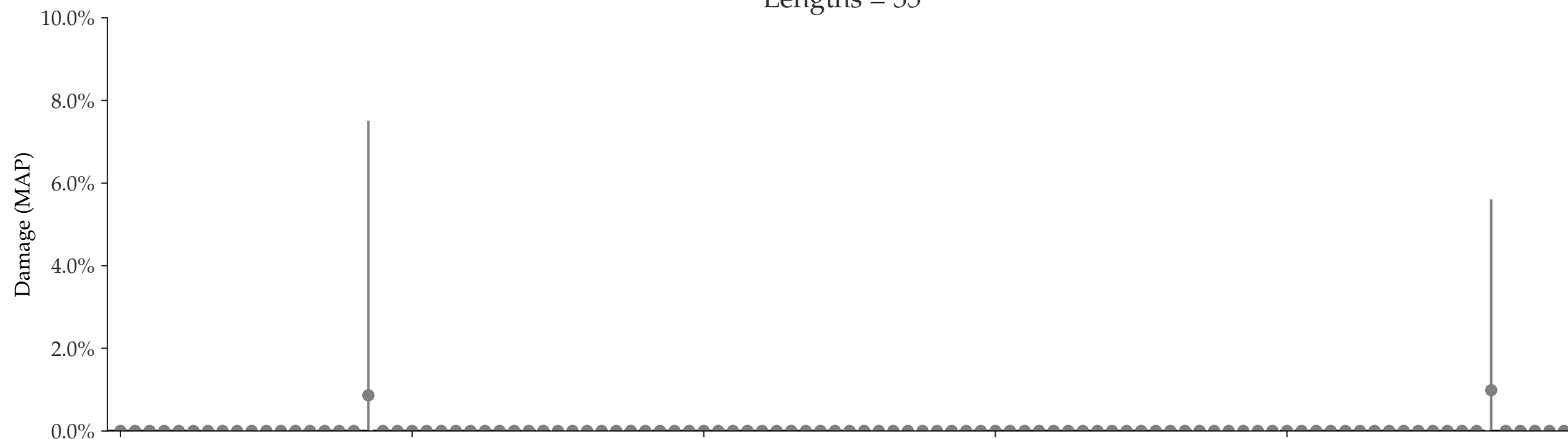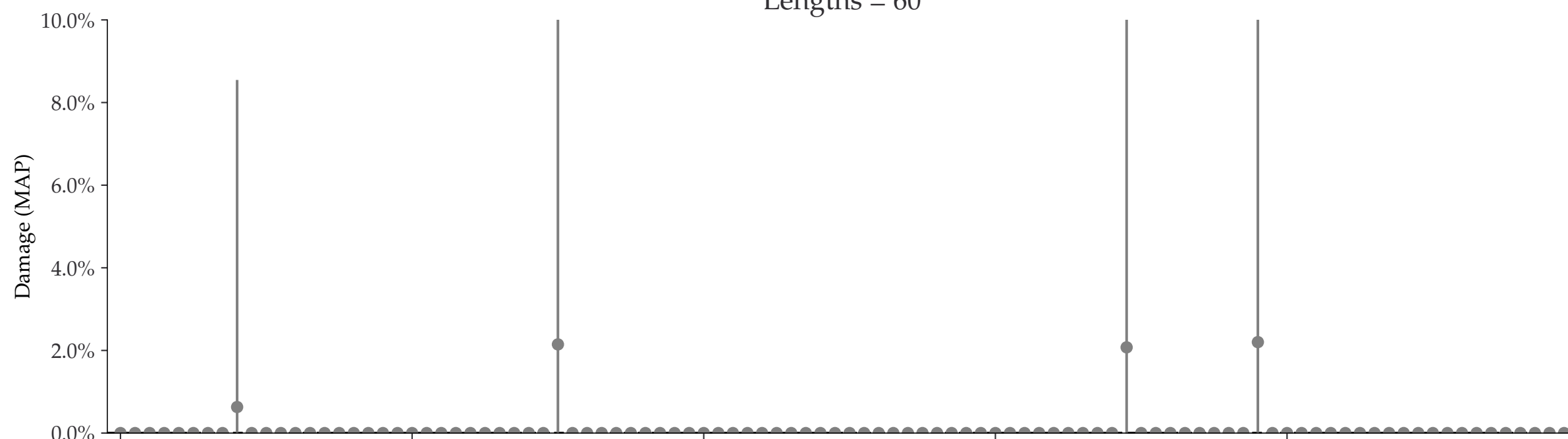Individual damages:
10 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

Mean ± std. --- $D_{known} = 0.0\%$

Lengths = 35
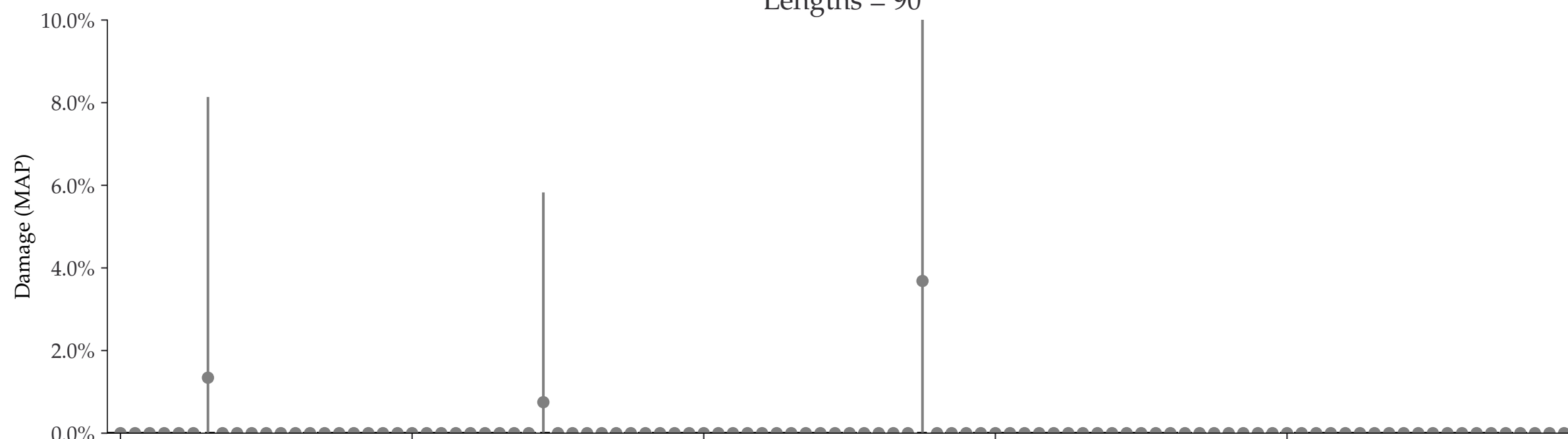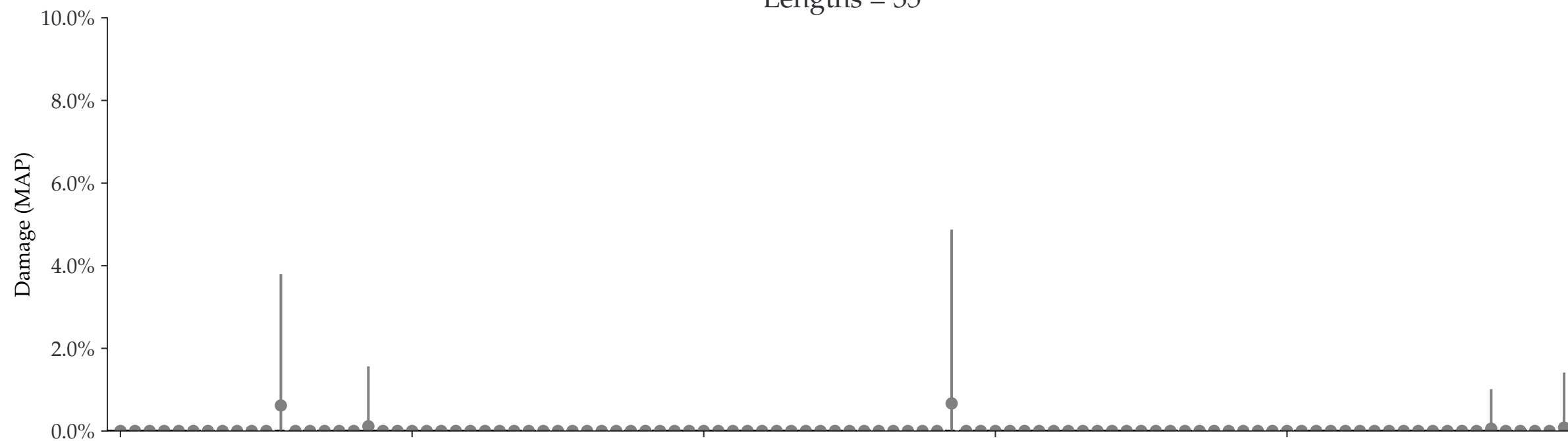
Damage (MAP)

Lengths = 60

Damage (MAP)

Lengths = 90

Damage (MAP)

Iteration

Individual damages:
25 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

Mean ± std. $D_{known} = 0.0\%$

Lengths = 35

Lengths = 60

Lengths = 90

Iteration

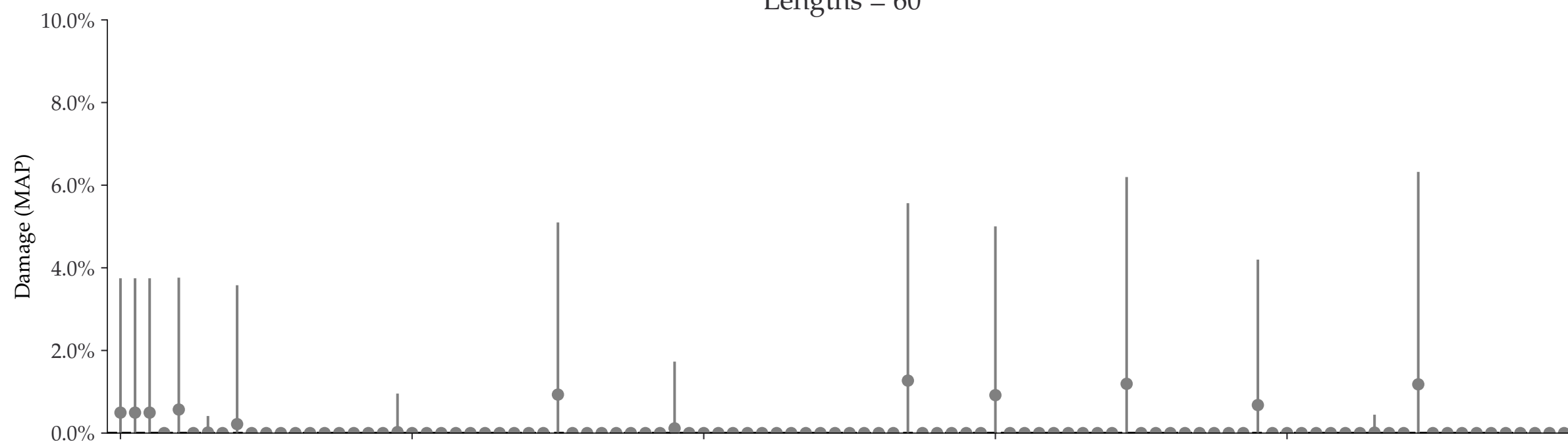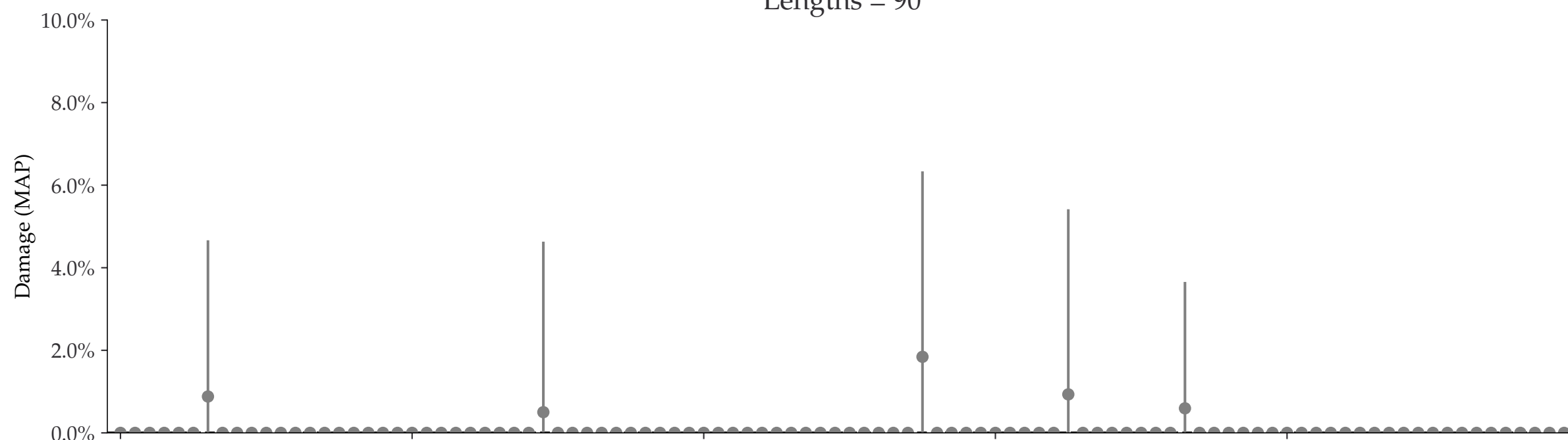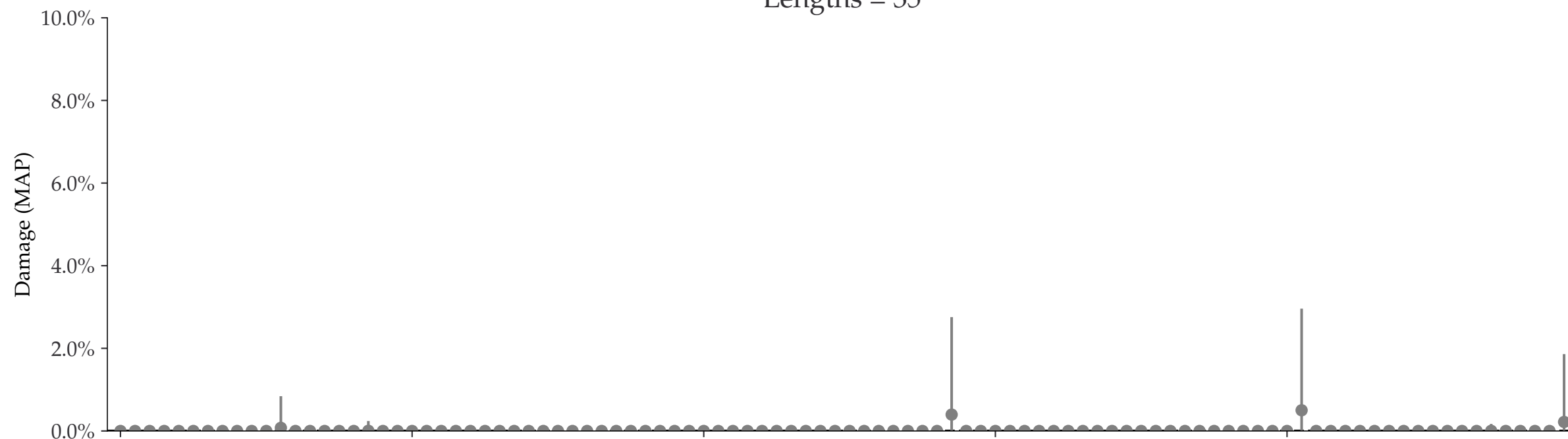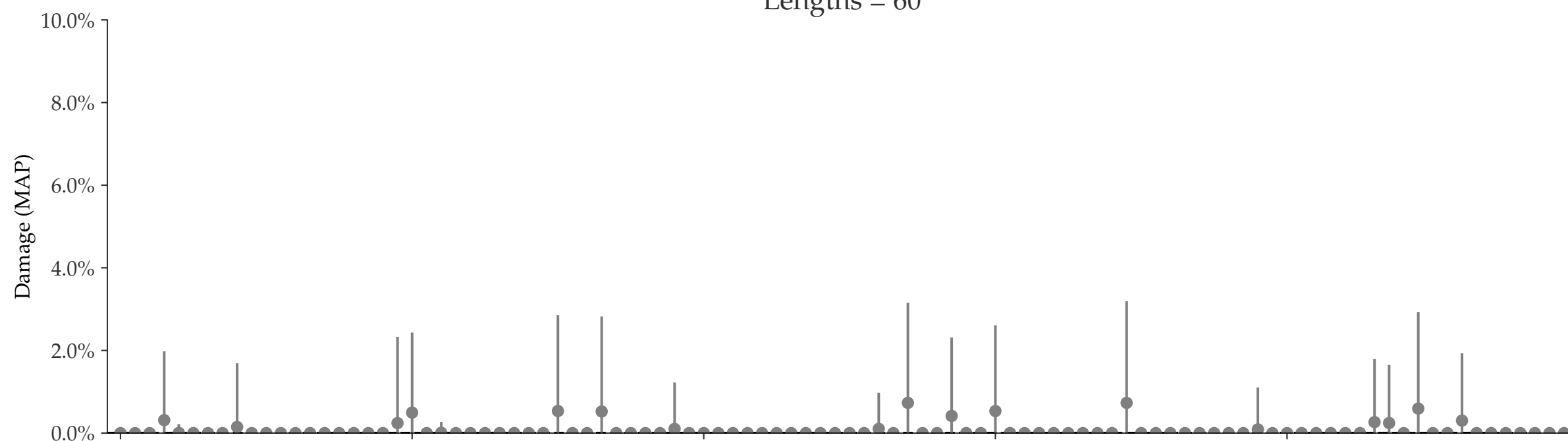Individual damages:
50 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

Individual damages:
100 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

Individual damages:
250 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

Individual damages:
500 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

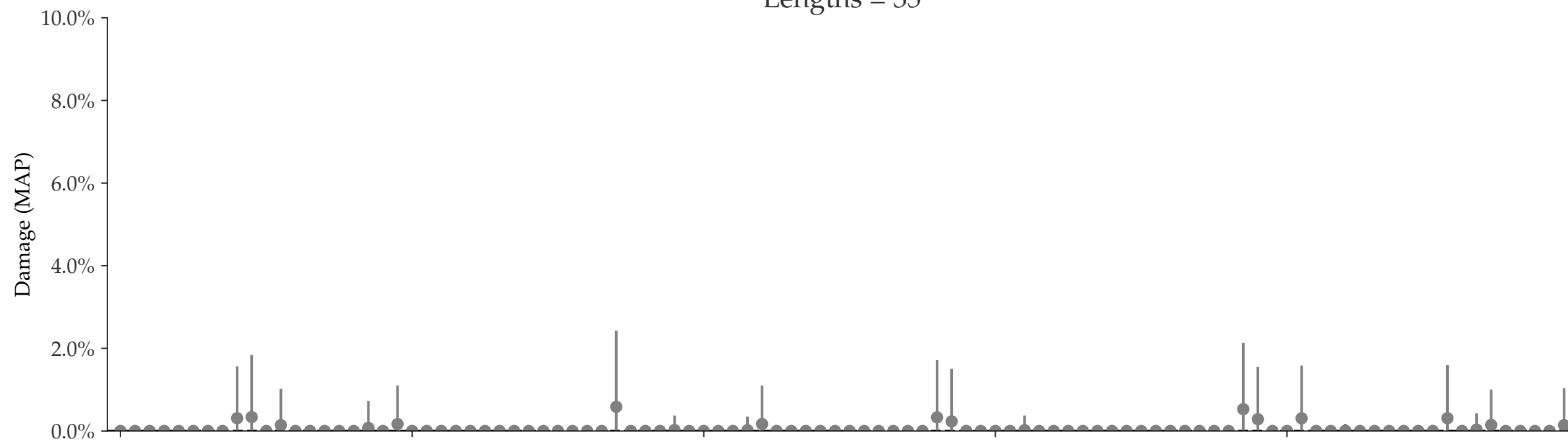Mean ± std. $D_{known} = 0.0\%$
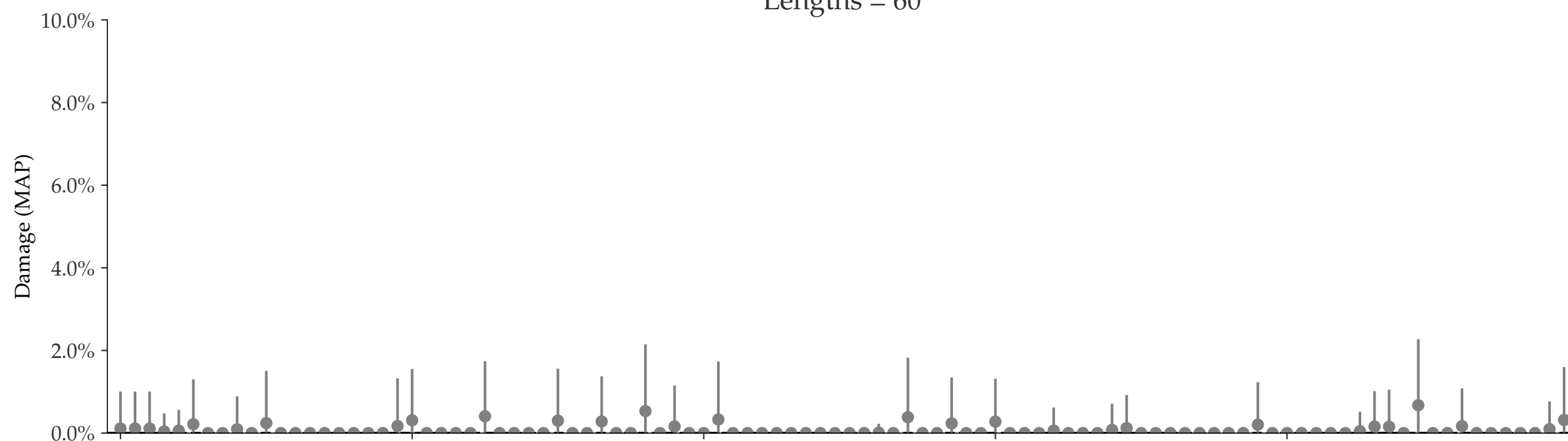
Lengths = 35

Lengths = 60

Lengths = 90

Iteration

Individual damages:
1000 reads
Briggs damage = 0.0
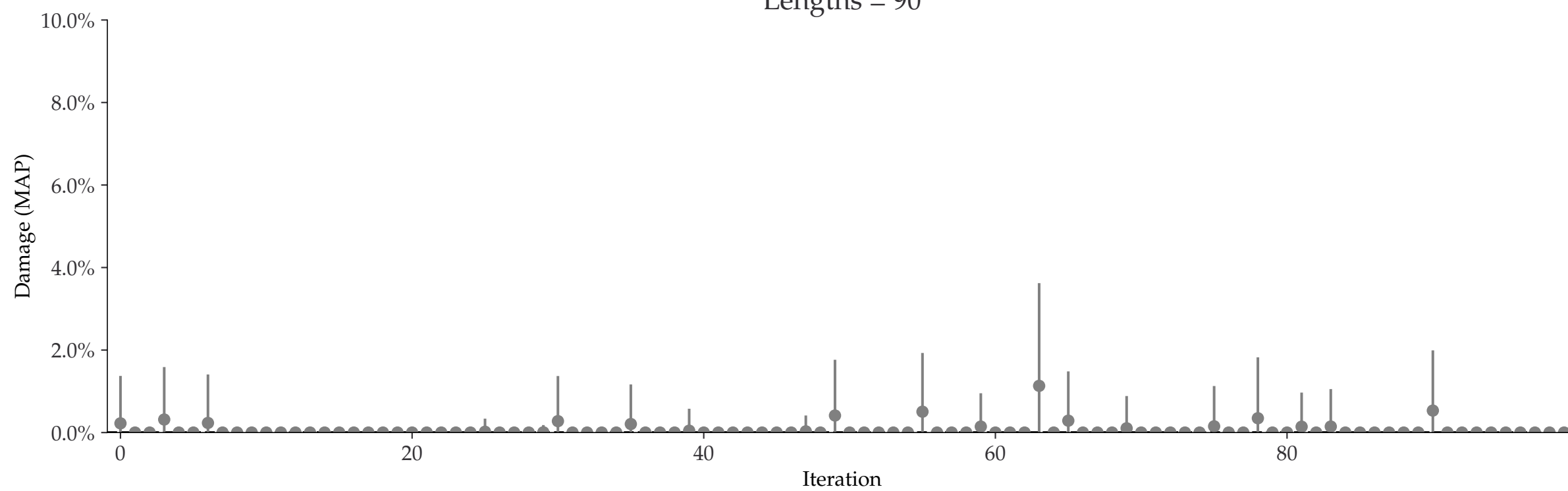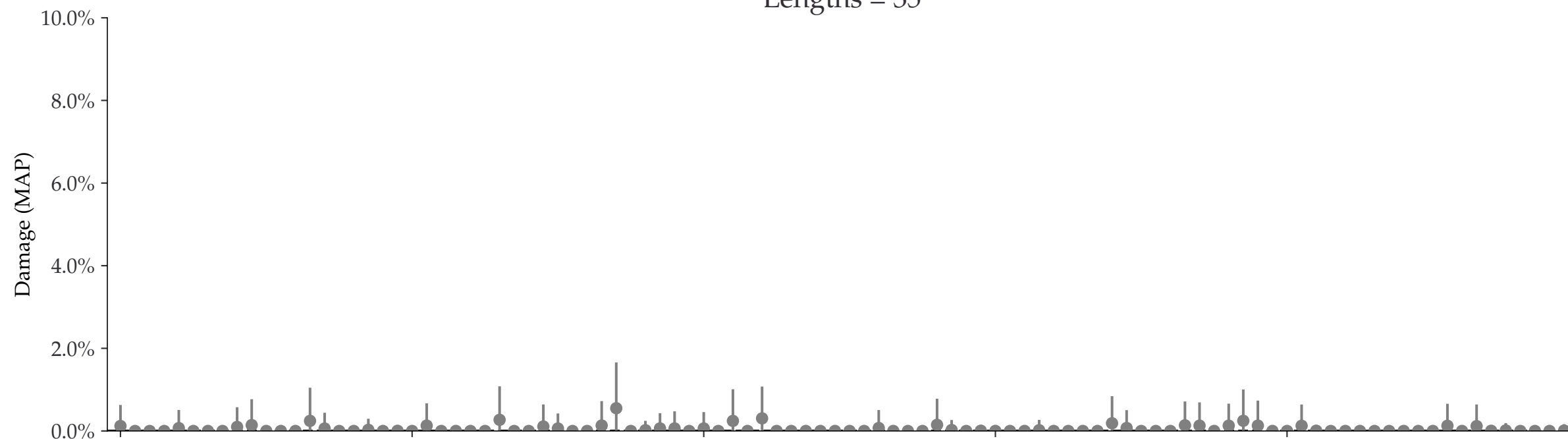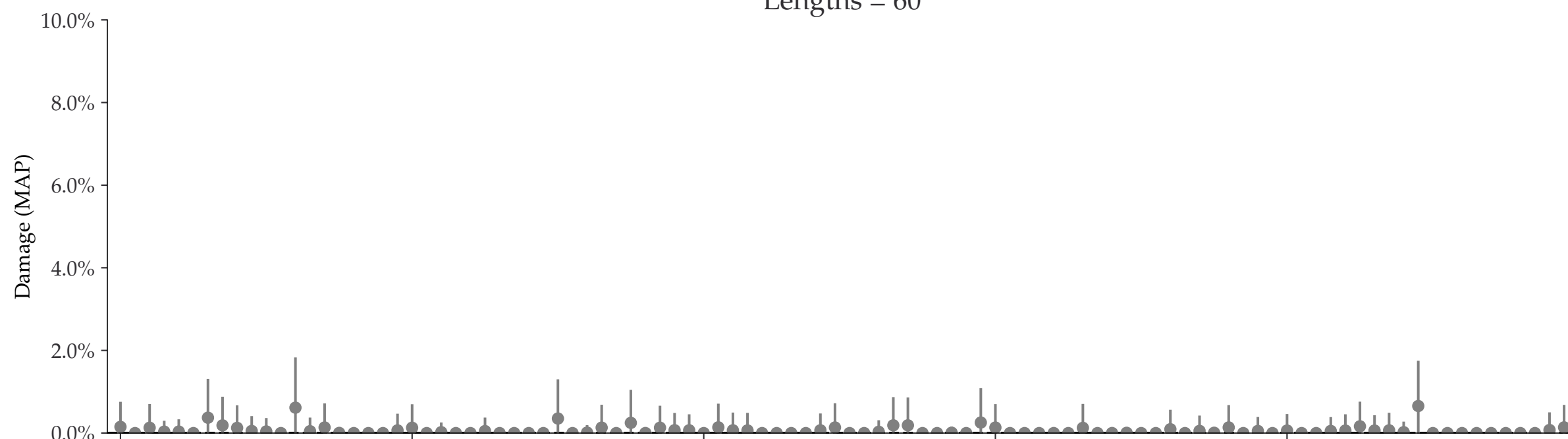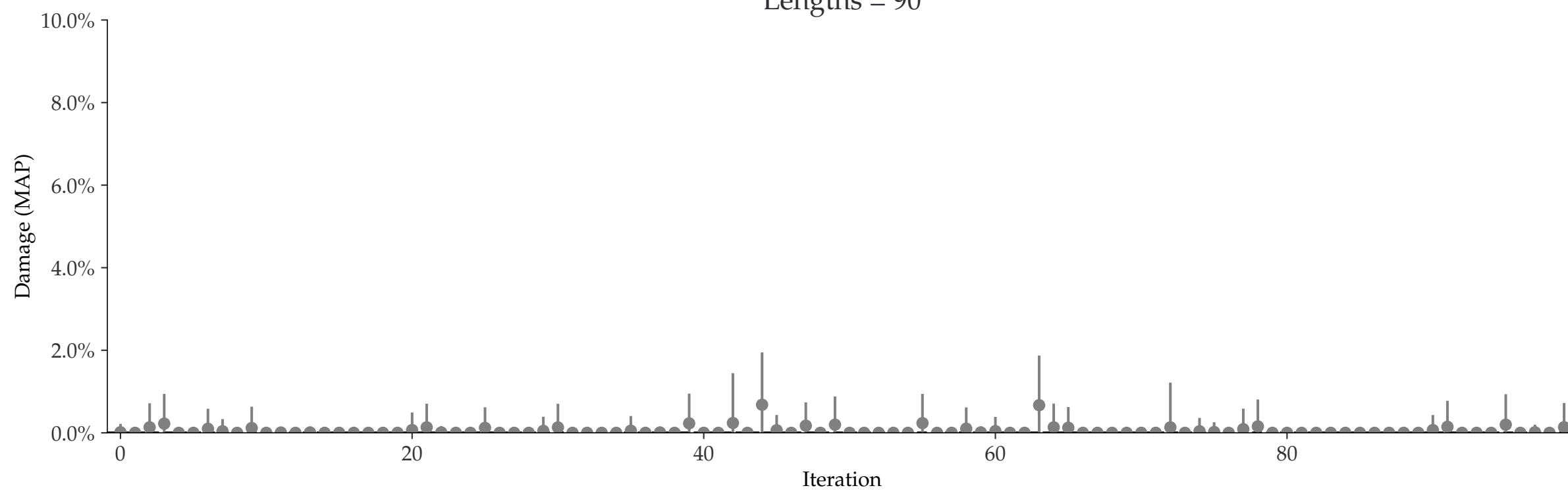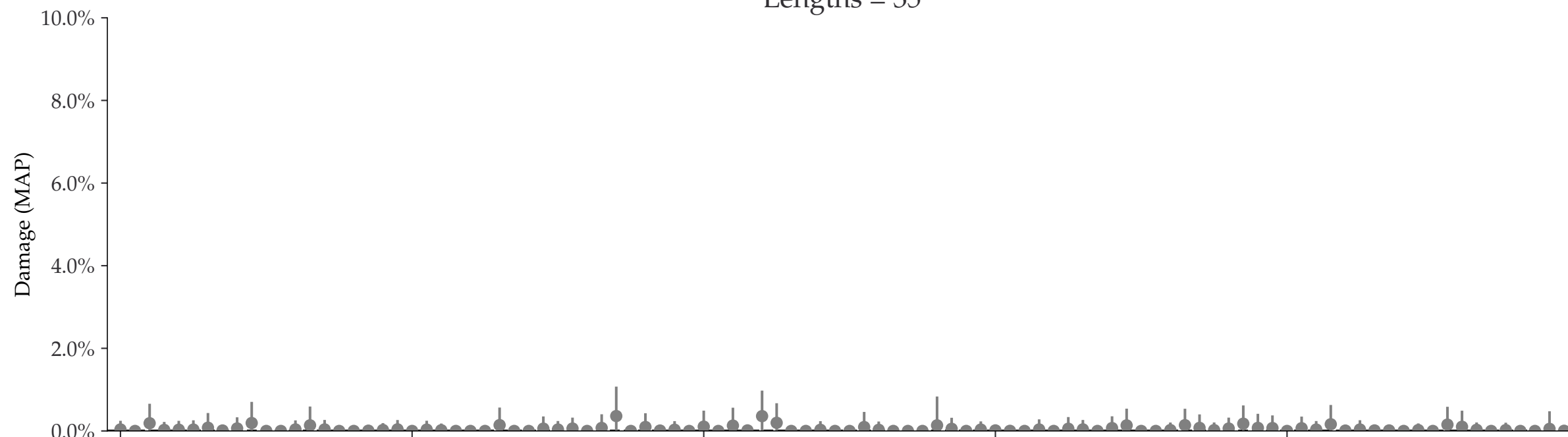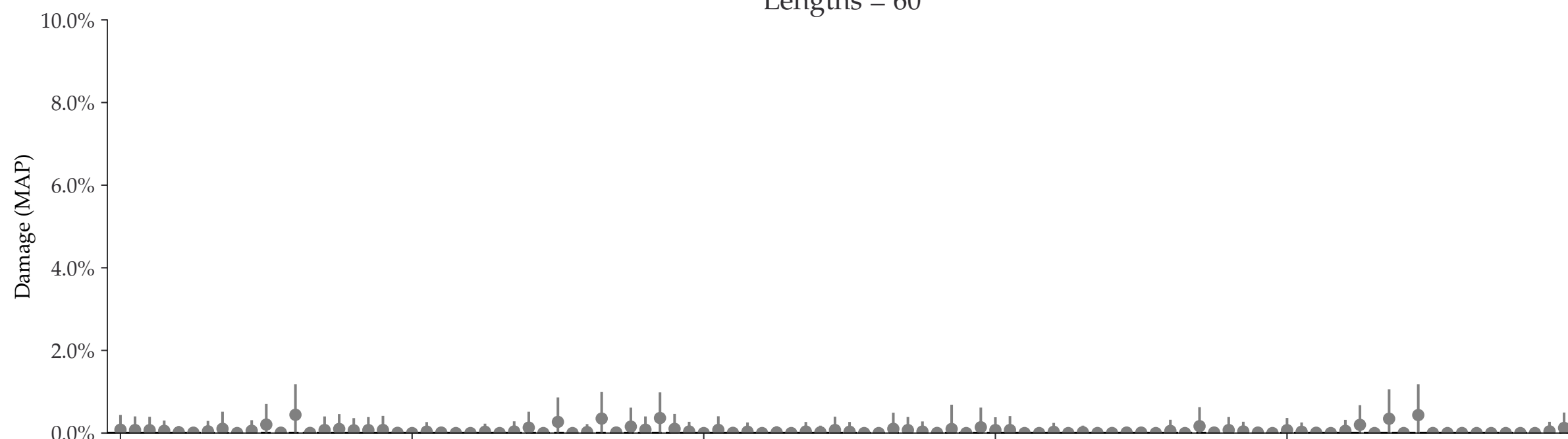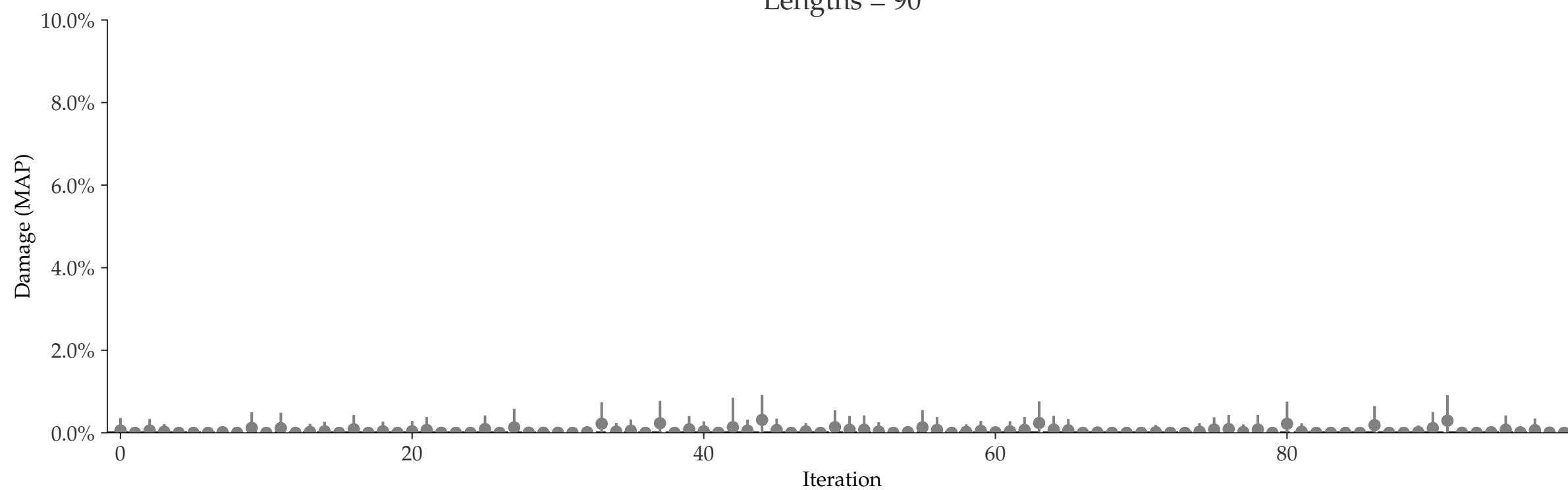Damage percent (approx) = 0%

Mean ± std. ---- $D_{known} = 0.0\%$

Lengths = 35

Damage (MAP)

Lengths = 60

Damage (MAP)

Lengths = 90

Damage (MAP)

Iteration

Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

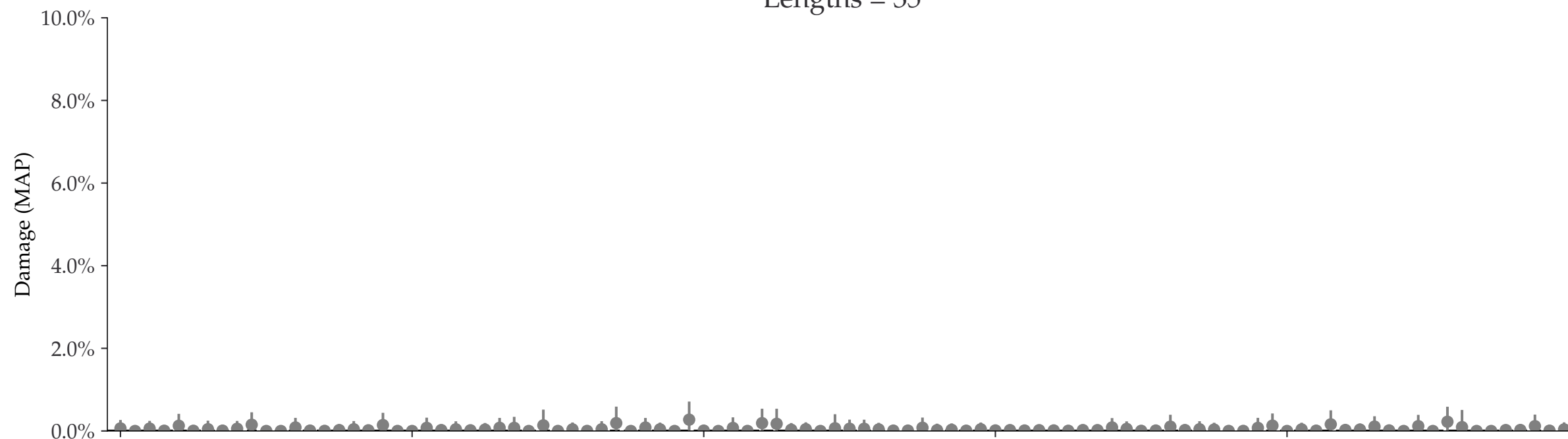Mean ± std.   - - - $D_{known} = 0.0\%$
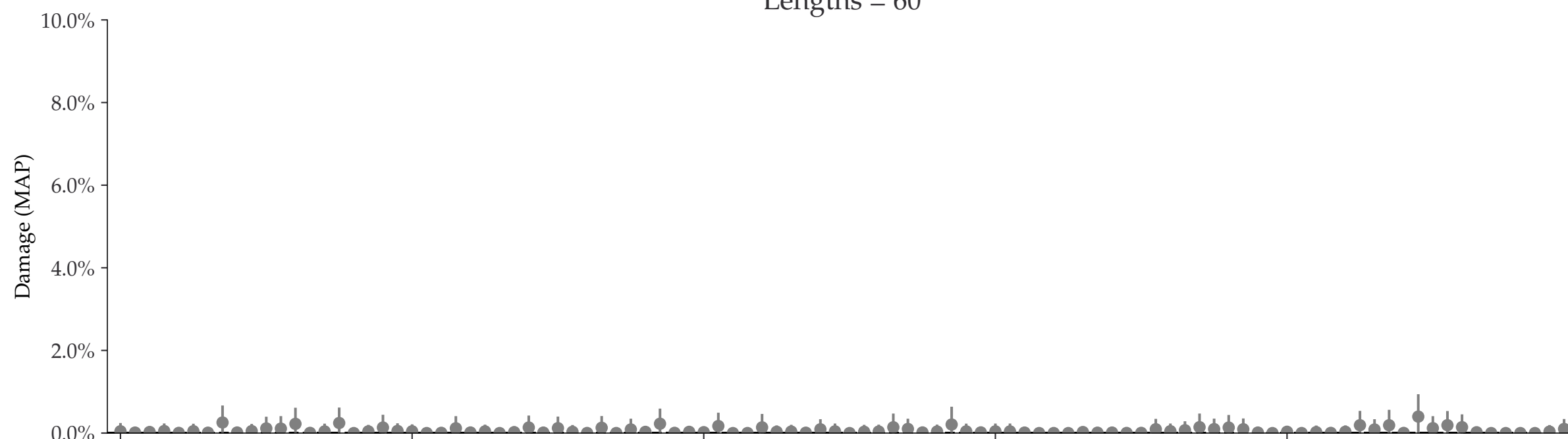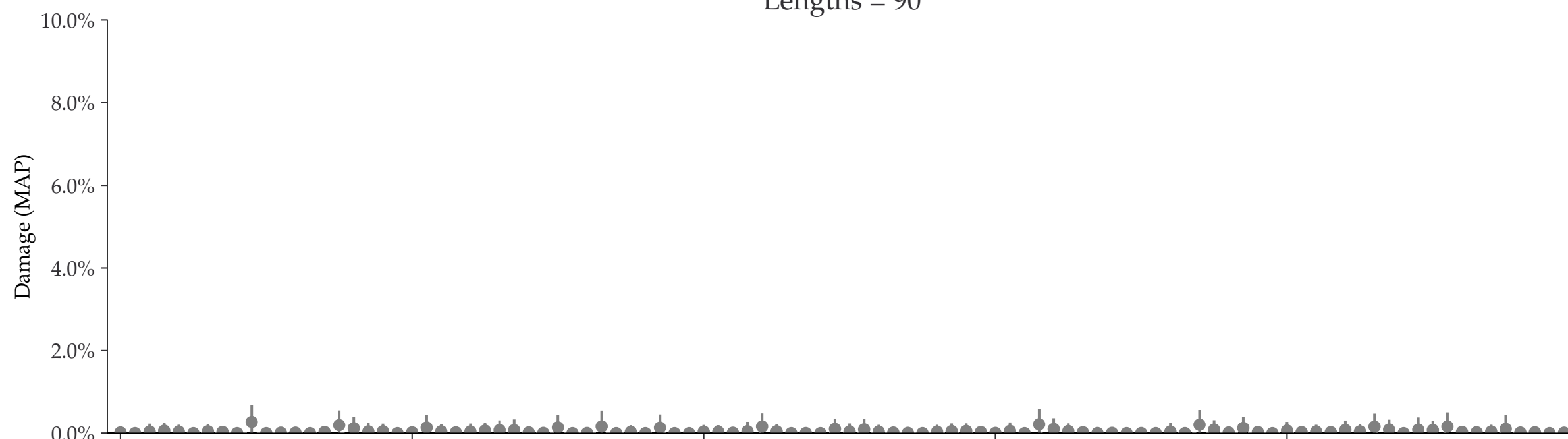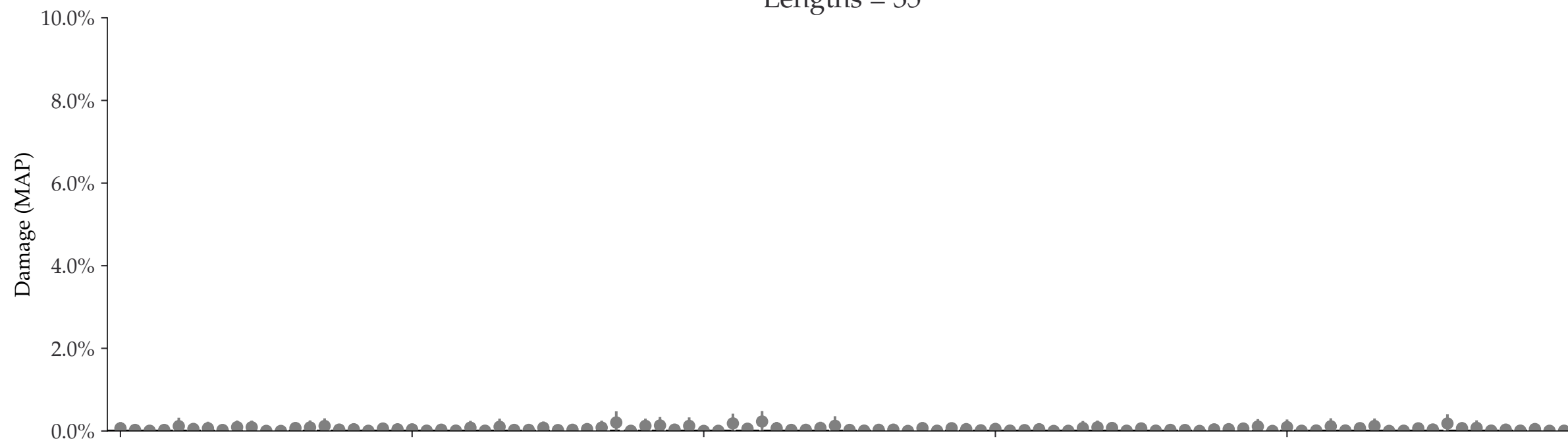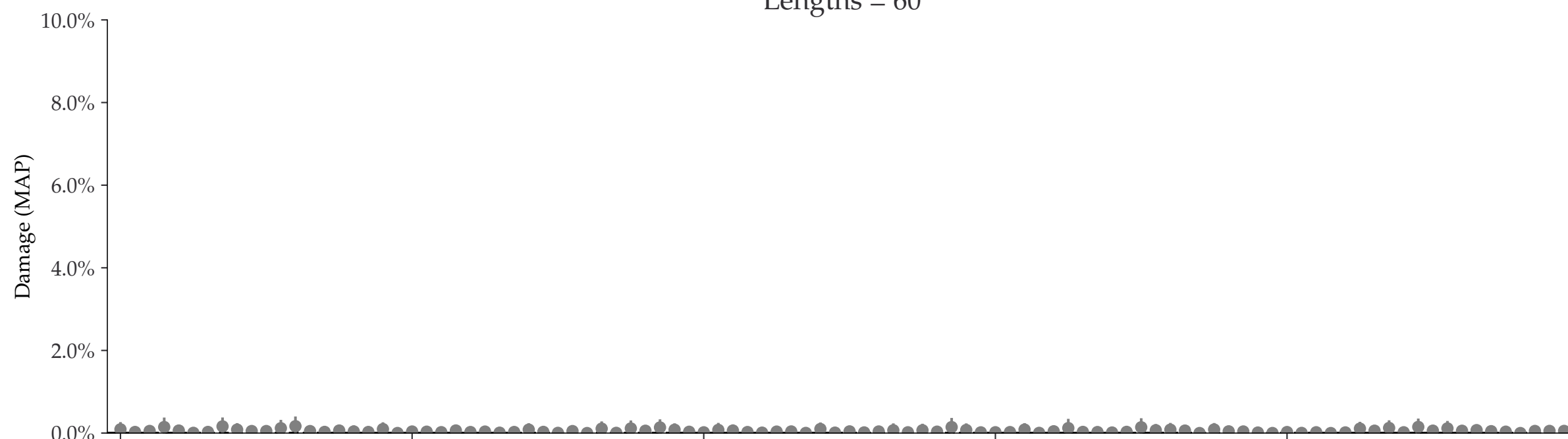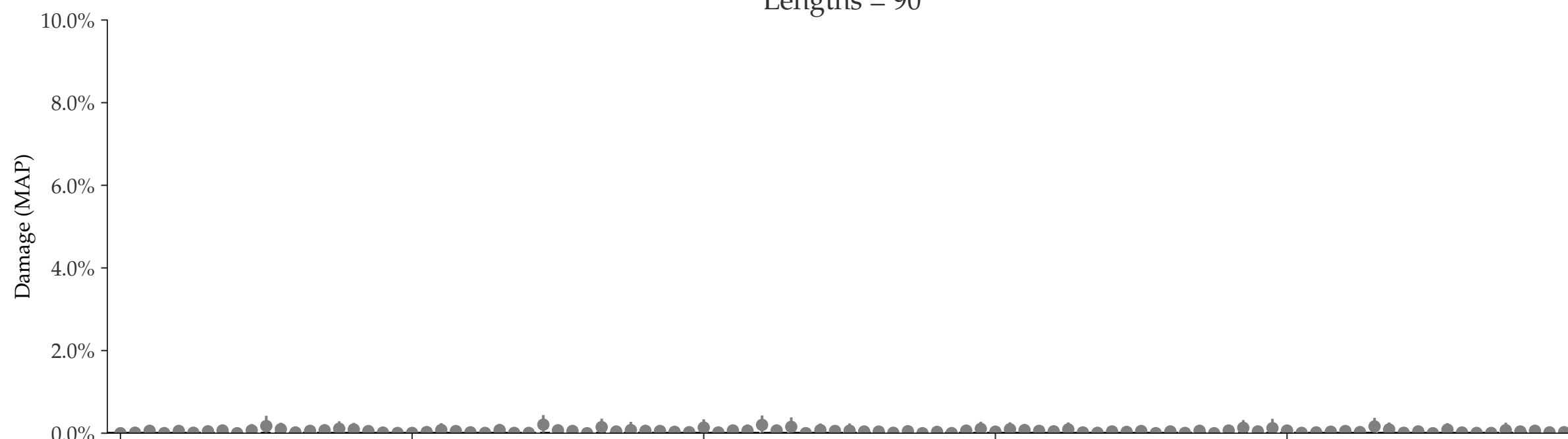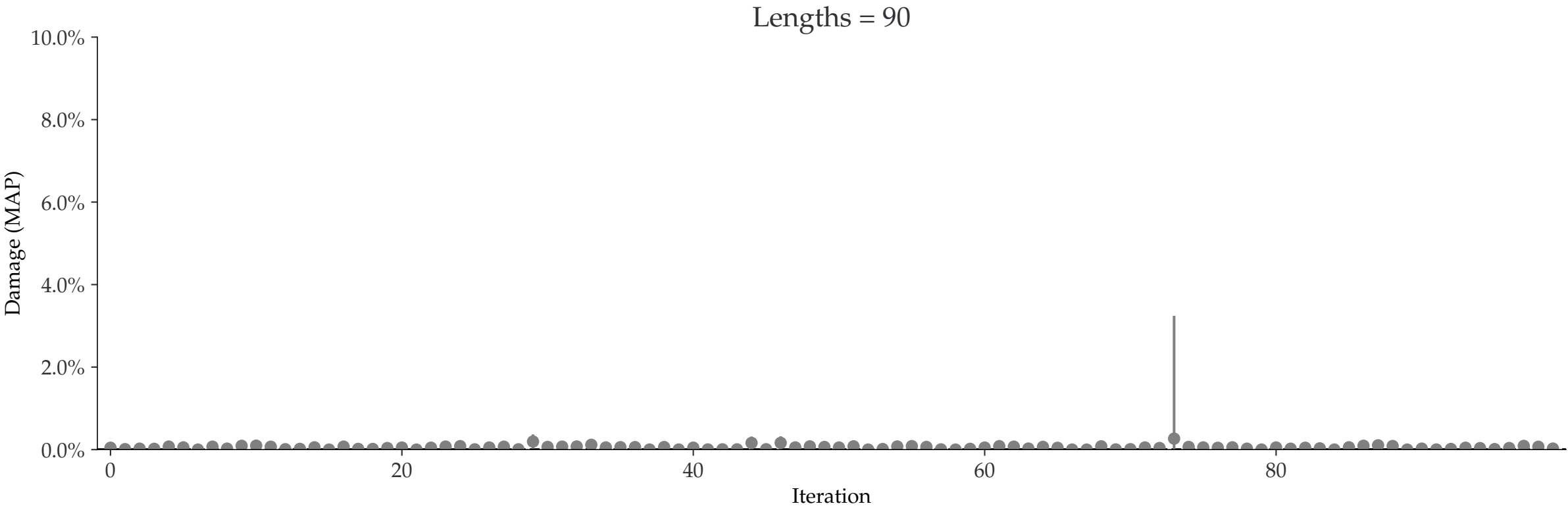
Lengths = 35

Lengths = 60

Lengths = 90

Iteration

Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

Mean ± std. - - - $D_{known} = 0.0\%$

Lengths = 35

Damage (MAP)

