

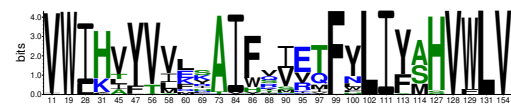
# Binding Site Recovery Benchmark Sequence Logos

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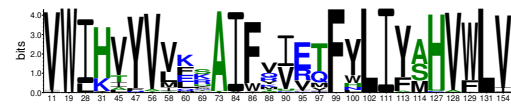
<b>1</b>	<b>5J5I</b>	<b>2</b>
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# 1 1N0S

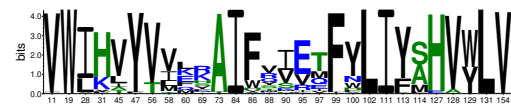
(a) special\_rot bonus: 0.0



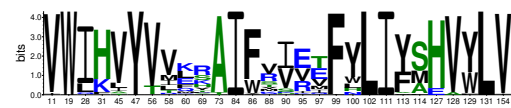
(b) special\_rot bonus: -0.5



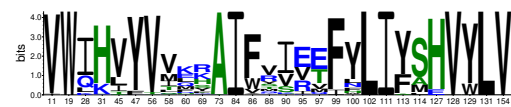
(c) special\_rot bonus: -1.0



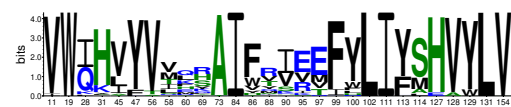
(d) special\_rot bonus: -1.5



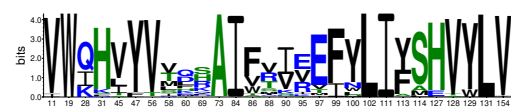
(e) special\_rot bonus: -2.0



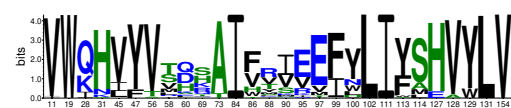
(f) special\_rot bonus: -2.5



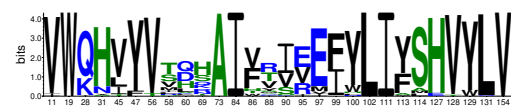
(g) special\_rot bonus: -3.0



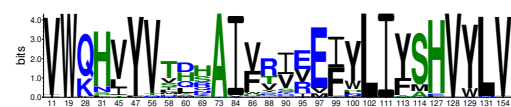
(h) special\_rot bonus: -3.5



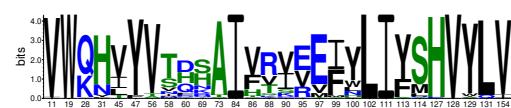
(i) special\_rot bonus: -4.0



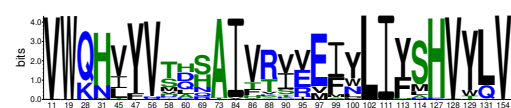
(j) special\_rot bonus: -4.5



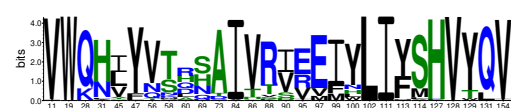
(k) special\_rot bonus: -5.0



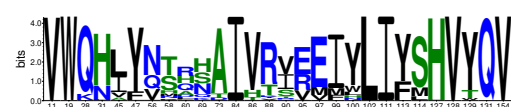
(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control

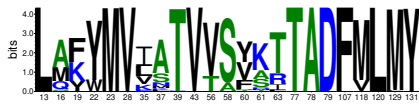


(p) special\_rot bonus: Native

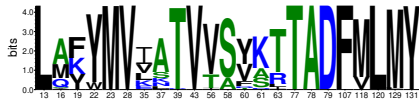


## 2 5URA

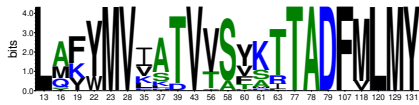
(a) special\_rot bonus: 0.0



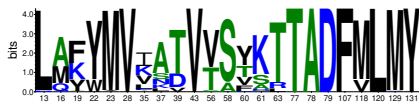
(b) special\_rot bonus: -0.5



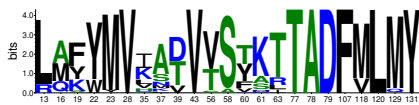
(c) special\_rot bonus: -1.0



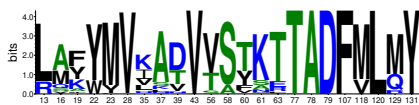
(d) special\_rot bonus: -1.5



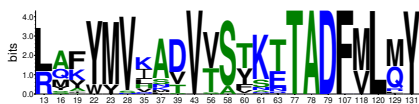
(e) special\_rot bonus: -2.0



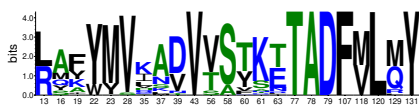
(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



