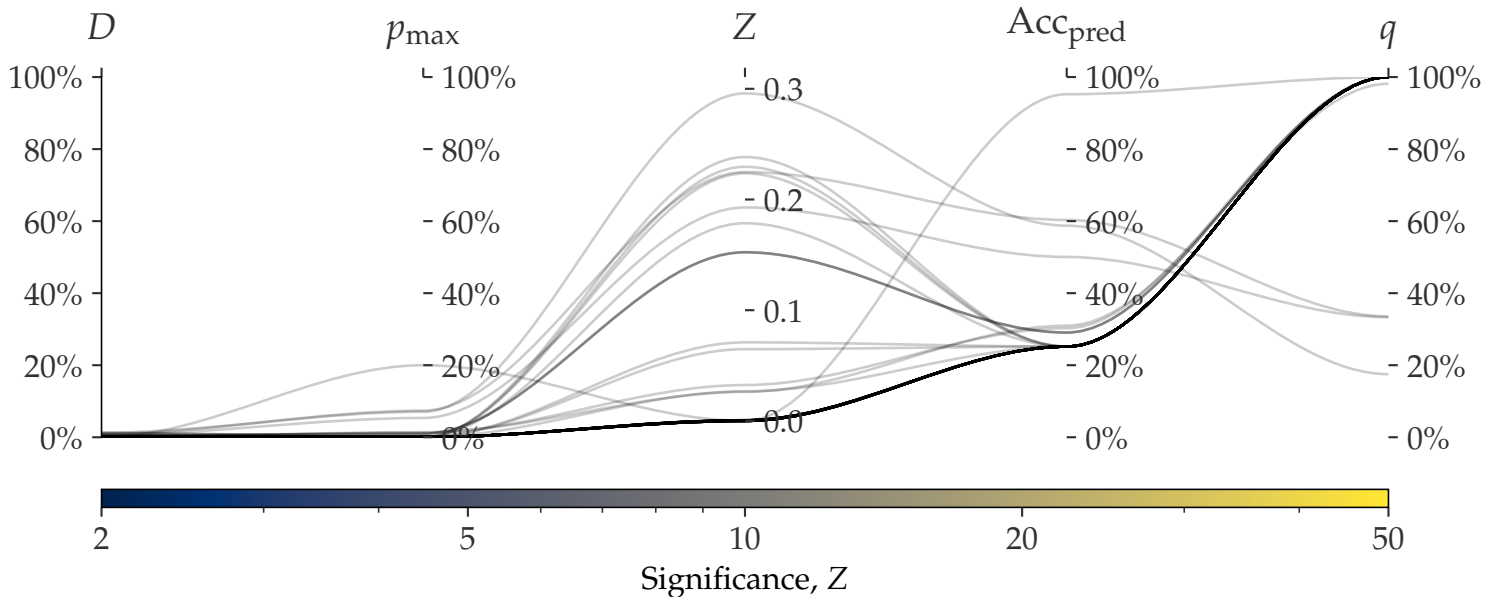
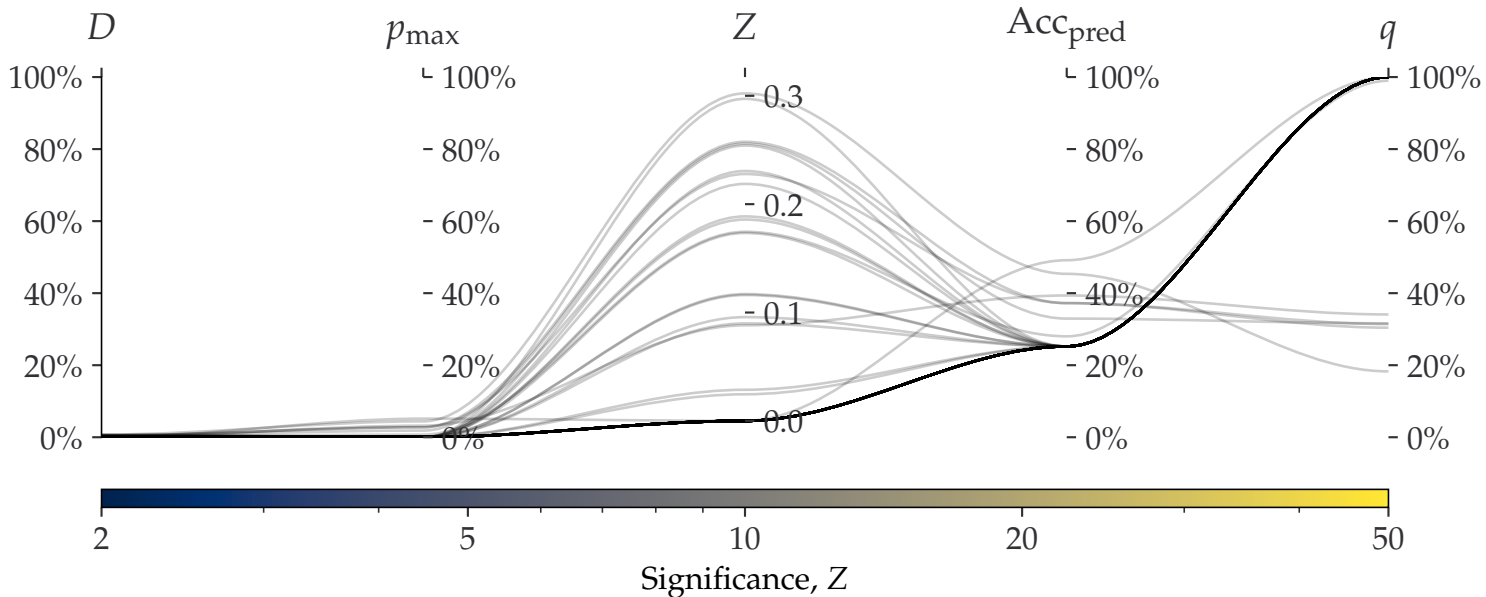


