

|                |      | 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            |                         | *++++           | *++++                   | *++++           | *++                             | *++++           |