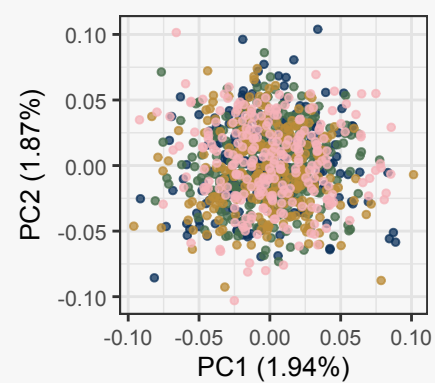
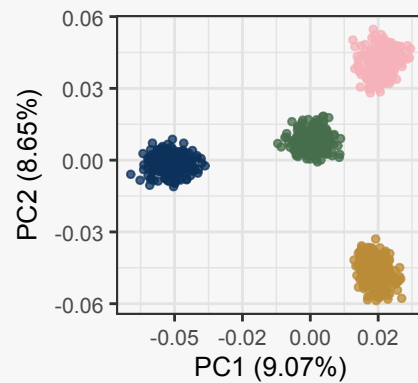
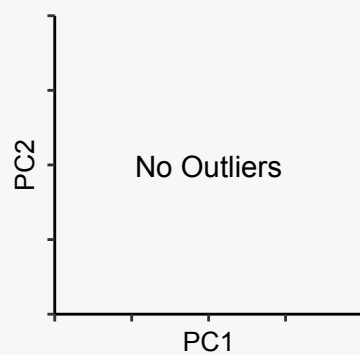


Outlier Loci Only

PCAdapt



OutFLANK