10.0%
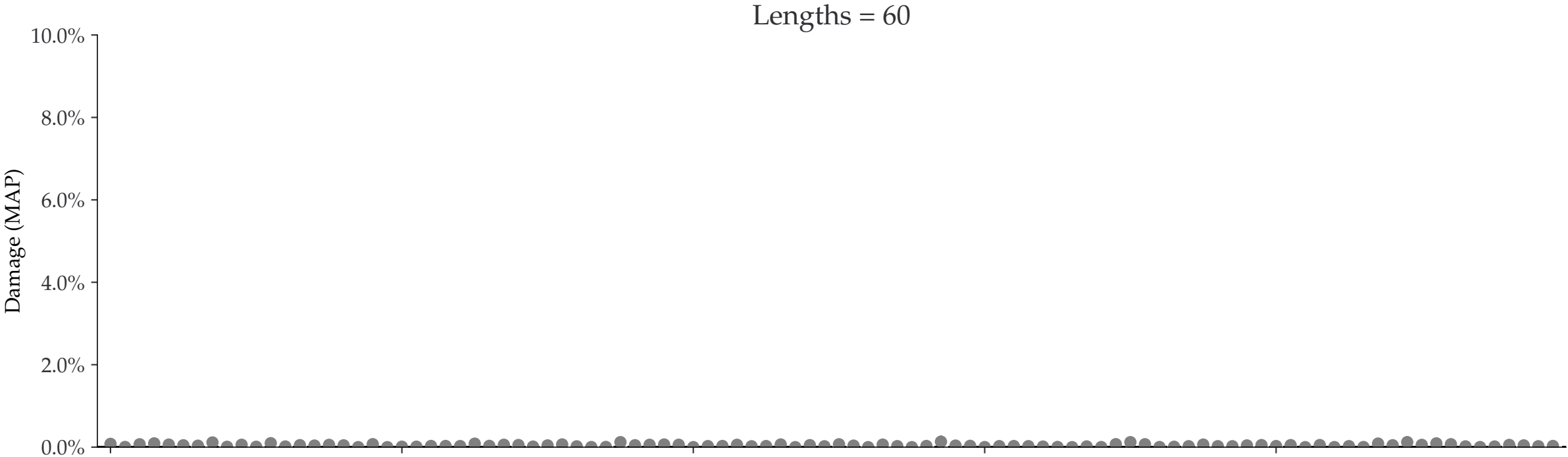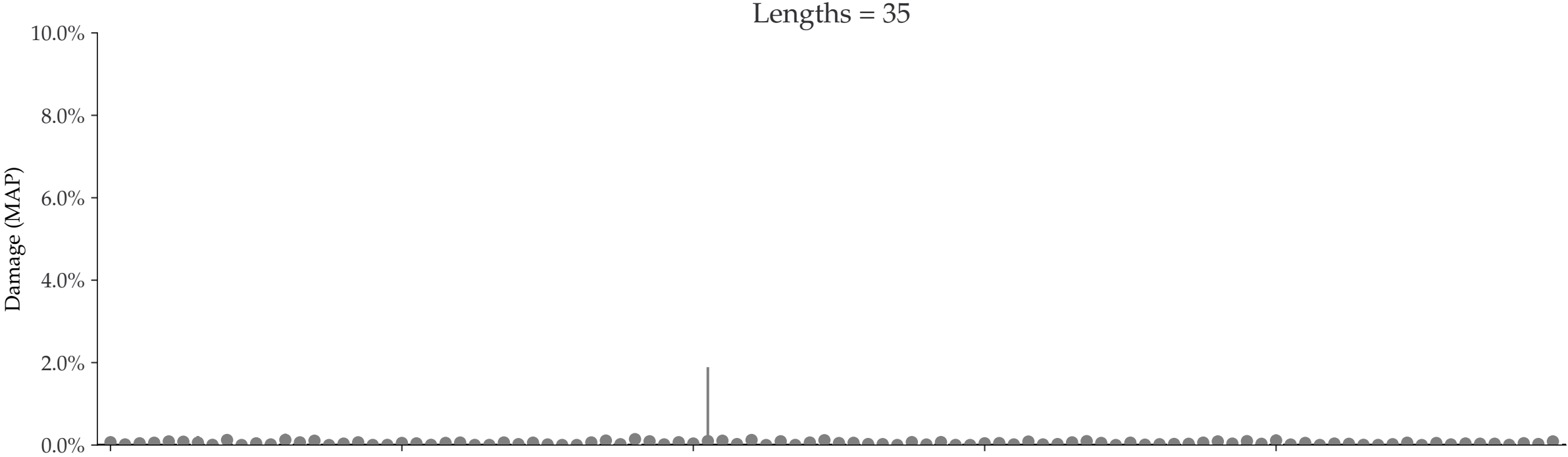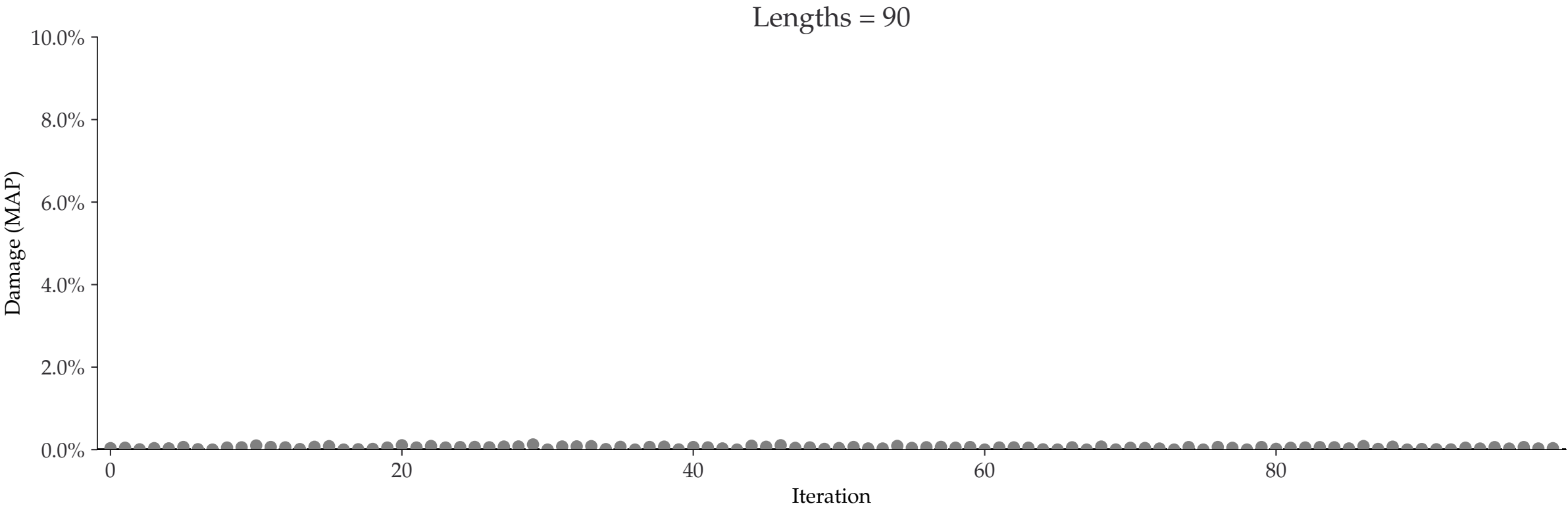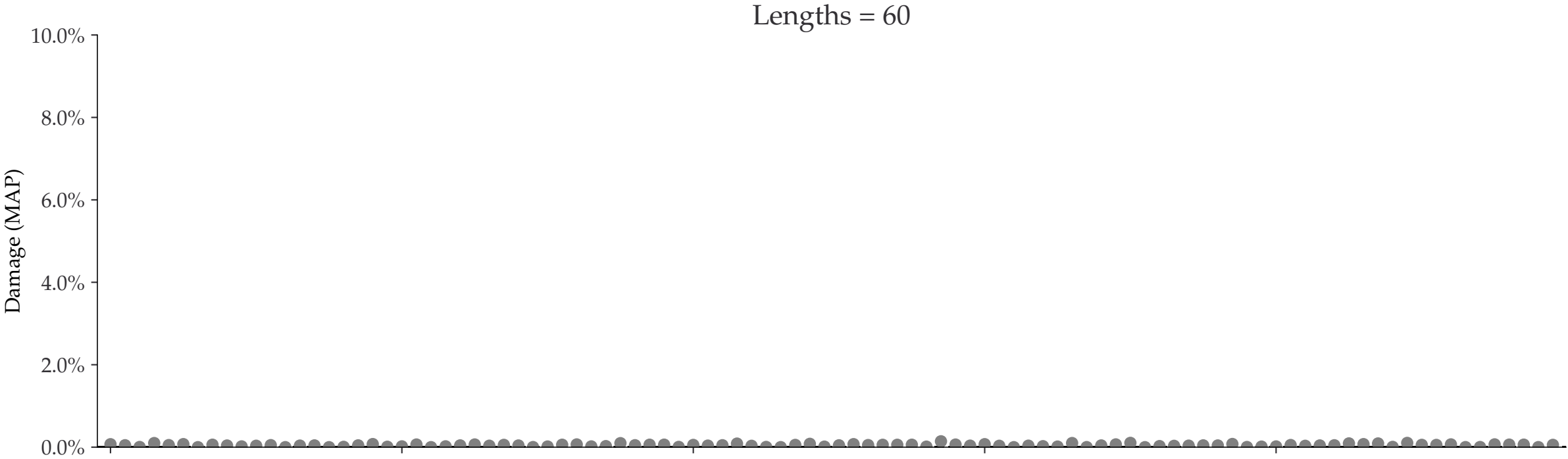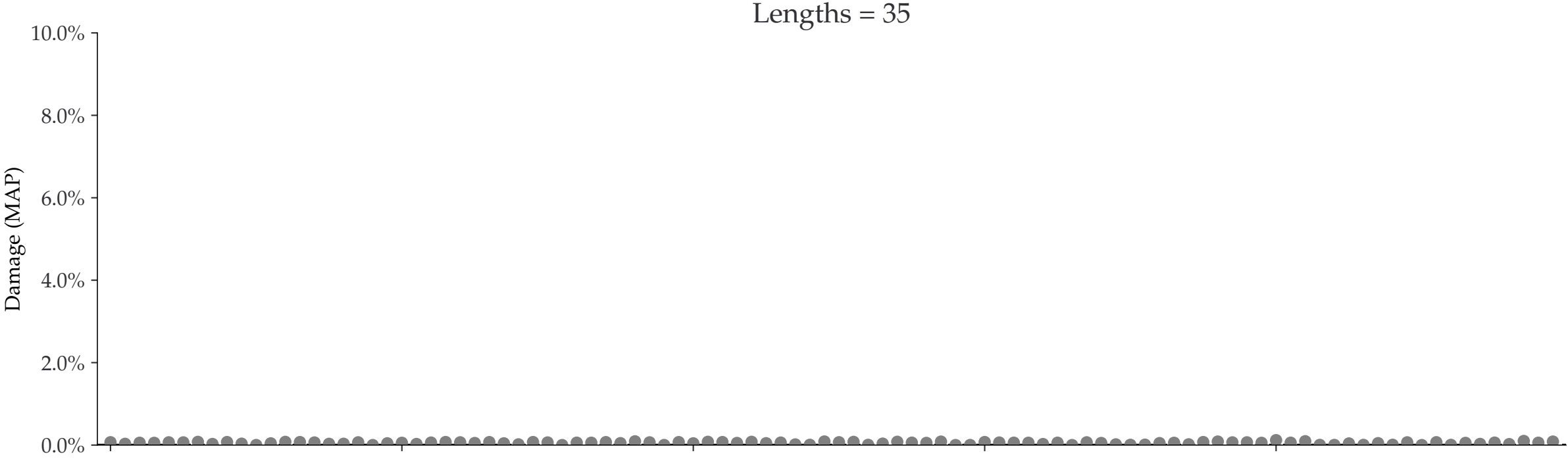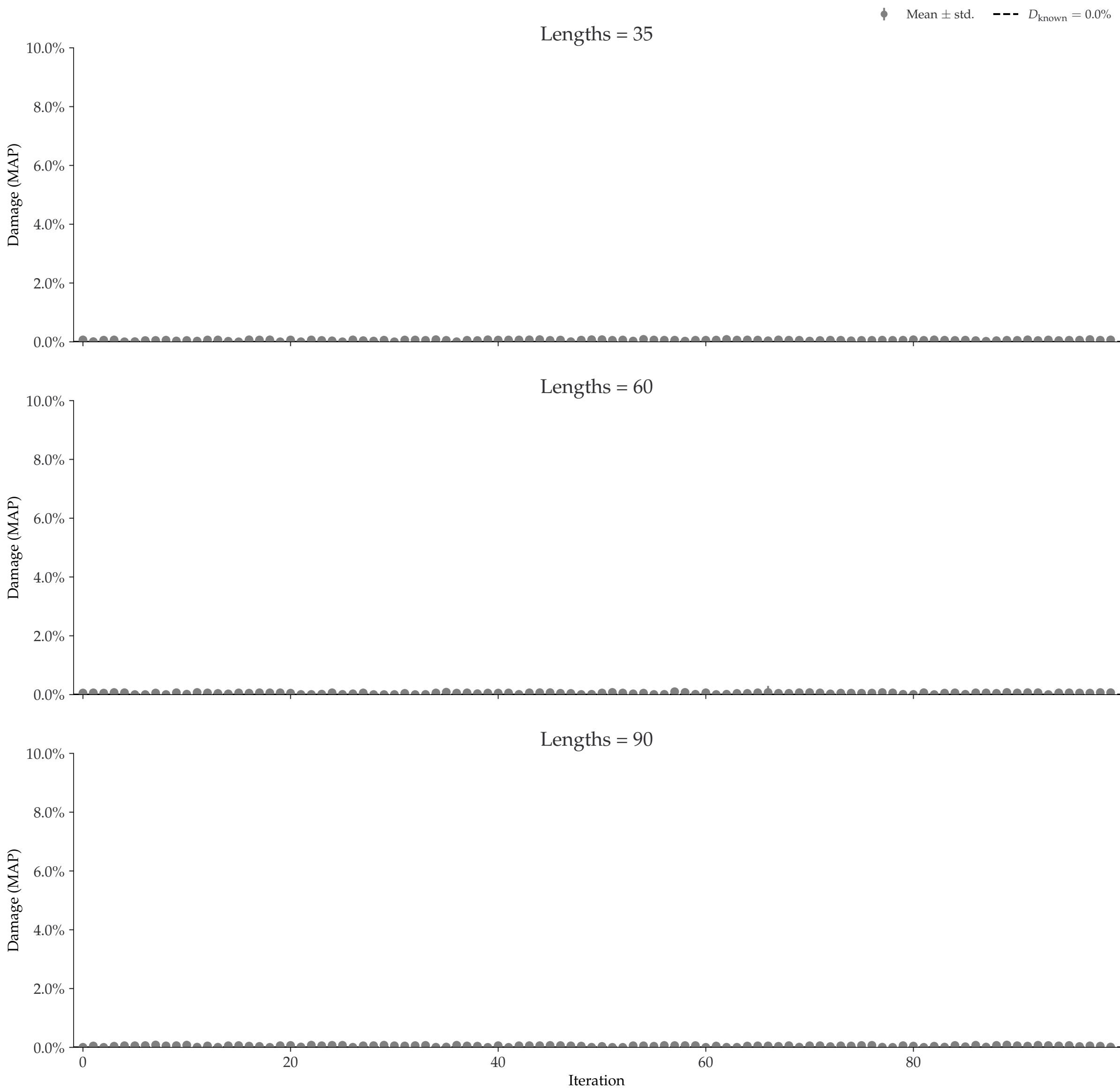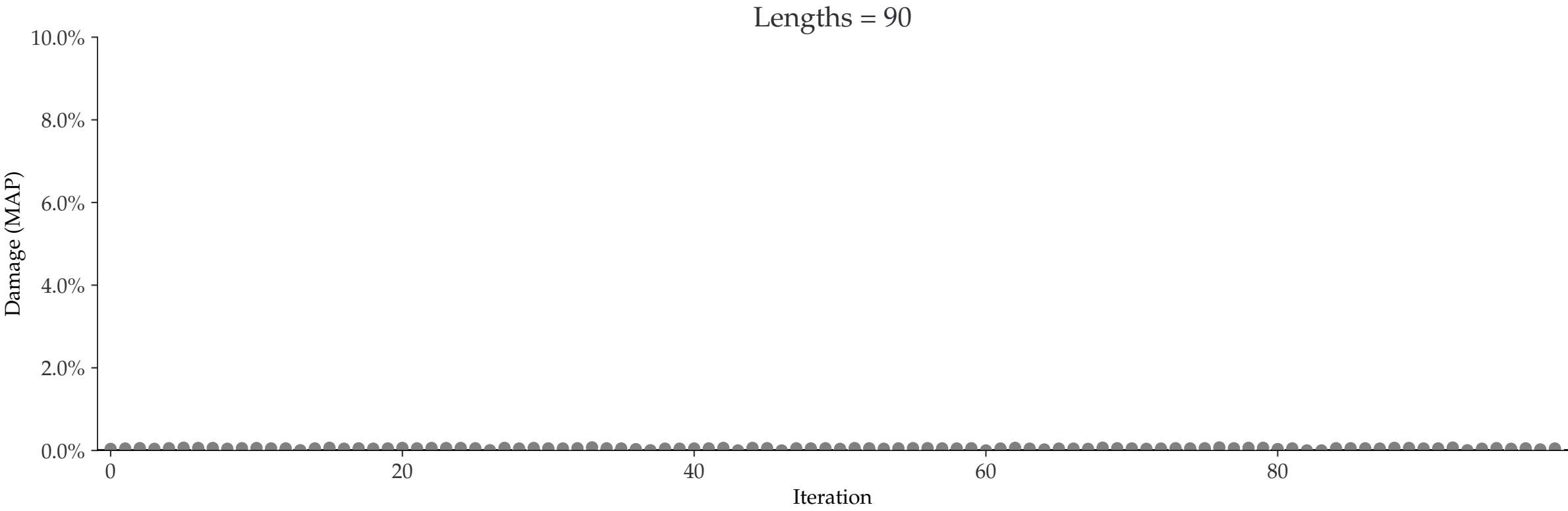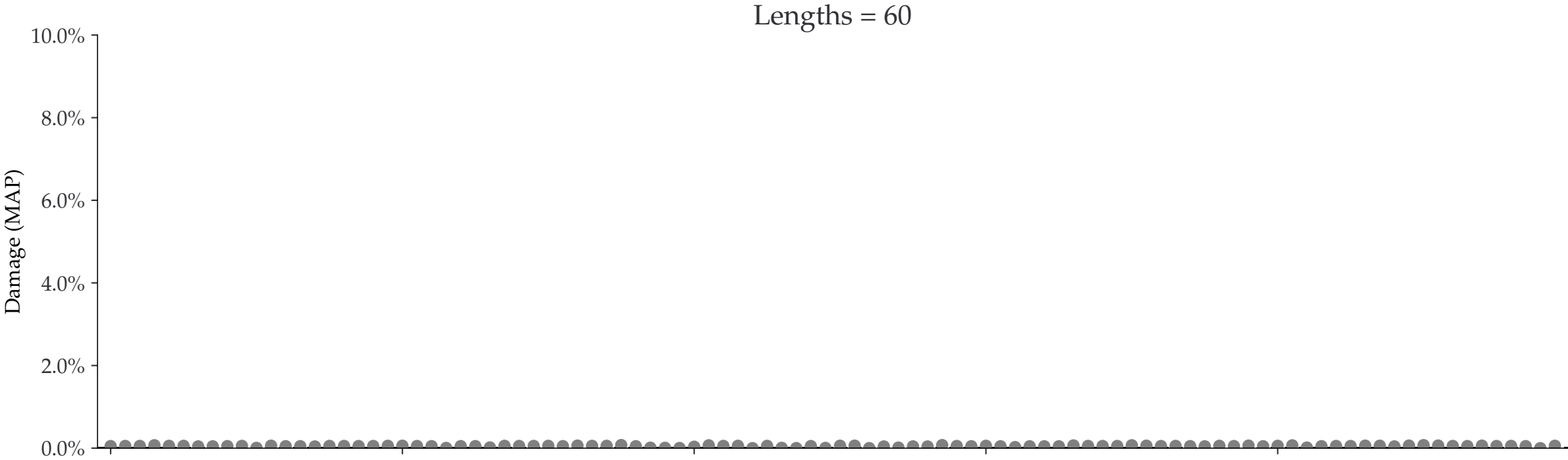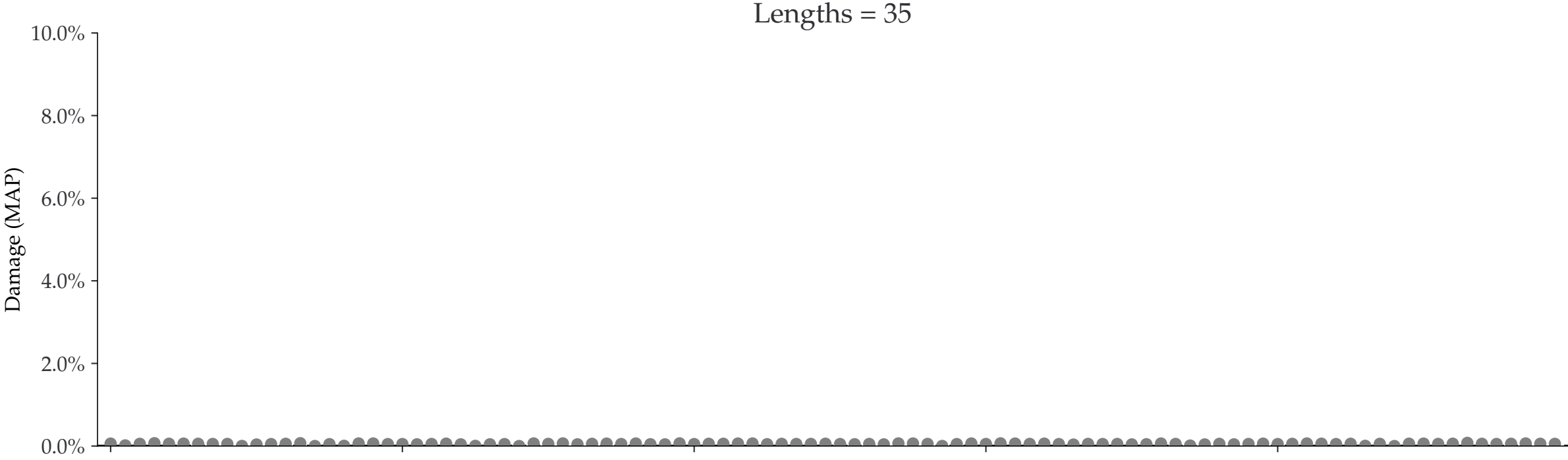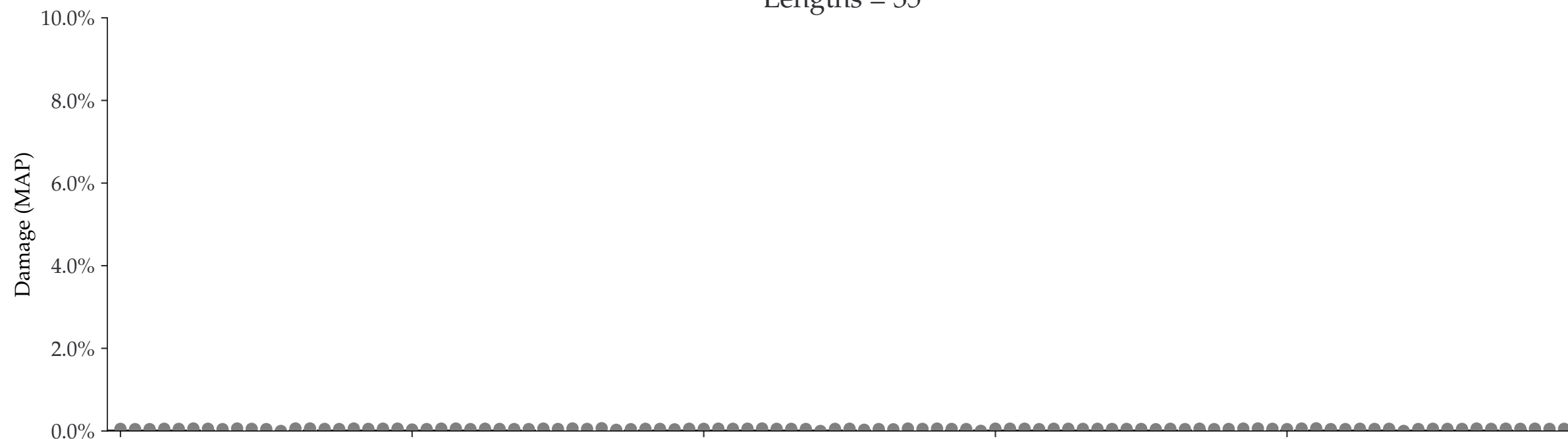
8.0%

6.0%

4.0%

2.0%

0.0%

Lengths = 60

Damage (MAP)

10.0%

8.0%

6.0%

4.0%

2.0%

0.0%

Lengths = 90

Damage (MAP)

10.0%

8.0%

6.0%

4.0%

2.0%

0.0%

0   20   40   60   80

Iteration
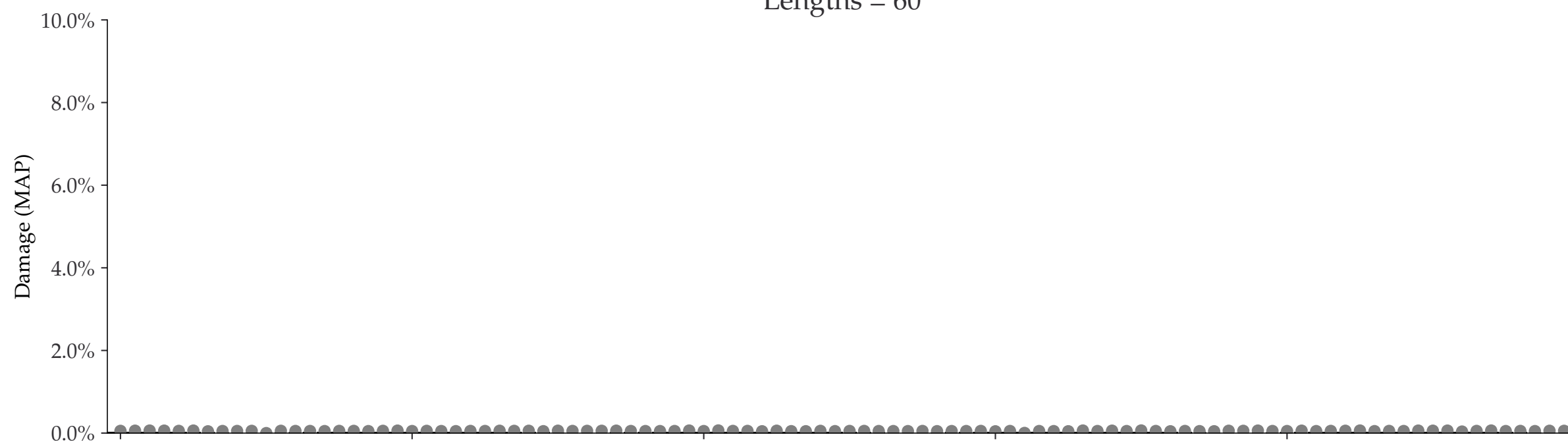
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

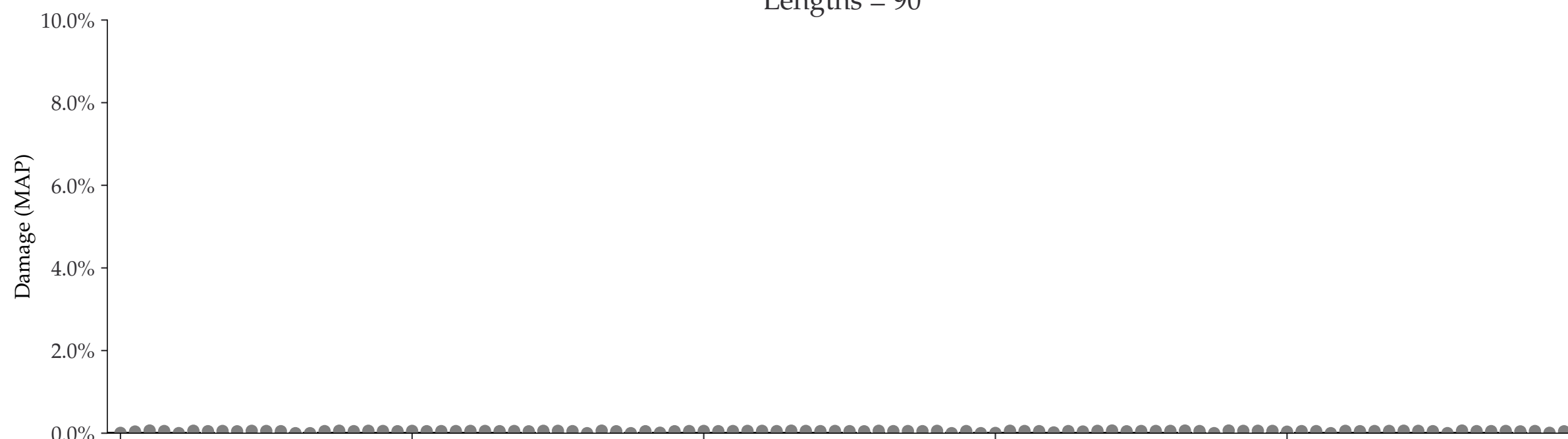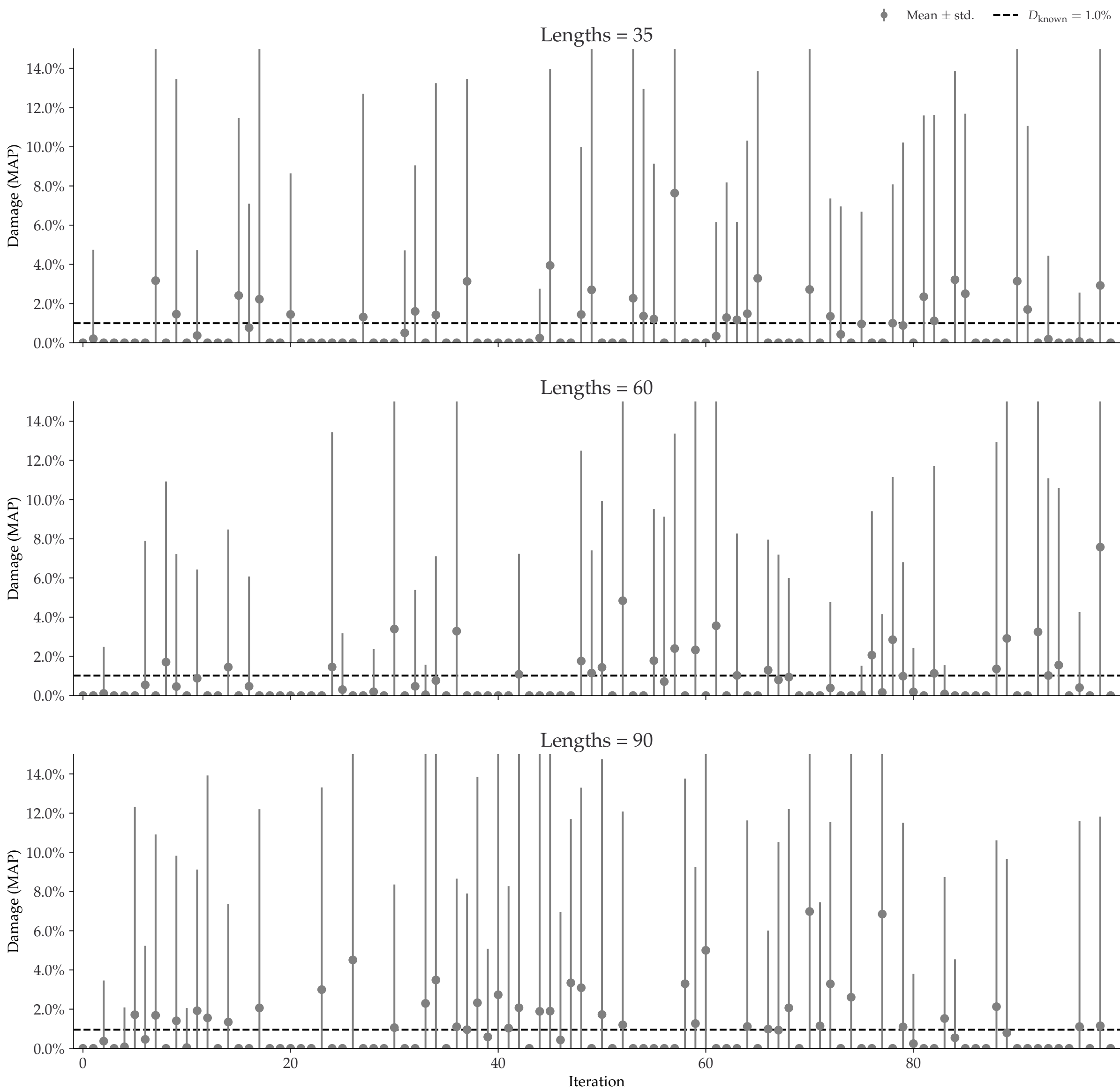Mean ± std.   - - - $D_{known} = 0.0\%$

Lengths = 35

Lengths = 60

Lengths = 90

Iteration
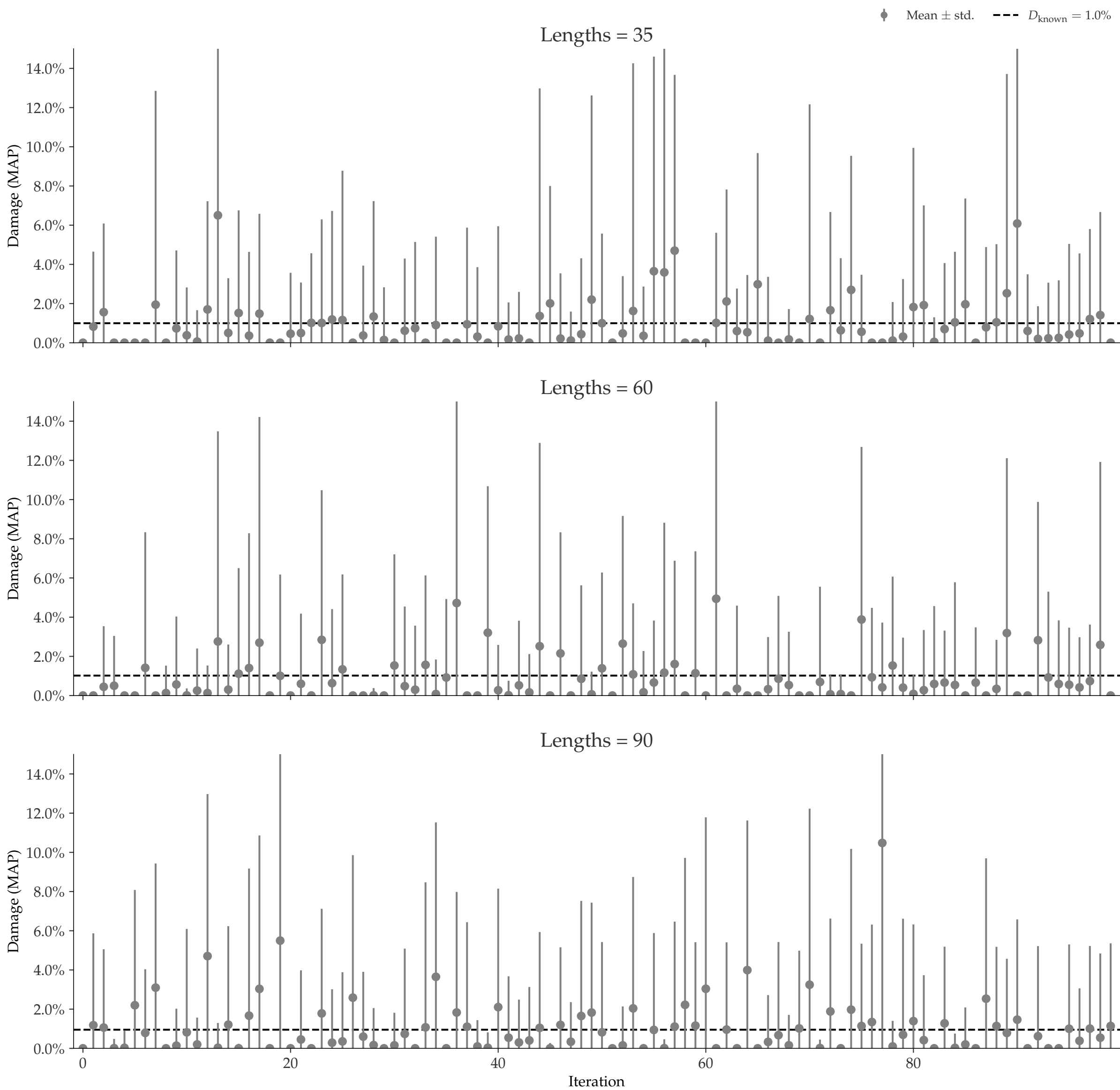
Individual damages:
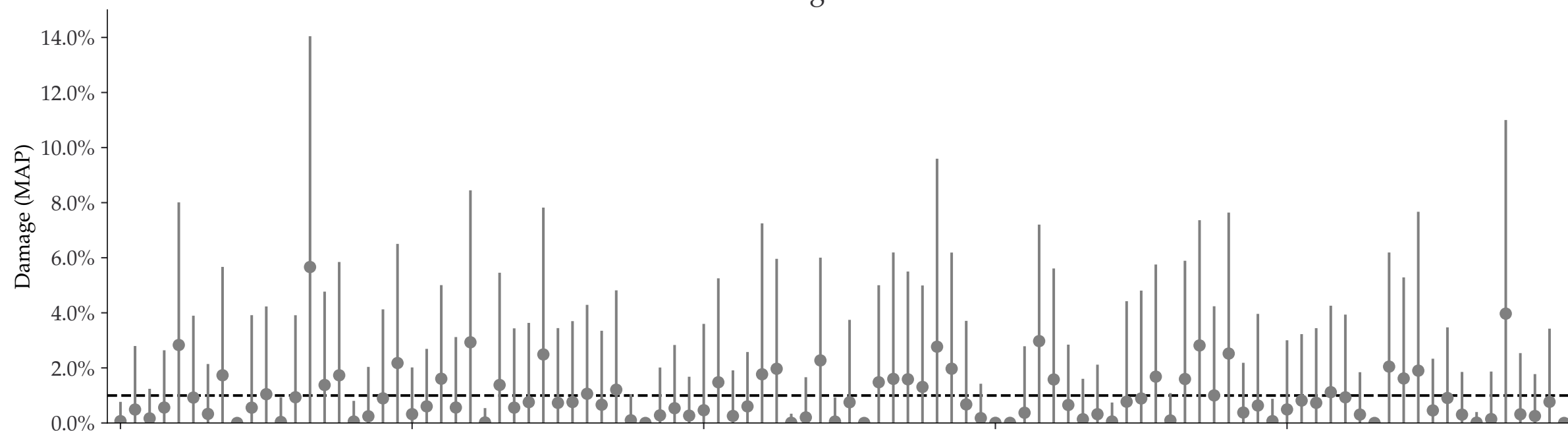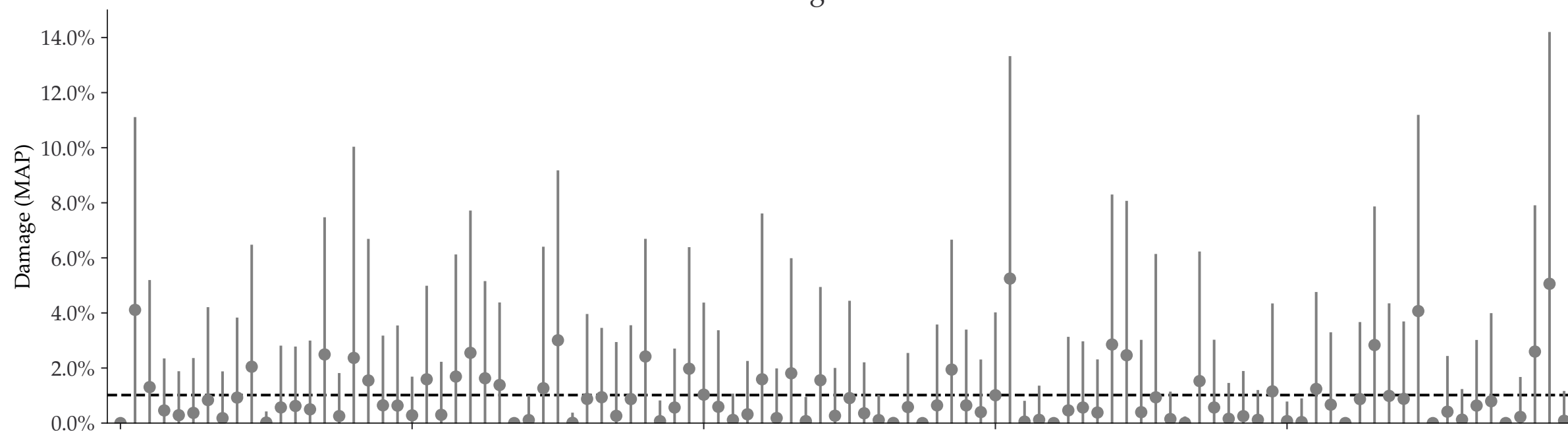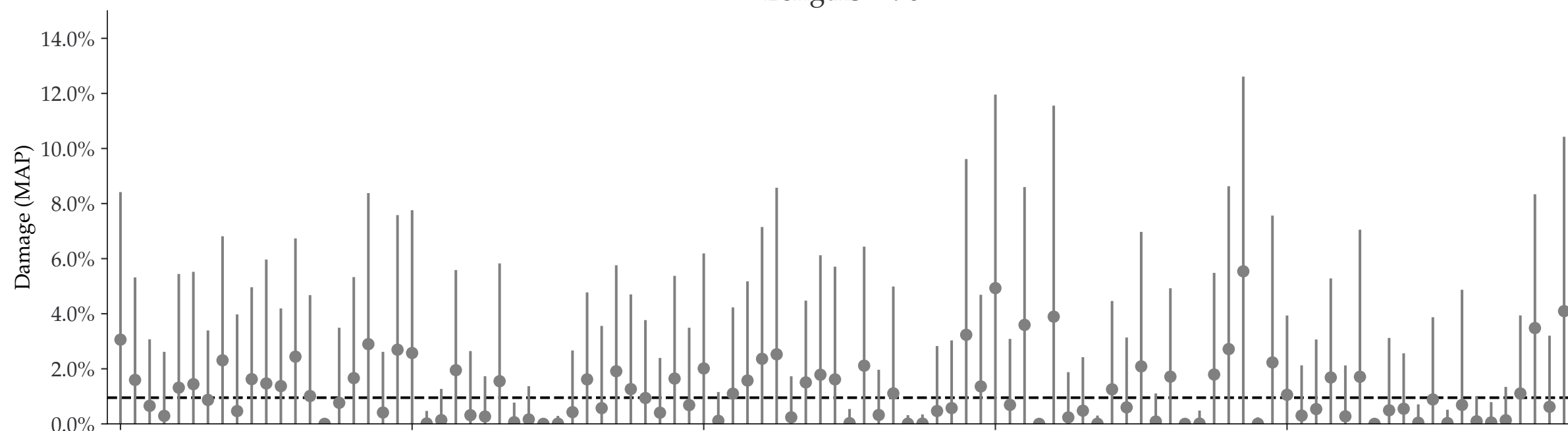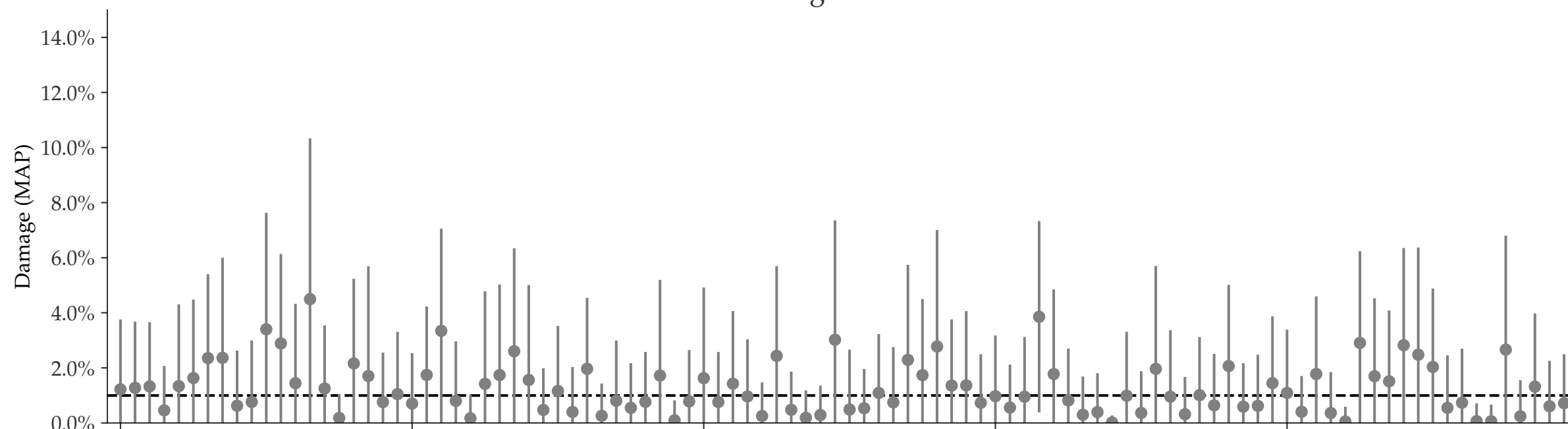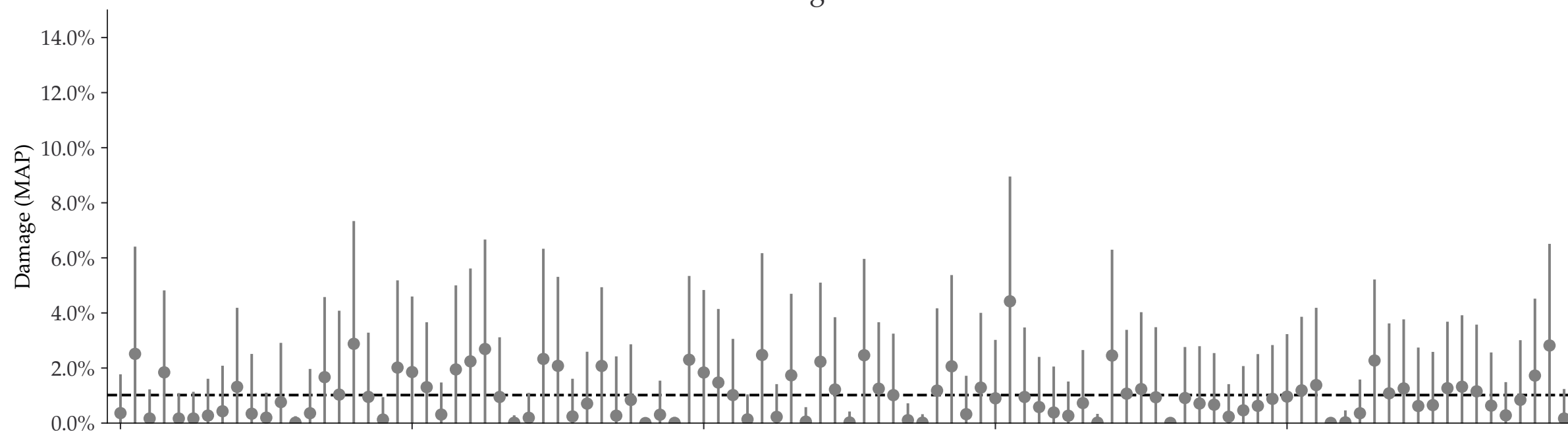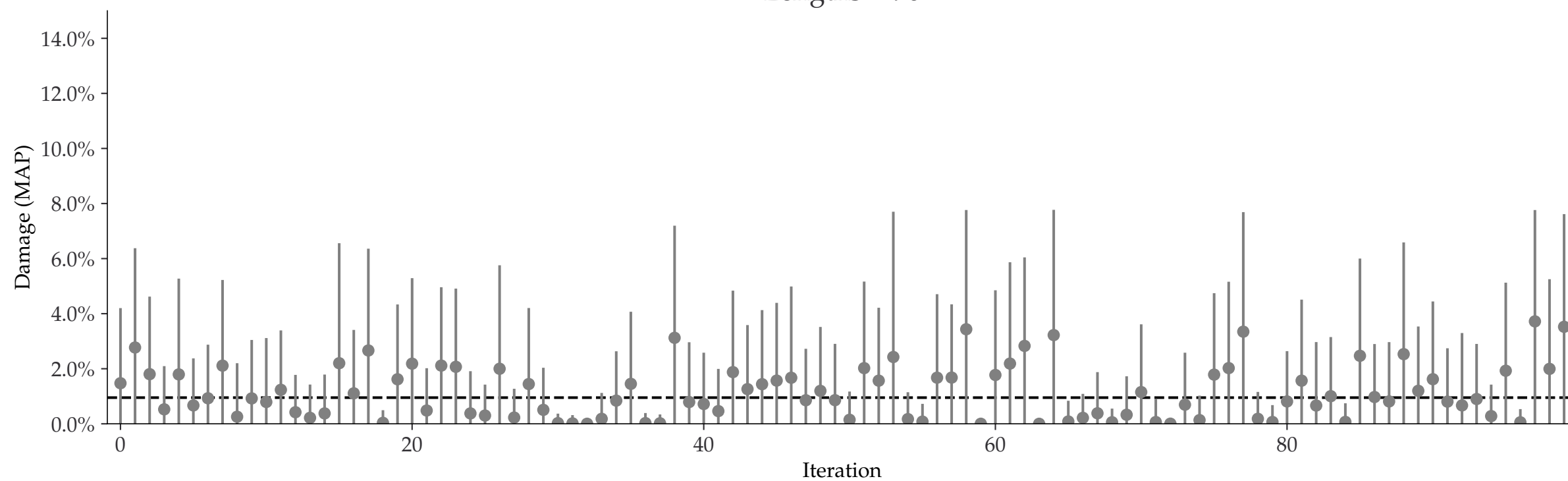50000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

◆ Mean ± std. - - - $D_{known} = 0.0\%$

Lengths = 35

Damage (MAP)

10.0%
8.0%
6.0%
4.0%
2.0%
0.0%

Lengths = 60

Damage (MAP)

10.0%
8.0%
6.0%
4.0%
2.0%
0.0%

Lengths = 90

Damage (MAP)

10.0%
8.0%
6.0%
4.0%
2.0%
0.0%

0   20   40   60   80

Iteration

Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

● Mean ± std.   - - - $D_{known} = 0.0\%$
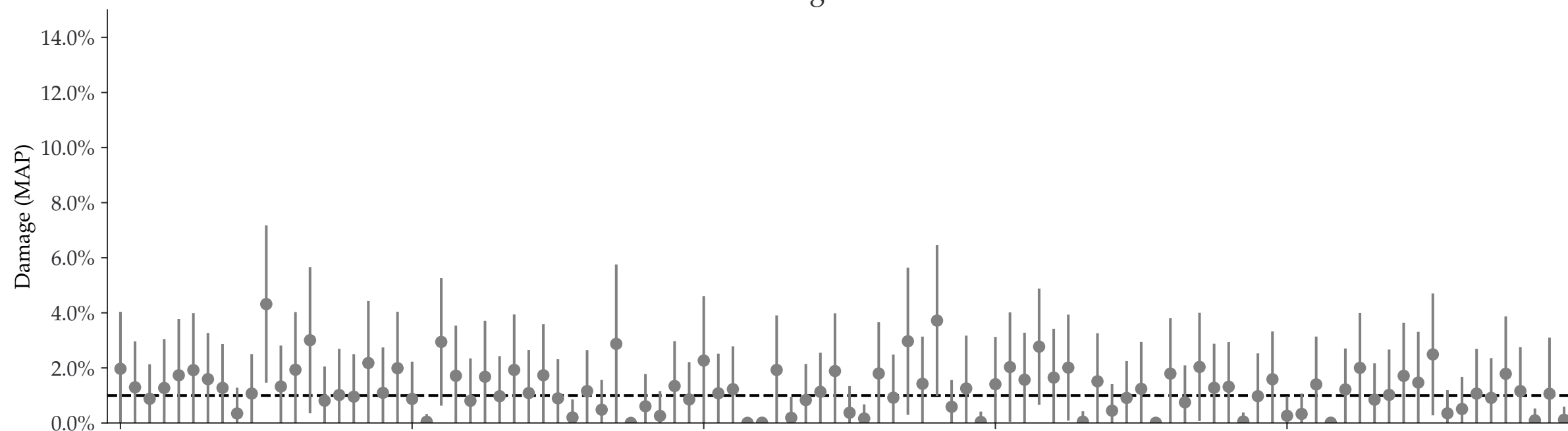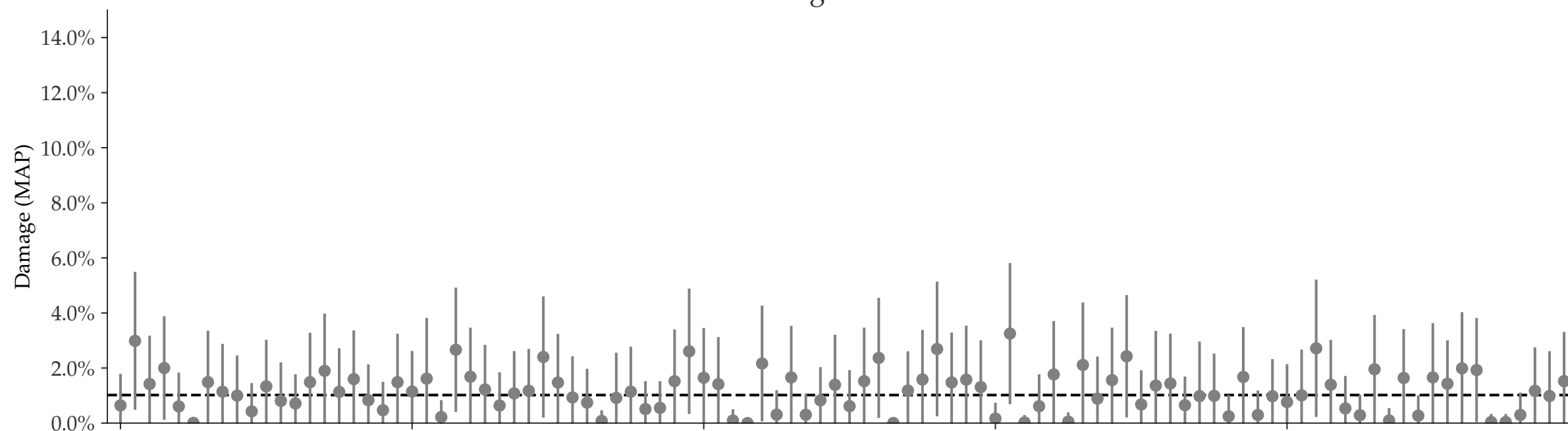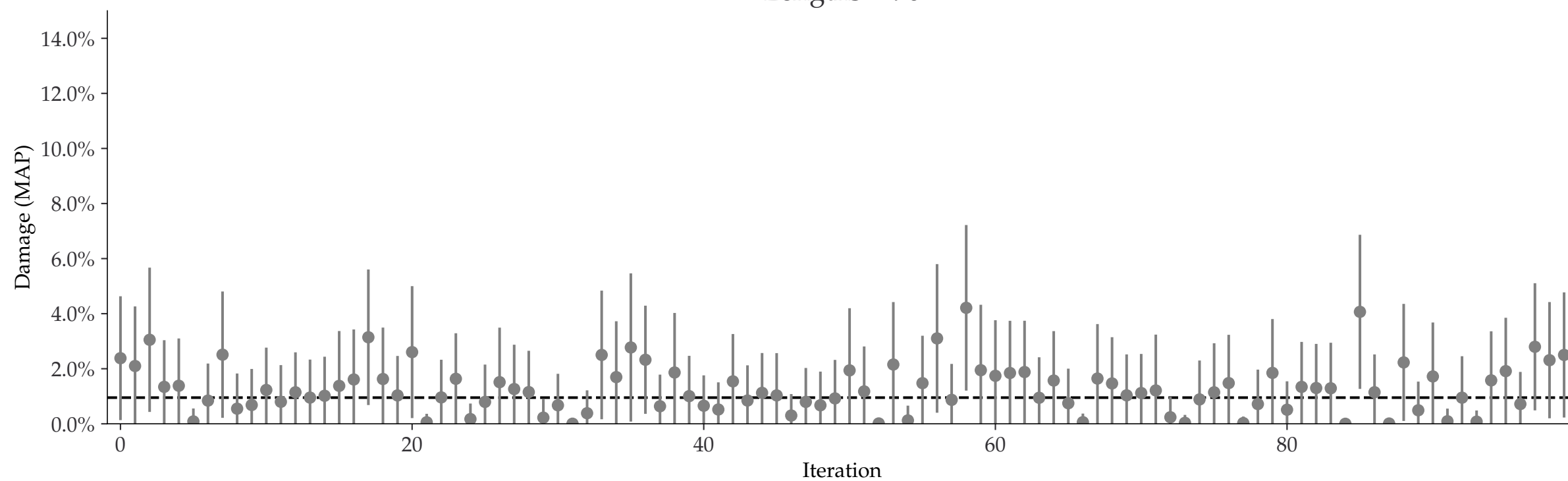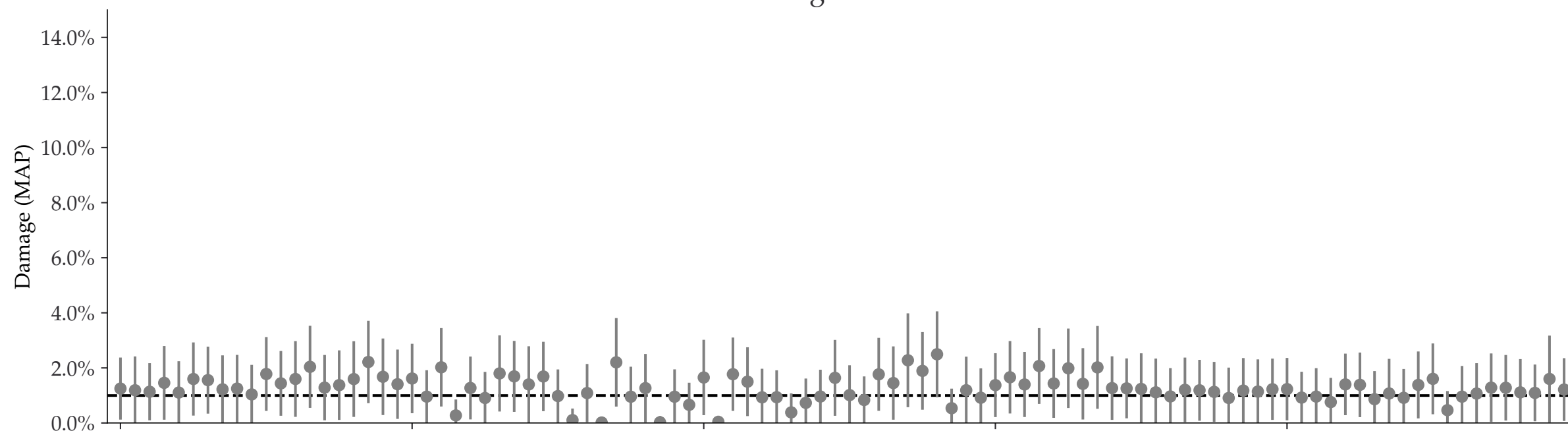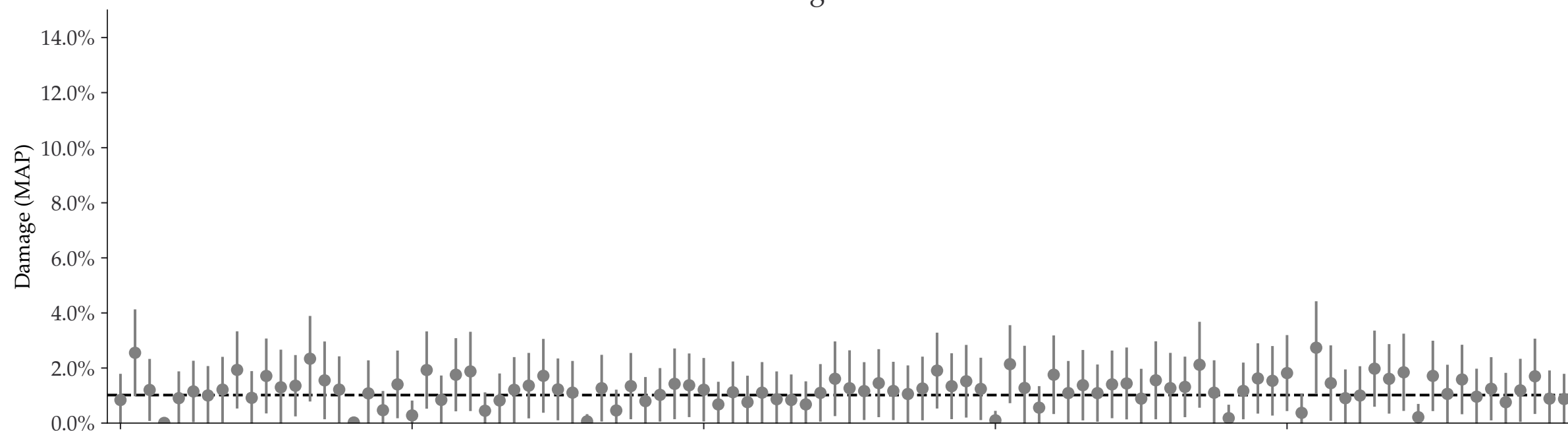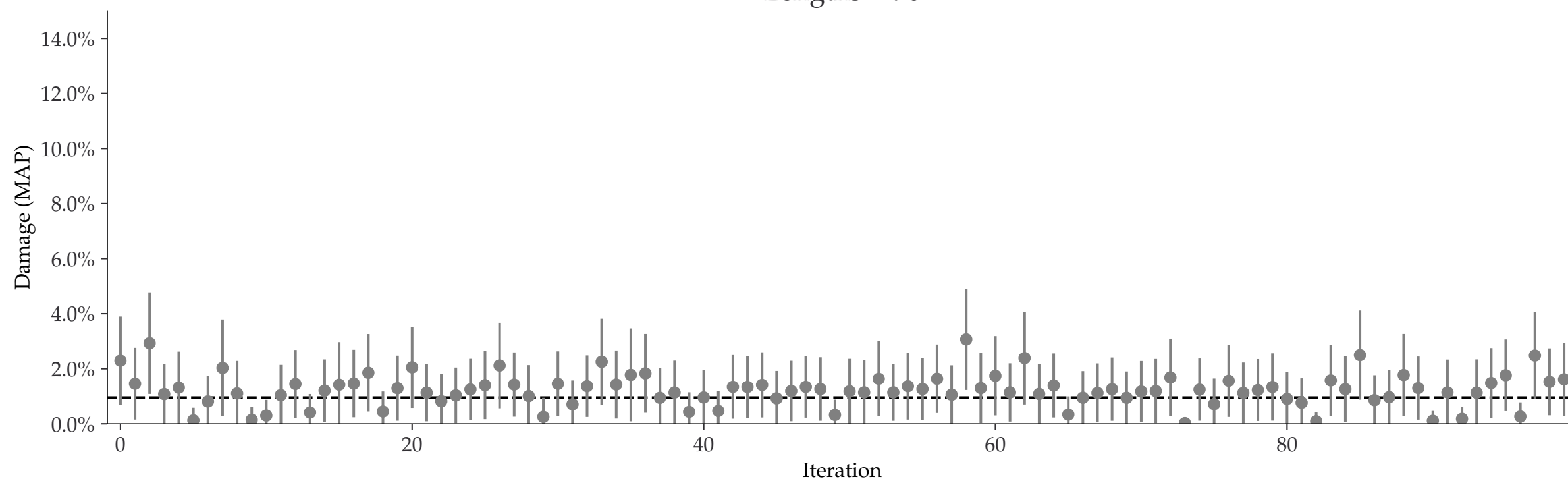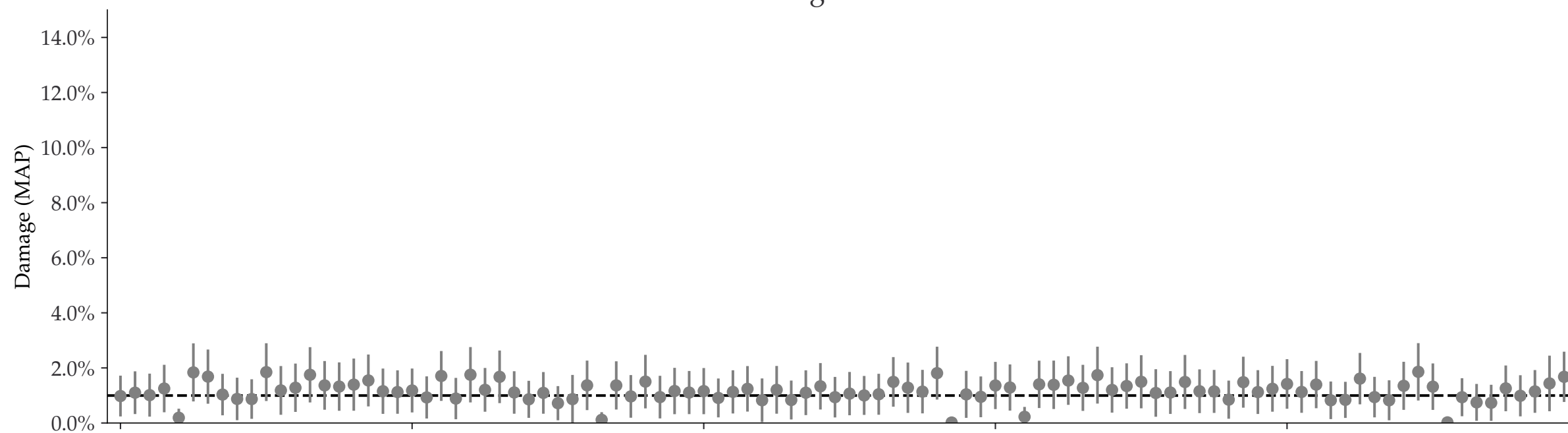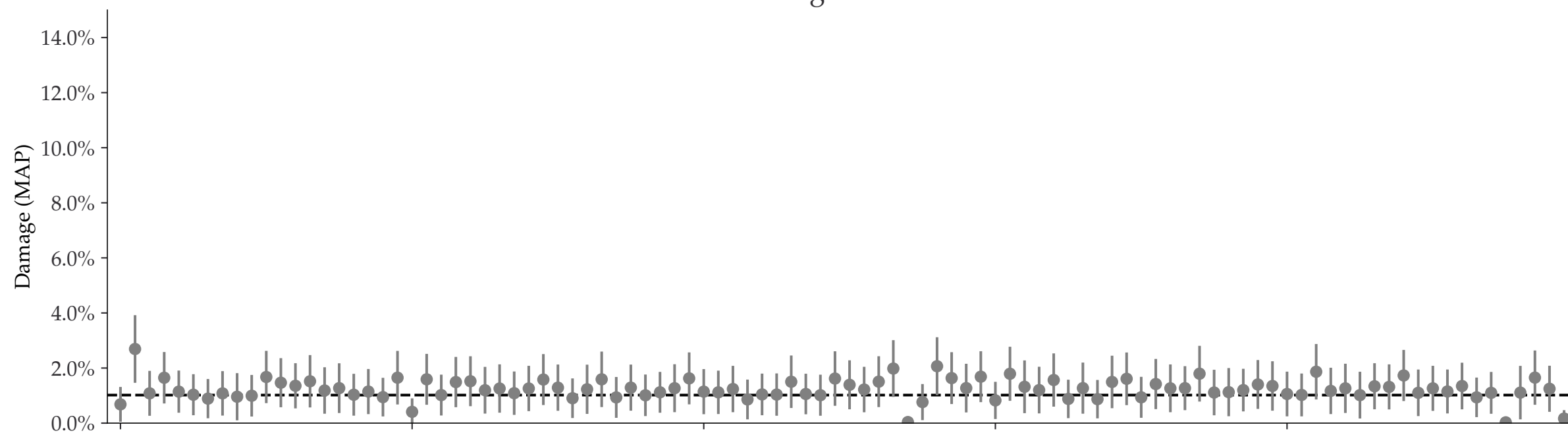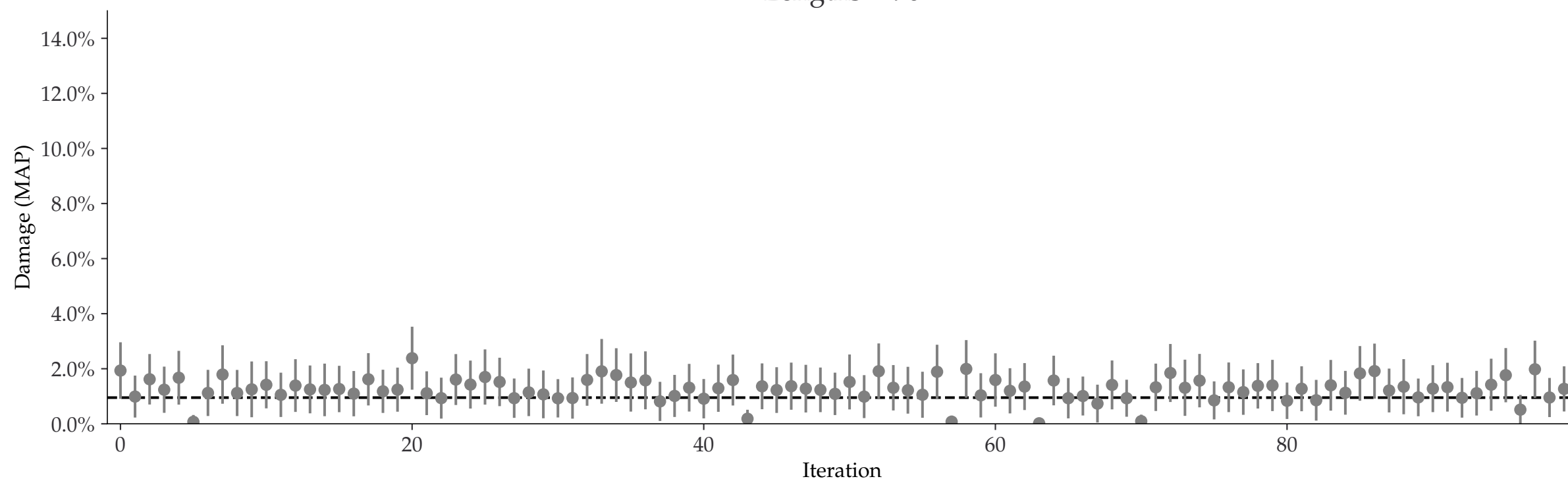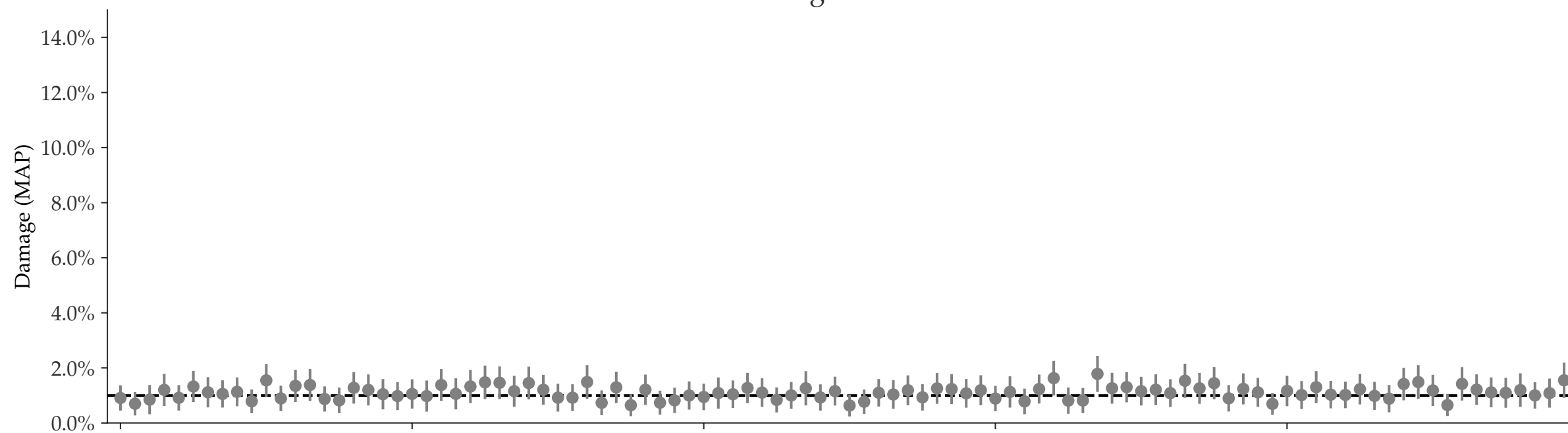
Lengths = 35
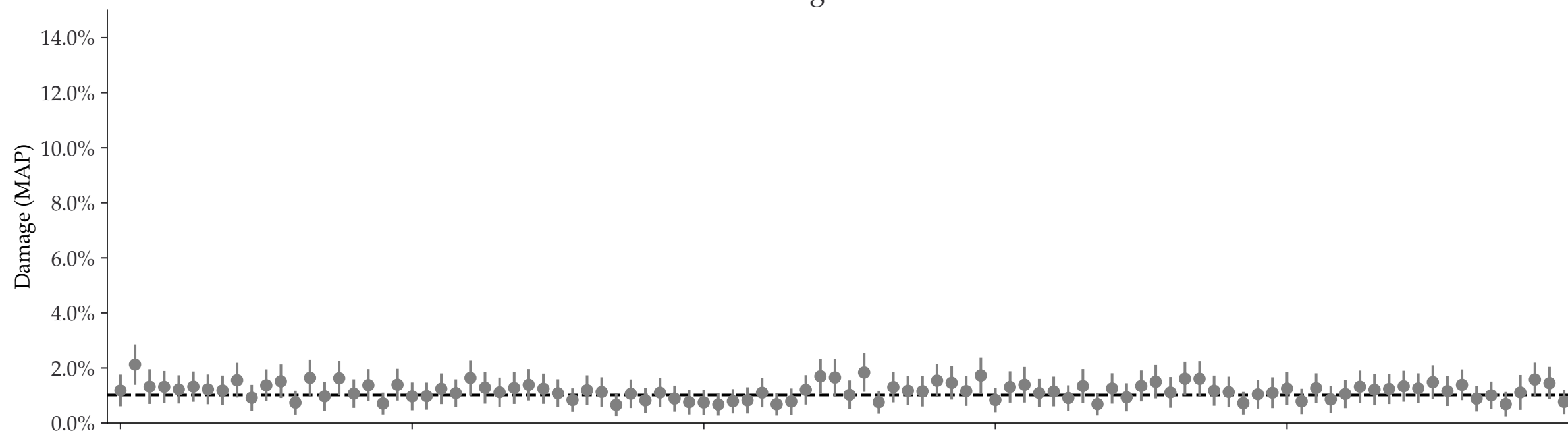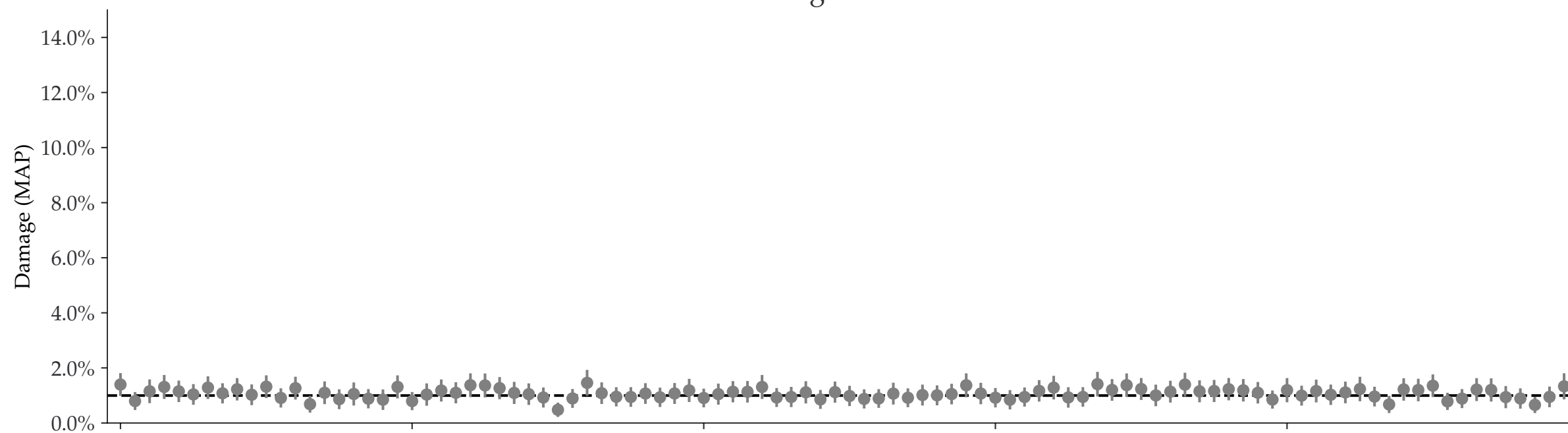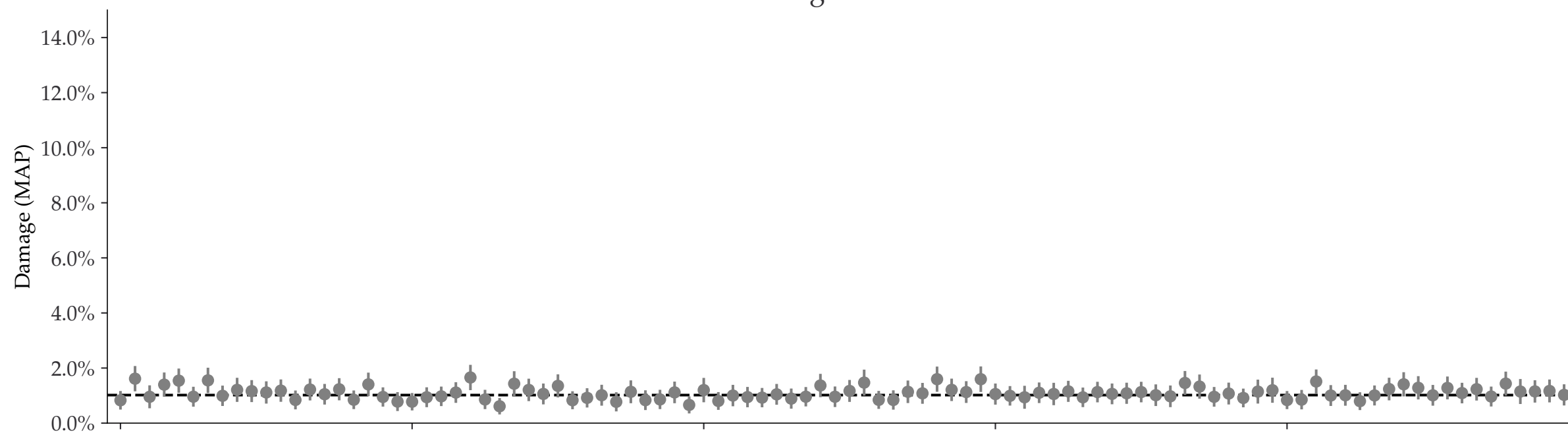
Lengths = 60

