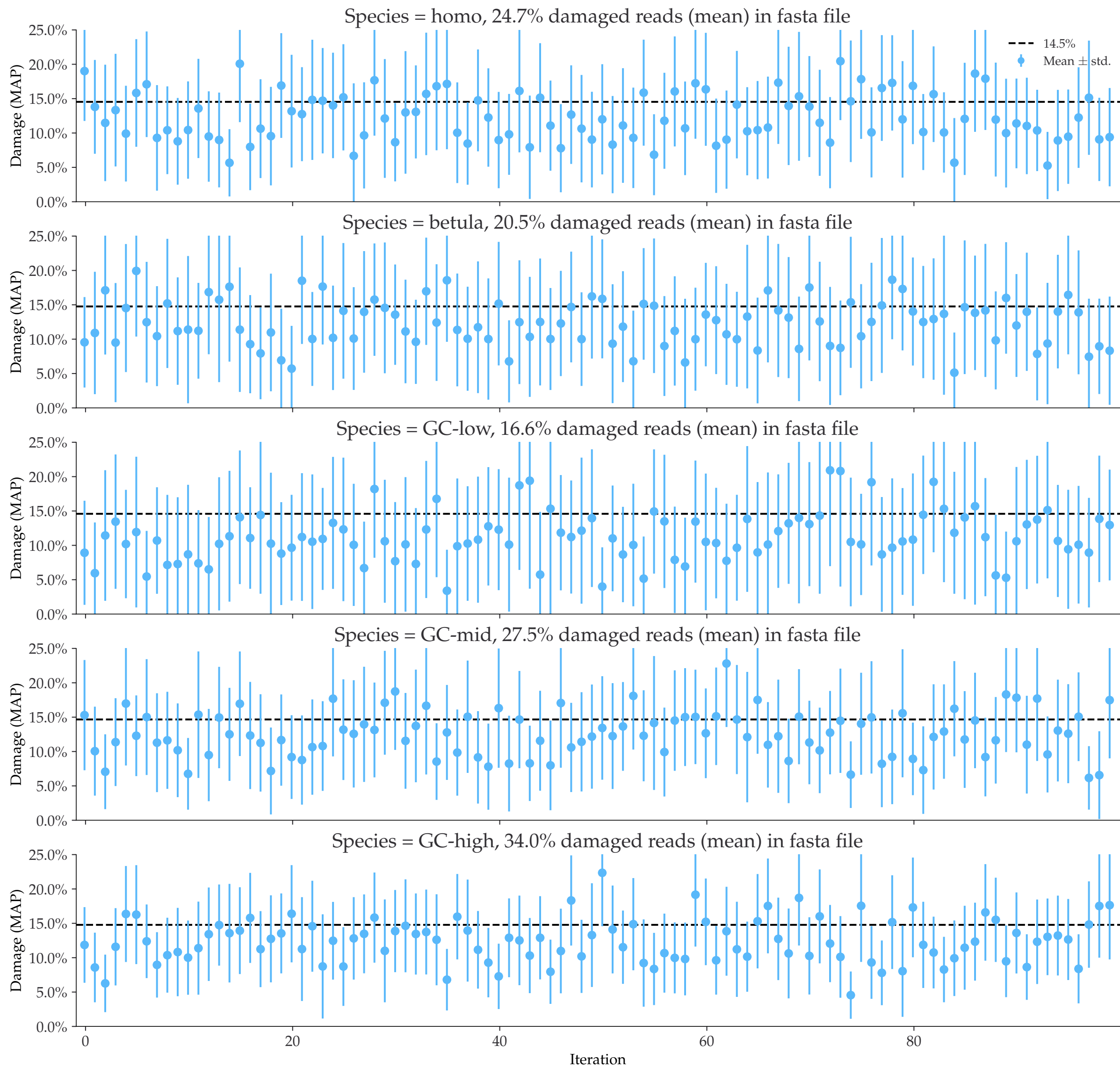
Individual damages:
25 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



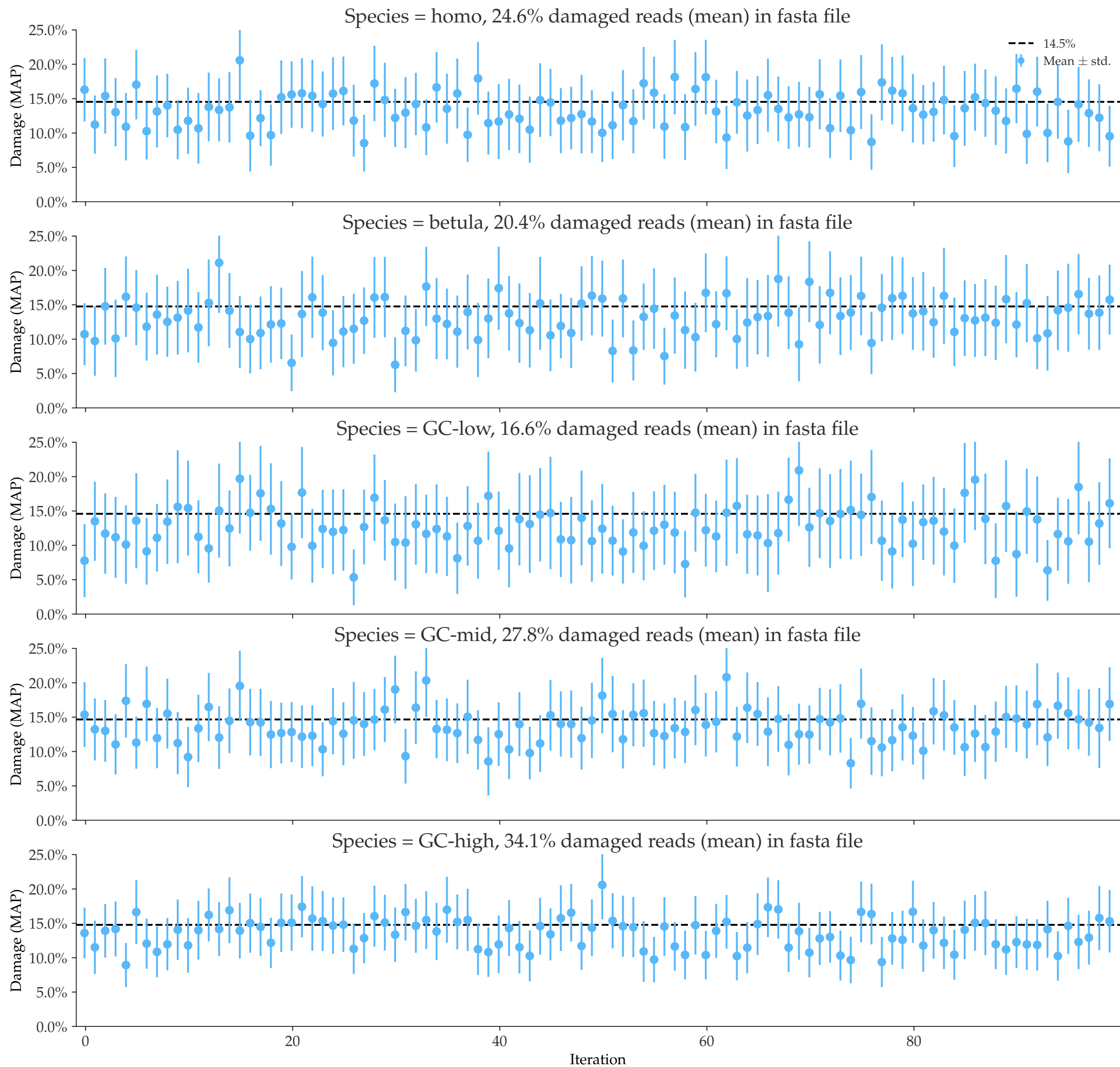
Individual damages:
 50 reads
 Briggs damage = 0.466
 Damage percent (approx) = 15%



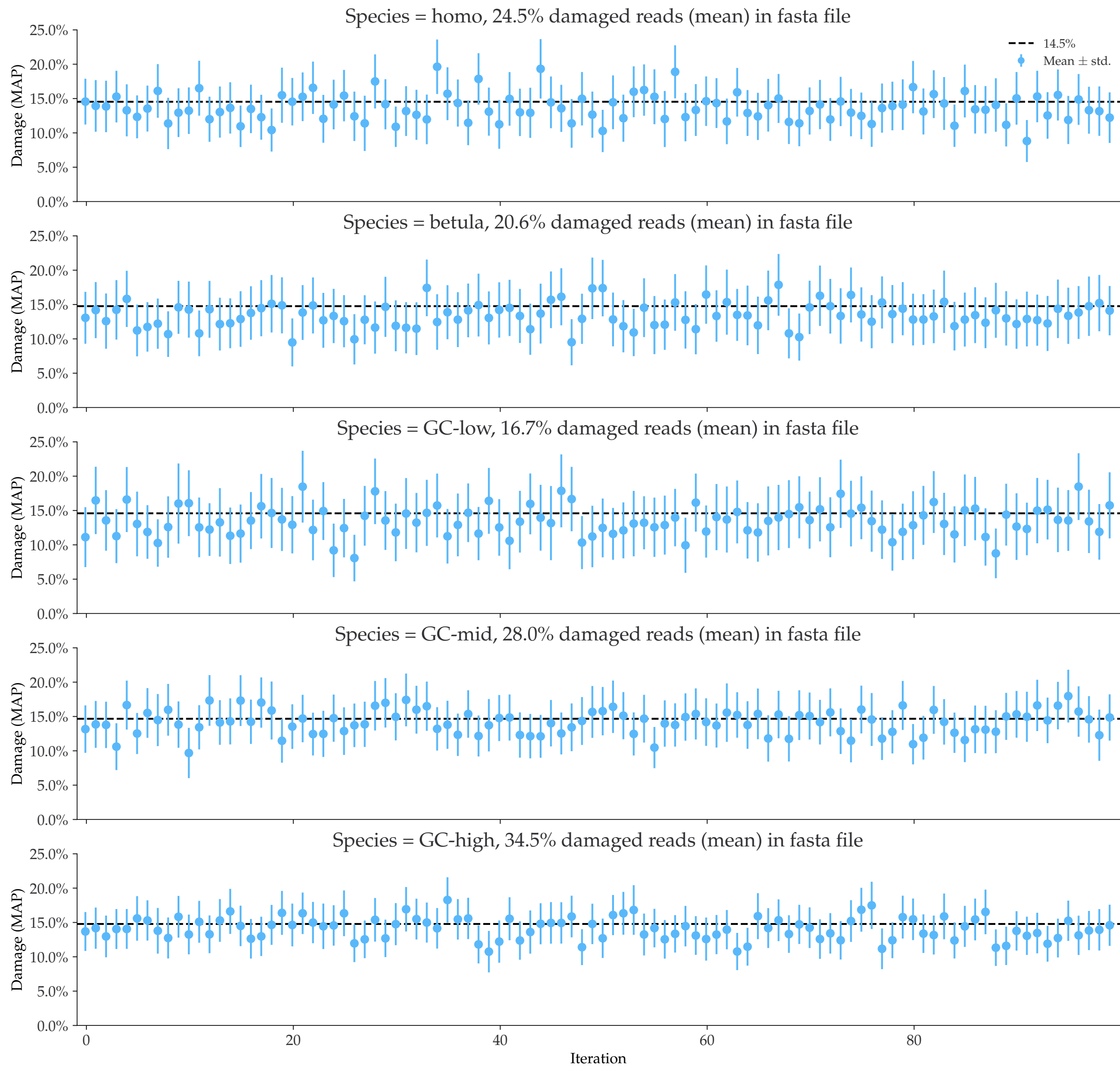
Individual damages:
100 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



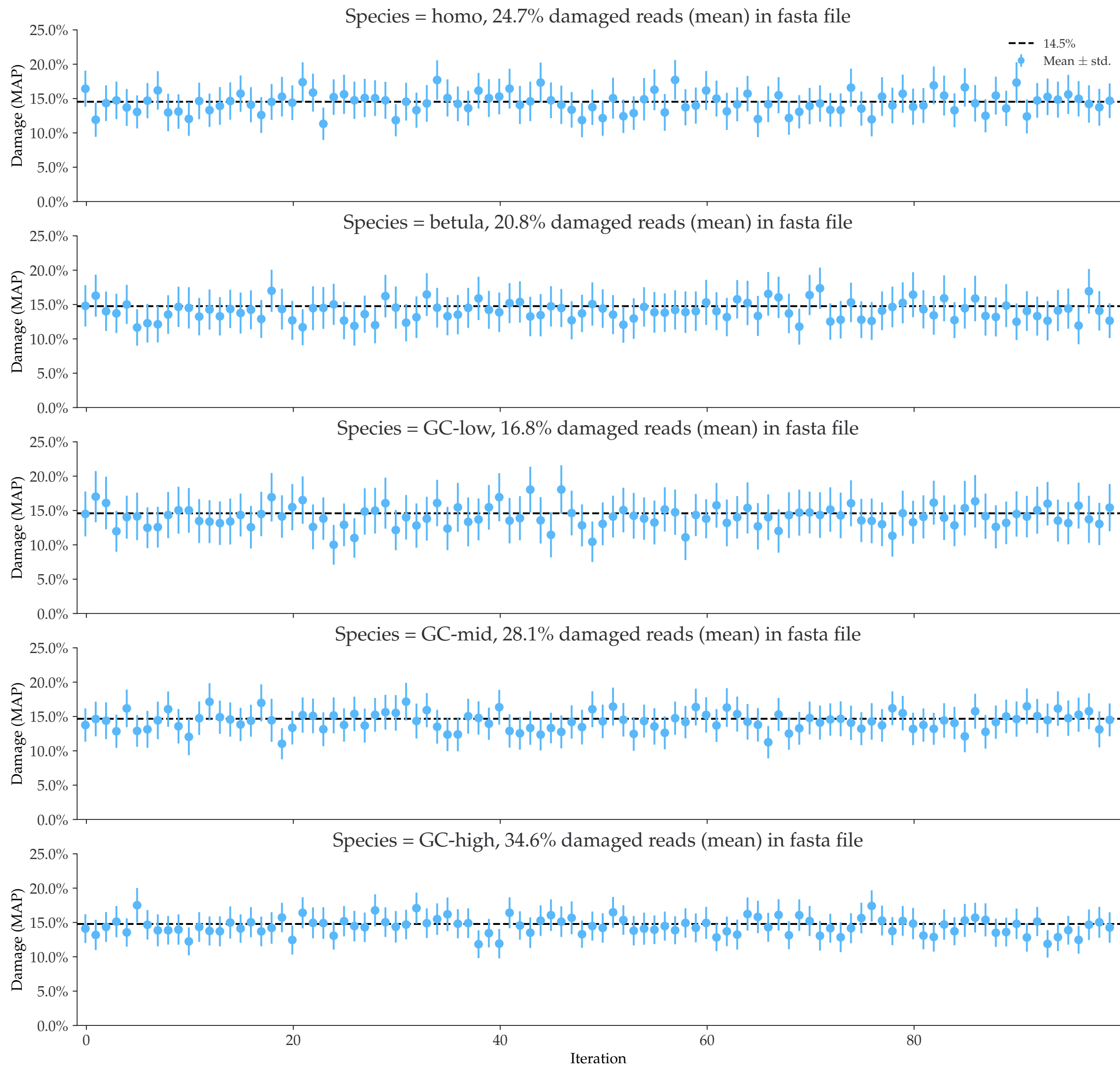
Individual damages:
250 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



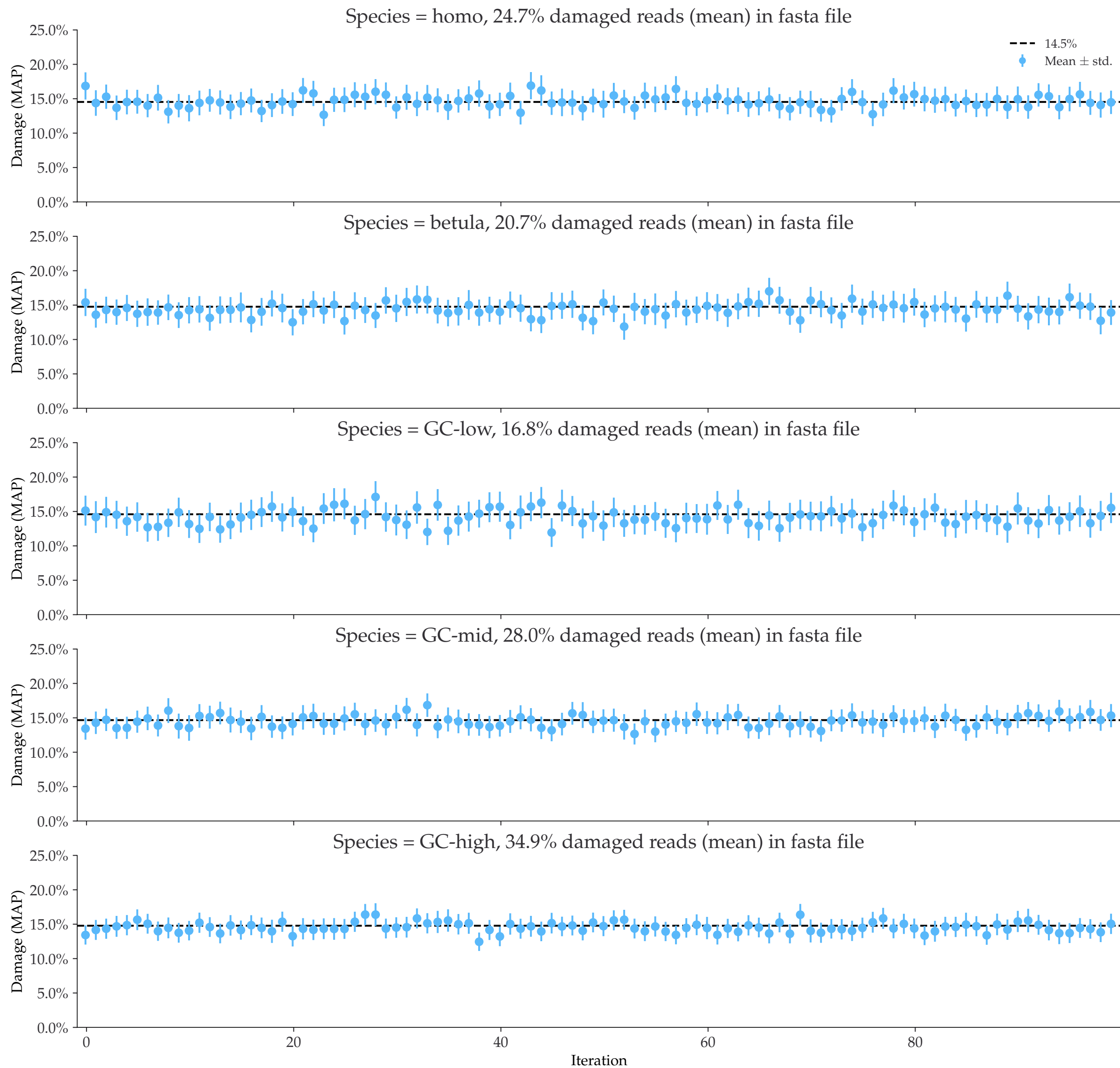
Individual damages:
500 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



