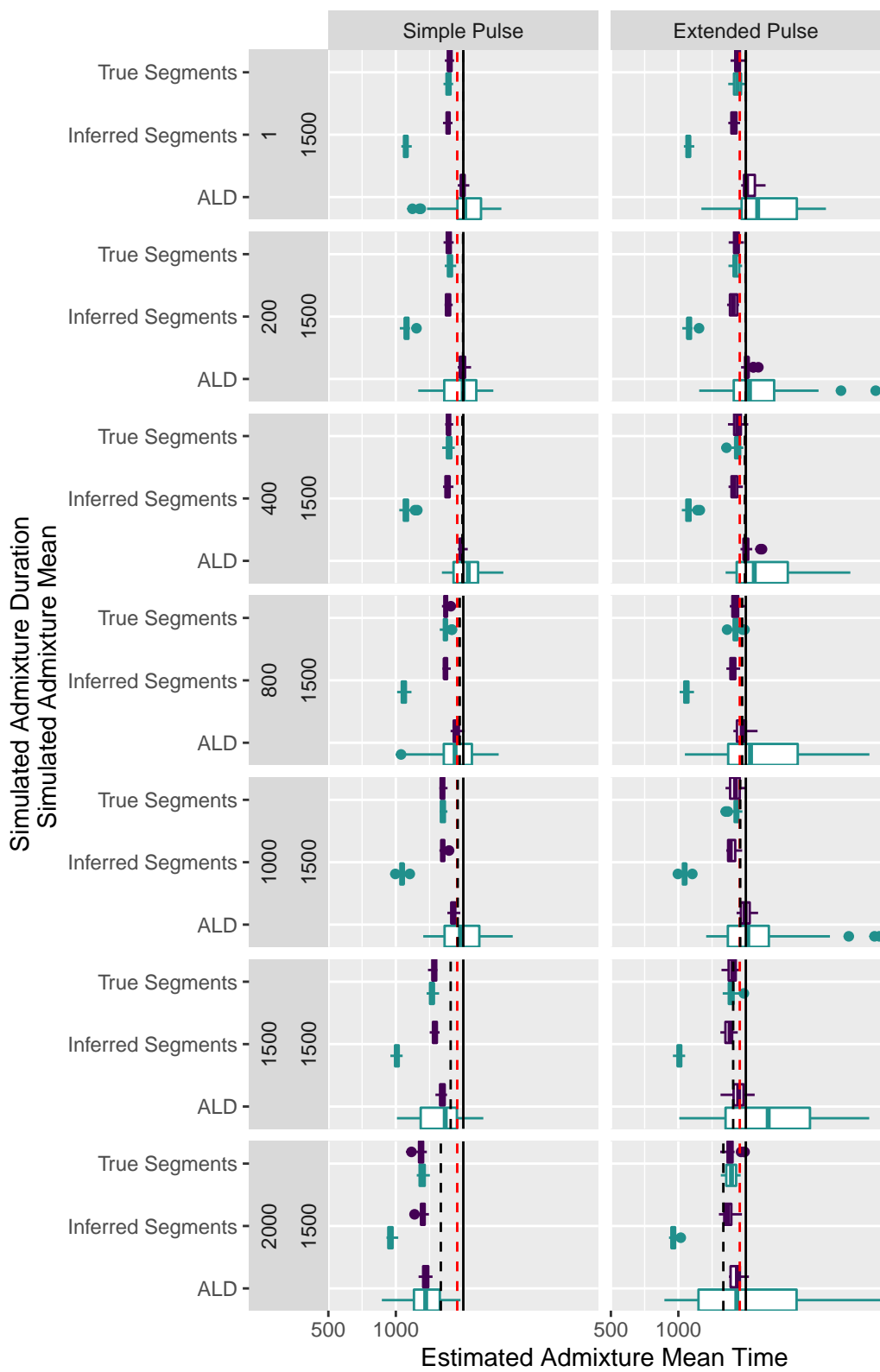
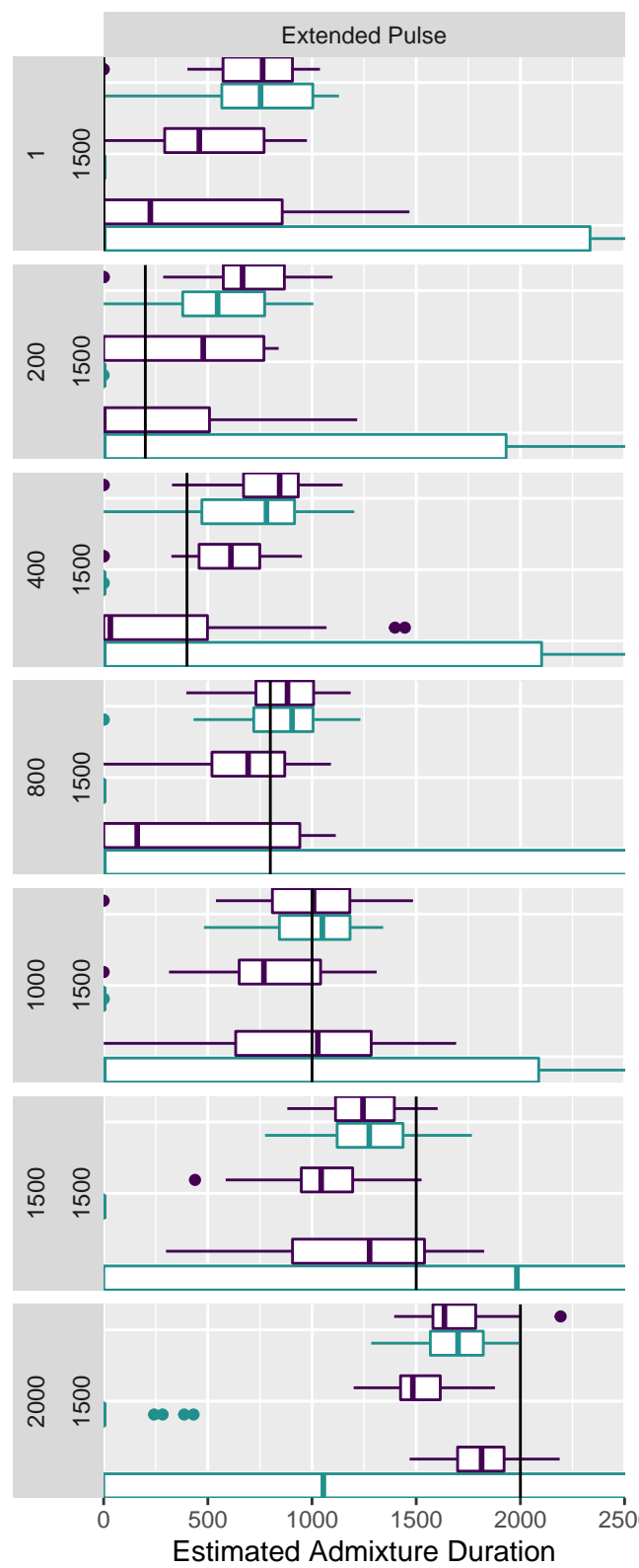


A**B**

Simulations ▮ constant ▮ varying HapMap correction