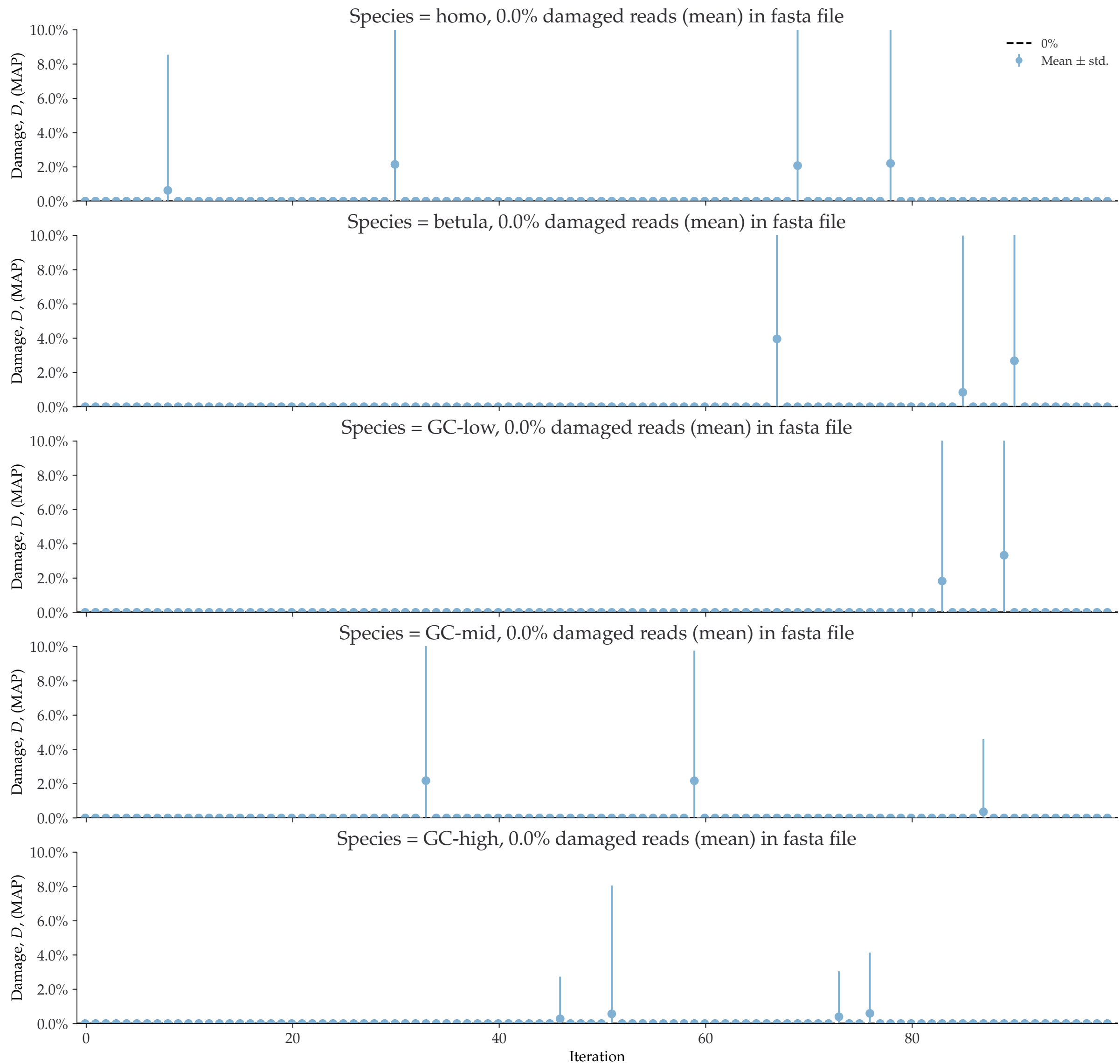
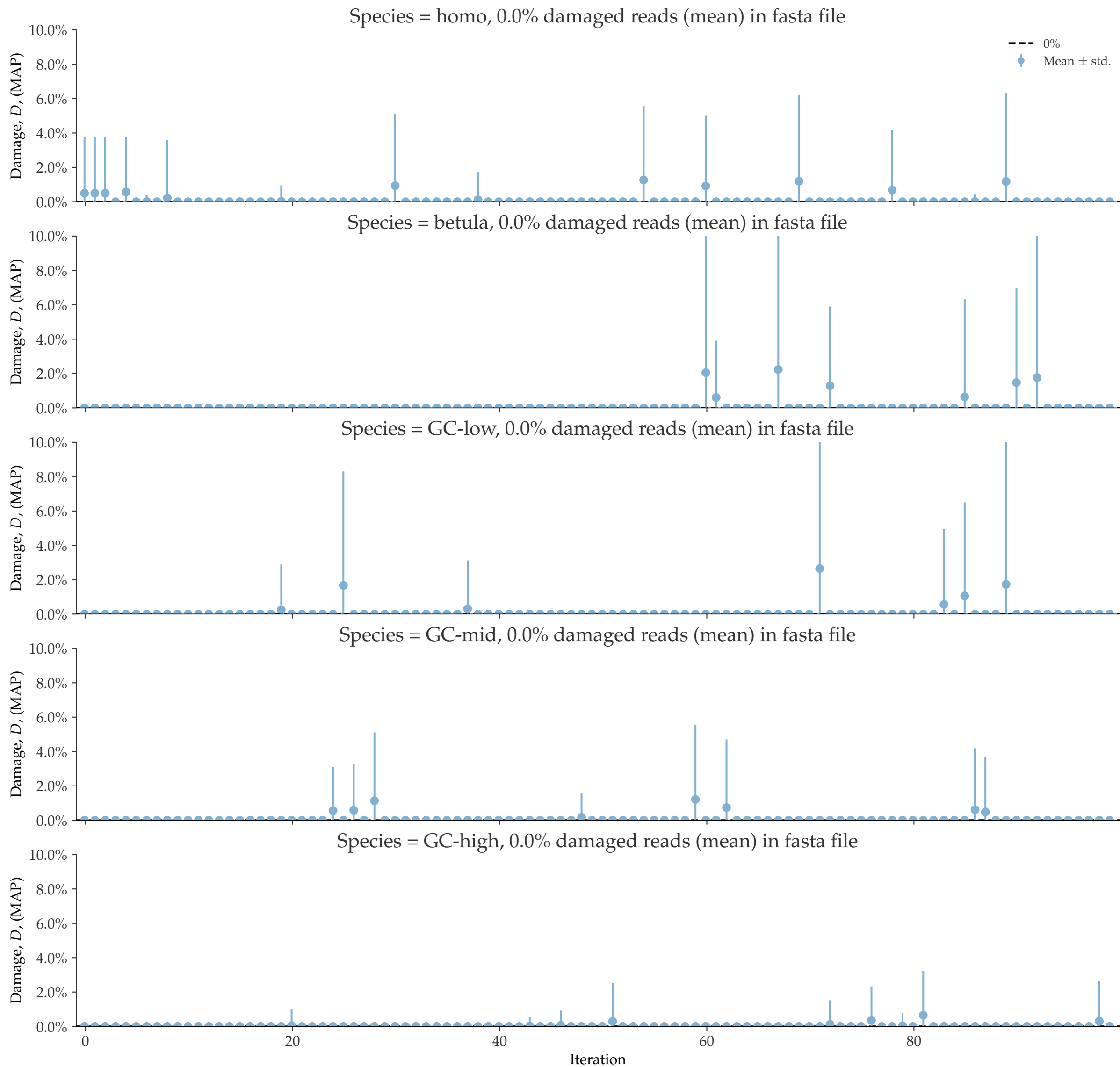


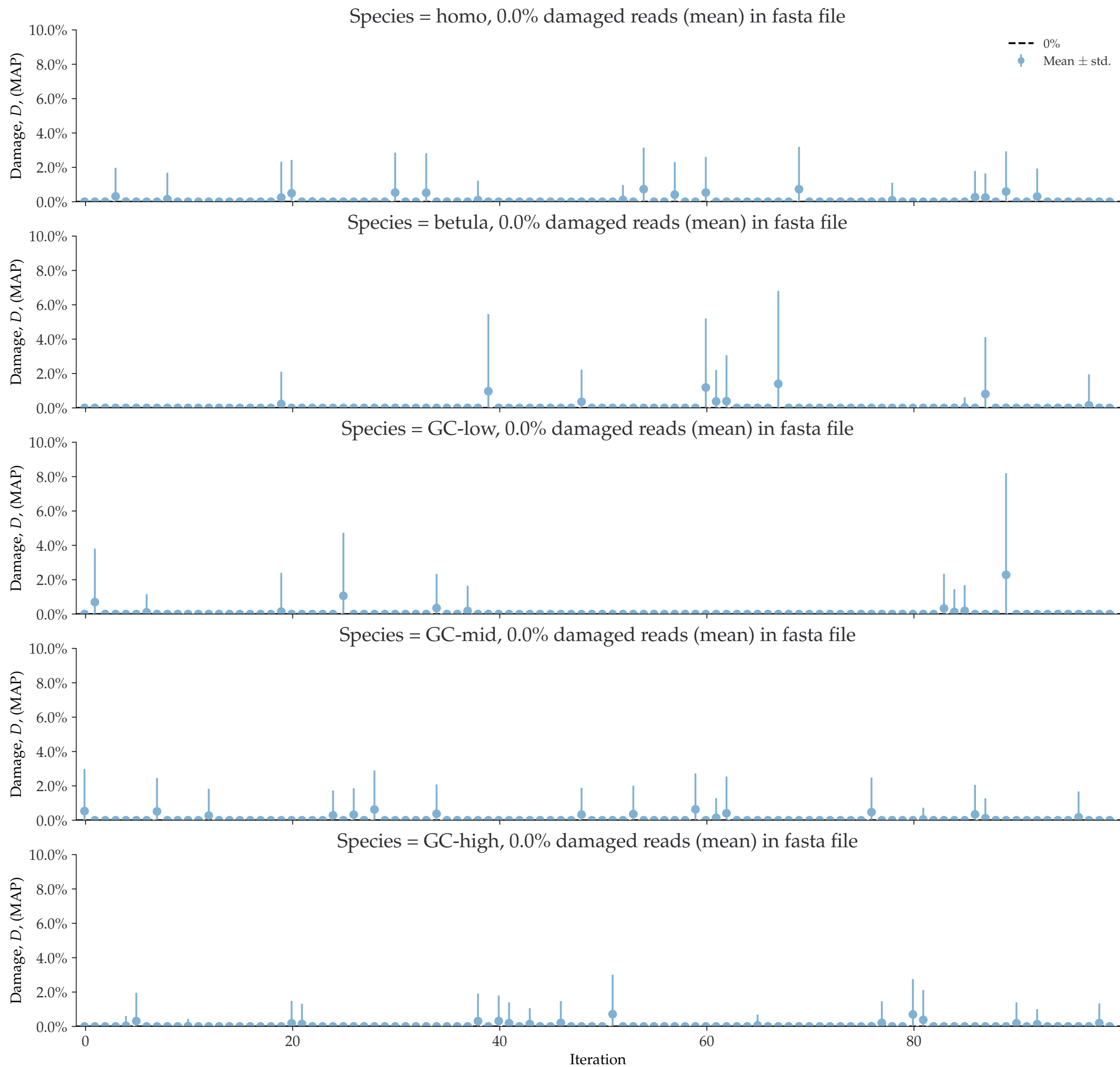
Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



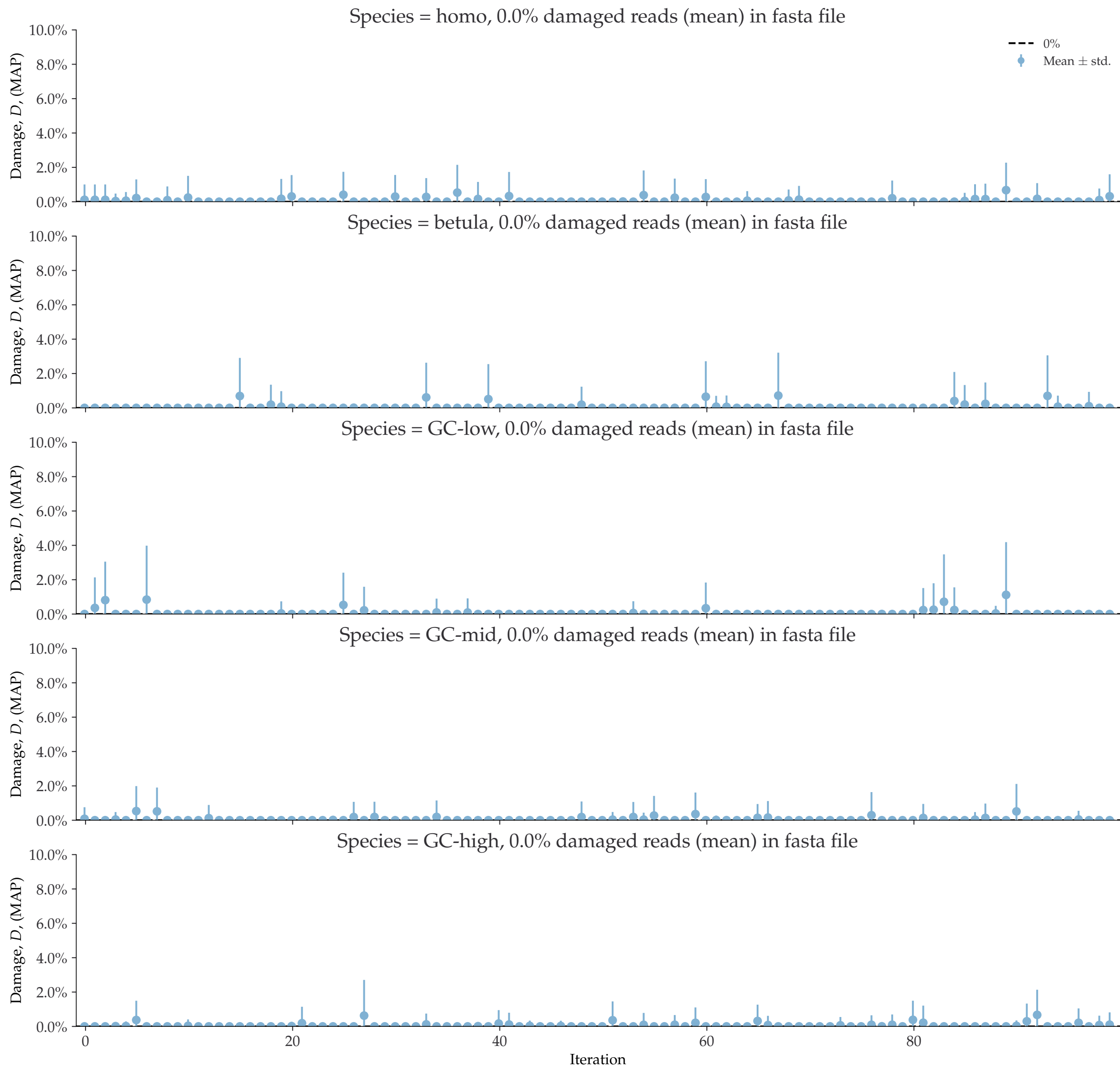
Individual damages:
25 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



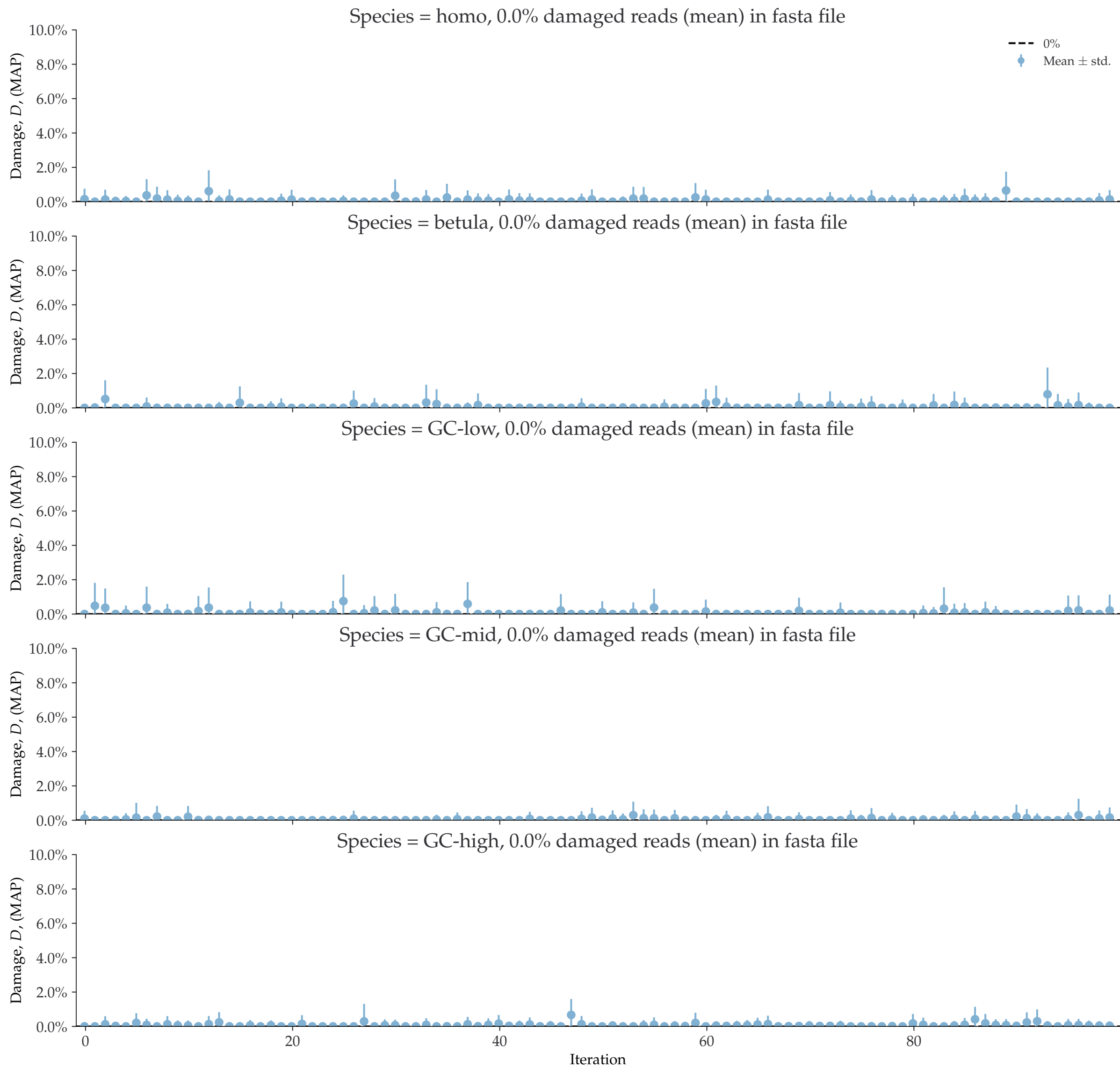
Individual damages:
50 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



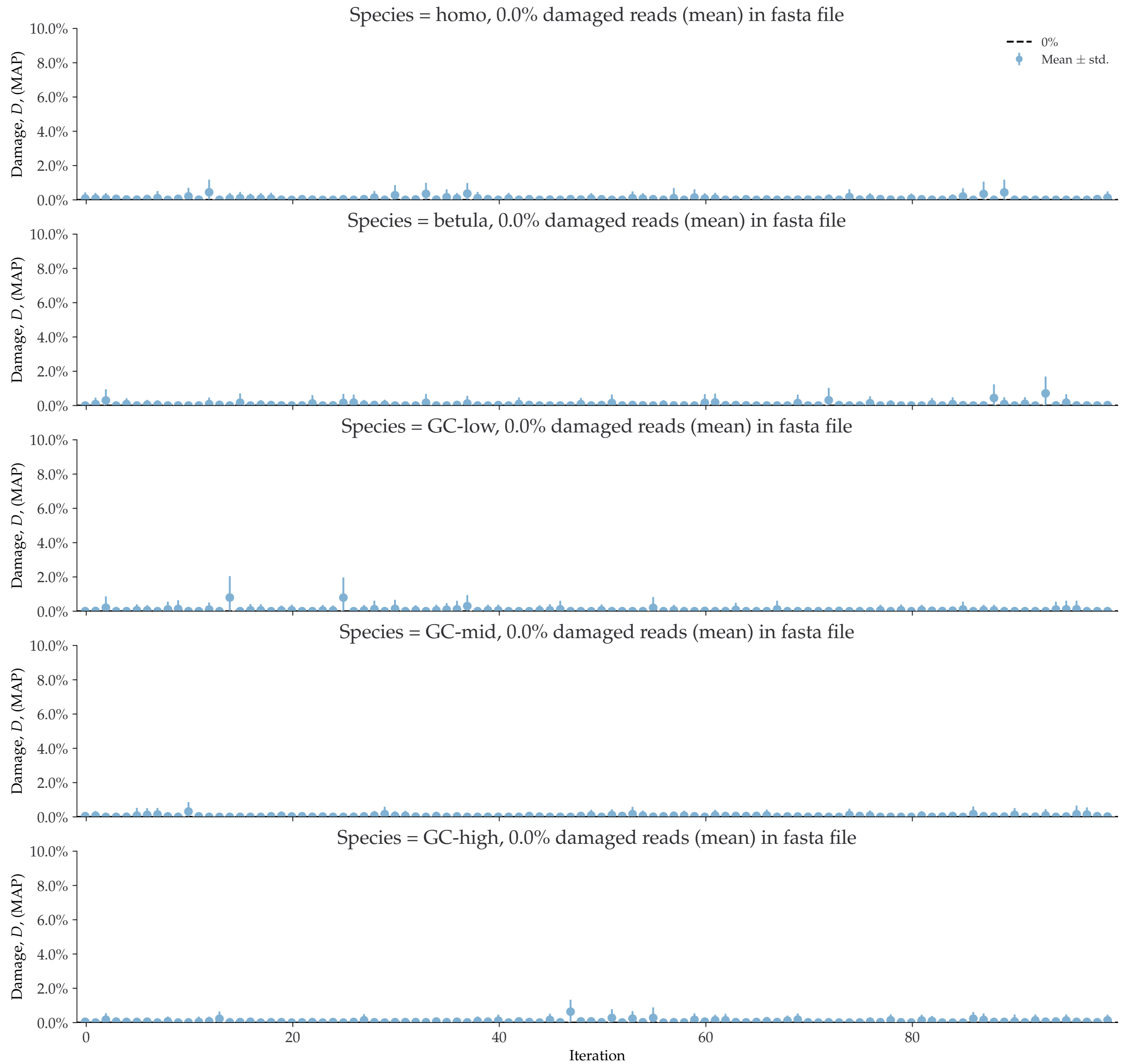
Individual damages:
100 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



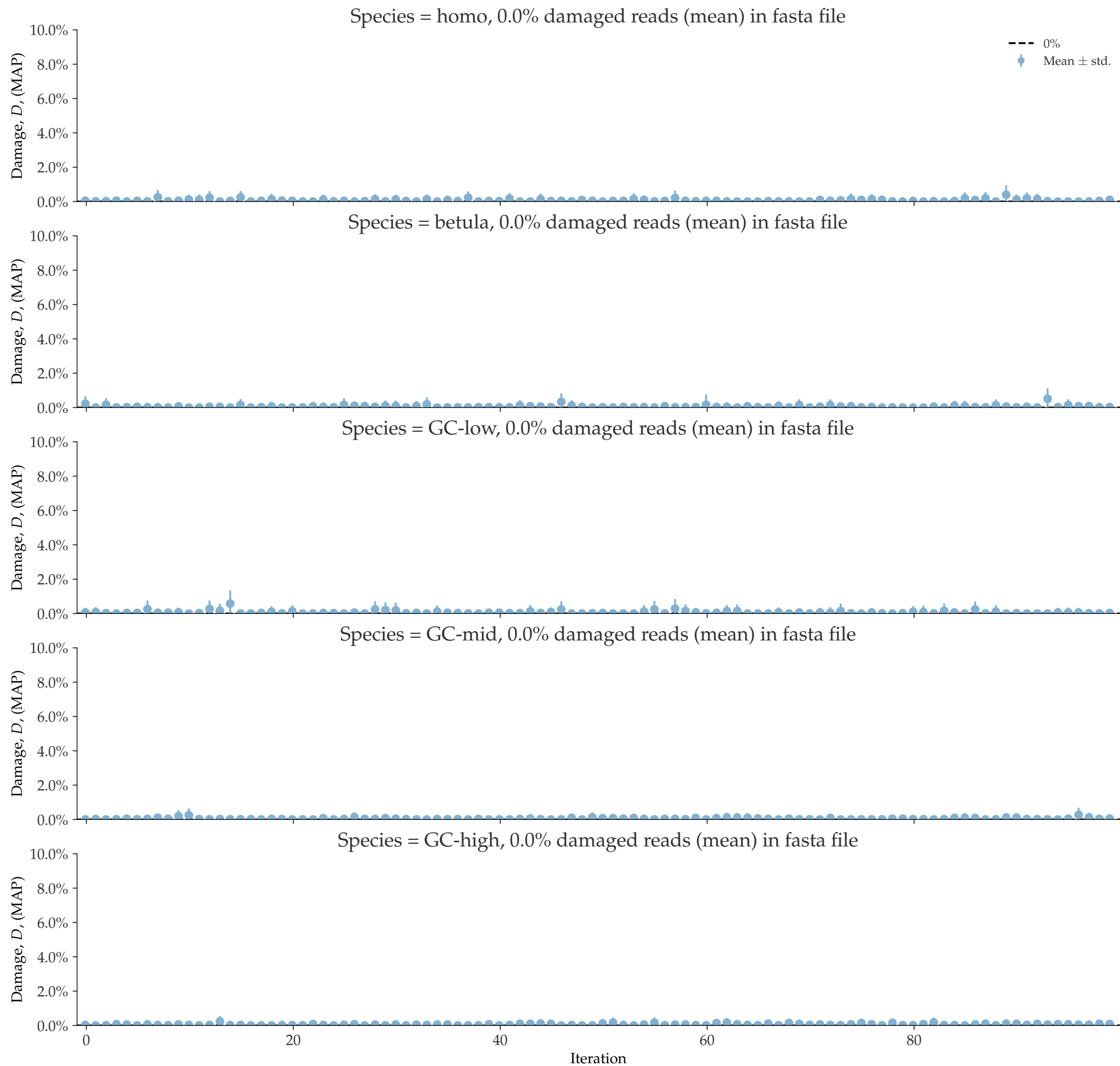
Individual damages:
250 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



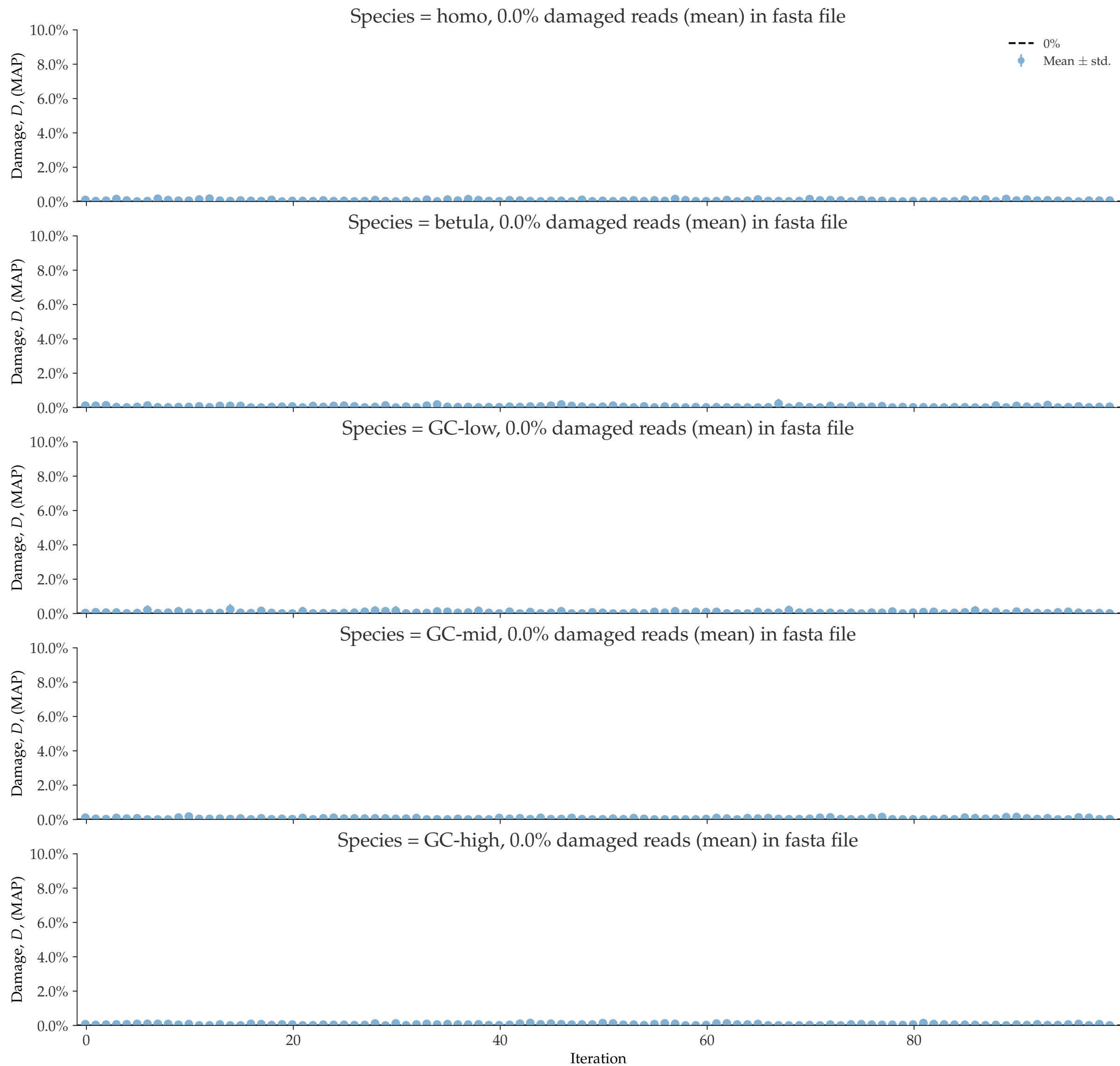
Individual damages:
500 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



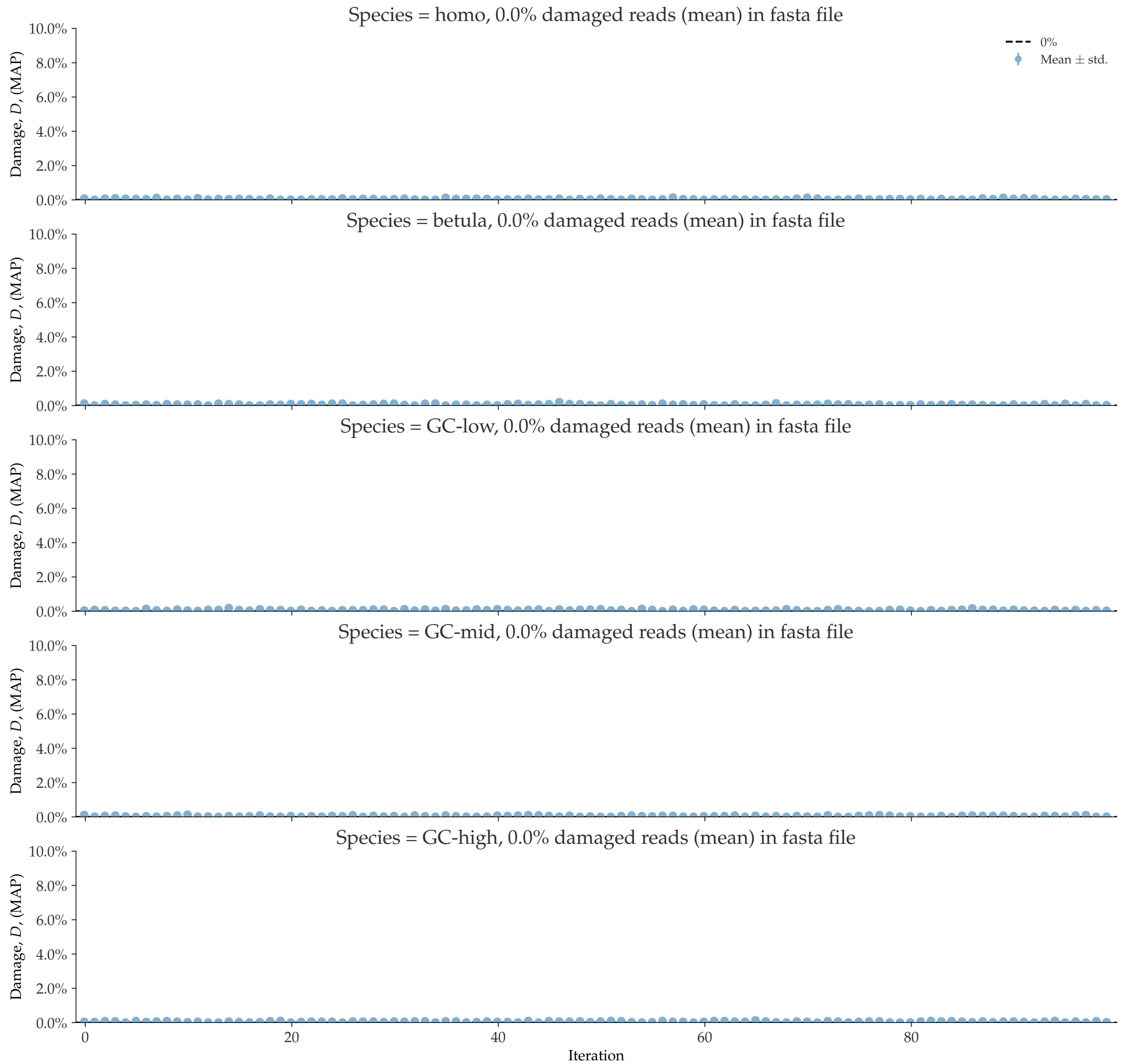
Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



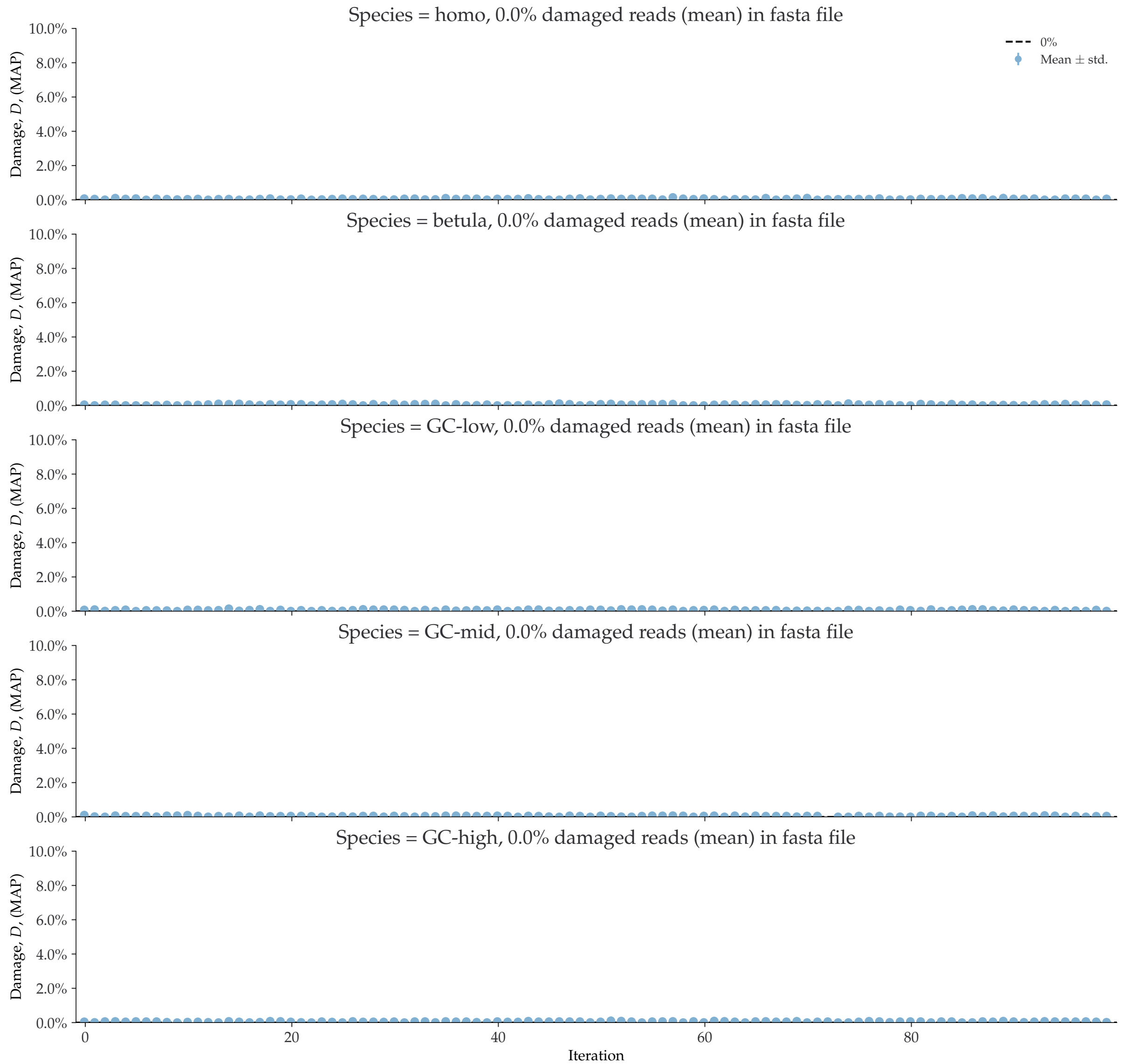
Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



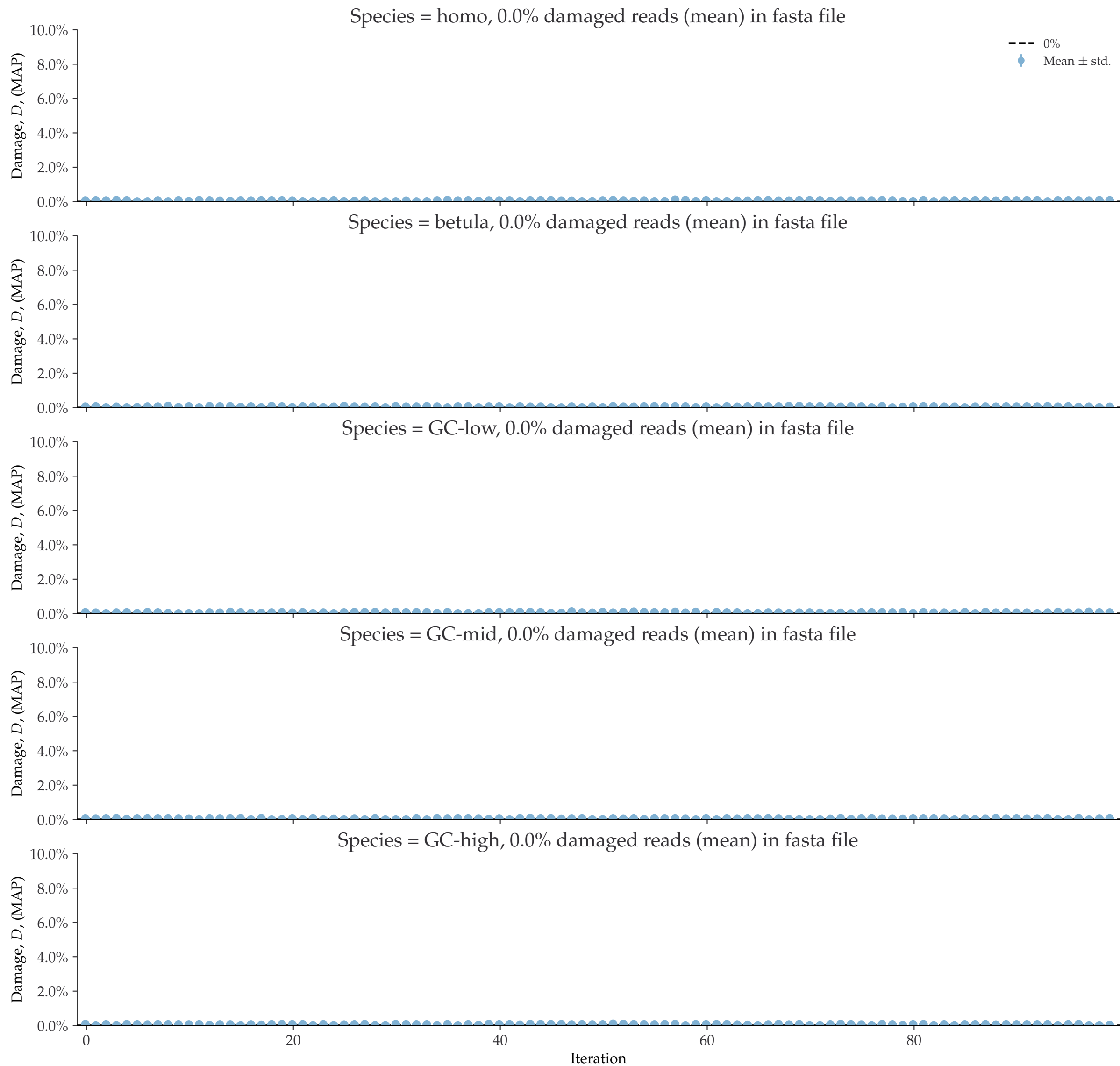
Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



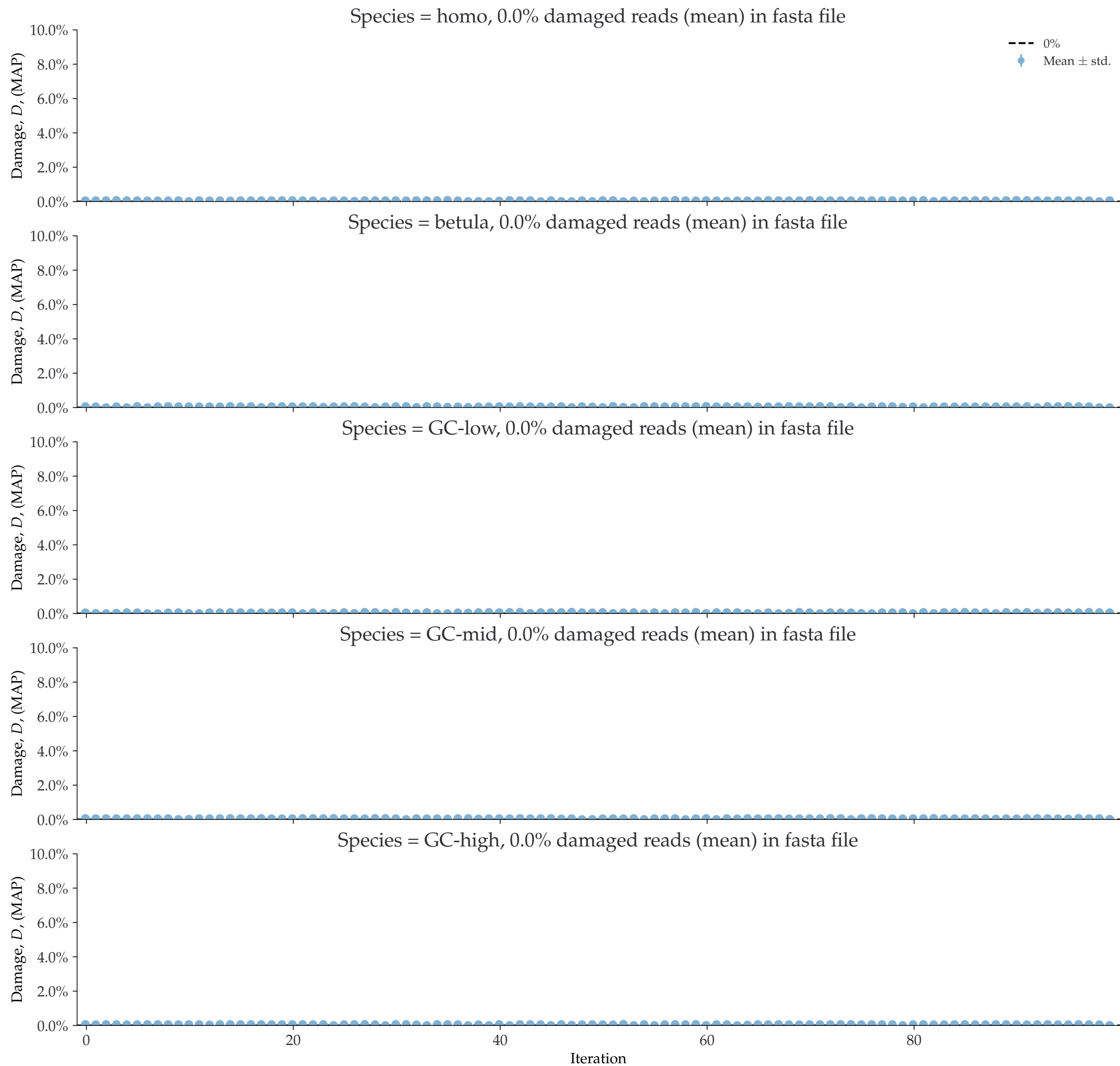
Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



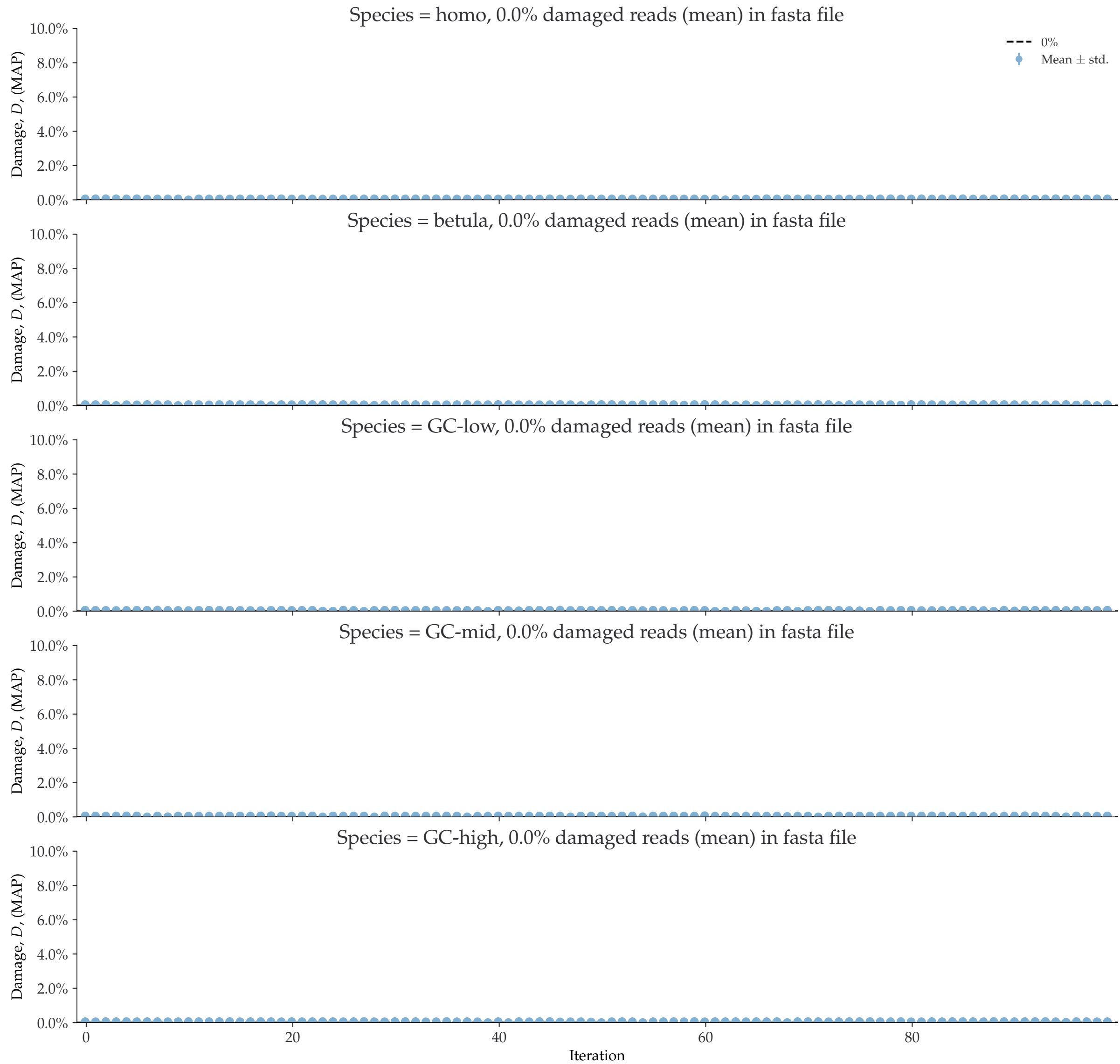
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



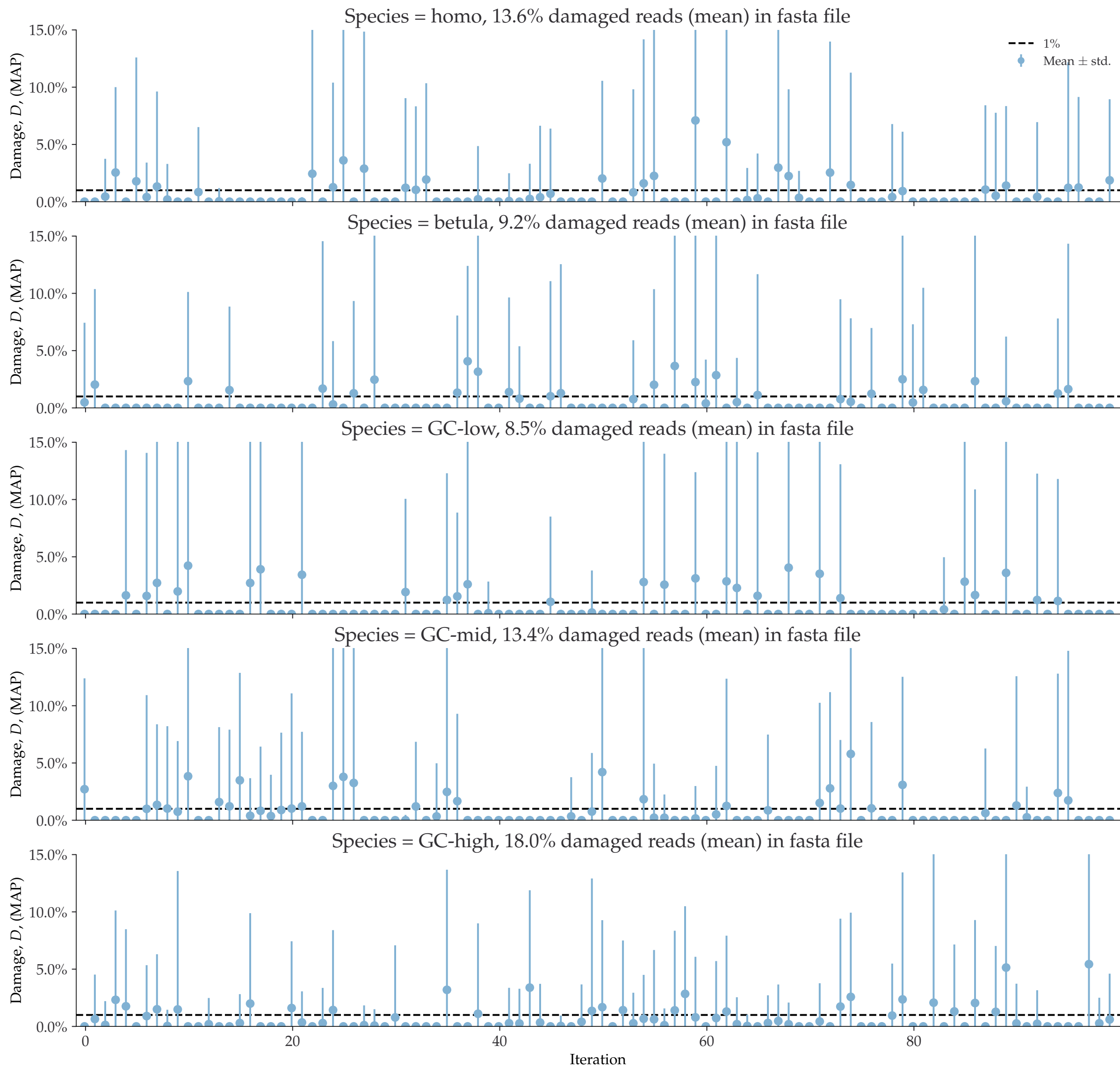
Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



