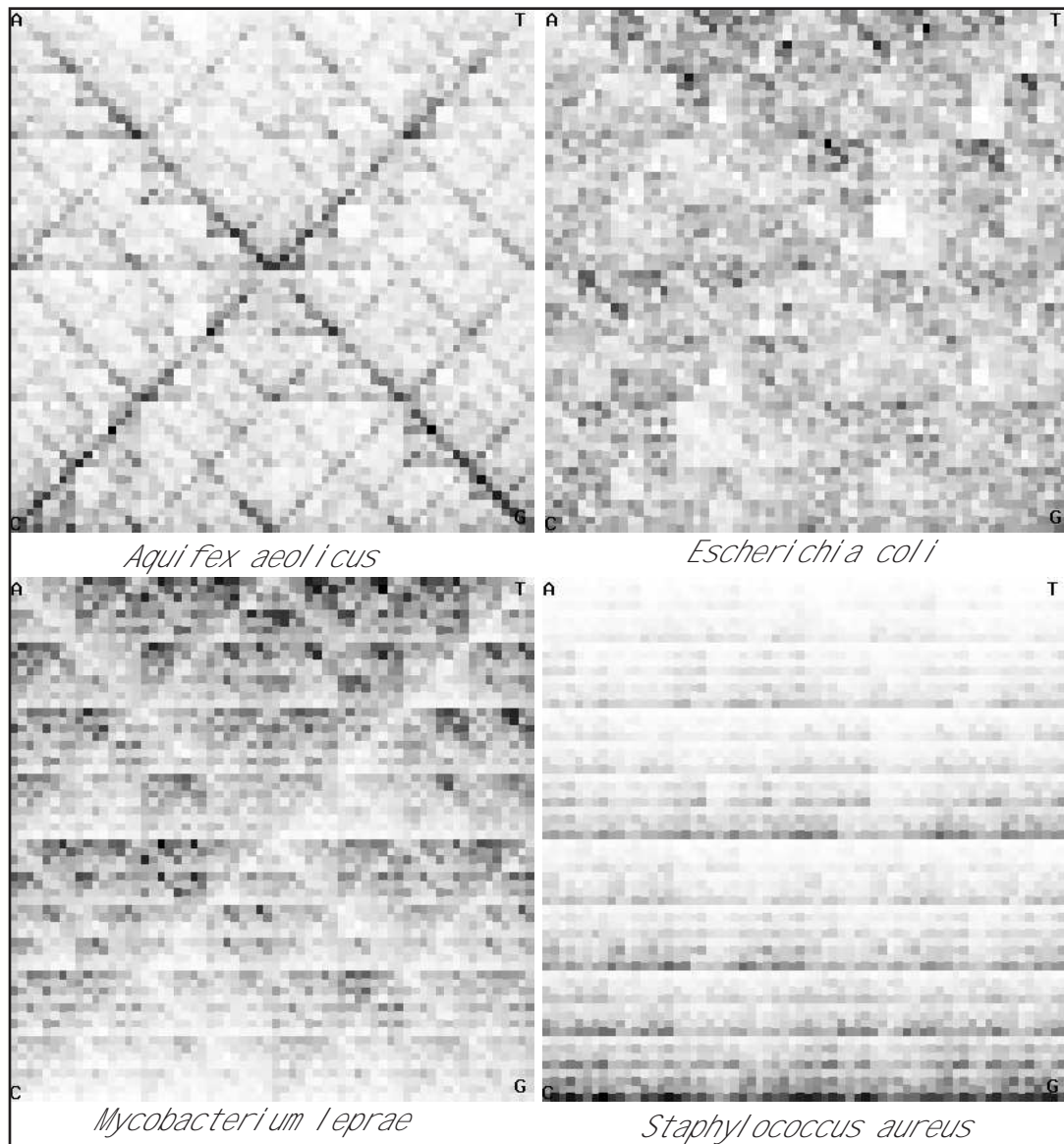


Figure 1. Chaos game representation of frequency of all 6-nucleotide motifs.



Motif bias in four representative genomes. All 4096 possible 6-nucleotide motifs are plotted according to their frequency in a Chaos Game Representation (Deschavanne et al, 1999) constructed by the program CGRmotif (see Methods). Motif frequency in a genome is represented in each bin on a scale from white (indicating the most rare motifs) to black (indicating the most common).