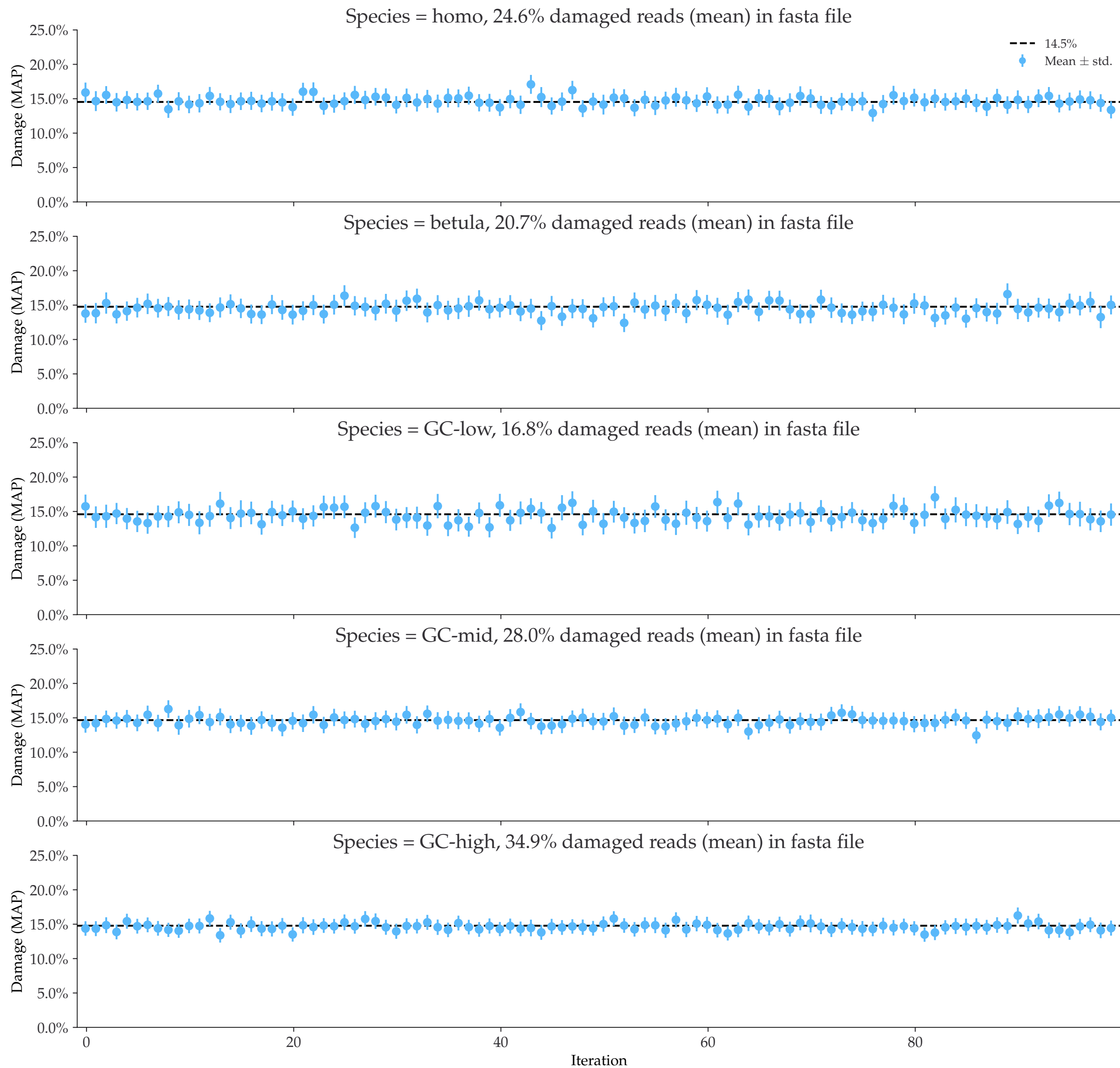
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



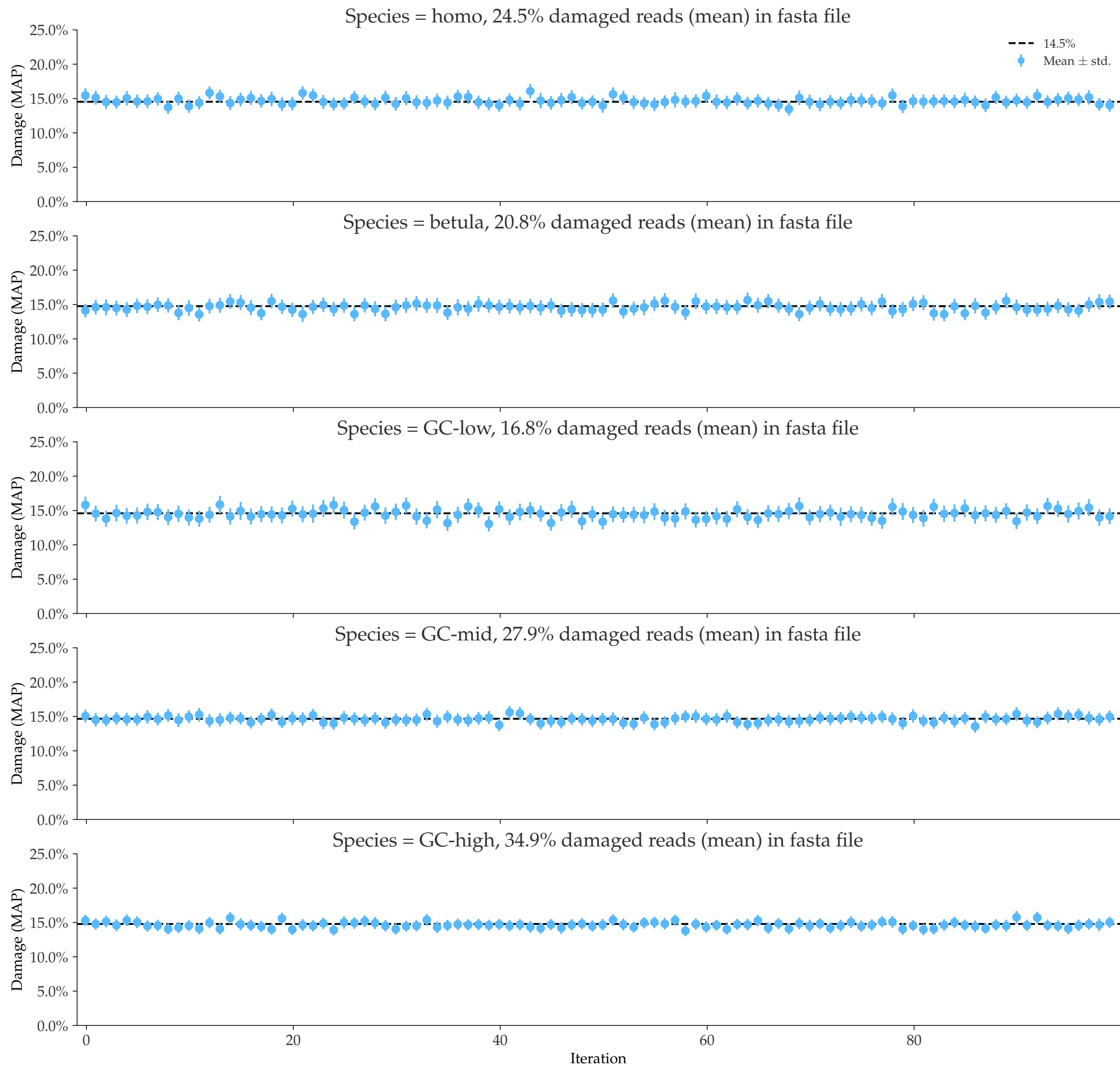
Individual damages:
2500 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



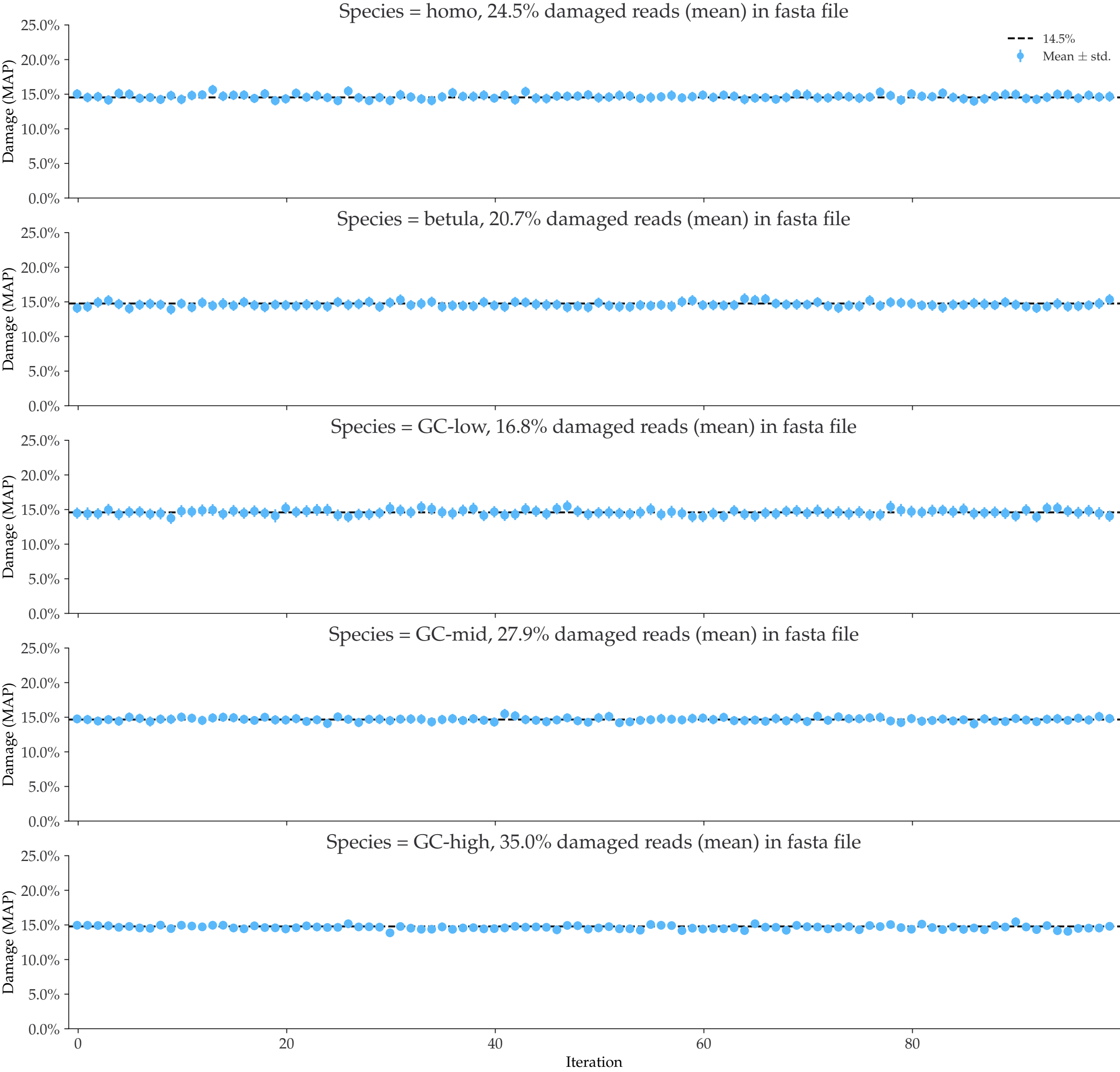
Individual damages:
5000 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



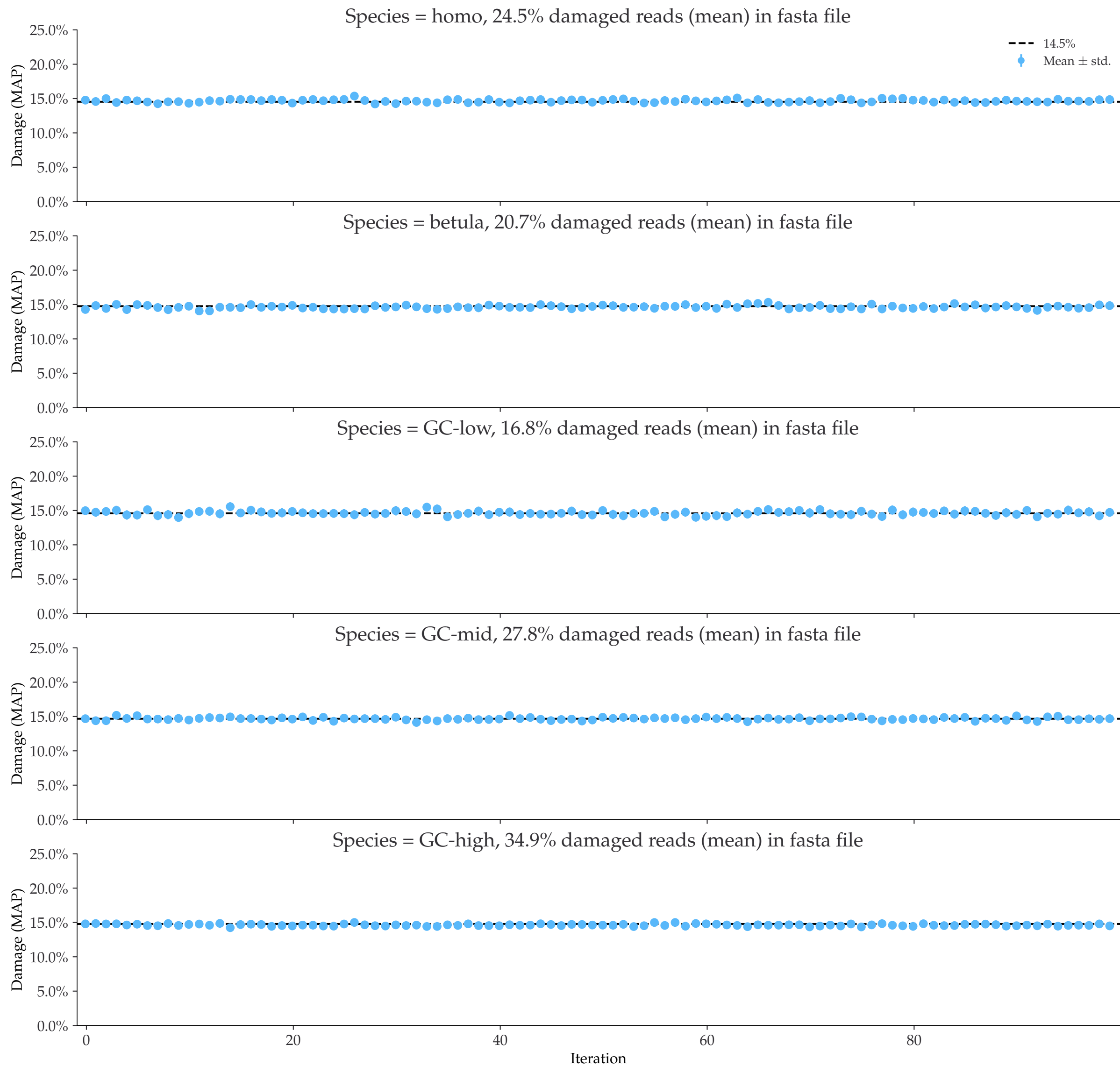
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



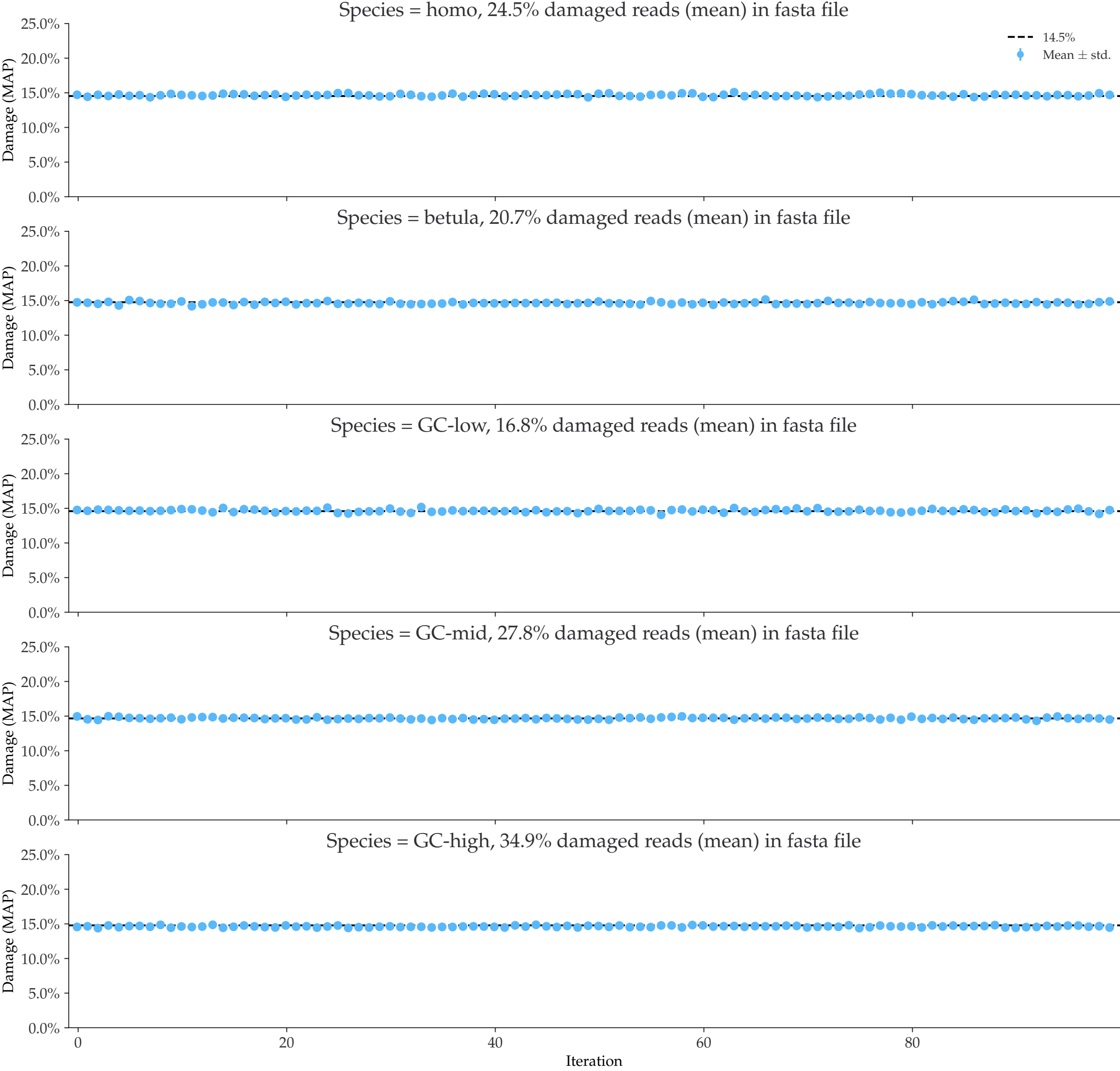
Individual damages:
25000 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



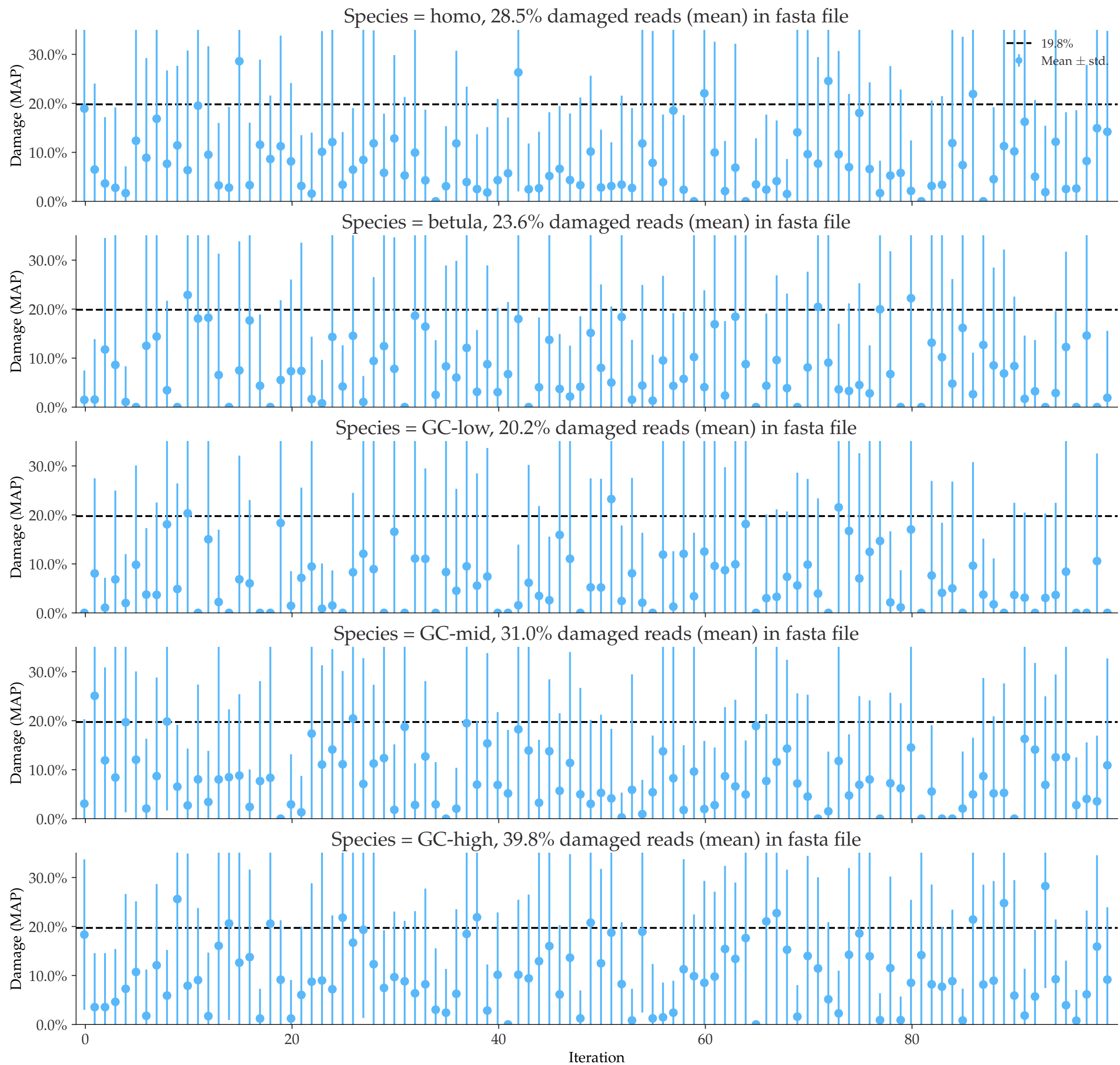
Individual damages:
50000 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