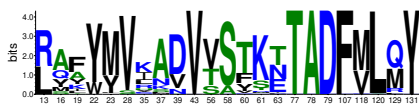
(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



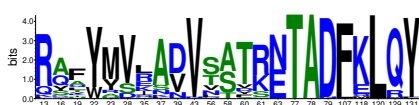
(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native

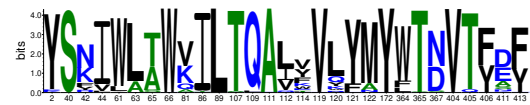


### 3 5J5I

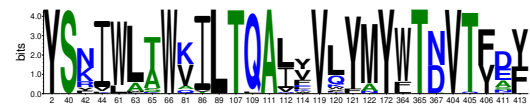
(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



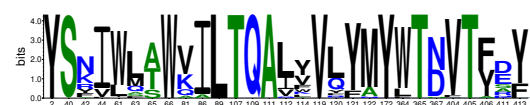
(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native



## 4 4B5D

(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native



# 5 5J5G

(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native



## 6 4QAC

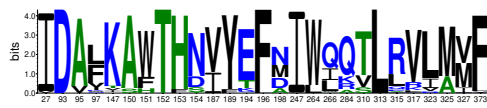
(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



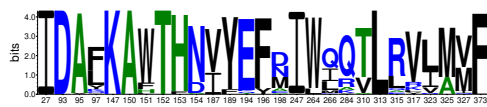
(c) special\_rot bonus: -1.0



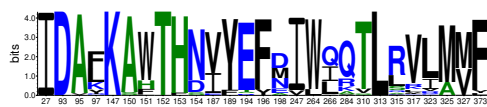
(d) special\_rot bonus: -1.5



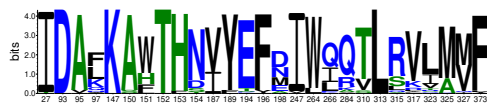
(e) special\_rot bonus: -2.0



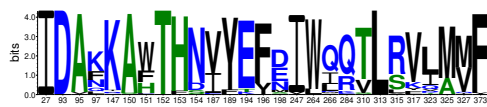
(f) special\_rot bonus: -2.5



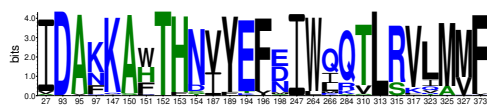
(g) special\_rot bonus: -3.0



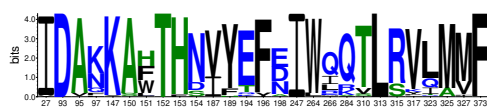
(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native



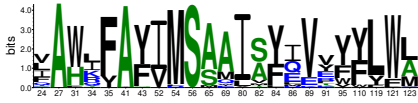


# 7 1LNM

(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



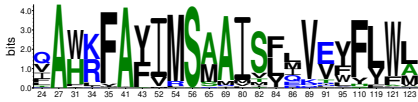
(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



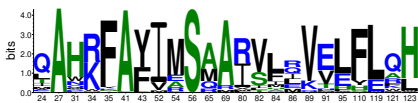
(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



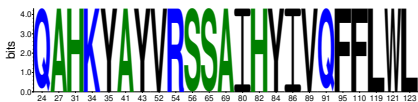
(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