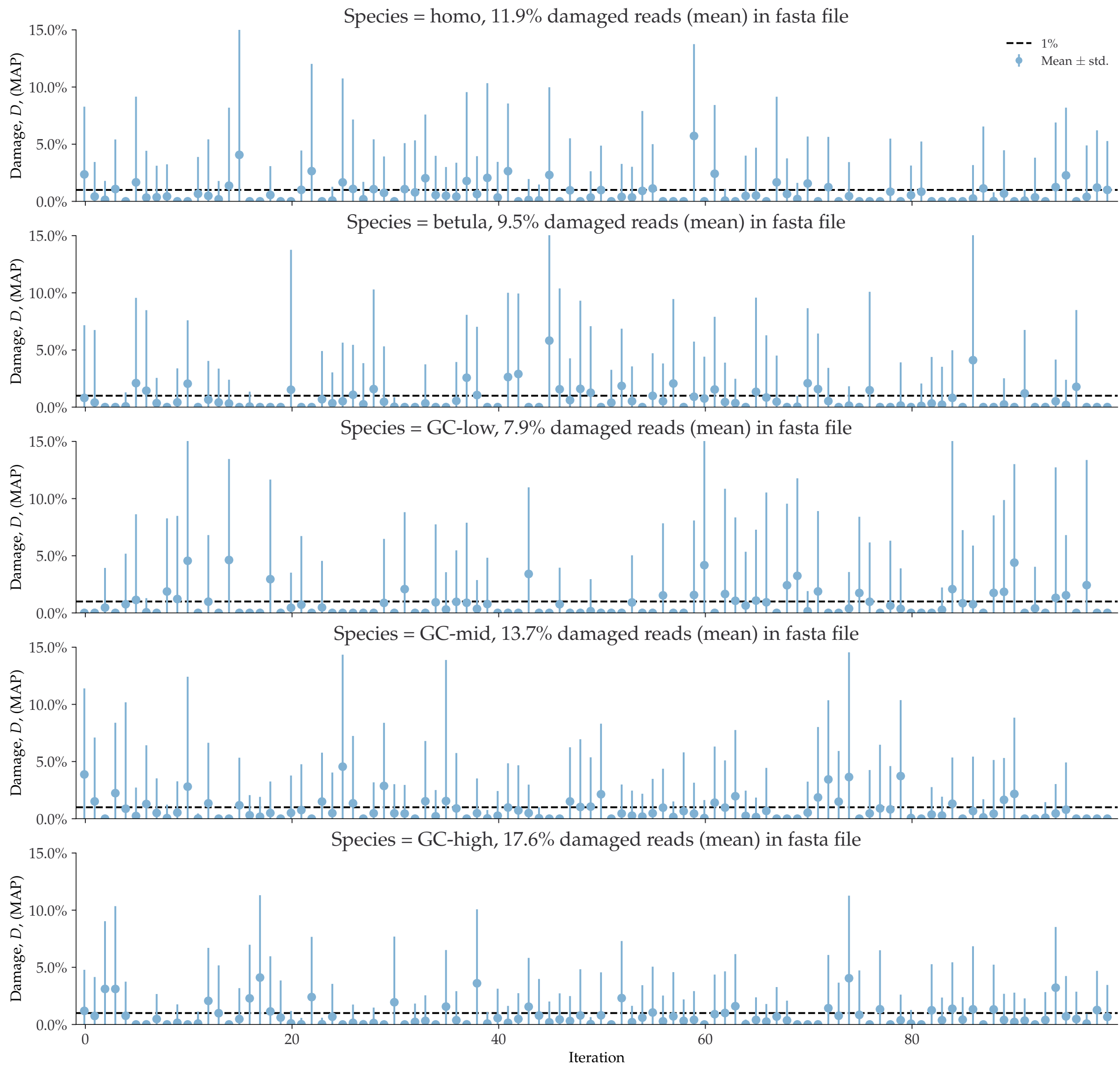
Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%
Damage, D , (MAP)



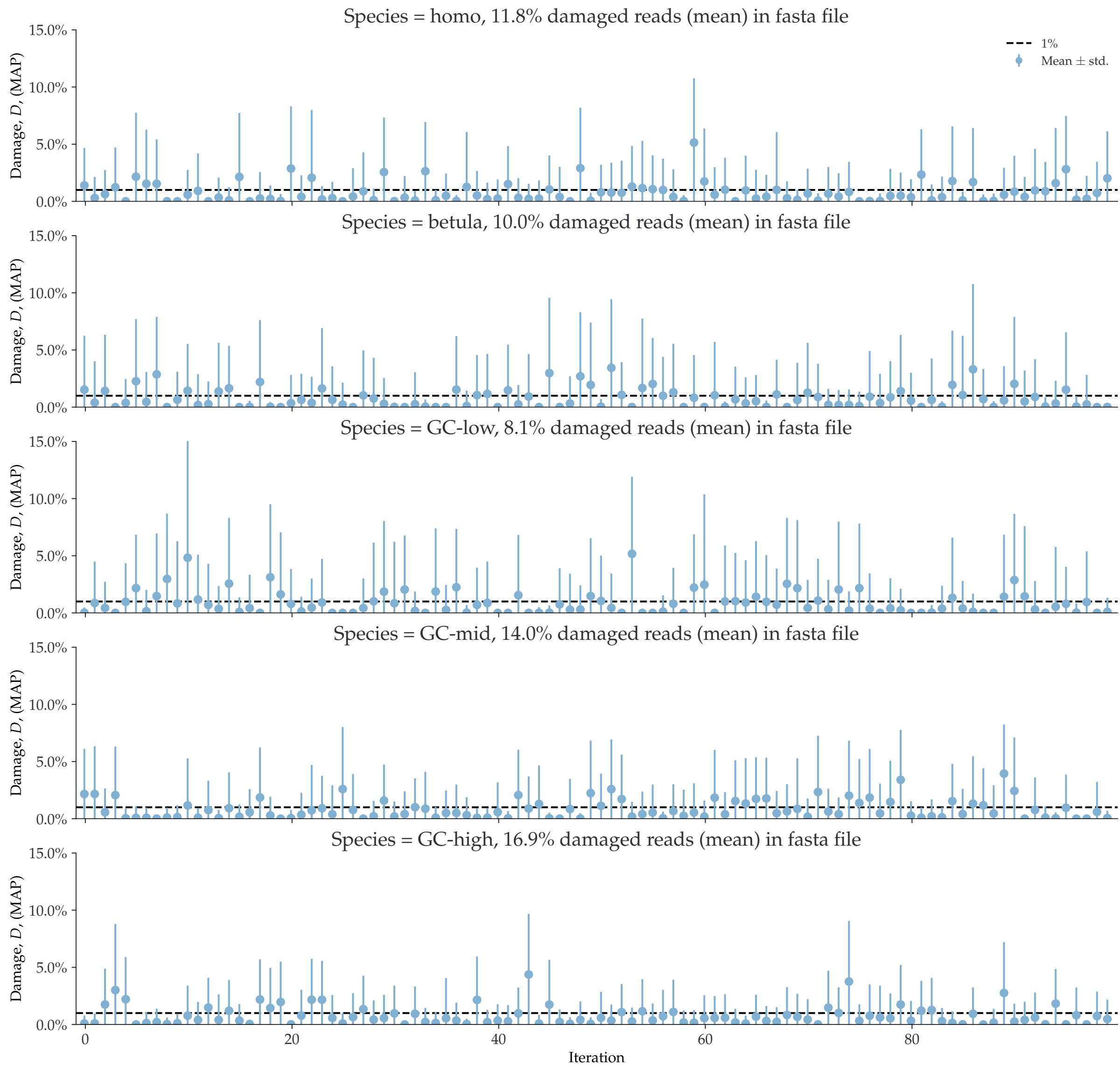
Individual damages:
 10 reads
 Briggs damage = 0.014
 Damage percent = 1%
 Damage, D , (MAP)



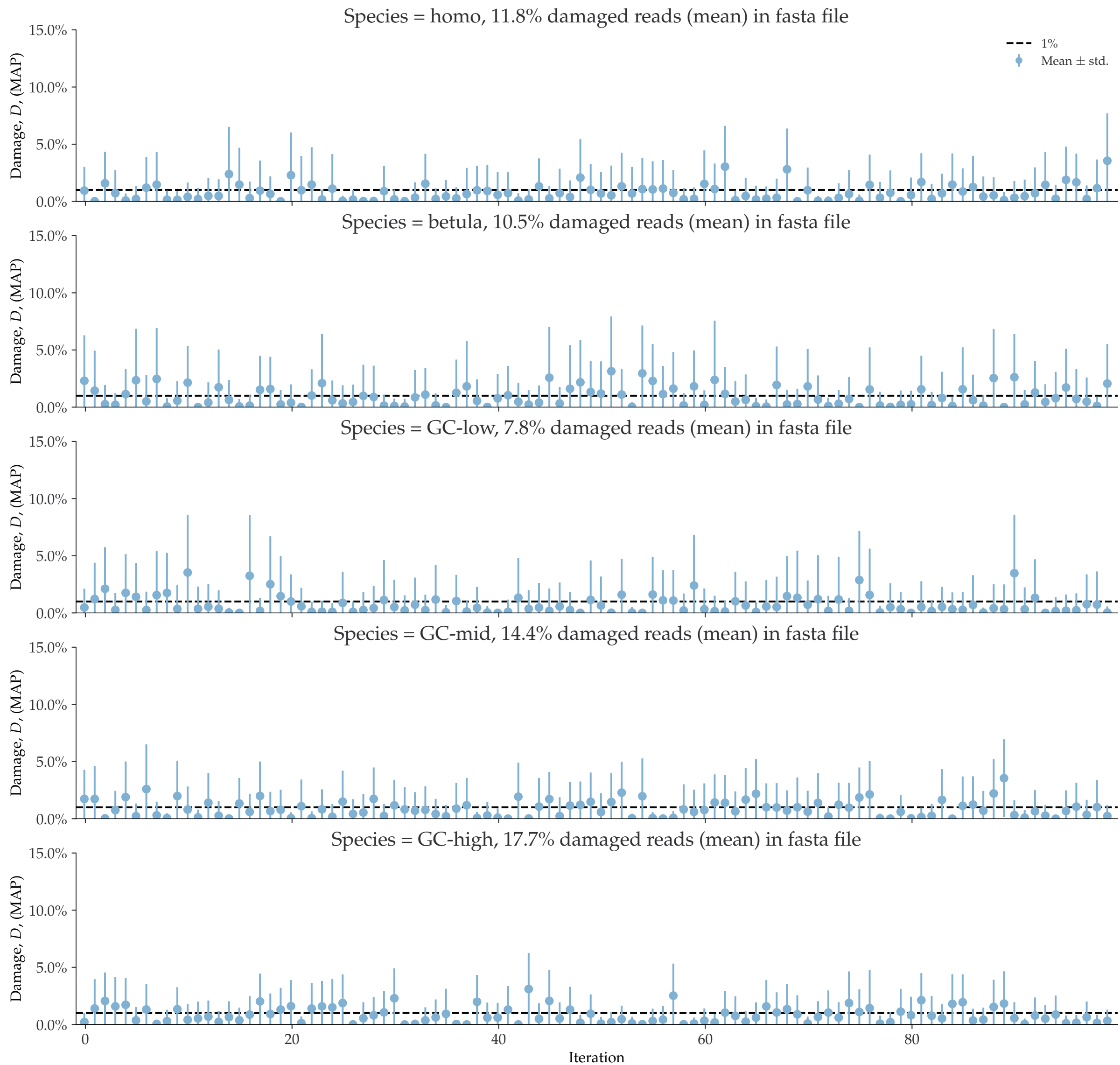
Individual damages:
 25 reads
 Briggs damage = 0.014
 Damage percent = 1%
 Damage, D , (MAP)



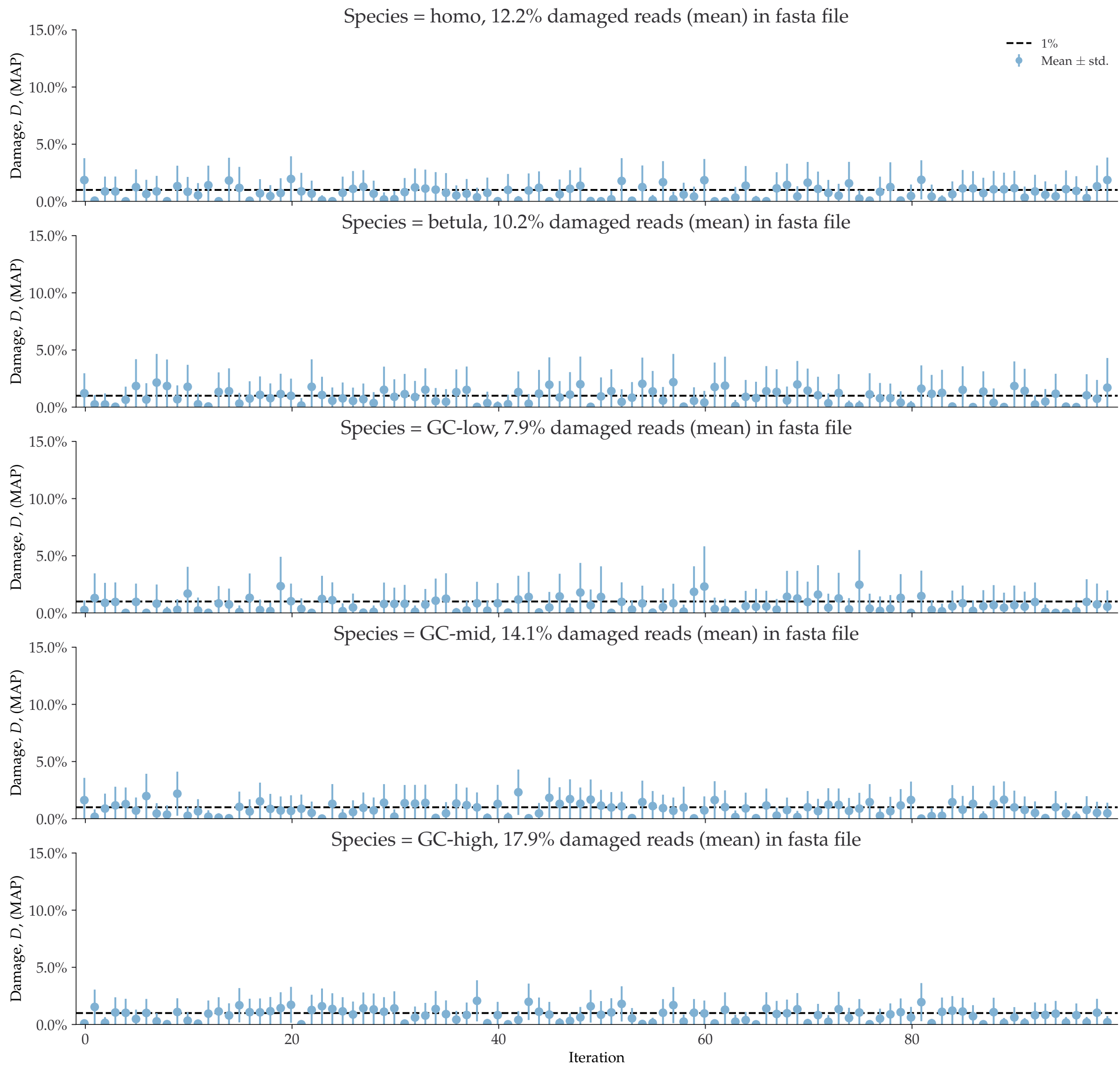
Individual damages:
 50 reads
 Briggs damage = 0.014
 Damage percent = 1%
 Damage, D , (MAP)



Individual damages:
 100 reads
 Briggs damage = 0.014
 Damage percent = 1%
 Damage, D , (MAP)

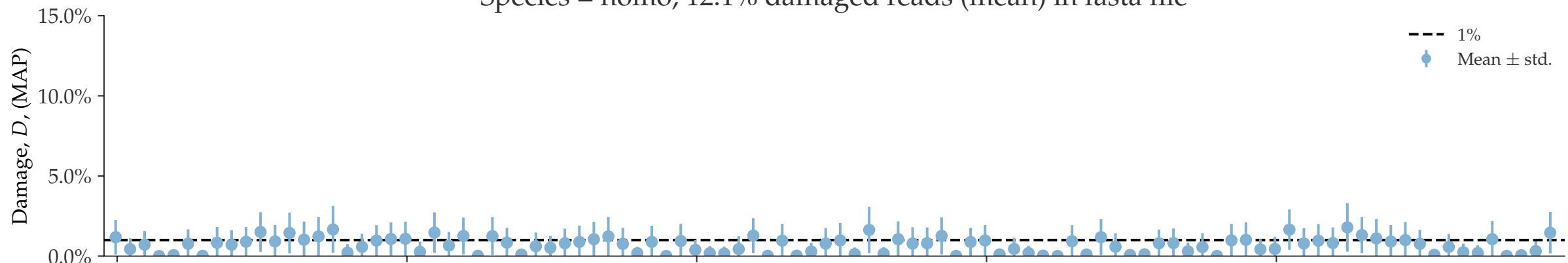


Individual damages:
 250 reads
 Briggs damage = 0.014
 Damage percent = 1%
 Damage, D , (MAP)

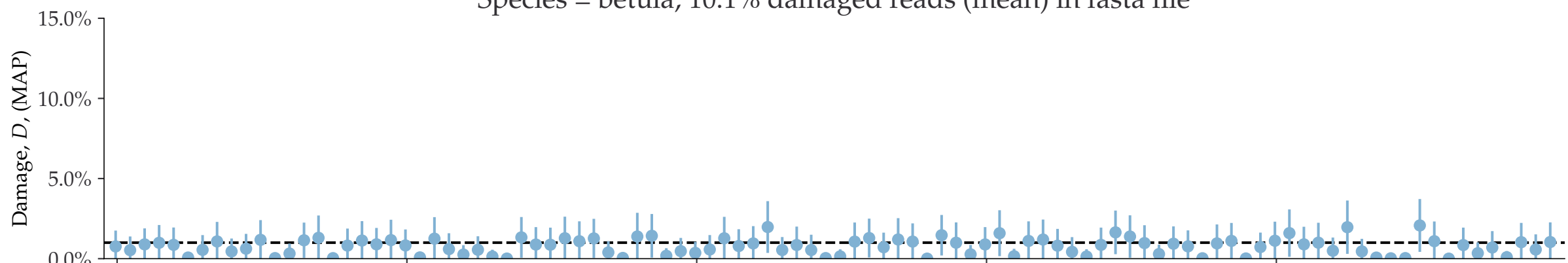


Individual damages:
 500 reads
 Briggs damage = 0.014
 Damage percent = 1%
 Damage, D , (MAP)

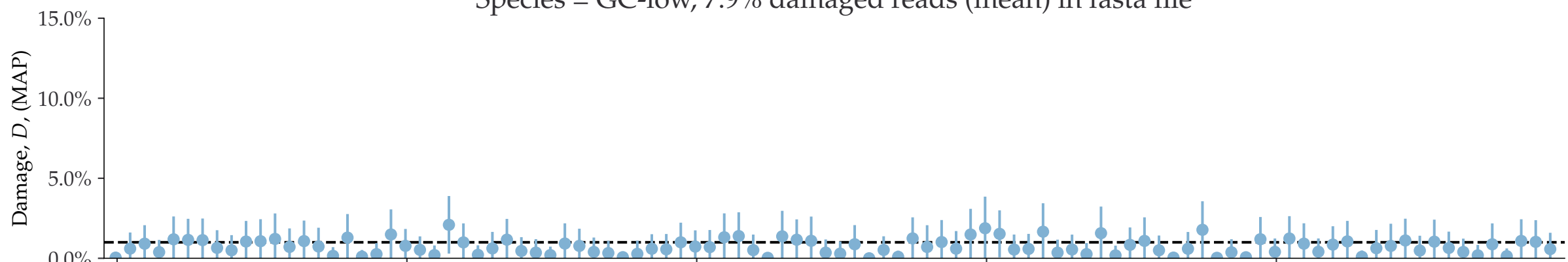
Species = homo, 12.1% damaged reads (mean) in fasta file



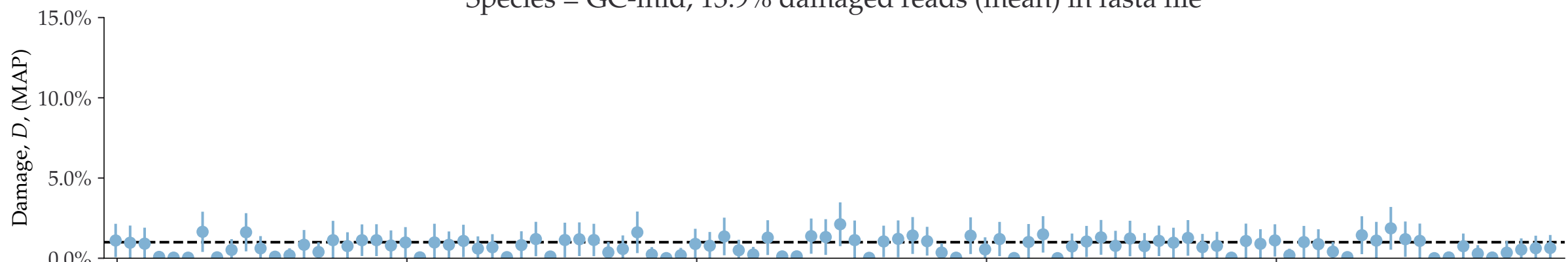
Species = betula, 10.1% damaged reads (mean) in fasta file



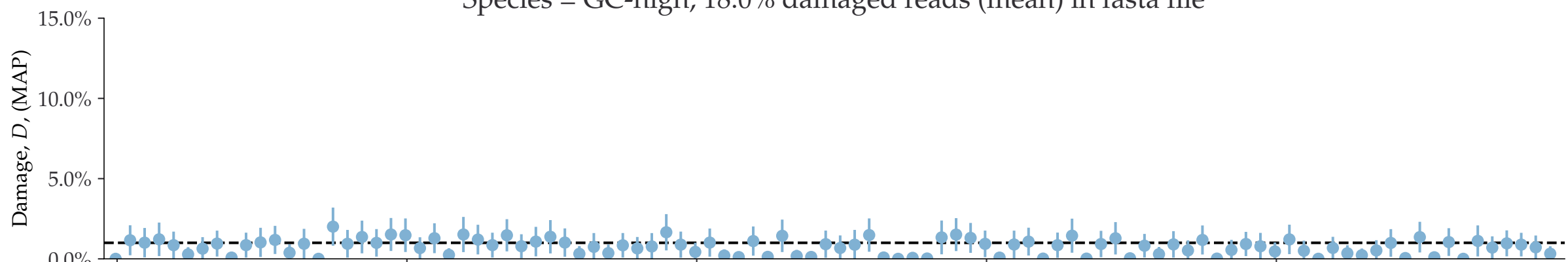
Species = GC-low, 7.9% damaged reads (mean) in fasta file



Species = GC-mid, 13.9% damaged reads (mean) in fasta file

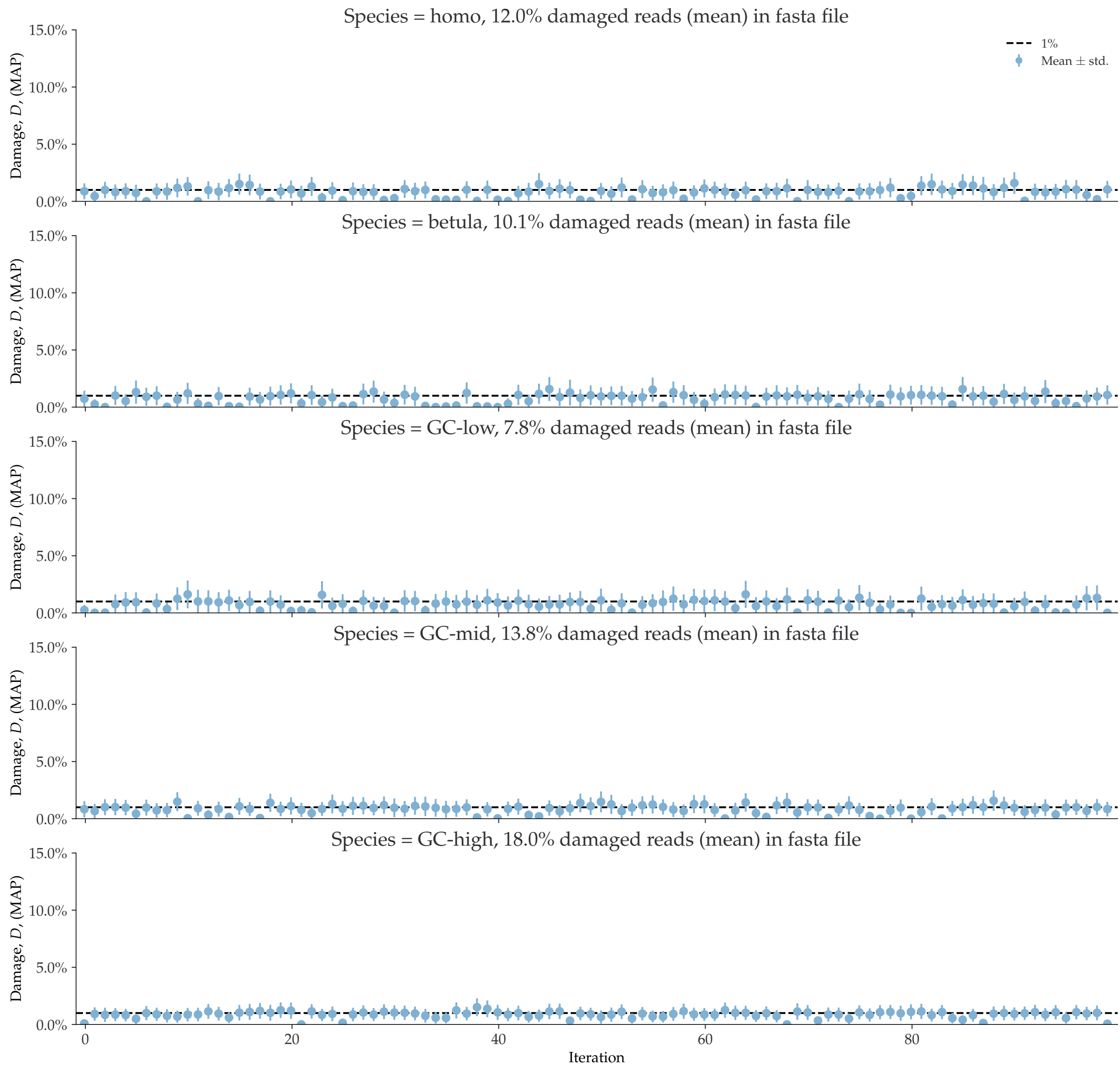


Species = GC-high, 18.0% damaged reads (mean) in fasta file

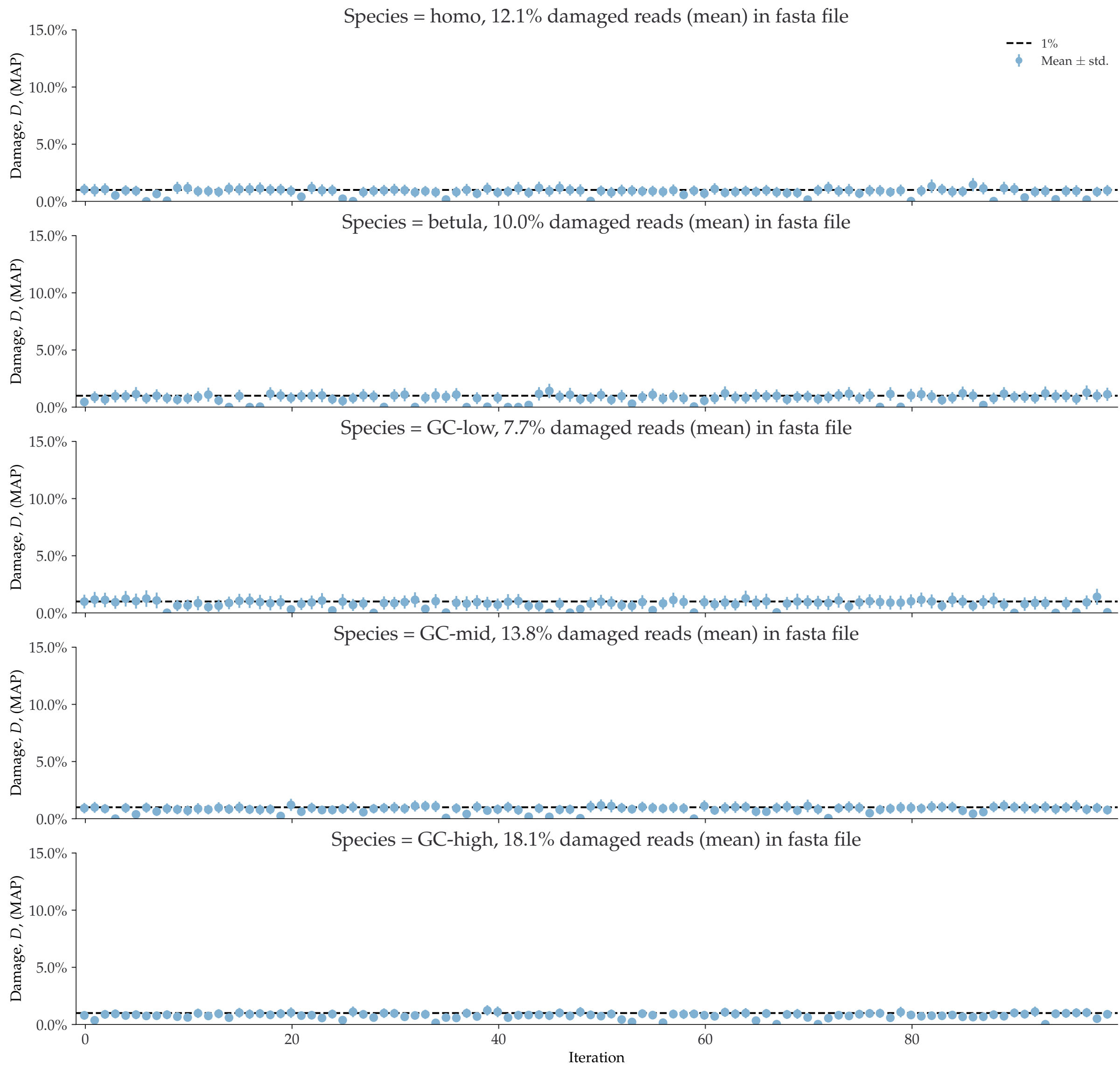


Iteration

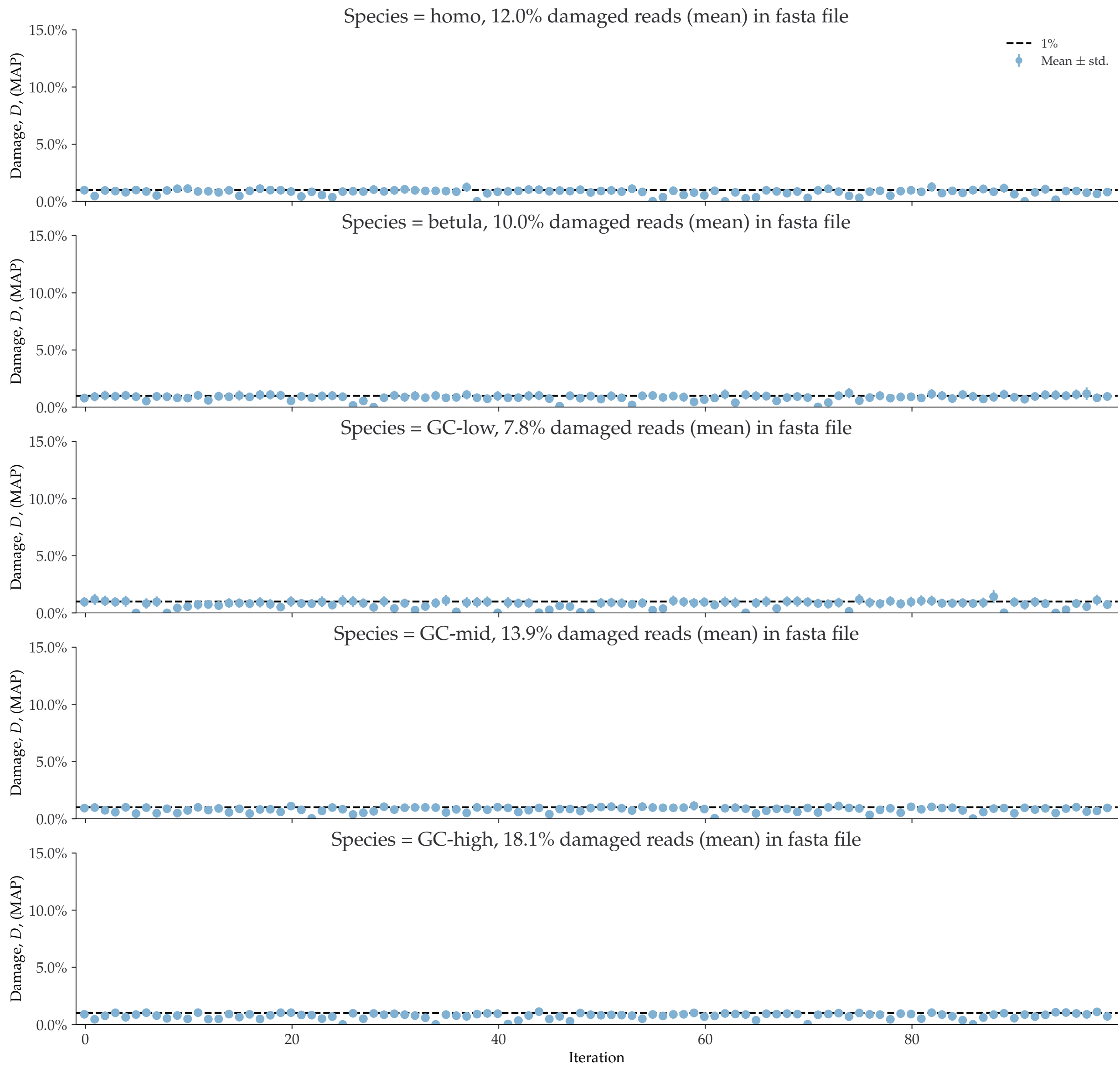
Individual damages:
 1000 reads
 Briggs damage = 0.014
 Damage percent = 1%
 Damage, D , (MAP)



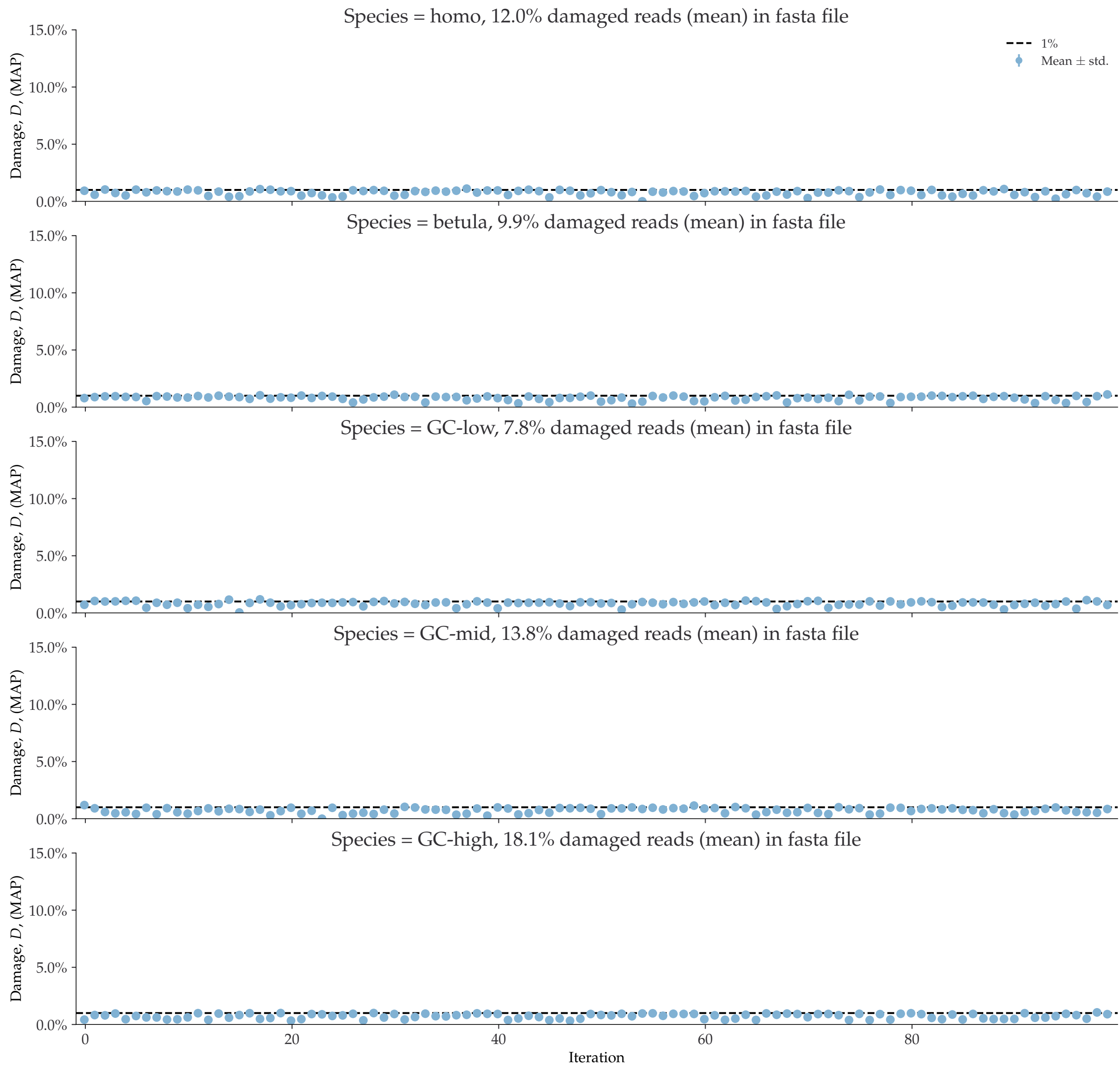
Individual damages:
2500 reads
Briggs damage = 0.014
Damage percent = 1%
Damage, D , (MAP)



Individual damages:
5000 reads
Briggs damage = 0.014
Damage percent = 1%
Damage, D , (MAP)



Individual damages:
10000 reads
Briggs damage = 0.014
Damage percent = 1%
Damage, D , (MAP)



Individual damages:
25000 reads
Briggs damage = 0.014
Damage percent = 1%
Damage, D , (MAP)



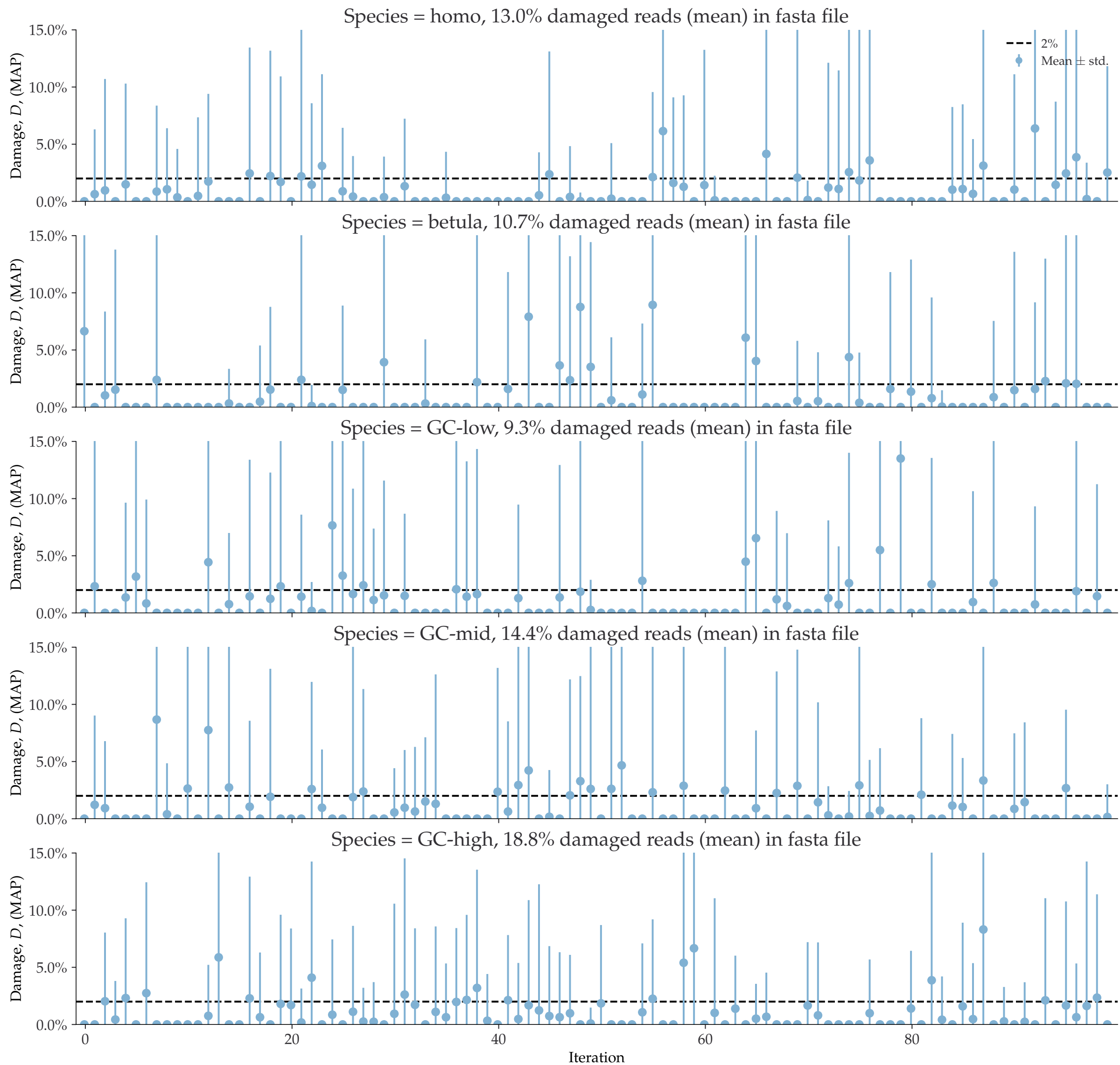
Individual damages:
50000 reads
Briggs damage = 0.014
Damage percent = 1%
Damage, D , (MAP)



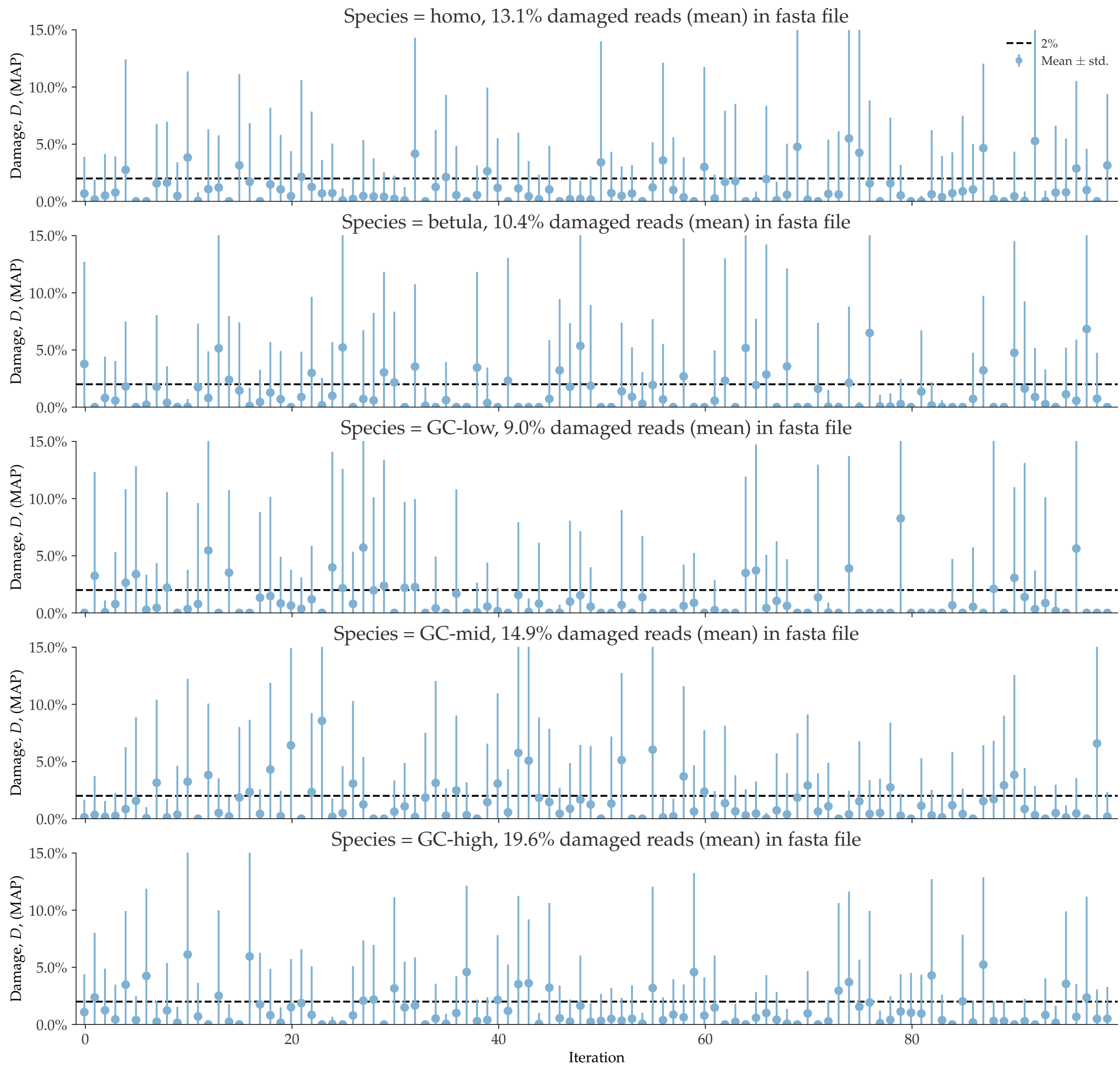
Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent = 1%
Damage, D , (MAP)



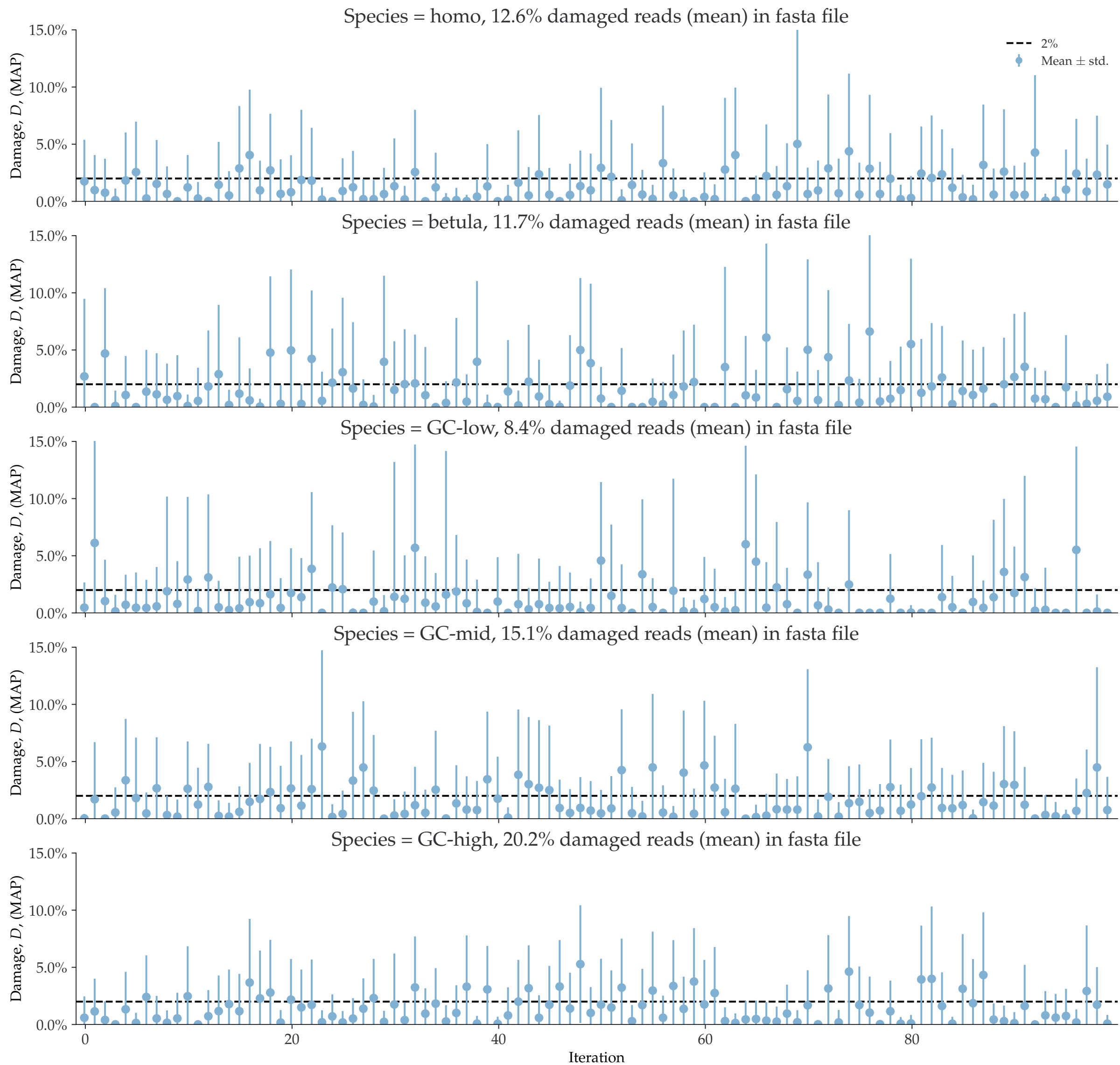
Individual damages:
 10 reads
 Briggs damage = 0.047
 Damage percent = 2%
 Damage, D , (MAP)



Individual damages:
 25 reads
 Briggs damage = 0.047
 Damage percent = 2%
 Damage, D , (MAP)

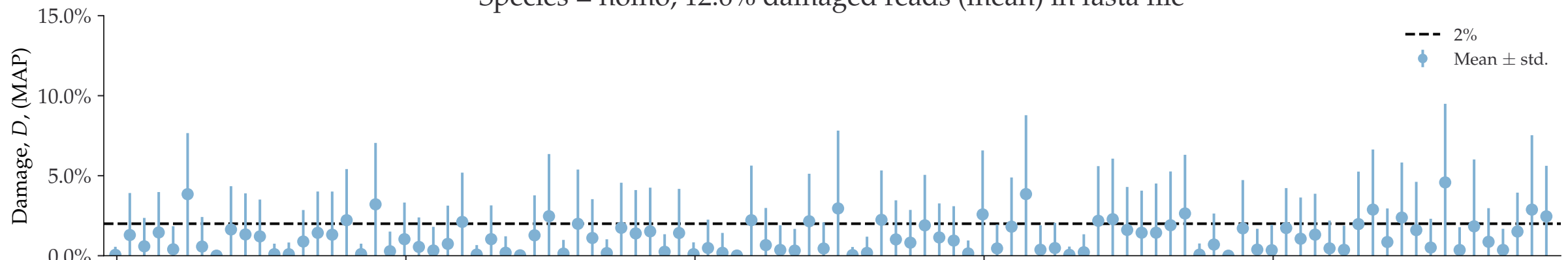


Individual damages:
 50 reads
 Briggs damage = 0.047
 Damage percent = 2%
 Damage, D , (MAP)

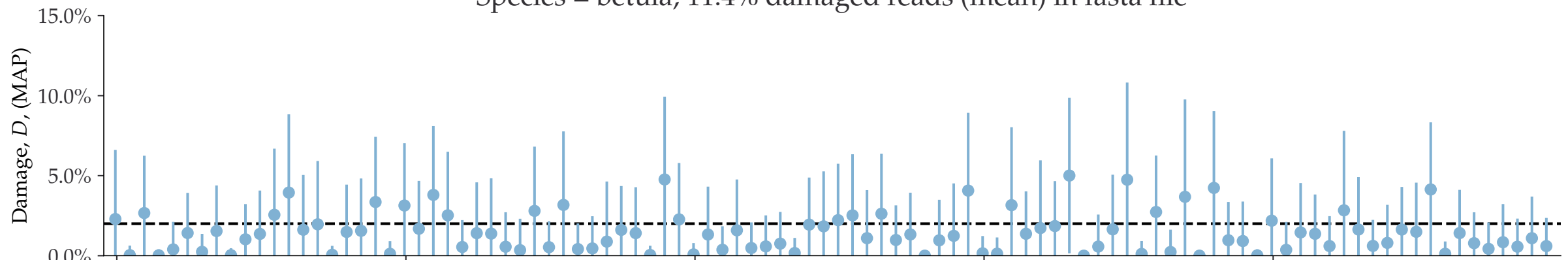


Individual damages:
 100 reads
 Briggs damage = 0.047
 Damage percent = 2%
 Damage, D , (MAP)

