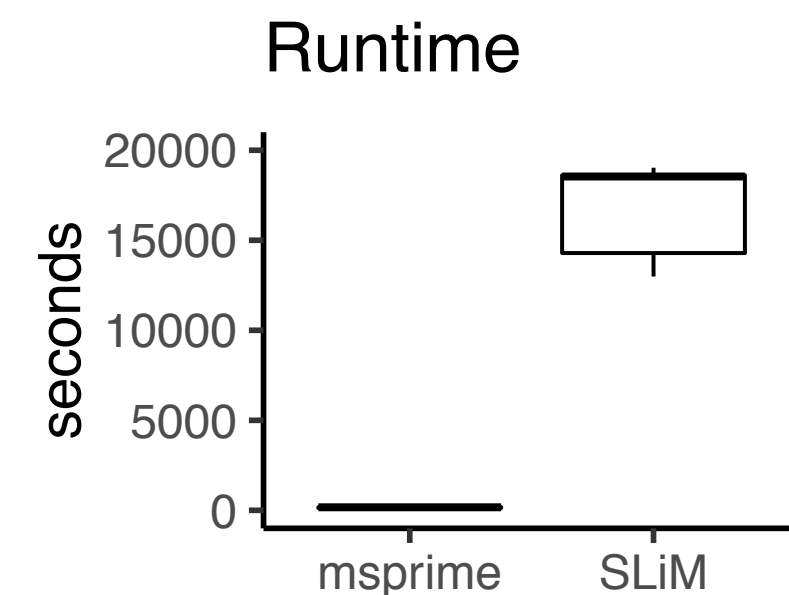
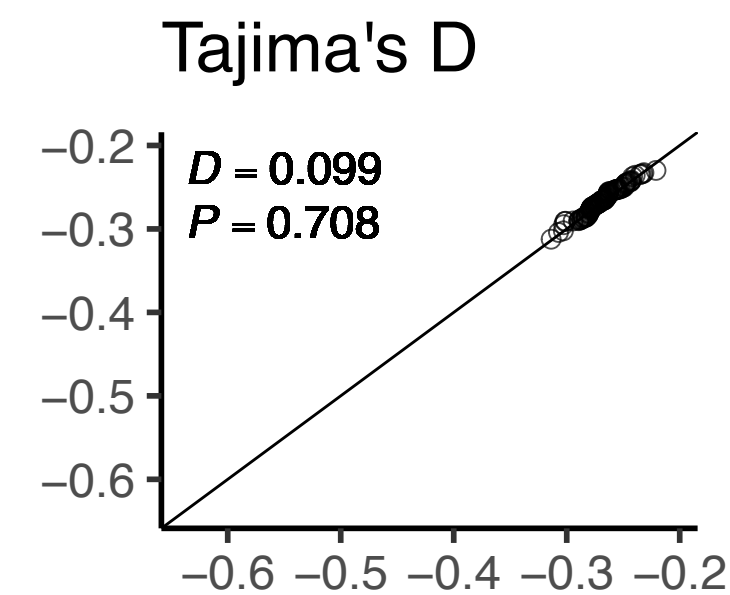