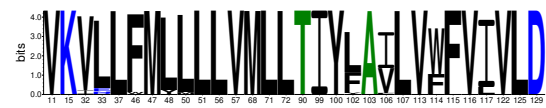
(p) special\_rot bonus: Native



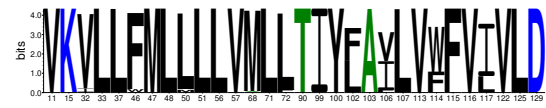


# 8 3CZ1

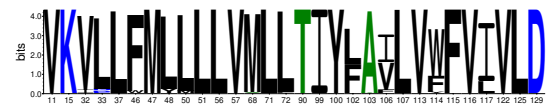
(a) special\_rot bonus: 0.0



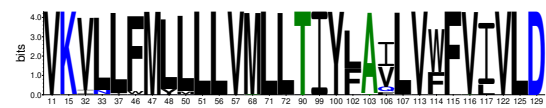
(b) special\_rot bonus: -0.5



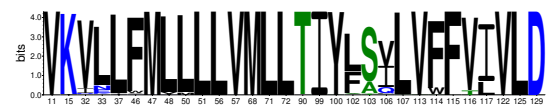
(c) special\_rot bonus: -1.0



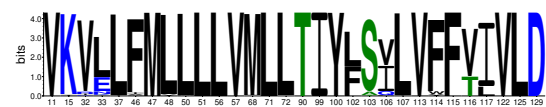
(d) special\_rot bonus: -1.5



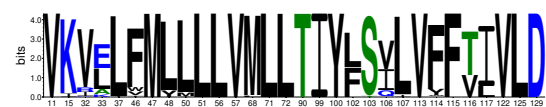
(e) special\_rot bonus: -2.0



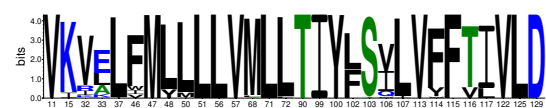
(f) special\_rot bonus: -2.5



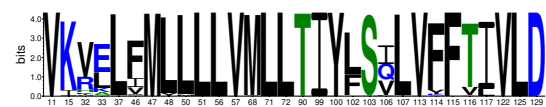
(g) special\_rot bonus: -3.0



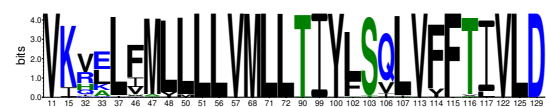
(h) special\_rot bonus: -3.5



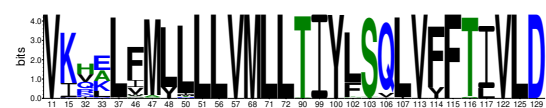
(i) special\_rot bonus: -4.0



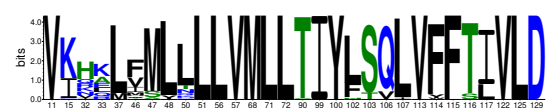
(j) special\_rot bonus: -4.5



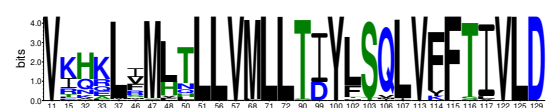
(k) special\_rot bonus: -5.0



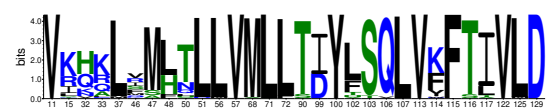
(l) special\_rot bonus: -6.0



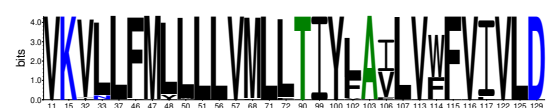
(m) special\_rot bonus: -8.0



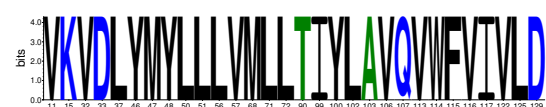
(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native





# 10 5EDB

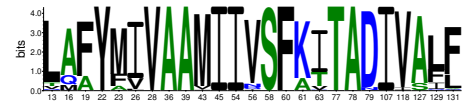
(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



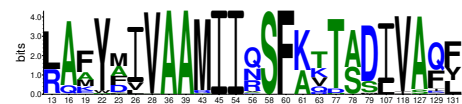
(h) special\_rot bonus: -3.5



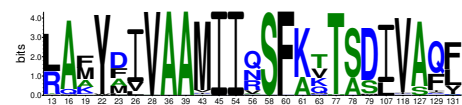
(i) special\_rot bonus: -4.0



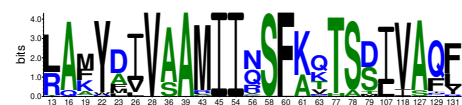
(j) special\_rot bonus: -4.5



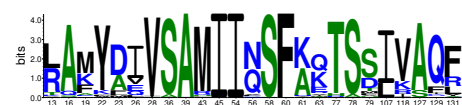
(k) special\_rot bonus: -5.0



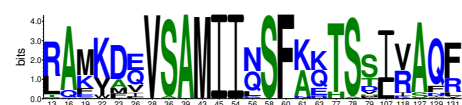
(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control

