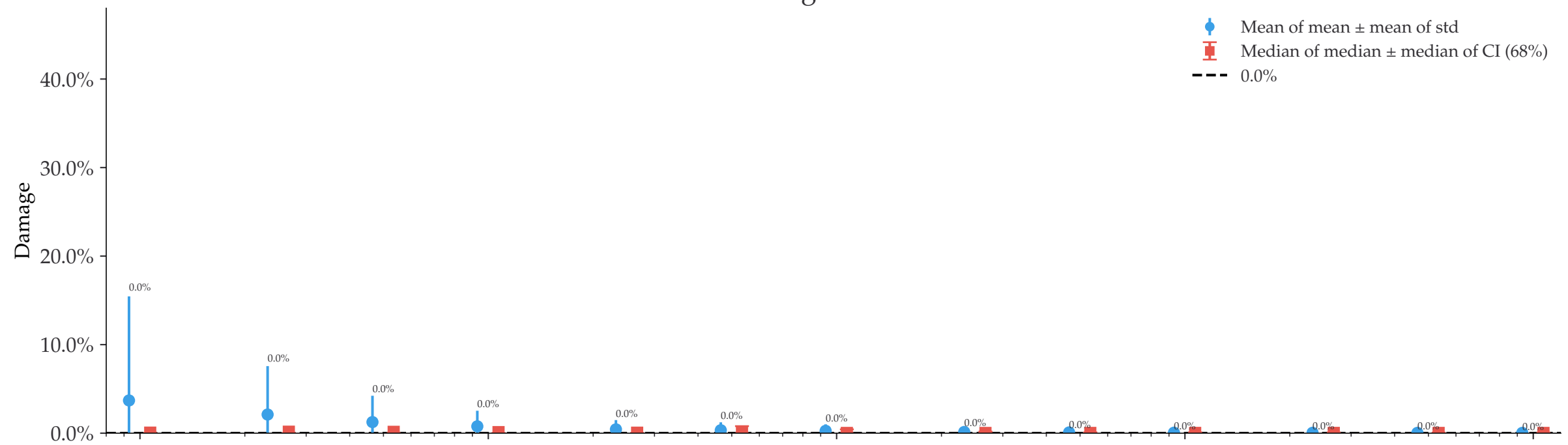
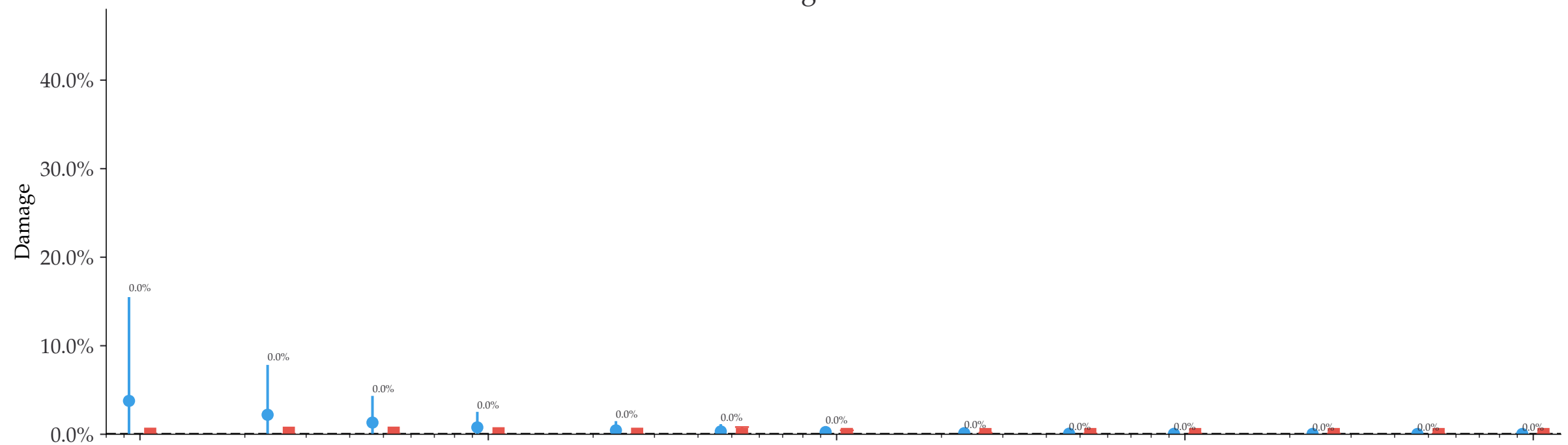