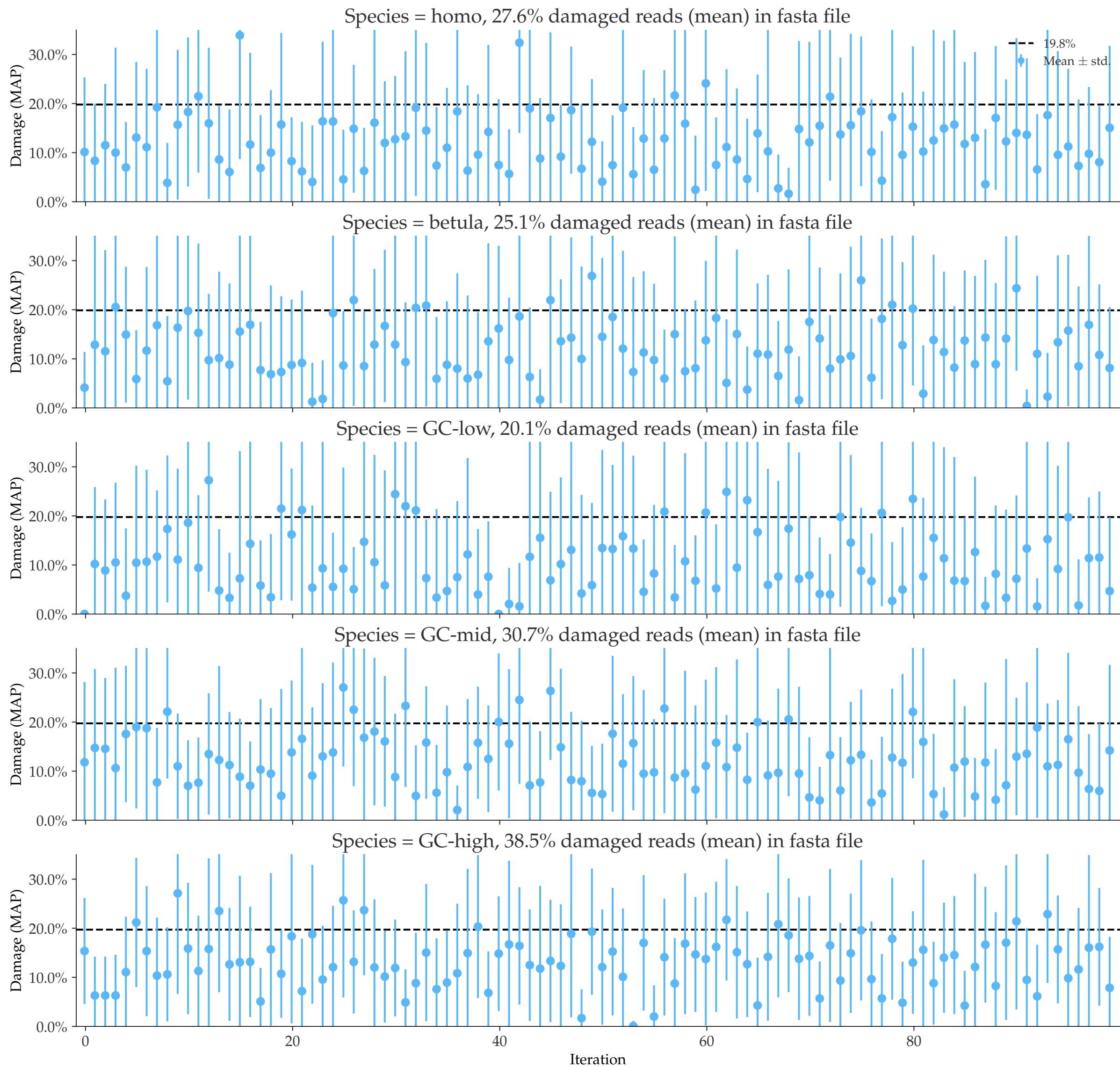
Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent (approx) = 15%



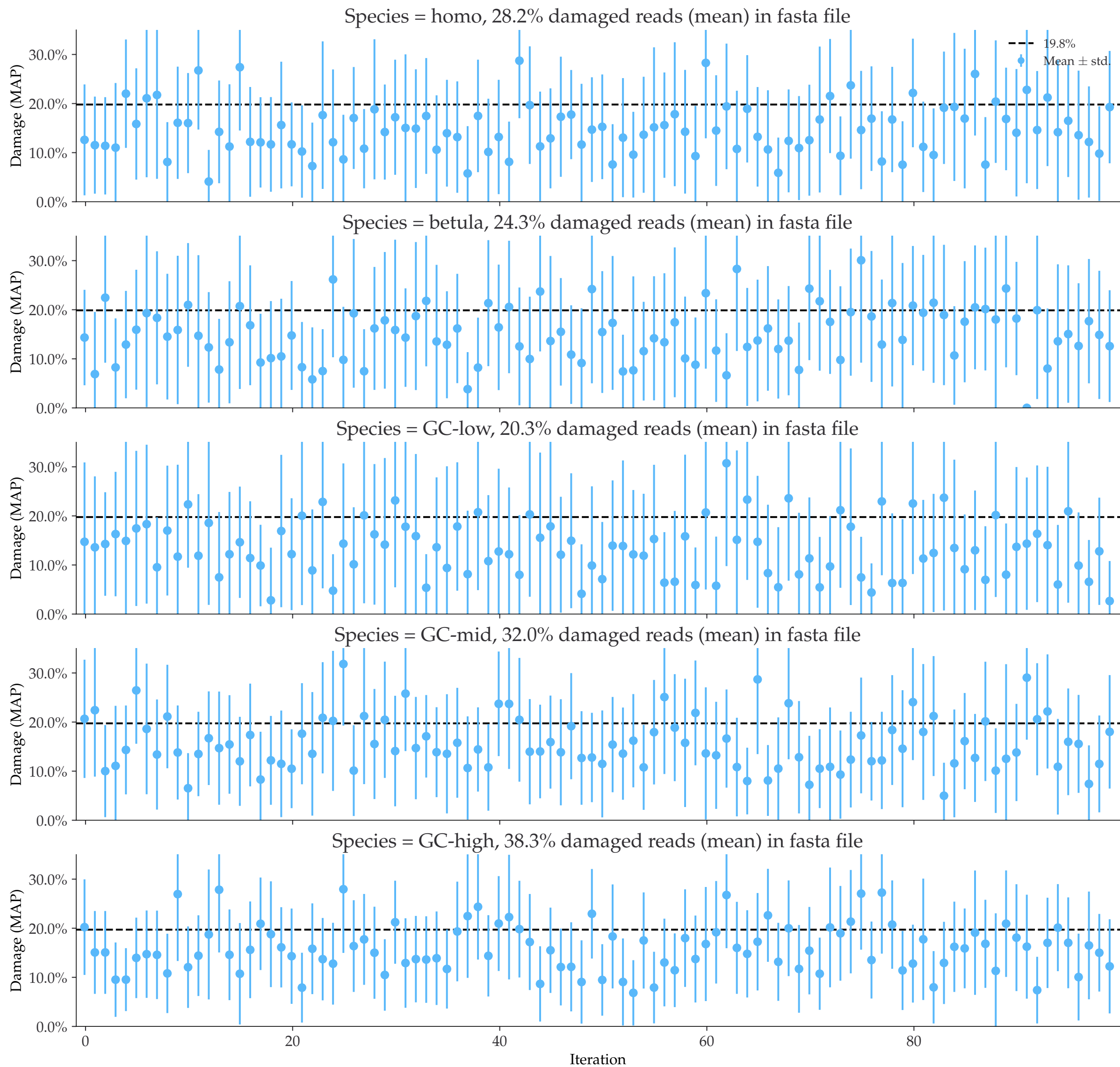
Individual damages:
10 reads
Briggs damage = 0.626
Damage percent (approx) = 20%



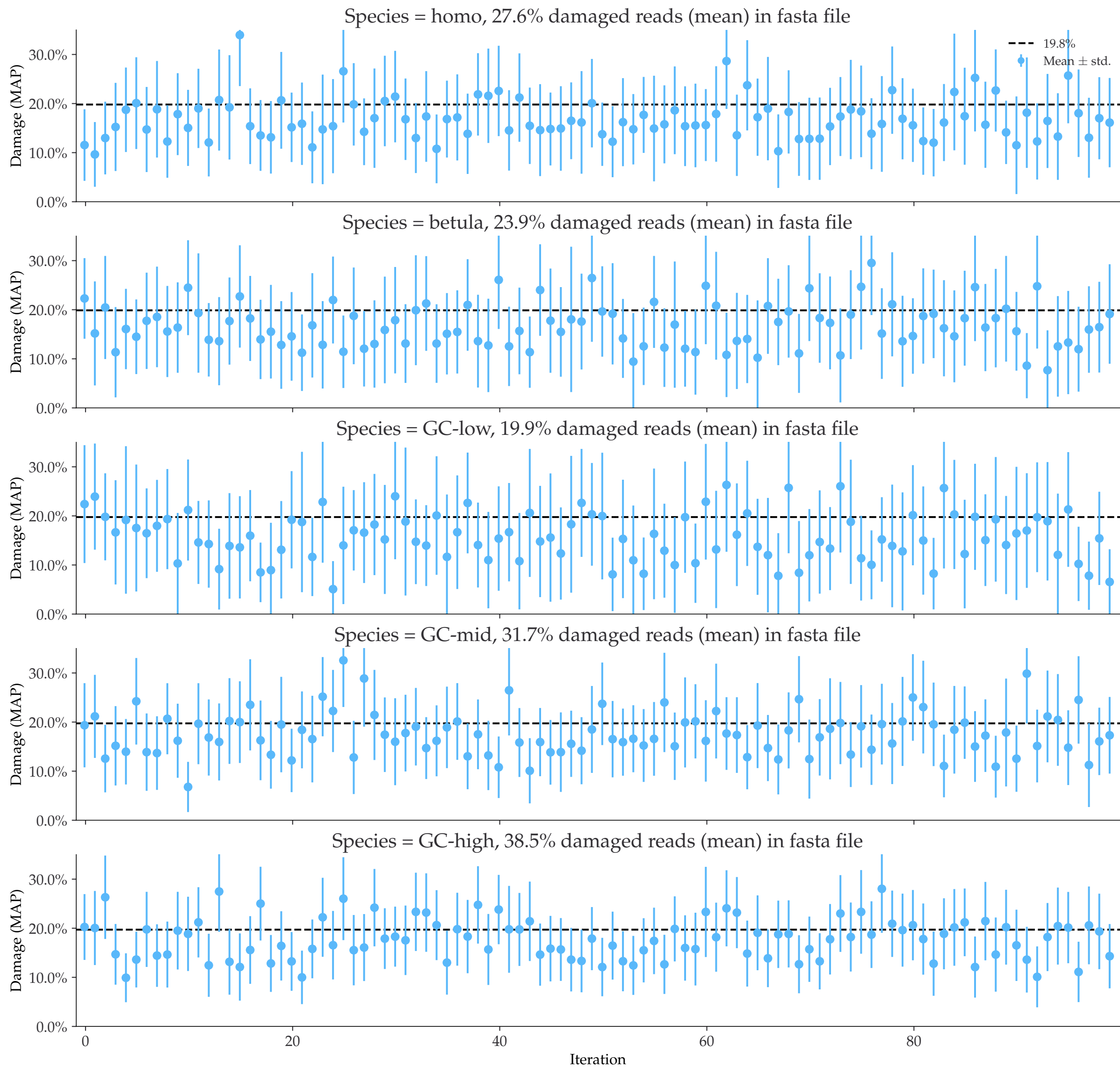
Individual damages:
25 reads
Briggs damage = 0.626
Damage percent (approx) = 20%



Individual damages:
50 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

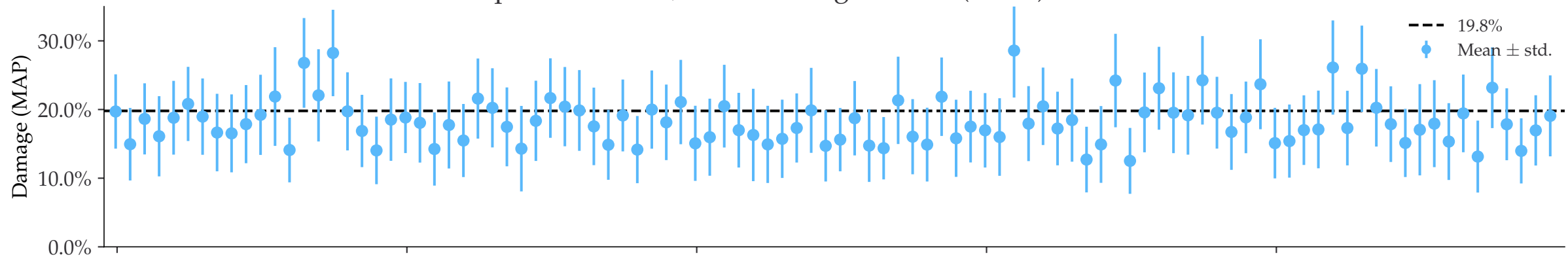


Individual damages:
100 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

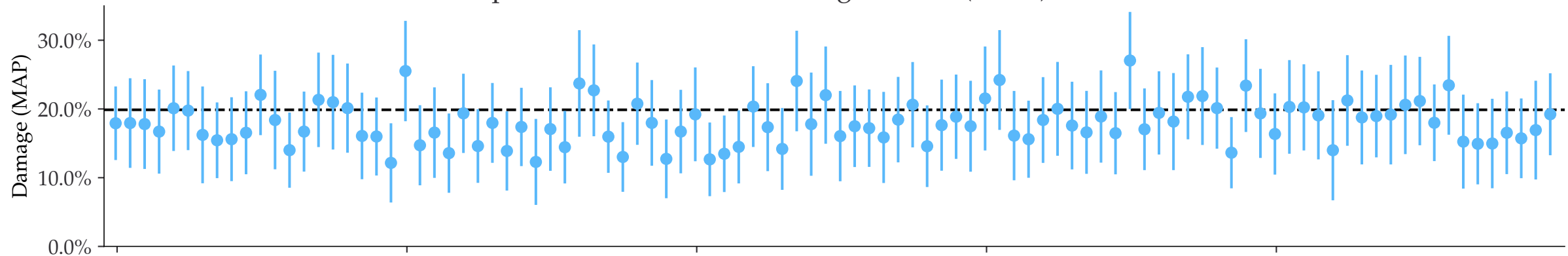


Individual damages:
250 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

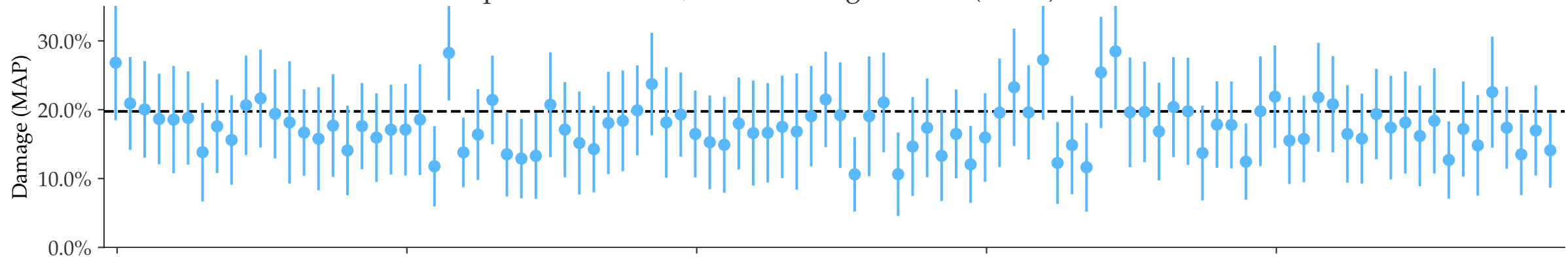
Species = homo, 27.6% damaged reads (mean) in fasta file



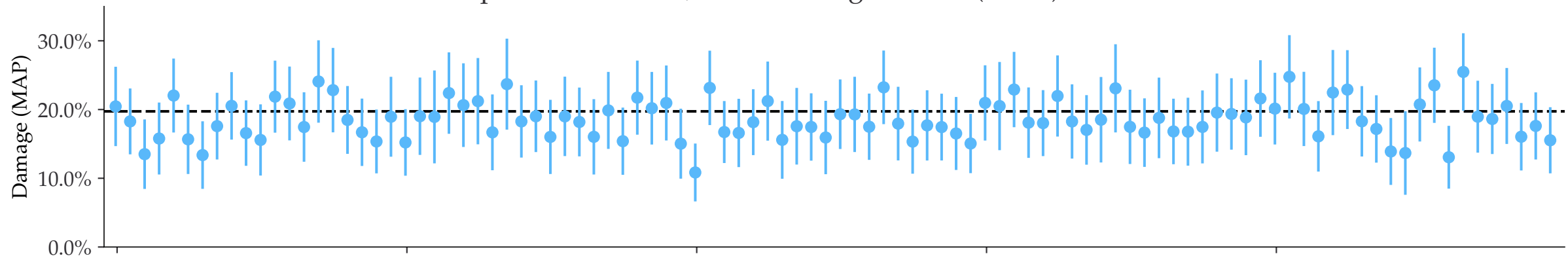
Species = betula, 23.4% damaged reads (mean) in fasta file



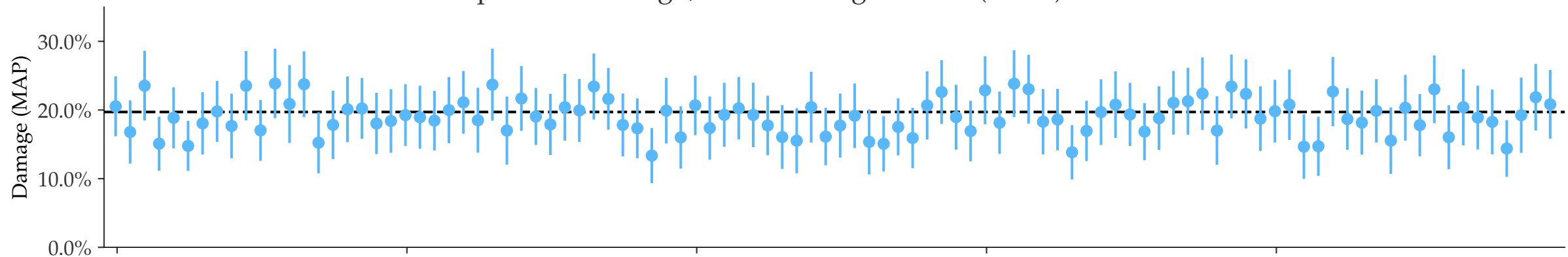
Species = GC-low, 19.5% damaged reads (mean) in fasta file



Species = GC-mid, 31.6% damaged reads (mean) in fasta file



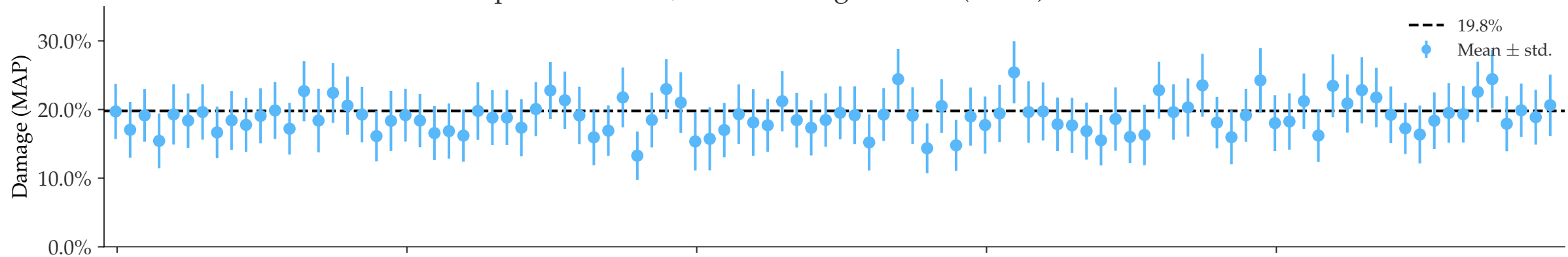
Species = GC-high, 39.2% damaged reads (mean) in fasta file



