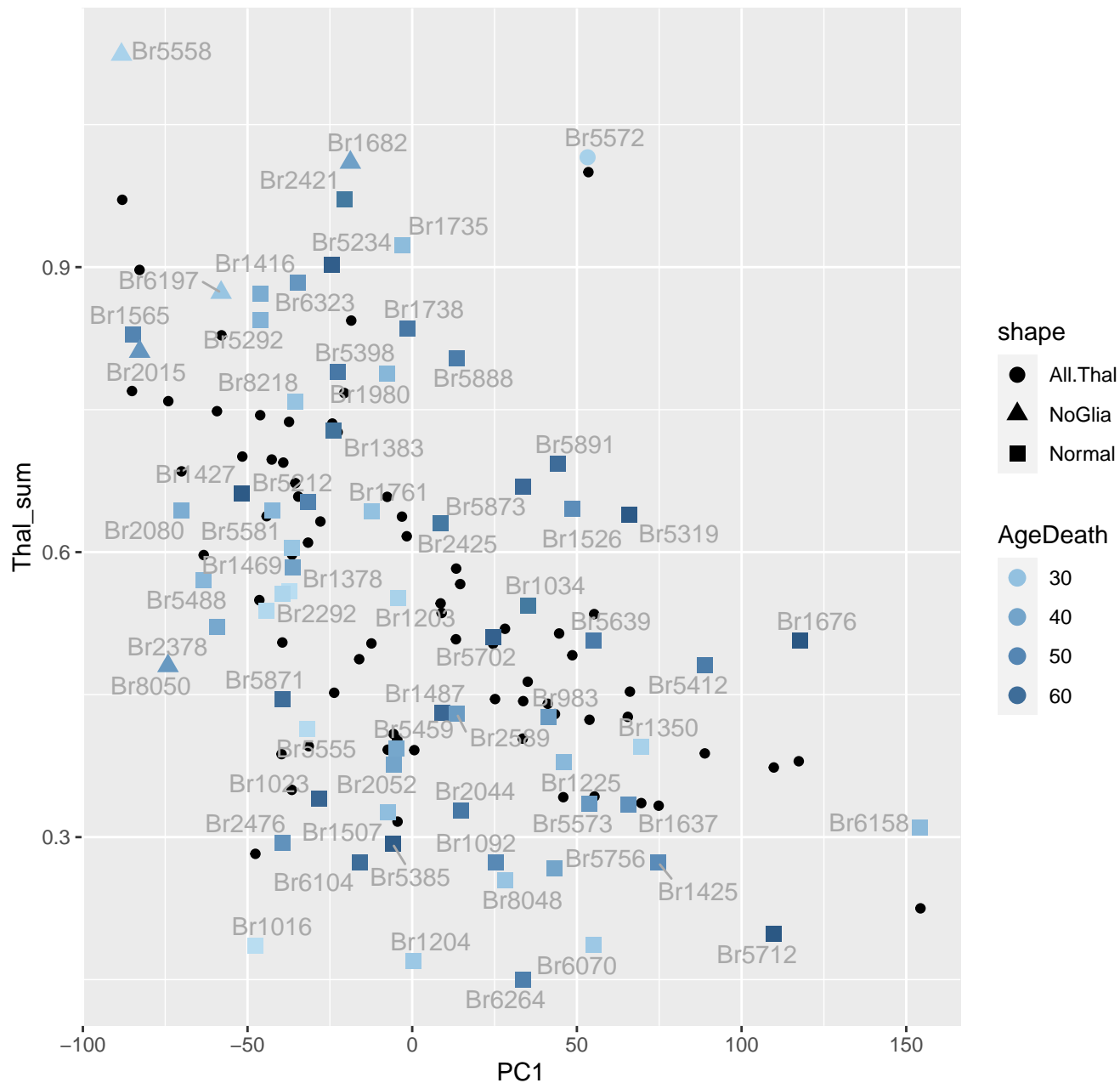
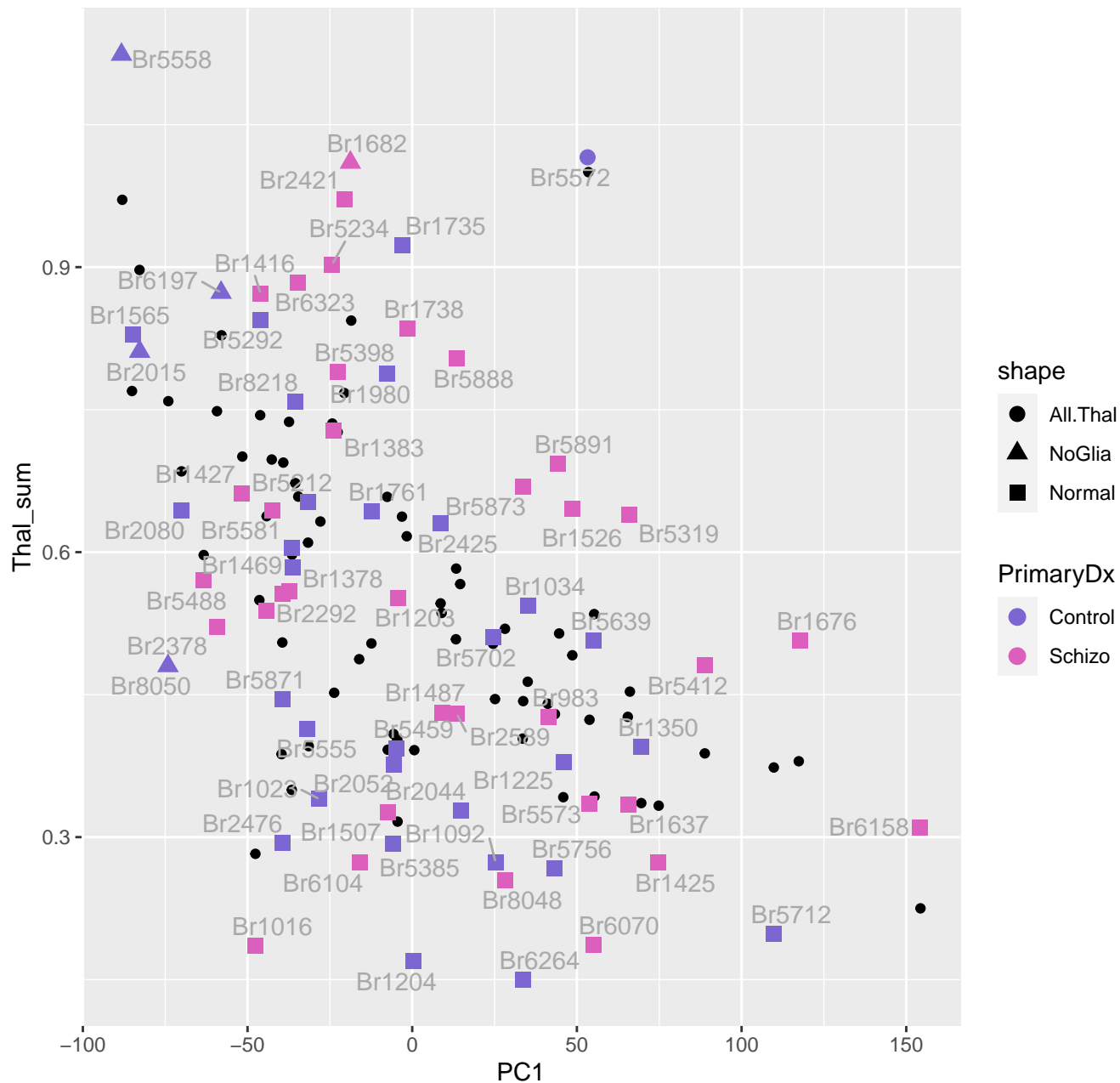


PC1 vs Thal_sum Colored by AgeDeath



PC1 vs Thal_sum Colored by PrimaryDx



PC1 vs Thal_sum Colored by RIN