Damage  
Briggs damage = 0.0  
Damage percent (approx) = 0%

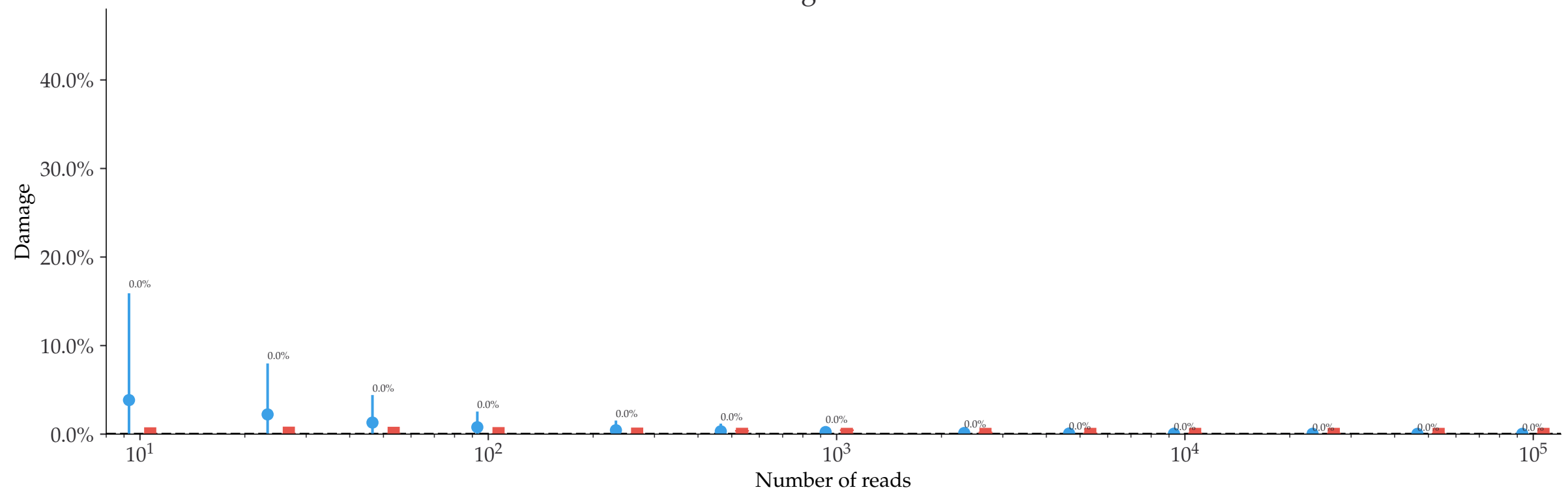
Lengths = 35



Lengths = 60

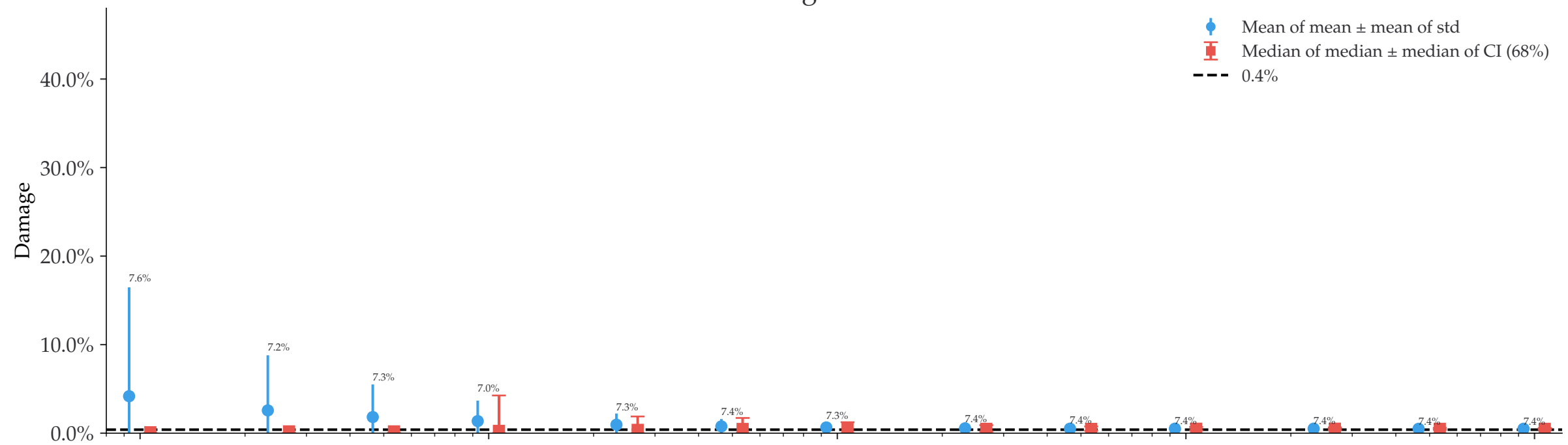


Lengths = 90

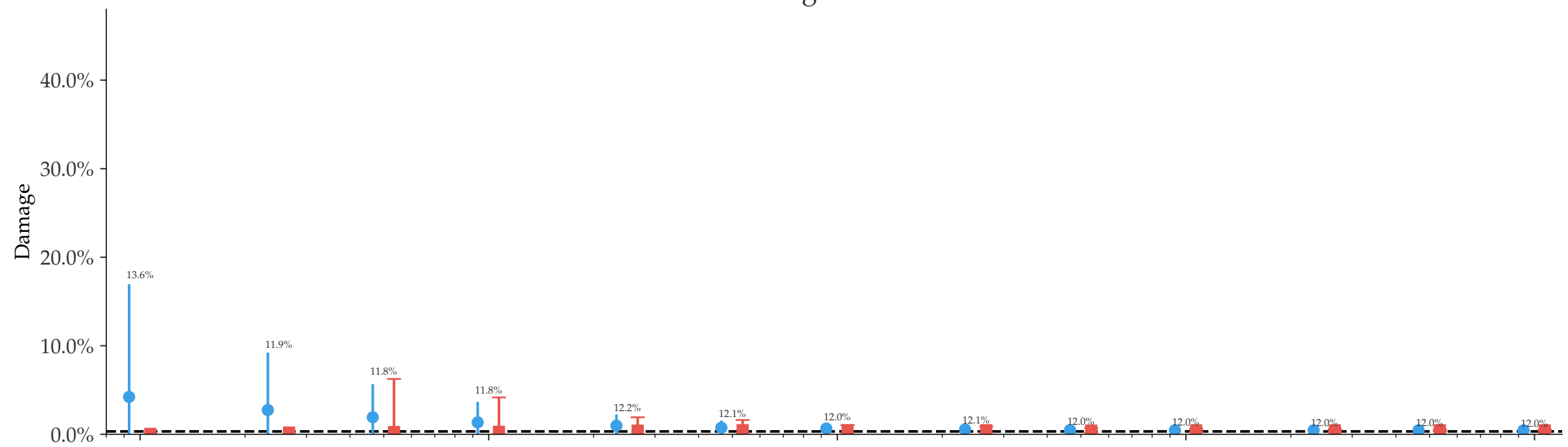


Damage  