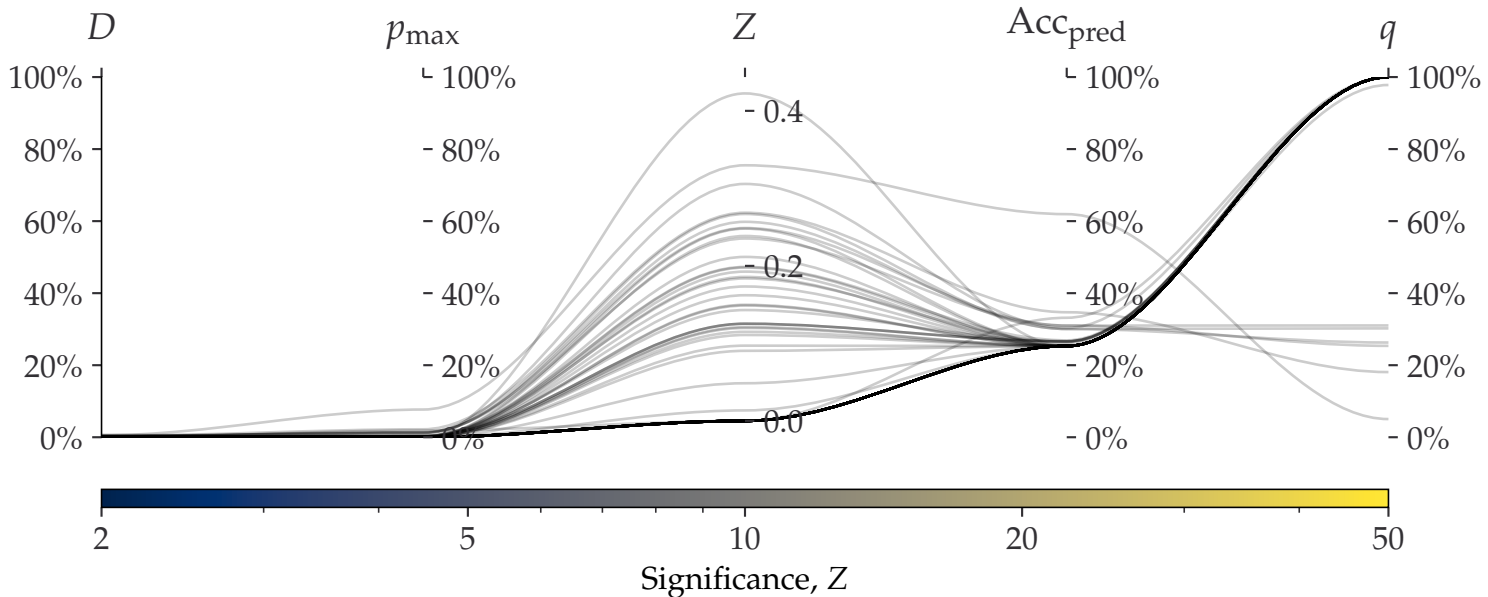
sim_N_reads: 25, Damage: 0.0%



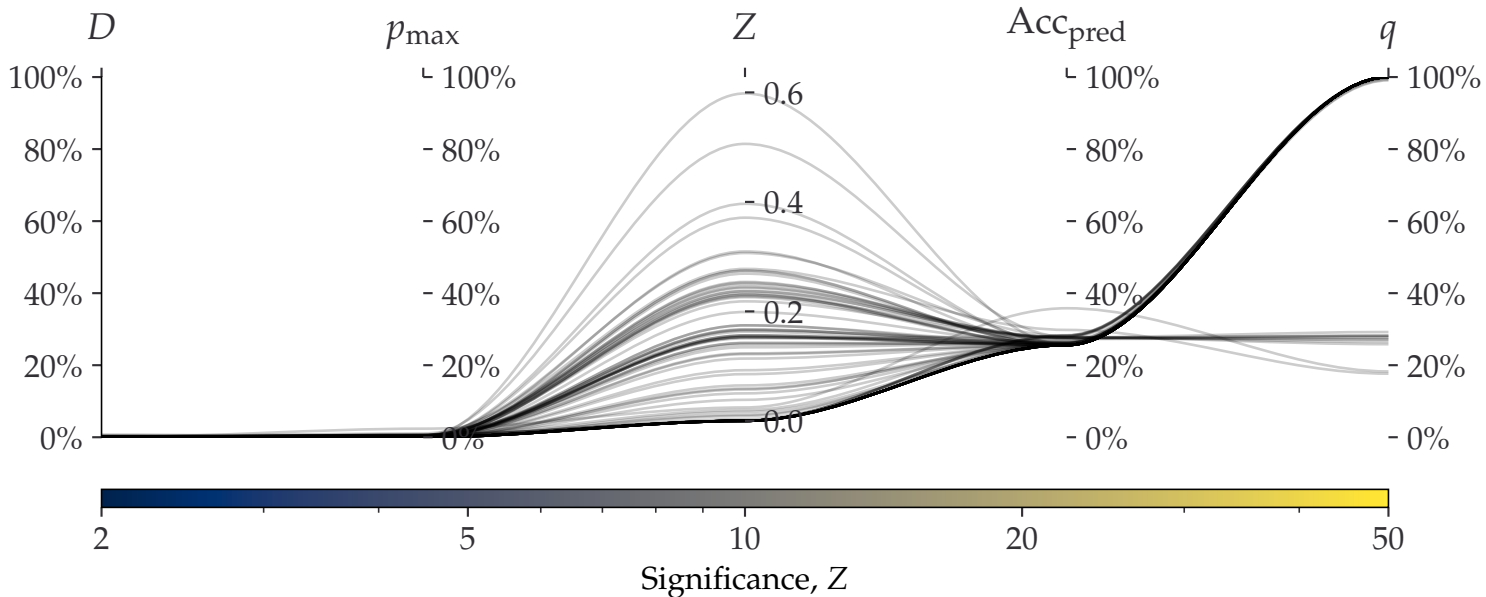
sim_N_reads: 50, Damage: 0.0%



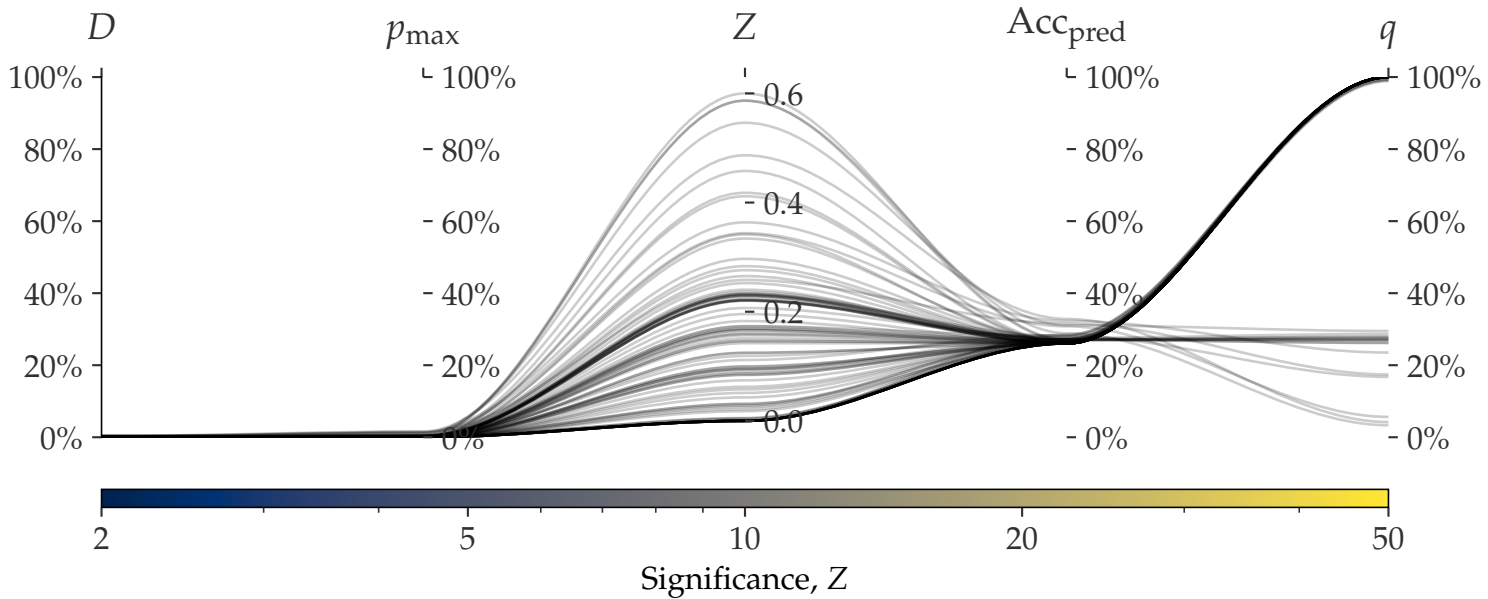
sim_N_reads: 100, Damage: 0.0%



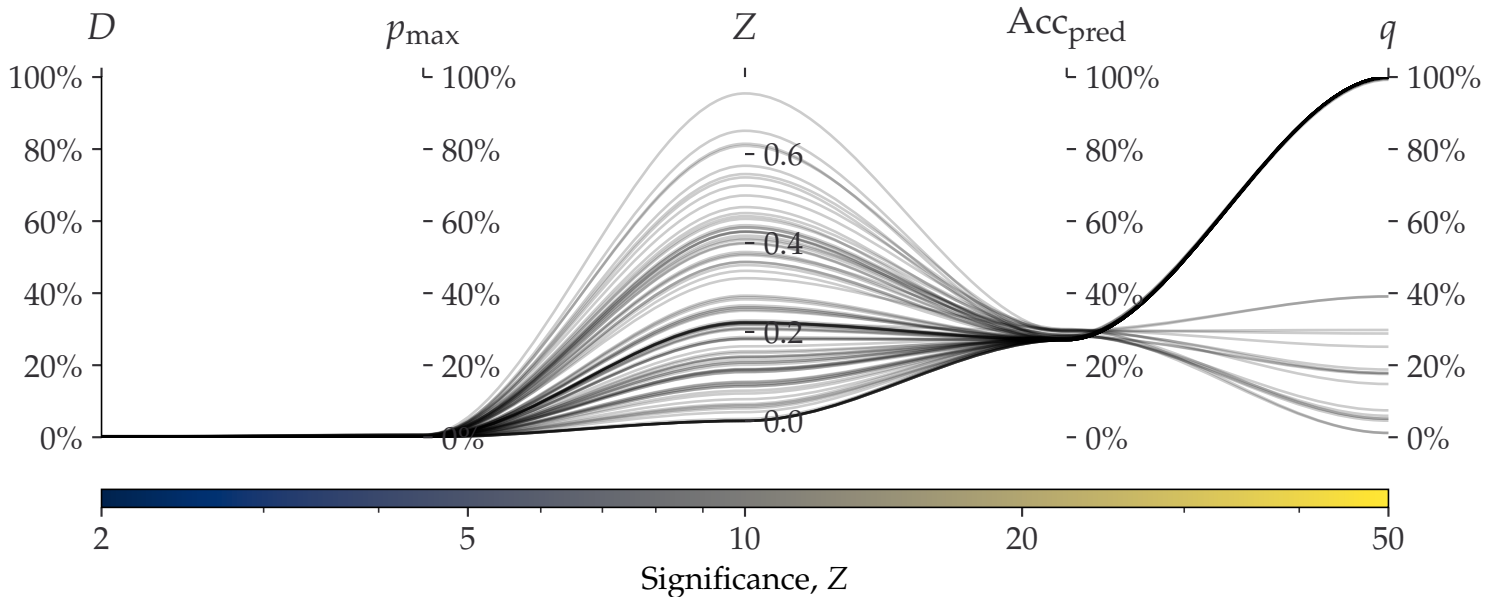
sim_N_reads: 250, Damage: 0.0%



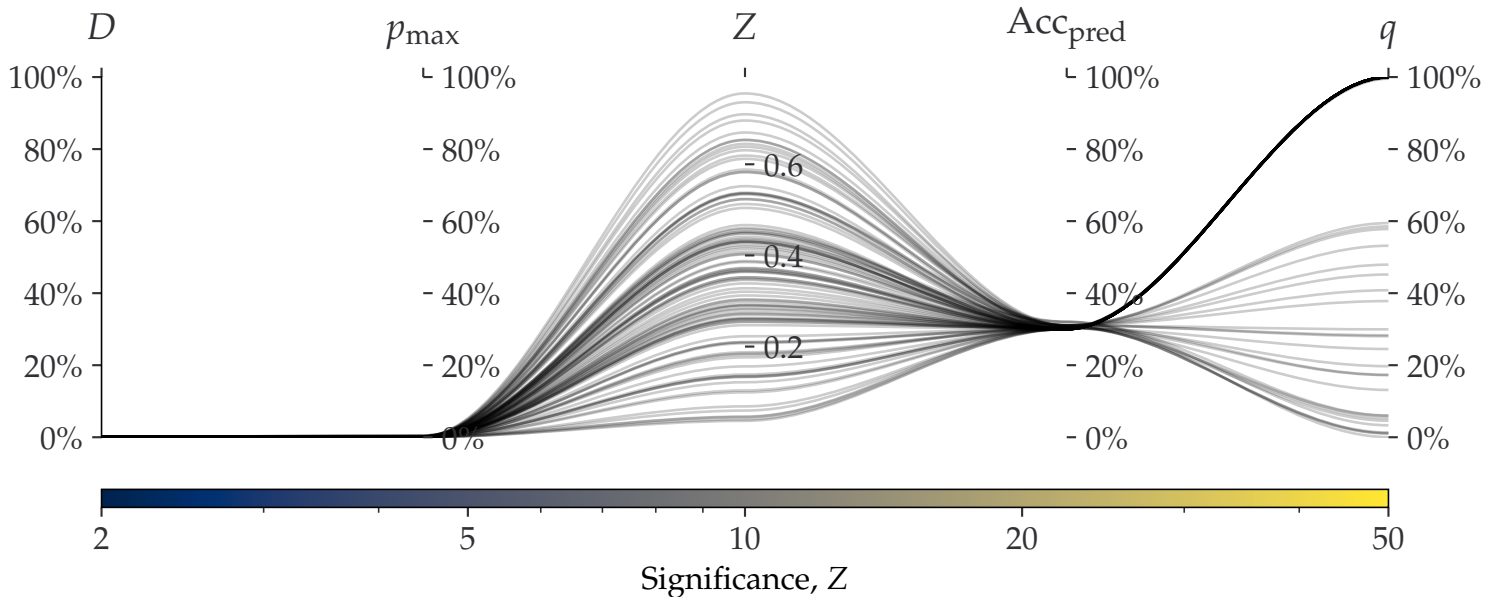
sim_N_reads: 500, Damage: 0.0%



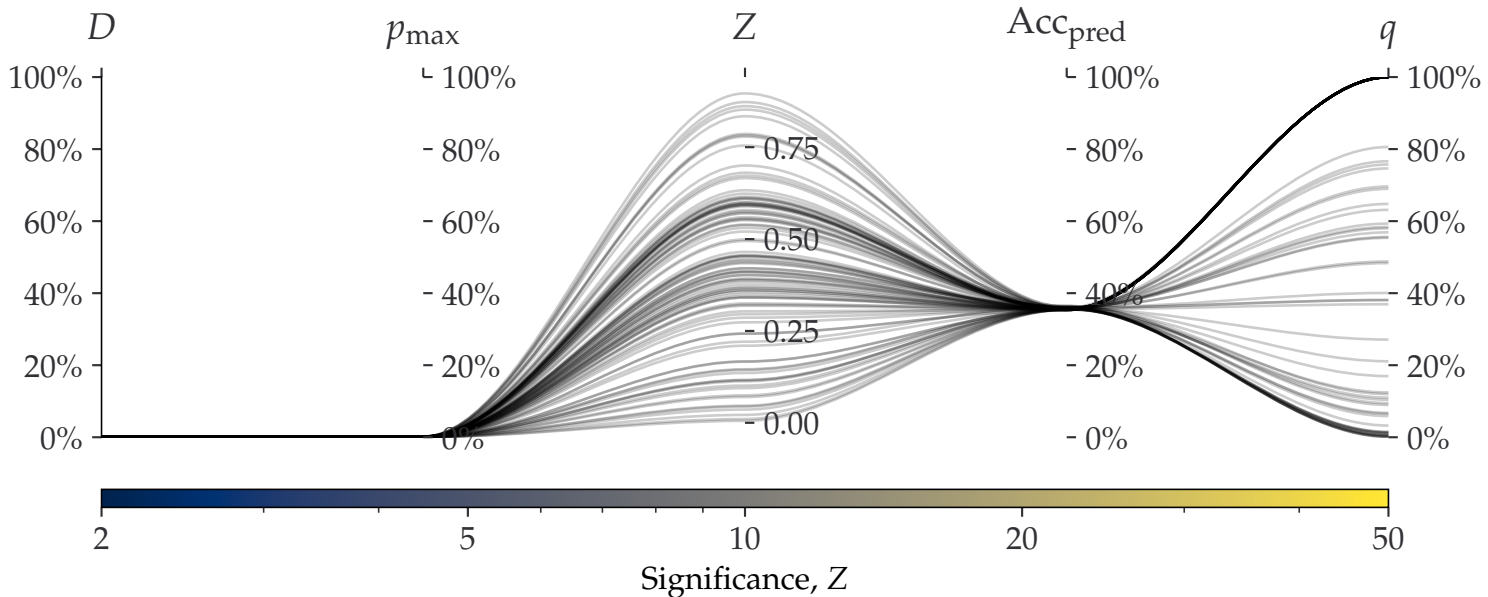
sim_N_reads: 1000, Damage: 0.0%



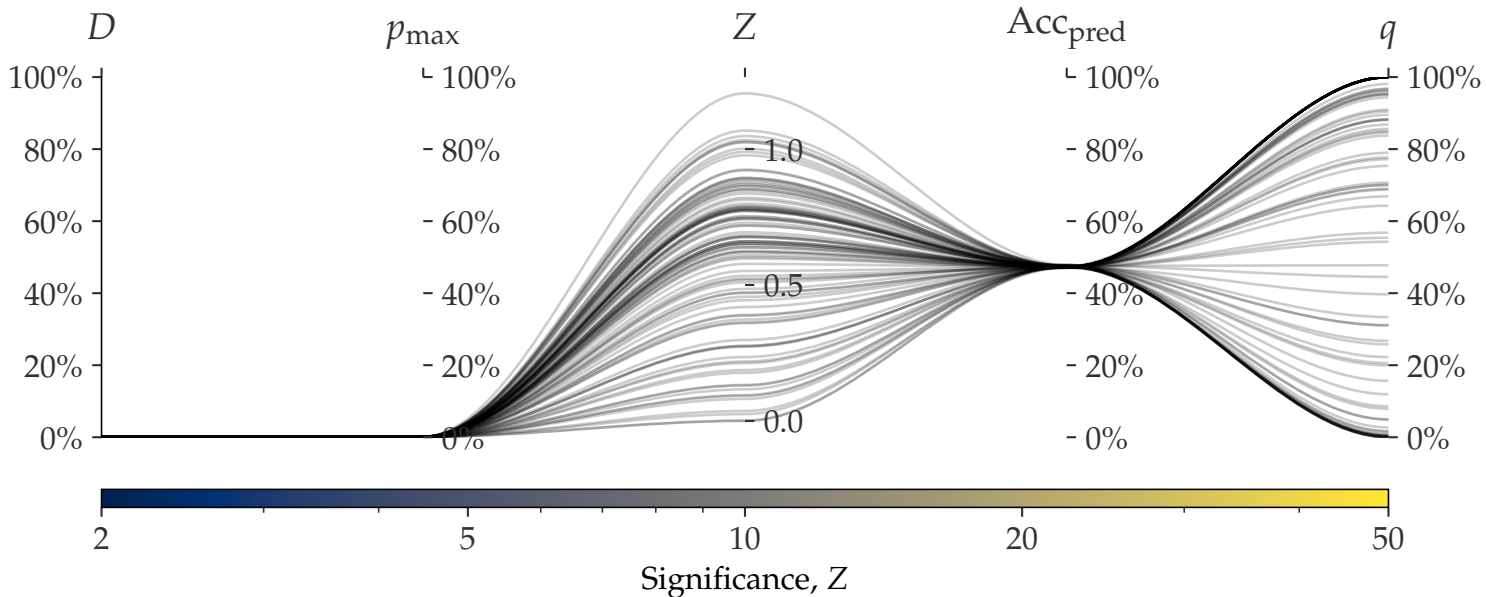
sim_N_reads: 2500, Damage: 0.0%



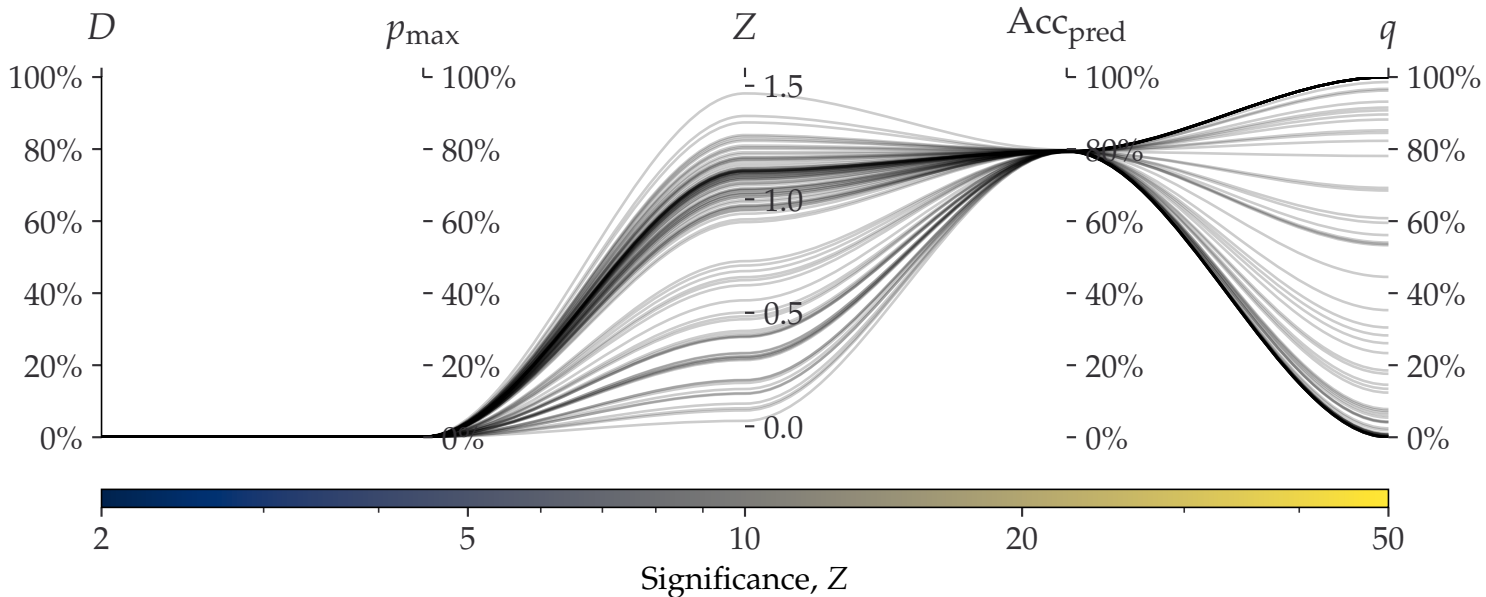
sim_N_reads: 5000, Damage: 0.0%



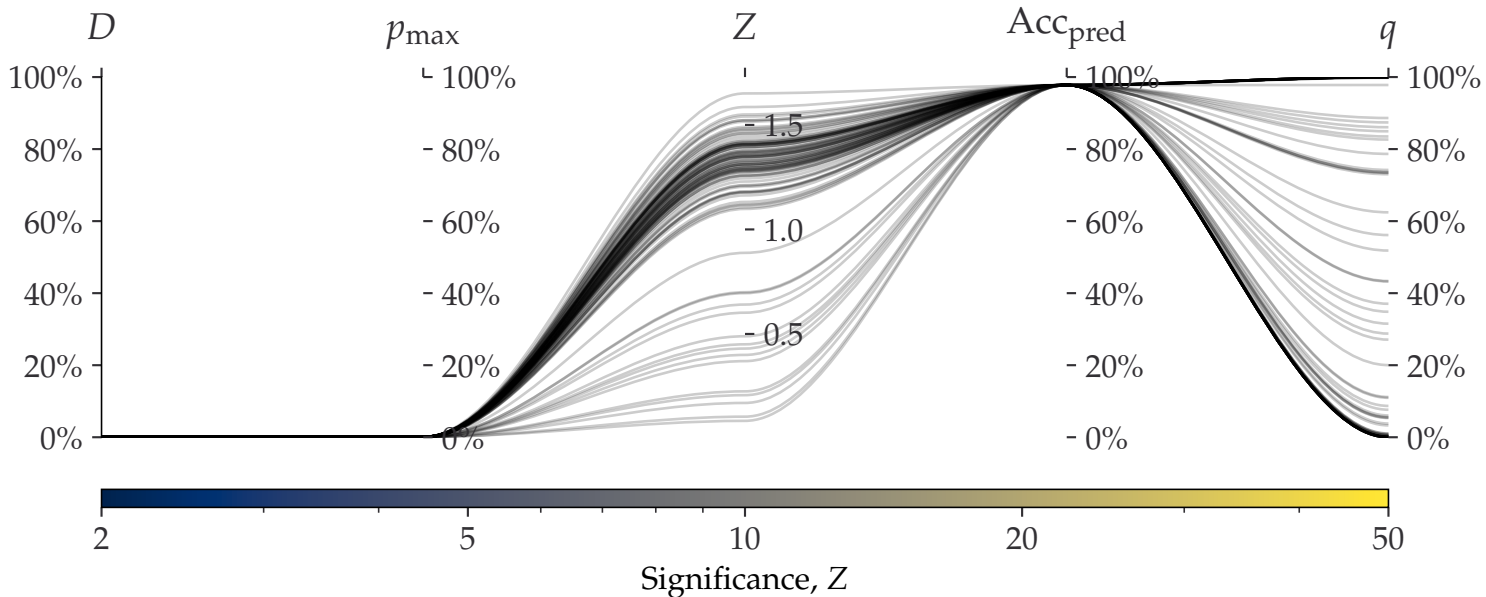
sim_N_reads: 10000, Damage: 0.0%



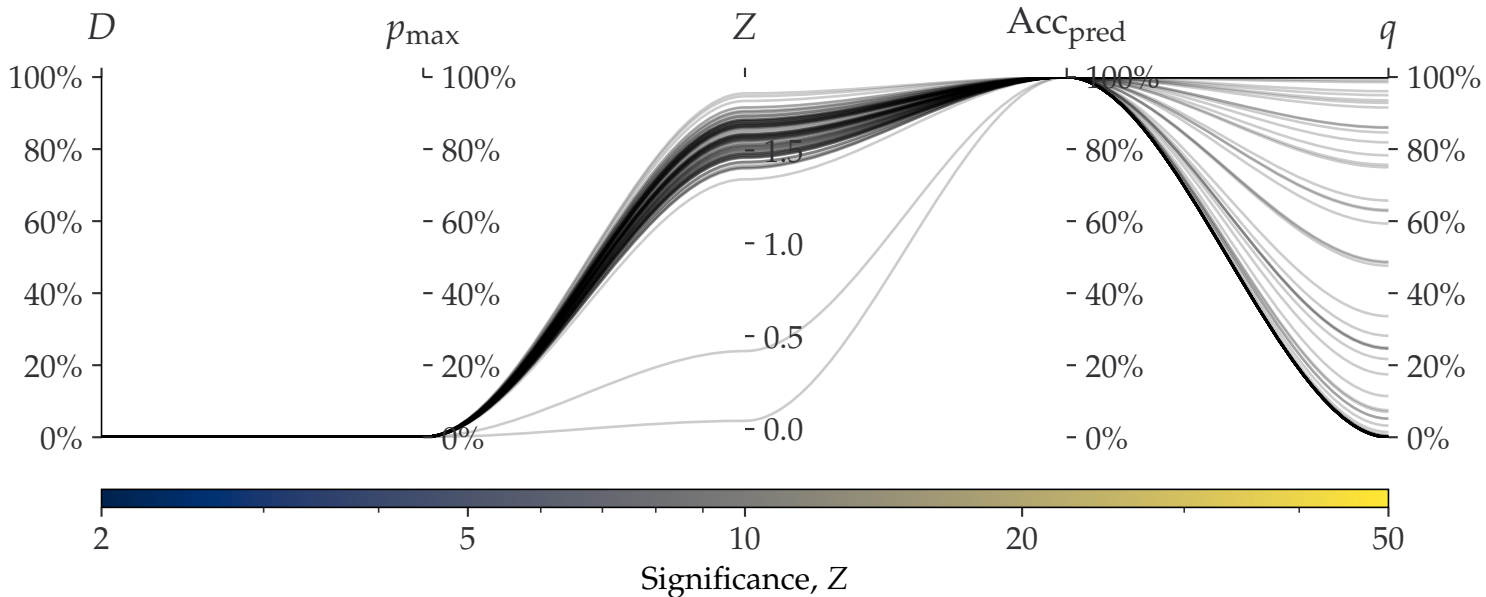
sim_N_reads: 25000, Damage: 0.0%



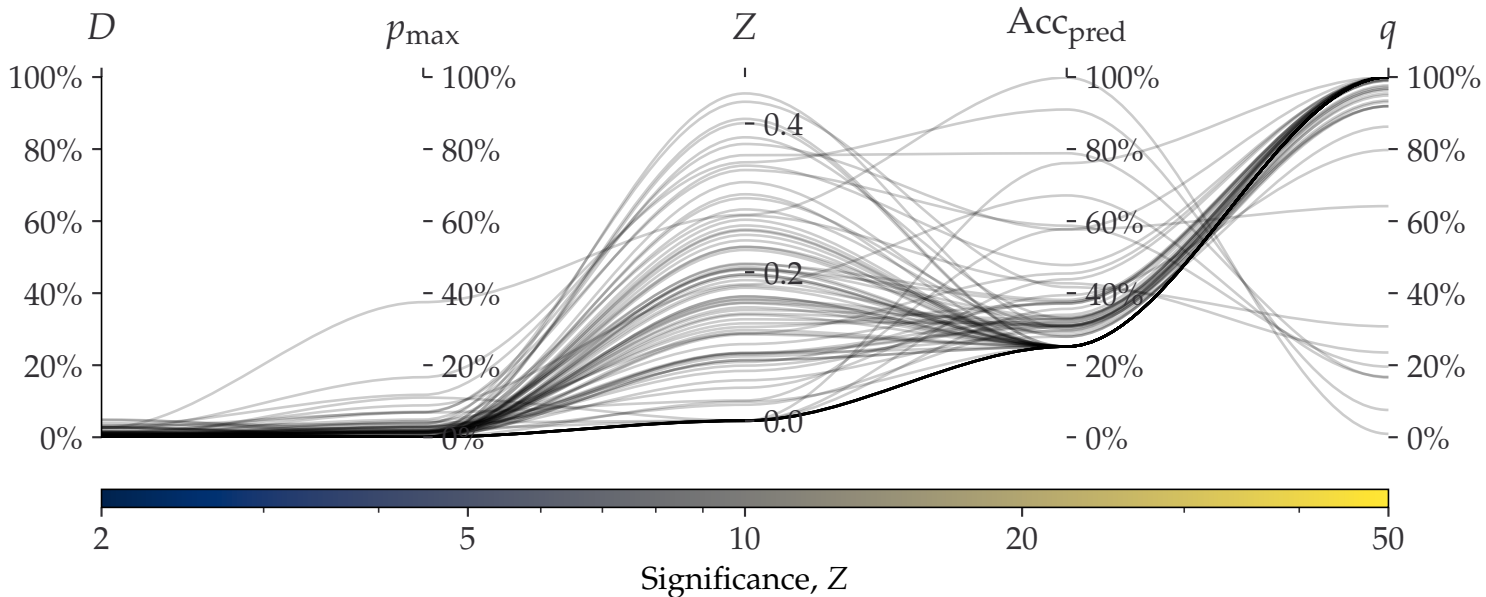
sim_N_reads: 50000, Damage: 0.0%



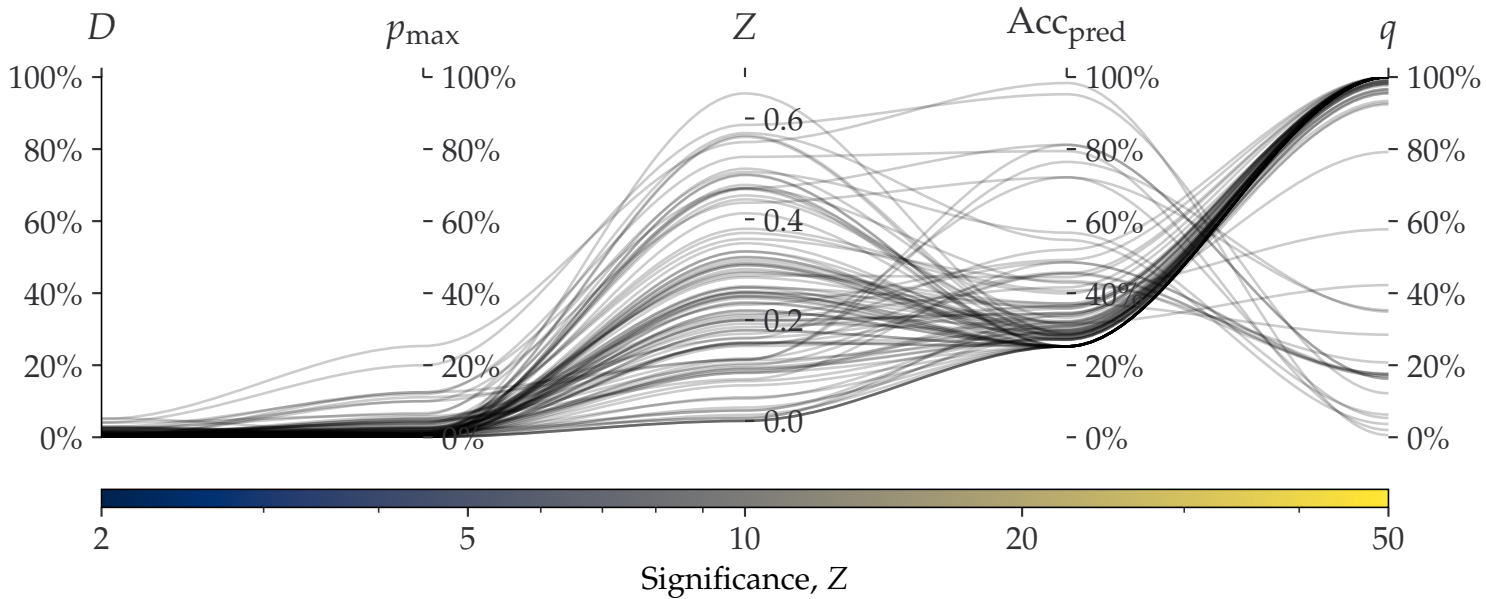
sim_N_reads: 100000, Damage: 0.0%



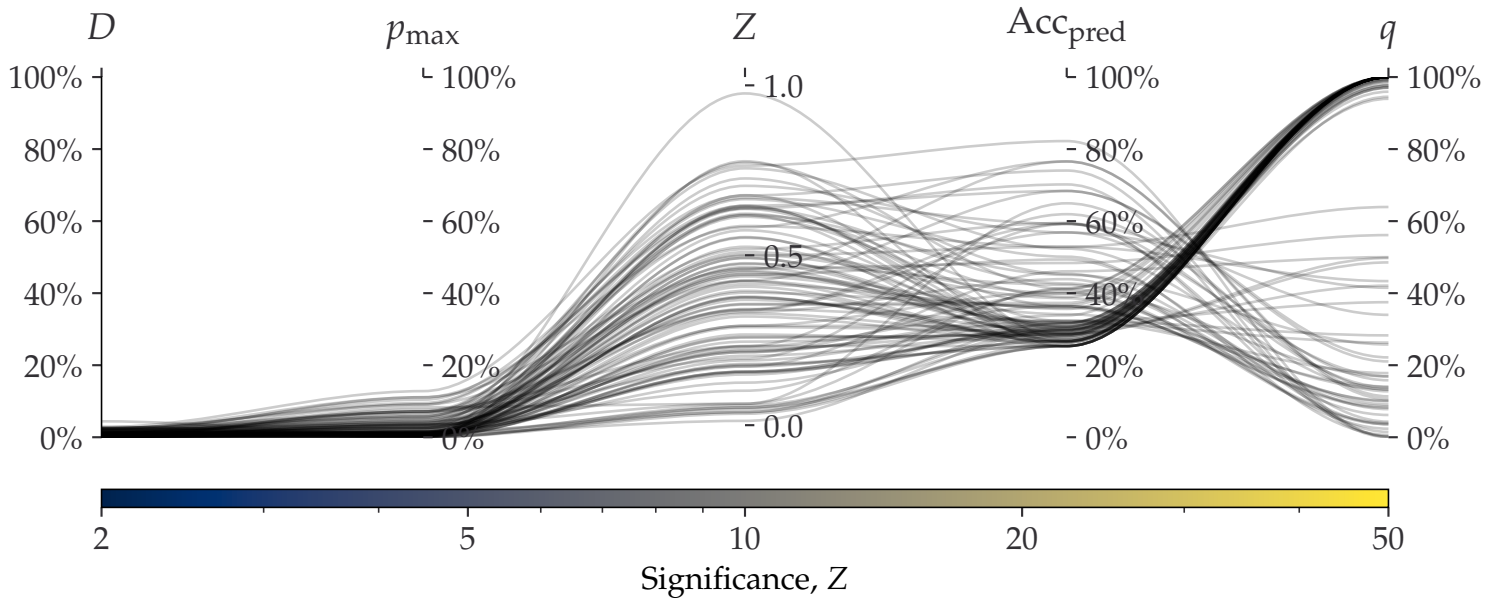
sim_N_reads: 25, Damage: 1.0%



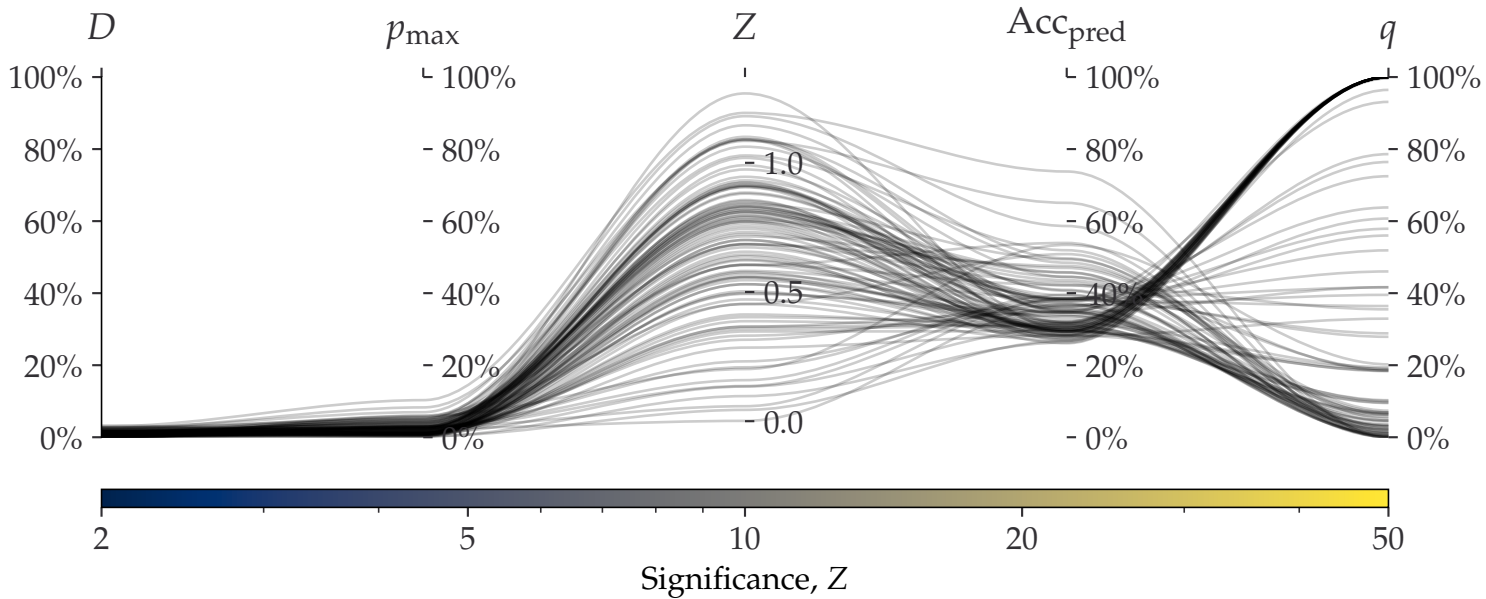