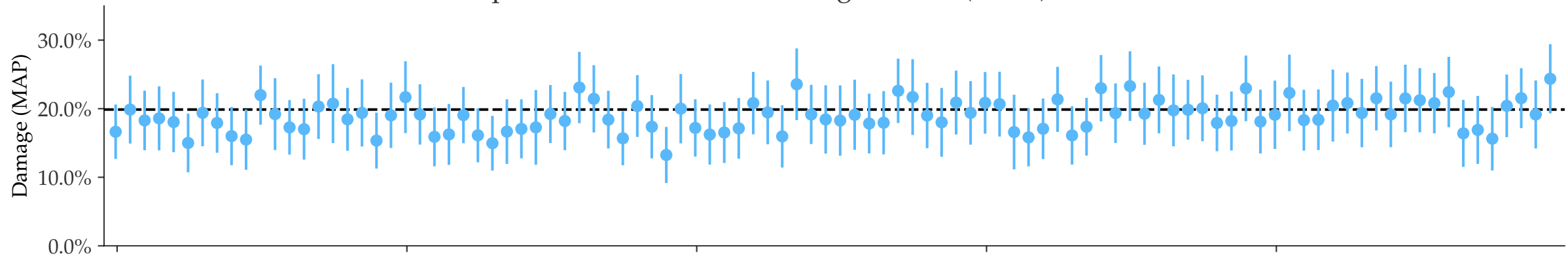
Iteration

Individual damages:
500 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

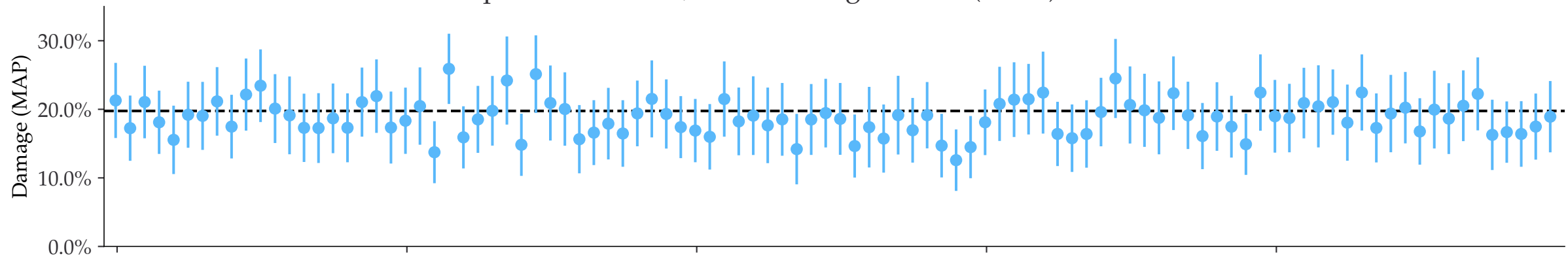
Species = homo, 27.8% damaged reads (mean) in fasta file



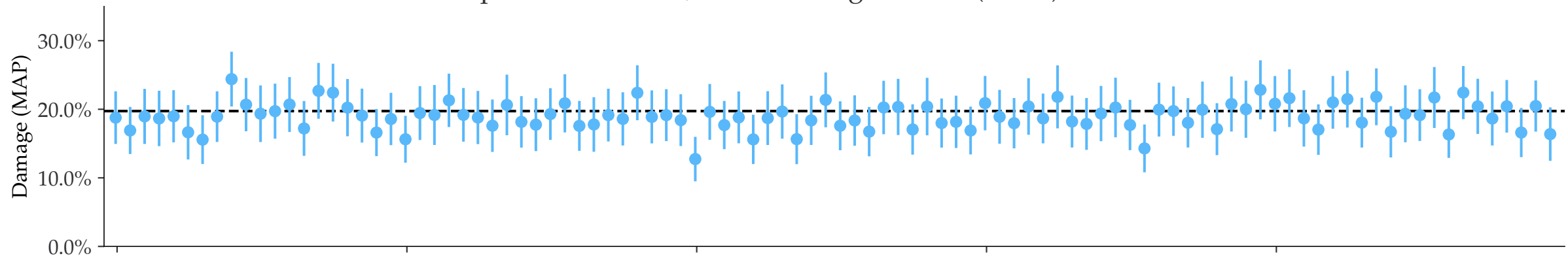
Species = betula, 23.8% damaged reads (mean) in fasta file



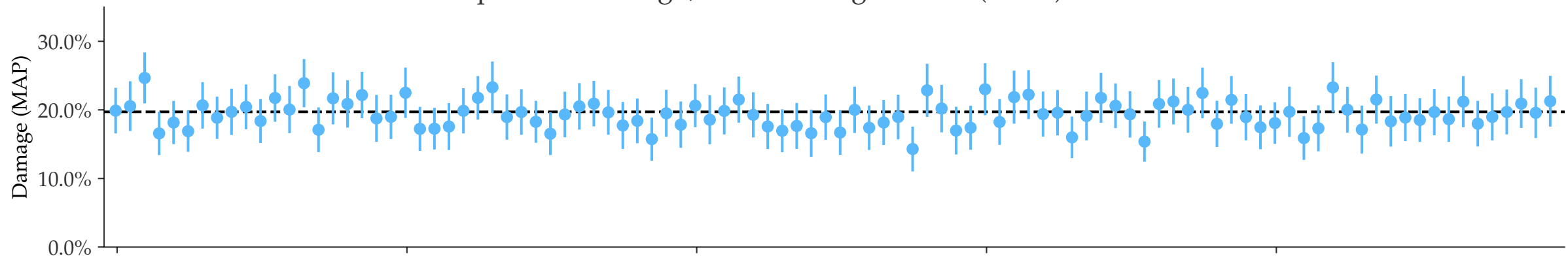
Species = GC-low, 19.7% damaged reads (mean) in fasta file



Species = GC-mid, 31.5% damaged reads (mean) in fasta file



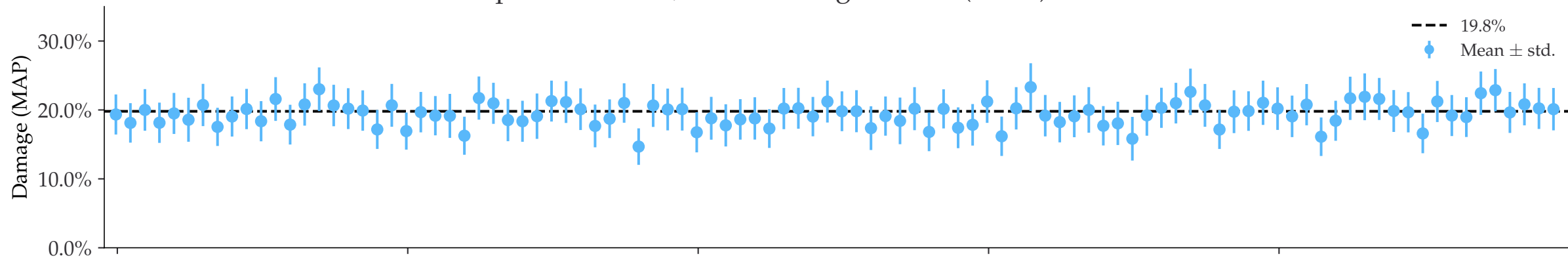
Species = GC-high, 39.1% damaged reads (mean) in fasta file



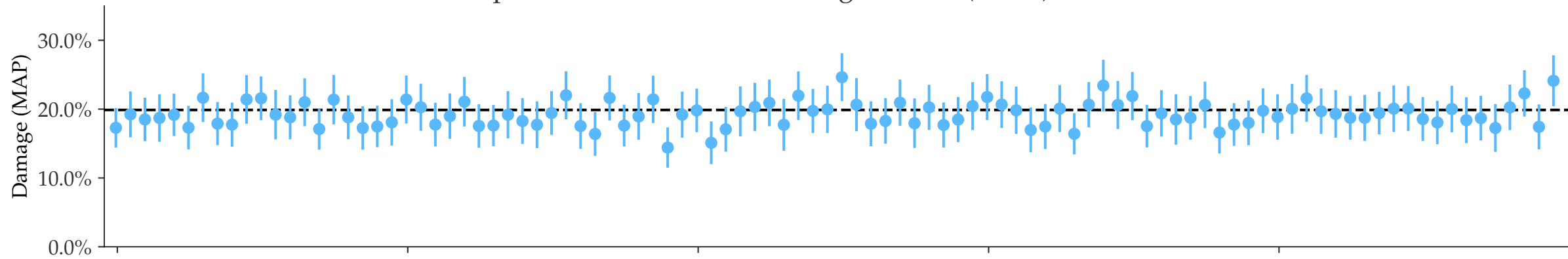
Iteration

Individual damages:
1000 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

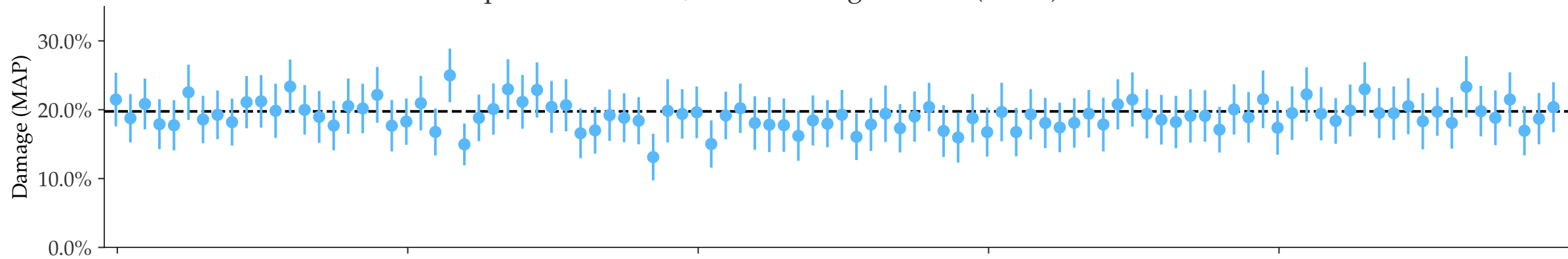
Species = homo, 27.8% damaged reads (mean) in fasta file



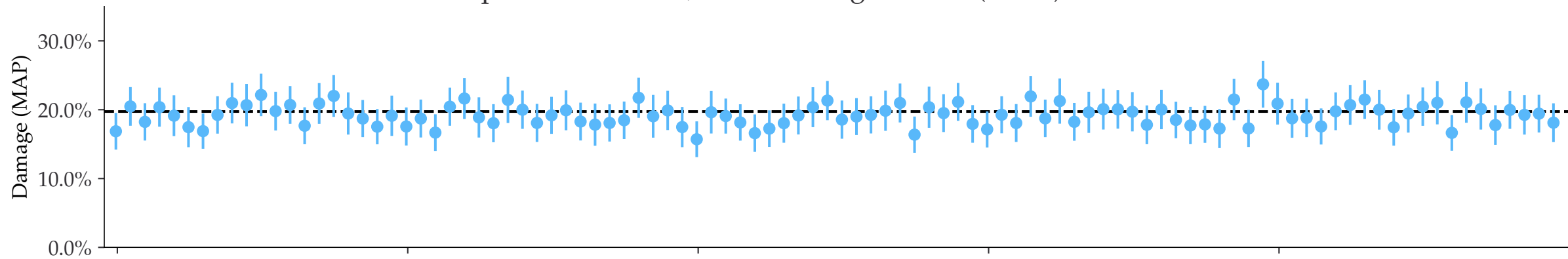
Species = betula, 23.7% damaged reads (mean) in fasta file



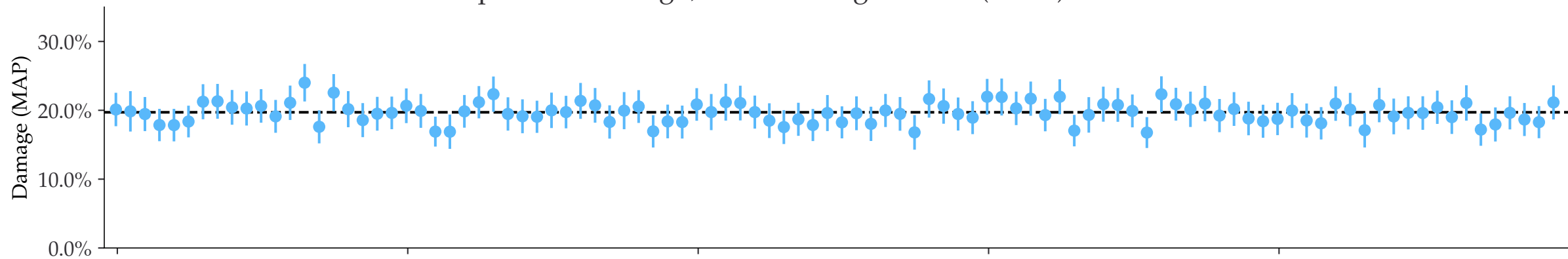
Species = GC-low, 19.6% damaged reads (mean) in fasta file



Species = GC-mid, 31.4% damaged reads (mean) in fasta file



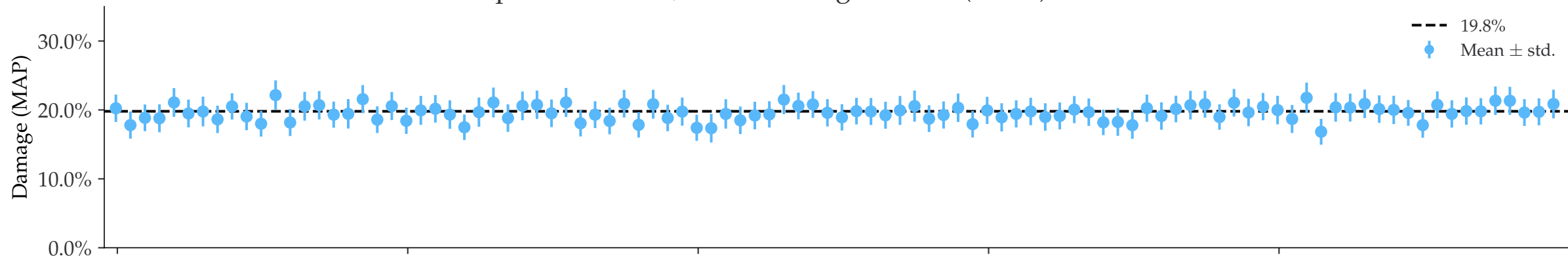
Species = GC-high, 39.1% damaged reads (mean) in fasta file



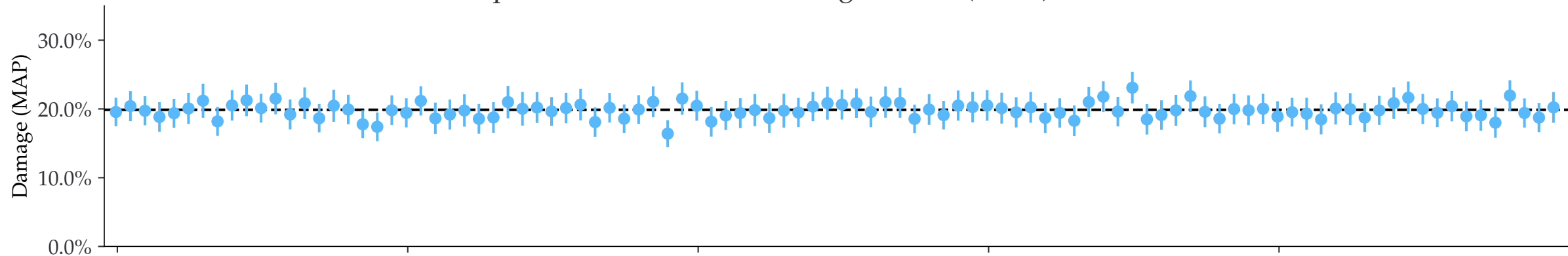
Iteration

Individual damages:
2500 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

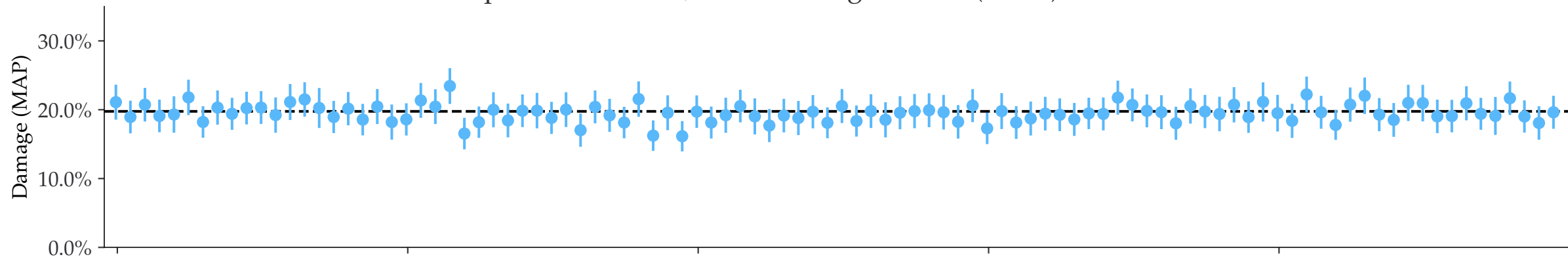
Species = homo, 27.8% damaged reads (mean) in fasta file



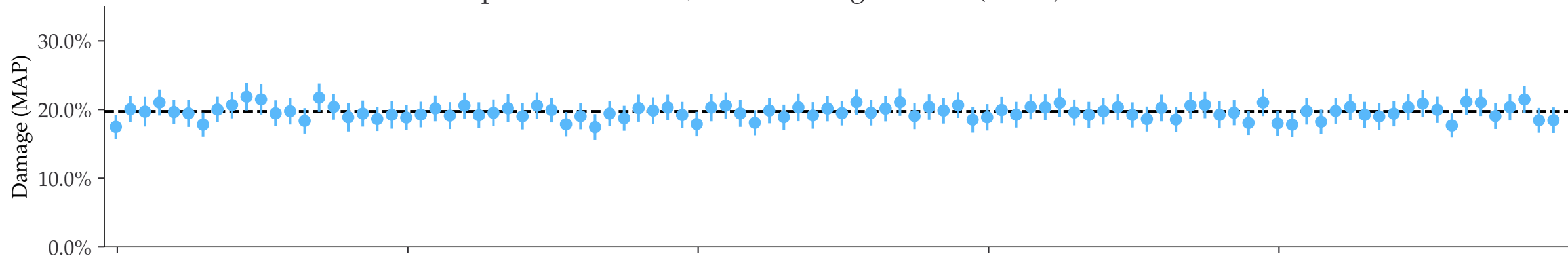
Species = betula, 23.8% damaged reads (mean) in fasta file



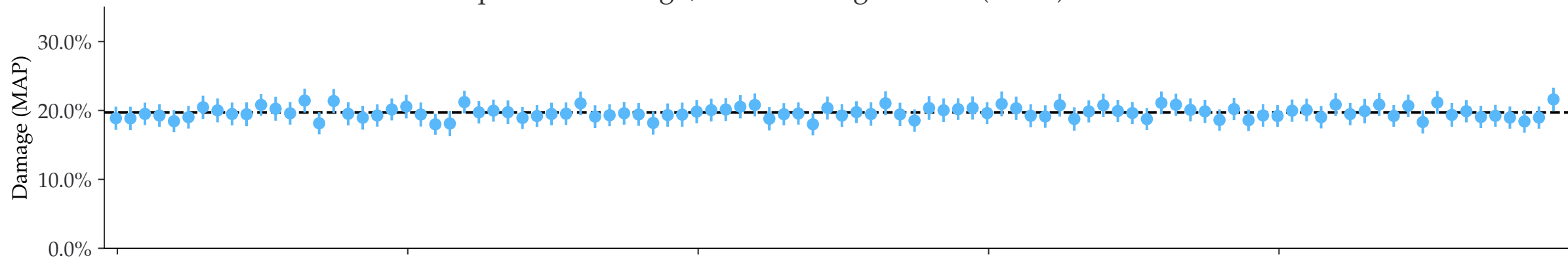
Species = GC-low, 19.5% damaged reads (mean) in fasta file