Briggs damage = 0.014  
Damage percent (approx) = 1%

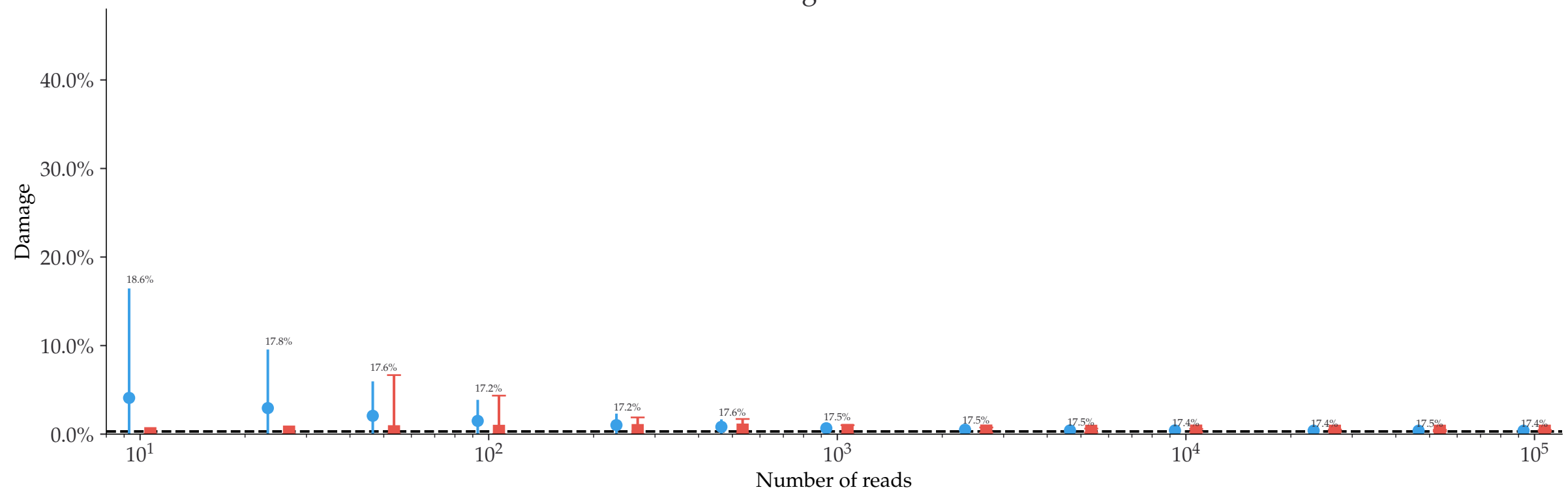
Lengths = 35



Lengths = 60

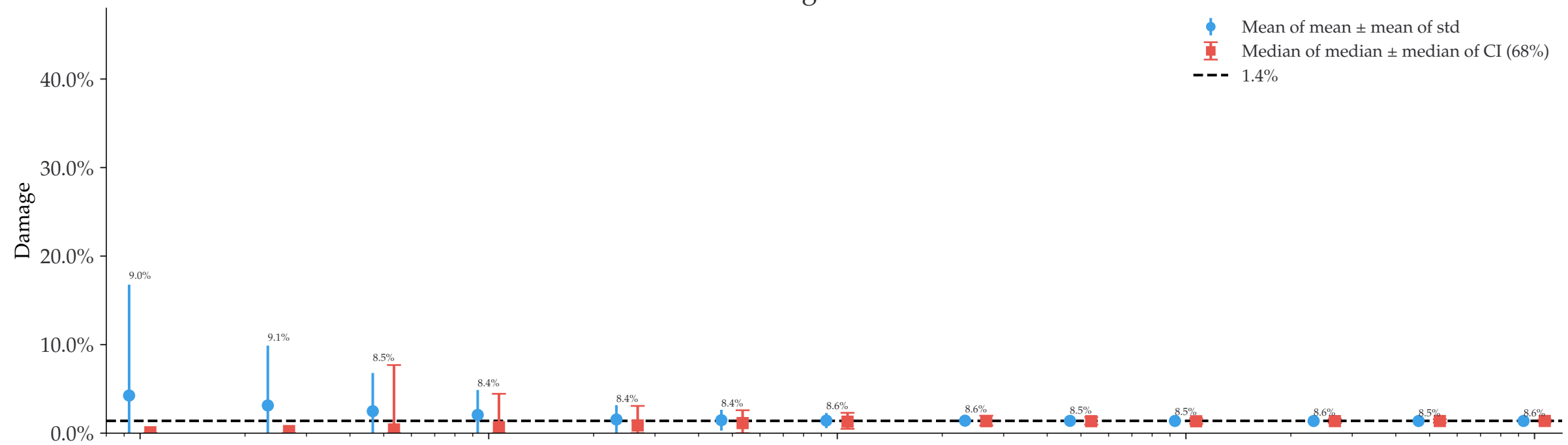


Lengths = 90

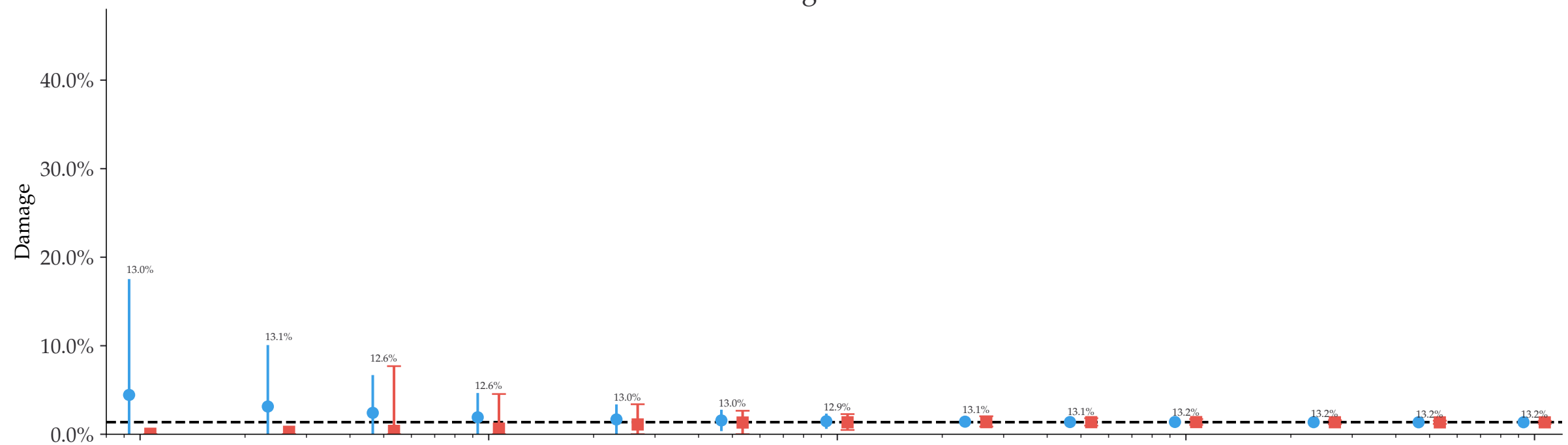


Damage  