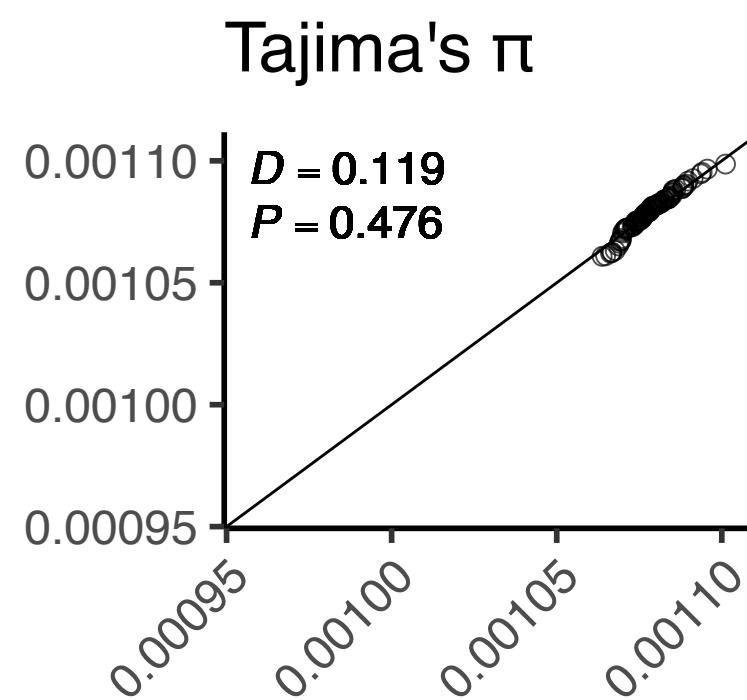
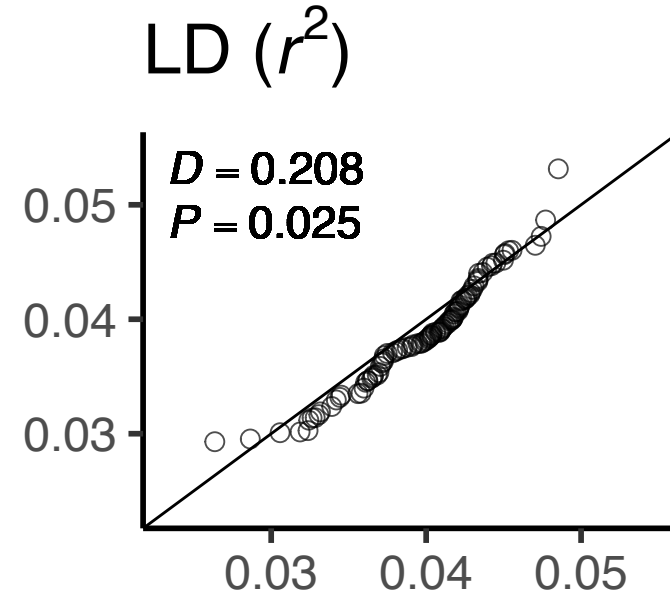