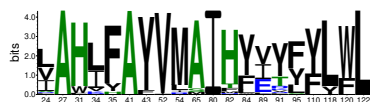


(p) special\_rot bonus: Native

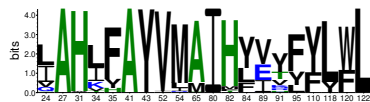


# 11 1LKE

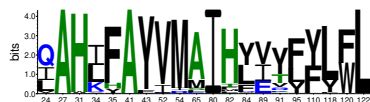
(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



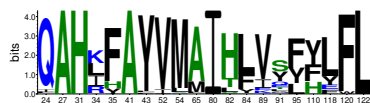
(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



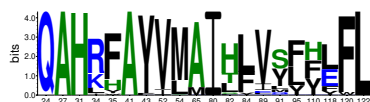
(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control

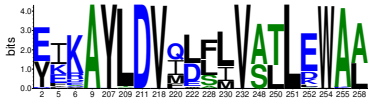


(p) special\_rot bonus: Native

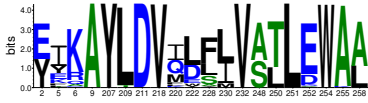


# 12 2XN3

(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



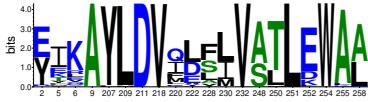
(c) special\_rot bonus: -1.0



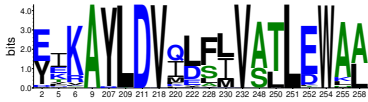
(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



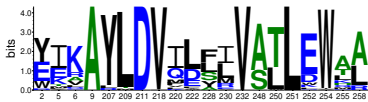
(f) special\_rot bonus: -2.5



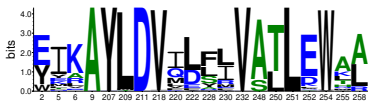
(g) special\_rot bonus: -3.0



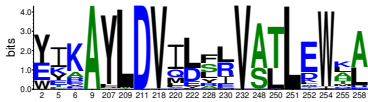
(h) special\_rot bonus: -3.5



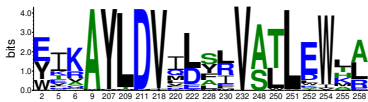
(i) special\_rot bonus: -4.0



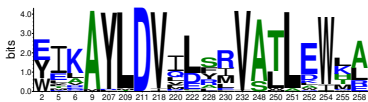
(j) special\_rot bonus: -4.5



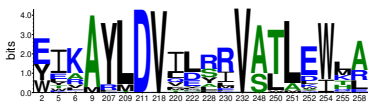
(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control

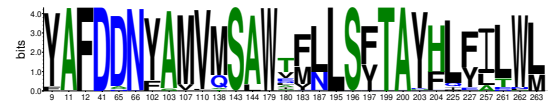


(p) special\_rot bonus: Native



# 13 2QRY

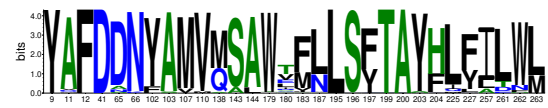
(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



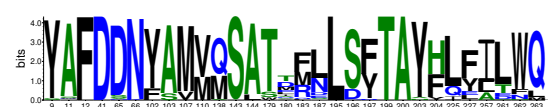
(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