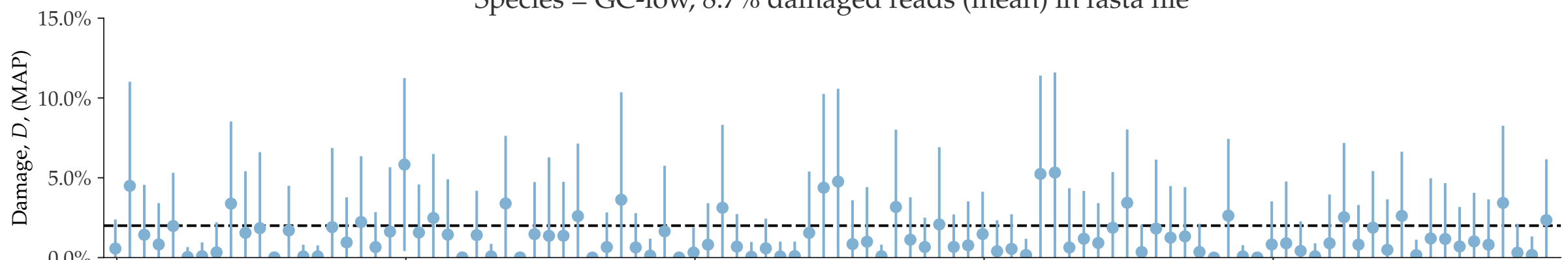
Species = homo, 12.6% damaged reads (mean) in fasta file



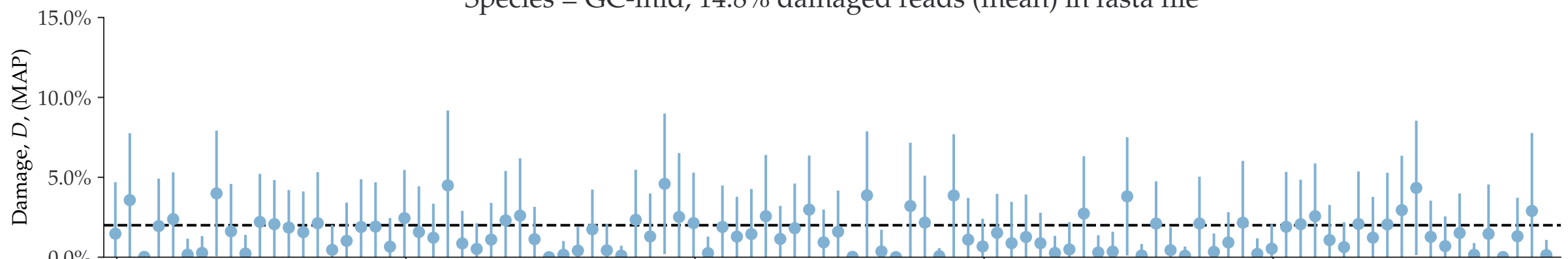
Species = betula, 11.4% damaged reads (mean) in fasta file



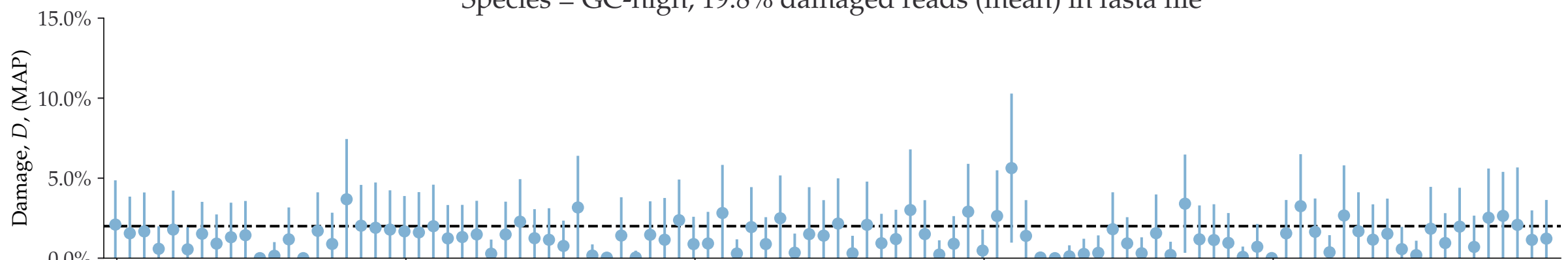
Species = GC-low, 8.7% damaged reads (mean) in fasta file



Species = GC-mid, 14.8% damaged reads (mean) in fasta file



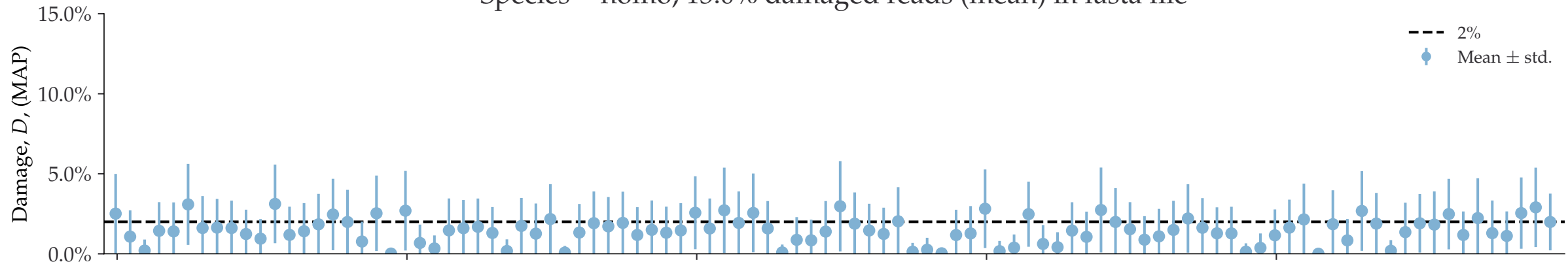
Species = GC-high, 19.8% damaged reads (mean) in fasta file



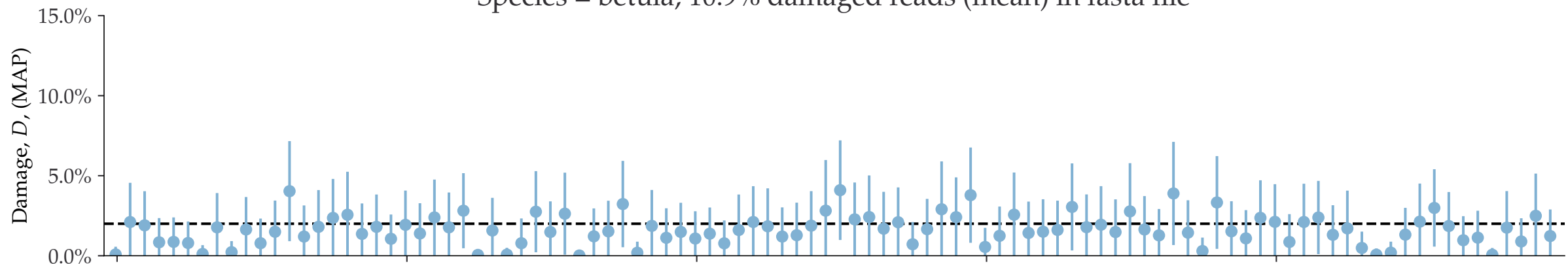
Iteration

Individual damages:
 250 reads
 Briggs damage = 0.047
 Damage percent = 2%
 Damage, D , (MAP)

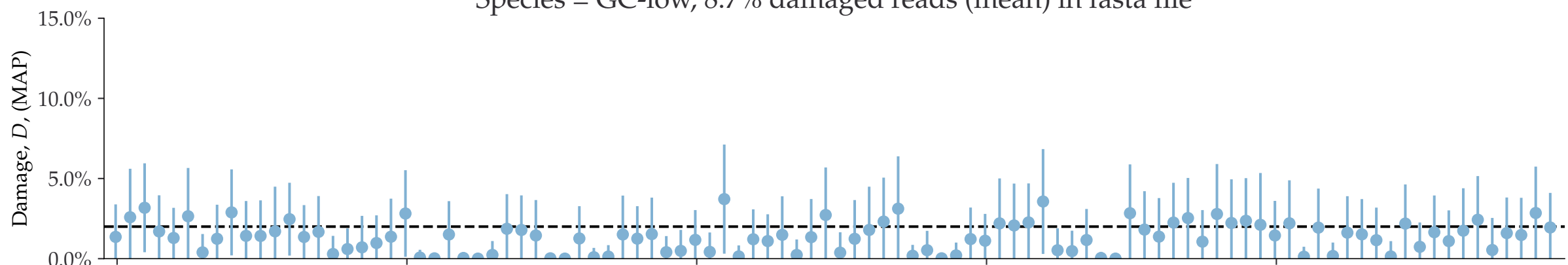
Species = homo, 13.0% damaged reads (mean) in fasta file



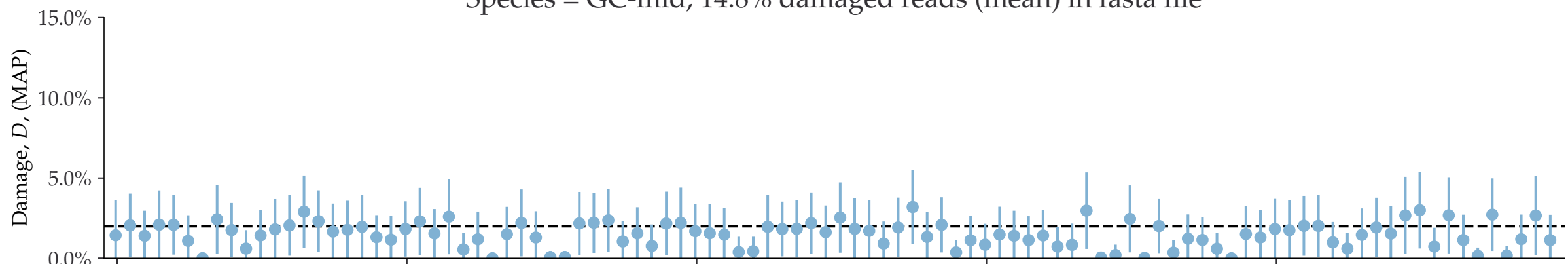
Species = betula, 10.9% damaged reads (mean) in fasta file



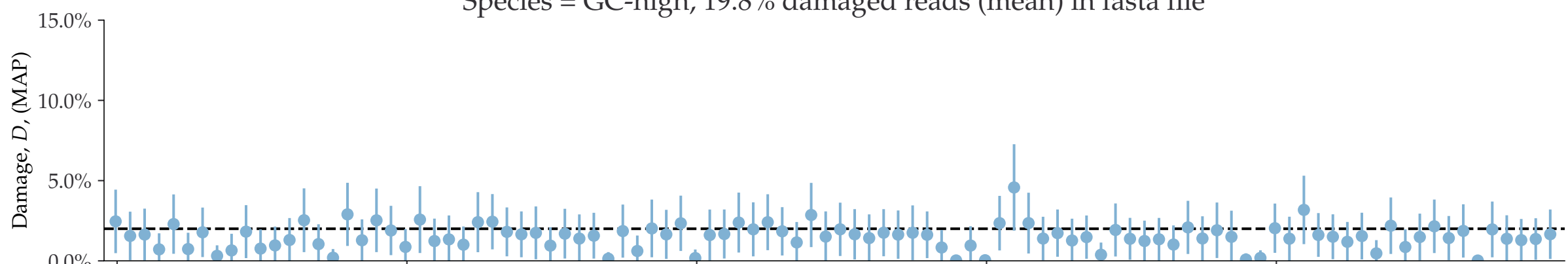
Species = GC-low, 8.7% damaged reads (mean) in fasta file



Species = GC-mid, 14.8% damaged reads (mean) in fasta file



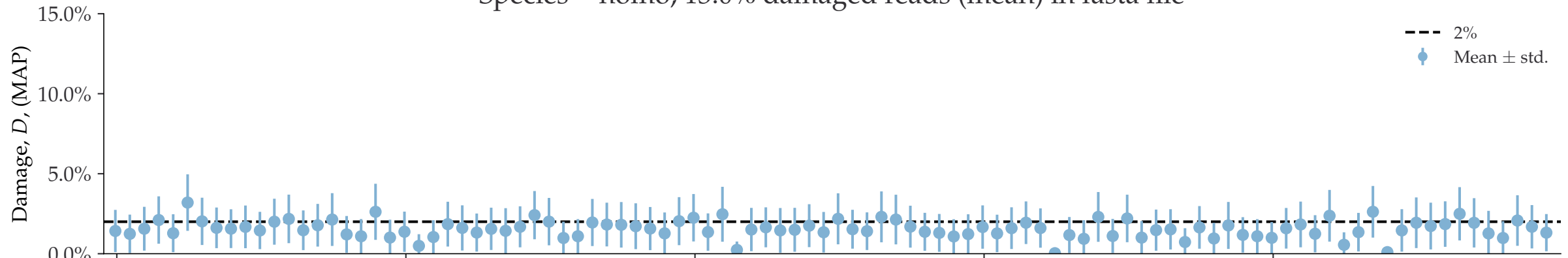
Species = GC-high, 19.8% damaged reads (mean) in fasta file



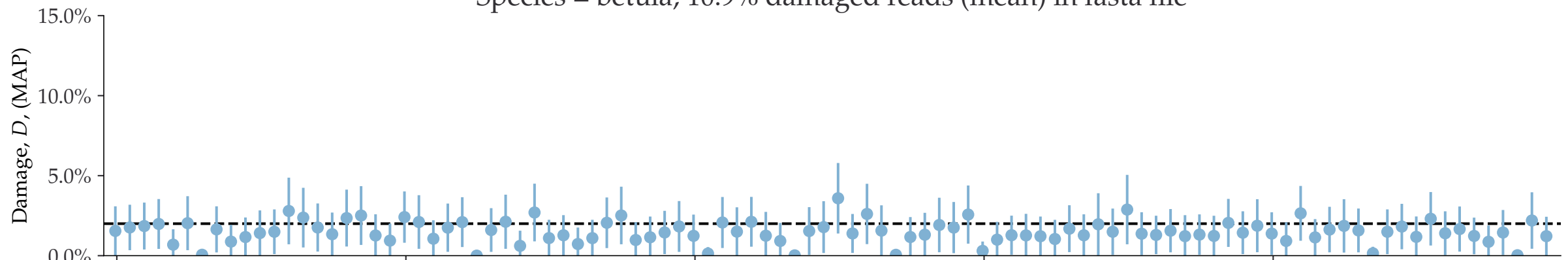
Iteration

Individual damages:
 500 reads
 Briggs damage = 0.047
 Damage percent = 2%
 Damage, D , (MAP)

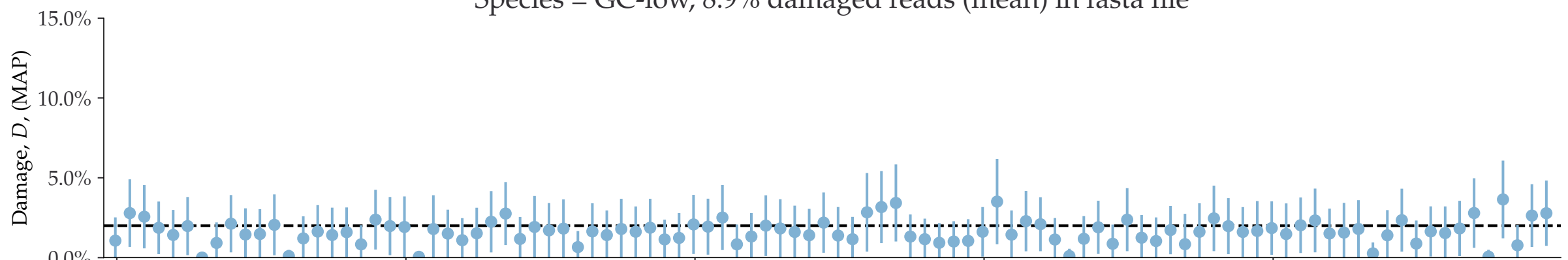
Species = homo, 13.0% damaged reads (mean) in fasta file



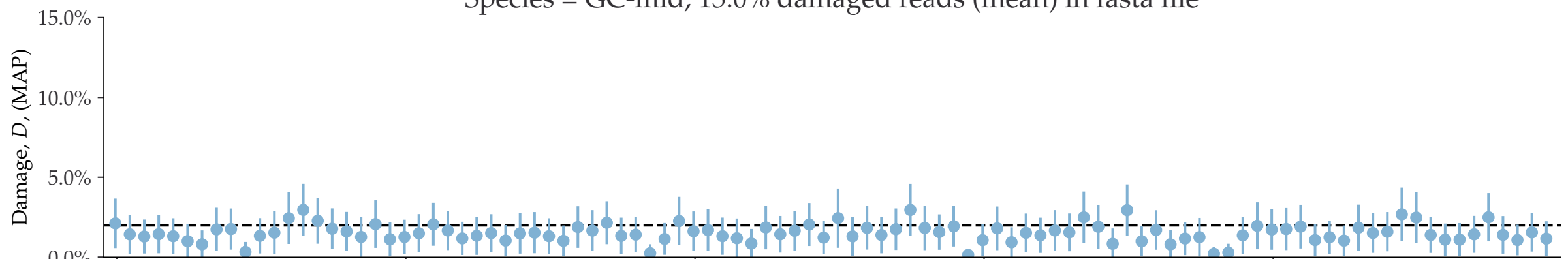
Species = betula, 10.9% damaged reads (mean) in fasta file



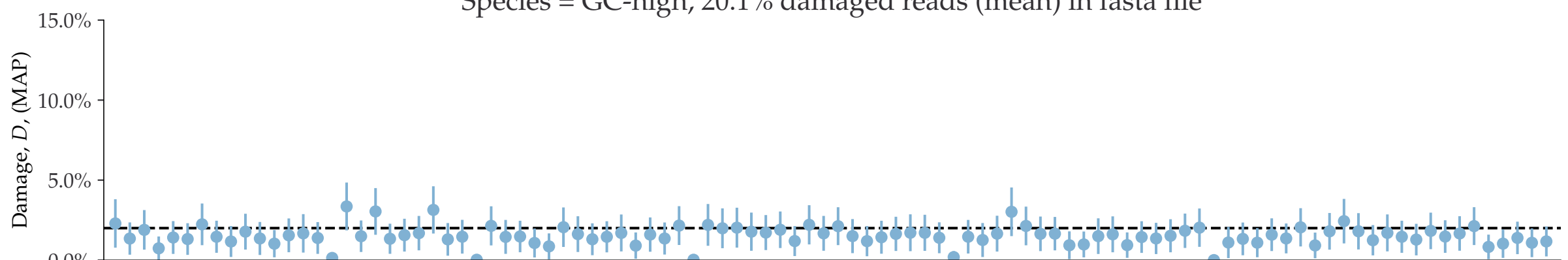
Species = GC-low, 8.9% damaged reads (mean) in fasta file



Species = GC-mid, 15.0% damaged reads (mean) in fasta file

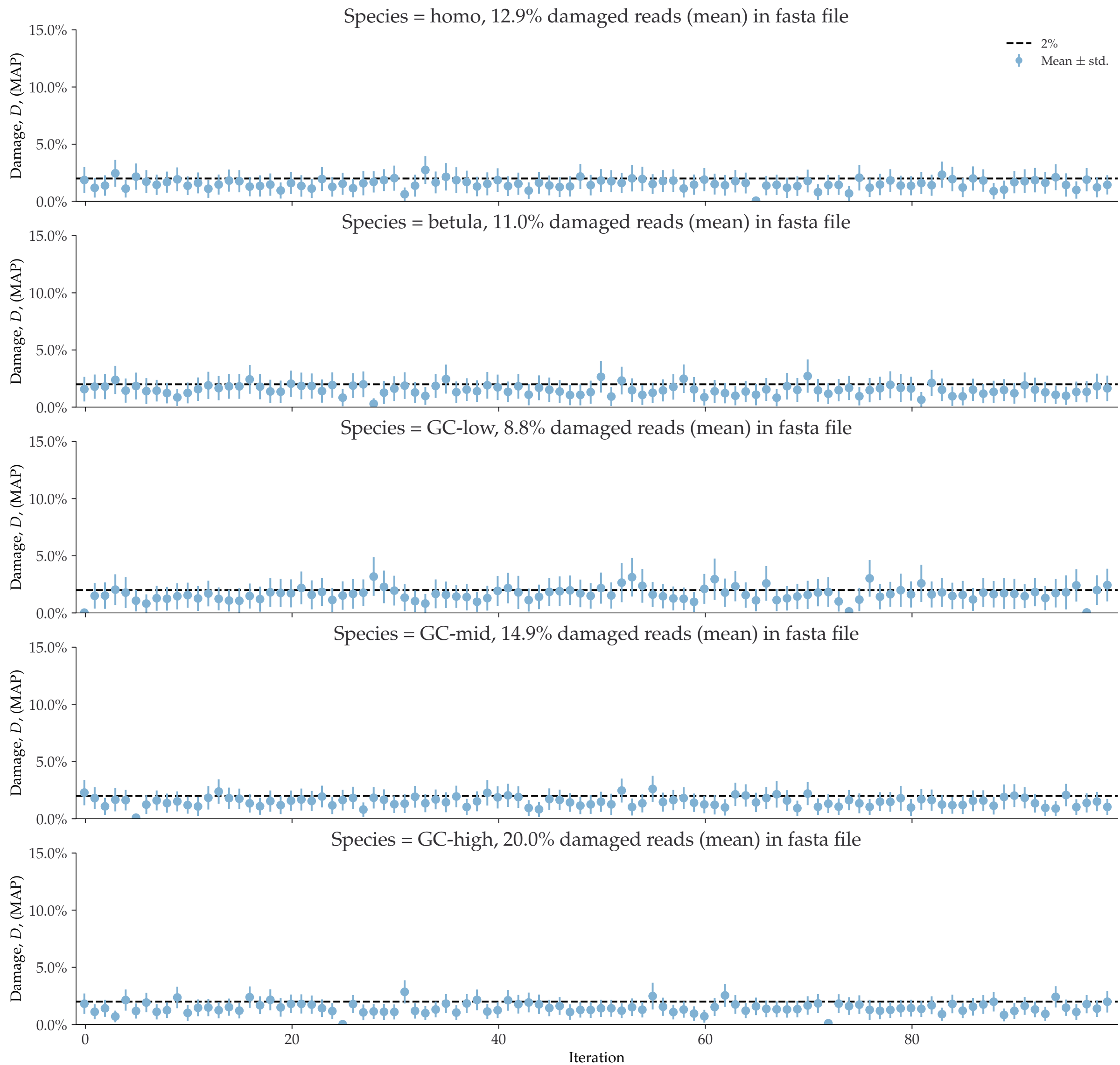


Species = GC-high, 20.1% damaged reads (mean) in fasta file

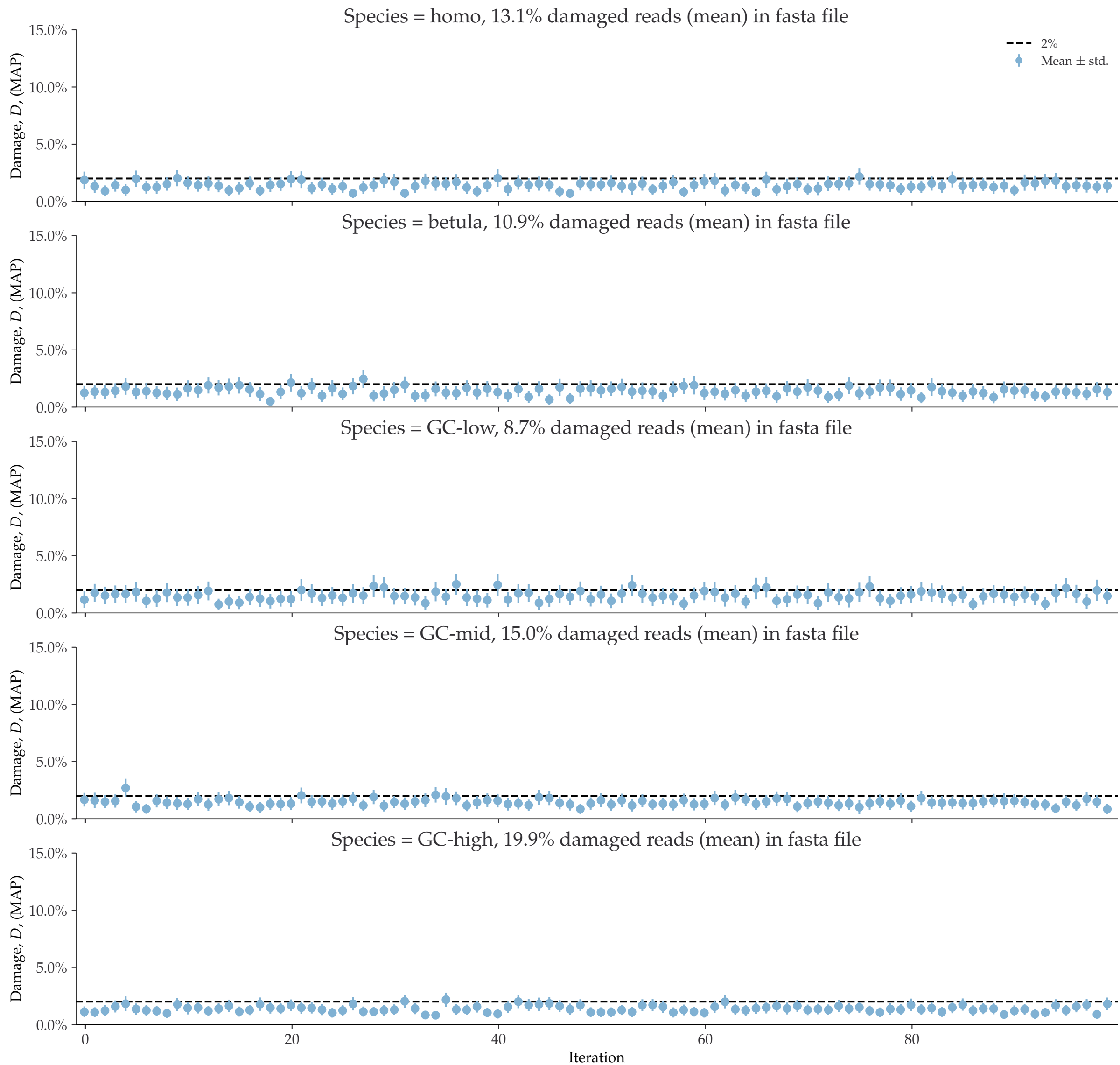


Iteration

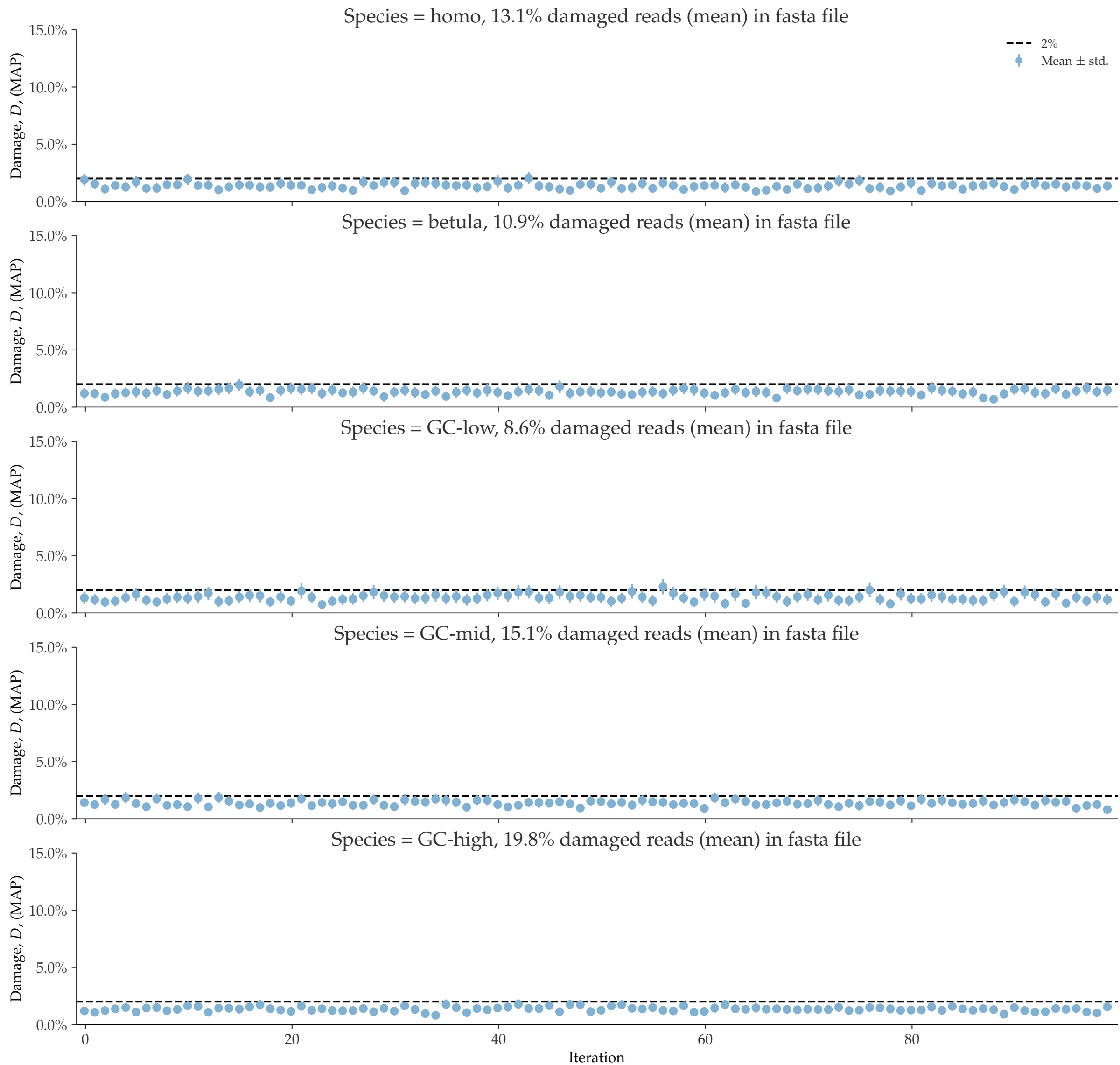
Individual damages:
 1000 reads
 Briggs damage = 0.047
 Damage percent = 2%
 Damage, D , (MAP)



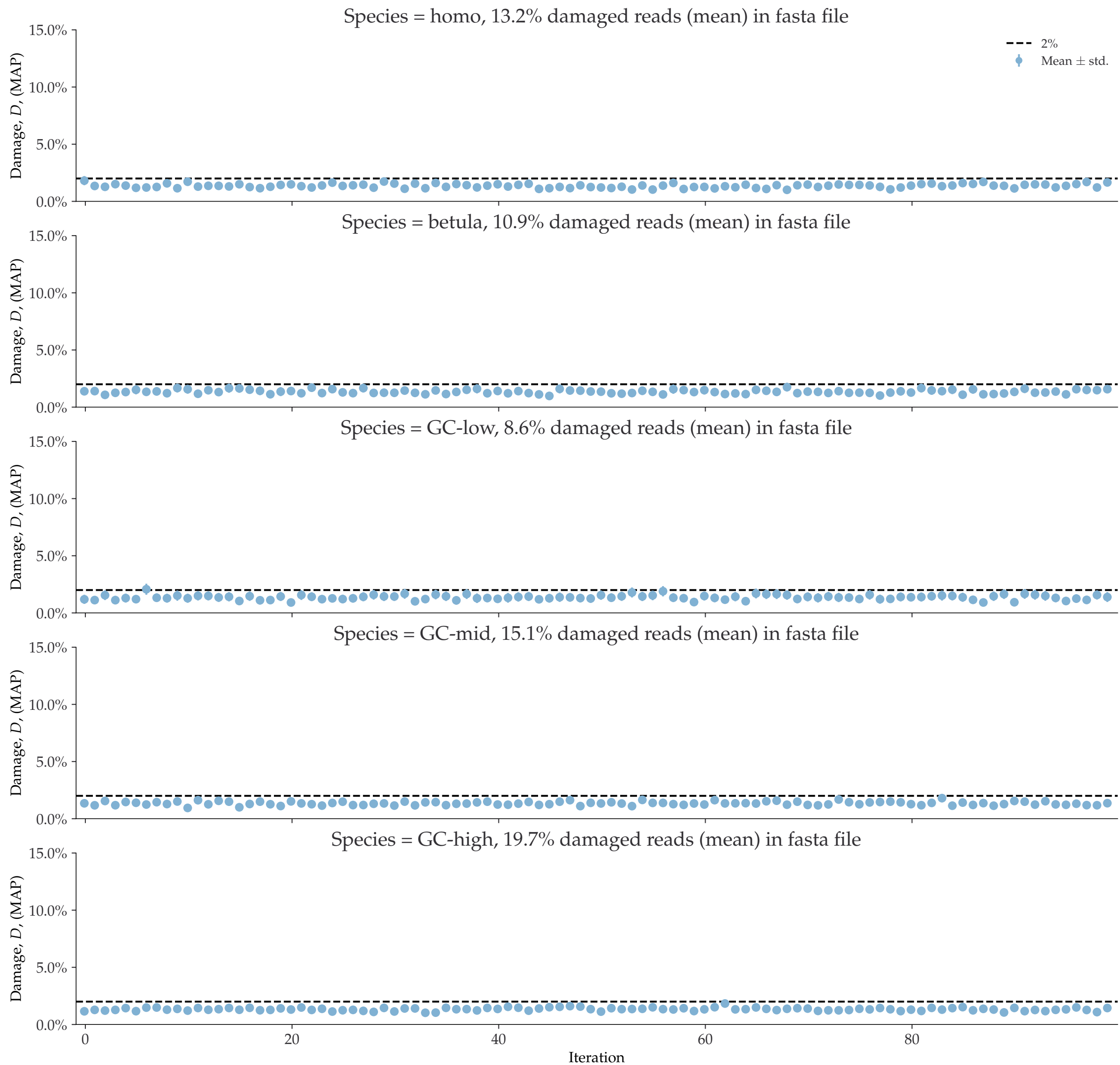
Individual damages:
 2500 reads
 Briggs damage = 0.047
 Damage percent = 2%
 Damage, D , (MAP)



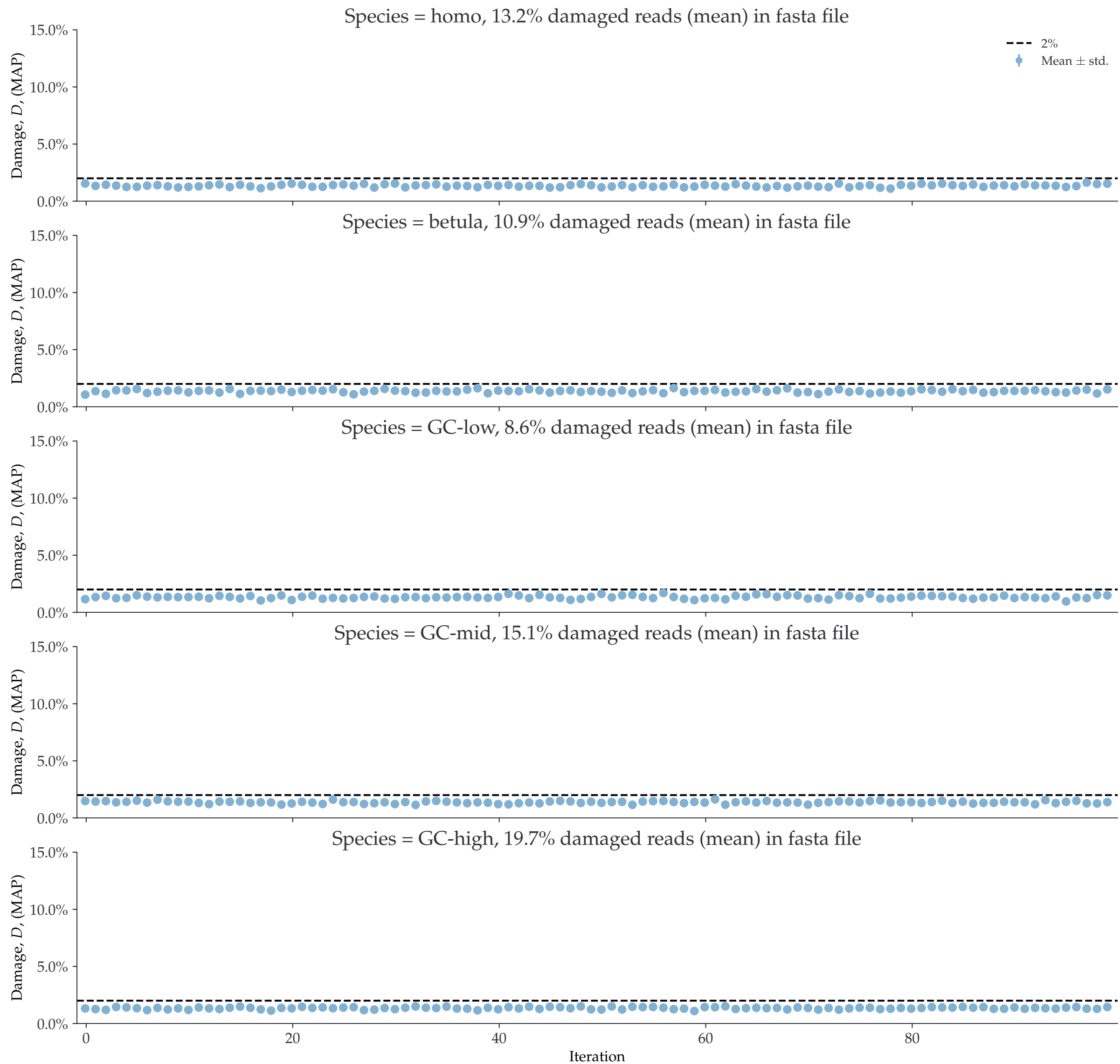
Individual damages:
5000 reads
Briggs damage = 0.047
Damage percent = 2%
Damage, D , (MAP)



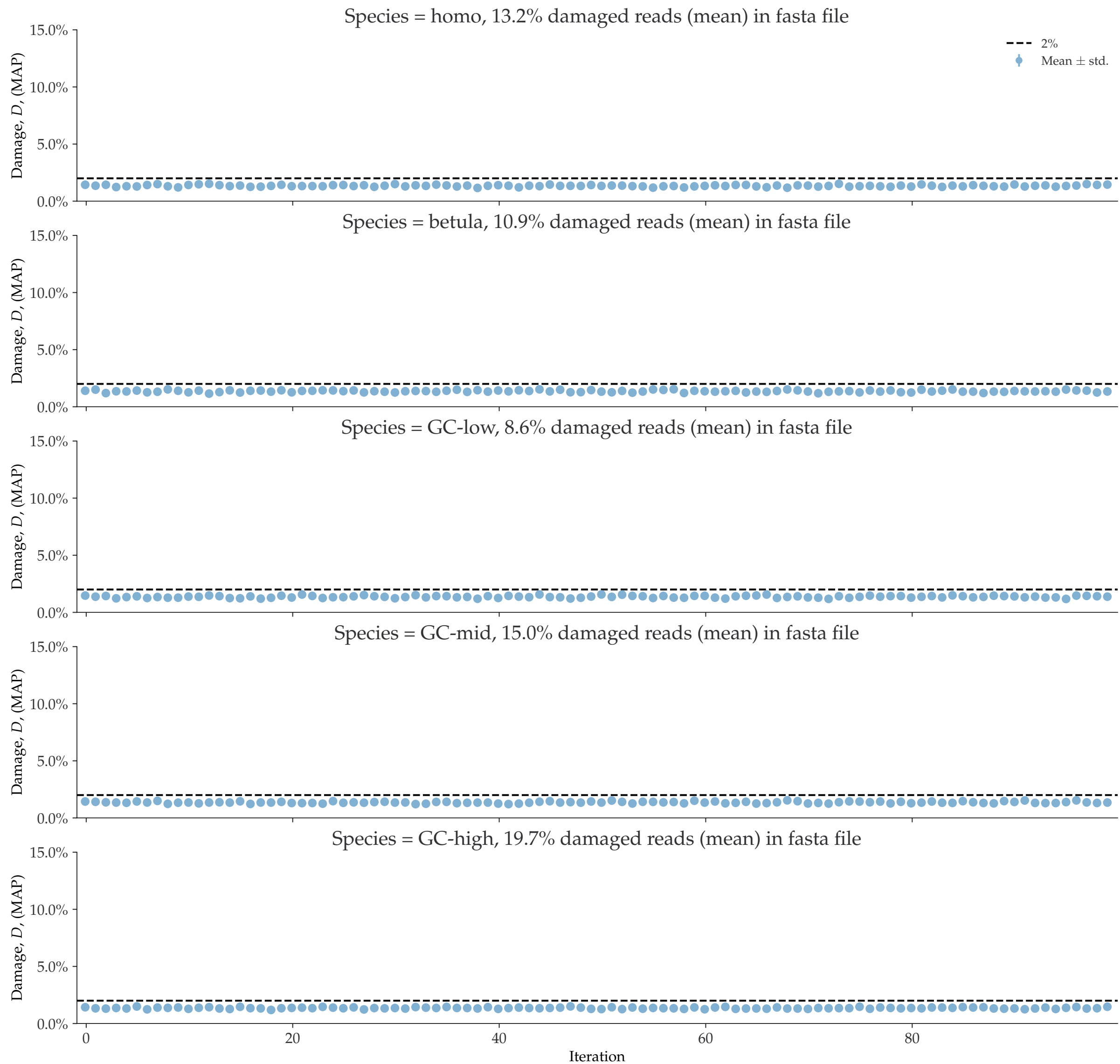
Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent = 2%
Damage, D , (MAP)



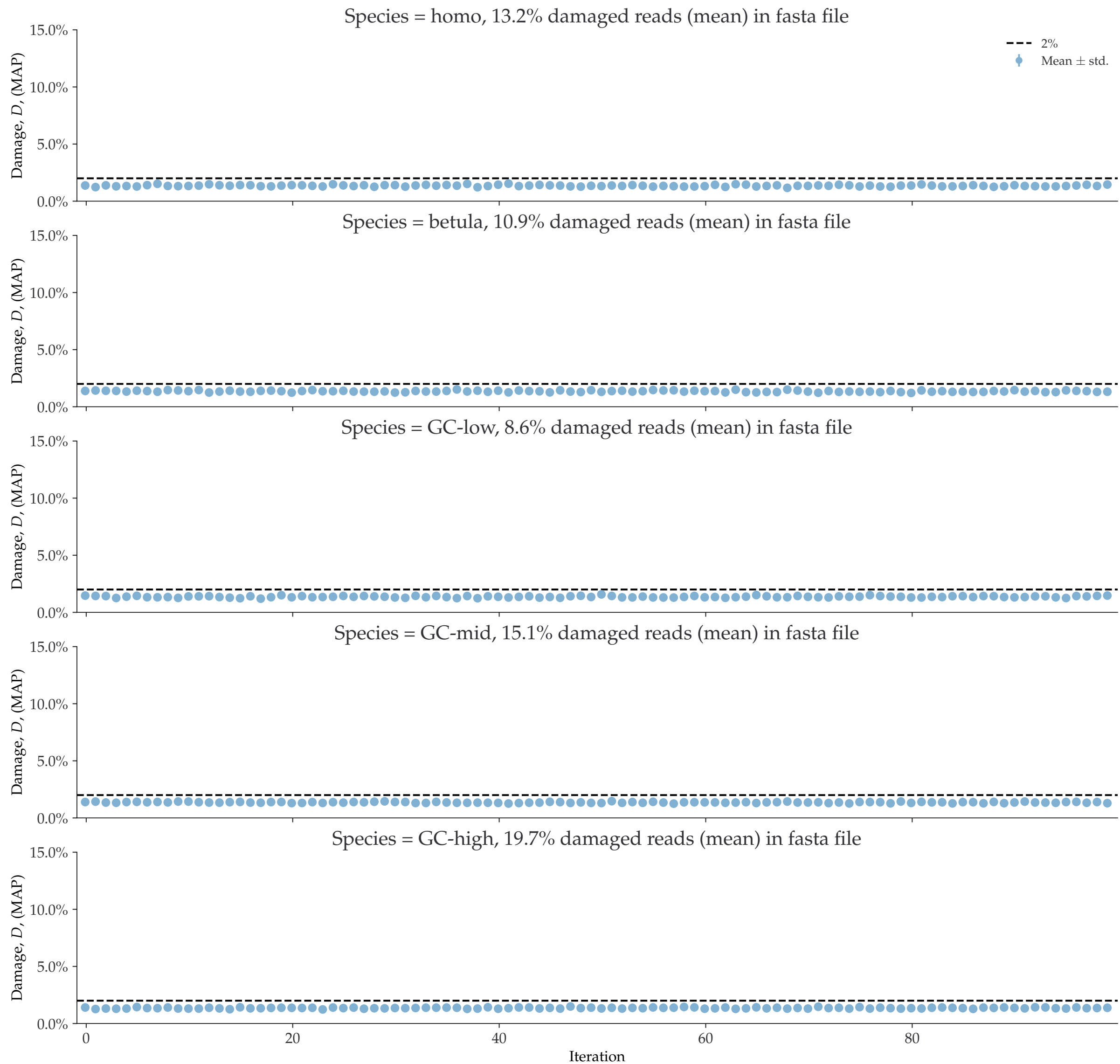
Individual damages:
25000 reads
Briggs damage = 0.047
Damage percent = 2%
Damage, D , (MAP)



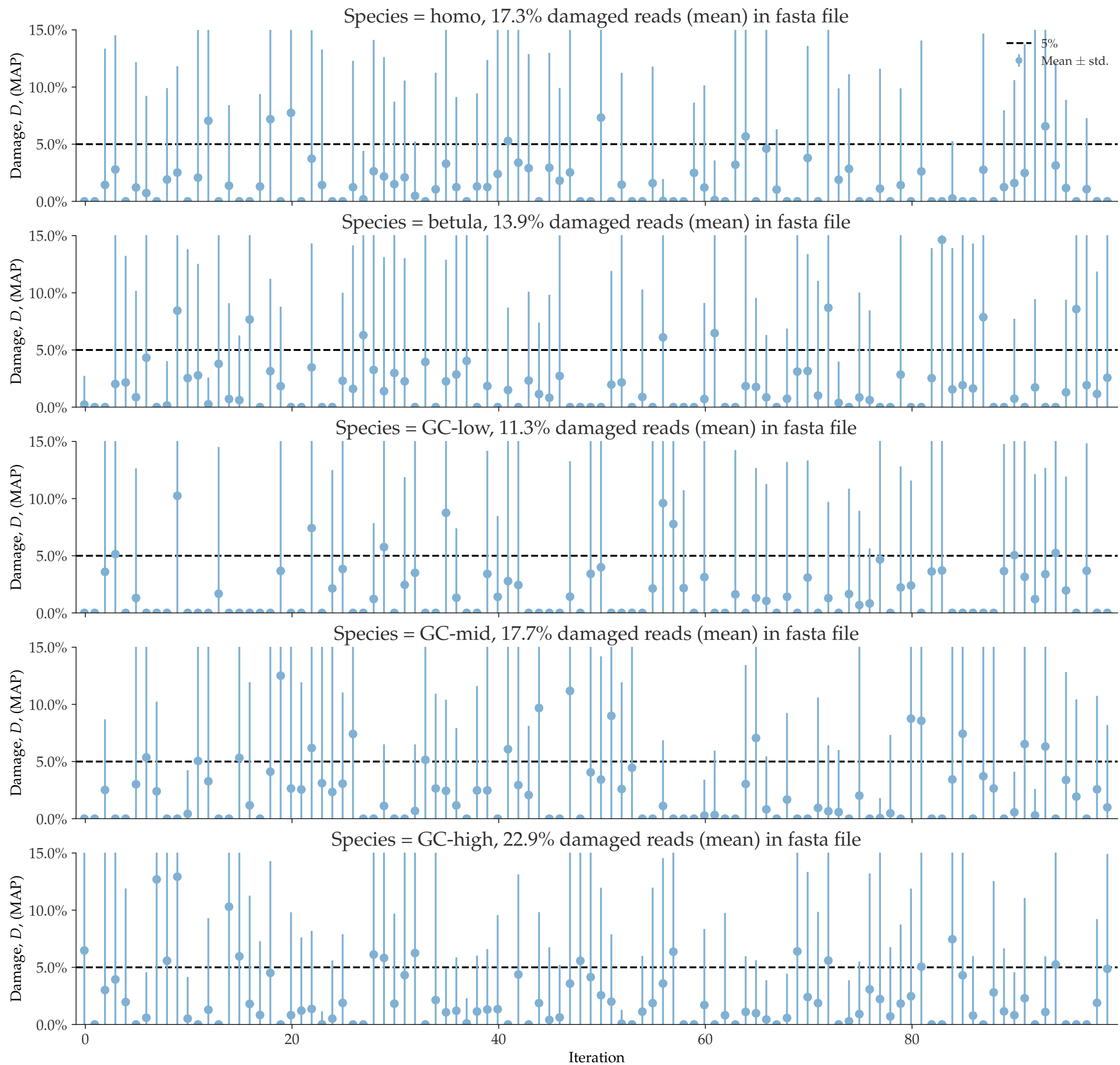
Individual damages:
50000 reads
Briggs damage = 0.047
Damage percent = 2%
Damage, D , (MAP)



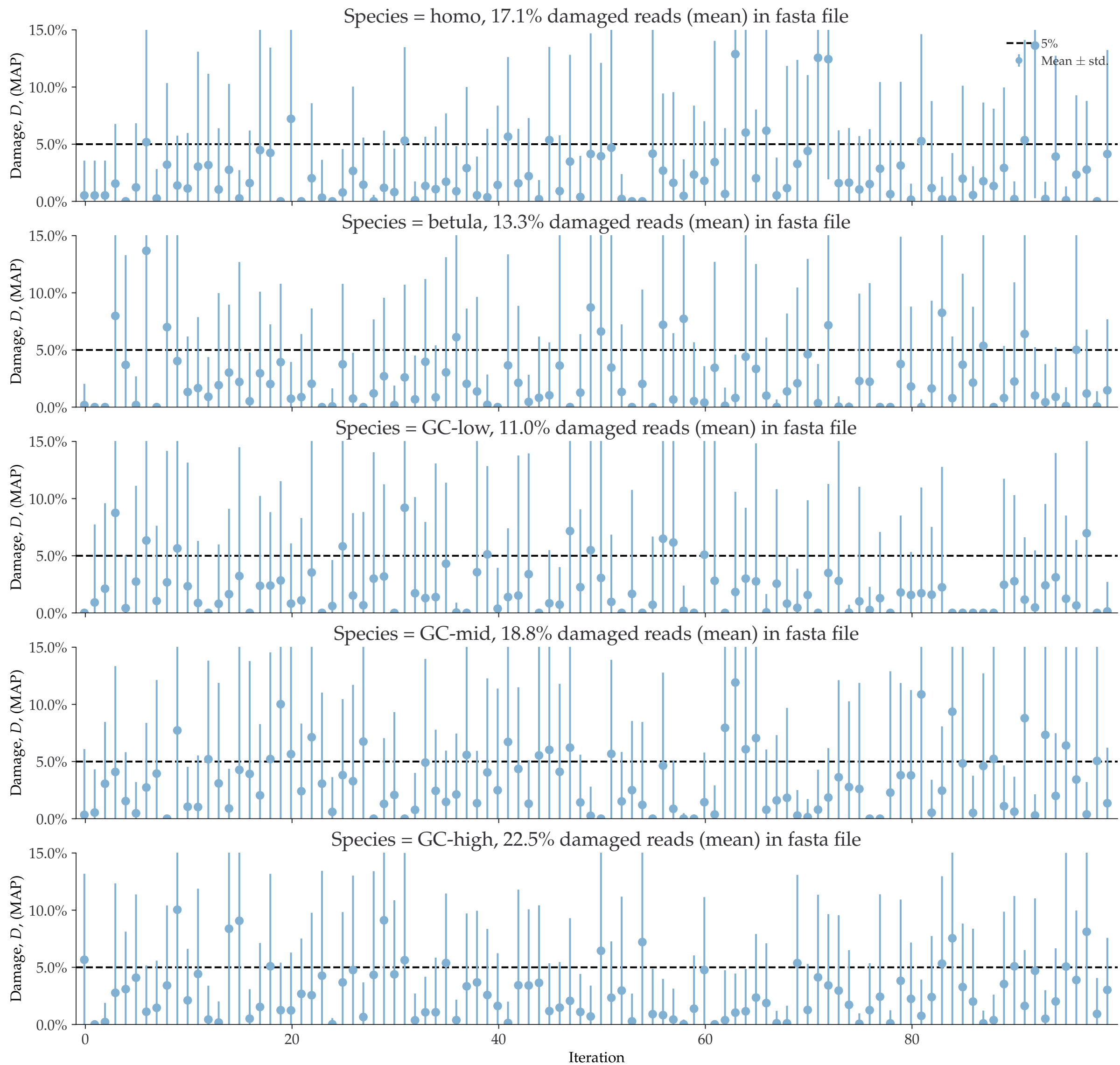
Individual damages:
100000 reads
Briggs damage = 0.047
Damage percent = 2%
Damage, D , (MAP)



