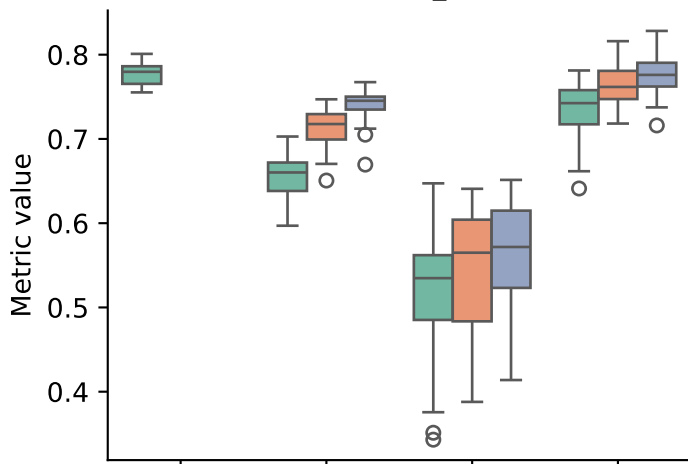
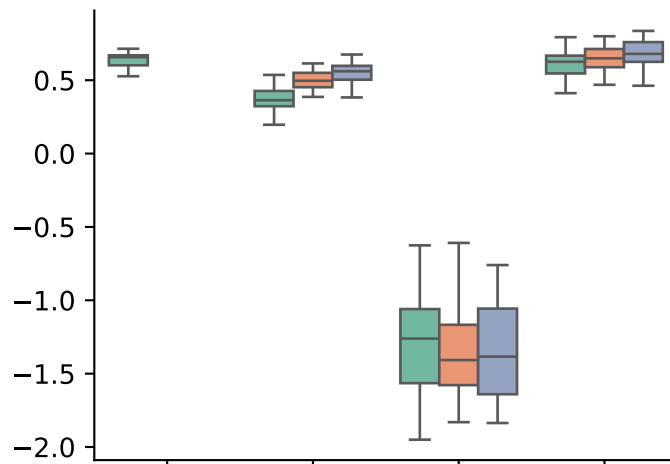


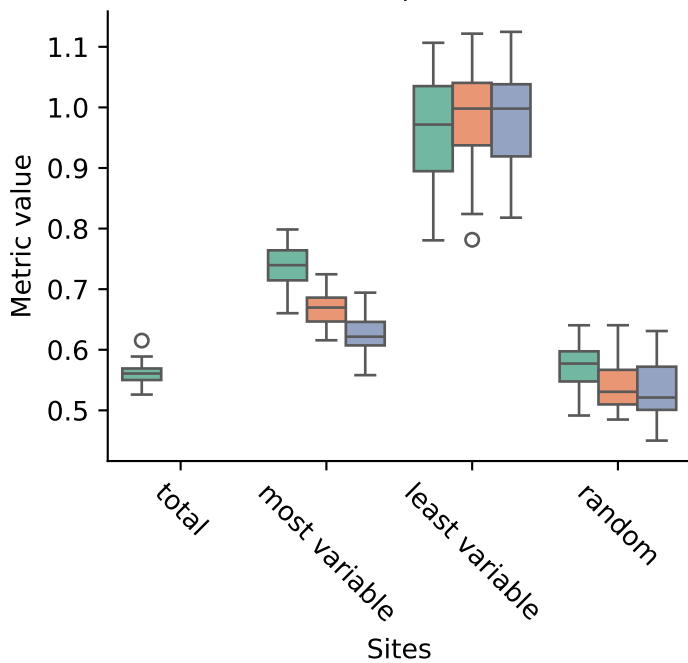
spearman_corr



r2



wape



mut_count