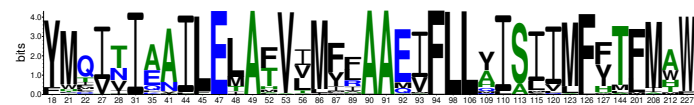
(p) special\_rot bonus: Native



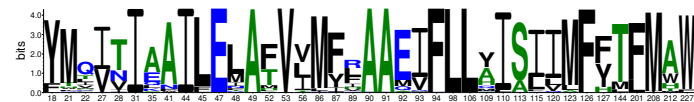


# 14 3OKI

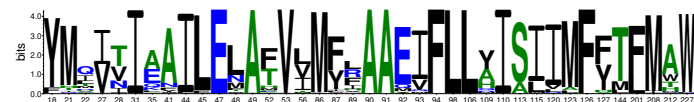
(a) special\_rot bonus: 0.0



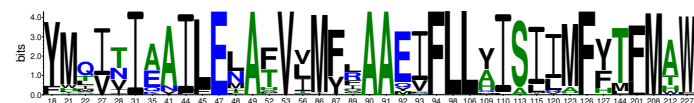
(b) special\_rot bonus: -0.5



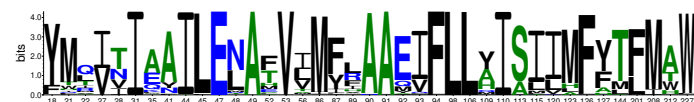
(c) special\_rot bonus: -1.0



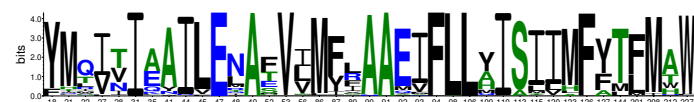
(d) special\_rot bonus: -1.5



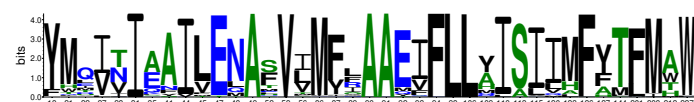
(e) special\_rot bonus: -2.0



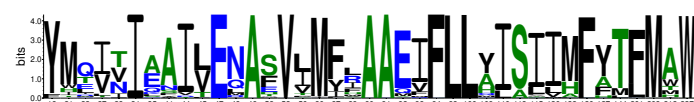
(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



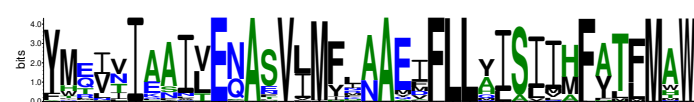
(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



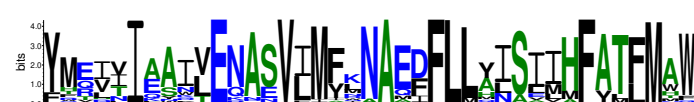
(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control

