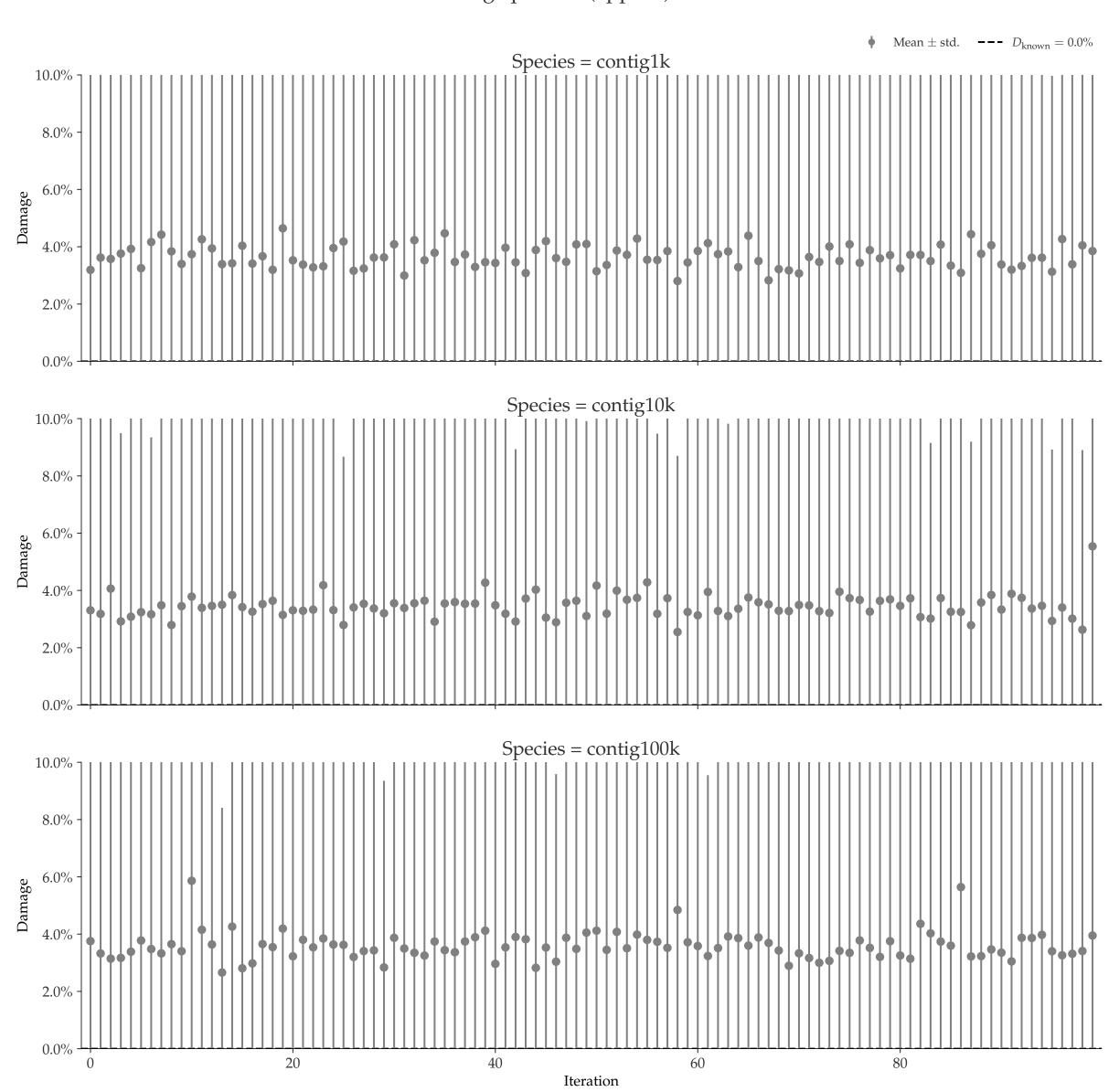
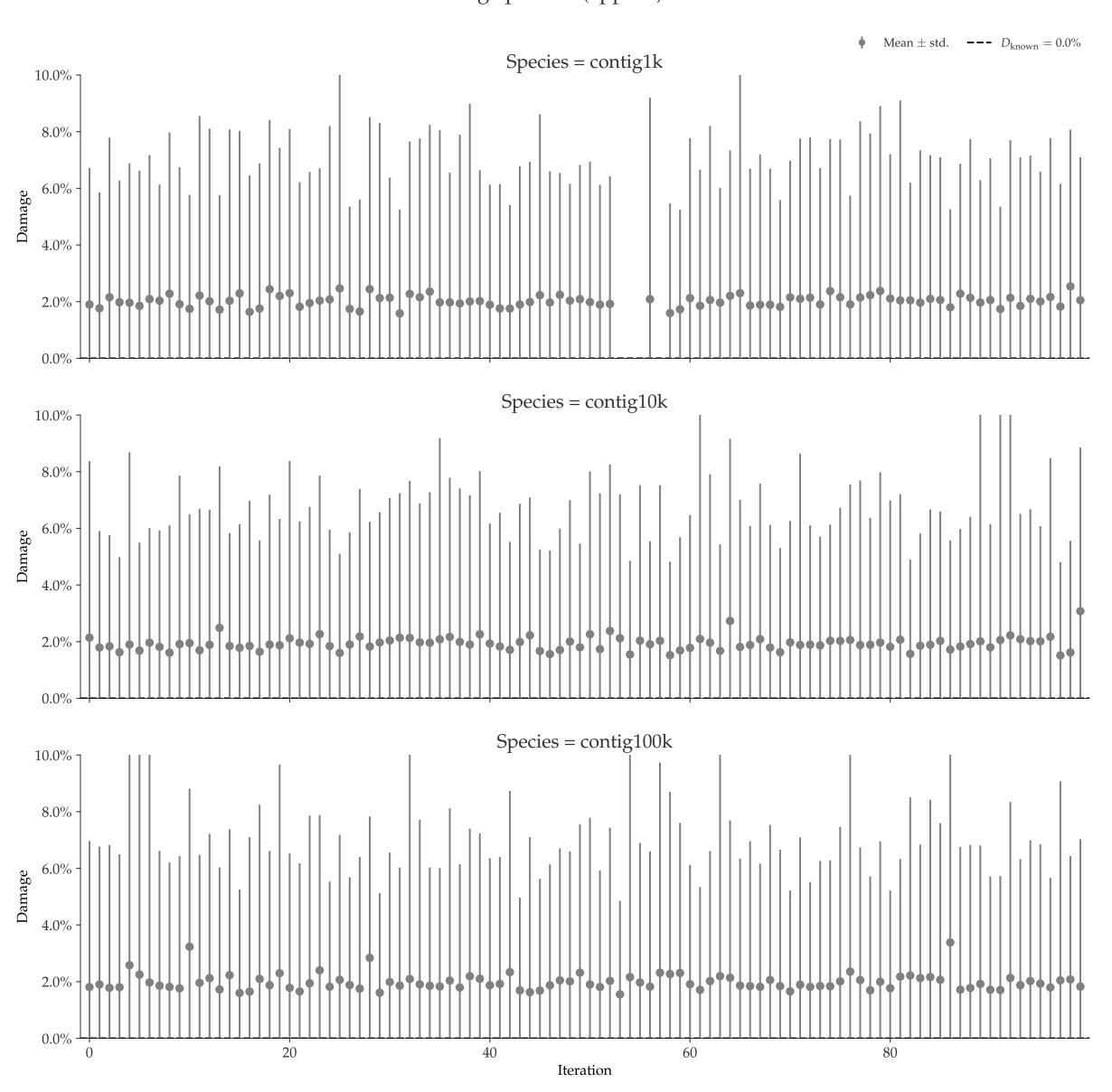
Individual damages: 10 reads Briggs damage = 0.0 Damage percent (approx) = 0%

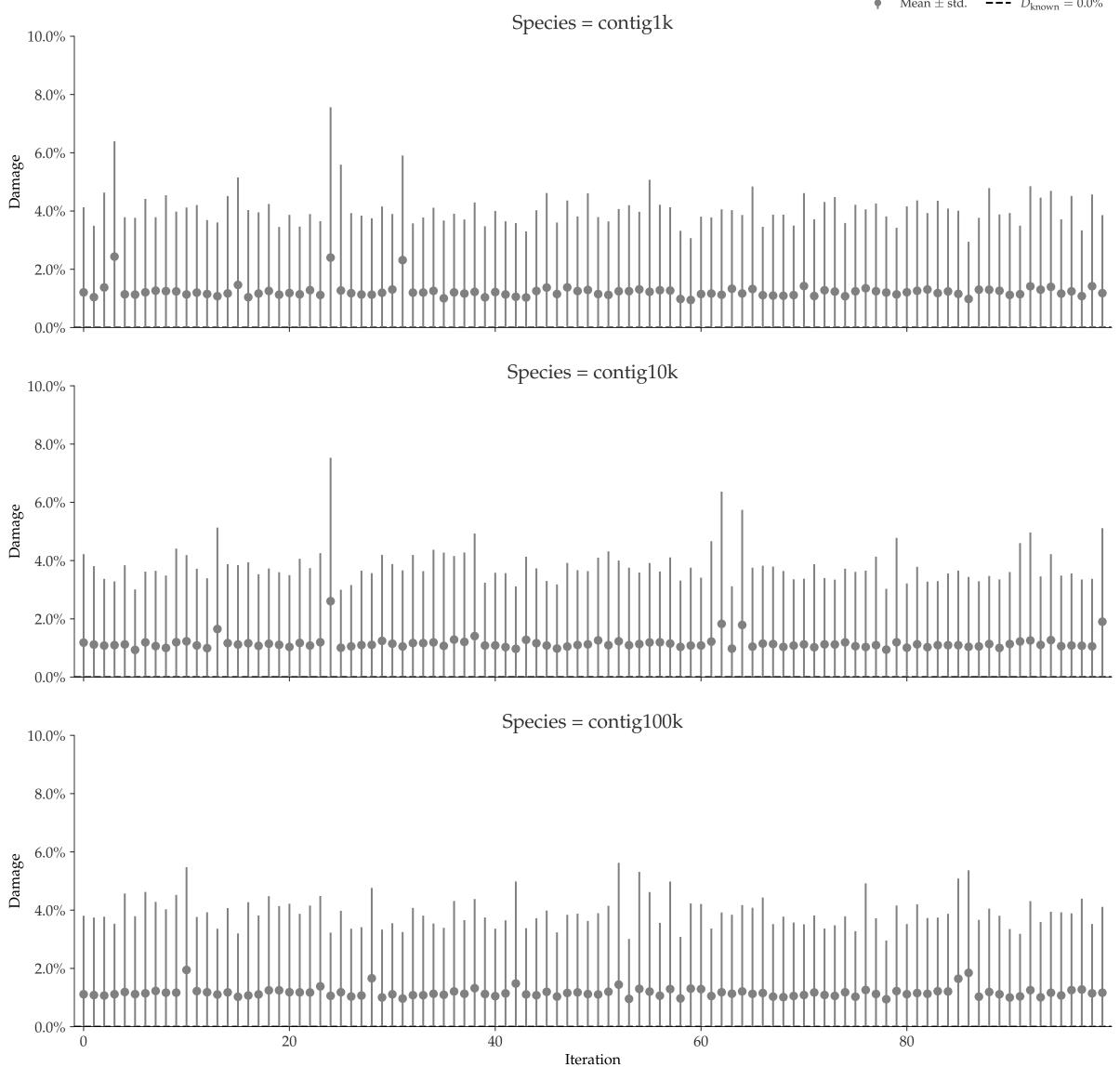


Individual damages: 25 reads Briggs damage = 0.0 Damage percent (approx) = 0%



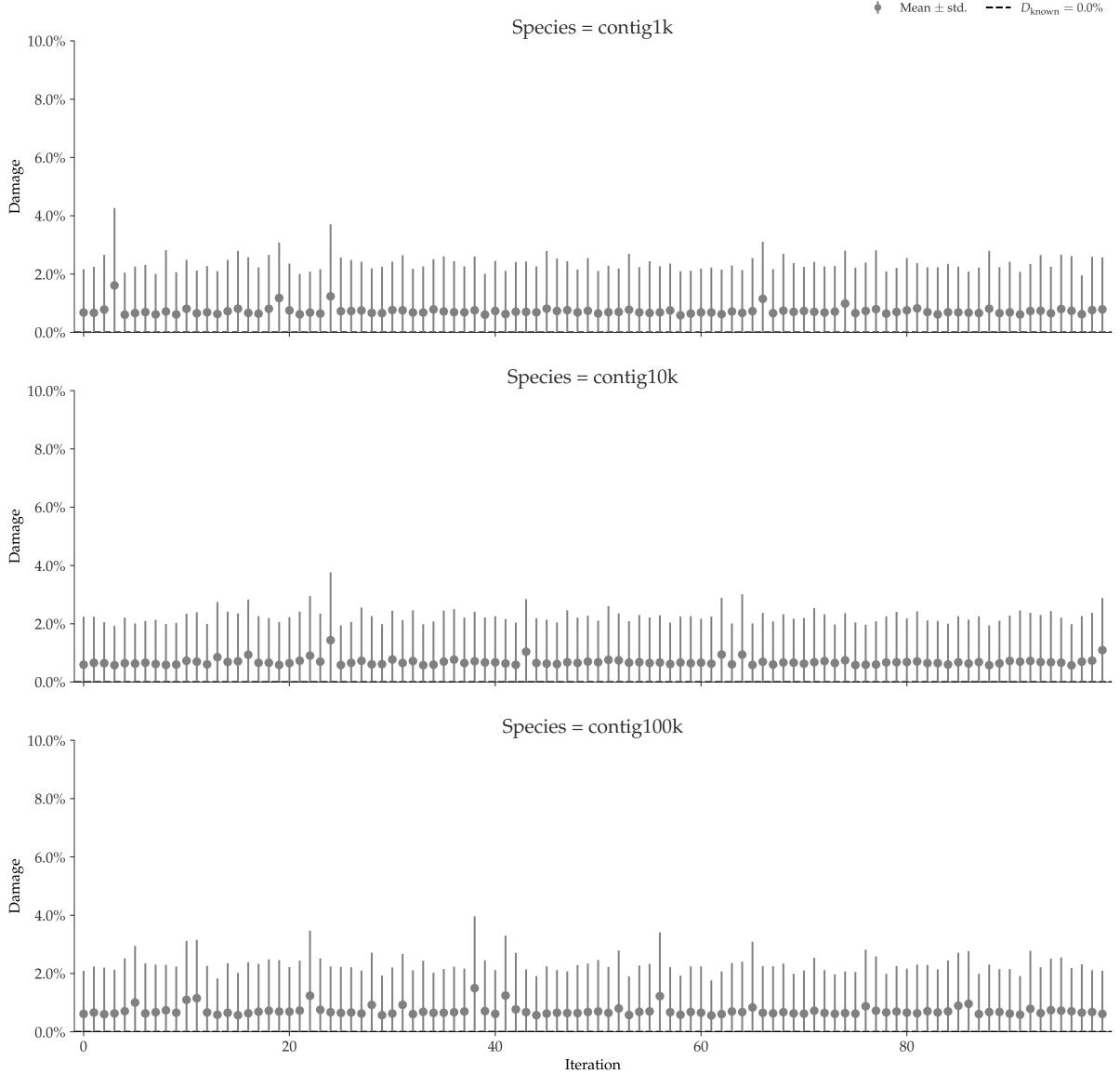
Individual damages: 50 reads Briggs damage = 0.0 Damage percent (approx) = 0%





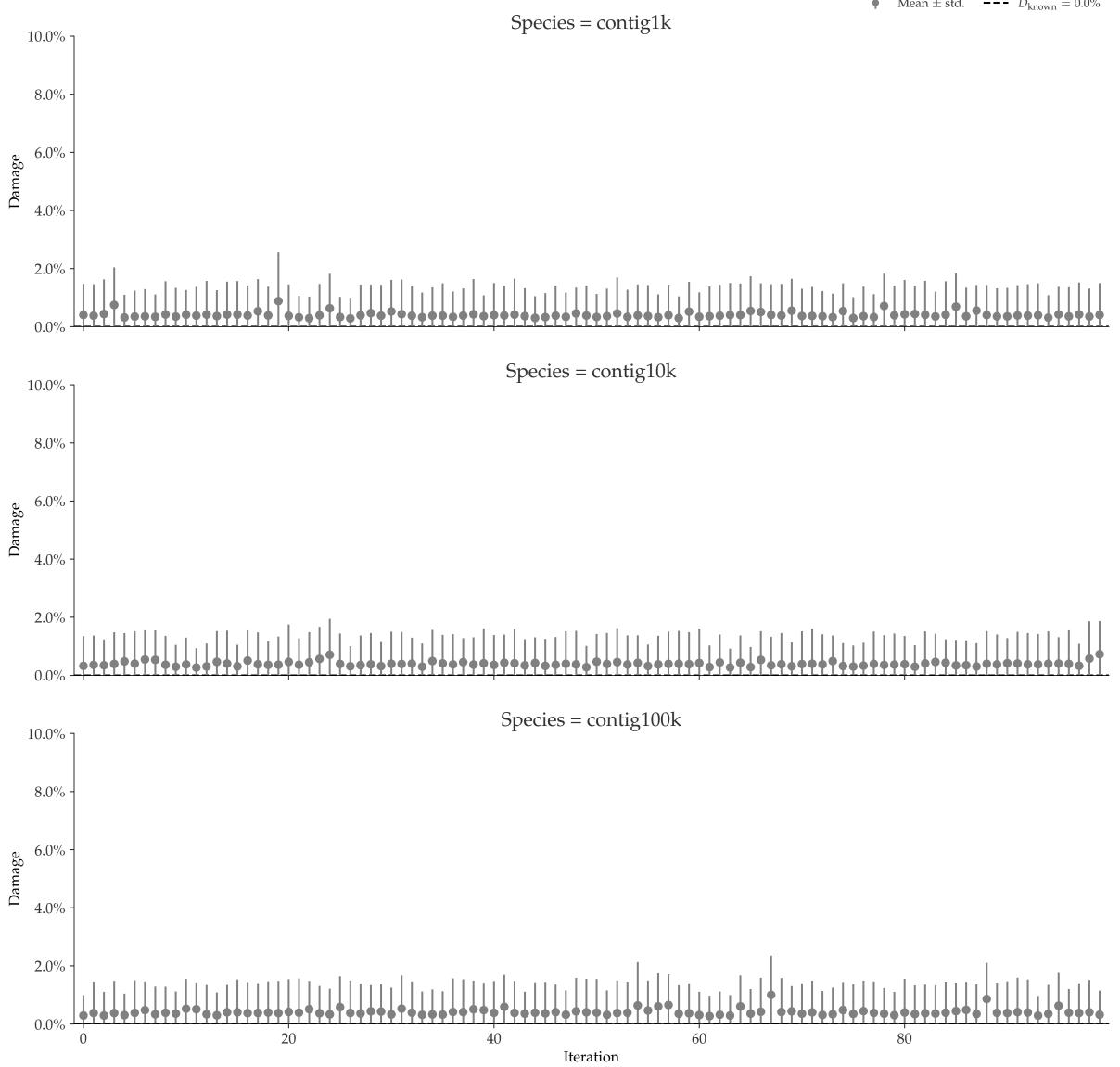
Individual damages: 100 reads Briggs damage = 0.0 Damage percent (approx) = 0%





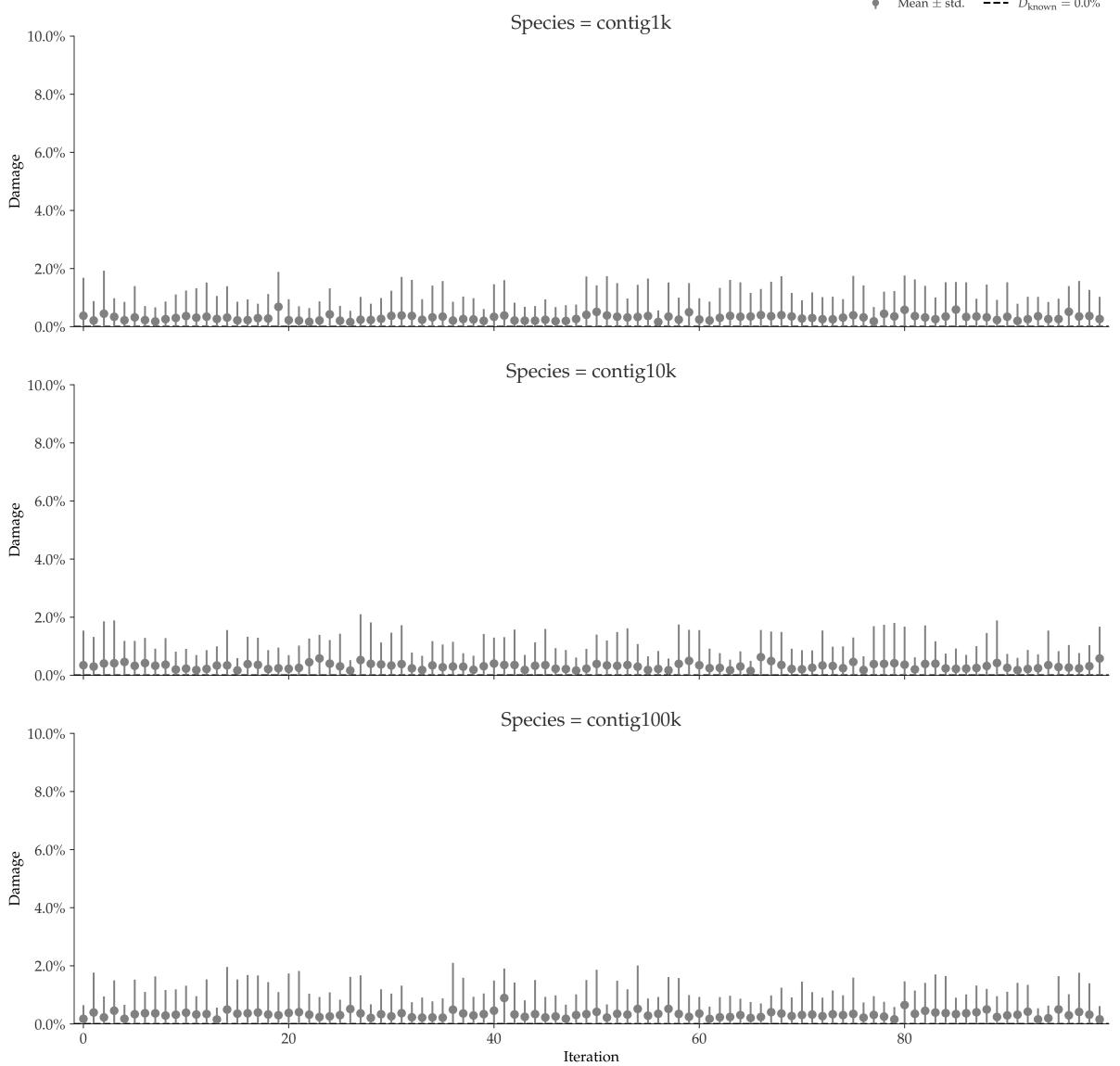
Individual damages: 250 reads Briggs damage = 0.0 Damage percent (approx) = 0%





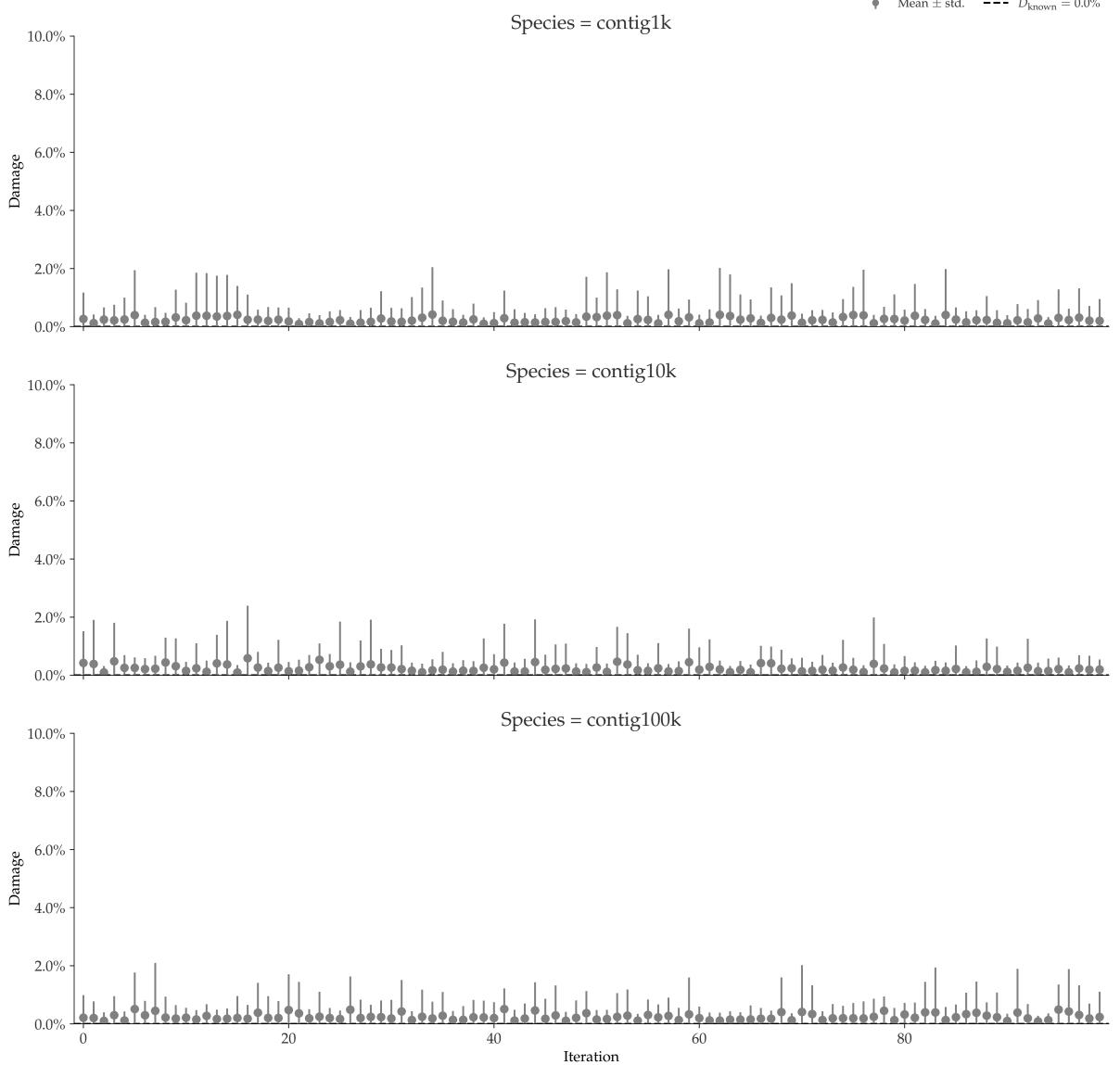
Individual damages: 500 reads Briggs damage = 0.0 Damage percent (approx) = 0%





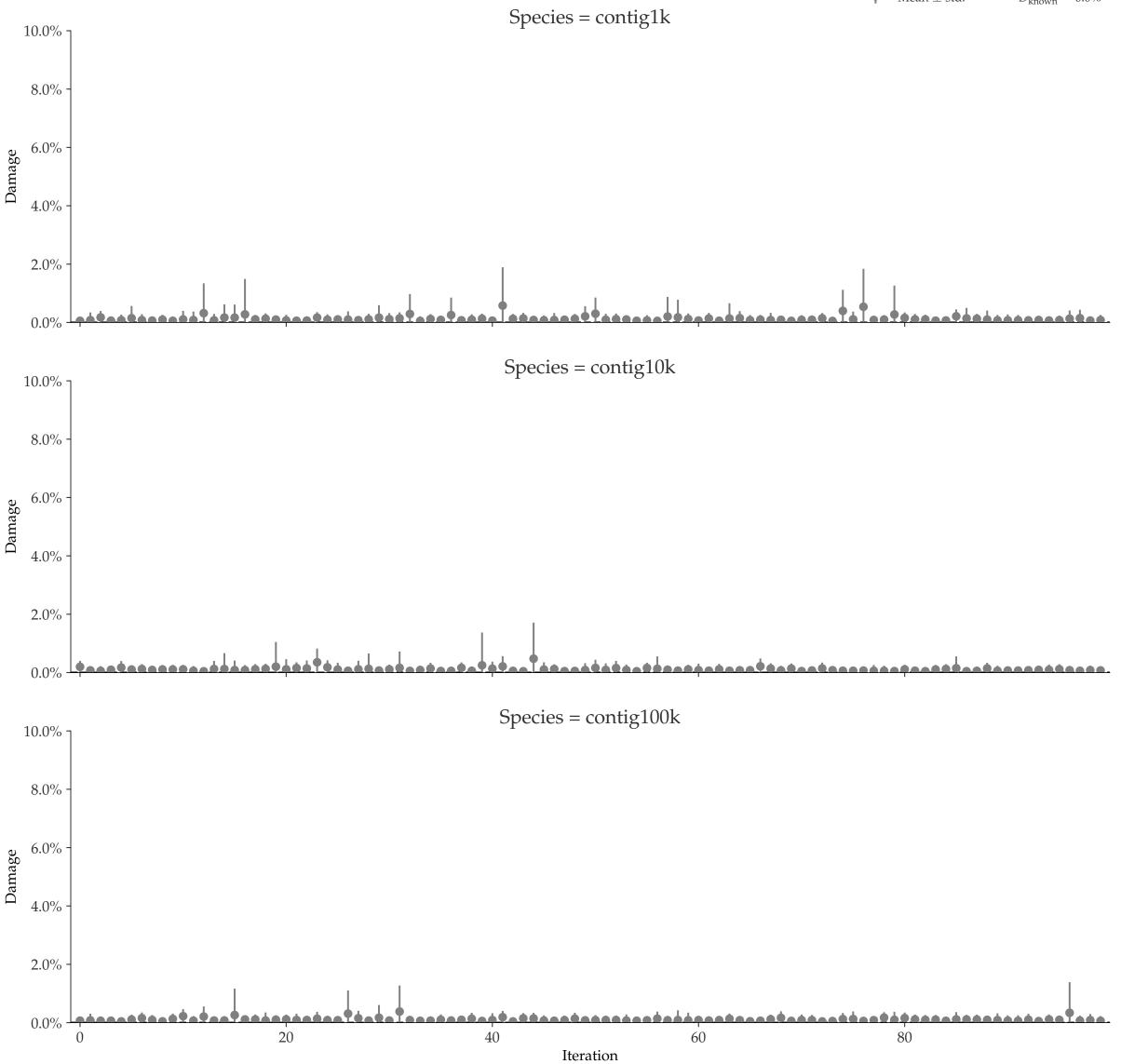
Individual damages: 1000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



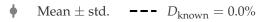


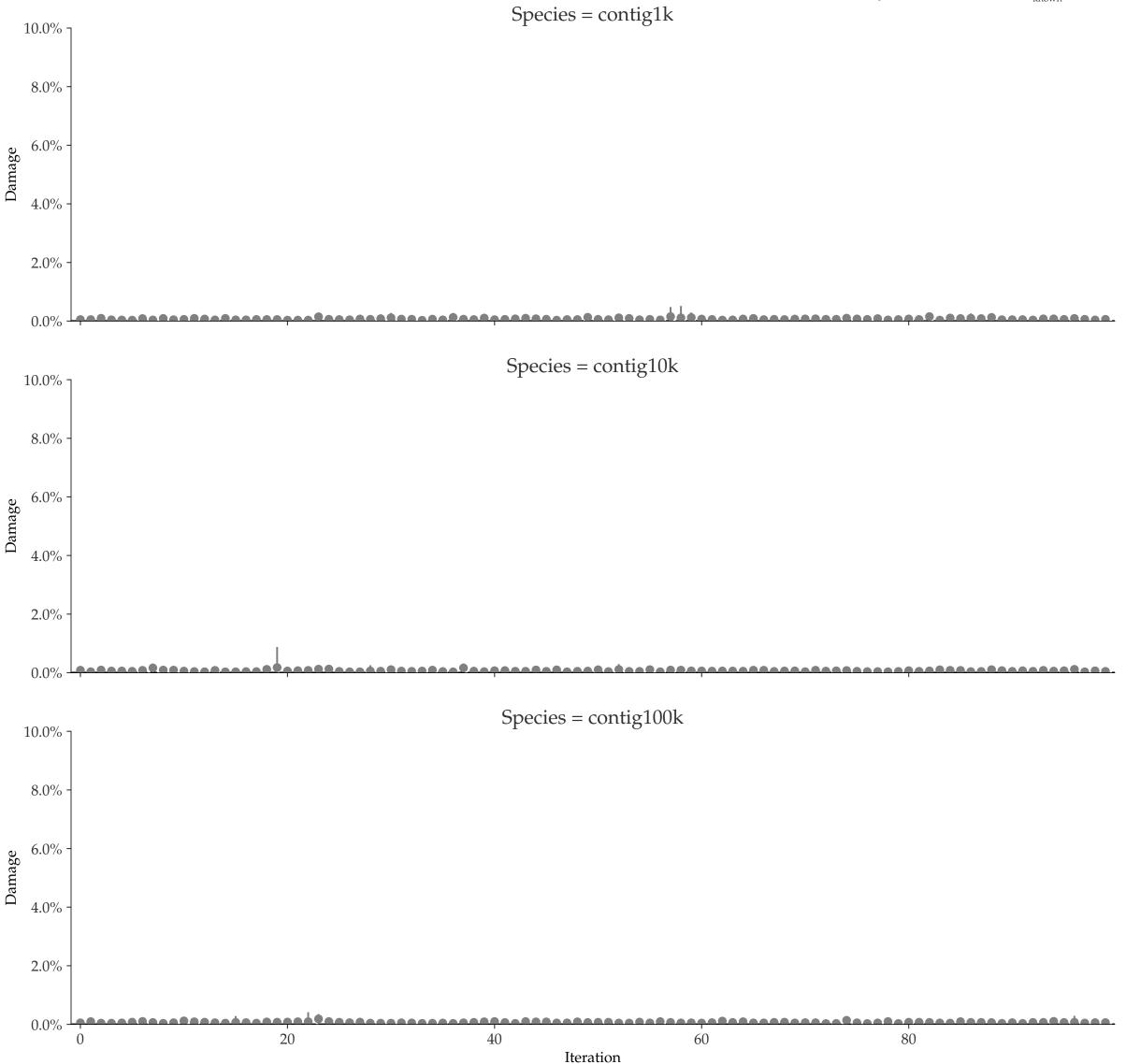
Individual damages: 2500 reads Briggs damage = 0.0 Damage percent (approx) = 0%



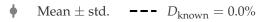


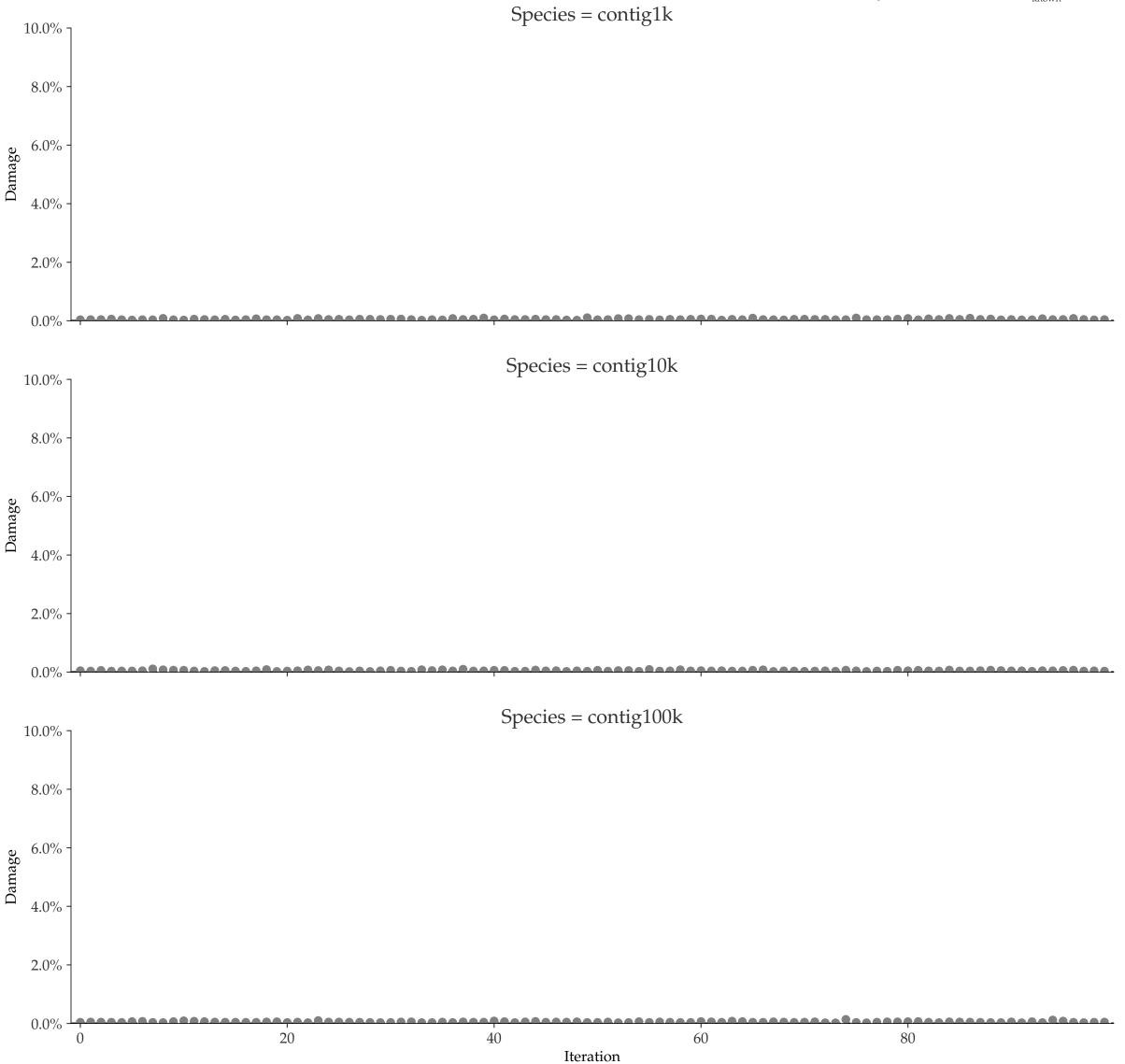
Individual damages: 5000 reads Briggs damage = 0.0 Damage percent (approx) = 0%





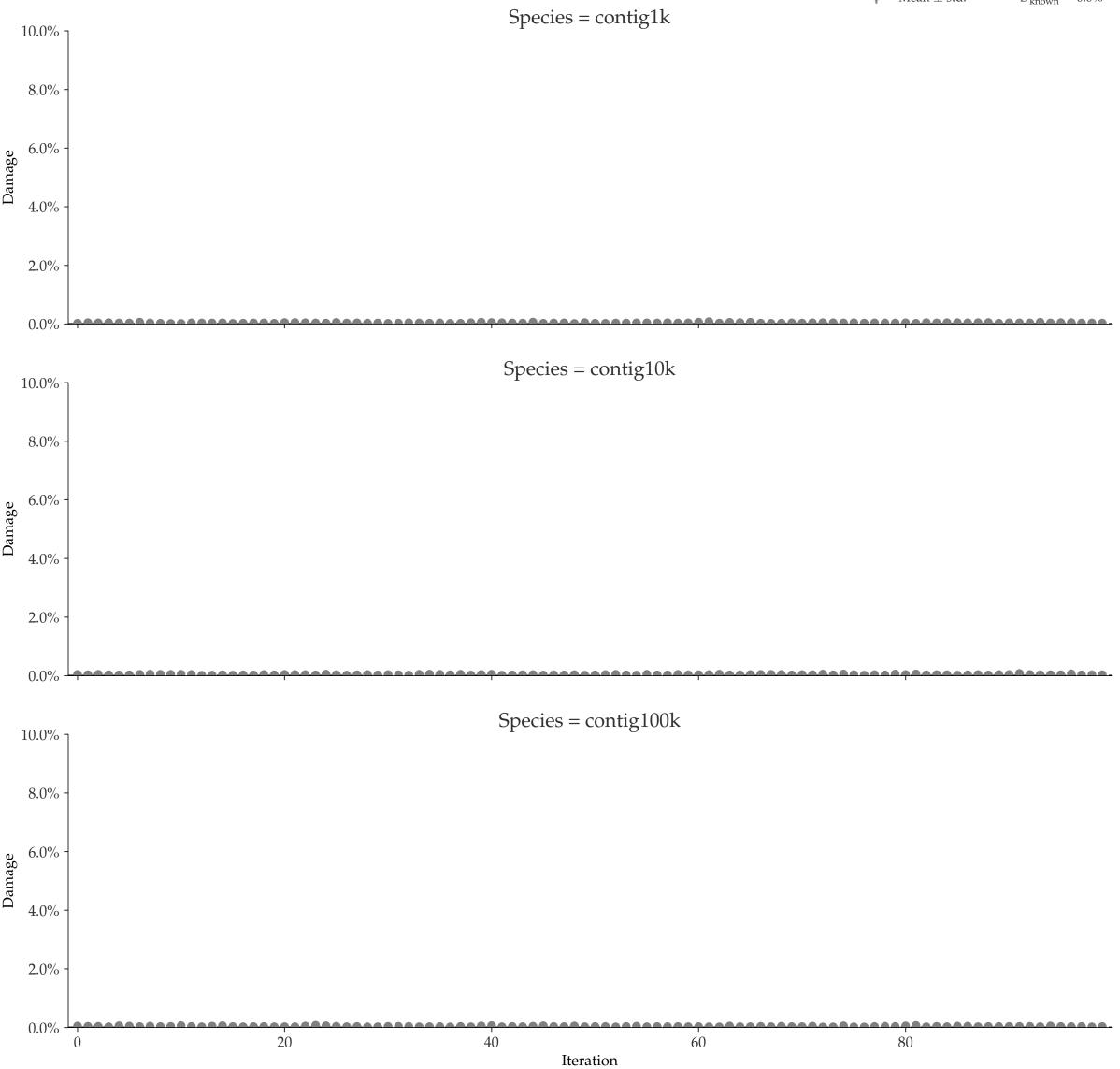
Individual damages: 10000 reads Briggs damage = 0.0 Damage percent (approx) = 0%





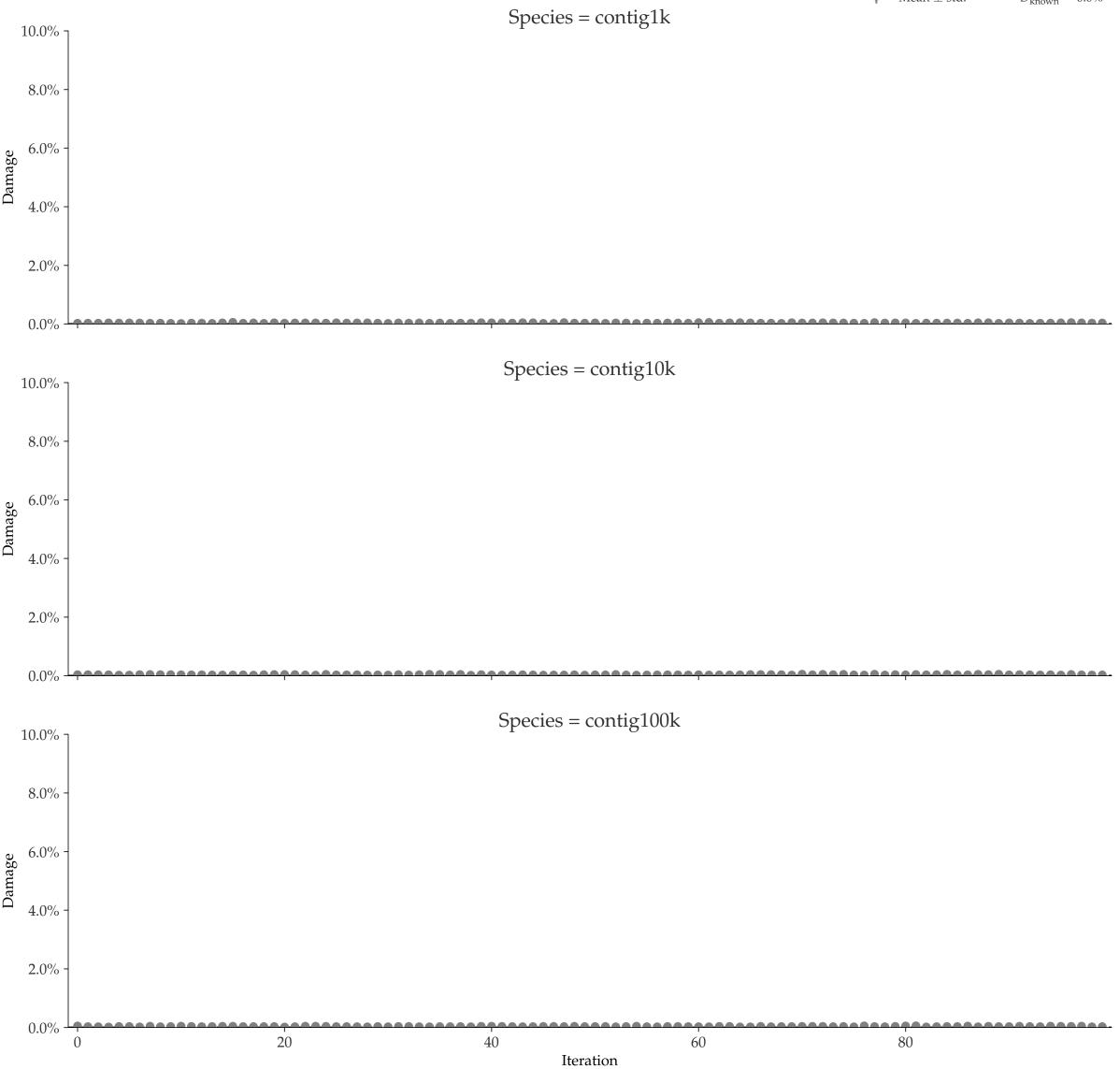
Individual damages: 25000 reads Briggs damage = 0.0 Damage percent (approx) = 0%





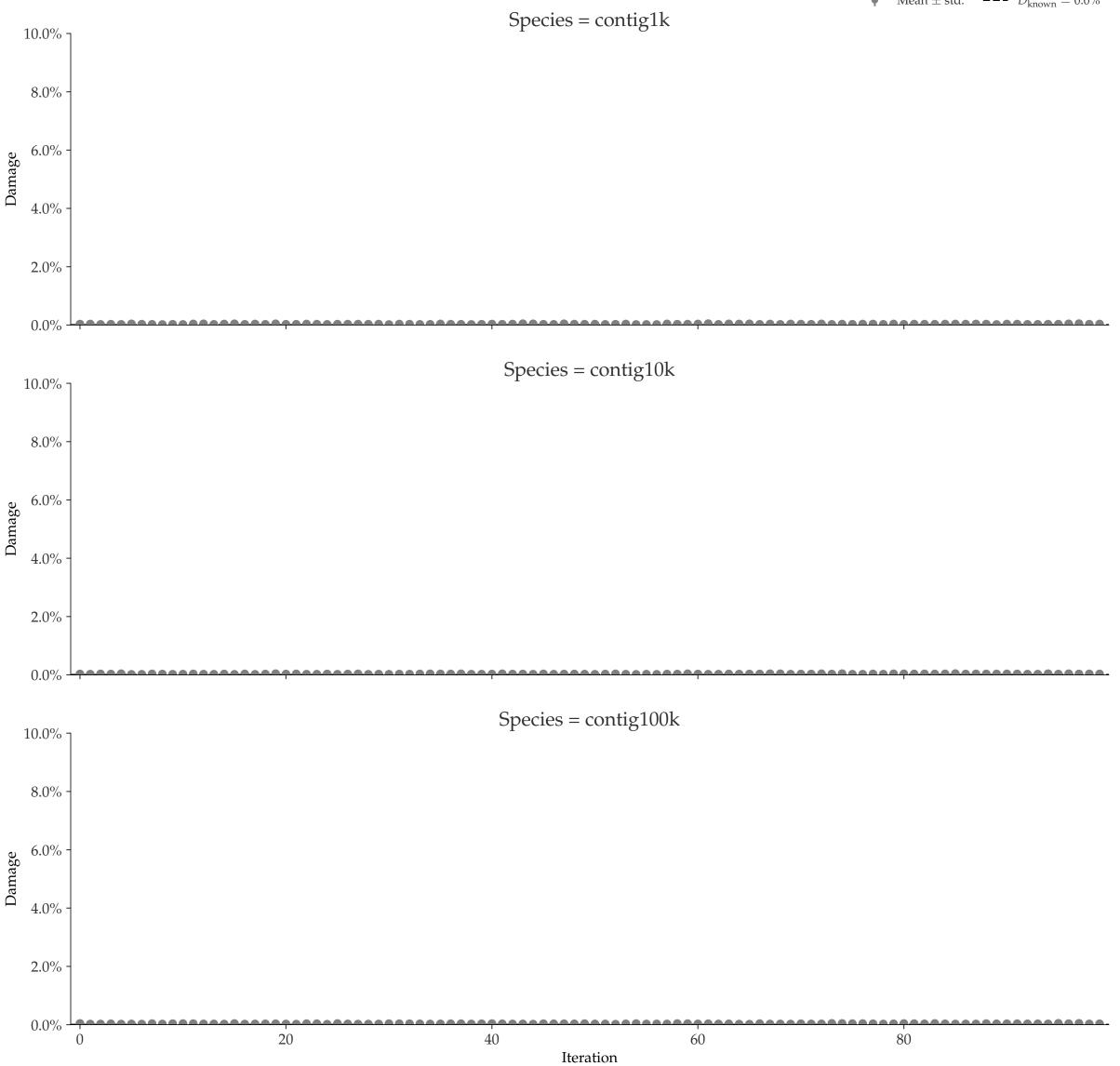
Individual damages: 50000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