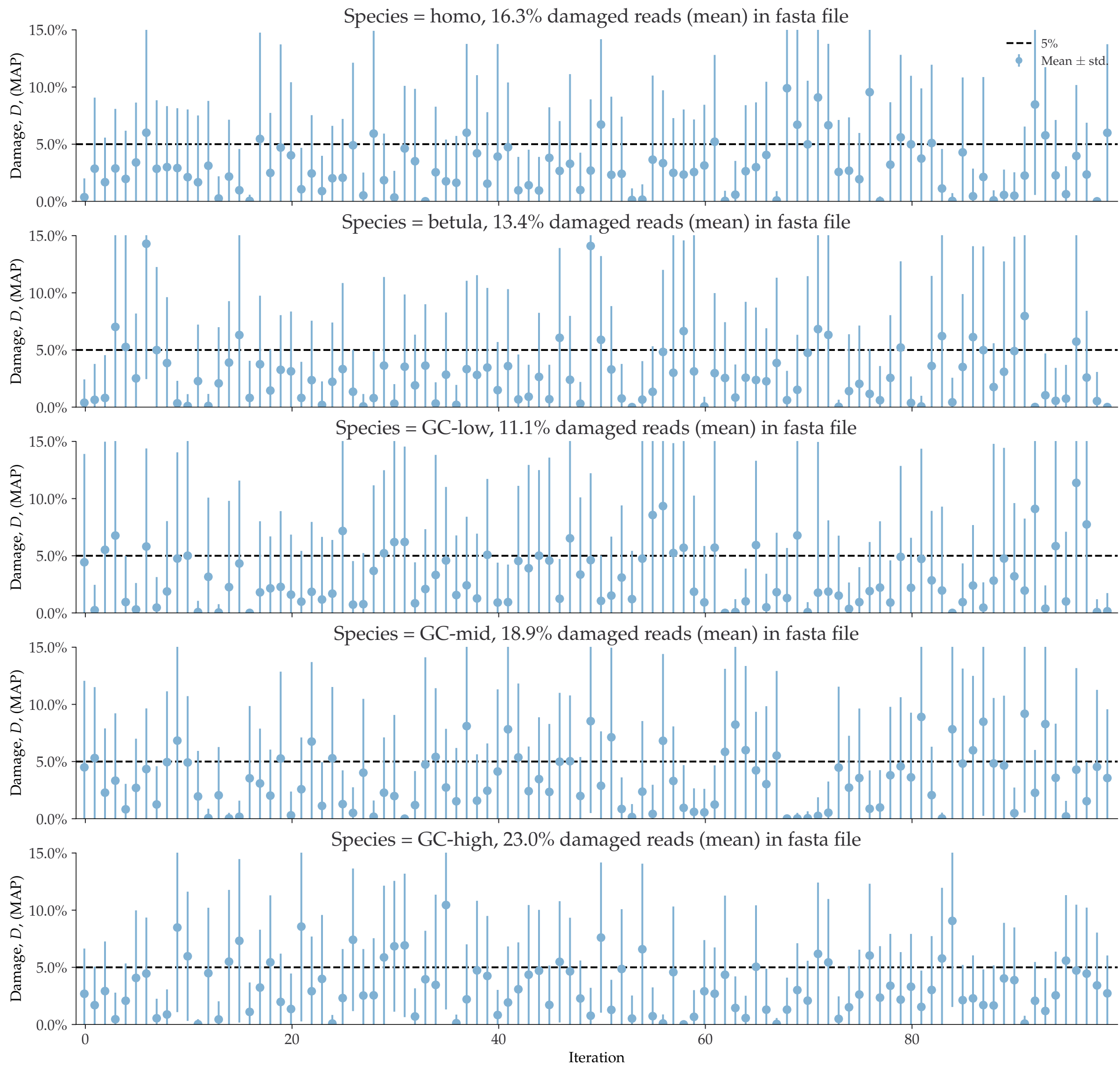
Individual damages:
 10 reads
 Briggs damage = 0.138
 Damage percent = 5%
 Damage, D , (MAP)



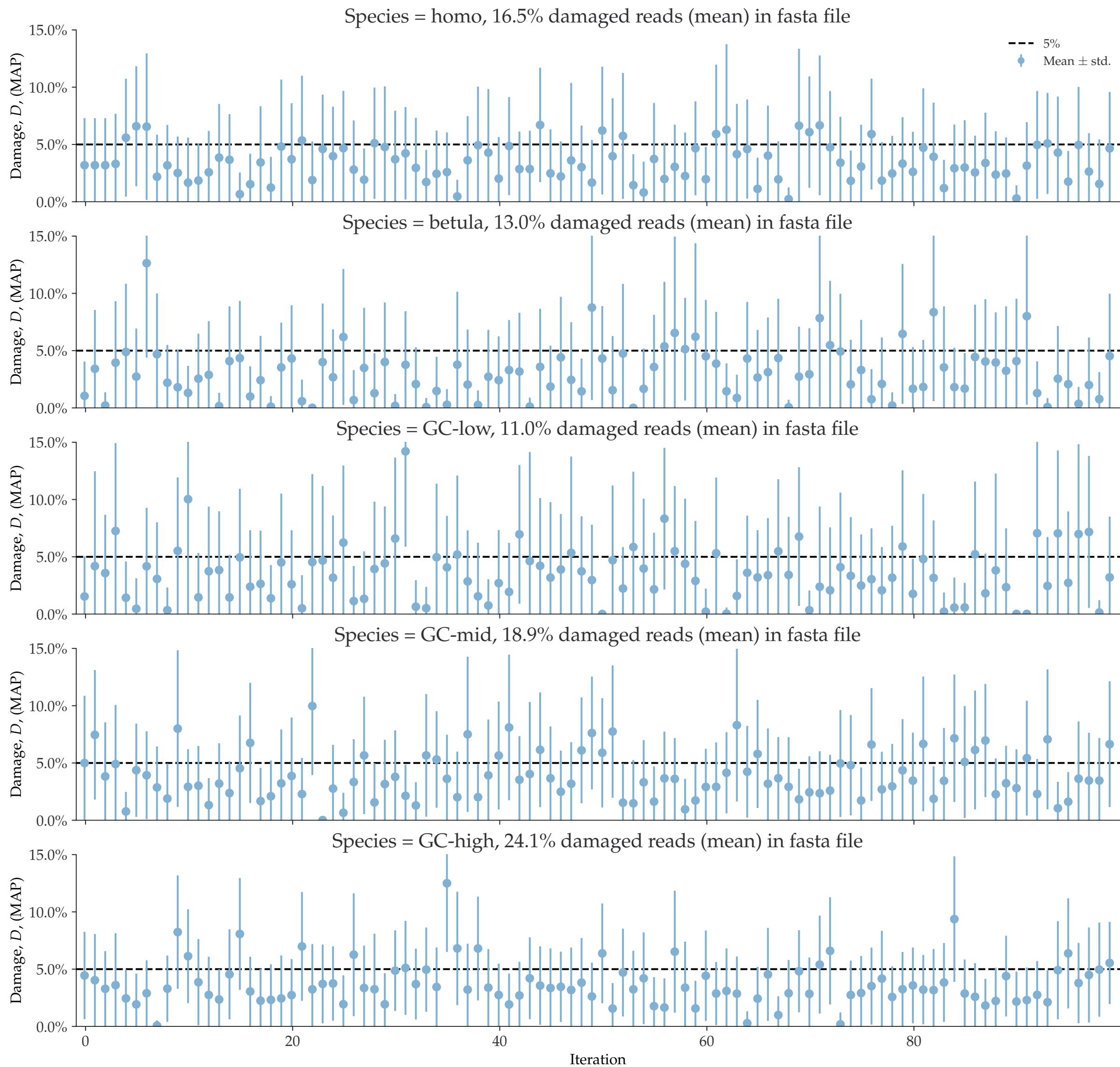
Individual damages:
 25 reads
 Briggs damage = 0.138
 Damage percent = 5%
 Damage, D , (MAP)



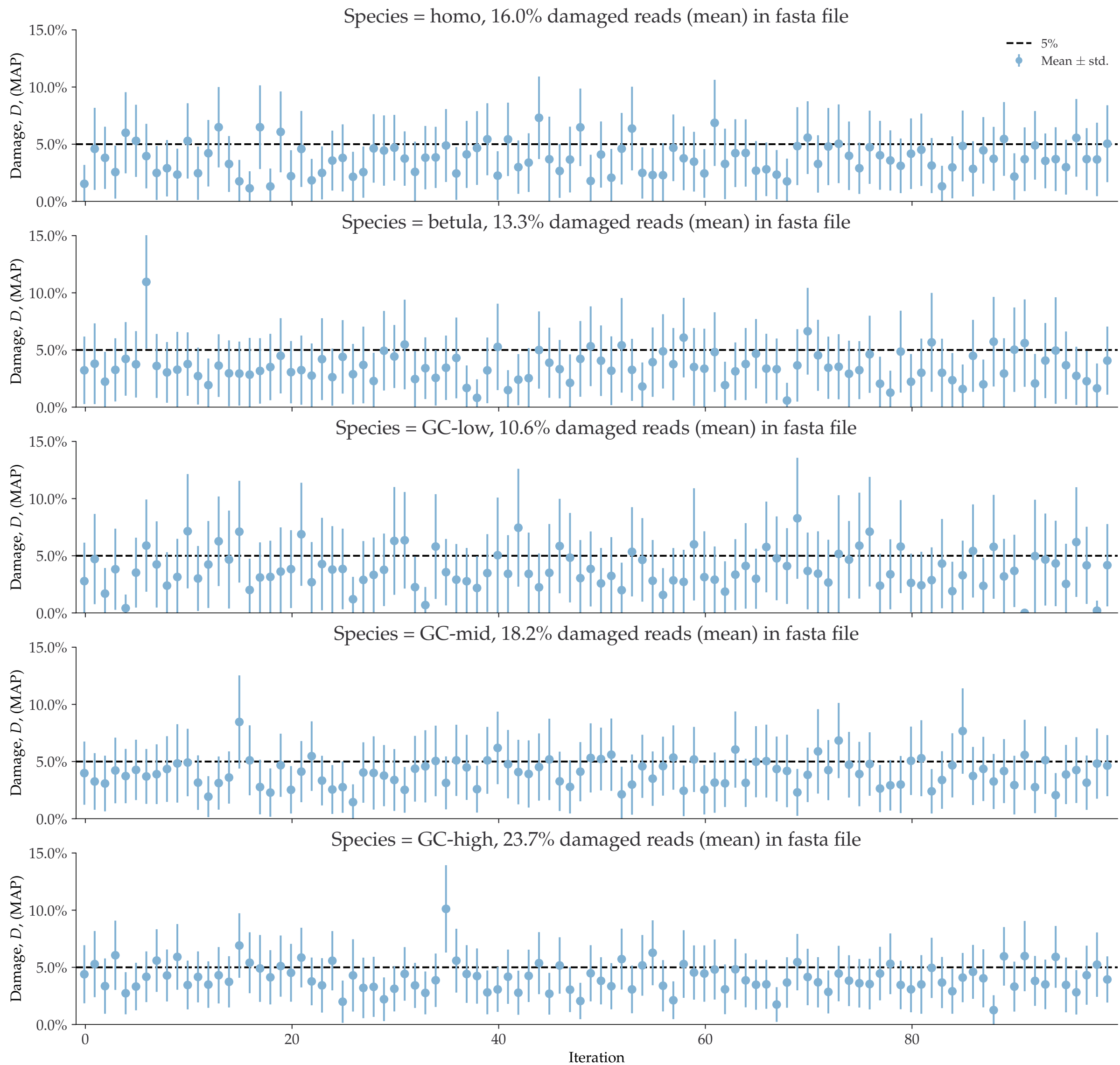
Individual damages:
 50 reads
 Briggs damage = 0.138
 Damage percent = 5%
 Damage, D , (MAP)



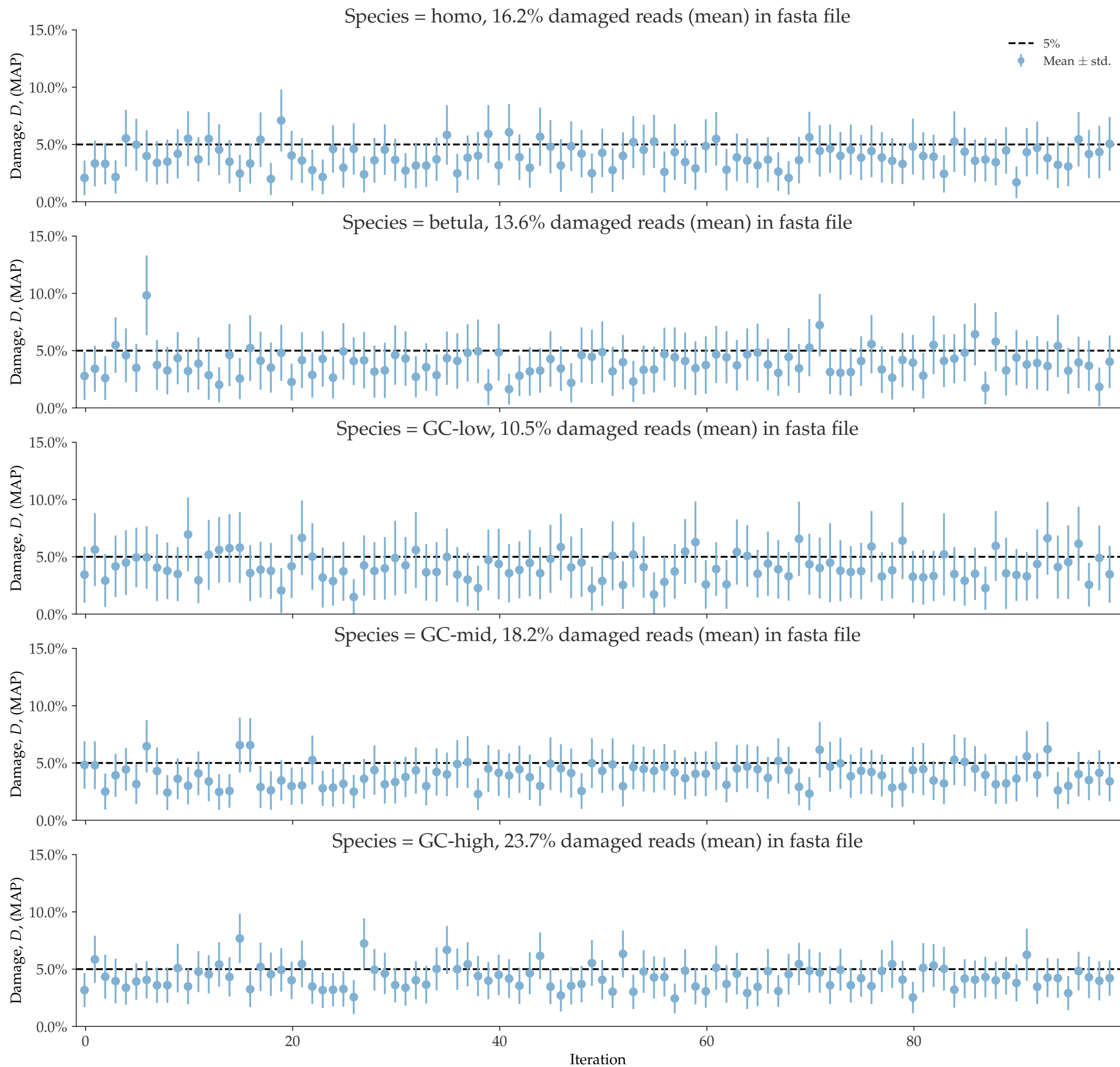
Individual damages:
 100 reads
 Briggs damage = 0.138
 Damage percent = 5%
 Damage, D , (MAP)



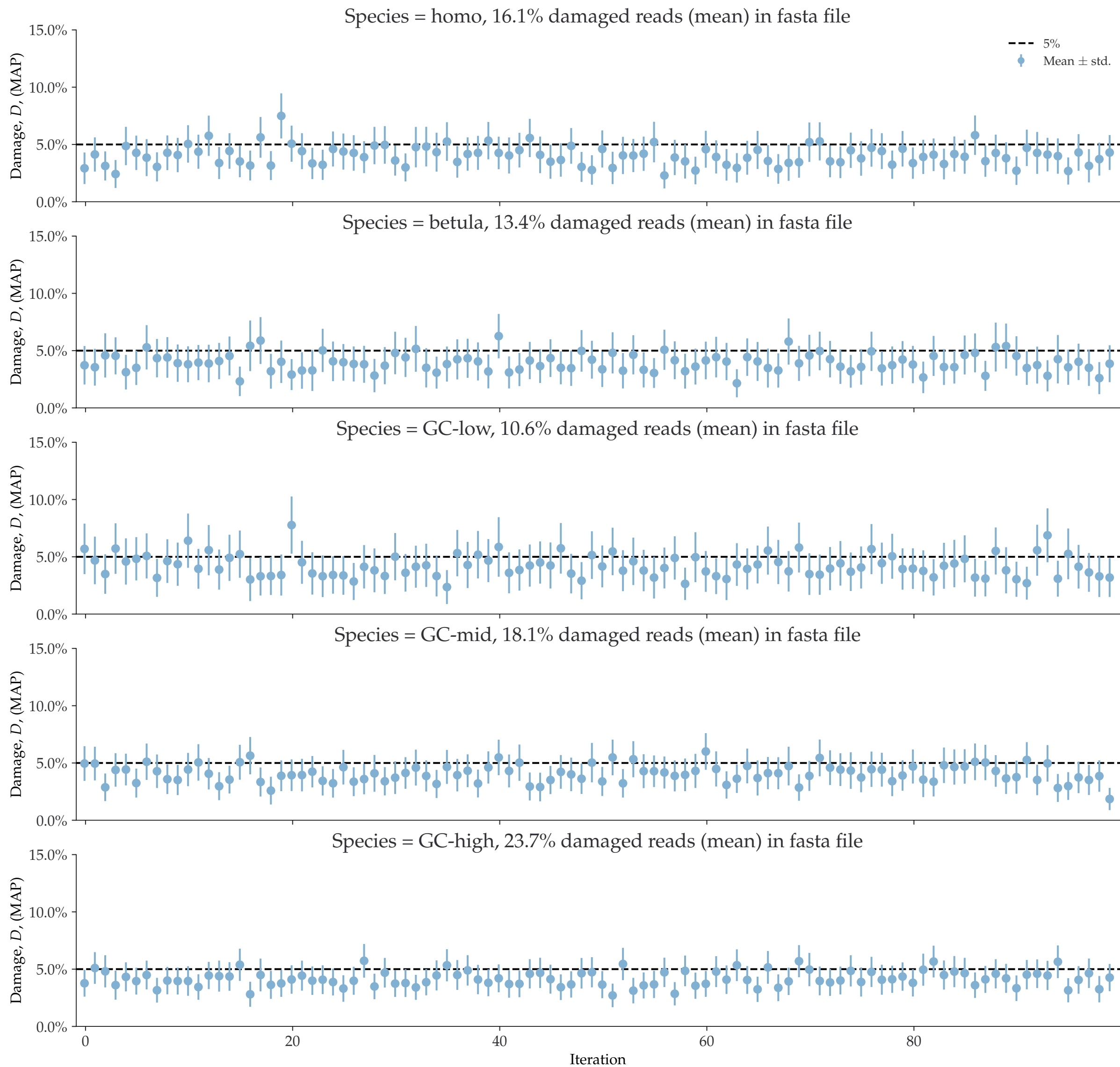
Individual damages:
 250 reads
 Briggs damage = 0.138
 Damage percent = 5%
 Damage, D , (MAP)



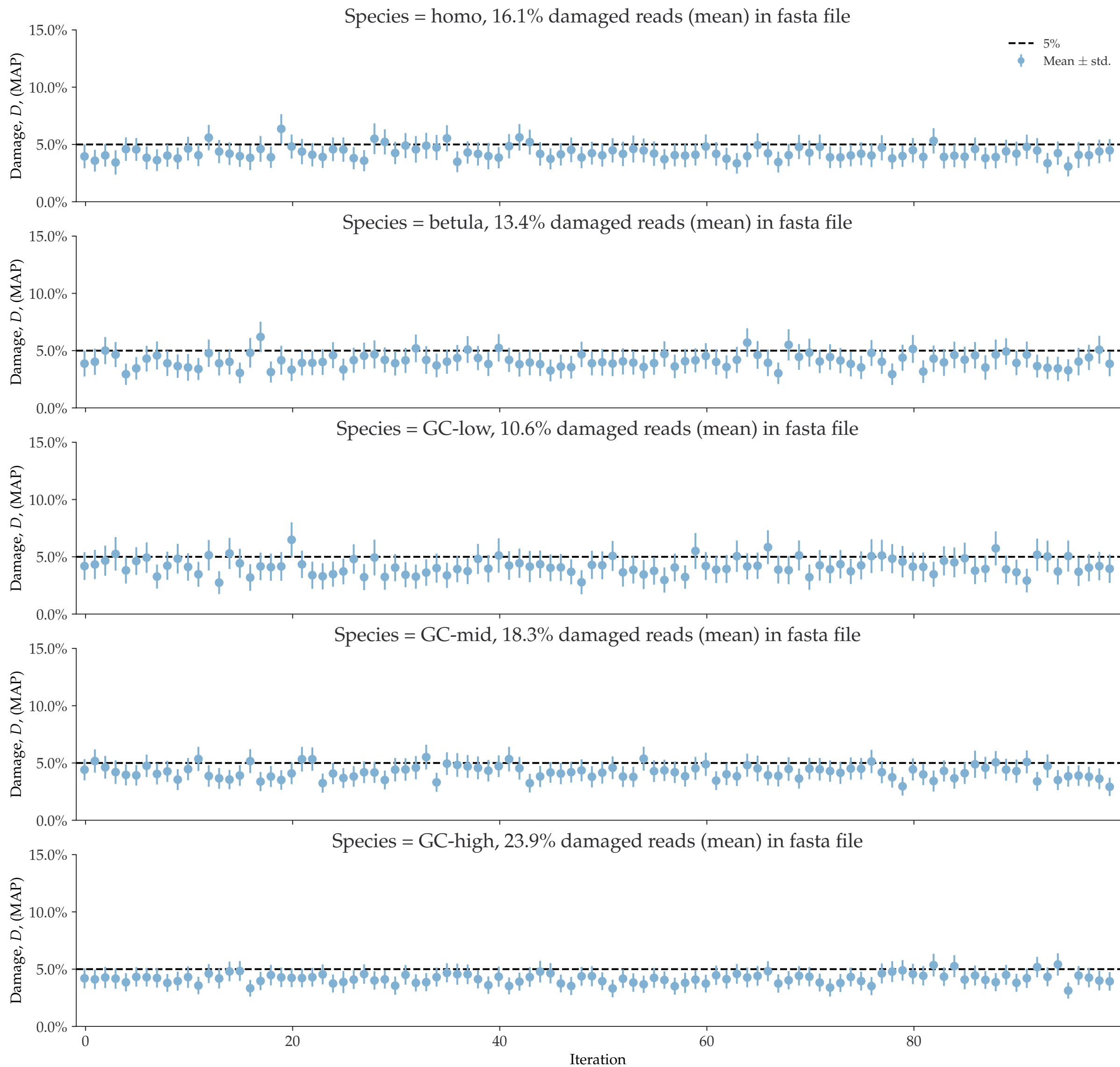
Individual damages:
 500 reads
 Briggs damage = 0.138
 Damage percent = 5%
 Damage, D , (MAP)



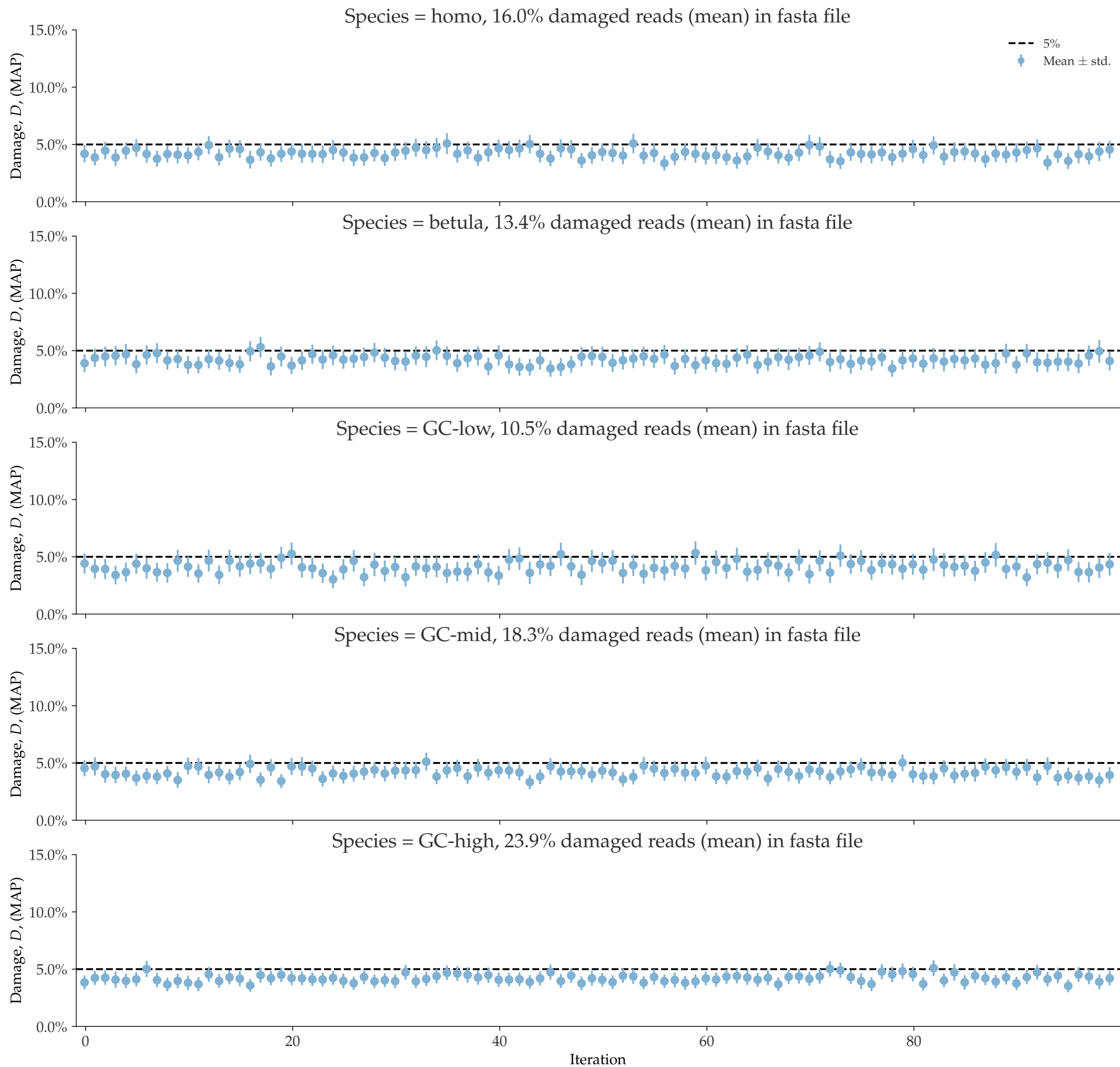
Individual damages:
 1000 reads
 Briggs damage = 0.138
 Damage percent = 5%
 Damage, D , (MAP)



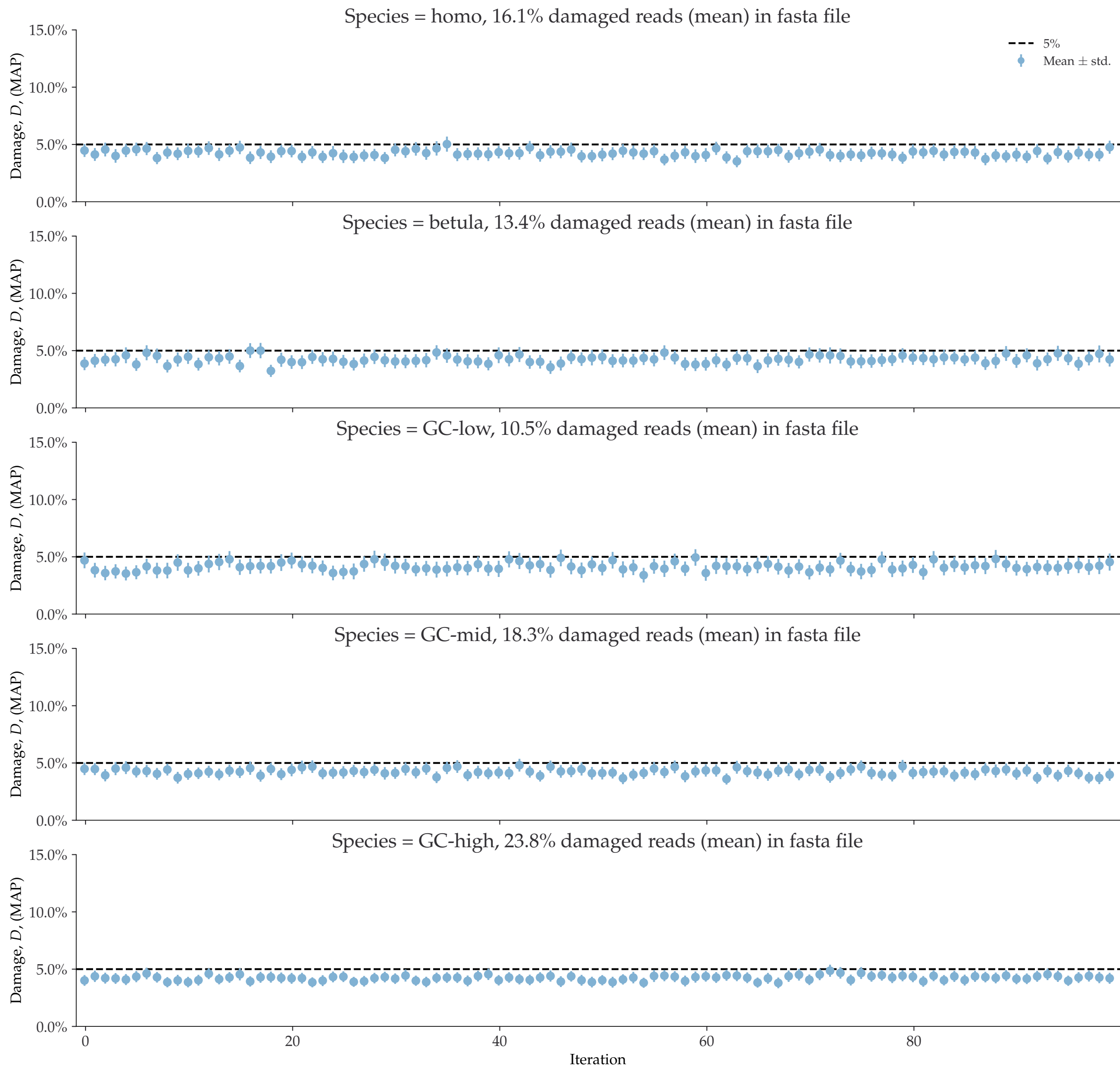
Individual damages:
2500 reads
Briggs damage = 0.138
Damage percent = 5%
Damage, D , (MAP)



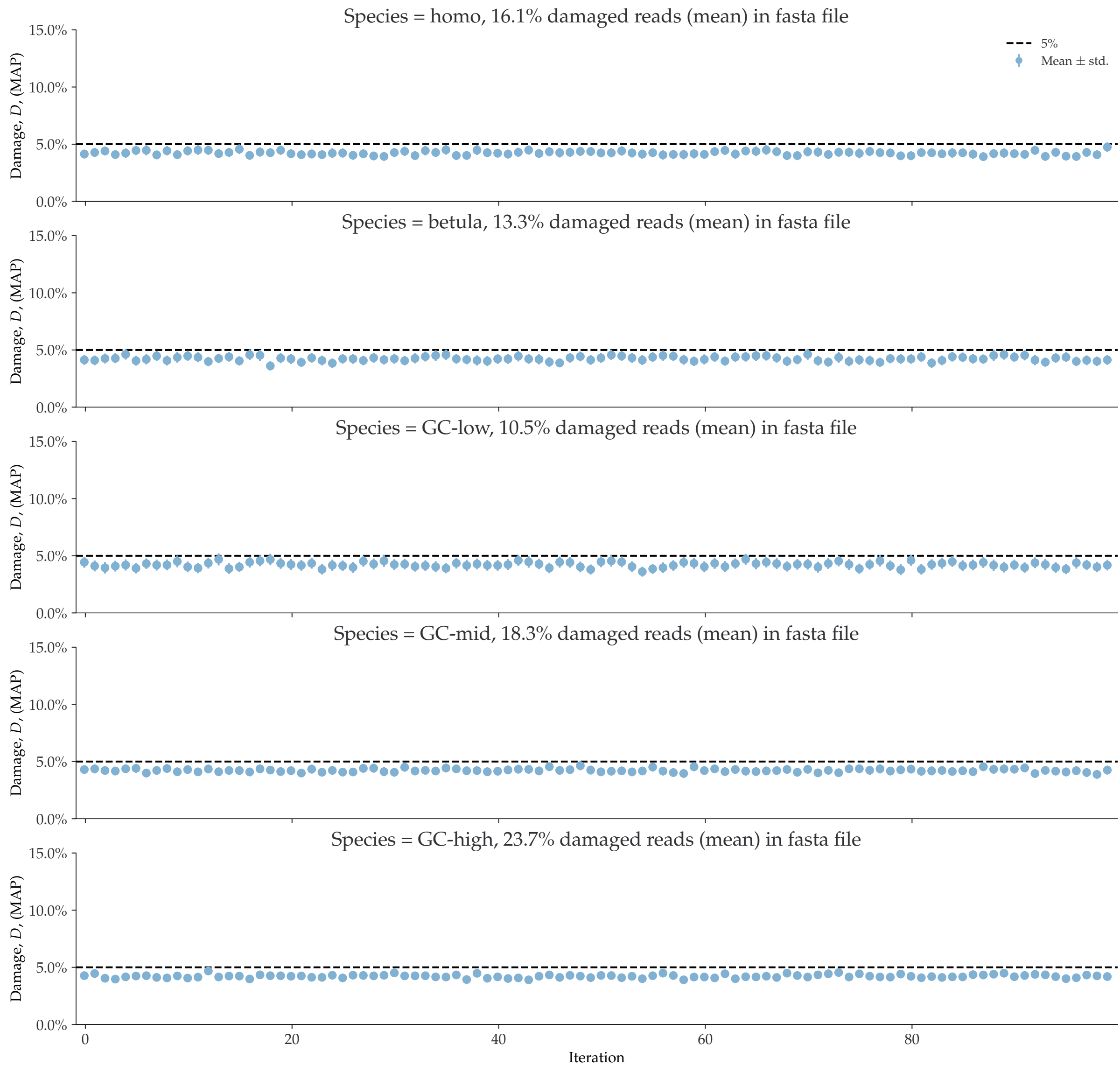
Individual damages:
5000 reads
Briggs damage = 0.138
Damage percent = 5%
Damage, D , (MAP)



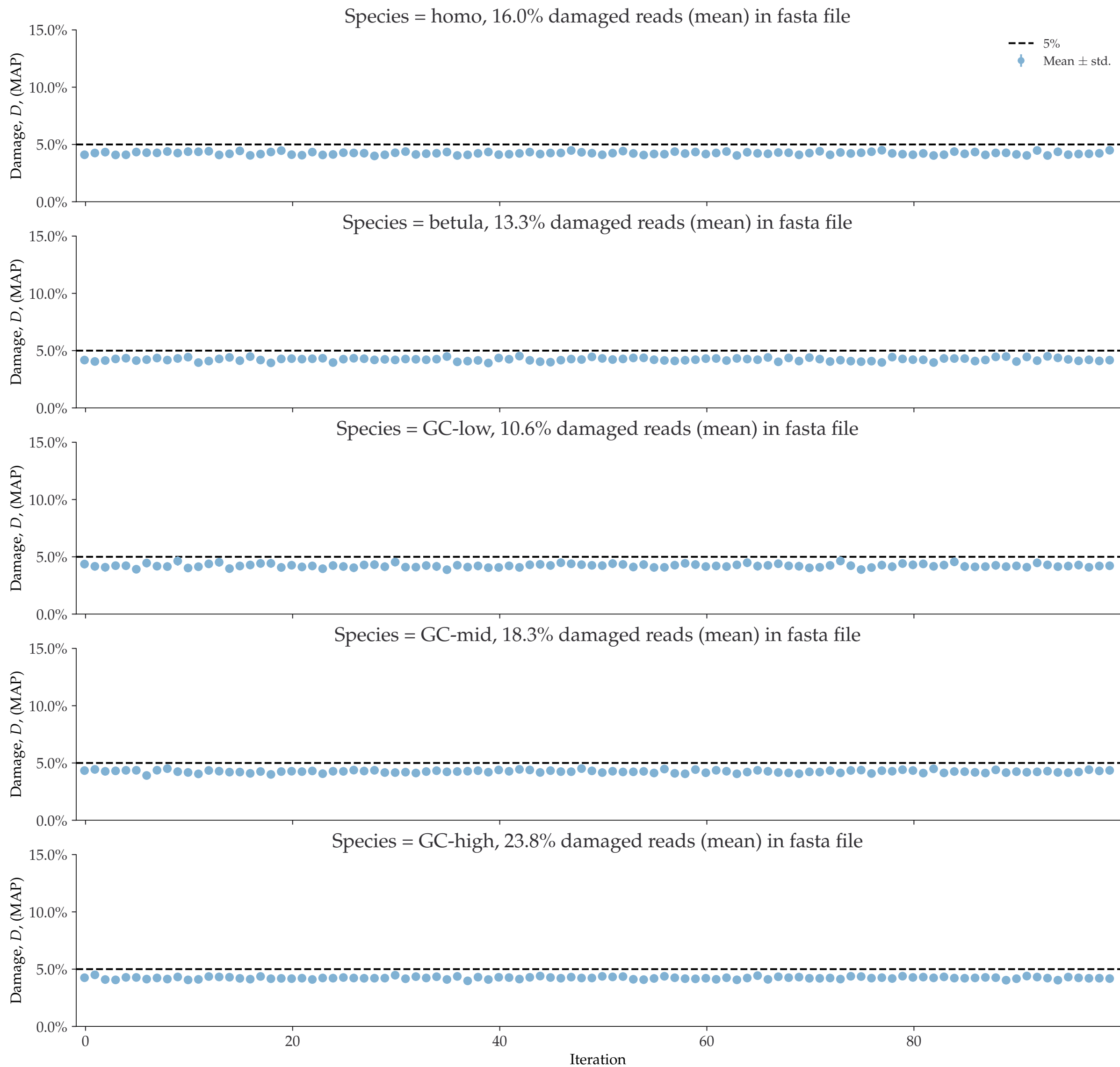
Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent = 5%
Damage, D , (MAP)



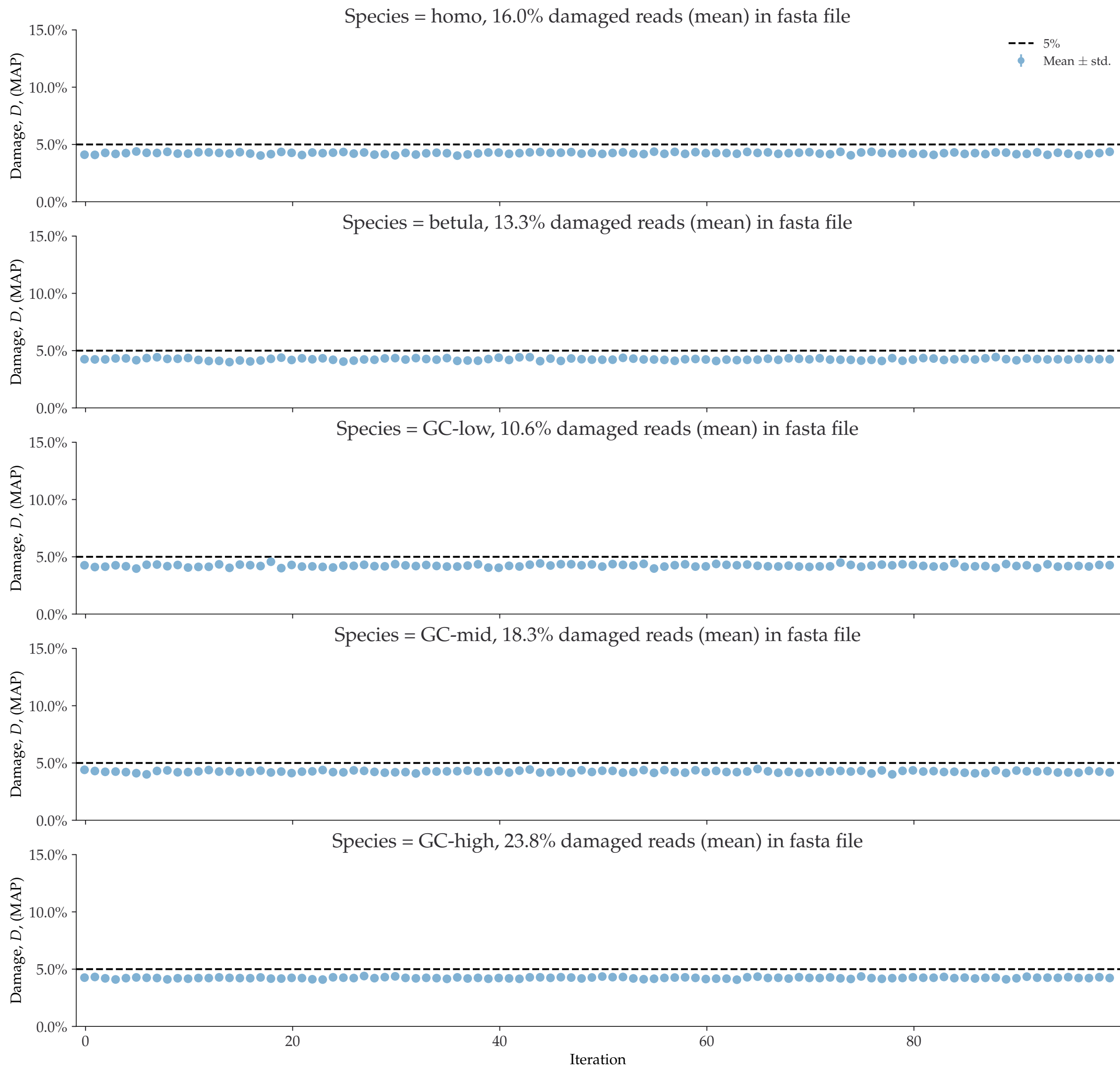
Individual damages:
25000 reads
Briggs damage = 0.138
Damage percent = 5%
Damage, D , (MAP)



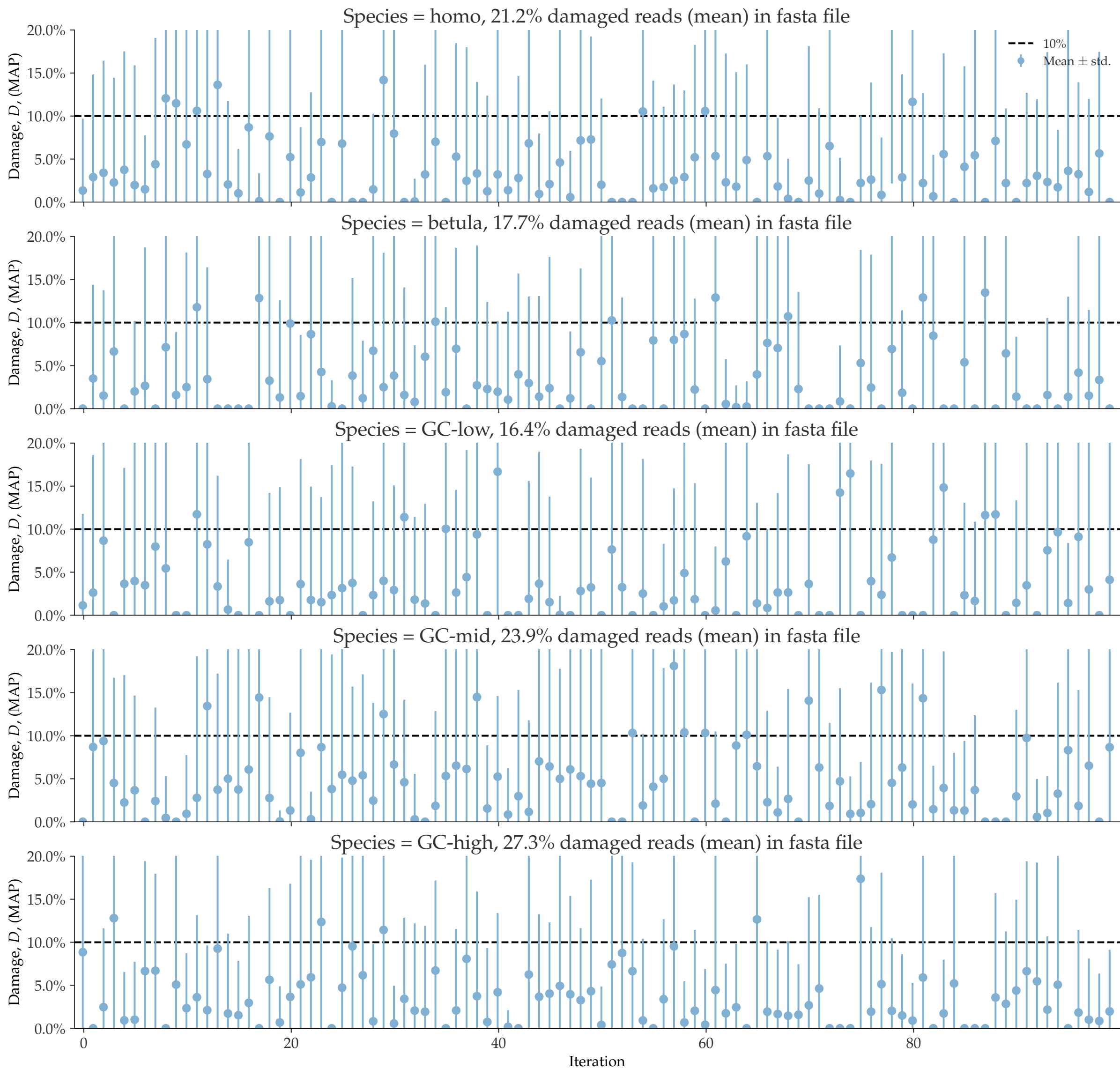
Individual damages:
50000 reads
Briggs damage = 0.138
Damage percent = 5%
Damage, D , (MAP)



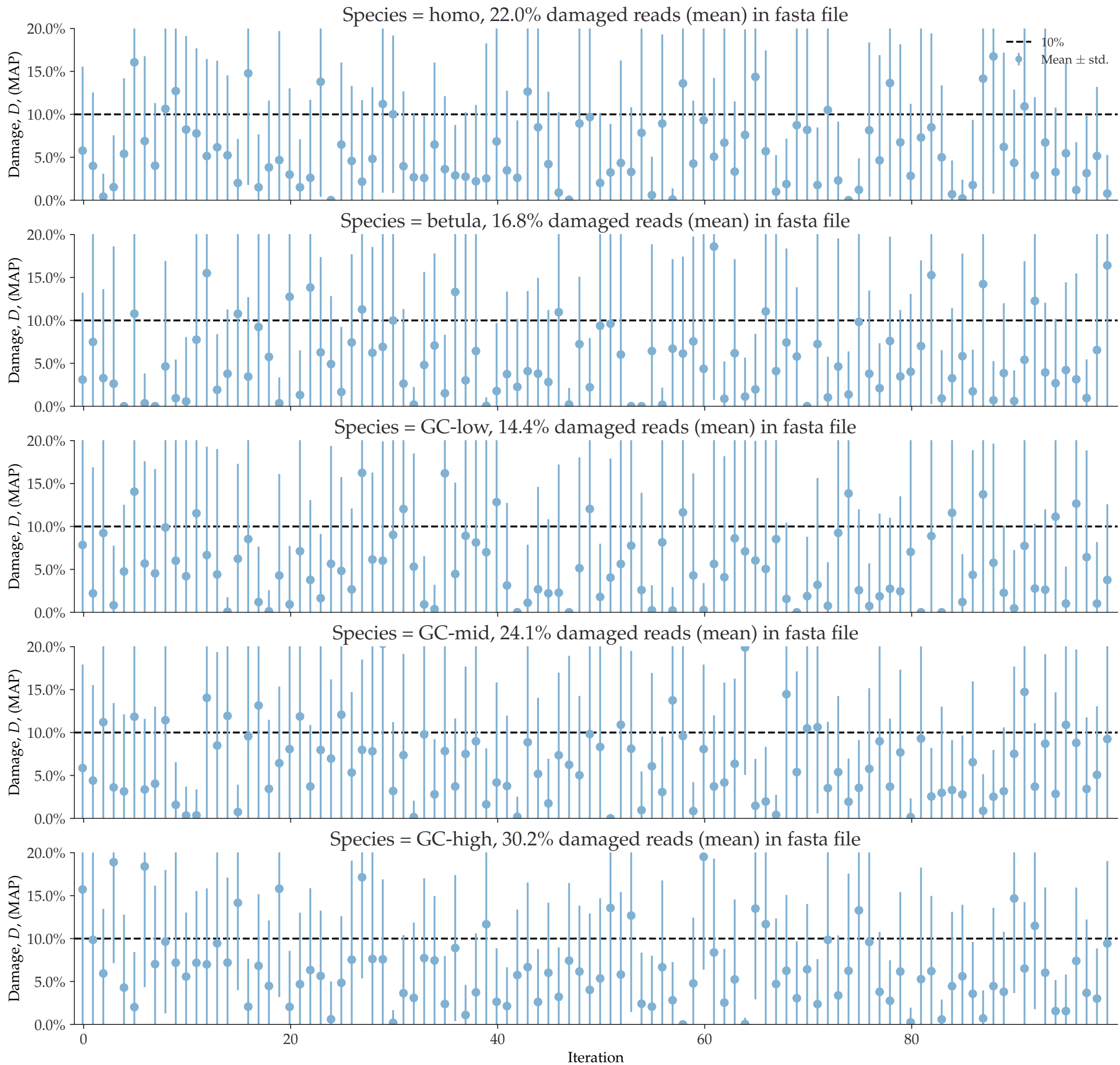
Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent = 5%
Damage, D , (MAP)



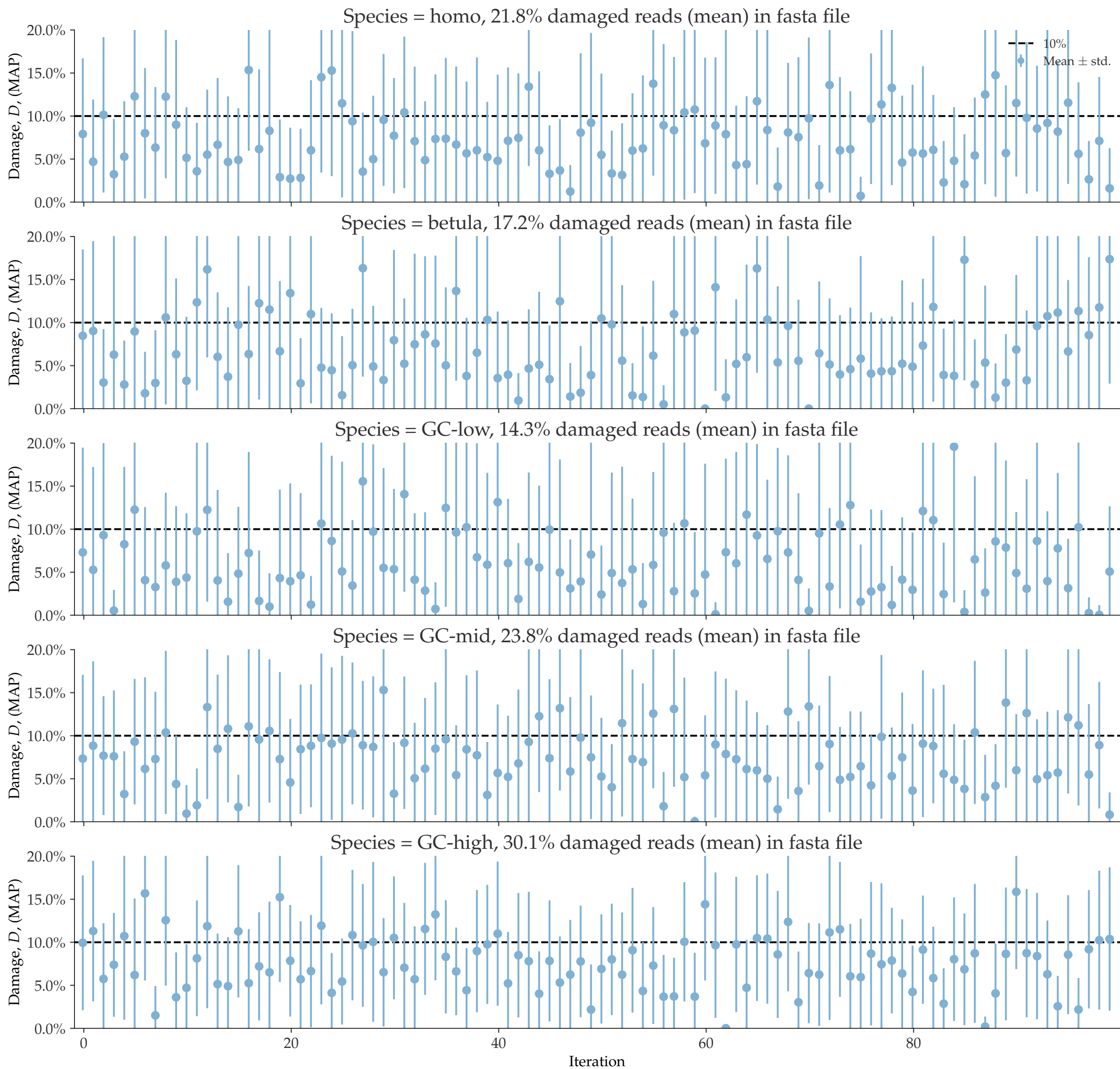
Individual damages:
 10 reads
 Briggs damage = 0.303
 Damage percent = 10%
 Damage, D , (MAP)



