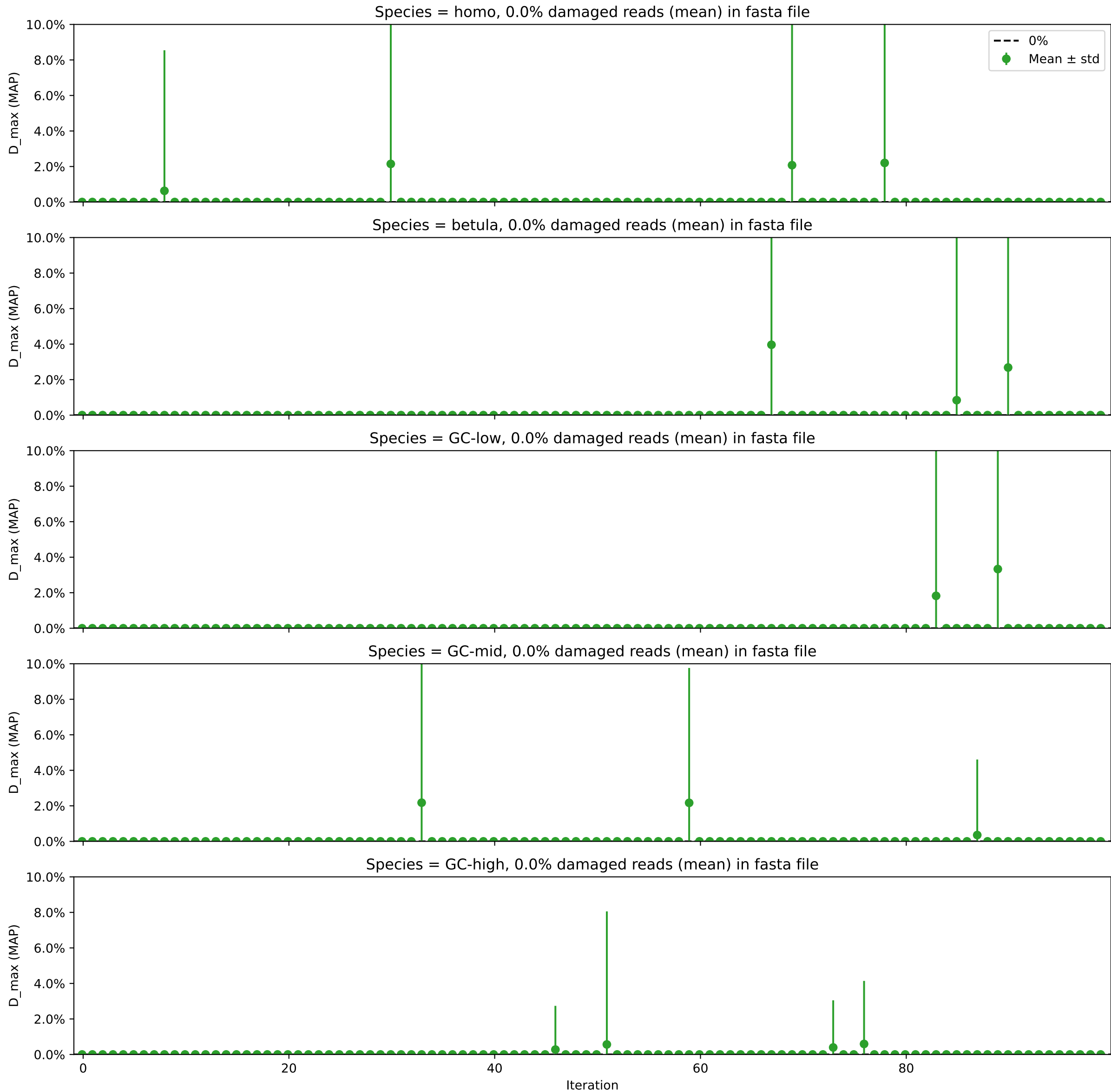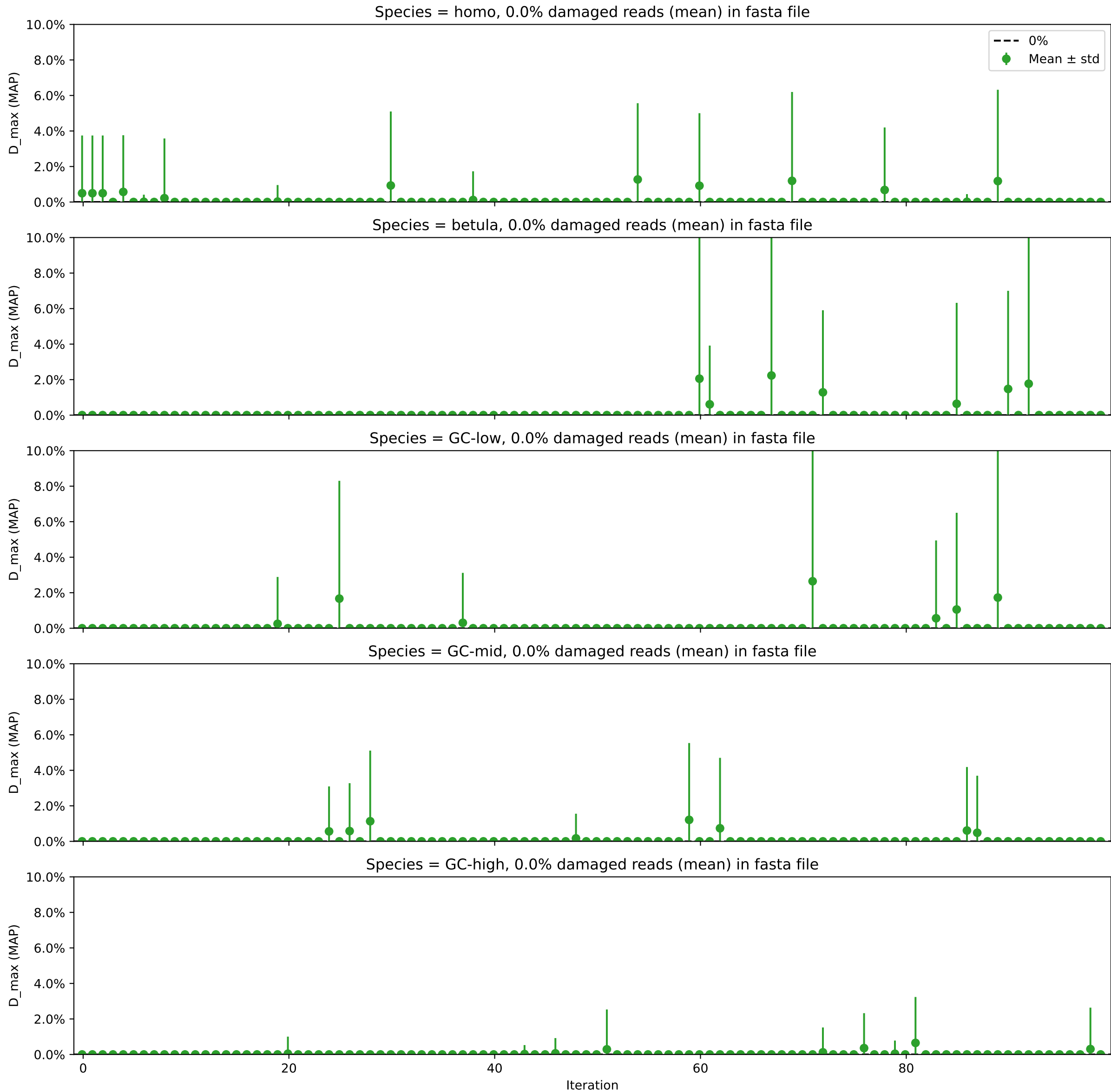Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%
D_max (MAP)

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

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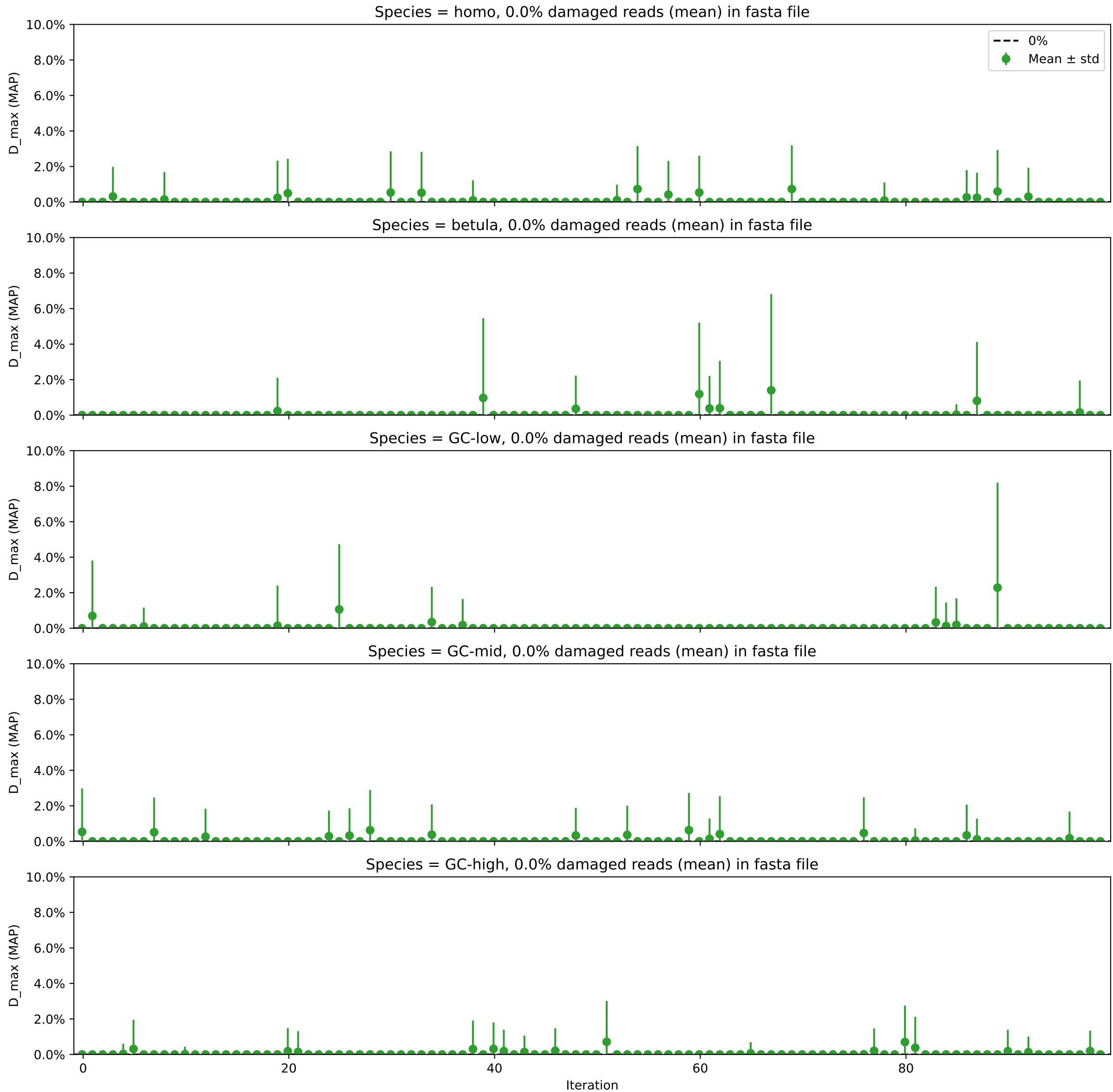Damage percent = 0%
D_max (MAP)

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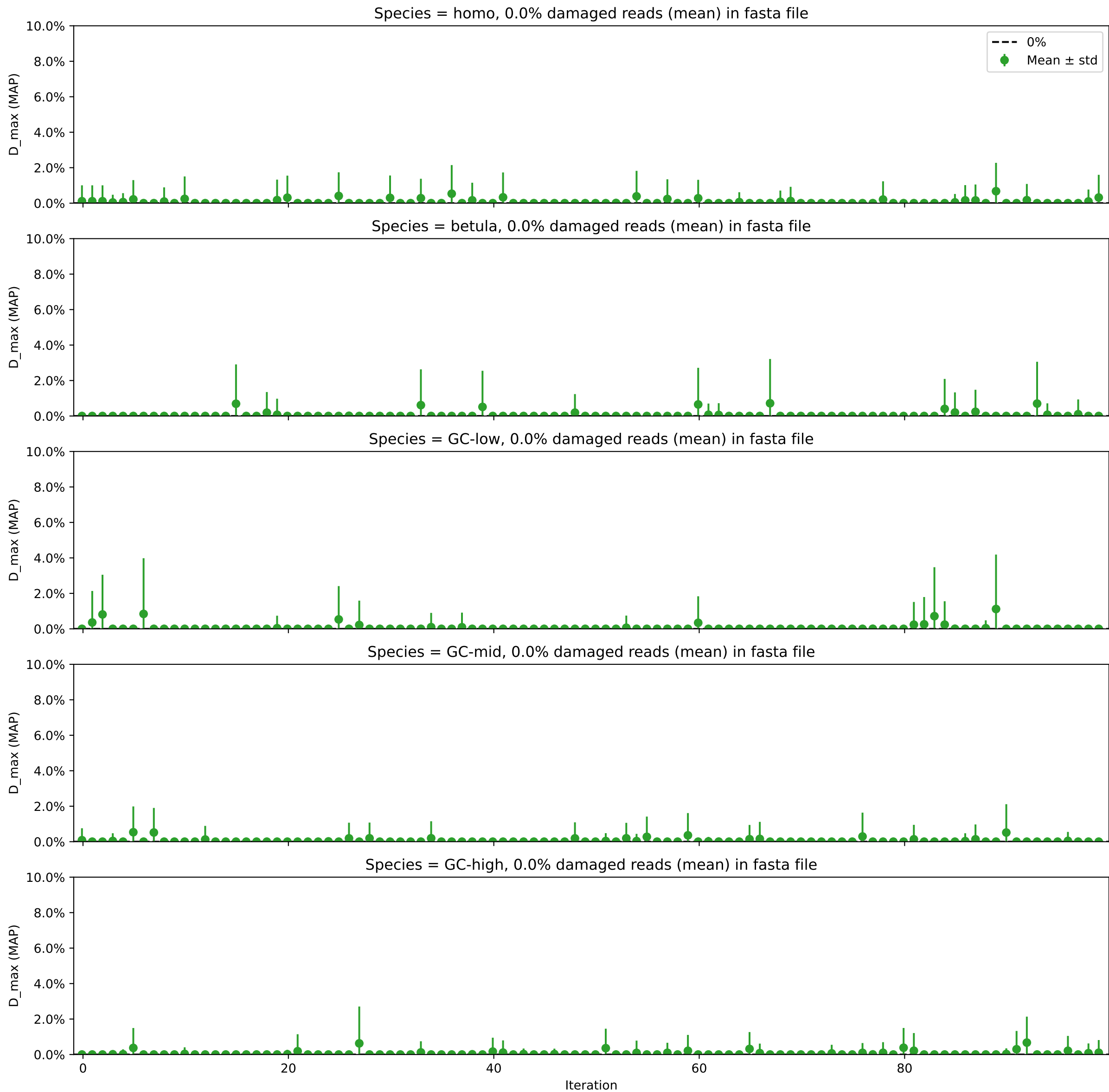Damage percent = 0%
D_max (MAP)

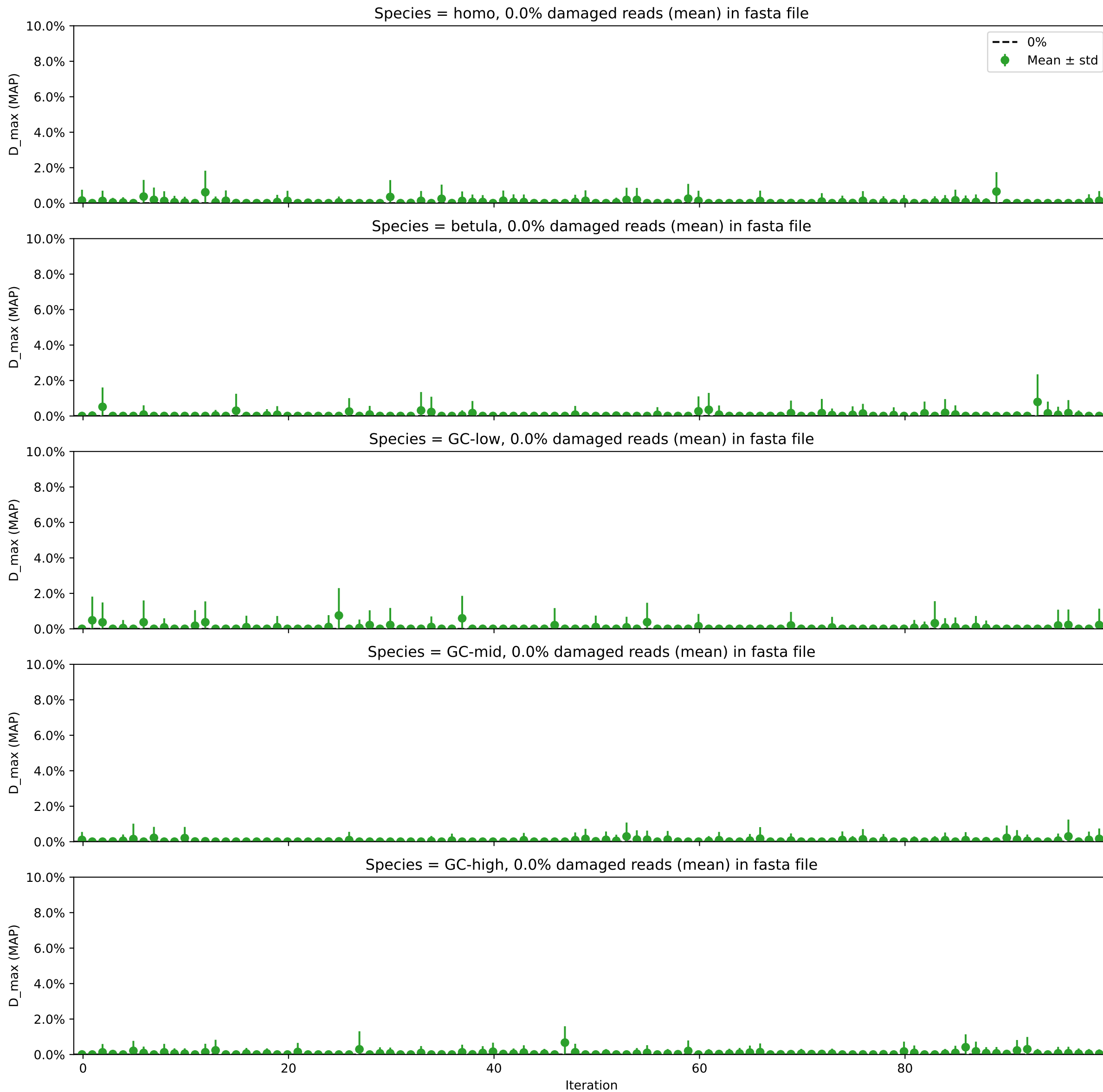Individual damages:
250 reads
Briggs damage = 0.0
Damage percent = 0%
D_max (MAP)

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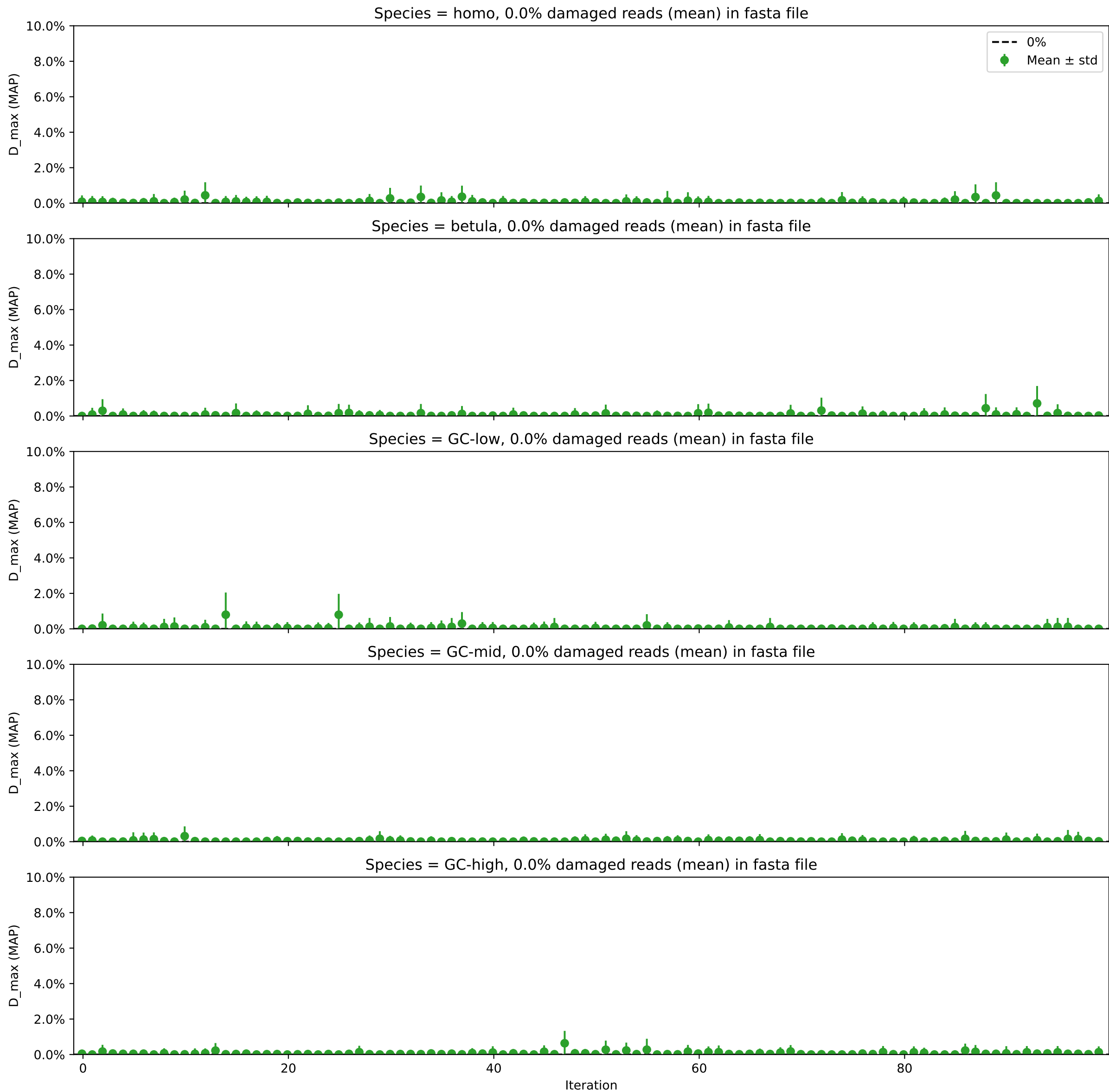Damage percent = 0%
D_max (MAP)

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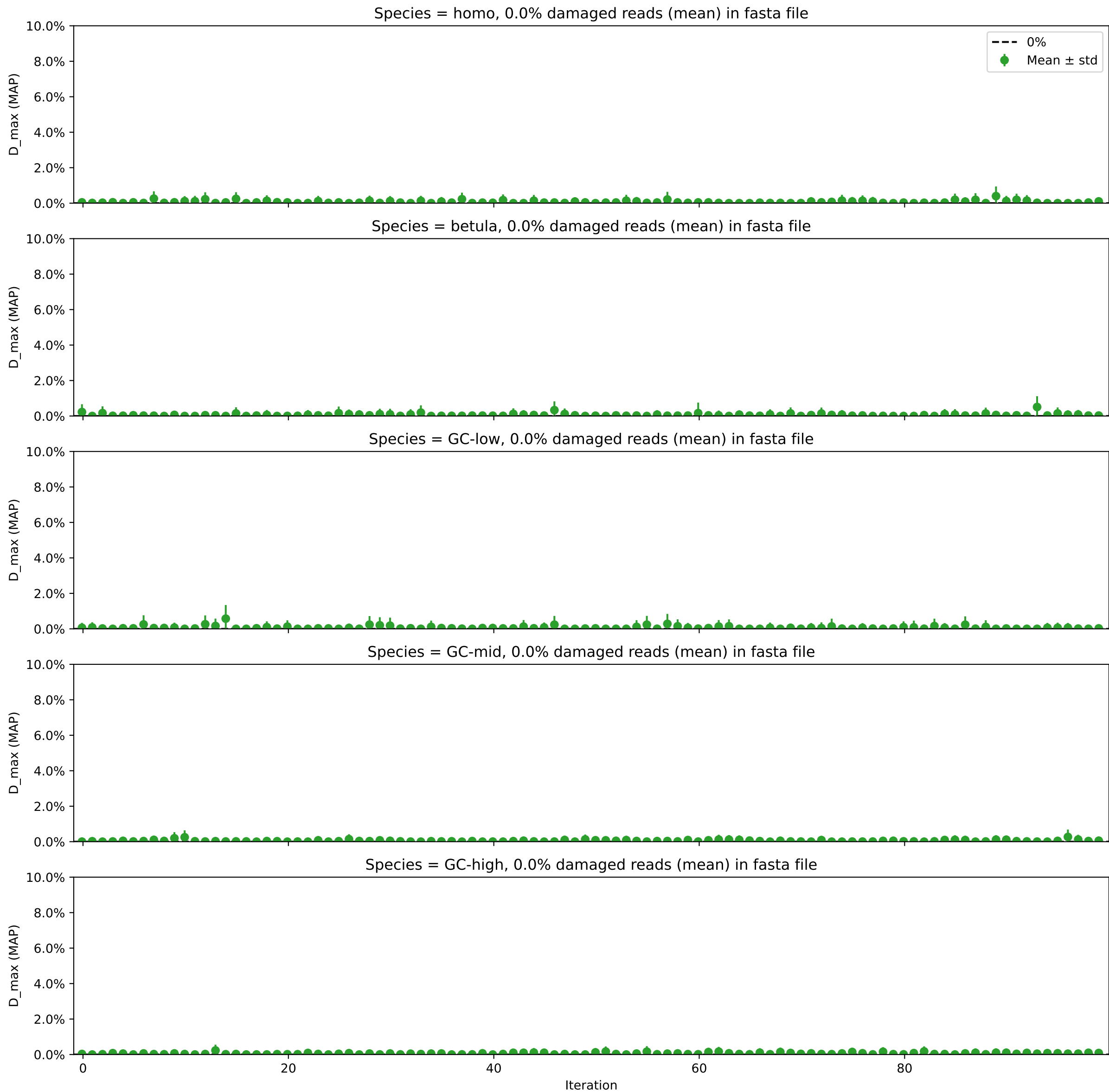Damage percent = 0%
D_max (MAP)

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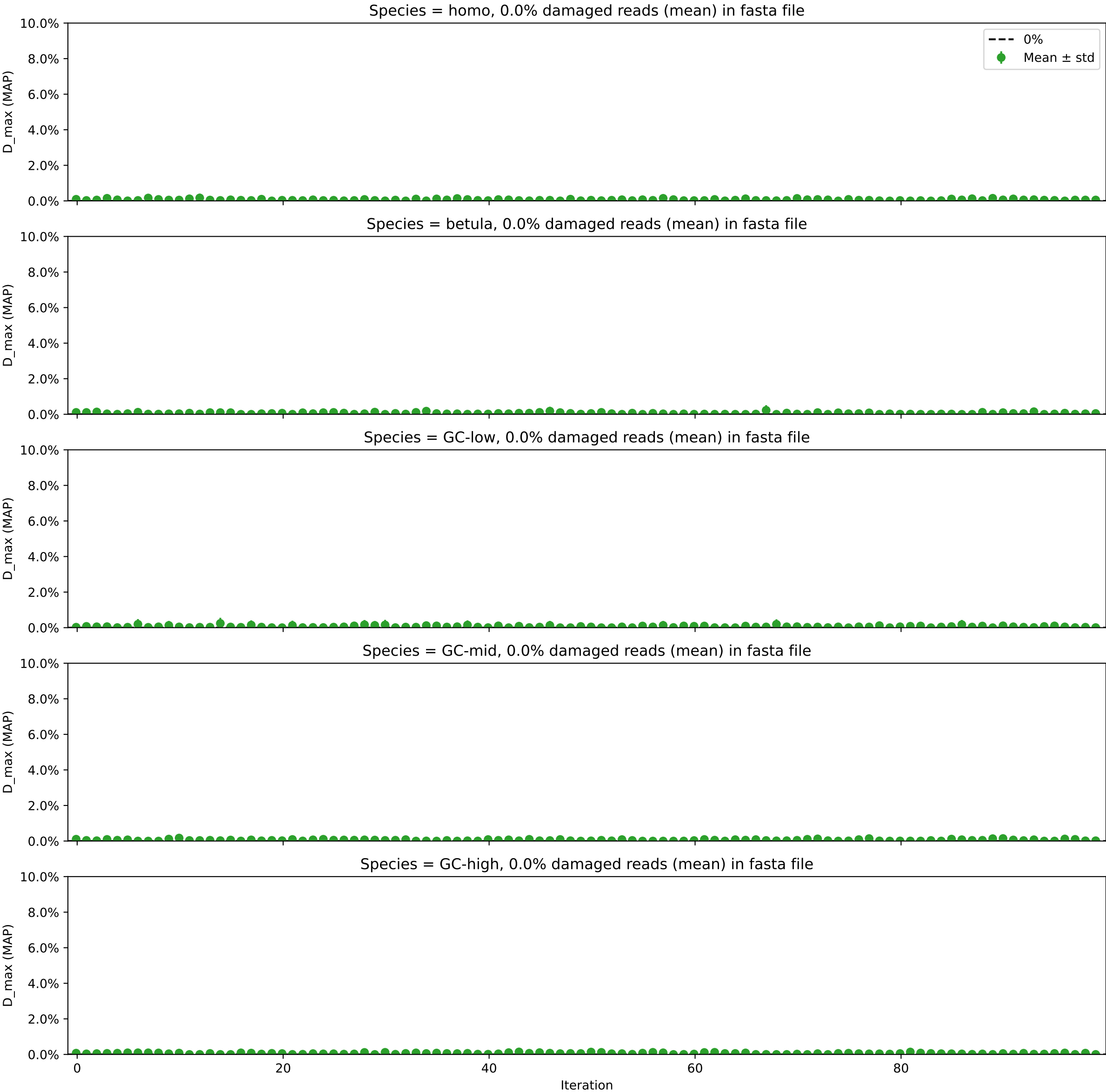Damage percent = 0%
D_max (MAP)

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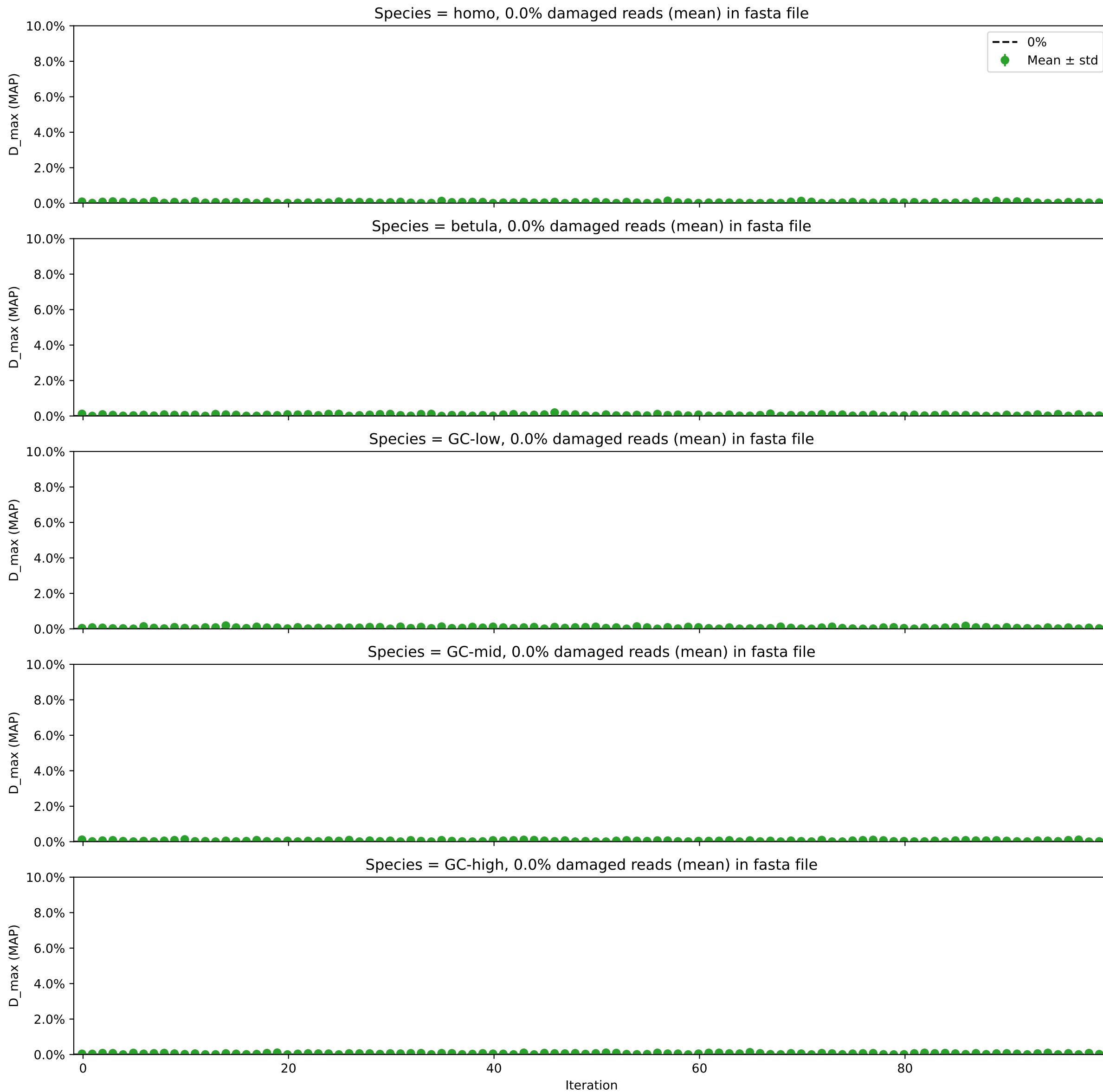Damage percent = 0%
D_max (MAP)

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

Species = homo, 0.0% damaged reads (mean) in fasta file

- - - 0%
● Mean ± std

Species = betula, 0.0% damaged reads (mean) in fasta file

Species = GC-low, 0.0% damaged reads (mean) in fasta file

Species = GC-mid, 0.0% damaged reads (mean) in fasta file

Species = GC-high, 0.0% damaged reads (mean) in fasta file
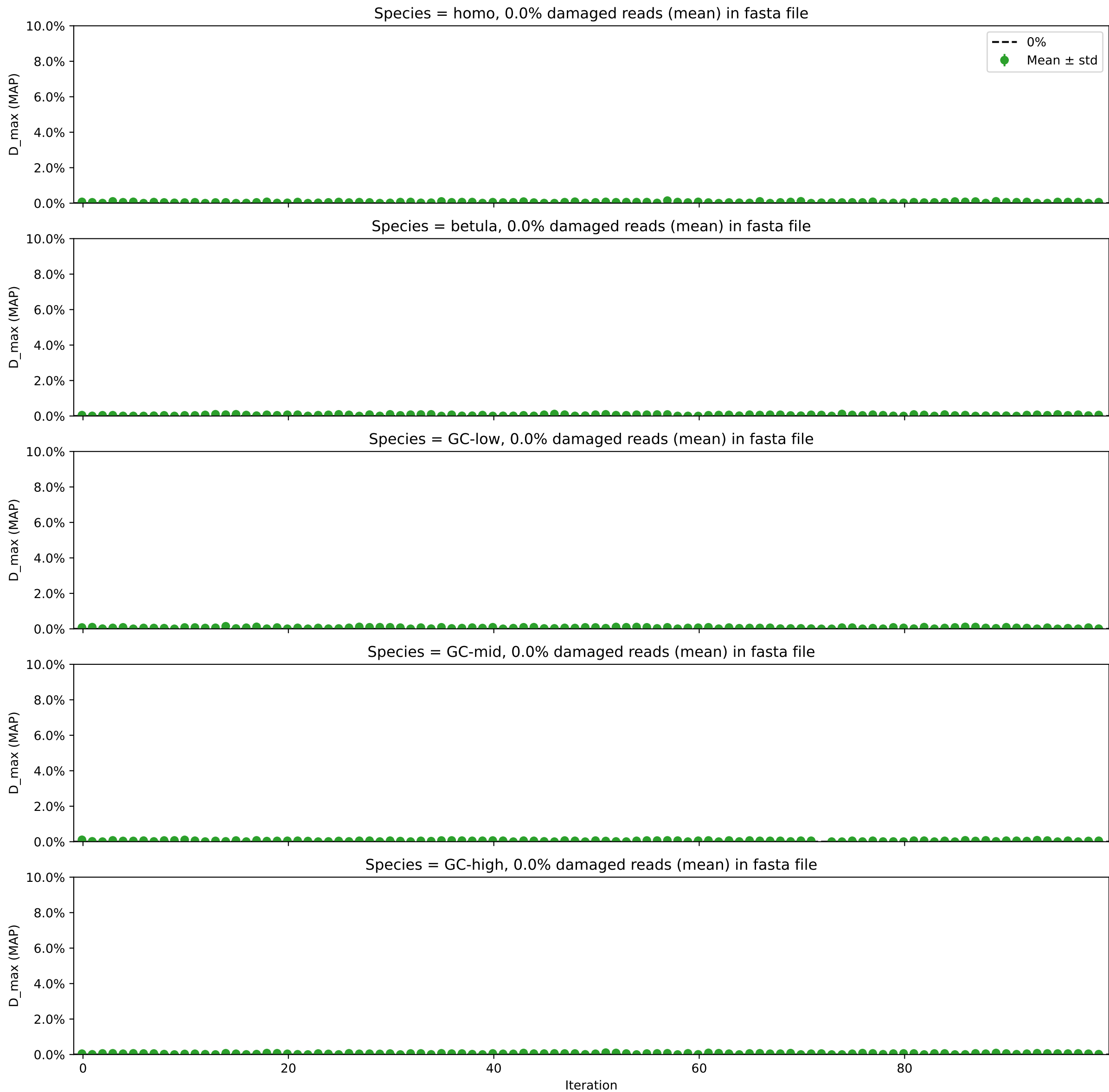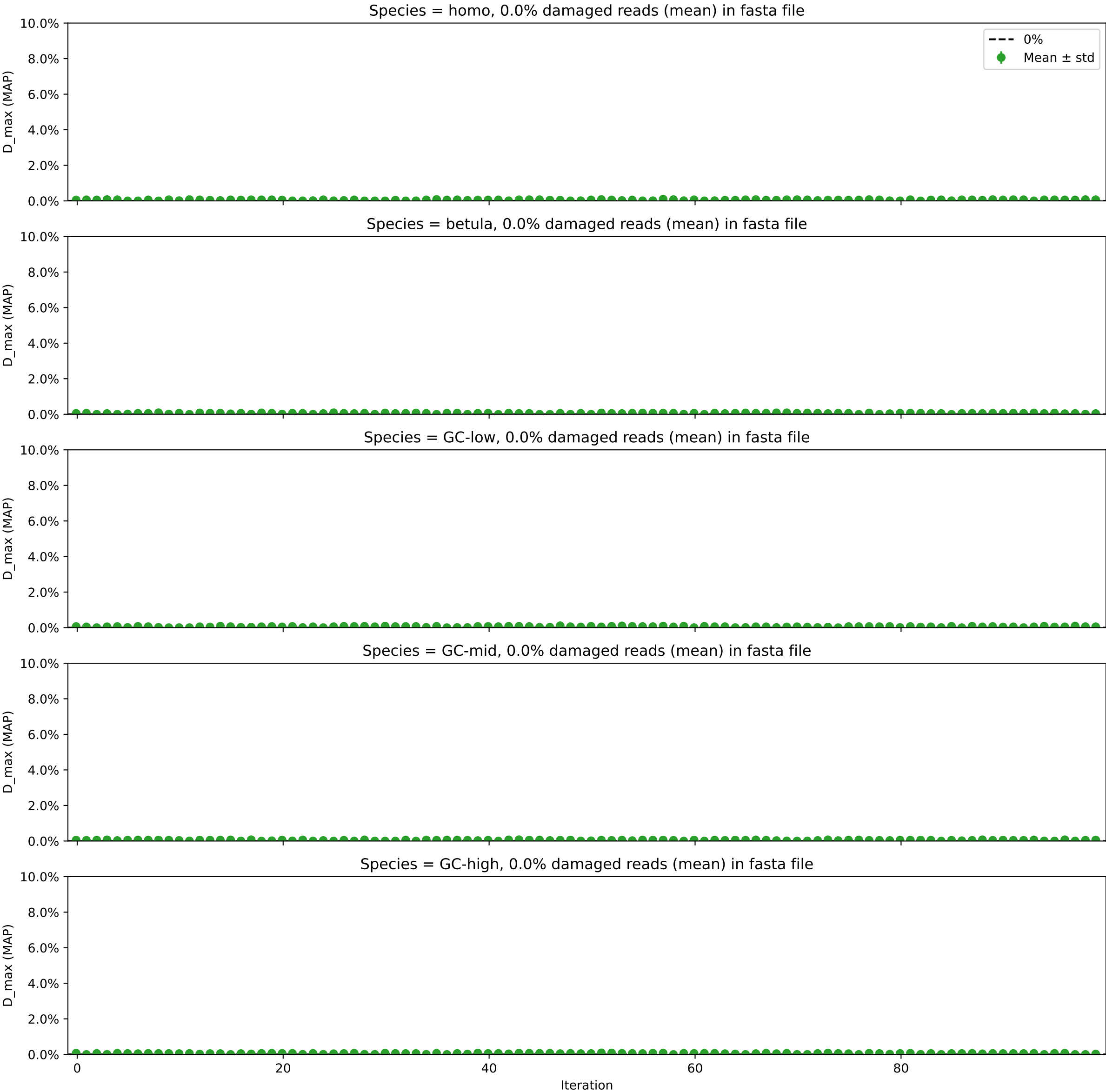
Iteration

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

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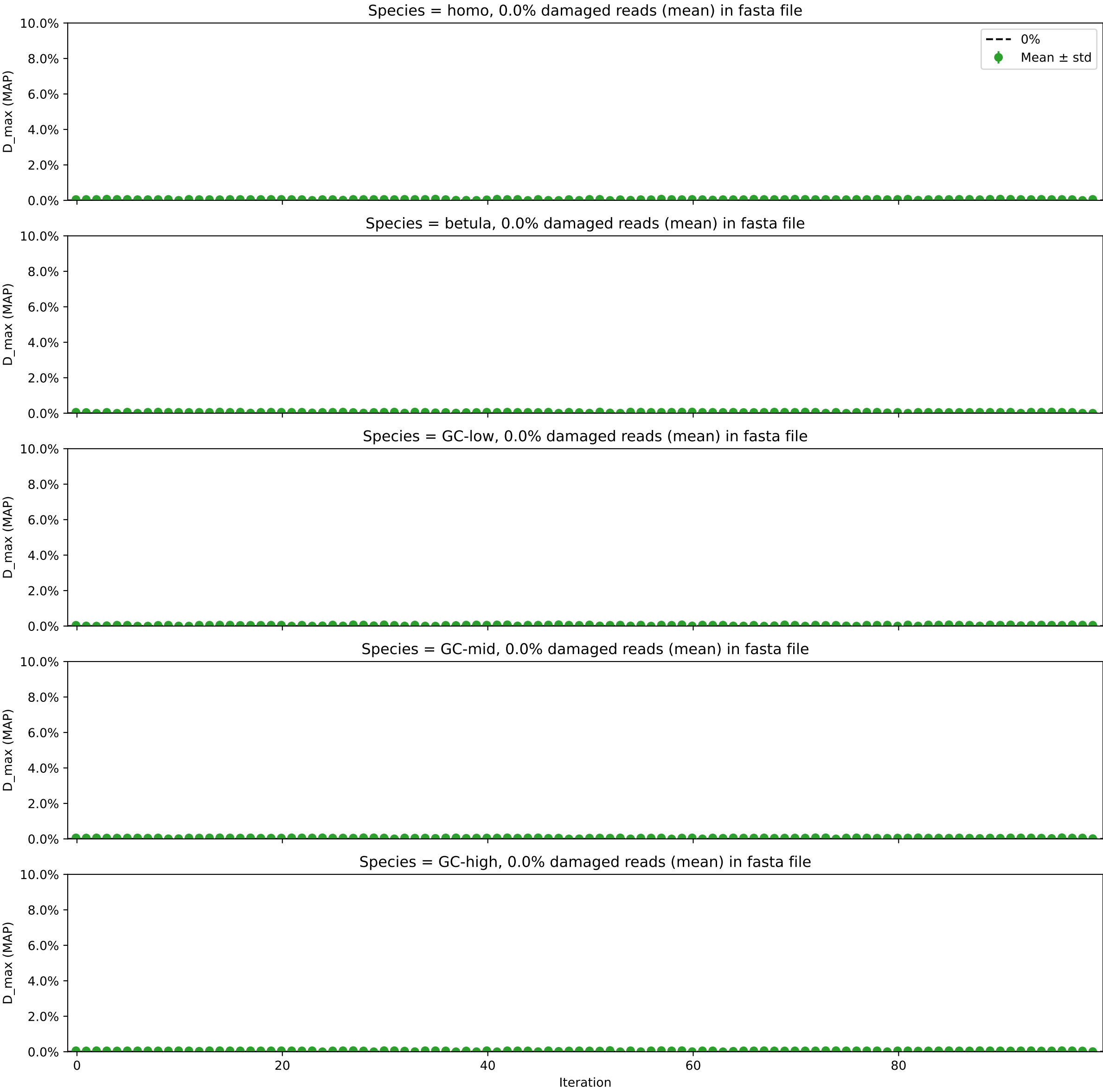Briggs damage = 0.0
Damage percent = 0%
D_max (MAP)

