

not included	Table 1: Definitions of the different cases a cell turns around due to internal noise (distance between the cells is greater than $3 \times r_{cell}$ when a cell turns)
rotation	cells turn around and pass each other more than two times
sticking	y-velocity of both cells is below $0.005\mu m/s$ or the distance between the cells is smaller than $20m$ for the second half of the simulation and both cells turn around or the distance between the cells is smaller than $35m$ and the y-velocity of both cells is below $0.02\mu m/s$
walk-past	no cell turns around or both cells turn around and pass each other two times over the course of the simulation (“double walk-past”) and the distance between the cells is greater than $3 \times r_{cell}$ when the simulation ends.
reversal	both cells turn around and the distance between the cells is greater than $3 \times r_{cell}$ when the simulation ends and the cells have never passed each other.
chain	only one cell turns around and the distance between the cells is less than $3 \times r_{cell}$ when the simulation ends and the cells have never passed each other.

A turn around is detected if the y-velocity of a cell changes its sign. For the latter three cases we only compare the sign of the start and the end velocity to detect a turn around. To compute the rates for each case we divide the count for a specific outcome by the total number of simulation, excluding the first entry of the table (“not included”).