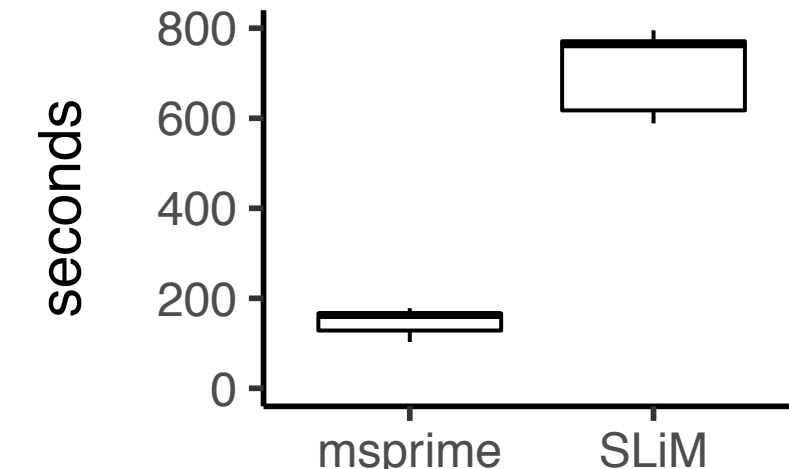
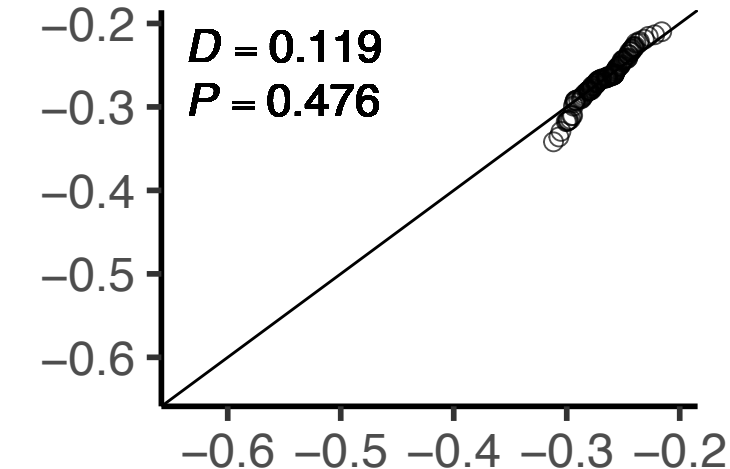
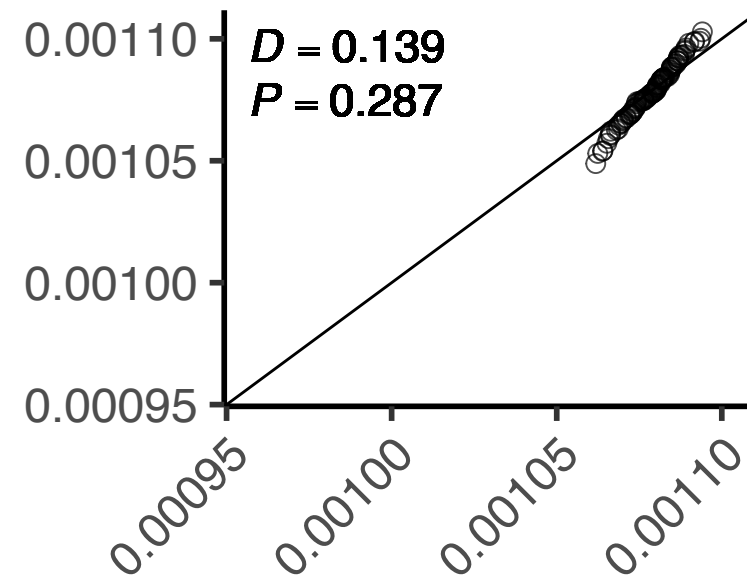
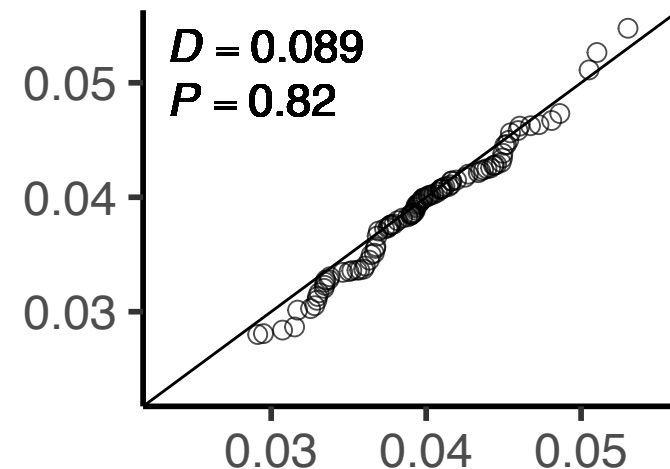
Uniform map
Rescaling (Q=1)