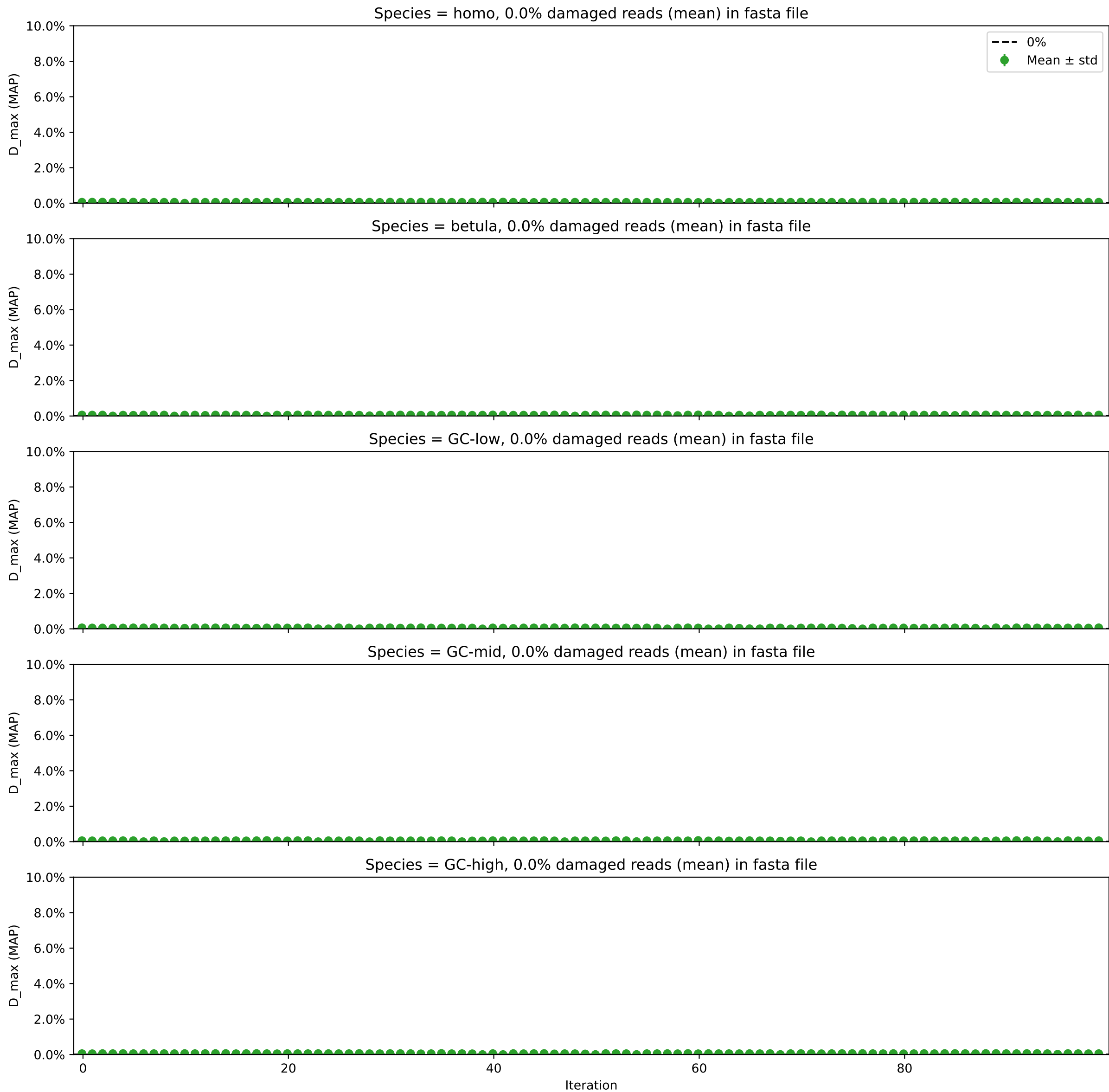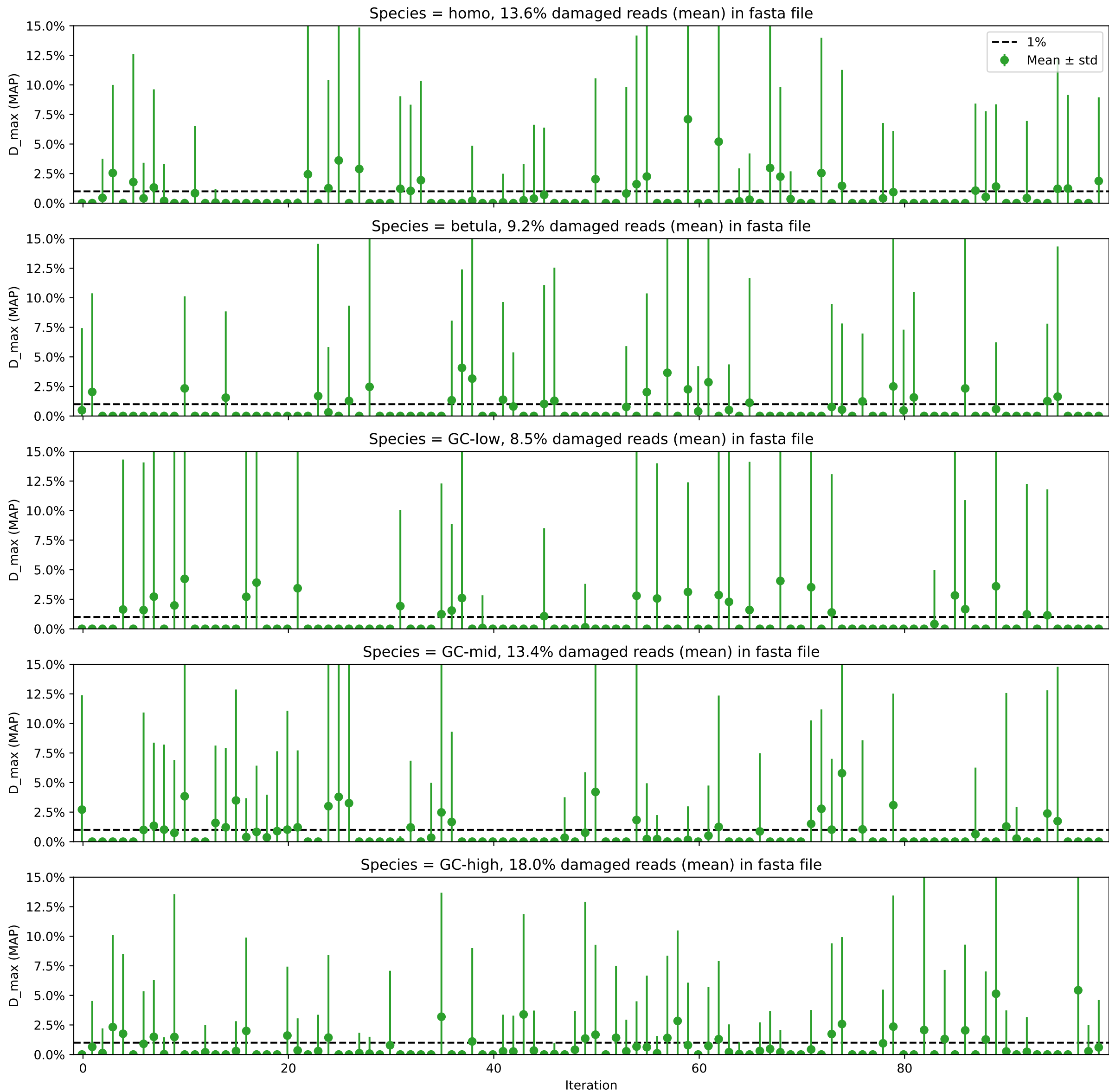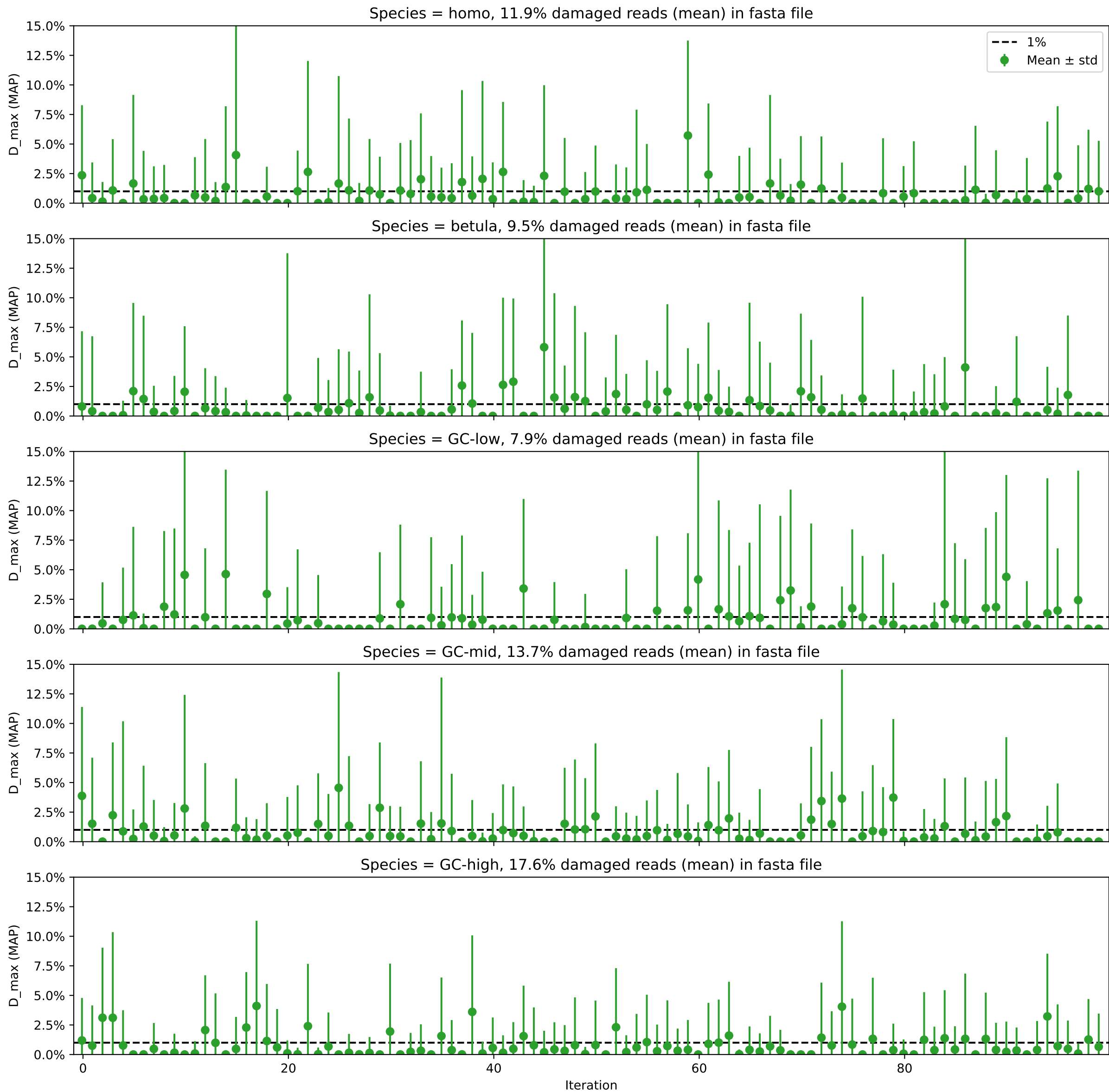Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%
D_max (MAP)

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

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

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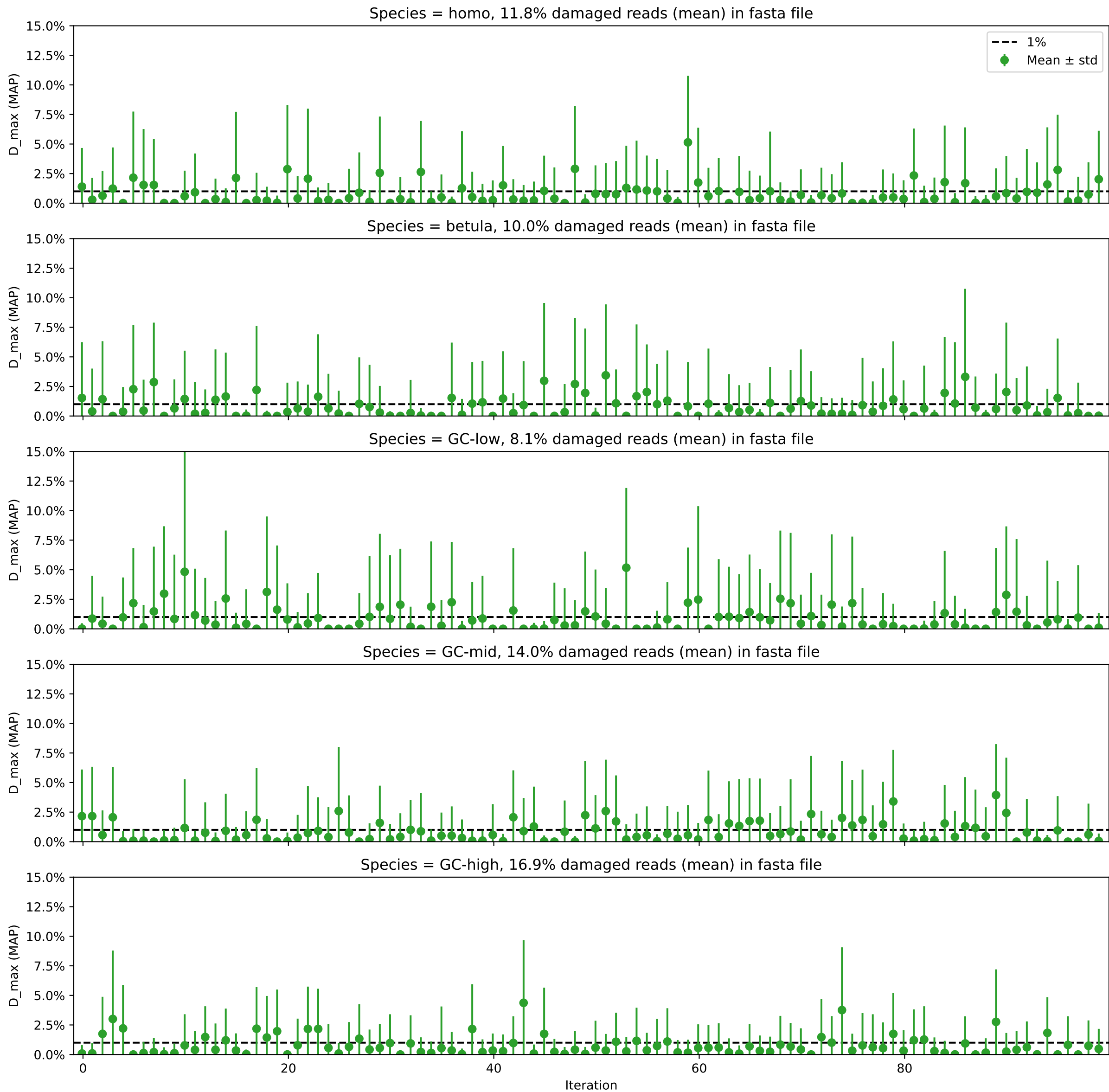Briggs damage = 0.014
Damage percent = 1%
D_max (MAP)

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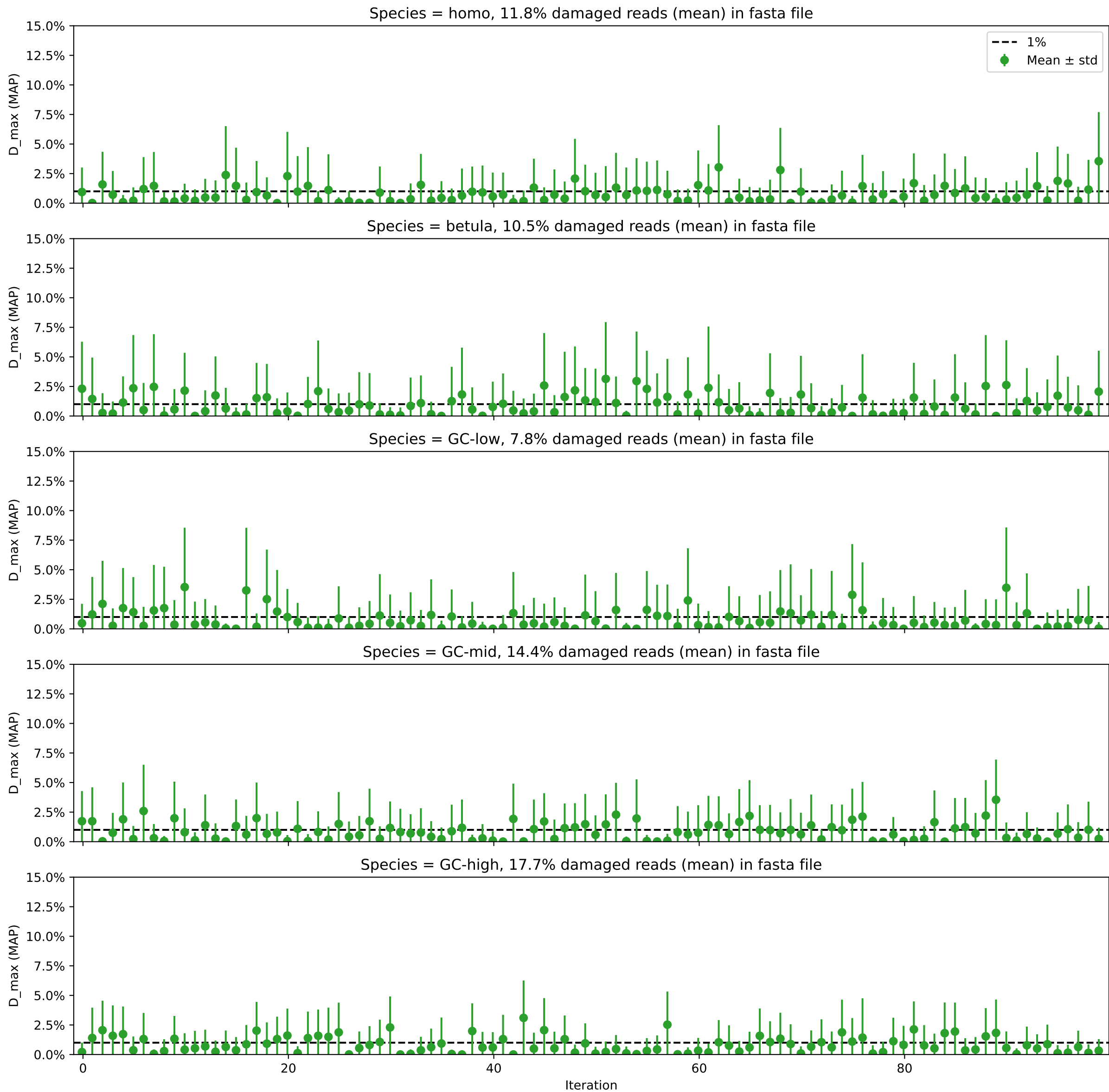Damage percent = 1%
D_max (MAP)

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

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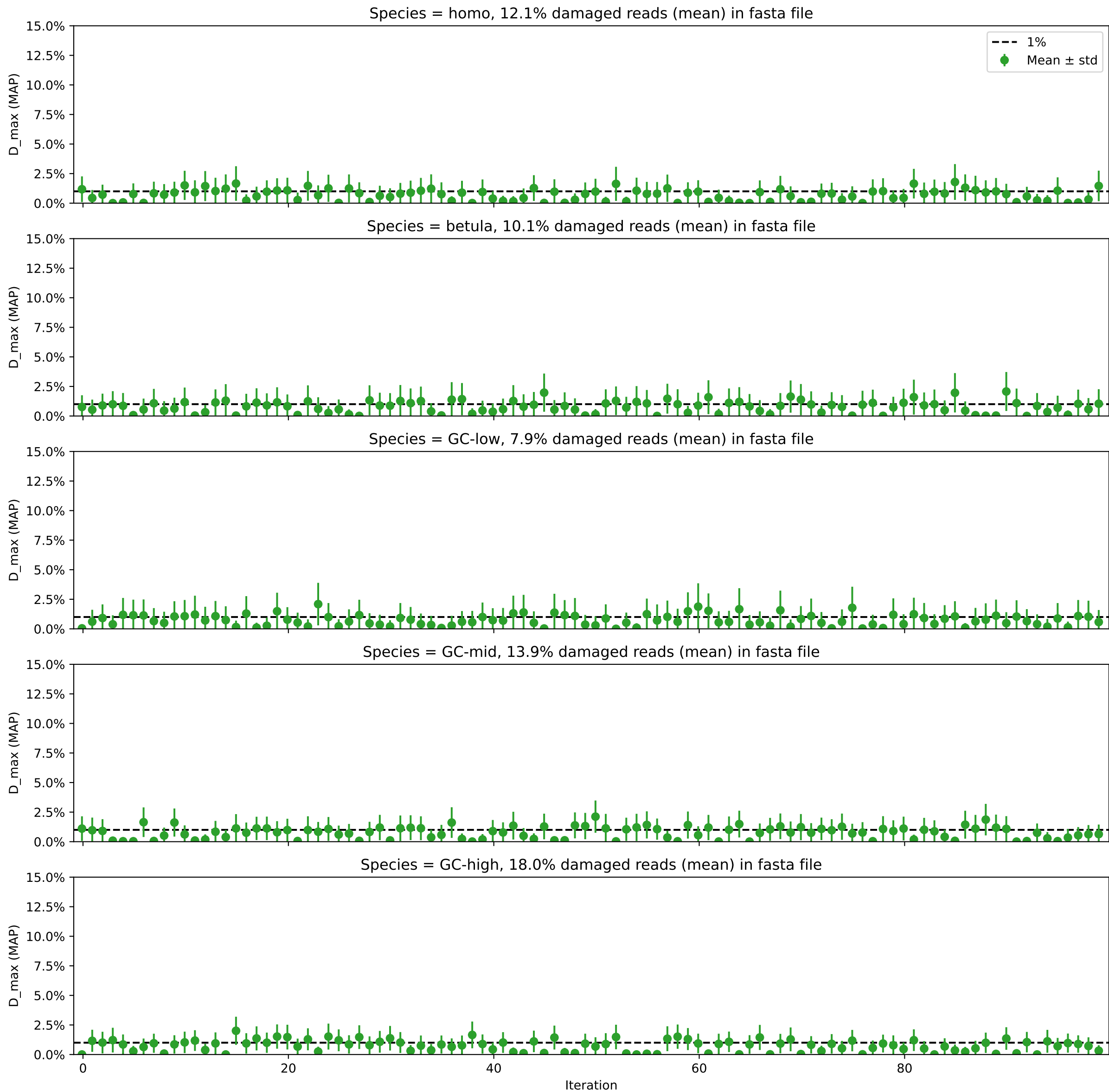Damage percent = 1%
D_max (MAP)

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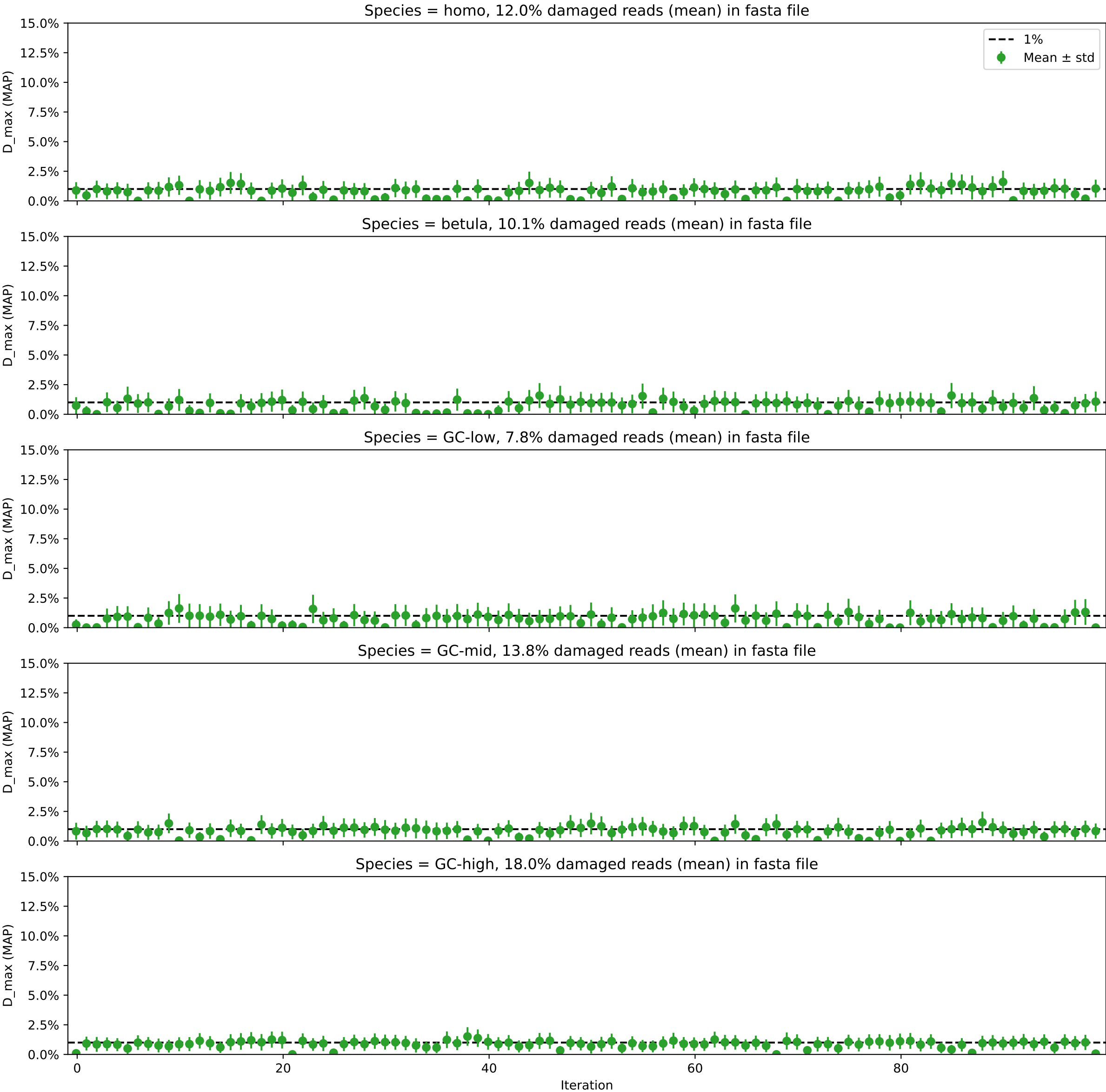Damage percent = 1%
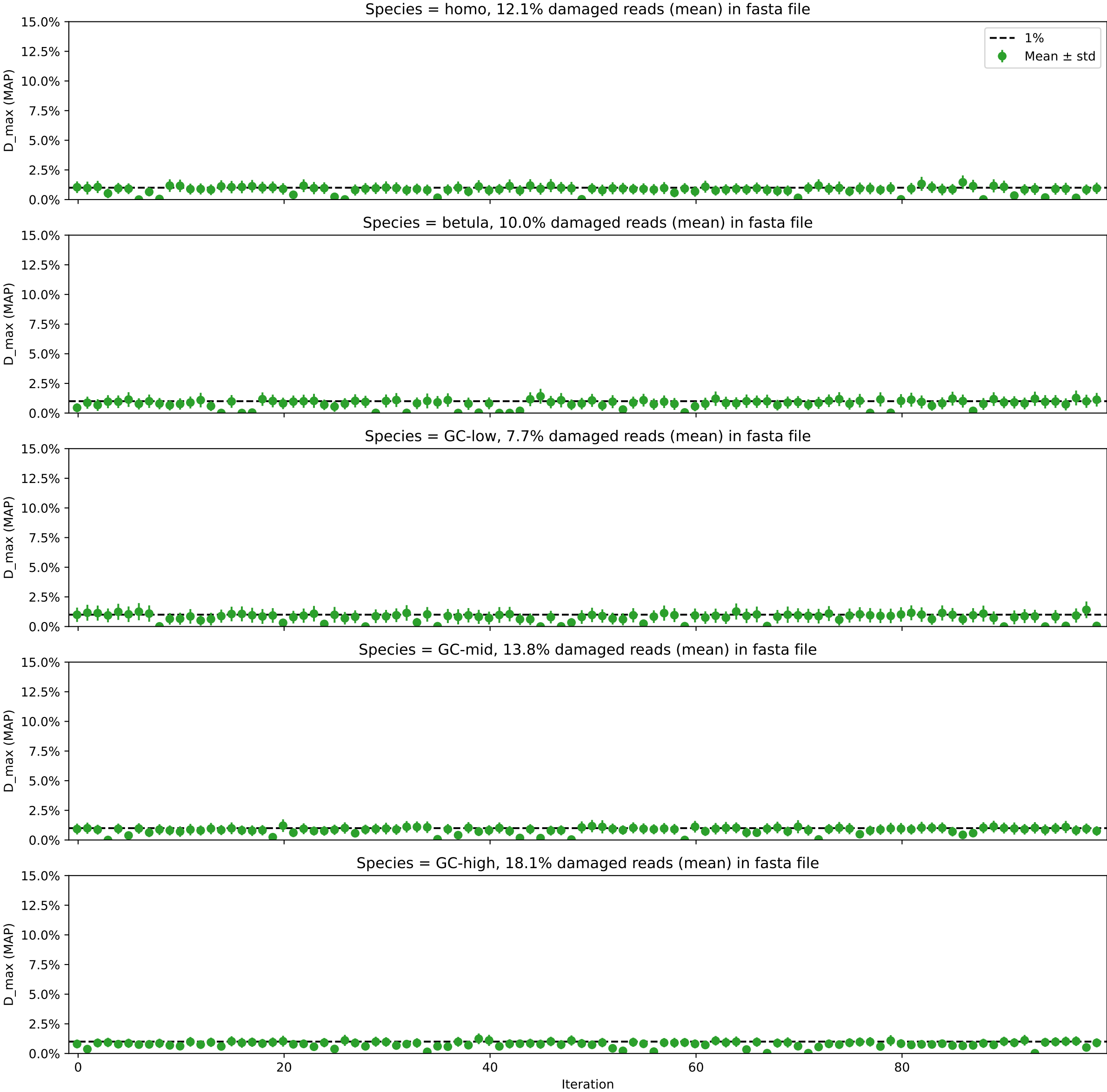D_max (MAP)

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

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

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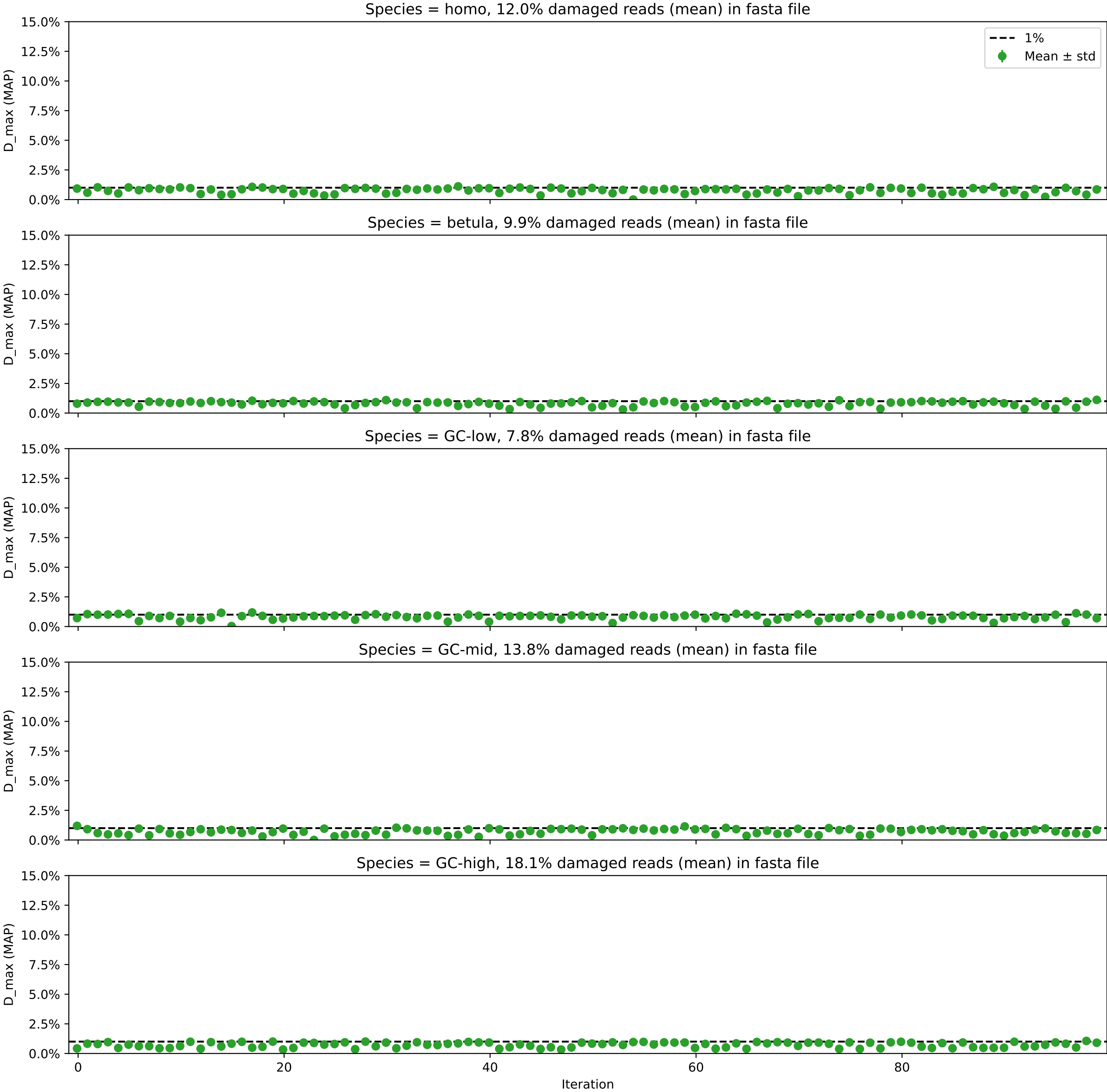Damage percent = 1%
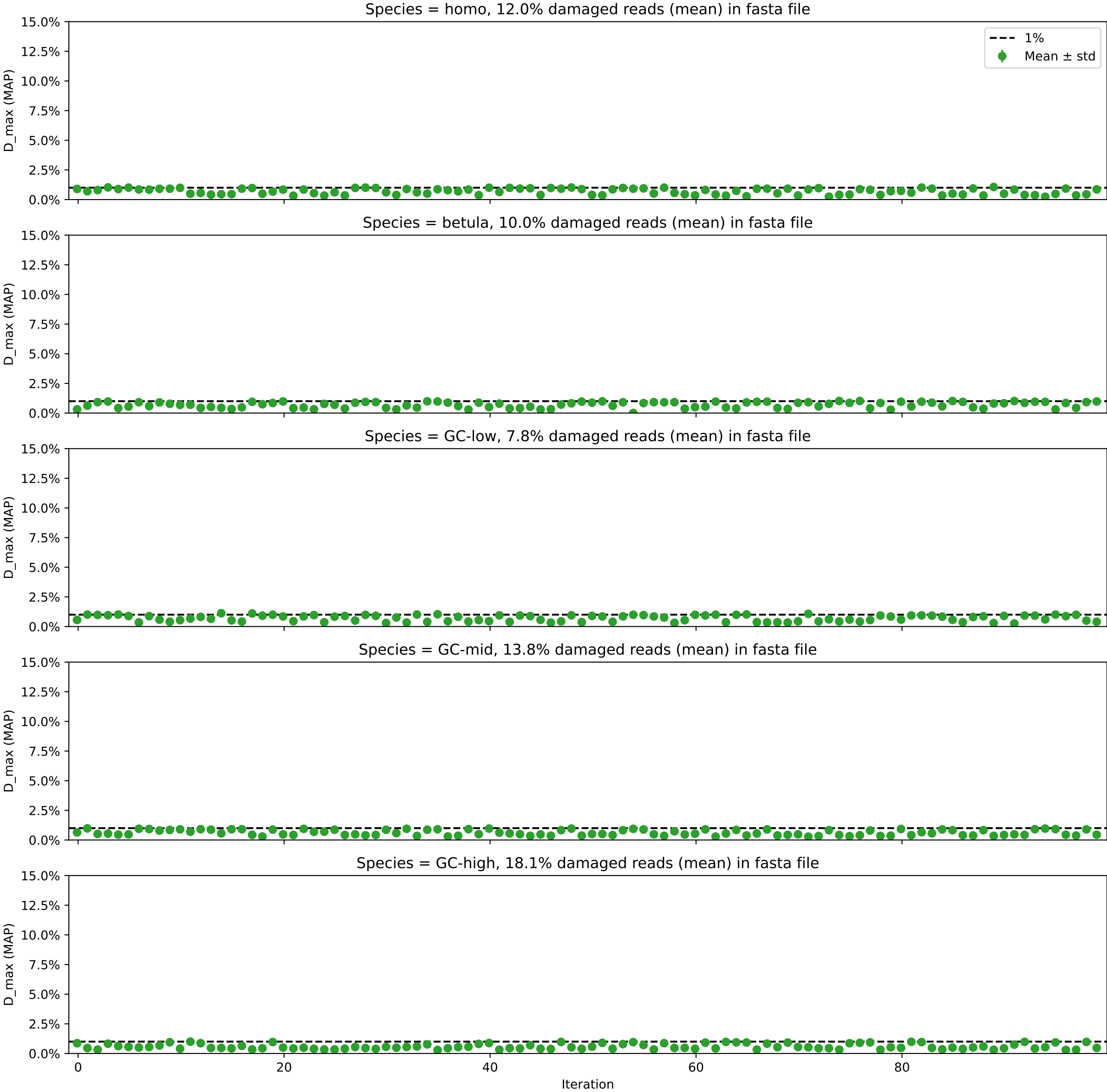D_max (MAP)

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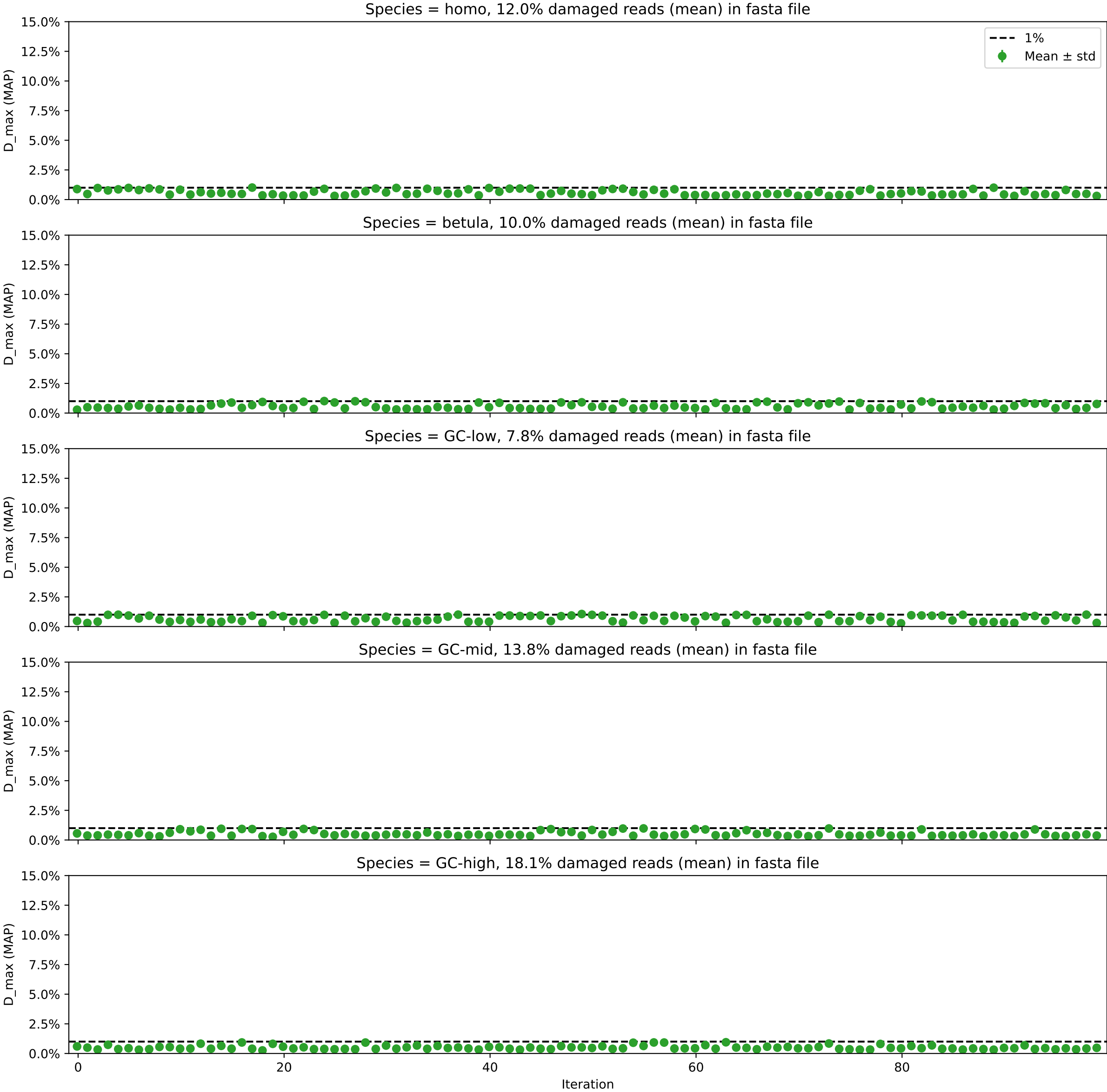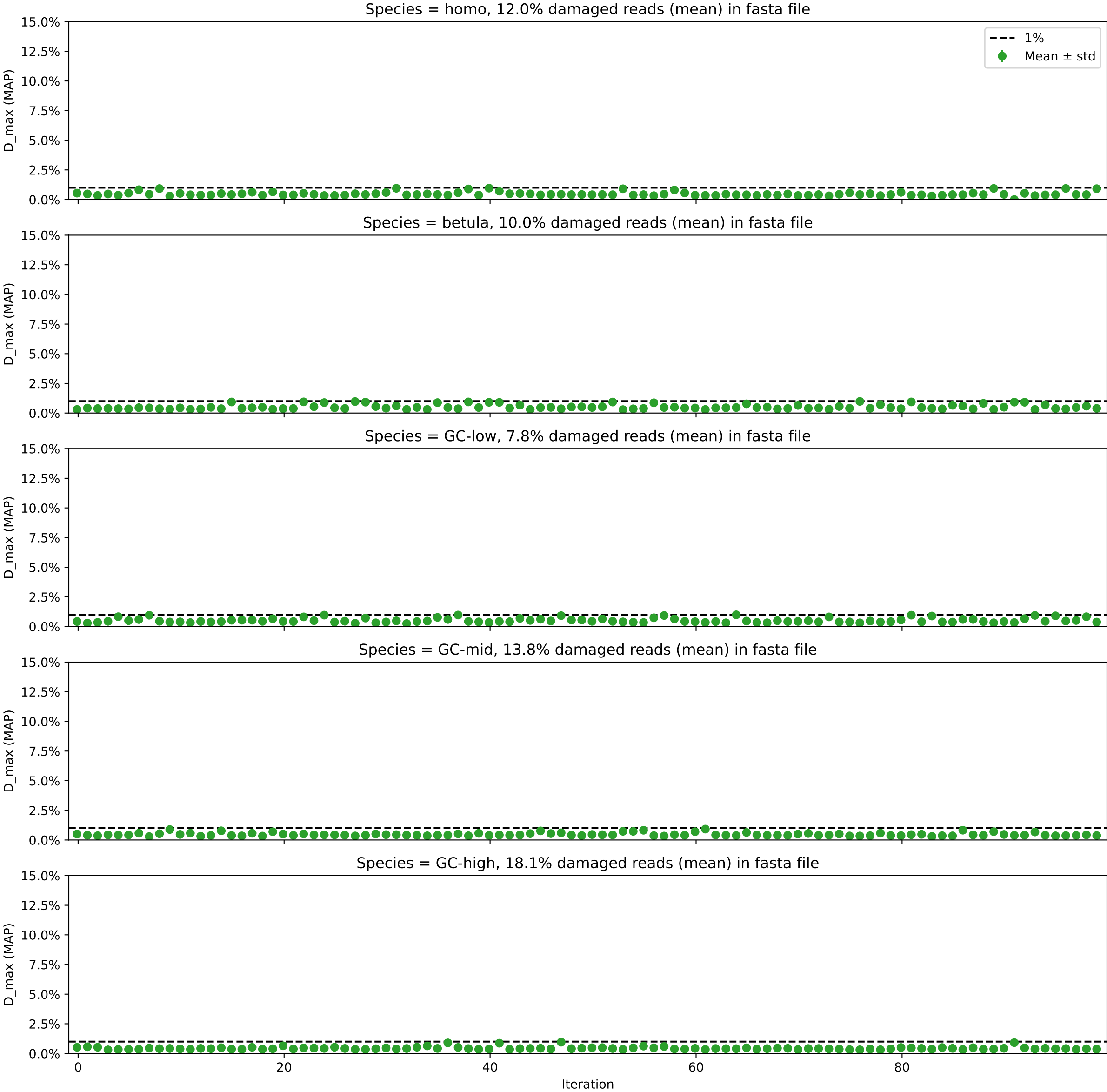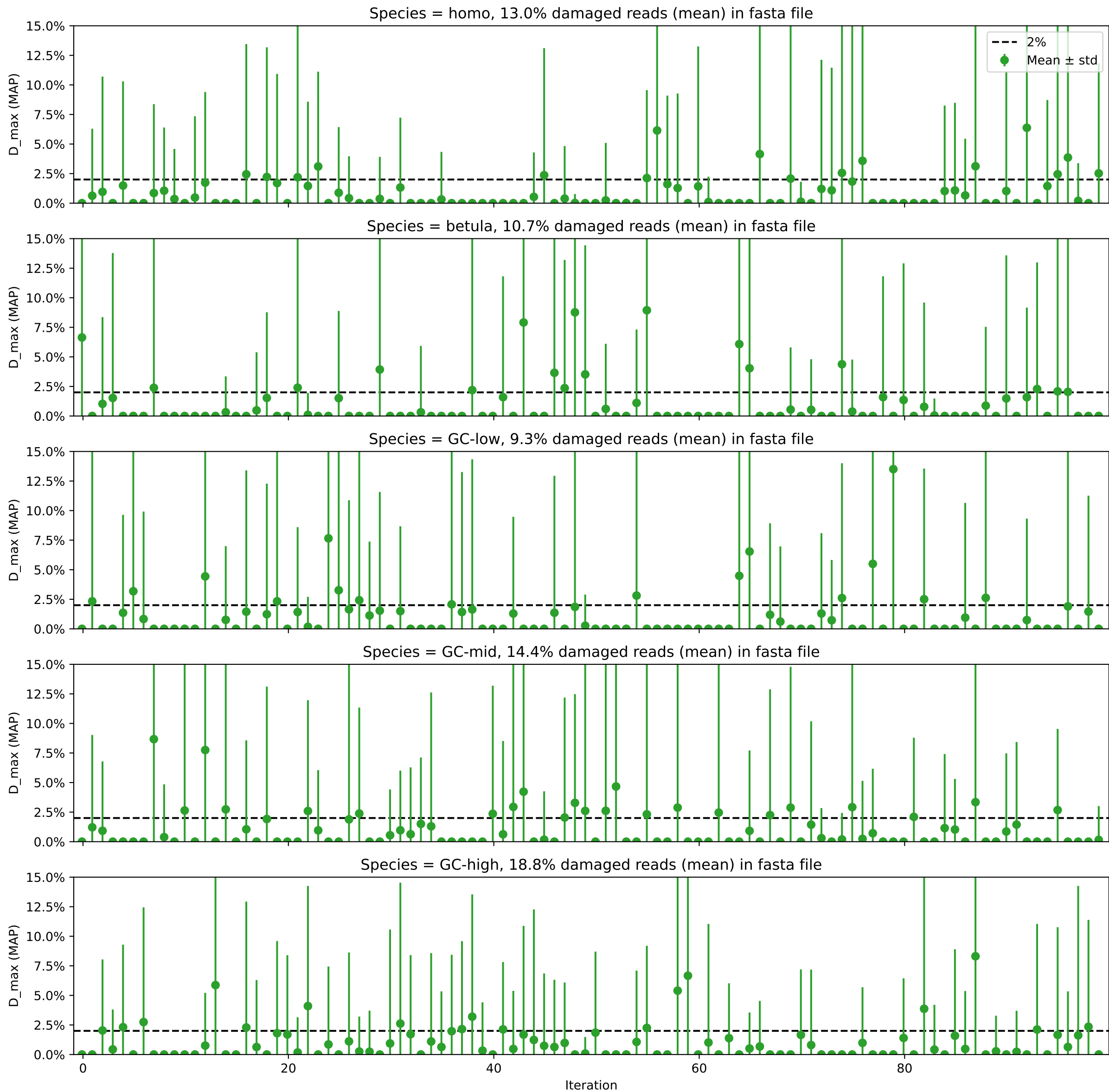D_max (MAP)

