

# Max Penalty vs Actual Penalty

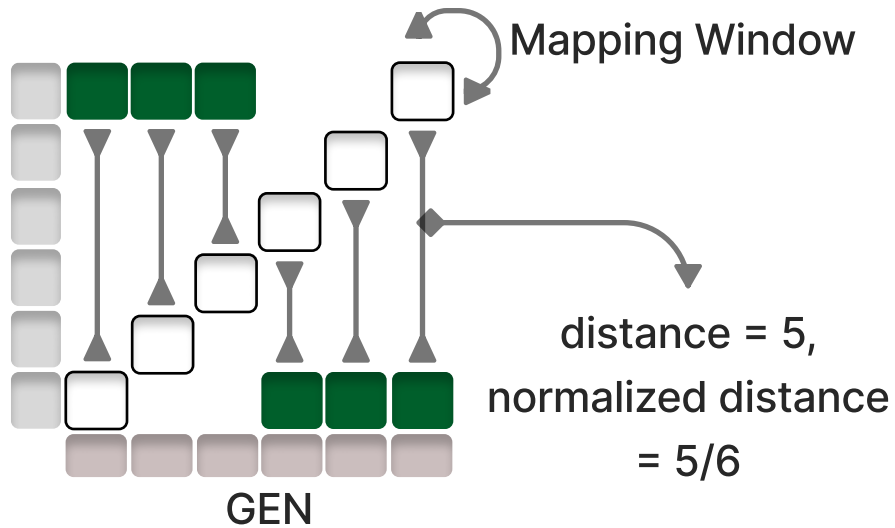


Best Match



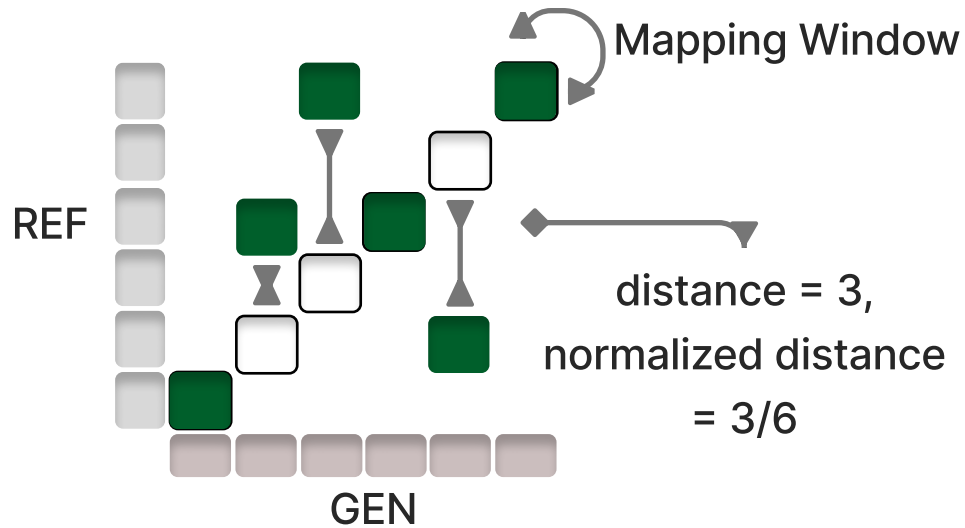
Mapping Window

REF Chunks = 6, GEN Chunks = 6



REF vs GEN @ Worst Case = Max Penalty

REF Chunks = 6, GEN Chunks = 6



REF vs GEN @ Actual Matches = Actual Penalty