

| | | | | versus | Tilted vs. Steady | | Tilted vs. Hybrid | | Hybrid vs. Steady | |
|----------------|------|-----------------|------------|-------------|-------------------------|-----------------|-------------------------|-----------------|-------------------------|-----------------|
| | | | | | Strict Triplet Distance | Inner Node Loss | Strict Triplet Distance | Inner Node Loss | Strict Triplet Distance | Inner Node Loss |
| Scenario | Unit | Population Size | Downsample | Size (bits) | | | | | | |
| drift | bit | 4096 | 500 | 32 | ++++ | ++++ | | ++++ | ++++ | ++++ |
| | | | | 64 | ++++ | ++++ | + | | *+++ | ++++ |
| | | | | 256 | ++++ | ++++ | + | ++++ | *++ | ++++ |
| | | 65536 | 500 | 32 | *+++ | ++++ | *++ | | | ++++ |
| | | | | 64 | *++ | ++++ | *++ | | + | ++++ |
| | | | | 256 | + | ++++ | + | | | ++++ |
| | | | 8000 | 32 | *+++ | ++++ | + | ++++ | *++ | ++++ |
| | | | | 64 | *++ | ++++ | ++ | ++ | + | ++++ |
| | | | | 256 | + | ++++ | + | ++++ | | ++++ |
| | byte | 4096 | 500 | 256 | ++++ | ++++ | *+ | ++++ | *+++ | ++++ |
| | | 65536 | 500 | 256 | *+++ | ++++ | *+++ | ++++ | + | ++++ |
| | | | 8000 | 256 | ++++ | ++++ | *+++ | ++++ | + | ++++ |
| mild structure | bit | 4096 | 500 | 32 | ++++ | ++++ | + | ++++ | ++++ | ++++ |
| | | | | 64 | ++++ | ++++ | *++ | ++++ | ++++ | ++++ |
| | | | | 256 | ++++ | ++++ | + | *+++ | ++++ | ++++ |
| | | 65536 | 500 | 32 | ++++ | ++++ | + | ++++ | ++++ | ++++ |
| | | | | 64 | ++++ | ++++ | + | ++++ | ++++ | ++++ |
| | | | | 256 | ++++ | ++++ | *++ | + | ++++ | ++++ |
| | | | 8000 | 32 | ++++ | ++++ | + | ++++ | ++++ | ++++ |
| | | | | 64 | ++++ | ++++ | *+++ | ++++ | ++++ | ++++ |
| | | | | 256 | ++++ | ++++ | | ++++ | ++++ | ++++ |
| | byte | 4096 | 500 | 256 | ++++ | ++++ | *++ | ++++ | ++++ | ++++ |
| | | 65536 | 500 | 256 | ++++ | ++++ | *++ | ++++ | ++++ | ++++ |
| | | | 8000 | 256 | ++++ | ++++ | *+++ | ++++ | ++++ | ++++ |
| plain | bit | 4096 | 500 | 32 | ++++ | ++++ | *++ | ++++ | ++++ | ++++ |
| | | | | 64 | ++++ | ++++ | *++ | ++++ | ++++ | ++++ |
| | | | | 256 | ++++ | ++++ | | ++++ | ++++ | ++++ |
| | | 65536 | 500 | 32 | ++++ | ++++ | ++ | ++++ | ++++ | ++++ |
| | | | | 64 | ++++ | ++++ | + | ++++ | ++++ | ++++ |
| | | | | 256 | ++++ | ++++ | + | + | ++++ | ++++ |
| | | | 8000 | 32 | ++++ | ++++ | + | ++++ | ++++ | ++++ |
| | | | | 64 | ++++ | ++++ | *++ | ++++ | ++++ | ++++ |
| | | | | 256 | ++++ | ++++ | + | ++++ | ++++ | ++++ |
| | byte | 4096 | 500 | 256 | ++++ | ++++ | *+++ | ++++ | ++++ | ++++ |
| | | 65536 | 500 | 256 | ++++ | ++++ | *+++ | ++++ | ++++ | ++++ |
| | | | 8000 | 256 | ++++ | ++++ | *+++ | ++++ | ++++ | ++++ |
| rich structure | bit | 4096 | 500 | 32 | | ++++ | | ++++ | | ++++ |
| | | | | 64 | + | ++++ | + | ++++ | | ++++ |
| | | | | 256 | + | ++++ | + | ++++ | | ++++ |
| | | 65536 | 500 | 32 | *++ | ++++ | ++ | ++++ | | ++++ |
| | | | | 64 | ++++ | ++++ | | | *++ | ++++ |
| | | | | 256 | | ++++ | | | | ++++ |
| | | | 8000 | 32 | + | ++++ | | ++++ | | ++++ |
| | | | | 64 | | ++++ | + | ++++ | | ++++ |
| | | | | 256 | + | ++++ | | | *++ | ++++ |
| | byte | 4096 | 500 | 256 | | ++++ | + | ++++ | *++ | ++++ |
| | | 65536 | 500 | 256 | + | ++++ | + | ++++ | | ++++ |
| | | | 8000 | 256 | + | ++++ | + | ++++ | | ++++ |