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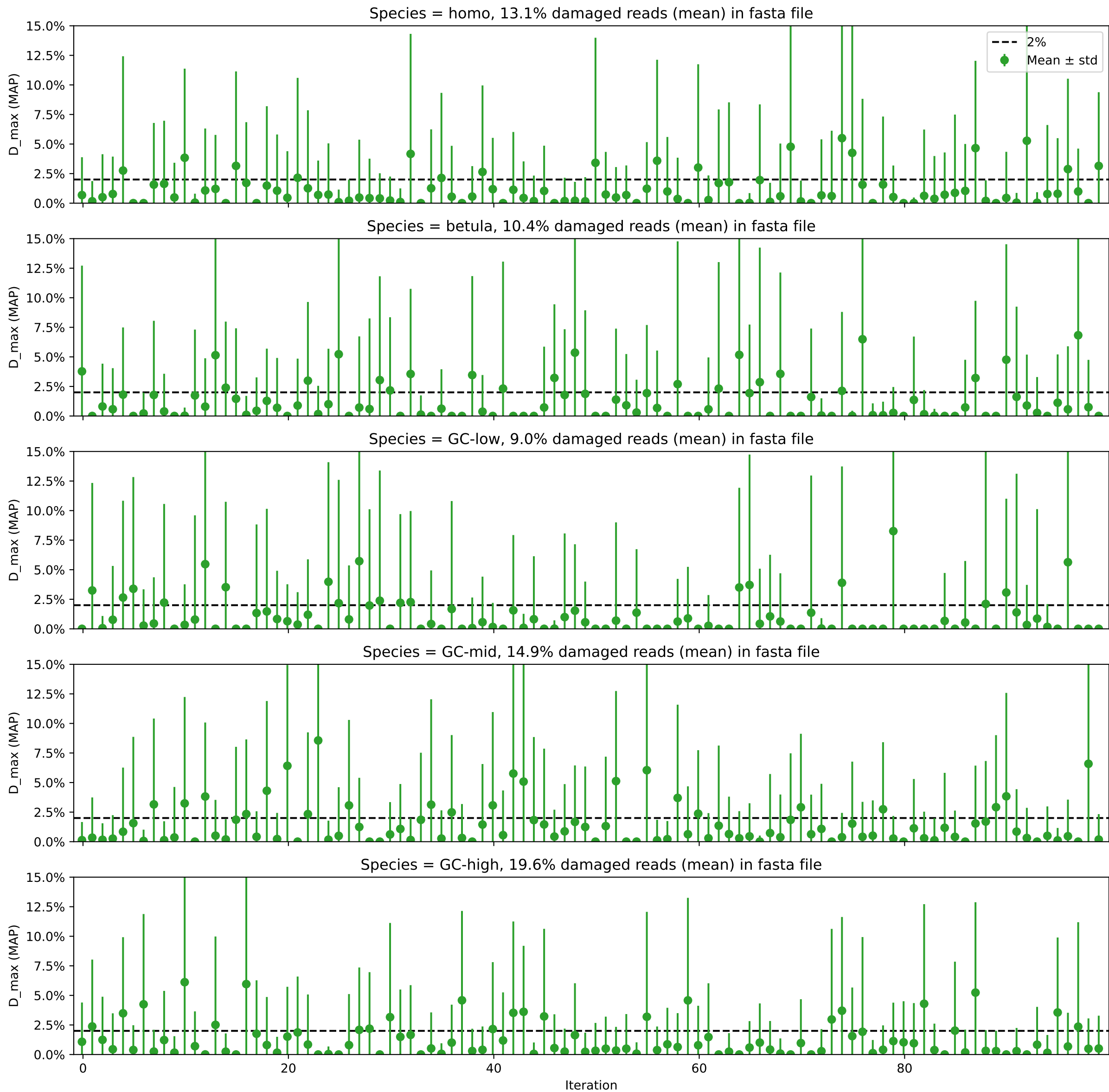Briggs damage = 0.014
Damage percent = 1%
D_max (MAP)

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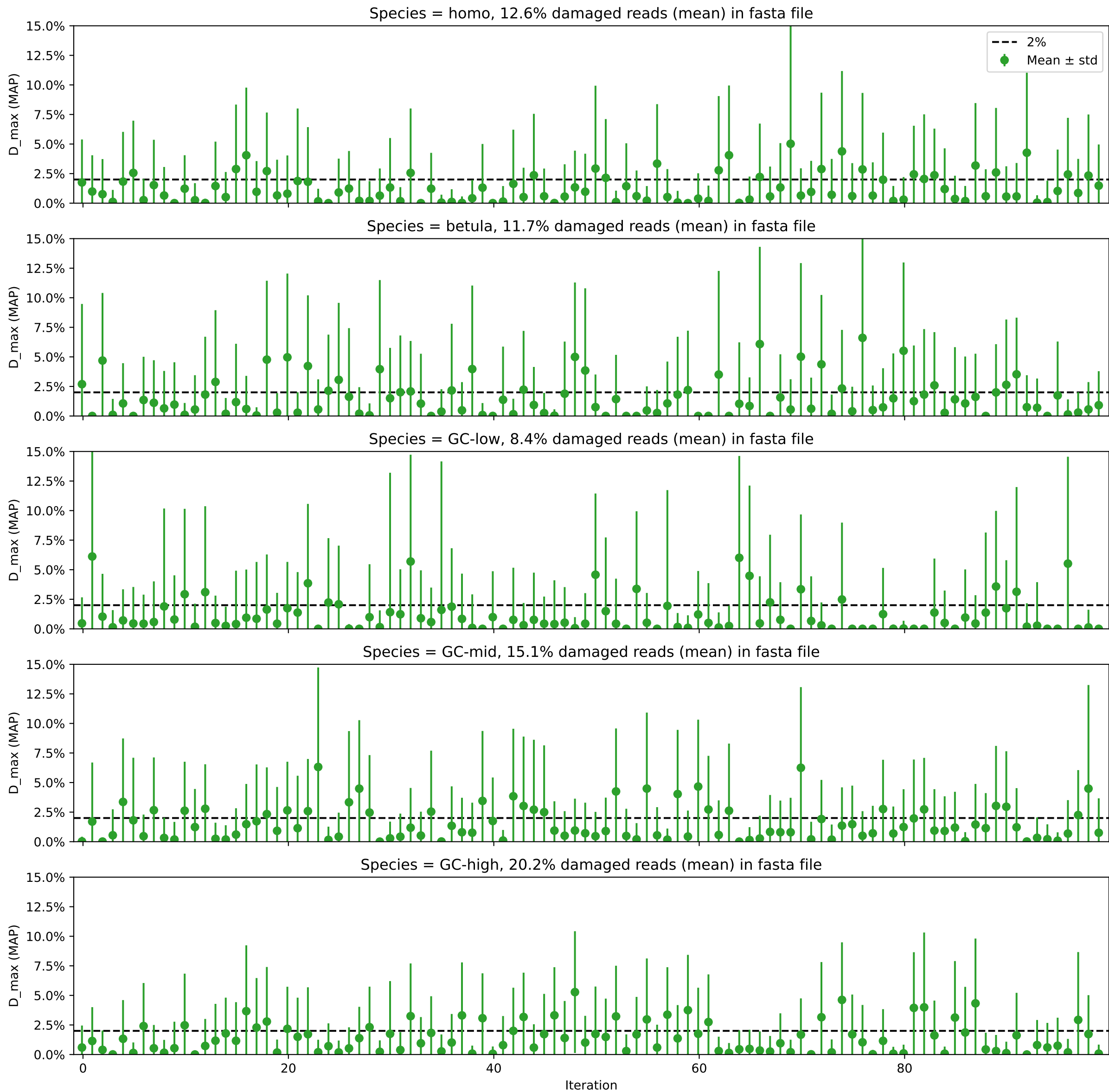Briggs damage = 0.014
Damage percent = 1%
D_max (MAP)

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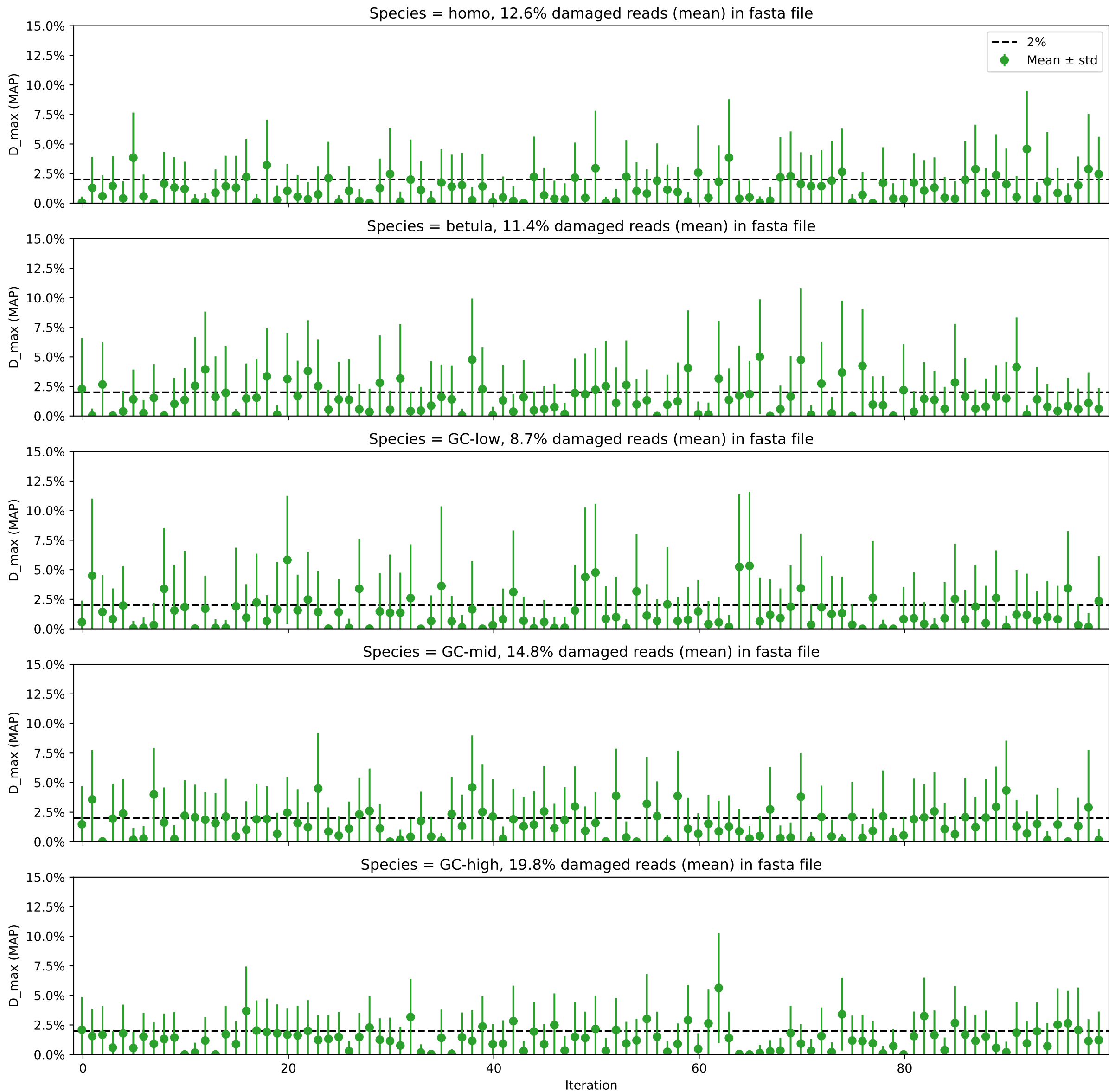Damage percent = 2%
D_max (MAP)

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

Species = homo, 13.1% damaged reads (mean) in fasta file

Species = betula, 10.4% damaged reads (mean) in fasta file

Species = GC-low, 9.0% damaged reads (mean) in fasta file

Species = GC-mid, 14.9% damaged reads (mean) in fasta file

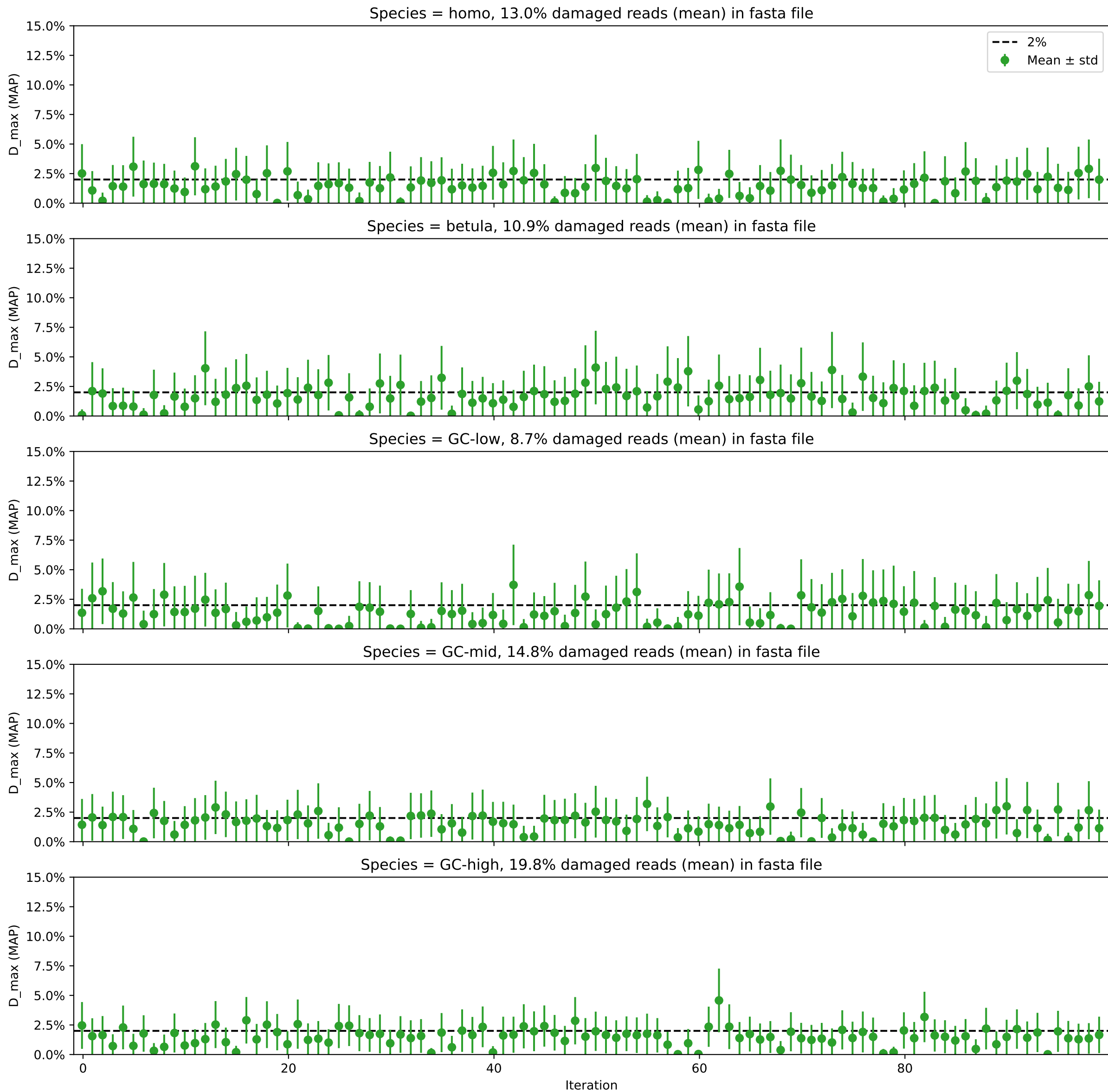Species = GC-high, 19.6% damaged reads (mean) in fasta file

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

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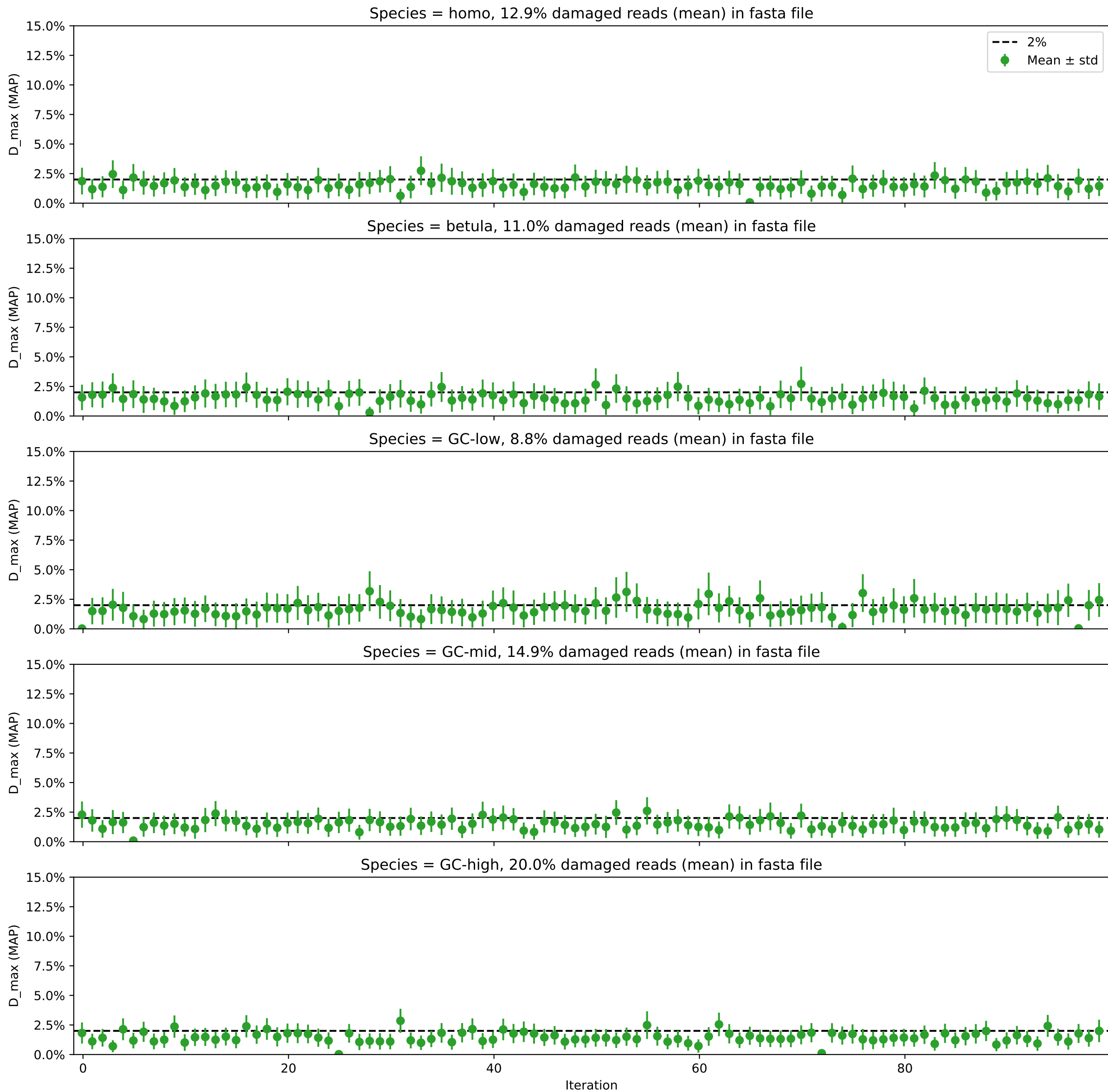Damage percent = 2%
D_max (MAP)

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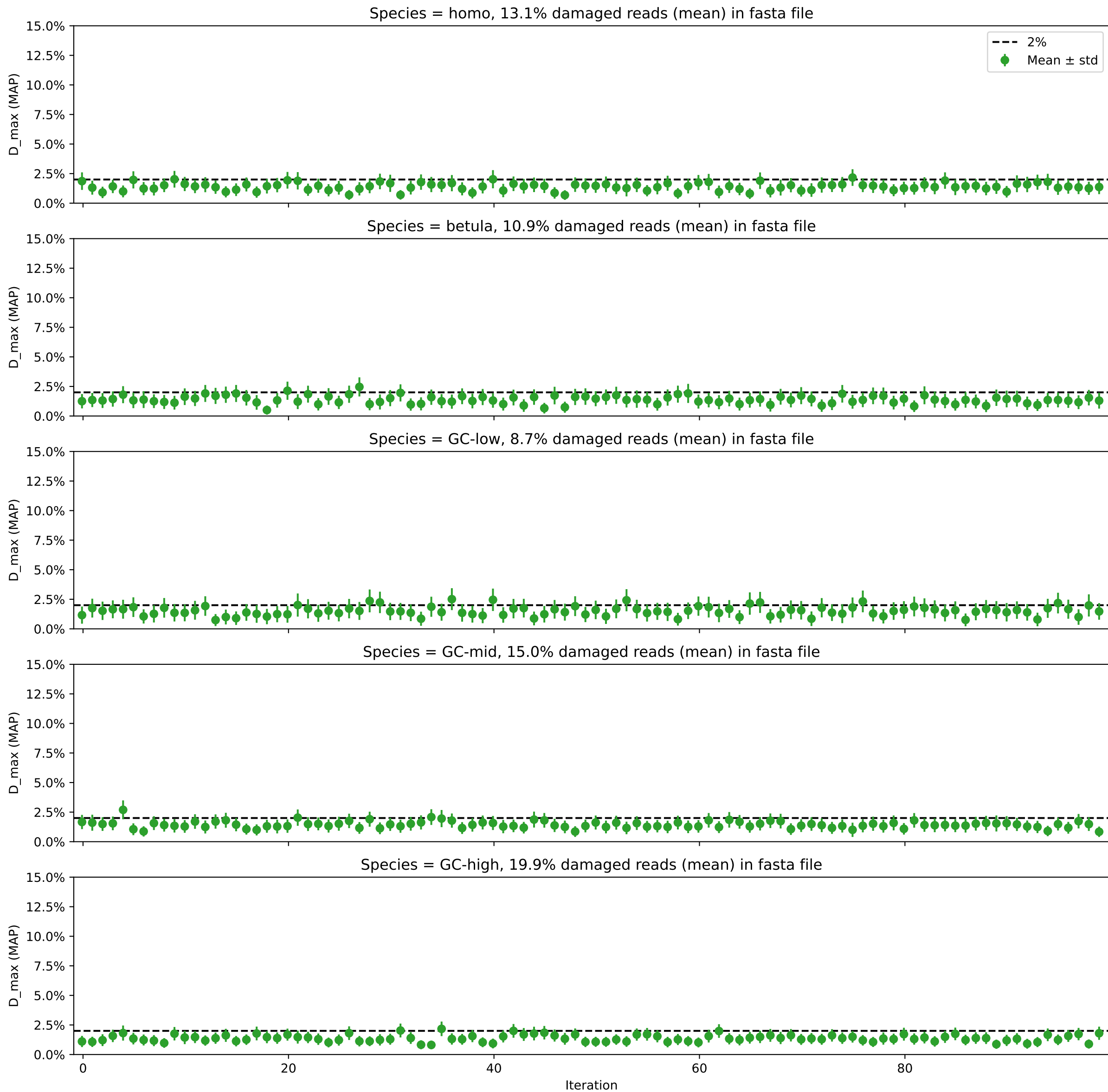Damage percent = 2%
D_max (MAP)

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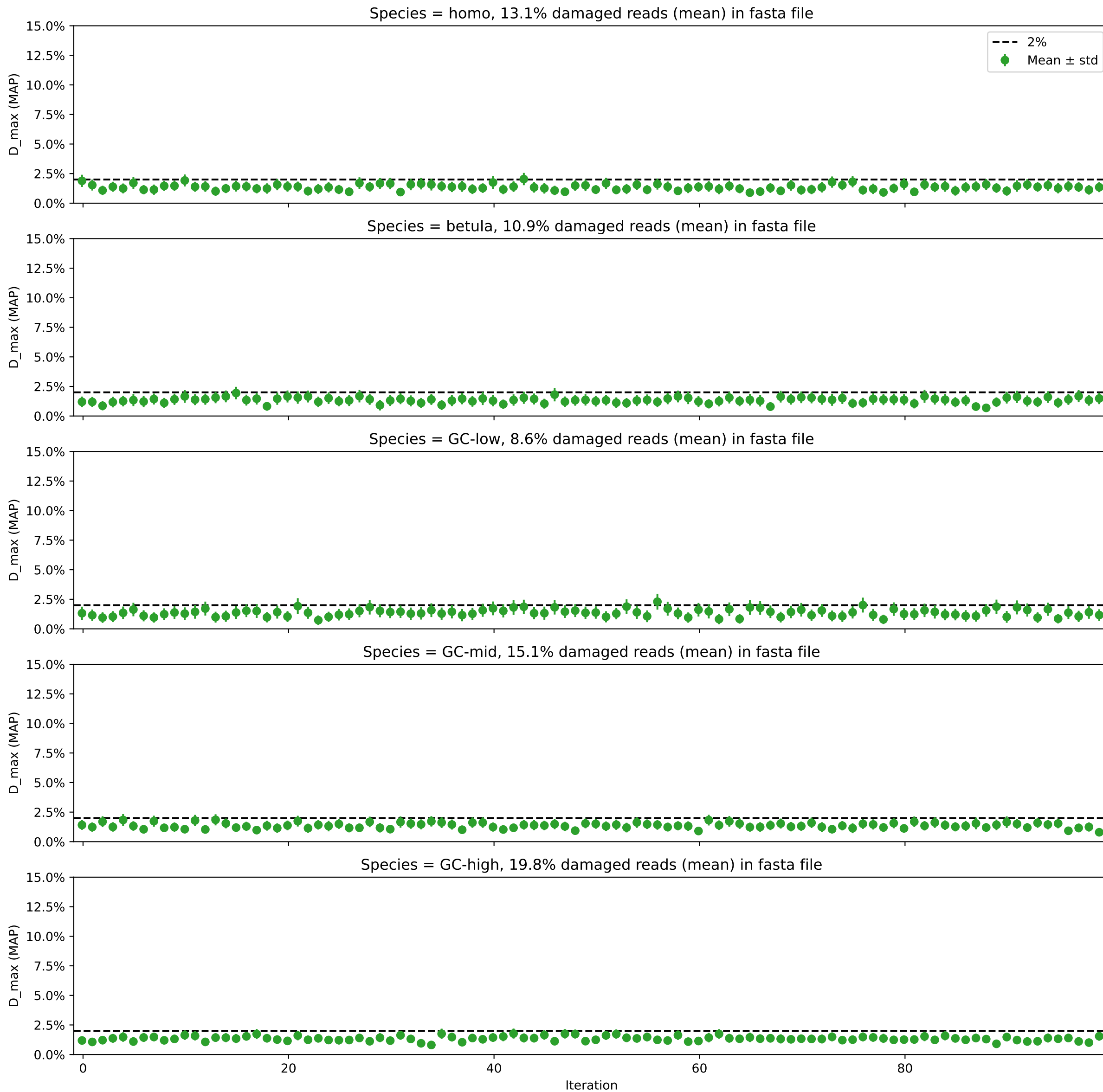Damage percent = 2%
D_max (MAP)

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

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

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

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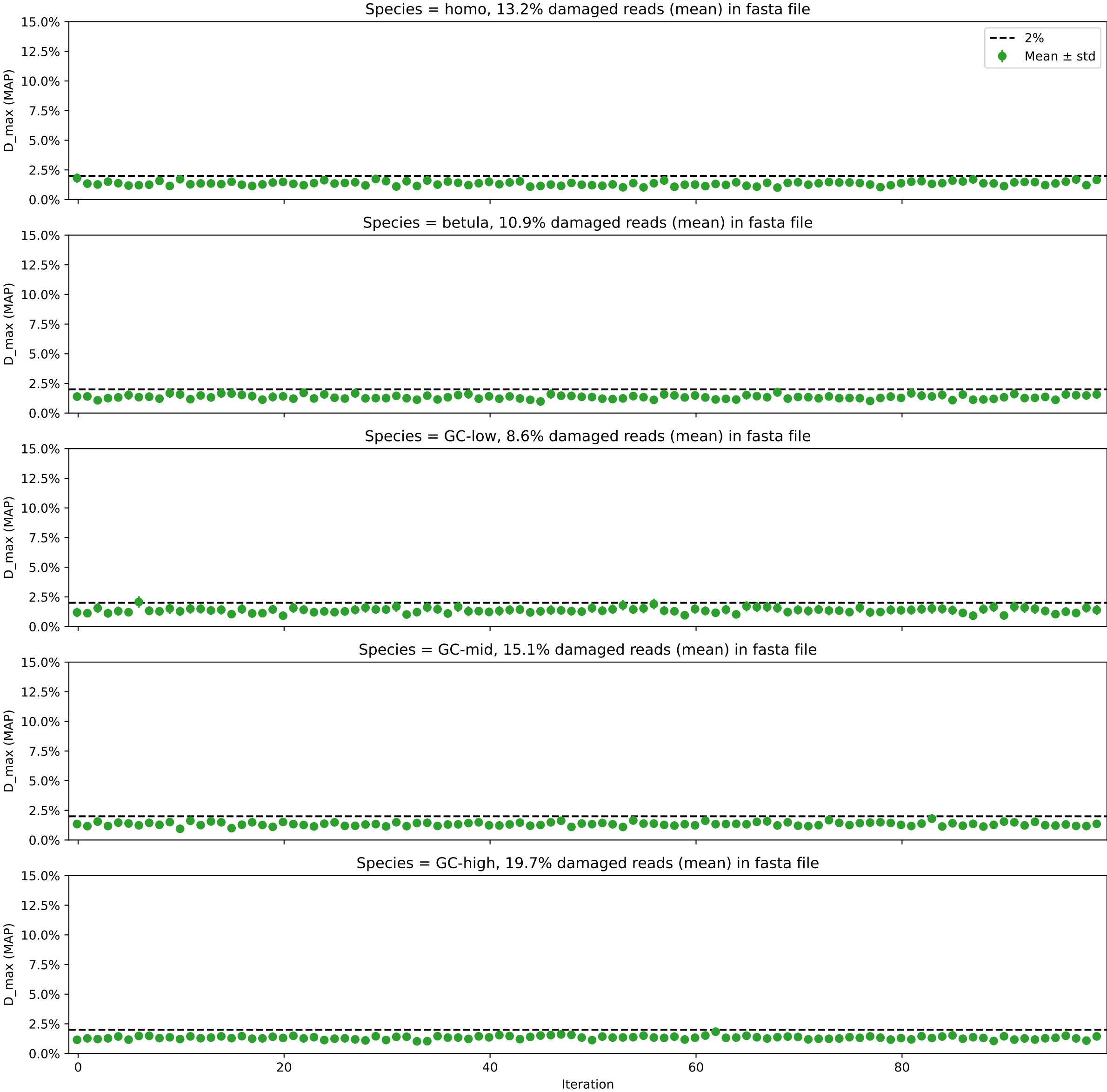Damage percent = 2%
D_max (MAP)

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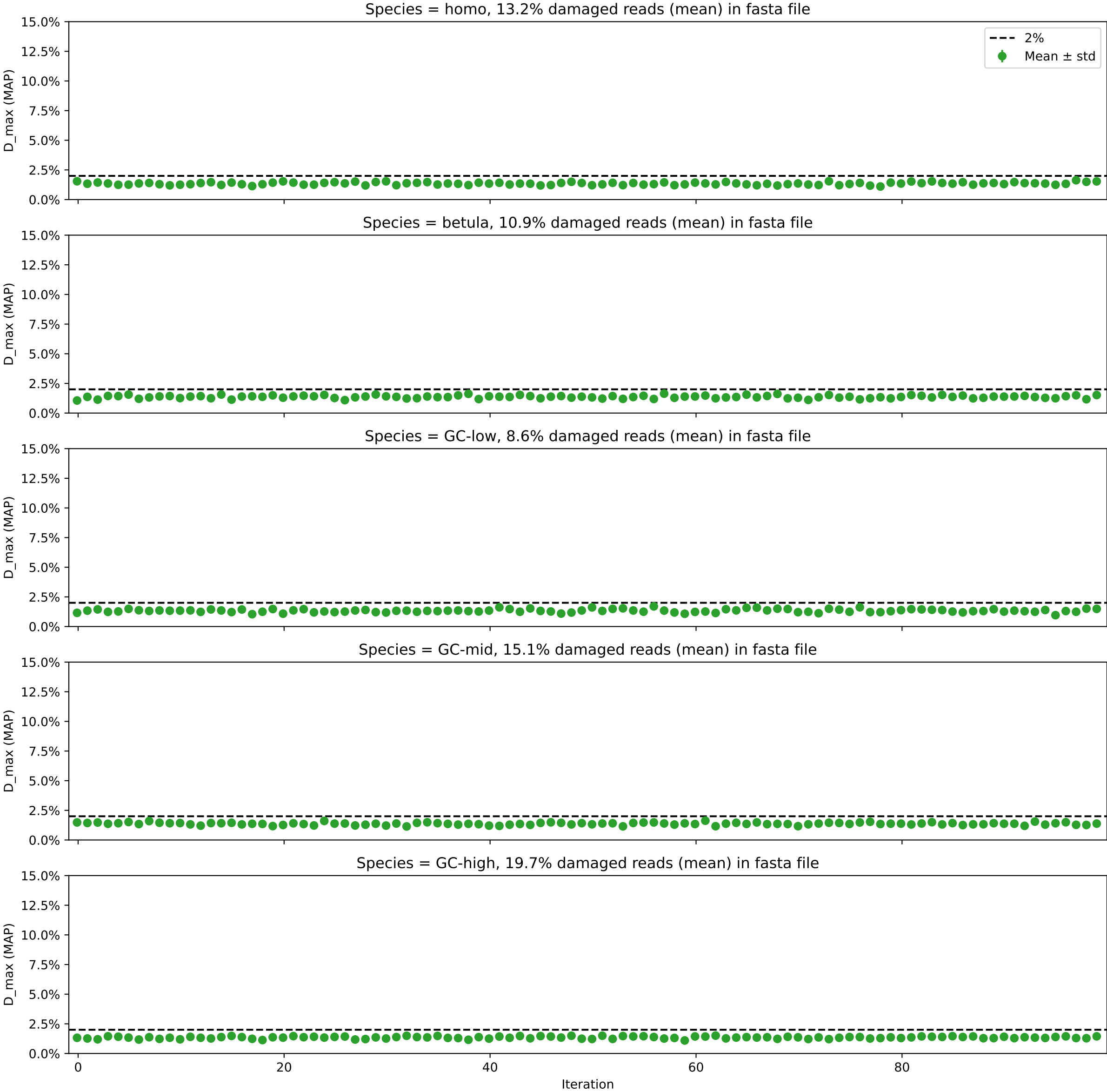Damage percent = 2%
D_max (MAP)

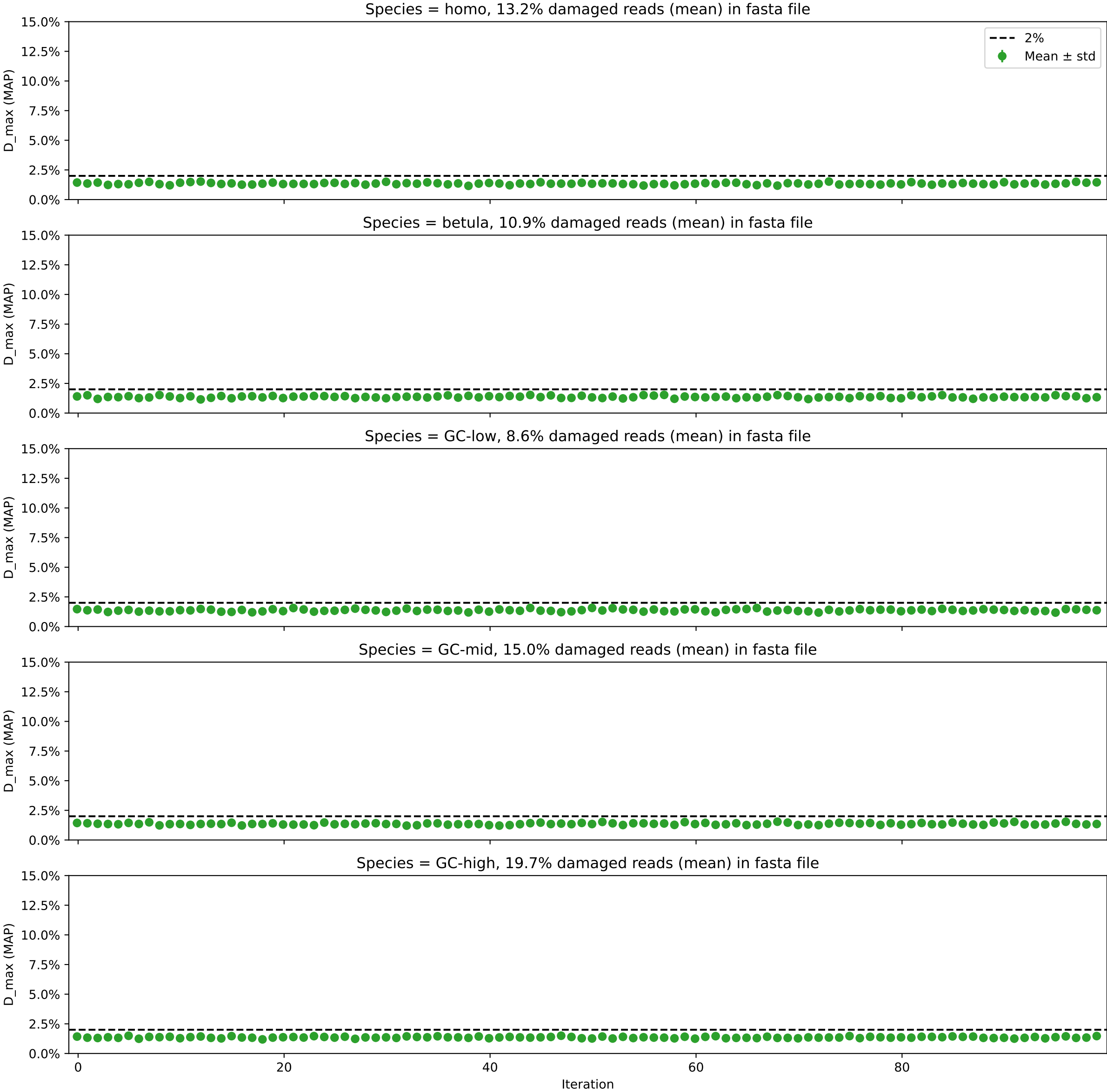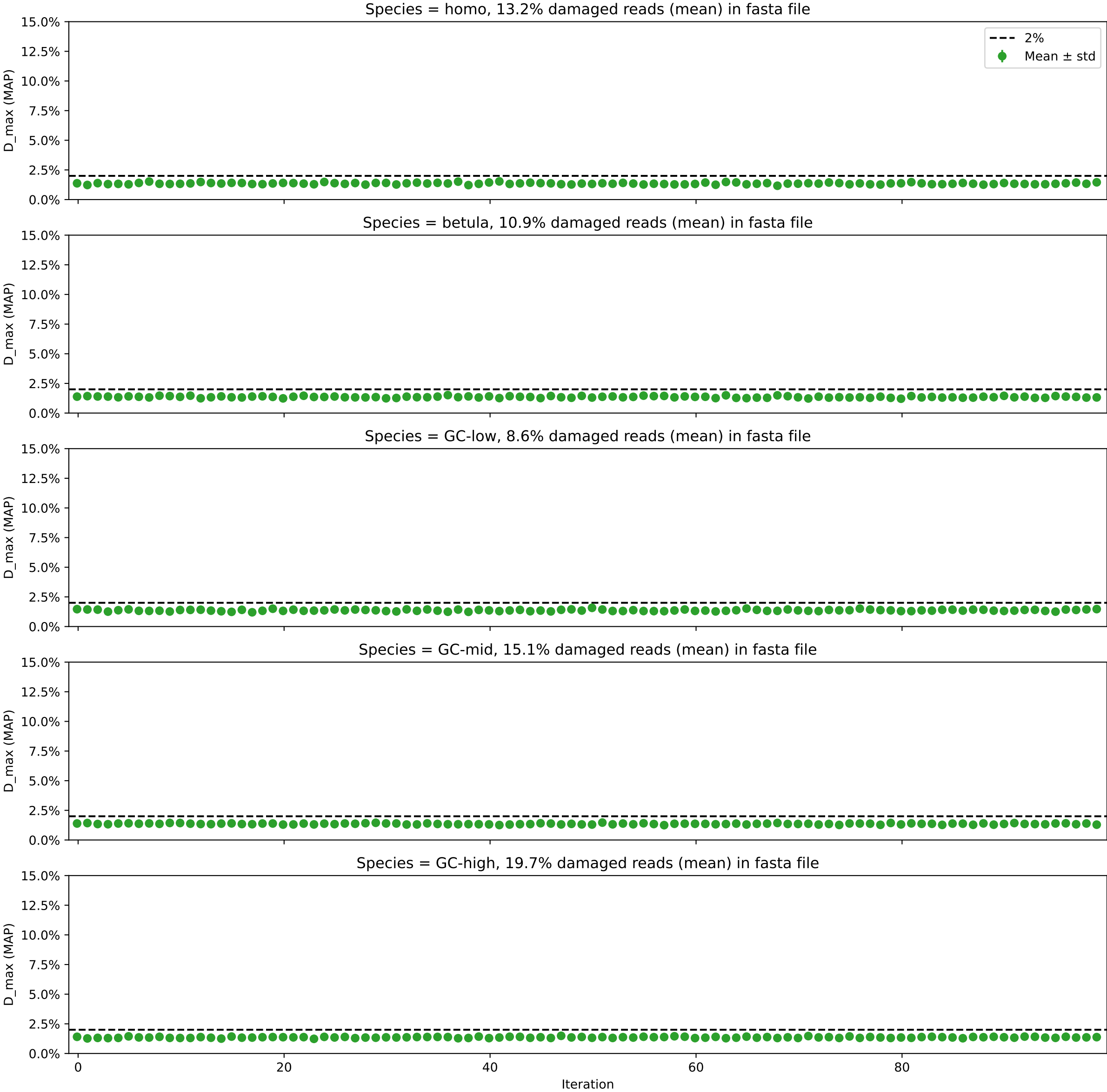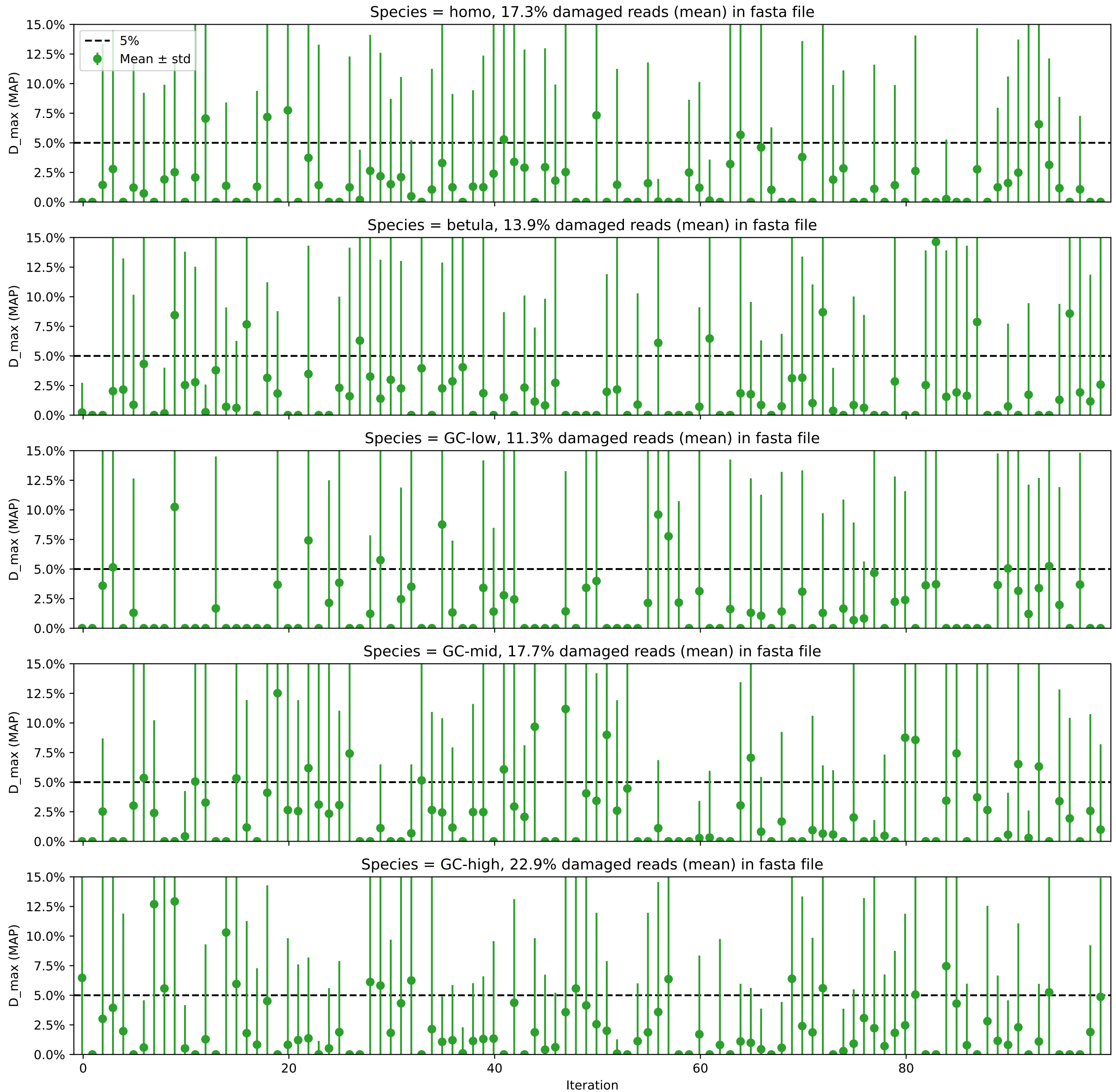Individual damages:
50000 reads
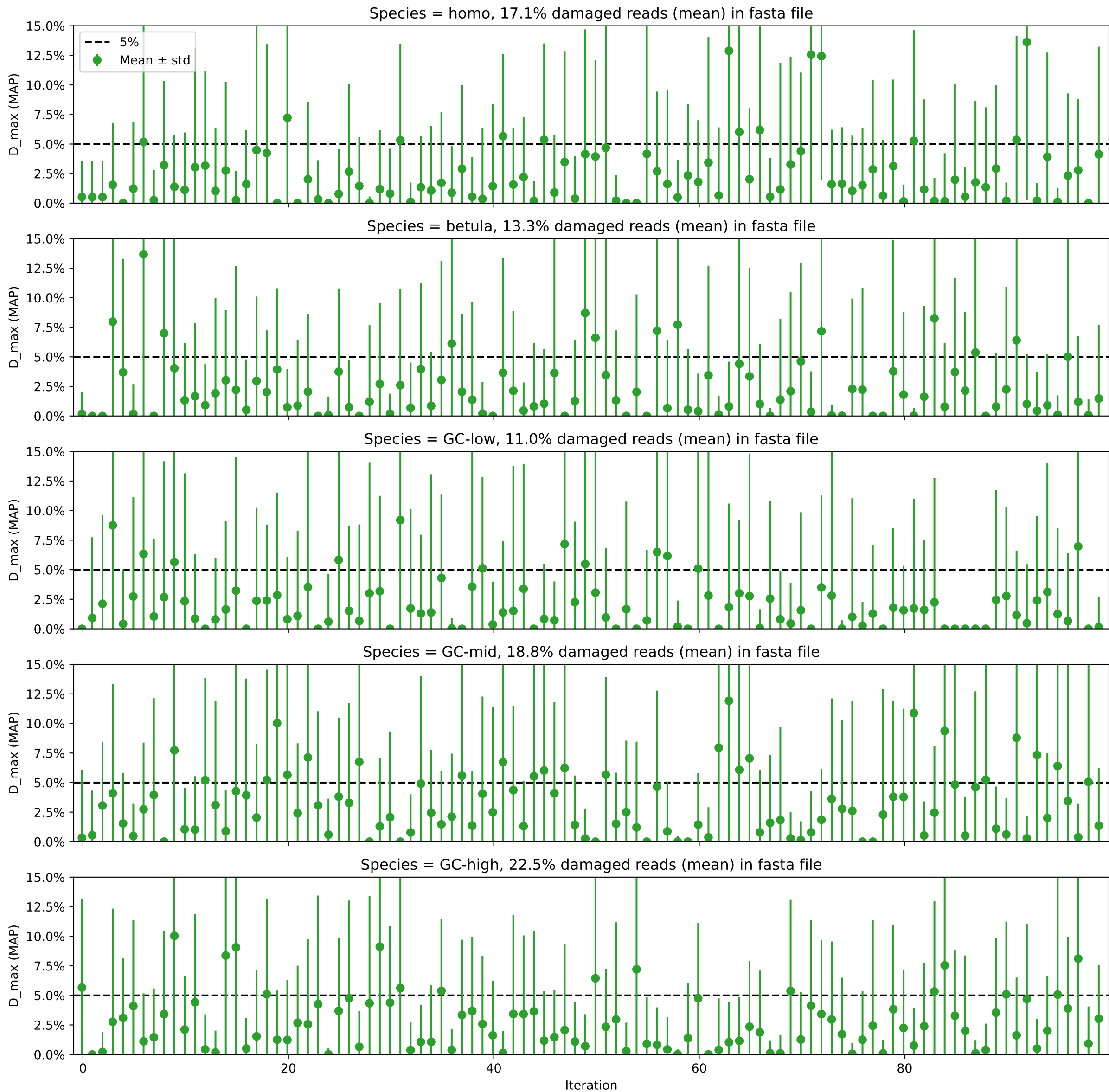Briggs damage = 0.047
Damage percent = 2%
D_max (MAP)