Lengths = 90

Damage (MAP)

Iteration

Individual damages:
10 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
25 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
50 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
100 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
250 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
500 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
1000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
2500 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
5000 reads
Briggs damage = 0.035
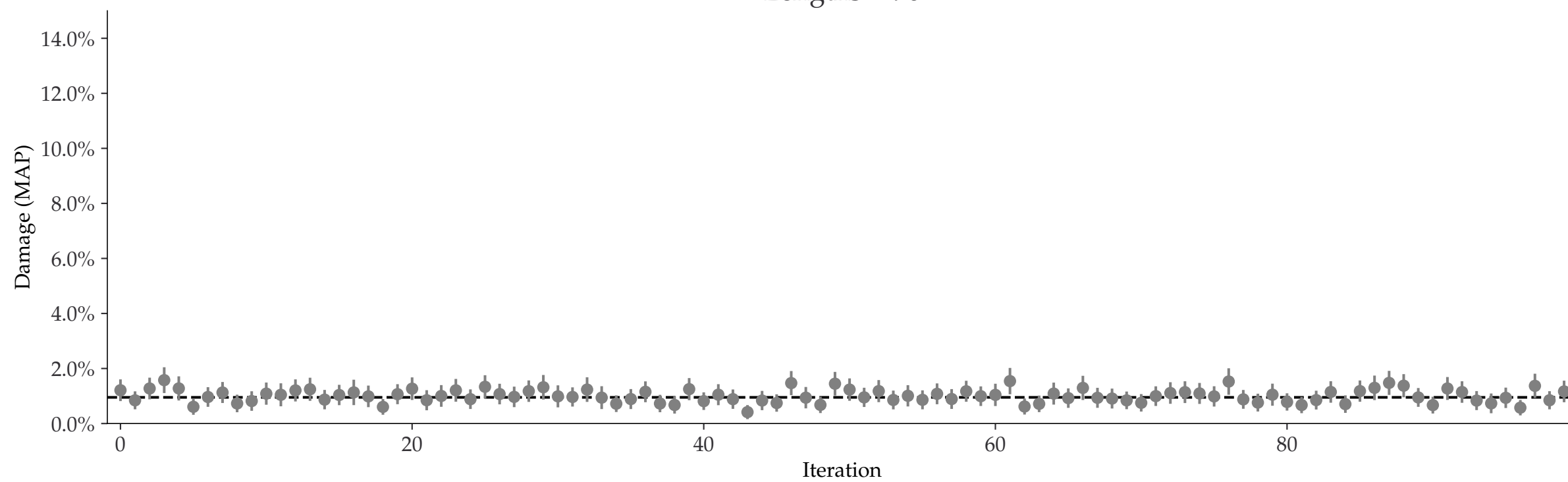Damage percent (approx) = 1%
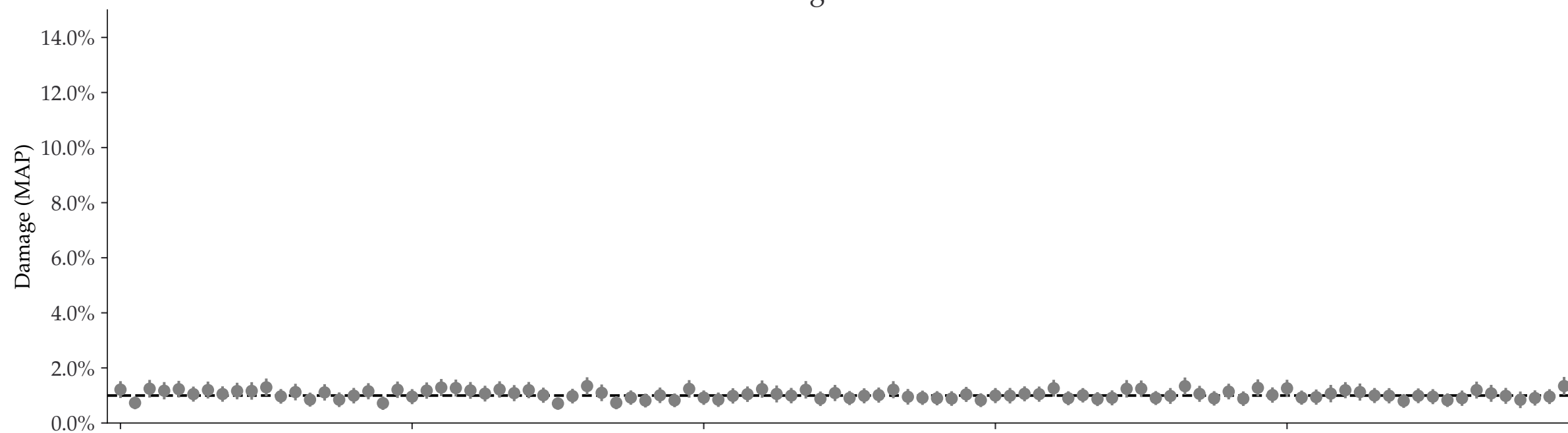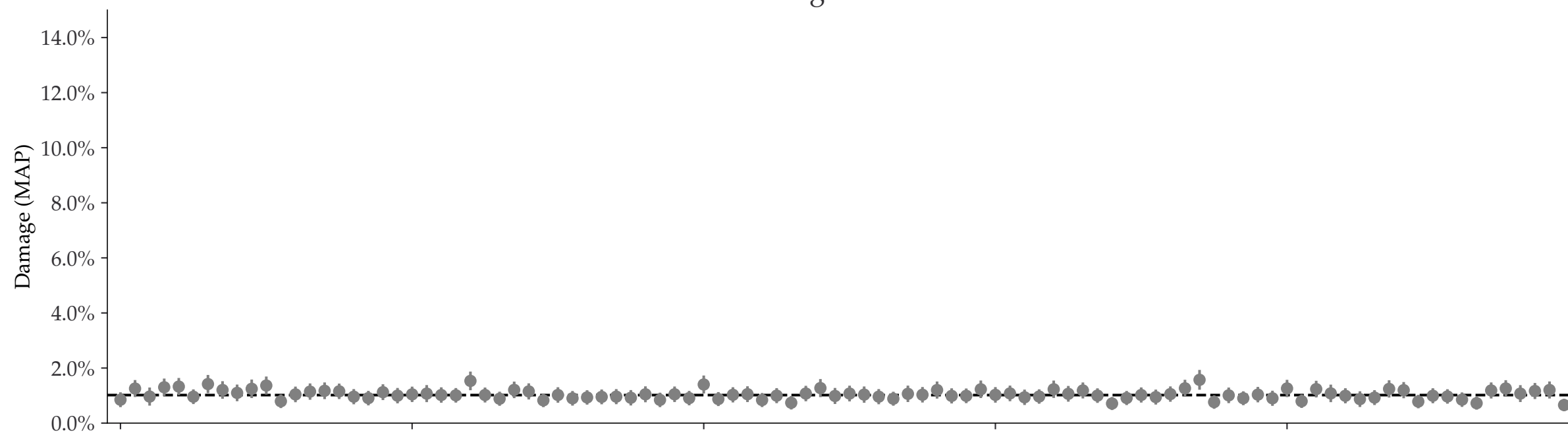
Mean ± std.　－－－ $D_{known} = 1.0\%$

Lengths = 35

Damage (MAP)
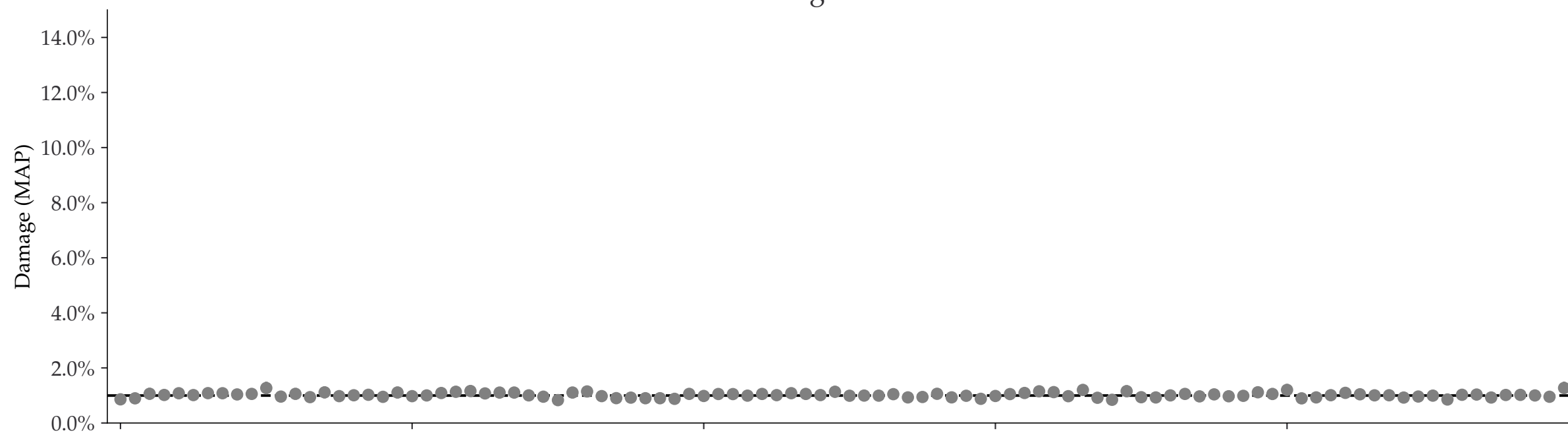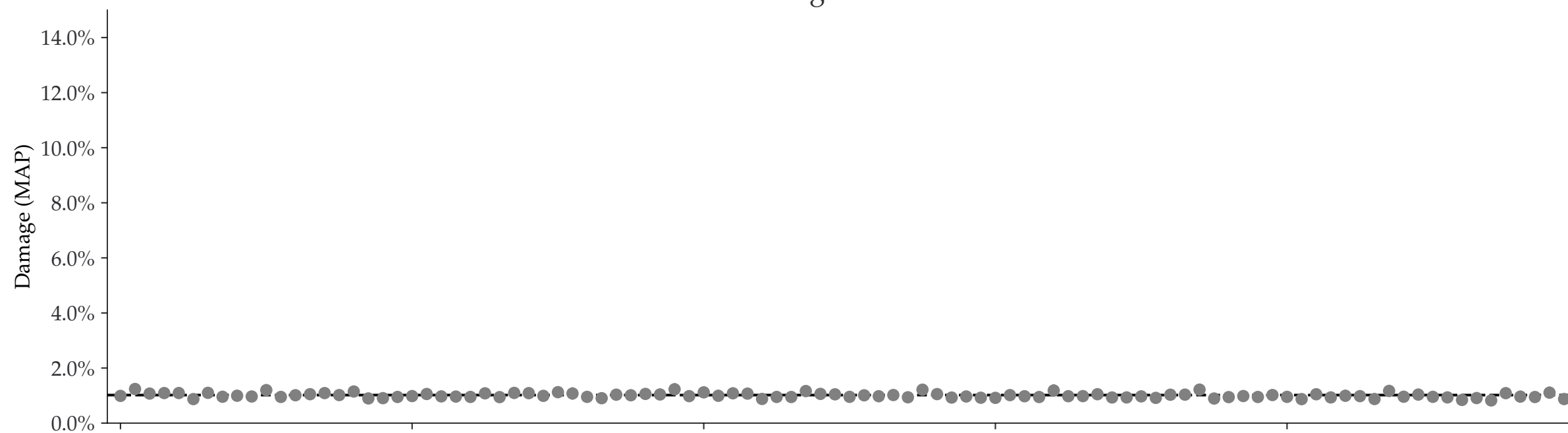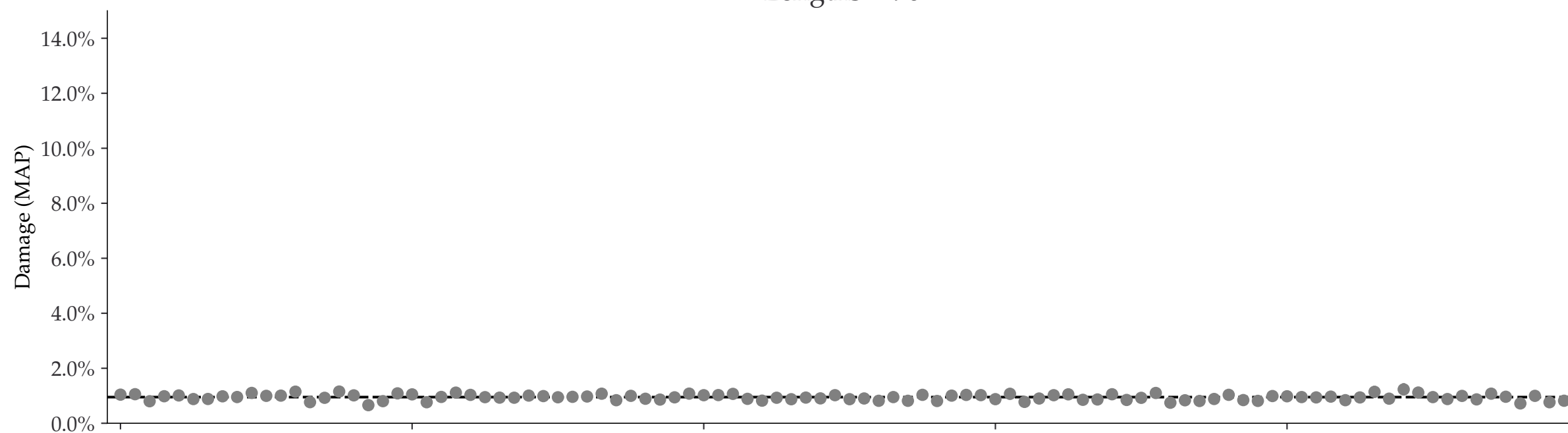
Lengths = 60

Damage (MAP)

Lengths = 90

Damage (MAP)
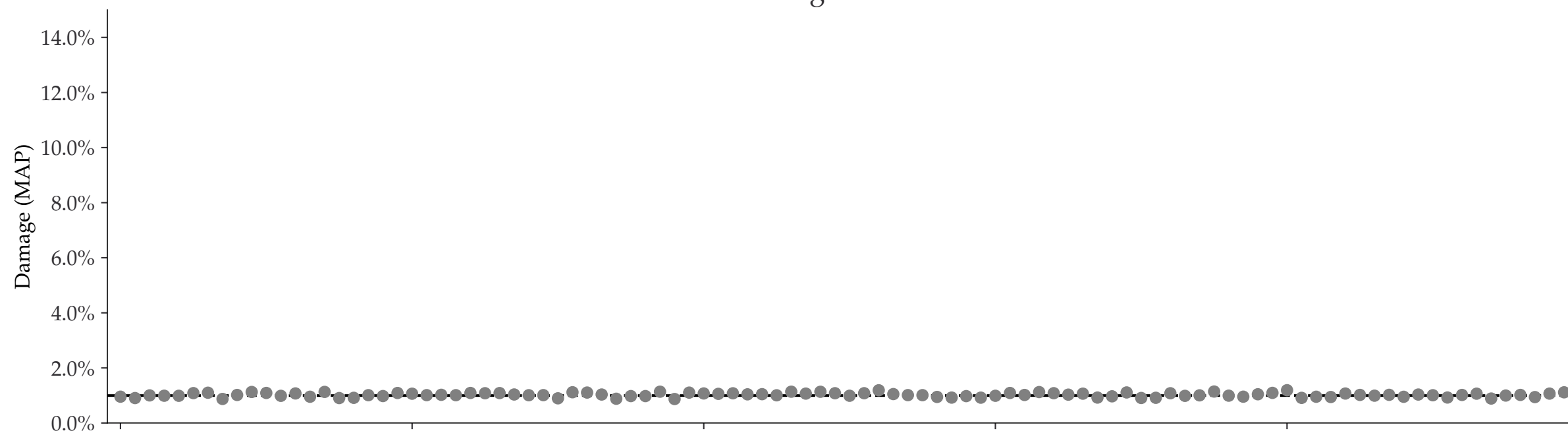
Iteration

Individual damages:
10000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

● Mean ± std. - - - $D_{known} = 1.0\%$

Lengths = 35
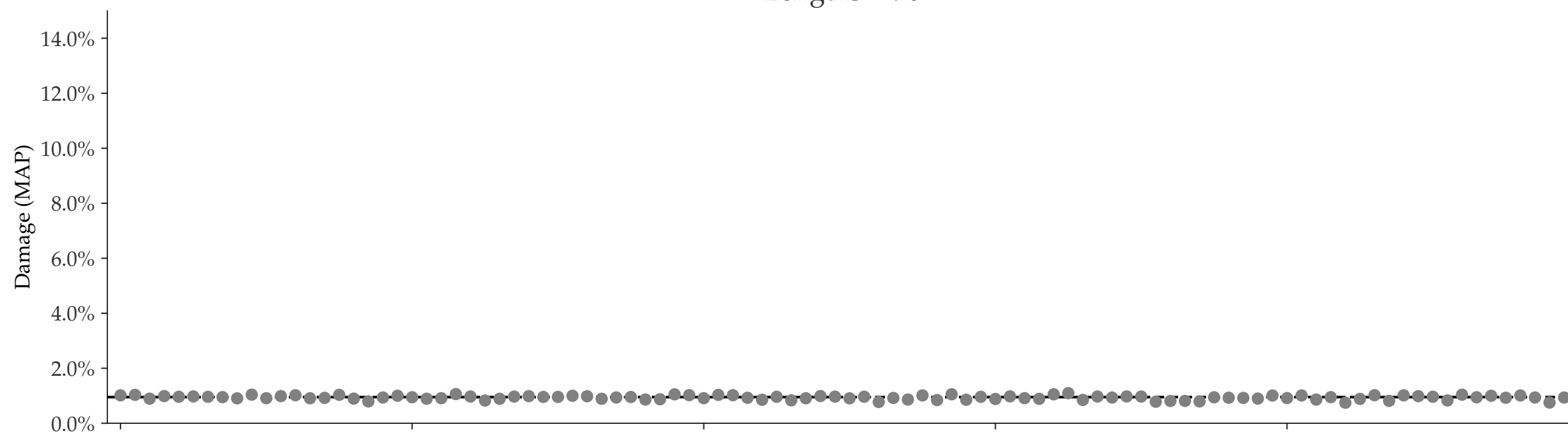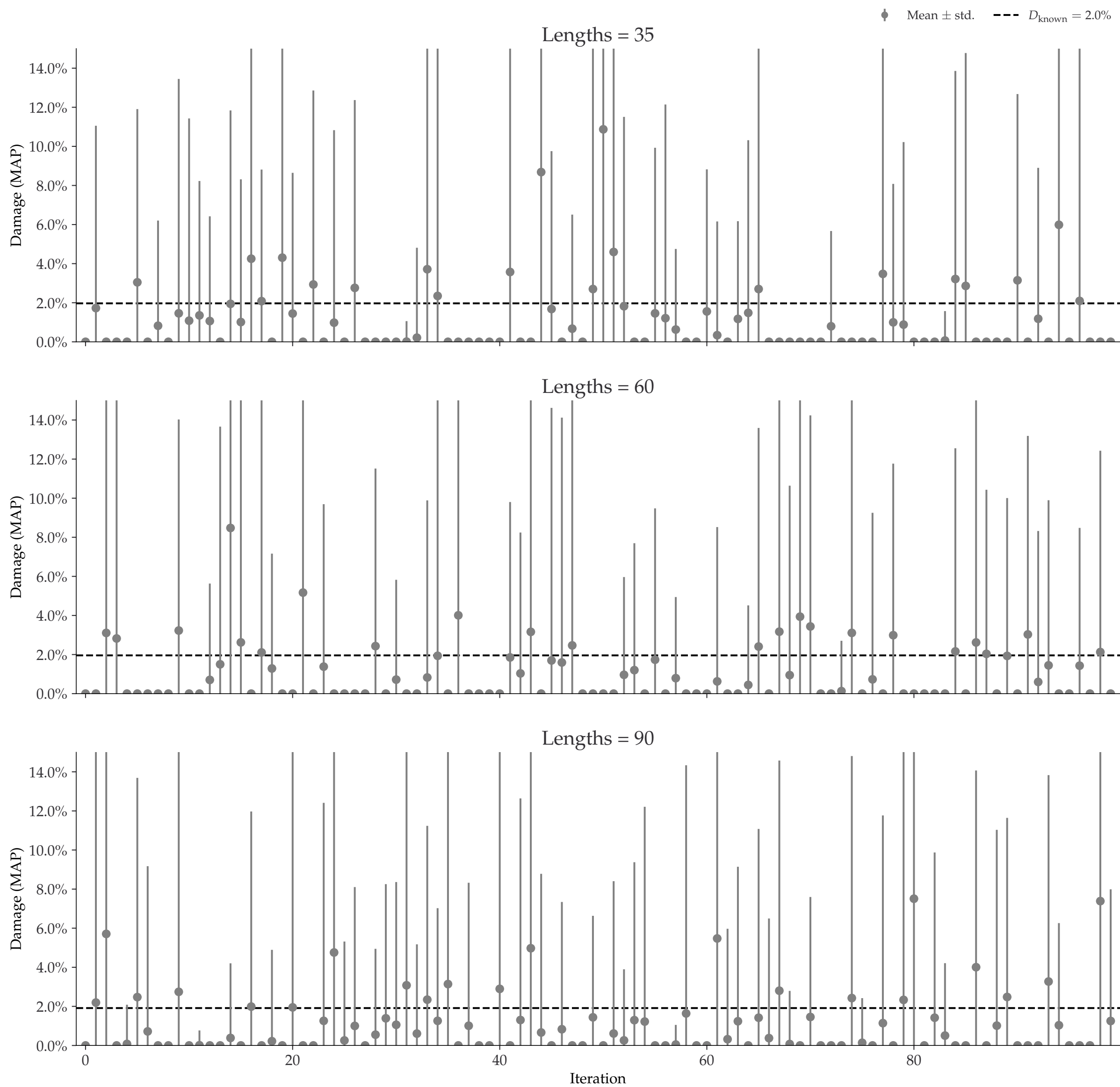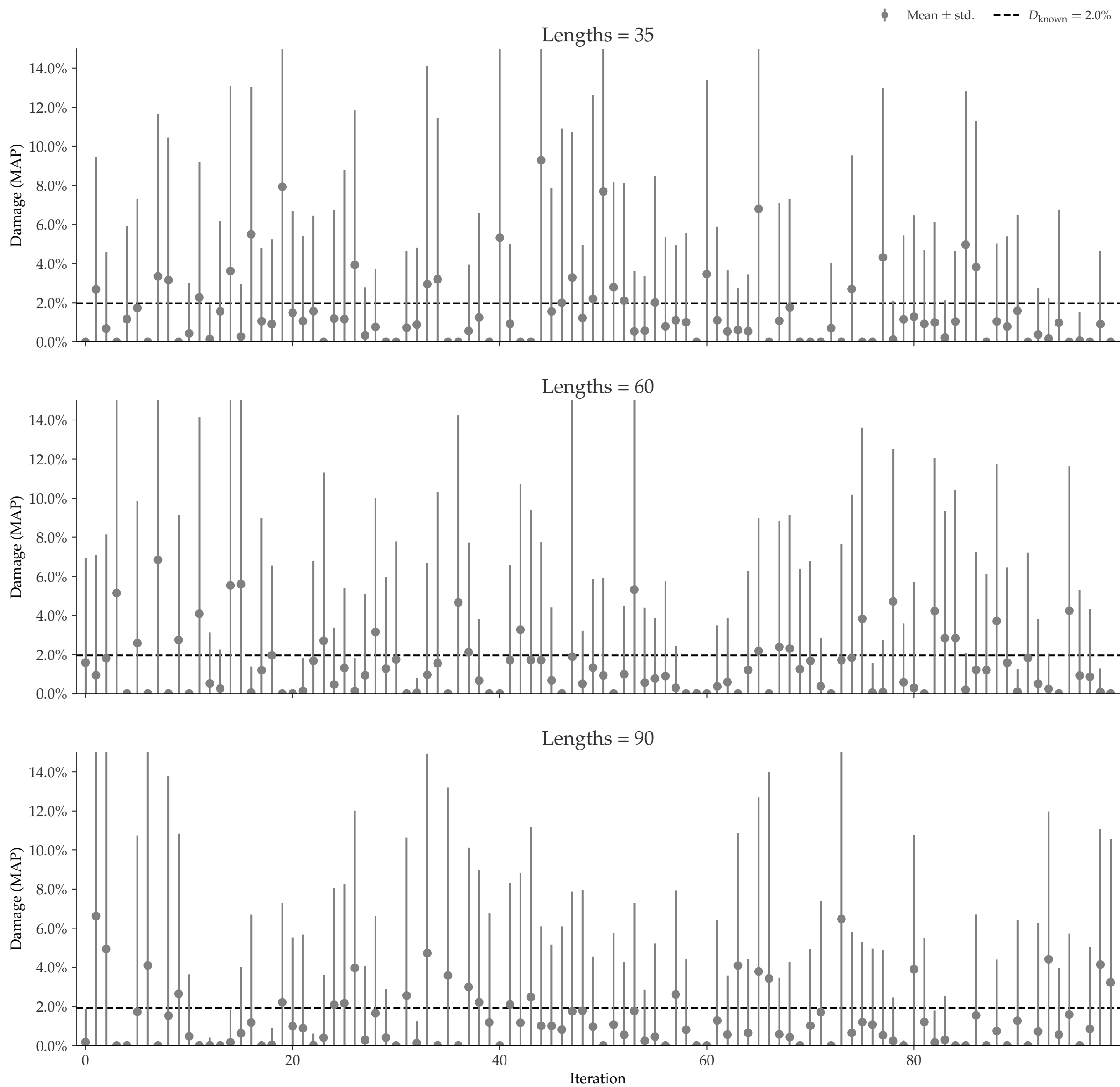

Lengths = 60

Lengths = 90

Iteration

Individual damages:
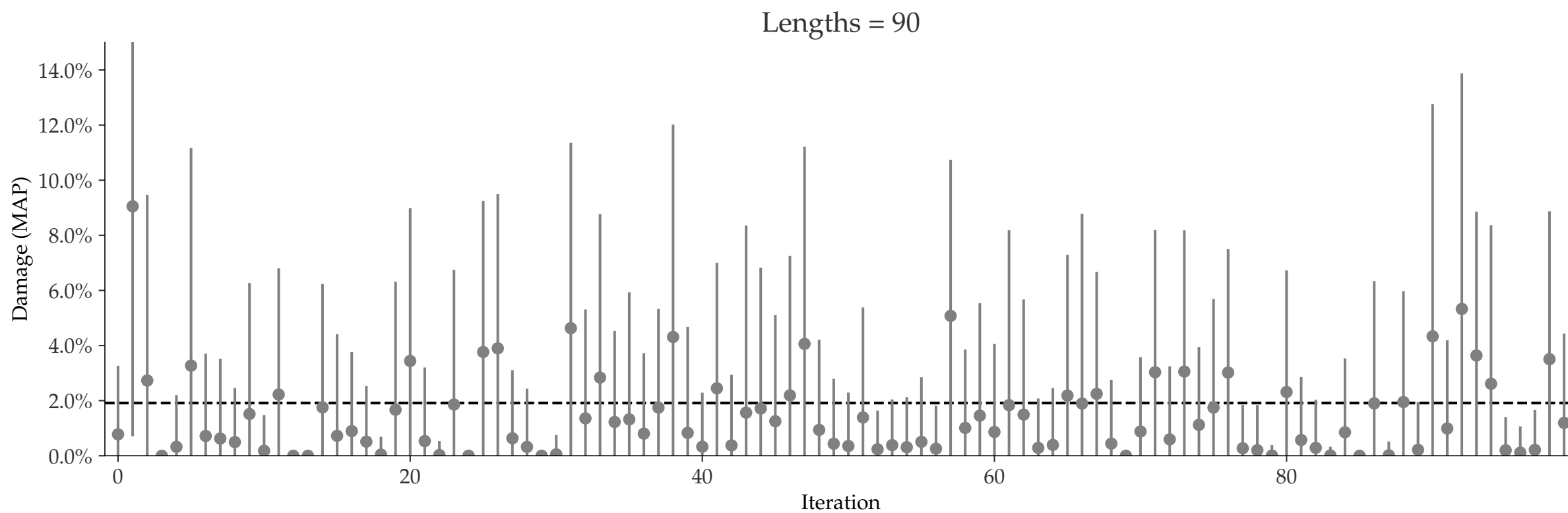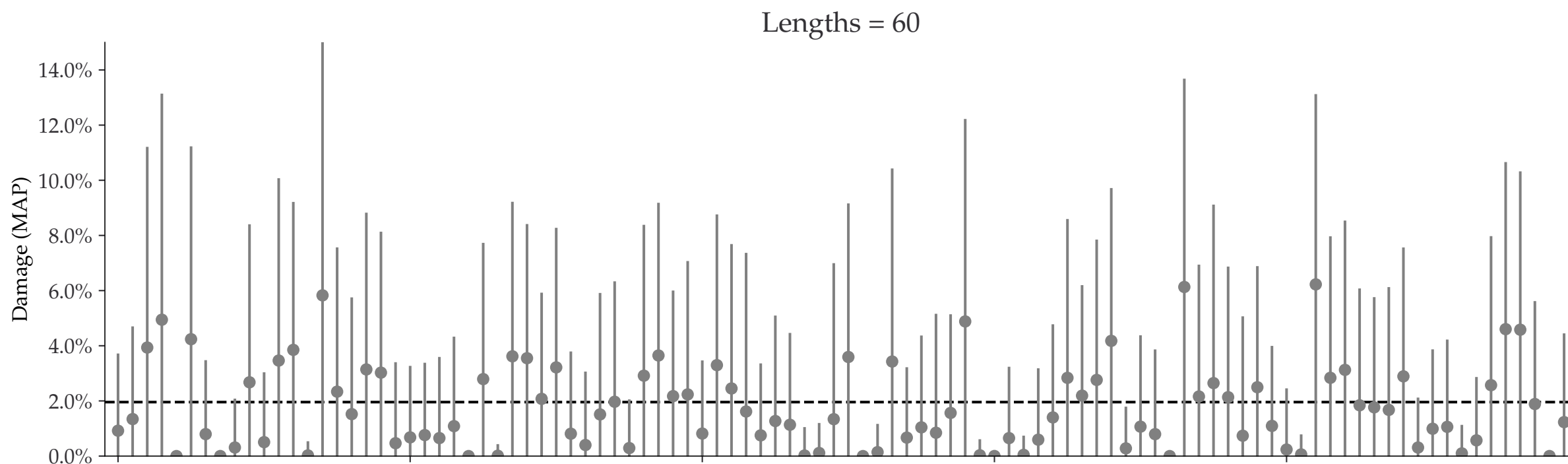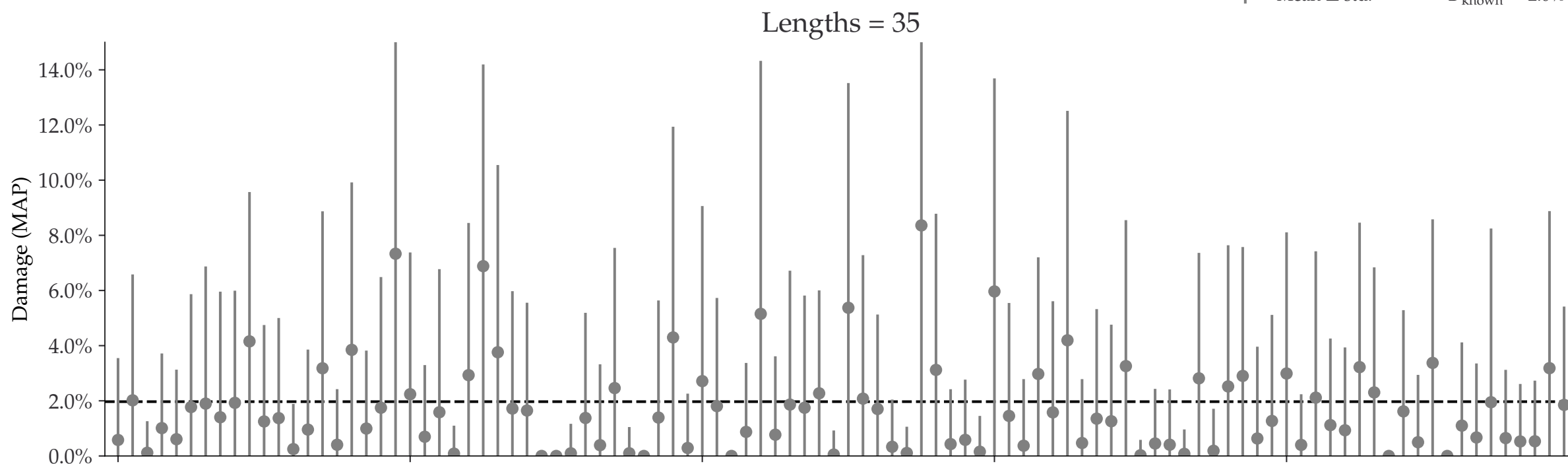25000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
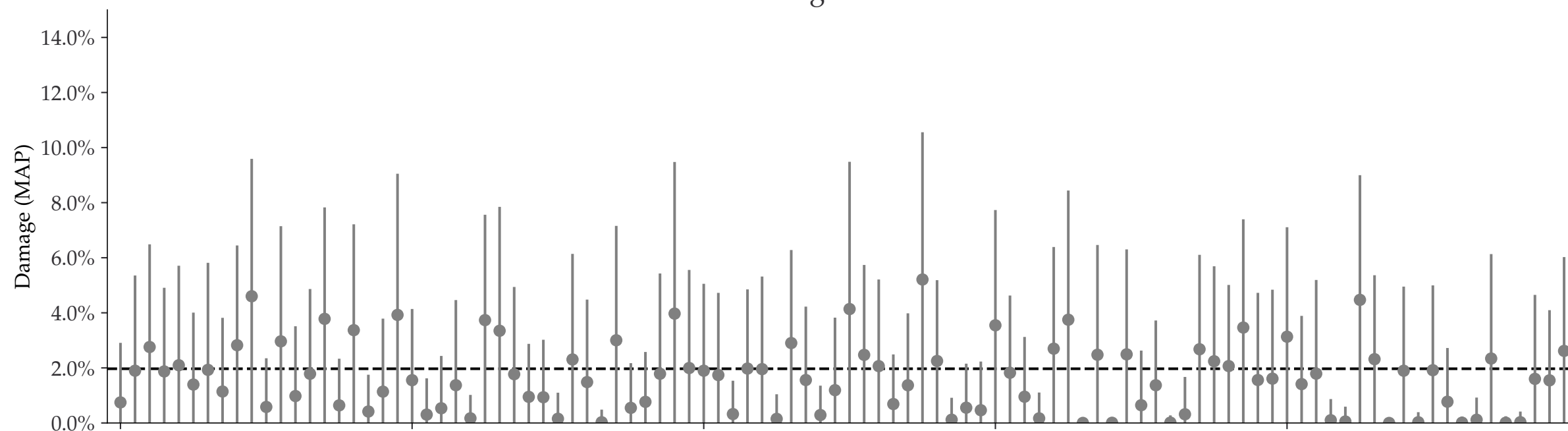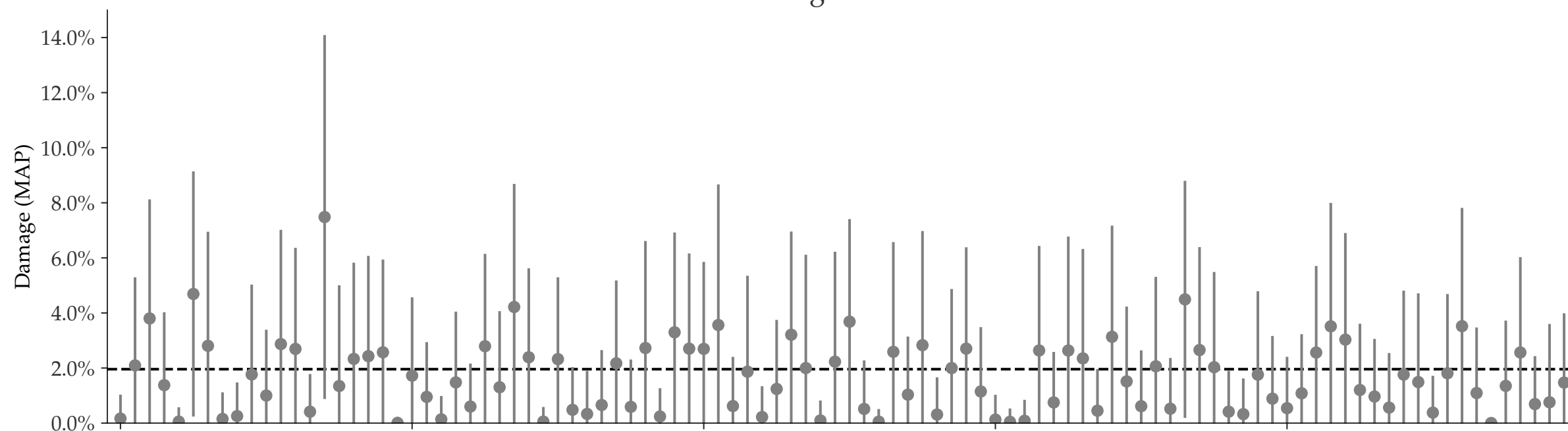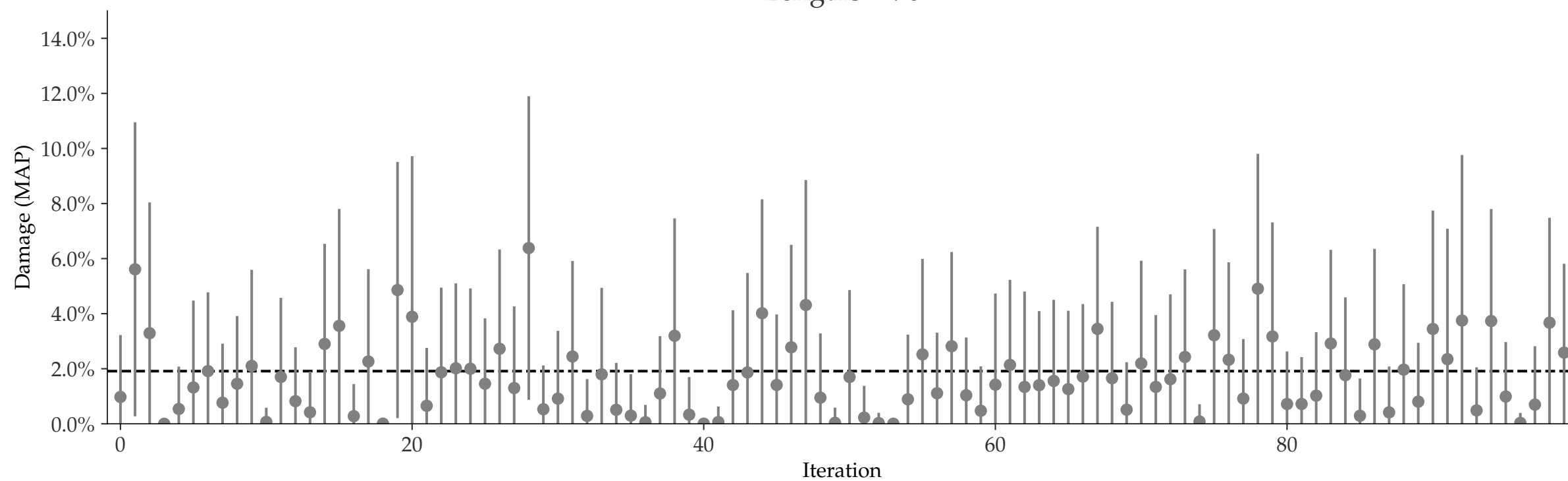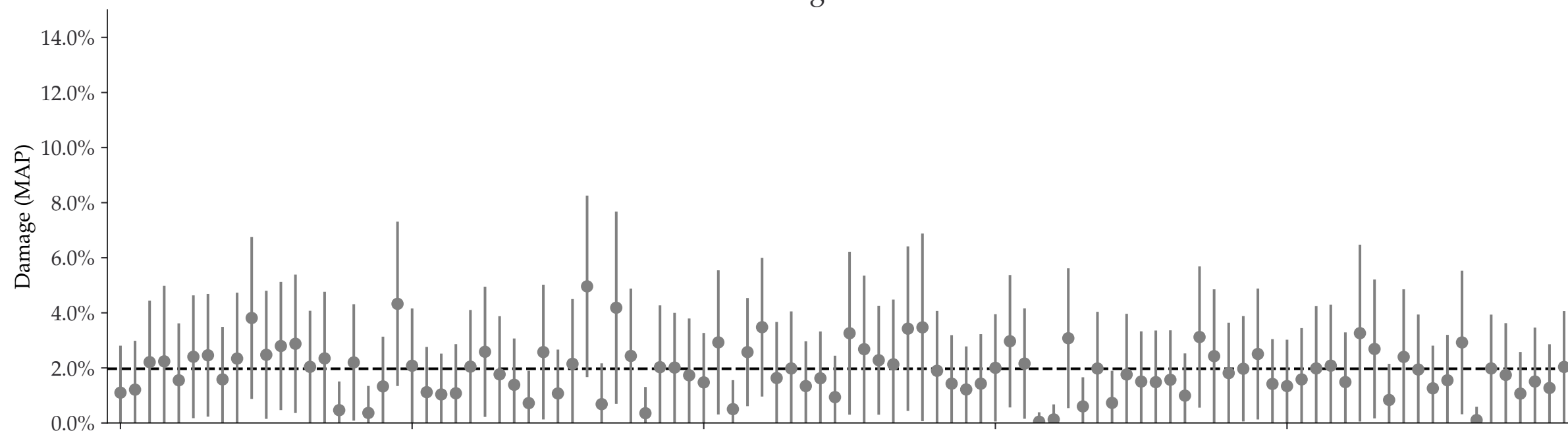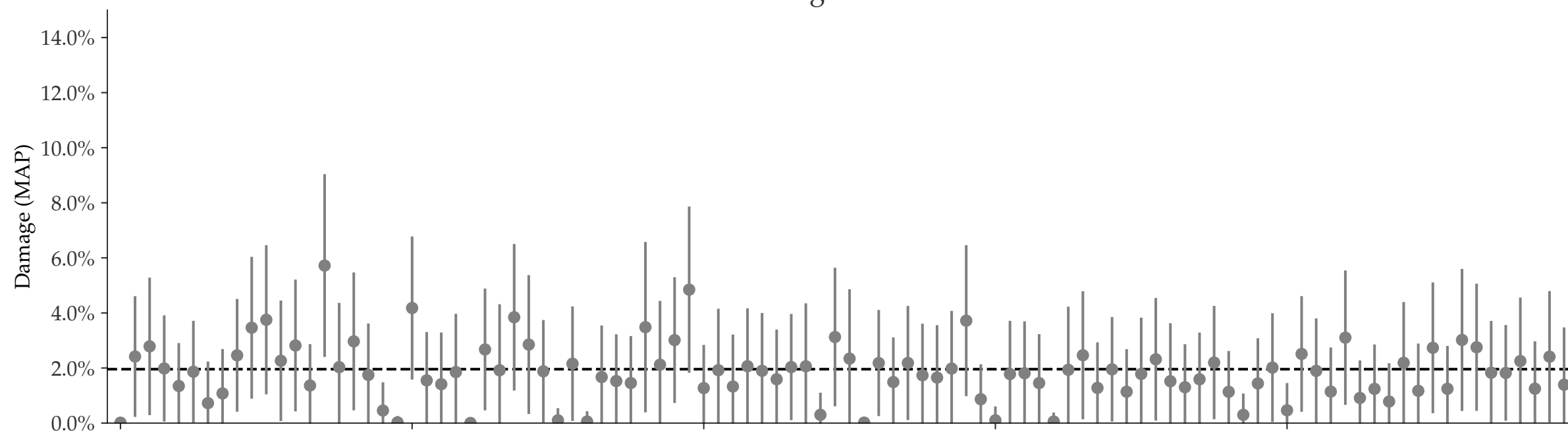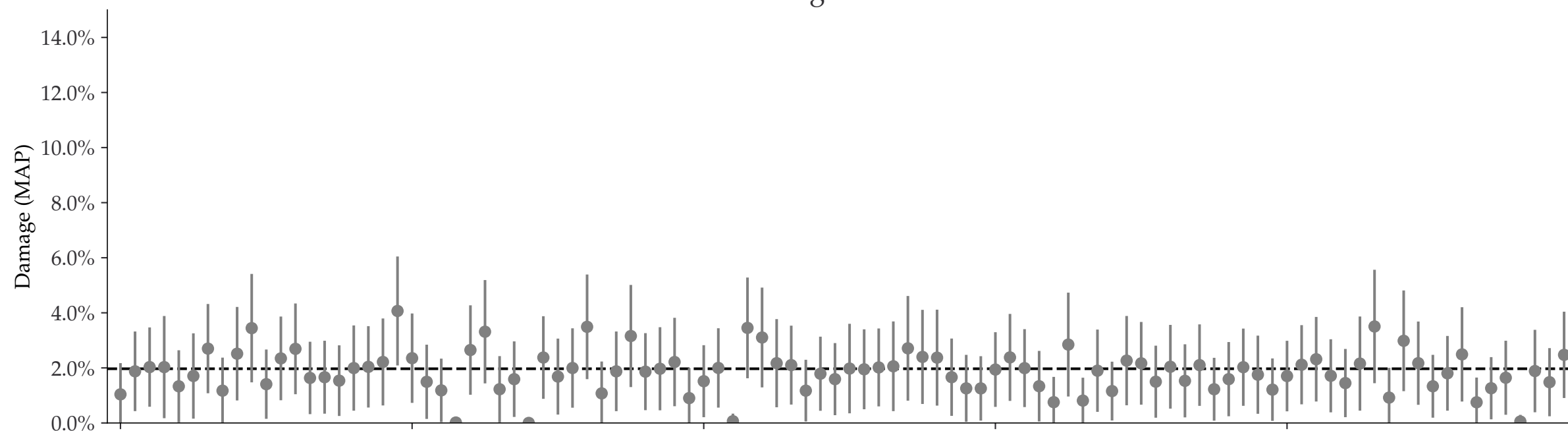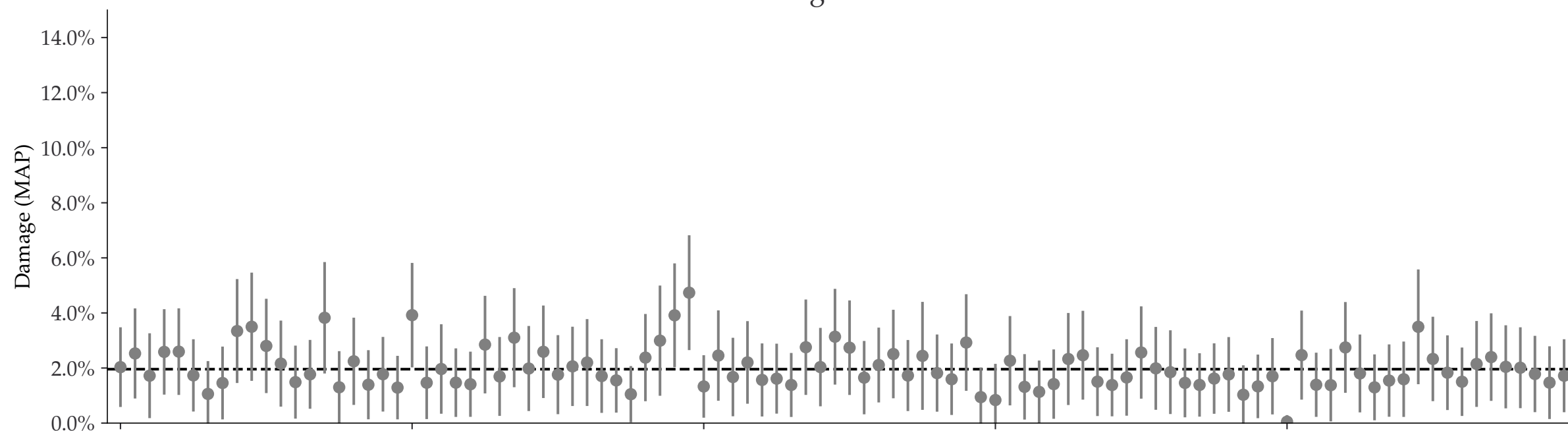50000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
100000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

Individual damages:
10 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
25 reads
Briggs damage = 0.065
Damage percent (approx) = 2%
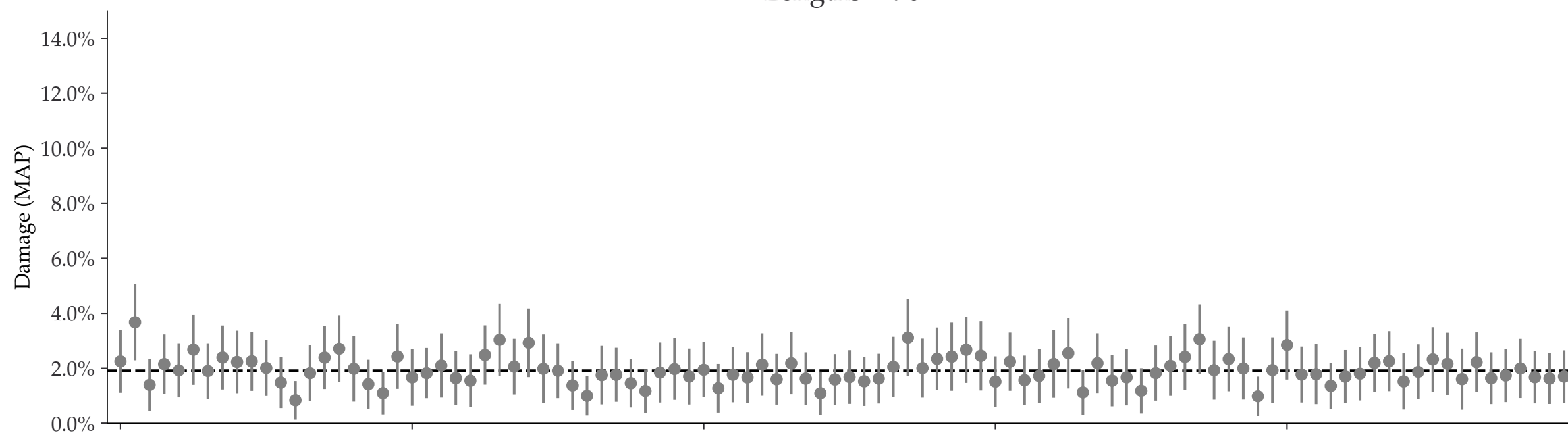
Individual damages:
50 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
100 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
250 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
500 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
1000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
2500 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
5000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
10000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
25000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
50000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
100000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

Individual damages:
10 reads
Briggs damage = 0.162
Damage percent (approx) = 5%
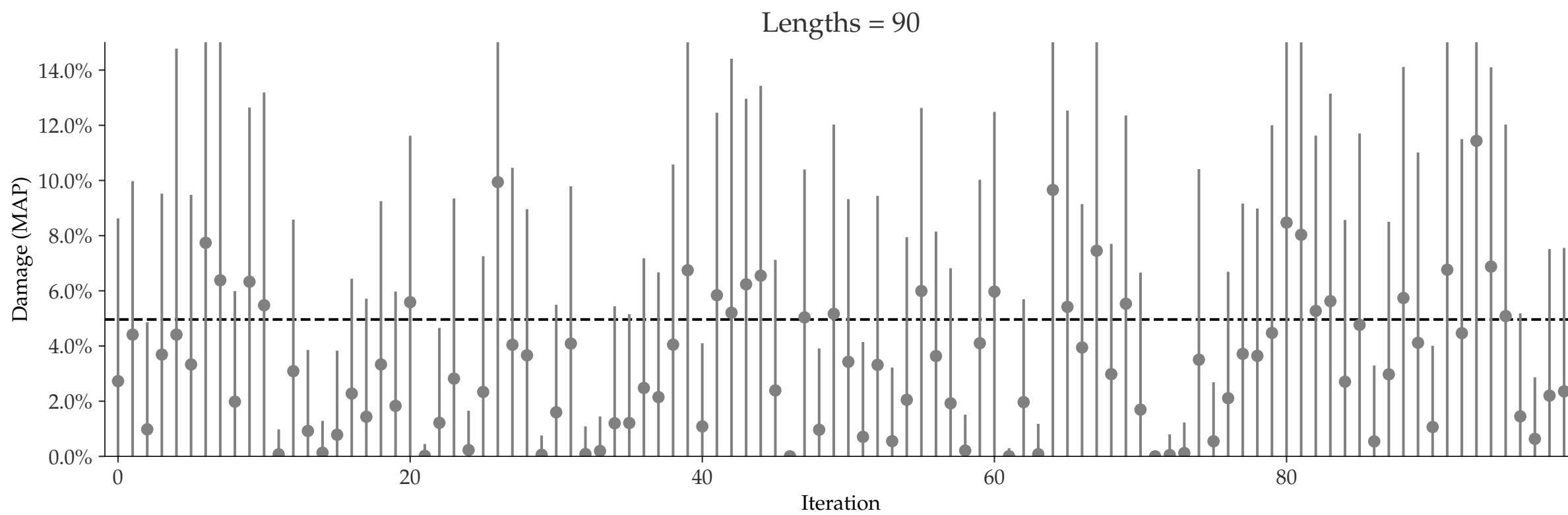
Individual damages:
25 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
50 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
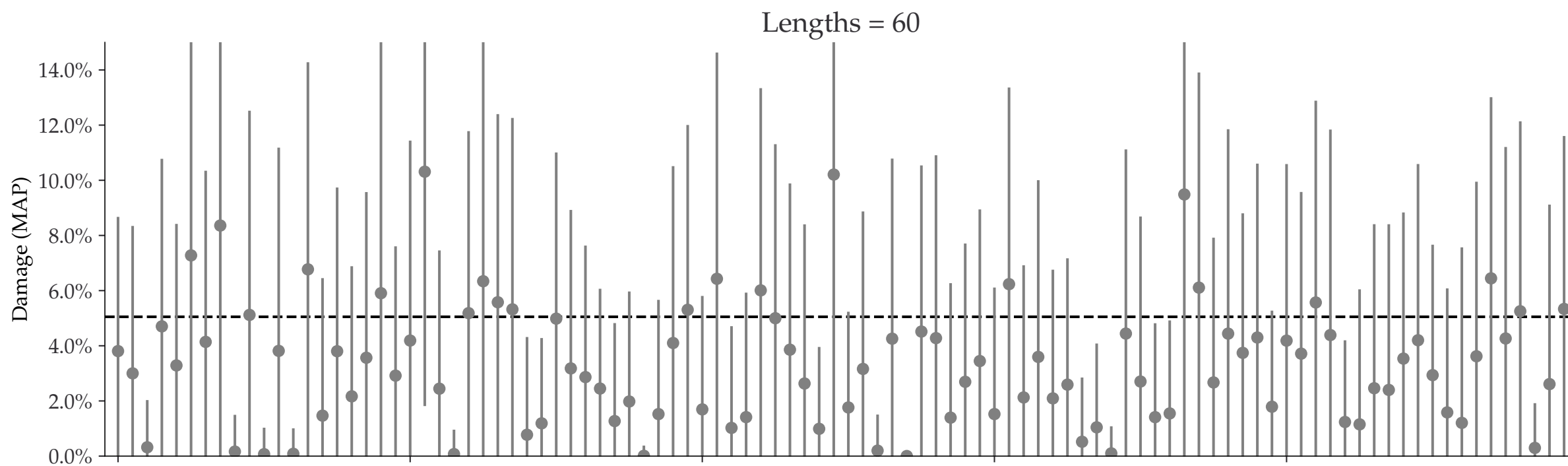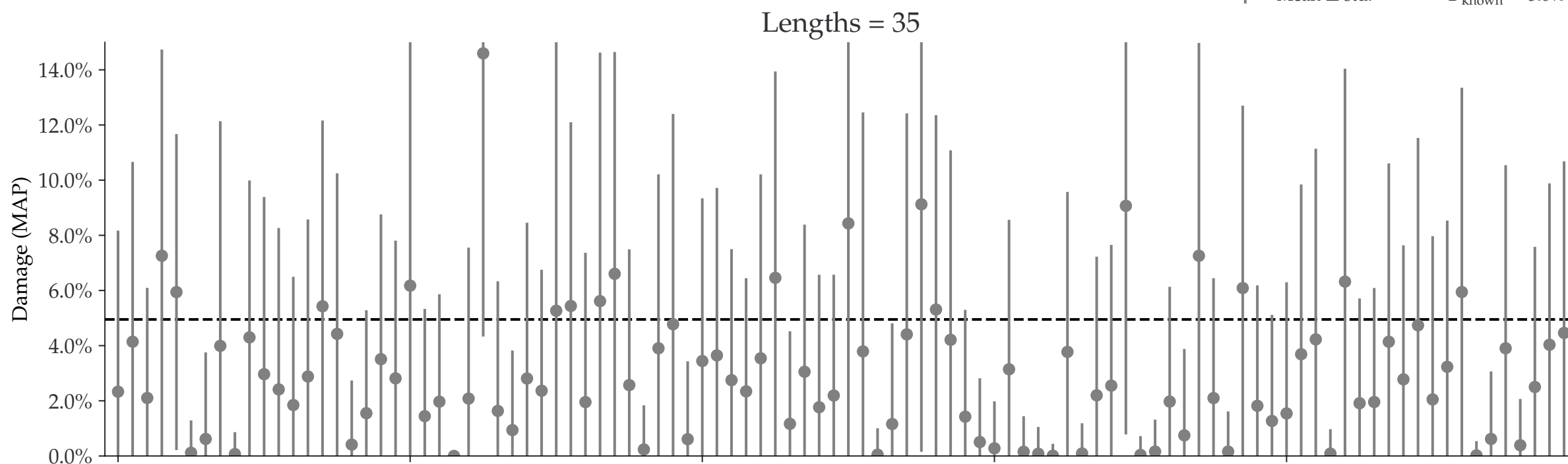100 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
250 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
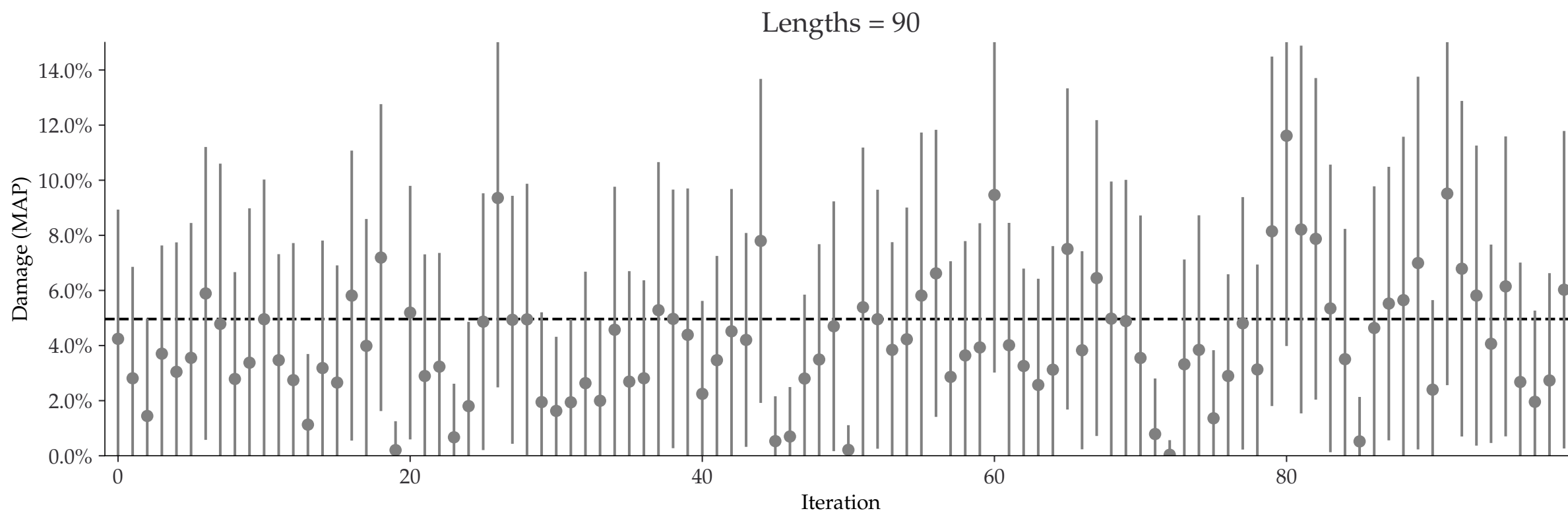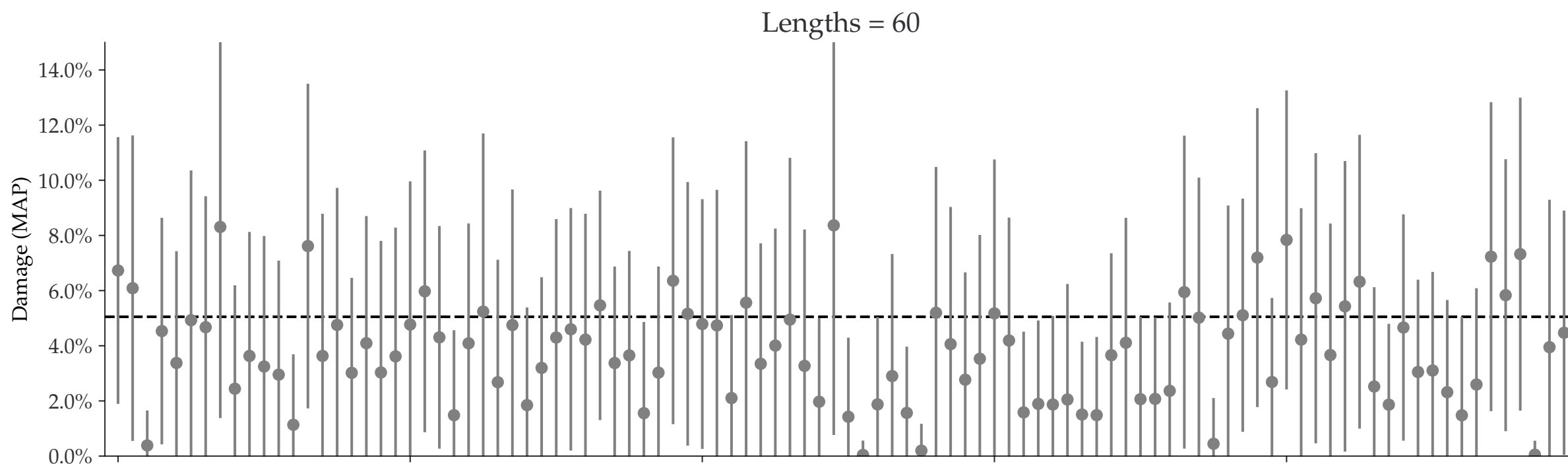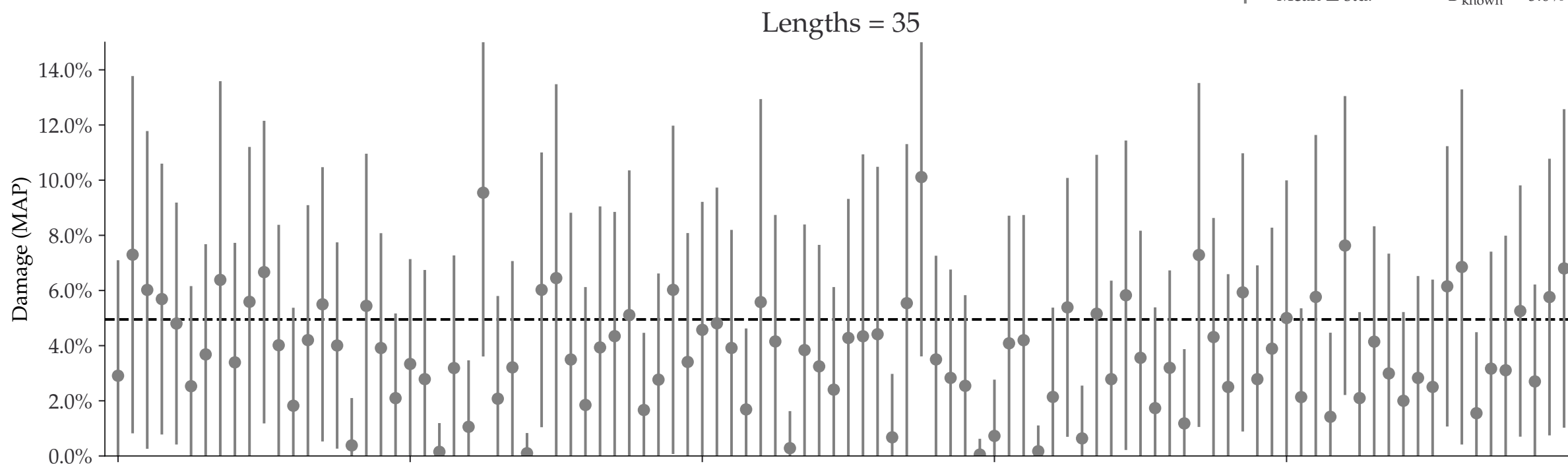500 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
1000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
2500 reads
Briggs damage = 0.162
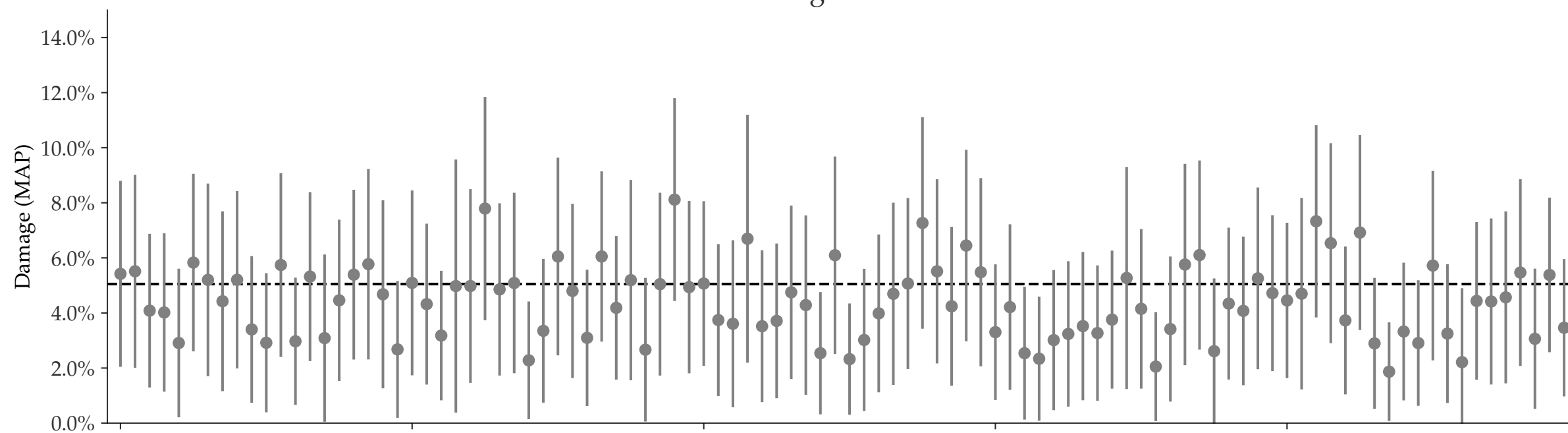Damage percent (approx) = 5%

