Scenario	Unit	Pop Size	DSamp	Size (bits)	Tilted			Steady		
					Strict Triplet Distance	Lax Triplet Distance	Inner Node Loss	Strict Triplet Distance	Lax Triplet Distance	Inner Node Loss
drift	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
			8000	32	+		n/a			n/a
				64	*++	++	n/a	*++		n/a
				256		+	n/a	+		n/a
	byte	4096	500	256	*++		*+++	++		++
		65536	500	256			*+++	+		*+++
			8000	256			*+++			*+++
rich 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
			8000	32	+	+	n/a	*++	+	n/a
				64	+	+	n/a	*++		n/a
				256			n/a		+	n/a
	byte	4096	500	256	*+++		*+++	*++		*+++
		65536	500	256	*++		*+++	+		*++
			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
			8000	32	+	+	n/a			n/a
				64	+	+	n/a	*++		n/a
				256	+		n/a	+	+	n/a
	byte	4096	500	256	+		*+++			
		65536	500	256	+		*+++			
			8000	256	+		*+++			
zero 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
			8000	32			n/a			n/a
				64	++	+	n/a			n/a
				256		+	n/a			n/a
	byte	4096	500	256	++		*+++			
		65536	500	256	*++		*+++			
			8000	256	*++		*+++			