

Read1



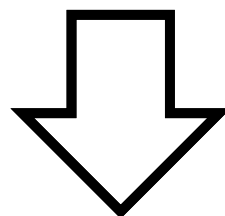
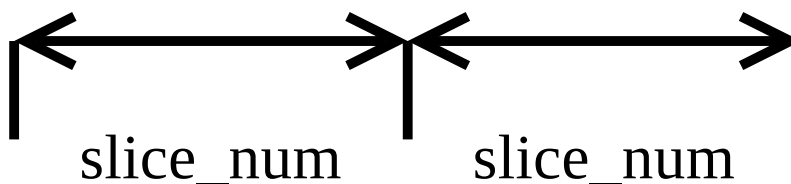
Read2



Read3



Reads and
locations



SP1

Read1



Read1



SP2

Read2



Read3



Spawn Round1

Spawn Round2