Mean ± std. - - - $D_{known} = 5.0\%$

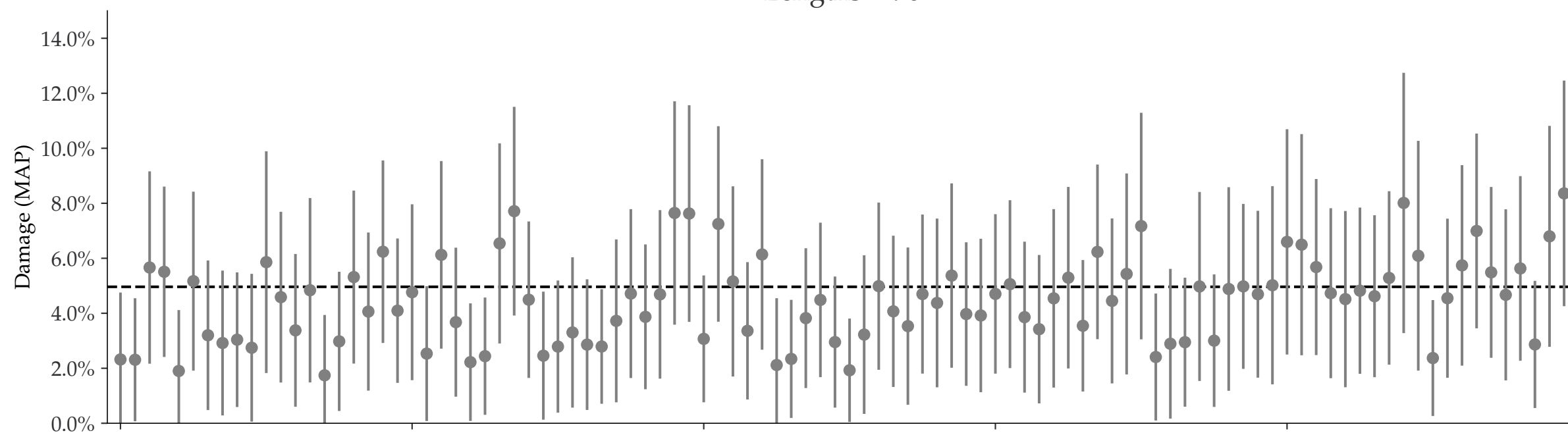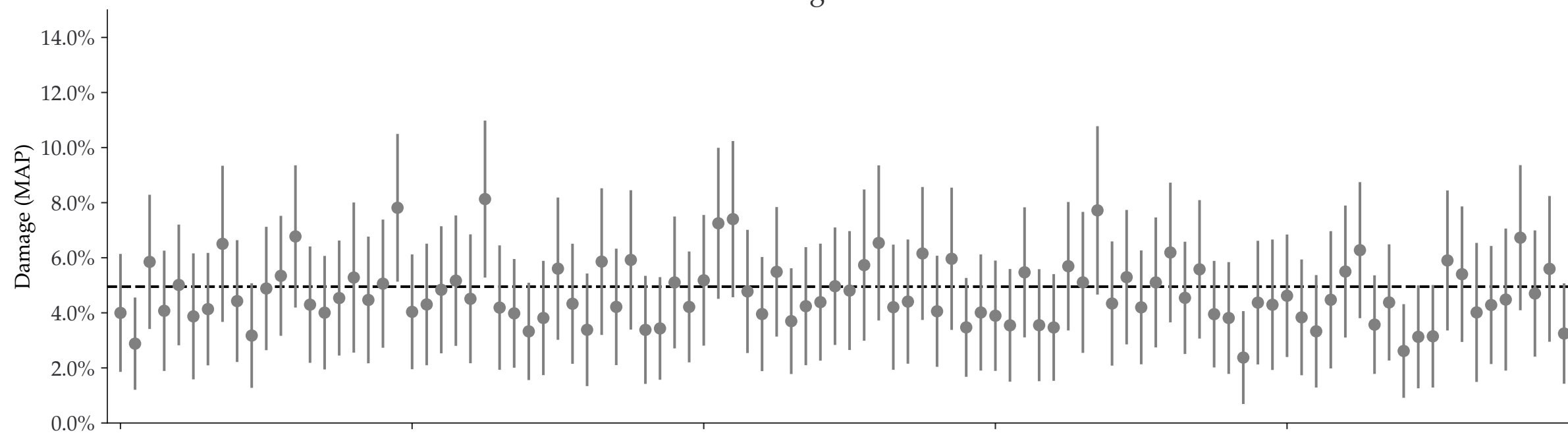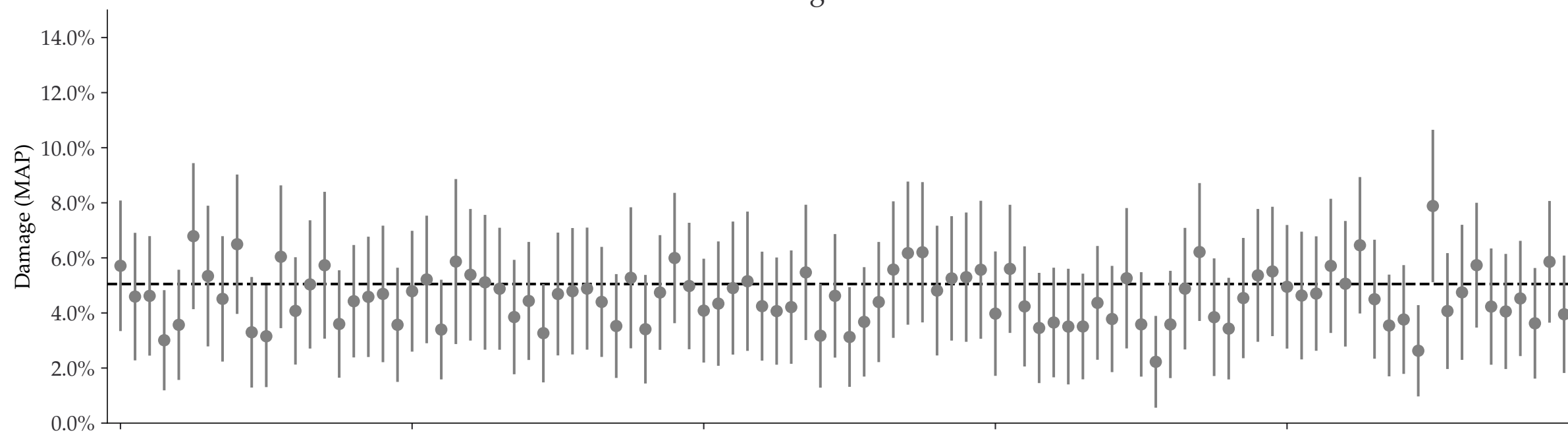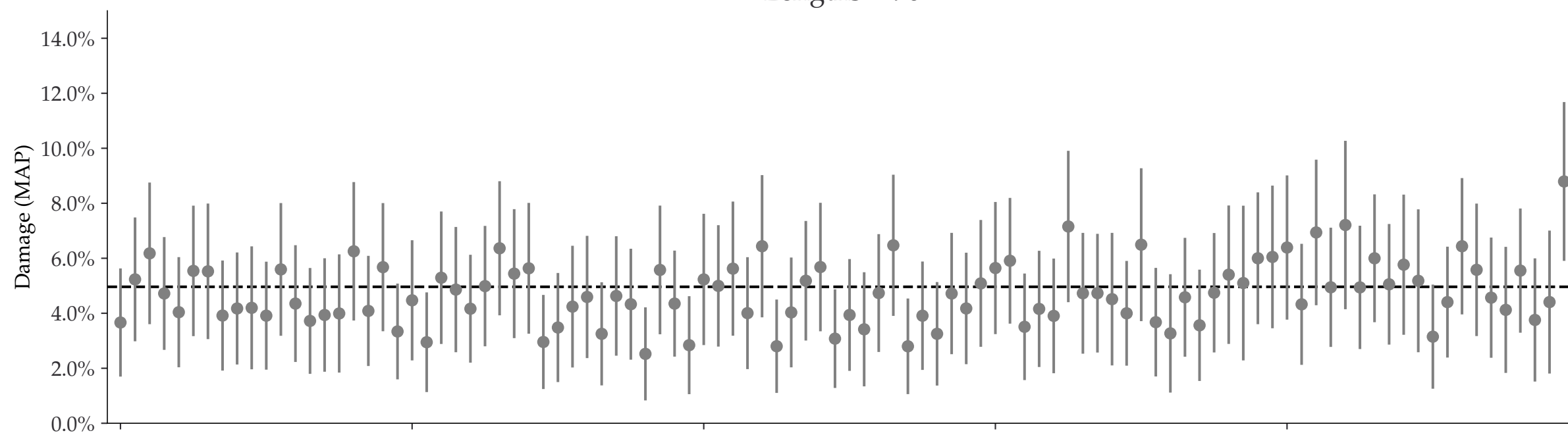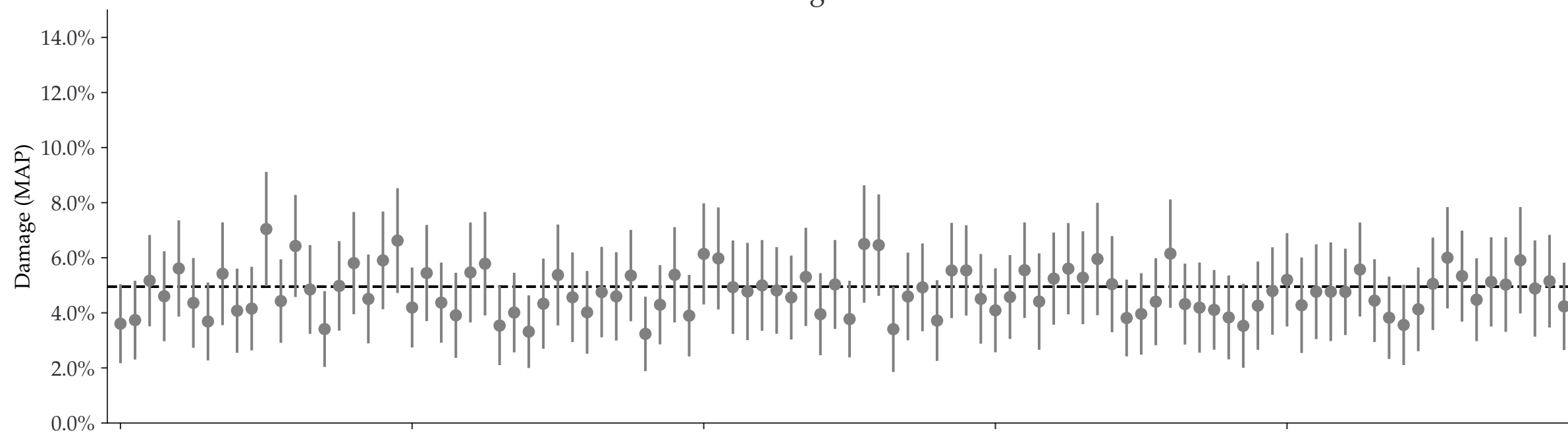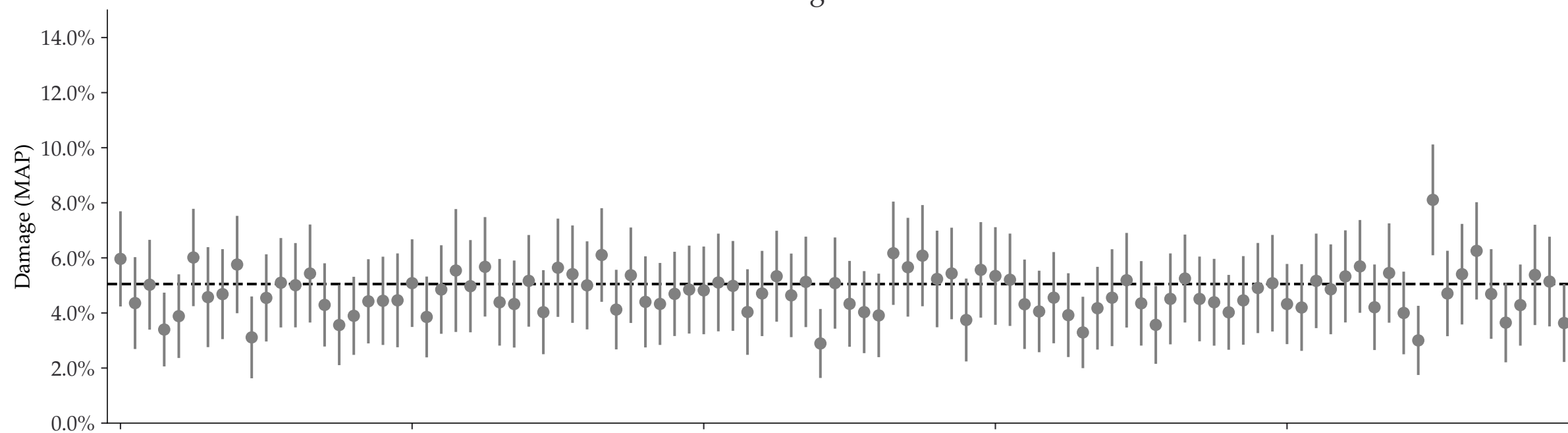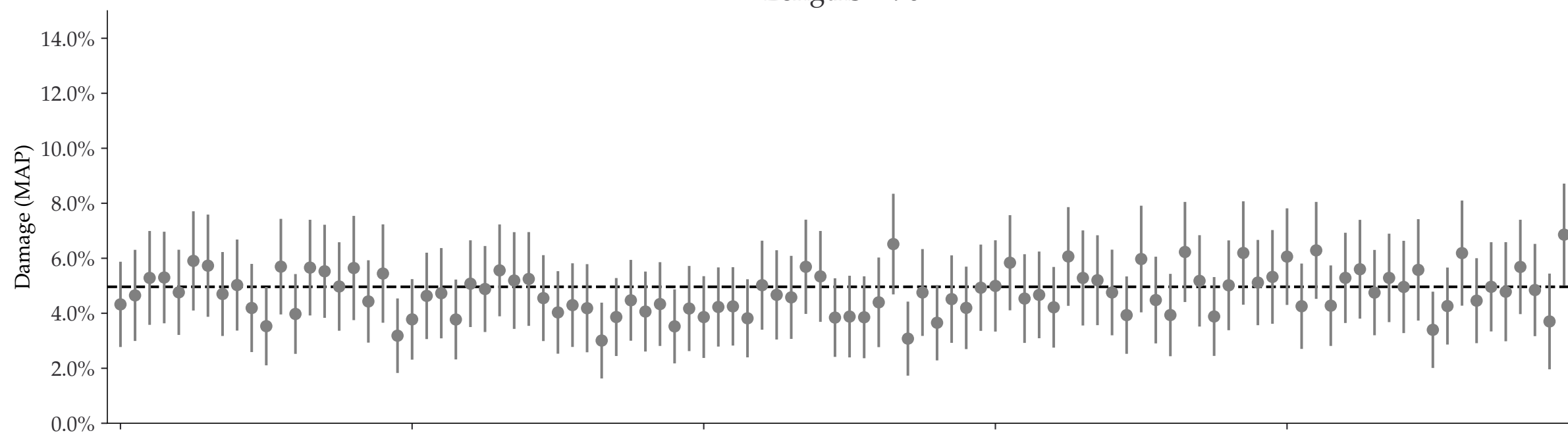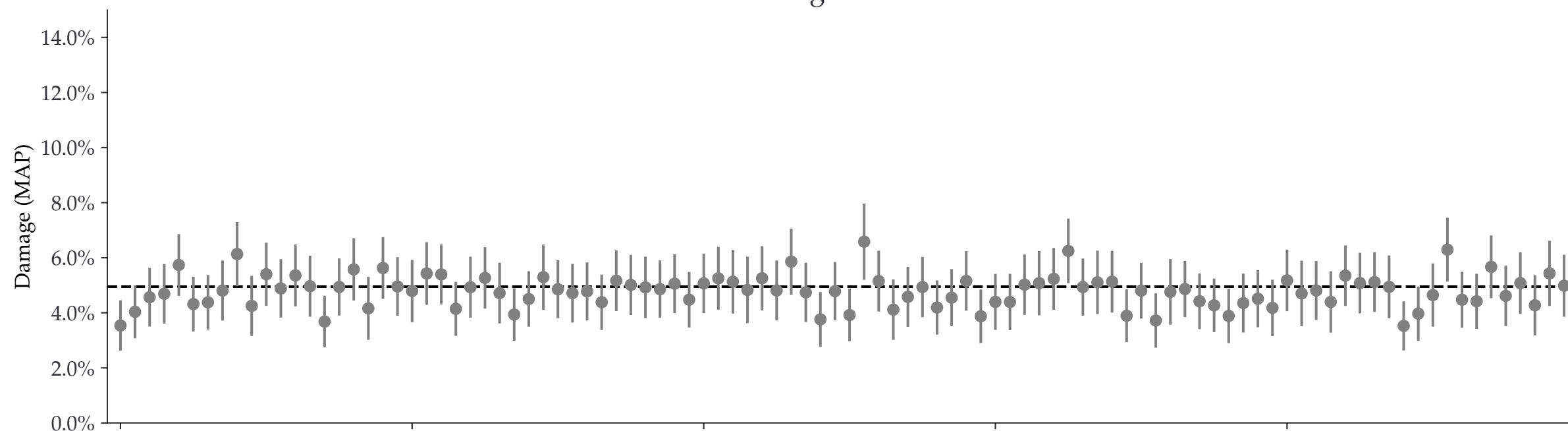### Lengths = 35

Lengths = 60

Lengths = 90

Iteration

Individual damages:
5000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
10000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
25000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
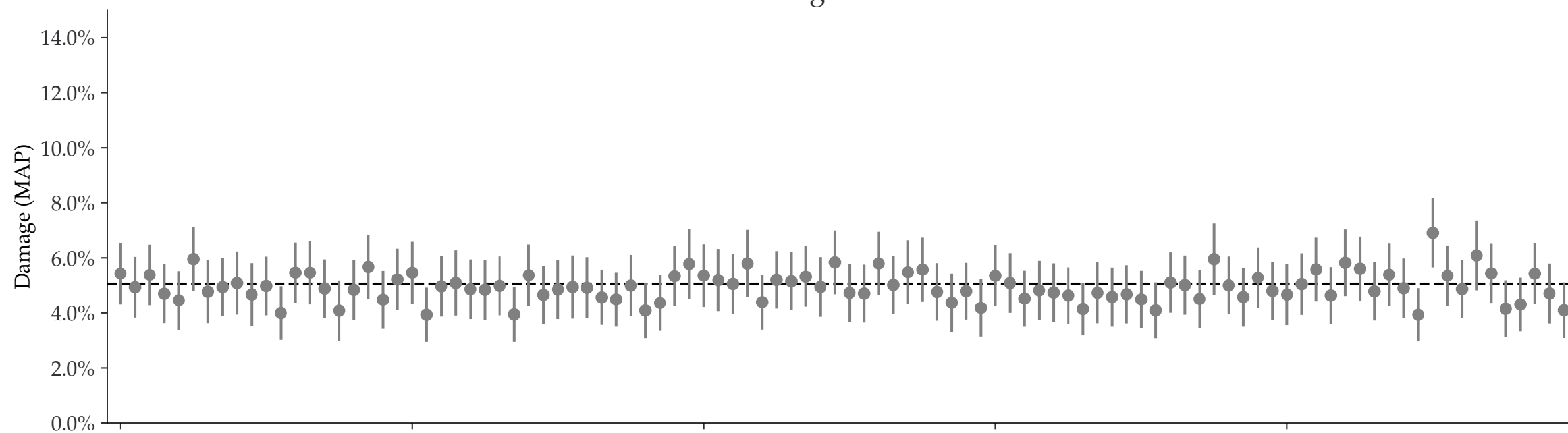50000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

Individual damages:
100000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%
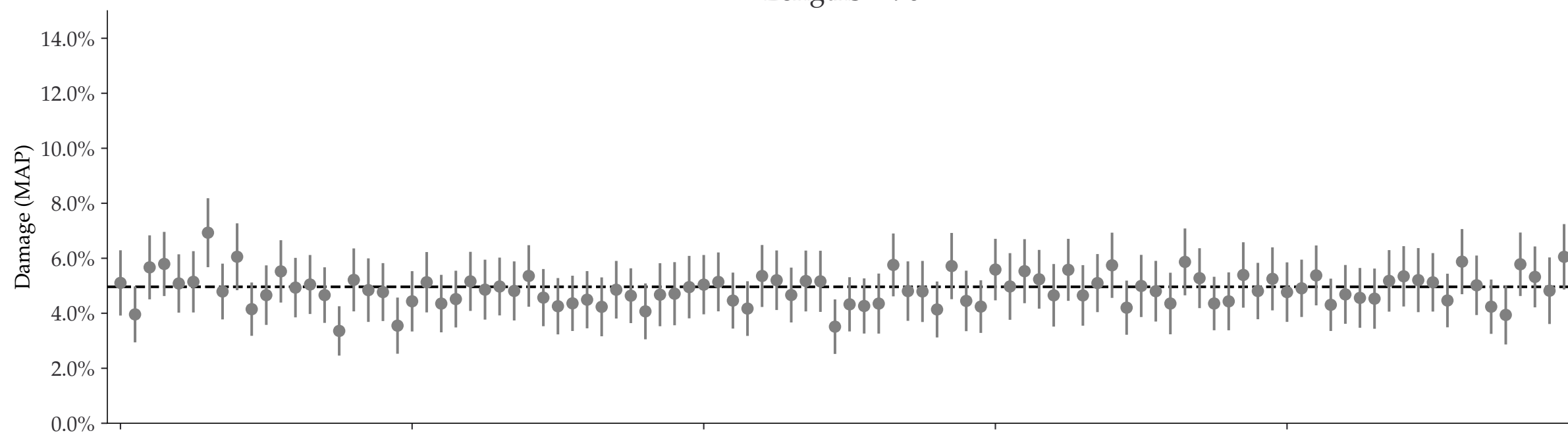

Mean ± std.   - - - $D_{known} = 5.0\%$
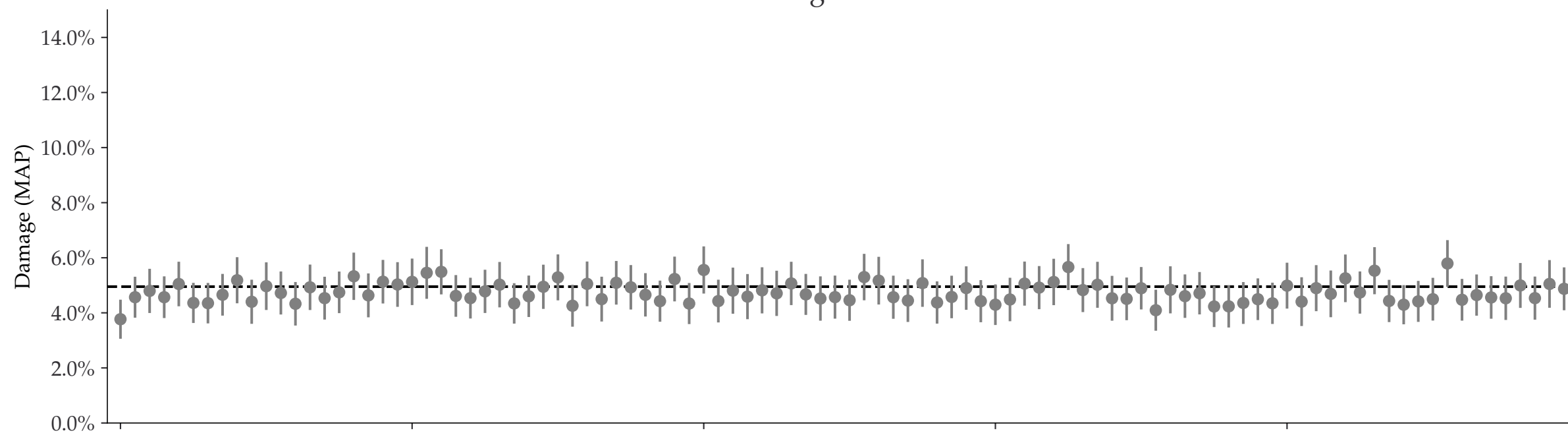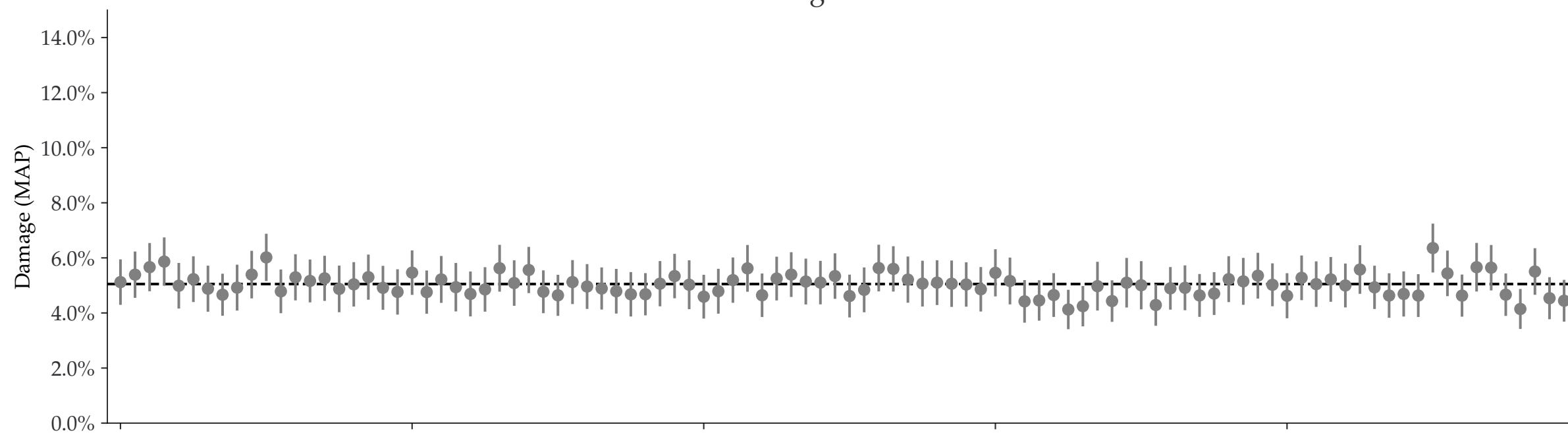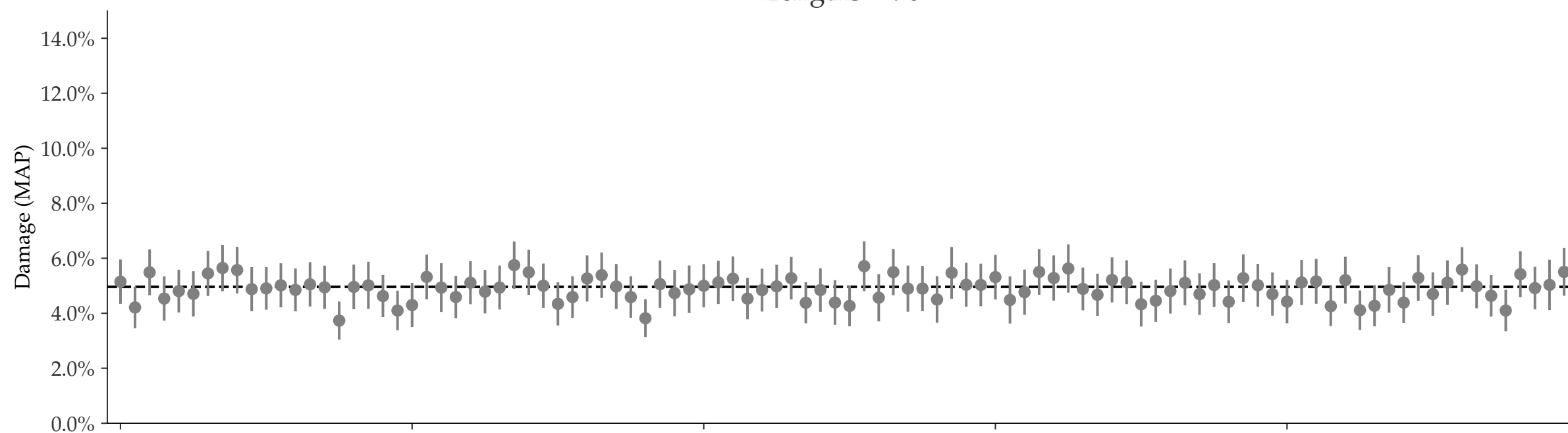
Lengths = 35

Lengths = 60

Lengths = 90

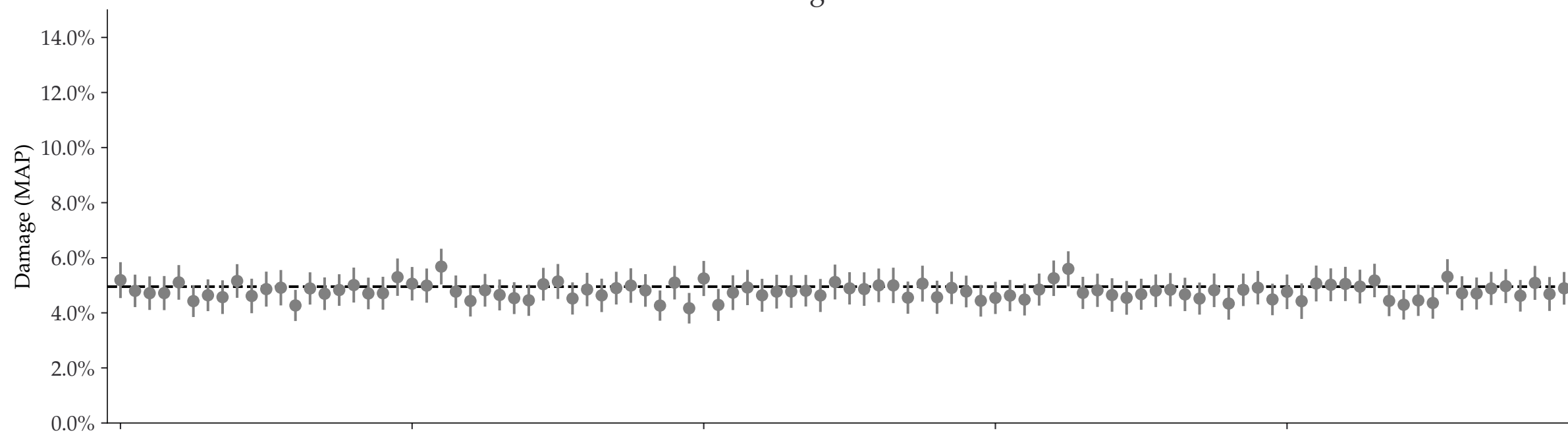Iteration

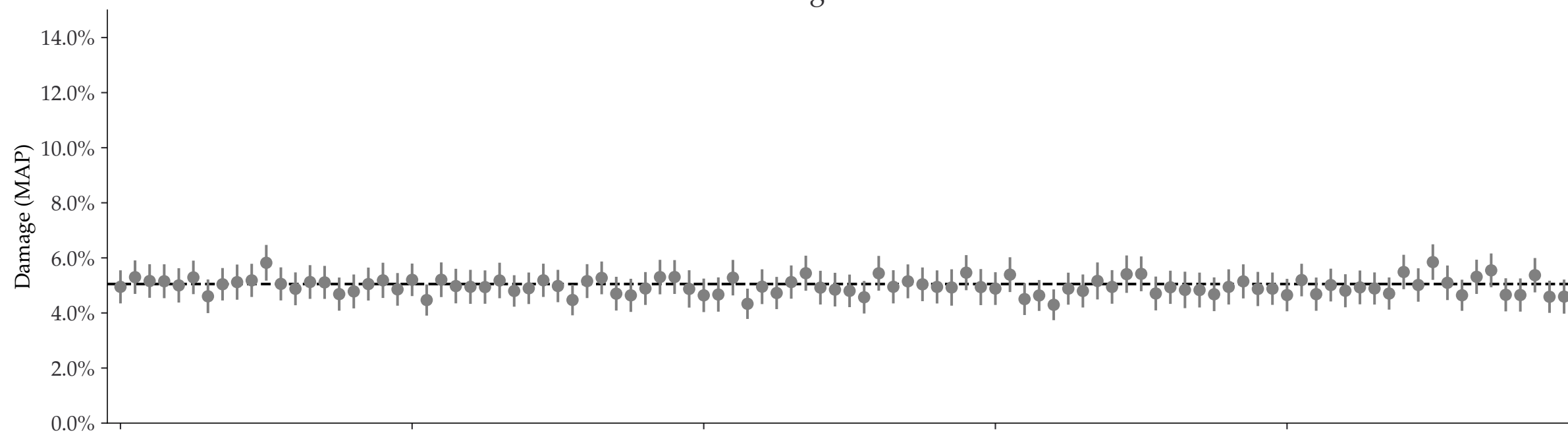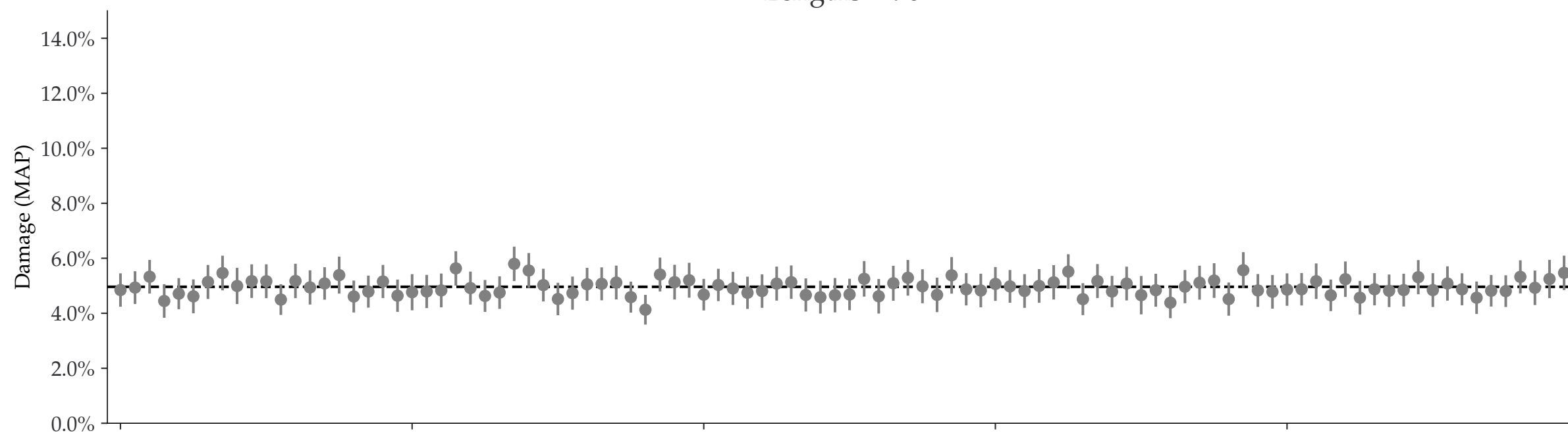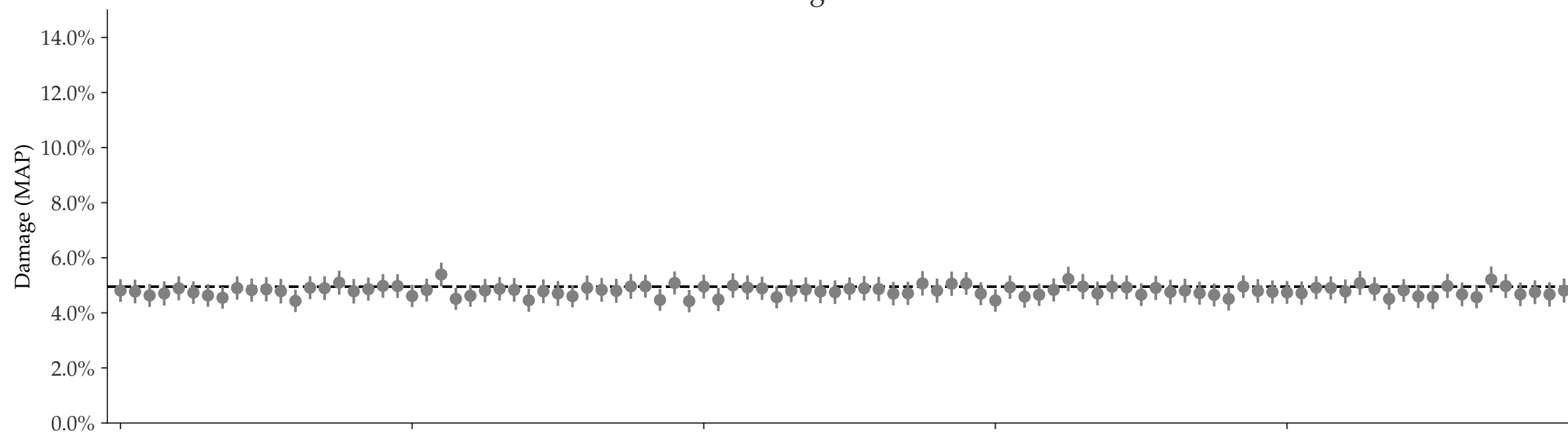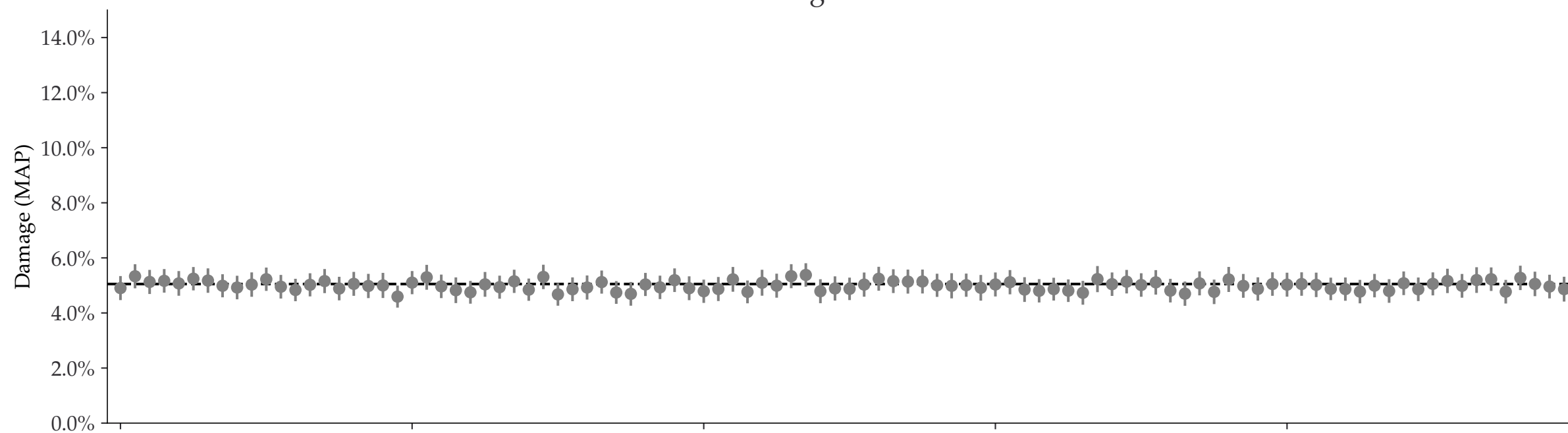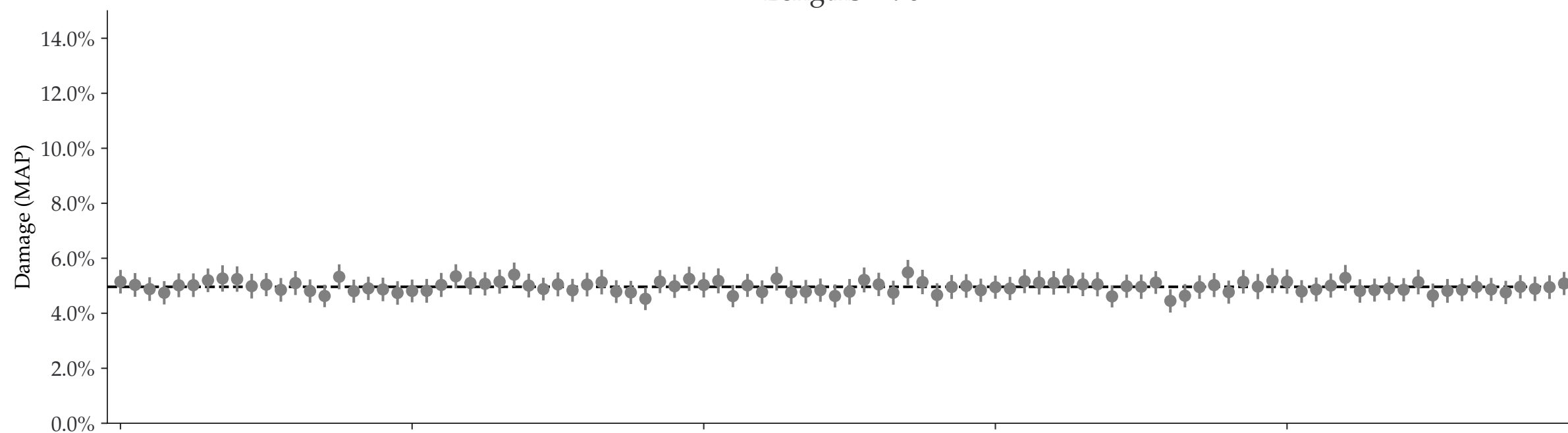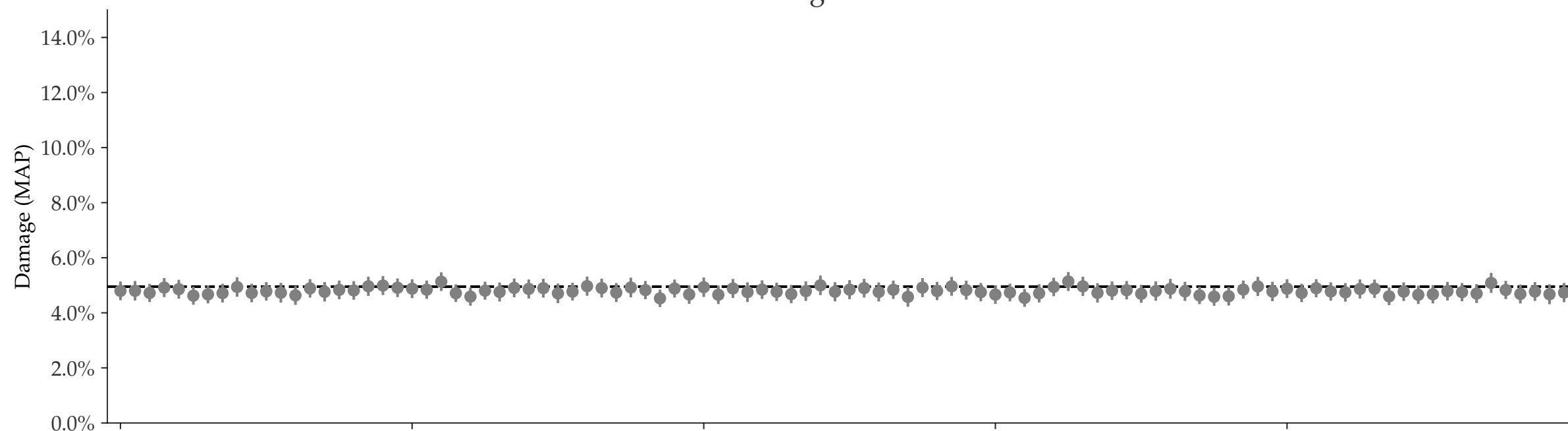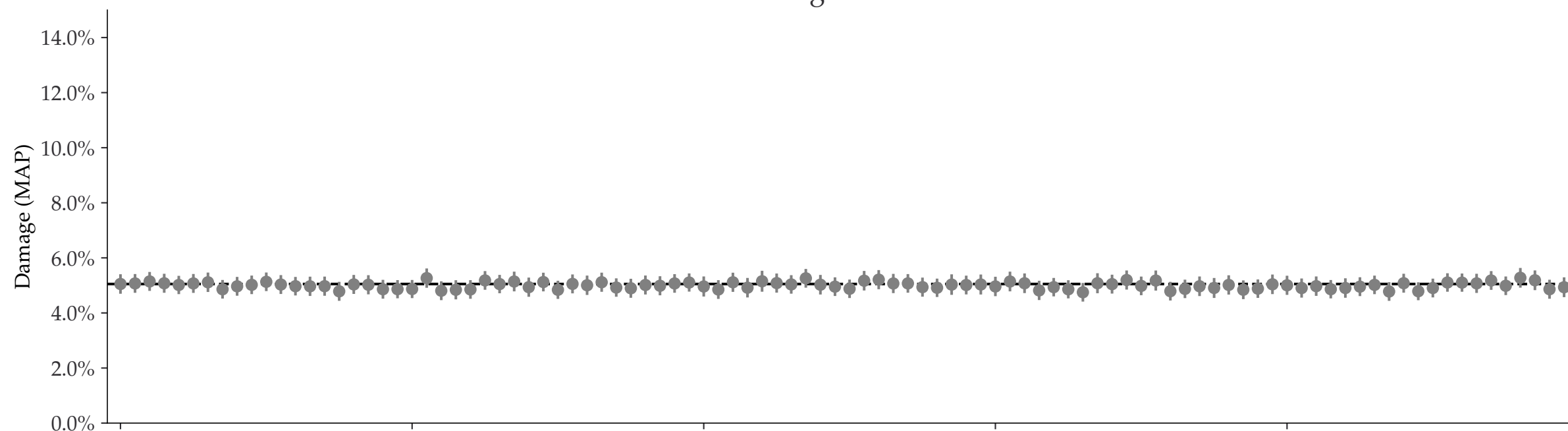Individual damages:
10 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Mean ± std. - - - D_{known} = 9.4%
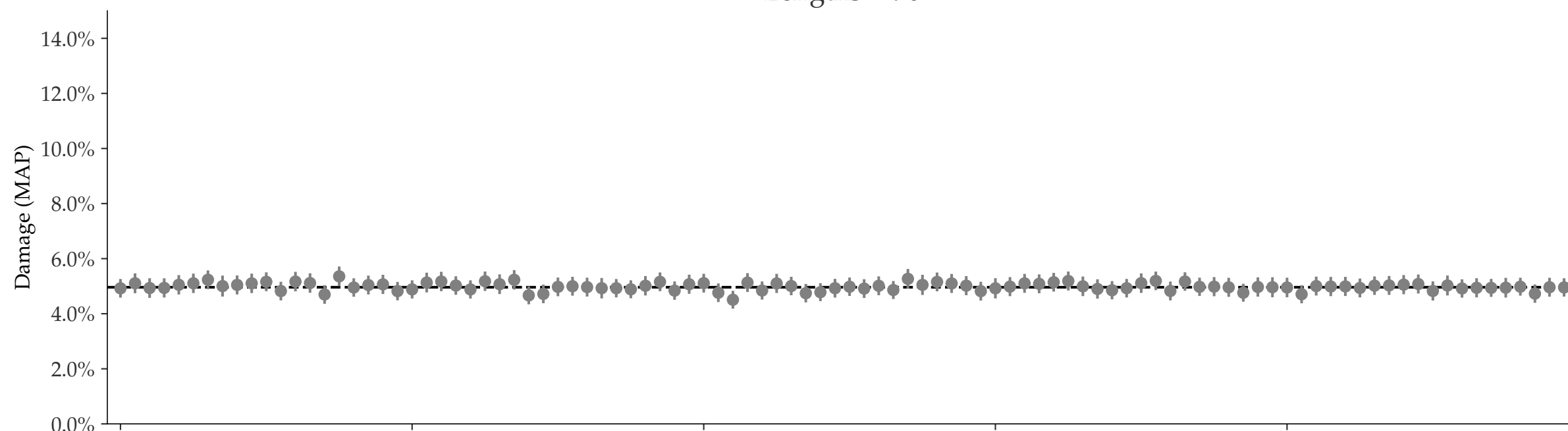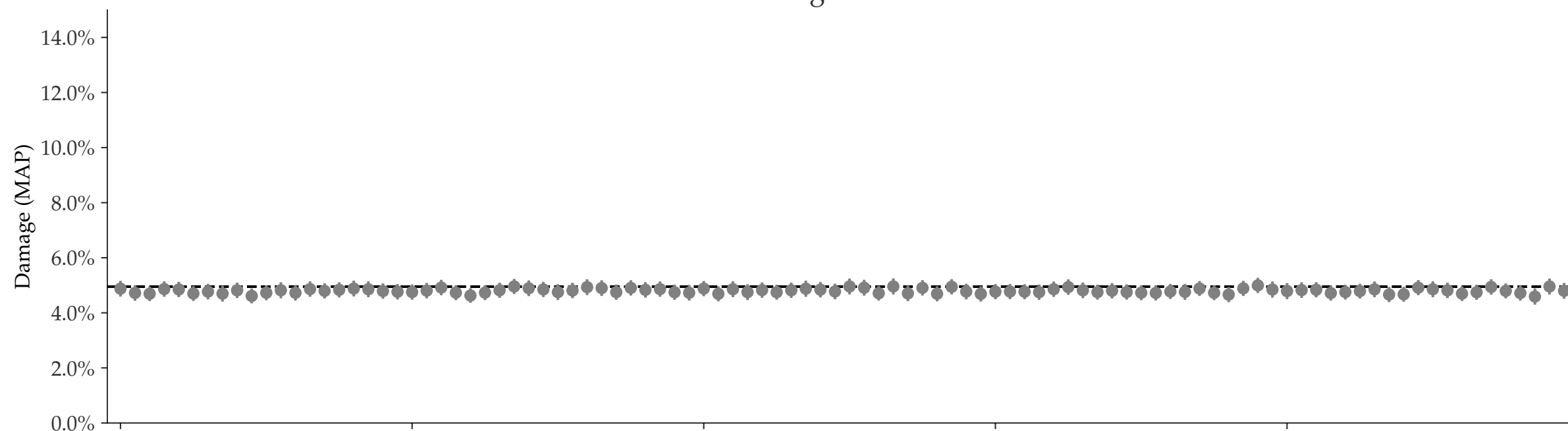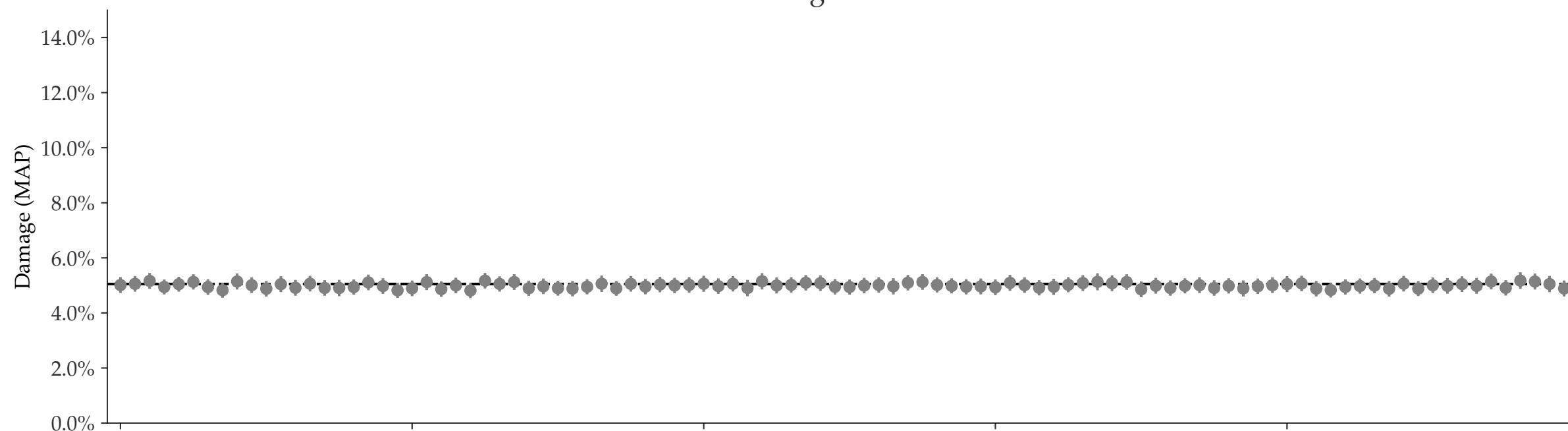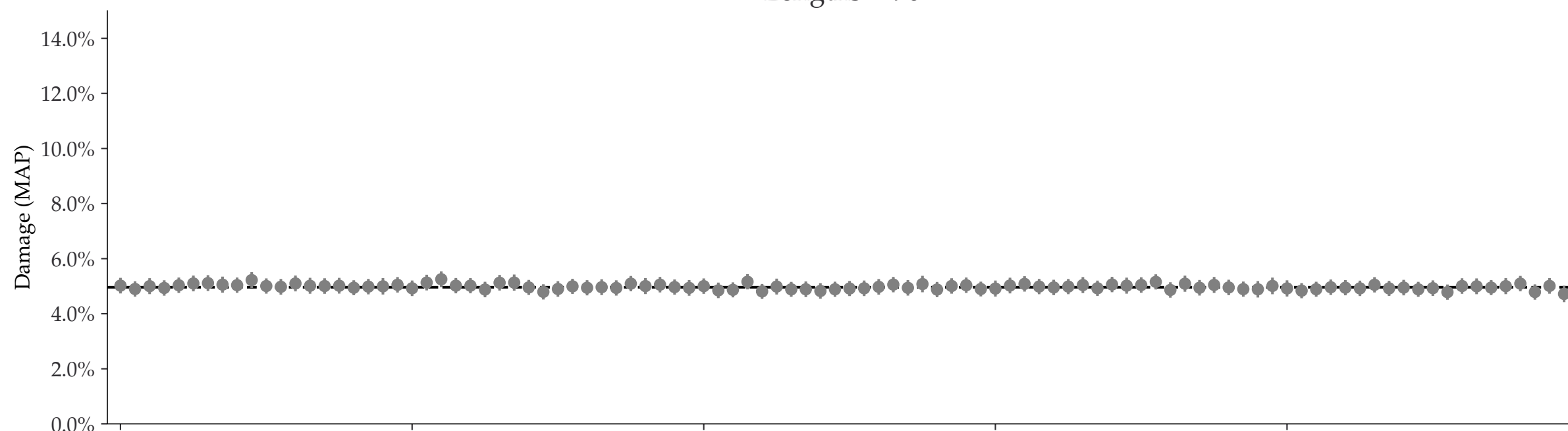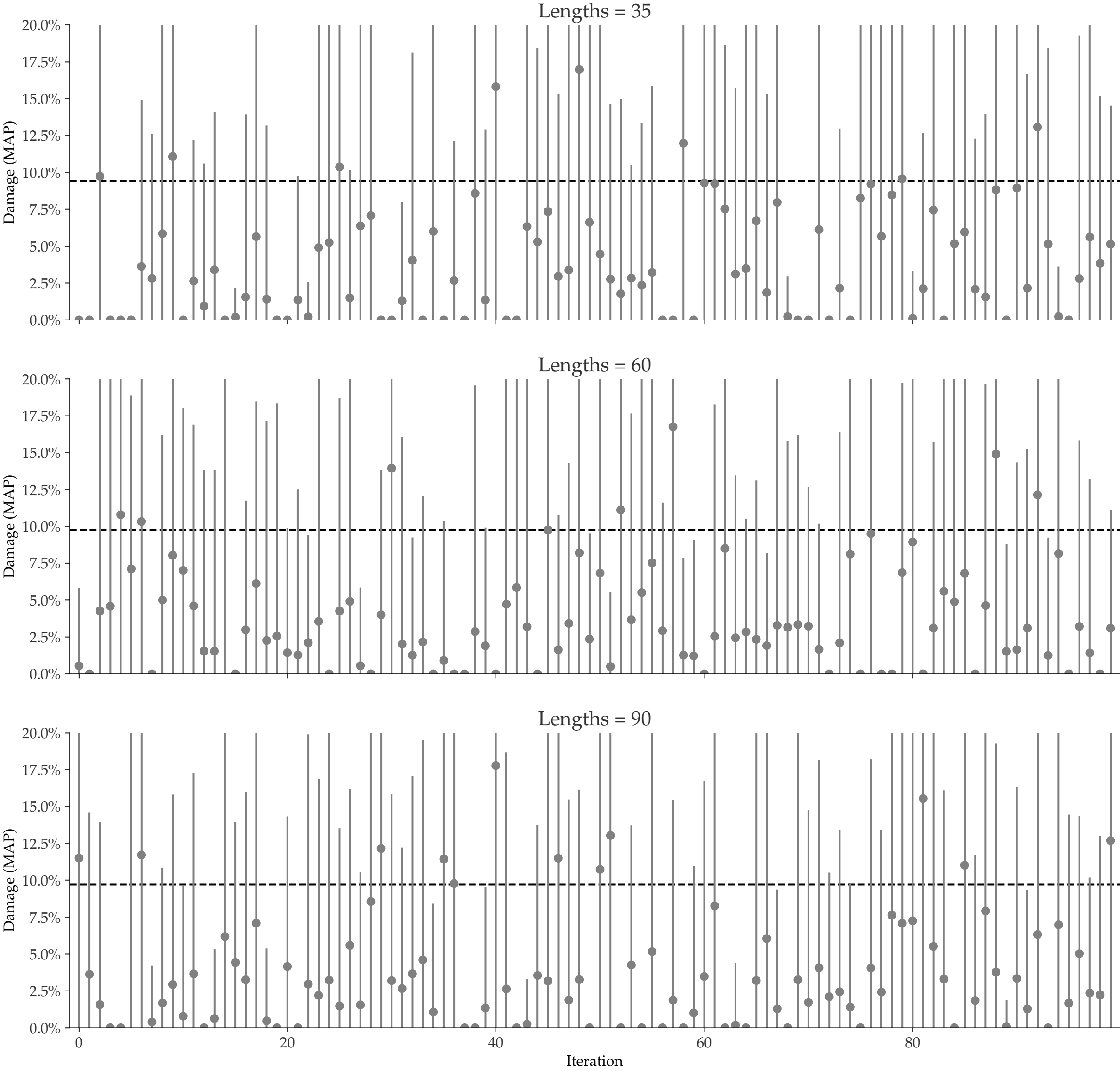
Lengths = 35