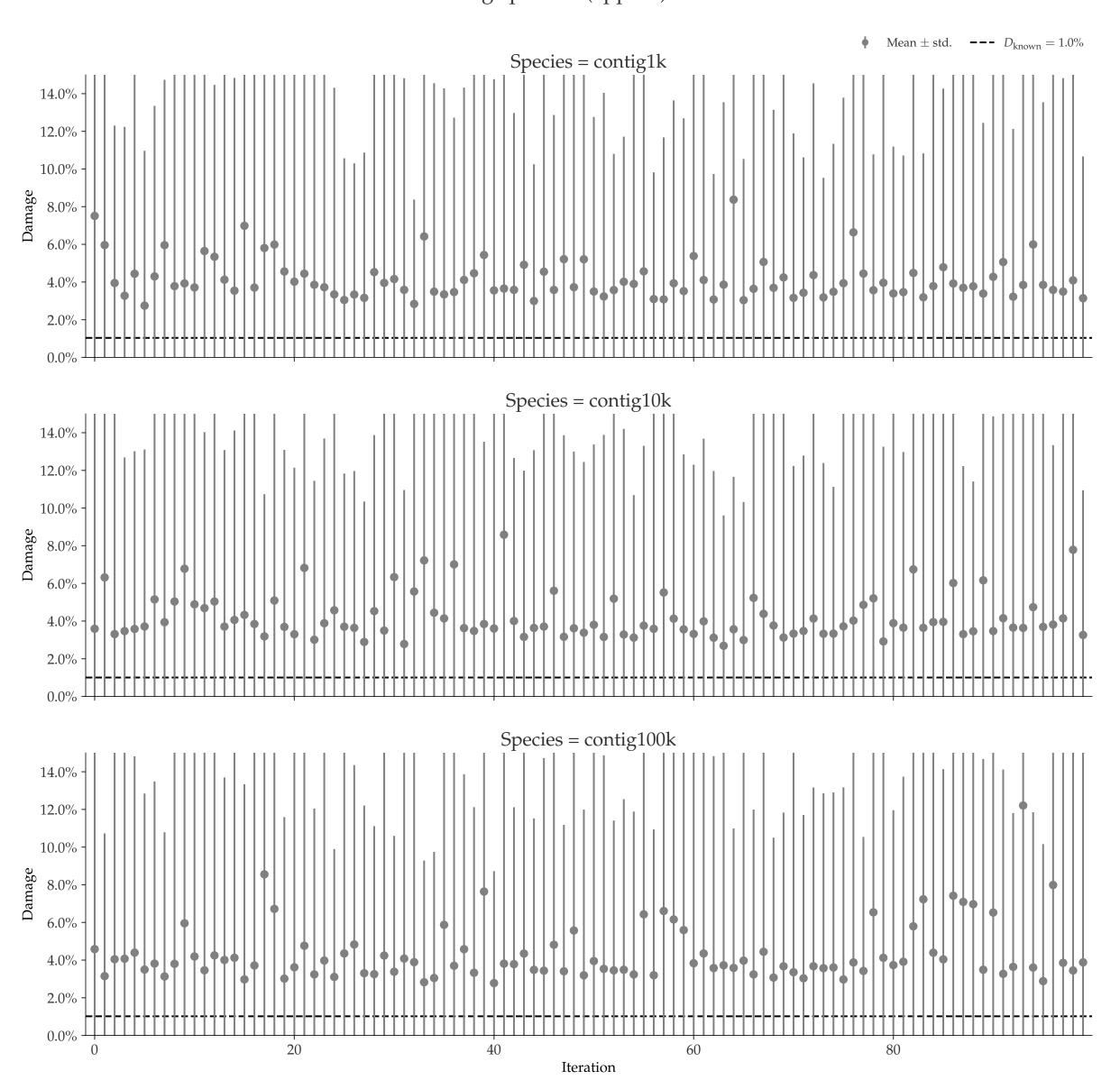


Individual damages: 100000 reads Briggs damage = 0.0 Damage percent (approx) = 0%

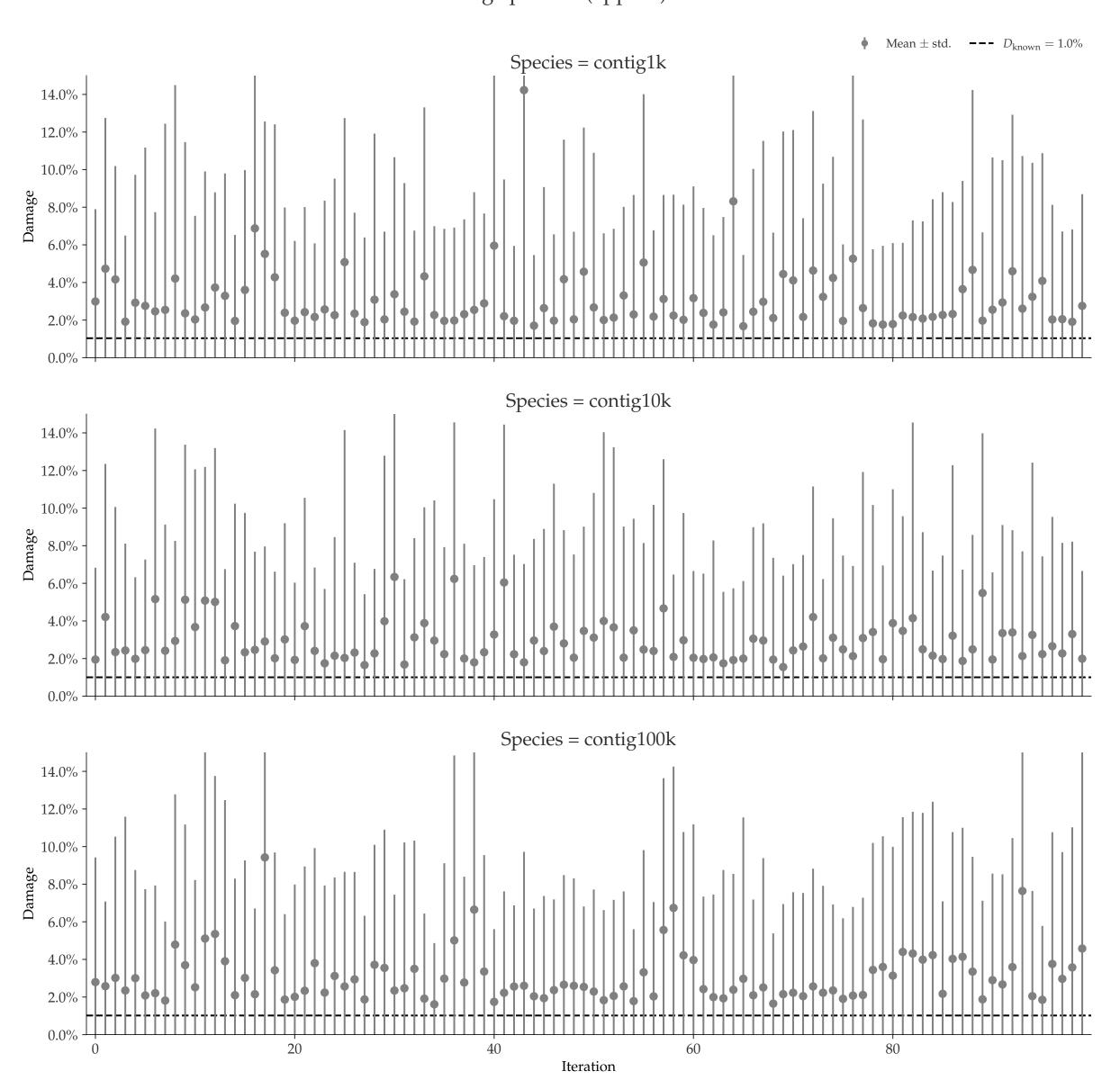




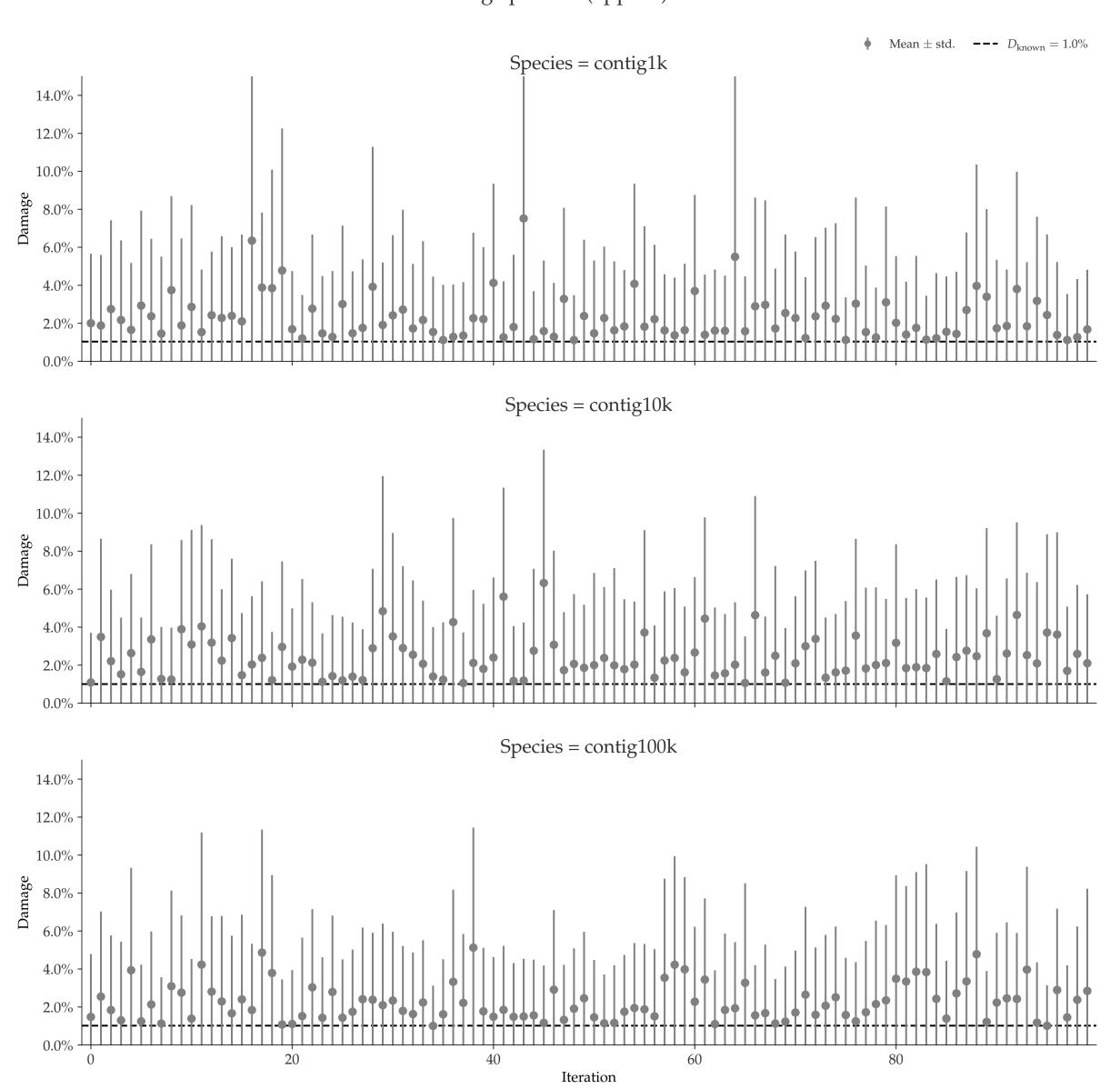
Individual damages: 10 reads Briggs damage = 0.035 Damage percent (approx) = 1%



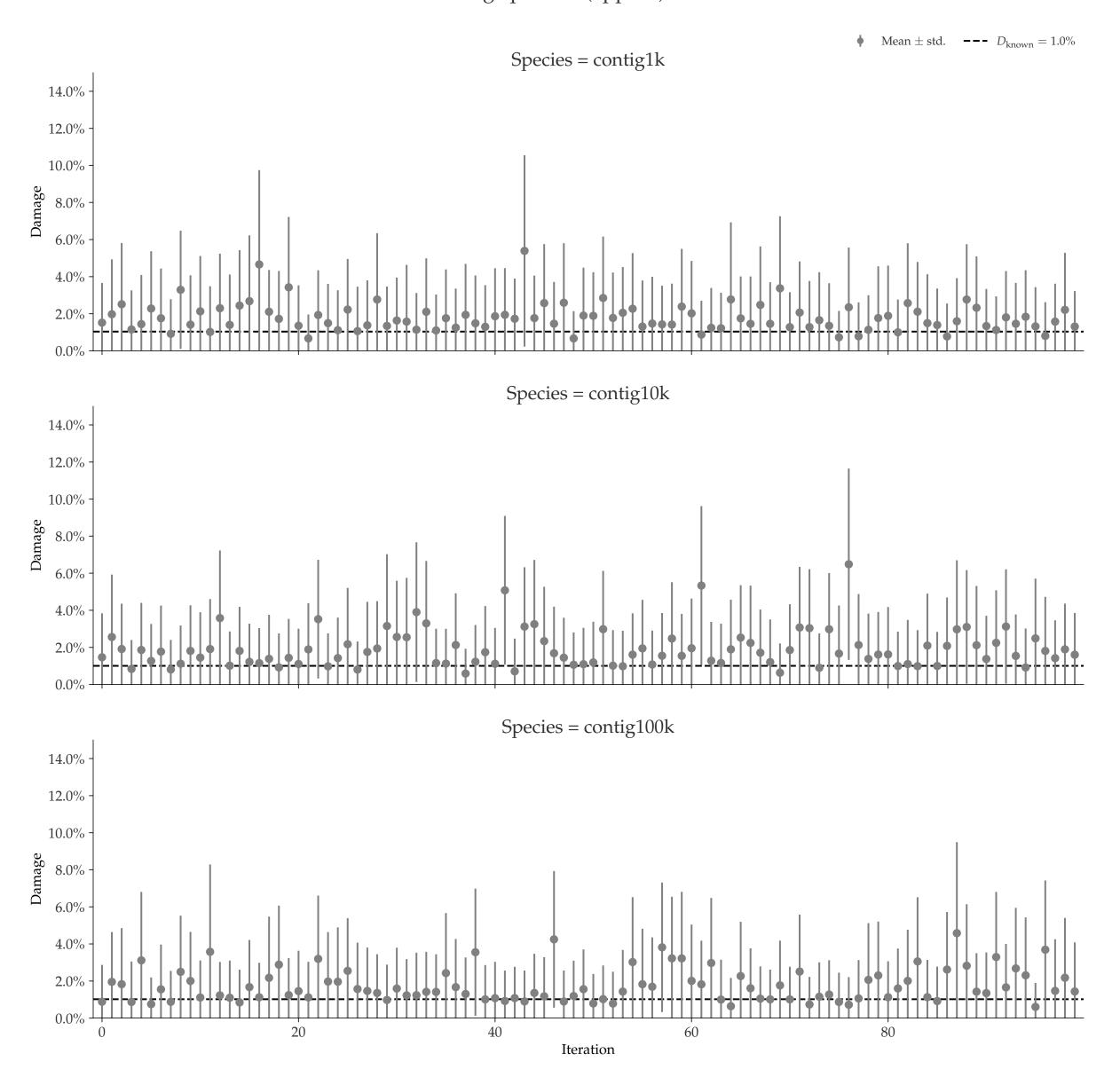
Individual damages: 25 reads Briggs damage = 0.035 Damage percent (approx) = 1%



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



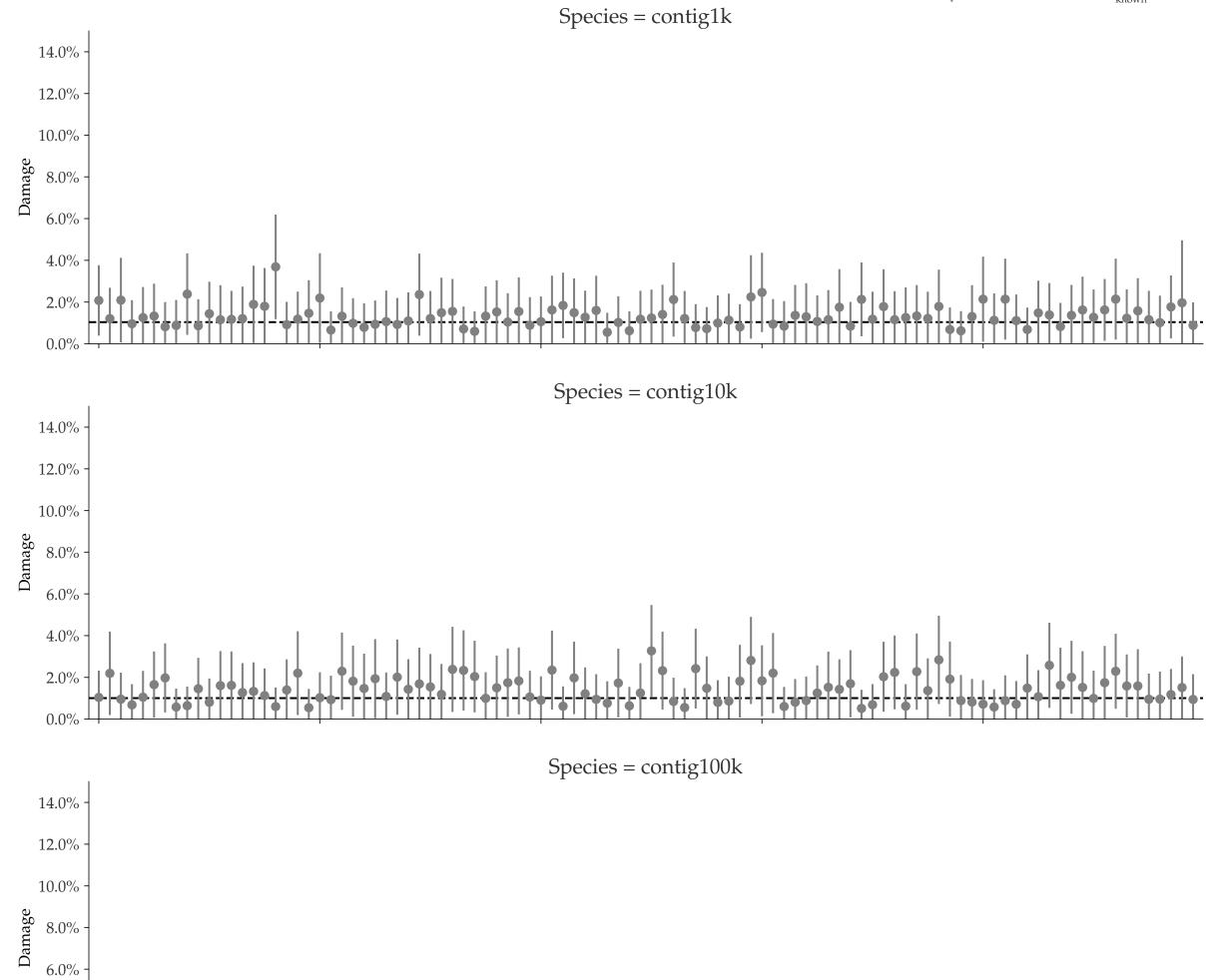
Individual damages: 100 reads Briggs damage = 0.035 Damage percent (approx) = 1%



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



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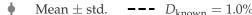
Iteration

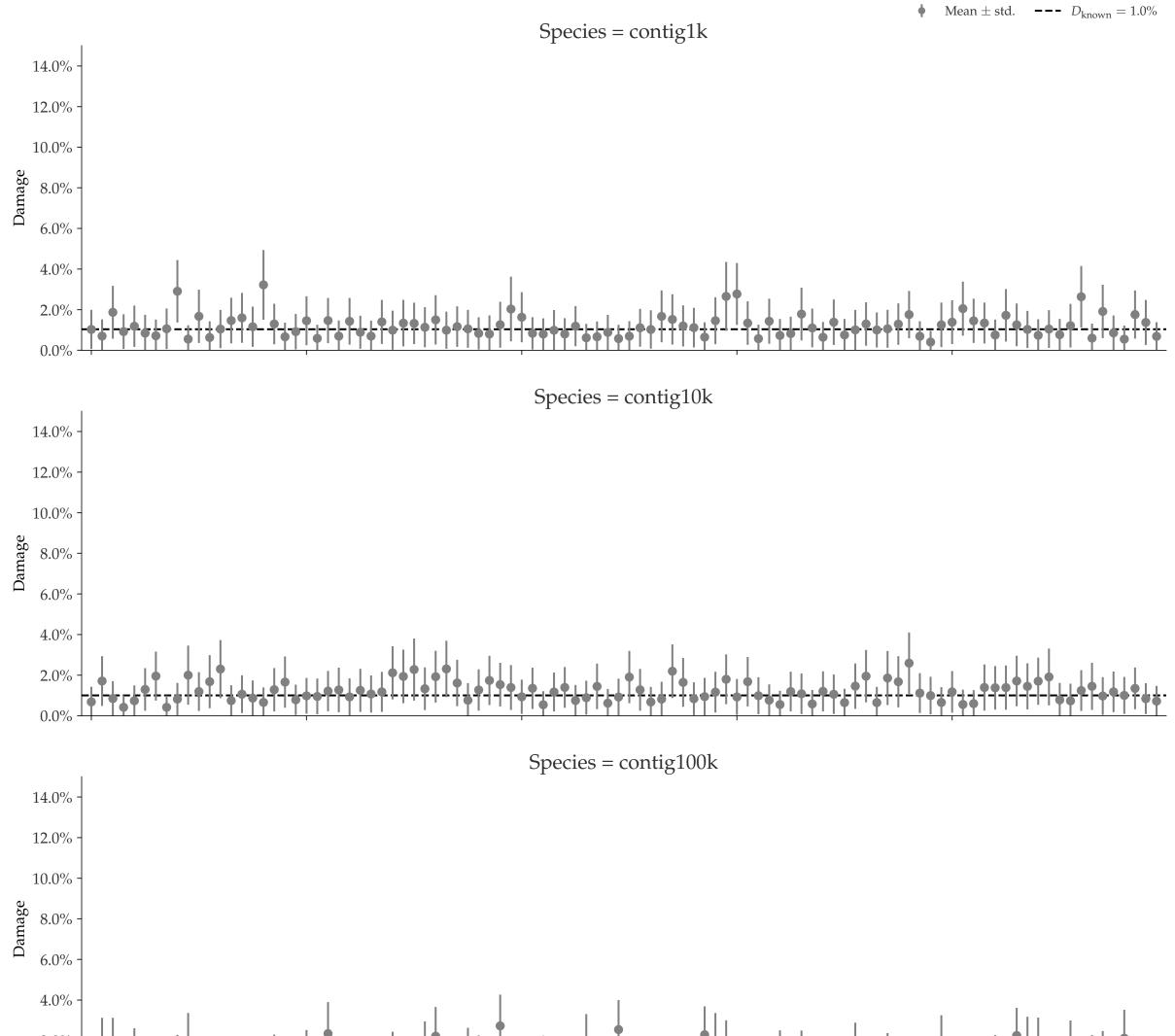
60

4.0%

20

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



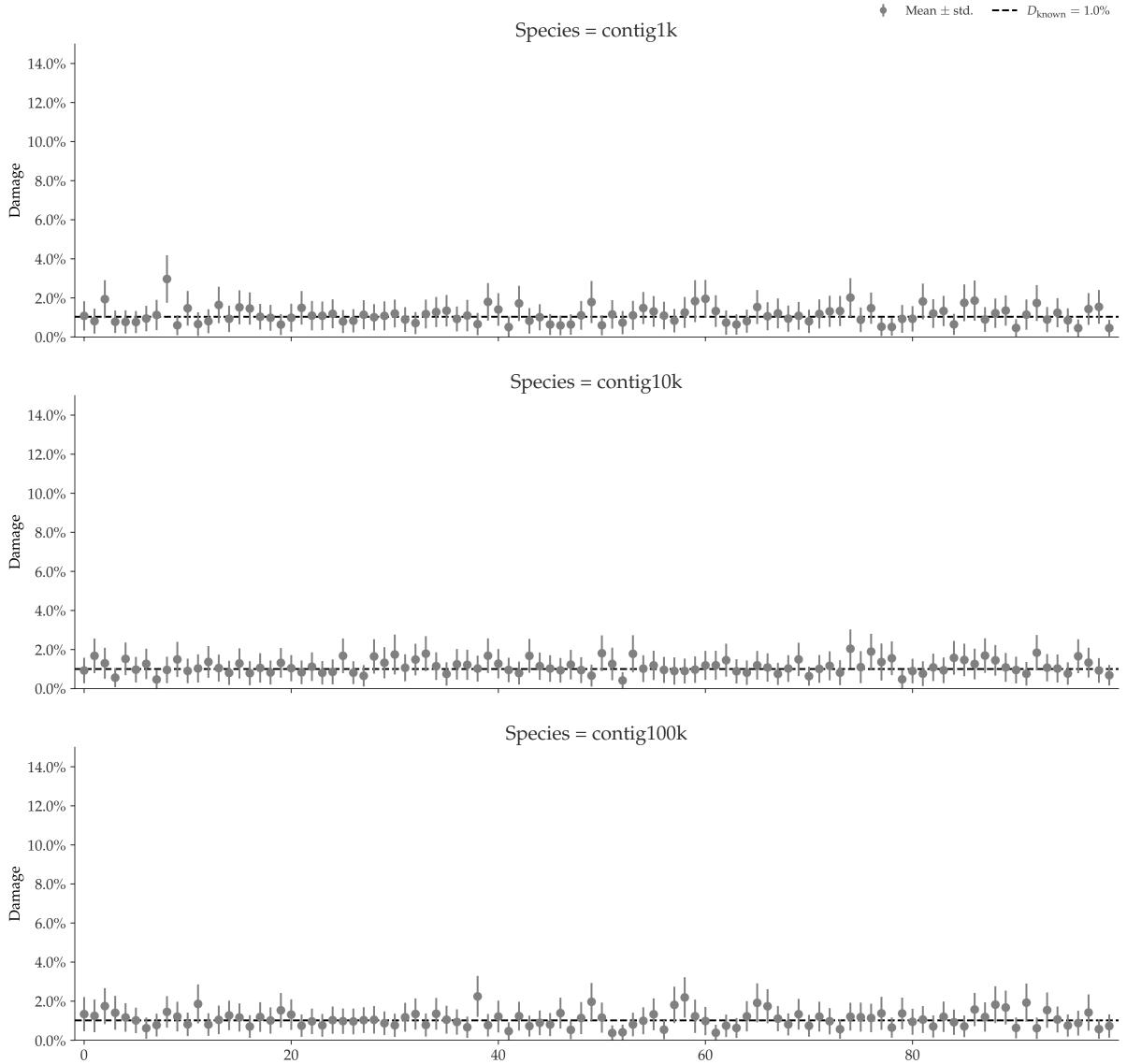


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Iteration

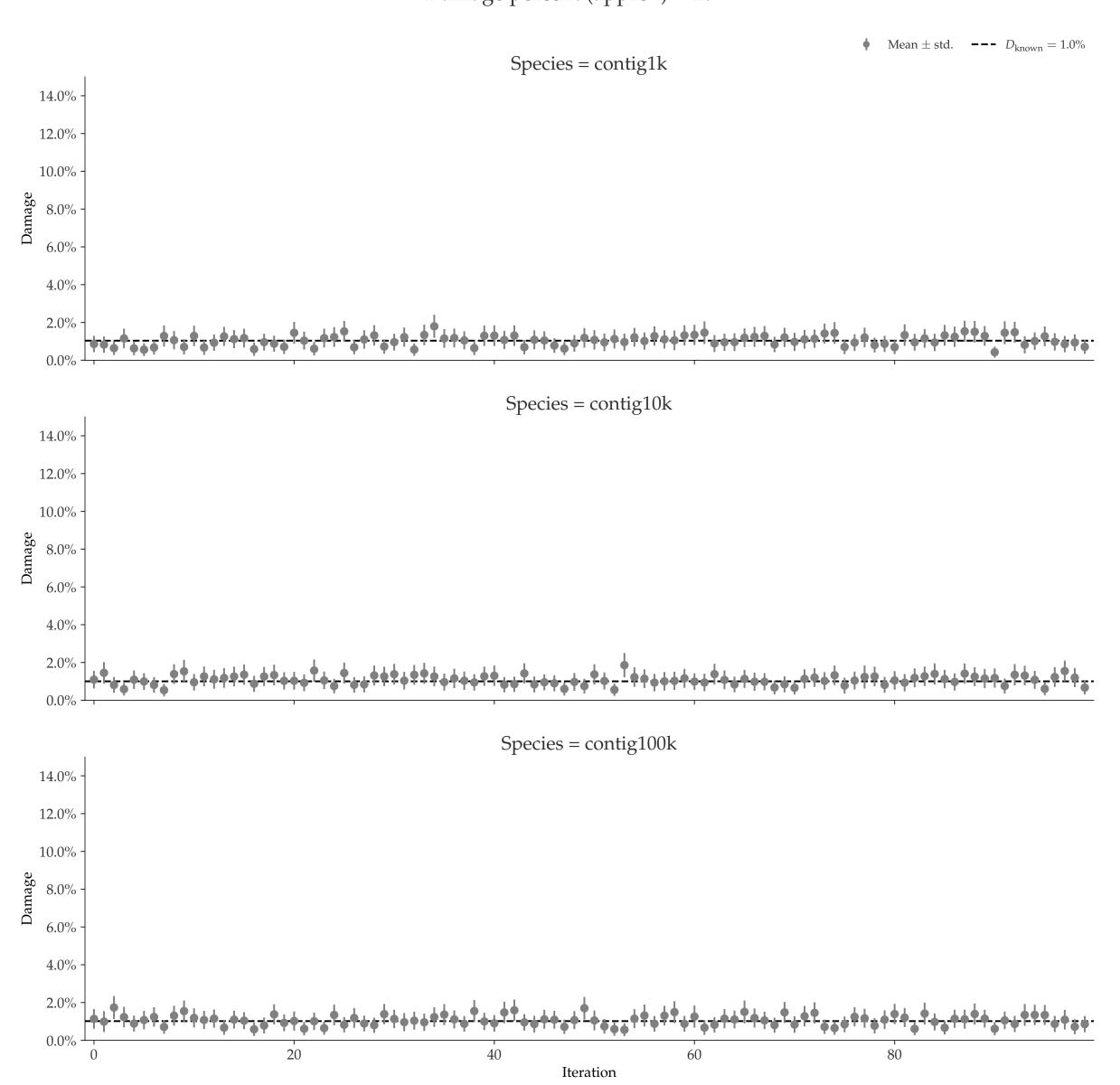
Individual damages: 1000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



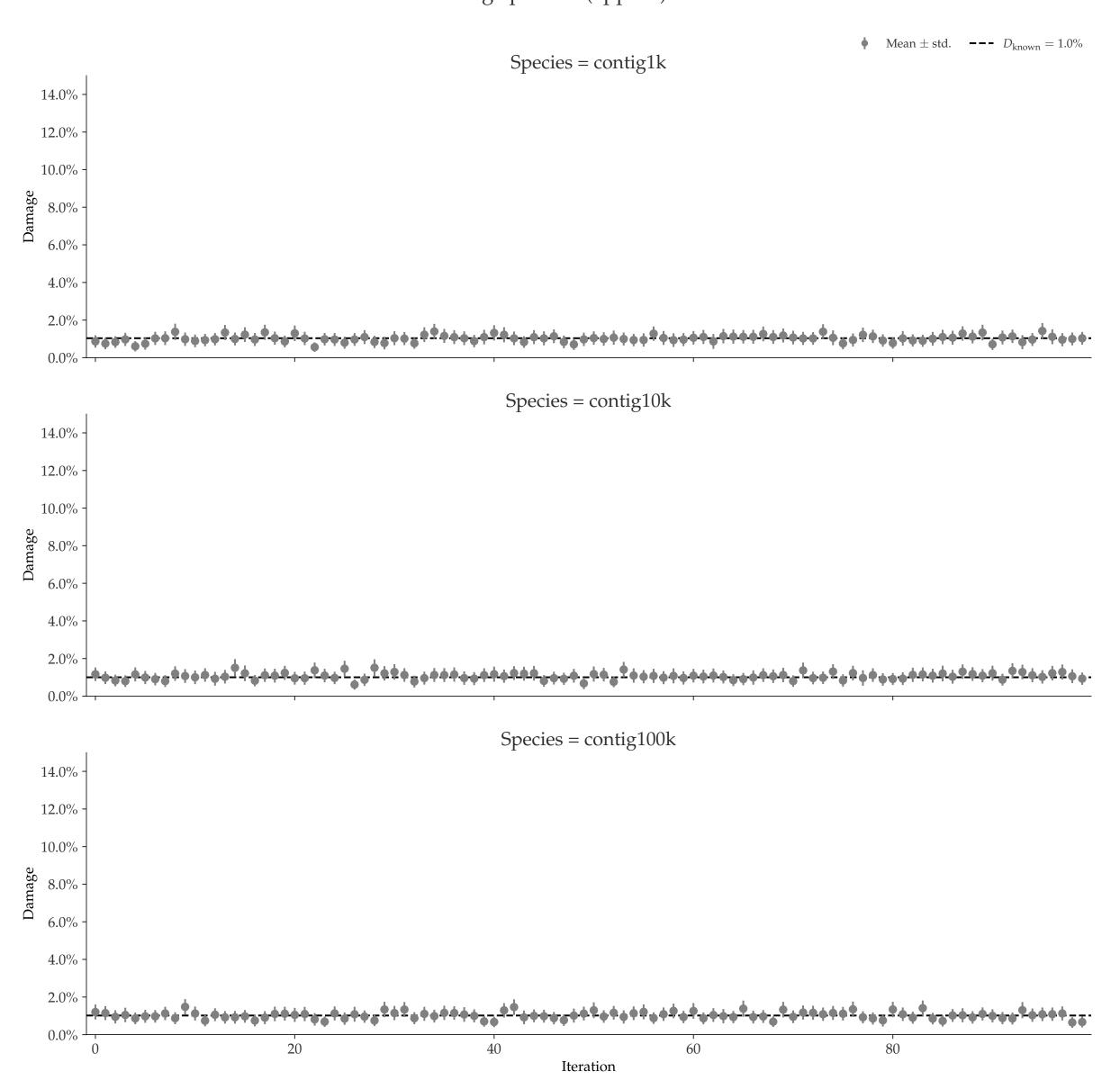


Iteration

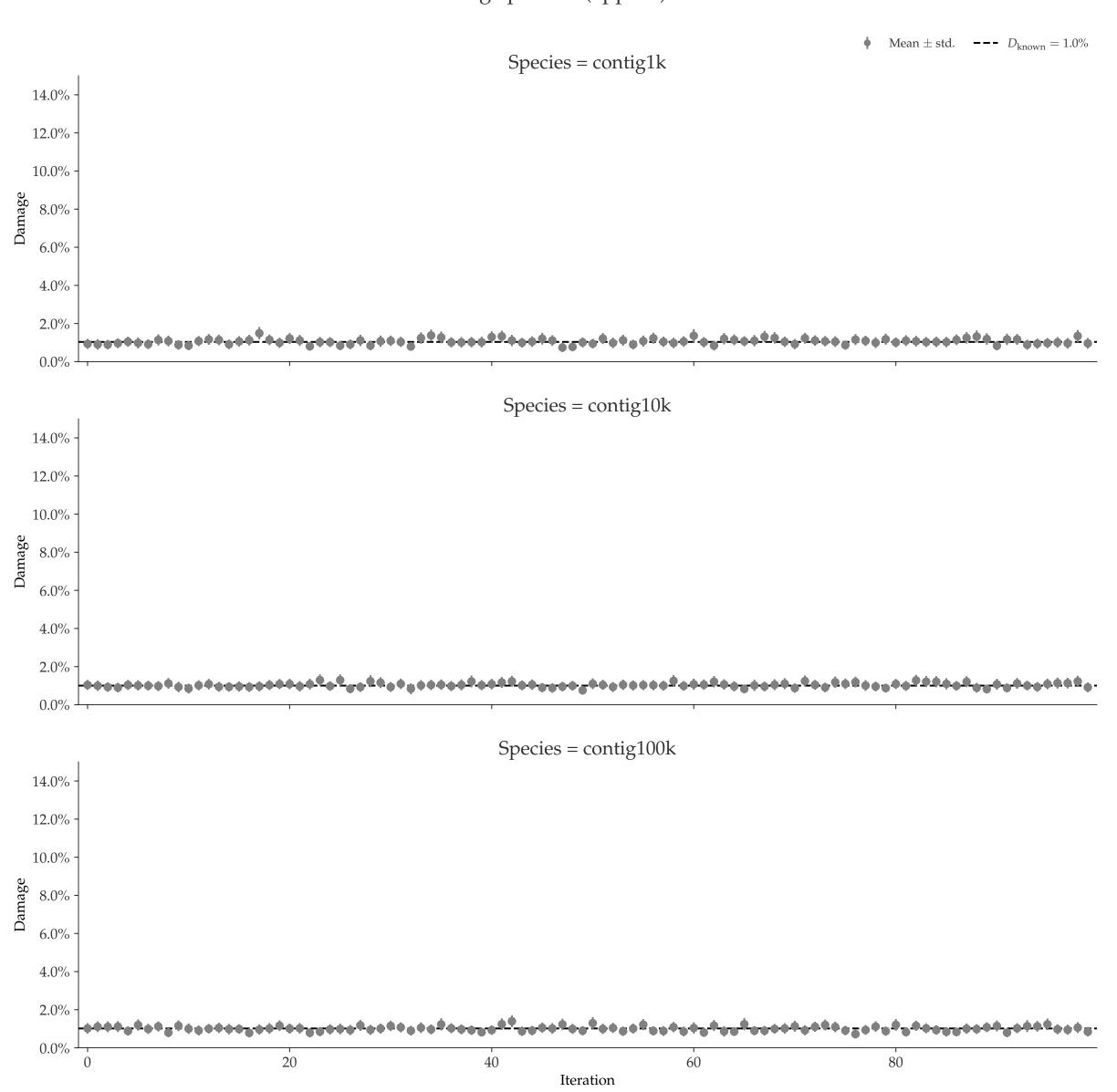
Individual damages: 2500 reads Briggs damage = 0.035 Damage percent (approx) = 1%



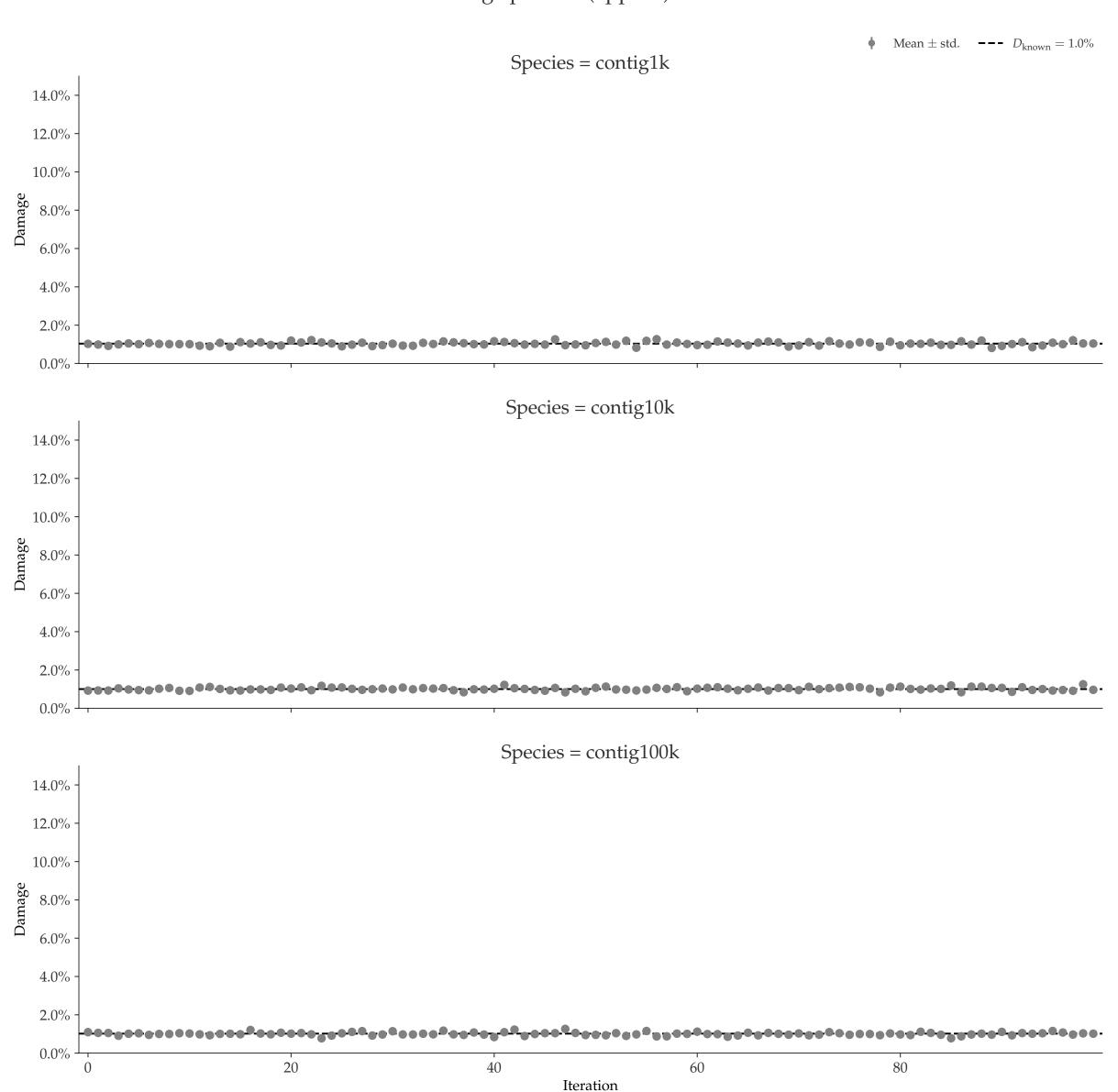
Individual damages: 5000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



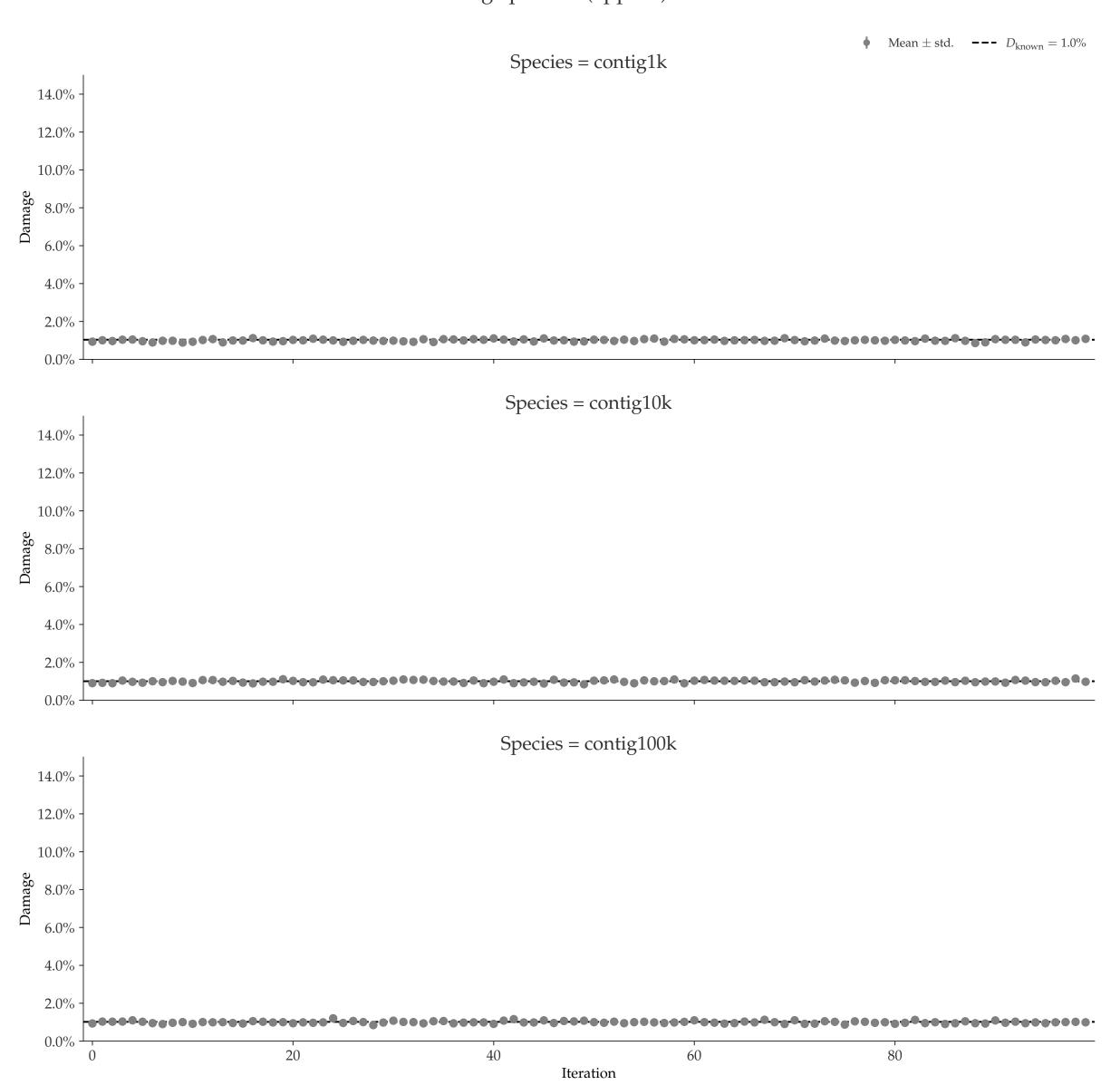
Individual damages: 10000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



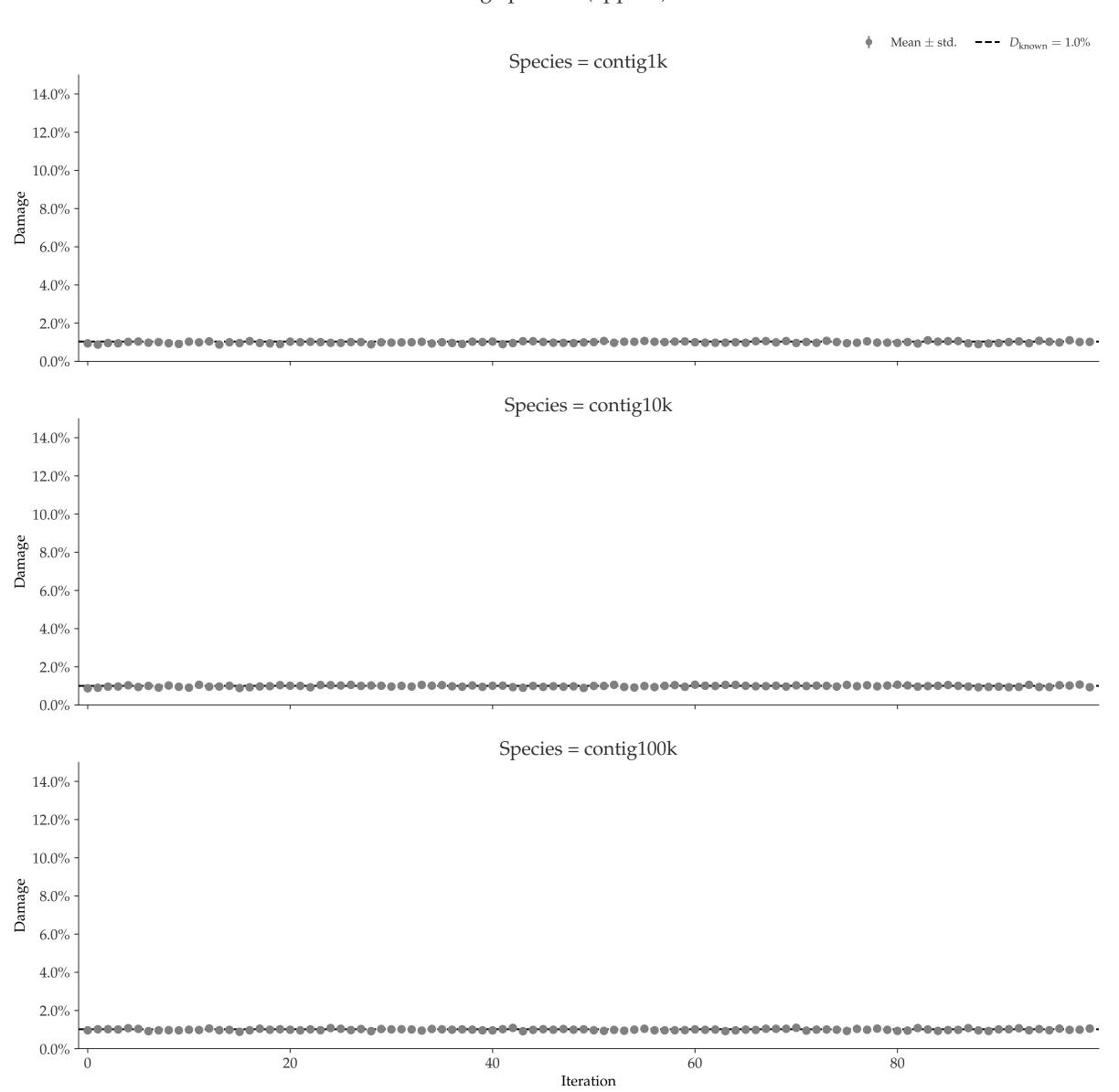
Individual damages: 25000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



