

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