

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