Briggs damage = 0.047  
Damage percent (approx) = 2%

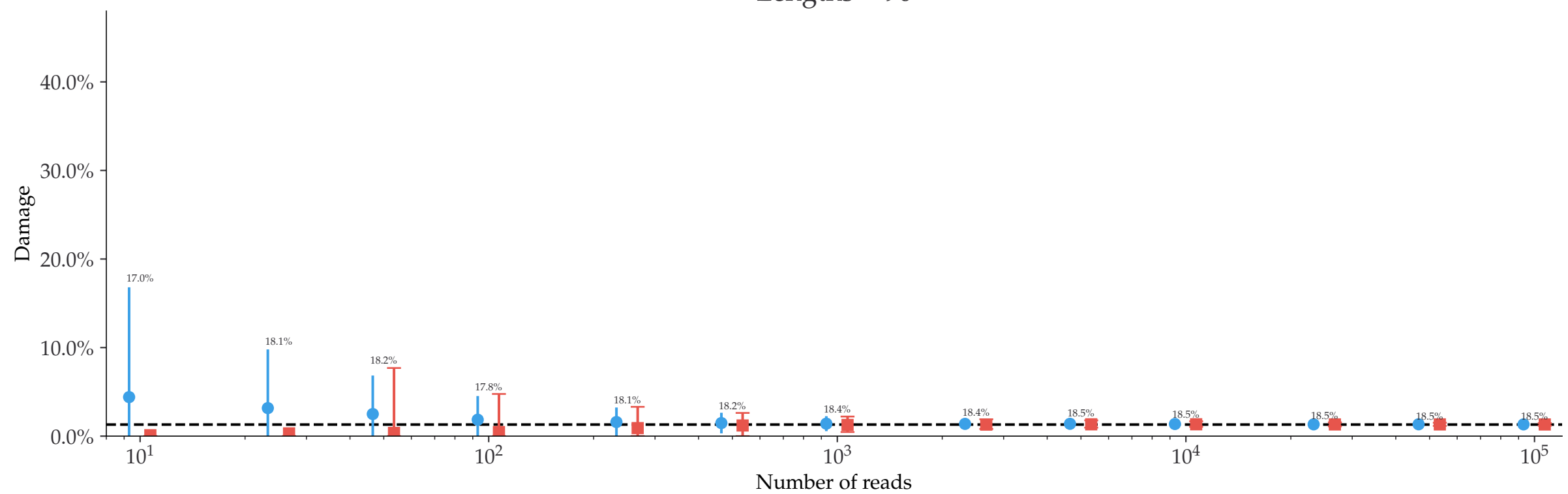
Lengths = 35



Lengths = 60

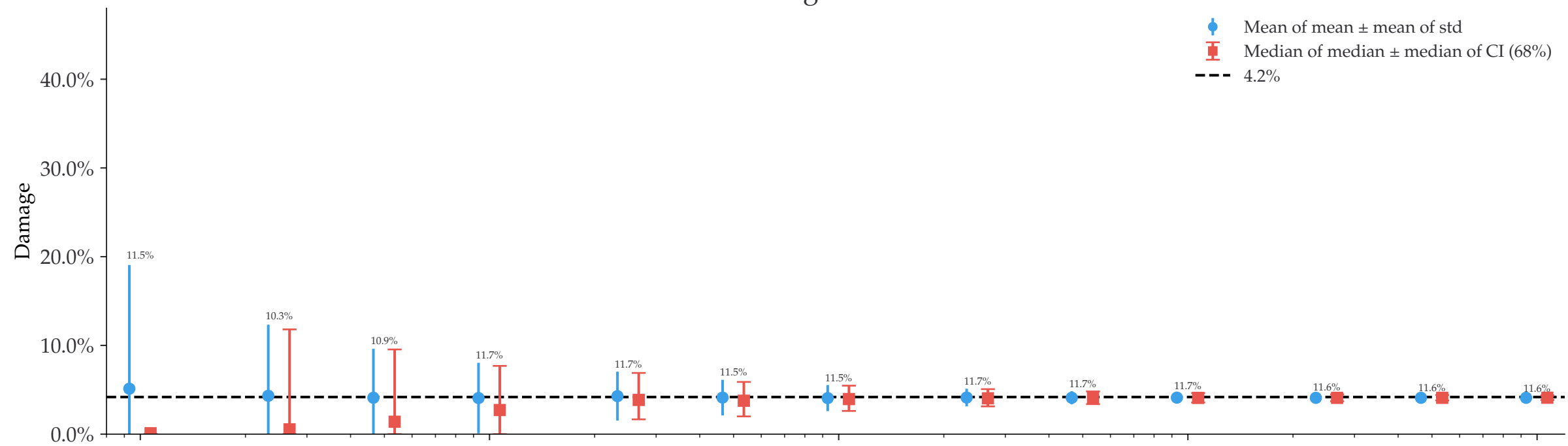


Lengths = 90

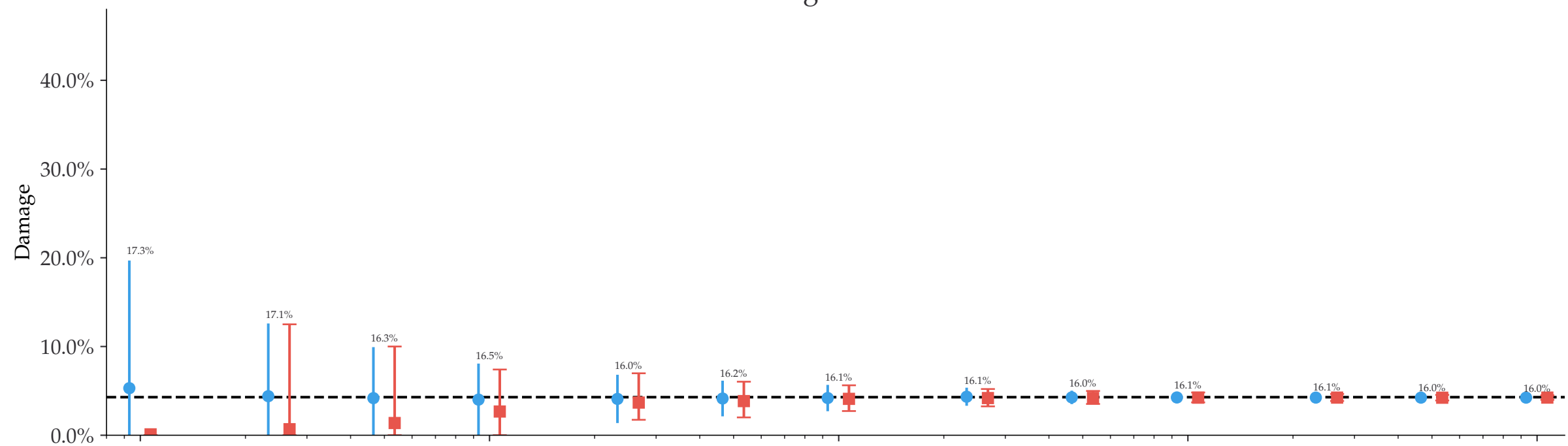


Damage  