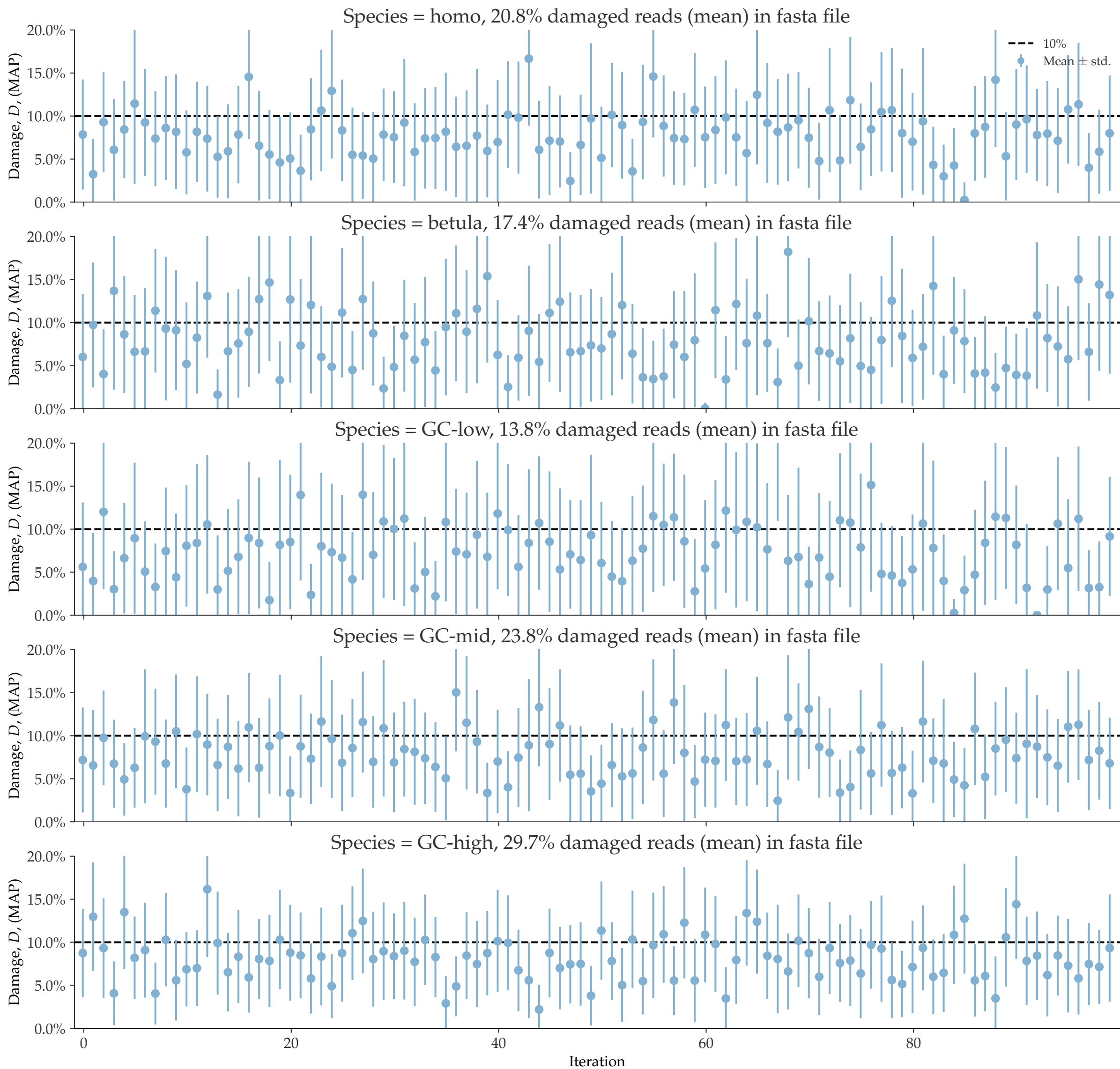
Individual damages:
 25 reads
 Briggs damage = 0.303
 Damage percent = 10%
 Damage, D , (MAP)



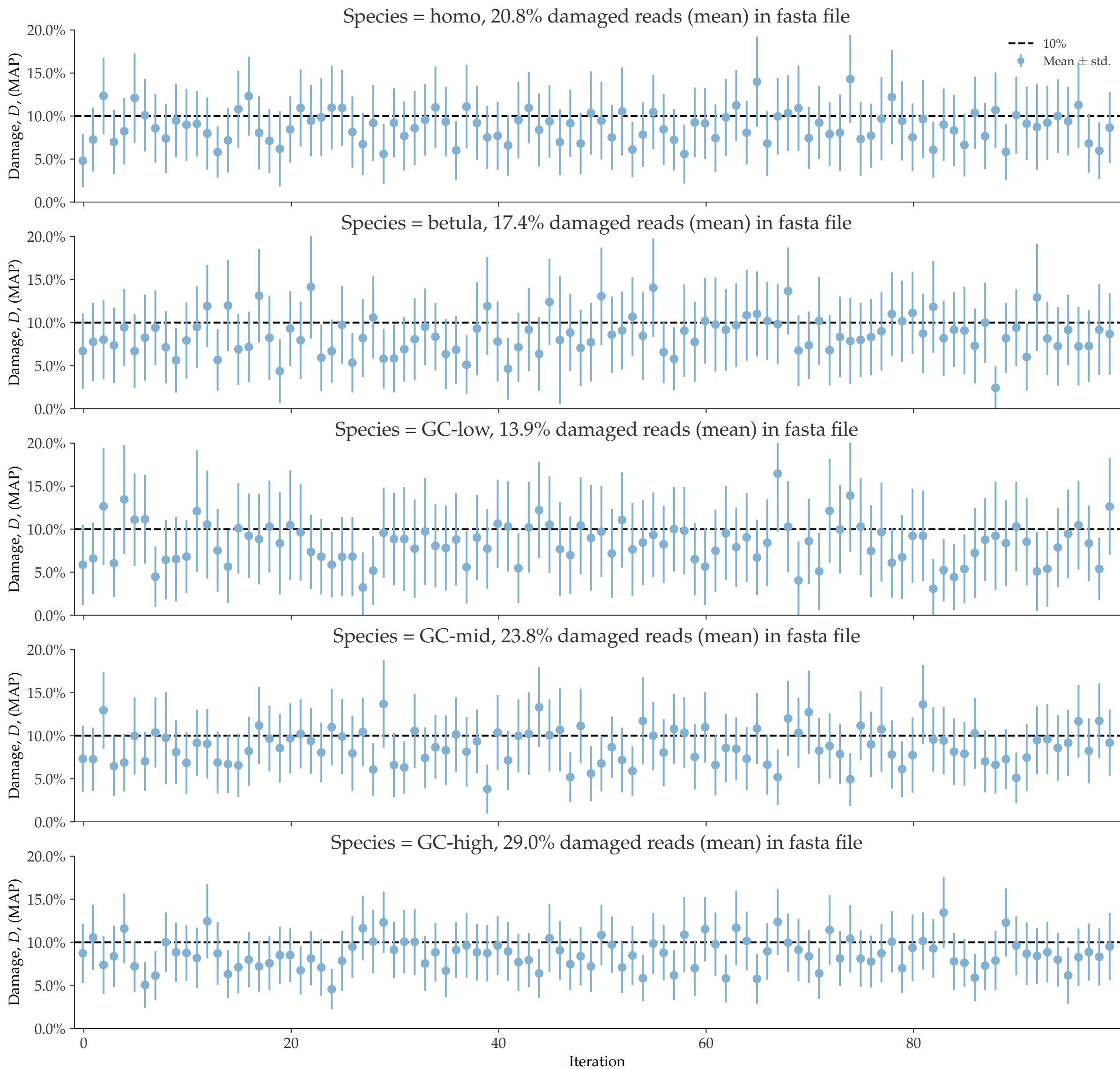
Individual damages:
 50 reads
 Briggs damage = 0.303
 Damage percent = 10%
 Damage, D , (MAP)



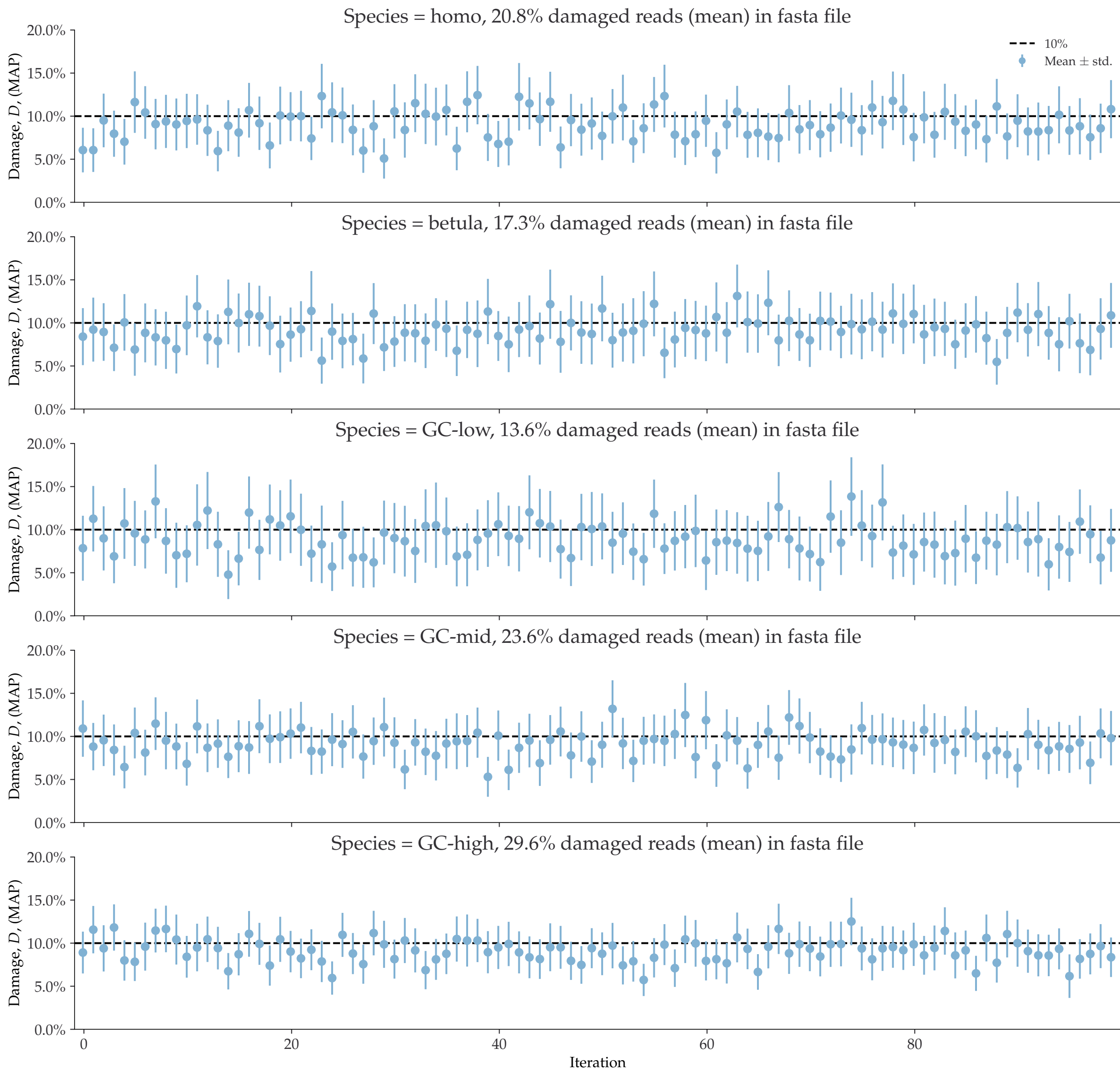
Individual damages:
 100 reads
 Briggs damage = 0.303
 Damage percent = 10%
 Damage, D , (MAP)



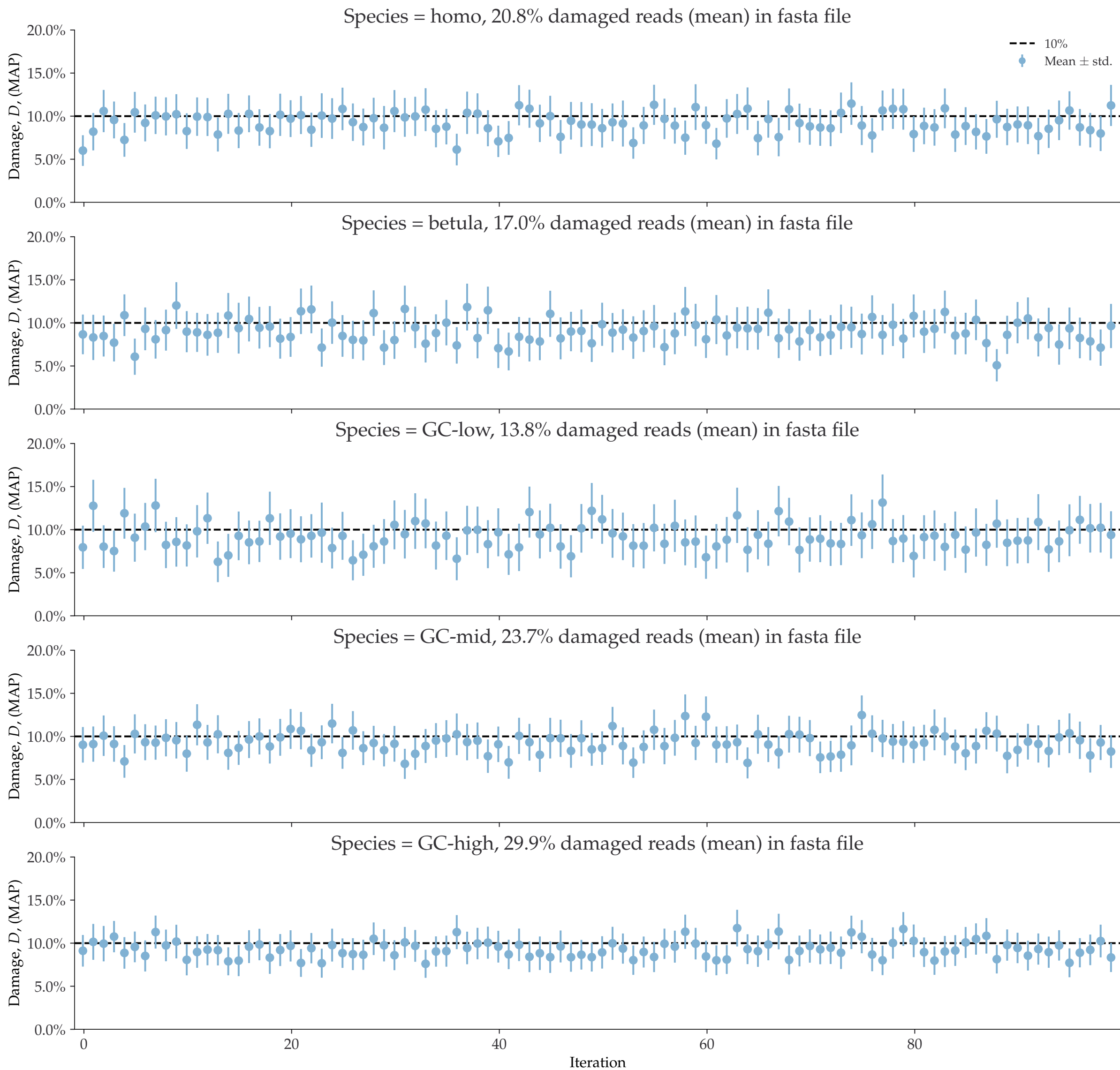
Individual damages:
250 reads
Briggs damage = 0.303
Damage percent = 10%
Damage, D , (MAP)



Individual damages:
500 reads
Briggs damage = 0.303
Damage percent = 10%
Damage, D , (MAP)

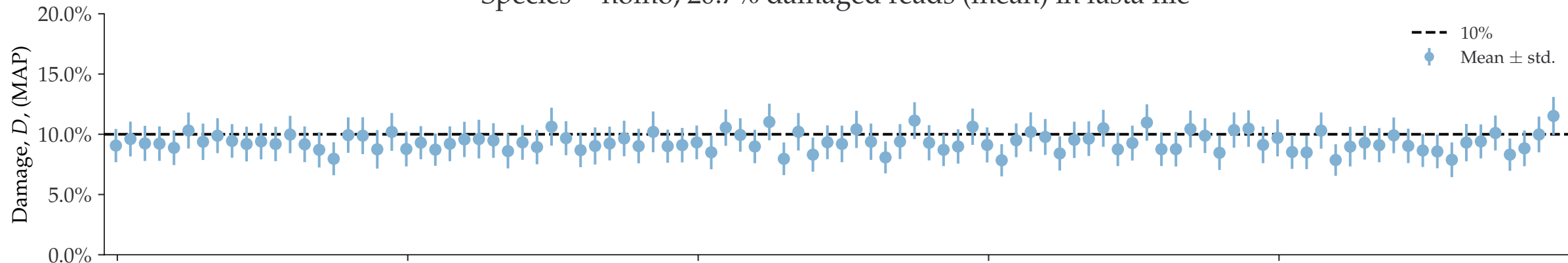


Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent = 10%
Damage, D , (MAP)

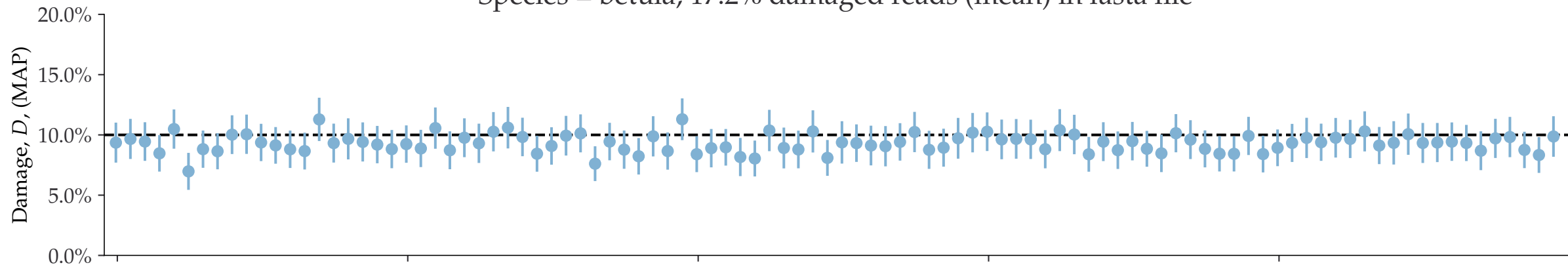


Individual damages:
 2500 reads
 Briggs damage = 0.303
 Damage percent = 10%
 Damage, D , (MAP)

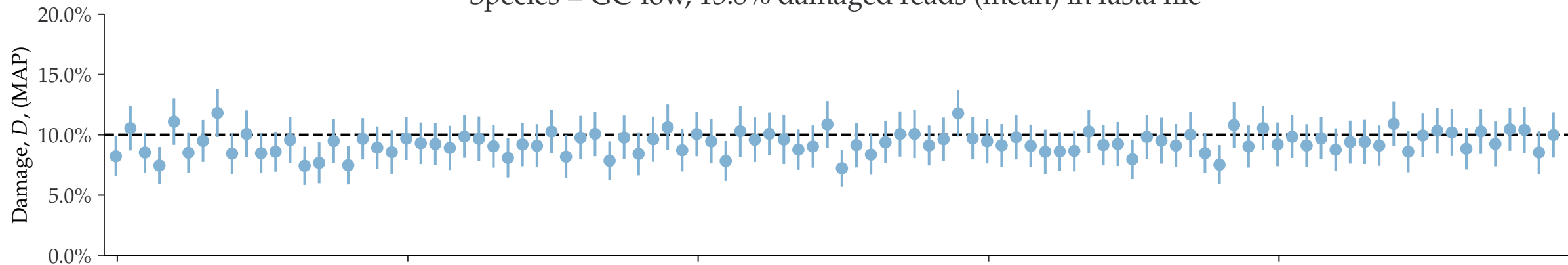
Species = homo, 20.7% damaged reads (mean) in fasta file



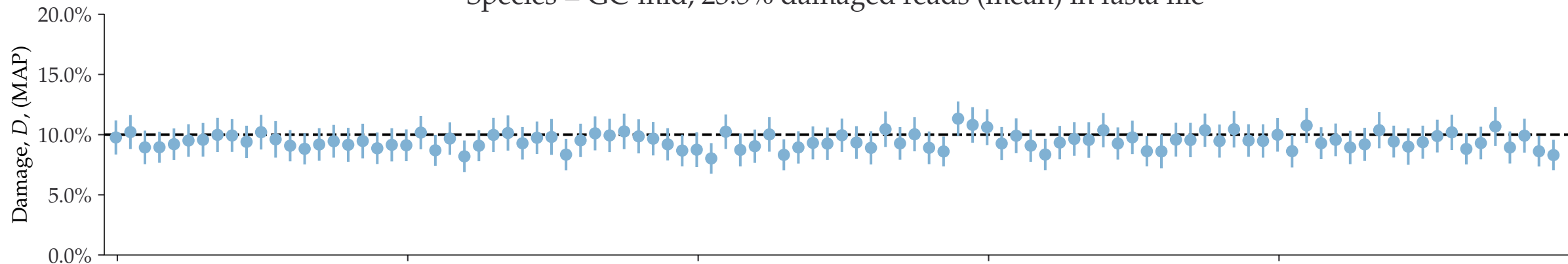
Species = betula, 17.2% damaged reads (mean) in fasta file



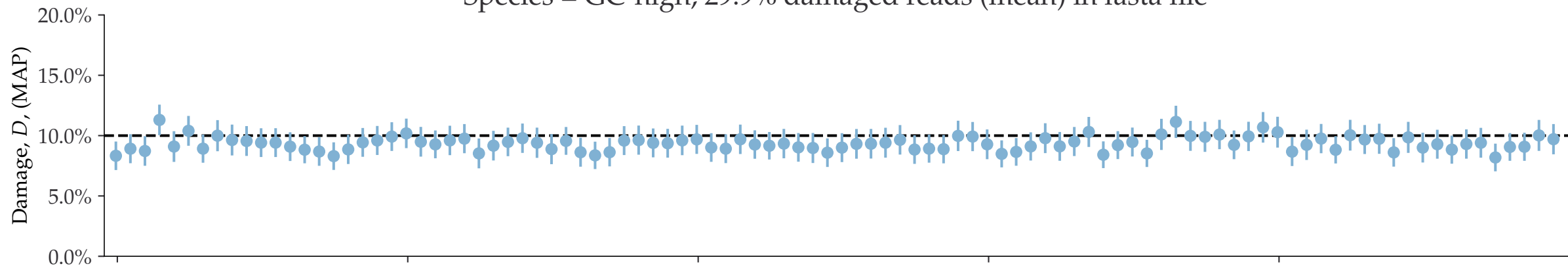
Species = GC-low, 13.8% damaged reads (mean) in fasta file



Species = GC-mid, 23.5% damaged reads (mean) in fasta file

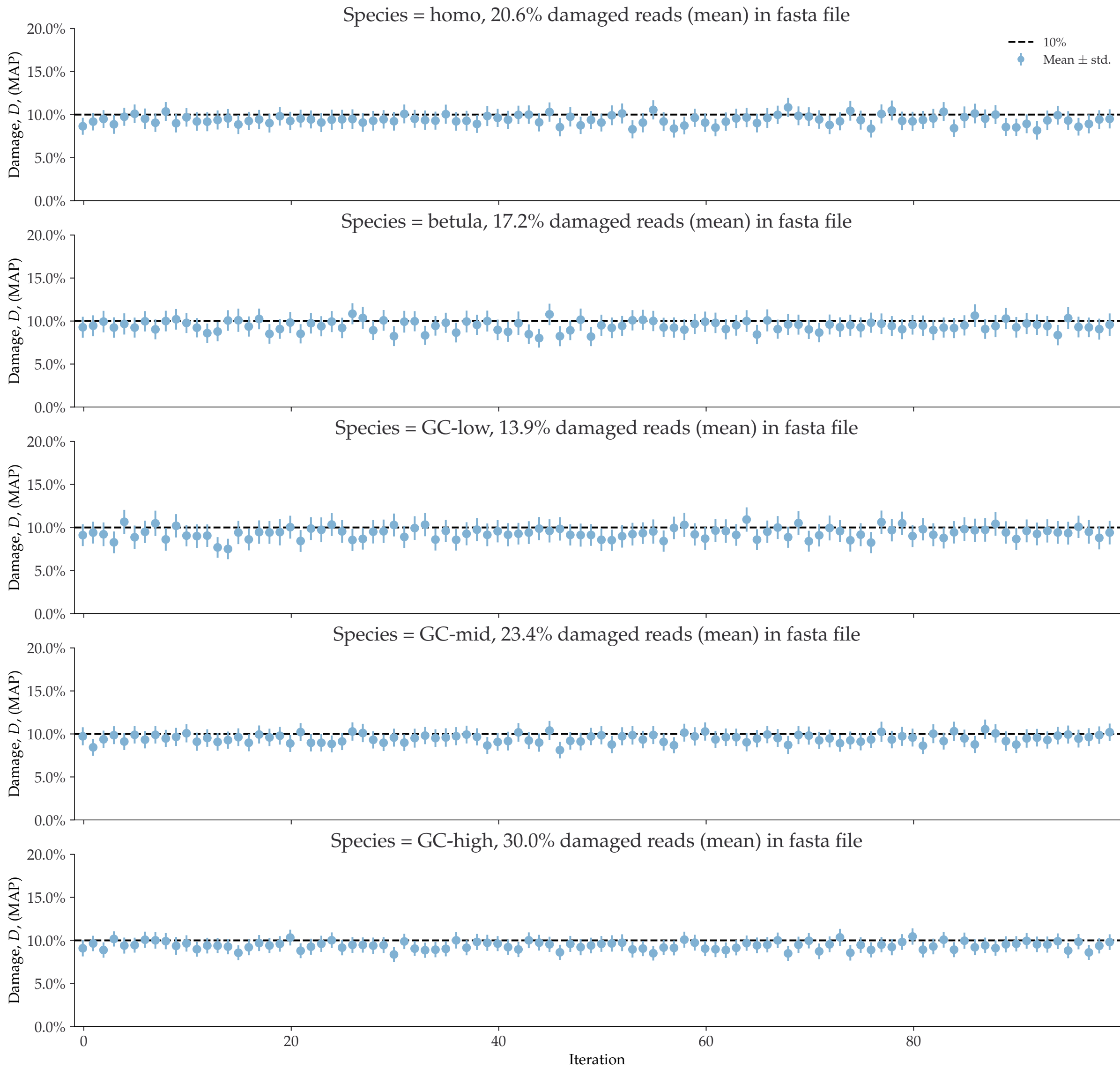


Species = GC-high, 29.9% damaged reads (mean) in fasta file

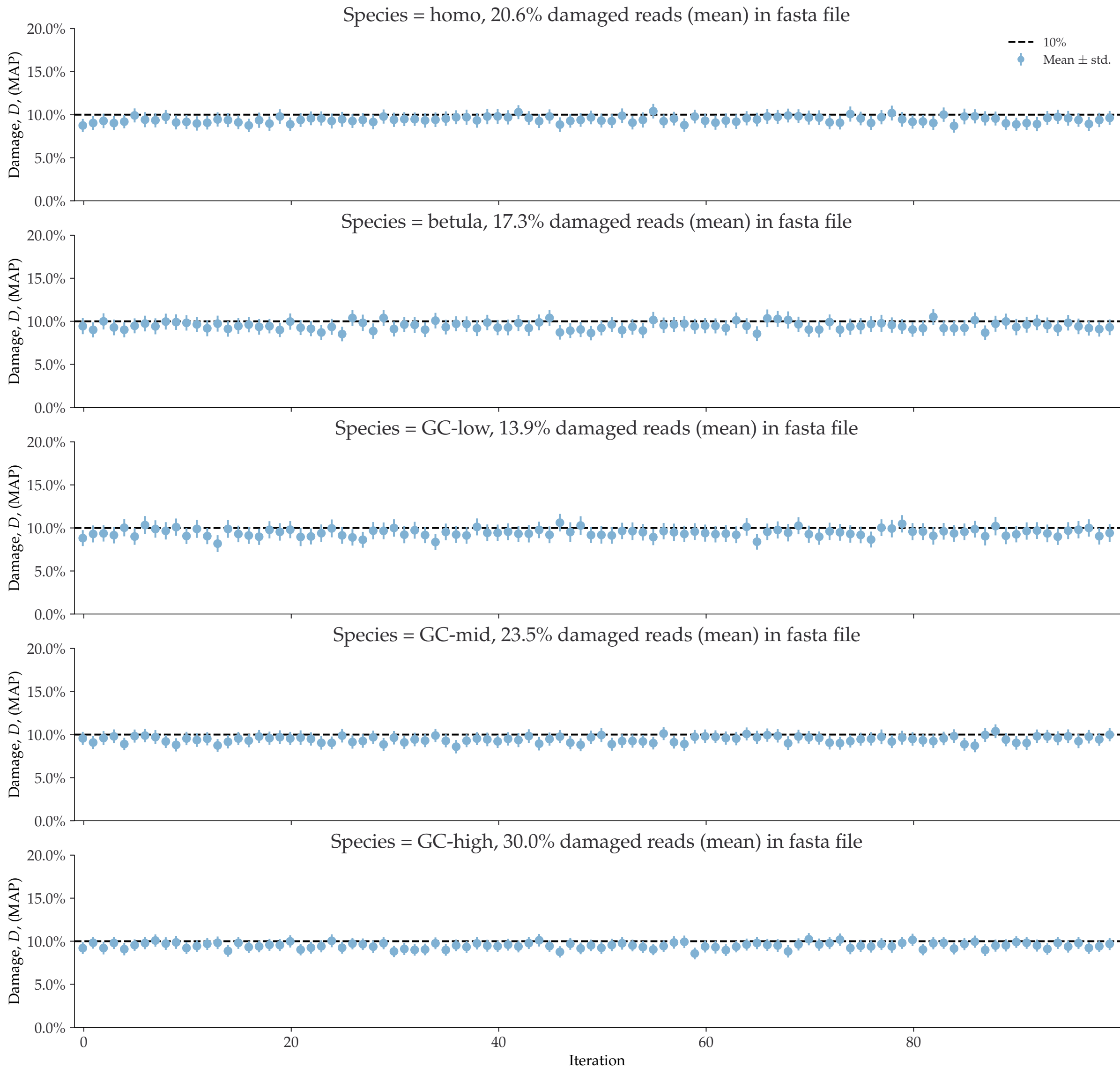


Iteration

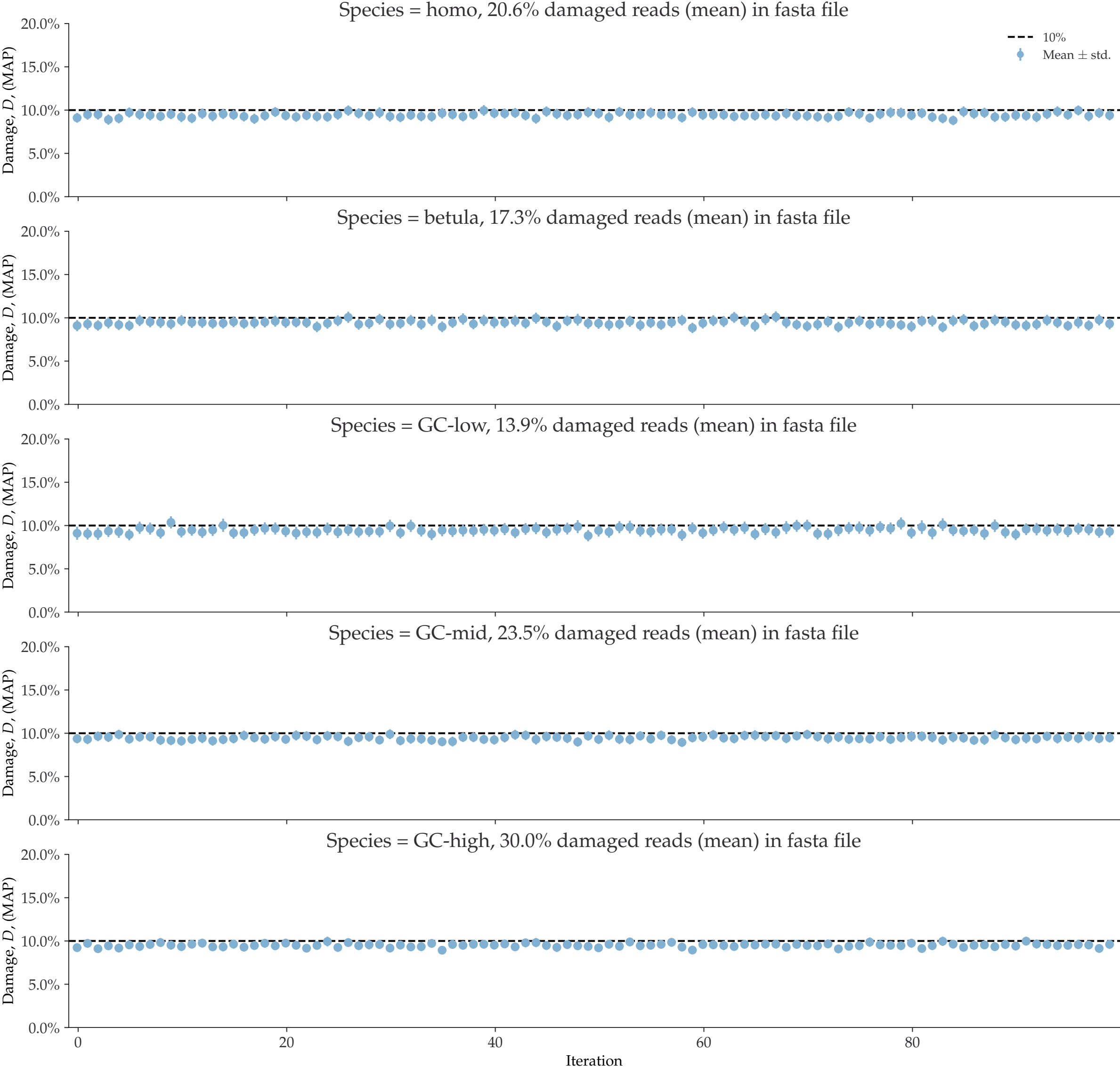
Individual damages:
5000 reads
Briggs damage = 0.303
Damage percent = 10%
Damage, D , (MAP)



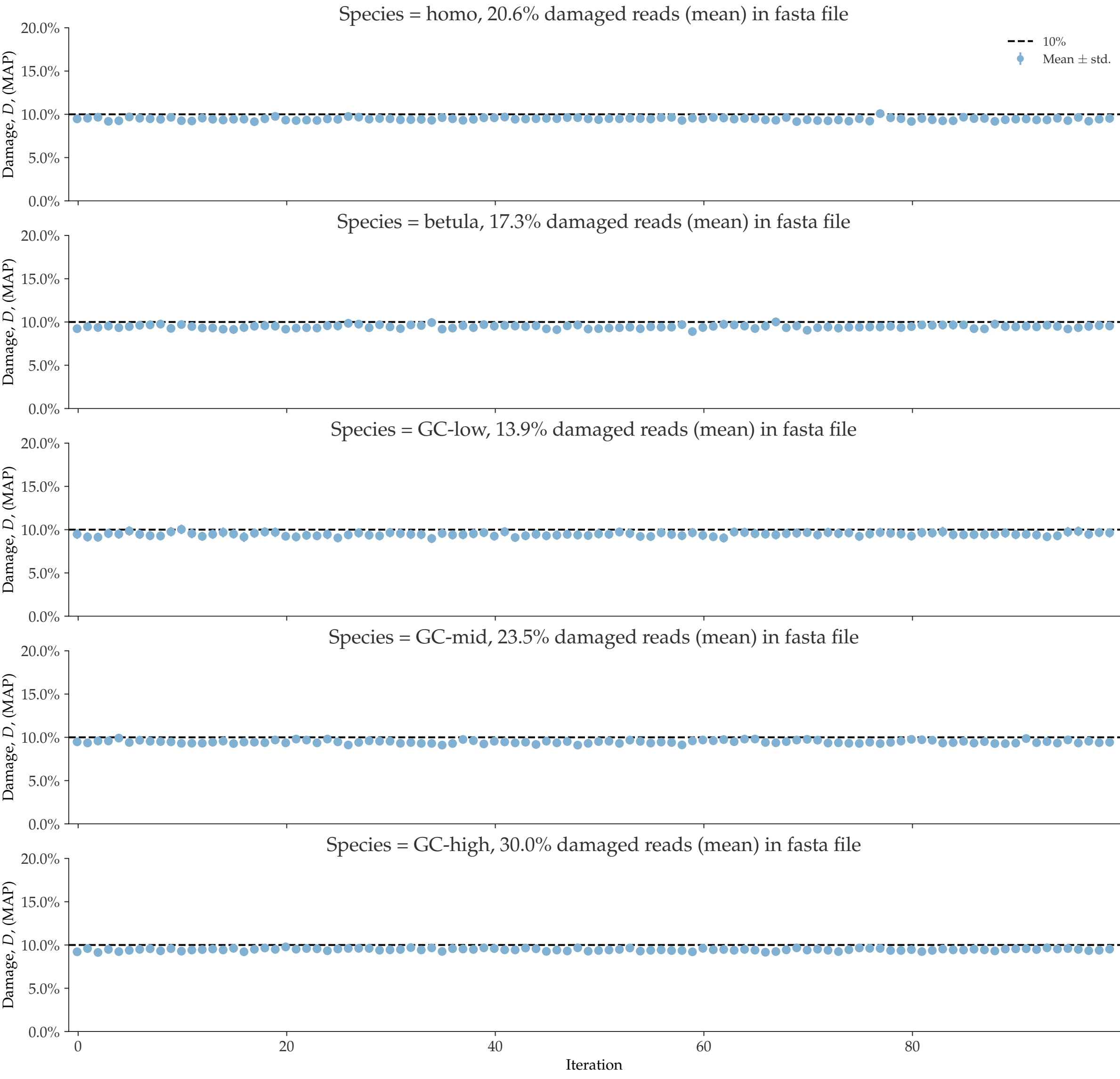
Individual damages:
10000 reads
Briggs damage = 0.303
Damage percent = 10%
Damage, D , (MAP)



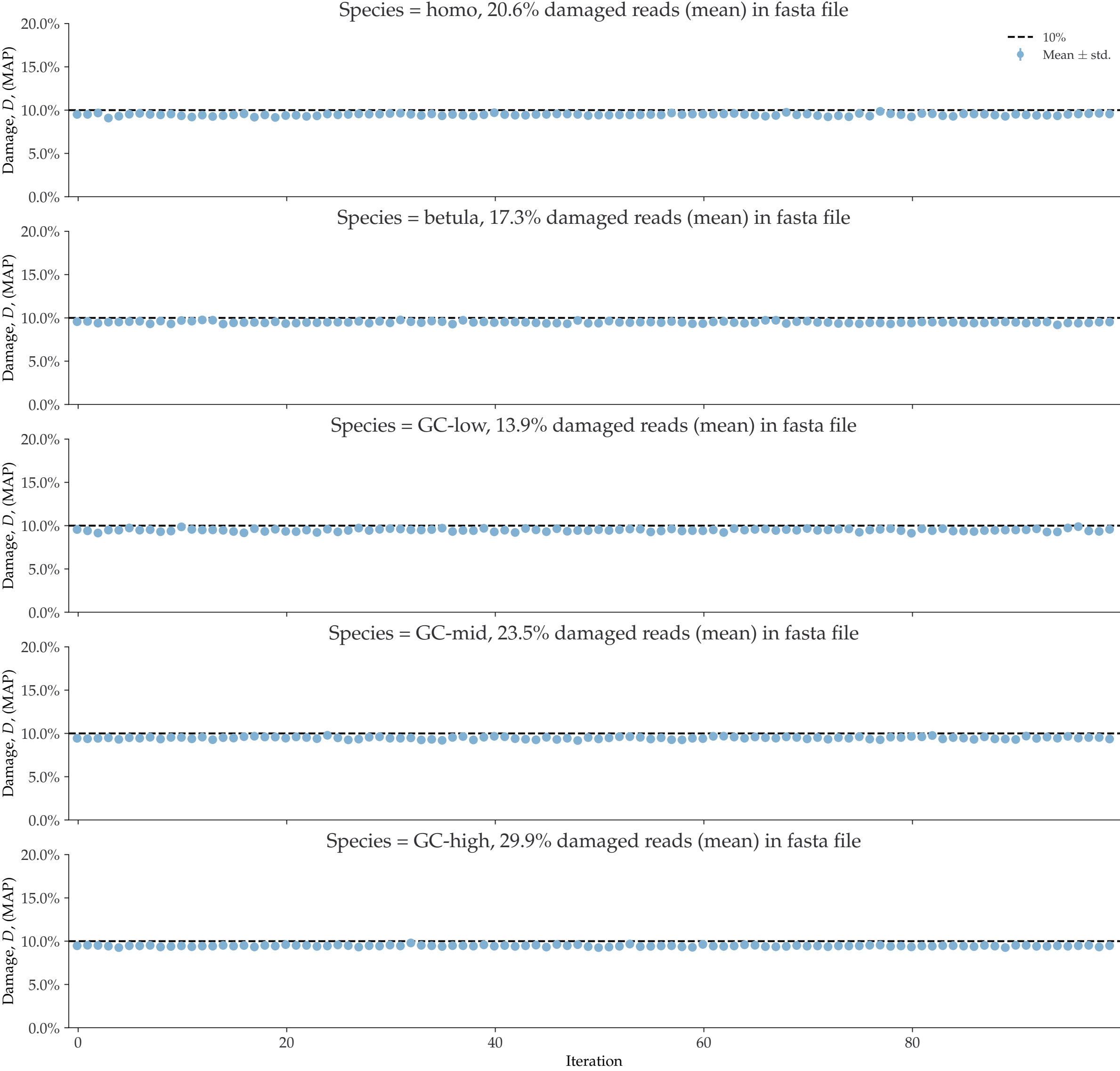
Individual damages:
25000 reads
Briggs damage = 0.303
Damage percent = 10%
Damage, D , (MAP)



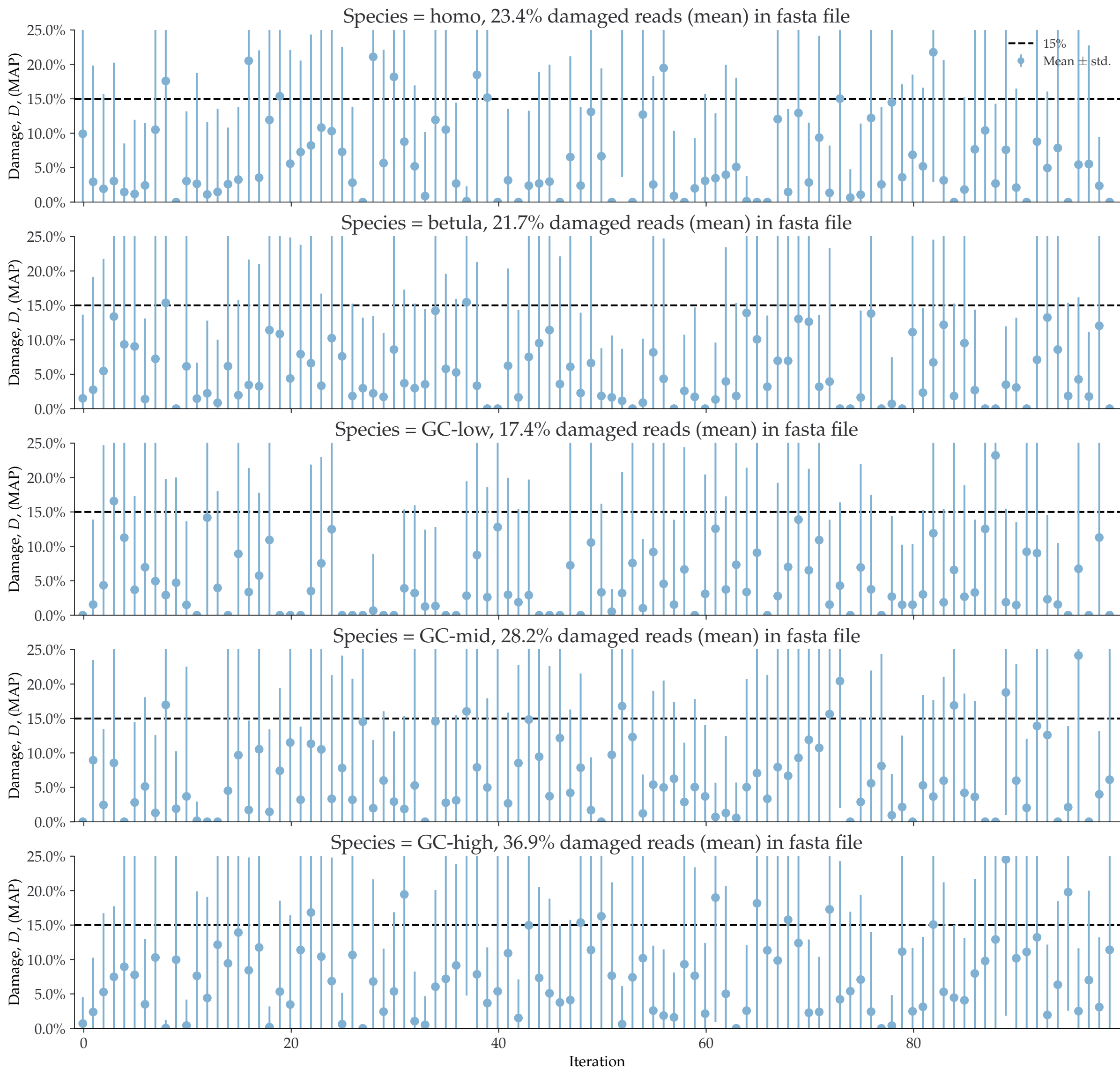
Individual damages:
50000 reads
Briggs damage = 0.303
Damage percent = 10%
Damage, D , (MAP)



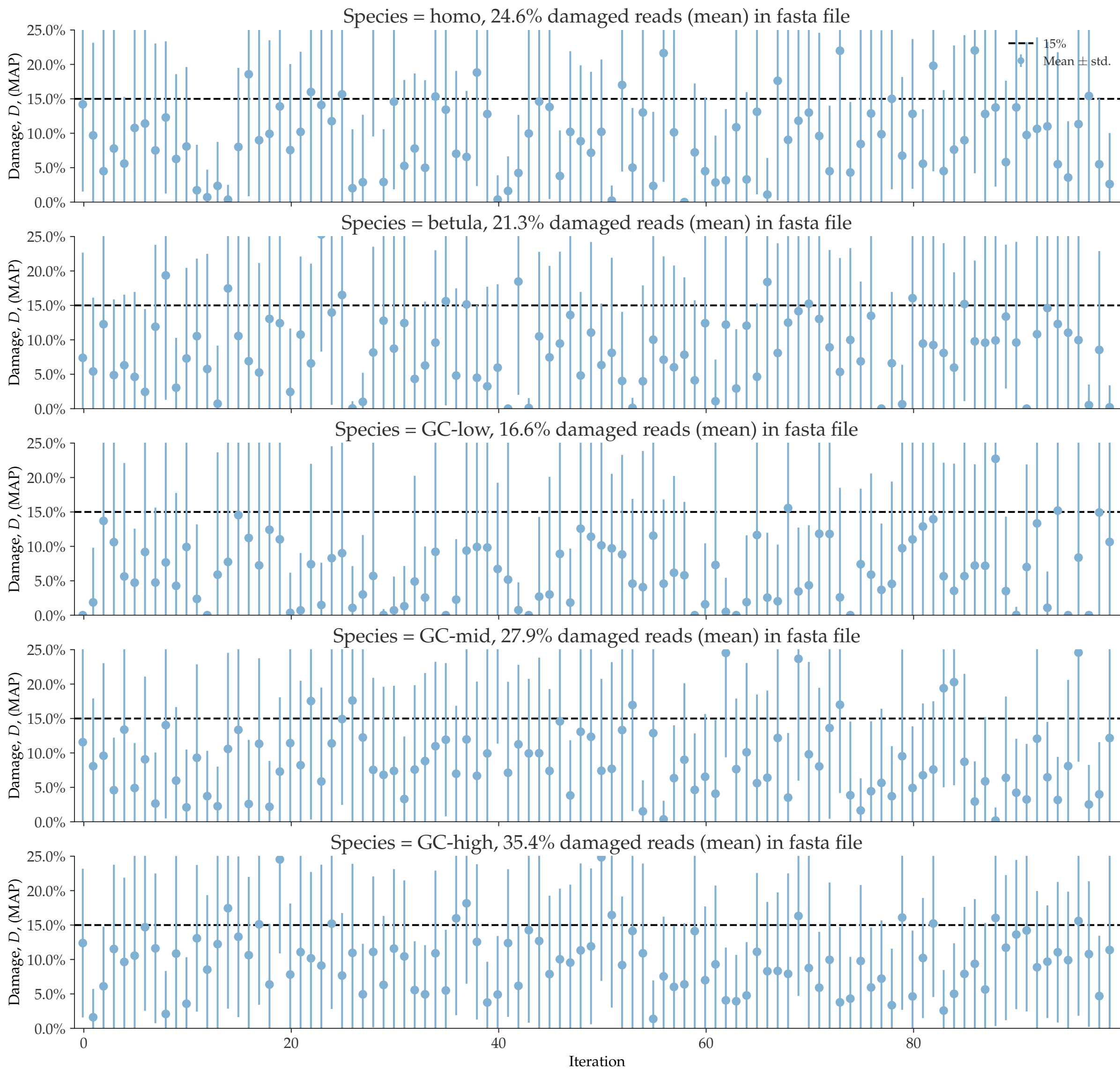
Individual damages:
100000 reads
Briggs damage = 0.303
Damage percent = 10%
Damage, D , (MAP)



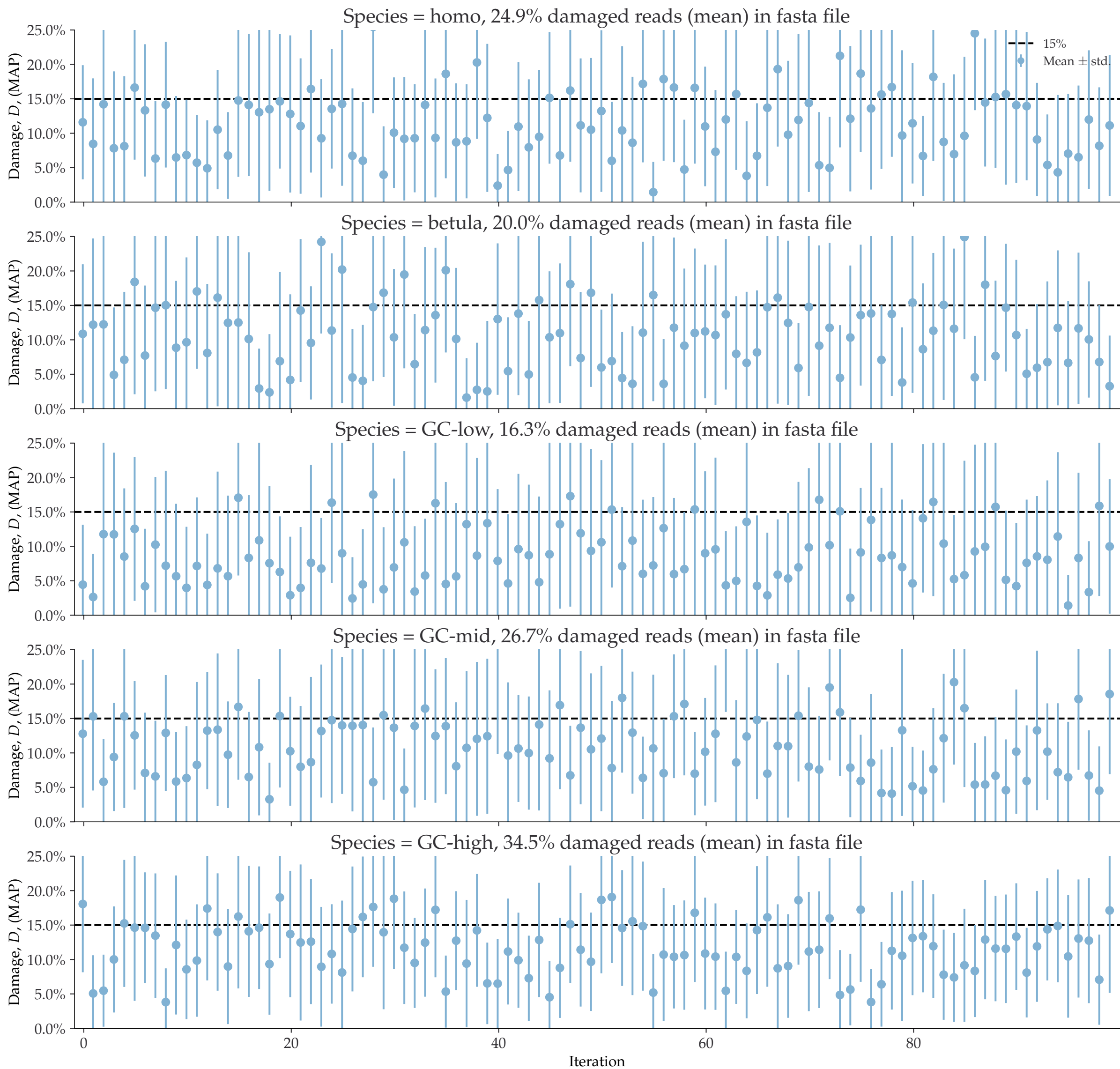
Individual damages:
 10 reads
 Briggs damage = 0.466
 Damage percent = 15%
 Damage, D , (MAP)



