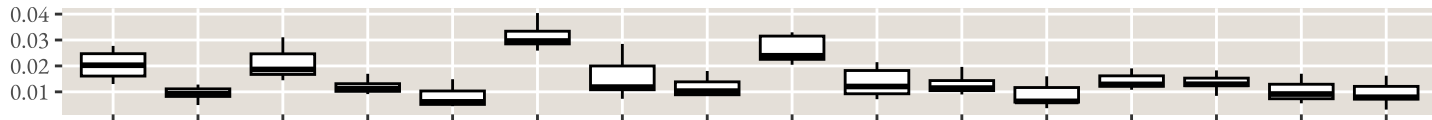


SV load



SV (mut/kb)