Briggs damage = 0.138  
Damage percent (approx) = 5%

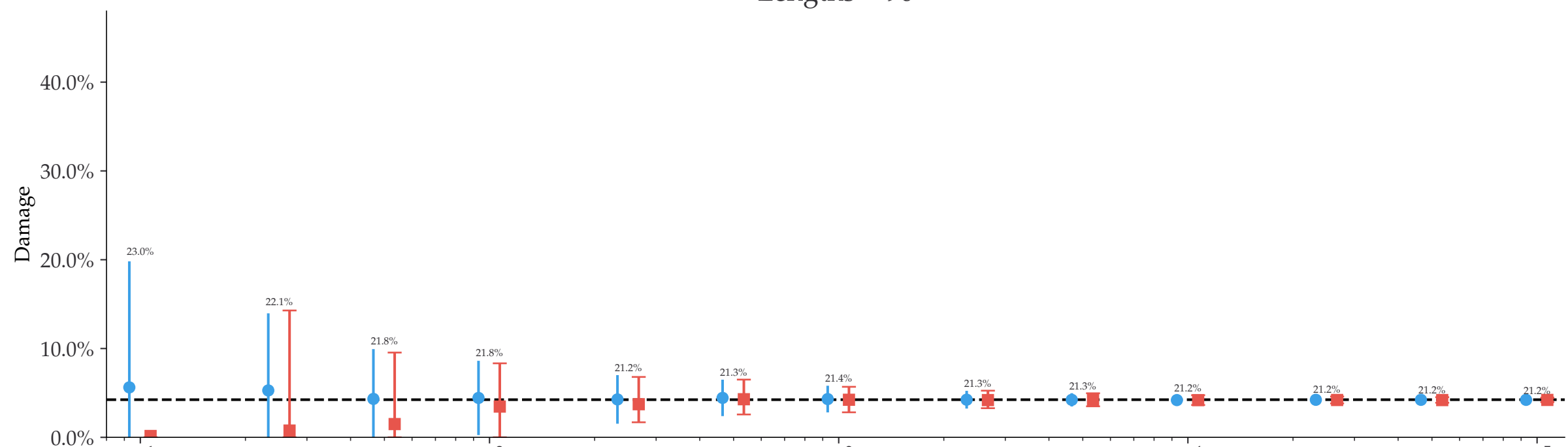
Lengths = 35



Lengths = 60

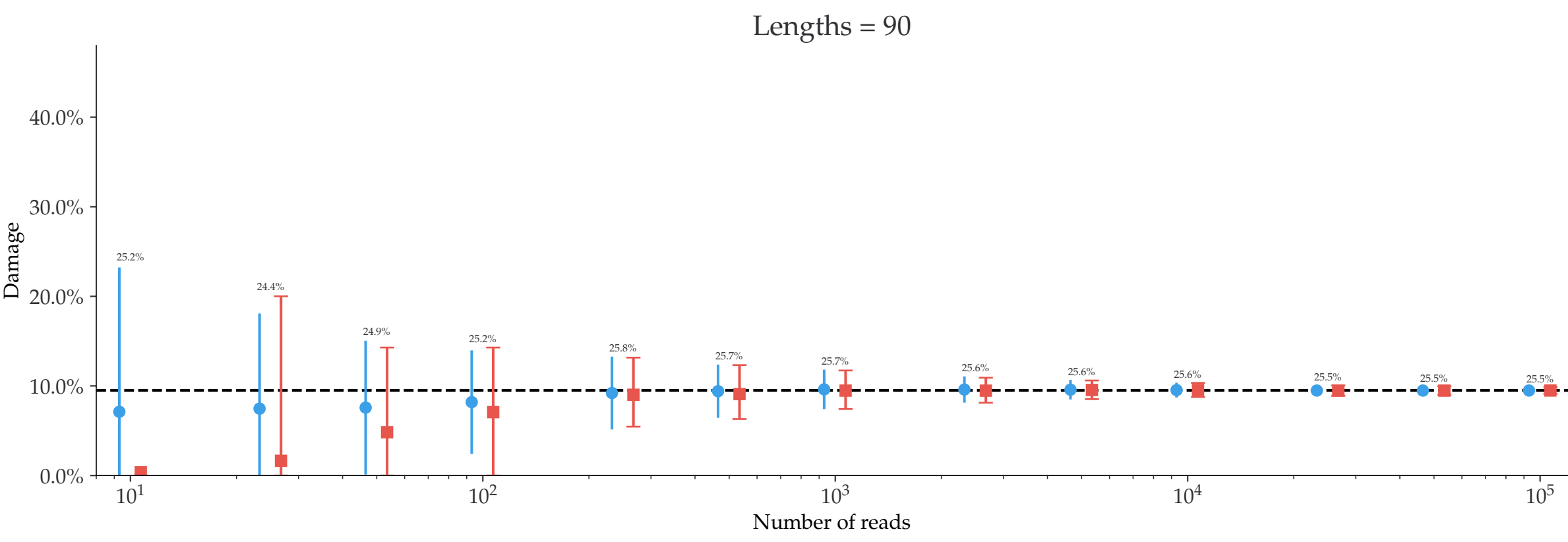
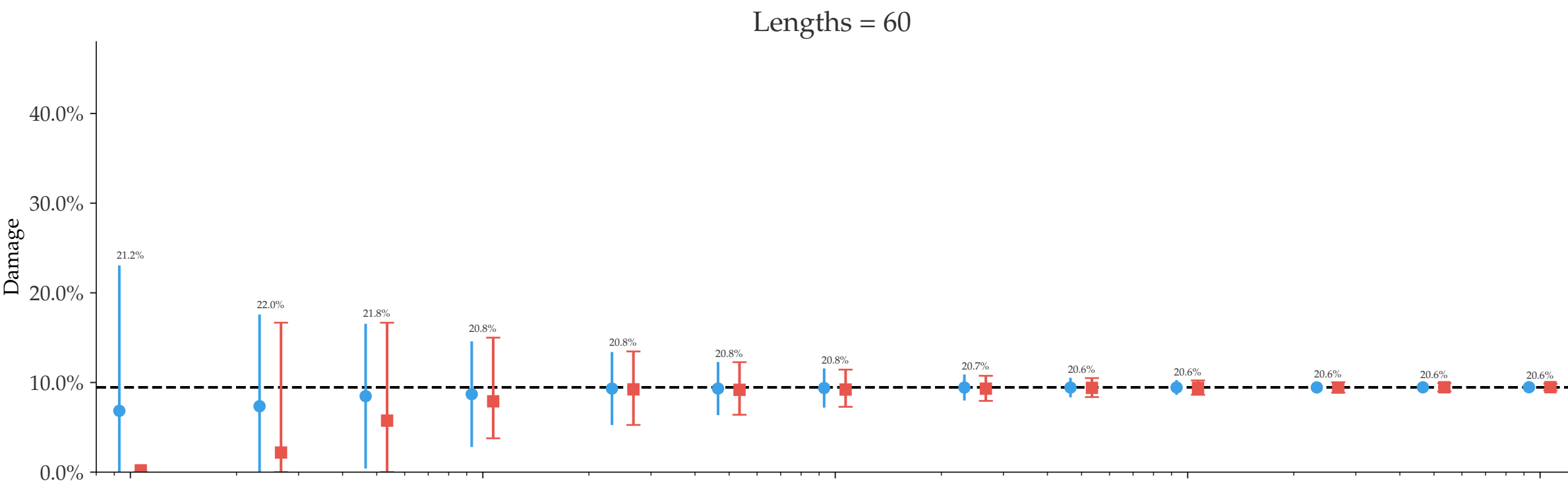
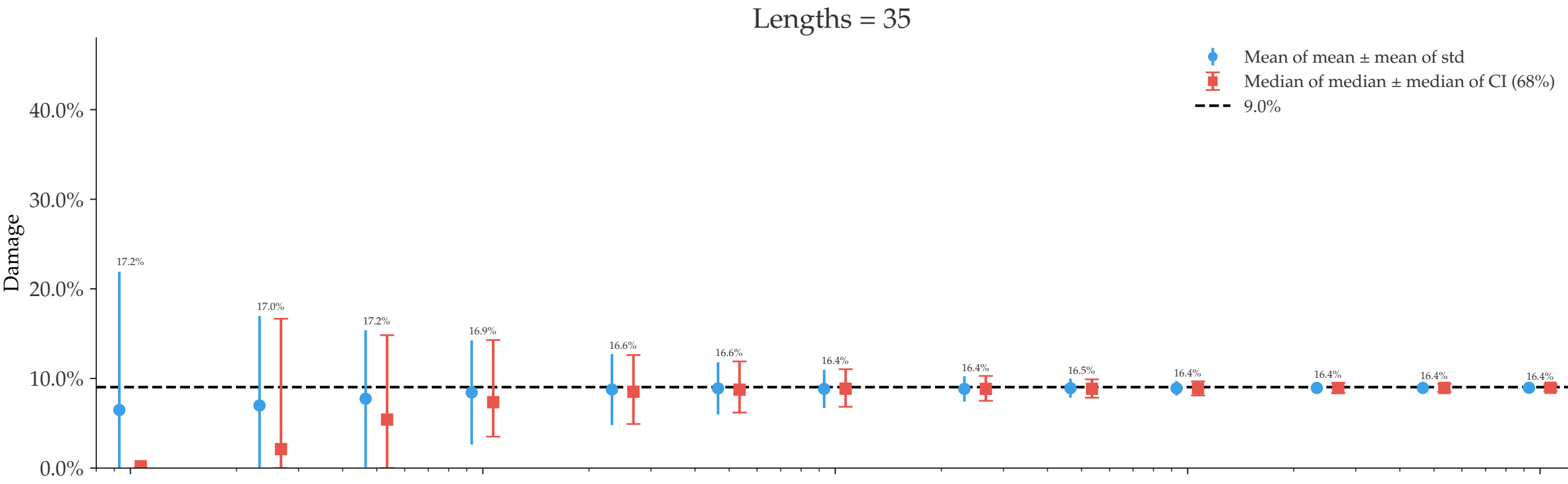