Lengths = 60

Lengths = 90

Iteration

Individual damages:
25 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Mean ± std. $D_{known} = 9.4\%$
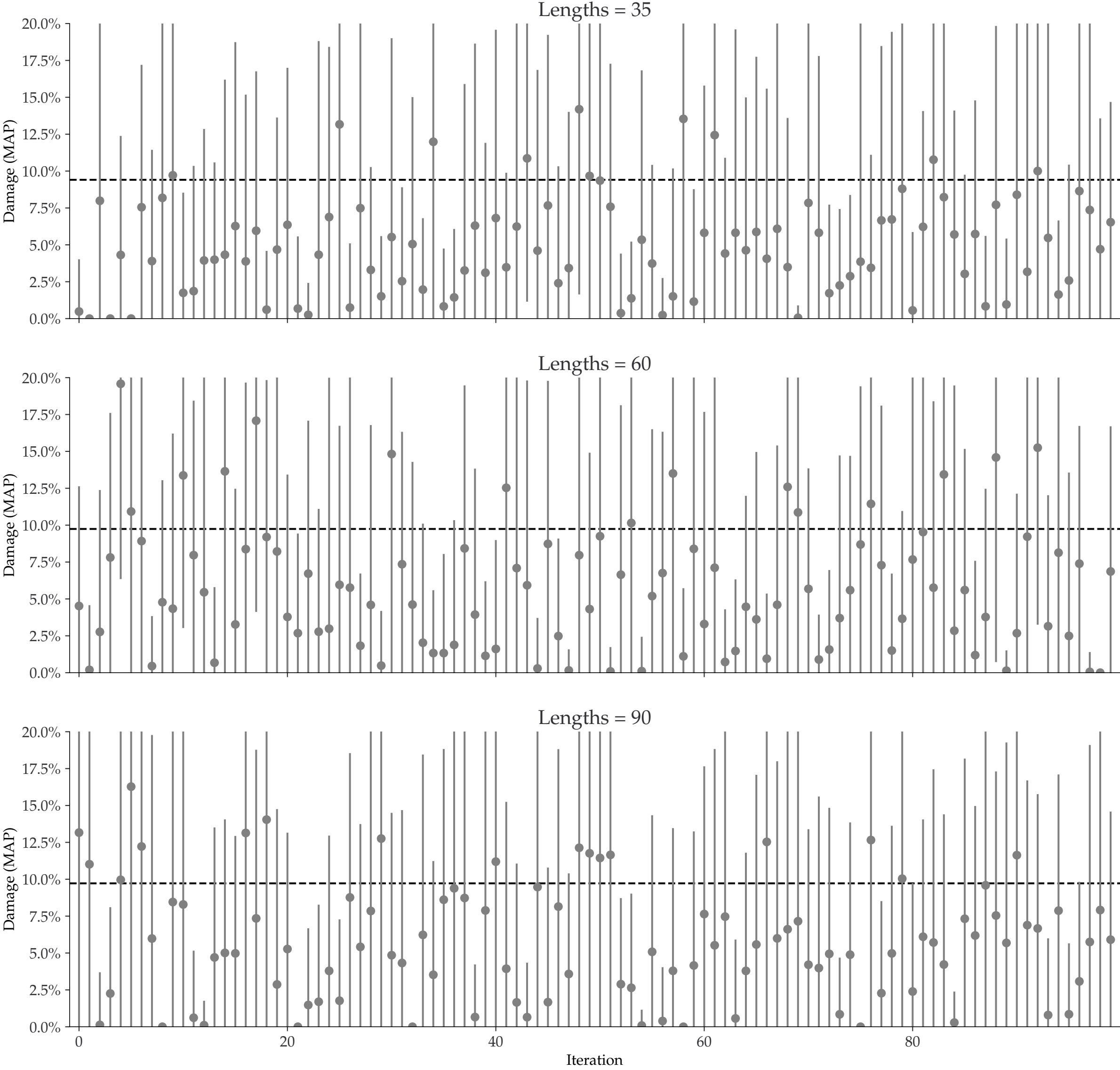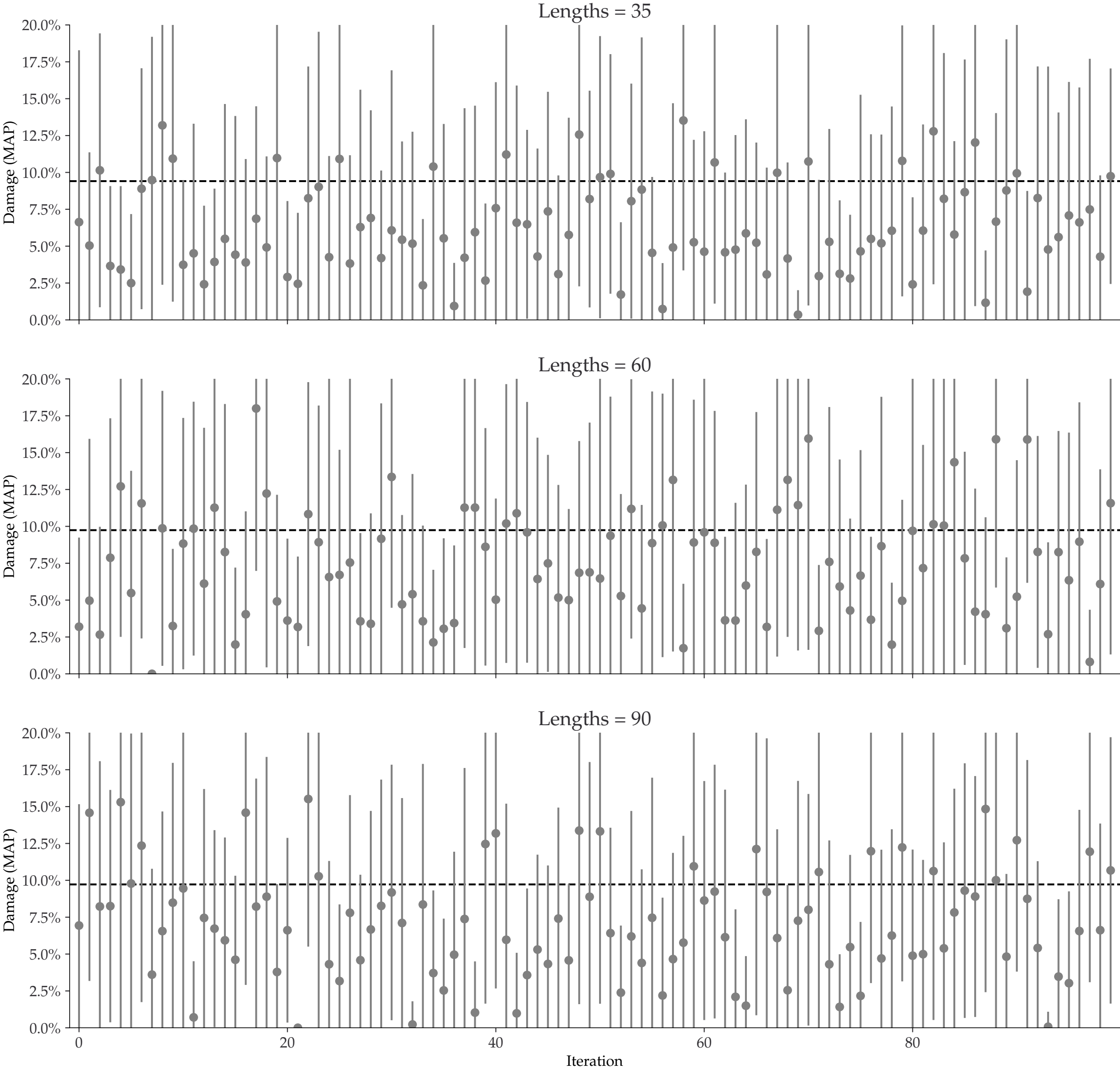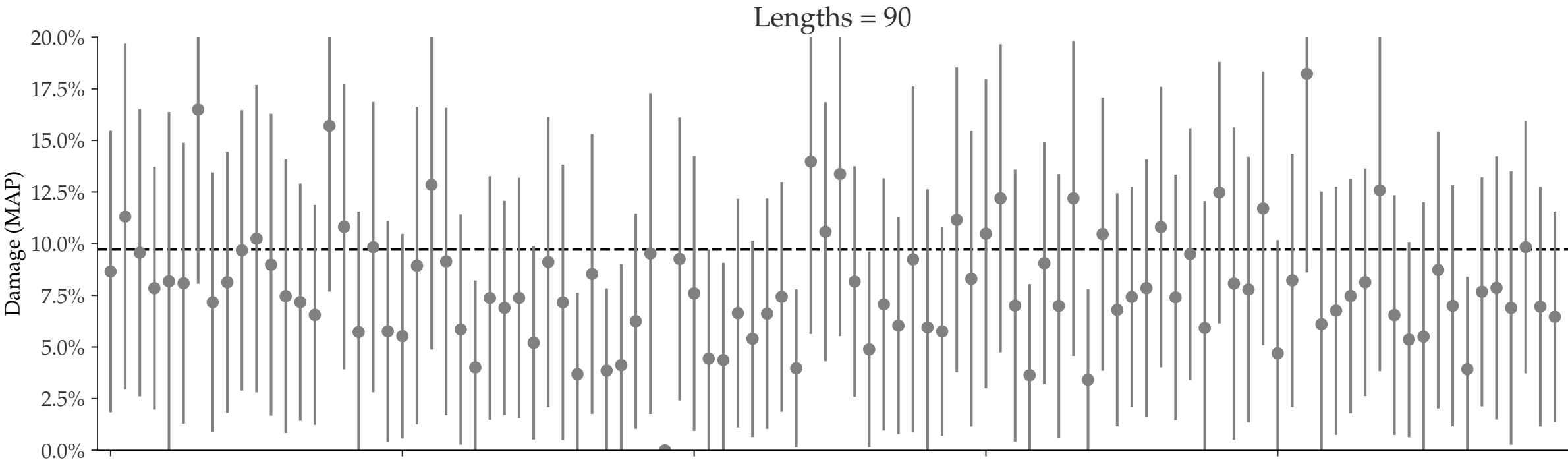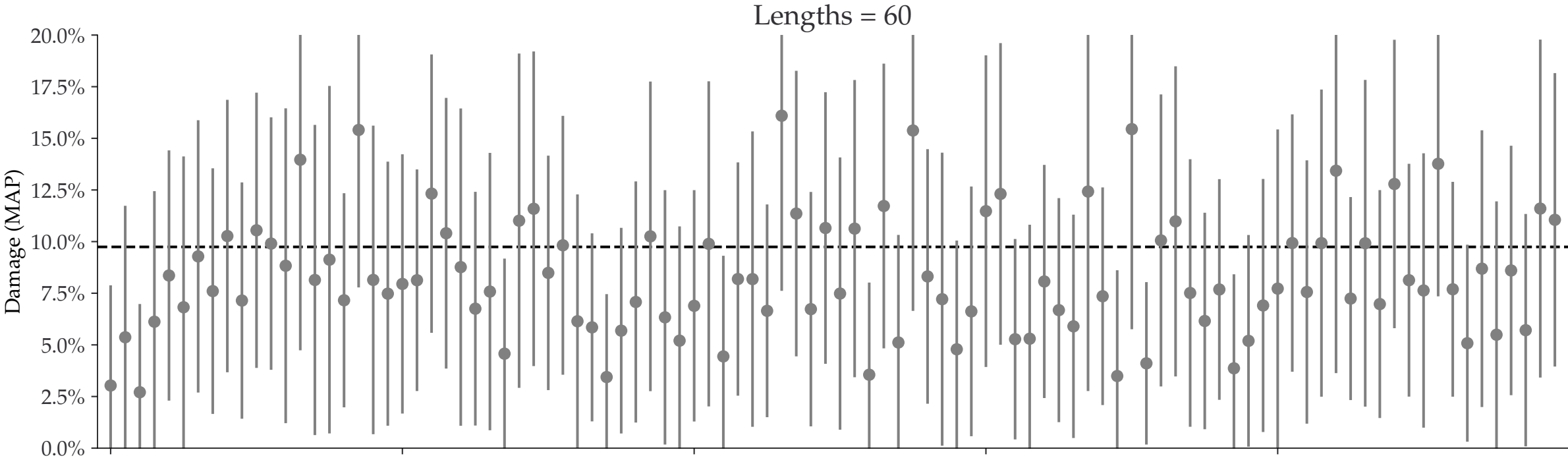
Lengths = 35

Lengths = 60

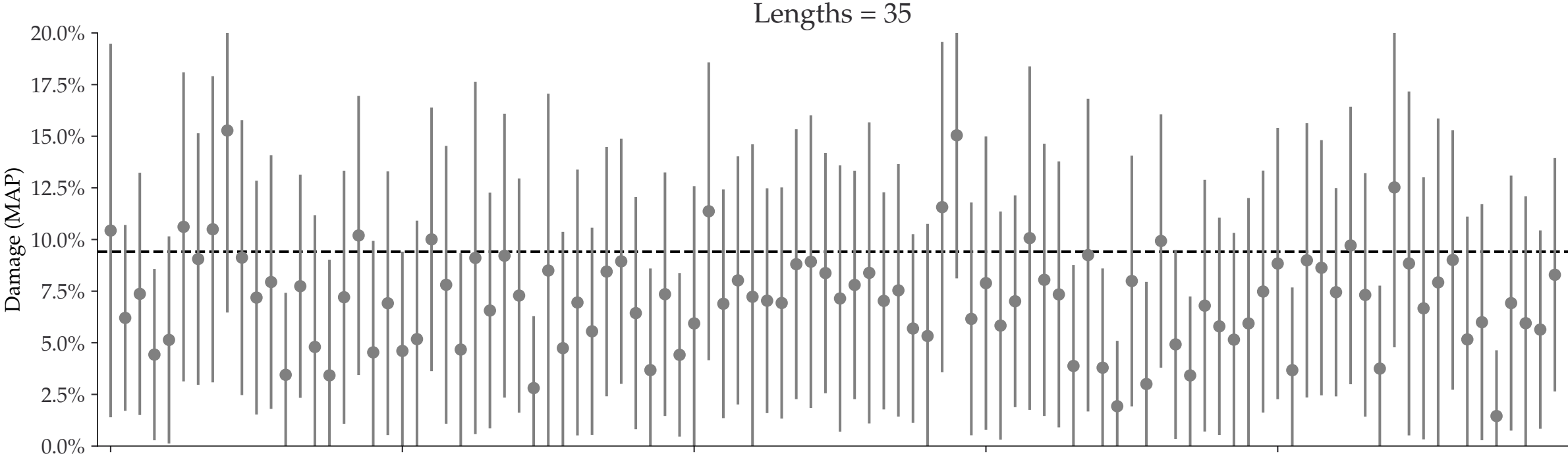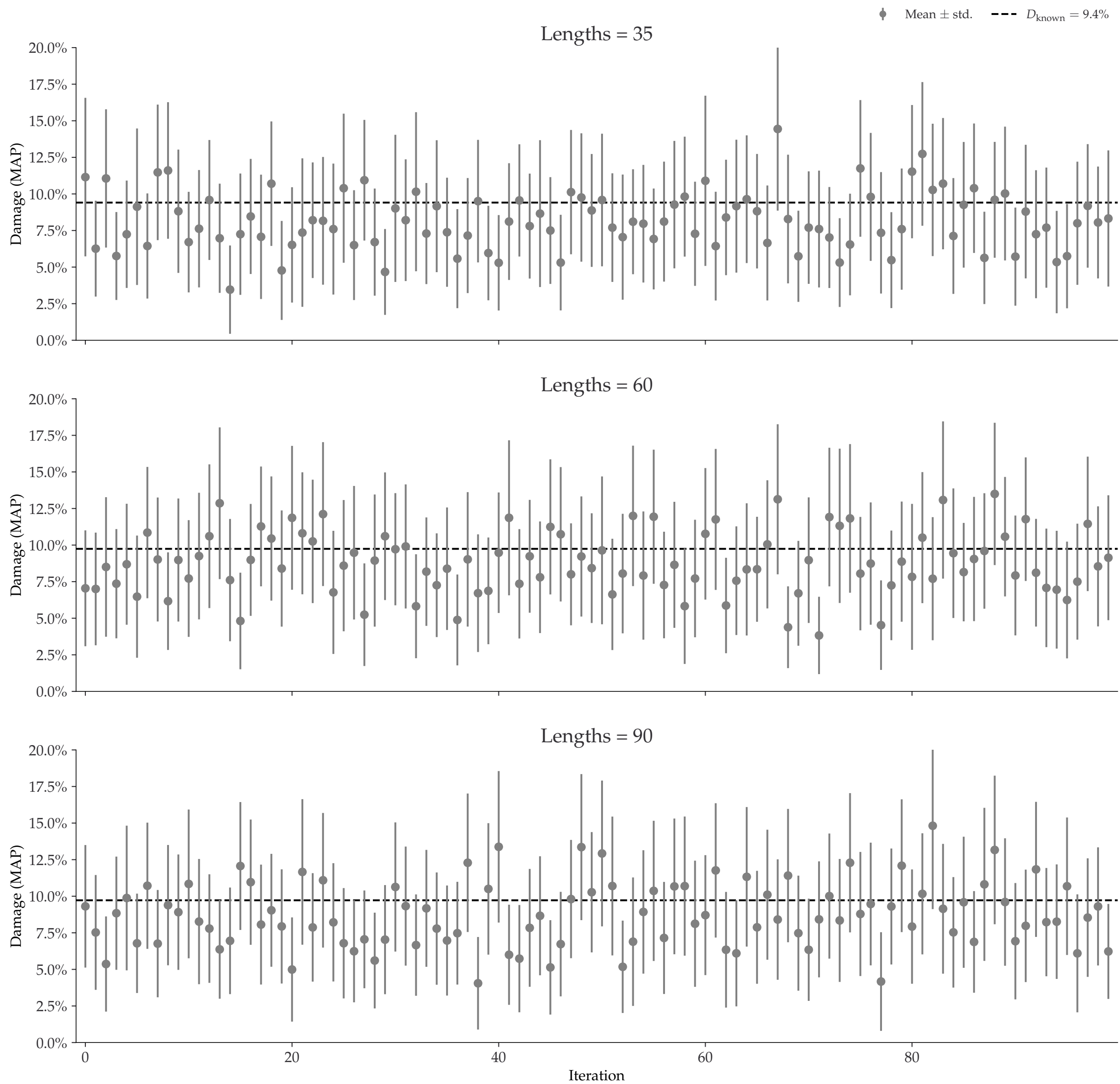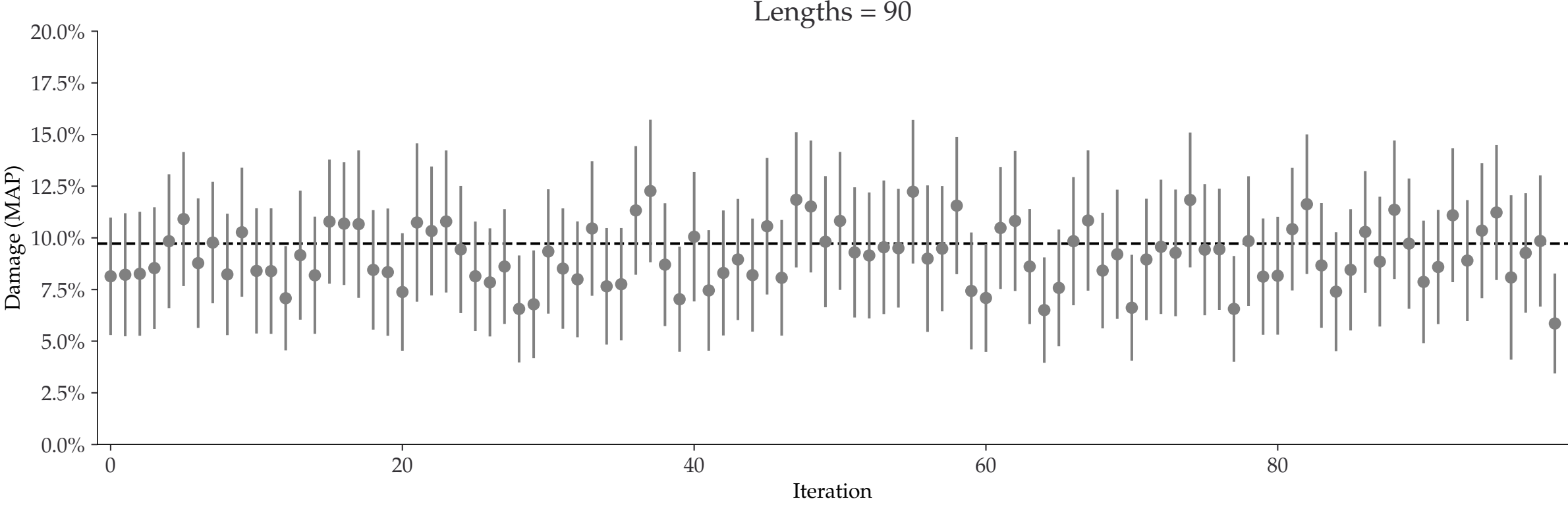Lengths = 90
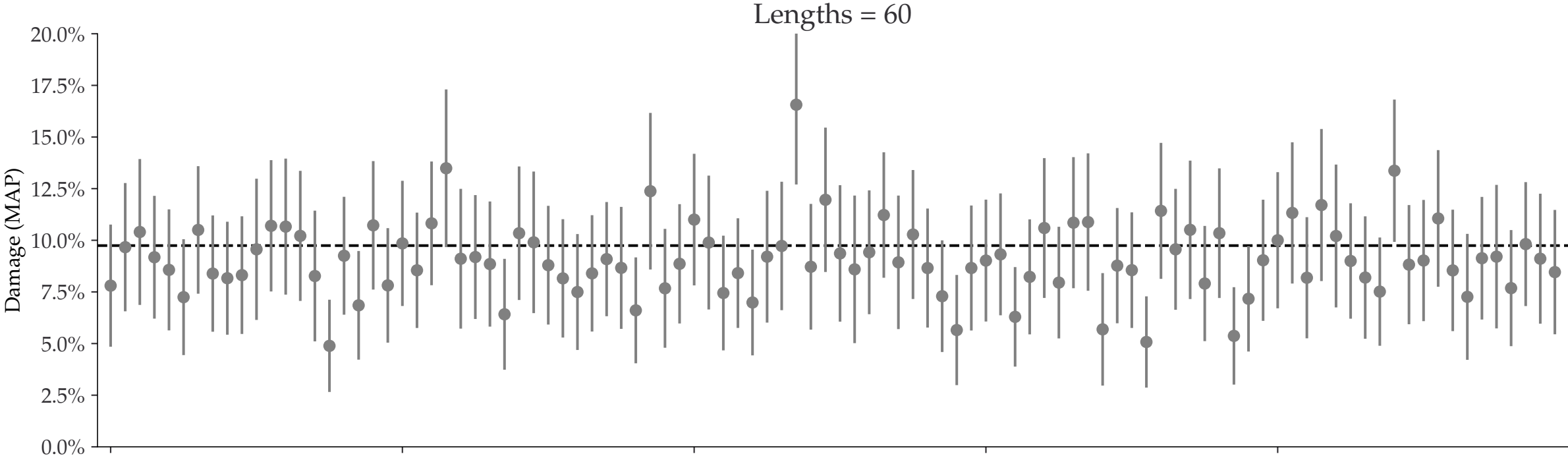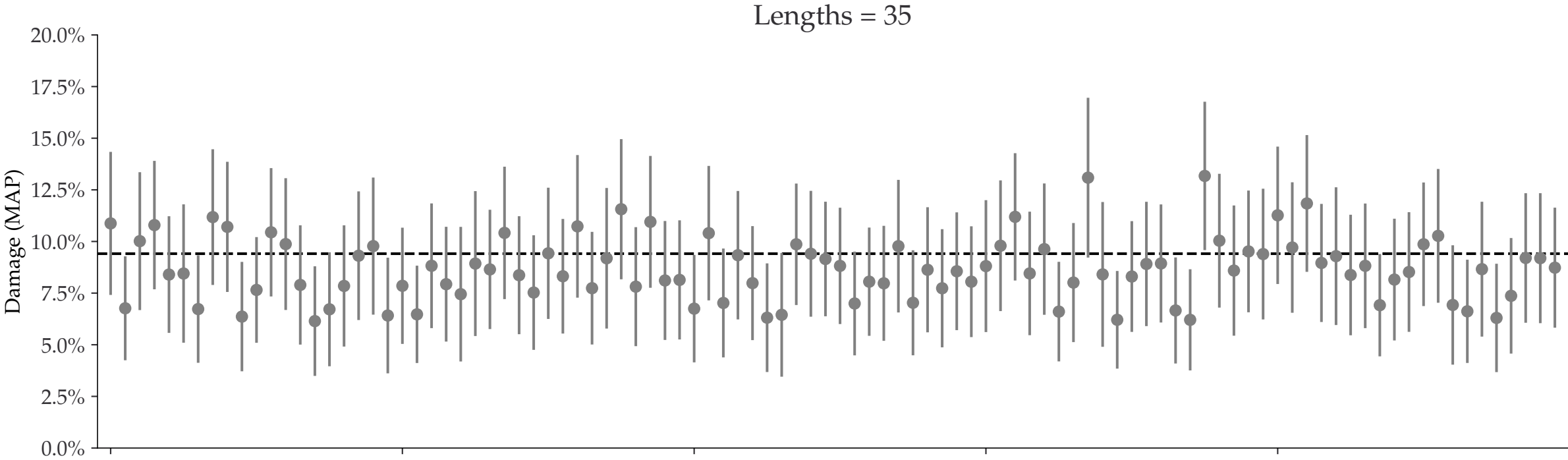
Iteration

Individual damages:
50 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
100 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
250 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
500 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
1000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
2500 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
5000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
10000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
25000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

Individual damages:
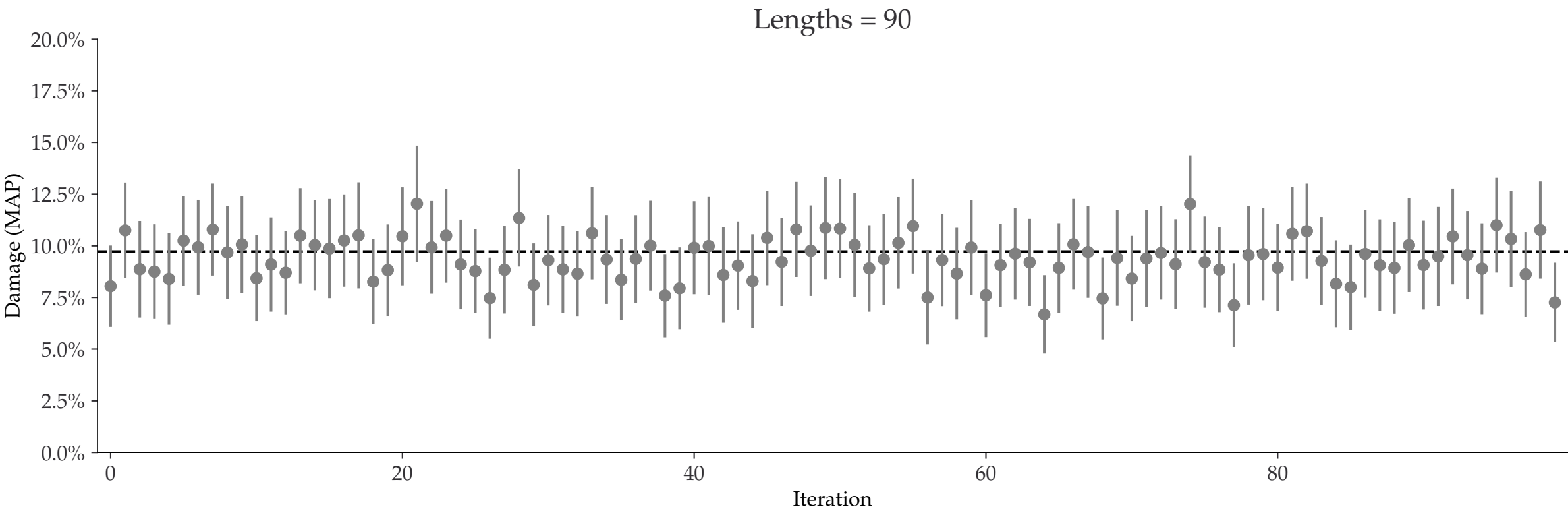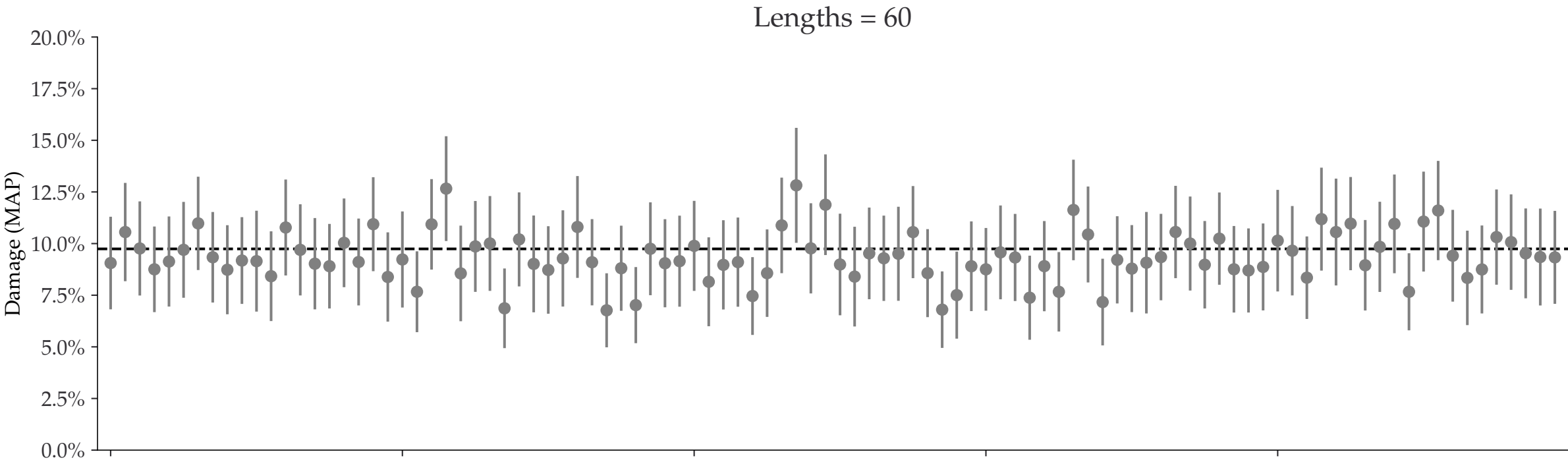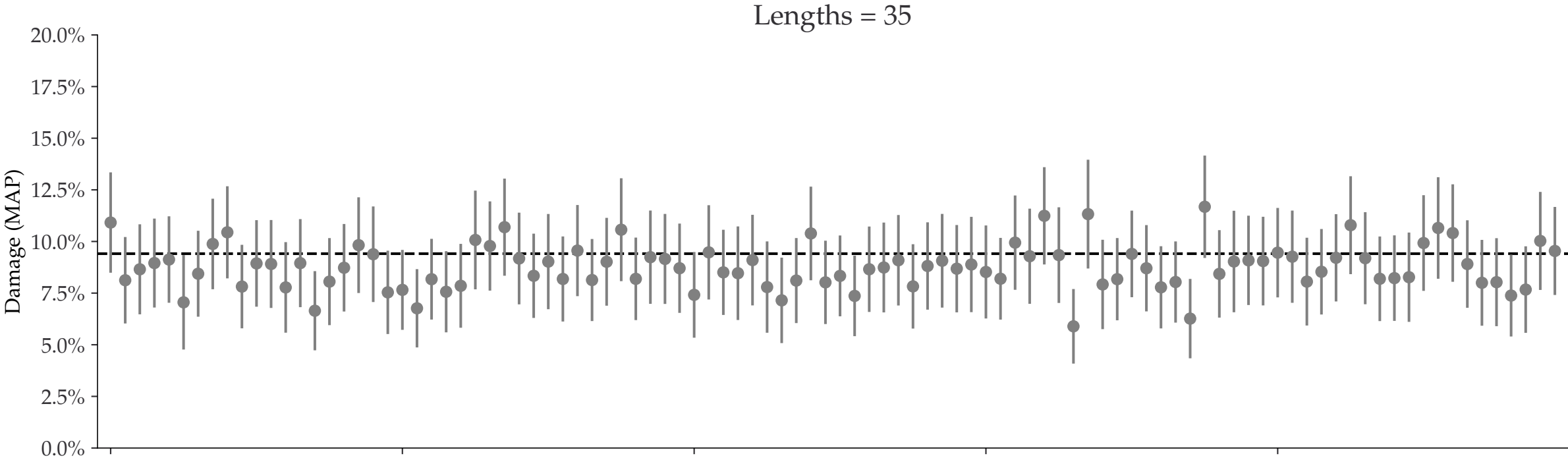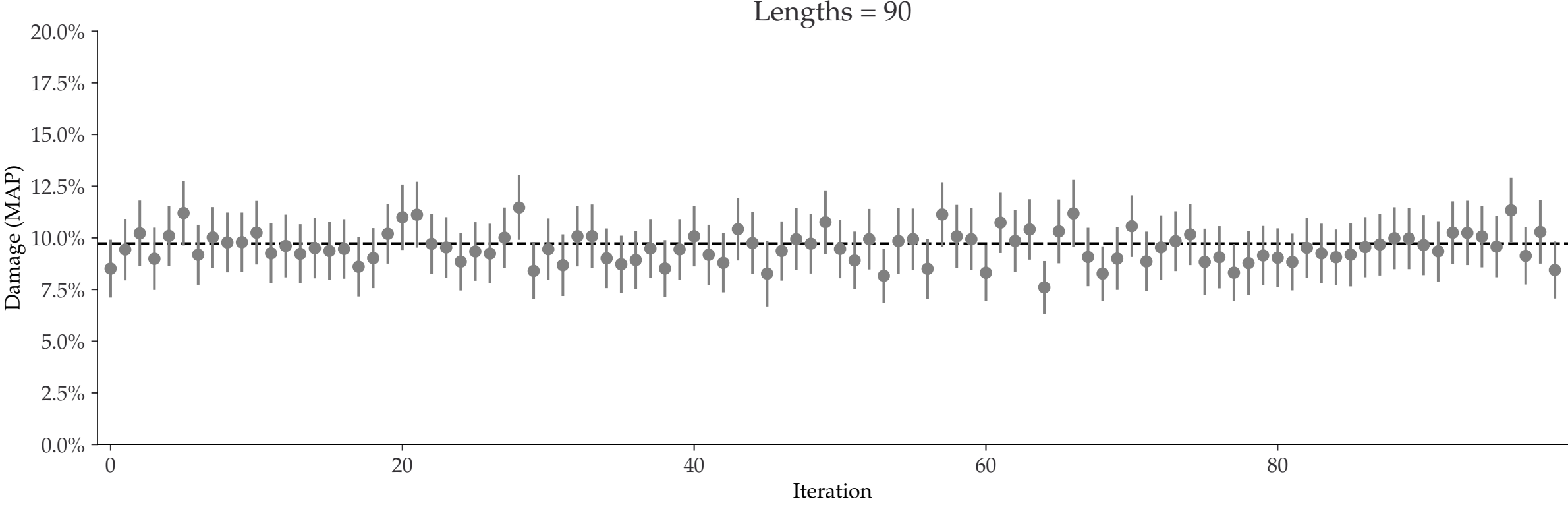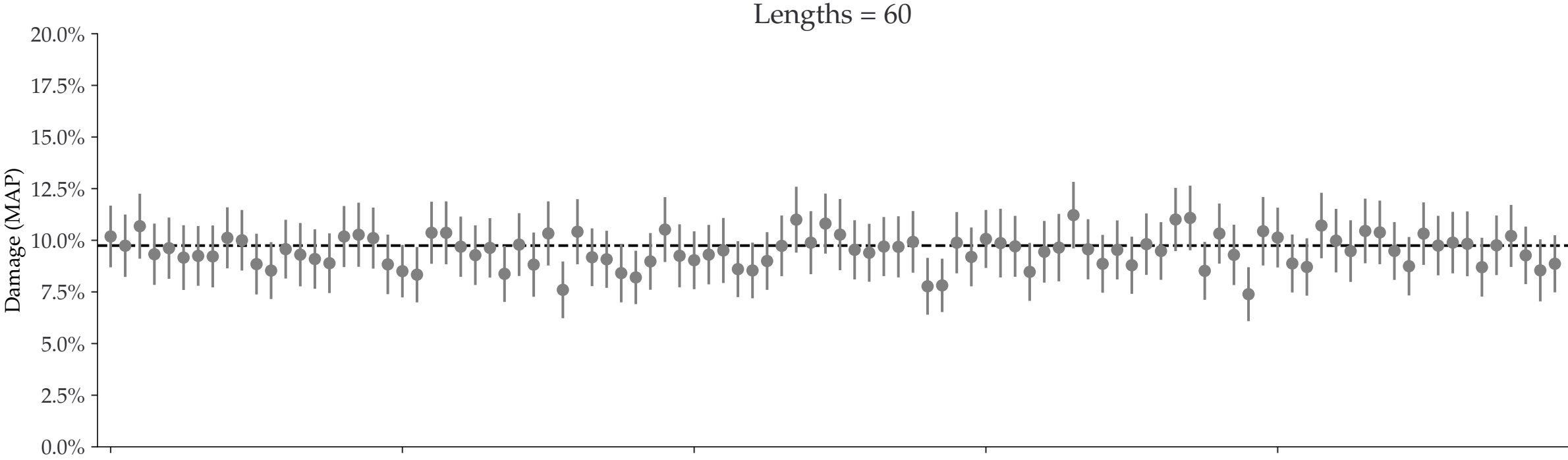50000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%
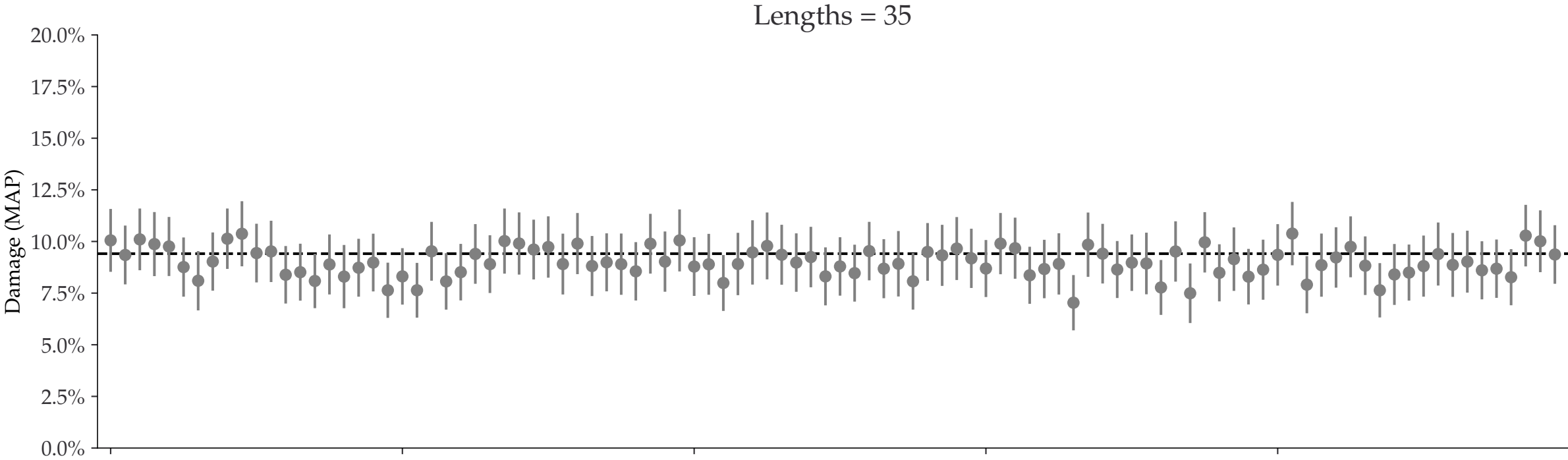
Individual damages:
100000 reads
Briggs damage = 0.31
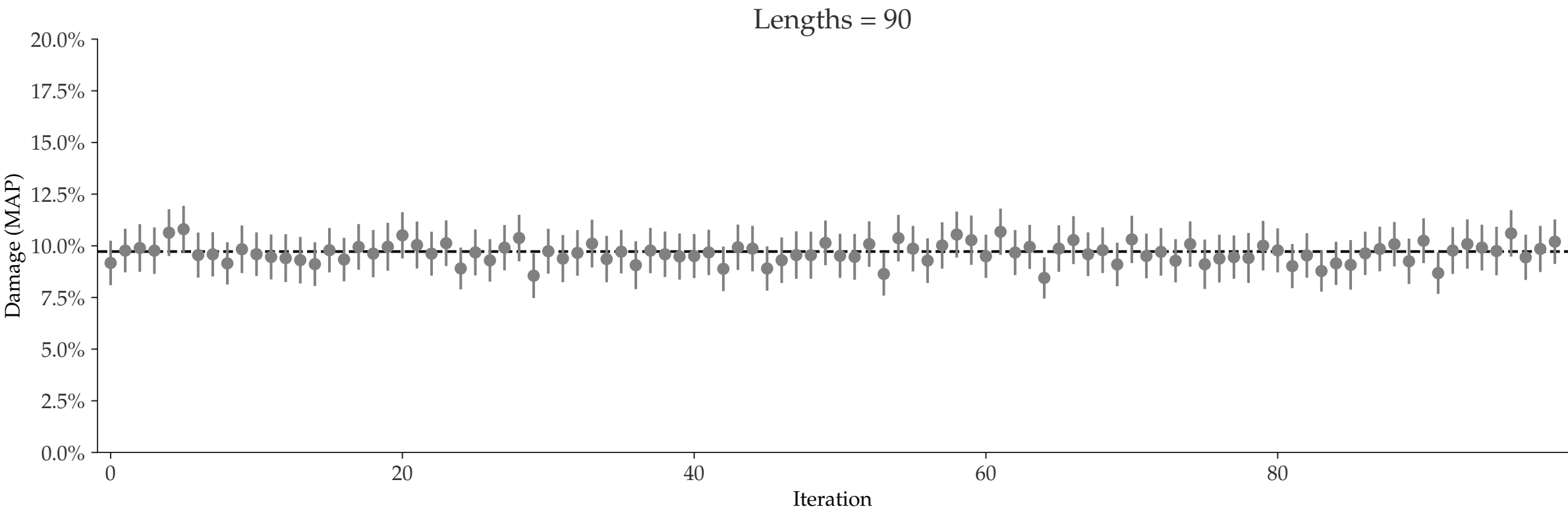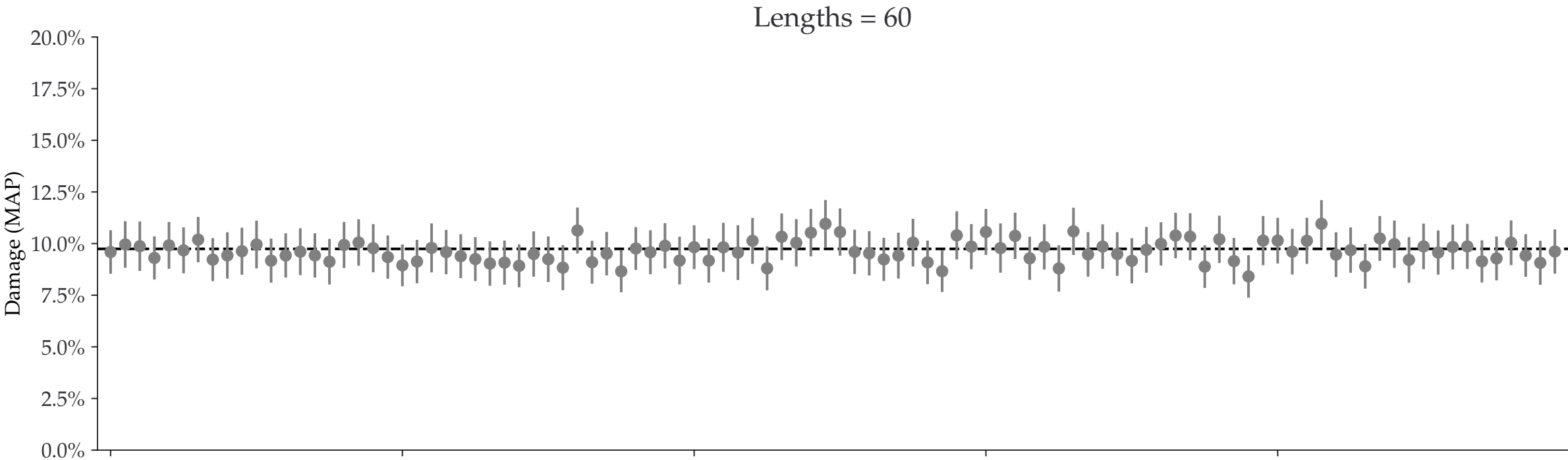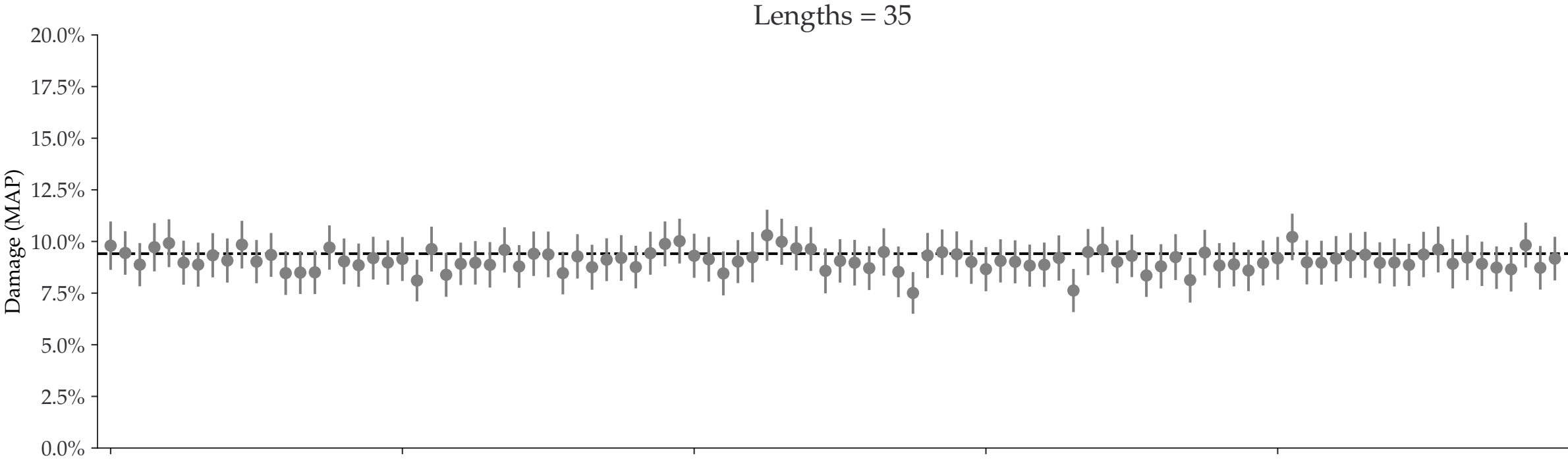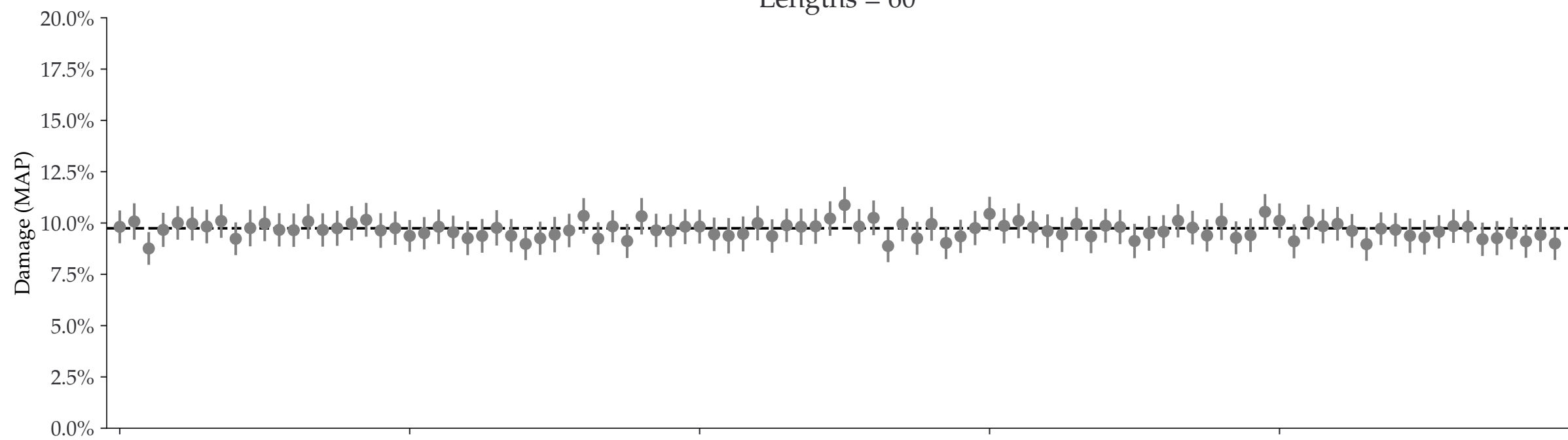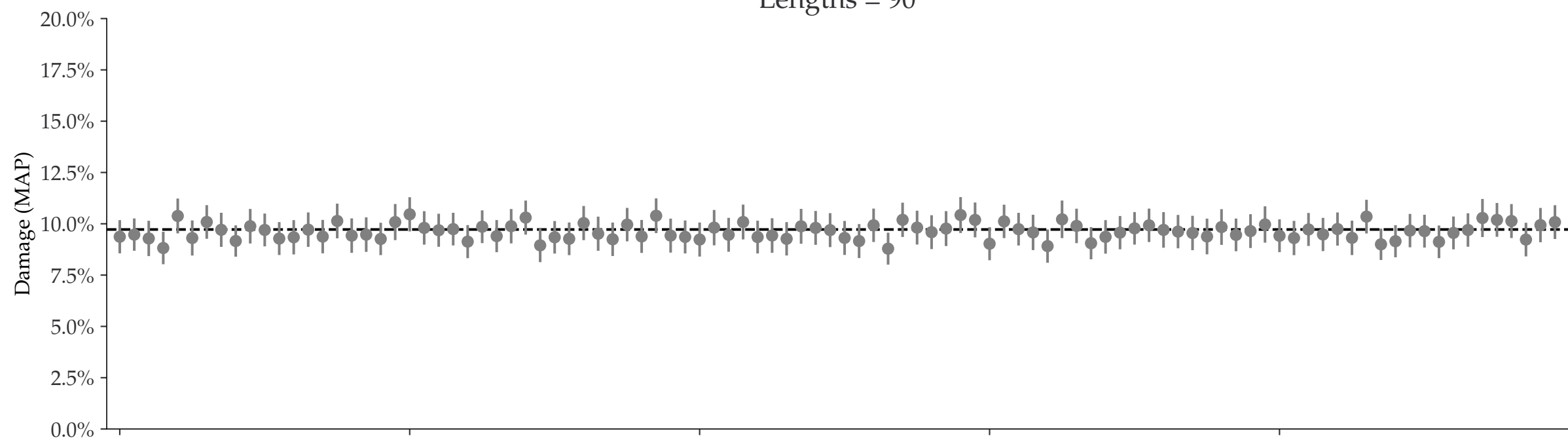Damage percent (approx) = 10%

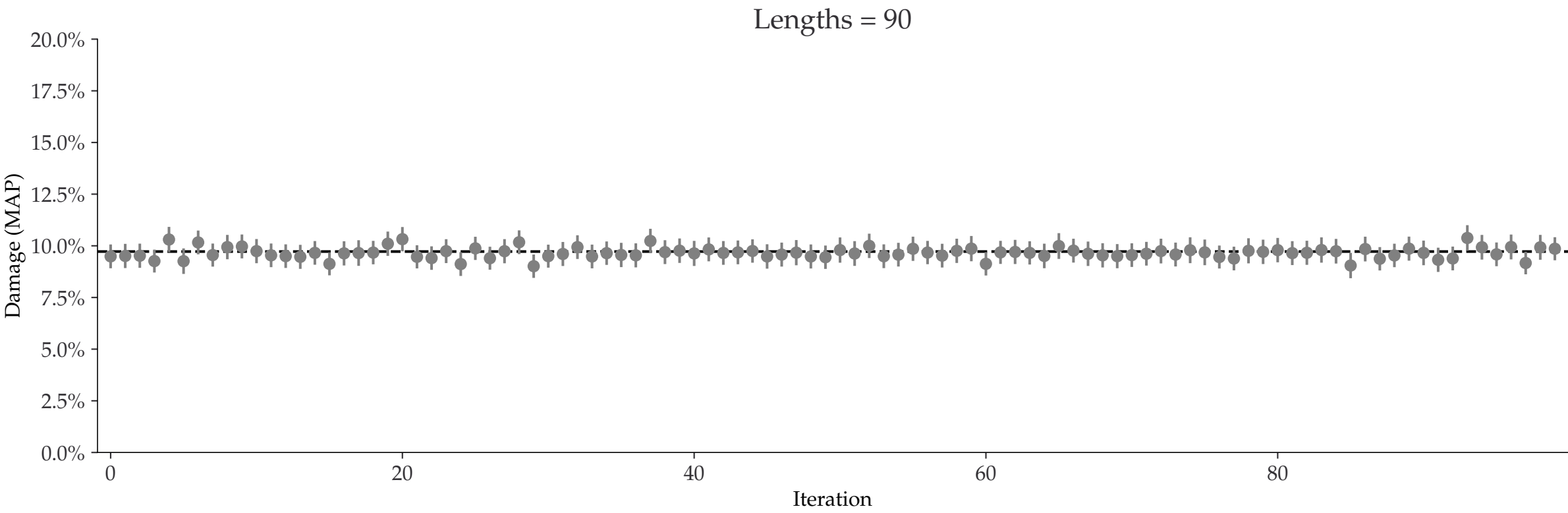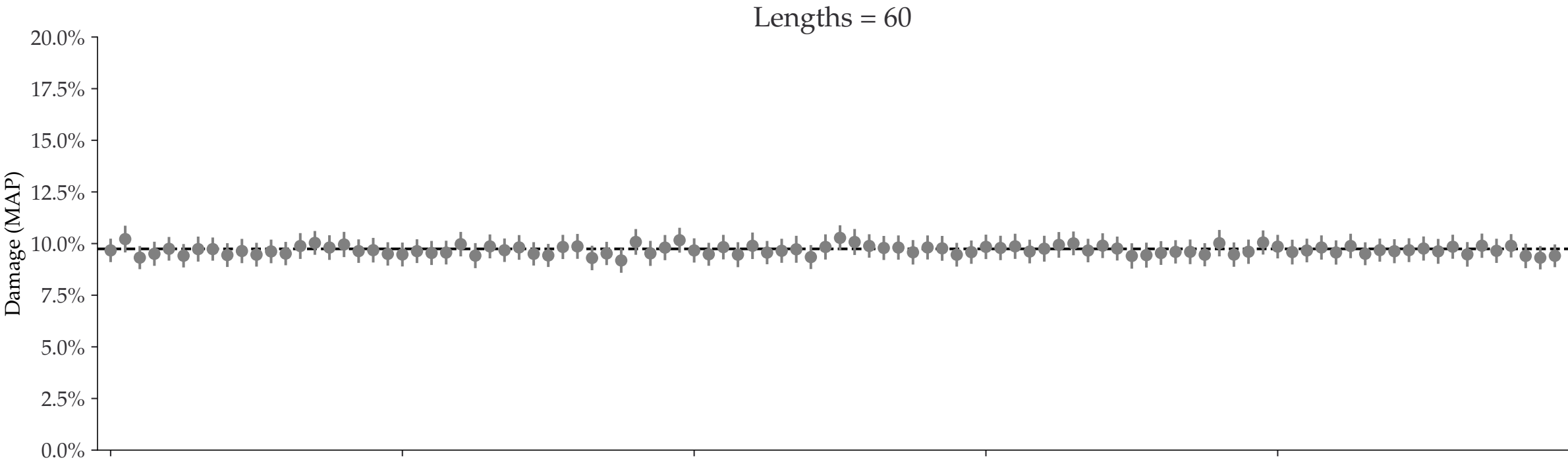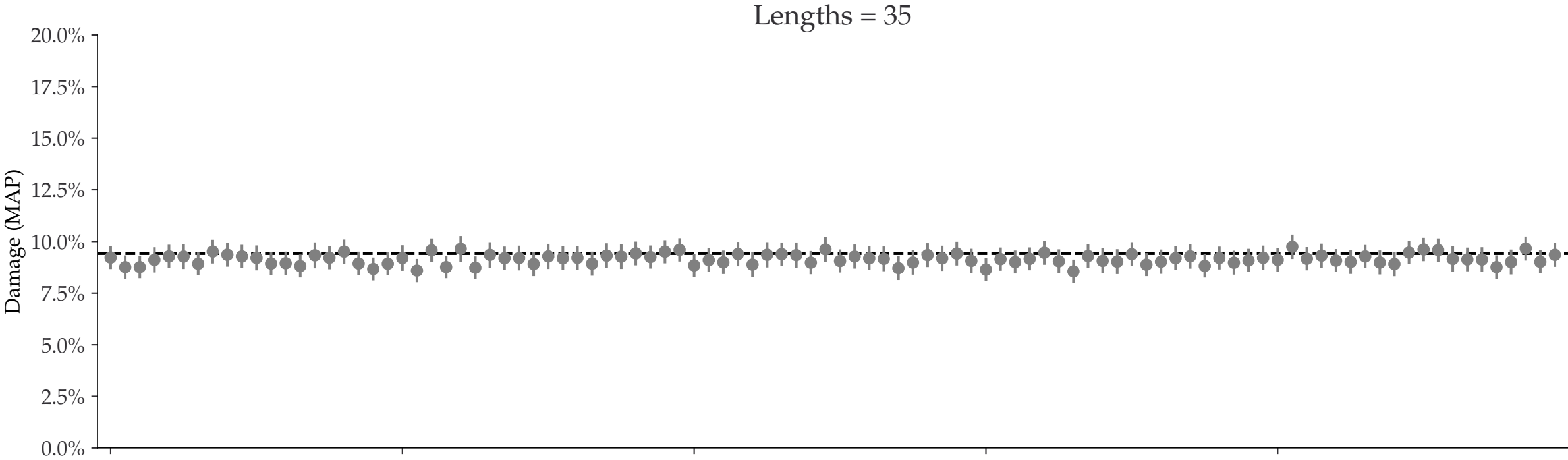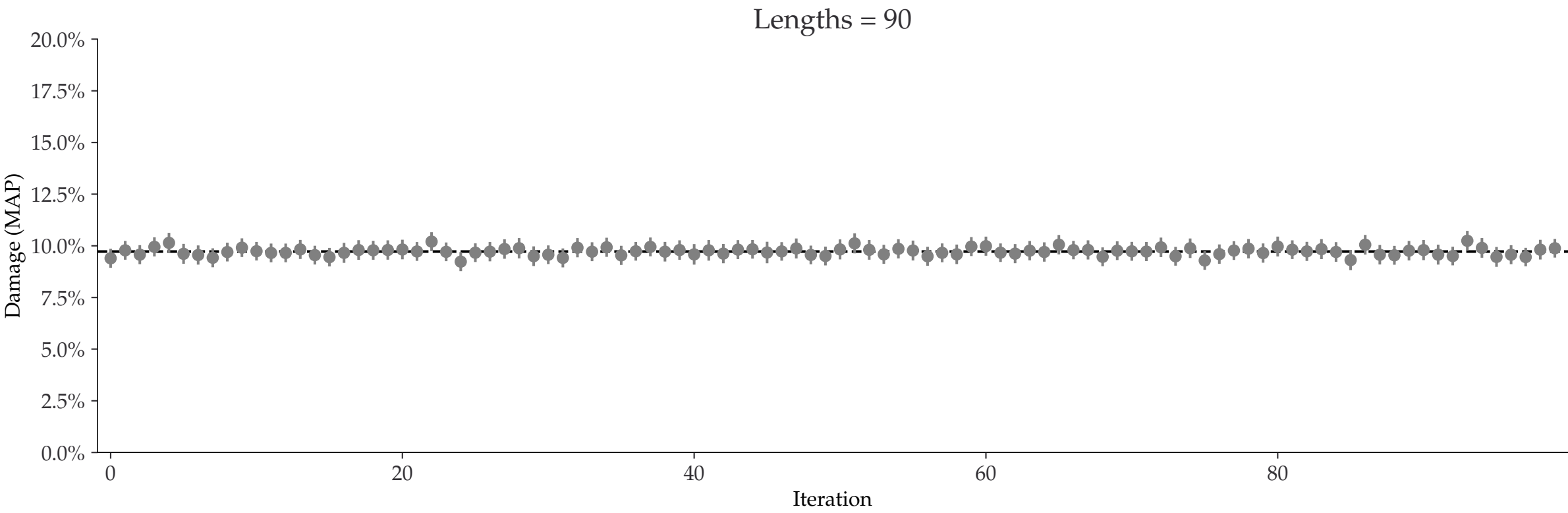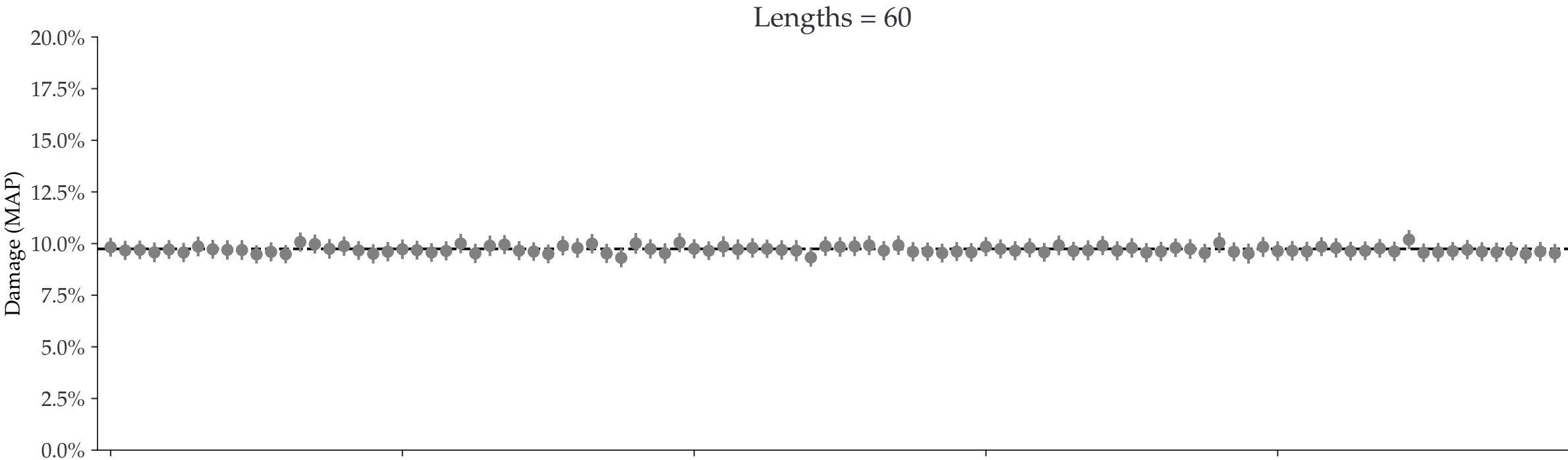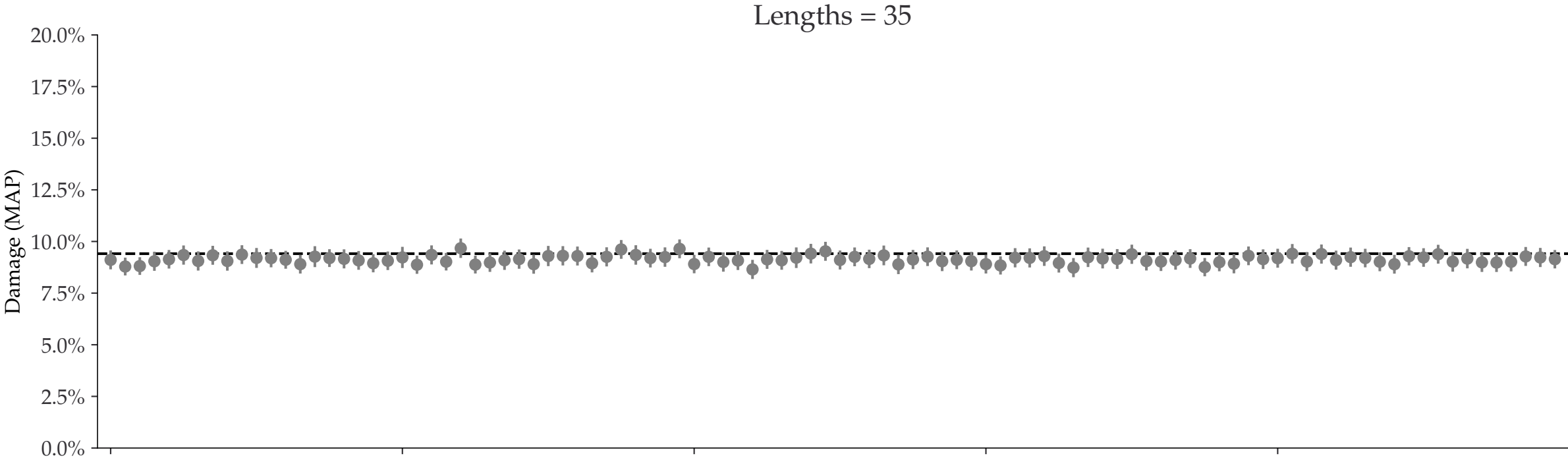Mean ± std. $D_{known} = 9.4\%$