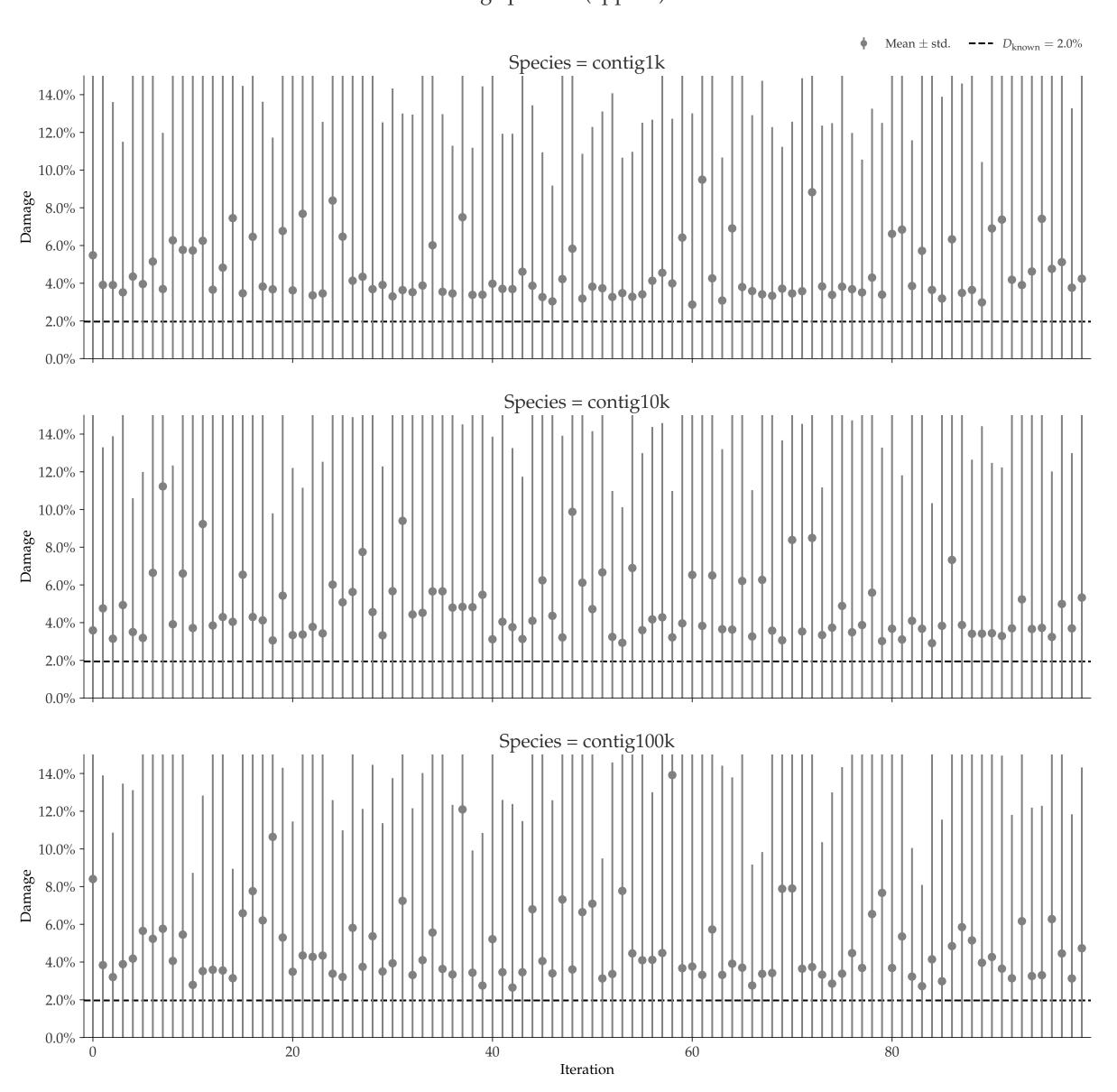
Individual damages: 50000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



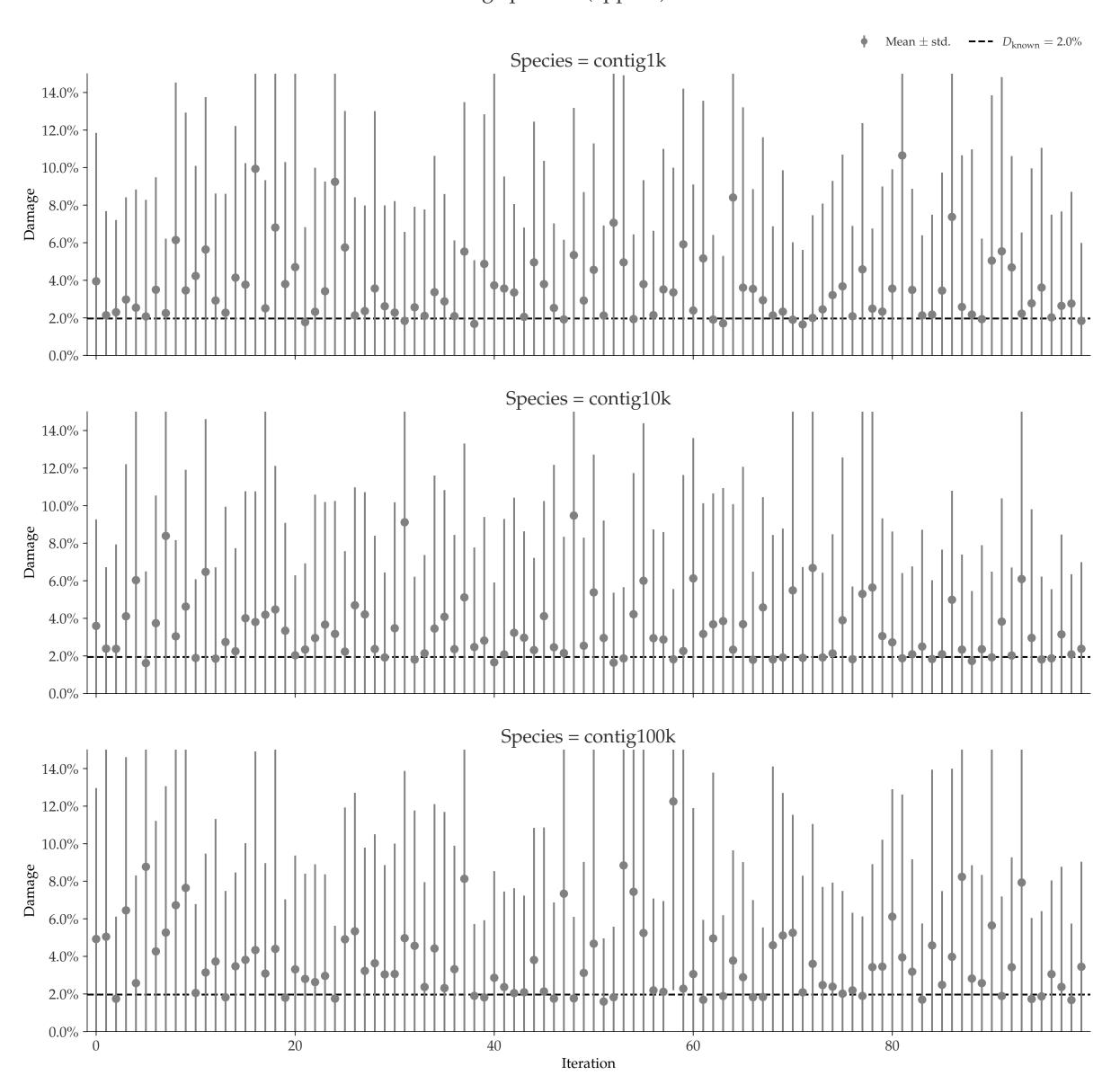
Individual damages: 100000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



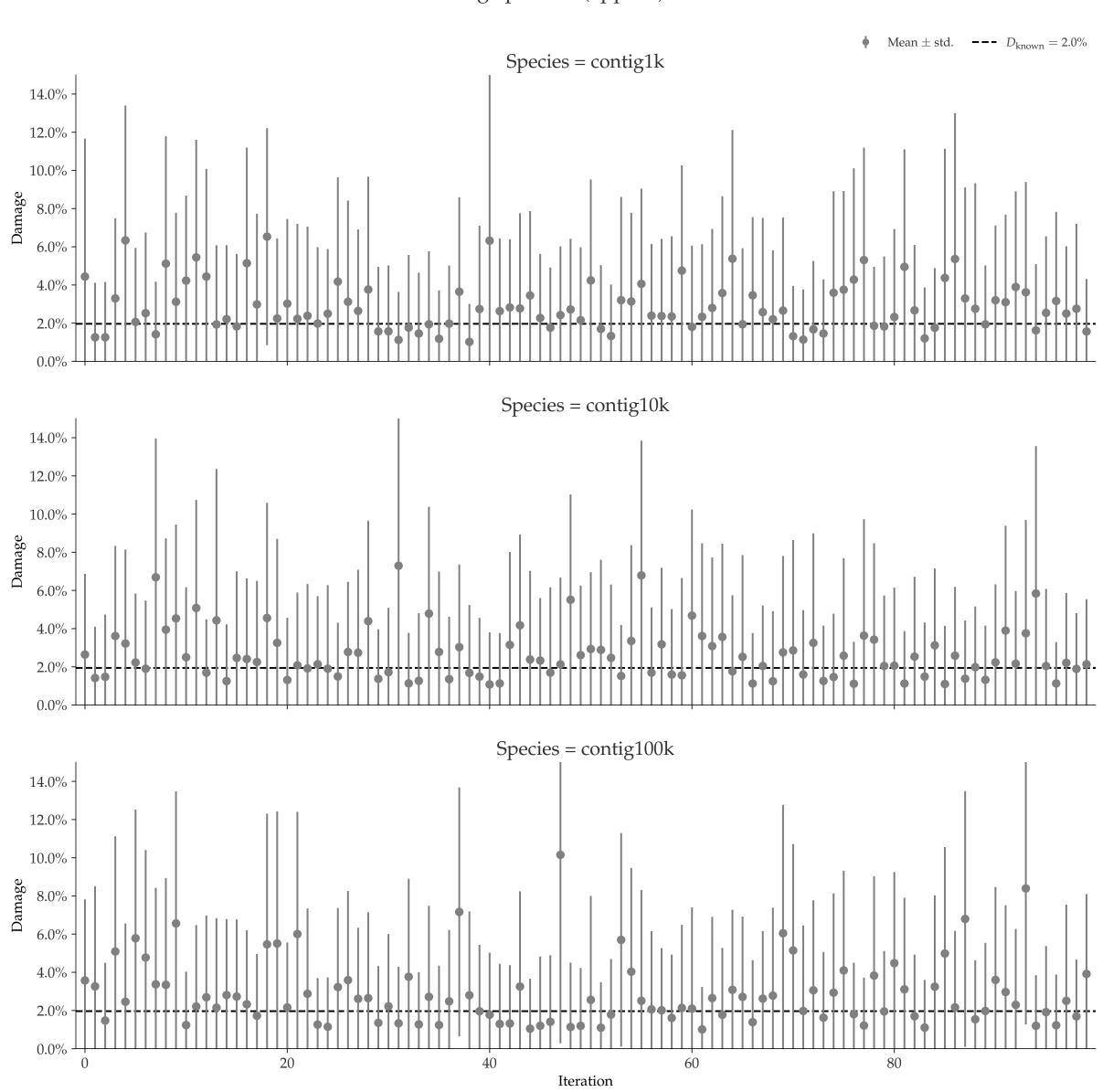
Individual damages: 10 reads Briggs damage = 0.065 Damage percent (approx) = 2%



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

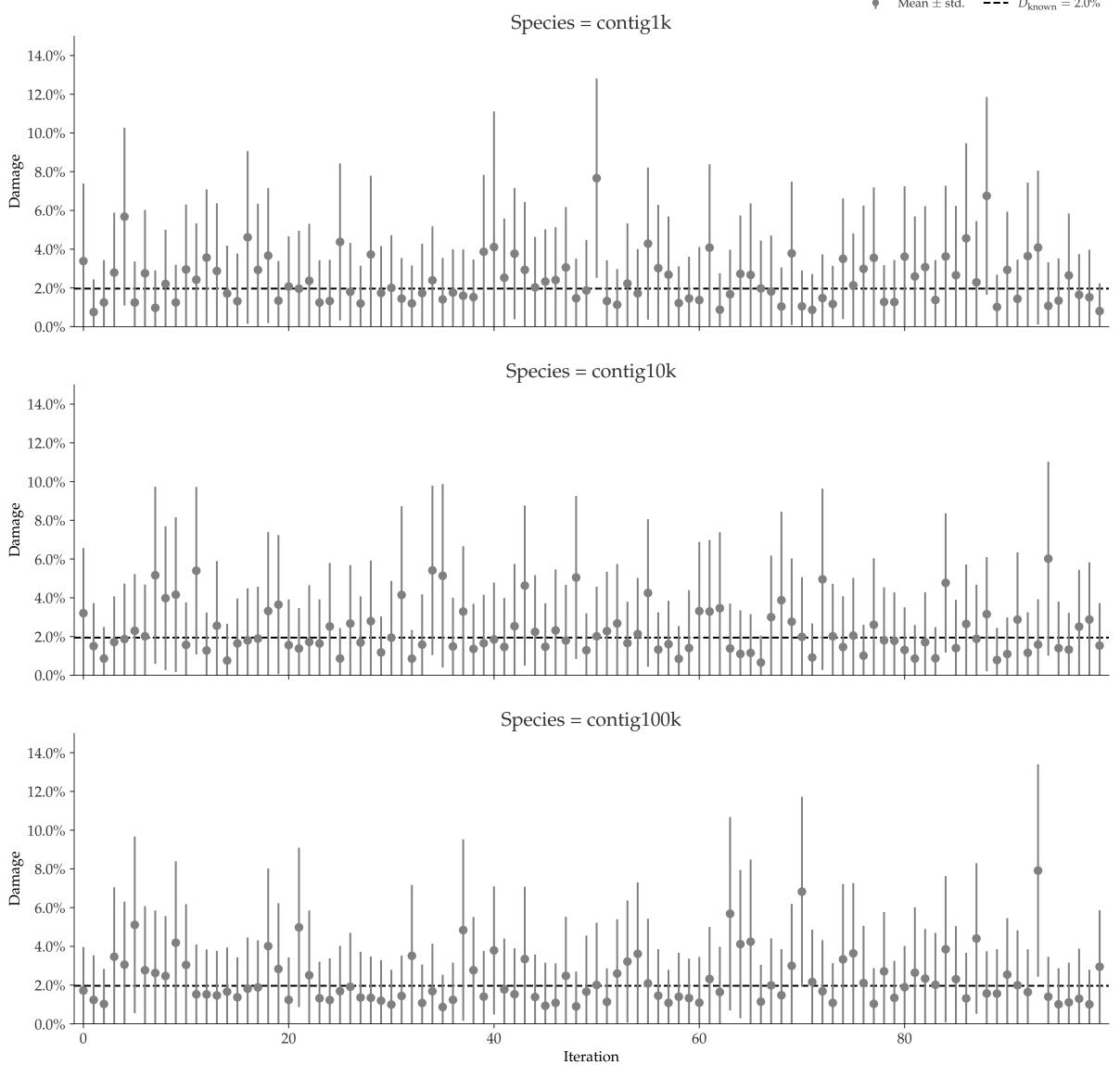


Individual damages: 50 reads Briggs damage = 0.065 Damage percent (approx) = 2%



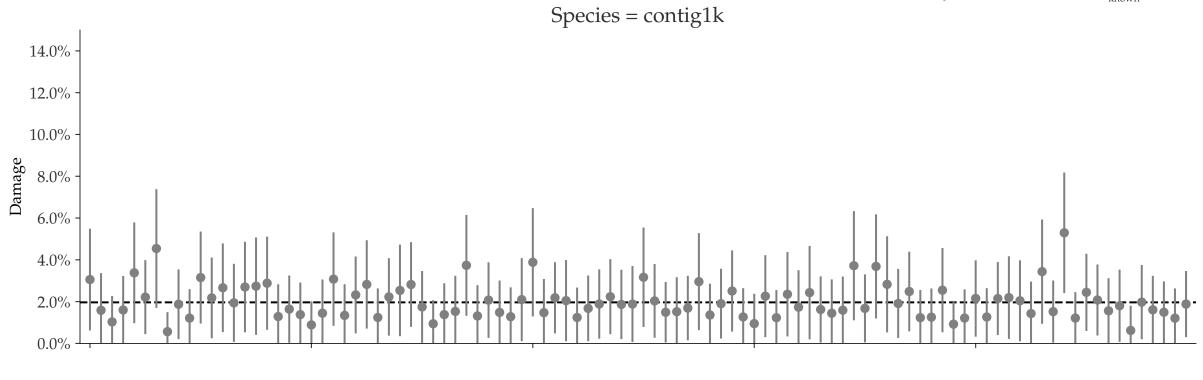
Individual damages: 100 reads Briggs damage = 0.065 Damage percent (approx) = 2%

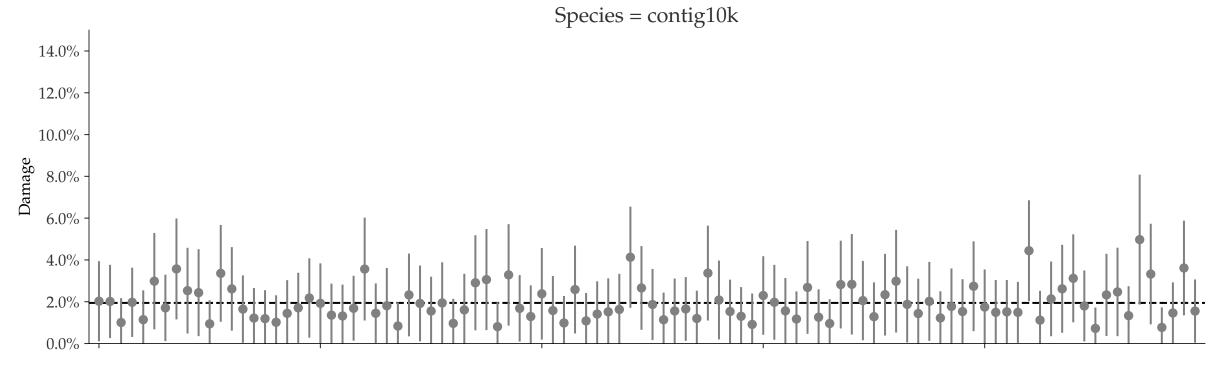


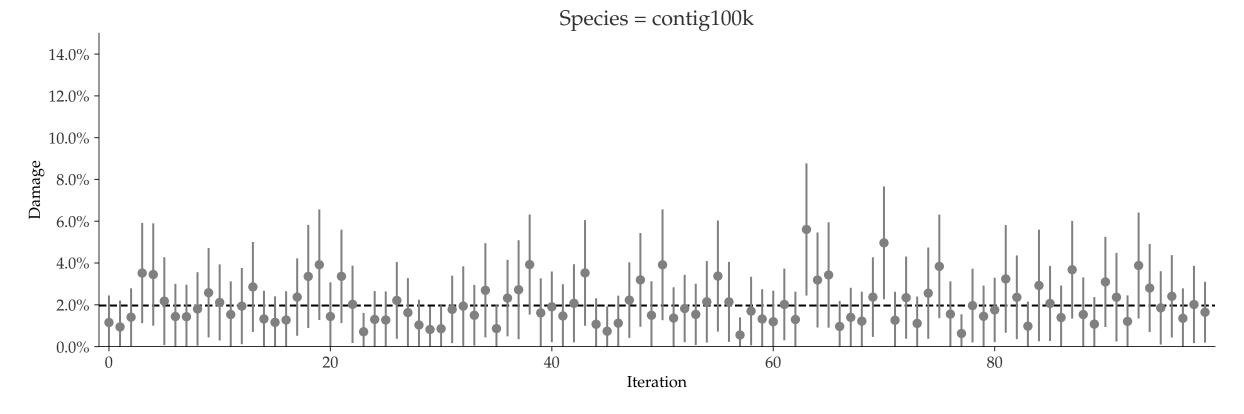


Individual damages: 250 reads Briggs damage = 0.065 Damage percent (approx) = 2%

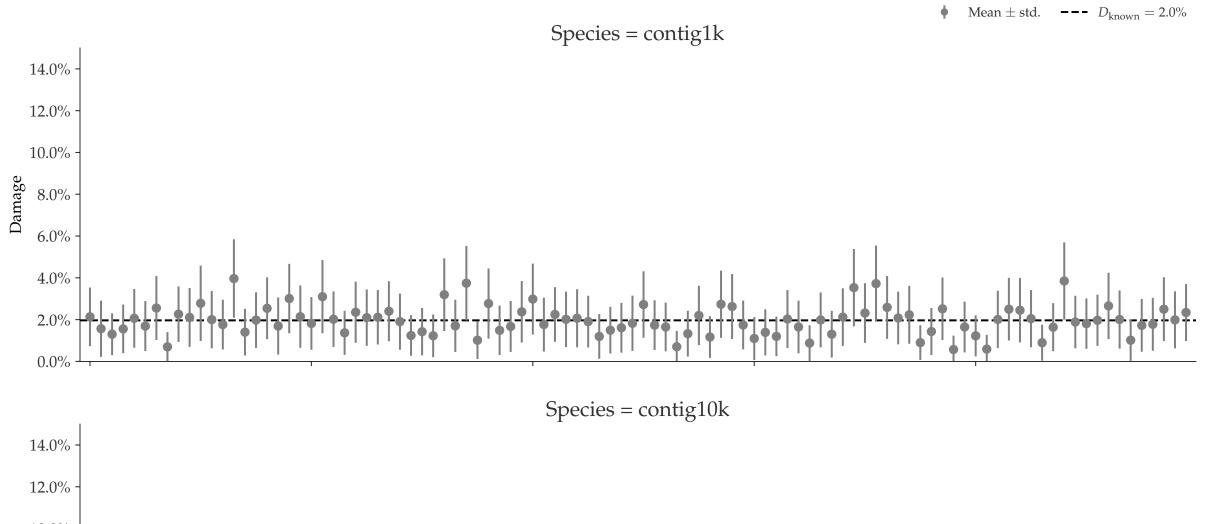


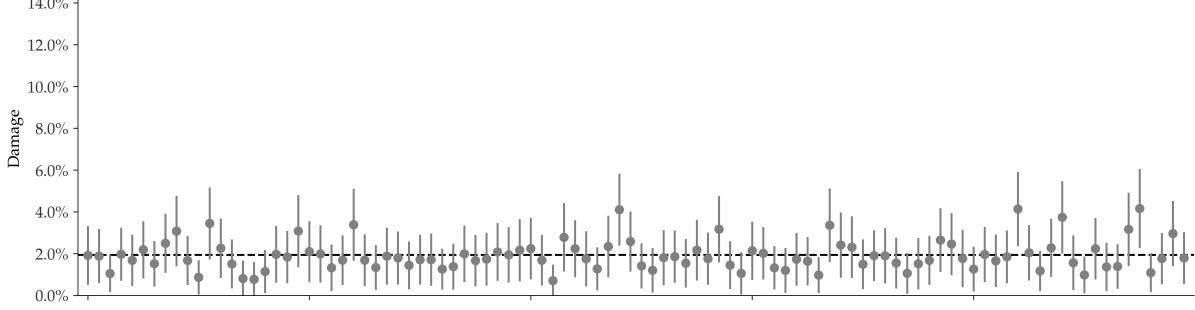


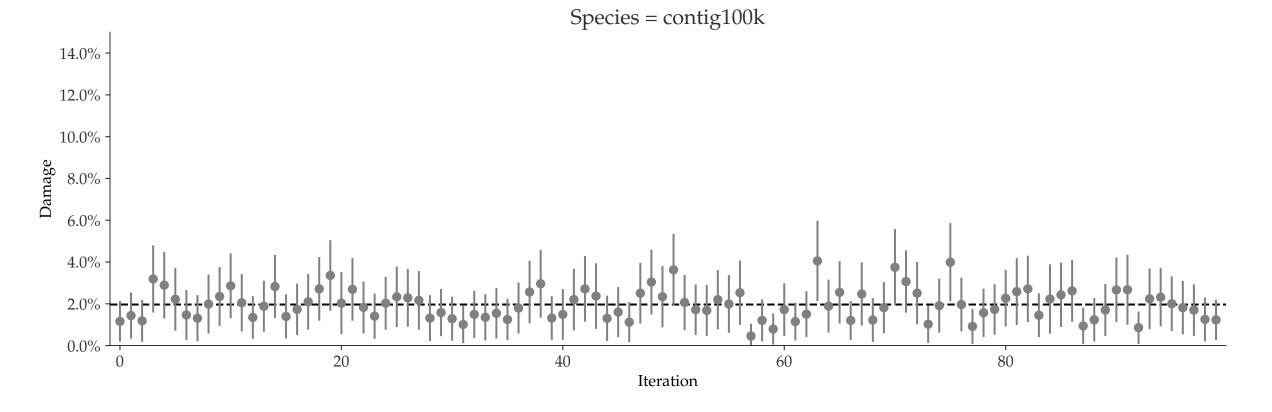




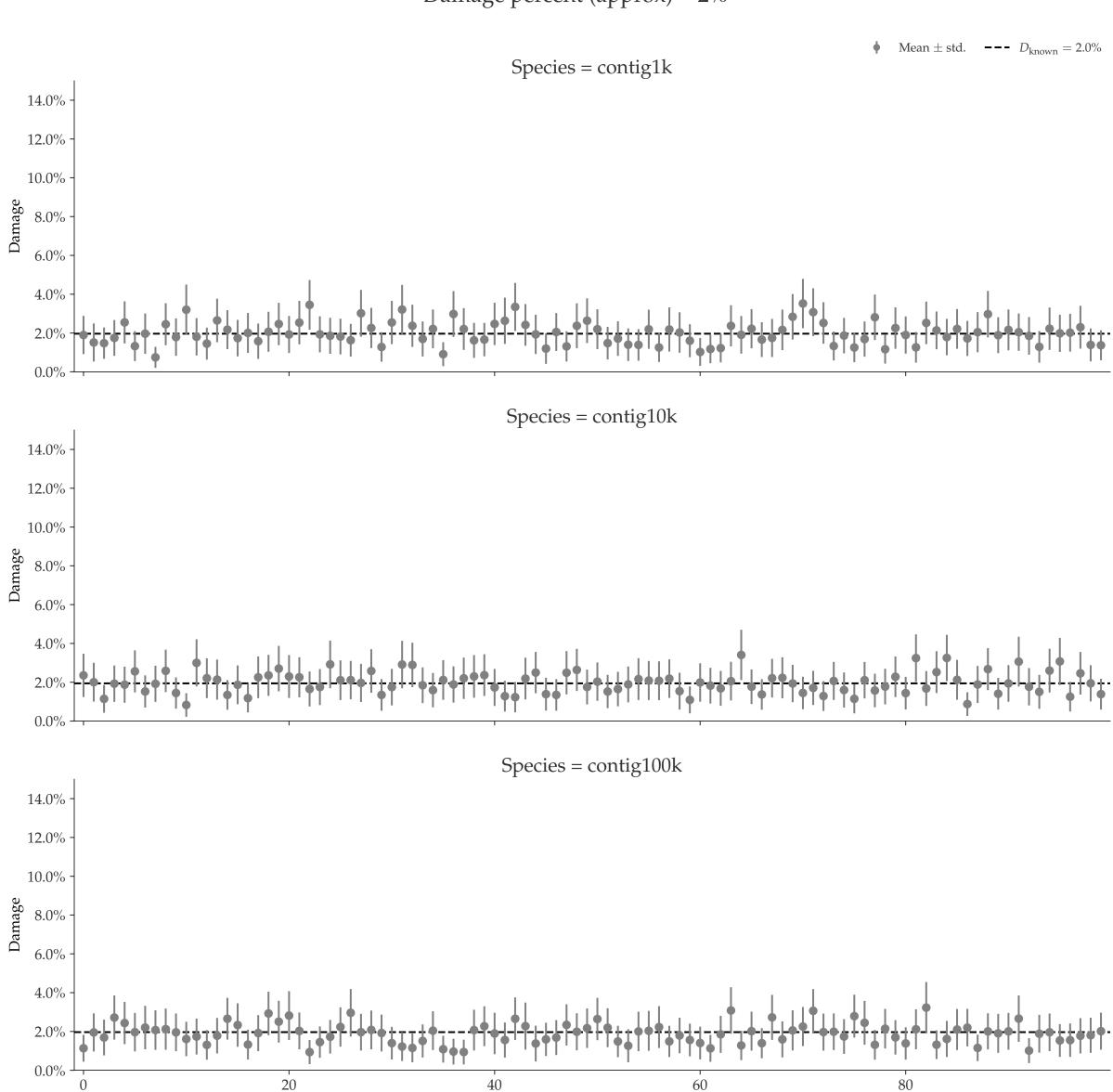
Individual damages: 500 reads Briggs damage = 0.065 Damage percent (approx) = 2%





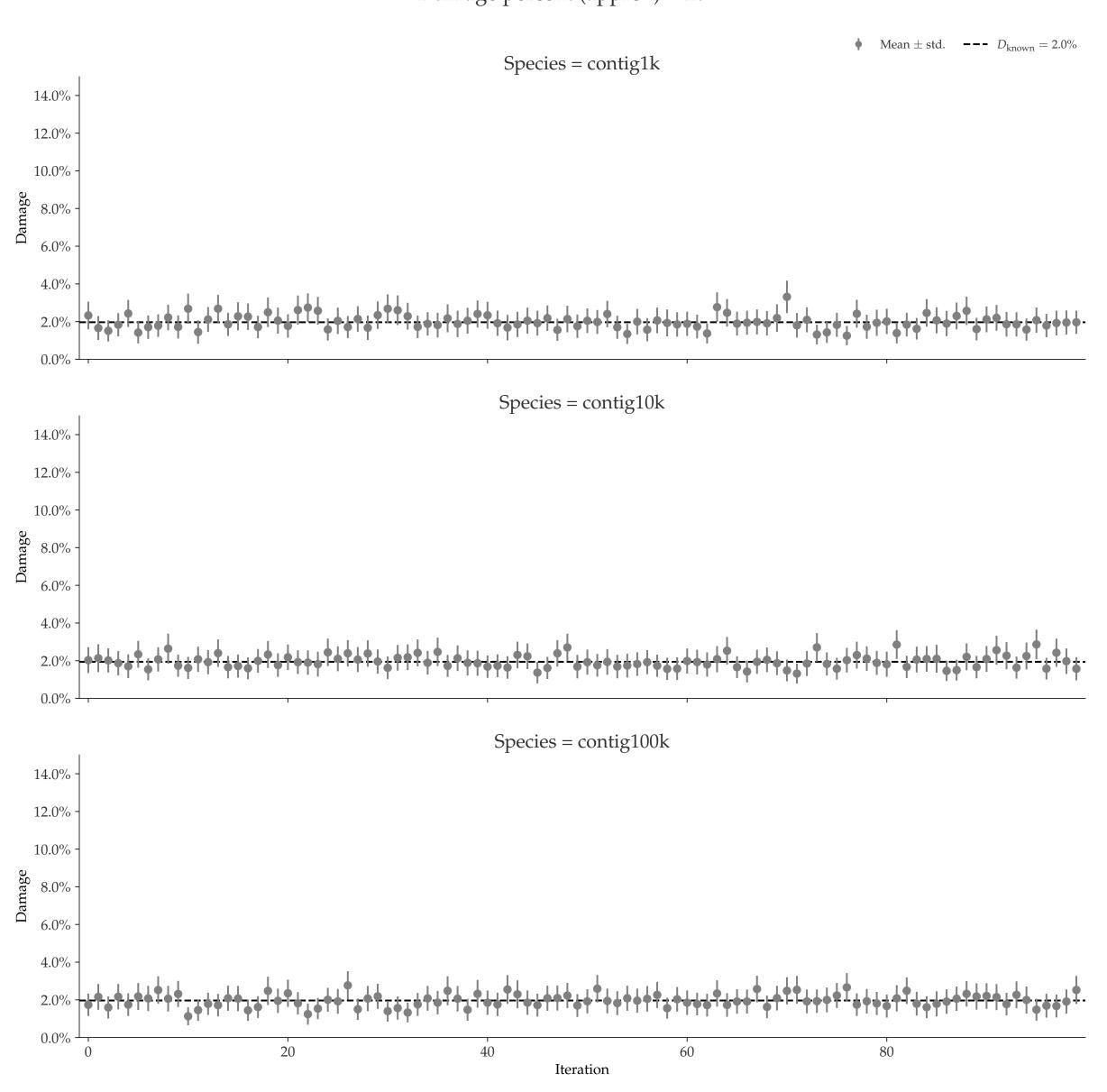


Individual damages: 1000 reads Briggs damage = 0.065 Damage percent (approx) = 2%

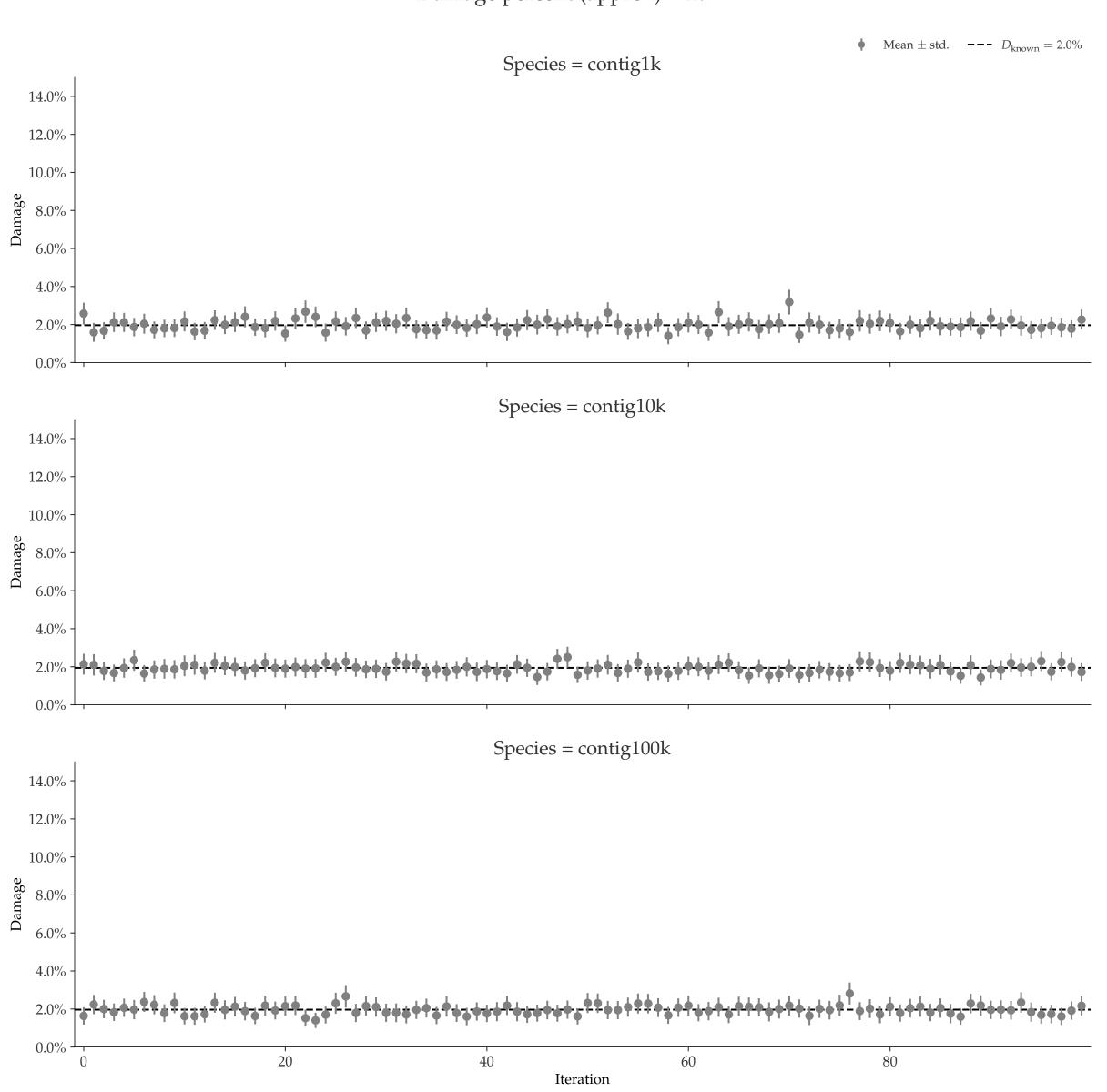


Iteration

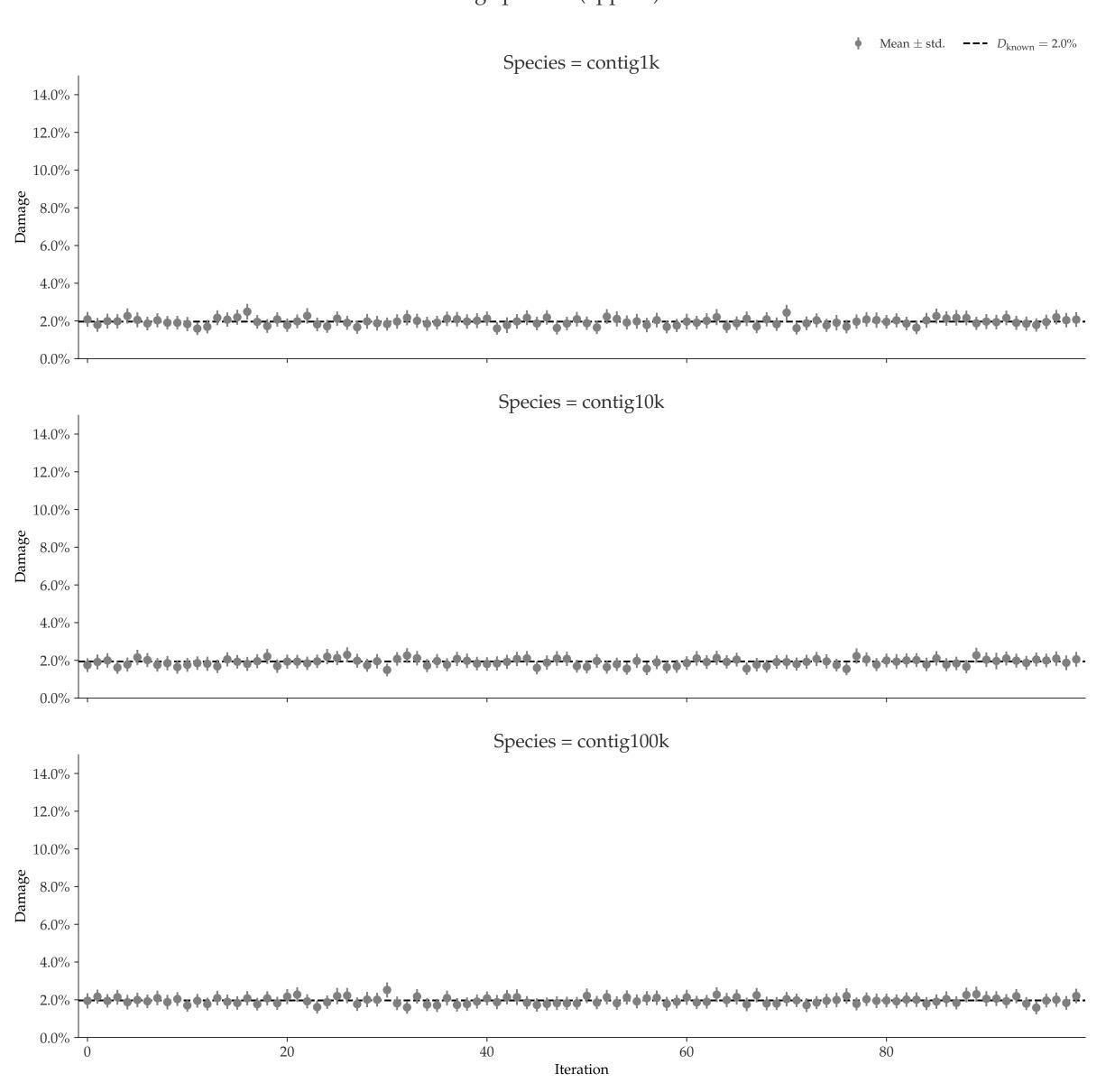
Individual damages: 2500 reads Briggs damage = 0.065 Damage percent (approx) = 2%



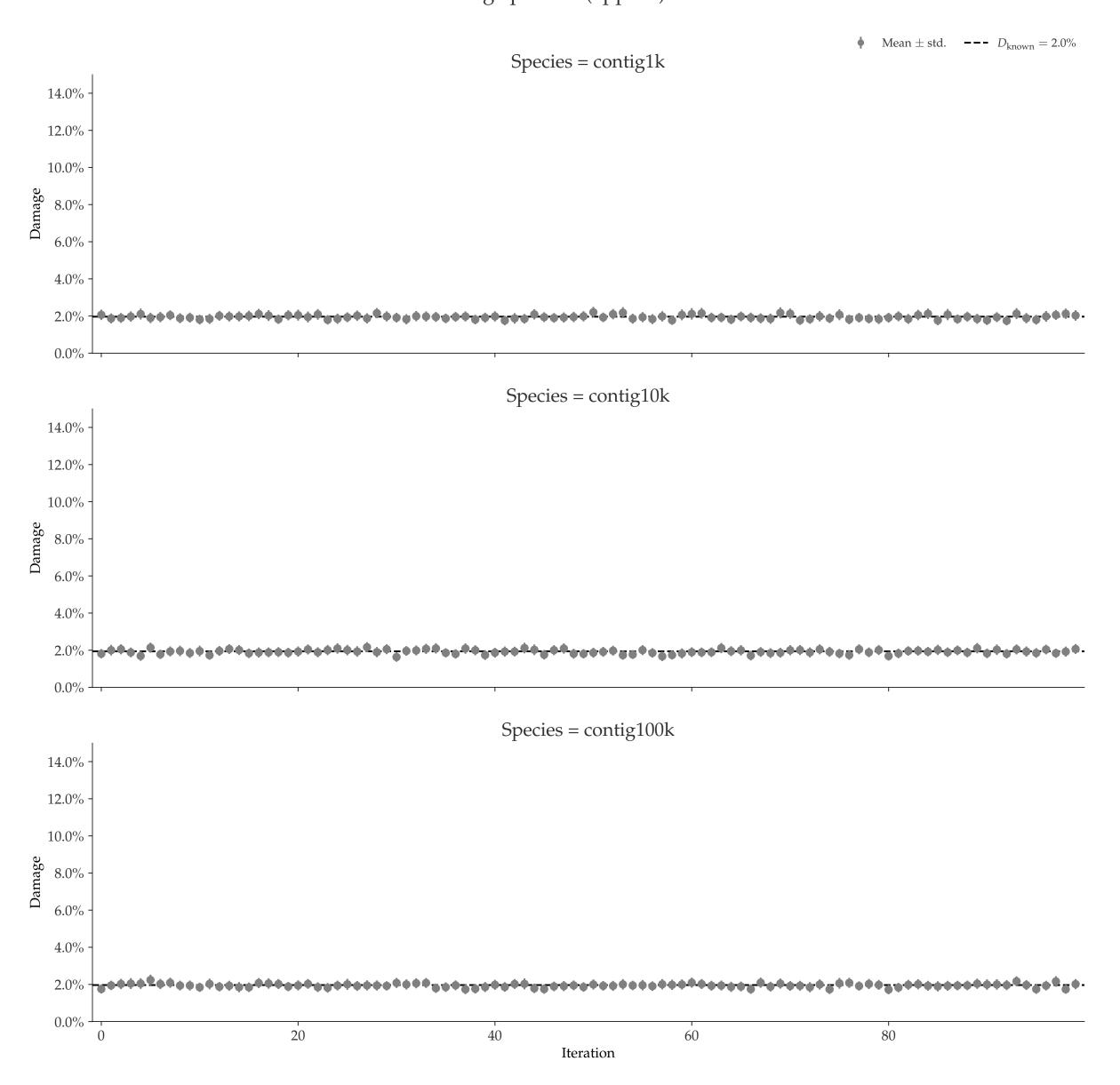
Individual damages: 5000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



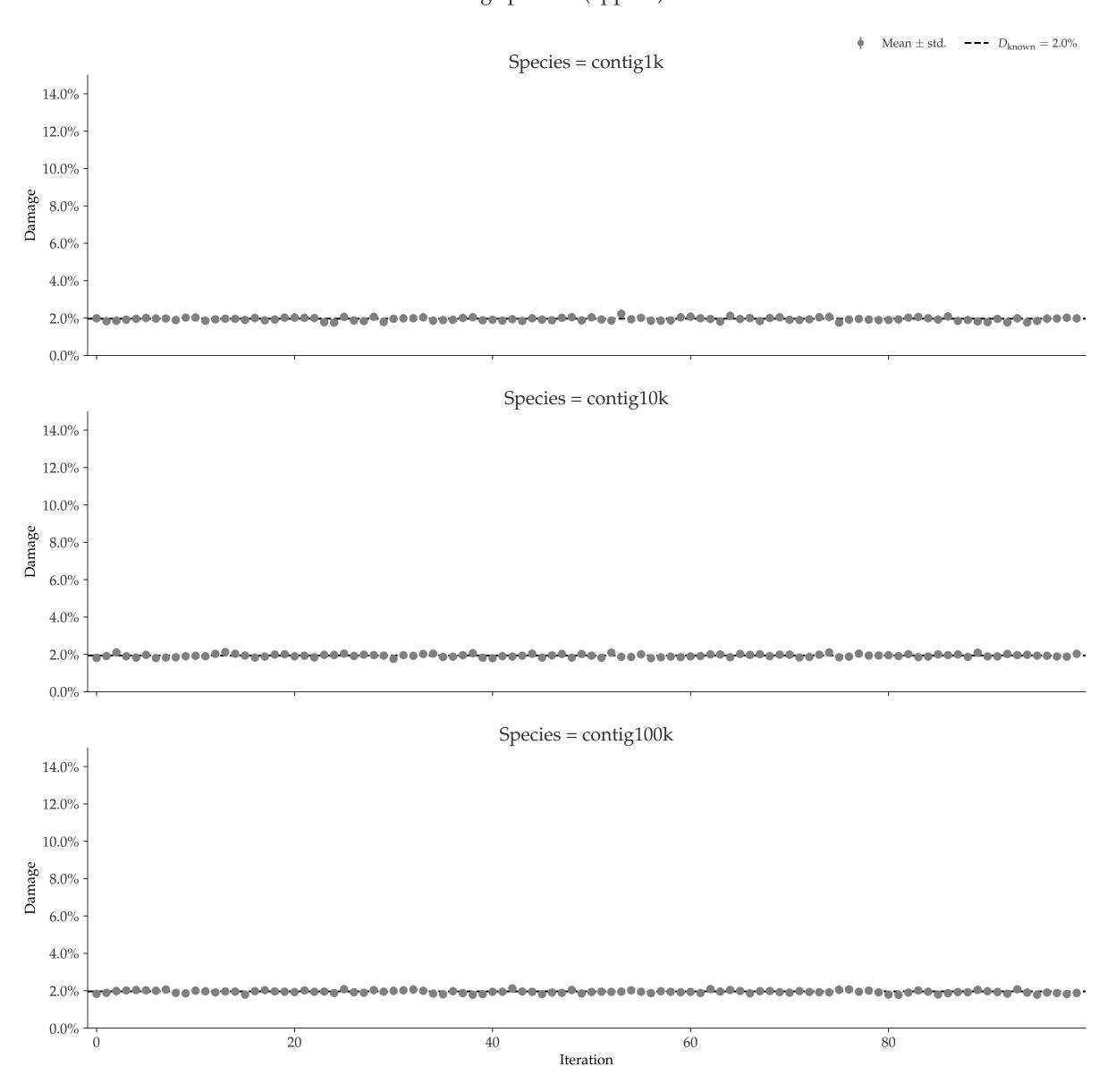
Individual damages: 10000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