Lengths = 90

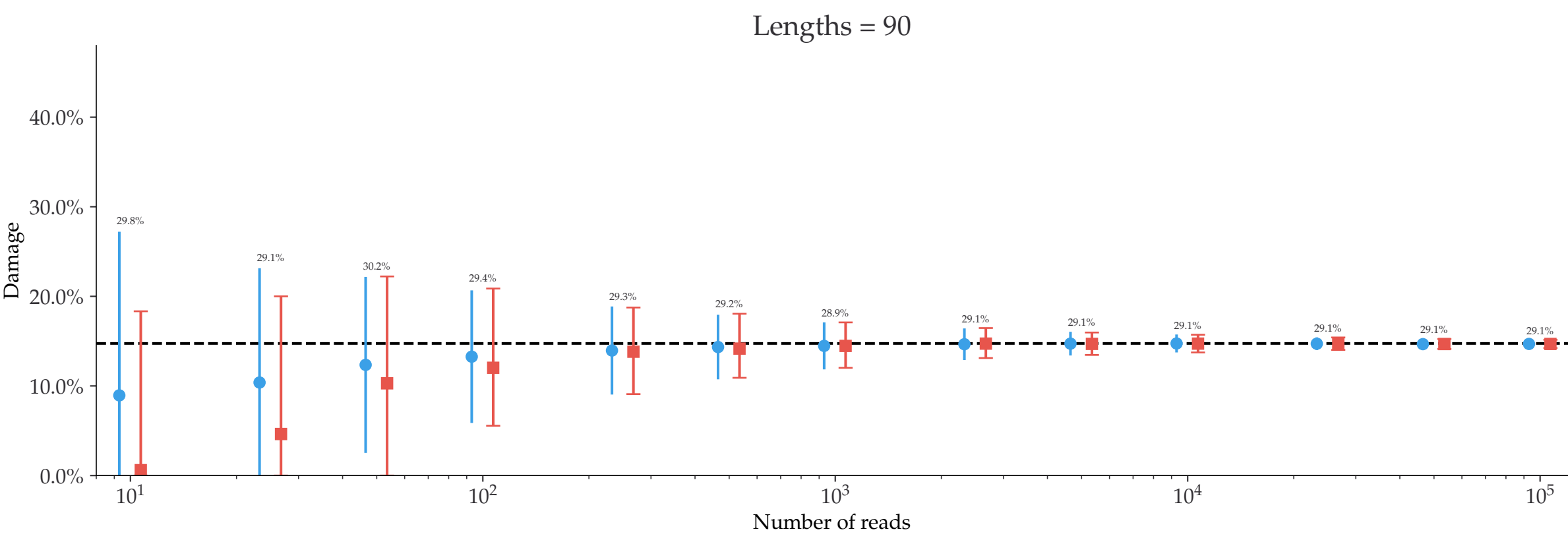
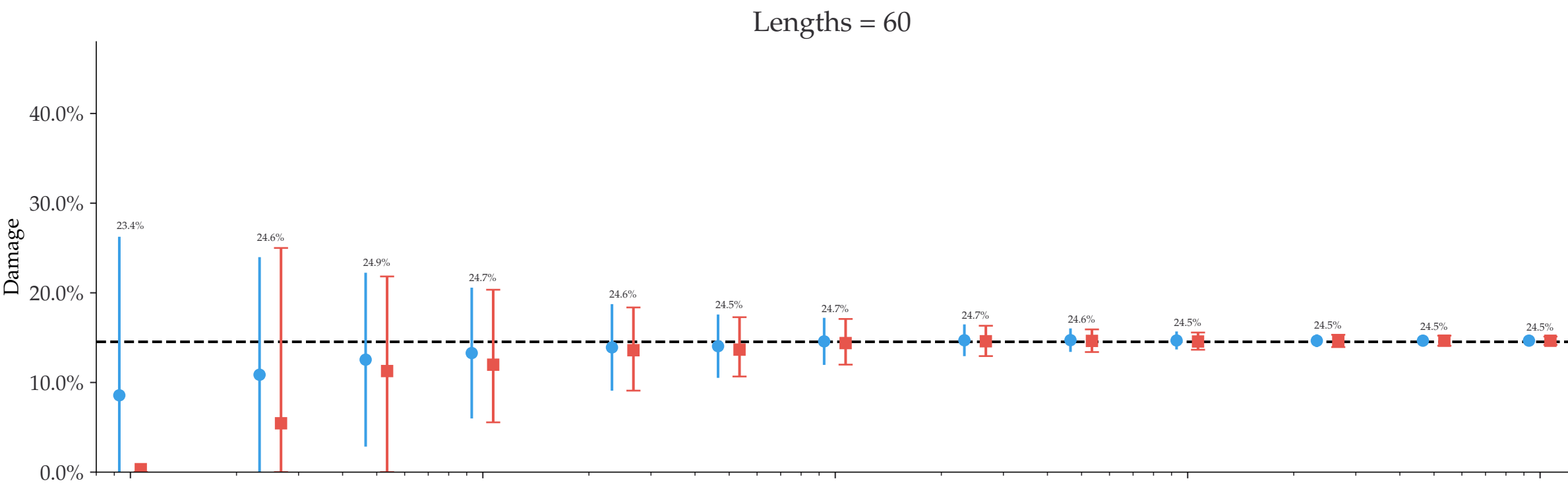
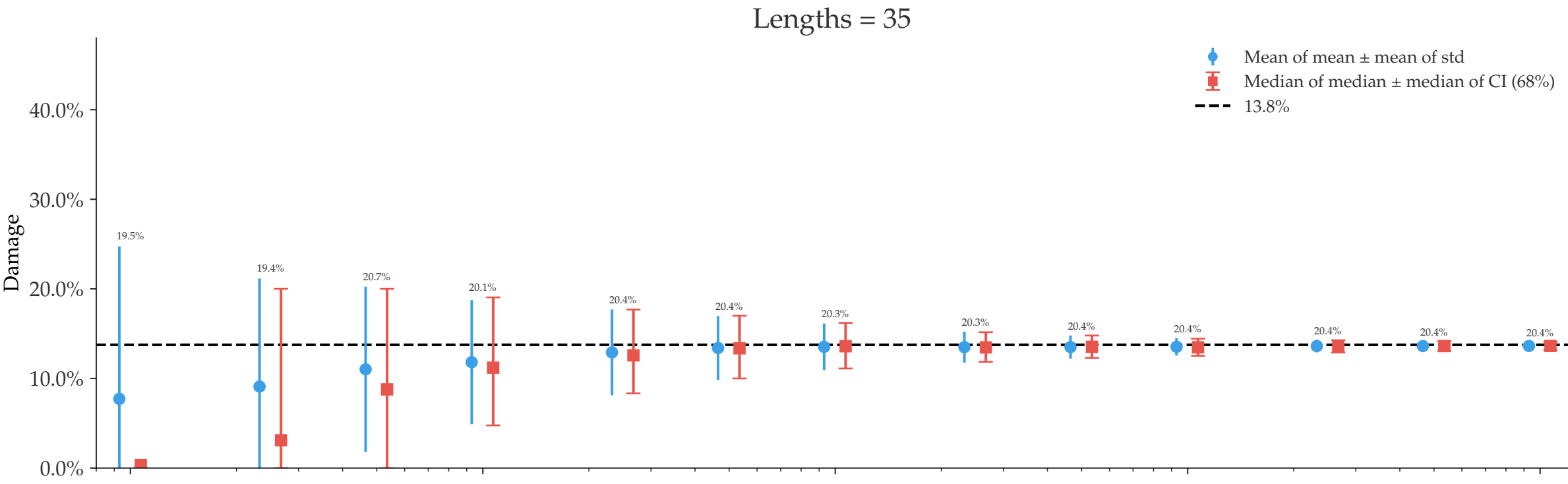