Lengths = 35

Lengths = 60

Lengths = 90

Iteration

Individual damages:
10 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
25 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
50 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
100 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
250 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
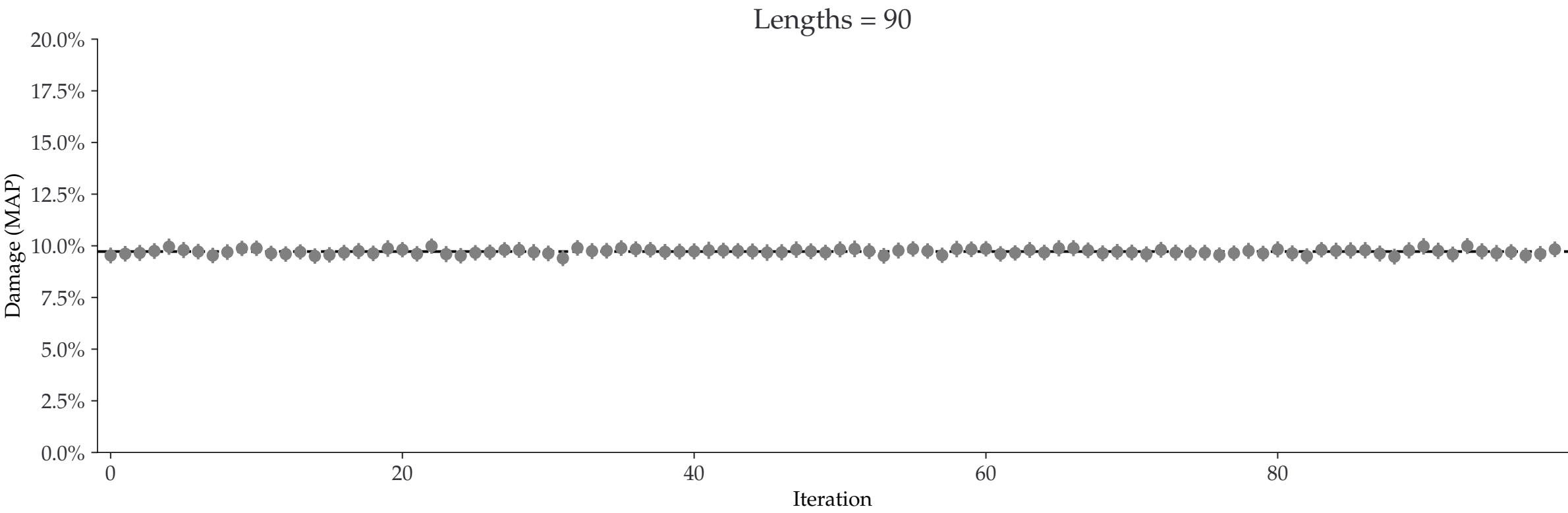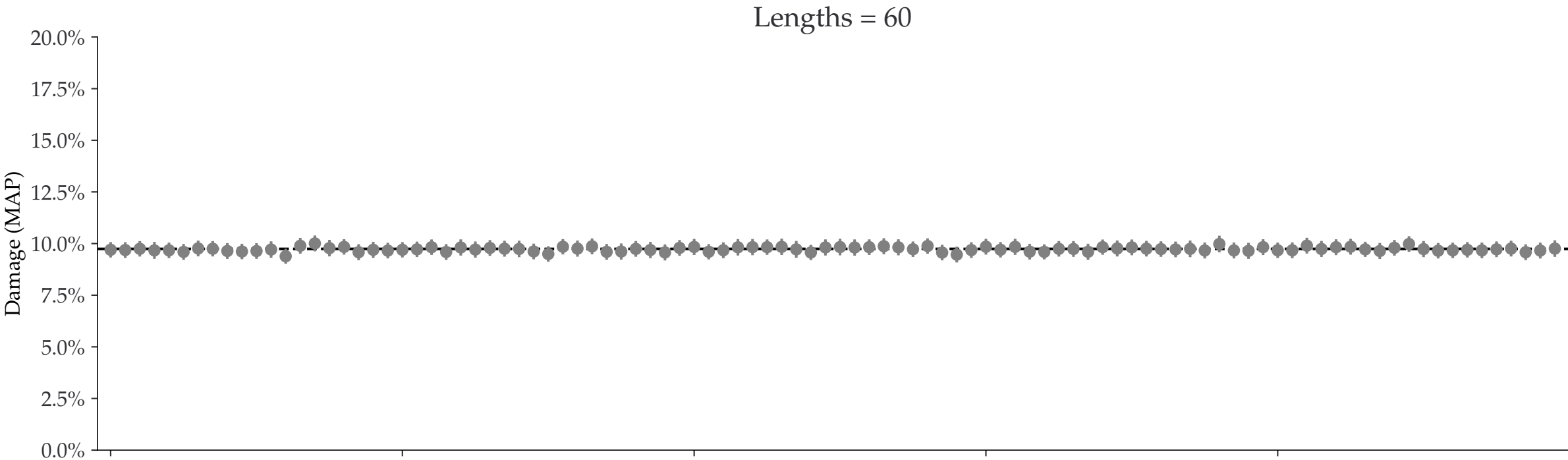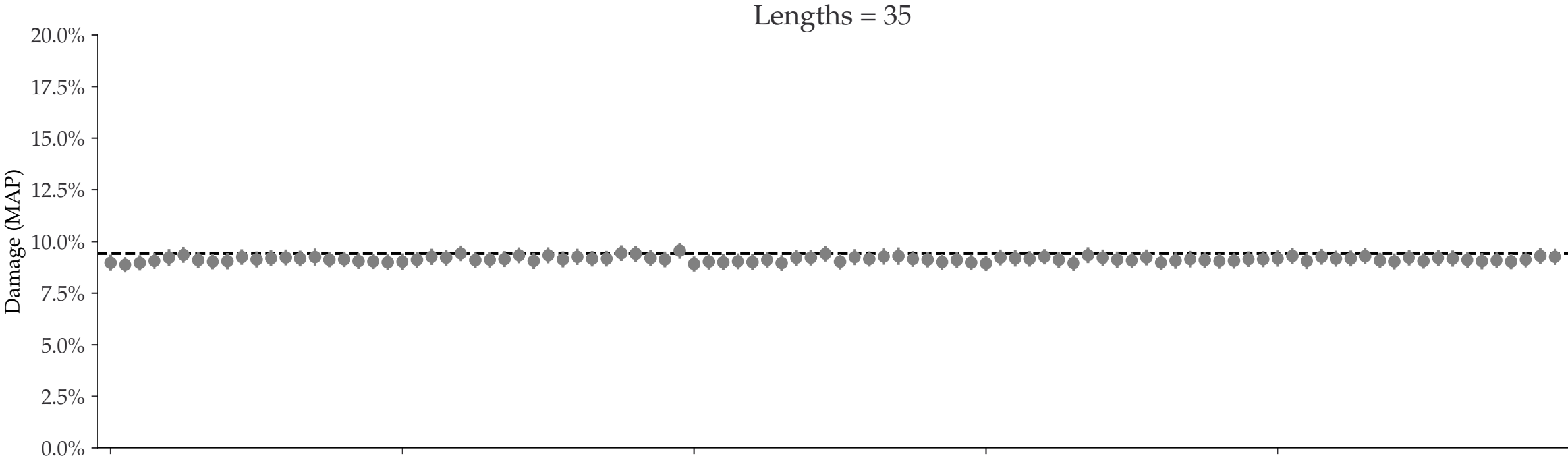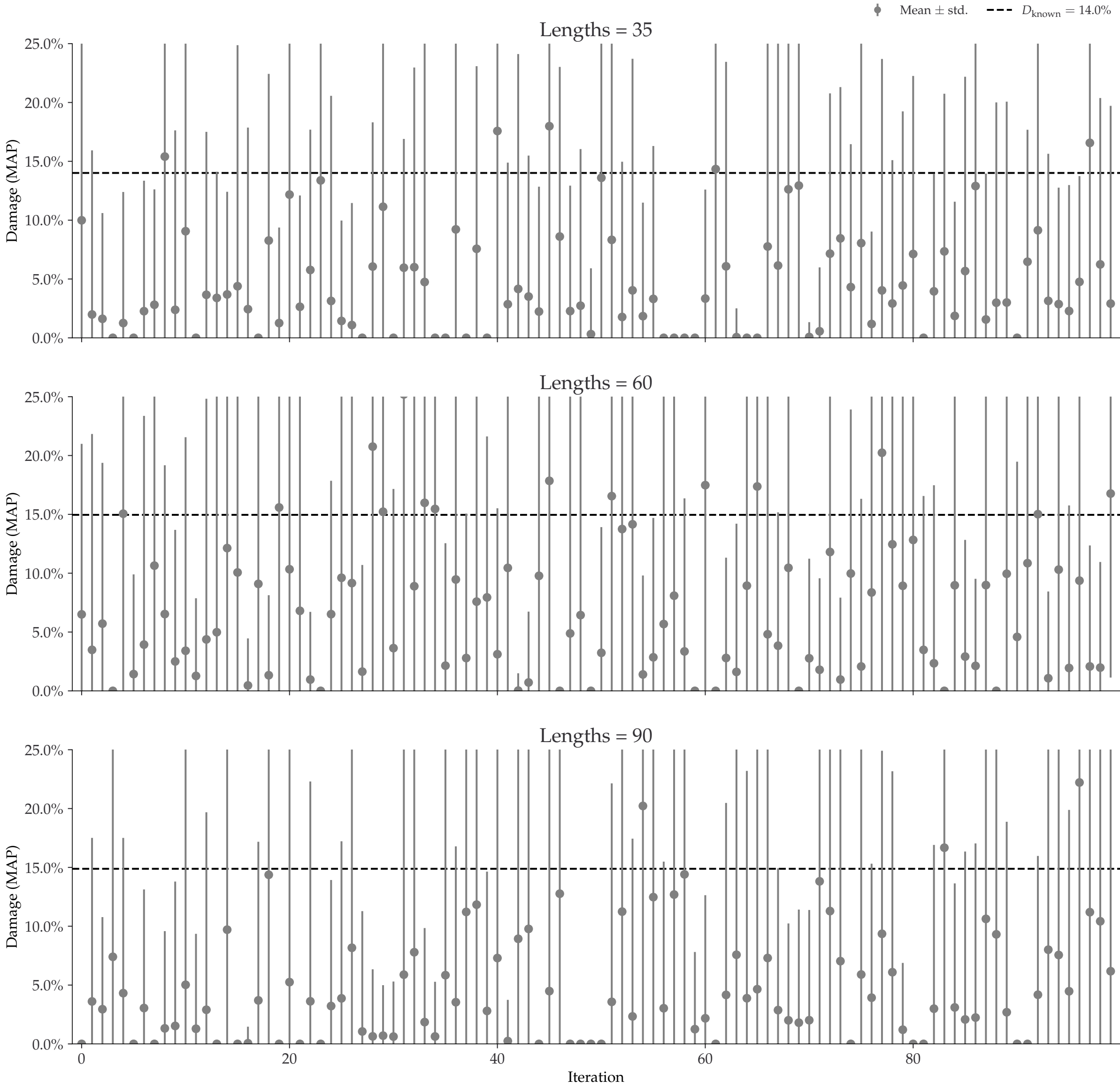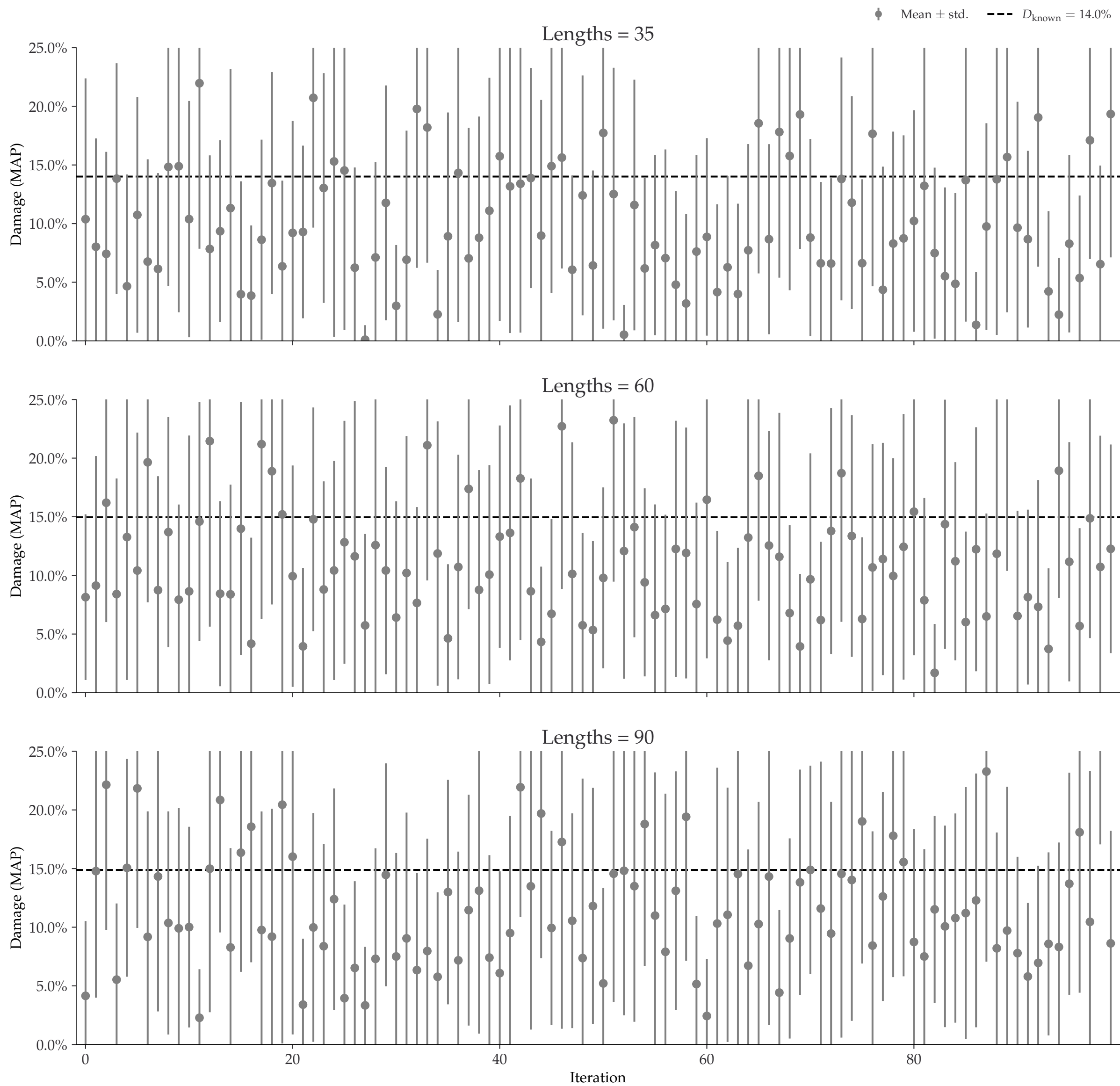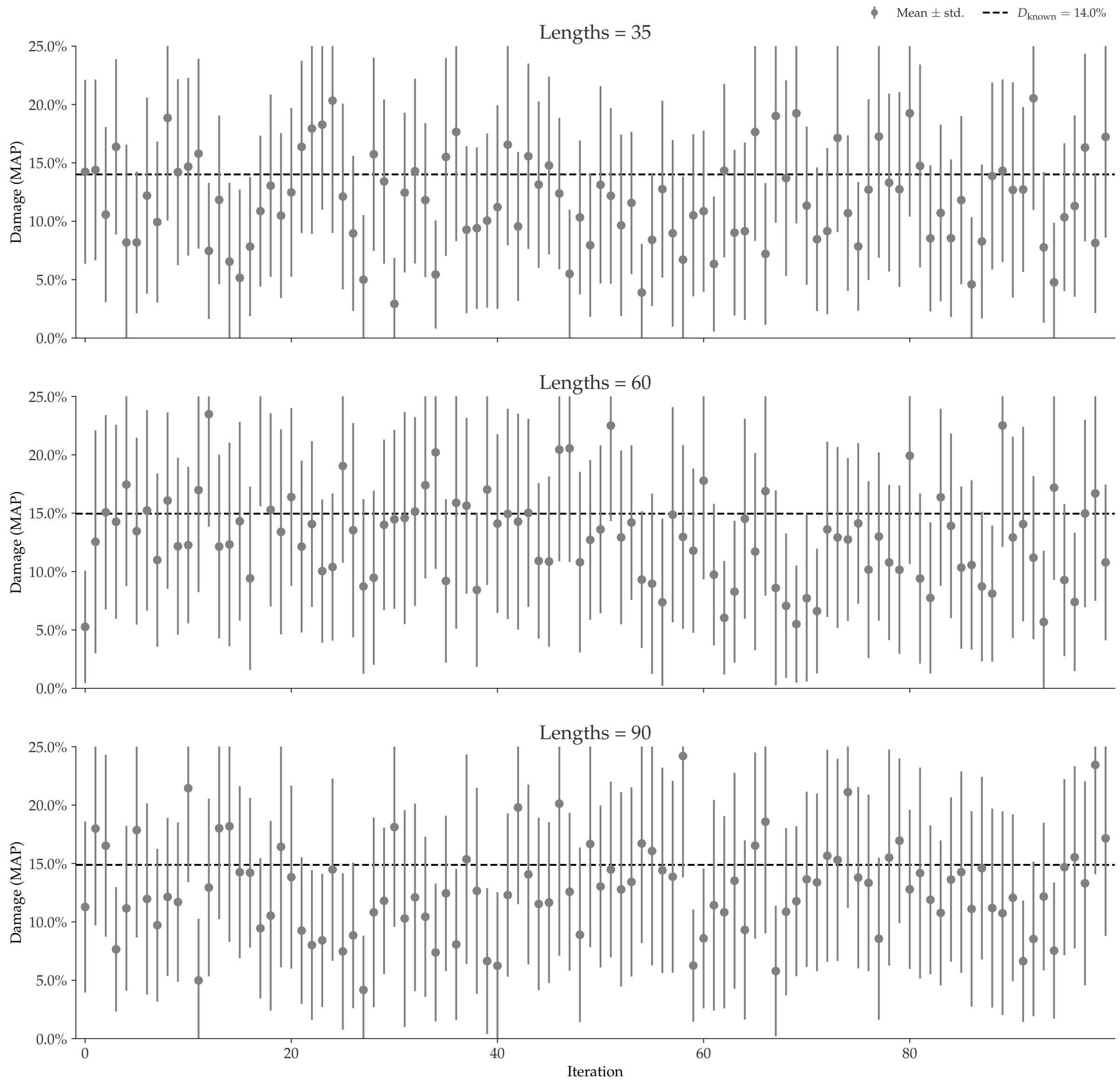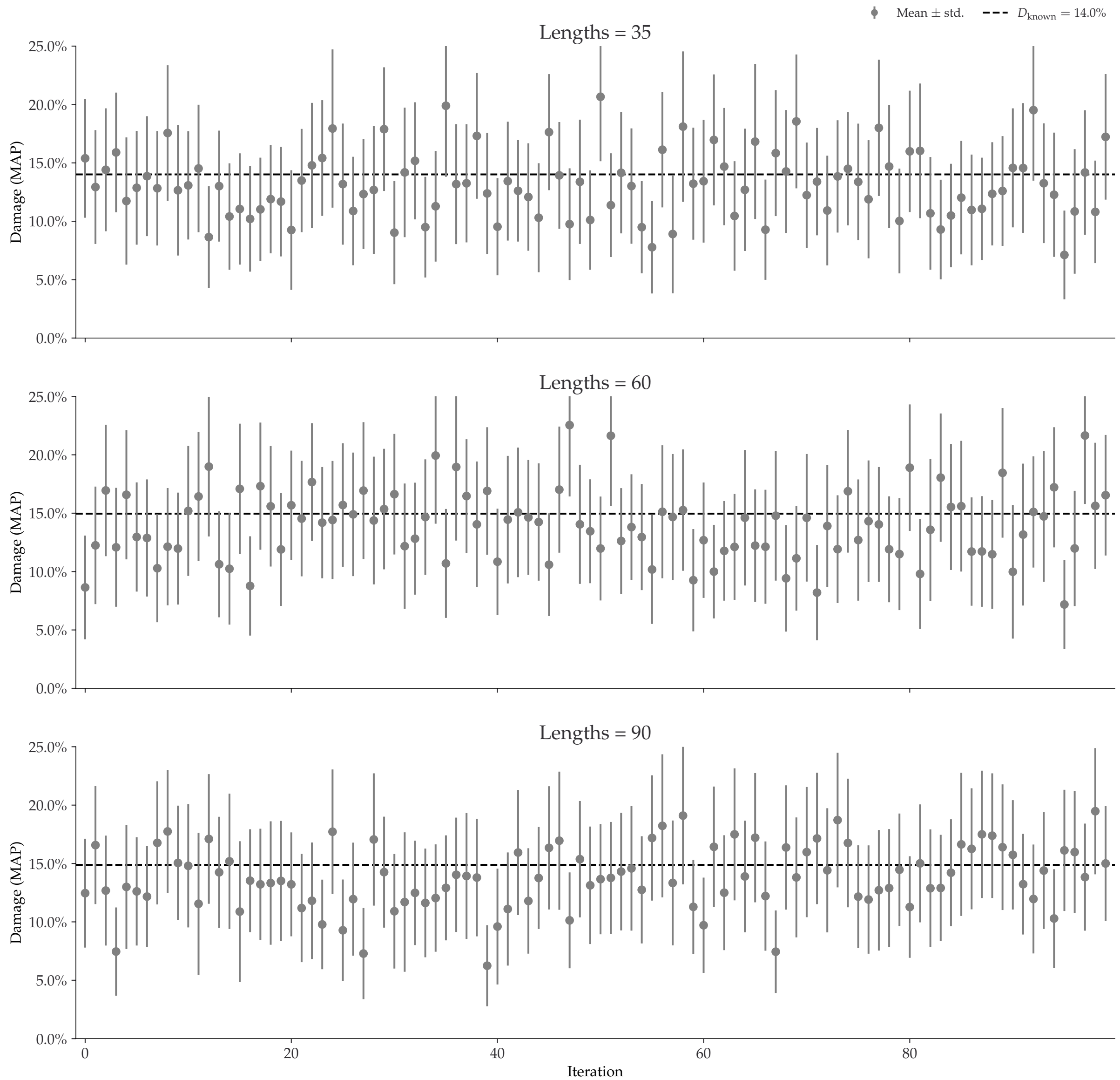500 reads
Briggs damage = 0.472
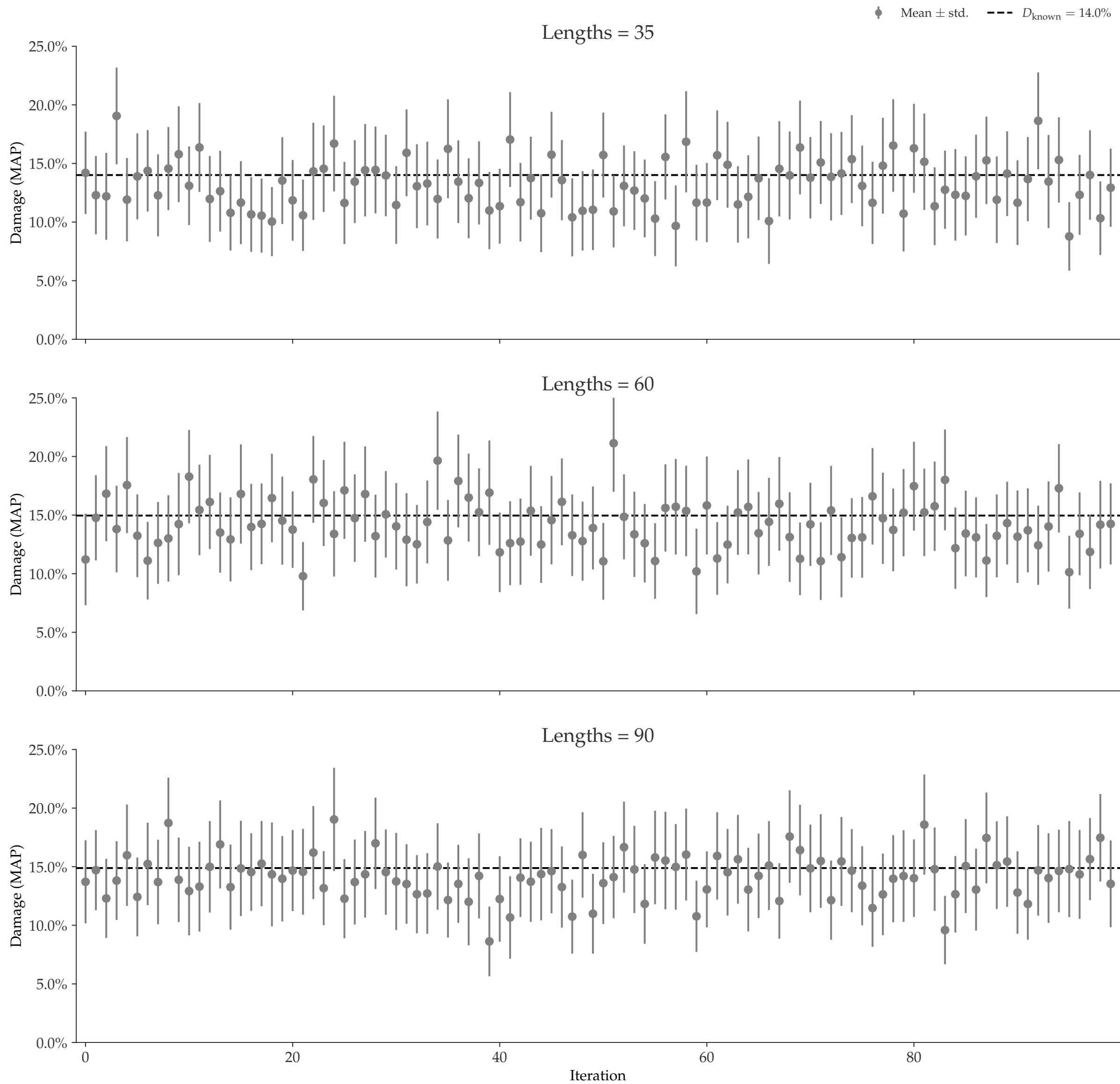Damage percent (approx) = 15%

Individual damages:
1000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Mean ± std. $D_{\text{known}} = 14.0\%$

Lengths = 35

Lengths = 60

Lengths = 90

Individual damages:
2500 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Mean ± std. - - - $D_{known} = 14.0\%$
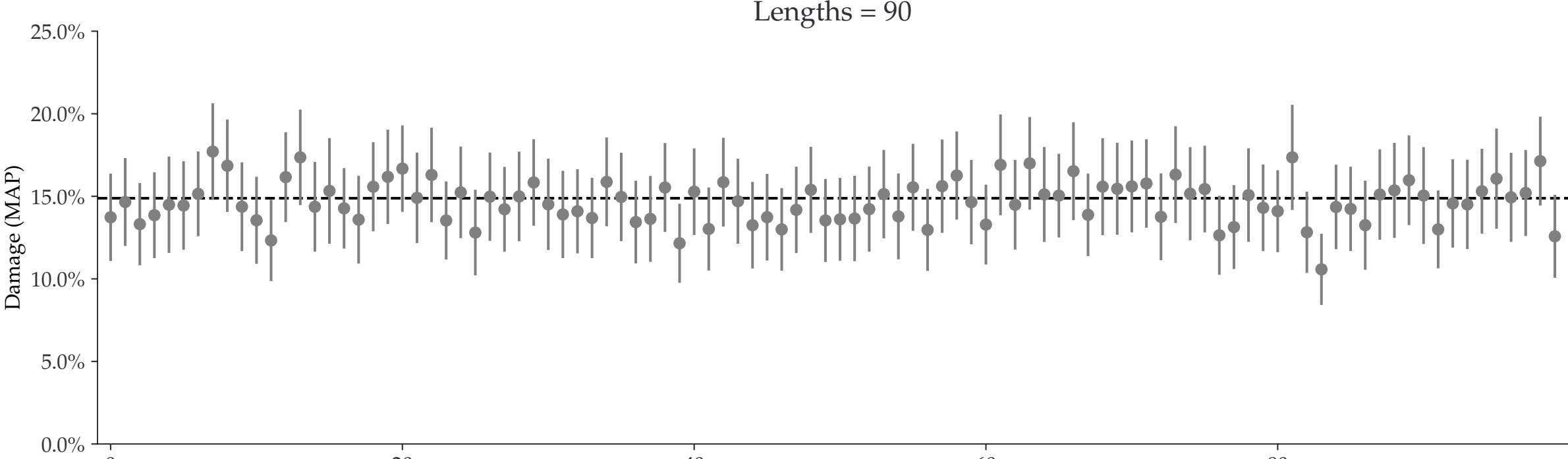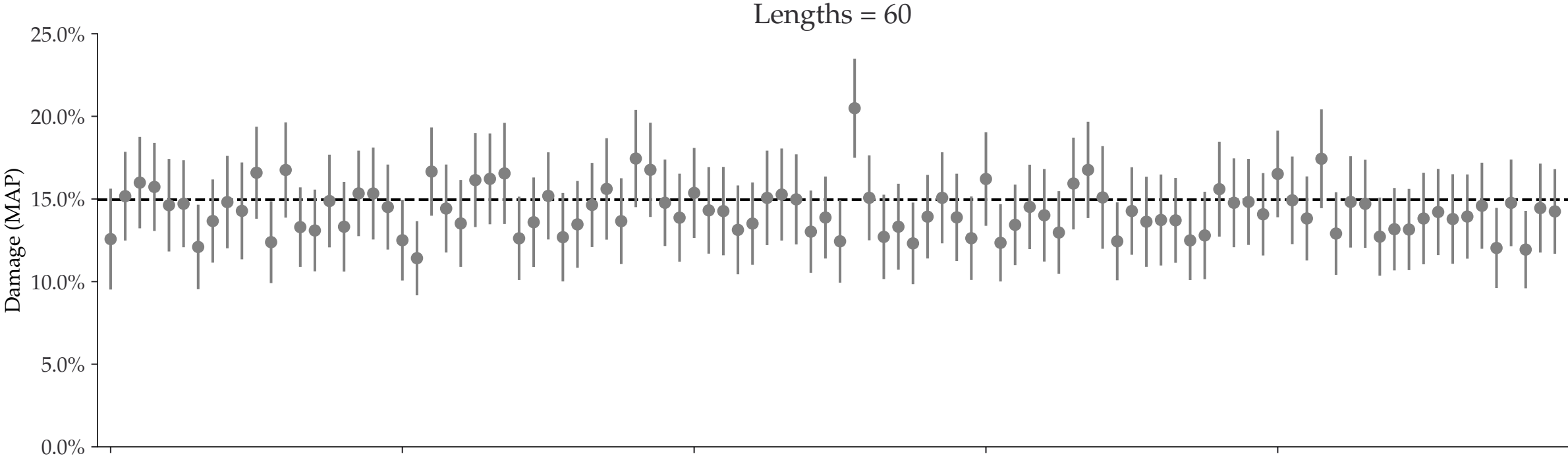
Lengths = 35

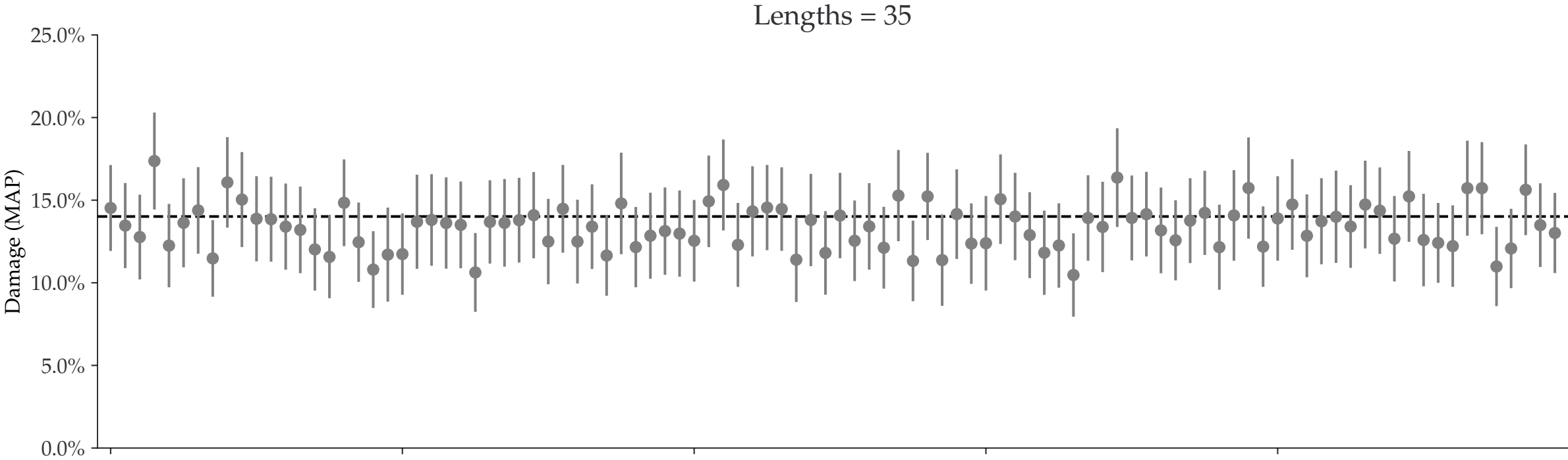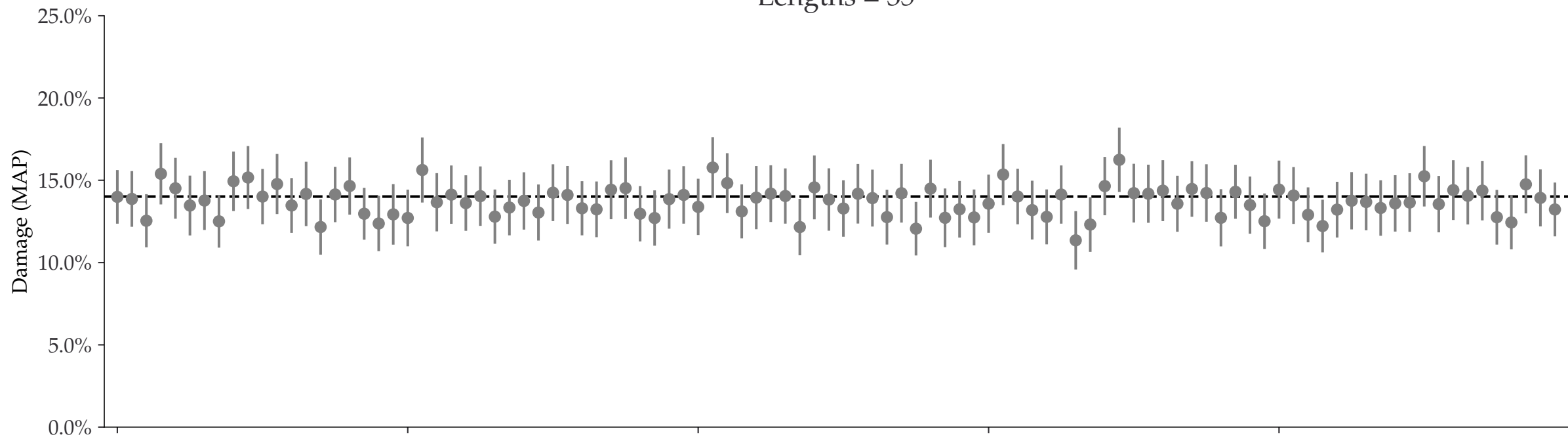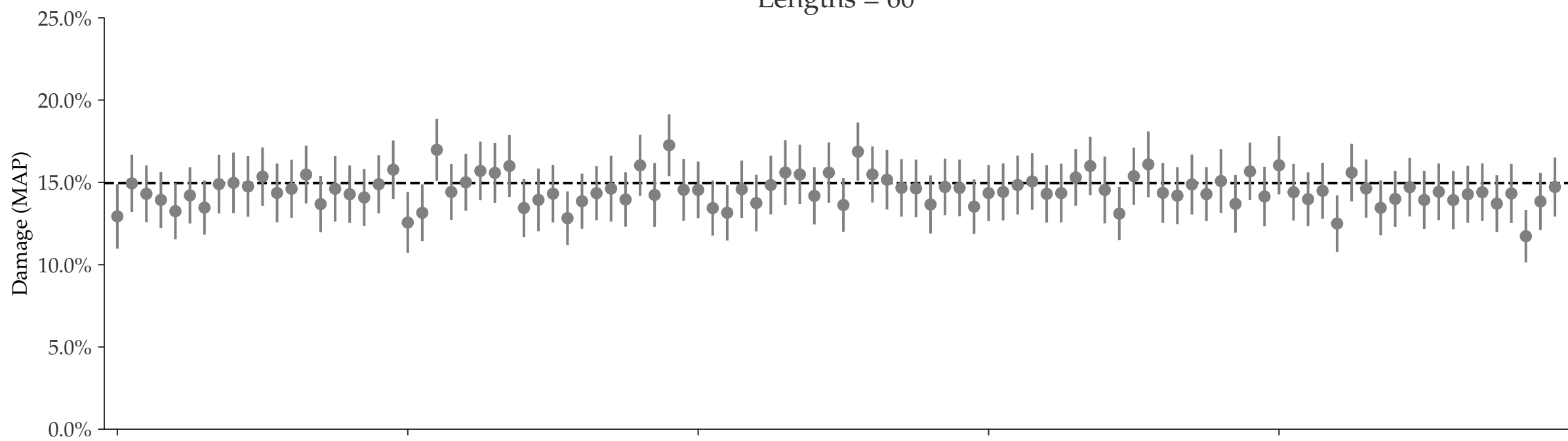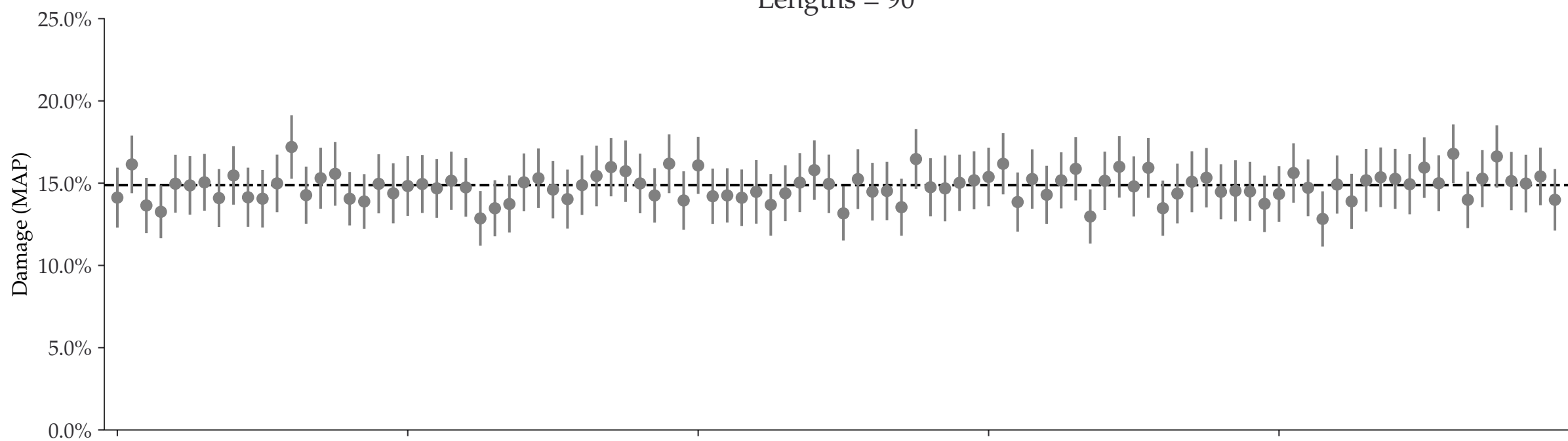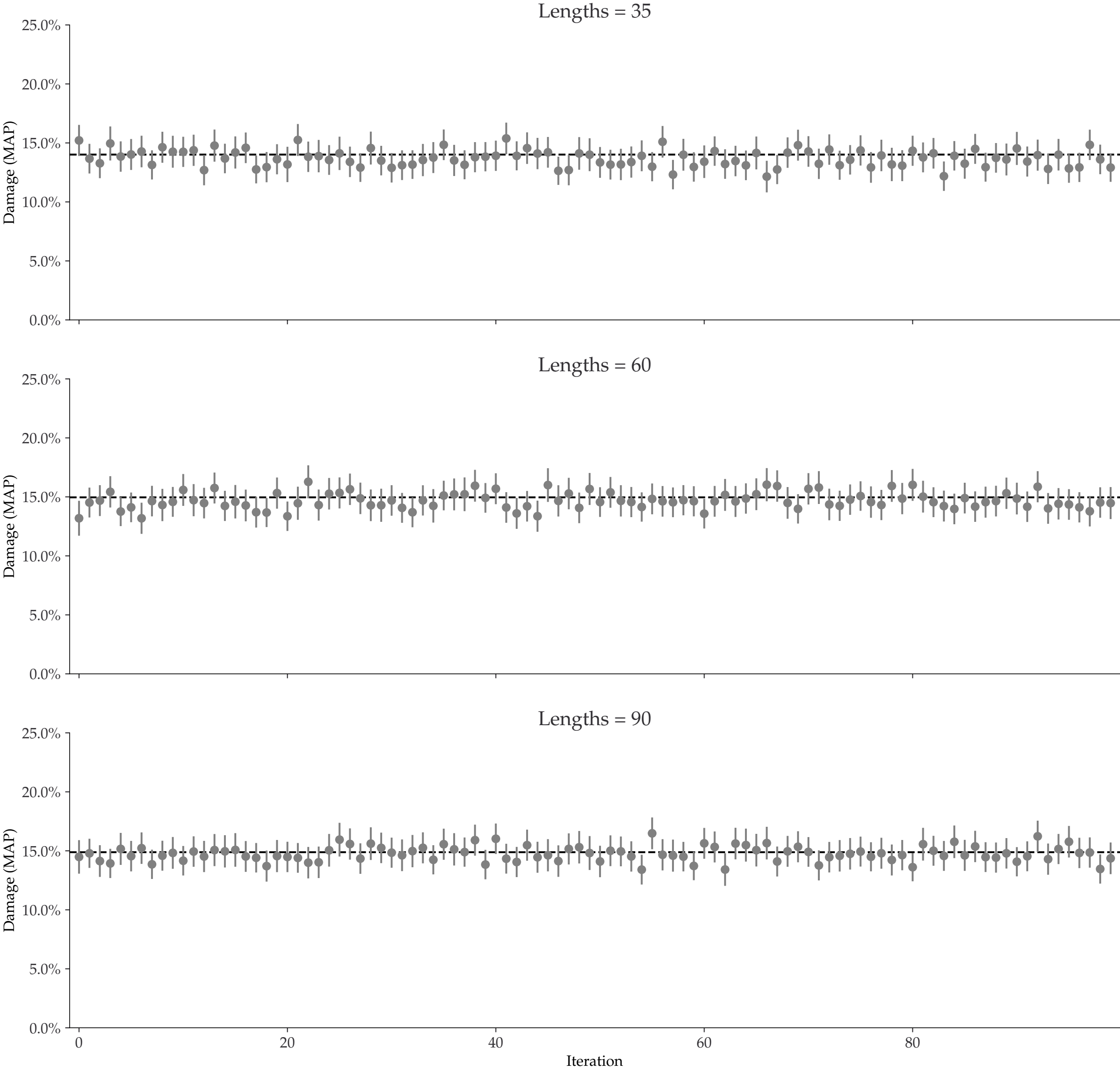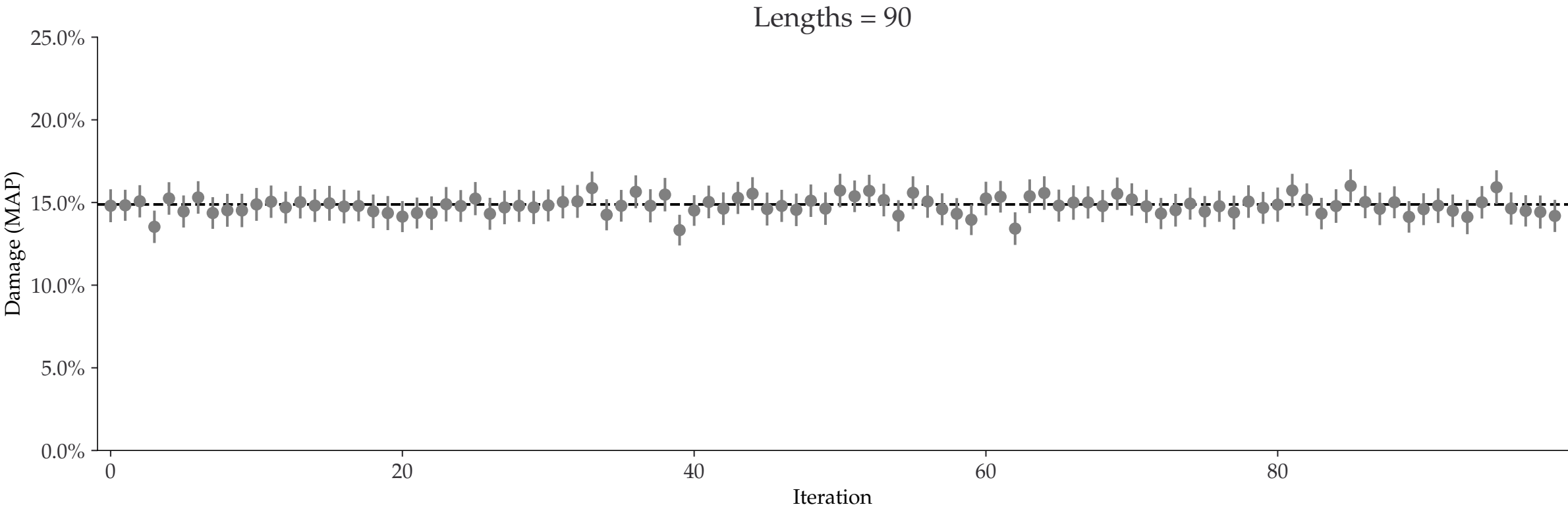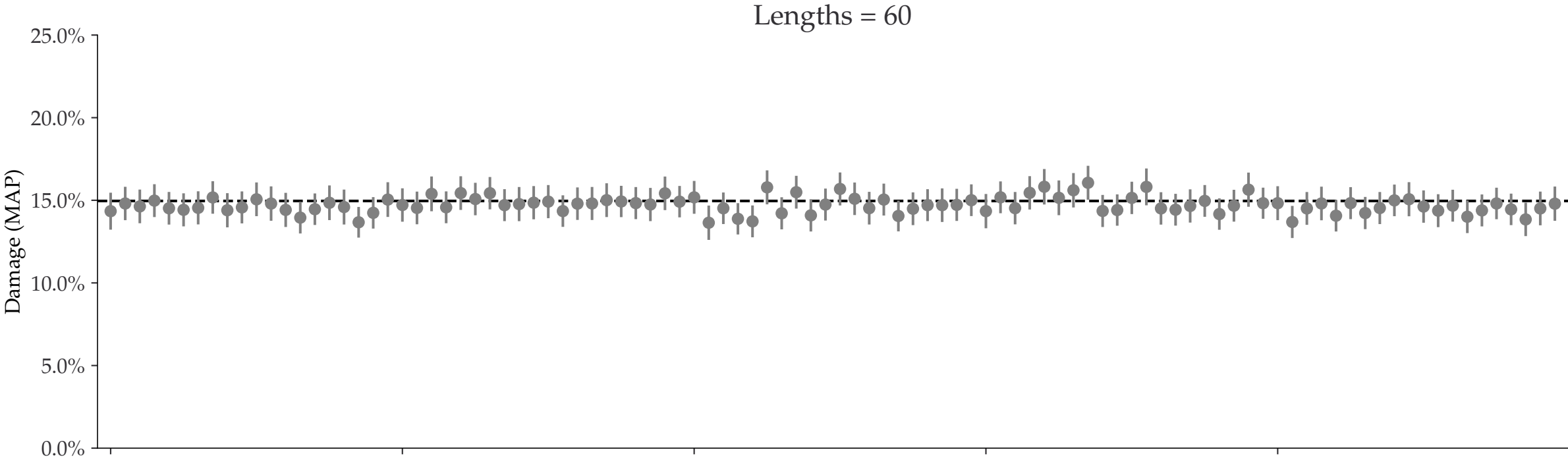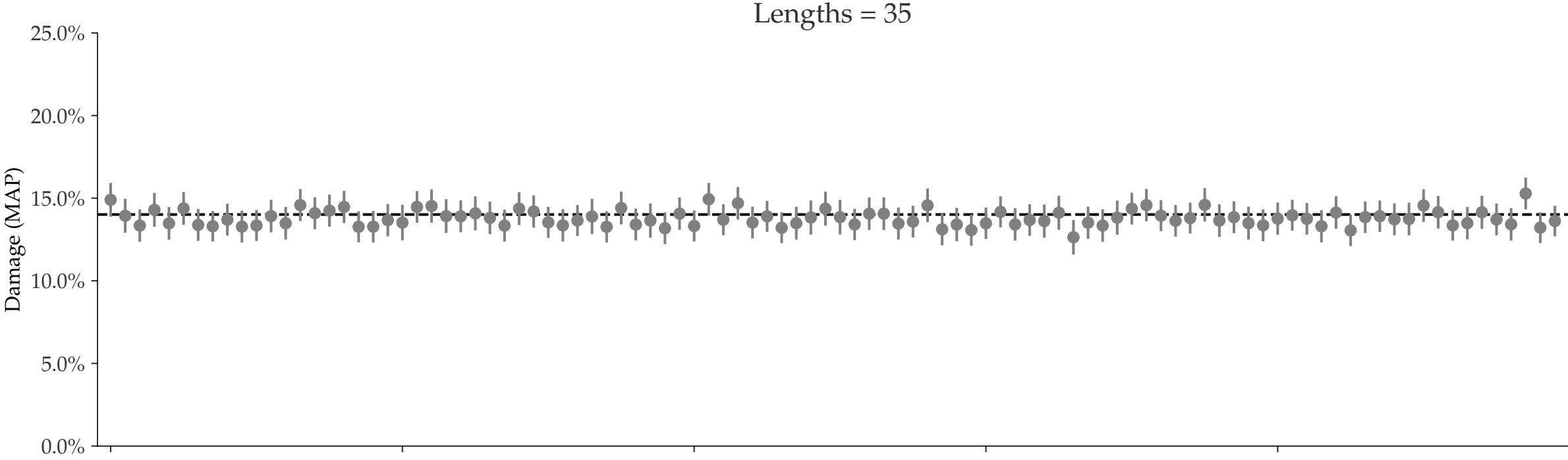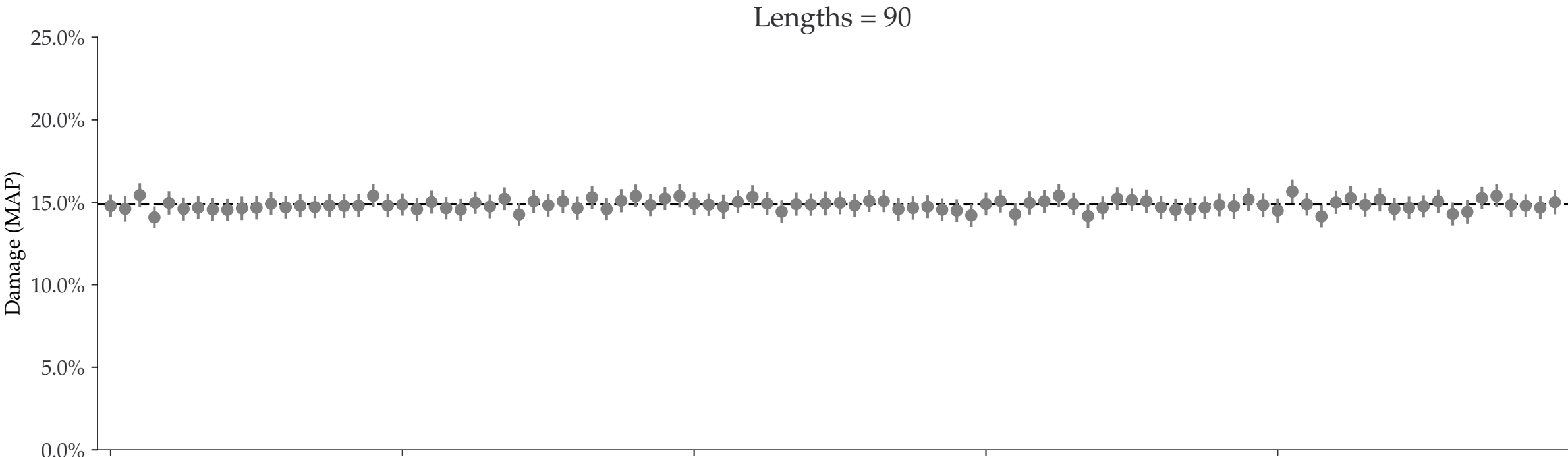Lengths = 60

Lengths = 90

Iteration

Individual damages:
5000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
10000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
25000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
50000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
100000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%