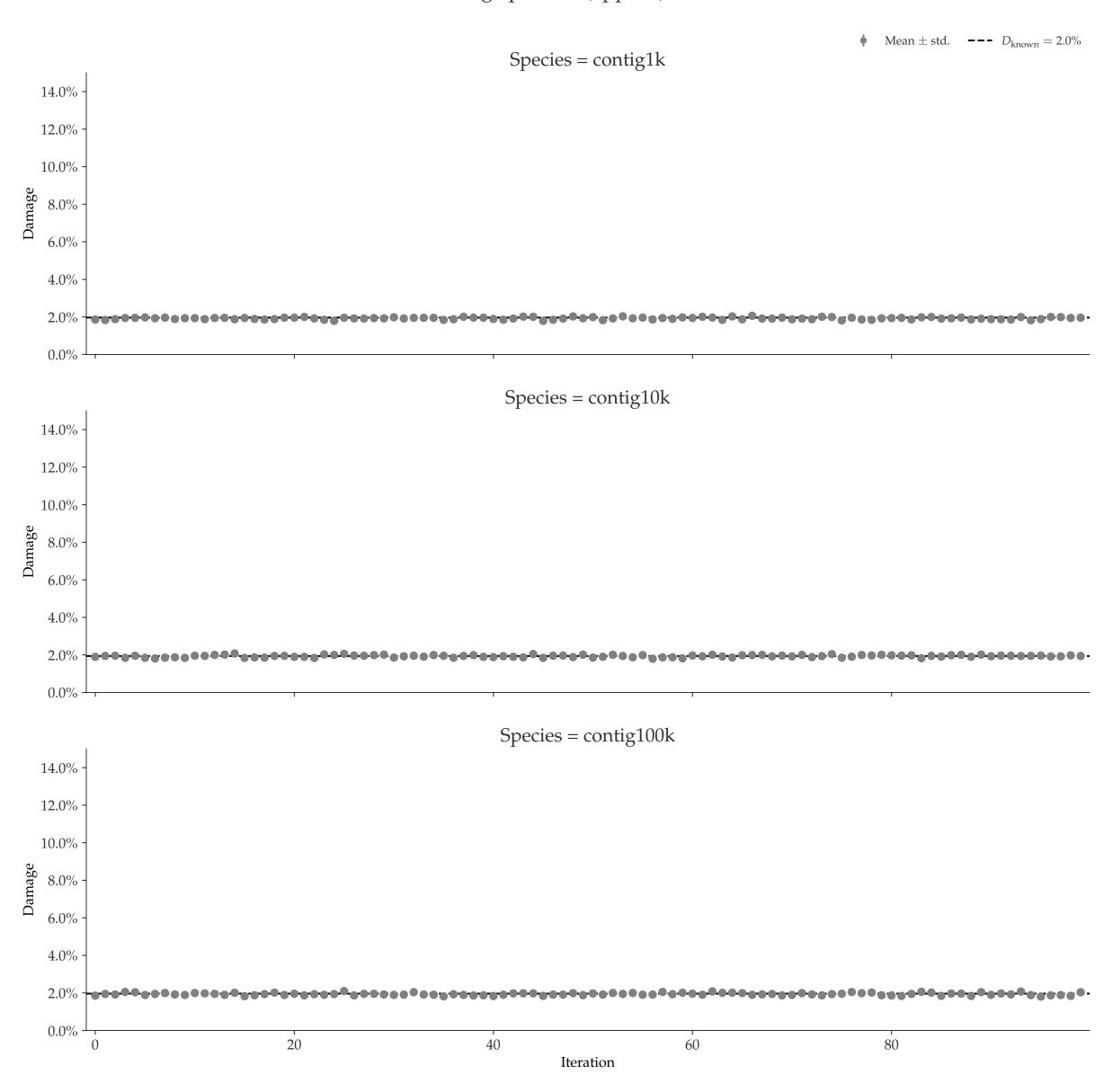
Individual damages: 25000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



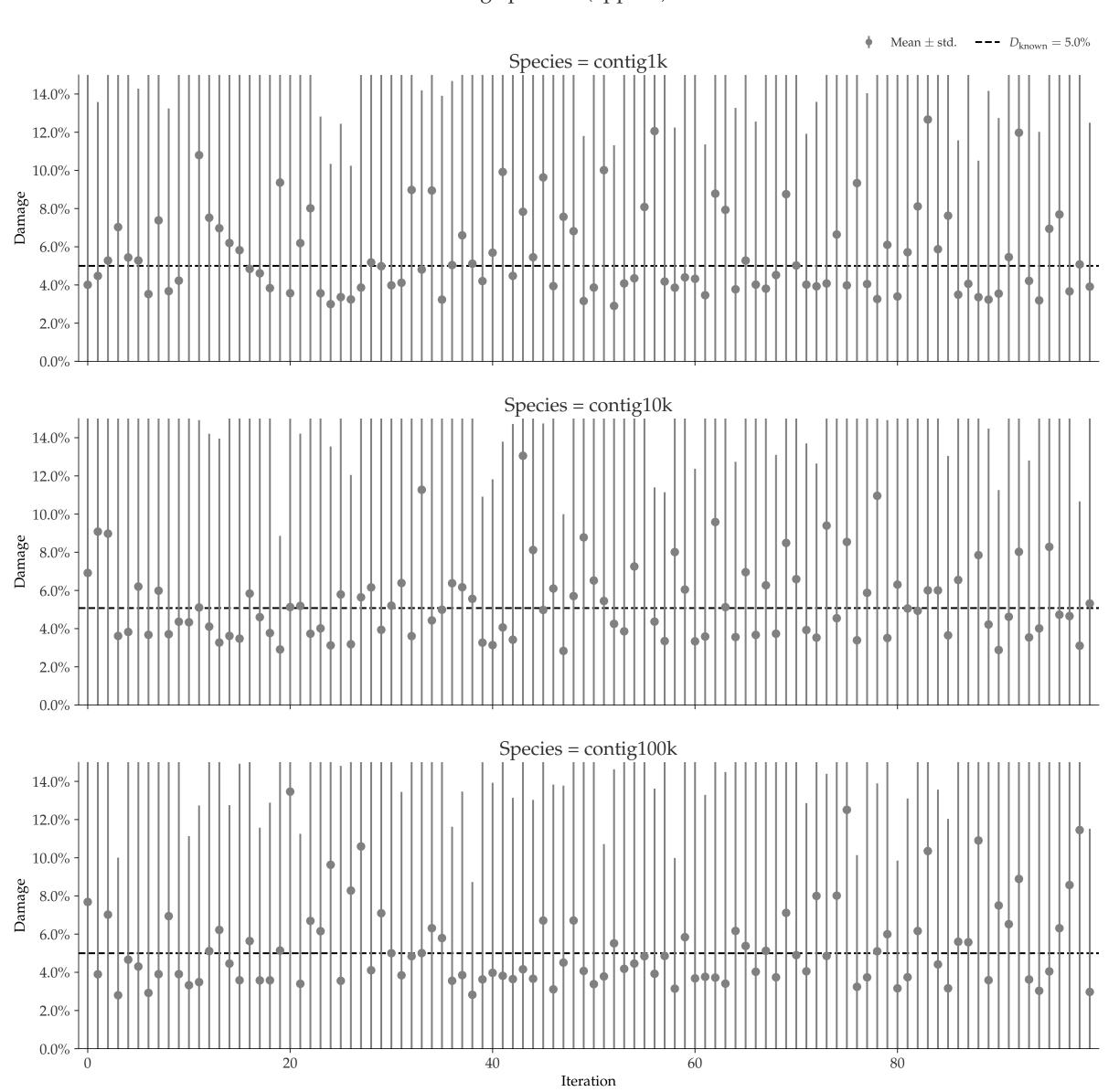
Individual damages: 50000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



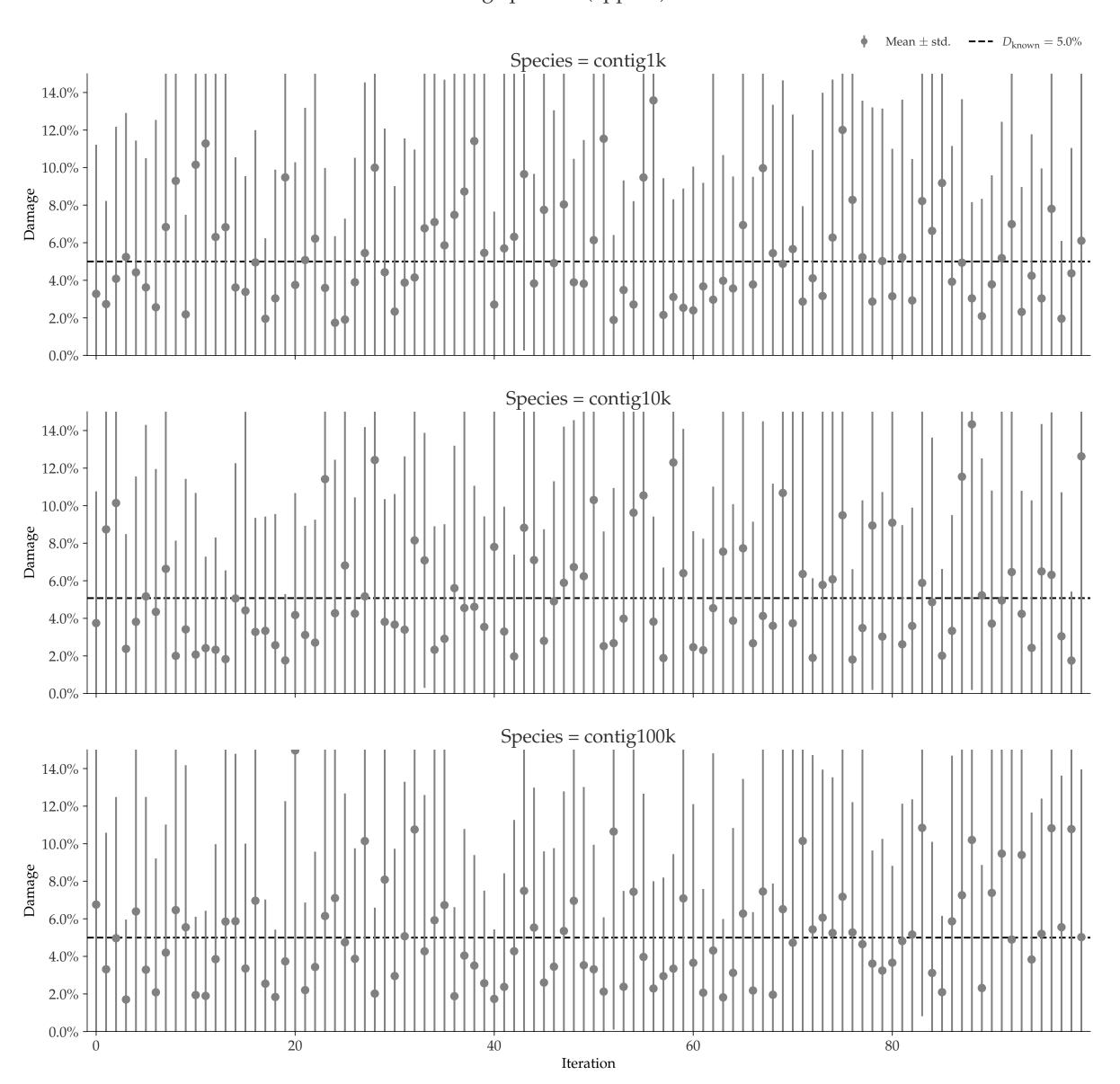
Individual damages: 100000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



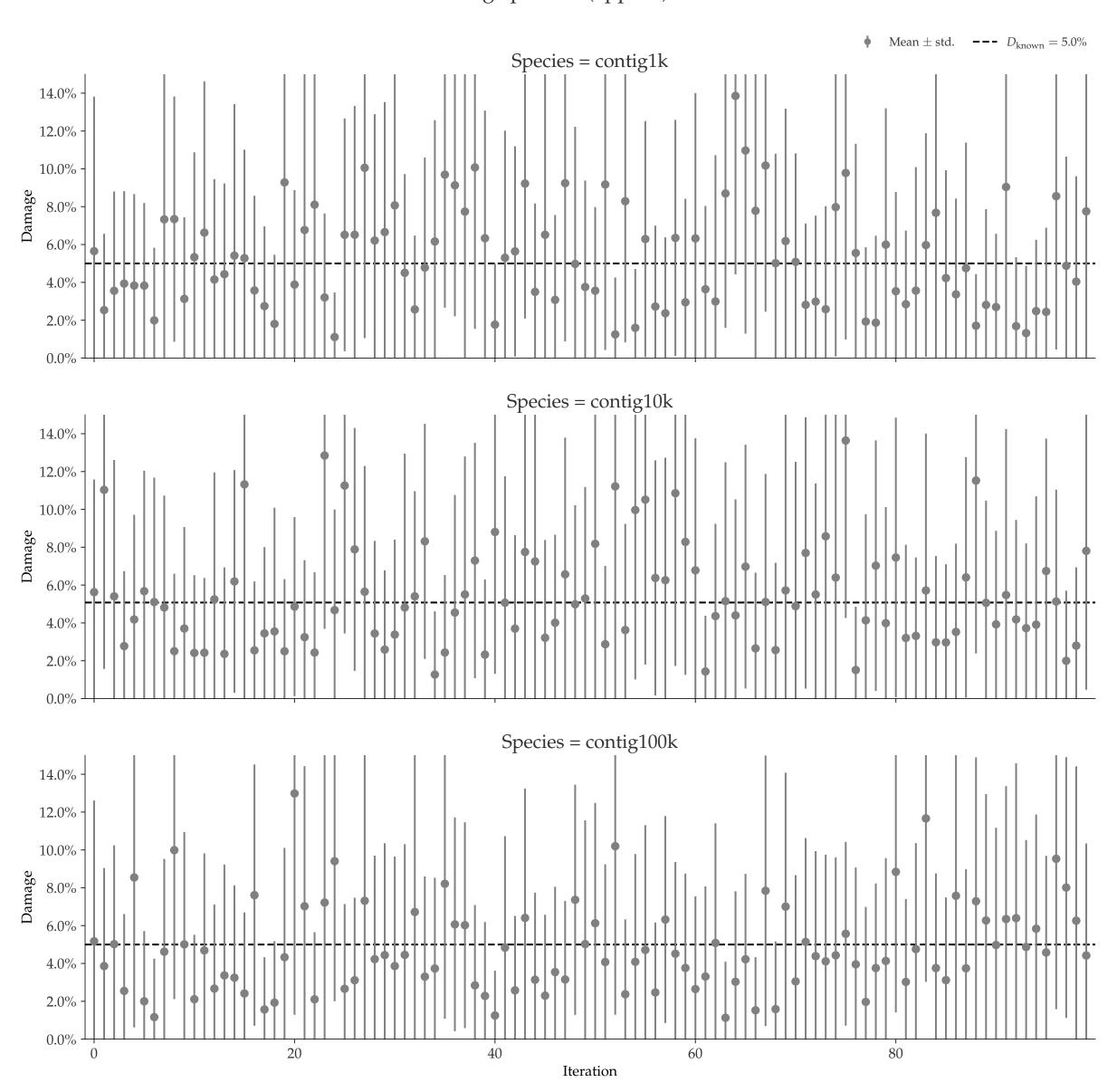
Individual damages: 10 reads Briggs damage = 0.162 Damage percent (approx) = 5%



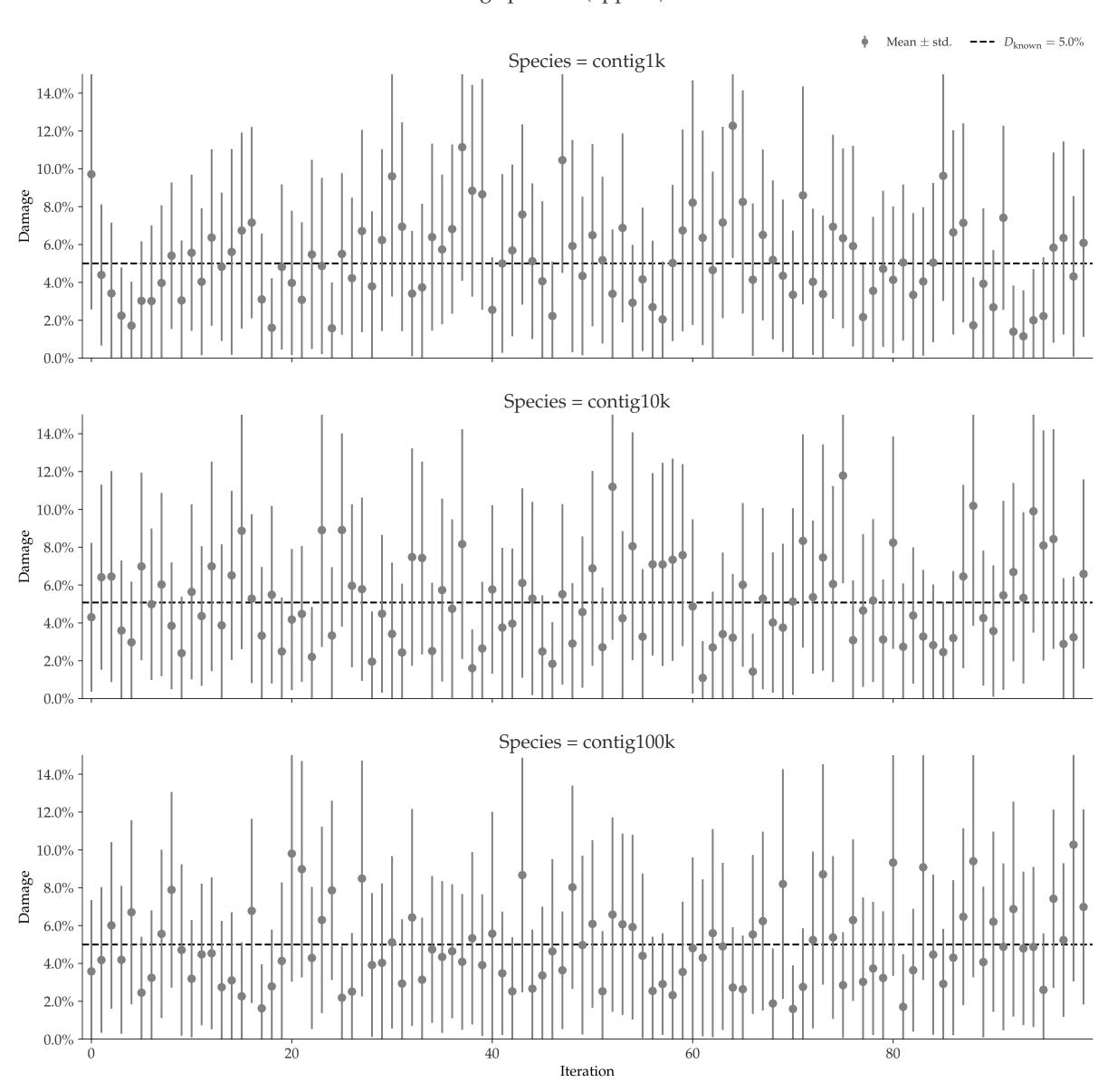
Individual damages: 25 reads Briggs damage = 0.162 Damage percent (approx) = 5%



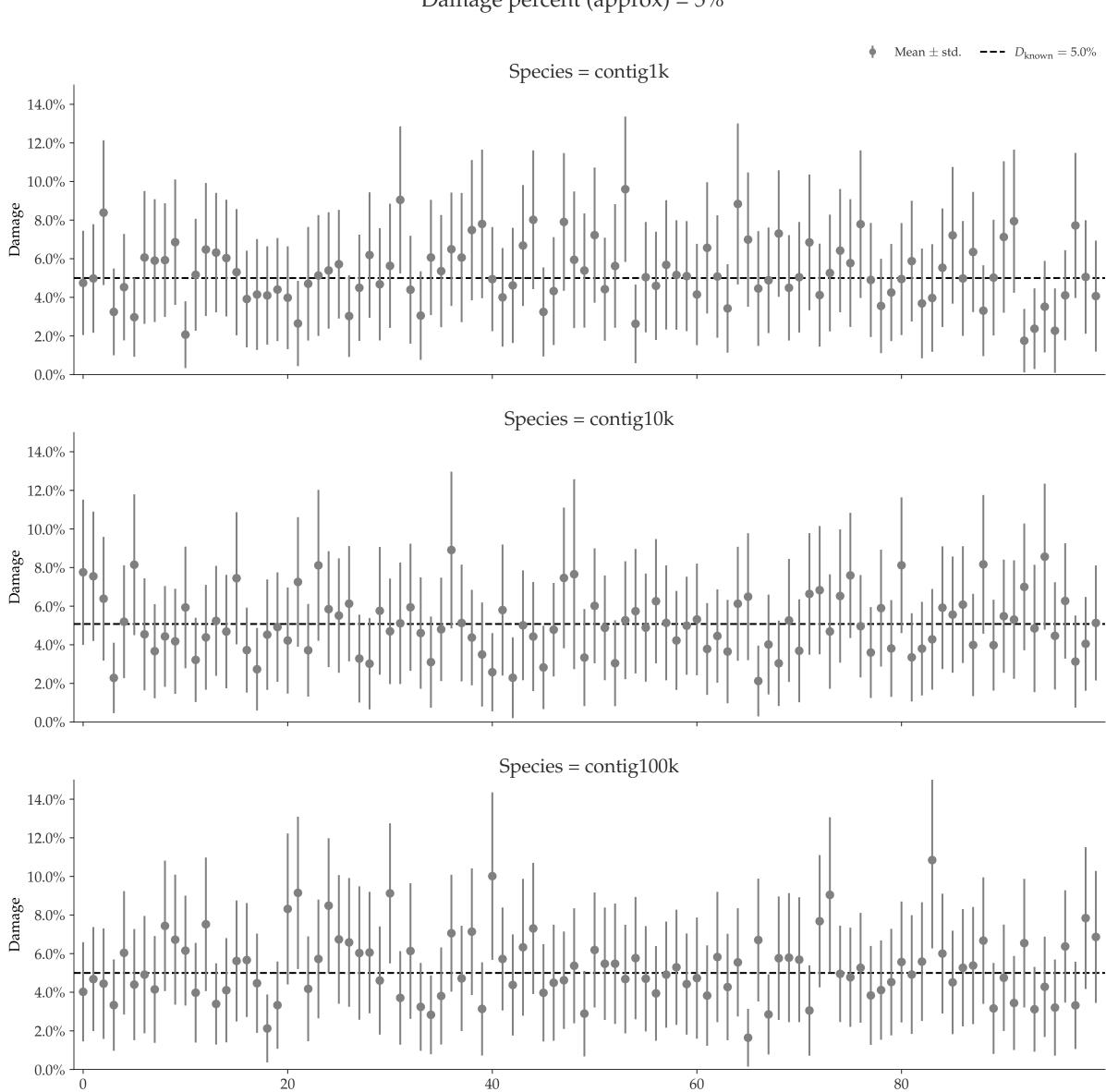
Individual damages: 50 reads Briggs damage = 0.162 Damage percent (approx) = 5%



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



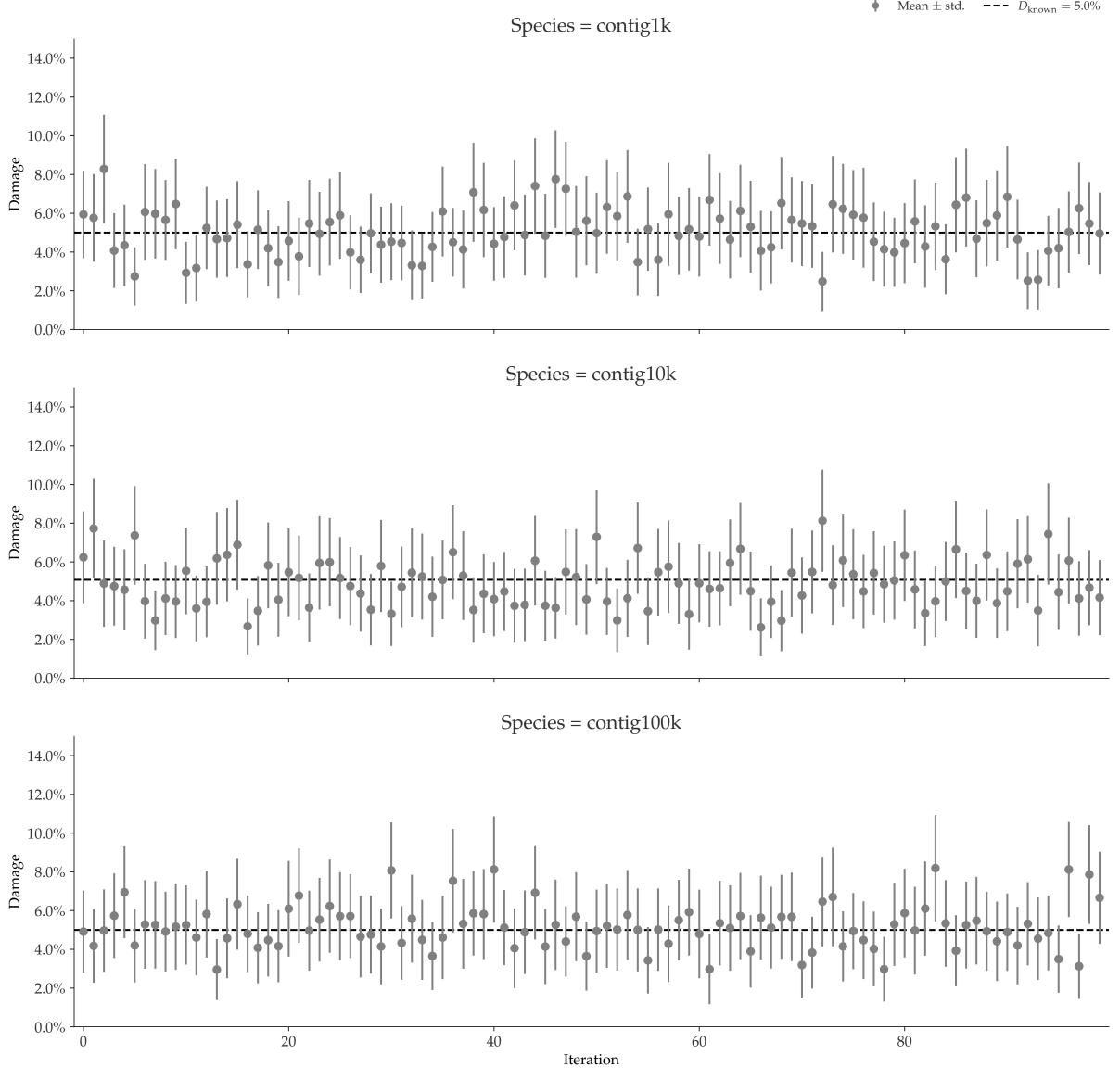
Individual damages: 250 reads Briggs damage = 0.162 Damage percent (approx) = 5%



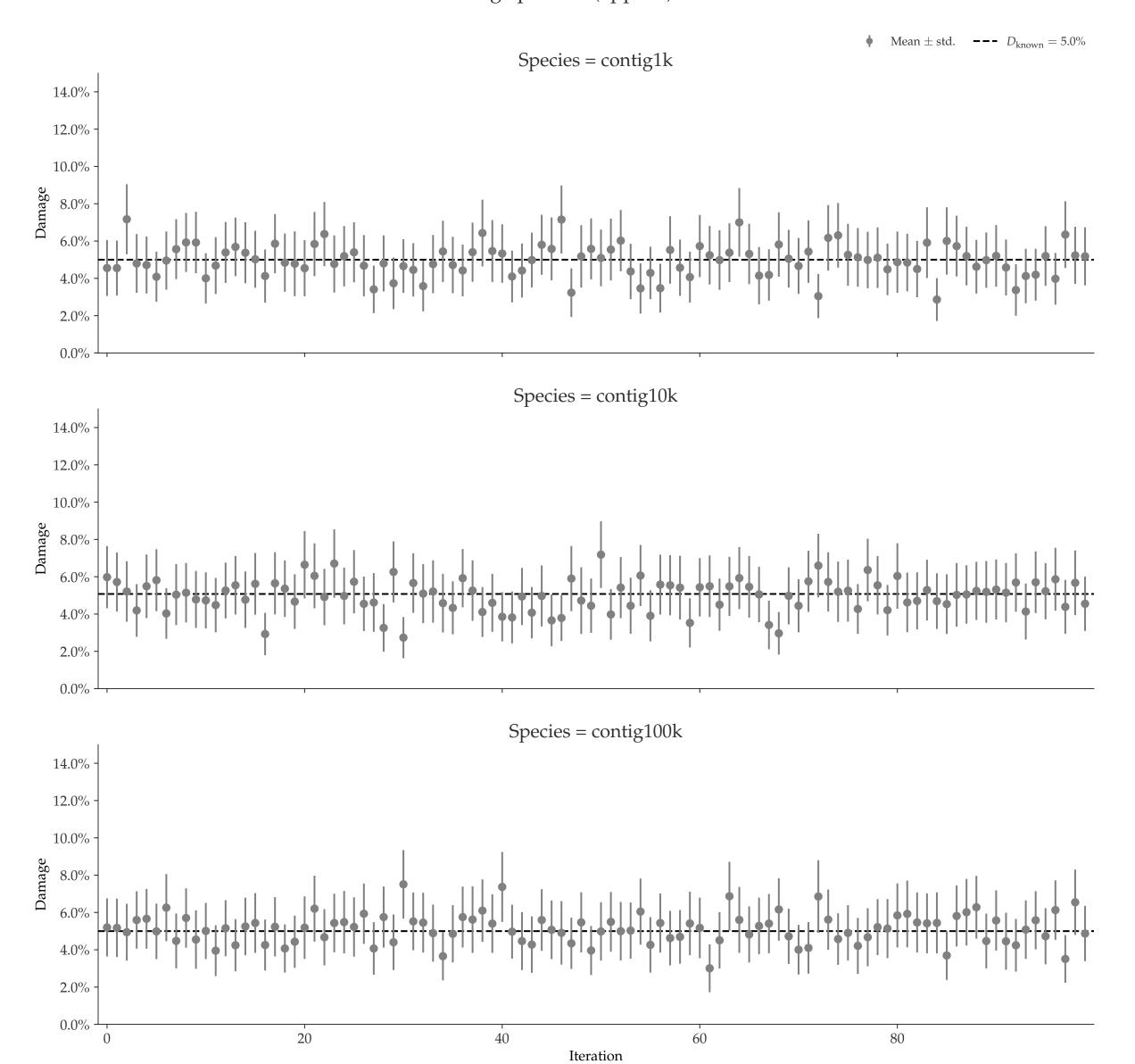
Iteration

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

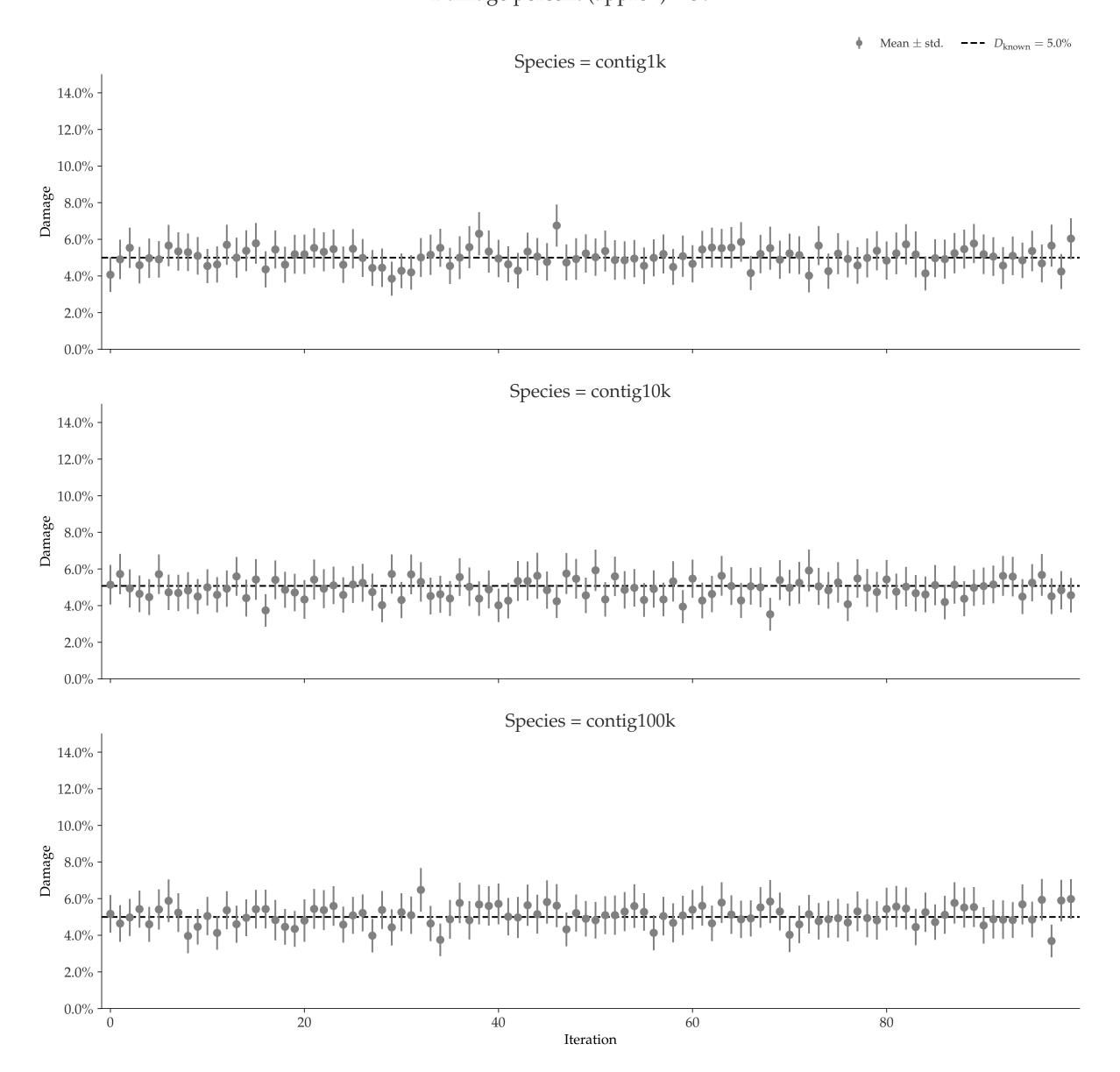




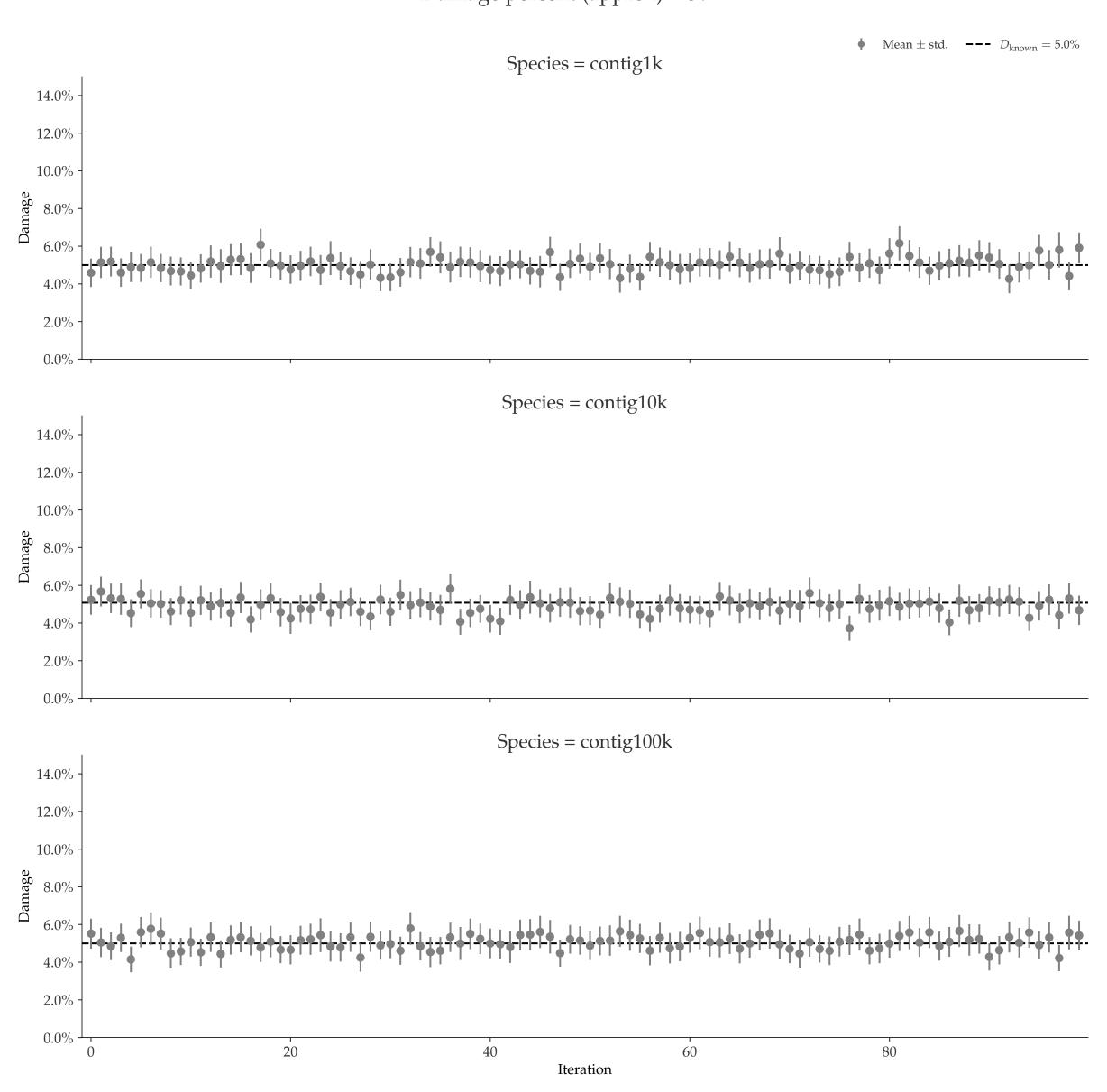
Individual damages: 1000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



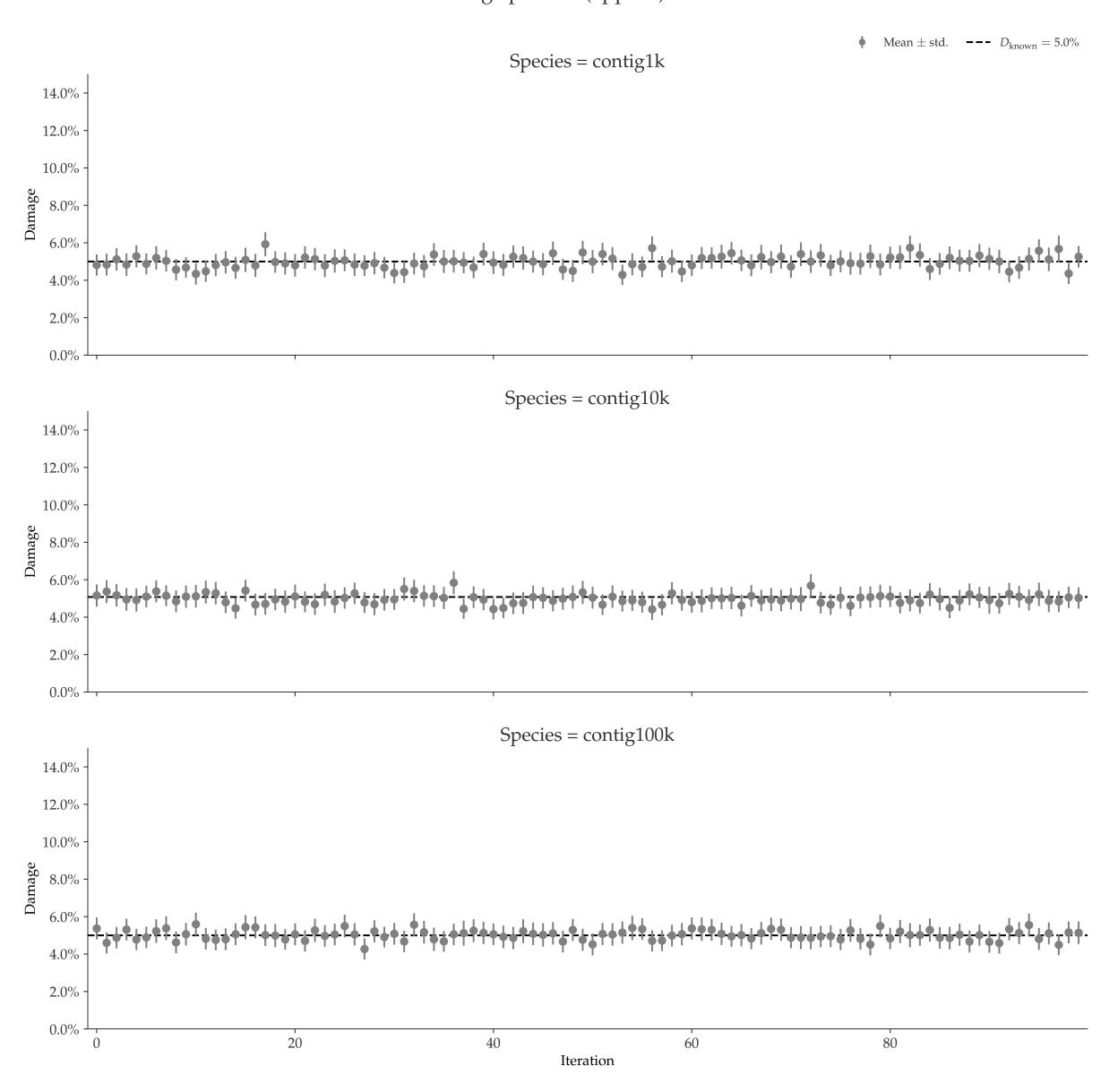
Individual damages: 2500 reads Briggs damage = 0.162 Damage percent (approx) = 5%



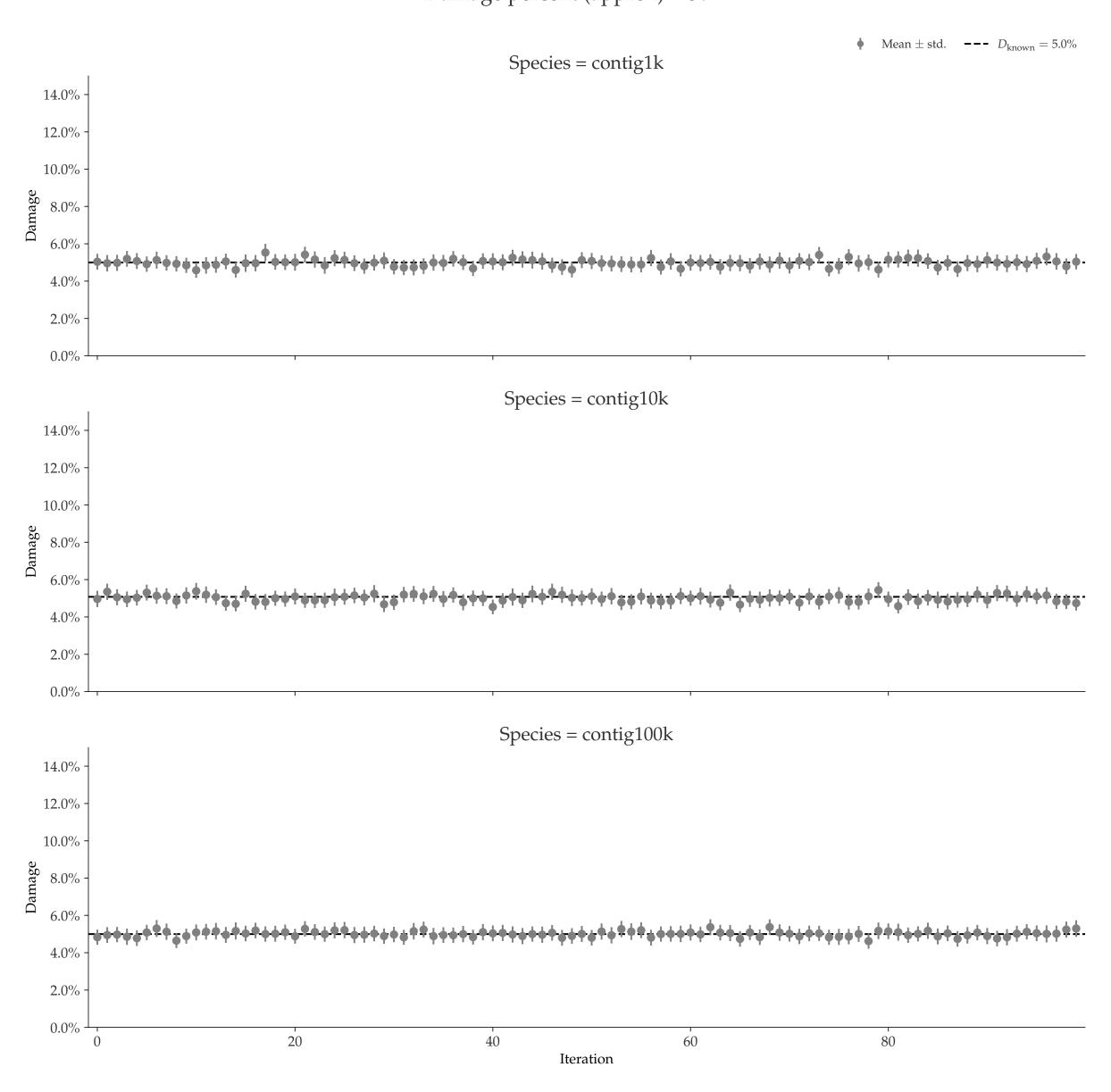
Individual damages: 5000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



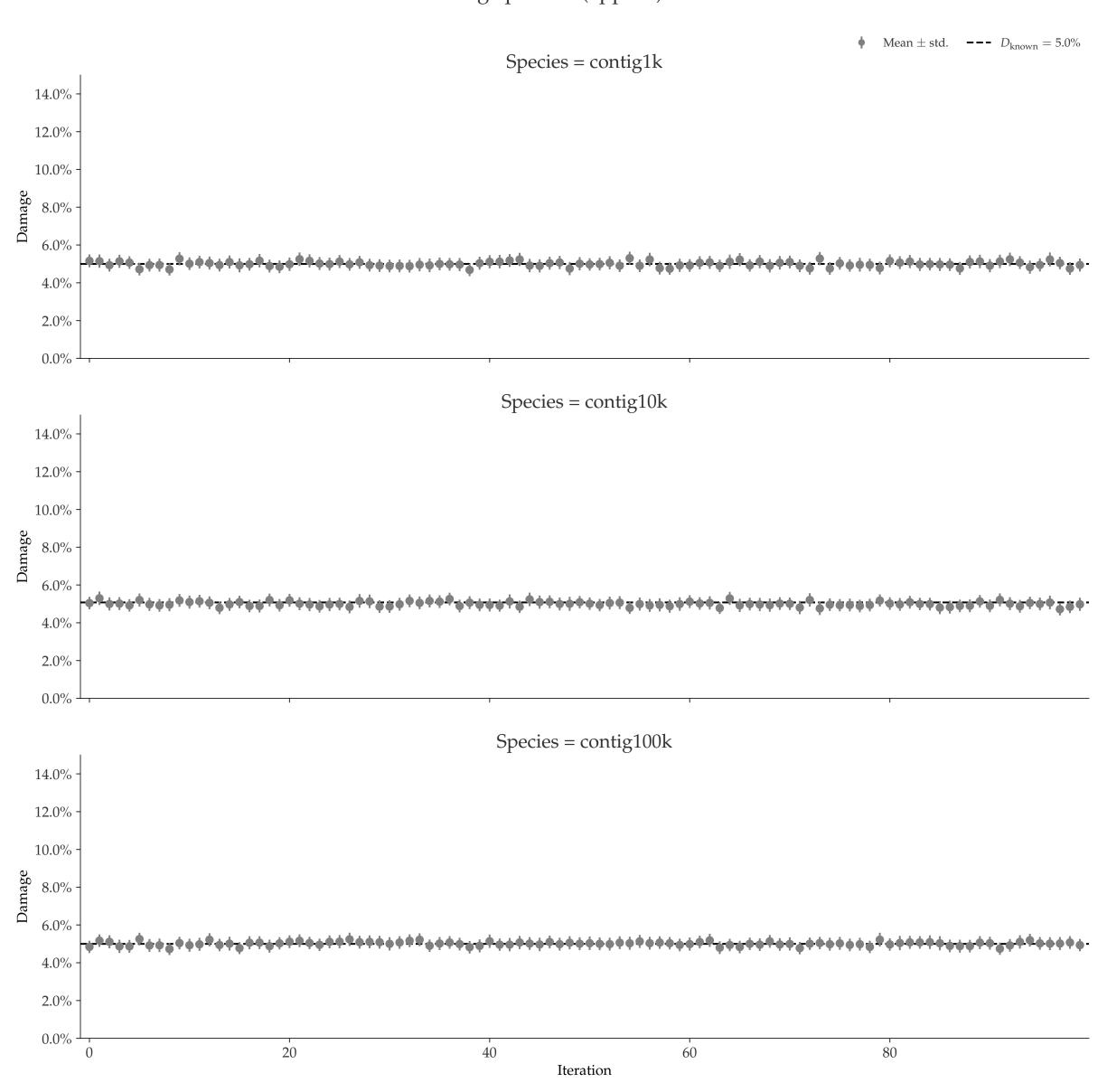
Individual damages: 10000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



