Mean percentages and standard deviations
(over 10 experiments) of dropped calls over
15000 time ticks

	Mean	SD
No load balancing (Breadth-first		
shortest path search)	11.99%	0.33%
Ants (0% Noise)	4.87%	0.35%
Ants (5% Noise)	5.24%	0.40%
Dijkstra's Algorithm (Modified		
to use node weights)	0.11%	0.04%