

|                |      | Scaling Factor | Sample Size             |                 | Population Size         |                 | Both Population and Sample Size |                 |
|----------------|------|----------------|-------------------------|-----------------|-------------------------|-----------------|---------------------------------|-----------------|
|                |      |                | Strict Triplet Distance | Inner Node Loss | Strict Triplet Distance | Inner Node Loss | Strict Triplet Distance         | Inner Node Loss |
| Scenario       | Unit | Size (bits)    |                         |                 |                         |                 |                                 |                 |
| drift          | bit  | 32             | +                       | *+++            | *+++                    | *+++            | *+++                            | *+++            |
|                |      | 64             |                         | *+++            | *+++                    | *+++            | *+++                            | ++              |
|                |      | 256            | +                       | *+++            | *+++                    | *+++            | *+++                            |                 |
|                | byte | 256            | +                       | *+++            | *+++                    | *+++            | *+++                            | *+++            |
| mild structure | bit  | 32             |                         | *+++            |                         | *+++            |                                 | *+++            |
|                |      | 64             |                         | *+++            |                         | +               | +                               | *+++            |
|                |      | 256            | +                       | *+++            |                         | ++              | +                               | *+++            |
|                | byte | 256            |                         | *+++            |                         | *+++            |                                 | *+++            |
| plain          | bit  | 32             |                         | *+++            | +                       | *+++            | +                               | *+++            |
|                |      | 64             |                         | *+++            | +                       | *+++            | +                               | *+++            |
|                |      | 256            | +                       | *+++            | *+++                    | +               | *++                             | *+++            |
|                | byte | 256            |                         | *+++            | +                       | *+++            | +                               | *+++            |
| rich structure | bit  | 32             |                         | *+++            | ++                      | *+++            | *++                             | *+++            |
|                |      | 64             | +                       | *+++            | *+++                    | *+++            | +                               | *+++            |
|                |      | 256            | +                       | *+++            |                         | *+++            | *++                             | *+++            |
|                | byte | 256            |                         | *+++            | *+++                    | *+++            | *++                             | *+++            |