				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	Size (bits)						
		Size		32	+	+	n/a	+		n/a
drift	bit	4096	500	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
				64	*++	++	n/a	*++		n/a
				256		+	n/a	+		n/a
		4096	500	256	*++		*+++	++		++
	byte	65536	500	256			*+++	+		*+++
		03330	8000	256			*+++			*+++
rich structure		4096	500	32	++	*++	n/a	+	+	n/a
	bit			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
			8000	32	+	+	n/a	*++	+	n/a
				64	+	+	n/a	*++		n/a
		4006	500	256	de		n/a		+	n/a
	byte	4096	500	256	*+++		*+++	*++		*+++
		65536	500	256	*++		*+++	+		*++
			8000	256	*++		*+++	++		+
some structure		4096	500	32			n/a			n/a
				64	*+++	*+++	n/a	+		n/a
				256	+	+	n/a	*++		n/a
		65536	500	32 64	+	+	n/a	*++		n/a
				256	*++	*+	n/a n/a	+	+	n/a n/a
				32	+	+	n/a	т	+	n/a
			8000	64	+	+	n/a	*++		n/a
				256	+	Т	n/a	+	+	n/a
		4096	500	256	+		*+++		'	.,, a
	byte		500	256	+		*+++			
		65536	8000	256	+		*+++			
zero structure		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
			8000	32			n/a			n/a
				64	++	+	n/a			n/a
				256		+	n/a			n/a
		4096	500	256	++		*+++			
	byte		500	256	*++		*+++			
		65536	8000	256	*++		*+++			