sim_N_reads: 50, Damage: 1.0%



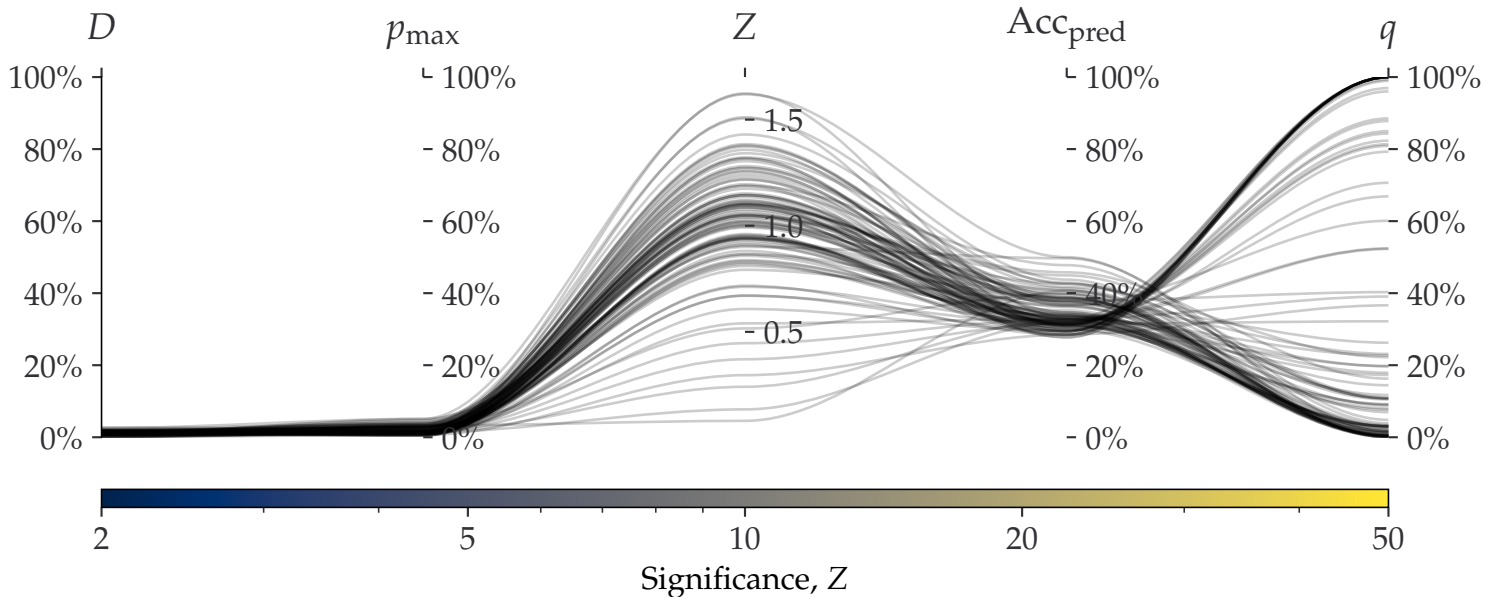
sim_N_reads: 100, Damage: 1.0%



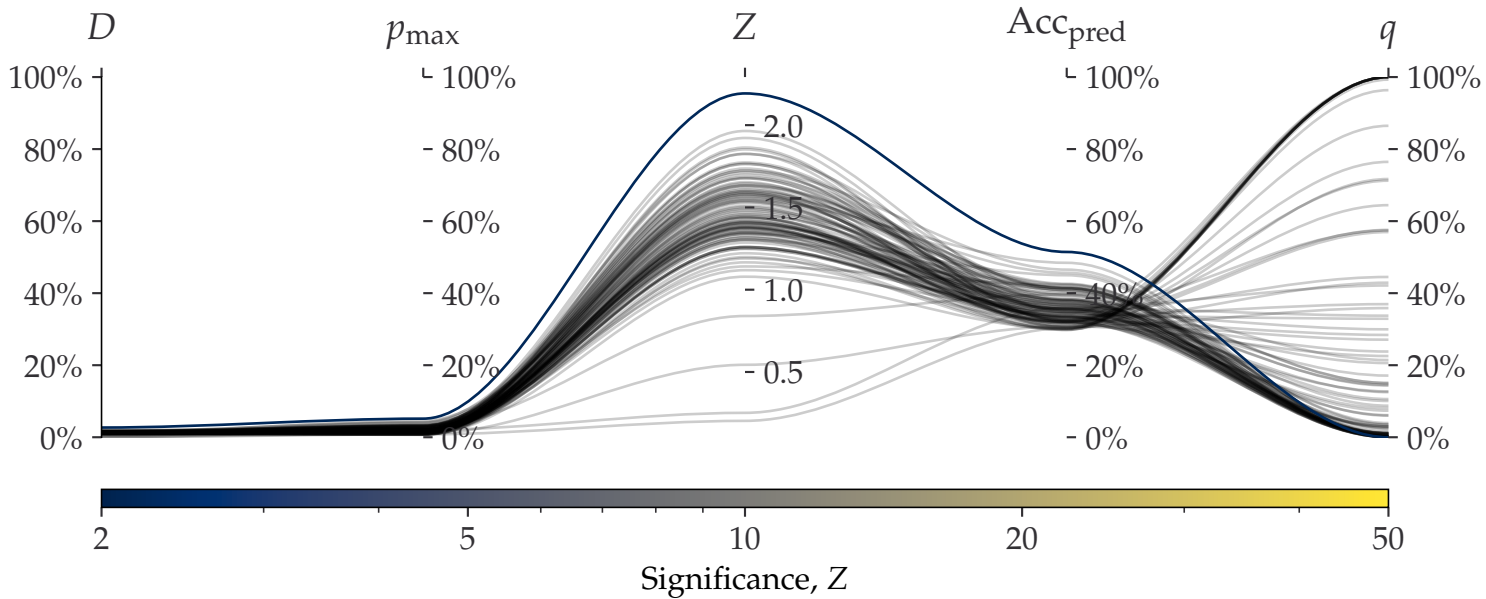
sim_N_reads: 250, Damage: 1.0%



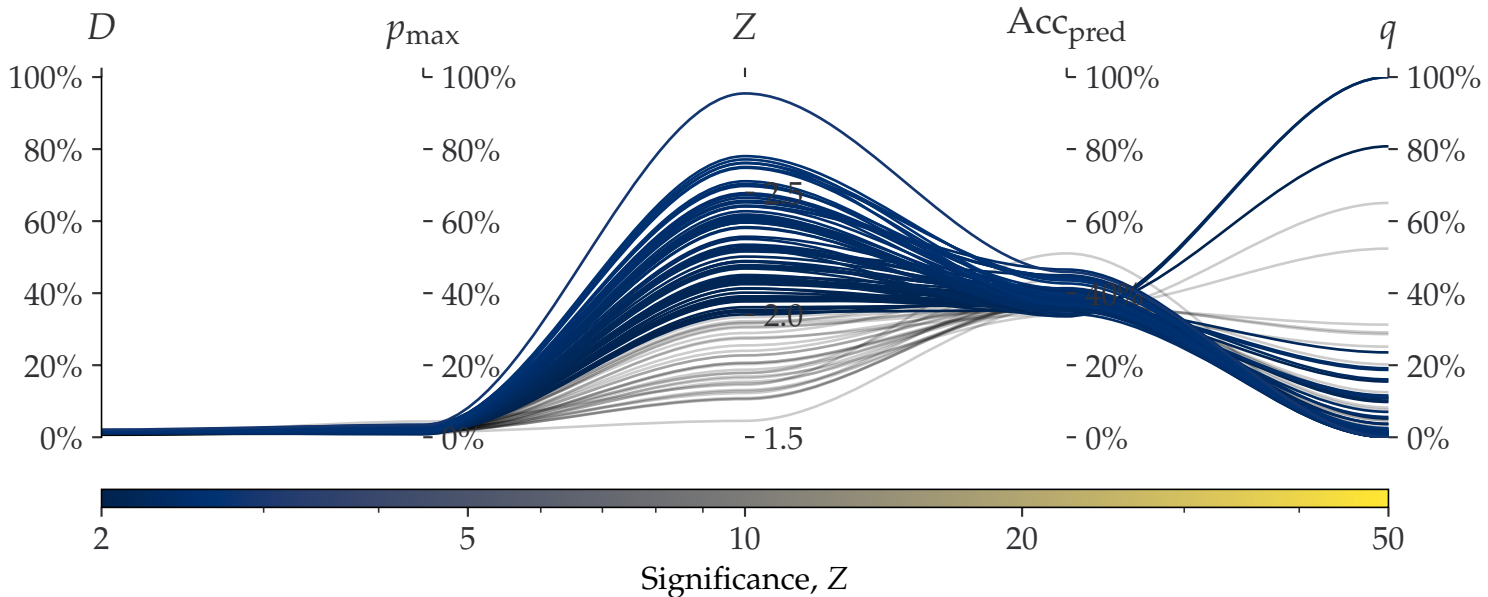
sim_N_reads: 500, Damage: 1.0%



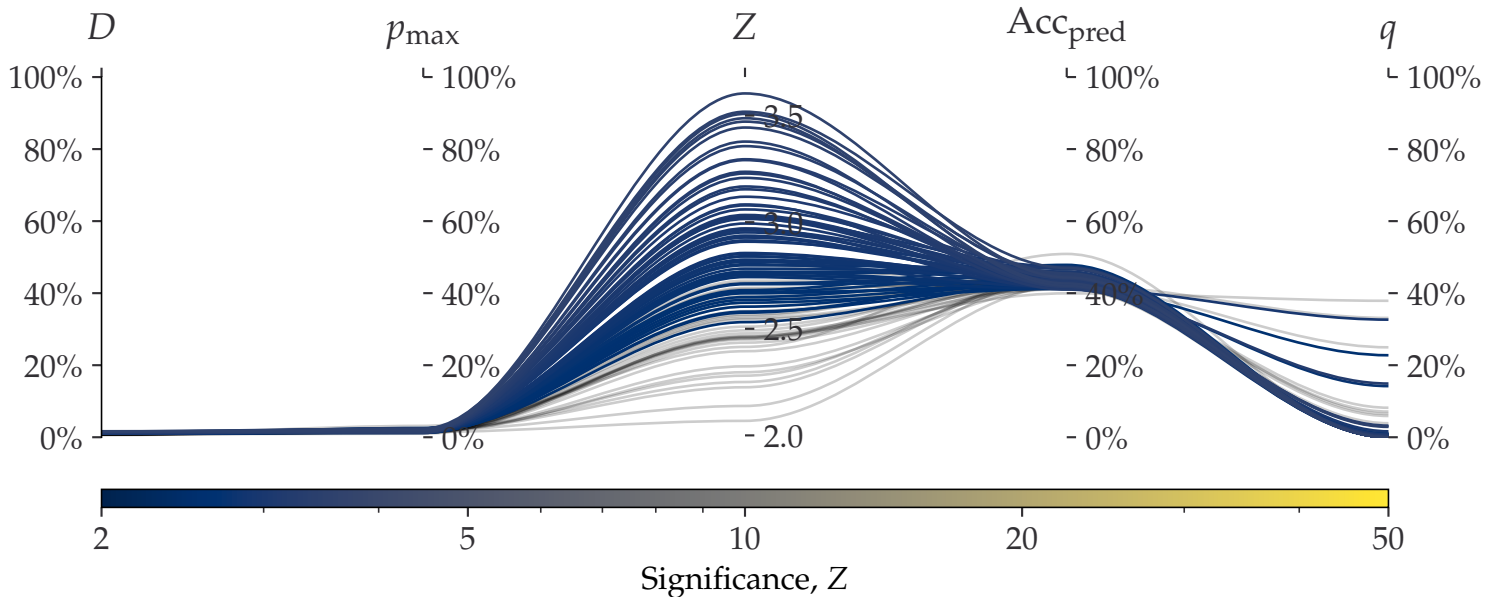
sim_N_reads: 1000, Damage: 1.0%



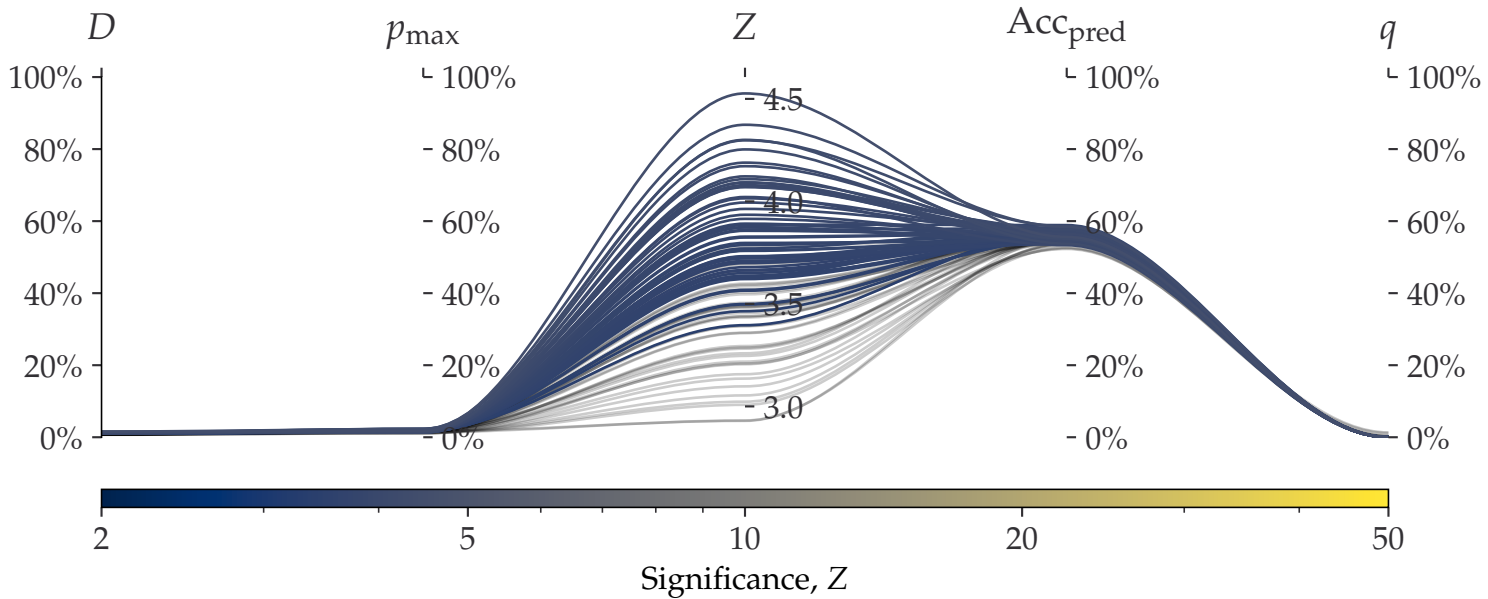
sim_N_reads: 2500, Damage: 1.0%



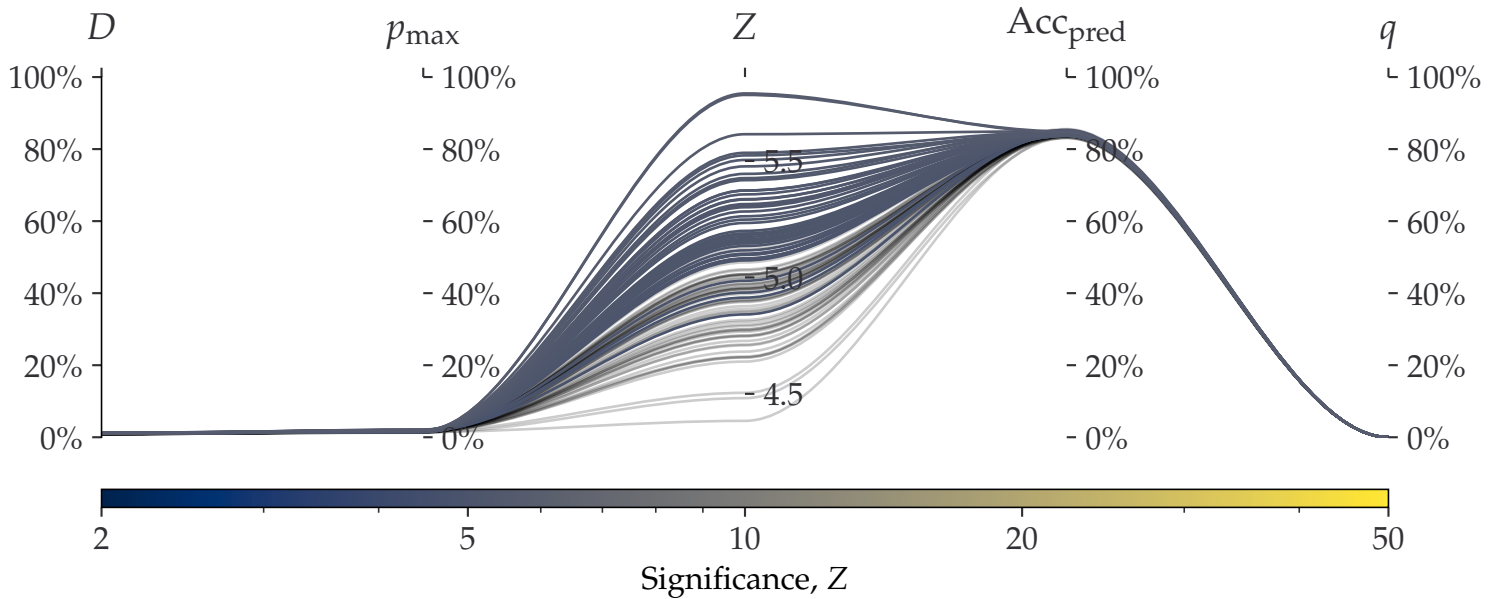
sim_N_reads: 5000, Damage: 1.0%



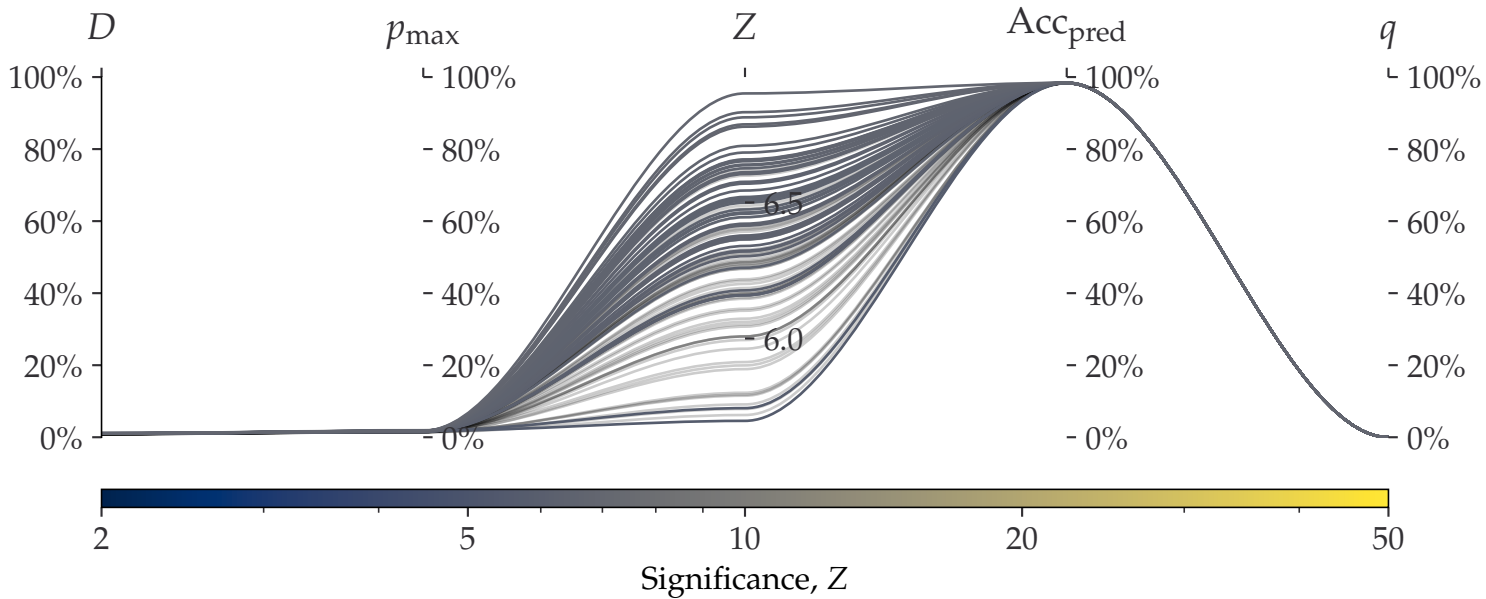
sim_N_reads: 10000, Damage: 1.0%



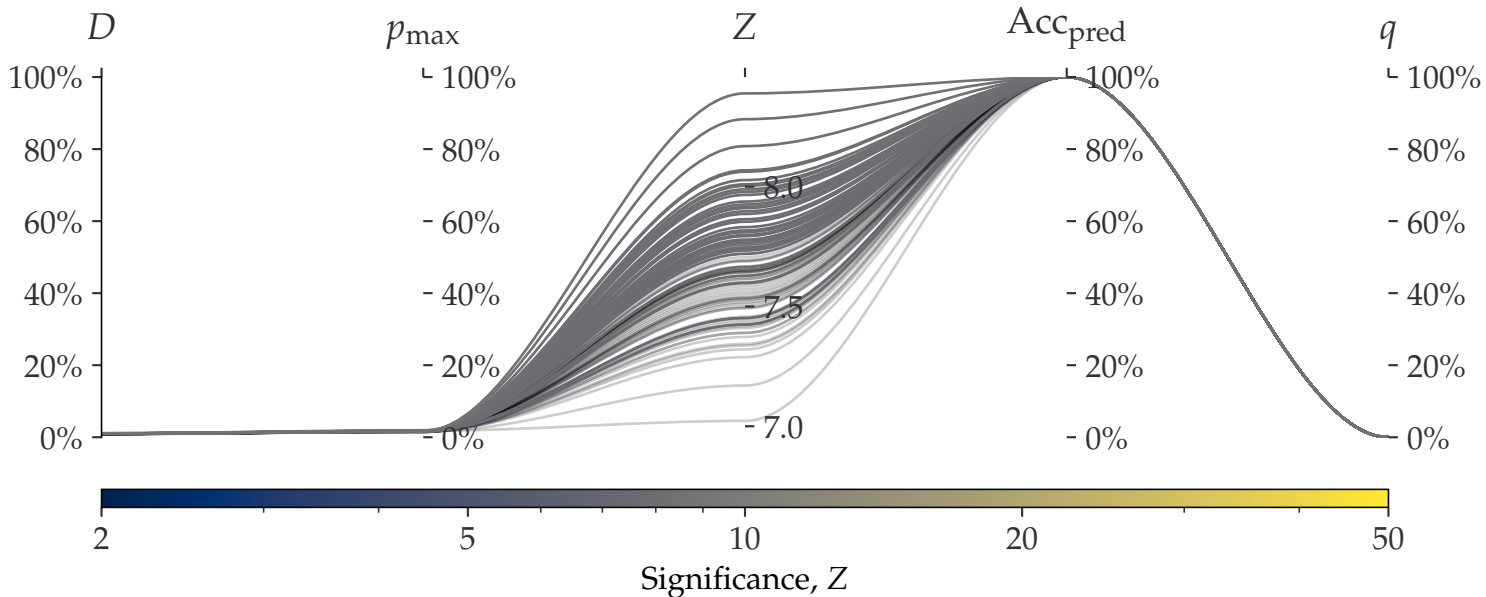
sim_N_reads: 25000, Damage: 1.0%



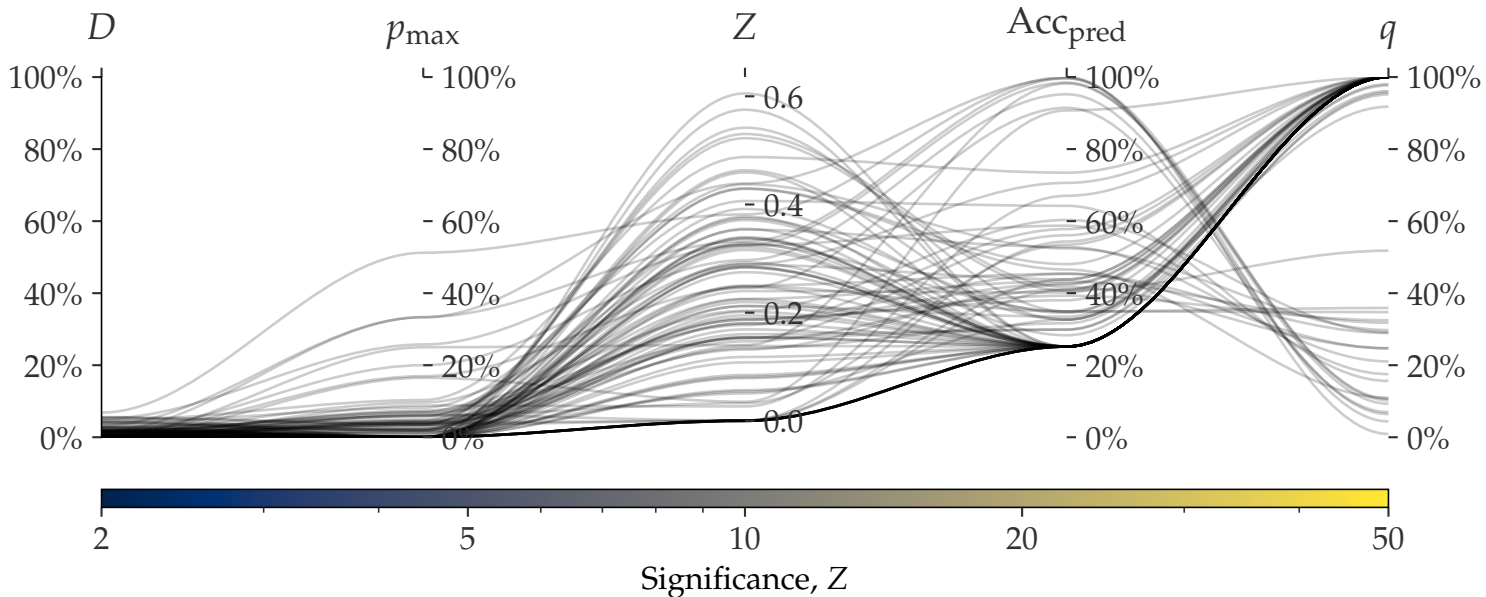
sim_N_reads: 50000, Damage: 1.0%



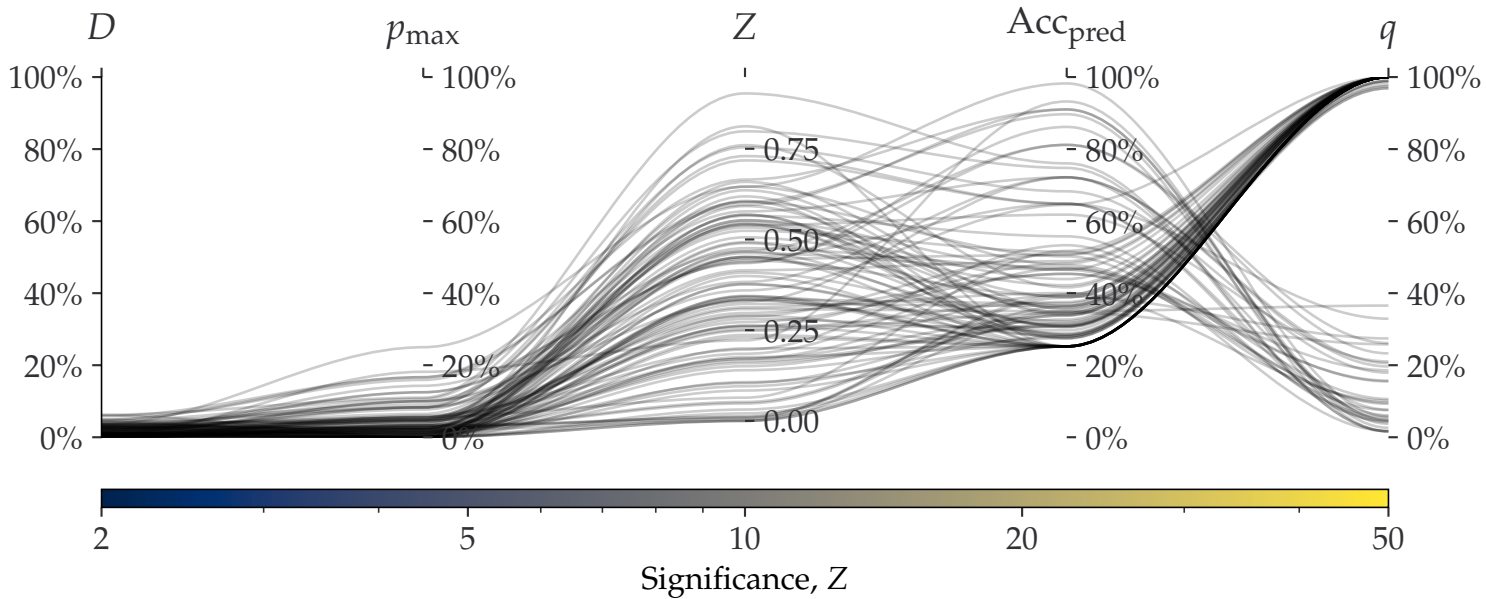
sim_N_reads: 100000, Damage: 1.0%



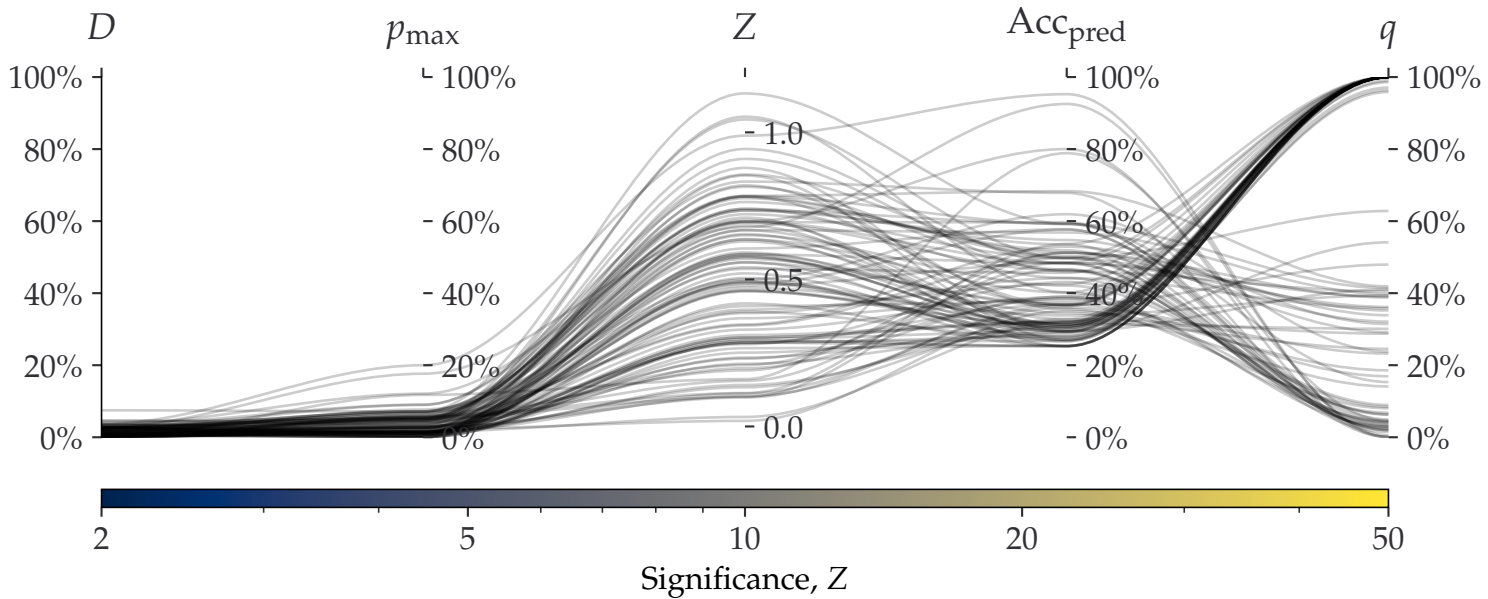
sim_N_reads: 25, Damage: 2.0%



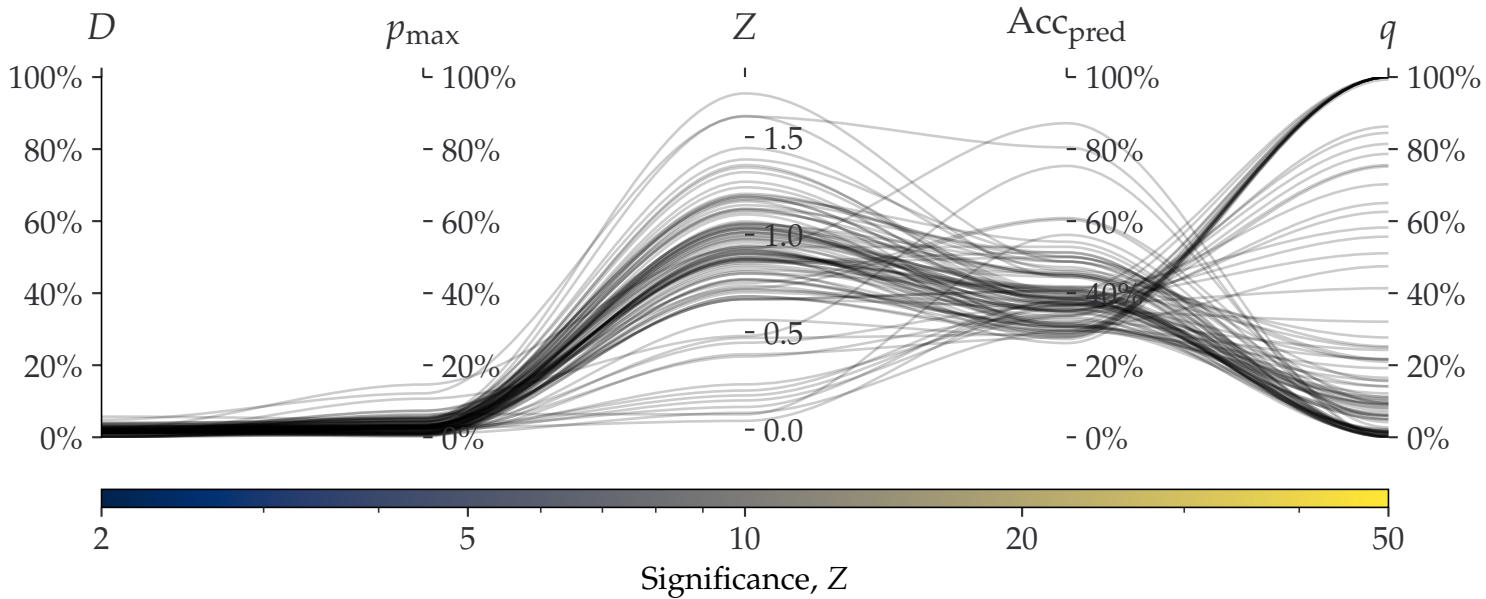
sim_N_reads: 50, Damage: 2.0%



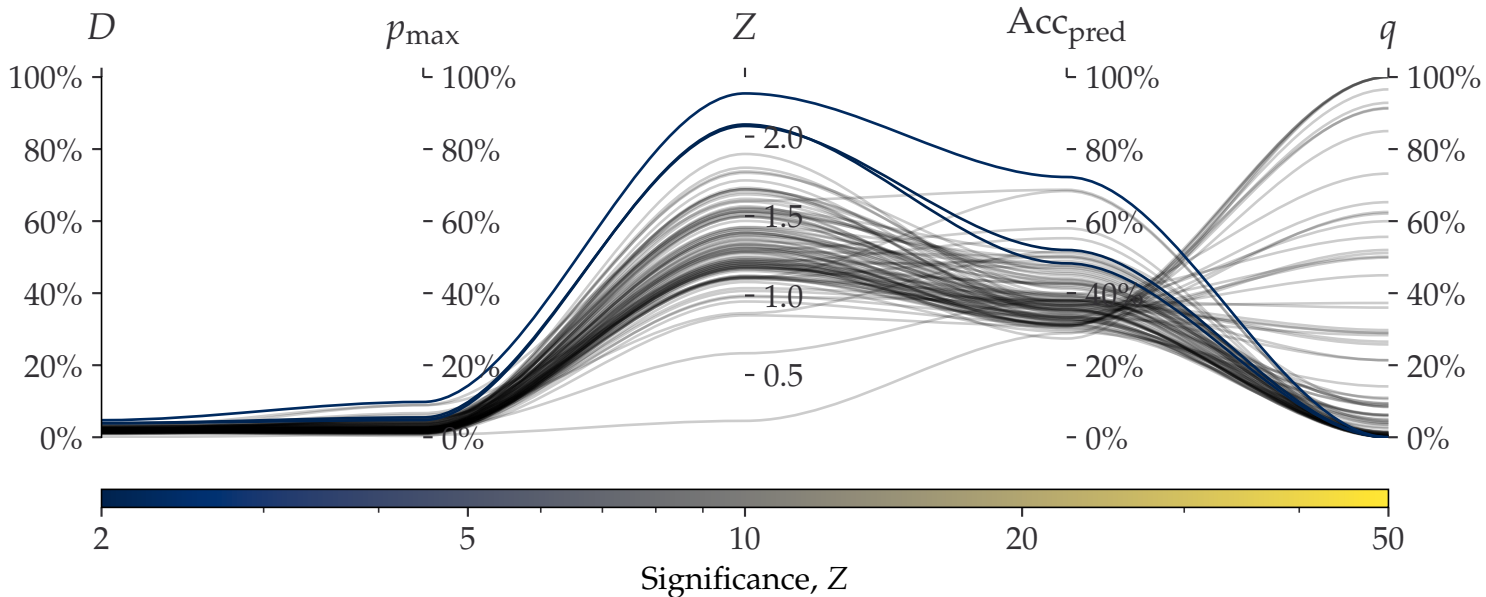
sim_N_reads: 100, Damage: 2.0%