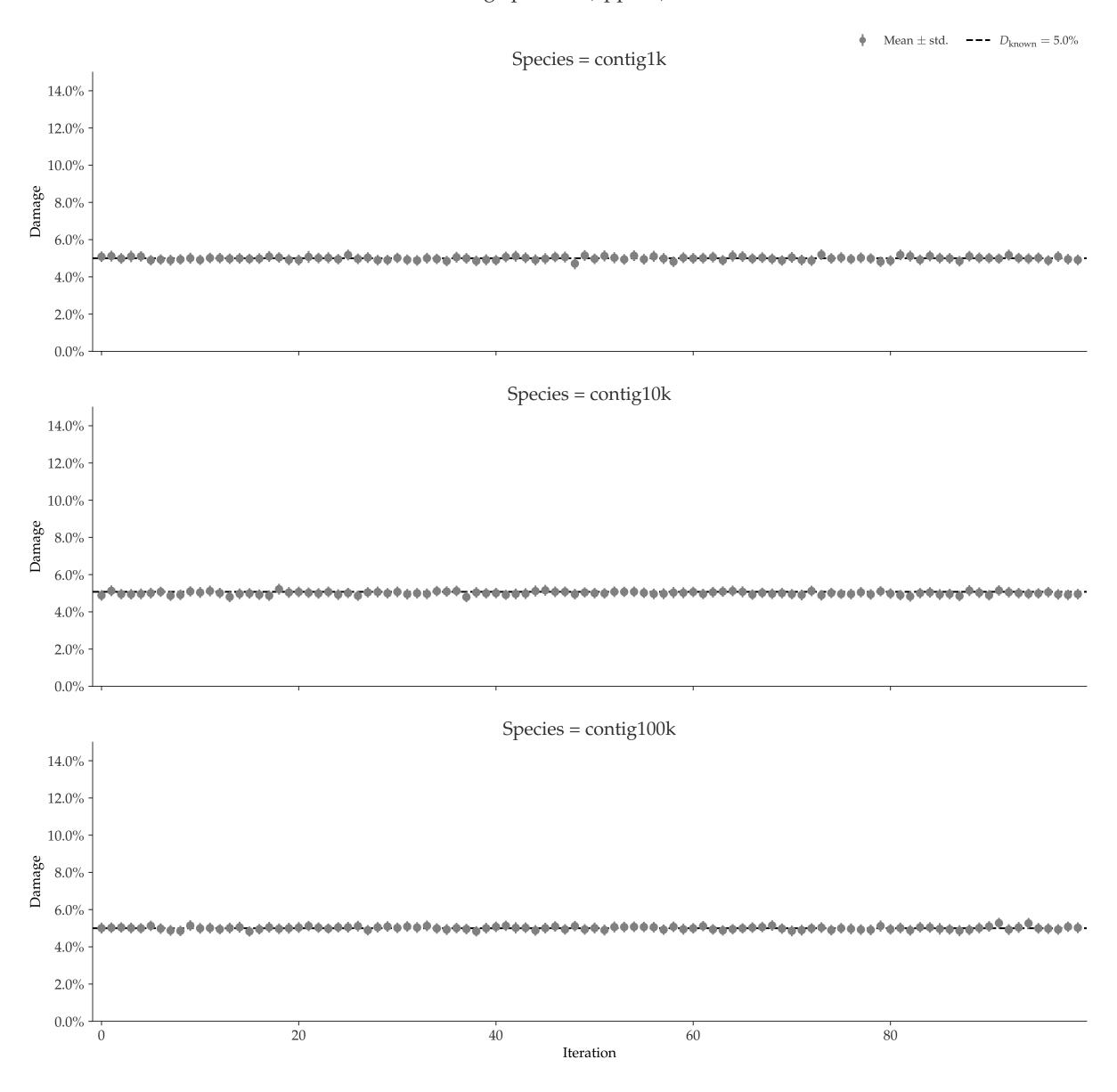
Individual damages: 25000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



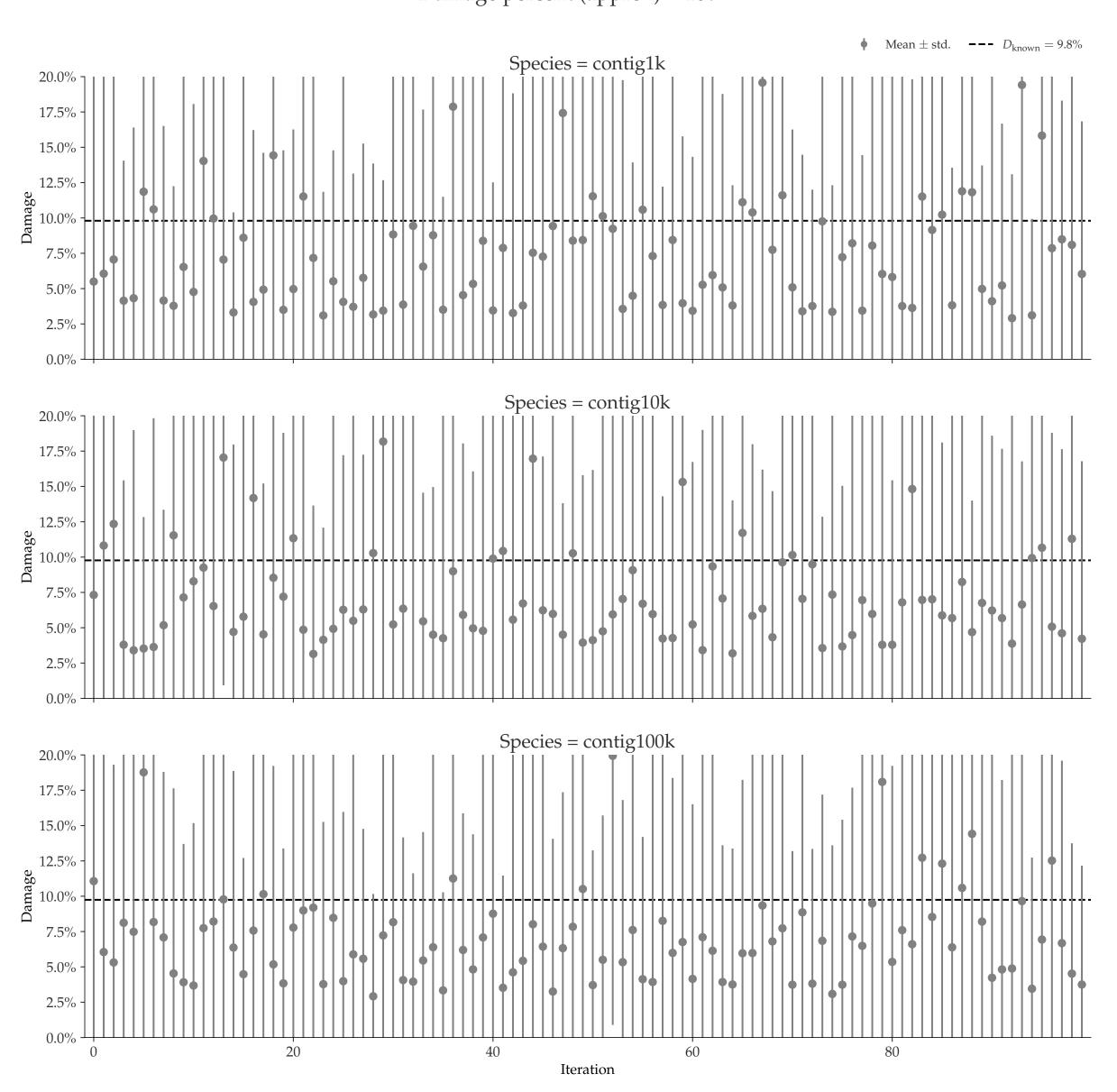
Individual damages: 50000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



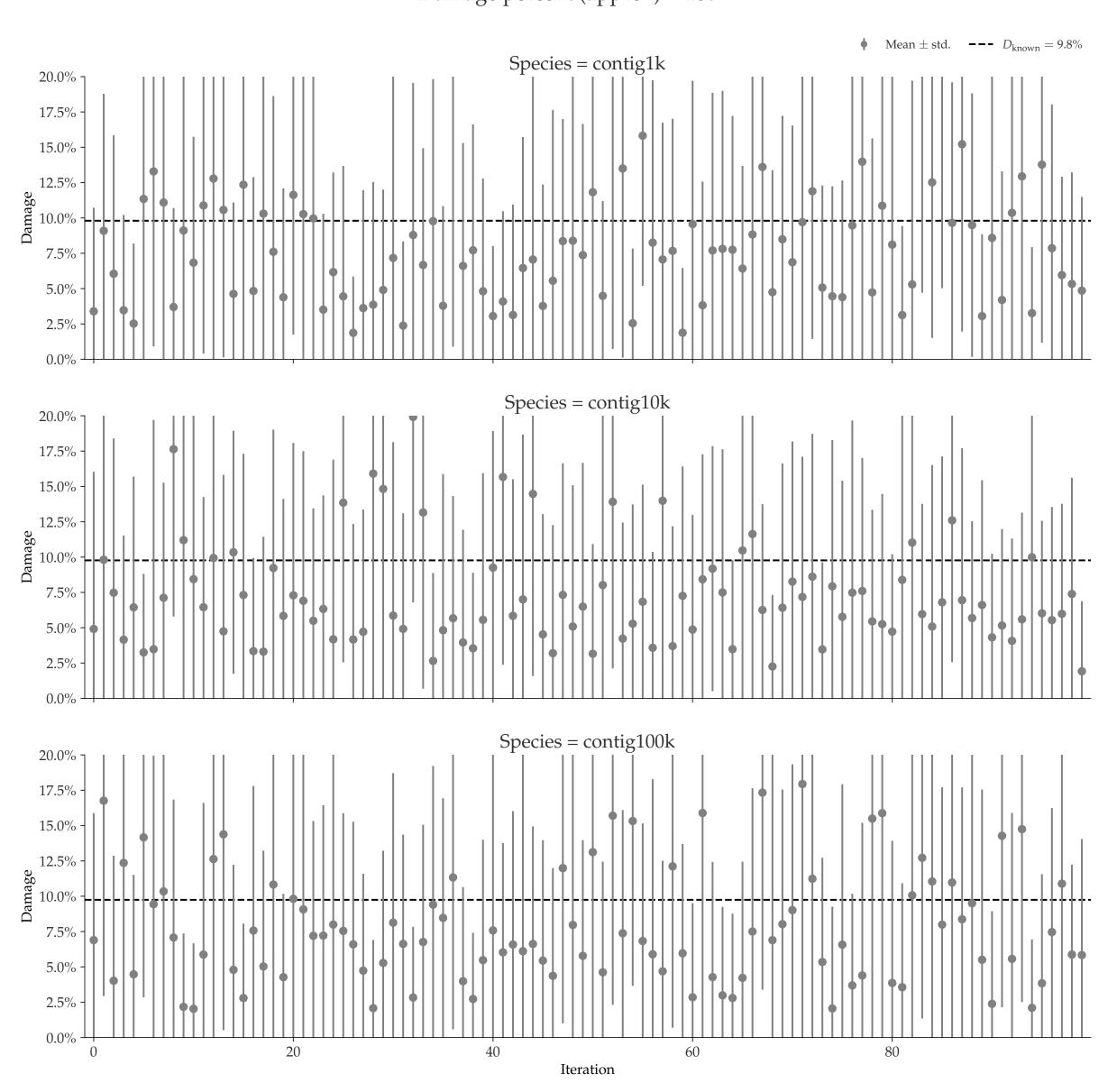
Individual damages: 100000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



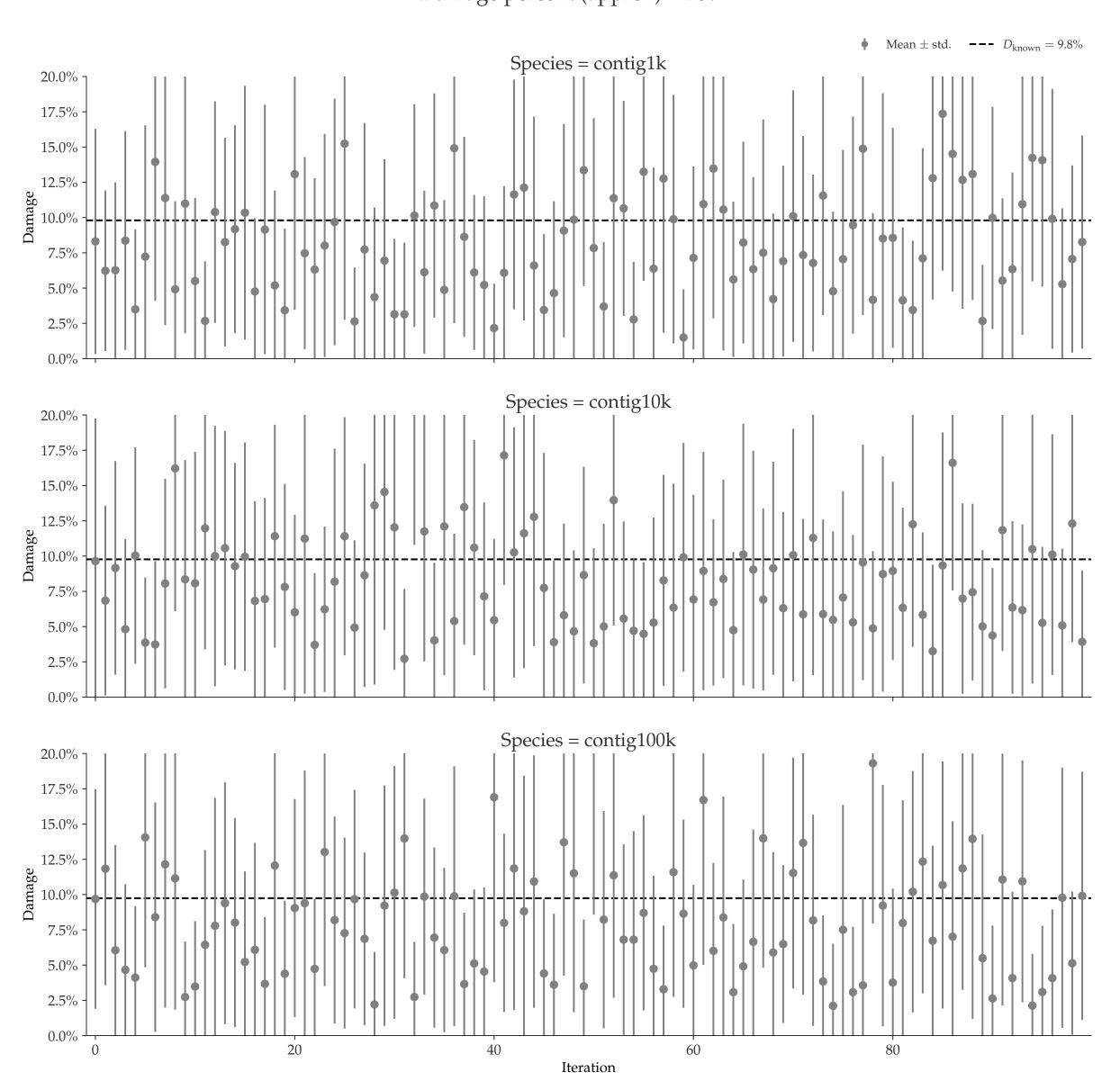
Individual damages: 10 reads Briggs damage = 0.31 Damage percent (approx) = 10%



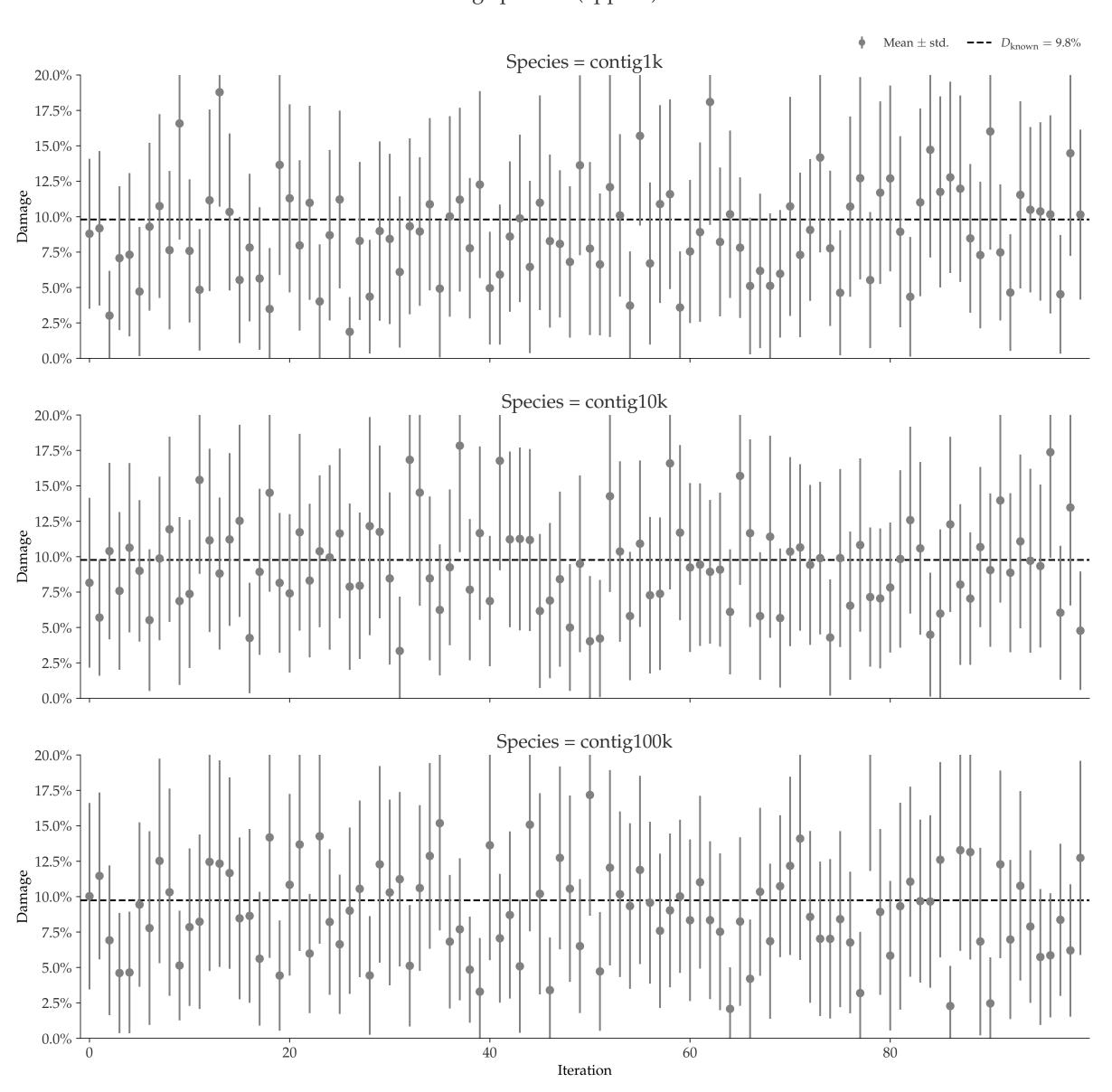
Individual damages:
25 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



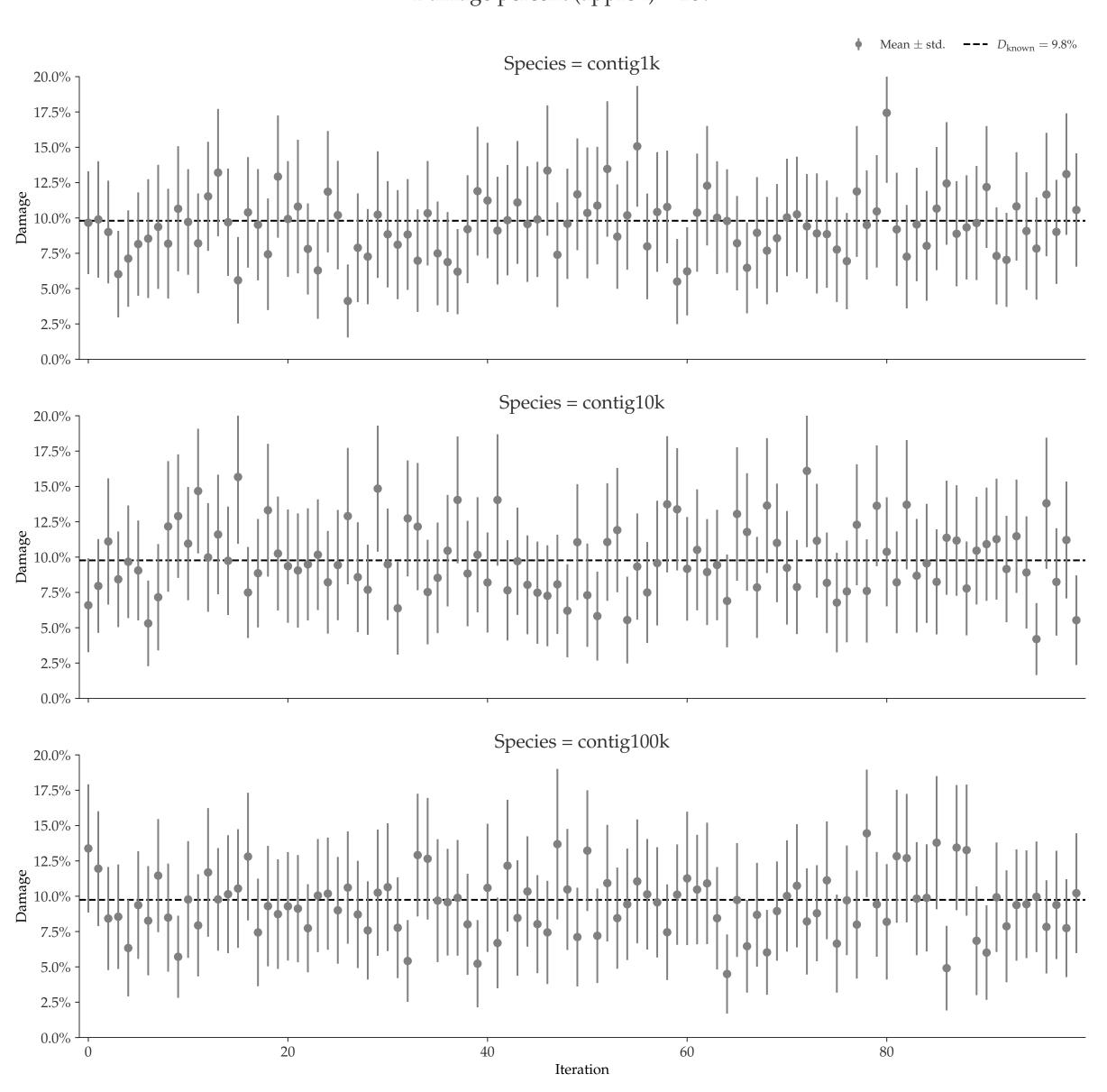
Individual damages: 50 reads Briggs damage = 0.31 Damage percent (approx) = 10%



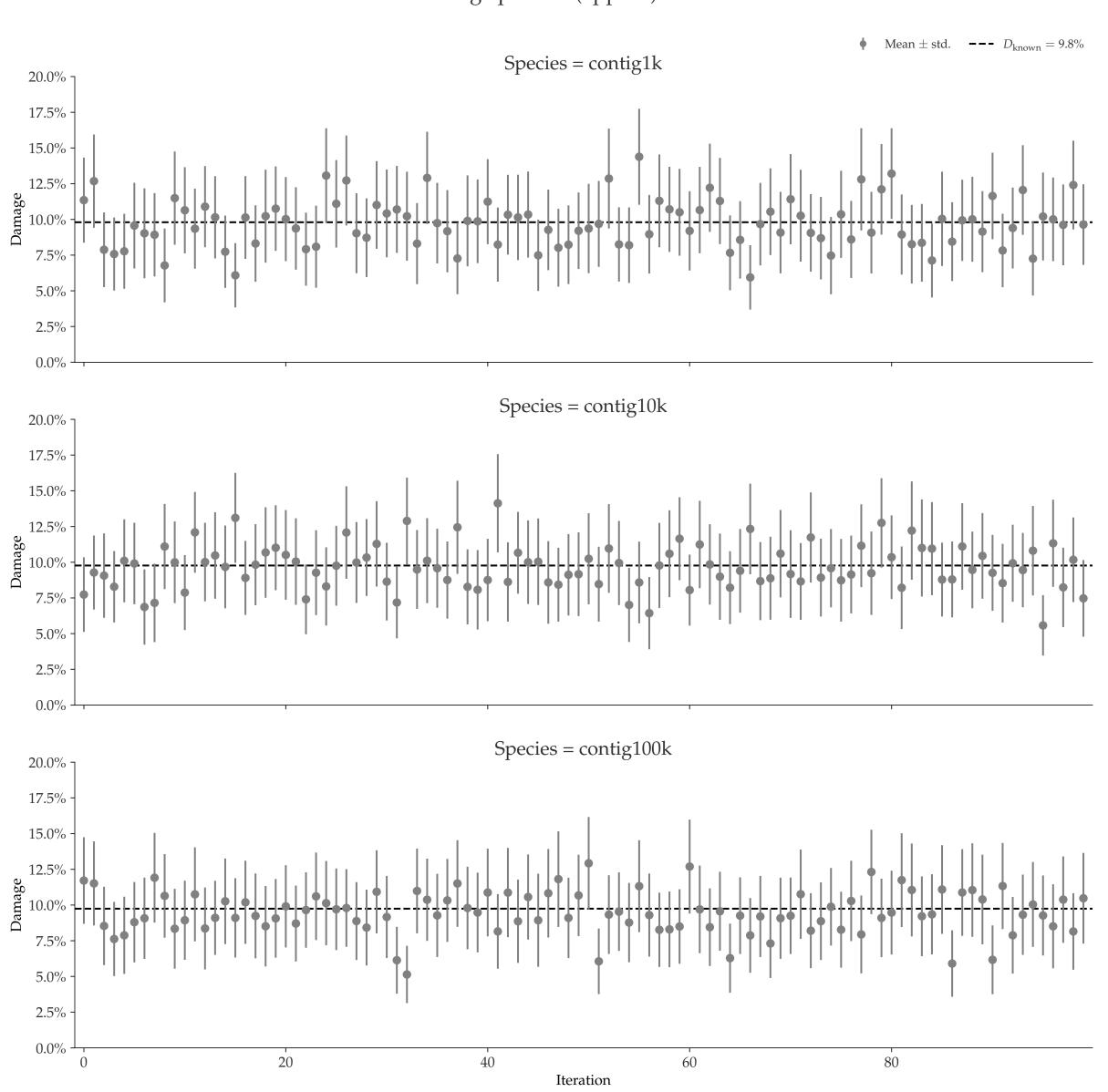
Individual damages: 100 reads Briggs damage = 0.31 Damage percent (approx) = 10%



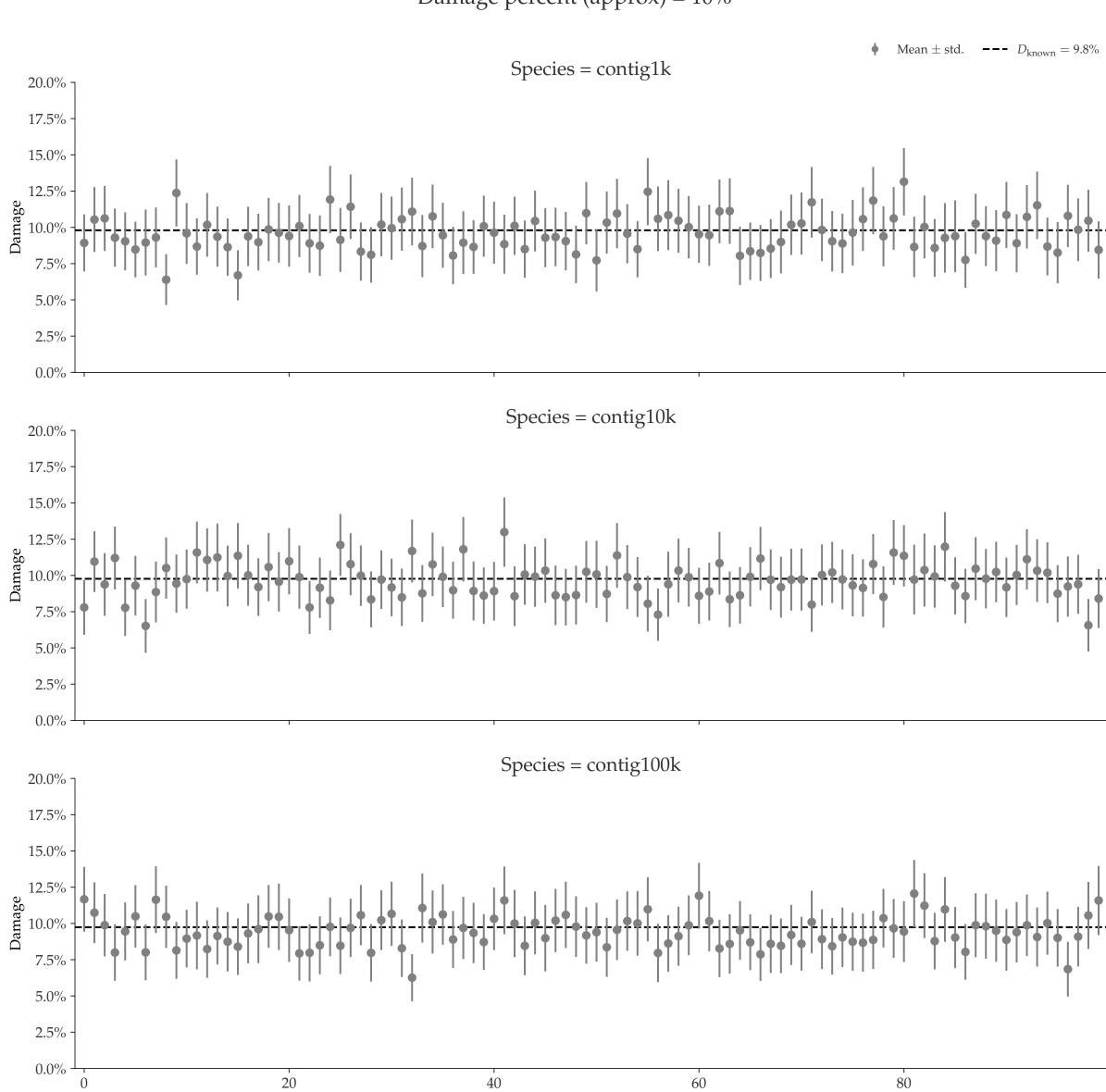
Individual damages: 250 reads Briggs damage = 0.31 Damage percent (approx) = 10%



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



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



Iteration

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

20.0%

17.5%

15.0%

12.5%

7.5%

5.0%

2.5%

0.0%

20.0%

17.5%

15.0%

12.5%

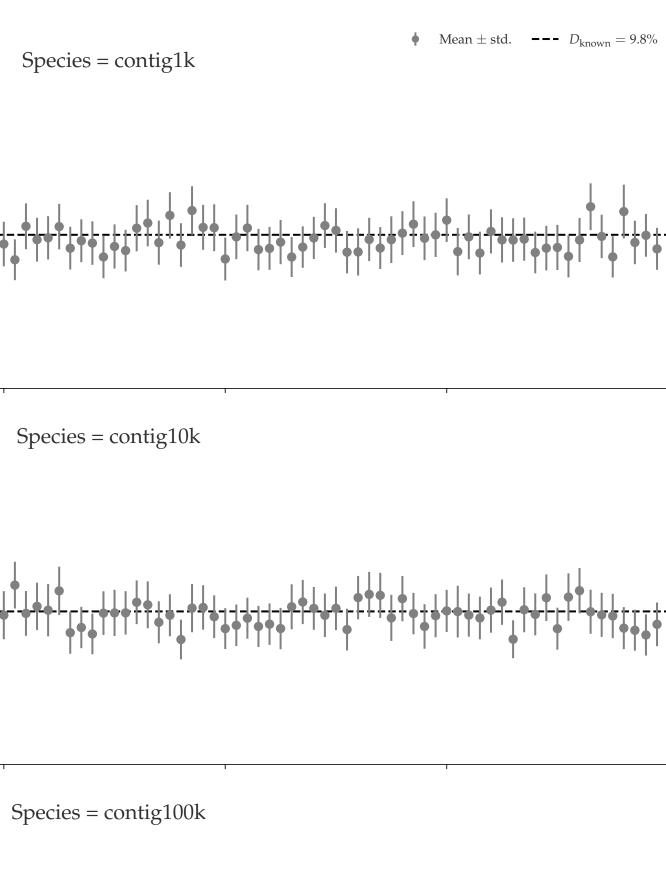
7.5%

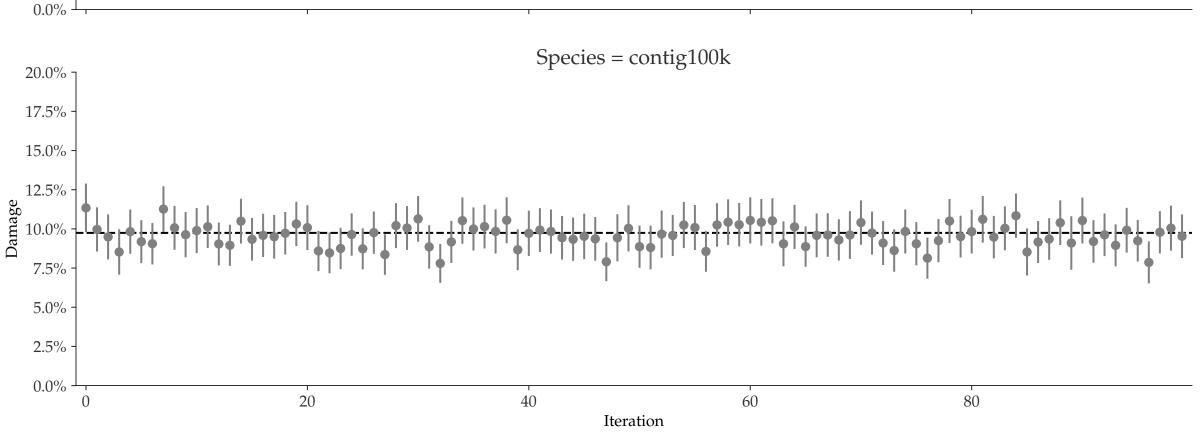
5.0%

2.5%

Damage

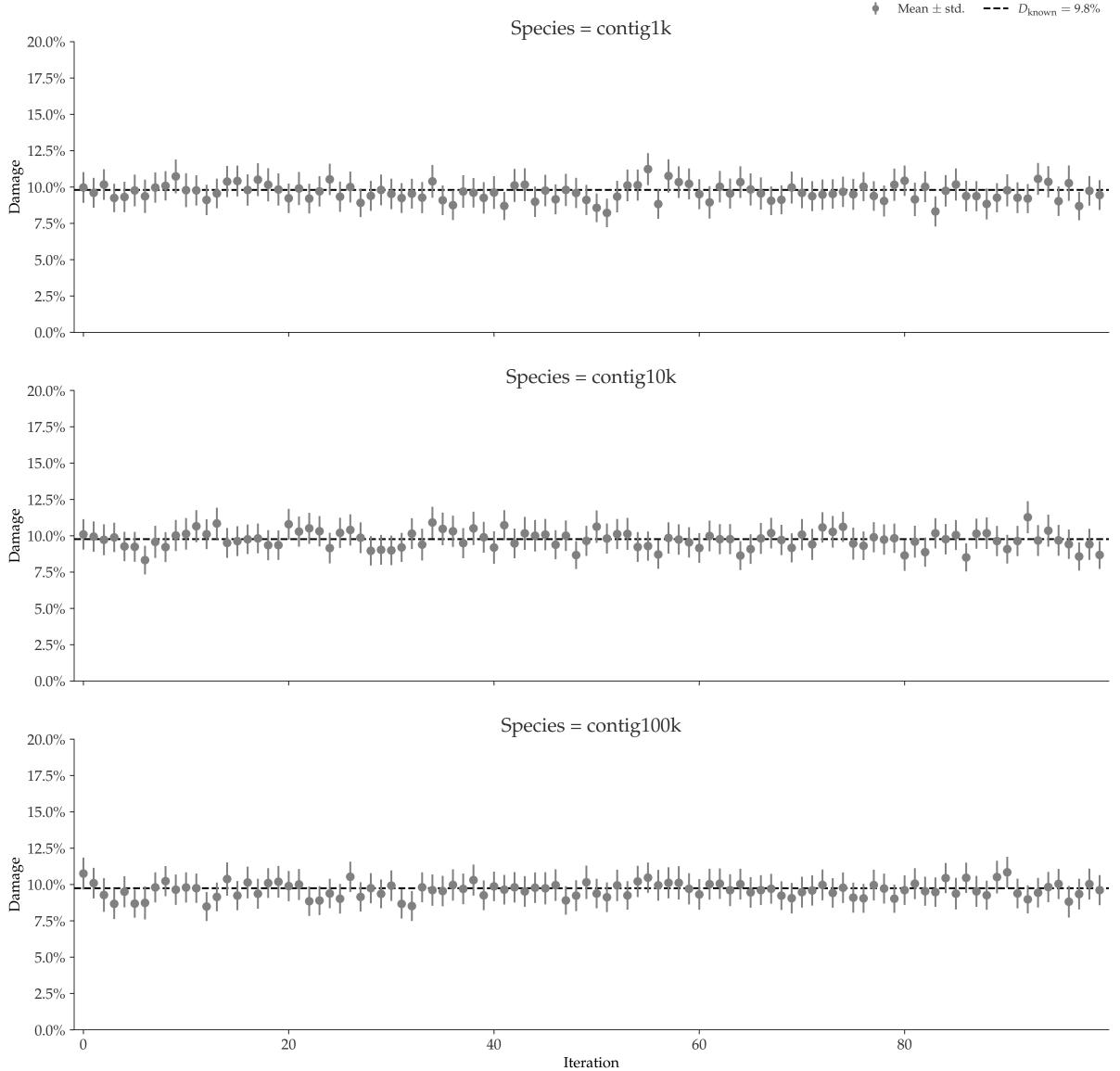
Damage



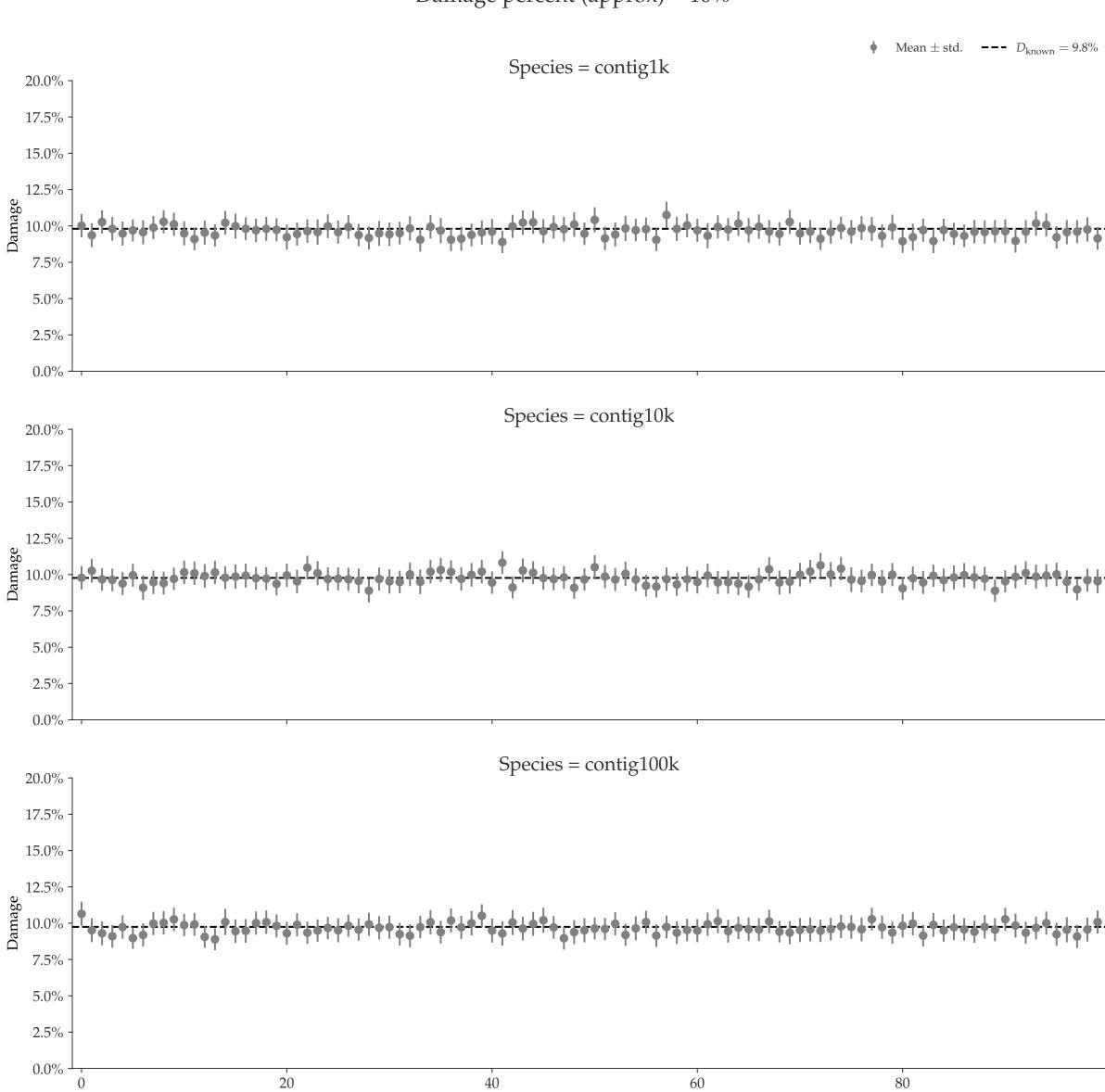


Individual damages: 5000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



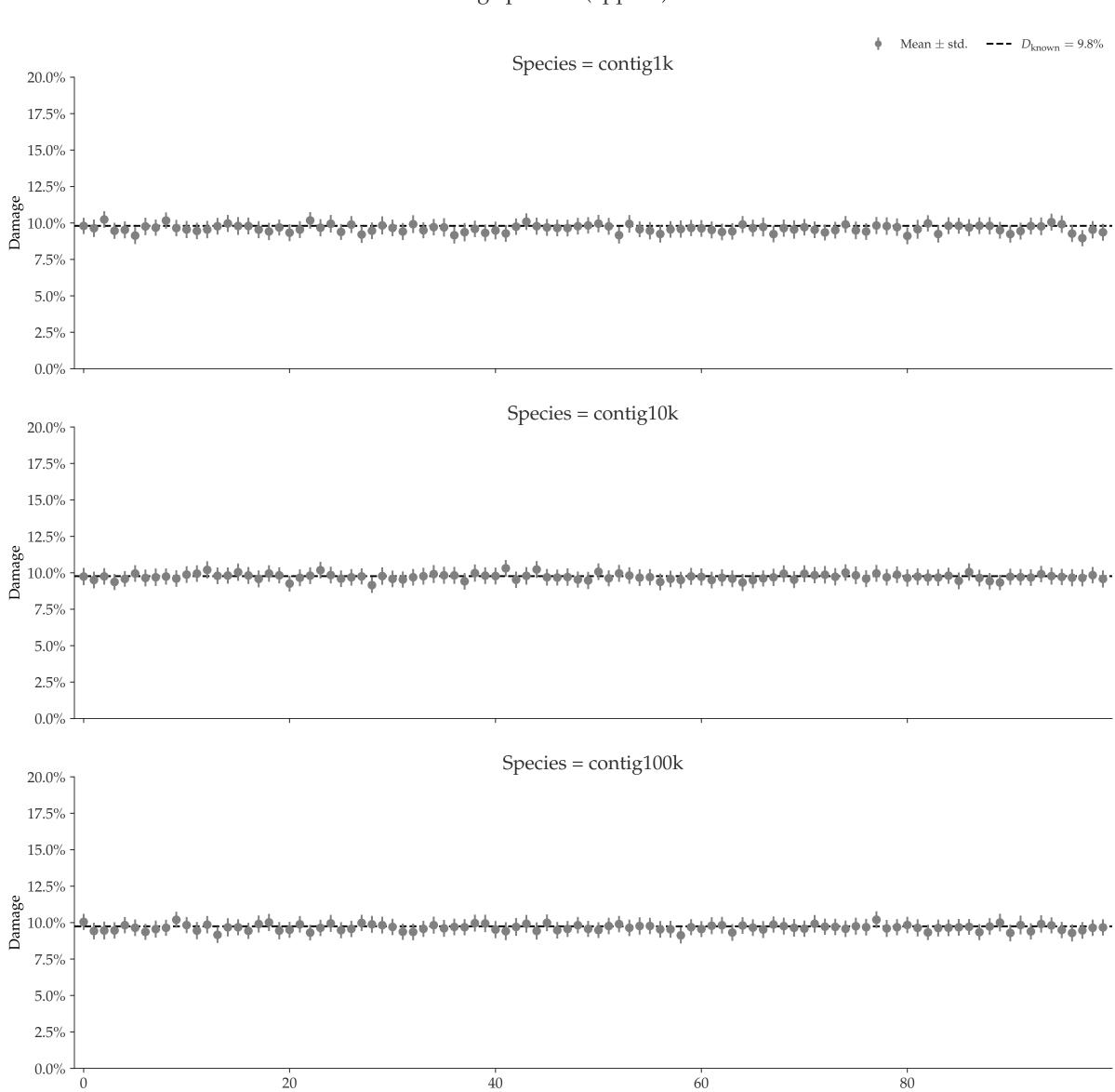


Individual damages: 10000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



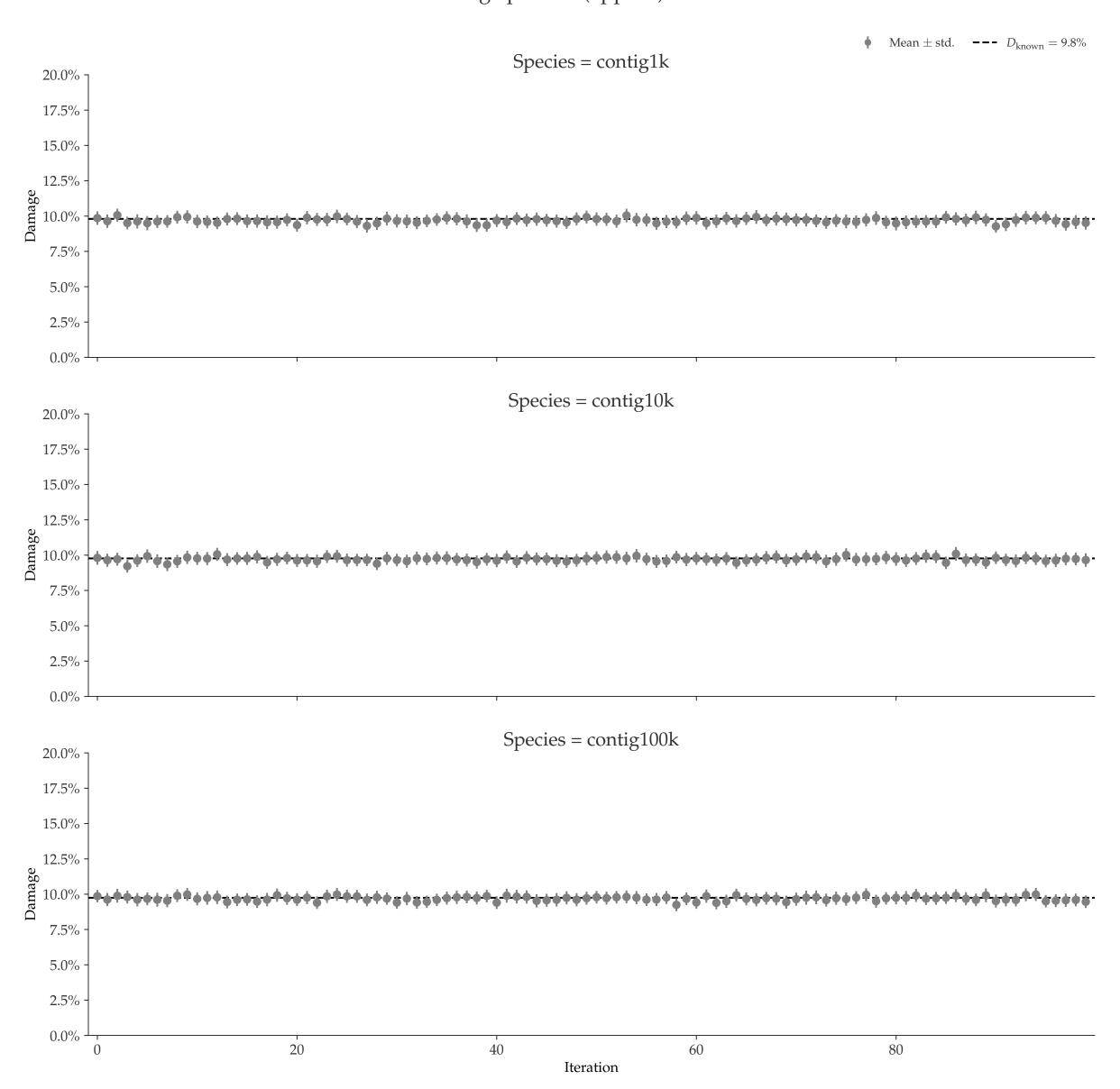
Iteration

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

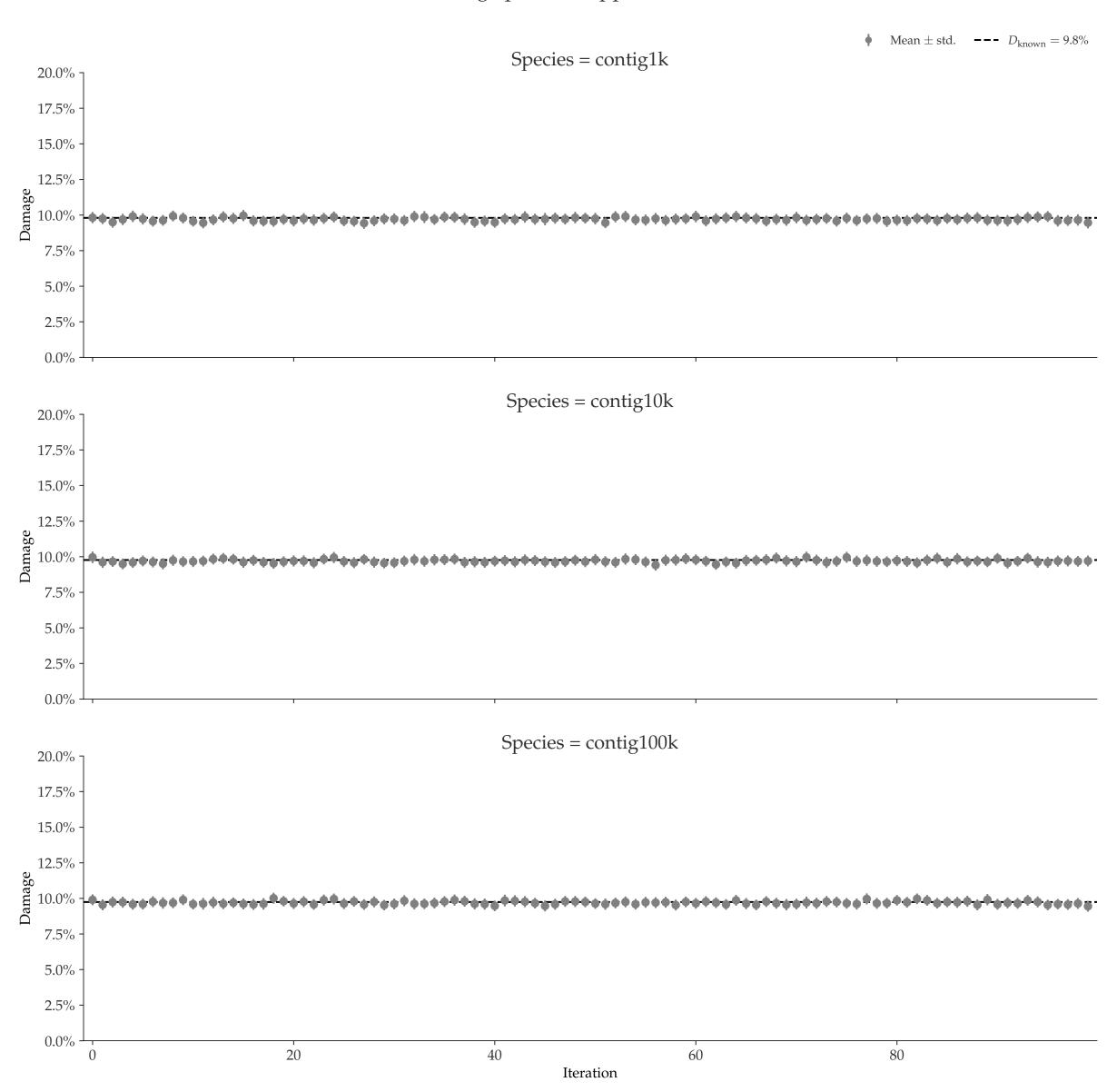


Iteration

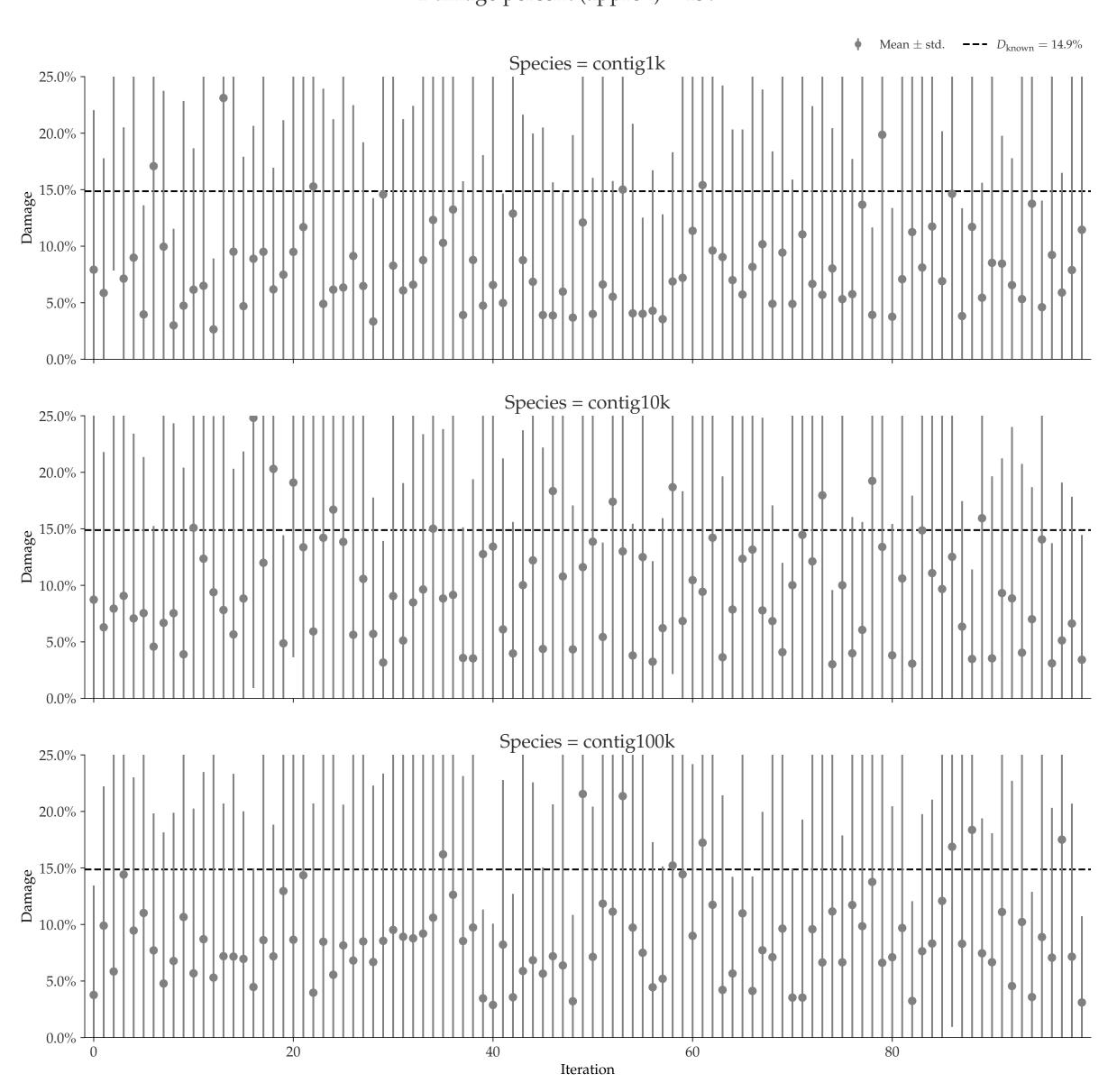
Individual damages: 50000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



