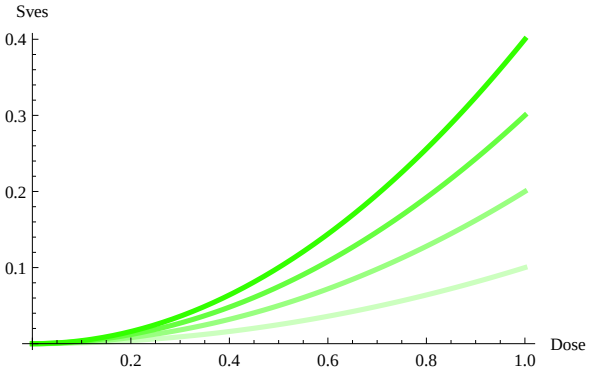
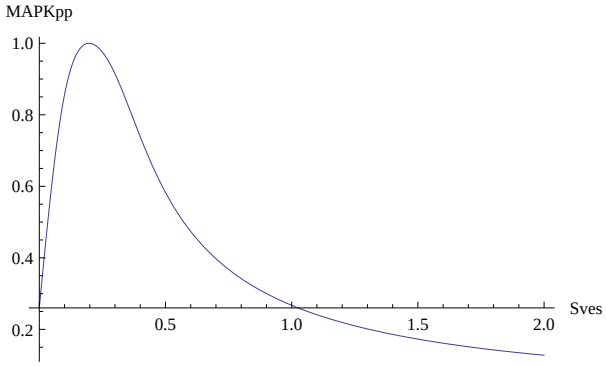
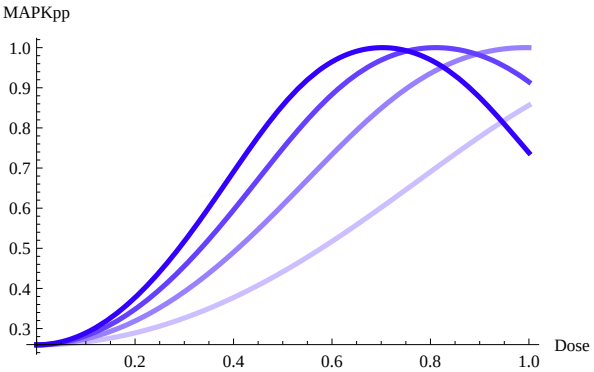
Variations in shading are different scaffold expression levels