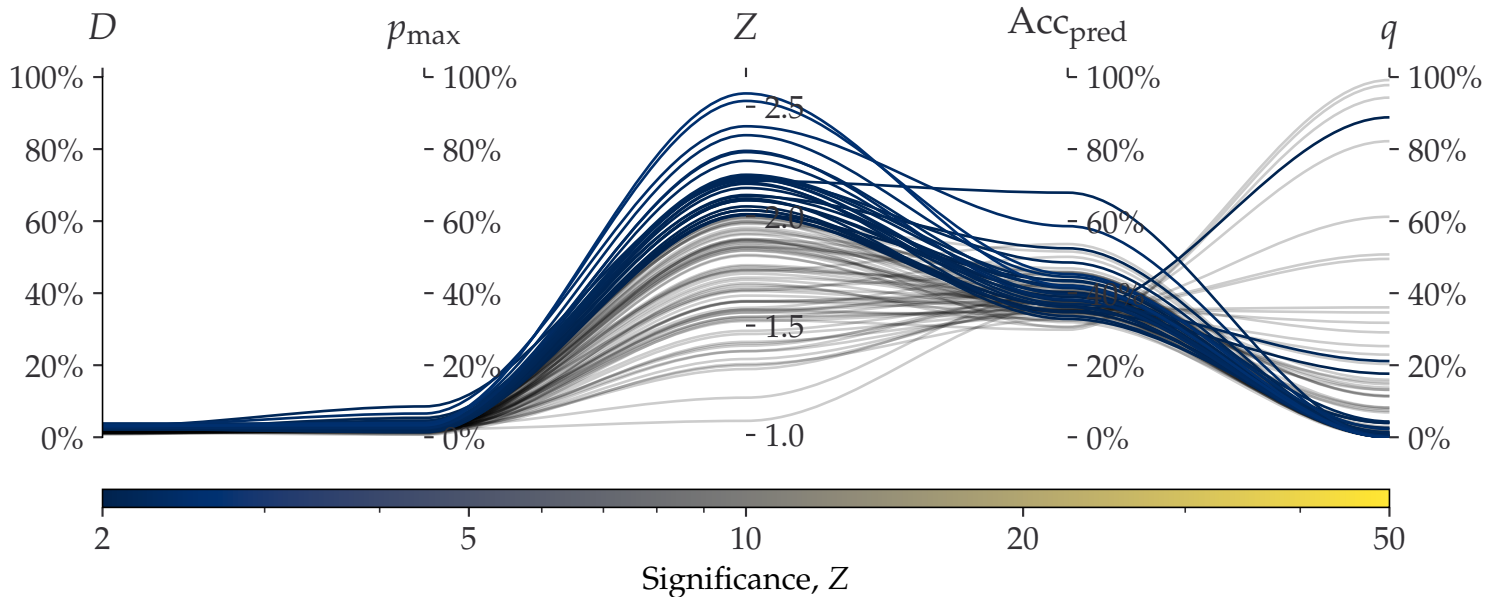
sim_N_reads: 250, Damage: 2.0%



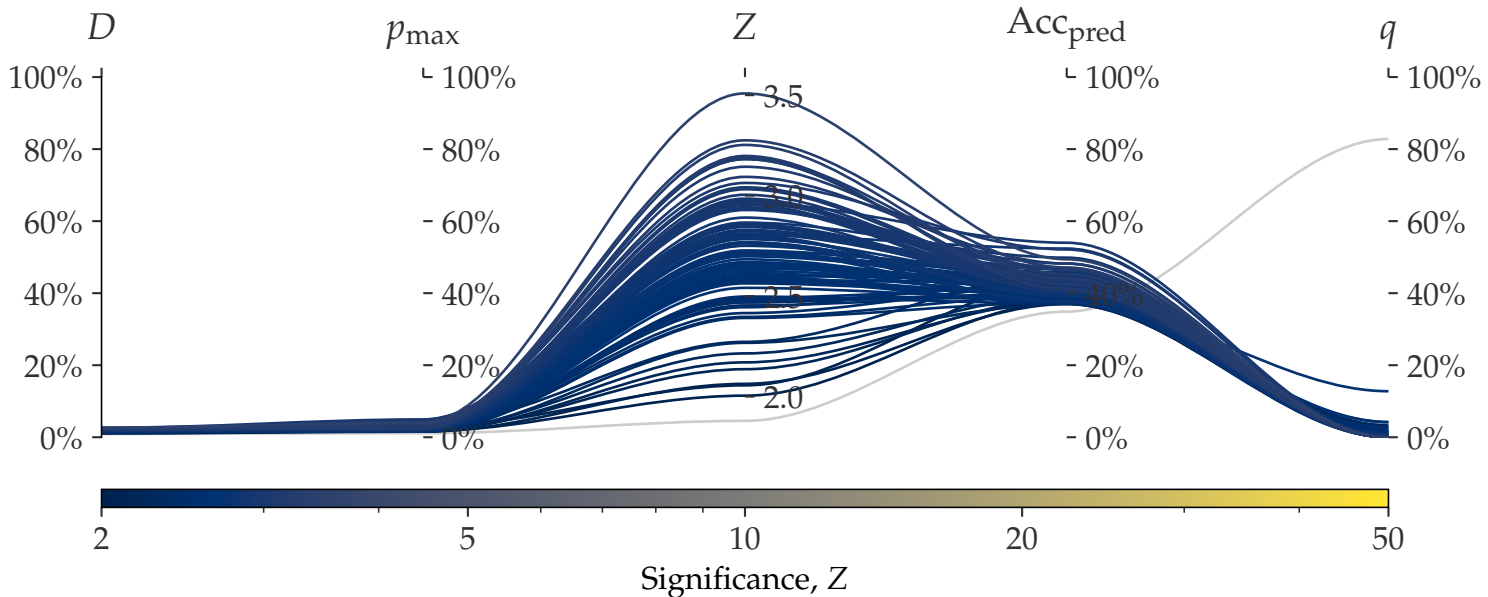
sim_N_reads: 500, Damage: 2.0%



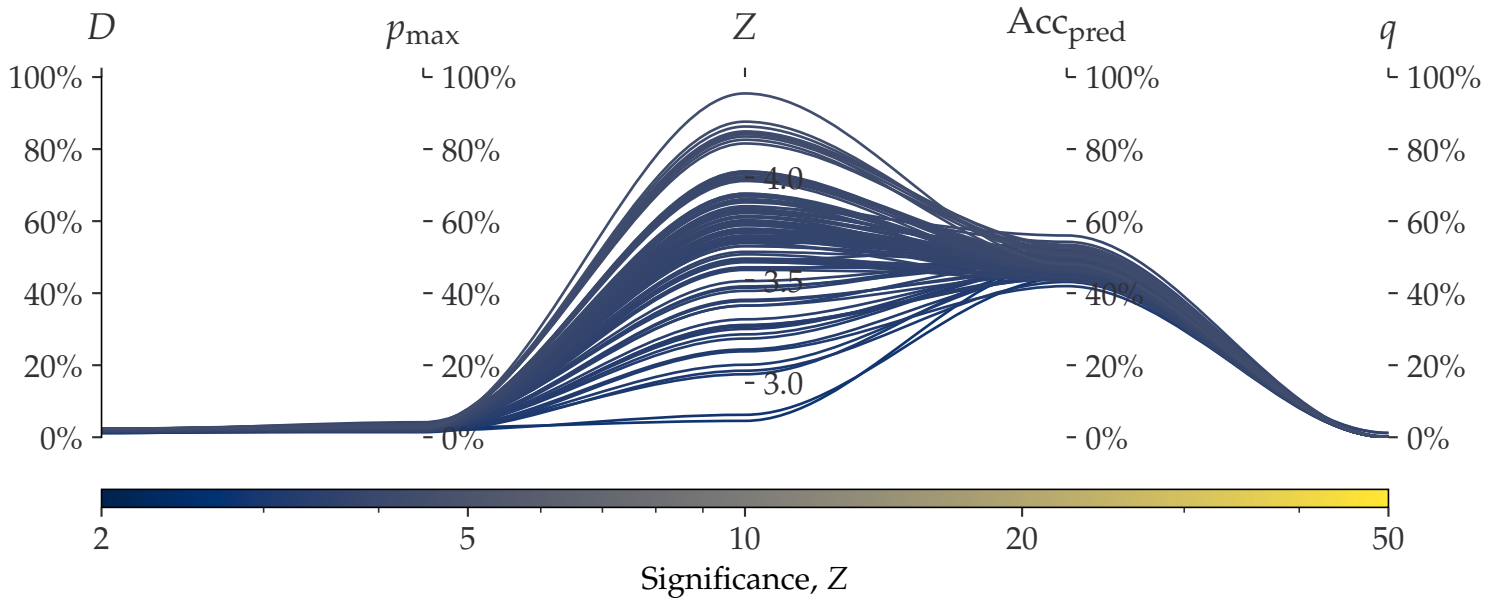
sim_N_reads: 1000, Damage: 2.0%



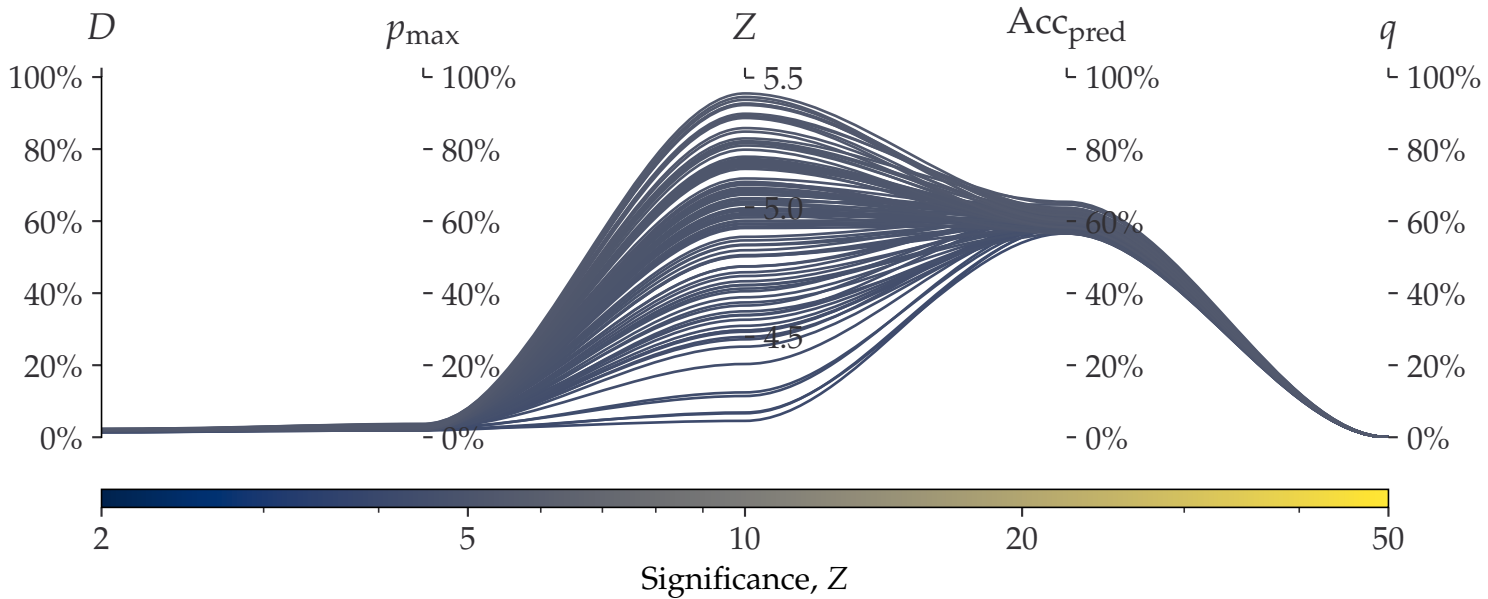
sim_N_reads: 2500, Damage: 2.0%



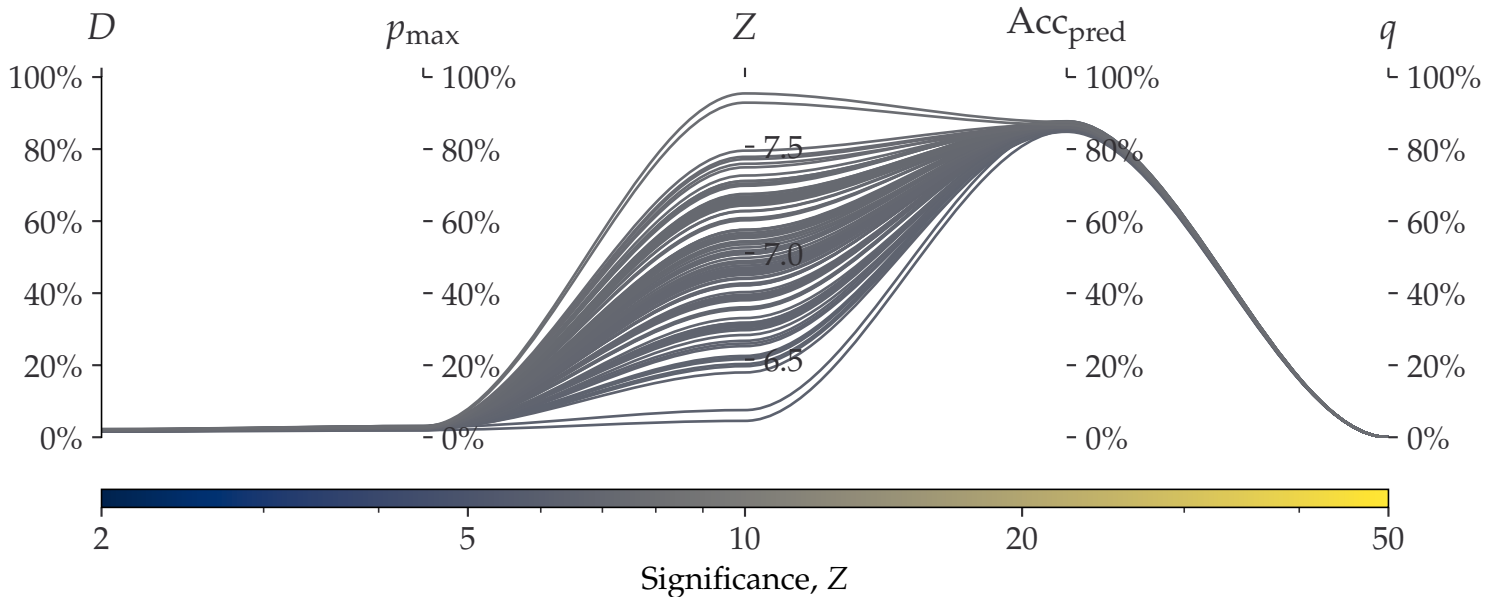
sim_N_reads: 5000, Damage: 2.0%



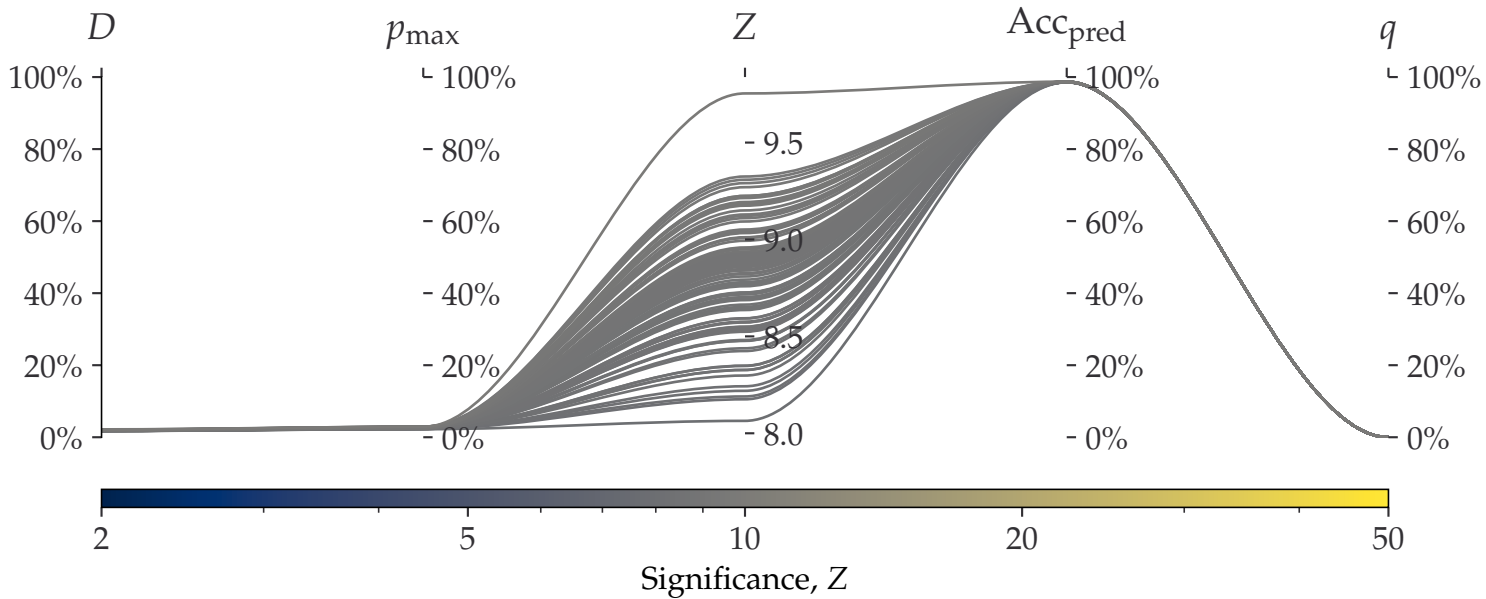
sim_N_reads: 10000, Damage: 2.0%



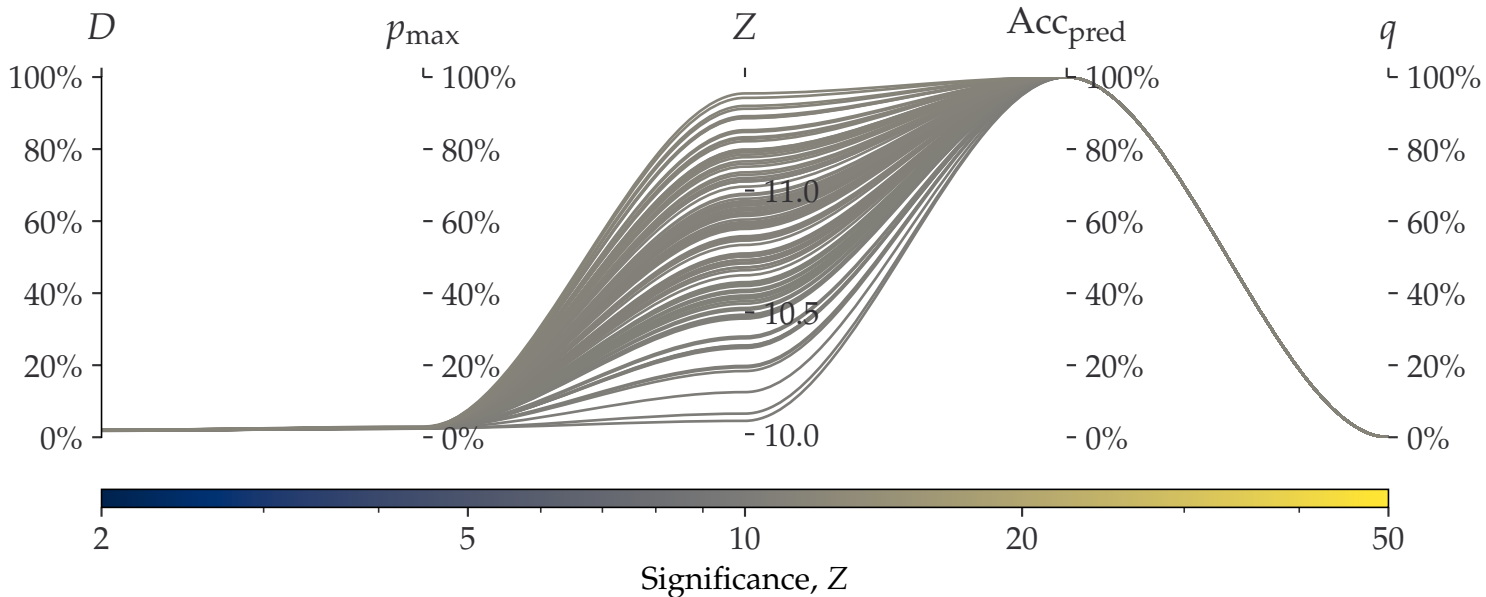
sim_N_reads: 25000, Damage: 2.0%



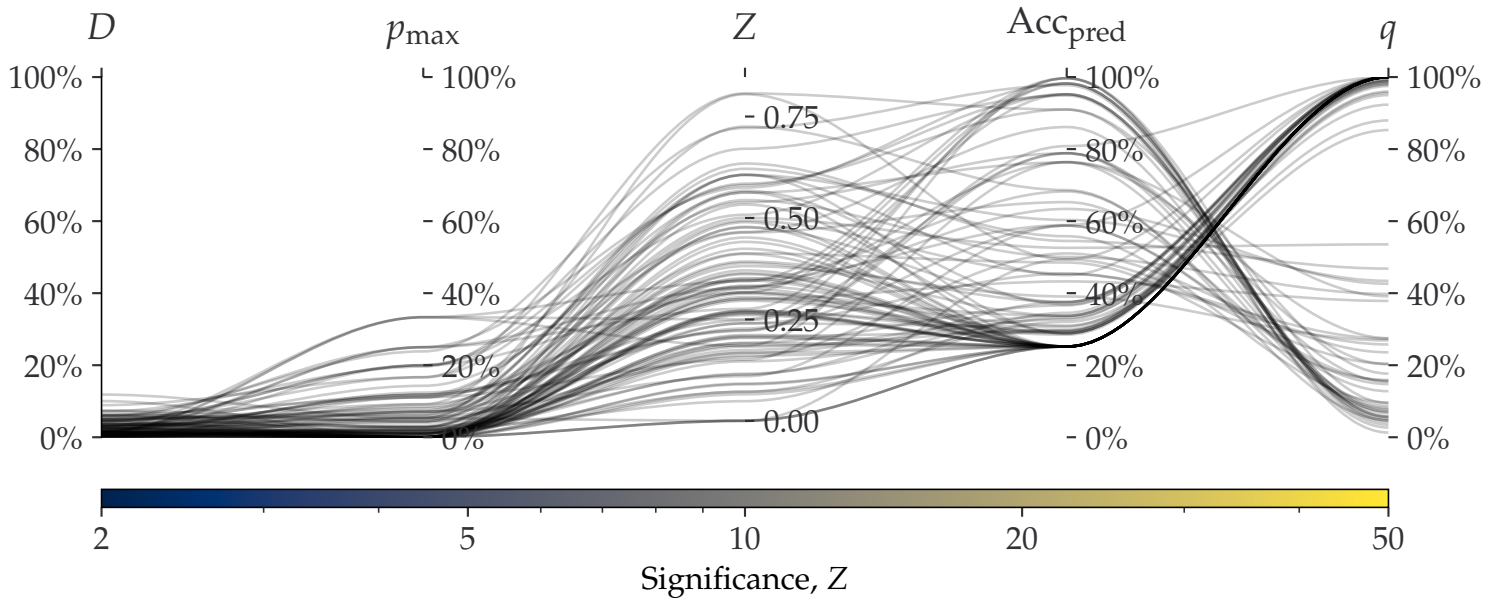
sim_N_reads: 50000, Damage: 2.0%



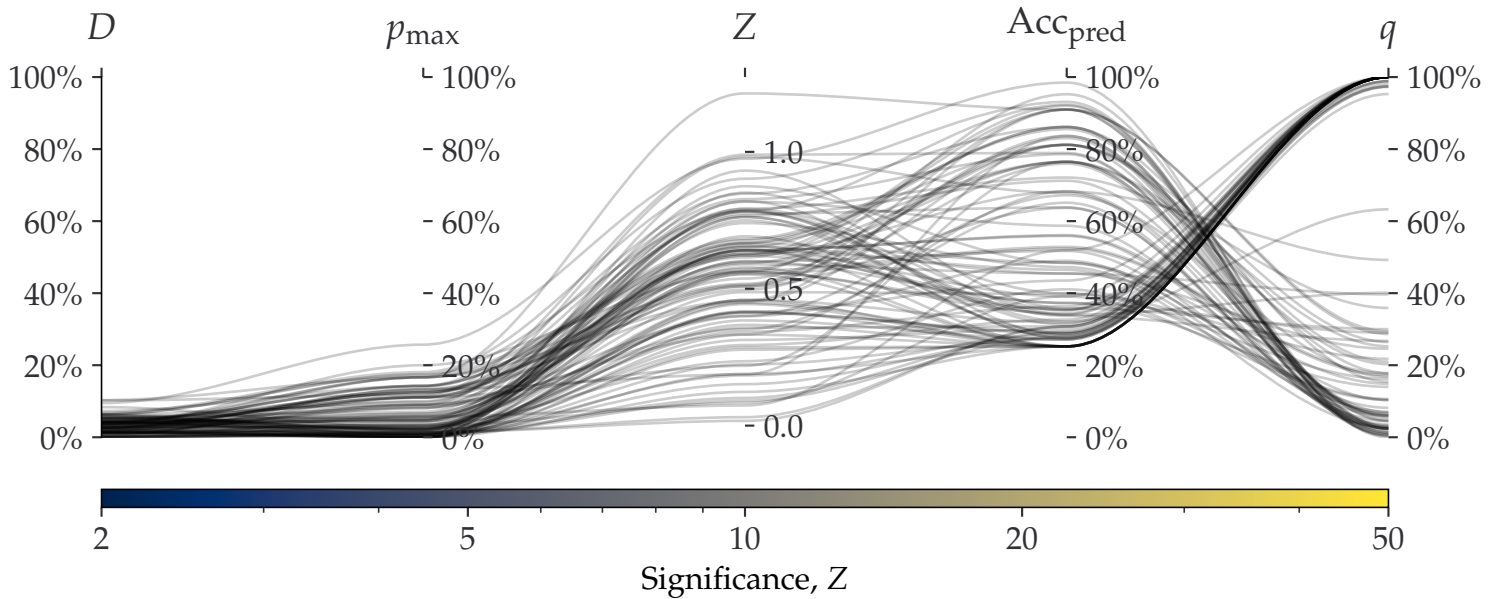
sim_N_reads: 100000, Damage: 2.0%



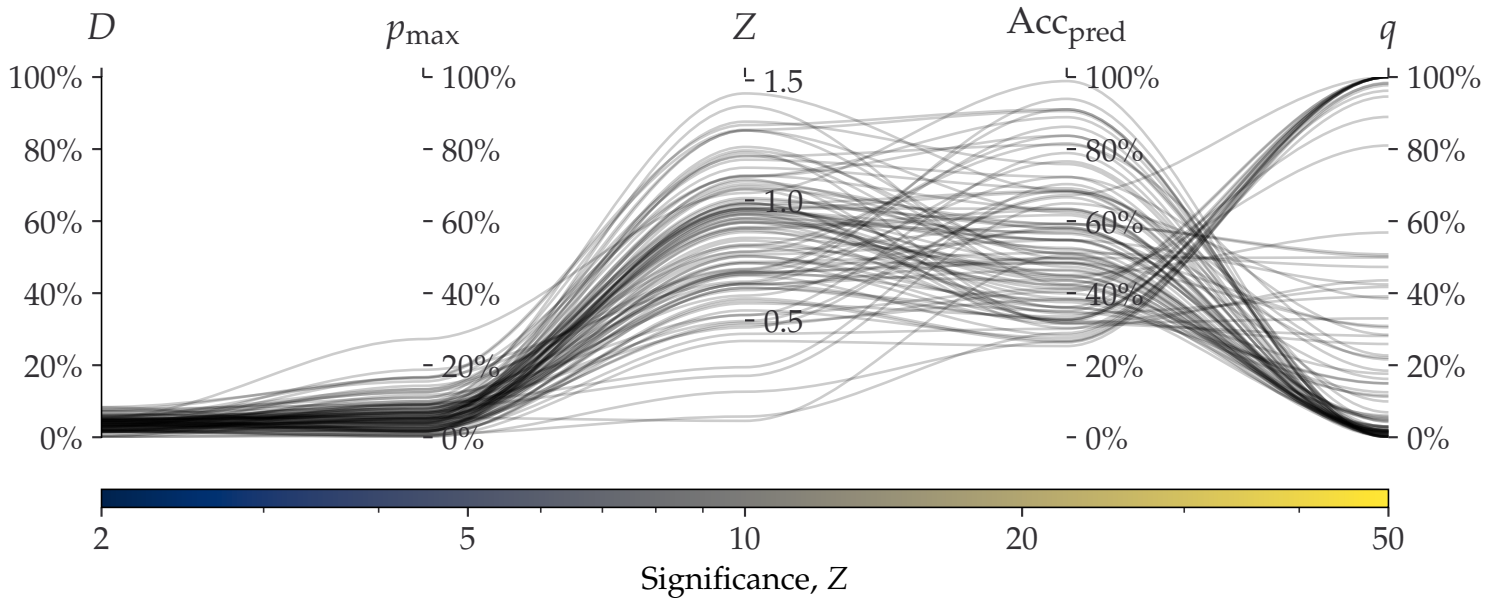
sim_N_reads: 25, Damage: 5.0%



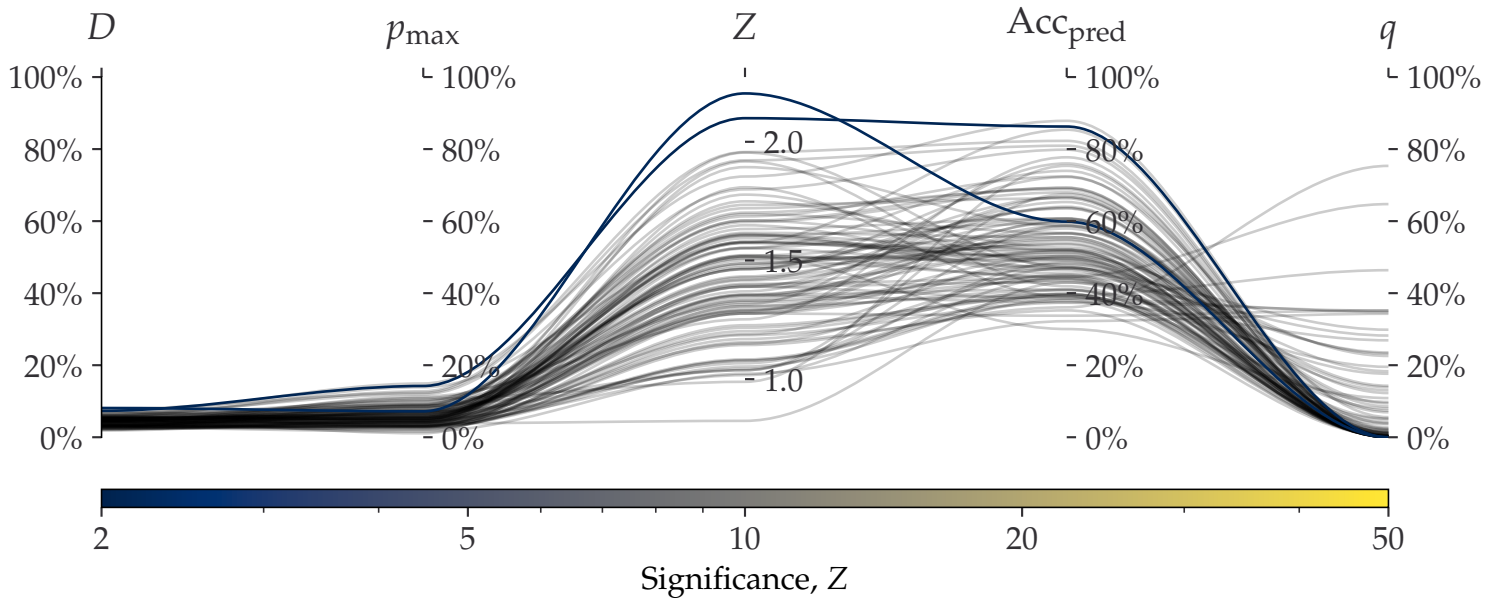
sim_N_reads: 50, Damage: 5.0%



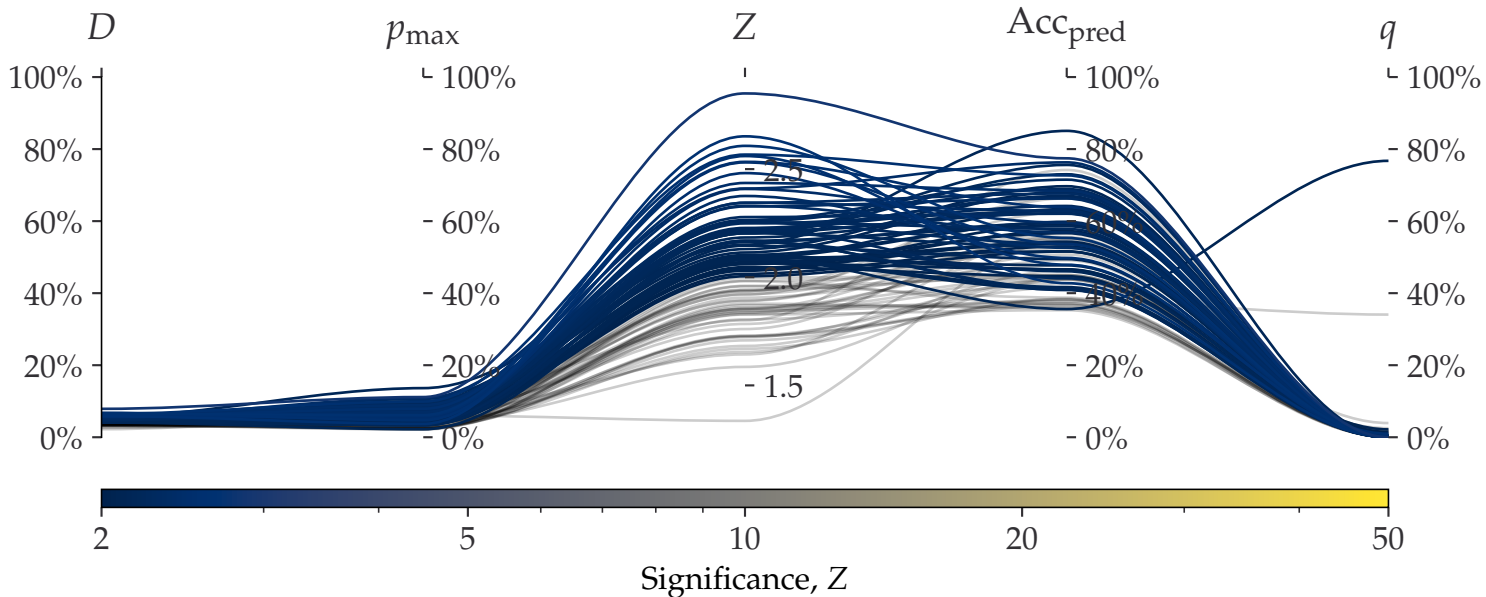
sim_N_reads: 100, Damage: 5.0%



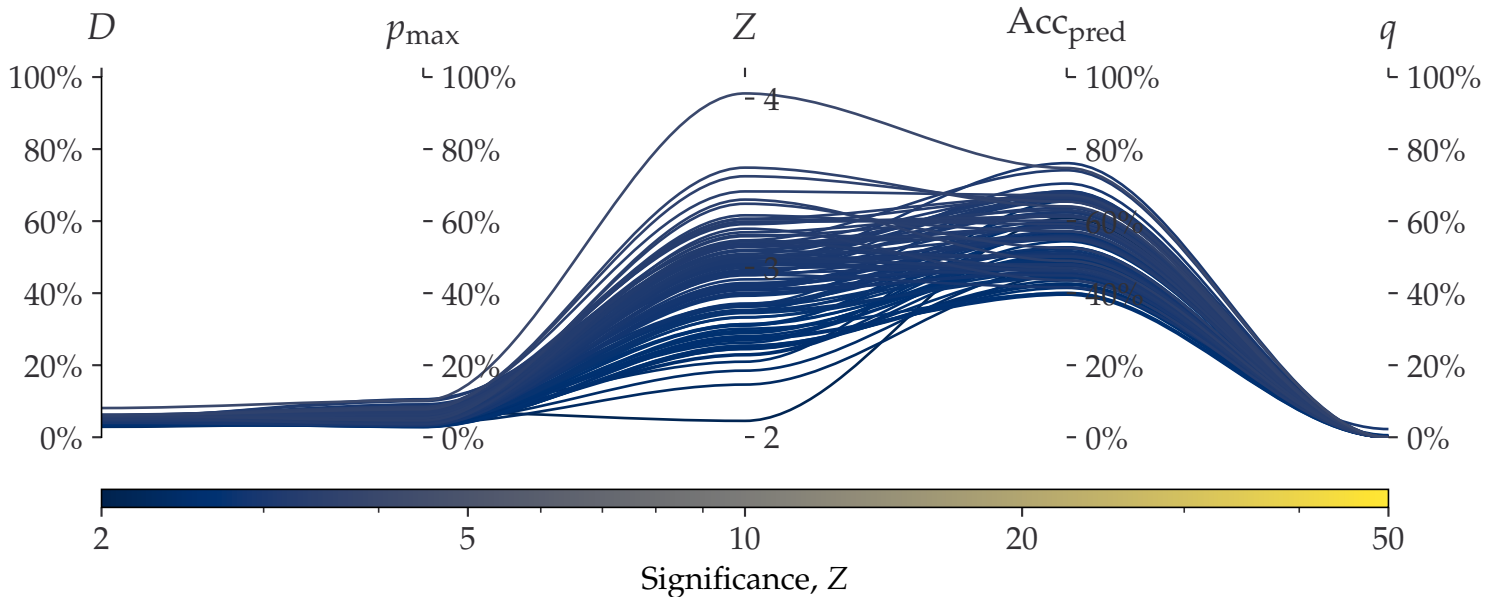
sim_N_reads: 250, Damage: 5.0%



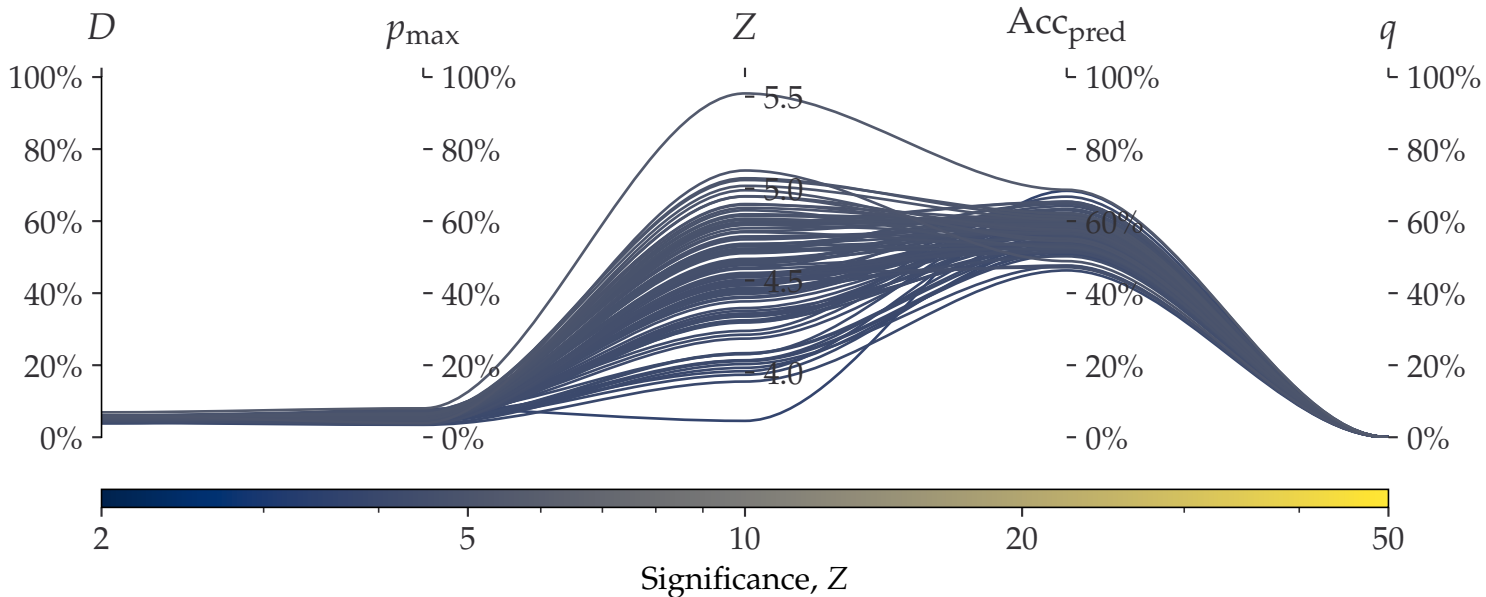
sim_N_reads: 500, Damage: 5.0%