Quantiles (SLiM)



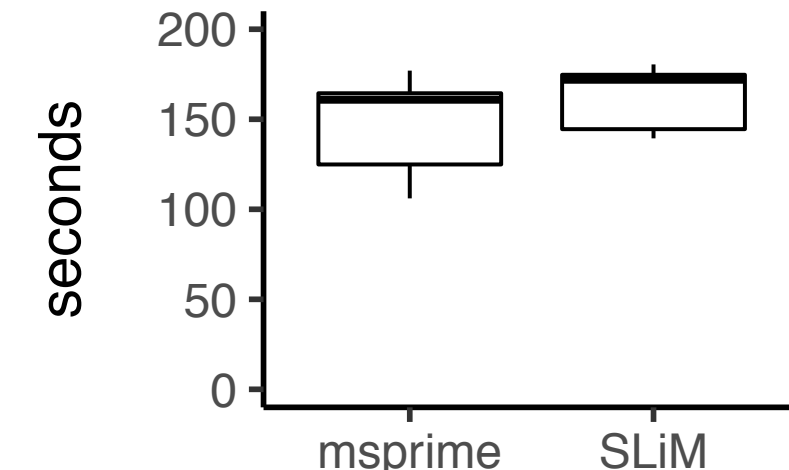
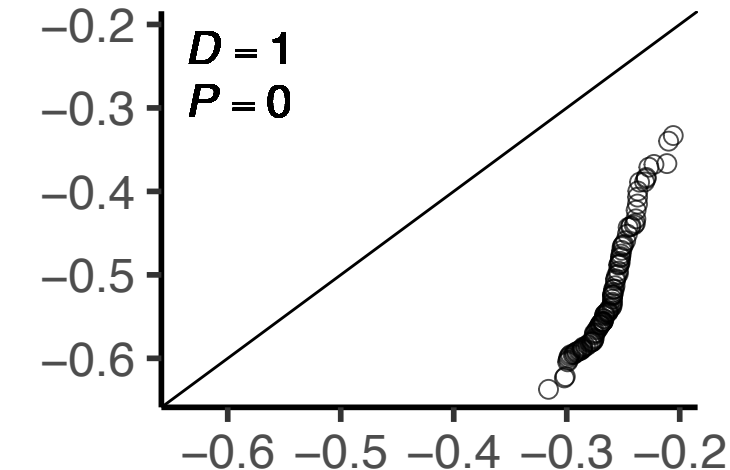
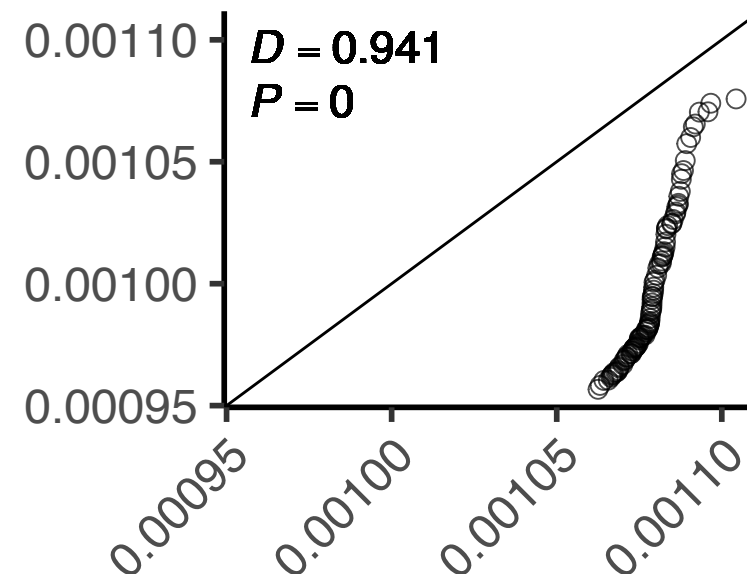
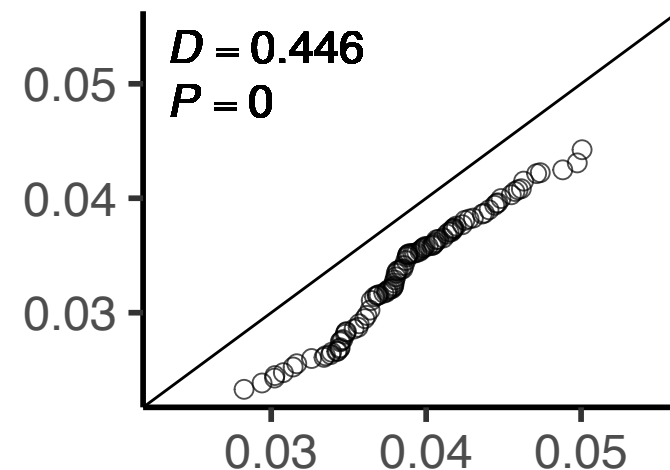
Uniform map
Rescaling (Q=10)

Quantiles (SLiM)



Uniform map
Rescaling (Q=50)

Quantiles (SLiM)



Quantiles (msprime)

Quantiles (msprime)

Quantiles (msprime)

Engine