Species = GC-mid, 31.6% damaged reads (mean) in fasta file



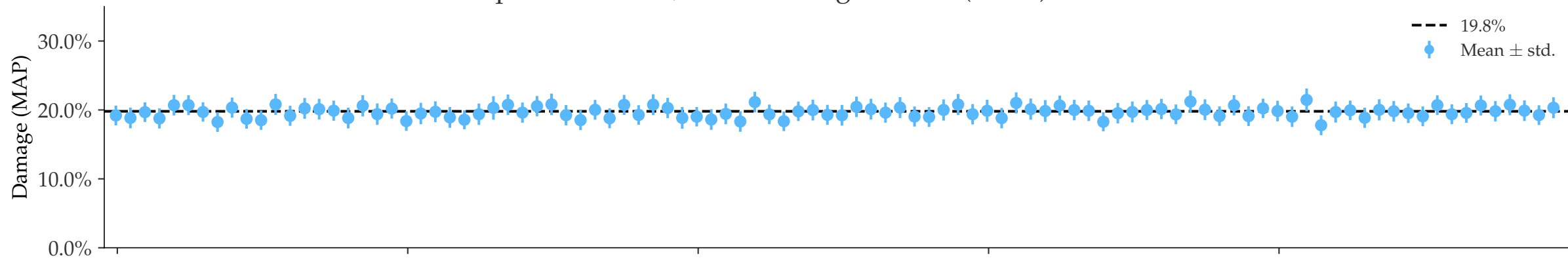
Species = GC-high, 39.0% damaged reads (mean) in fasta file



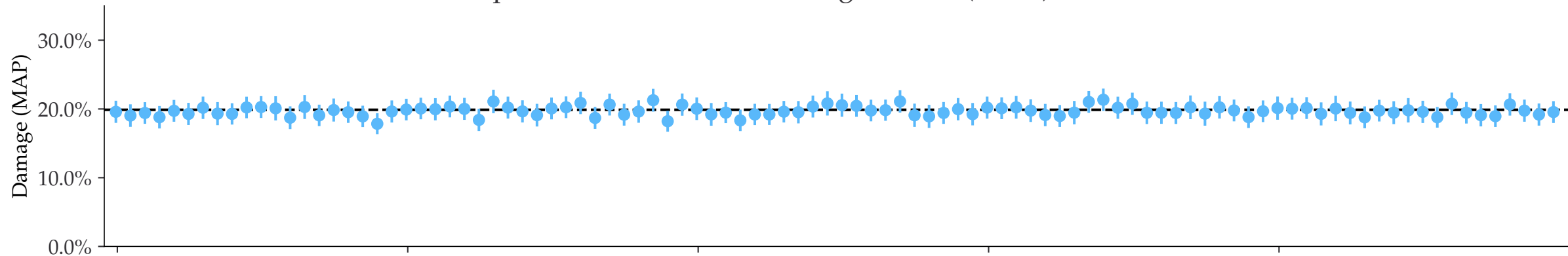
Iteration

Individual damages:
5000 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

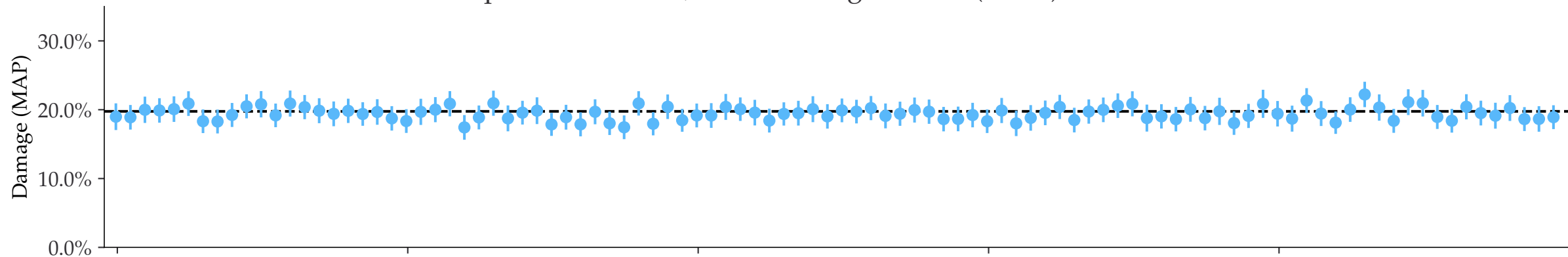
Species = homo, 27.8% damaged reads (mean) in fasta file



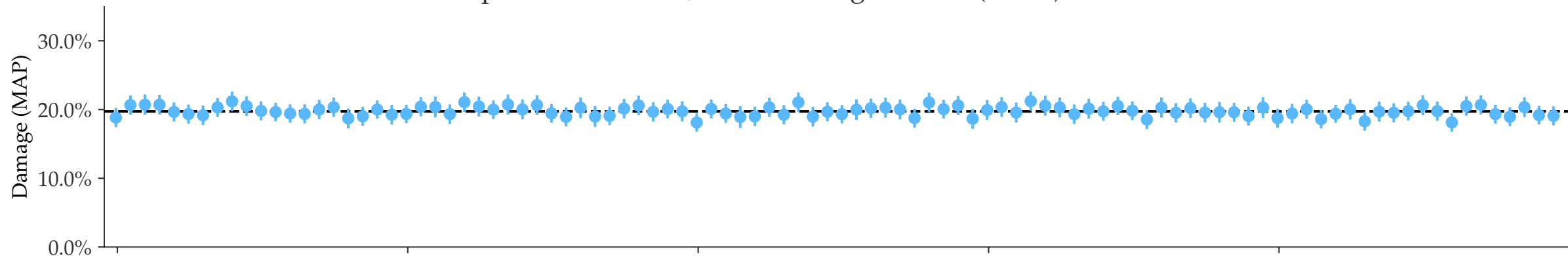
Species = betula, 23.7% damaged reads (mean) in fasta file



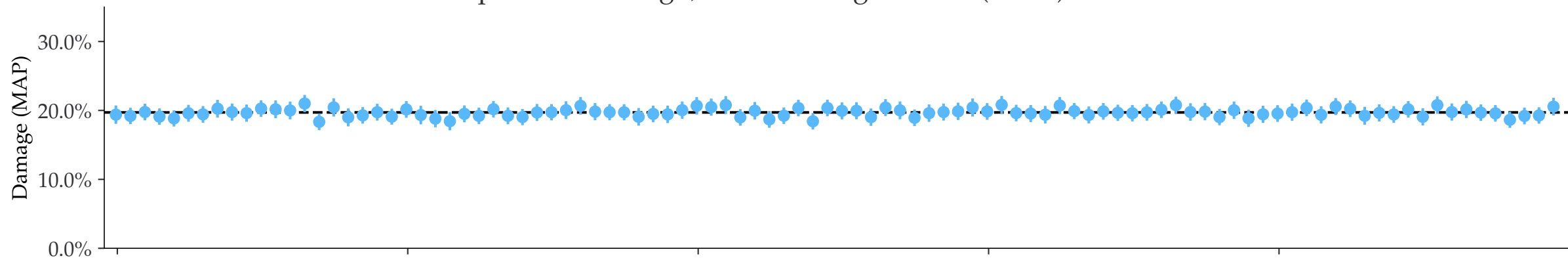
Species = GC-low, 19.4% damaged reads (mean) in fasta file



Species = GC-mid, 31.6% damaged reads (mean) in fasta file



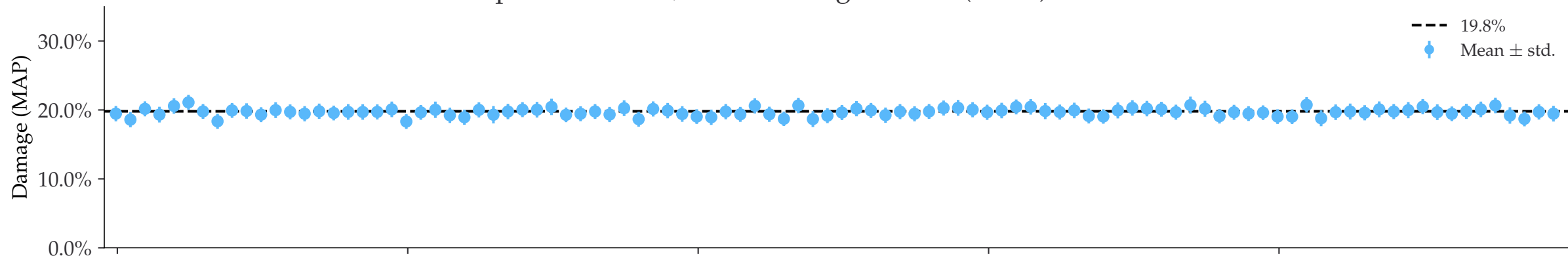
Species = GC-high, 39.0% damaged reads (mean) in fasta file



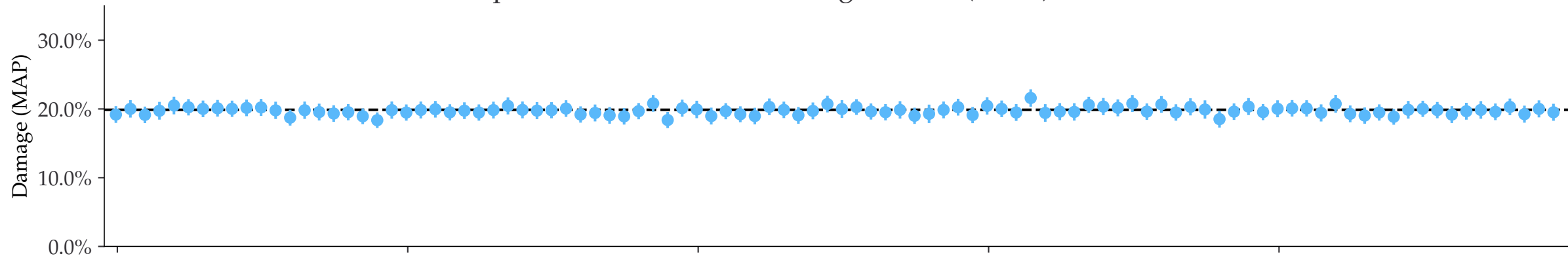
Iteration

Individual damages:
10000 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

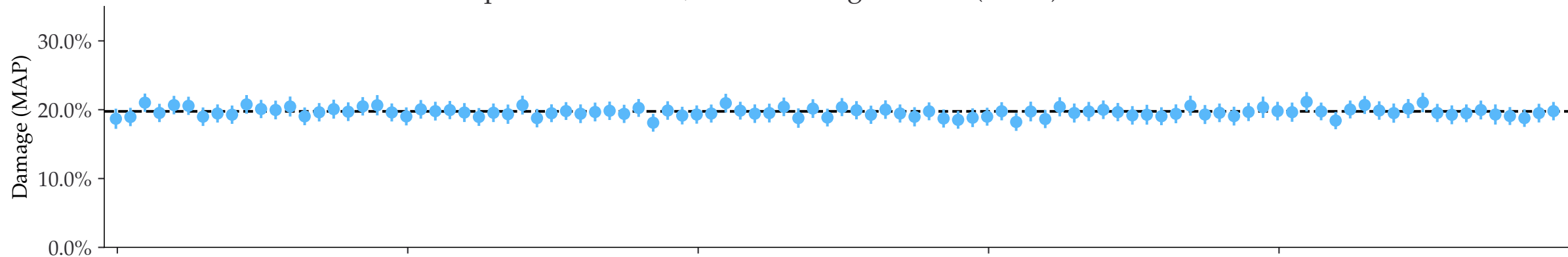
Species = homo, 27.7% damaged reads (mean) in fasta file



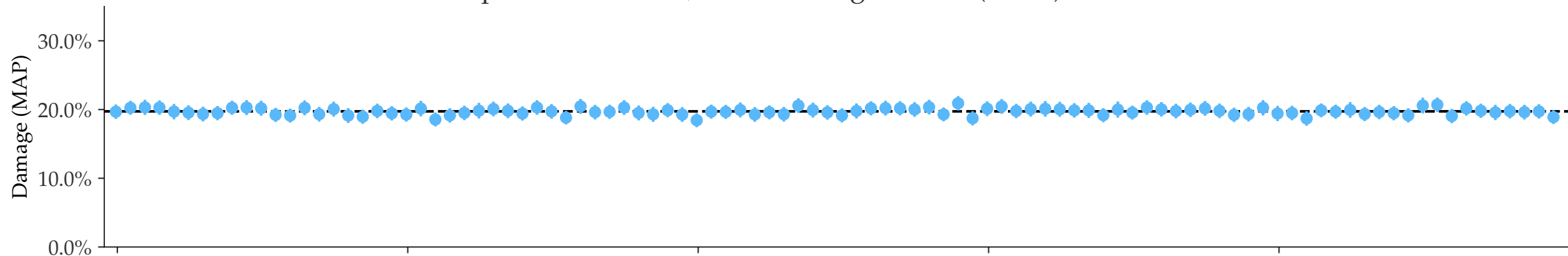
Species = betula, 23.7% damaged reads (mean) in fasta file



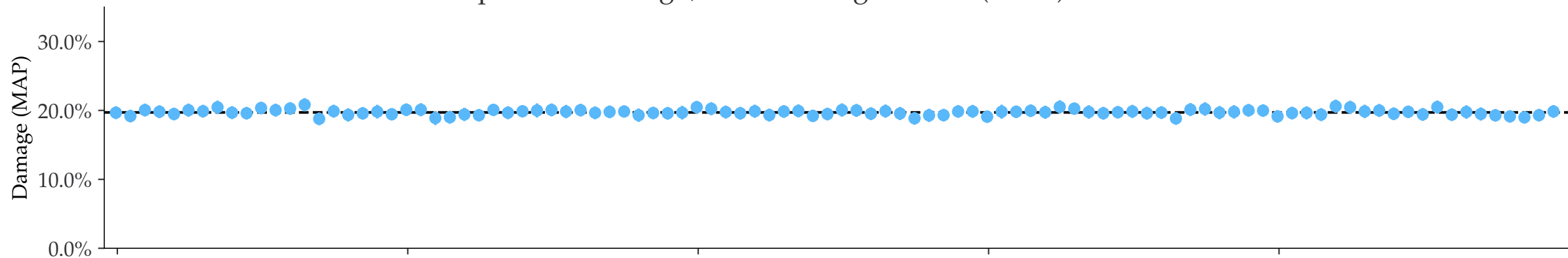
Species = GC-low, 19.5% damaged reads (mean) in fasta file



Species = GC-mid, 31.6% damaged reads (mean) in fasta file



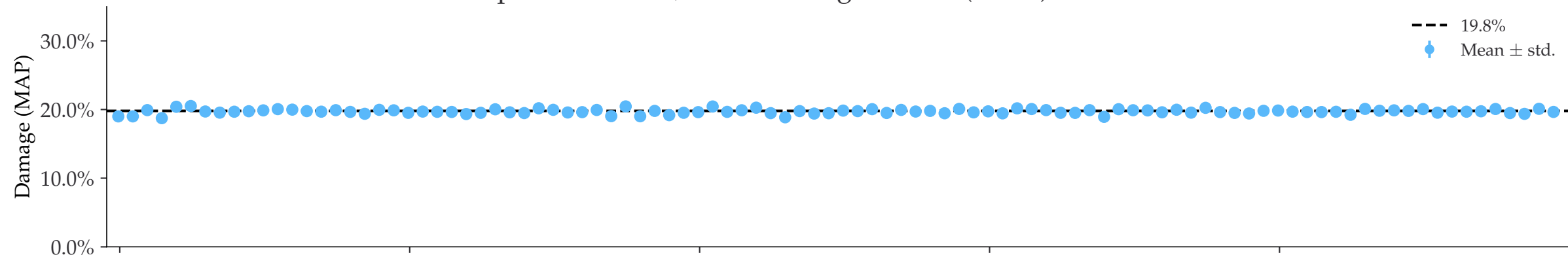
Species = GC-high, 39.0% damaged reads (mean) in fasta file



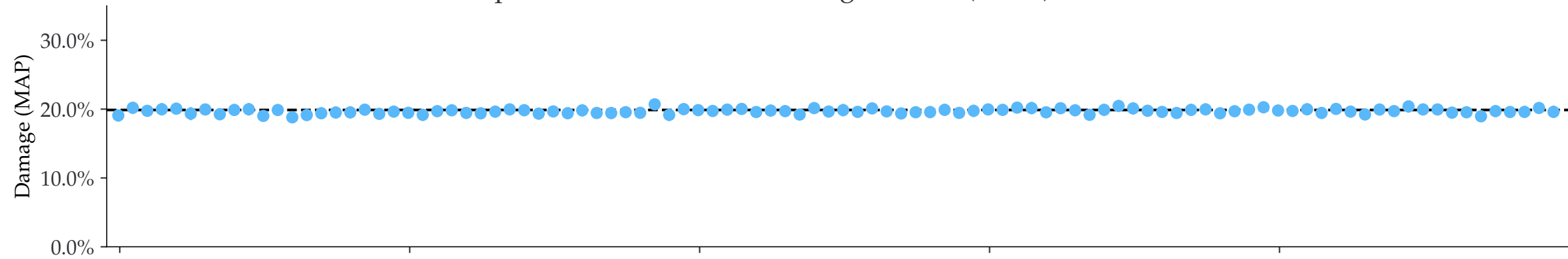
Iteration

Individual damages:
25000 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

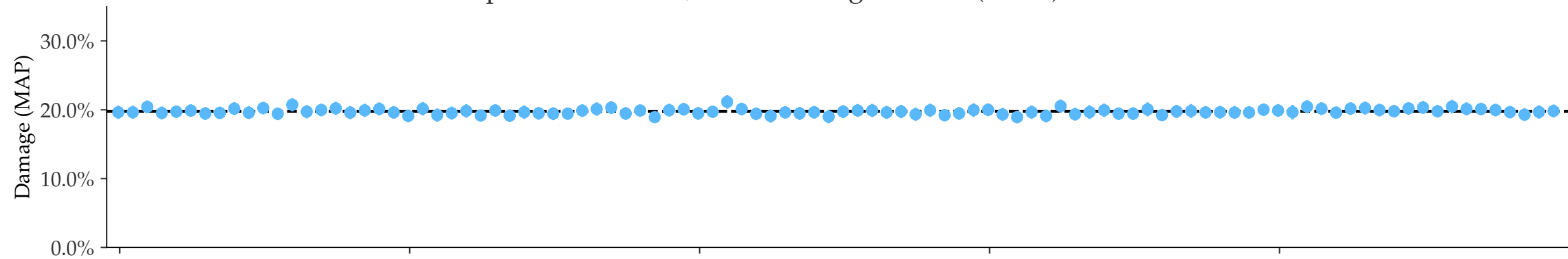
Species = homo, 27.7% damaged reads (mean) in fasta file



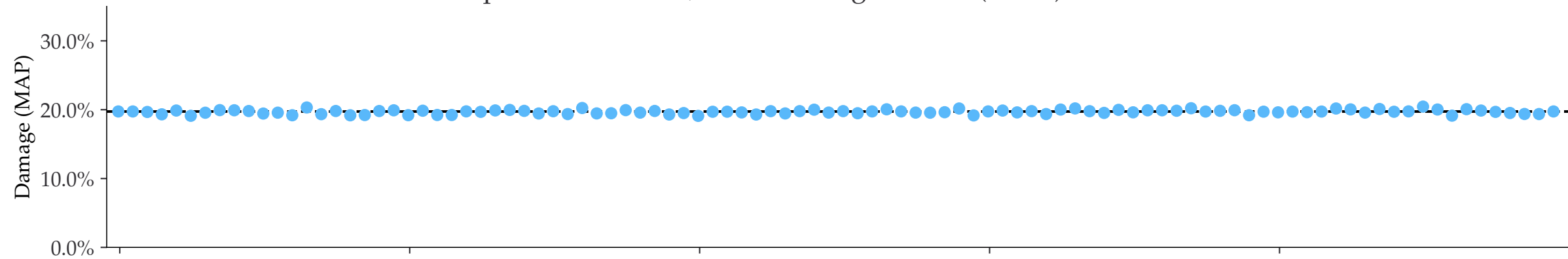
Species = betula, 23.7% damaged reads (mean) in fasta file