Individual damages:
10 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
25 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
50 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
100 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
250 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
500 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
1000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
2500 reads
Briggs damage = 0.633
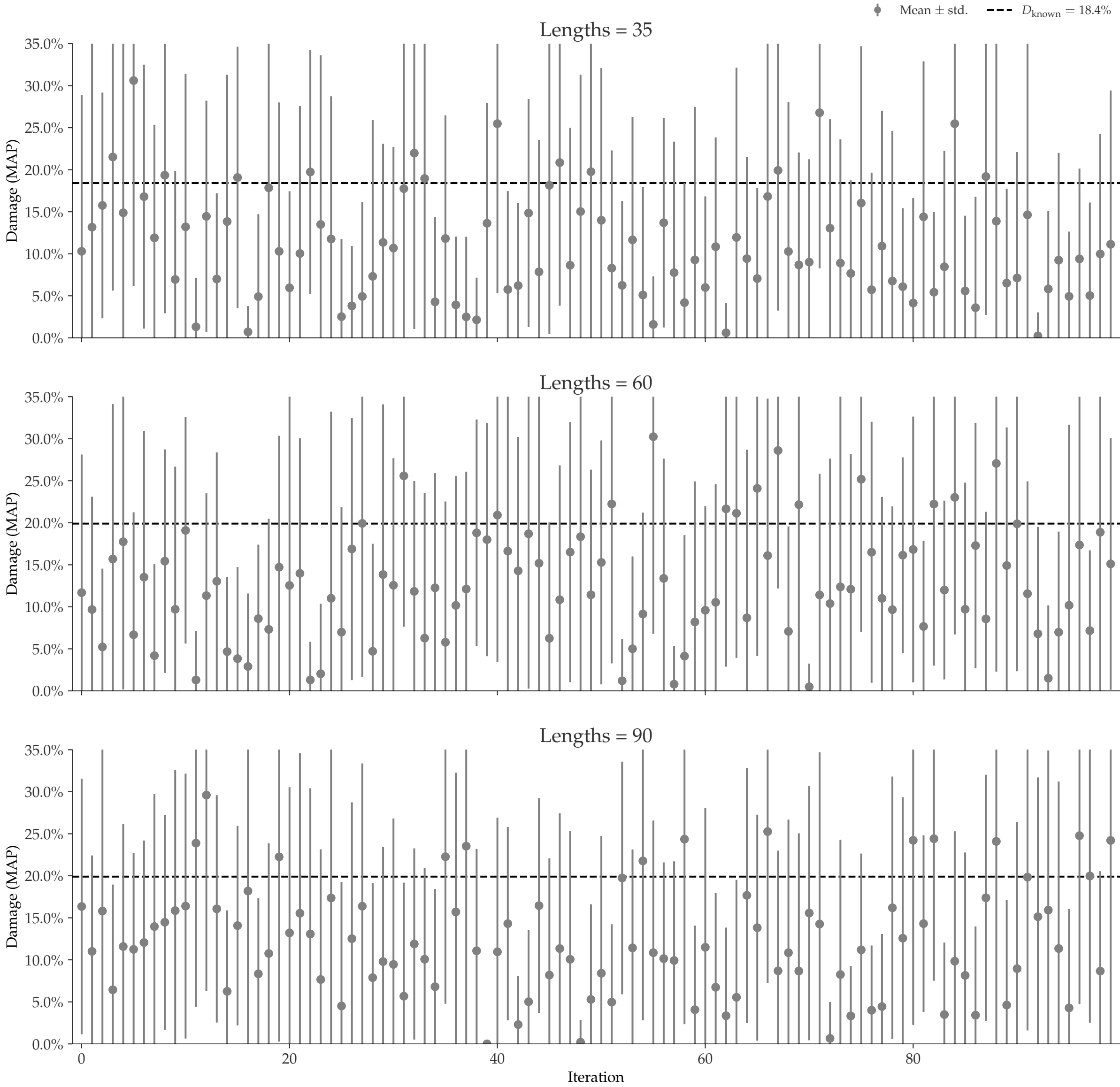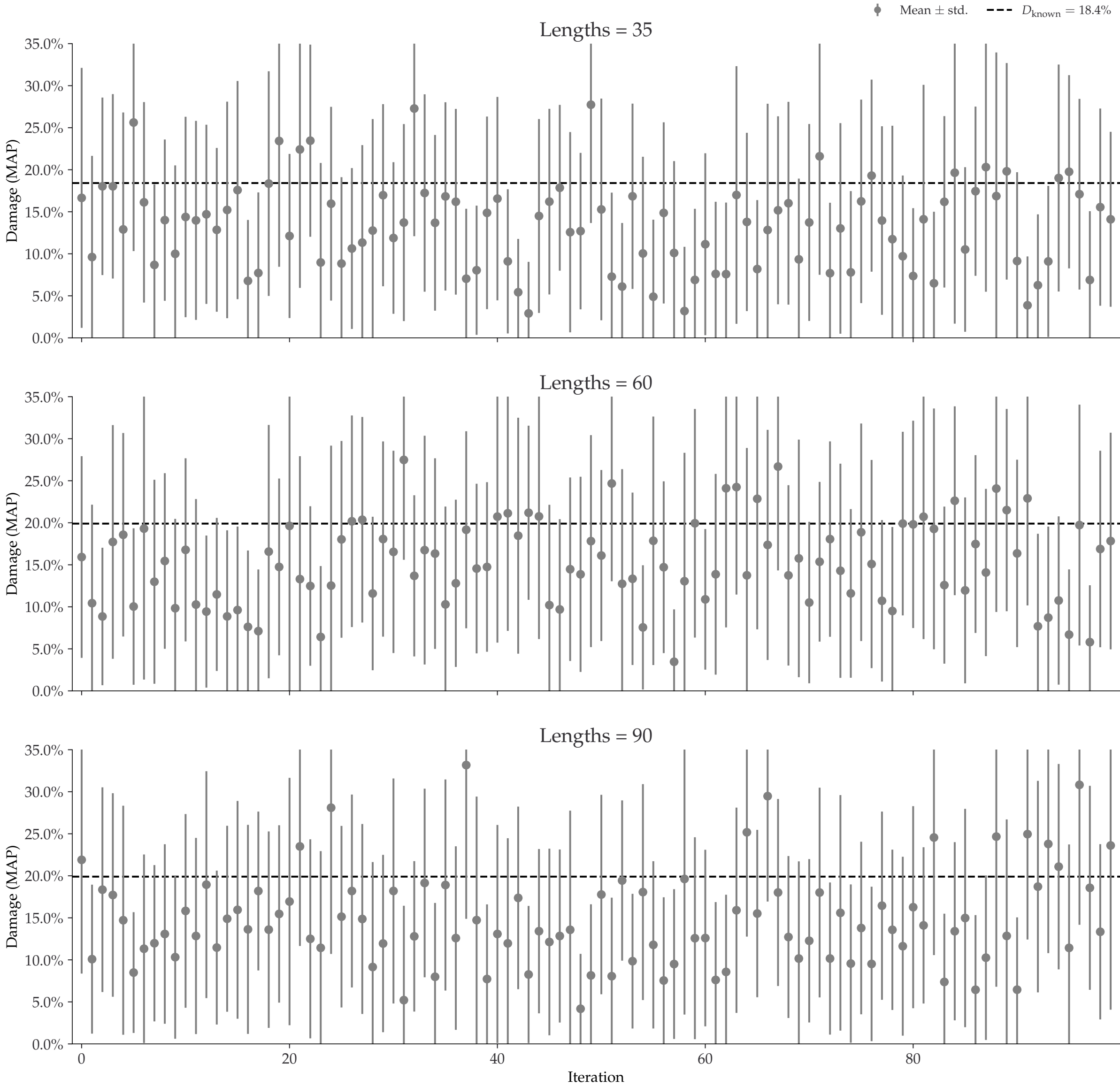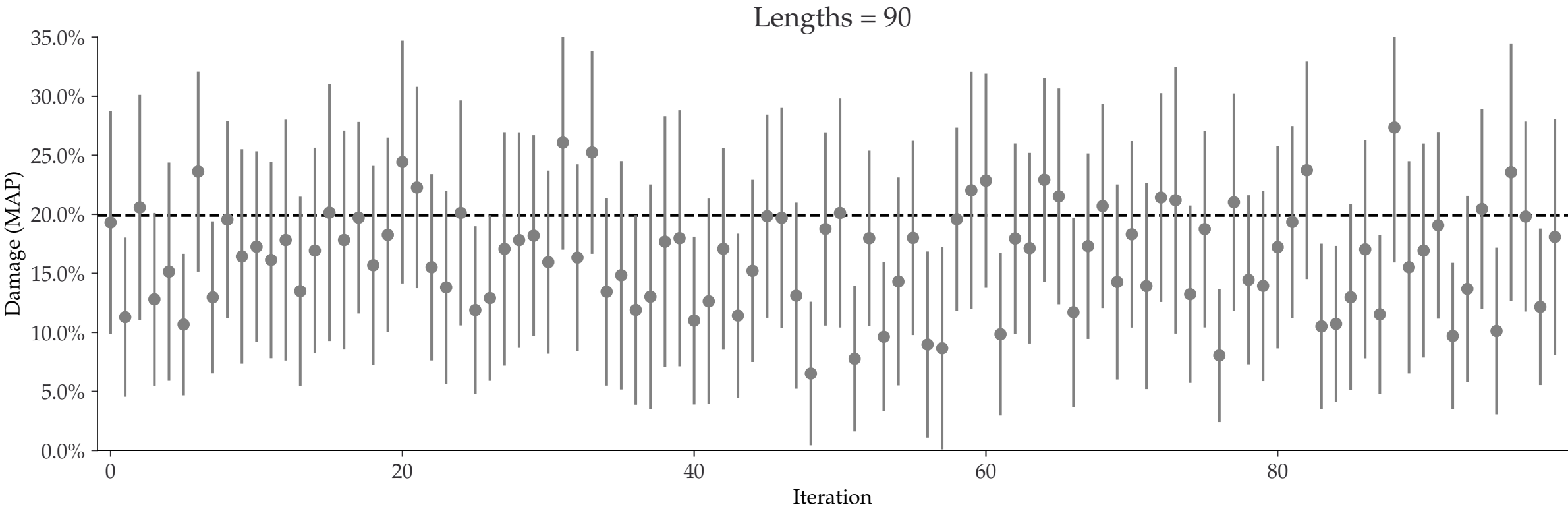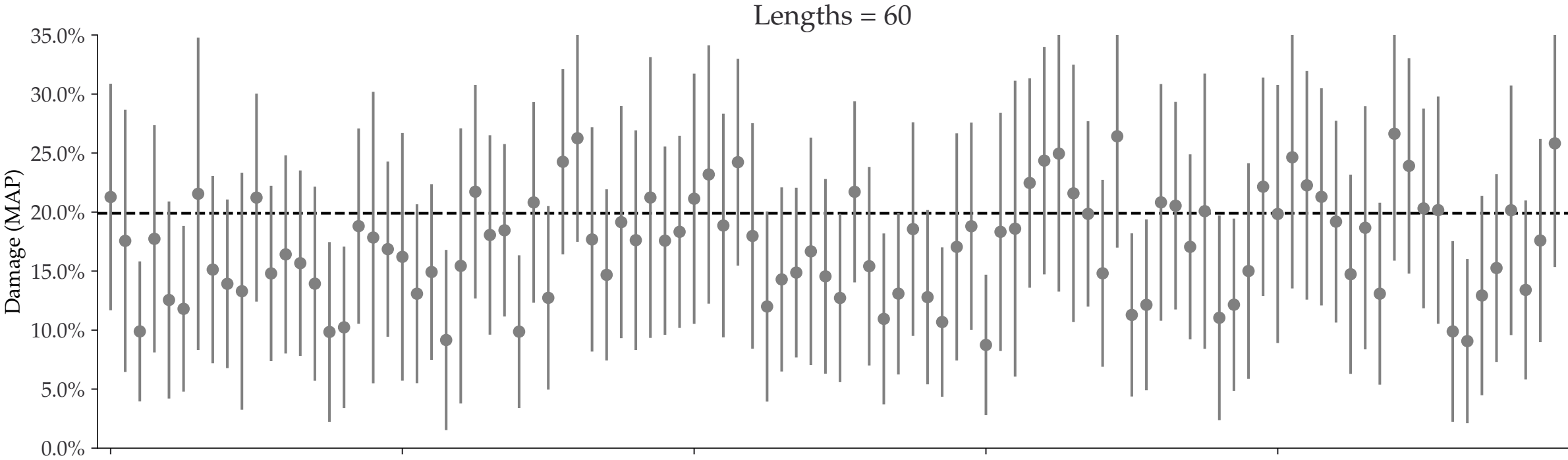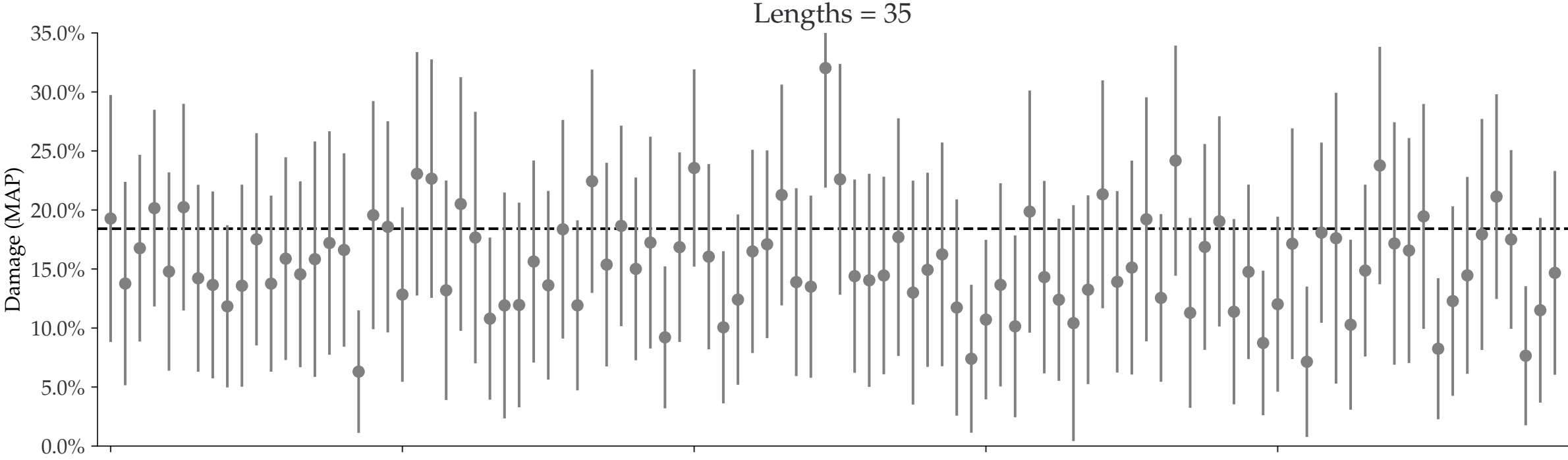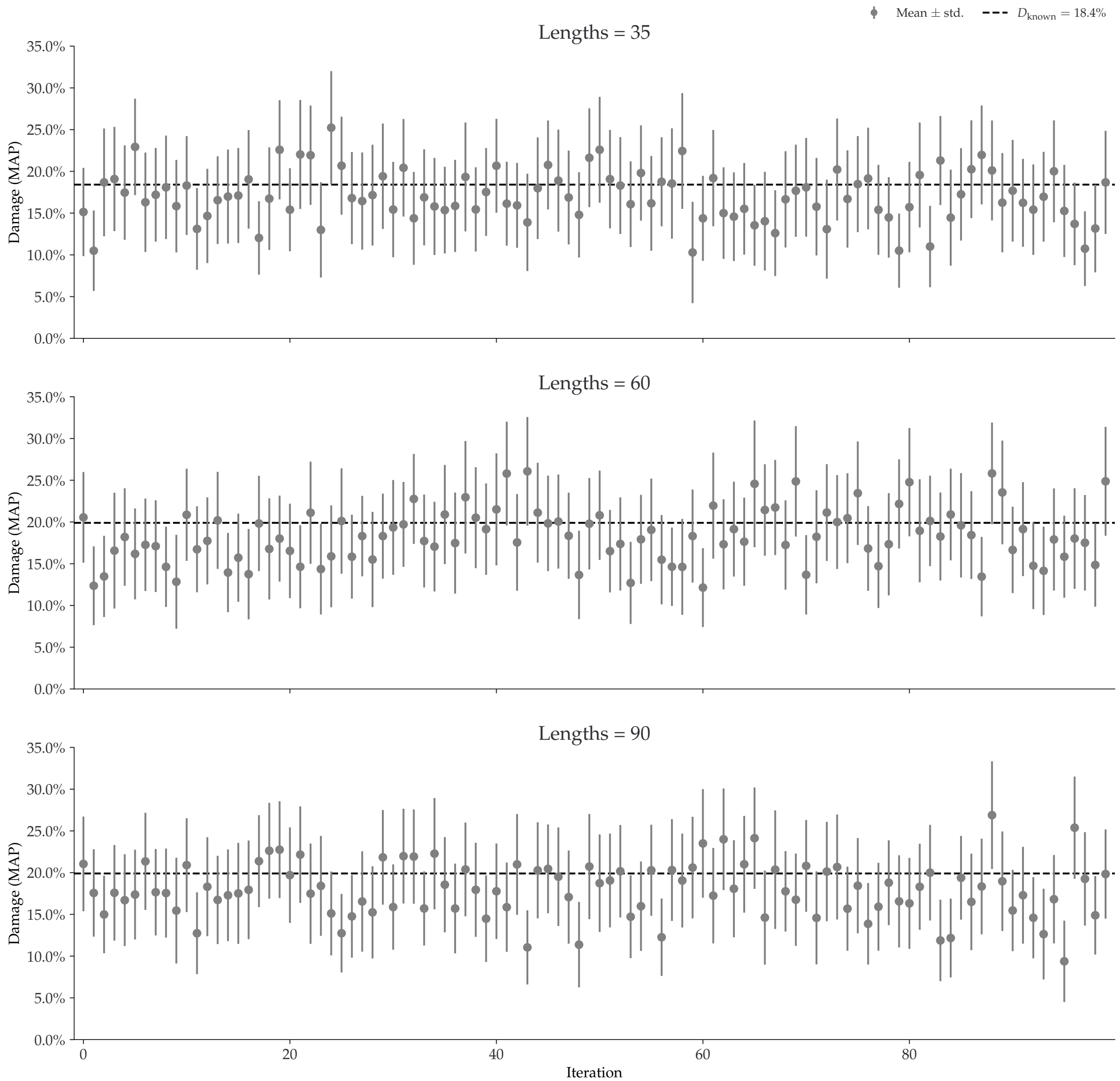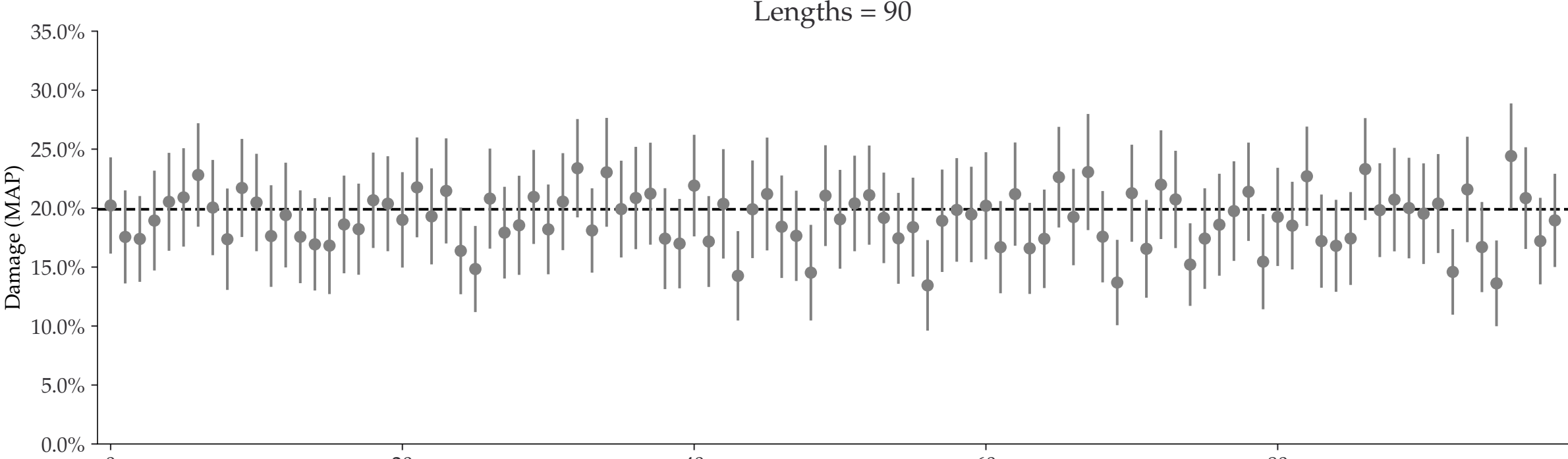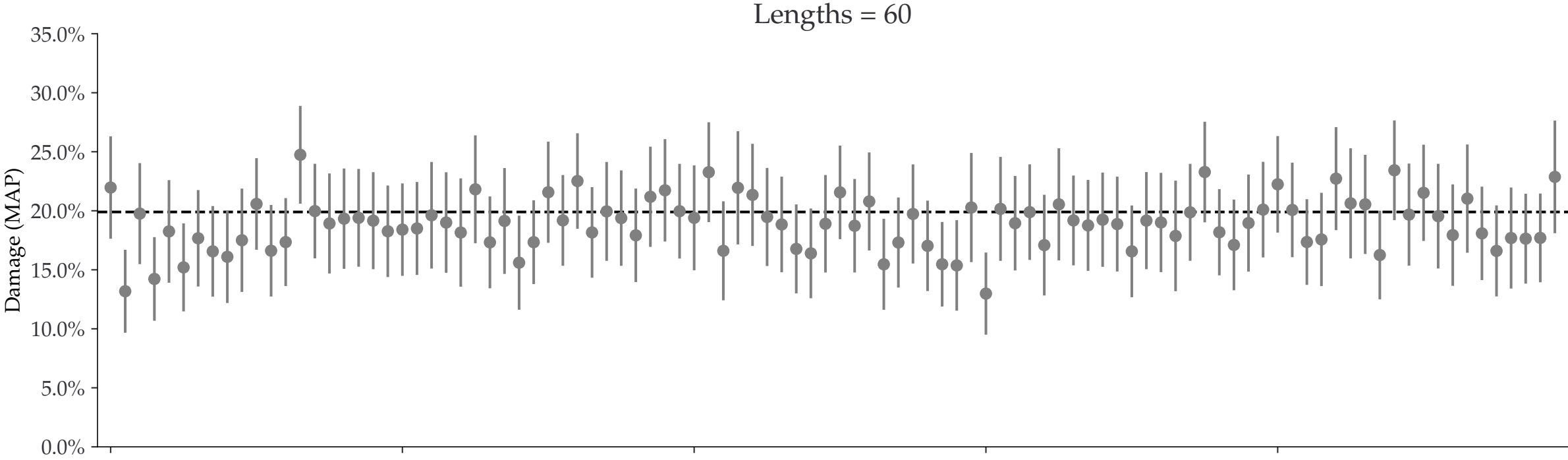Damage percent (approx) = 20%

Mean ± std. $D_{known} = 18.4\%$

Lengths = 35

Lengths = 60

Lengths = 90

Iteration

Individual damages:
5000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
10000 reads
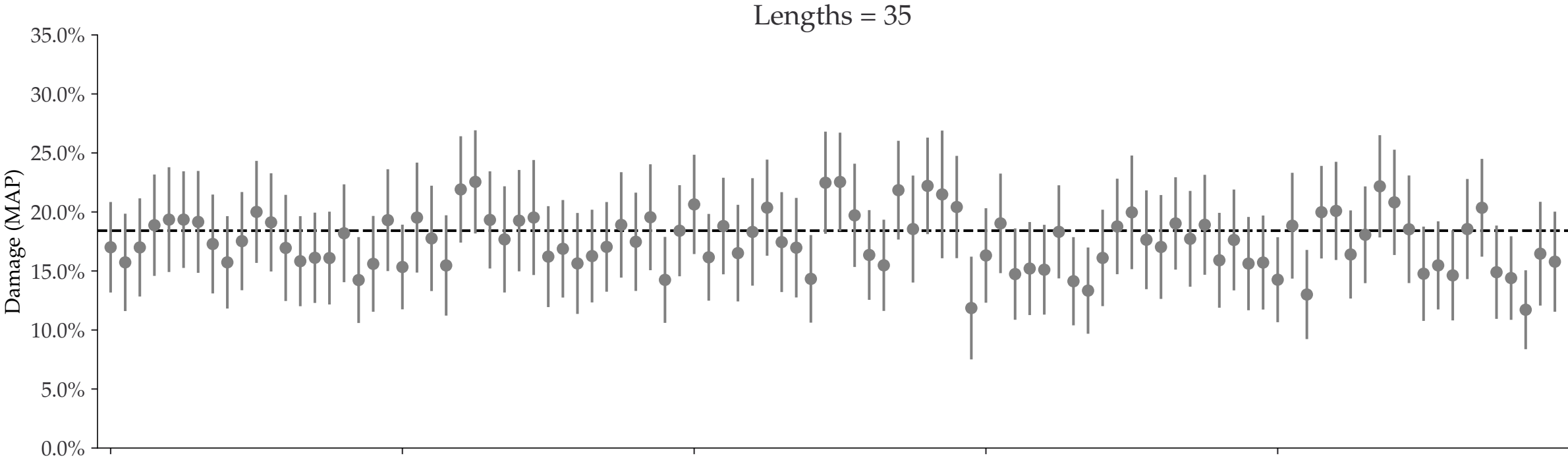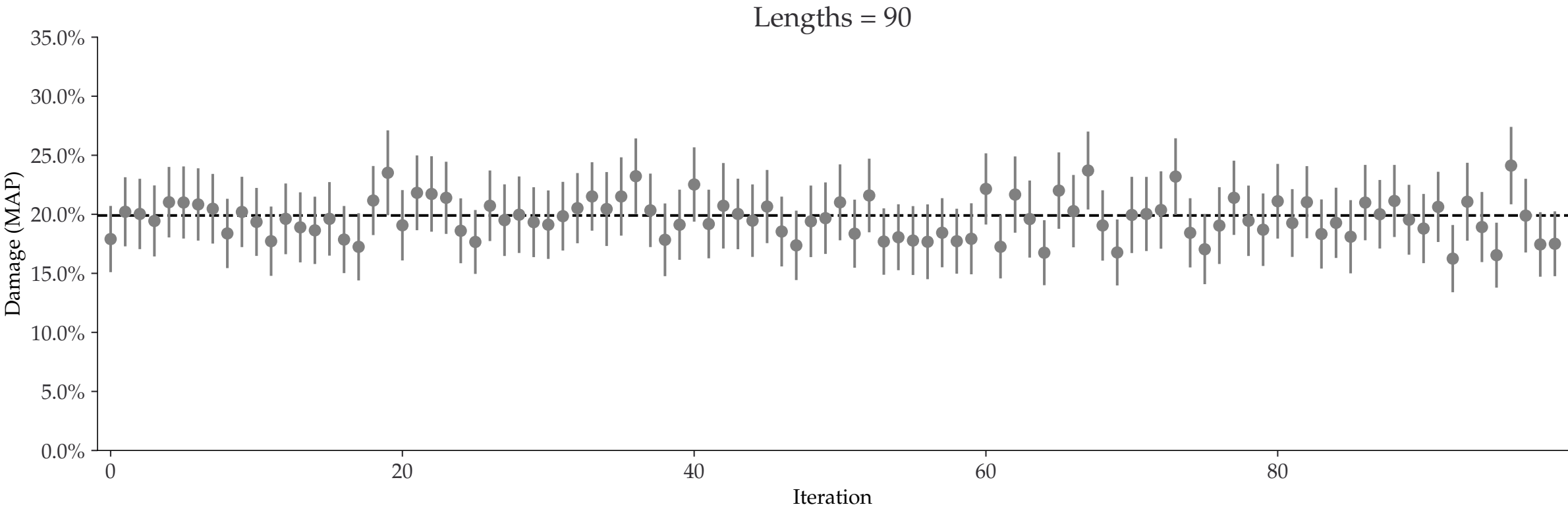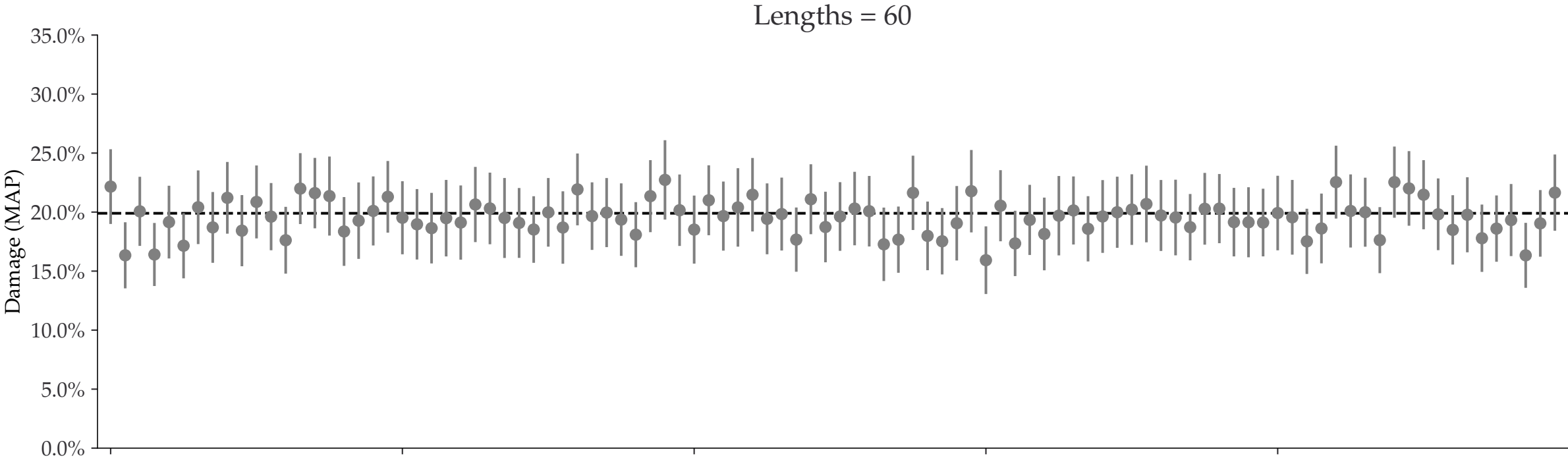Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
25000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%

Individual damages:
50000 reads
Briggs damage = 0.633
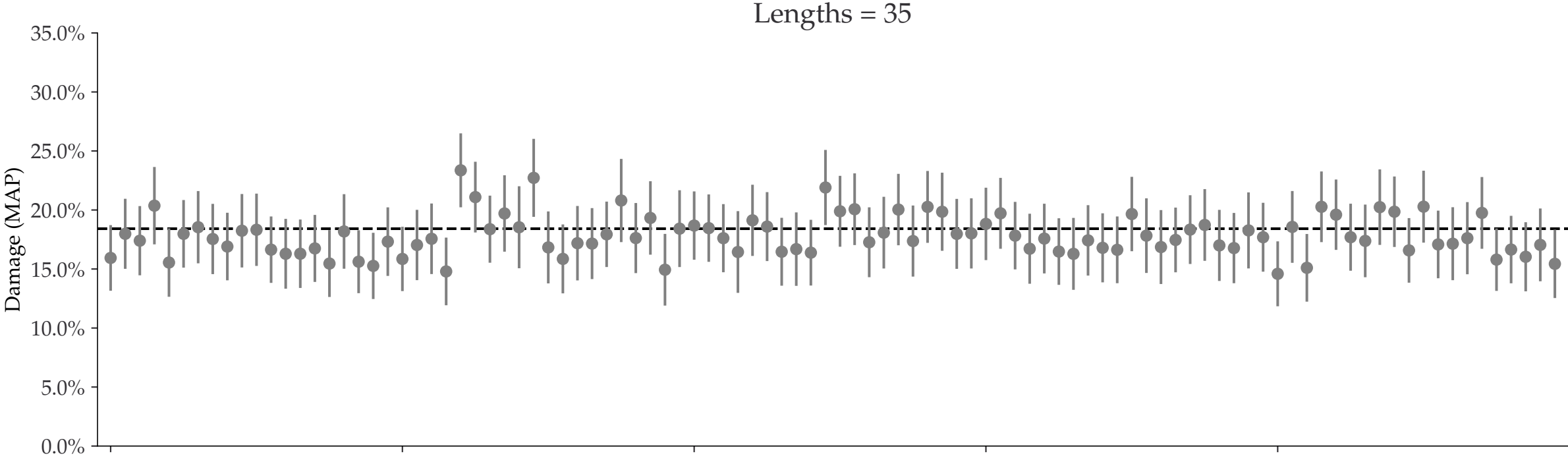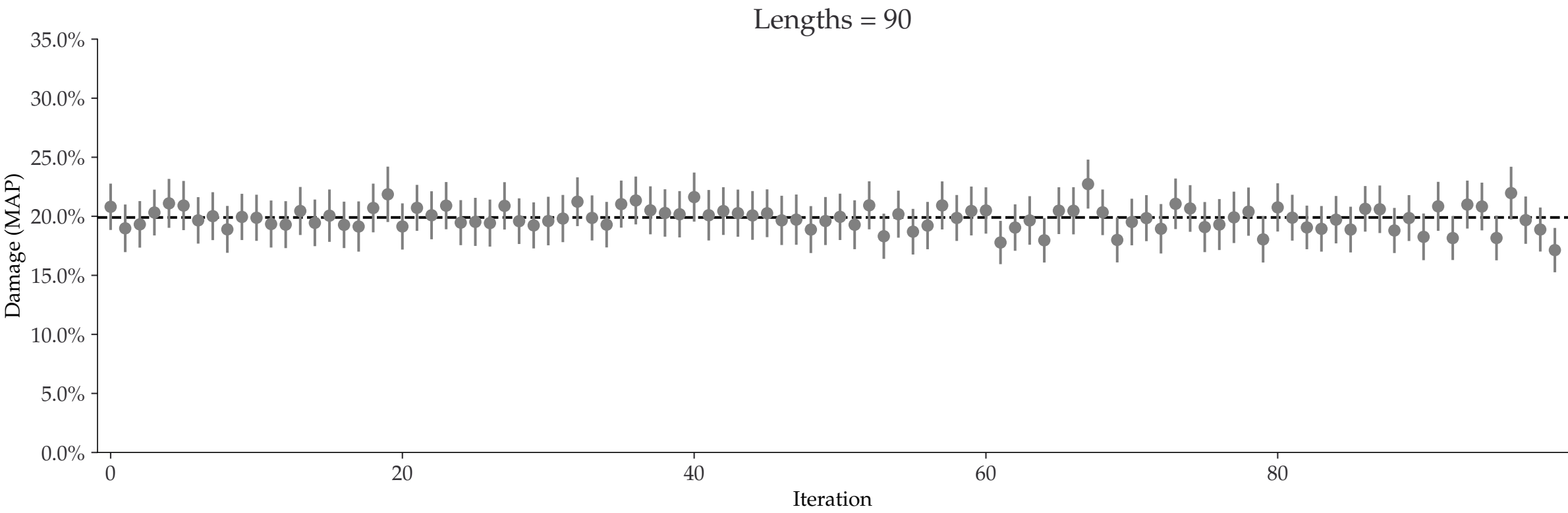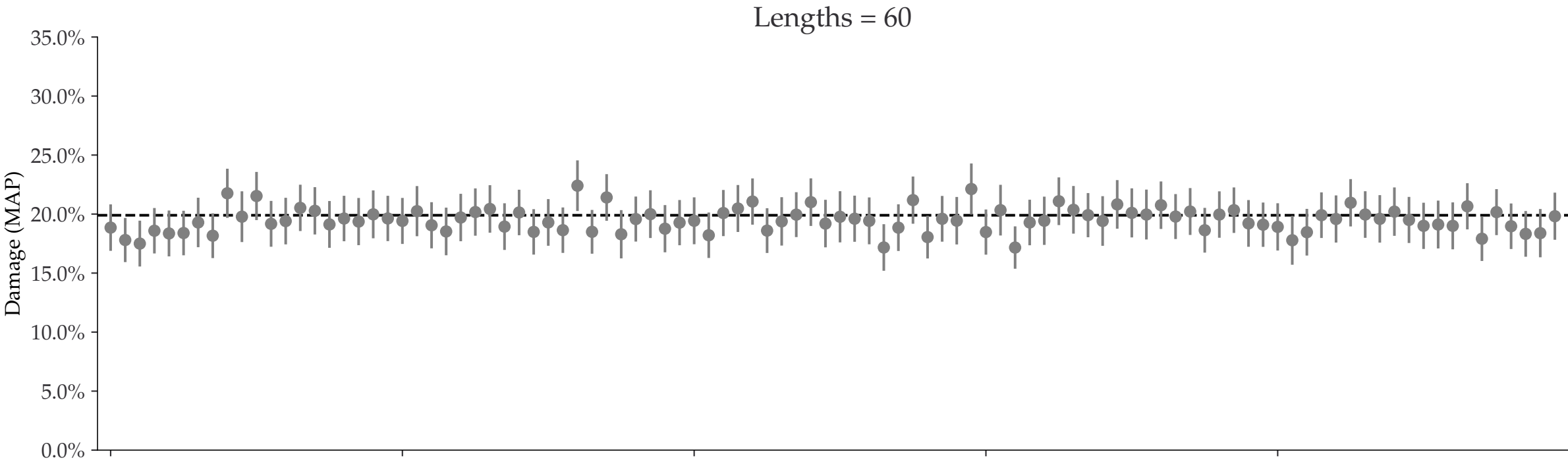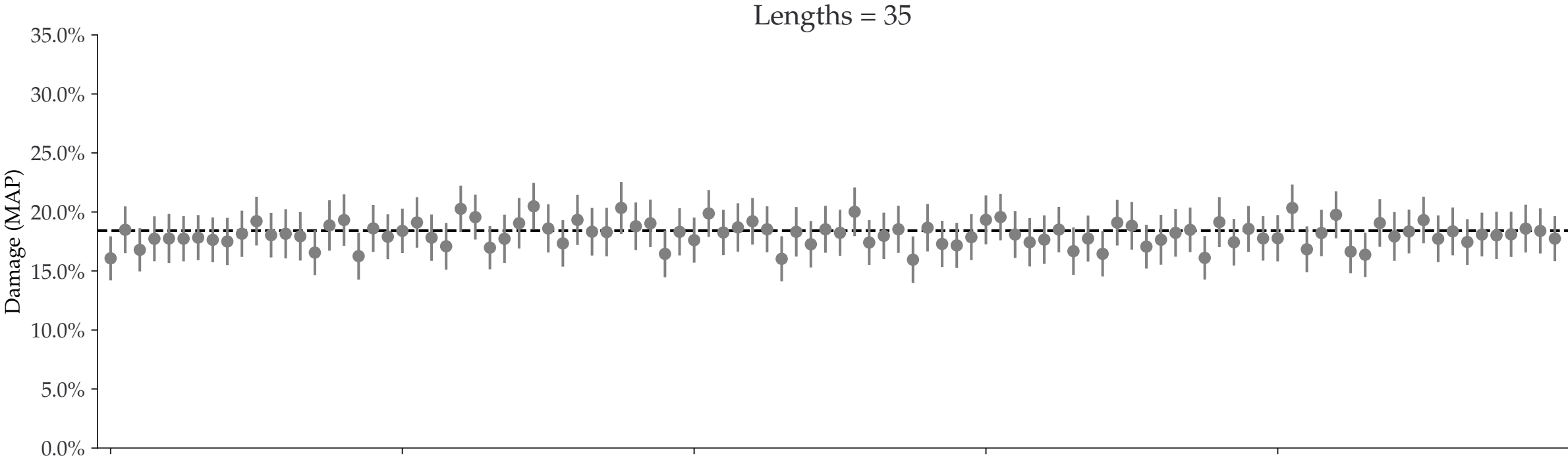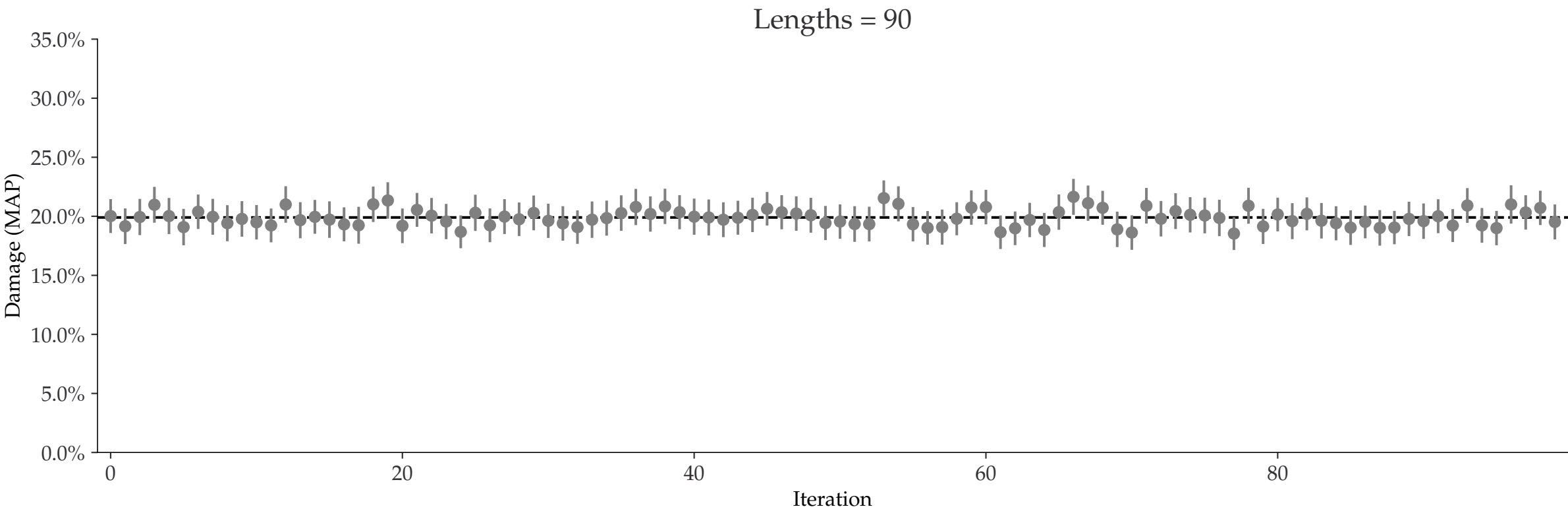Damage percent (approx) = 20%

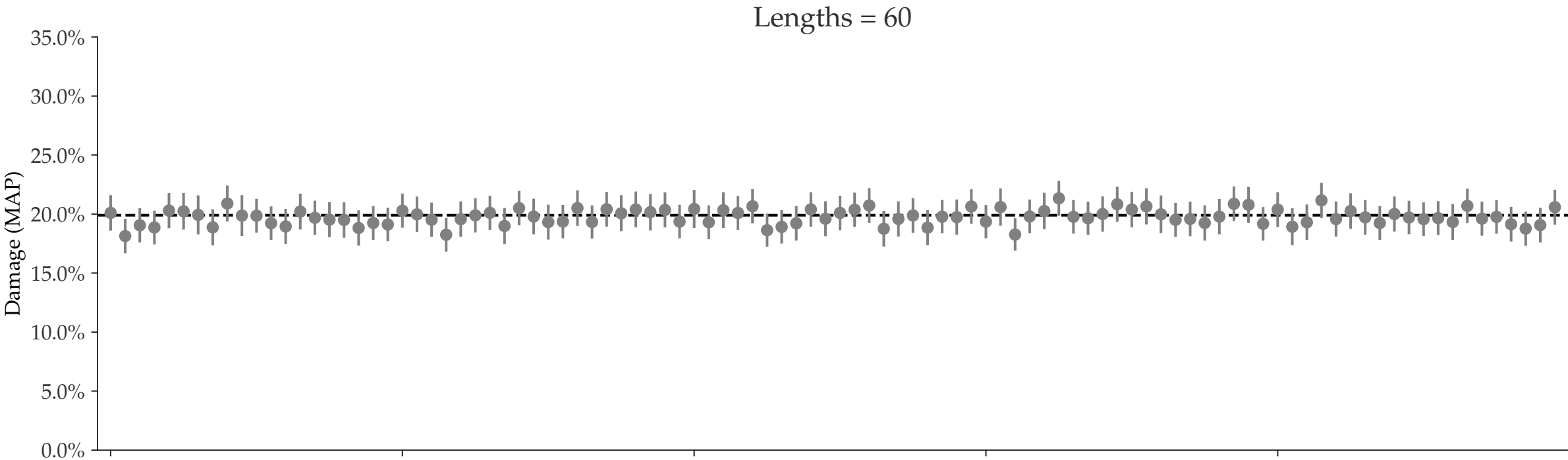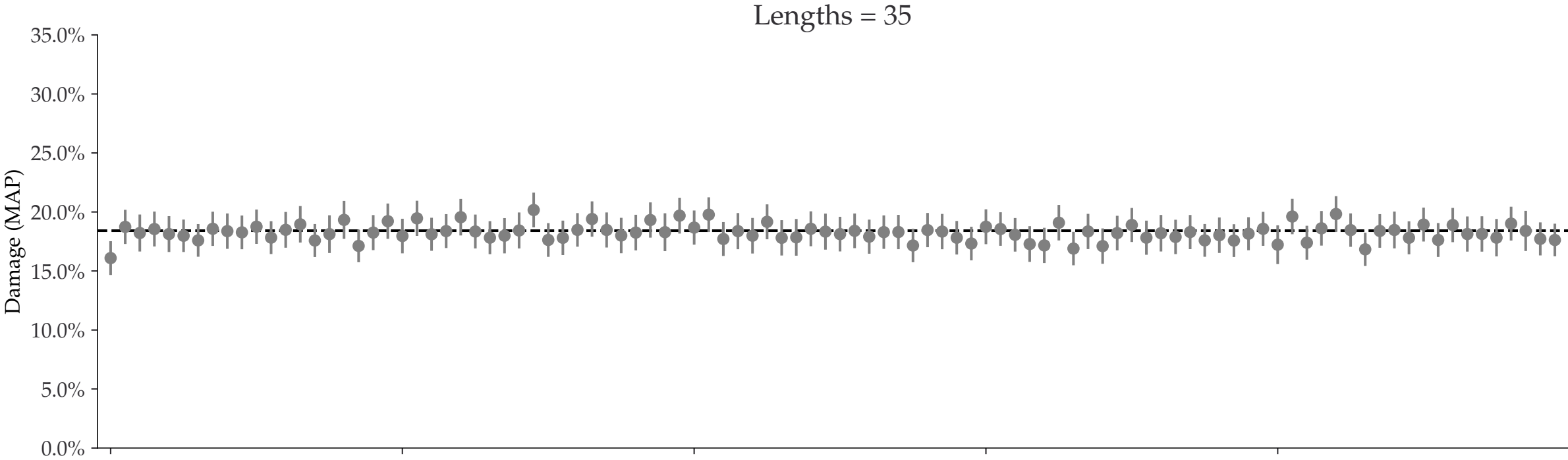Individual damages:
100000 reads
Briggs damage = 0.633
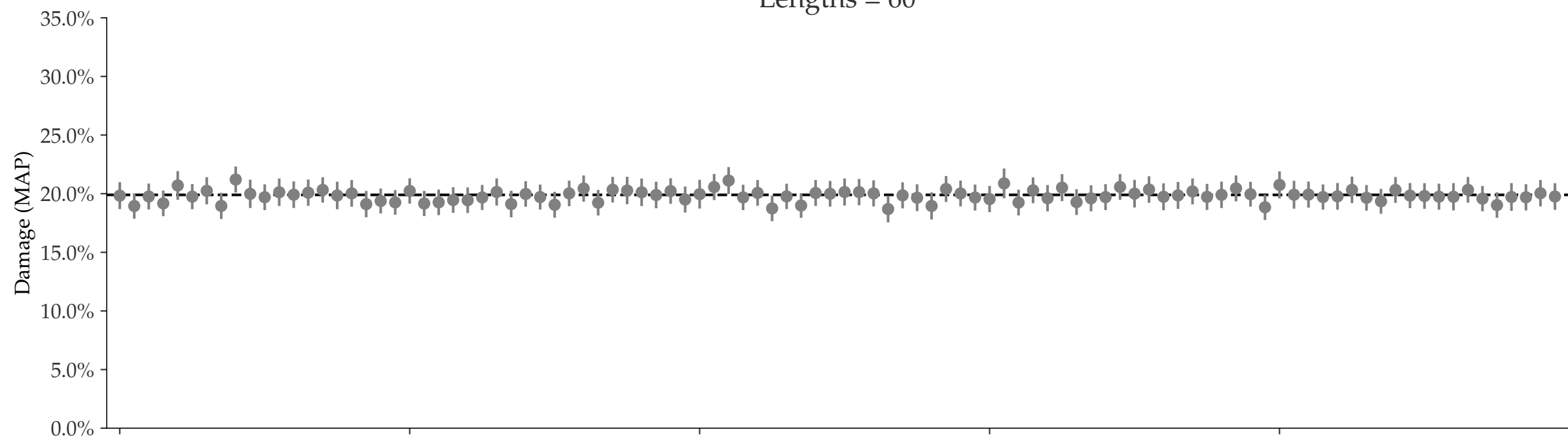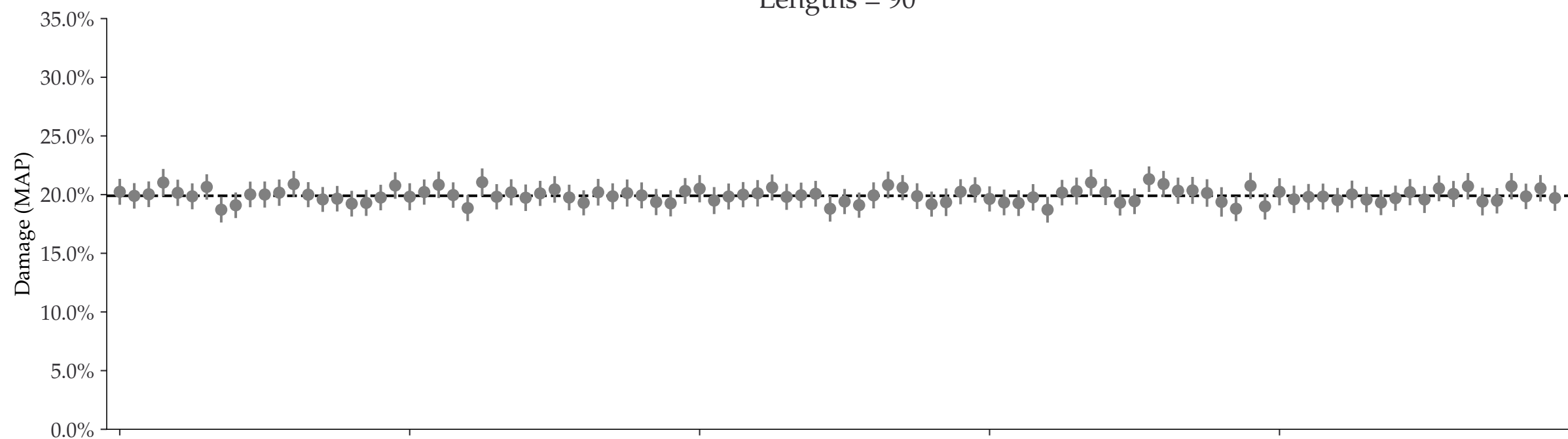Damage percent (approx) = 20%

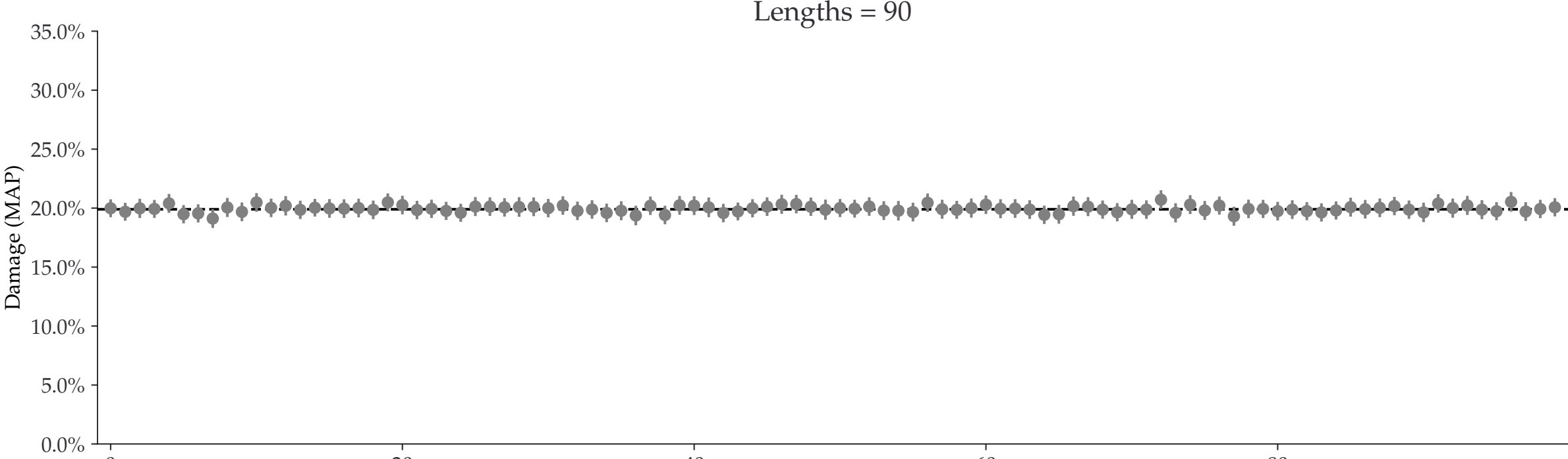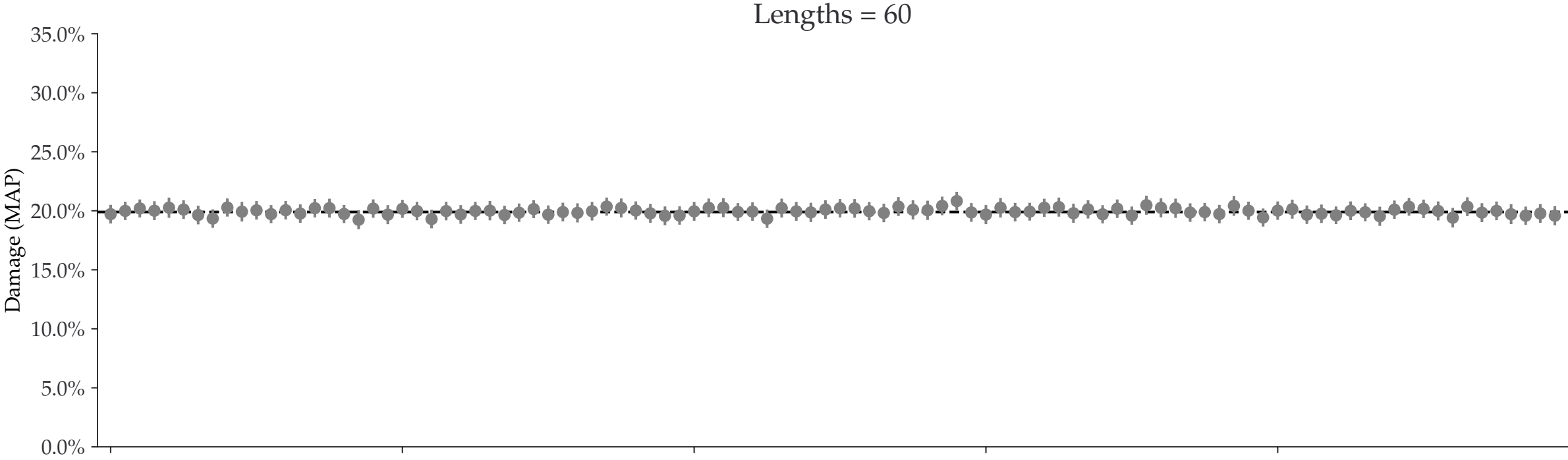Mean ± std.   ---- $D_{known} = 18.4\%$

Lengths = 35

Lengths = 60

Lengths = 90

Iteration

Individual damages:
10 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

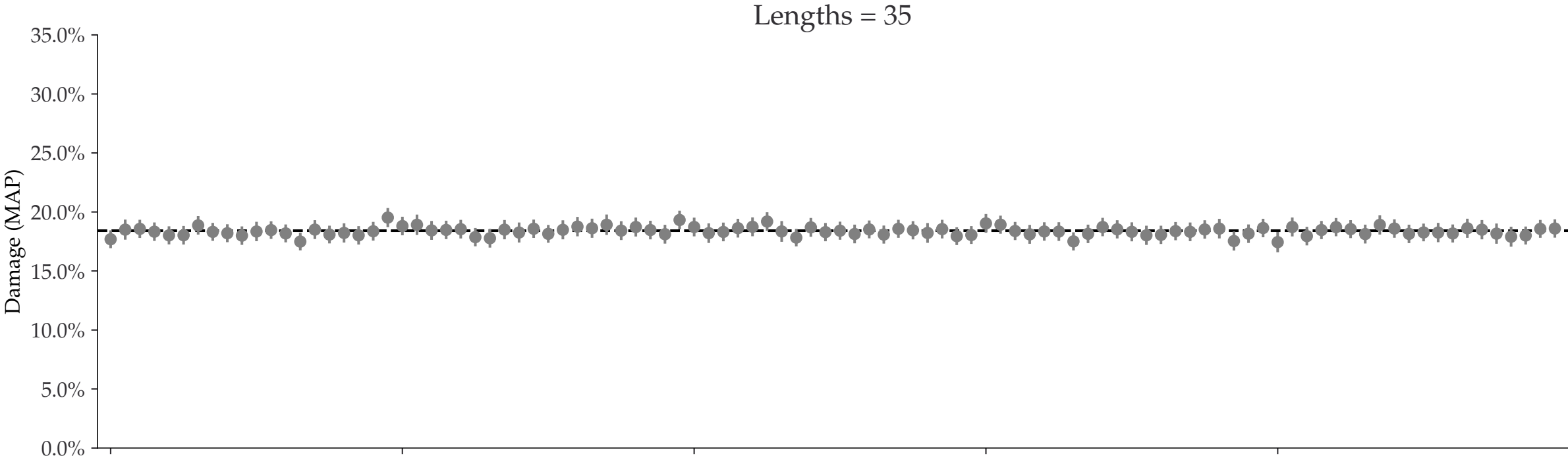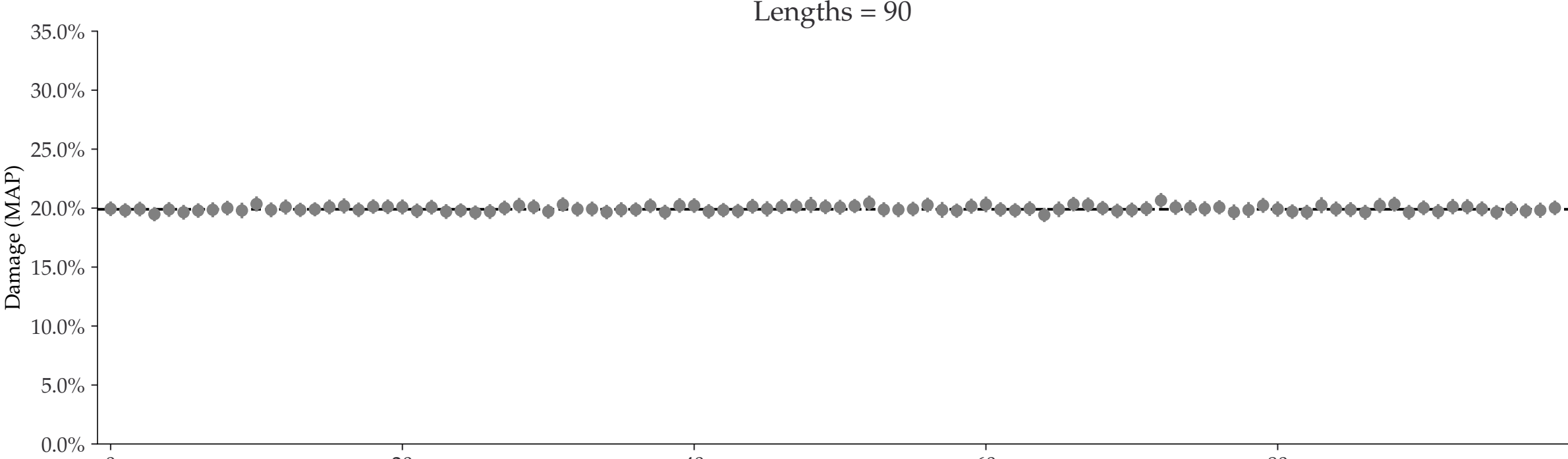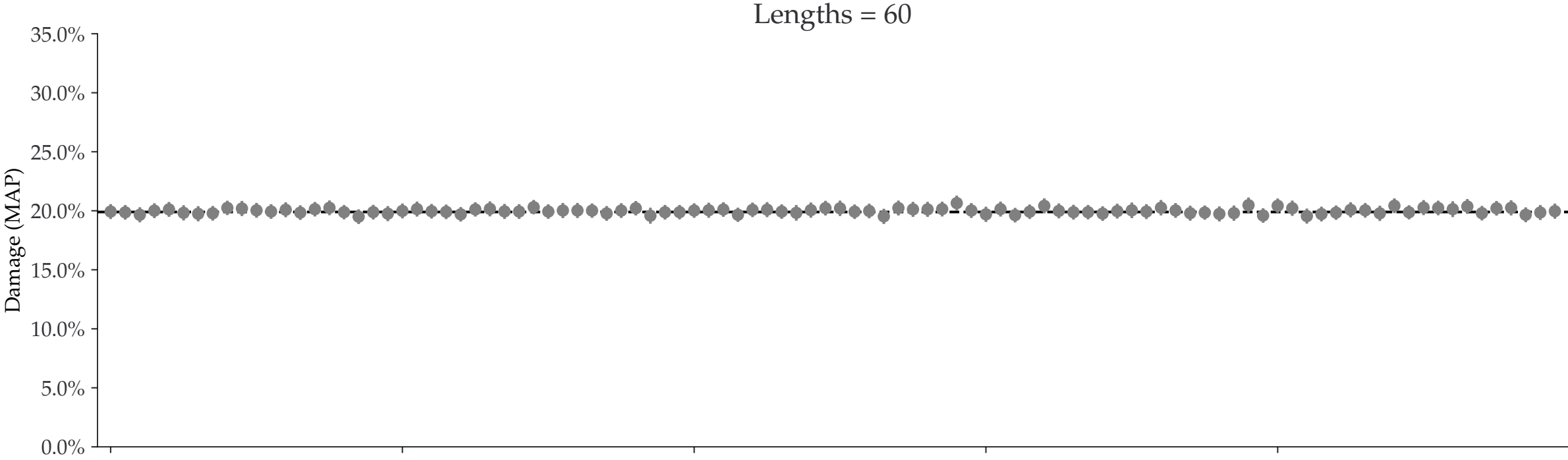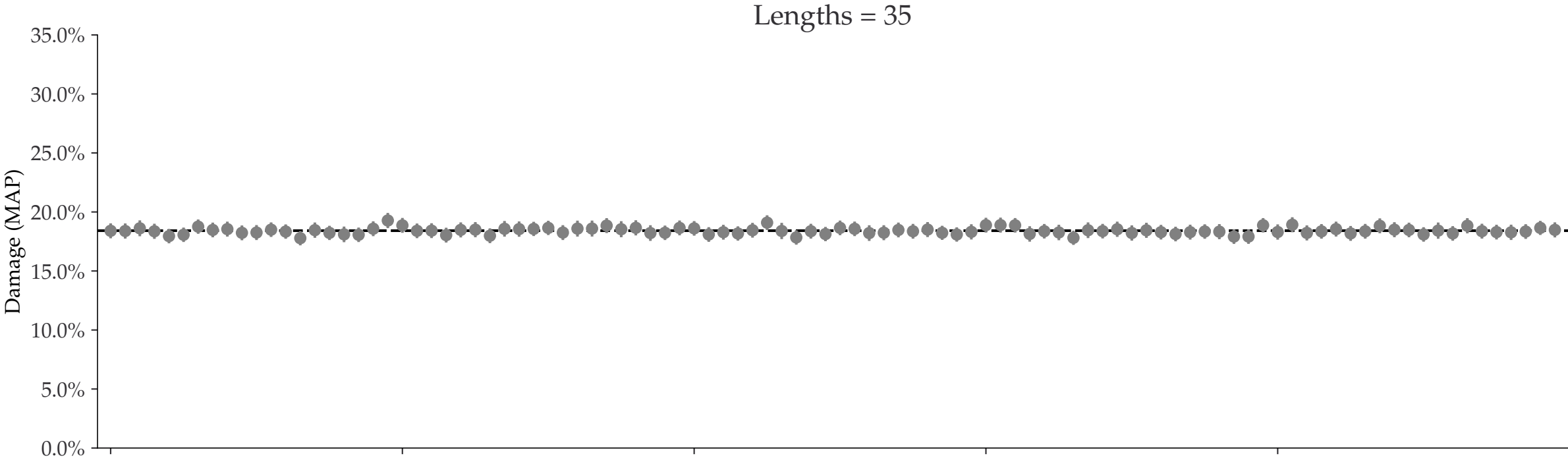Individual damages:
25 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

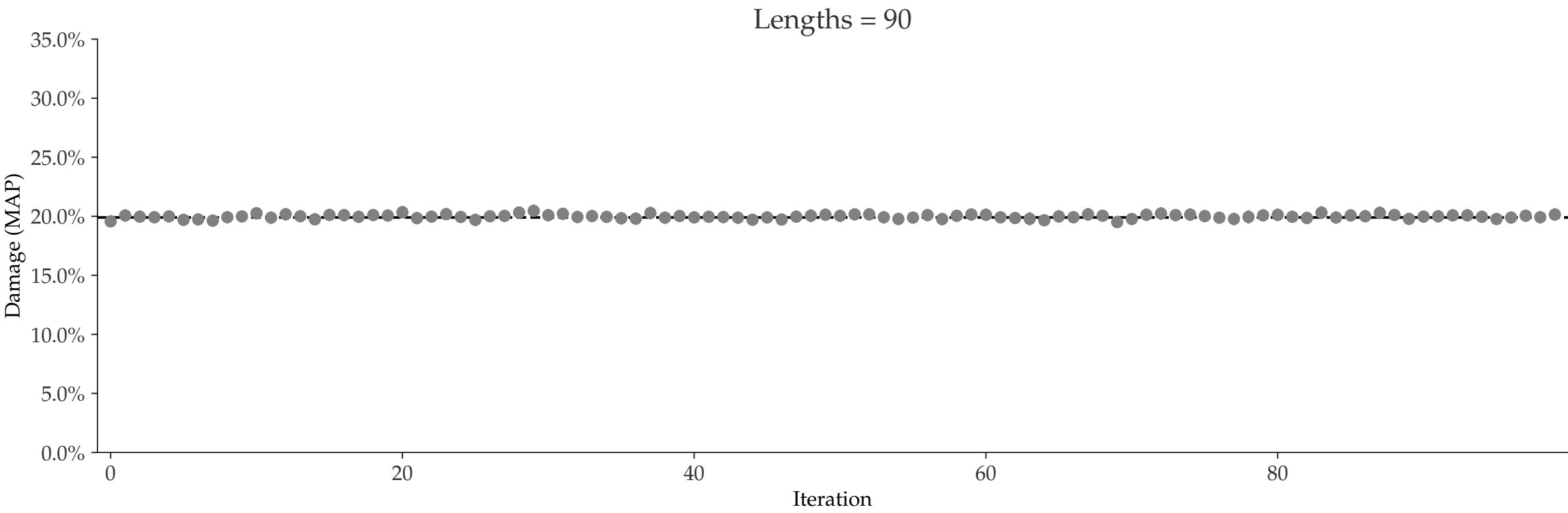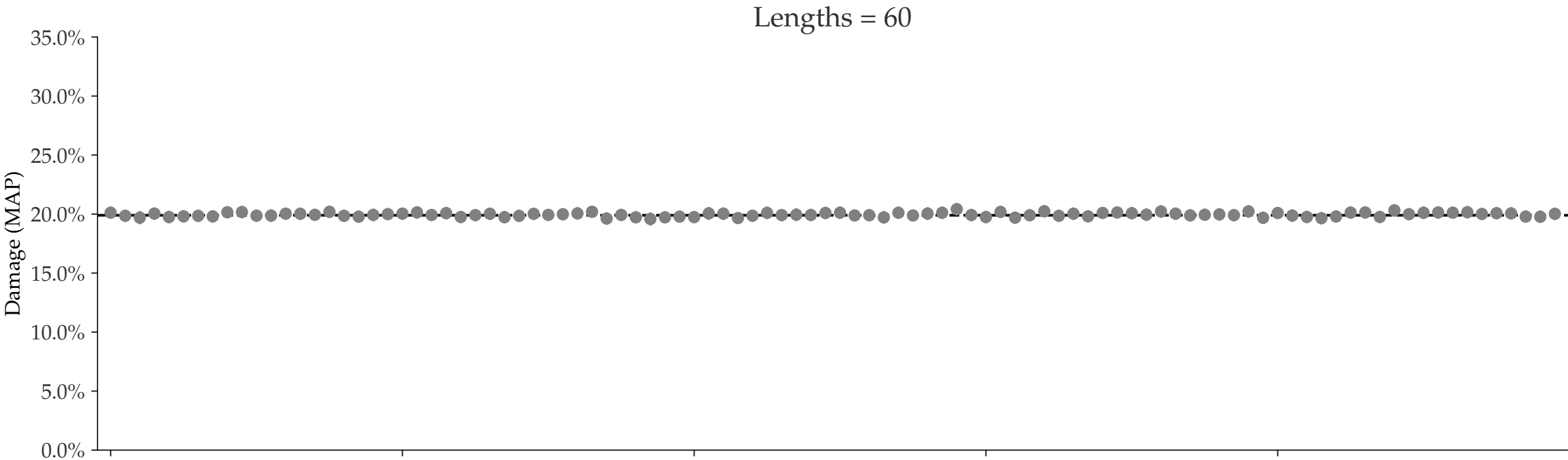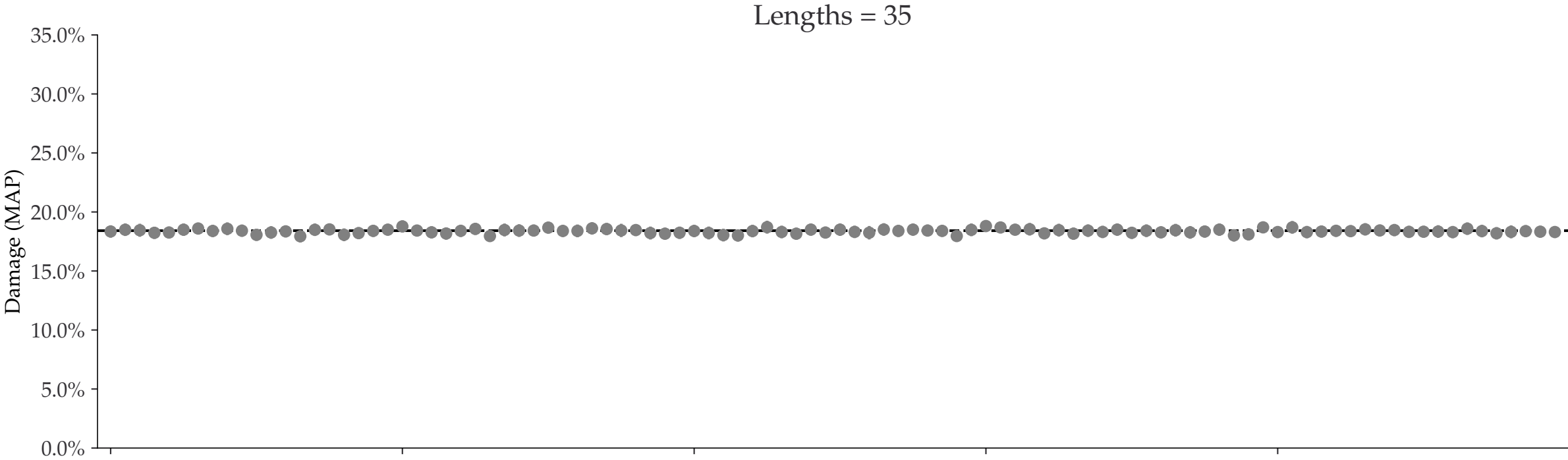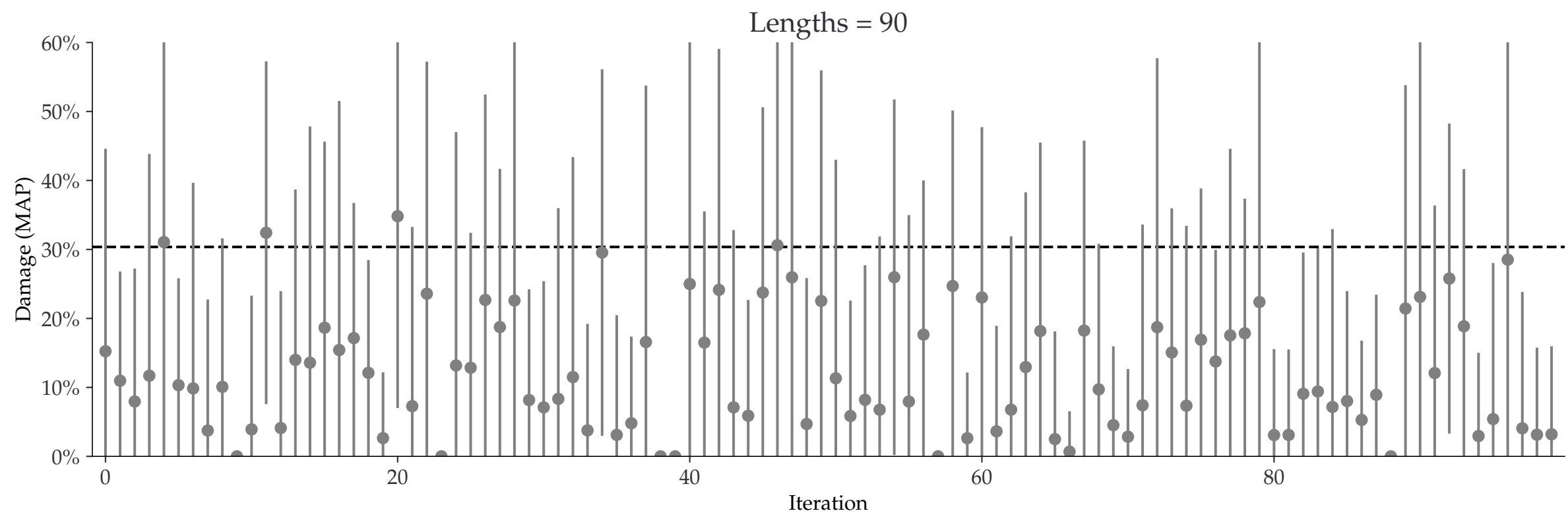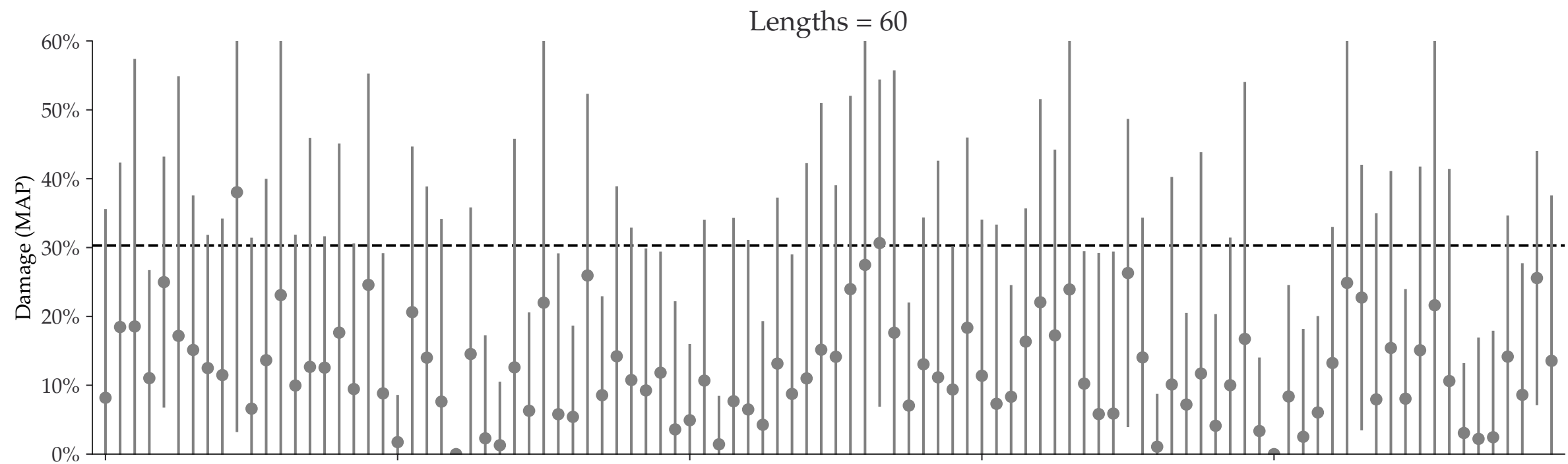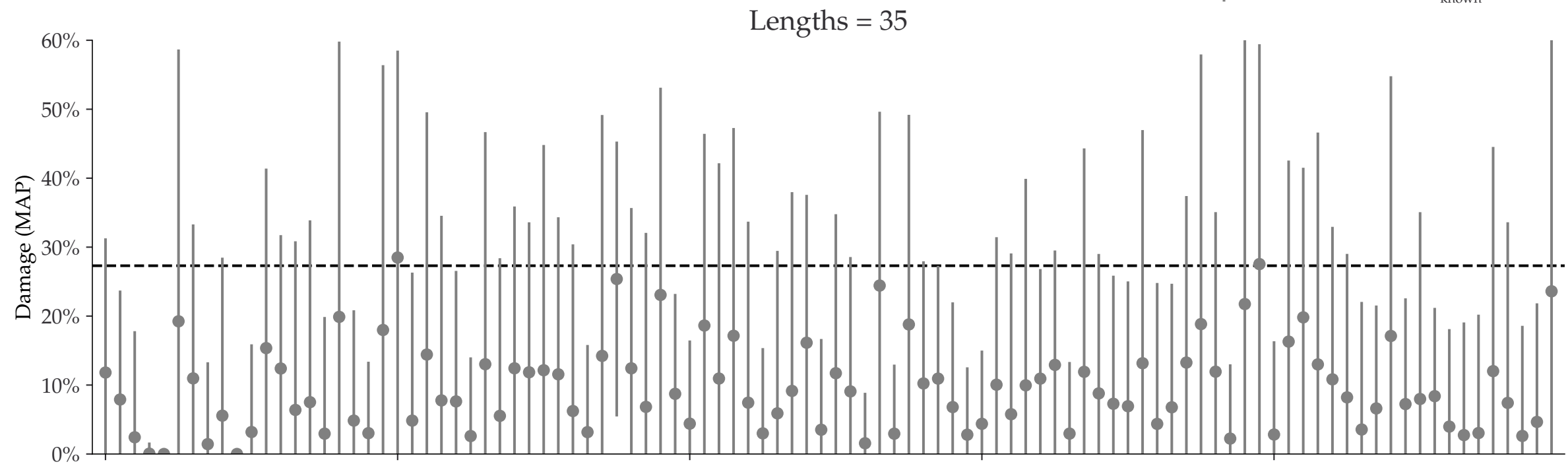Individual damages:
50 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Mean ± std. $D_{known} = 27.3\%$