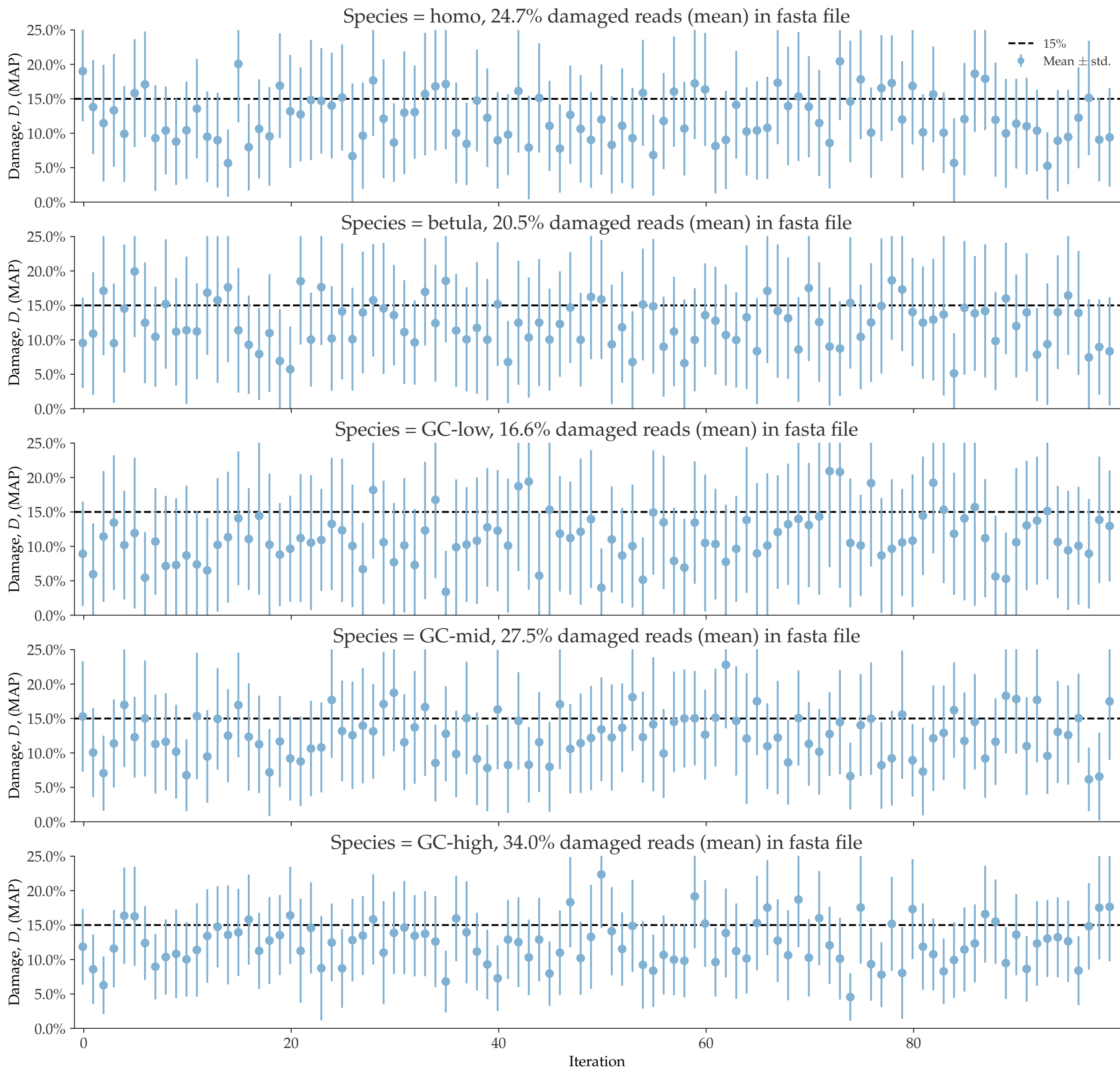
Individual damages:
 25 reads
 Briggs damage = 0.466
 Damage percent = 15%
 Damage, D , (MAP)



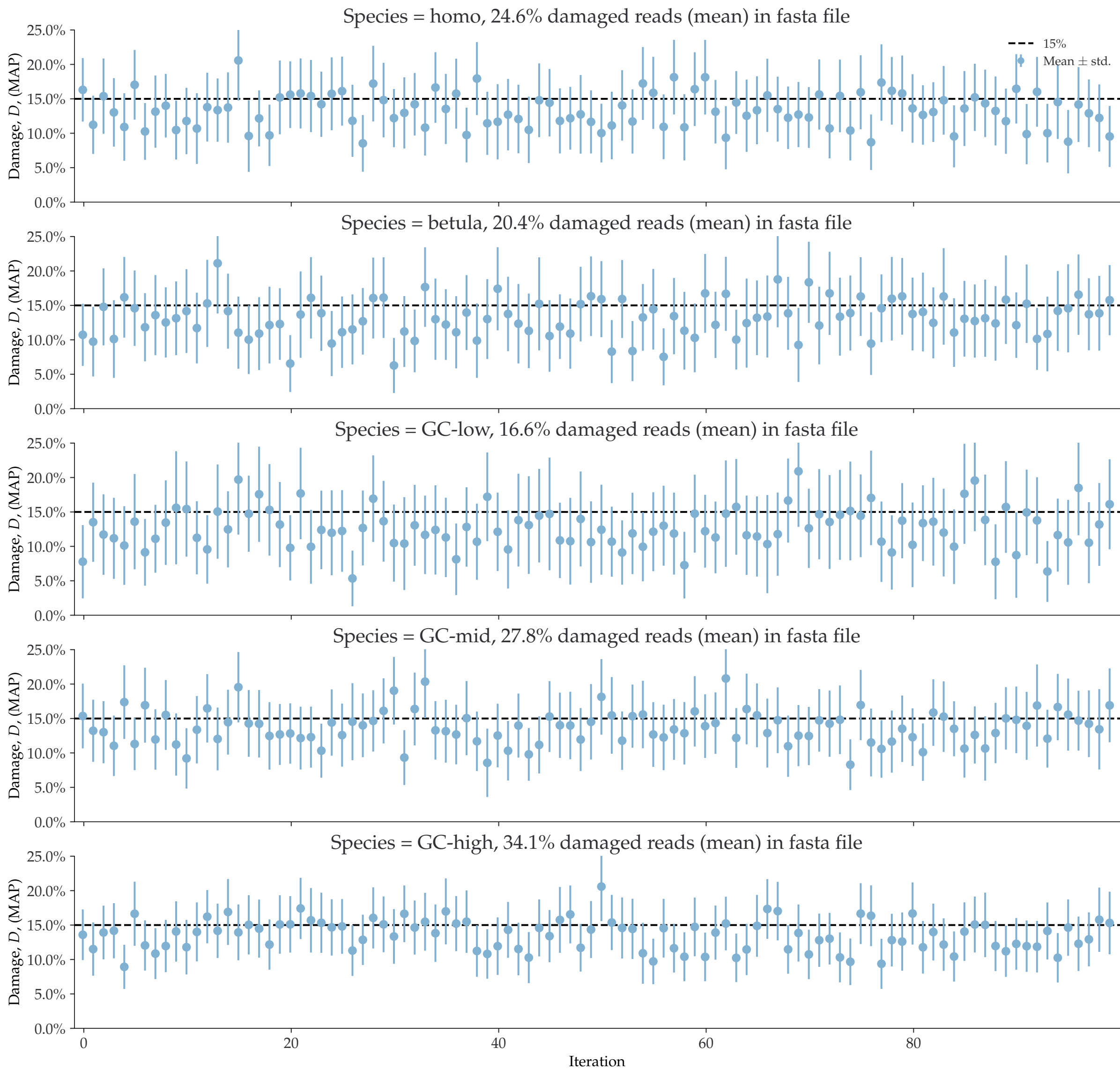
Individual damages:
50 reads
Briggs damage = 0.466
Damage percent = 15%
Damage, D , (MAP)



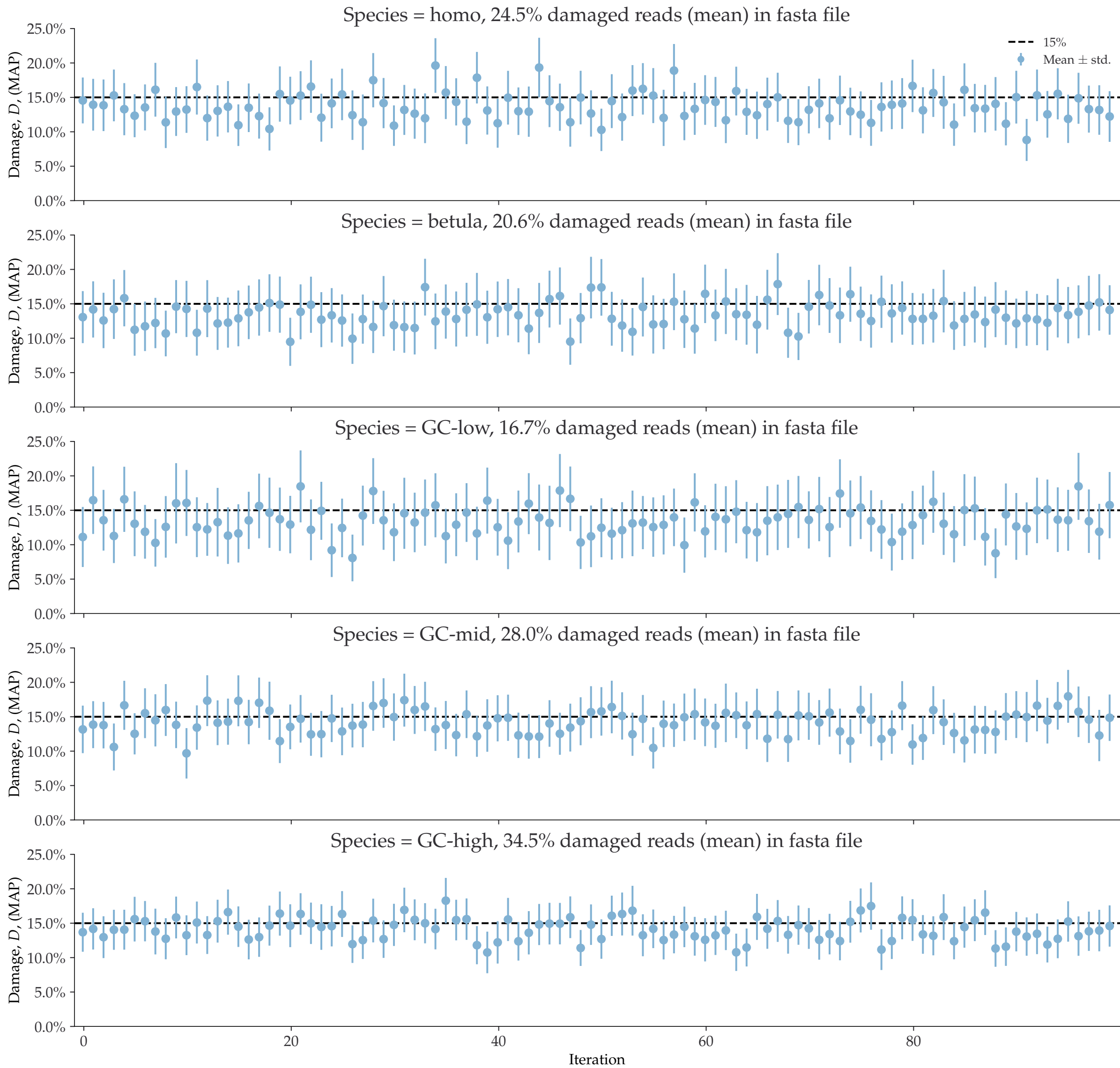
Individual damages:
 100 reads
 Briggs damage = 0.466
 Damage percent = 15%
 Damage, D , (MAP)



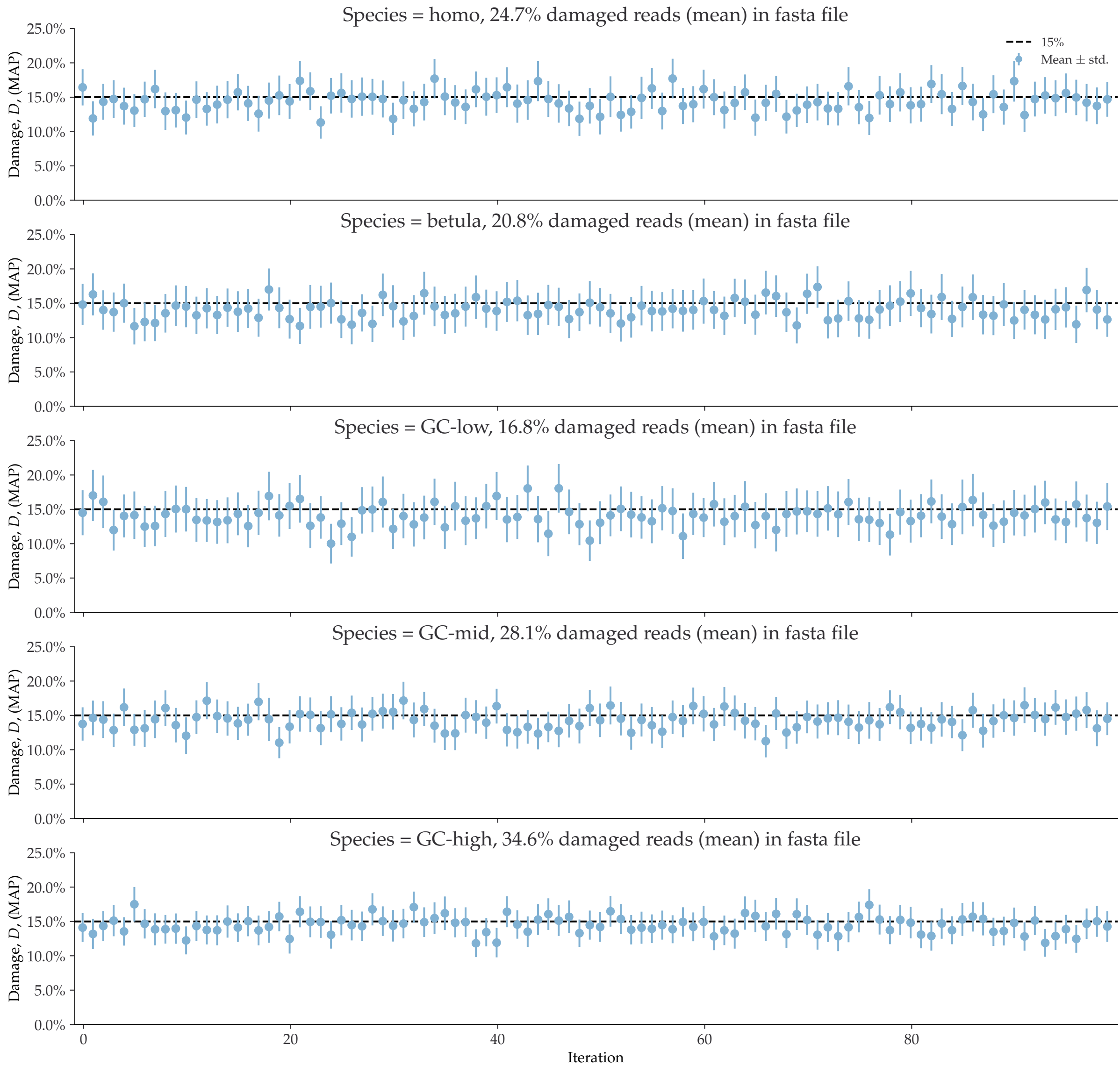
Individual damages:
 250 reads
 Briggs damage = 0.466
 Damage percent = 15%
 Damage, D , (MAP)



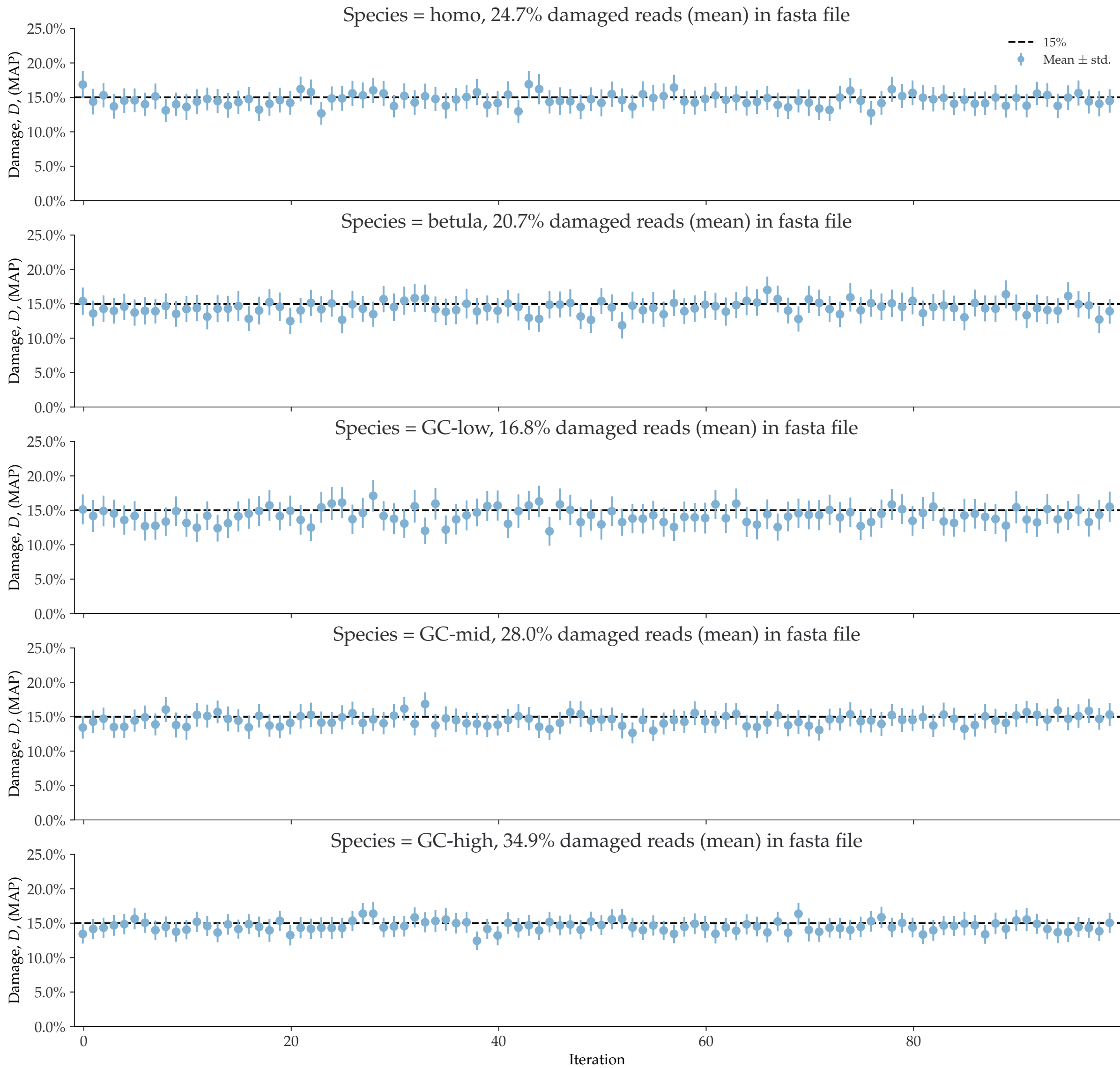
Individual damages:
500 reads
Briggs damage = 0.466
Damage percent = 15%
Damage, D , (MAP)



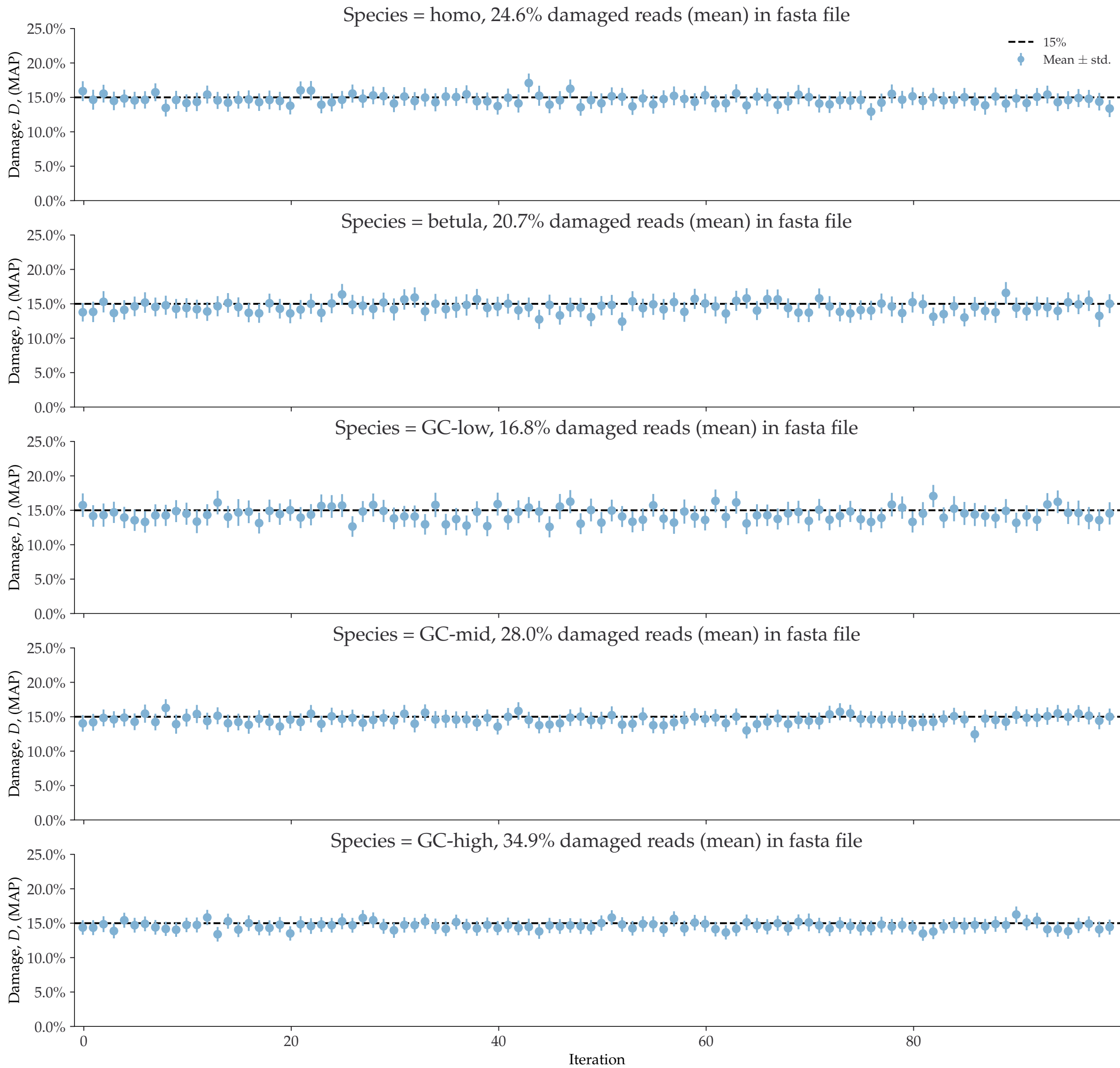
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent = 15%
Damage, D , (MAP)



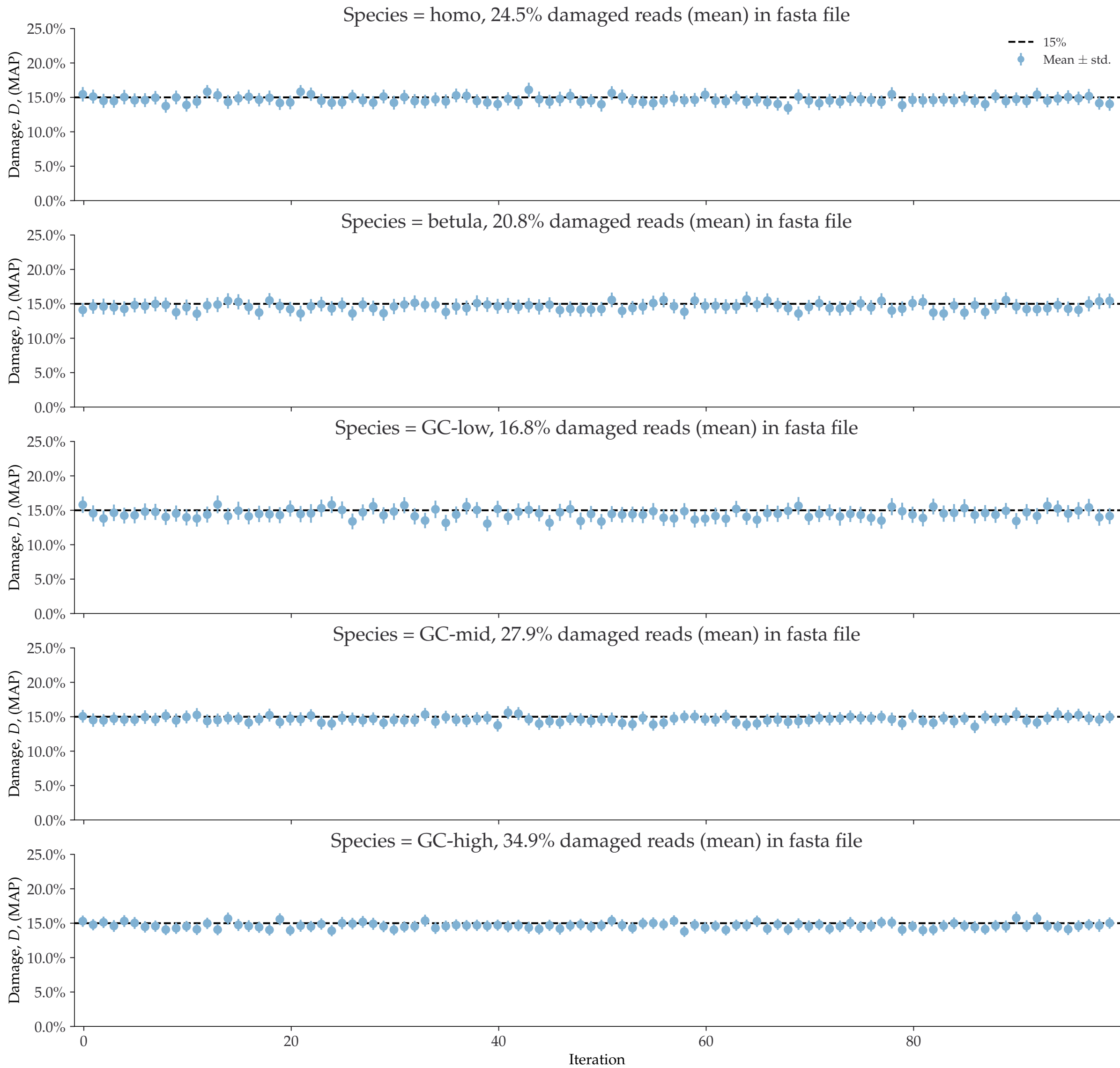
Individual damages:
 2500 reads
 Briggs damage = 0.466
 Damage percent = 15%
 Damage, D , (MAP)



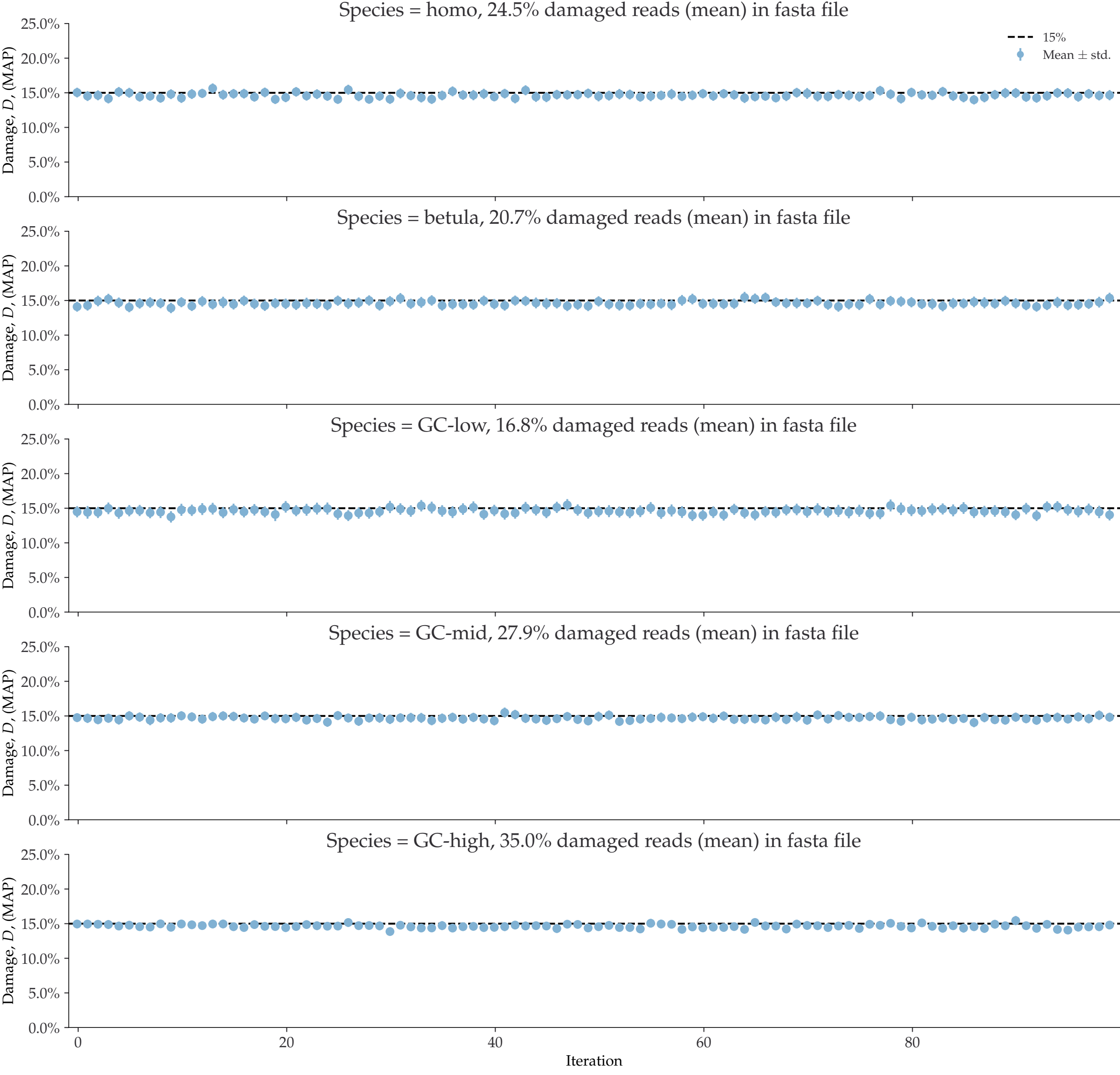
Individual damages:
5000 reads
Briggs damage = 0.466
Damage percent = 15%
Damage, D , (MAP)



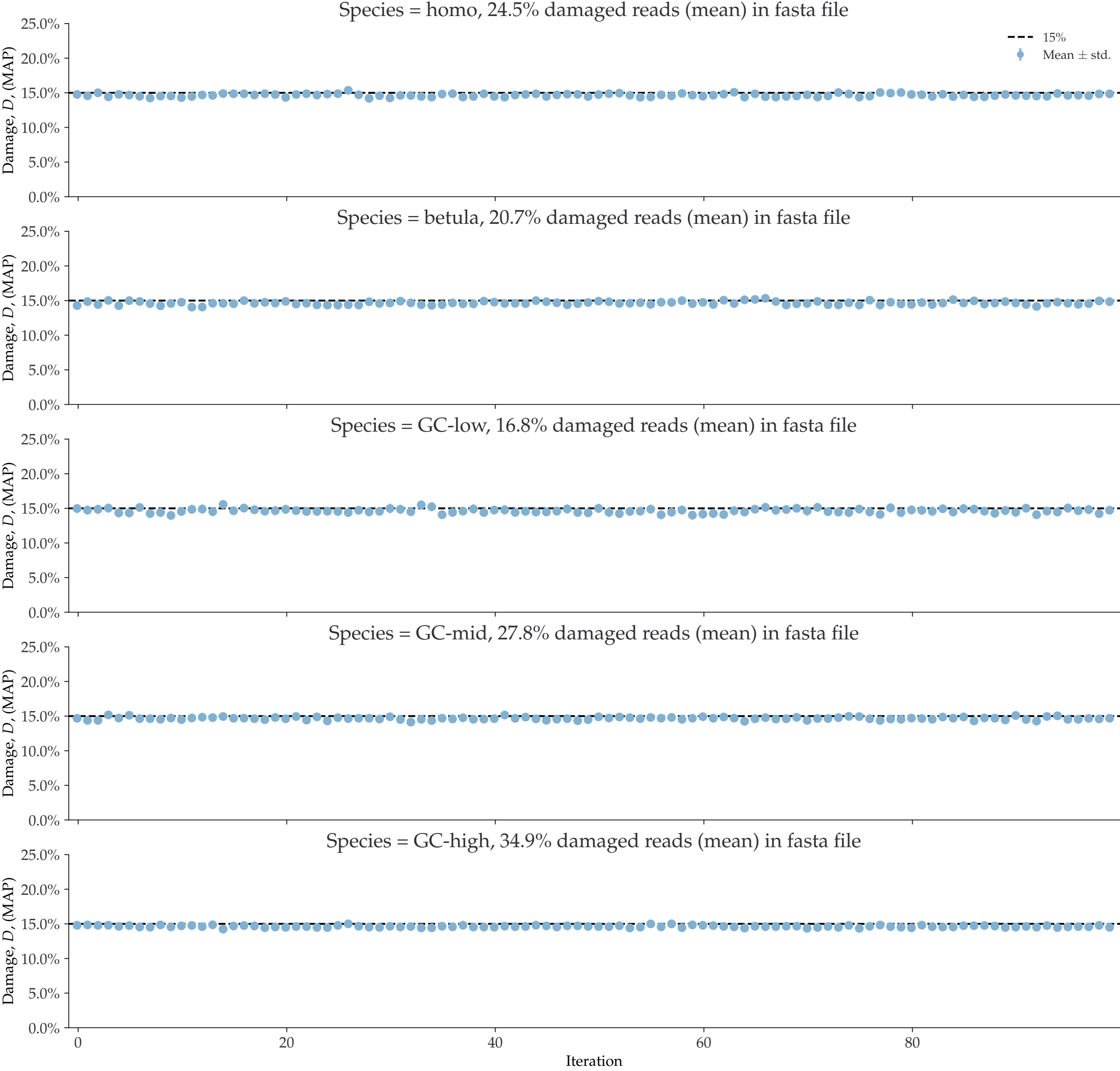
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent = 15%
Damage, D , (MAP)



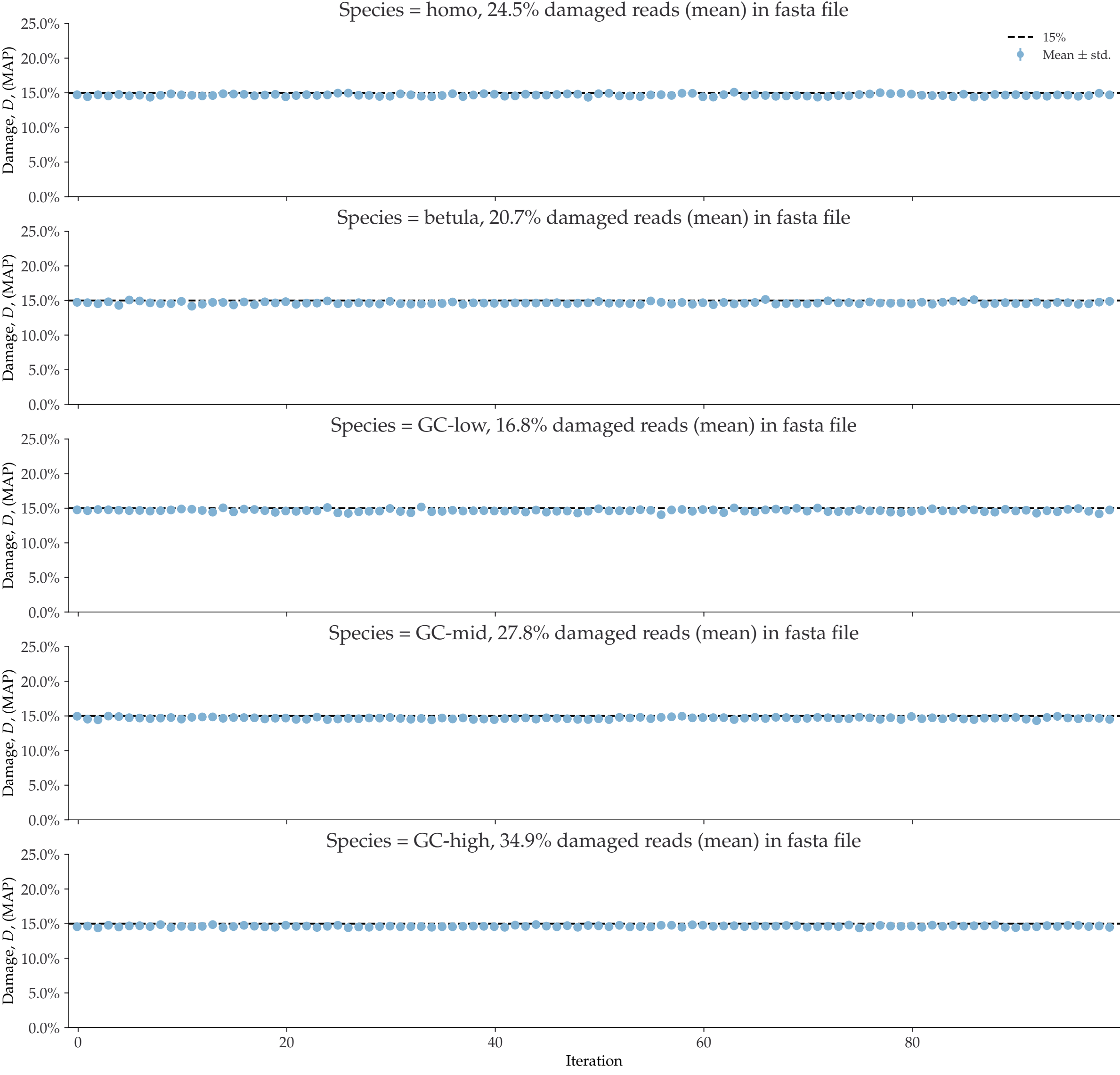
Individual damages:
25000 reads
Briggs damage = 0.466
Damage percent = 15%
Damage, D , (MAP)



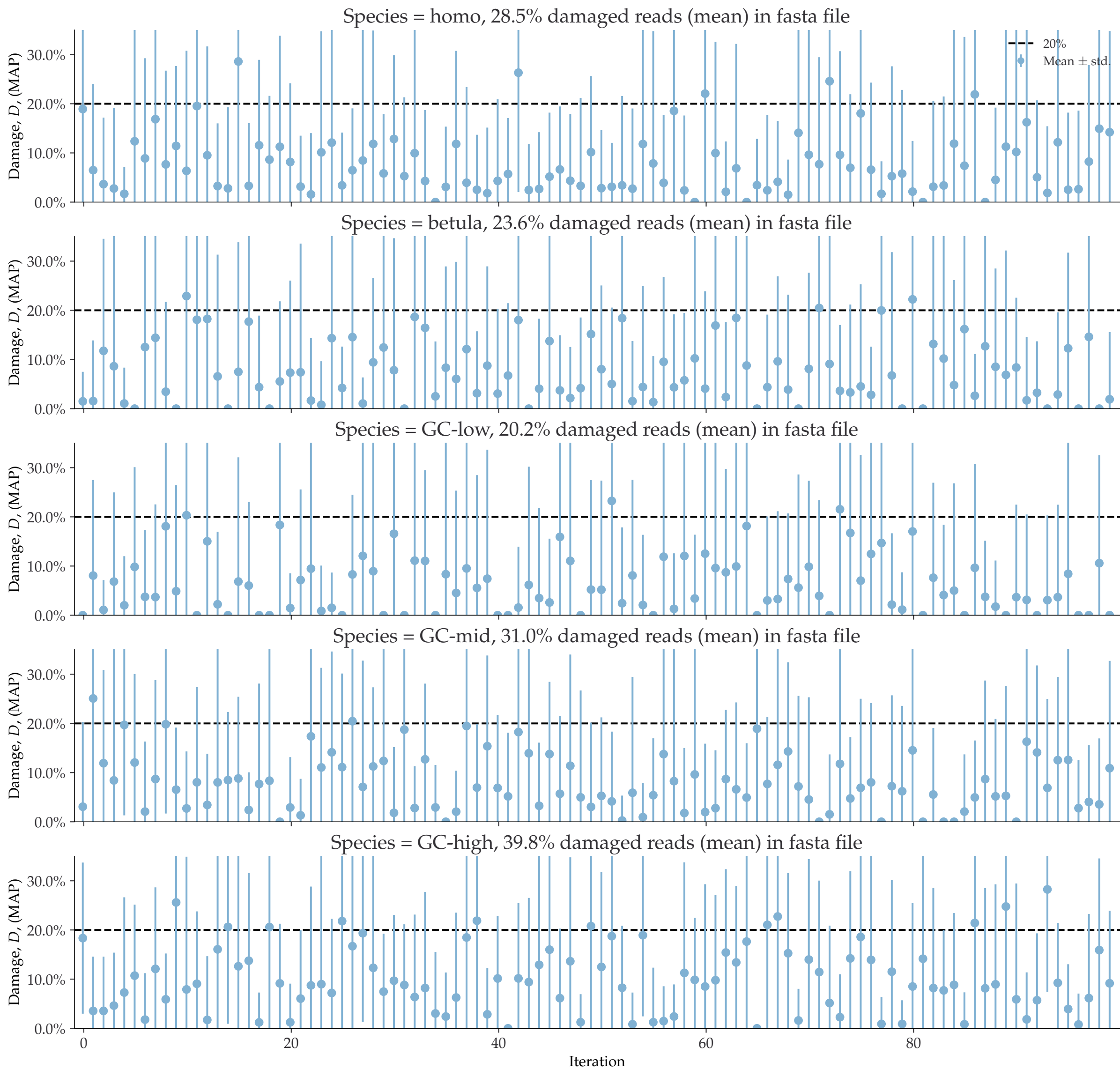
Individual damages:
50000 reads
Briggs damage = 0.466
Damage percent = 15%
Damage, D , (MAP)



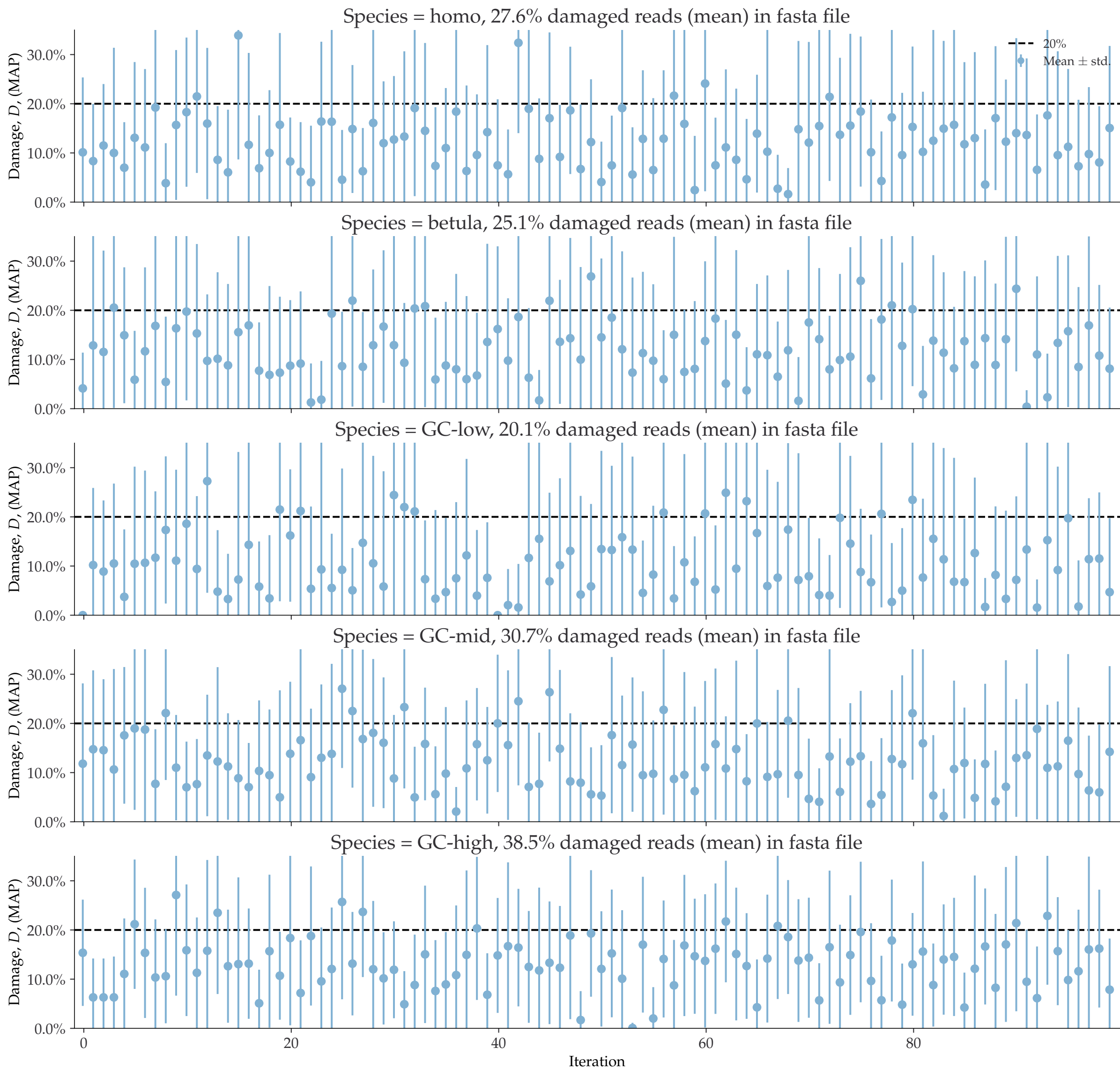
Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent = 15%
Damage, D , (MAP)



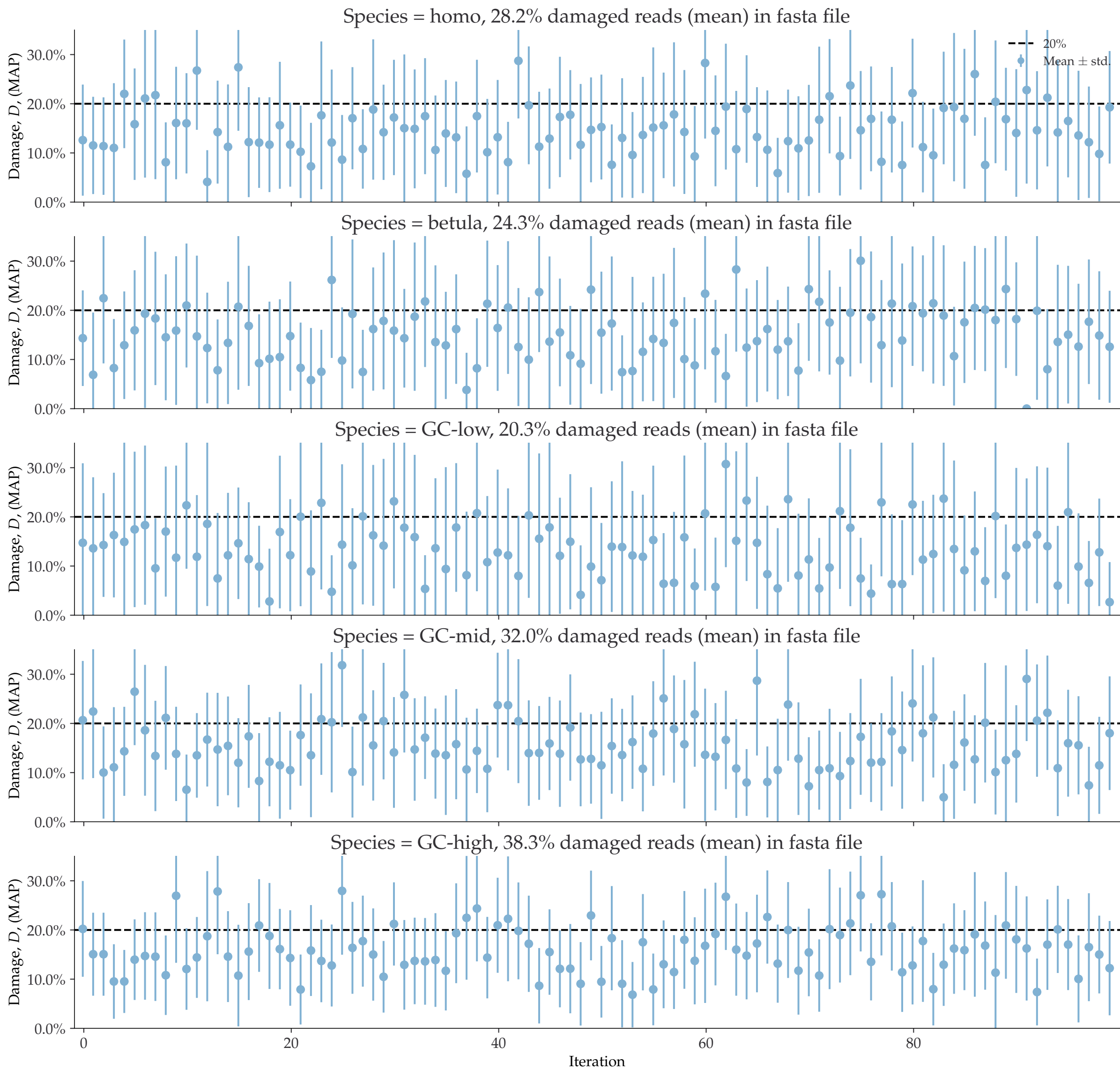
Individual damages:
 10 reads
 Briggs damage = 0.626
 Damage percent = 20%
 Damage, D , (MAP)



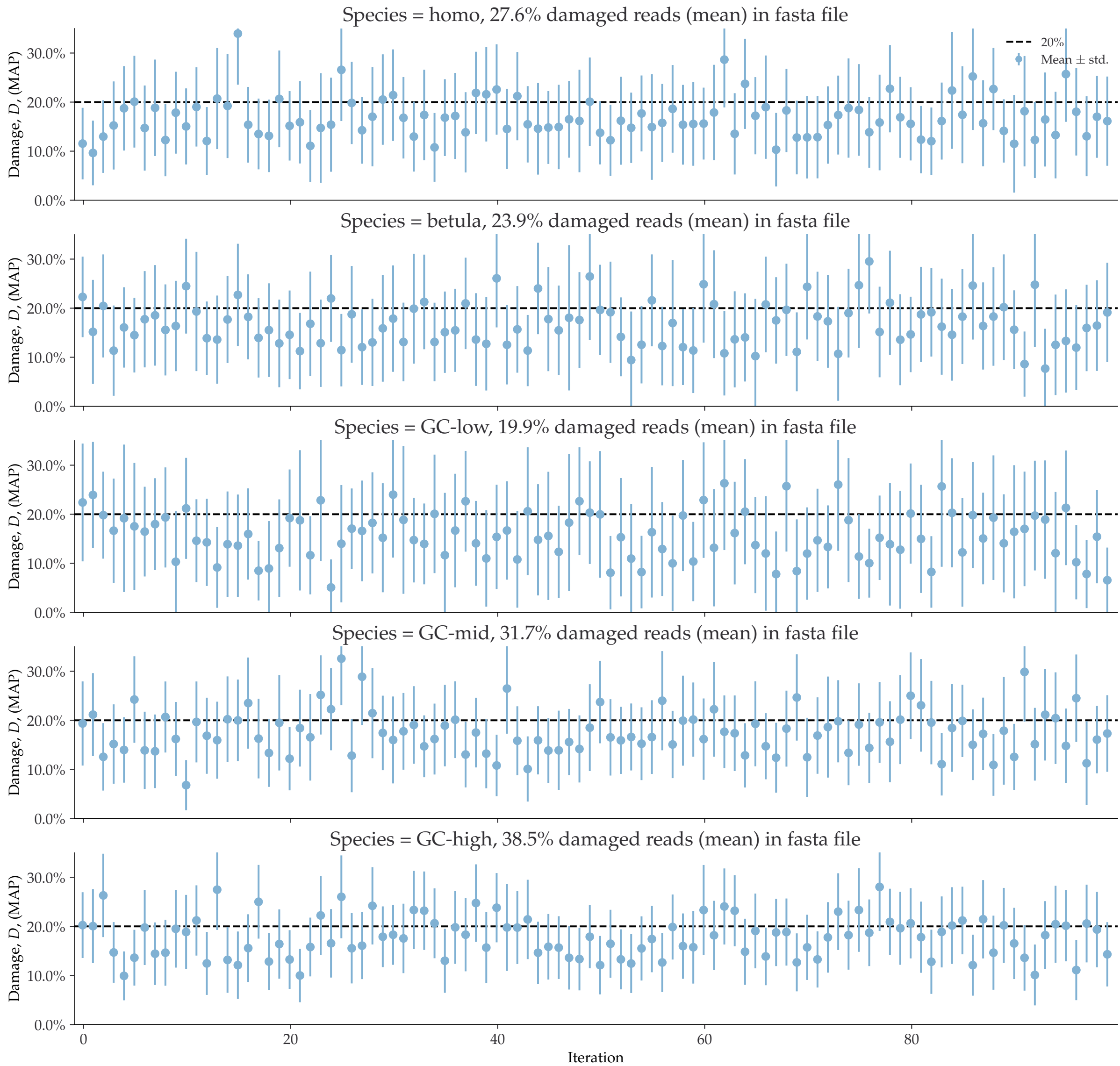
Individual damages:
 25 reads
 Briggs damage = 0.626
 Damage percent = 20%
 Damage, D , (MAP)



