Step 1: Selecting Largest Bins

Bin 1

Scaffold 1

Scaffold 2

Scaffold 5

Scaffold 5

Scaffold 6

Unbinned Scaffolds

Unbinned Scaffold

Unbinned Scaffold

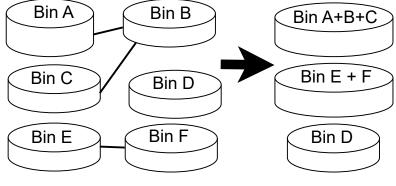
Unbinned Scaffold

Step 3: Merge Bins

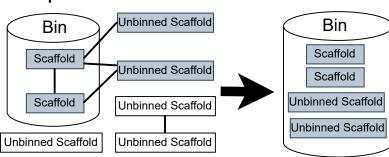
Scaffold 8

Unbinned Scaffold

Unbinned Scaffold



Step 4: Recruit Unbinned Scaffolds



Step 2: Generating Random Forest Model