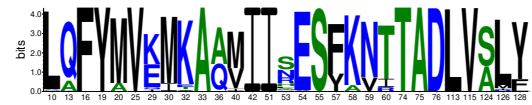


(p) special\_rot bonus: Native

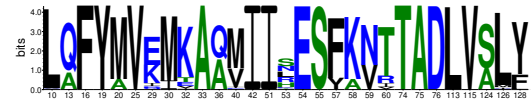


# 15 5HZ6

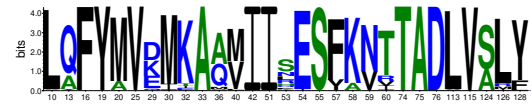
(a) special\_rot bonus: 0.0



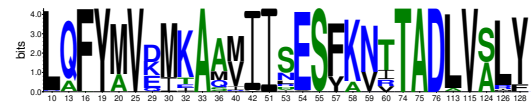
(b) special\_rot bonus: -0.5



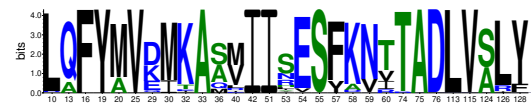
(c) special\_rot bonus: -1.0



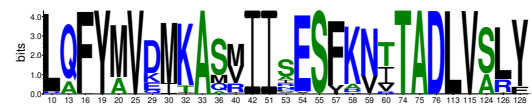
(d) special\_rot bonus: -1.5



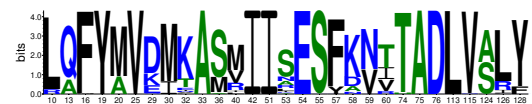
(e) special\_rot bonus: -2.0



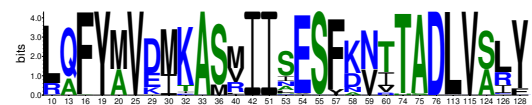
(f) special\_rot bonus: -2.5



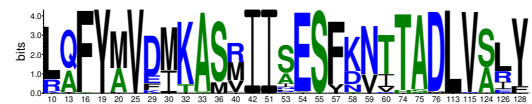
(g) special\_rot bonus: -3.0



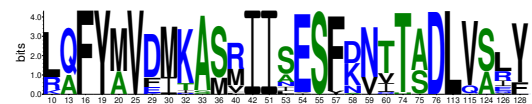
(h) special\_rot bonus: -3.5



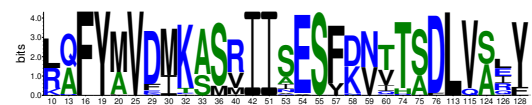
(i) special\_rot bonus: -4.0



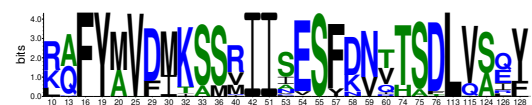
(j) special\_rot bonus: -4.5



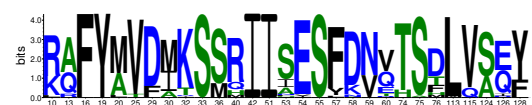
(k) special\_rot bonus: -5.0



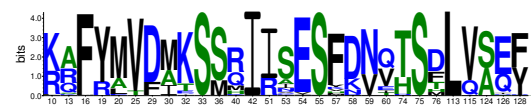
(l) special\_rot bonus: -6.0



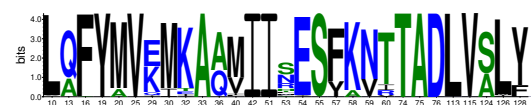
(m) special\_rot bonus: -8.0



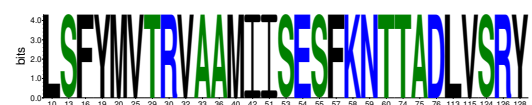
(n) special\_rot bonus: -10.0



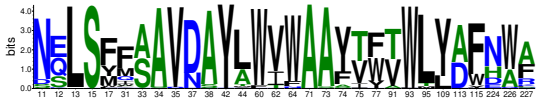
(o) special\_rot bonus: Control



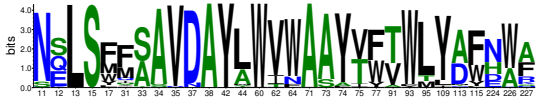
(p) special\_rot bonus: Native



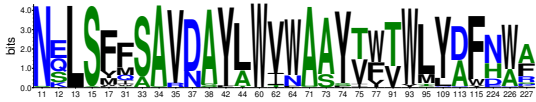
(a) special\_rot bonus: 0.0



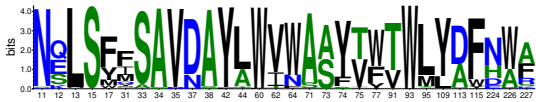
(b) special\_rot bonus: -0.5



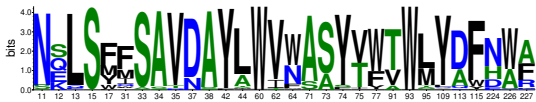
(c) special\_rot bonus: -1.0



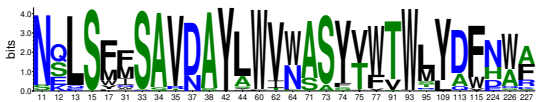
(d) special\_rot bonus: -1.5



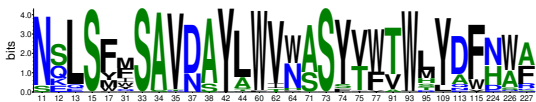
(e) special\_rot bonus: -2.0



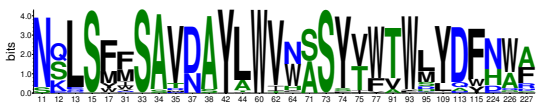
(f) special\_rot bonus: -2.5



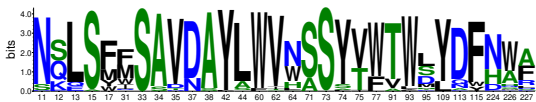
(g) special\_rot bonus: -3.0



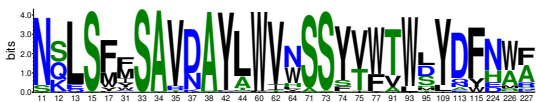
(h) special\_rot bonus: -3.5



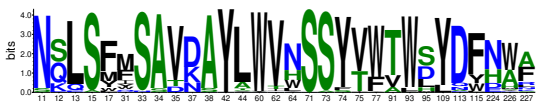
(i) special\_rot bonus: -4.0



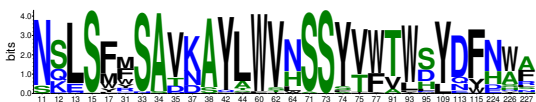
(j) special\_rot bonus: -4.5



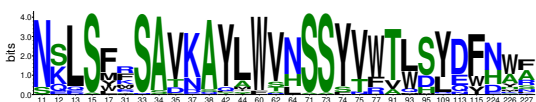
(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