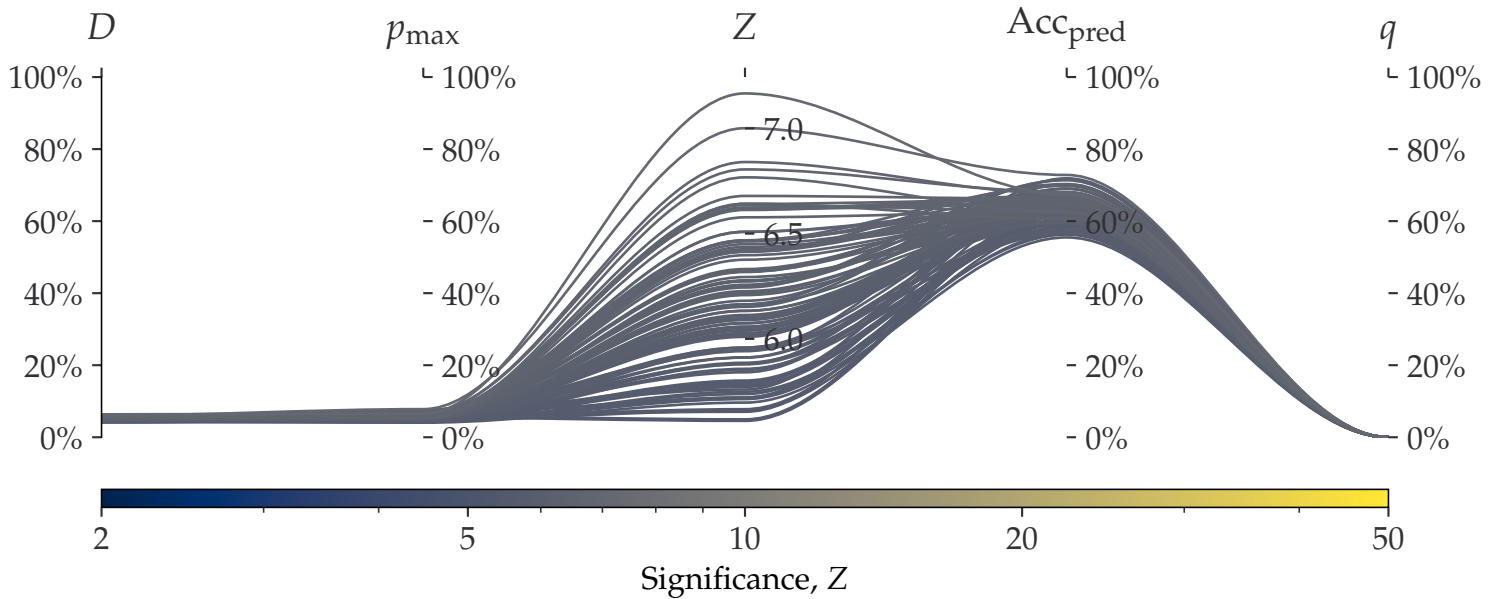
sim_N_reads: 1000, Damage: 5.0%



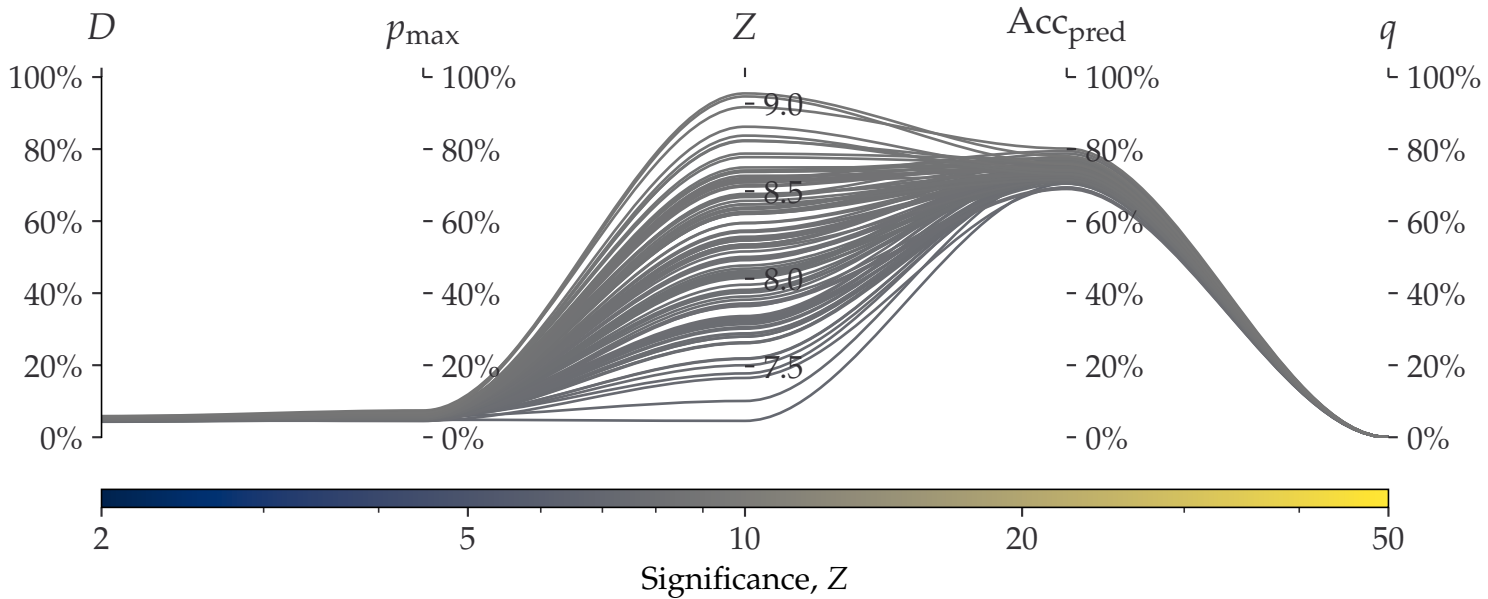
sim_N_reads: 2500, Damage: 5.0%



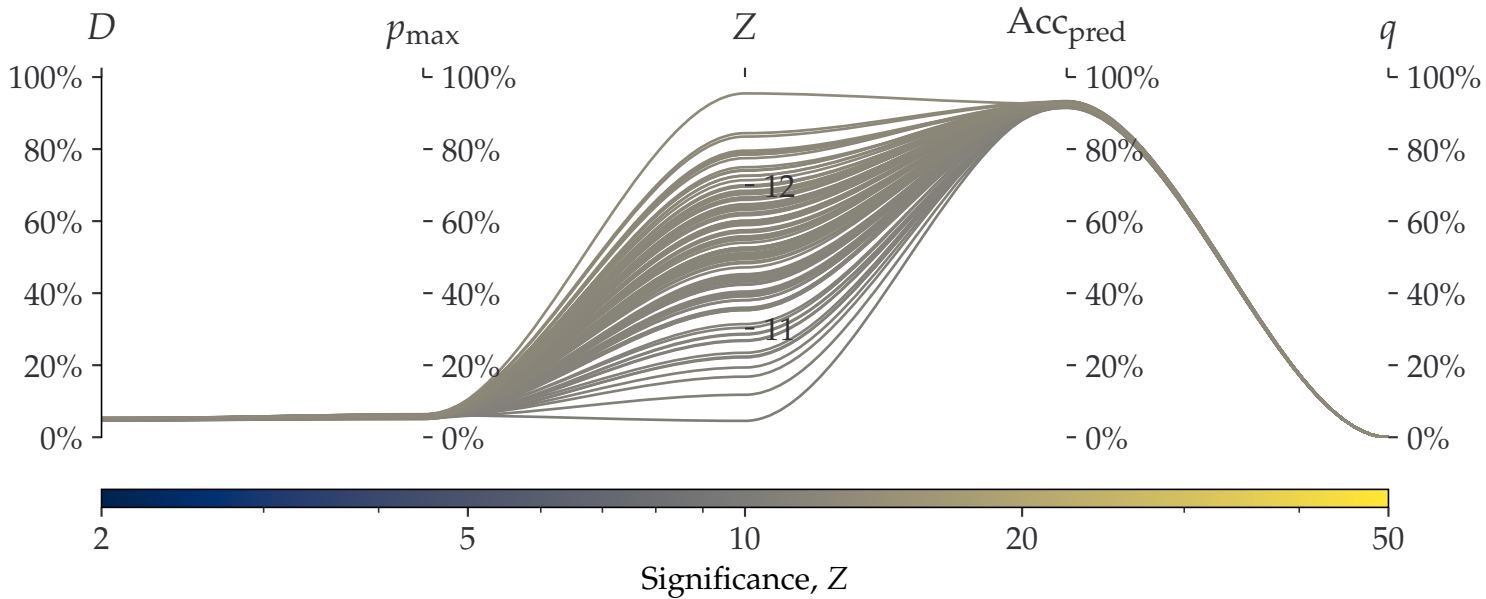
sim_N_reads: 5000, Damage: 5.0%



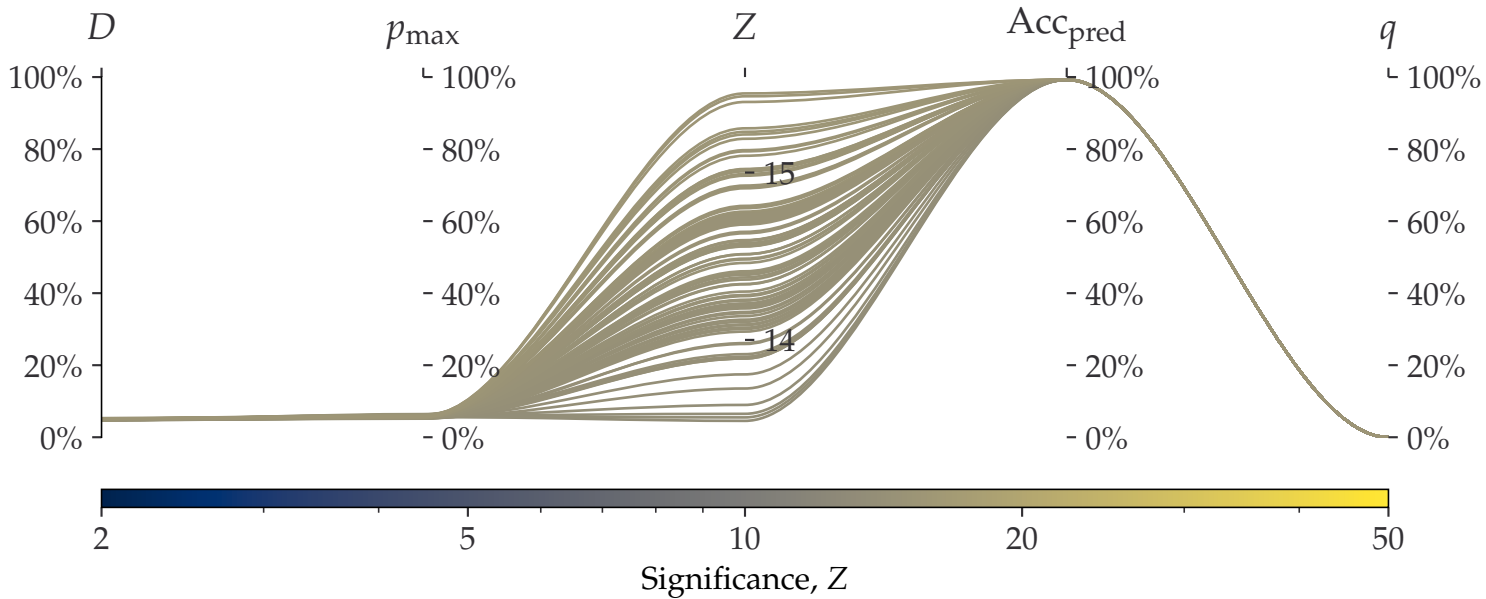
sim_N_reads: 10000, Damage: 5.0%



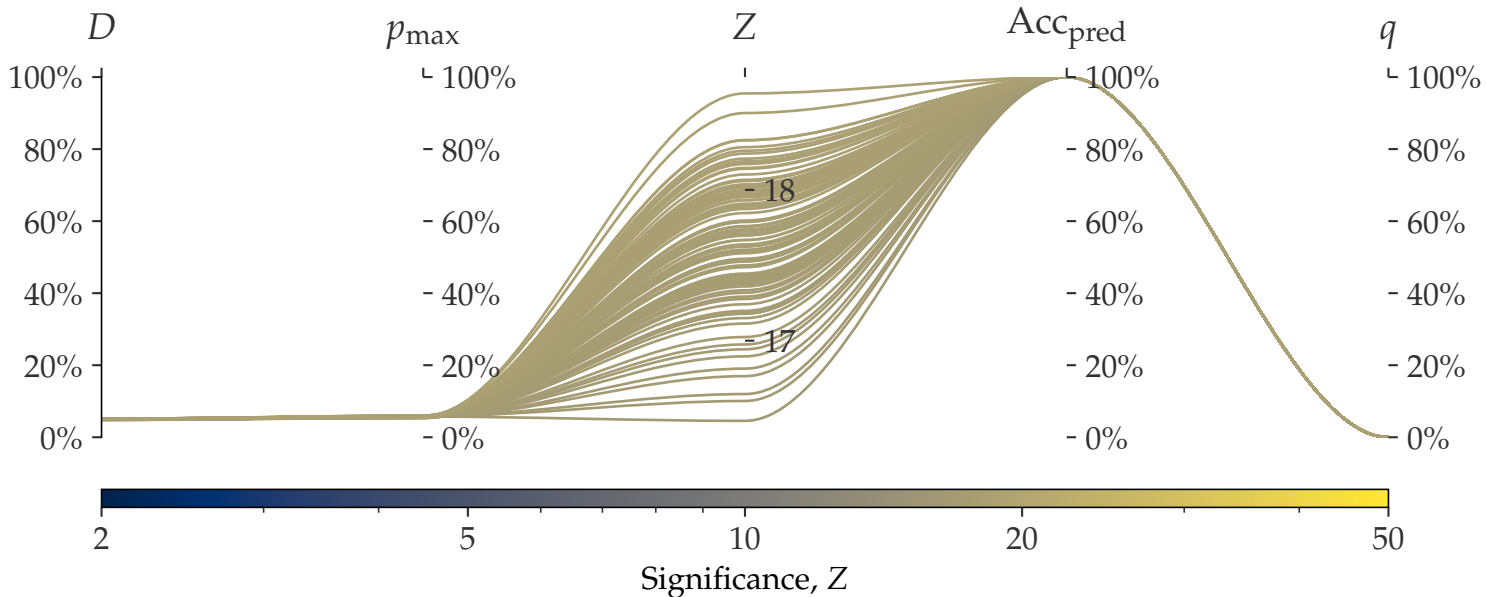
sim_N_reads: 25000, Damage: 5.0%



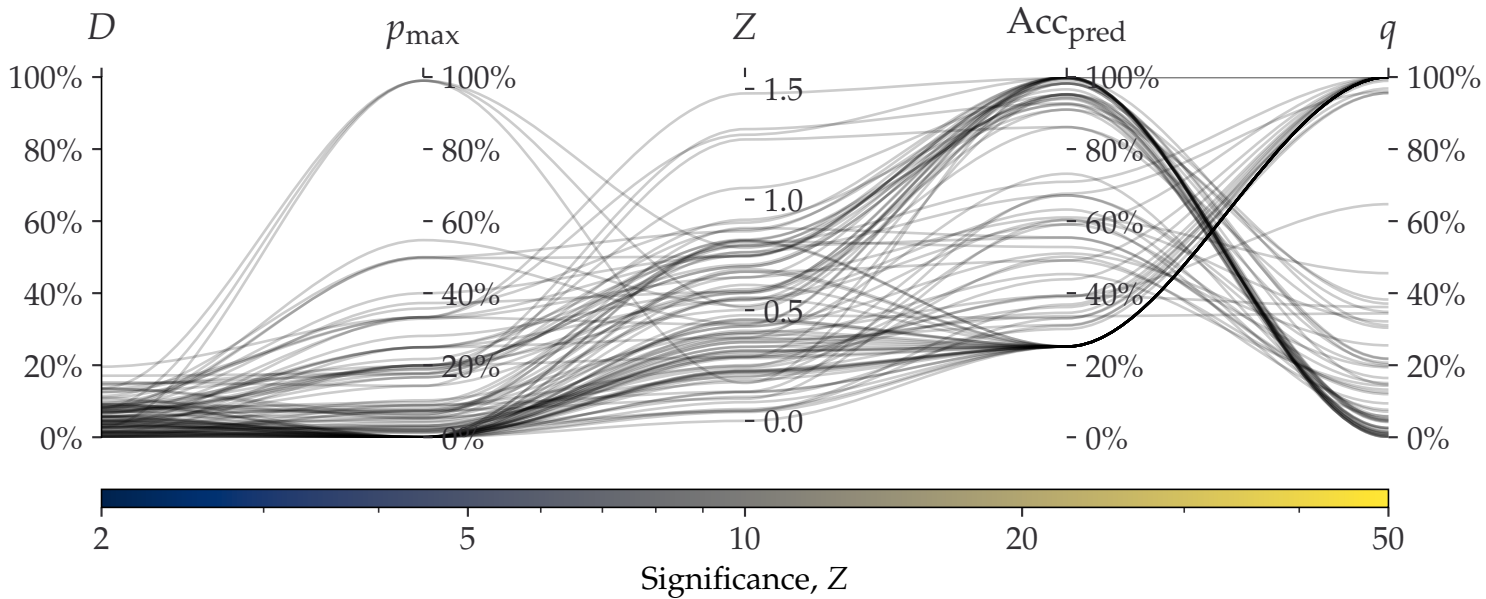
sim_N_reads: 50000, Damage: 5.0%



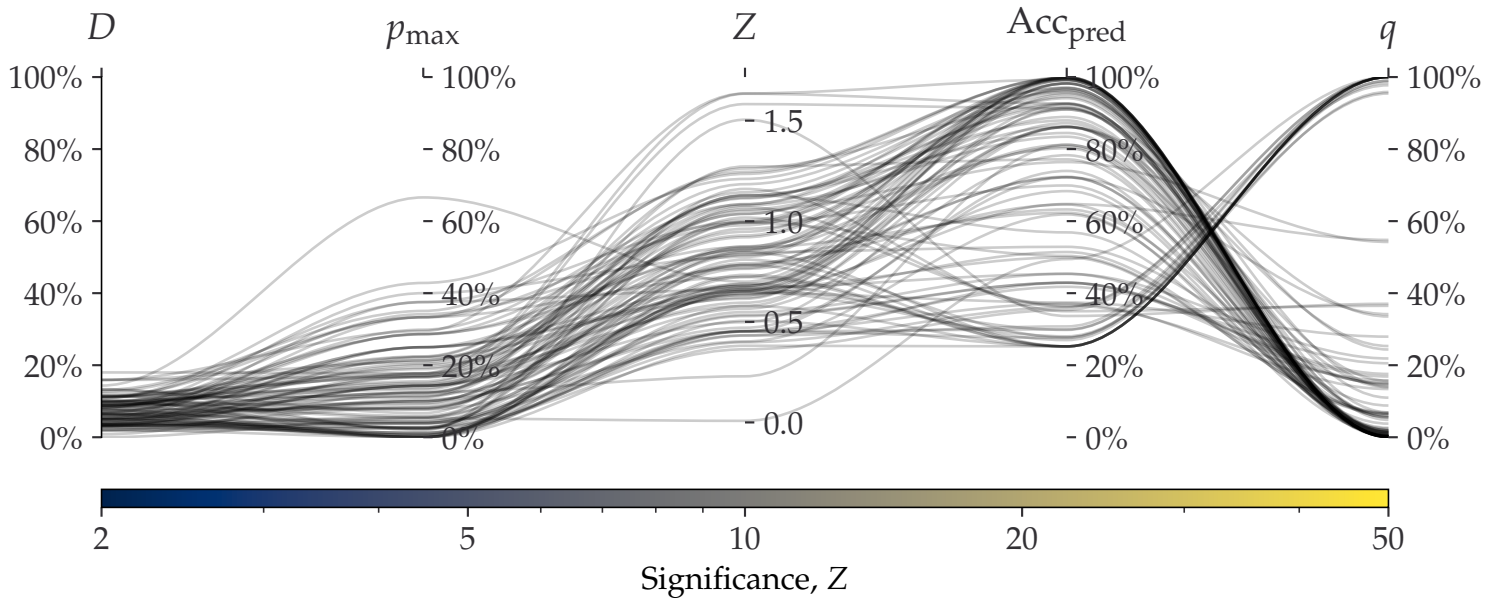
sim_N_reads: 100000, Damage: 5.0%



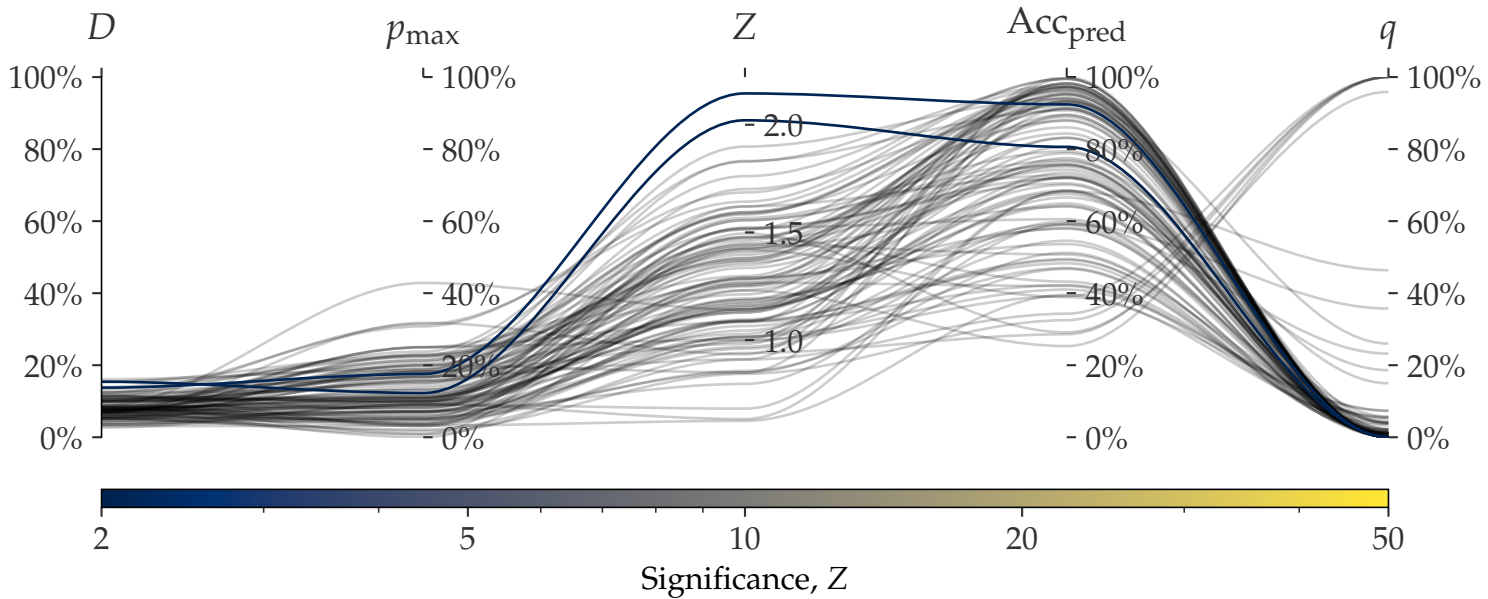
sim_N_reads: 25, Damage: 10.0%



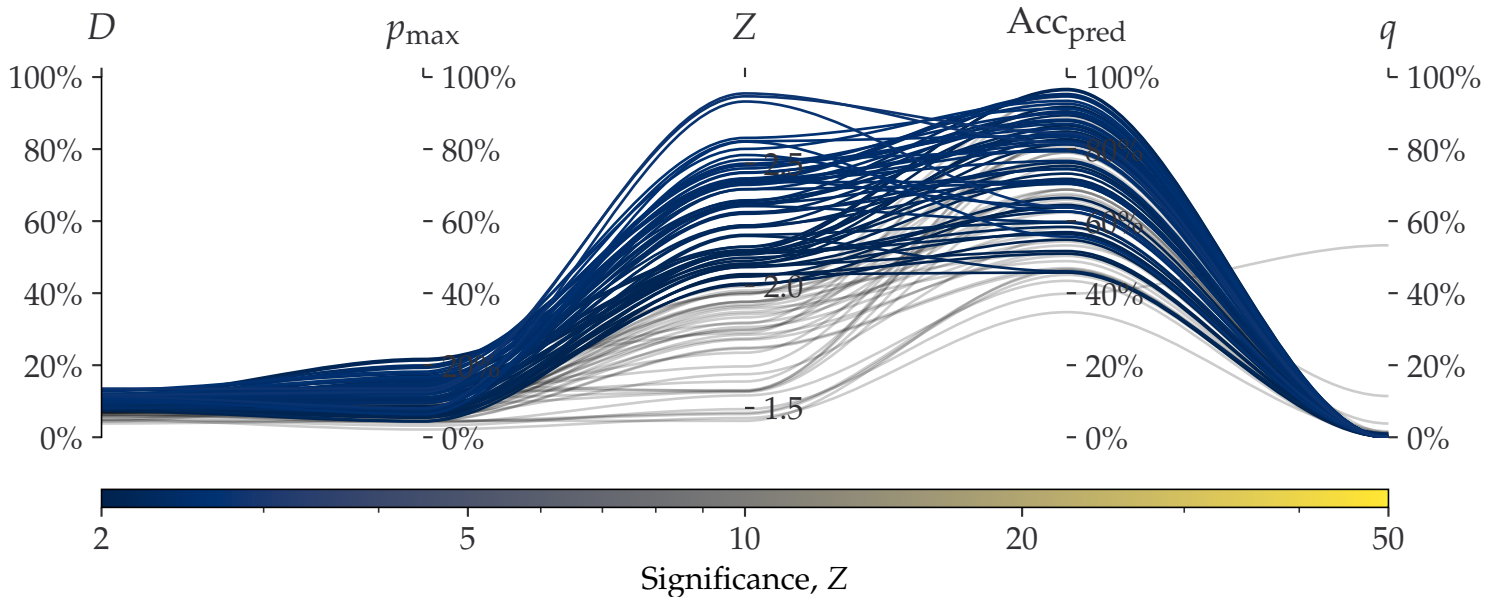
sim_N_reads: 50, Damage: 10.0%



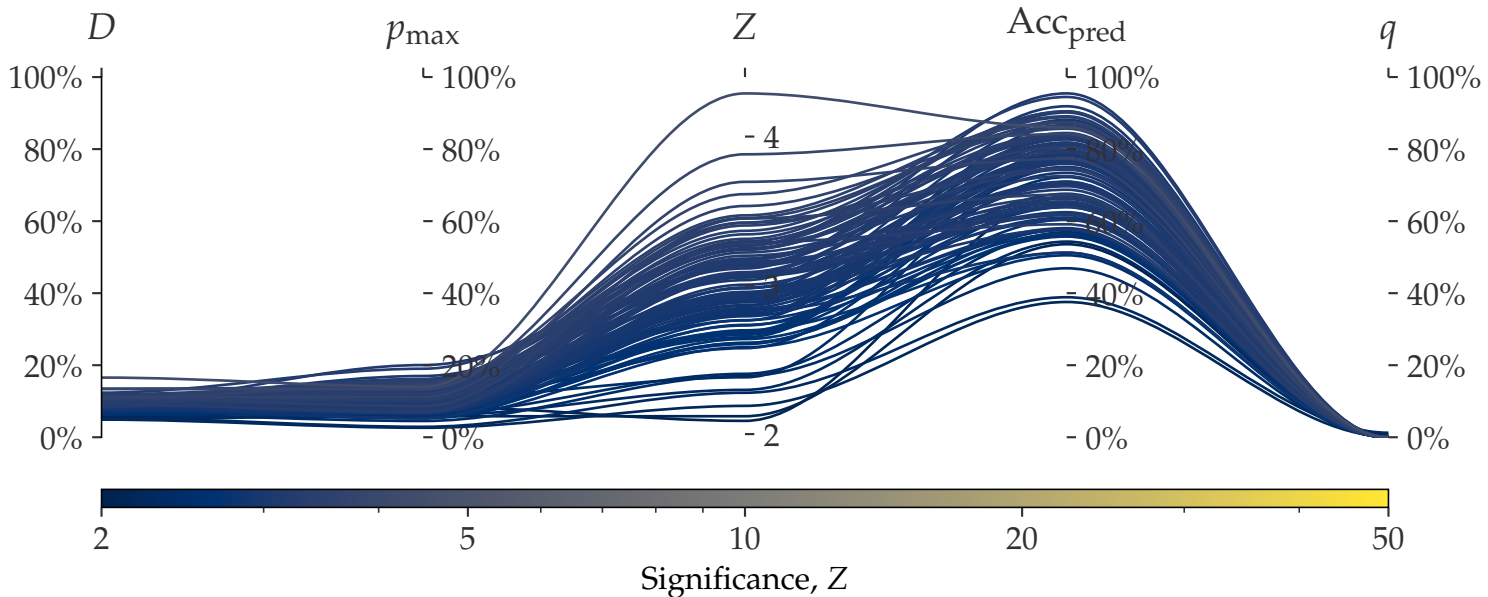
sim_N_reads: 100, Damage: 10.0%



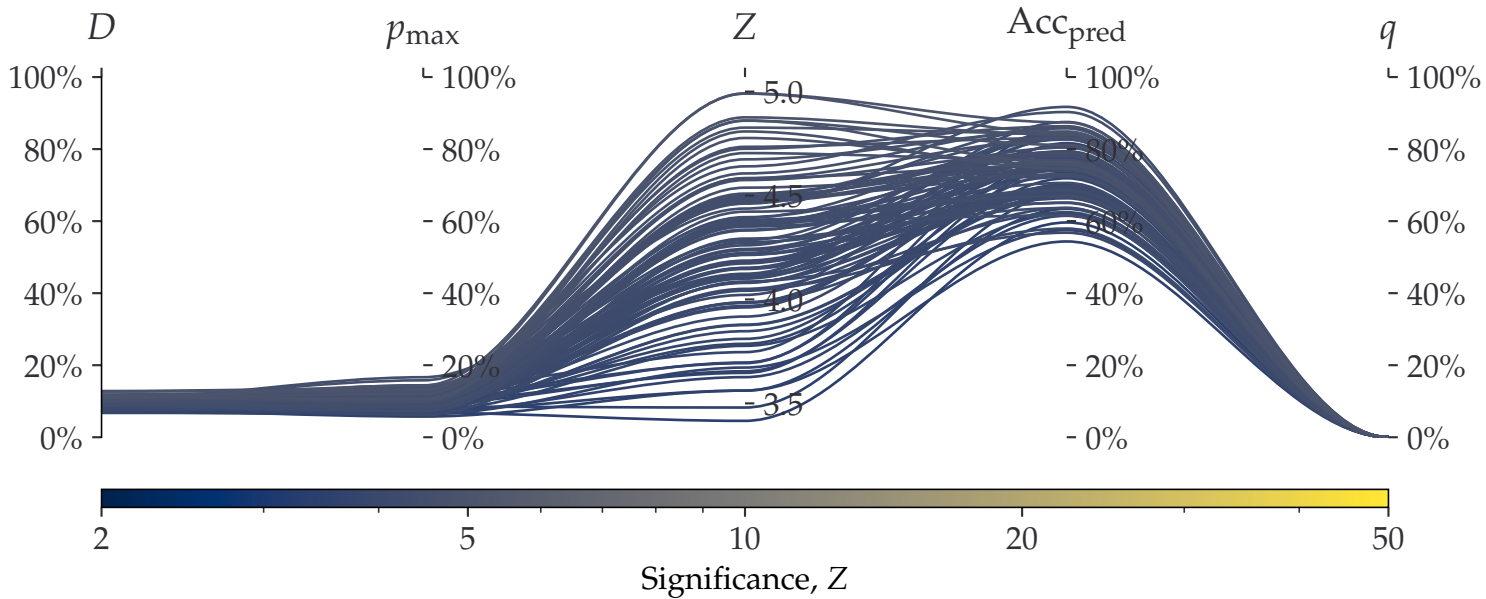
sim_N_reads: 250, Damage: 10.0%



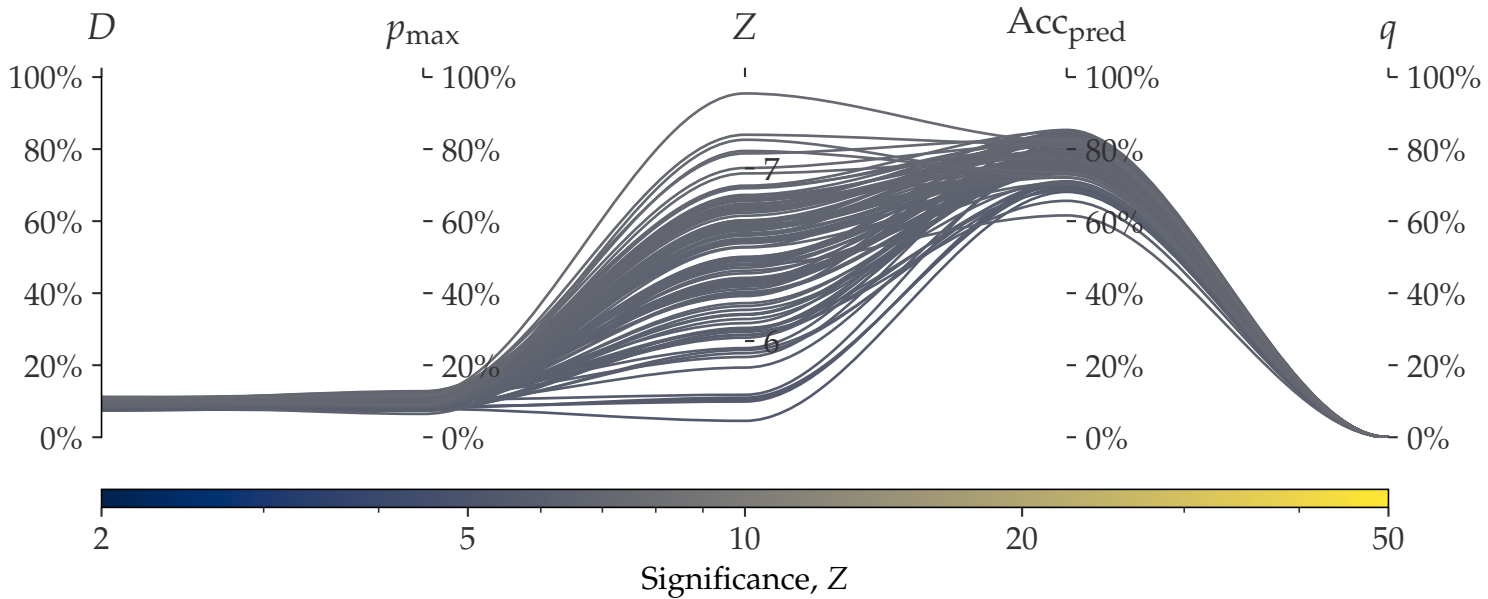
sim_N_reads: 500, Damage: 10.0%



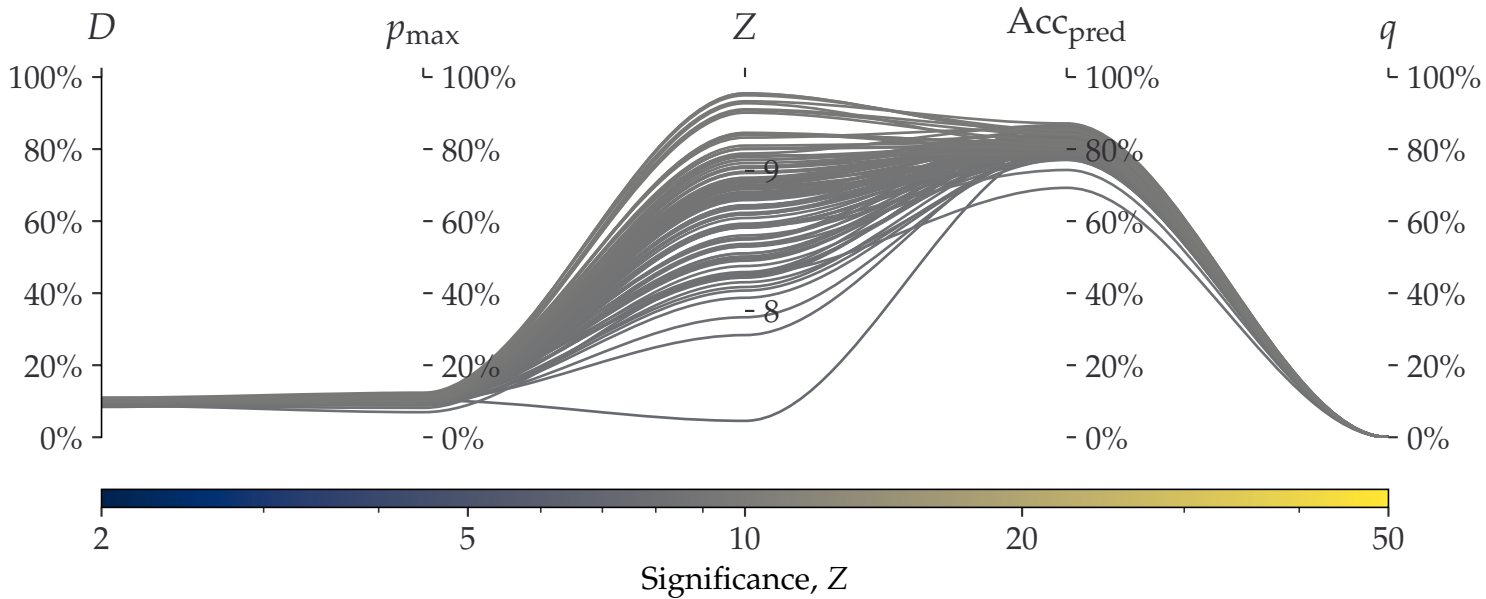
sim_N_reads: 1000, Damage: 10.0%



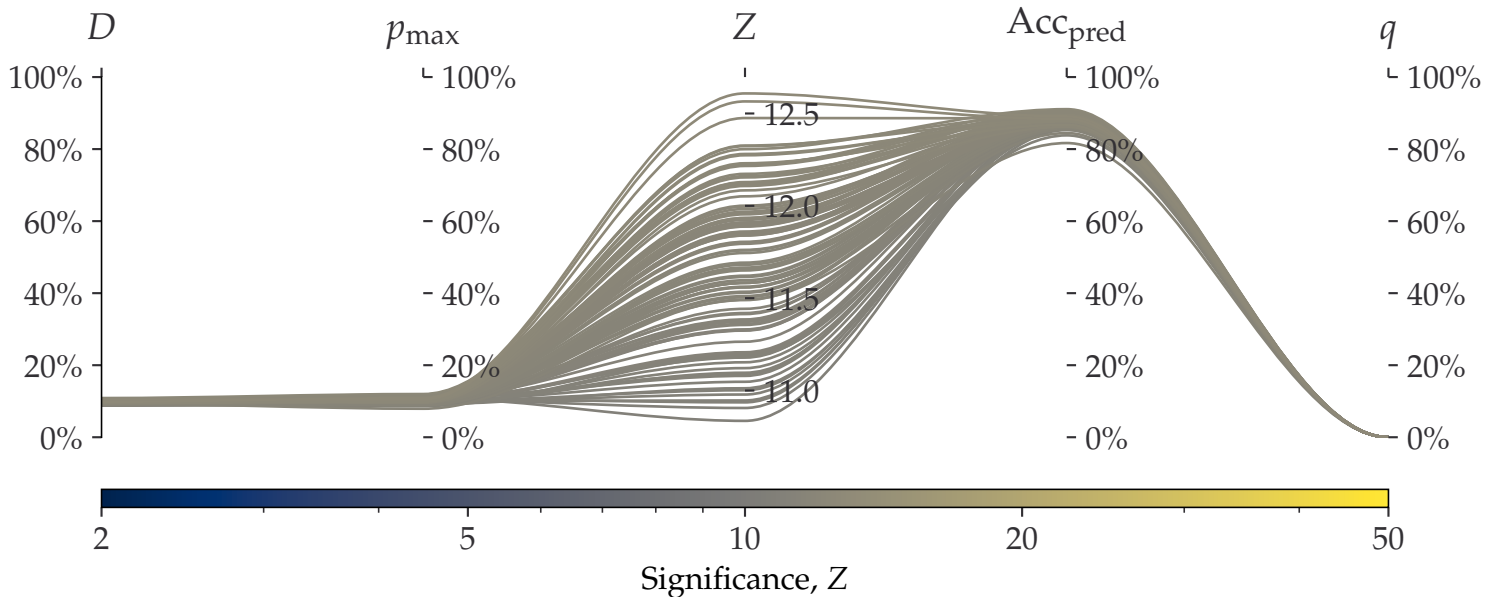