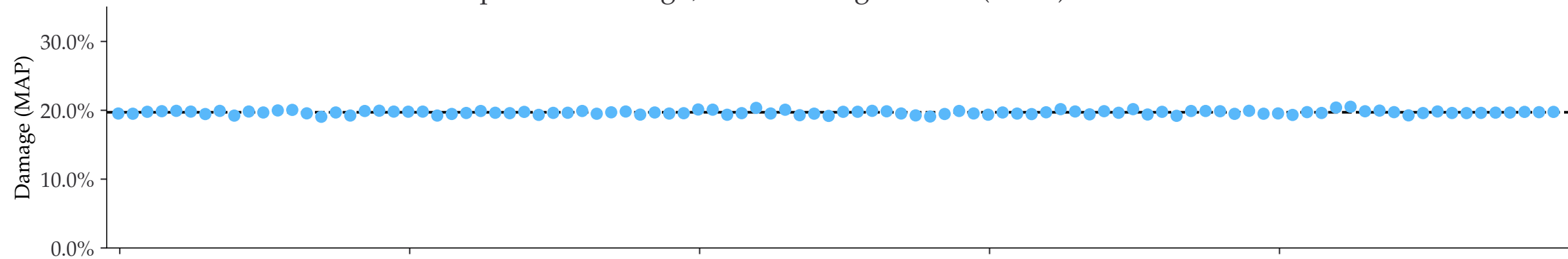
Species = GC-low, 19.5% damaged reads (mean) in fasta file



Species = GC-mid, 31.5% damaged reads (mean) in fasta file



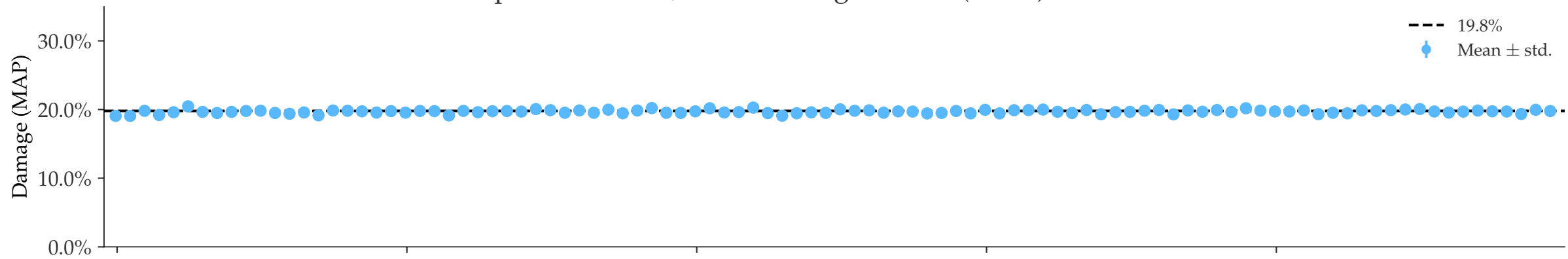
Species = GC-high, 39.0% damaged reads (mean) in fasta file



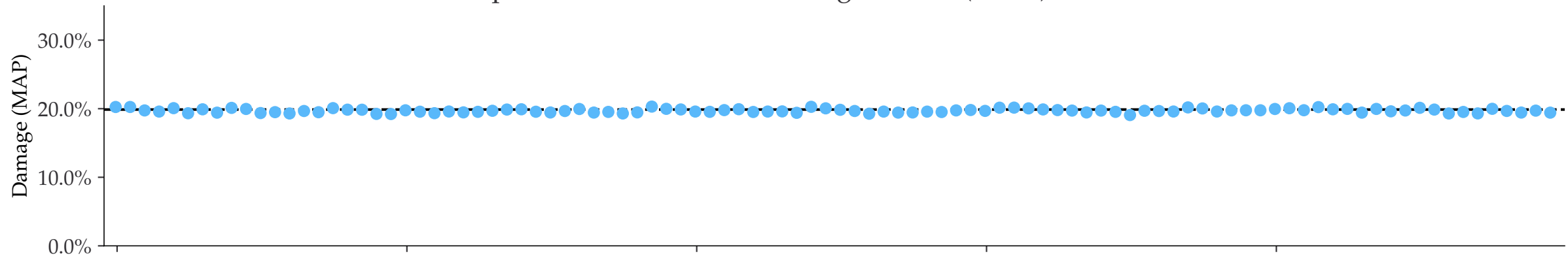
Iteration

Individual damages:
50000 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

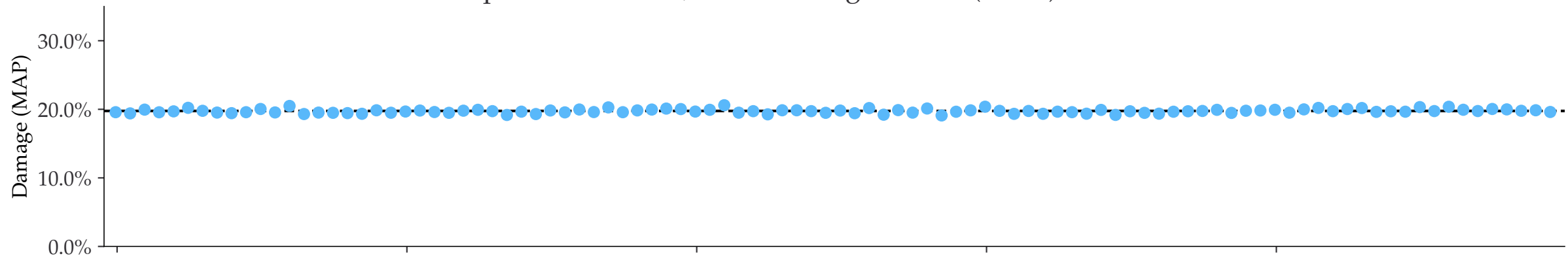
Species = homo, 27.7% damaged reads (mean) in fasta file



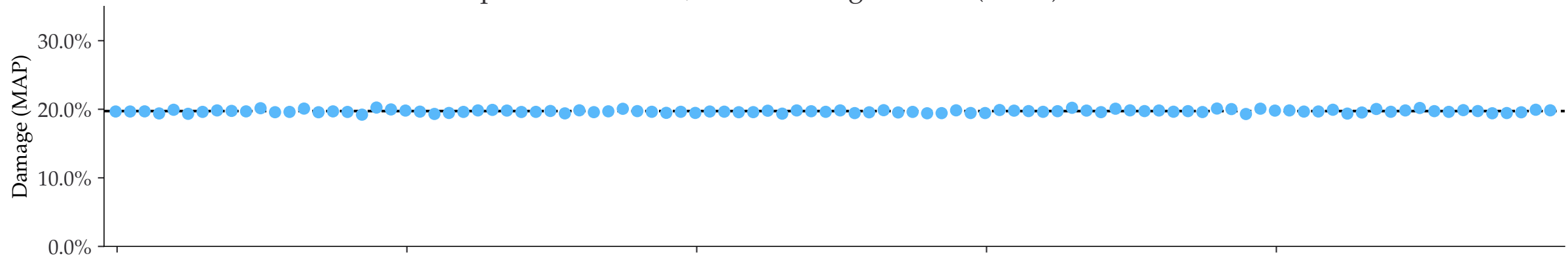
Species = betula, 23.7% damaged reads (mean) in fasta file



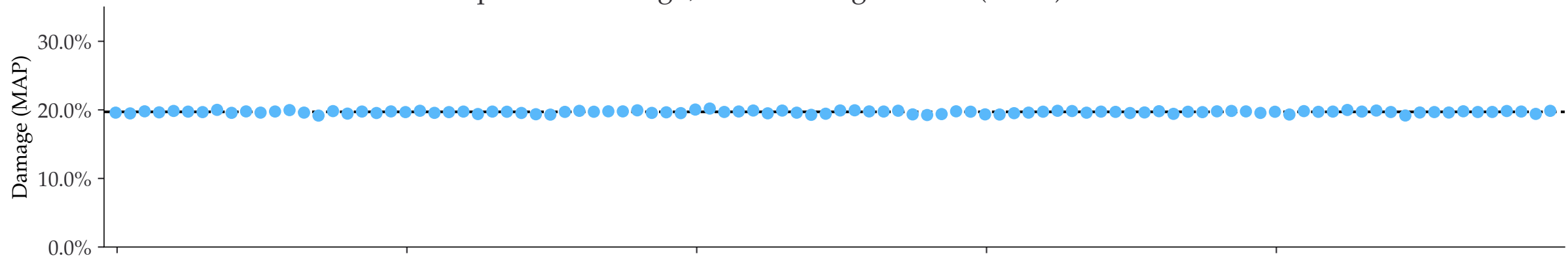
Species = GC-low, 19.5% damaged reads (mean) in fasta file



Species = GC-mid, 31.5% damaged reads (mean) in fasta file



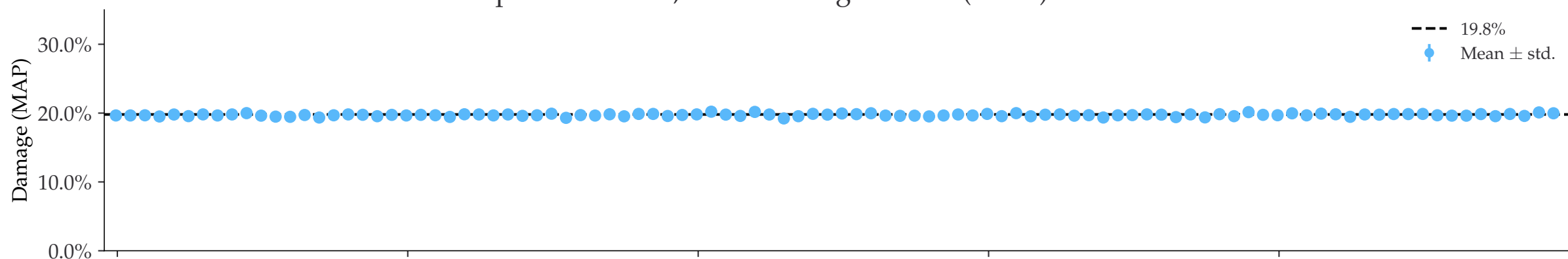
Species = GC-high, 38.9% damaged reads (mean) in fasta file



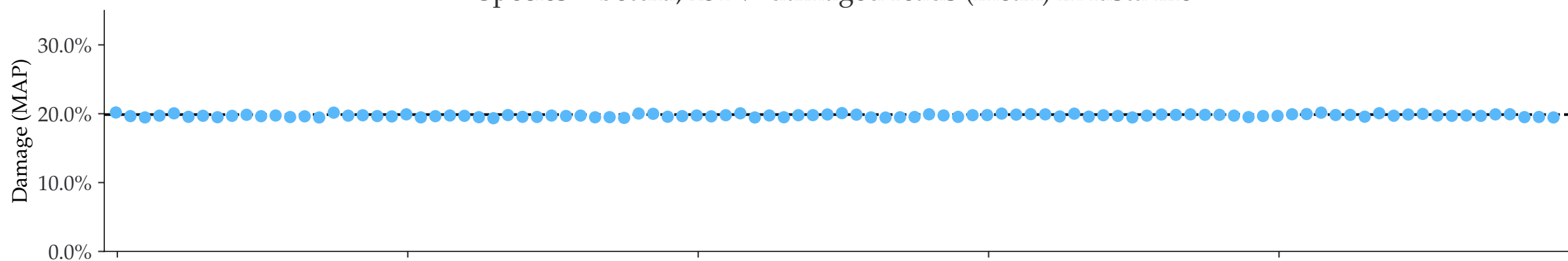
Iteration

Individual damages:
100000 reads
Briggs damage = 0.626
Damage percent (approx) = 20%

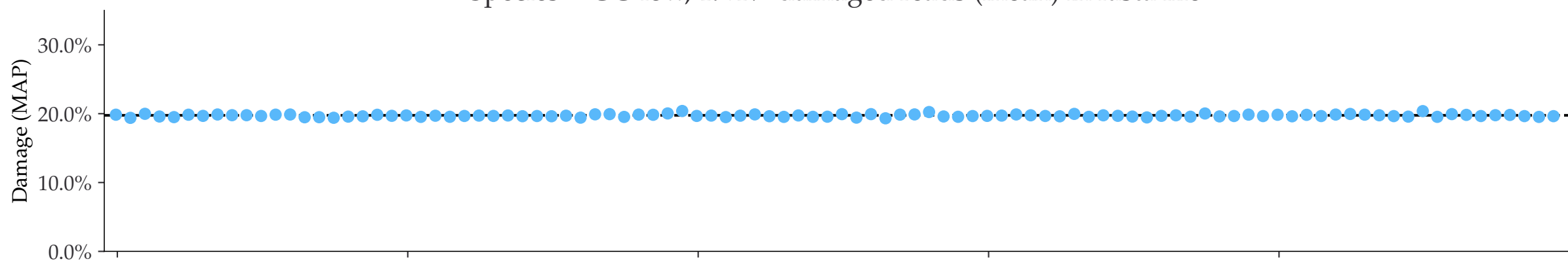
Species = homo, 27.7% damaged reads (mean) in fasta file



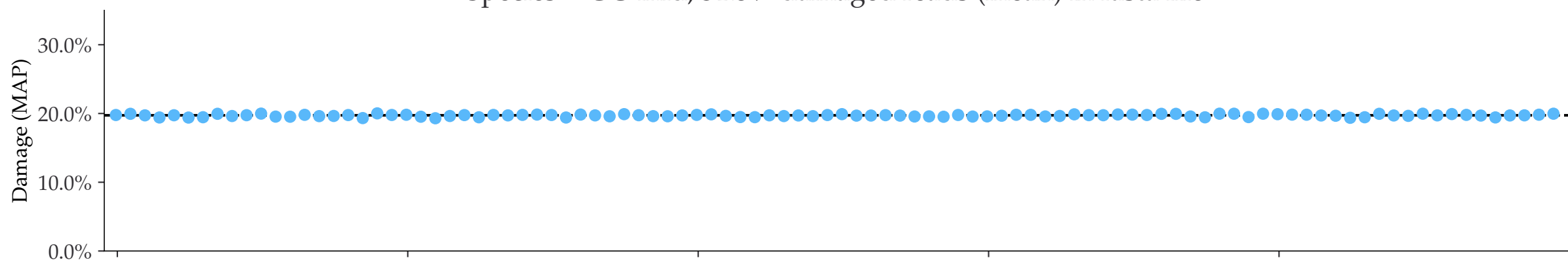
Species = betula, 23.7% damaged reads (mean) in fasta file



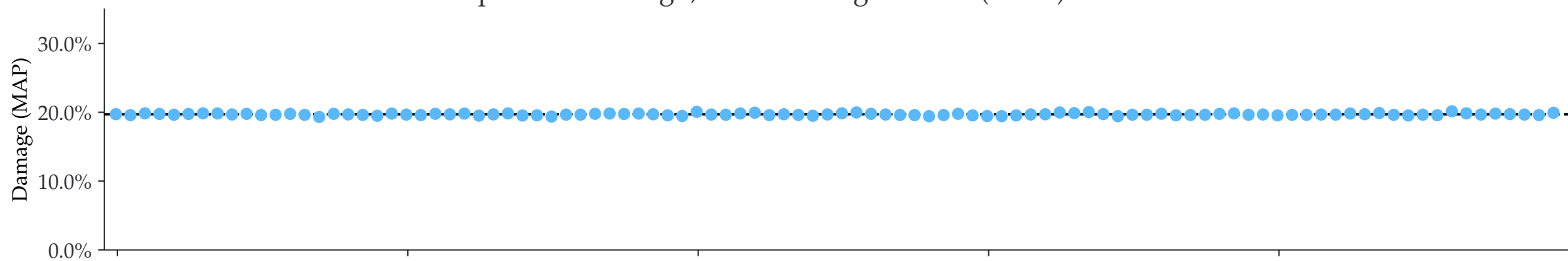
Species = GC-low, 19.4% damaged reads (mean) in fasta file