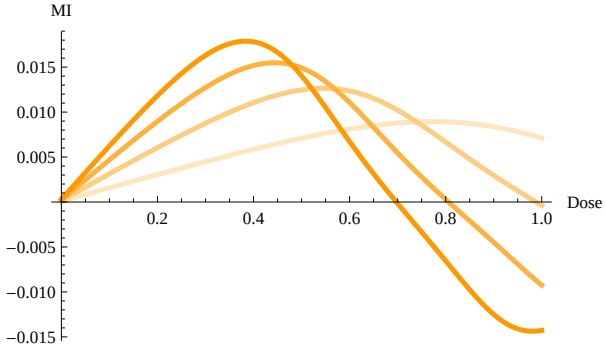
Out[275]=





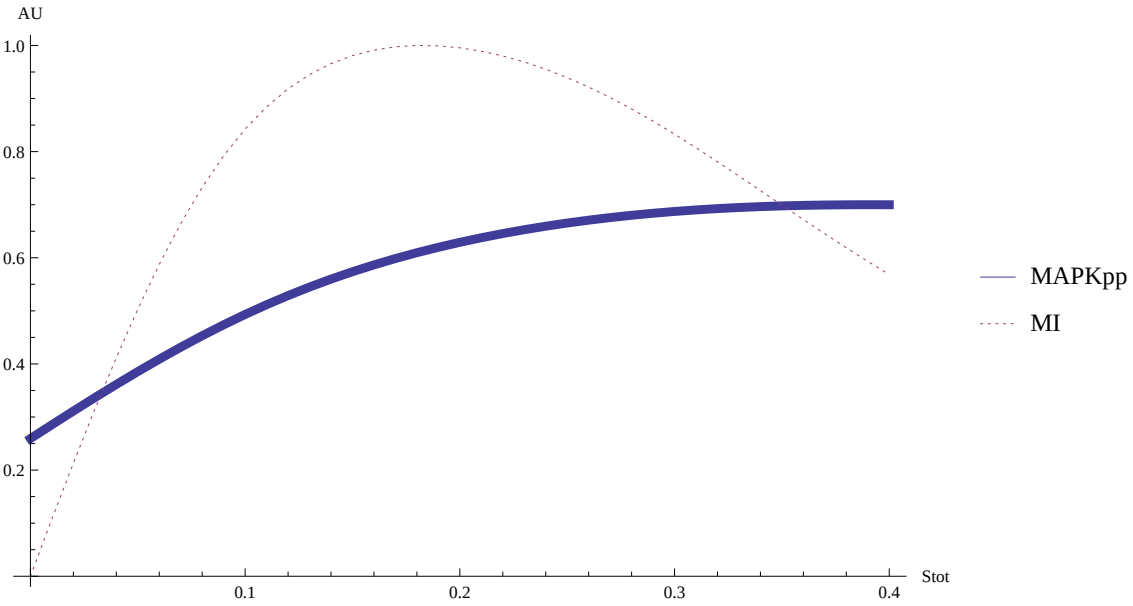
Out[276]=





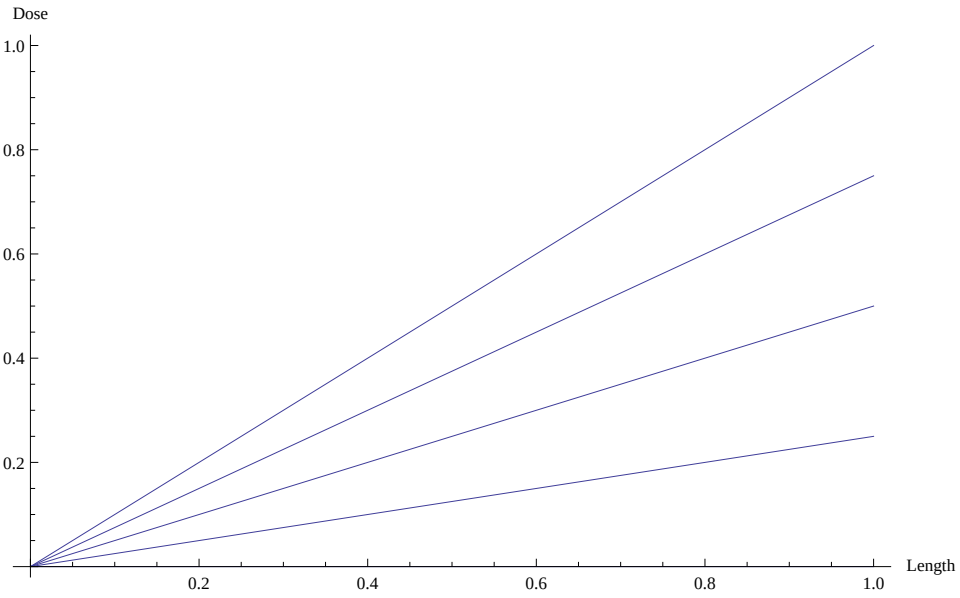
· MI peaks before MAPKpp does

Out[277]=

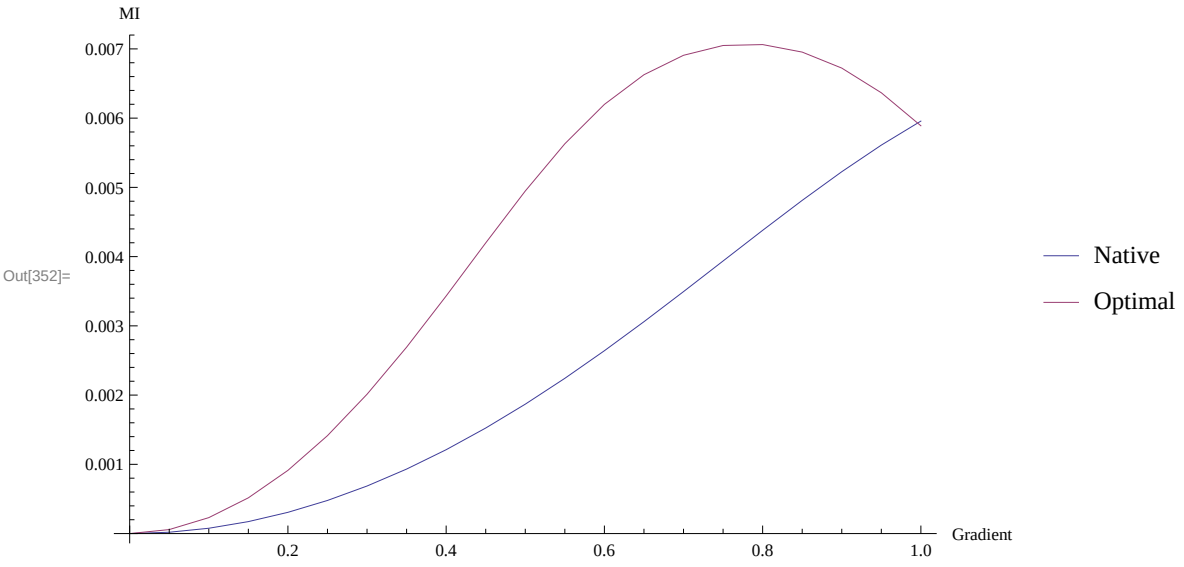


Input gradient vs MI

Out[351]=



Out[352]=


MI
0.007
0.006
0.005
0.004
0.003
0.002
0.001
0.2
0.4
0.6
0.8
1.0
Gradient
Native
Optimal