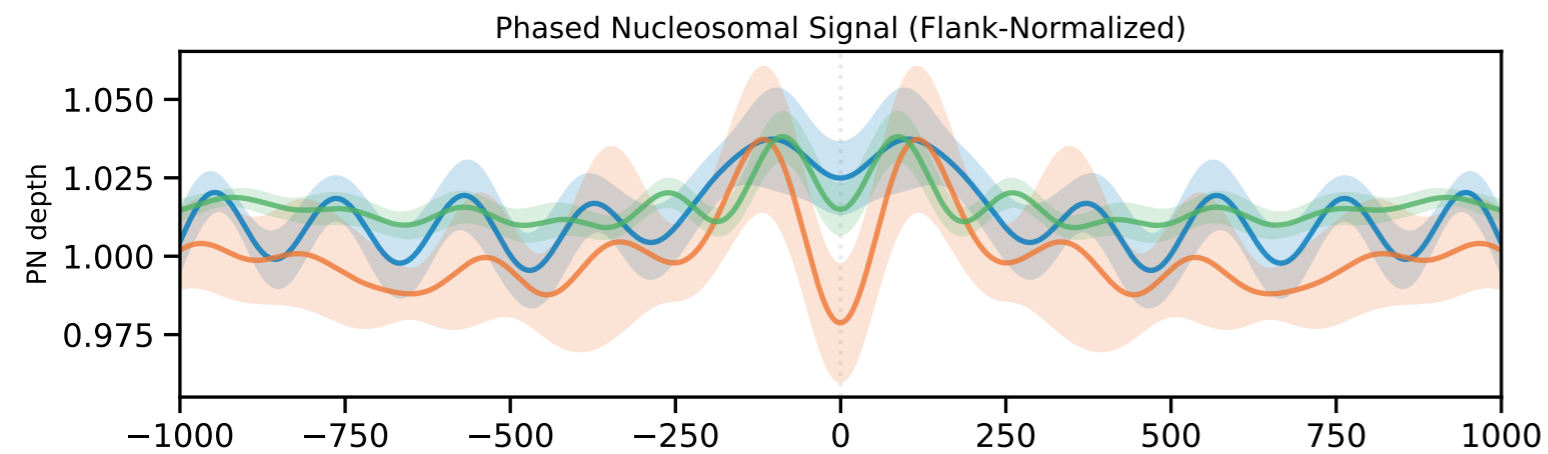


## Fragment Coverage Signals



## Fragment Length-Derived Signals