Number of reads

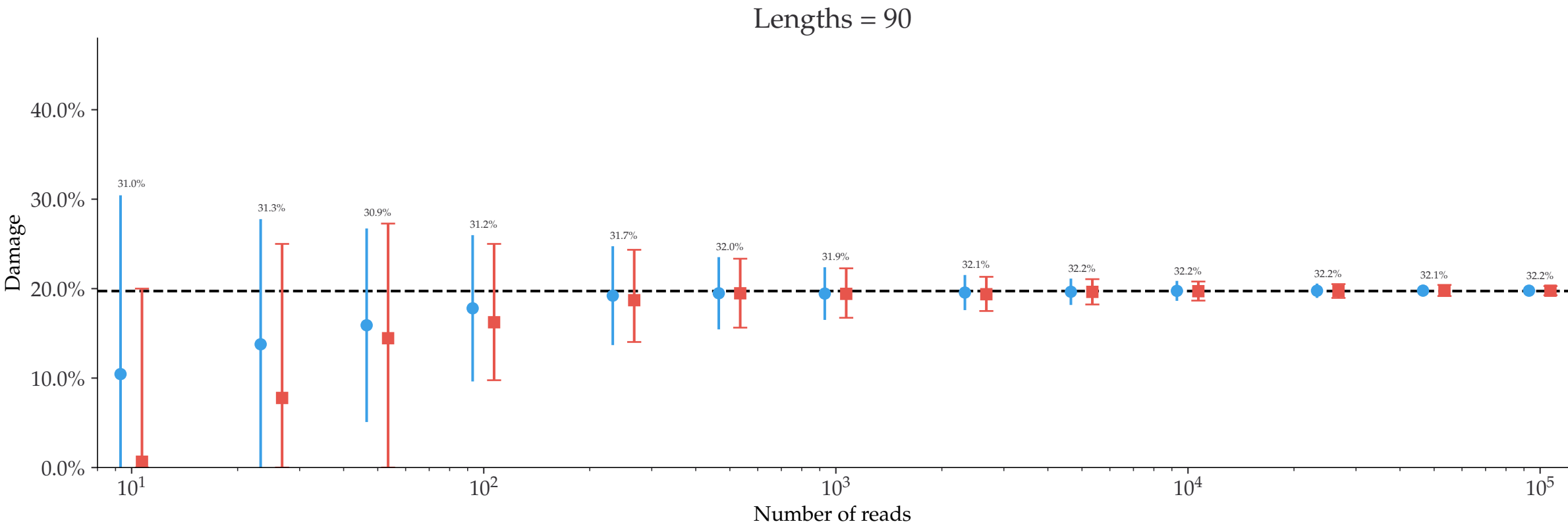
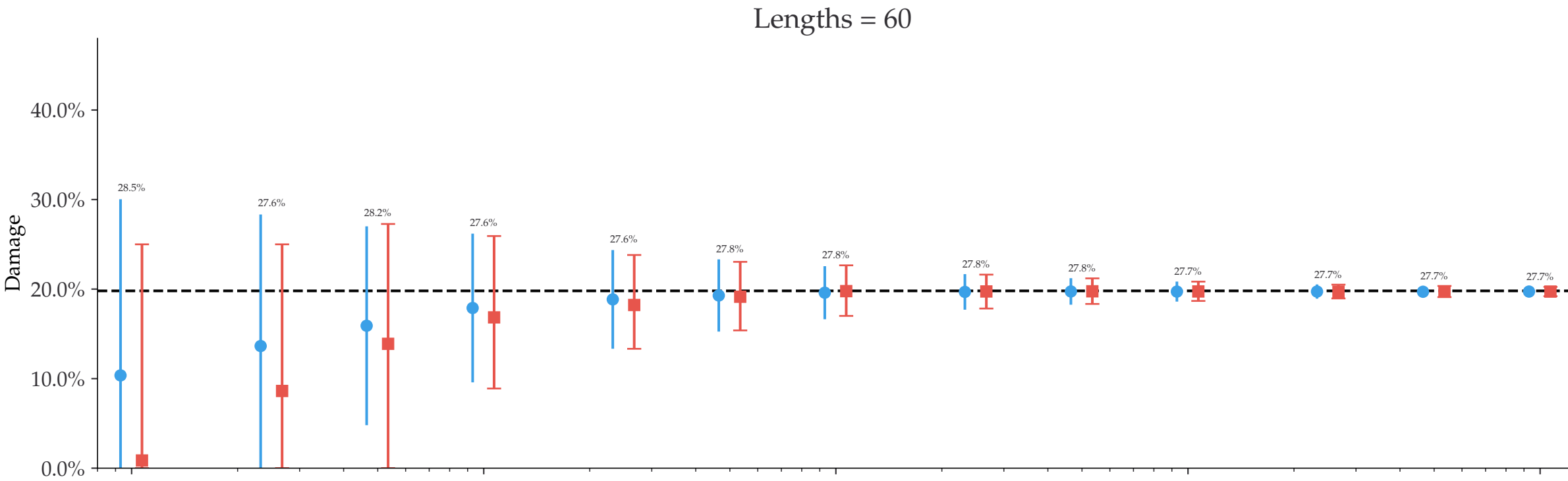
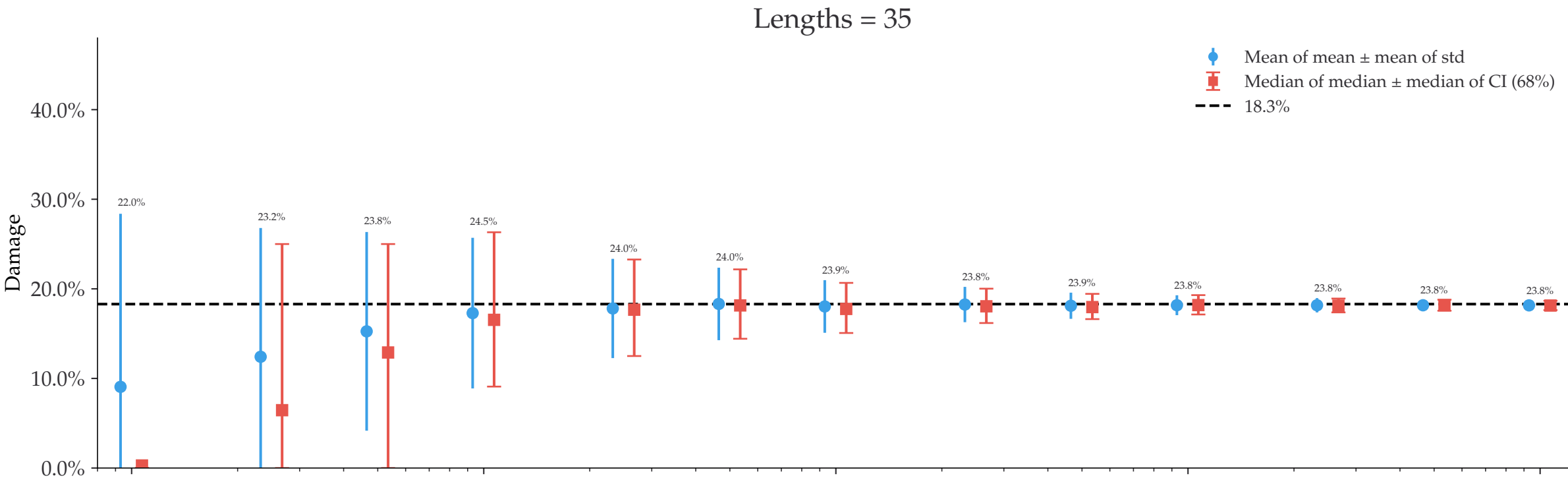
Damage  
Briggs damage = 0.303  
Damage percent (approx) = 10%



