				Policy	Tilted			Steady		
					Strict Triplet Distance	Lax Triplet Distance	Inner Node Loss	Strict Triplet Distance	Lax Triplet Distance	Inner Node Loss
Scenario	Unit	Pop Size	DSamp	(BIES)						
drift			500	32	+	+	n/a	+		n/a
		4096		64	+	+	n/a	*+++		n/a
				256	+	*++	n/a	+		n/a
	bit	65536		32	*++	*++	n/a			n/a
			500	64	*+++	*++	n/a	+	+	n/a
				256		+	n/a		+	n/a
			8000	32	+		n/a			n/a
				64	*++	++	n/a	*++		n/a
				256		+	n/a	+		n/a
		4096	500	256	*++		*+++	++		++
	byte	65536	500	256			*+++	+		*+++
		03330	8000	256			*+++			*+++
rich structure			500	32	++	*++	n/a	+	+	n/a
		4096		64		+	n/a	*+++	++	n/a
				256			n/a	+		n/a
		65536		32	*++	*++	n/a	++	+	n/a
			500	64	+	++	n/a	*++		n/a
				256			n/a	*+++	*++	n/a
			8000	32	+	+	n/a	*++	+	n/a
3ti uctui e				64	+	+	n/a	*++		n/a
				256			n/a		+	n/a
		4096	500	256	*+++		*+++	*++		*+++
	byte		500	256	*++		*+++	+		*++
		65536	8000	256	*++		*+++	++		+
some structure	bit	4096	500	32			n/a			n/a
				64	*+++	*+++	n/a	+		n/a
				256	+	+	n/a	*++		n/a
		65536	500	32	+	+	n/a			n/a
				64	+	+	n/a	*++		n/a
				256	*++	*+	n/a	+	+	n/a
				32	+	+	n/a			n/a
			8000	64	+	+	n/a	*++		n/a
				256	+		n/a	+	+	n/a
		4096	500	256	+		*+++			
	byte		500	256	+		*+++			
	.,,	65536	8000	256	+		*+++			
				32	+	+	n/a			n/a
		4096	500	64	*++	*++	n/a			n/a
				256			n/a			n/a
				32		+	n/a			n/a
			500	64	*+++	*+++	n/a			n/a
zero		65536		256			n/a		+	n/a
structure		03330		32			n/a			n/a
			8000	64	++	+	n/a			n/a
				256		+	n/a			n/a
		4096	500	256	++		*+++			
	byte		500	256	*++		*+++			
	byte	65536	8000	256	*++		*+++			