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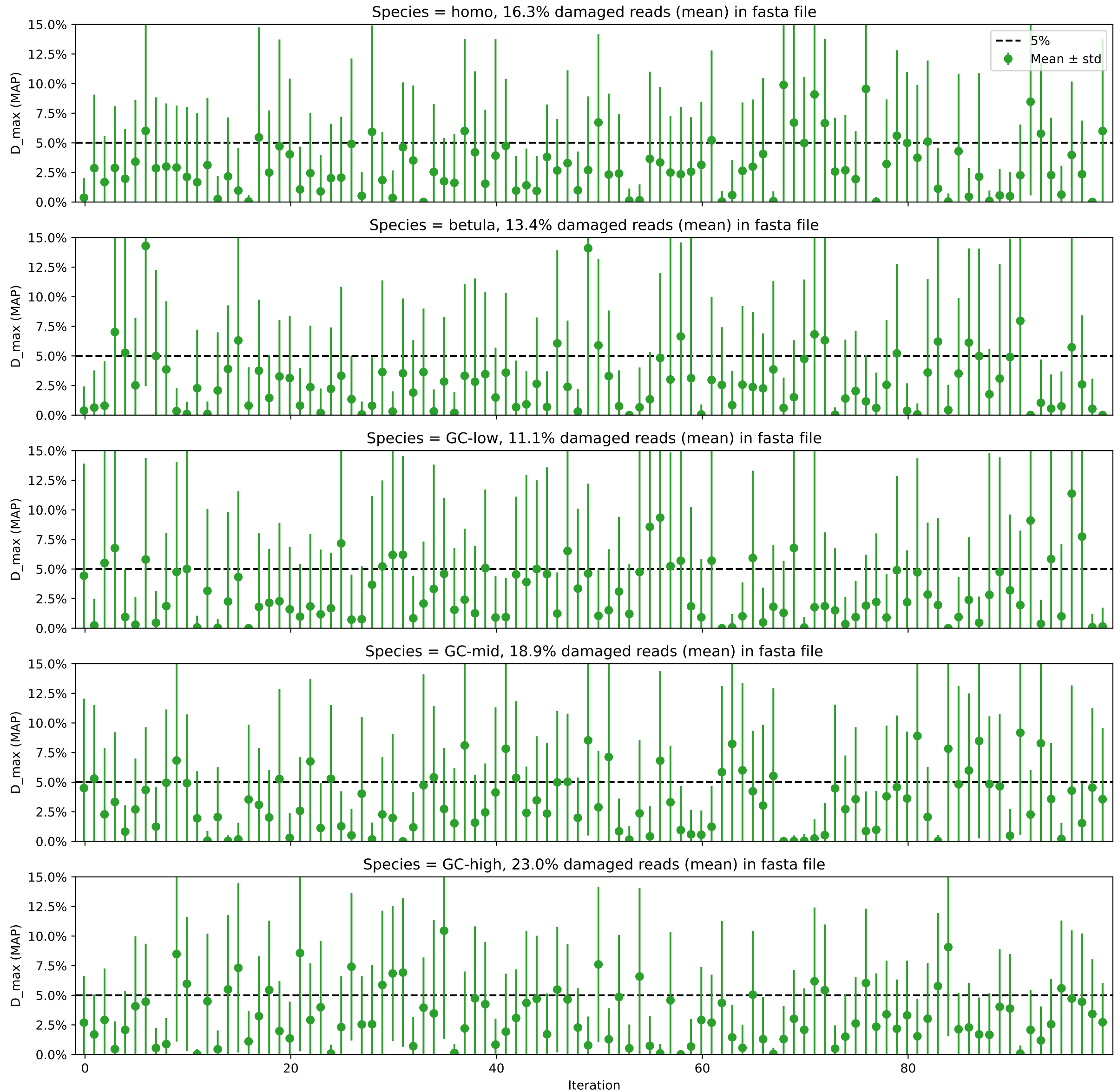Briggs damage = 0.047
Damage percent = 2%
D_max (MAP)

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

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

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

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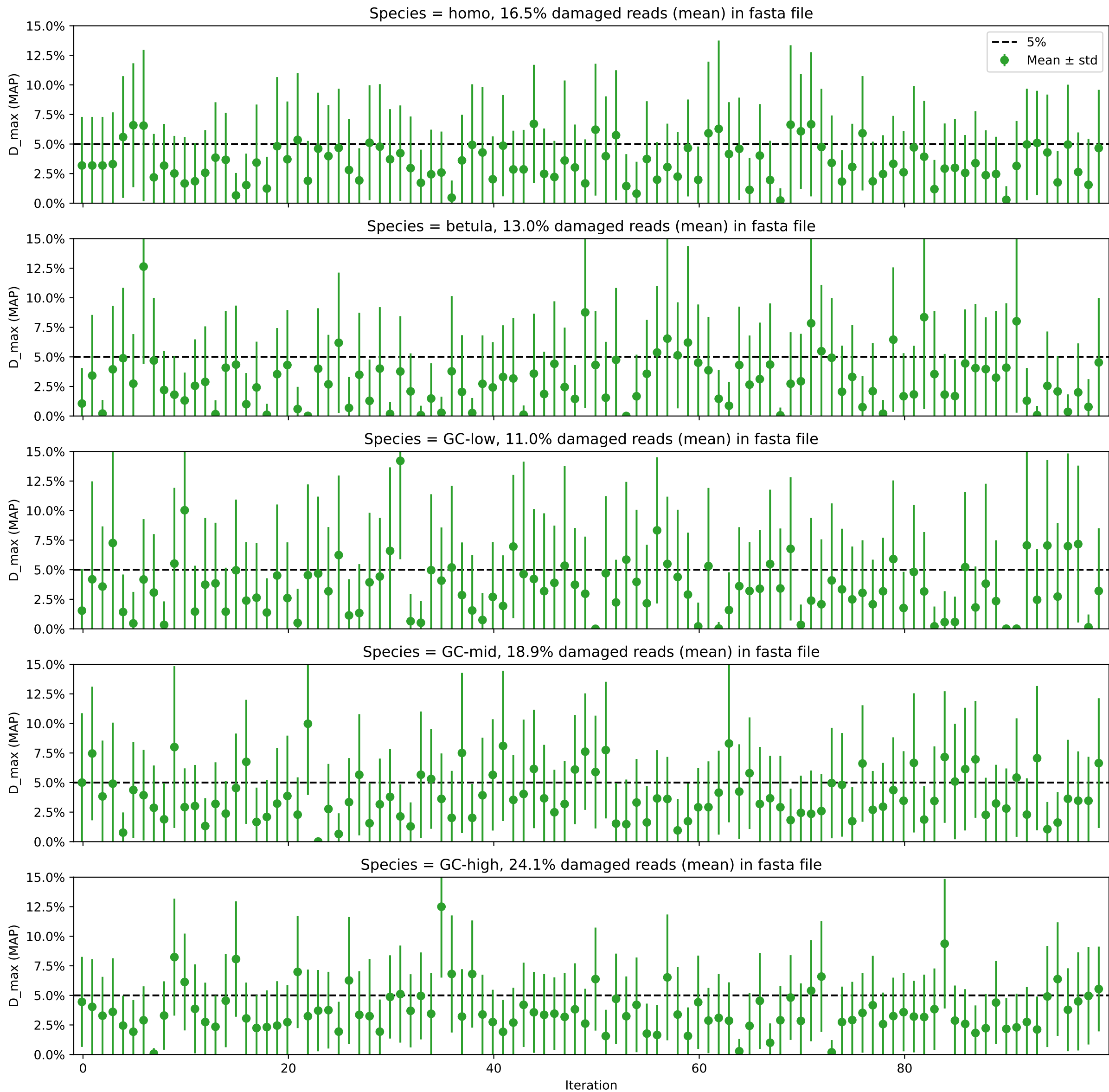Damage percent = 5%
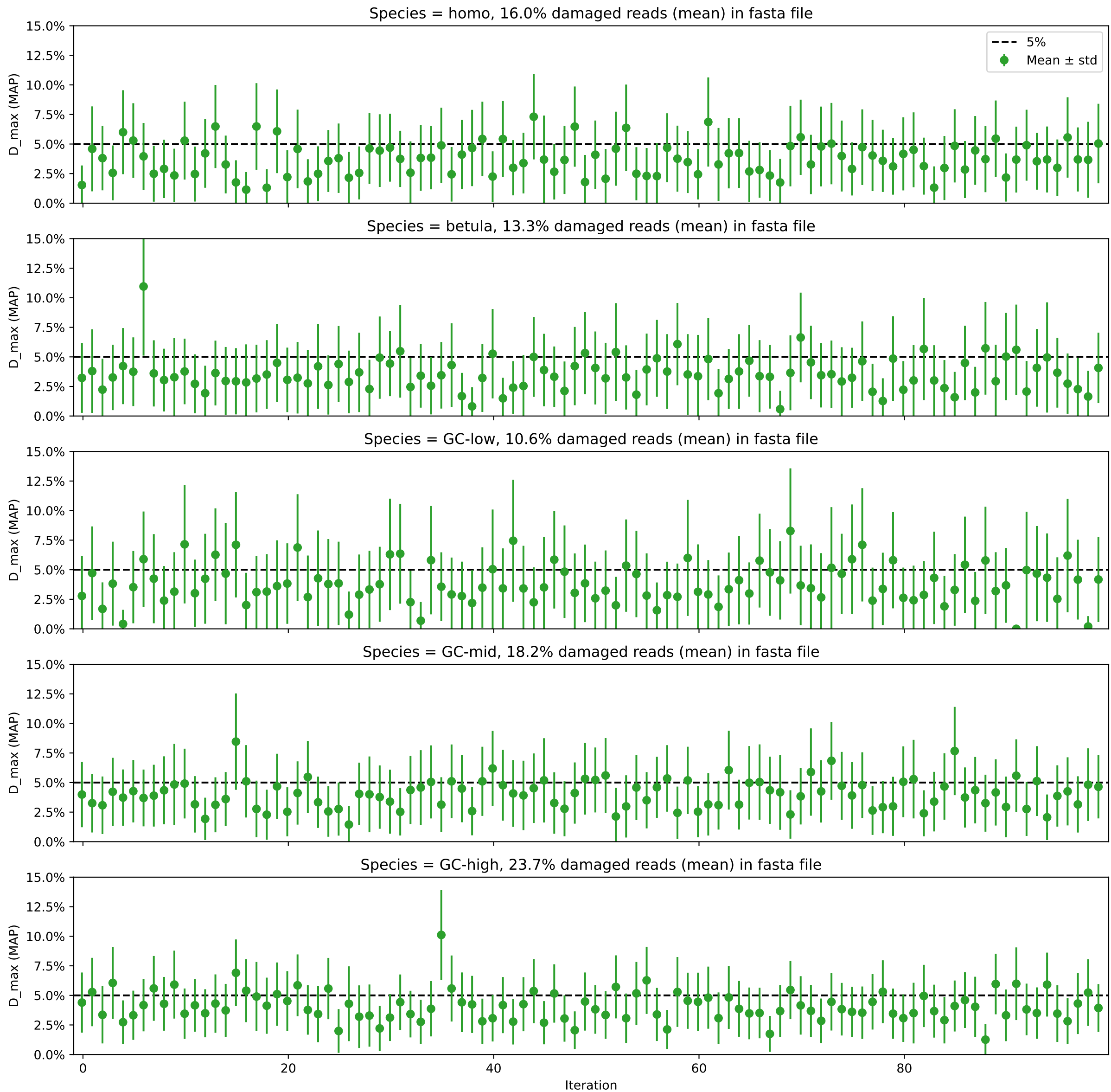D_max (MAP)

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

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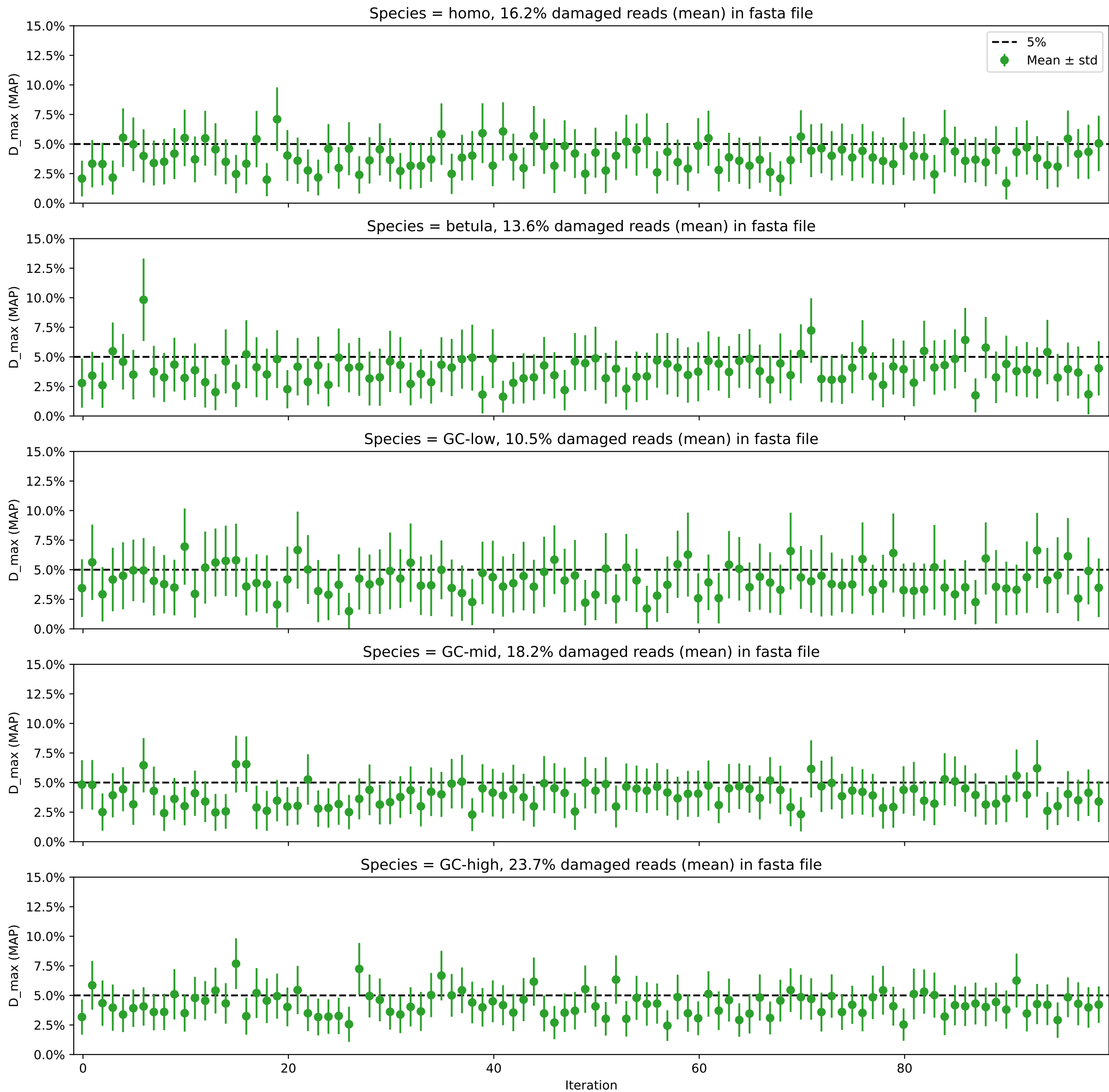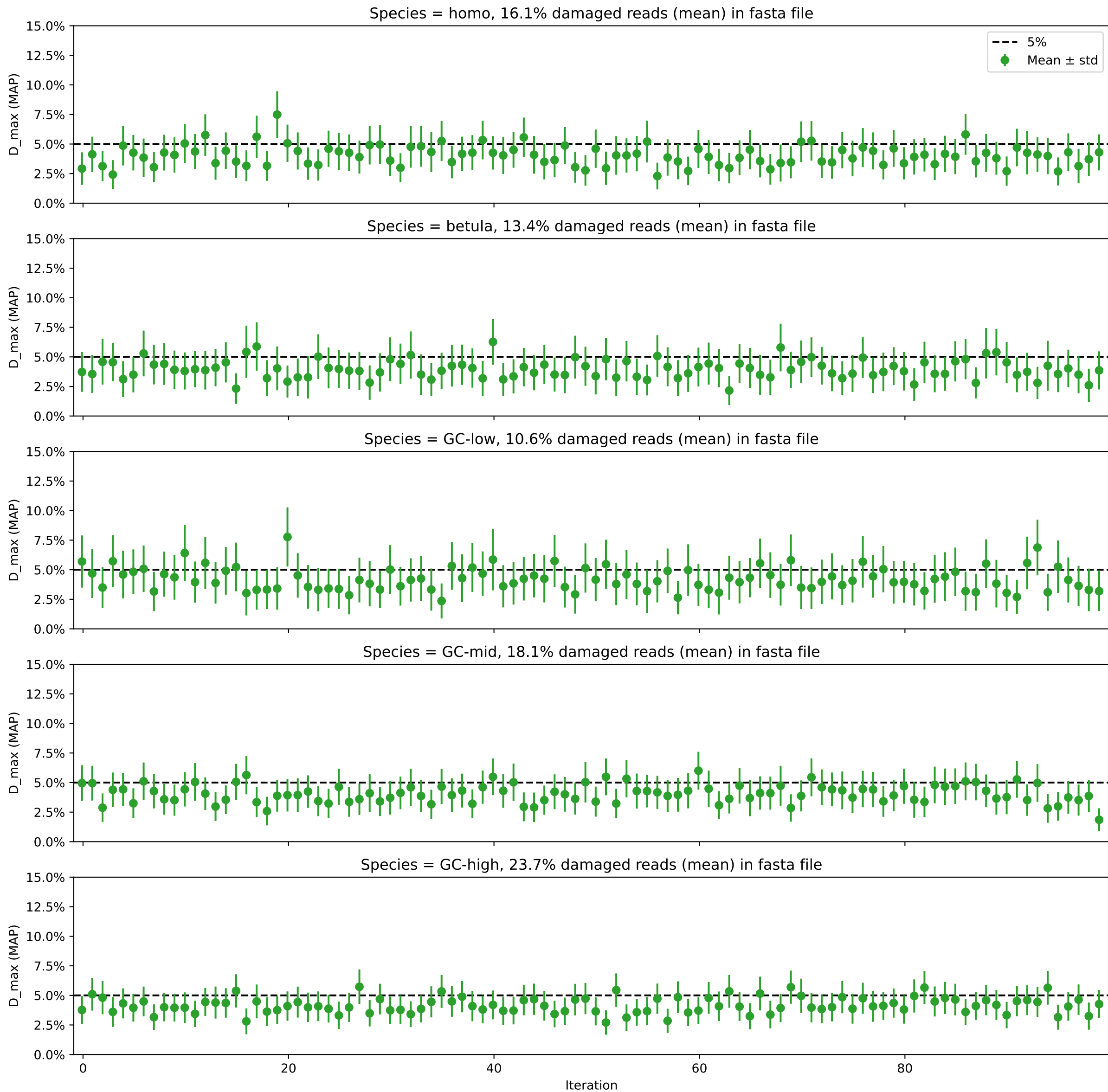Damage percent = 5%
D_max (MAP)

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

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

Species = homo, 16.1% damaged reads (mean) in fasta file

Species = betula, 13.4% damaged reads (mean) in fasta file

Species = GC-low, 10.6% damaged reads (mean) in fasta file

Species = GC-mid, 18.3% damaged reads (mean) in fasta file

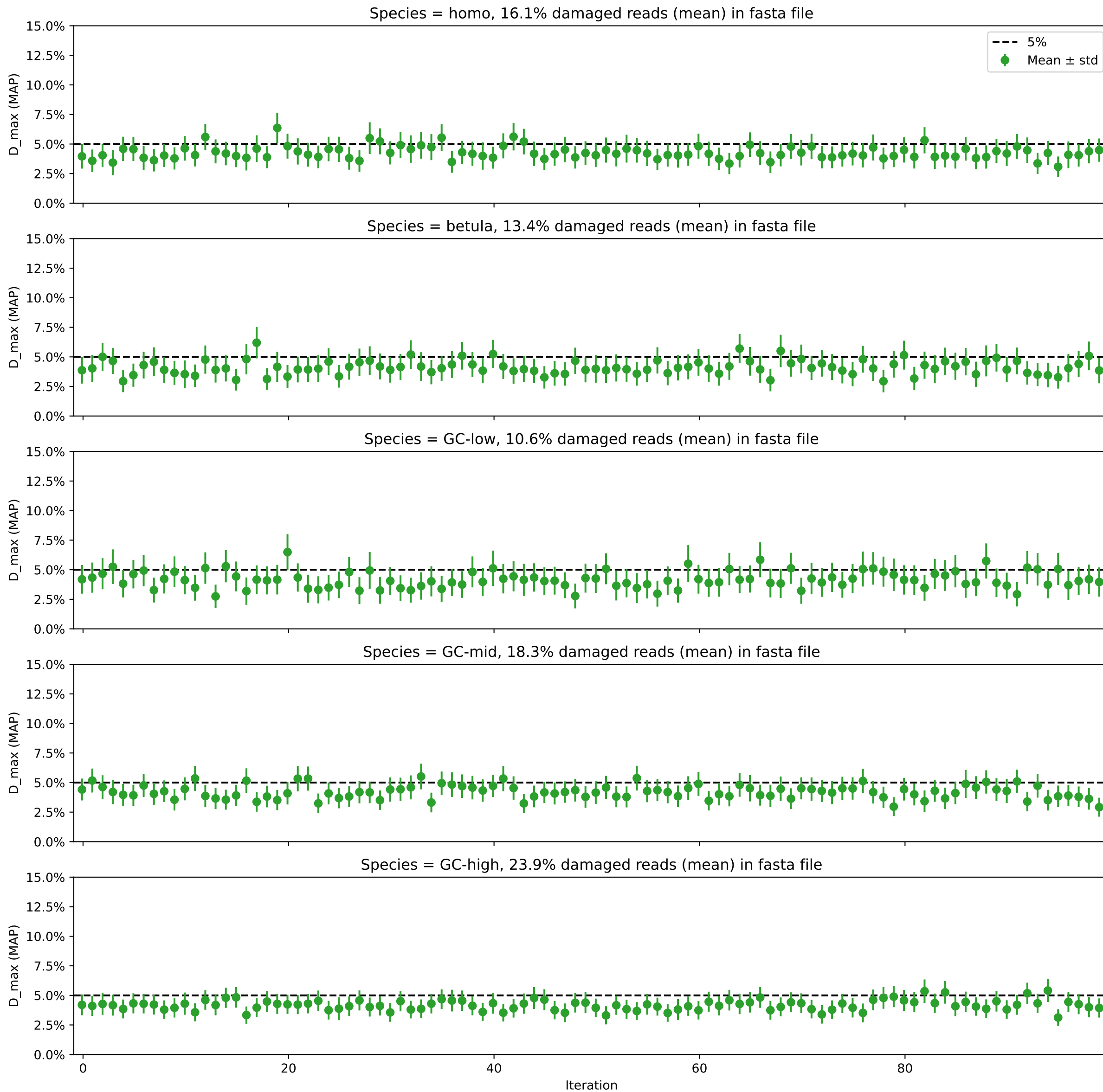Species = GC-high, 23.9% damaged reads (mean) in fasta file

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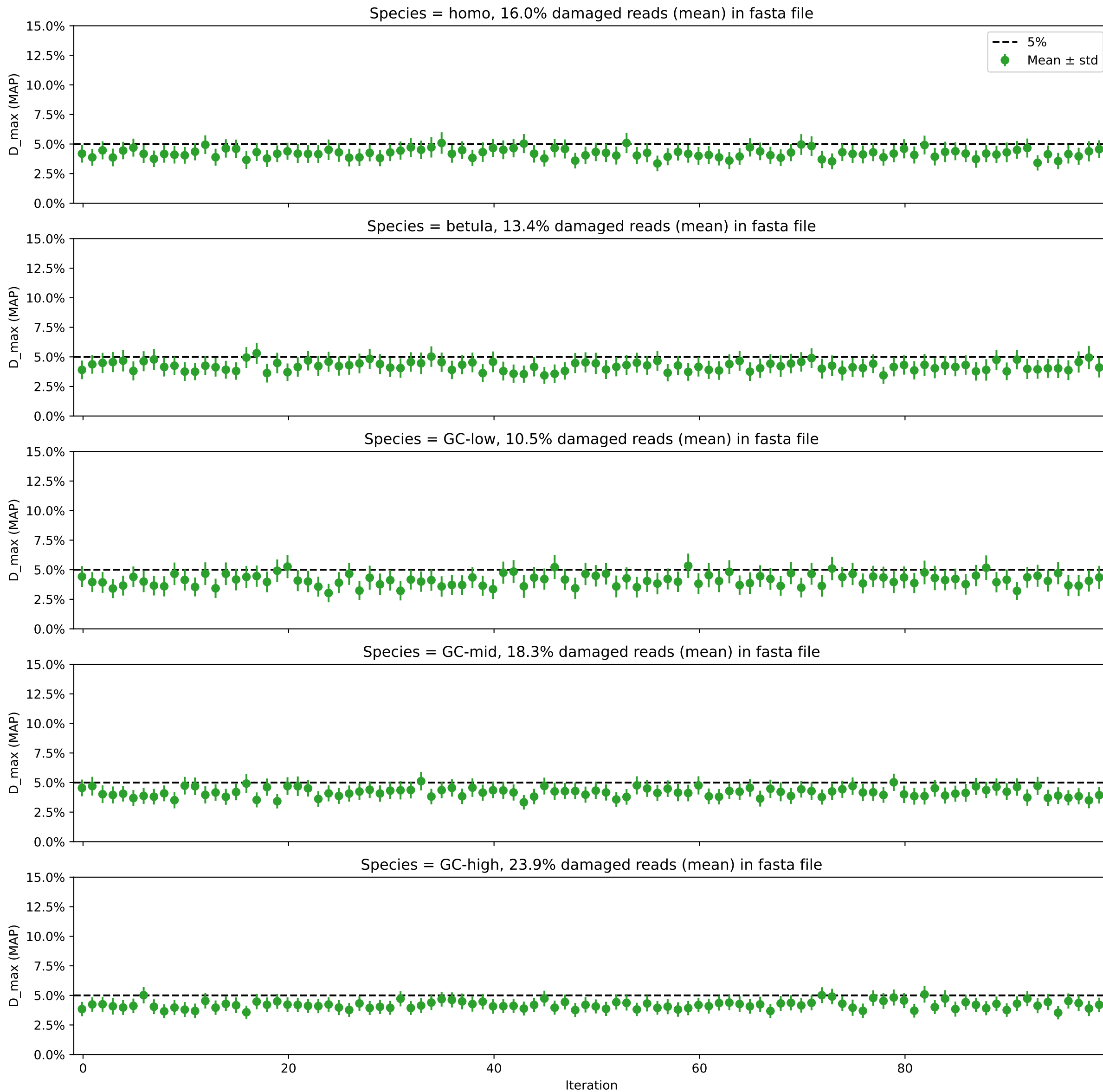Briggs damage = 0.138
Damage percent = 5%
D_max (MAP)

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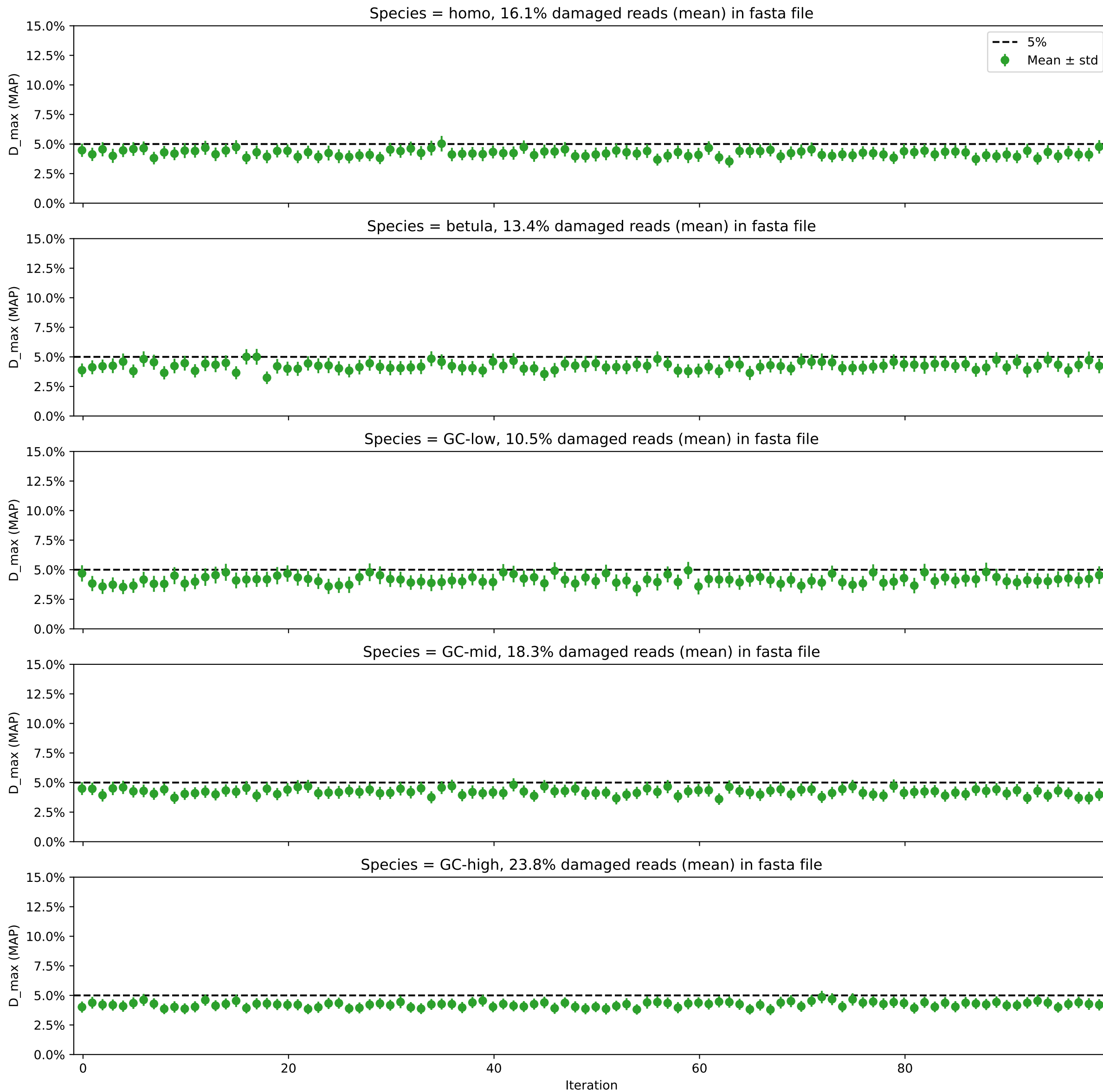Damage percent = 5%
D_max (MAP)

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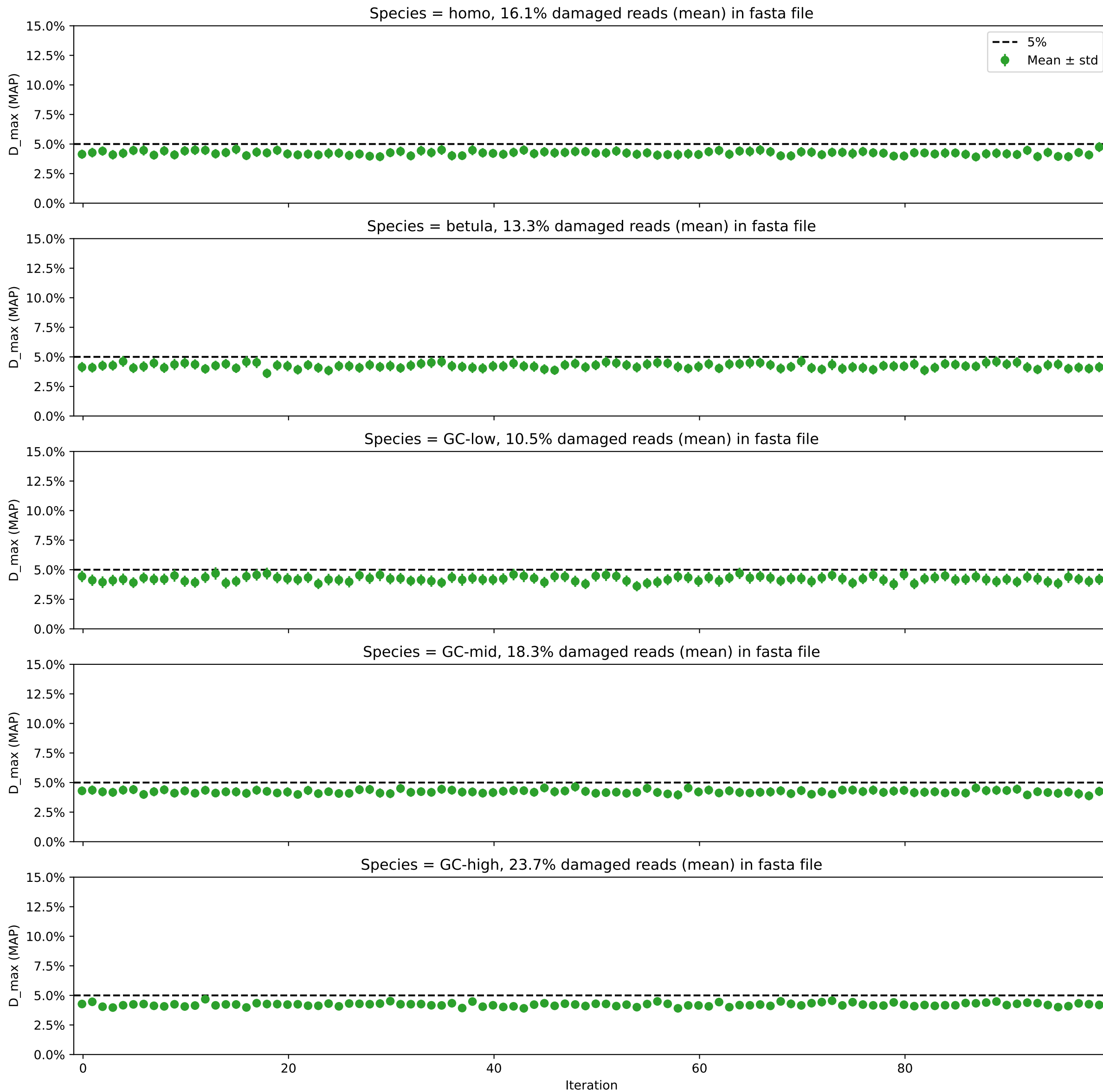Damage percent = 5%
D_max (MAP)

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

Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent = 5%
D_max (MAP)
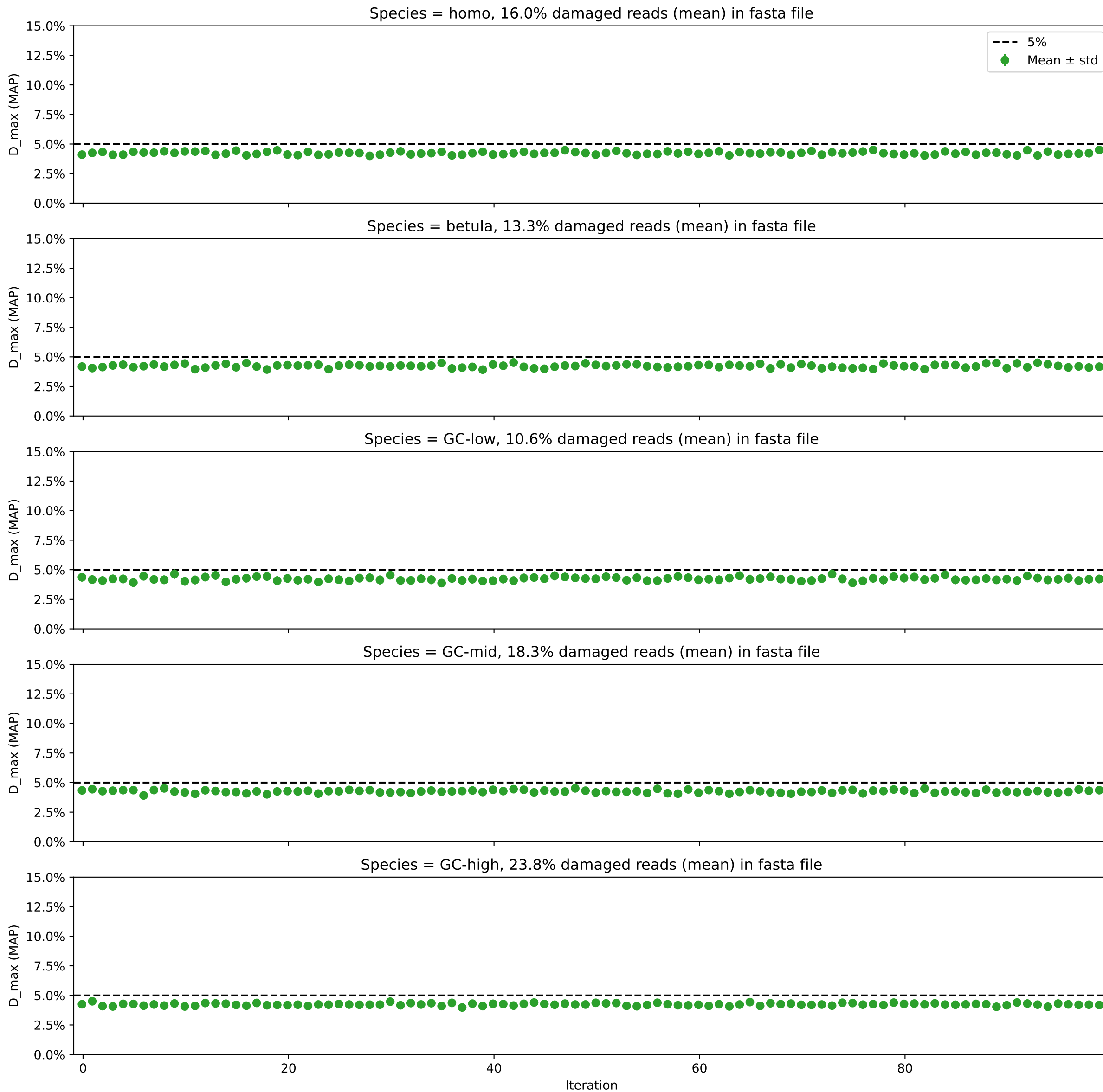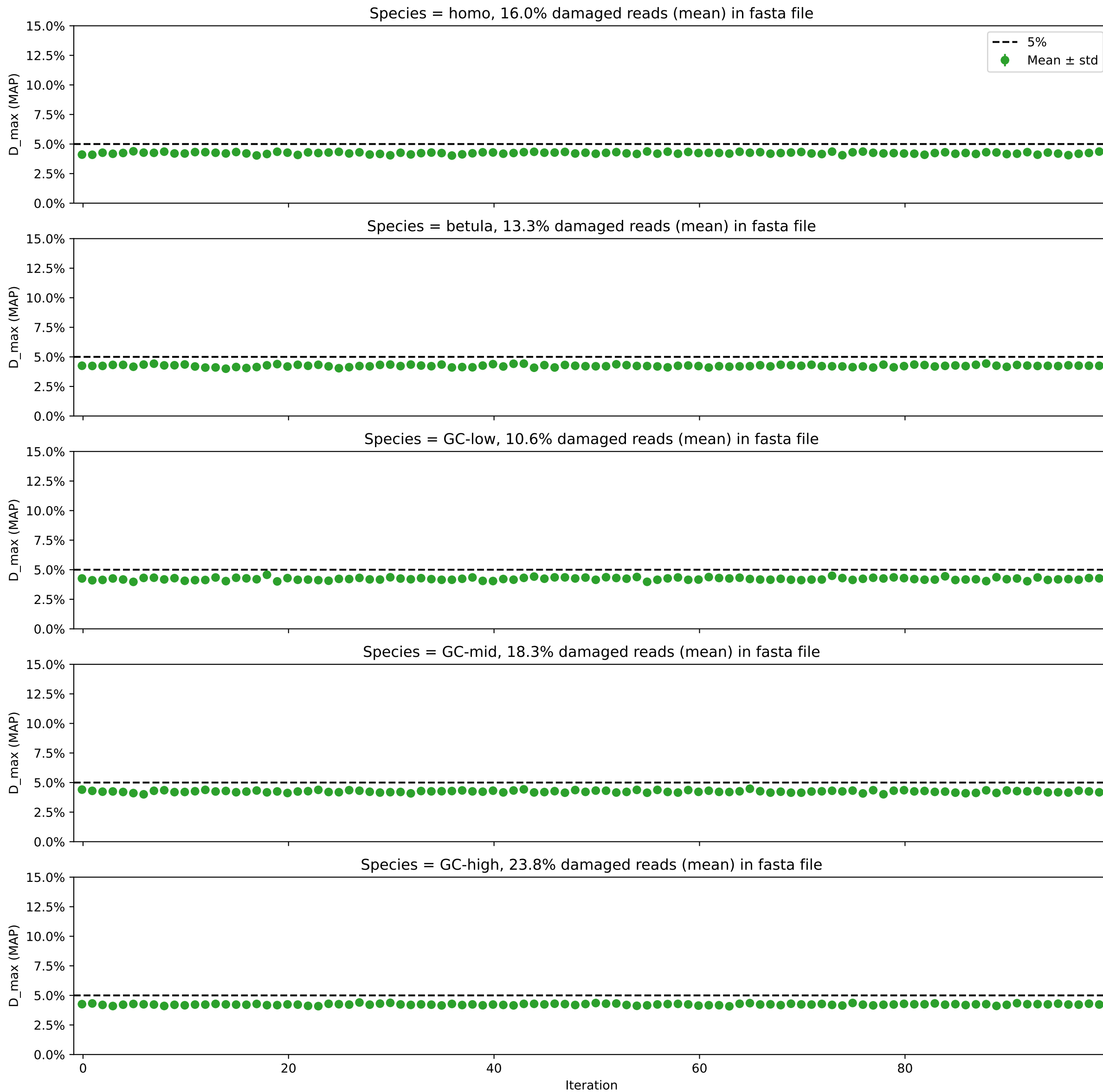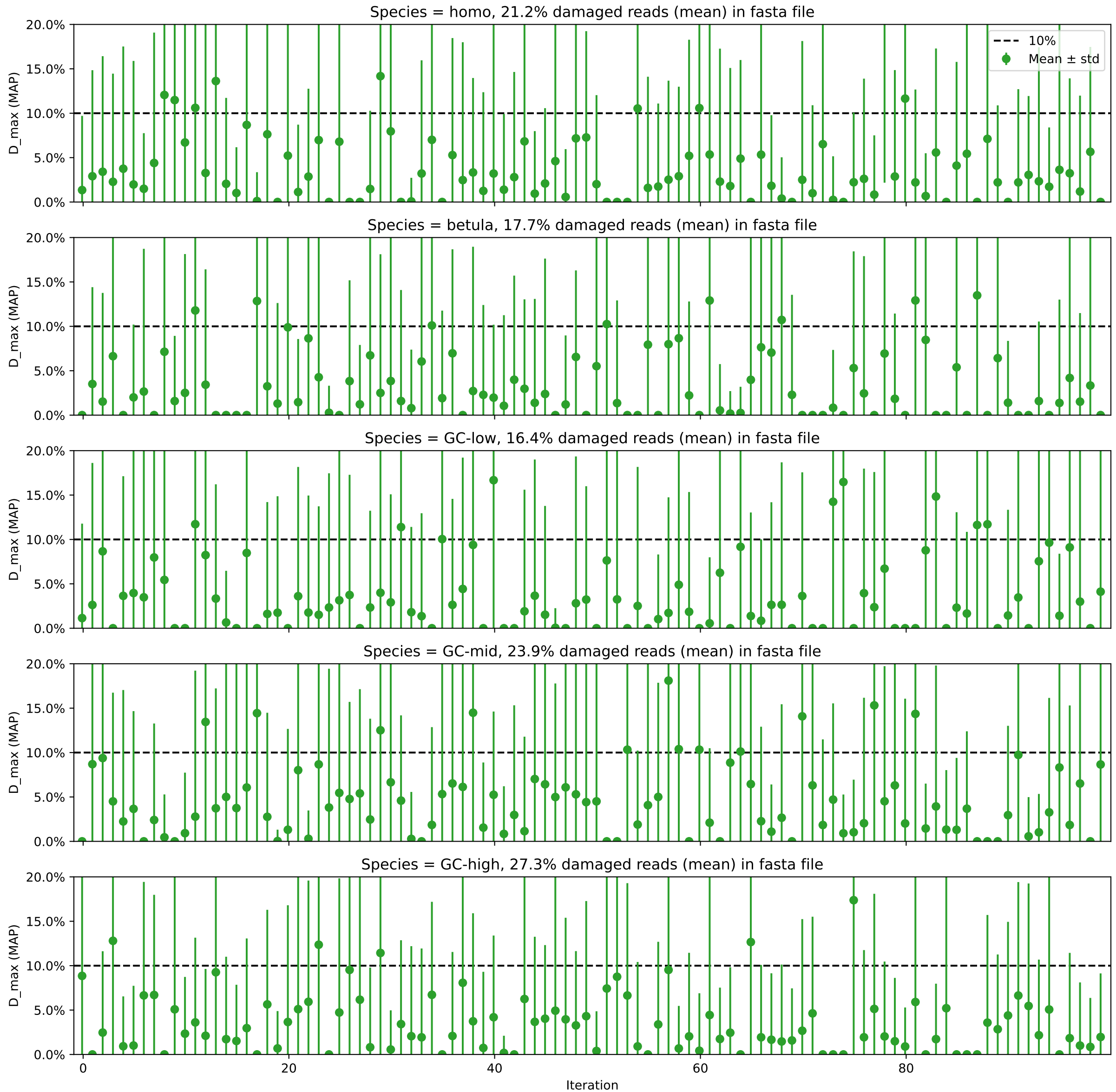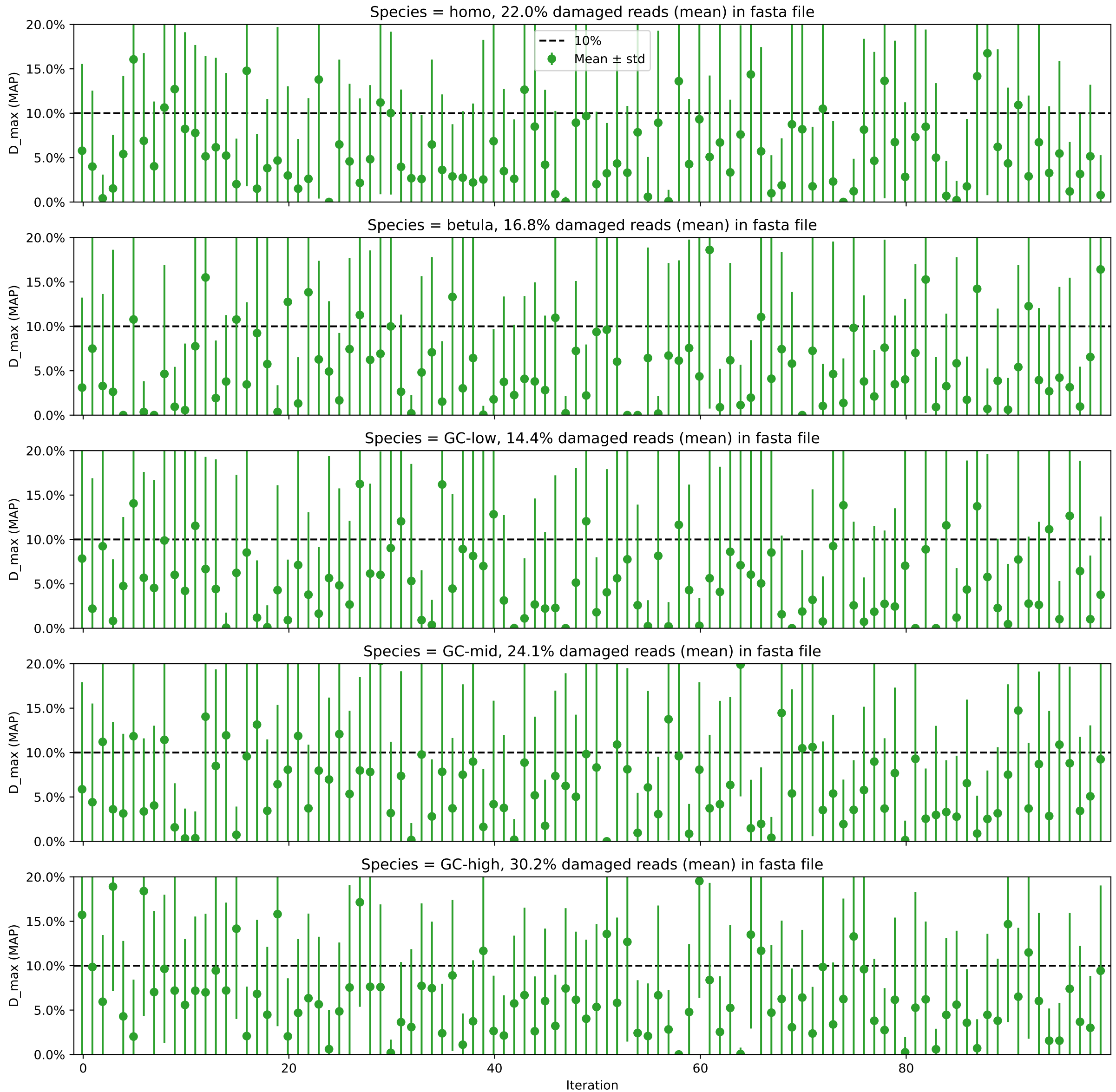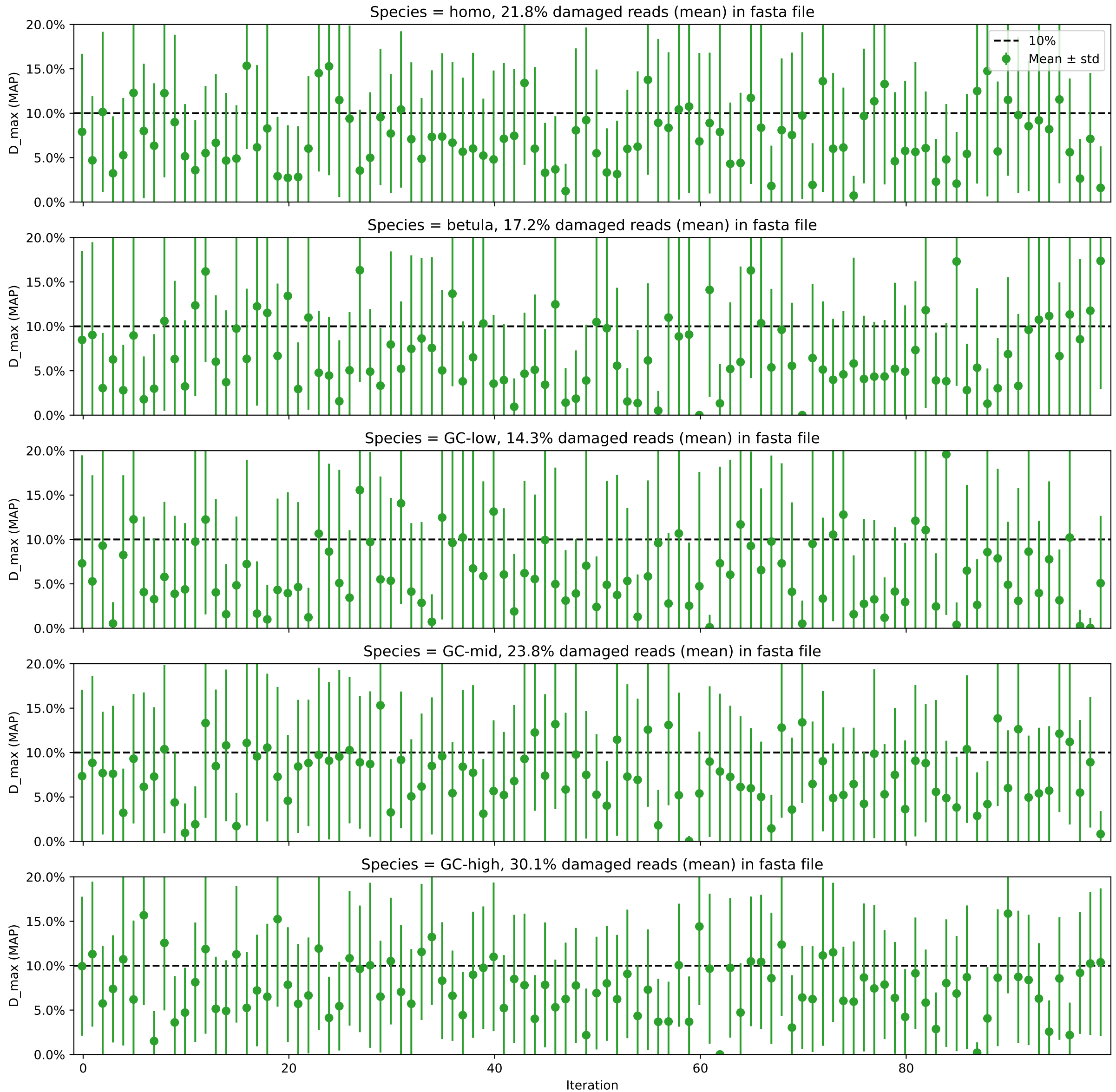
Individual damages:
10 reads
Briggs damage = 0.303
Damage percent = 10%
D_max (MAP)