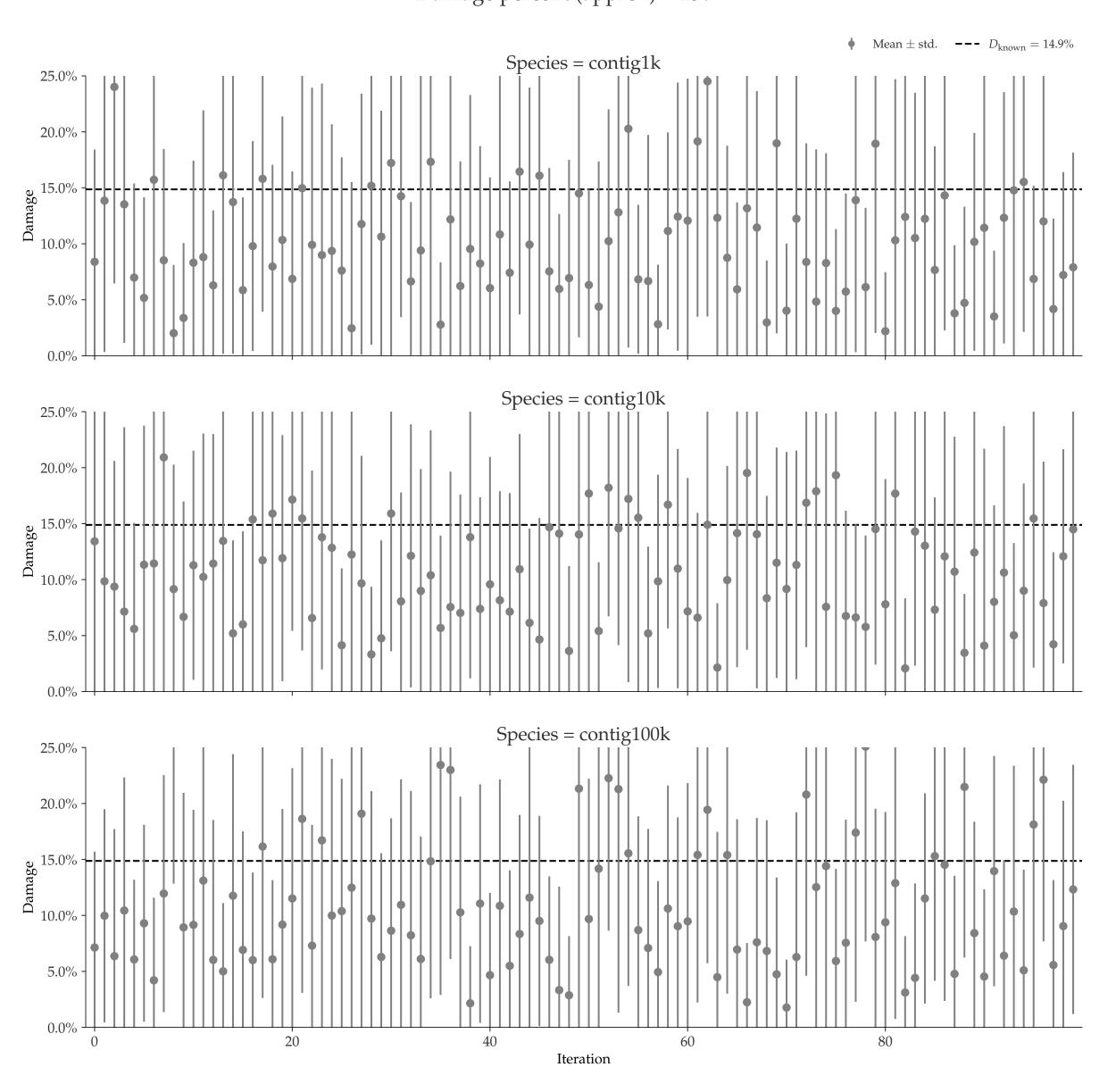
Individual damages: 100000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



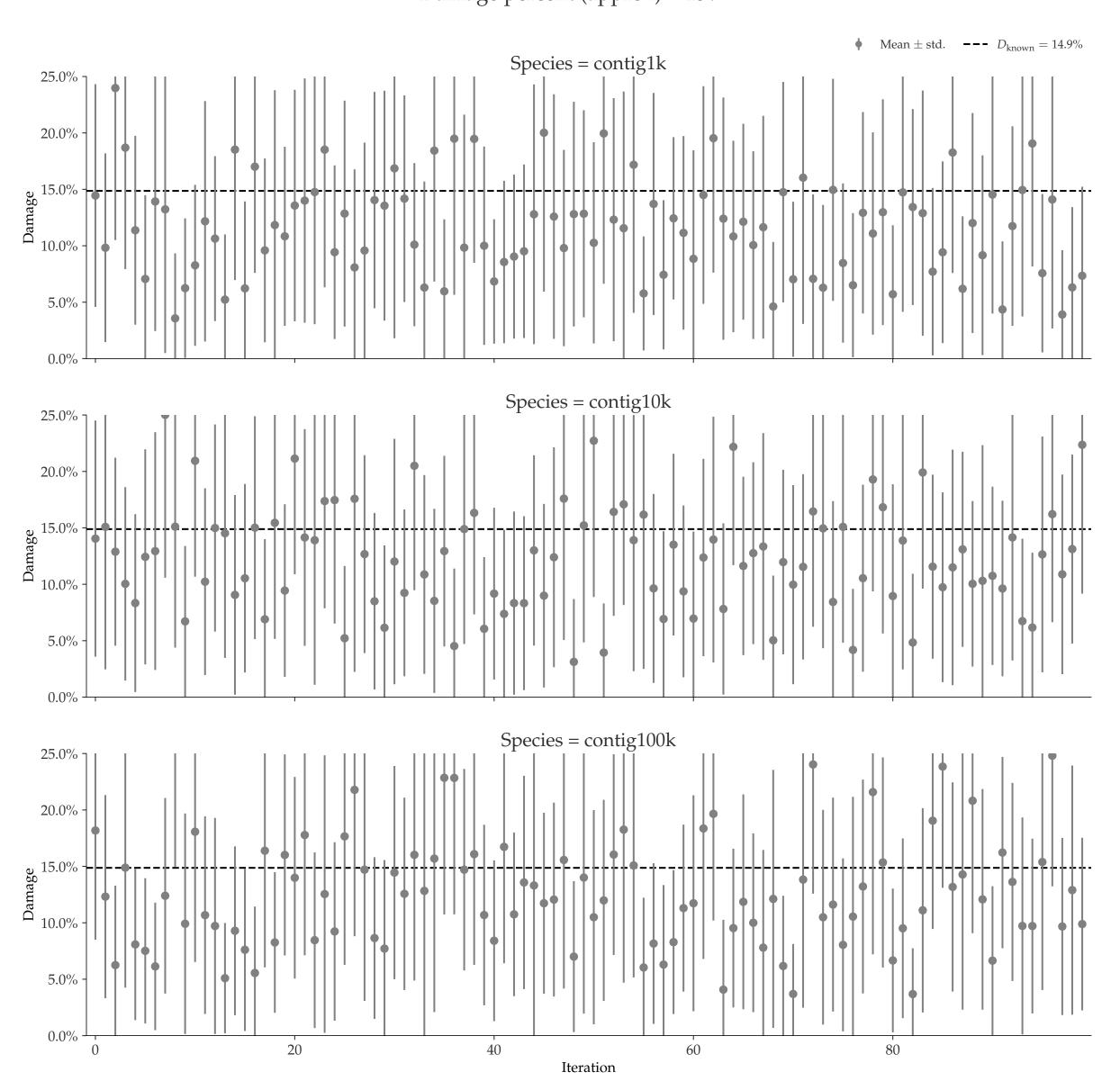
Individual damages: 10 reads Briggs damage = 0.472 Damage percent (approx) = 15%



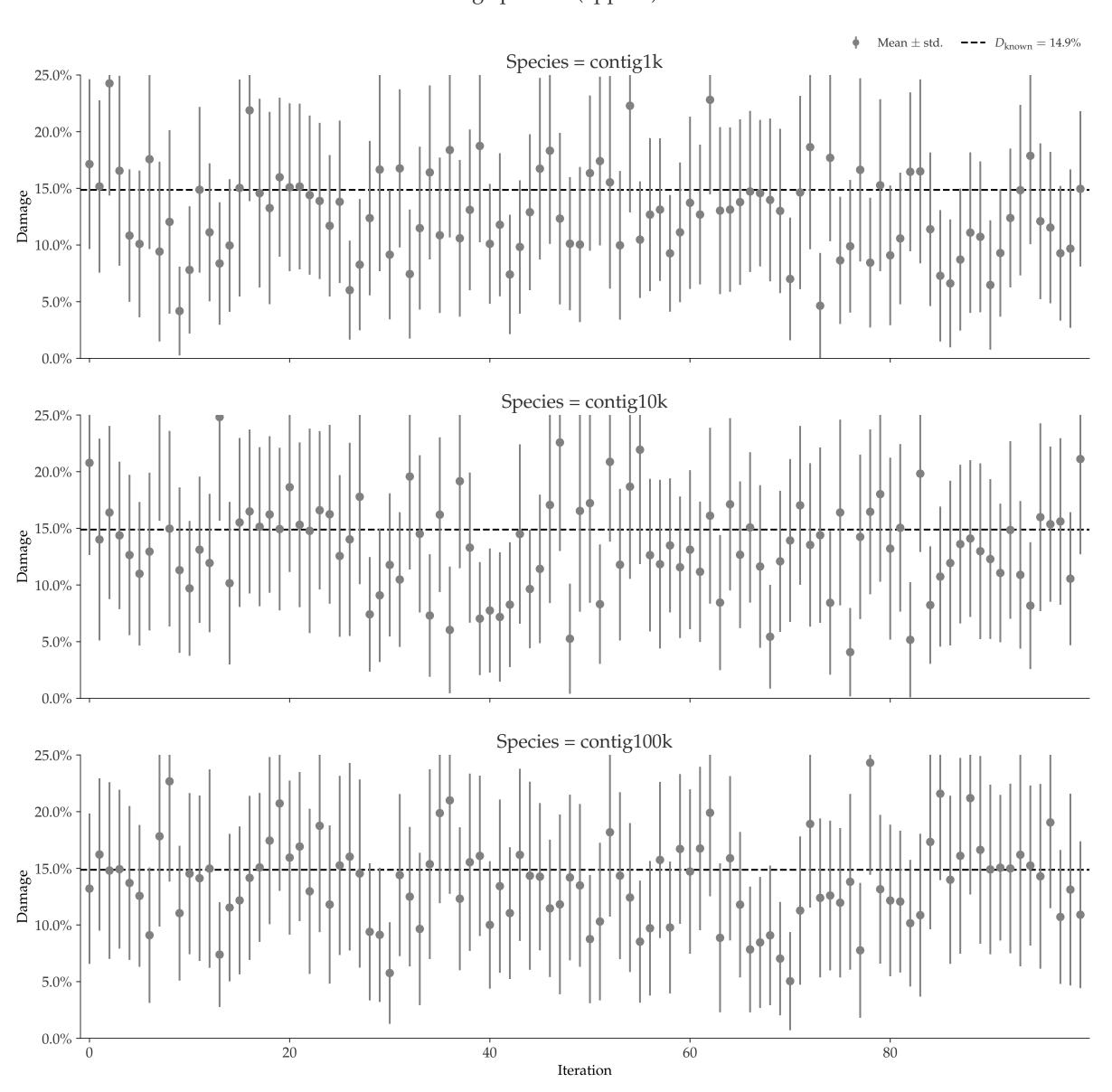
Individual damages: 25 reads Briggs damage = 0.472 Damage percent (approx) = 15%



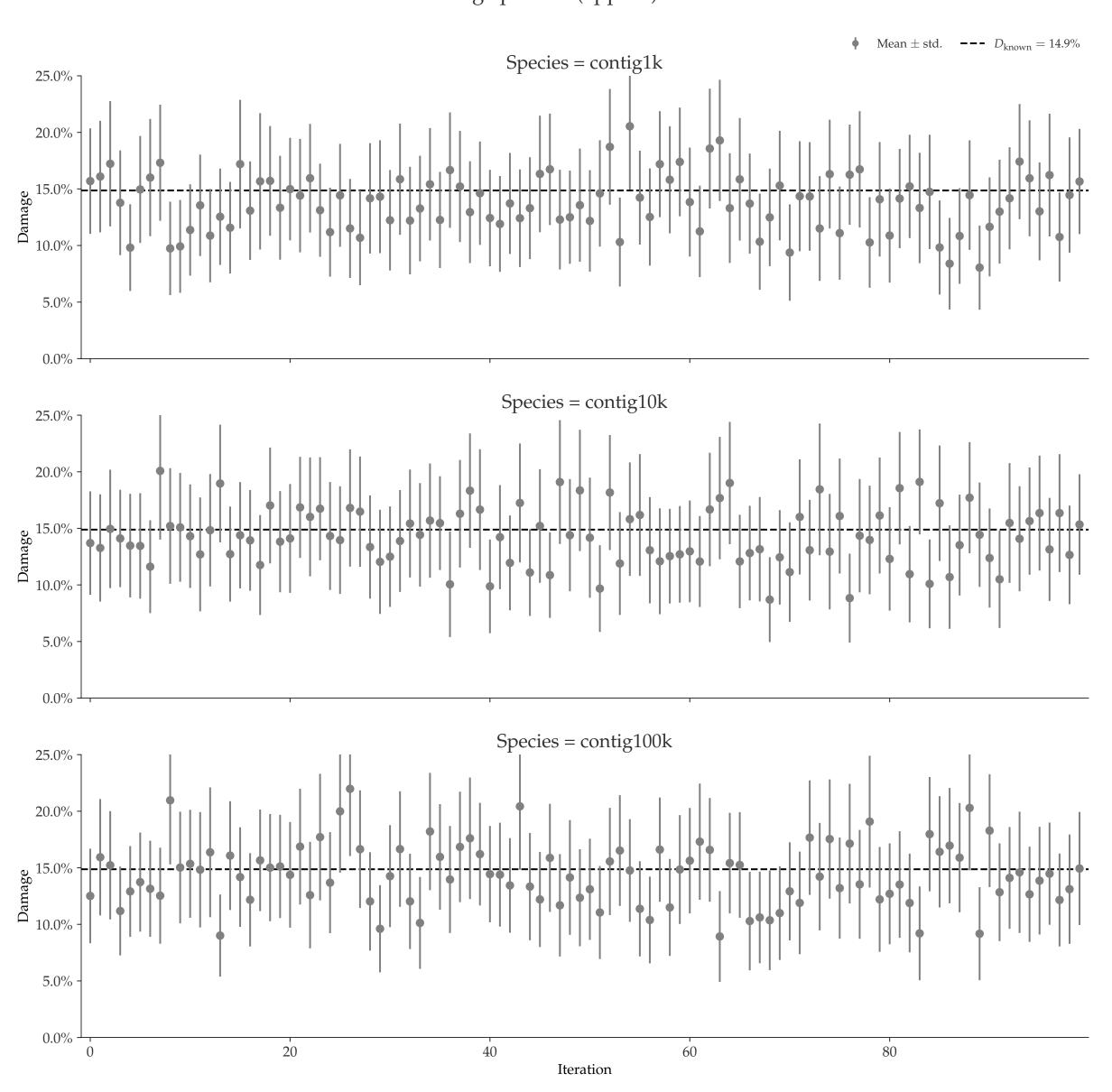
Individual damages: 50 reads Briggs damage = 0.472 Damage percent (approx) = 15%



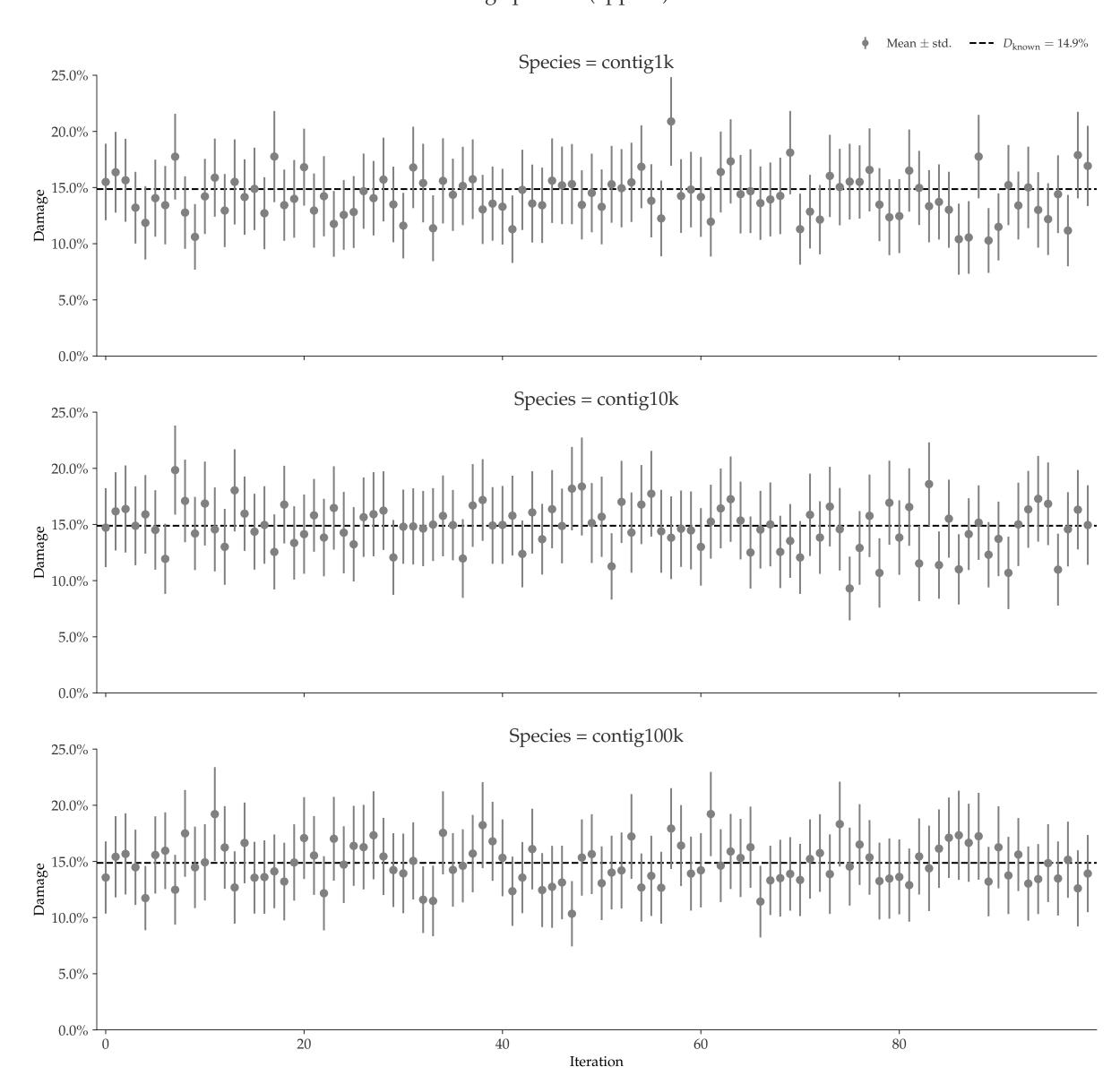
Individual damages: 100 reads Briggs damage = 0.472 Damage percent (approx) = 15%



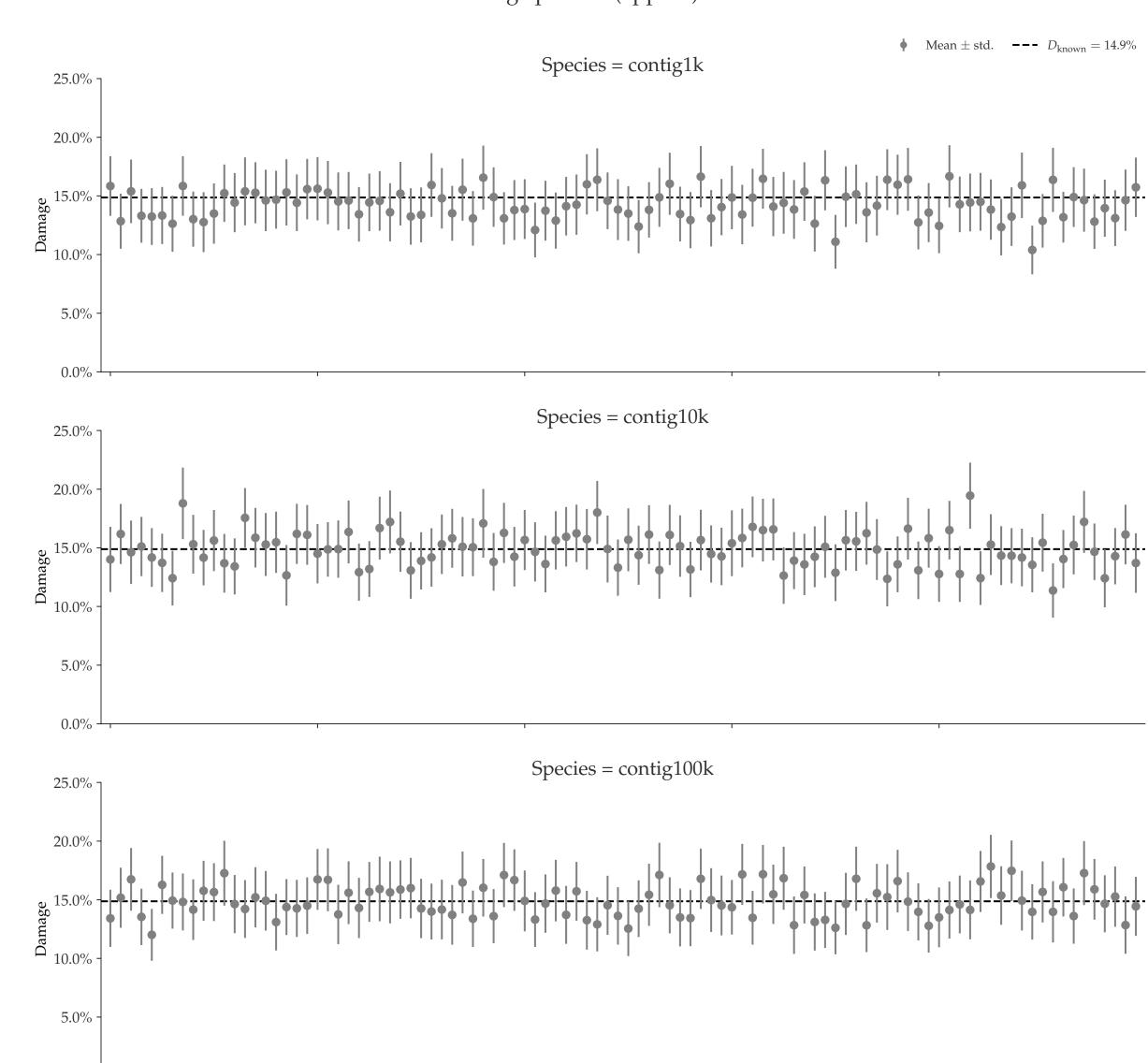
Individual damages: 250 reads Briggs damage = 0.472 Damage percent (approx) = 15%



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



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



40

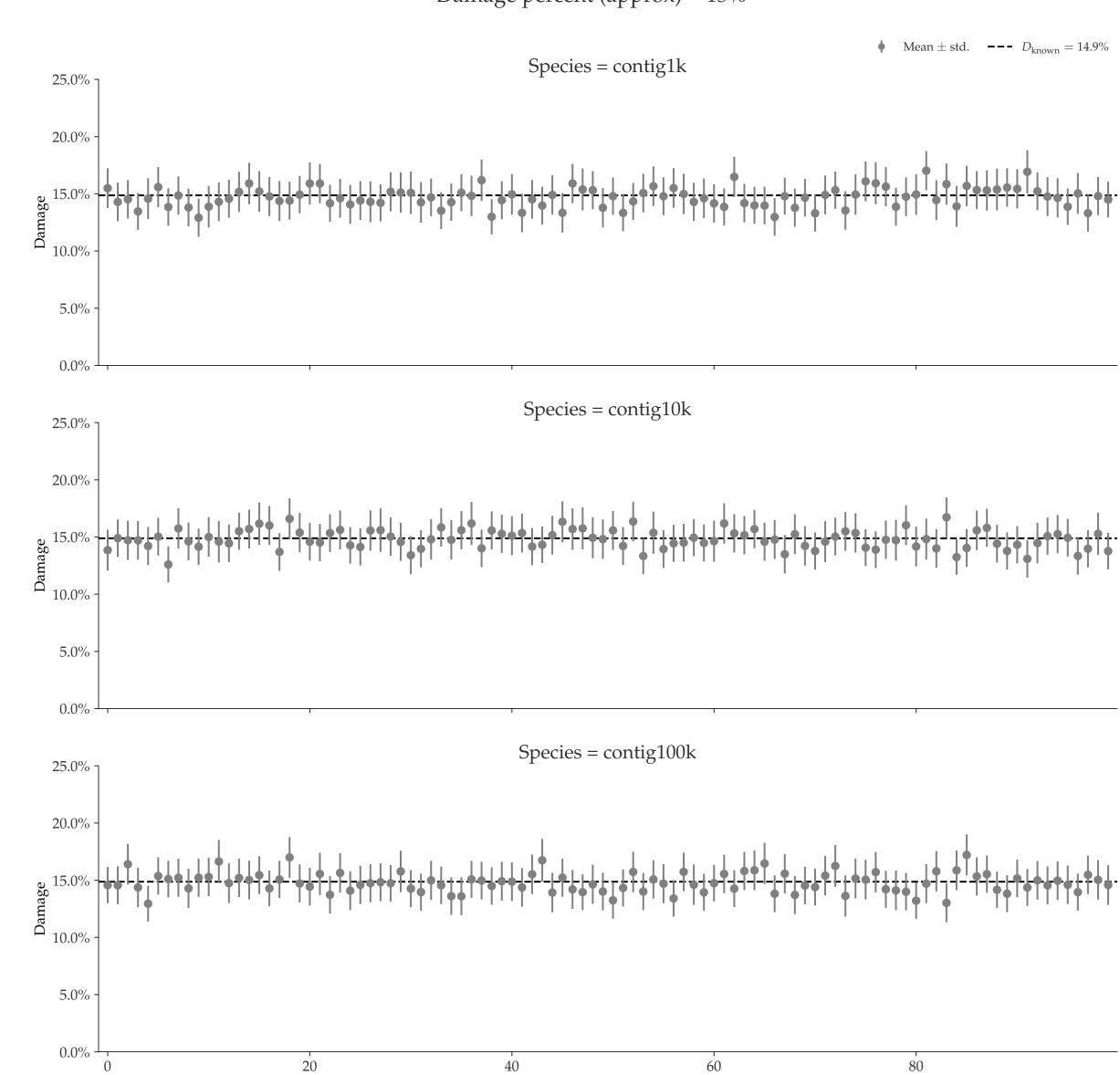
Iteration

60

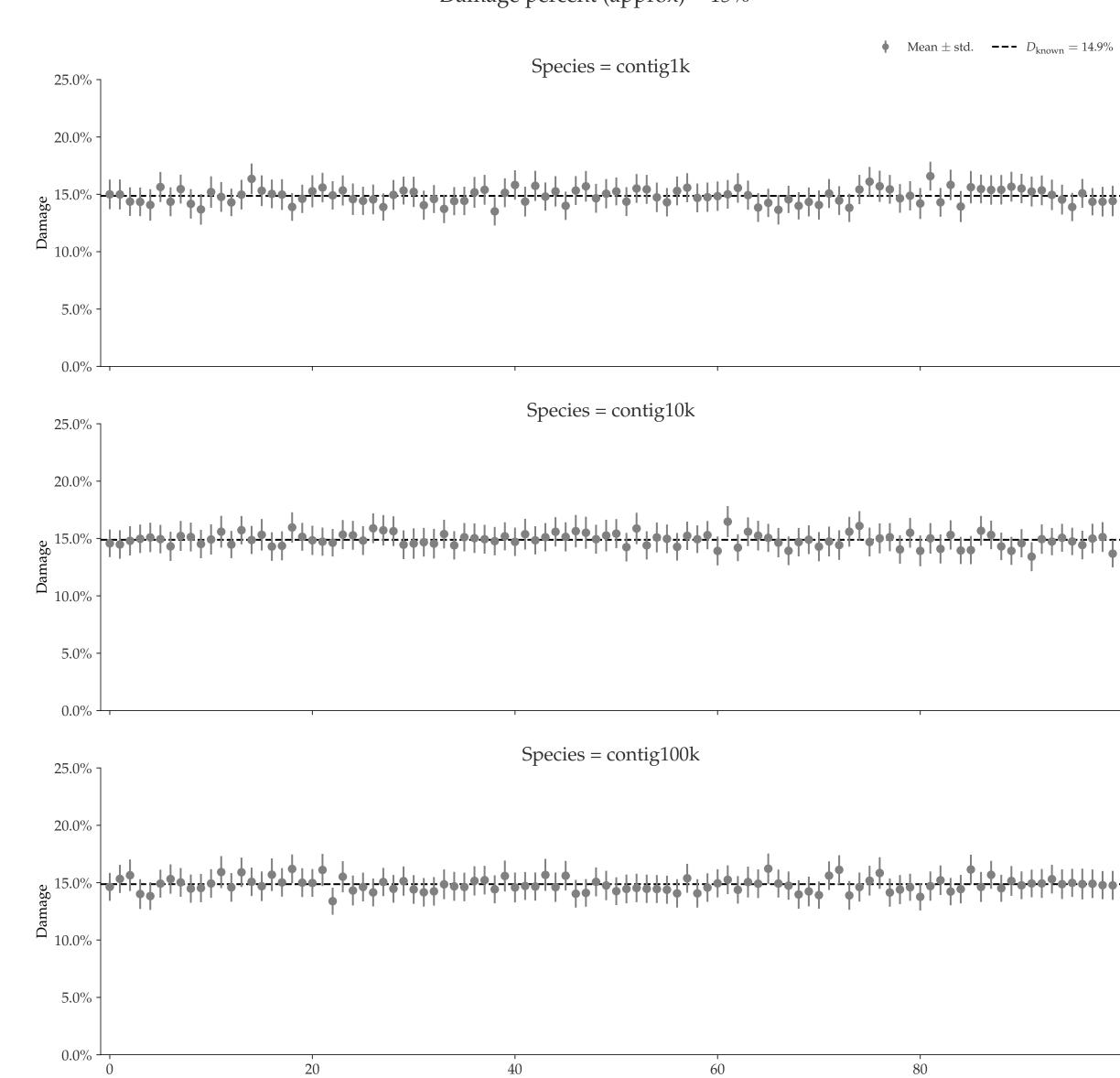
80

20

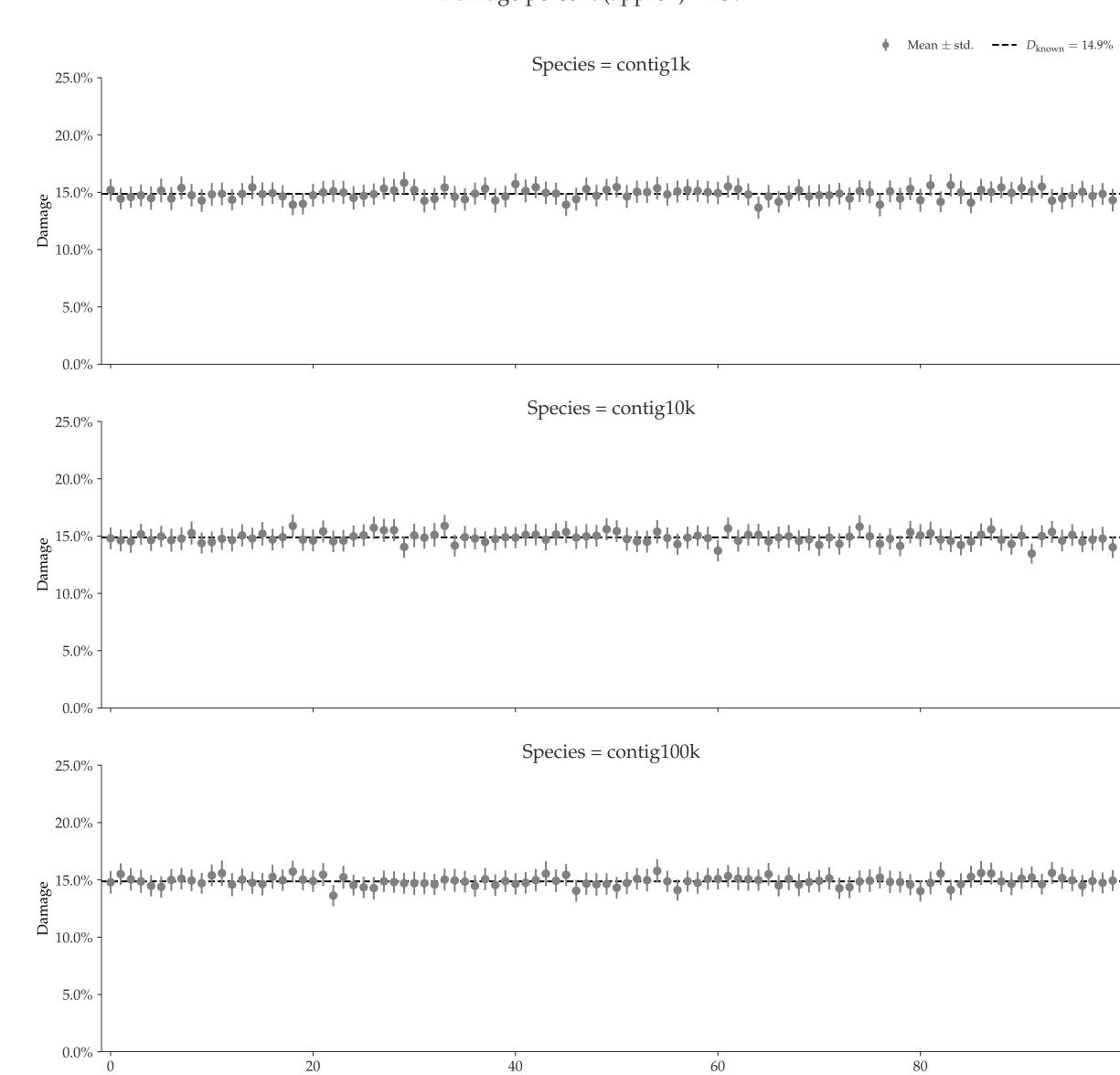
Individual damages: 2500 reads Briggs damage = 0.472 Damage percent (approx) = 15%



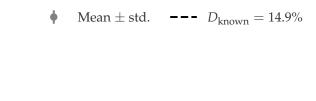
Individual damages: 5000 reads Briggs damage = 0.472 Damage percent (approx) = 15%