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

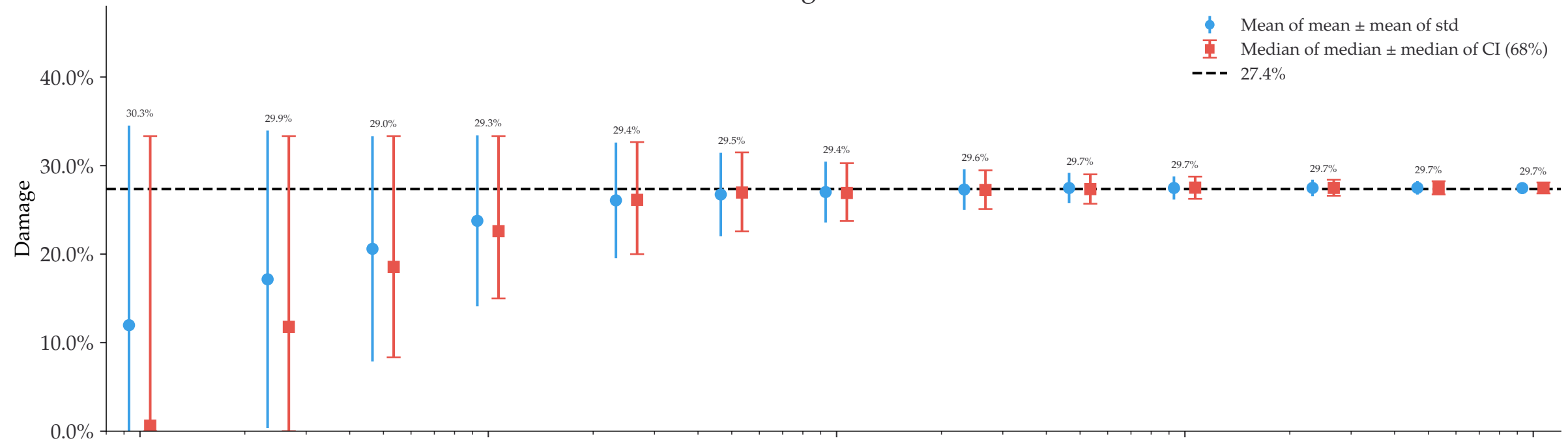


Damage  
Briggs damage = 0.626  
Damage percent (approx) = 20%

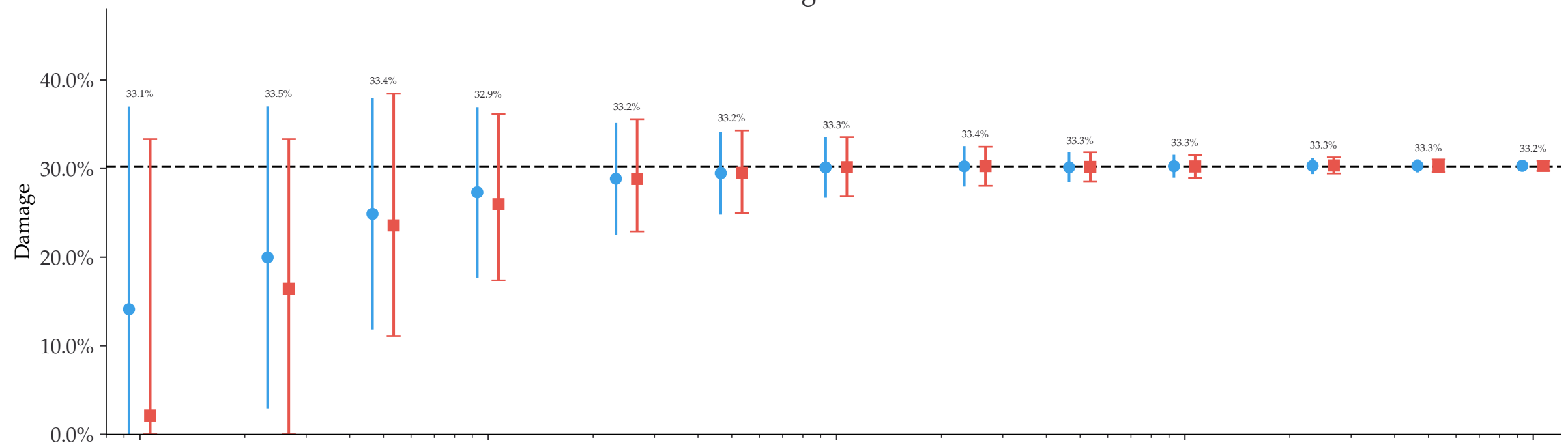


Damage  
Briggs damage = 0.96  
Damage percent (approx) = 30%

Lengths = 35



Lengths = 60



Lengths = 90