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

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

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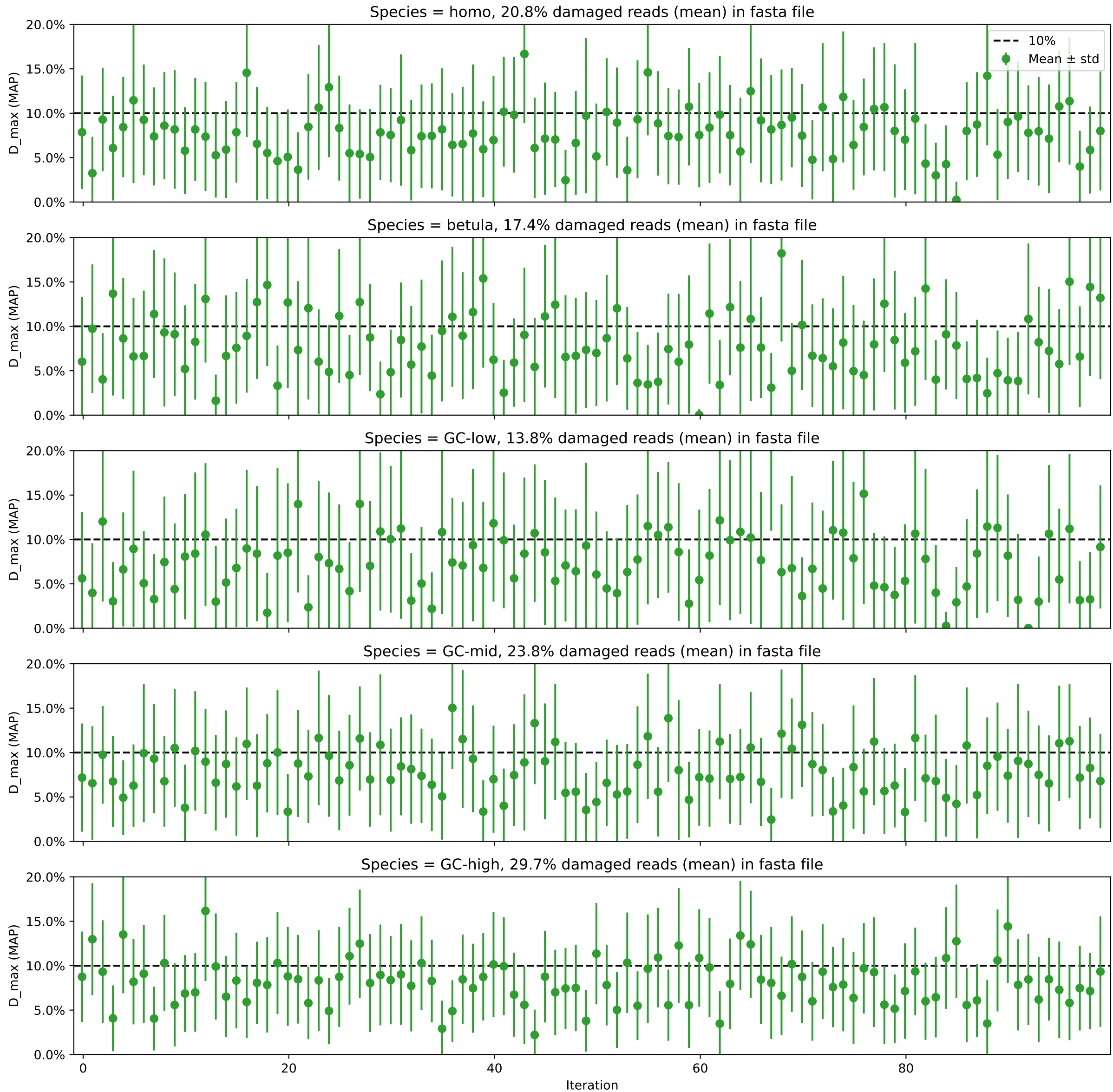Damage percent = 10%
D_max (MAP)

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

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

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

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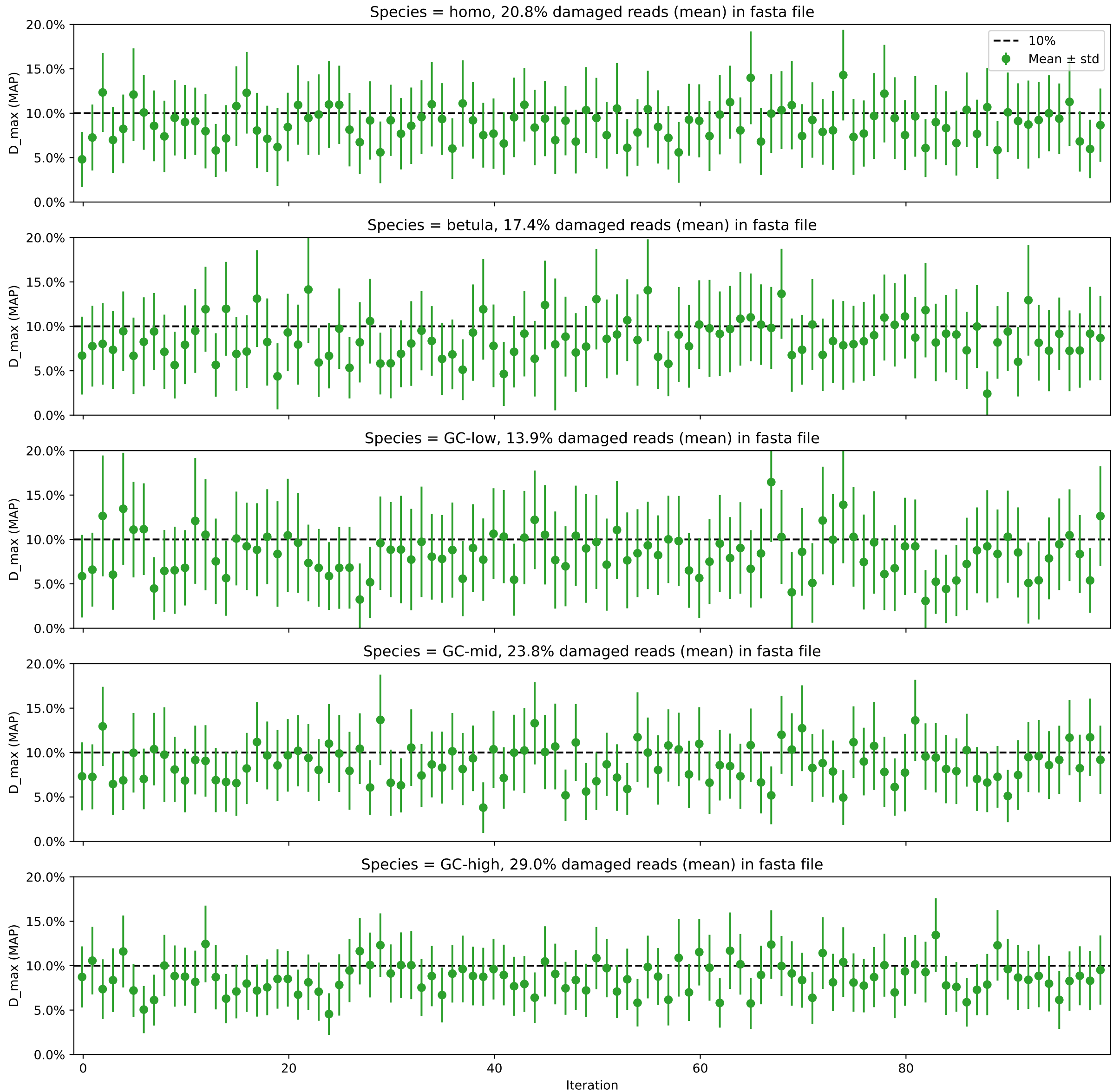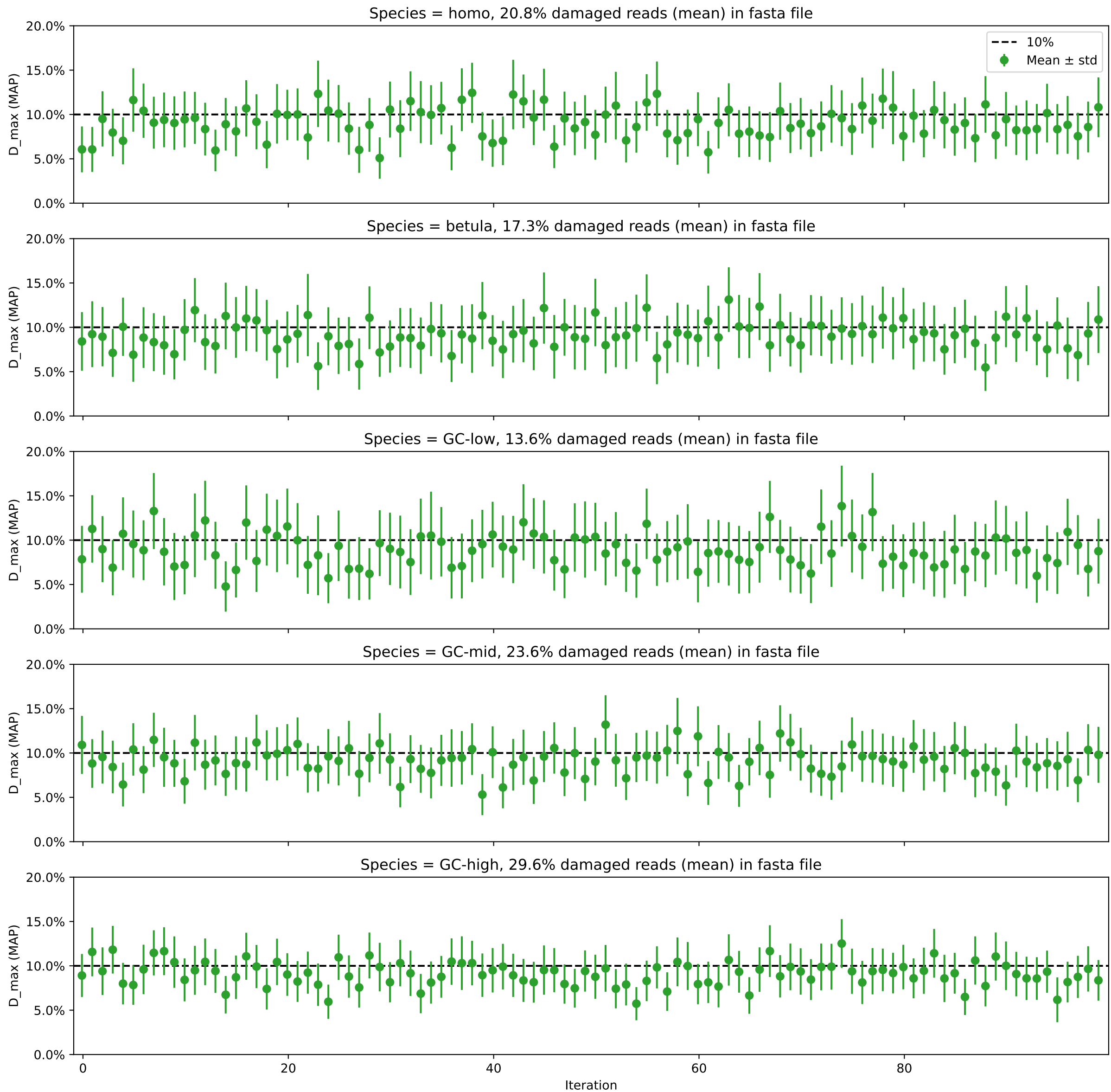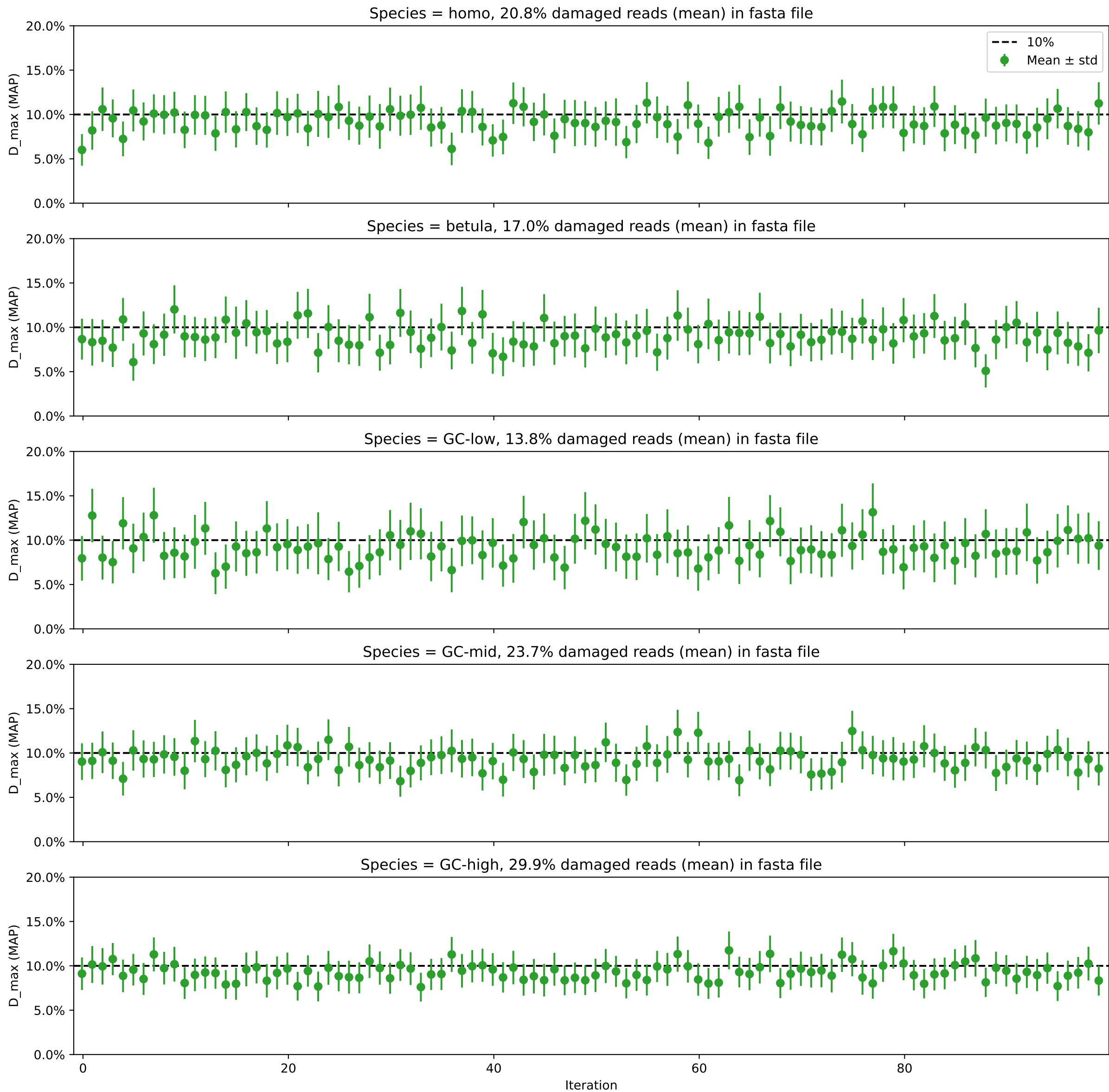Briggs damage = 0.303
Damage percent = 10%
D_max (MAP)

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

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

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

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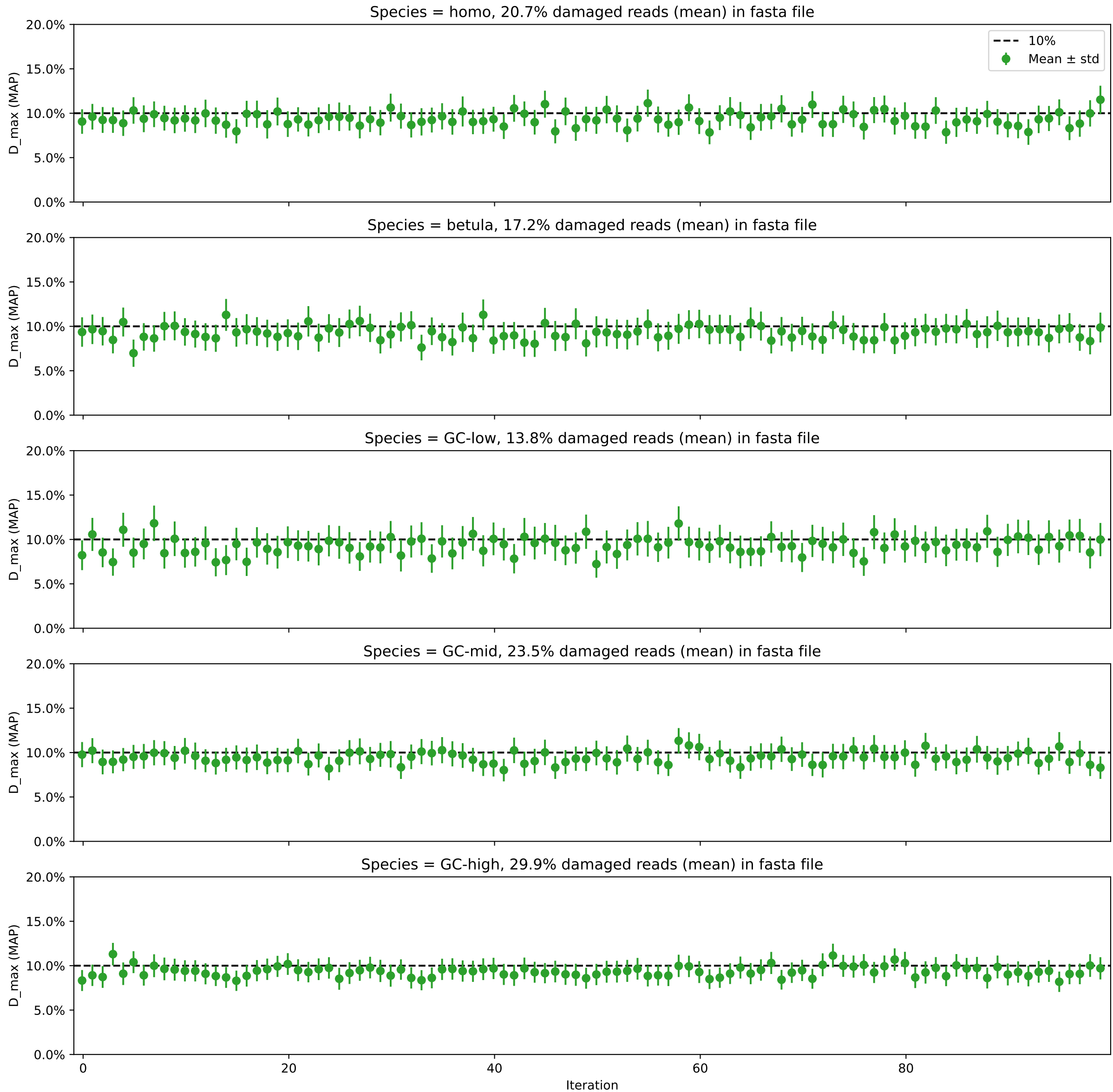Briggs damage = 0.303
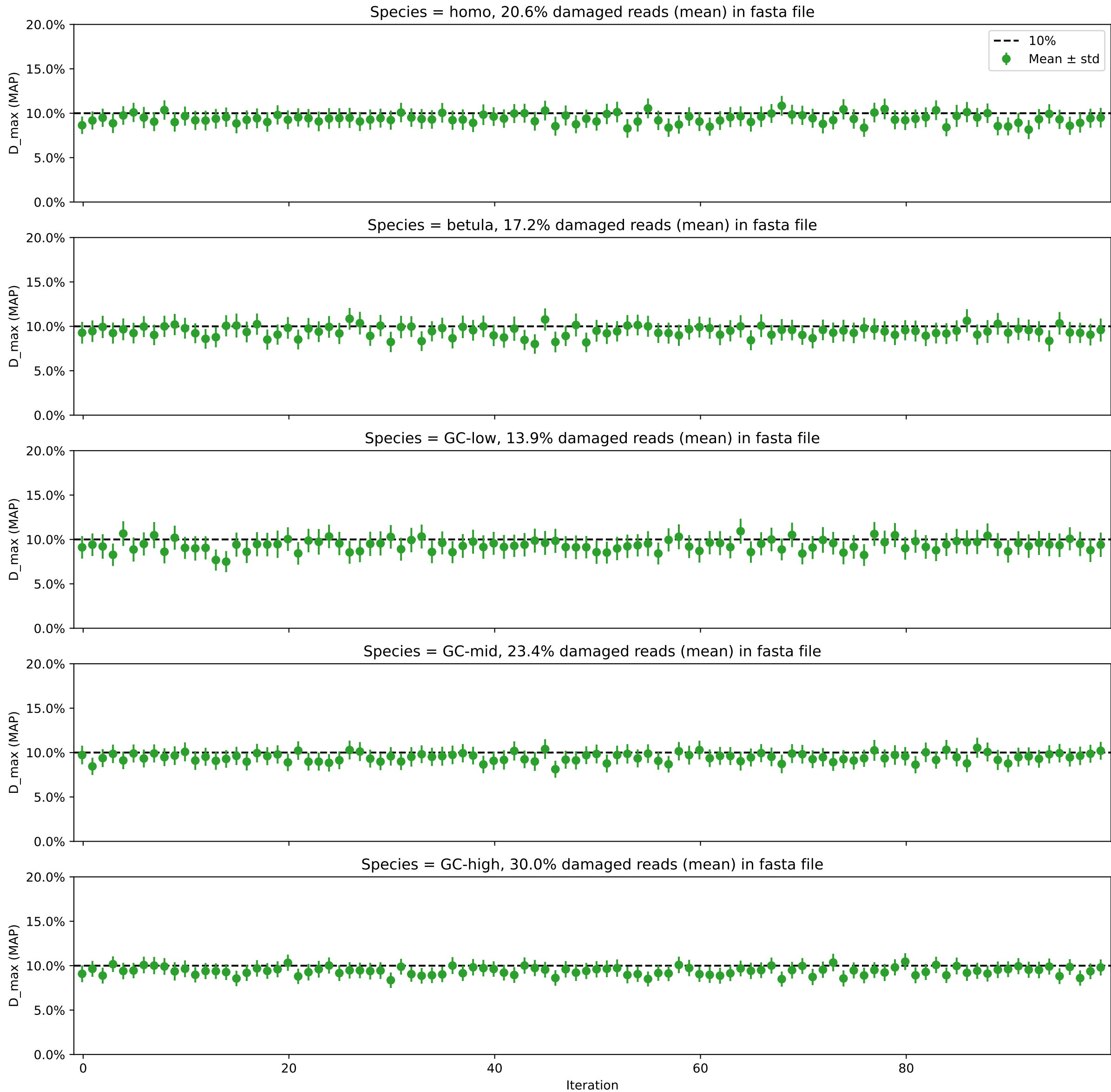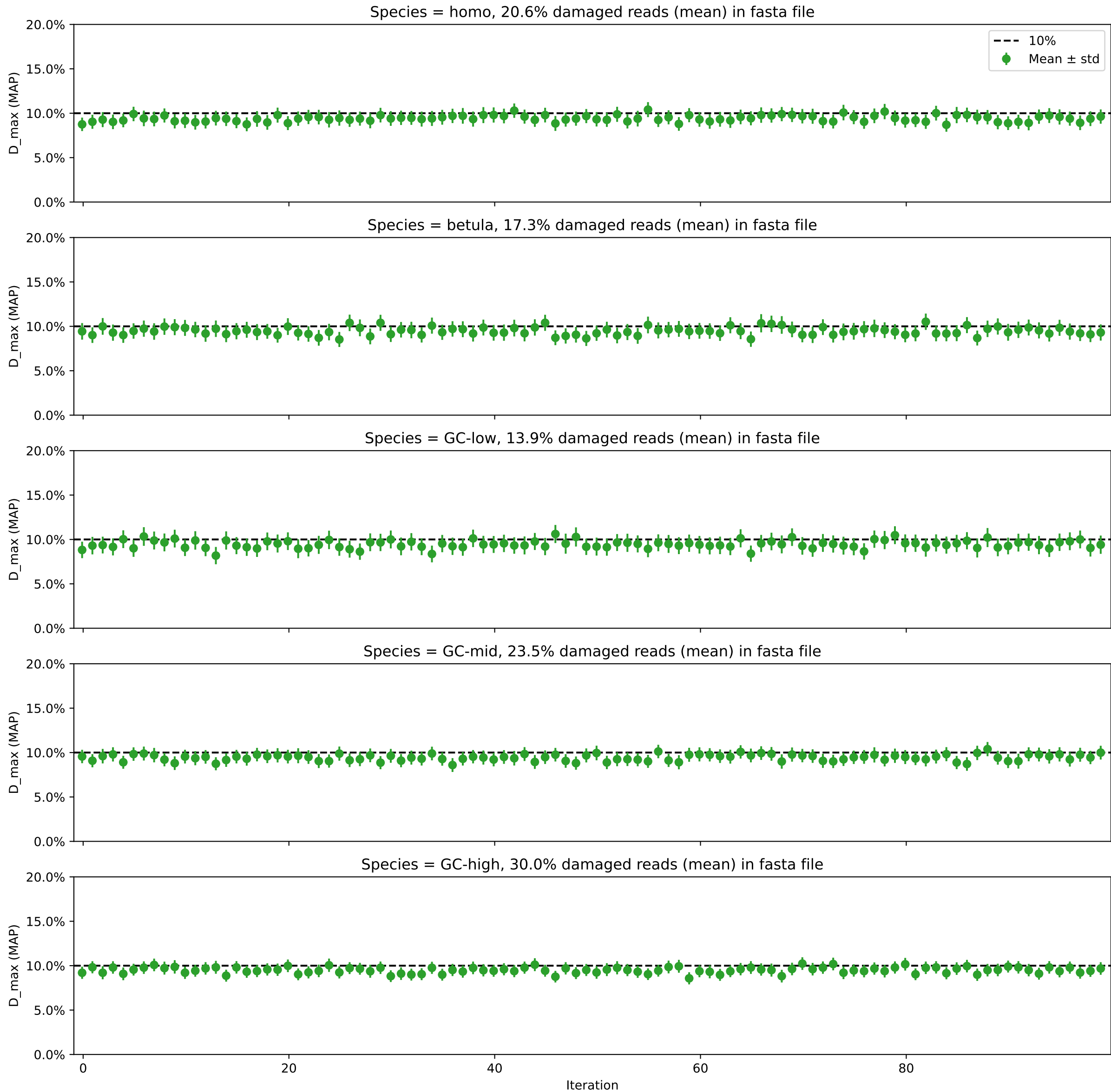Damage percent = 10%
D_max (MAP)

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

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

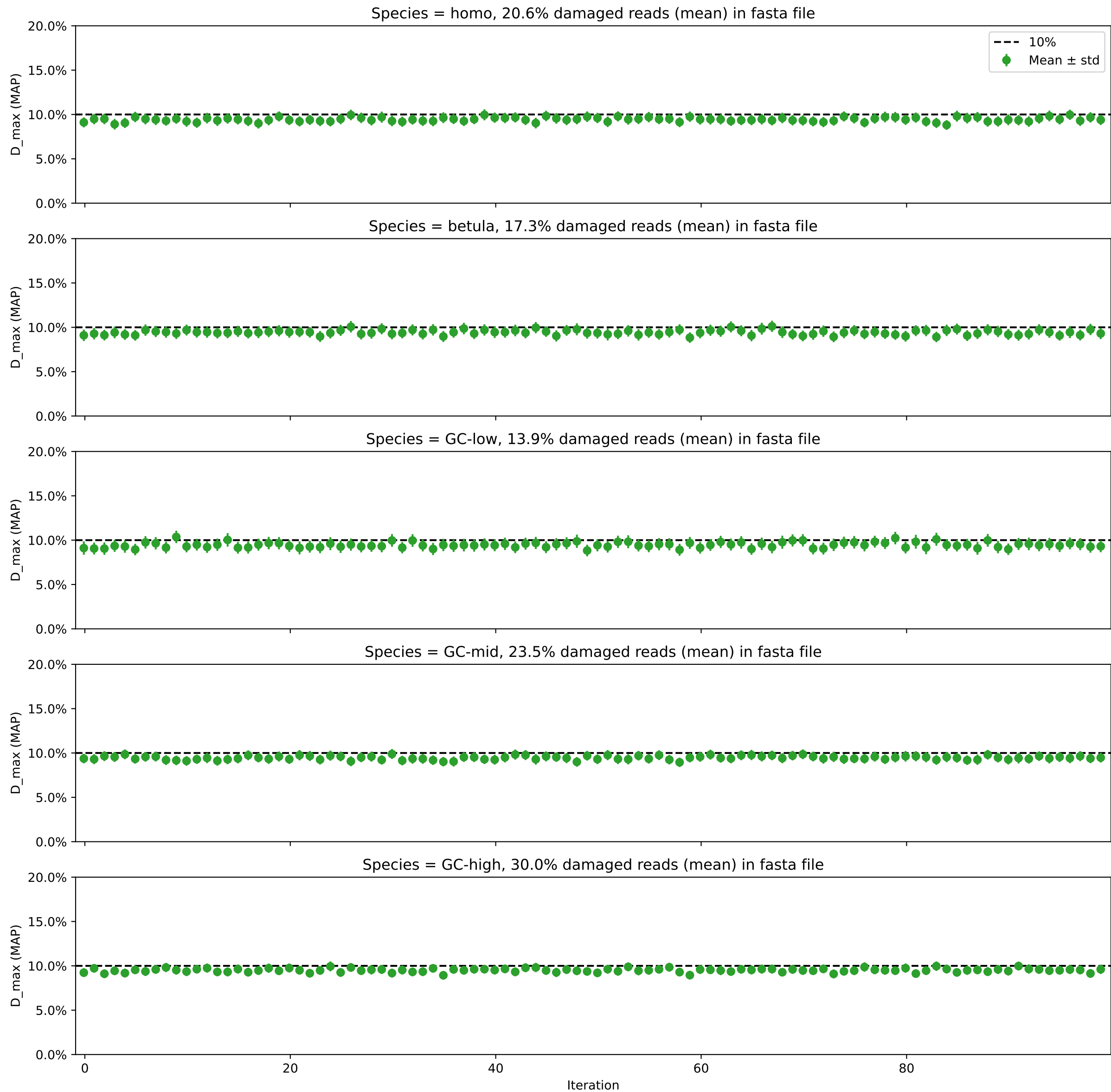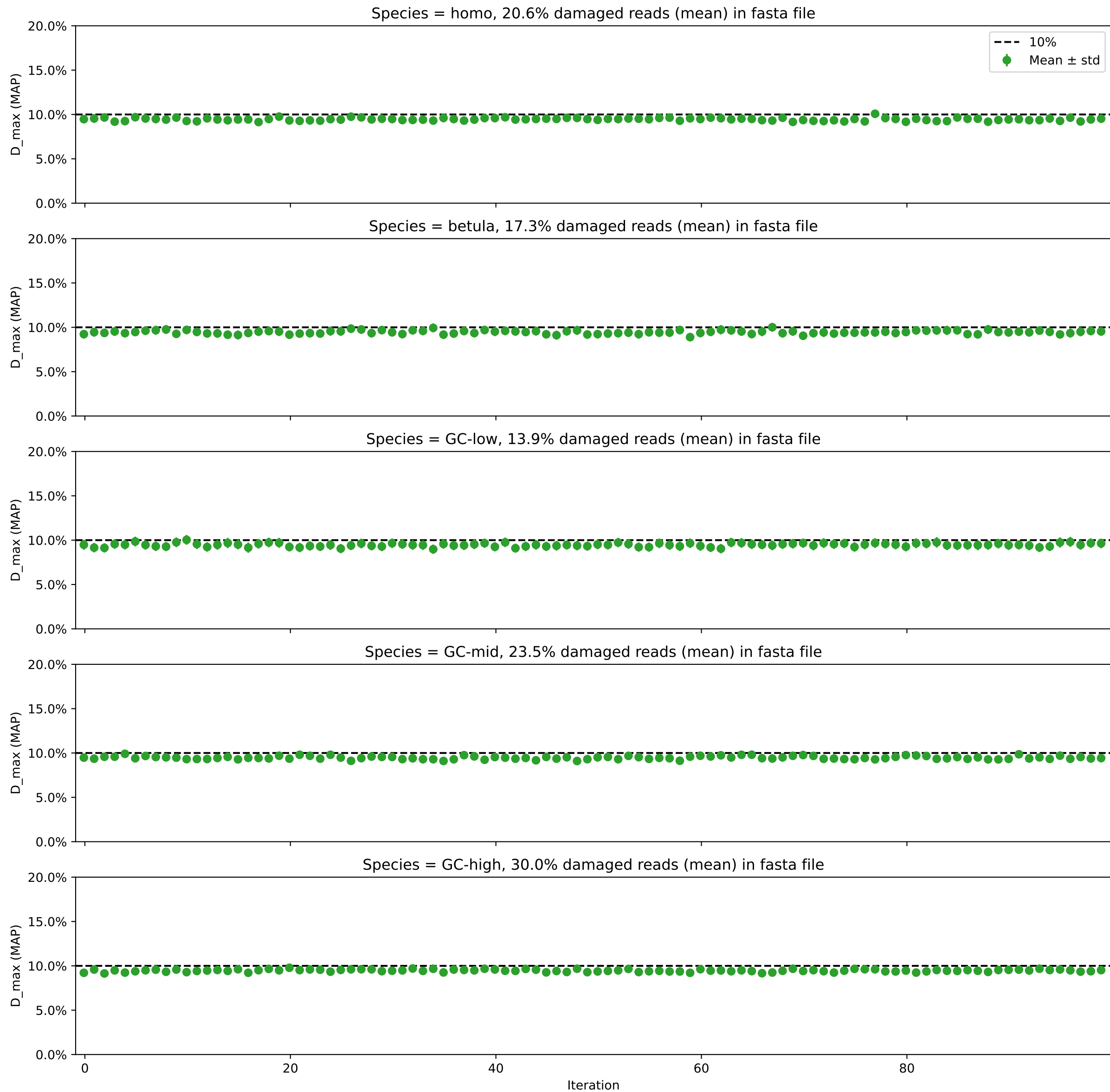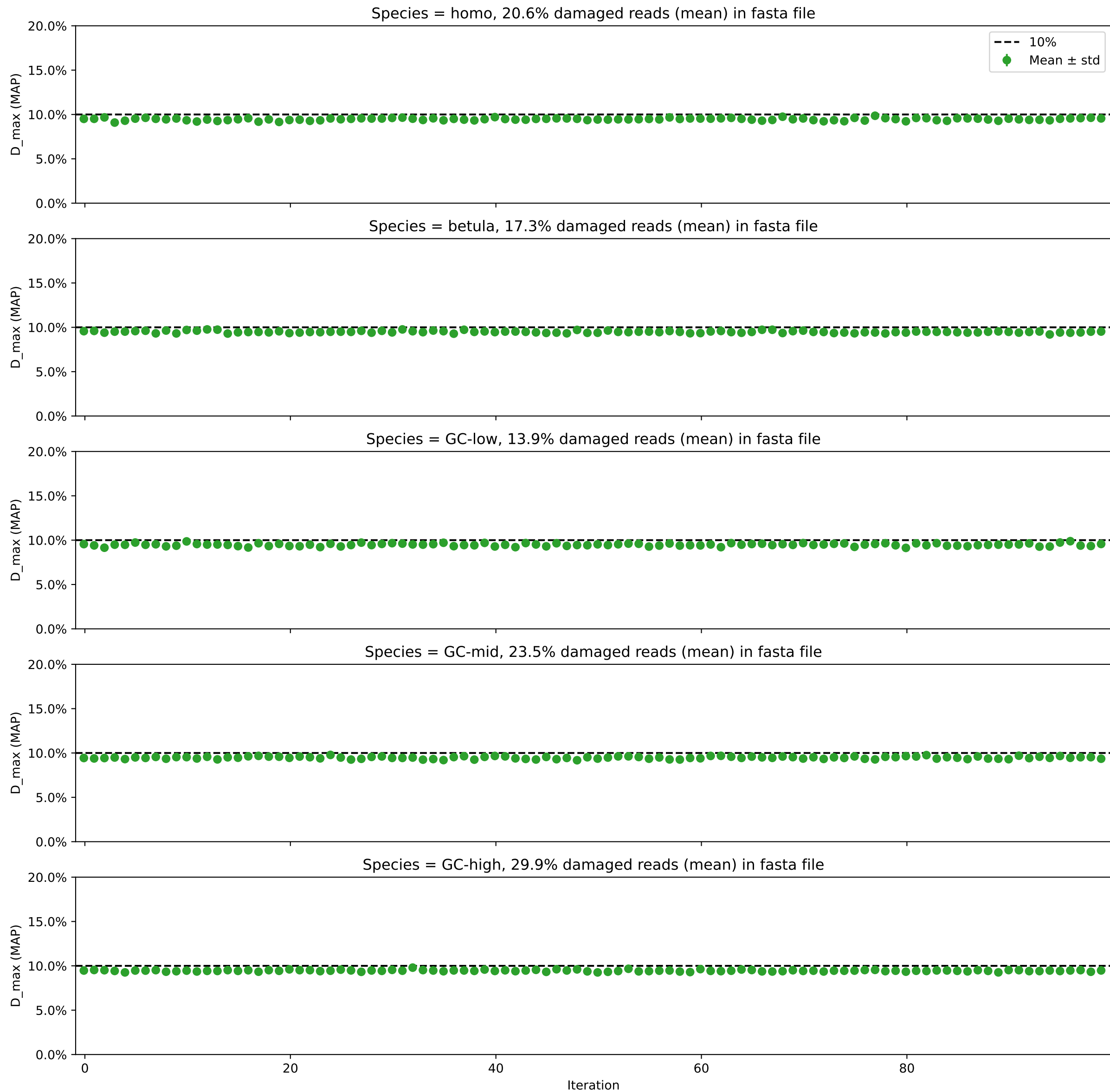Individual damages:
25 reads
Briggs damage = 0.466
Damage percent = 15%
D_max (MAP)

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

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

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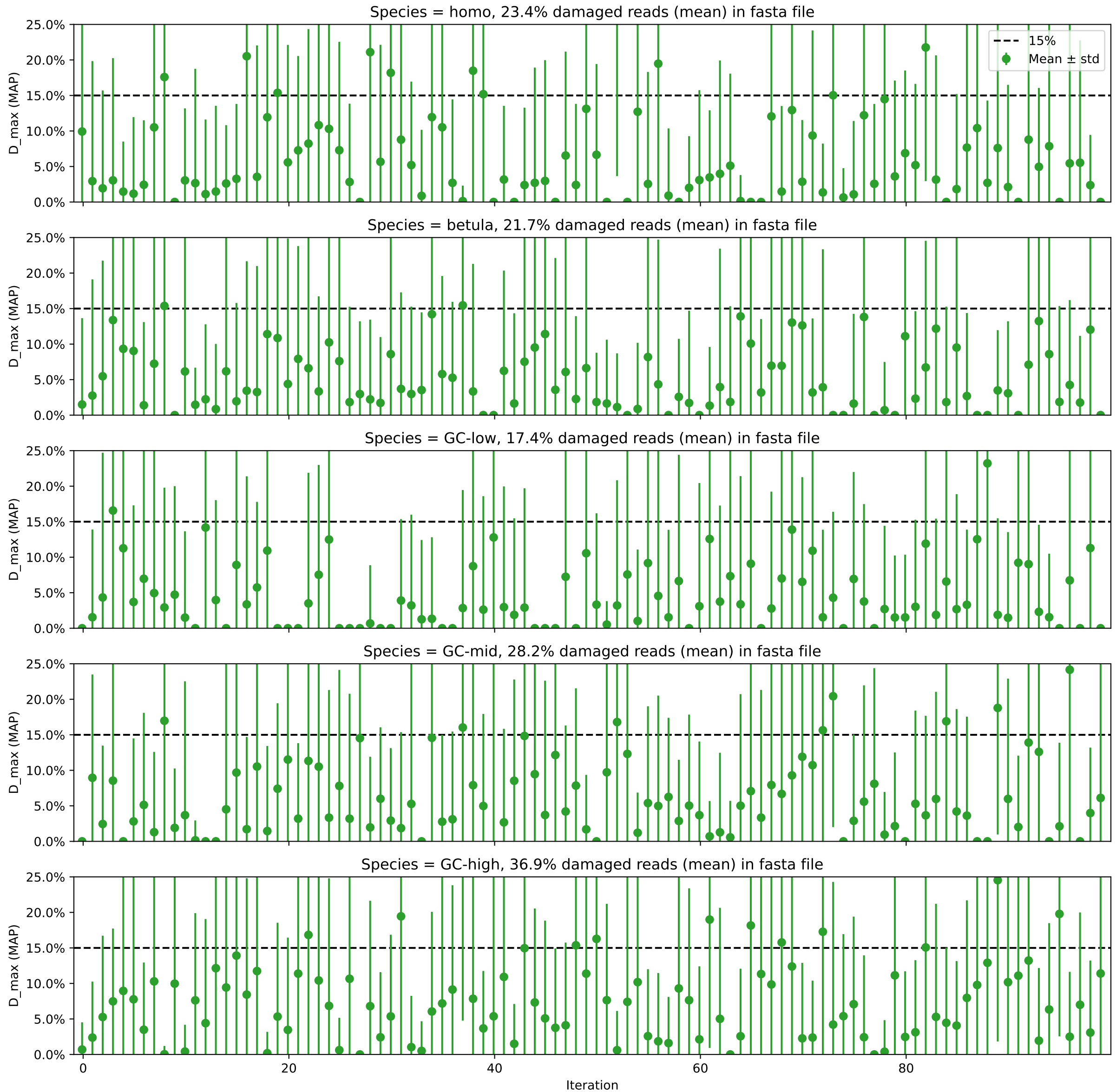Briggs damage = 0.466
Damage percent = 15%
D_max (MAP)