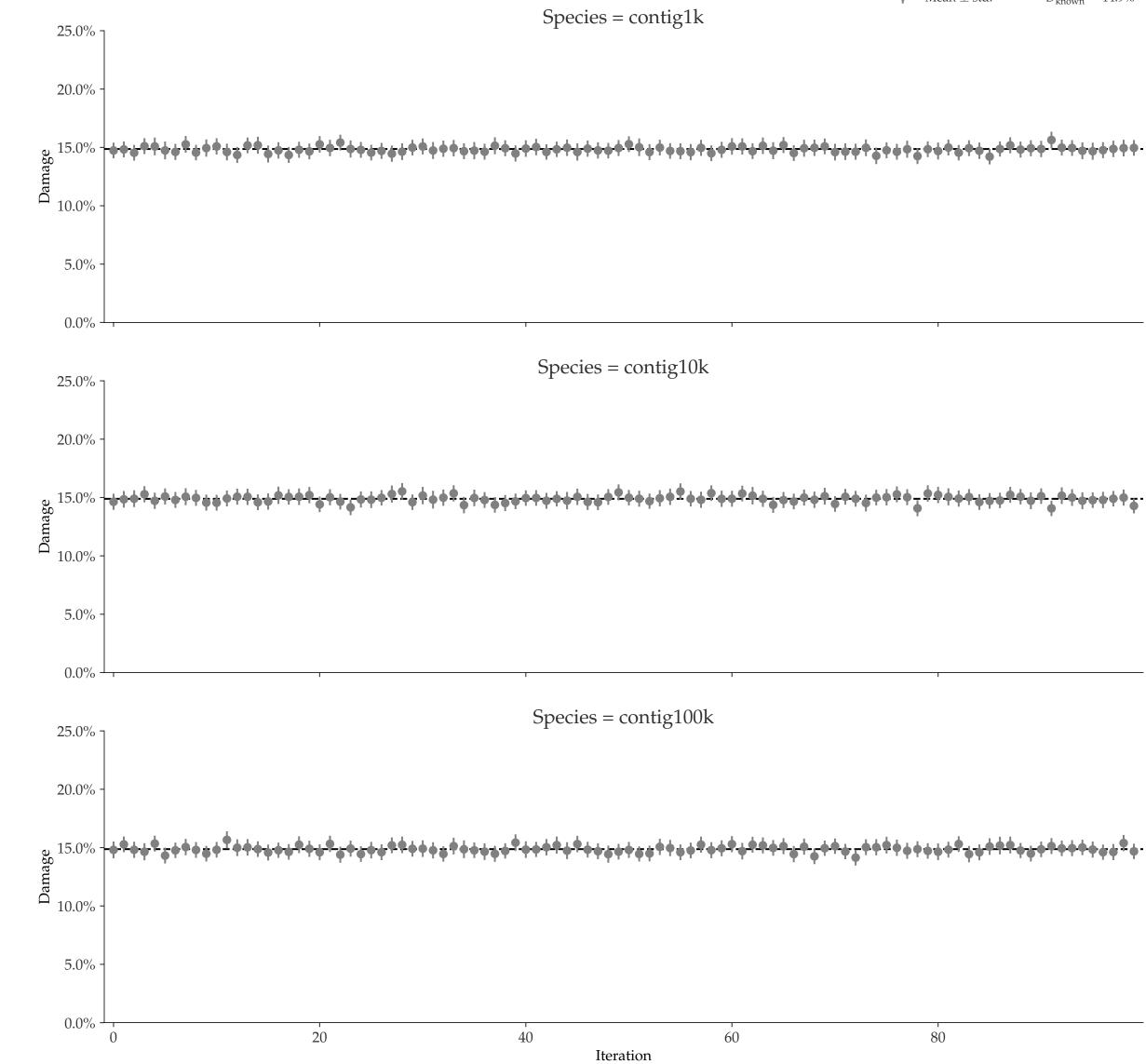


Individual damages: 10000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



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





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

25.0%

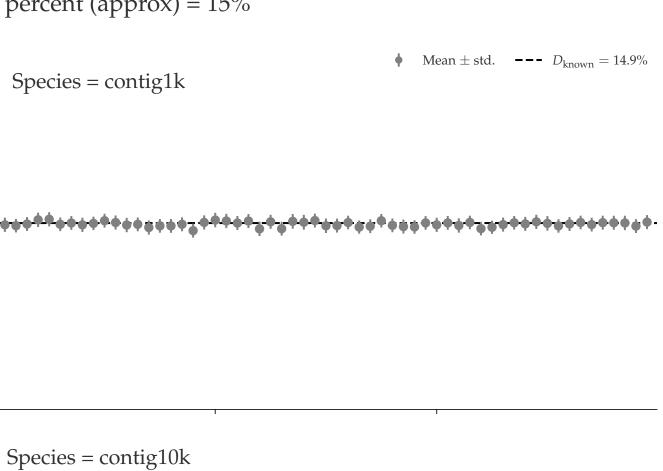
20.0%

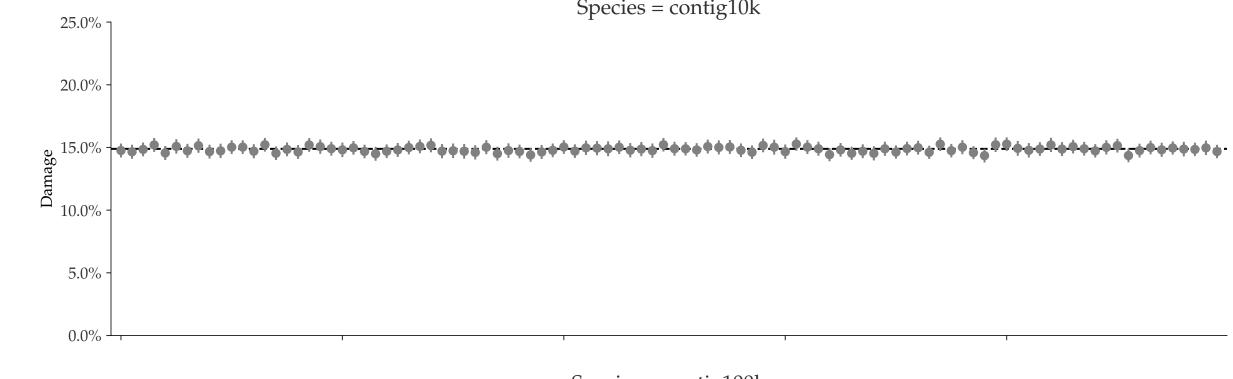
Damage Damage 15.0%

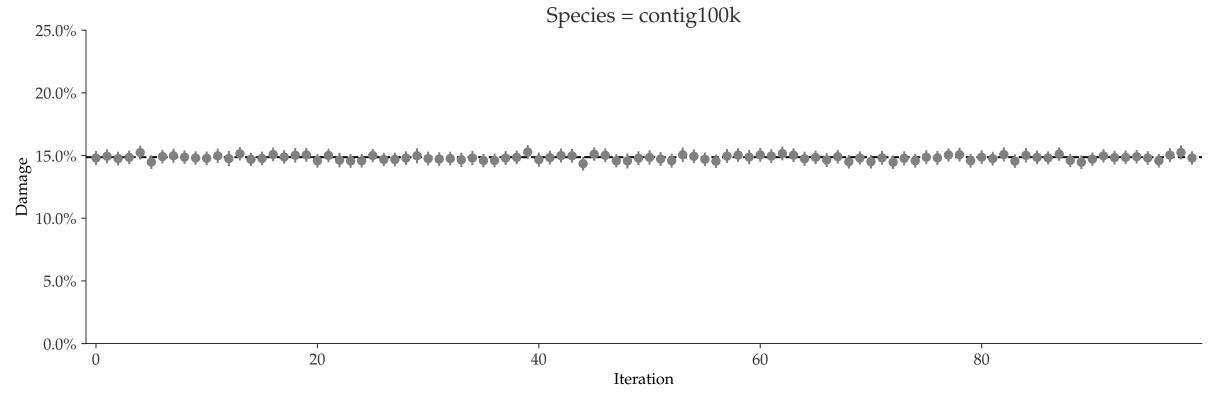
10.0%

5.0%

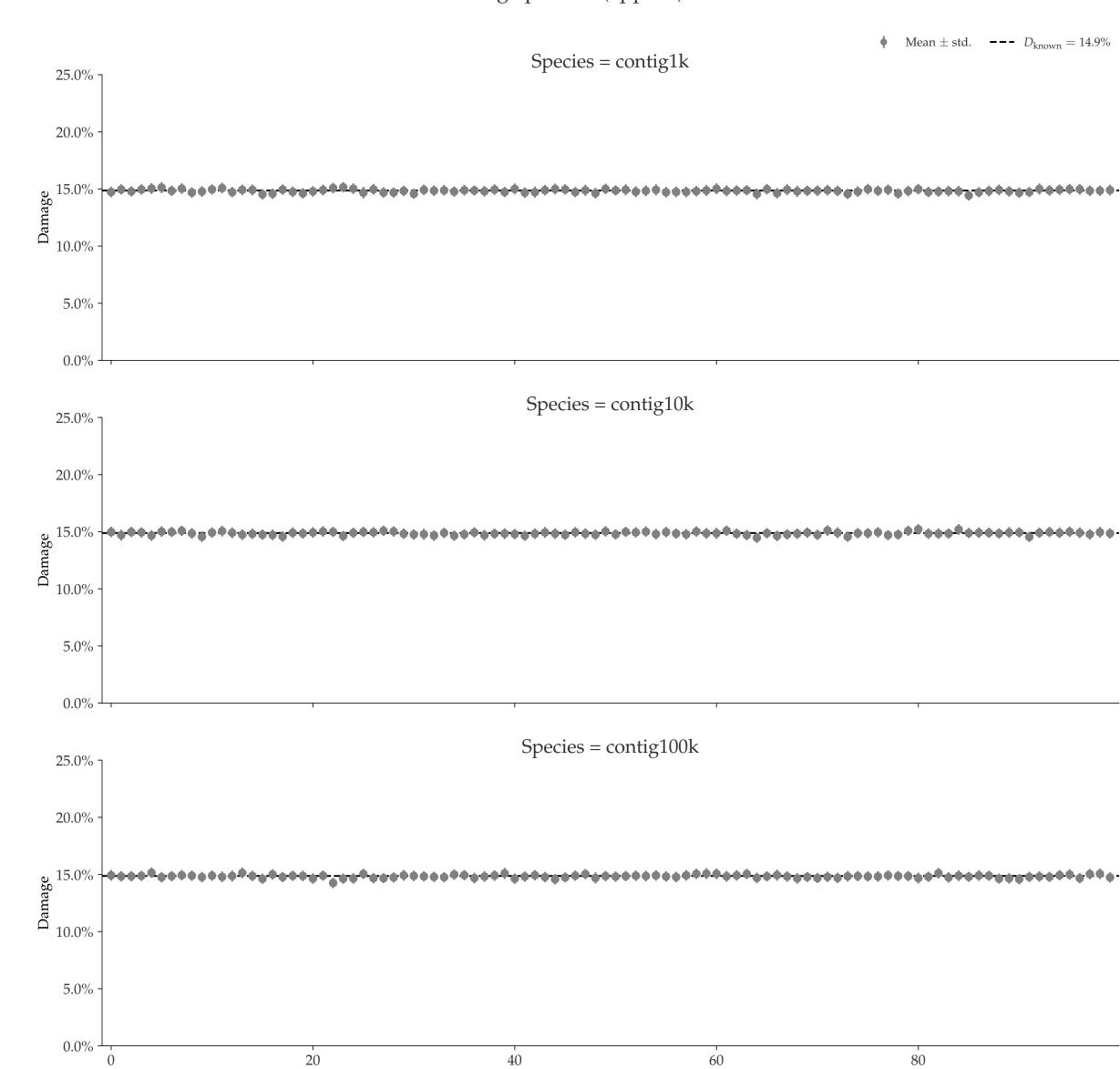
0.0%



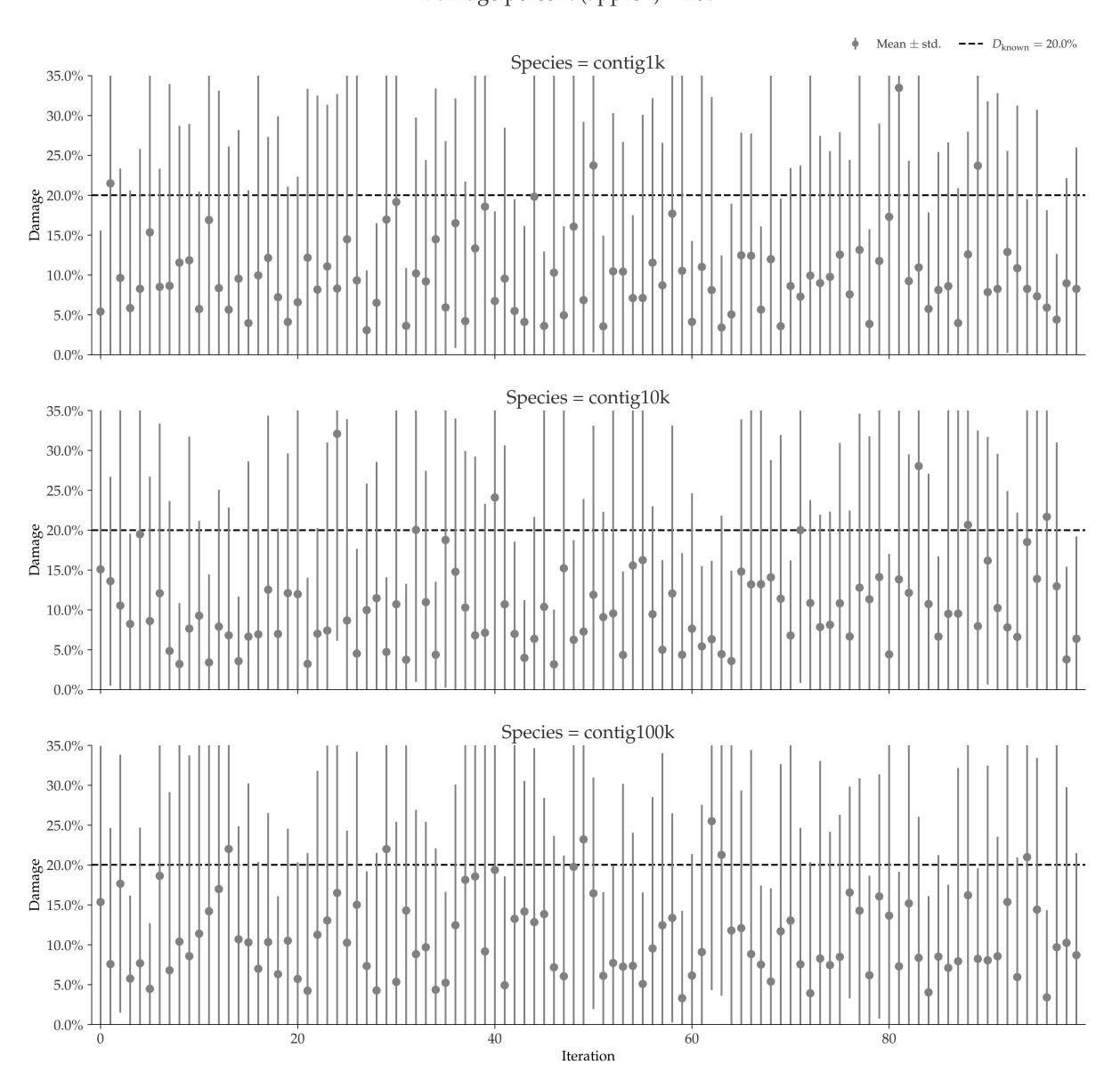




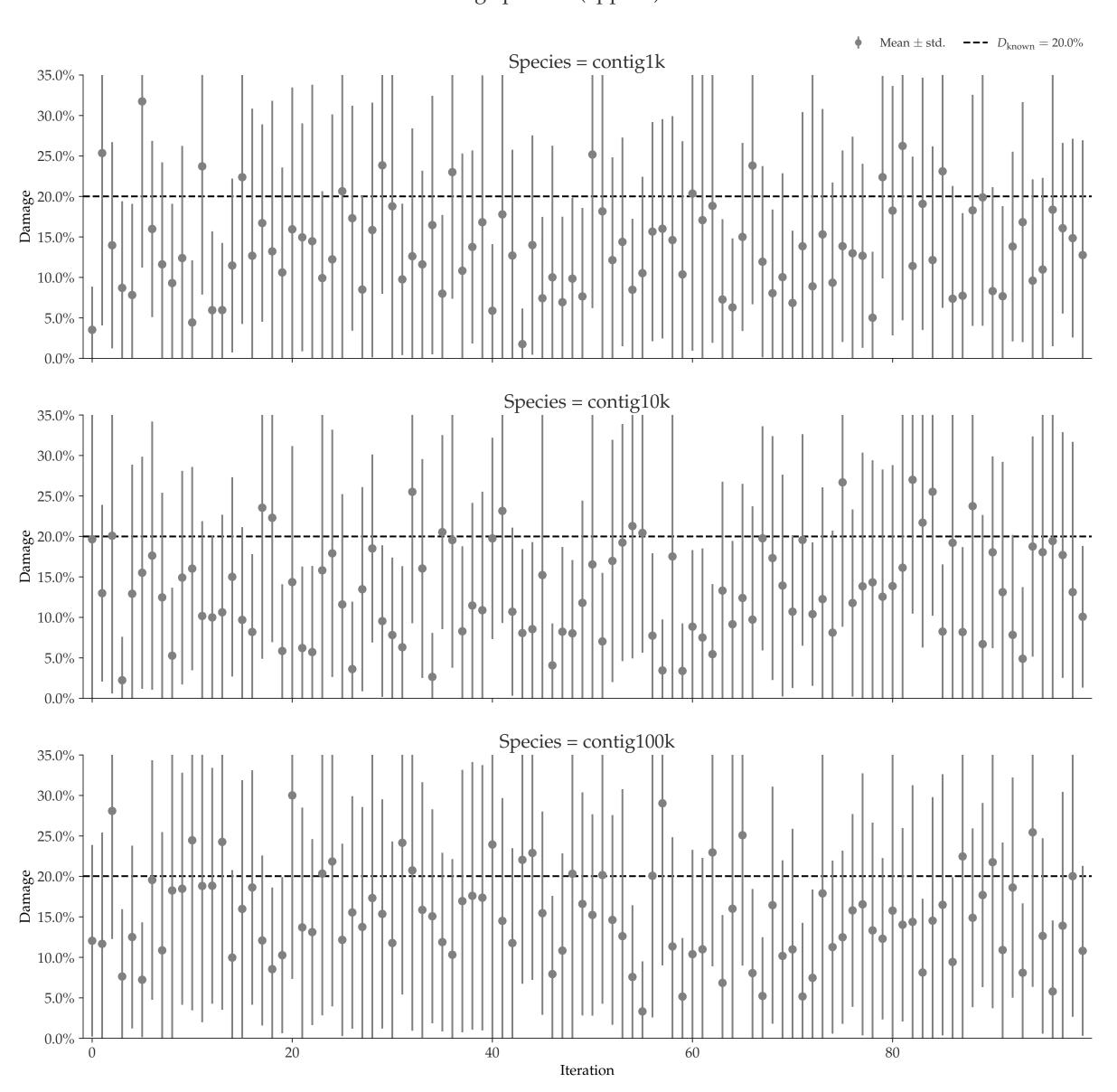
Individual damages: 100000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



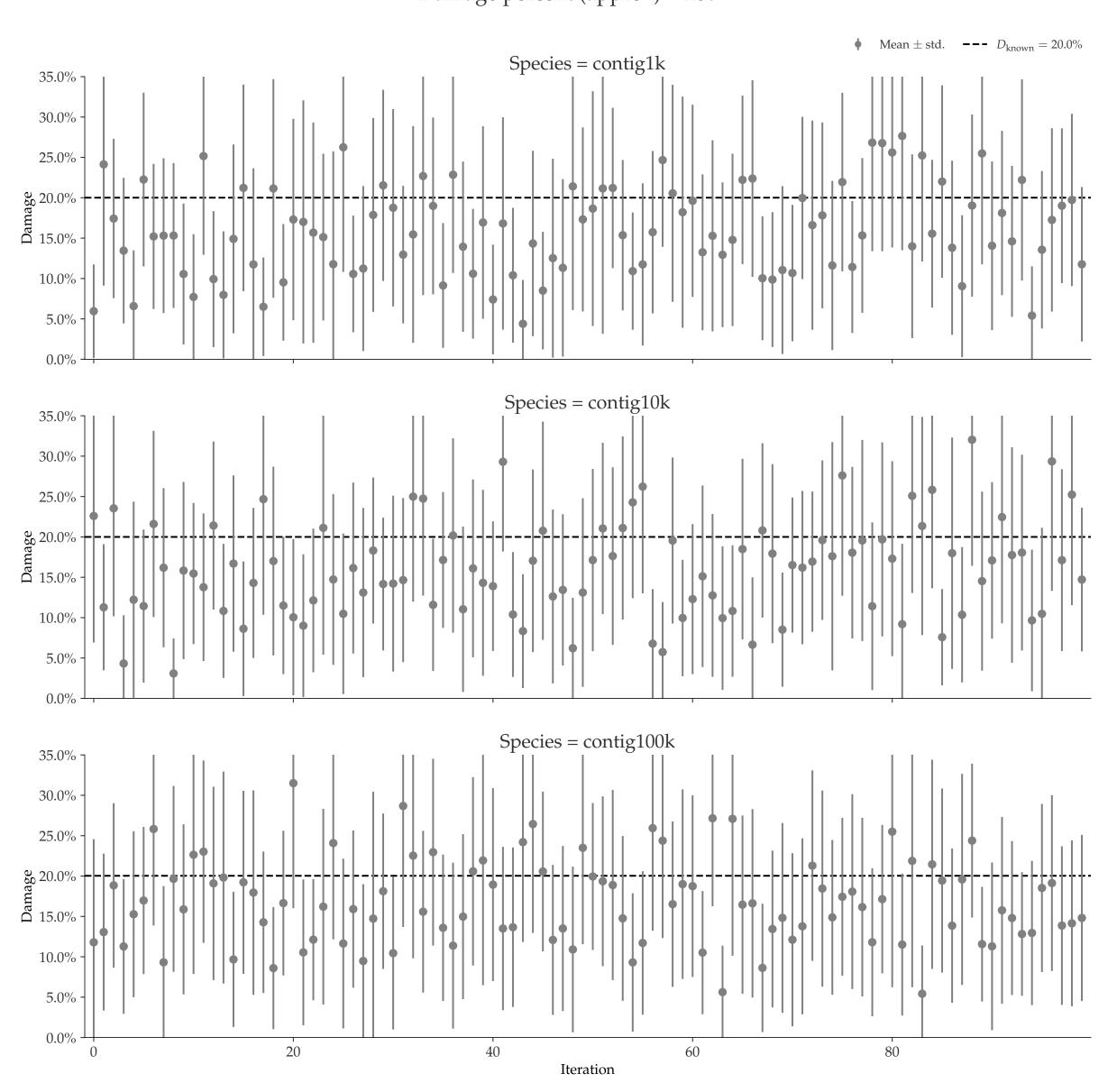
Individual damages: 10 reads Briggs damage = 0.633 Damage percent (approx) = 20%



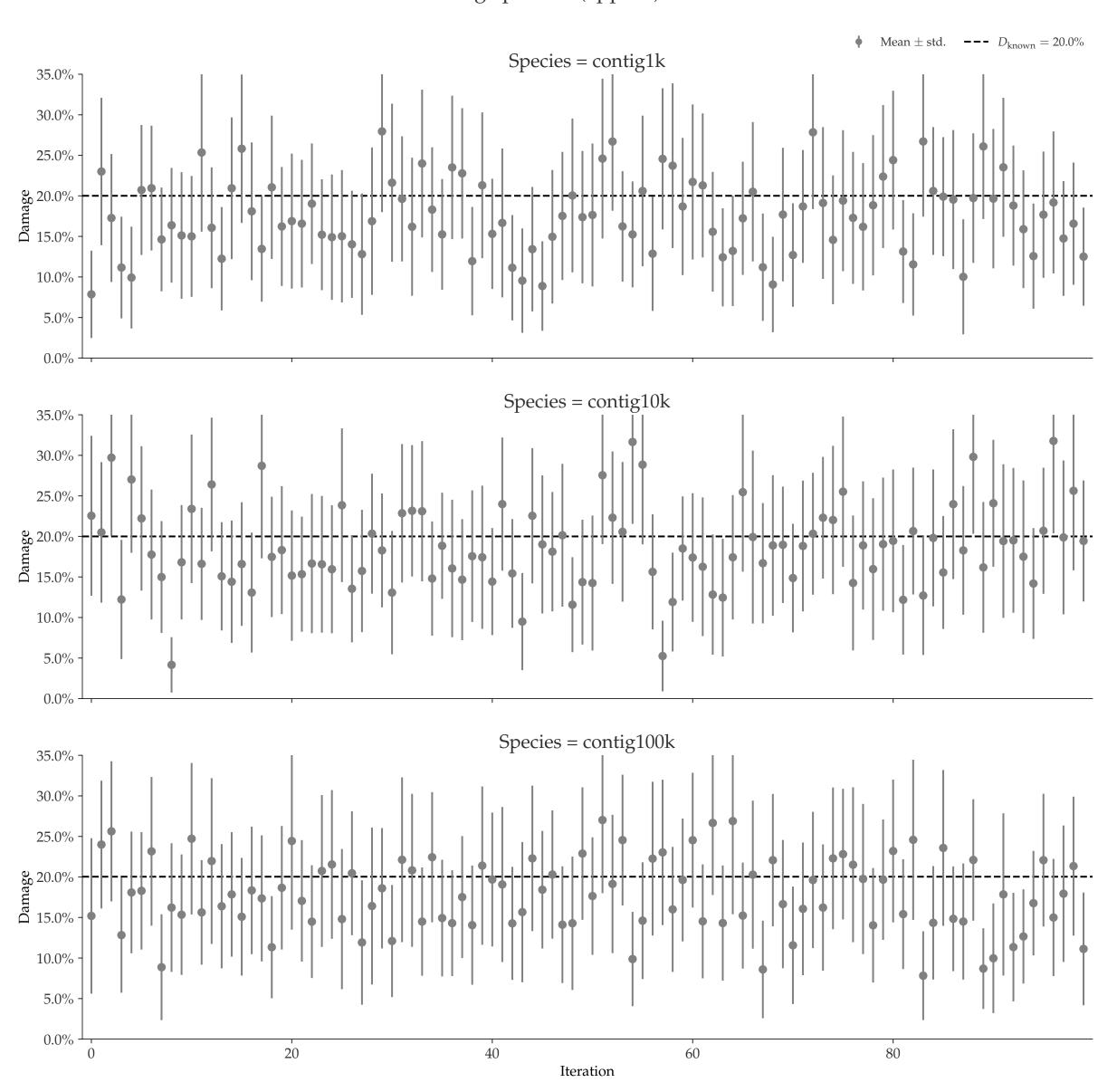
Individual damages: 25 reads Briggs damage = 0.633 Damage percent (approx) = 20%



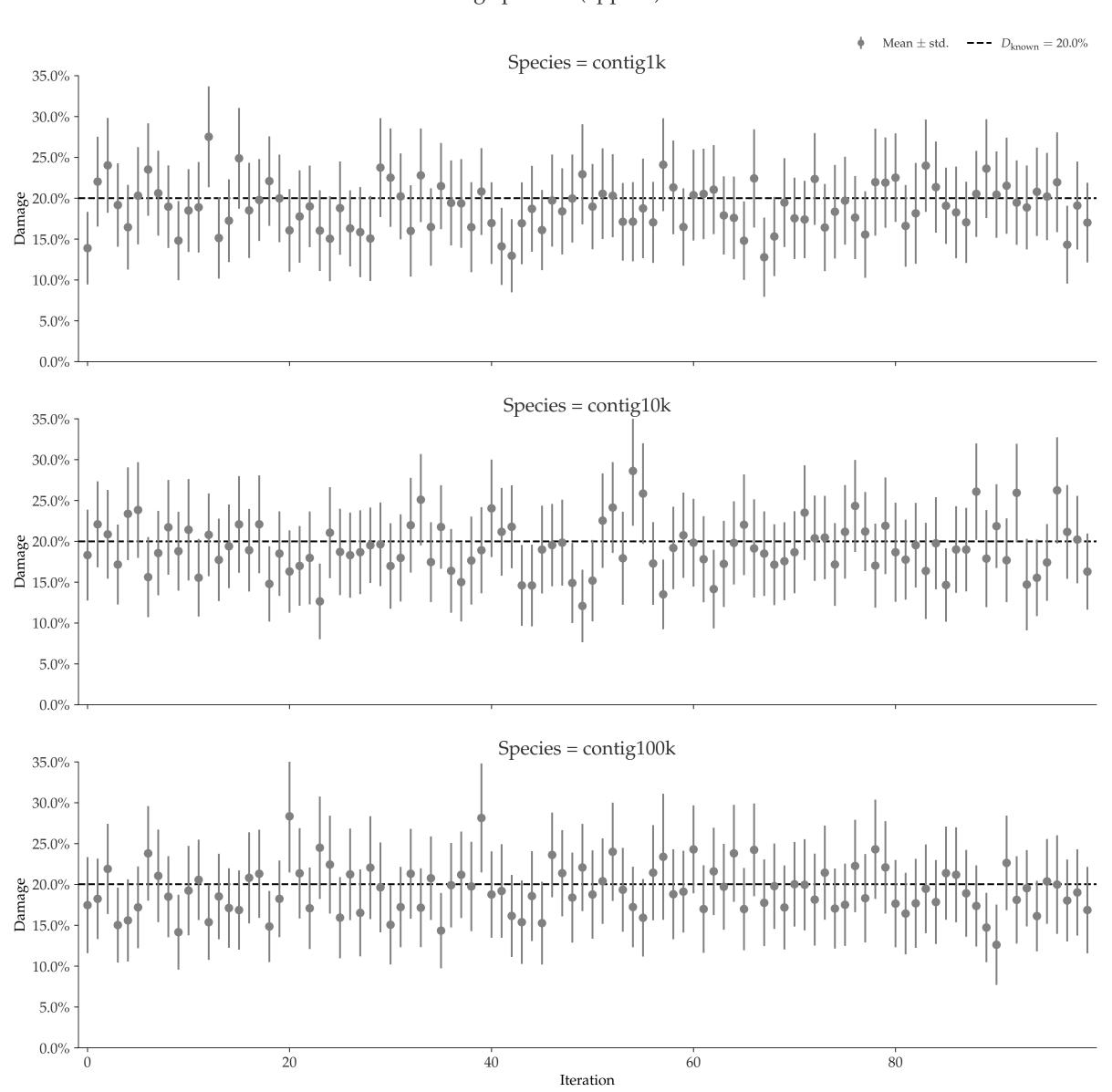
Individual damages: 50 reads Briggs damage = 0.633 Damage percent (approx) = 20%



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

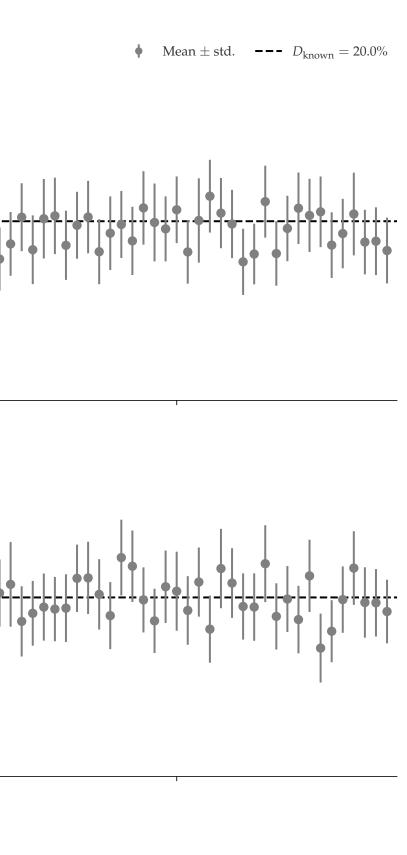


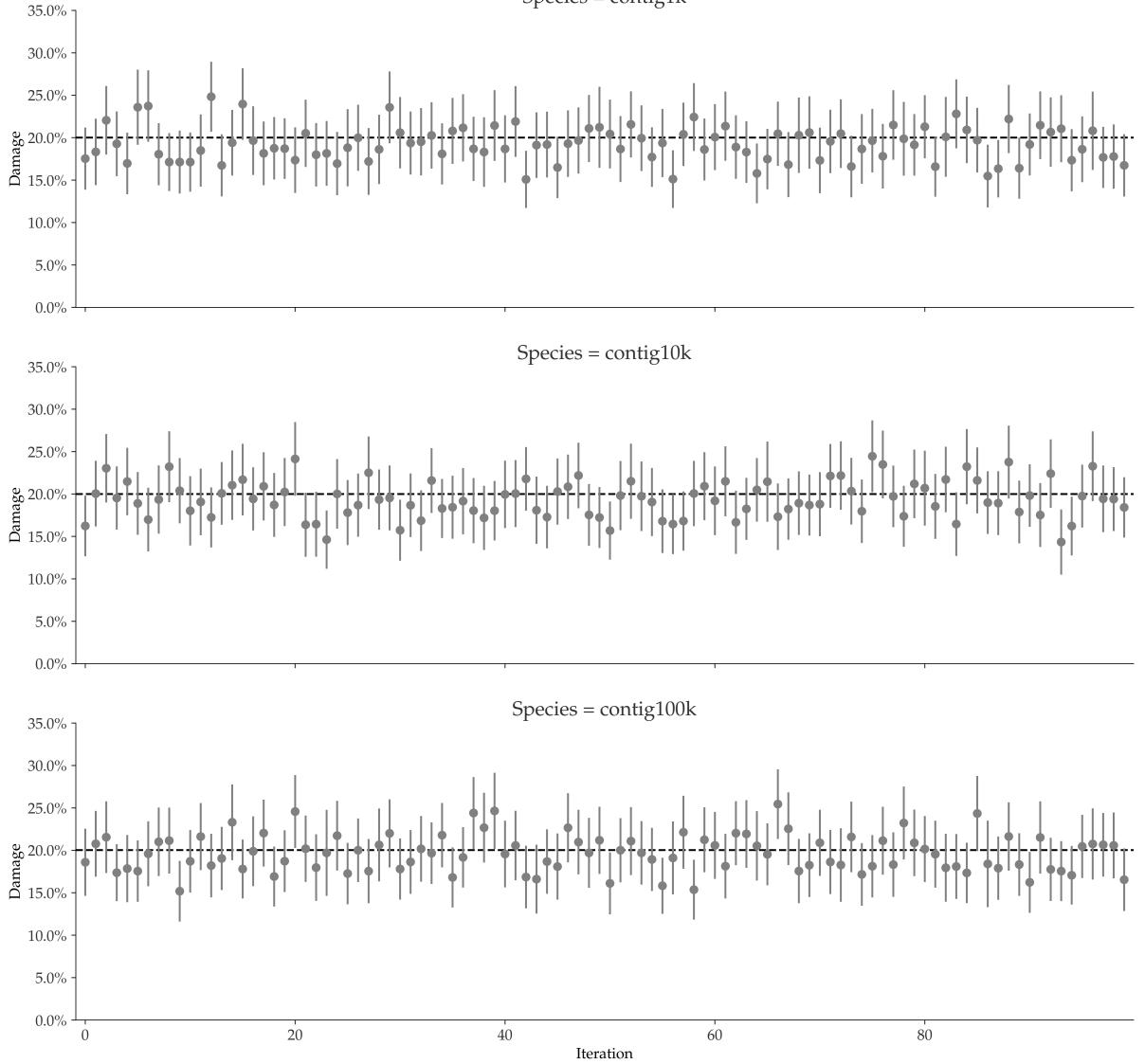
Individual damages: 250 reads Briggs damage = 0.633 Damage percent (approx) = 20%



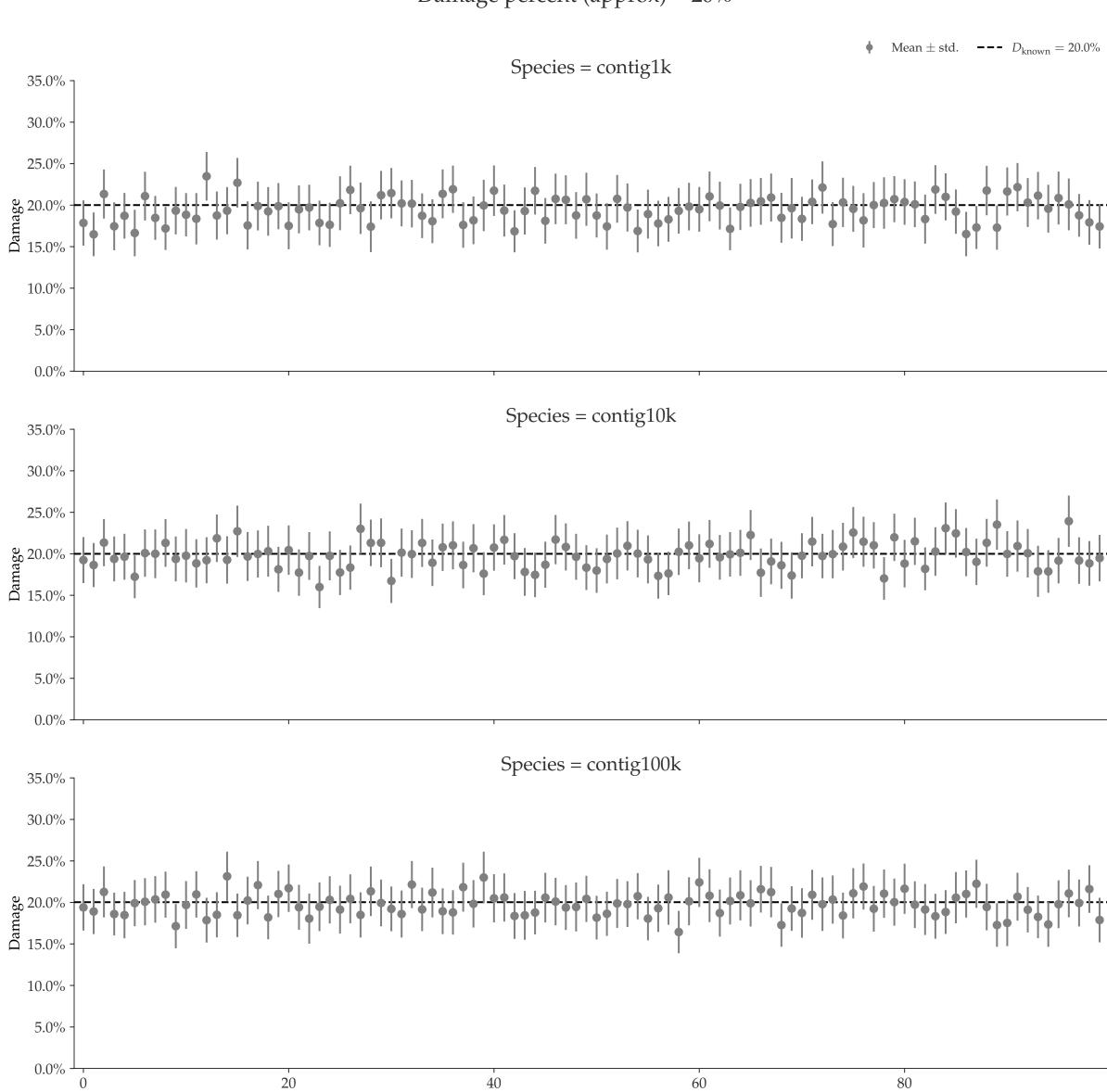
Individual damages: 500 reads Briggs damage = 0.633 Damage percent (approx) = 20%

Species = contig1k



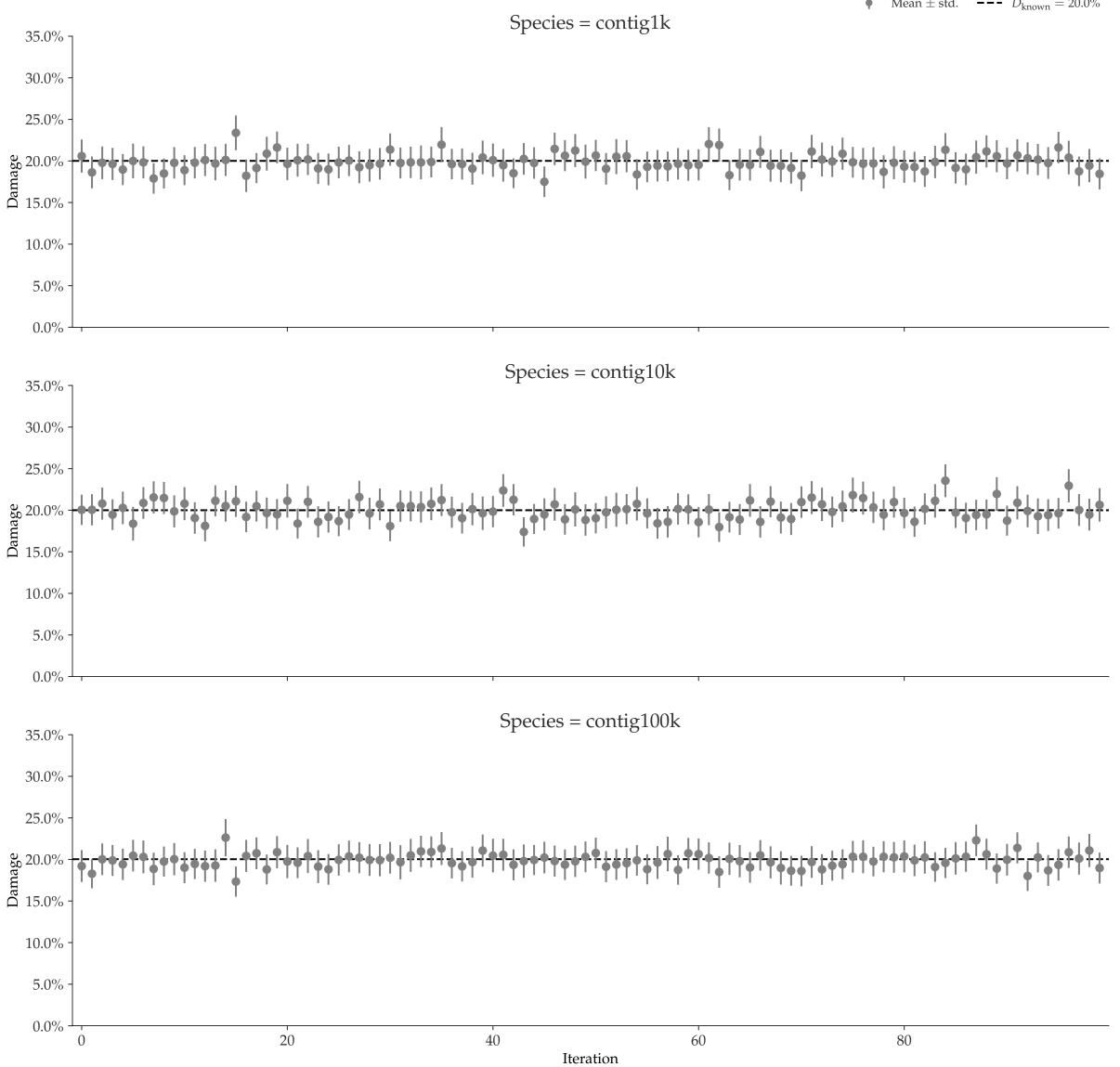


Individual damages: 1000 reads Briggs damage = 0.633 Damage percent (approx) = 20%

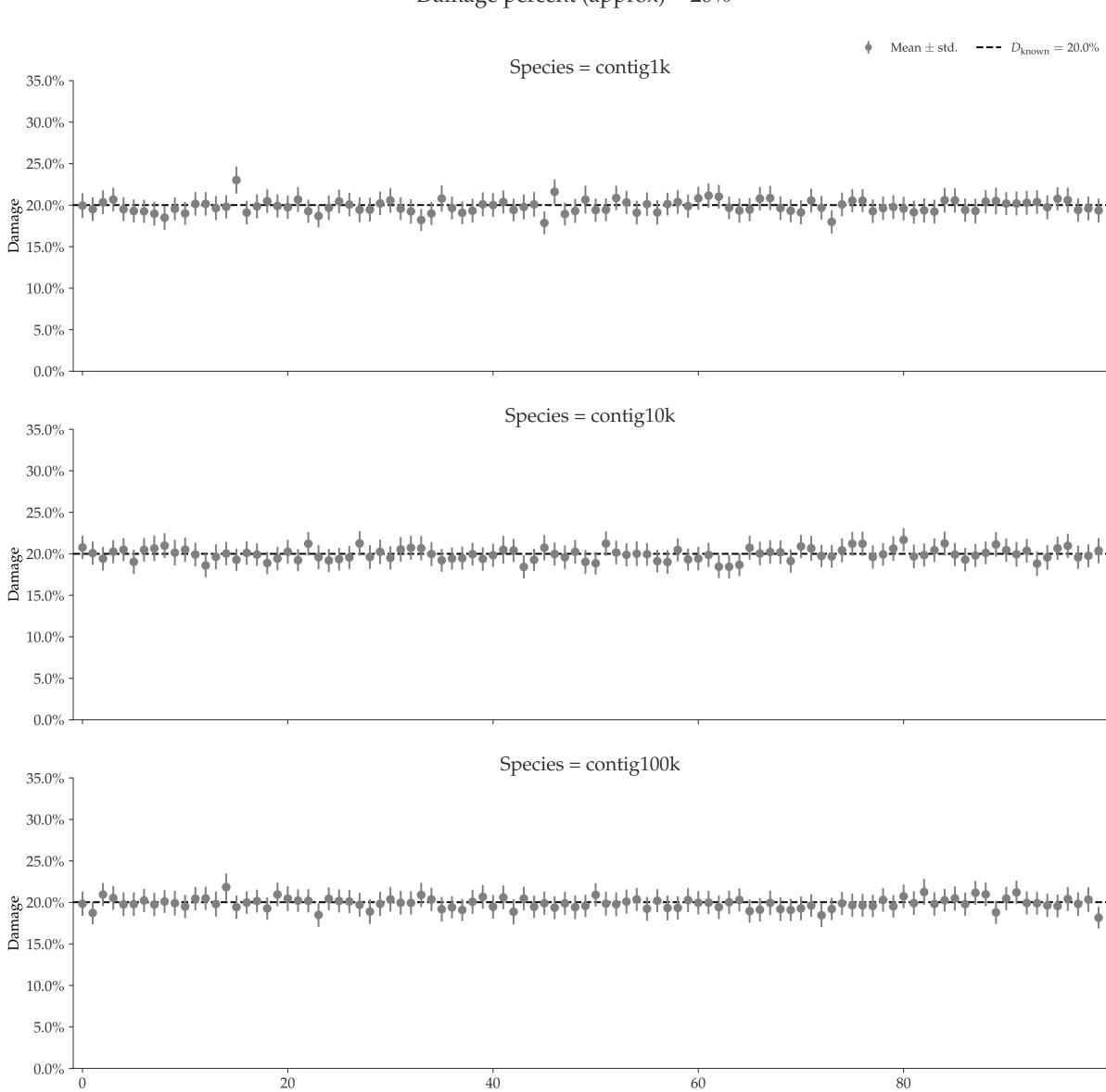


Individual damages: 2500 reads Briggs damage = 0.633 Damage percent (approx) = 20%

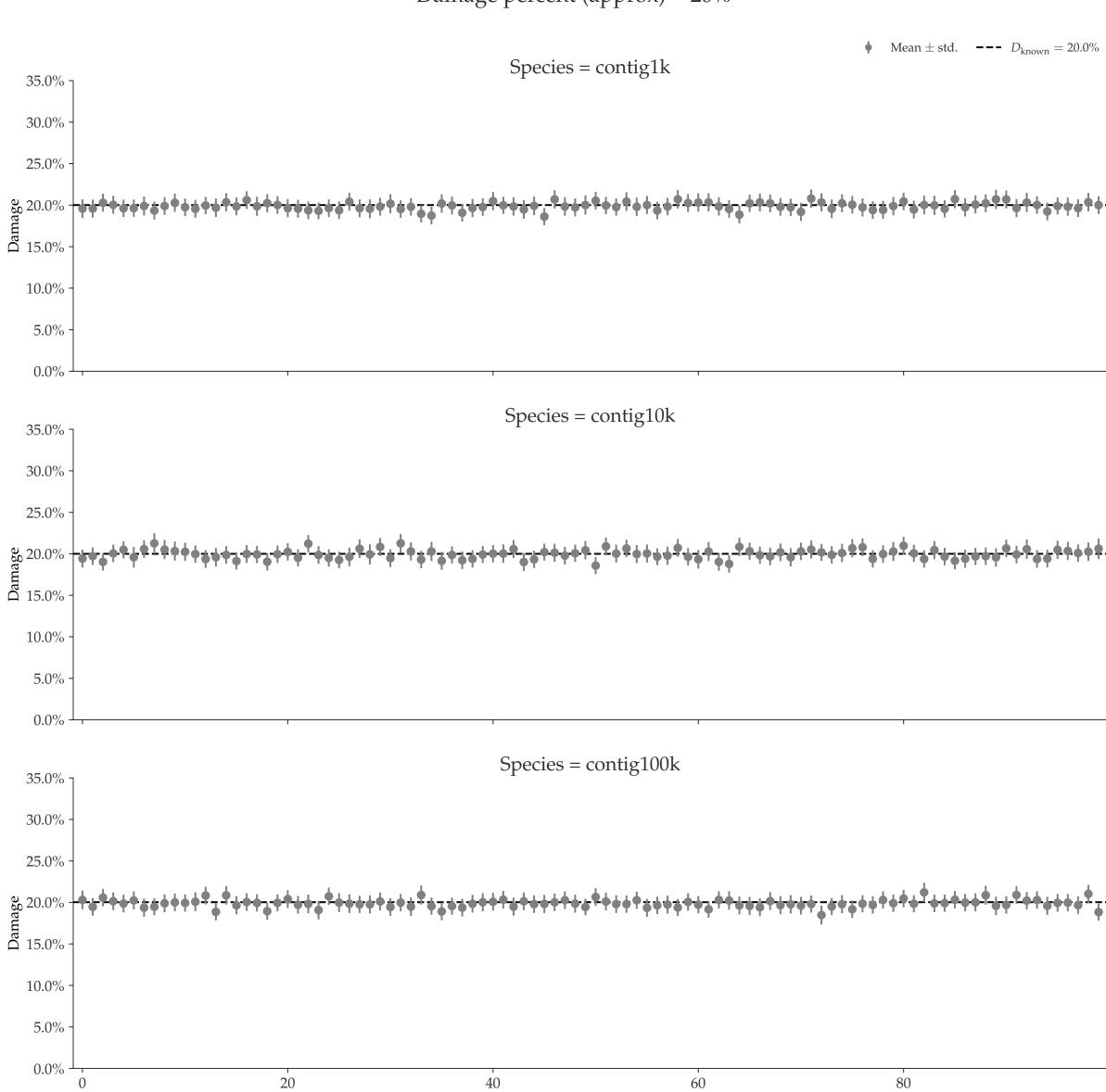




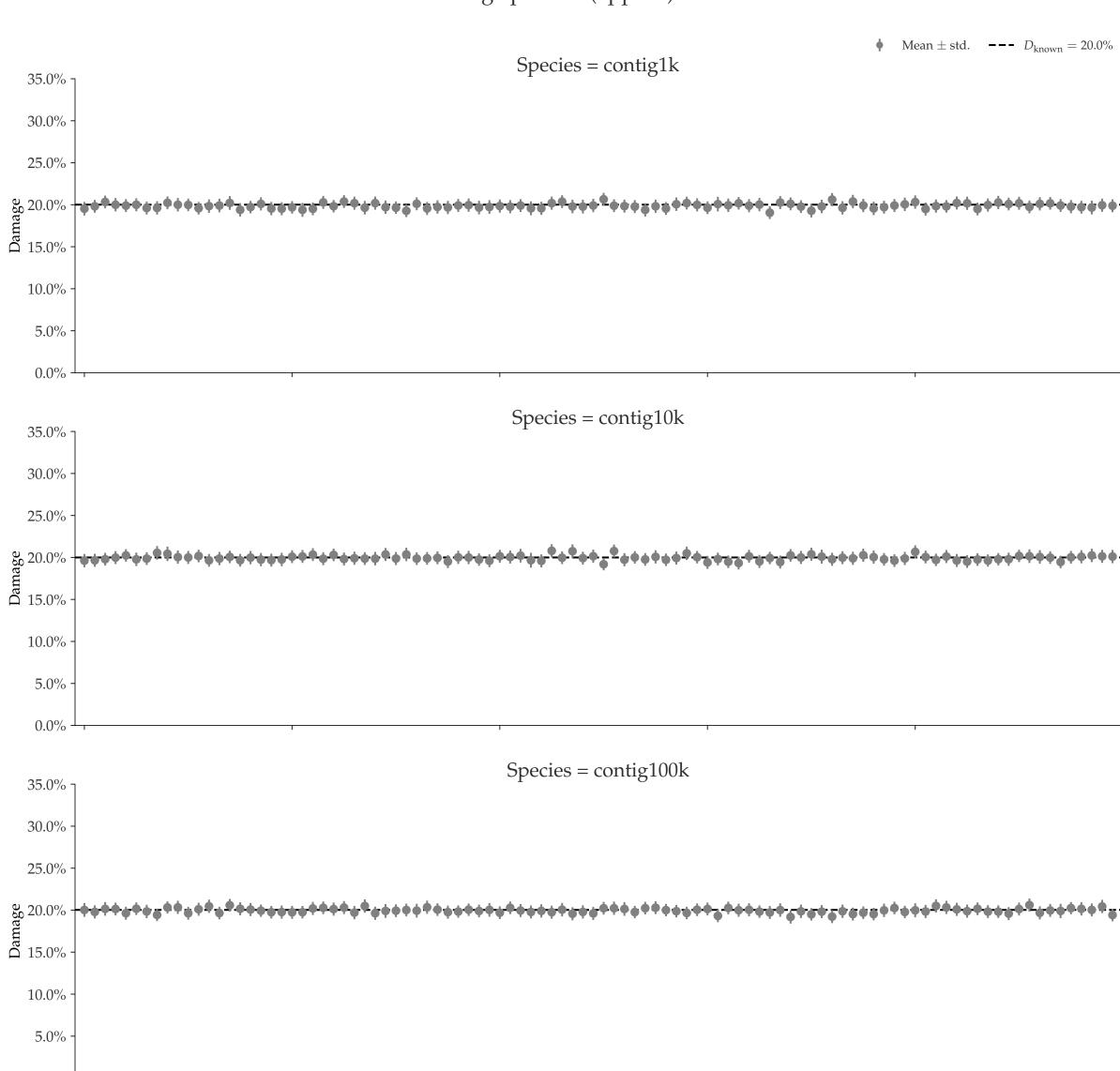
Individual damages: 5000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