sim_N_reads: 2500, Damage: 10.0%



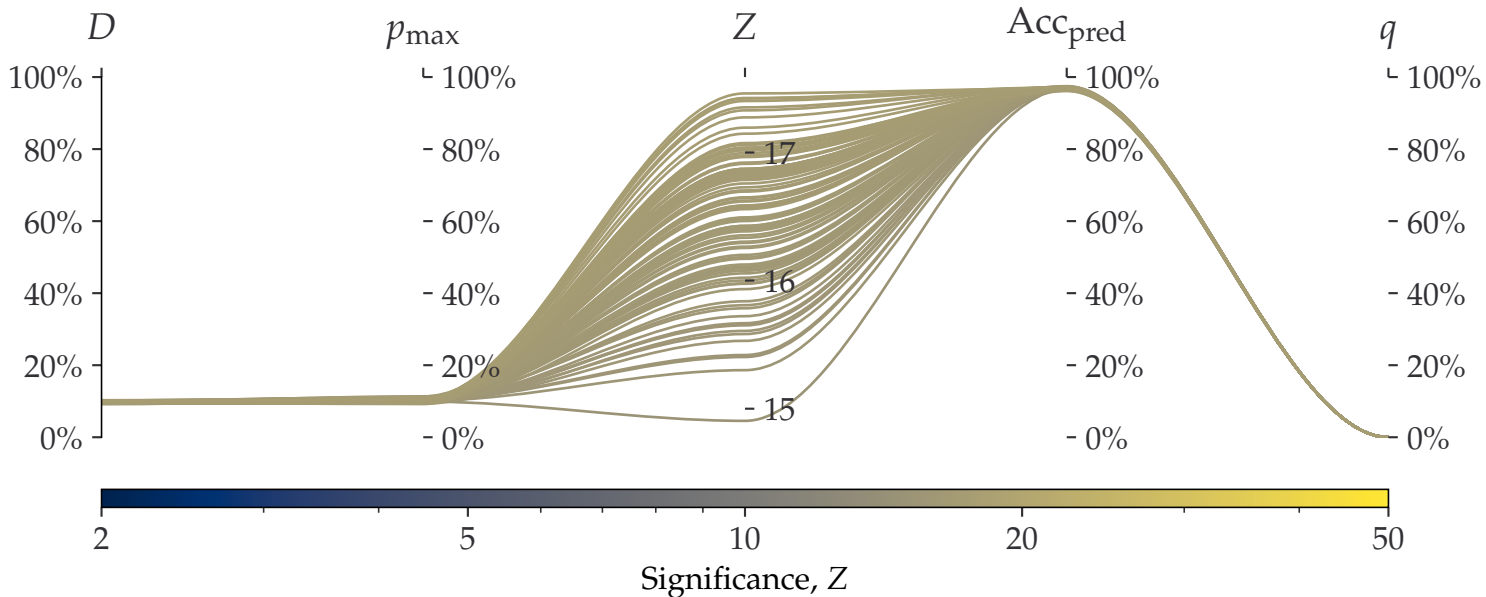
sim_N_reads: 5000, Damage: 10.0%



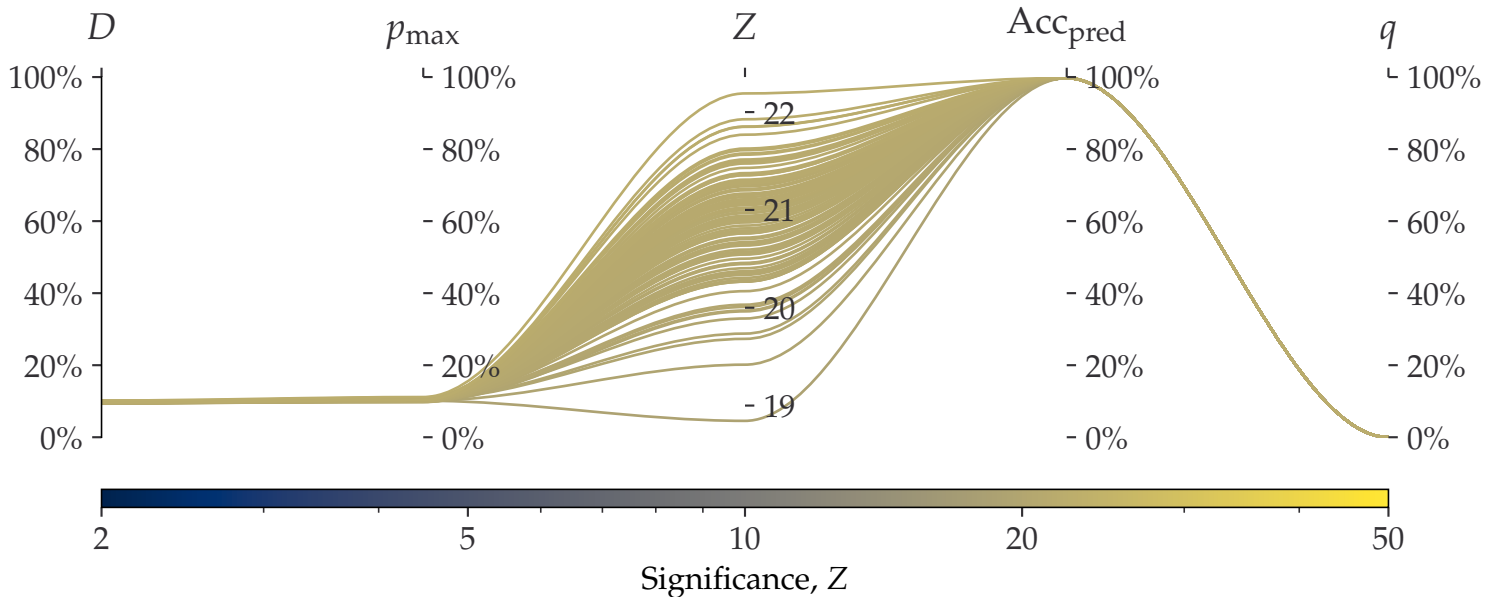
sim_N_reads: 10000, Damage: 10.0%



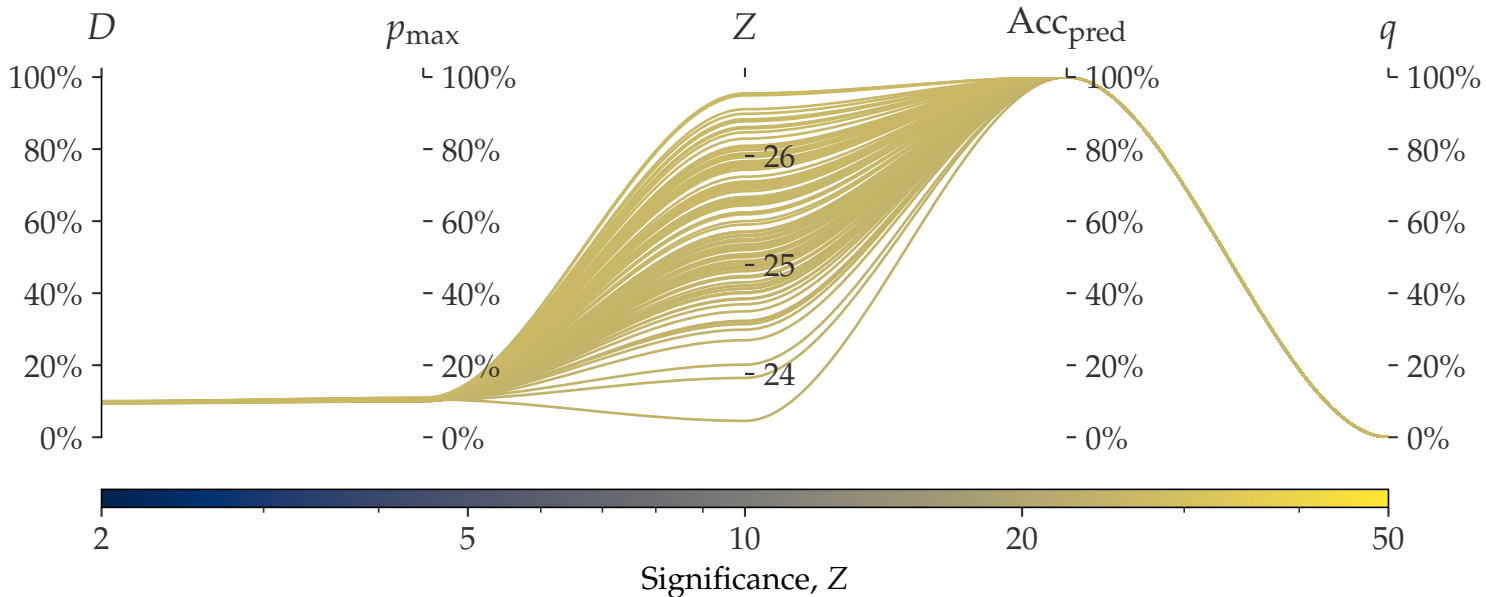
sim_N_reads: 25000, Damage: 10.0%



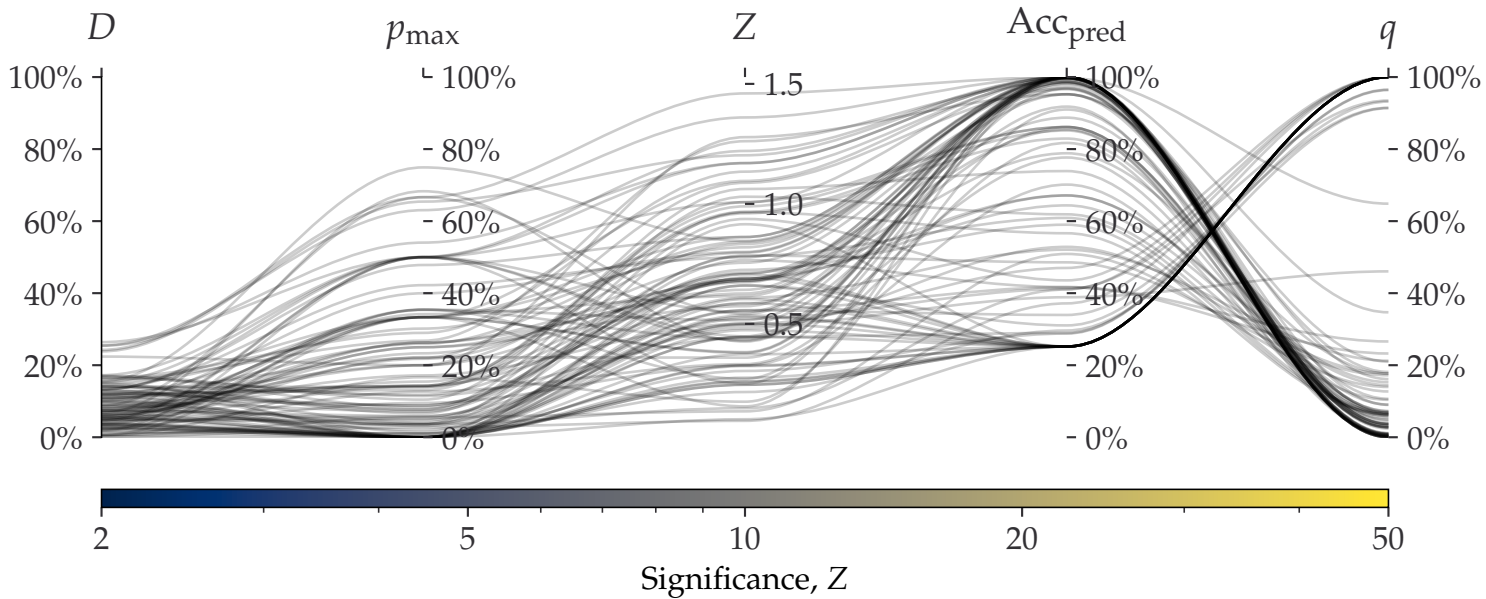
sim_N_reads: 50000, Damage: 10.0%



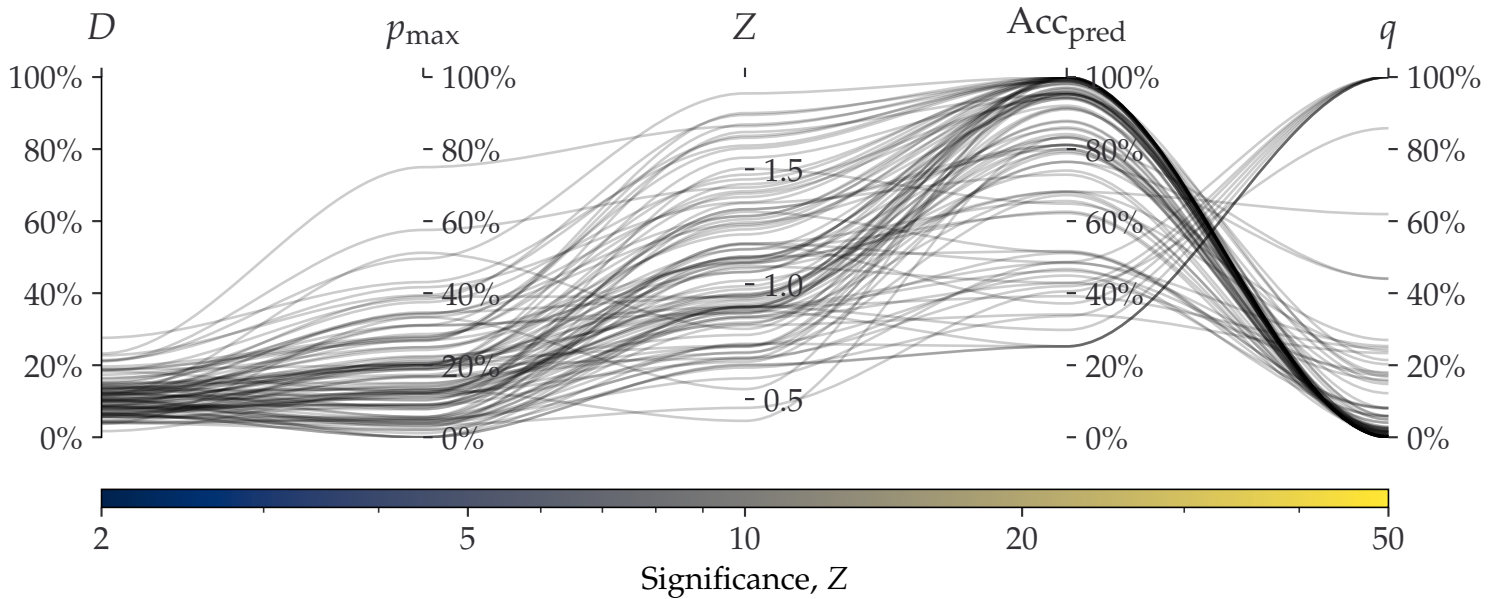
sim_N_reads: 100000, Damage: 10.0%



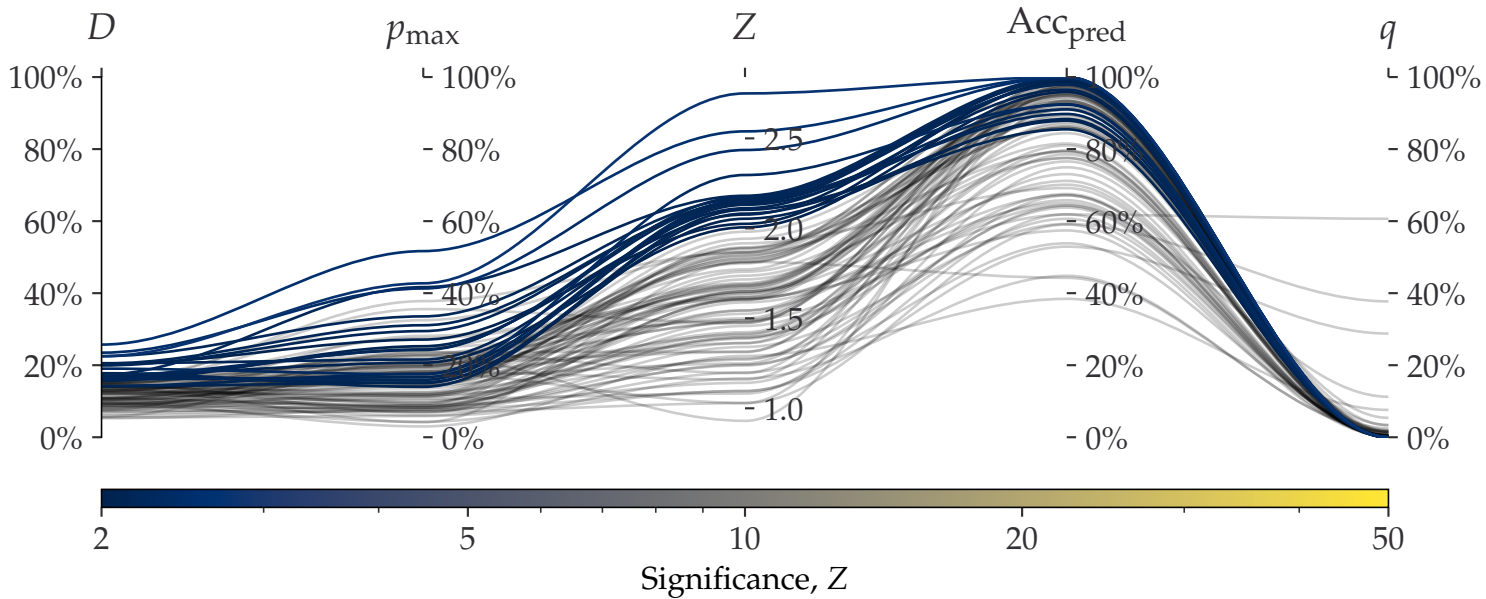
sim_N_reads: 25, Damage: 15.0%



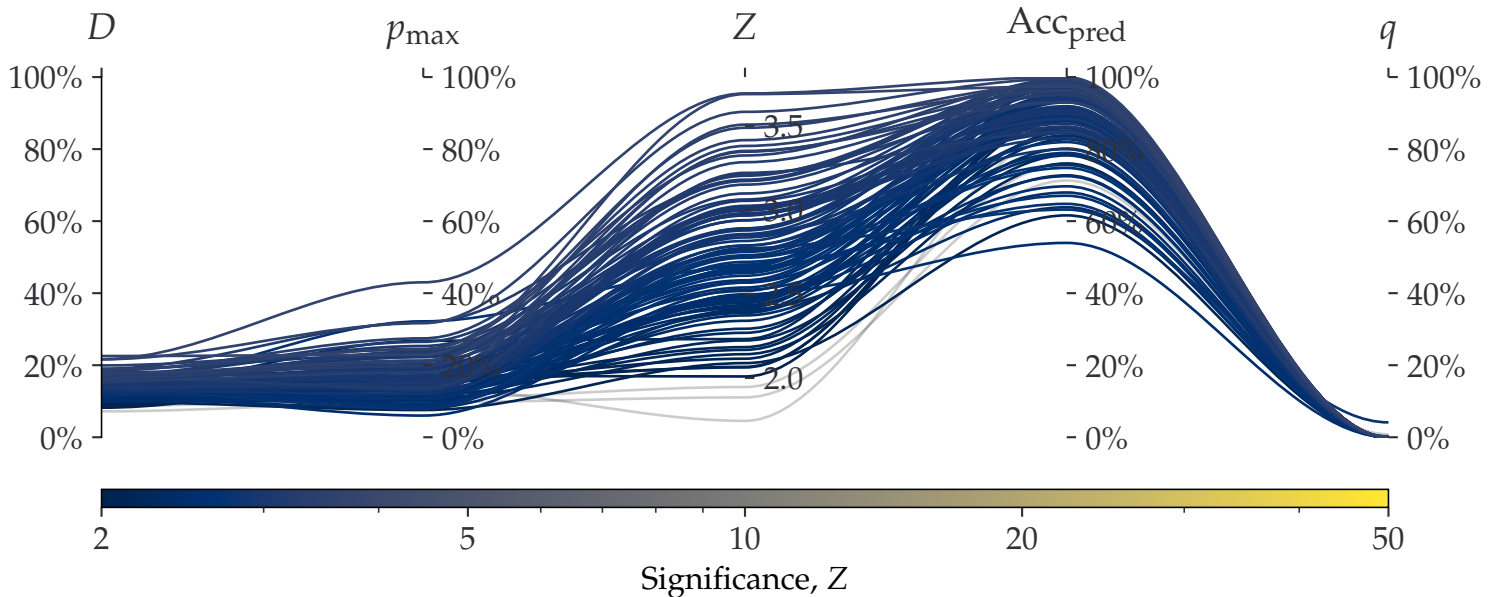
sim_N_reads: 50, Damage: 15.0%



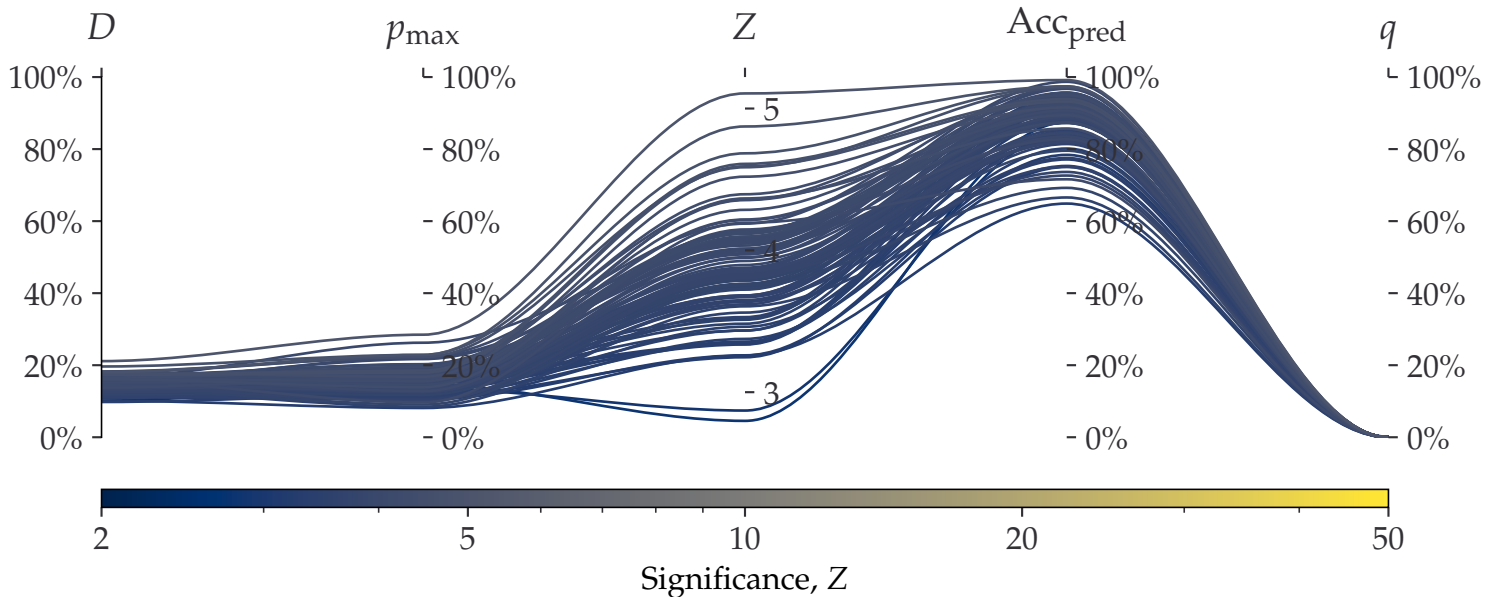
sim_N_reads: 100, Damage: 15.0%



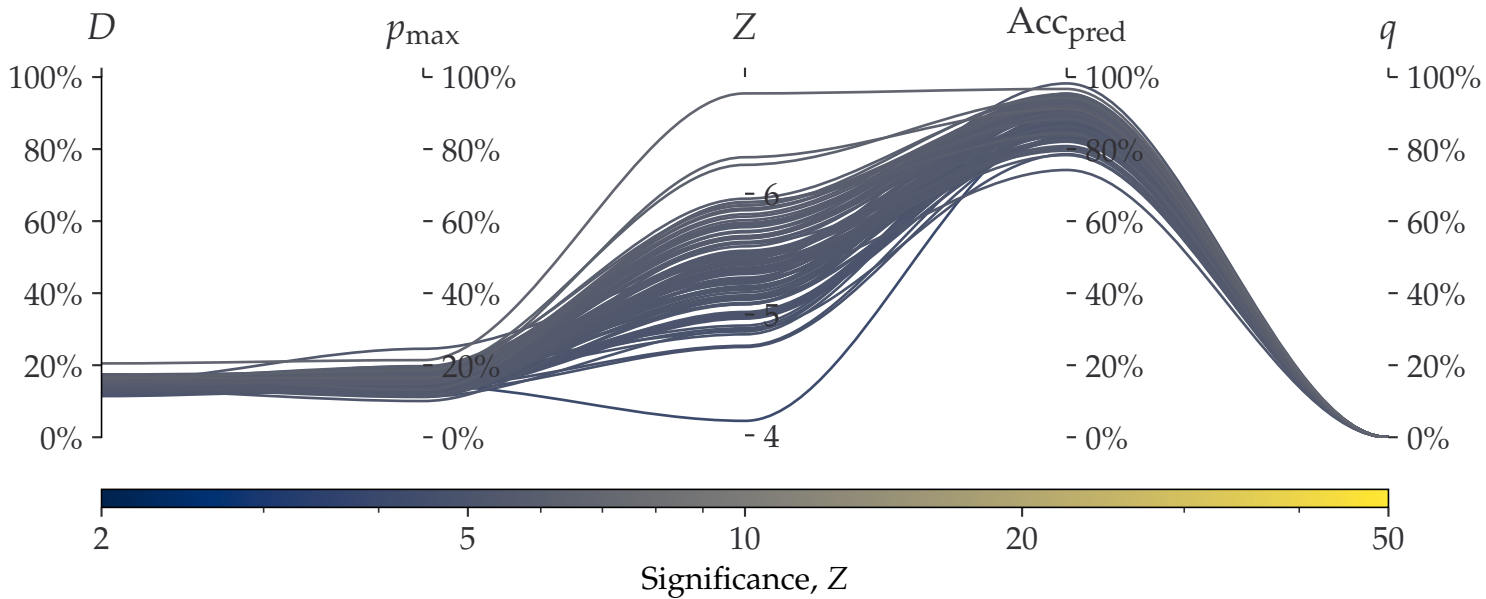
sim_N_reads: 250, Damage: 15.0%



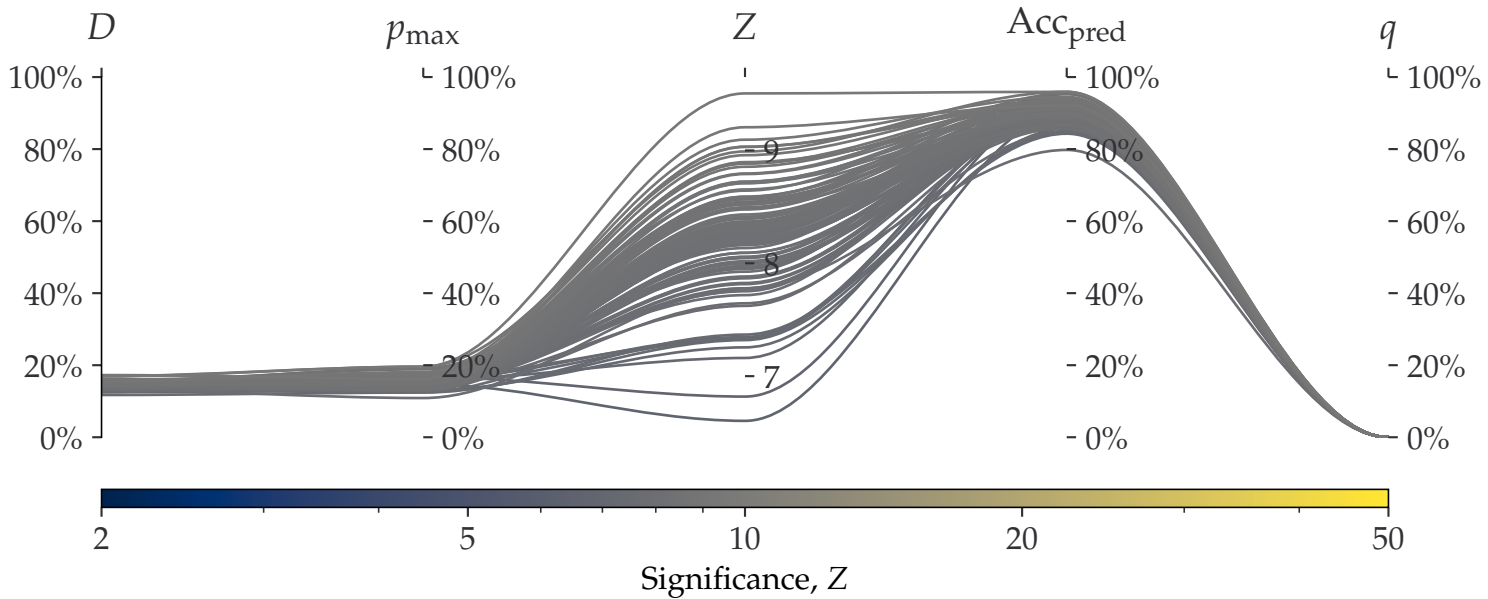
sim_N_reads: 500, Damage: 15.0%



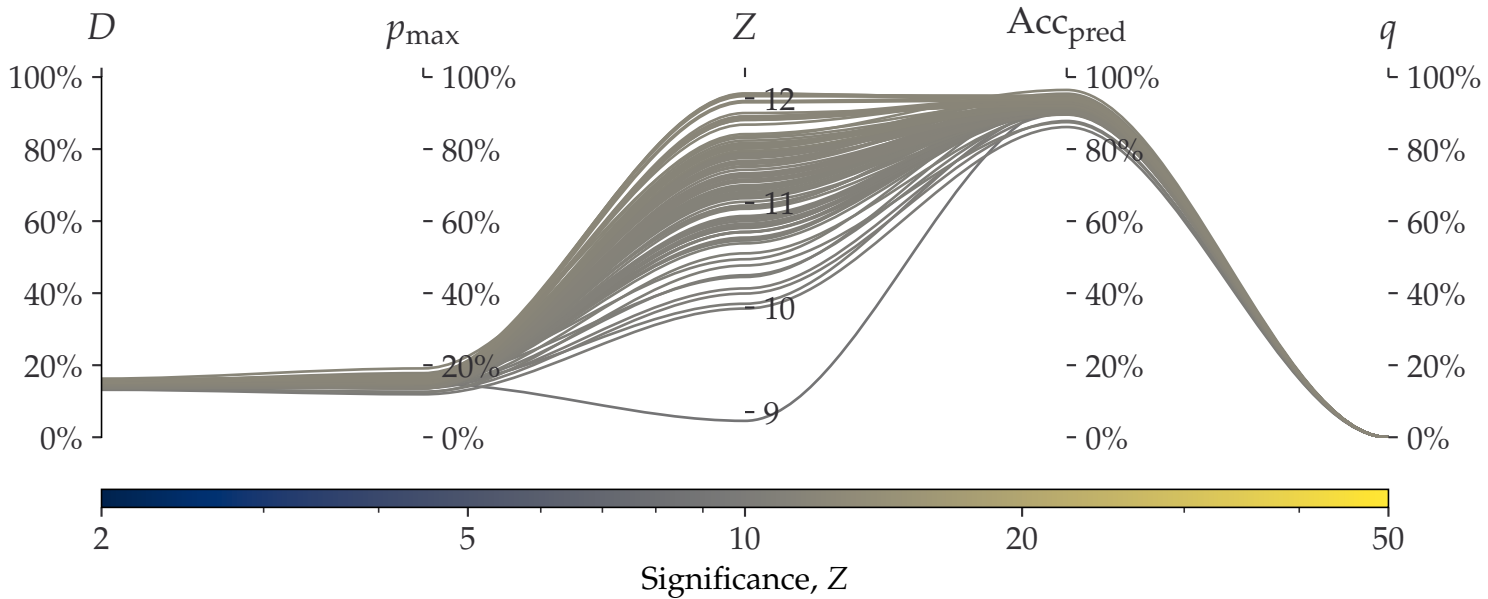
sim_N_reads: 1000, Damage: 15.0%



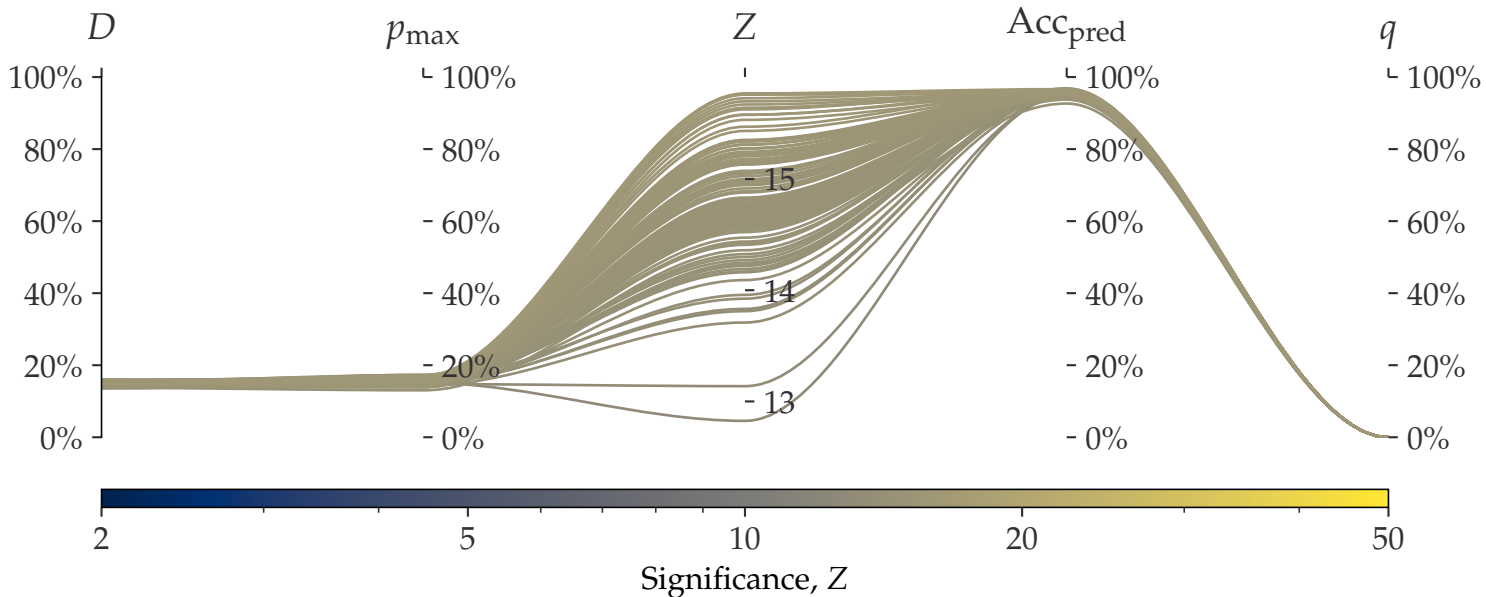
sim_N_reads: 2500, Damage: 15.0%



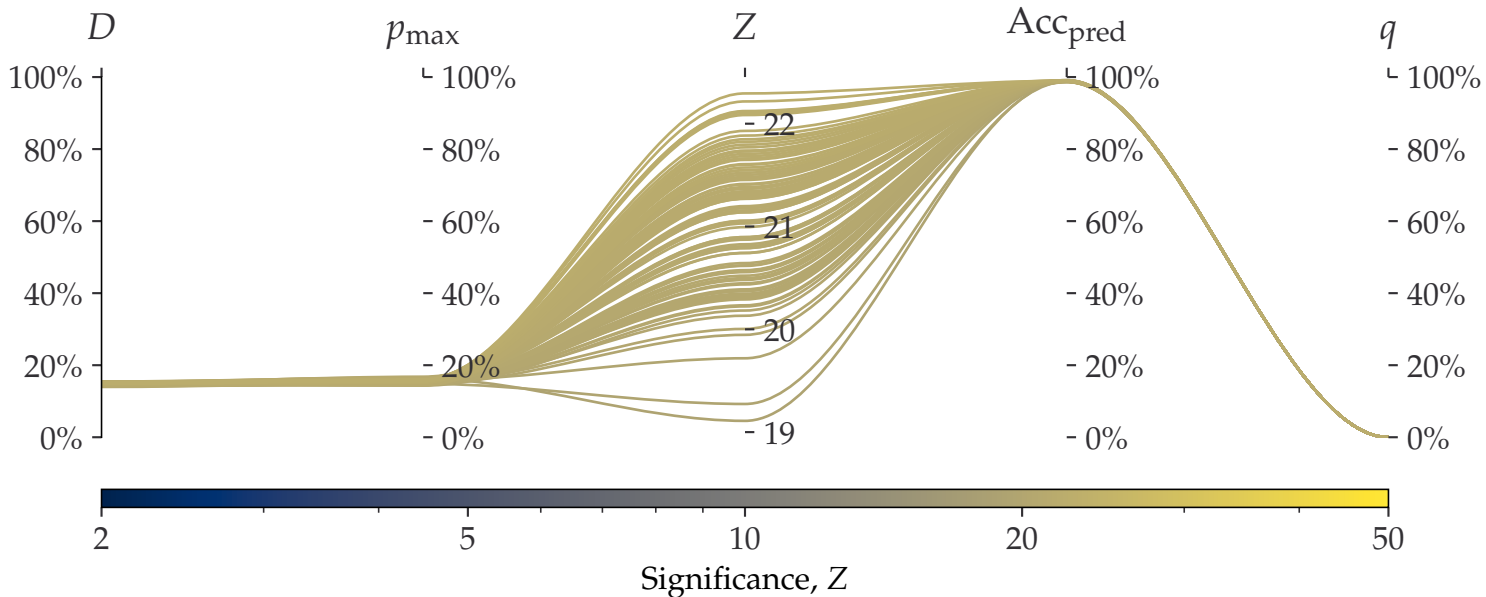