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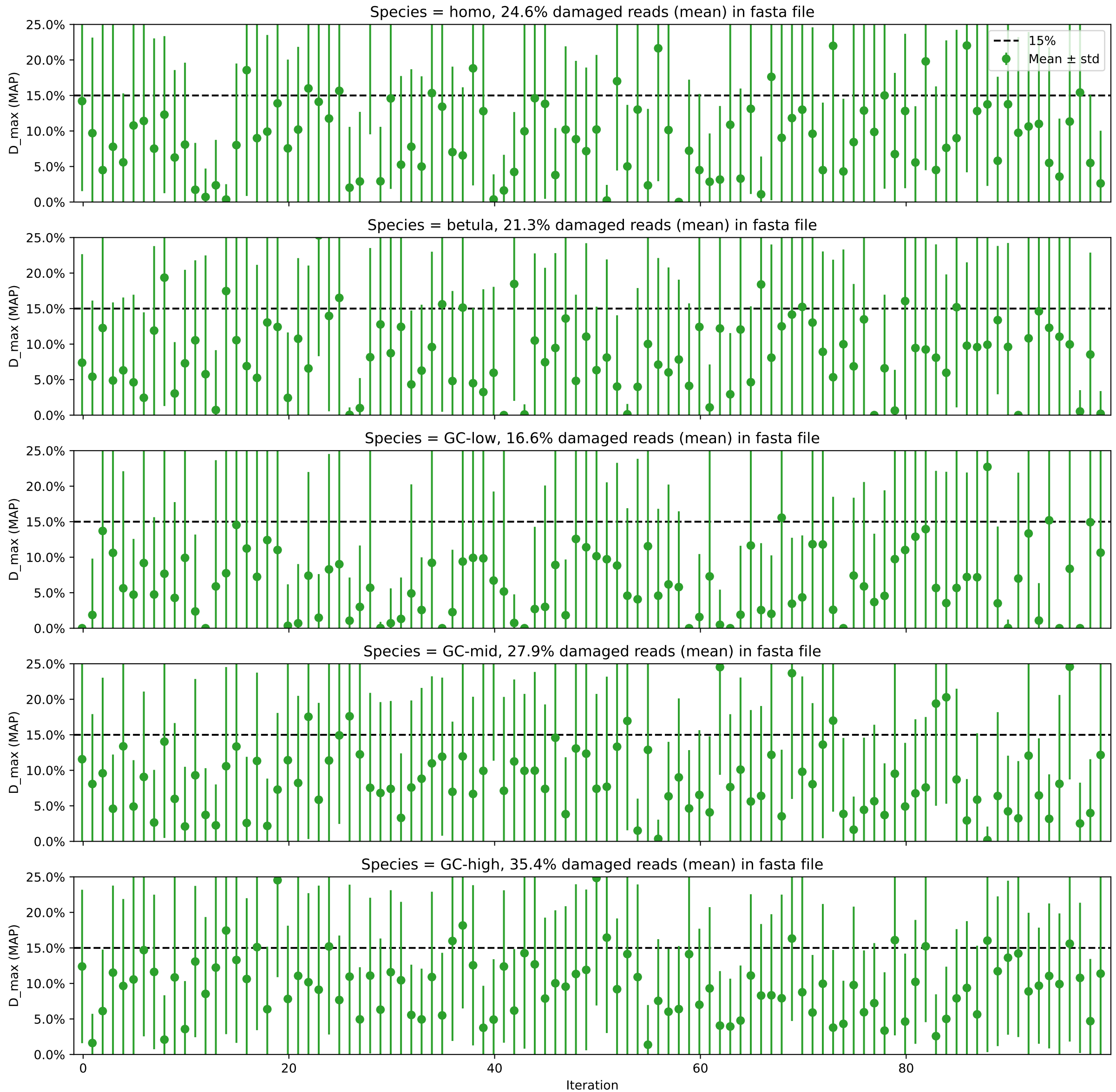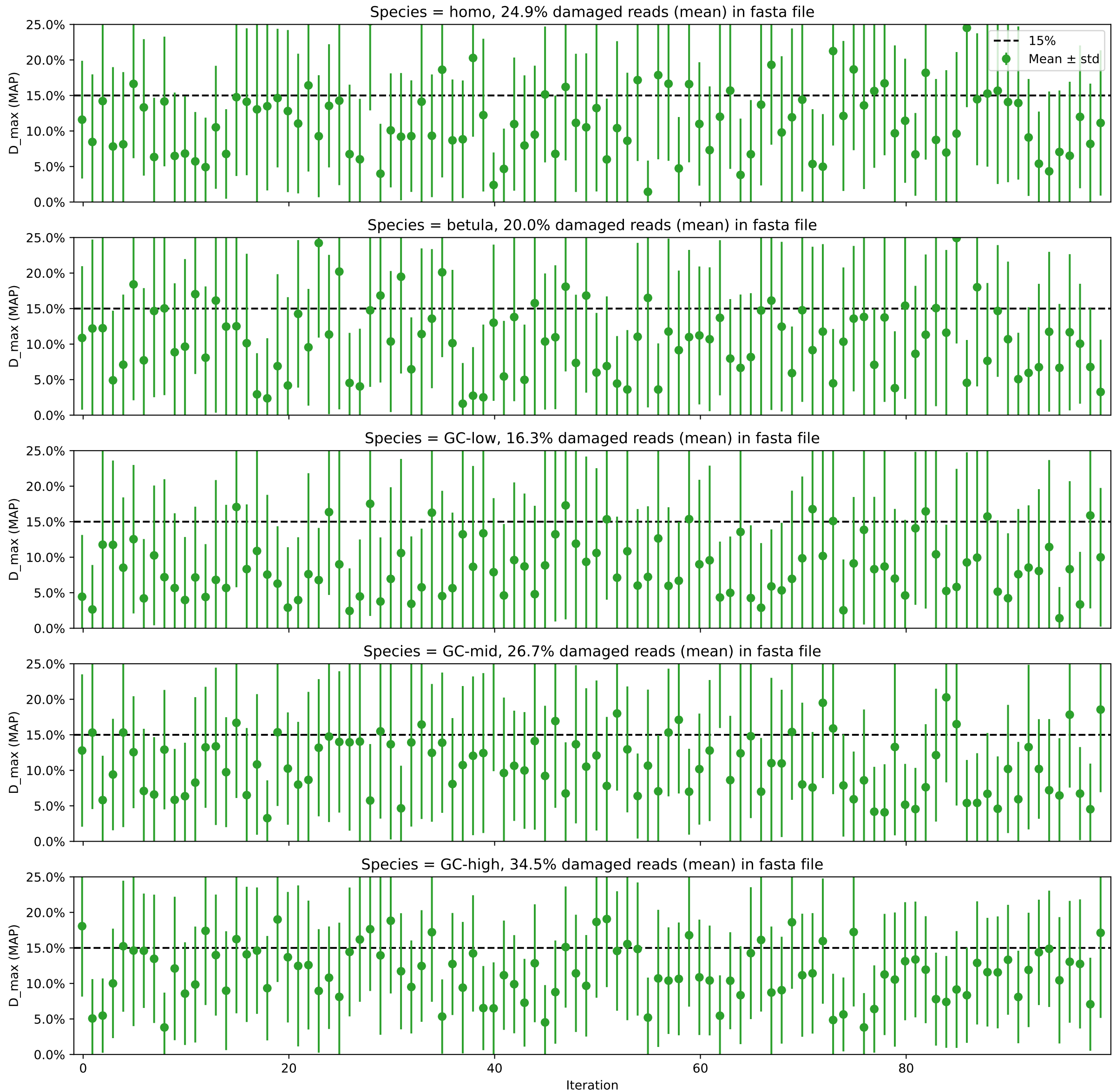Damage percent = 15%
D_max (MAP)

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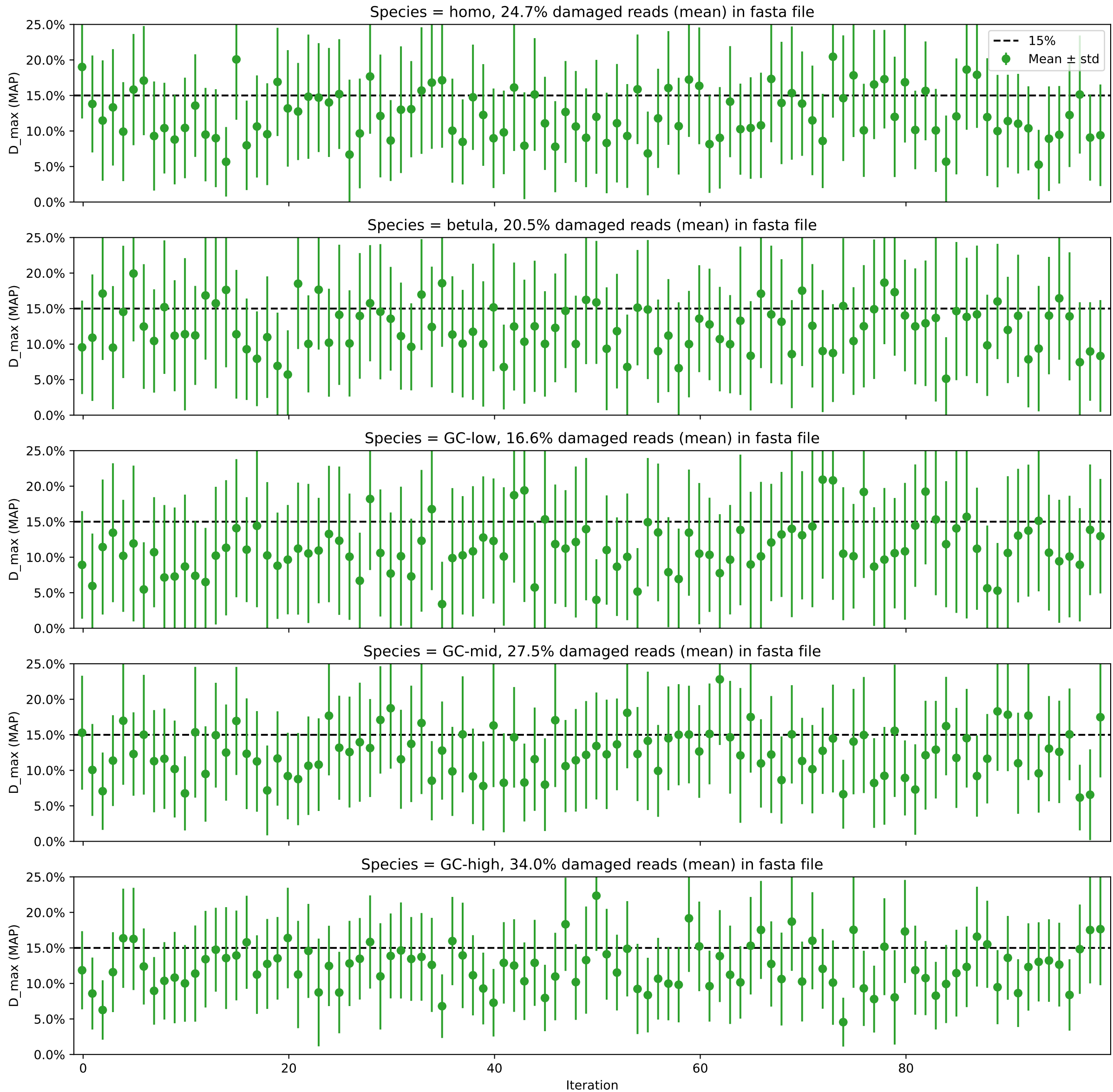Damage percent = 15%
D_max (MAP)

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

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

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

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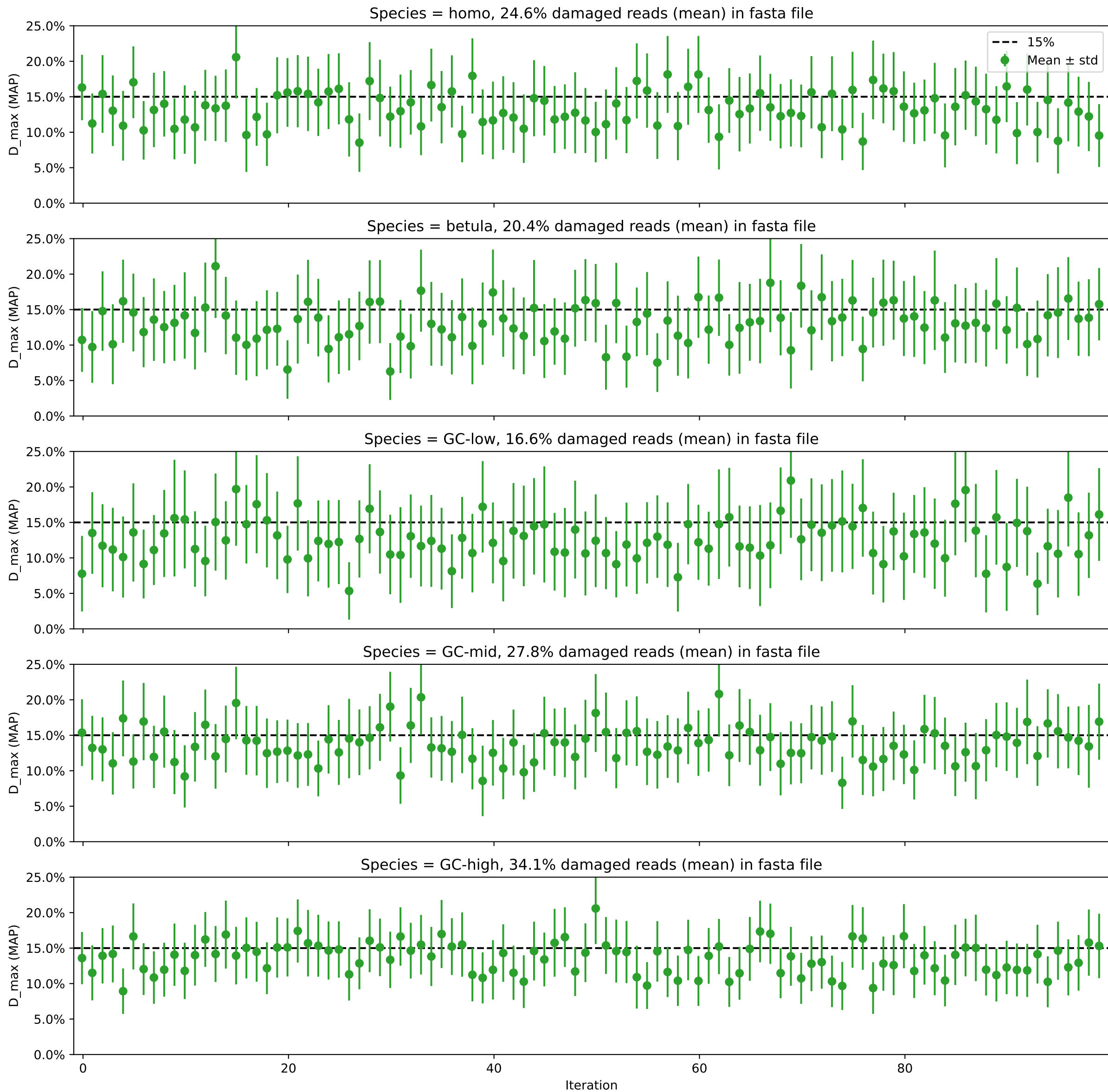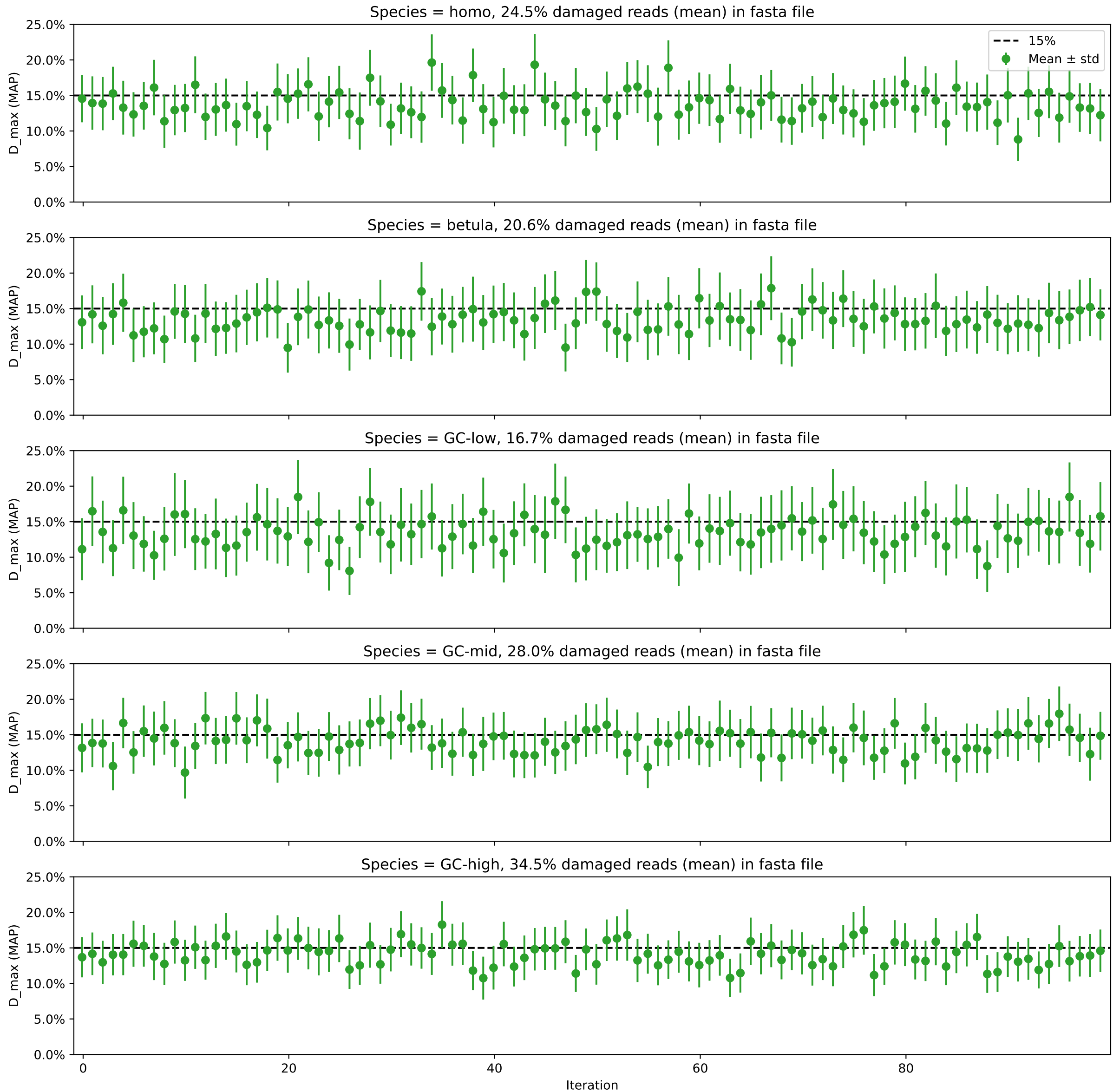Briggs damage = 0.466
Damage percent = 15%
D_max (MAP)

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

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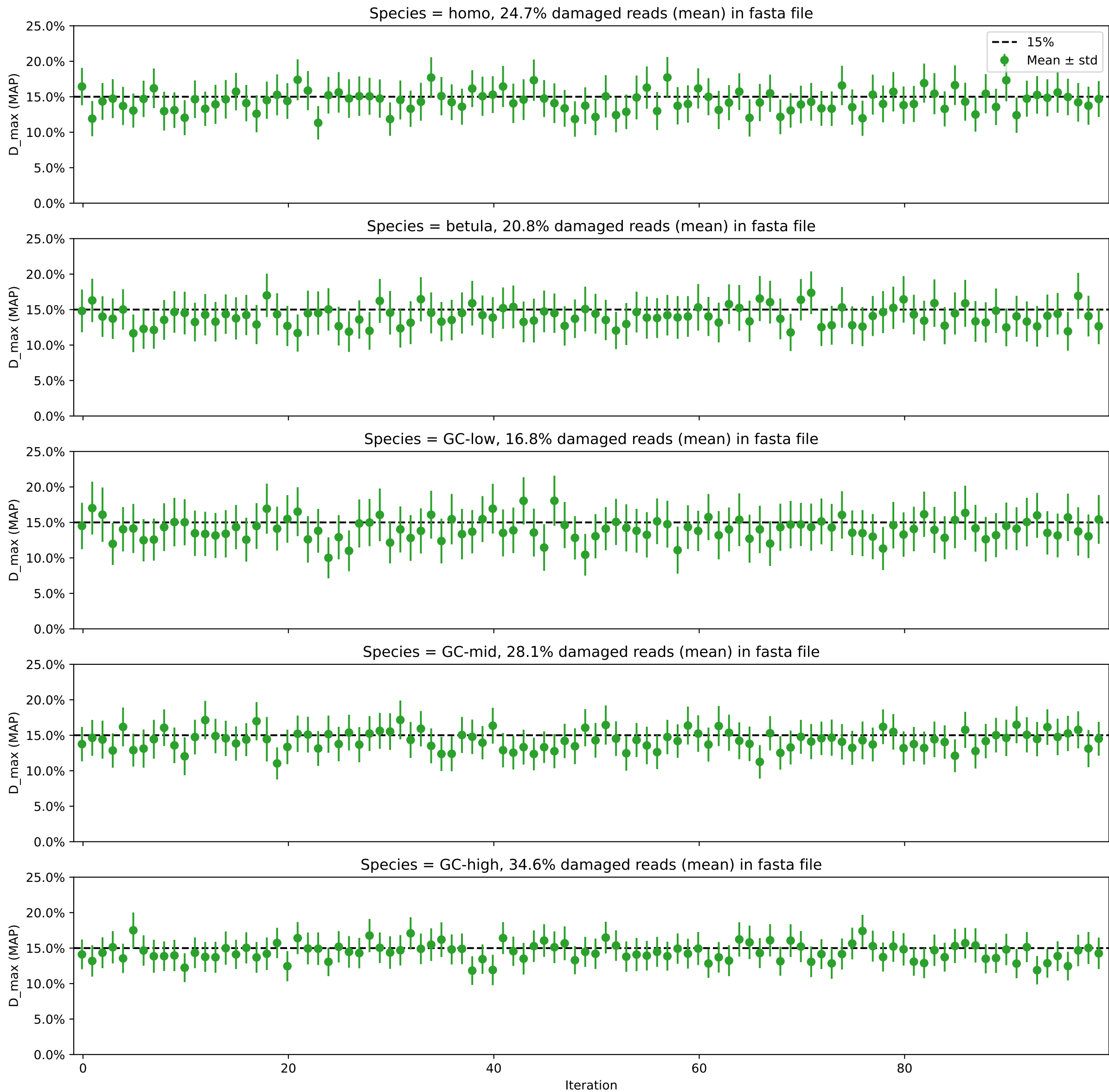Damage percent = 15%
D_max (MAP)

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

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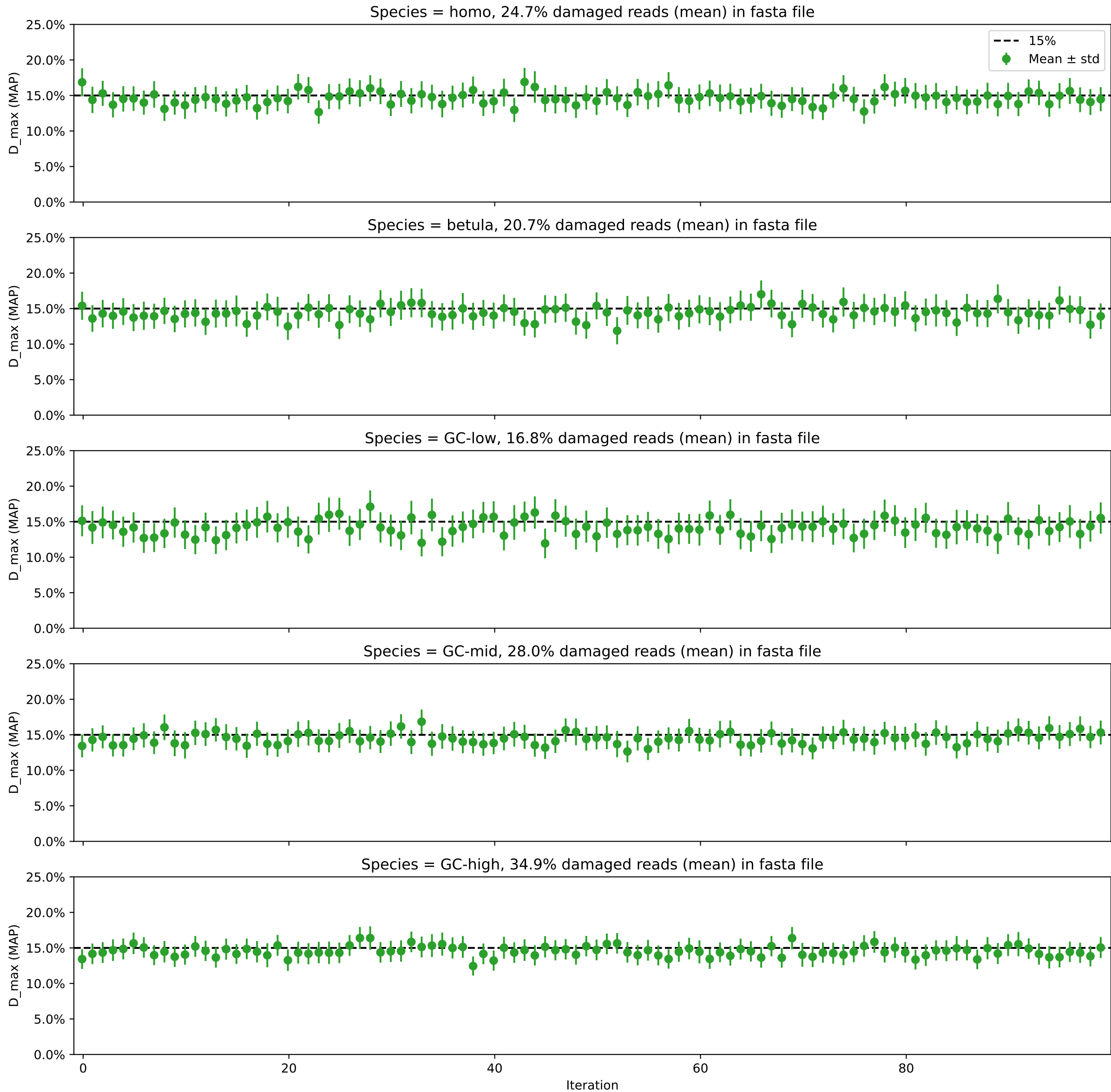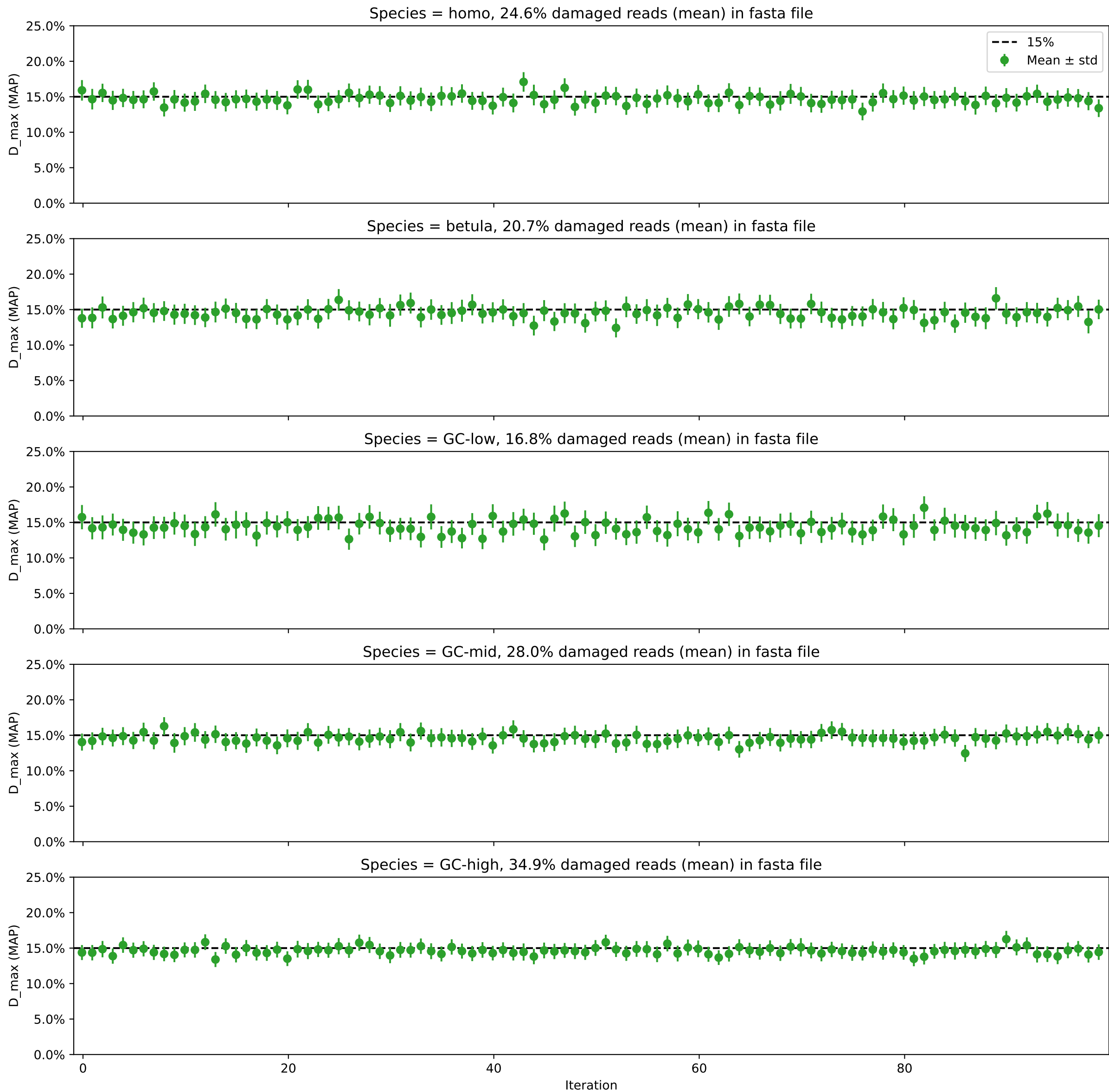
Individual damages:
50 reads
Briggs damage = 0.626
Damage percent = 20%
D_max (MAP)

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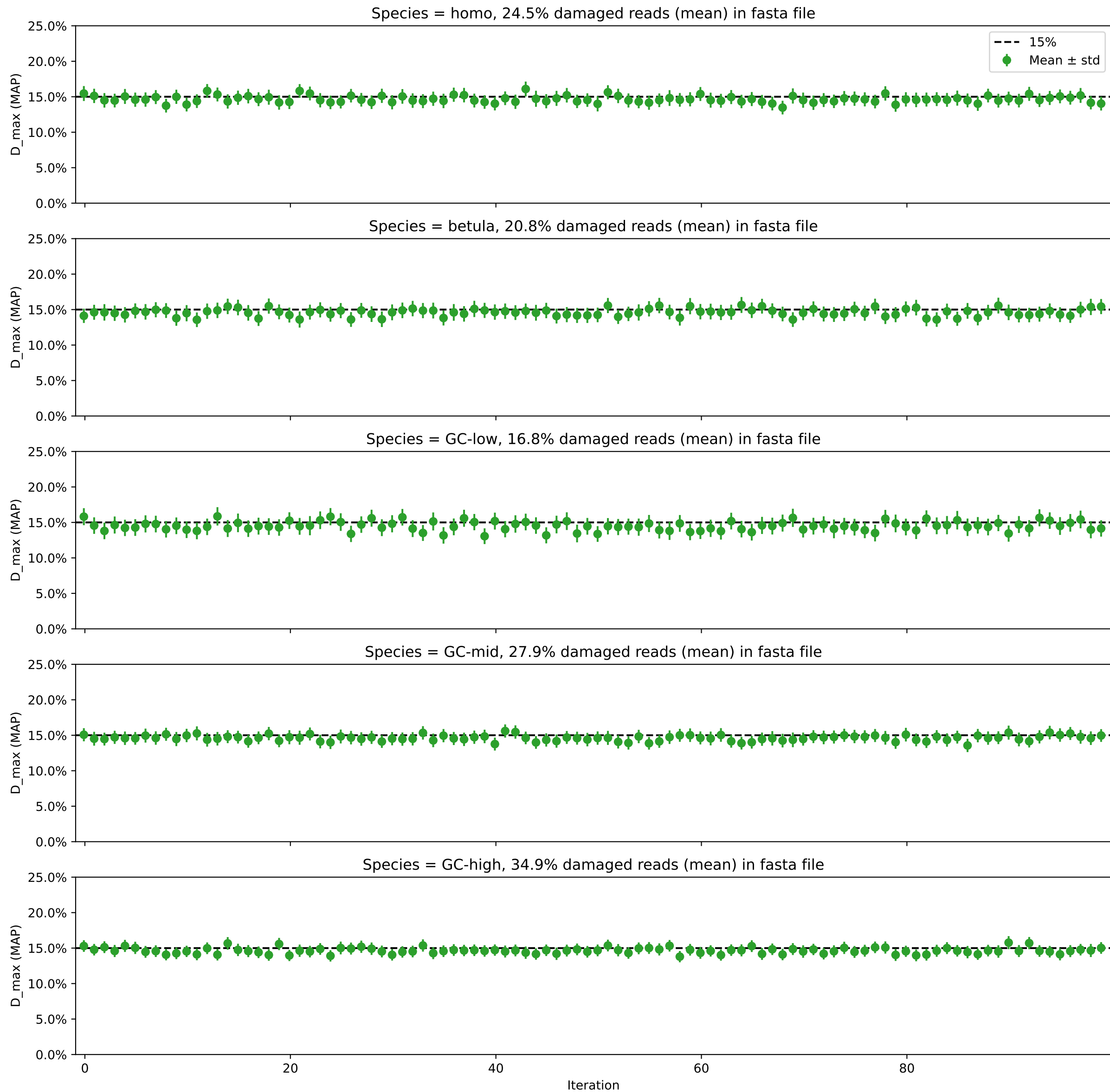Briggs damage = 0.626
Damage percent = 20%
D_max (MAP)

Individual damages:
250 reads
Briggs damage = 0.626
Damage percent = 20%
D_max (MAP)
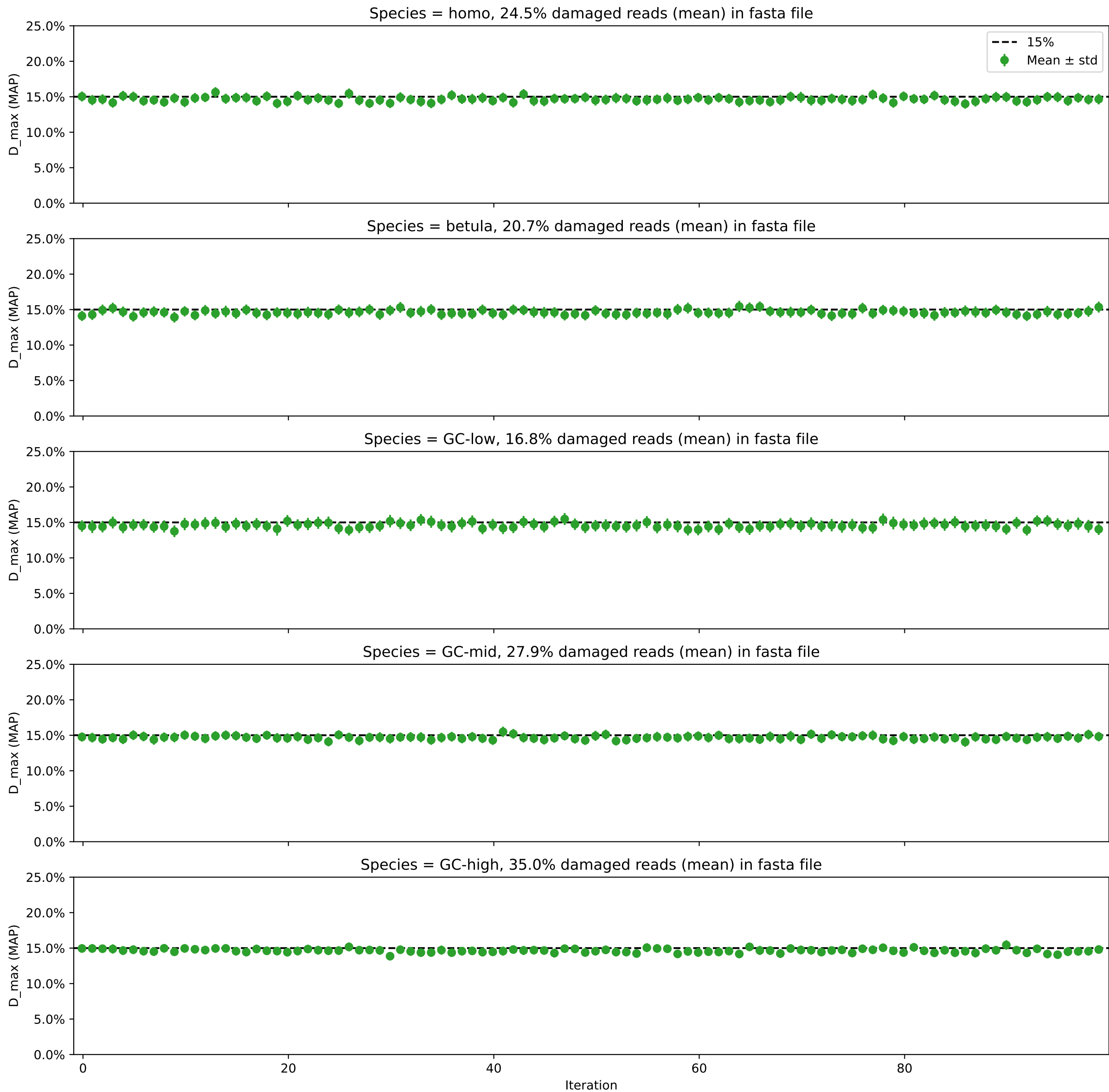
Individual damages:
500 reads
Briggs damage = 0.626
Damage percent = 20%
D_max (MAP)
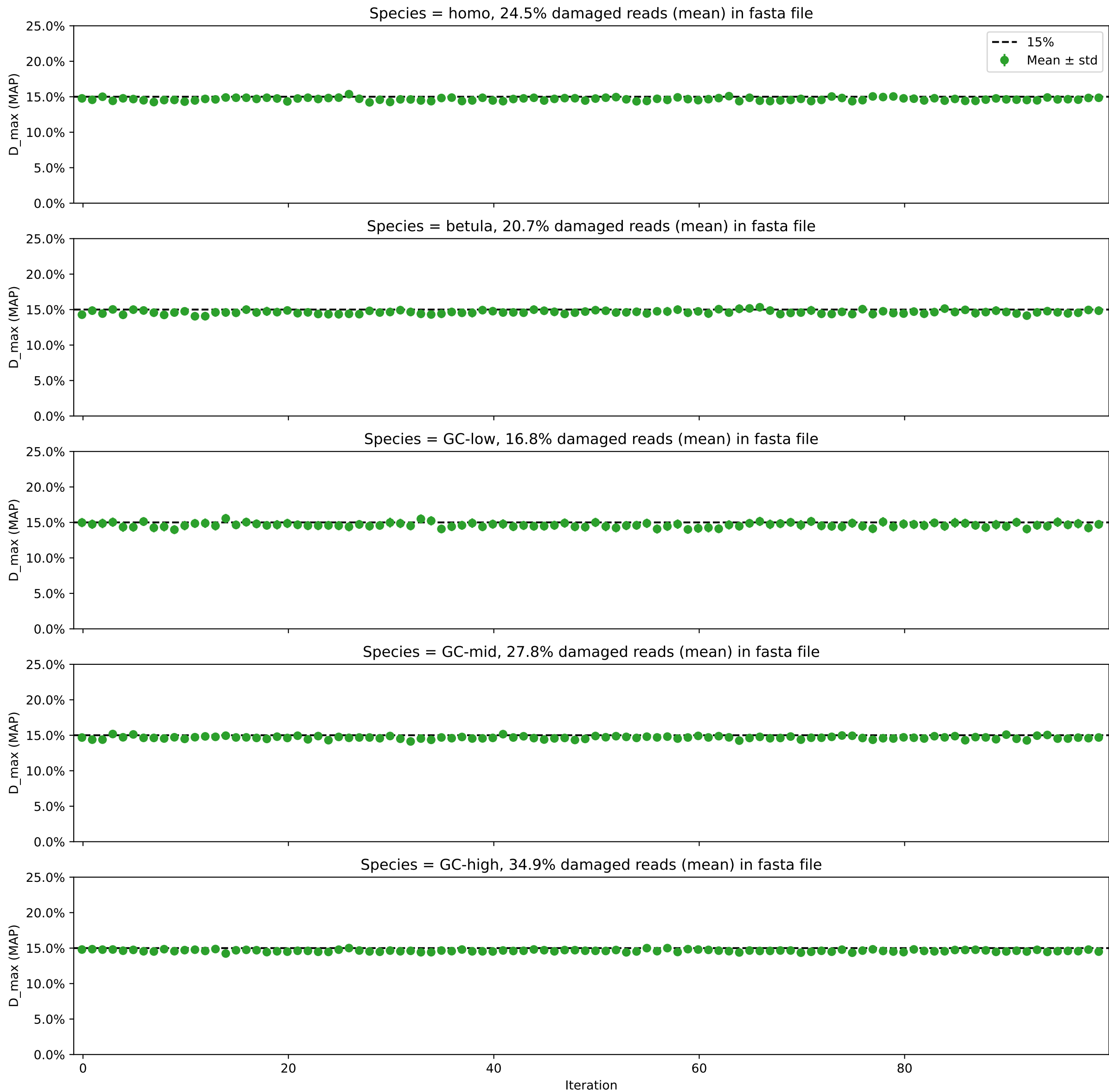
Individual damages:
1000 reads
Briggs damage = 0.626
Damage percent = 20%
D_max (MAP)
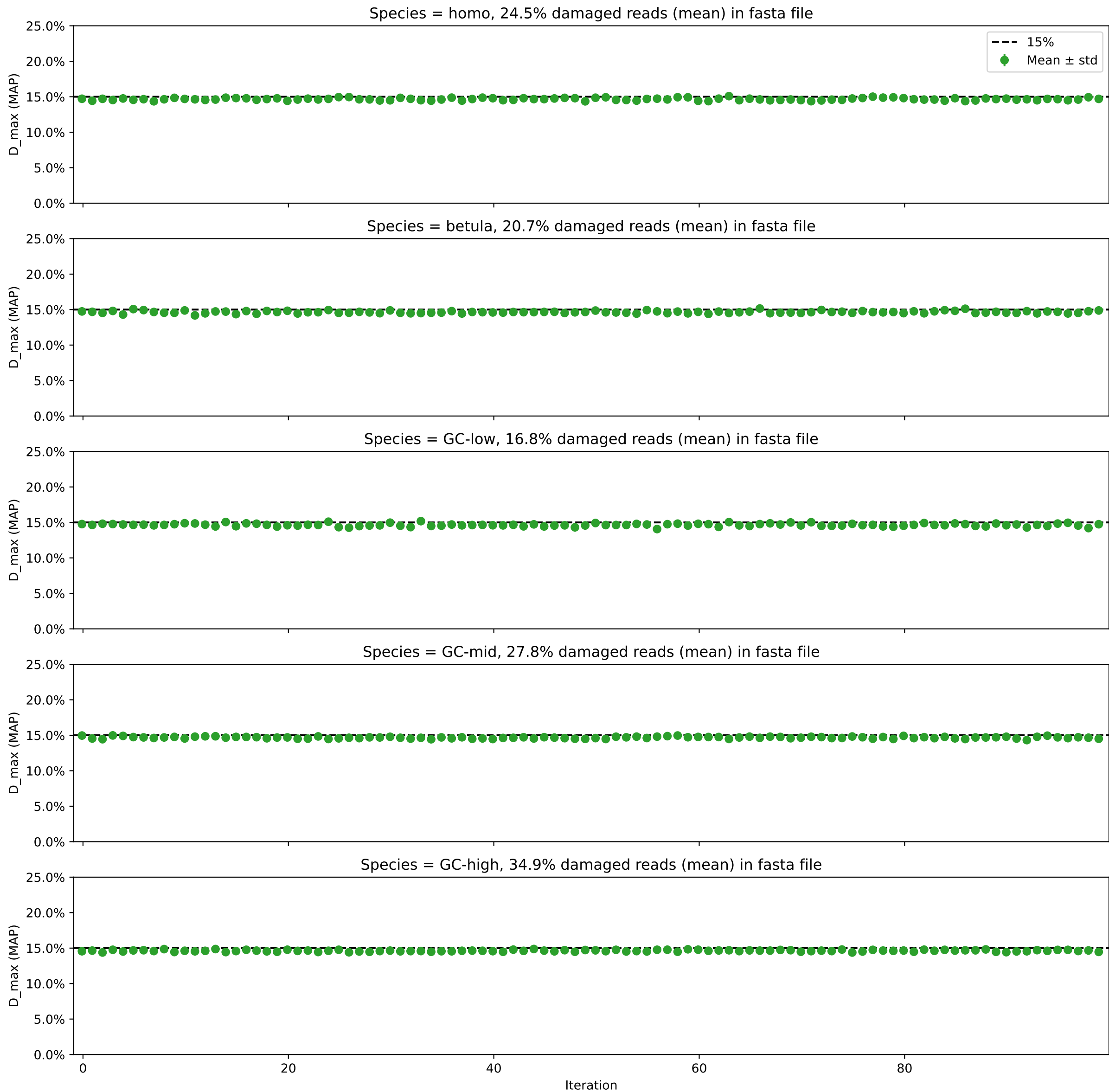
Individual damages:
2500 reads
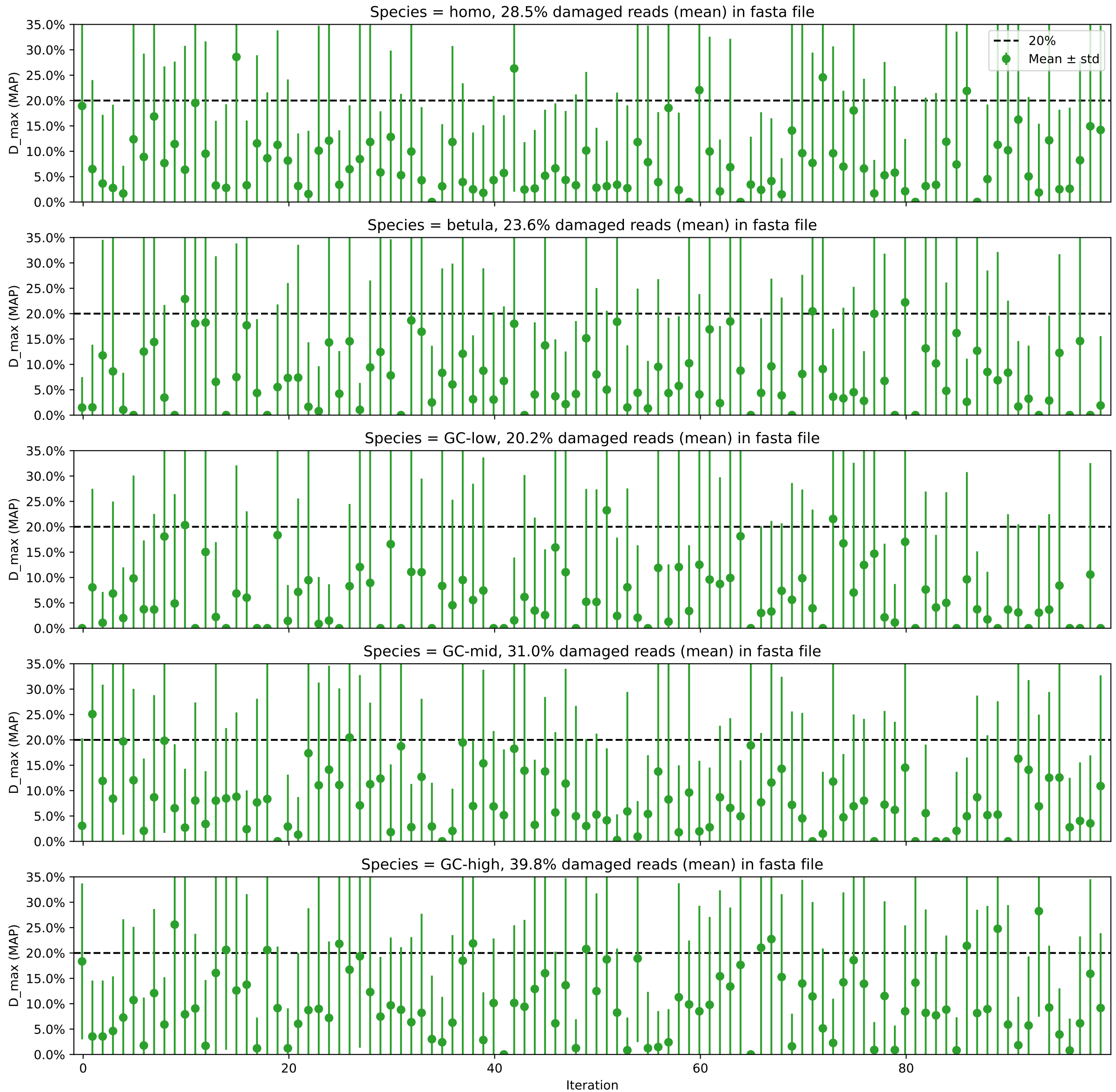Briggs damage = 0.626
Damage percent = 20%
D_max (MAP)

