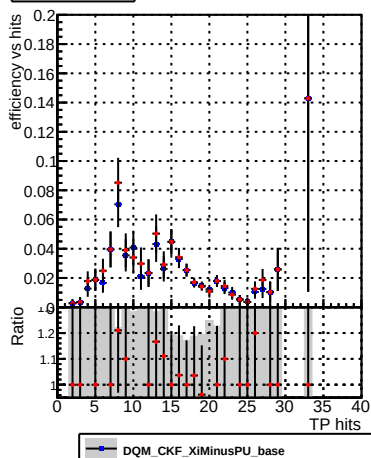
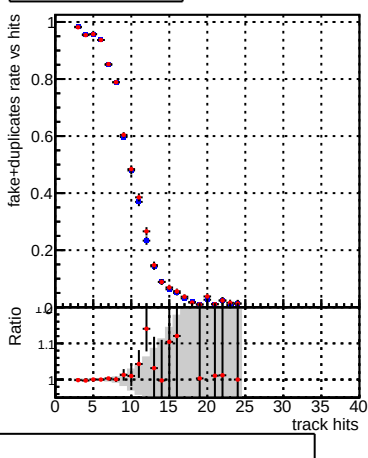


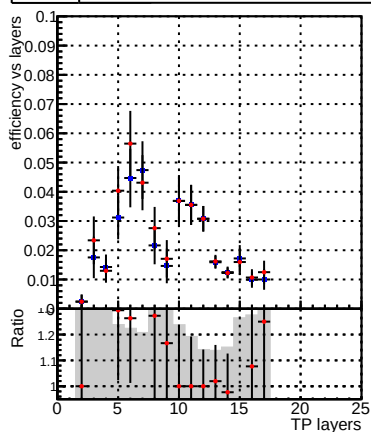
Efficiency vs hit



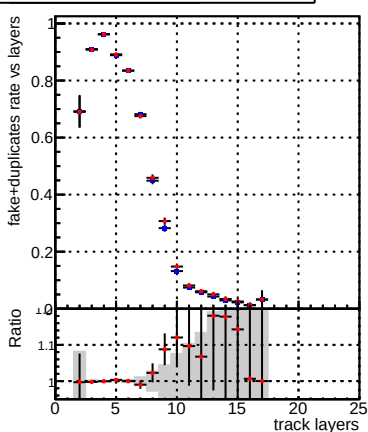
fake+duplicates vs hits



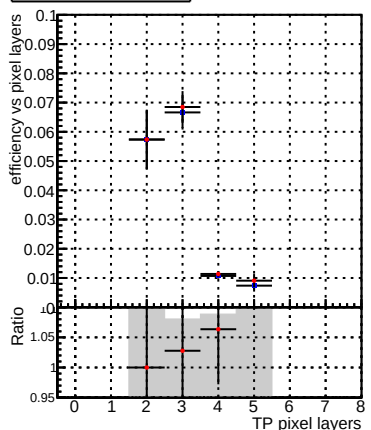
Efficienci



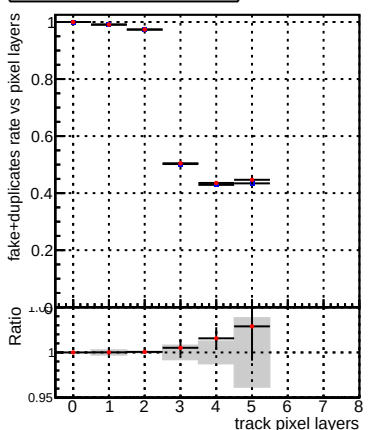
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relimWPM_epoch4
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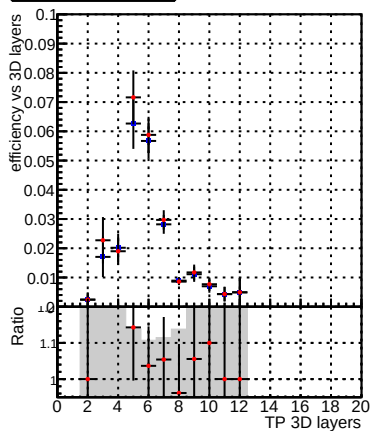
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