sim_N_reads: 5000, Damage: 15.0%



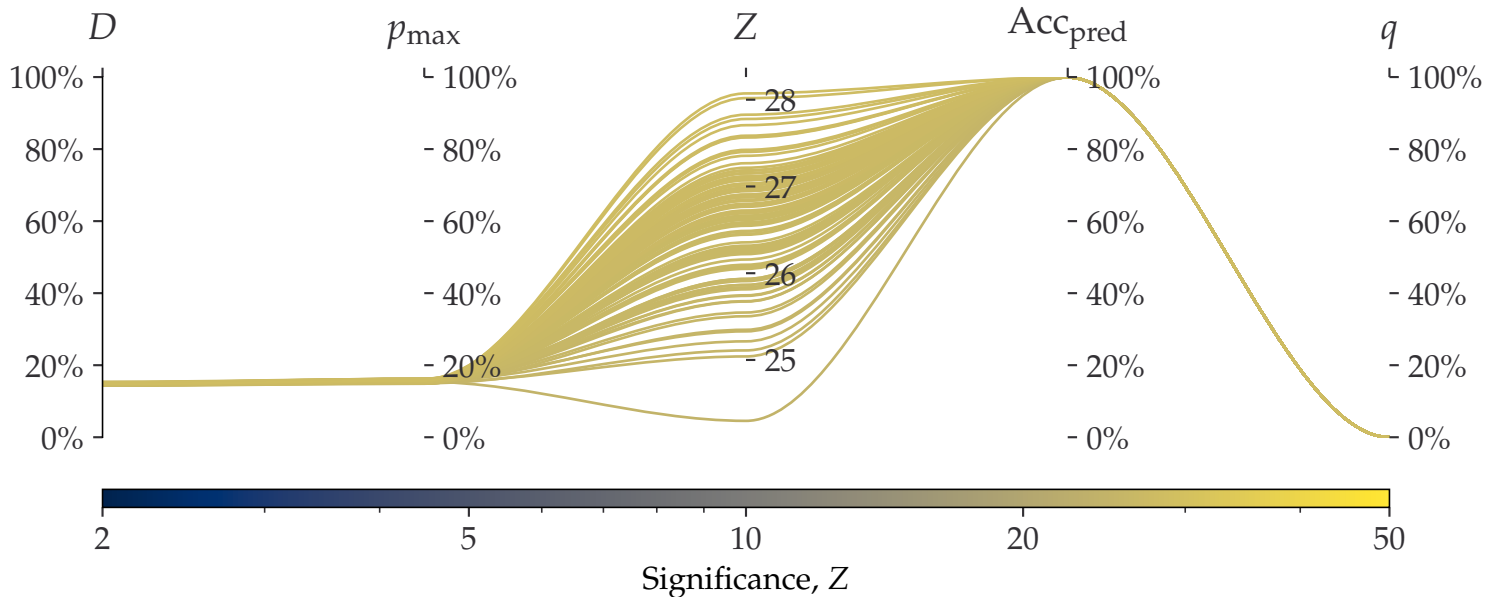
sim_N_reads: 10000, Damage: 15.0%



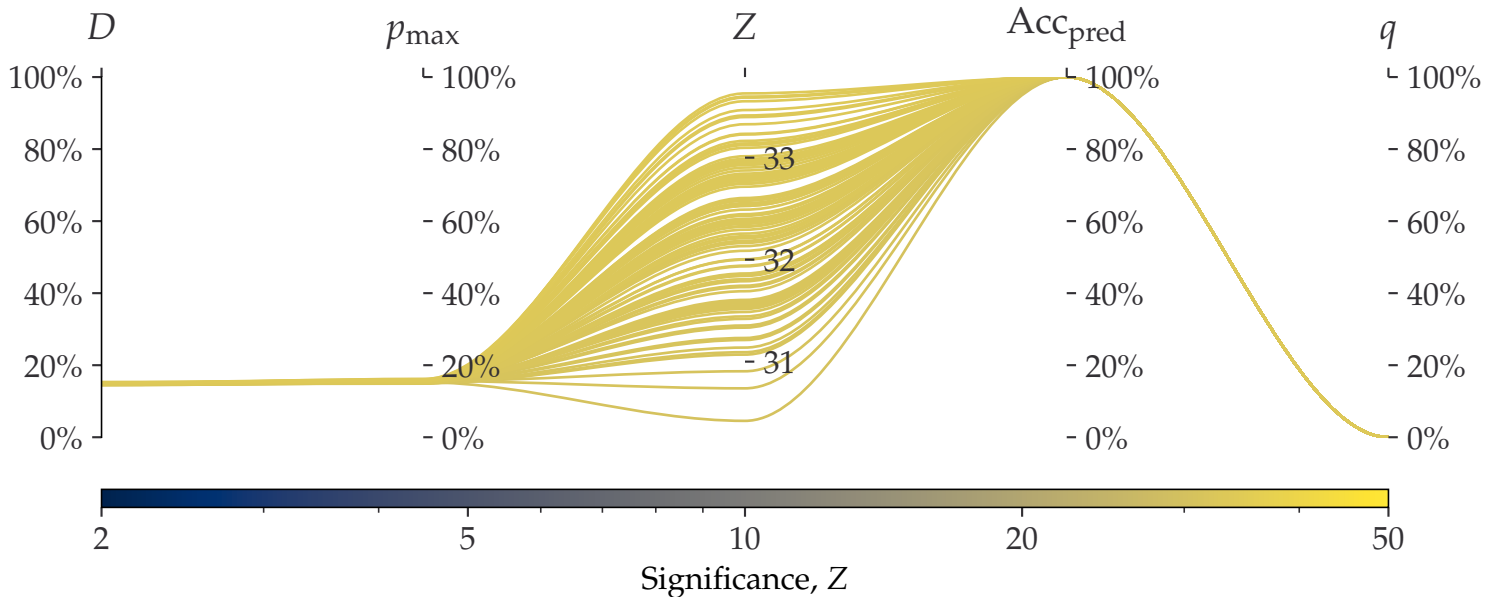
sim_N_reads: 25000, Damage: 15.0%



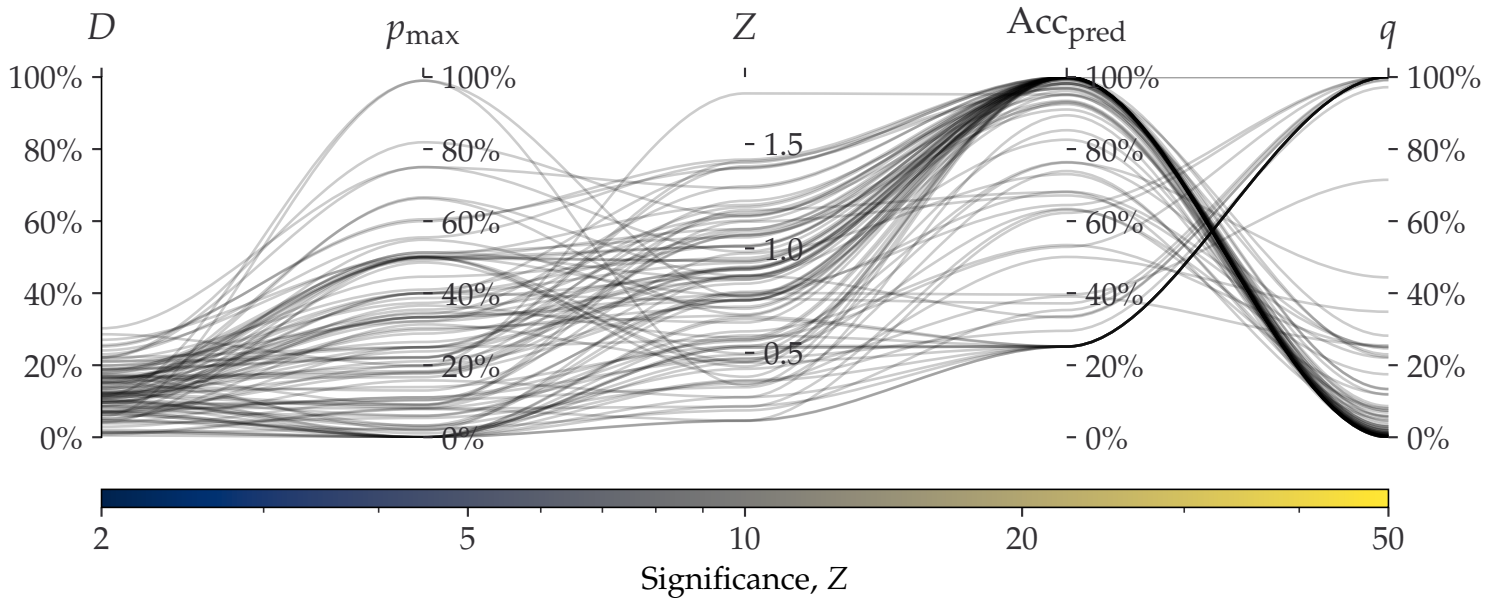
sim_N_reads: 50000, Damage: 15.0%



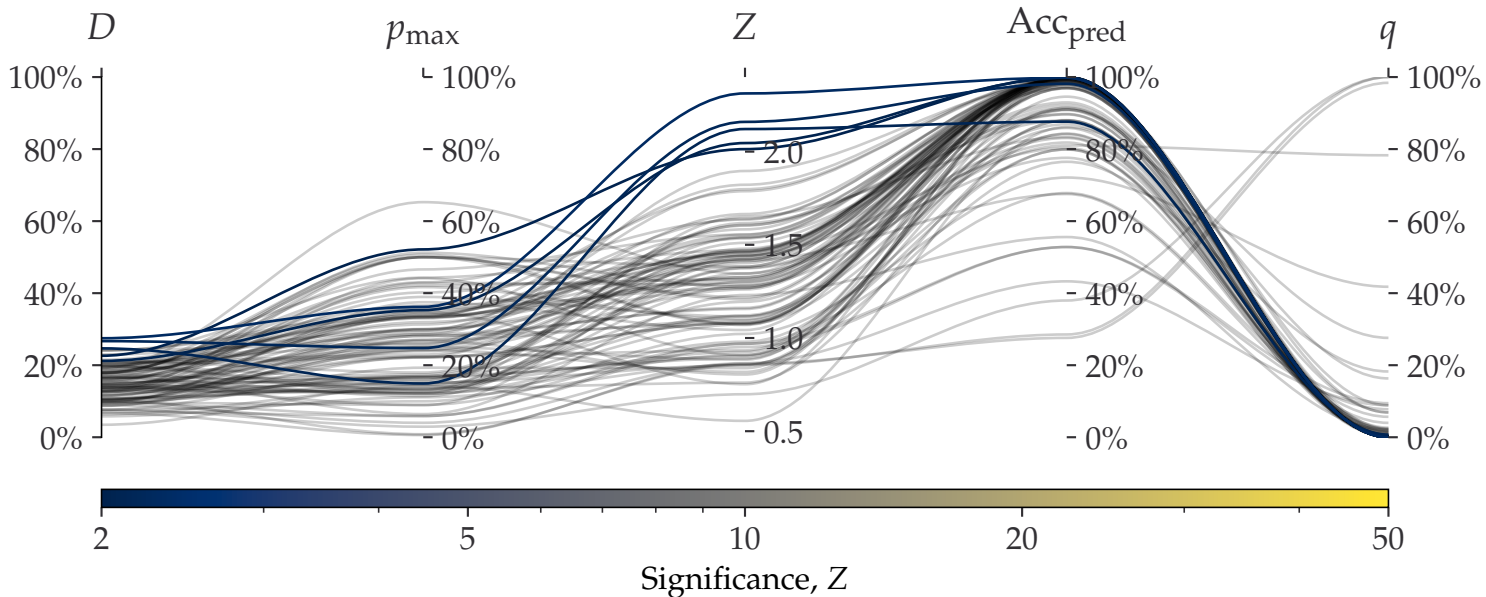
sim_N_reads: 100000, Damage: 15.0%



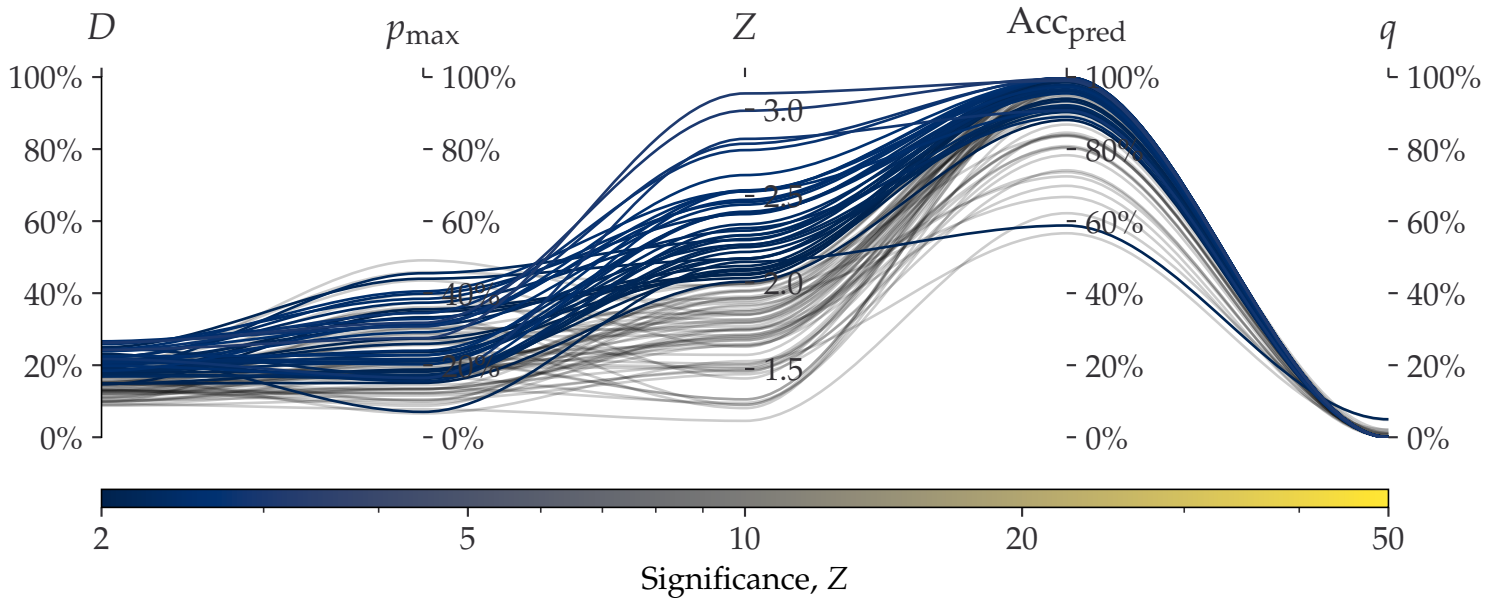
sim_N_reads: 25, Damage: 20.0%



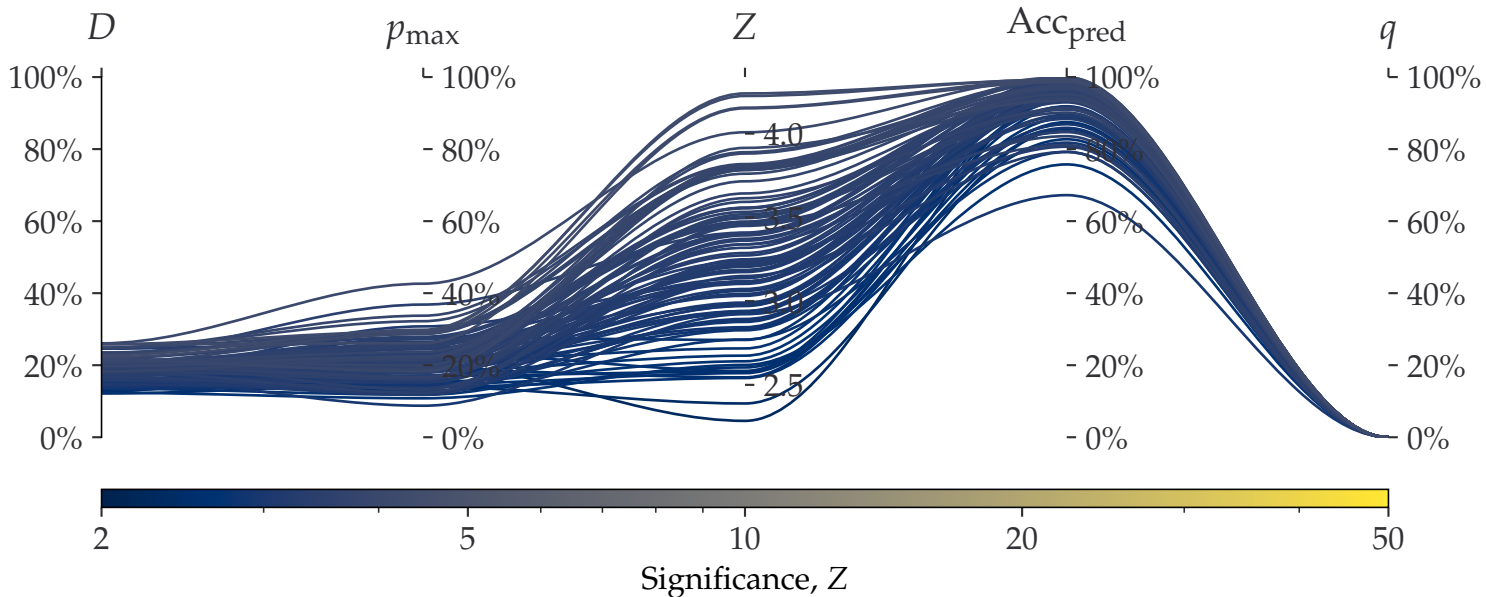
sim_N_reads: 50, Damage: 20.0%



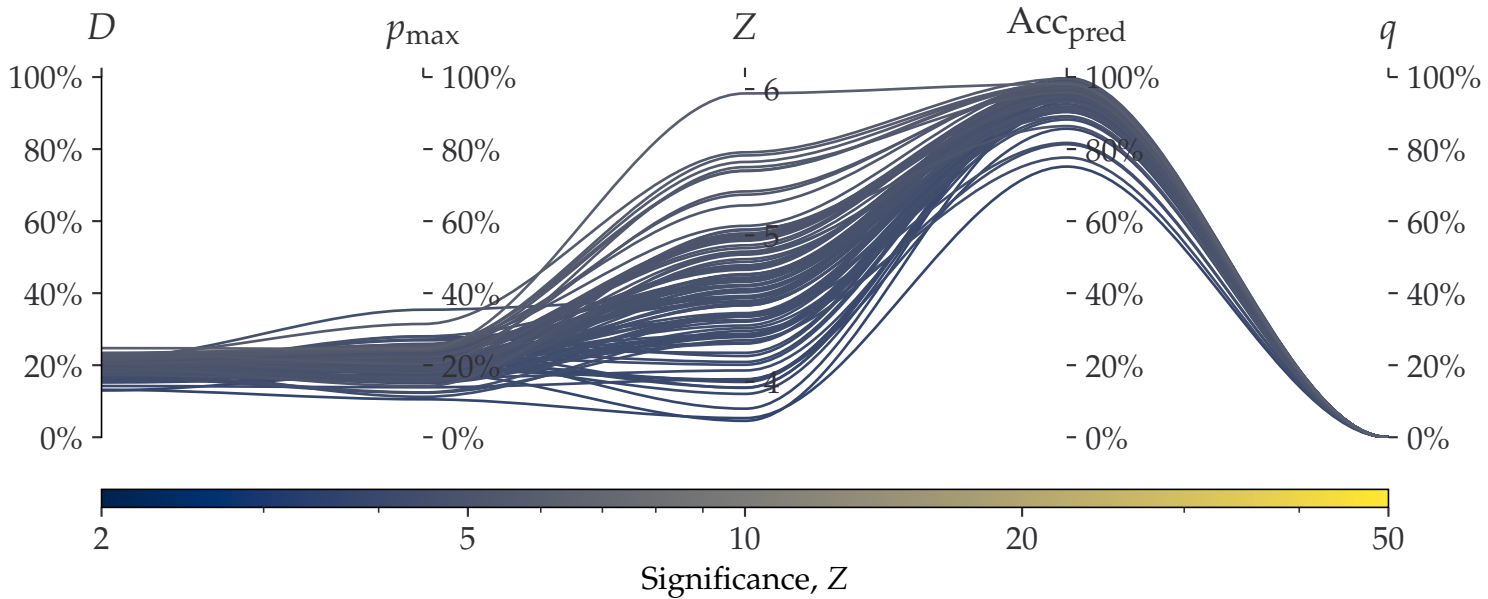
sim_N_reads: 100, Damage: 20.0%



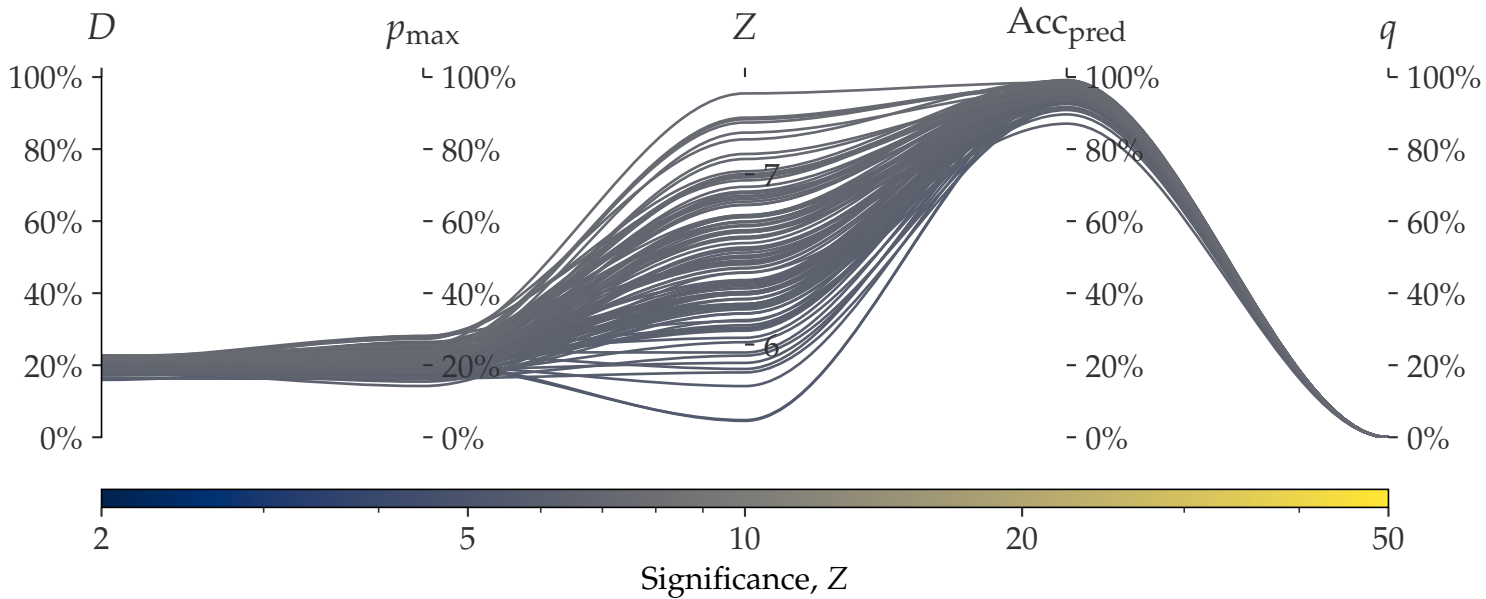
sim_N_reads: 250, Damage: 20.0%



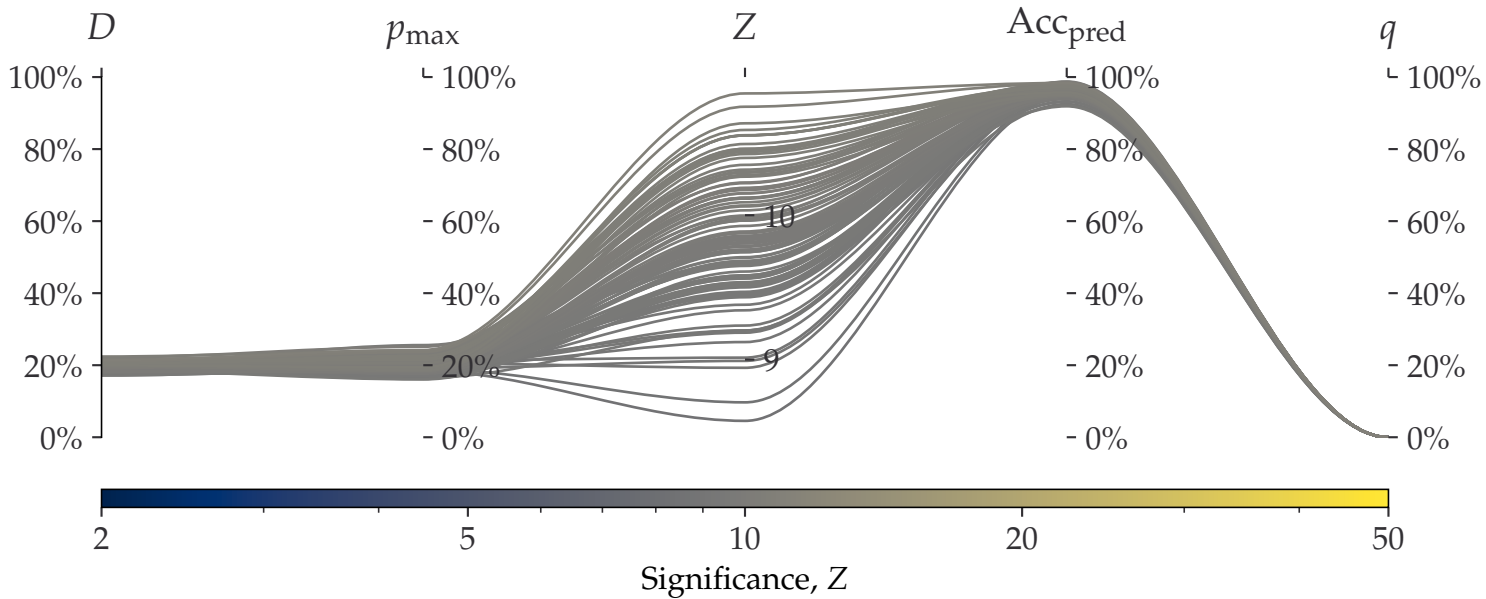
sim_N_reads: 500, Damage: 20.0%



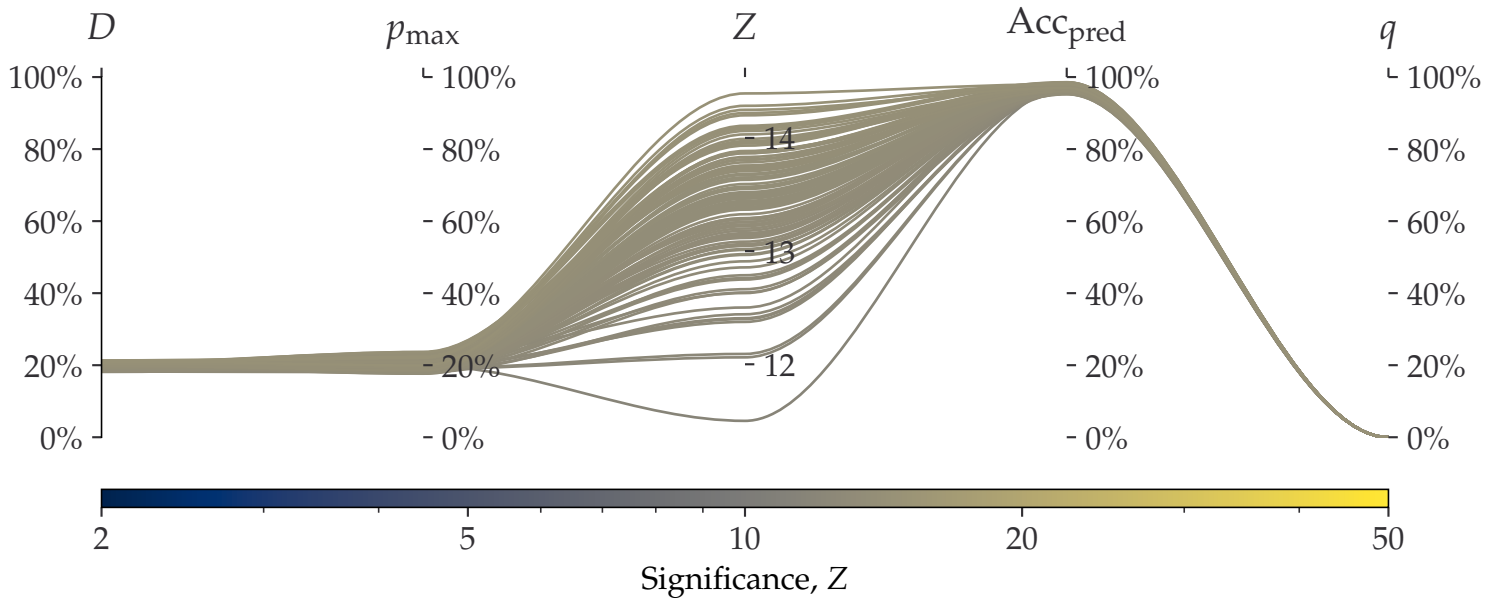
sim_N_reads: 1000, Damage: 20.0%



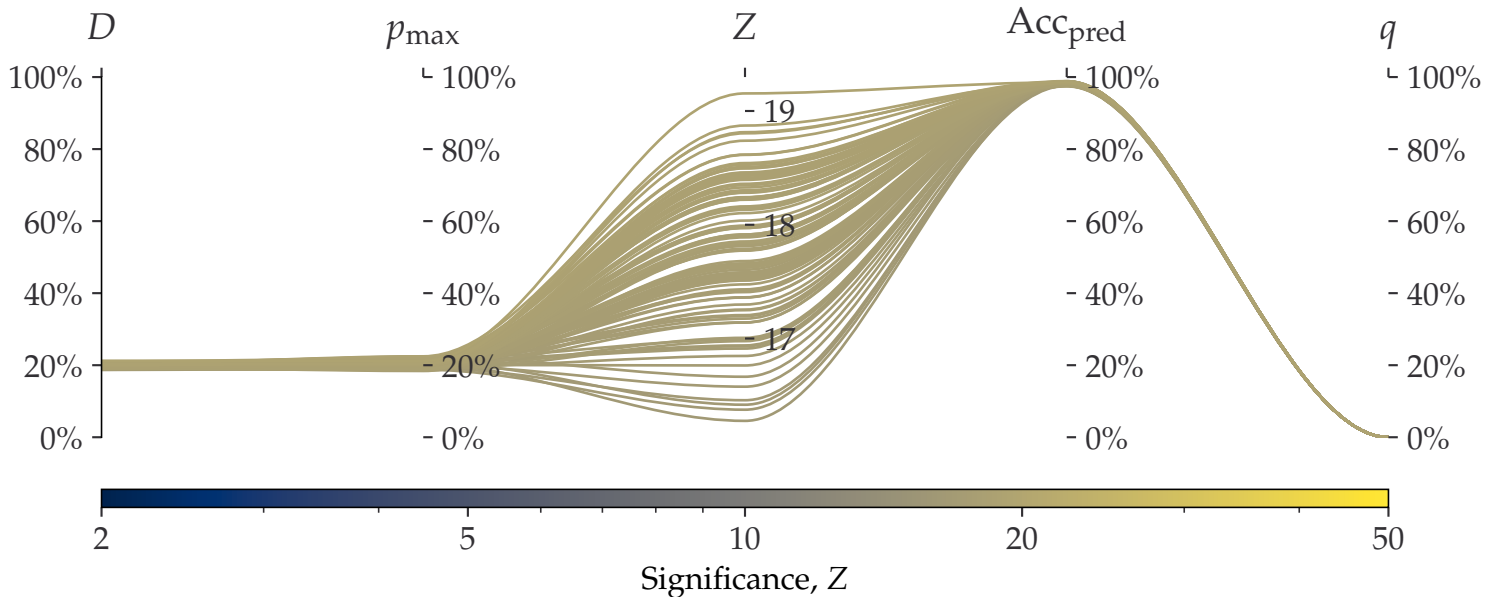
sim_N_reads: 2500, Damage: 20.0%



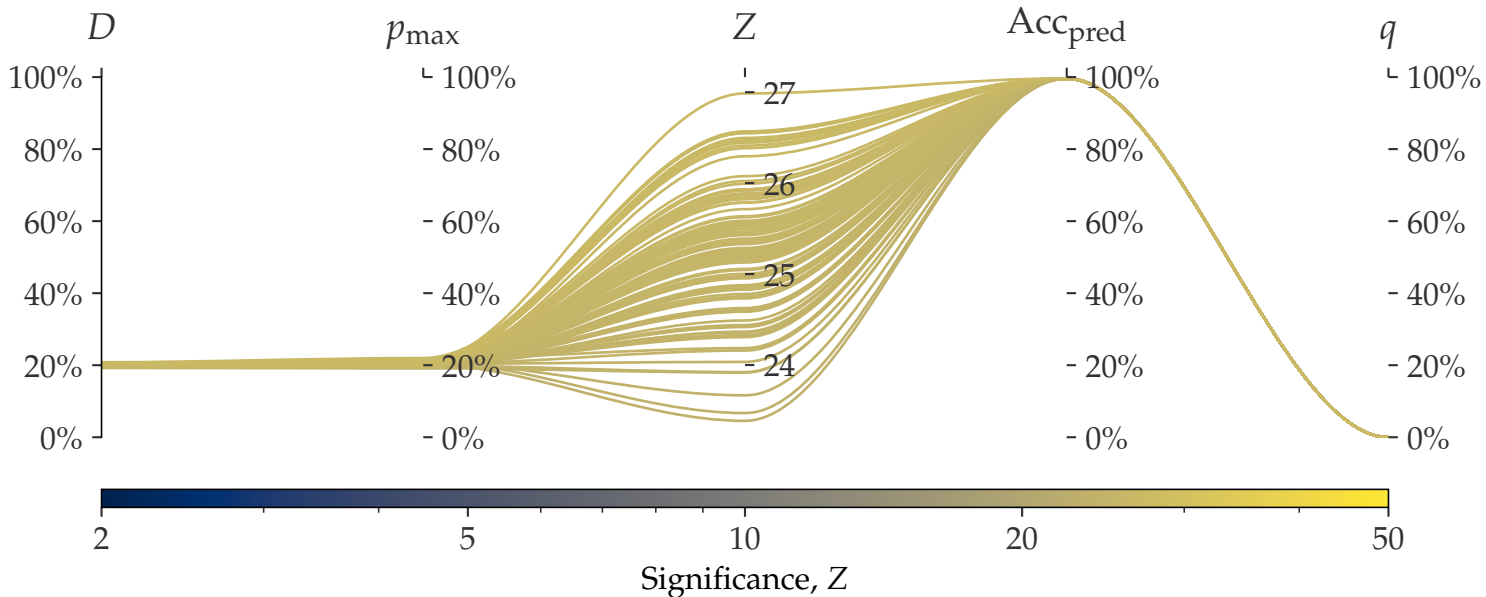
sim_N_reads: 5000, Damage: 20.0%



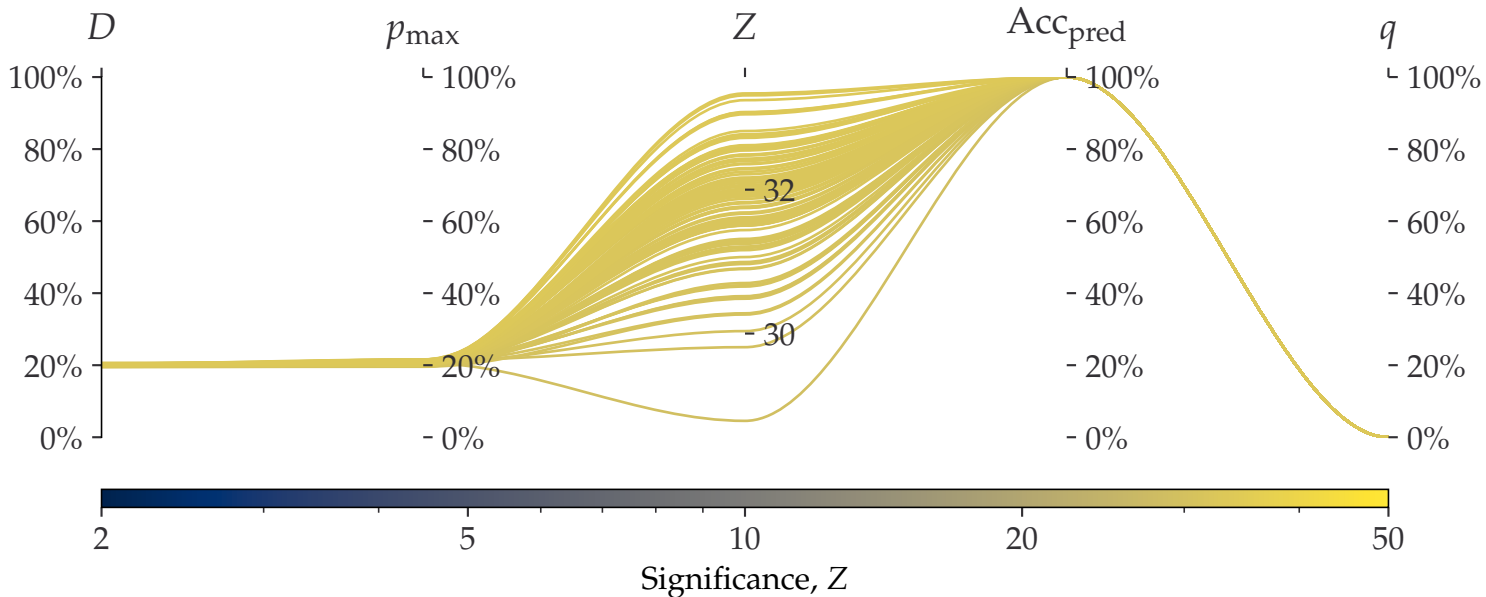
sim_N_reads: 10000, Damage: 20.0%