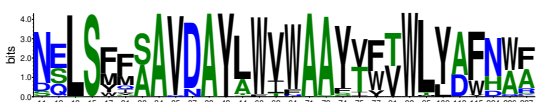
(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native



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(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



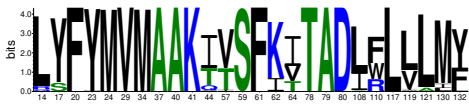
(o) special\_rot bonus: Control



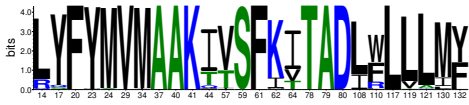
(p) special\_rot bonus: Native



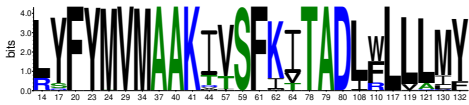
(a) special\_rot bonus: 0.0



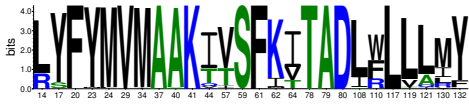
(b) special\_rot bonus: -0.5



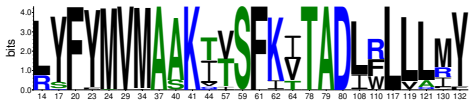
(c) special\_rot bonus: -1.0



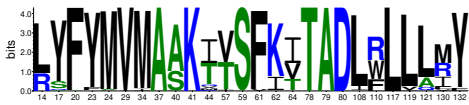
(d) special\_rot bonus: -1.5



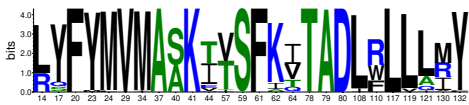
(e) special\_rot bonus: -2.0



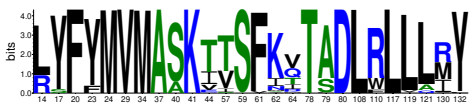
(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



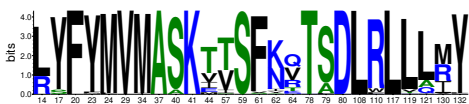
(h) special\_rot bonus: -3.5



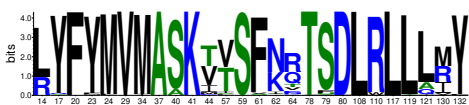
(i) special\_rot bonus: -4.0



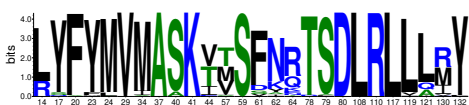
(j) special\_rot bonus: -4.5



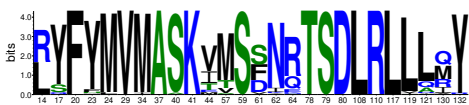
(k) special\_rot bonus: -5.0



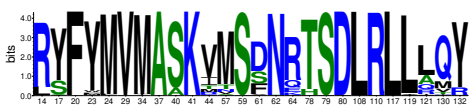
(l) special\_rot bonus: -6.0



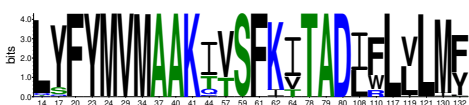
(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



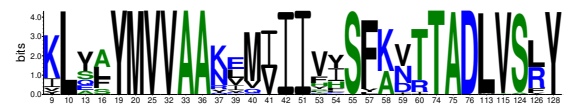
(p) special\_rot bonus: Native



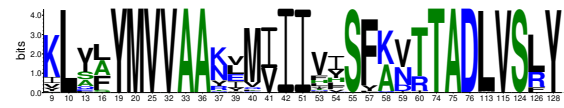


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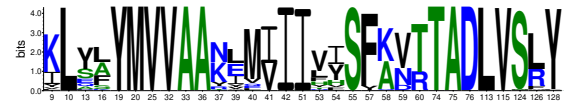
(a) special\_rot bonus: 0.0