Lengths = 35

Lengths = 60

Lengths = 90

Iteration
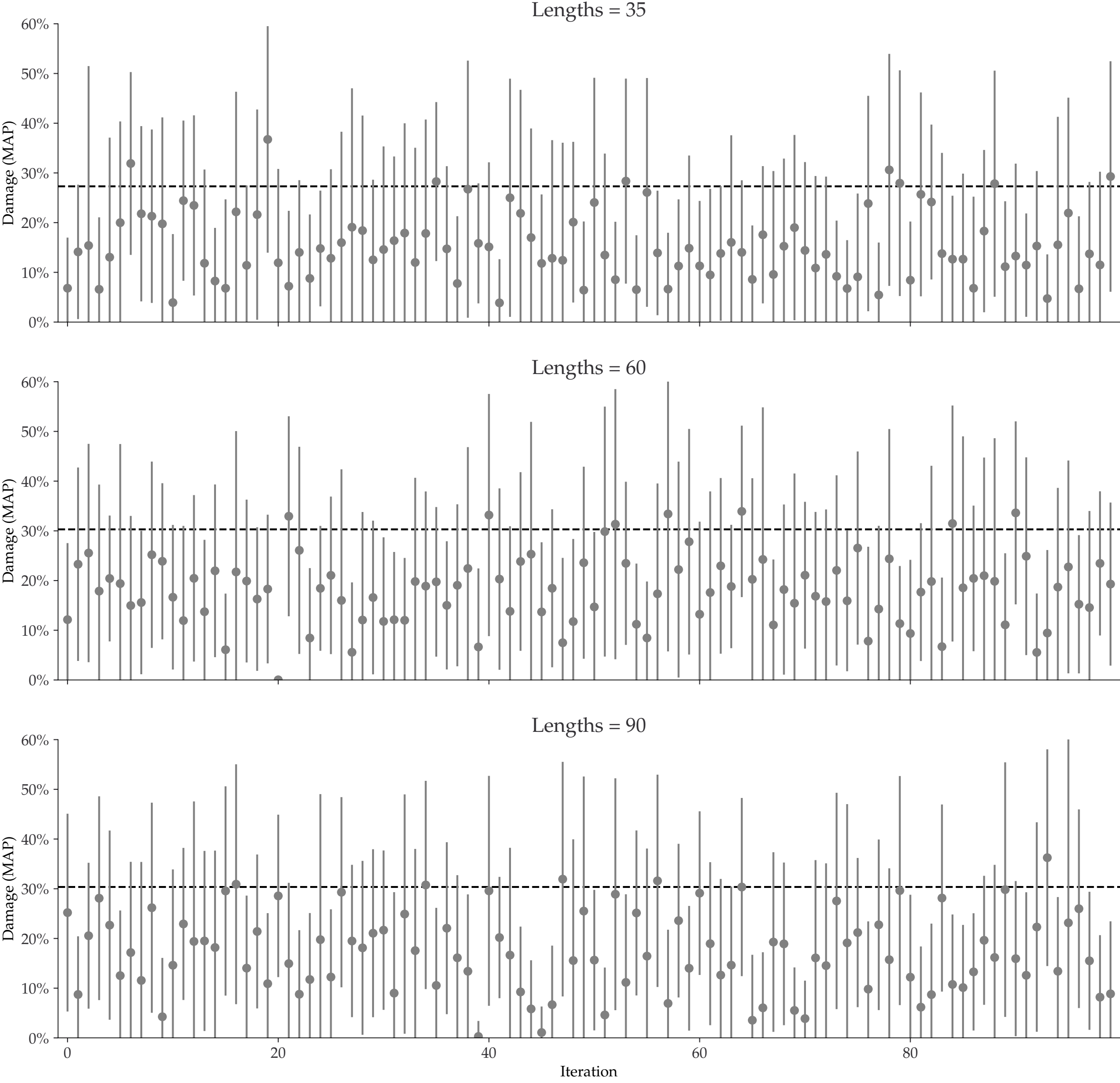
Individual damages:
100 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Mean ± std. $D_{known} = 27.3\%$

Lengths = 35

Lengths = 60

Lengths = 90

Individual damages:
250 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Individual damages:
500 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Mean ± std. $D_{known} = 27.3\%$

Lengths = 35

Lengths = 60
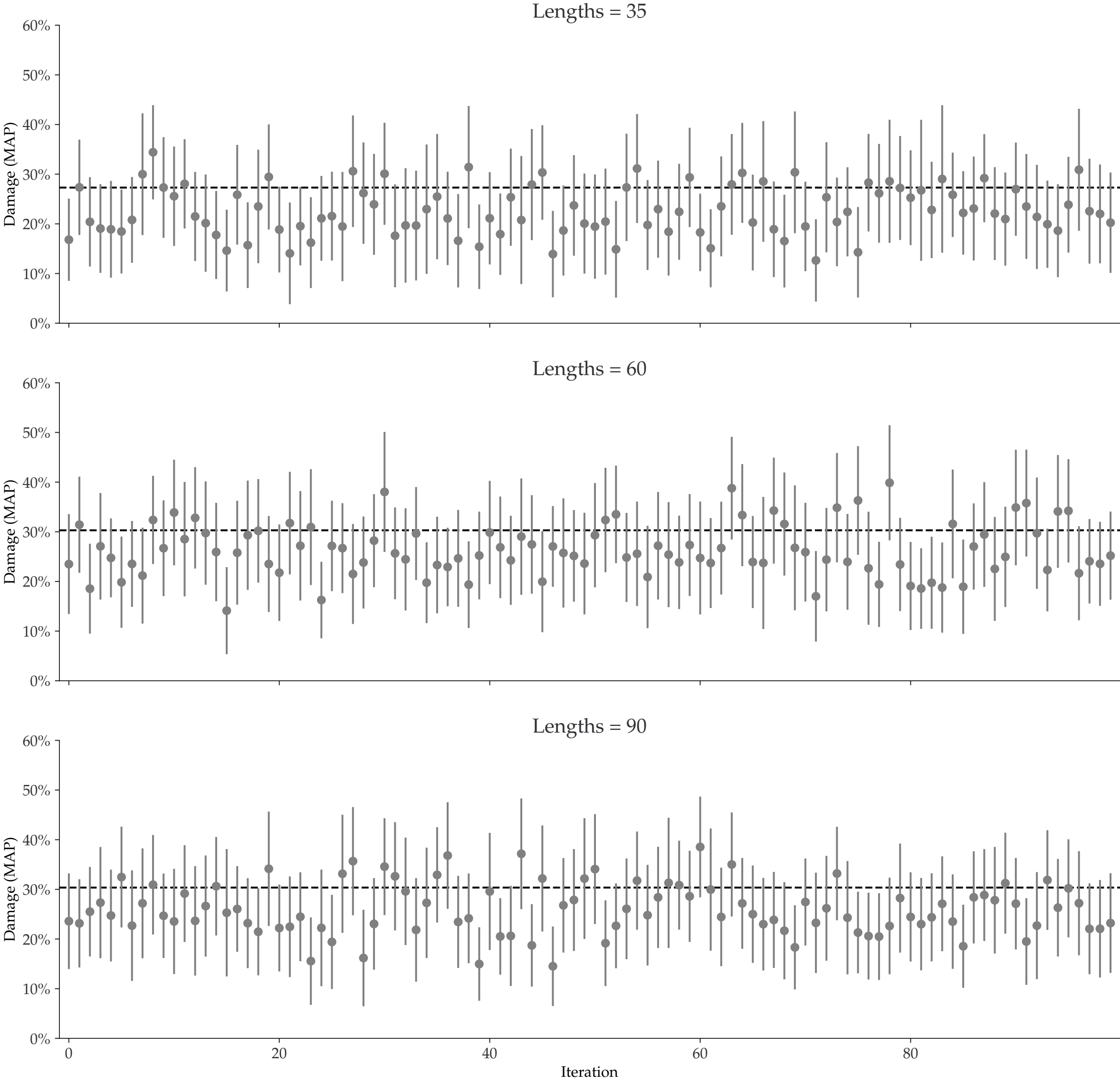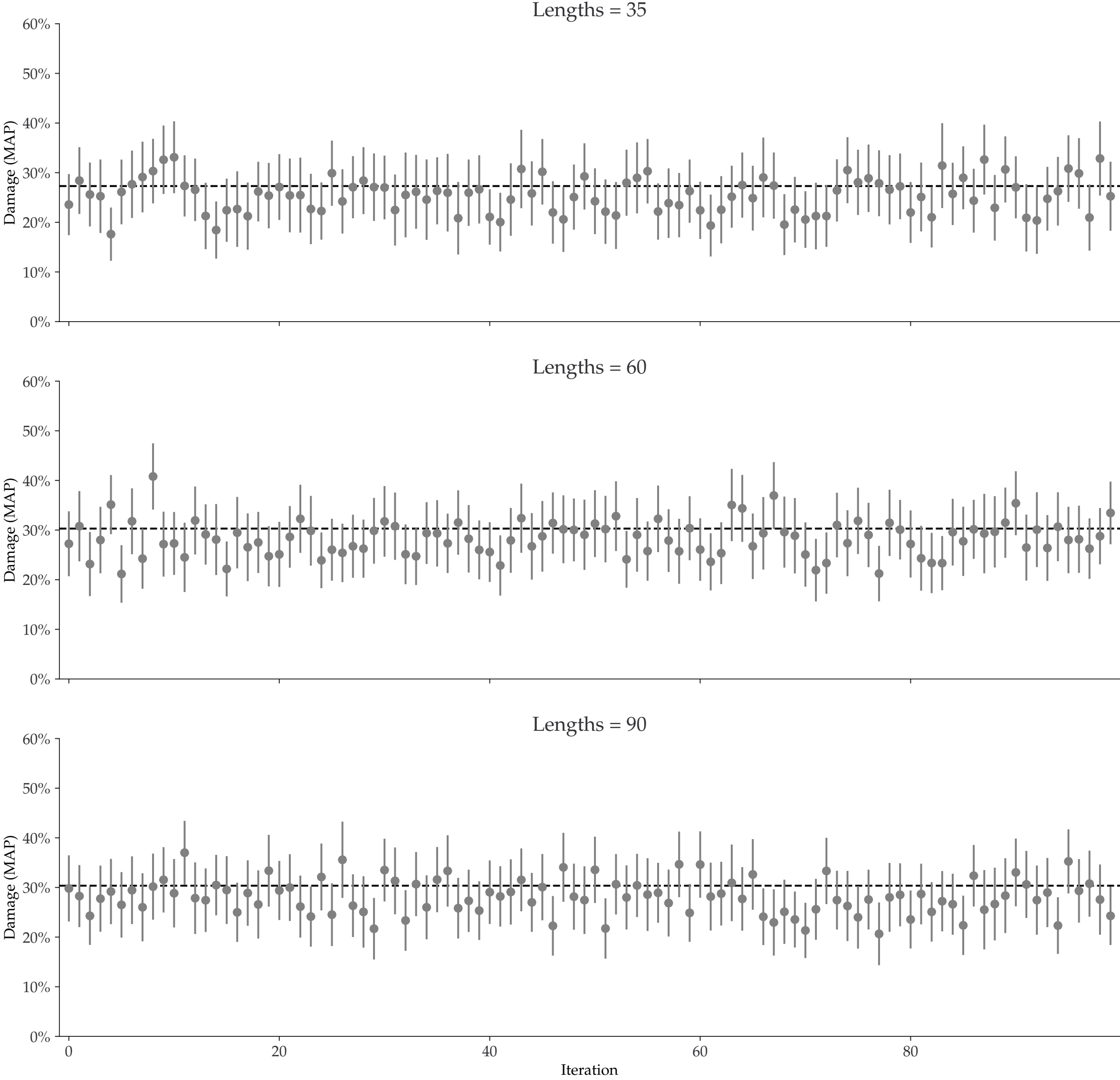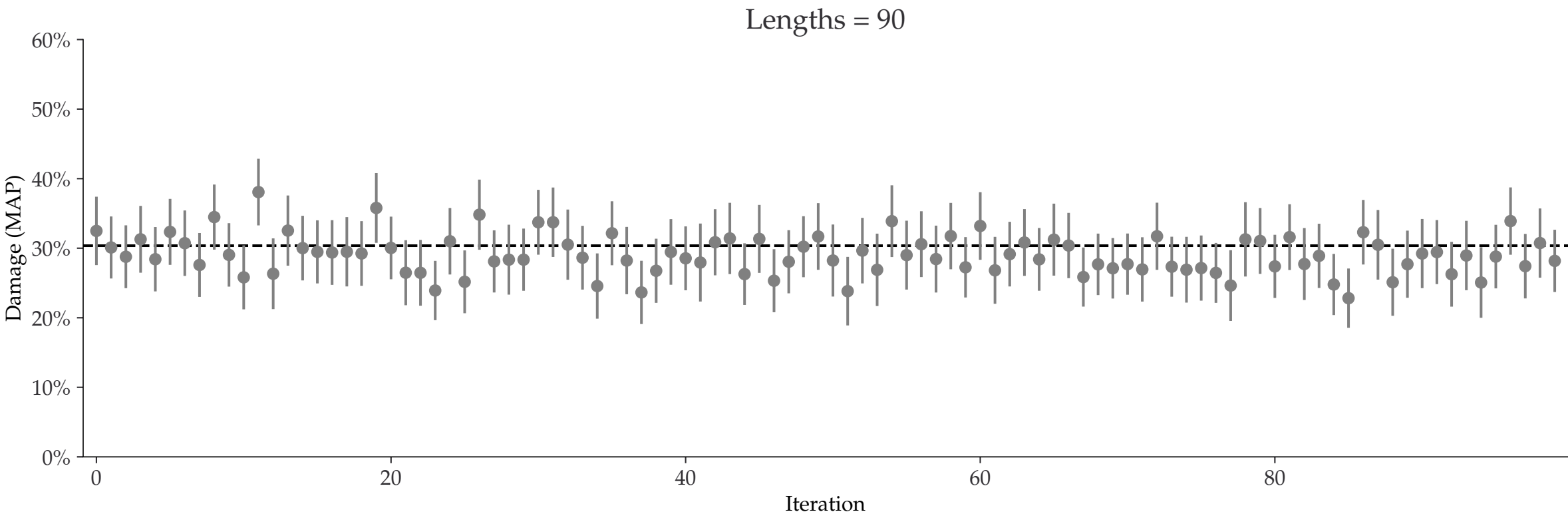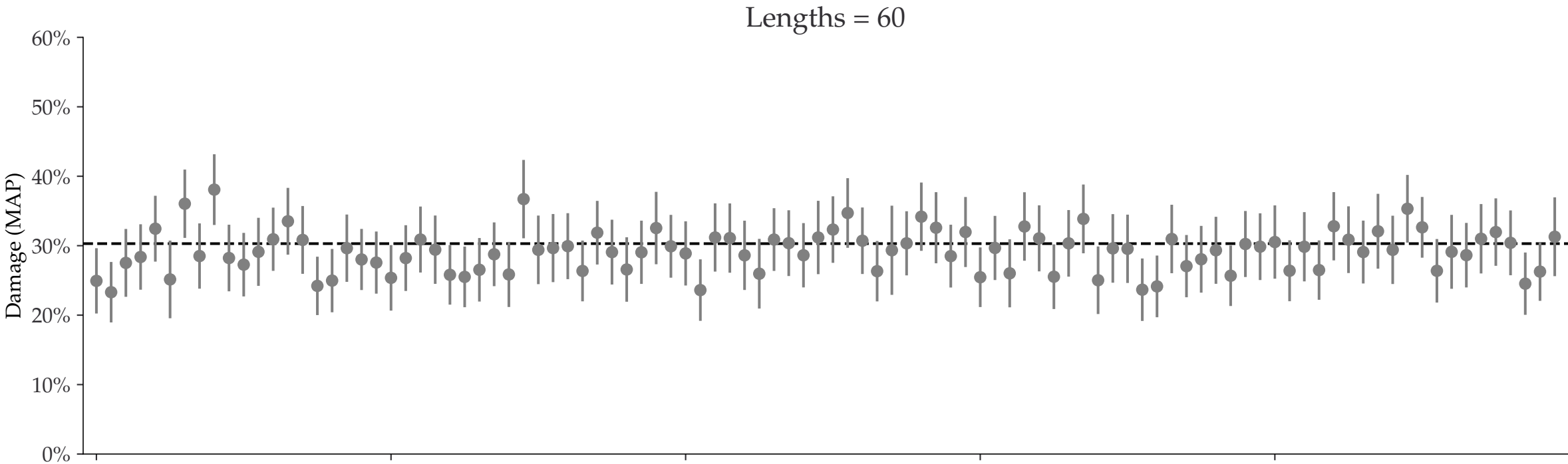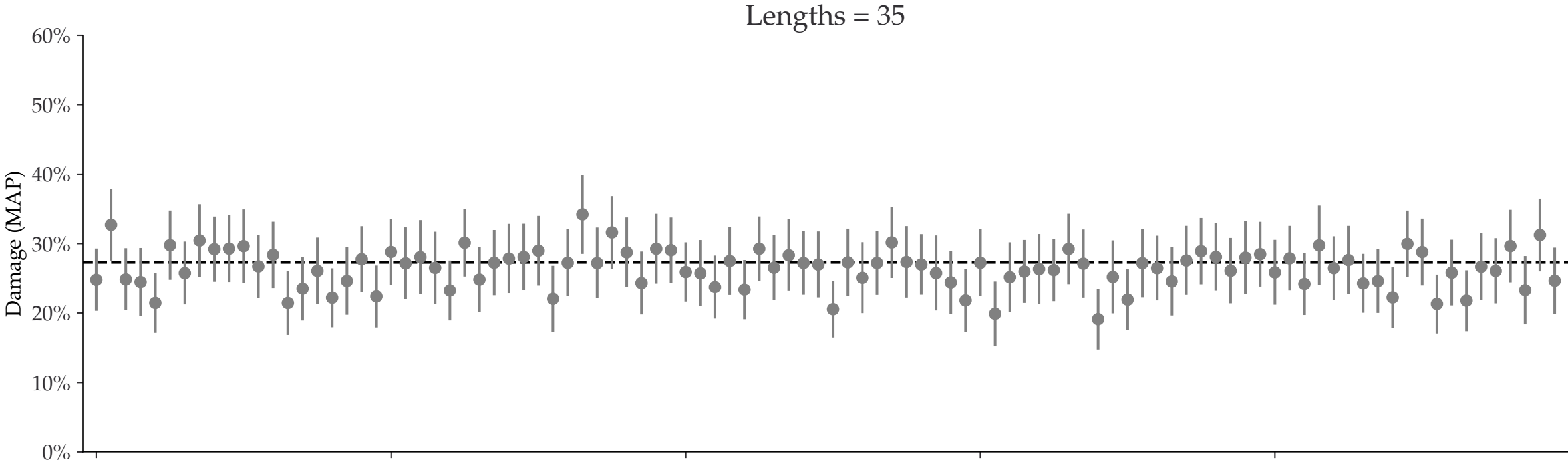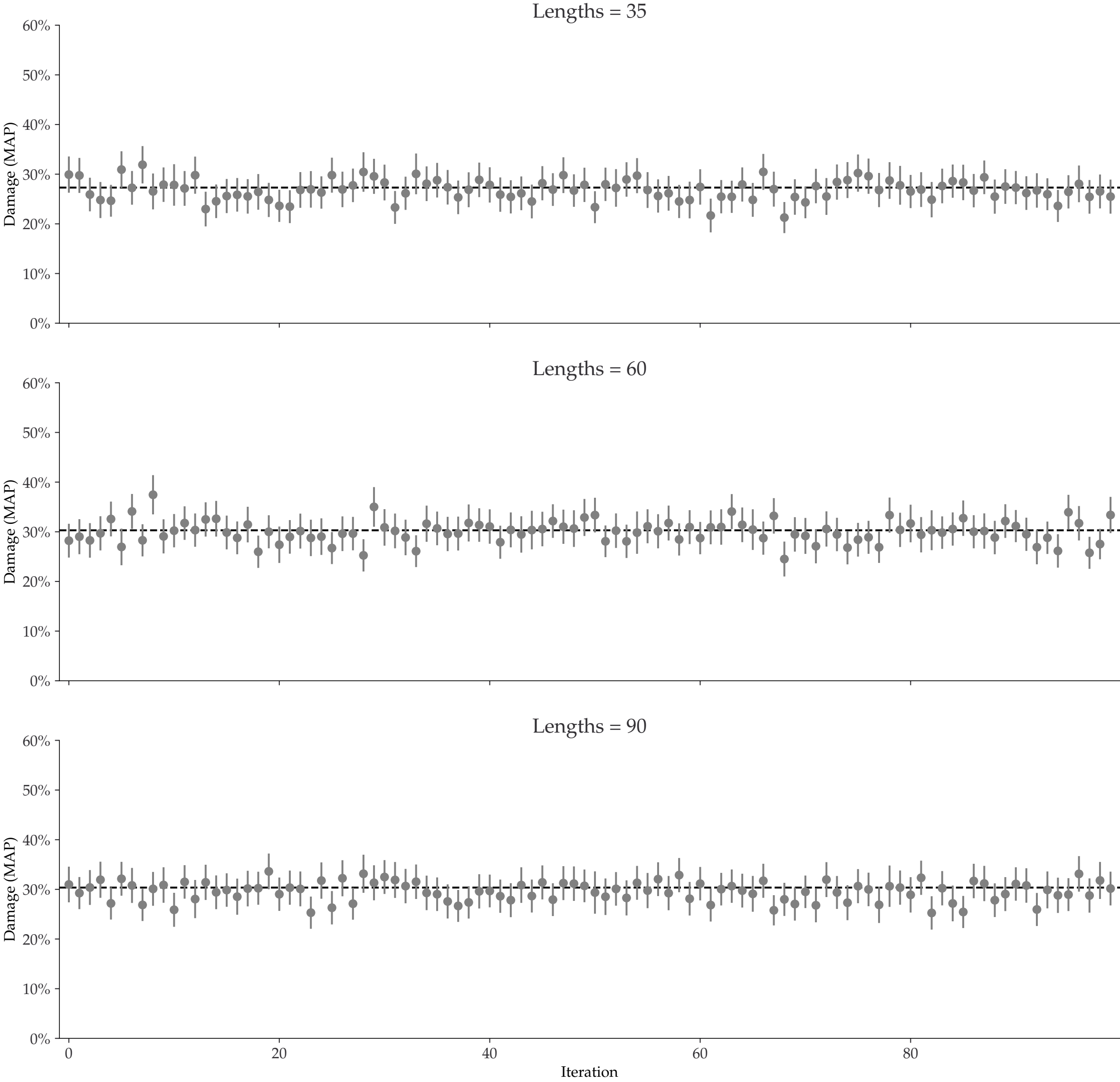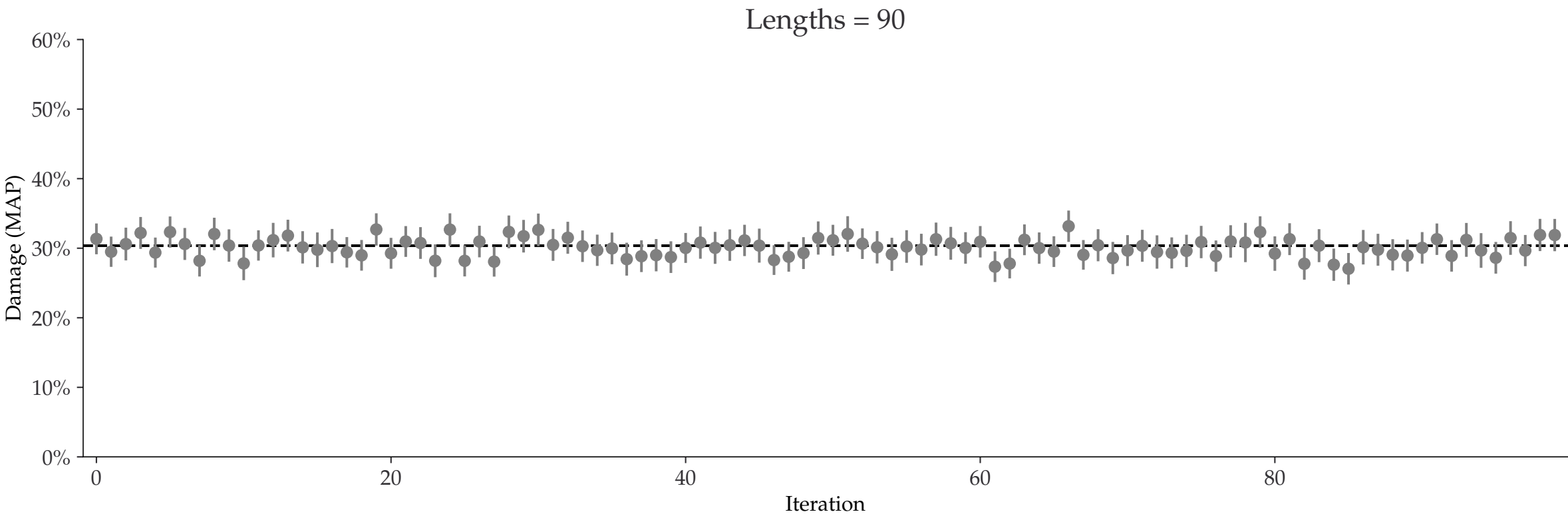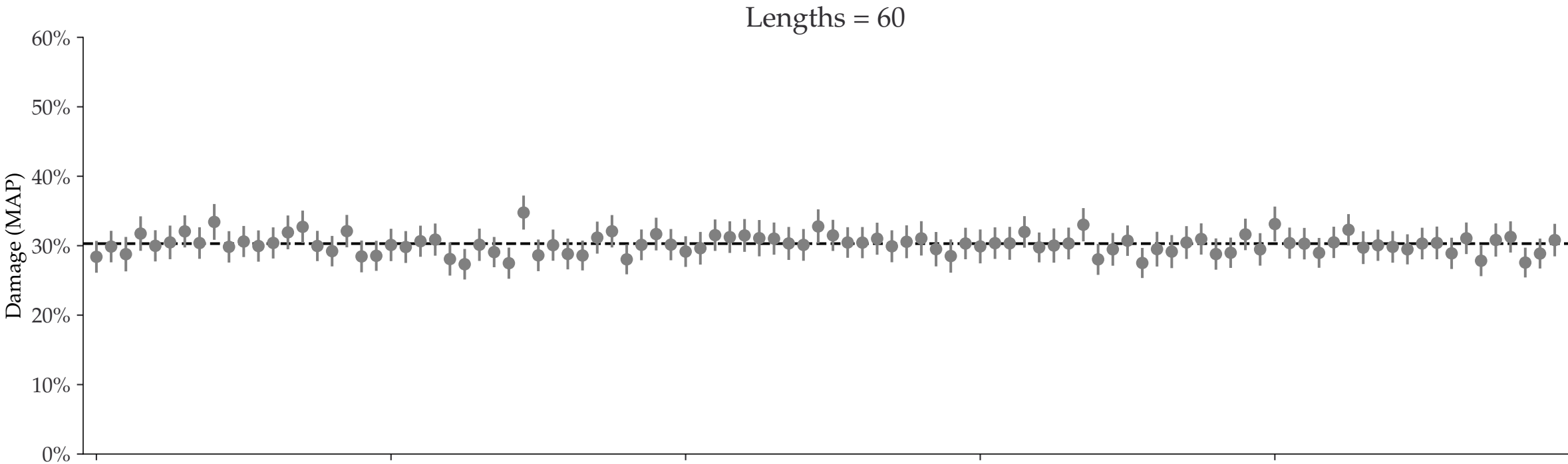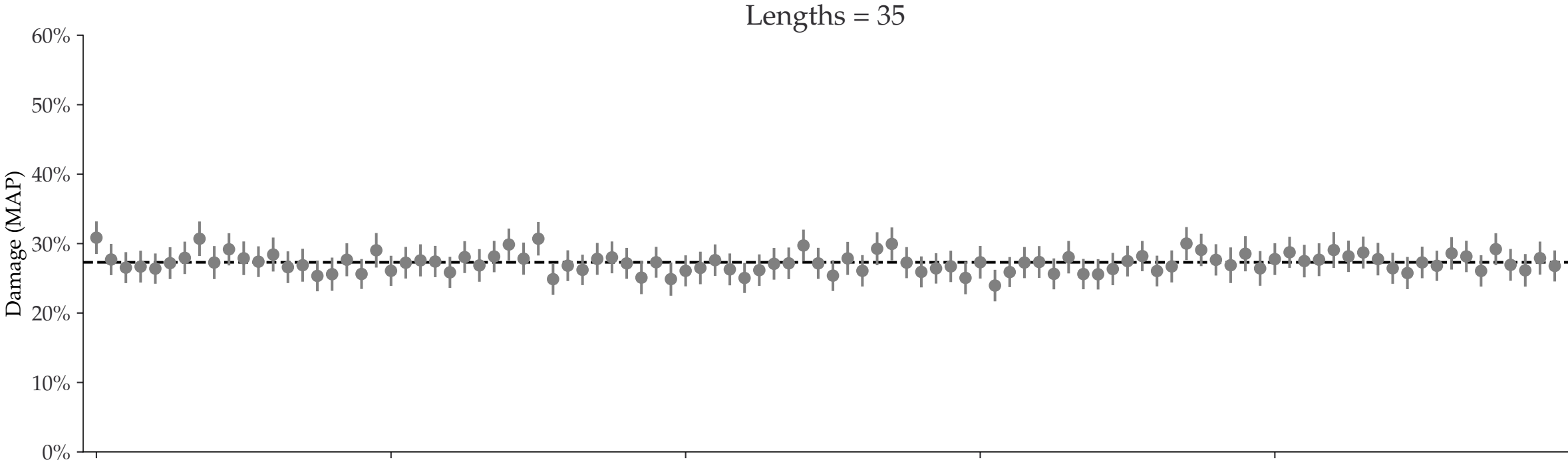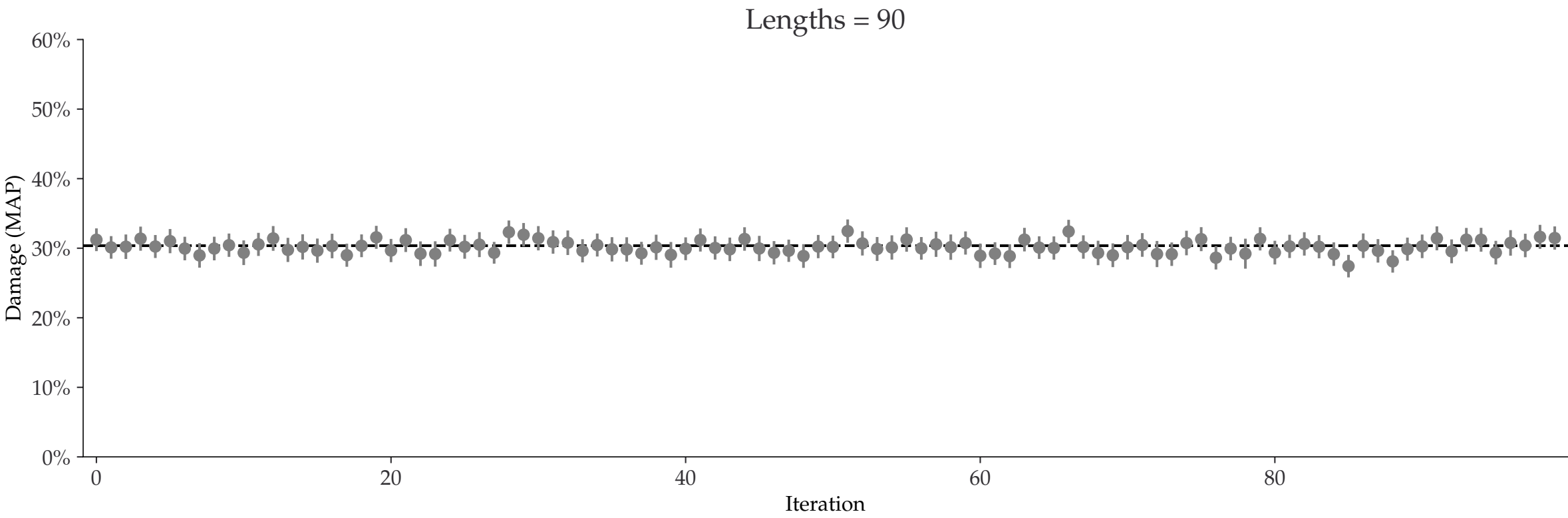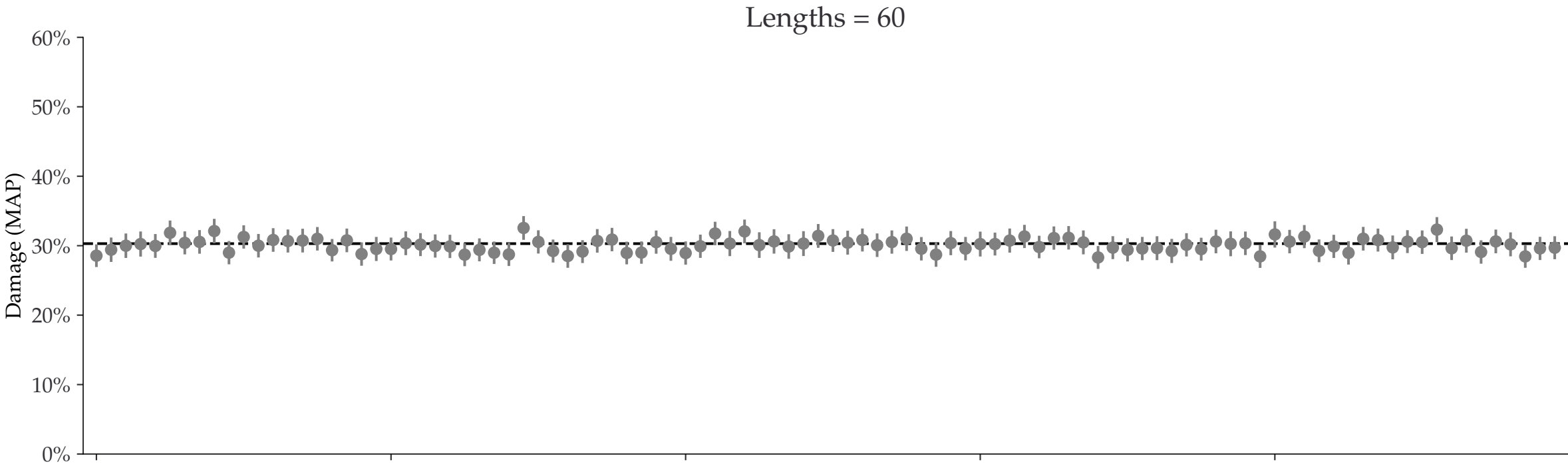
Lengths = 90

Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Individual damages:
25000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%
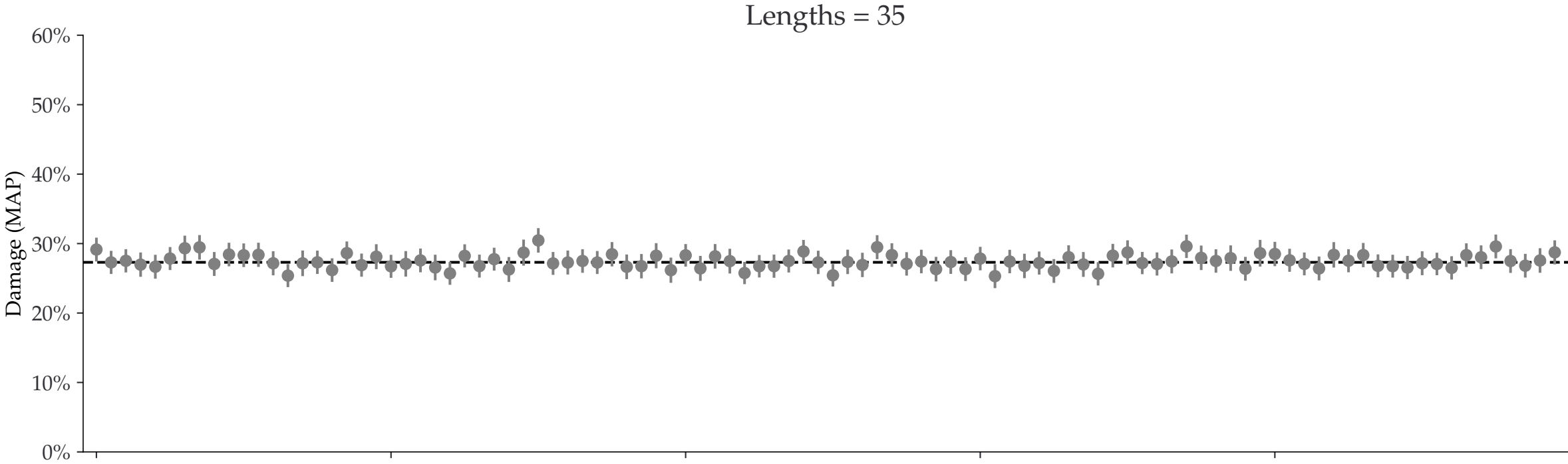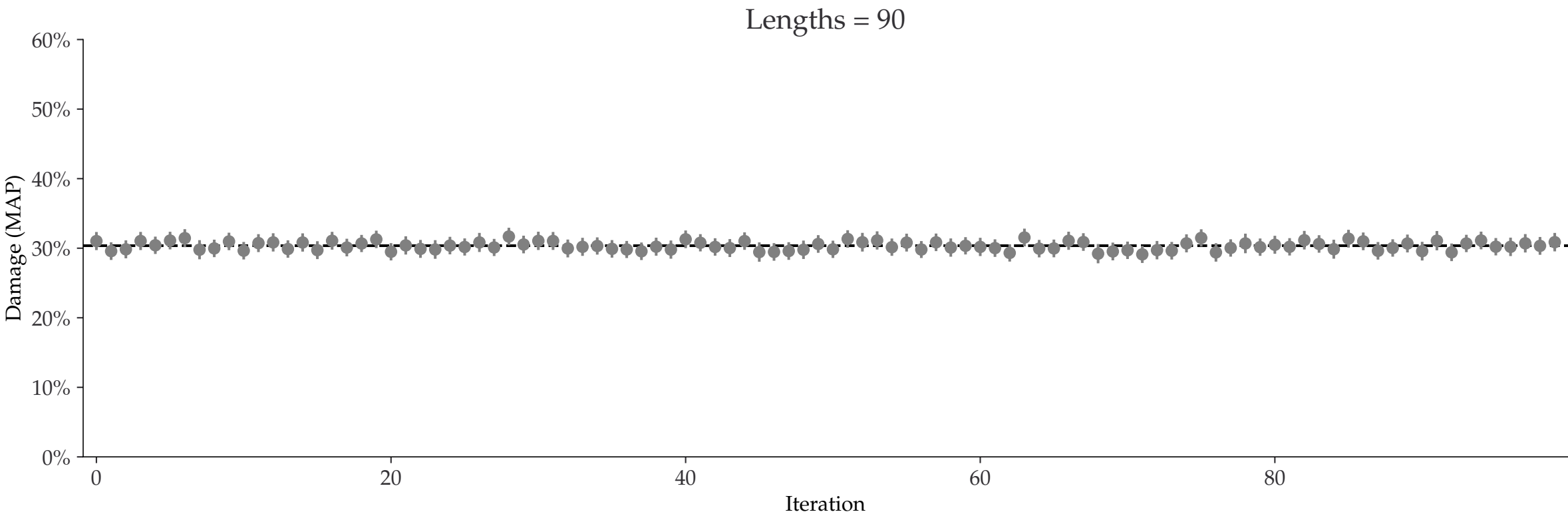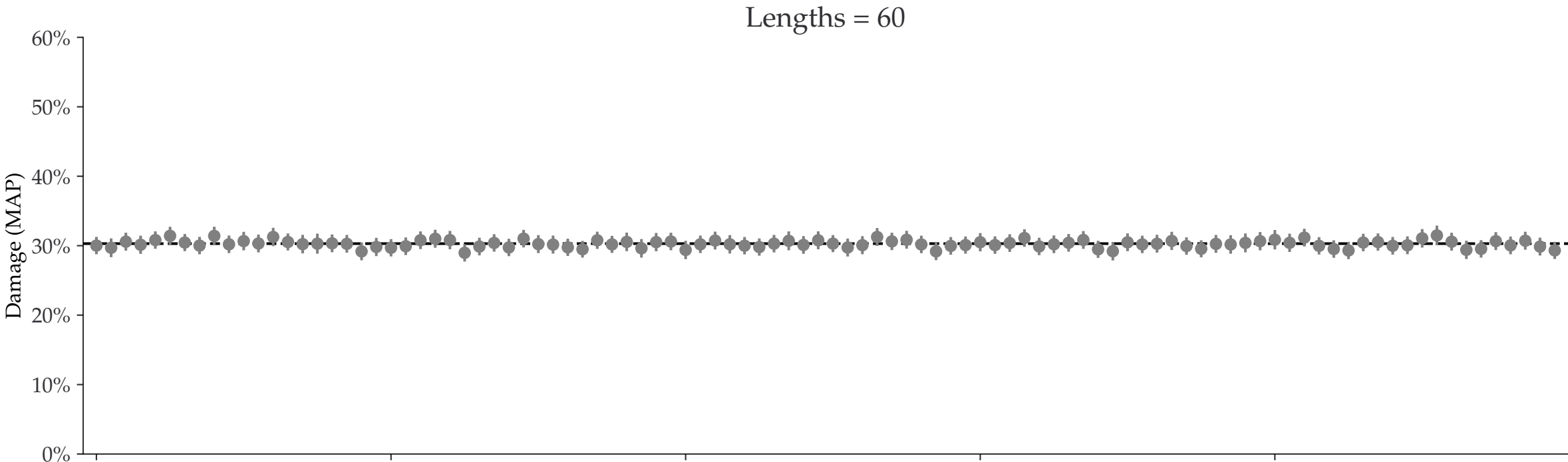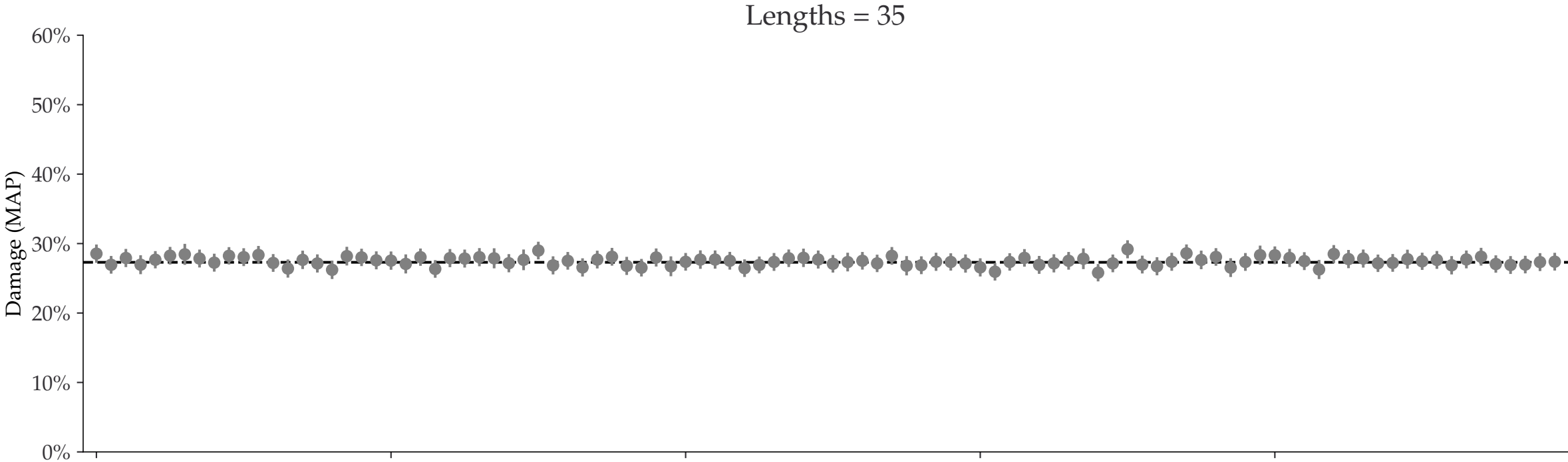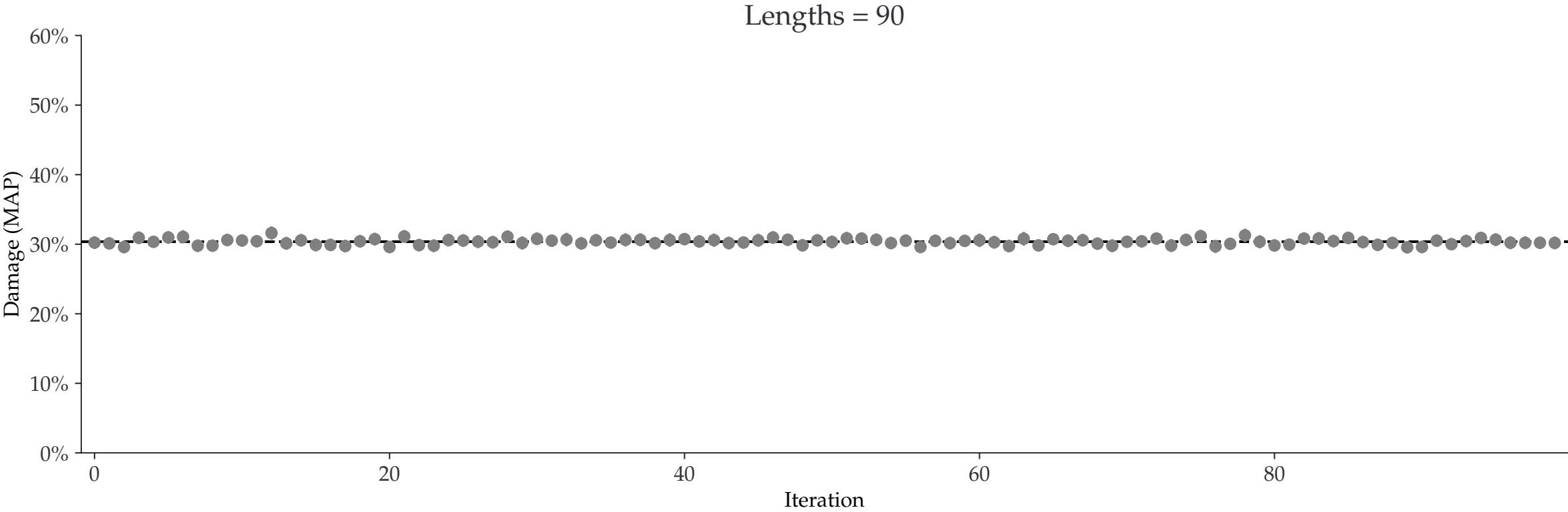
Individual damages:
50000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

Mean ± std. $D_{known} = 27.3\%$

Lengths = 35

Lengths = 60

Lengths = 90
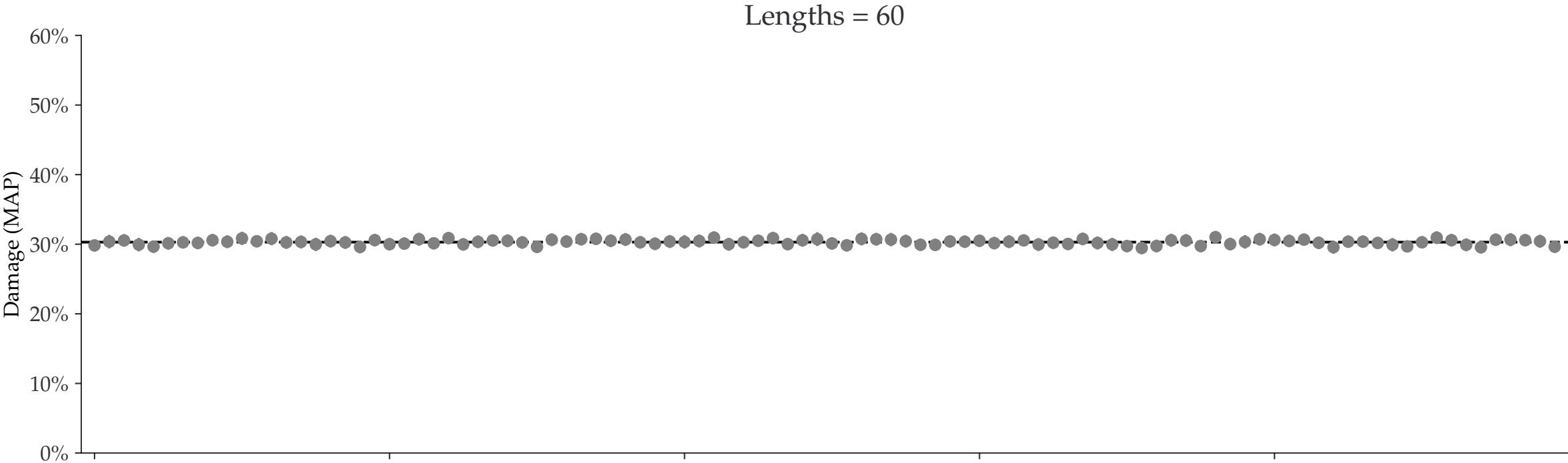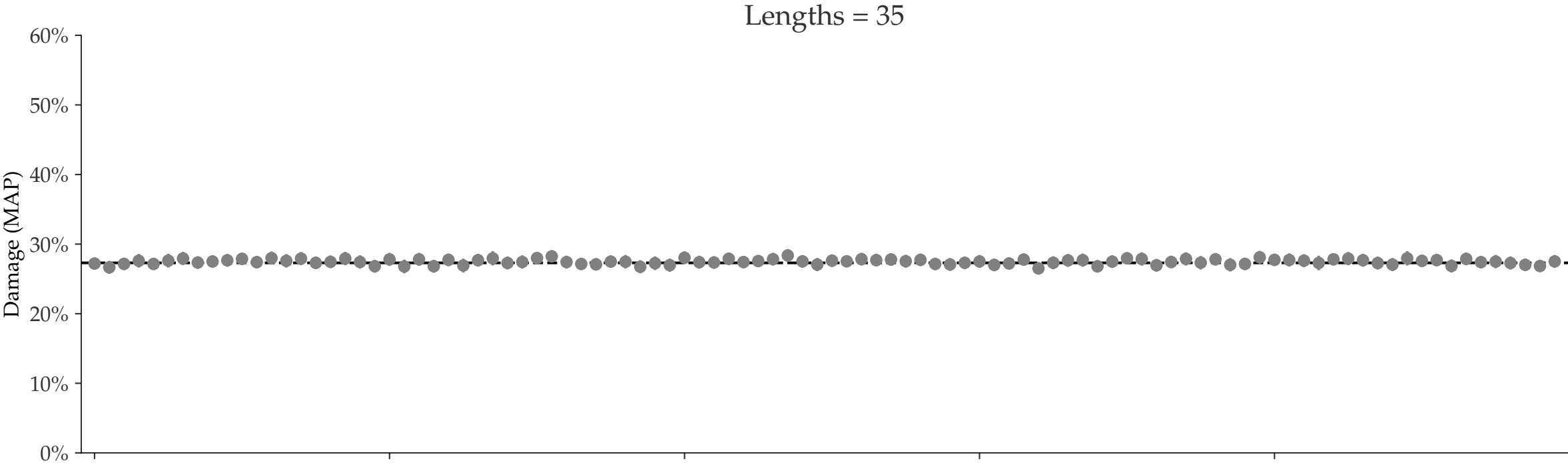
Individual damages:
100000 reads
Briggs damage = 0.96
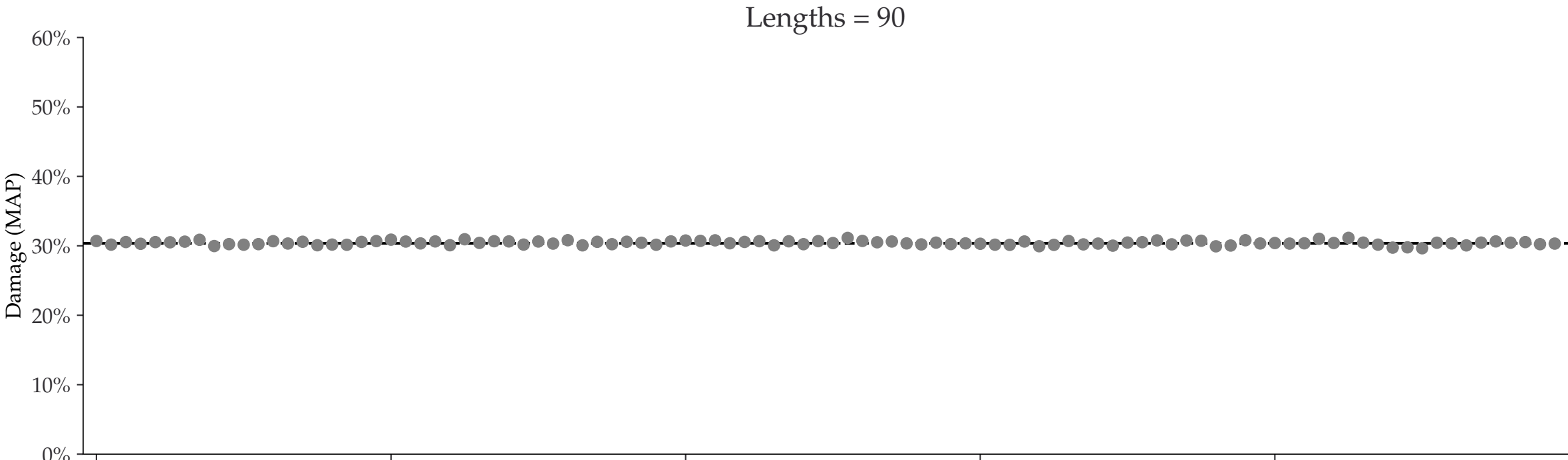Damage percent (approx) = 30%

Mean ± std. $D_{known} = 27.3\%$

Lengths = 35

Lengths = 60
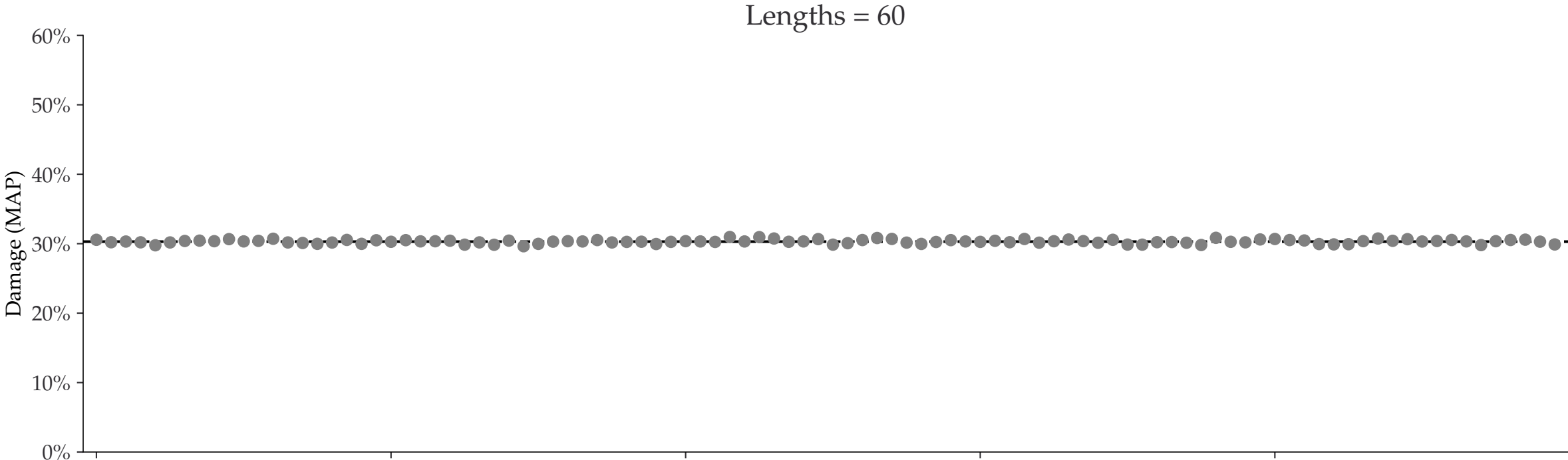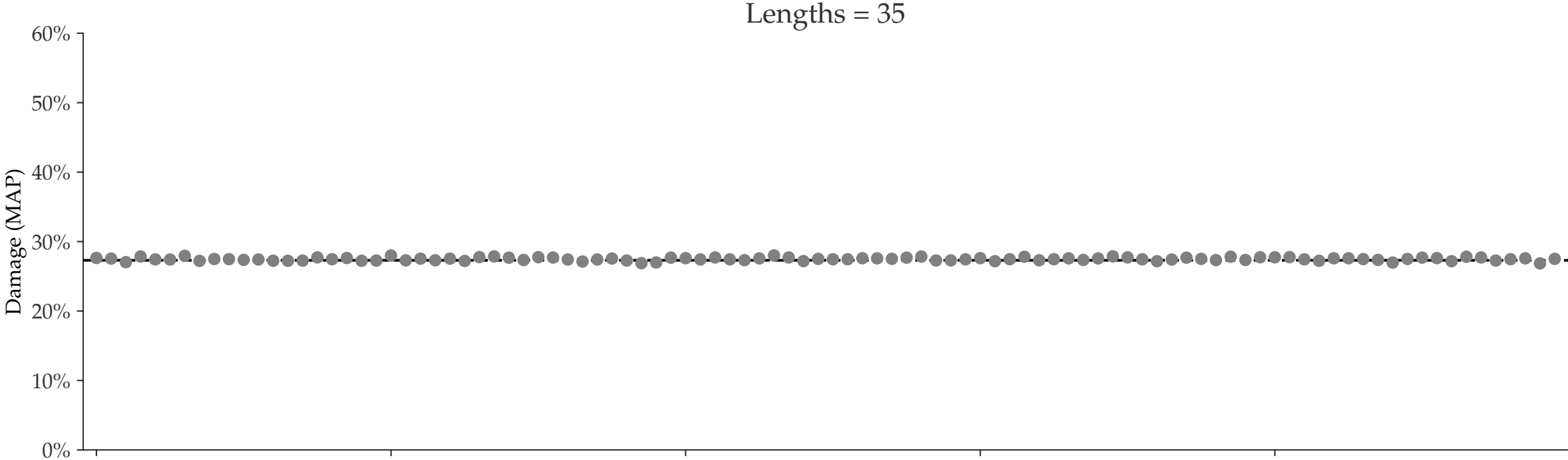
Lengths = 90

Iteration