Species = GC-mid, 31.5% damaged reads (mean) in fasta file

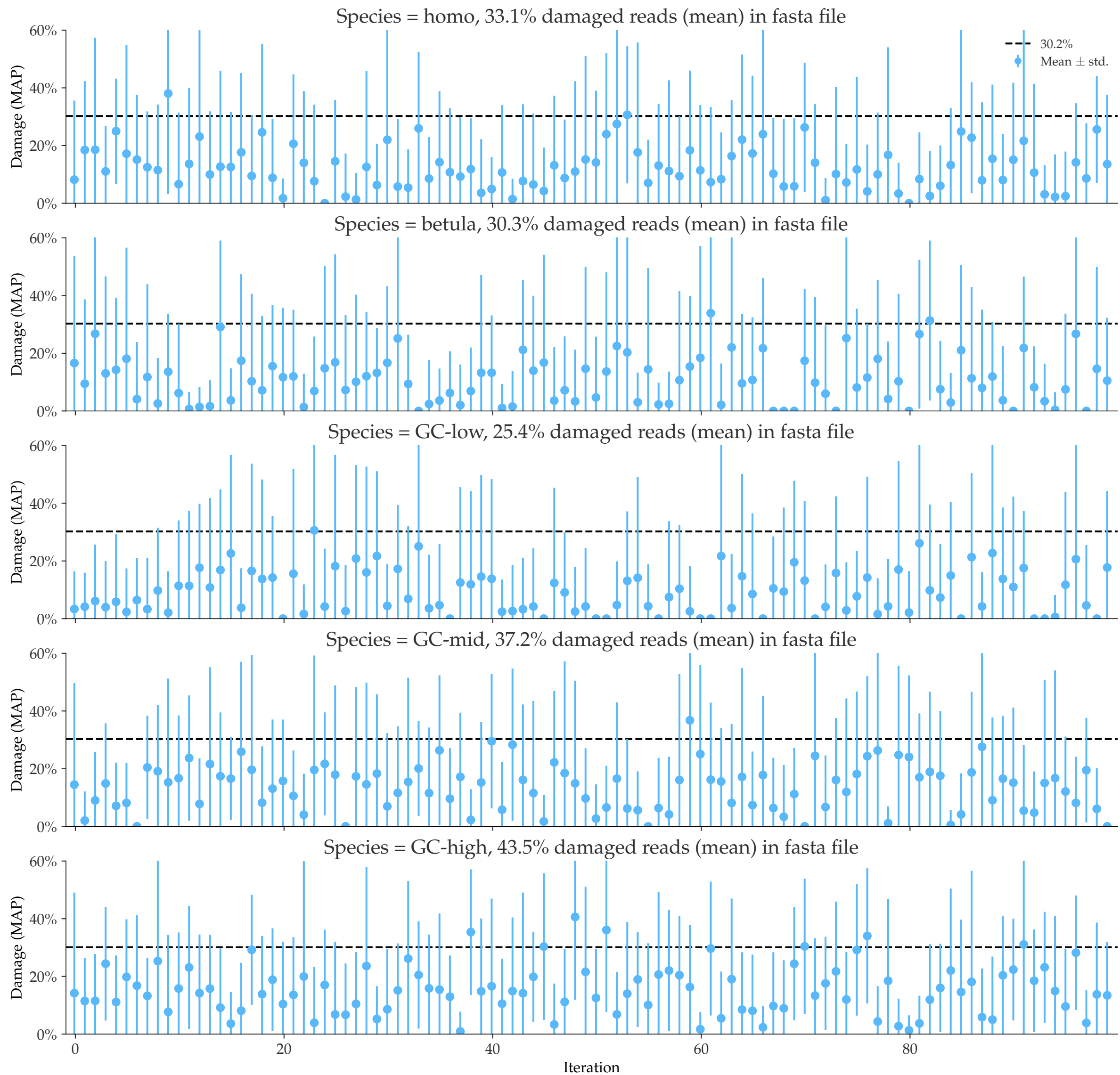


Species = GC-high, 39.0% damaged reads (mean) in fasta file

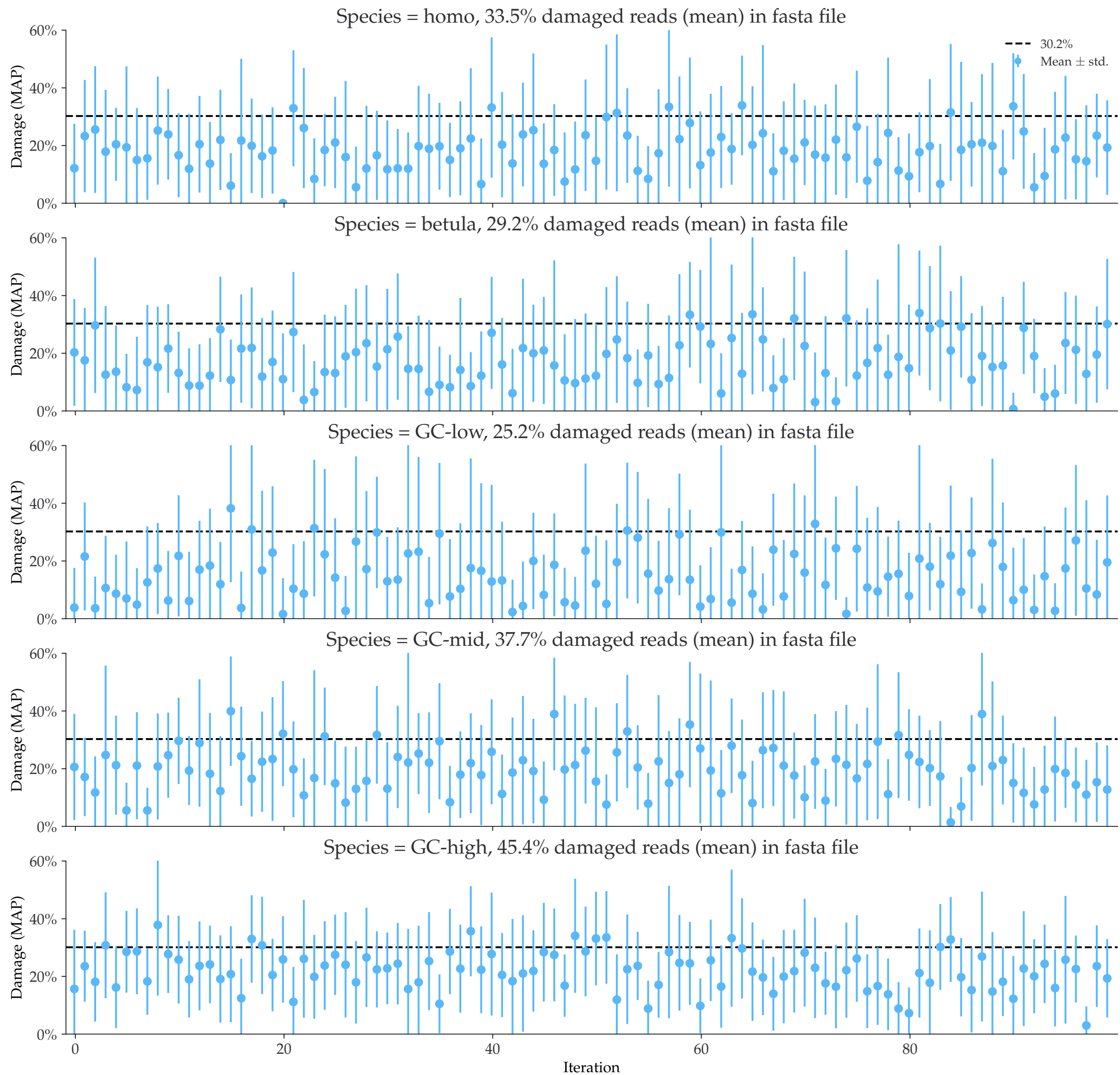


Iteration

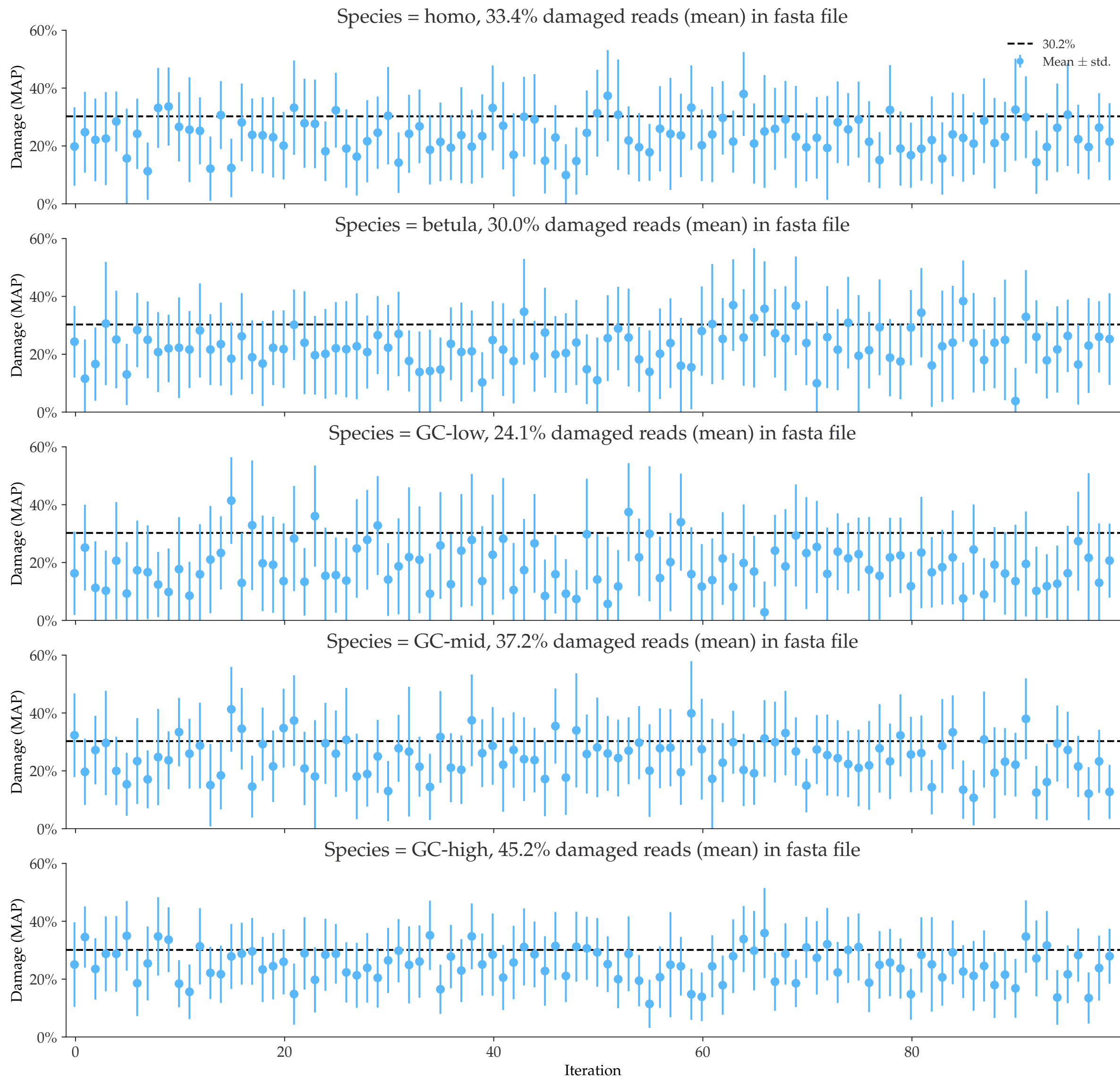
Individual damages:
10 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



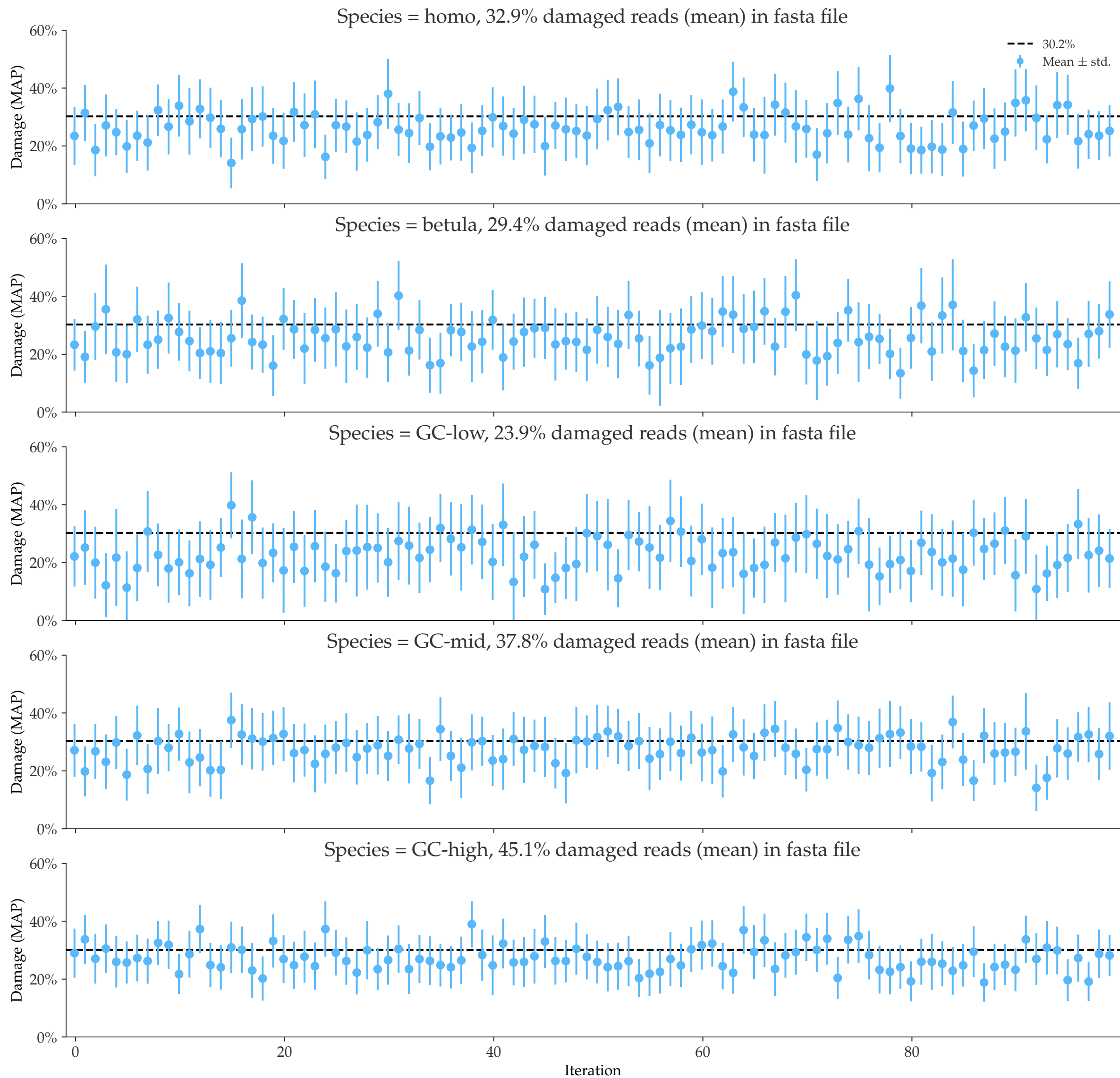
Individual damages:
25 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



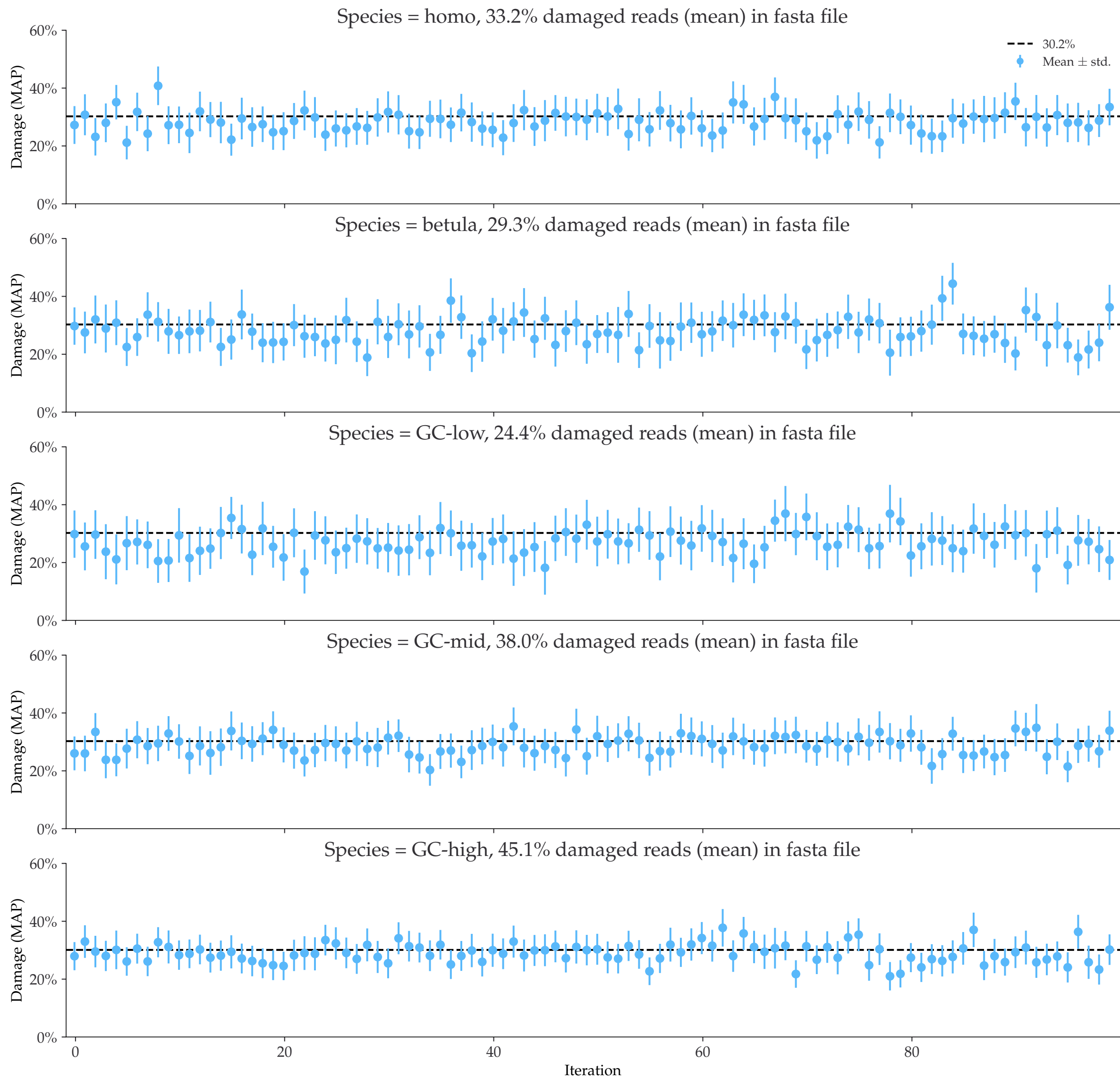
Individual damages:
50 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



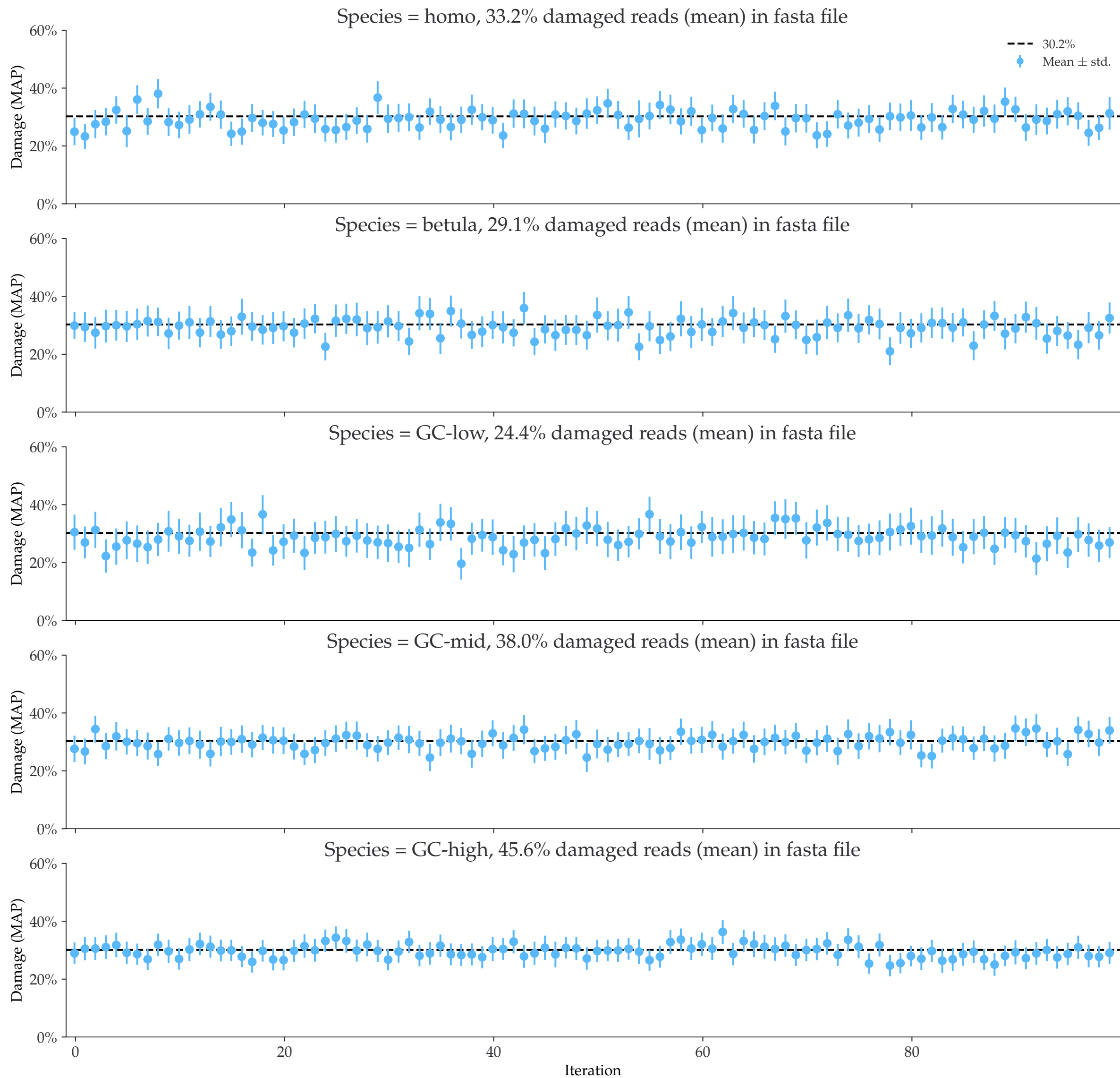
Individual damages:
100 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



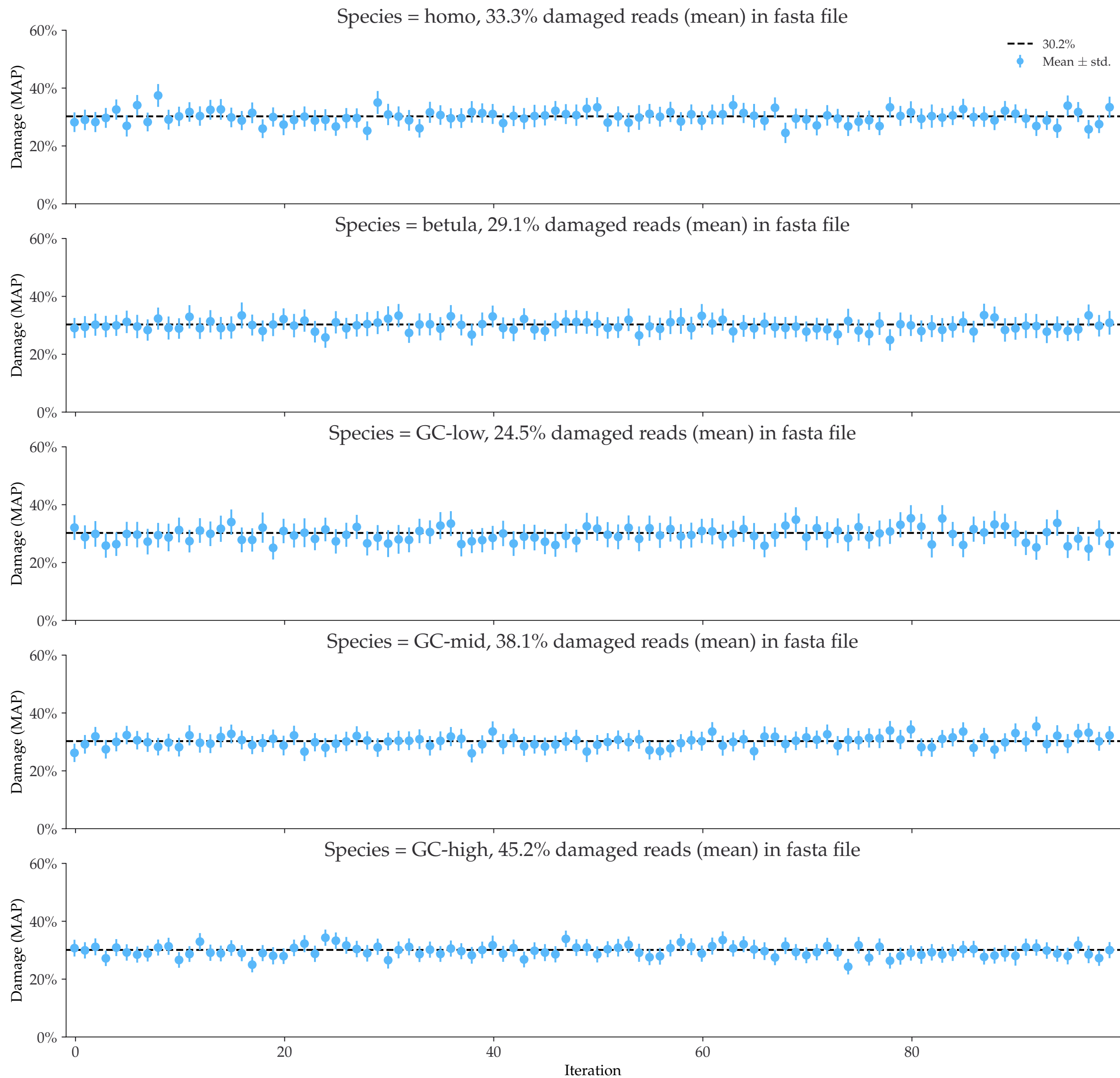
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