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

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

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

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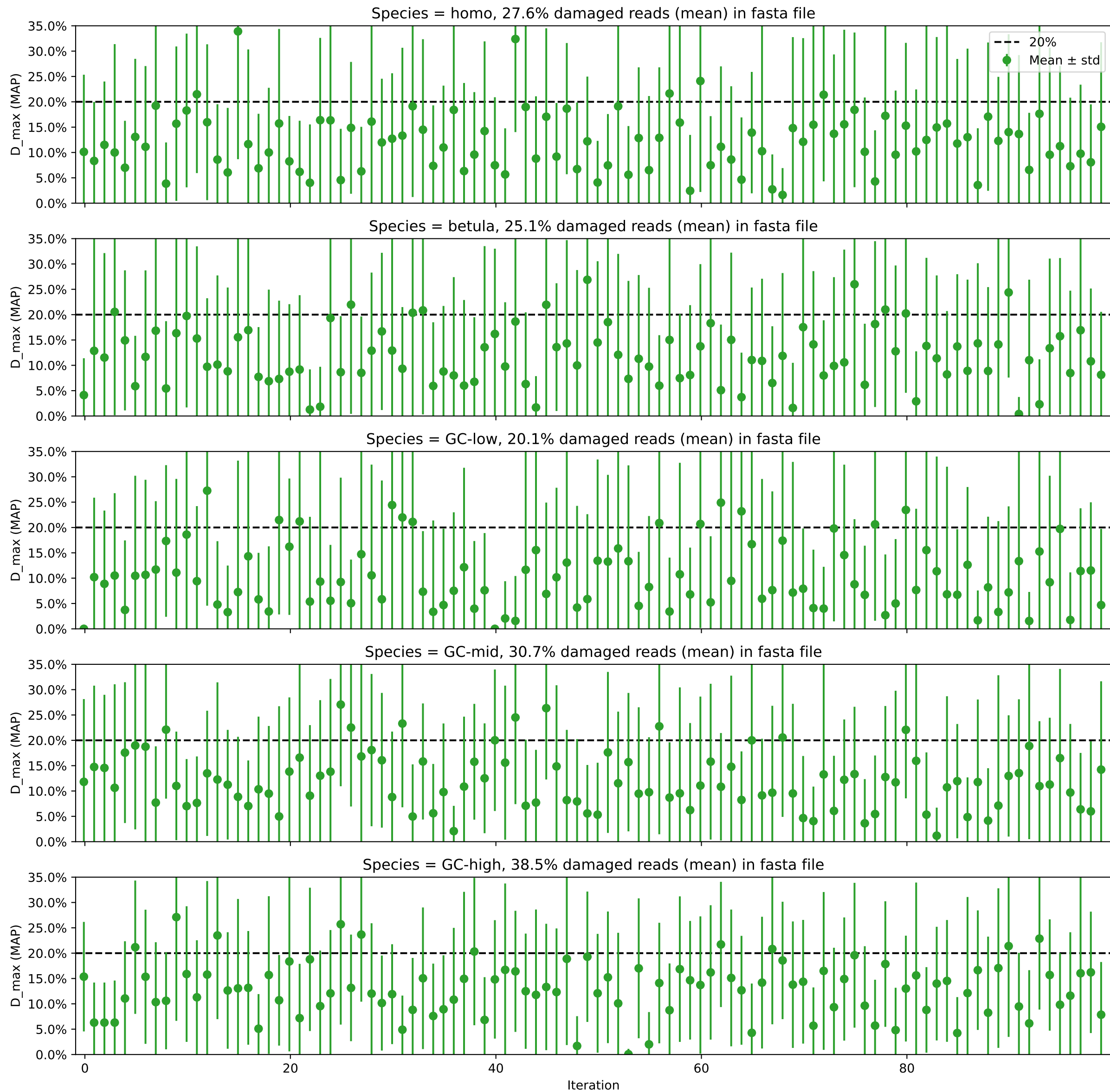Briggs damage = 0.626
Damage percent = 20%
D_max (MAP)

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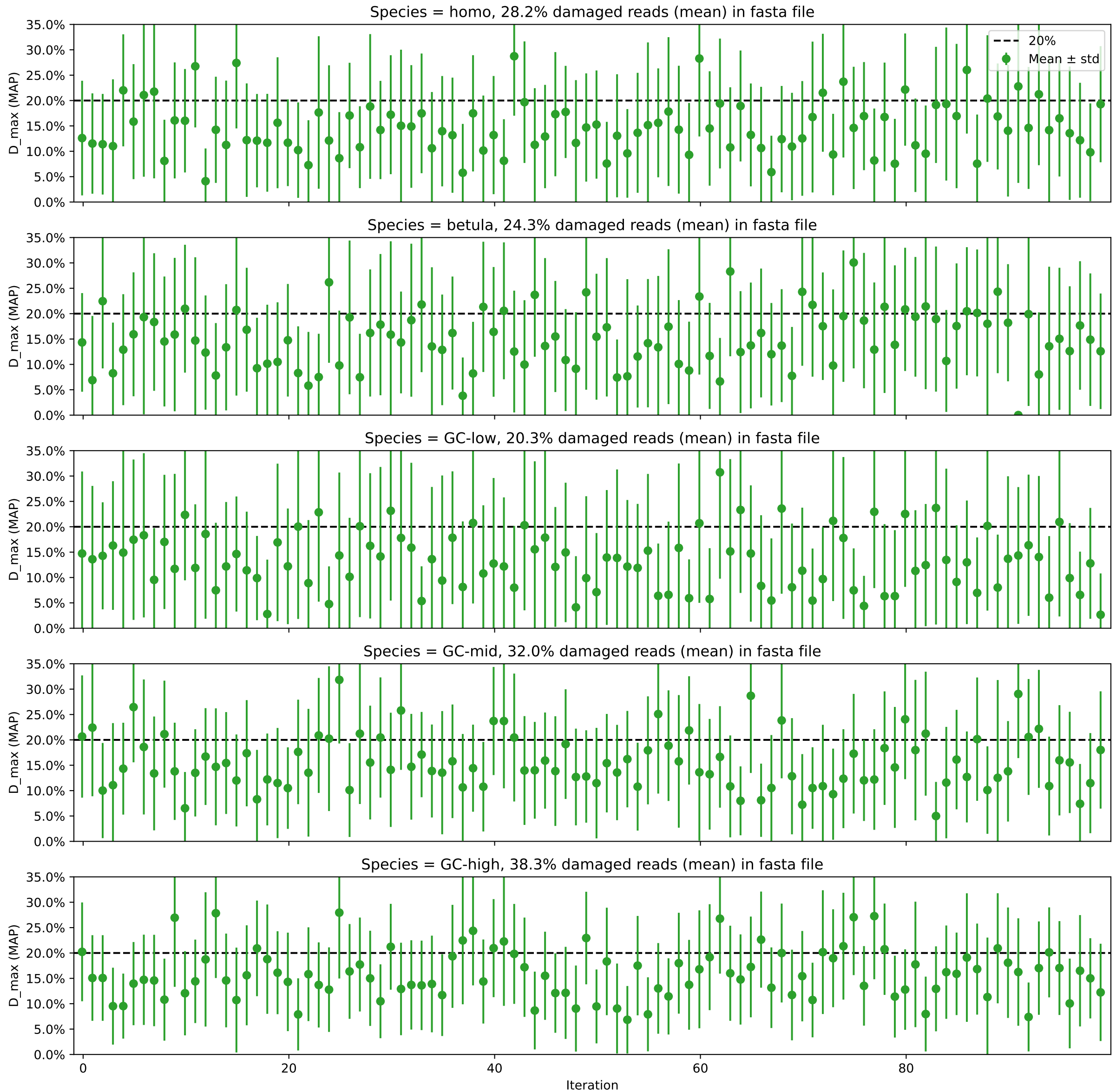Damage percent = 20%
D_max (MAP)

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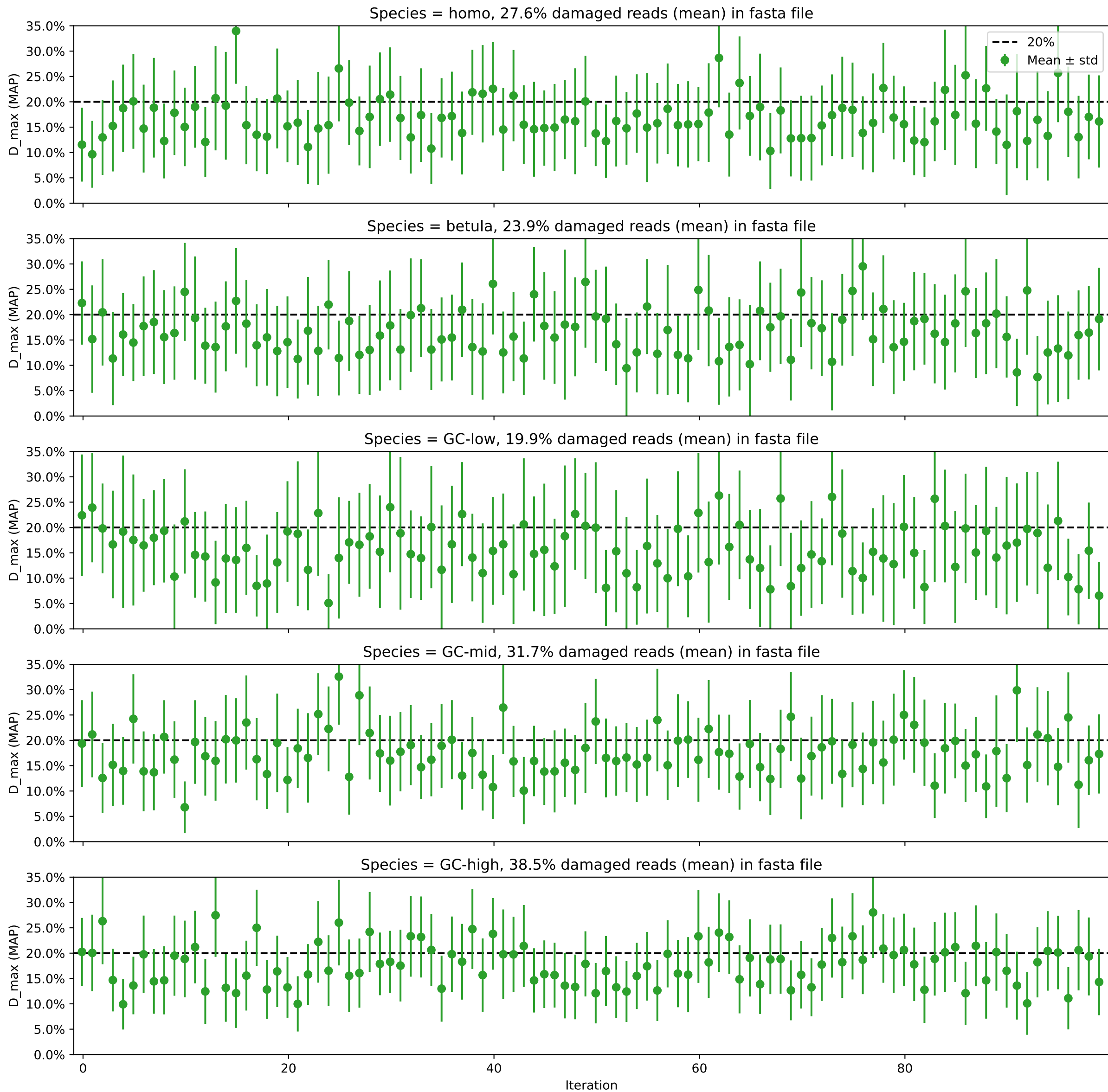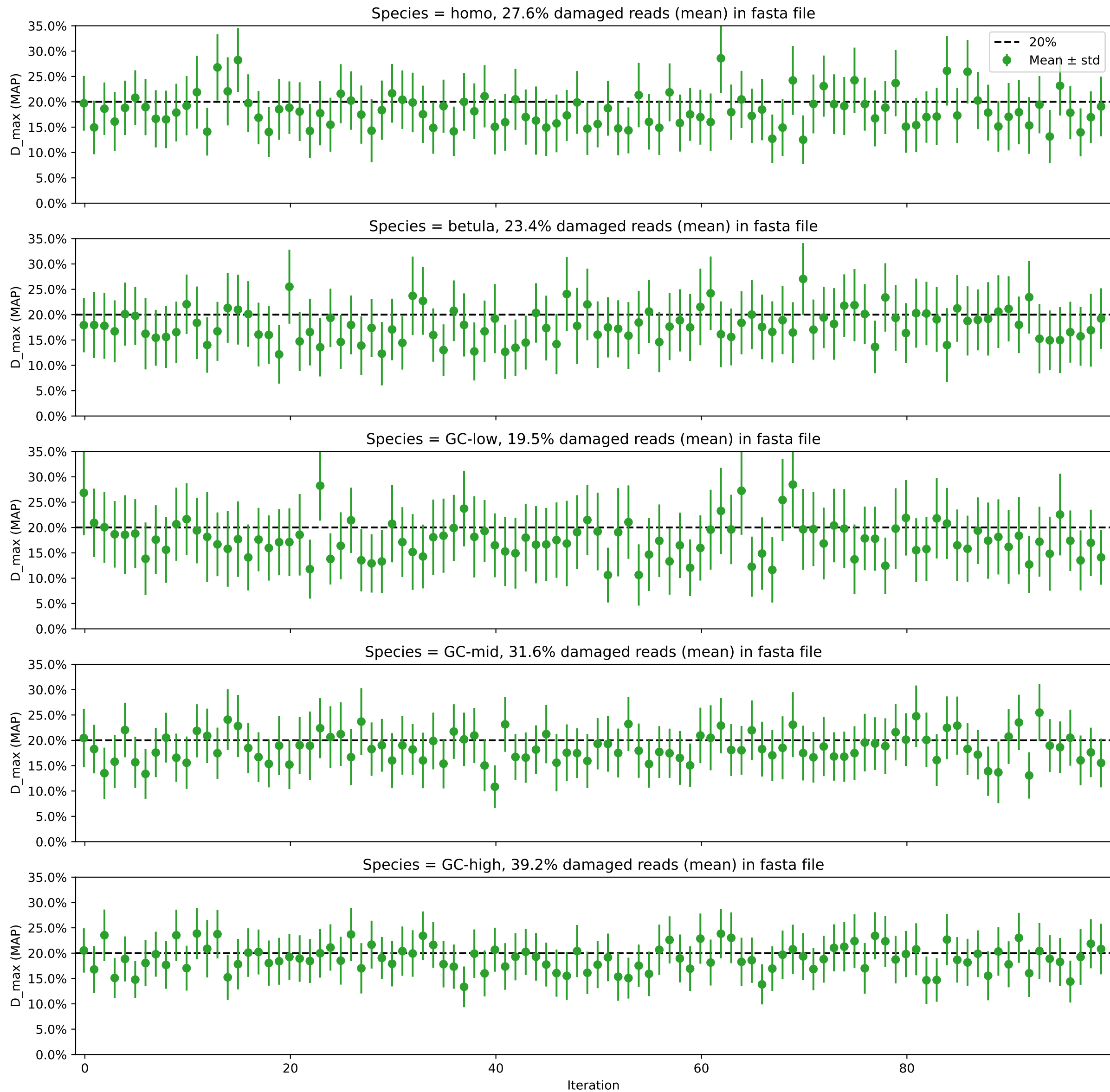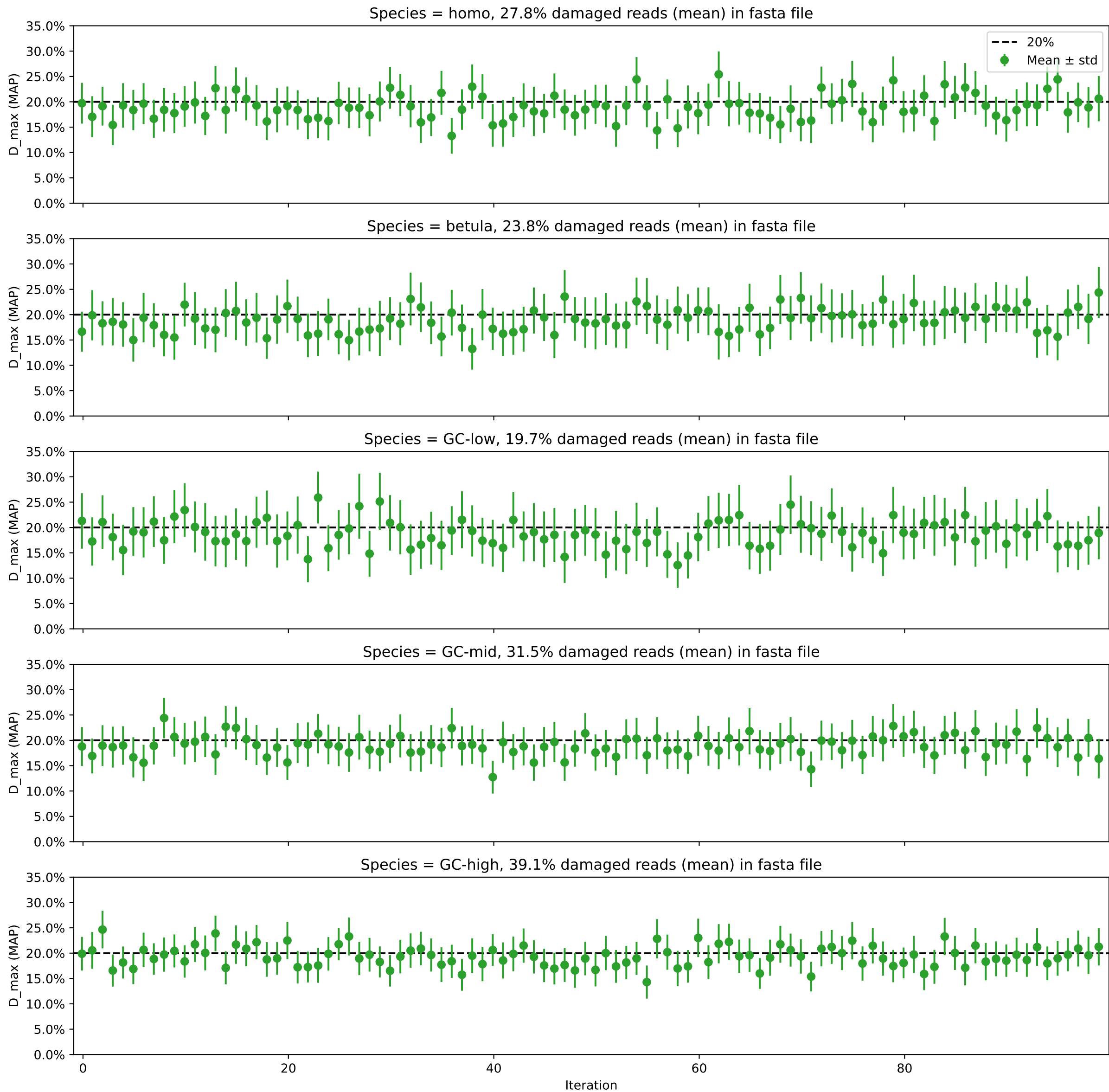10 reads
Briggs damage = 0.96
Damage percent = 30%
D_max (MAP)

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

Species = homo, 33.5% damaged reads (mean) in fasta file

Species = betula, 29.2% damaged reads (mean) in fasta file

Species = GC-low, 25.2% damaged reads (mean) in fasta file

Species = GC-mid, 37.7% damaged reads (mean) in fasta file

Species = GC-high, 45.4% damaged reads (mean) in fasta file

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

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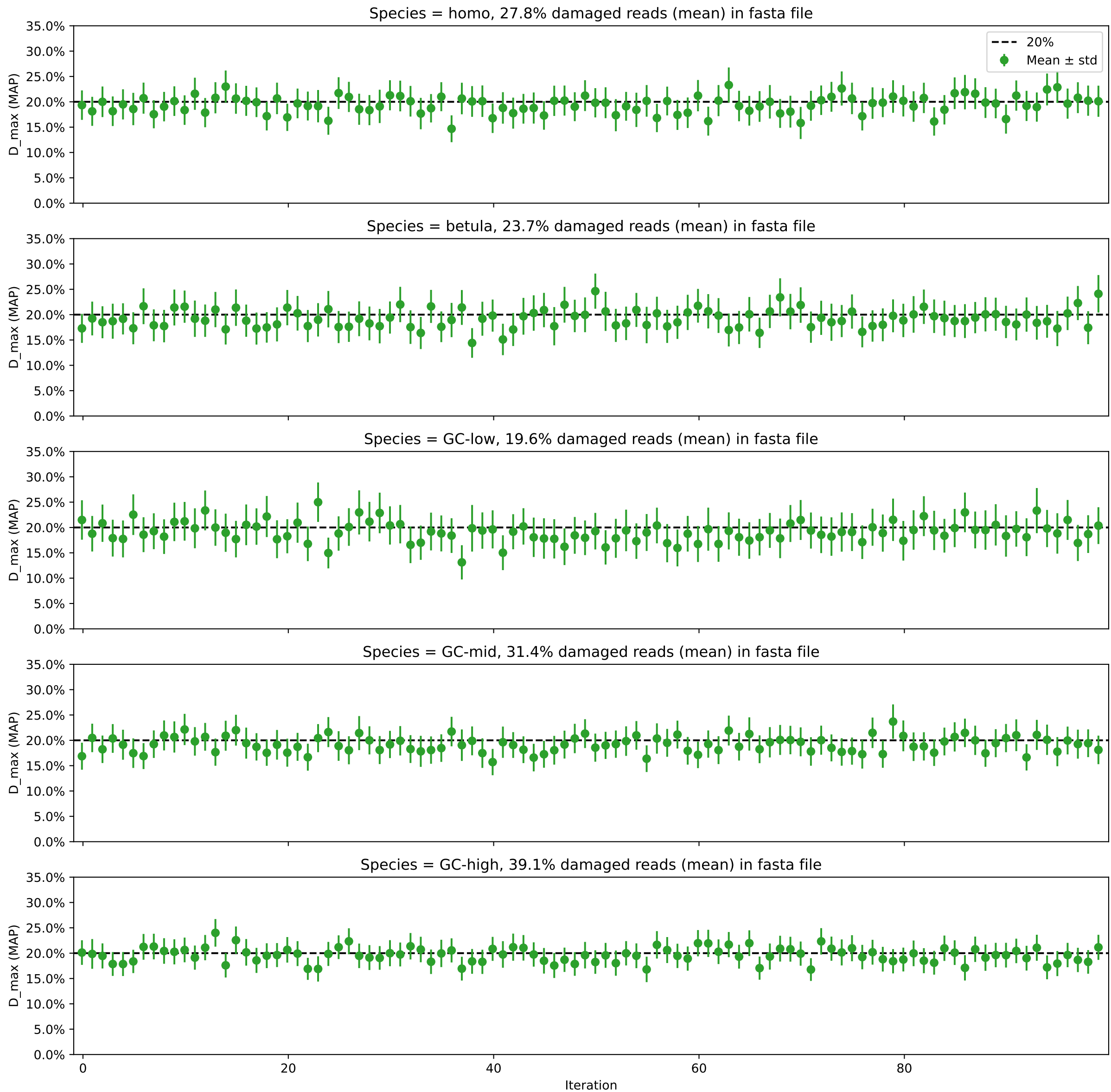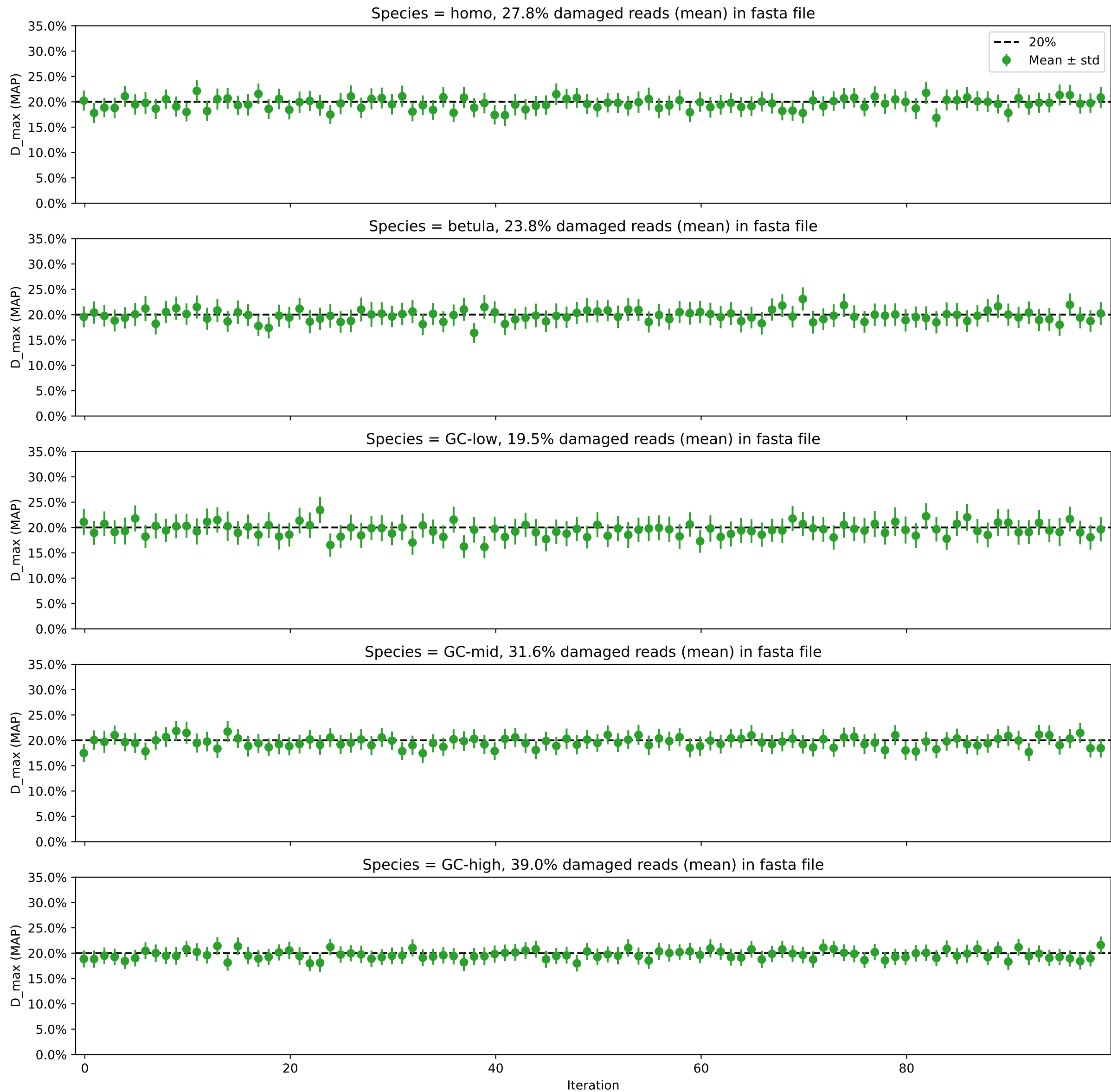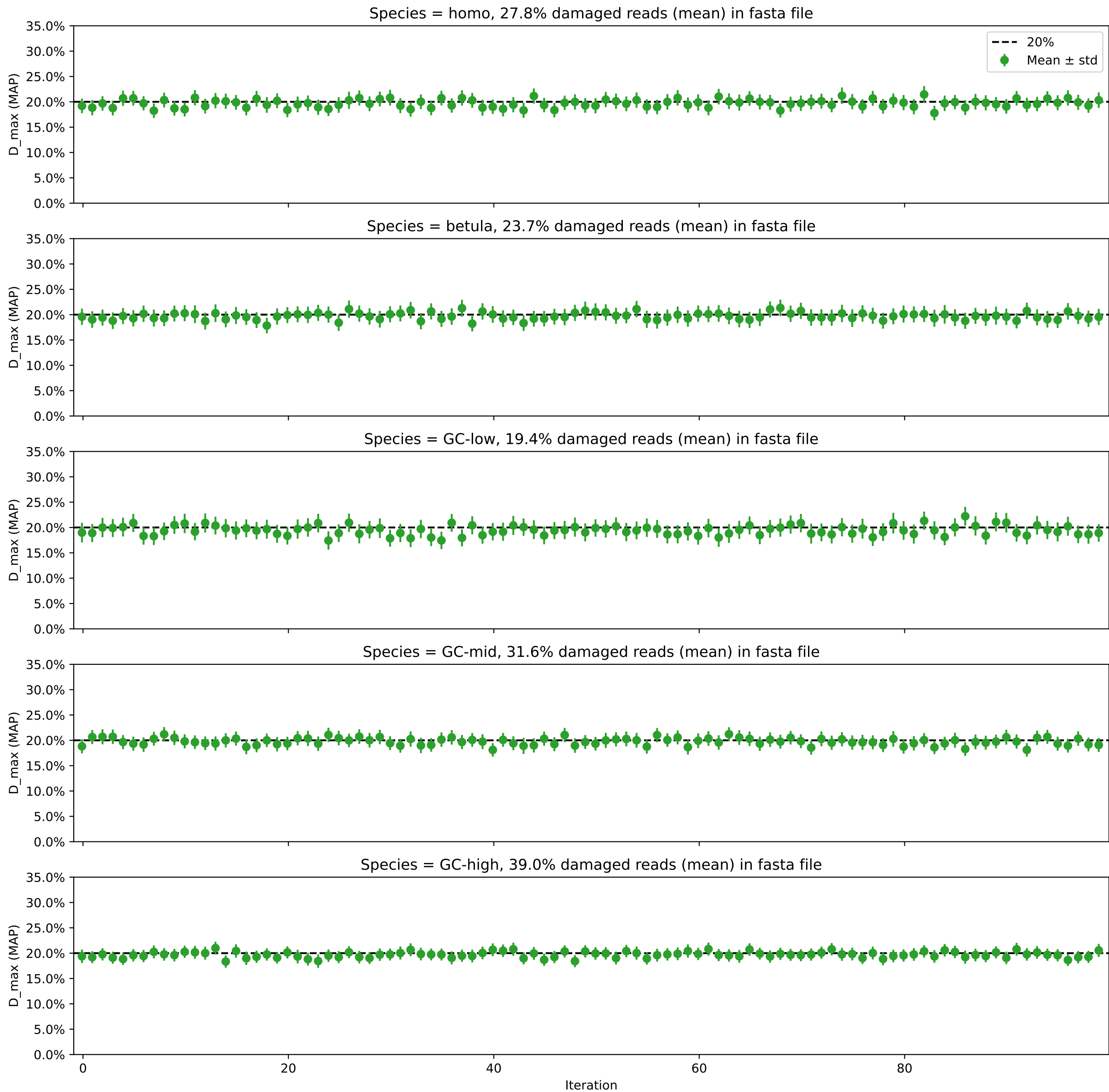100 reads
Briggs damage = 0.96
Damage percent = 30%
D_max (MAP)
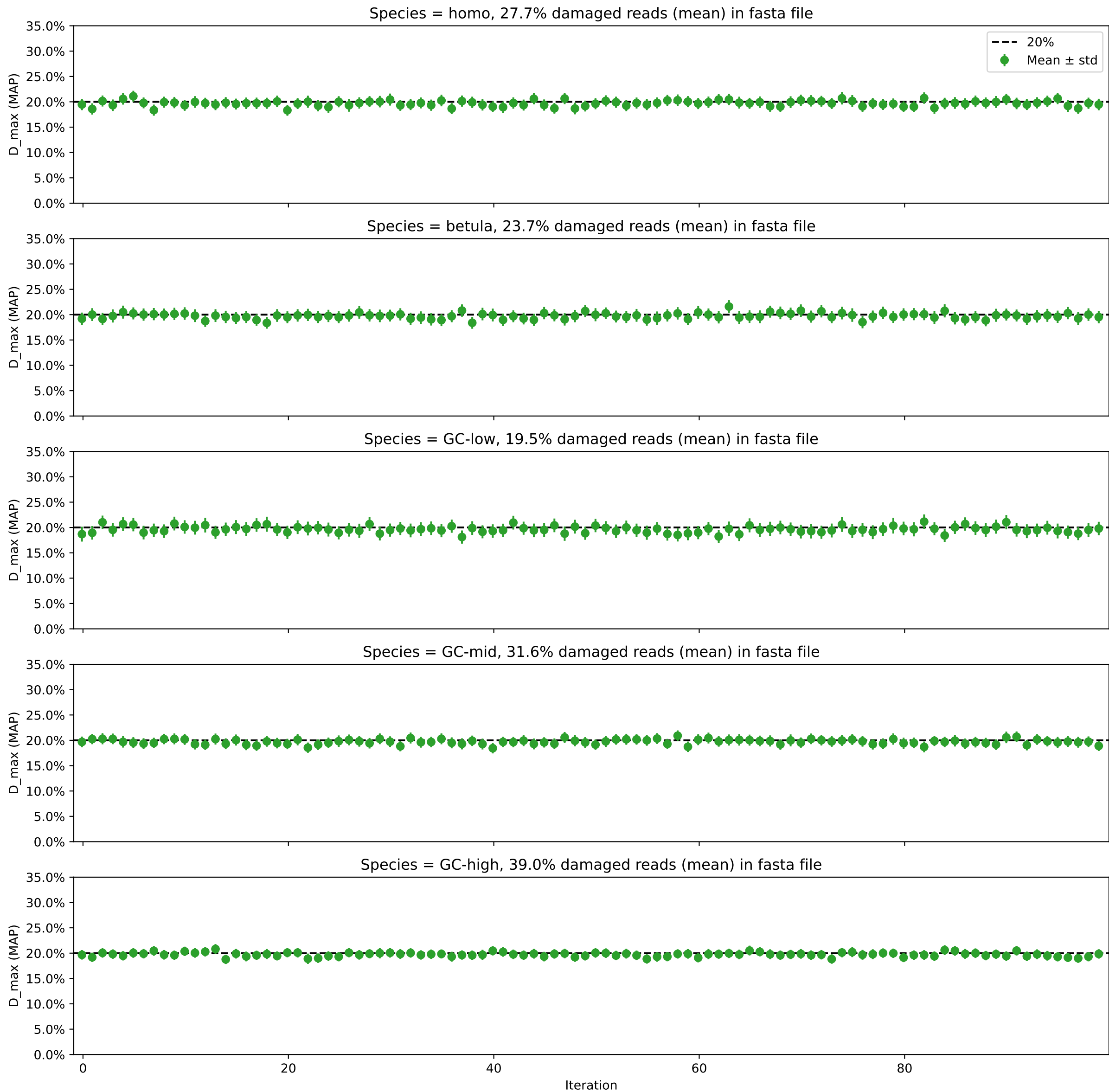
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent = 30%
D_max (MAP)

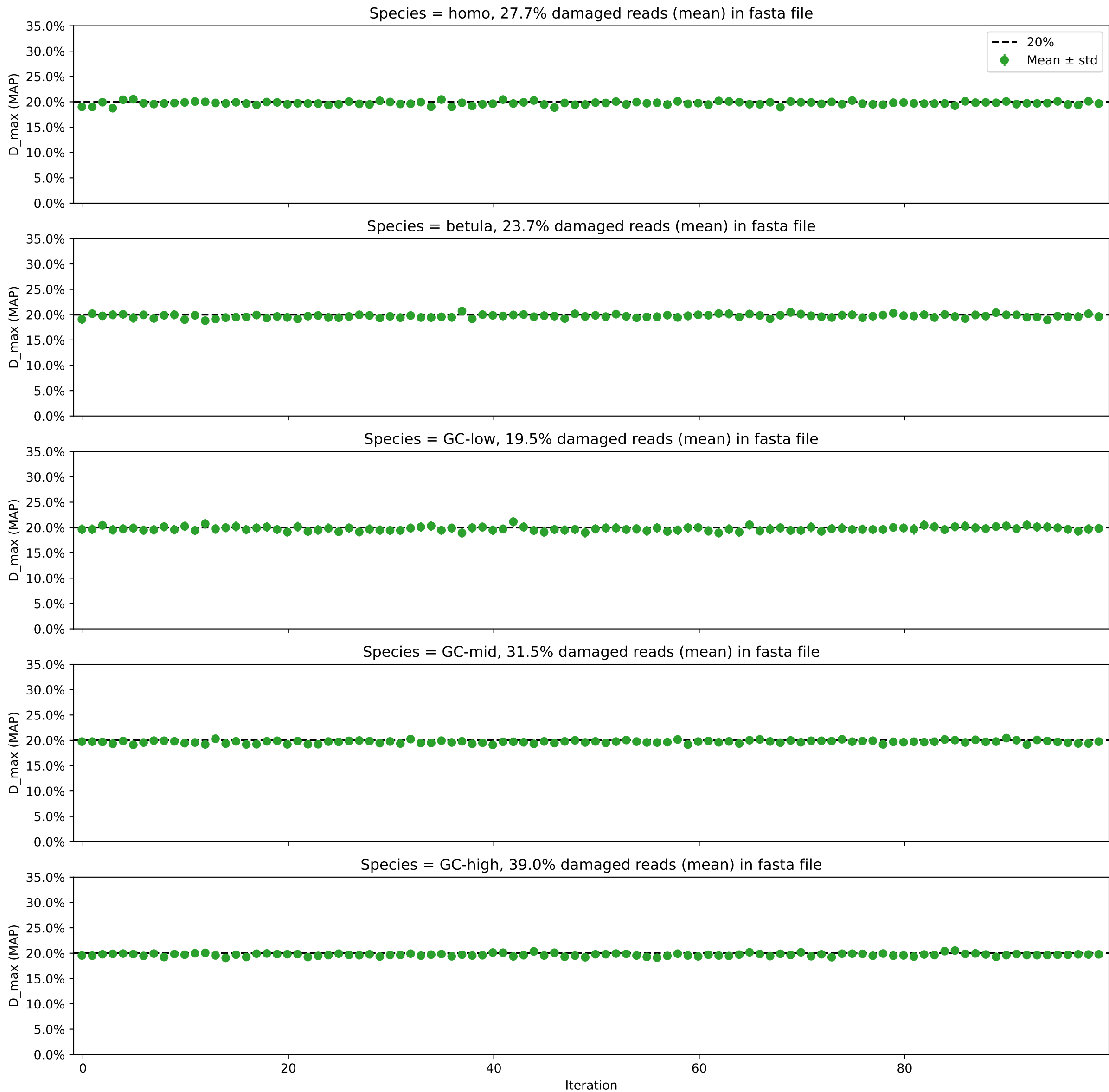Individual damages:
500 reads
Briggs damage = 0.96
Damage percent = 30%
D_max (MAP)

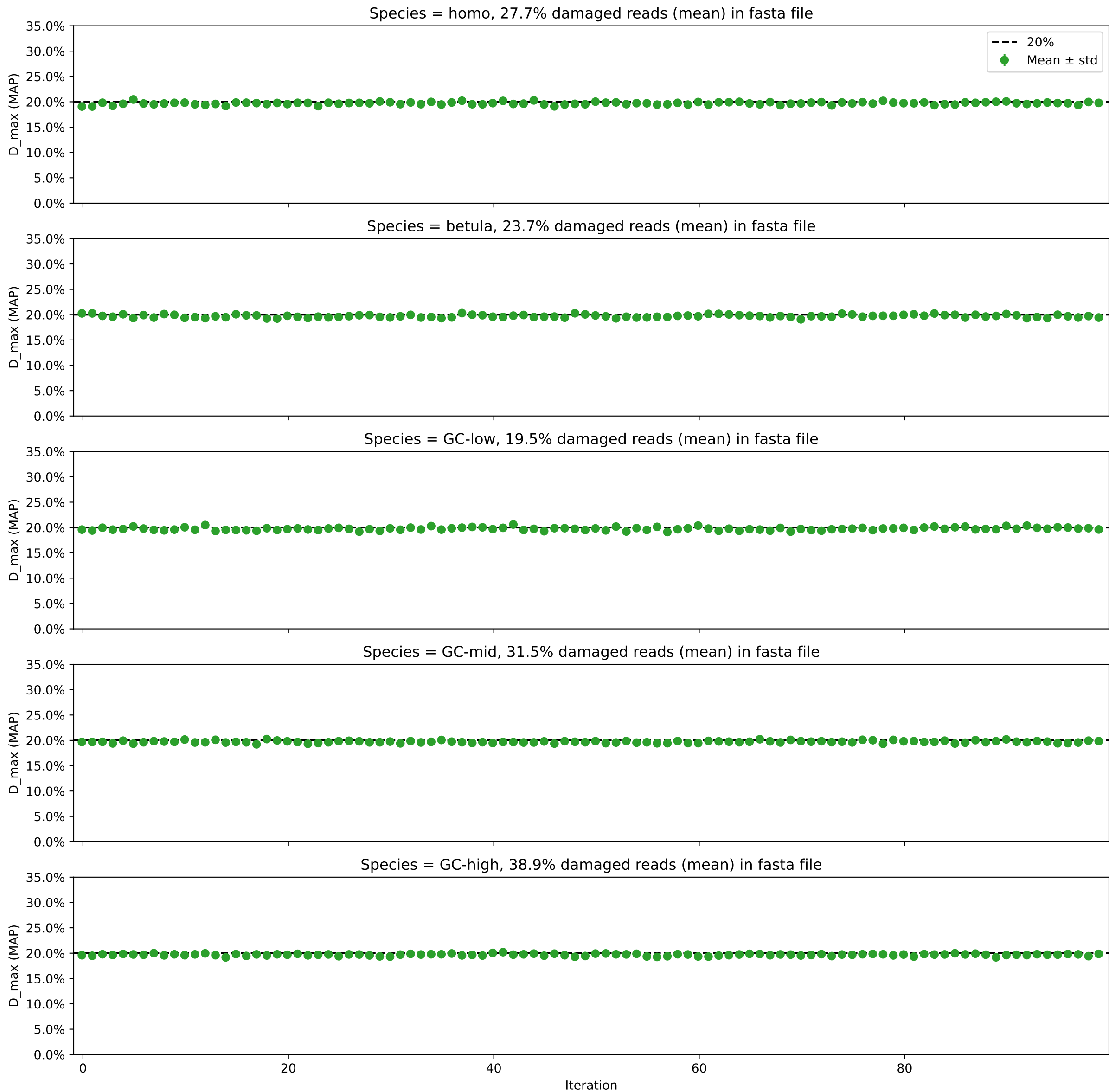Individual damages:
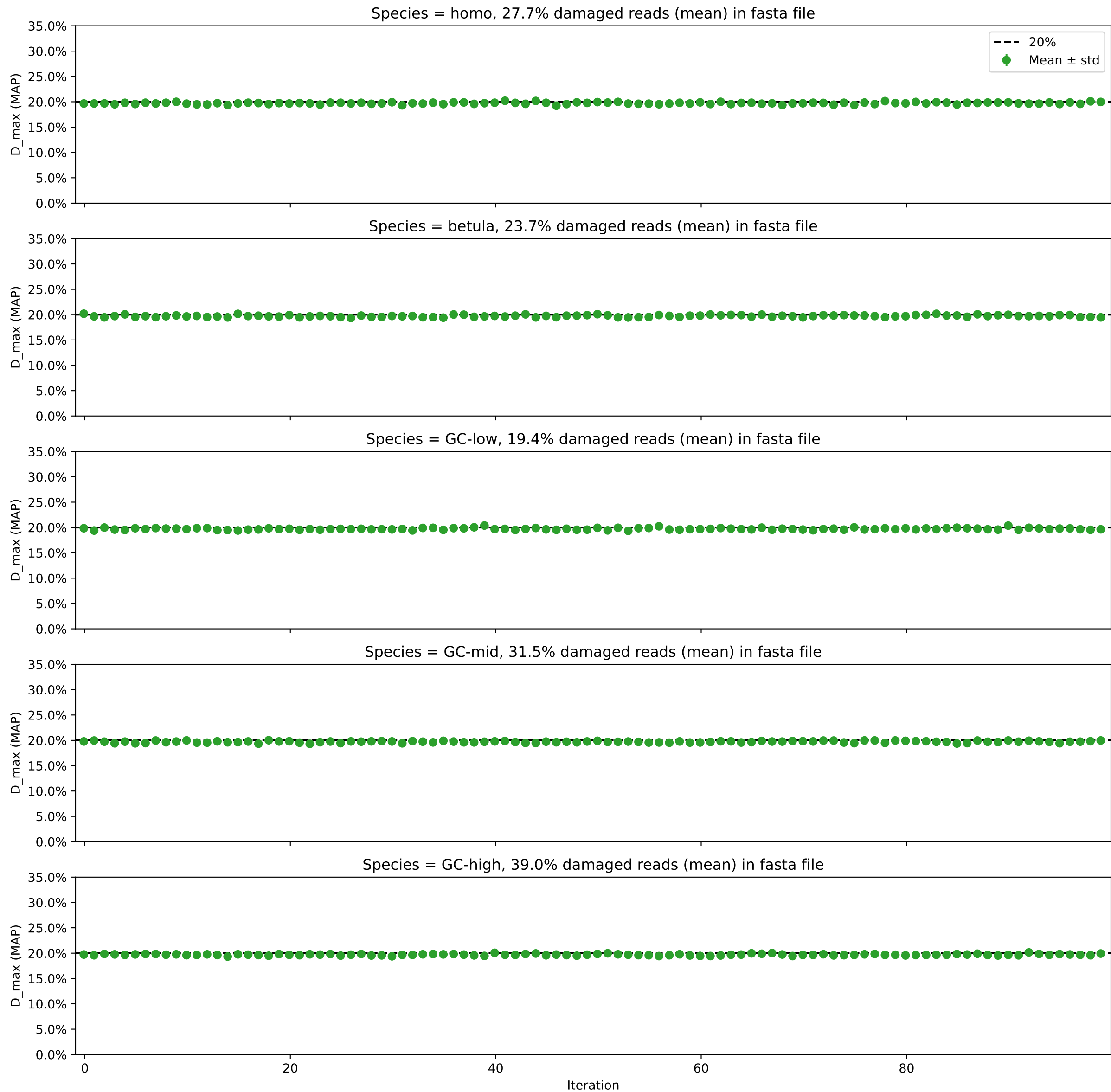1000 reads
Briggs damage = 0.96
Damage percent = 30%
D_max (MAP)