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



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



40

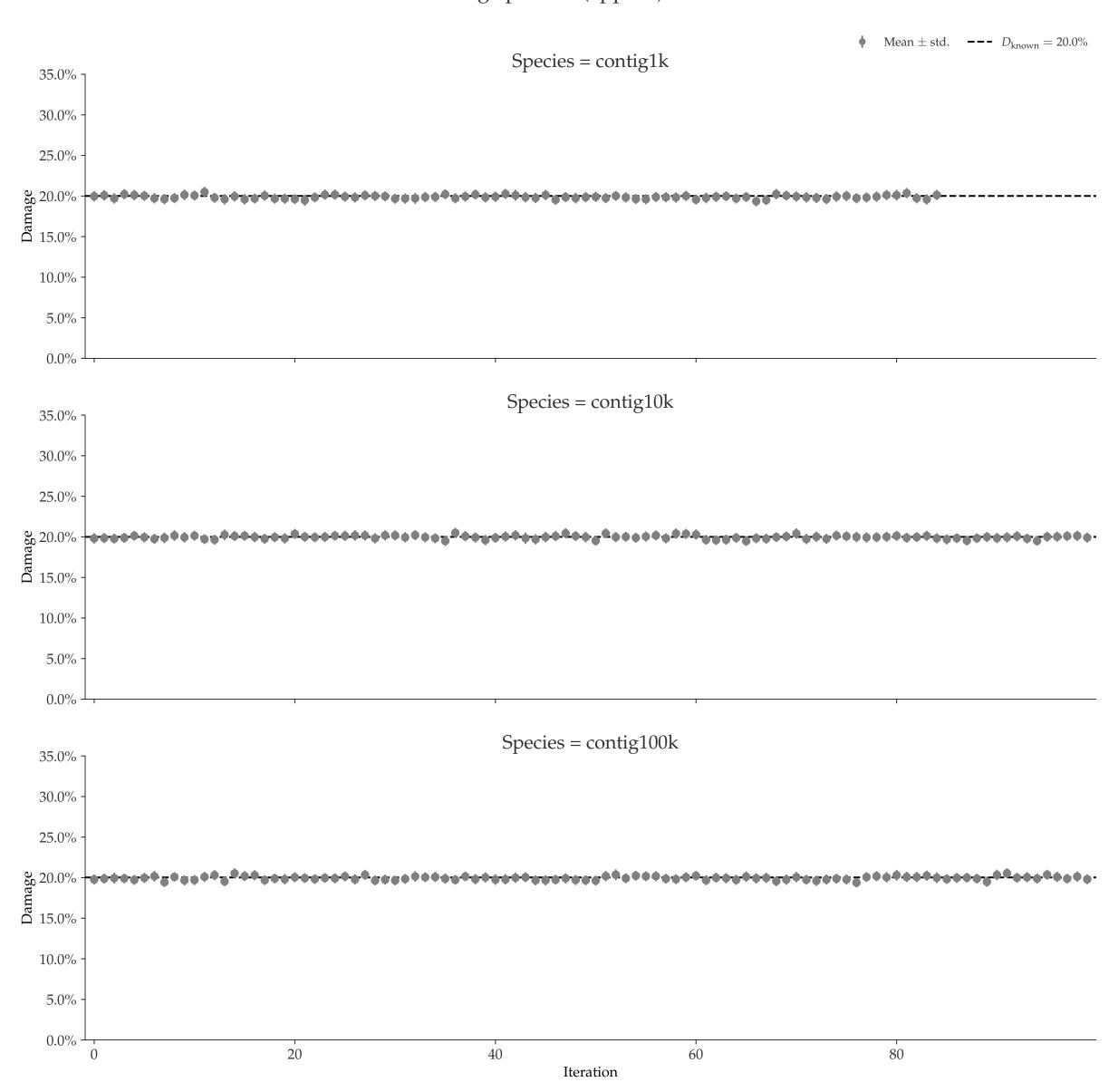
Iteration

60

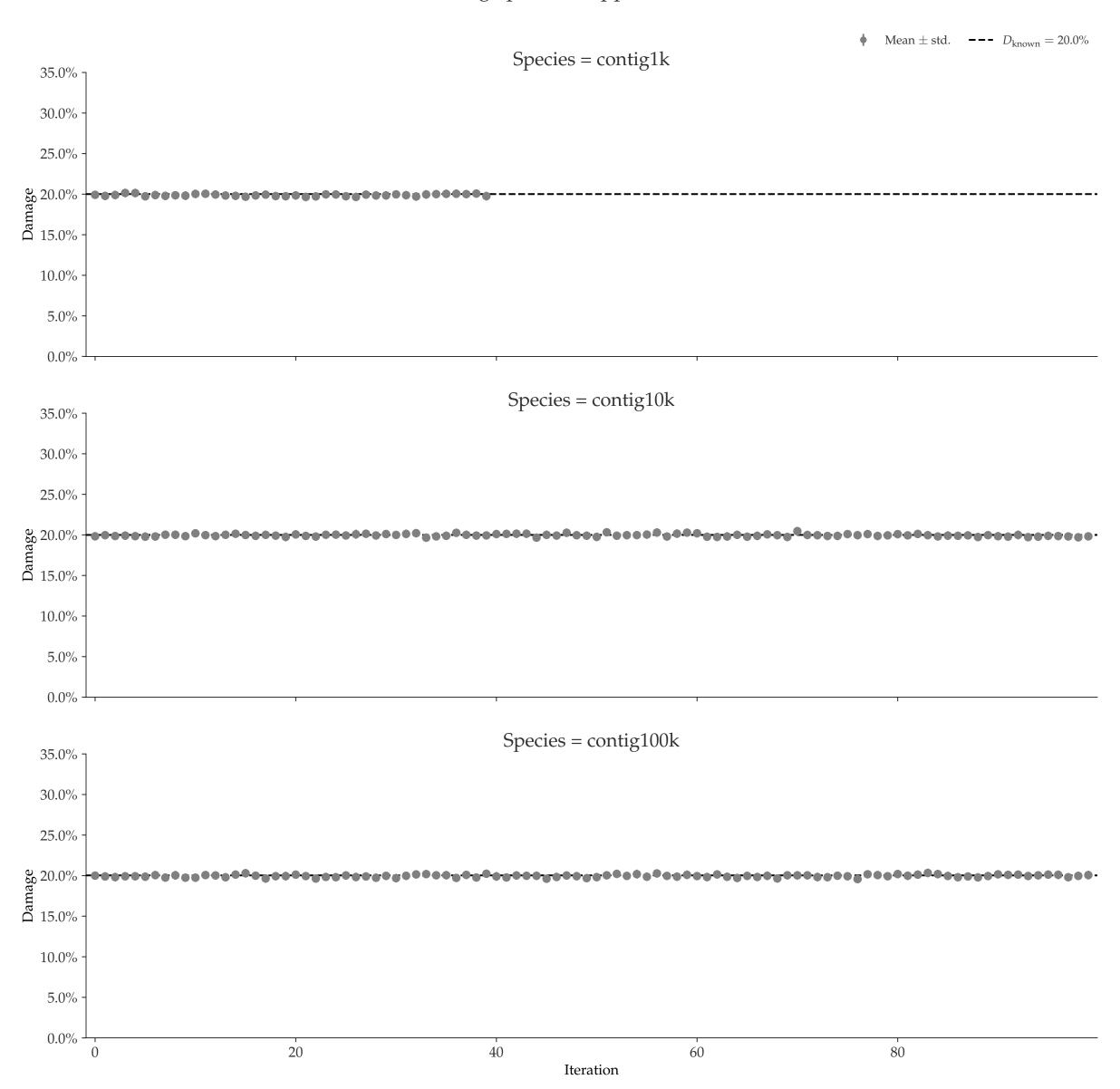
80

20

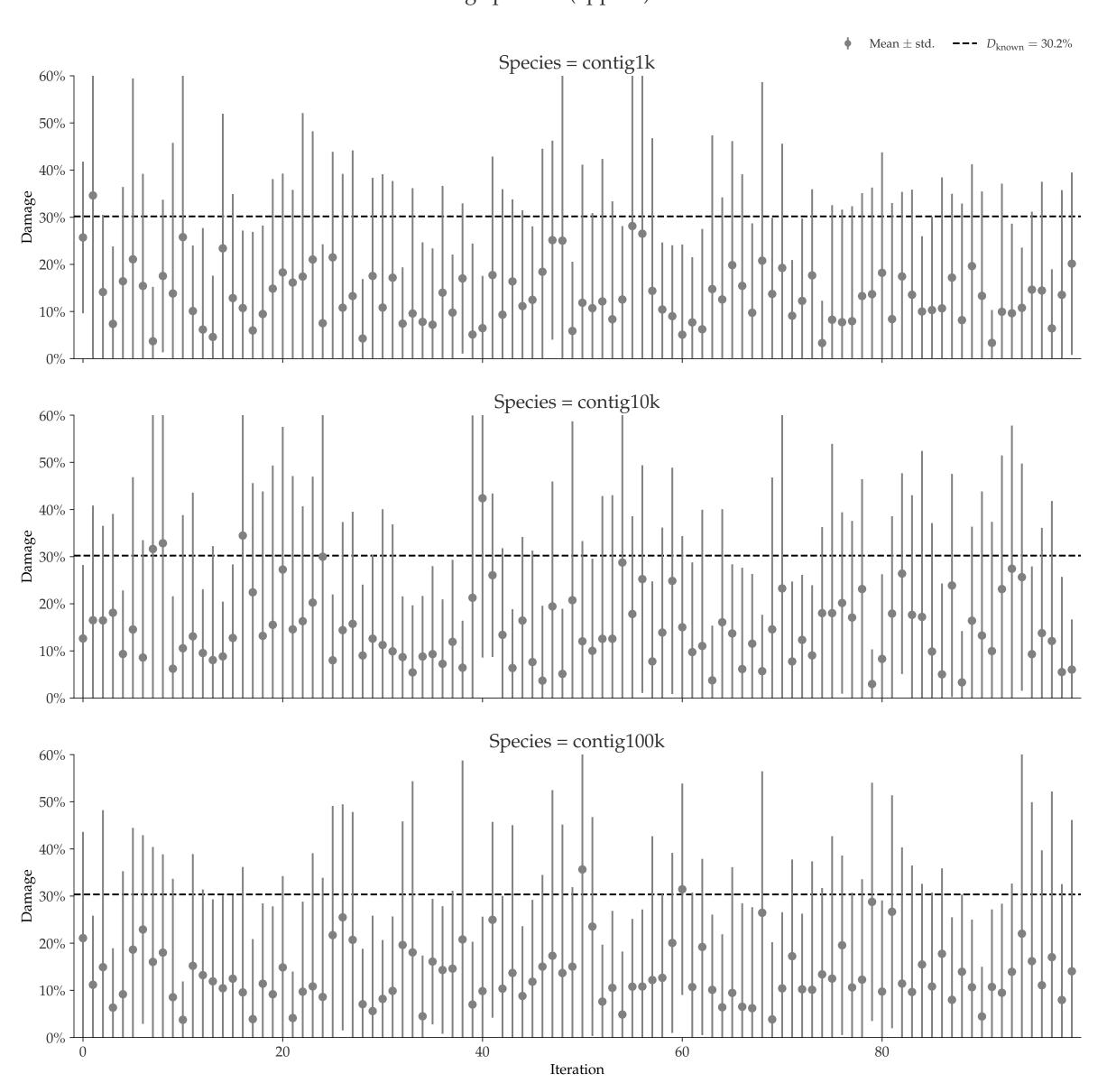
Individual damages: 50000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



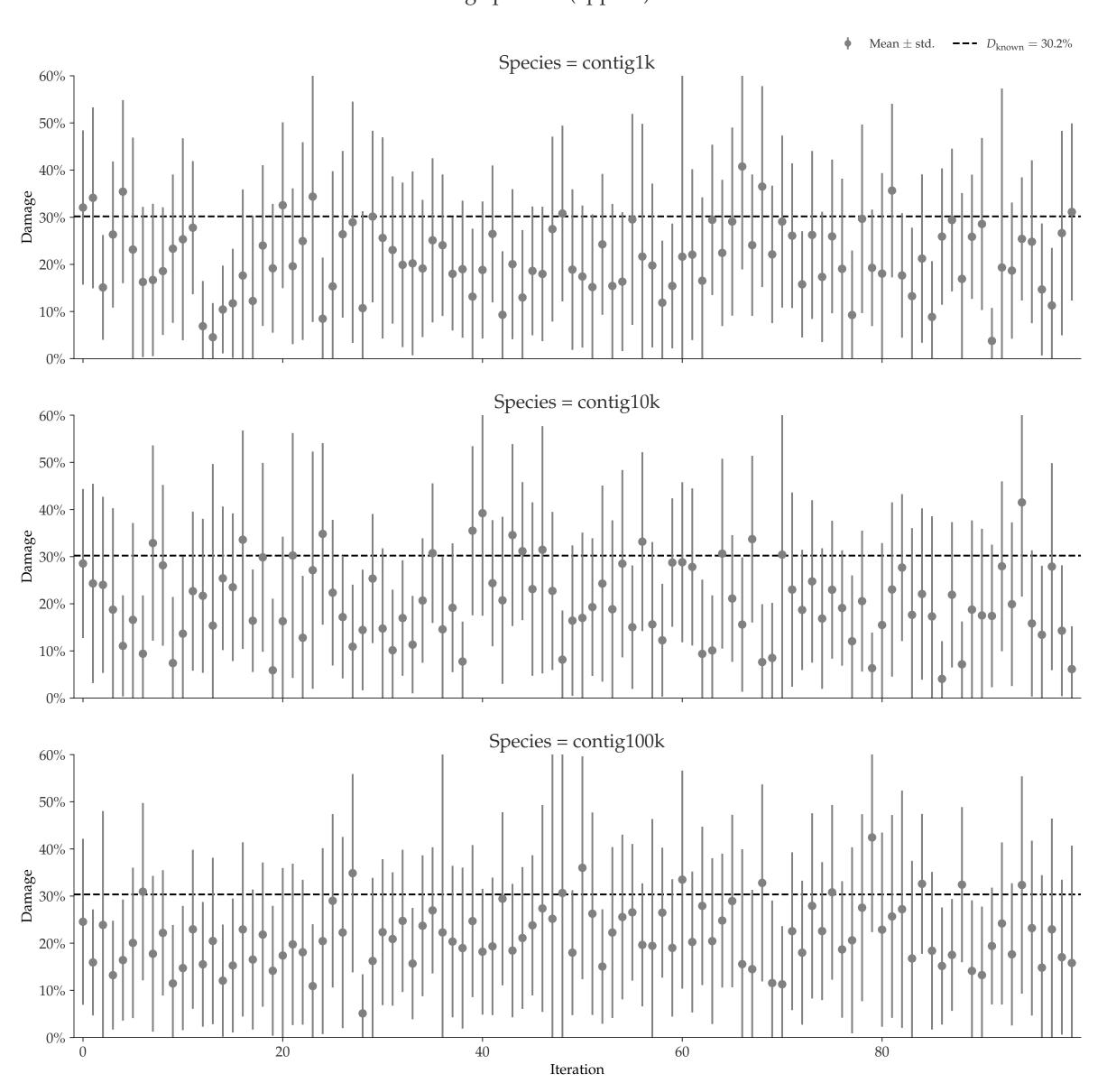
Individual damages: 100000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



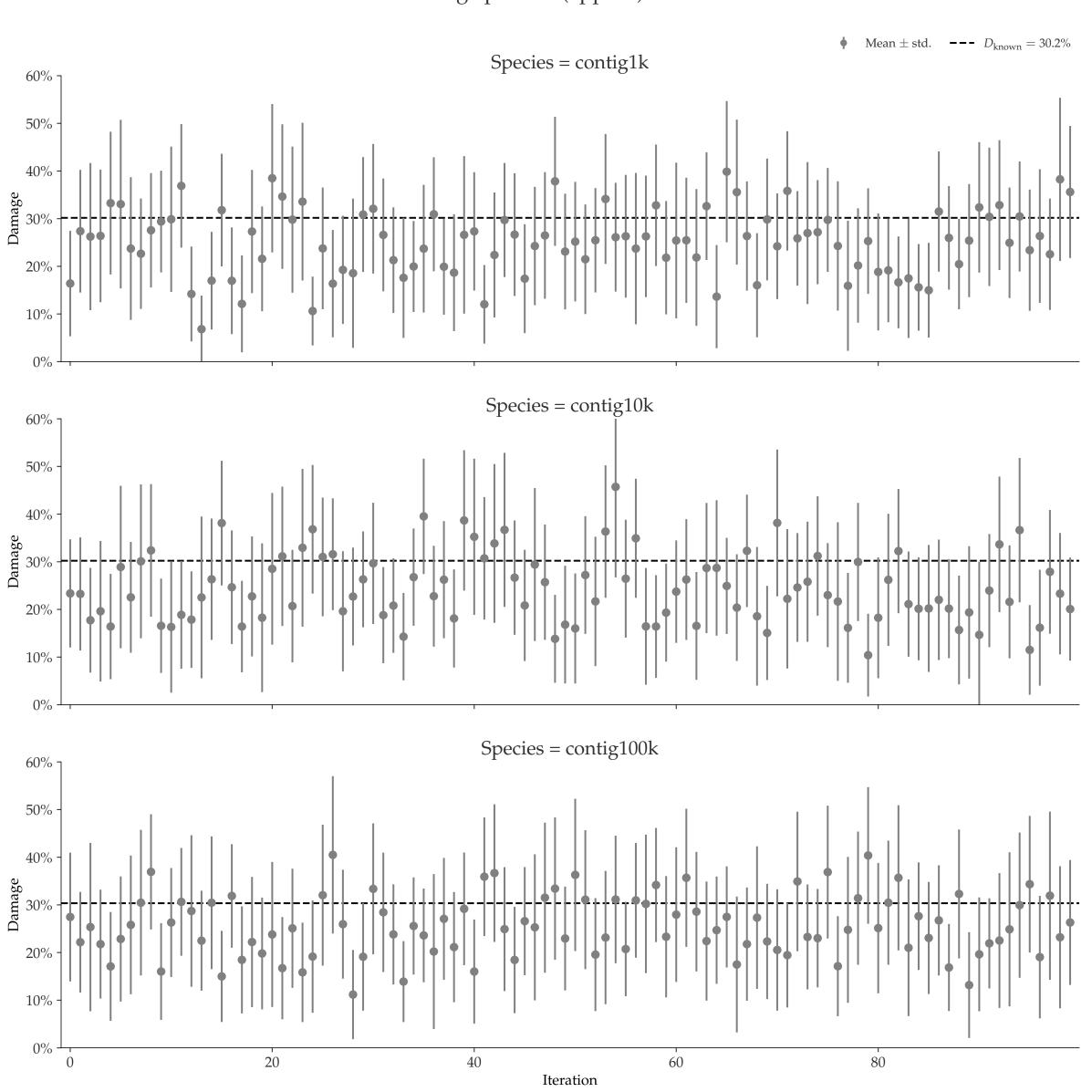
Individual damages: 10 reads Briggs damage = 0.96 Damage percent (approx) = 30%



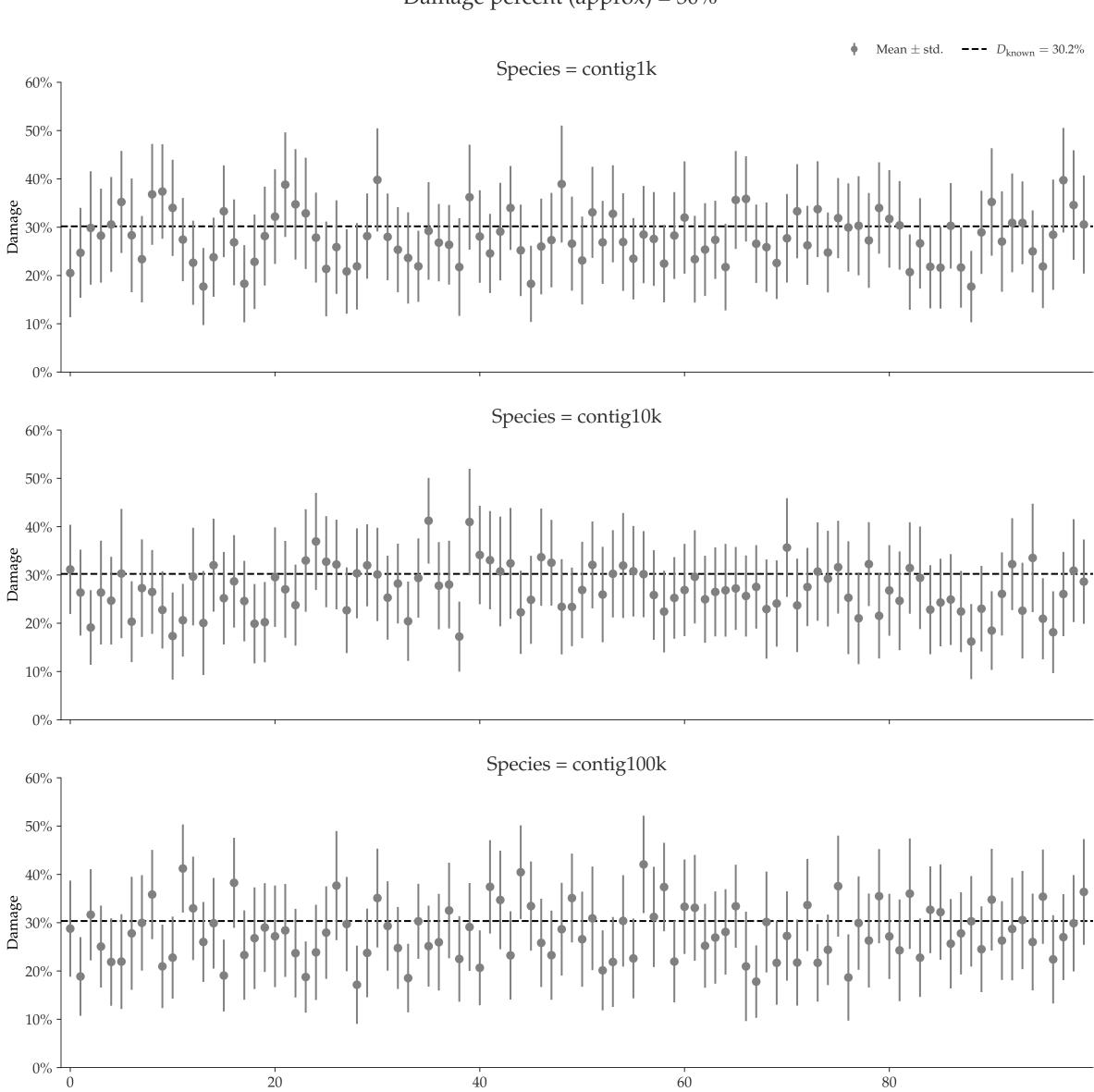
Individual damages: 25 reads Briggs damage = 0.96 Damage percent (approx) = 30%



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

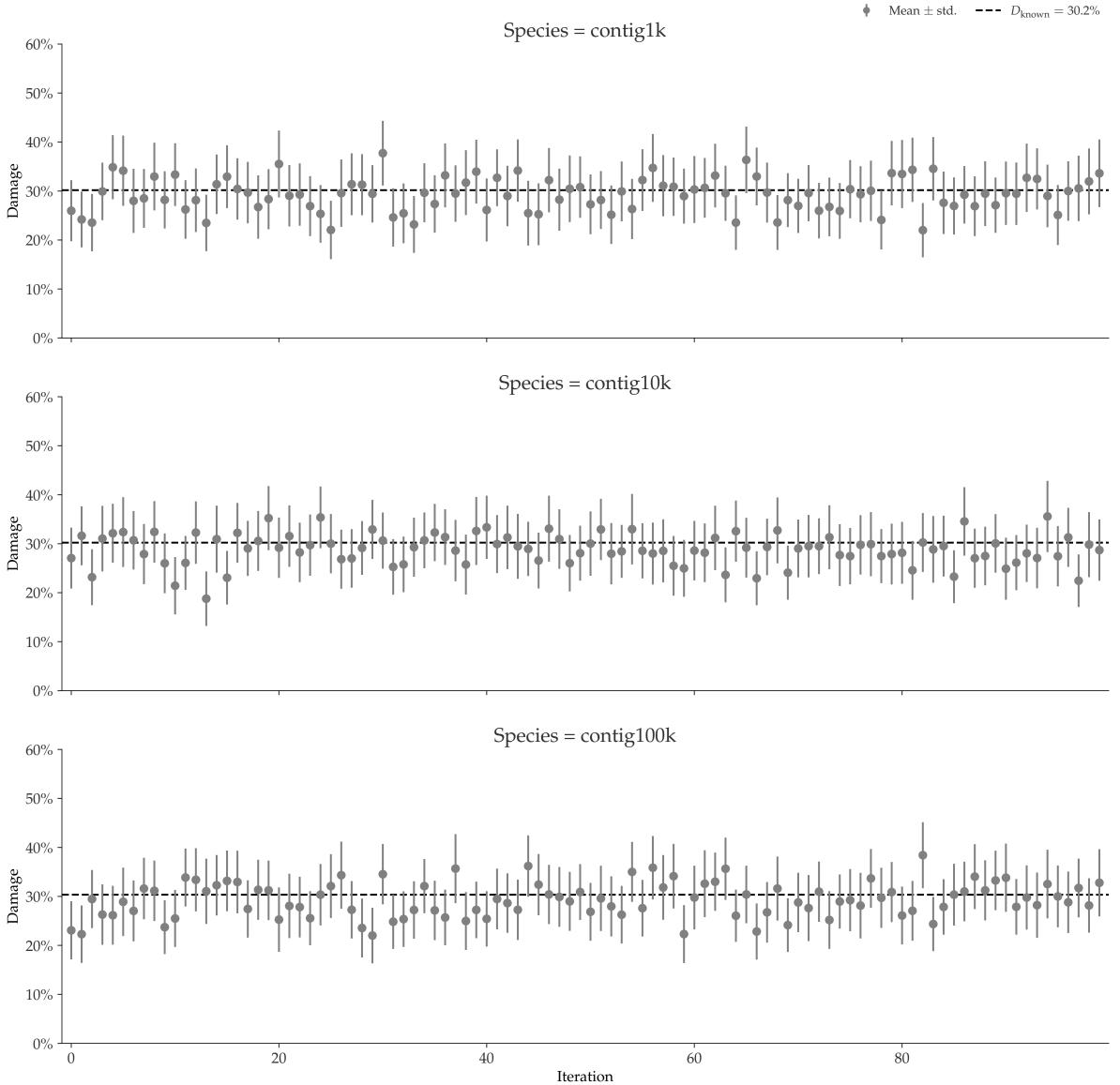


Individual damages: 100 reads Briggs damage = 0.96 Damage percent (approx) = 30%

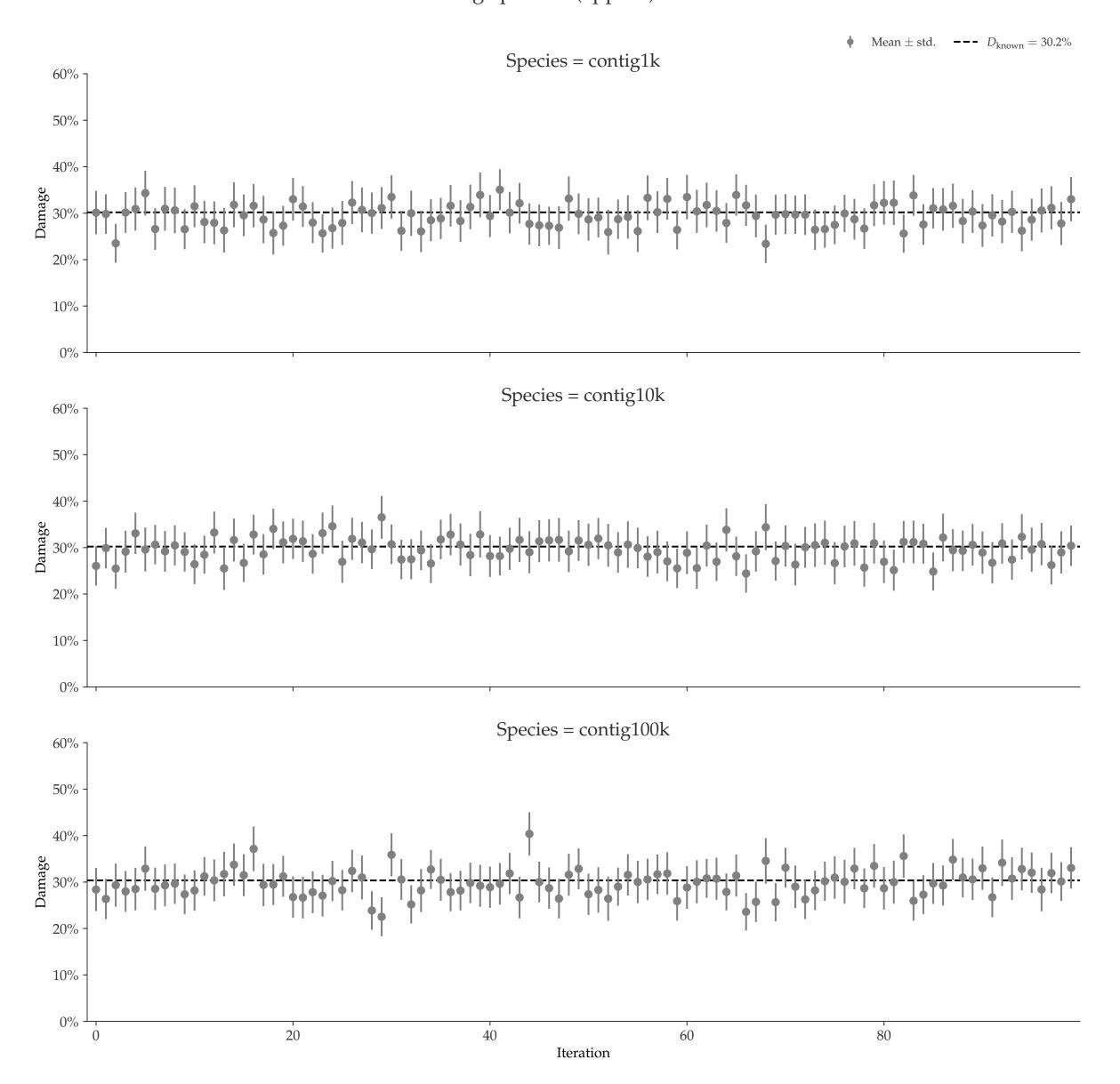


Individual damages: 250 reads Briggs damage = 0.96 Damage percent (approx) = 30%

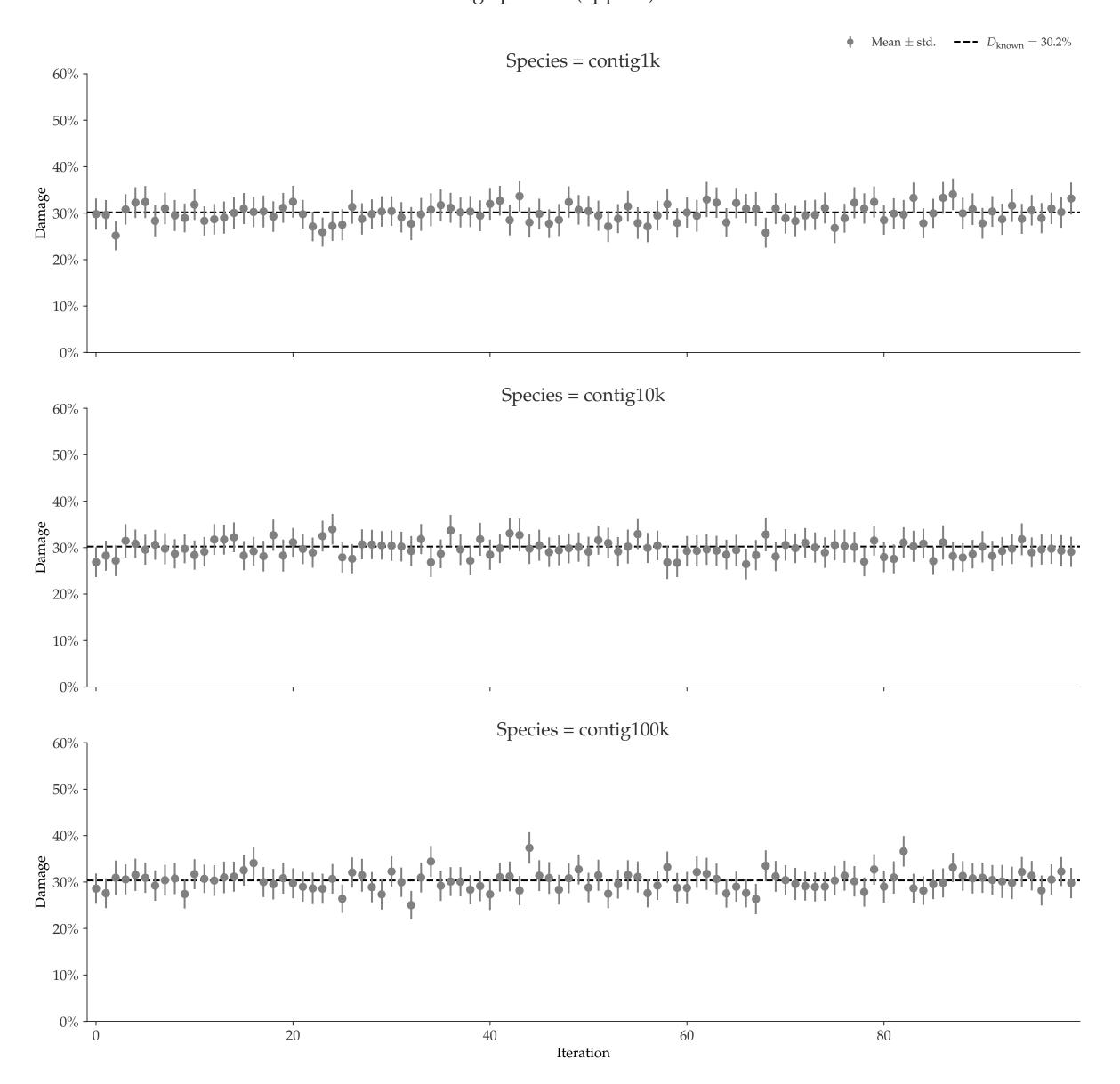




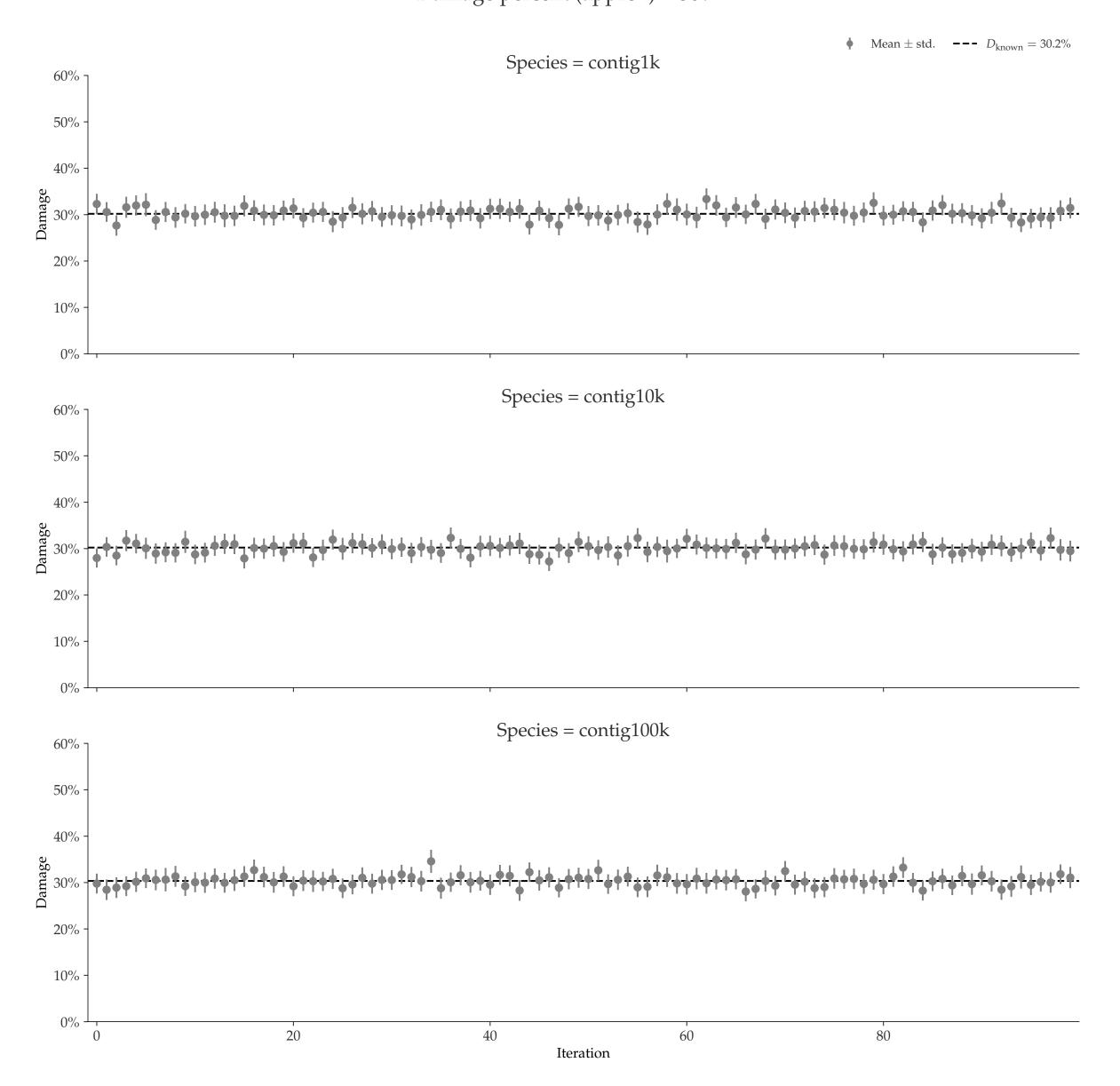
Individual damages: 500 reads Briggs damage = 0.96 Damage percent (approx) = 30%



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

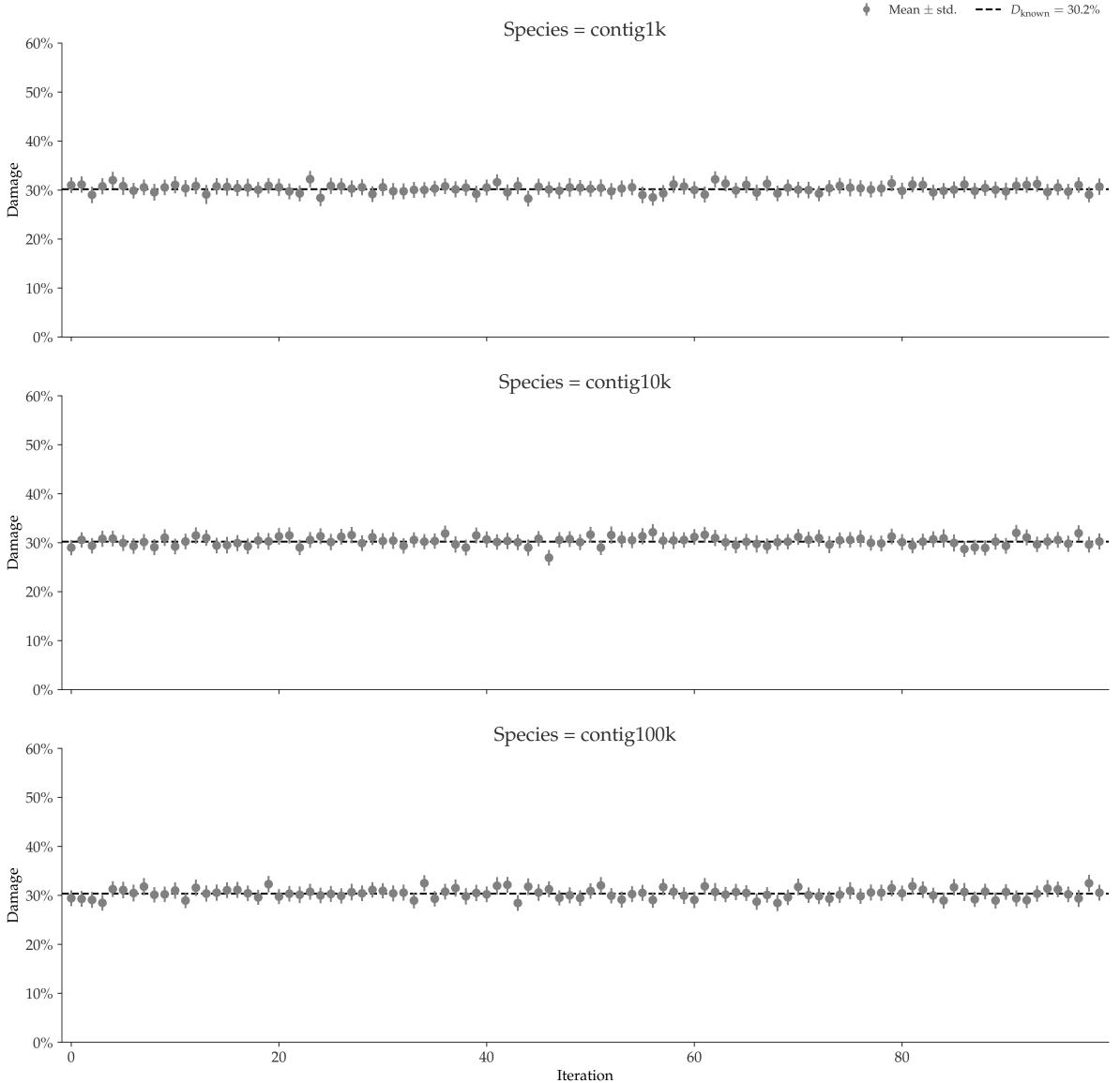


Individual damages: 2500 reads Briggs damage = 0.96 Damage percent (approx) = 30%



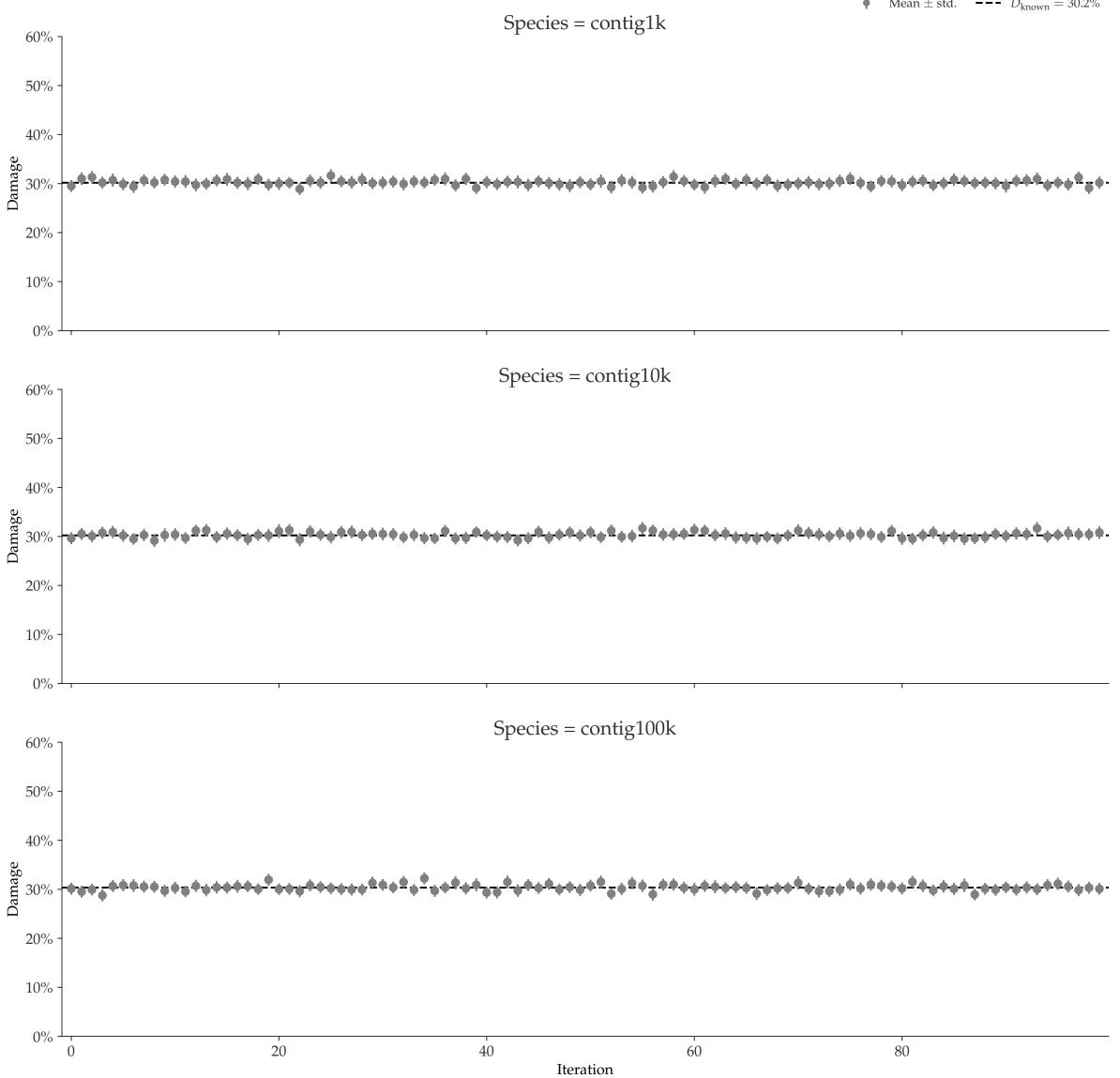
Individual damages: 5000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



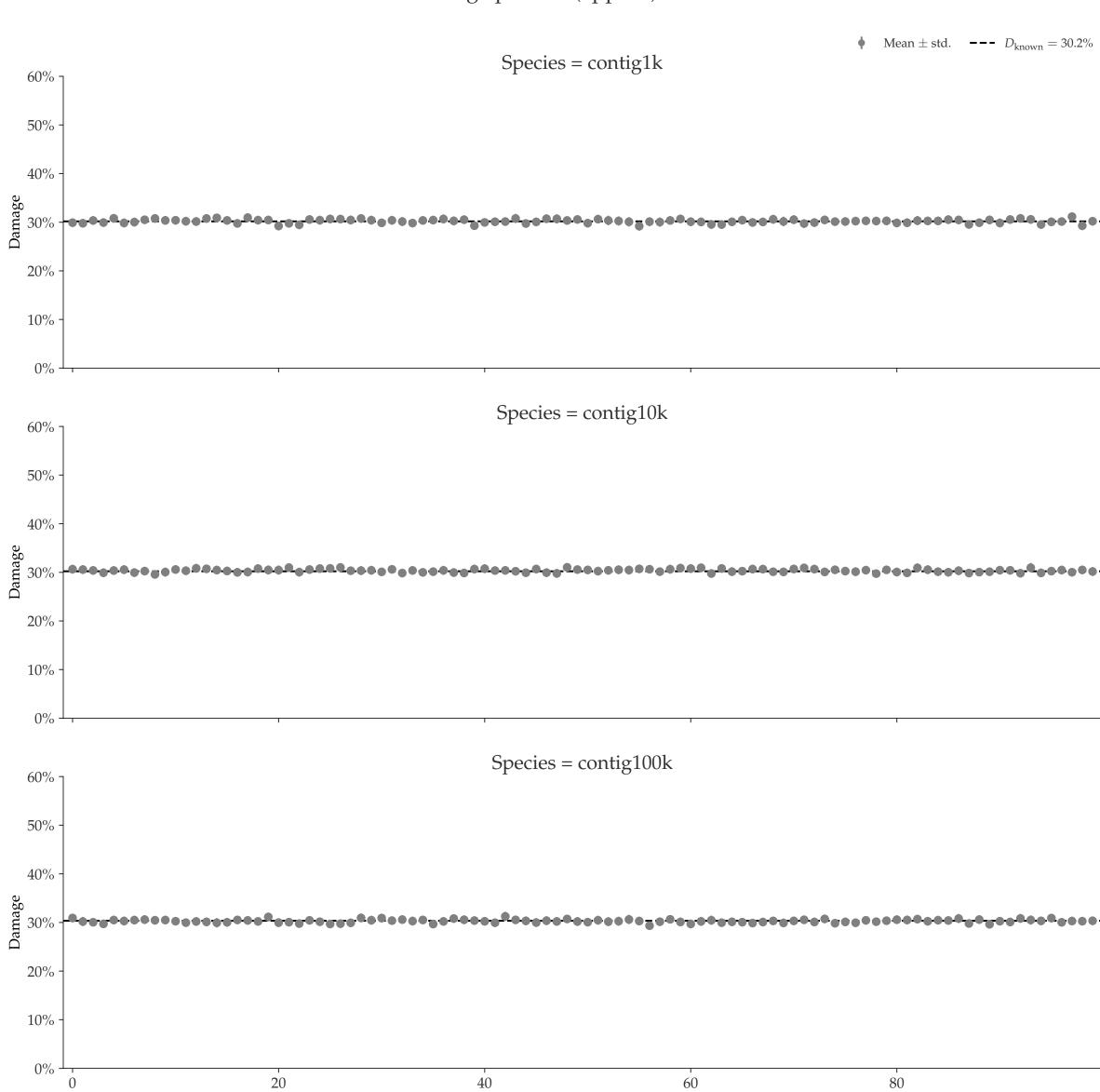


Individual damages: 10000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



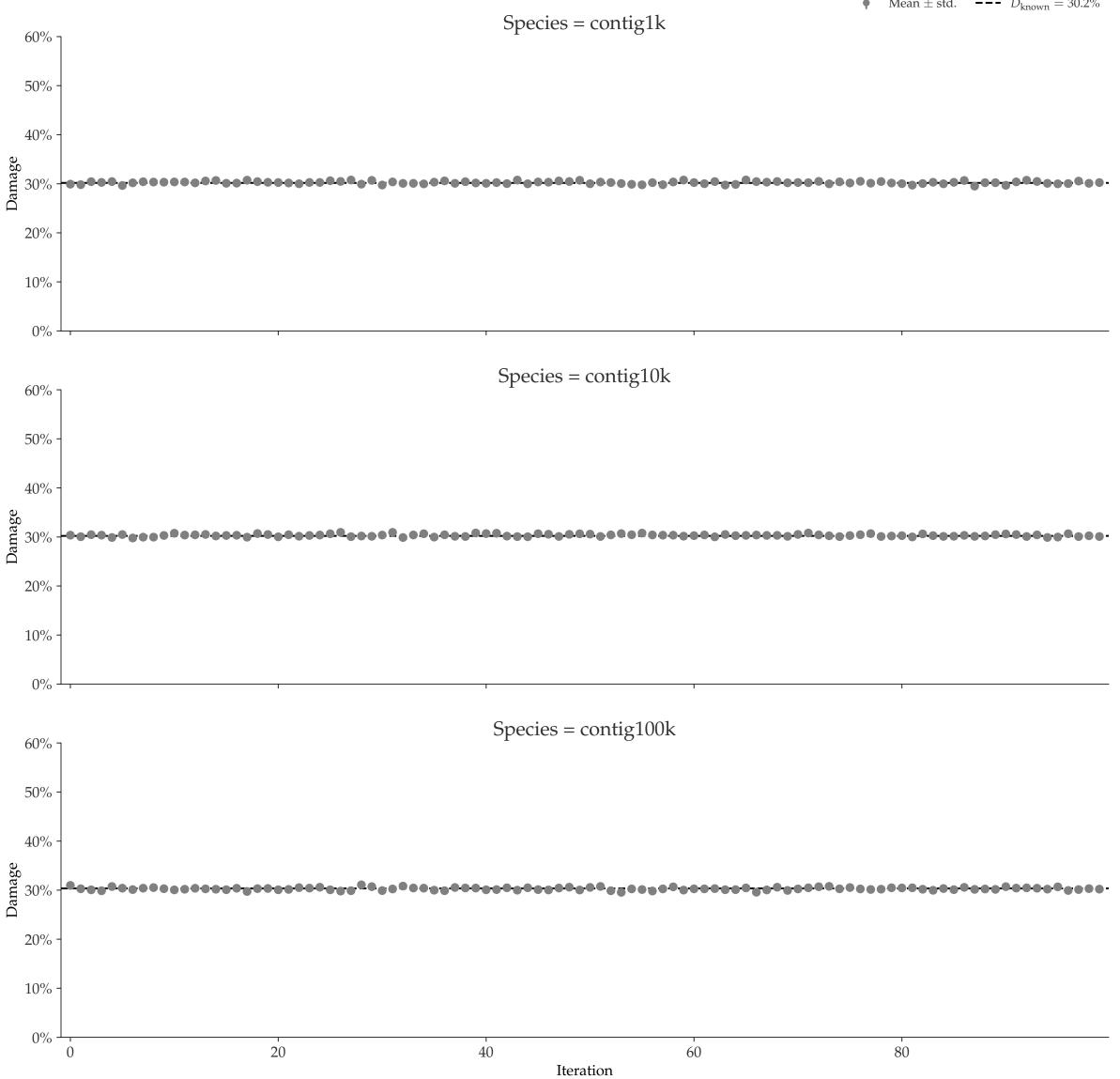


Individual damages: 25000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



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





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