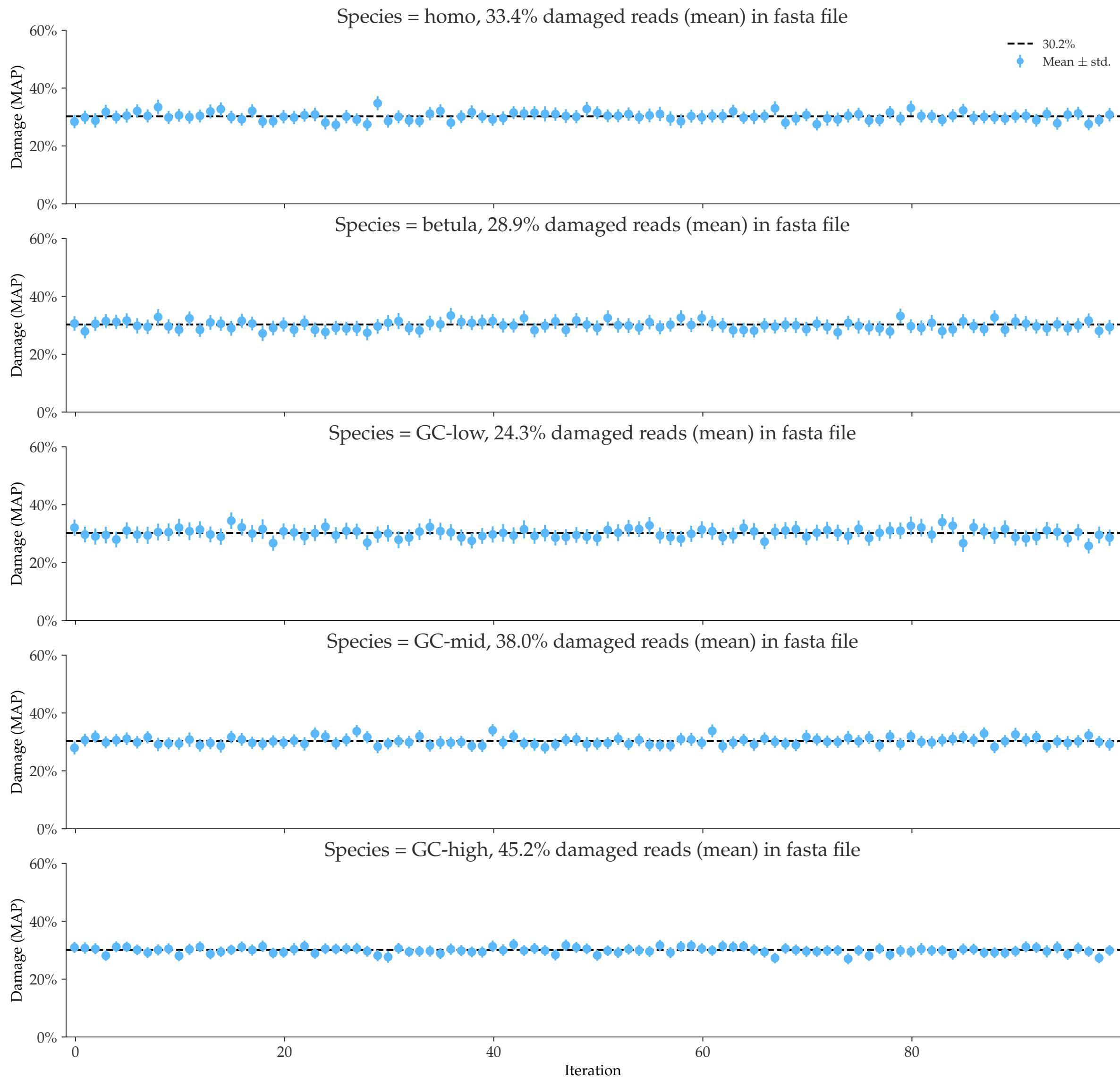
Individual damages:
500 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



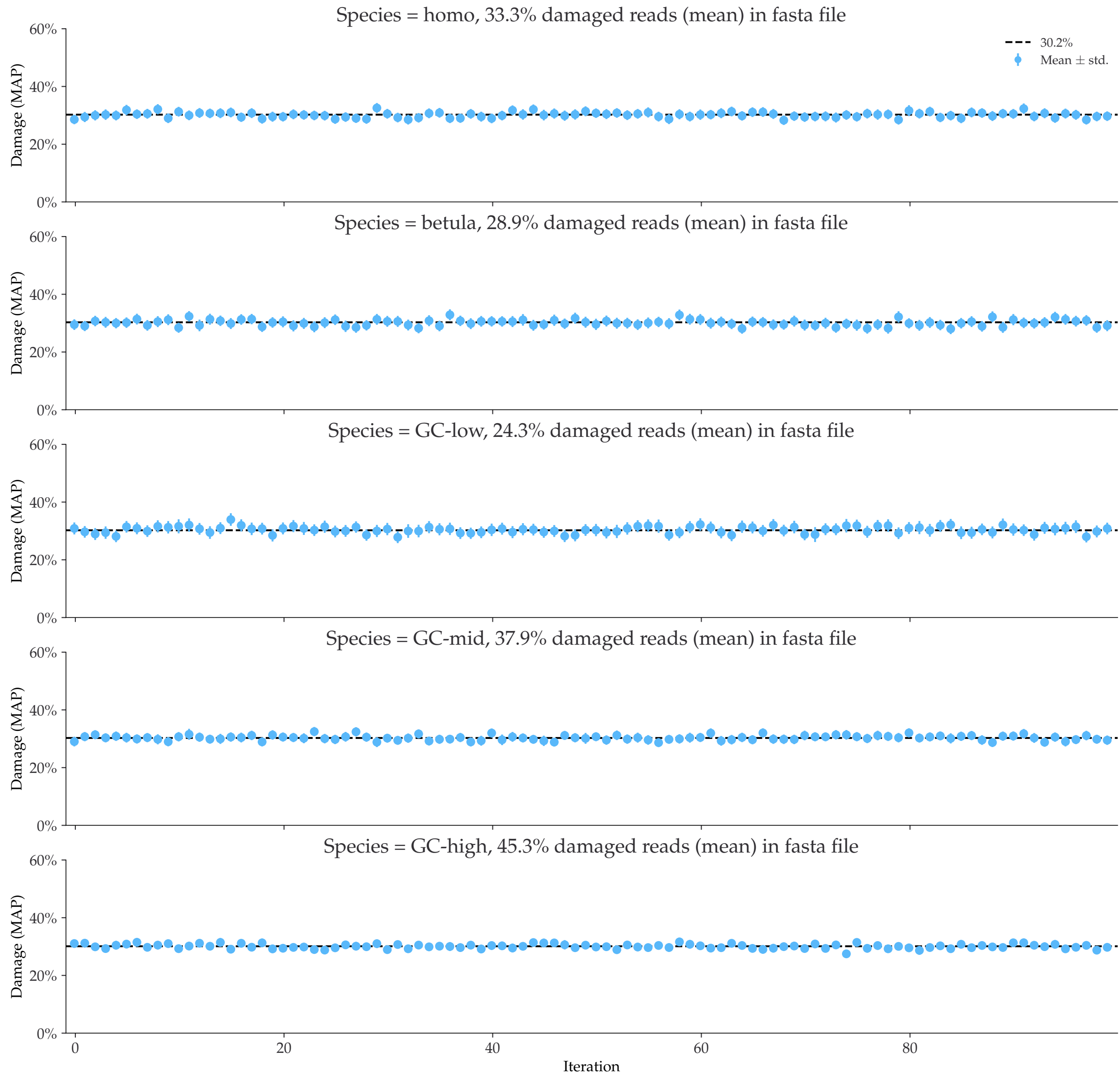
Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



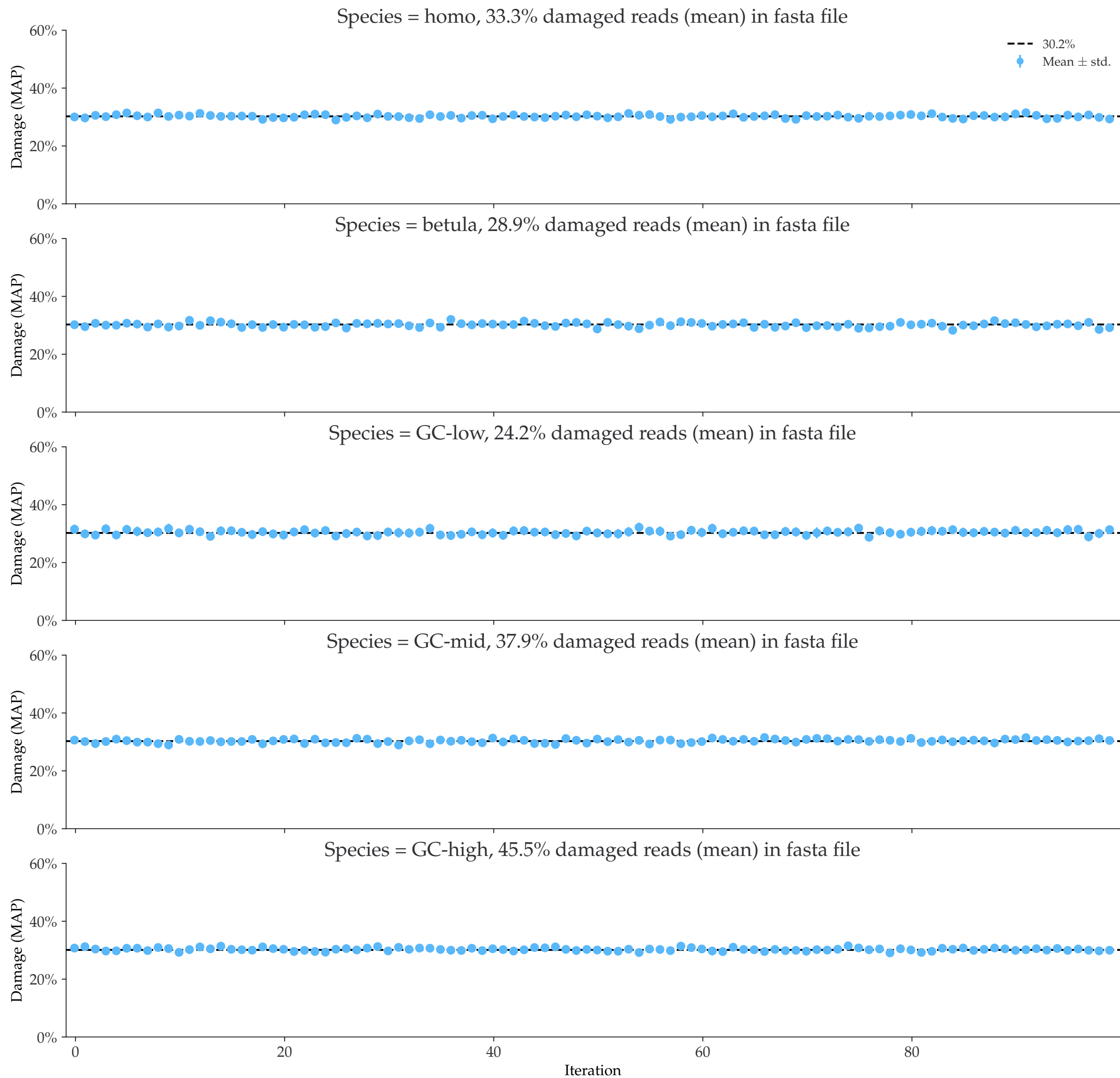
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



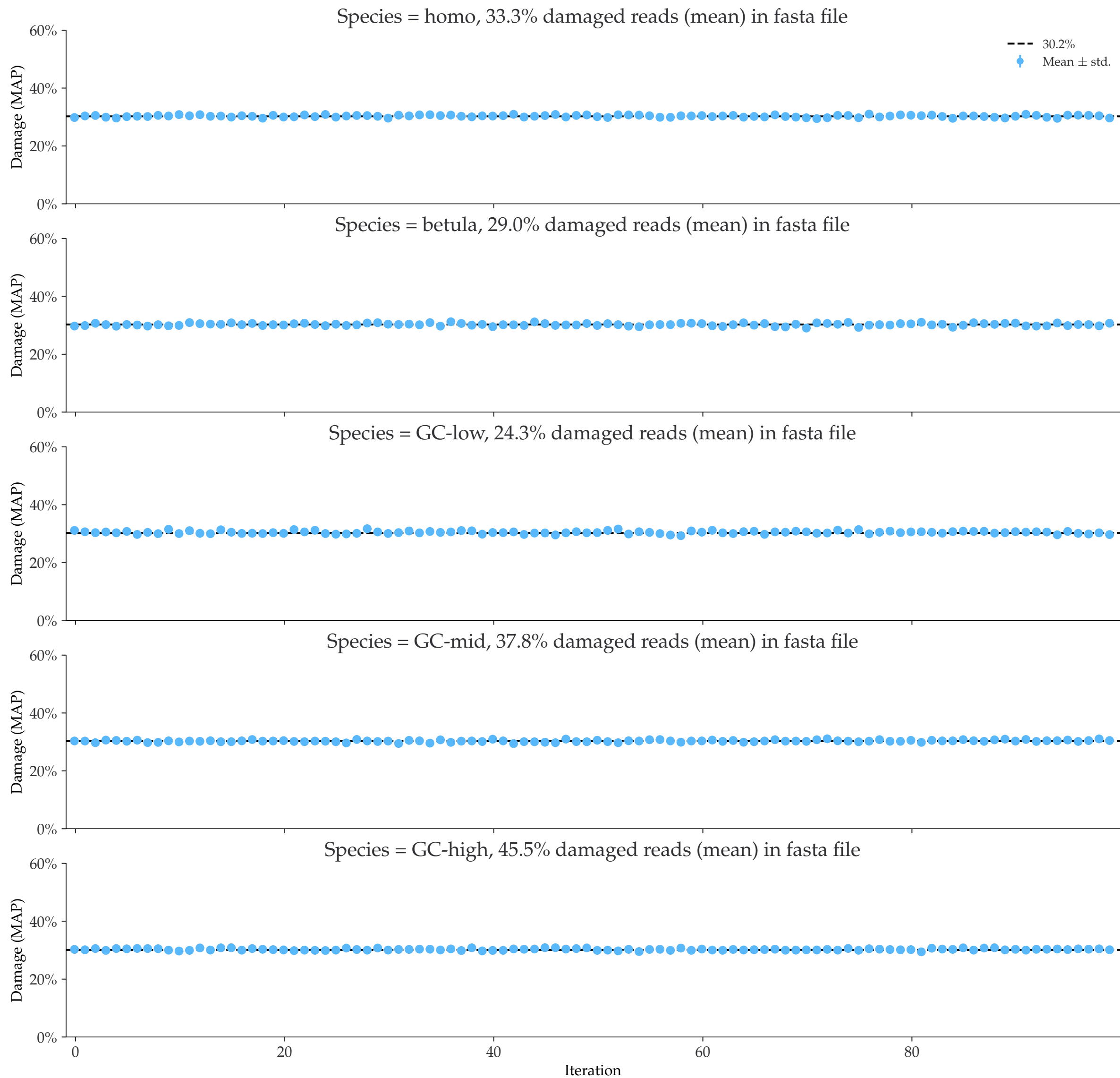
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



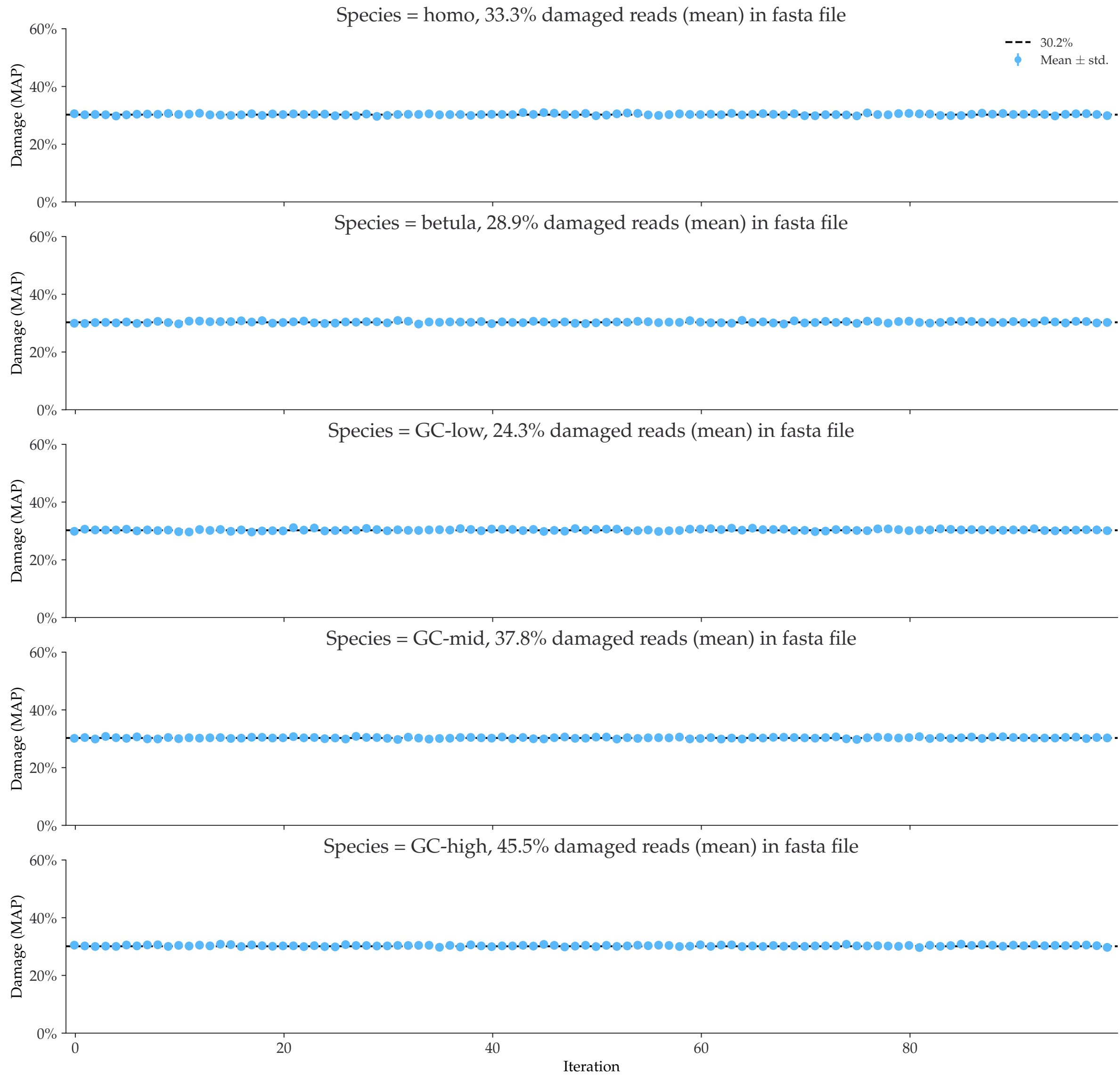
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



Individual damages:
25000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



Individual damages:
50000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



Individual damages:
100000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