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

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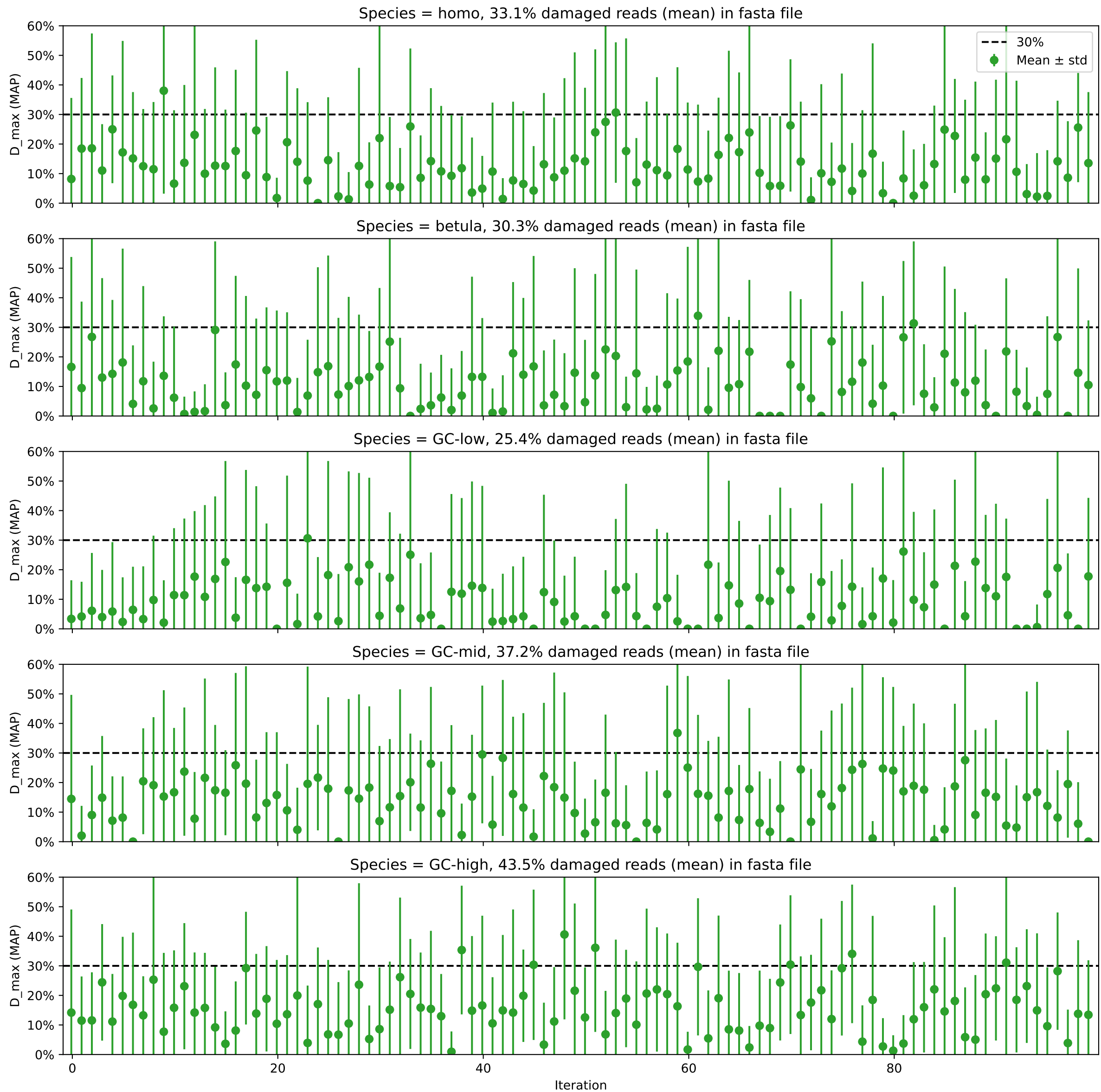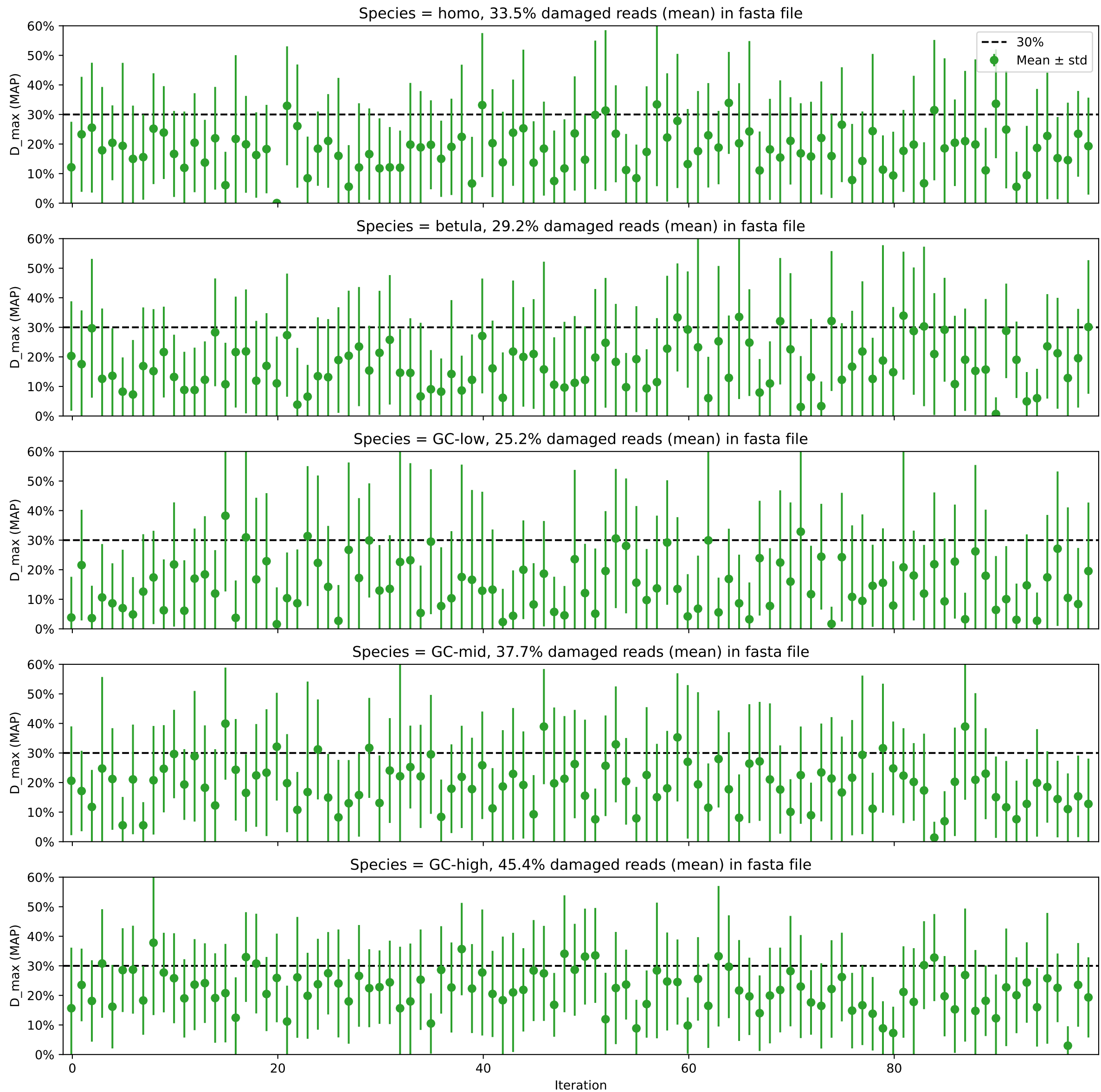5000 reads
Briggs damage = 0.96
Damage percent = 30%
D_max (MAP)

Species = homo, 33.3% damaged reads (mean) in fasta file

Species = betula, 28.9% damaged reads (mean) in fasta file

Species = GC-low, 24.3% damaged reads (mean) in fasta file

Species = GC-mid, 37.9% damaged reads (mean) in fasta file

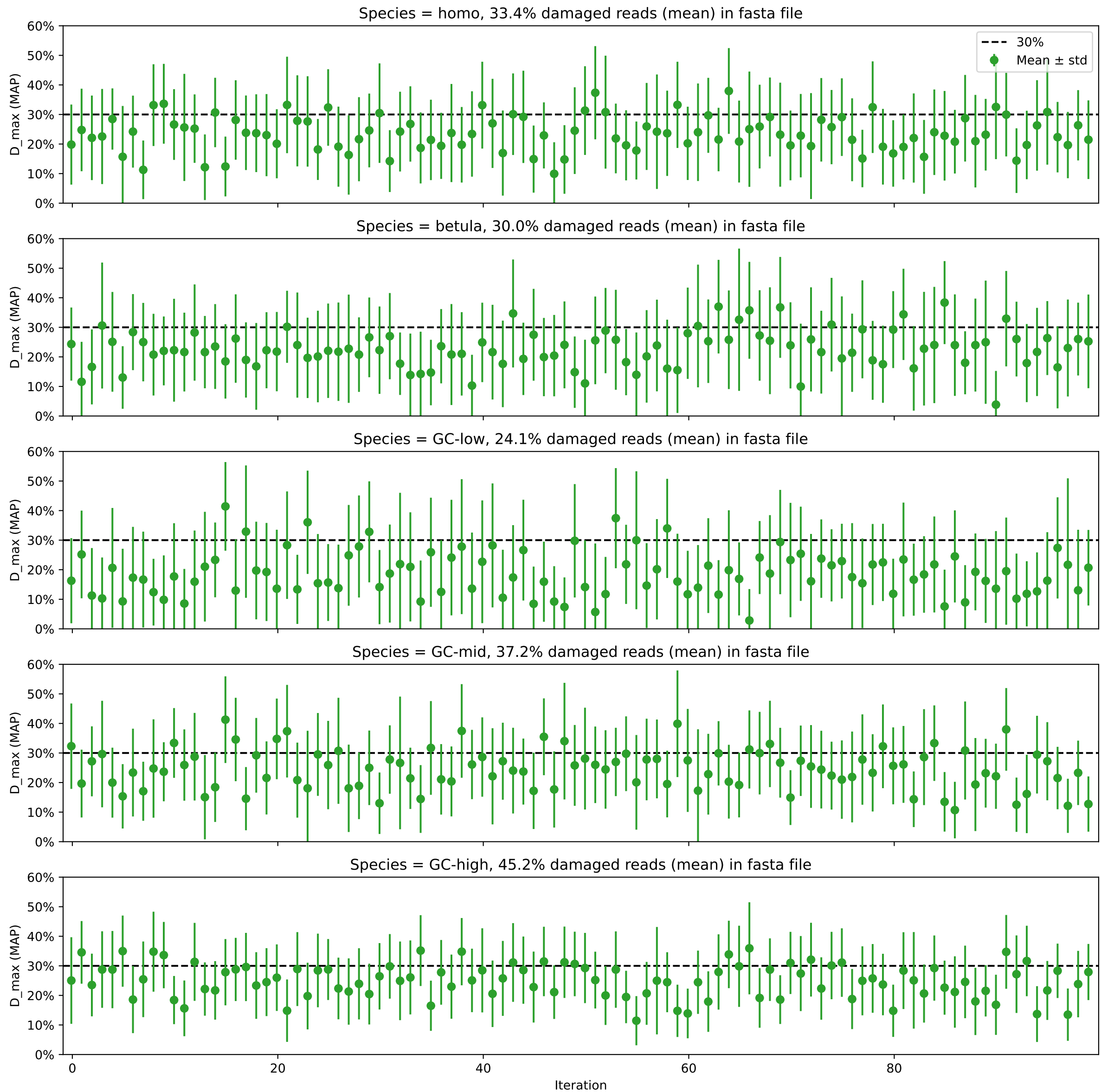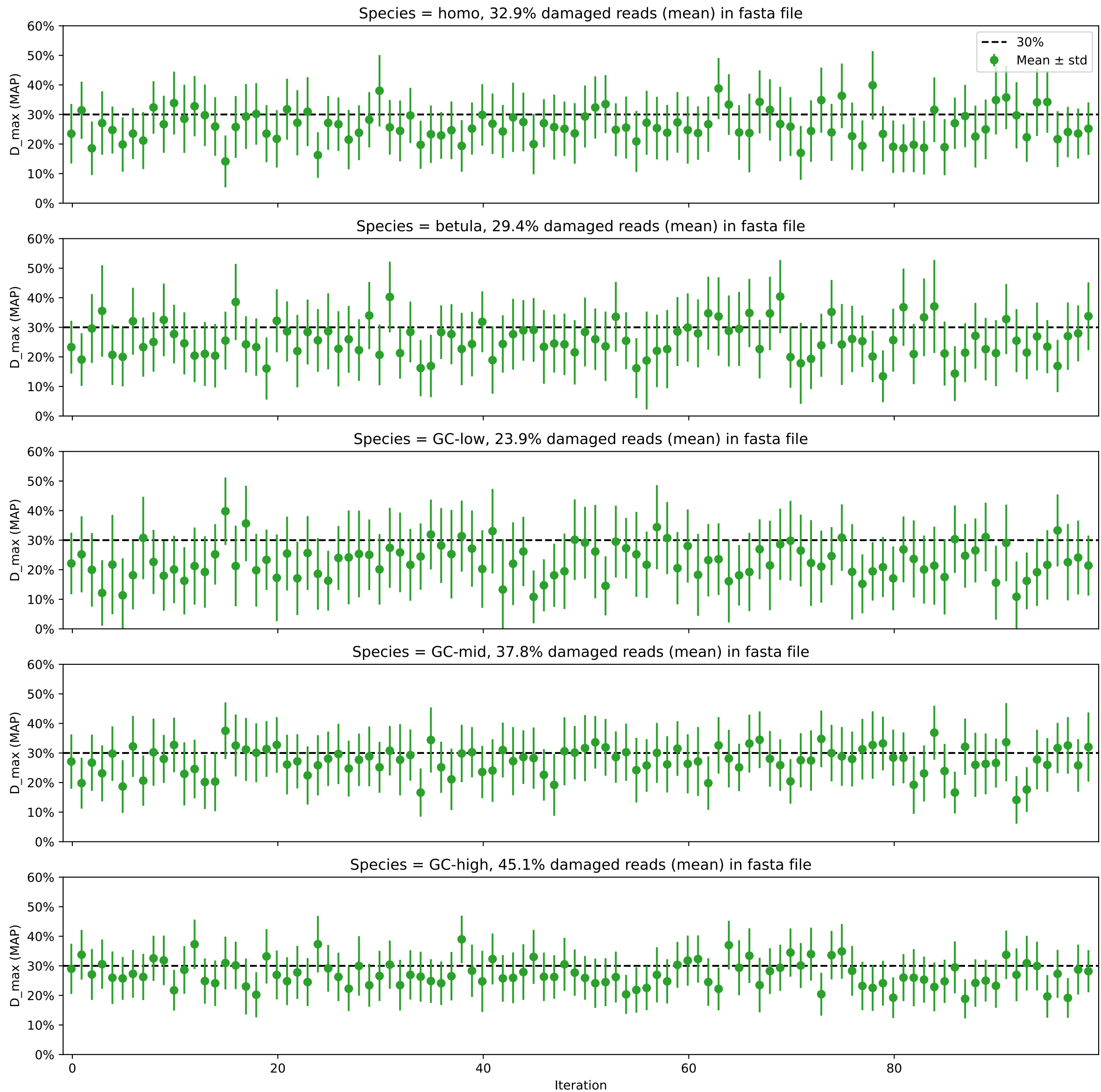Species = GC-high, 45.3% damaged reads (mean) in fasta file

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

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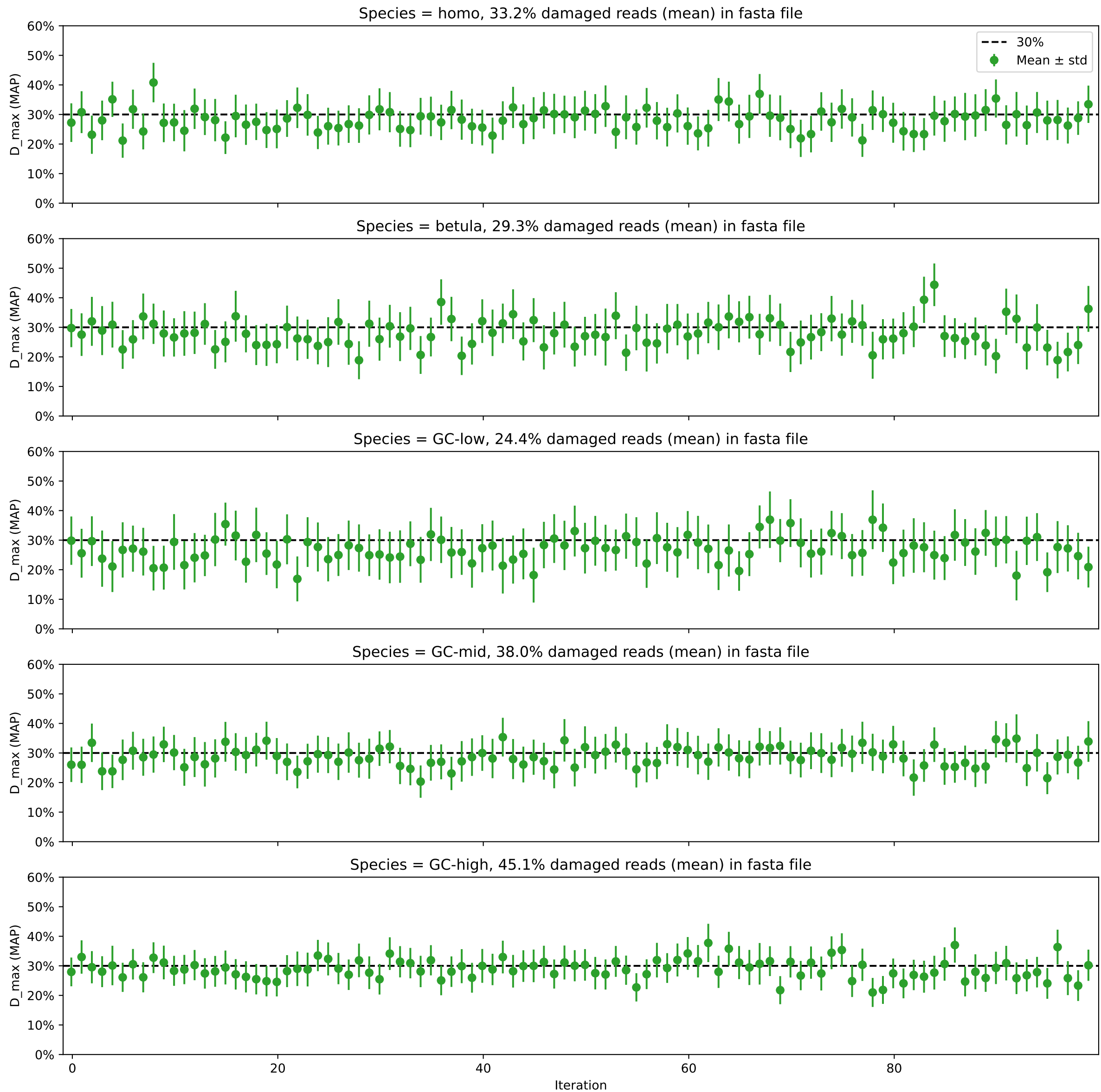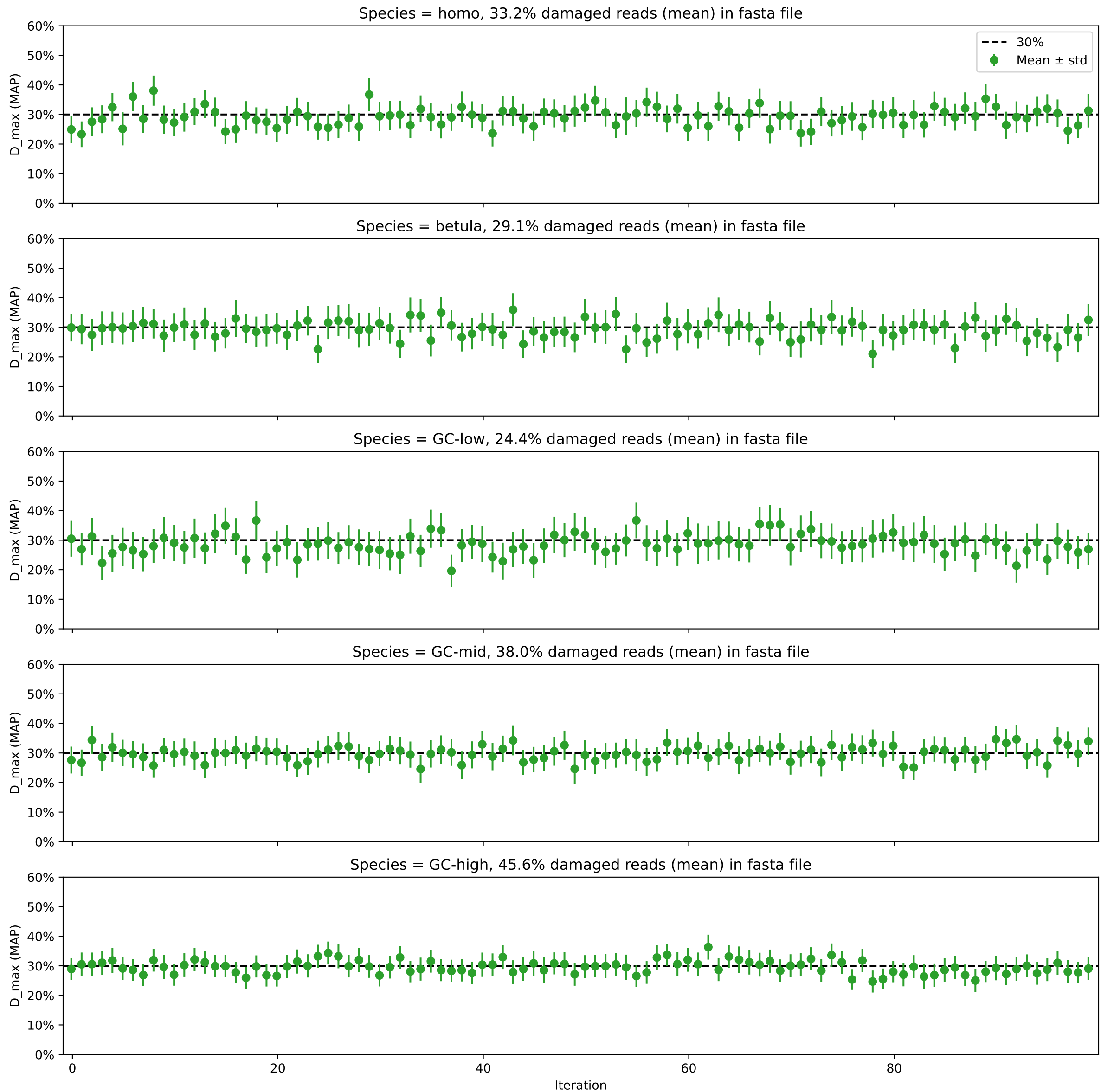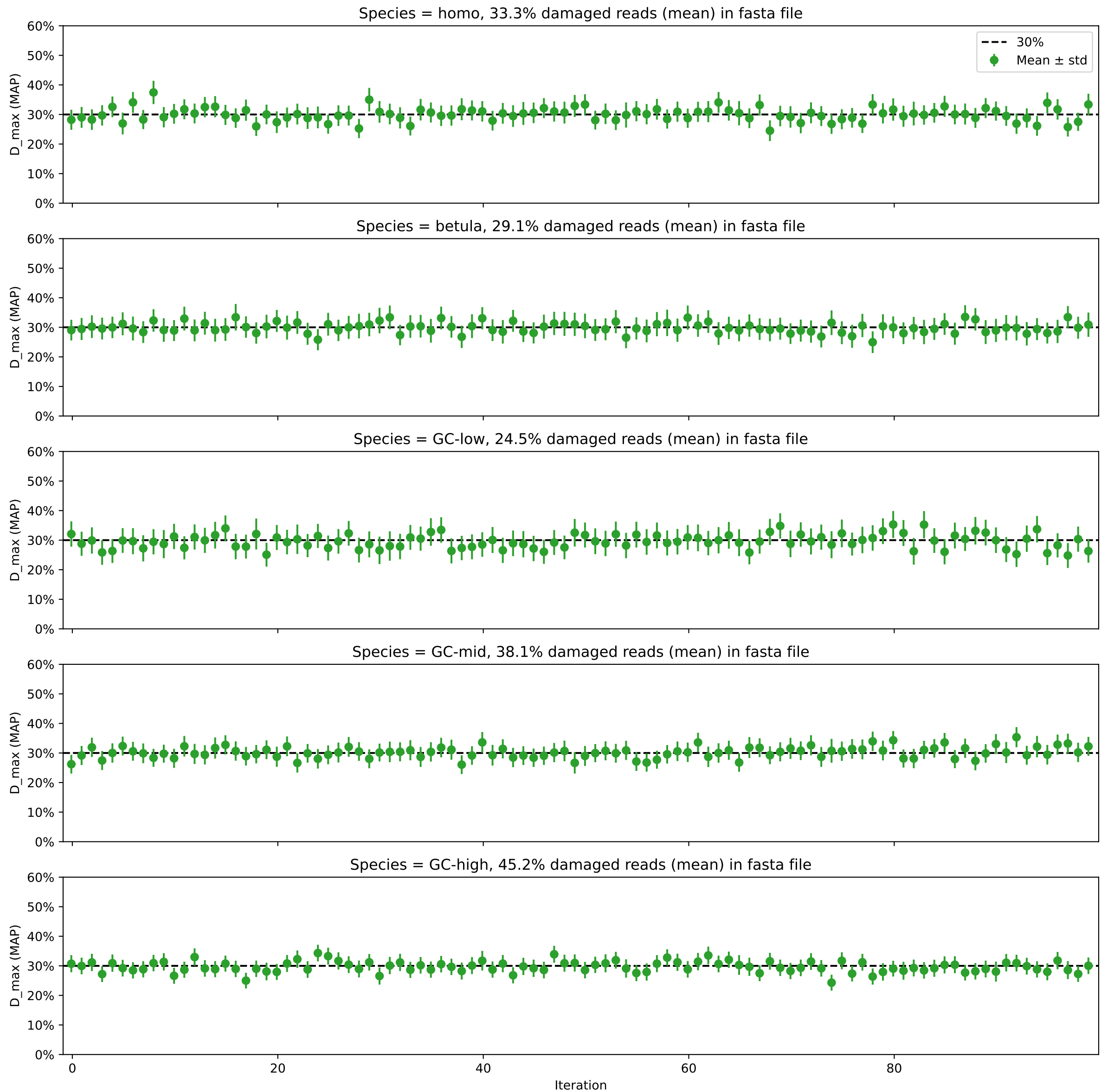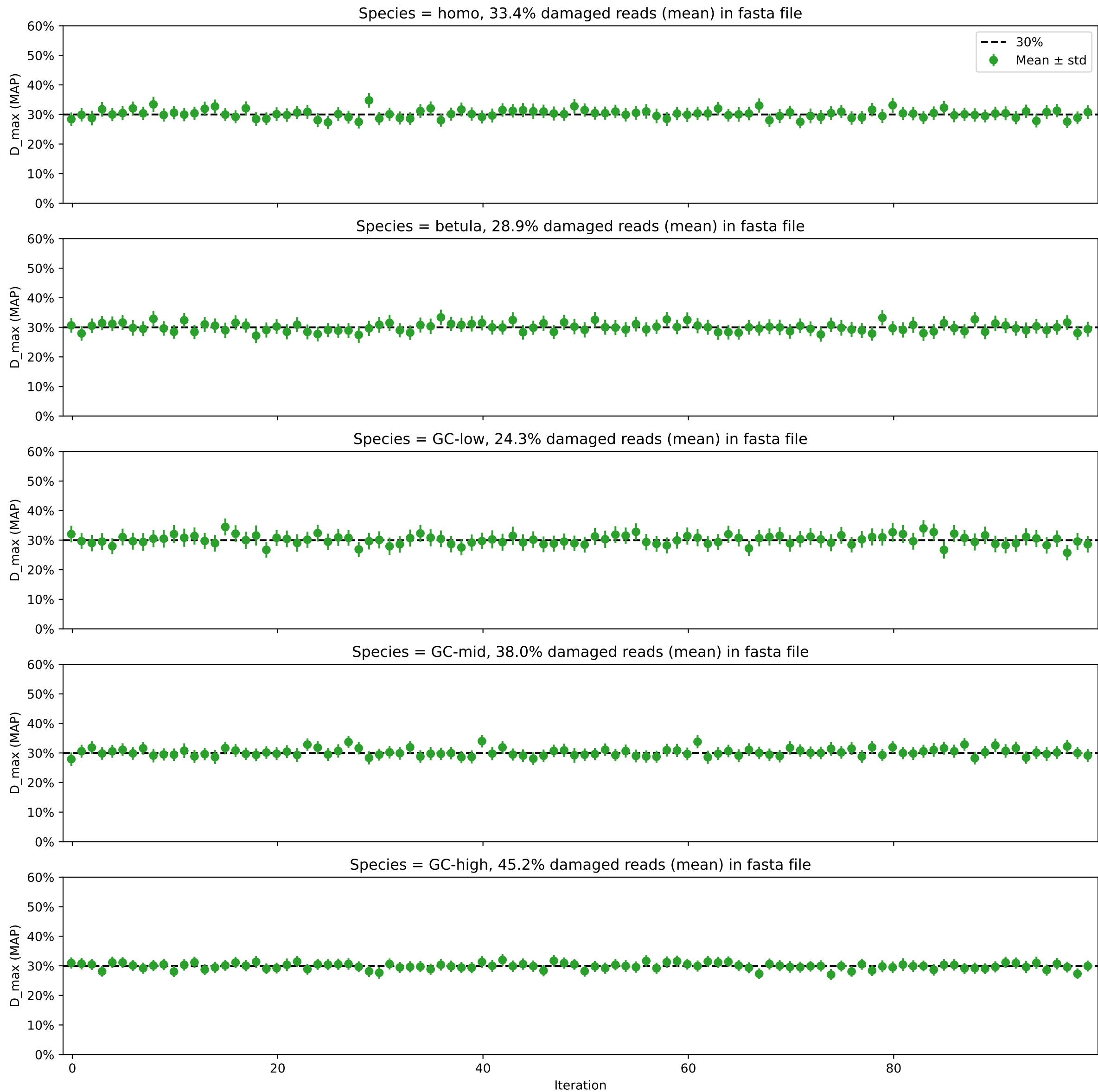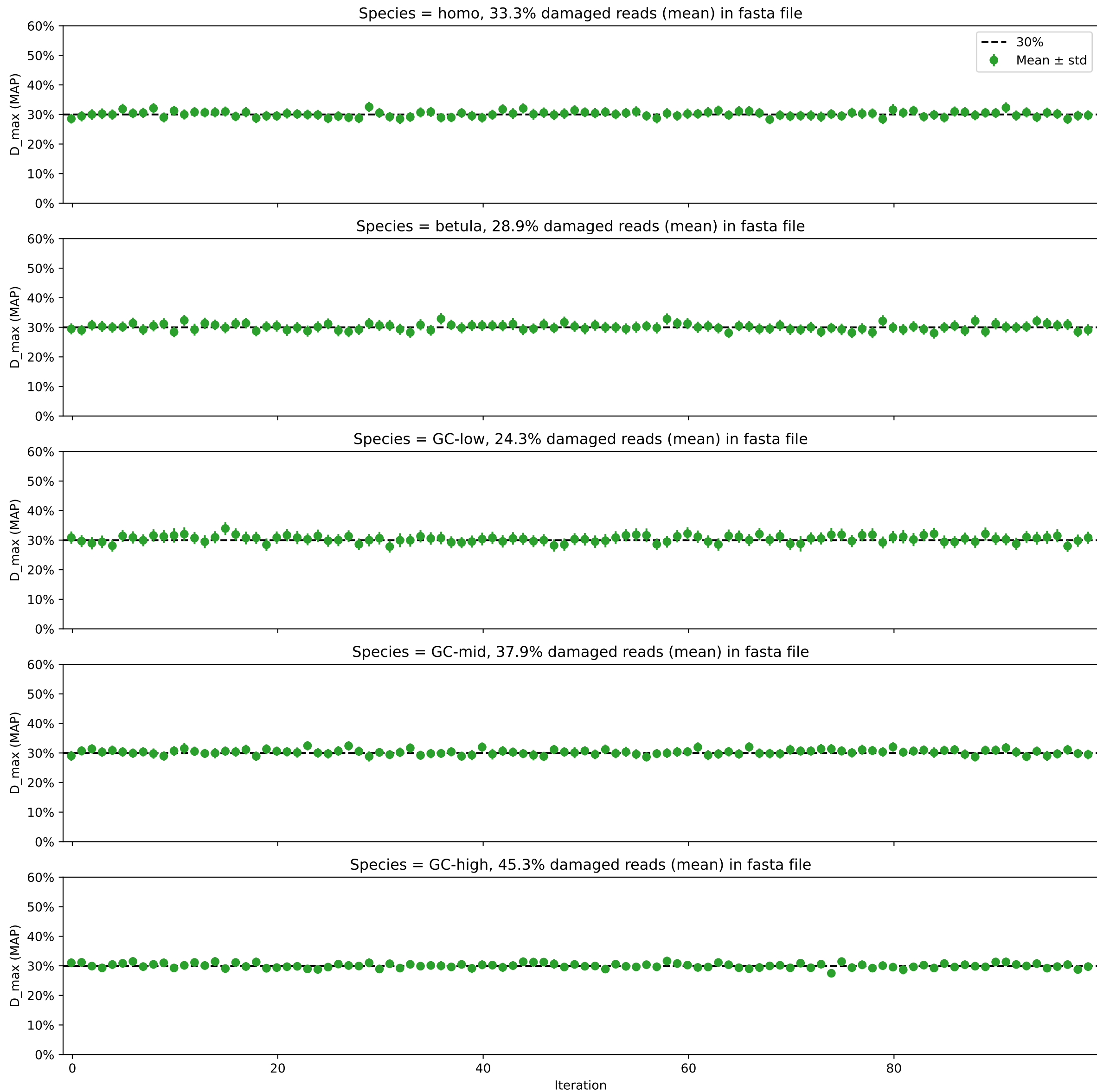Briggs damage = 0.96
Damage percent = 30%
D_max (MAP)

Species = homo, 33.3% damaged reads (mean) in fasta file

Species = betula, 29.0% damaged reads (mean) in fasta file

Species = GC-low, 24.3% damaged reads (mean) in fasta file

Species = GC-mid, 37.8% damaged reads (mean) in fasta file

Species = GC-high, 45.5% damaged reads (mean) in fasta file

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

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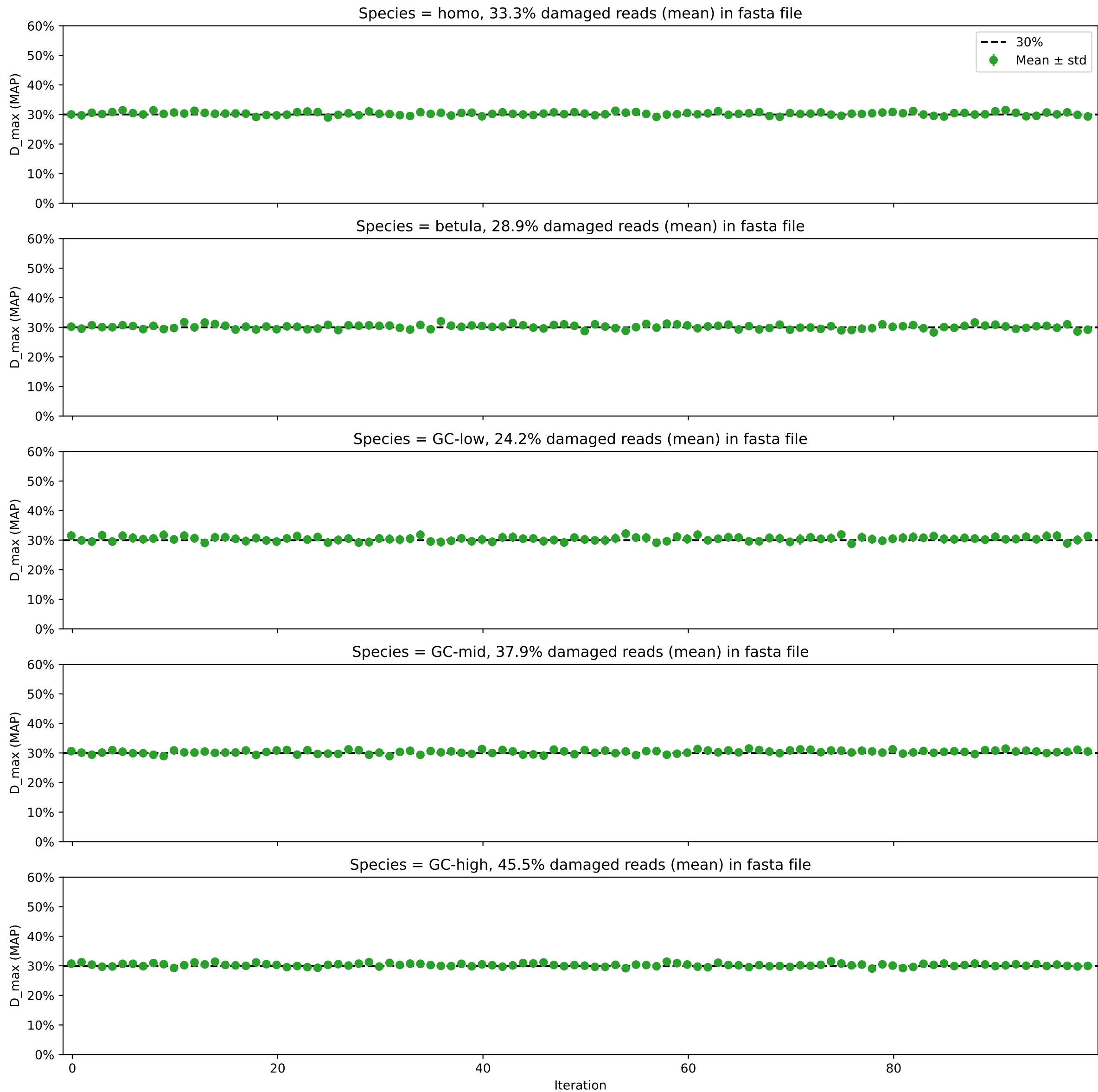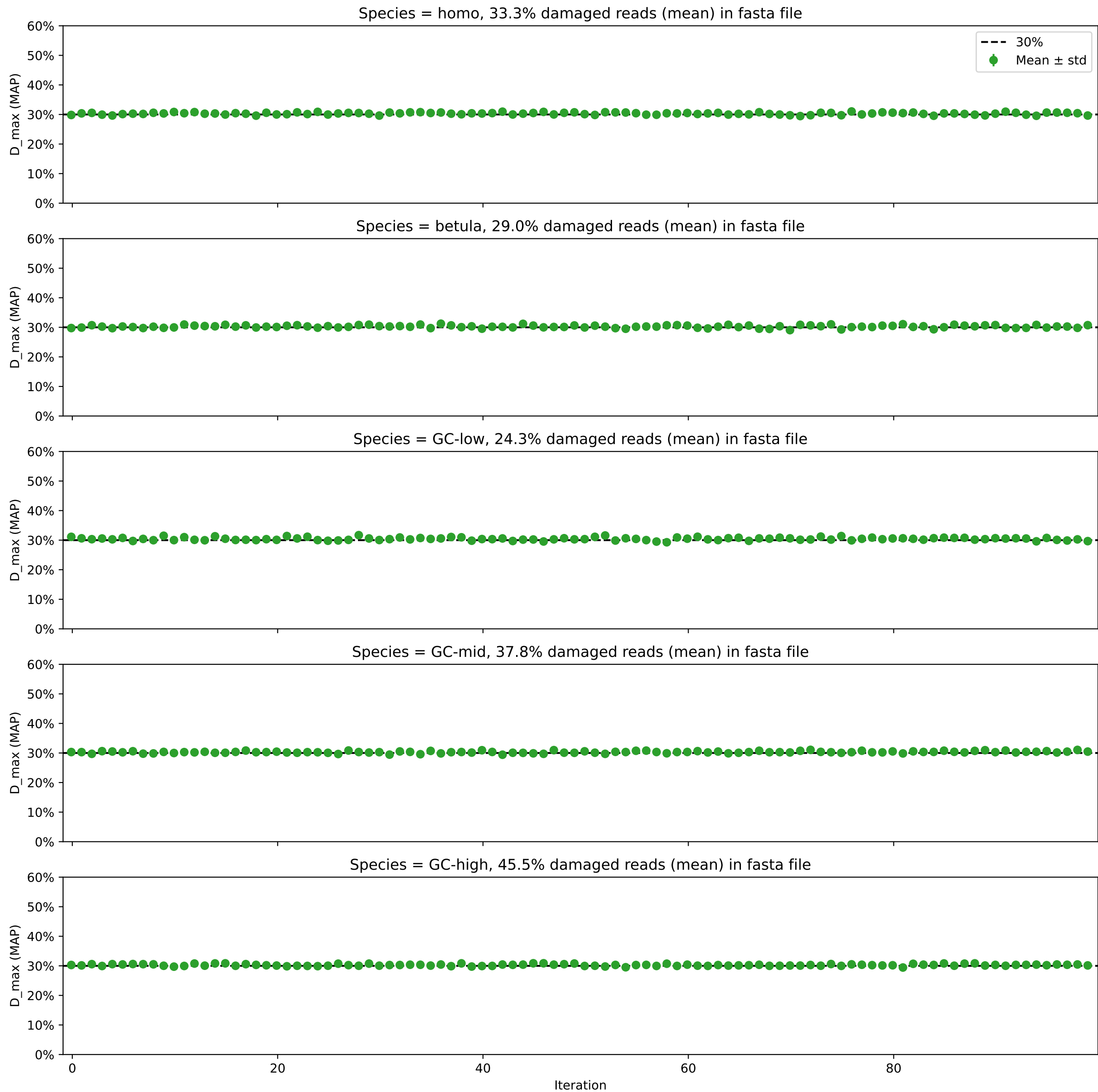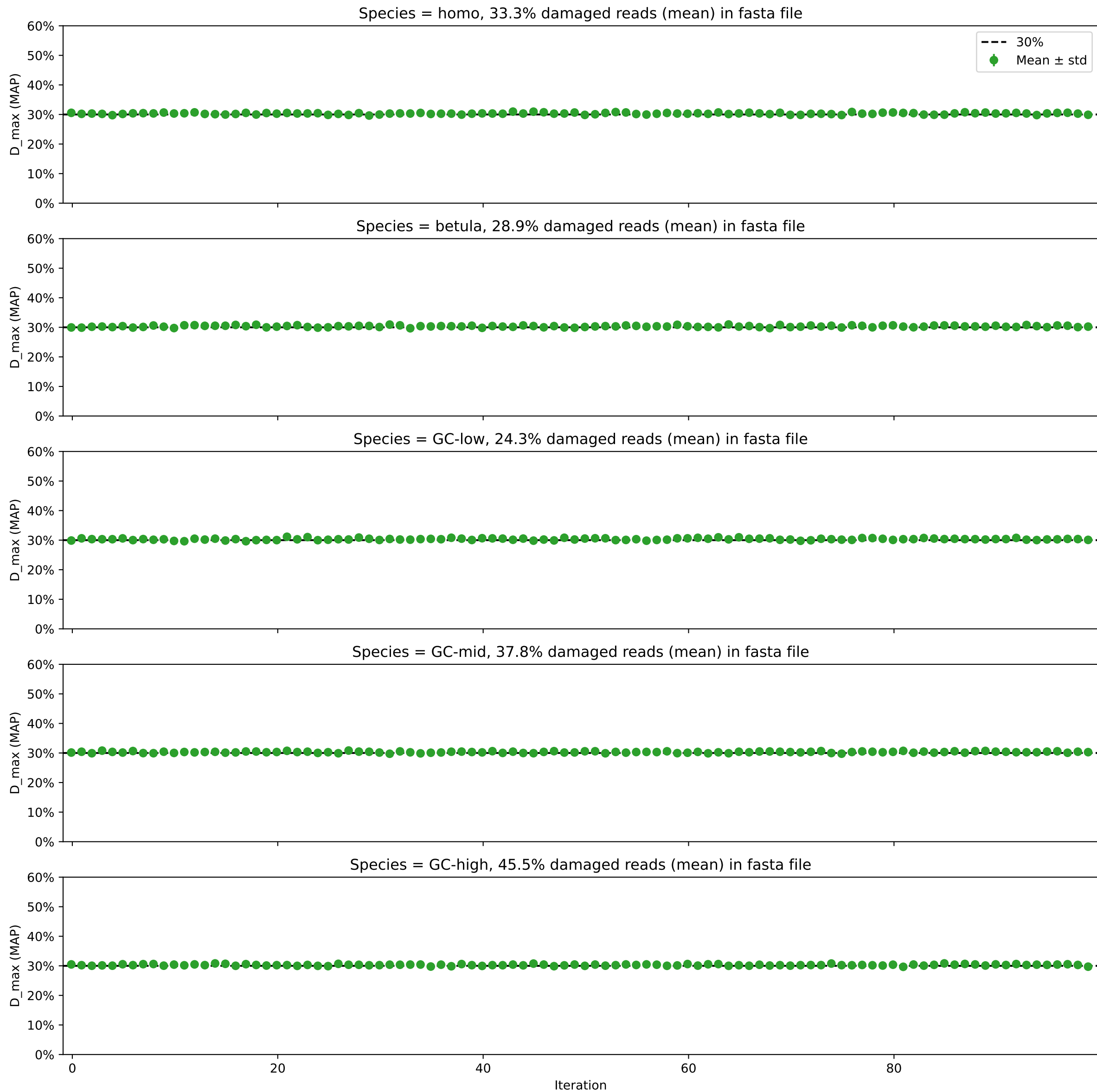## Damage percent = 30%
D_max (MAP)

Species = homo, 33.2% damaged reads (mean) in fasta file

Species = betula, 29.0% damaged reads (mean) in fasta file

Species = GC-low, 24.2% damaged reads (mean) in fasta file

Species = GC-mid, 37.8% damaged reads (mean) in fasta file

Species = GC-high, 45.5% damaged reads (mean) in fasta file