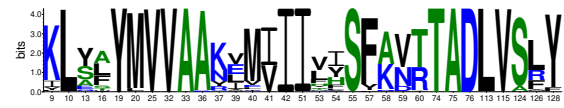
(b) special\_rot bonus: -0.5



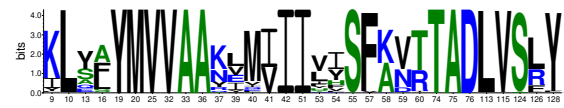
(c) special\_rot bonus: -1.0



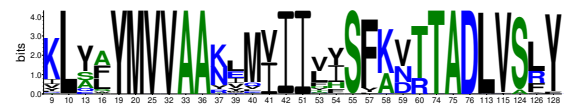
(d) special\_rot bonus: -1.5



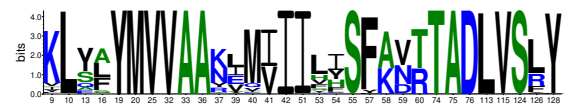
(e) special\_rot bonus: -2.0



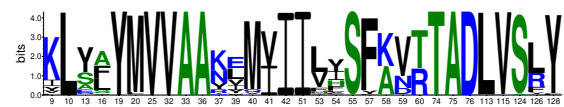
(f) special\_rot bonus: -2.5



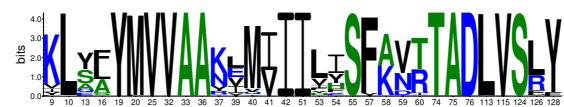
(g) special\_rot bonus: -3.0



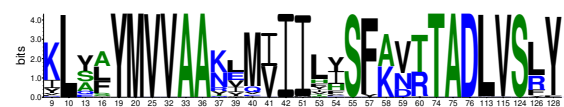
(h) special\_rot bonus: -3.5



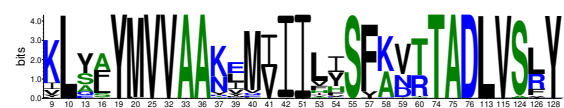
(i) special\_rot bonus: -4.0



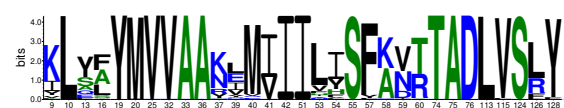
(j) special\_rot bonus: -4.5



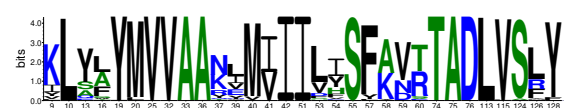
(k) special\_rot bonus: -5.0



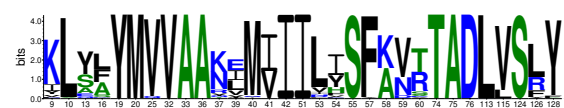
(l) special\_rot bonus: -6.0



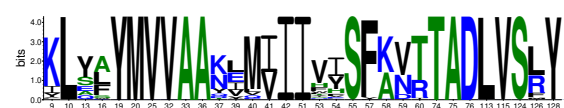
(m) special\_rot bonus: -8.0



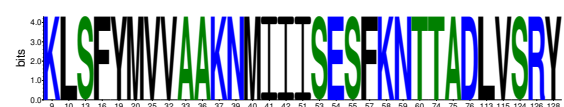
(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native





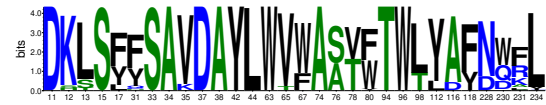
(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native



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(a) special\_rot bonus: 0.0



(b) special\_rot bonus: -0.5



(c) special\_rot bonus: -1.0



(d) special\_rot bonus: -1.5



(e) special\_rot bonus: -2.0



(f) special\_rot bonus: -2.5



(g) special\_rot bonus: -3.0



(h) special\_rot bonus: -3.5



(i) special\_rot bonus: -4.0



(j) special\_rot bonus: -4.5



(k) special\_rot bonus: -5.0



(l) special\_rot bonus: -6.0



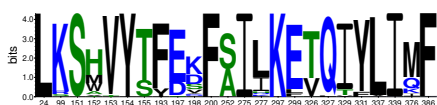
(m) special\_rot bonus: -8.0



(n) special\_rot bonus: -10.0



(o) special\_rot bonus: Control



(p) special\_rot bonus: Native