Individual damages:
50 reads
Briggs damage = 0.626
Damage percent = 20%
Damage, D , (MAP)

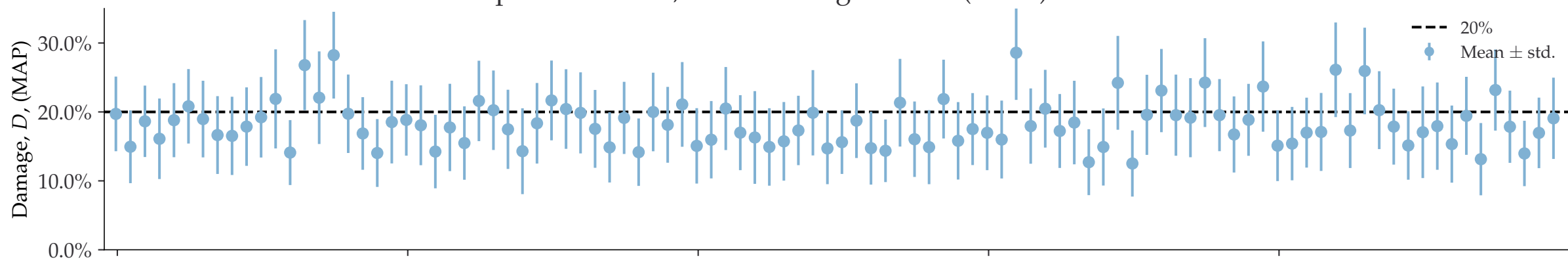


Individual damages:
 100 reads
 Briggs damage = 0.626
 Damage percent = 20%
 Damage, D , (MAP)

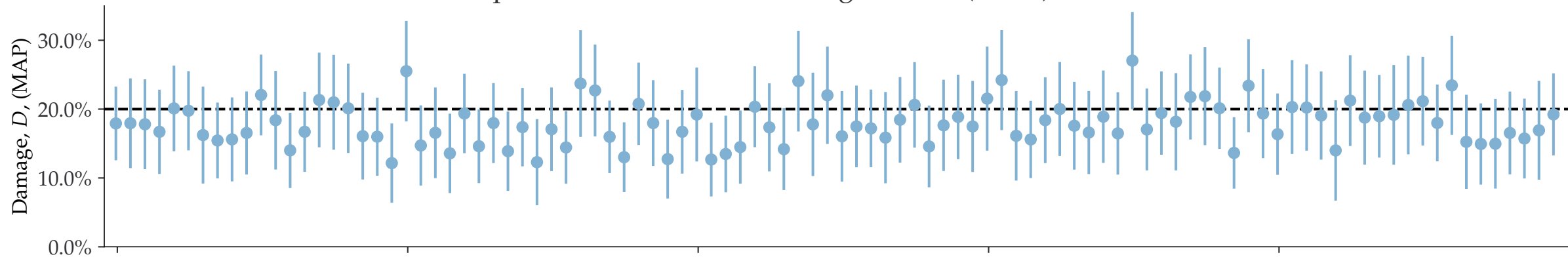


Individual damages:
 250 reads
 Briggs damage = 0.626
 Damage percent = 20%
 Damage, D , (MAP)

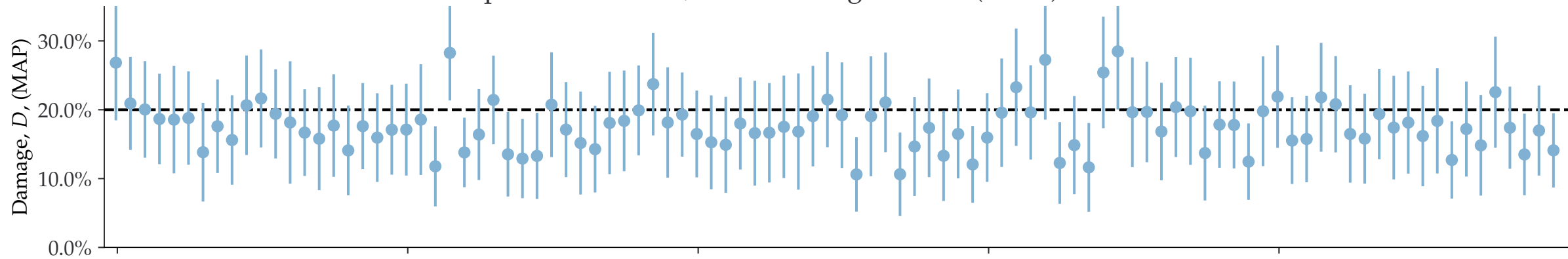
Species = homo, 27.6% damaged reads (mean) in fasta file



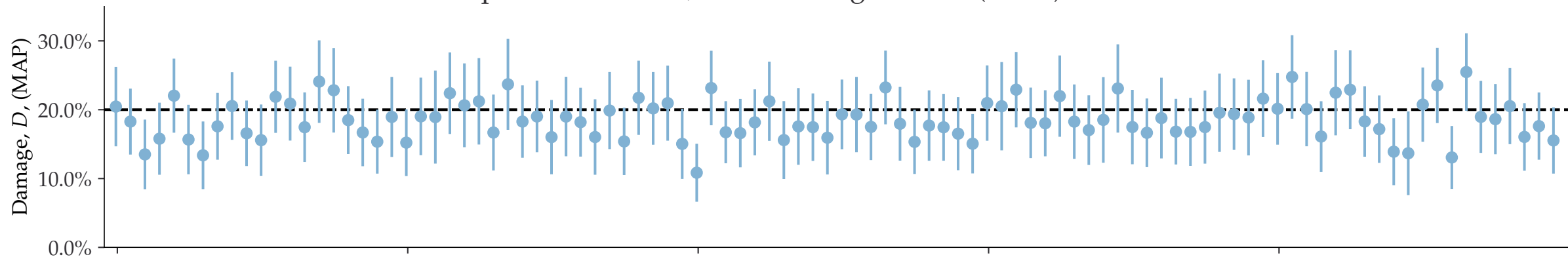
Species = betula, 23.4% damaged reads (mean) in fasta file



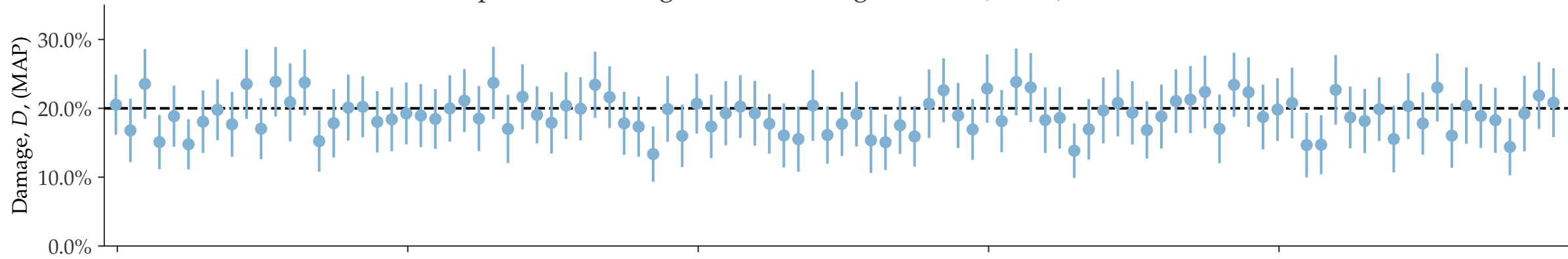
Species = GC-low, 19.5% damaged reads (mean) in fasta file



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



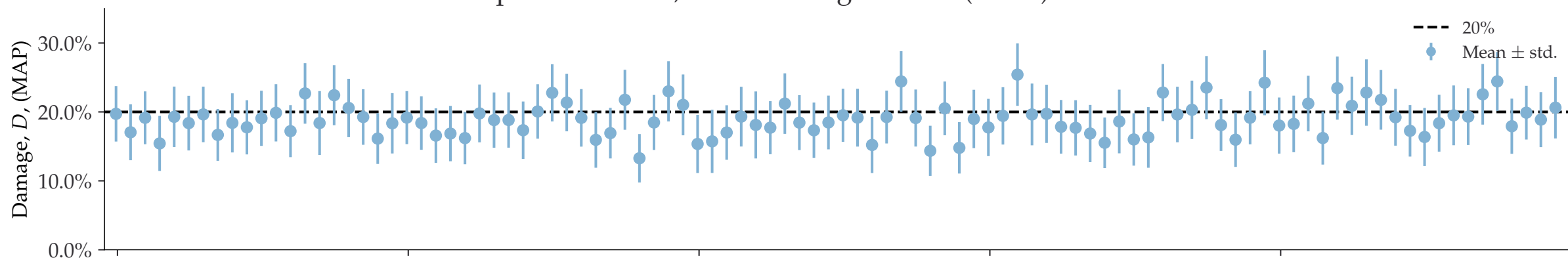
Species = GC-high, 39.2% damaged reads (mean) in fasta file



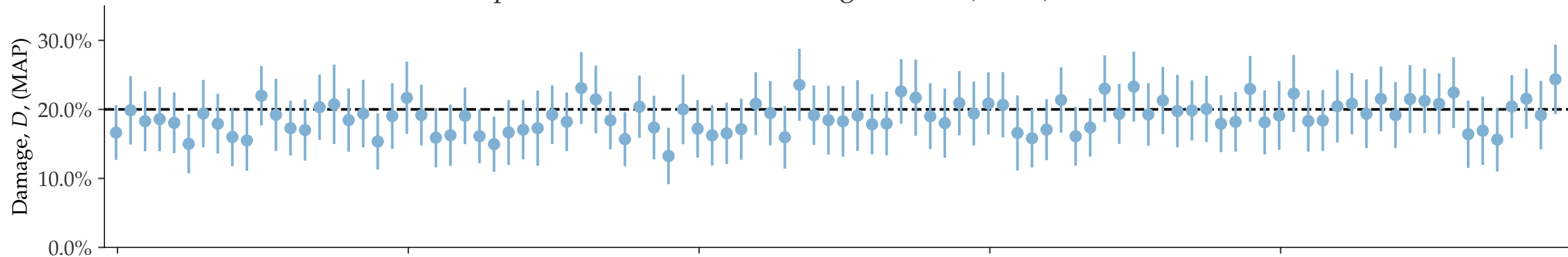
Iteration

Individual damages:
 500 reads
 Briggs damage = 0.626
 Damage percent = 20%
 Damage, D , (MAP)

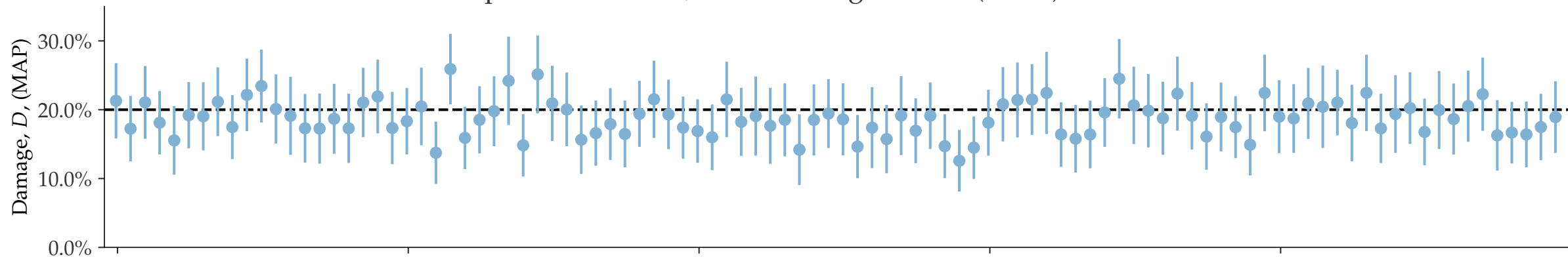
Species = homo, 27.8% damaged reads (mean) in fasta file



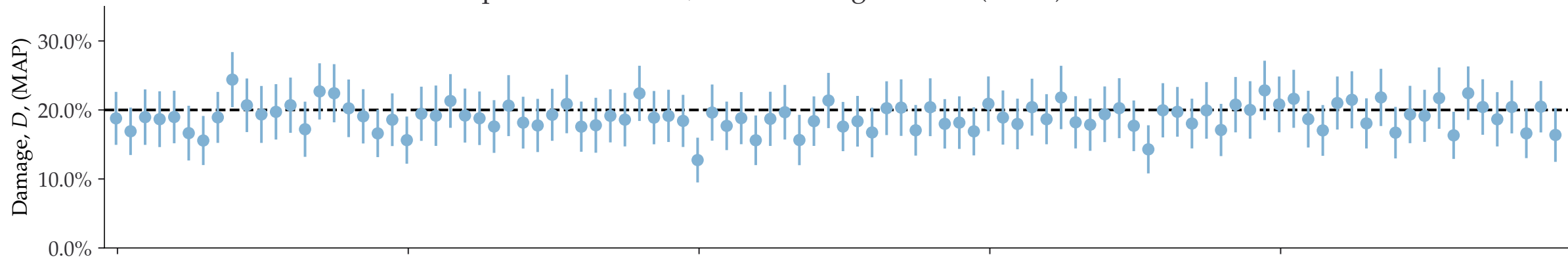
Species = betula, 23.8% damaged reads (mean) in fasta file



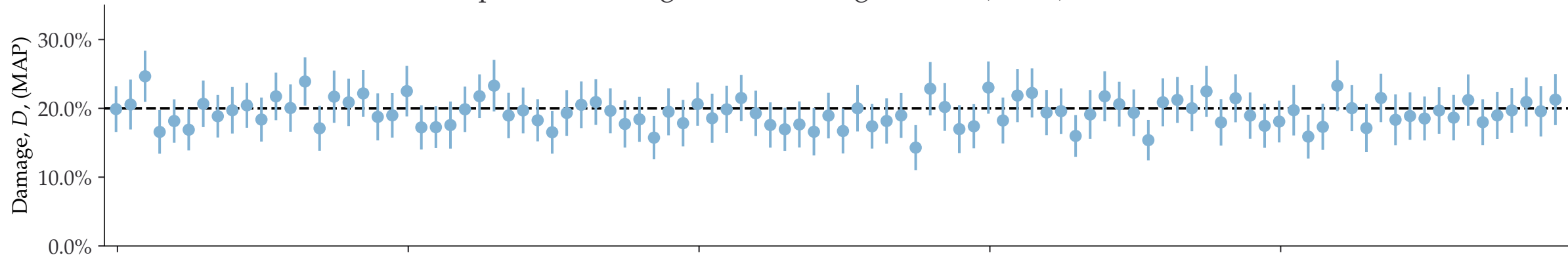
Species = GC-low, 19.7% damaged reads (mean) in fasta file



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



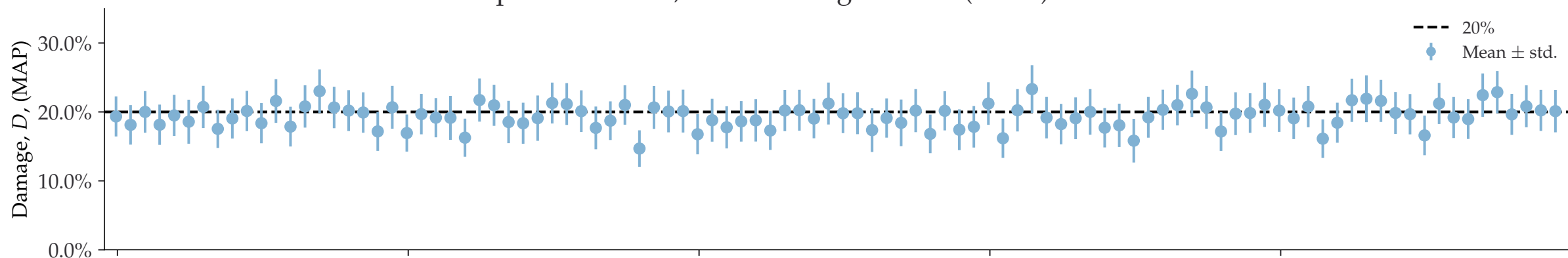
Species = GC-high, 39.1% damaged reads (mean) in fasta file



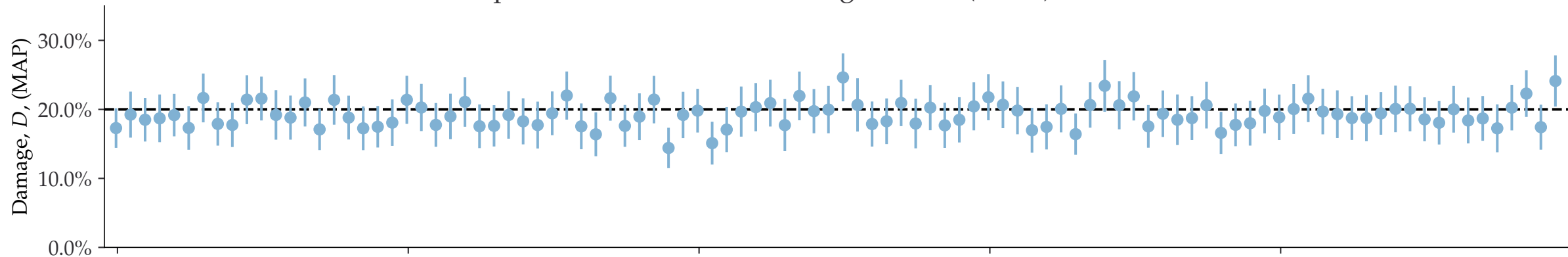
Iteration

Individual damages:
1000 reads
Briggs damage = 0.626
Damage percent = 20%
Damage, D , (MAP)

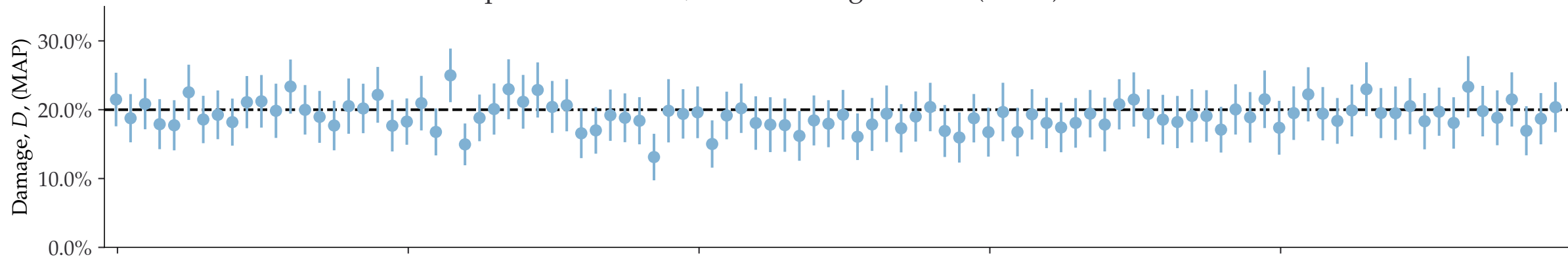
Species = homo, 27.8% damaged reads (mean) in fasta file



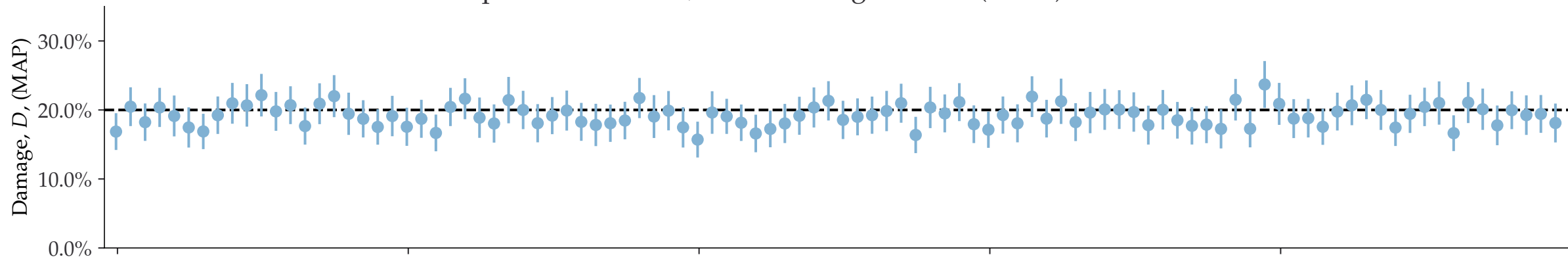
Species = betula, 23.7% damaged reads (mean) in fasta file



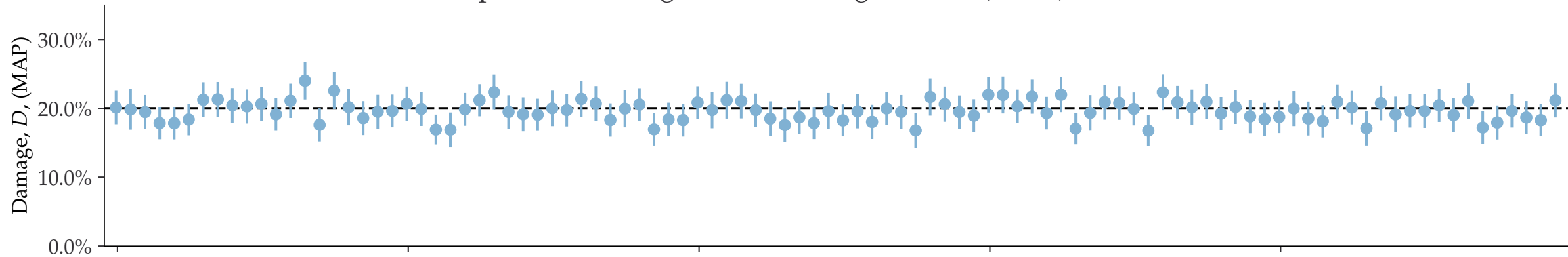
Species = GC-low, 19.6% damaged reads (mean) in fasta file



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



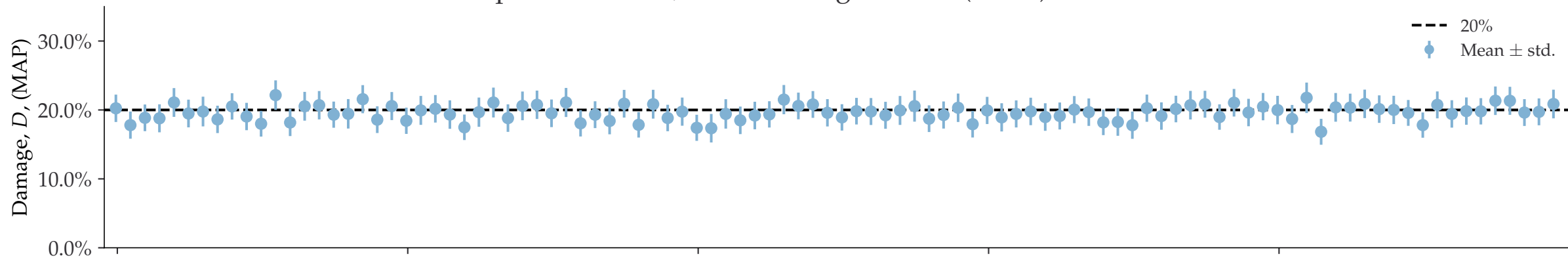
Species = GC-high, 39.1% damaged reads (mean) in fasta file



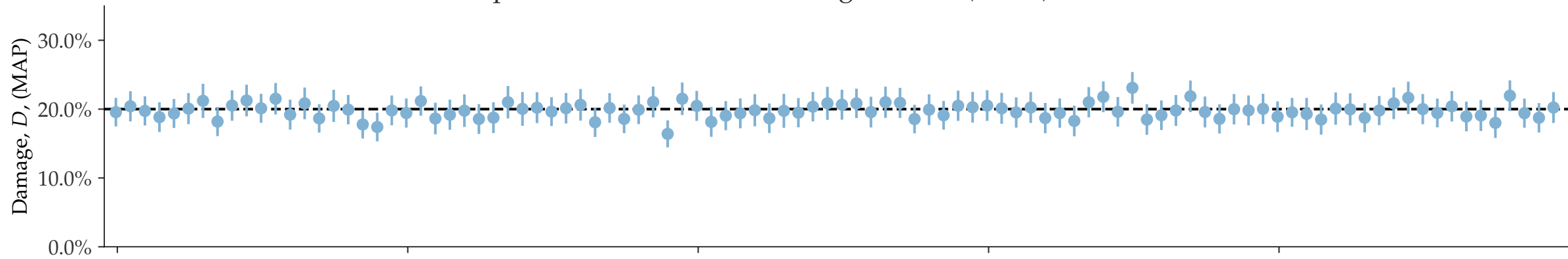
Iteration

Individual damages:
2500 reads
Briggs damage = 0.626
Damage percent = 20%
Damage, D , (MAP)

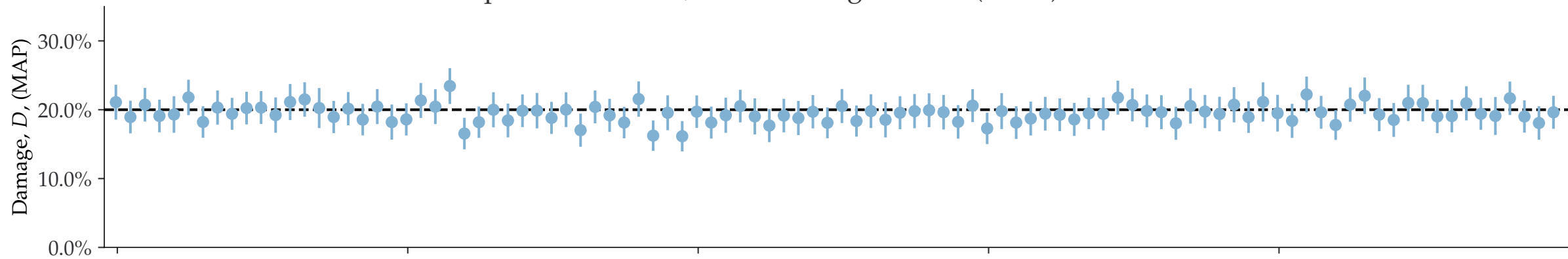
Species = homo, 27.8% damaged reads (mean) in fasta file



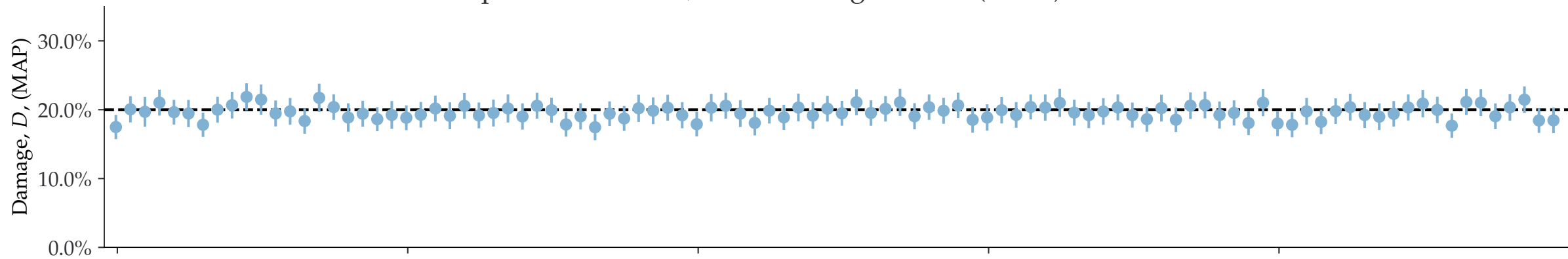
Species = betula, 23.8% damaged reads (mean) in fasta file



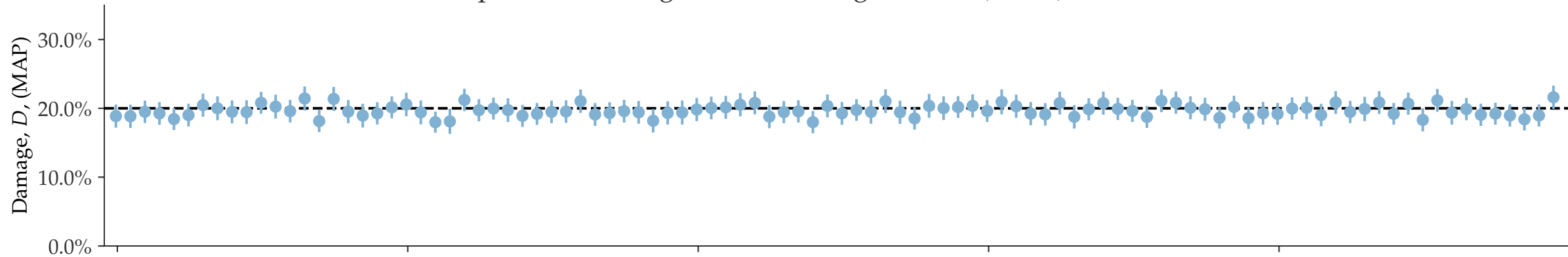
Species = GC-low, 19.5% damaged reads (mean) in fasta file



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



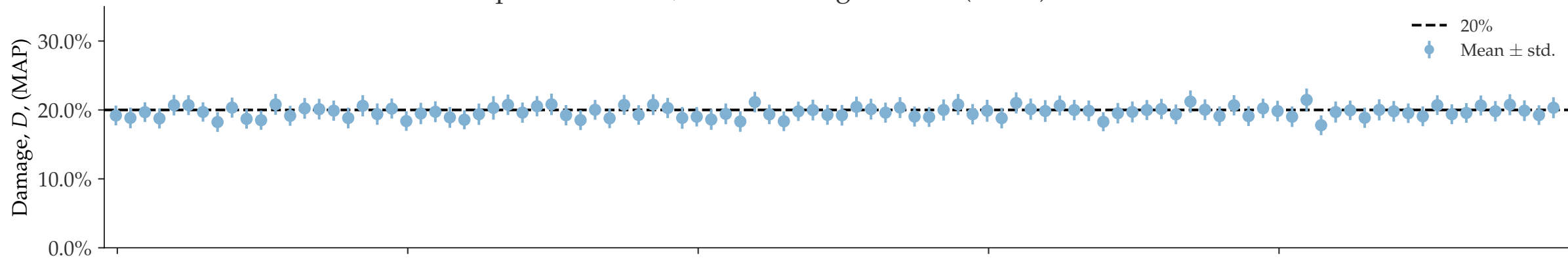
Species = GC-high, 39.0% damaged reads (mean) in fasta file



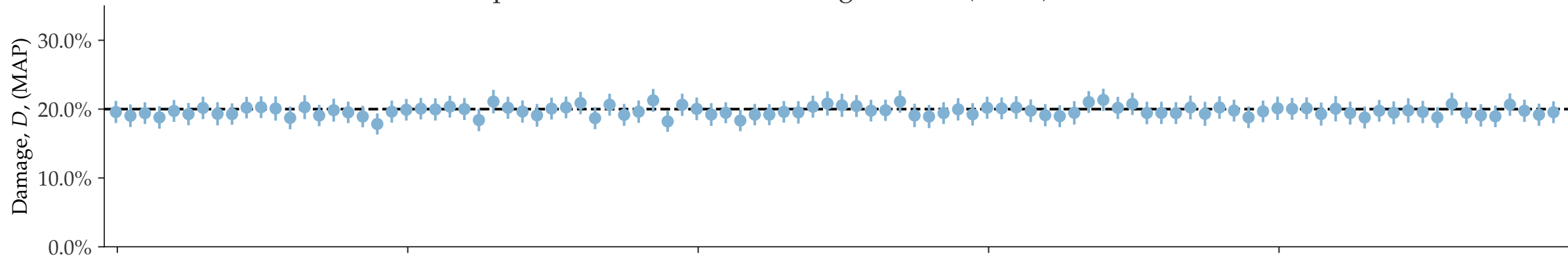
Iteration

Individual damages:
5000 reads
Briggs damage = 0.626
Damage percent = 20%
Damage, D , (MAP)

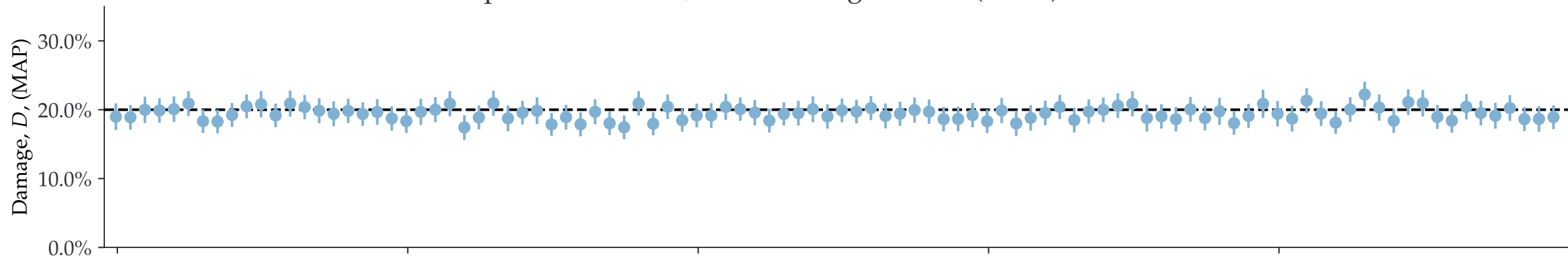
Species = homo, 27.8% damaged reads (mean) in fasta file



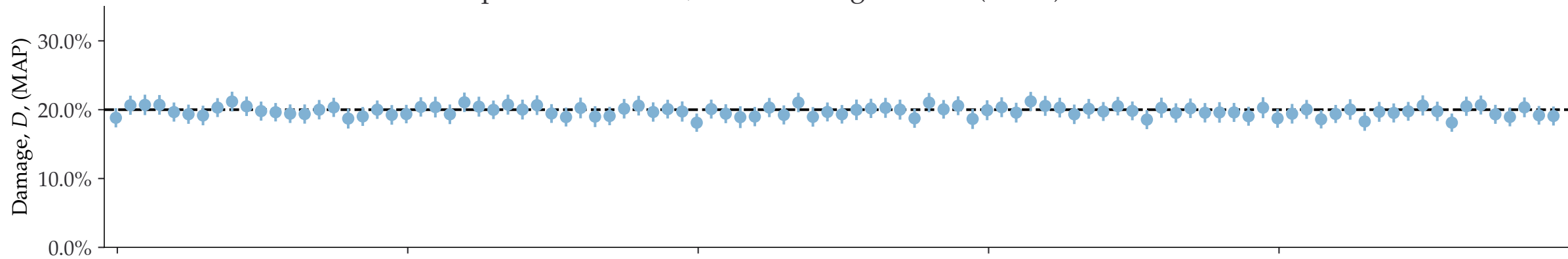
Species = betula, 23.7% damaged reads (mean) in fasta file



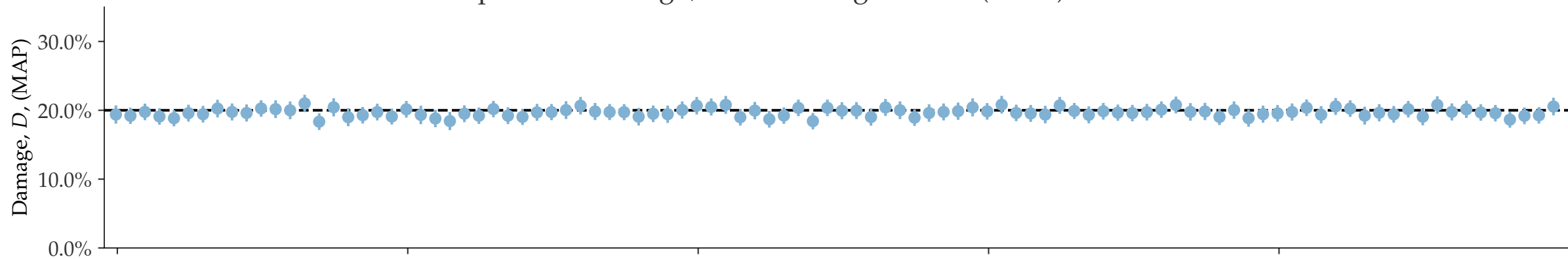
Species = GC-low, 19.4% damaged reads (mean) in fasta file



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



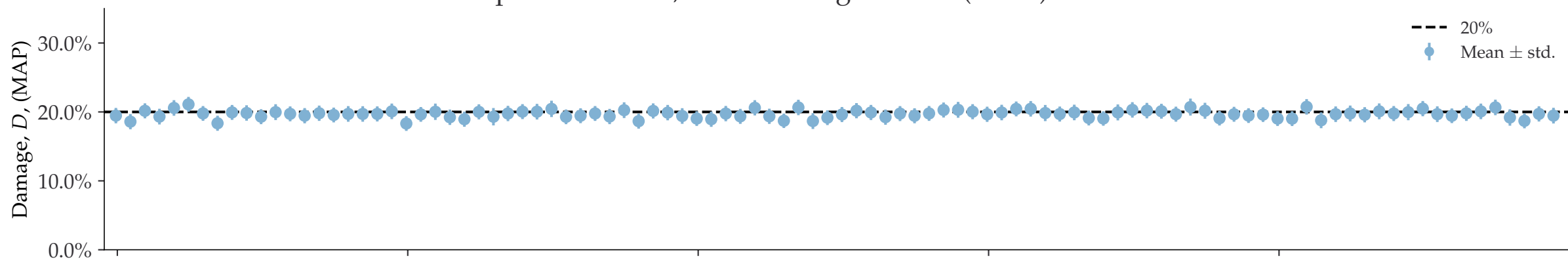
Species = GC-high, 39.0% damaged reads (mean) in fasta file



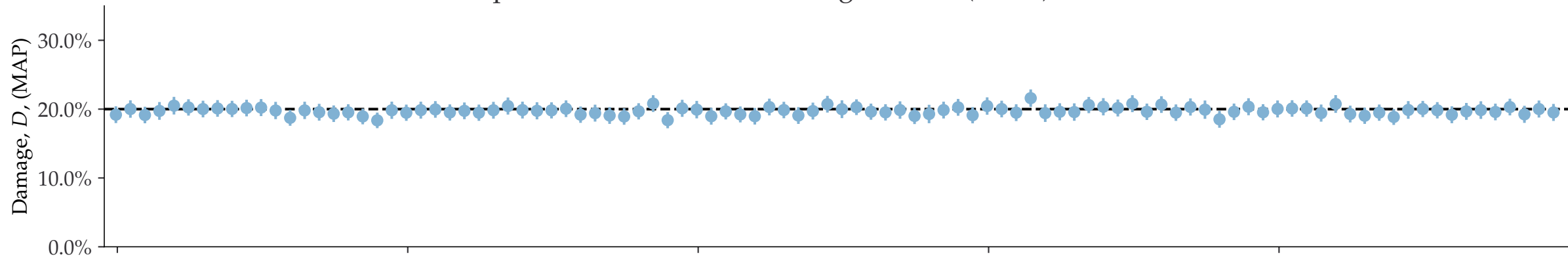
Iteration

Individual damages:
10000 reads
Briggs damage = 0.626
Damage percent = 20%
Damage, D , (MAP)

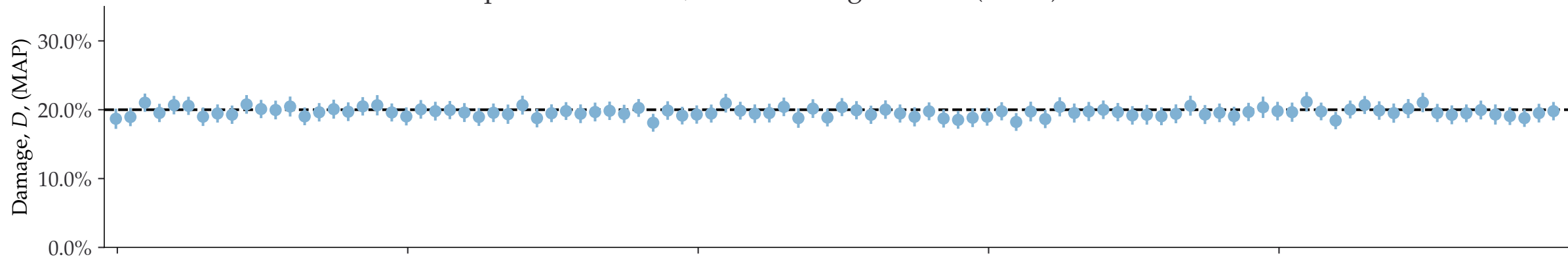
Species = homo, 27.7% damaged reads (mean) in fasta file



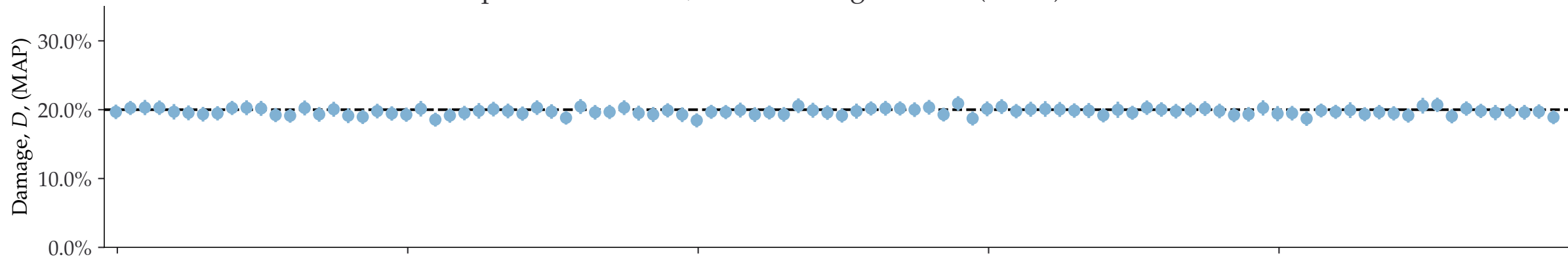
Species = betula, 23.7% damaged reads (mean) in fasta file



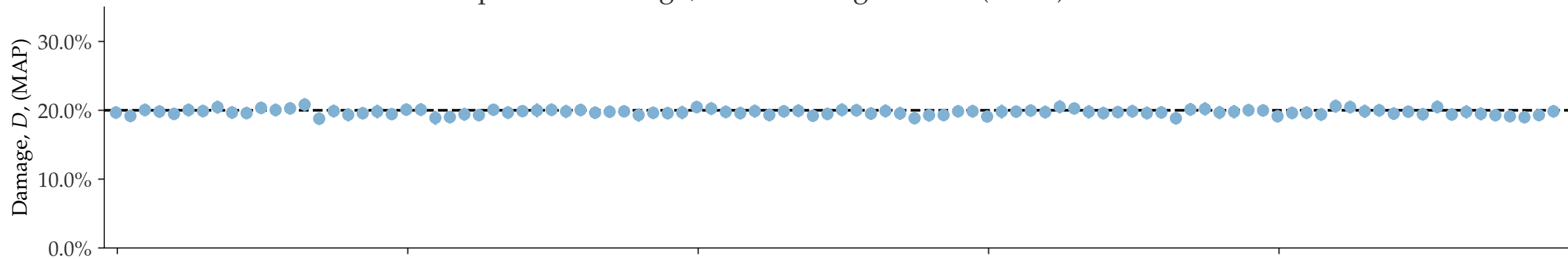
Species = GC-low, 19.5% damaged reads (mean) in fasta file



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



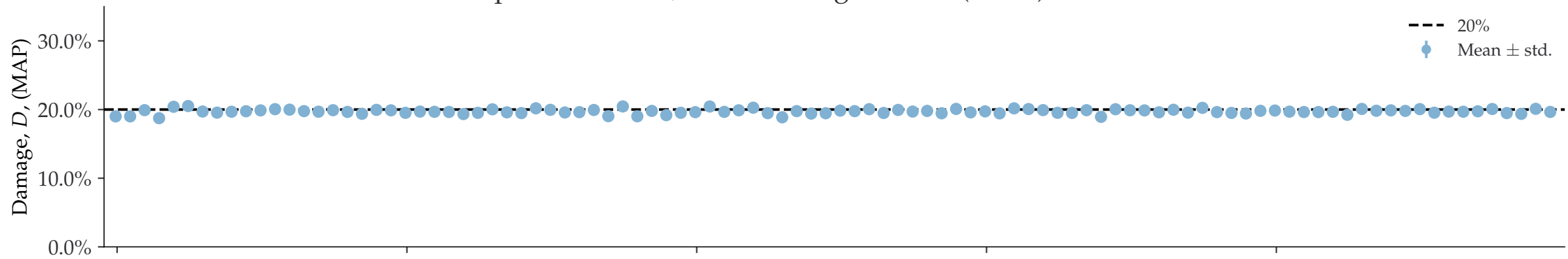
Species = GC-high, 39.0% damaged reads (mean) in fasta file



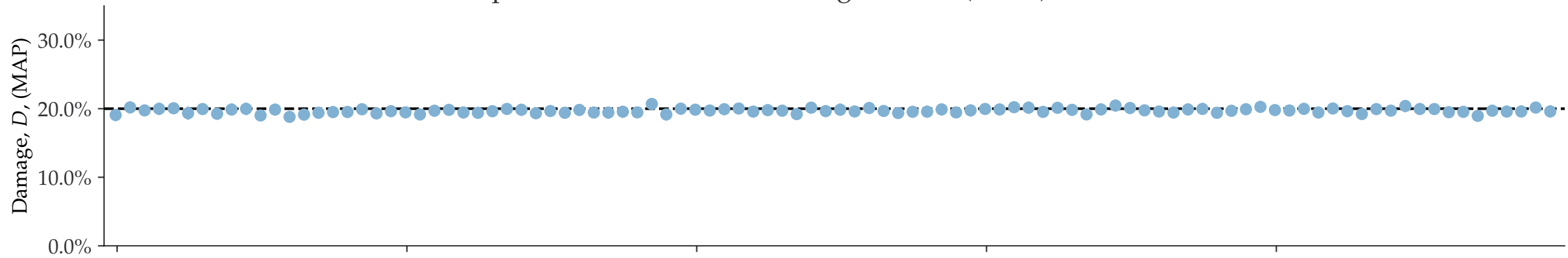
Iteration

Individual damages:
25000 reads
Briggs damage = 0.626
Damage percent = 20%
Damage, D , (MAP)

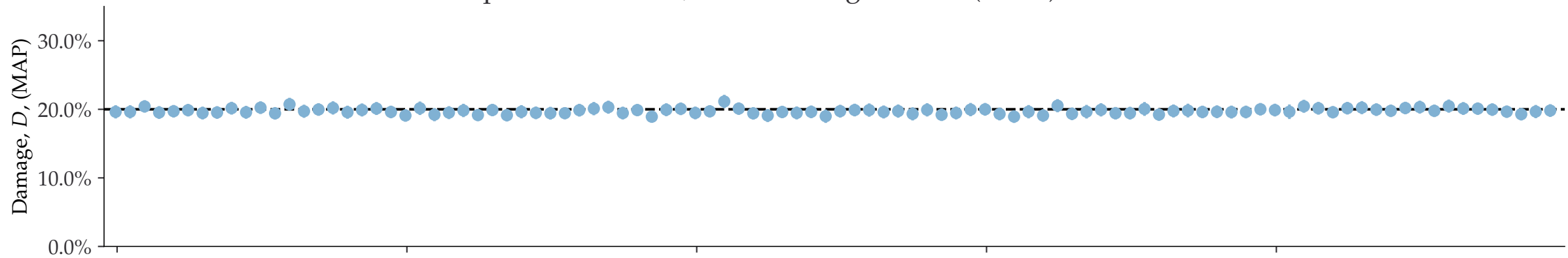
Species = homo, 27.7% damaged reads (mean) in fasta file



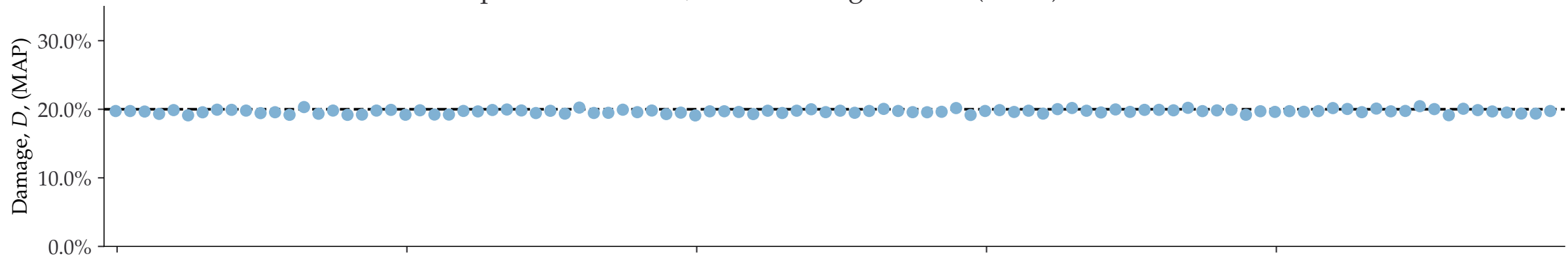
Species = betula, 23.7% damaged reads (mean) in fasta file



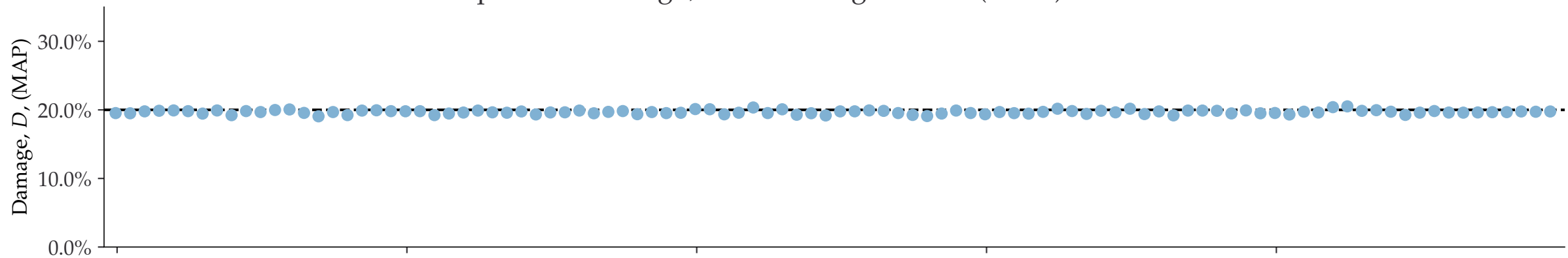
Species = GC-low, 19.5% damaged reads (mean) in fasta file