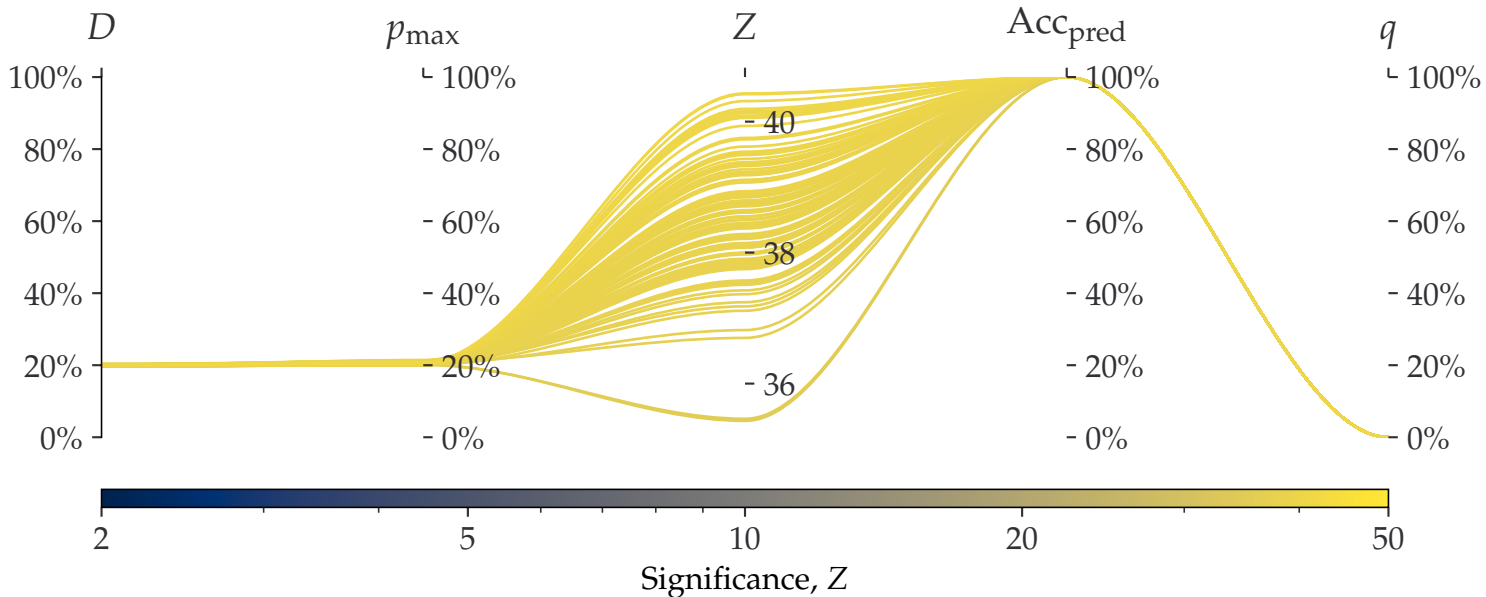
sim_N_reads: 25000, Damage: 20.0%



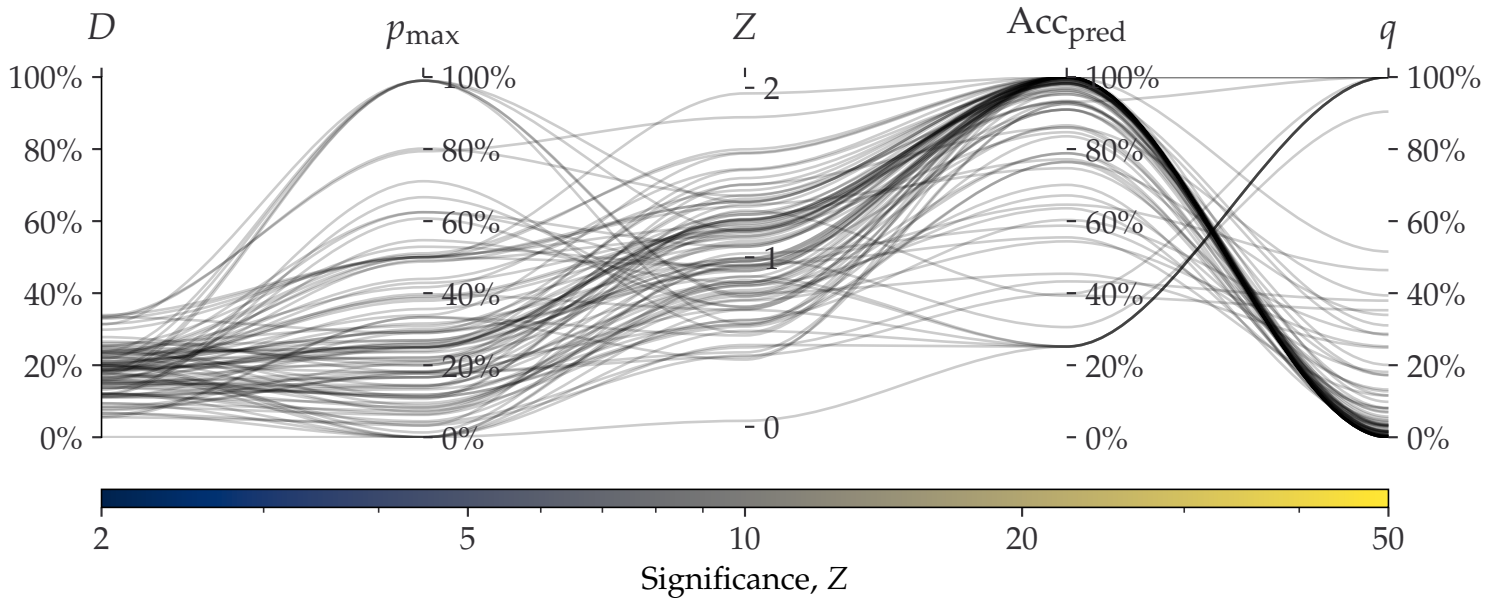
sim_N_reads: 50000, Damage: 20.0%



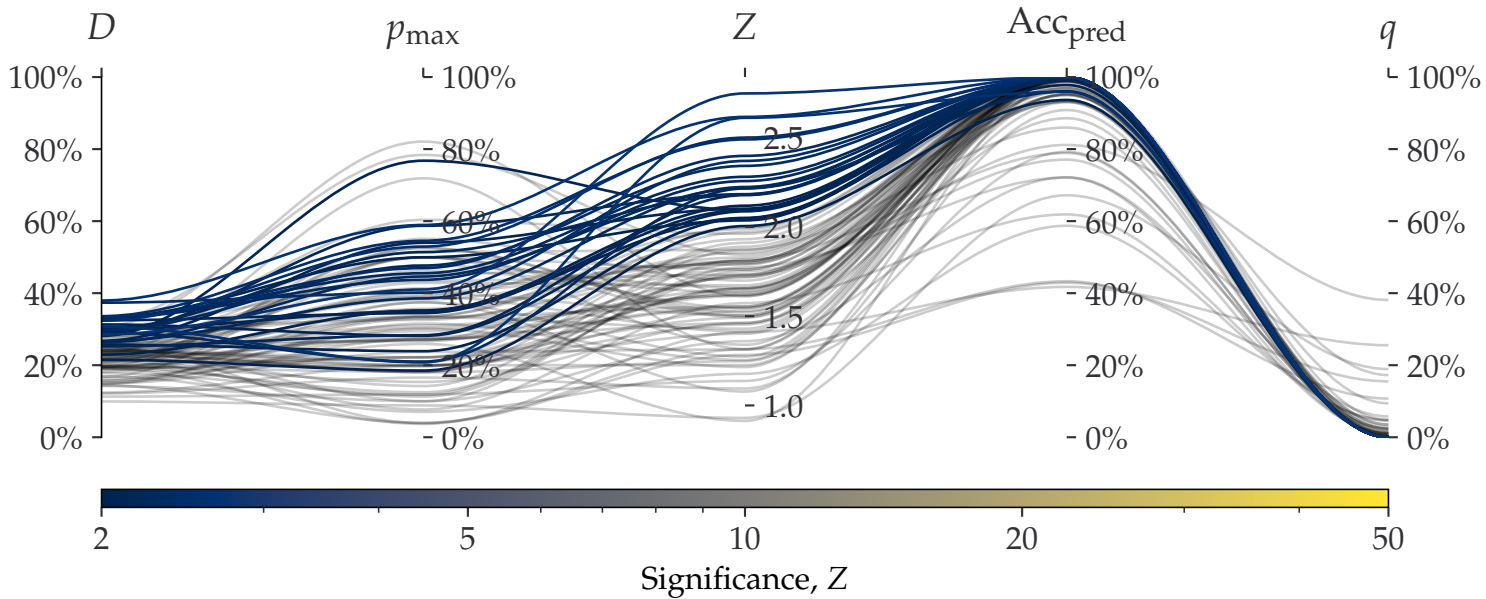
sim_N_reads: 100000, Damage: 20.0%



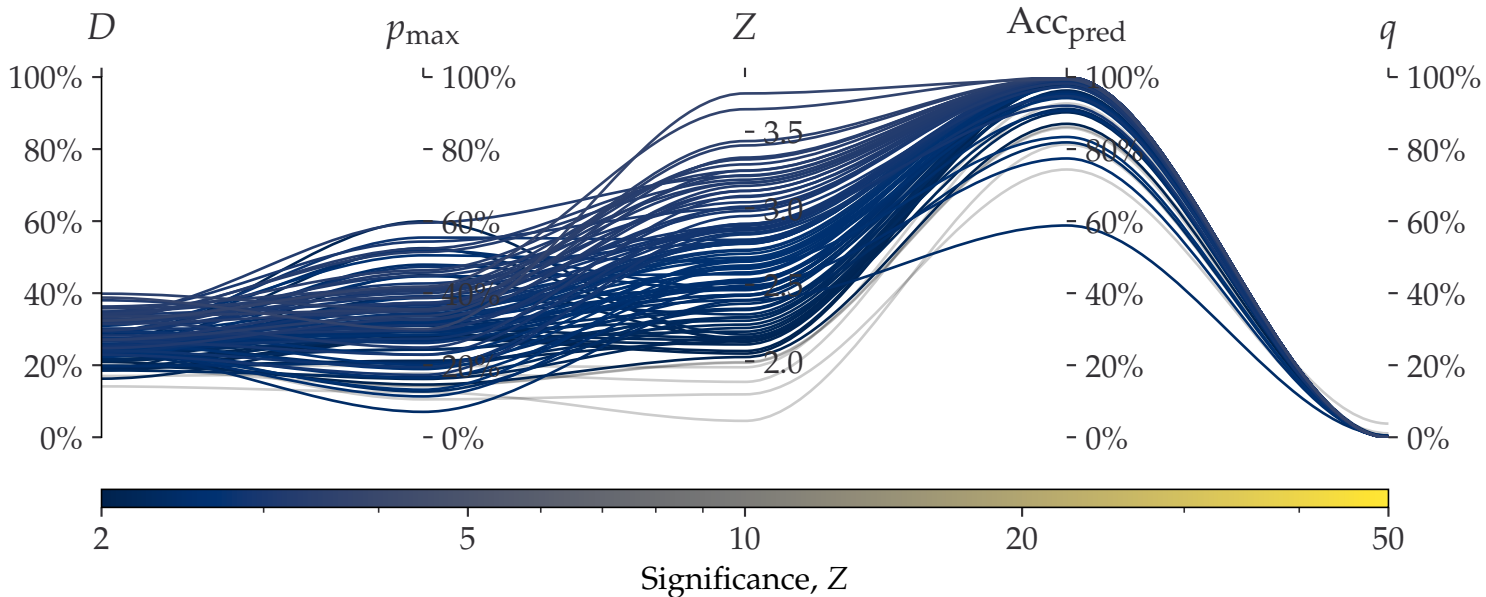
sim_N_reads: 25, Damage: 30.0%



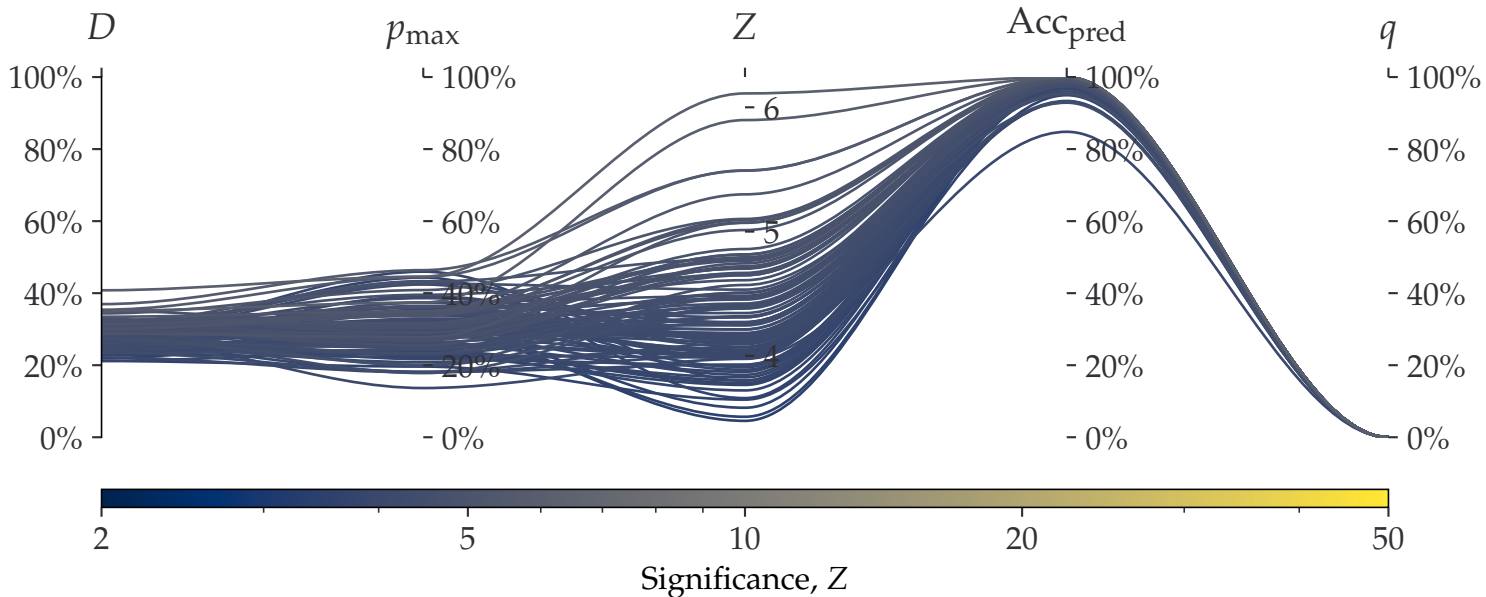
sim_N_reads: 50, Damage: 30.0%



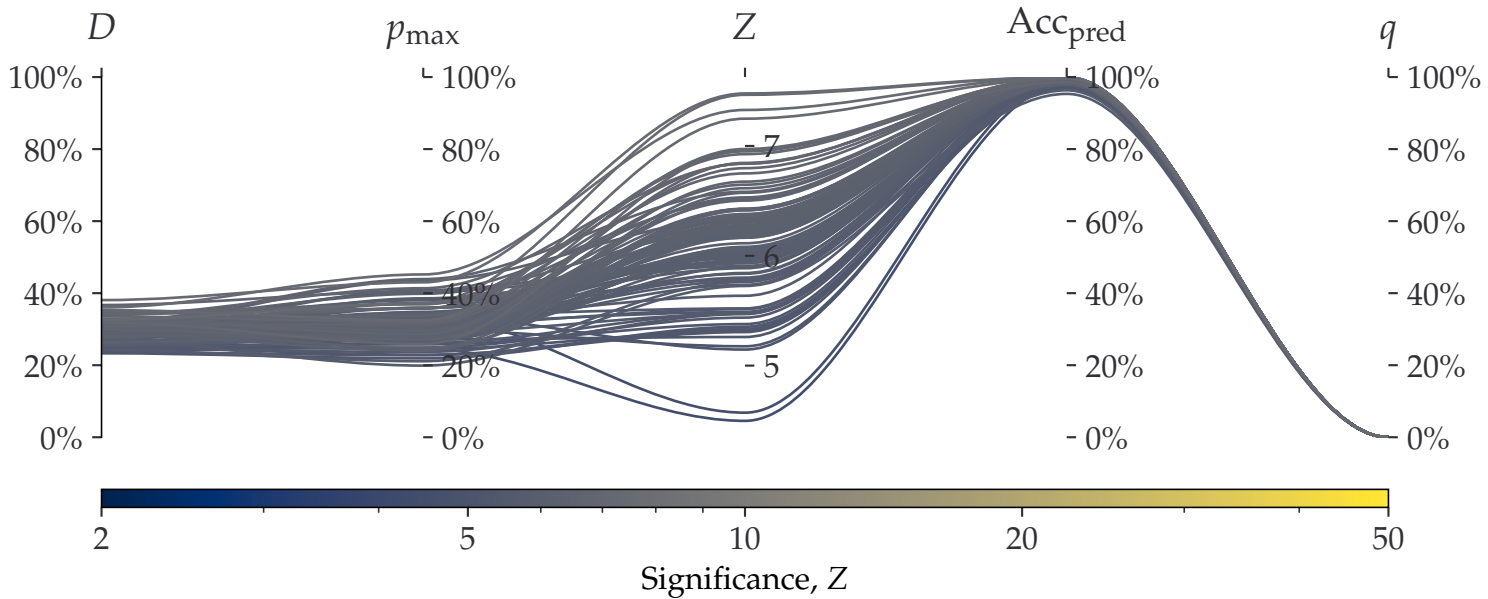
sim_N_reads: 100, Damage: 30.0%



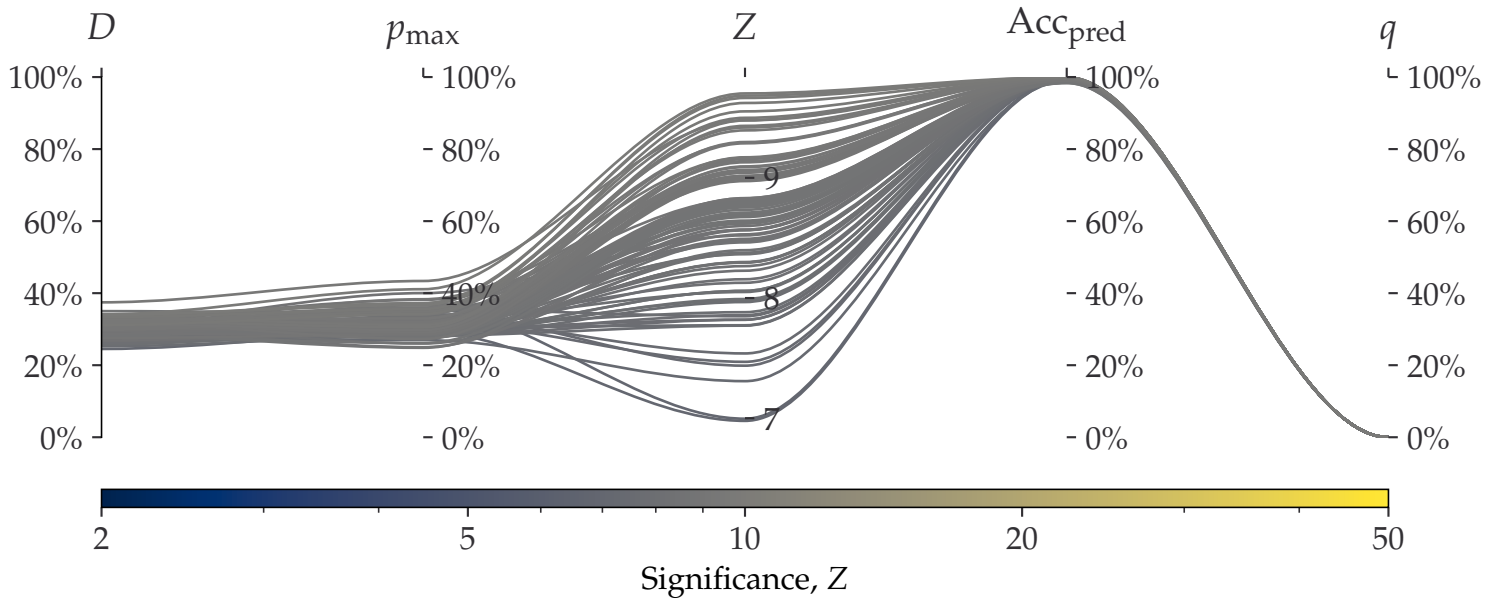
sim_N_reads: 250, Damage: 30.0%



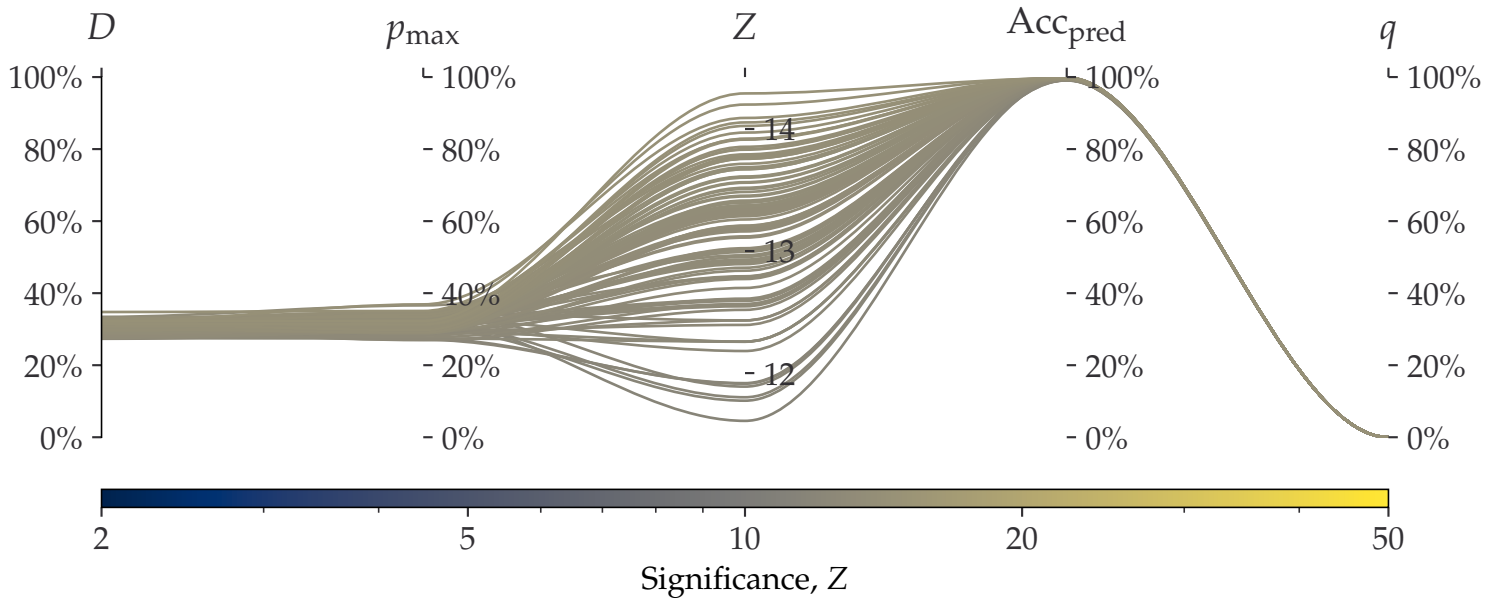
sim_N_reads: 500, Damage: 30.0%



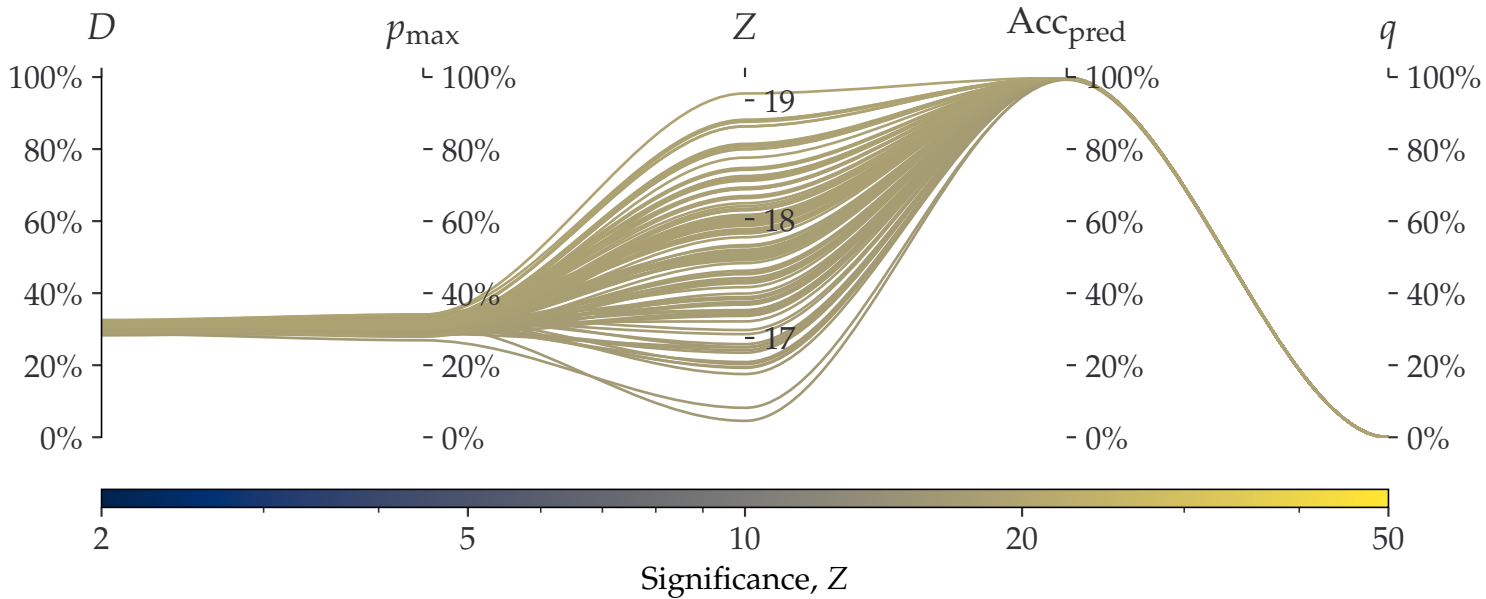
sim_N_reads: 1000, Damage: 30.0%



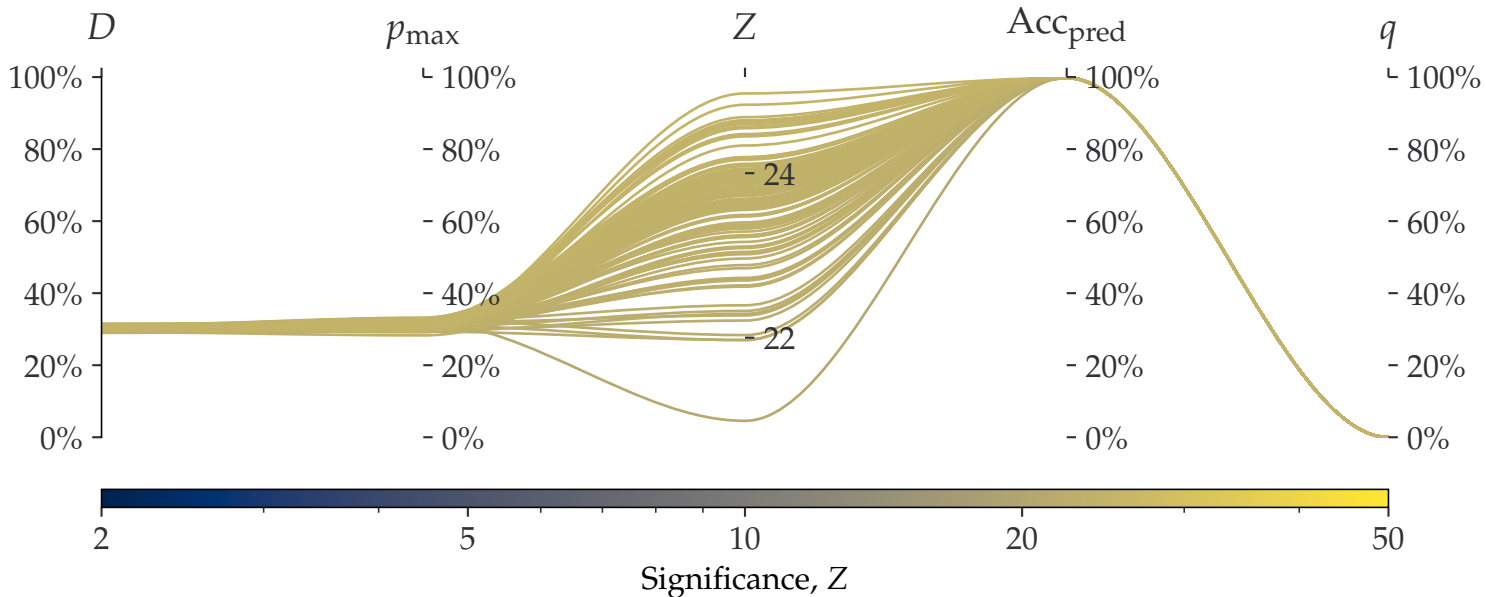
sim_N_reads: 2500, Damage: 30.0%



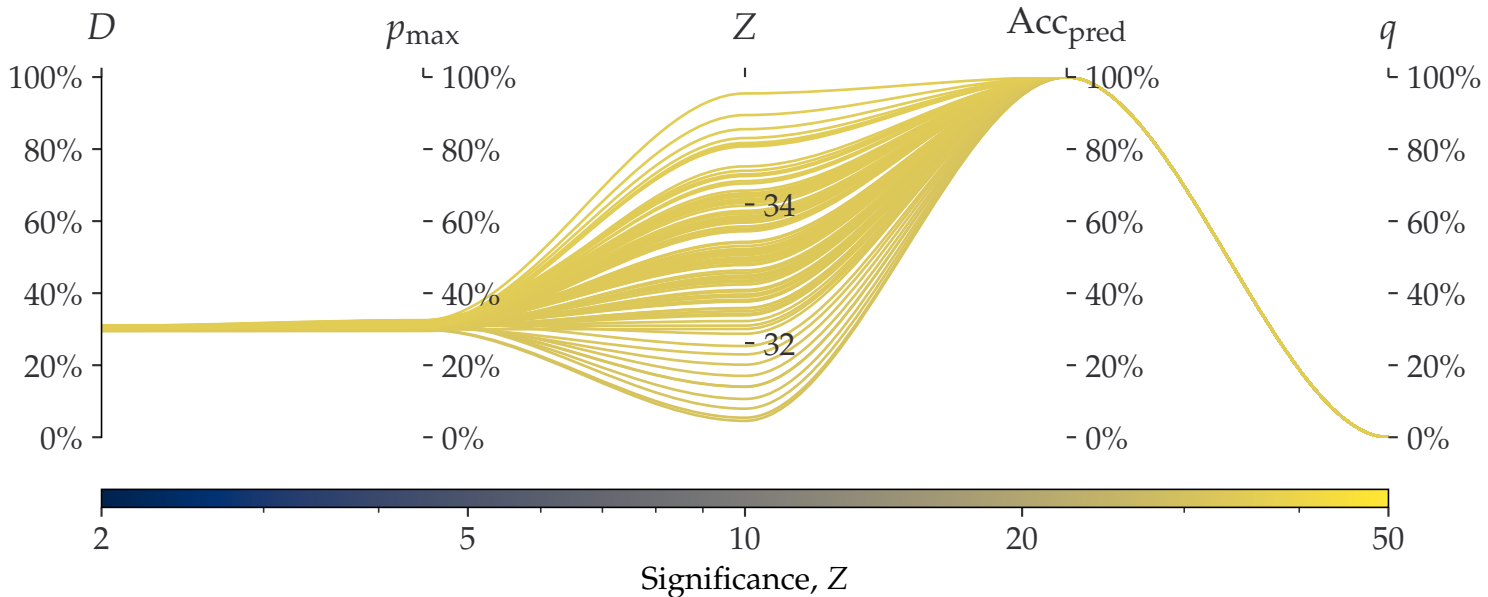
sim_N_reads: 5000, Damage: 30.0%



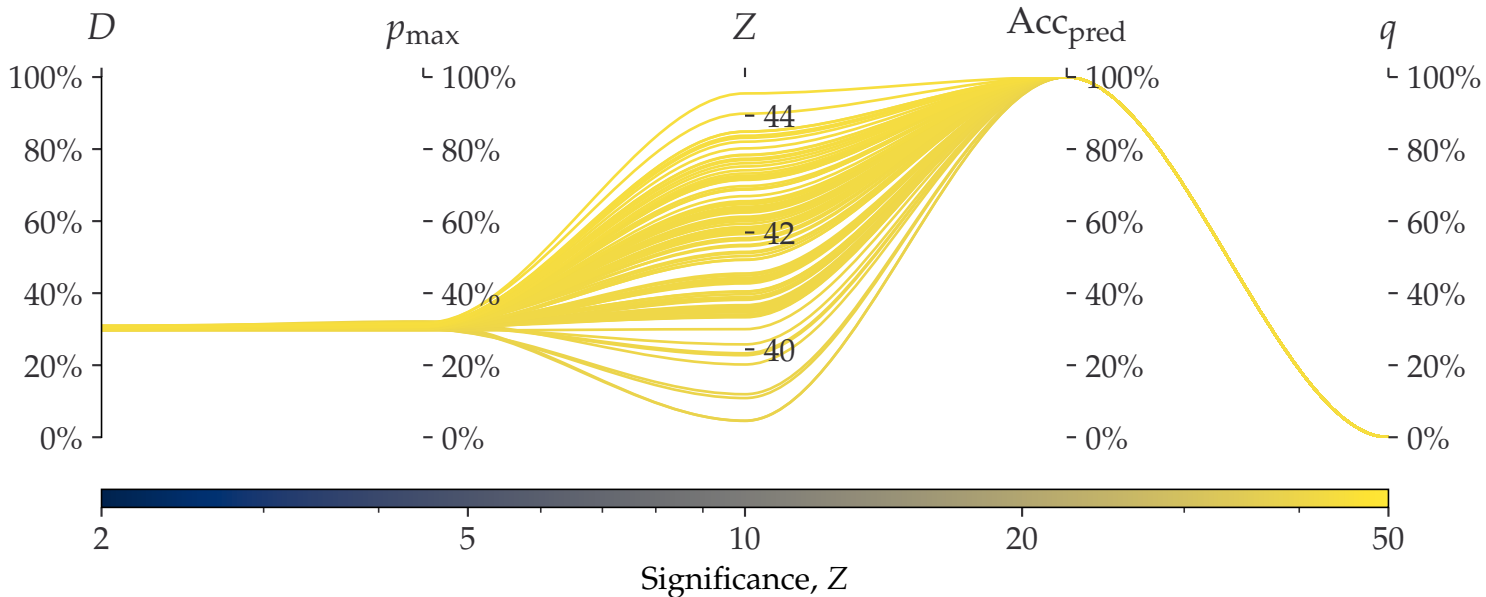
sim_N_reads: 10000, Damage: 30.0%



sim_N_reads: 25000, Damage: 30.0%



sim_N_reads: 50000, Damage: 30.0%



sim_N_reads: 100000, Damage: 30.0%

