

Neighborful Algorithm A

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	129	3	132
<i>Pinning Error Present</i>	111	21	132
<i>Total</i>	240	24	264

Neighborful Algorithm B

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	95	37	132
<i>Pinning Error Present</i>	107	25	132
<i>Total</i>	202	62	264

Neighborful Algorithm C

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	132	0	132
<i>Pinning Error Present</i>	120	12	132
<i>Total</i>	252	12	264

Neighborful Algorithm D

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	114	18	132
<i>Pinning Error Present</i>	114	18	132
<i>Total</i>	228	36	264

Neighborful Algorithm E

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	132	0	132
<i>Pinning Error Present</i>	111	21	132
<i>Total</i>	243	21	264

Neighborful Algorithm F

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	132	0	132
<i>Pinning Error Present</i>	107	25	132
<i>Total</i>	239	25	264

Neighborful Algorithm G

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	132	0	132
<i>Pinning Error Present</i>	120	12	132
<i>Total</i>	252	12	264

Neighborful Algorithm H

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	132	0	132
<i>Pinning Error Present</i>	114	18	132
<i>Total</i>	246	18	264

Neighborless Algorithm

	Non Excluded Colonies	Excluded Colonies	Total
<i>Pinning Error Absent</i>	132	0	132
<i>Pinning Error Present</i>	0	132	132
<i>Total</i>	132	132	264