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

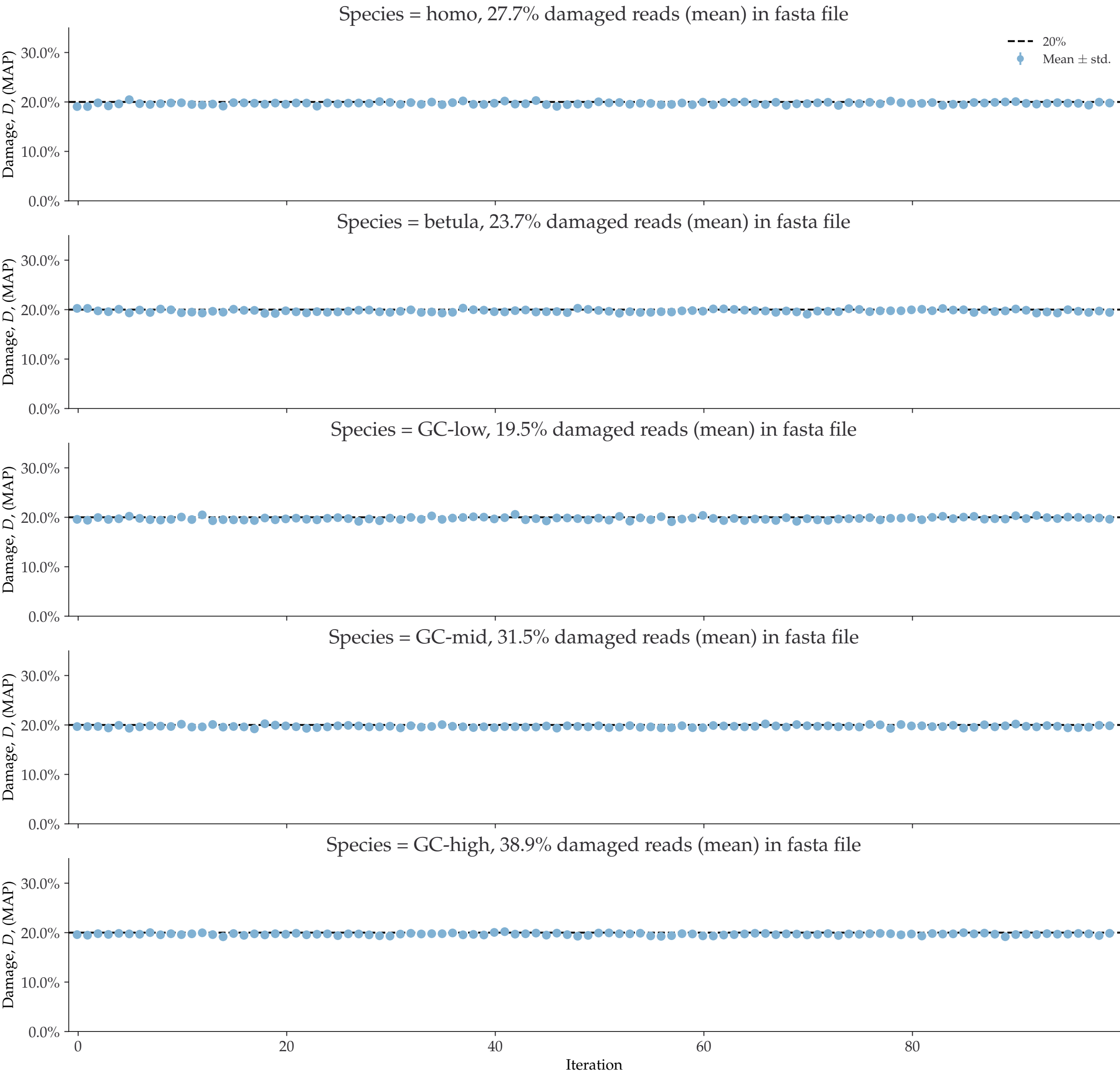


Species = GC-high, 39.0% damaged reads (mean) in fasta file

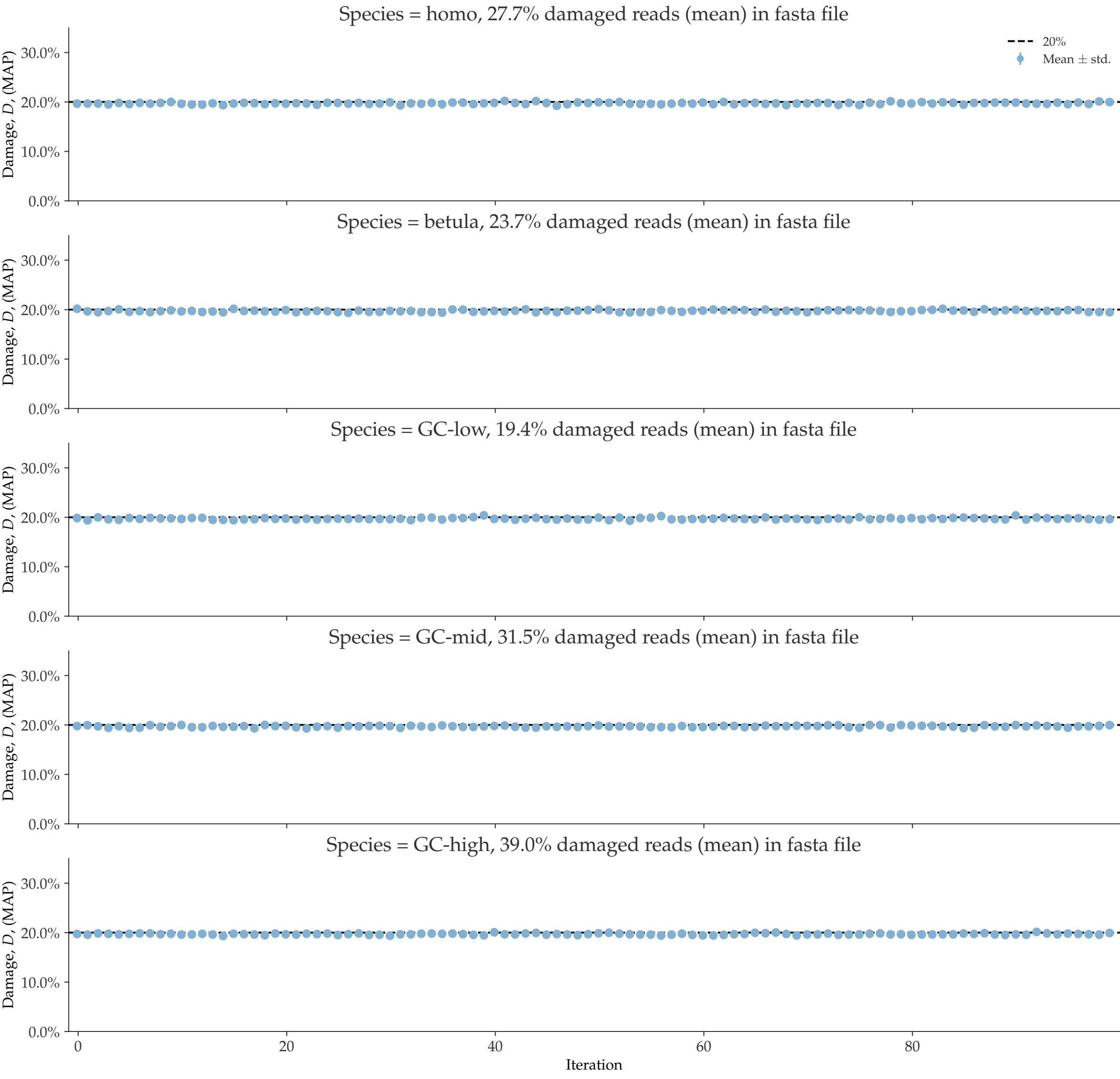


Iteration

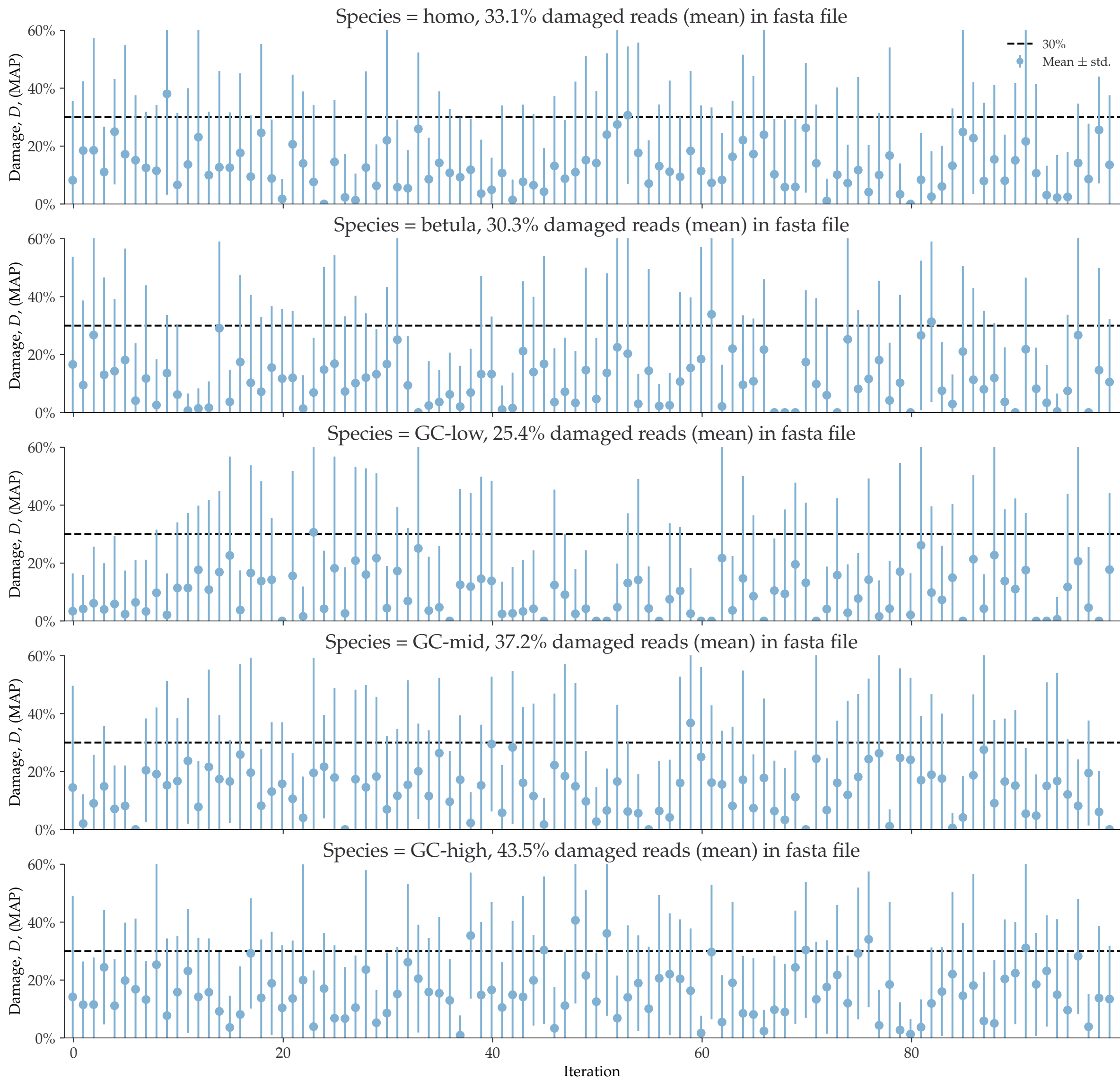
Individual damages:
50000 reads
Briggs damage = 0.626
Damage percent = 20%
Damage, D , (MAP)



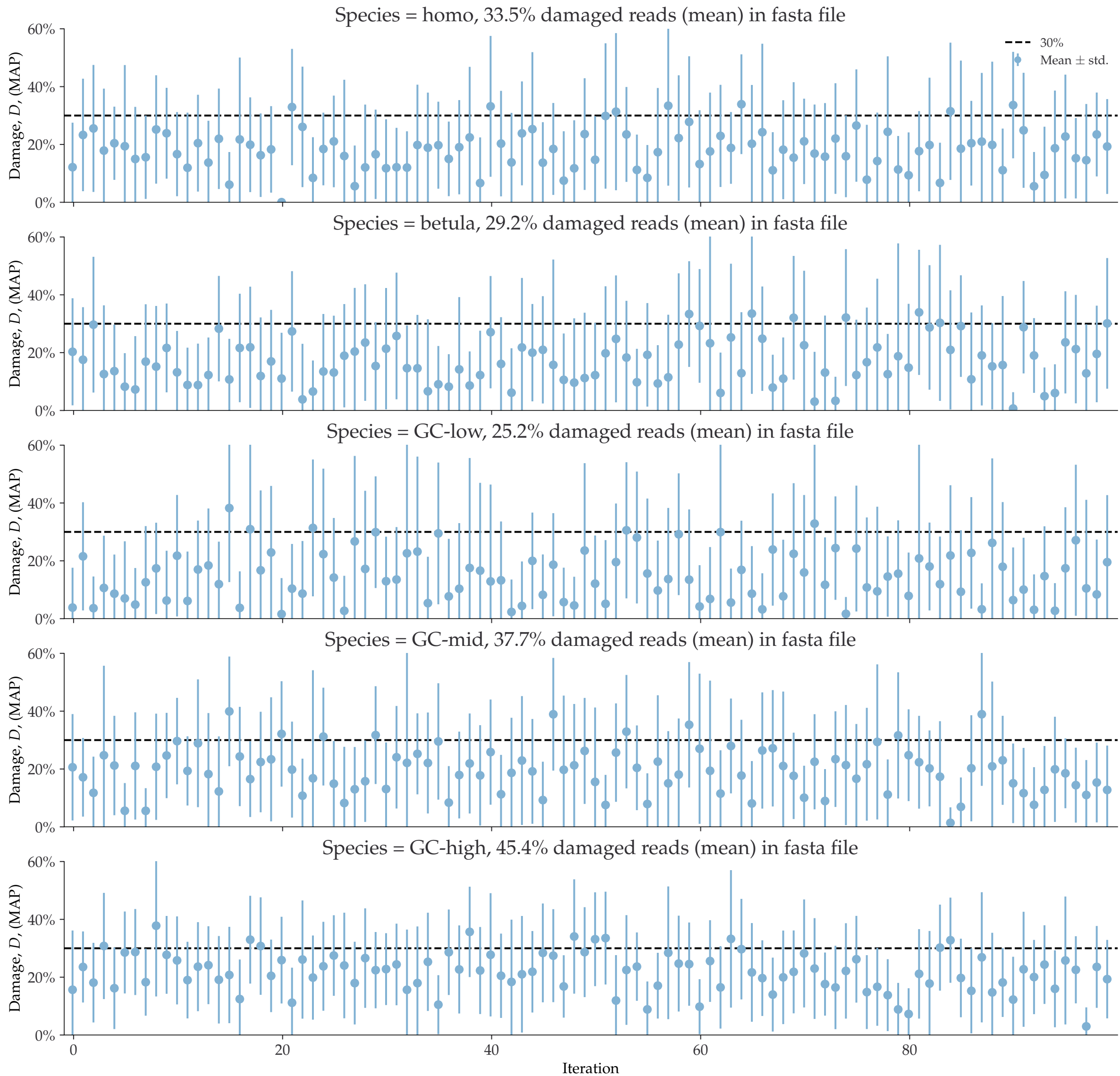
Individual damages:
100000 reads
Briggs damage = 0.626
Damage percent = 20%
Damage, D , (MAP)



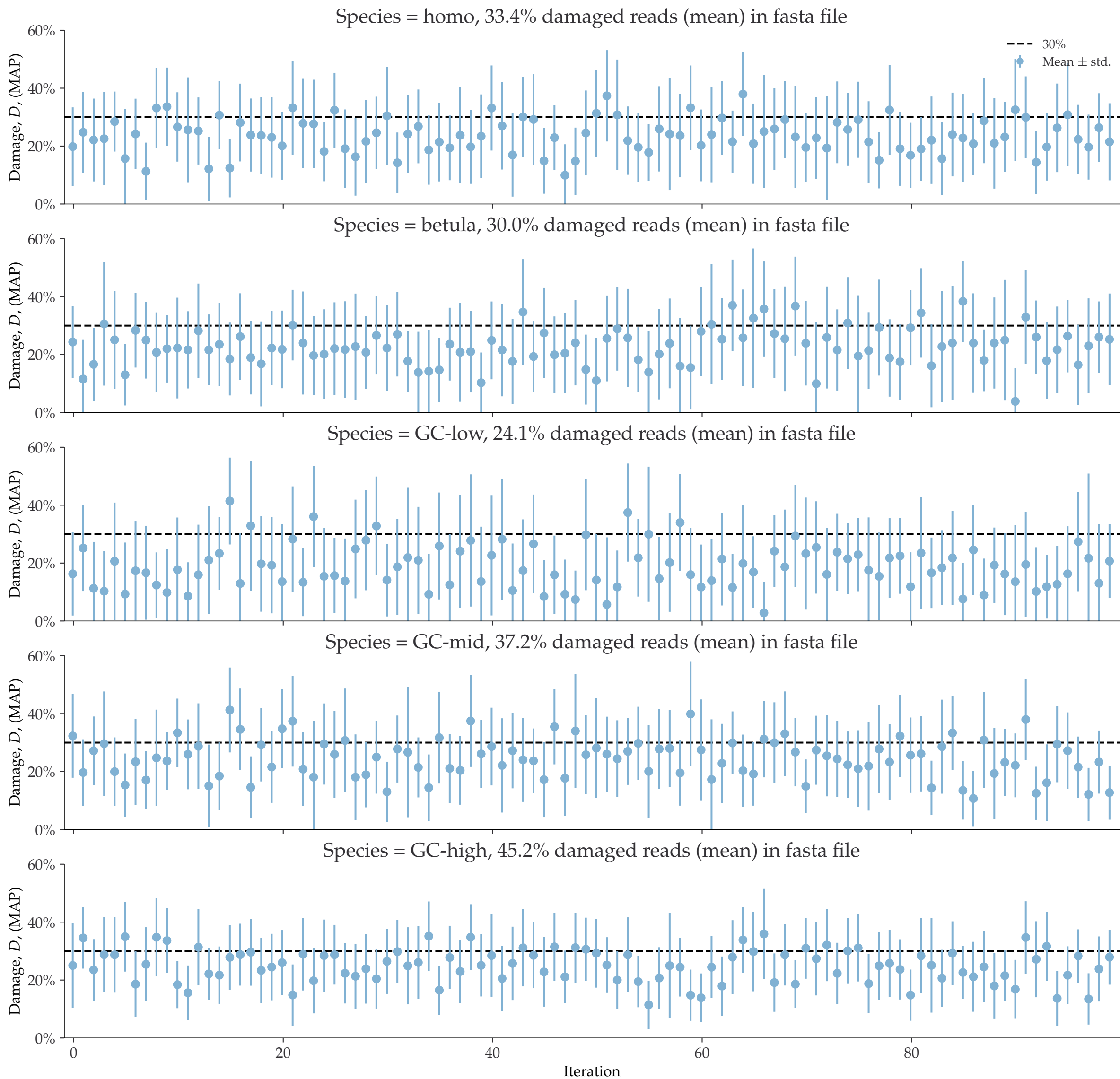
Individual damages:
 10 reads
 Briggs damage = 0.96
 Damage percent = 30%
 Damage, D , (MAP)



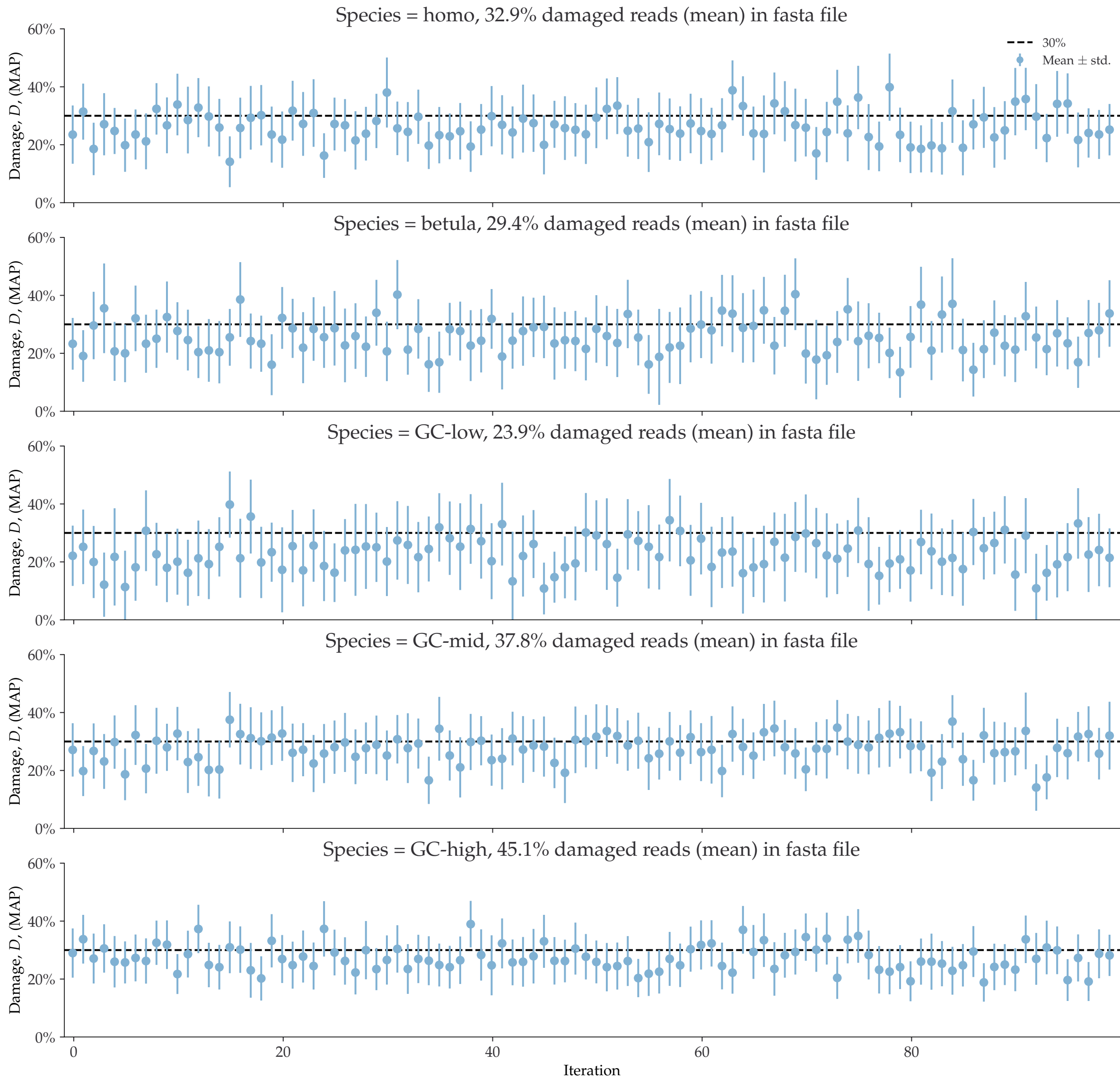
Individual damages:
 25 reads
 Briggs damage = 0.96
 Damage percent = 30%
 Damage, D , (MAP)



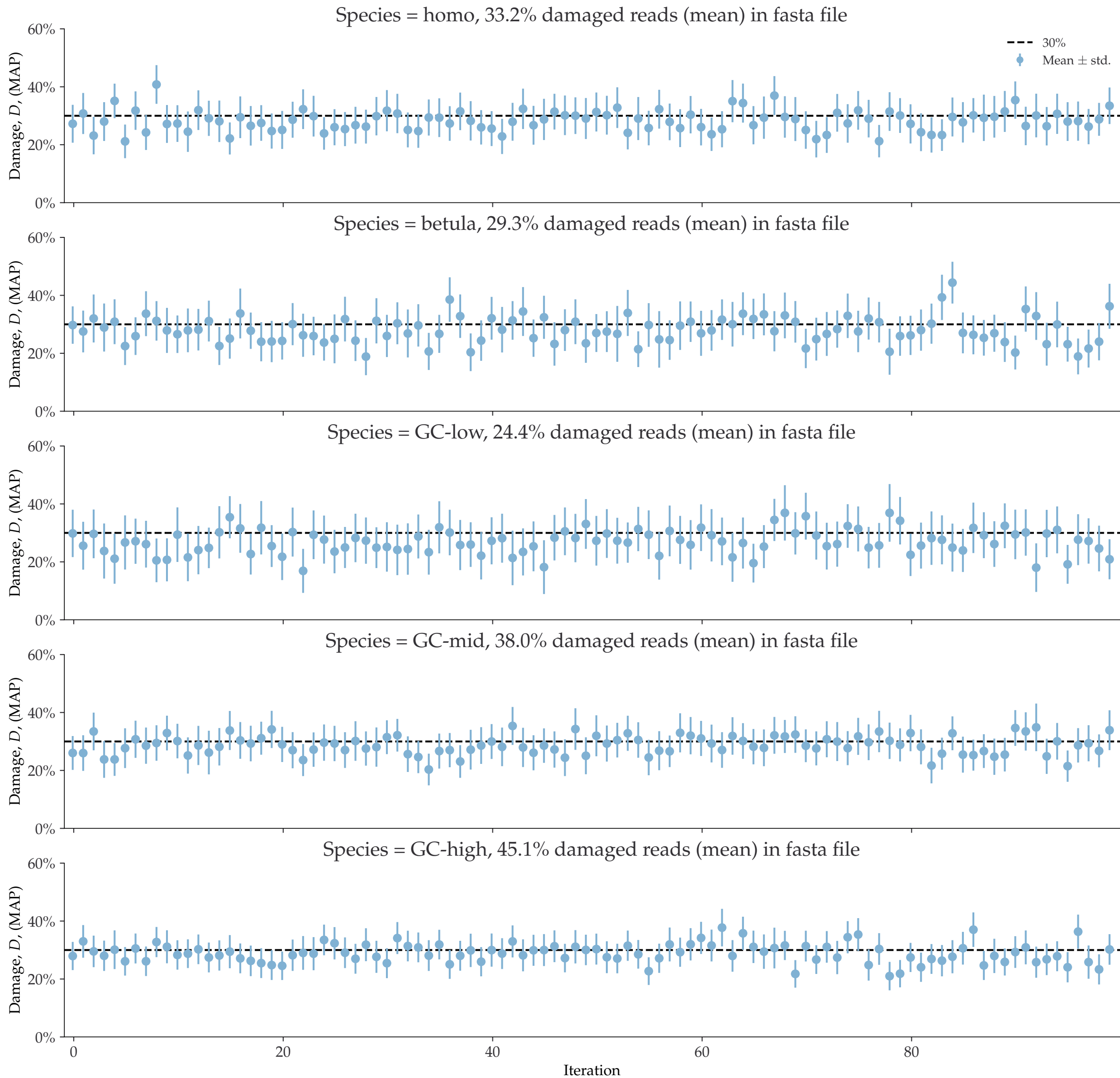
Individual damages:
 50 reads
 Briggs damage = 0.96
 Damage percent = 30%
 Damage, D , (MAP)



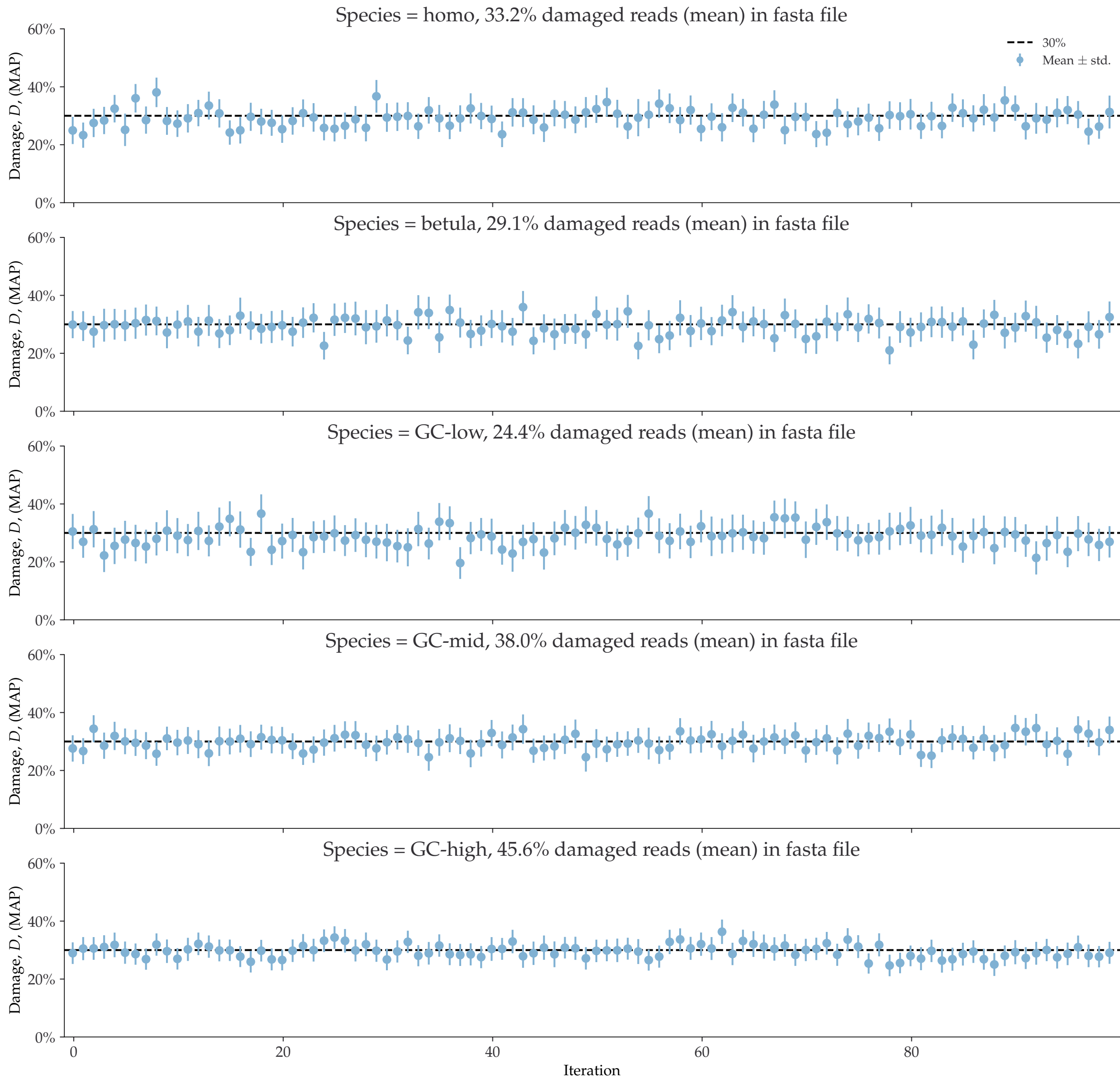
Individual damages:
 100 reads
 Briggs damage = 0.96
 Damage percent = 30%
 Damage, D , (MAP)



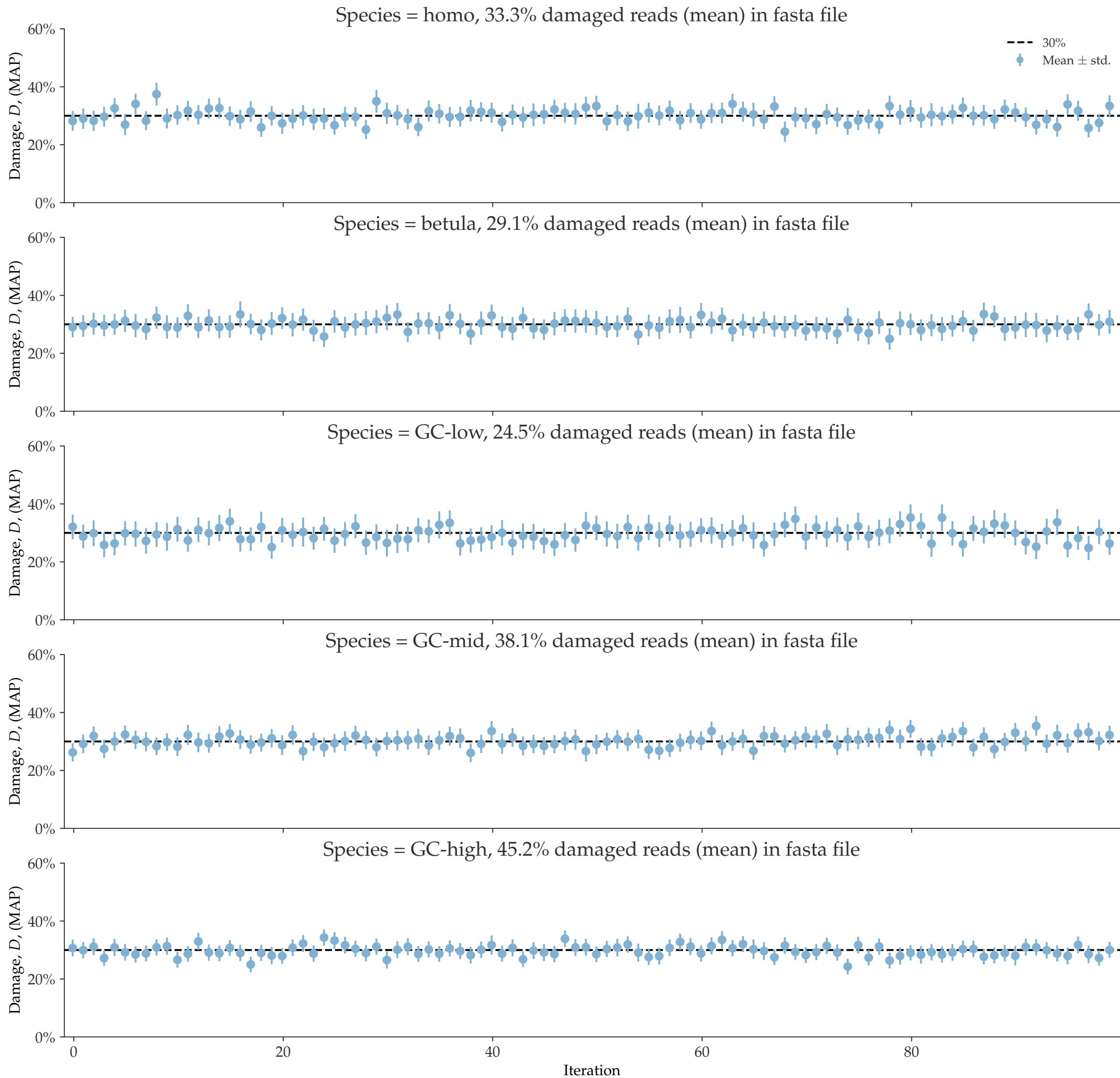
Individual damages:
 250 reads
 Briggs damage = 0.96
 Damage percent = 30%
 Damage, D , (MAP)



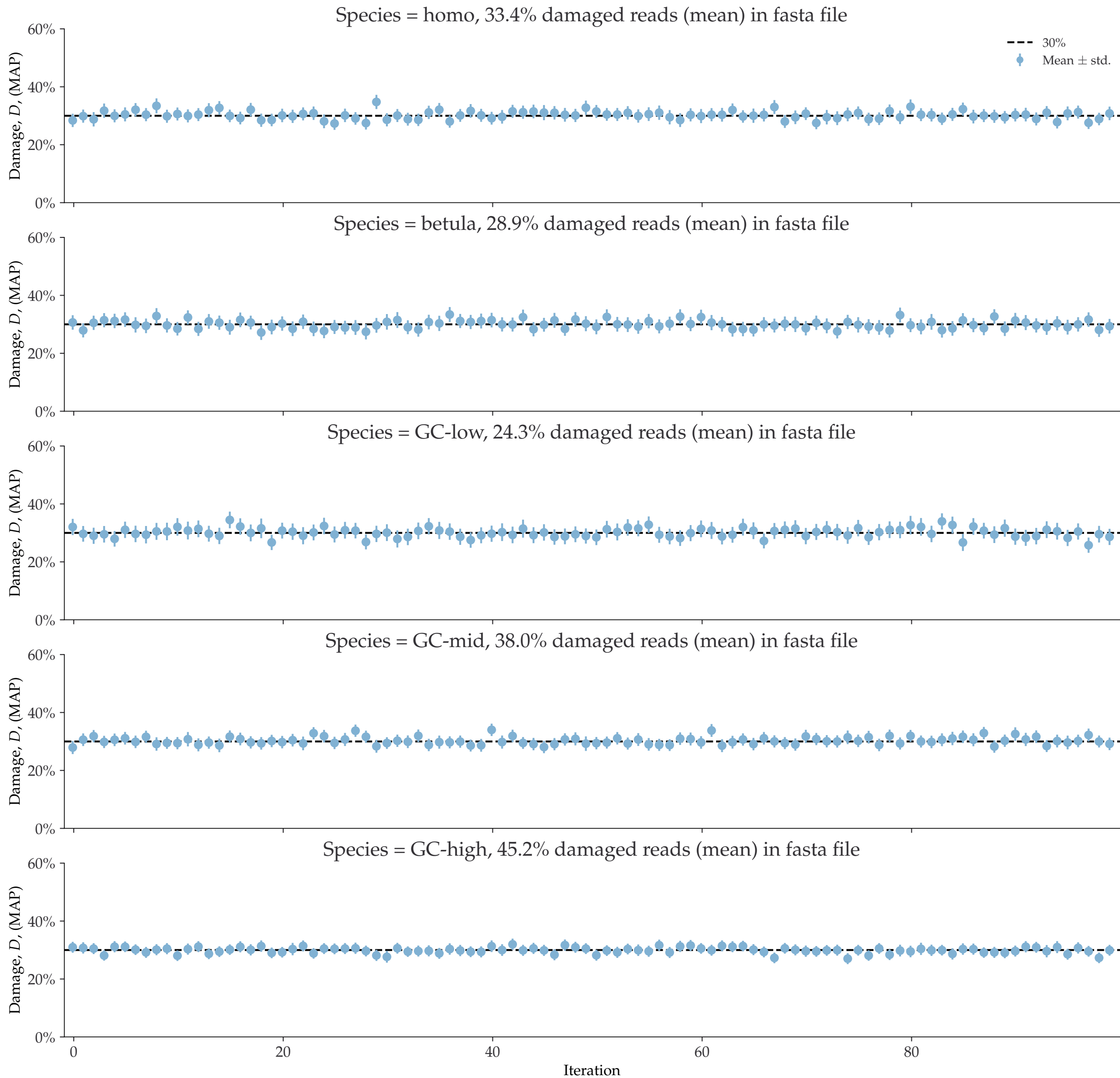
Individual damages:
500 reads
Briggs damage = 0.96
Damage percent = 30%
Damage, D , (MAP)



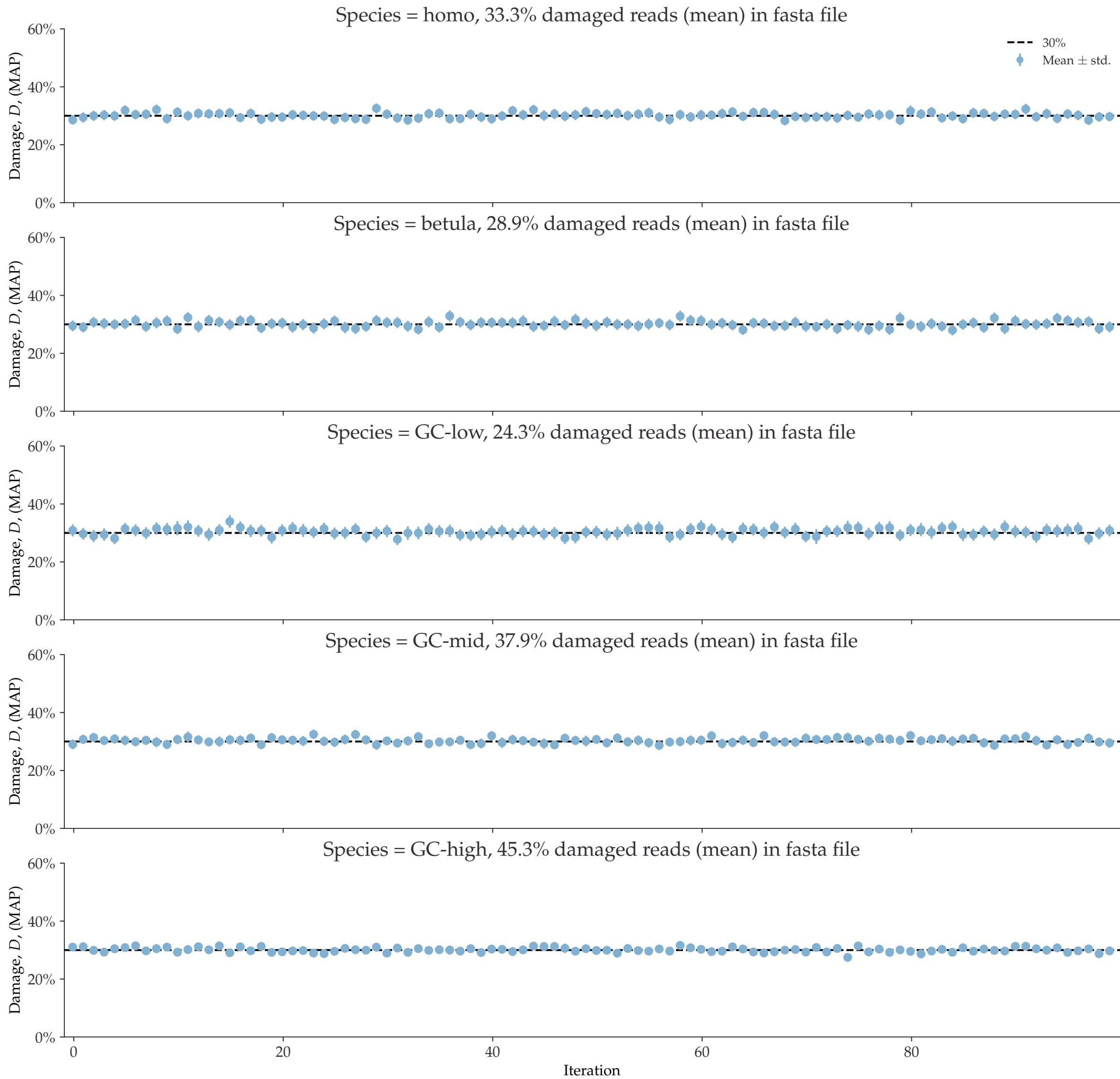
Individual damages:
 1000 reads
 Briggs damage = 0.96
 Damage percent = 30%
 Damage, D , (MAP)



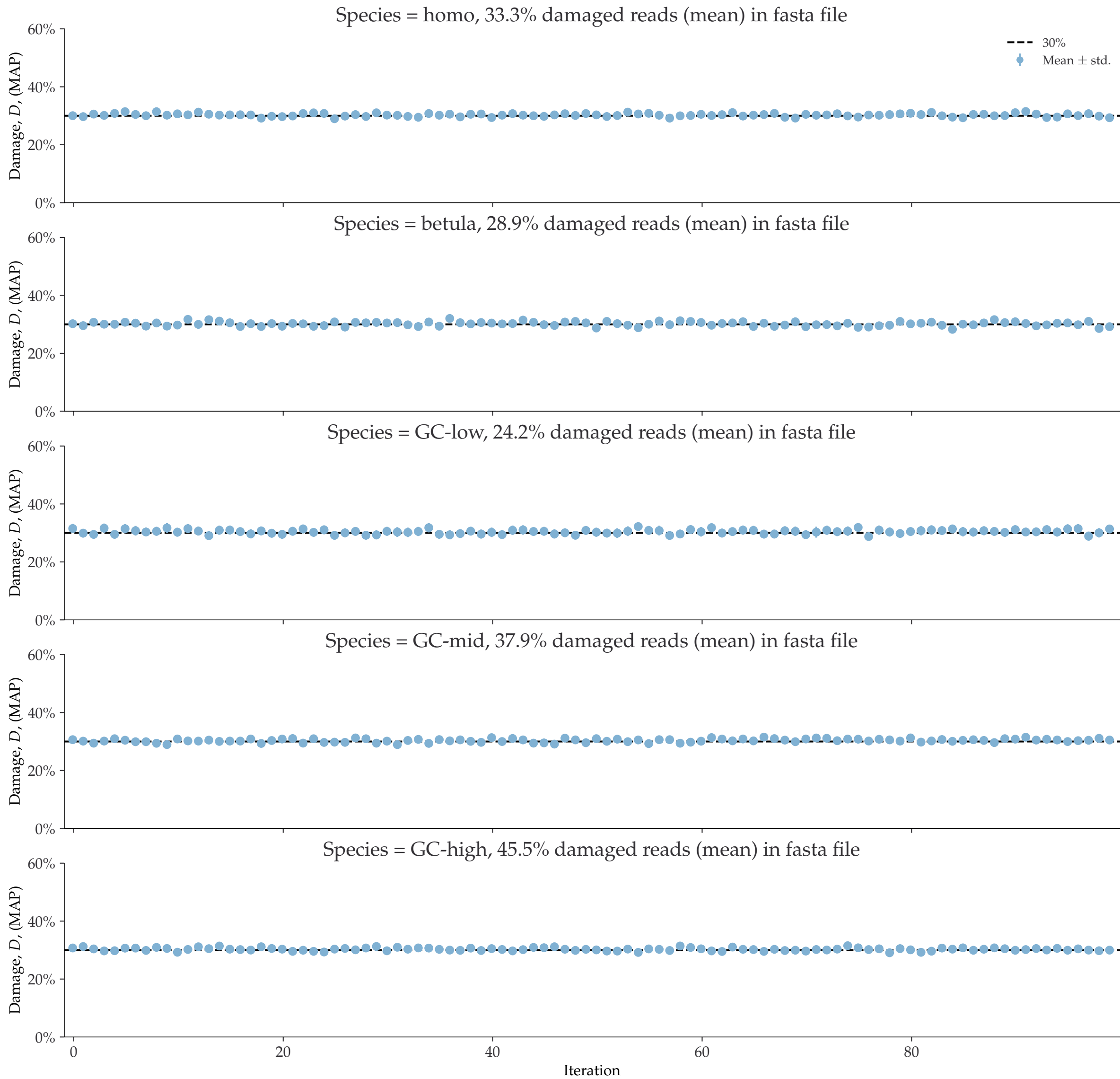
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent = 30%
Damage, D , (MAP)



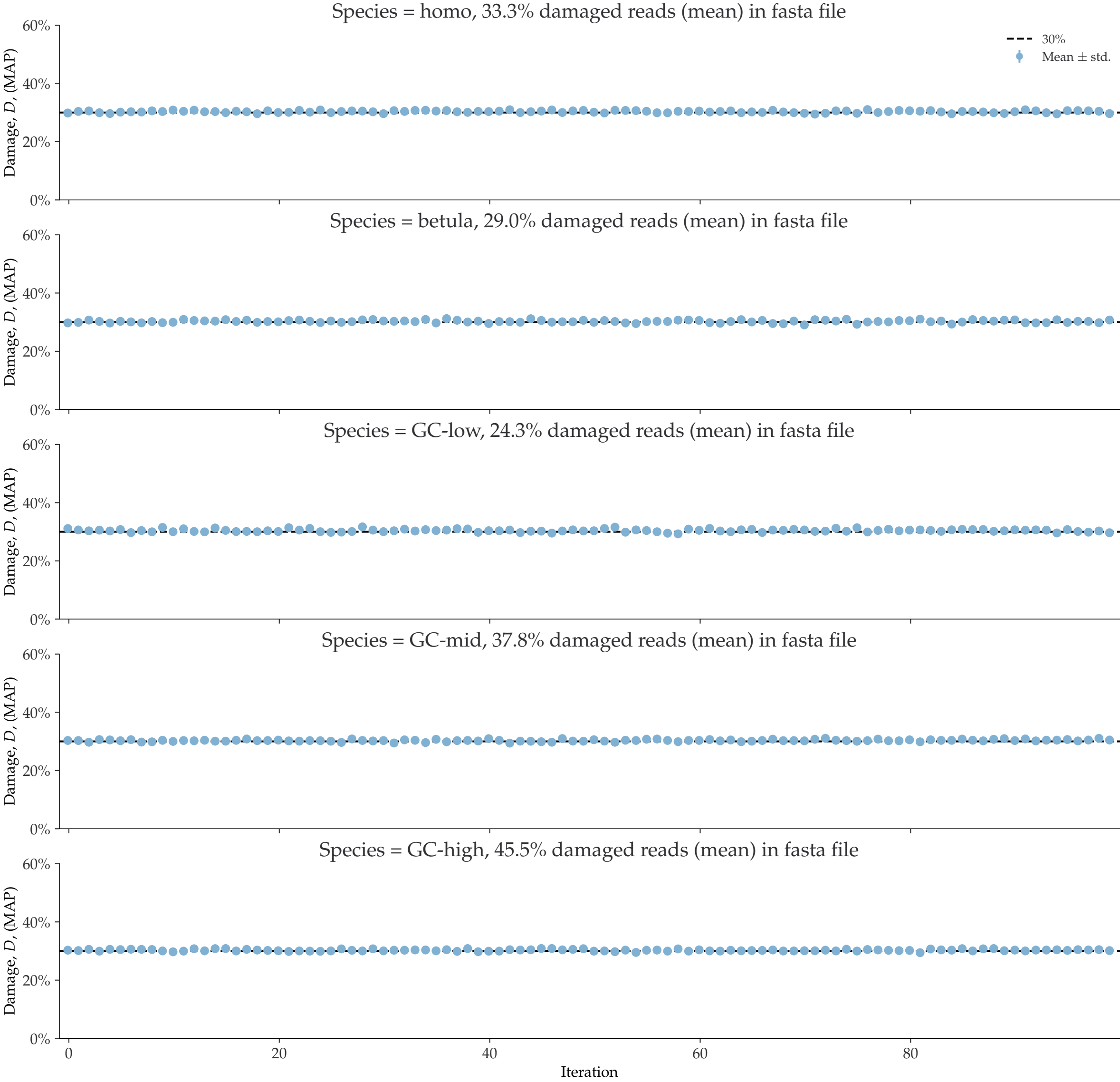
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent = 30%
Damage, D , (MAP)



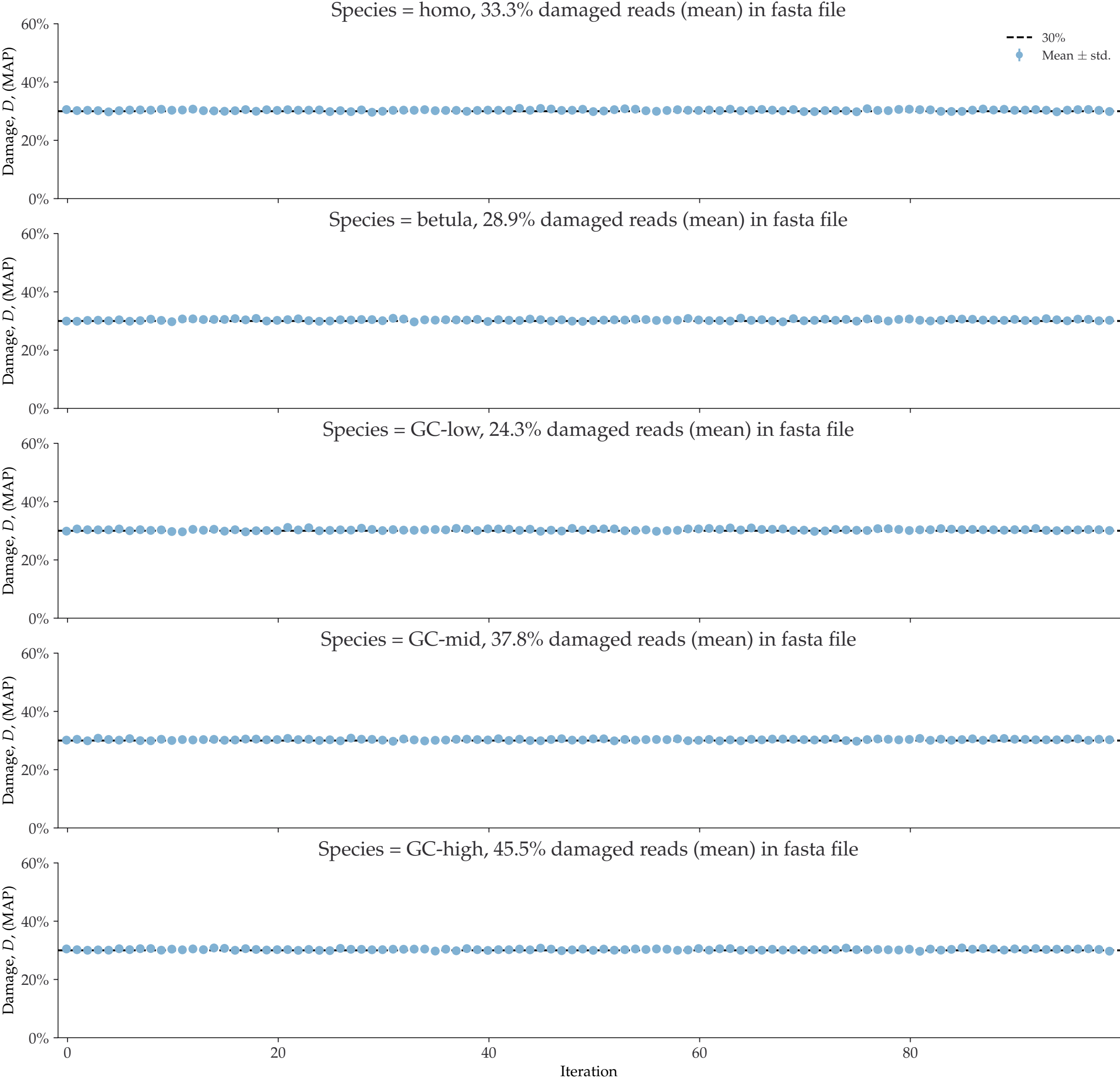
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent = 30%
Damage, D , (MAP)



Individual damages:
25000 reads
Briggs damage = 0.96
Damage percent = 30%
Damage, D , (MAP)



Individual damages:
50000 reads
Briggs damage = 0.96
Damage percent = 30%
Damage, D , (MAP)



Individual damages:
100000 reads
Briggs damage = 0.96
Damage percent = 30%
Damage, D , (MAP)

