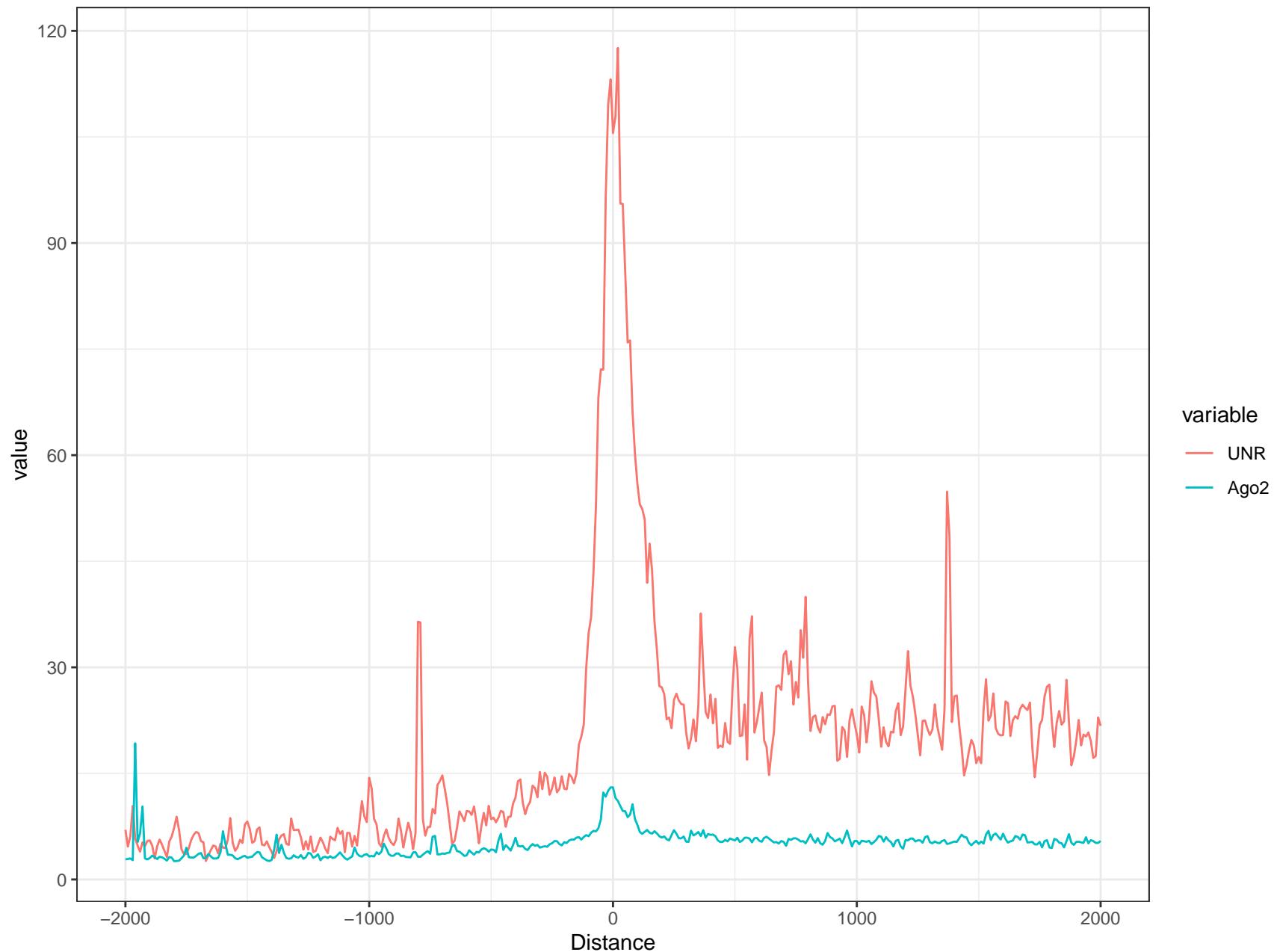
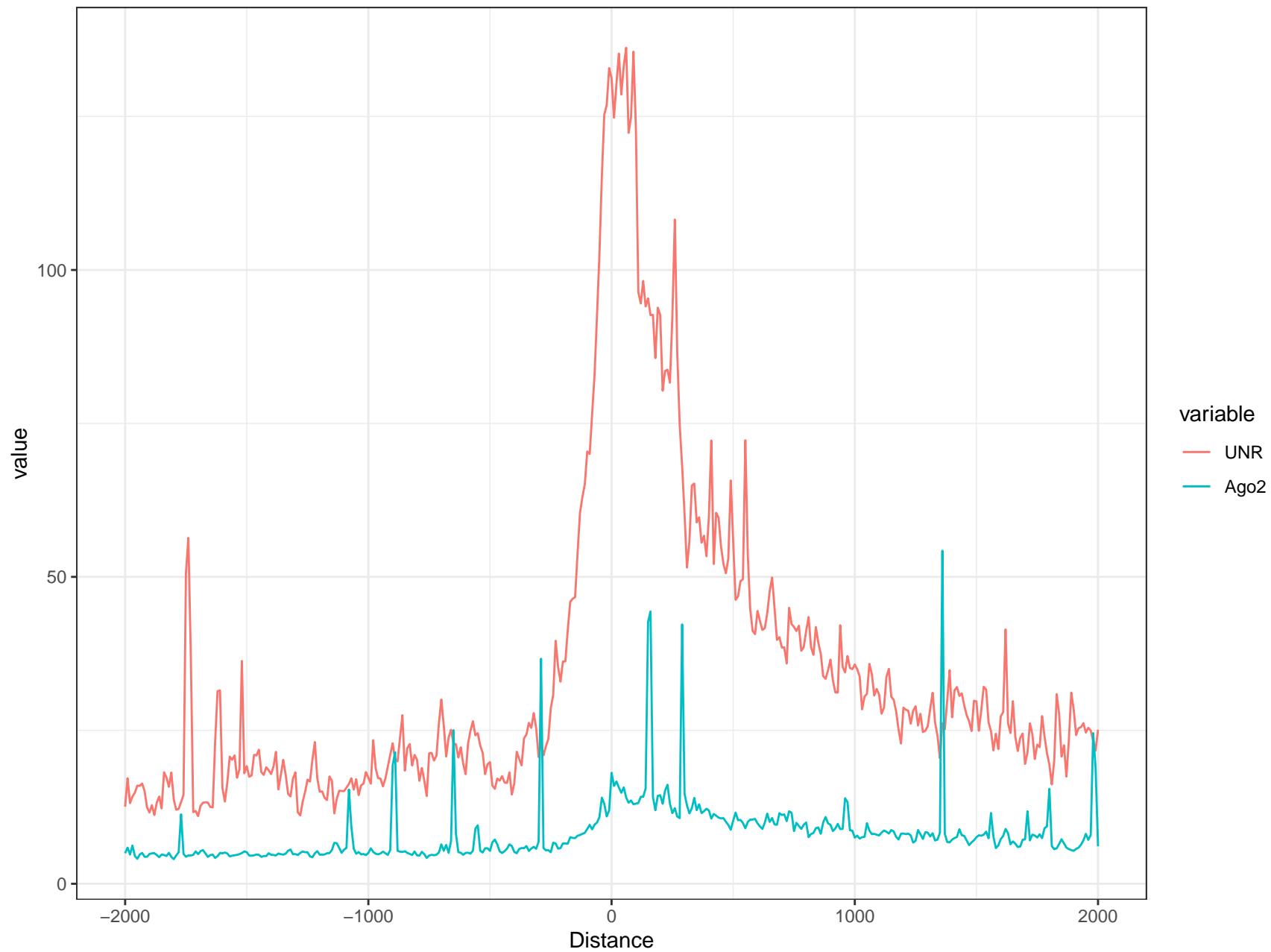


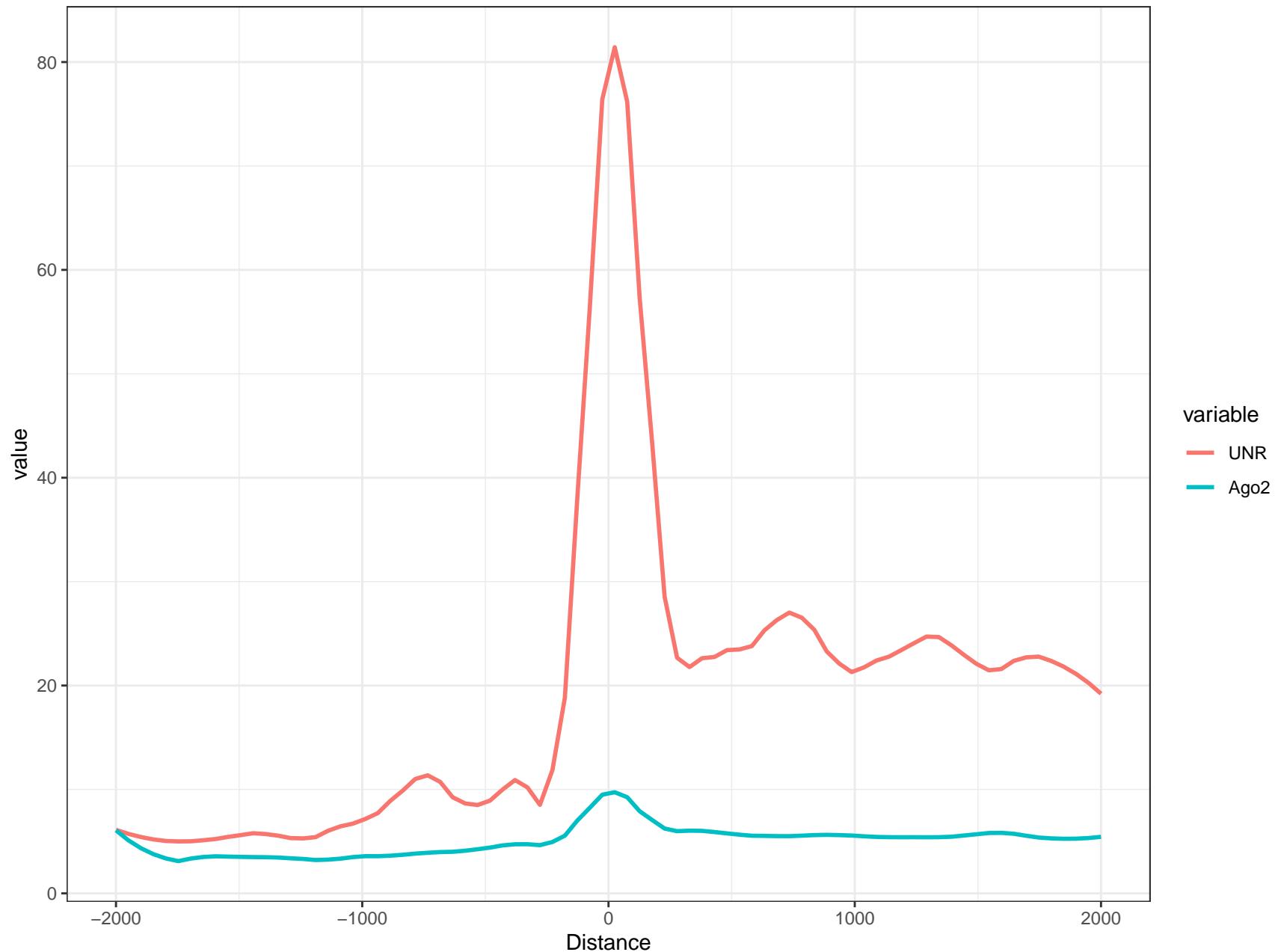
# Coverage around start codon for UNR and Ago2 (not smoothed)



Coverage around stop codon for UNR and Ago2 (not smoothed)



# Coverage around start codon for UNR and Ago2 (smoothed line)



# Coverage around stop codon for UNR and Ago2 (smoothed line)

